

PMC-1201 QUICK START GUIDE

1. PREPARE MACHINE FOR A NEW JOB

- To access the embroidery machine menu's you must first quit the current embroidery:
 1. Disable the Embroidery Head:



*The red light on the needle button will turn off. Now you can access the Management Menus.

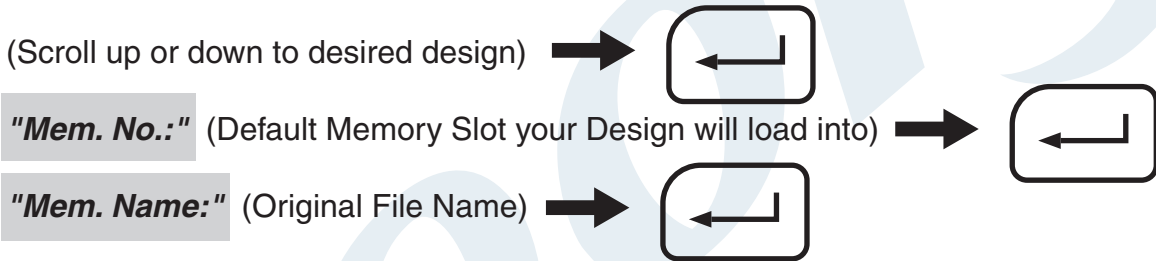
2. LOAD A DESIGN FROM DISKETTE INTO MEMORY

- From the main operation screen:
 1. Input From Diskette:



*The Files on the Diskette will appear in a List.

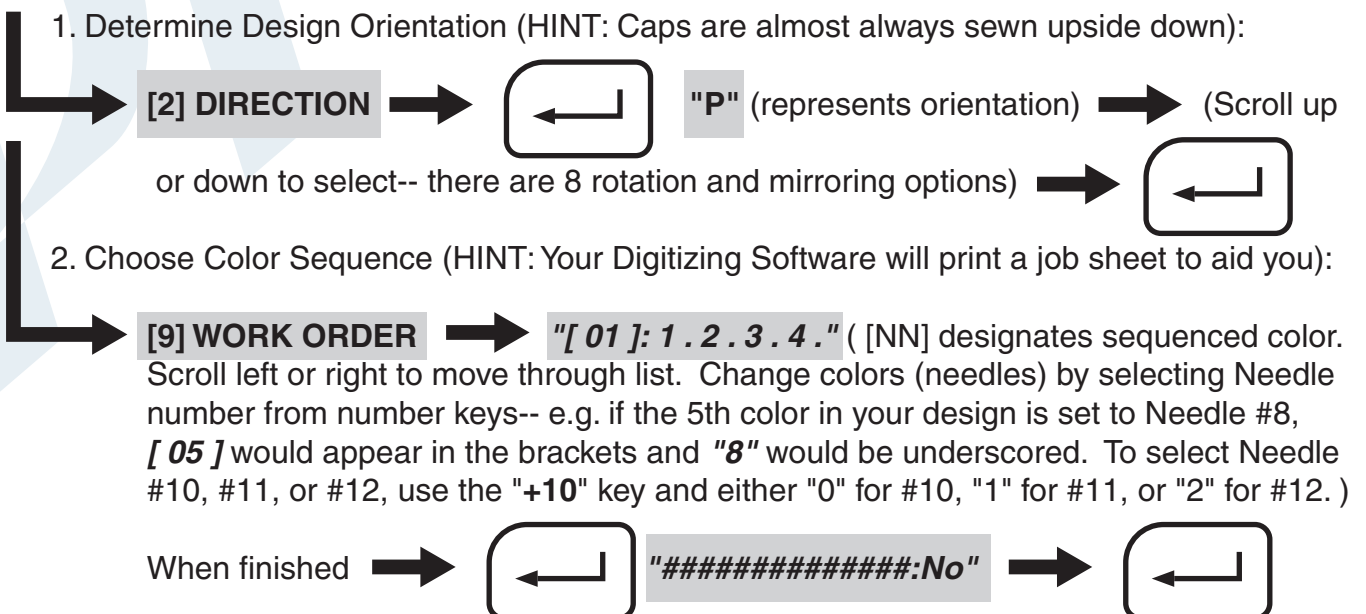
**NOTE: ONLY COMMERCIAL FORMATS ARE ABLE TO BE READ (e.g. DST)



3. SET PARAMETERS

- Manipulations to the Embroidered Design. There are 9 options total, we will cover Orientation and Colors:

Once finished loading, the Parameters Menu will appear(Scroll up or down to desired selection)



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4. PREPARE TO EMBROIDER

- You must trace the perimeter of your design to make sure the design fits inside your hoop:
 - Move the Embroidery Head to Needle #1: Press **1** on the key pad (Machine will automatically move the Head to the right-most Needle position).
****NOTE:** After loading a new design, the machine will automatically activate the embroidery head, so to do a trace you must disable the Embroidery Head (See Step 1).
 - Set Tracing Mode:

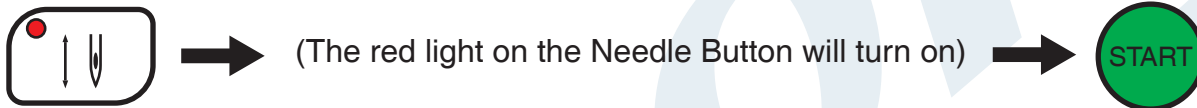


(X, Y Positions shown) → **START** (Machine moves around design perimeter)

Watch the trace and ensure that Needle #1 will not contact or go outside of your hoop. If it will, reposition the Frame with the Arrow keys once the Trace has completed. If you need to need to reposition the Frame, do another Trace function to ensure avoidance with the hoop.

5. BEGIN EMBROIDERING

- When you are satisfied with all of your settings, activate the Embroidery Head:



The Machine will start stitching. If a major problem arises or you fear your design may contact the hoop, you can stop the Machine immediately with the large red Emergency Stop Switch.