

# Memory Craft 100E

## New Owner's Lesson

### Using a USB to Transfer



In this lesson we will be going over how to bring a design from a USB flash drive to the machine.

The Memory Craft 100E will read designs files in the following formats: .JEF, .JEF+, .DST and .JPX.

- .JEF (*non-editable Janome embroidery format*)
- .JEF+ (*editable Janome embroidery format*)
- .DST (*Tajima embroidery format*)
- .JPX (*Cutwork embroidery format*)

When writing a design to the USB, the design must be unzipped. Any design larger than the 5.5" X 5.5" will not appear in the machine.

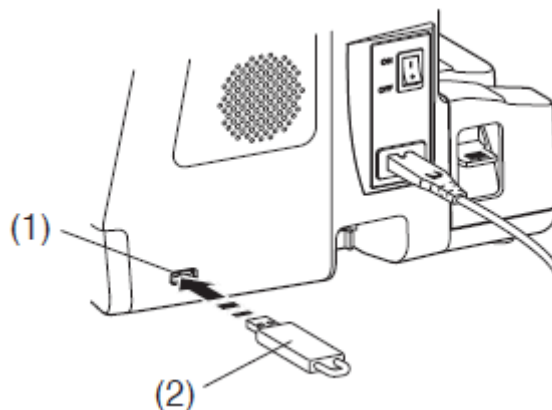
The machine comes with free editing software called Embroidery Editor. The QR code and link for it is located on page 5 of the instruction book. We recommend you download the software to your Windows PC. If you don't have any type of embroider software on your computer, you may not be able to see your embroidery design on your Windows PC once you download it.

There is quick reference chart on page 104-106 Make a copy of those pages and keep it next to your machine for reference.

You can use any USB brand on the market. They do not have to be the Janome brand. We would suggest that you get the ones with the smallest memory. Purchase a USB with a small storage capacity. Do not use a USB over 28GB. Anything larger and the machine may not be able to open the designs.

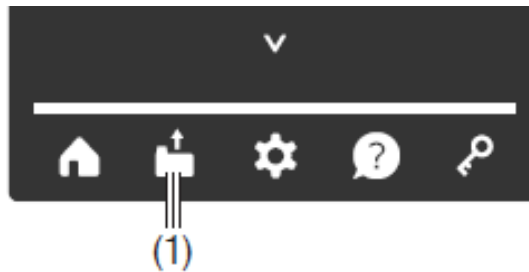
#### WHEN FORMATTING USB FLASH DRIVES:

- This model machine supports FAT16 and FAT32 formats only. If the USB flash drive is not read, check its format (*refer to pages 95-96 in the instruction book*).
- Do not use a USB card reader or USB hub in the machine.
- To write the design to the USB just copy and paste the design to the USB. Copy only the design that you plan on stitching out and not everything else. Use the USB as a transportation device for your design from computer to sewing machine and not as a storage device for all your designs.
- Once you have the design on your USB you can insert it into the USB port on the machine located on the right side.

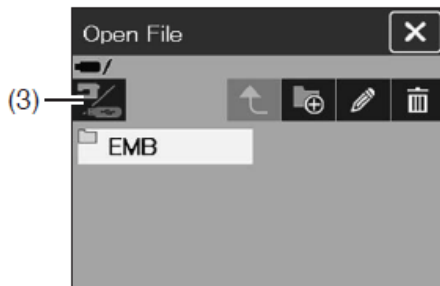


- Press the Open File key to open the open file window.

*Open File key*



On the screen press the internal memory/USB flash drive search key (3) and highlight the USB flash drive.



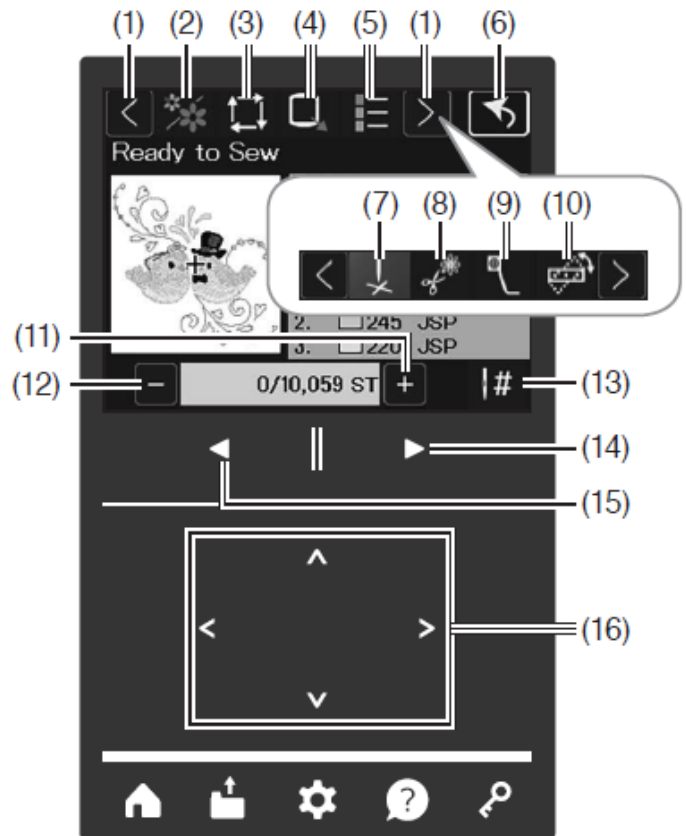
Press the Pages key (*the arrow to the right*) and it will show the first six designs.

- If you have less than six it will only show what you have on the USB. If you have more than six you will need to keep pressing the arrow to the right until you get to the design, you are looking for.
- Select the desired file and the next window SQ14e. Touch the X to close the window. The next window will show the recommended thread tension. Change the thread tension dial to the recommended if necessary. Touch the X to clear the screen and you are now ready to sew.
- The Ready to Sew window shows embroidery function keys and information on the selected pattern.
- **Example:** Everyday and Holiday Designs #3 Select the pattern #3 in the pattern selection window for Everyday and Holiday Designs. The Ready to Sew window will open.

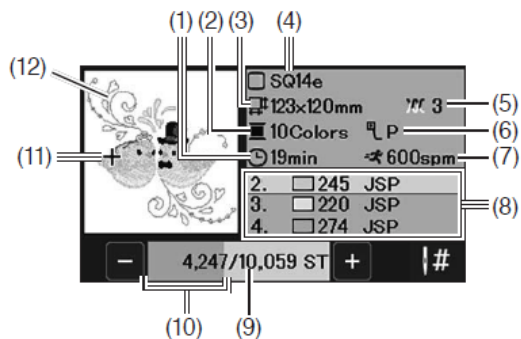
### Function keys:

The function keys include 16 of the following call-outs. *Additional information can be found on pages 34 - 39 of the Instruction Book.*

- **(1) Function switch key**
- **(2) Color section key** — Press this key to show the complete image of the selected design or partial image of each color section only.
- **(3) Trace key** — You can check the size of the embroidery area by tracing the pattern outline without stitching or with basting stitches.
- **(4) Hoop back key** — Press this key and the hoop back option window will open. You will have multiple options of moving the hoop. (refer to page 36 in instruction book)
- **(5) Color list key** — Press the color list key to show the recommended colors list of the selected design. The list shows the color of threads to be used, the sewing order of the threads, and the stitch count for the threads to be sewn. (refer to page 37 in the instruction book)
- **(6) Previous window key** — Press this key to return to previous window.
- **(7) Cross key** — The cross mark indicates the current sewing point. Press the function switch key to show cross key. Press the cross key again to hide the cross mark.
- **(8) Jump thread cutting length key** — Press the function switch key to show the jump thread cutting length key. Press the jump thread cutting length key to open the adjusting window.
- **(9) Embroidery foot key** — Press the function switch key to show the embroidery foot key. (refer to page 38 in the instruction book)
- **(10) Fine position/angle adjustment key** — You can make fine adjustments to the position or angle of the embroidery design without removing the embroidery hoop from the machine. (refer to page 39 in instruction book)
- **(11) Stitch forward key** — Press the “+” key to move the hoop ahead.
- **(12) Stitch backward key** — Press the “-” key to move the hoop back to a previous sewing point.
- **(13) Jump key** — If you want to jump to the desired sewing point directly, press the jump key and the numeric keypad window will open. Enter the desired stitch count number and press the OK key.
- **(14) Next layer key** — To view the next color section, press the next layer key.
- **(15) Previous layer key** — To view the previous color section, press the previous layer key.
- **(16) Jog keys** — Adjust the hoop position with the jog keys so that the needle position comes right above the center of the reference lines on the fabric.



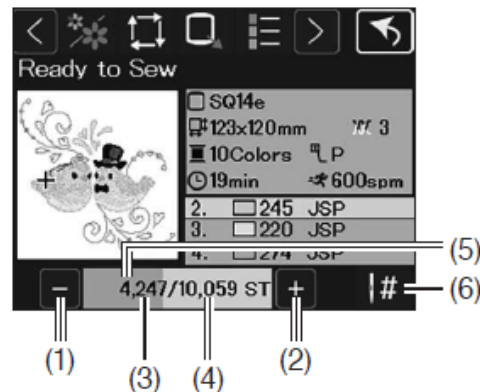
### Pattern Information



The Pattern Information key includes 12 of the following call-outs.

- **(1)** Required sewing time
- **(2)** Number of thread colors (*layers*)
- **(3)** Dimension of the design (*width X height*)
- **(4)** Hoop type
- **(5)** Tension setting
- **(6)** Presser foot
- **(7)** Maximum sewing speed
- **(8)** Thread color
- **(9)** Stitch count
- **(10)** Progress bar
- **(11)** Cross mark (*current sewing point*)
- **(12)** Preview window

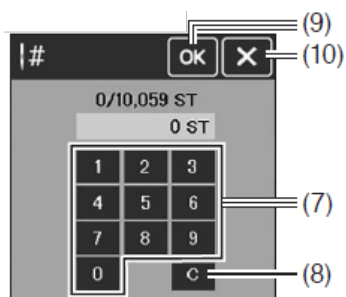
### Stitch back/forward keys



Press the “-” key to move the hoop back to a previous sewing point. Press the “+” key to move the hoop ahead. The hoop will move one stitch each time the key is pressed. Hold down the key to travel faster and jump 10, 100 or 500 stitches at a time. The stitch count and the total number of stitches are displayed in the stitch count window. You can use these keys to move the embroidery hoop to where the thread has broken or run out.

- **(1)** Stitch backward key
- **(2)** Stitch forward key
- **(3)** Stitch count
- **(4)** Total number of stitches
- **(5)** The progress bar appears when the stitch count increases and indicates the progress of the embroidery sewing project. When the project is completed, the progress bar returns to 0.
- **(6)** Jump Key

## Jump key



To jump to the desired sewing point directly, press the jump key and the numeric keypad window will open. Enter the desired stitch count number and press the OK key. Press the clear key to delete the stitch count number and reset to 0. The hoop moves to the sewing point you entered.

- **(6)** Jump key
- **(7)** Numeric keypad window
- **(8)** Clear key
- **(9)** OK key
- **(10)** X key

[illegible]