

Operator manual for the Premier controller keyboard



- Powerful Compact Embroidery System With Portability And Comprehensive Capabilities

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Embroidery Systems

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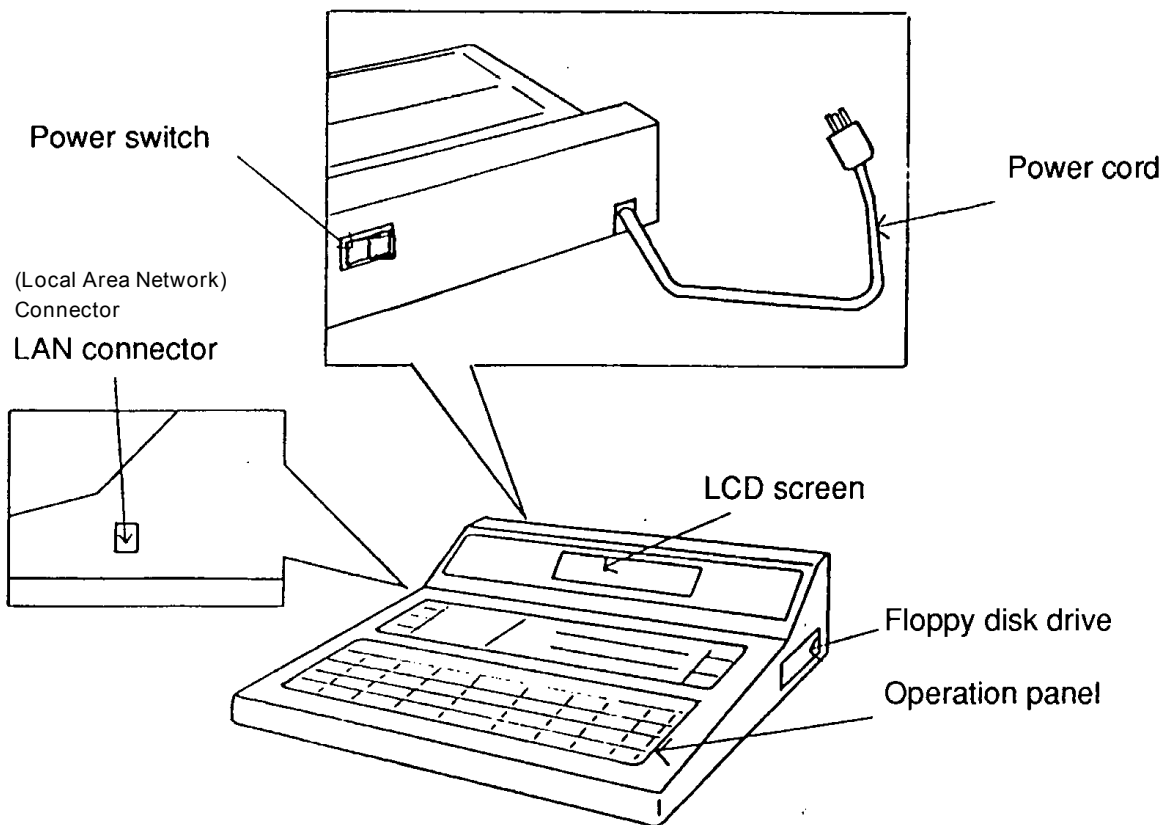
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1. Introduction to the Premier Controller

Basic Information

Component Parts



Major Features

Premier is a lightweight, low-priced master controller (computer) that can be used to drive Melco's line of embroidery machine peripherals (EP-1, EM-1, EM-6, EMC-6, EMC-6/4 and MC-1).

One Premier unit can control any combination of four Melco embroidery machines.

Both Premier/Stellar I disks and MS-DOS formatted, expanded data disks, and Tajima disks may be used in the Premier.

Cautions on Use

Install the unit in a cool, dry, dust-free location, out of direct sunlight.

Wipe off dust, oil, and other dirt with a soft cloth. Wipe lightly with a mild detergent if areas cannot be easily cleaned. Never use thinner, benzine, alcohol, or similar solvents.

Cautions with Floppy Disk

Insert a floppy disk after you have turned power ON; and remove a floppy disk before you turn the power OFF.

Insert the floppy disk fully into the disk drive, being careful not to bend or twist the disk.

Do not remove a disk from the drive while the drive is operating (the light is ON).

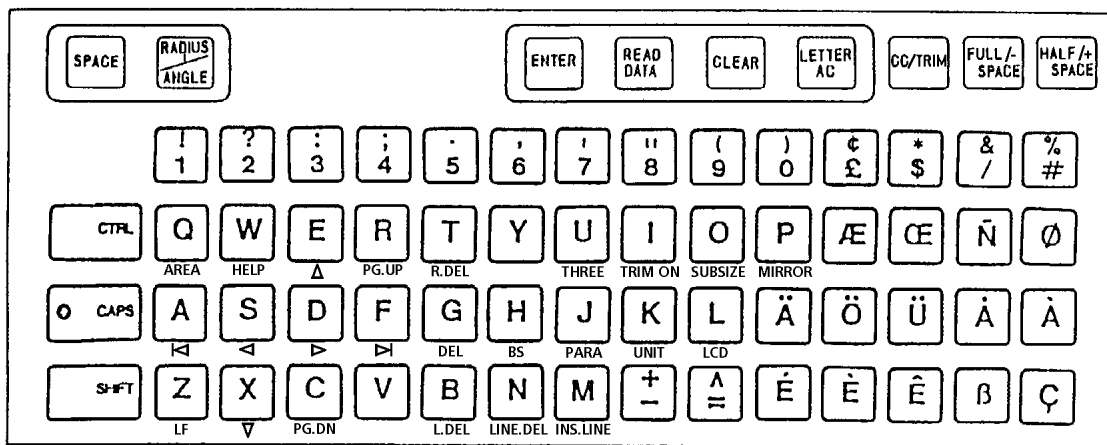
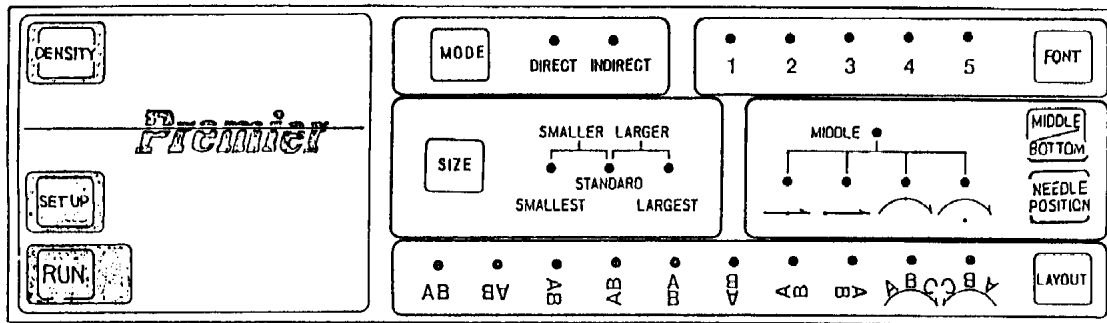
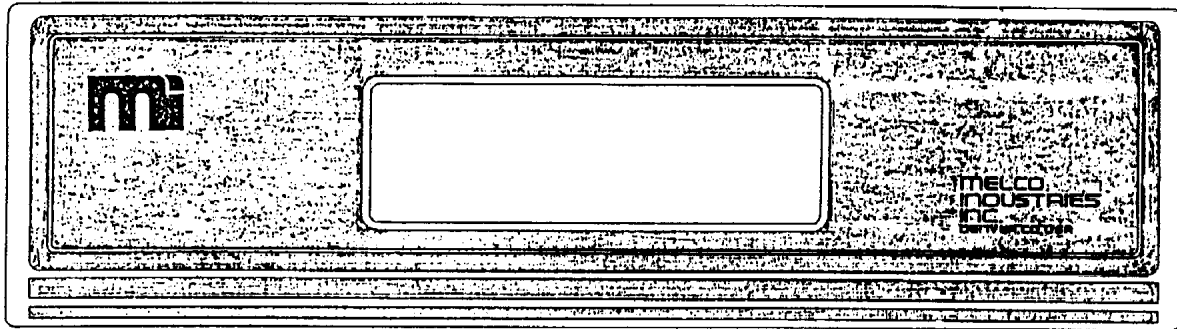
Do not place a floppy disk near a TV set, radio, similar piece of electronics equipment; nor near any magnetized items.

Do not bend a floppy disk.

Do not touch the interior of a disk; nor contaminate the disk in any way.

Operation Panel Description

Most of the Premier operations are performed from the operation panel. See below:



Keyboard Description

[A] to [Z], [0] to [9], various punctuation and symbols, plus some European characters. Used for directly selecting characters to be embroidered.

[Å] and [Ç] keys plus the keys mentioned above are used to move the cursor up and down in the LCD screen.

[0] to [9] and the various punctuation and symbol keys are used to select the borders you want sewn with monograms, and parts of a design from a design disk.

[0] to [9] may be used for selecting the character, etc. to be sewn when you use the Indirect Mode of character entry. The primary purpose of the Indirect Mode of character entry is for alphabets that contain many more characters than there are keys on the keyboard (Japanese, Chinese, etc.) The Indirect Mode requires that you enter a 4-digit code for each character.

[FULL/-SPACE] key is used to insert a space between letters or words equal to one character width; or to insert a minus space equal to 1/8 of the character height when you hold down the [SHIFT] key and press the [FULL SPACE] key.

[HALF/+ SPACE] key is used to insert a space between letters or words equal to 1/2 the character width; or to insert a plus space equal to 1/8 of the character height when you hold down the [SHIFT] key and press the [HALF SPACE] key.

[CC/TRIM] key is used to insert a color change command (stop) in your lettering or design. The machine changes needles or stops for a rethread on a single needle machine.

[CC/TRIM] plus the [SHIFT]key executes a thread trim between letters when sewing on a machines equipped with trimmers.

[CAPS] key is used for selecting upper case letters (CAPS LED is ON) or lower case letters (CAPS LED is OFF) when you are entering lettering. (See Table 1-1).

[SHIFT] key is used for selecting upper case letters, lower case letters, and symbols or punctuation. (See Table 1-1).

[CAPS] and [SHIFT] Keys	Alphabet characters	Numerals	Symbols
[CAPS] on, [SHIFT] off	Uppercase	Number	Lower symbol
[CAPS] on, [SHIFT] on	Lower-case	Symbol	Upper symbol
[CAPS] off, [SHIFT] on	Uppercase	Symbol	Upper symbol
[CAPS] off, [SHIFT] off	Lower-case	Number	Lower symbol

Table 1-1

[CTRL] key is used with other keys to perform the functions described in the following Table 1-2.

Function/ [Keycap]	Keys	Description
Editing Functions ▲ ▼ ▲ ▼ ▲ ▼ [DEL] [BS] [L.DEL] [R.DEL] [LF] [INS.LINE] [LINE.DEL]	CTRL+ E CTRL+ X CTRL+ S CTRL+ D CTRL+ A CTRL+ F CTRL+ G CTRL+ H CTRL+ B CTRL+ T CTRL+ Z CTRL+ M CTRL+ N	Shifts the cursor upwards by one line. Shifts the cursor downwards by one line. Shifts the cursor to the left one character. Shifts the cursor to the right one character. Shifts the cursor to the left end of line. Shifts the cursor to the right end of line. Deletes the character at the cursor position. Deletes one character left of the cursor position. Deletes all characters to the left of the cursor. Deletes all characters to the right of the cursor. Performs the line feed. Inserts one line above the cursor. Deletes the line where the cursor is located.
Screen [PG.DN] [PG.UP]	CTRL+ C CTRL+ R	Continue to the next screen. Return to the previous screen.
Monogramming [THREE]	CTRL+ U	Toggles in or out of the monogramming mode.
Brightness [LCD]	CTRL+ L	Toggles in or out of the LCD brightness adjust mode.
[UNIT]	CTRL+ K	Selects inches or centimeters.
Stitching Parameters [PARA]	CTRL+ J	Saves or loads stitching parameters.
Individual sizes [SUBSIZE]	CTRL+ O	Sets the enlargement and reduction ratios of individual sizes and designates individual sizes.
[TRIM ON]	CTRL+ I	Toggles Auto Trim on and off.
[MIRROR]	CTRL+ P	Selects mirror imaging and design orientation.
[TAJIMA]	CTRL+ Y	Selects Melco format or Tajima format from MS-DOS disk.
[AREA]	CTRL+ Q	Displays size of entered design.
[HELP]	CTRL+ W	Lists the control keys and functions on the LCD

Table 1-2

[LETTER AC] key cancels all selected characters and returns the individual size designation to normal.

[CLEAR] key will delete one character on the left side of the cursor. Also, resets the character space and line space to default values; and, if you have been sewing on an arc, resets the radius and angle to default values.

[SPACE] key is used to set character space and line space.

[RADIUS/ANGLE] key is used to enter a radius and select an angle (the point on a circle about which your lettering will be centered) when you wish to sew on an arc.

[READ DATA] key permits the computer to read the characters you have entered, or other condensed data you have selected from a floppy disk.

[ENTER] key assigns the character codes in the Indirect Mode; assigns an expanded data file; assigns the character space and line space; assigns the radius and angle for arc sewing; and confirms entry of numeric entries.

[MODE] key allows you to select either the Direct Mode or the Indirect Mode of character entry. The Indirect Mode is used for those alphabets that contain many more characters than there are keys on the keyboard; and requires a 4-digit numerical entry.

[SIZE] key allows you to select one of 5 different sizes for the height of your characters. Each alphabet that you receive will be accompanied with a code card that informs you of the 5 sizes (in inches). You will select from: SMALLEST, SMALLER, STANDARD, LARGER, and LARGEST.

[LAYOUT] key allows you to select one of ten orientations (four orientations if you are using an MS-DOS or Tajima disk) for the embroidery you wish to sew. Layouts are normally selected from left to right (one move to the right each time the key is pressed). They may be selected right to left by holding down the [SHIFT] key and pressing the [LAYOUT] key.

[NEEDLE POSITION] key allows you to select how your word, or words, will be sewn in relation to the position of the needle prior to sewing. The dot on the line or arc indicates the position of the needle prior to sewing; and the line or arc indicates where your sewing will occur in relation to the dot.

The two lines in the NEEDLE POSITION section of the panel are used with the first eight (counting from left to right) selections in the LAYOUT key selections.

The two arcs in the NEEDLE POSITION section of the panel are used with the last two (counting from left to right) selections in the LAYOUT key selections.

[MIDDLE/BOTTOM] key allows you to determine whether the position of the needle prior to sewing will vertically represent the base line of the lettering, or whether it will represent the vertical center of the letter height you select.

[FONT] key allows you to select the specific font of the characters you want to sew. A disk may contain from one to five different fonts (BLOCK, SCRIPT, OPEN BLOCK, etc.).

[DENSITY] key allows you to set the density of your column stitches. See Table 3-1 later in this manual.

[SETUP] key is used for setting the network unit numbers of each embroidery machine; setting the data transfer conditions; and monitoring the status of each embroidery machine on the network. See Chapter 2 of this manual: Setup Operations.

[RUN] key transfers your design or lettering data to the designated embroidery machine.

LCD Screen

Offers information on conditions and values as you prepare a job for sewing. Shows the letters as you enter them for sewing. Provides various other information messages.

Floppy Disks

Floppy disks are classified as either system disks, or data disks. Data disks are divided into expanded data disks, condensed data disks, or monogram disks. Data disks contain the alphabets, monogram styles, and designs you will be sending to the embroidery machines for sewing.

Preparing the System for Operations

This part of the manual will address the procedures for preparing your Premier for operations. We will begin with the Premier connected to a power source; but, with the power turned OFF.

1. Turn power ON to your Premier with the power switch on the rear panel of the computer.

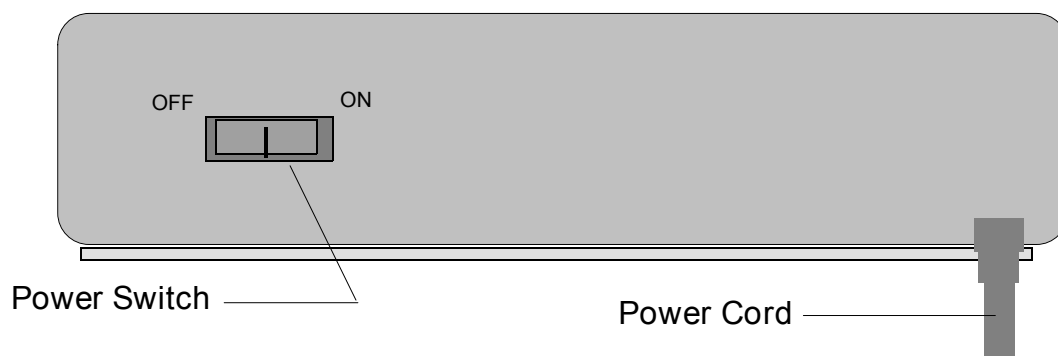
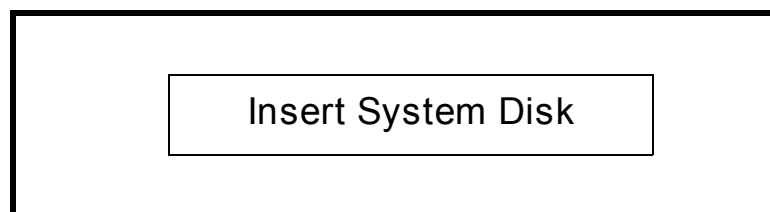


Figure 1-1. Computer rear panel

The LCD display of the computer will prompt you to insert the system disk into the disk drive:



2. Insert the floppy disk labeled: System Disk into the 3.5" floppy disk drive at the rear of the right-side panel of the computer. NOTE: Never insert a floppy disk into the computer; and then turn power ON. Always turn power ON; then insert the disk - just as outlined here in steps 1 and 2.

If you do not insert the System Disk within a certain time frame, a buzzer will sound - go ahead and insert the System Disk.

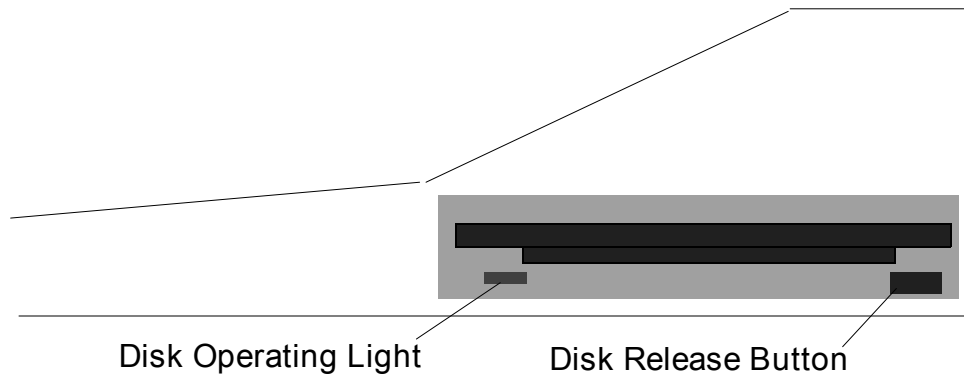
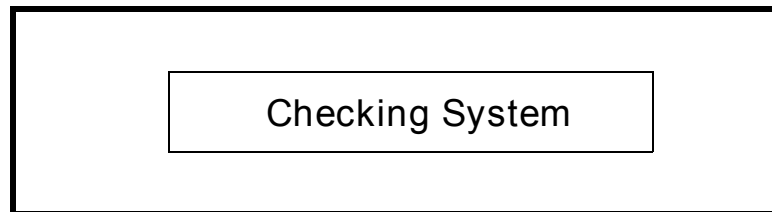
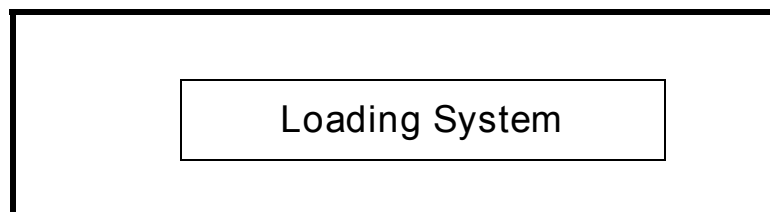


Figure 1-2. Premier 3.5" Floppy Disk Drive

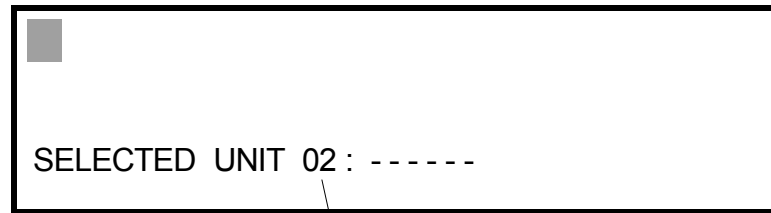
Shortly after you insert the System Disk, the LCD display will inform you that the computer is performing a diagnostic self-test:



Upon completion of the self-test, the computer will load the system data:

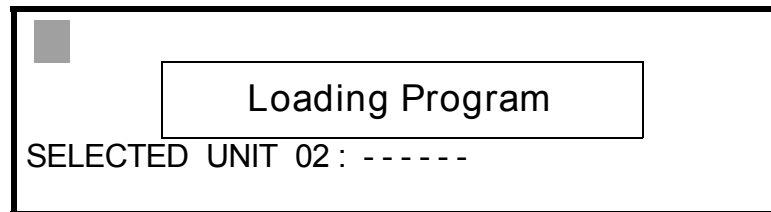


After the program has been loaded into the computer, the LCD display changes once again as shown below:

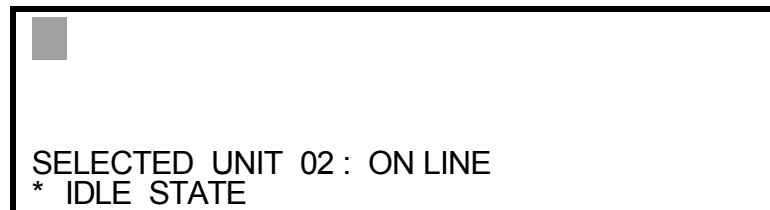


The unit number here will be the number of the unit you had selected when you last turned the computer OFF.

3. Now the computer is ready to go to work with you. Turn ON the machine, or machines, you are going to use for sewing. For example here, we will turn ON unit 2. The display will show as below while the computer loads the appropriate program into unit 2:



After the machine program is loaded, the LCD display will show as below:



4. Remove the System Disk from the disk drive; it contains no alphabets or designs. Now your system is ready for you to insert an alphabet or design disk so you can enter lettering or designs, send them to a machine, and sew them.

2. Setup Operations

Setup Mode

This mode is used for setting the unit numbers and data transfer conditions of the embroidery machines you have connected to the network; and for monitoring the status of each embroidery machine. You select the setup mode by pressing the [SETUP] key. Take note that you cannot access the setup mode while data is being transferred from the Premier to an embroidery machine. When you go into the setup mode, the LCD screen changes to that shown below:

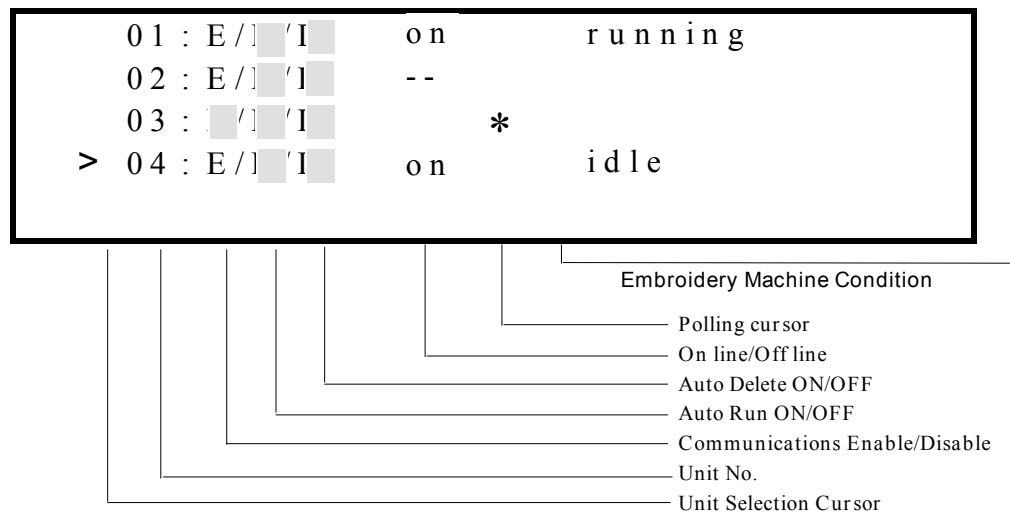


Figure 2-1

This screen offers the following information:

- Unit numbers of connected machines
- Enabling/Disabling of communications lines
- Auto Run ON or OFF
- Auto Delete ON or OFF
- On line/Off line status
- Machine condition

Setup Mode Operations

Unit Selection

You must select the unit to which you are going to send a design; or whose status you wish to view or change; or whose number designation you wish to change. You select a particular unit by moving the unit selection cursor along the left margin of the LCD screen up with the [A] key, or down with the [C] key.

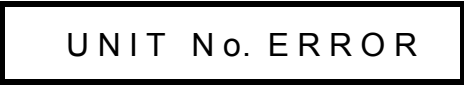
Change Unit Number Designation

Your Premier will support up to four embroidery machines. Operations will be easier if you number your machines 1, 2, 3, & 4. However, you may assign any number from 1 through 16. Whatever numbers you assign to your machines, you must have the same numbers in the figure 2-1 display.

Move the unit selection cursor to the number of the machine you wish to change. Press the [U] key. The selected unit number will disappear; and you can now type in the number you desire. Once your new number is typed in, press the [ENTER] key.

If you do not enter a new number within 10 seconds, a buzzer will sound and the original number will reappear in the display.

If you enter a number larger than 16, or enter a number that is already assigned to another unit, the buzzer will sound and the original number will reappear in the display; after the momentary display shown below:



UNIT No. ERROR

Figure 2-2

Unit Communications Enable/Disable

Select a unit as described above. Continuous pressing of the [E] key will alternately enable and disable the unit. The unit is disabled when the "E" in figure 2-1 is highlighted with the black box. You may want to disable a unit to perform maintenance on that unit. You cannot send designs to a disabled unit.

Auto Run Feature

Continuous pressing of the [R] key will alternately turn the Auto Run feature ON and OFF. The Auto Run feature is OFF when the "R" in figure 2-1 is highlighted with the black box.

Auto Run Off

When you send a design, or lettering, to a machine by pressing the [RUN] key on your keyboard, that data goes into the design buffer (a buffer is a storage location) of the embroidery machine; joining a list of any other designs that you may have already sent over to that machine. When you wish to sew a specific design, you open the DESIGN MENU of the machine; select the design you want from all the designs in the design buffer; then press the [ENTER] key to execute the design selection.

On a single-needle machine, you are now at the RUN MENU. Pressing the [ENTER] key puts your selected design into the run buffer, also called a job queue. On a multi-needle machine, you will go through the COLOR MENU before coming to the RUN MENU.

If you press the [ENTER] key again at this point, you can start sewing your design by pressing the [START] key. If, however, you press the [MENU] key and go back to the DESIGN MENU, you can select another design and place it into the run buffer behind your first design. Before you do any sewing, you can stack up to 16 different designs in the run buffer. When you are finally ready to sew, come to the RUN MENU and press the [ENTER] key twice. Now, press the [START] key to sew the first design you put into the run buffer. When the first design is done, the second design may be sewn immediately by pressing only the [START] key. Designs in the run buffer are sewn in the order that you selected them in the DESIGN MENU and put them into the run buffer. A design in the run buffer can be sewn one time only; unless it is the only design in the run buffer. When there is only one design in the run buffer, you can sew it as many times as you wish by pressing the [START] key each time you want it sewn.

Auto Run On

With Auto Run ON, a design sent to a machine not only gets loaded into the design buffer; but, is also sent at the same time into the run buffer. If there are already designs in the run buffer, the new design will be added at the end of the job queue. If there are no other designs in the run buffer; then, you can go directly to the RUN MENU, press [ENTER] twice and sew the design immediately. Since it is the only design in the run buffer, you can sew it as

many times as you wish simply by pressing the [START] key each time you want it sewn.

Auto Delete Feature

Continuous pressing of the [D] key will alternately turn the Auto Delete feature ON and OFF. The Auto Delete feature is OFF when the "D" in figure 2-1 is highlighted with the black box.

Auto Delete On

When Auto Delete is turned ON, any design or lettering that you send to a machine contains an electronic "flag" that allows that design to be sewn one time only. The design is then automatically deleted from both the design buffer and the run buffer of the machine. It no longer exists in your embroidery machine.

Auto Delete Off

Auto Delete should be turned OFF for any design you wish to sew more than once. Any design or lettering that was sent to a machine with Auto Delete OFF, may be deleted at the machine; or at your computer, see following paragraph.

Delete Design Feature

This feature allows you to delete a design from the design buffer of a selected unit. With the figure 2-1 display showing, press the [K] key; you will get the display shown below:

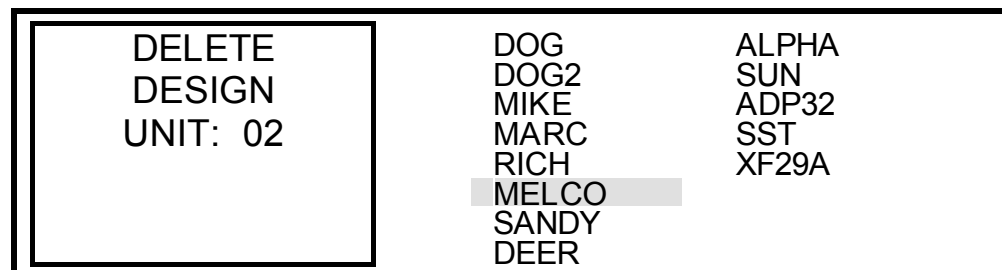


Figure 2-3

Use the [A] key or the [Ç] key to highlight the design name you wish to delete from the list of names on the right side of the screen. When the appropriate name is highlighted, press the [CLEAR] key. The display will change slightly as shown on the following page:

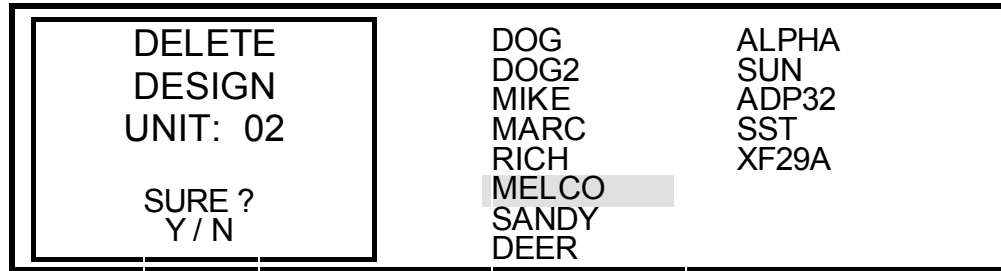


Figure 2-4

Press the [Y] key to go ahead and delete the design. Press the [N] key if you do not want to delete the design. After you have deleted all the designs you want, press the [SETUP] key to return to the figure 2-1 display.

Machine Status Monitoring

There are four different status screens you may access from the Setup Mode Screen (figure 2-1). Use the [A] key or [Ç] key to select the unit whose status you wish to view. Press the [S] key to view the first status screen, figure 2-5 below:

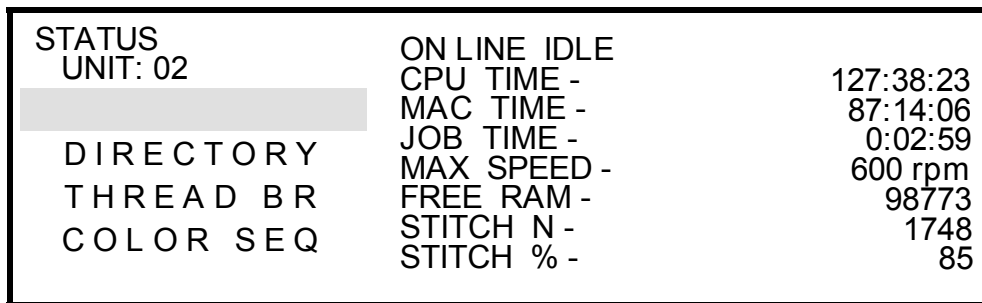


Figure 2-5

Status Screen

The top, left corner tells you the number of the unit whose status you are viewing. Directly under that is a menu with four choices. The first choice is highlighted, and you are now viewing the status of unit 2.

On the following page are some of the messages you might find on the top line of the middle column:

ON LINE IDLE - Machine is ON, program has been downloaded, and the machine is ready for you to start to work.

ON LINE STOPPED-WAIT - Means that you have started the key sequence to sew a job; but, you haven't pressed the [START] key the second time as yet. Or, you have pressed the [STOP] key in the middle of a job and the machine is waiting for you to press [START] to resume sewing.

ON LINE STOPPED-THRE - The machine has stopped for a thread break. Repair the break and press [START] to resume sewing.

ON LINE STOPPED-COLO - The machine has stopped for a color change. On a single-needle machine, change the thread and press [START] to resume sewing. On a multi-needle machine; if you entered a "P" (for pause) in the color sequence, press [START] to resume sewing.

ON LINE RUNNING - The machine is sewing a design.

Here is an explanation of the other lines in the status screen:

CPU TIME - This shows the total time that the machine has had the power turned ON. The time is given in hours, minutes, and seconds.

MAC TIME - This shows the total time the machine has actually been sewing. The time is given in hours, minutes, and seconds.

JOB TIME - This shows the elapsed time for sewing the current design. The time is given in hours, minutes, and seconds.

MAX SPEED - This indicates the maximum speed you have set for the machine. This setting is done at the machine keyboard; and can be set in 50 stitches per minute (spm) increments. The setting you have entered for the machine cannot be exceeded by the machine; however, you will notice that as a machine is sewing the speed will vary. This is normal. As the machine encounters longer stitches, it will automatically slow its speed; as the stitches get shorter, the machine will speed up to, but not exceed, the max speed setting.

FREE RAM - This is an indicator of how much memory is left in the machine's design buffer. The number shown in figure 2-5 of 98,773 bytes means that you could still load designs into the buffer totaling approximately 49,000 stitches (each stitch uses 2 bytes; therefore divide the free ram value by 2 to find out how many additional stitches the buffer could hold). Keep in mind that this is an approximate number of stitches. An empty buffer will show 200,000 in this display.

STITCH N - This value is a running count of the number of stitches that have been sewn for the currently sewing design.

STITCH % - This is a percentage of completion for the currently sewing design.

Directory Screen

Move the highlighted bar down to DIRECTORY. This screen will show a list of all the designs in the selected unit's design buffer, see figure 2-6 below:

STATUS	F15E	DENVER
UNIT: 02	MIKE	LKWD
STATUS	ROSE	TEST1
	NYCPD	
THREAD BR	PSU	
COLOR SEQ	CRYPTO	
	PLOP	
	DINER	

Figure 2-6

Thread Break Screen

Move the highlighted bar down to THREAD BR. This screen shows the total number of thread breaks per needle since the machine left the factory in the TOTAL column. It shows the number of thread breaks per needle for the currently sewing design in the THIS JOB column. See figure 2-7 below:

STATUS	TOTAL	THIS JOB
UNIT: 02		
STATUS	1 : 3	1 : 0
DIRECTORY	2 : 0	2 : 0
	3 : 8	3 : 1
THREAD BR	4 : 0	4 : 0
COLOR SEQ	5 : 0	5 : 0
	6 : 5	6 : 0

Figure 2-7

Color Sequence Screen

Move the highlighted bar to COLOR SEQ. This screen will show the color sequence (needle number order) of the design that is currently being sewn. In the case of a single-needle machine, a single 0 (zero) will be displayed. See figure 2-8 below:

STATUS	C O L O R S E Q U E N C E											
UNIT: 02												
STATUS	1	2	3	4	5*	6	6	5	4	3	2	1
DIRECTORY					*							
THREAD BR	1	1	2	2	3	3	4	4	5	5	6	6
	CURRENT NEEDLE: 5											

Tells you where the machine is
in the color sequence.

Tells you which needle the
machine is currently sewing with.

Figure 2-8

Press the [SETUP] key to exit the Setup Mode.

3. Sewing from Condensed Data Disk

Introduction to Condensed Data Disks

There are many different Stellar (Premier) disks available from Melco that you may purchase for use in your Premier.

These disks contain condensed design data and are available in three different classifications:

Alphabet Disks - These disks contain different alphabet fonts (Block, Melco Block, Knit Block, Script, Diane Script, etc.). One disk may contain as many as five different fonts; or, as few as one font. Your sales representative can help you with more information concerning the alphabet disks.

Monogram Disks - These disks contain different alphabet monogramming styles (3-Letter Diamond, 3-Letter Seal, End Scroll, etc.). Monogramming mode is accessed by pressing [CTRL] plus [U]. Each style also contains some borders that you may use with the monograms.

Design Disks - These disks contain theme-related designs (Children's Designs, Sports Symbols, Holiday Designs, Musical Notes, etc.).

Code Cards - When you purchase a disk, you should receive a code card as shown in the example in the Alphabet Code Card section of this chapter (this example card is not one that is furnished with your Premier. It provides information on how to use that particular disk. For example, the code card will list the 5 sizes (letter heights) that you may use for an alphabet font; it will tell you what character key to enter for a particular border for your monograms; and it will tell you what character keys to enter to recall a particular design if that design is made up of more than one part (or color). The code card will give you any special tips or hints in order for you to use that disk to your best advantage.

Before we get into the actual utilization of condensed disk data, you need to know how to use your Premier keyboard to set the stitching parameters for any lettering, monograms, or designs you wish to sew.

Setting Stitch Parameters

This part of the manual will cover such subjects as DENSITY, MODE, SIZE, FONT, MIDDLE, BOTTOM, NEEDLE POSITION, LAYOUT, RADIUS, and ANGLE.

Density

The [DENSITY] key is located at the top, left corner of the operation panel on your Premier. The [DENSITY] key allows you to enter a number that will determine the density of the stitches in any column stitching you are about to sew. Density is expressed in terms of stitches per inch, centimeters, or embroidery points. The basic unit of measure in this industry is the embroidery point, where 1 point is equal to 1/10 of a millimeter. There are 254 points to 1 inch.

Table 3-1, below, shows you what the "Stitch Density No." that you will be entering into the keyboard is equal to in stitches per inch, stitches per centimeter, and embroidery points.

Stitch Density No.	Points	Stitches per Inch	Stitches per Centimeter
1	2.4	105.8	41.6
2	2.6	97.6	38.2
3	3	84.6	33.3
4	3.4	74.7	29.4
5	3.6	70.5	27.8
6	4	63.5	25
7	4.4	57.7	22.7
8	4.6	55.2	21.7
9	5	50.8	20
10	5.4	47	18.5
11	5.6	45.4	18
12	6	42.3	16.6
13	6.4	39.6	15.6
14	6.6	38.5	15
15	7	36.3	14.3
16	7.4	34.3	13.5

Table 3-1

The default "Stitch Density No." (the number that is present when you turn the computer ON) is 6. Once you change the density, the new setting is retained until you reset it. The machine will not default to 6 unless you set it back to 6. Looking at table 3-1, you can see that the column density for the design you are about to sew is 63.5 stitches per inch, or 25 stitches per centimeter, or 4 points. This is a good, all-around density to use for letter heights from .5 inch to 1.5 inches. As you increase letter heights above 1.5 inches, you will probably want to increase the density by entering a "Stitch Density No." of 3 or 2. As you decrease letter heights below .5 inch, you will probably want to decrease the density, perhaps even to a "Stitch Density No." of 16 for letter heights of .25 inch and under. (NOTE: At this height, you are approaching the lower limits of embroidered letter heights). Ultimately, you and your customer will be the judge as to what density looks appealing on a particular garment. The key here is: PRACTICE.

Change the Stitch Density No.

To change the default density to suit your needs for a particular set of lettering or design, press the [DENSITY] key. The LCD screen will change to the density display as shown below.

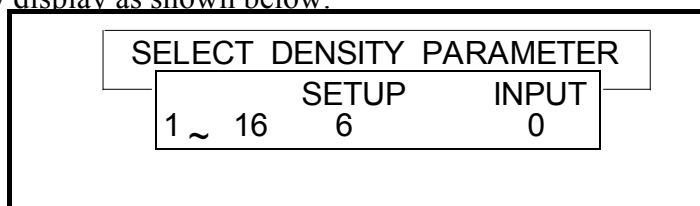


Figure 3-1

You may now enter a stitch density number of your choosing. As an example, here's how to go about entering a stitch density number of 4:

Press the [4] key; note how the display has changed.

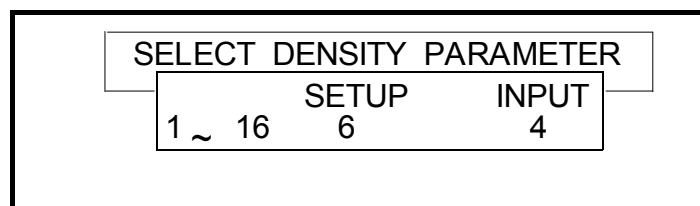


Figure 3-2

Press the [ENTER] key; the display has changed again.

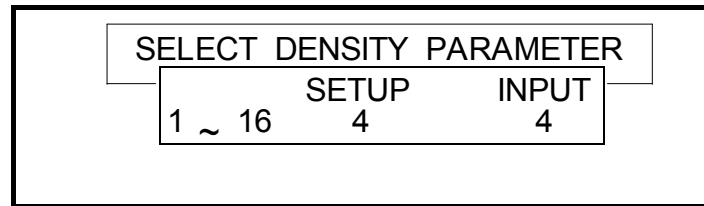


Figure 3-3

To exit this display after you have entered the density you need, press the [DENSITY] key.

Any time you come into the density display and want to change a density back to the default density of 6, simply press the [CLEAR] key.

Mode

The [MODE] key allows you to select either the Direct or Indirect Mode of operation for character input. The default condition is Direct. The primary purpose of the Indirect Mode is to allow you a means of character input when you are using an alphabet that contains many more characters than there are keys on the keyboard; i.e., Japanese, Chinese, etc. Currently, there are no alphabet disks available from Melco that require you to use the Indirect method of character entry. Therefore, you will want to leave the MODE function in the Direct Mode.

Font

The [FONT] key allows you to select the particular font you want up to 5 fonts that exist on some alphabet disks. Most alphabet disks contain one font; and that font is in the # 1 font location. For the few disks that do contain more than one font, the code card will tell you the font number for each font on the disk. You may also refer to the label on the disk for the fonts and their font # location; for example:

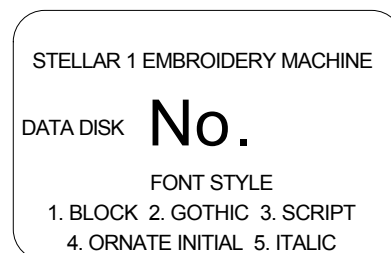


Figure 3-4

The designs on a design disk are also located under the # 1 font location.

If you order custom designs from a third party, they sometimes put different parts of the design under different fonts or styles. A 3-part design that requires you to enter the letter "A" for the first part, the letter "B" for the second part, and the letter "C" for the third part should be using the A, B, and C from font # 1. However, you will find that occasionally the disk was programmed using the "A" from font # 1, the "B" from font # 2, etc. If this happens, request that all parts of a design be put in the same font.

Select the font you want to use by pressing the [FONT] key until the LED is lit above the number you want.

Size

The [SIZE] key allows you to select one of five preset sizes (uppercase letter heights for alphabets). The five different sizes available to you are noted on the code card in inches; and they may be different for each alphabet. In the example below, the MELCO BLOCK disk is used. It is a different font and has different sizes than the Block font on the disk furnished with your Premier.

The five sizes available to you are: SMALLEST, SMALLER, STANDARD, LARGER, and LARGEST. You select the size you want by pressing the [SIZE] key and watching the LEDs that are lit.

The 5 sizes given on the Melco Block code card are: 0.25", 0.50", 0.75", 1.00", and 1.50".

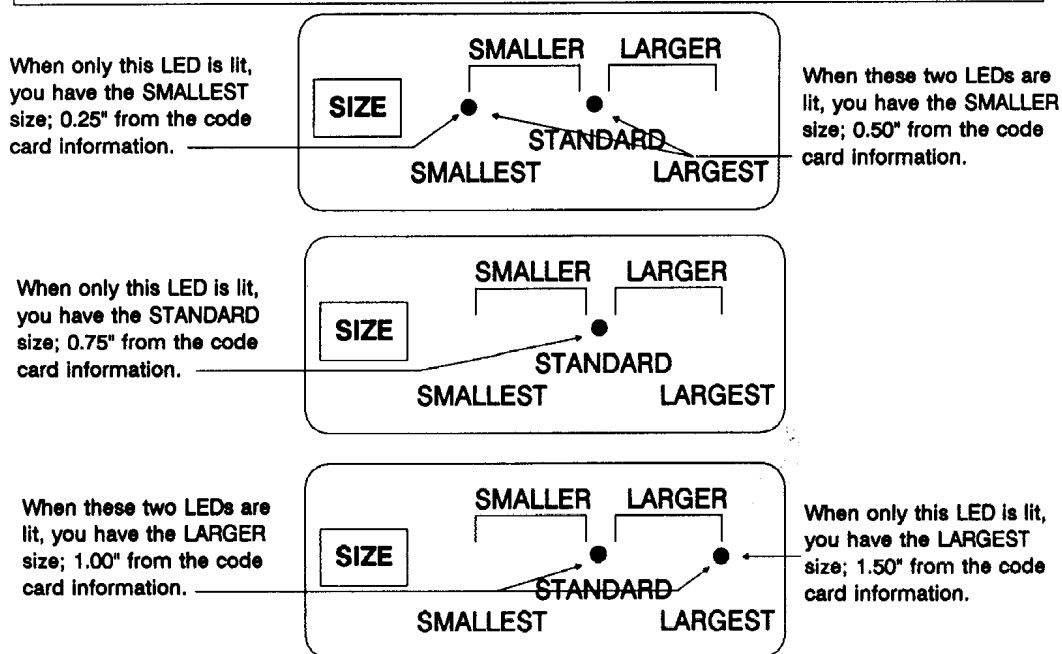


Figure 3-5

The sizes of monograms and designs from their respective disk types, operate in the same manner.

If you are ordering custom designs in the Stellar 1 format, you may request that the person preparing the design for you, give you 5 different sizes. There may be additional charges for this; and you must also be aware that not all designs digitized for one size, will sew properly at other sizes. For example, a design containing small, intricate stitching at 6 inches; is not going to be to your liking when sewn at 2 inches.

Custom Sizing

You are not necessarily stuck with the five sizes generally given for each alphabet. In the example of the Melco Block alphabet used above, the five sizes given you were: 0.25", 0.50", 0.75", 1.00", and 1.50". Let's say your customer insists on 1.25" lettering. Here's how you would go about producing the 1.25" lettering:

Select the LARGER size with the [SIZE] key. Our code card tells us that is 1-inch lettering height.

Holding down the [CTRL] key and pressing the [O] key opens a feature called: Individual Sizes. When you activate this feature, you will get the LCD display shown below:

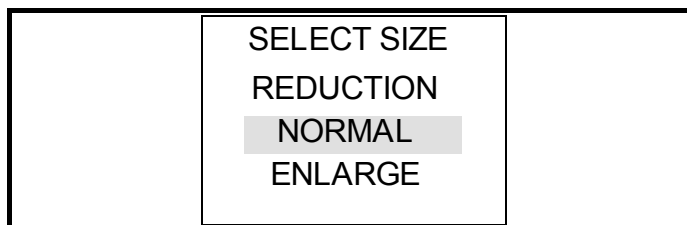


Figure 3-6

At this point, press the [SIZE] key; the LCD display will change to that shown below:

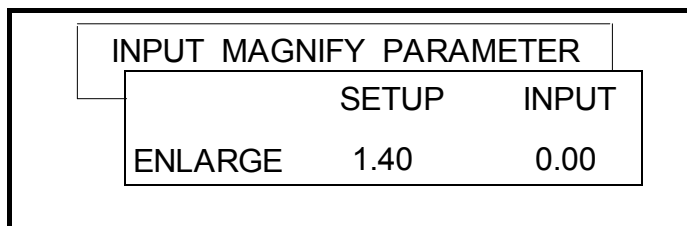
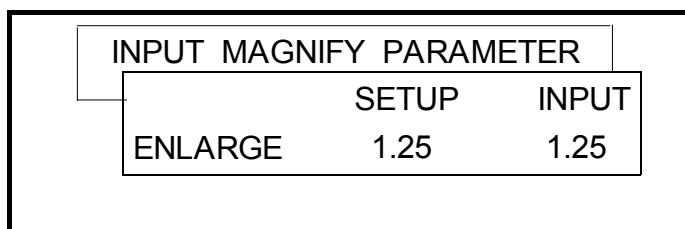


Figure 3-7

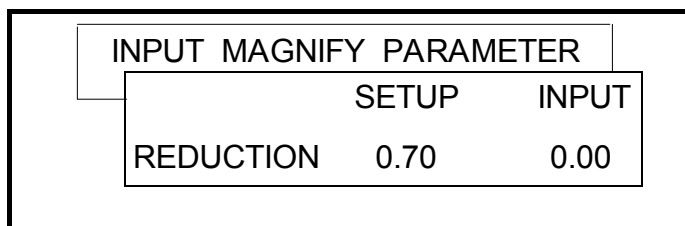
The 1.40 in the display is the default scale factor. To use the LARGER size of 1 inch; and come up with a 1.25-inch size, you must compute a scale factor and enter it here. If you divide the 1 inch (the size you already have) into the 1.25 inch (the size you want), you will come up with a scale factor of 1.25. Type in the 1.25 scale factor, and press the [ENTER] key (NOTE: You must type in the decimal point by holding down the [SHIFT] key and pressing the [5] key; the decimal point (period) is above the 5 on the [5] key. Pressing the [ENTER] key after typing the scale factor loads your new scale factor into the computer.



INPUT MAGNIFY PARAMETER		
	SETUP	INPUT
ENLARGE	1.25	1.25

Figure 3-8

Press the [SIZE] key; the LCD screen changes to:

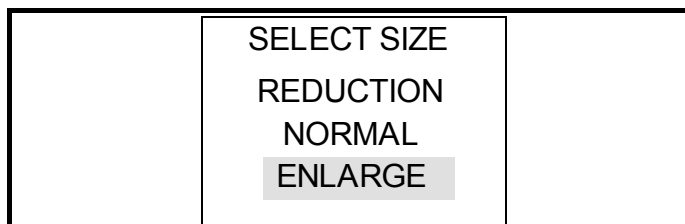


INPUT MAGNIFY PARAMETER		
	SETUP	INPUT
REDUCTION	0.70	0.00

This is the screen you will use if you are going to reduce the size of your lettering from one of the 5 given heights. The entry here will always be less than 1.

Figure 3-9

Press the [SIZE] key; the LCD screen changes again:



SELECT SIZE
REDUCTION
NORMAL
ENLARGE

Figure 3-10

Make certain you select ENLARGE with the [Å] key or [Ç] key.

Hold down the [CTRL] key and press the [O] key to return to the lettering mode screen. Now, you can type in your lettering and be assured that it will

be sewn at 1.25 inches, rather than the 1 inch that selecting LARGER would normally indicate.

Using the Individual Sizes feature allows you to sew letters at just about any size you desire. In the examples above, we could have just as easily selected the LARGEST size (1.50 inches), and reduced it to 1.25 inches. In this case we would have selected the REDUCTION screen (figure 3-9); divided 1.50 (the size we have by virtue of selecting LARGEST) into 1.25 (the size we want for our lettering); and entered the scale factor 0.83. We would have selected REDUCTION in figure 3-10, before exiting back to the lettering mode screen.

The allowable range of entries for ENLARGE is from 1.00 to 4.00.

The allowable range of entries for REDUCTION is from 0.20 to 1.00.

The Individual Sizes feature also allows you to have up to three different sizes of letters in one word. Take the example shown below:



Figure 3-11

The "J" is a reduced size, the "O" is normal size, and the "Y" is an enlarged size. Here's how it is done:

1. Select one of the 5 sizes you want to use. This will be the size of the "O".
2. Execute the [CTRL] + [O] key sequence.
3. Press the [SIZE] key and type in an ENLARGE scale factor for the "Y" (say, 1.25) and press [ENTER].
4. Press the [SIZE] key again and type in a REDUCTION scale factor for the "J" (say, 0.75) and press ENTER.
5. Press the [SIZE] key and select REDUCTION (this is for the "J").
6. Execute the [CTRL] + [O] key sequence to get back to the lettering mode of operations where you can begin typing in the letters you want to sew.
7. Type in the letter [J].

8. Execute the [CTRL] + [O] key sequence.
9. Select NORMAL (this is for the "O").
10. Execute the [CTRL] + [O] key sequence.
11. Type in the letter [O].
12. Execute the [CTRL] + [O] key sequence.
13. Select ENLARGE (this is for the "Y").
14. Execute the [CTRL] + [O] key sequence.
15. Type in the letter [Y].
16. Press the [READ DATA] key.
17. Press the [RUN] key. Your design is now in the embroidery machine, ready for sewing.

Line and Arc Formats

This part of the operation panel allows you to determine the start point for stitching, in relation to the position of the needle before you start sewing. This will become more clear to you as you read through this section of the manual. We will go through each of the choices available to you on this part of the operation panel.

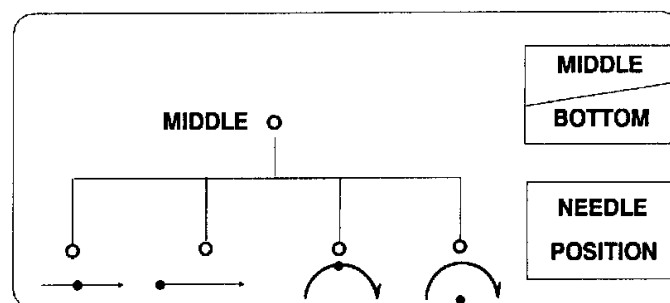
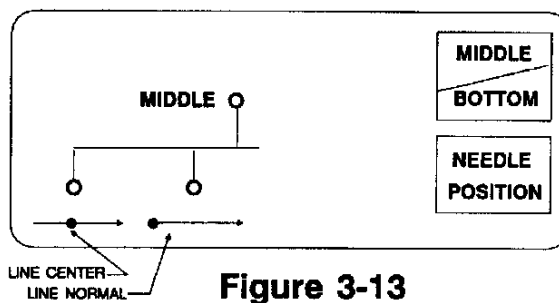


Figure 3-12

Line Formats

We'll cover the Line Formats first; then understanding the Arc Formats will be much easier for you. The terminology used here is consistent with all Melco product lines.

The [MIDDLE/BOTTOM] key and the [NEEDLE POSITION] key are used together to setup the Line Format you want for your lettering. For this discussion, we will be concerned only with that portion of the operation panel shown in figure 3-13.

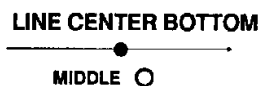
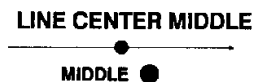


Pressing the [MIDDLE/BOTTOM] key toggles you between these two choices. When the LED to the right of the word "MIDDLE" is lit, you have the MIDDLE configuration. When the LED

is out, you have the BOTTOM configuration. The two lines to the left of the [NEEDLE POSITION] key indicate line formats. The left-hand line has a dot in the center; this is called LINE CENTER. The right-hand line has a dot on the left-hand side; this is called LINE NORMAL. The dot represents the position of the needle prior to sewing. You have four possible combinations for the line formats. They are : LINE NORMAL MIDDLE, LINE NORMAL BOTTOM, LINE CENTER MIDDLE, and LINE CENTER BOTTOM.

LINE CENTER Formats:

LINE CENTER Formats:



The dot on the line represents the position of the needle prior to sewing. The needle will move out to the left, sew the word, or words, then return to the center position when sewing is completed.



In this format, the line represents the vertical center of the lettering.



In this format, the line represents the baseline of the lettering. Only letters such as g, p, y, etc. will drop below the line.

Figure 3-14

LINE NORMAL Formats:

LINE NORMAL MIDDLE



LINE NORMAL BOTTOM



The dot on the line represents the position of the needle prior to sewing. The needle will begin sewing the first letter at this point; sew the word, or words, then return to this point when sewing is completed.



In this format, the line represents the vertical center of the lettering.



In this format, the line represents the baseline of the lettering. Only letters such as g, p, y, etc. will drop below the line.

Figure 3-15

Arc Formats

Three different parts of the operation panel come into play when you wish to sew lettering on an arc. They are shown in figure 3-16.

It is recommended that you do not use the LED labeled MIDDLE.

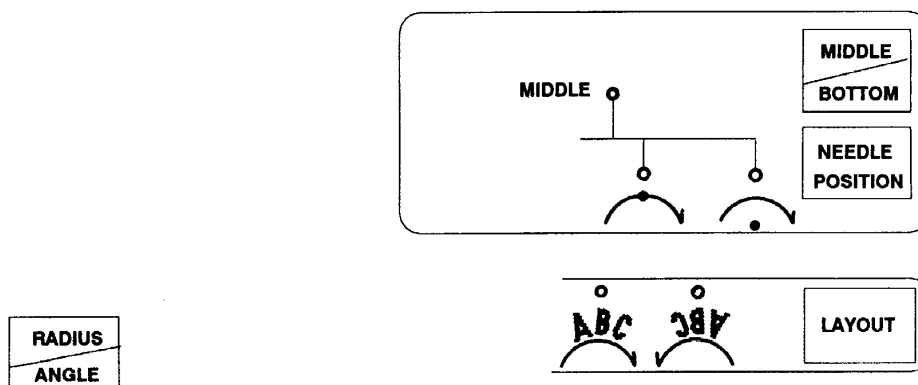


Figure 3-16

Use only the **BOTTOM** configuration. Using the **BOTTOM** configuration will set your lettering exactly on the circumference of the circle described by the radius you enter. Using the **MIDDLE** configuration effectively cuts your radius short by half the letter height you have selected. Make certain the "MIDDLE" LED is out.

There are a few more considerations to be taken into account when you wish to sew on an arc. We'll take the keyboard areas shown in figure 3-16 one at a time, and explain each.

[MIDDLE/BOTTOM] The "MIDDLE" LED should be out. We want to use BOTTOM when we sew on an arc.

[NEEDLE POSITION] Here you have a choice as to whether you want the needle to move from the center of a circle, out the distance of the radius, and then sew on the circumference of the circle; or, you want the needle to already be on the circumference of the circle, and simply move to the first letter to begin sewing. Let's take these one at a time.

ARC NORMAL

Select ARC NORMAL by selecting this symbol with the [NEEDLE POSITION] key. The dot indicates that the needle will be on the circumference of the circle when sewing



With ARC NORMAL, you may enter a radius up to 99.99 inches (999.99cm). You are able to do this because the needle is already on the circumference of the circle. There will not be much of an arc to your lettering at 99.99 inches; it will appear as a straight line in most cases.

With ARC NORMAL, the needle will move from the dot to the first letter; sew the word, or words, then return to the dot.



Figure 3-17

ARC FROM CENTER

Select ARC FROM CENTER by selecting this symbol with the [NEEDLE POSITION] key. The dot indicates that the needle will be in the center of the circle when sewing starts.



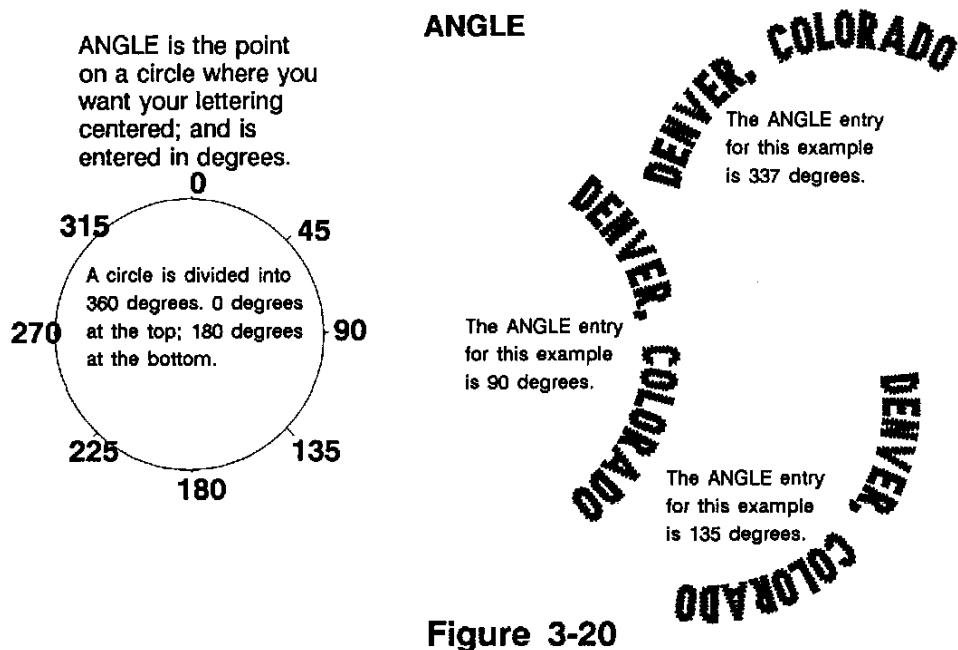
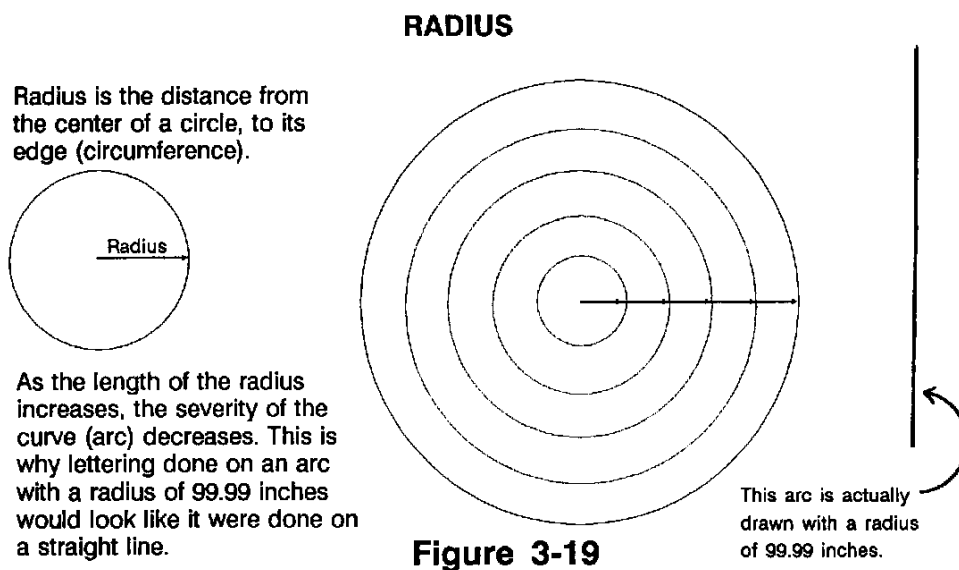
With ARC FROM CENTER, the first thing the needle does when sewing is started is move from the center of the circle, the distance of the radius, to the circumference of the circle to begin sewing. No machine has a sewing field of 99.99 inches. Therefore, you should be able to see that the length of the radius will be limited by the size of your sewing field; and more immediately, by the size of the hoop you are using.

With ARC FROM CENTER, the needle will move from the dot (at the center of the circle) to the first letter; sew the word, or words, then return to the dot.



Figure 3-18

[RADIUS/ANGLE] This key allows you to do two things. First of all, it allows you to enter a radius. The radius determines the amount of curve to your lettering. Secondly, this key allows you to enter a degree reference that will determine where on a circle your lettering will be centered; the degree reference is called ANGLE. To refresh your memory, refer to figures 3-19 and 3-20 below.



[LAYOUT] This key function allows you to select between clockwise sewing and counterclockwise sewing. A rule of thumb is that if your ANGLE entry is on the upper half of a circle, you will want to use clockwise sewing; and if your ANGLE entry is on the bottom half of a circle, you will want to use counterclockwise sewing.

If you use clockwise sewing, and your ANGLE is in the bottom half of the circle, your lettering will be upside down. See the bottom right example in figure 3-20 on the previous page. This example was sewn at an ANGLE of 135 degrees with a clockwise direction. Likewise, if you sew in the top half of a circle with a counterclockwise direction, your lettering will be upside down.

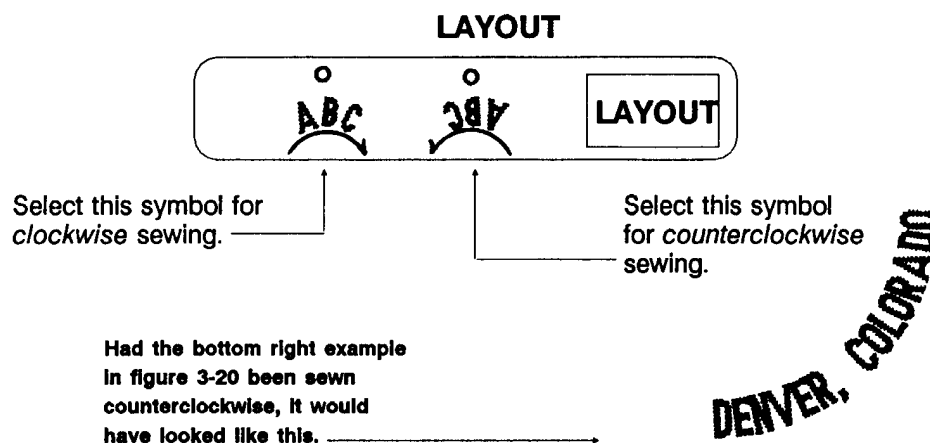


Figure 3-21

Notice how the tops of the letters run together in the example in figure 3-21. This is a common occurrence when you are sewing counterclockwise with uppercase letters; and requires that you enter some character spacing to eliminate the running together of the letters. We will take up this subject in our covering of the [SPACE] key.

In summary, when you wish to sew on an arc you must:

- Choose between ARC NORMAL and ARC FROM CENTER.
- Choose between clockwise and counterclockwise sewing.
- Enter a radius.
- Enter an ANGLE for centering your lettering.
- Enter some horizontal spacing for counterclockwise sewing.

Space

The [SPACE] key allows you to change, or set, the character spacing (the horizontal distance between characters), and the line spacing (the distance between lines when you are sewing multiple lines of text).

Character Spacing

Character Spacing allows you to increase or decrease the horizontal spacing between all letters in a word, or string of words, by the same amount. You decrease the spacing by entering a negative (-) number; and you increase the spacing by entering a positive (+) number. Here's the sewn example from figure 3-21 with a + 0.03-inch character spacing:

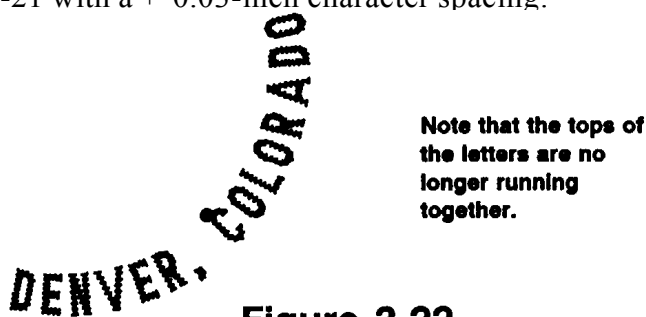


Figure 3-22

Press the [SPACE] key. The LCD display changes as shown below:

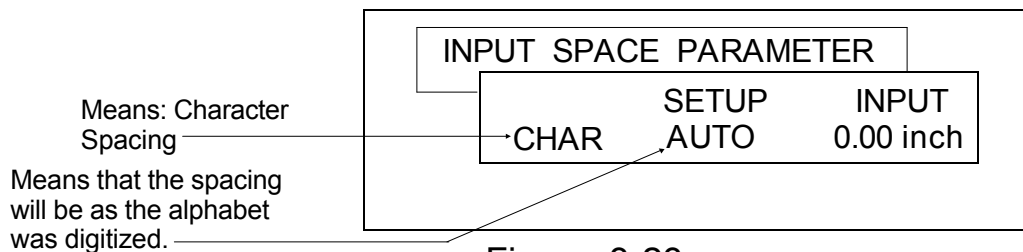


Figure 3-23

Type in the value you want. You must type in the decimal point - hold down the [SHIFT] key and press the [5] key; the decimal point is the period, just above the 5 on the [5] key. The value typed in for figure 3-22 was: .03

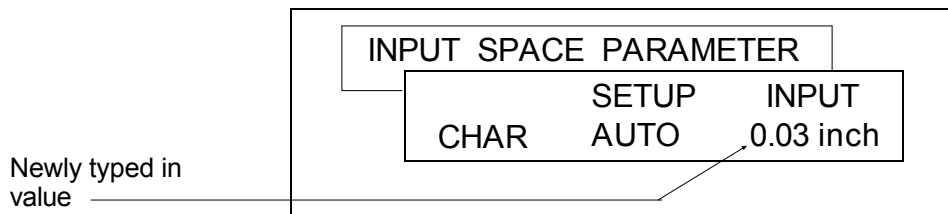


Figure 3-24

Press the [ENTER] key. Now, the new value is entered.

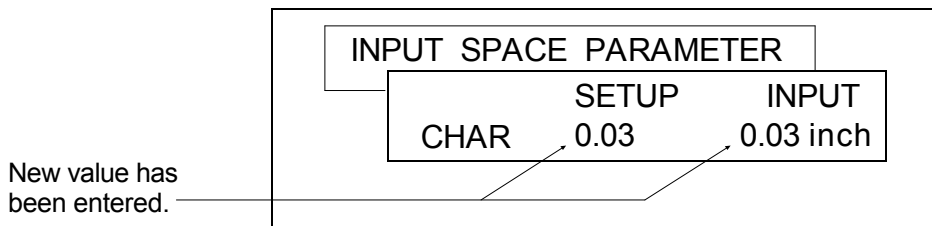


Figure 3-25

The allowable range of inputs is + or - 9.99 inches (99.99 centimeters). Any time you want to return to the default value of AUTO, press the [CLEAR] key.

Once you have made your character spacing entry, press the [SPACE] key. This will take you to the Line Spacing LCD screen; see below.

Line Spacing

Line Spacing allows you to determine the vertical distance between lines of text when you are sewing multiple lines. Pressing the [SPACE] key after the figure 3-25 screen will open the Line Spacing screen shown below:

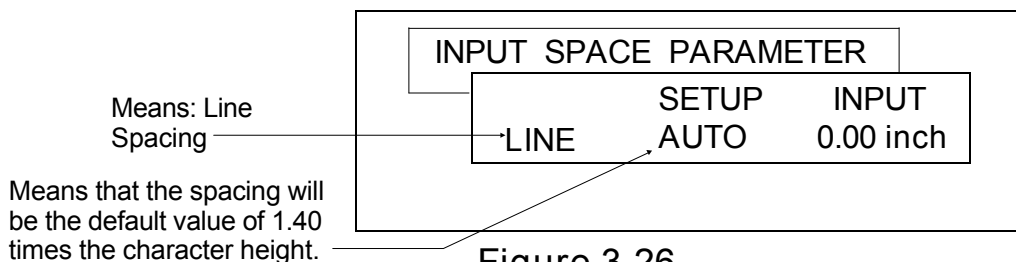
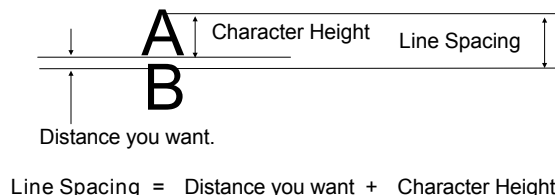


Figure 3-26

To change the line spacing to a reasonable value, you must know the height of the letters you are going to sew. Get the character height from the code card. The value you enter will be the sum of the character height and the distance you want between lines.



$$\text{Line Spacing} = \text{Distance you want} + \text{Character Height}$$

Figure 3-27

If you are using enlargement or reduction, line spacing must be set manually since AUTO setting is based on character heights using normal size. Once you have determined the line spacing value you want, per figure 3-27, type the numbers in and press [ENTER]. See below:

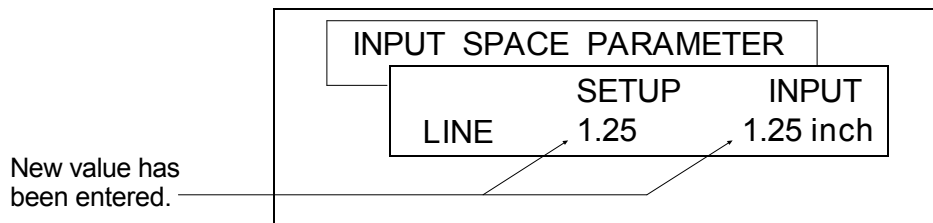


Figure 3-28

The numbers you type in here are actual distances, whereas, the default value of 1.40 is a factor (multiplier) that is applied to the character height of the lettering you enter to be sewn.

The allowable range of inputs is + or - 9.99 inches (99.99 centimeters). Any time you come into the Line Spacing screen and want to return to the default value of 1.40, press the [CLEAR] key. Press the [SPACE] key to return to the lettering mode of operation.

Layout

The [LAYOUT] key allows you to select one of four horizontal lettering layouts; or, one of four vertical lettering layouts. The two arc layouts, clockwise and counterclockwise sewing, were explained back on page 3-14. The layout selections are shown below:

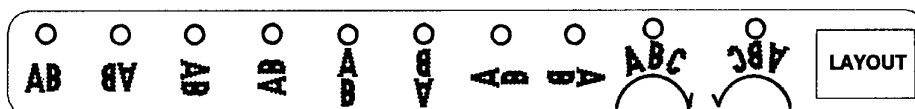


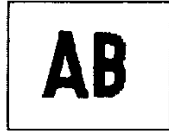
Figure 3-29

Horizontal Lettering Layouts

There are times when the size of the garment or material you are sewing on will not fit easily on the machine to allow you to sew in the normal, orientation. For example, you want to sew a name along the edge of a large bath towel or sheet; but don't want to shove the excess material back under the sewing head. The easiest way to sew on something like this is to let the excess material hang down over the front of the machine and sew the name

upside down. The four orientations you can use for your sewing are illustrated in the following examples.

Below on the left is the normal orientation. If you typed in the letters Rockies using this, they would sew as shown on the right:



Rockies

The orientation below would sew the letters Satin like this:



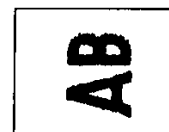
Satin

The orientation below would sew the letters CAT like this:



CAT

The orientation below would sew the letters DOG like this:



DOG

Vertical Lettering Layouts

The four vertical lettering layout selections lend a bit of the "special affects" to your sewing. They get a bit tricky when you enter multiple lines of text, so read this section carefully.



This orientation allows you to type in your lettering in the normal left-to-right method that we've known from 1st grade; however, the machine will sew the letters out in a vertical orientation as shown below. If you were to type in: D E N V E R, it will sew out as shown:

Selecting this symbol will keep the vertical lettering orientation; but will turn the sewout upside down:

If you were to type in DENVER
as two lines of text, it COLORADO
will sew as shown at
right.

Note that in reading from left
to right, COLORADO comes
first.

In order to make the sewout read from left to
right, with DENVER on the left, you must go into
the [SPACE] key routine and enter a **negative (-)**
line spacing value, or enter the words in reverse order,
leaving **line spacing** on Auto.

The horizontal distance between DENVER and
COLORADO is dependent on the value you
enter here.

The vertical distance between letters,
when sewing with this orientation, is
the character space. You may enter a
character space value to change this
distance. (See page 3-15).

D
E
N
V
E
R

C
O
L
O
R
A
D
O

D
E
N
V
E
R

C
O
L
O
R
A
D
O

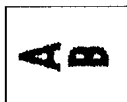


Selecting this symbol will keep the vertical lettering orientation; but will turn the sewout upside-down:

This sample, along with the next two, are shown with a negative line spacing value entered so that DENVER will always be read before COLORADO.

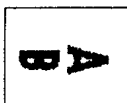
D
E
N
V
E
R

C
O
L
O
R
A
D
O



Selecting this symbol will orient your lettering as shown below:

COLORADO
DENVER



Selecting this symbol will orient your lettering as shown below:

DENVER
COLORADO

Entering Letters for Sewing

After you have set all the stitching parameters (pages 3-2 through 3-20) that you need for a particular job, it is time to enter the actual letters that you want to sew. You will be using both letter keys and function keys shown below on the keyboard in figure 3-30.

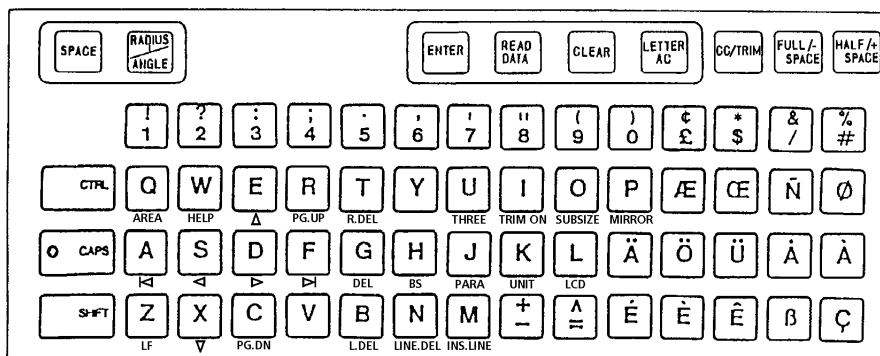


Figure 3-30

[FULL/-SPACE] When this key is used alone, it performs the same function as the space bar on a typewriter or computer keyboard - it gives you the space between words. However, when the [SHIFT] key is held down and you press the [FULL/-SPACE] key, you enter a "minus space" into your lettering that is executed between the two letters on either side of the minus space. One "minus space" is equal to 1/8 of the letter height you have selected. See figure 3-31 below:

Some letter combinations, particularly an uppercase letter, followed by a lower-case letter, leave too much horizontal space between the letters. The same problem exists when certain uppercase letters are adjacent to each other. See at right:

Tom AV

Here are the same sewouts with two "minus spaces" between the "T" and "o"; and two between the "A" and the "V".

Tom AV

The entries typed in for "Tom" were: [T], [SHIFT] + [FULL/-SPACE], [SHIFT] + [FULL/-SPACE], [o], and [m].

The entries typed in for "AV" were: [A], [SHIFT] + [FULL/-SPACE], [SHIFT] + [FULL/-SPACE], and [V].

Figure 3-31

[HALF/+ SPACE] When used alone, you can insert a space between words that is equal to 1/2 the space you would get from the [FULL/-SPACE] key. When used in conjunction with the [SHIFT] key, the [HALF/+ SPACE] key will give you a "plus space" which is equal to 1/8 of the letter height you have selected. The "plus space" can be used to move any two letters farther apart from each other. The "plus space" has the opposite effect as that shown in figure 3-31.

NOTE: The horizontal spacing feature of the [SPACE] key affects the spacing between every letter equally. The [FULL/-SPACE] and [HALF/+ SPACE] keys affect only the space between selected letters. "Minus spaces" and "plus spaces" can be inserted while the [SPACE] key is in use.

[CC/TRIM] Used alone inserts a color change command into a string of letters. For example, if you wanted to sew Joe's Cafe; where Joe's and Cafe are different colors, type in the lettering as shown here:

[J], [o], [e], [SHIFT] + ['], [s], [CC/TRIM], [FULL/-SPACE], [C], [a], [f], [e]

On a single-needle machine, the color change command will stop the machine for a thread change. Depending on how the machine is setup, it will either stop for you to manually change needles or automatically change to a different needle on a multiple needle machine..

[CC/TRIM] Pressing [CC/TRIM] while holding down the [SHIFT] key inserts a thread trim command between letters. Even when the auto trim, [CTRL] + [I], has been toggled to off, inserting the [SHIFT] + [CC/TRIM] command between letters will cause the machine to perform a trim.

[CAPS] When the indicator light to the left of [CAPS] is on, all letters typed are in upper case. Pressing the [SHIFT] key and typing with the light on produces lower-case letters.

When the CAPS light is off, all letters are in lower case. Pressing the [SHIFT] key and typing with the light off produces uppercase letters.

Table 1-1 is a quick reference for using the [CAPS] and [SHIFT] keys.

[CLEAR] Use this key to delete the character to the left of the cursor when you are entering or editing your lettering entries. Pressing [CLEAR] would delete the "A" in both cases below:

DEANVER

DENVA

[LETTER AC] Press this key to delete all entered lettering from the LCD screen. After you have sent a job to one of your embroidery machines, use this key to clear that lettering from the screen so you can enter the next job's lettering.

[CTRL] The [CTRL] key is used in conjunction with other keys to perform editing functions with your lettering. Table 3-2 lists the editing functions available with the [CTRL] key.

Function/ [Keycap]	Keys	Description
Editing Functions		
▲	CTRL+ E	Shifts the cursor upwards by one line.
▼	CTRL+ X	Shifts the cursor downwards by one line.
▲	CTRL+ S	Shifts the cursor to the left one character.
▼	CTRL+ D	Shifts the cursor to the right one character.
▲	CTRL+ A	Shifts the cursor to the left end of line.
▼	CTRL+ F	Shifts the cursor to the right end of line.
[DEL]	CTRL+ G	Deletes the character at the cursor position.
[BS]	CTRL+ H	Deletes one character left of the cursor position.
[L.DEL]	CTRL+ B	Deletes all characters to the left of the cursor.
[R.DEL]	CTRL+ T	Deletes all characters to the right of the cursor.
[LF]	CTRL+ Z	Performs the line feed.
[INS.LINE]	CTRL+ M	Inserts one line above the cursor.
[LINE.DEL]	CTRL+ N	Deletes the line where the cursor is located.

Table 3-2

[CTRL] + [Z] This key combination is used like a typewriter carriage return to enter a line feed allowing you to sew multiple lines. See below:

Character entry: [T], [h], [e], [CTRL] + [Z], [C], [l], [u], [b]

LCD display:



Sewout:
 (LINE CENTER MIDDLE)

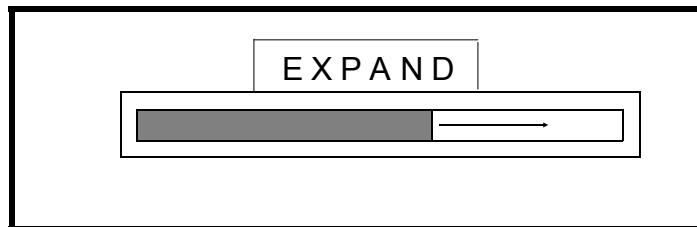


Figure 3-32

[READ DATA] After you have entered all the lettering, and set all the parameters you require for this job, press the [READ DATA] key to have the computer compile your design for you. At this point you need only press the [RUN] key to transfer your design to the selected machine.

[RUN] Press the [RUN] key to transfer your design to the selected machine. When you press the [RUN] key, the LCD display shows you the progress of the transfer with a horizontally expanding bar.

When the dark bar extends all the way to the right, the design has been processed.



NOTE: If you wish to abort the transfer before it is completed, you may do so by pressing the [CLEAR] key before the dark bar reaches the right side.

Figure 3-33

The computer will take up to the first eight letters you entered, and use them for the filename of the design in the machine's design buffer. If you try to send something to a machine that already exists in the machine, the LCD

This is the name that already exists:

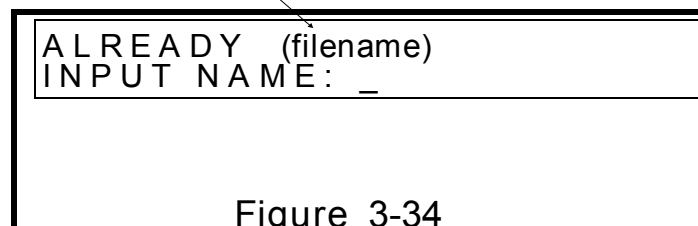


Figure 3-34

display will prompt you to enter a different file name at this time:

You now have the opportunity to type in a different filename; do not exceed 8 characters. Press [ENTER] after you've typed your new filename.

Alphabet Code Card

Here is an example of the Stellar 1 MELCO BLOCK alphabet code card. It tells you what characters are available, any special keystrokes required, the 5 available sizes, and a plotted sewout of all characters.

MELCO BLOCK - STELLAR
Part Number: 96426316
Software Rev 3.00

THIS ALPHABET CONTAINS:
LETTERS: A thru Z and a thru z
NUMERALS: 0 thru 9
SYMBOLS: (! # & ' . , - / ; : = ?)

DOUBLE LEFT QUOTES, press the * key
DOUBLE RIGHT QUOTES, press the + key

SIZES: 0.25", 0.50", 0.75", 1.00", 1.50"; Based on the uppercase letter T

ABCDEFGHI
JKLMNOPQR
STUVWXYZ
abcdefghijklmn
opqrstuvwxyz
0123456789
"(!#&' . , - / ; : = ?)"

Code Card Part Number: 11426316 Rev: A

The only special keystrokes required for this alphabet are the [*] key for the double left quotes, and the [+] key for the double right quotes. You should receive a code card for every alphabet you purchase.

Monogramming Mode

There are a few monogram alphabets that must be run in the Monogramming Mode, which is invoked by pressing [CTRL] plus [U]. They are: 3-Letter Seal, 3-Letter Diamond, 3-Letter Point, and End Scroll. The normal alphabets cannot be run in the Monogramming Mode.

A monogram alphabet contains three versions of each letter in the alphabet. There is a left character, a center character, and a right character. You can never enter more than 3 letters; however, you may enter up to 3 letters and a key character for a border for your monogram. The 3-Letter-Seal, -Diamond, and -Point allow you to enter 1, 2, or 3 letters plus a border. The End Scroll allows 3-letter entries only, plus a border.

On the 3-letter series, if you enter 1 letter, the computer will give you the center character. The center character will be at the height you have selected with the [SIZE] key.

If you enter 2 letters, the computer will give you the left character, and the right character; the overall height of the 2-letter monogram will be less than the height you selected with the [SIZE] key.

If you enter 3 letters, the computer will give you all three characters, and the center character will be at the height you selected with the [SIZE] key.

Stitch Parameters for Monograms

You may set any DENSITY you desire; you may input some character spacing from the [SPACE] key; and you may select any of the 5 sizes from the [SIZE] key.

You must use LINE CENTER MIDDLE; and you may use any of the 4 horizontal lettering layouts shown below:

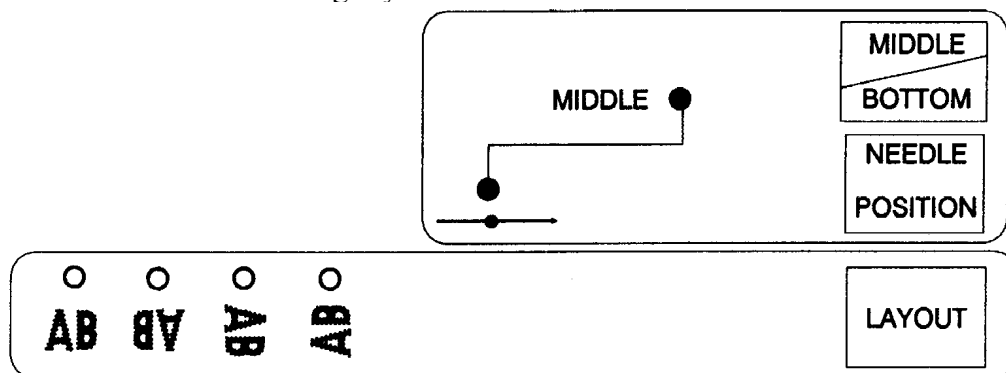


Figure 3-35

Character Entry for Monograms

To enter the Monogramming Mode on your keyboard, hold down the [CTRL] key and press the [U] key. The LCD display will inform you that you are in the Monogramming Mode. You must have a disk containing a monogram alphabet in the Premier's disk drive.

Monogramming etiquette demands that the last initial be the center character in a 3-letter monogram. If your initials were MHJ, you would type in [M] [J] [H]. If you were going to sew only a 2-letter monogram, you would type in [M] [J]; and for a 1-letter monogram, you would enter [J].

If you want a border for your monogram, find the character key for the border you want from the code card. Borders are grouped on the code card by the number of letters you want in your monogram; i.e., 1-letter, 2-letter, or 3-letter. You wouldn't want to sew a 1-letter or 2-letter border with a 3-letter monogram; nor a 1-letter border with a 2-letter or 3-letter monogram.

For example, we're using the 3-Letter Seal Monogram Alphabet; we're entering 3 letters; and we want just a plain circle for a border. The code card tells us that a plain circle is obtainable by entering the [1] key. Here's the key sequence you would enter for a 3-letter monogram with a circle around it:

The next page shows the front page of the 3-Letter Seal-Stellar code card. This

[M] [J] [H] [1]

Then there's the possibility you may want the circle in a different color:

[M] [J] [H] [CC/TRIM] [1]

is a 2-page code card, and gives the 2-letter and 1-letter borders on the back page.

The letter "O" is used to illustrate the basic shape of the left, center, and right characters as they would be sewn from this file.

To exit the Monogramming Mode, hold down the [CTRL] key and press the [U] key.

Monogramming Code Card

3-Letter Seal - Stellar
Part Number: 96426319
Software Rev: 1.00

This is a MONOGRAM file. It consists of 5 different borders for a 3-letter monogram; 5 different borders for a 2-letter monogram; and 5 different borders for a 1-letter monogram.

The **Letter Height** pertains to the height of the center character in a 3-letter monogram. Be aware that when you add certain borders, the overall height and/or width of the monogram + the border will exceed the height you have selected. Make certain you use a hoop big enough to accommodate the job.


To find out how high a monogram (with borders) will be, multiply the letter height by the Hf (Height factor). The Hf is given for each border that exceeds the selected letter height.






To find out how wide a monogram (with border) will be, multiply the letter height by the Wf (Width factor). The Wf is given for each border that goes wider than the selected letter height.

SIZES: 0.8125", 1.125", 1.50", 1.8125", 2.125"; Based on the uppercase letter "T"

3 - Letter Monogram Borders

The placement of letters, and their basic shape, conform to the example at right; which shows the three letters: O, O, O.



<p>Keyboard Character Hf = 1.2 Wf = 1.2</p> <div style="text-align: center; border: 1px solid black; width: 30px; margin: 0 auto; padding: 2px;">1</div> 	<p>Keyboard Character Hf = 1.25 Wf = 1.25</p> <div style="text-align: center; border: 1px solid black; width: 30px; margin: 0 auto; padding: 2px;">2</div> 	<p>Keyboard Character Hf = 1.3 Wf = 1.4</p> <div style="text-align: center; border: 1px solid black; width: 30px; margin: 0 auto; padding: 2px;">3</div> 
<p>Keyboard Character Wf = 1.95</p> <div style="text-align: center; border: 1px solid black; width: 30px; margin: 0 auto; padding: 2px;">4</div> 	<p>Keyboard Character Wf = 2.2</p> <div style="text-align: center; border: 1px solid black; width: 30px; margin: 0 auto; padding: 2px;">5</div> 	

Code Card Part Number: 11426319 Rev A

Figure 3-36

Sewing From Design Disks

There are a series of design disks available for purchase. Each disk contains a series of theme-related designs. Some of these disks are: Sports Symbols, Special Occasion, Religious Symbols, Children's Designs, Mascots # 1, Floral Designs # 1.

You must have your keyboard in the lettering mode to sew the designs. They will not sew in the monogramming mode.

Stitch Parameters for Designs

You may set any density you desire, and you may select any of the 5 sizes from the [SIZE] key.

You must use LINE CENTER MIDDLE; and you may use any of the 4 horizontal lettering layouts shown below:

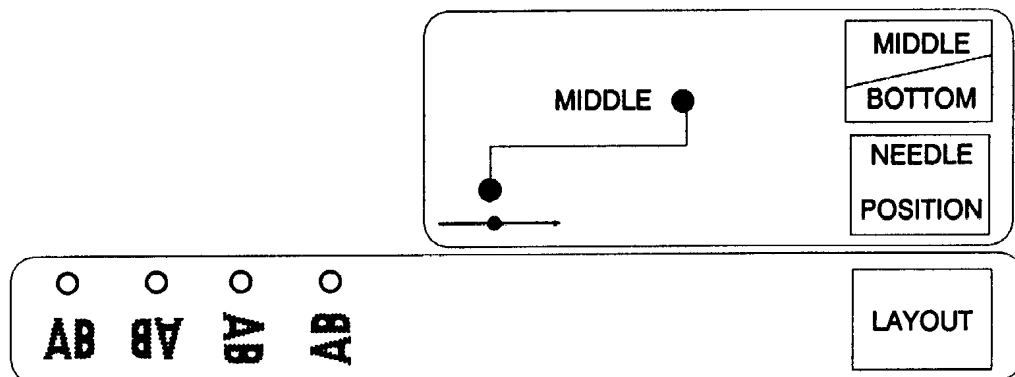


Figure 3-37

Character Entry for Designs

On some design disks, such as the Sports Symbols, each design is a single-color design; and almost all require the entry of a single letter in order to obtain the whole design.

On other design disks, such as Special Occasion, one design may require up to four letter entries to obtain the whole design. In these designs, each letter represents a color in the design. Therefore, when you enter the required lettering, you would also want to enter a color change command between each letter.

Take the Christmas Wreath from the Special Occasion disk for example. The code card tells you that the [A] key will sew the berries, and that the [a] key will sew the leaves of the wreath. It wouldn't look very Christmas-like if the berries and leaves were all the same color. Therefore, you will want a color change command between the "A" and the "a" as shown below:

Keystroke entry for the Christmas Wreath:
[A] [CC/TRIM] [a]






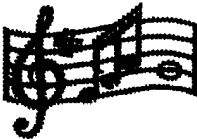



Design Code Card

Below is the front page of the 2-page Special Occasion - Stellar code card.

SPECIAL OCCASION - STELLAR
Part Number: - 96426332
Software Rev 1.00

This disk contains 19 different designs representing holidays and special events. The use of two or more keys per design allows you to enter a color change command for multi-colored designs.

SIZES - 1.00", 1.50", 2.00", 2.50", 3.00"

<p><u>Christmas Wreath</u> A - Berries a - Leaves</p> 	<p><u>Lilly</u> B - Flower b - Leaves</p> 	<p><u>Bells</u> C - Ribbon c - Bells</p> 
<p><u>Pierced Hearts</u> D - Hearts d - Arrow <small>(Careful, this design is twice as wide as it is high)</small></p> 	<p><u>Crown</u> E - Jewels e - Crown</p> 	<p><u>Music</u> F - Scale f - Notes</p> 
<p><u>Theatre</u> G - Sad Face g - Happy Face</p> 	<p><u>Rosebud</u> H - Flower h - Stem</p> 	<p><u>American Flag</u> I - Stripes i - Stars <small>(Sew on white background)</small></p> 

Code Card Part Number: 11426332 Rev: A

4. Sewing from MS-DOS Formatted Disk

Your Premier will recognize MS-DOS formatted 3.5" disks, including Tajima disks, containing expanded data designs. This means that anyone who owns a Melco EDS or Epicor computer system can make design disks for use in the Premier. The design data must be in expanded format.

Instructions for EDS/Epicor

As the owner of a Premier, it may be of interest to you to know how designs in an MS-DOS format are prepared for use in your computer.

Formatting in MS-DOS

From the MAIN MENU of the EDS/Epicor computer, perform the [CTRL] + [F9] Exit to DOS function; then perform the following steps:

- Insert a 3.5" floppy disk into your A drive.
- On your keyboard, type: `FORMAT A:/F:720`
- Press the [ENTER] key.

After you have formatted all the disks you want, type: `EDS`; then press [ENTER] to return to the EDS program.

Copying Expanded Data Designs

Only expanded data designs can be read by the Premier; therefore, make certain any design you wish to copy to the 3.5" floppy disk is on your hard disk in expanded form. Perform the [CTRL] + [F9] Exit to DOS function; then perform the following steps:

- Insert a 3.5" floppy disk into your A drive.
- On your keyboard type: `COPY filename.EXP A:filename.EXP.`
- Press the [ENTER] key.

After you have copied all the designs you desire, type: `EDS`; then press [ENTER] to return to the EDS program.

Design Selection From MS-DOS Disk

Initialize your Premier by turning it ON, and inserting the system disk. Once the system has been loaded; remove the system disk and insert the design disk.

When you insert the MS-DOS formatted design disk, the Premier recognizes the disk for what it is, and changes to a mode of operation specifically for this disk. Only the first [LAYOUT] LED will turn on.

Tajima Disks

When a Tajima disk is inserted into the Premier, before the design names can be displayed you must let the machine know what kind of disk it is dealing with. Do this by pressing [CTRL] plus [Y]. Now the design names are displayed, and the word, Tajima is show on the lower left side of the screen. Now you can continue with the following selection process.

Select a Design

When you first insert the MS-DOS formatted disk, the LCD display shows the following:

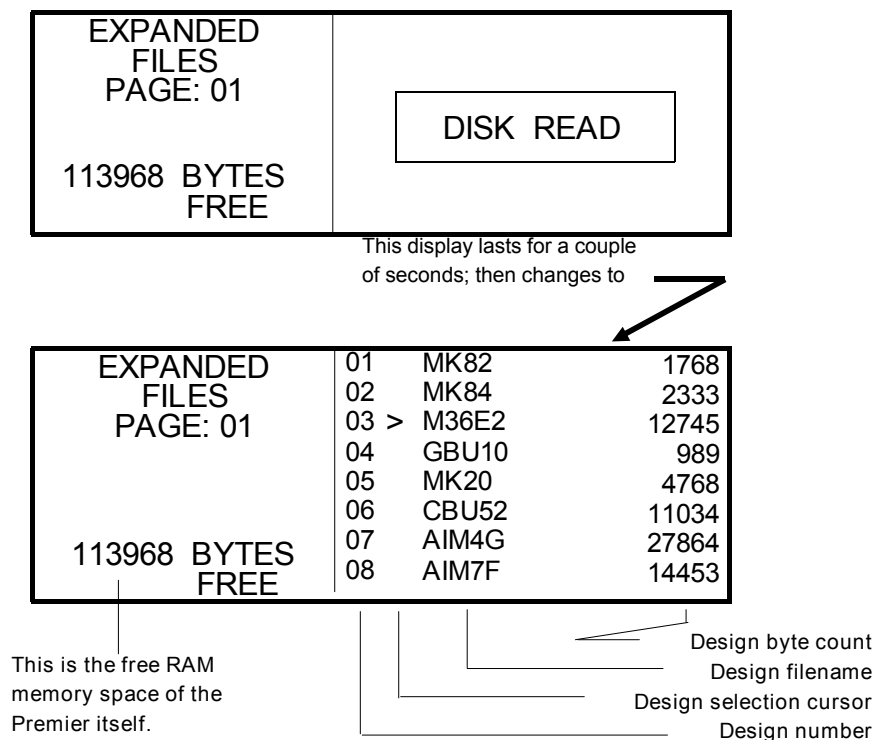


Figure 4-1

If there are more than 8 designs on the disk, the remaining designs will be on subsequent pages (8 to a page). Move forward 1 page at a time by holding down the [CTRL] key and pressing the [C] key. To backup a page, hold down the [CTRL] key, and press the [R] key. The numbering of the designs will continue in order; see figure 4-2.

EXPANDED	09 >	AGM26B	1768
FILES	10	AGM78B	2333
PAGE: 02	11	AGM69A	12745
	12	AGM45A	989
113968 BYTES	13	AGM28B	4768
FREE			

Figure 4-2

Use the [Å] key or [Ç] key to move the design selection cursor to the design you wish to send to an embroidery machine. If the cursor is on design 8 (figure 4-1), and you move it down by pressing the [Ç] key; the screen will change to page 2, and the cursor will be on design 9 (figure 4-2). Once you have the cursor on the design you want, you are ready to proceed with sending the design to an embroidery machine.

Design Orientation

When you use a Melco or Tajima disk, you have the option of changing the direction, or orientation, of the design. You are able to produce designs in a "mirror" image. This lets you sew with your garment in the most reasonable position.

After you insert a Melco or Tajima disk, an F appears in the lower left-hand corner of the LCD screen. The F indicates the sewing orientation of your design. Pressing [CTRL] plus [P], which has the word mirror on it, changes the orientation of the F.

Along with the F option, you can use the first four horizontal layout options, marked with AB in different rotations, on your keyboard. The indicator light above the first AB option will be turned on. This selection will not change the sewing orientation from the displayed F. You may change the AB selection and the indicator light, by pressing [LAYOUT]. The other AB selections will change the sewing orientation from the displayed F. The sewing result of each of these combinations is show in the following grid; the F options are across the top and the AB options are down the side:

Send a Design

	F	F	E	F
AB	F	F	E	F
AB	F	E	F	F
AB	F	F	F	E
AB	E	F	F	F

After you have selected a design, as described above, you are ready to send it to a machine. The design will be sent to the selected unit. If you don't remember which unit you have selected from the Setup Mode procedures, do not worry about it at this time.

As an example, let's send design 6, CBU52, to unit 1 for sewing.

Select design 6 as described on the previous page, and the top of this page.

Press the [ENTER] key. The LCD display will change to that shown below:

Figure 4-3 indicates the design will be sent to unit 3; not unit 1 like we want. You can change the selected unit number here; without going into the Setup Mode as described in part 2 of this manual.

EXPANDED FILES PAGE: 01 SEND " CBU52 " to 03	01	MK82	1768
	02	MK84	2333
	03	M36E2	12745
	04	GBU10	989
	05	MK20	4768
	06 >	CBU52	11034
	07	AIM4G	27864
	08	AIM7F	14453

Indicates the design will be sent to unit 3.
This is not the unit we decided on above.

Figure 4-3

Change Selected Unit

To change the selected unit from this screen, hold down the [SHIFT] key and press the [SETUP] key. Each time you perform this key sequence, the unit number will advance up to 04, then start over with 01. Stop when you have the unit number you desire showing in the display.

Abort Send Design

If you decide that you don't want to send a design at this point, you may abort the procedure by pressing the [CLEAR] key. The display will go back to that shown at the bottom of figure 4-1.

Not Enough Memory Space

If a design filename shows in the display, highlighted as shown in figure 4-4, then that design takes up more memory space than there is available in the Premier's RAM memory and cannot be used. Do not select one of the highlighted designs.

EXPANDED FILES PAGE: 01 SEND " CBU52 " to 01	01	MK82	1768
	02	MK84	2333
	03	M36E2	12745
	04	GBU10	989
	05	MK20	4768
	06	> CBU52	11034
	07	AIM4G	27864
	08	AIM7F	14453

Figure 4-4

When you select a usable design and press [ENTER], the design data is read and temporarily stored in the Premier's RAM. You are now ready to transfer (load) the data to the selected embroidery machine.

Load a Design

Press the [RUN] key to load the design data into the selected embroidery machine. The LCD display will go through the following 3 phases:

EXPANDED FILES PAGE: 01 LOADING " CBU52 "	01	MK82	1768
	02	MK84	2333
	03	M36E2	12745
	04	GBU10	989
	05	MK20	4768
	06	> CBU52	11034
	07	AIM4G	27864
	08	AIM7F	14453

Figure 4-5

EXPANDED FILES PAGE: 01 SENDING " CBU52 " to 01	01	MK82	1768
	02	MK84	2333
	03	M36E2	12745
	04	GBU10	989
	05	MK20	4768
	06	> CBU52	11034
	07	AIM4G	27864
	08	AIM7F	14453

Figure 4-6

EXPANDED FILES PAGE: 01 SENDING " CBU52 " ALL DONE	01	MK82	1768
	02	MK84	2333
	03	M36E2	12745
	04	GBU10	989
	05	MK20	4768
	06	> CBU52	11034
	07	AIM4G	27864
	08	AIM7F	14453

Figure 4-7

The design is now present in the embroidery machine's design buffer, and run buffer if you had Auto Run ON.

Design Loading Problems

There are 5 possible problems that might prevent your design's transfer to the embroidery machine.

Any of the 5 following messages may appear in this box.	EXPANDED FILES PAGE: 01 [Empty Box]	01	MK82	1768
		02	MK84	2333
		03	M36E2	12745
		04	GBU10	989
		05	MK20	4768
		06	> CBU52	11034
		07	AIM4G	27864
		08	AIM7F	14453

DENIED NO ENTRY UNIT: 01	Means unit 1's design buffer already contains 16 designs.	DENIED NO SPACE UNIT: 01	Unit 1's design buffer does not have enough free memory space to accommodate this design.
DENIED ALREADY UNIT: 01	Means the design you are trying to send, already exists in unit 1.	FRAME AREA OVER	The design is too big for the sewing field of the machine.
DENIED OFFLINE UNIT: 01	Means unit 1 is OFFLINE.		

Figure 4-8

Press [Any Key] to exit the problem display and return to the display shown at the bottom of figure 4-1.

5. Supplemental Operations

This part of the manual covers some additional operations that you will find helpful in your operation of the Premier.

Save & Load Stitch Parameters

These are useful operations if you come to the end of the day and are not yet done using a certain set of stitch parameters. The save function allows you to store your set of stitch parameters overnight - with your Premier turned OFF. Then, load those stitch parameters back into the keyboard the next morning when you are ready to use them.

Save Stitch Parameters

All values and conditions of the following stitch parameters can be saved with this routine:

- Stitch Density
- Design Selection Mode (Direct/Indirect)
- Font
- Character Size
- MIDDLE/BOTTOM Selection
- Needle Position
- Character Layout
- Character Spacing
- Line Spacing
- Individual Size Designation
- Radius
- Angle

Initiate the save routine by holding down the [CTRL] key and pressing the [J] key. The LCD display will change to:

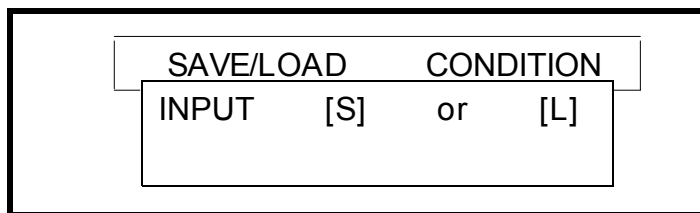


Figure 5-1

The computer is asking at this point whether you wish to "save" or "load". We are interested in saving our stitch parameters at this time; so, press the [S] key. The display will change to:

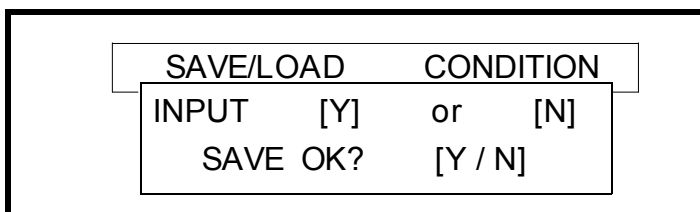


Figure 5-2

In figure 5-2, the computer is asking if you are sure "saving" is what you wish to do. We do want to save at this point; so, press [Y] for "yes".

Hold down the [CTRL] key and press the [J] key to exit to the lettering mode. Your stitch parameters are saved now; so, you may turn OFF the Premier.

Load Stitch Parameters

Loading the stitch parameters means that you are bringing the "saved" parameters back out of memory, and installing them into the keyboard so you can use them. Hold down the [CTRL] key and press the [J] key; the display will show as in figure 5-3.

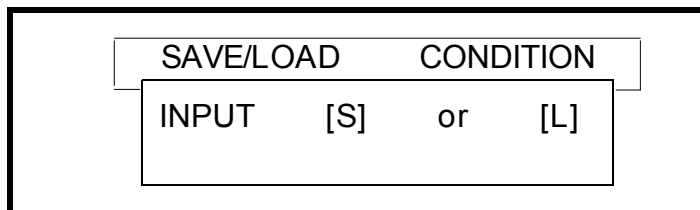


Figure 5-3

The computer is asking at this point whether you wish to "save" or "load". This time, we want to load the "saved" parameters back into the keyboard; so, press the [L] key. The display will change to:

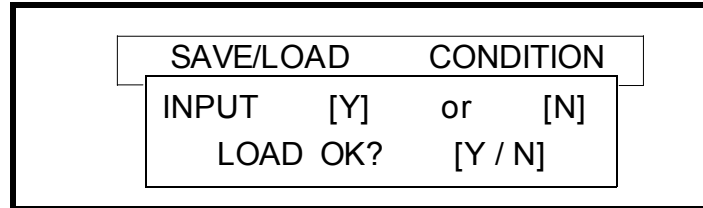


Figure 5-4

In figure 5-4, the computer is asking if you are sure "loading" is what you wish to do. We do want to load at this point; so, press the [Y] key for "yes".

The parameters that had been saved previously, are now recalled from memory, back into the keyboard so you can use them. Hold down the [CTRL] key and press the [J] key to exit this function, back to the lettering mode.

LCD Brightness Control

The Premier provides a means for you to adjust the brightness of the LCD display for varying lighting conditions and to your liking.

Hold down the [CTRL] key and press the [L] key. The display will change to:

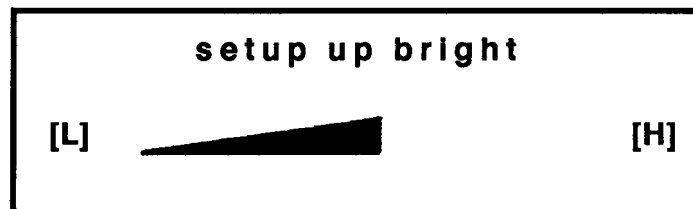


Figure 5-5

Holding down the [L] key will lower the brightness of the LCD screen. The horizontal, triangular bar will pull back to the left. Holding down the [H] key will increase the brightness of the LCD screen; and the bar will extend to the right. When you have adjusted the brightness to your liking, hold down the [CTRL] key and press the [L] key to exit to the lettering mode.

Unit of Measure

The Premier allows you to select either the English measuring system; or, the metric measuring system for your stitch parameter displays.

Hold down the [CTRL] key and press the [K] key. The display will change to:

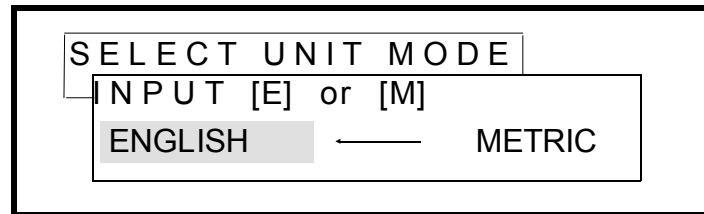


Figure 5-6

The display in figure 5-6 indicates that the English system is selected ("English" is highlighted, and the arrow is pointed to "English"). To change to the metric system, simply press the [M] key; see figure 5-7 below:

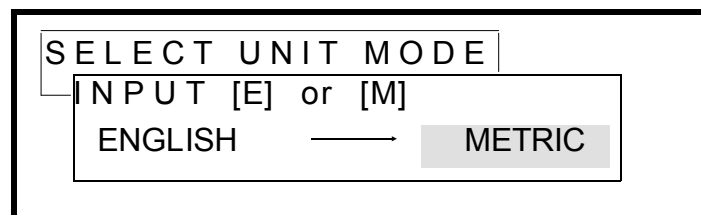


Figure 5-7

Make your selection with the [E] or [M] key; then, hold down the [CTRL] key and press the [K] key to return to the lettering mode.

Auto Trim

The auto trim function is available if you are using a Premier disk and sewing with a machine that has trimmers. Under these conditions, having the auto trim function turned on will cause the machine to trim between each letter.

Turn on the auto trim after you insert the Premier disk and before you enter any letters where you want trimming to take place. Do this by pressing [CTRL] plus [I]. The [I] key is also labeled TRIM ON. After you turn on the auto trim, displayed near the bottom right of the screen will be a small icon shaped like a pair of scissors. There will also be a scissors icon displayed

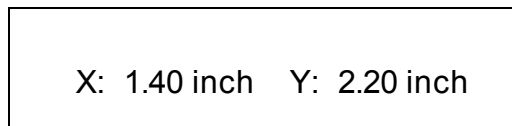
between each letter receiving a trim. Pressing [CTRL] plus [I] a second time will turn off the auto trim and remove the scissors icon from the screen.

Area Function

The area function gives you the height and width of your design in inches.

If you are entering letters, access the area function after you have pressed [READ DATA]. If you are working with a design disk, access the area function after you have selected a design and before pressing [ENTER].

When you are ready, press the [CTRL] and the [Q] keys, also labeled with the word AREA, and the area information displays as shown below:



X: 1.40 inch Y: 2.20 inch

Figure 5-8

If your unit selection is metric, the dimensions will display in centimeters.

Help Function

The Premier on-screen help is a listing of the control key functions that are also given in Table 1-2.

Access Help by holding down [CTRL] and pressing the [W]. The display will change as shown in Figure 5-9:

Pressing any key in the last screen will return you to the first screen. To return to the lettering mode, hold down the [CTRL] key and press the [W] key.

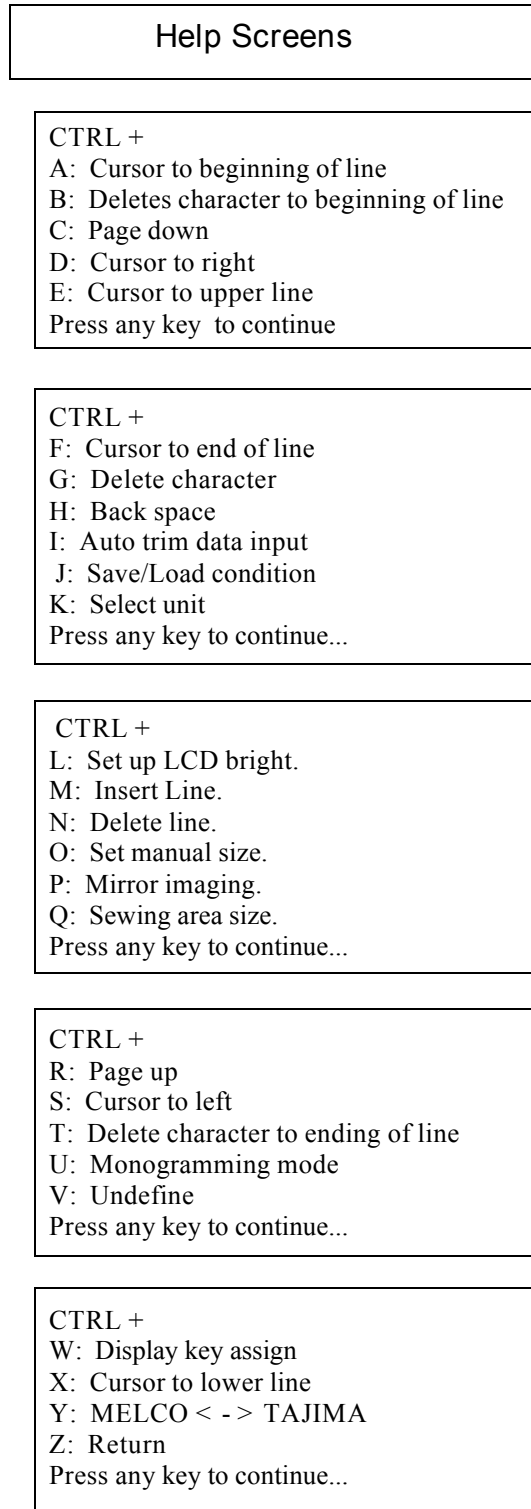


Figure 5-9

Appendix A - Examples, Line & Arc Formats

Line Formats

Part 3 of this manual covered the line formats for single lines of text. What we want to take a look at here, is how the different formats act when you sew multiple lines of text. The four formats we will address are: LINE CENTER MIDDLE, LINE CENTER BOTTOM, LINE NORMAL MIDDLE and LINE NORMAL BOTTOM.

Line Center Middle

The dot (•) represents the position of the needle prior to sewing. In all cases, the needle moves from the dot to the first letter; sews your text; and then returns to the dot.

**Melco
Industries
Incorporated**

**Premier
Controller
Operating
Manual**

Line Center Bottom

The dot (•) represents the position of the needle prior to sewing. In all cases, the needle moves from the dot to the first letter; sews your text; and then returns to the dot.

**Melco
Industries
Incorporated**

**Premier
Controller
Operating
Manual**

Line Normal Middle

The dot (•) represents the position of the needle prior to sewing. In all cases, the needle moves from the dot to the first letter; sews your text; and then returns to the dot.

**Melco
Industries
Incorporated**

**Premier
Controller
Operating
Manual**

Line Normal Bottom

The dot (•) represents the position of the needle prior to sewing. In all cases, the needle moves from the dot to the first letter; sews your text; and then returns to the dot.

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Incorporated**

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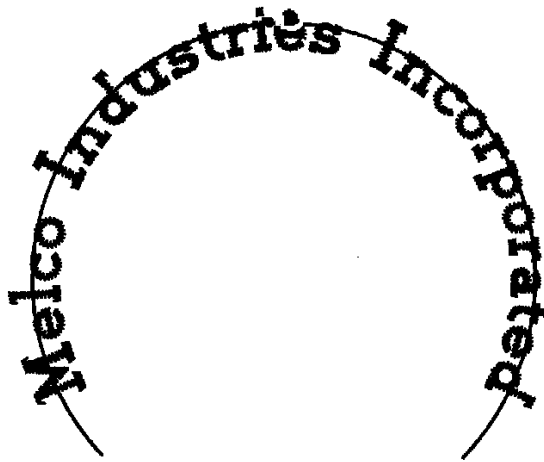
Arc Formats

Here you will see how the different arc formats act when you sew multiple lines of text. The four formats we will address are: ARC NORMAL MIDDLE, ARC NORMAL BOTTOM, ARC FROM CENTER MIDDLE, and ARC FROM CENTER BOTTOM.

Arc Normal Middle

The dot (•) represents the position of the needle prior to sewing. In all cases, the needle moves from the dot to the first letter; sews your text; and then returns to the dot. In these examples, the radius you enter for your lettering is shown by the line drawn on the circumference of the circle. Note how the lettering sits inside the circumference; and the base line of the lettering is actually at a point that is the radius, minus 1/2 the letter height you selected.

Single line text

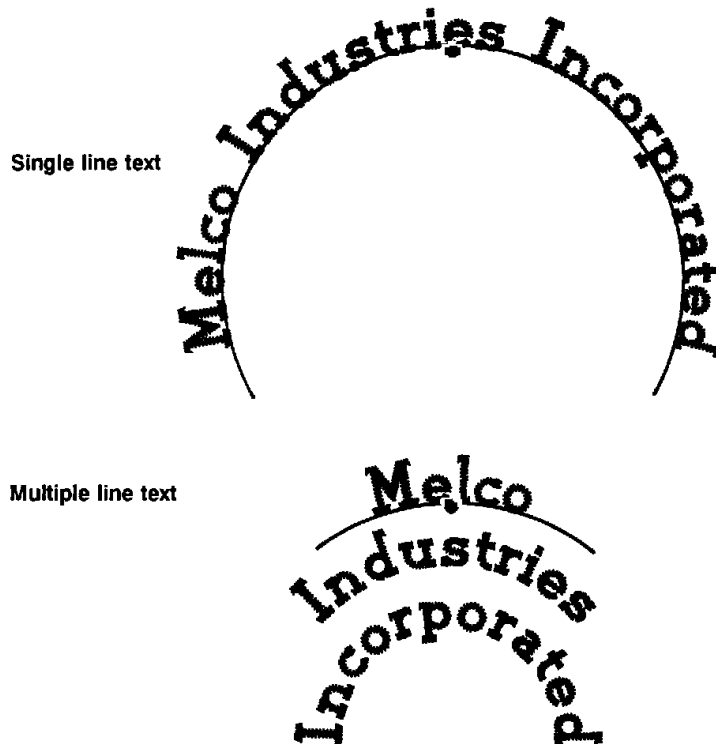


Multiple line text



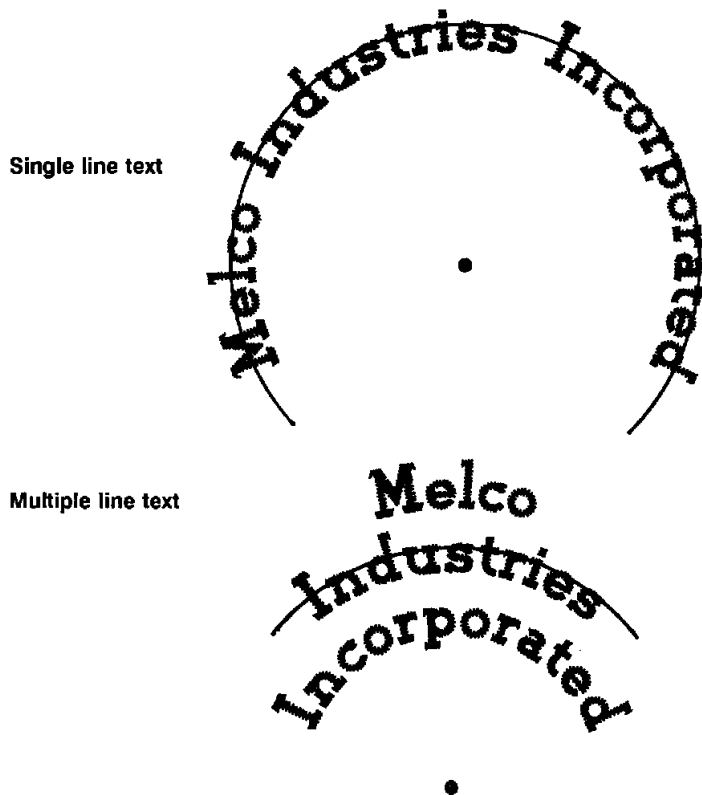
Arc Normal Bottom

The dot (•) represents the position of the needle prior to sewing. In all cases, the needle will move from the dot to the first letter; sew your text; and then return to the dot. With this format, the base line of your lettering is on the circumference of the circle described by the radius you entered.



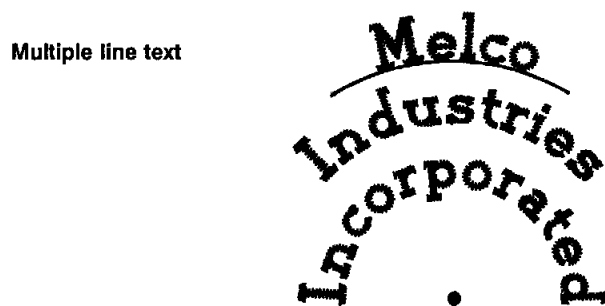
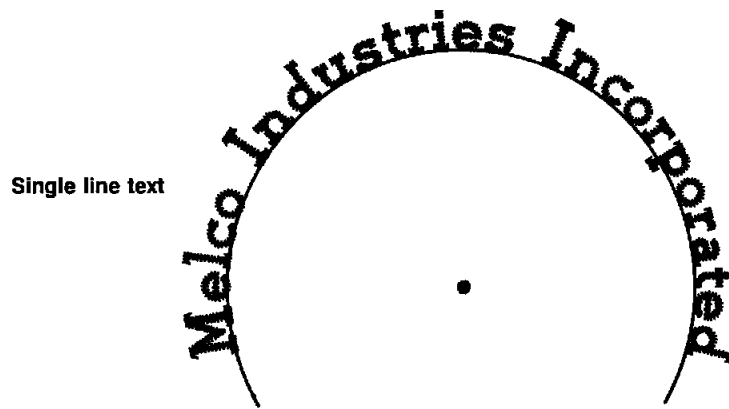
Arc from Center Middle

The dot (•) represents the position of the needle prior to sewing. In all cases, the needle will move from the dot to the first letter; sew your text; and then return to the dot. In these examples, the radius you enter for your lettering is shown by the line drawn on the circumference of the circle. Note how the lettering sits inside the circumference; and the base line of the lettering is actually at a point that is the radius, minus 1/2 the letter height you selected.



Arc from Center Bottom

The dot (•) represents the position of the needle prior to sewing. In all cases, the needle will move from the dot to the first letter; sew your text; and then return to the dot. With this format, the base line of your lettering is on the circumference of the circle described by the radius you entered.



Appendix B Trouble Shooting Guide

Symptom 1

The keyboard won't come on.

Action

If the display screen is not showing or is too dim, the brightness may need adjusting. Press [CTRL] plus [L] to access the LCD Brightness Control screen. See the "LDC Brightness Control" section in Chapter 5, "Supplemental Operations" for complete instructions.

Action

If the red LED indicators will not come on and the message "Not a system disk" is displayed, try your other system disk.

Action

You may have blown a fuse. There is a 3.15 Amp, 250V fuse inside the keyboard unit. Remove the seven screws across the back of the keyboard and four screws under the unit to access the fuse. Do not disconnect the cables inside the unit. The fuse is inside the black box with the power switch on it. Remove the two power connectors from the box and the five screws that hold on the top, and you will see the fuse inside. Replace the fuse and reassemble the keyboard. If you can't find the proper size fuse, call MELCO Technical Support.

Action

If the Premier takes over 20 seconds to display the "Insert System Disk", call MELCO Technical Support.

Symptom 2

The Premier will not read the system disk

Action

Try the other system disk that came with your Premier.

Action

If neither system disk can be read, buy a disk drive cleaning kit from a computer store and follow the directions.

Action

If neither system disk will work after cleaning the disk drive, call MELCO Technical Support.

Symptom 3

The Premier will not read any of the alphabet or design disks.

Action

If you are using a Tajima disk, press [CTRL] plus [Y] after inserting the design disk.

Action

Try another design or alphabet disk.

Action

If no other design or alphabet disk can be read, buy a disk drive cleaning kit from a computer store and follow the directions.

Action

If no disks can be read after cleaning the disk drive, call MELCO Technical Support.

Symptom 4

The peripheral connected to the Premier will not come on line.

Action

Check to see if the interface cable from the Premier keyboard to the peripheral is connected. If necessary, check the peripheral operation manual to see if the interface cables are in the correct connectors. Some peripherals have three connectors at the back of the machine; only the top two should be used to connect to the Premier.

Action

Press [SET UP] on the Premier keyboard. If you do not see the message "running" or "idle" across from each of the peripherals attached to your Premier, read the instructions in Chapter 2, "Set Up Operations."

Action

If the sewing peripheral is flashing the message "EP BIOS", machines such as the EM-1, EMC-1, EMC6ML, MTL, and EMC6/4T, may not be configured correctly. Check the configuration section of your peripheral operations manual for instructions.

Symptom 5

After sending a design, it does not show up in the peripheral design menu buffer.

Action

The correct unit number may not have been selected from the set up menu. Read Chapter 2, "Set Up Operations" for the correct procedure.

Symptom 6

The letters or characters typed on the Premier keyboard do not display on the LCD screen.

Action

The selected characters may not be a part of the alphabet on the disk that you are using. Check the code sheet that comes with the disk to see what characters are available. If the characters you want are not on that disk, they may be in an alphabet disk available from MELCO.

Symptom 7

The Monogram disk does not work on my Premier.

Action

Read the "Monogramming Mode" section of Chapter 3, "Sewing from Condensed Data Disk." To get the best result in your embroidery, be sure to read the code sheet that came with your alphabet disk .

Symptom 8

The disk will not release from the Premier disk drive.

Action

Try pushing the release button a few times. If the disk is still stuck in the drive, take the Premier keyboard to a computer repair shop and see if they can remove the disk. You may damage the drive if you try to pull the disk out with any sort of tool.

Action

If the disk drive is damaged and must be replaced, call your MELCO distributor for complete information. The Premier software will not run on every 3 1/2"

Symptom 9

Lettering was entered in BLOCK, but the design sewed in SCRIPT.

Action

Parameters (font, size, layout, needle position, and density) must be set BEFORE entering lettering. Then you must push [READ DATA] before adding changes or additions to your lettering.

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Appendix C - Quick Reference Guide

Premier Quick Reference Guide

EDITING FUNCTIONS

- CTRL + E Shifts the cursor upwards by one line.
- CTRL + X Shifts the cursor downwards by one line.
- CTRL + S Shifts the cursor one character to the left.
- CTRL + D Shifts the cursor to the right one character.
- CTRL + A Shifts the cursor to the left end of line.
- CTRL + F Shifts the cursor to the right end of line.
- CTRL + G Deletes the character at the cursor position.
- CTRL + H Deletes one character left of the cursor position.
- CTRL + B Deletes all characters to the left of the cursor
- CTRL + T Deletes all characters to the right of the cursor.
- CTRL + Z Performs the line feed.
- CTRL + M Inserts one line above the cursor.
- CTRL + N Deletes the line where the cursor is located.

SCREEN

- CTRL + C Continue to the next screen
- CTRL + R Return to the previous screen

MONOGRAMMING

- CTRL + U Toggles in or out of the monogramming mode.

BRIGHTNESS

- CTRL + L Toggles in or out of the LCD brightness adjust mode.

UNIT

- CTRL + K Selects inches or centimeters.

STITCHING PARAMETERS

- CTRL + J Saves or loads stitching parameters.

INDIVIDUAL SIZES

- CTRL + O Sets the enlargement and reduction ratios, and designates individual sizes.

TRIM

- CTRL + I Toggles Auto Trim on and off.

MIRROR

- CTRL + P Selects mirror imaging and design orientation.

TAJIMA

- CTRL + Y Selects Melcor Tajima format from MS-DOS disk.

AREA

- CTRL + Q Displays size of entered design.

HELP

- CTRL + W Lists the control keys and functions on the LCD.

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