HAPPY LAN System
INSTRUCTION MANUAL

Ver. A2.01 ~

EF150101-7

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Regarding this software

Normal Operation

Please connect personal computer to the embroidery machine to meet the following requirements.

Applicable PC

The following operating system is required.

Windows Vista
Windows 7
Windows 8

Wire connection LAN or Wireless LAN

There are two ways to connect HAPPY LAN software to embroidery machine, one is wired connection and the other one is wireless connection.

Features

[HAPPY LAN] is our machine operation software, which allows many functions such as setting any data function like needle color, design adjust, offset and more.
Easily send your design data to your machine, from your PC on with the LAN connection.
Based on connecting method, HAPPY embroidery machine can be classified into two categories (Compatible A or B) as follows.

Compatible A : HCS-Mono, HCS-Color, HCD, HCR
Compatible B : HCH, HCS2, HCD2, HCR2

Please note that the software function and screen text may vary with different “Compatible” categories.

Network connection

Wire connection

Recommends for wire connection

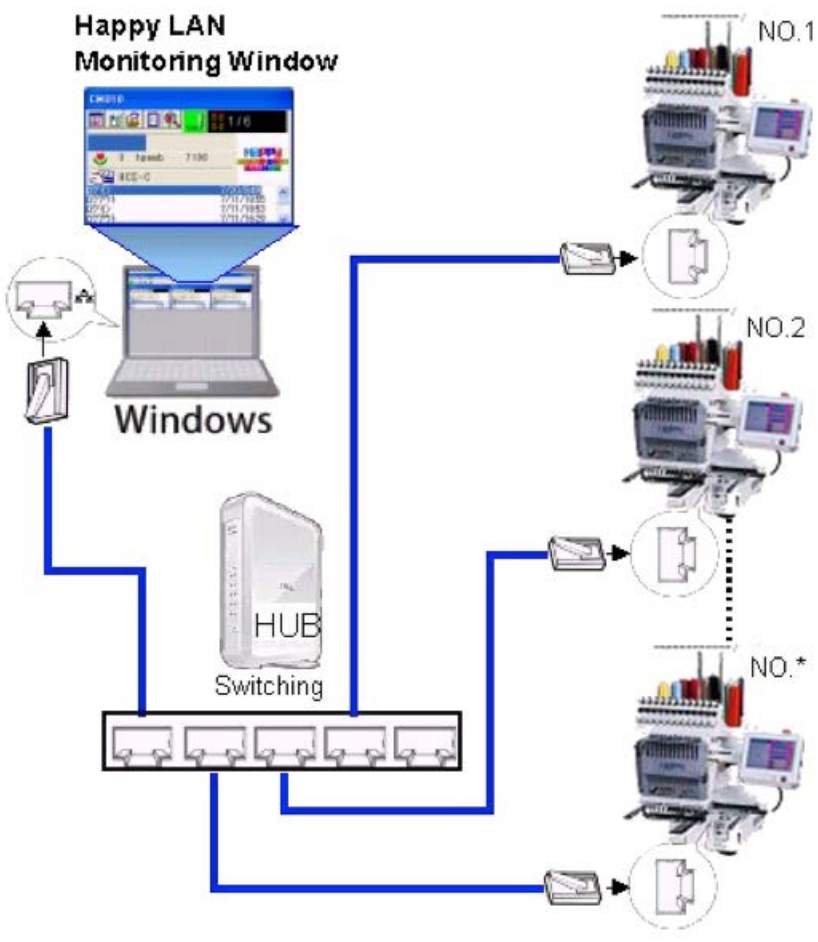
Switching HUB ----------10BASE-T switching HUB (connector: RJ-45)
Cable ----------10BASE-T straight cable (connector: RJ-45)
PC (Personal computer) ------10BASE-T with LAN port (connector: RJ-45)
Embroidery machine ---------- Compatible A, Compatible B

NOTE:

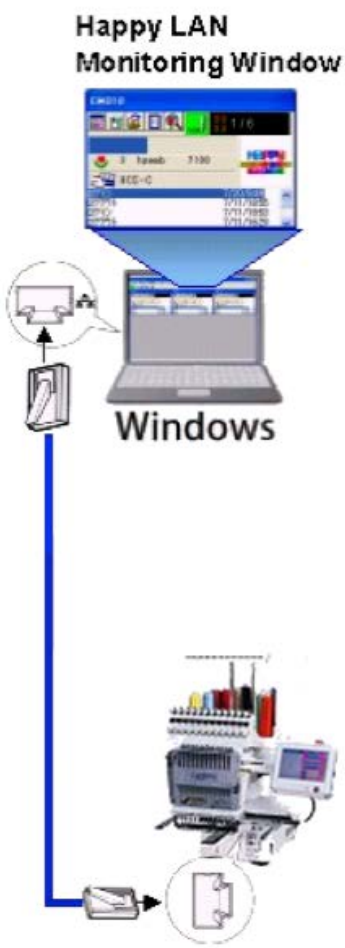
You can connect PC with a machine with cross cable and without HUB if you connect PC with only one machine.
However straight cable can be also used if your PC has LAN port swhich has automatic cable identification function.

Connection image

HUB connection



Direct connection



Note:

1. Please turn off the power of the embroidery machine when you connect equipment.
2. Use Switching HUB (Repeater HUB is not available).
3. If you have not LAN port in PC, Increase LAN boards on your market.

Wireless connection

Recommends for wireless connection

PC(Personal computer)---------- 10BASE-T with LAN port (connector: RJ-45)

Embroidery machine---------- If your machine has built-in wireless LAN system, the wireless LAN device (Client) is not needed.

Wireless LAN device---------- Example Model: GW-AP54SP-P (PLANEX COMMUNICATIONS INC.)

The connection of wireless LAN was confirmed with this model.

GW-AP54SP-P (PLANEX COMMUNICATIONS INC. http://www.planex.com.tw/)

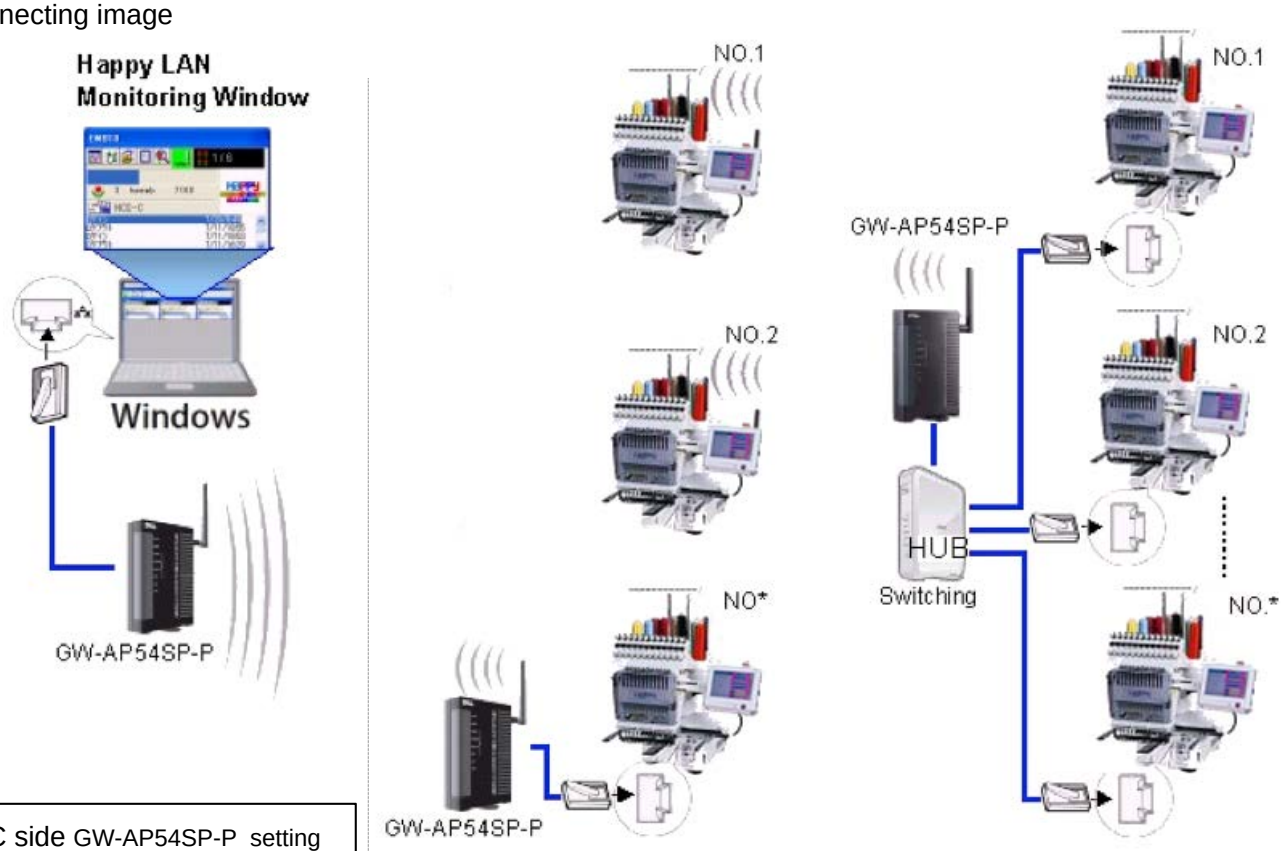
WLB5254AP (STD Information Technology. http://www.globalzio.com/)

More detail, please ask to the manufacturer if you want to have this product in your country.

Note: Otherwise, please select the wireless LAN device by following points.

1) Please select same maker the device for PC and Machine side
2) Please select the device to LAN convert type from wire connection to wireless.
3) Select or setting to “Access point” for PC side, “Client infrastructure” for Machine side

Connecting image



PC side GW-AP54SP-P setting

Wireless Mode

=AP(Access Point)

Machine side GW-AP54SP-P setting

Wireless Mode

=Client (Client infrastructure)

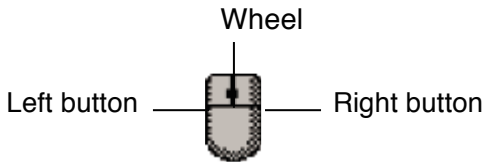
Note:

1. Please turn off the power of the embroidery machine when you connect equipment.
2. Use Switching HUB (Repeater HUB is not available).
3. If you have not LAN port in PC, Increase LAN boards on your market.

How to set up

Note: In order to use this software, you need to have a basic knowledge of Windows.

Basic mouse operations



Click : Press and release the left button one time quickly.
Double click : Press and release the left button twice quickly.
Drag : Move the mouse while the left button is pressed and release the left button.
Right click : Press and release the right button one time quickly.
Wheel : Turned up and down.

How to install in PC

Note:

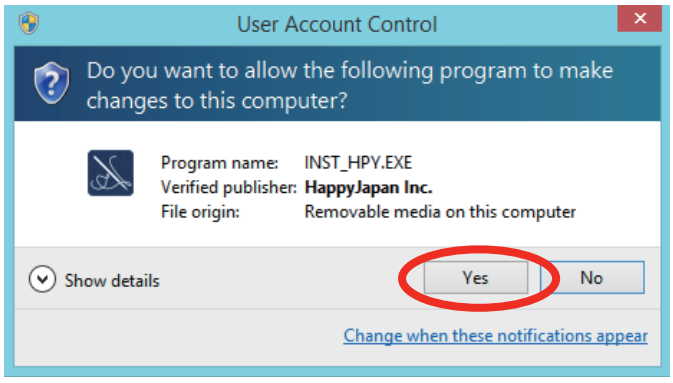
Install this software after uninstall, if you have already installed Happy LAN software.

Preparation:

PC side:

Exit all programs that are running. Do not turn the PC off.

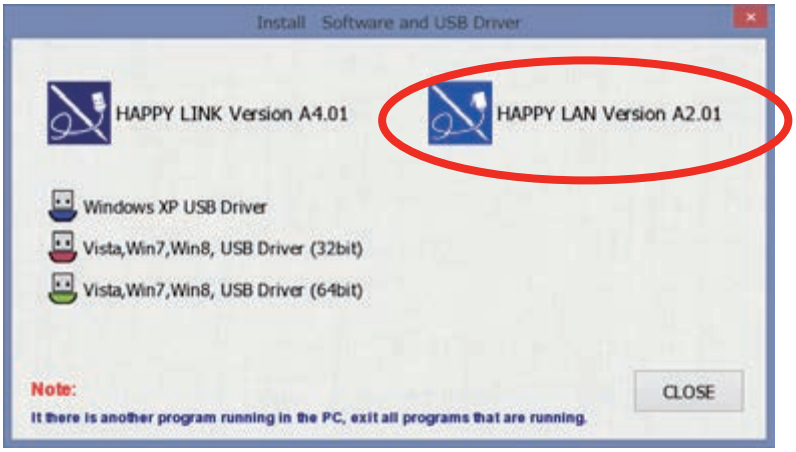
1. Insert the CD in the CD-ROM drive.
   The installation program is started automatically then the message “User Account Control” is displayed as picture below. (This process takes a few moments.)
   Please select ”Yes”.



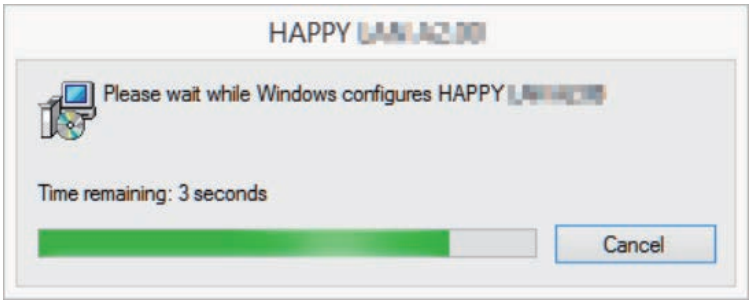
Depending on the environment of your computer, the above message may not be displayed.
If the installation software does not start automatically, please double-click 「INST_HPY.EXE」file in the CD-ROM to start installer.

[Install menu] is automatically displayed.

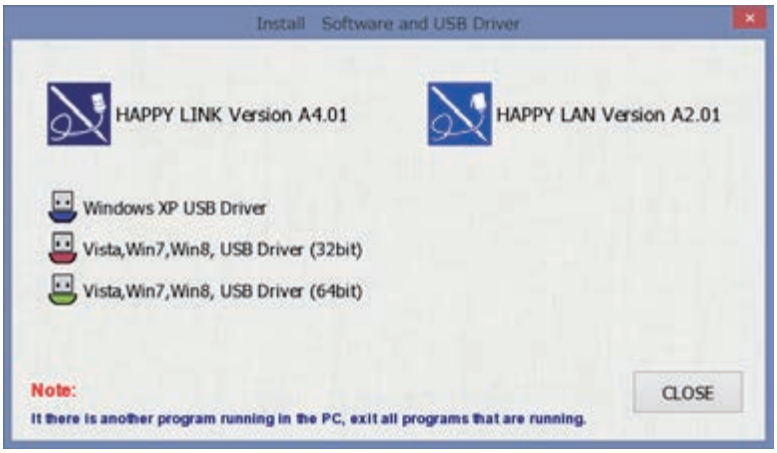
Click on “HAPPY LAN”.



Installation starts.



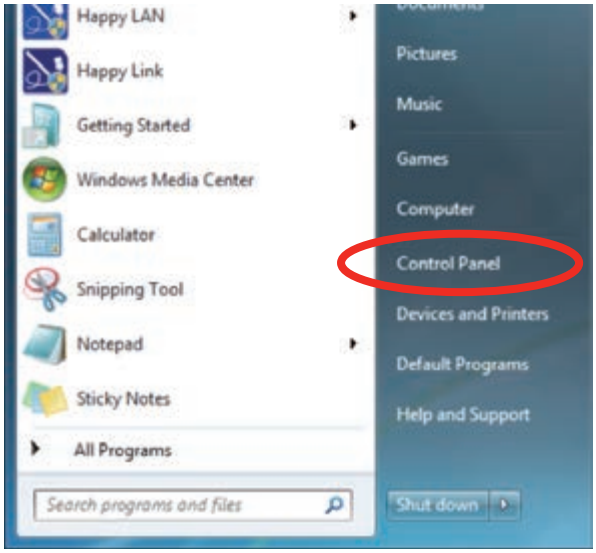
2. Install has been completed. Please click on [Close].



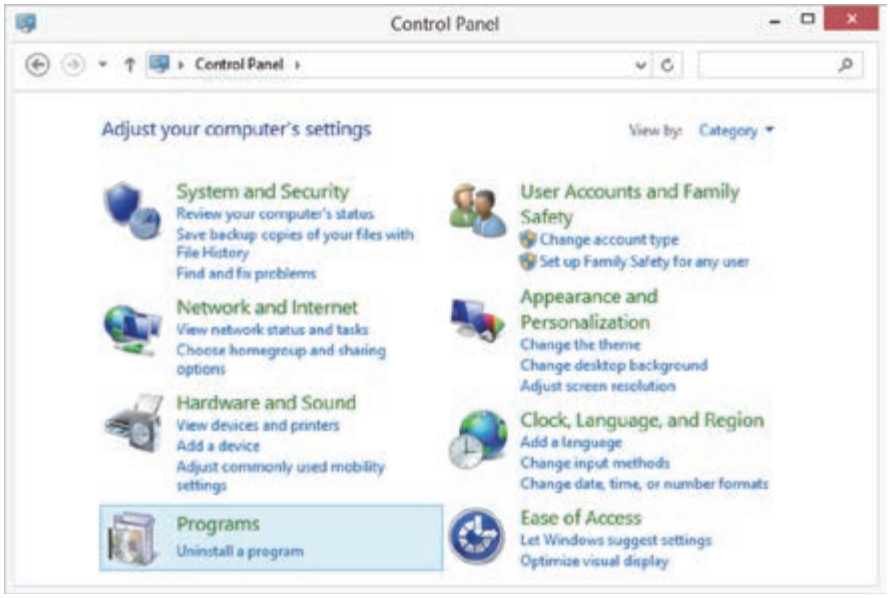
3. After you have finished the installation, please take out the CD-ROM.

How to uninstall

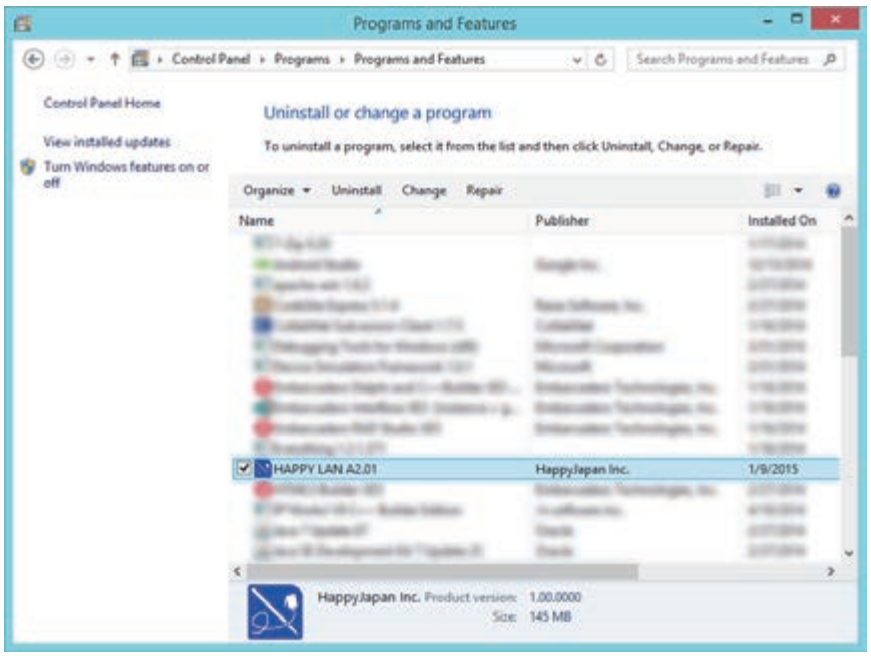
1. Please click on in order: [Start]-[Settings]-[Control panel].



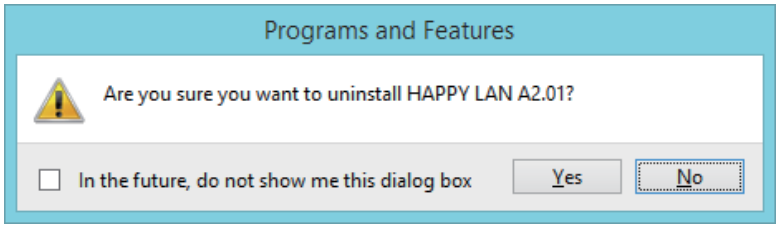
2. Please click on [Add or Remove Programs] in the control panel.



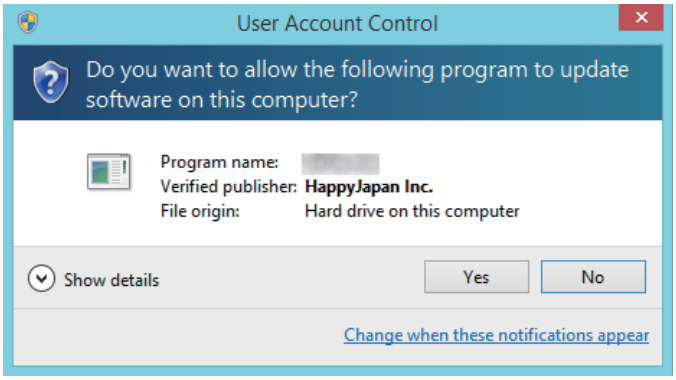
3. Please select HappyLAN from program list now installed, then click on [add / Remove].



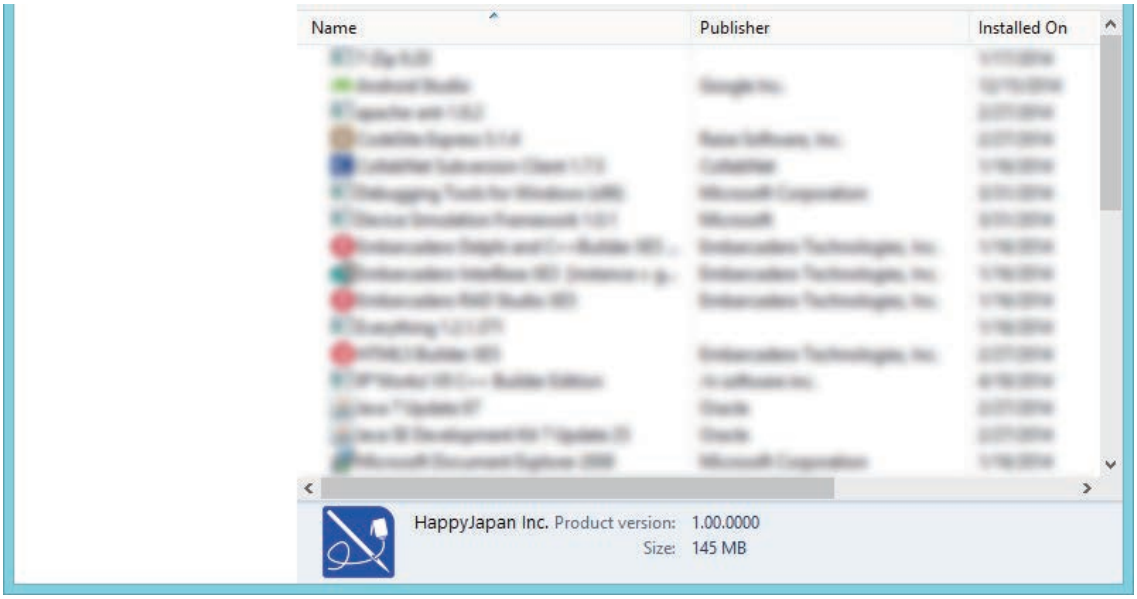
4. A message to confirm your desire to uninstall the software is shown. Click on [Yes].



5. Click on [OK]



6. You have finished the uninstallation.



Note:

If you are asked to delete common files, please select [All no].

Setup

Note: HAPPY LAN is a software designed to be used at LAN (Local Area Network) connection between the software installed PC(server) and the software-enabled embroidery machine(s).
If this network is connected with other network, you might not be able to communicate due to the overlapping of IP address and other code.
If PC or machine that is connected with other network has to be inevitably connected with HAPPY LAN, you might change network settings as specified in this manual.
In this case, the settings are required by your network administrator or person(s) of network knowledge.

Following 3 items are to be set up in advance.

1. Setting of embroidery machine
   Set MAC address and IP address of the embroidery machine.
   Confirm if each default value of Port number, Server IP address and Subnet mask is not changed.

2. Setting of PC
   Input IP address and Subnet mask. Validate LMHOSTS. Invalidate NetBIOS.

3. Setting of HAPPY LAN
   Register the embroidery machine (IP address of the embroidery machine, name of the embroidery machine and IP address of PC).
   Confirm if each default value of Port number and Server IP address is not changed.

Setup of the embroidery machine

Set Machine IP and MAC address for Compatible A.
Set Machine IP for Compatible B.

1. Press [MENU] button to display the menu.

2. Select [OTHER] and select [NETWORK] in the [OTHER].

3. Confirm if values for each item should be set as default.
   Set default for 1st machine.

Default settings	
Port number	7891
Machine IP address	192 168 1 10
MAC address	48 50 59 53 48 43
Server IP address	192 168 1 1
Subnet mask	255 255 255 0

If values for each item are not default, set them to default.

4. If you have 2 or more machines, add one to the number enclosed in boxes on the right corner of Machine IP address and MAC address like the examples shown below.
   Leave other numbers as it is and do not make any change.

Settings for 2nd and more machines:	
Port number	7891
Machine IP address	192 168 1 XX
MAC address	48 50 59 53 48 XX
Server IP address	192 168 1 1
Subnet mask	255 255 255 0

   Machine IP address : Add one to default value “10” such as “11” for 2nd machine and “12” for 3rd machine.
   Machine IP address is a Decimal number.
   Machine IP address is shown by incrementing the number by one as follows.
   10, 11, 12, 13, 14, 15, 16, 17, 18, 20, 21, 22, 23, 24, 25, 26, 27 ~

   MAC address : In case the machine category is “Compatible B”, you are no need to set MAC address.
   Increment the default value “43” by one such as “44” for 2nd machine and “45” for 3rd machine.
   MAC address is a Hexadecimal number.
   MAC address is shown by incrementing the number by one as follows.
   43, 44, 45, 46, 47, 48, 49, 4A, 4B, 4C, 4D, 4E, 4F, 50, 51, 52, 53 ~

5. Return to the Operation screen and reboot the machine so that settings are effective oncesettingsare complete.

Note: Valid Machine IP address range is: “0 – 255” and valid MAC address range is “00 – FF” for MAC address. We suggest you to use the default value for 1st machine and increment the value for 2nd and more machines by one.
Make sure Machine IP address and MAC address of each embroidery machine do not overlap each other. If such overlapping occurs, communication will be unavailable.

Examples

1st machine (Default settings)

Port number	7891
Machine IP address	192 168 1 **10**
MAC address	48 50 59 53 48 **43**
Server IP address	192 168 1 1
Subnet mask	255 255 255 0

2nd machine

Port number	7891
Machine IP address	192 168 1 **11**
MAC address	48 50 59 53 48 **44**
Server IP address	192 168 1 1
Subnet mask	255 255 255 0

3rd machine

Port number	7891
Machine IP address	192 168 1 **12**
MAC address	48 50 59 53 48 **45**
Server IP address	192 168 1 1
Subnet mask	255 255 255 0

4th machine

Port number	7891
Machine IP address	192 168 1 **13**
MAC address	48 50 59 53 48 **46**
Server IP address	192 168 1 1
Subnet mask	255 255 255 0

5th machine

Port number	7891
Machine IP address	192 168 1 **14**
MAC address	48 50 59 53 48 **47**
Server IP address	192 168 1 1
Subnet mask	255 255 255 0

6th machine

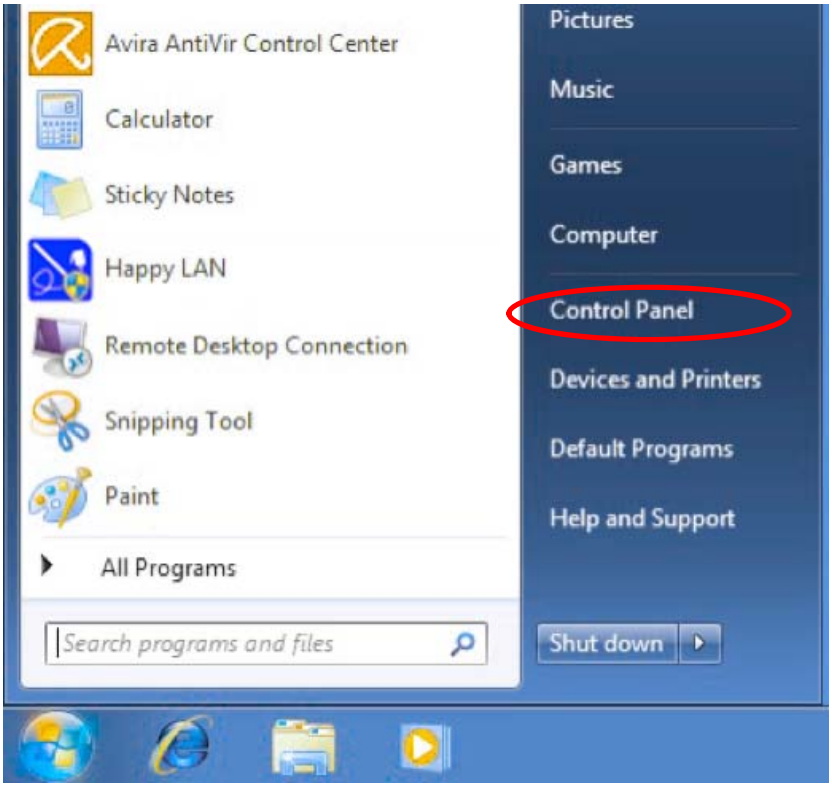
Port number	7891
Machine IP address	192 168 1 **15**
MAC address	48 50 59 53 48 **48**
Server IP address	192 168 1 1
Subnet mask	255 255 255 0

…..

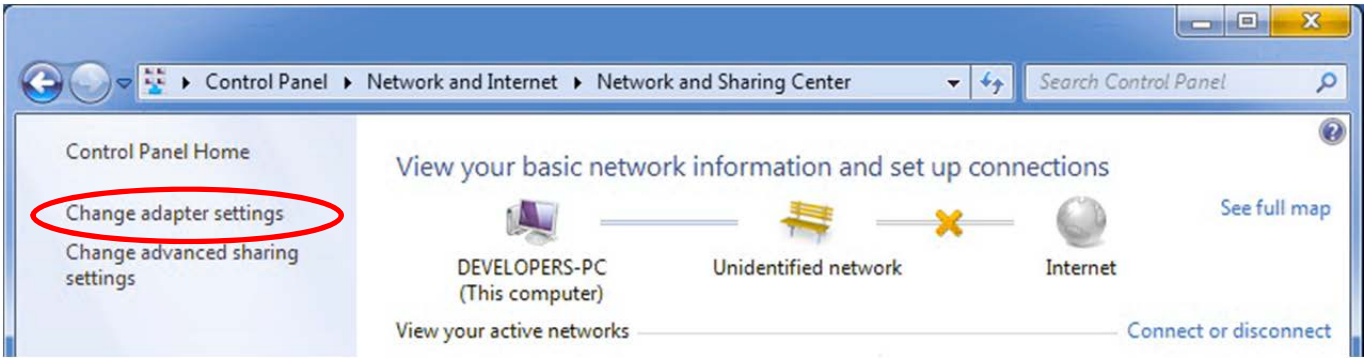
Setup of PC (Vista Win.7 Win.8)

Set protocol TIC/IP for communication.

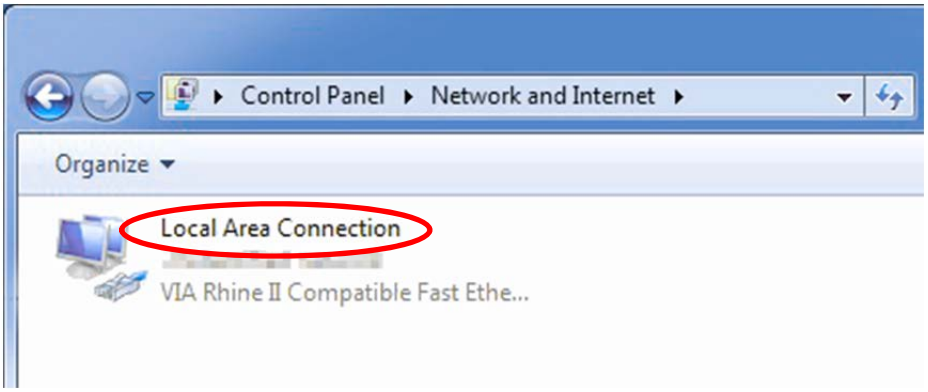
Open the control panel.



Click "View network status and tasks".

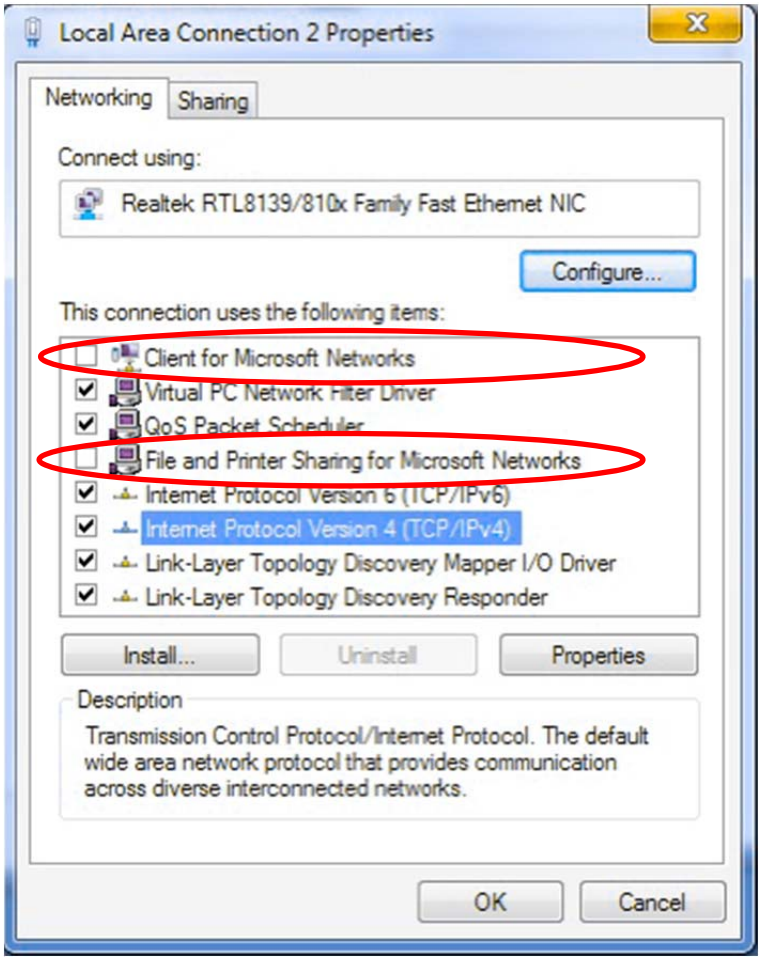


Click "Manage network connections"(Vista), “Change adapter settings”(Win.7 Win.8).



Click "Local Area Connection Properties", and open the Properties for Local Area Connection.

Clear the check boxes for “Client for Microsoft Networks” and “File and Printer Sharing for Microsoft Networks”.

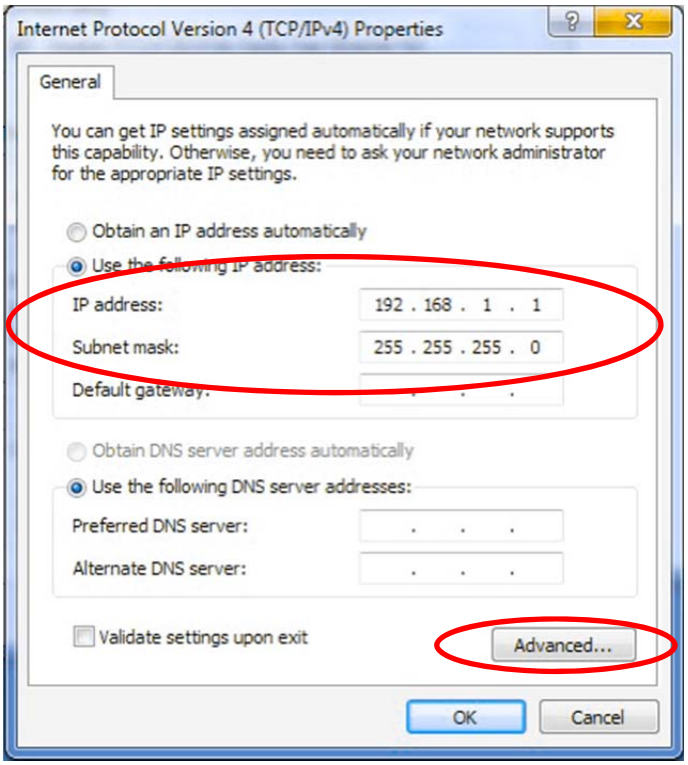


Setup of IP address

Open the Properties of TCP/IP and proceed with setting as following.

IP address 192 168 1 1

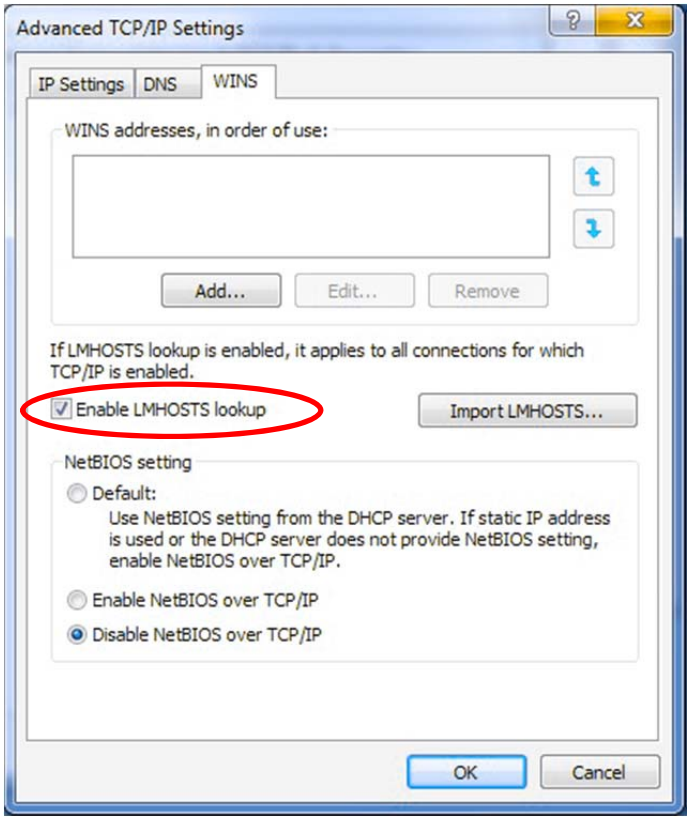
Subnet mask 255 255 255 0



Then, click “Advanced TCP/IP Settings” and open the tab of “WINS”. Follow the procedures as below for setting.

Check the box of “Enable LMHOSTS lookup”.

Check the box of “Disable NetBIOS overTCP/IP”.

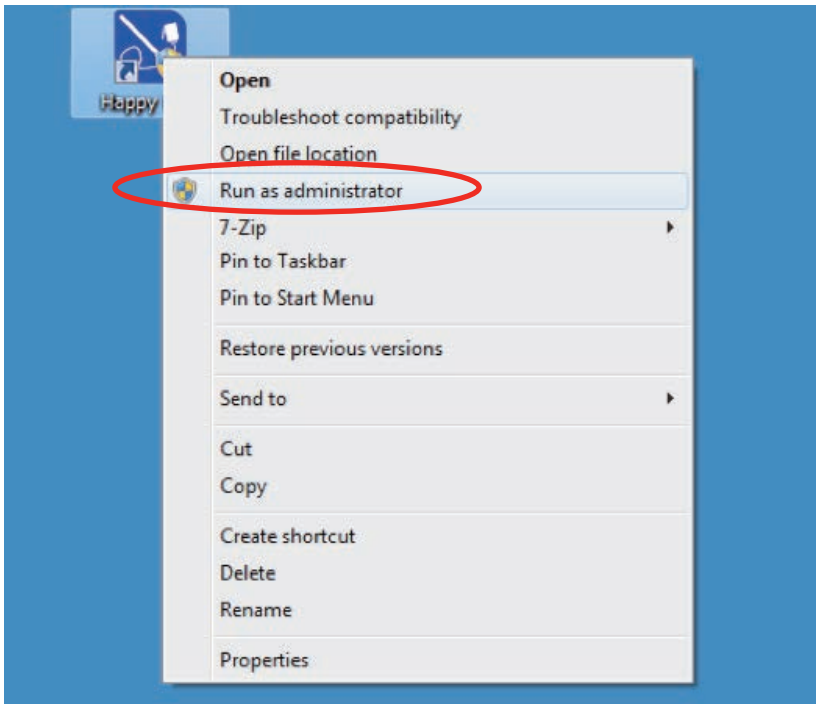


Setup of HAPPY LAN

Register IP address of PC, the name and IP address of embroidery machine.

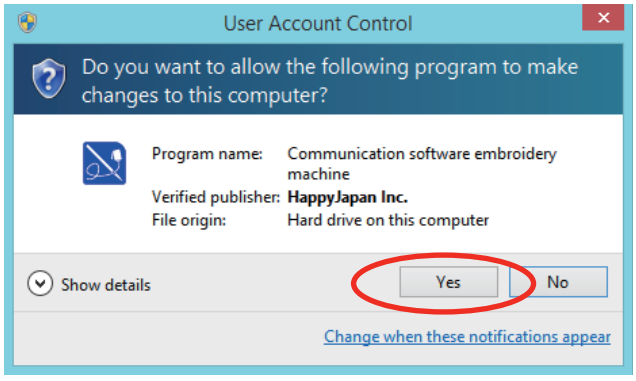
Activate "HAPPY LAN".

For Windows Vista and, Windows 7 and Windows 8, choose the short cut of “HAPPY LAN” and right-click, click “Run as administrator” from the pop-up menu and boot “HAPPY LAN”.

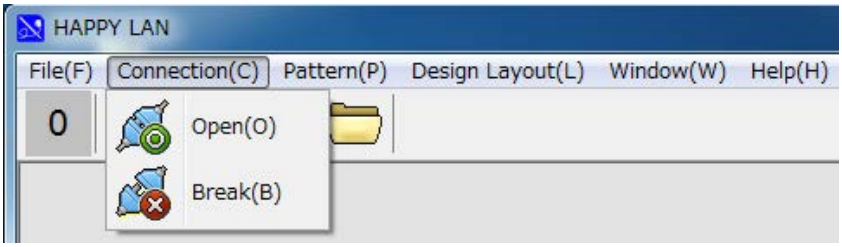


NOTE:

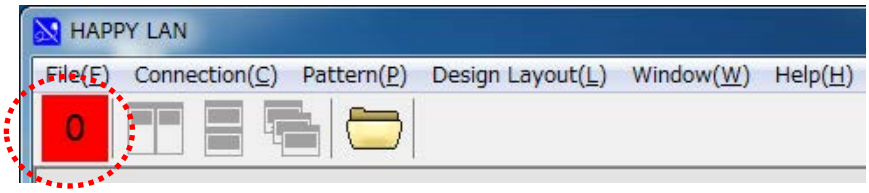
Click “Allow access” if the alert is indicated such as you are notified that HAPPY LAN has been blocked by Firewall.



Click "Break" in "Connection" of menu bar.



When the “Break” is clicked, the red indicator starts blinking.



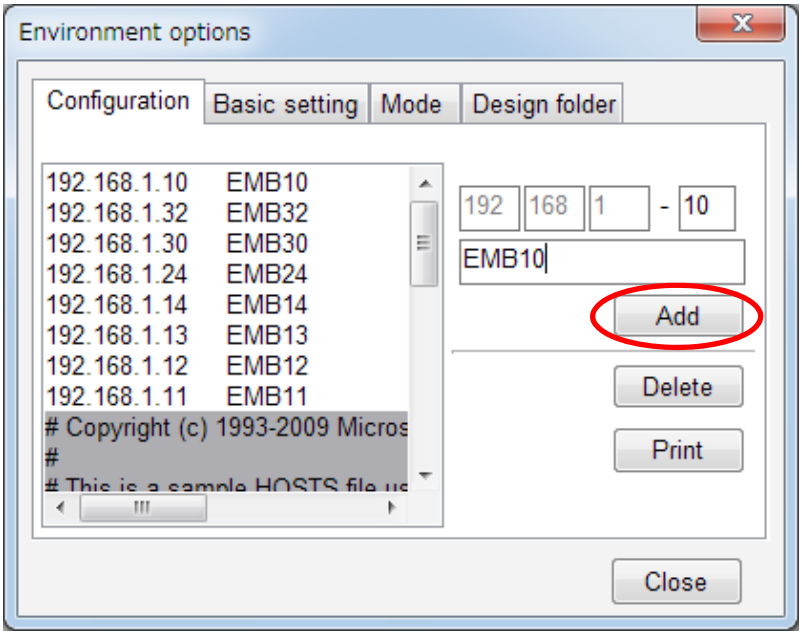
Registration of the embroidery machine

Click "Environment options” in "Files" menu, and enter “setup” to open

Input the name(s) of the embroidery machine(s) and the last digit of IP address.

NOTE: When IP address of the embroidery machine is changed after the registration, re-registration of the machine in accordance with the new IP address is required.

Example) When the name of the embroidery machine is EMB10 and its IP address is 192 168 1 10, enter EMB10 and click “Add”, Then, it will be added to a list.

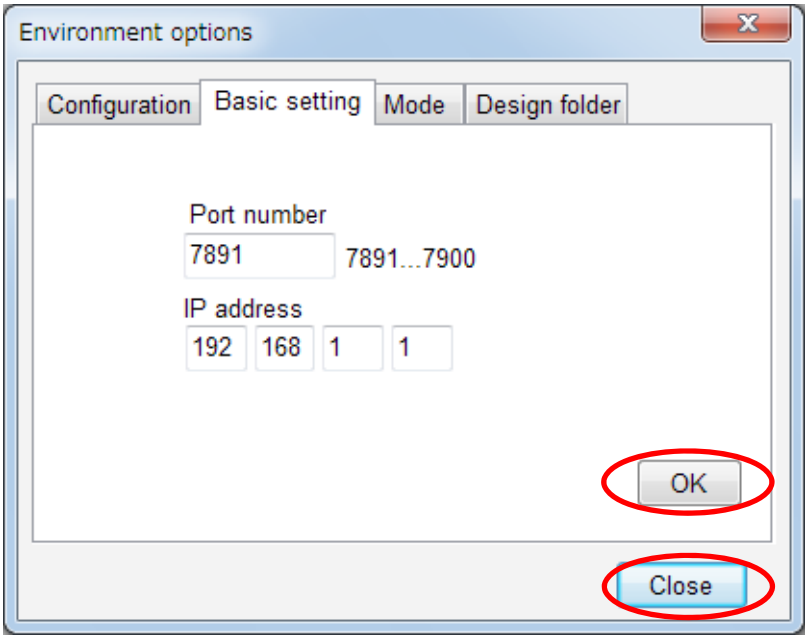


How to delete the embroidery machine registered

Choose the embroidery machine already registered in the list and click “Delete”.

Registration of IP address of PC

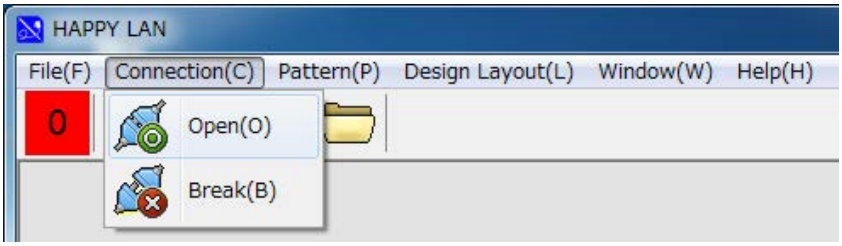
Open the tab of “Basic setting”.



Make sure the IP address is the same with the one registered in “Setup of PC (Personal Computer)”.
If not, enter the IP address of PC and click “OK”. Port number “7891” shall remain the same.

Click “Close” after the setting is finished.

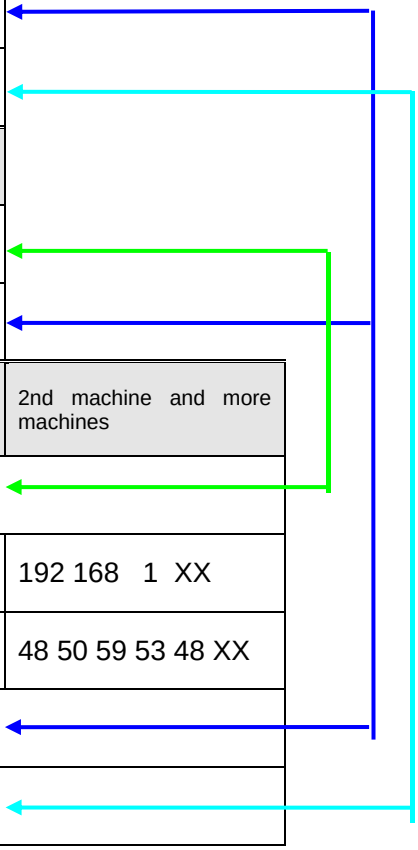
Click “Connection” to choose “Open” in menu bar. It will become waiting state for the connection of the embroidery machine.



Examples of setting

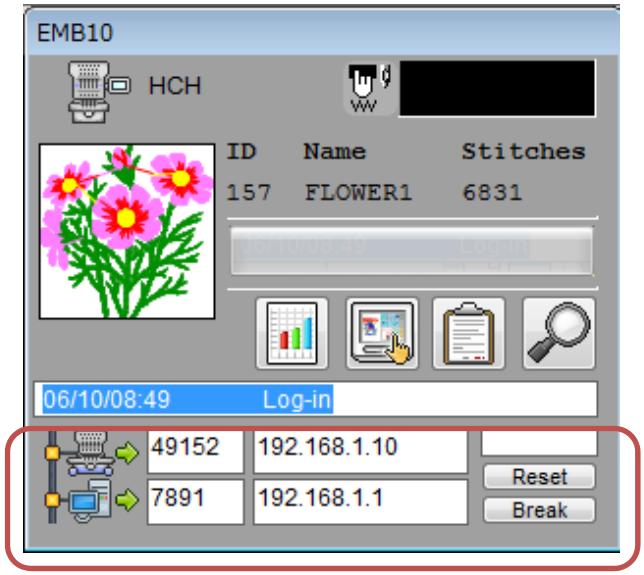
Confirm if all the values that arrows indicate are same.

Setting of PC		
IP address	192 168 1 1	
Subnet mask	255 255 255 0	
Setting of HAPPY LAN		
Port number	7891	
IP address	192 168 1 1	
Setting of embroidery machine	**1st machine**	**2nd machine and more machines**
Port number	7891	
Machine IP address	192 168 1 10	192 168 1 XX
MAC address	48 50 59 53 48 43	48 50 59 53 48 XX
Server IP address	192 168 1 1	
Subnet mask	255 255 255 0	

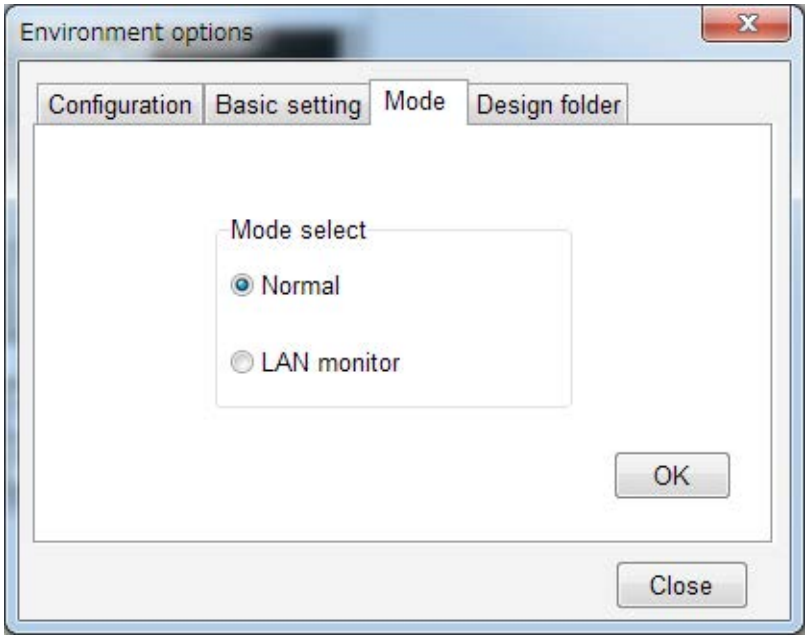


LAN monitoring

Enable to display port number and IP address at the bottom of Operation mode window.



Mode can be changed at "Configuration" window.



Machine port number, Machine IP address, PC port number, PC port number

"reset" button will be used for unexpected error to reset the embroidery progressing bar.

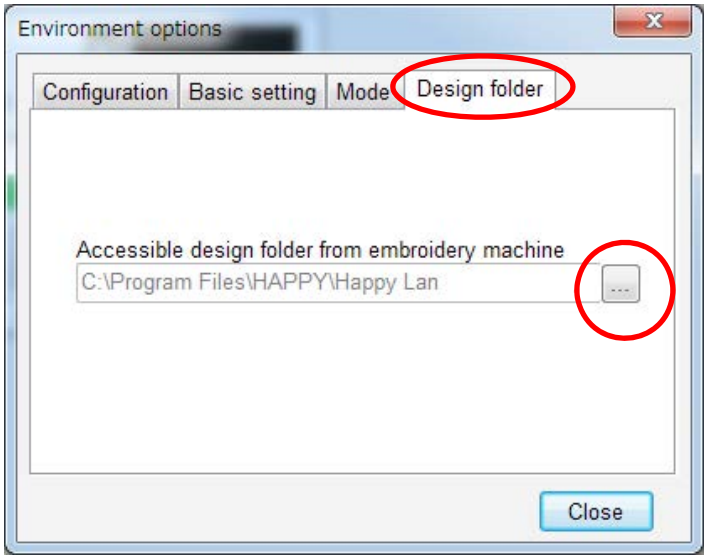
"Shut down" button will be used for unexpected error to shut down the machine connection individually.

Design folder settings

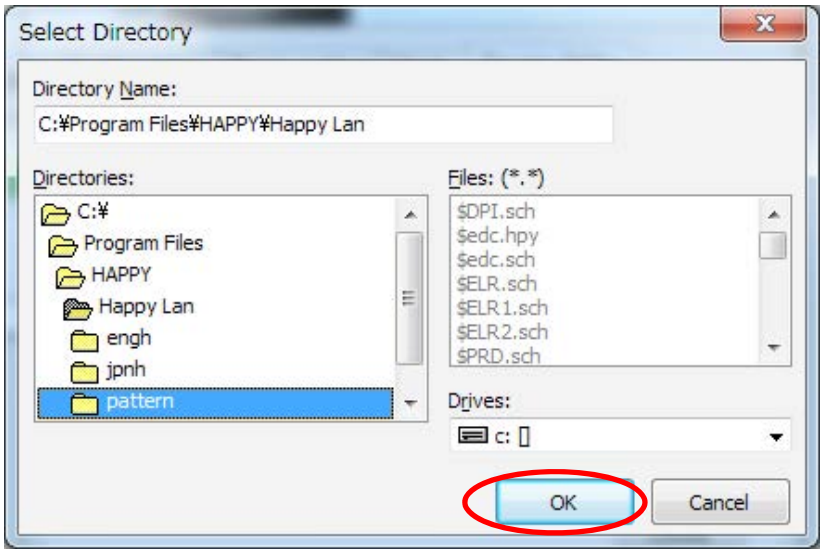
The machine can read pattern data saved in the PC connected with HAPPY LAN.
Design folder settings are not necessary if reading the pattern data in the PC is not required.
The machine can read the following data formats from a set folder and its sub-folders in the PC.

TAP : HAPPY
DST : Tajima
DSB : Tajima (Barudan)
DSZ : Tajima (ZSK)

Click "Environment options" in "File" of menu bar.
Enter “Design folder” to open.



Click “….”.



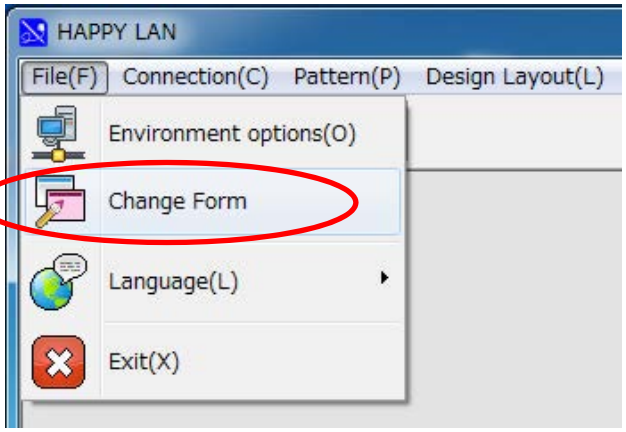
Double click on the folder you would like to choose from "Directories" and click on "OK"
Click “Close” after the setting is finished.

Change screen form

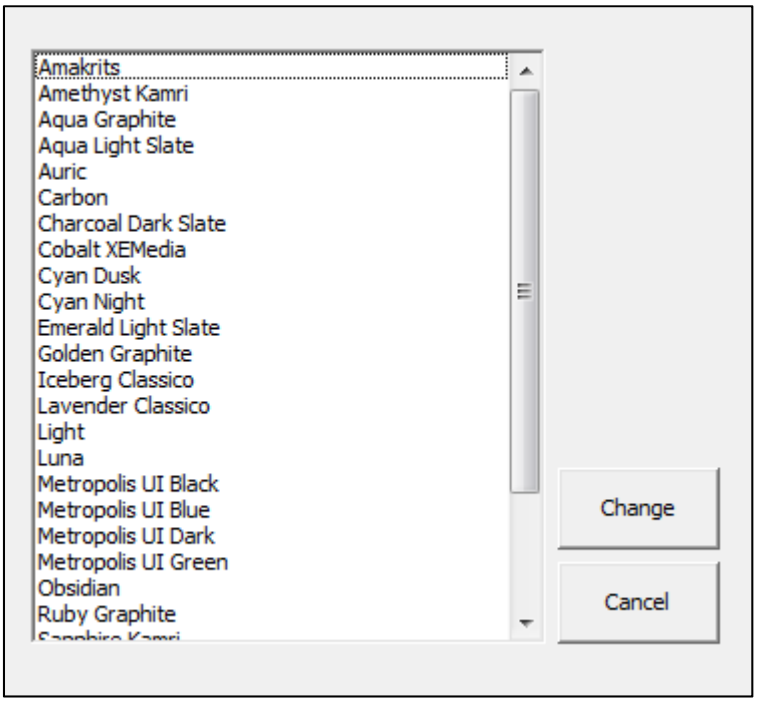
The screen form of Happy LAN software can be changed with following procedure.

NOTE: Do not change screen form while HAPPY LAN software is connected with embroidery machine.

From Menu bar, select “File” then click “Change Form”.

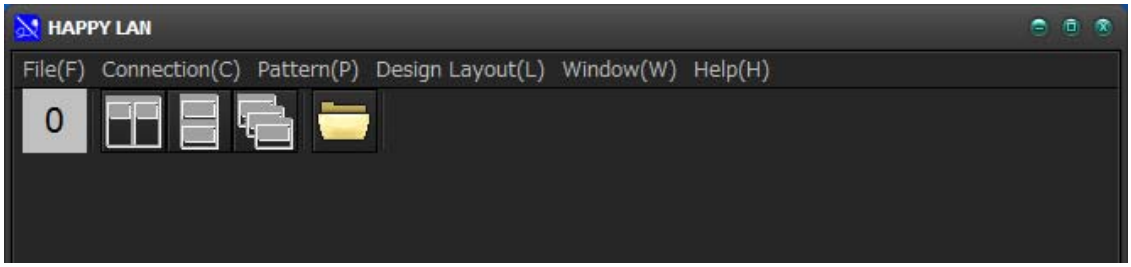


Select the desired design.



Click “change” then the design of screen form is changed.

Select “Windows” when you prefer to return default screen form.



Start

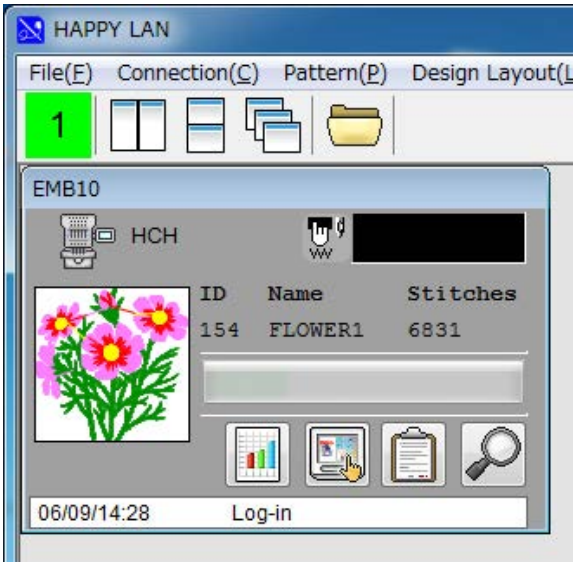
Make sure that the power supply of the embroidery machine is off.
Make sure that both between PC – HUB and HUB - the embroidery machine are connected by the cables.
Make sure that the power supply of HUB is on.
Activate Local Area Network System (HAPPY LAN).

Follow the procedures below to start the communication with the embroidery machine.

Turn on the power of the embroidery machine.

Frame moves when the “Ent.” button of the embroidery machine is pressed.

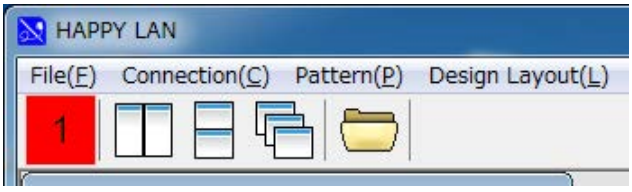
After the frame movement, the communication with HAPPY LAN starts and one monitoring window appears.



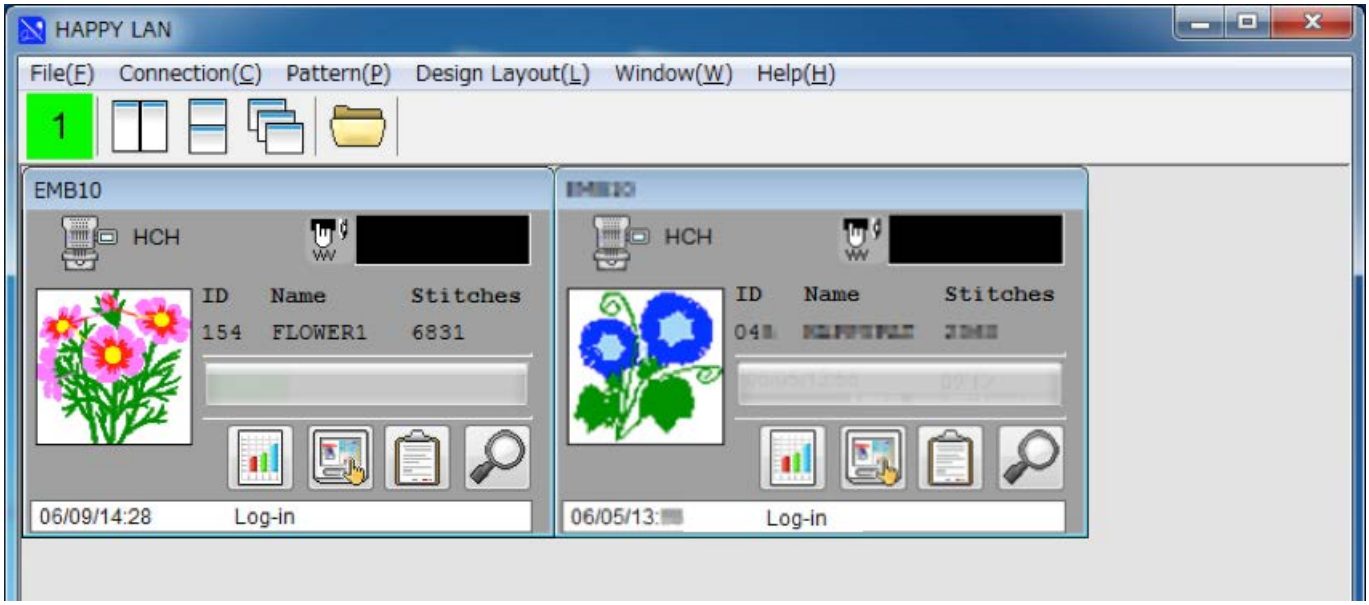
The name registered in advance is shown at the top of the monitoring window.

Have all the other embroidery machines recognized in the same manner as above.

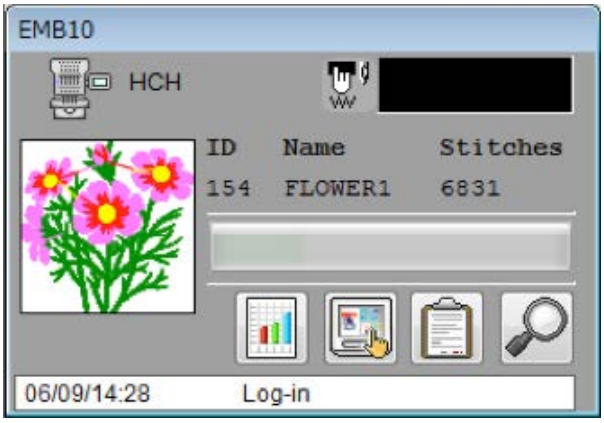
NOTE: If the red indicator of the monitoring window is blinking, the embroidery machines is not recognized properly. Follow the procedures below for recovery.

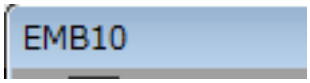


1. Click the indication blinking to close the monitoring window.
2. Then, turn off the power of the embroidery machines unrecognized.
3. Have the embroidery machine recognized again.


HAPPY LAN
File(F) Connection(C) Pattern(P) Design Layout(L) Window(W) Help(H)
1
EMB10
HCH
ID Name Stitches
154 FLOWER1 6831
06/09/14:28 Log-in
HCH
ID Name Stitches
Log-in

Explanation of Monitoring Window





<Name of embroidery machine> The name registered at Environment options is shown.

<Production information> Information on production, thread cutting and other is shown.

<Setting of embroidery machine> Setting of pattern data of the embroidery machine can be changed by operational mode.

<Indicator> Showing the status of the embroidery machine and the number of repeat sewing.

Shown during embroidering.

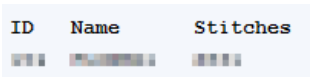
Shown when needle change is suspended.

Shown during embroidering is stopped.

Setting counter of repeat sewing.

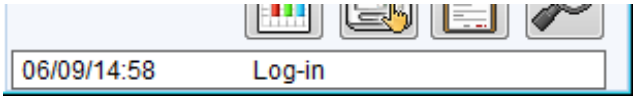
Red light blinks when communication failed.

Progress of embroidering is shown by a bar.



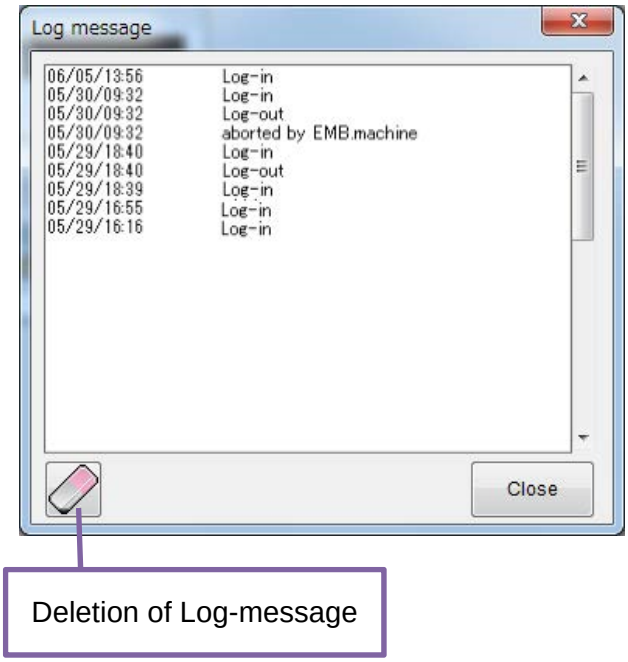
Name of pattern (current number of pattern, pattern name and number of stitches)

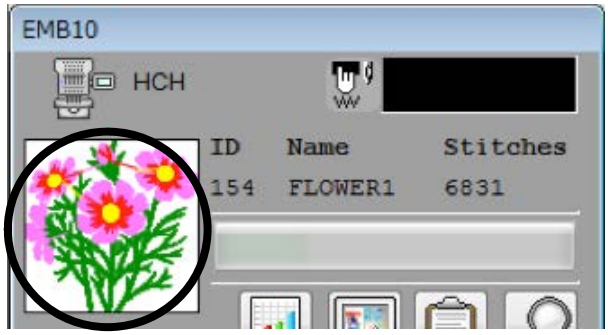
Model type of the embroidery machine.



“Log-message” of communication status.

Enlargement of Log-message



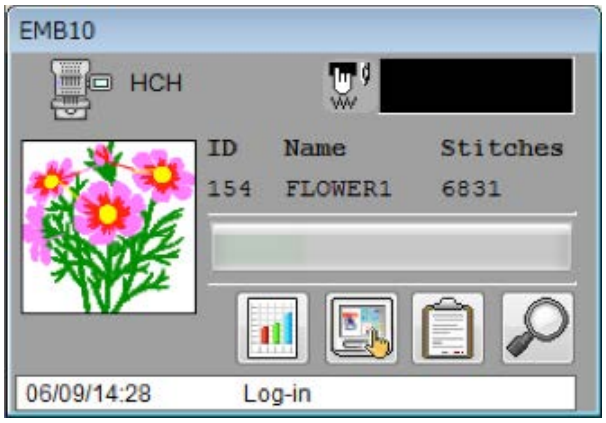


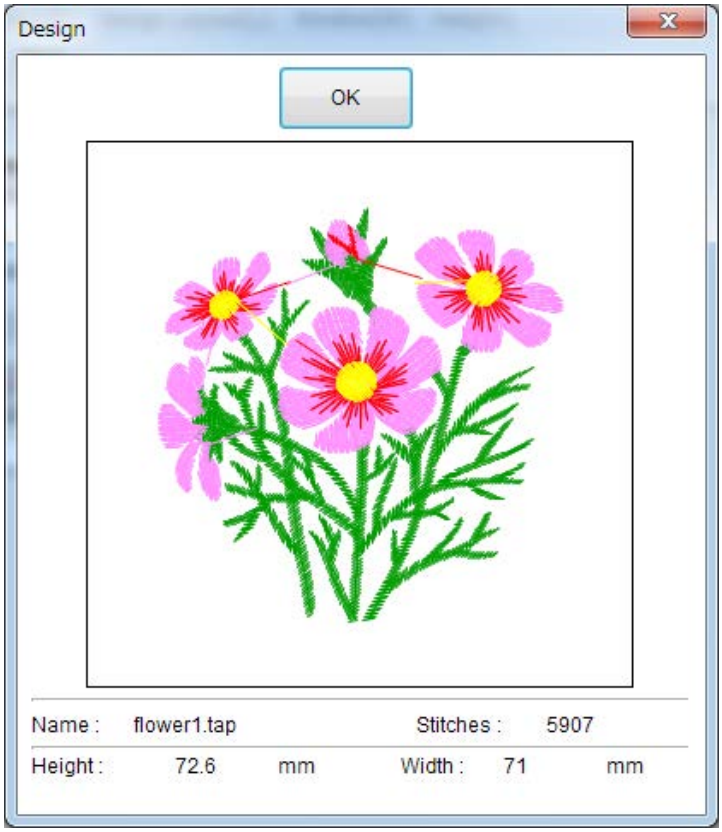
Display of the area of pattern to be embroidered.

Reduced display of the pattern to be embroidered is shown.

NOTE: Only the patterns transmitted from PC by “HAPPY LAN” can be shown. The patterns read by the embroidery machine from cards and floppy disks, and the patterns transmitted by other communication software. In that case, “*****” is shown.

<Enlargement of pattern display> Window for enlargement display of the pattern to be embroidered is shown by clicking.





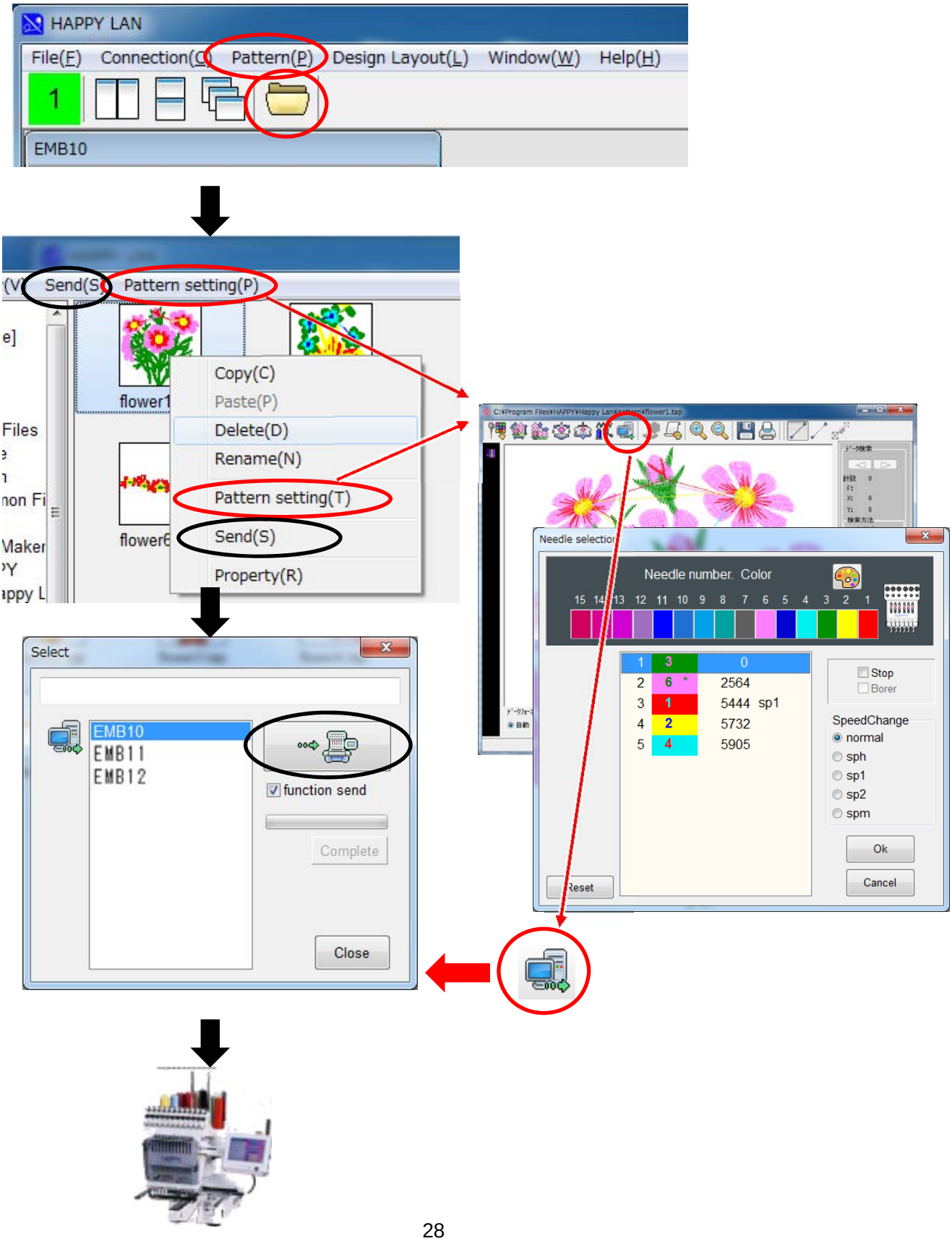
Main functions

Example for transmission of pattern data

Open the pattern select window.

Select the pattern from the pattern select window, and transmit the pattern by clicking “Send” to the embroidery machine appointed.

Settings of needles and other are available by clicking “Pattern setting” after selecting the pattern.

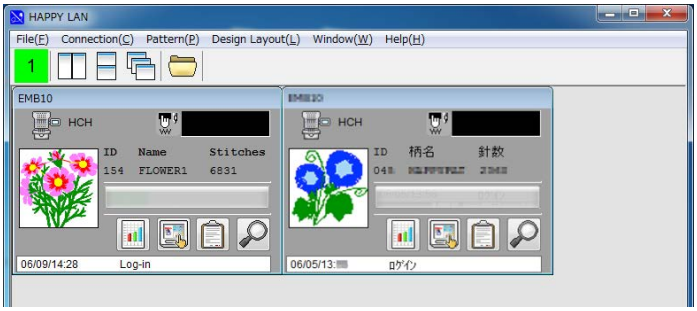


Explanation of each window

Main window

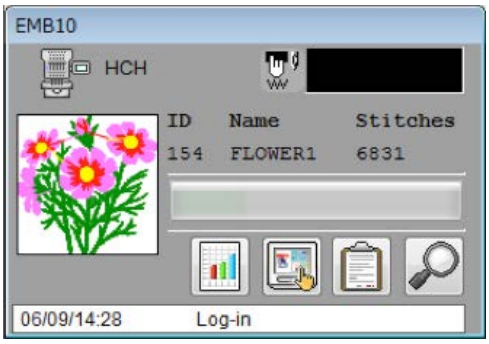
Display as below shows the embroidery machines' waiting status for connection.

When the embroidery machines are connected, same numbers of the monitoring windows as the embroidery machines are displayed.



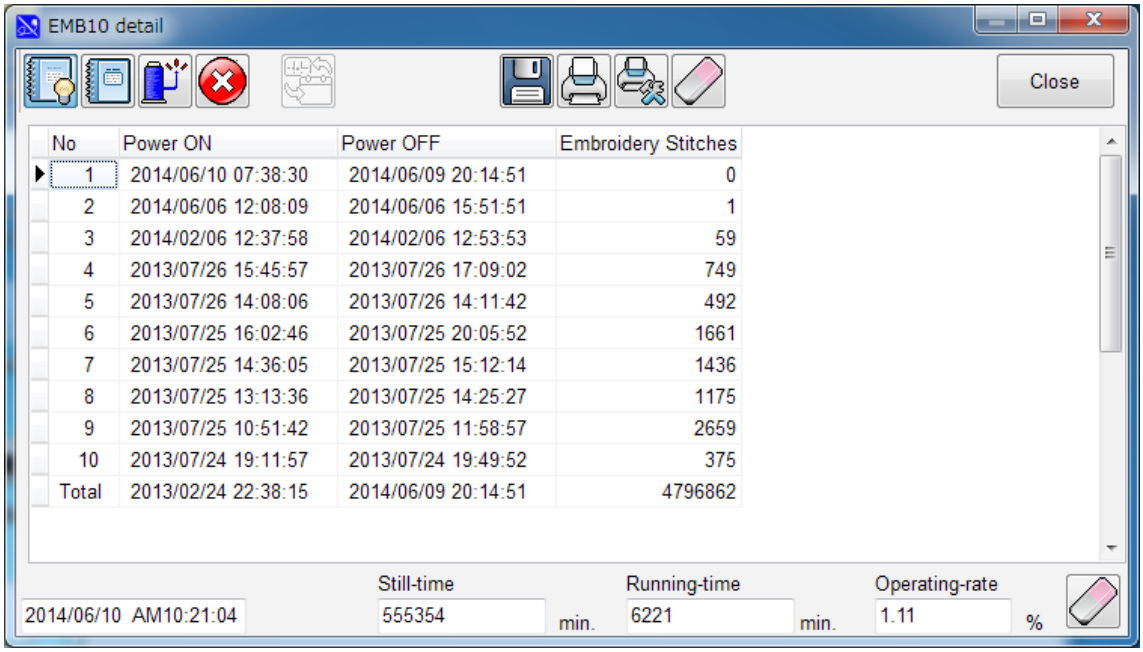
Monitoring window

Display as below shows the window of the embroidery machine connected.



Details button

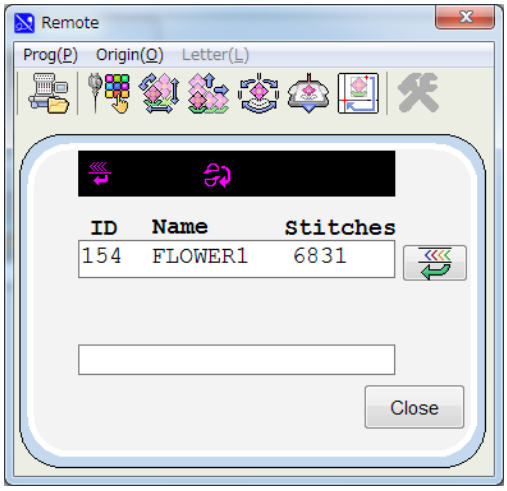
Open the window for checking production information.



Operational mode button

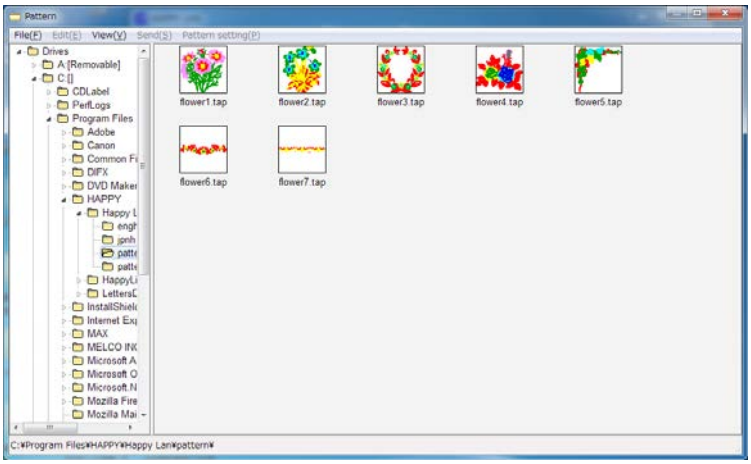
Open the window for changing the setting of the embroidery machine(s).

Operational mode window



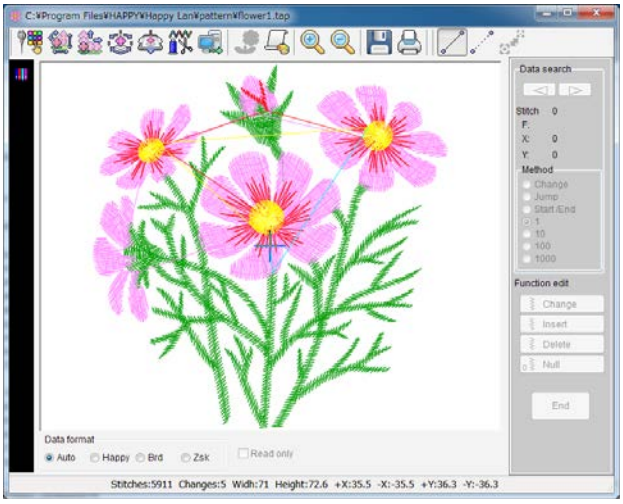
Pattern selection

It allows you to control the pattern in PC and to transmit the pattern to the embroidery machine. Open “Pattern” in the main window.



Setting of pattern data

It allows you to set the needle selection for the pattern in PC and other. Open “Pattern setting” menu of pattern control window.



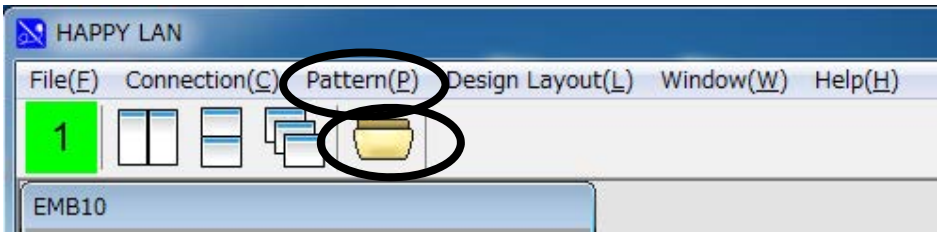
Explanation of each function

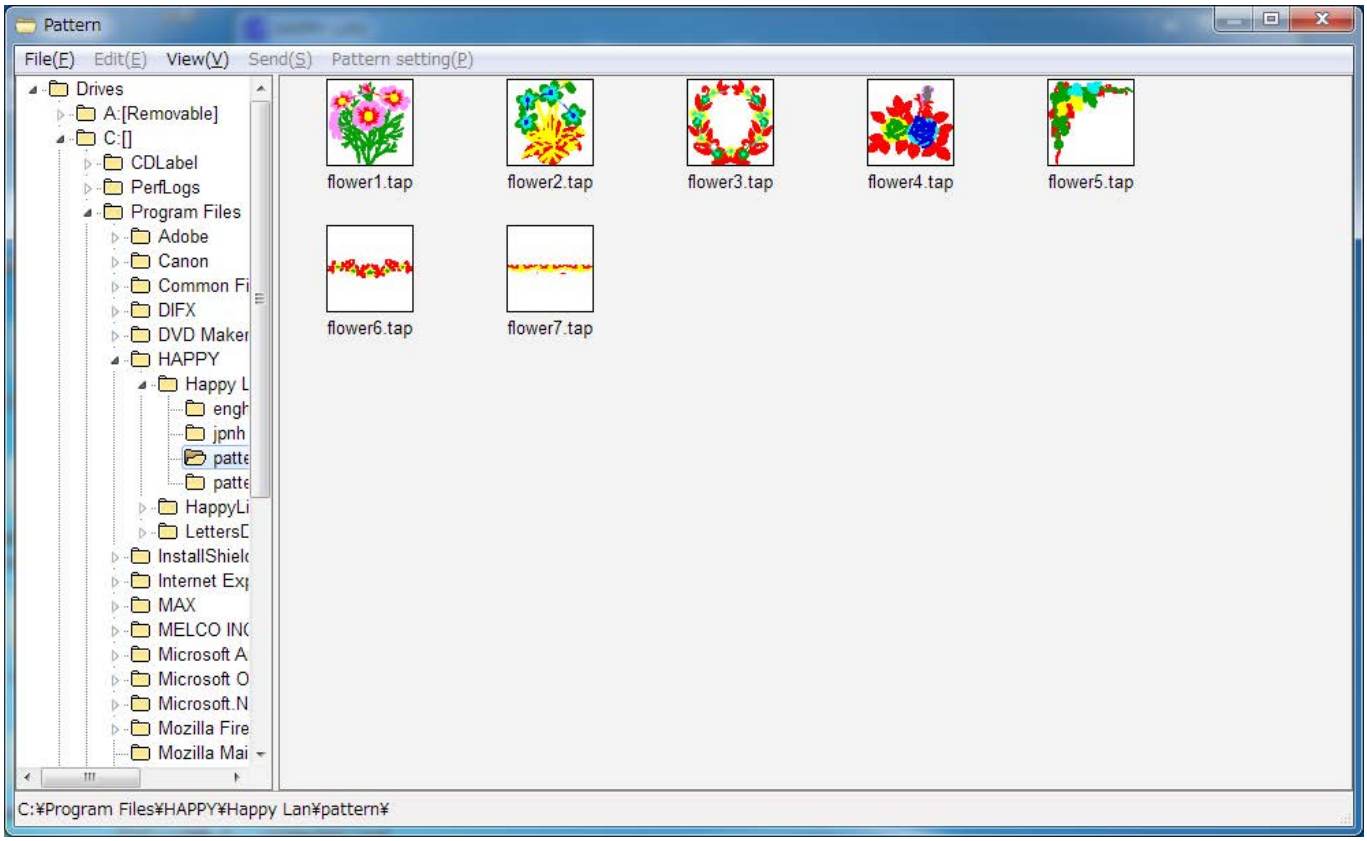
Pattern selection

Select the pattern to transmit it to the embroidery machine.

Functions: Transmission of the pattern, Pattern setting, Copying, Deletion, renaming and Display of design information.

Click “Pattern” of the main menu, or Click of main menu or monitoring screen.

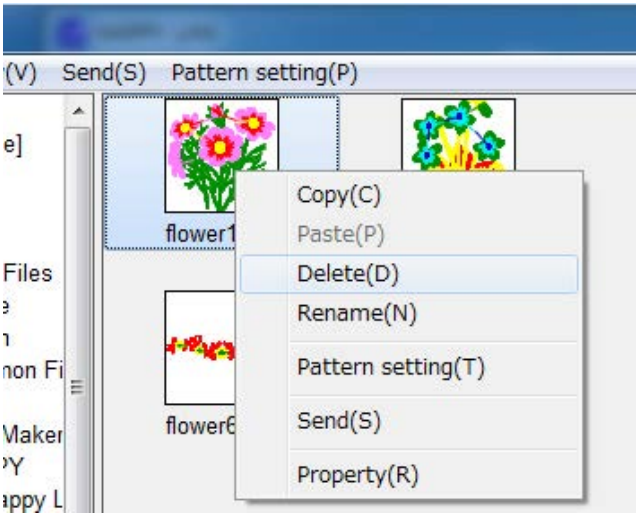


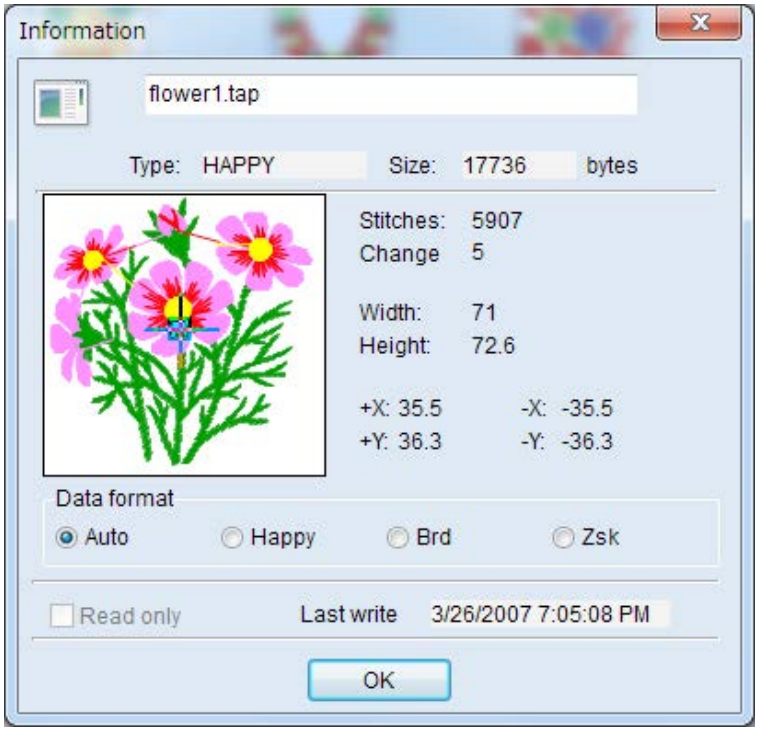


Details of the pattern

Open “Pattern” by clicking .

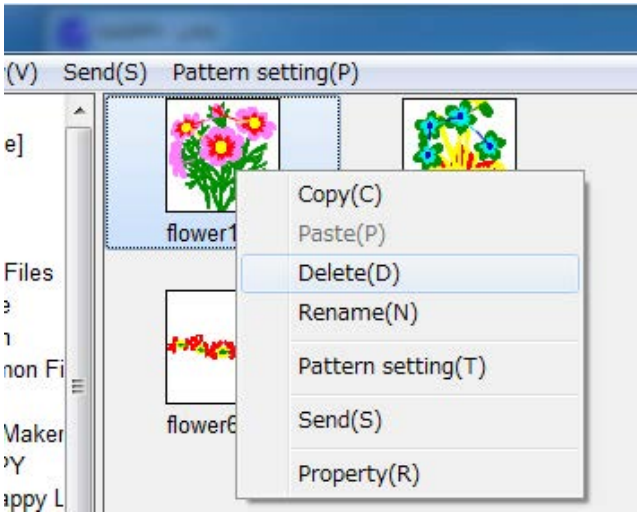
Choose the pattern in “Pattern” screen and right-click. Click “Property”.

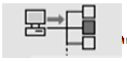


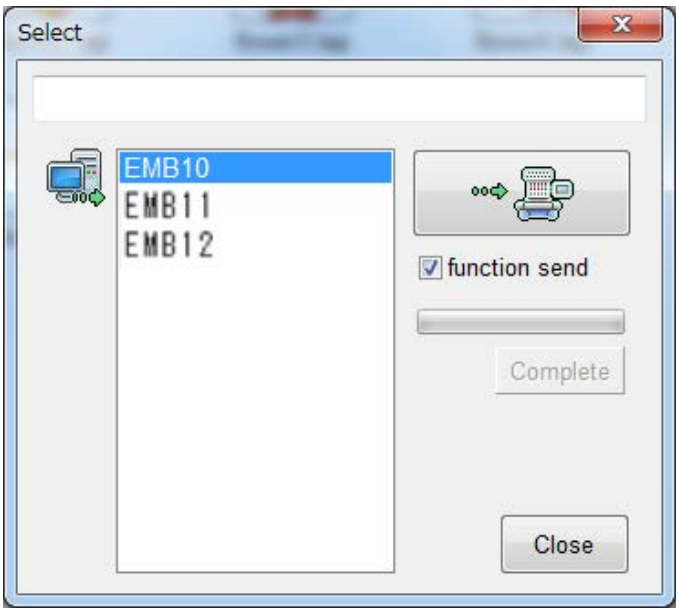


Transmission of pattern

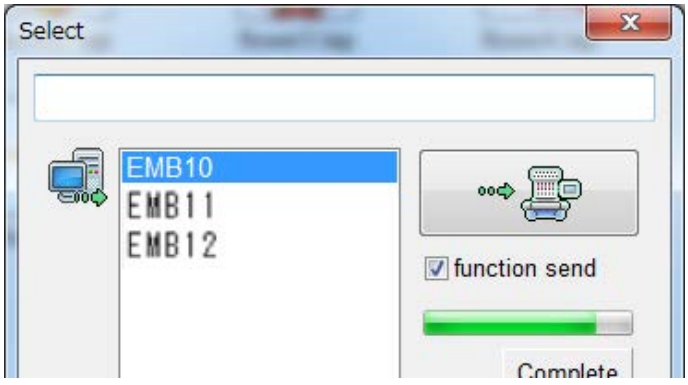
Select the pattern and open Transmitting box by clicking “Send”.



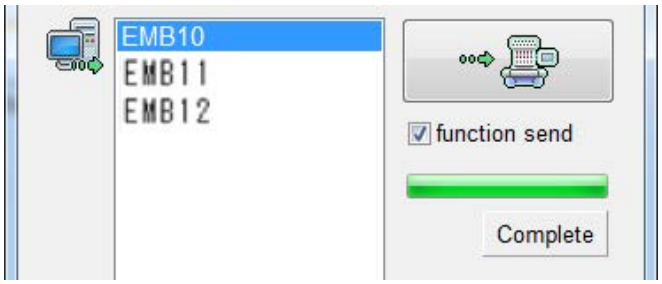
Select destination and click  “Sending” button.



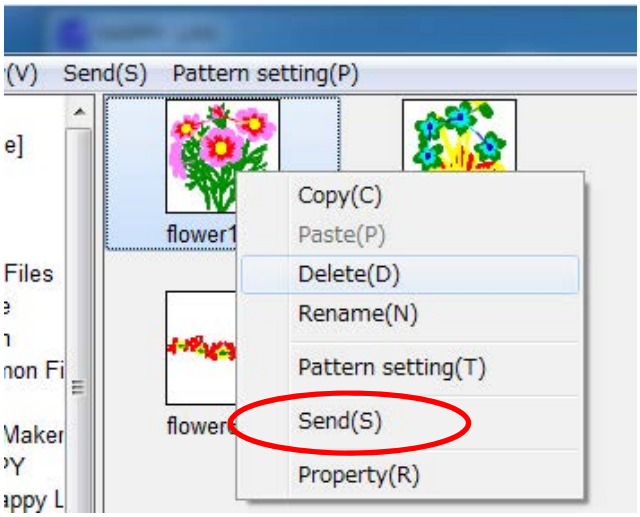
Progress bar is indicated during the transmission.



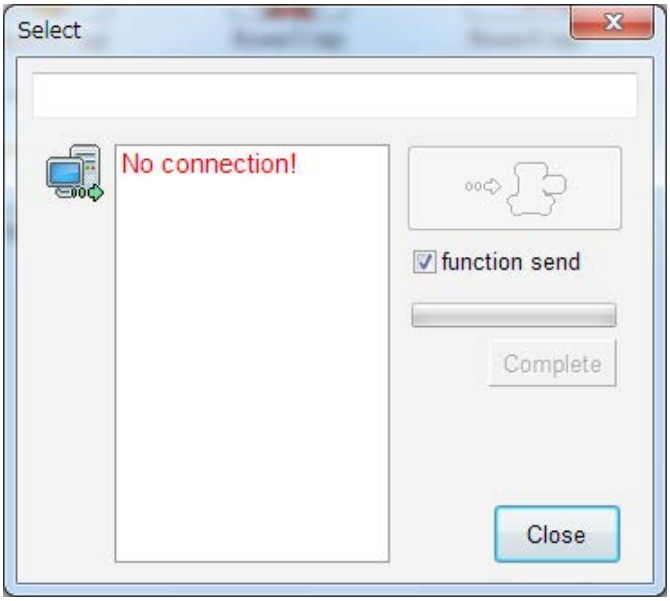
“Complete” is indicated when transmission is finished.



"Transmission" can be selected by right-clicking as well.



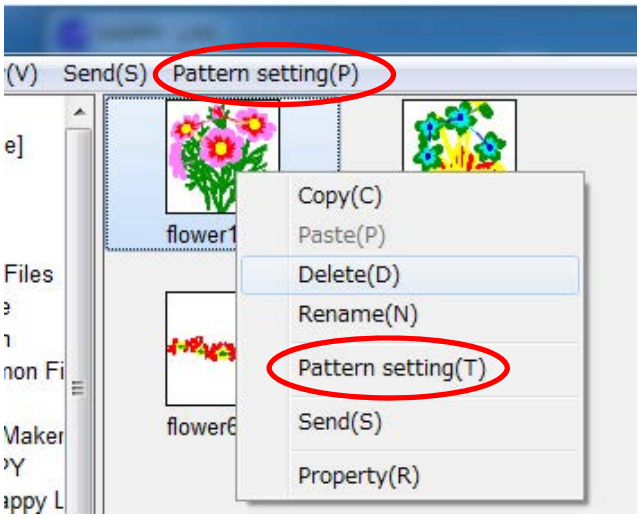
"No connection!" is indicated when the embroidery machine isn't connected.

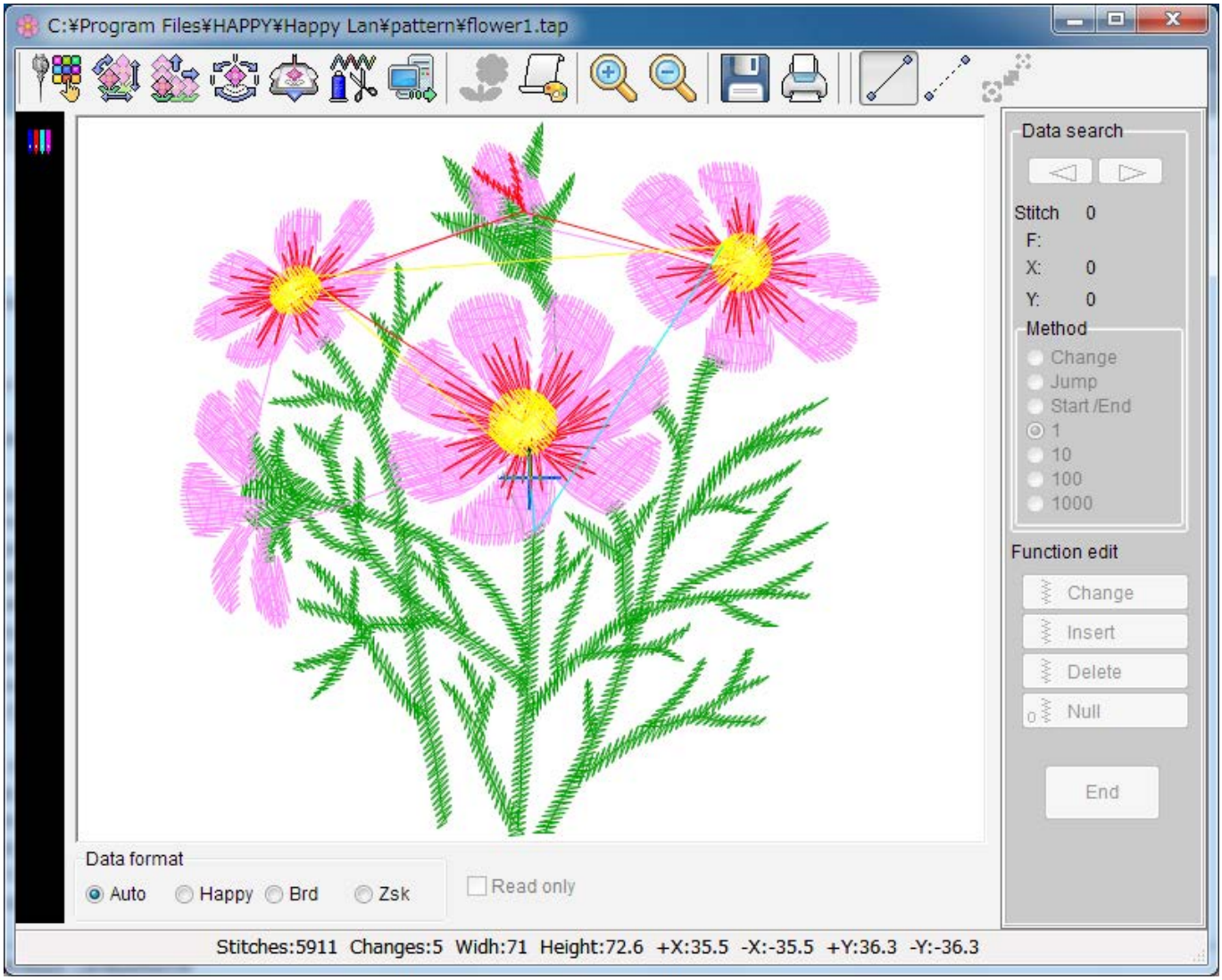


Pattern setting

Functions: Needle select, Scale, Repeat, Offset, Frame out, Simple editting and Transmission.

Click “Pattern setting” in the menu after choosing the pattern. Or, right-click after choosing the pattern, and click “pattern setting” in Pop-up menu. Or, open “Pattern setting” in the menu.





<Items for setting>

Needle select

For setting the order of the needles before starts embroidering. The needle will be change to the other needle preset at every color change of embroidering.

Scale (Design adjust)

For scaling, rotation, inversion and other functions of the pattern for embroidering.

Repeat

For repeat embroider of the same pattern on a piece of cloth.

Offset

For ordering the frame to move from one position appointed to the start position of the pattern where the embroidering starts.

Frame out

For ordering the frame to automatically move to the position requested when the embroidering of the color (needle) appointed in advance is done. This is effective when some procedures are required during embroidering.

Simple editing

Addition of the needle stitches, deletion, transfer, addition and alteration of functions and other for the pattern data.

Transmission

To have the pattern data transmitted by opening the box.

<Other items>

View by each color change

Change of background

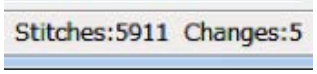
Zoom in, Zoom out

Save design data

Print design

Stitch Point (showing stitch point by dots)

View of jump (showing every jump in the design) Change the size of the stitch point (effective after needle drop point was displayed)



Information on the pattern data

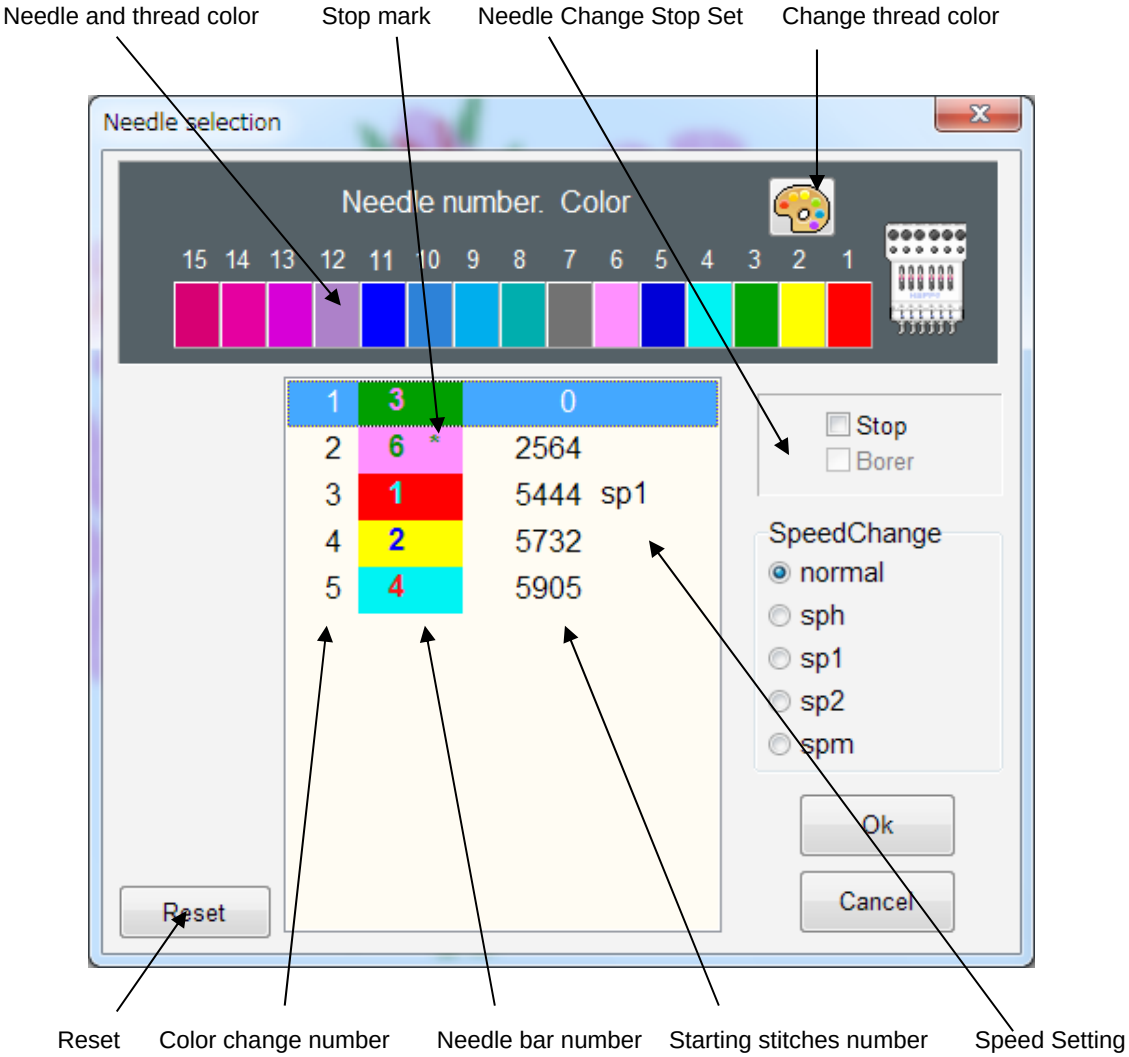
1. Needle select

You can designate the order of needles to be used for sewing.
You can insert a stop command in the color change process.
You can set the speed in the color change process.

Note:

If you change the number of the needle bar after having set a color change stop, the color change stop will go off. You will then need to reset it.

Click on “Needle Select” button to display the dialogue of needle select.(If any pattern data is not read, the dialogue is not displayed.)



How to select:

1. Select color change number and click it.
2. Select the color you like from Needle No. and Thread color and click it.
   Please repeat this process for every color change number.
   Please click “Stop” and/or ”Borer” if you wish to use these functions.
   (Only embroidery machines that have Borers can use this function)
3. Click on the “OK” button to finish the setting and the setting is stored in the machine.

Stop (Needle Change Stop Set)

If you click the stop box after you selected the needle, a [*] mark appears on the right side of needle number and color change stop is set. Sewing proceeds, but the embroidery machine will stop when this color has completed sewing. Push the start button on the embroidery machine to restart.

Borer (Needle Change Stop Set)

If you click, you will have a [B] symbol on right side of the needle number.

If you use this function, you need to install a borer device to the machine. Please refer to [Options].

Alteration of speed

You can set the speed of the embroidery machine at every change. The set machine speed is displayed.

Normal: Normal speed

sph: Release of speed limit

sp1: Setting speed limit at 700rpm (different by machine model)

sp2: Setting speed limit at 600rpm (different by machine model)

spm: Setting speed limit at 300rpm (different by machine model)

Reset

Reset all of your needle numbers to “0” for color changes.

Other functions (stop etc.) will all go off.

OK

Input contents are saved in the [Setting file].

Cancel

The screen will be closed without saving the input contents in the [Setting file].

Change Thread color

You use this button for the Thread color change menu. You can change the display color that will represent each thread color.

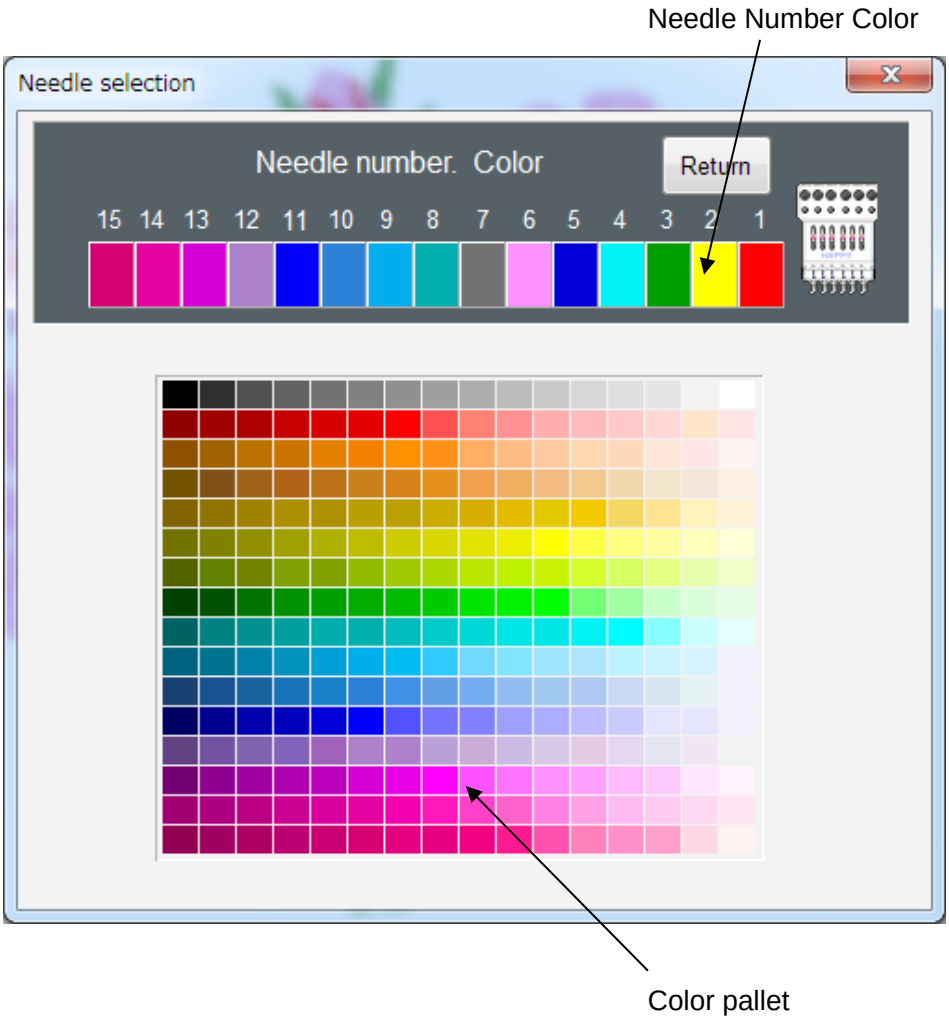
How to change Thread color

1.Click on the "Change Thread Color" Button to open a Thread color change menu.

2.Select and click on the needle you wish to change the color of.

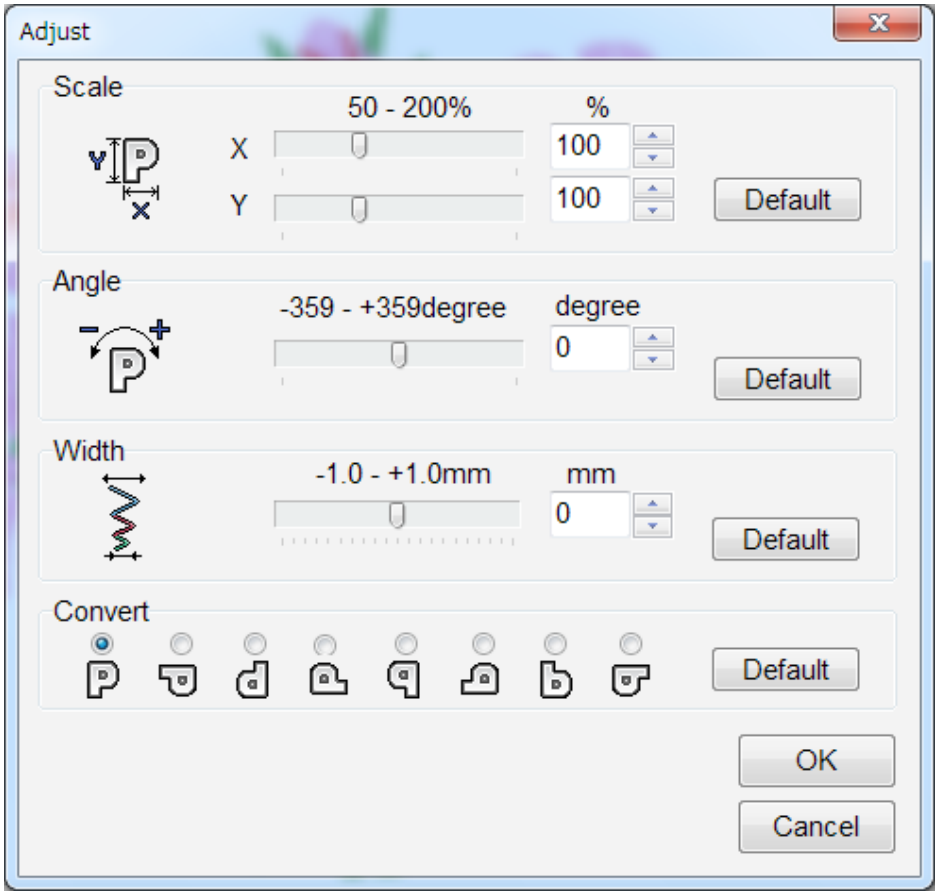
3. Select the color of your choice from the color pallet, this will change the needle color.

4. Click on “Return” to apply your setting.



2. Design Adjust

You can set the scale, alter or other functions to the selected pattern.(Pattern data itself does not change. Only embroidery will follow these settings.)



1. Drag the Scrollbar.
2. Input data into the number box.
3. Click on Up/Down button by the mouse.
   If you use “Convert”, just click on a check bottom.
   You will get the standard settings back by clicking on [Default].
   Click on [OK] after having input. This menu will be closed.
   Note: When you sew with the width adjustment setting, an error may occur at the end point.
   In this case, please return the stitch width setting to “0.0”.

[Function and adjustment]

Scale

The machine scales in X and Y directions for every 1% proportionately.

1. Scale adjusts X side (Scale X) 50~200 %, Original size: 100 %
2. Scale adjusts Y side (Scale Y) 50~200 %, Original size: 100 %

Angle

With the start point of the pattern as a pivot point, the machine changes the angle in 1degree increments.

Angle: -359~359 degree, Original size: 0 degree

Width

The machine adjusts stitch width in a design within range of -1.0~1.0mm in increments of 0.1 mm.

Width -1.0~1.0mm

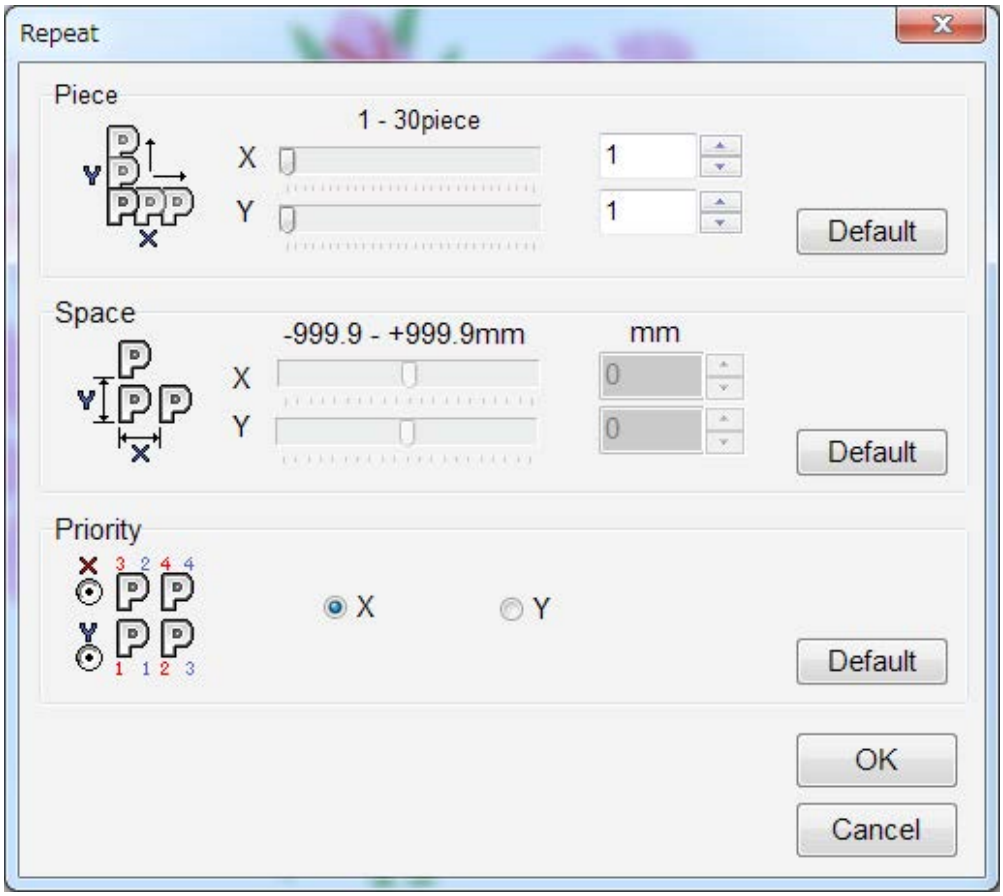
Convert

Using the start point of the pattern as a pivot point, the machine changes the angle in 90-degree increments and it mirrors the design.

8 Pattern can be set based on “P” of standard.

3. Repeat

The machine automatically embroiders a specified number of pieces in X and Y directions.



You can change the above items in the following ways:

1. Drag the Scrollbar.
2. Input data from your keyboard into the number box.
3. Click on Up/Down button with your mouse.

In the [Priority], please click on the button for the direction you prefer.

You will get the standard settings back by clicking on [Default].

Click on [OK] after having input. This menu will be closed.

Function and adjustment]

Piece

Set the number of pieces in the X and Y direction. Total pieces will be pieces: X times pieces: Y.

1. Pieces: X 1~30 pieces
2. Pieces: Y 1~30 pieces

Space

This sets X and Y distance between the start point of each pattern, when repeat is used. When a positive value is input, the machine makes repeat toward the right or upward. If a negative value is used it will move to the left or downward.

1. Space: X -999.9~999.9mm
2. Space: Y -999.9~999.9mm

Priority

When using more than 2 pieces in the X or Y direction, a priority must be set to determine which piece to start first.

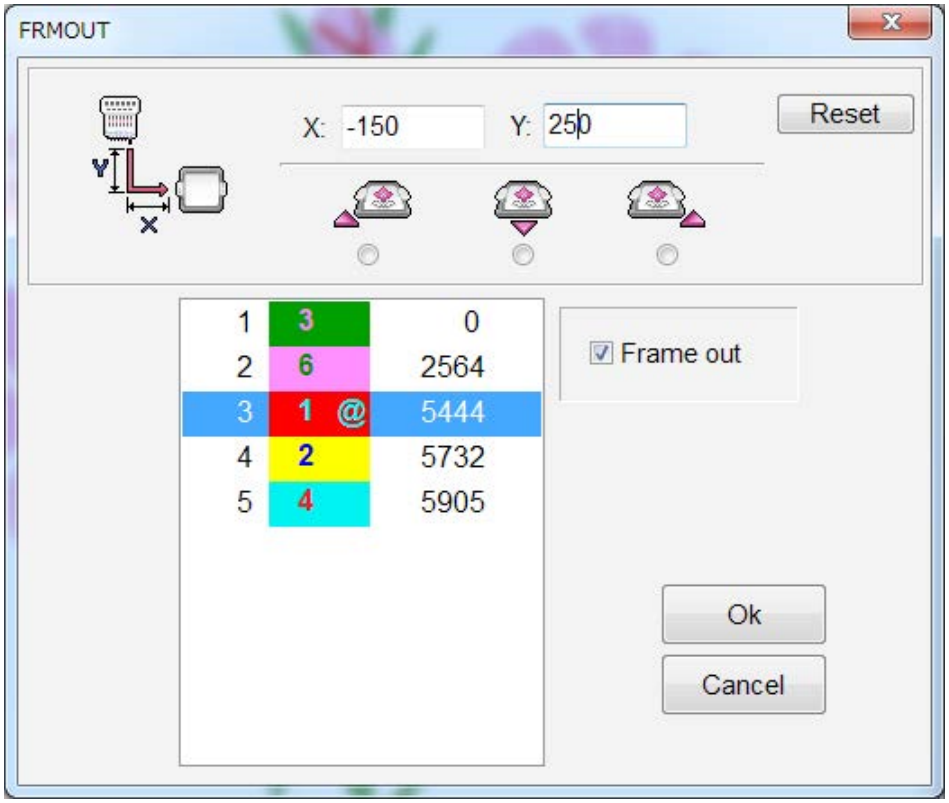
X direction: horizontal direction is the first priority, and vertical direction will be the second.

Y direction: vertical direction is the first priority, and horizontal direction will be the second.

4. Frame out

By adding a “Frame out” command to the pattern color number, the machine can move the frame and stop it on the position that you set up after sewing all of a color. When you restart it, the frame will move to the normal stitching position and continue to work. This function is convenient for trimming of threads in the middle of sewing or placing an appliqué.

When you click on the frame out button, the menu opens.

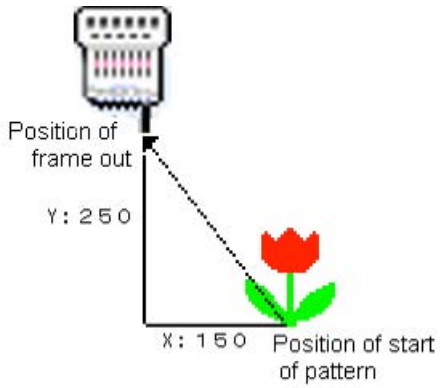


Input the amount of the frame out by numbers, and select the color change that you want to move at the end of. Click on [Frame out]. The @ sign will appear on the right of the needle number.

With the start point of the pattern as a base point, please set the distance to move for the frame out.

How to set frame out

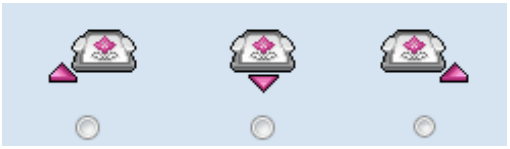
Example1



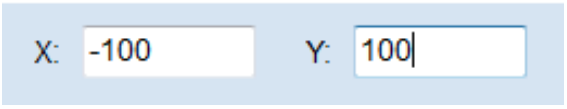
1. X: -150 Y: 250 Input these numbers.
2. Please click on the color change number you desire to add the frame out to.
3. Please click on [Frame out]. When this is set, an @ sign is put next to the needle bar number.
4. When you click on [OK] after input, the screen will close and the frame out is set.

Example 2. Easy setting cautions [of an input]:

Note: It is necessary to perform the clauses 2-4 of Example 1 after setting.



A check of a check button sets up the regular value.



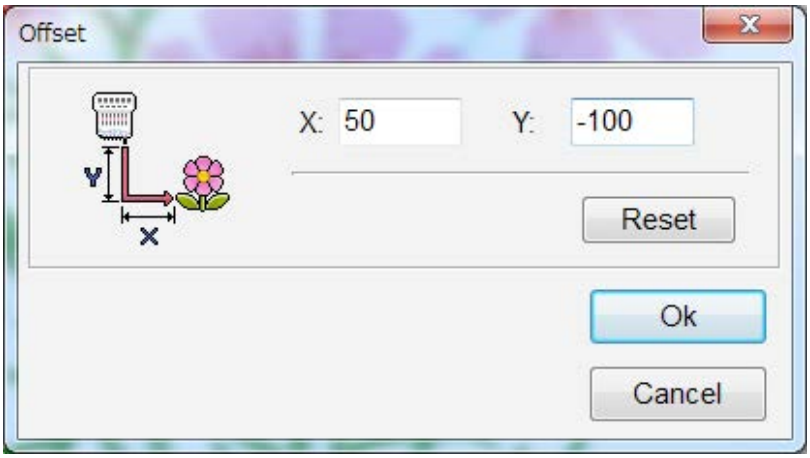
A frame comes to the front left-hand side at the time of a frame-out. X: 100 and Y: 100 are set.

A frame comes to the front side at the time of a frame-out. X:0 and Y: 100 are set.

A frame comes to the front right-hand side at the time of a frame-out. X: -100 and Y: 100 are set.

5. Offset

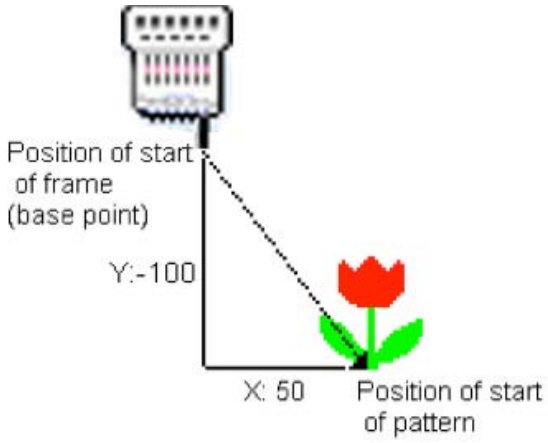
If you set up an offset position, the frame moves from the offset position to its initial position and starts working.
Using the off set setting, you can start stitching from wherever you want.
Use the off set setting with the origin function, and the frame will move back to the off set position automatically after it completes stitching.
When you click on the [Offset] button, the input screen will open.



With the start point of the drive frame as a base point, please set the move distance to the start point of the pattern.

How to set offset

Example)



1. X: 50 Y: -100 Input these numbers.
2. When you click on [OK] after input, the screen will close.

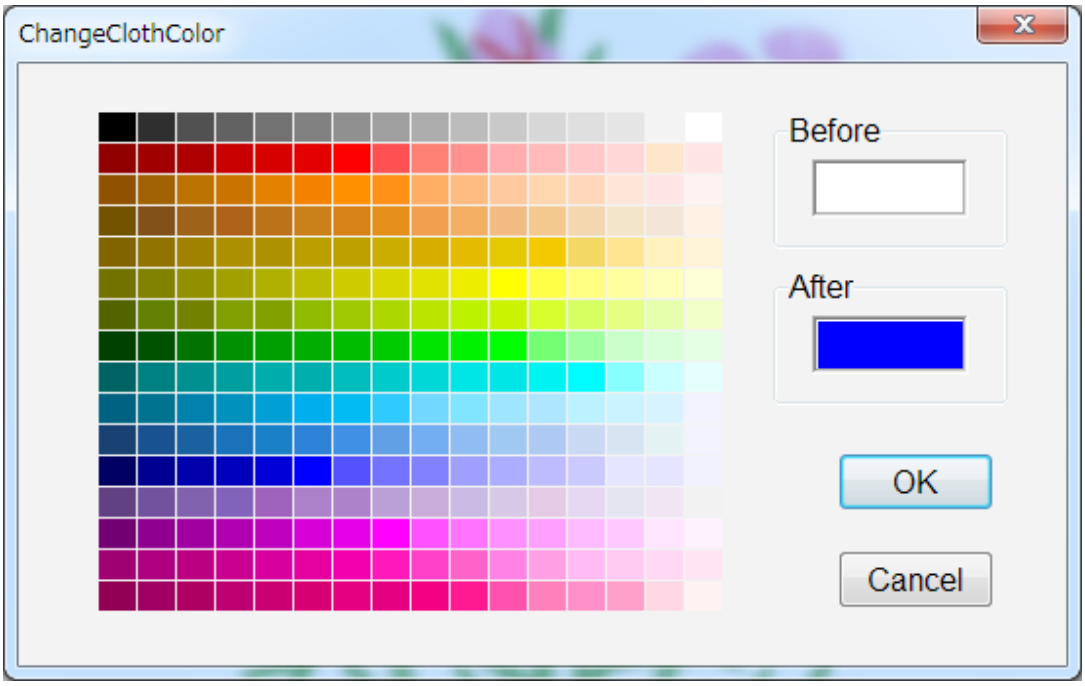
6. View the selected block by color

Click on “Simple Editing” to use this function. Refer to "View the selected block by color" of “Simple Editing”.

7. Changing the background color

You can change the background color (cloth color).

When you click on the [Change of background color] button, the window of change of background color appears.

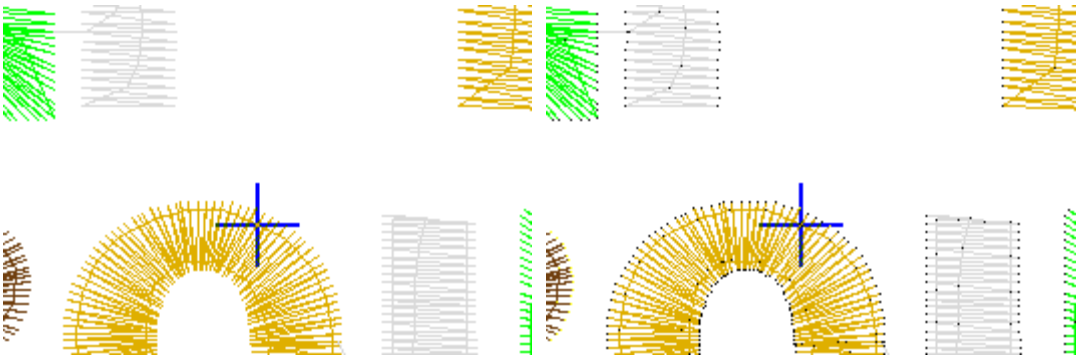


The color you set will remain unchanged until you change the background color.

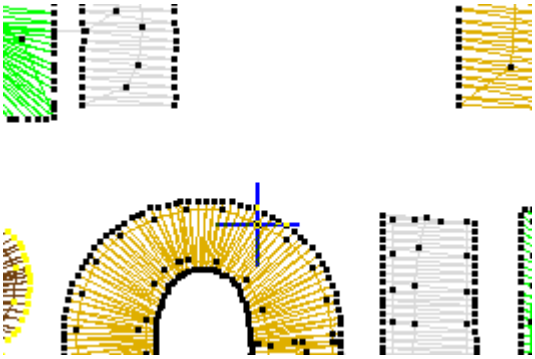
The current background color is shown in the window marked [Before]. When you click on the color pallet, a new color appears in the window marked [After]. When you click on [OK], the background color changes.

8. View of the needle drop point

Click on at “Pattern setting” to show the needle drop point on the pattern displayed.



Click on to enlarge the size of the needle drop point.



9. Simple editing

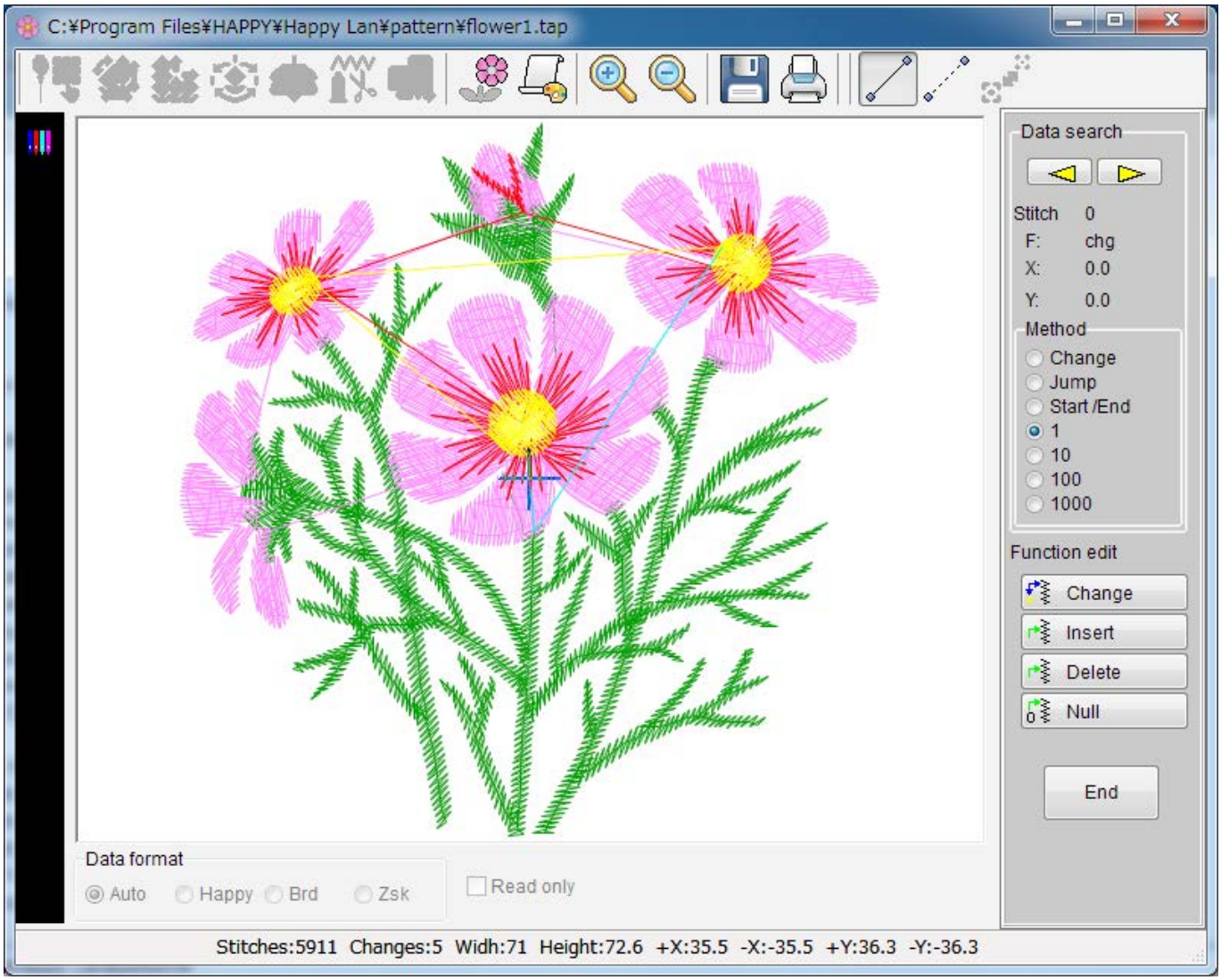
The program offers some basic editing functions such as display of the pattern selected, current stitch position by marker, current stitch number and the data. You can save this simple edited data.

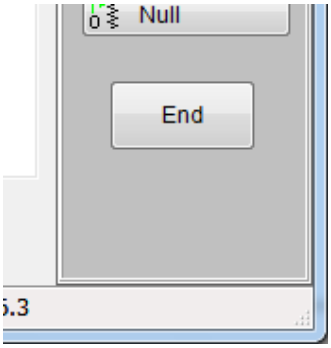
Note:

Please back up the data before the simple editing so as not to lose its original data.

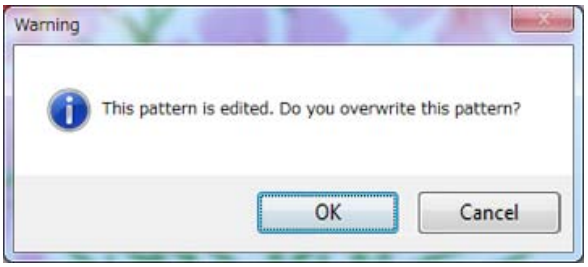
You can save it with the same file name on the original data after the simple editing.

Click on "Simple edit" of "Pattern setting" to open the simple editing.





Click on this “Close” button and it will return to the “Data sending mode”.
When you click on [Close] if you edited the file, the following message is displayed.



When you click on [Yes], the contents of the design are replaced with the edited information.
When you click on [No], the edits are cancelled.

”Simple edit” has the functions below.

“Data Search”

Move to the stitch you want to edit and display the stitches (the number of stitches) and data displayed.

“Search Method”

Select the method to search stitch data.

“Function”

Allows you to add, erase, or move of the stitch of the selected pattern data and add and change the function. The design data itself will be changed here.

Note: Please backup the original data before the simple edit.

Change stitch setting:

You can change the current stitch to a color change, jump, end, or a normal stitch.

Insert stitch:

You can insert a color change, jump, end, or a normal stitch in front of the present stitch position.

Delete:

You can delete the present stitch.

Null stitch (zero data):

You can insert a Zero stitch.

“Cancellation of edited contents (Edit revert)”

You can cancel the contents of “Simple edit”. The design data and the settings of [Needle selection] return to the condition before you began.

“Viewpoint”

Move the design on screen using the arrow keys.

“Information of pattern”

It is displayed at the bellow of main window.

View the selected block by color

Only the color block of the current stitches in [simple editing] is displayed.

Select "Color change" in "Data search". The pattern displays only the color block at the position of the current when you search by [Forward search] or [Back search], if this button is pushed.

(Example) the pattern of the figure 1 is shown by color blocks and is shown in the figure 2,and figure 3 as bellow:

Figure 1: Normal pattern display

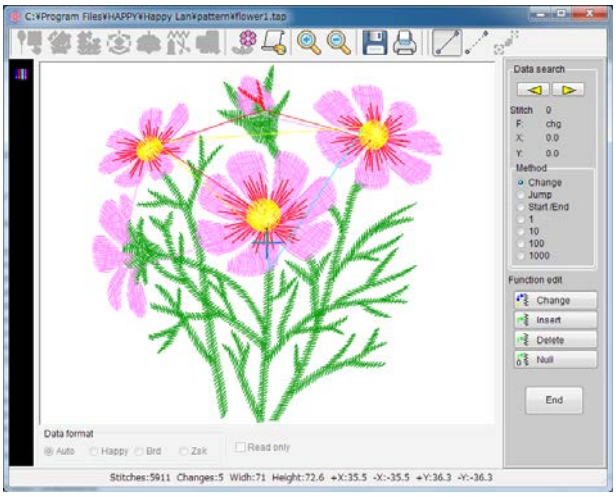


Figure 2: Display by color block (1)

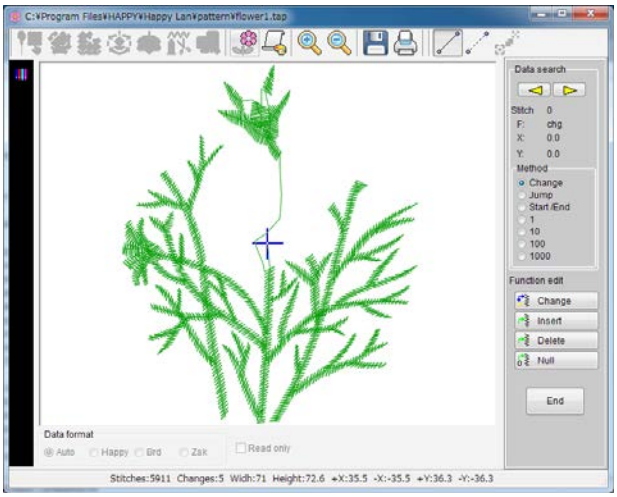
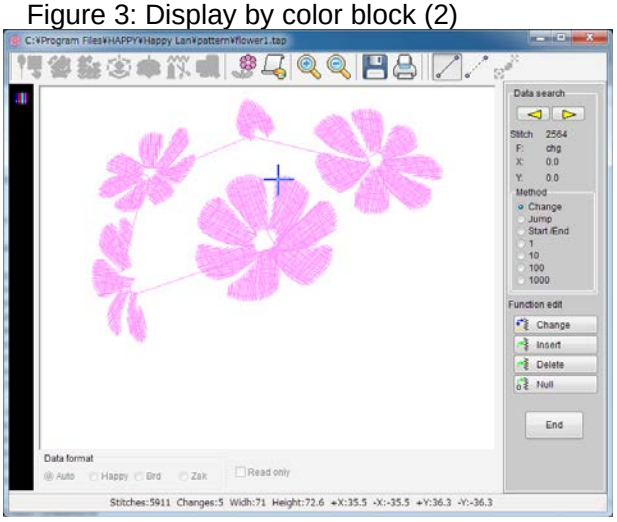
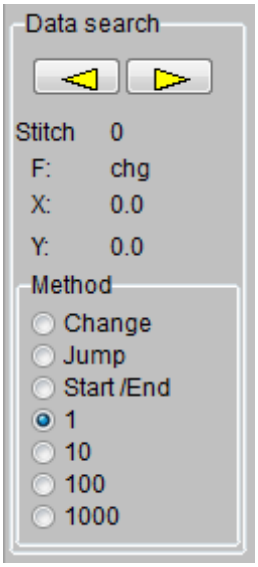


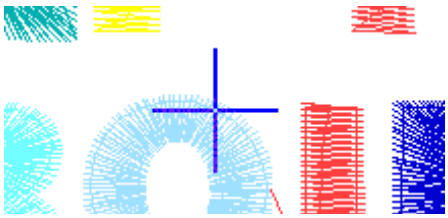
Figure 3: Display by color block (2)



Data Search



This will move to the stitch you want to edit and have the stitches (the number of stitches) data in editing displayed. It also indicates the position of the stitches with a marker (shaped cursor).



Stitch
Showing stitch number as selected

F
Showing function of selected stitch

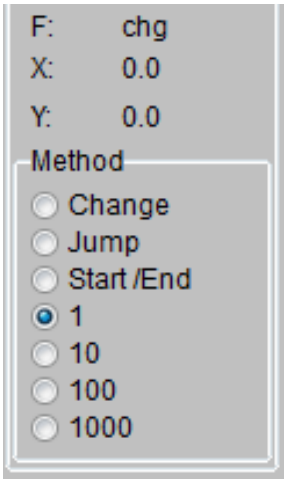
X
Showing X movement data

Y
Showing Y movement data

[Forward search] Key
Scroll forward through stitch points.

[Backward search] Key
Scroll back through stitch points.
The method of searching can be selected from [Search Method].

Search Method



Please select how to select stitch (number of stitches) data from the following.

Change (Color change search)

This will search color change point. Click on "forward" to move to the next color change point. Click on "back" to return to the previous color change point.

If the pattern has a color change function and Needle is selected, you can change the needle in embroidery.

[Jump] search

This will search jump point. Click on "forward" to move to the next jump point. Click on "back" to return to the previous jump point.

Jump function will skip stitching without sewing.

[End Point] search

This will search end point. Click on "forward" to move to the end point. Click on "back" to return to start point.

End point means the embroidery finishing point.

[Move 1]

This will move 1stitch each. Click on "forward" to move to 1 stitch next. Click on "back" to return to 1 stitch previous.

[Move 10]

This will move 1stitch each. Click on "forward" to move to 10 stitches next. Click on "back" to return to 10 stitches previous.

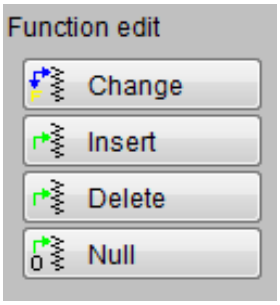
[Move 100]

This will move 1stitch each. Click on "forward" to move to 100 stitches next. Click on "back" to return to 100 stitches previous.

[Move 1000]

This will move 1stitch each. Click on "forward" to move to 1000 stitches next. Click on "back" to return to 1000 stitches previous.

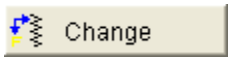
Function



This allows you to edit the pattern data, to add, erase and move a stitch, add or change function.

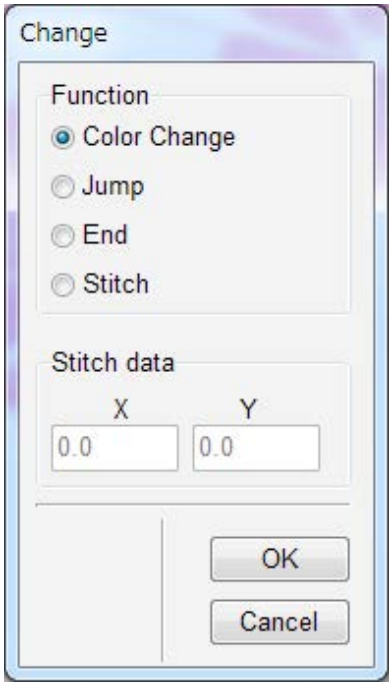
Note:
Please remember that in case you change the setting, the shape might change.
If you name this setting with the same name as the original file, it will replace the original file. Please backup the original data before editing.

During the editing, you can reset the editing. Please refer to "Cancellation of edited contents (Edit revert)".



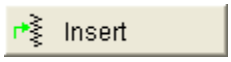
[Change] key

You can change stitch data and functions for selected stitches. Click on this icon to open stitch change menu.



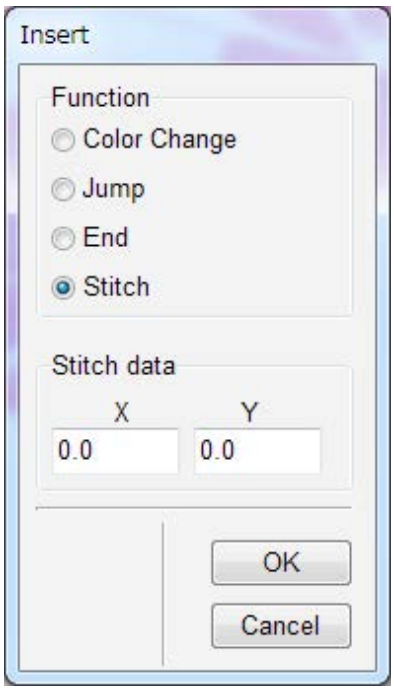
When selecting a Jump function or Stitch, You need to input Jump or stitch length to “X data”, ”Y data” of “Stitch data”
When selecting (Color change) or (End) function, you cannot input anything “Stitch data”.

Click on [OK] to display the pattern data changed.



[Insert] Key

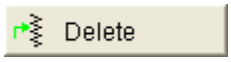
This will insert a stitch before the selected stitch point. Click on [Insert] Key to open stitch edit menu.



When selecting a Jump function or Stitch, You need to input Jump or stitch length to “X data”, ”Y data” of “Stitch data”

When selecting (Color change) or (End) function, you cannot input anything “Stitch data”.

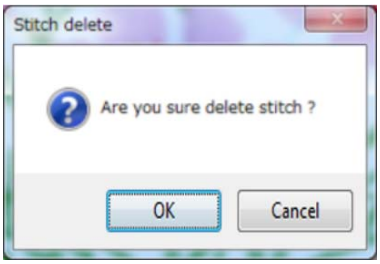
Click on [OK] to display the pattern data changed.



[Delete] Key

Click on this icon to erase the selected stitch, and then a confirmation menu will open.

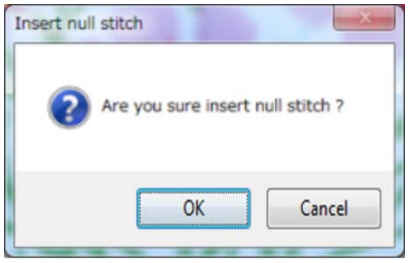
Click on this icon to erase the selected stitch, and then a confirmation menu will open.



Click on [OK] to display the pattern data changed.

[Insert null stitch] Key

Click on this icon to insert a null stitch (No X, or Y movement data) before the selected stitch and the confirmation menu will open.



Click on [Yes] to carry out.

10. Save design data

Save design data as HAPPY format.

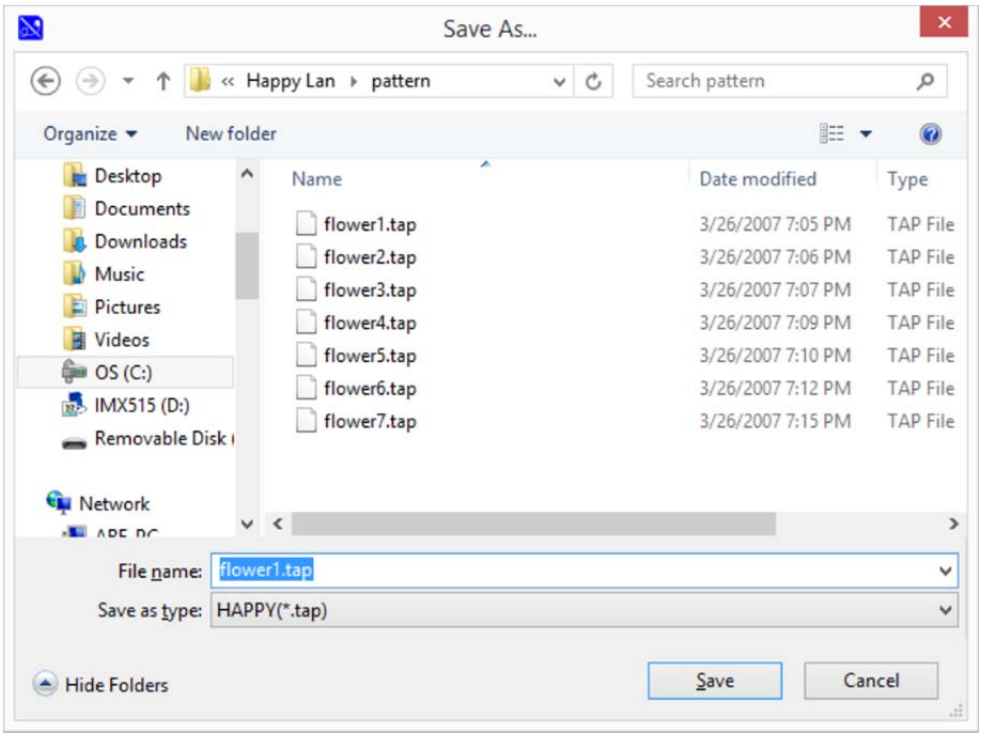
Note:

If [Read/Write setting] of the Pattern data selecting dialogue is checked, the setting can be saved at the same time. Ex. Needle bar selection.

The pattern data of TAJIMA (DST) format is changed to that of HAPPY format and saved.

If you name this setting with the same name as the original file, it will replace the original file. **Please backup the original data before editing.**

Click on [Save design data] button to open the dialogue of file name input.

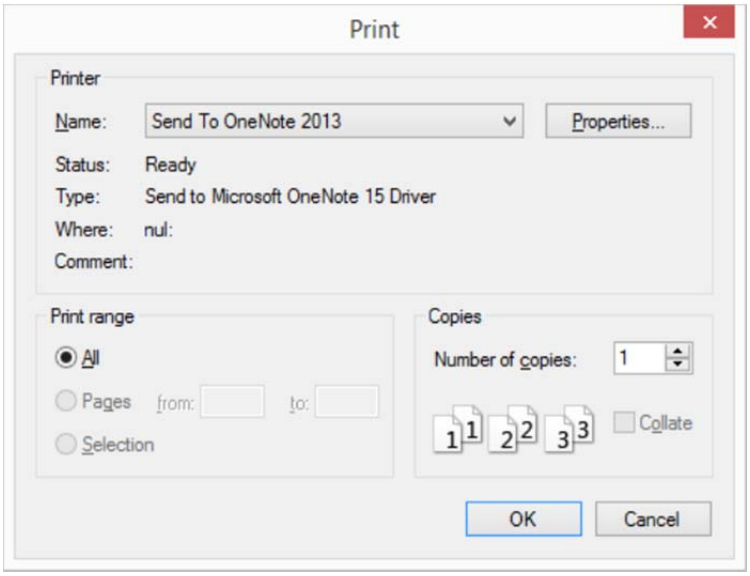


Decide the folder to save, input the file name and click on [Save] to save the pattern data.

(Pattern setting)

11. Print Design

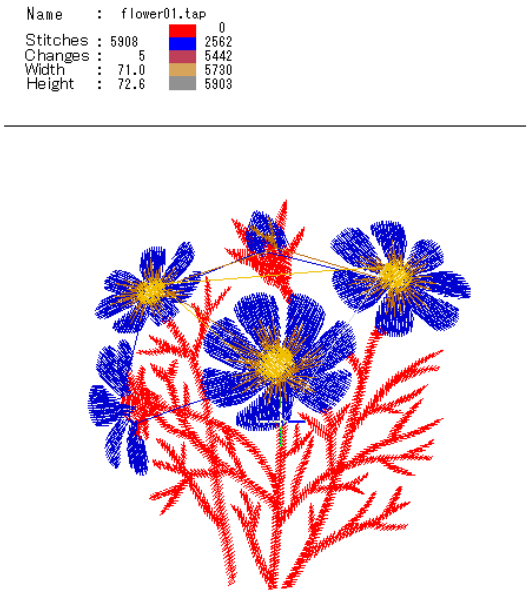
You can print the currently displaying pattern by [Pattern Setting] Click on this button to open the print menu.



Print contents:

1.Pattern Name
2.Number of Stitches
3.Number of Color change
4.Width
5.Height
6.Desplayed color and stitch number of each color change
7.Pattern

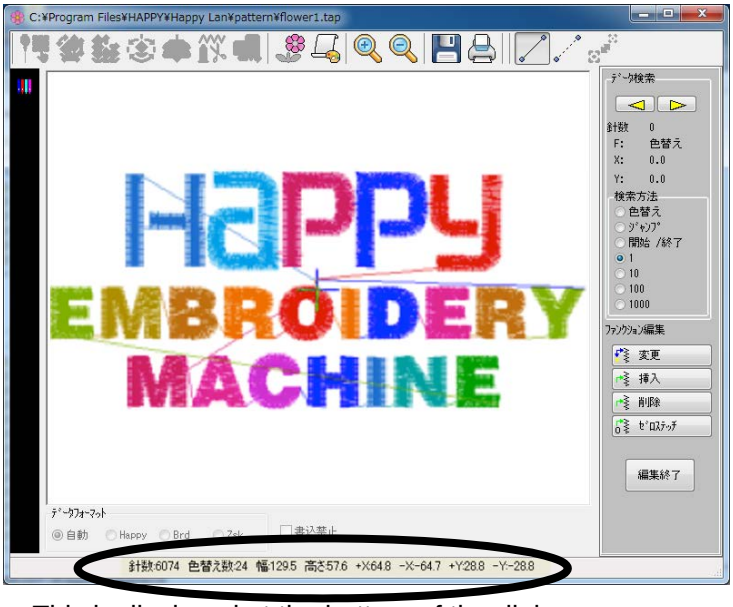
Example of print is showed as bellow:



Note:

Click on [Print Setting] at [File] in menu bar to enable you to do setting in detail.
The display of Print Menu and Driver property is different by the type of printer driver used in your PC.

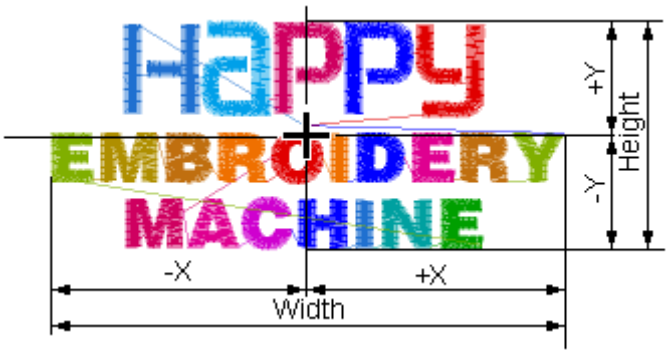
12.Pattern Information



This is displayed at the bottom of the dialogue.

Stitches Number of stitches
Changes Number of color changes

Width With of pattern (x)
Height Height of patter (y)
+X Maximum distance to X+ direction from the start point as a original point
-X Maximum distance to X- direction from the start point as a original point
+Y Maximum distance to Y+ direction from the start point as a original point
-Y Maximum distance to X- direction from the start point as a original point



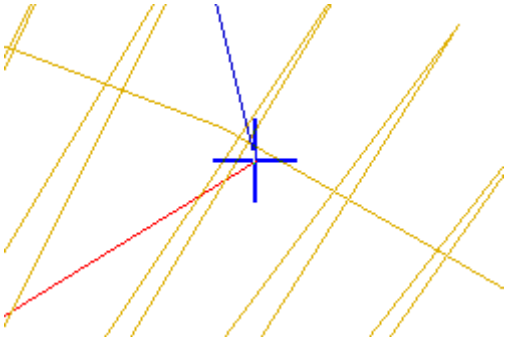
13. Zoom in, out

When you click on this button, the pattern in the display will be enlarged or reduced. A marker will indicate the center.

mouse の Wheel を回しても, the pattern in the display will be enlarged or reduced.

(This function only affects the view, not your design.)

Zoom in



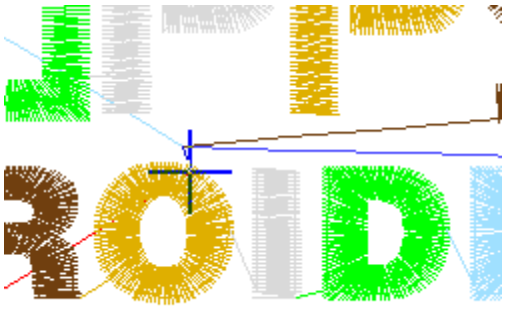
Zoom out

14. View Jump

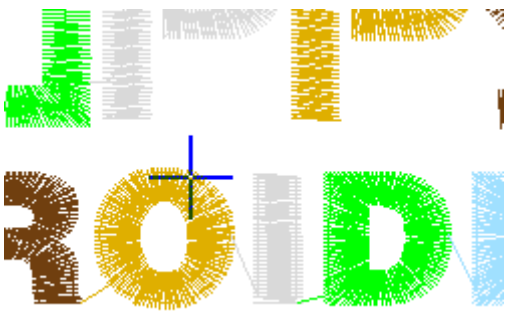
View every jump in the design.

When you wish to remove the jumps from the display, please click on it again.

With View Jump



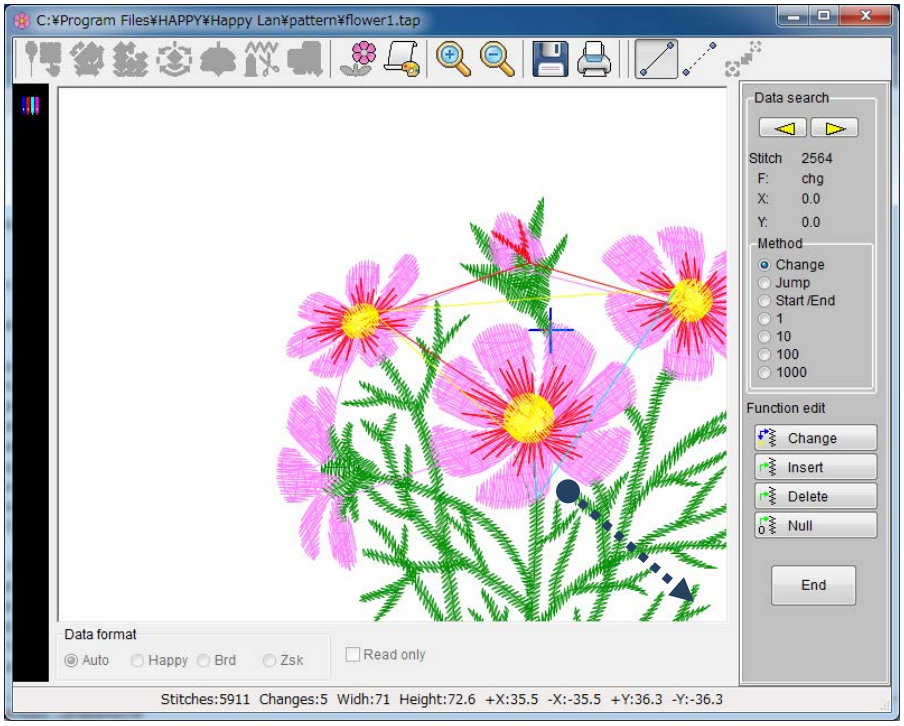
Without View Jump



15. Viewpoint

Changes view of the design.

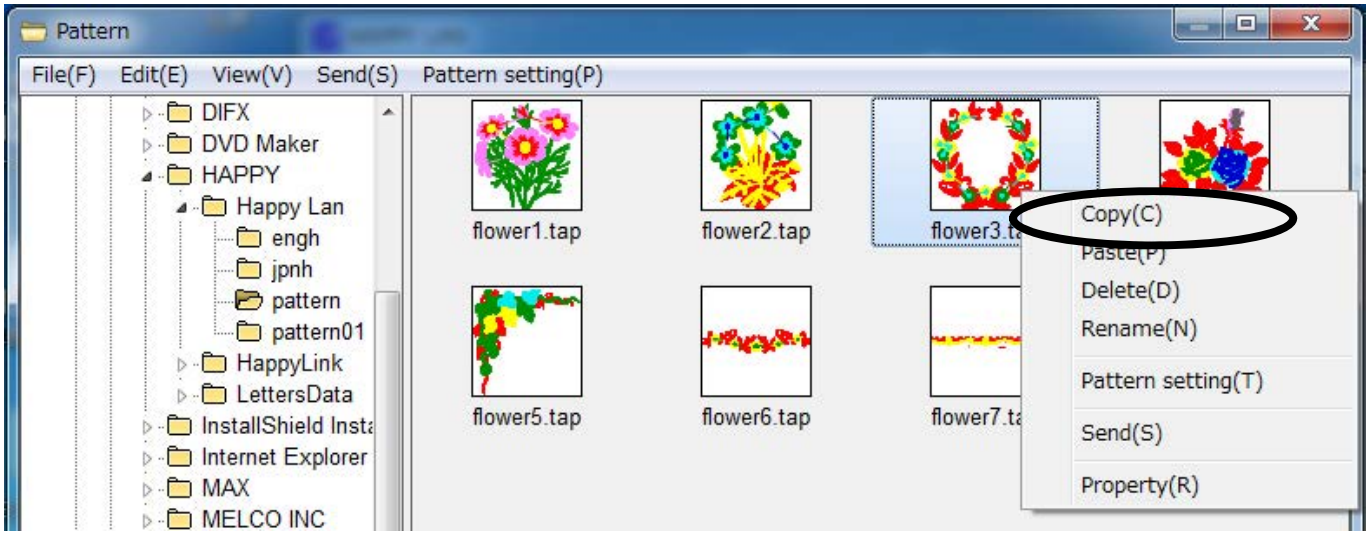
You can move the viewpoint by mouse を Drag すると.



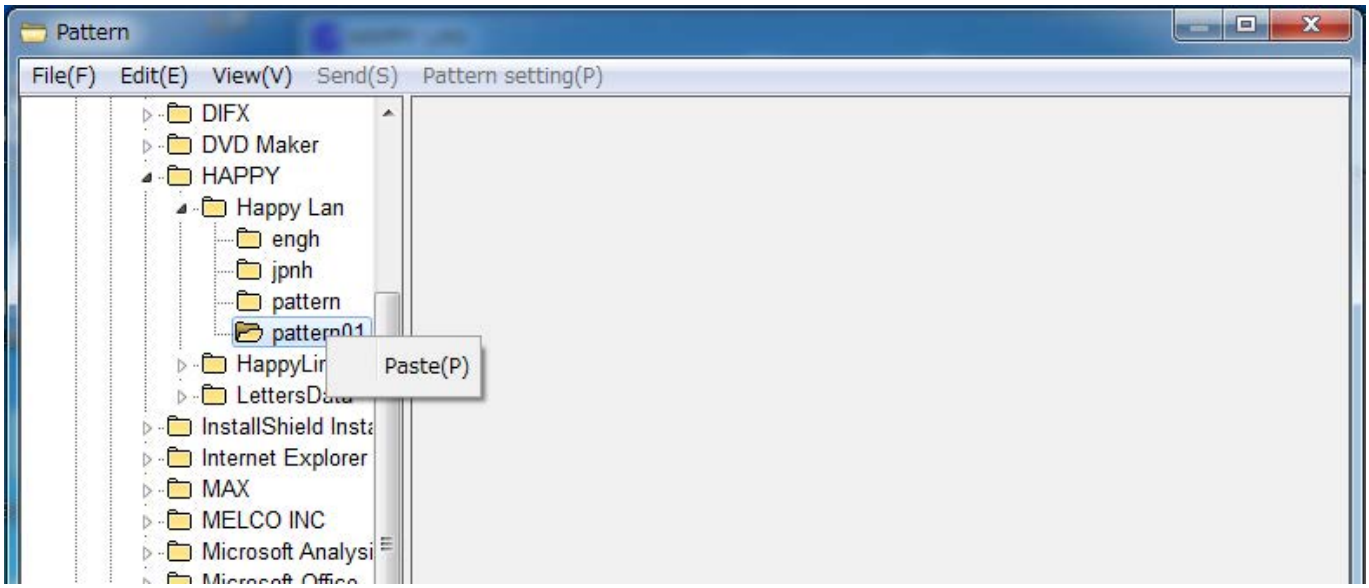
Pattern copy, delete and Change pattern name

Pattern Copy

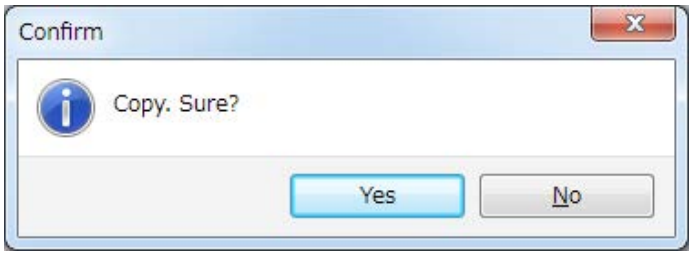
At Pattern Select Window, select a pattern and right click and click on [Copy] in sub menu.



When you select the folder to which the pattern data is to be copied and right click on, [Paste] will display. When you click on this, the confirmation menu will open.

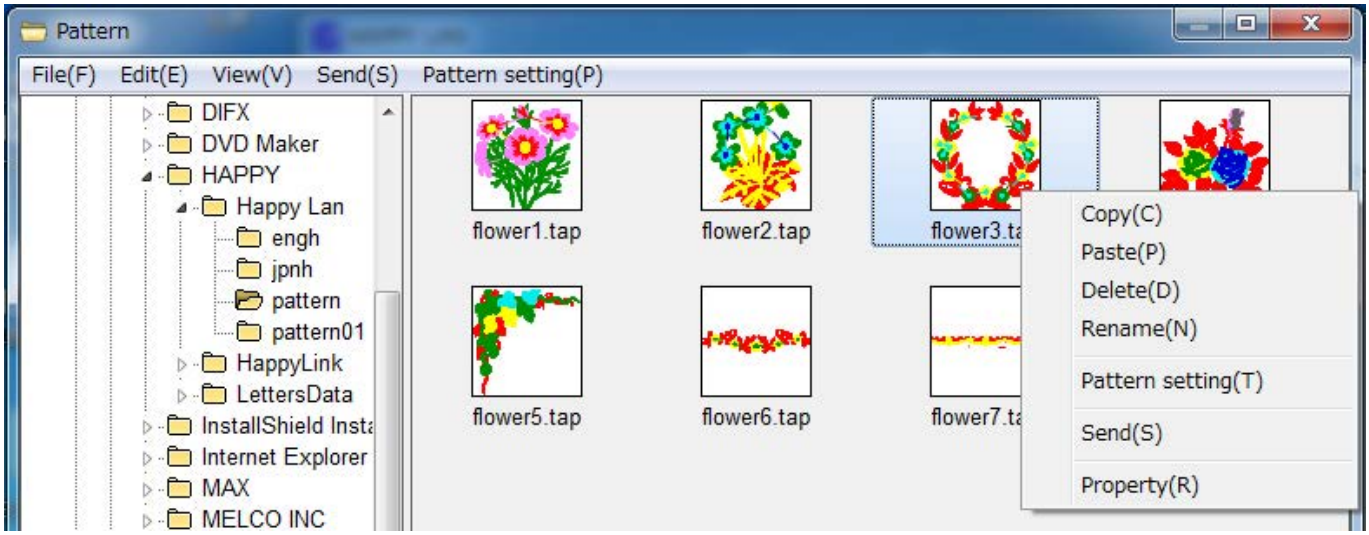


Click on [Yes] to copy.

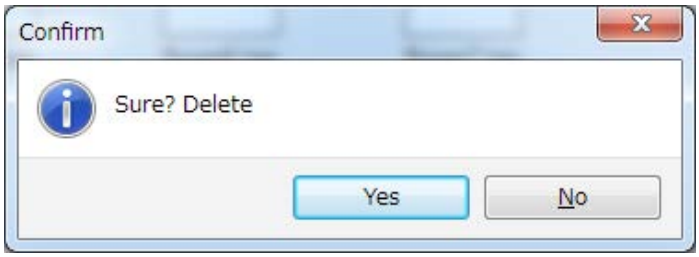


Pattern Delete

Select a pattern and right click at Pattern select window.
Click on [Delete] of submenu.



Confirmation message will open.



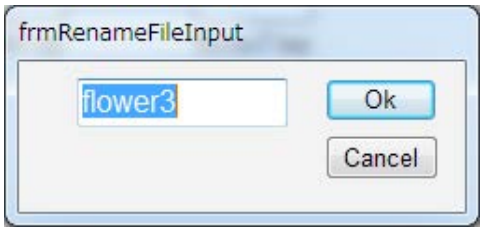
Click on "Yes" to delete the pattern.

Change Pattern Name

Select a pattern and right click at Screen of Pattern Selection.
Click on [Change name] of submenu.

Input form is open.

Input a pattern name and click on [OK]. Number of characters to be input is limited to 8.



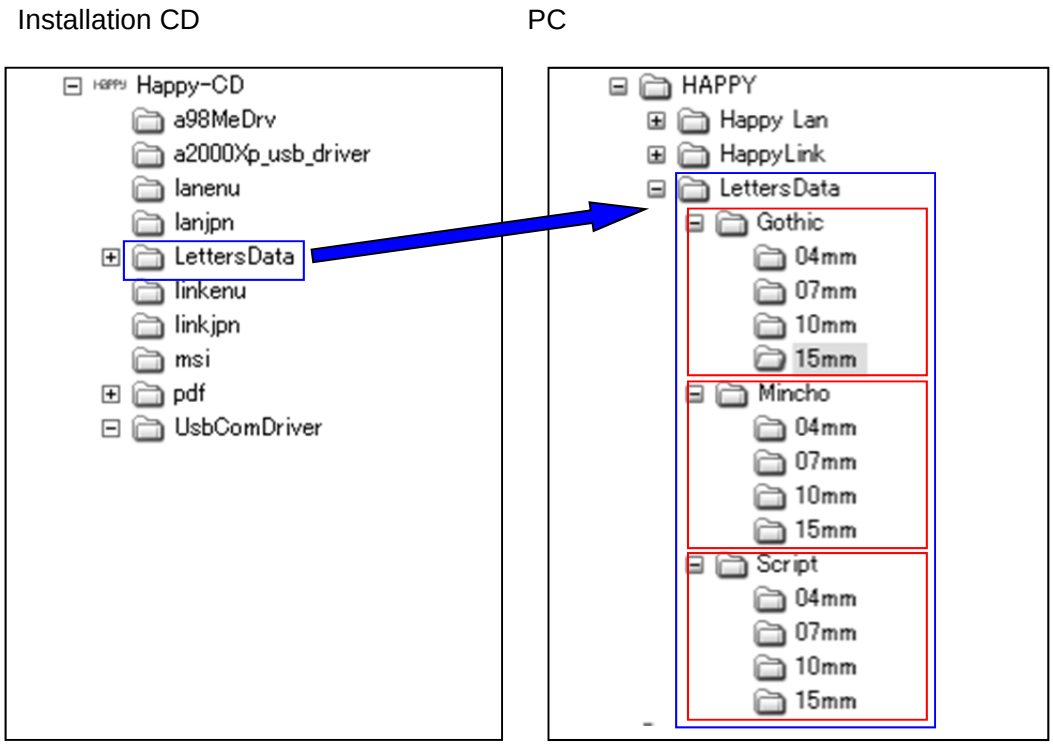
Design layout

Combined pattern data can be made by putting pattern(s) and letter(s) anywhere you like on the layout window.
The pattern data can be saved at TAP data format or forwarded to the machine for embroidering.
Pattern(s) at the following data format can be used for design layout.

TAP : HAPPY
DST : Tajima

Note:
The number of color change function (Color change) for combined pattern data shall not exceed 250.
When the patterns are selected, color change function will automatically be inserted between patterns.
Pattern with more than 250 color change functions will cannot be used.
If such a pattern is transmitted to the machine, an error occurs.

Copy Letters data folder
You need copy Letters data folder in advance when you lay out letters.
Copy the "Letters Data" folder including "letters data that the Happy LAN Installation CD and paste it in the "HAPPY" folder of the PC.



Letters at the following three types of fonts and with the following four types of sizes are available in the latest software.

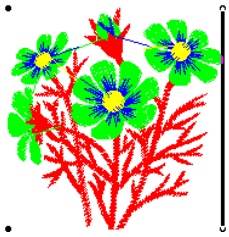
Gothic : Gothic type
Mincho : Mincho type
Script : Script type

User created fonts can be used in addition to the standard fonts.
Prepare the fonts per "Addition of User font".

Single pattern and United pattern

There are two types of layout pattern states. The following examples show state of pattern(s) selected.

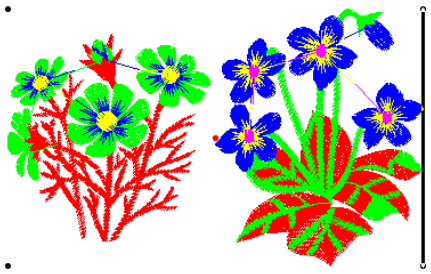
Single pattern: state of only one pattern laid out. The pattern can move or rotate anywhere you want by pattern.



(Ex.) A single pattern of design data

(Ex.) A single pattern of letters

United pattern: When one pattern is laid out and other pattern is laid out while cursor is appeared, these patterns become a united pattern regarded as one group.
The patterns can move, rotate, and arch per-group basis.

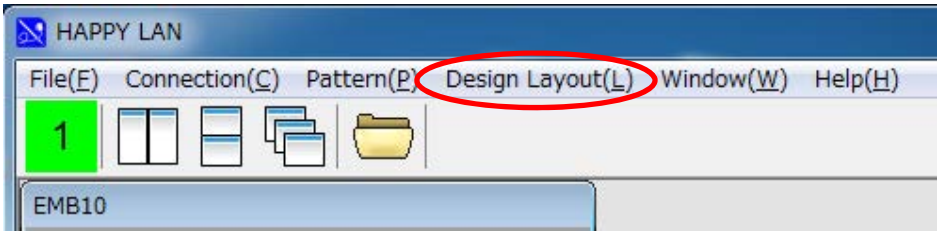


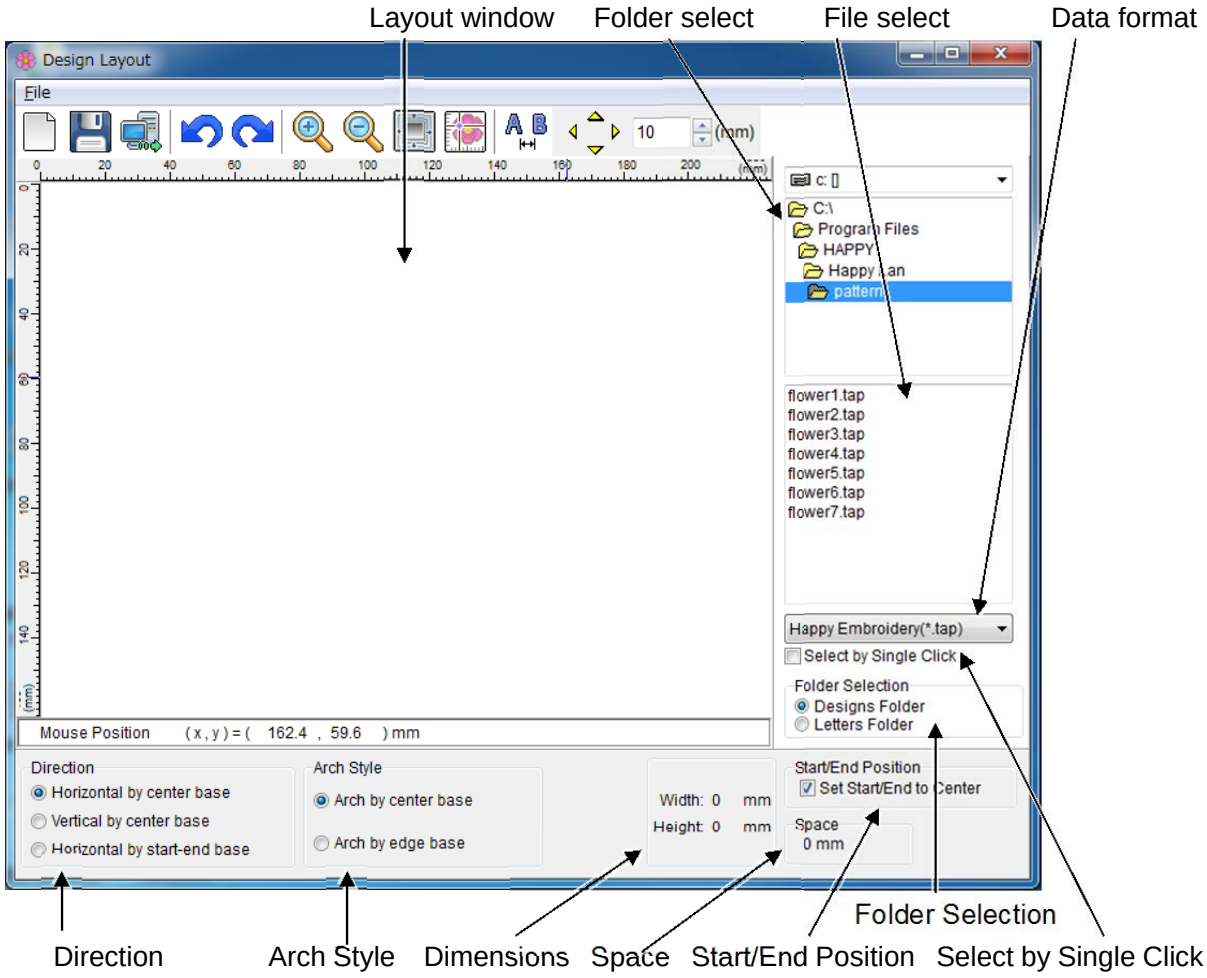
(Ex.) A united pattern of design data

(Ex.) A united pattern of letters

Operation for Design layout

Click “Design layout” in menu bar.





Layout window

The pattern and letters that is layout appears in the window.

Folder select

Select folder of pattern or letters data.

File select

Select pattern or letters data you would like to lay out.

Data format

Select data format that displays in the "File selection".

Select by Single Click

This allows you to select file from "File select!" by single click.

Folder selection

Switch folder between pattern data and letters data.

When you select the pattern data or letters data with "Designs Folder" or "Letters Folder" selected, the selected holder is memorized.

The folder can be easily switched by selecting "Design Folder" or "Letters Folder" once the folder is memorized.

When you would like to memorize other folder select other folder with "Design Folder" or "Letters Folder" selected.

Direction

Select layout direction of a united pattern.

Horizontal by center base : Pattern is horizontally laid out against the center of pattern.

Vertical by center base : pattern is vertically laid out against the center of pattern.

Horizontal by start-end base : Put End point of pattern of pattern at Start point of the next pattern.

Start and End point of Letters data are located in left and right on base line respectively.

Select this setting for letters layout.

Arch Style

Select Arch form type.

Arch by center base

Arch by edge base

Dimensions

Display dimensions of pattern or letters selected.

Space

Display space of united pattern such as letters.

Start/End Position

Determine whether Start and End Point are put at the center of pattern or not when pattern data is saved in the embroidery data and transmitted to the machine.

Explanation of tool buttons

New

Delete current pattern layout and create new one.
When the current layout is saved, make sure it is saved before the data is deleted.

Save

Save current layout as pattern data.

Send

Transmit current data to the machine.

Undo, Re-do

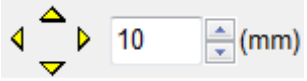
Undo or re-do operations.

Zoom-in, out, View all

When you click on this button, the pattern in the display will be enlarged or reduced, fit the pattern in the display.

Cross line

Display position of cursor by Cross line



Viewpoint

Changes view of the design. You can move the viewpoint by using the direction key. The number shows travel distance. Any travel distance can be changed.

Pitch of united **pattern**

Change letters and/or pattern space of pattern.

Pointer

Pointer can be changed as follows by position and operation:

Select : Select Menu and pattern.

Move : Pointer forms this shape by clicking on pattern. Drag to move patter.

Arch : Pattern arches when you click pattern and make the pointer close to handle in the center. Drag to the arrow direction, pattern arch

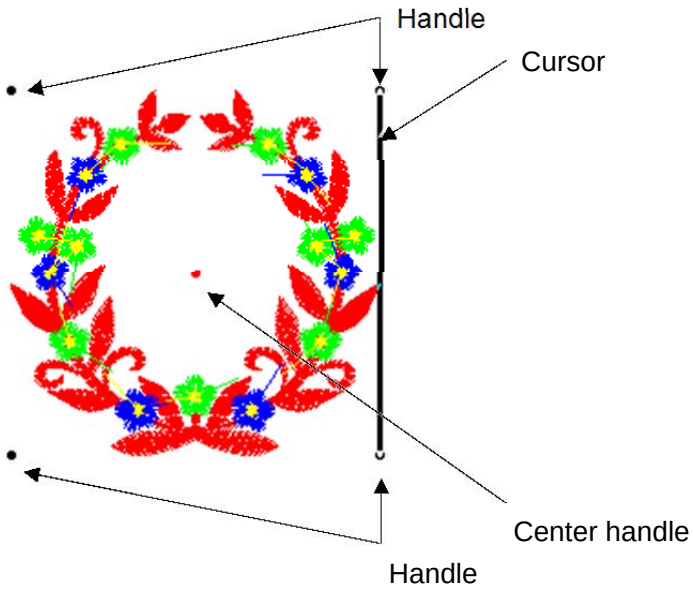
Cursor and Handle

When pattern is laid out or selected, handles are appeared at the cursor and four corner and the center of pattern.

The cursor shows location of the next pattern laid out.

You can delete pattern on the left or the top of cursor by pressing the Back Space key on keyboard while displaying cursor.

Click handle to change shape.



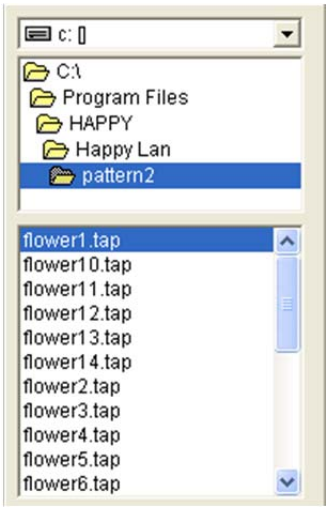
(Ex.) Cursor is appeared on the right of pattern when you set "Direction" to "Horizontal by center" and "layout" to single pattern.

(Ex.) Cursor is appeared under the pattern when you set "Direction" to "Vertical by center" and "layout" to serial pattern.

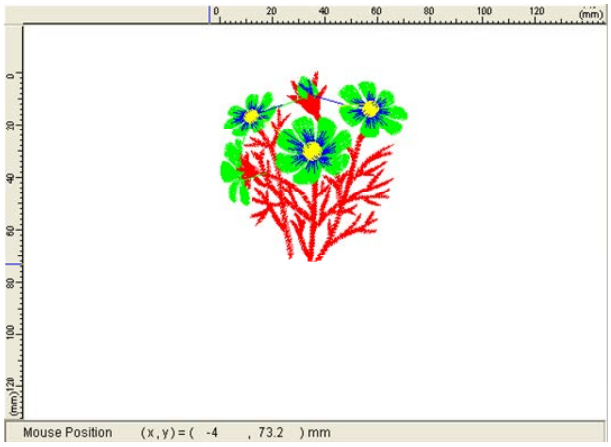
(Ex.) You can lay out other pattern to insert it with cursor put between patterns when you set "Direction" to "Horizontal by center" and "layout" to united pattern, click on the pointer between patterns, and move the cursor.

Layout the pattern

At File Select Window, select a pattern and double click.



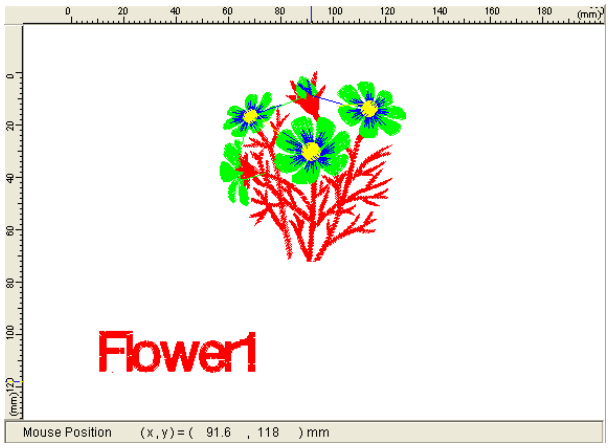
The pattern that is select appears in the window.



Click on the pointer anywhere you would like to lay out pattern and double click on any pattern selected from "File select". Type Letters with keyboard after selecting "Letter data folder" when you would like to layout letters.

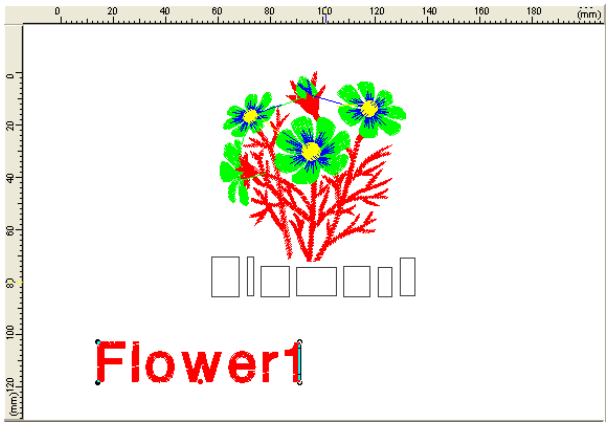
Note:

Set "Direction" to "Horizontal by start-end" to align the bottom of letters with the base line when letters in series are laid out horizontally.

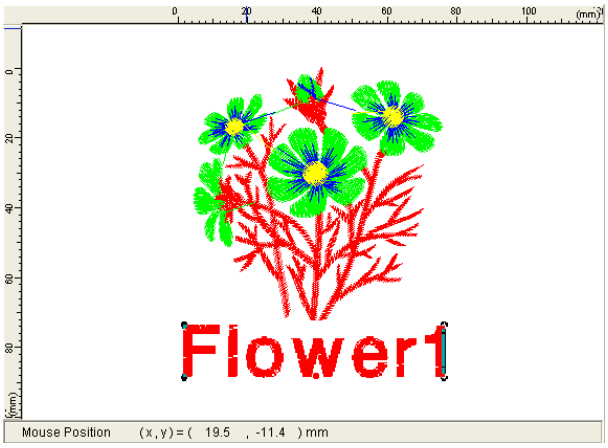


Set "pitch of united patterns" when the pitch between letters is changed.

Click on pattern and drag it to anywhere you like after the pointer becomes è\ when pattern moves.
Then, the location of pattern is outlined in gray after the pattern moves.

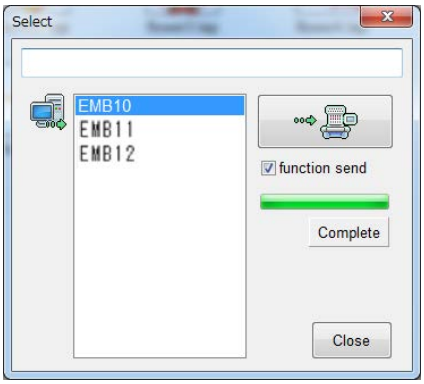


Stop clicking on pattern and the location is fixed once location is decided.



When you would like to send the machine the pattern on design layout, click "Send" button.

Select the machine you would like to send the pattern and click "Sending button".



Note:

There is no settings such as color change for pattern data created with pattern layout.

Press "Save" button to save as pattern data and quit "Design layout".

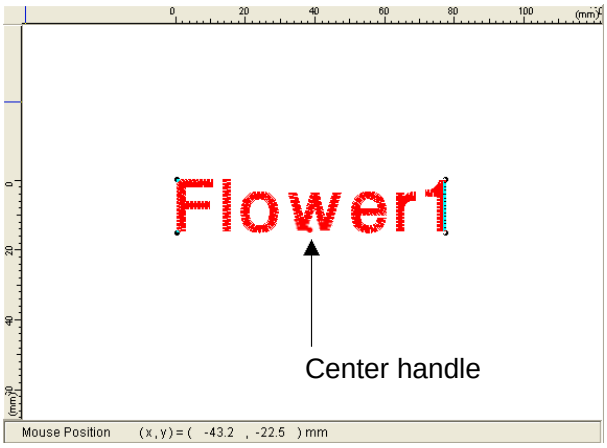
Then transmit pattern data after necessary setting is done such as the same color change as general pattern data you do.

Arch style

Lay out united pattern made with the arch form.

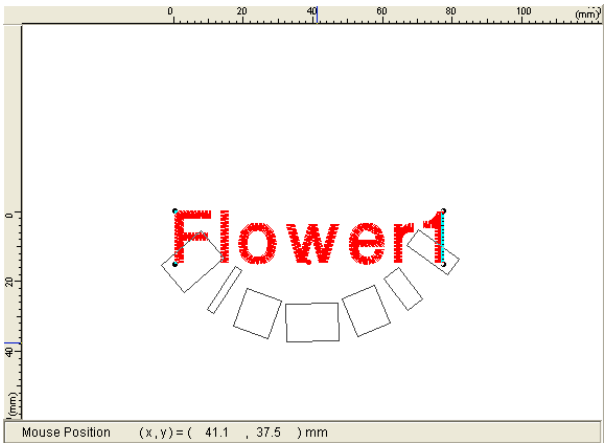
Click on united pattern with it selected,

and pointer will form like this ↕ when you let it close to Center handle.

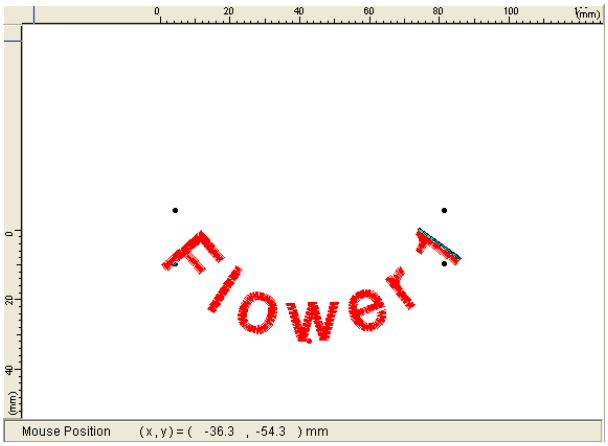


Drag the pointer to the direction of arrows and adjust arch size.

Then, the pattern is outlined in gray after the pattern arches.



Stop clicking on pattern and the pattern formation is fixed once arch size is decided.

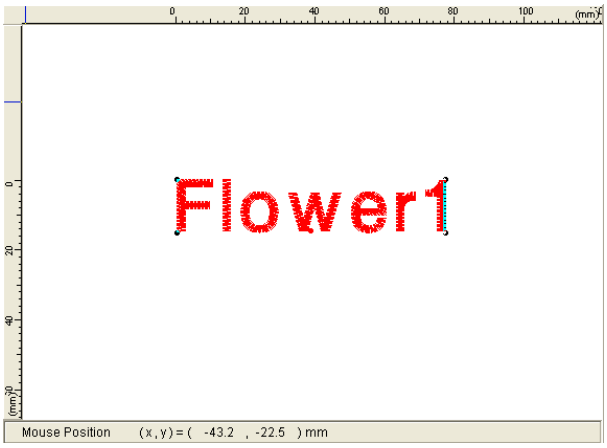


Angle

Rotate pattern selected.

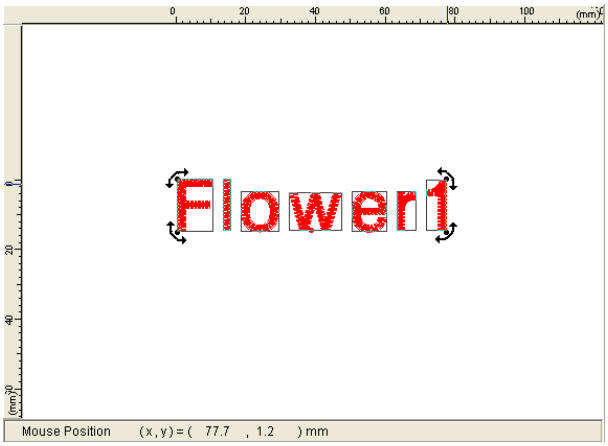
Rotate both single and united patterns.

Click on pattern with it selected.



Put and click on the pointer at either of the four corners of the pattern.

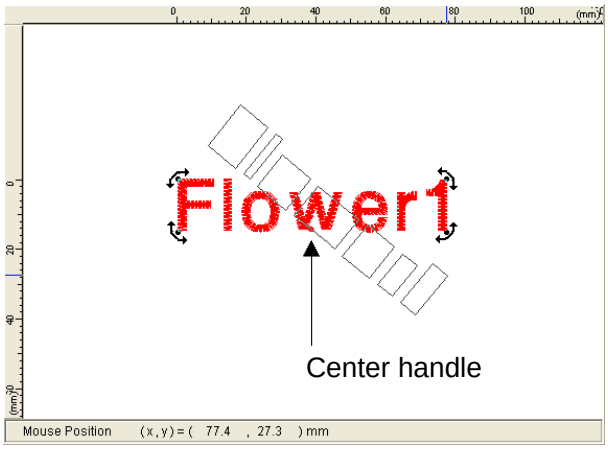
The arrows that indicates rotation direction on handle is appeared.



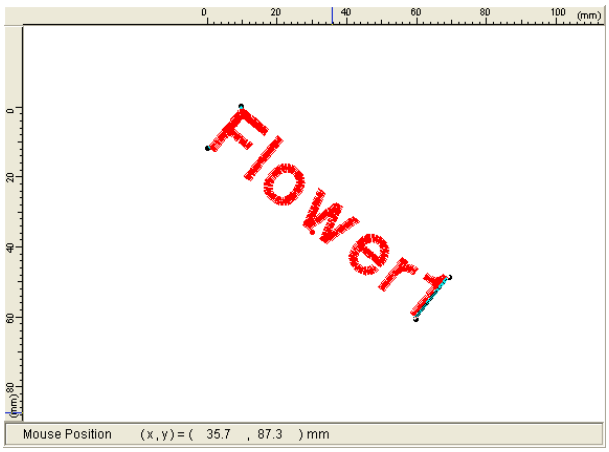
Drag the pointer to the arrow direction to adjust the pattern angle.

Then the pattern is outlined in gray after the pattern rotation.

Center handle becomes the center of rotation.



Stop clicking on pattern and the pattern rotation is fixed once angle is decided.



Addition of User fonts

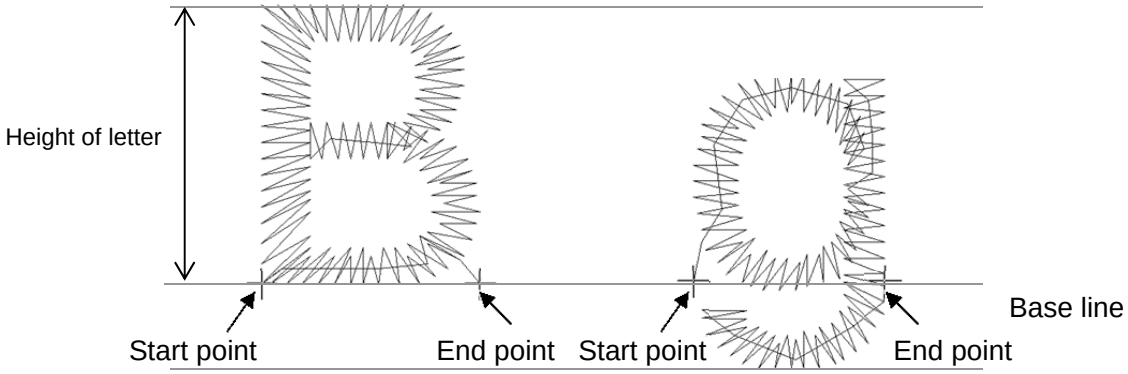
You can use fonts you create in addition to the standard fonts.
You can lay out your fonts by pressing letters key like standard fonts.
Embroidery pattern software is required to create fonts.
Create fonts based on the following specifications.

Font & Size

Create fonts by every single letter and necessary size per File name list
You can create only letters you need.
You can set any letter size.
Bundled (standard) fonts include 4mm, 7mm, 10mm, and 15mm. Refer to these fonts.
Use standard fonts for "Space" (space for horizontal direction) and "Space V" for (space for vertical direction).

Start point & End point

Set Start point to left edge on Base line and End point to right edge on Base line.
Put color change function at the head of each pattern.
In case the location of Start point and End point are out of body of letters, put jump function code so that the needle does not drop.



File name & data format

Save each letter named the same file name in the File name table at TAP(HAPPY) or DST(Tajima) data format.
TAP(HAPPY) data format enables you to lay out letter(s) by pressing letter key(s).
Set extension to ".tap" or ".dst" per data format.

(Ex.) Upper_A.tap Upper_A.dst

Folder creation and save letters

Any name of fonts can be named.
The following example shows folder creation with "NewFont" named for Fonts and folder.
Create new folder named "NewFont" under the "LettersData" folder that includes standard fonts and create folders by size under the "NewFont" folder.
The example shows 3 folders for 8mm, 10mm, and 15mm of letter size (height).
Save letters created in each folder by size.
Copy "Space.tap" (space for horizontal direction) and "SpaceV.tap." (space for vertical direction) as letters for space in the standard font folders.
Space for both horizontal and vertical spaces) is 3mm.
The following letters for space are available in the font folder offered as standard when the space at rather than 3mm is necessary.

Spase0mm.tap: 0mm space at horizontal direction
Spase1mm.tap: 1mm space at horizontal direction
Spase2mm.tap: 2mm space at horizontal direction
Spase3mm.tap: 3mm space at horizontal direction
Spase4mm.tap: 4mm space at horizontal direction
Spase5mm.tap: 5mm space at horizontal direction
Spase6mm.tap: 6mm space at horizontal direction
Spase7mm.tap: 7mm space at horizontal direction
Spase8mm.tap: 8mm space at horizontal direction
SpaseV0mm.tap: 0mm space at vertical direction
SpaseV1mm.tap: 1mm space at vertical direction
SpaseV2mm.tap: 2mm space at vertical direction
SpaseV3mm.tap: 3mm space at vertical direction
SpaseV4mm.tap: 4mm space at vertical direction
SpaseV5mm.tap: 5mm space at vertical direction
SpaseV6mm.tap: 6mm space at vertical direction
SpaseV7mm.tap: 7mm space at vertical direction
SpaseV8mm.tap: 8mm space at vertical direction

Copy letter for space you need and rename to "Space.tap" (space for horizontal direction) and "Space.V.tap" (space for vertical direction).
When you need other space than space offered as standard, compile the letter with embroidery pattern creation software.
When you put all kinds of letters in the holder by size, its file organization is the same as one for File name table.

Layout of User Letters

You can use User letters once folder of User letters is ready.
Select data folder of user letters per "Layout the pattern".
Then you can type letters with keyboard.

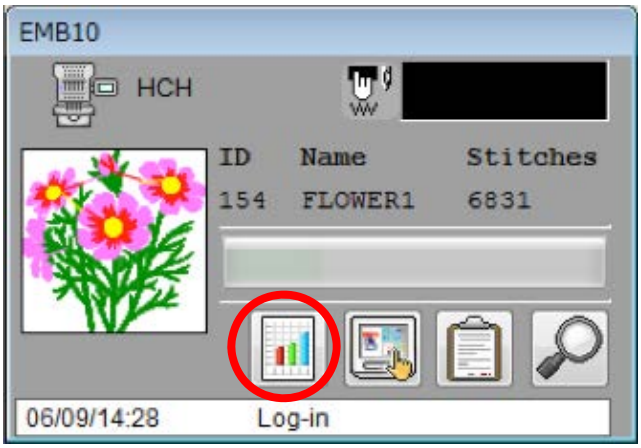
File name table

A	B	C	D	E	F	G	H	I	J
Upper_A	Upper_B	Upper_C	Upper_D	Upper_E	Upper_F	Upper_G	Upper_H	Upper_I	Upper_J
K	L	M	N	O	P	Q	R	S	T
Upper_K	Upper_L	Upper_M	Upper_N	Upper_O	Upper_P	Upper_Q	Upper_R	Upper_**S**	Upper_T
U	V	W	X	Y	Z	a	b	c	d
Upper_U	Upper_V	Upper_W	Upper_X	Upper_Y	Upper_Z	Lower_a	Lower_b	Lower_c	Lower_d
e	f	g	h	i	j	k	l	m	n
Lower_e	Lower_f	Lower_g	Lower_h	Lower_i	Lower_j	Lower_k	Lower_l	Lower_m	Lower_n
o	p	q	r	s	t	u	v	w	x
Lower_o	Lower_p	Lower_q	Lower_r	Lower_s	Lower_t	Lower_u	Lower_v	Lower_w	Lower_x
y	z	0	1	2	3	4	5	6	7
Lower_y	Lower_z	Number_0	Number_1	Number_2	Number_3	Number_4	Number_5	Number_6	Number_7
8	9	-	,	.	`	/	?	!	&
Number_8	Number_9	Symbol_01	Symbol_02	Symbol_03	Symbol_04	Symbol_05	Symbol_06	Symbol_07	Symbol_08
<	>	(	)						
Symbol_09	Symbol_10	Symbol_11	Symbol_12	Space	SpaceV				

Watch window

View the production data (Compatible B)

You can view, print out, and output the file of the production data that is collected if your machine has these features.

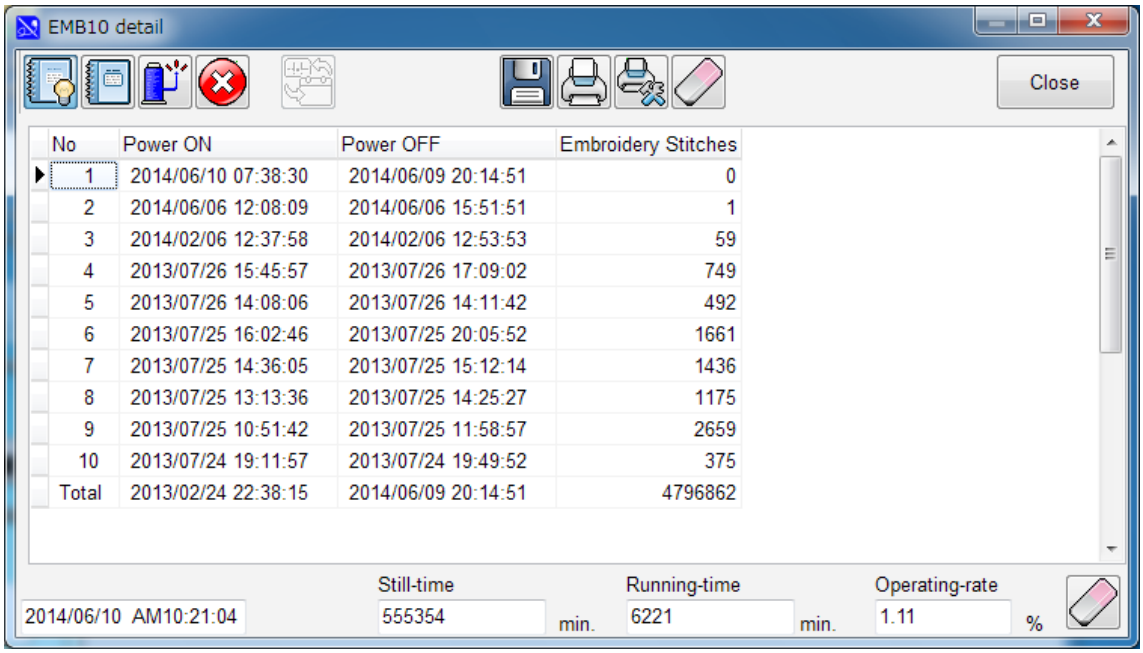


Production data

Last 10 records of following production data will be displayed.

[Power ON] The time when machine main switch is turned on
[Power OFF] The time when machine main switch is turned off
[Embroidery Stitches] The number of embroidered stiches while main switch is turned on

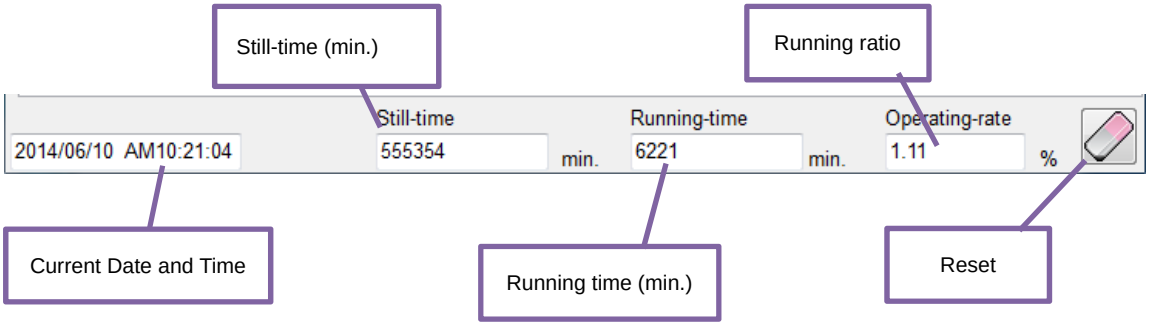
Select in the menu, the production data dialogue is displayed.



Note: In case you have communication problem between PC and embroidery machine, please check if the latest machine program is installed in your embroidery machine.
Then, install latest program if the machine still have old version.

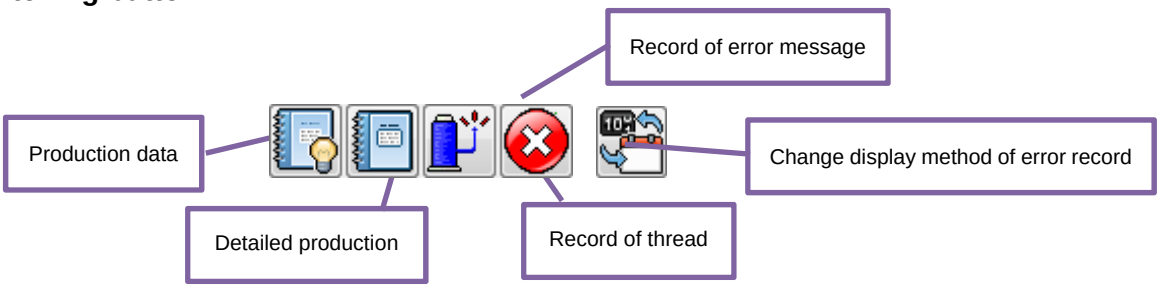
Machine information

Machine information will be displayed on the lower section of the window.
Displayed date and time are based on data from embroidery machine.

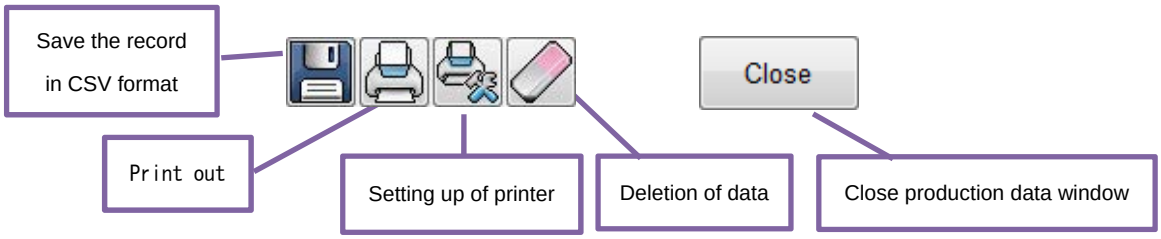


Still time	The non-operation time after main switch is turned on.
Running time	The operation time from start button is pushed till embroidery is stopped.
Operating rate	Operating rate = Running time / total time

Display switching button



Function button



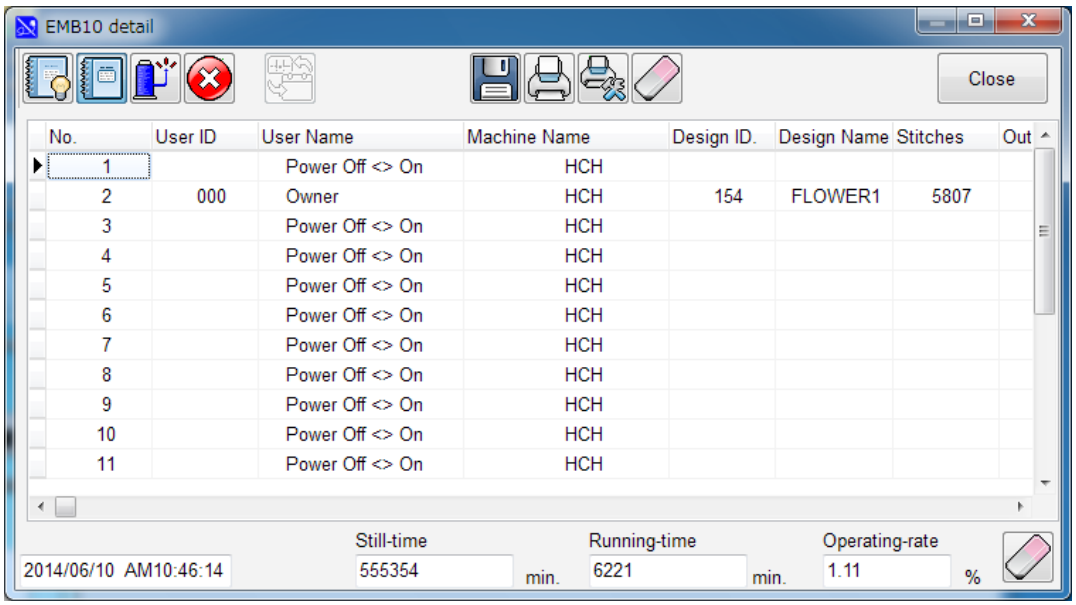
Detailed production data

You can view following detailed production data for each user. (Max 4,096 data)

[No.]	Number	: Sequence number of the records
[User ID]		: The ID number of embroidery machine operator
[User Name]*1		: The name of embroidery machine operator
[Machine Name]		: The embroidery machine name of embroidery design
[Design ID]		: The ID number of embroidery design
[Design Name]		: The name of embroidery design
[Stitches]		: The number of stitches of embroidery design
[Output]		: Quantities of production
[Start of Design]		: The time embroidery is started
[End of Design]		: The time embroidery is completed
[Total time]	(min.)	: The total required time (minutes) to complete the embroidery design The time period from machine power on till machine power off
[Run (min.)]	Running time (min.)	: The machine running time to embroider the design
[Pause (min.)]	Pause time (min.)	: The pause time in the middle of embroidery
[Power OFF]		: The time main switch is turned off
[Power ON]		: The time main switch is turned on
[Power OFF time]	(min.)	: The elapsed time while main switch is turned off.
[Run Ratio]	Operating rate（%）	: Running time / Total time
[Pause Ratio]	（%）	: Pause time / Total time
[Productivity/hour]		: Quantity of the production per hour
[Thread Break]	Number of thread breakage	: The number of thread breakage within one production cycle
[Error]	Number of error	: The number of error message within one production cycle
[Interval]	Interval time (min.)	: The time period from machine power on till start of embroidery or the time after completion of embroidery until it starts the next embroidery.

*1 : When machine main switch is operated (On/Off), “Power off <> on” will be displayed in “User Name” section.

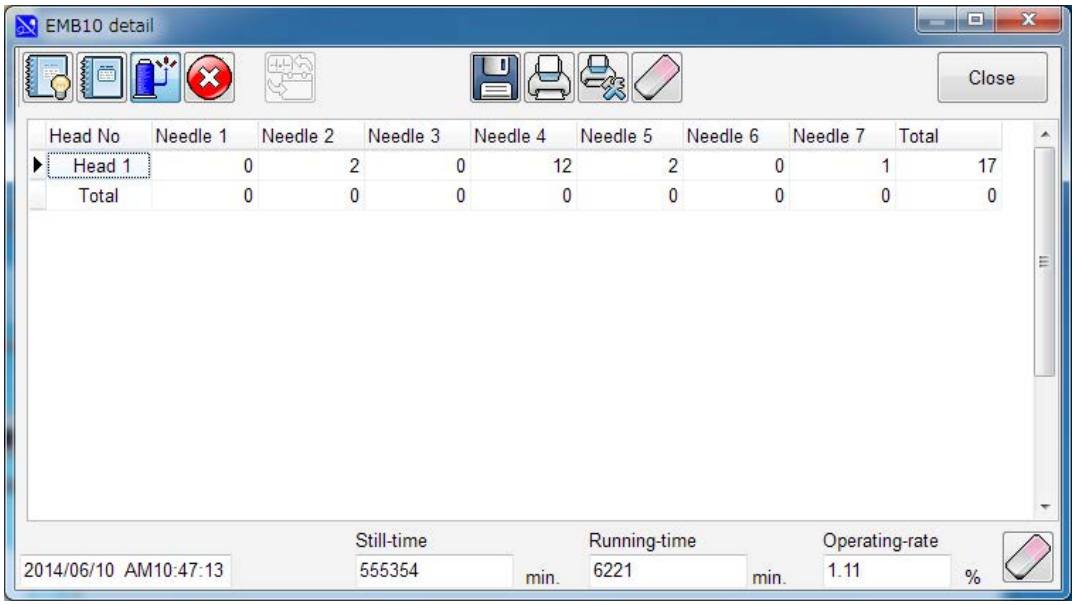
Push to display “Detailed production data”.



Record of thread break

This function will show thread break data of each needles.
In case of Multi-head embroidery machine, data line for each head will be displayed.

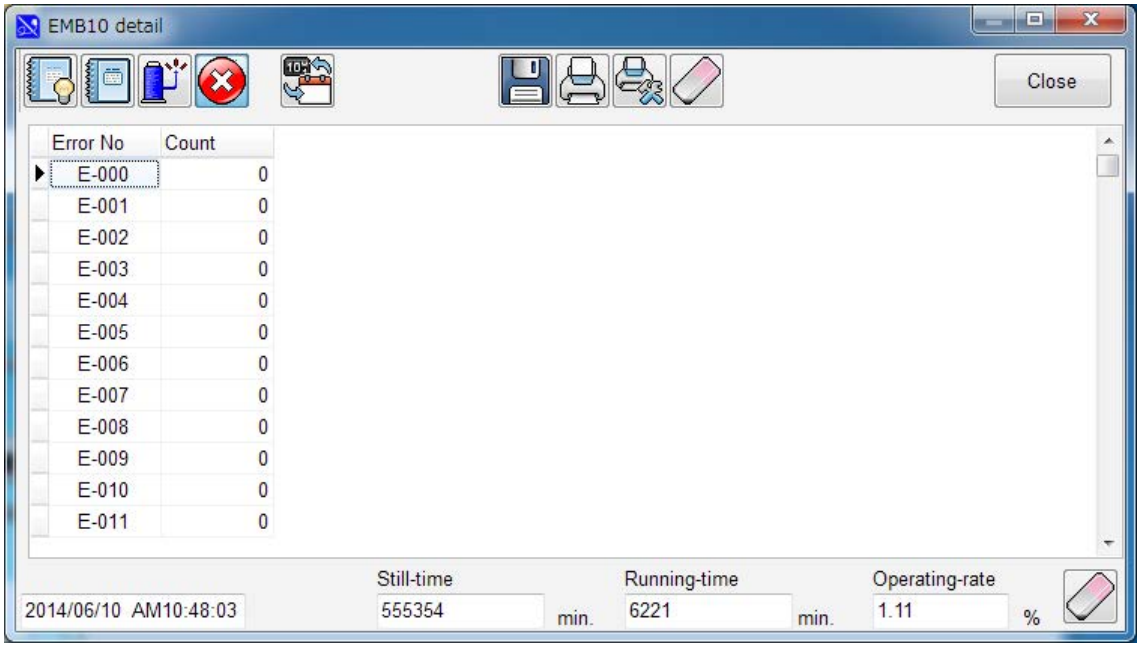
Push to display “Record of thread break”.



The number of error message

You can view the total number of each error messages which is occurred in the embroidery machine.

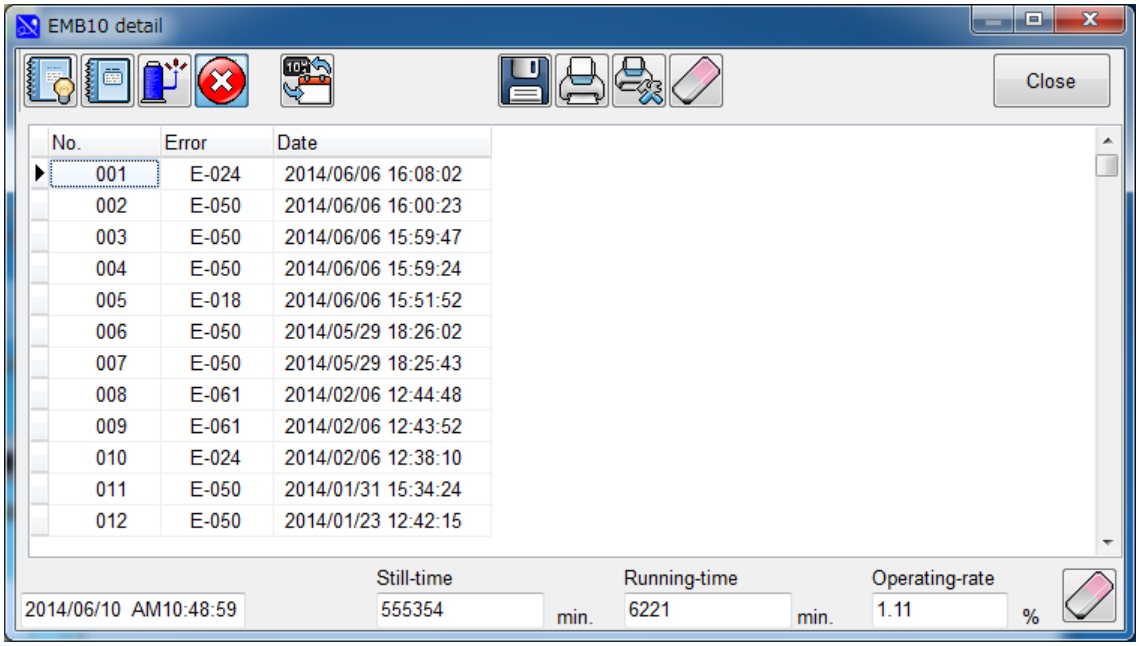
Push to display the number of error message.



The date and time of error message

You can view code and time of the error message and last 100 times of the data will be held.

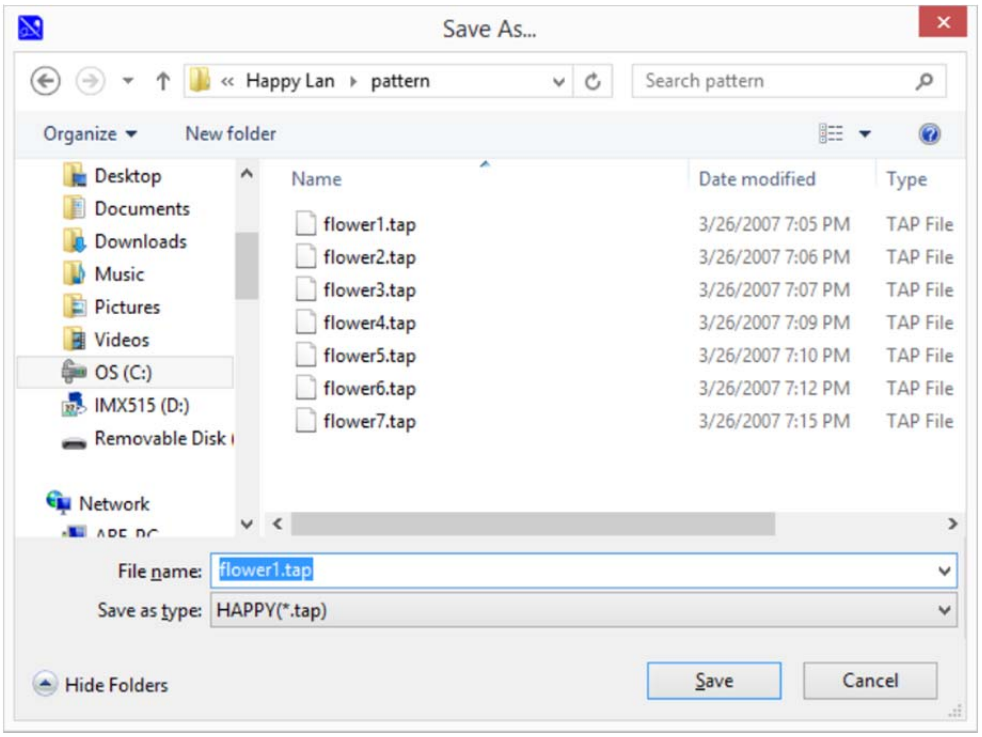
Push then, push to display the date and time of error messages.



Save the record in CSV format

You can save the displayed records in CSV format.

Display the records which you prefer to save and push .
Following dialog will be displayed then, please enter file name and save the data in CSV format.



Print out

You can print out the displayed records.

To make sure that the correct printer drive software has been installed on your PC.

Please select and display the records which you prefer to print out then, follow the dialog for print out.

Production data

Simple embroidery record

Page 1
2013/10/15 AM10:41:02

No.	Power ON	Power OFF	Embroidery Stitches
1	1900/02/04 17:36:51	1900/02/04 17:36:07	0
2	1900/01/15 02:14:43	1900/01/15 02:49:54	22
3	1900/01/08 18:38:05	1900/01/06 19:14:03	94
4	1900/01/03 20:10:31	1900/01/03 22:19:20	7042
5	1900/01/03 20:03:50	1900/01/03 20:07:20	175
6	2013/08/08 12:41:49	2013/08/08 19:28:33	5919
7	2013/08/08 10:46:59	2013/08/06 11:36:31	1242
8	2013/08/07 18:36:20	2013/08/07 19:17:48	3963
9	2013/08/07 13:18:14	2013/08/07 16:07:40	1780
10	2013/08/07 08:34:06	2013/08/07 08:36:50	128
Total	2013/05/31 11:24:54	1900/02/04 17:36:07	285715

Detailed production data

The list will be separated as 3 pages to print out all items.

The items [No.], [User ID], [User Name] and [Machine Name] will be printed to all pages.

When machine main switch is operated (On/Off), the time data will be printed in [Start of Design], [End of Design] and [Total time (min.)] section.

(1)

Production information detailed data

Page 1
2013/10/15 AM10:43:10

No.	User ID	User Name	Machine Name	Design ID	Design Name	Stitches	Output
1	004	User	HCD2	002	A	706	2
2	004	User	HCD2	002	A	706	2
3	004	User	HCD2	003	B	329	0
4		Power Off <> On	HCD2				
5	004	User	HCD2	003	B	329	2
6	004	User	HCD2	002	A	706	2
7		Power Off <> On	HCD2				
8		Power Off <> On	HCD2				
9		Power Off <> On	HCD2				
10		Power Off <> On	HCD2				
11	003	Name	HCD2	002	A	706	0
12	003	Name	HCD2	002	A	706	1
13	003	Name	HCD2	002	A	706	2
14	003	Name	HCD2	002	A	706	2
15	003	Name	HCD2	002	A	706	2
16	003	Name	HCD2	002	A	706	2
17	003	Name	HCD2	002	A	706	4
18	003	Name	HCD2	002	A	706	4
19		Power Off <> On	HCD2				
20		Power Off <> On	HCD2				
21		Power Off <> On	HCD2				
22	003	Name	HCD2	002	A	706	4
23		Power Off <> On	HCD2				
24		Power Off <> On	HCD2				
25		Power Off <> On	HCD2				

(2)

Production information detailed data

No.	User ID	User Name	Machine Name	Start	End	Total(min.)	Run(min.)	Pause(min.)
1	004	User	HCD2	2013/05/31 13:13:30	2013/05/31 13:14:31	1.02/min	0.97/min	0.05/min
2	004	User	HCD2	2013/05/31 13:14:52	2013/05/31 13:15:45	0.88/min	0.88/min	0.00/min
3	004	User	HCD2	2013/05/31 13:16:36	2013/05/31 13:16:36	0.00/min	0.00/min	0.00/min
4		Power Off <> On	HCD2	2013/05/31 13:16:53	2013/05/31 13:17:19	0.43/min		
5	004	User	HCD2	2013/05/31 13:17:40	2013/05/31 13:17:55	0.25/min	0.25/min	0.00/min
6	004	User	HCD2	2013/05/31 13:19:40	2013/05/31 13:20:33	0.88/min	0.88/min	0.00/min
7		Power Off <> On	HCD2	2013/05/31 19:30:03	2013/06/01 14:09:48	1119.75/min		
8		Power Off <> On	HCD2	2013/05/31 19:30:03	2013/06/01 14:11:44	1121.68/min		
9		Power Off <> On	HCD2	2013/05/31 19:30:03	2013/06/01 14:35:26	1145.38/min		
10		Power Off <> On	HCD2	2013/06/01 14:35:35	2013/06/01 14:37:36	2.02/min		
11	003	Name	HCD2	2013/06/01 14:36:32	2013/06/01 14:39:28	0.93/min	0.93/min	0.00/min
12	003	Name	HCD2	2013/06/01 14:40:08	2013/06/01 14:41:04	0.93/min	0.93/min	0.00/min
13	003	Name	HCD2	2013/06/01 14:41:29	2013/06/01 14:42:25	0.93/min	0.93/min	0.00/min
14	003	Name	HCD2	2013/06/01 14:43:16	2013/06/01 14:45:04	1.80/min	1.80/min	0.00/min
15	003	Name	HCD2	2013/06/01 14:46:09	2013/06/01 14:48:14	2.08/min	1.87/min	0.22/min
16	003	Name	HCD2	2013/06/01 14:49:35	2013/06/01 14:51:51	2.27/min	1.73/min	0.53/min
17	003	Name	HCD2	2013/06/01 15:10:39	2013/06/01 15:12:42	2.05/min	1.85/min	0.20/min
18	003	Name	HCD2	2013/06/01 15:17:53	2013/06/01 15:20:36	2.72/min	1.83/min	0.88/min
19		Power Off <> On	HCD2	2013/06/01 15:34:59	2013/06/01 15:50:55	15.93/min		
20		Power Off <> On	HCD2	2013/06/01 16:10:08	2013/06/01 16:11:05	0.95/min		
21		Power Off <> On	HCD2	2013/06/01 16:16:32	2013/06/01 16:17:31	0.98/min		
22	003	Name	HCD2	2013/06/01 16:19:58	2013/06/01 16:21:44	1.77/min	1.77/min	0.00/min
23		Power Off <> On	HCD2	2013/06/05 14:29:57	2013/06/26 10:15:32	29985.58/min		
24		Power Off <> On	HCD2	2013/06/05 14:29:57	2013/06/26 10:17:43	29987.77/min		
25		Power Off <> On	HCD2	2013/06/05 14:29:57	2013/06/26 10:18:53	29988.93/min		

(3)

Production information detailed data

No.	User ID	User Name	Machine Name	Run(%)	Pause(%)	Productivity/h	Tread break	Error	Interval(min.)
1	004	User	HCD2	95.08%	4.92%	118.03/h	0	0	0.35/min
2	004	User	HCD2	100.00%	0.00%	135.85/h	0	0	0.85/min
3	004	User	HCD2	0.00%	100.00%	0.00/h	0	0	0.28/min
4		Power Off <> On	HCD2						
5	004	User	HCD2	100.00%	0.00%	480.00/h	0	0	1.75/min
6	004	User	HCD2	100.00%	0.00%	135.85/h	0	0	369.50/min
7		Power Off <> On	HCD2						
8		Power Off <> On	HCD2						
9		Power Off <> On	HCD2						
10		Power Off <> On	HCD2						
11	003	Name	HCD2	100.00%	0.00%	0.00/h	0	0	0.67/min
12	003	Name	HCD2	100.00%	0.00%	64.29/h	0	0	0.42/min
13	003	Name	HCD2	100.00%	0.00%	126.57/h	0	0	0.85/min
14	003	Name	HCD2	100.00%	0.00%	66.67/h	0	0	1.08/min
15	003	Name	HCD2	89.60%	10.40%	57.60/h	0	0	1.35/min
16	003	Name	HCD2	76.47%	23.53%	52.94/h	0	0	18.80/min
17	003	Name	HCD2	90.24%	9.76%	117.07/h	0	0	5.18/min
18	003	Name	HCD2	67.48%	32.52%	88.34/h	0	0	14.38/min
19		Power Off <> On	HCD2						
20		Power Off <> On	HCD2						
21		Power Off <> On	HCD2						
22	003	Name	HCD2	100.00%	0.00%	135.85/h	0	0	5648.22/min
23		Power Off <> On	HCD2						
24		Power Off <> On	HCD2						
25		Power Off <> On	HCD2						

The record of thread break

Thread break record

Page 1
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Head No.	Ndl 1	Ndl 2	Ndl 3	Ndl 4	Ndl 5	Ndl 6	Ndl 7	Ndl 8	Ndl 9	Ndl 10	Ndl 11	Ndl 12	Ndl 13	Ndl 14	Ndl 15	Total
Head 1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Total	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

The time and number of error message

Error Log

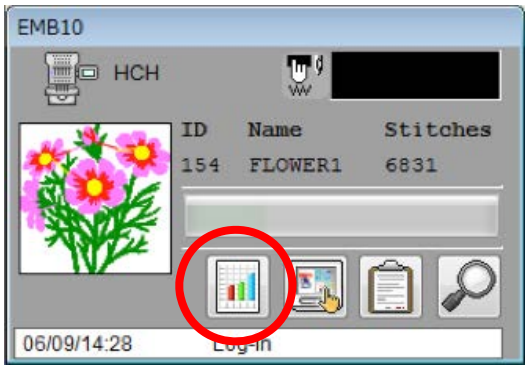
Page 1
2013/10/15 AM10:48:23

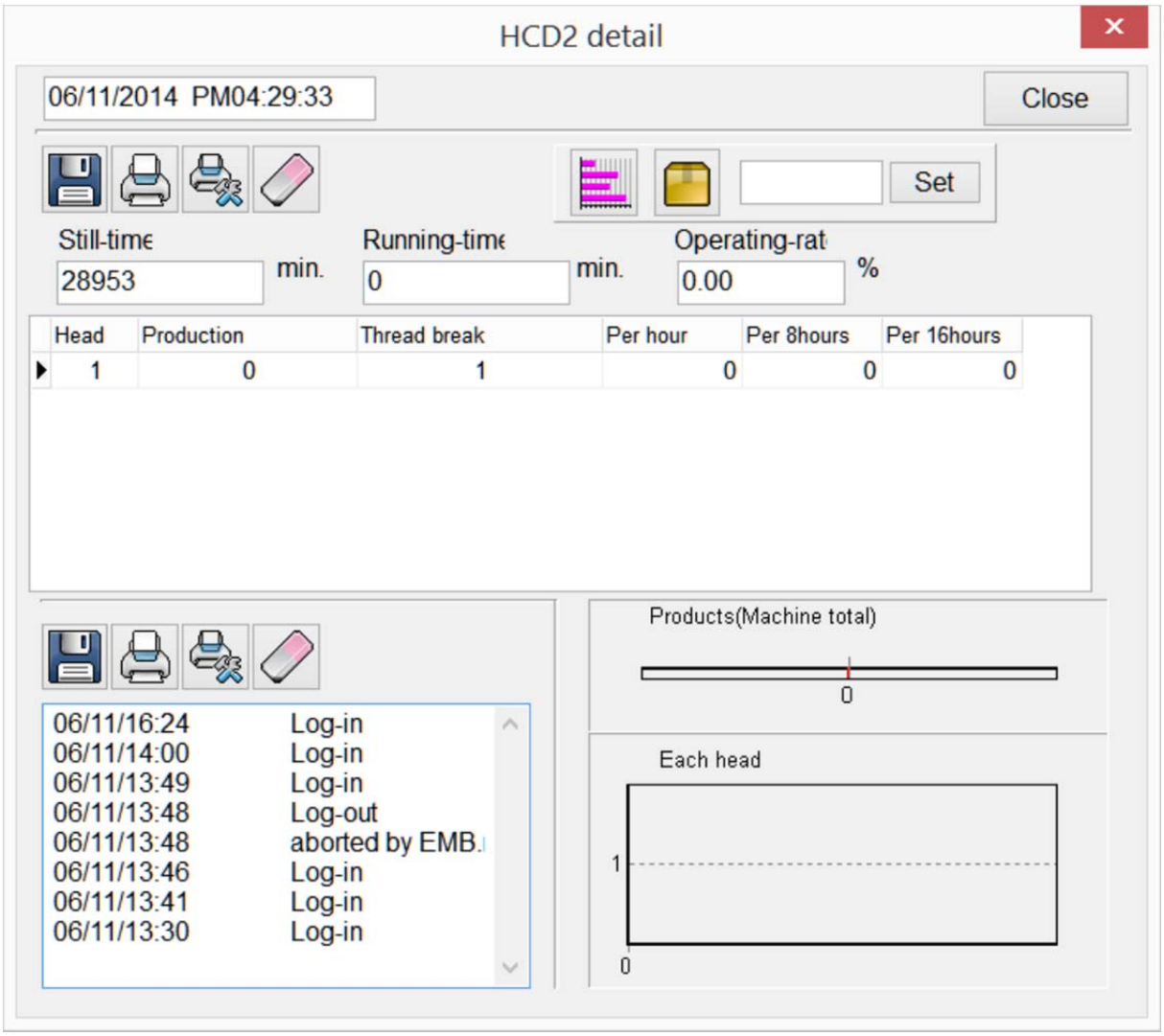
Error	Date	Error	Date	Error	Count	Error	Count	Error	Count	Error	Count	Error	Count
E-141	1900/01/30 01:47:27	E-104	1900/01/28 01:54:41	E-000	0	E-060	8	E-120	0	E-180	0	E-240	0
E-116	1900/01/30 01:43:30	E-104	1900/01/28 01:53:04	E-001	0	E-061	10	E-121	0	E-181	0	E-241	0
E-141	1900/01/30 01:43:14	E-104	1900/01/28 01:45:05	E-002	0	E-062	0	E-122	0	E-182	0	E-242	0
E-141	1900/01/30 00:42:51	E-111	1900/01/28 01:16:02	E-003	0	E-063	0	E-123	0	E-183	0	E-243	0
E-110	1900/01/30 00:40:40	E-110	1900/01/28 01:15:02	E-004	0	E-064	8	E-124	0	E-184	0	E-244	0
E-141	1900/01/30 00:20:15	E-111	1900/01/27 23:34:39	E-005	0	E-065	0	E-125	0	E-185	0	E-245	0
E-141	1900/01/30 00:20:02	E-116	1900/01/27 23:34:00	E-006	0	E-066	0	E-126	0	E-186	0	E-246	0
E-141	1900/01/30 00:11:13	E-141	1900/01/27 23:32:00	E-007	0	E-067	11	E-127	0	E-187	0	E-247	0
E-141	1900/01/29 23:59:58	E-116	1900/01/27 23:31:38	E-008	0	E-068	0	E-128	0	E-188	0	E-248	0
E-141	1900/01/29 23:58:15	E-141	1900/01/27 23:31:24	E-009	0	E-069	2	E-129	0	E-189	0	E-249	0
E-114	1900/01/29 23:54:52	E-116	1900/01/27 23:31:07	E-010	0	E-070	0	E-130	0	E-190	0	E-250	0
E-024	1900/01/29 23:31:17	E-141	1900/01/27 23:30:42	E-011	0	E-071	0	E-131	1	E-191	0	E-251	0
E-024	1900/01/29 23:30:36	E-141	1900/01/27 23:30:21	E-012	0	E-072	0	E-132	0	E-192	0	E-252	0
E-024	1900/01/29 23:30:17	E-116	1900/01/27 23:29:54	E-013	0	E-073	0	E-133	0	E-193	3	E-253	0
E-024	1900/01/29 23:30:08	E-114	1900/01/27 23:26:46	E-014	0	E-074	0	E-134	0	E-194	0	E-254	0
E-021	1900/01/29 23:29:47	E-112	1900/01/27 20:31:30	E-015	0	E-075	0	E-135	0	E-195	0	E-255	1
E-024	1900/01/29 23:24:02	E-114	1900/01/27 20:22:09	E-016	0	E-076	0	E-136	0	E-196	0		
E-024	1900/01/29 23:23:58	E-110	1900/01/27 20:20:58	E-017	0	E-077	0	E-137	0	E-197	0		
E-024	1900/01/29 23:23:36	E-141	1900/01/27 20:19:57	E-018	0	E-078	0	E-138	0	E-198	0		
E-024	1900/01/29 23:21:56	E-110	1900/01/27 20:19:36	E-019	0	E-079	0	E-139	0	E-199	0		
E-024	1900/01/29 23:21:50	E-110	1900/01/27 19:42:08	E-020	0	E-080	0	E-140	0	E-200	0		
E-024	1900/01/29 23:21:41	E-112	1900/01/25 00:36:50	E-021	6	E-081	0	E-141	32	E-201	0		
E-024	1900/01/29 23:21:37	E-112	1900/01/25 00:31:07	E-022	0	E-082	0	E-142	0	E-202	0		
E-024	1900/01/29 23:21:32	E-112	1900/01/25 00:26:17	E-023	0	E-083	0	E-143	0	E-203	0		
E-024	1900/01/29 23:21:25	E-116	1900/01/24 23:57:21	E-024	36	E-084	0	E-144	0	E-204	0		
E-024	1900/01/29 23:21:14	E-116	1900/01/24 23:53:47	E-025	0	E-085	0	E-145	0	E-205	0		
E-024	1900/01/29 23:21:07	E-116	1900/01/24 22:28:44	E-026	0	E-086	0	E-146	0	E-206	0		
E-024	1900/01/29 23:21:04	E-116	1900/01/24 22:28:41	E-027	0	E-087	0	E-147	0	E-207	0		
E-024	1900/01/29 23:21:00	E-116	1900/01/23 20:48:16	E-028	0	E-088	0	E-148	0	E-208	0		
E-024	1900/01/29 23:20:53	E-116	1900/01/23 20:48:03	E-029	0	E-089	0	E-149	0	E-209	0		
E-024	1900/01/29 23:20:43	E-112	1900/01/23 02:13:27	E-030	0	E-090	0	E-150	0	E-210	0		
E-024	1900/01/29 23:20:38	E-112	1900/01/23 02:13:22	E-031	0	E-091	0	E-151	0	E-211	0		
E-024	1900/01/29 23:20:30	E-112	1900/01/23 01:45:43	E-032	0	E-092	0	E-152	0	E-212	0		
E-024	1900/01/29 23:20:26	E-112	1900/01/23 01:15:50	E-033	0	E-093	0	E-153	0	E-213	0		
E-024	1900/01/29 23:20:20	E-116	1900/01/22 20:02:28	E-034	0	E-094	0	E-154	0	E-214	0		
E-024	1900/01/29 23:20:12	E-116	1900/01/22 20:02:17	E-035	0	E-095	0	E-155	0	E-215	0		
E-024	1900/01/29 23:20:01	E-116	1900/01/22 20:02:13	E-036	0	E-096	0	E-156	0	E-216	0		
E-024	1900/01/29 23:19:52	E-112	1900/01/22 19:53:46	E-037	0	E-097	0	E-157	0	E-217	0		
E-024	1900/01/29 23:18:29	E-112	1900/01/22 19:53:41	E-038	0	E-098	0	E-158	0	E-218	0		
E-024	1900/01/29 23:18:11	E-112	1900/01/22 19:53:36	E-039	0	E-099	0	E-159	0	E-219	0		
E-024	1900/01/29 23:12:46			E-040	0	E-100	0	E-160	0	E-220	0		
E-021	1900/01/29 23:11:51			E-041	0	E-101	0	E-161	0	E-221	0		
E-024	1900/01/29 23:10:32			E-042	0	E-102	0	E-162	0	E-222	0		
E-021	1900/01/29 23:10:25			E-043	0	E-103	0	E-163	0	E-223	0		
E-024	1900/01/29 23:08:42			E-044	0	E-104	8	E-164	0	E-224	0		
E-024	1900/01/29 23:08:34			E-045	0	E-105	0	E-165	0	E-225	0		
E-021	1900/01/29 23:08:23			E-046	0	E-106	0	E-166	0	E-226	0		
E-024	1900/01/29 23:07:56			E-047	0	E-107	0	E-167	0	E-227	0		
E-024	1900/01/29 23:07:07			E-048	0	E-108	7	E-168	0	E-228	0		

View the production data (Compatible A)

You can view, print out, and output the file of the production data that is collected if your machine has these features.

When you select in the menu, the production data dialogue is displayed.





Function of production data dialogue

Head Head number of an embroidery machine. It shows each head number of the embroidery machine.
Production Production capacity.
Thread break Thread break frequency.
Per hour Production capacity in an hour.
Per 8 hours Production capacity in an eight hour shift.
Per 16 hours Production capacity in an sixteen hour time frame
Still-time:
Interval.
The time when the operation of the embroidery machine is stopped.
Running time:
Operation hours.
The time until operation stops after the start button of the embroidery machine is pushed and operation is begun.
Operating rate:
The rate of operation.
Running time = Operating rate / total time
Total time is the time until the embroidery machine is turned off after it is turned on.
Total time = Running time + Still-time

Save the data in a CSV file

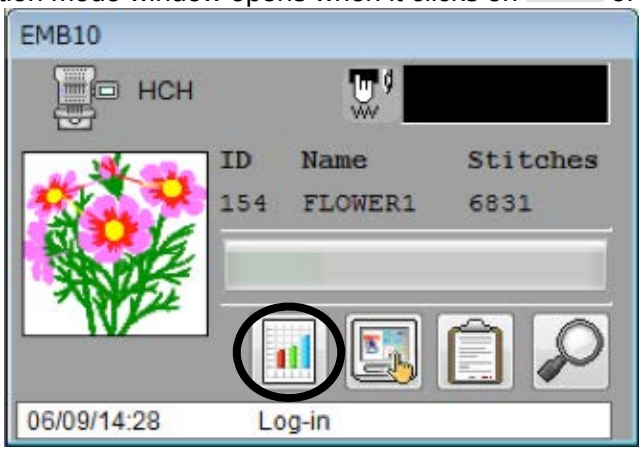
Print out the data

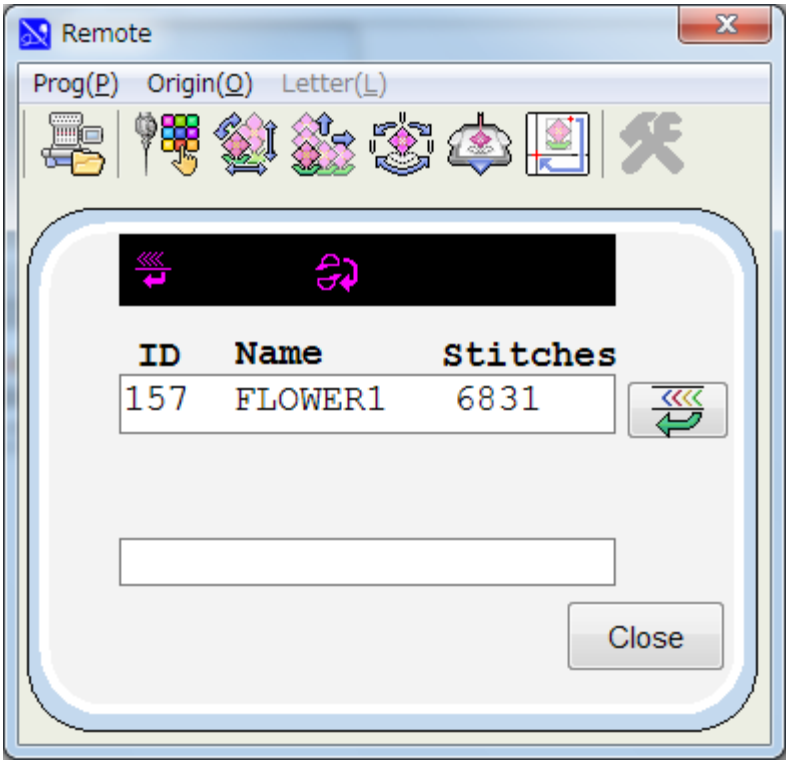
Setting up of printer

Reset all data

Change of machine setting (Operation mode)

An Operation mode window opens when it clicks on of the watch window.





Indicator

The condition of the currently selected pattern is indicated. They are [Top], [Cap frame] and [Convert cap] from the left.

[Top]: It is turned on when a pattern data is at the beginning.

[Cap frame]: If you have installed CAP DRIVE to the HCS machine, turn on the cap indicator. When you select wide cap mode, showing "W" mark in the screen.

[Convert cap]: It is turned on when the Convert cap (no.6 of the "create") is checked.

Items of Machine setting

(*This function may not be used depending on Model.)

Pattern selection

For selecting, deleting or renaming a pattern that is saved in the embroidery machine’s memory.

Needle selection

For setting the order in which the needles will be sewn.

Adjust

For editing the scaling, rotation, stitch width adjustment, and coordinate changes in the design.

Repeat

For repeat sewing of the same pattern.

Offset

Allows you to set the machine to have a starting position in which the frame may be located offset from the actual position that stitching will begin. This can allow for easy loading of the frame into the machine.

Frame out

This allows you to have the frame move out from under the needles after a certain color / needle has finished sewing. This will allow for trimming or the application of an appliqué.

Auto origin setting

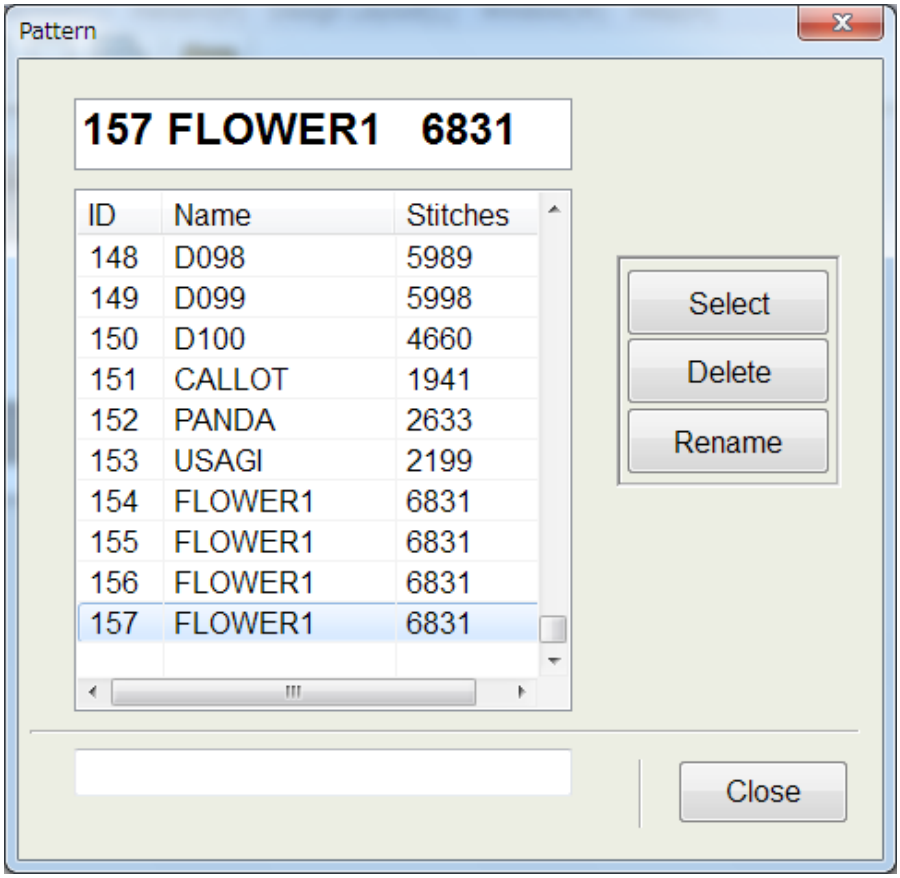
When the design is completely finished the frame returns to its original starting position automatically instead of remaining at the last stitch of the design.

CreateCS-Mono, HCS-Color)

For the basic setup of an embroidery machine.

Pattern selection (Pattern)

When you click on the Pattern control button, the pattern control dialogue is displayed. The current pattern selected in the embroidery machine is displayed in Bold in the top of the window.



Function:

Selection of pattern

Select a pattern ID. Click on the ID number, and click on “Select.”

Deletion of pattern

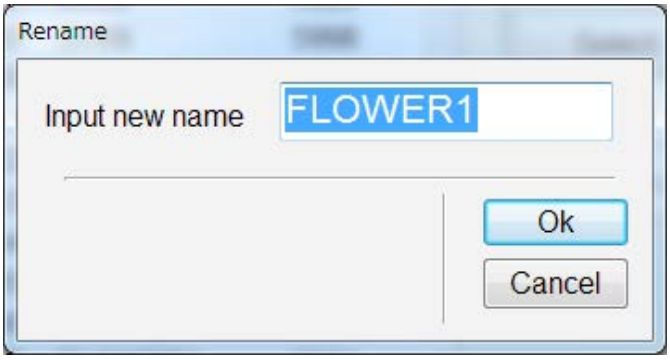
Deleting the pattern from the machines memory. Click on the ID number, and click on “Delete.”

Note: The message of “Sure?” is displayed. Click on [Yes] to delete.

Renaming a pattern

Entry form of new pattern name will be displayed. Type a new name not to exceed eight letters.

Click on “OK” after the entry.



Needle (Needle selection)

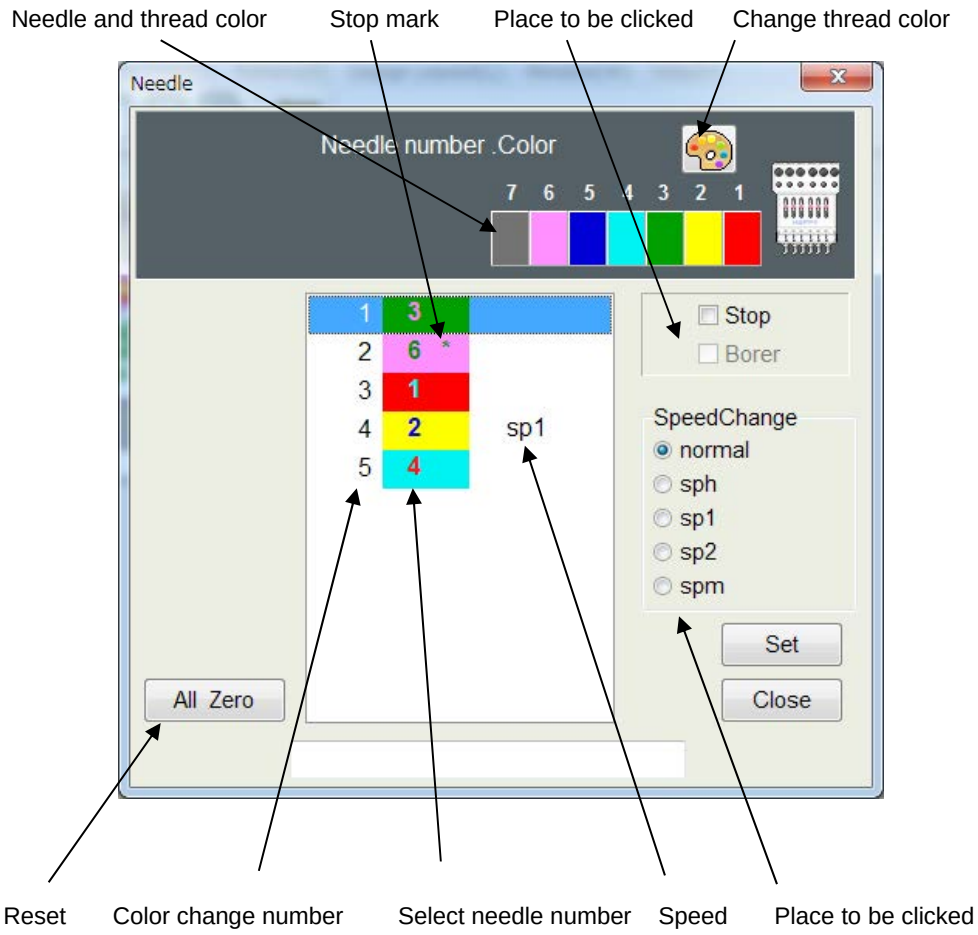
Designate the order of needles to be used for embroidering.

Set the needle for every color change of the pattern.

Set the stop command at color change. Machine will stop at color change.

If you change the number of the needle bar after having set a color change stop, the color change stop will go off. You will then need to reset it.

You can set the sewing speed at the color change.



How to select:

1. Select color change number.
2. Select the color you desire from the number of the needle bars above. Please repeat this process for every color change number.

Please click “Stop” and/or ”Borer” if you wish to use these functions. (Only embroidery machines that have Borers can use this function.)

3. Click on the “Set” button.

Stop (Needle Change Stop Set)

If you click the stop box after you selected the needle, an asterisk [*] will be displayed on the right side of the needle bar and a color change stop will be set.

The sewing continues to the end of the color and then stops.

Push the start button on the embroidery machine to restart.

Borer (Needle Change Stop Set)

If you click, you will have a [B] symbol on the right side of the needle number. (If you use this function, you will need to install your boring device on the machine.) Please refer to [Options].

Alteration of speed

You can set a sewing speed at each color change. When you check it, the speed you set is shown.

Normal Normal speed
sph Cancellation of speed limit
sp1 Setting of speed limit at about 700rpm (different by machine model)
sp2 Setting of speed limit at about 600rpm (different by machine model)
spm Setting of speed limit at about 300rpm (different by machine model)

Reset

Resets all of the needle numbers to “0” for color changes.
Other settings (stop etc.) will go off also.

Set

Puts the needle setup you selected into effect for the machine.

Close

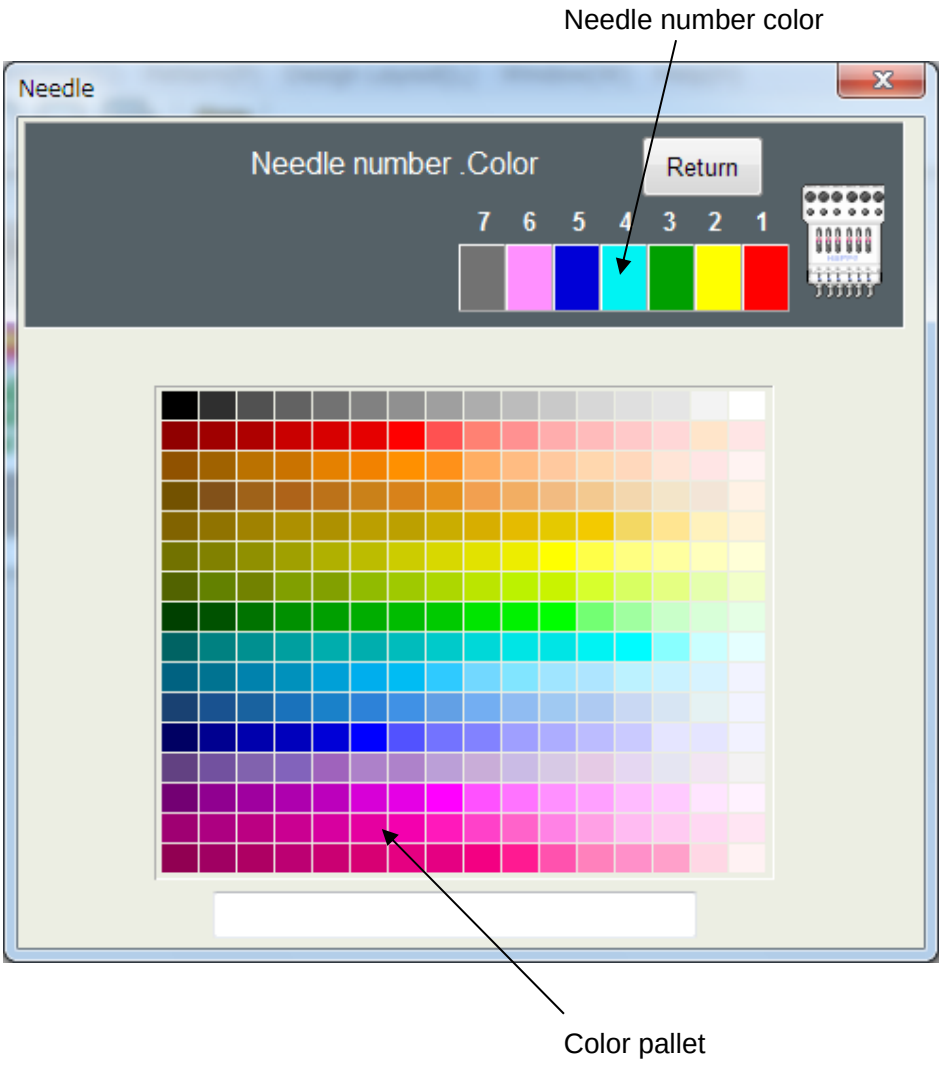
Close “needle selection “ window your Settings are not applied.

Change Thread color

You use this button for the Thread color change menu. You can change the display color that will represent each thread color.

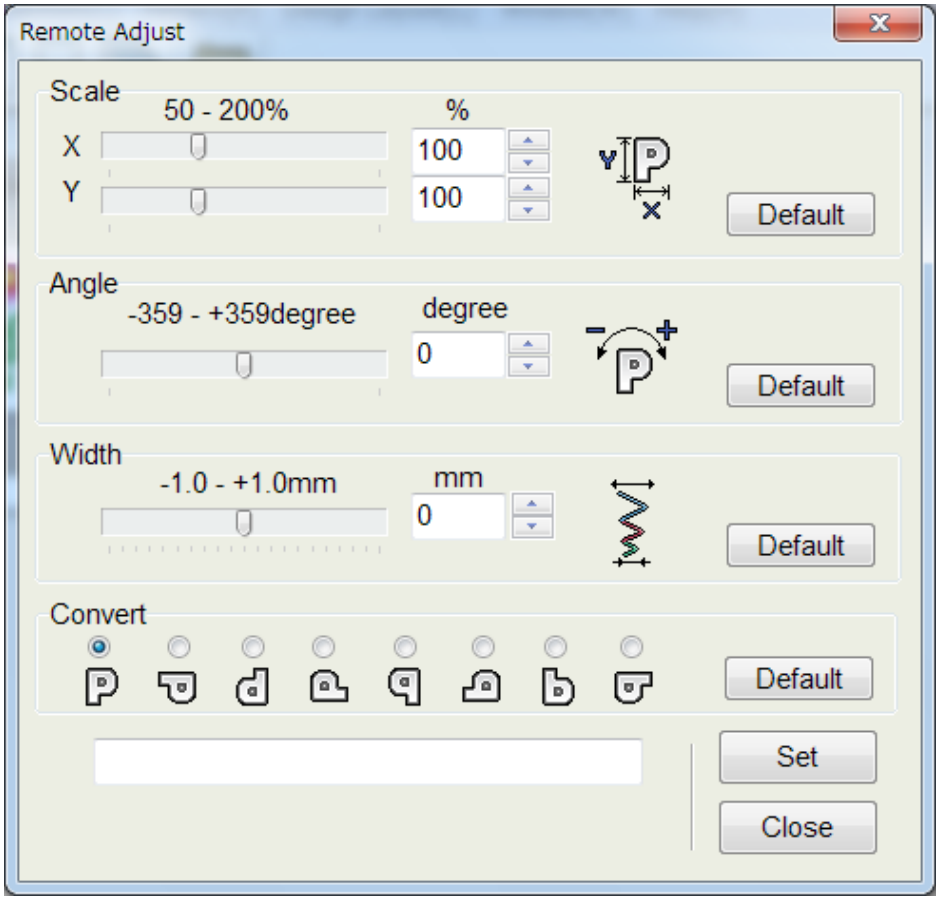
How to change Thread color

1. Click on the Change Thread color button to open a Thread color change menu.
2. Select and click on the needle you wish to change the color of.
3. Select from the color pallet, this will change the needle color.
4. Click on “Return” to apply your setting.



Adjust

Used to set (Scale), (Angle), (Width), and (Convert). Click on the Adjust button, the adjustment menu will open.



You can change the above items in the following ways:

1. Drag the Scrollbar.
2. Input data from your keyboard to the number box.
3. Click on Up/Down button by your mouse.

If you use “Convert” just click on a direction to rotate and/or mirror the design.

After you have finished inputting and click on [set], these functions will be set in the embroidery machine.

NOTE: When you sew after having set the stitch width, it is possible that an error could occur at the final point. If this occurs, please return the stitch width setting to “0.0”.

[Function and adjustment]

Scale

The machine scales in X and Y directions for every 1% proportionately.

Scale adjust X side (Scale X) 50~200 %, Original size: 100 %

Scale adjust Y side (Scale Y) 50~200 %, Original size: 100 %

Angle

With the start point of the pattern as a pivot point, the design changes angle in 1-degree increments.

Angle: -359~359 degree, Original size: 0 degree

Width

The machine adjusts satin stitch width in a design within range of –1.0~1.0mm in increments of 0.1 mm.

Width -1.0~1.0mm

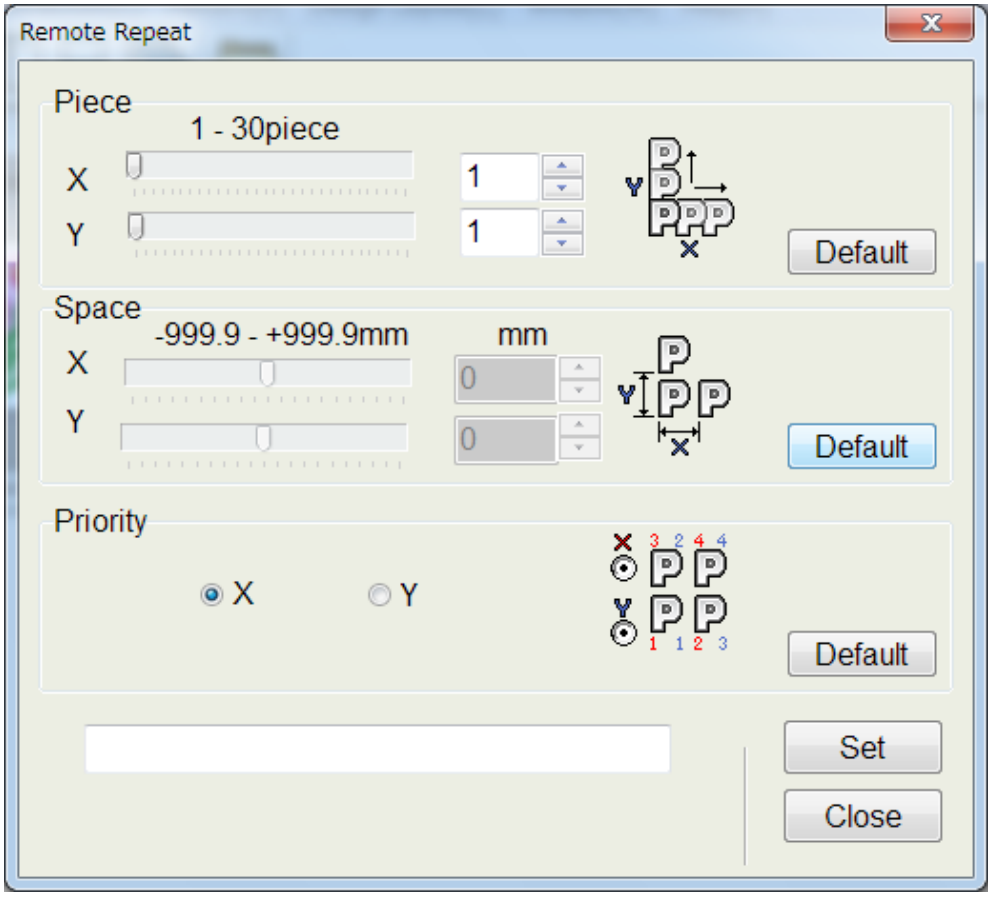
Convert

Using the start point of the pattern as a pivot point, the design changes angles in 90-degree increments and it mirrors the design too.

8 patterns can be set with reference to "P".

Repeat

You can repeat the same design in the X and Y direction automatically. If you click on the repeat button, the Repeat menu will open.



You set the number of pieces for the X and Y direction, and the space between each design, and the Priority on the start direction.

You can change the above items in the following ways:

1. Drag the Scrollbar.
2. Input data from your keyboard into the number box.
3. Click on the Up/Down button by your mouse.

After you have finished click on [Set] to load this function into the embroidery machine.

[Function and adjustment]

Piece

Set the number of pieces in the X and Y direction.

Pieces: X 1~30 pieces

Pieces: Y 1~30 pieces

Space

This sets X and Y distances between the start points of each pattern, when repeat are used. When a positive value is input, the machine sets each repeat toward the right or upward. If a negative value is used it will move to the left or downward.

Space: X -999.9~999.9mm

Space: Y -999.9~999.9mm

Priority

When sewing more than 2 pieces in the X or Y direction, a priority must be set to determine which piece to start first.

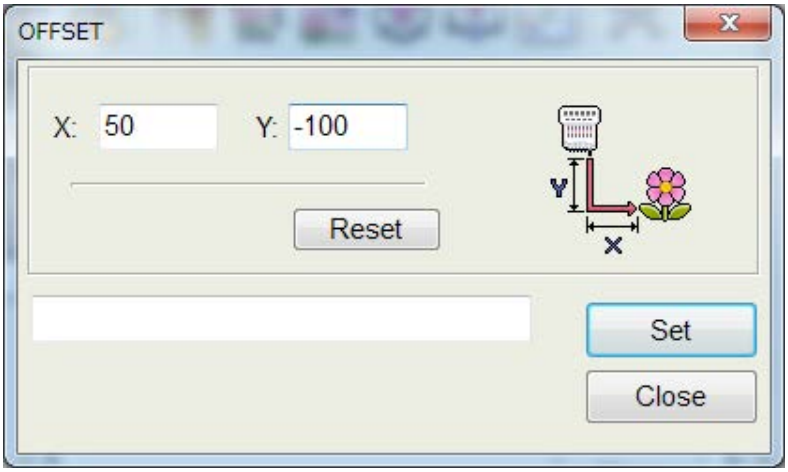
Priority: X - Left/Right, Y - Top/Bottom

X direction: horizontal direction is the first priority, and vertical direction will be the second.

Y direction: vertical direction is the first priority, and horizontal direction will be the second.

Offset

The embroidery machine will start sewing after the drive frame is moved from a position where the offset is designated to the start point of the pattern. When you click on the offset button, the Offset Menu will open.

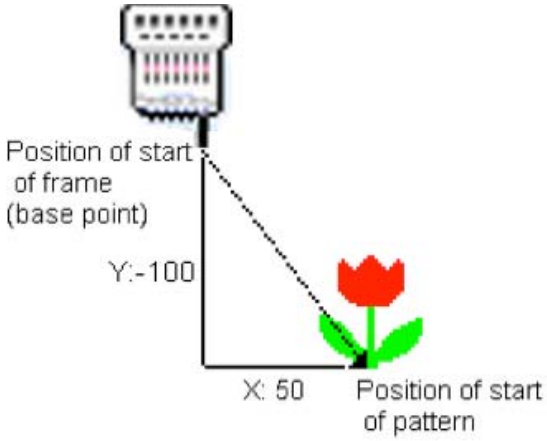


Please input numbers from keyboard.

Please set move distance to start point of pattern with start point of the drive frame as base point.

How to set offset

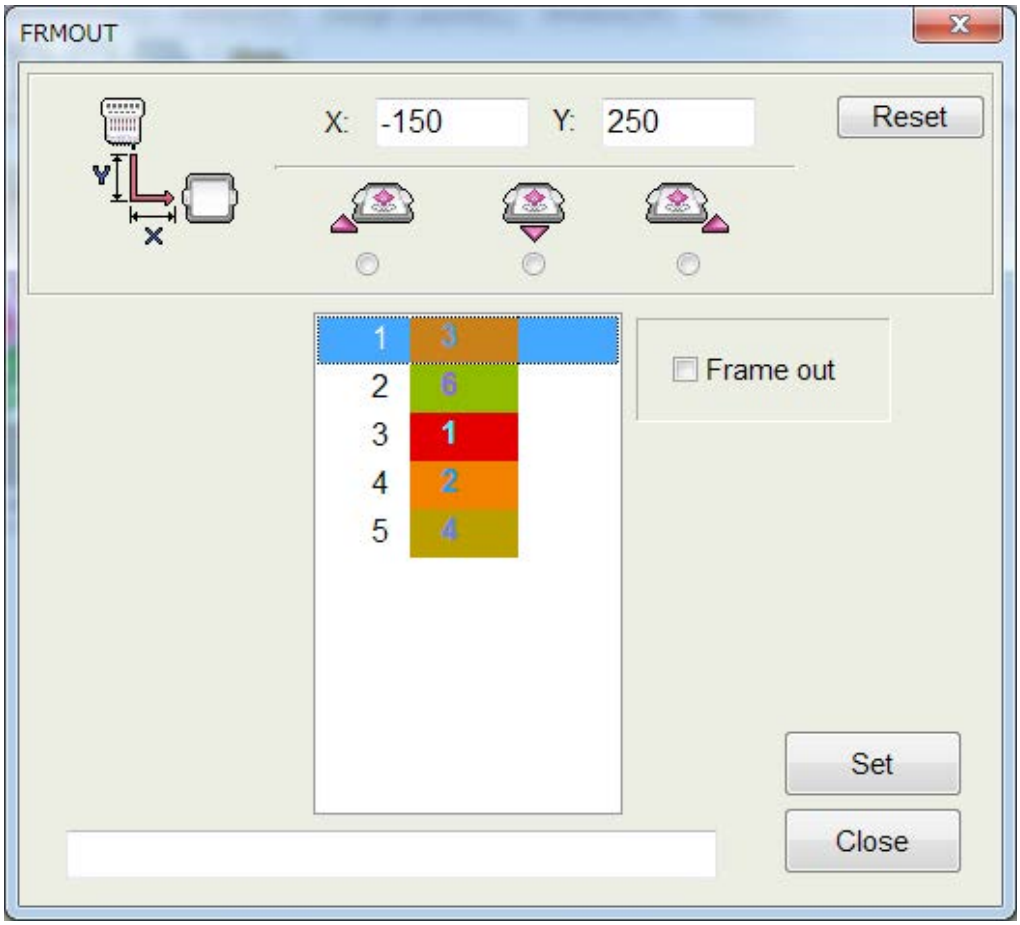
Example)



1. Please input X: 50, Y: -100.
2. After you have finished entering the numbers and click on [Set], this function will be set in the embroidery machine.

Frame out

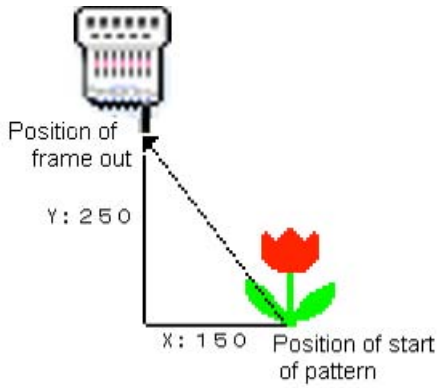
After you have sewn a designated color in the pattern, the drive frame will automatically move to a frame out position to stop. When you restart it, the frame will move to the normal position and continue to work.



Input the frame out distance from the keyboard. Next you select a color change number and click on [Frame out]. The “@” symbol will appear on the right side of the needle number.
With the start Point of the pattern as the base point, please set the move distance to the frame out position.

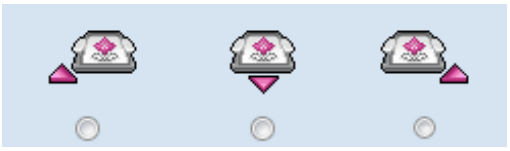
How to set frame out

Example1

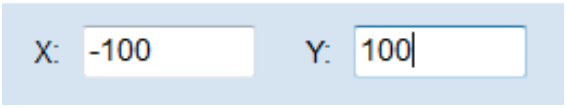


1. Please input X: -150, Y: 250.
2. Click on the color change number you want set to make the frame out.
3. Click on [Frame out]. When this function is set, an @ mark will be added to the needle bar number.
4. When you click on [Set], this function will be set in the embroidery machine.

Example 2. easy setting cautions [of an input]: -- it is necessary to perform the clauses 2-4 of Example 1 after a setup

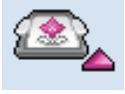


A check of a check button sets up the regular value.



.X:100 out of which a frame comes to this side left-hand side, and Y:100 are set up at the time of a frame-out.

.X:0 out of which a frame comes to the front, and Y:100 are set up at the time of a frame-out.

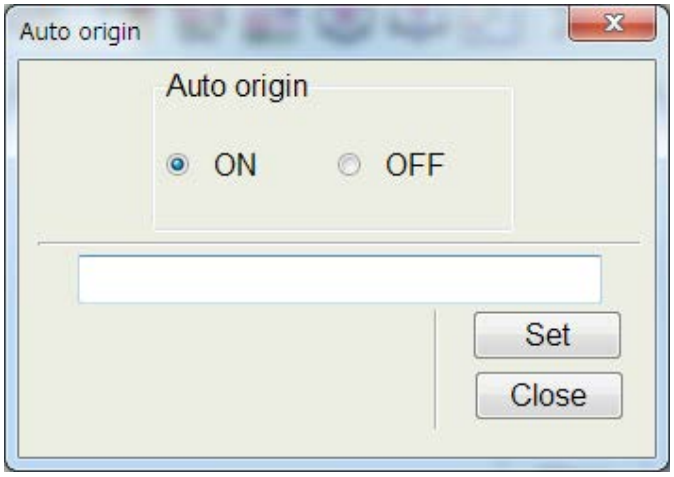


.X:-100 out of which a frame comes to this side right-hand side, and Y:100 are set up at the time of a frame-out.

Auto origin setting

ON: If you select ON, the frame returns to its original position automatically after the sewing is finished.
OFF If you select OFF, the frame will not returns to its original position after the sewing is finished.
Function will be set with click on “SET”.

Note: When offset is set, this will return to offset position.



Create Compatible A)

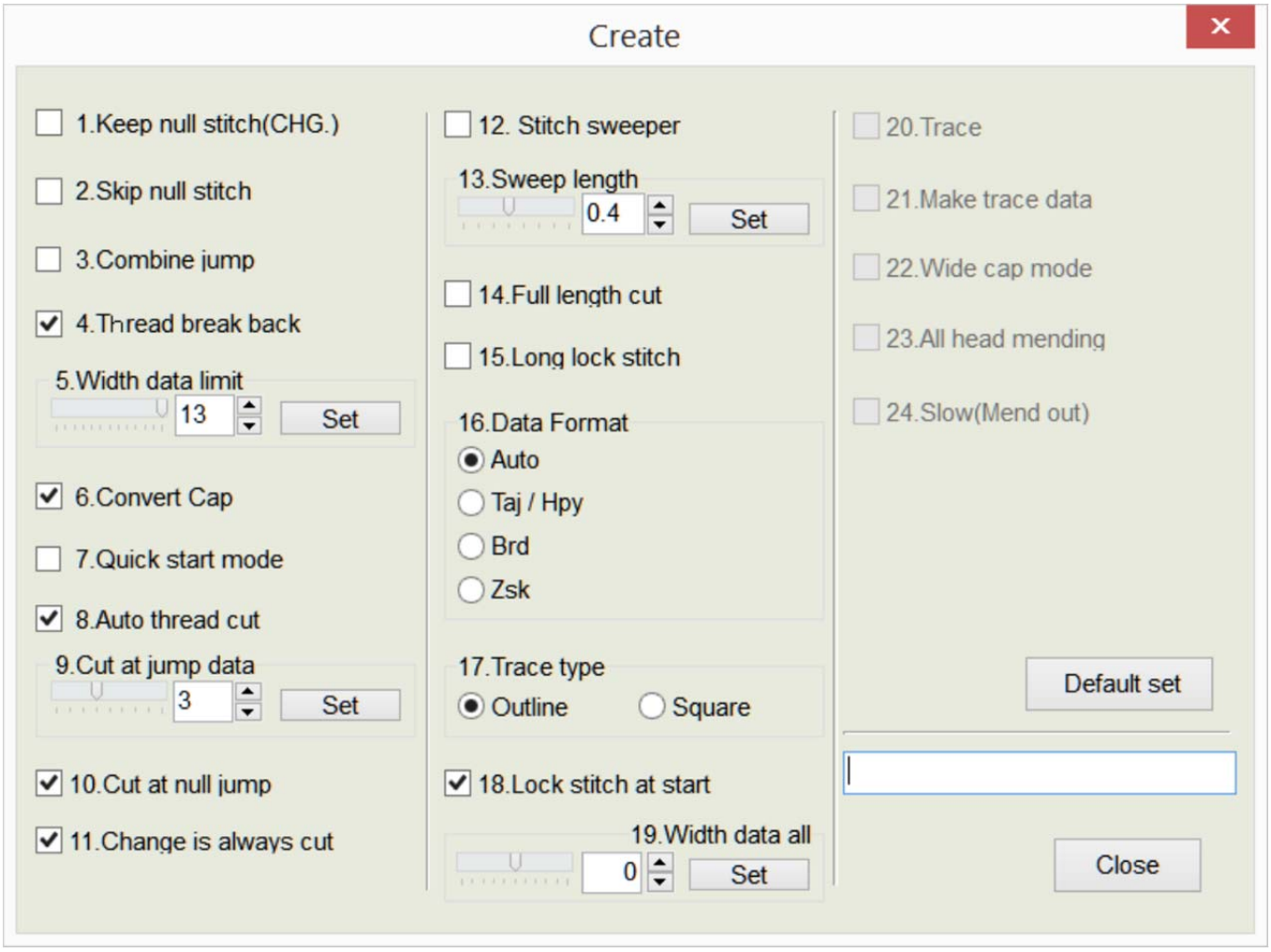
This sets the basic settings of the machine.

You can change these settings by clicking on each. If you need to input data, you can input from your PC or by adjusting the slide bar or Up/Down button in the menu.

Note some items require set to be clicked on to activate them. Click on “Close” to go back to the previous menu.

You can click on [Default set] to change all items to their default values.

Note: This function may not be used depending on Model. Set with machine side that are not displayed at this window.



1. Keep null Stitch (CHG.)

When the machine reads the data, it reads all jump stitch data including the jump stitches that are sewn before a color change.

Null stitches are stitches that have no movement.

2. Skip null stitch

When the machine reads the data, it reads only jump stitches that are sewn before the color change or that have movement. When reading in pattern data, the machine reads all data except for jump stitches other than jump stitches before a color change.

3. Combine jump

When the machine reads the data, if there are a series of jumps, it will combine the series of jumps into one movement after adjusting the data to be less than 12.7 mm.

4. Thread break back

When the thread breaks, the frame moves back a few stitches and then the machine stops.

5. Width data limit

This controls the maximum stitch length to 13mm at the default. If a stitch exceeds 13mm, it will then turn into a jump stitch to reach full stitch length. This number should be lowered if you are using caps or heavy garments.

6. Convert Cap

When the cap drive is installed in the embroidery machine, the machine will turn the design upside down. (Only for embroidery machines with this function)

7. Quick start mode

After thread cut, or

After three stitches the machine speed increases.

If not three stitches then after five stitches, the machine speed increases.

8. Auto thread cut

Automatically cuts when a trim code is detected.

9. Cut at jump data

When a series of continuous jumps exists in the design data; for example, three jumps, the machine will trim the thread before the jumps.

10. Cut at null jump

If there is one stitch of null (empty) jump in the design data and more than one stitch of jump thereafter, the machine will trim the thread before the null jump.

11. Change is always cut

This will force machine to cut at any color change, even if there is not a trim code inserted at the end of the color. Then the machine will trim even if the color change is set to the same needle.

12. Stitch sweeper

When the machine reads the data, it removes extremely short stitches that can cause thread breaks.

13. Sweep length

The width of the stitch sweep. Stitches shorter than the specified length or width will be removed.

14. Full length cut

The machine trims upper thread to a longer length.

15. Long lock stitch

Sets the lock stitch length longer.

16. Data format

Determines the data format when the machine reads the data disk or design.

The default setting is “Auto,” but you can select others if the design could not be read correctly, and read

the data again.

Auto : Automatic judge (Normal setting)

Taj / Happy : Tajima, Happy Trinary data type

Brd : Barudan Binary data type

Zsk : Zsk Binary data type

17. Trace type

Select design trace type.

“Outline” which will show the rough outline or maximum size of the design or

“Square” this moves the frame in a square around the maximum design area.

18. Lock stitch. At start

Machine inserts a lock stitch before and after a thread trim automatically.

19. Adjust width all pattern

Puts width data limit setting into effect for all designs.

It adjusts the width of the satin stitches for all patterns that are saved in the embroidery machines memory. It becomes the first priority. (Rather than stitch width of [adjust].)

20. Trace

(Design trace)

By outlining the pattern or its maximum size, and moving a frame, you can check the actual size and its position. Select ”Make trace data” to trace.

(Only for an embroidery machine with this function.)

21. Make trace data

Build design trace data.

This function will make the trace data when the machine reads the pattern into memory. Select “Make trace data” to be able to use the trace feature.

(Only for an embroidery machine with this function.)

22. Wide cap mode

You can use Wide cap frame on the HCS-1201 machine only using HAPPYLink software version A2.**.

(If your HAPPYLink software version A1.**, you can use semi wide cap frame only.)

You make select mode "Wide cap" or "Semi wide cap" on machine side. HAPPYLink may show your selection. (Machine responds best machine condition for Wide cap design when you select "Wide cap" mode. And in case of changing mode, please re-turn on HAPPYLink after re-turning on HCS machine.)

Check off: Normal for Semi wide cap frame

Check on: Wide cap mode (Sew field 290 X 70 mm)

23. All head mending

This feature is designed for multi-head machines, if it is set to “NO” only the head with the thread break will mend. If it is set to yes all heads will mend at a thread break.

(Only for an embroidery machine with this function.)

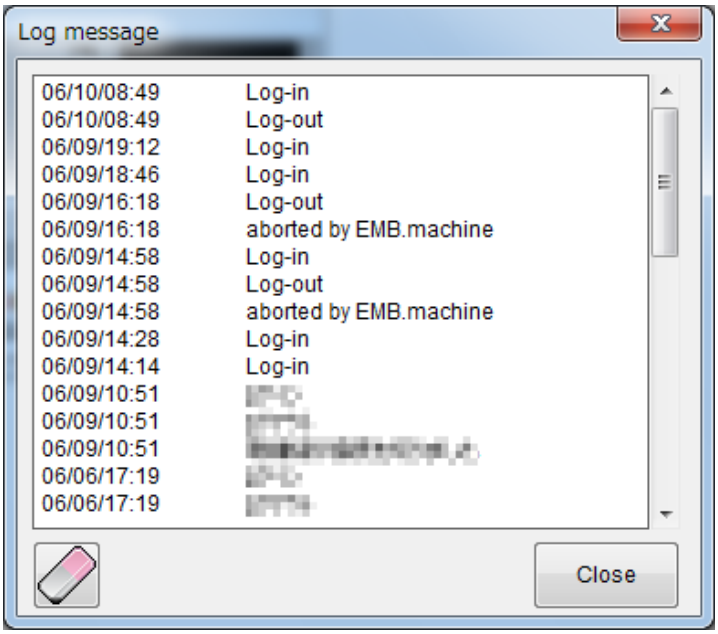
24. Slow mend out

For multi-head machines, when mending finishes and all heads start to sew again, the machine speed decreases to help the first few stitches be sewn. (Only for an embroidery machine with this function.)

Display Log

Display the log records which embroidery machines are connected with HAPP LAN.

Select from the watch window.



Delete all log data.

How to transfer design data stored on network computer

In order to transfer design data stored on network computer to embroidery machine, the following computer settings are required;

A) Register the folder which stores design data as "Shared Folder" on Design Host PC.
In order other computer (which transfers design data to embroidery machine) to access to the folder on network computer, the folder which stores design data should be registered as "Shared Folder".

B) Allocate "Shared Folder" to "Network Drive" on Machine Connection PC.
In order to access "Shared Folder" from a computer which is used for transfer design data to embroidery machine, "Shared Folder" should be allocated as "Network Drive" on a computer which has Happy-Link and Happy-LinkLAN software.

C) Select design data from "Network Drive" which is allocated by step B) and transfer to embroidery machine with usual process of Happy-Link and Happy LAN.

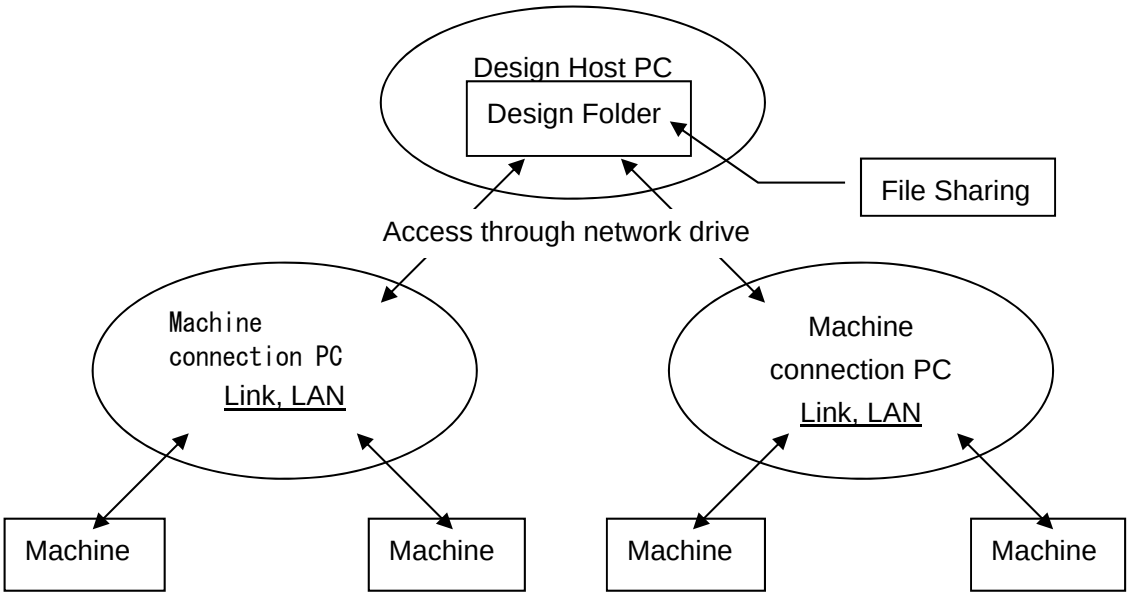


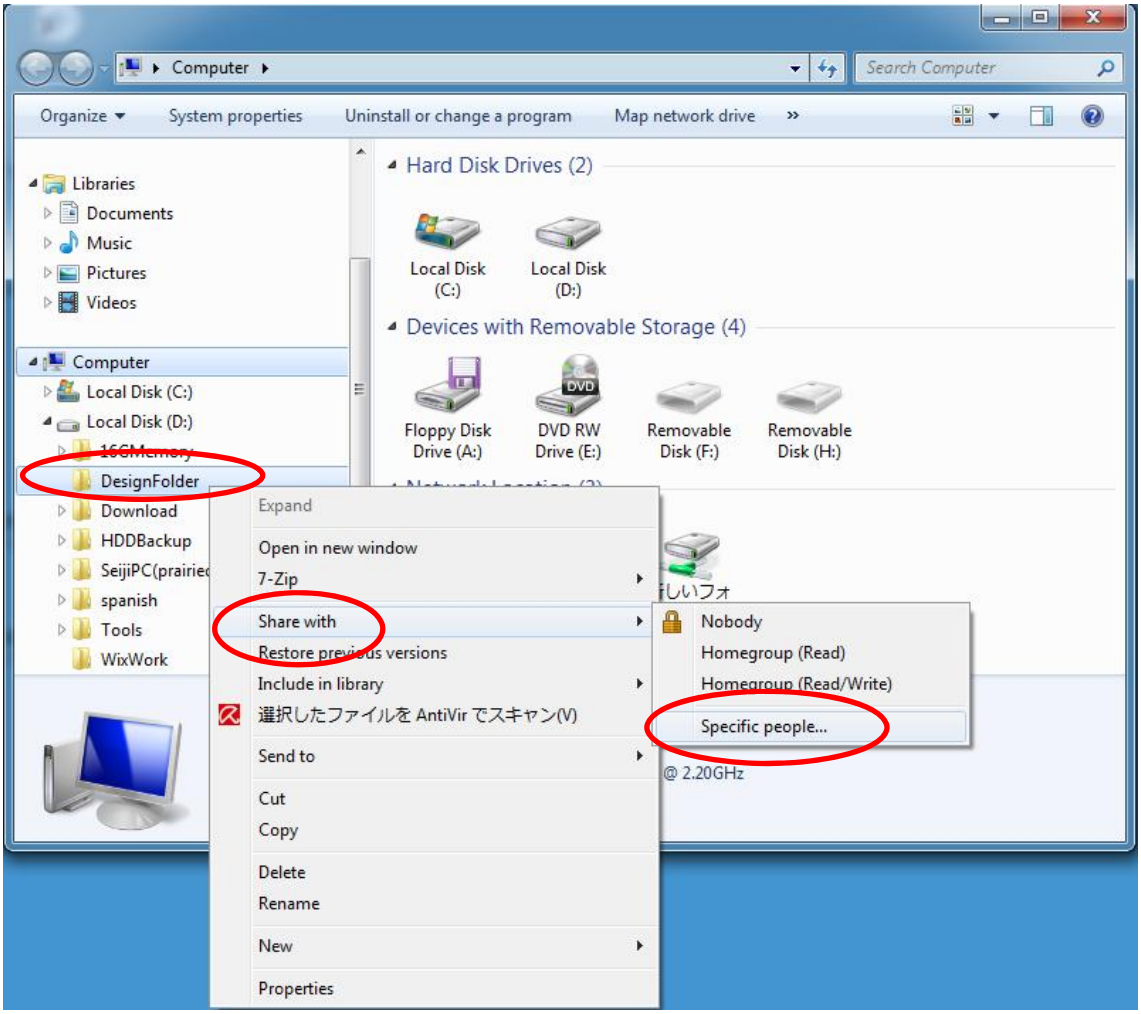
Image of connection

Setting example (Windows 7)

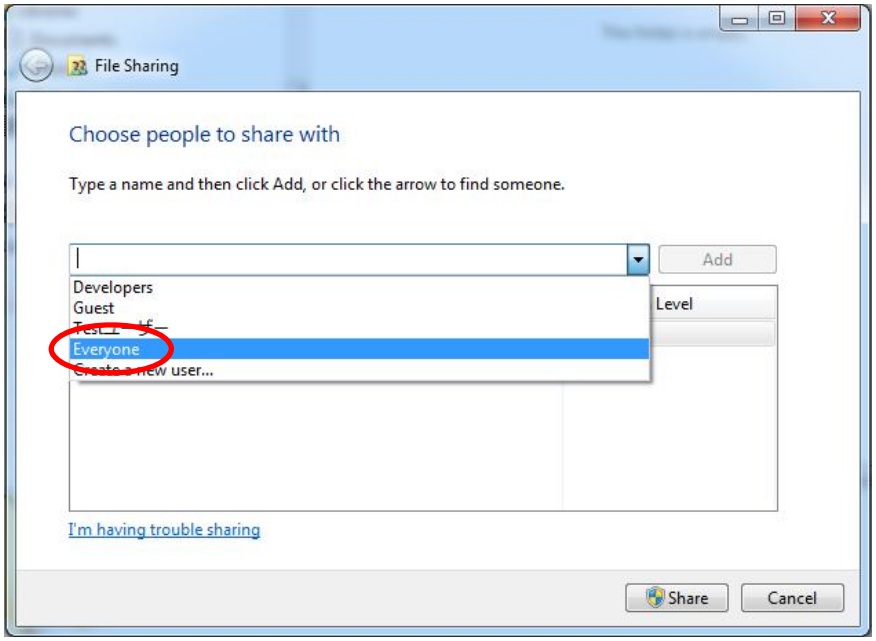
* Configuration details are varied by Windows type, please follow each Windows manual.

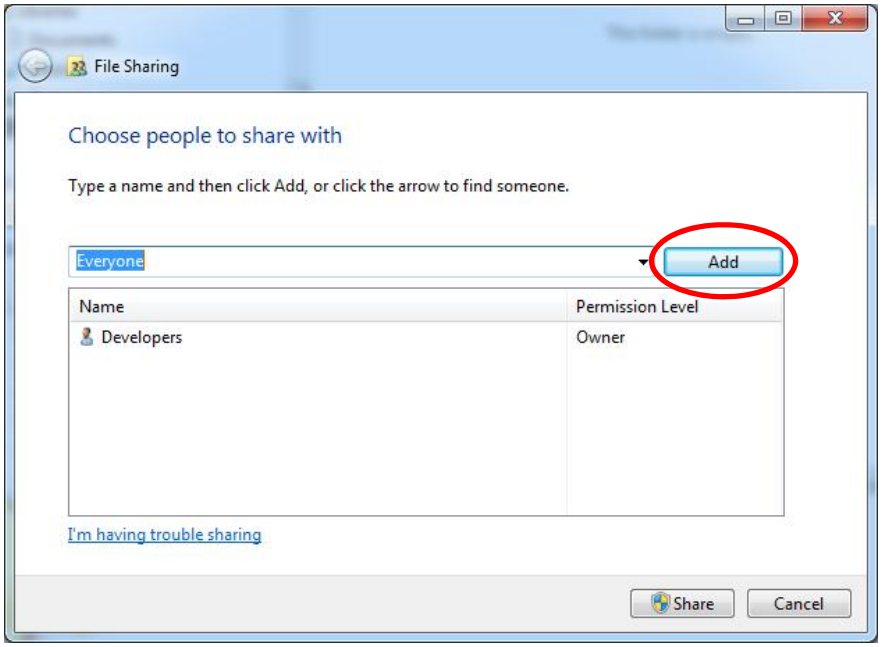
1. Setting of File Sharing

1-1) Select "Computer" from Windows Start menu.
1-2) Move the cursor to the folder to be registered as "Shored Folder", and right click..
1-3) Select "Share with".
1-4) Then select "Specific people...".



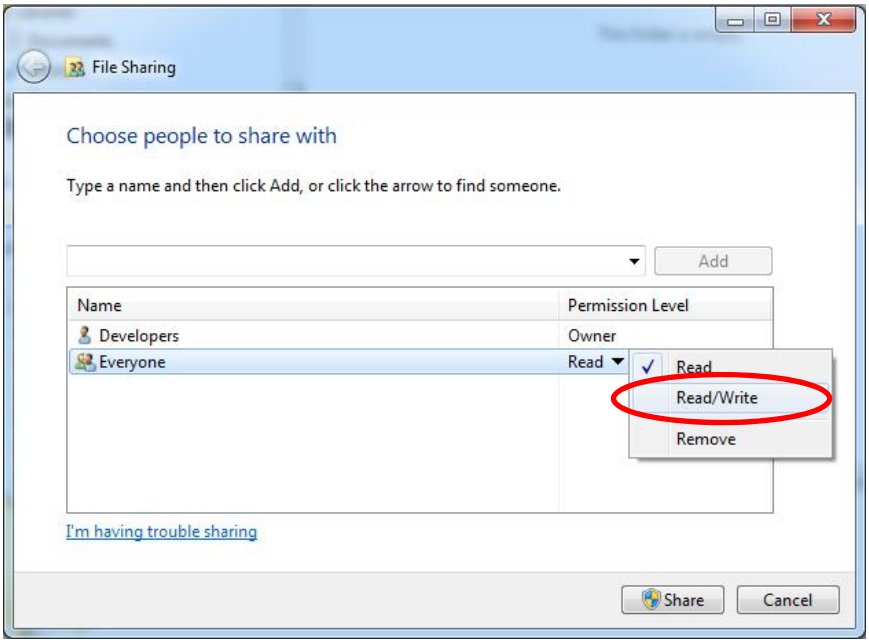
1-5) Choose "Everyone" and click Add button.

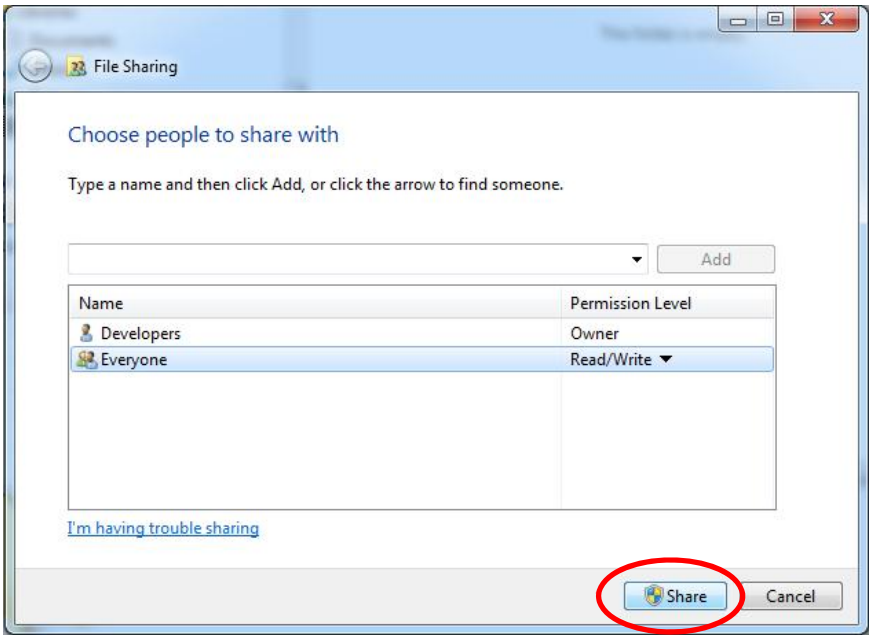




1-6) Set Permission Level of "Everyone" to "Read/Write".

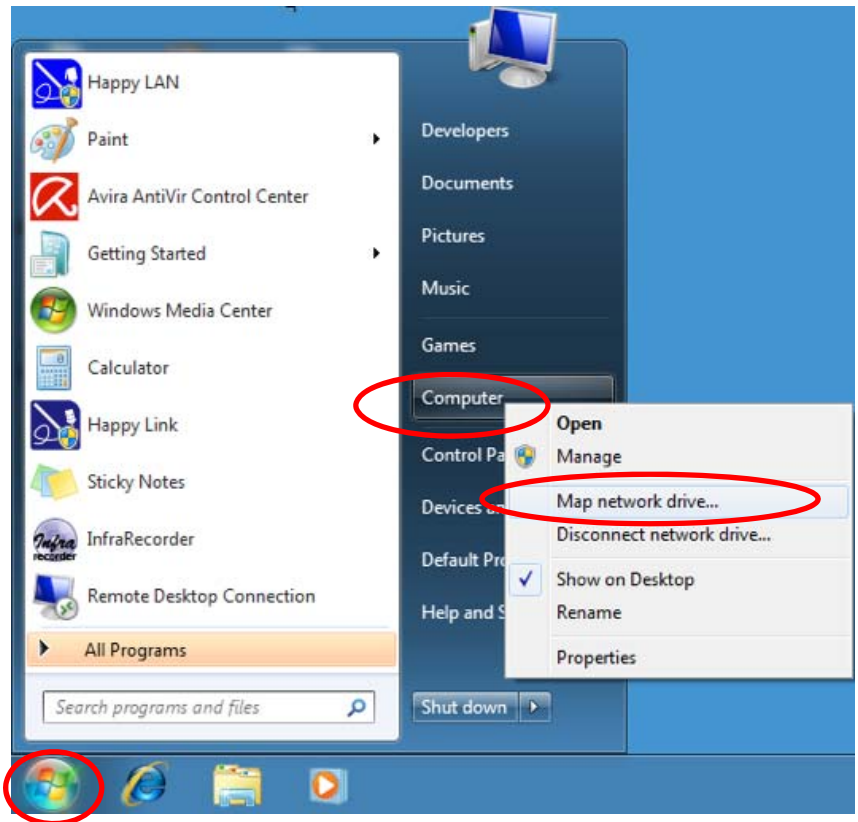
1-7) Then click Share button.



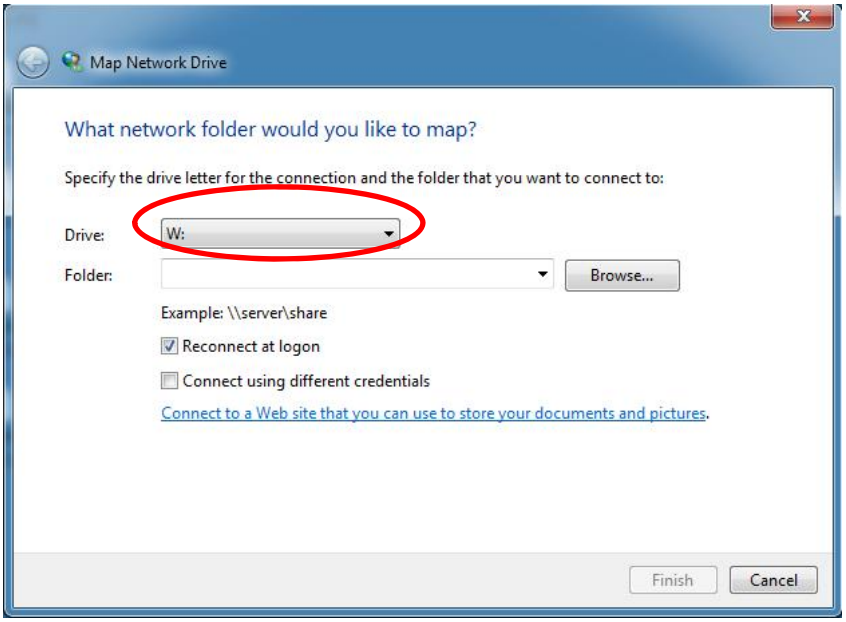


2. Setting of Network Drive

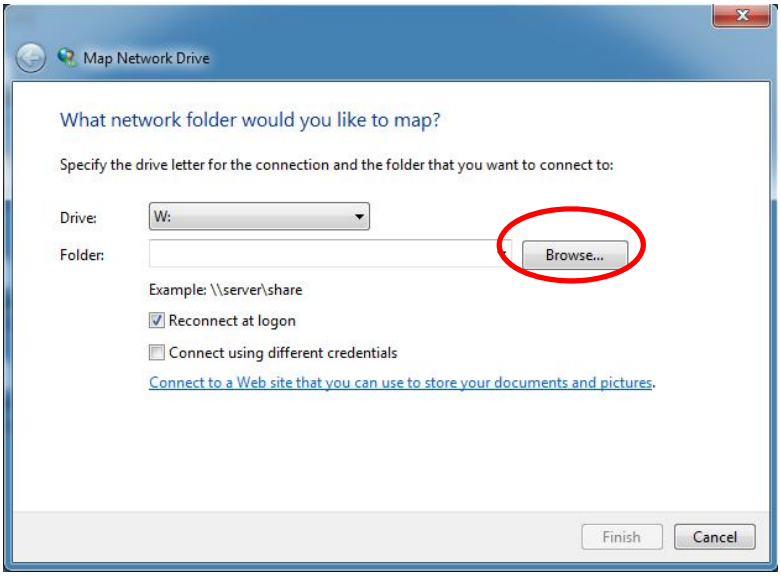
2-1) Move the cursor to "Computer" from Windows Start menu and right click. Then select "Map network drive...".

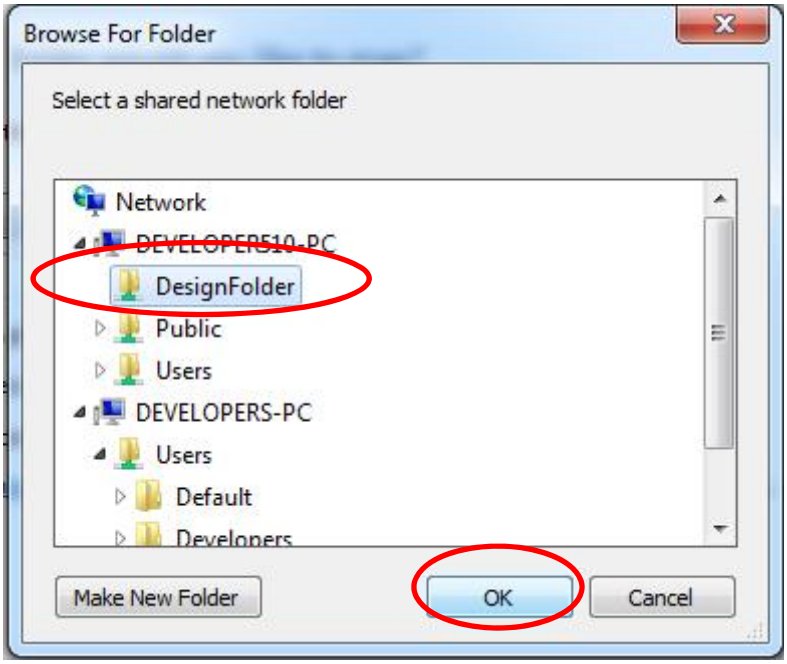


2-2) Select drive (alphabet).

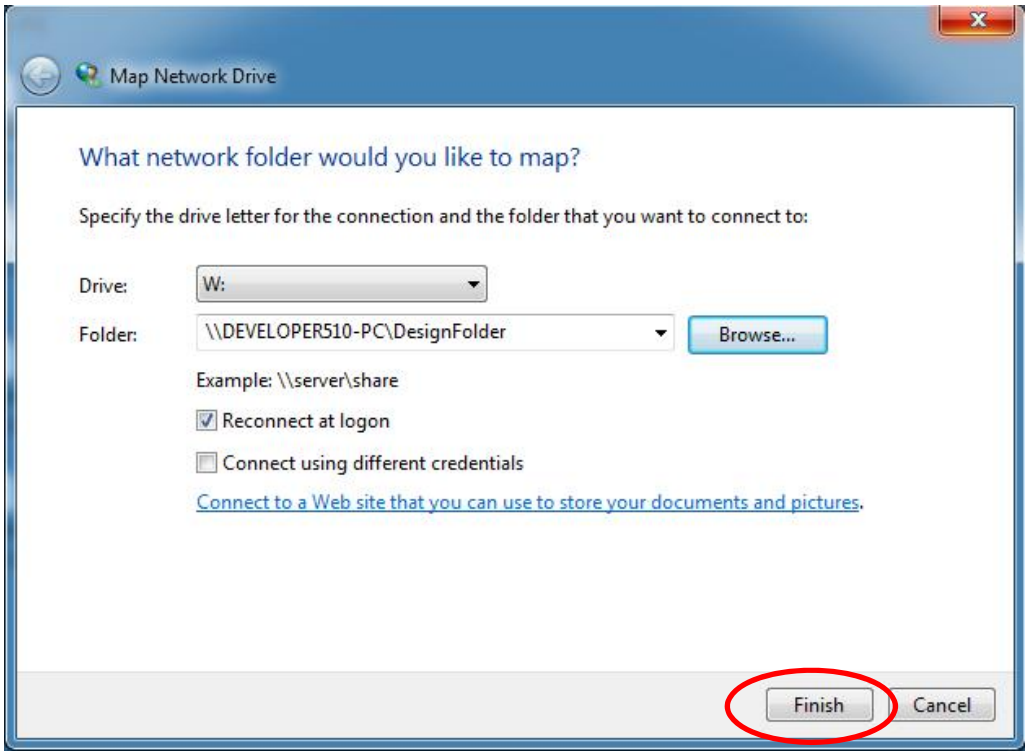


2-3) Click "Browse..." button and select folder which stores design data.
Then click OK button.





2-4) Then click Finish button for completing Network Drive Setting.

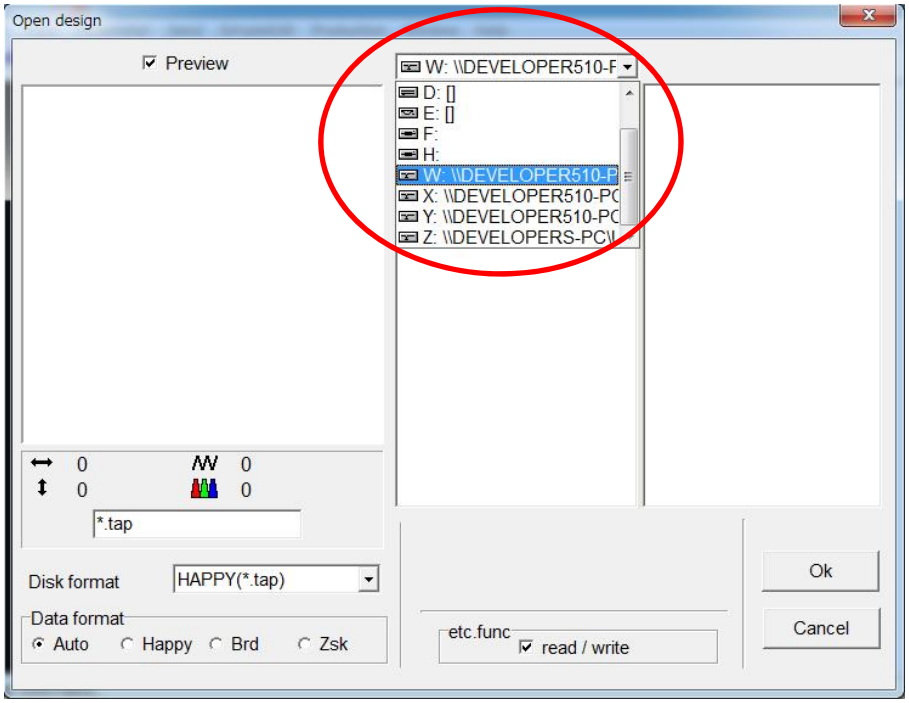


3. Transfer design data from network drive

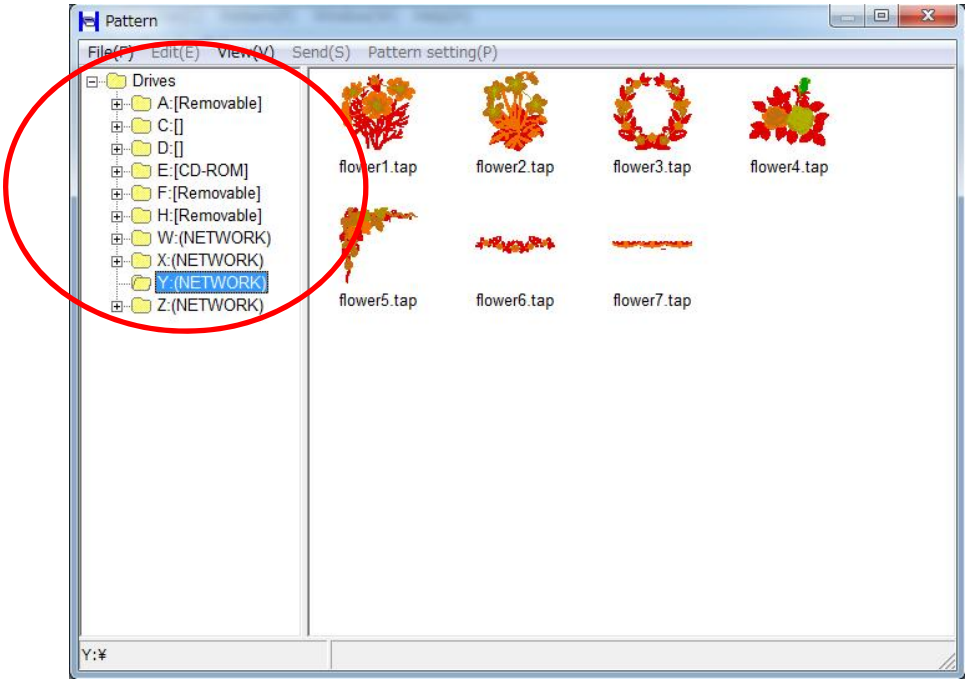
On screen of design selection of Happy-Link or Happy-LAN, select network drive. Then select design data and transfer design data to embroidery machine as usual operation.

Please refer to manual of Happy-link and Happy-LAN for transfer design data to embroidery machine.

The followings are screens for network drive selection of Happy-link and Happy-LAN.



Design data selection screen of Happy-Link



Design data selection screen of Happy-LAN

Trouble shooting

Q1 Does not indicate “Monitoring Window”

A1. Cable is not connected

A2. Setting error of address and/or port number

A3. PC and Embroidery machine is connected with straight cable directly without Hub.
Connect with Hub or use of crossing cable

Ping command

A utility to determine whether a networking hardware is connected. It works by sending a packet to the specified address and waiting for a reply.
For example if you enter "ping-t 192.168.1.10" at command prompt,
you will have "Reply form 192.168.1.10: bytes=32 time=2ms TTL=255"
Reconfirm the A1,A2 and A3, in case of "Request timed out" is shown.
Ping will be ended by pressing Ctrl + c key.

Q2. Does not indicate Embroidery design at Monitoring Window

A1. Normally, showing embroidery design only transfer design from PC to machine by network.
In case input embroidery design from memory card and USB port, does not show design.

A2. If you changed machine IP-address, machine recognition other machine and does not indicate embroidery design.

Q3.Log list goes red at Monitoring Window

A1. Some sort of error is occurring at embroidery machine. Move the mouse pointer on the red part and Click of a mouse button to cancel it and display will be turned to Normal.

Q4.Want to send design but unable to find the name from the list of the machine.

A1. IP Address and name of the Embroidery machine is not registered.
Please refer to instruction Page11[setting] and register.

Q5. There is a design that is not shown on display at Pattern selection function.

A1. Unsupported format
This software correspond to Happy TAP, DST DSB and DSZ format.

Q6.There is a design that is not shown correctly on display at Pattern selection function.

A1. Change display style at [Pattern selection]- [View]-[data format]. Default setting is [AUTO].

Q7.Get errors when trying to reboot the machine after stop by emergency stop button or power switch.

A1. Cancel the error and reboot both HAPPYLAN and embroidery machine.

A2. In case of the Network use, Turn off the machine with POWER OFF of NET menu.

GLOSSARY

TCP/IP

This is standard protocol of Network. HAPPY LAN communicates with TCP/IP

IP Address

Address for originating host or destination host used for TCP/IP communication and is expressed as 32bit numerical value.

Subnet mask

A mask used to determine what subnet an IP address belongs to and is expressed as 32bit numerical value. As this setting needs calculation, please refer to the example in the instruction book.

Port number

Configure the Port number at TCP/IP to use HAPPY LAN.Communication between machine and PC will be done through the configured Port.

Host name

Host name is conjugated with IP address and you can give recognizable name in each packet which will be name of each Embroidery machine that are connected with Network.

Hub

Hub is a device that mediates the PC and each embroidery machine.
There are 2 types of Hub in the market. Passive Hub and Switching Hub.
A passive hub serves simply as a conduit for the data, enabling it to go from one device (or segment) to another.
A switching hub reads the destination address of each packet and then forwards the packet to the correct port.
We recommend to use a switching Hub which can avoid communication failure at the time of network congestion.

MAC address

Short for Media Access Control address, a hardware address that uniquely identifies each node of a network.

Ping

A utility to determine whether a networking hardware is connected. It works by sending a packet to the specified address and waiting for a reply. For example if you enter ping-t 192.1.12 at command prompt, you will have reply like Reply form 192.168.1.12: bytes=32 time=2ms TTL=255. If there is no reply it means communication is not available.
Ping will be ended by pressing Ctrl key and c key.

Firewall

Security system that is set between networks. Security system restrict the external access.

Peer-to-peer

One-on-one communication between PC and machine. Direct connection using “crossover cable”.

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