CARTRIDGE

Cartridge
You can store your own original pattern, which you entered in the knitting machine computer, in the cartridge. Once you store the pattern in the cartridge, you can load it to the knitting machine time and time again.

- When using the pattern programming device ....
  This cartridge works with the pattern programming device and you can create the pattern on the TV screen.

CAUTION
- Do not insert or remove the cartridge to/from the slot with the power switch on.
- Do not touch the metal part of the bottom of the cartridge with the fingers or metal.
- Do not get the cartridge wet.
- Do not drop the cartridge or put something on it.
- Do not leave the cartridge in a hot or humid place.

- The battery of the cartridge saves the data about ten years. When ten years have passed from purchasing the cartridge, ask a dealer to change the battery.

MEMORY CAPACITY
Memory capacity of this cartridge is eight times as big as that of the knitting machine memory. It is divided into eight parts, which is as big as the memory capacity of the knitting machine. Each part is called “page”.

SAVING AND LOADING
SAVING .... Means storing on the cartridge the data which has been memorized by the knitting machine. Specify the page and the data will be saved on that page.
CAUTION: When you save the data on the page which already has the data on it, the old data will be deleted, so keep careful records.

LOADING .... Means transferring to the knitting machine the data saved on one page of the cartridge.
CAUTION: When you load the data to the knitting machine, all the data in the knitting machine is deleted. Save the data first, if necessary.

Pattern loaded from the cartridge
- Pattern loaded from the cartridge is transferred to the same memory area as one where your original patterns are stored.
- When you select the pattern no., it is indicated in the following order.
• SAVING AND LOADING

1. Turn off the power switch of the knitting machine.

2. Open the lid of the cartridge slot to the left of the operation panel. Insert the cartridge into the slot.

3. Turn on the power switch of the knitting machine. The ready lamp blinks and the panel information is as shown right.
   ◆ If you use the new cartridge ... “F” blinks in the display about 40 seconds, then the panel information changes into as shown right. This is the preparation procedure to enable the cartridge to work with the knitting machine.

4. Operating the necessary procedure on the panel transfers the data (saving or loading). Follow the steps below.

### SAVING

1. Select “SAVE” in the memo display using the memo display key.

2. The display shows the page no. of the cartridge. Using the up or down key, select the page no. where the data will be saved. (The blinking page no. means it is empty. The lighting page no. means it is occupied.)

3. Push the execute key. Saving begins.

4. When saving is finished, the display shows the page no. again.

5. Turn off the power switch of the knitting machine. Take out the cartridge.

### LOADING

1. Select “LOAD” in the memo display using the memo display key.

2. The display shows the page no. of the cartridge. Using the up or down key, select the page no. to be loaded to the knitting machine. (The blinking page no. means it is empty and cannot be loaded.)

3. Push the execute key. Loading begins.

4. When loading is finished, the display shows the page no. again.

5. Turn off the power switch of the knitting machine. Take out the cartridge.

◆ To knit the pattern loaded to the knitting machine ... Turn on the power switch of the knitting machine. Select the pattern no. (See page 32.)

Select the pattern no. given by the computer.