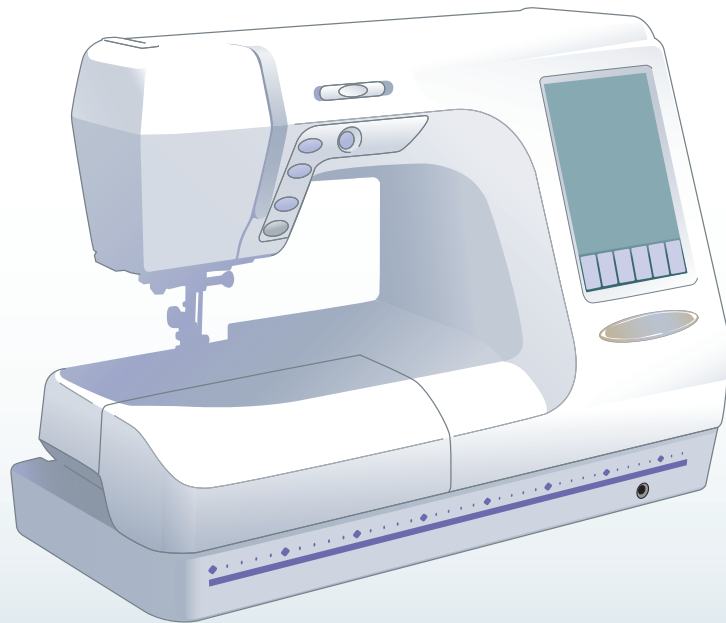


Memory Craft 10001

Instruction book



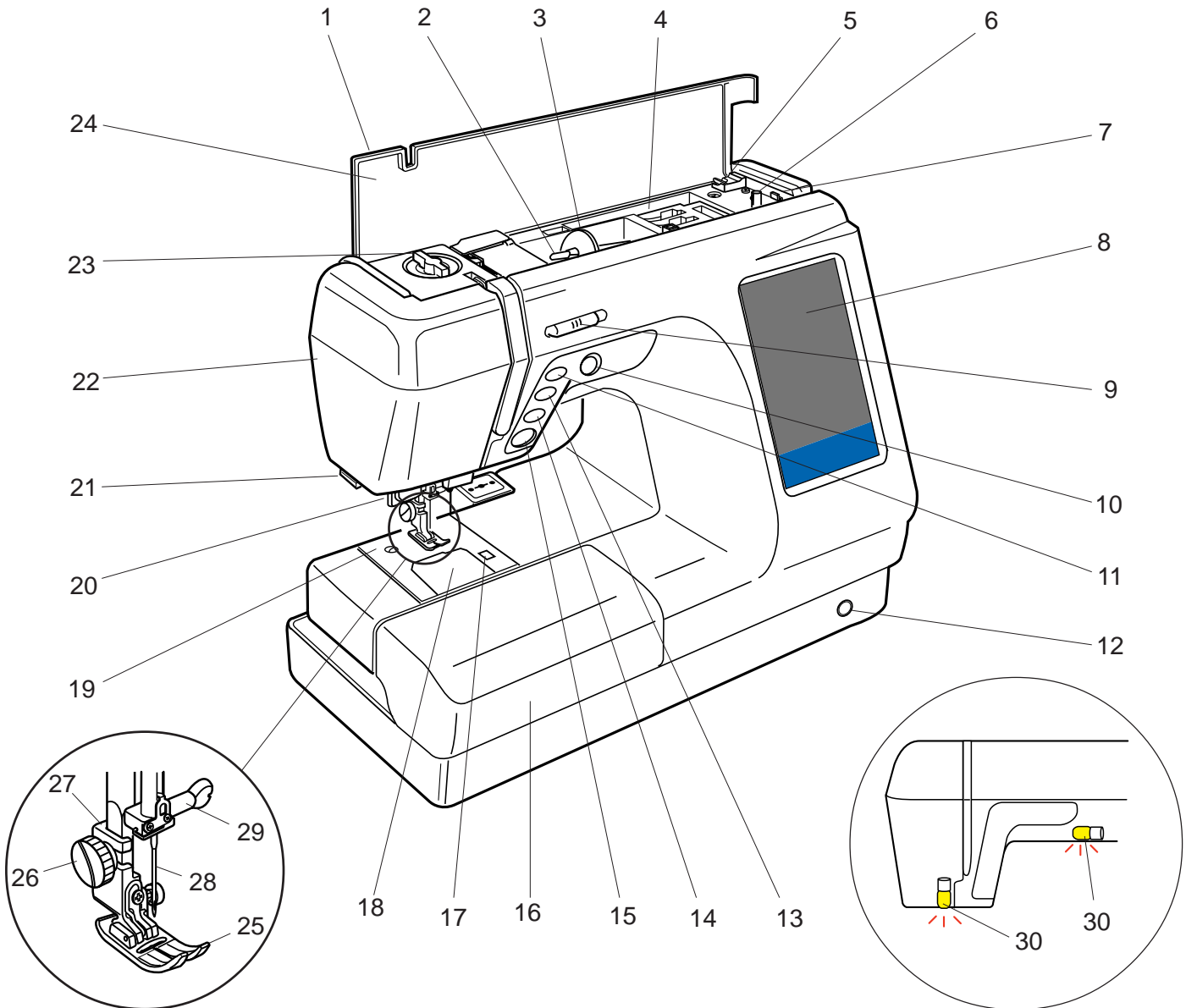
JANOME

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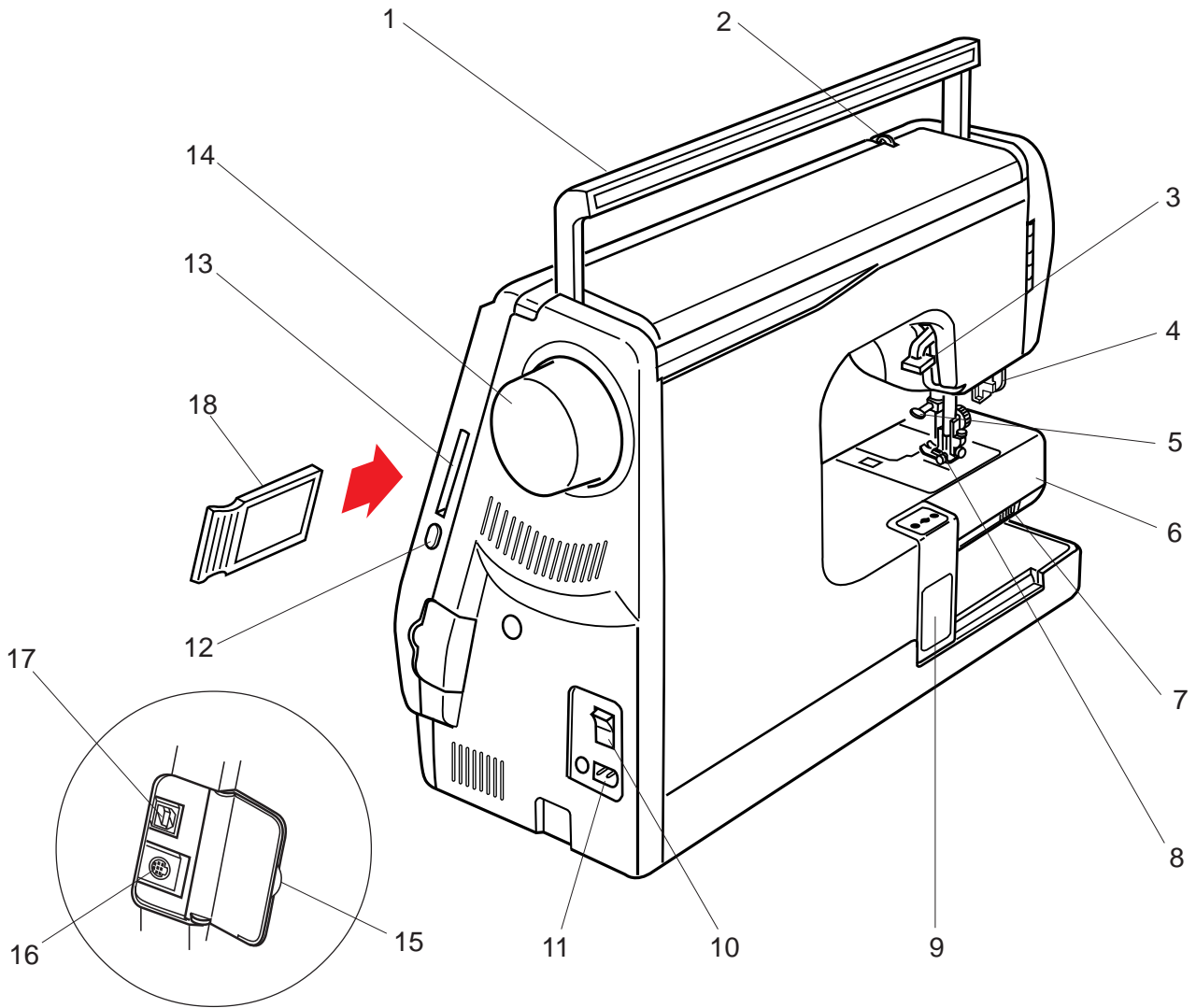
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GETTING READY TO SEW

Name of Parts

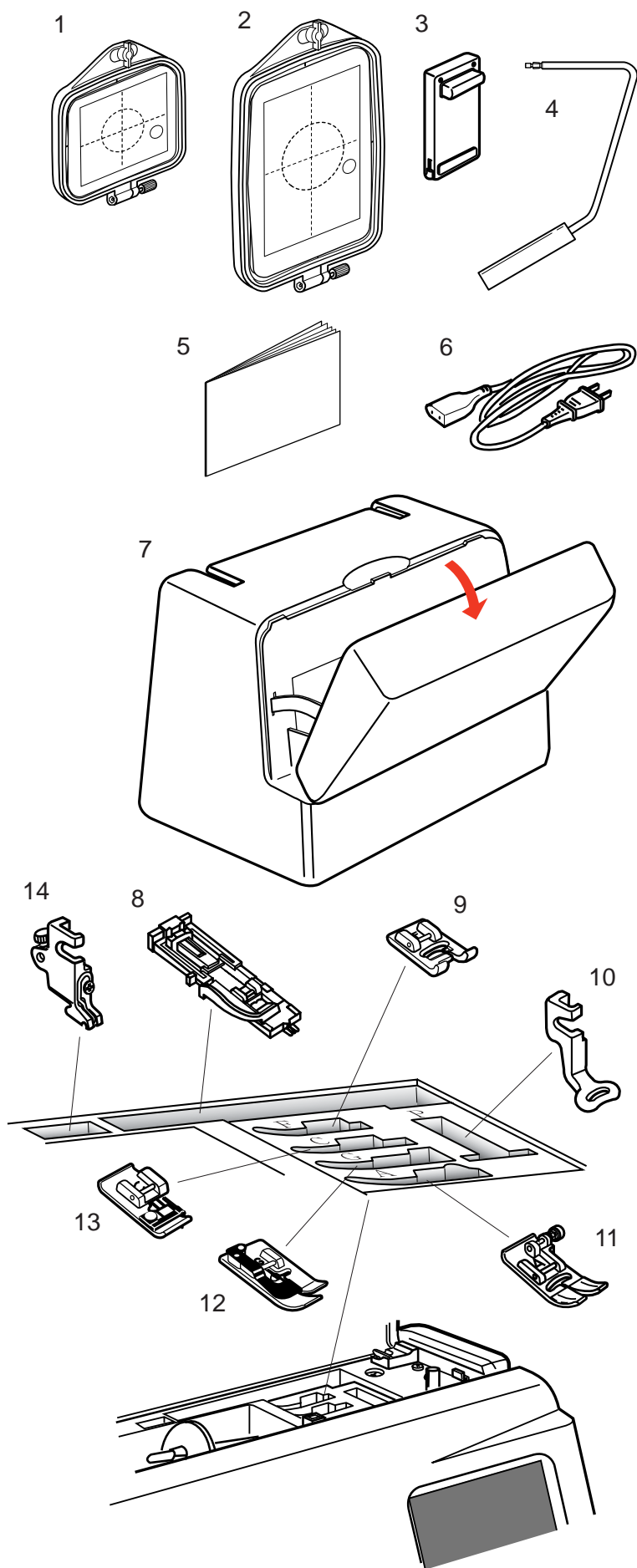


- | | |
|--------------------------------|------------------------------------|
| 1 Top Cover | 16 Extension Table (Accessory Box) |
| 2 Spool Pin | 17 Hook Cover Plate Release Button |
| 3 Spool Holder (Large) | 18 Hook Cover Plate |
| 4 Foot Storage Compartment | 19 Needle Plate |
| 5 Bobbin Thread Cutter | 20 Automatic Needle Threader |
| 6 Bobbin Winder Spindle | 21 Thread Cutter & Thread Holder |
| 7 Bobbin Winder Stopper | 22 Face Plate |
| 8 Visual Touch Screen | 23 Pressure Dial |
| 9 Speed Control Lever | 24 Flip-Top Quick Reference Chart |
| 10 Auto Needle Threader Button | 25 Zigzag Foot A |
| 11 Up/Down Needle Button | 26 Thumbscrew |
| 12 Knee Lifter Socket | 27 Foot Holder |
| 13 Auto-Lock Button | 28 Needle |
| 14 Reverse Button | 29 Needle Clamp Screw |
| 15 Start/Stop Button | 30 Dual Sewing Lights |



- 1 Carrying Handle
- 2 Thread Take-Up Lever
- 3 Presser Foot Lifter
- 4 Buttonhole Lever
- 5 Needle Clamp Screw
- 6 Free Arm
- 7 Drop Feed Lever
- 8 Presser Foot and Holder
- 9 Carriage (For Embroidery)
- 10 Power Switch
- 11 Machine Socket
- 12 Card Eject Button
- 13 PC Card Slot
- 14 Handwheel
- 15 Connector Cover

- 16 RS-232C Connector
- 17 USB Connector
- 18 PC Design Card (Optional item)

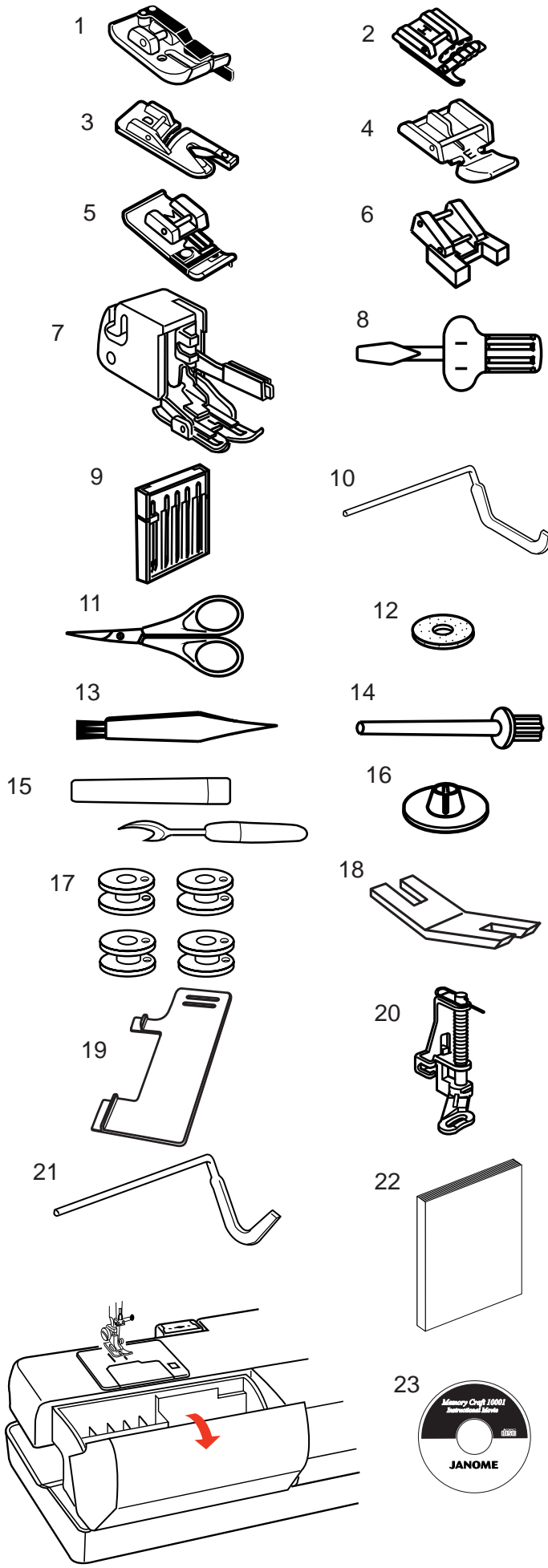


Standard Accessories and Storage

- 1 Embroidery Hoop (A) (With Template)
- 2 Embroidery Hoop (B) (With Template)
- 3 Foot Control
- 4 Knee Lifter
- 5 Template Sheets (for Built-in Designs)
- 6 Power Supply Cord

- 7 Hard Cover (Carrying Case)

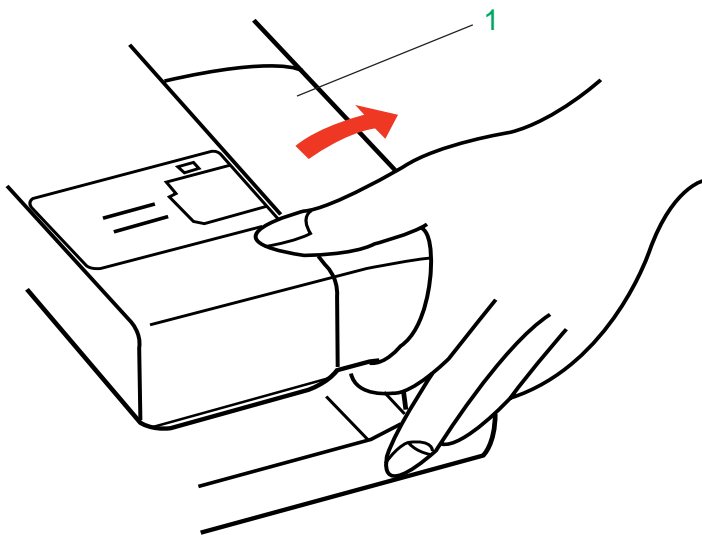
- 8 Automatic Buttonhole Foot R
- 9 Satin Stitch Foot F
- 10 Embroidery Foot P
- 11 Zigzag Foot A
(comes attached to the machine)
- 12 Blind Hem Foot G
- 13 Overedge Foot C
- 14 Foot Holder
(comes attached to the machine)



- 1 1/4" Seam Foot O
- 2 Cording Foot H
- 3 Rolled Hem Foot D
- 4 Zipper Foot E
- 5 Overcasting Foot M
- 6 Button Sewing Foot T
- 7 Walking Foot
- 8 Screwdriver
- 9 Set of Needles
- 10 Quilting Bar for Walking Foot
- 11 Scissors
- 12 Spool Pin Felt
- 13 Lint Brush
- 14 Additional Spool Pin
- 15 Seam Ripper
- 16 Spool Holder (Small)
- 17 Bobbins
- 18 Button Shank Plate
- 19 Cloth Guide
- 20 Basting/Darning Foot P-2
- 21 Quilting Bar
- 22 Instruction Book
- 23 Instructional Movie CD-ROM

Extension Table For Accessory Storage

Sewing accessories are stored in the Extension Table. To open, lift the cover toward you as illustrated.

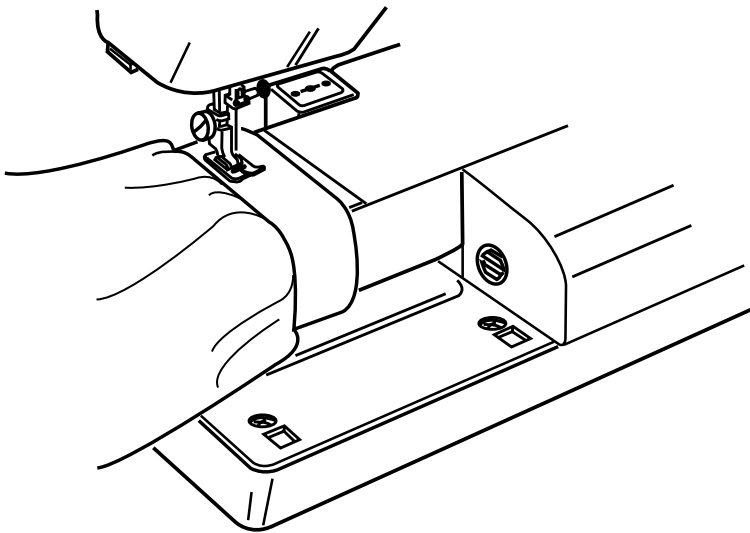


Detachable Extension Table

For Free Arm sewing

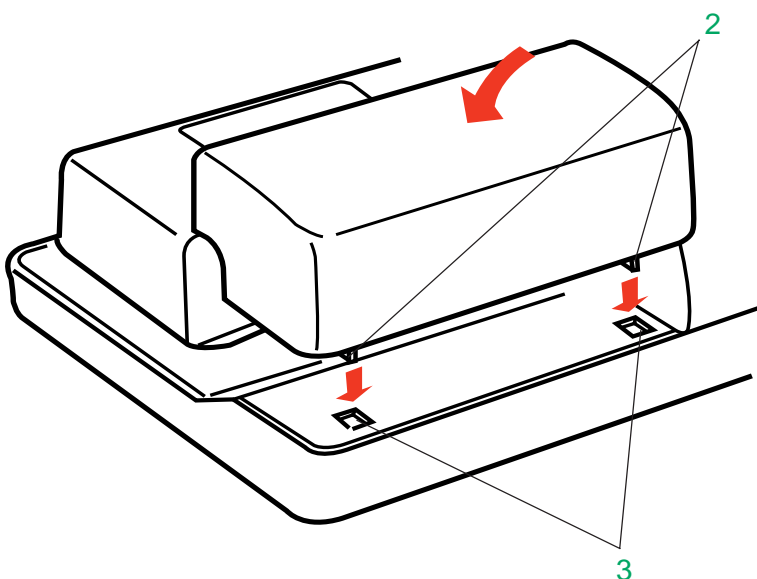
To remove, lift out the Extension Table toward you as illustrated.

1 Extension Table



Free Arm sewing can be used for:

- stitching sleeves, waistbands, pants legs or any tubular garment area.
- darning socks or mending knees, elbows or children's wear.

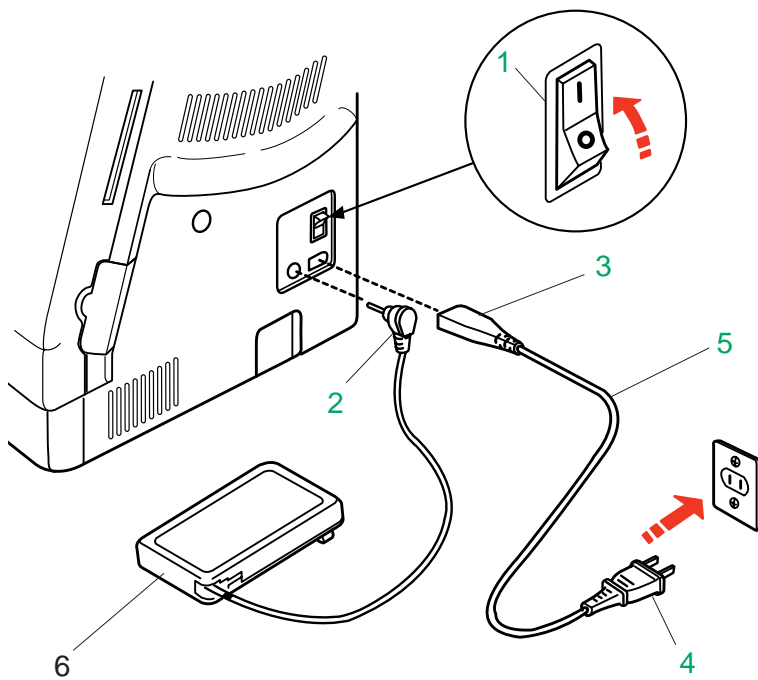


For Flat-bed sewing

Position the Tabs on the Base Tab Holes and push down gently.

2 Tabs

3 Base Tab Holes



Connecting the Power Supply

The Memory Craft 10001 is equipped with an auto voltage system, which automatically adjusts the equipment to any local power supply voltage between 100 and 240V, 50/60Hz.

Turn off the Power Switch, insert the Foot Control Plug and Machine Plug into the machine, then Power Supply Plug into the wall outlet in this order.

Turn on the Power Switch.

- 1 Power Switch
- 2 Foot Control Plug
- 3 Machine Plug
- 4 Power Supply Plug
- 5 Power Supply Cord
- 6 Foot Control

NOTES:

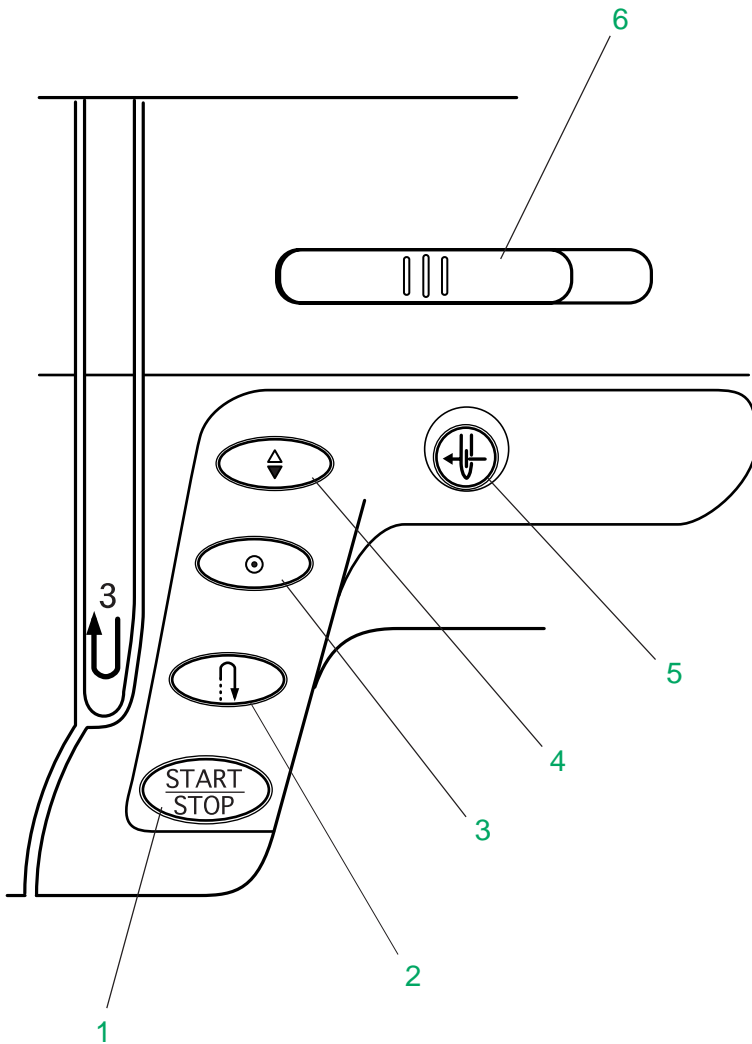
- Make sure to use the Power Supply Cord that came with the machine.
- If you turn off the power switch, wait 5 seconds before turning it on again.
- The Foot Control cannot be used in Embroidery Mode.

For Your Safety:

- While in operation, always keep your eyes on the sewing area, and do not touch any moving parts such as the thread take-up lever, handwheel or needle.
- Always turn off the Power Switch and unplug from the power supply:
 - when leaving the machine unattended.
 - when attaching or removing parts.
 - when cleaning the machine.
- Do not place anything on the Foot Control.

Operating Instructions:

- The symbol "O" of a switch indicates the "off" position of a switch.
- For appliances with a polarized plug (one blade wider than the other). To reduce the risk of electric shock, this plug is intended to fit in a polarized outlet only one way. If it does not fit fully in the outlet, reverse the plug. If it still does not fit, contact a qualified electrician to install the proper outlet. Do not modify the plug in any way.



Machine Operating Buttons

1 Start/Stop Button

Press this button to start or stop the machine. This button can be used either in Ordinary Sewing Mode or Embroidery Mode. In Ordinary Sewing Mode, the machine starts running slowly for the first few stitches, it then runs at the speed set by the Speed Control Lever.

NOTE:

- The Start/Stop Button cannot be used when the foot control is connected to the machine.

2 Reverse Button

Patterns 1, 2, 8 and 9:

The machine will sew in reverse while the Reverse Button is pressed.

All other patterns:

The machine will immediately sew locking stitches and automatically stop when the Reverse Button is pressed.

3 Auto-Lock Button

Patterns 1, 2, 8 and 9:

The machine will immediately sew locking stitches and automatically stop when the Auto-Lock Button is pressed.

All other patterns:

The machine will sew locking stitches at the end of the current pattern and automatically stop when the Auto-Lock Button is pressed.

4 Up/Down Needle Button

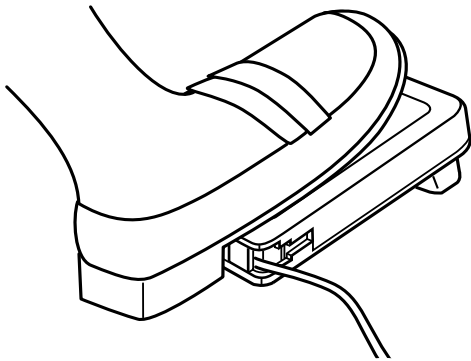
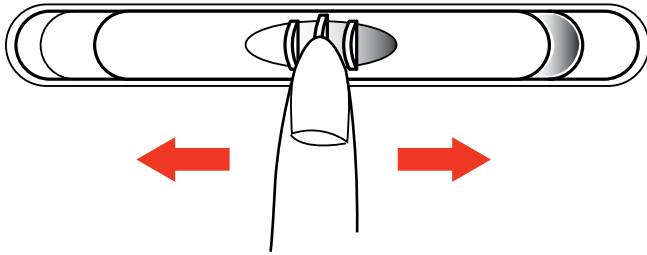
Press this button to bring the needle up or down.

5 Auto Needle Threader Button

Press this button to thread the needle, and simply follow the step-by-step instruction diagrams displayed on the Visual Touch Screen.

6 Speed Control Lever

Sewing speed can be controlled by the Speed Control Lever.



Warning

- Is something stuck in machine?
- Is cloth too thick?
- Is needle bent?

Check the above and restart

Controlling Sewing Speed

Speed Control Lever

You can limit the sewing speed by the Speed Control Lever according to your sewing needs.

To increase sewing speed, slide the lever to the right.

To decrease sewing speed, slide the lever to the left.

Foot Control

Sewing speed can be varied by pressing on the Foot Control. The harder you press the Foot Control, the faster the machine runs.

NOTE:

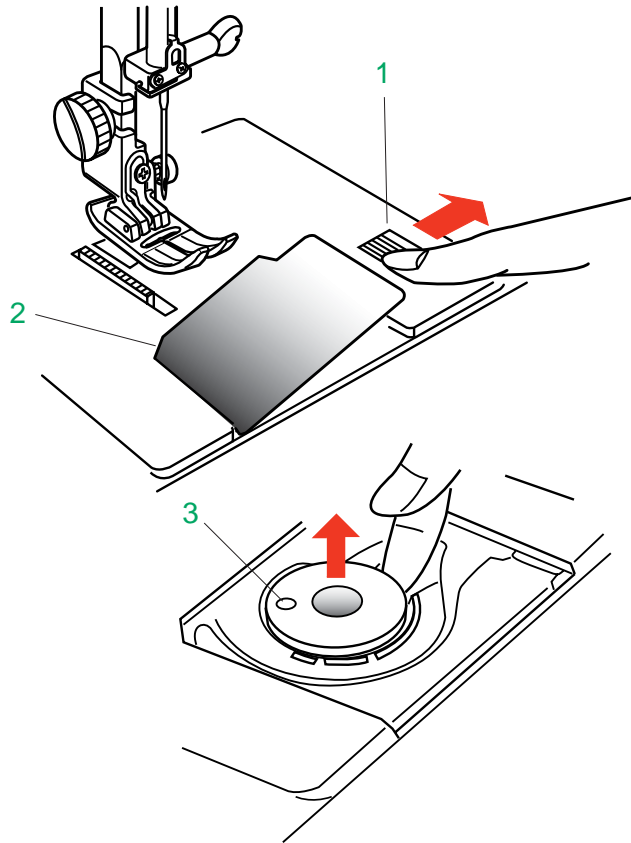
- The machine runs at the maximum speed set by the Speed Control Lever when the foot control is being fully depressed.

Operating Instructions:

Foot controller Model 21371 is for use with sewing machine model MC10001.

NOTE:

- The Memory Craft 10001 is equipped with an automatic shutdown safety feature to prevent overheating. Follow safety instructions that appear on the Visual Touch Screen.

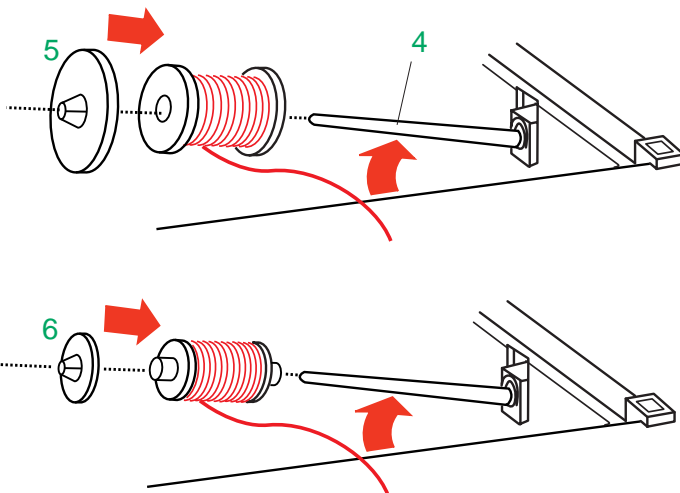


Winding the Bobbin

Removing the bobbin

Slide the Hook Cover Plate Release Button to the right, and remove the Hook Cover Plate. Lift out the Bobbin from the Bobbin Holder.

- 1 Hook Cover Plate Release Button
- 2 Hook Cover Plate
- 3 Bobbin



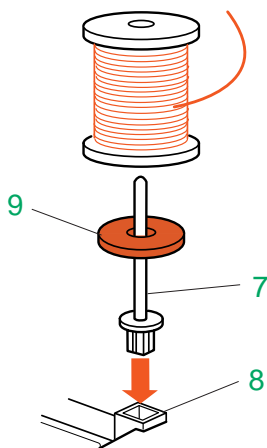
Setting the spool of thread

Lift up the Spool Pin. Place the spool of thread on the Spool Pin with the thread coming off the spool as shown. Attach the Large Spool Holder, and press it firmly against the spool of thread.

NOTE:

- Use the Small Spool Holder to hold narrow or small spools of thread.

- 4 Spool Pin
- 5 Large Spool Holder
- 6 Small Spool Holder

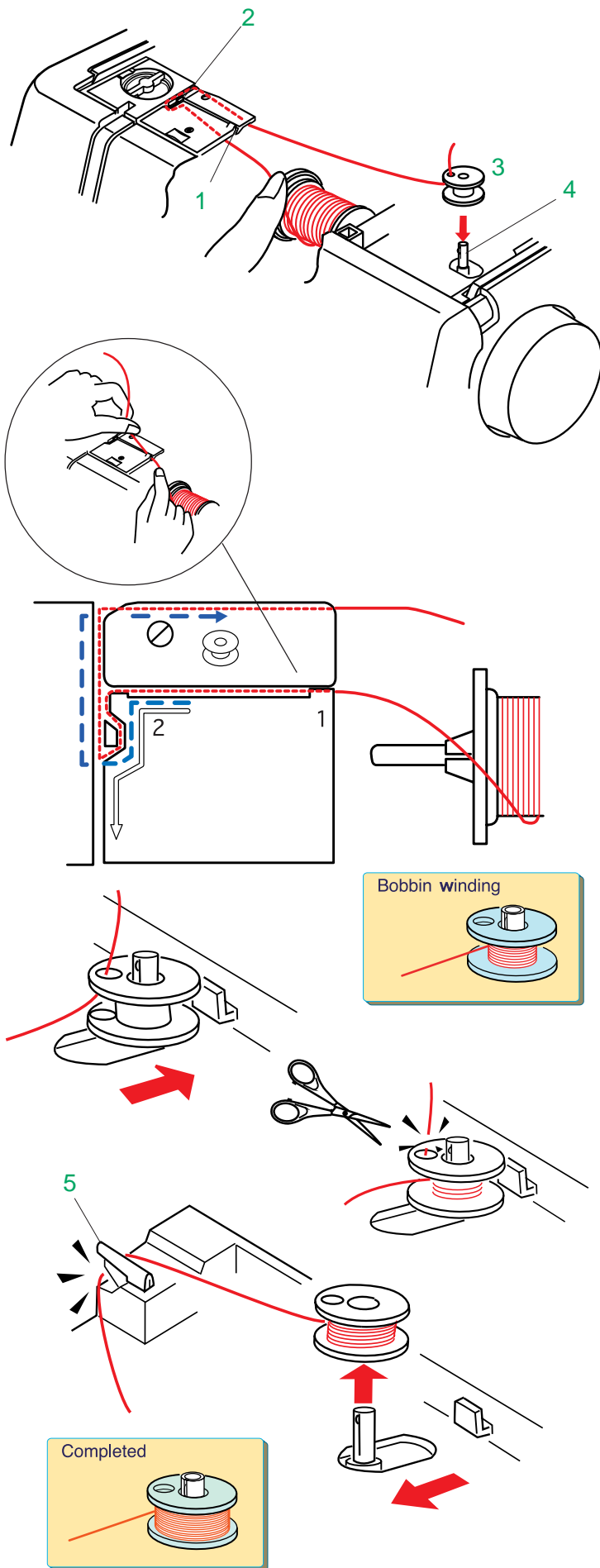


Additional spool pin

Use the Additional Spool Pin when you need to wind the bobbin without unthreading the machine while working on a sewing project. The Additional Spool Pin is also used for twin needle sewing.

Insert the Additional Spool Pin into the Hole beside the horizontal spool pin. Place the Felt on the spool pin and place a spool of thread on it as shown.

- 7 Additional Spool Pin
- 8 Hole
- 9 Felt



Threading for Bobbin Winding

Hold the upper thread with both hands and place it downward into the Slit.

Guide the thread around the Thread Guide following the dashed blue line as shown in the diagram.

- 1 Slit
- 2 Thread Guide

Thread through the hole in the Bobbin from the inside to the outside.

Put the Bobbin on the Bobbin Winder Spindle, and push it to the right.

- 3 Bobbin
- 4 Bobbin Winder Spindle

The Visual Touch Screen shows “Bobbin Winding”.

Hold the free end of the thread in your hand and depress the foot control.

Stop the machine after a few rotations have been made, and cut the thread close to the hole in the Bobbin.

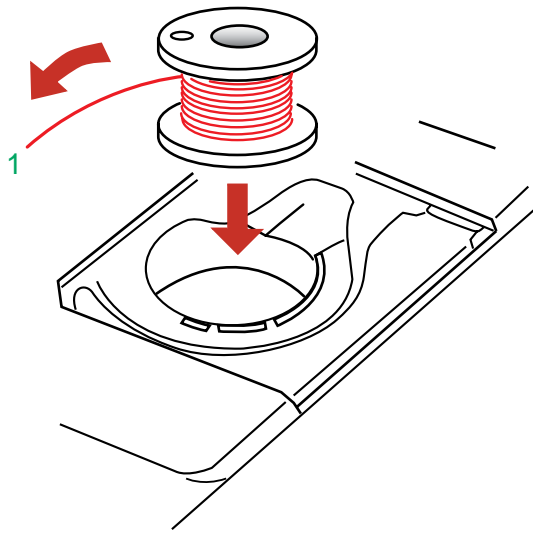
Depress the Foot Control again. When the Bobbin is fully wound, it will stop automatically.

Release the Foot Control and return the Bobbin Winder Spindle to its original position by moving the spindle to the left, and cut the thread with the Bobbin Thread Cutter as shown.

5 Bobbin Thread Cutter

NOTES:

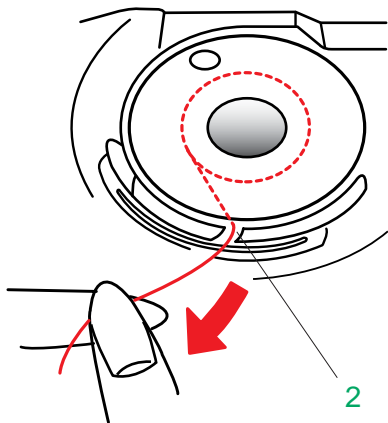
- The machine will not sew until the spindle has been returned to the left position.
- You can use either the Foot Control or the Start/Stop Button to wind the Bobbin.
- The motor will stop automatically when the Bobbin is fully wound even if the Foot Control is still being depressed or if the Start/Stop Button has not been pressed again, in order to prevent any malfunction.



Inserting the bobbin

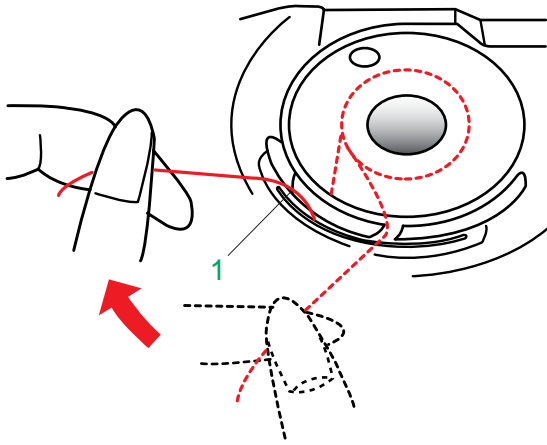
Place the Bobbin in the Bobbin Holder with the Thread running off in the counterclockwise direction.

1 Thread



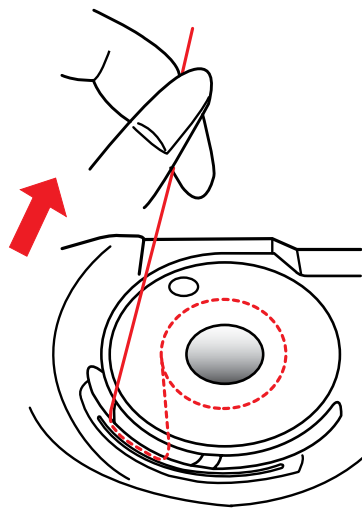
Guide the thread into Front Notch on the front of the Bobbin Holder. Draw the thread to the left, sliding it between the tension spring blades.

2 Front Notch

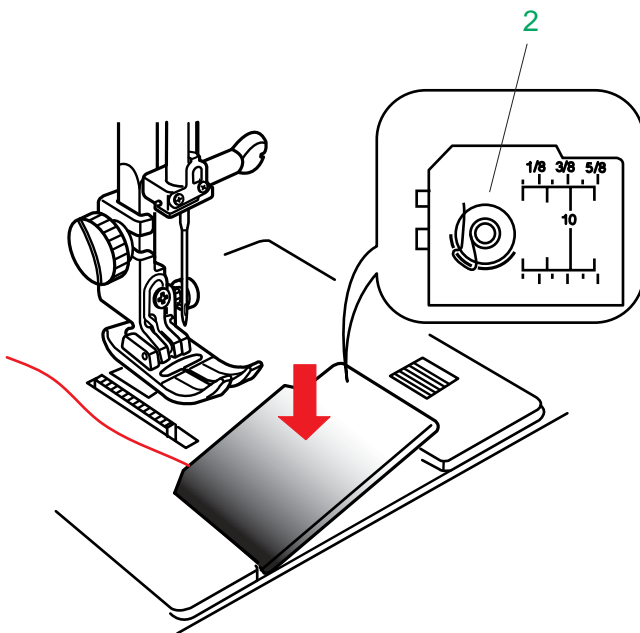


Continue to draw the thread lightly until the thread slips into Side Notch.

1 Side Notch



Pull out about 10 cm (4") of thread to the rear.



Refer to the Threading Chart shown on the Hook Cover Plate.
Reattach the Hook Cover Plate.

2 Threading Chart

Threading the Machine

Raise the Presser Foot Lifter. Press the Up/Down Needle Button to raise the needle to its highest position.

Hold the upper thread with both hands as shown and place it downward into the Slit.

Draw the thread around the Thread Guide following the solid yellow line as shown in the diagram.

- 1 Slit
- 2 Thread Guide

Then draw the thread down around the Check Spring Holder.

Firmly draw the thread up to the Take-up Lever and down into its eye from the right to the left.

- 3 Check Spring Holder
- 4 Take-up Lever

Then draw it down through the Lower Thread Guide.

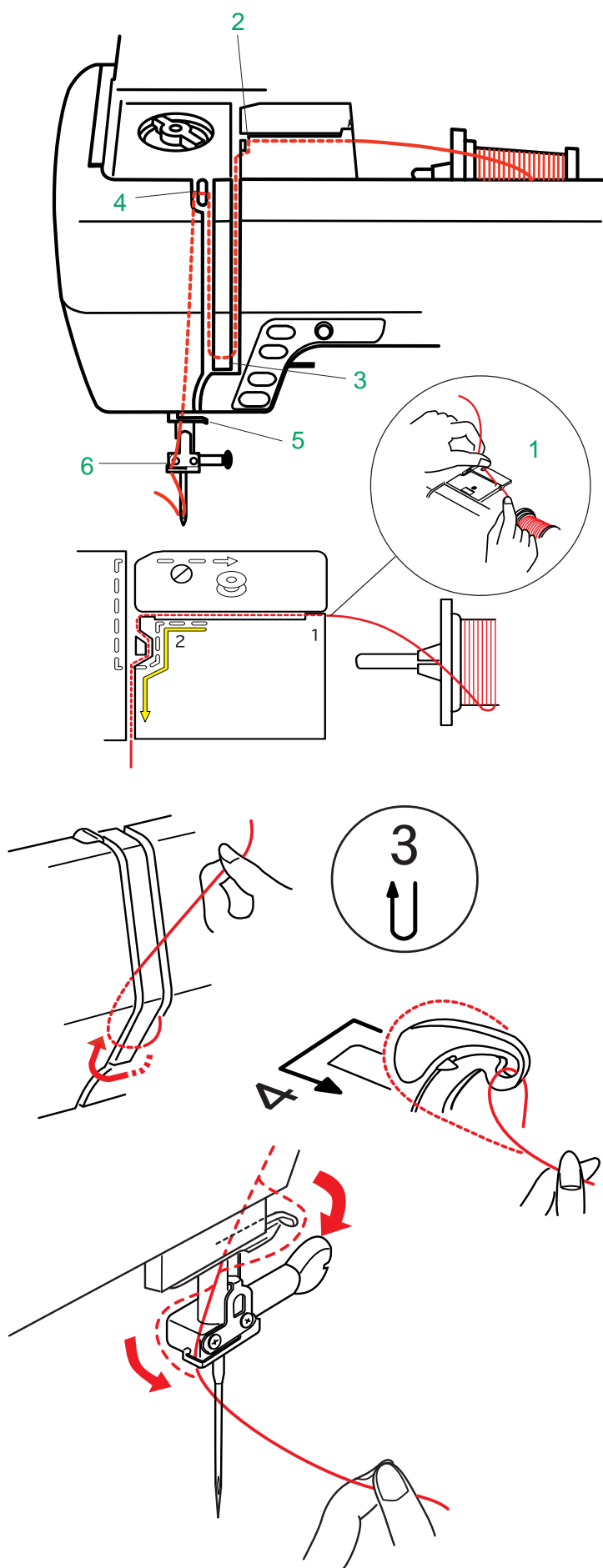
Slide the thread behind the Needle Bar Thread Guide on the left.

- 5 Lower Thread Guide
- 6 Needle Bar Thread Guide

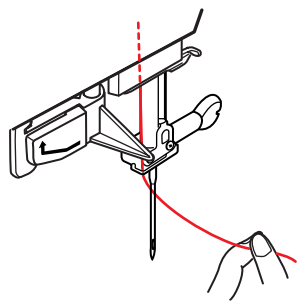
Thread the needle from front to back by hand or use the Automatic Needle Threader.

NOTES:

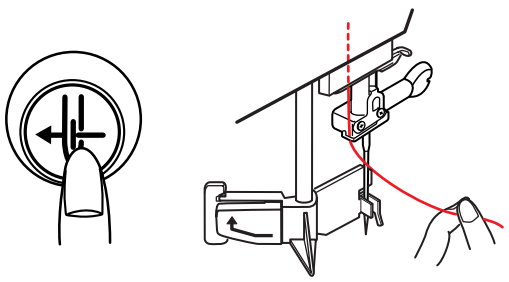
- Memory Craft 10001 is equipped with a thread breakage sensor. If the machine is run without thread, it automatically stops after about 10 strokes.



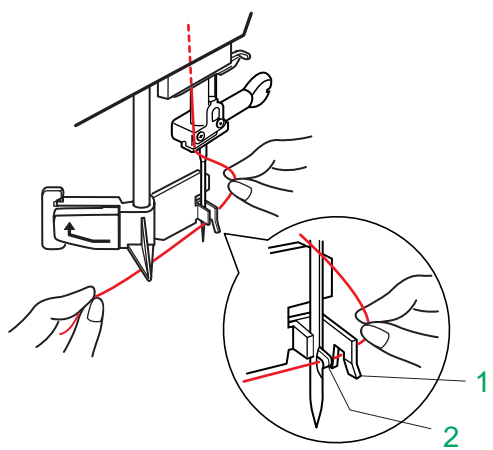
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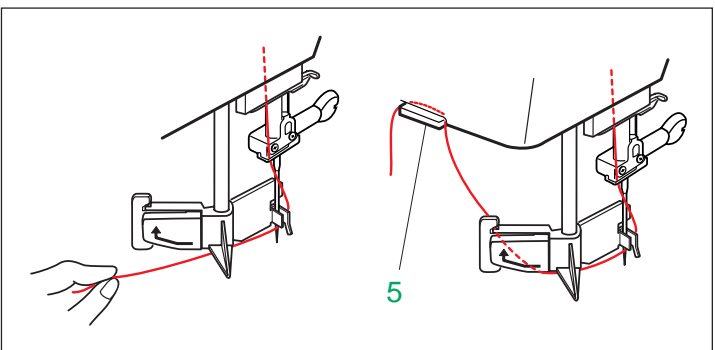
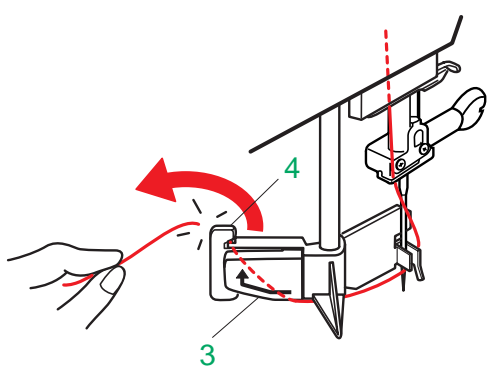
2



3



4



Using the Automatic Needle Threader

1 Hold the end of the needle thread gently.

NOTE:

- Make sure to raise the needle by pressing the Up/Down Needle Button.

2 Press the Auto Needle Threader Button. The threader lowers automatically and the hook comes out through the needle eye from behind it.

3 Pull the thread down around the Thread Guide, then pass the thread from the right and under the Hook as shown.

- 1 Thread Guide
- 2 Hook

NOTE:

- The Visual Touch Screen will show step-by-step instruction diagrams.

4 Draw the thread to the left and slip it into the slit of the Thread Holder from the bottom and cut the thread with the Thread Cutter as shown.

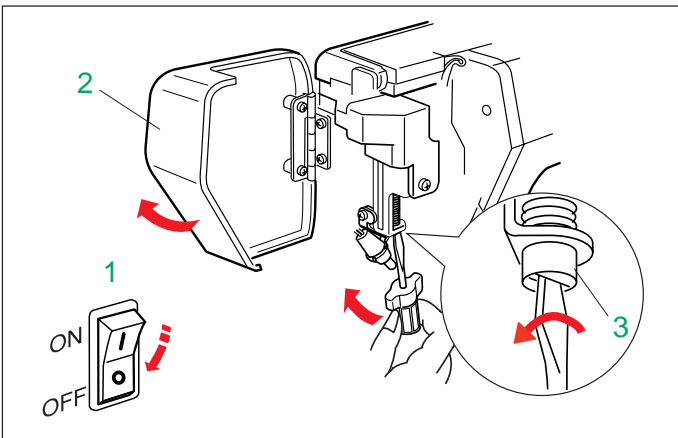
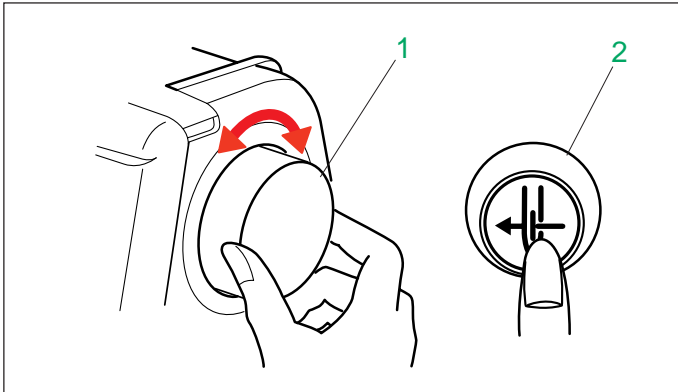
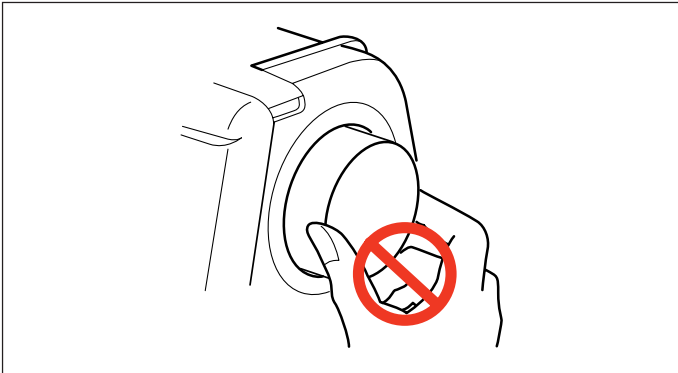
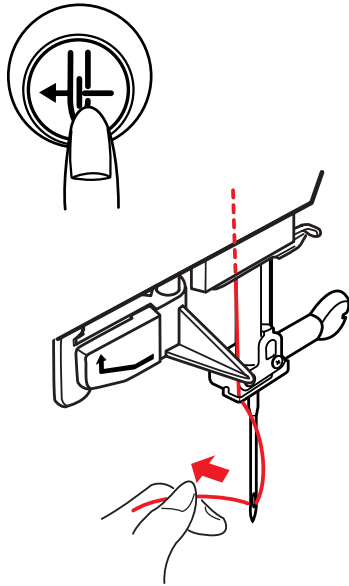
- 3 Thread Holder
- 4 Thread Cutter

NOTES:

- You may hold the thread end by your hand when threading certain kinds of threads.
- When threading filament thread, hang the thread end on the Thread Holder on the face plate.

- 5 Thread Holder

5



- 5 Press the Auto Threader Button again. The threader goes up automatically and pulls the thread out through the needle eye. Pull the loop of thread to the back.

NOTES:

- The Automatic Needle Threader works well on the needles Nos.11-14, sewing threads Nos.60-120 and Janome embroidery threads.
- Thick threads, Nos. 20 and 30, cannot be used.

CAUTION:

- To use the Automatic Needle Threader properly, always make sure to pay attention the following instructions.
- Do not turn the handwheel while the Automatic Needle Threader is in the lowered position to prevent it from damage.
- Do not touch the Automatic Needle Threader while it is moving.
- If the Automatic Needle Threader is locked by accidentally turning the handwheel, release it as follows:

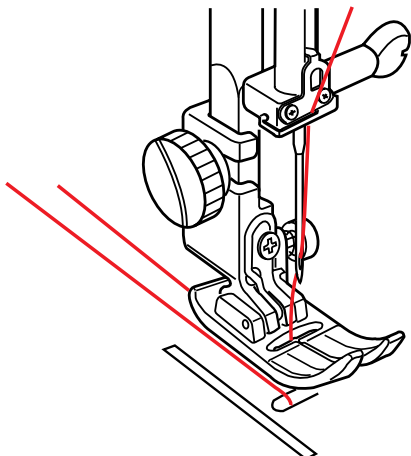
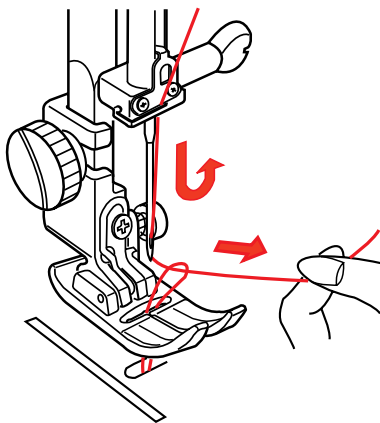
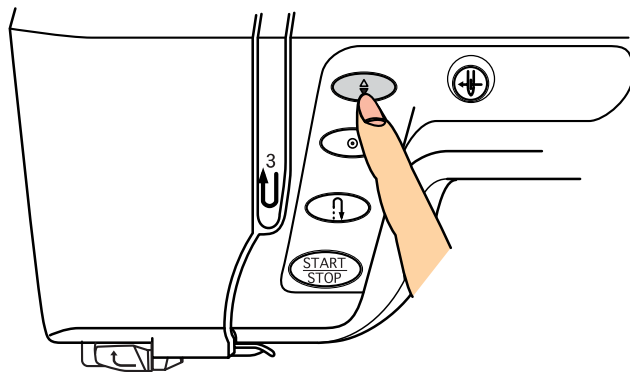
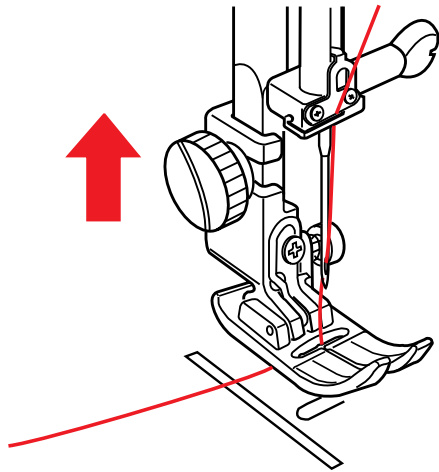
1. Carefully turn the Handwheel to move the needle up or down a little, so that it frees the Automatic Needle Threader.
2. Press the Auto Needle Threader Button to restore the Automatic Needle Threader to the up position.

- 1 Handwheel
- 2 Auto Needle Threader Button

- If the Automatic Needle Threader will not return to the up position by pressing the Auto Needle Threader Button, correct it as follows:

1. Turn the Power Switch off.
2. Open the Face Plate. Beware of the hot bulb.
3. Turn the Threader Shaft counterclockwise to release the hook from the needle eye.
4. Turn the Power Switch on and the Automatic Needle Threader will return to the up position.
5. Close the Face Plate.

- 1 Power Switch
- 2 Face Plate
- 3 Threader Shaft



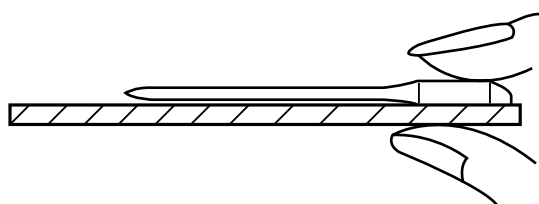
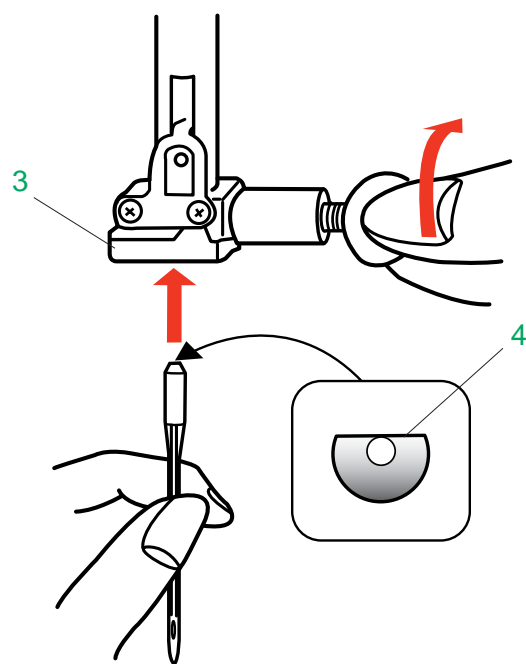
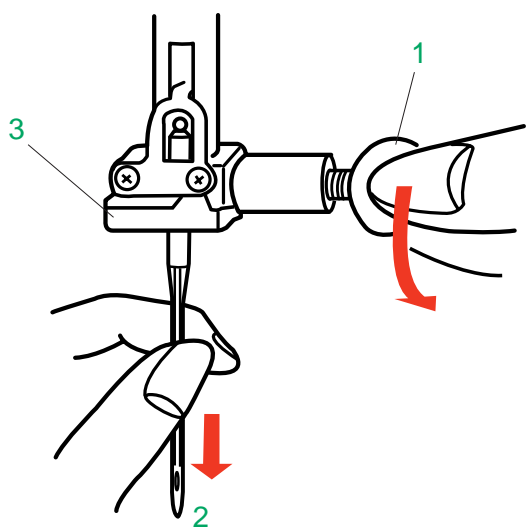
Drawing Up the Bobbin Thread

Raise the Presser Foot.

Hold the needle thread with your fingers and press the Up/Down Needle Button twice to pick up the bobbin thread.

Draw up the needle thread to bring up a loop of the bobbin thread.

Slide 10 cm (4") of both threads to the back under the Presser Foot.



Changing Needles

Raise the needle by pressing the Up/Down Needle Button and lower the Presser Foot. Turn off the Power Switch.

Loosen the Needle Clamp Screw by turning it counterclockwise.

Remove the Needle from the Needle Clamp.

- 1 Needle Clamp Screw
- 2 Needle
- 3 Needle Clamp

Insert a new needle into the Needle Clamp with the Flat Side of the Needle to the rear.

When inserting the Needle into the Needle Clamp, push it up as far as it will go and tighten the Needle Clamp Screw firmly.

- 4 Flat Side of the Needle

To check needle straightness, place the flat side of the needle onto something flat (a needle plate, glass etc.) The gap between the needle and the flat surface should be consistent.

Never use a blunt needle.

Selecting a needle

For general sewing, use needle size 11 or 14. A fine thread and needle should be used for sewing lightweight fabrics, so the fabric will not be marred. Heavy fabrics require a needle large enough to pierce the fabric without fraying the needle thread.

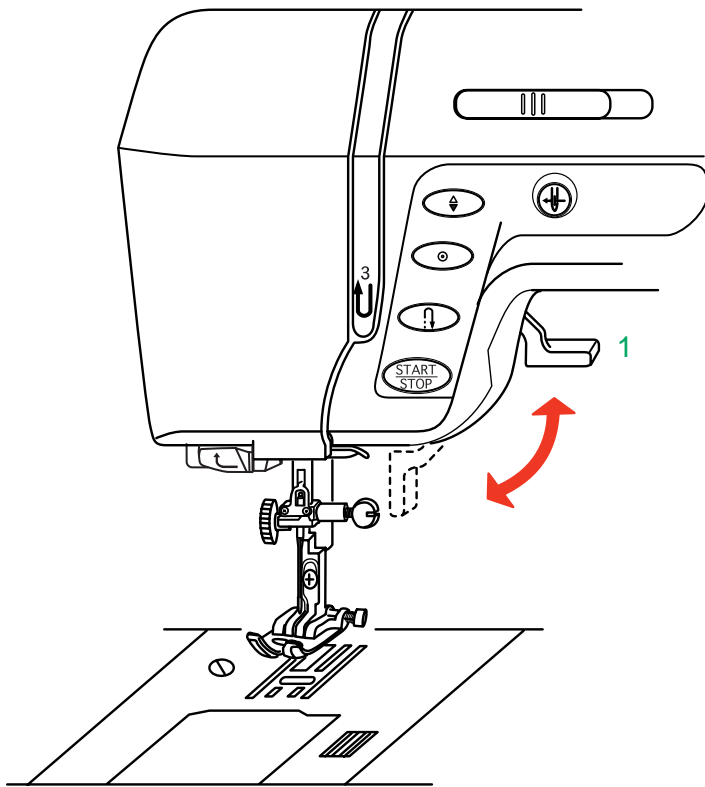
In the needle case you will find one size 14, three blue tipped needles and one twin needle. Use a blue tipped needle to eliminate skipped stitches when sewing knits and synthetic fabrics.

There are also specialty needles available from your sewing machine dealer. A denim needle with a sharp tip is used to effectively pierce dense fabrics such as denim and canvas. For topstitching, a special topstitching needle with a larger eye accommodates heavier weight thread. Leather needles punch small holes in leather and suede allowing the thread to follow through the hole.

Check your needles frequently for rough or blunt tips. Snags and runs in knits, fine silks and silk-like fabrics are permanent and are often caused by damaged needles.

Always purchase a good quality thread. It should be strong, smooth and consistent in thickness.

WEIGHT	FABRIC	TYPE of NEEDLE	NEEDLE SIZE	
Very Light	Chiffon, Georgette, Fine Lace, Organdy Net, Tulle	Universal	9 (65)	
		Ball Point	9 (65)	
Light	Batiste, Voile, Lawn, Pure Silk, Crepe de Chine, Sheer Crepe, Chambray, Handkerchief Linen, Gingham, Challis, Percale, Wool Crepe, Peau de Soie, Taffeta, Satin, Silk Surah, Satin-backed Crepe, Qiana	Blue Tipped Needle	11 (75)	
		Universal	11 (75) 12 (80)	
		Single Knits, Jersey, Swim wear, and Tricot	Blue Tipped Needle Ball Point	11 (75) 11 (75)
	Leather Suede	Wedge Point Leather Needle	11 (75)	
Medium	Flannel, Velour, Velvet, Muslin, Velveteen, Poplin, Corduroy, Broadcloth, Linen, Chintz, Gabardine, Felt, Terry, Burlap, Quilted Fabrics	Universal	14 (90)	
		Double Knits, (synthetic and natural) Stretch Velour, Stretch Terry, Sweater Knits	Ball Point	14 (90)
		Leather, Vinyl, Suede	Wedge Point Leather Needle	14 (90)
Heavy	Denim, Sailcloth, Ticking	Denim Needle	16 (100)	
		Double Faced Wool, Heavy Coating, Fake Fur, Drapery Fabrics	Universal	16 (100)
		Leather, Suede	Wedge Point Leather Needle	16 (100) 18 (110)
Very Heavy	Canvas, Duck, Upholstery Fabrics	Universal	16 (100)	
	Topstitching for Special Finish	Topstitching Needle	14 (90)	

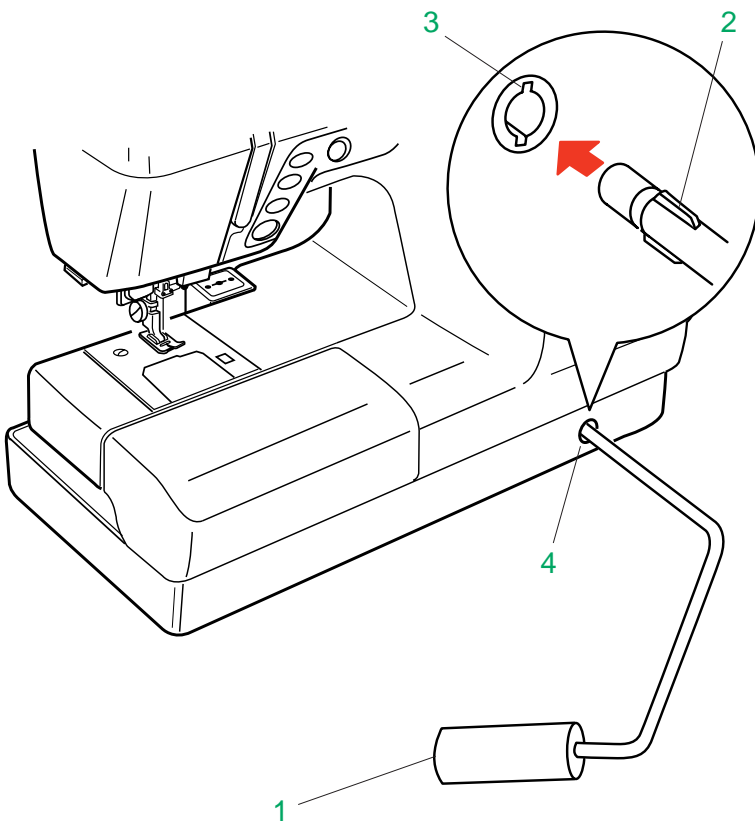


Raising the Presser Foot

The Presser Foot Lifter raises and lowers the Presser Foot.

You can raise the Presser Foot higher than the normal up position exerting more pressure when lifting the Presser Foot Lifter. This allows for easy removal of the Presser Foot and helps you to place thick fabrics under it.

1 Presser Foot Lifter



Knee Lifter

The Knee Lifter is extremely helpful when making patchworks, quilting etc, since it allows you to handle the fabric while your knee controls the presser foot.

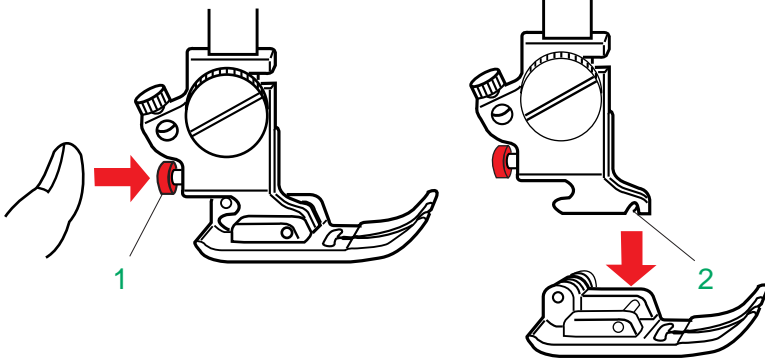
Attaching the Knee Lifter

Match the Ribs on the Knee Lifter with the Notches in the Knee Lifter Socket and insert the Knee Lifter.

- 1 Knee Lifter
- 2 Ribs
- 3 Notches
- 4 Knee Lifter Socket

Using the Knee Lifter

Push the Knee Lifter with your knee to easily move the Presser Foot up and down. You can control how high the foot rises by the amount of knee pressure you use.



Removing and Attaching the Presser Foot

Press the Up/Down Needle Button to raise the needle to its highest position and raise the Presser Foot Lifter.

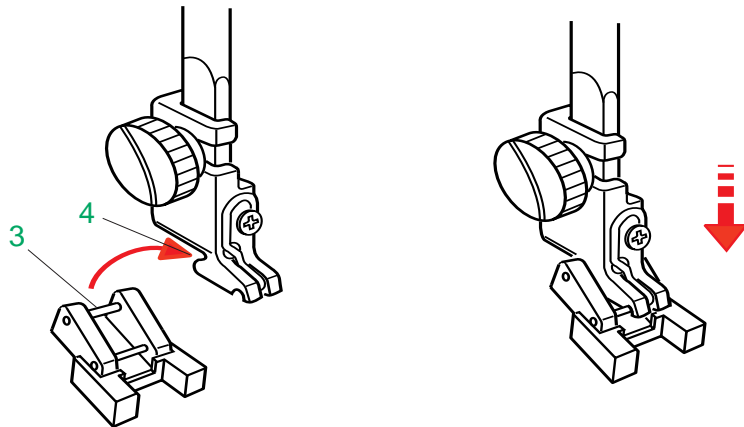
Press the Red Button on the back of the foot holder. The Presser Foot will drop off.

Attaching the presser foot

Place the selected Presser Foot so that the pin on the foot lies just under the Groove of the Foot Holder.

Lower the Presser Foot Lifter to lock the foot into place.

- 1 Red Button
- 2 Groove of the Foot Holder



Button Sewing Foot T

To attach:

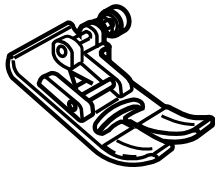
Insert the Rear Pin on the foot into the Groove of the Foot Holder.

Gently lower the presser foot lifter, holding the foot with your fingers.

- 3 Rear Pin
- 4 Groove of the Foot Holder

Various Presser Feet and Their Uses

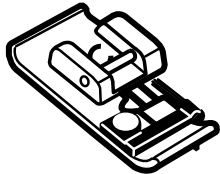
1



1 Zigzag Foot A:

This is the most versatile foot. It can be used for various stitches including straight stitches and zigzag stitches. It is designed to achieve firm and neat seam results.

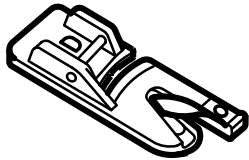
2



2 Overedge Foot C:

This foot is exclusively for overedging. The brush on the foot effectively prevents skipped stitches on the raw edge of fabrics.

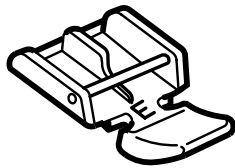
3



3 Rolled Hem Foot D:

This special foot is for sewing a rolled hem. The curl of the foot helps to form a hem in a constant width.

4



4 Zipper Foot E:

This foot is for sewing zippers. The zipper teeth are guided by the edges on the bottom of the foot.

5



5 Satin Stitch Foot F:

This clear plastic foot is ideal for satin stitches and decorative stitches. The center groove on the bottom of the foot ensures smooth feeding of dense stitches.

6



6 Blind Hem Foot G:

This foot is specially designed for blind hemming. The guide on the foot helps feed the fabric and sew a straight and nearly invisible blind-hem.

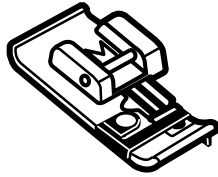
7



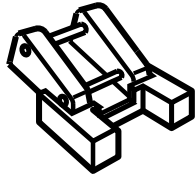
7 Cording Foot H:

This foot is specially designed to hold one or three strands of cording to create attractive braiding.

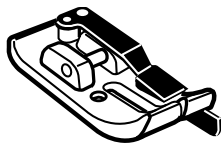
8



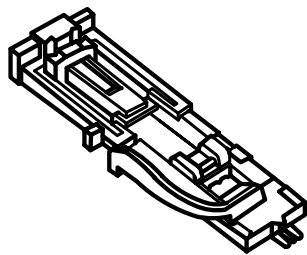
9



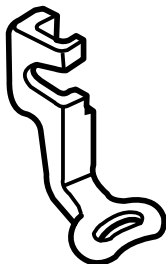
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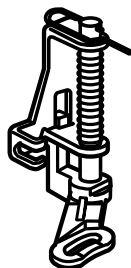
11



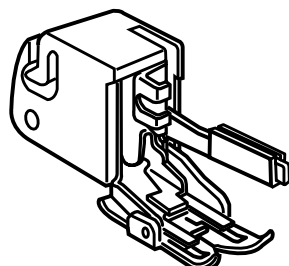
12



13



14



8 Overcasting Foot M:

This foot is specially designed to simulate professional style overlocking. The wires on the foot effectively prevent the fabric edge from puckering or rolling.

9 Button Sewing Foot T:

This foot is exclusively used for attaching a button. It holds a button securely in place and allows fine adjustment of button position.

10 1/4" Seam Foot O:

This foot is useful for patchwork quilt. The guide on the foot maintains an exact 1/4" (0.7 cm) seam allowance.

11 Automatic Buttonhole Foot R:

This foot is for sensor buttonhole and for darning. Place a button in the button holder in the rear of the foot. This automatically sets the buttonhole size.

12 Embroidery Foot P:

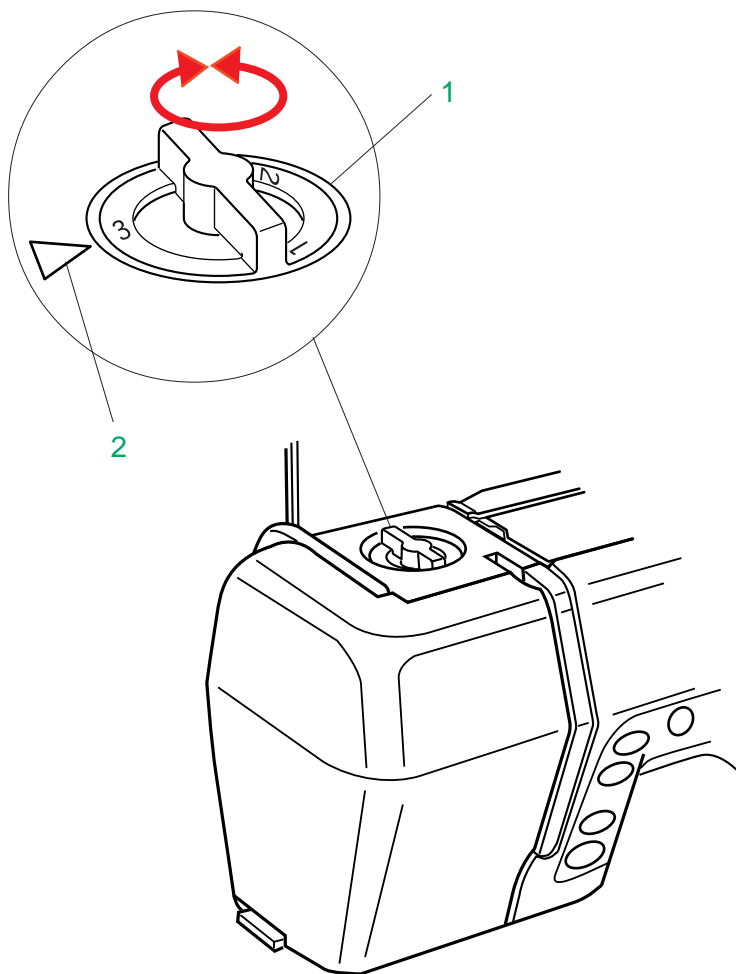
This foot is a special attachment for Professional-Style Embroidery.

13 Basting/Darning Foot P-2:

This is a special foot for basting. It holds fabrics while taking a stitch, synchronizing with the needle bar movement. This foot can also be used for freehand embroidery or quilting.

14 Walking Foot:

This is a special attachment for hard-to-feed materials. This foot effectively prevents fabrics from shifting and puckering. It is great for quilting and matching plaids.



Pressure Dial

The Pressure Dial should be set at “3” for regular sewing.

Reduce the pressure to “2” for applique, cut work, drawn work, basting and embroidery.

Set the pressure to “1” when sewing chiffon, lace, organdy and other fine fabrics.

Velour and knits with a lot of stretch may also require a “1” setting.

Turn the Pressure Dial and set the desired number at the Setting Mark.

- 1 Pressure Dial
- 2 Setting Mark

To Lower or Raise the Feed Dog


Manually - Drop Feed Lever:

To lower the Feed Dog, slide the Drop Feed Lever in the direction of Arrow.


To raise the Feed Dog, slide the Drop Feed Lever in the direction of Arrow.

- 1 Drop Feed Lever
- 2 Lowered Position
- 3 Raised Position

Automatic - My Setting:

To lower the Feed Dog, press the SET key and Ordinary Sewing key, then press the  key.

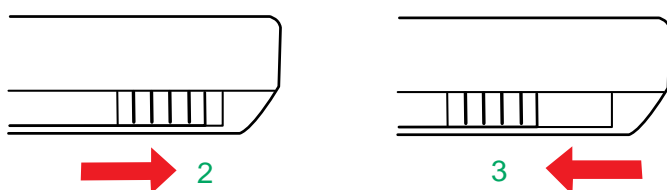
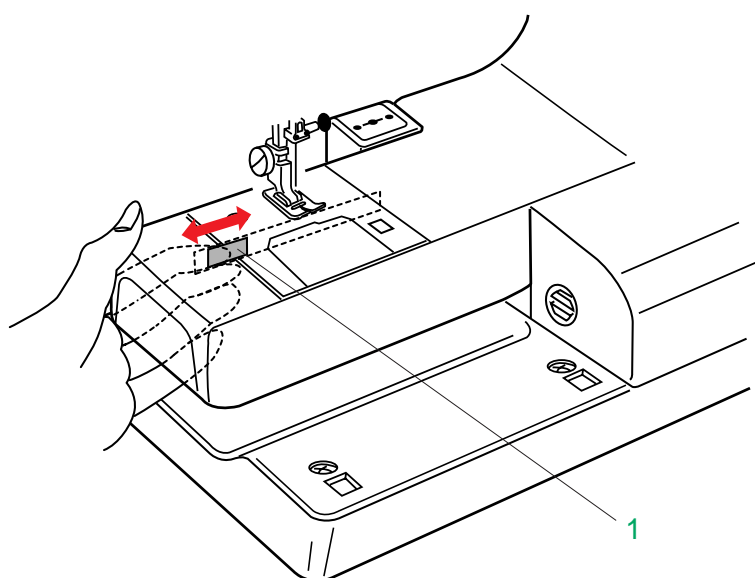
(See page 28)

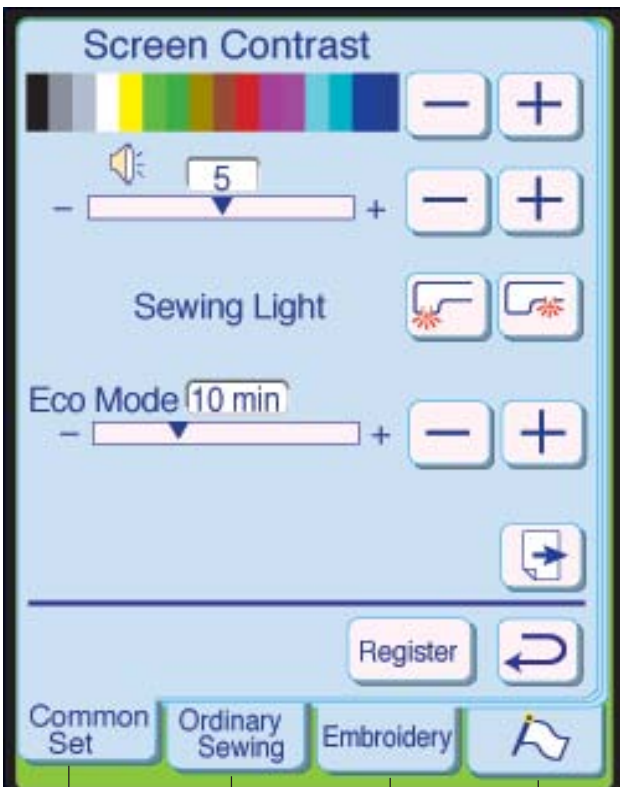
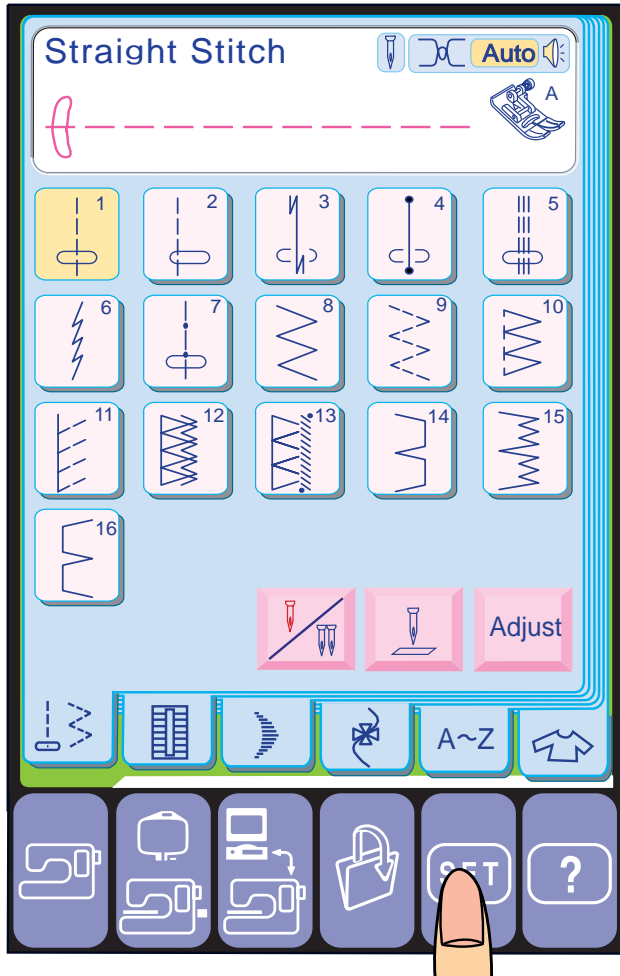
To raise the Feed Dog, press the SET key and Ordinary Sewing key, then press the  key.

(See page 28)

NOTE:

- The Feed Dog lowers automatically when the Embroidery Mode is selected.





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MACHINE SETTINGS

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

SET Key - 4 Mode selections

When you press the SET key, the following four mode keys will be displayed and you can adjust settings within each mode. You can select your desired mode by pressing the corresponding key.

1 Common Setting Mode

In this mode, machine operations and function (Screen Contrast, Sound, Sewing Light options etc.) can be adjusted and set for both Embroidery and Ordinary Sewing.

2 Ordinary Sewing Setting Mode

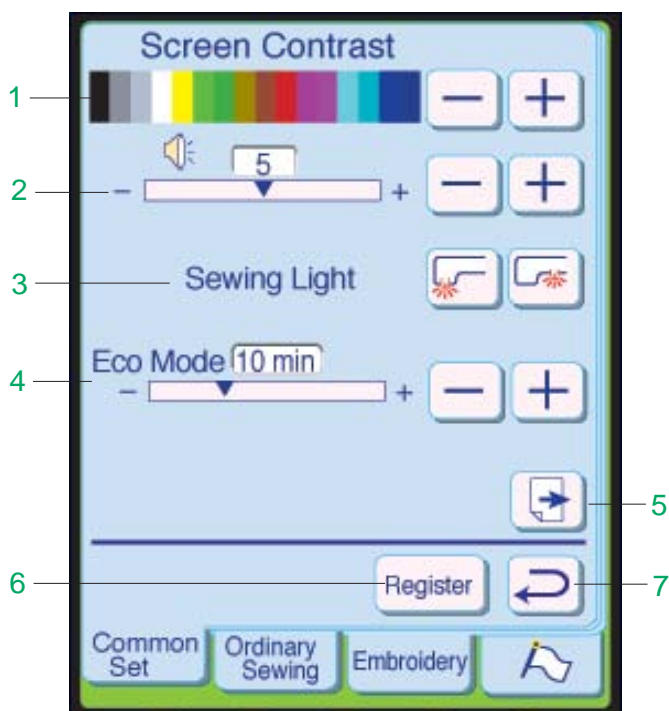
In this mode, sewing function (Feed Dog, Free Arm Length etc.) can be adjusted and set.

3 Embroidery Setting Mode

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

4 Flag Mode-Language Selection


In this mode, you can select one of 10 languages for the Visual Touch Screen.



Common Setting Mode

In this mode you can set the following machine functions, which are applicable to both Ordinary Sewing and Embroidery.


1 Screen Contrast

The Visual Touch Screen contrast can be adjusted. Press the  key, to sharpen the screen color contrast.

Press the  key, to fade the screen color contrast.

2 Sound Control

The buzzer volume can be adjusted. The volume level can be set from 0 to 10 and the default setting is 5.


Press the  key, to increase the buzzer volume.

Press the  key, to decrease the buzzer volume.

When you select 0 the buzzer turns off.

3 Sewing Light

The dual sewing lights can be individually set “On” or “Off” depending upon your sewing needs.

Press the  key to light up the needle plate area.


Press the  key to light up the free arm area.


4 Eco Mode


After turning on the power switch, if you have not used the machine after a while, the Visual Touch Screen will go dark and the sewing lights will turn off. Touching the screen will turn on the screen and sewing lights again.

You can set the Eco Mode timer from one minute to 30 minutes. The default setting is 10 minutes.

To set the Eco Mode timer:


Press the  key to increase the timer setting.

Press the  key to decrease the timer setting.

If you wish to turn the Eco Mode off, press the  key until “OFF” shows in the box.

5 Page Key

You can turn the pages by pressing the Page keys.

Press  key to view the next page.

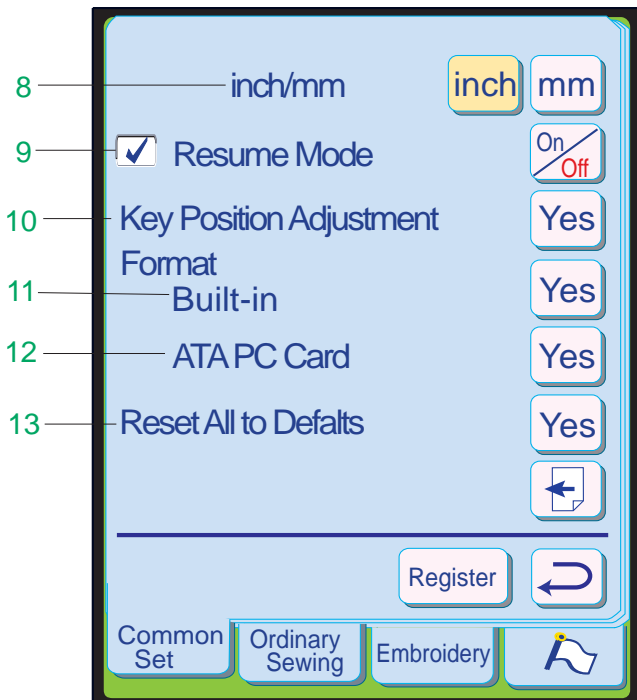
Press  key to view the previous page.

6 Register key

Press this key to register the settings and return to the previous screen.

7 Return key

Press this key to return to the previous screen without registering the settings.



8 Inch / Millimeter

You can set your machine's measuring unit to either "inch" or "millimeter" depending upon your preference. The default measuring unit setting is "millimeter". Press **inch** or **mm** key to select the unit you preferred.

NOTE:

- Stitch length and width are displayed in millimeter regardless the inch/mm setting.

9 Resume Mode

The Resume Mode allows you to return to either Ordinary Sewing Mode or Embroidery Mode, which was selected when you turned the machine off. To activate the Resume Mode, press **On/Off** key to check the box on.

10 Key Position Adjustment

If you think the touch panel keys are out of alignment, you can correct it in the Key Position Adjustment window.

When you press the **Yes** Key, window **(A)** will be shown. With your finger, press the Black + Sign as it appears in order. When you press the last black + sign, the window **(B)** will be shown.

The window will close and go back to the original screen with the new setting being registered.

Formatting the memory bank

If the internal memory or ATA PC card does not function due to damage to the memory bank, you need to re-enable it by formatting the memory.

11 Formatting the Built-in memory

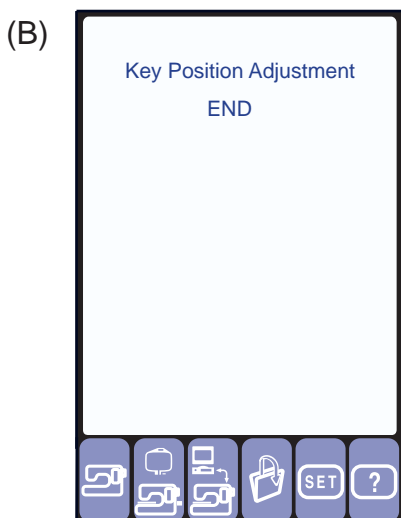
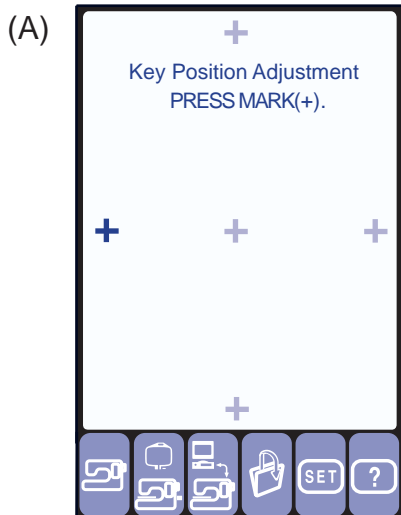
To format the internal memory, press the **Yes** key next to Built-in memory.

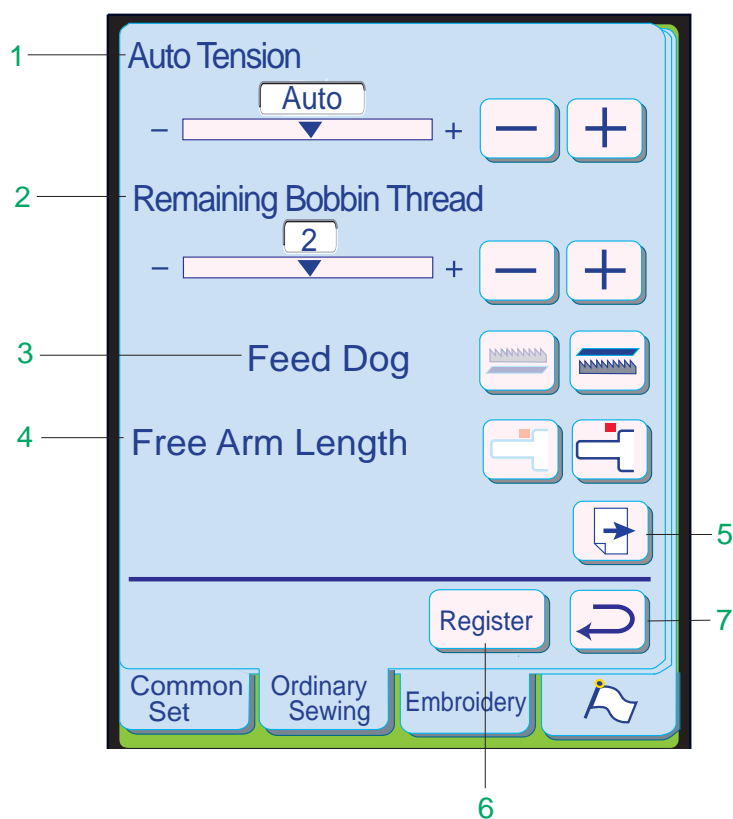
12 Formatting the ATA card

To format the ATA PC card or Compact Flash, press the **Yes** key next to ATA PC card.

13 Reset All to Default

Pressing the **Yes** key will reset all the parameters to their original settings (the same settings as when you purchased the machine).





Ordinary Sewing Mode Setting


In this mode you can set the following sewing functions:


1 Auto Tension

The Auto Thread Tension level can be adjusted.

Tension level can be set from – 5 to + 5.

Changes are made in increments of 1 and the default setting is 0 (Auto).


Press the  key, to set the tension level higher.


Press the  key, to set the tension level lower.

2 Remaining Bobbin Thread

The Visual Touch Screen will display “Bobbin Thread almost out” when the bobbin thread is running low. The Thread Sensor detects the remaining amount of thread in the bobbin.

It has 5 adjustable steps, 0 to 4.



Press  key to increase thread amount level for the warning message to be displayed.

Press  key to decrease thread amount level for the warning message to be displayed.


NOTE:


- This is an approximate guide to setting the bobbin thread sensor.

3 Feed Dog

You can drop or raise feed dog by pressing the  key or the  key.

4 Free Arm Length

The carriage will move allowing you to use the full length of the Free Arm, when you press  key.

Press  key to return the carriage to its home position.

5 Page Key

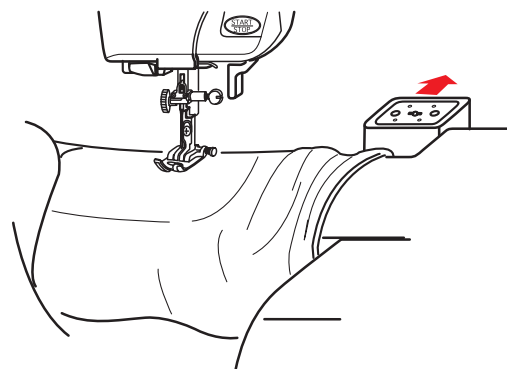
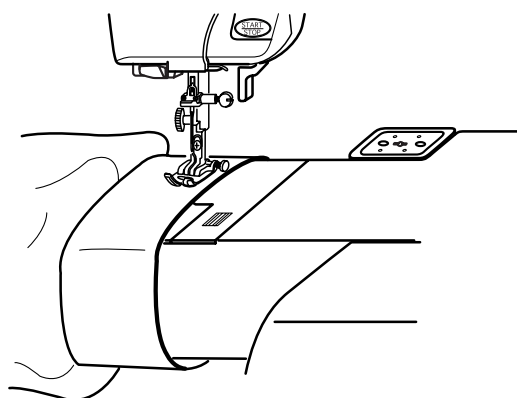
You can turn the pages by pressing the Page keys.

6 Register key

Press this key to register the settings and return to the previous screen.

7 Return key

Press this key to return to the previous screen without registering the settings.



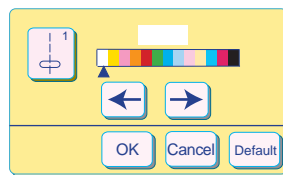


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Professional Mode Setting

1 Fine Adjust: Length

This function allows you to finely adjust your stitch length setting. Press the key to check the box on. This will enable you to adjust stitch length in increment of 0.1 in the Adjust window.

2 Fine Adjust: Width

This function allows you to finely adjust your stitch width setting. Press the key to check the box on. This will enable you to adjust stitch width in increment of 0.1 in Adjust window.

3 Color Control

You can change screen background color as well as key color with these color-setting keys.

Background Color:

- Press the key to adjust the screen background color and tone with the adjusting arrow keys.
- Press the keys to select the background color.

Function Key Color:

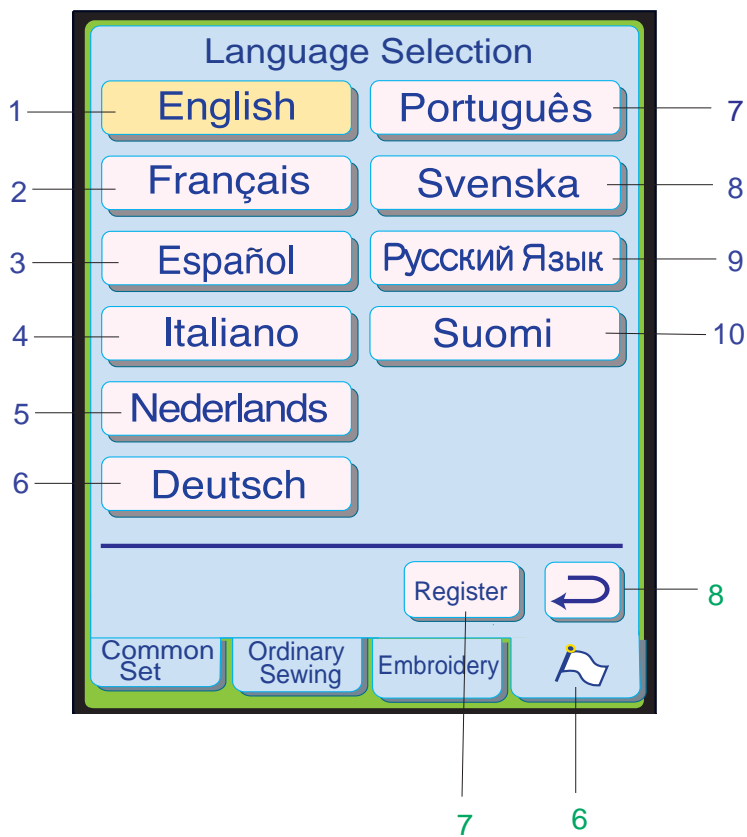
- When you press key, you may select the desired color for the function keys.
- Each time you press key, you can select one of four colors: pink, blue, green or yellow.

Pattern Key Color:

- Press the key to select the pattern selection key color. Press the keys to select the color tone.
- When you press key the new color is set.
- When you press key, the Adjust window closes and the last changes made to the settings are canceled.
- When you press key, the settings will return to the default settings (the same settings as when you purchased the machine).

4 Favorite Stitch Adjustment

If you wish to save the settings of the utility stitches for future use, activate the Favorite Stitch Adjustment. When you next turn on the machine, each pattern will be ready to sew with the customized settings that you have made.



Language Selection

6 Language (Flag) Key

You can select one of the following 10 languages by pressing the desired language key.

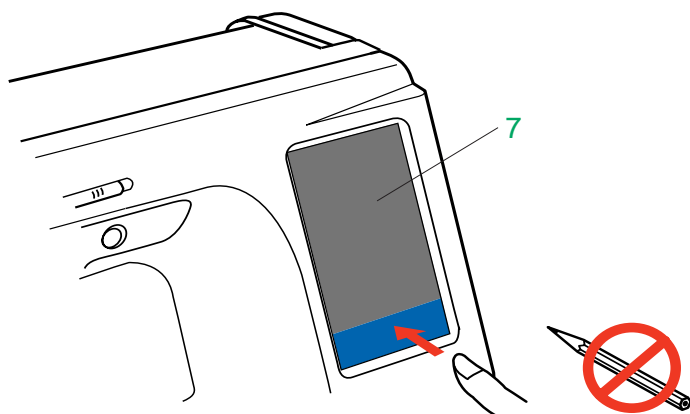
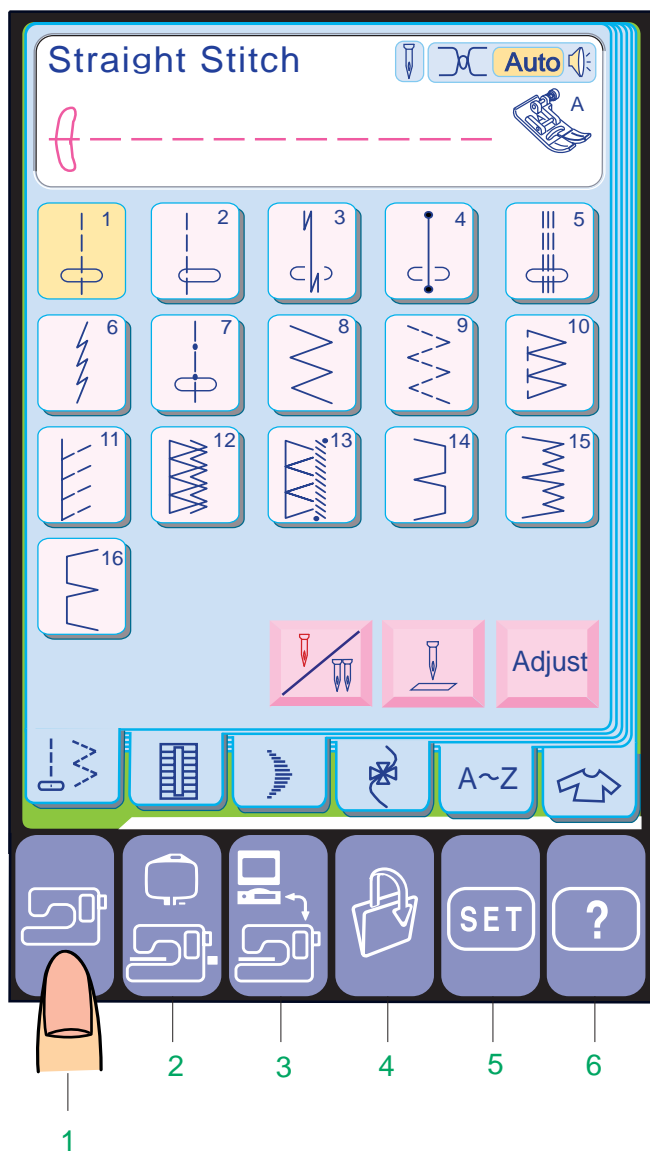
- 1 English
- 2 French
- 3 Spanish
- 4 Italian
- 5 Dutch
- 6 German
- 7 Portuguese
- 8 Swedish
- 9 Russian
- 10 Finnish

7 Register Key

Press this key to register the settings and return to the previous screen.

8 Return Key

Press this key to return to the previous screen without registering the settings.



Mode Selection Keys

1 Ordinary Sewing Mode Key

Press this key to enter the Ordinary Sewing Mode. The following six categories are available in this mode:

- Utility Stitches
- Buttonhole Stitches
- Satin Stitches
- Decorative Stitches
- Monogramming
- Sewing Application

2 Embroidery Mode Key

Press this key to enter the Embroidery Mode. The following five categories of embroidery are available in this mode:

- Built-in Embroidery Designs
- Monogramming
- PC Card Embroidery Designs
- Design Importing via Card Reader
- Editing

3 PC Link Mode Key

Press this key to link the Memory Craft 10001 and your PC.

4 Open File Key

Press this key to open files such as programmed stitch patterns or embroidery designs you have saved.

5 My Setting Key

Press this key to enter My Setting Mode. In this mode, you can change the machine settings to your preference. The machine settings for Ordinary Sewing, Embroidery, Language Selection and Common Settings are available in this mode.

6 Quick Help Mode Key

Press this key for helpful tips and general information on the machine function you have questions about.

⚠ CAUTION:

Do not press the surface of the Visual Touch Screen with a hard or sharp object such as a pencil, screwdriver or the like.

7 Visual Touch Screen

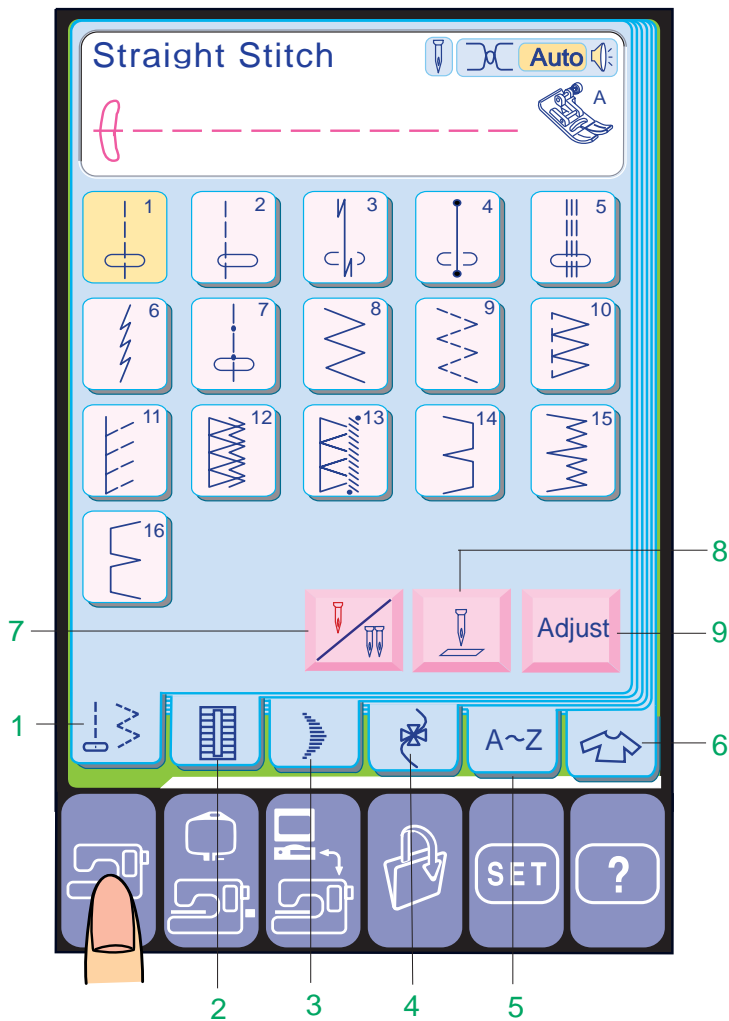
NOTES:

- When you select a pattern or function on the screen, it is not necessary to press hard; just touch the keys with your fingertip.
- Use a dry soft cloth to wipe off the screen.

ORDINARY SEWING

When you press Ordinary Sewing Mode key, the Utility Stitch Window opens.

In the Ordinary Sewing Mode, there are 6 categories of sewing to choose from.



1 Utility stitches: You can select 16 types of utility stitches.

2 Buttonhole stitches: You can select 11 types of buttonholes, button sewing, darning, tacking and eyelet.

3 Satin stitches: You can select satin stitches, elongate patterns and also program assorted stitch combinations.

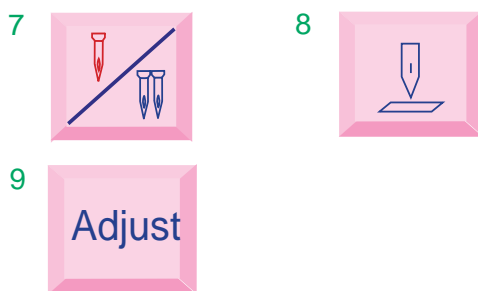
4 Decorative stitches: You can select decorative stitches and also program assorted stitch combinations.

5 Monogramming: You can make monograms and combinations of letters, symbols and patterns.

6 Sewing Application key: When you select Sewing Application, the machine automatically selects the appropriate stitch for the sewing project.

Function keys:

You can change the machine settings for the selected stitch by the following keys.

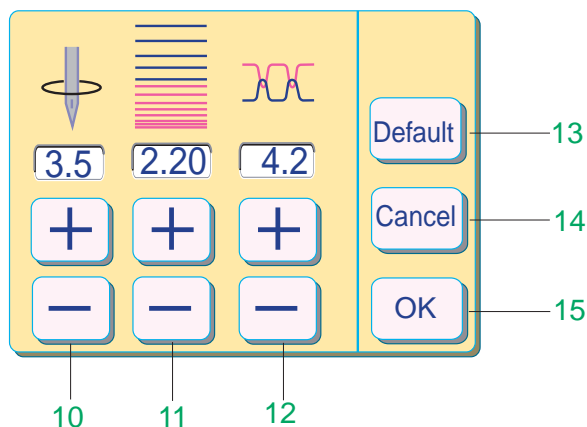


7 Twin Needle key

Press this key when you wish to sew with a twin needle. The key will be grayed out if the selected stitch is not suitable for twin needle sewing.

8 Needle Up/Down key: You can set the needle position with this key, up or down when the machine stops.

9 Adjust key: When you press this key, the stitch adjusting window will open. You can change settings to stitch length, width and thread tension by pressing the **+** or **-** keys.



10 Needle drop position adjusting keys

11 Stitch length adjusting keys

12 Thread tension adjusting keys

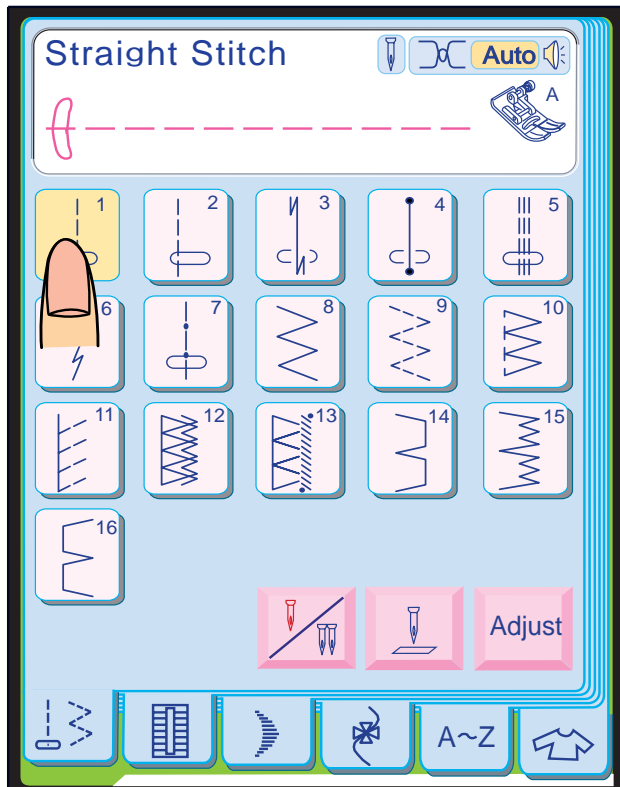
13 Default key

14 Cancel key

15 OK key

NOTE:

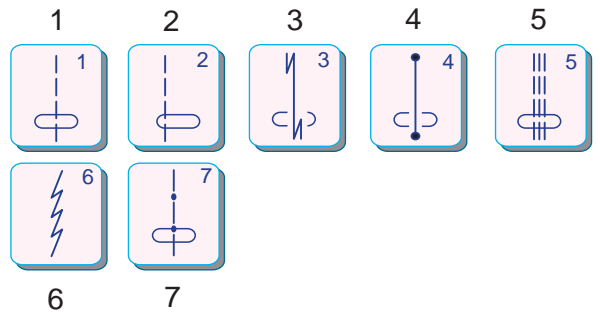
- Refer to page 36 for adjusting settings.



Utility Stitches

Straight stitches

The following 7 stitches are available to choose from;



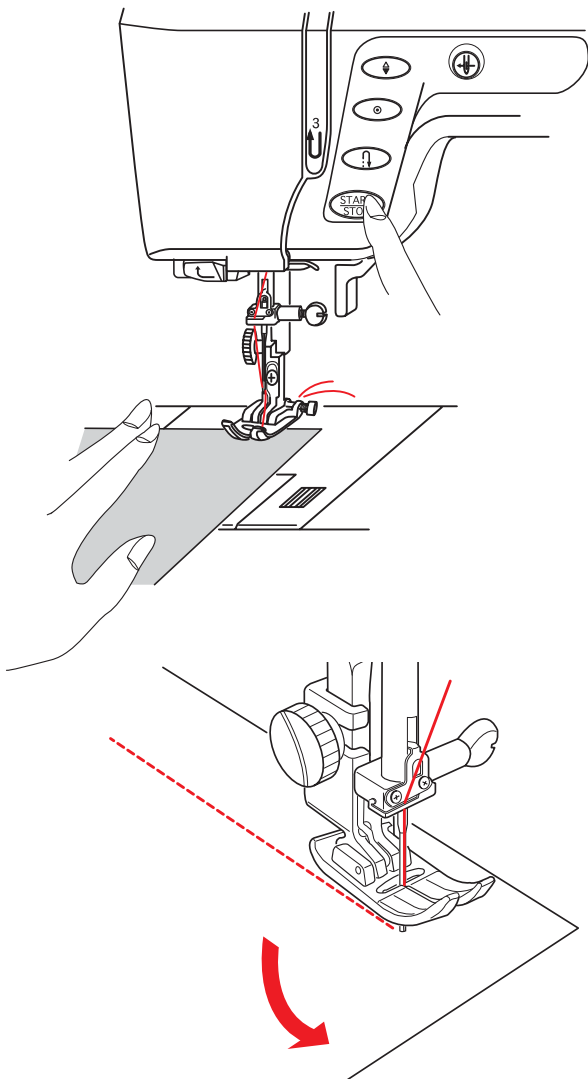
- 1 Straight Stitch with center needle position
- 2 Straight Stitch with left needle position
- 3 Lock-a-Matic Stitch
- 4 Locking Stitch
- 5 Triple Stretch Stitch
- 6 Stretch Stitch
- 7 Basting Stitch

To sew

Raise the Presser Foot and position the fabric next to a seam guideline on the needle plate.

Lower the needle to the point where you want to start.

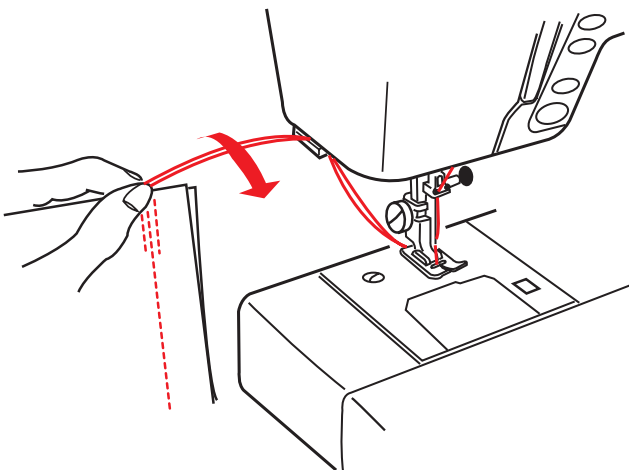
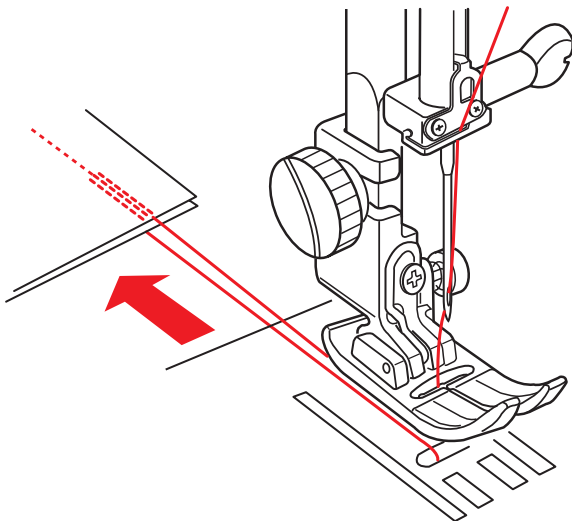
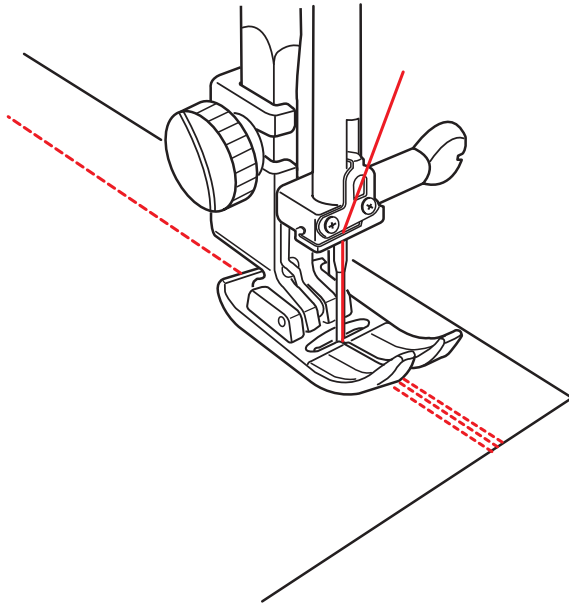
Pull the threads toward the back and lower the Presser Foot. Depress the Foot Control, and gently guide the fabric along the seam guideline letting the fabric feed naturally.



Changing sewing direction

Stop the machine and bring the needle down into the fabric by pressing the Up/Down Needle Button. Raise the Presser Foot.

Pivot the fabric around the needle to change the sewing direction as desired. Lower the Presser Foot to sew in a new direction.



Securing seam

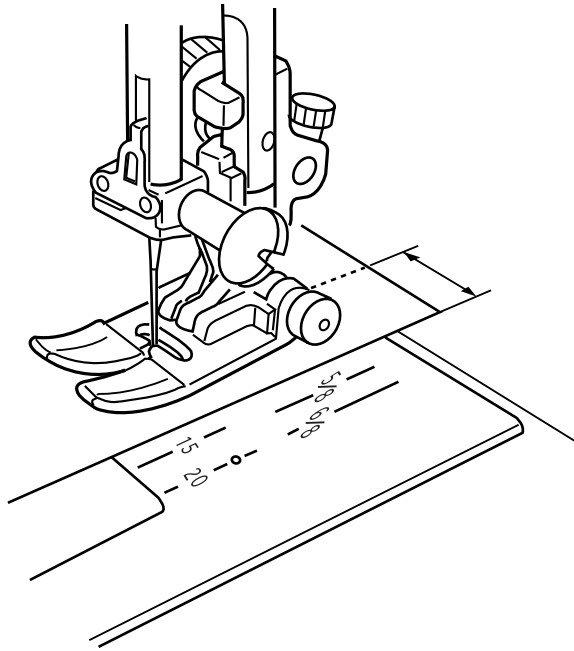
For fastening the ends of seams, press the Reverse Button and sew several reverse stitches.

The machine sews reverse stitches as long as you press and hold the Reverse Button.

When sewing with the Lock-a-Matic stitch and Locking Stitch, press the Reverse Button once, the machine will sew several reverse or locking stitches and stop automatically.

Raise the Presser Foot. Remove the fabric, draw it to the back.

Cut the thread by using the thread cutter. The threads are cut the proper length for starting the next seam.

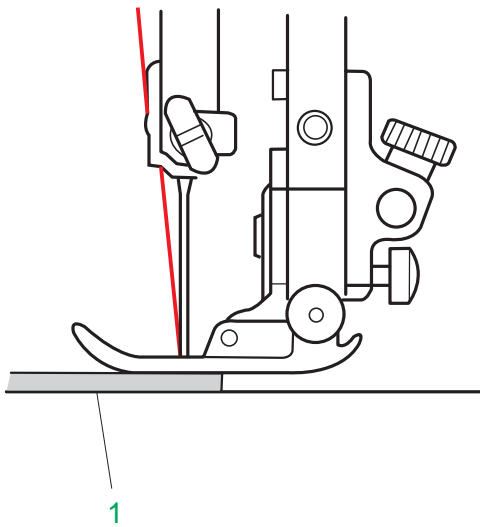


Needle plate guidelines

The seam guidelines on the Needle Plate and Hook Cover Plate help you to measure seam allowance.

The number indicates the distance between the center needle position and the seam allowance line.

Number Indicated	15	20	4/8	5/8	6/8
Distance in Centimeters	1.5	2.0	1.3	1.6	1.9
Distance in Inch	–	–	1/2"	5/8"	3/4"



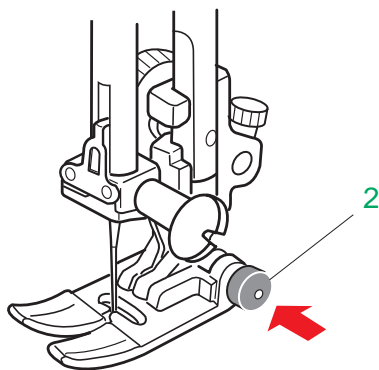
To sew from the edge of thick fabric

The Black Button on the zigzag foot locks the foot in the horizontal position.

This is helpful when starting sewing from extreme edge of Thick Fabrics or sewing across a hem.

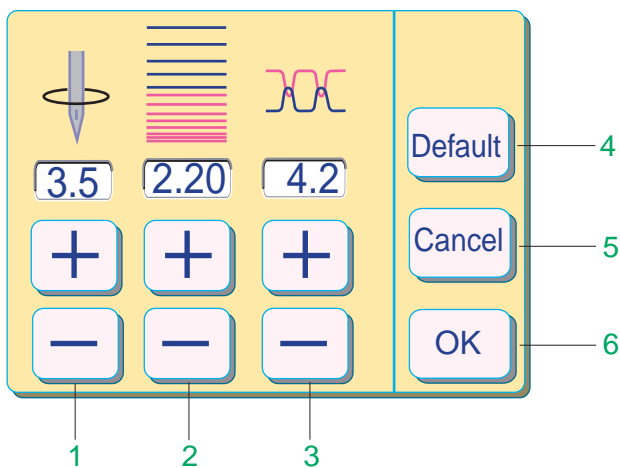
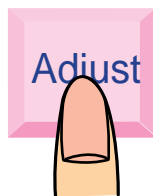
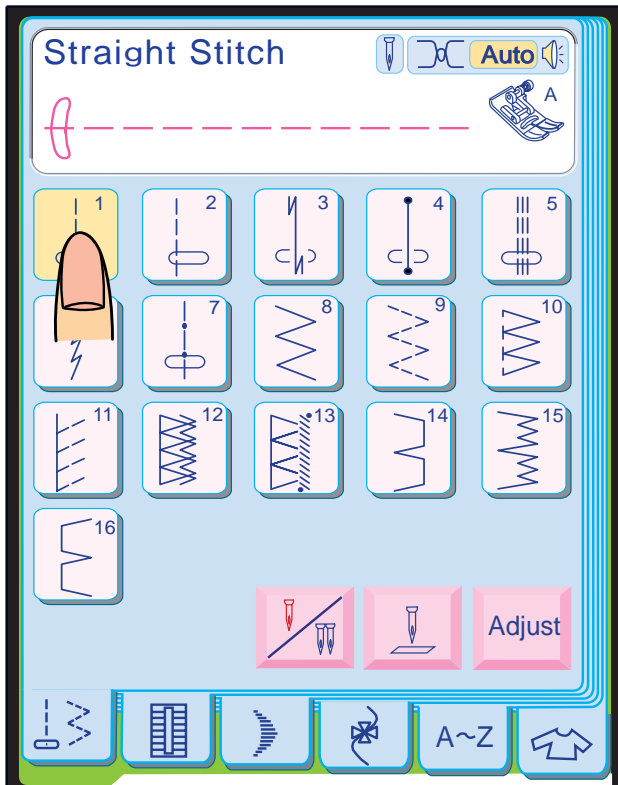
Lower the needle into the fabric at the point where you wish to start sewing.

Lower the foot while pushing the Black Button in. The foot is locked in the horizontal position to avoid slipping.





1 Thick Fabrics




2 Black Button






Manual adjustment of straight stitches

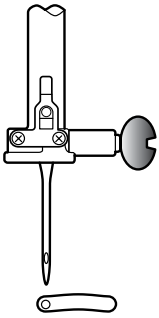
Press the  key.

The adjusting window displays the  and  keys for Needle Drop Position, Stitch Length and Thread Tension adjustment.

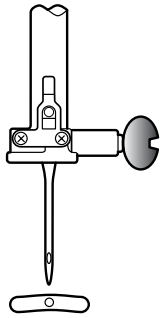
Press the  or  key to change settings, then press the  key to register the settings.

- 1 Needle Drop Position Adjusting keys
- 2 Stitch Length Adjusting keys
- 3 Thread Tension Adjusting keys
- 4 **Default key:** When you press  key all settings in the adjusting window will return to their default settings (the same settings as when you purchased the machine).
- 5 **Cancel key:** When you press  key, the adjust window will close and the setting remains unchanged.
- 6 **OK key:** When you press the  key, your settings are registered.

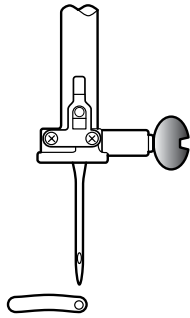
0.0



3.5



7.0



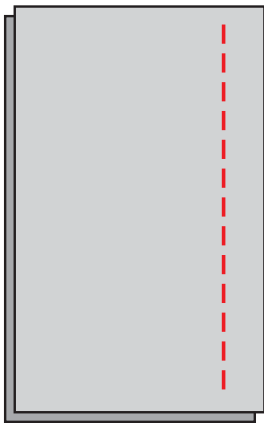
Changing needle drop position

Needle drop position is adjusted with the **+** and **-** keys.

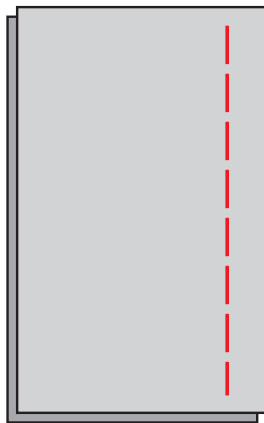
When you press the **+** key, the needle moves to the right.

When you press the **-** key, the needle moves to the left.

1.0



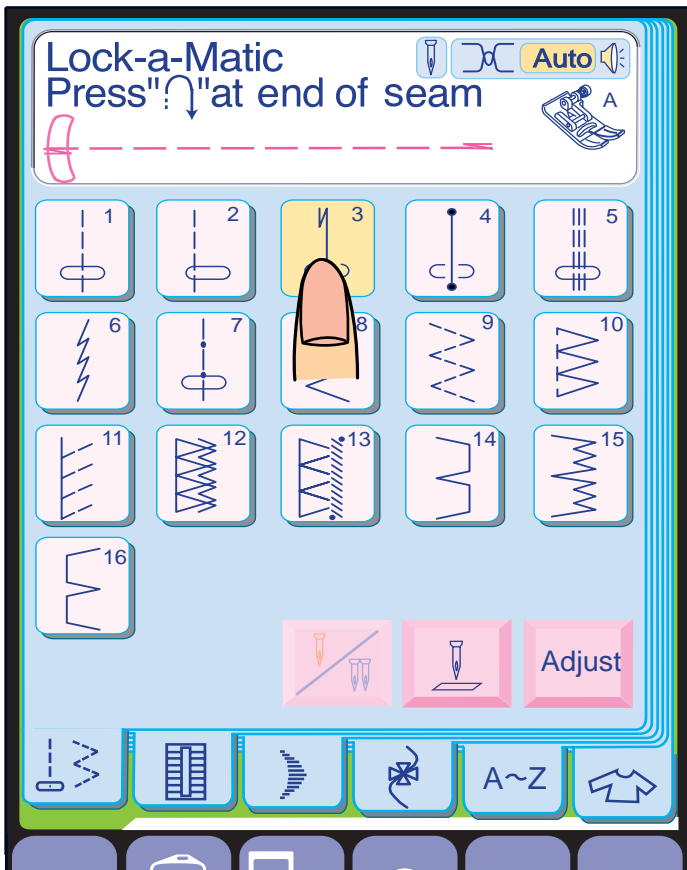
5.0



Changing stitch length

Press the **-** key to decrease the stitch length.

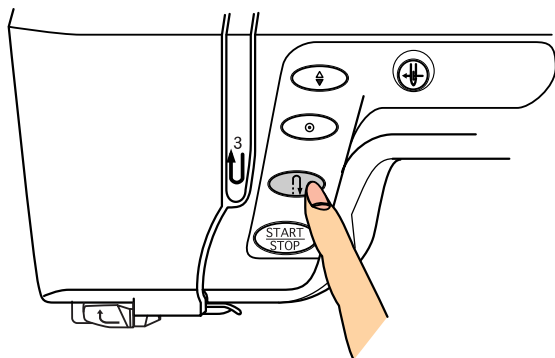
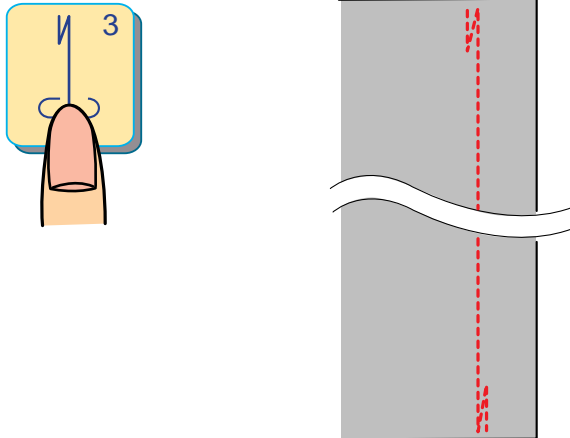
Press the **+** key to increase the stitch length.



Lock-a-Matic Stitch

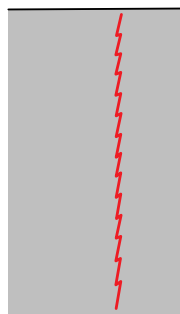
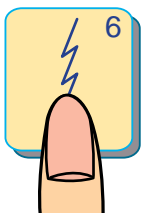
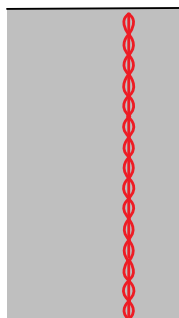
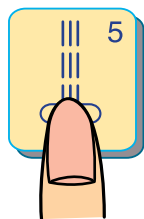
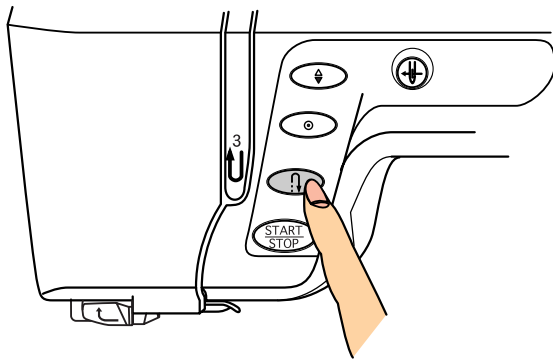
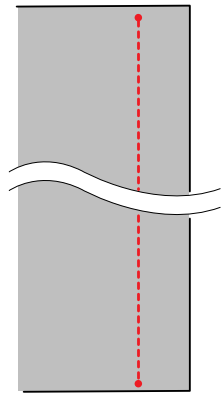
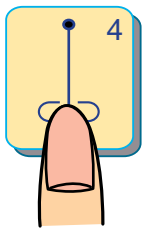
Use this stitch to secure the beginning and the end of a seam with backstitching.

Press Pattern 3 on the Visual Touch Screen.



When you reach the end of the seam, press the Reverse Button once.

The machine will sew four reverse stitches, four forward stitches, then stop sewing automatically.



Locking Stitch

This unique stitch is used where an invisible locking stitch is needed.

Press Pattern 4 on the Visual Touch Screen.

Lower the needle close to the front edge of the fabric.

The machine will sew several locking stitches in place and continue sewing forward.

When you press the Reverse Button at the end of the seam, the machine will sew several locking stitches in place, then stop sewing automatically.

Triple Stretch Stitch

This strong, durable stitch is recommended for areas where both elasticity and strength are needed to ensure comfort and durability.

Use it to reinforce areas such as crotch and armhole seams.

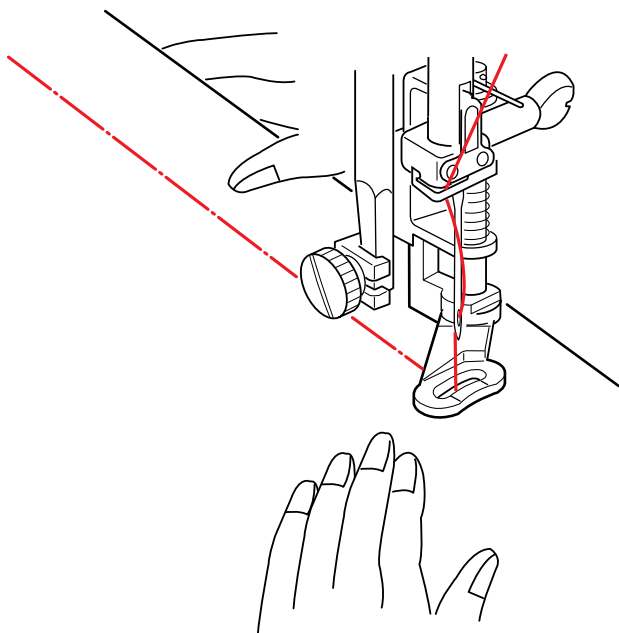
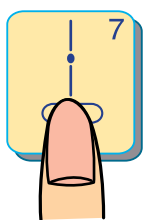
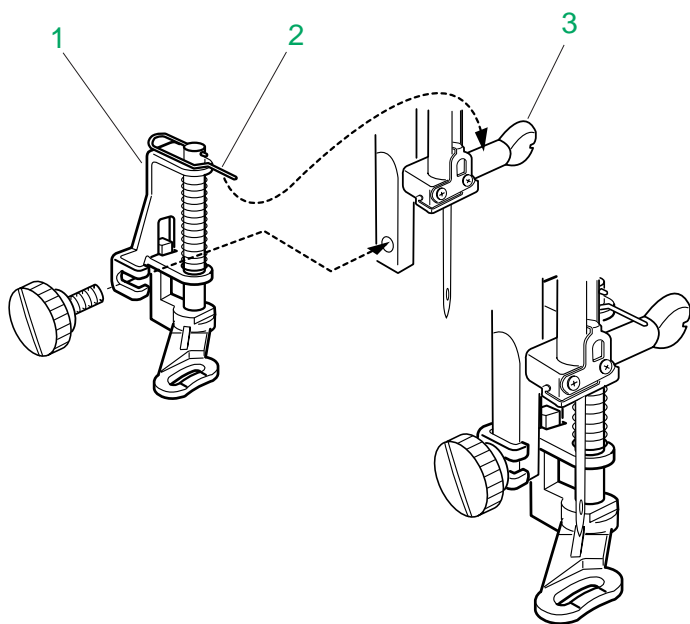
Also use it when constructing items such as backpacks for extra strength.

Press Pattern 5 on the Visual Touch Screen.

Stretch Stitch

This is a narrow stretch stitch designed to eliminate puckering on knit fabrics and bias seams, while permitting the seam to be pressed completely open flat.

Press Pattern 6 on the Visual Touch Screen.



Basting/Darning Foot P-2

To attach:

Loosen the thumbscrew and remove the Foot Holder.

Attach the Basting/Darning Foot P-2 to the presser bar putting the Pin on the Needle Clamp Screw.

Tighten the thumbscrew firmly with the screwdriver.

- 1 Basting/Darning Foot P-2
- 2 Pin
- 3 Needle Clamp Screw

Basting Stitch

The Basting Stitch is used to hold fabric layers together during fitting. Use a fine needle so as not to leave permanent needle marks on fabrics.

Press Pattern 7 on the Visual Touch Screen. The feed dog will drop automatically by selecting the Basting Stitch.

Attach Basting/Darning Foot P-2.

Draw both needle and bobbin threads to the back.

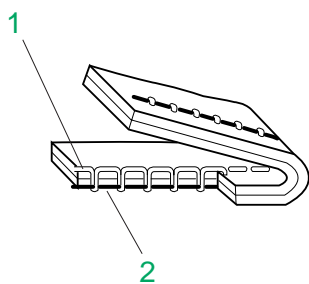
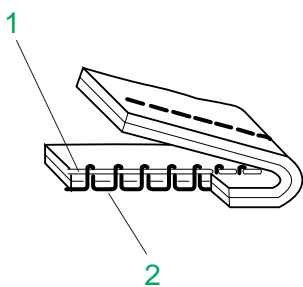
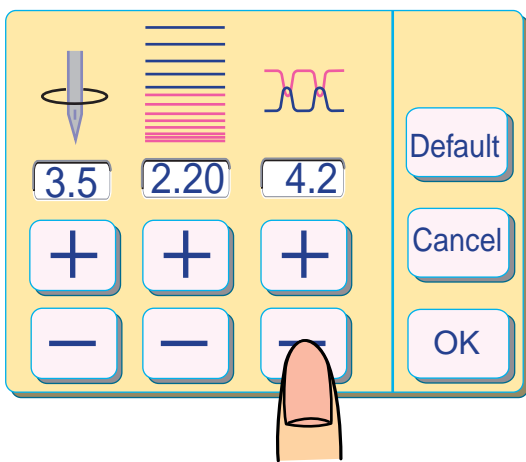
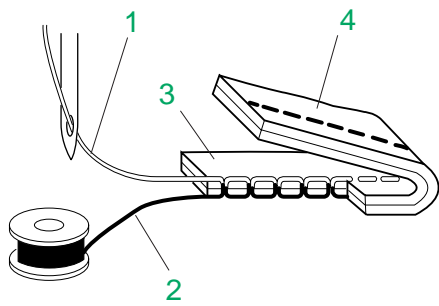
Depress the Foot Control. The machine will take one stitch and stop automatically.

Release the Foot Control.

Hold the fabric taut and slide it to where you want the next stitch. Continue in this manner sliding the fabric sideways or forward.

NOTES:

- When basting is completed, replace the Foot Holder.
- The feed dog will rise automatically when selecting other stitches.



Changing thread tension

Balanced needle thread tension:

In straight stitching, the Needle Thread and Bobbin Thread cross in the middle of the fabric.

- 1 Needle Thread
- 2 Bobbin Thread
- 3 Right Side of the Fabric
- 4 Wrong Side of the Fabric

When the needle thread tension is too tight;
Press the **-** key to decrease the thread tension.

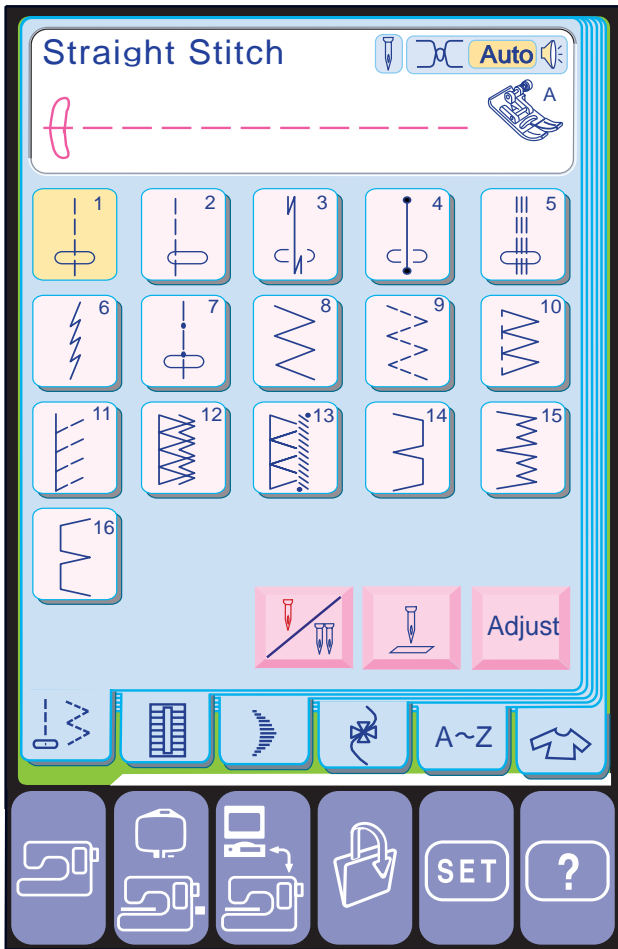
Press **OK** key to register the setting.

When the needle thread tension is too loose;
Press the **+** key to increase the thread tension.

Press **OK** key when the tension is set.

NOTE:

- When you turn the power switch off or select the other pattern, changes to the settings will be cancelled.

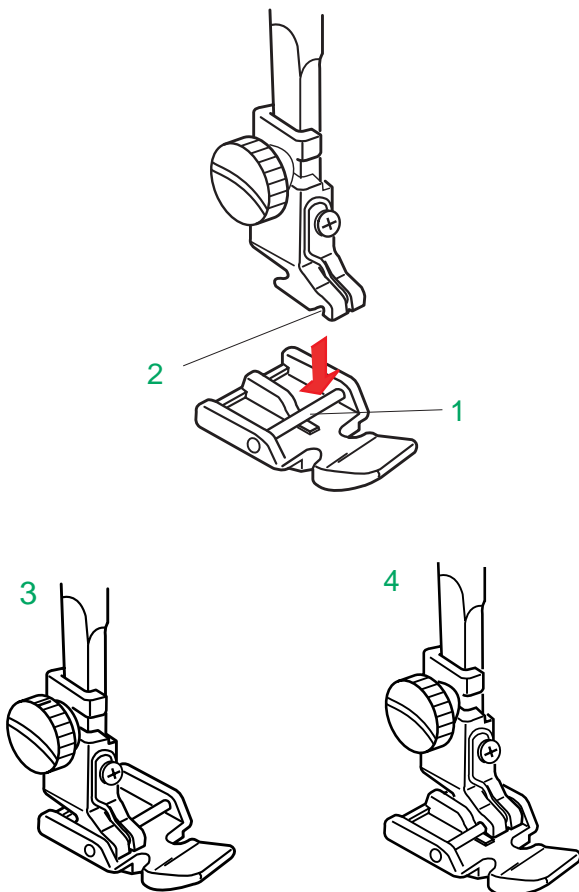


Zipper sewing

To snap on Zipper Foot E

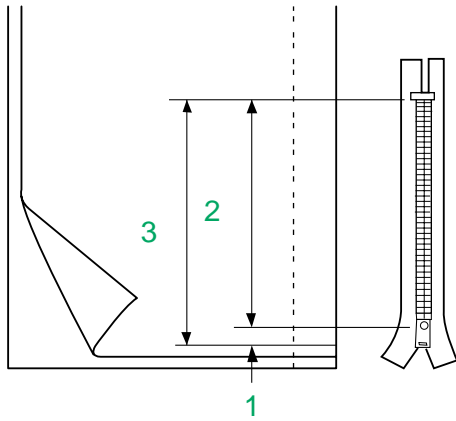
Fit the Pin on Zipper Foot E to the Groove on the Foot Holder.

- 1 Pin
- 2 Groove

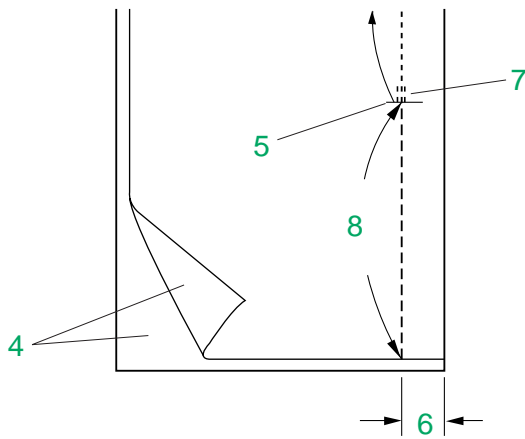


- 3 To sew the right side of the zipper, attach Zipper Foot E with the Pin on the left-hand side.
- 4 To sew the left side of the zipper, attach Zipper Foot E with the Pin on the right-hand side.

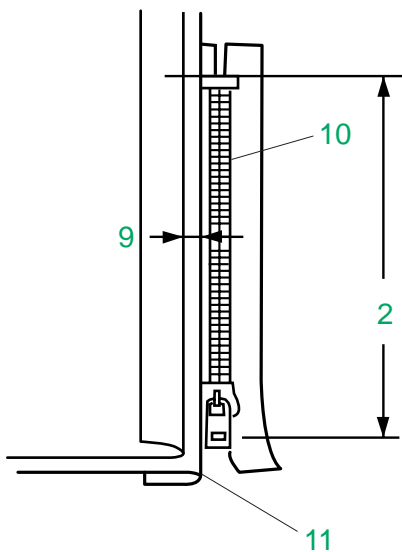
1



2



3



Fabric preparation

- 1 Add 1 cm (3/8") to the Zipper Size.
This is the overall Opening Size.

- 1 1 cm (3/8")
- 2 Zipper Size
- 3 Opening Size

- 2 Place the Right Sides of the Fabric together and sew to the End of the Opening with a 2 cm (13/16") Seam Allowance.

Reverse Stitch to lock the seams.

Manually increase the stitch length to 5.0 and baste the Zipper Opening with the thread tension loosened.

- 4 Right Sides of the Fabric
- 5 End of the Opening
- 6 2cm (13/16") Seam Allowance
- 7 Reverse Stitch
- 8 Zipper Opening

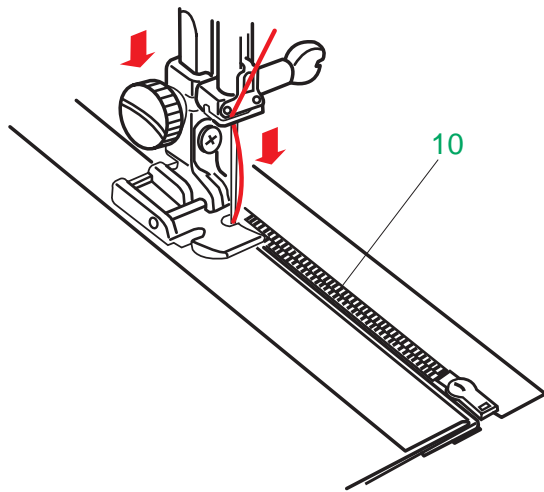
To sew

- 3 Fold back the left seam allowance. Turn the right seam allowance under to form a 0.2 to 0.3 cm (1/8") Fold. Place the Zipper Teeth next to the Fold and pin it in place.

Set the stitch length and thread tension back to the default.

- 9 0.2 to 0.3 cm (1/8") Fold
- 10 Zipper Teeth
- 11 Fold

4

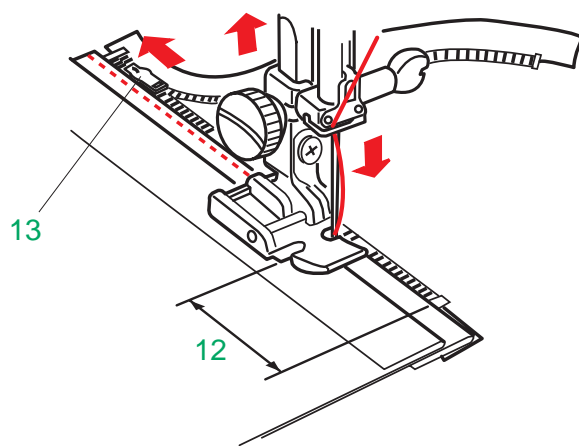


4

Attach Zipper Foot E with the pin on the right hand side. Lower the foot onto the top side at the bottom of the zipper so that the needle pierces the fabric next to the fold and the zipper tape. Sew along the zipper guiding the Zipper Teeth along the bottom edge of the foot.

10 Zipper Teeth

5



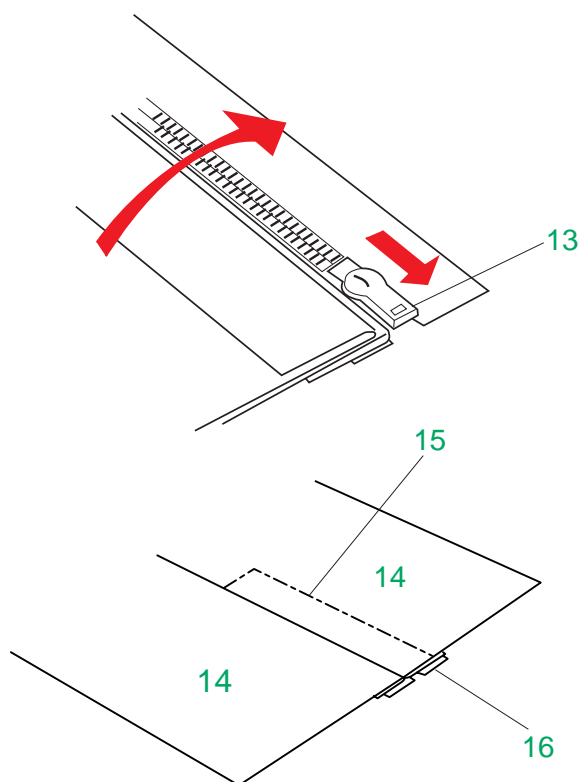
5

Sew through all layers next to the fold. Stop 5 cm (2") before Zipper Foot E reaches the Slider on the zipper tape. Lower the needle slightly into the fabric. Raise the foot and open the zipper. Lower the foot and stitch the remainder of the seam.

12 5 cm (2")

13 Slider

6



6

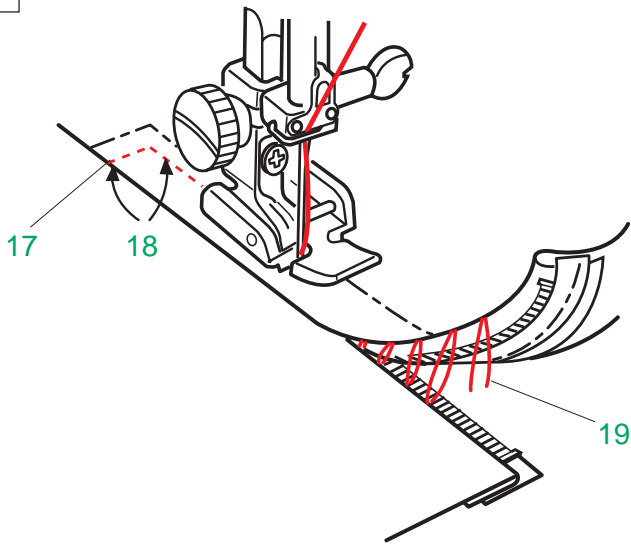
Close the zipper and spread the fabric open flat with the Right Side of the Fabric facing up. Baste the opened fabric and Zipper Tape together.

14 Right Side of the Fabric

15 Basting

16 Zipper Tape

7



7

Move Zipper Foot E to the left pin.

Backstitch across the End of Opening to 0.7 – 1 cm (3/8”).

Stitch through the garment and zipper tape, guiding the zipper teeth along the bottom edge on the foot.

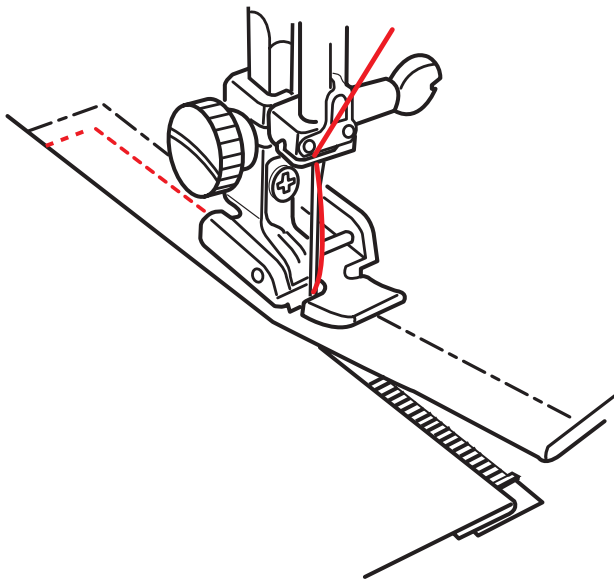
Stop about 5 cm (2”) from the top of the zipper.

17 End of Opening

18 0.7 – 1 cm (3/8”)

19 Basting Stitches

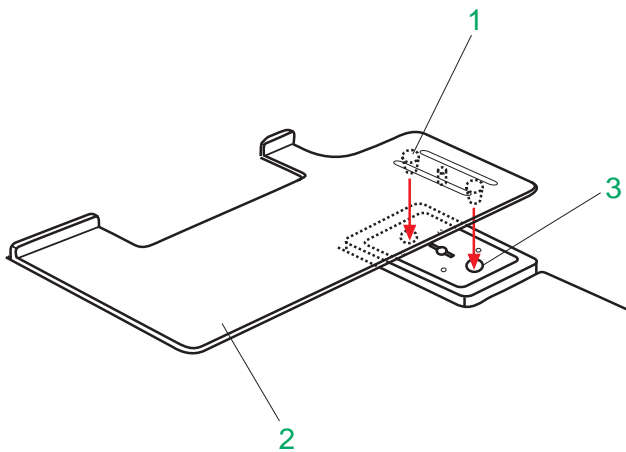
8



8

Lower the needle into the fabric, raise the foot, remove the Basting Stitches and open the zipper.

Lower the foot and stitch the remainder of the seam making sure the fold is even.



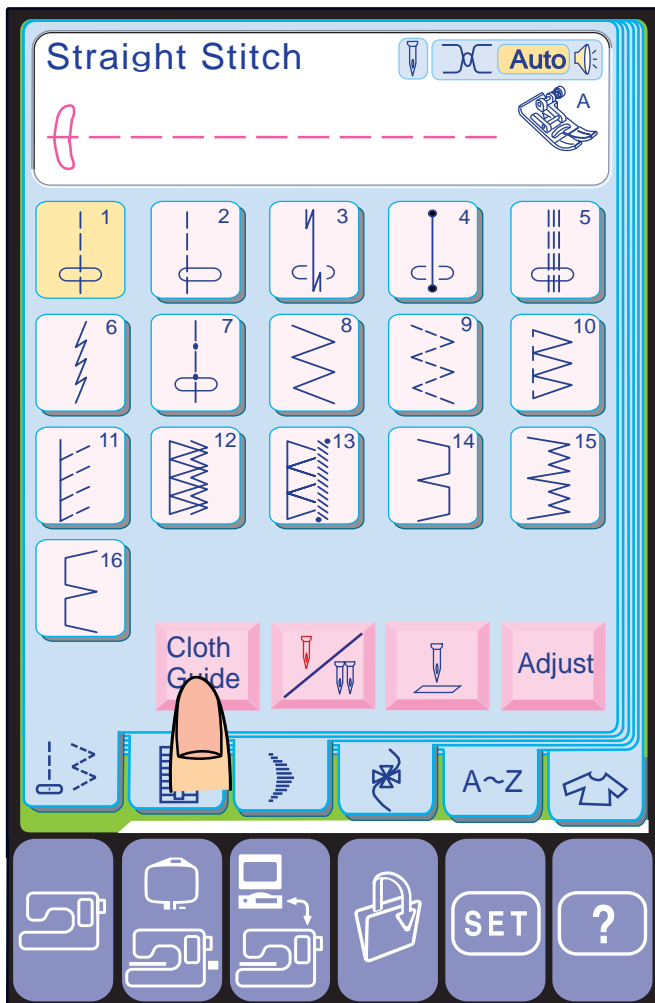
Cloth Guide

To use the Cloth Guide, activate the Professional Mode in the Ordinary Sewing Setting Mode. (See page 47.)


Attaching the Cloth Guide

Insert the Pins on the Cloth Guide into the Carriage Holes.


- 1 Pins
- 2 Cloth Guide
- 3 Carriage Holes

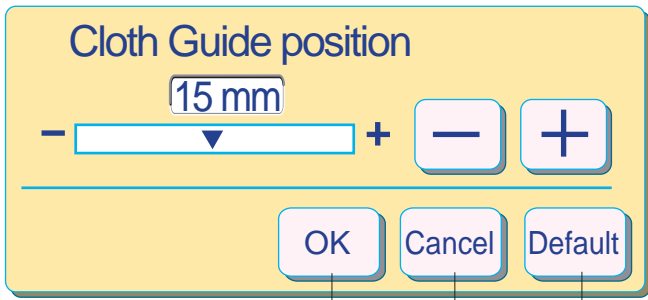


Setting the Cloth Guide position

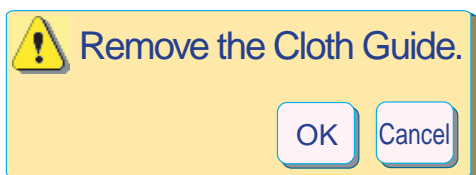
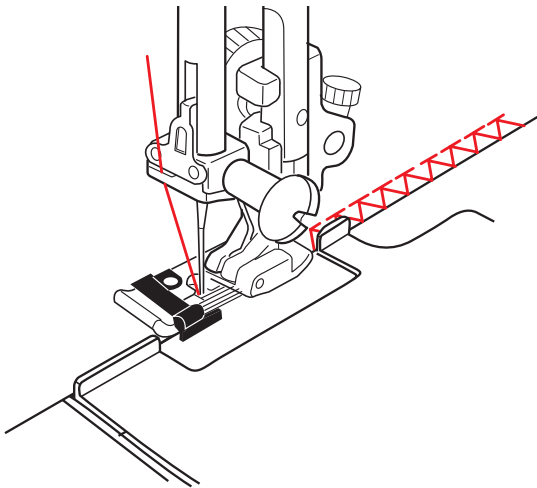
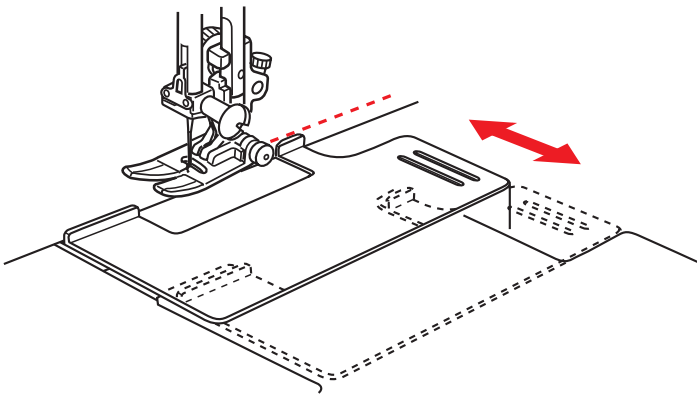
Press  key and the cloth guide position window opens.

NOTE:

- The  key will appear when the Professional Mode is ON (see page x).



6 5 4



Cloth Guide Position window will appear. Press the **+** or the **-** key to move the Cloth Guide to the desired position.

NOTES:

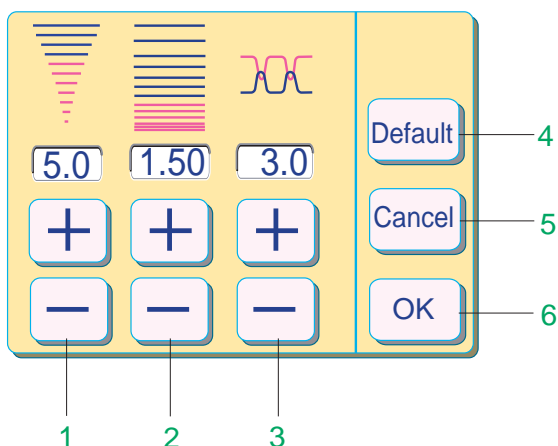
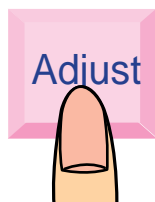
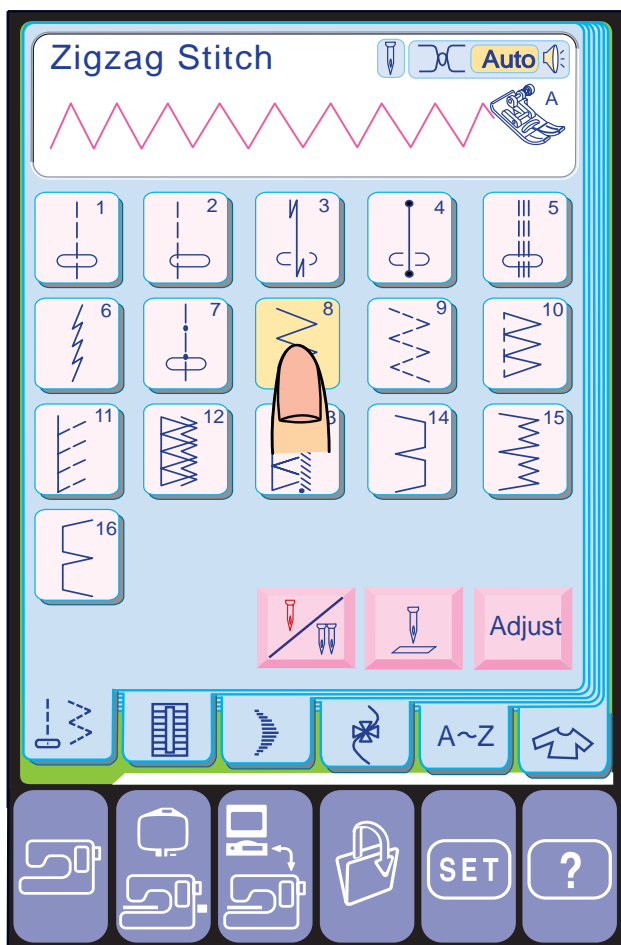
- The distance of the Cloth Guide edge from the center needle position is shown in millimeter or inch.
 - You may set the Cloth Guide Position from -2 mm to 40 mm (-1/8" to 1 1/2").
 - From -2 mm to 10 mm, you may change the setting by 1 mm and from 10 mm to 40 mm, you may change the setting by 5 mm each time you press the **+** or the **-** key.
- 4 **Default key:** When you press the **Default** key the setting returns to the default (the same settings as when you purchased the machine, which is 15 mm,
- 5 **Cancel key:** When you press **Cancel** key, the Cloth Guide Position window will close and the setting remains unchanged.
- 6 **OK key:** When you press the **OK** key, your settings are registered.

Overcasting with the Cloth Guide

Select Pattern 10 and use Overedge Foot C. Set the Cloth Guide position at 2 mm (1/16") and sew.

NOTE:

- When using the Cloth Guide, if you select other patterns, the Visual Touch Screen shows "Remove the Cloth Guide". Press the **OK** key so that the carriage returns to its home position. Then you can safely remove the Cloth Guide.



Zigzag sewing

Simple zigzag stitch is widely used for overcasting, applique etc.

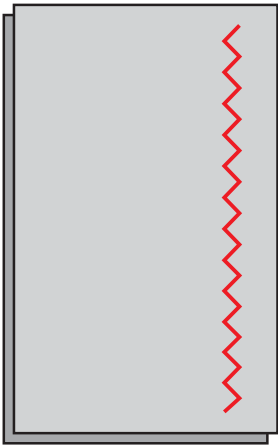
To change zigzag stitch width & length

Press the **Adjust** key.

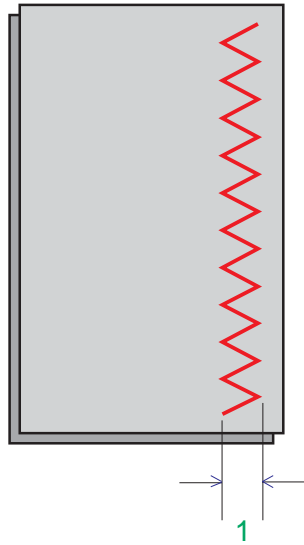
When you press the **Adjust** key, the adjusting window shows the preset values for Stitch Width, Stitch Length and Thread Tension and their **+** and **-** keys used for making adjustments.

- 1 **Stitch Width Adjusting keys**
- 2 **Stitch Length Adjusting keys**
- 3 **Thread Tension Adjusting keys**
- 4 **Default key:** When you press the **Default** key, all function values in the adjusting window will return to the default settings (the same settings as when you purchased the machine).
- 5 **Cancel key:** When you press **Cancel** key, the adjusting window will close and the setting remains.
- 6 **OK key:** When you press **OK** key, the setting will be saved and the window will return to the original screen.

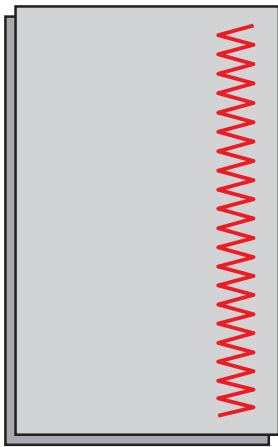
2.0



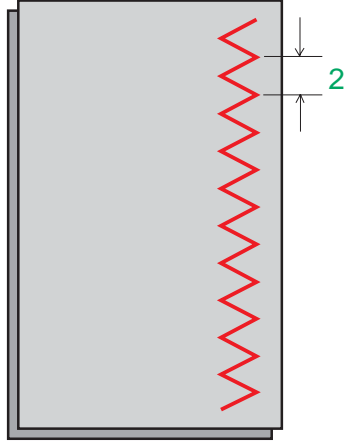
7.0




1.0




5.0




Changing stitch width


Press the  key to decrease the Stitch Width.

Press the  key to increase the Stitch Width.

1 Stitch Width

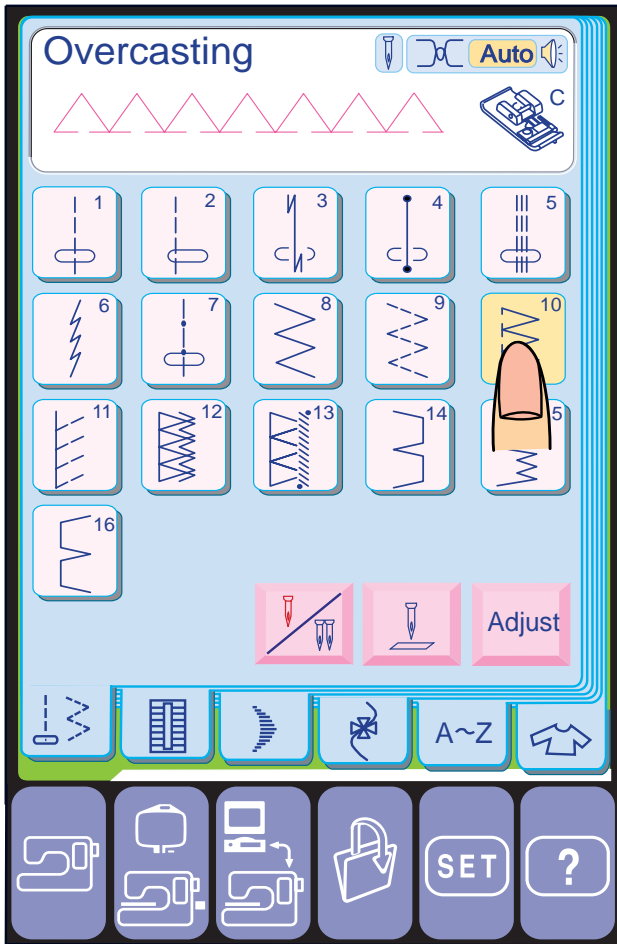
Changing stitch length

Press the  key to decrease the Stitch Length.

Press the  key to increase the Stitch Length.

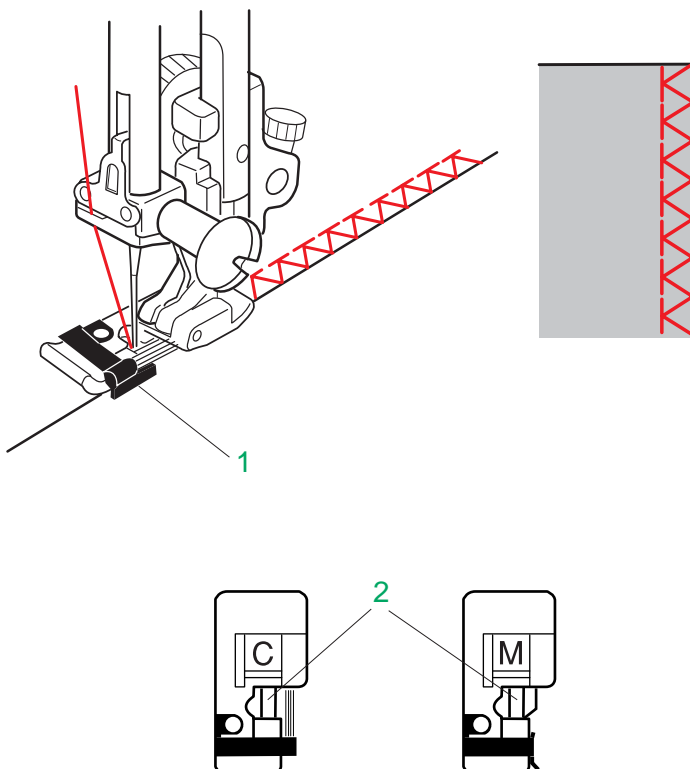
2 Stitch Length

After adjusting the settings press  key.



Overcasting

Select Pattern 10 and attach the Overedge Foot C.



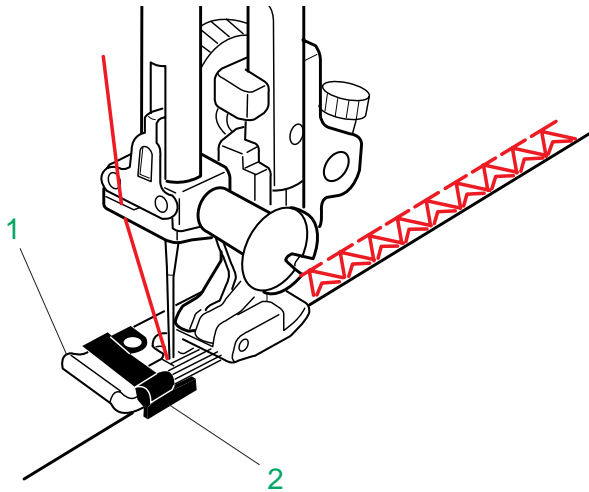
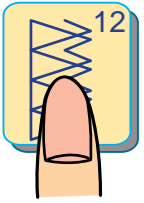
Place the fabric edge next to the Guide of the foot and then sew.

1 Guide

! CAUTION:

- When you use Overedge Foot C or Overcasting Foot M, you must set the zigzag width at 5.0 to or wider to prevent the needle from hitting the Foot Wires.

2 Foot Wires



Overedge stitch

This stitch is ideal for finishing edges of fabrics that tend to fray such as linens and gabardines.

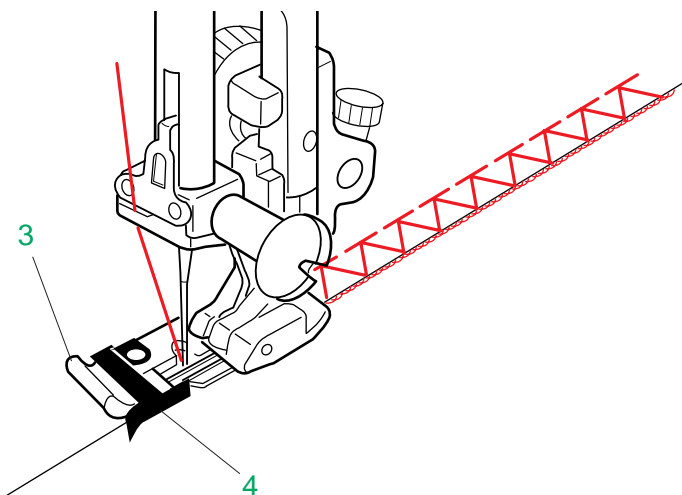
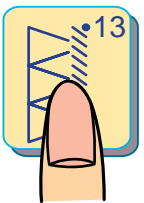
Two rows of zigzag stitches are simultaneously sewn over the edge of the fabric to prevent raveling.

Press Pattern 12 on the Visual Touch Screen.

Use Overedge Foot C to keep the fabric edge flat. The wires on the foot effectively prevent the edge from puckering or rolling up.

Place the edge of the fabric next to the Black Guide on the foot and sew.

- 1 Overedge Foot C
- 2 Black Guide



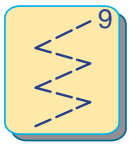
Overlock stitch

This stitch is used for finishing edges of medium to heavy fabrics. This finished seam looks similar to a commercial overlocking machine.

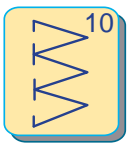
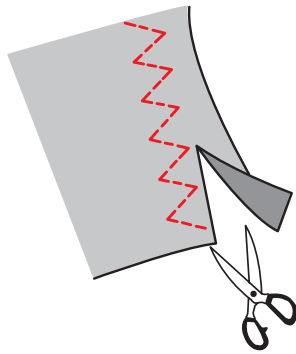
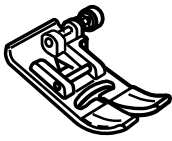
Press Pattern 13 on the Visual Touch Screen.

Attach Overcasting Foot M. Sew, guiding the fabric edge along the Guide on the foot.

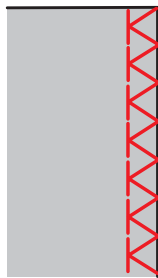
- 3 Overcasting Foot M
- 4 Guide



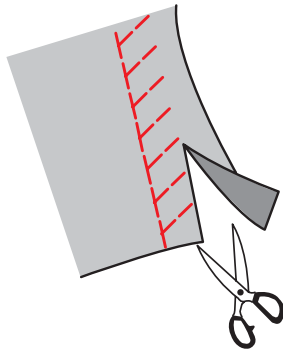
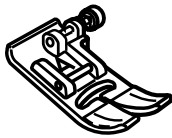
1



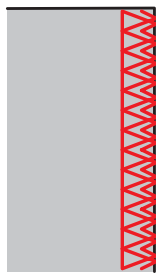
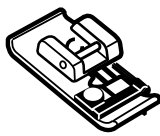
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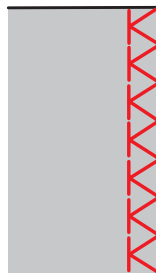
3



4



5



Variety of overcasting stitches

Pattern 9: Multiple Zigzag Stitch (Tricot Stitch)

This stitch is used to finish a raw edge of synthetics and other stretch fabrics that tend to pucker.

Sew along the fabric edge leaving an enough seam allowance. After sewing, trim off the seam allowance closer to the stitches.

1 Zigzag Foot A

Pattern 10: Overcasting Stitch

This stitch can be used to simultaneously seam and overcast in one step. Use this stitch when you do not need to press seams open flat.

2 Overedge Foot C

Pattern 11: Knit Stitch

This stitch is recommended for sewing such fabrics as synthetic knits and stretch velour as it provides the greatest amount of elasticity and strength.

Sew along the fabric edge leaving an enough seam allowance. After sewing, trim off the seam allowance closer to the stitches.

3 Zigzag Foot A

Pattern 12: Double Overedge Stitch

This stitch is an excellent stitch for fabrics that tend to fray extensively such as linens and gabardines.

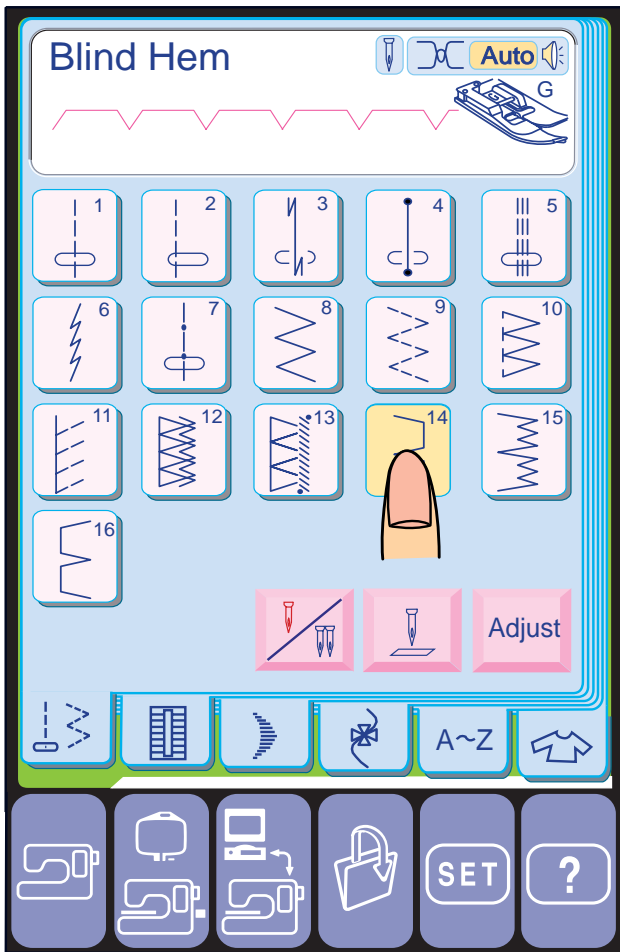
Two rows of zigzag stitches are simultaneously sewn over the edge to insure that fabric will not ravel.

4 Overedge Foot C

Pattern 13: Overlock Stitch

This stitch finishes the edges of fabric similar to a commercial overlocking machine for a professional look.

5 Overcasting Foot M



Blind hem

Select Pattern 14 for woven fabrics or Pattern 15 for elastic fabrics.

Attach Blind Hem Foot G.

NOTES:

- The stitch width of Patterns 14 and 15 can not be changed, but the needle drop position will change.
- You may change the stitch width by selecting Blind Hem in the Sewing Application.

How to fold the fabric

Fold the fabric to make a hem as shown.

- 1 0.4 - 0.7 cm (3/16" - 1/4")
- 2 Overcasted Edge of Fabric
- 3 Wrong Side of Fabric

Position the fabric so that the Fold comes to the left side of the Black Guide. Lower the presser foot.

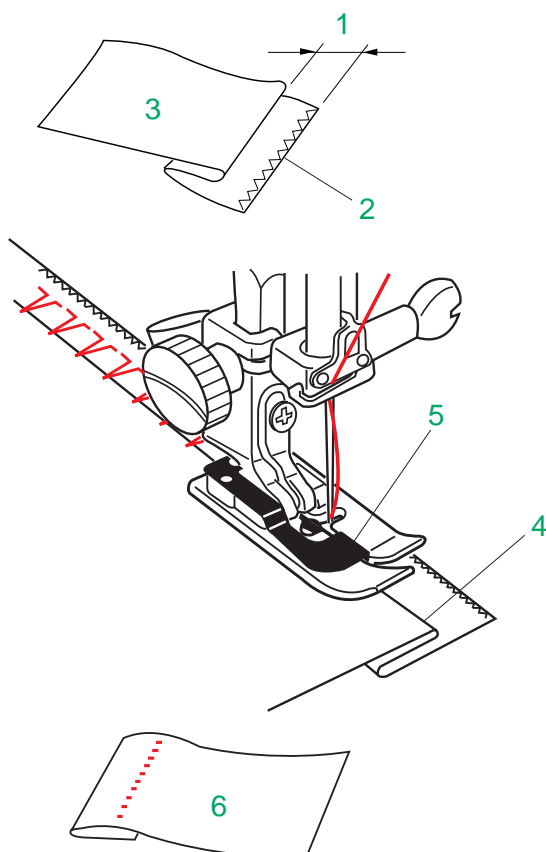
Adjust the position of the needle swing with the Stitch Width key so that the needle just pierces the folded edge of the fabric when the needle comes over to the left side.

- 4 Fold
- 5 Black Guide

Sew guiding the Folder along the Black Guide. For a professional looking hem, fold the fabric reducing the hem width to about 0.2 cm (1/8"). As you sew, the right hand stitch will fall off the fabric edge forming a chain stitch.

After sewing is finished, open the fabric. The seam on the Right side of the Fabric is almost invisible.

- 6 Right Side of the Fabric








Changing needle drop position

Press the  key.

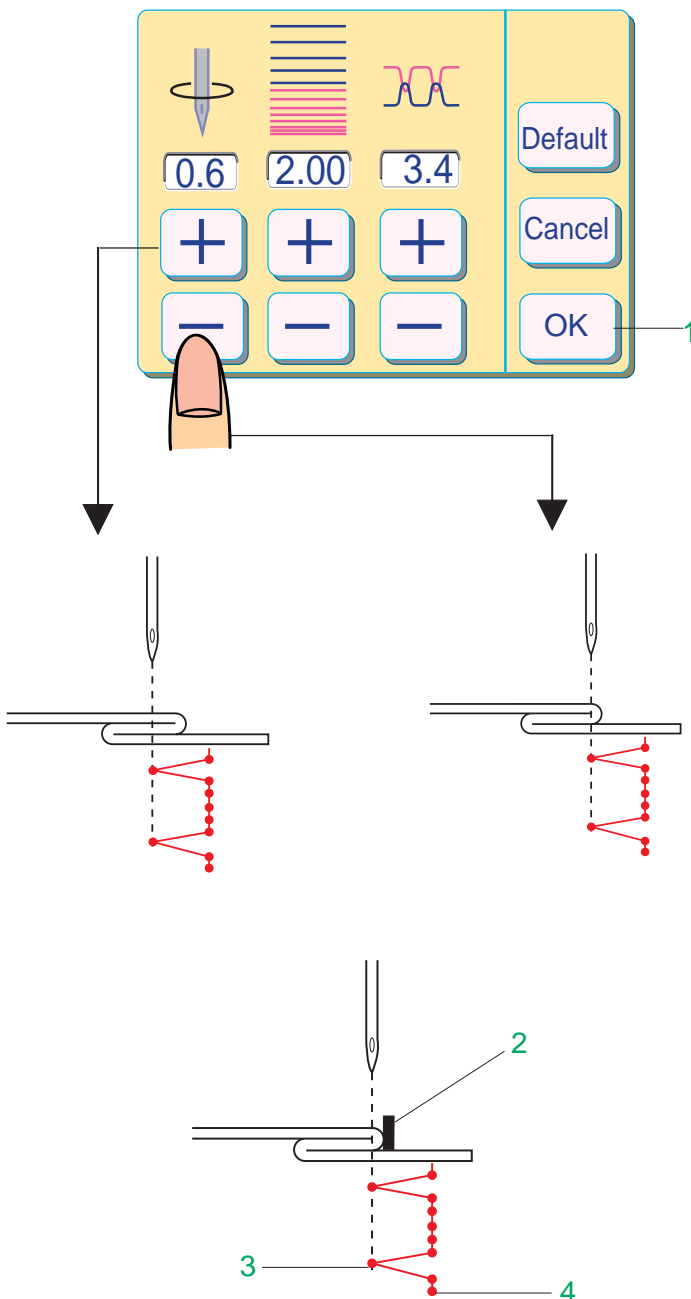
The adjusting window will appear.

Press the  key to move the needle to the right.

Press the  key to move the needle to the left.

Press  key, to register any changes made to the settings.

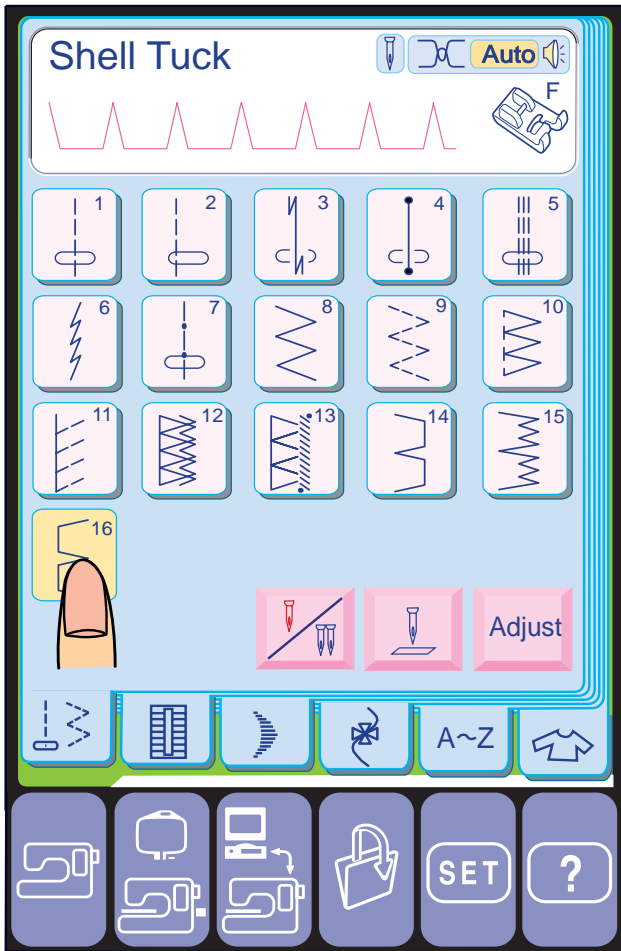
1  key



2  Guide on Foot

3  Left Needle Drop Position

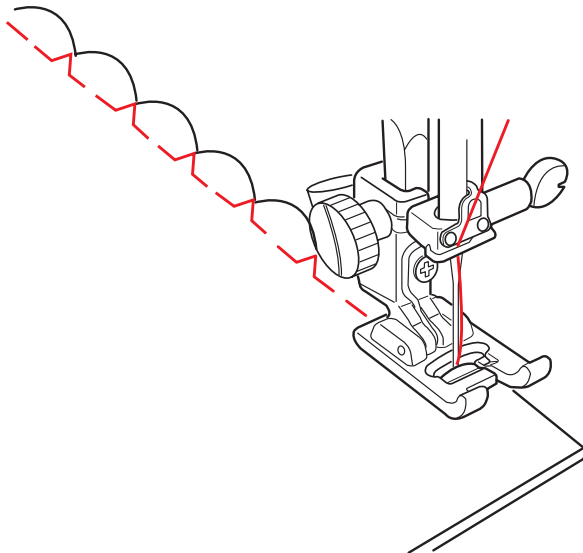
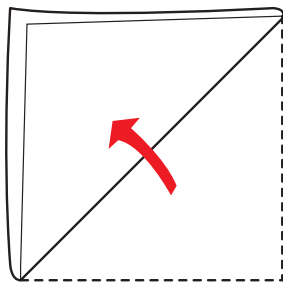
4  Right Needle Drop Position



Shell tuck

Select Pattern 16.

Attach the Satin Stitch Foot F.



Fold the fabric in bias.

Sew along the fold so that the needle on the right swing just clear the folded edge to form tucks.

NOTE:

- You do not need to tighten thread tension, since the machine is set at tighter tension automatically.

Buttonholes

Variety of buttonholes

1 Sensor (Square) BH

This square buttonhole is widely used on medium to heavy weight fabrics. The buttonhole size is automatically determined by placing a button in the foot.

2 Auto (Square) BH

This is also a square buttonhole similar to the Sensor Square Buttonhole, but you can manually set and memorize the buttonhole size to sew buttonholes of the same size.

3 Round End BH

This buttonhole is used on fine to medium weight fabrics especially for blouses and children's clothes.

4 Fine Fabric BH

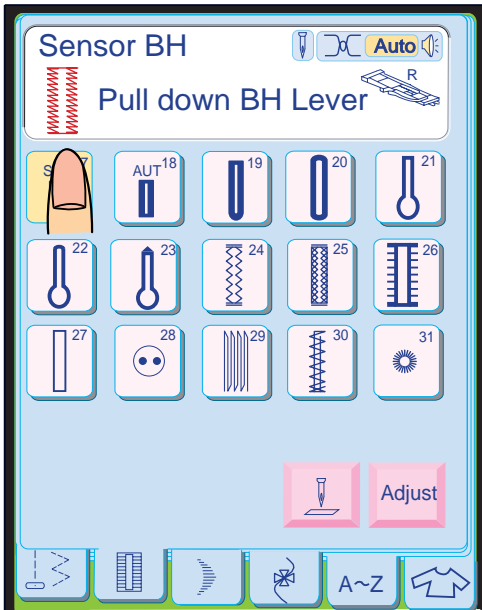
This buttonhole is rounded at both ends and is used on fine, delicate fabrics such as fine silk.

5 Keyhole BH

The Keyhole Buttonhole is widely used on medium to heavy weight fabrics. It is also suitable for larger and thicker buttons.

6 Rounded Keyhole BH

This buttonhole is used for thicker buttons on medium weight fabrics.



1



2



3



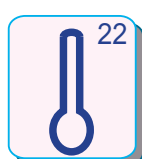
4



5



6



7



8



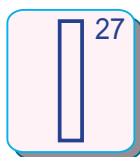
9



10



11



7 Tailored BH

This buttonhole is used for thick buttons and heavy fabrics.

The bartack and rounded end have been reinforced so that this tailored-looking buttonhole is very durable.

8 Stretch BH

This buttonhole can be used on stretch fabrics. It can also be used as a decorative buttonhole.

9 Knit BH

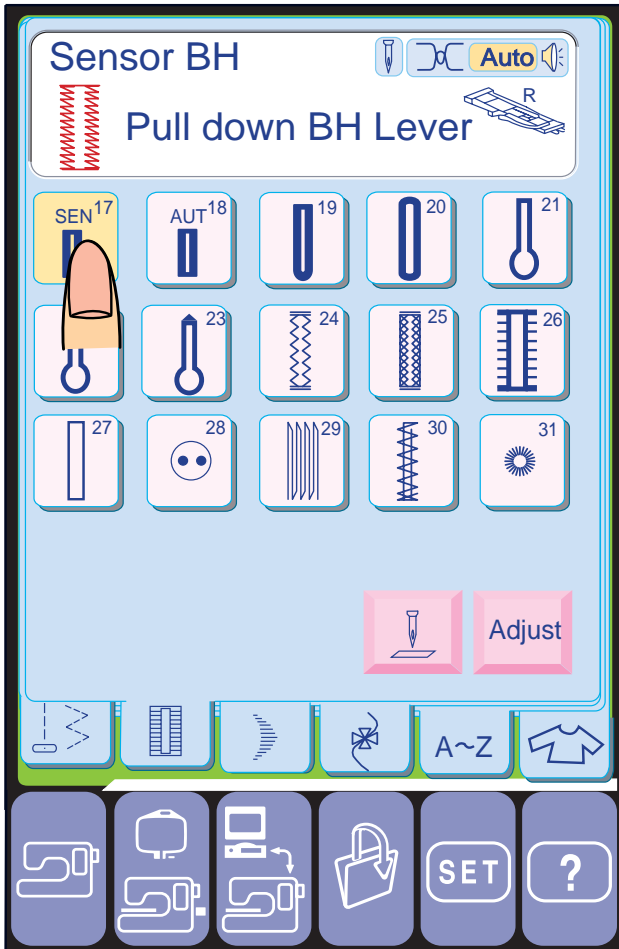
This buttonhole is suitable for knit fabrics. It can also be used as a decorative buttonhole.

10 Antique BH

This buttonhole looks like the heirloom stitch. It has an attractive handmade appearance and makes a nice decorative buttonhole.

11 Welted BH

This stitch is used for making a Welted (bound) Buttonhole, which adds a professional look to suits and blazers. It can also be used on leather and suede.

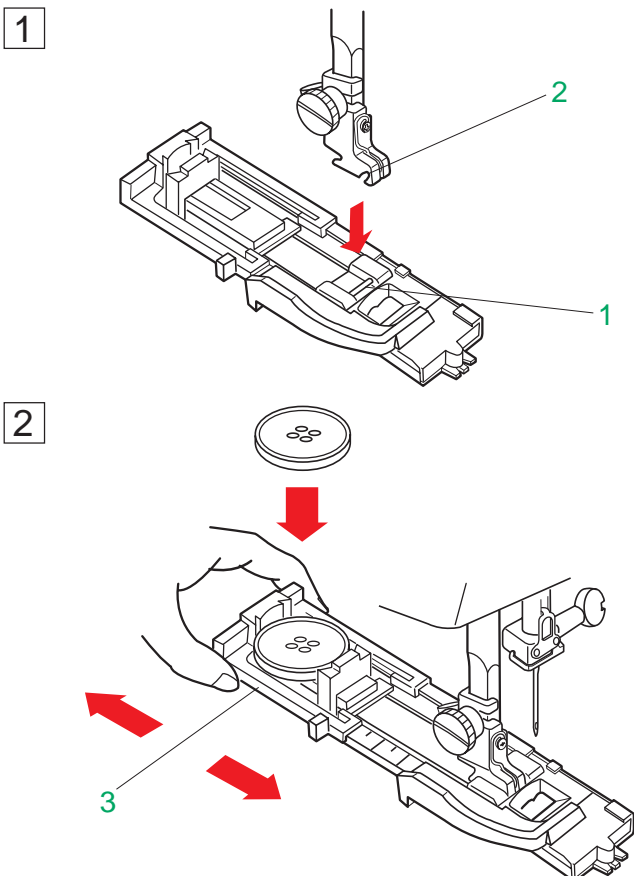


Sensor buttonholes

NOTES:

- Buttonholes 17 and 19 to 27 are sensor buttonholes.
- The size of a buttonhole is automatically set by placing a button in the rear of Automatic Buttonhole Foot R.
- The button holder of the foot takes a button size of 0.5 cm (3/16") to 2.5 cm (1") in diameter.
- It is sometimes necessary to change buttonhole size to match certain heavy or specific materials and threads.
- Make a test buttonhole on an extra piece of the fabric to check your settings.
- Place the button on the fabric and mark the top and bottom to determine the position of the buttonhole on the fabric.
- Use interfacing on stretch fabrics.

To sew



- 1 Press the Up/Down Needle Button to raise the needle. Attach the Automatic Buttonhole Foot R snapping the Pin into the Groove of the foot holder. Raise the Presser Foot.

- 1 Pin
- 2 Groove

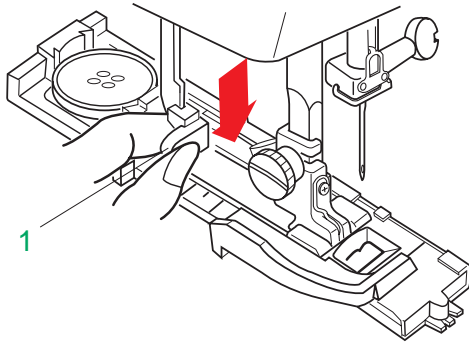
- 2 Pull the Button Holder to the back, and place the button in it. Push it together tightly on the button.


- 3 Button Holder


NOTE:

- If the button is extremely thick, make a test buttonhole on an extra piece of the fabric. If it is difficult to fit the button through the test buttonhole, you can lengthen the buttonhole by pulling the Button Holder back a little. The length of the buttonhole will be increased.

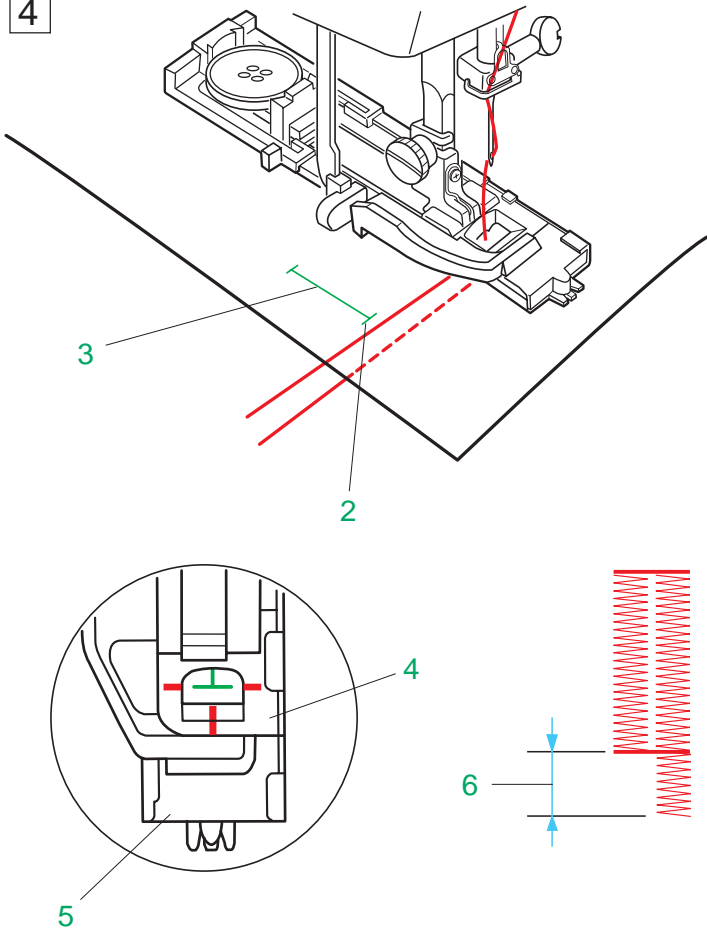
3



 Pull down BH Lever.



4



3 Pull the Buttonhole Lever downward as far as it will go.

1 Buttonhole Lever

4 Insert the corner of the fabric under the foot. Press the Up/Down Needle Button twice.

Remove the fabric to the left to draw both threads under the foot. Place the garment under the foot, and lower the needle at the Starting Point t of the Mark.

Then lower the Automatic Buttonhole Foot R.

2 Starting Point

3 Mark

NOTE:

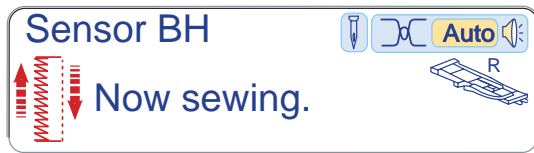
- Make sure there is no gap between the Slider and Spring Holder, otherwise the left and right length will be different.

4 Slider

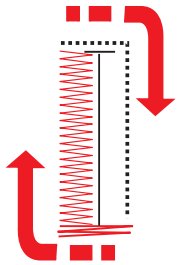
5 Spring Holder

6 Sewing Gap

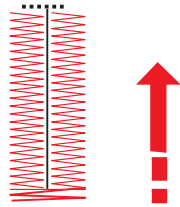
5



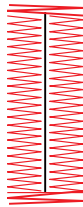
Step 1



Step 2

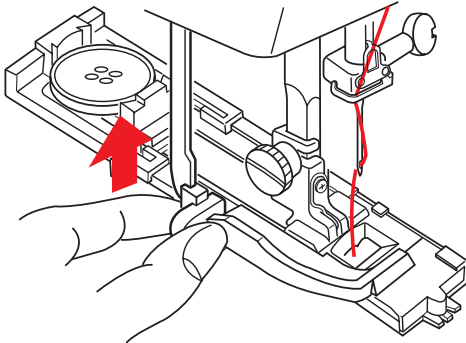


Step 3

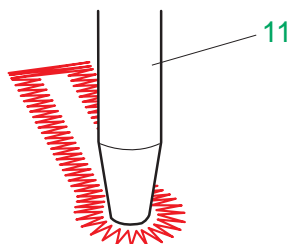
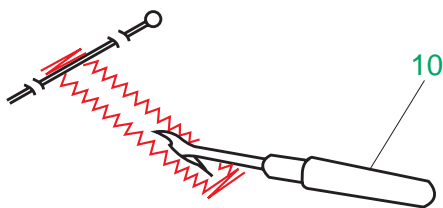


Completed.
Raise Presser Foot.

6



7



5 Press the Start/Stop Button to sew the buttonhole. The buttonhole will be automatically sewn in a single step.

Step 1: The machine will sew the front bartack and the left row first. Then it goes back to the starting point with straight stitch.

Step 2: The machine will sew the right row.

Step 3: The machine will sew the back bartack, and the machine will stop automatically.

To repeat buttonhole sewing

To sew another buttonhole, raise the presser foot and move the fabric to where the next buttonhole is sewn, then lower the foot and start the machine.

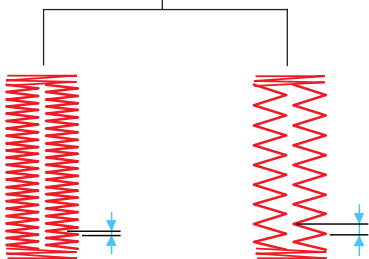
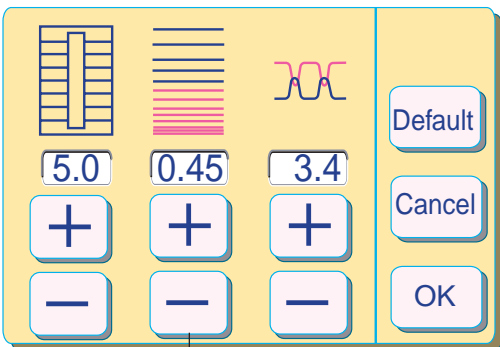
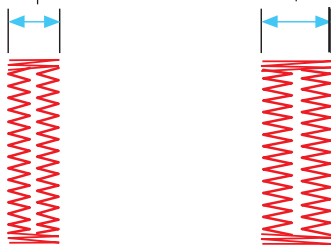
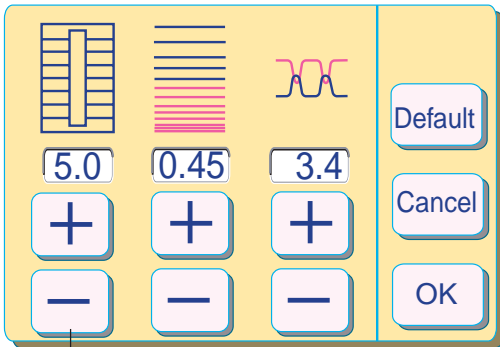
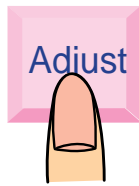
6 When buttonhole sewing is finished, push the buttonhole lever upward as far as it will go.

7 Remove the fabric and place a pin just below the bartack at each end to prevent accidentally cutting bartacks.


Cut the opening with the Seam Ripper. Use an Eyelet Puncher to open a keyhole buttonhole.


10 Seam Ripper


11 Eyelet Puncher




Changing buttonhole width

Press the  key, the adjusting window opens.

Press the  key to increase the buttonhole width.


Press the  key to decrease the buttonhole width.


Press the  key to register the settings.

NOTE:

- The default setting is 5.0.

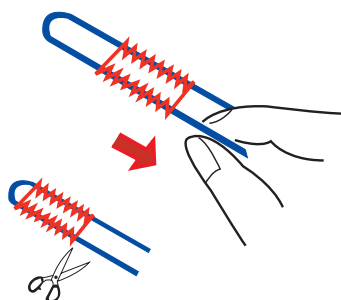
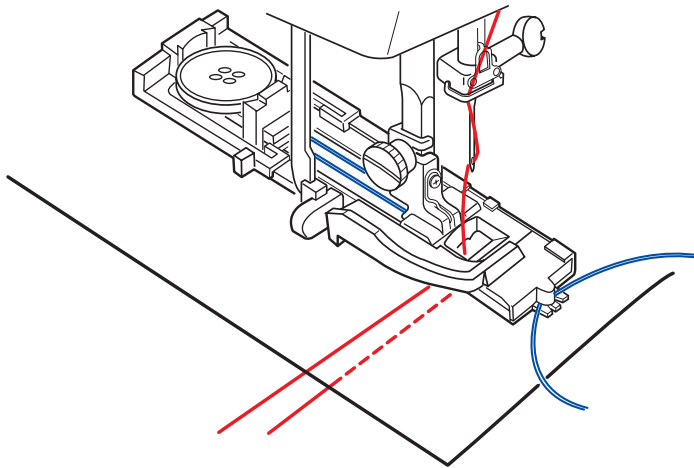
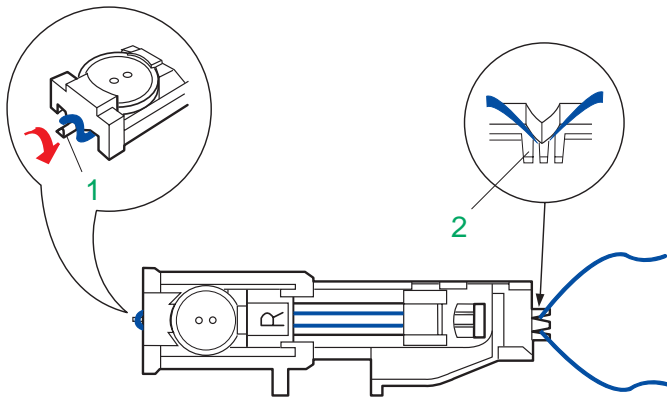
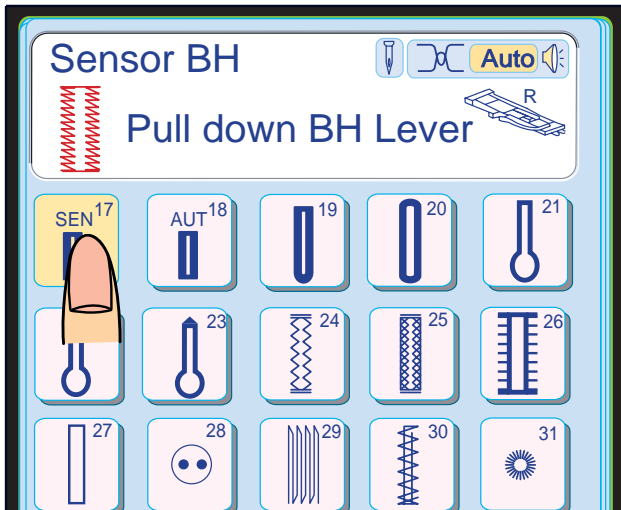
Changing buttonhole stitch density

Press the  key to make the buttonhole stitch density coarser.

Press the  key to make the buttonhole stitch density denser.

NOTE:

- The default setting is 0.45.



Corded buttonhole

To sew the corded buttonhole, follow the same procedure as Sensor Buttonhole; refer to the instructions on pages 58 to 60.

With Automatic Buttonhole Foot R raised, hook the filler cord on the Spur at the back of the buttonhole foot.

Bring the ends of cord toward you under the buttonhole foot clearing the front end.

Hook the ends of the filler cord into the Forks on the front of Automatic Buttonhole Foot R, to hold them tight.

- 1 Spur
- 2 Forks

Lower the needle into the garment where the buttonhole will start and lower the foot.

Press the Start/Stop Button and sew the buttonhole. Each side of the buttonhole and the bartacks will be sewn over the cord.

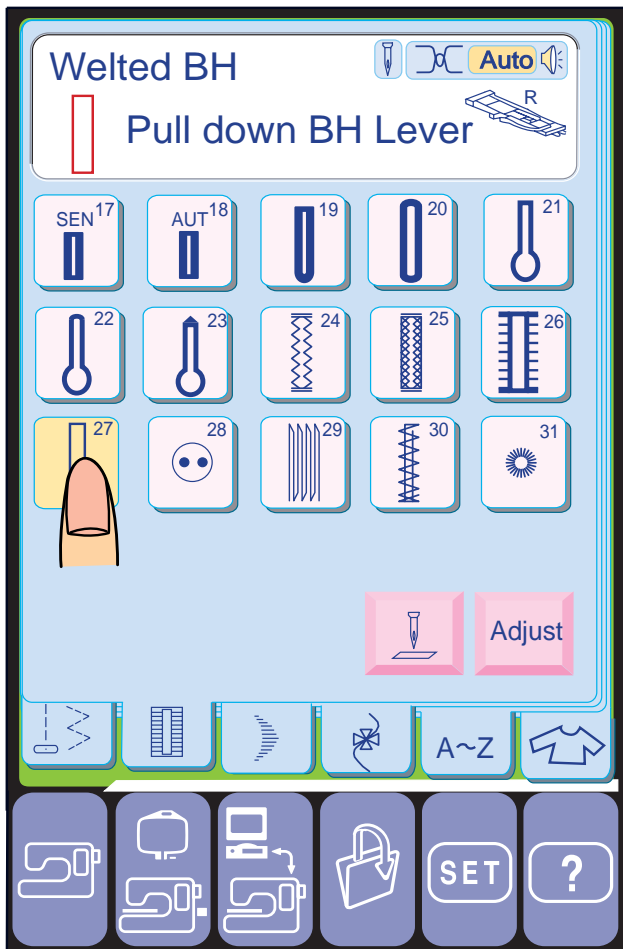
The machine stops automatically when finished.

Remove the fabric from the machine and cut the sewing threads only.

Pull the left end of the filler cord to tighten it. Thread the end of the cord through a darning needle, draw it to the wrong side of the fabric and cut.

NOTES:

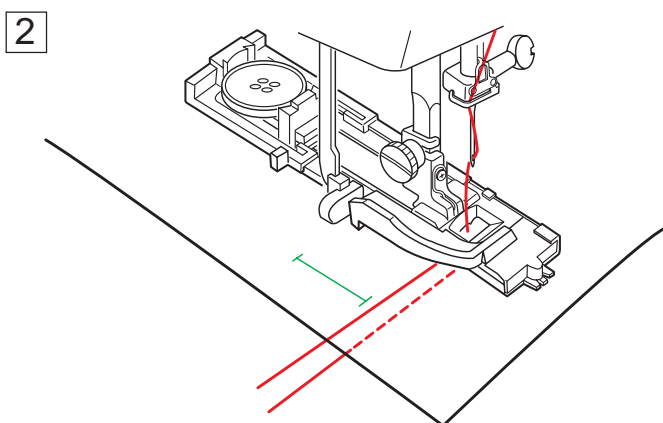
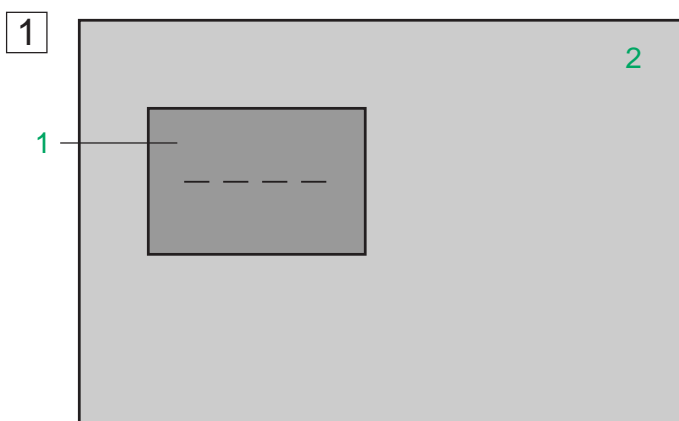
- Set the stitch width in accordance with the thickness of the cord used.
- To cut the buttonhole opening, refer to the instructions on page 60.



Welted buttonhole (Bound buttonhole)

Welted Buttonhole is made by stitching a strip or patch of fabric to the buttonhole.

Welted Buttonhole is particularly suited to tailored garments, but are not recommended for sheer or delicate fabrics where the patch might show through or add bulk.

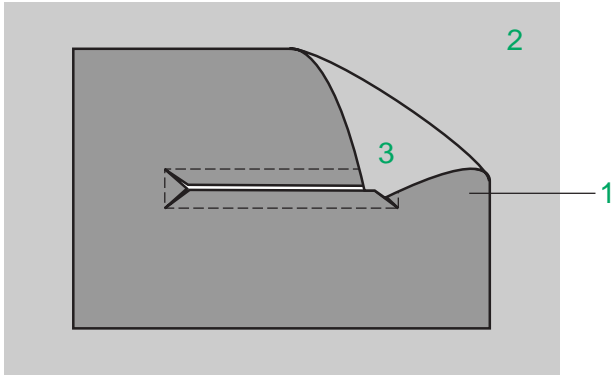


- 1 Baste a patch to the garment fabric with the right sides together.

1 Wrong Side of Patch
2 Right Side of Garment Fabric

- 2 Select Pattern 27. Sew the Welted Buttonhole on both fabrics together (see pages 65-67 for the sewing procedure).

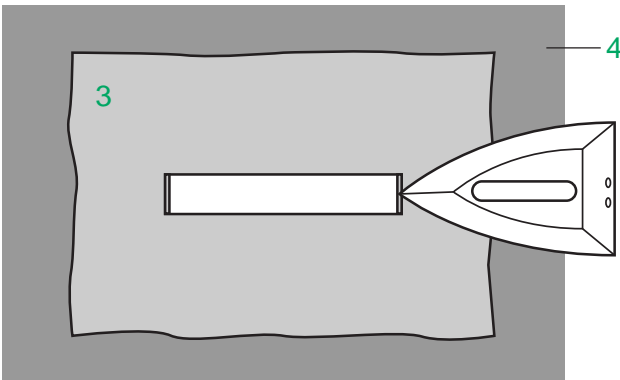
3



3 Cut the buttonhole opening as illustrated then pull the patch out through the slit to the other side.

- 1 Wrong Side of Patch
- 2 Right Side of Garment Fabric
- 3 Right Side of Patch

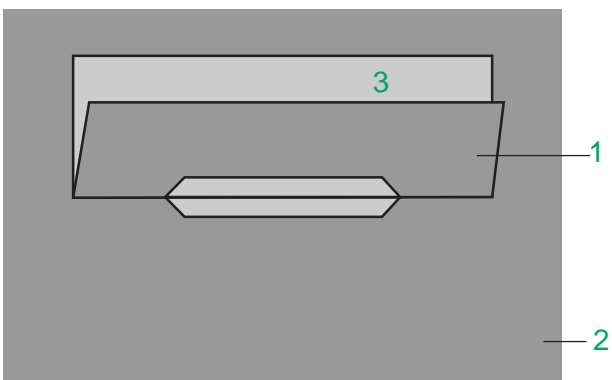
4



4 Pull out the patch until the right side of the patch is showing. Use an iron to press both corner ends until they are squared off.

- 3 Right Side of Patch
- 4 Wrong Side of Garment Fabric

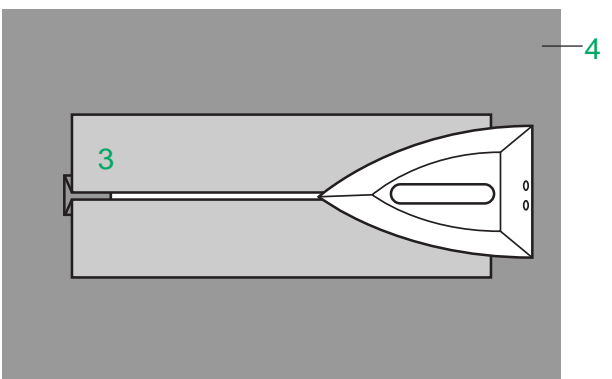
5



5 Fold back each side of the patch to form buttonhole lips.

- 1 Wrong Side of Patch
- 2 Right Side of Garment Fabric
- 3 Right Side of Patch

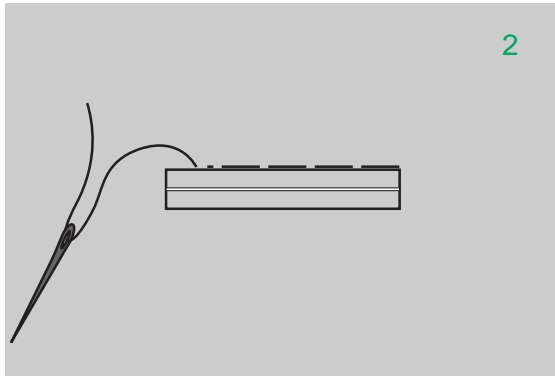
6



6 Press the both folds with an iron.

- 3 Right Side of Patch
- 4 Wrong Side of Garment Fabric

7

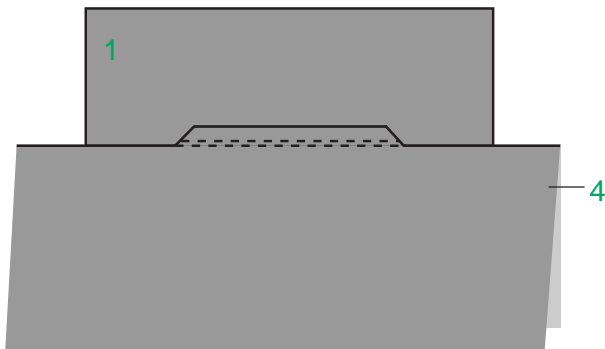


7

Baste the both edges of the seam with needle and thread as shown.

2 Right Side of Garment Fabric

8



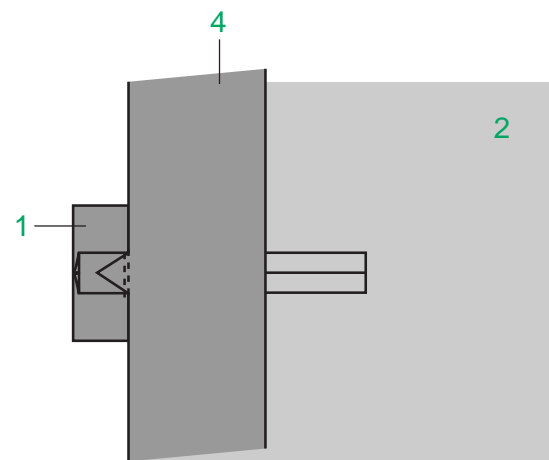
8

Fold over the length of the garment fabric, sew back and forth beside the original seam to secure flaps of the patch.

1 Wrong Side of Patch

4 Wrong Side of Garment Fabric

9



9

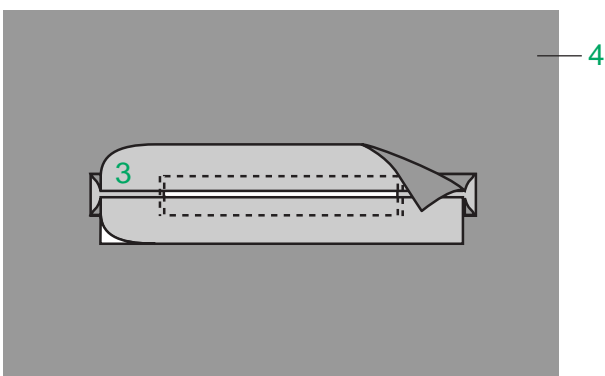
Fold over the end of fabric and sew back and forth three times over the triangular end.

1 Wrong Side of Patch

4 Wrong Side of Garment Fabric

2 Right Side of Garment Fabric

10



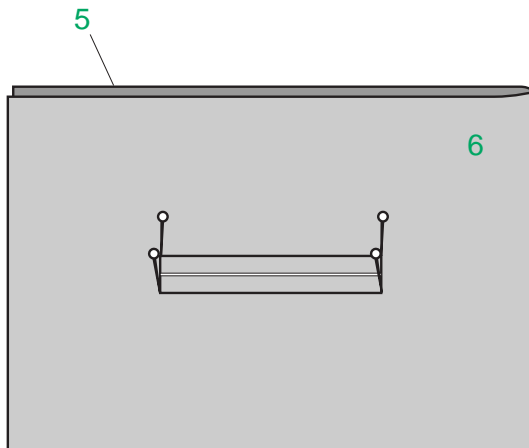
10

The patch should be cut 0.7 to 1 cm (1/4"-7/16") away from the hole. The corners should be cut rounded off as shown.

3 Right Side of Patch

4 Wrong Side of Garment Fabric

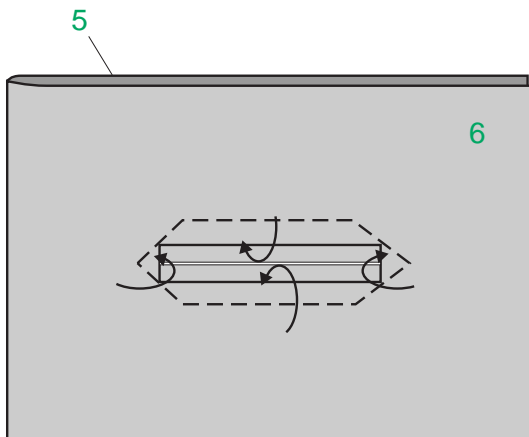
11



11 Place the Facing on the wrong side of the Garment Fabric. Mark the 4 corners with pins as shown.

5 Facing
6 Garment Fabric

12

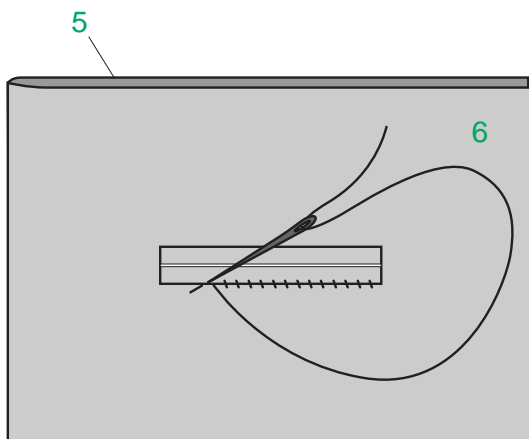


12 Turn all the layers over and cut the buttonhole opening on the facing in the same way as step 3.

Four marker pins show you the corner points on the facing.
Fold back each flaps between the facing and patch.

5 Facing
6 Garment Fabric

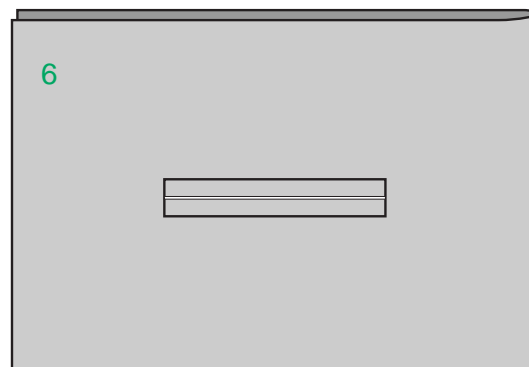
13



13 Stitch around the opening with a needle and thread as shown.

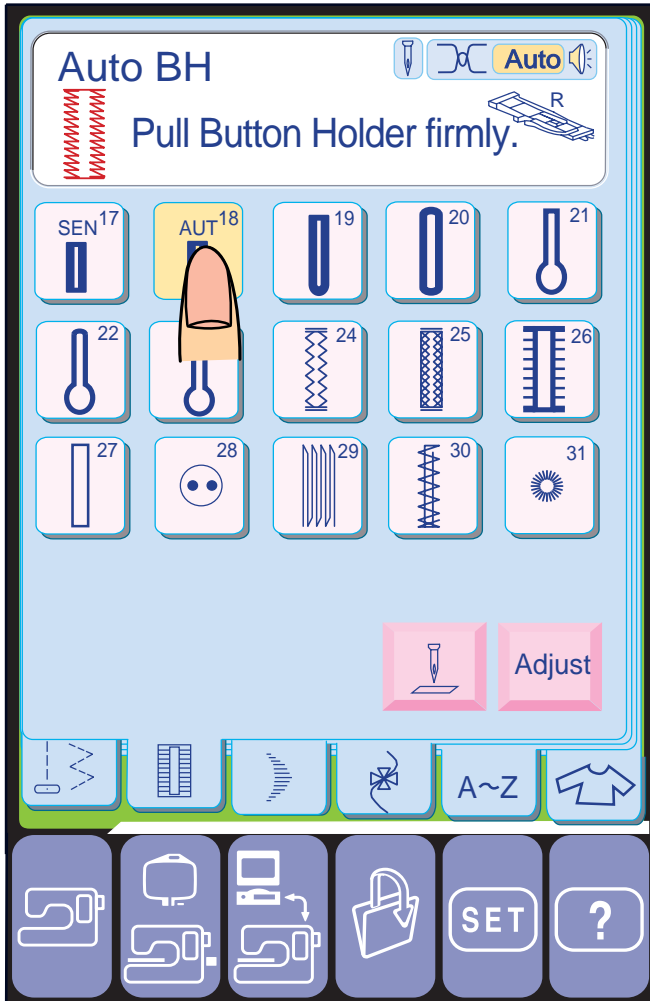
5 Facing
6 Garment Fabric

14



14 Welted Buttonhole is complete.

6 Garment Fabric



Automatic buttonhole

Select Pattern 18.

Attach the Automatic Buttonhole Foot R. Pull the Button Holder all the way out.

Mark the buttonhole position on the fabric.

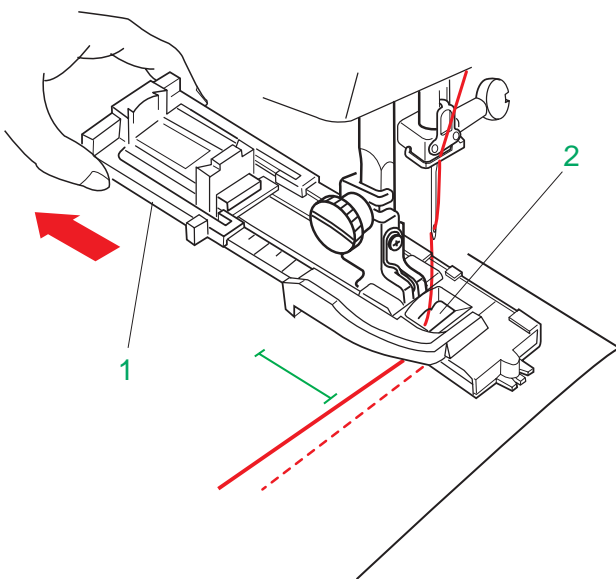
Insert the fabric under the foot. Press the Up/Down Needle Button twice. Remove the fabric to the left to draw the needle thread through the Hole of the foot.


Insert the garment under the foot, and lower the needle at the starting point. Then lower the Automatic Buttonhole Foot R.

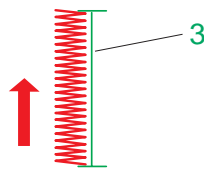
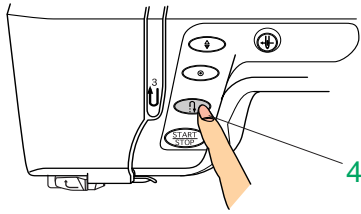
- 1 Button Holder
- 2 Hole


NOTES:

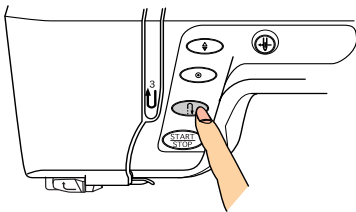
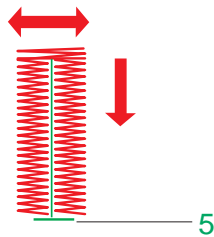
- You do not need to pull down the Buttonhole Lever.
- If you would like to change the buttonhole width, stitch density and thread tension press the Adjust key.
- If there is a difference in stitch density between the right and left rows of the buttonhole, refer to page 117.
- If you would like to sew a buttonhole longer than the size permitted by the Automatic Buttonhole Foot R, use Satin Stitch Foot F.



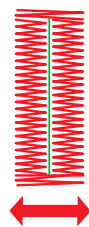
Step1 Sew to Length required, then press " ".




Step2 Sew up to start position, then press " ".



Step3 Machine stops when BH is completed.



Restart for the same size.
Different size → 

Sew up the left side stopping at the end of the Buttonhole Mark. Press the Reverse Button.

- 3 Buttonhole Mark
- 4 Reverse Button

Depress the Foot Control. The machine will automatically tack and sew down the right side of the buttonhole.


Stop the machine when you are directly opposite the Starting Point.

Press the Reverse Button.

- 5 Starting Point

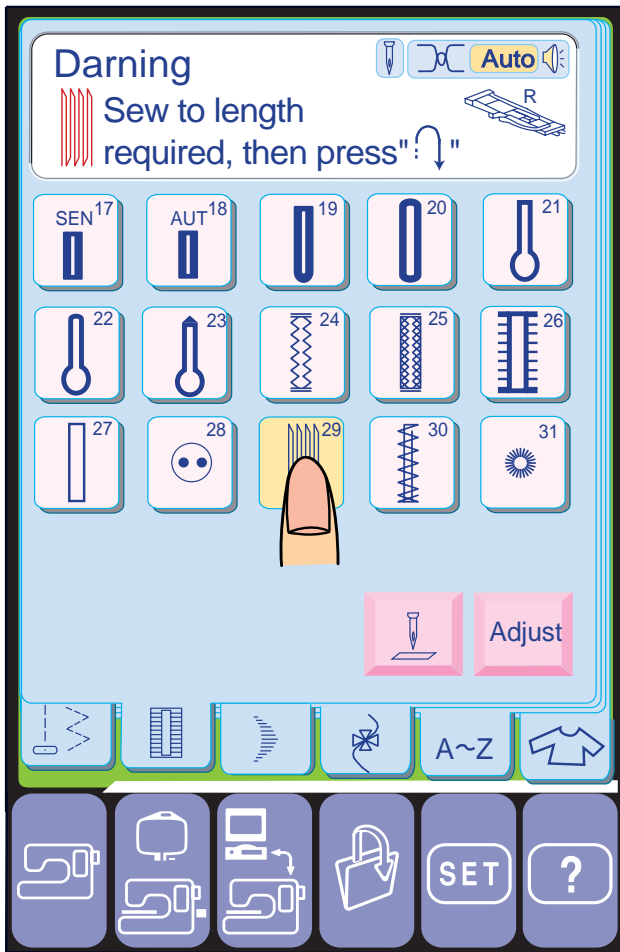
Keep the Foot Control depressed. The machine will bartack, lock the stitches and automatically stop when the buttonhole is completed.

To make the next buttonhole, position the fabric and step down on the Foot Control.

To sew the next buttonhole at a different size press the  key.

NOTES:

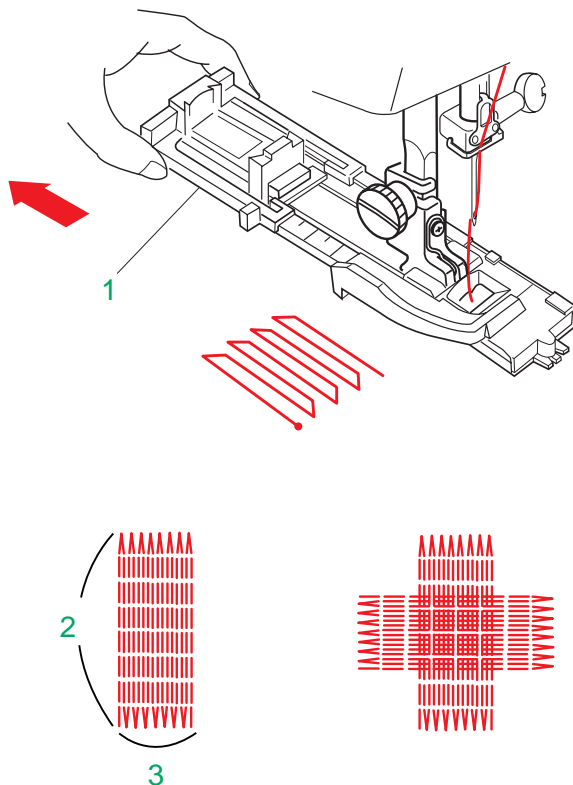
- The machine will sew another buttonhole identical to the first one each time you step down on the Foot Control.
- To cut the buttonhole opening, refer to the instructions on page 60.



Darning

Memory Craft 10001 automatically darns rips and holes. Large and small holes can be mended quickly and easily with this unique stitch.

Automatic Buttonhole Foot R is used to hold the fabric securely in place while darning. For extra support, or to strengthen the darn, pin or baste a backing fabric such as organdy under the hole.



Select Pattern 29.

Pull the Button Holder to the rear.

Place the garment under the foot. Press the Up/Down Needle Button twice. Remove the fabric to the left to draw both threads under the foot and put the fabric back under the foot.

Lower the foot. Press the Start/Stop Button, the machine will lock stitch, sew rows of darning, lock stitch and stop automatically.

Repeat sewing by turning the fabric to reinforce it.

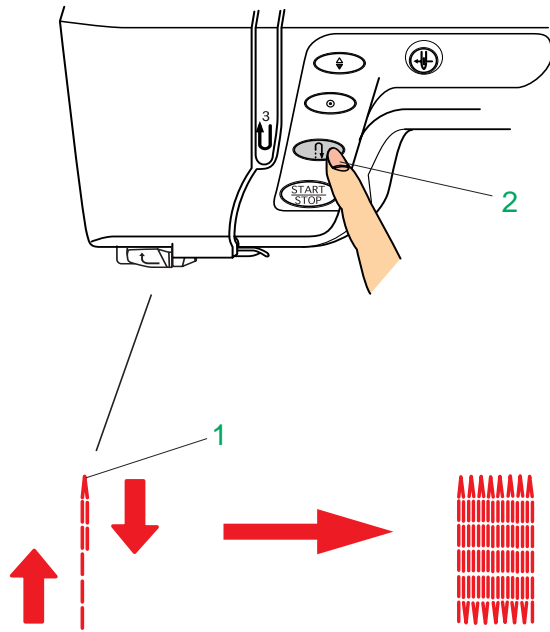
1 Button Holder

NOTE:

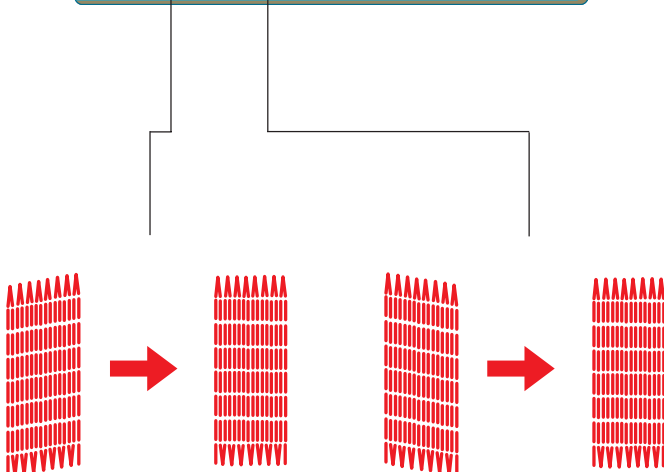
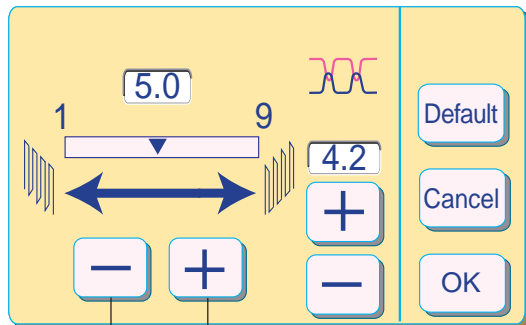
- The maximum size of darning is 2 cm (3/4") long and 0.7 cm (1/4") wide.

2 Maximum Length 2cm (3/4")

3 Maximum Width 0.7 cm (1/4")



Restart for the same size.
 Different size →



To sew a shorter darning

To sew a darning a length of less than 2 cm (3/4"), first stop the machine after sewing the Required Length, then press the Reverse Button. The Required Length has now been determined.

Now restart the machine and continue sewing until the machine stops automatically.

- 1 Required Length
- 2 Reverse Button

To sew the same size darning

Simply restart the machine to sew another darning in the same size.

To sew the next darn at a different size, press the key.

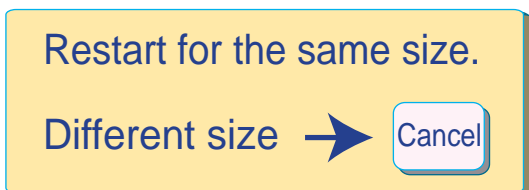
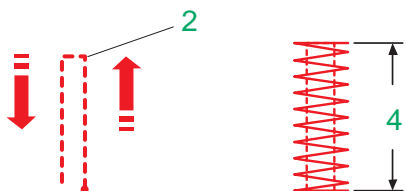
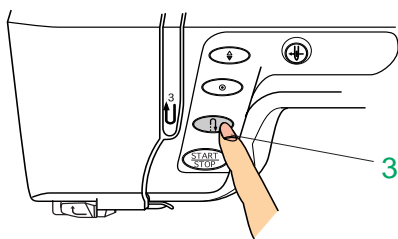
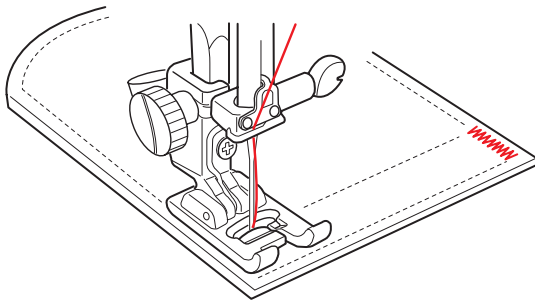
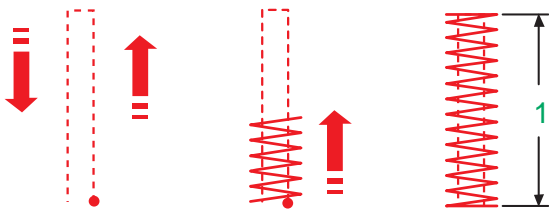
To adjust the evenness of darning

You can correct the unevenness of darning by pressing the or keys.

If the left corner is lower than the right side, press the key to correct it, and vice versa.

NOTE:

- The default setting is 5.0.



Tacking

Tacking is used to reinforce pockets, crotches and belt carriers where extra strength is needed.

Select Pattern 30 and attach the Satin Stitch Foot F.

The machine will sew a tacking of 1.5 cm (9/16") long automatically.

1 1.5 cm (9/16")

NOTE:

- Press the **Adjust** key to manually change the stitch length and stitch width.

To sew a shorter tack

When you sew less than 1.5 cm (9/16") in length, sew to the Required Length and press the Reverse Button and the machine will memorize the Tack Length.

2 Required Length

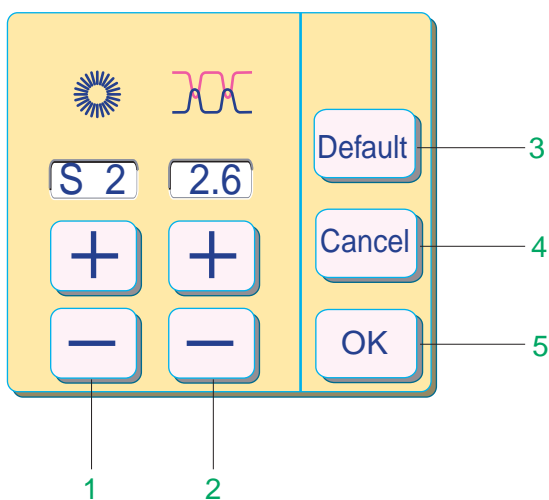
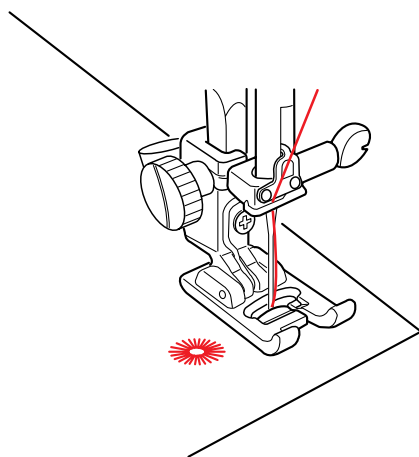
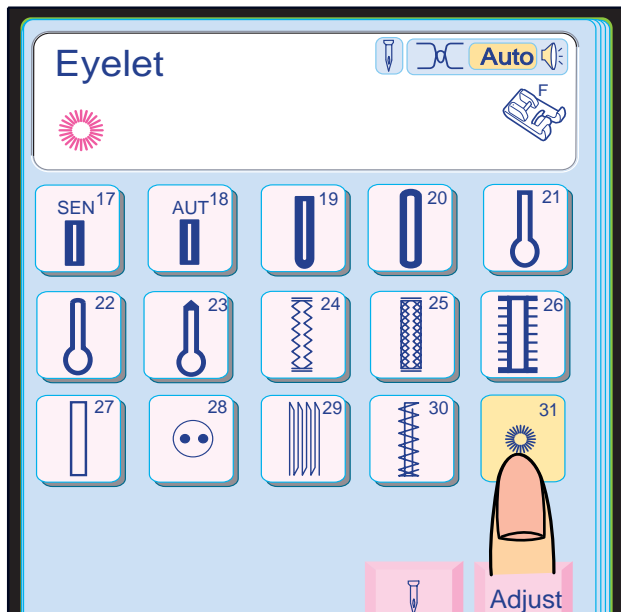
3 Reverse Button

4 Tack Length

To sew the same size

To sew another tack in the same size, simply restart the machine and it will stop automatically when finish sewing.

To sew the next tack at a different size, press the **Cancel** key.



Eyelet

The Eyelet is used for belt holes etc.

Press Pattern 31 on the Visual Touch Screen.

Attach the Satin Stitch Foot F.

Depress the Foot Control to sew.
The machine will stop automatically when completed.

Open the eyelet with an awl, punch or pointed scissors.

Adjusting the shape of an Eyelet

By pressing the Adjust key, the Manual Adjusting screen will appear.

Press the **+** or the **-** key to adjust.

1 Shape Adjust Key (Press the **+** key if the eyelet opens. Press the **-** key if the eyelet overlaps.)

2 Thread Tension Adjust Key

3 Default Key

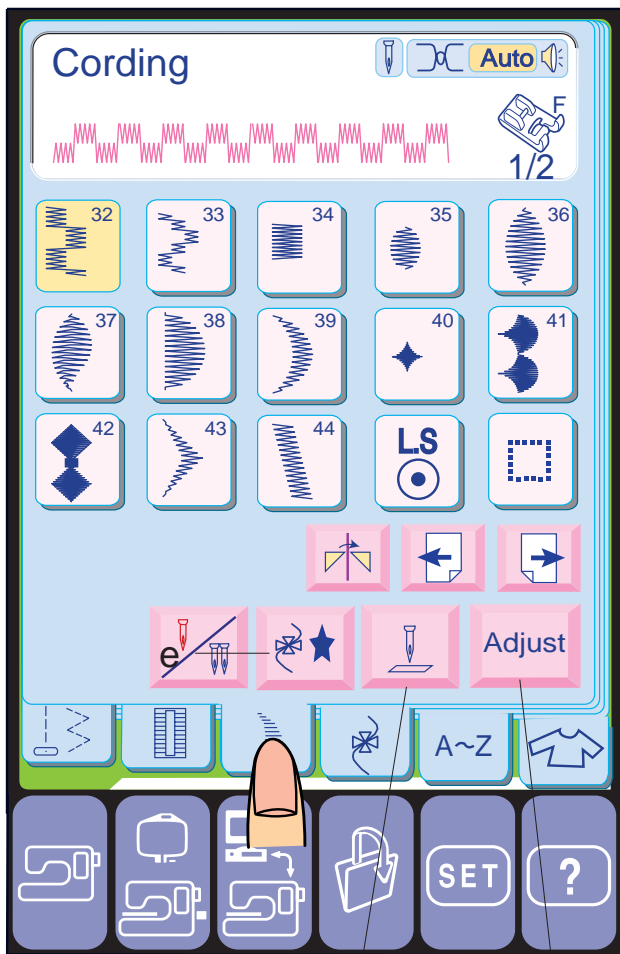
When you press the **Default** key all function values on the screen will return to the default settings (the same settings as when you purchased the machine).

4 Cancel Key

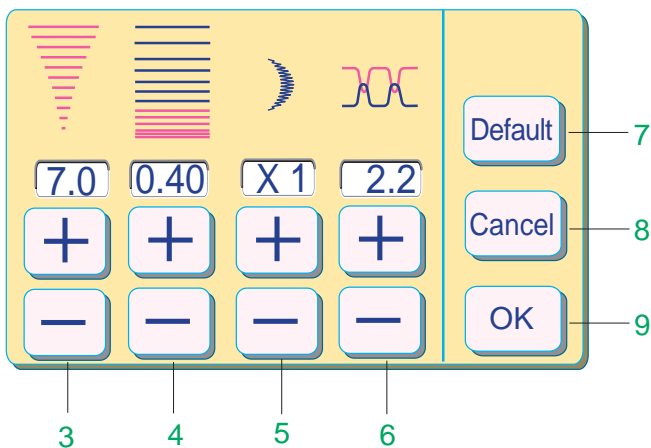
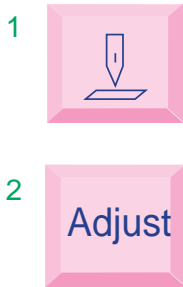
When you press the **Cancel** key, the adjust window will close and the setting remains unchanged.

5 OK Key

When you press the **OK** key, the window will close and go back to the original screen with the new setting being registered.



1 2



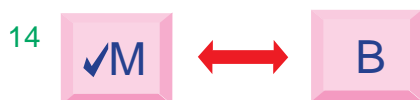
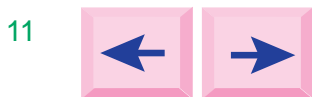
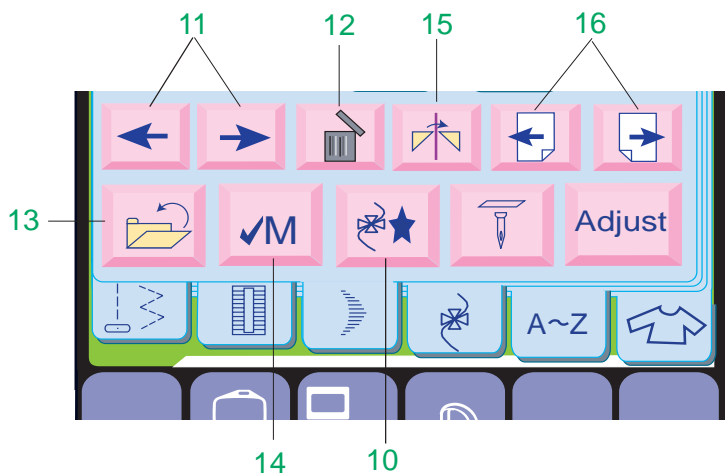
3 4 5 6 7 8 9

Satin Stitches

Press Satin Stitch Key in the Ordinary Sewing Mode to open the Satin Stitch Window.

Function Keys:

- 1 **Needle Up/Down Key:** Press the Needle Up/Down key to set the needle position up or down when stopping the machine.
- 2 **Adjust Key:** Press the Adjust key to open the Adjusting window.
- 3 **Zigzag Width:** Press the Zigzag Width **+** or **-** keys to change the stitch widths.
- 4 **Stitch Length:** Press the Stitch Length **+** or **-** keys to increase/decrease the stitch length.
- 5 **Elongation Key:** The Elongation key is used to change the elongation of decorative stitch patterns.
- 6 **Thread Tension:** Press the Thread Tension **+** or **-** keys to increase/decrease the thread tension.
- 7 **Default Key:** When you press the **Default** key, all settings in the adjusting window will return to default (the same settings as when you purchased the machine).
- 8 **Cancel Key:** When you press **Cancel** key, the adjusting window will close and the setting remains.
- 9 **OK Key:** Press **OK** key. The setting is registered and the screen returns to the previous window.



10 Program Key: Press key to program pattern combination. When you press this key the following function keys will be displayed.

11 Cursor Keys: Press the keys to move the cursor to the right or left. Press the key to memorize the selected pattern. The pattern image on the screen will turn red when it is memorized. You can select a pattern to delete, select a position to insert another pattern.

12 Delete Key: Press the keys to move the cursor under the pattern you would like to delete. Press the key to delete the selected pattern.

13 Save File Key: You can save the program that you made with the key.

NOTE:

- You can save up to 100 files.

14 Memory Check Key:

Press the key to see the entire monogramming, while you are programming.

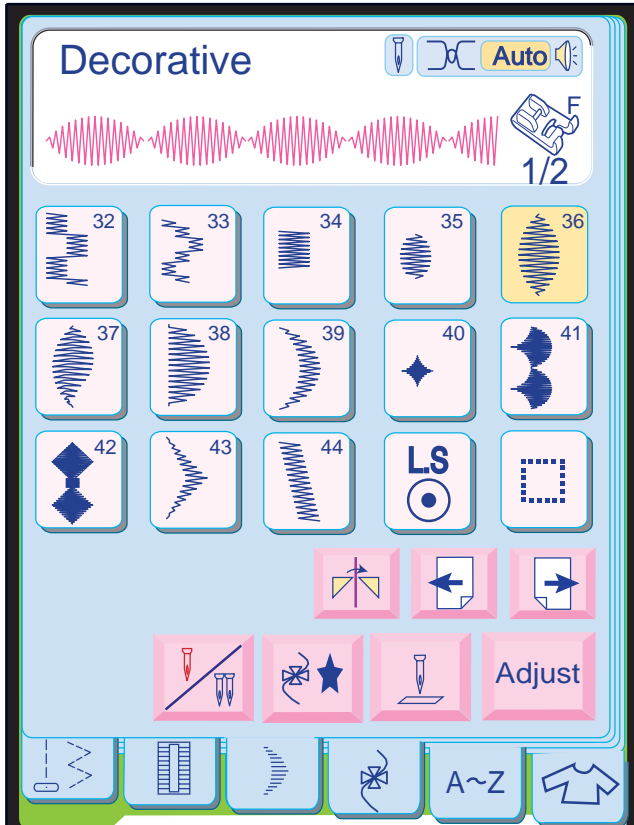
After you started sewing, the key indication will change to . You can start sewing the monogram from the beginning by pressing key.

15 Vertical Mirror Key: Press key for the mirror image of the pattern.

16 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.



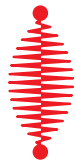
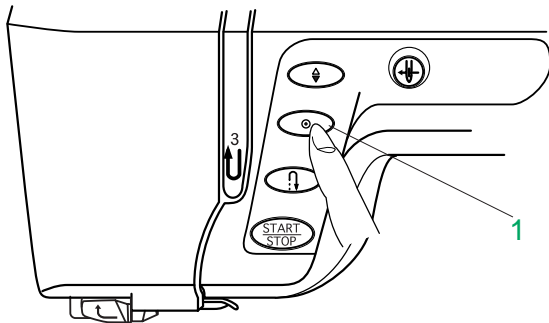
One cycle pattern sewing

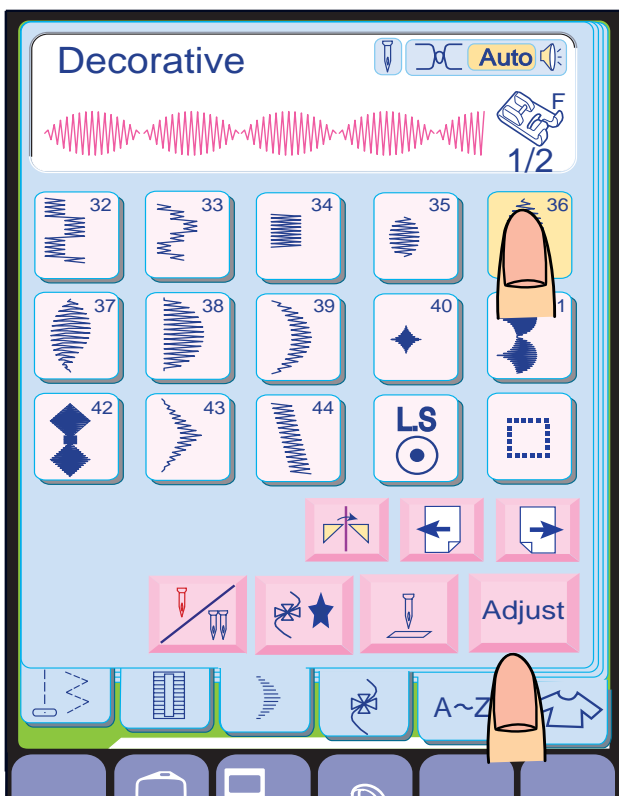
Select your desired pattern.

Start the machine to sew.

Press the Auto-Lock Button in the middle of the pattern, the machine will sew to end of the pattern and lock the stitches, then stop automatically.

1 Auto-Lock Button





Elongation sewing

Example: Pattern 36

Select Pattern 36.

Press the **Adjust** key.

Press Elongation **+** or **-** key to set the desired pattern length.

NOTE:

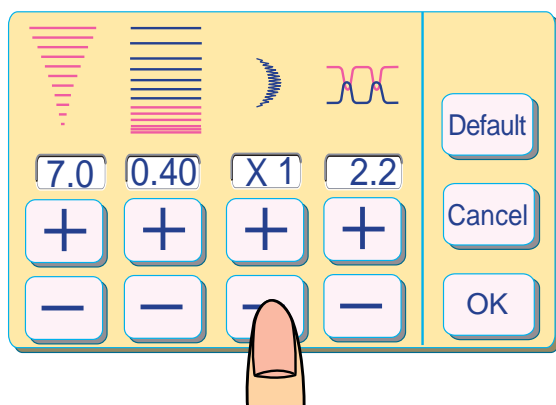
- Elongation ratio is indicated in the multiples of the original pattern length.

Press **OK** key. The setting is registered and the screen returns to the previous window.

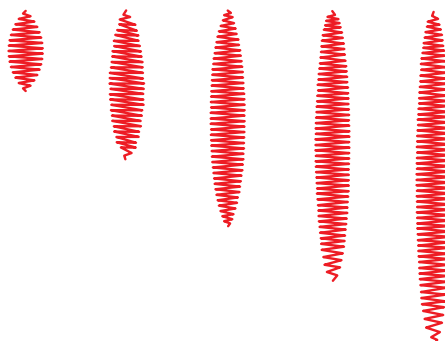
Start to sew.

NOTE:

- If you press the Auto-Lock button in the middle of a programmed pattern the machine will stop automatically after the current pattern is completed.



X 1 X 2 X 3 X 4 X 5



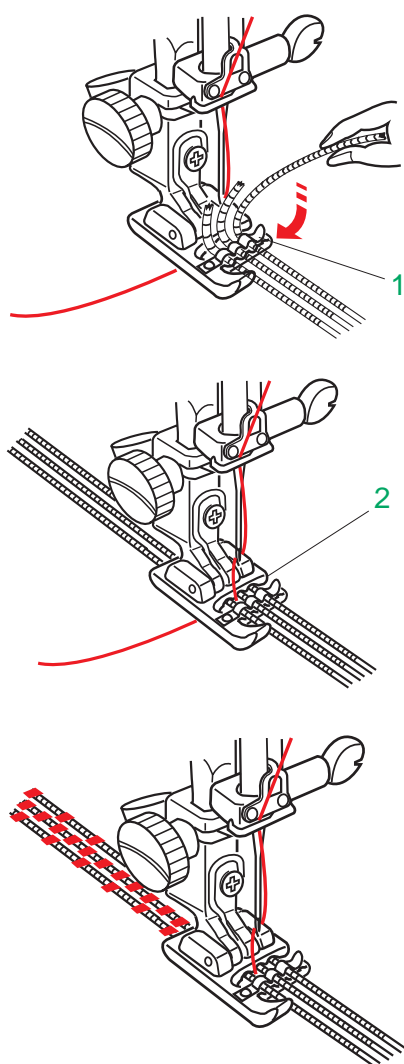


Cording

Use the Cording Foot H to sew over one strand of cording to create a pretty swirled design on a jacket or vest. Sew over three strands of cording for border trims.

Pearl cotton, knitting yarn, embroidery floss, lace thread, fine wool or lily yarn can be used for cording.

Select Pattern 33, for sewing three strands of cording.



Mark the design on the right side of the fabric. Draw the sewing threads to the left and under the foot. Insert three strands of cording under the Spring of the foot and draw them under the foot to the rear.

1 Spring

Pull 10 cm (4") of cording behind the foot. The Slots and bottom grooves on foot will hold the lengths of cording in place while the stitches form over the cording.

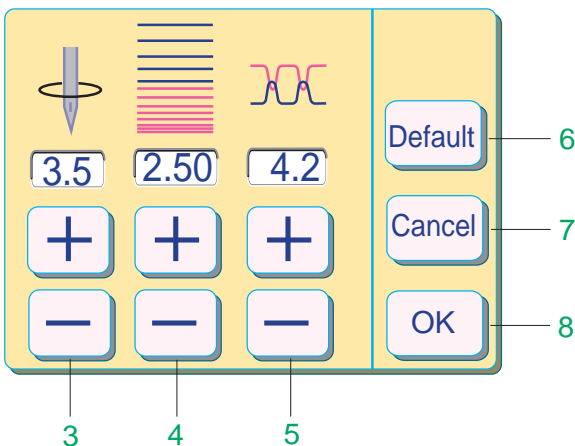
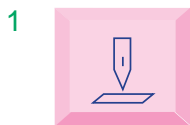
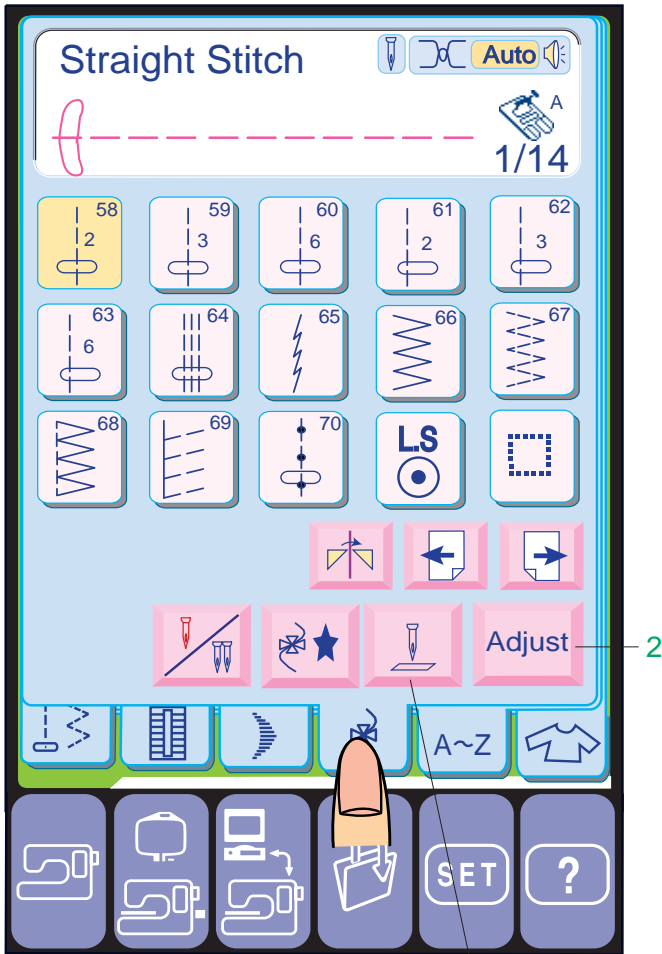
2 Slot

Hold the three strands parallel for even sewing and be sure to match the stitches over the strands. Stitch slowly and smoothly turning the fabric as you sew while guiding the cordings over the marked line.

NOTE:

- Select Pattern 34 and adjust the zigzag width at 3.0, for sewing a single strand of cording.


Use the center groove on the foot when sewing a single strand.














Decorative Stitches

In the Decorative Stitch Mode, some utility stitches, such as straight stitches, zigzag stitch, overedge stitch are included as programmable patterns.

The number beside the pattern image on the straight stitch key denotes stitch counts of a programmable unit.

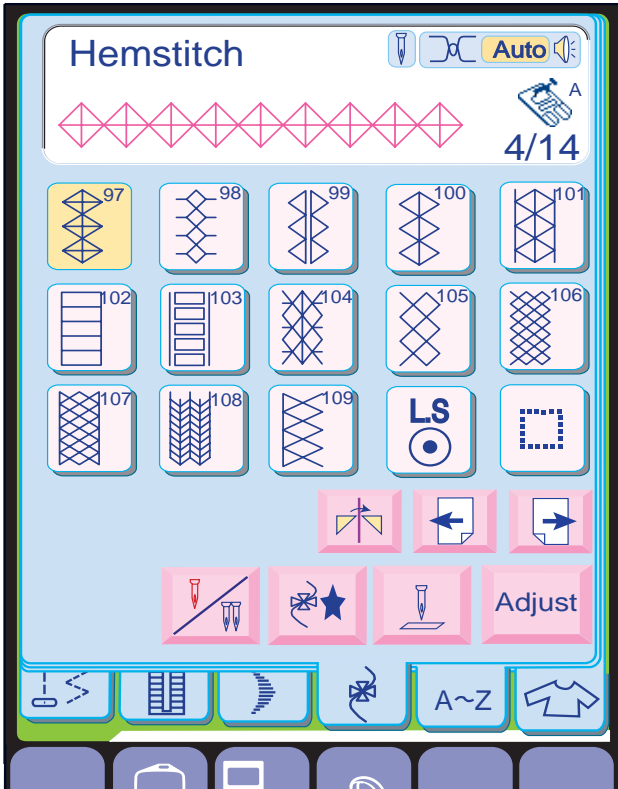
Press  key to select the Decorative Stitch Mode.

Function Keys

- 1 **Needle Up/Down Key:** Press  key to bring the needle bar up or down when stopping the machine.
- 2 **Adjust Key:** Press  key to open the Setting window.
- 3 **Zigzag Width:** Press the Zigzag Width  or  keys to change the stitch widths.
- 4 **Stitch Length:** Press the Stitch Length  or  keys to increase/decrease the stitch length.
- 5 **Thread Tension:** Press the Thread Tension  or  keys to increase/decrease the thread tension.
- 6 **Default key:** When you press  key, all settings in the adjusting window will return to default (the same settings as when you purchased the machine).
- 7 **Cancel key:** When you press  key, the adjusting window will close and the setting remains.
- 8 **OK key:** Press  key. The setting is registered and the screen returns to the previous window.


NOTE:

- Refer to page 75 for operation of other function keys.



Sewing a series of decorative stitch

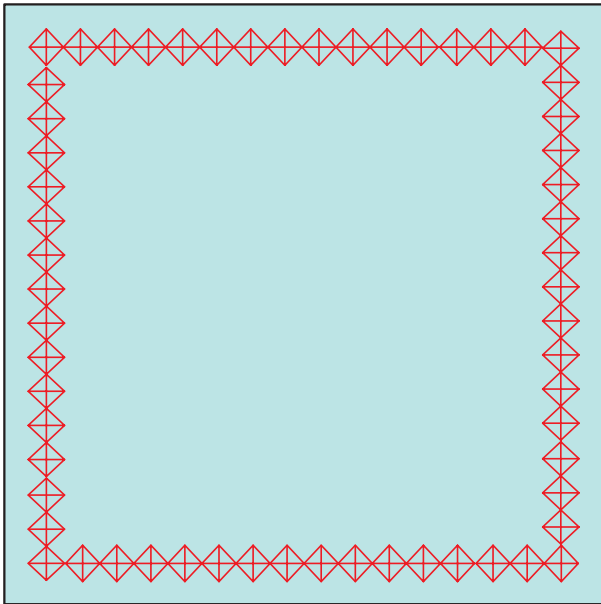
Example 1: Border stitch with Pattern 97.

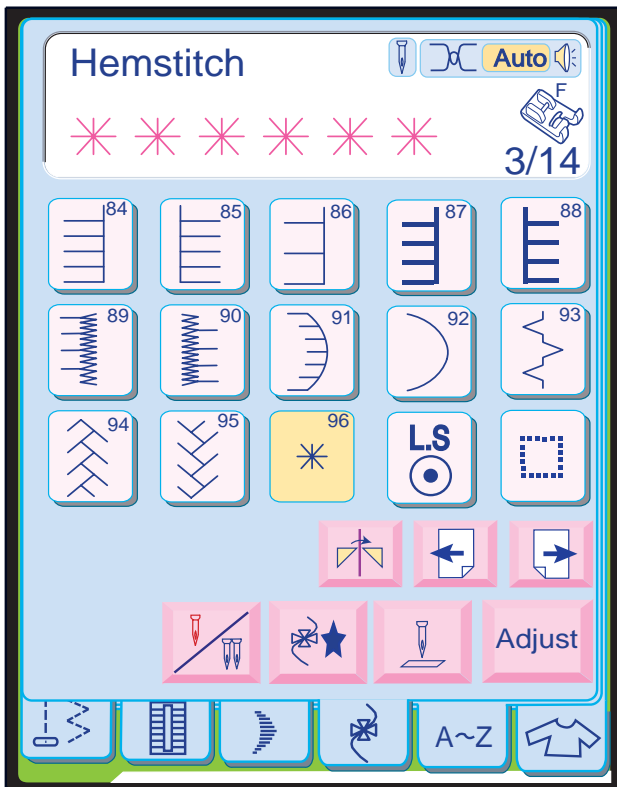
Press the  key till page 4 of 14 opens.

Select Pattern 97 (Hemstitch).

Sew a line of the Pattern 97 along the fabric edge. Press the Auto-Lock Button in the middle of sewing the last pattern in the line, the machine will lock the stitches and stop automatically when finished.

Repeat the same steps to sew along other sides.





Example 2: Square with Pattern 96 (Hemstitch)

Draw a square in the center of the fabric with tailor's chalk.

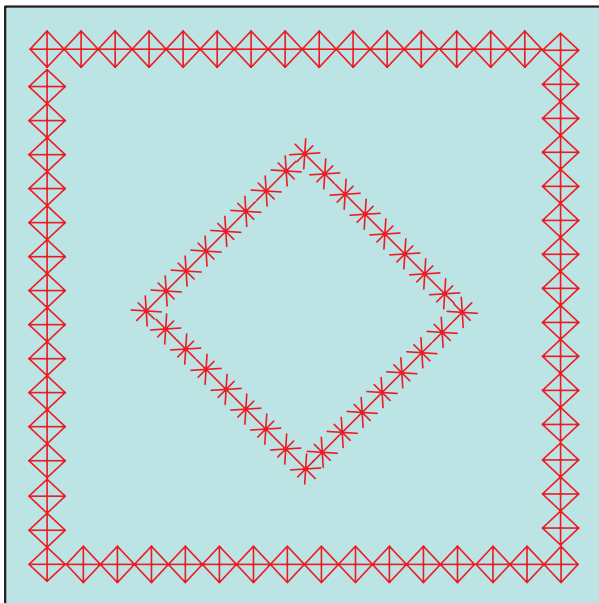
Press the  key till page 3 of 14 opens.

Select Pattern 96 and sew along the line.

Press the Auto-lock Button in the middle of sewing the last pattern in the line.

The machine will stop automatically.

Sew each side one by one to form a square.






Programming pattern combination

Program Key

When you press the  key, function keys for programming will appear.

You can program combination of patterns from Satin Stitch and Decorative Stitch windows.

NOTE:

- When you press the  key again, the program will be cancelled and the initial screen will reappear.

Example: One cycle sewing with a lock stitch at the end of a pattern

Select the Satin Stitch Mode.

Press the  key.

Select Pattern 36.

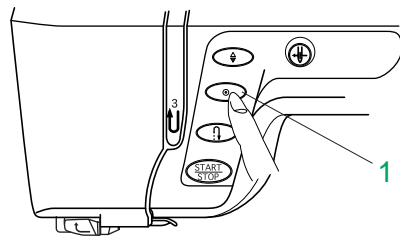
The pattern is automatically memorized.

Press  key.

The machine will sew one complete pattern and lock the stitches at the end of the pattern, then stop automatically.

NOTE:

- When memorizing a pattern, locking stitches will be automatically inserted at the beginning of the pattern.



Programming pattern combination

Example: Programming Pattern 36 and Pattern 40.

Select Pattern 36.

Press  key.

Select Pattern 40.

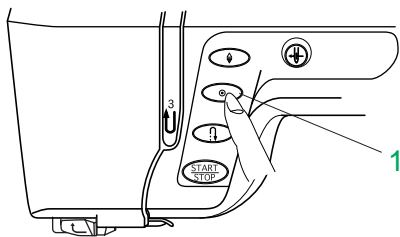
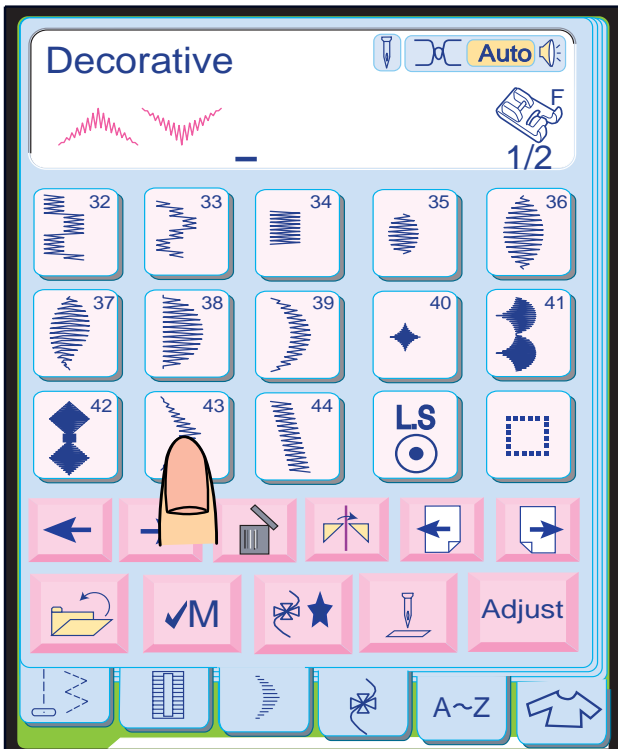
The pattern is automatically memorized.

Start to sew. The machine will sew the pattern combination repeatedly.

Note:

- If you press the Auto-Lock Button in the middle of a programmed pattern the machine will stop automatically after the current pattern is completed.

1 Auto-Lock Button



Programming pattern combination with mirror image

Example: Programming Pattern 43 and its mirror image.

Press key.

Select Pattern 43.

Press the key.

Select Pattern 43 again.

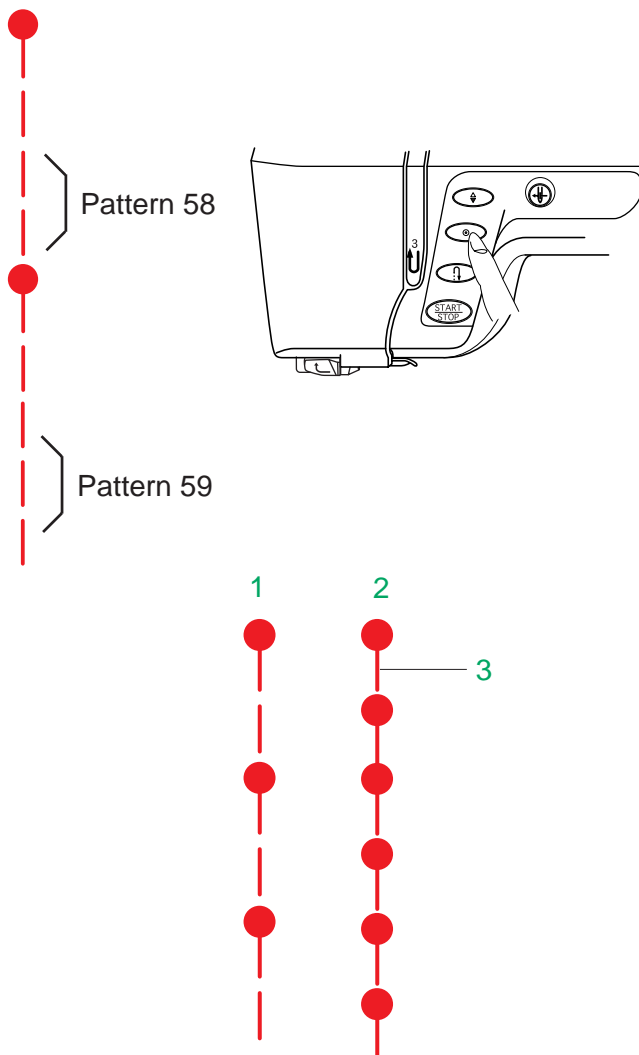
The mirror image of Pattern 43 appears on the screen.

Start to sew. The machine will sew the pattern combination repeatedly.

NOTE:

- If you press the Auto-Lock Button in the middle of a programmed pattern the machine will stop automatically after the current pattern is completed.

1 Auto-Lock Button



Programming french knot

Example: Pattern 70, Pattern 58, Pattern 70 and Pattern 59.

Press  key.

Select Pattern 70 (French Knot).

Select Pattern 58. Two counts of straight stitch will be memorized.

Select Pattern 70.

Select Pattern 59. Three counts of straight stitch will be memorized.


Start to sew. The machine will sew the pattern combination repeatedly.

NOTE:

- If you press the Auto-Lock Button in the middle of a programmed pattern the machine will stop automatically after the current pattern is completed.

Example: French Knot with narrow spacing

Select Pattern 70 and adjust the stitch length to 0.2 mm.

Select the space  and adjust the stitch length to make it shorter.

You can sew a series of French Knots with narrow spacing.

- 1 French Knot with default setting
- 2 French Knot with narrow spacing
- 3 Adjusted spacing



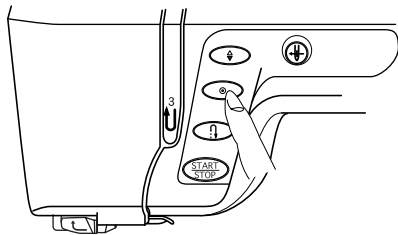
Combination of satin stitch and decorative stitch

Example: Combination of satin stitch Pattern 36 and decorative stitch Pattern 97.

Select Satin Stitch Mode.

Press the  key.

Select Pattern 36.



Select the Decorative Stitch Mode.

Press the  key till page 4 of 14 opens.

Select Pattern 97.

Start to sew. The machine will sew the pattern combination repeatedly.

NOTE:

- After sewing the desired length of programmed patterns, press the Auto-Lock Button.


The machine will sew to the end of the current pattern and stop sewing automatically.





Individual pattern adjustment


You can adjust the zigzag width, stitch length, elongation ratio and thread tension of each patterns in a combination individually.

Example: Change the elongation ratio of Pattern 36 when Patterns 36, 39 and 43 are programmed.

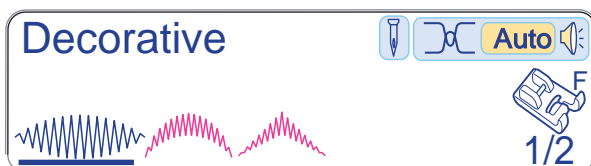
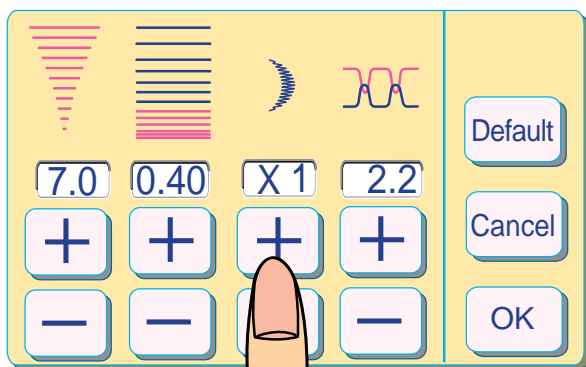
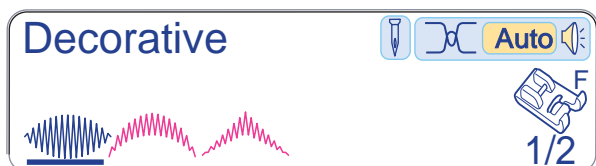
Press the  key so the cursor will go to the pattern you are going to change.

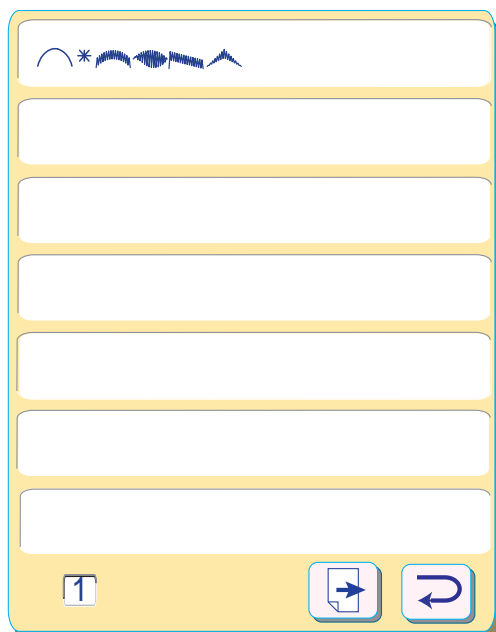
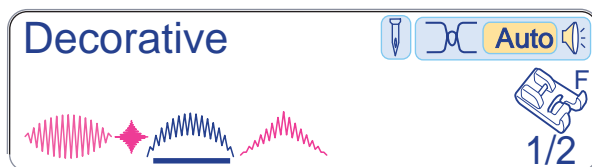
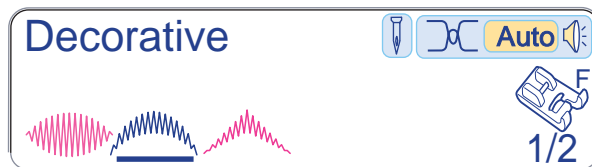
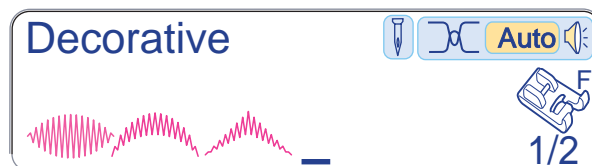
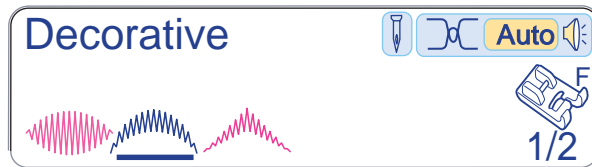
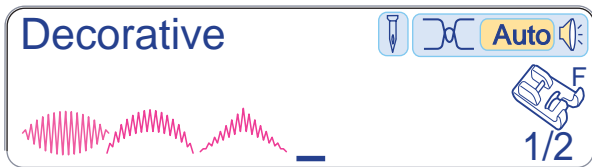
Press the  key.

Change the elongation ratio by pressing the  or the  key.

Press  key to register the adjustment and the screen will go back to the original window.

Start to sew.





Editing programmed patterns

Example: When Patterns 36, 39 and 43 are memorized

Deleting Pattern 39:

Press the key to move the cursor under Pattern 39 you would like to delete.

Press key. Pattern 39 is deleted.

Inserting Pattern 40 before Pattern 39:

Press the key to move the cursor under the Pattern 39 you would like to replace.

Select Pattern 40.

The Pattern 40 will be inserted before Pattern 39.

Program Check

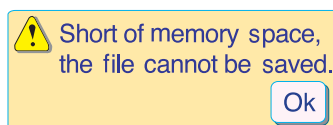
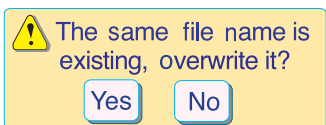
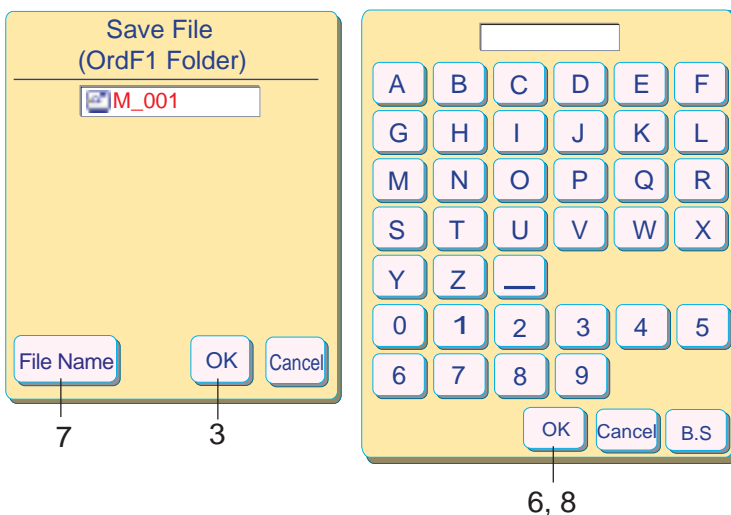
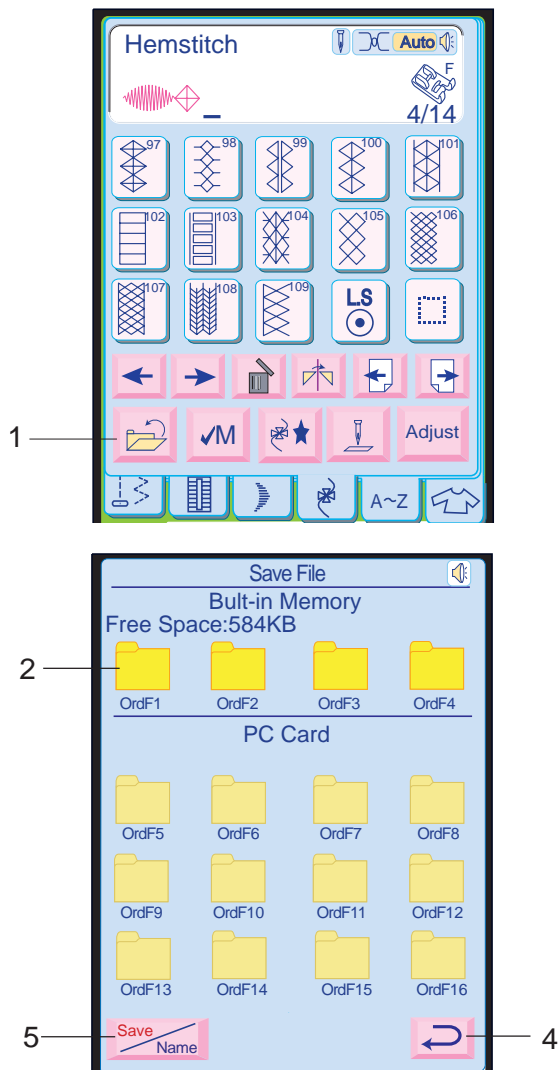
Press the key to view the entire pattern combination.

When the entire pattern combination is not displayed, press the key to view the remaining patterns in combination.

Press the key to go back to the original window.

NOTE:

- The key will be grayed out if there is no other page to be displayed.



Saving and opening a file

Saving a file

The programmed pattern can be saved as a file in the Built-in Memory or ATA PC card. There are 4 folders in the built-in memory and 12 folders in the ATA PC card for saving the files.

NOTES:

- Up to 100 files can be saved in each folder, but total number of the files is limited by the available memory size.
- The memory size of free space is displayed on the screen.

- 1 When you press the key, the folder list will be displayed on the screen.
- 2 Press the icon of the desired folder to select it and the Save File box will open. The file name will automatically assigned starting from M_001.... in order.
- 3 Press the key and the file will be saved in the selected folder.
- 4 To return to the previous screen, press the return key.

Changing the folder name

- 5 To change the folder name, press the key and "Name" will turn red (). Press the icon of the desired folder and the keyboard window will open.
- 6 Enter the folder name and press the key.

Assigning a file name

You can assign the particular name to the file.

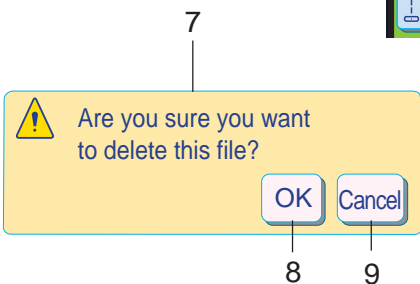
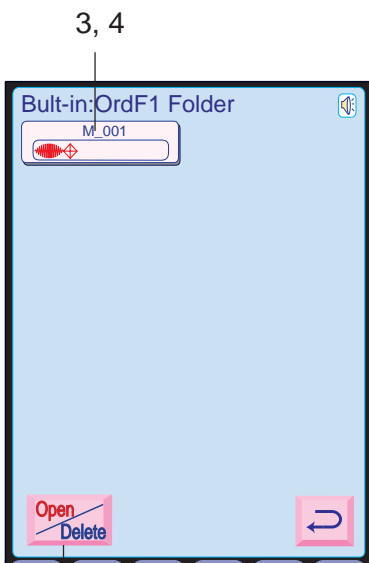
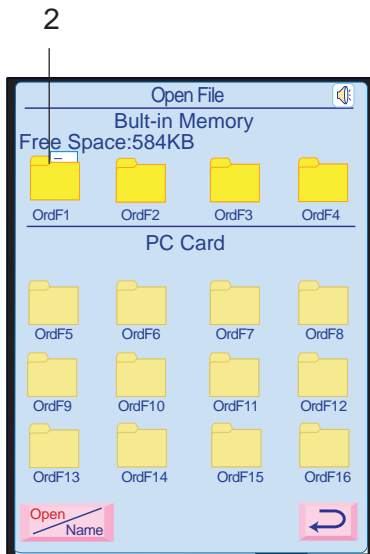
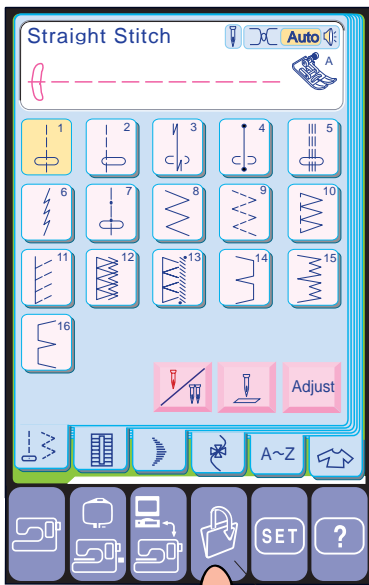
- 7 Press the key to open the keyboard window.
- 8 Enter the file name and press the key. The file will be saved with the new name.

NOTES:

- Only 8 characters can be entered.
- Press the key (back space) to delete the last character.
- Press the key and the screen will return to the folder list.
- When the memory is full, the warning message will appear. Press the key and go to the open file window then delete the file that you do not need.
- When you save a file under the same name, the confirmation message will appear. Press the key to overwrite the existing file. Press the key if you do not wish to overwrite it

CAUTION:

Do not turn the power off or eject the card while the hourglass or warning sign has been displayed on the screen. Otherwise the saved data will be lost or the memory will be damaged.







Opening the saved file

- 1 When you press the Open File Key, the folder list will be displayed.
- 2 Press the folder icon you wish to open. A document icon in the folder indicates that the folder contains the saved files.
- 3 The file name and stitch image will be displayed on the file icon.
- 4 Press the file icon to select the desired file to open.
- 5 The pattern combination of the file will be displayed on the screen.

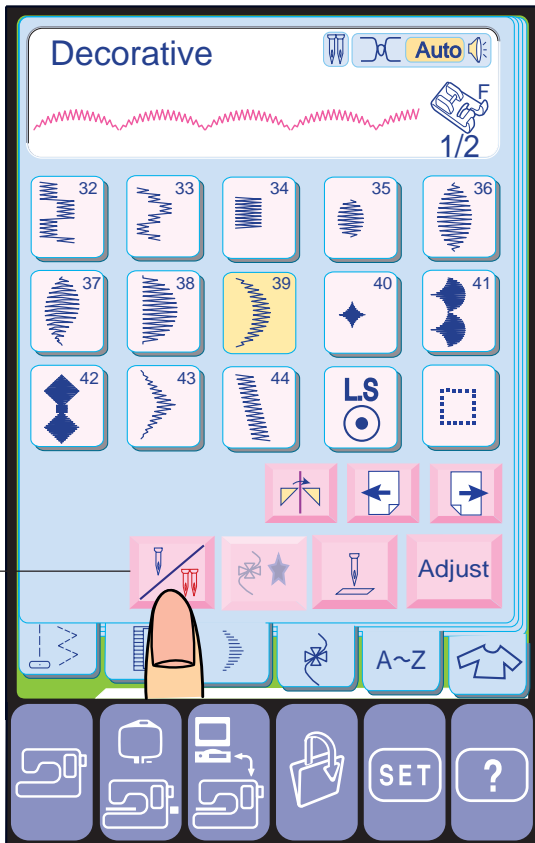
Deleting the saved file

When you need to delete the saved file, select the file by pressing the file icon.

- 6 Press the  key to delete the file and the "Delete" will turn red ().
- 7 The confirmation window will appear.
- 8 Press the  key if you are sure to delete it.
- 9 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:

- The new sequence file number will always follow the largest number in the folder regardless you have deleted files or not.



1



 Check the needle.
This pattern is not for twin needle sewing.

Twin Needle Sewing

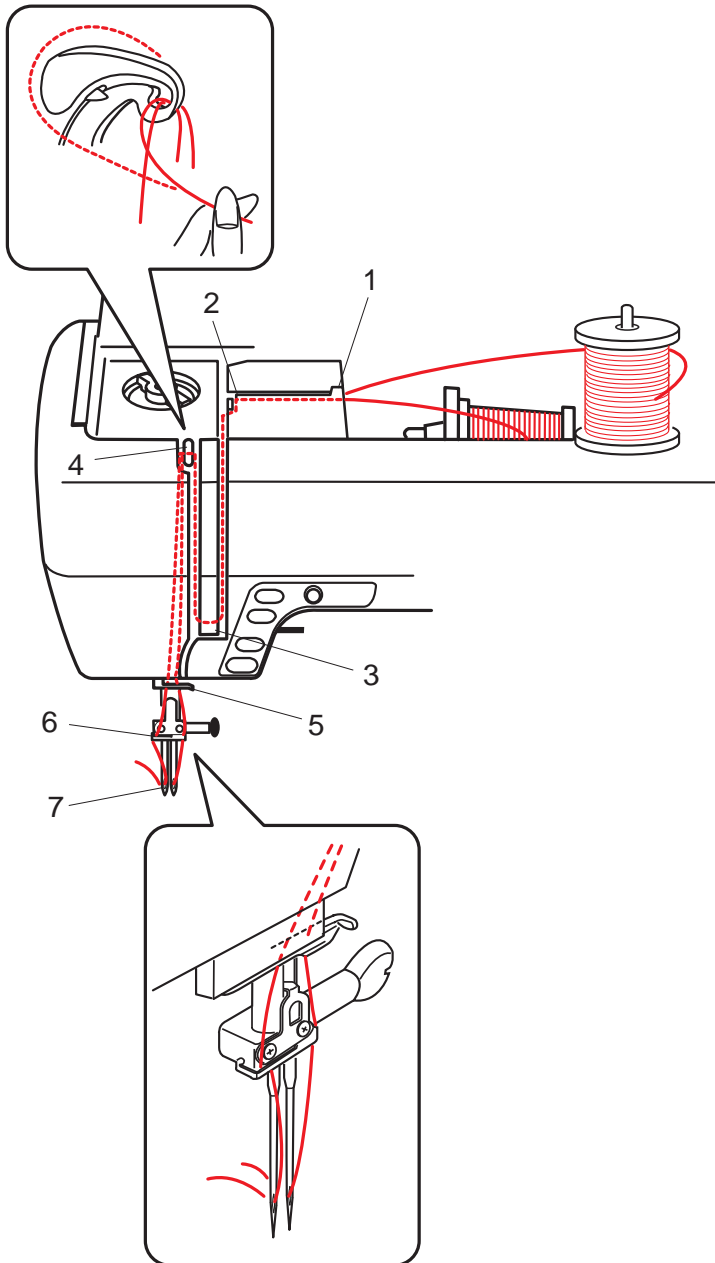
NOTES:

- When you sew patterns with the twin needle, test the stitches first before you try.
- Use Zigzag Foot A or Satin Stitch Foot F for Twin Needle Sewing.
- Turn off the switch before changing the needle.

- 1 Select the pattern and press the Twin Needle key.

CAUTION:

- If the selected pattern is not suitable for twin needle sewing, the Twin Needle key will be grayed out and be disabled.
- The warning message will appear if you select the pattern that is not suitable for twin needle sewing, when the twin needle key has been pressed. Press the OK key to return to the previous screen.



Threading the machine for twin needle

Insert an additional spool pin, and put felt and a spool on it.

Draw both threads from the spools and pass them through the points from 1 to 6

Make sure that the two strings of thread from the spools will not get tangled.

NOTES:

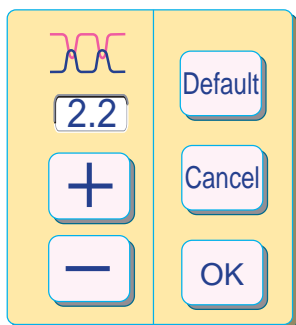
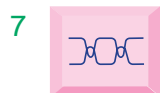
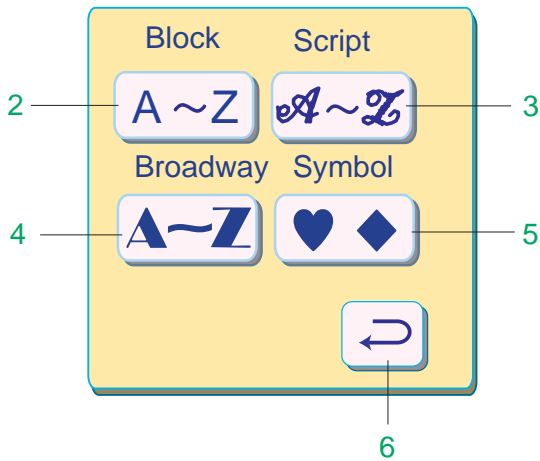
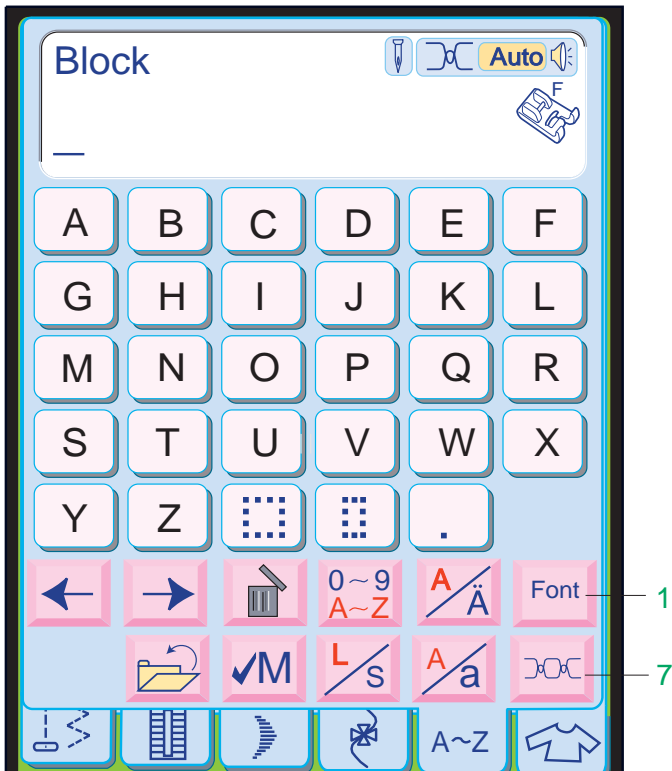
- Make sure each of the threads wind off from the spools as shown.
- Threading from 1 to 6 is the same as for single needle.

Slide one of the threads through the needle bar thread guide on the left, and the other one on the right.

Thread the needles from the front to back.

NOTES:

- The Automatic Needle Threader cannot be used for the twin needle.
- When changing the sewing direction, raise the needle and turn of the fabric.



Monogramming

You can combine letters and symbols for monogramming.

Monogramming mode keys

1 Font Key:

When you press this key, the font selection window opens.

The following 3 fonts and symbols are available.


2 Block

3 Script

4 Broadway

5 Symbols

Press the desired icon key to select the font or symbol.

6 Return key: When you press the  key, the Font window will close and the font setting remains.

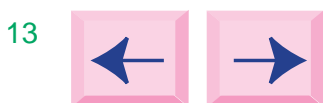
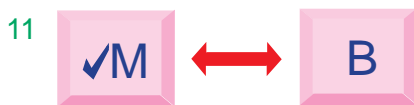
7 Thread Tension Key

When you press this key, the tension adjusting window opens.


You can manually adjust the tension setting.

NOTE:


- The stitch width and length cannot be adjusted in the Monogramming Mode.



9 Upper/Lower Case Key


You can select the Upper or Lower Case Letters by pressing  key.



10 Letter Size Key

By pressing the  key, the size of the letter will change approximately 2/3 of the full size letter.

If you press it twice, the letter will go back to the original size.

11 Memory Check Key


Press the  key to see the entire monogramming, while you are programming.


After you started sewing, the key indication will change to . You can start sewing the monogram from the beginning by pressing  key.

12 Save File Key


You can save your program or monogram by pressing this key.

13 Cursor Key

This key is for editing your monogram. Press the  key to move the cursor to the left.

Press the  key to move the cursor to the right.

14 Delete Key

Press  key to delete the pattern or monogram on the cursor.




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 letters

You can select the European accented letters, such as Umlaut, by pressing the  key.



To select the European accented letter, press the corresponding key.

The key will change to .


Press the  key to return to the alphabet window.



Number/Symbol key

When you press the  key, the number and symbols will appear. The key will change to .

To select the number or symbol, press the corresponding key.


Press the  key to return to the letter selection window.



R
&
B

Programming a monogram

Example: Programming “R&B” in block type.

Press the  key and select block type letter.

Select Upper Case.

Select Large Size.


Press “R”, the cursor shifts to the right and “R” is automatically memorized.

Press the  key.

Press the  key and select Small Size.

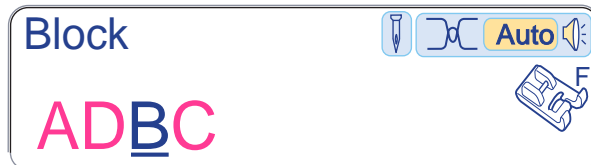
Press “&”, the cursor shifts to the right and “&” is automatically memorized.

Press the  key.

Press the  key and select Large Size.

Press “B”, the cursor shifts to the right and “B” is automatically memorized.


Start sewing until the machine stops automatically.



Editing a monogram

For this example, we will edit the monogram of “ABC”.


Deleting a letter (character)

Press the  key and shift the cursor under the letter “B”.

Press the  key.

“B” is deleted.

Inserting a letter (character)

Press the  key to shift the position of the cursor under the letter “B”.

Select letter “D”.

The letter “D” is inserted between “A” and “B”.



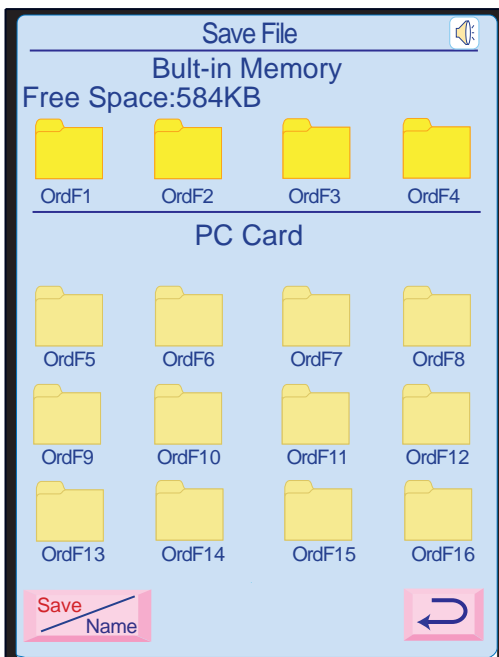
Saving and opening a file

Saving a file

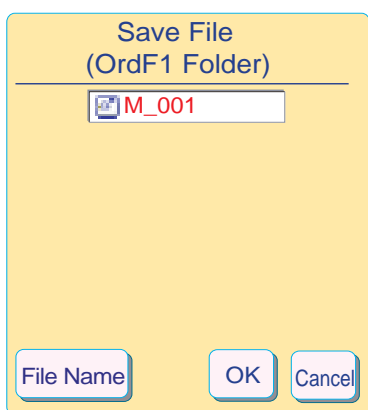
- 1 Press the Save File Key.

NOTE:

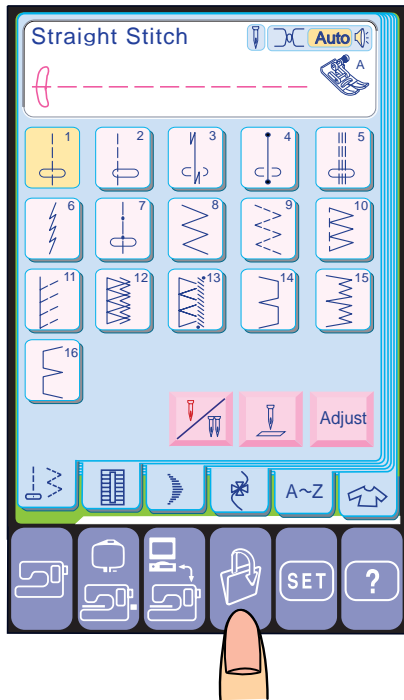
- The procedure of saving a file is the same as that of the programmed pattern. (See page 90.)



- 2 Press the icon key of the desired folder.



- 3 Press the **OK** key to save the file into the selected folder.
If you wish to assign a unique name to the file, press the **File Name** key to enter a new name.

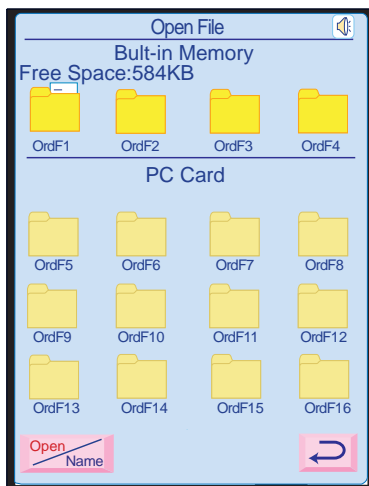


Opening a saved file

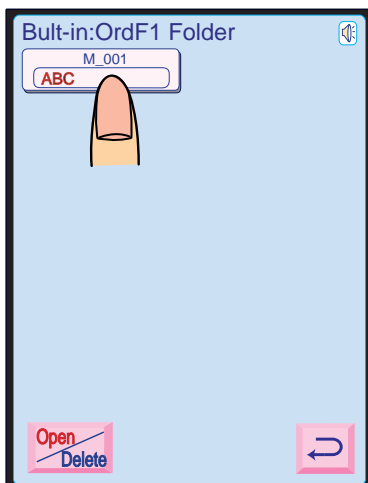
1 Press the Open File Key.

NOTE:

- The procedure of opening a file is the same as that of the programmed pattern.
(See page 91.)




2 Press the icon key of the desired folder.



3 Press the icon key of the desired file and the screen will show the stitch pattern of the saved file.

Sewing Application

The Sewing Application is a unique feature that provides you with on-screen guidance for 12 useful sewing applications.

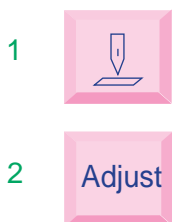
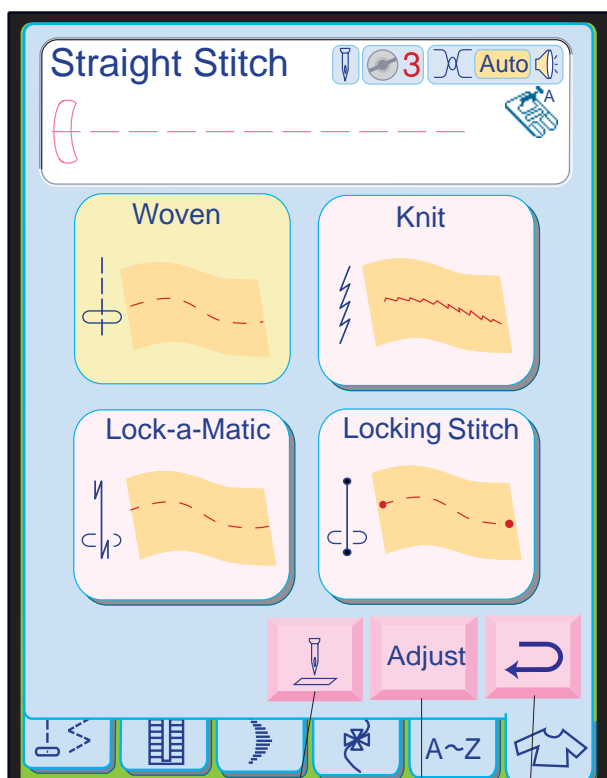
When you press the Sewing Application  key, you will be able to choose the right stitch and its appropriate setting of your sewing application.

The machine automatically set up for the selected project.

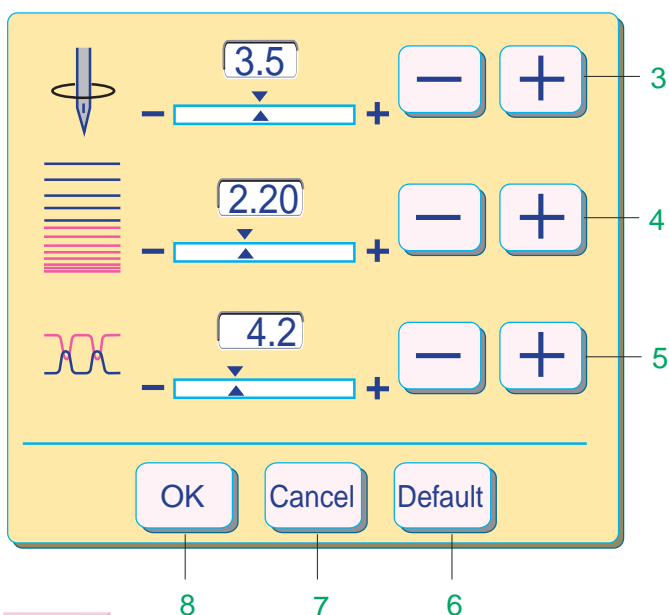


There are 12 applications that you can choose from the menu.

- 1 Seaming
- 2 Overedge
- 3 Blind Hem
- 4 Rolled Hem
- 5 Zipper Sewing
- 6 Gathering
- 7 Basting
- 8 Button Sewing
- 9 Tacking
- 10 Applique
- 11 Patchwork
- 12 Quilting



1 2 9



8 7 6

Seaming












When you press the Seaming key, the Seaming window will appear.

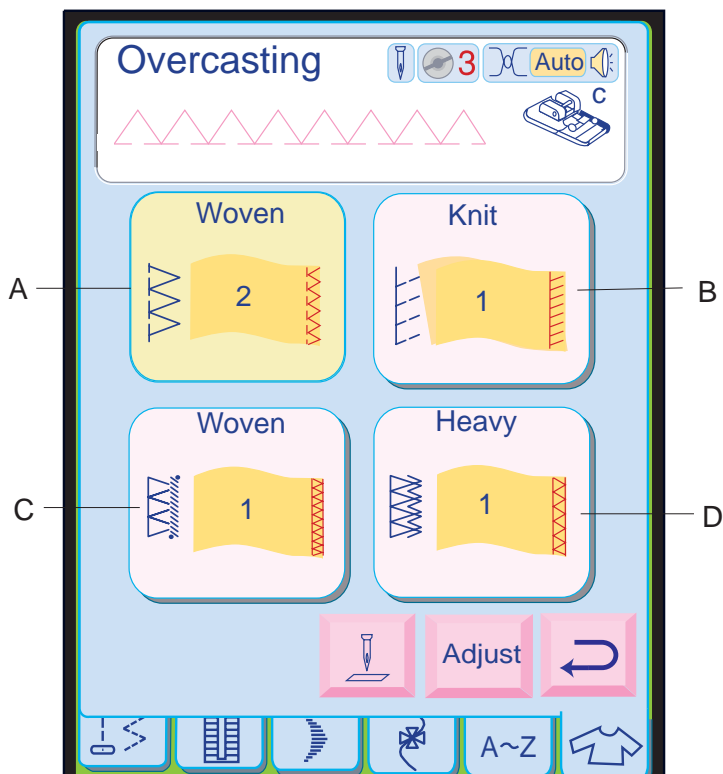
In the Seaming window, the straight stitch of center needle position with the stitch length 2.2 mm (3/32") will be automatically selected.

In the Seaming Mode you may select the following stitches:

- (1) Straight Stitch for woven fabrics
- (2) Stretch Stitch for elastic fabrics
- (3) Lock-a-Matic Stitch
- (4) Locking Stitch

Function keys:

- 1 **Needle Up/Down Key:** Press the  key to set the needle position up or down when stopping the machine.
- 2 **Adjust Key:** Press the  key to open the Manual Setting window.
- 3 **Needle Drop Position:** Press the Needle Drop Position  or  keys to change the needle drop position.
- 4 **Stitch Length:** Press the Stitch Length  or  keys to increase/decrease the stitch length.
- 5 **Thread Tension:** Press the Thread Tension  or  keys to increase/decrease the thread tension.
- 6 **Default key:** When you press the  key, all function values on the screen will return to the default settings (the same settings as when you purchased the machine).
- 7 **Cancel key:** When you press  key, the adjust window will close and the setting remains.
- 8 **OK key:** Press  key. The setting is registered and the screen returns to the previous window.
- 9 **Return key:** Press this key to return to the initial Sewing Application window.



Overedge stitches

When you press the Overedge key, the Overedge window will appear.

The standard stitch for Overedge, which is the overedge stitch for the woven fabric, will be chosen and automatically be set.

In Overedge window you may select from the following:

- A: Overcasting Stitch for medium to heavy weight woven fabrics.
This stitch is used for seaming two layers and finishing the raw edges at the same time.
- B: Knit Stitch for finishing the raw edge of single layer elastic or knit fabrics.
- C: Overlock Stitch for finishing the raw edge of single layer of medium to heavy weight woven fabrics.
- D: Double Overedge Stitch for finishing the raw edge of single layer of heavy weight woven fabrics.

NOTE:

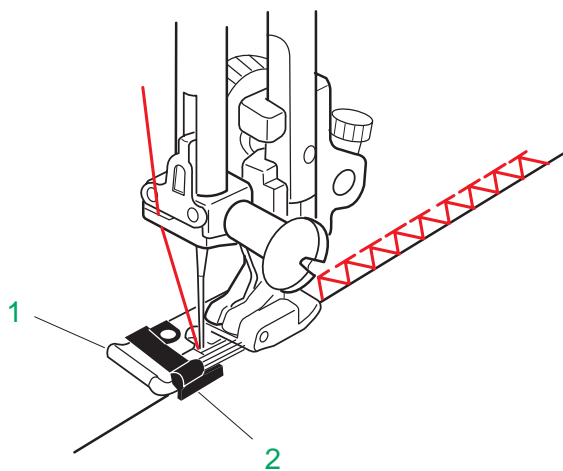
- The figures on the icon of fabrics show a number of fabric layers.

Overedging on 2 layers of woven fabric

Attach the Overedge Foot C.

Place the fabric with its edge next to the Guide on the foot. Lower the foot and start sewing.

- 1 Overedge Foot C
- 2 Guide

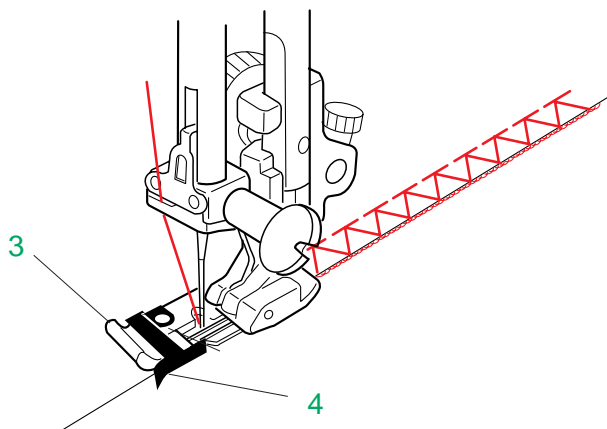


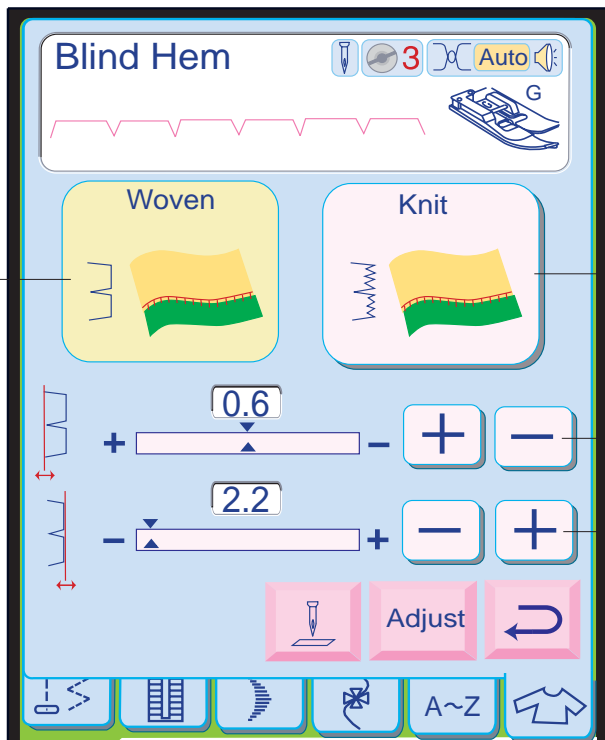
Overedging on a single layer of woven fabric

Attach the Overcasting Foot M.

Place the fabric with its edge next to the Guide on the foot. Lower the foot and start sewing.

- 3 Overcasting Foot M
- 4 Guide





Blind Hem

When you press the Blind Hem key, the Blind Hem window will appear.

The standard pattern for Blind Hem, which is the Woven Blind Hem, will be set automatically.

In the Blind Hemstitch window you may select the following:

A: Blind Hem Stitch for Woven Fabrics

B: Blind Hem Stitch for Knit Fabrics

For your convenience, the needle position adjusting keys are displayed on the screen. You can move the left and right needle drop position independently.

1 **Left Needle Position Keys:** Press the

or key to move the left needle position.

2 **Right Needle Position Keys:** Press the

or key to move the right needle position.

To sew

Attach the Blind Hem Foot G.

Place the fabric so that the Edge of Fold is next to the Guide on the foot.

You can adjust the Left Needle Drop Position by the or key so the needle would not miss the edge of fold.

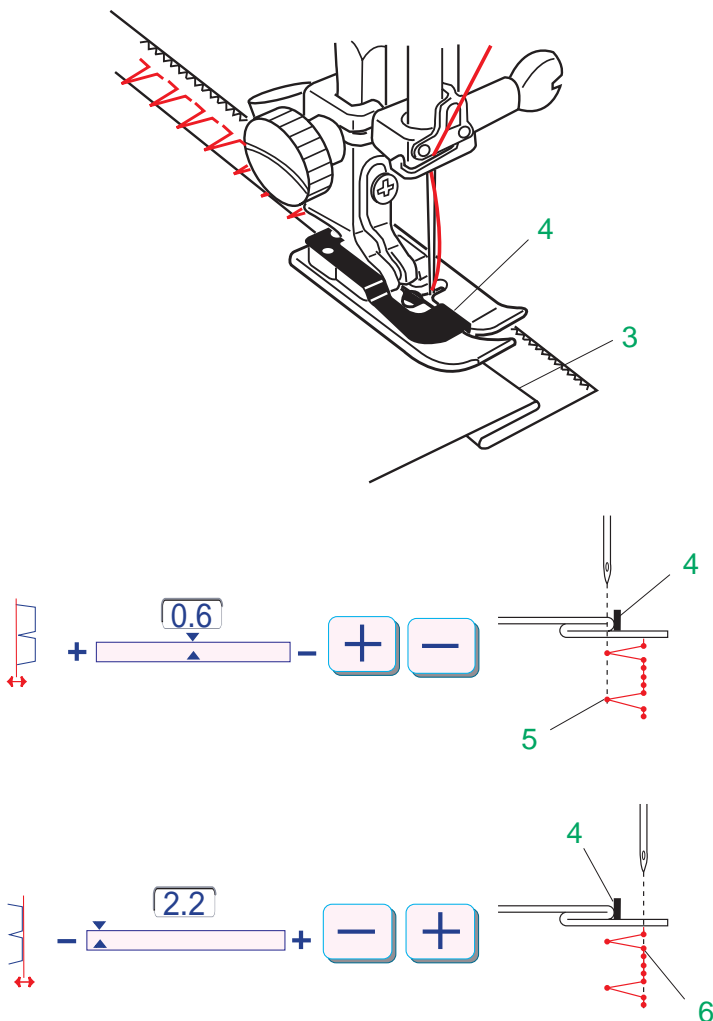
You can also adjust the Right Needle Drop Position to change the stitch width.

3 **Edge of Fold**

4 **Guide**

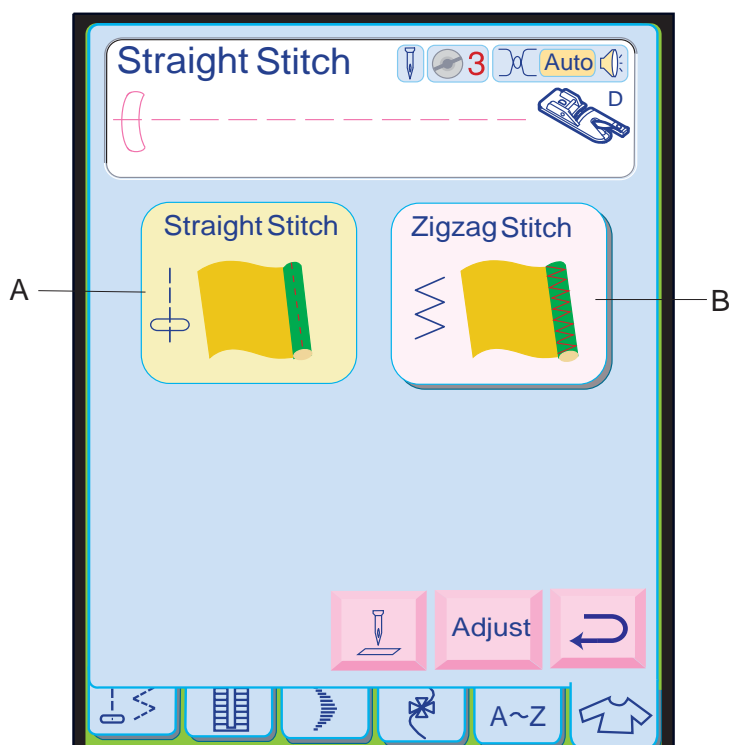
5 **Left Needle Drop Position**

6 **Right Needle Drop Position**



NOTE:

- When you press the key in the Adjusting window, both left and right needle position will return to default setting.



Rolled hem

When you press the Rolled Hem key the Rolled Hem window will appear. The standard pattern, which is the Straight Stitch, will be chosen and automatically be set.

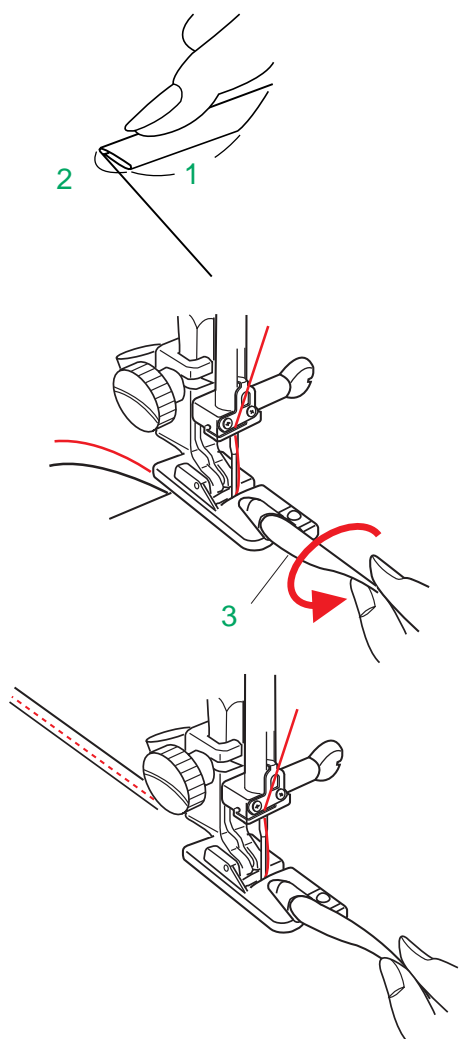
In the Rolled Hem mode you may select the following:

- A: Rolled Hem with Straight Stitch
- B: Rolled Hem with Zigzag Stitch

To sew

Fold the edge of the fabric twice, 6 cm (2 3/8") in length and 0.3 cm (1/8") in width.

- 1 6 cm (2 3/8")
- 2 0.3 cm (1/8")



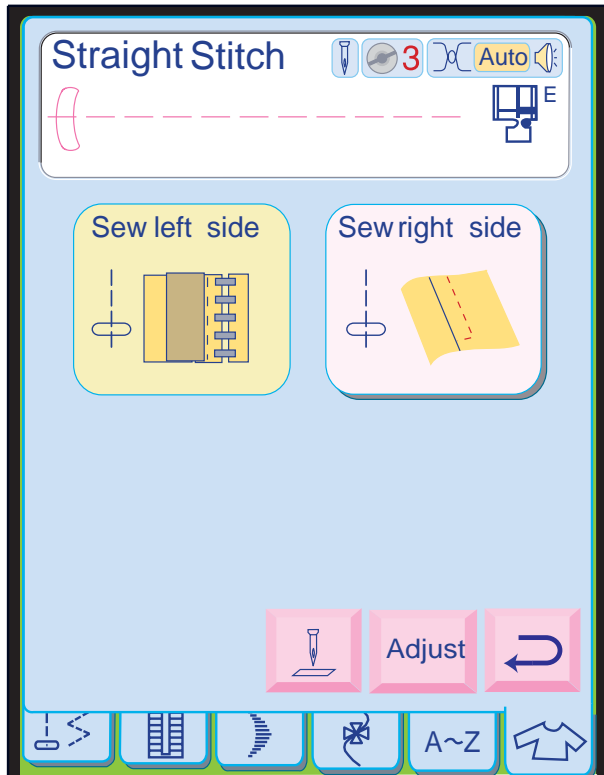
Place the fabric aligning the edge of hem with the guide on the foot.

Lower the foot and sew to 1-2 cm (1/2"-1").

Stop the machine and lower the needle into the fabric. Raise the foot and insert the Folded Portion of the Fabric into the curl of the foot.

- 3 **Folded Portion of the Fabric**

Lower the foot, then sew by the lifting up the edge of the fabric to keep it feeding smoothly and evenly.



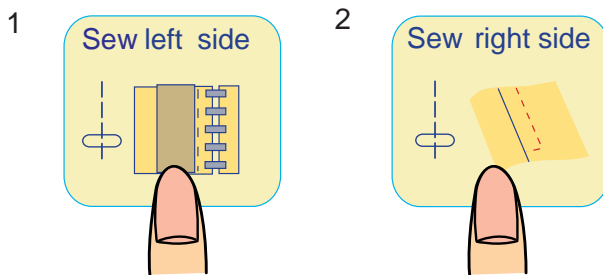
Zipper sewing

When you press the Zipper Sewing key, the steps for zipper sewing will appear.

For the first step, the screen advises you to attach the Zipper Foot with the pin on the right side to sew the left side of the zipper.

When you finish sewing the left side, press the Sew Right Side key.

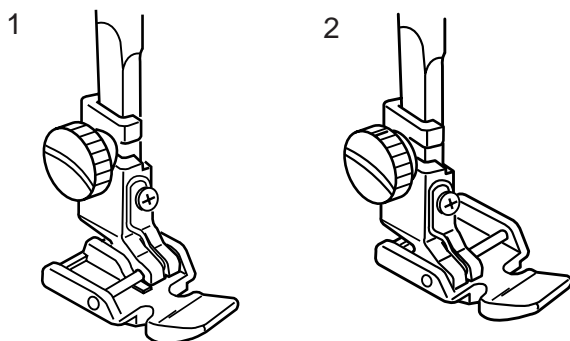
The screen display advises you to move the Zipper Foot with the left side pin to the foot holder.



- 1 To sew the left side of the zipper:
Press the Sew Left Side key.
The screen shows the attaching position of the foot.
Attach the Zipper Foot with the right pin as shown.

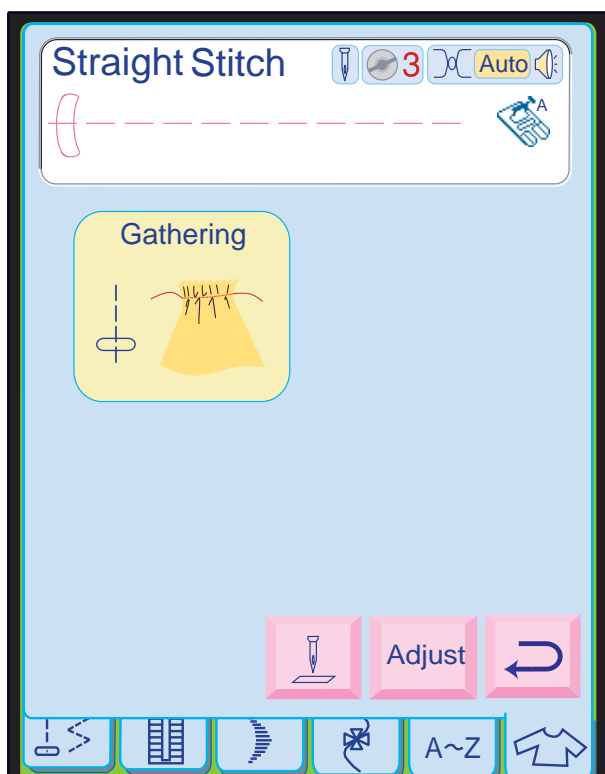


- 2 To sew the right side of the zipper:
Press the Sew Right Side key.
The screen shows the attaching position of the foot.
Attach the Zipper Foot with the left pin as shown.



NOTE:

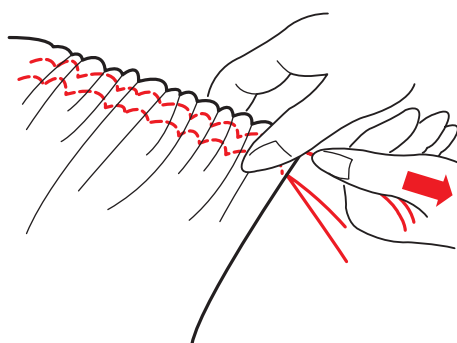
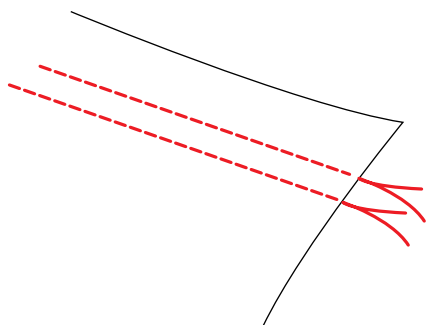
- For sewing instructions in details, please see pages 42-45.



Gathering

When you press the Gathering key, the setting for gathering will appear.

The machine will set to the straight stitch for gathering.

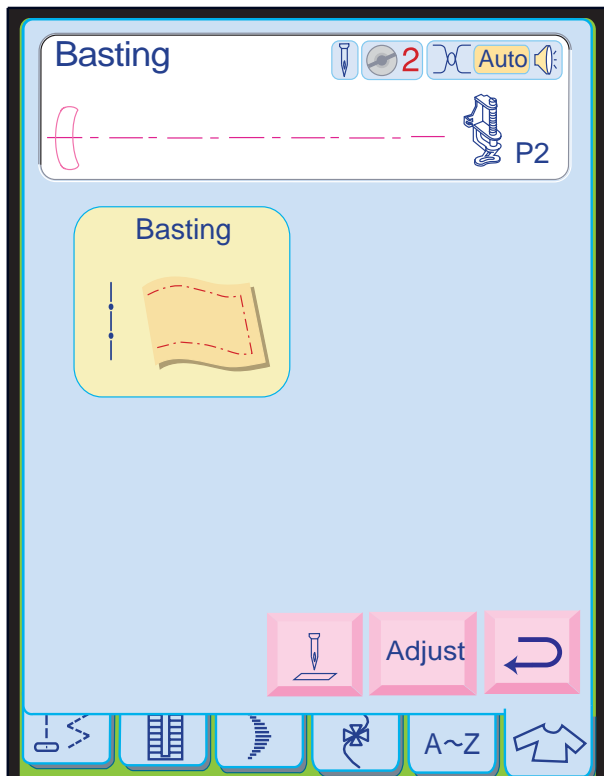


To sew

Sew 2 parallel lines with distance of 0.5-0.7 cm (3/8"-1/4").

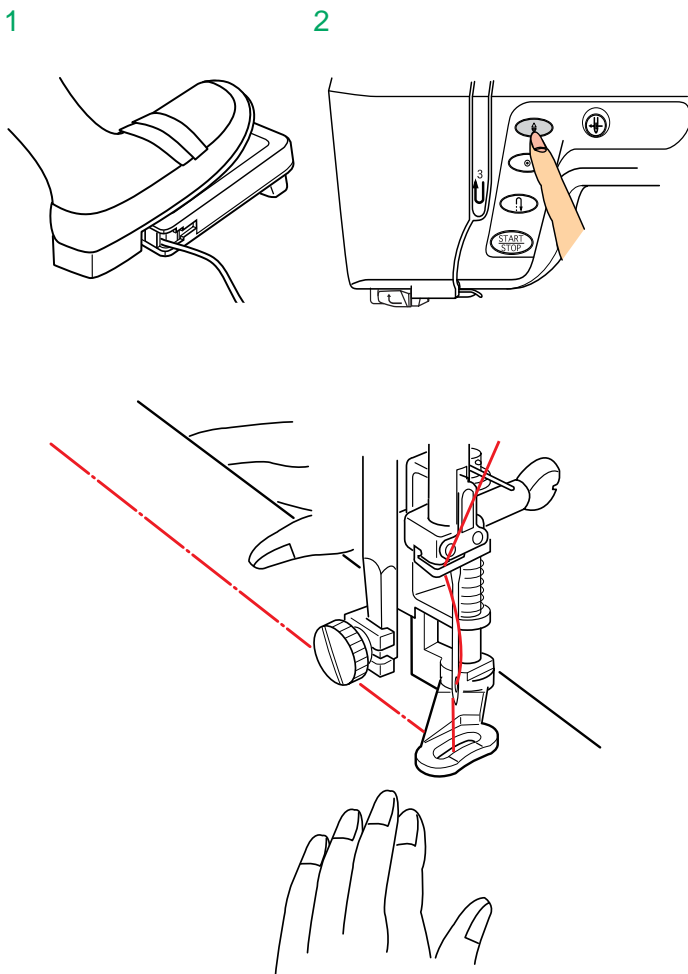
Knot the needle and bobbin threads at one end.

Pull the bobbin threads simultaneously from one end of the fabric to distribute gathers evenly until fabric being gathered to the desired width.



Basting

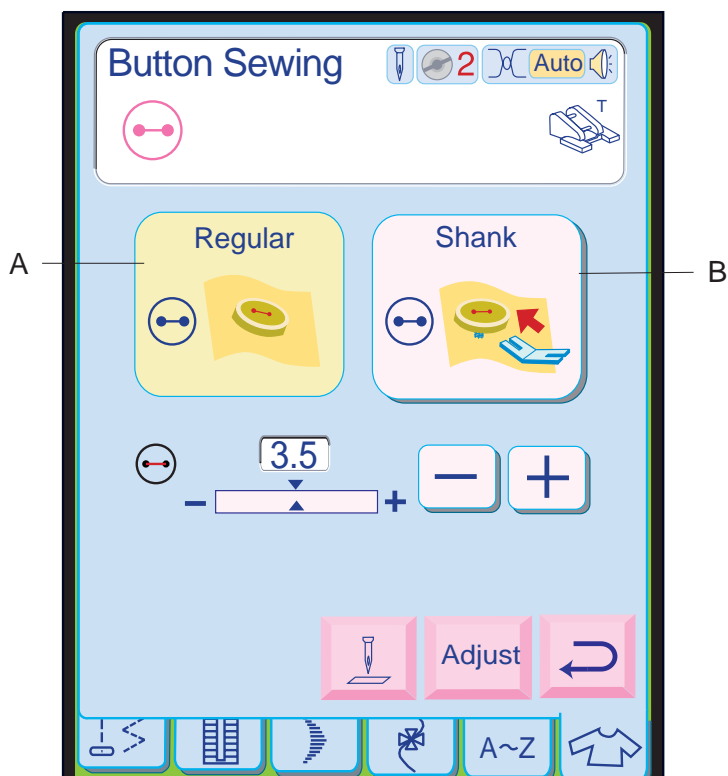
When you press the Basting key, the setting for basting will appear. The machine will be set to Basting Stitch and the Feed Dog will automatically drop. Remove the foot holder and attach the Basting/Darning Foot P-2.



To sew

Hold the fabric taut and depress the Foot Control or press the Start/Stop Button. The machine will take one stitch and stop automatically. Slide the fabric to the back for the next stitch.

- 1 Foot Control
- 2 Start/Stop Button



Button sewing

When you press the Button Sewing key, the Button Sewing window will show.

The standard setting for Regular Button Sewing will be chosen and set automatically.

The Feed Dog will be automatically dropped. In the Button Sewing Mode, you may select the following;

A: The Regular Button Sewing

B: Button Sewing with a Shank

For your convenience, stitch width keys are displayed on the screen.

Press the **+** key to widen the width.

Press the **-** key to narrow the width.

NOTE: Only the right needle drop position will move when pressing **+** or **-** key.

Button sewing with a shank

1. Place a button on the fabric and lower the needle by turning the handwheel with your hand, so that the needle enters through the left hole on the button.
2. Align the direction of button and lower the Button Sewing Foot T to hold the button in place.
3. Press the Up/Down Needle Button to bring the needle up to the highest position. Adjust the stitch width, so that the zigzag width matches with the distance of holes on the button.
4. Insert the Button Shank Plate under the button. Press the Start/Stop Button to sew and the machine will stop automatically.

1 Button Shank Plate

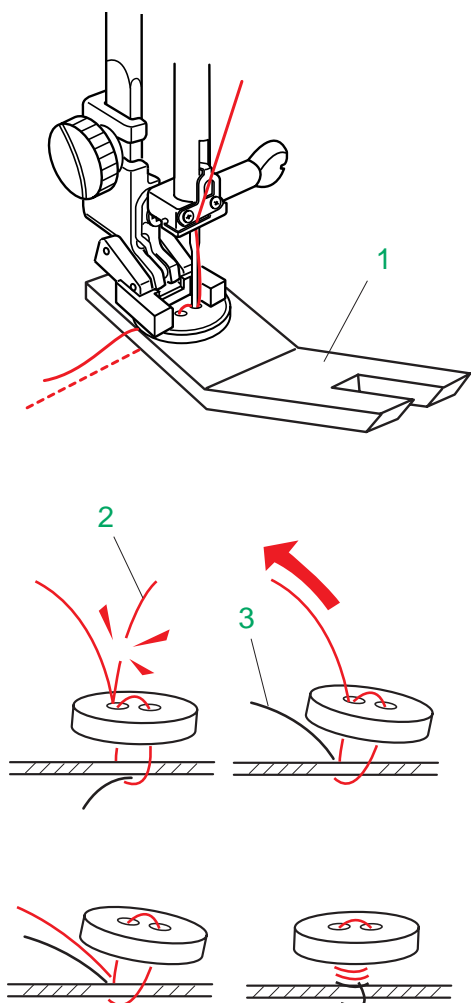
5. Cut the Needle Thread at the Beginning.

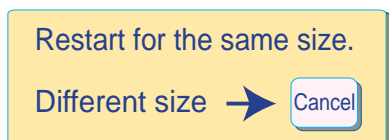
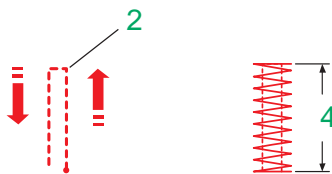
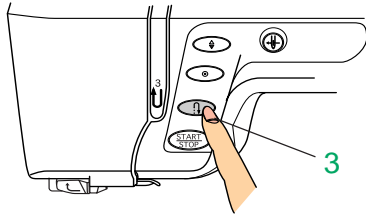
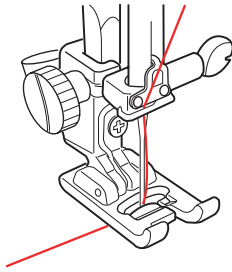
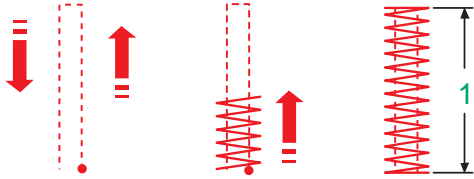
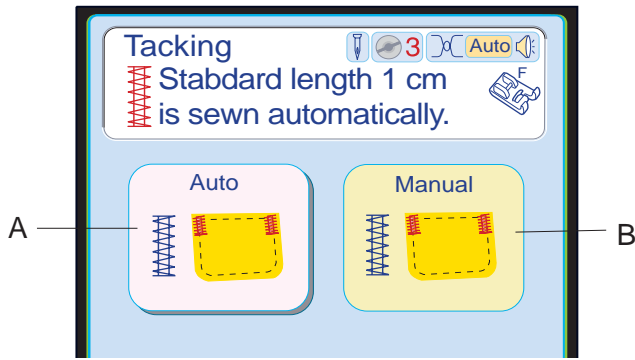
2 Needle Thread at the Beginning

6. Pull the needle thread to pick Bobbin Thread up between the button and fabric.

3 Bobbin Thread

7. Wind the threads in opposite directions around the thread shank a few times and tie them together.





Tacking

When you press the Tacking key, the Tacking window will appear.

The standard tacking length of 1 cm (1/4") will be automatically set.

In the Tacking Mode, you may select the following:

A: Automatic Tacking

B: Manual Tacking

Automatic tacking

The machine will sew a tack 1 cm (1/4") long and stop automatically.

Press the **Adjust** key if you wish to change the stitch width and length.

1 1 cm (1/4")

Manual tacking

You can sew a tack to the required length and memorize its length.

The maximum length of the tack is 1.5 cm (5/8").

Sew to your Required Length and press the Reverse Button, the Tack Length is automatically memorized.

2 Required Length

3 Reverse Button

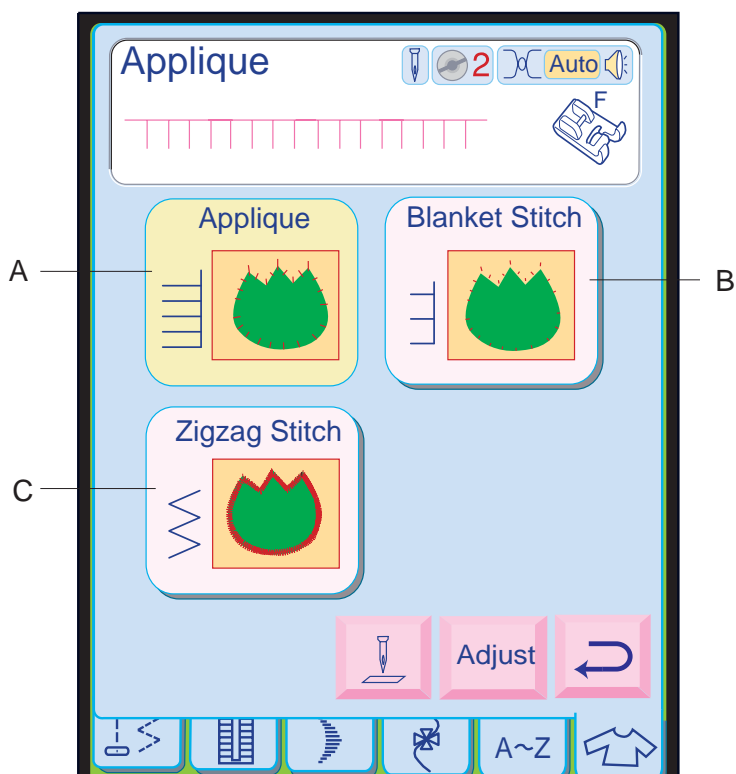
4 Tack Length

To sew a tack in the same length

After the machine automatically stops, the prompt window will appear.

Simply restart the machine to sew the tack in the same length.

Press **Cancel** key to sew a different length tack.



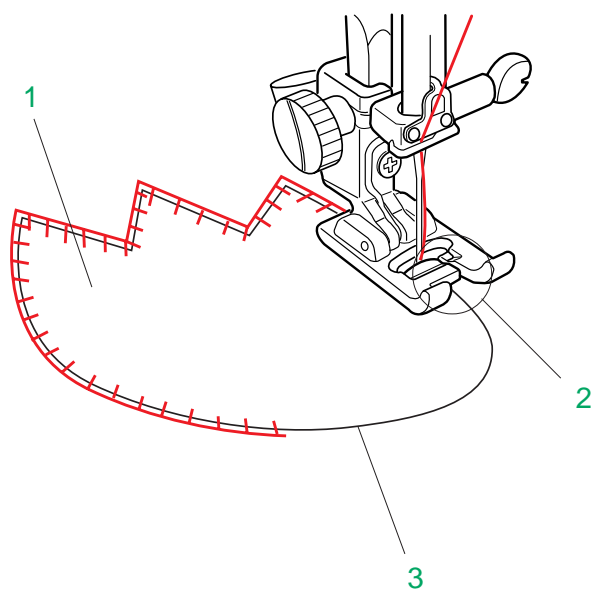
Applique sewing

When you press the Applique key, the Applique window will appear.

The standard applique sewing will be chosen and automatically set.

In the Applique Mode, you may select the following.

- A: Applique Stitch
- B: Blanket Stitch
- C: Zigzag Stitch



Attach the Satin Stitch Foot F.

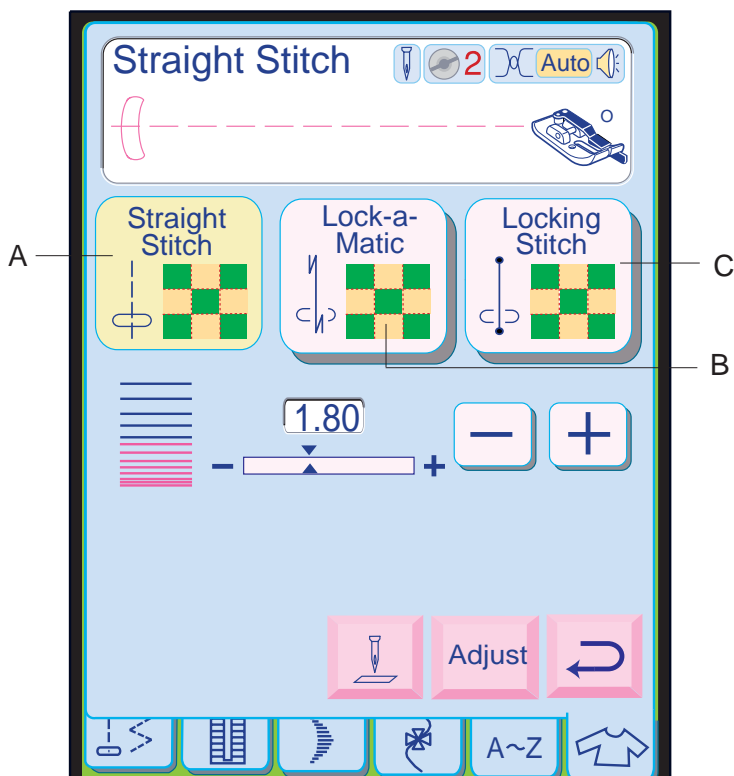
Place the Applique on the fabric and baste it in place.

Sew guiding the edge of the applique along the Slit on the foot, so that the needle falls off the Edge of the Applique when it swings to the right.

- 1 Applique
- 2 Slit
- 3 Edge of the Applique

NOTES:

- When changing the sewing direction at a corner or curve, lower the needle into the applique at the left swing and turn the fabric to a new direction.
- When sewing with the Blanket stitch, align the edge of applique with the triangle mark on the foot.



Patchwork

When you press the Patchwork key, the Patchwork window will appear.

The straight stitch of the center needle position will automatically be selected.

In the patchwork mode, you may select the following.

A: Straight Stitch

B: Lock-a-Matic Stitch

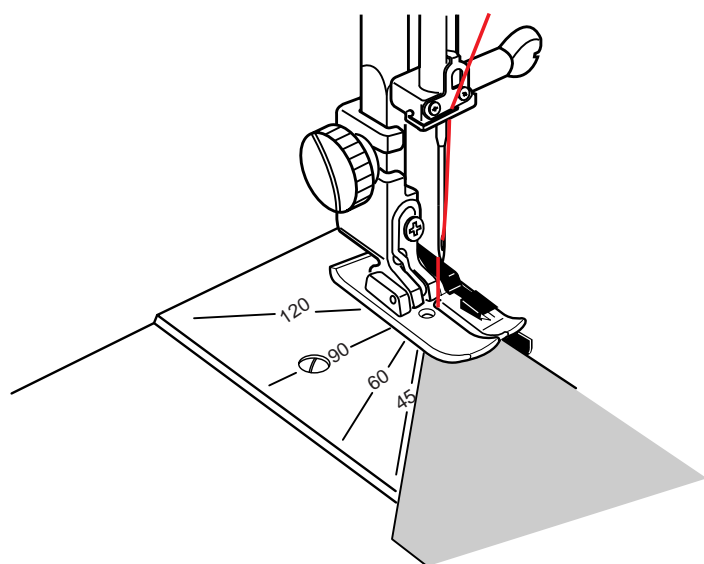
C: Locking Stitch

You can change the stitch length by pressing

or key.

NOTE:

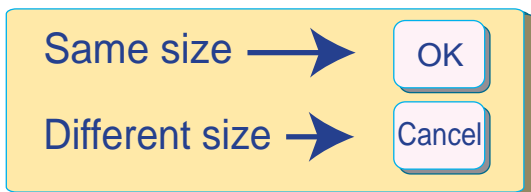
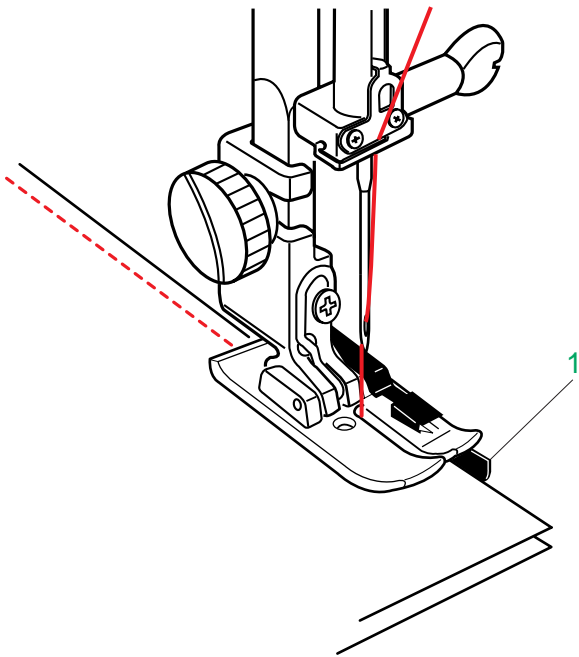
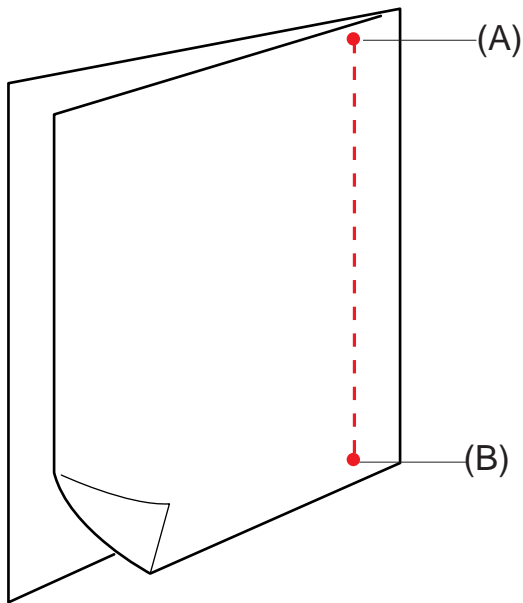
- When pressing the key, the stitch width also returns to default setting.



Angle scale on the needle plate

You can easily sew a Patchwork at the desired angle without marking, by using the unique angle scale on the needle plate.

The angle scale is marked at 45°, 60°, 90° and 120°.



To sew

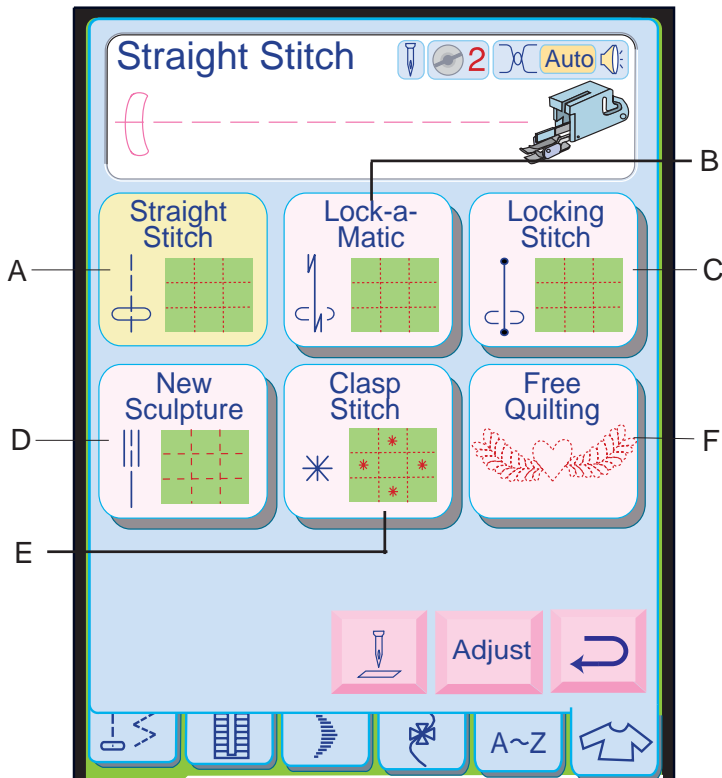
Place the fabrics with right sides together. Attach the 1/4" Seam Foot O and sew from starting point (A) to the ending point (B).

Guide the edge of the fabric along the Guide on the foot to keep a precise seam allowance.

1 Guide

Stop the machine at the ending point (B) and the prompt window appears.

Press the **OK** key to sew the same length. Press **Cancel** key to sew a different length or to select other patterns.



Quilting

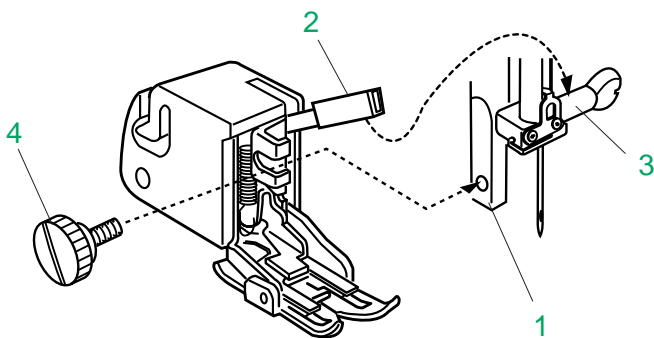
When you press the Quilting key, the Quilting window will appear.

The Straight Stitch of the center needle position will automatically be selected.

In the Quilting Mode, you may select the following.

- A: Straight Stitch
- B: Lock-a-Matic Stitch
- C: Locking Stitch
- D: New Sculpture Stitch
- E: Clasp Stitch
- F: Free Quilting

Use the Walking Foot for sewing patchwork quilt.



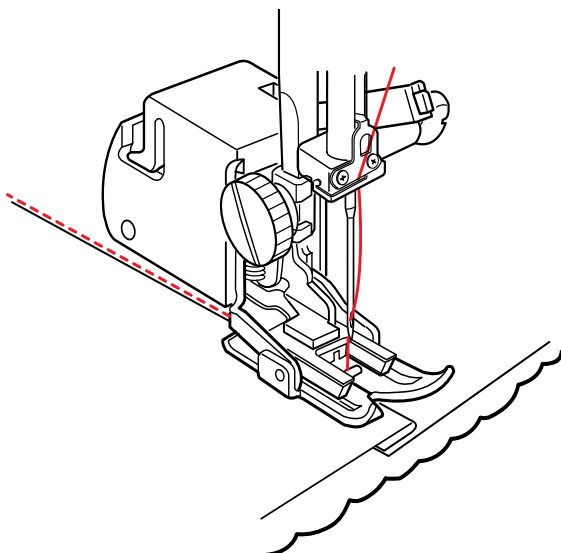
Attaching the Walking foot

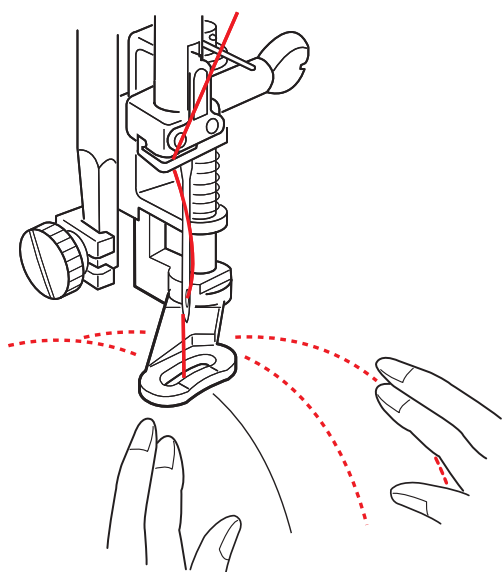
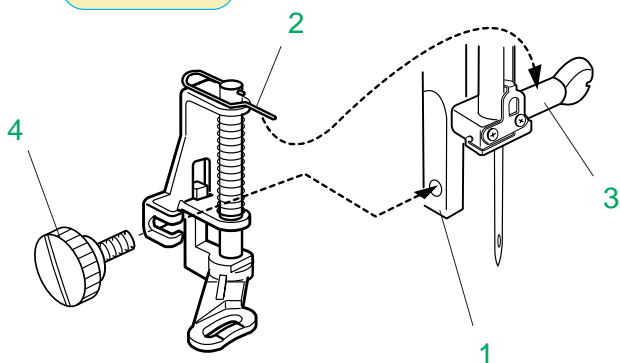
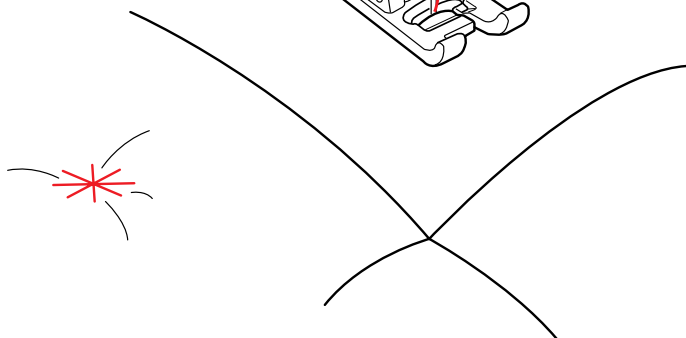
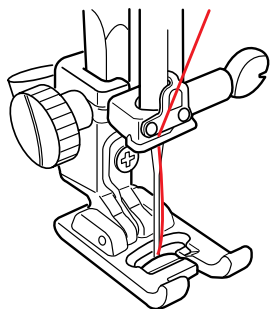
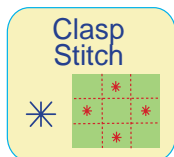
Remove the foot holder. Attach the walking foot to the Presser Bar with the Lever over the Needle Clamp Screw and secure it with the Thumbscrew.

- 1 Presser Bar
- 2 Lever
- 3 Needle Clamp Screw
- 4 Thumbscrew

To sew

Sew a line of straight stitch along the seam line as shown.





Clasp stitch

You can close the thick quilting fabrics by using the Clasp Stitch.

Attach the Satin Stitch Foot F.

The machine will automatically stop after sewing one cycle of the stitch.

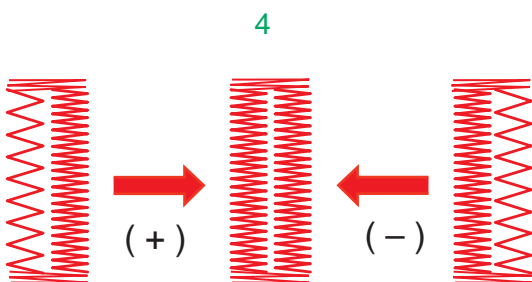
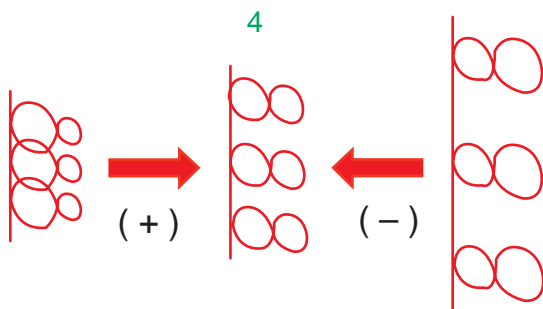
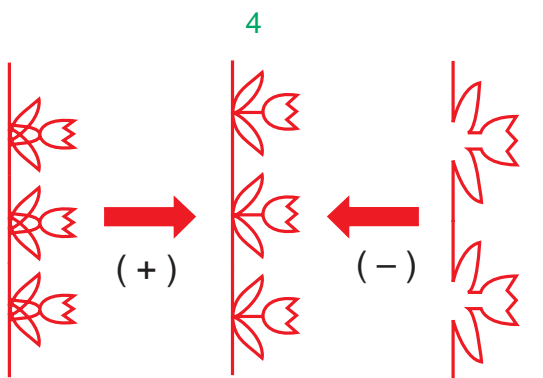
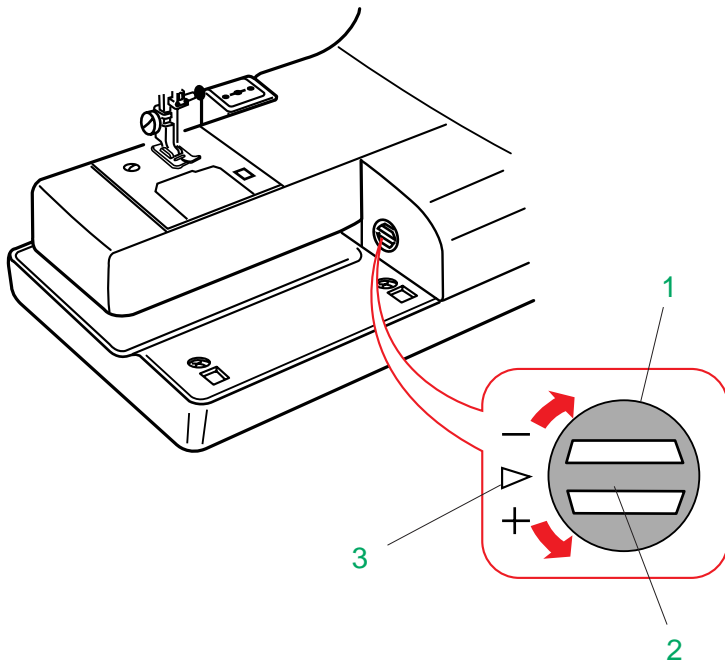
Free quilting

Remove the foot holder. Attach the Basting/Darning Foot P-2 to the Presser Bar putting the Pin on the Needle Clamp Screw. Tighten the Thumbscrew firmly with the screwdriver.

- 1 Presser Bar
- 2 Pin
- 3 Needle Clamp Screw
- 4 Thumbscrew

To Sew

Lower the foot, then guide the fabric with your hands to stitch along the pattern marked on the fabric.



Correcting Distorted Stitch Patterns

The sewing results of the stretch stitch patterns may vary depending upon the sewing conditions, such as sewing speed, type of the fabric, number of layers etc. Always make test sewing on a scrap piece of the fabric that you wish to use. If decorative stitch patterns, letters, numbers or the manual buttonhole stitch are distorted, correct it with the Feed Balancing Dial.

NOTES:

- In normal sewing, set the Feed Balancing Dial to the neutral position, i.e. the Groove on the Dial is centered with the Standard Setting Mark.
- Turn the Feed Balancing Dial with a coin.

- 1 Feed Balancing Dial
- 2 Groove on the Dial
- 3 Standard Setting Mark

Decorative stretch stitch patterns

- If the pattern is compressed, turn the dial in the direction of “+”.
- If the pattern is drawn out, turn the dial in the direction of “-”.

4 Correct Shape

Letters and numbers

- If the pattern is compressed, turn the dial in the direction of “+”.
- If the pattern is drawn out, turn the dial in the direction of “-”.

Correcting stitch balance of the Auto Buttonhole

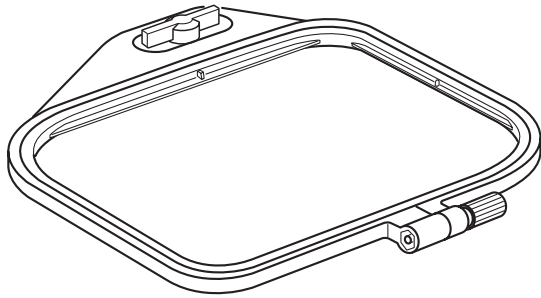
The stitch balance of the right and left rows on the Auto Buttonhole may vary depending on conditions of sewing. If the stitches are not balanced, correct the unevenness with the Feed Balancing Dial.

- If the right row is denser, turn the dial in the direction of “+”.
- If the left row is denser, turn the dial in the direction of “-”.

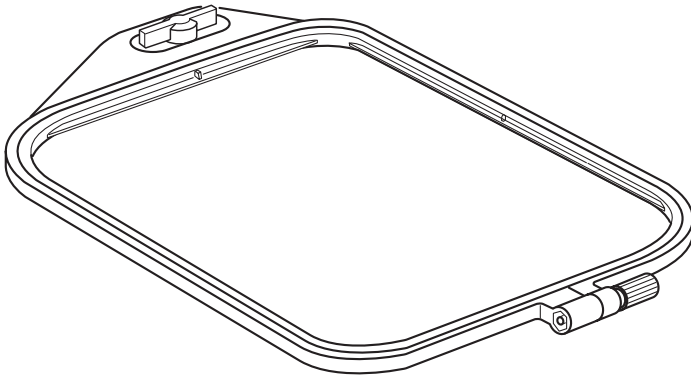
NOTE:

- Return the Feed Balancing Dial to its neutral position when the sewing is finished.

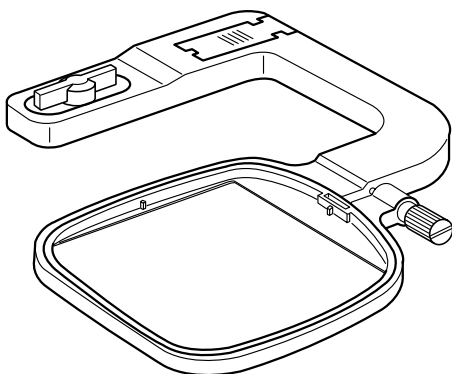
1



2



3



EMBROIDERY

Preparing for Embroidery

Embroidery hoops

1 Embroidery Hoop A (Standard Hoop):

This is the standard size hoop, with an 12.6 cm (5") by 11 cm (4 3/8") embroidery area for standard size embroidery designs.

2 Embroidery Hoop B (Big Hoop):

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

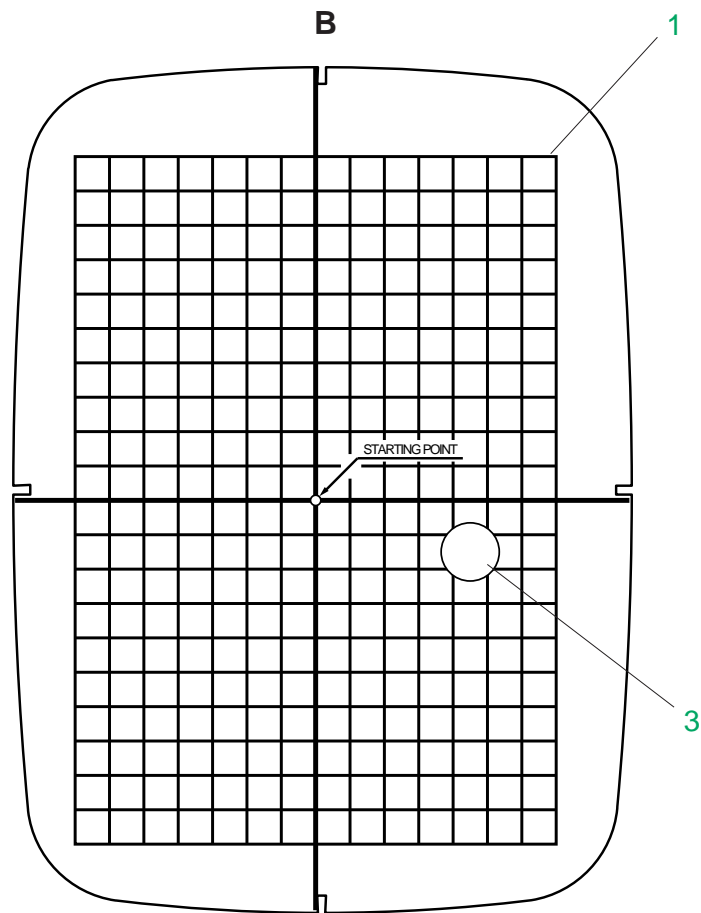
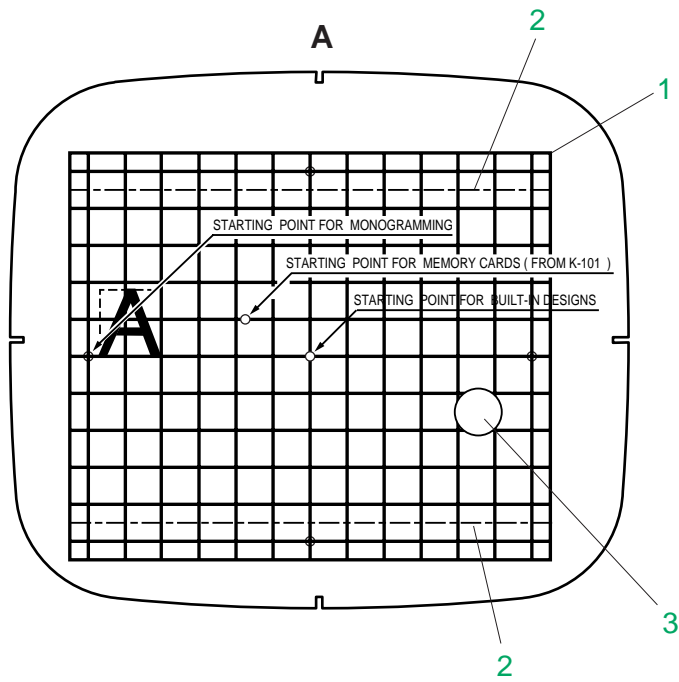
3 Embroidery Hoop C (Free Arm Hoop):

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 10001.



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.

A Template for Embroidery Hoop A

B Template for Embroidery Hoop B

- 1 Indicates the embroidery boundary for built-in and PC Design Card designs.
- 2 Indicates the embroidery boundary for Memory Card No. 102 and up for Memory Craft 5700/9000.
- 3 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.

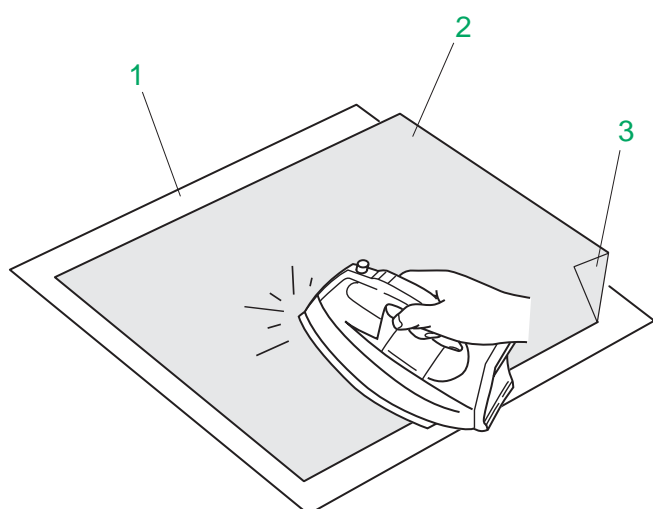
Cut-away stabilizer is a non-woven fabric that does not tear. Cut the excess portion after stitching. Use cut-away stabilizers for knits and all kinds of unstable fabrics.

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 and the glossy side of the Stabilizer together. Fold up a Corner of the Stabilizer and fuse it with an iron.

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

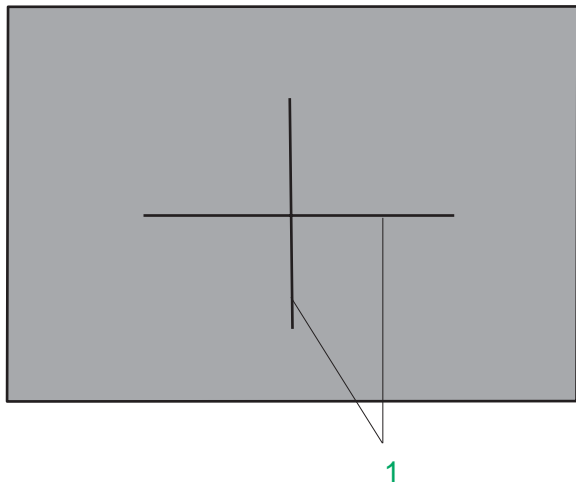
NOTES:

- 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.

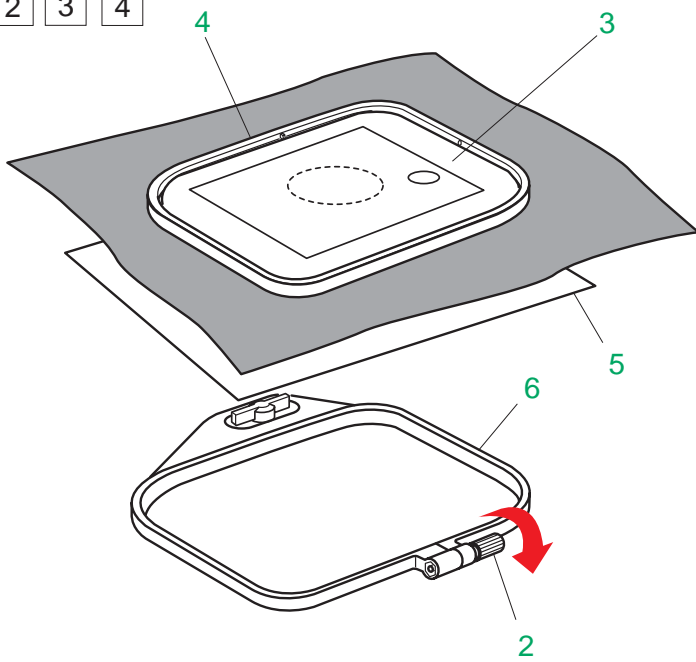
Needles

Use size 11 Blue Tipped Needles for fine fabrics. For medium to heavy weight fabrics, use size 14 needles.

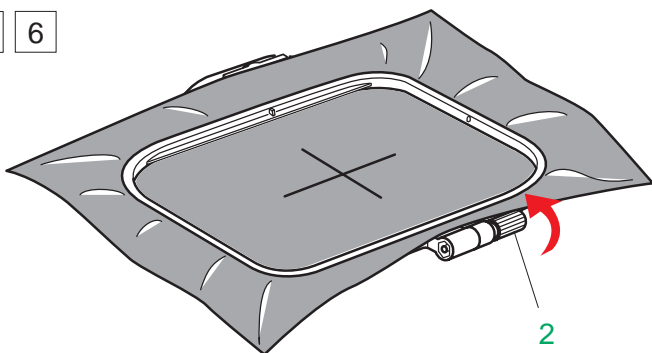
1



2 3 4



5 6



Setting the fabric in an embroidery hoop

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

1 Centerlines

- 2 Loosen the Hoop Tightening Screw.

2 Hoop Tightening Screw

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

3 Inner Hoop

4 Template

5 Stabilizer

- 4 Set the Inner Hoop e into the Outer Hoop so the fabric and the template will not move.

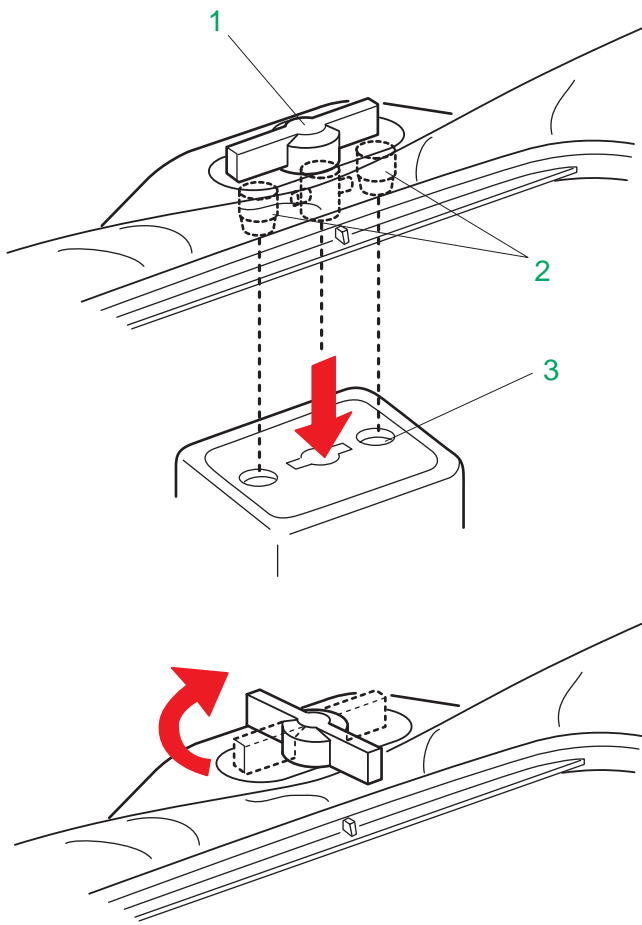
6 Outer Hoop

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

- 6 Remove the Template.

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.

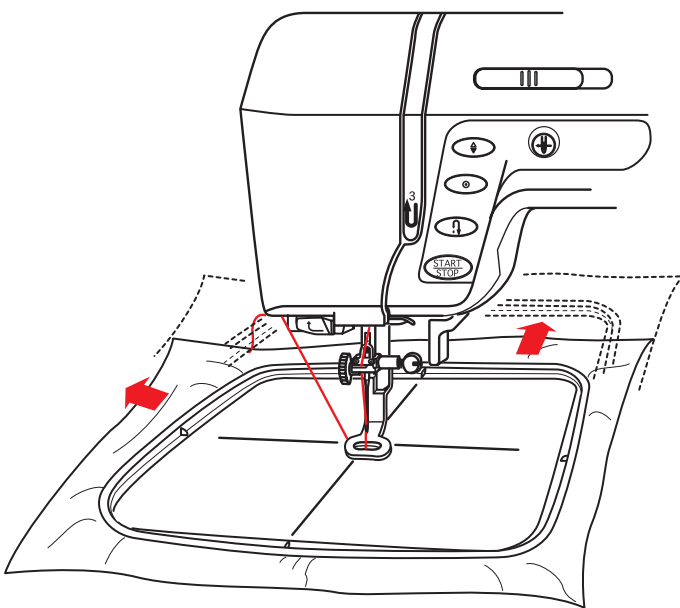


Attaching the embroidery hoop to the machine

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

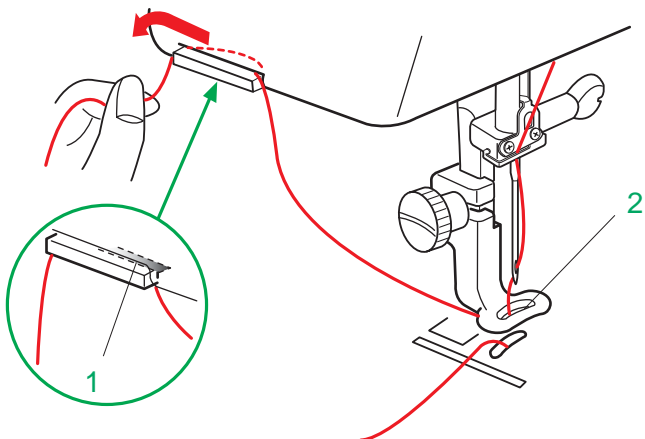
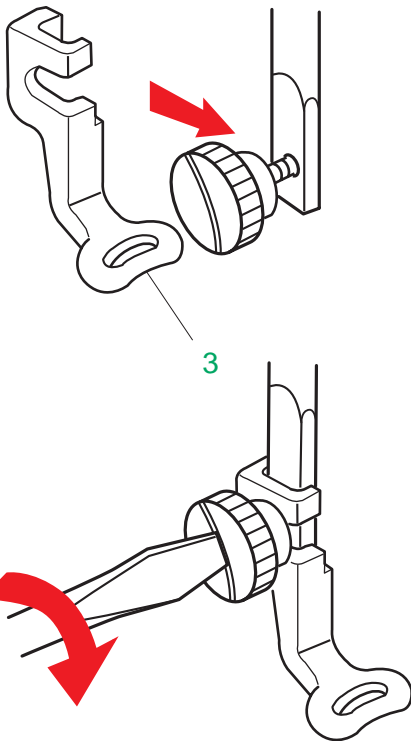
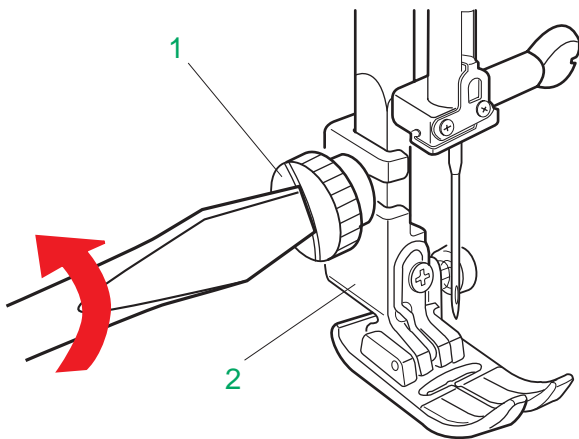
Attach the hoop by fitting the Pins into the Carriage Holes, and turn the Attaching Knob clockwise to secure the hoop.

- 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 7.)



Attaching embroidery foot P

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

Attach Embroidery Foot P to the presser bar from behind. Tighten the Thumbscrew 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.

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

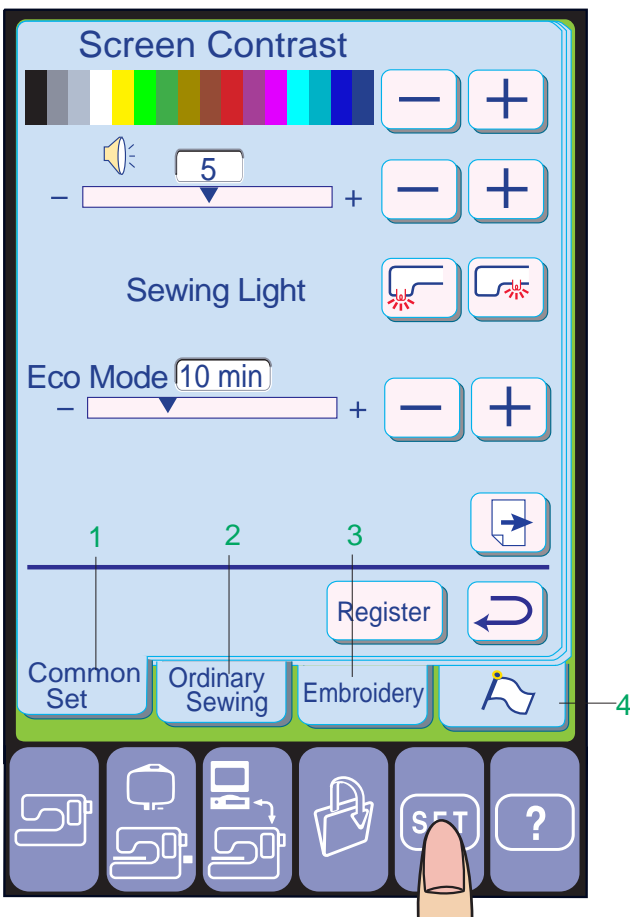
Hang the thread, 2 – 4 cm (3/4" – 1 1/2"), on the thread holder from the front to back.

- 1 Thread Holder
- 2 Hole on Embroidery Foot P

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, Sewing Light options etc.) can be adjusted or activated for both Embroidery Sewing and Ordinary Sewing.

2 Ordinary Sewing Set Mode

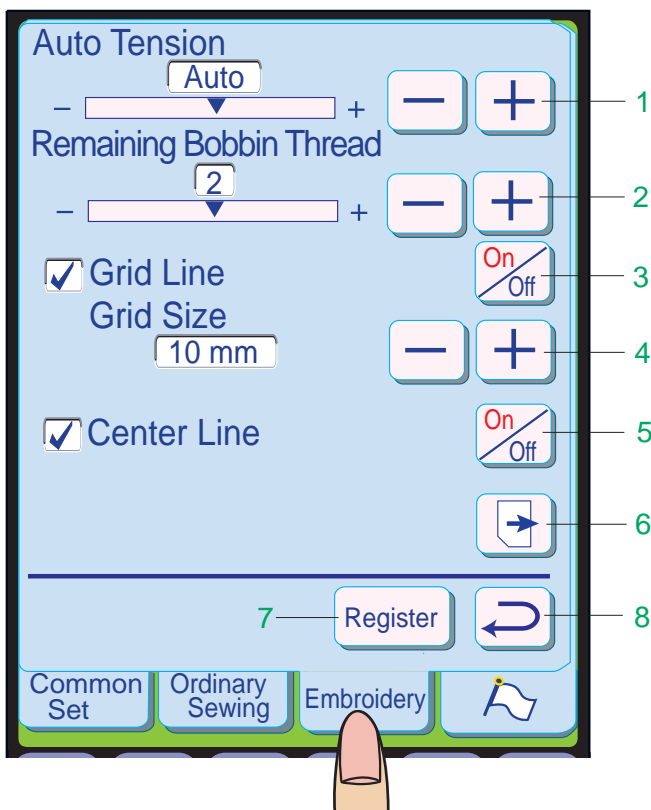
In this mode, sewing function (Professional Mode, Feed Dog etc.) can be adjusted and set.

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 10 languages for the Visual Touch Display screen.



Embroidery Mode Settings

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

1 Auto Tension

The Auto Thread Tension level should be adjusted when using other threads than the Janome Embroidery thread. The tension level can be adjusted within the range of -5 to +5. Press the **+** key to set the tension level higher. Press the **-** key to set the tension level lower.

NOTE:

- The default setting "0" is an optimized level for the Janome Embroidery thread.

2 Remaining Bobbin Thread

The machine will show a warning message if the total amount of bobbin thread is not sufficient.

You can change the 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.

3 Grid Line

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

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

4 Grid Size

You can change the grid size by choosing one of the following three settings: 5 mm (3/16"), 10 mm (3/8") and 15 mm (5/8").

The default setting is 10 mm.

Press the **-** key to reduce the grid size. Press the **+** key to increase the grid size.

5 Centerlines

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

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

6 Page Keys

Press **Next** key to view the next page.

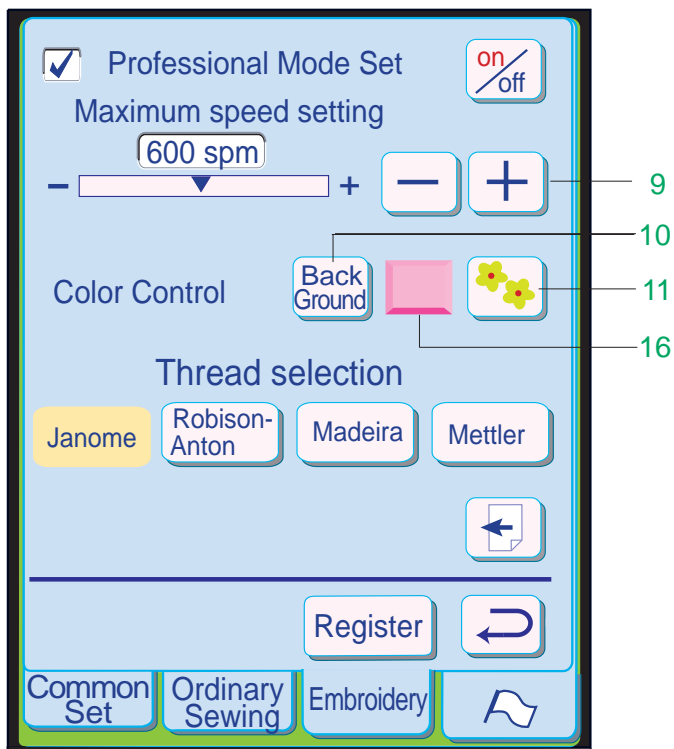
Press **Previous** key to view the previous page.

7 Register key

Press this key to register the new settings and the screen will return to the previous mode.

8 Return key

Pressing this key cancels the changes that you have made and returns the screen to the previous mode.



Professional mode settings

Notes:

- Professional Mode Setting page will open when the Professional Mode is activated.
- To activate Professional Mode, press the on/off key to tick off the check box.

The hidden variables will show up.

9 Embroidery Maximum Speed:

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

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.

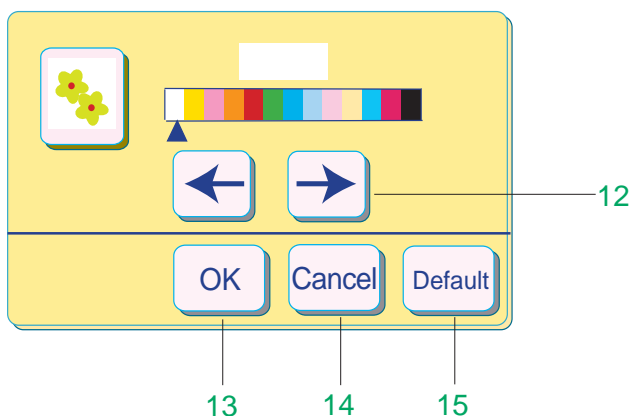
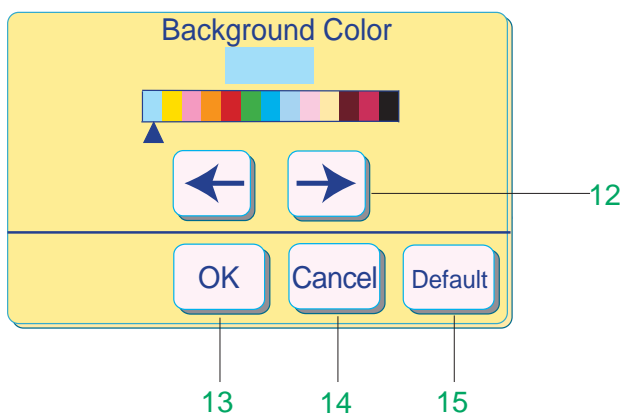
12 Arrow Keys: Press the keys, to select the desired color.

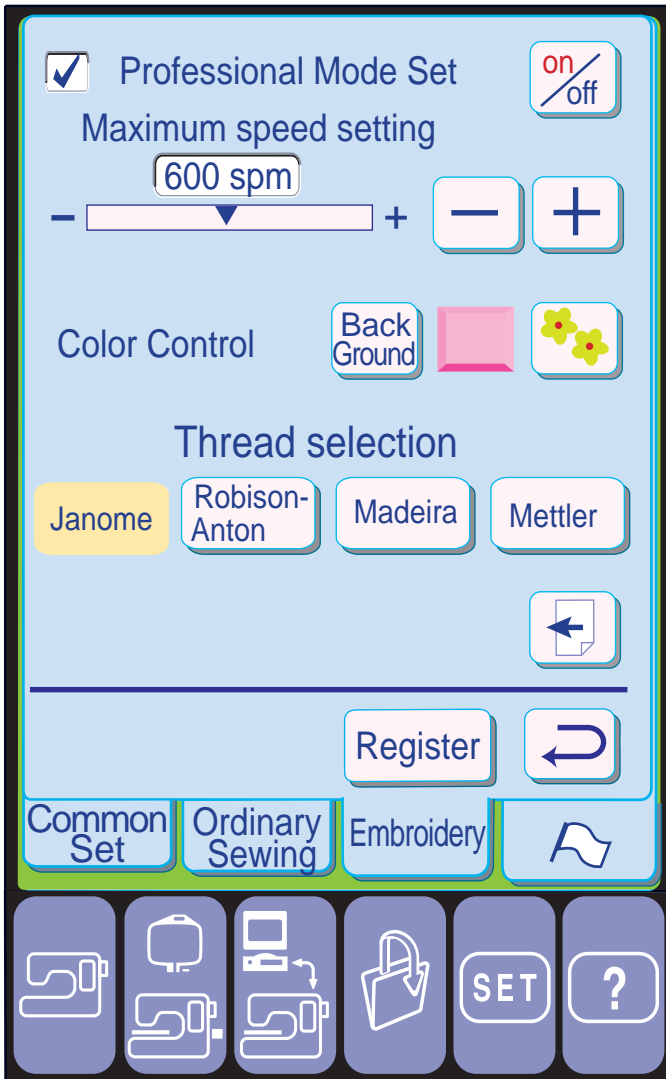
13 OK Key: Press the key to register the selected color for keys.

14 Cancel Key: Press the 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 the 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.





Thread selection

There are four popular brands of embroidery thread to choose from.

Press the key of the thread you wish to use.

The color code of the selected brand will be shown on the color/part key along with the name of the color.

NOTE:

- The Auto Thread Tension level should be adjusted when using other threads than the Janome Embroidery thread.



Built-in Embroidery Designs

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 47 built-in designs to choose from.

2 Monogramming

There are 7 styles of built-in font to choose from (Gothic, Script, Cheltenham, Hollowblock, Bauhaus, Galant and Typist), 2-Letters, 3-Letters (built-in monogram initials layout) and built-in Border designs.

3 PC Design Card

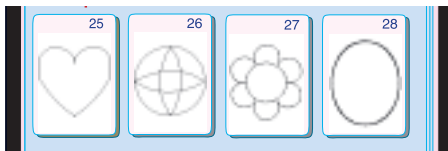
You can download embroidery designs from PC Design Cards to the sewing machine and sew.

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 10001 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 10001 provides 47 ready to sew embroidery designs.

There are 5 pages in the Built-in Pattern Selection window.

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

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

1 Page Keys

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.

The fourth page contains 5 large designs for the Giga Hoop D (Optional item).

The fifth page contains 14 small designs for the Free-arm Hoop C.

NOTE:

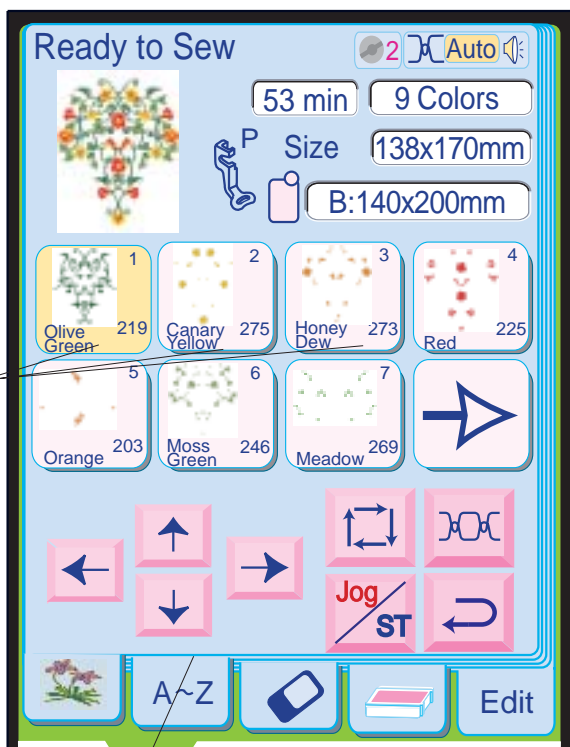
- Pattern 14 is a test pattern for the Clothsetter adjustment (an optional attachment sold separately).

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

2 Hoop Size

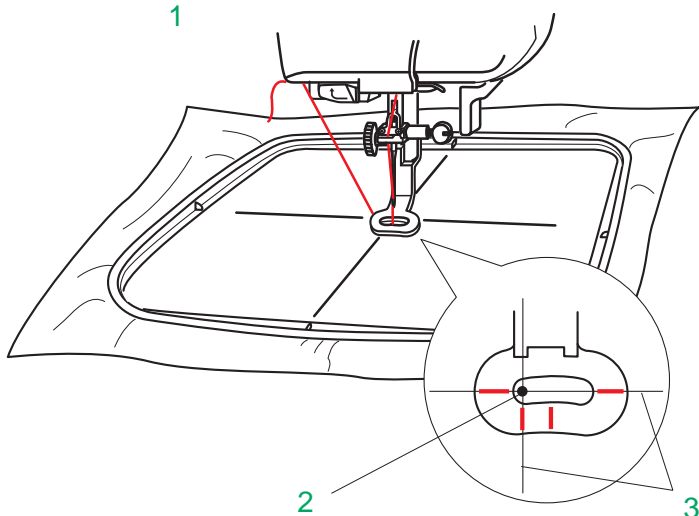
CAUTION:

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



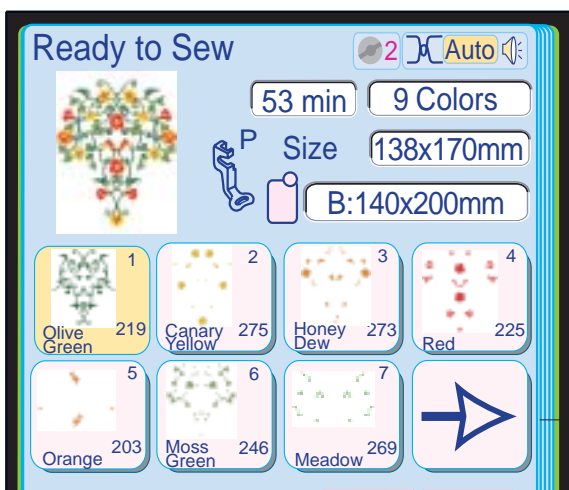
4

1



2

3



5

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 so that the Needle Drop Position comes right above the center of the Centerlines 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

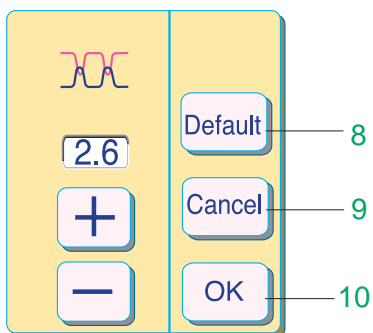
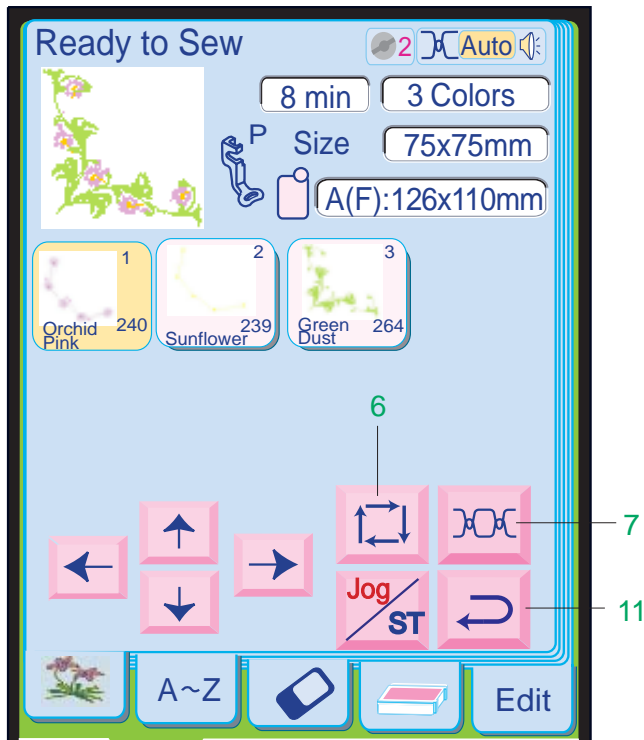
You can sew only a specific part of the design by skipping the parts before it.

Press the Color/Part key 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 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




6 Trace/ Carriage return key



Pressing this key causes the hoop to move and trace the outline of the selected pattern without stitching.

NOTE:


- After starting the machine, the Trace key disappears and the Carriage Return  key will appear instead.
- Before turning the power off, always be sure to press the Carriage Return key to return the carriage to its stored position.

7 Thread tension key

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

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

8 Default key

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


9 Cancel key

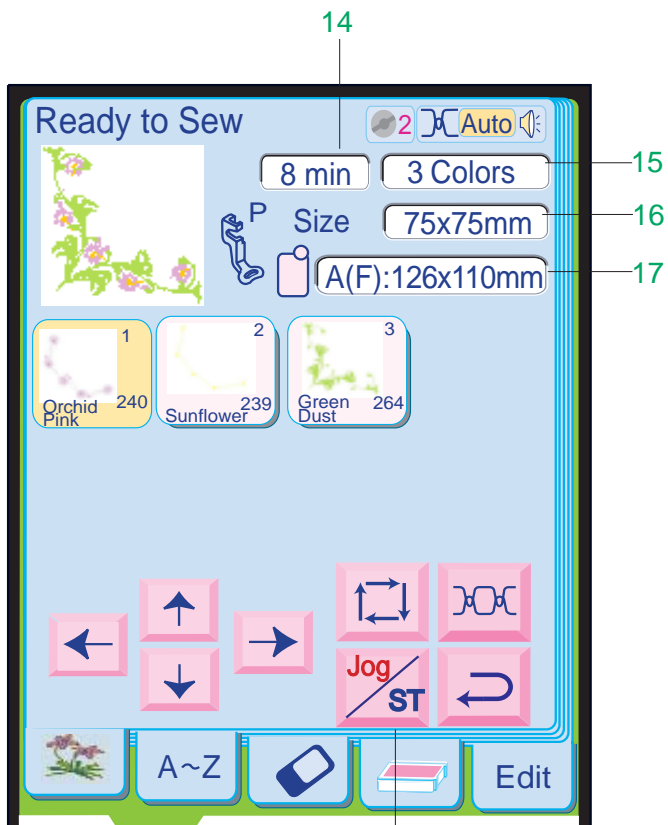
Pressing this key cancels any changes to the setting and the tension adjustment box will close.

10 OK key

When you press this key, the new setting will be registered and the tension adjustment box will close.

11 Return key

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



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 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 and the keys will change.

13 Jog/ST Key

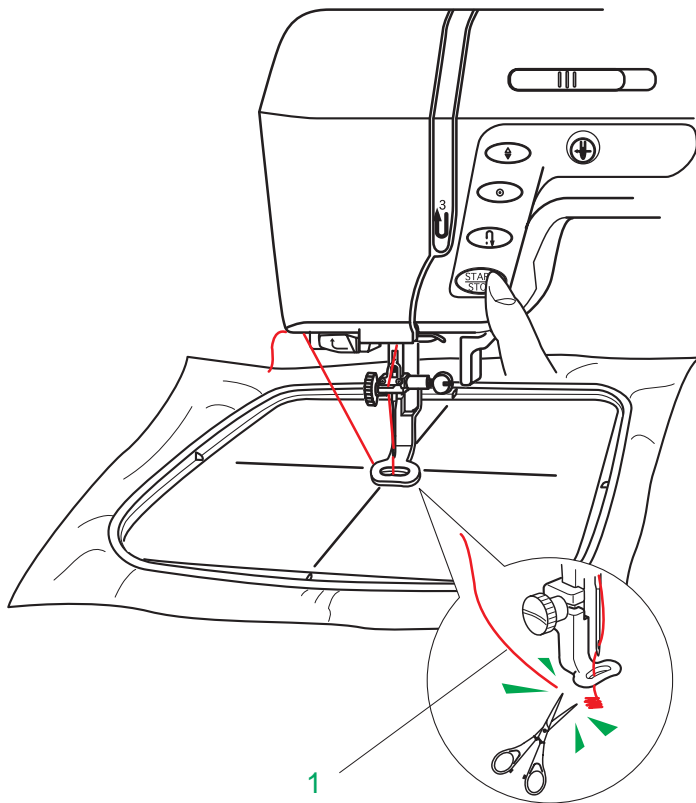
In the upper right corner of the window, the following useful informations are indicated.

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

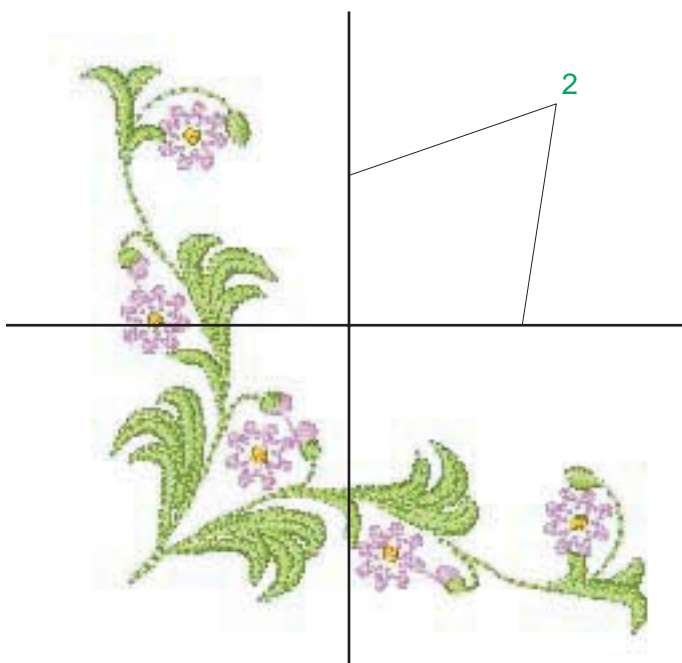
Lower the presser foot, press the Start/Stop Button and sew 5 to 6 stitches.

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

Raise the presser foot, cut off the Loose Thread 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.



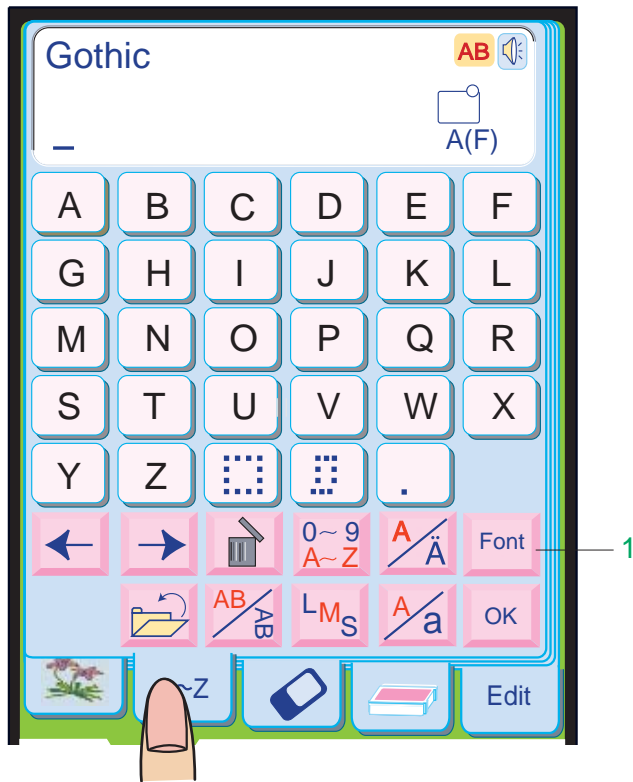
Sewing results

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

2 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.



Monogram Embroidery

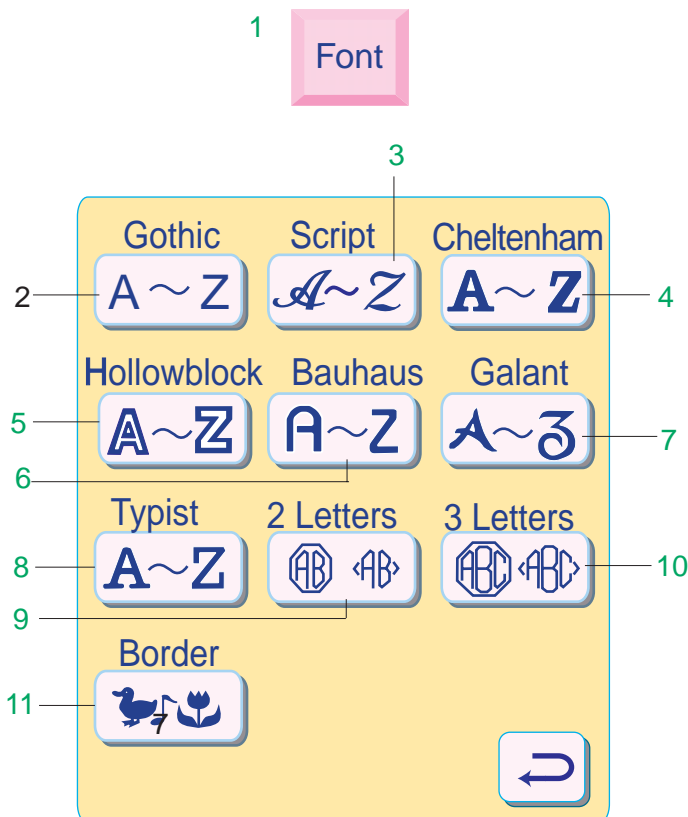
Press Embroidery Mode key and press the Monogram key.

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

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.



Selecting Font

You can select one of 7 fonts for monogram, as well as 2-Letters, 3-Letters and border designs. Press the **Font** key and the font selection window will open.

1 Font Key

The following 10 options are available in the font selection window.

- 2 Gothic
- 3 Script
- 4 Cheltenham
- 5 Hollowblock
- 6 Bauhaus
- 7 Galant
- 8 Typist
- 9 2-Letters
- 10 3-Letters
- 11 Border Patterns

Press the icon key of the desired font or design to select it.

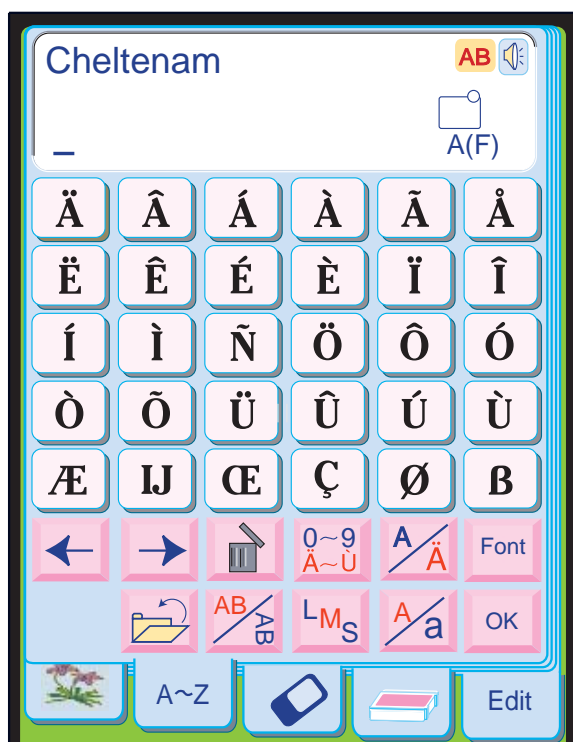
Pressing the **Return** key will close the font selection window and the font setting will remain.



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 key .


To select European accented letter, press the corresponding key.


The key will change to .

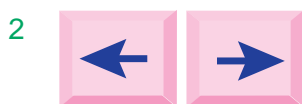
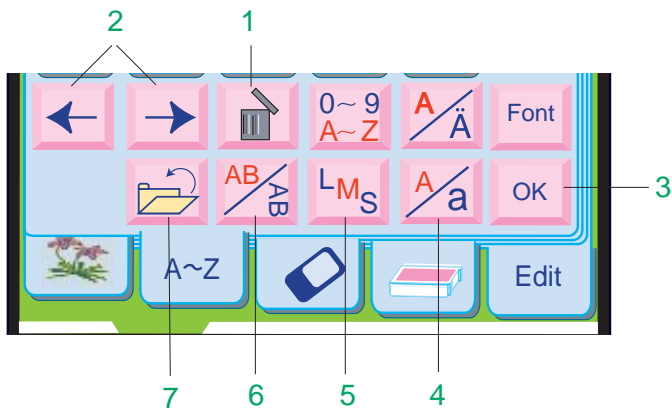
Press the key to return to the alphabet window.



Number/Symbol key

When you press the  key, the number and symbols will appear. To select the number or symbol, press the corresponding key.

Press the  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 keys

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.

NOTE:

- The lower case letters are not available in Hollow block font.

5 Letter Size key

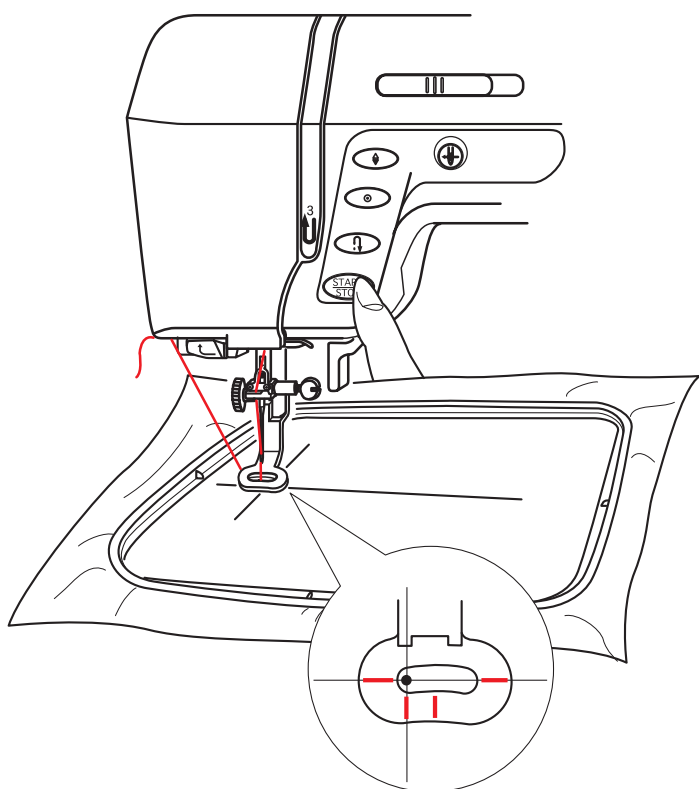
You can choose three different sizes of letters: large, medium and small. Set the size of monogram before selecting the alphabet.

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

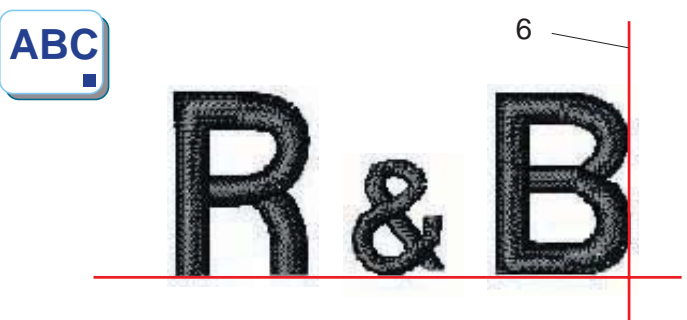
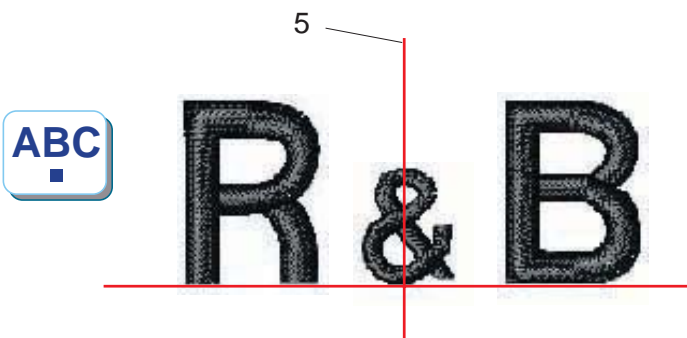
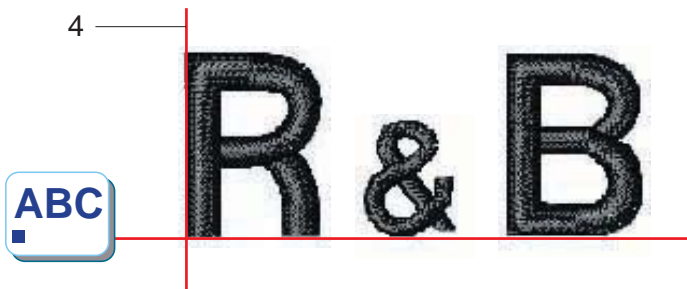
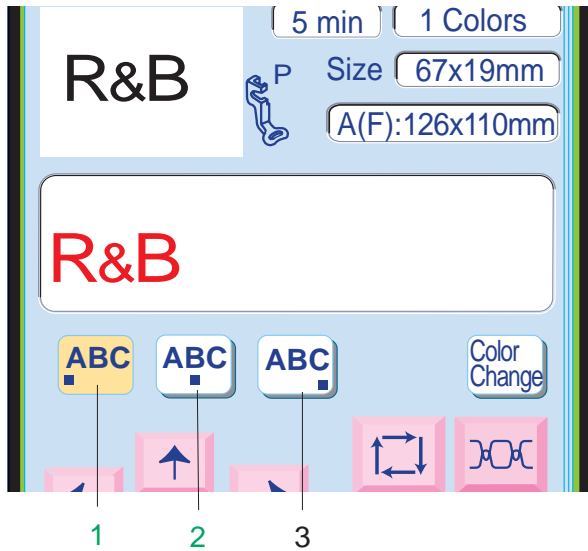
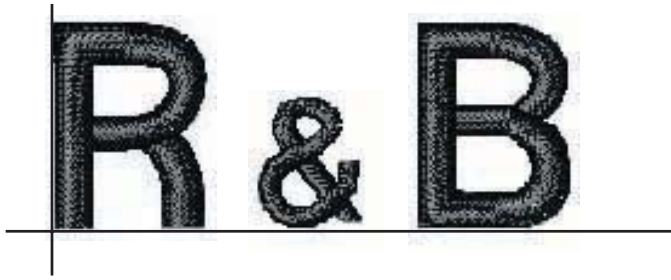
Press the Embroidery Mode key and press the Monogram key.

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

1. Press **L_MS** key and select Large Size.
2. Select “R”, the cursor shifts to the right and “R” is automatically memorized.
3. Press **L_MS** key and select Medium Size.
4. Press **0~9 A~Z** key.
5. Press “&”, the cursor shifts to the right and “&” is automatically memorized.
6. Press the **0~9 A~Z** key to return to the alphabet screen.
7. Press **L_MS** 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 3 placements of monogram: Left Justify, Center Justify and Right Justify.

1 Left Justify

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

4 Left End Reference Line

2 Center Justify

Press the **ABC** key to sew in the center of the hoop.

5 Center Reference Line

3 Right Justify

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

6 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".
3. Select the letter "B".
4. Press the  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".
3. Select the letter "B".
4. Press the  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 re-select 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".

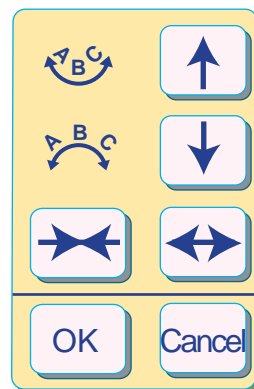
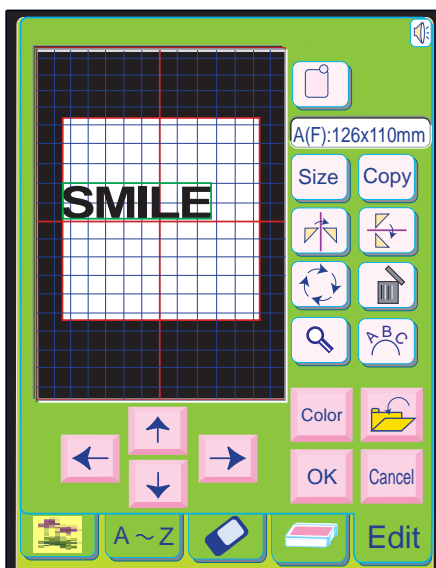
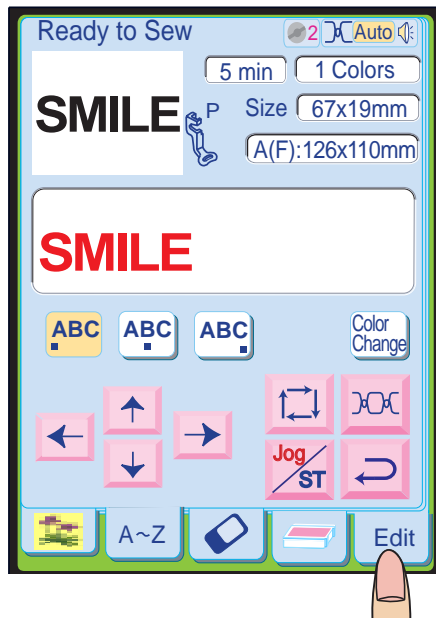


1. Select the Border patterns and press the  key to select the duck pattern.

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. Press the  key to select the duck pattern. Press the  key. Press the Start/Stop Button to start sewing.



Monogramming in arc

You can make a monogram in upper or lower arc.

NOTE:

- The Professional mode must be activated to make a monogram in arc.

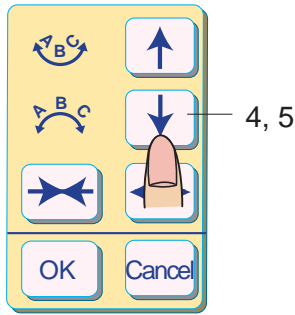
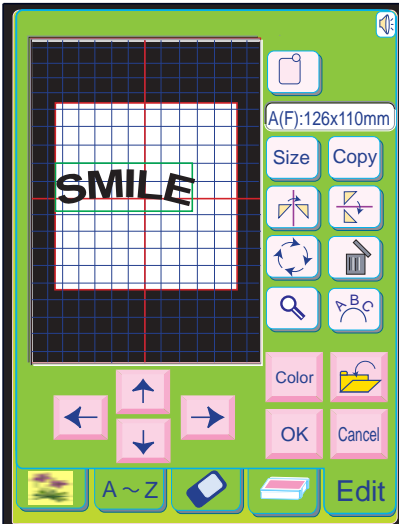
1. Enter the characters and press the OK key.

2. The Embroidery screen will appear. Press the Edit key to enter the editing mode.

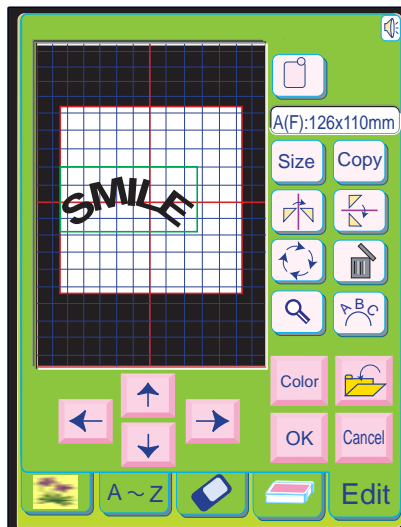
3. Press the Arc key to open the Arc layout box.

NOTES:

- The flip function is disabled after making the monogram in arc.
- If you rotate the monogramming before pressing the Arc key, it will be disabled.



4. Press the downward arrow key to make an upper arc.



5. Each time you press the arrow key, the arc will be deeper. Pressing the arrow key in the opposite direction makes the arc shallower.

NOTE:

- The curvature will change when pressing the downward or upward arrow key is pressed, but the arc length will remain the same.

6. Press the upward arrow key to make an lower arc.

7. Press the outward double-head arrow key to stretch the arc.

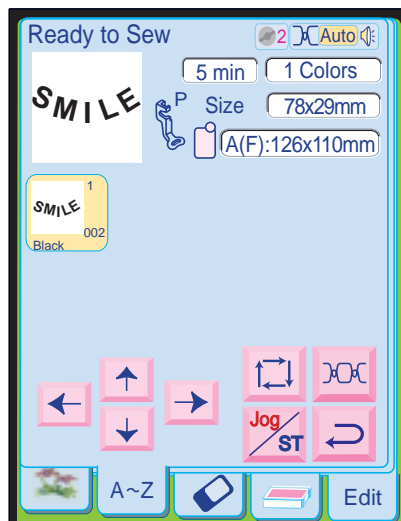
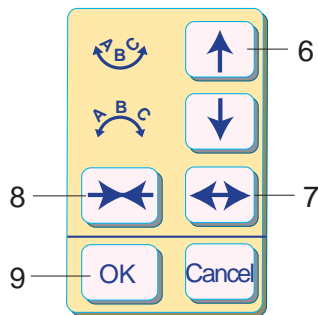
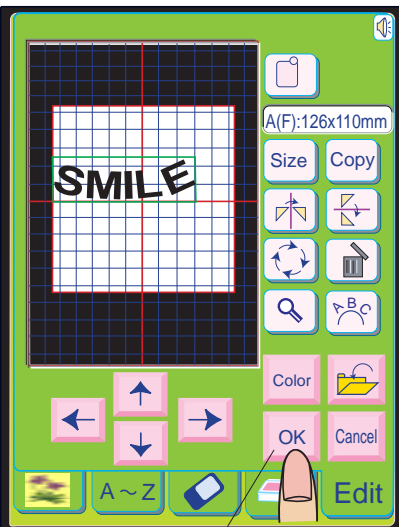
8. Press the inward double-head arrow key to make an ark shorter.

NOTE:

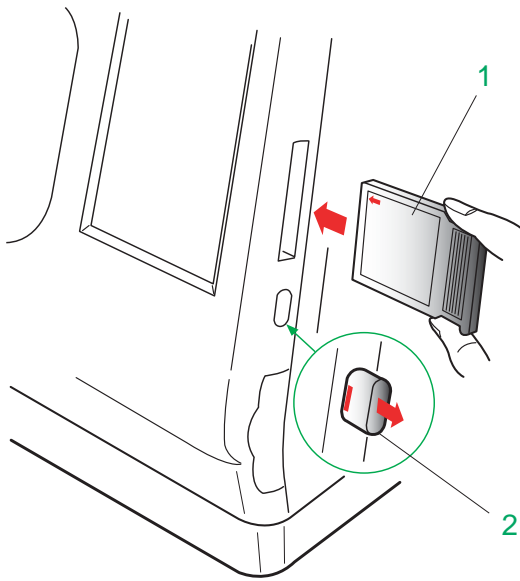
- The arc length will change when pressing the outward or inward double-head arrow key, but the curvature will remain the same.

9. Move the monogram if necessary. After choosing the shape of the arc, press the OK key to define it.

10. Press the OK key in the Edit Mode and the design will be shown on the embroidery screen.



10



PC Card (Optional Item)

In addition to the built-in embroidery designs, there are many attractive designs available from the optional PC Design Card. The Memory Craft 10001 is compatible with the ATA PC Card, which can be used to save the ordinary and embroidery stitch files.

Inserting the PC Card

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

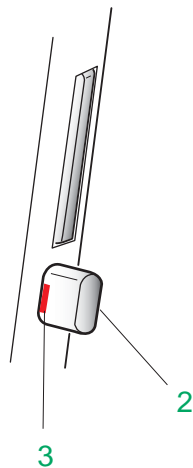
Push the card until it clicks, then the Eject Button will pop out.

1 Front Side of Card

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

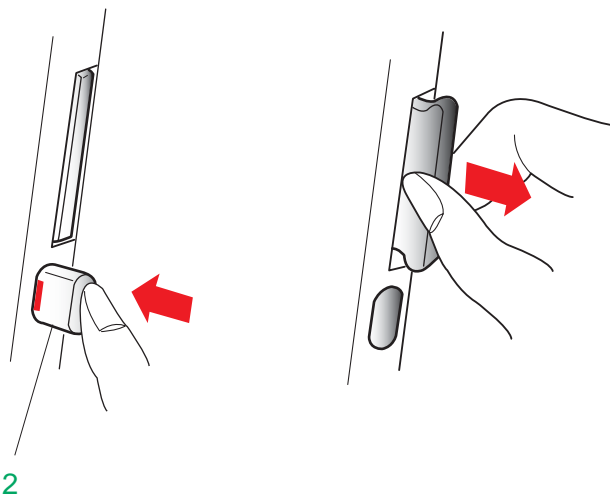
2 Eject Button

3 Red Bar





Ejecting the PC Card

Press the Eject Button to eject the PC Card. Take out the PC Card from the machine.



CAUTION:

Do not turn the power off or eject the card while the hourglass or warning sign   has been displayed on the screen. Otherwise the saved data will be lost or the memory will be damaged.

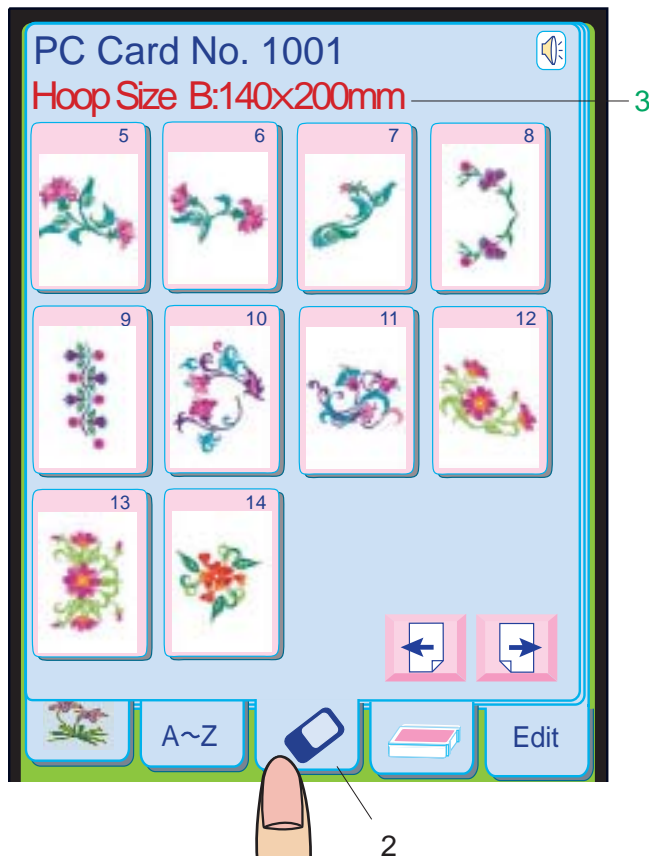
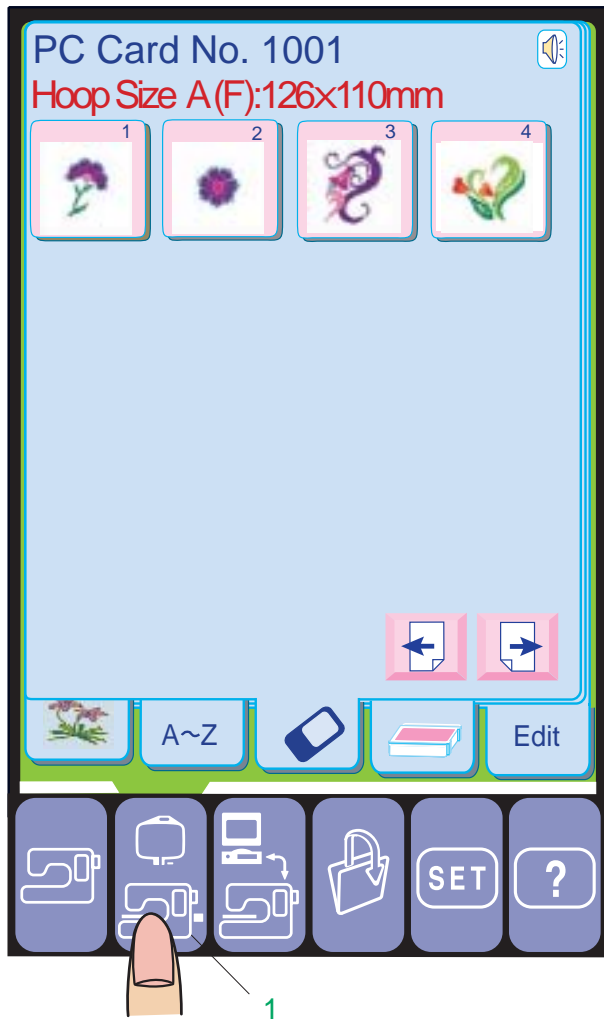
ATA PC Card

The ATA PC Card consists from an adapter and Compact Flash available from computer shops and camera shops.

NOTE:

The following Compact Flashes are recommended for use with the Memory Craft 10001.

- Sandisk (8 MB, 16 MB, 20 MB)
- Buffalo RCF-C (30 MB), RCF-L (16 MB)
- Kodak (16 MB)
- Lexar (16 MB, 8x/4x)
- TDK (16 MB)
- Pretec (16 MB)
- Microtec (16 MB)



Selecting the Designs from 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 to enter the Embroidery Mode.

Example: PC Design Card No. 1001 Big Floral Collection

Press the PC Card key. 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 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.

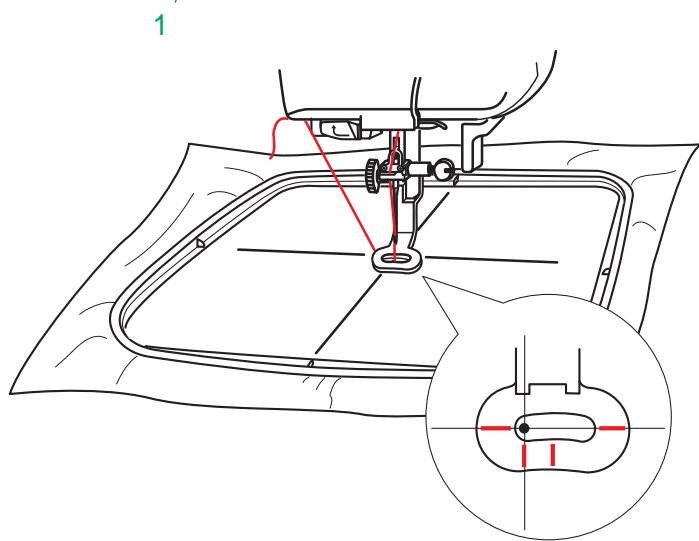
Use Embroidery Hoop B for these patterns.



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.



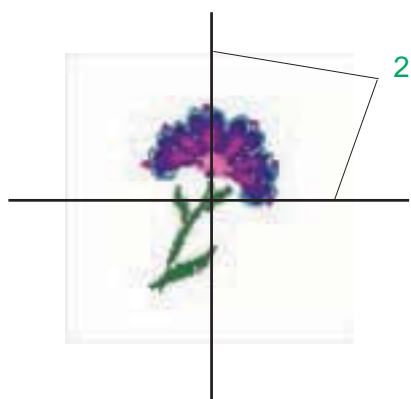
Matching an embroidery position

Adjust the hoop position with the Jog keys 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 Centerlines on the Fabric

NOTE:

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

Card Reader 10000

You can download embroidery designs from MC9000's Memory Card Library via Card Reader 10000 to your Memory Craft 10001 and sew.

NOTE:

- The Card Reader 10000 is sold separately.

Connecting Card Reader 10000

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

Insert the two plugs into the Card Reader 10000.

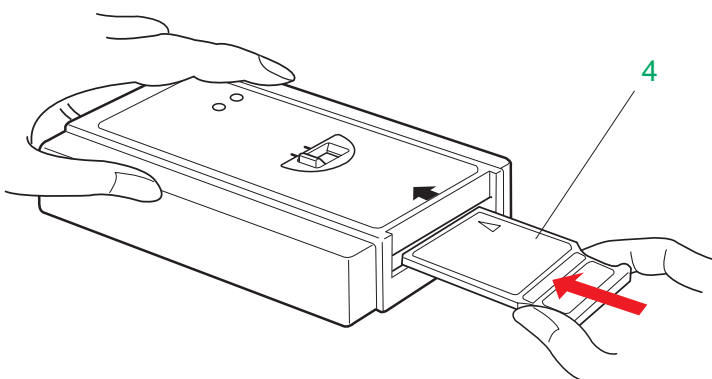
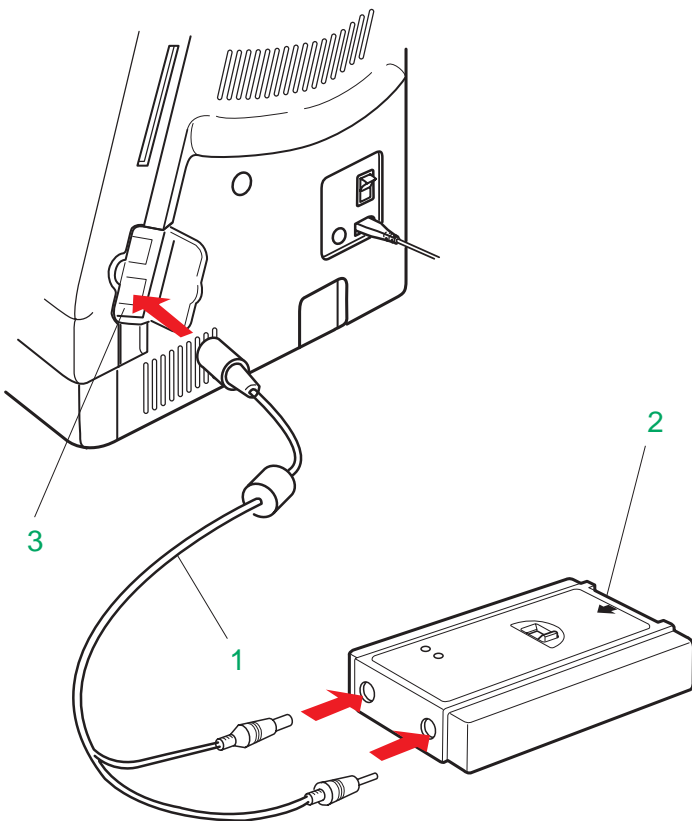
- 1 RS-232C Cable
- 2 RS-232C Connector
- 3 Card Reader 10000

Insert a Memory Card r 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.

Press the Card Reader key.

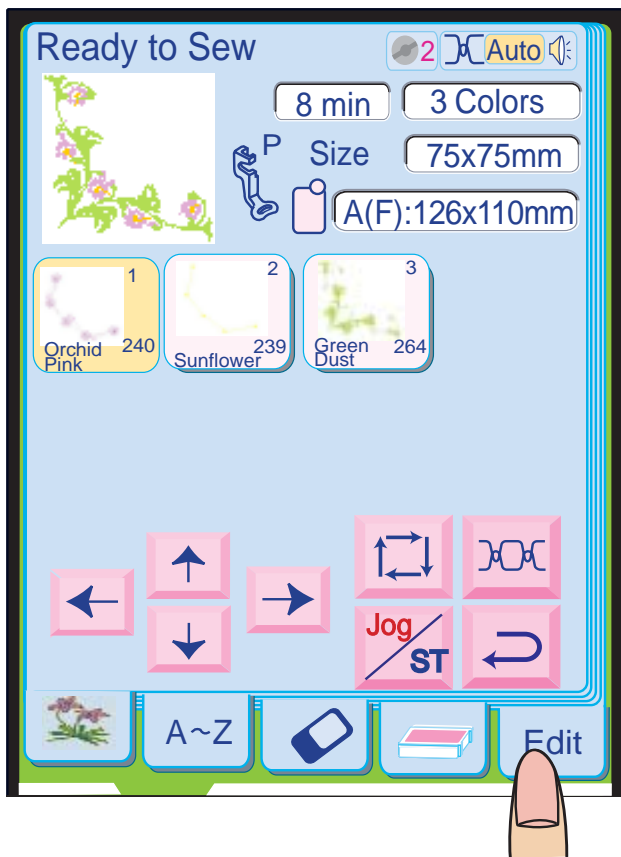
The Pattern Selection key will appear.

- 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.



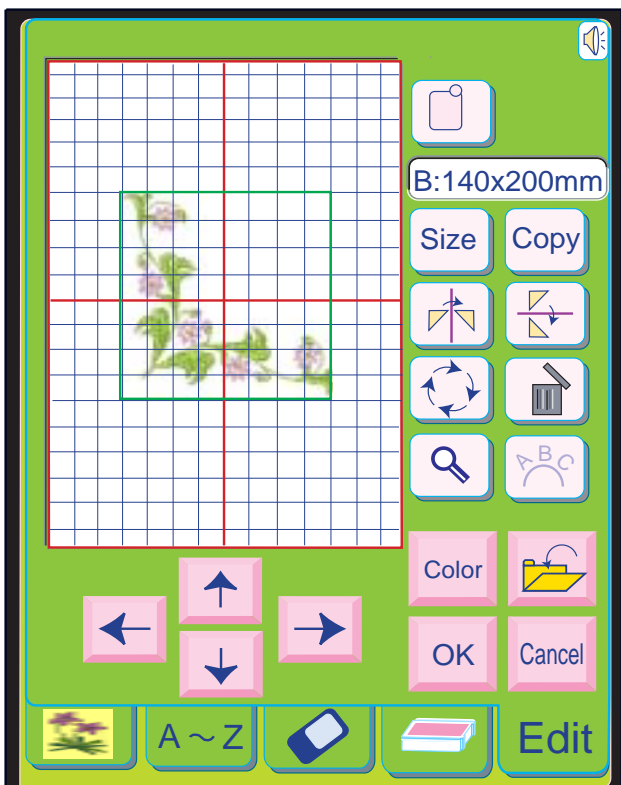


Edit Mode

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.

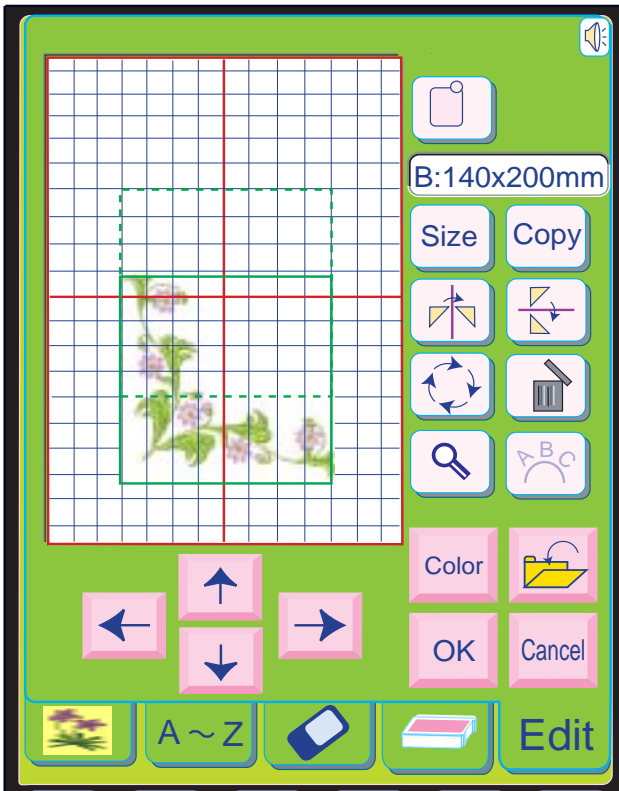
Pattern Selection Windows in the Edit Mode

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.

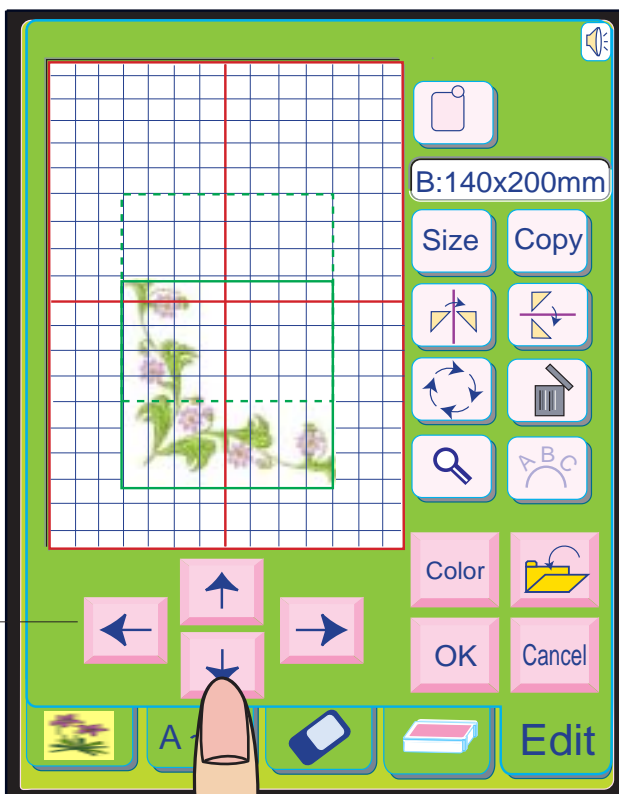
To import design patterns into the Edit Mode window, select the desired pattern in the pattern selection window. The screen will return to the Edit Mode window with the selected pattern displayed on the Edit screen.



Selecting a pattern on the edit screen

The green 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 a 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.

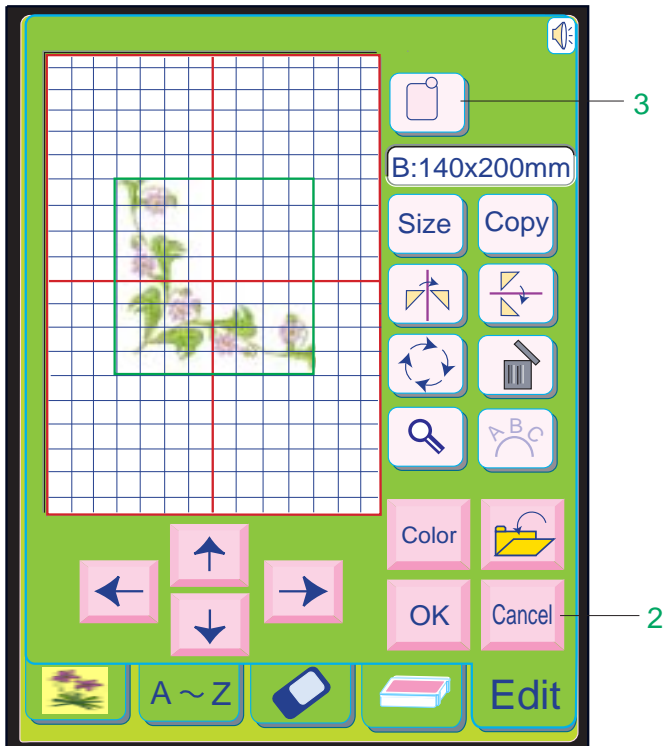
Press the Layout keys to move the pattern to the desired position on the Edit screen.

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

1 Layout Keys

NOTES:

- The appearance of the Layout keys is the same as the Jog keys but their function is different.
- Use the Jog keys to move the carriage (see page 132).



Cancel key

When you press the **Cancel** key, 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 **Cancel** key.

There are three hoop size selections:

- * Standard Hoop **A**, 12.6 cm (5") by 11cm (4 3/8")
- * Big Hoop **B**, 20 cm (8") by 14 cm (5 1/2")
- * Free-arm Hoop **C**, 5 cm (2") by 5 cm (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

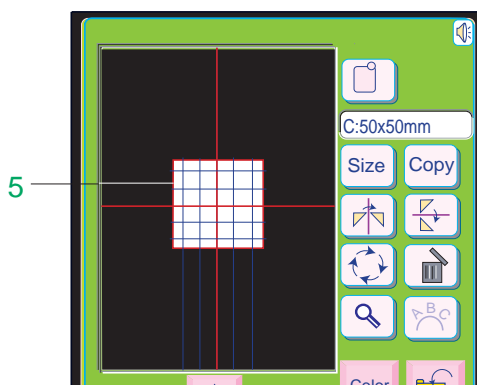
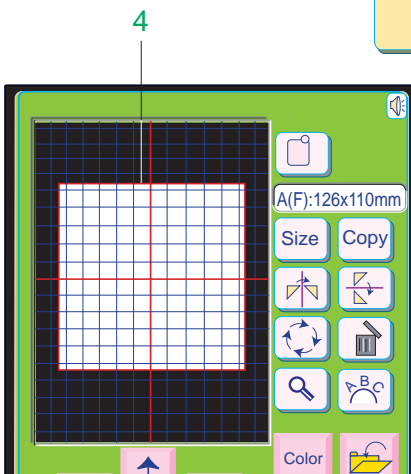
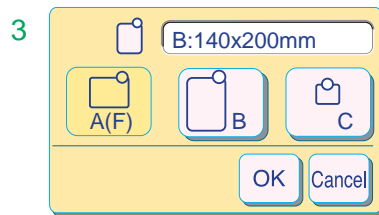
- The red frame indicates the edit boundary. When you layout the patterns, make sure the patterns will fit inside the red frame.

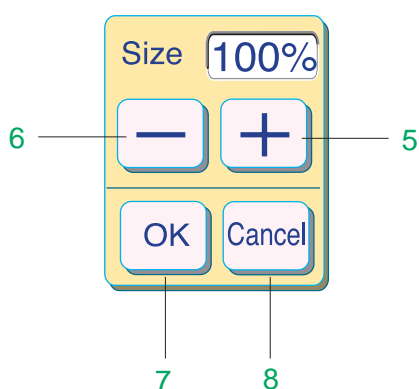
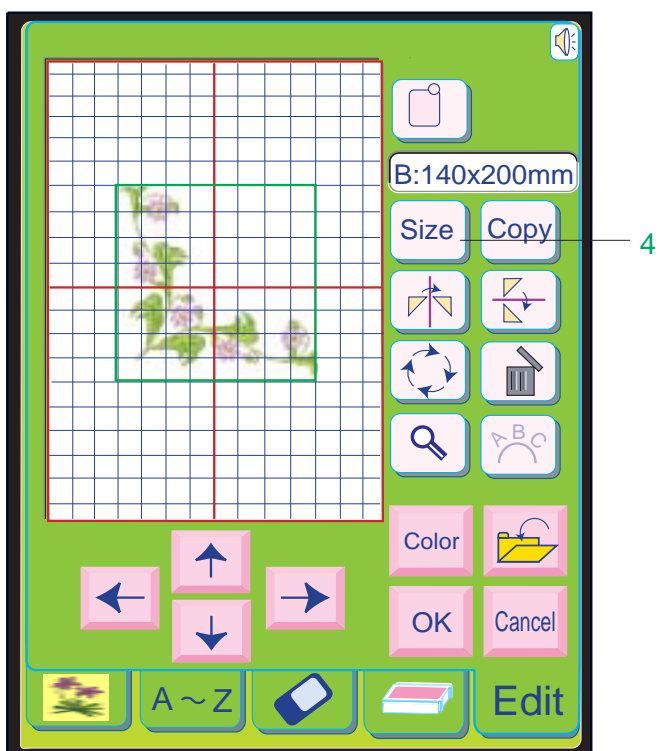
5 The layout boundary for Free Arm Hoop C

- 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 a selected pattern

Normal mode:

By pressing the **Size** key, 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, the size will change to large, small or medium in order. The default setting is medium.

Professional mode:

When you press the **Size** key, 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 to enlarge the size of the pattern.

Press the **-** key to reduce the size of the pattern.

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

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

5 Plus Key

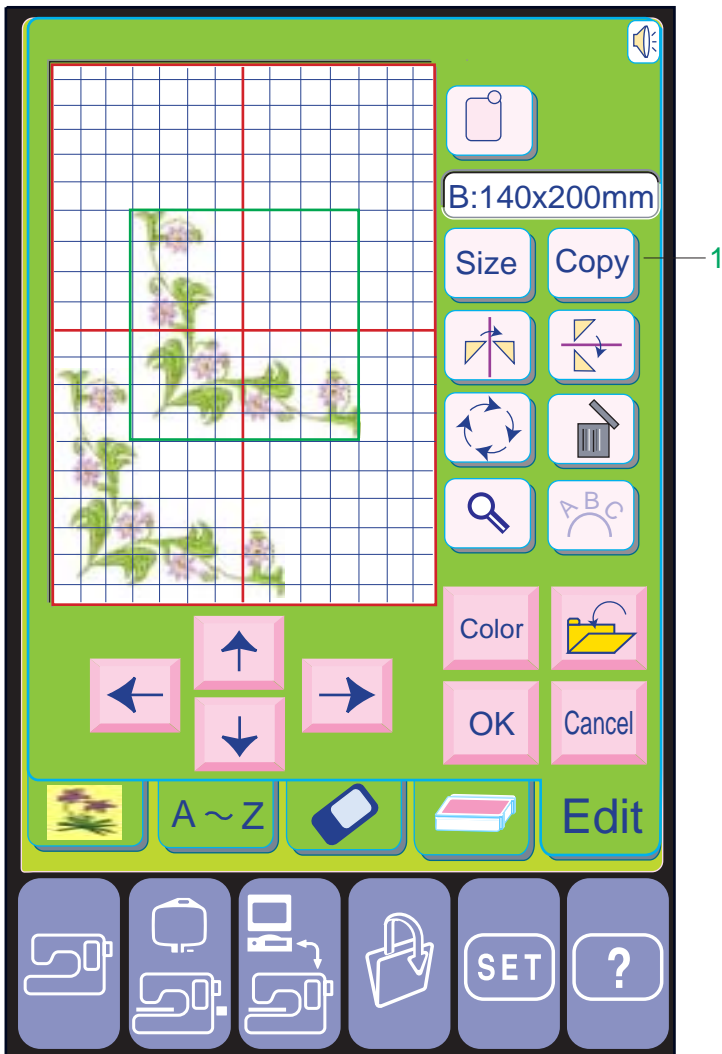
6 Minus Key

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.



Duplicating a selected design

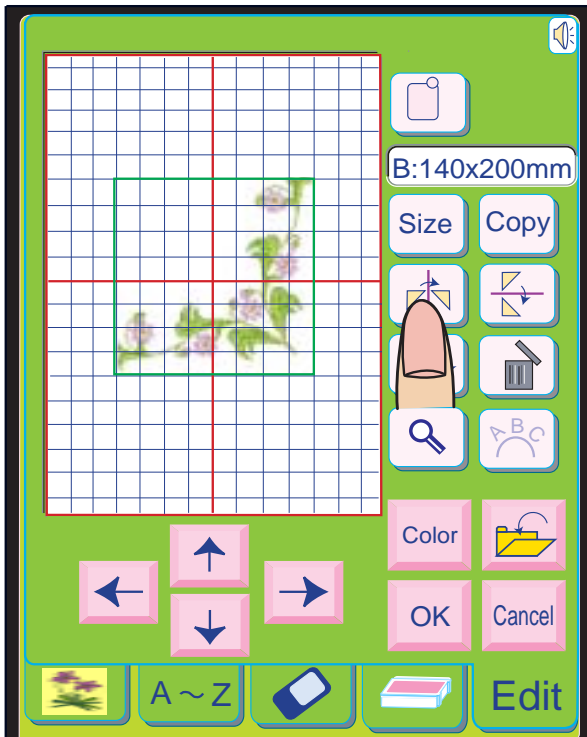
Select the design you wish to duplicate.

Press the Copy key and the selected design will be duplicated.

1 Copy Key

NOTE:


- If you press the Copy key when the pattern is located in the center, the duplicated pattern will completely overlap the original. Move the duplicated pattern to separate it from the original.

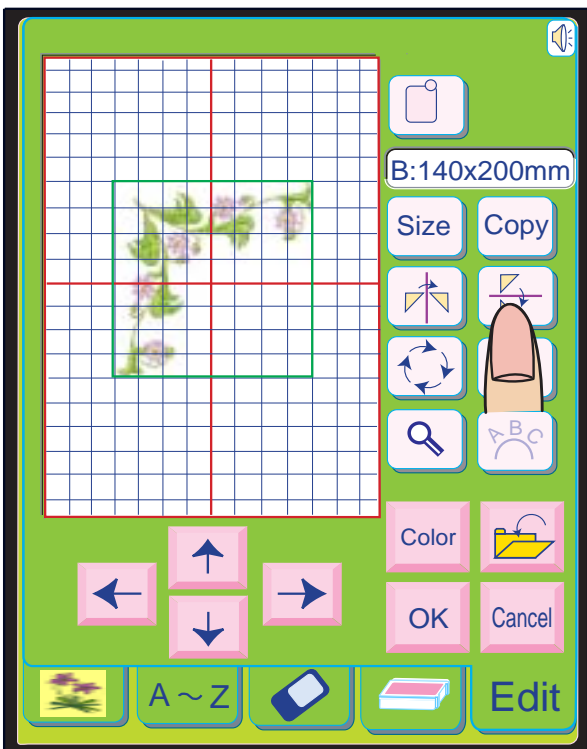



Flipping a selected design

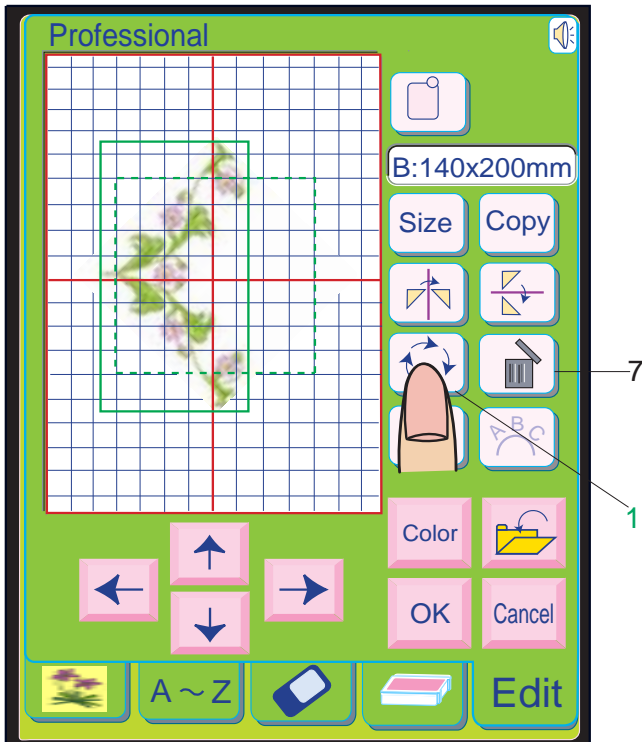
When you press the   keys, you may embroider a mirror image of the pattern.

Mirror Image Keys

Press the  key to flip patterns from left to right.



Press the  key to flip from top to bottom.




Rotating a selected design


Normal mode:

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


1 Rotation Key


Professional mode:


Press the  key, and the Rotation window will appear.


Press the  key to change the direction of rotation.

The key functions are as follows:

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

Each time you press the  key, the embroidery pattern will rotate 1°.

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

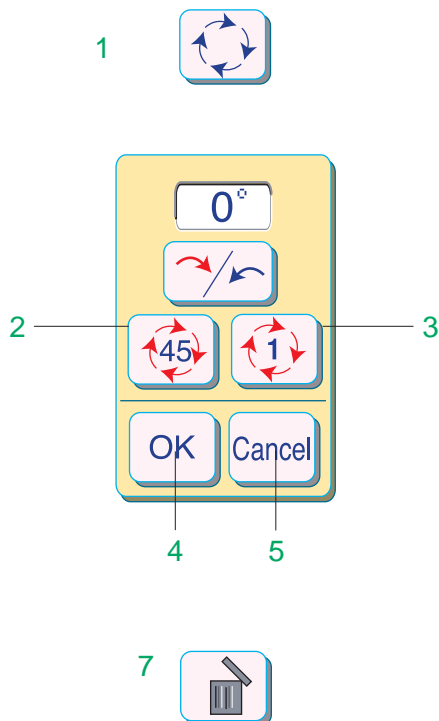
When you press the  key, the angle will not change and the screen will return to the Edit screen.

2 Rotate 45° Key



3 Rotate 1° Key

4 OK Key


5 Cancel Key



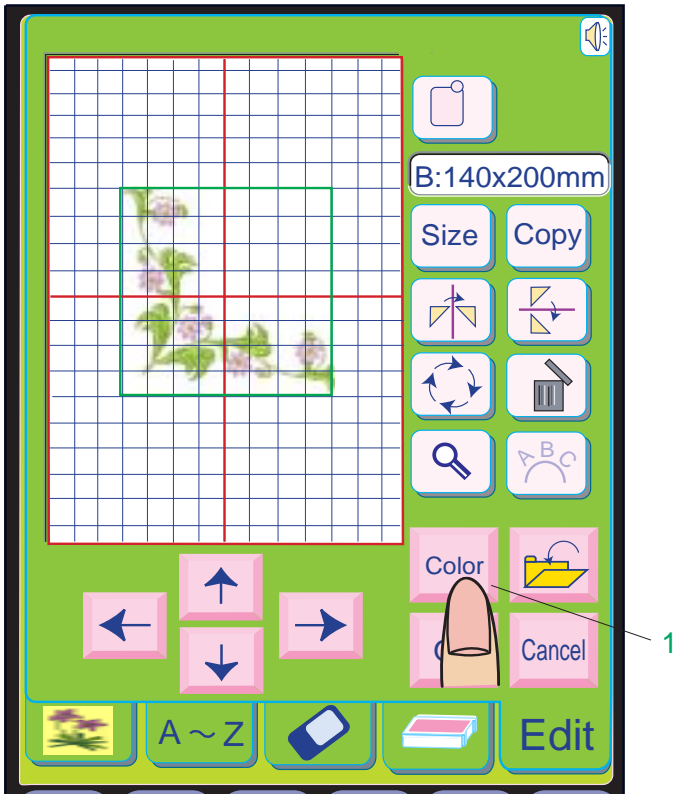
NOTE:

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

Delete Key

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

7 Delete Key



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 to open the color change window.

1 Color Key

Select the desired color with the **←** **→** keys and the desired color tone with the **↑** **↓** keys.

2 Horizontal Arrow Keys

3 Vertical Arrow Keys

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

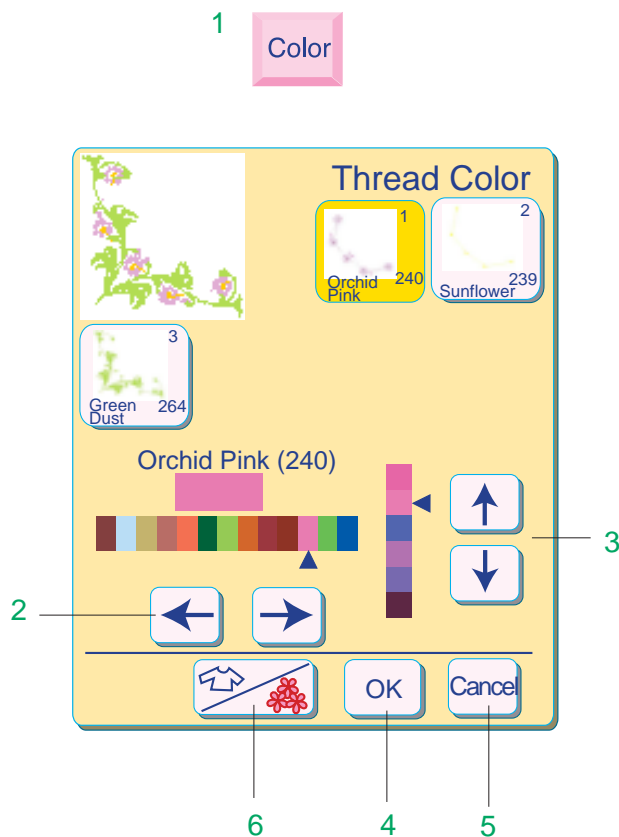
If you do not want to change the colors, press the **Cancel** key to return to the Edit Mode window.

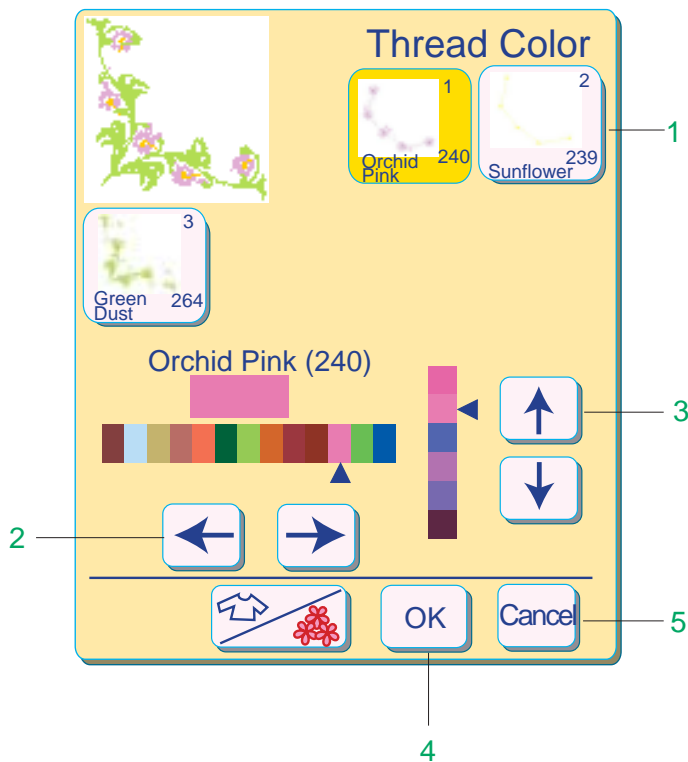
4 OK Key

5 Cancel Key

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

6 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 Color/Part Key

Select the desired color with the **←** **→** keys and the desired color tone with the **↑** **↓** keys.

2 Horizontal Arrow Keys

3 Vertical Arrow Keys

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

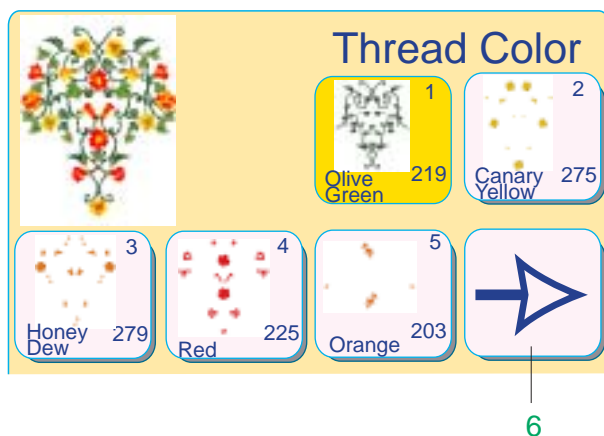
If you do not want to change the colors, press the **Cancel** key to return to the Edit Mode window.

4 OK Key

5 Cancel Key

A Big Arrow key 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.

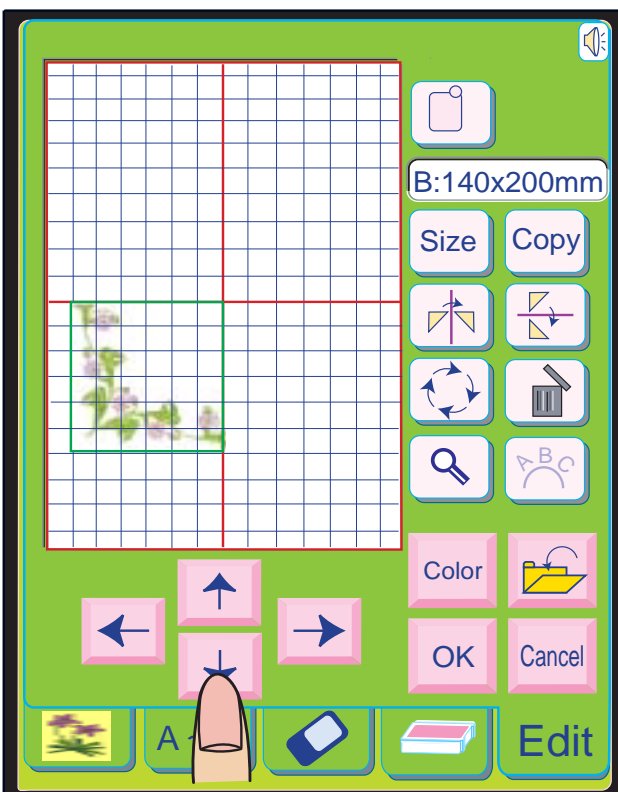
6 Big Arrow Key





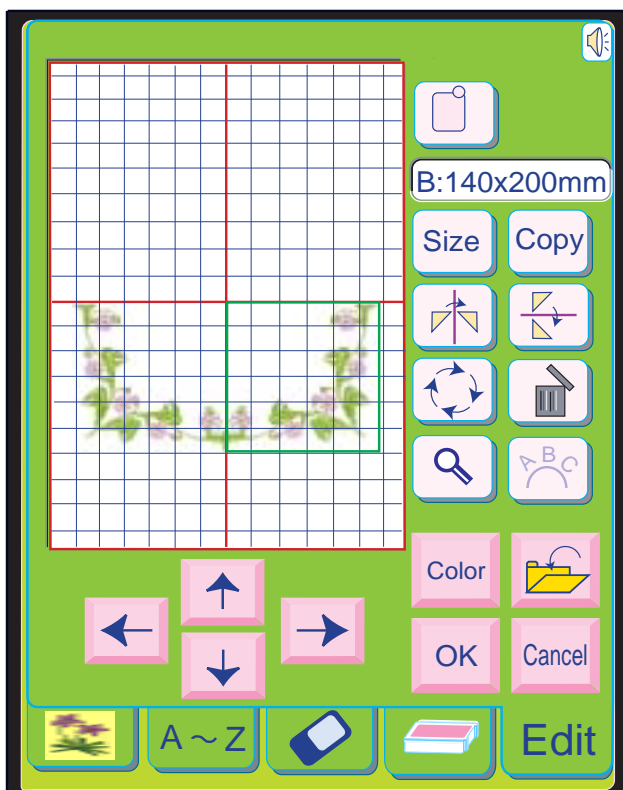
Example 1: Pattern Combination for Big Hoop B

Press the Edit key.
Select Built-in Pattern 5.



Press the **Size** key to reduce the pattern size.

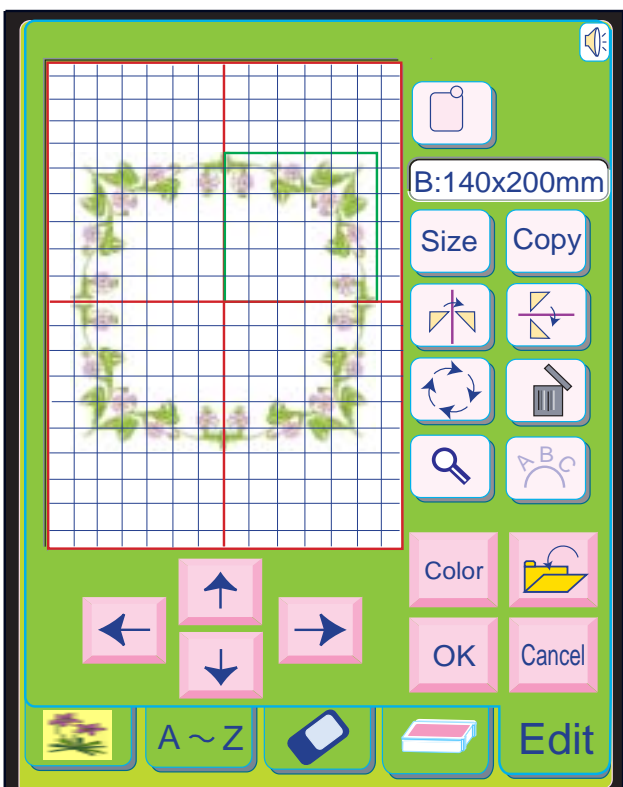
Press the Layout keys to move the pattern down and to the left.



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.

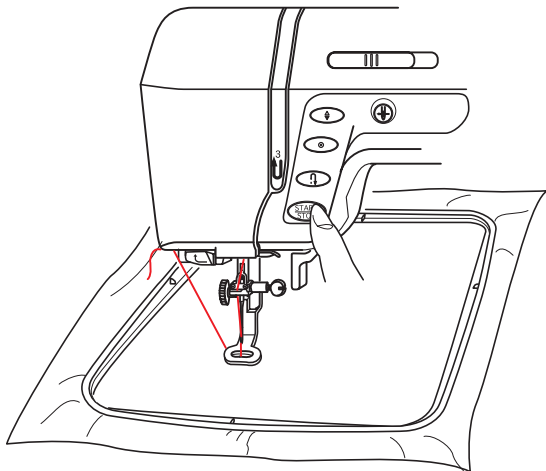
Press the Layout keys to move the pattern to the top right of the screen.

Press the  key.

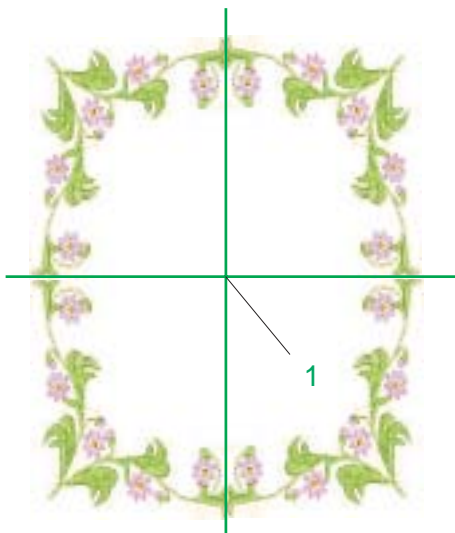


The patterns in the Edit screen are combined and will be shown in the preview window as one design.

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



Press the Start/Stop Button to start embroidering.



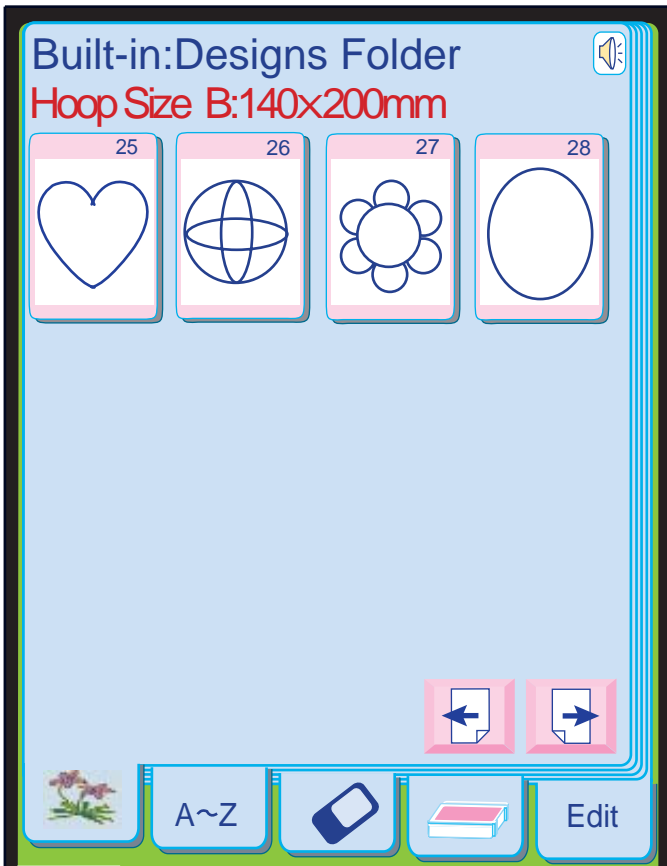
Sewing results

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

NOTE:

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

1 Starting Point

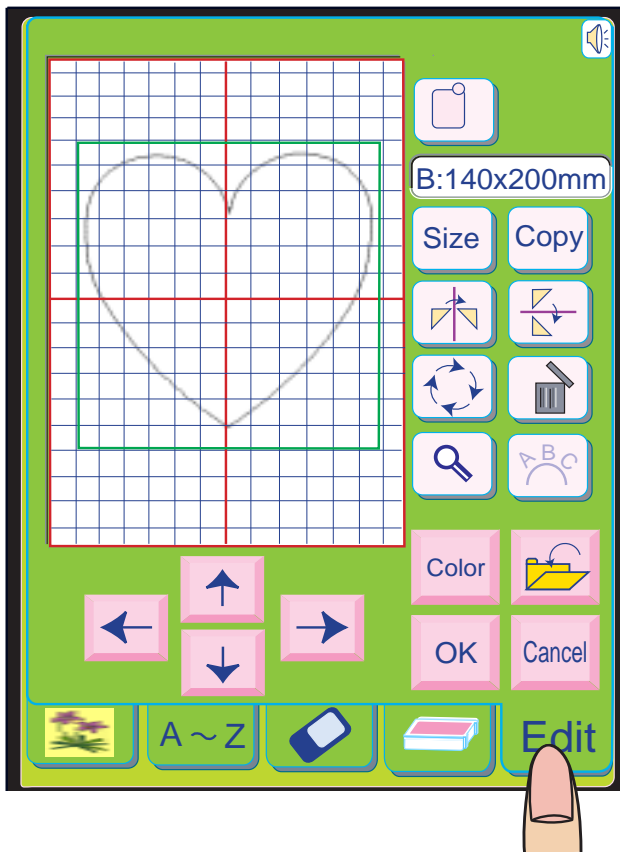


Example 2: Border Designs Using the Template Patterns

NOTE:

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

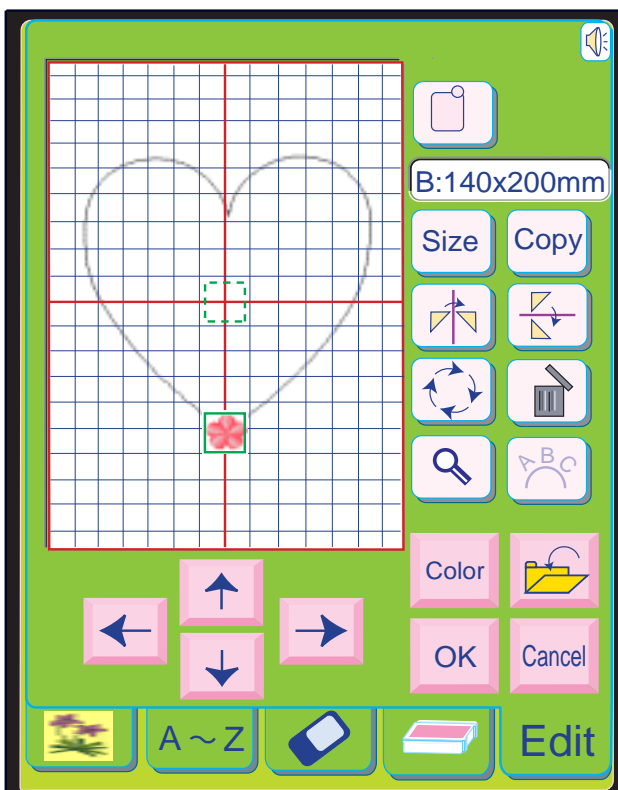
Select Built-in Pattern 25.



Press the Edit key.

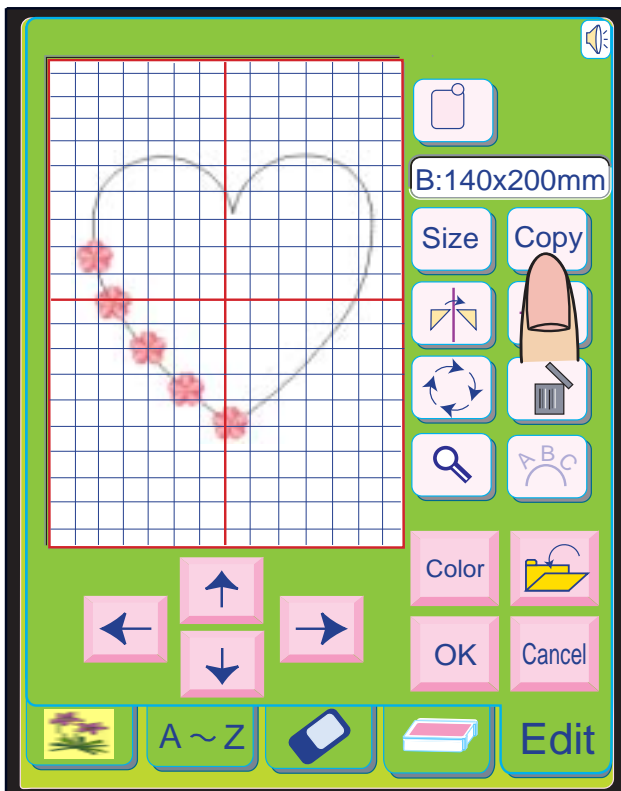


Open the built-in design window and select Pattern 1.



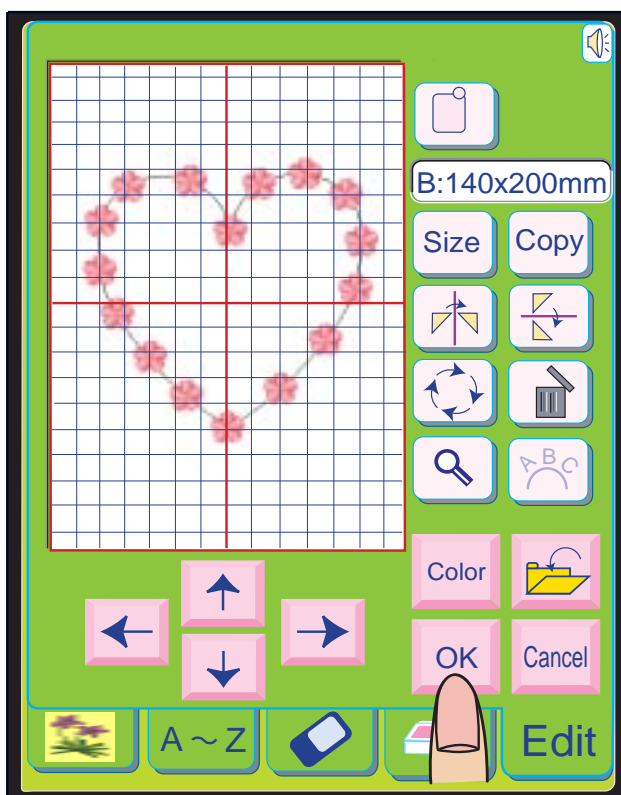
The screen returns to the Edit Mode window and Pattern 1 will be displayed on the Edit screen.

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



Press the copy key to duplicate the pattern and lay it along the outline of Pattern 25.

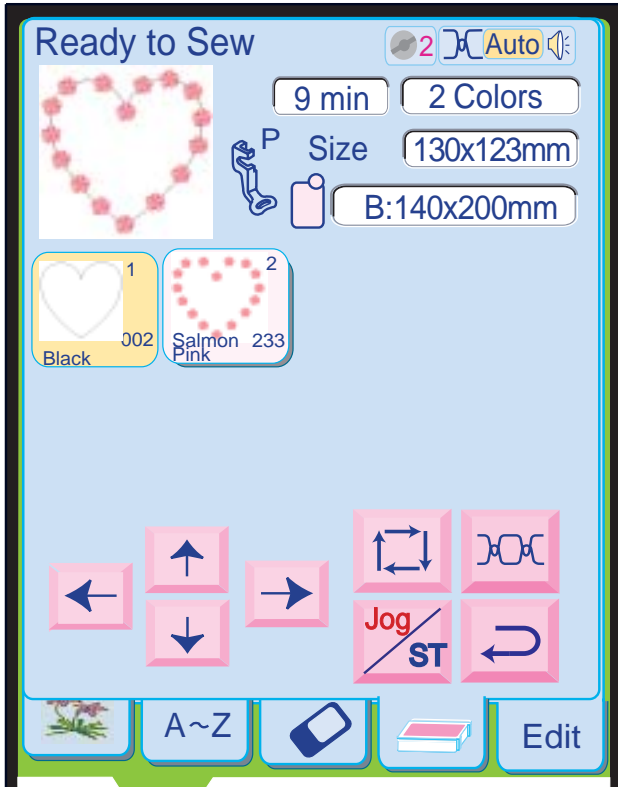
Repeat the above step to form a heart-shape with a series of Pattern 1.



Press the **OK** key.

NOTE:

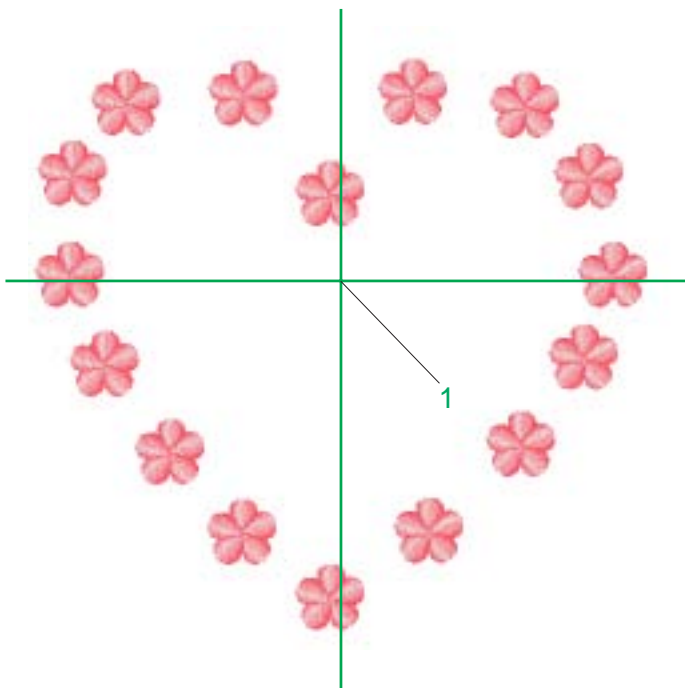
- When combining the monogram with any pattern that has a black section at the beginning or end of the pattern, the monogram will be a part of the black section since the default color for monogram is black. If you wish to sew the monogram in other color, press the Color key to change the color of monogram so the machine will stop between the pattern and monogram.



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 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




The original design created in the Editing Mode can be saved as a file in the Built-in Memory or ATA PC card. There are 3 folders in the built-in memory and 12 folders in the ATA PC card for saving the files.

NOTES:

- Up to 100 files can be saved in each folder, but total number of the files is limited by the available memory size.
- The memory size of free space is displayed on the screen.



- 1 When you press the  key, the folder list will be displayed on the screen.
- 2 Press the icon of the desired folder to select it and the Save File box will open. The file name will automatically assigned starting from M_001.... in order.
- 3 Press the  key and the file will be saved in the selected folder.
- 4 To return to the previous screen, press the return  key.

Changing the folder name






- 5 To change the folder name, press the  key and "Name" will turn red (). Press the icon of the desired folder and the keyboard window will open.
- 6 Enter the folder name and press the  key.

Assigning a file name



You can assign the particular name to the file.

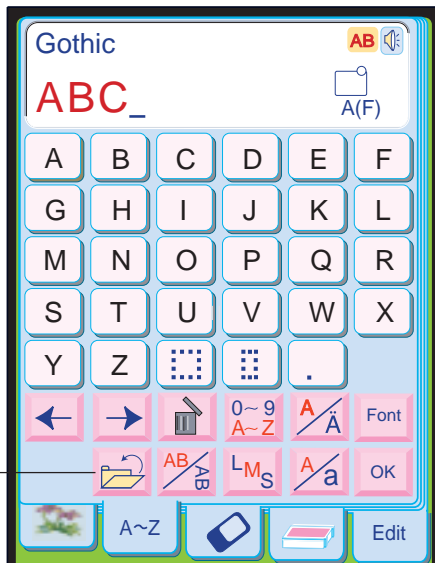
- 7 Press the  key to open the keyboard window.
- 8 Enter the file name and press the  key. The file will be saved with the new name.

NOTES:

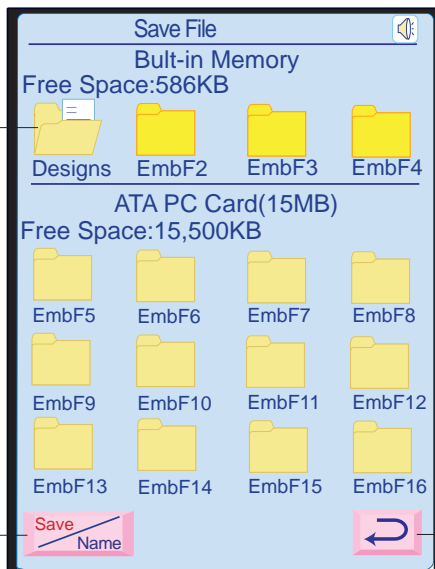
- Only 8 characters can be entered.
- Press the  key (back space) to delete the last character.
- Press the  key and the screen will return to the folder list.
- When the memory is full, the warning message will appear. Press the  key and go to the open file window then delete the file that you do not need.
- When you save a file under the same name, the confirmation message will appear. Press the  key to overwrite the existing file. Press the  key if you do not wish to overwrite it

CAUTION:

Do not turn the power off or eject the card while the hourglass or warning sign   has been displayed on the screen. Otherwise the saved data will lost or the memory will be damaged.



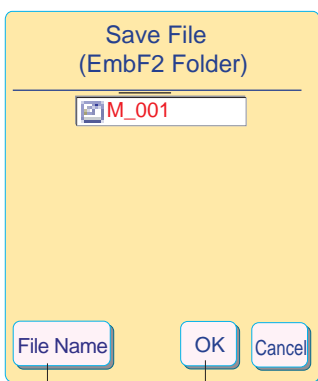
1



2

5

4

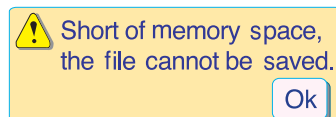
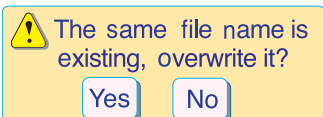


7

3

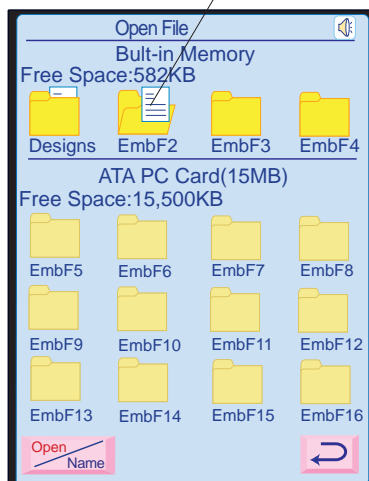


6, 8

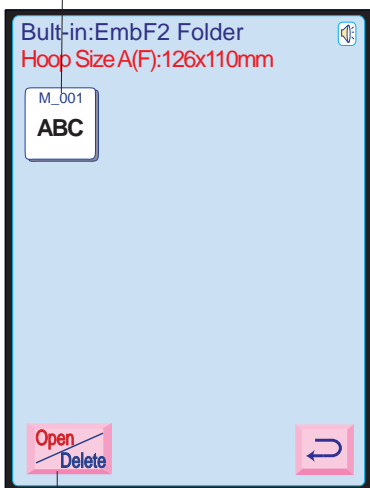




1



2

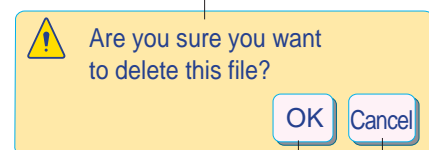


3, 4

6



5



7

8





9

Opening the saved file

- 1 When you press the Open File Key, the folder list will be displayed.
- 2 Press the folder icon you wish to open. A document icon in the folder indicates that the folder contains the saved files.
- 3 The file name and stitch image will be displayed on the file icon.
- 4 Press the file icon to select the desired file to open.
- 5 The pattern combination of the file will be displayed on the screen.

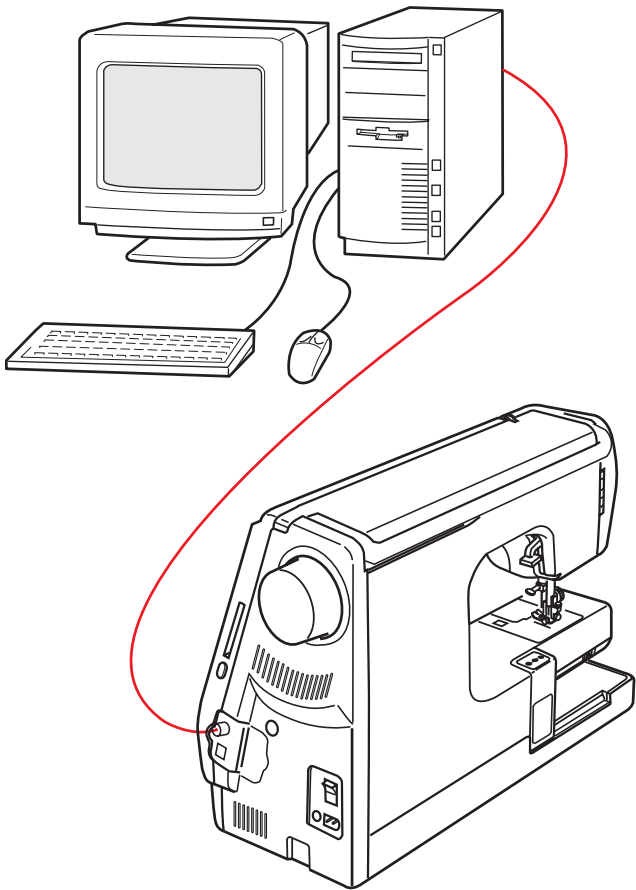
Deleting the saved file

When you need to delete the saved file, select the file by pressing the file icon.

- 6 Press the  key to delete the file and the "Delete" will turn red ().
- 7 The confirmation window will appear.
- 8 Press the  key if you are sure to delete it.
- 9 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.

NOTES:

- The new sequence file number will always follow the largest number in the folder regardless you have deleted files or not.
- After saving or opening a file in the built-in memory, only the designs in the selected "EmbF" folder will be displayed when pressing the Built-in Design Mode key. To show the built-in designs, press the icon key of the "Designs" folder to open it.



PC-Link Mode

Connecting the Memory Craft 10001 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/Me/XP base.

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

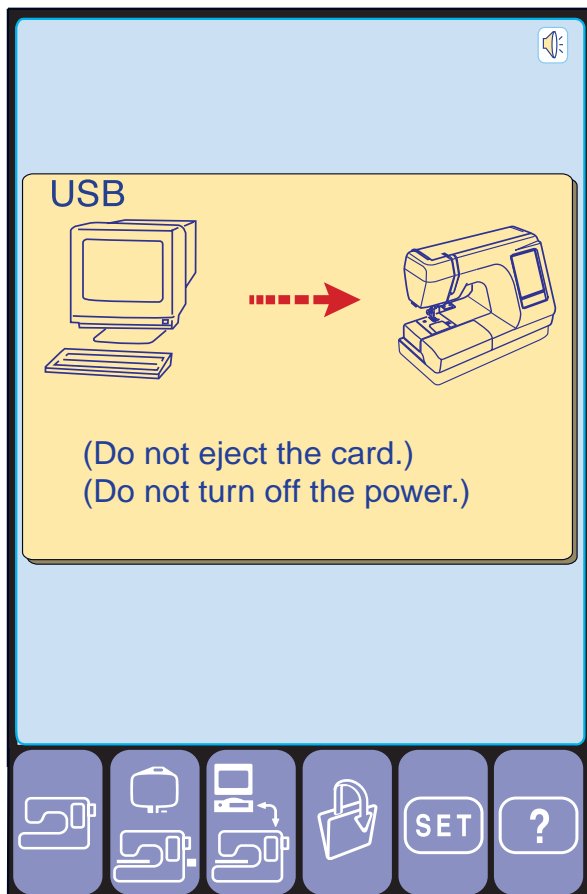
Please refer to the Hook-up Diagrams on pages 170 and 171 for proper connection of your PC.

Sending the design via PC-Link

You can transfer embroidery design data between the machine and PC, using Customizer 10000 Plus or Digitizer 10000 Version 1.3.

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

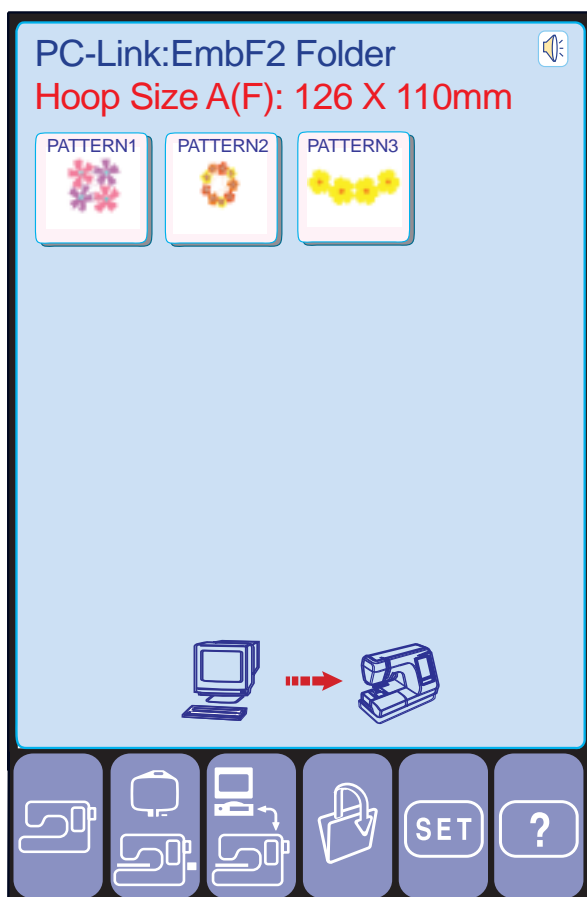
The screen shows the standby window.



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.

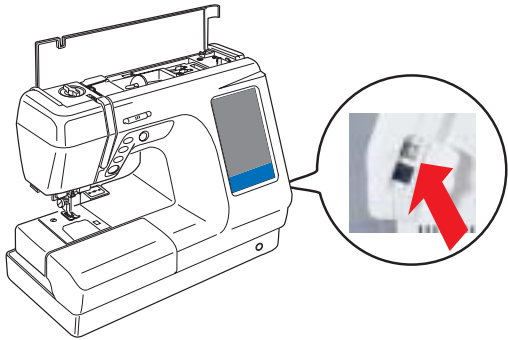


After all the designs have been sent, the designs will be shown in the Pattern Selection window.

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

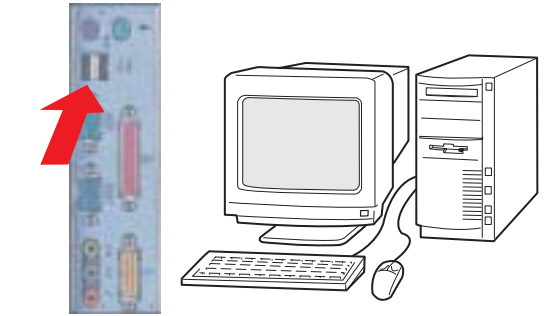
Hoo-up diagrams

Windows[®] 98 / Me / 2000 /XP (USB)

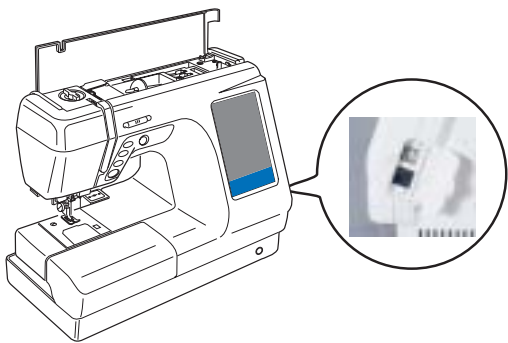


Type "B" Connector

USB Cable
(12Mb/s)



Type "A" Connector



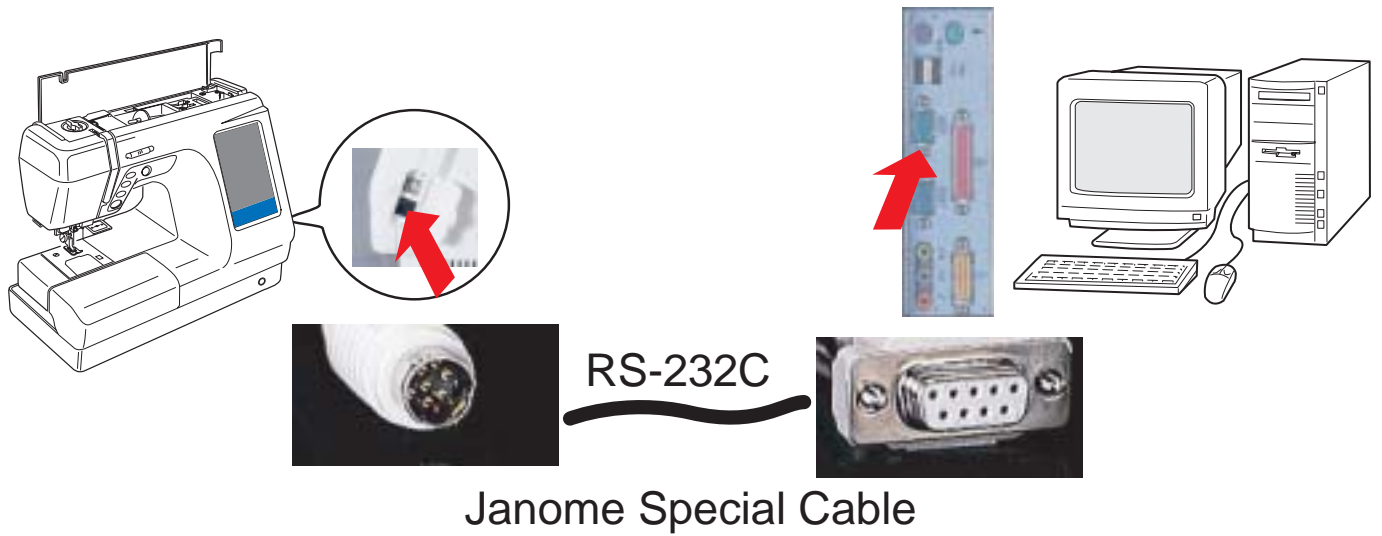
Type "B" Connector

USB Cable
(12Mb/s)



Type "A" Connector

Windows NT[®](RS-232C)



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

CARE OF YOUR MACHINE

Replacing a Light Bulb

WARNING:

- Turn the power switch off and disconnect the power supply plug from the outlet before replacing the bulb.
- Be careful not to touch the bulb while it is hot. Wait until the lamp has cooled down before touching it.

The Memory Craft 10001 is equipped with dual sewing lights. One is located behind the Face Plate and the other is on the underside of the sewing arm.

To replace the light bulb behind the Face Plate:

Open the Face Plate.

Remove the rubber Lamp Socket from the Lamp Holder.

Pull out the bulb from the socket.

Insert a new Light Bulb into the socket, making sure to align the Pins with the holes on the socket.

Snap the socket back into the holder and close the Face Plate.

- 1 Face Plate
- 2 Lamp Socket
- 3 Lamp Holder
- 4 Light Bulb
- 5 Pins

To replace the light bulb on the underside of the sewing arm:

Lay the machine on its back.

Remove the Clear Window with the screwdriver as shown.

Remove the rubber Lamp Socket from the window.

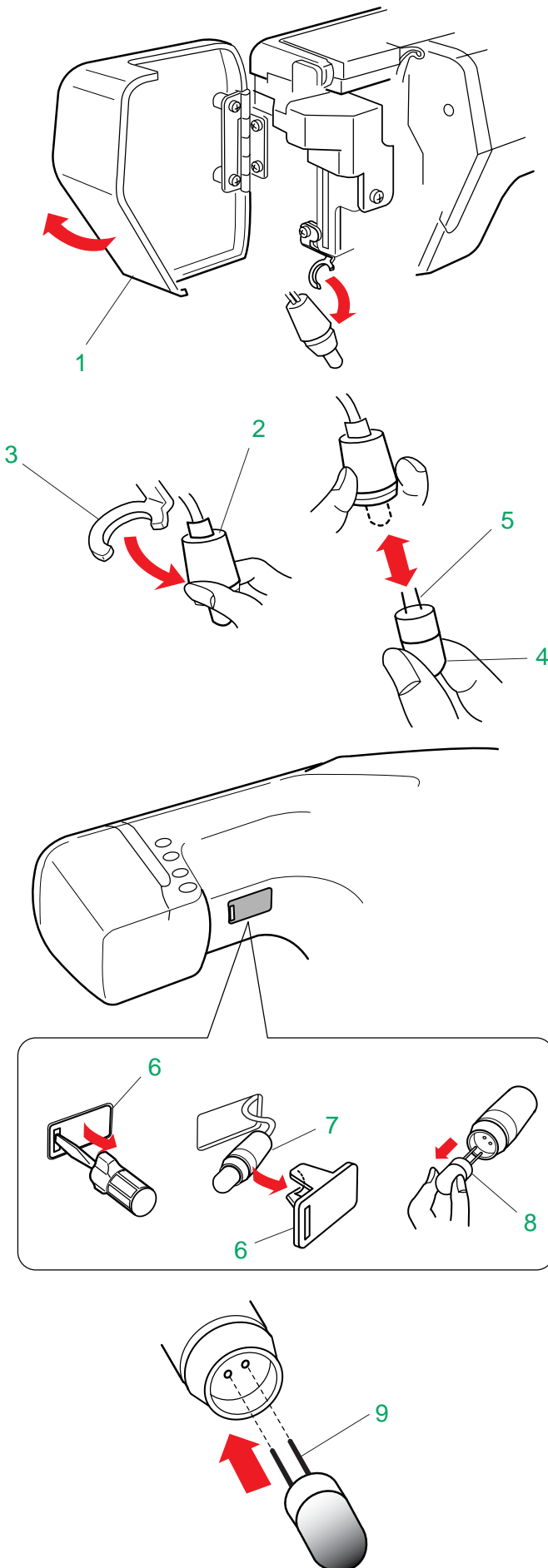
Pull out the Light Bulb from the socket.

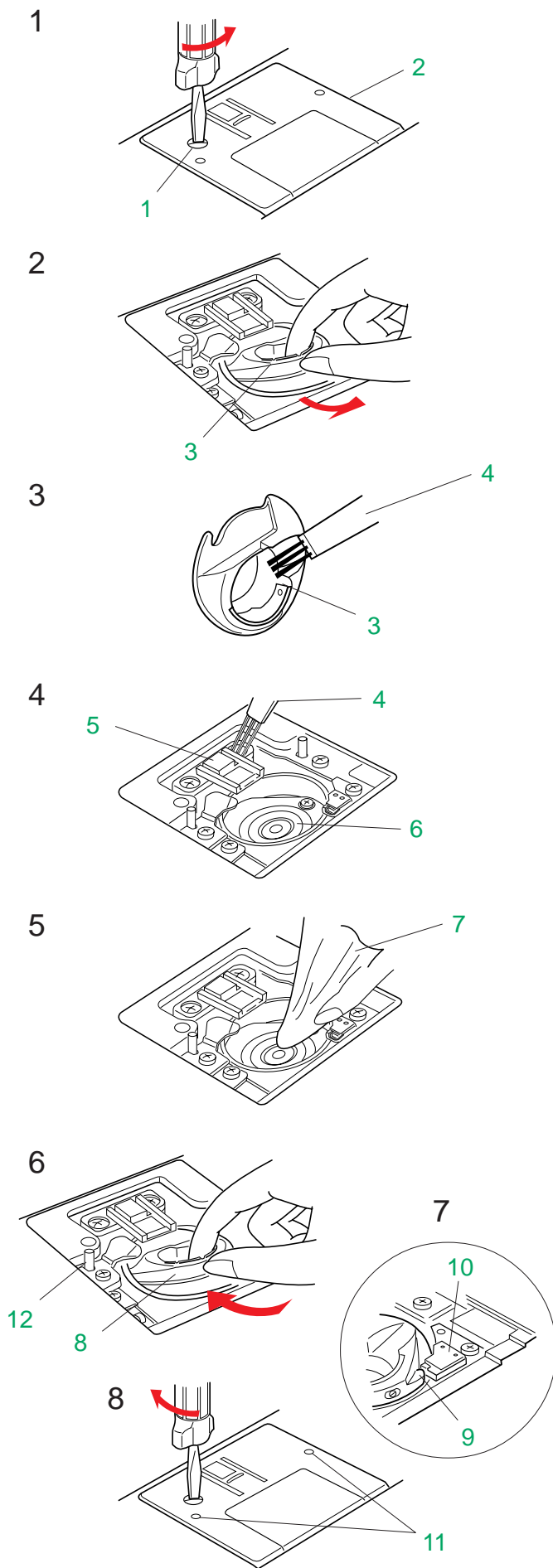
Insert a new bulb into the socket, making sure to align the Pins with the holes on the socket.

Snap the socket back into the fork on the window.

Insert the window back into the opening on the machine.

- 6 Clear Window
- 7 Lamp Socket
- 8 Light Bulb
- 9 Pins





Cleaning the Hook Race and Feed Dog

Press the Up/Down Needle Button to raise the needle, then unplug the sewing machine.

NOTE:

- Do not dismantle the machine other than what is explained on this page.
- Remove the Set Screw on the left hand side of the needle plate with the screwdriver supplied with the machine. Remove the Needle Plate.
 - Take out the bobbin. Lift up the Bobbin Holder and remove it.
 - Clean the Bobbin Holder with a Lint Brush.
 - Clean the Feed Dog and Hook Race with the Lint Brush.
 - Clean the Hook Race with a Soft Dry Cloth.
(You may also use a vacuum cleaner.)

- 1 Set Screw
- 2 Needle Plate
- 3 Bobbin Holder
- 4 Lint Brush
- 5 Feed Dog
- 6 Hook Race
- 7 Soft Dry Cloth

Assemble the hook race

- Insert the Bobbin Holder so that the Knob fits next to the Stopper in the hook race.
 - Insert the bobbin.
 - Reattach the needle plate, aligning the Guide Holes on the needle plate with the Needle Plate Guide Pins and tighten the screw.
- 8 Bobbin Holder
 - 9 Knob
 - 10 Stopper
 - 11 Guide Holes
 - 12 Needle Plate Guide Pins

NOTE:

- After cleaning the machine, make sure the needle and presser foot are attached.

Troubleshooting

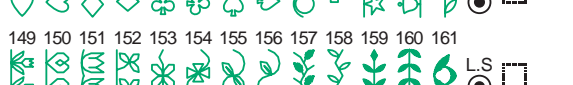
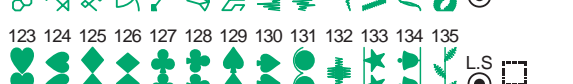
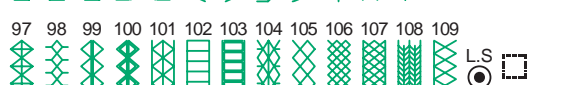
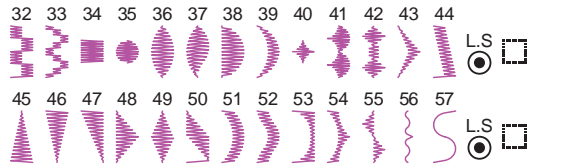
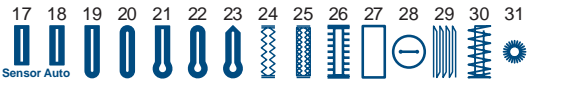
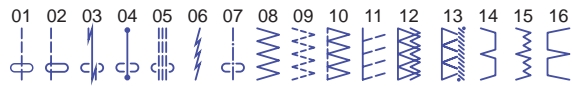
Problem	Cause	Reference
The machine is noisy.	<ol style="list-style-type: none"> 1. Threads have been caught in the hook mechanism. 2. The feed dog is packed with lint. 	<p>See page 173.</p> <p>See page 173.</p>
The needle thread breaks.	<ol style="list-style-type: none"> 1. The needle thread is not 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 page 14.</p> <p>See page 41.</p> <p>See page 18.</p> <p>See page 18.</p> <p>See page 19.</p> <p>See page 123.</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 page 13.</p> <p>See page 173.</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. 5. The fabric is not drawn to the rear when sewing is finished. 6. The needle is too fine for the fabric being sewn. 	<p>See page 18.</p> <p>See page 18.</p> <p>See page 18.</p> <p>See page 41.</p> <p>See page 34.</p> <p>See page 19.</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 page 26.</p>
PC Card does not work.	<ol style="list-style-type: none"> 1. PC Card is not set correctly. 	<p>See page 144.</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. A BLUE TIPPED needle is not being used for the sewing stretch, very fine and synthetics. 5. The needle thread is not threaded properly. 6. The defective (rusted, burred needle eye) needle is used. 7. The embroidery hoop is not set properly. 8. The fabric is not pulled tightly enough on the embroidery hoop. 	<p>See page 18.</p> <p>See page 18.</p> <p>See page 19.</p> <p>See page 19.</p> <p>See page 18.</p> <p>Change the needle.</p> <p>See page 122.</p> <p>See page 121.</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 stitch length is too long for the fabric. 5. The presser foot pressure is not adjusted correctly *When sewing extremely lightweight materials place interface underneath the fabric.. 6. The fabric is not pulled tightly enough on the embroidery hoop. 	<p>See page 41. See pages 13, 14.</p> <p>See page 19. Make stitches denser See page 24.</p> <p>See page 121.</p>
Slipping fabric	<ol style="list-style-type: none"> 1. The presser foot pressure is not adjusted correctly 2. The correct presser foot is not being used. 	<p>See page 24. See page 22</p>
The cloth is not feeding smoothly.	<ol style="list-style-type: none"> 1. The feed dog is packed with lint. 2. The presser foot pressure is too weak. 3. The stitches are too fine. 4. The fabric is not fed when sewing is starting. 5. The feed dog is lowered. 6. The correct presser foot is not used. 	<p>See page 173. See page 24. Make stitches coarser. See page 35. See page 24. Use the correct foot.</p>
The machine does not run.	<ol style="list-style-type: none"> 1. The machine is not plugged in. 2. A thread is caught in the hook race. 3. The control circuit is not working correctly. 4. The start/stop button is used for ordinary sewing with foot control plugged in. 	<p>See page 7. See page 173. Turn the switch off and turn it on again. See page 8.</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 122.</p> <p>Remove the object. See page 122.</p>

Problem	Cause	Reference
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 stitch length is not suitable for the fabric being sewn. 4. Feed balancing dial is not properly set. 5. Interfacing is not used for sewing stretch and very fine fabrics. 6. The embroidery hoop Attaching Knob is loose. 7. The carriage is bumping into something around the machine. 8. The fabric is not pulled tightly enough on the embroidery hoop. 9. The fabric is caught or pulled for some reason when sewing embroidery. 	<p>Use the correct foot. See page 41. See pages 37, 49.</p> <p>See page 117. Use an interfacing.</p> <p>See page 122. See page 122.</p> <p>See page 121.</p> <p>Stop the machine and free the fabric.</p>
The automatic buttonhole stitches are not balanced.	<ol style="list-style-type: none"> 1. The stitch length is not suitable for the fabric being sewn. 2. The feed balancing dial is not set properly. 3. Interfacing is not used with stretch fabric. 	<p>See page 61.</p> <p>See page 117. Use an interfacing.</p>
Pattern selection keys do not 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. The control circuit is not working correctly. 4. Key position is out of alignment. 	<p>See page 11.</p> <p>Turn the switch off and turn it on again. Turn the switch off and turn it on again. See page 27.</p>
Automatic needle threader does not work.	<ol style="list-style-type: none"> 1. The needle threader is locked in the lowered position. 	<p>See page 16.</p>

STITCH CHART

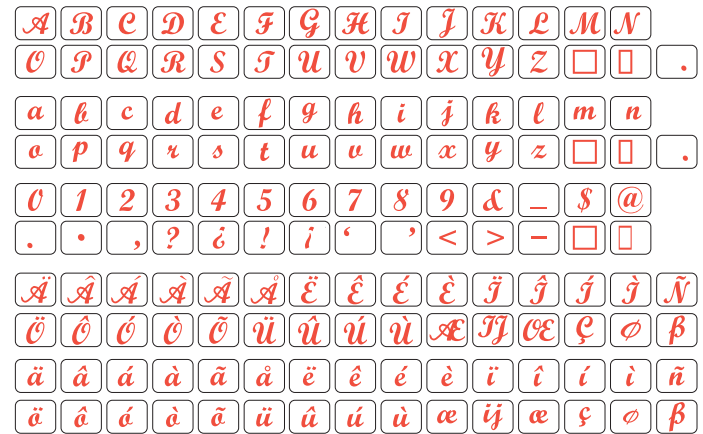
ORDINARY SEWING



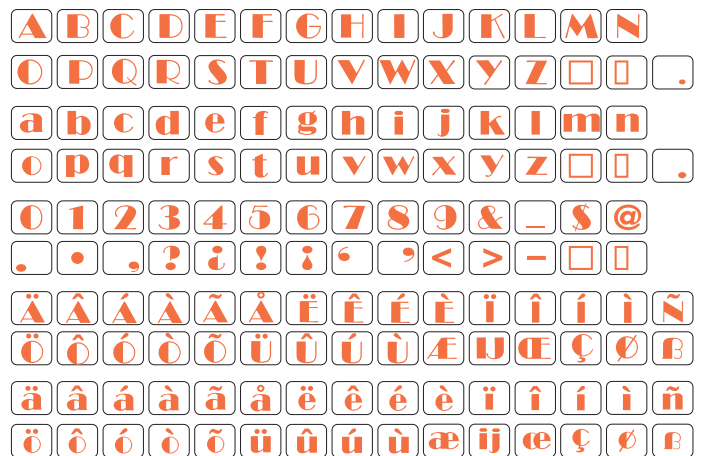
Block



Script



Broadway



Symbol



DESIGNS CHART



3-letters / 2-letters



Program border



Gothic

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Cheltenham

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Typist

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Hollowblock

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