

ENGLISH

IP-200 / LK-1900A





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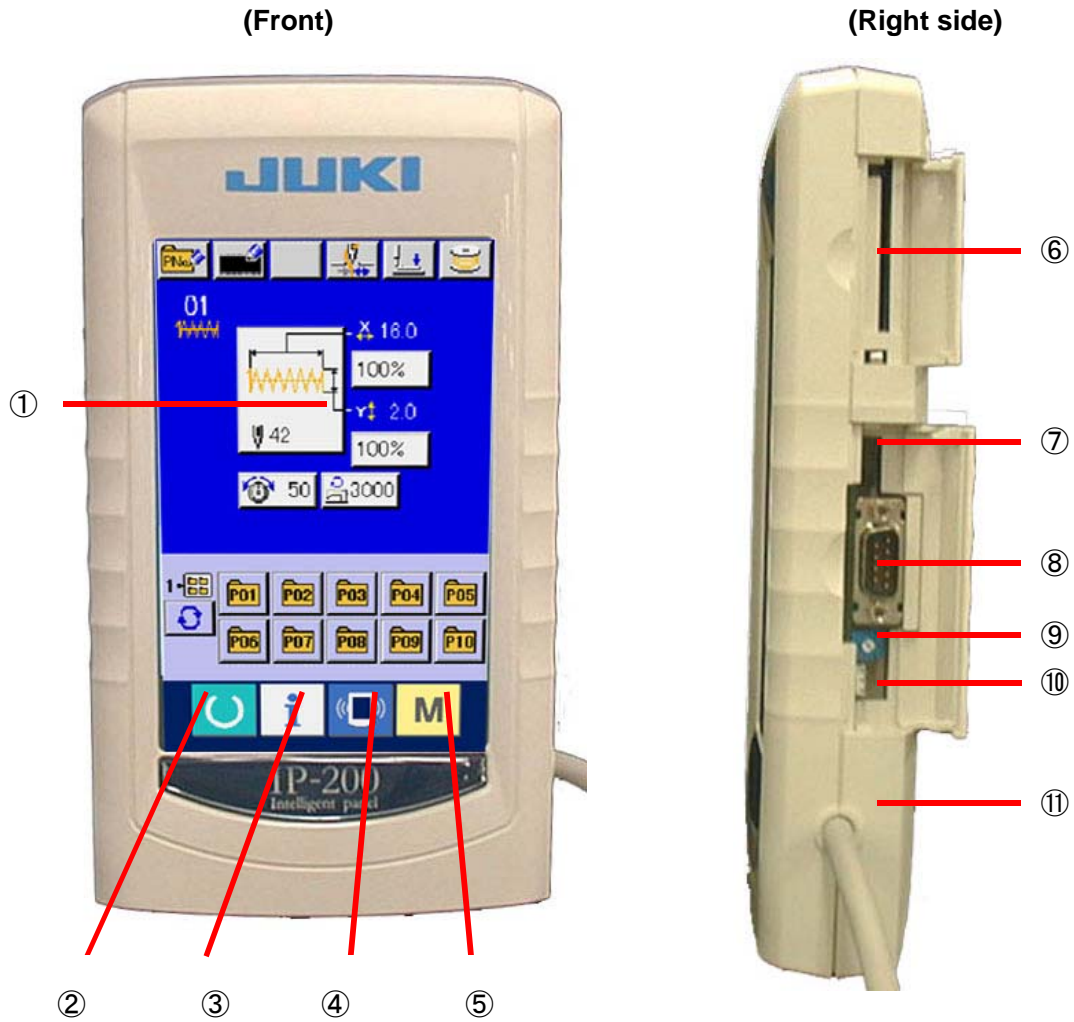
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1. NAME OF EACH SECTION OF THE OPERATION PANEL


1-1 Body




① **Touch panel·LCD display section**

②  **READY key** → Changeover of the data input screen and the sewing screen can be performed.

③  **INFORMATION key** → Changeover of the data input screen and the information screen can be performed

④  **COMMUNICATION key** → Changeover of the data input screen and the communication screen can be performed.

⑤  **MODE** → Changeover of the data input screen and the mode changeover screen which performs various detail settings can be performed.

⑥ **Smart media card slot (Close the cover for use.)**

⑦ **Slide switch (Not used. OFF)**

⑧ **Connector for RS-232C communication**


⑨ **Variable resistor for color LCD screen contrast adjustment**



⑩ **Connector for external input**

⑪ **Cable**

1-2 Buttons to be used in common

The buttons which perform common operations in each screen of IP200 are as follows :

- | | | |
|---|-------------------------------|---|
|  | CANCEL button | → This button closes the pop-up screen.

In case of the data change screen, the data being changed can be cancelled. |
|  | ENTER button | → This button determines the changed data. |
|  | UP SCROLL button | → This button scrolls the button or the display in the upward direction. |
|  | DOWN SCROLL button | → This button scrolls the button or the display in the downward direction. |
|  | RESET button | → This button performs the release of error. |
|  | NUMERAL INPUT button | → This button displays ten keys and input of numerals can be performed. |
|  | CHARACTER INPUT button | → This button displays the character input screen.

→ Refer to 16. NAMING PATTERN BUTTON. p.45. |
|  | PRESSER DOWN button | → This button lowers the presser and displays the presser down screen.

To raise the presser, press PRESSER UP button displayed in the presser down screen. |
|  | BOBBIN WINDER button | → This button performs bobbin thread winding.

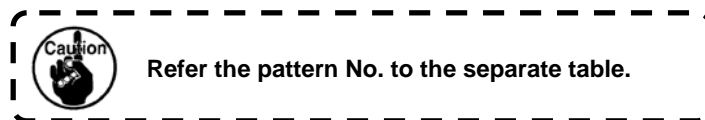
→ Refer to 9-1 When performing winding bobbin thread while performing sewing , p26. |

2. BASIC OPERATION OF THE SEWING MACHINE

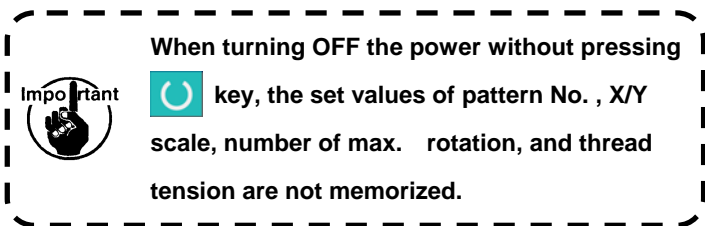
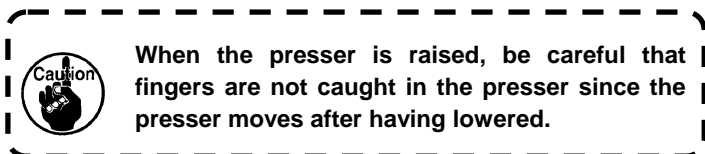
① Turn ON the power switch

② Select the pattern No. you desire to sew.

When the power is turned ON, the data input screen is displayed. Pattern No. button (B) which is selected at present is displayed in the center of the screen. Press the button to select the sewing shape. For selecting procedure of the sewing shape, refer to [4. PERFORMING SEWING SHAPE SELECTION, p. 14.](#)



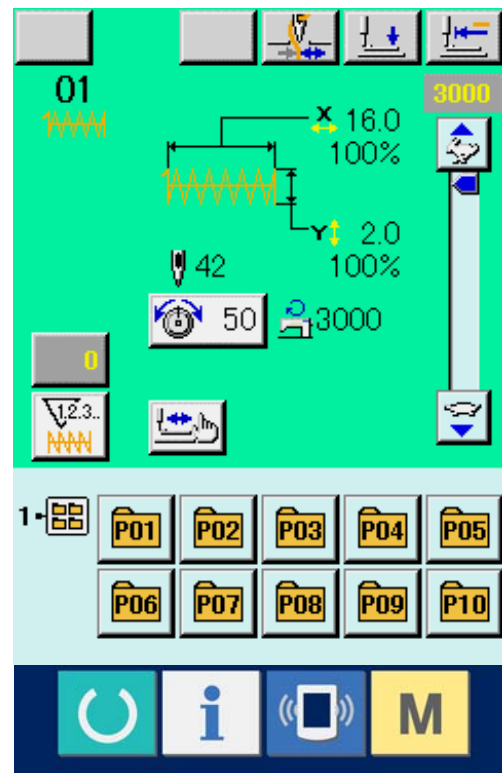
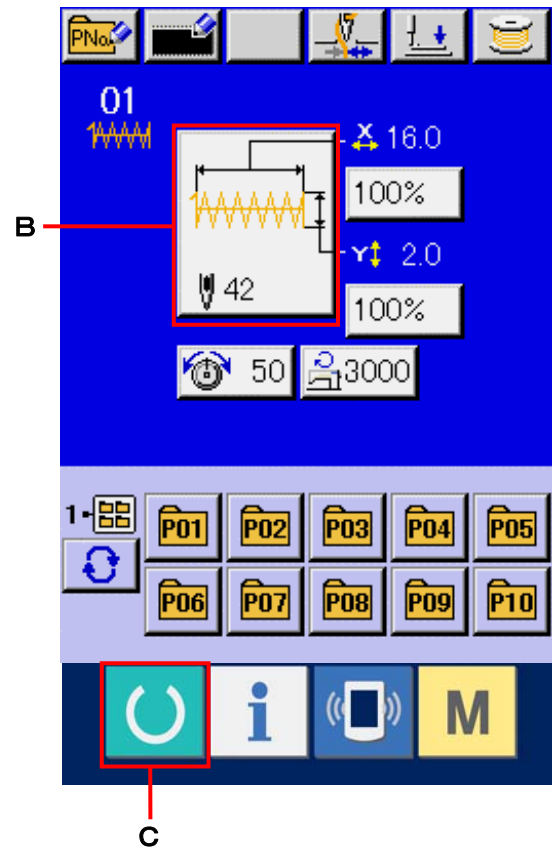
When READY key (C) is pressed, the back color of LCD display is changed to green, and the sewing machine is set to the sewing possible state.



③ Start sewing.

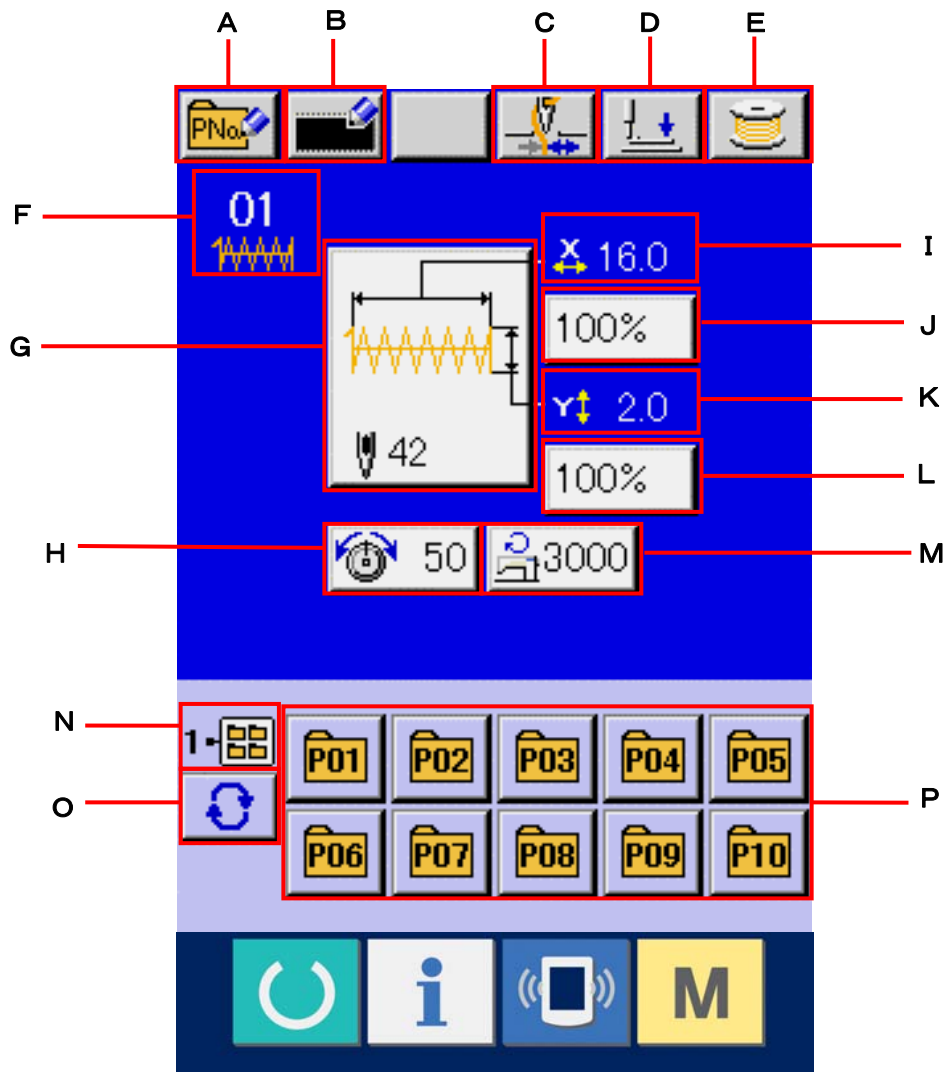
Set the sewing product to the presser portion, and operate the pedal to start the sewing machine, and sewing starts.






* For the screen, refer to [3. LCD DISPLAY SECTION AT THE TIME OF SEWING SHAPE SELECTION, p. 8.](#)



3. LCD DISPLAY SECTION AT THE TIME OF SEWING SHAPE SELECTION

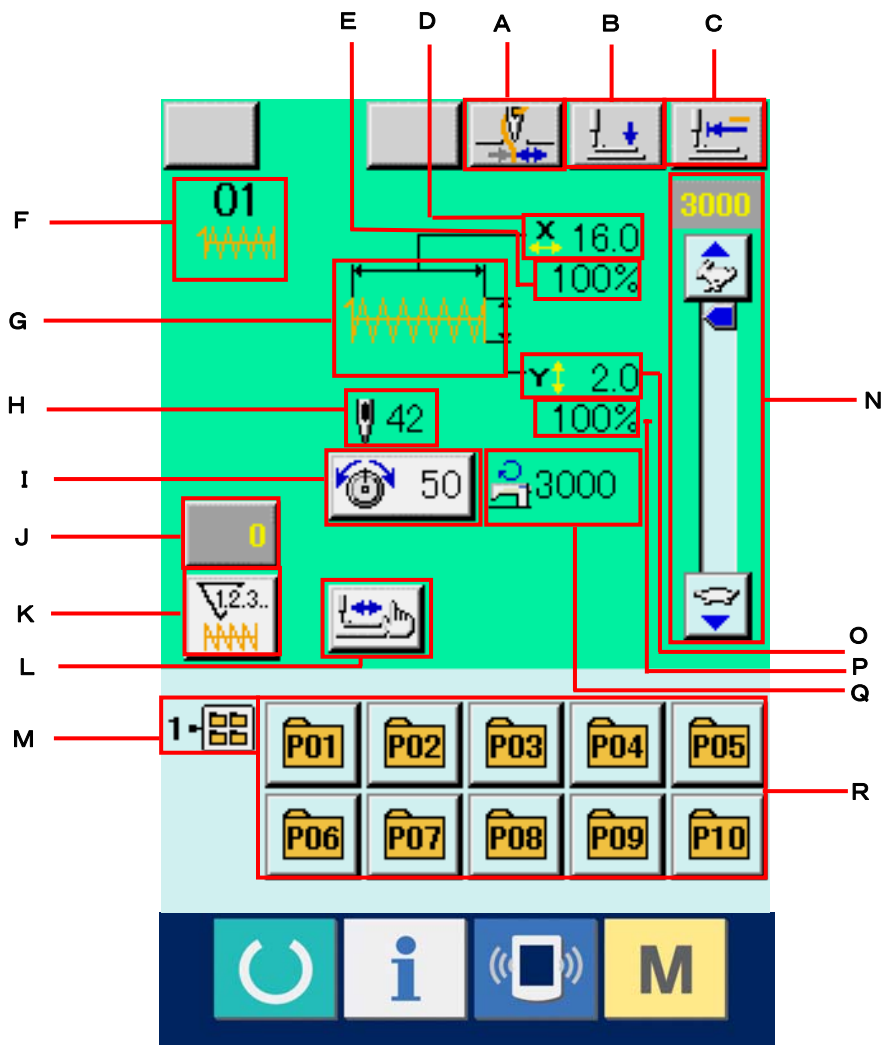
3-1 Sewing shape data input screen








	Button and display	Description
A	PATTERN BUTTON NEW REGISTER button	Pattern button new register screen is displayed. → Refer to 12. PERFORMING NEW REGISTER OF PATTERN BUTTON. p. 33.
B	USERS' PATTERN NEW REGISTER button	Users' pattern new register screen is displayed. → Refer to 11. PERFORMING NEW REGISTER OF USERS' PATTERN. p. 32.
C	THREAD CLAMP button	Effective/ineffective of thread clamp is selected.  : Thread clamp ineffective  : Thread clamp effective
D	PRESSER DOWN button	Presser can be lowered and the presser down screen is displayed. To raise the presser, press the presser up button which is displayed in the presser down screen.
E	BOBBIN WINDER button	Bobbin thread can be wound. → Refer to 9. WINDING BOBBIN THREAD. p. 26.
F	SEWING SHAPE NO. display	Kind and No. of the sewing shape being selected at present are displayed. There are three kinds of sewing shapes below.  : Standard pattern  : LK-1900 pattern  : Users' pattern
G	SEWING SHAPE SELECTION button	Sewing shape being selected at present is displayed on this button and when the button is pressed, the sewing shape selection screen is displayed. → Refer to 4. PERFORMING SEWING SHAPE SELECTION, p. 14.
H	NEEDLE THREAD TENSION SETTING button	Needle thread tension value which is set to the pattern data being selected at present is displayed on this button and when the button is pressed, the item data change screen is displayed. → Refer to 6. PERFORMING ITEM DATA CHANGE, p. 19.

	Button and display	Description
I	X ACTUAL SIZE VALUE display	Actual size value in X direction of sewing shape being selected at present is displayed. When the actual size value input is selected by setting memory switch U64 , X actual size value setting button is displayed. → Refer to 6. PERFORMING ITEM DATA CHANGE, p. 19.
J	X SCALE RATE SETTING button	Scale rate in X direction of sewing shape being selected at present is displayed on this button. When the scale input is set to non-selection by setting memory switch U64 , the button goes out and the X scale is displayed. → Refer to 6. PERFORMING ITEM DATA CHANGE, p. 19.
K	Y ACTUAL SIZE VALUE display	Actual size value in Y direction of sewing shape being selected at present is displayed. When the actual size value input is selected by setting memory switch U64 , Y actual size value setting button is displayed. → Refer to 6. PERFORMING ITEM DATA CHANGE, p. 19.
L	Y SCALE RATE SETTING button	Scale rate in Y direction of sewing shape being selected at present is displayed on this button. When the scale input is set to non-selection by setting memory switch U64 , the button goes out and the Y scale is displayed. → Refer to 6. PERFORMING ITEM DATA CHANGE, p. 19.
M	MAX. SPEED LIMITATION	Maximum speed limitation which is set at present is displayed on this button and when the button is pressed, the item data change screen is displayed.→ Refer to 6. PERFORMING ITEM DATA CHANGE, p. 19.
N	FOLDER NO. display	Pattern register button which is displayed indicates the folder No. which has been stored
O	FOLDER SELECTION button	Folders to display the patterns are displayed in order.
P	PATTERN REGISTER button	PATTERN REGISTER buttons stored in N FOLDER NO. display are displayed. → Refer to 12. PERFORMING NEW REGISTER OF PATTERN BUTTON, p. 33

3-2 Sewing screen




	Button and display	Description
A	THREAD CLAMP button	Effective/ineffective of the thread clamp is selected.  : Thread clamp ineffective  : Thread clamp effective
B	PRESSER DOWN button	Presser can be lowered and the presser down screen is displayed. To raise the presser, press the presser up button which is displayed in the presser down screen.
C	RETURN TO ORIGIN button	This button returns the presser to the start of sewing and raises the presser at the time of temporary stop.
D	X SCALE RATE display	Scale rate in X direction of sewing shape being selected is displayed.
E	X ACTUAL SIZE VALUE display	Actual size value in X direction of sewing shape being selected is displayed.
F	SEWING SHAPE NO. display	Kind and No. of sewing shape being selected at present are displayed. There are three kinds of sewing shapes below.  : Standard pattern  : LK-1900 pattern  : Users' pattern
G	SEWING SHAPE display	Sewing shape being selected at present is displayed.
H	SEWING SHAPE Total number of stitches display	Total number of stitches of the sewing shape being selected at present is displayed. * It is displayed only when the sewing shape being selected is the standard pattern.
I	NEEDLE THREAD TENSION SETTING button	Needle thread tension value which is set to the pattern data being selected at present is displayed on this button and when the button is pressed, the item data change screen is displayed. → Refer to 6. PERFORMING ITEM DATA CHANGE, p. 19.
J	COUNTER VALUE CHANGE button	Existing counter value is displayed on this button. When the button is pressed, the counter value change screen is displayed. → Refer to 10. USING COUNTER, p. 27.


	Button and display	Description
K	COUNTER CHANGE OVER button	Display of sewing counter/No. of pcs. counter can be changed over. → Refer to 10. USING COUNTER, p. 27.
L	STEP SEWING button	Step sewing screen is displayed. Checking of the pattern shape can be performed. → Refer 7. CHECKING PATTERN SHAPE, p.21.
M	FOLDER NO. display	Pattern register button which is displayed indicates the folder No. which has been stored.
N	SPEED variable resistor	Number of rotations of the sewing machine can be changed.
O	Y ACTUAL SIZE VALUE display	Actual size value in Y direction of sewing shape being selected is displayed.
P	Y SCALE RATE display	Scale rate in Y direction of sewing shape being selected is displayed.
Q	MAX. SPEED LIMITATION display	Maximum speed limitation which is set at present is displayed.
R	PATTERN REGISTER button	Pattern register buttons stored in M FOLDER NO. display are displayed. → Refer to 12. PERFORMING NEW REGISTER OF PATTERN BUTTON. p.33.

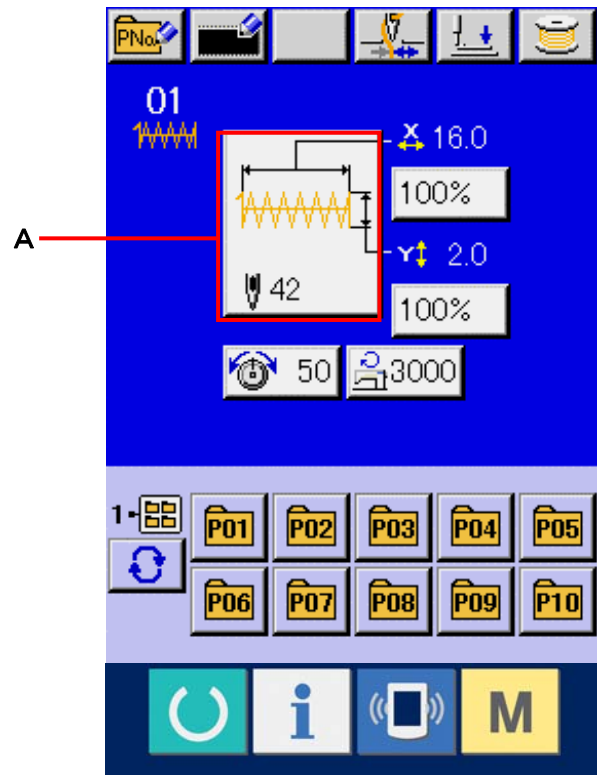
4. PERFORMING SEWING SHAPE SELECTION

① Display the data input screen.


Only in case of the data input screen (blue), the selection of sewing shape is possible. In case of the sewing screen (green), press READY switch  and display the data input screen (blue).

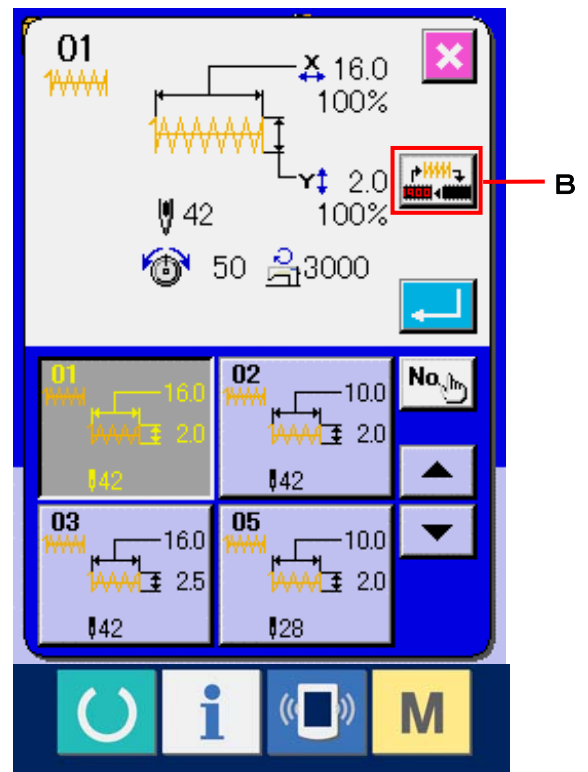
② Call the sewing shape selection screen.

Press SEWING SHAPE button  (A) and the sewing shape selection screen is displayed.






③ Select the kind of sewing shape.


There are three kinds of sewing shapes in large. Press SEWING SHAPE SELECTION button  (B).



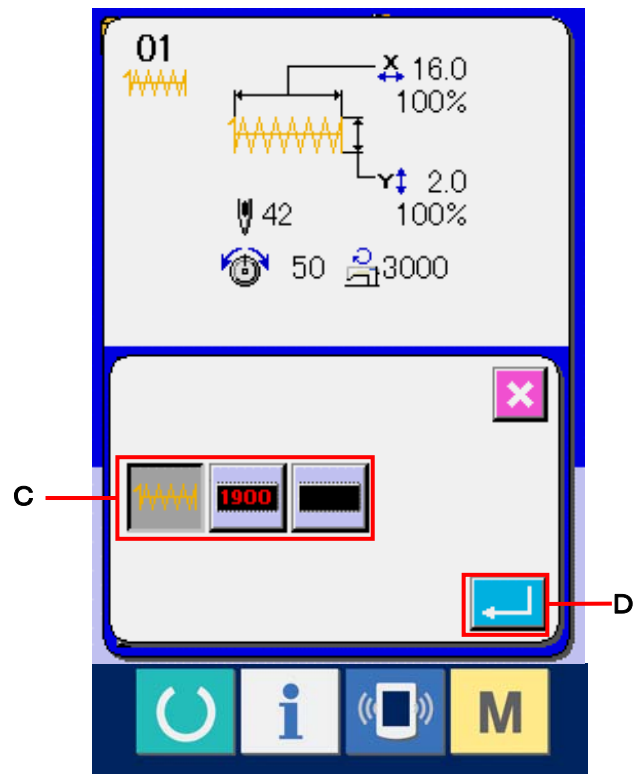
④ **Determine the kind of sewing shape.**

There are three kinds of sewing shapes below.
Select the kind you desire from among them.

Pictograph	Name	Maximum number of patterns
	Standard pattern	64
	LK-1900 pattern	99
	Users' pattern	200

Select the sewing shape you desire from SEWING SHAPE SELECTION buttons (C) and press ENTER  (D) button.

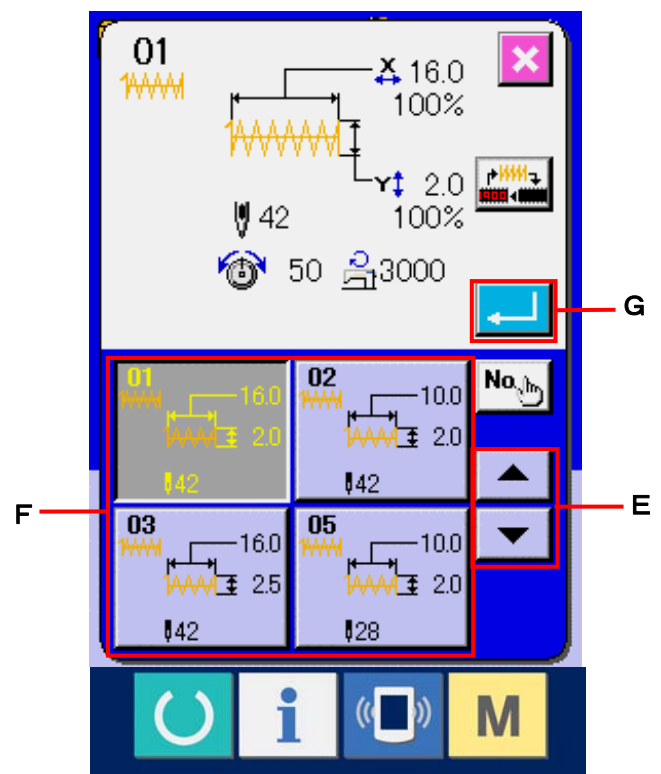
The sewing shape list screen corresponding to the kind of sewing shape you selected is displayed.




* For LK-1900 pattern, the SELECT button is not displayed when ROM is not set to MAIN p. c. b.

⑤ **Select the sewing shape.**

When UP or DOWN SCROLL button (E) is pressed, the SEWING SHAPE buttons (F) are changed over in order. Here, press the SEWING SHAPE button you desire to select. The details of the selected shape is displayed at the upper part of the screen.




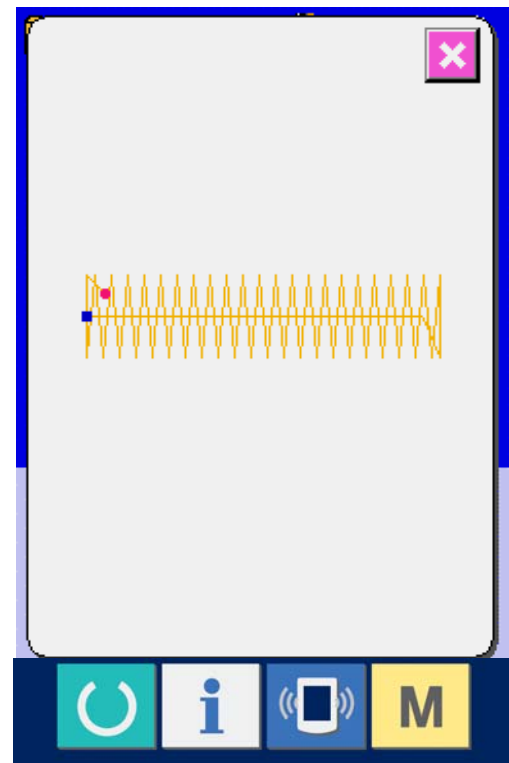
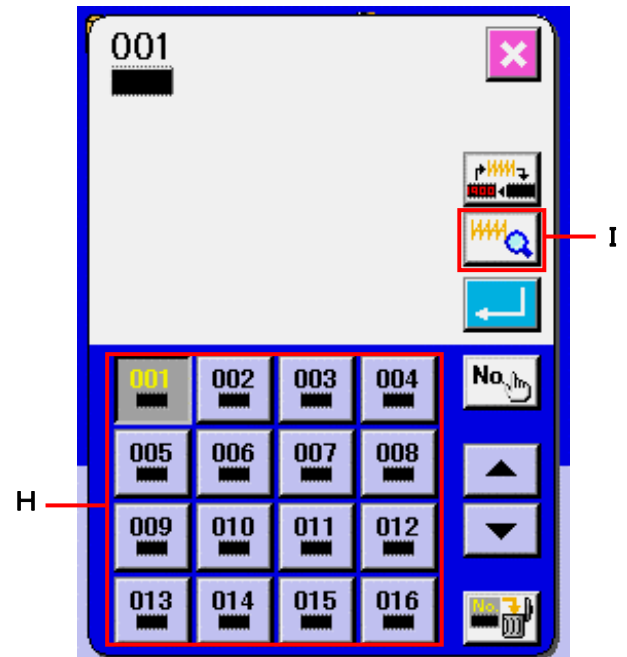
⑥ **Determine the sewing shape.**

When ENTER button  (G) is pressed, the sewing shape is determined and the data input screen is displayed.

When the sewing shape is LK-1900 pattern or users' pattern, the screen as shown on the right side is displayed.

PATTERN NO. SELECTION buttons (H) which have been registered to LK-1900 pattern or users' pattern are displayed. Press the button of the pattern No. you desire to select.

In addition, when you desire to confirm the shape you selected, press VIEWER button  (I). Then the viewer screen is displayed and the selected shape is displayed.



5. SEWING SHAPE LIST

	No	Stitch diagram	Number of stitches	Sewing size (mm)		(Note 2) No. of presser	No	Stitch diagram	Number of stitches	Sewing size (mm)		(Note 2) No. of presser									
				Lengthwise	Crosswise					Lengthwise	Crosswise										
Large bar-tacking	1 (51)		42	2.0	16	1	Linear bar-tacking		21	0	10	1									
	2			2.0	10	1				2											
	* 3			2.5	16	1			28		0	10	1								
	* 4			3.0	24	6				2			25	6							
	5		28	2.0	10	1			36		0	25		6							
	* 6			2.5	16	1				7			35	(Not e 3)							
	7		36	2.0	10	1			Lengthwise bar-tacking			28		20	4.0	9					
	* 8			2.5	16	1				36			20	4.0							
	* 9		56	3.0	24	6						42	20	4.0							
	* 10			3.0	24	6				56			20	4.0							
Small bar-tacking	11		21	2.5	6	8	Linear bar-tacking					18	20	0	11						
	12									28							2.5	6	21	10	0
	13																				
Knit goods bar-tacking	14		14	2.0	8	5	Lengthwise linear bar-tacking			28		20	0								
	15													21	2.0		8	21	10	0	
	16																				28

(Note)

1. Sewing size shows the dimensions when the scale rate is 100%.
2. Refer the No. of presser to the separate table of presser.
3. For No. 22, process the presser blank for use.
4. Use the patterns with * marks for sewing denim.
5. No51 is for the machine without tread clamp.

	No	Stitch diagram	Number of stitches	Sewing size (mm)	
				Lengthwise	Crosswise
Semilunar bar-tacking	31		52	7	10
	32		63	7	12
	33		24	6	10
	34		31	6	12
	35		48	10	7
	36		48	10	7
Large bar-tacking	37		90	3	24
Knit goods bar-tacking	38		28	2	8
Round bar-tacking	39		28	Φ12	
	40		48		

	No	Stitch diagram	Number of stitches	Sewing size (mm)		
				Lengthwise	Crosswise	
Lengthwise bar-tacking	41		29	20	2.5	
	42		39	25	2.5	
	43		45	25	2.5	
	44		58	30	2.5	
	45		75	30	2.5	
	46		42	30	2.5	
	Radial tacking	47		91	Φ8	
		48		99		
		49		148		
		50		164		

6. PERFORMING ITEM DATA CHANGE

① Display the data input screen.

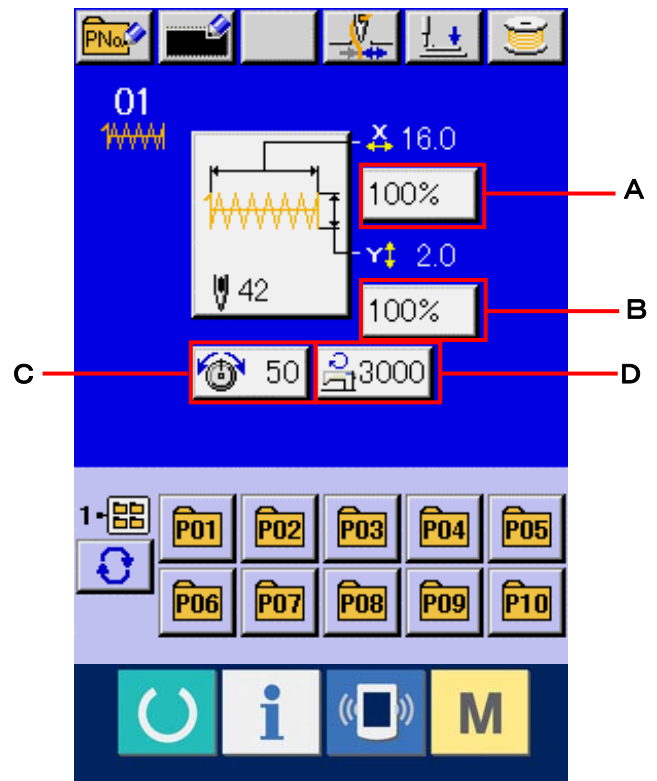
In case of the data input screen, the change of item data can be changed. In case of the sewing screen (green), press READY switch to display the data input screen (blue).

* Thread tension value can be changed even in the sewing screen.

② Display the item data input screen.

When the button of the item data you desire to change is pressed, the item data input screen is displayed.

There are four items of the item data below.



	Item	Input range	Initial value
A	Scale rate in X direction	20 to 200 (%)	100(%)
B	Scale rate in Y direction	20 to 200 (%)	100(%)
C	Thread tension	0 to 200	50
D	Max. speed limitation	400 to 3,000 (rpm)	3,000 (rpm)

* A Scale rate in X direction and B Scale rate in Y direction can be changed to actual size value input by selection of the memory switch **U64**.



The setting exceeding 100% is dangerous since needle and the cloth presser interferes with each other and needle breakage or the like will occur.

For example, input X scale rate.

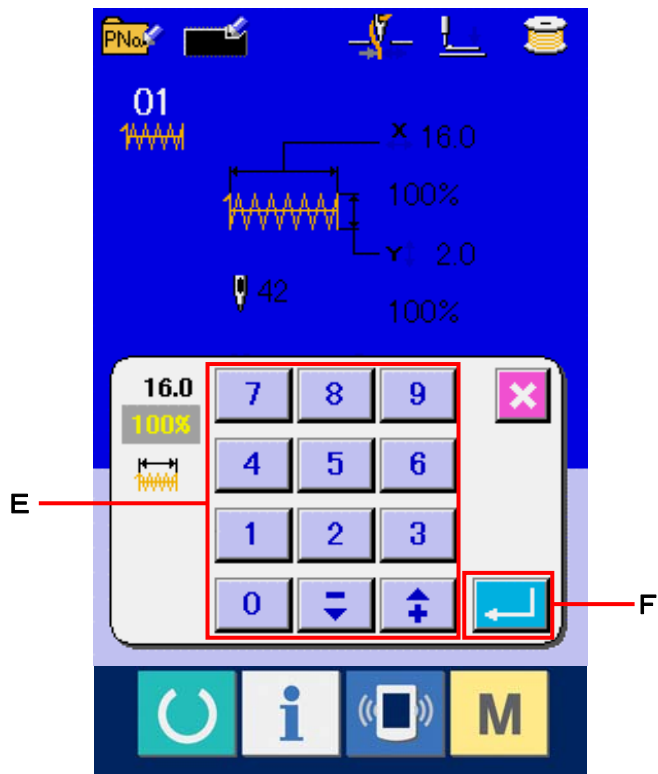
Press **100%** (A) to display the item data input screen.

③ **Input the data.**

Input the value you desire with ten keys and +/- keys (E).

④ **Determine the data.**

When ENTER button  (F) is pressed, the data is determined.



* For the other item data, the data can be changed by the same operation.



When turning OFF the power without pressing READY key, the set values of pattern No. , X/Y scale, number of max. rotation, and thread tension are not memorized.



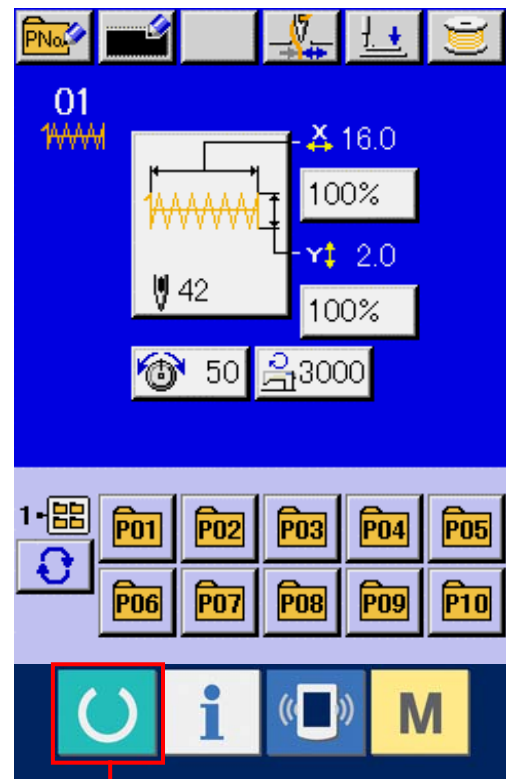
In case thread tension is changed in the read state, the set value when the power is turned OFF without pressing READY key or without performing sewing is not stored in memory.

7. CHECKING PATTERN SHAPE

	<p>Make sure without fail of the contour of the sewing pattern after selection of the sewing pattern. If the sewing pattern extends outside the work clamp feet, the needle will interfere with the work clamp feet during sewing, causing dangerous troubles including needle breakage.</p>
--	--

① Display the sewing screen.

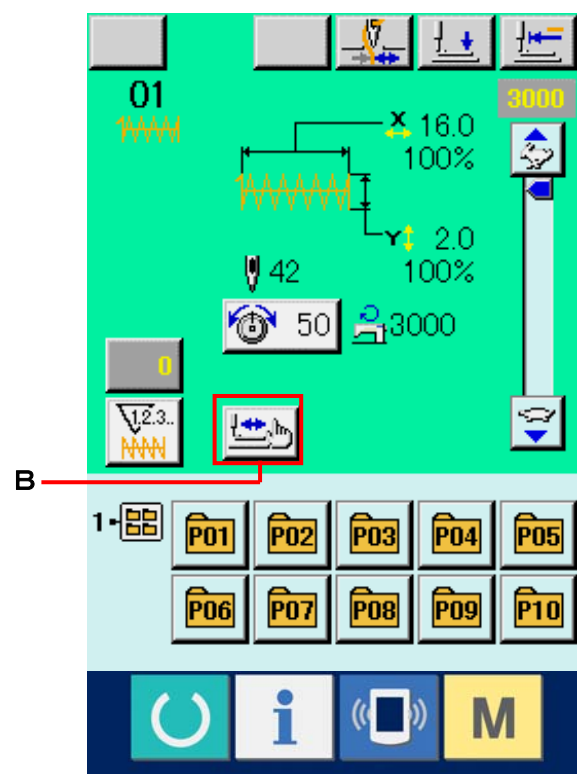
Display the data input screen (blue) and press READY key (C). Then the back-light of LCD changes to green and sewing is possible.



A

② Display the step sewing screen.

When STEP SEWING button (B) is pressed, the step sewing screen is displayed.



B

③ Lower the presser with the foot switch.



The work clamp feet do not go up even when the foot switch is detached.

④ Proceed stitching with the presser lowered.

Check the shape with PRESSER BACK button




(C) and PRESSER FORWARD button



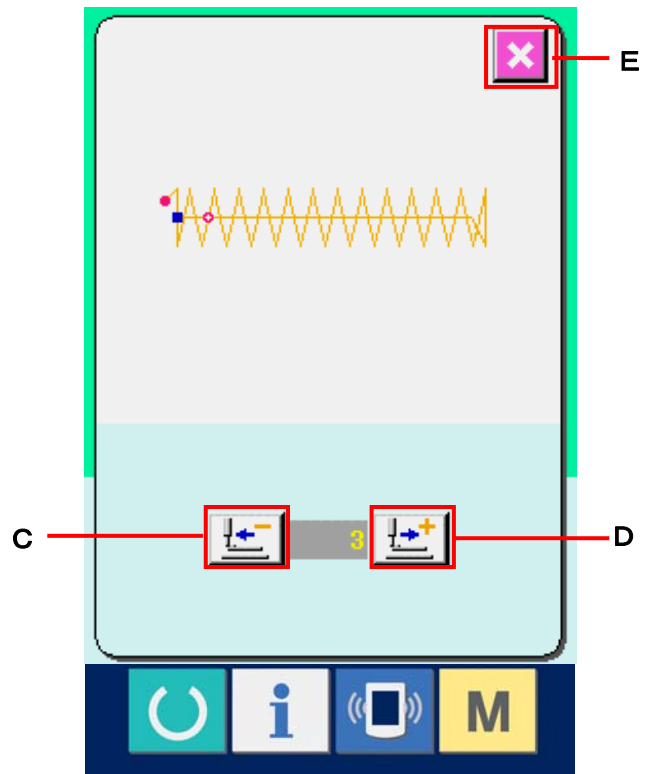
(D).

⑤ Finish checking the shape.


When CANCEL button  (E) is pressed, the screen returns to the sewing screen. When the checking of the shape is not in the position of the start of sewing or that of the end of sewing, press the foot switch. Then it is possible to sew from the midway of checking.




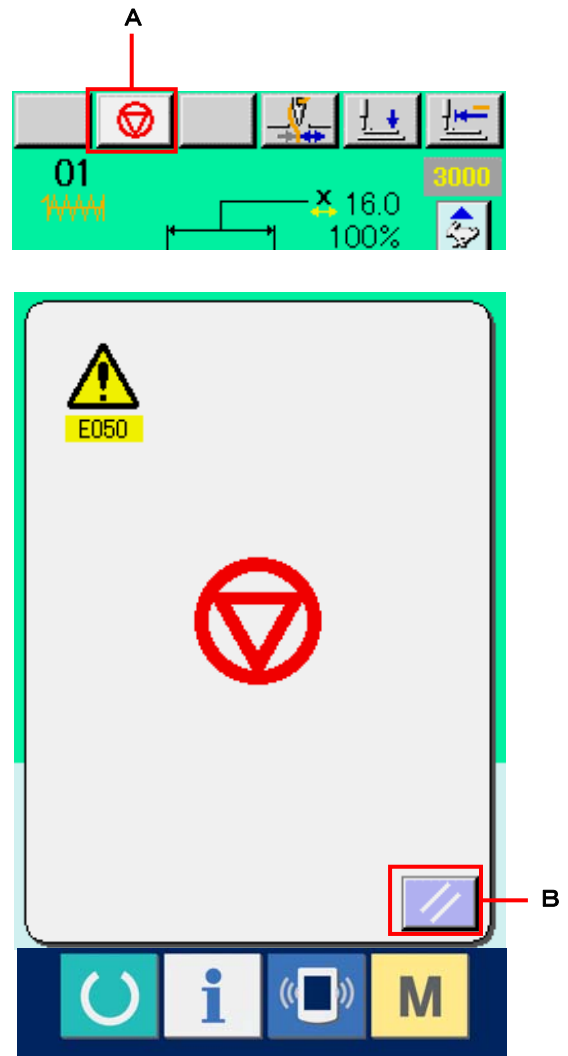
The presser does not come down immediately after turning ON the power.



8. USING TEMPORARY STOP


When the panel temporary stop button is selected with memory switch **U31**, TEMPORARY STOP button  (A) is displayed on the sewing screen. When the temporary stop switch is pressed during sewing, the sewing machine can be stopped. At this time, the error screen is displayed to inform that the stop switch is pressed.

 **Caution** Perform the same operation when the external switch is used for the temporary stop.



8-1 To continue performing sewing from some point in sewing

① Release the error.


Press RESET button  (B) to release the error and the sewing screen is displayed.

② Perform thread trimming.

Press THREAD TRIM button  (C) to

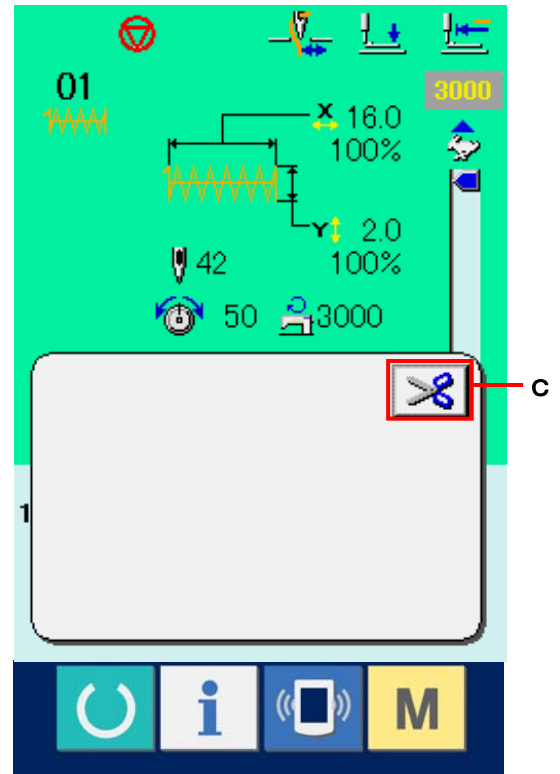
perform. When thread trimming has been

performed, FEED BACK button 



(D), FEED FORWARD button  (E) and

RETURN TO ORIGIN button  (F) are

displayed on the screen.

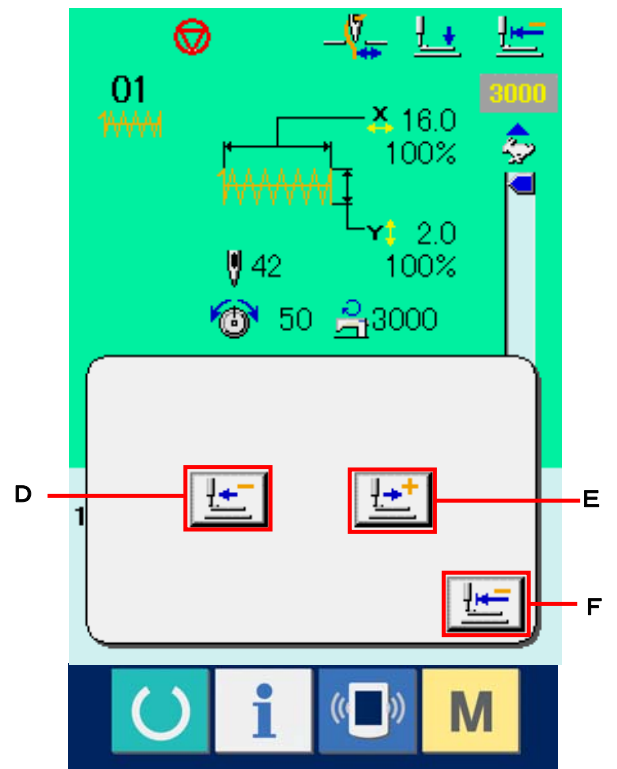


③ Adjust the presser to the re-sewing position.

When FEED BACK button  (D) is pressed, the presser returns stitch by stitch and when FEED FORWARD button  (E) is pressed, it advances stitch by stitch. Move the presser to the re-sewing position.


④ Re-start the sewing

When the pedal is depressed, sewing starts again.







8-2 To perform re-sewing from the start

① Release the error.


Press RESET button  (B) to release the error and the sewing screen is displayed.

② Perform thread trimming.

Press THREAD TRIM button  (C) to perform thread trimming.

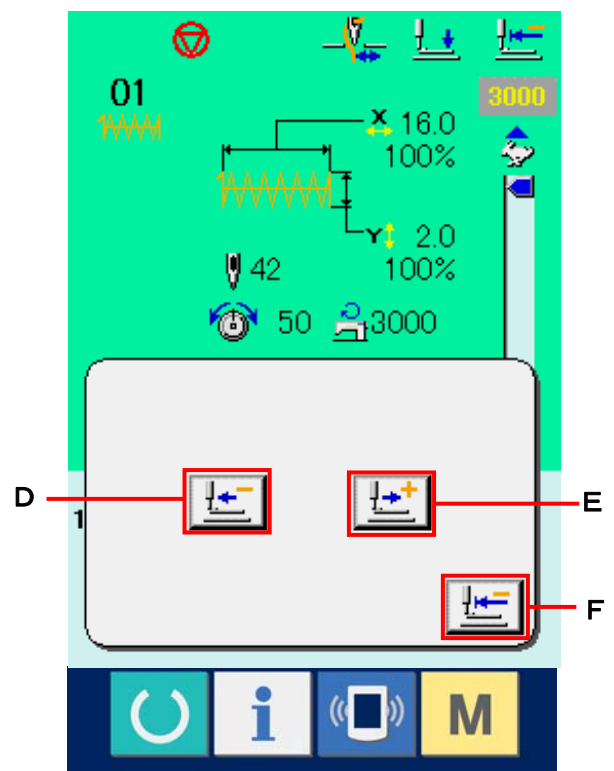
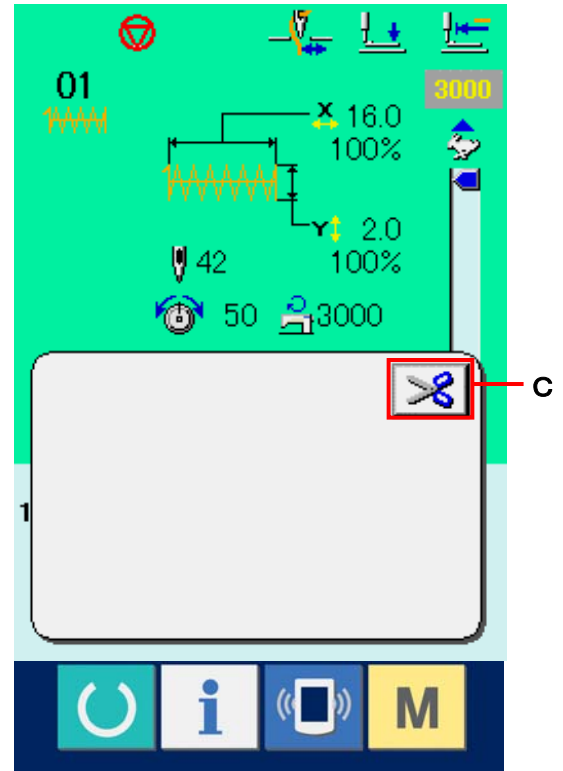
When thread trimming is performed, FEED BACK button  (D), FEED FORWARD button  (E) and RETURN TO ORIGIN button  (F) are displayed on the screen.

③ Return to the origin.

When RETURN TO ORIGIN button  (F) is pressed, the pop-up is closed, the sewing screen is displayed and the machine returns to the position of the start of sewing.

④ Perform again the sewing work from the start

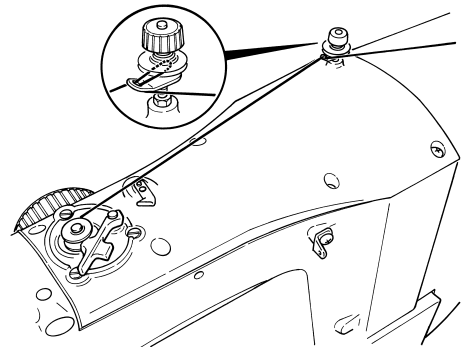
When the pedal is depressed, sewing starts again.



9. WINDING BOBBIN THREAD


9-1 When performing winding bobbin thread while performing sewing

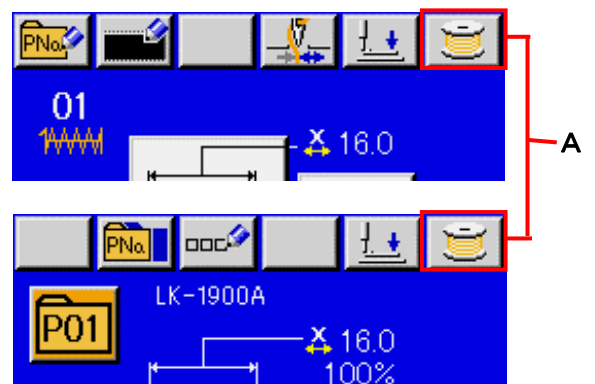
Pass the thread to wind bobbin thread as shown in the figure on the right side.



9-2 When performing winding bobbin thread only

① Display the bobbin winding screen.


Press BOBBIN WINDER button  (A) in the data input screen (blue) and the bobbin winding screen is displayed.

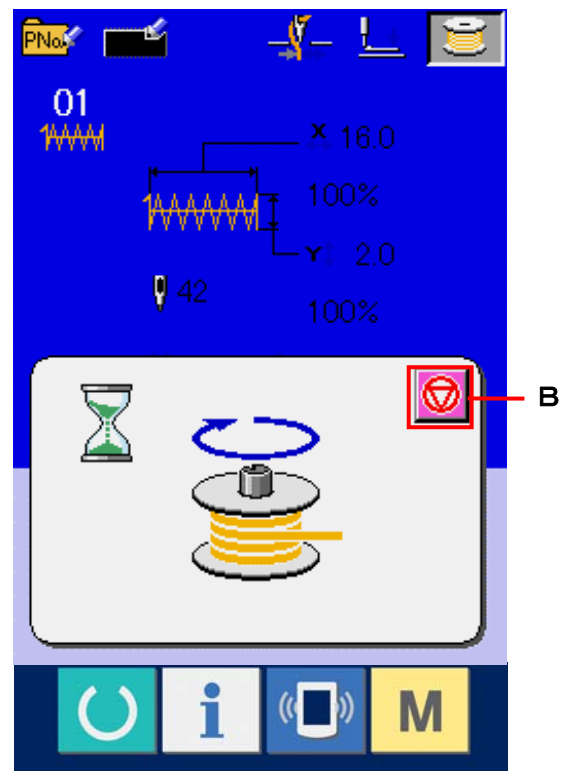



② Start bobbin winding.

Depress the start pedal, and the sewing machine rotates and starts winding bobbin thread.

③ Stop the sewing machine.

Press STOP button  (B) and the sewing machine stops and returns to the normal mode. Or, depress the start pedal again during winding bobbin and the sewing machine stops while the bobbin thread winding mode stays as it is. Depress the start pedal again and the bobbin winding starts again. Use this way when winding bobbin thread around plural bobbins.




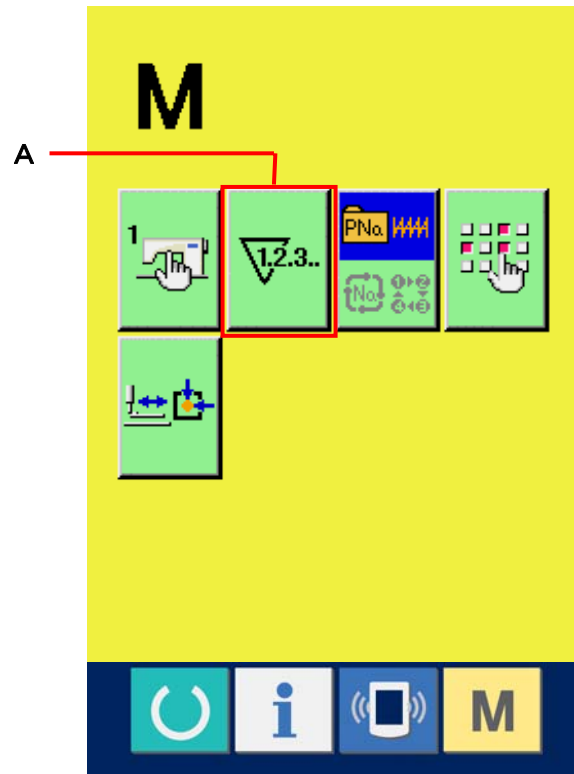
Bobbin winder does not work immediately after turning ON the power. Perform the bobbin winding after setting pattern No. or the like once, pressing the  key, and making the sewing LED light up.

10. USING COUNTER



10-1 Setting procedure of the counter

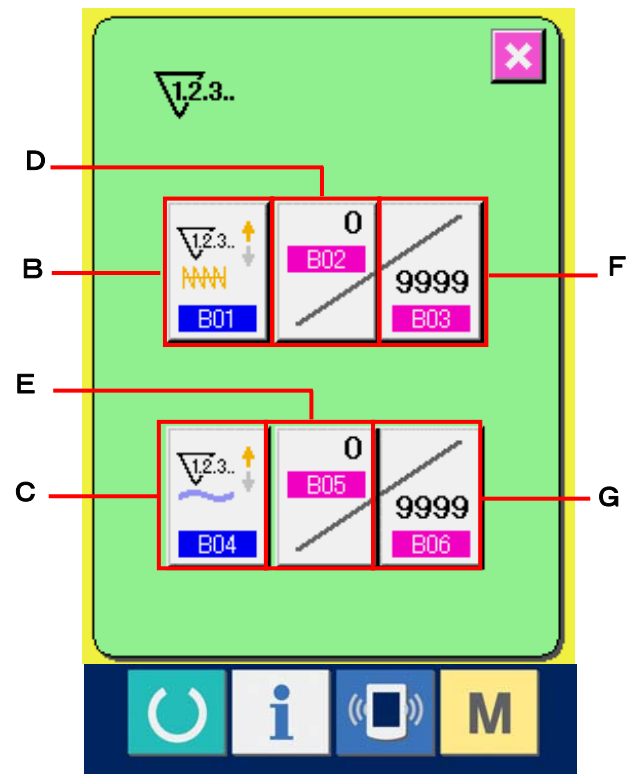
① **Display the counter setting screen.**

Press **M** switch and the COUNTER SETTING button  (A) is displayed on the screen. When this button is pressed, the counter setting screen is displayed.



② **Selection of kinds of counters**


This sewing machine has two kinds of counters, i. e. , sewing counter and No. of pcs. counter. Press SEWING COUNTER KIND SELECTION button  (B) or NO. OF PCS. KIND SELECTION button  (C) to display the counter kind selection screen. The kinds of the respective counters can be set separately.




[Sewing counter]

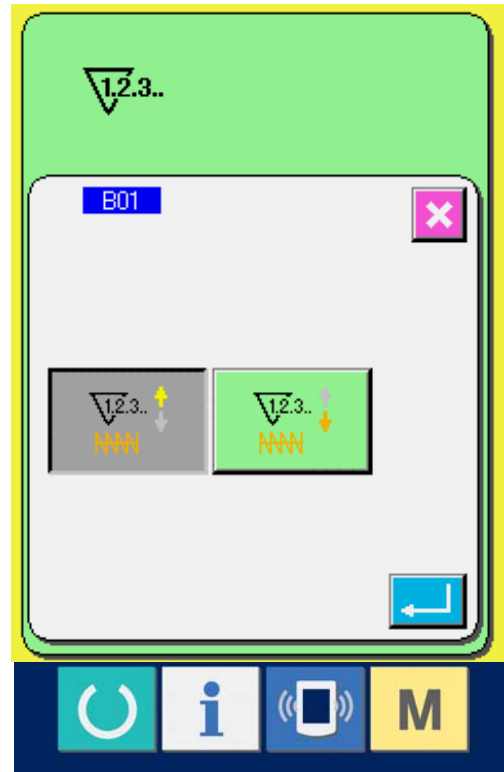
UP counter  :

Every time the sewing of one shape is performed, the existing value is counted up. When the existing value is equal to the set value, the count-up screen is displayed.

DOWN counter  :

Every time the sewing of one shape is performed, the existing value is counted down. When the existing value is reached to "0", the count-up screen is displayed.


Counter not used 




[No. of pcs. Counter]

UP counter  :



Every time one combination sewing is performed, the existing value is counted up. When the existing value is equal to the set value, the count-up screen is displayed.

DOWN counter  :

Every time one combination sewing is performed, the existing value is counted down. When the existing value is reached to "0", the count-up screen is displayed.

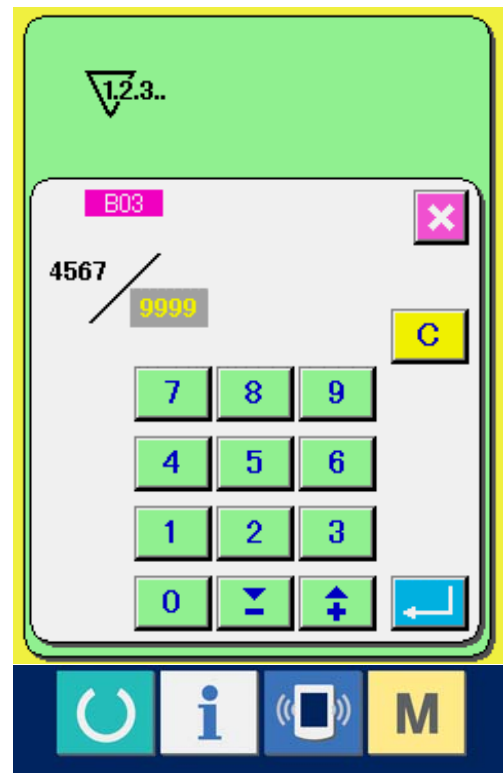
Counter not used 

③ **Change of counter set value**



In case of the sewing counter, press button  (F) and in case of the No. of pcs. counter, press button  (G) and the set value input screen is displayed.

Here, input the set value.

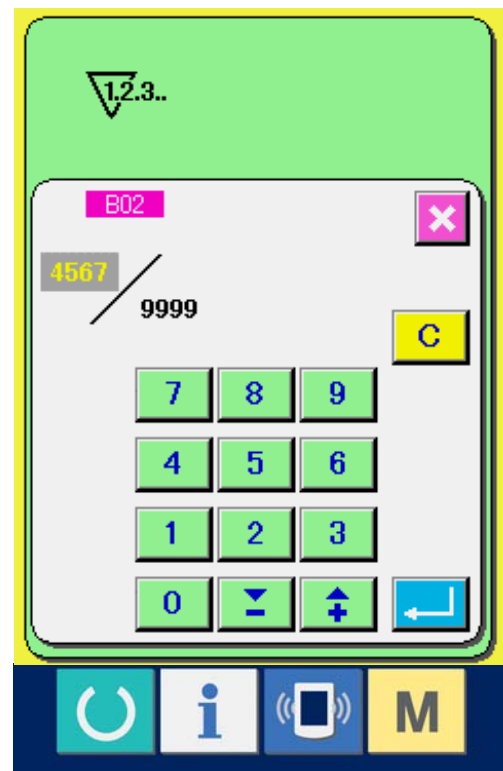
When "0" is inputted in the set value, the display of count-up screen is not performed.



④ **Change of counter existing value**

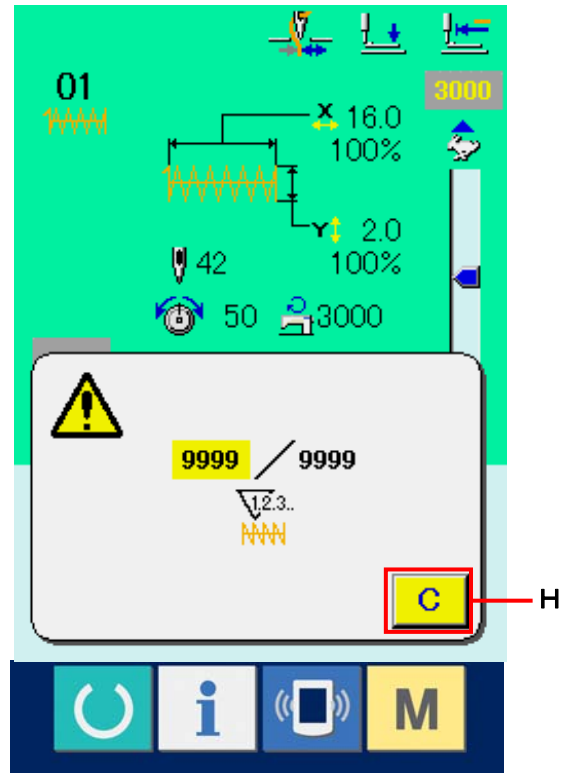
In case of the sewing counter, press button  (D) and in case of the No. of pcs. counter, press button  (E) and the existing value input screen is displayed.

Here, input the existing value.




10-2 Count-up releasing procedure

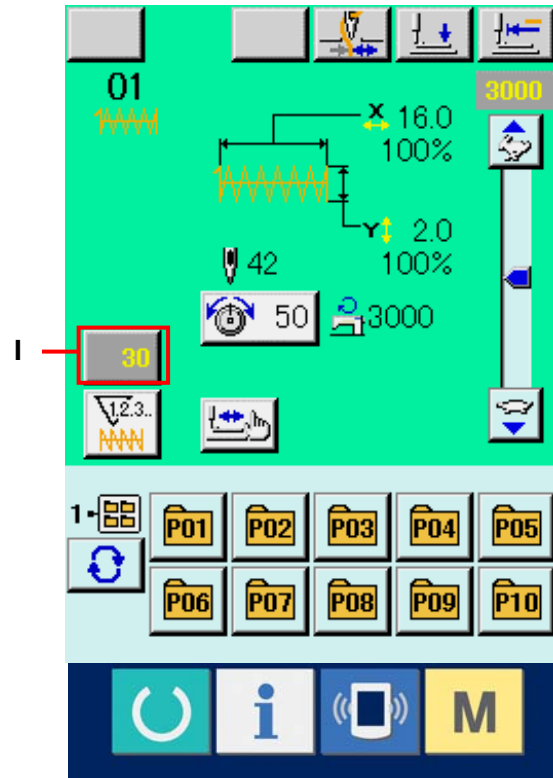
When the count-up condition is reached during sewing work, the count-up screen is displayed and the buzzer beeps. Press CLEAR button **C** (H) to reset the counter and the screen returns to the sewing screen. Then the counter starts counting again



10-3 How to change the counter value during sewing

① **Display the counter value change screen.**

When you desire to revise the counter value during sewing work due to the mistake or the like, press COUNTER VALUE CHANGE button  (I) on the sewing screen. The counter value change screen is displayed.




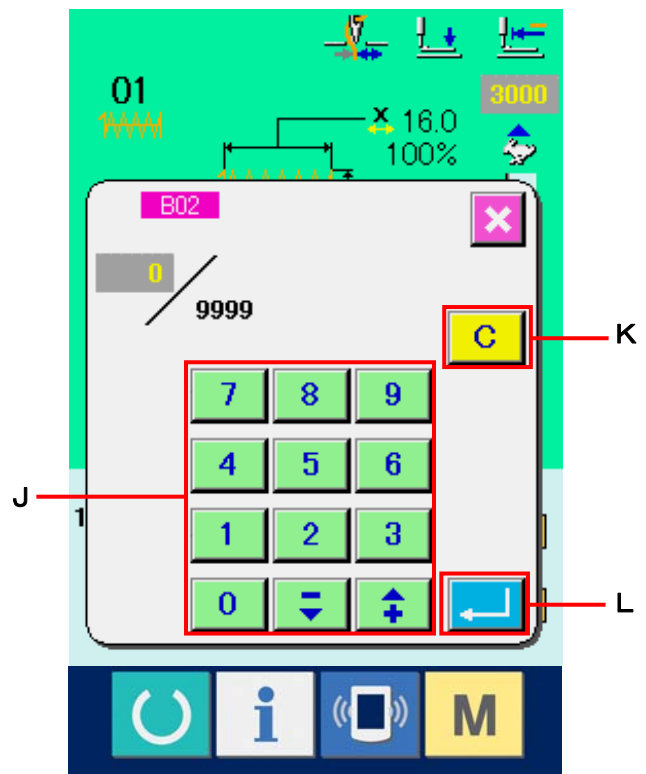
② **Change the counter value.**

Input the value you desire with ten keys, or "+" or "-" key (E).

③ **Determine the counter value.**


When ENTER button  (L) is pressed, the data is determined.

When you desire to clear the counter value, press CLEAR button  (K).




11. PERFORMING NEW REGISTER OF USERS' PATTERN


① Display the data input screen.

Only in case of the data input screen (blue), new register of the pattern can be performed. In case of the sewing screen (green), press READY switch  and display the data input screen (blue).


② Call the new register of users' pattern screen.

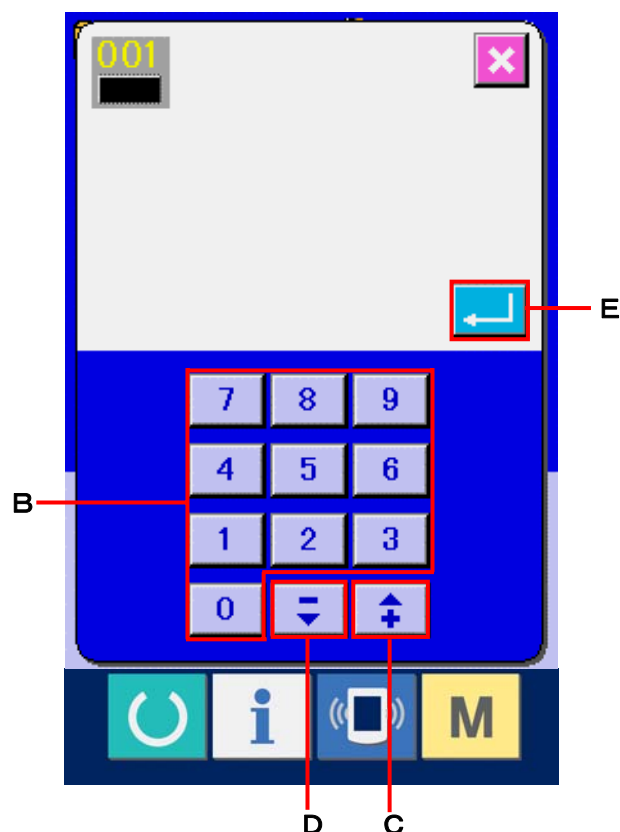
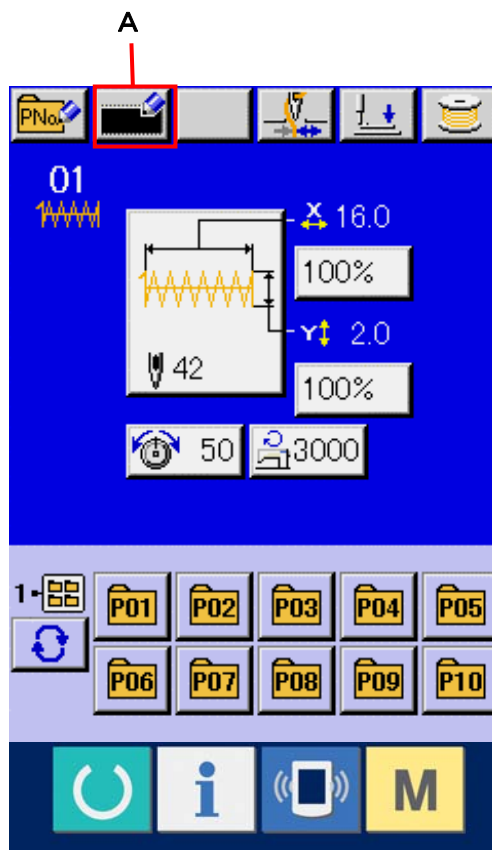
Press NEW REGISTER button  (A) and the new register of users' pattern screen is displayed.

③ Input the users' pattern No.

Input the users' pattern No. you desire to newly register with the ten keys (B). When the users' pattern No. which has been already registered is inputted, the sewing shape which has been registered is displayed in the upper part of the screen. Select the users' pattern No. which is not displayed and has not been registered. New register to the users' pattern No. which has been already registered is prohibited. It is possible to retrieve the users' pattern No. which has not been registered with the + or - button  (C and D).


④ Determine the users' pattern No.

Press ENTER button  (E) to determine the users' pattern NO. to be newly registered and the data input screen at the time of users' pattern selection is displayed.




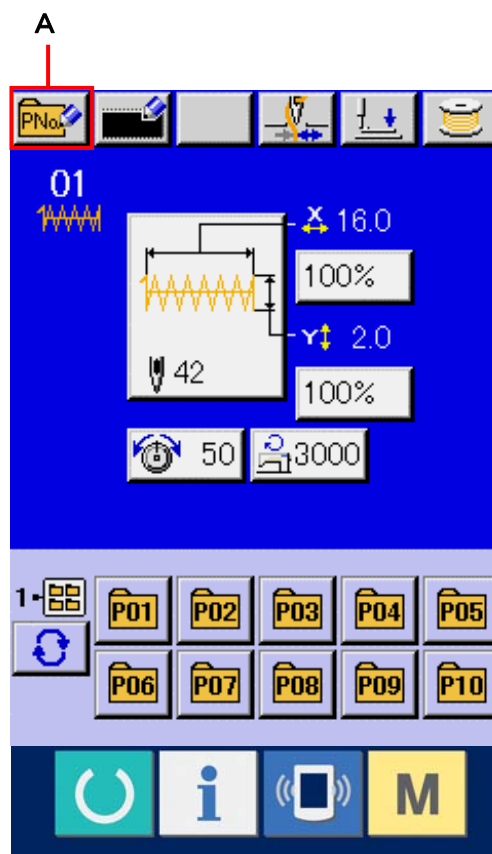
12. PERFORMING NEW REGISTER OF PATTERN BUTTON

① Display the data input screen.


Only in case of the data input screen (blue), new register of the pattern button can be performed. In case of the sewing screen (green), press READY switch  and display the data input screen (blue).

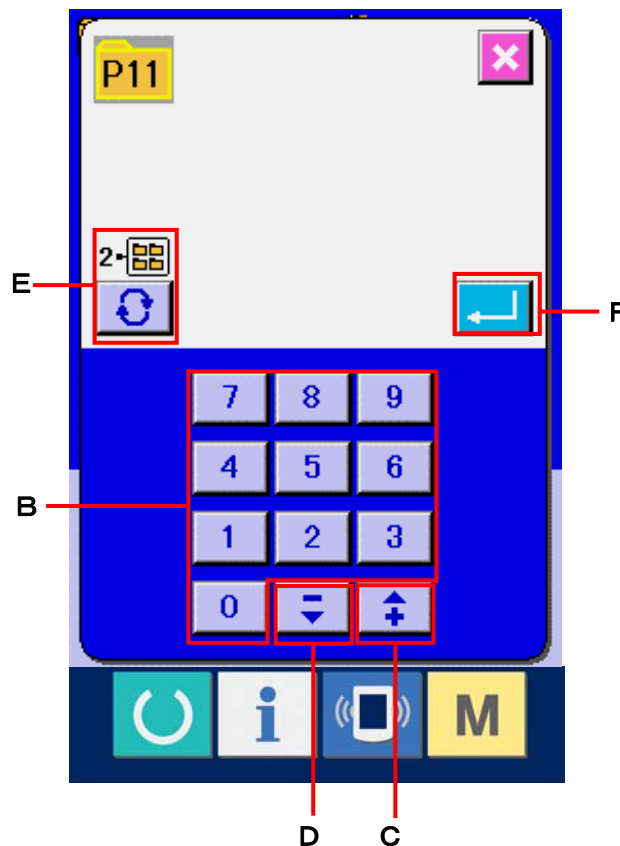
② Call the new register of pattern button screen.

Press NEW REGISTER button  (A) and the new register of pattern button screen is displayed.



③ **Input the pattern button No.**


Input the pattern button No. you desire to newly register with the ten keys (B). When the pattern No. which has been already registered is inputted, the sewing shape which has been already registered is displayed in the upper part of the screen. Select the pattern button No. which is not displayed and has not been registered. New register to the pattern button No. which has been already registered is prohibited. It is possible to retrieve the pattern button No. which has not been registered with the + or - button  (C and D).



④ **Select the folder to be stored.**

It is possible for the pattern buttons to be stored in five folders. As many as 10 pattern buttons can be stored for one folder. The folder to store the button can be selected with FOLDER SELECTION button (E).

⑤ **Determine the pattern No.**

Press ENTER button  (F) to determine the pattern button No. to be newly registered and the data input screen at the time of pattern button selection is displayed.

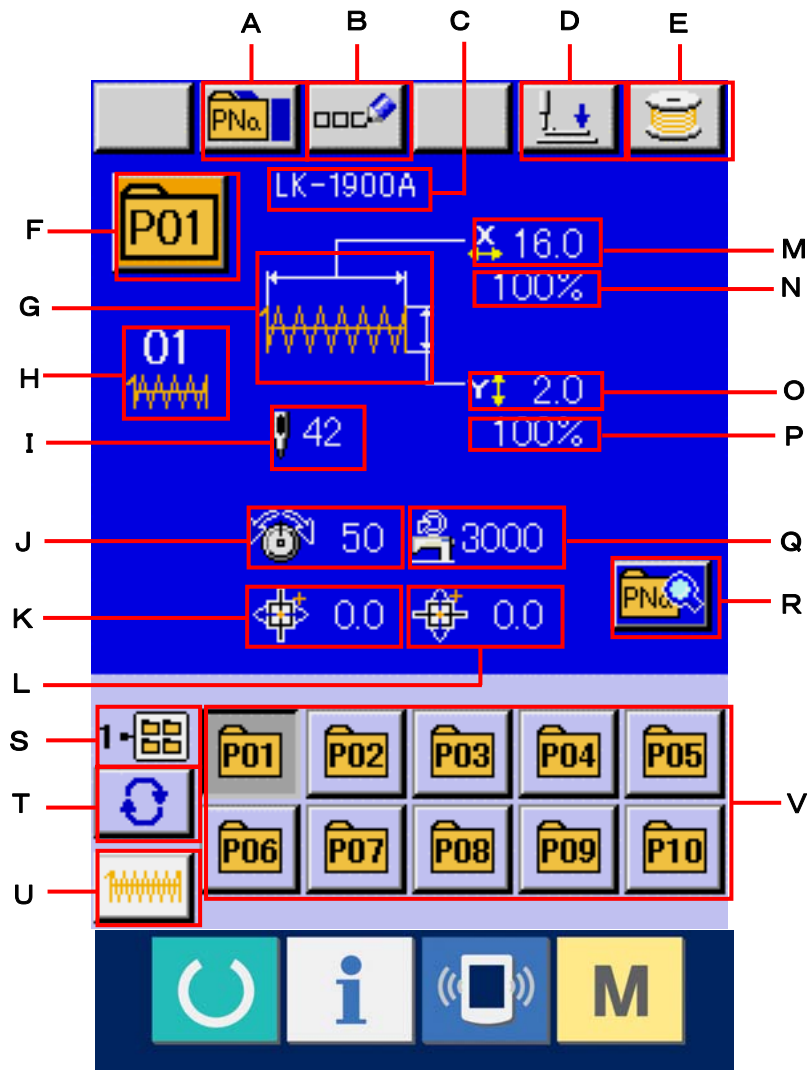





Press P1 to P25 key while the sewing LED lights up and the presser comes down.

Be careful that your fingers are not caught in the presser.

13. LCD DISPLAY SECTION AT THE TIME OF PATTERN BUTTON SELECTION

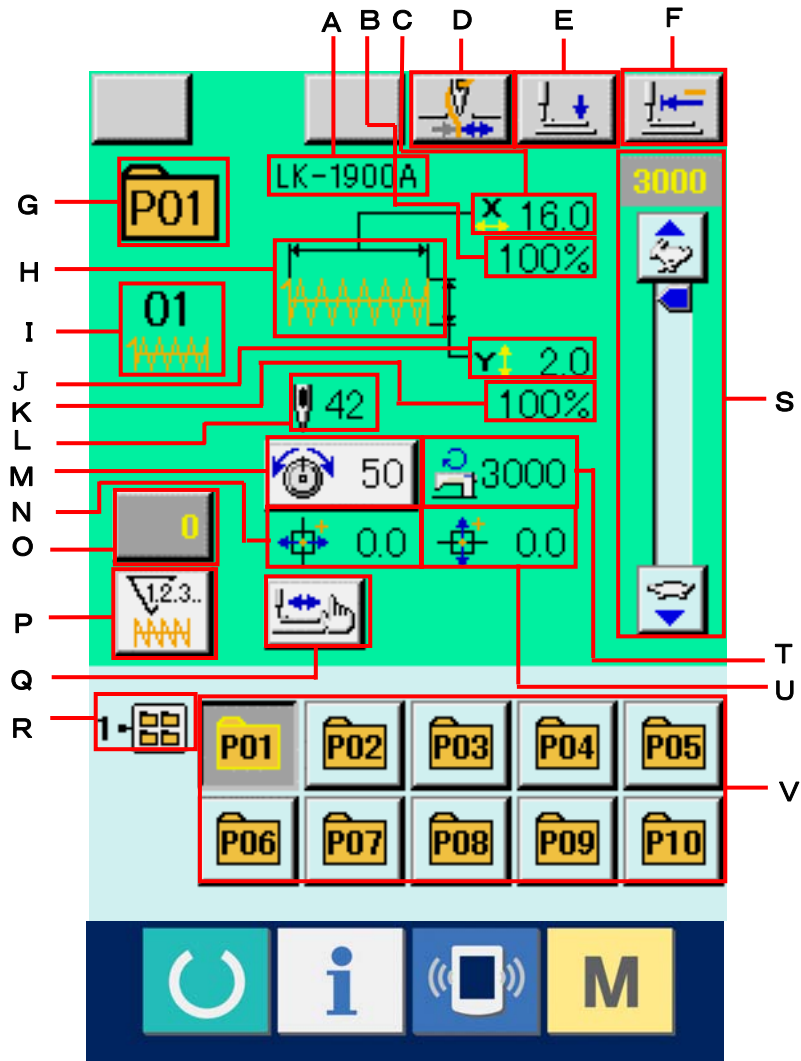
13-1 Pattern button data input screen





	Button and display	Description
A	PATTERN BUTTON COPY button	Pattern button copy screen is displayed. → Refer to 17. COPYING PATTERN BUTTON.p.46.
B	PATTERN BUTTON NAME SETTING button	Pattern button name input screen is displayed. → Refer to 16. NAMING PATTERN BUTTON.P.45.
C	PATTERN BUTTON NAME display	Character which is registered to the pattern button No. being selected is displayed.
D	PRESSER DOWN button	Presser can be lowered and the presser down screen is displayed. To raise the presser, press the presser up button displayed in the presser down screen.
E	WINDING BOBBIN button	Bobbin thread can be wound. → Refer to 9. WINDING BOBBIN THREAD. P.26.
F	PATTERN BUTTON NO. display	Pattern button No. being selected at present is displayed on this button and when the button is pressed, the pattern button No. selection screen is displayed. → Refer to 14. PERFORMING PATTERN BUTTON NO. SELECTION. p.41.
G	SEWING SHAPE	Sewing shape which is registered to the pattern button No. being selected is displayed.
H	SEWING SHAPE NO.	Kind of shape and sewing shape No. of the sewing shape which is registered to the pattern button No. being selected are displayed. There are three kinds of sewing shapes below.  : Standard pattern  : LK-1900 pattern  : Users' pattern
I	TOTAL NO. OF STITCHES	Total number of stitches of the pattern which is registered to the pattern button No. being selected is displayed. * This item is displayed only when the sewing shape being selected is the standard pattern.

	Button and display	Description
J	THREAD TENSION display	Thread tension value which is registered to the pattern button No. being selected is displayed.
K	TRAVEL AMOUNT IN X DIRECTION display	Travel amount in X direction which is registered to the pattern button No. being selected is displayed.
L	TRAVEL AMOUNT IN Y DIRECTION display	Travel amount in Y direction which is registered to the pattern button No. being selected is displayed.
M	X ACTUAL SIZE VALUE display	X actual size value which is registered to the pattern button No. being selected is displayed.
N	X SCALE RATE display	X scale rate which is registered to the pattern button No. being selected is displayed.
O	Y ACTUAL SIZE VALUE display	Y actual size value which is registered to the pattern button No. being selected is displayed.
P	Y SCALE RATE display	Y scale rate which is registered to the pattern button No. being selected is displayed.
Q	MAX. SPEED LIMITATION	Maximum speed limitation which is registered to the pattern button No. being selected is displayed.
R	PATTERN BUTTON EDIT button	Pattern button edit screen is displayed.
S	FOLDER NO. display	Folder No. in which the displayed pattern buttons are stored is displayed.
T	FOLDER SELECTION button	Folders to display the pattern button are displayed in order.
U	SEWING SHAPE SELECTION DATA INPUT SCREEN DISPLAY button	Sewing shape data input screen is displayed. → Refer to 3-1 Sewing shape data input screen, p. 8.
V	PATTERN button	Pattern buttons stored in S Folder No. are displayed. → Refer to 12. PERFORMING NEW REGISTER OF PATTERN BUTTON. P.33.

13-2 Sewing screen




	Button and display	Description
A	PATTERN BUTTON NAME display	Character which is registered to the pattern button No. being sewn is displayed.
B	X SCALE RATE display	Scale rate in X direction which is registered to the pattern button No. being sewn is displayed.
C	X ACTUAL SIZE VALUE display	Actual size value in X direction which is registered to the pattern button No. being sewn is displayed.
D	THREAD CLAMP button	Effective/ineffective of thread clamp is selected.  : Thread clamp ineffective  : Thread clamp effective
E	PRESSER DOWN button	Presser can be lowered and the presser down screen is displayed. To raise the presser, press the presser up button displayed in the presser down screen.
F	RETURN TO ORIGIN button	Presser is returned to the start of sewing and is raised at the time of temporary stop.
G	PATTERN NO. display	Pattern button No. being sewn is displayed.
H	SEWING SHAPE display	Sewing shape being sewn is displayed.
I	SEWING SHAPE NO. display	Kind of sewing and sewing shape No. which are registered to the pattern being sewn are displayed.
J	Y ACTUAL SIZE VALUE display	Actual size value in Y direction which is registered to the pattern button No. being sewn is displayed.
K	Y SCALE RATE display	Scale rate in Y direction which is registered to the pattern button No. being sewn is displayed.
L	TOTAL NO. OF STITCHES OF SEWING SHAPE display	Total number of stitches of sewing shape which is registered to the pattern button No. being sewn is displayed.

	Button and display	Description
M	NEEDLE THREAD TENSION SETTING button	Needle thread tension value which is set to the pattern data being selected at present is displayed on this button and when the button is pressed, the item data change screen is displayed. → Refer to 6. PERFORMING ITEM DATA CHANGE, p. 19.
N	TRAVEL AMOUNT IN X DIRECTION display	Travel amount in X direction which is registered to the pattern button No. being sewn is displayed.
O	COUNTER VALUE CHANGE button	Existing counter value is displayed on this button. When the button is pressed, the counter value change screen is displayed. → Refer to 10. USING COUNTER, p. 27.
P	COUNTER CHANGEOVER button	Display of sewing counter/No. of pcs. counter can be changed over.→ Refer to 10. USING COUNTER, p. 27.
Q	STEP SEWING button	The step sewing screen is displayed. Checking the pattern shape can be performed. → Refer to 7. CHECKING PATTERN SHAPE, p.21.
R	FOLDER NO. display	Folder No. in which the displayed pattern register buttons are stored is displayed.
S	SPEED variable resistor	Number of revolutions of the sewing machine can be changed.
T	MAX. SPEED LIMITATION display	Maximum speed limitation which is registered to the pattern button No. being sewn is displayed.
U	TRAVEL AMOUNT IN Y DIRECTION display	Travel amount in Y direction which is registered to the pattern button No. being sewn is displayed.
V	PATTERN REGISTER button	Pattern button which is stored in T FOLDER NO. is displayed. → Refer to 12. PERFORMING NEW REGISTER OF PATTERN BUTTON, p.33.


14. PERFORMING PATTERN BUTTON NO. SELECTION

14-1 Selection from the data input screen


① **Display the data input screen.**

In case of the data input screen (blue), it is possible to select the pattern button No. In case of the sewing screen (green), press READY switch  to display the data input screen.


② **Call the pattern button No. selection screen,**


When PATTERN BUTTON NO. SELECTION button  (A) is pressed, the pattern button No. selection screen is displayed. Pattern button No. which is selected at present and the contents are displayed on the upper part of the screen, and the list of the pattern button No. buttons which have been registered is displayed on the lower part of the screen.


③ **Select the pattern button No.**

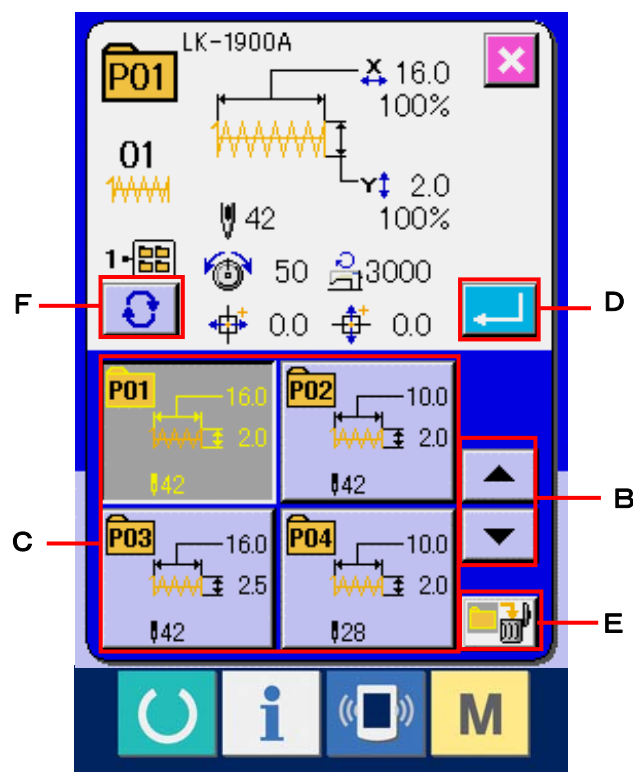
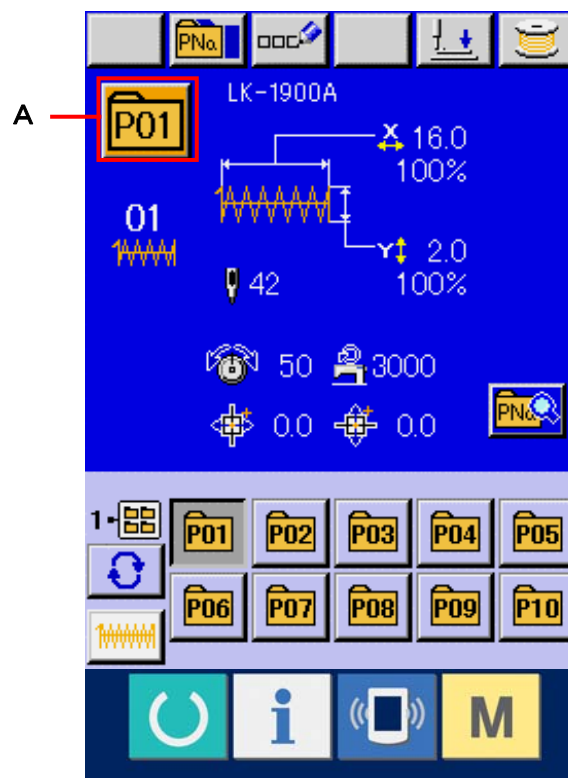
When UP or DOWN SCROLL button  (B) is pressed, pattern button No. buttons (C) which have been registered are changed over in order. The contents of sewing data which have been inputted in the pattern button No. are displayed in the button. Here, press the pattern button No. button (C) you desire to select.

④ **Determine the pattern button No.**

When ENTER button  (D) is pressed, the pattern button No. selection screen is closed and the selection is finished. However, the pattern buttons which are registered to the combination sewing cannot be deleted.

* When you desire to delete the pattern button which has been registered, press DELETE  (E) button. However, the pattern buttons which are registered to the combination sewing cannot be deleted.

* For the pattern No. to be displayed, press FOLDER SELECTION  (F) button and pattern button Nos. which have been stored in the specified folder are displayed in the list. When the folder No. is not displayed, all pattern Nos. which have been registered are displayed.




14-2 Selection by means of the shortcut button

① Display the data input screen or the sewing screen.

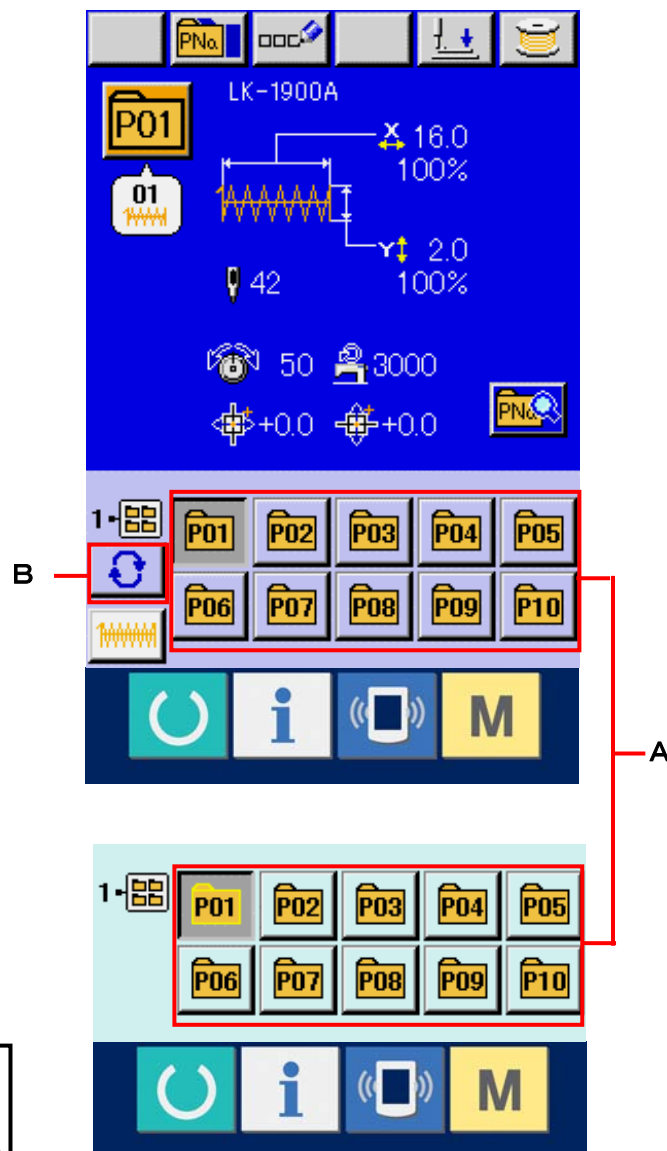
When the pattern is registered to the folder, pattern buttons (A) are surely displayed on the lower side of the screen of the data input screen or sewing screen.

② Select the pattern No.

Pattern button is displayed with every folder which is specified when the pattern is newly created.

When FOLDER SELECTION button  (B) is pressed, the pattern button to be displayed is changed.


Display and press the button of the pattern button No. you desire to sew. When it is pressed, the pattern button No. is selected.




	<p>Make sure without fail of the contour of the sewing pattern after selection of the sewing pattern. If the sewing pattern extends outside the work clamp feet, the needle will interfere with the work clamp feet during sewing, causing dangerous troubles including needle breakage.</p>
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15. CHANGING CONTENTS OF PATTERN BUTTON

① Display the data input screen at the time of pattern button selection.

Only in case of the data input screen (blue) at the time of pattern selection, it is possible to change the contents of pattern. In case of the sewing screen (green), press READY switch  to display the data input screen at the time of pattern button selection.

② Display the pattern button data change screen.


When PATTERN BUTTON DATA CHANGE button  (A) is pressed, the pattern button data change screen is displayed.

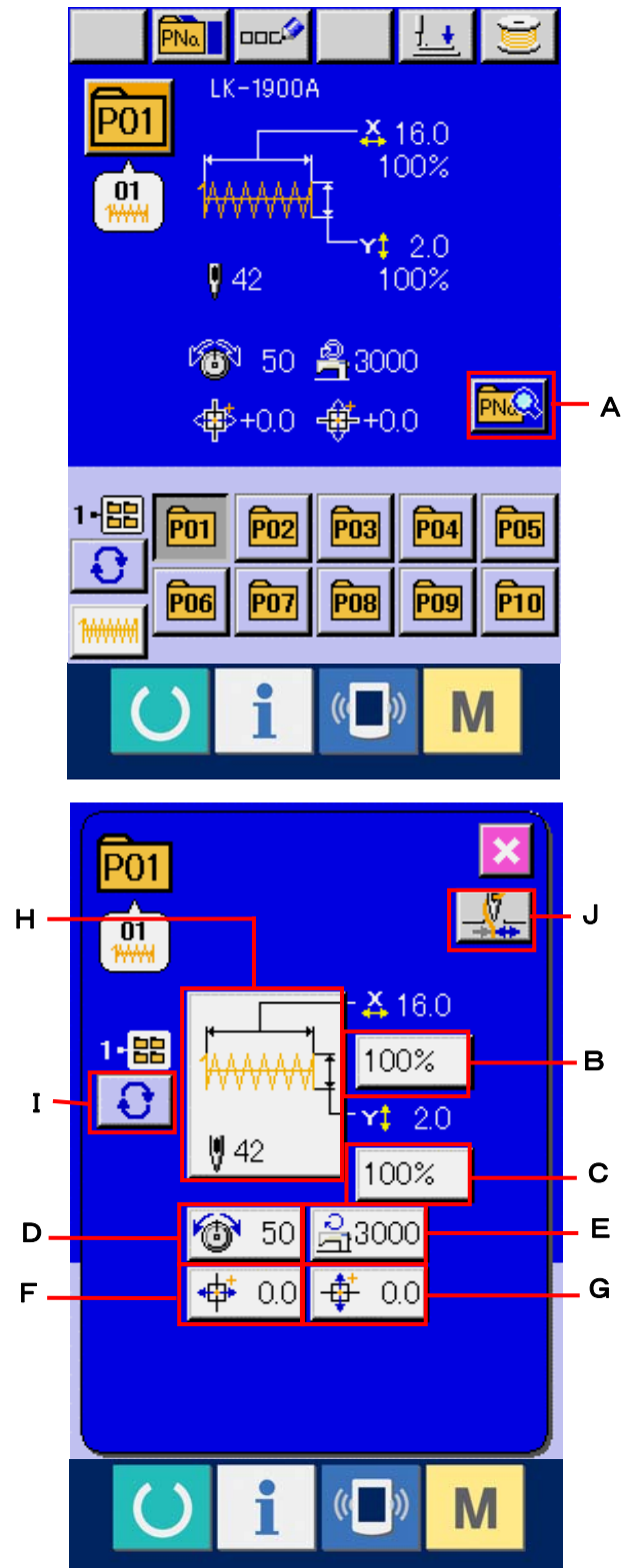
③ Display the input screen of the item data you desire to change.

Data which are possible to be changed are 9 items below.

	Item	Input range	Initial value
B	Scale rate in X direction	20 to 200 (%)	100
C	Scale rate in Y direction	20 to 200 (%)	100
D	Thread tension	0 to 200	50
E	Max. speed limitation	400 to 3,000 (rpm)	3,000
F	Travel amount in X direction	-5 to 5 (mm)	0
G	Travel amount in Y direction	-5 to 5 (mm)	0
H	Sewing shape	—	—
I	Folder No.	1 to 5	—
J	Thread clamp	With/without	With

When each button from B to H is pressed, the item data input screen is displayed. When the buttons of I and J are pressed, Folder Nos. and With/without thread clamp are changed over.

* B Scale rate in X direction and C Scale rate in Y direction can be changed to the actual size value input by selection of memory switch .



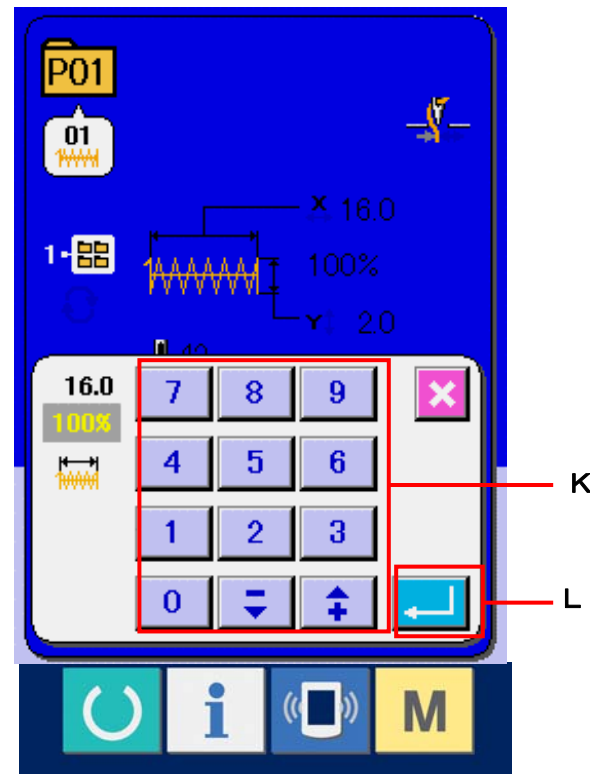
④ Determine the change of item data

For example, input X scale rate.

Press (B) to display the item data input screen.

Input the value you desire with the ten keys or + or - key (K).

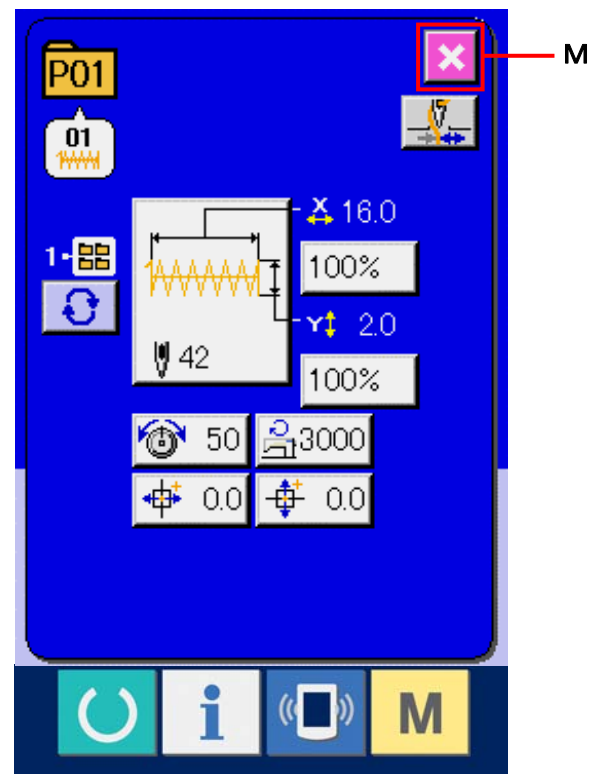
When ENTER button (L) is pressed, the data is determined.



⑤ Close the pattern button data change screen.

When the change is over, press CLOSE button (M). The pattern button data change screen is closed and the screen returns to the data input screen.

* It can be performed to change the other item data by the same operation.



When turning OFF the power without pressing READY key, the set values of pattern No. , X/Y scale, number of max. rotation, and thread tension are not memorized.




In case thread tension is changed in the read state, the set value when the power is turned OFF without pressing READY key or without performing sewing is not stored in memory.

16. NAMING PATTERN BUTTON


As many as 14 characters can be inputted in each pattern button.

① Display the data input screen.




Only in case of the data input screen (blue) at the time of pattern button selection, it is possible to input the name of pattern button.

In case of the sewing screen (green), press READY switch  to display the data input screen (blue).


② Call the character input screen.

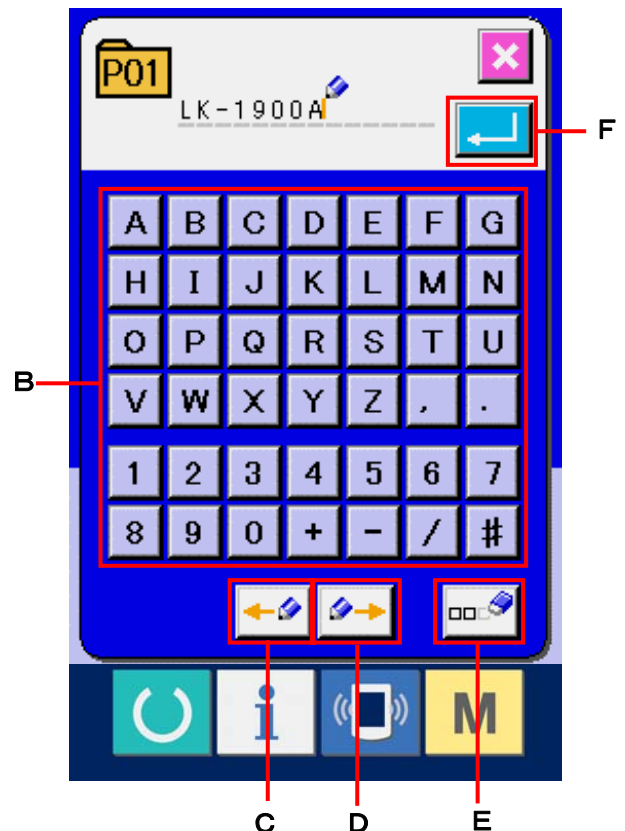
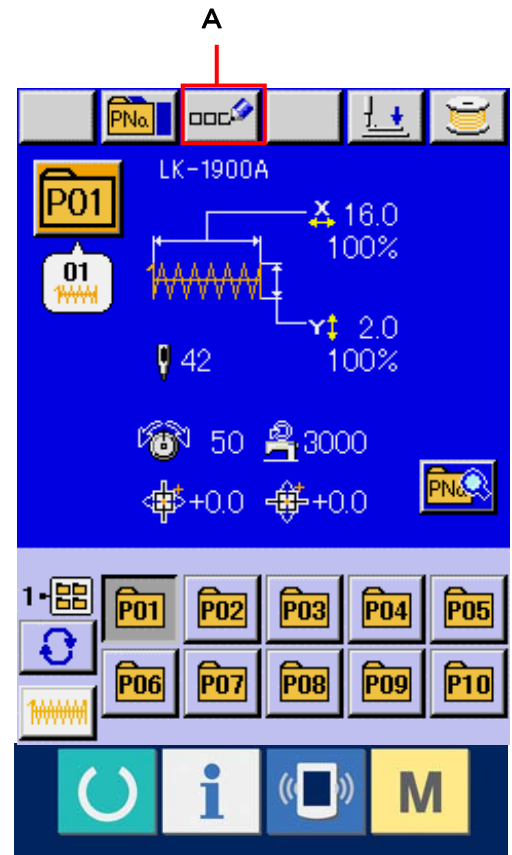
When CHARACTER INPUT button  (A) is pressed, the character input screen is displayed.

③ Input the character.

Press CHARACTER button (B) you desire to input and the input of character can be performed. As many as 14 characters of characters (A to Z and 0 to 9) and symbols (+, -, /, #, , . .) can be inputted. The cursor can be moved with CURSOR LEFT TRAVEL button  (C) and CURSOR RIGHT TRAVEL button  (D). When you desire to delete the inputted character, adjust the cursor to the position of the character you desire to delete and press DELETE button  (E).

④ Finish the input of character.

When ENTER button  (F) is pressed, the input of character is finished. After the finish, the inputted character is displayed on the upper part of the data input screen (blue).



17. COPYING PATTERN BUTTON


The sewing data of the pattern button No. which has already been registered can be copied to the pattern button No. which is not registered.

Overwriting copy of the pattern button is prohibited.


When you desire to overwrite, perform it after deleting the pattern button once.

→ Refer to [14. PERFORMING PATTERN BUTTON NO. SELECTION. p.41.](#)

① Display the data input screen.


Only in case of the data input screen (blue) at the time of pattern button selection, it is possible to copy. In case of the sewing screen (green), press READY switch  to display the data input screen (blue).

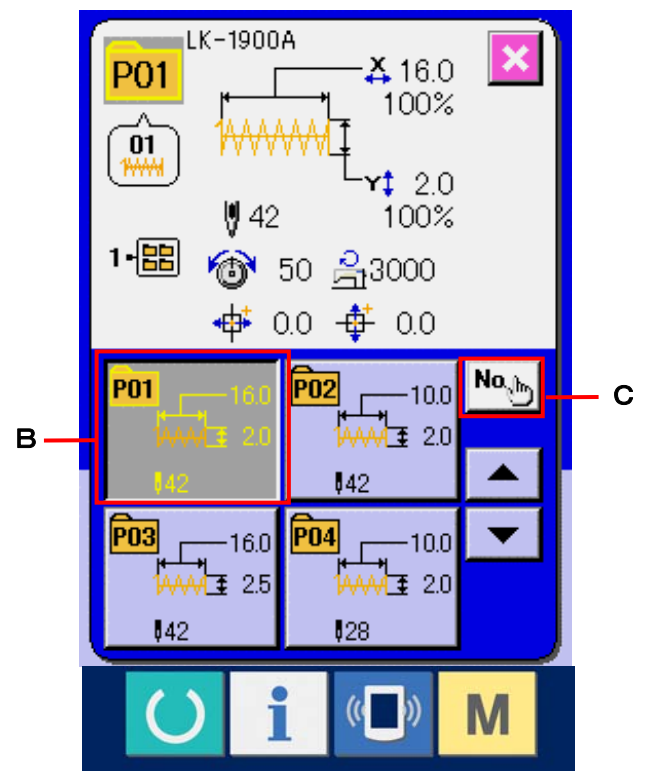
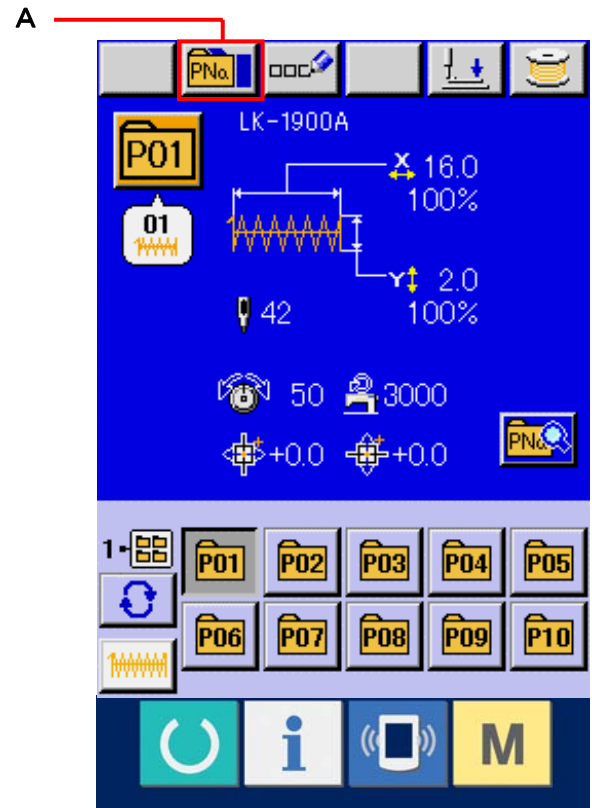
② Call the pattern copy screen.

When PATTERN BUTTON COPY button  (A) is pressed, the pattern button copy (copy source selection) screen is displayed.

③ Select the pattern No. of copy source.

Select the pattern button No. of copy source from the pattern button list button (B).

Next, press COPY DESTINATION INPUT button  (C) and the copy destination input screen is displayed.



④ **Input the pattern No. of copy destination.**

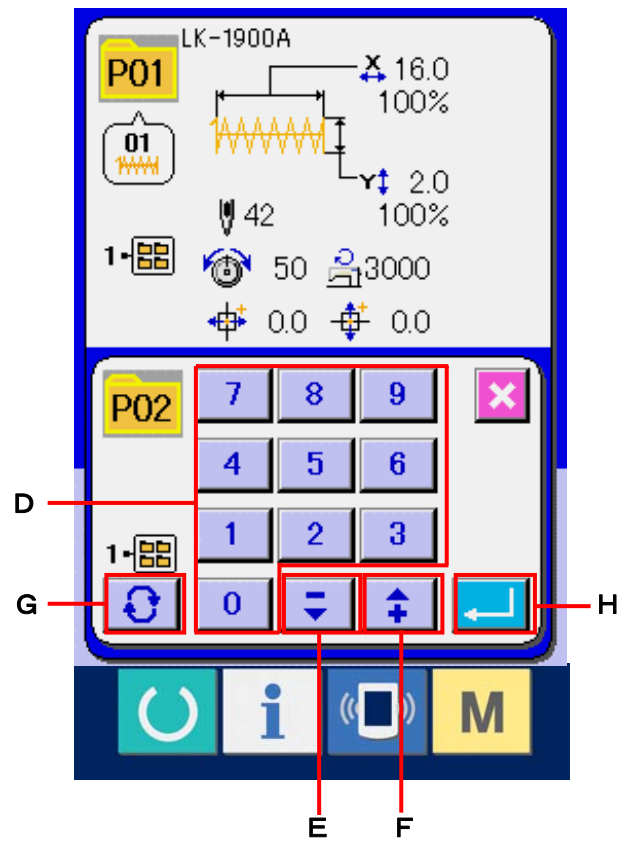
Input the pattern button No. of copy destination with ten keys (D). Pattern button No. which is not used yet can be retrieved with - and + buttons (E and F).

In addition, the folder to be stored can be selected with FOLDER SELECTION button (G).

⑤ **Start copying.**


When ENTER button (H) is pressed, copying starts. The copied pattern button No. in the selection state returns to the pattern button copy (copy source selection) screen after approximately two seconds.

* Combination data can be copied in the same way.





18. CHANGING SEWING MODE

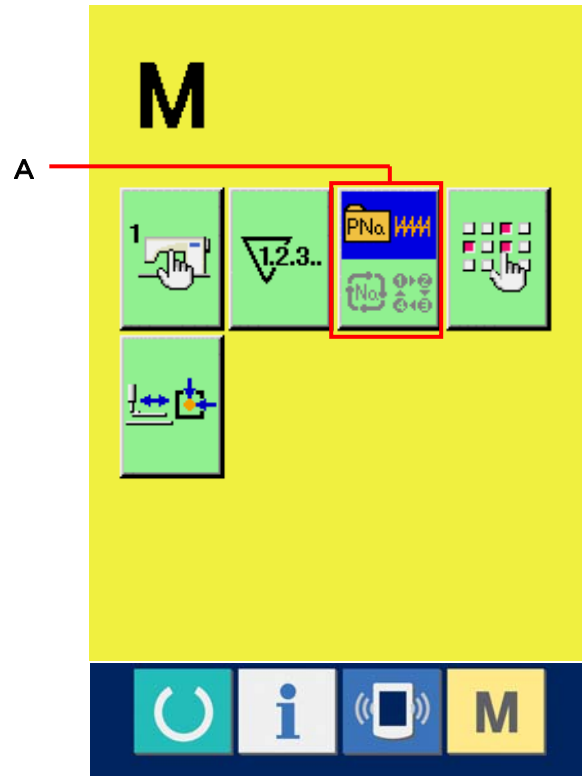
① Select the sewing mode.

When **M** switch is pressed in the state that the pattern has been registered, SEWING MODE SELECTION button  (A) is displayed on the screen. When this button is pressed, the sewing mode changes alternately the individual sewing and the combination sewing.

- * The image of the button of sewing mode selection button changes according to the sewing mode which is selected at present.

When individual sewing is selected : 

When combination sewing is selected : 



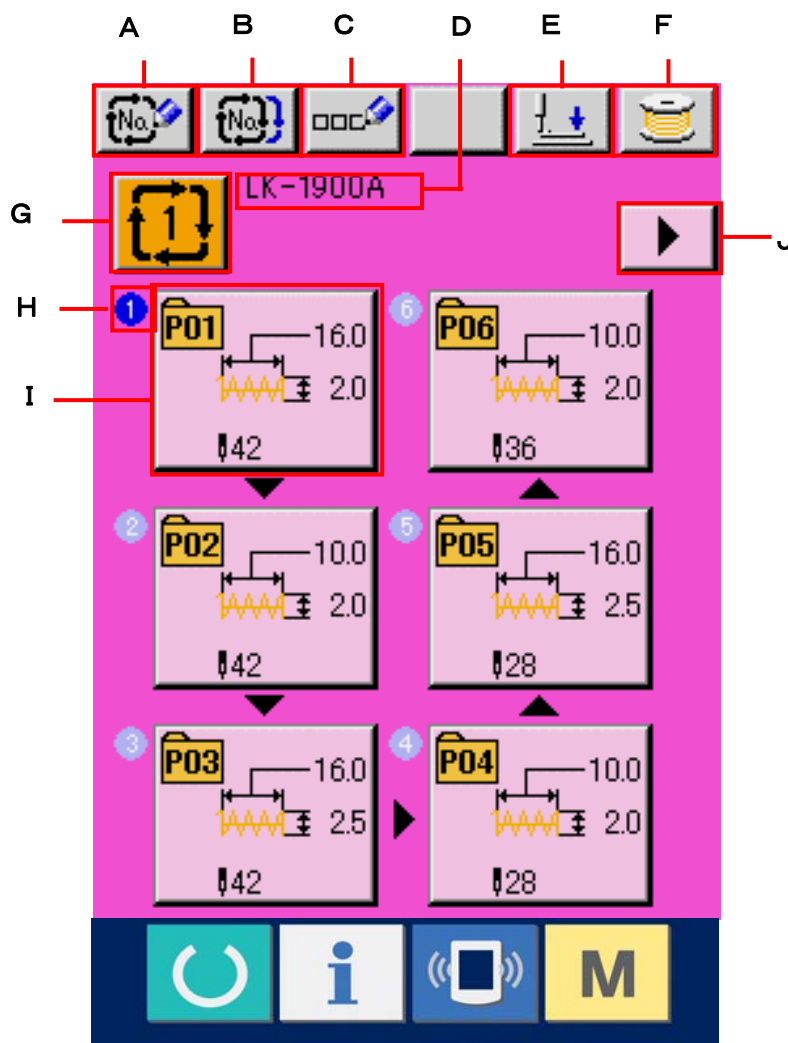
19. LCD DISPLAY SECTION AT THE TIME OF COMBINATION SEWING

The sewing machine is capable of sewing in order by combining the plural pattern data.

As many as 30 patterns can be inputted. Use this function when sewing plural different shapes on the sewing product. In addition, it is possible to register as many as 30 of the combination sewing data. Use this function for new creation and copying in case of need.

→ Refer to [12. PERFORMING NEW REGISTER OF PATTERN BUTTON. p.33.](#) and [17. COPYING PATTERN BUTTON. p.46.](#)

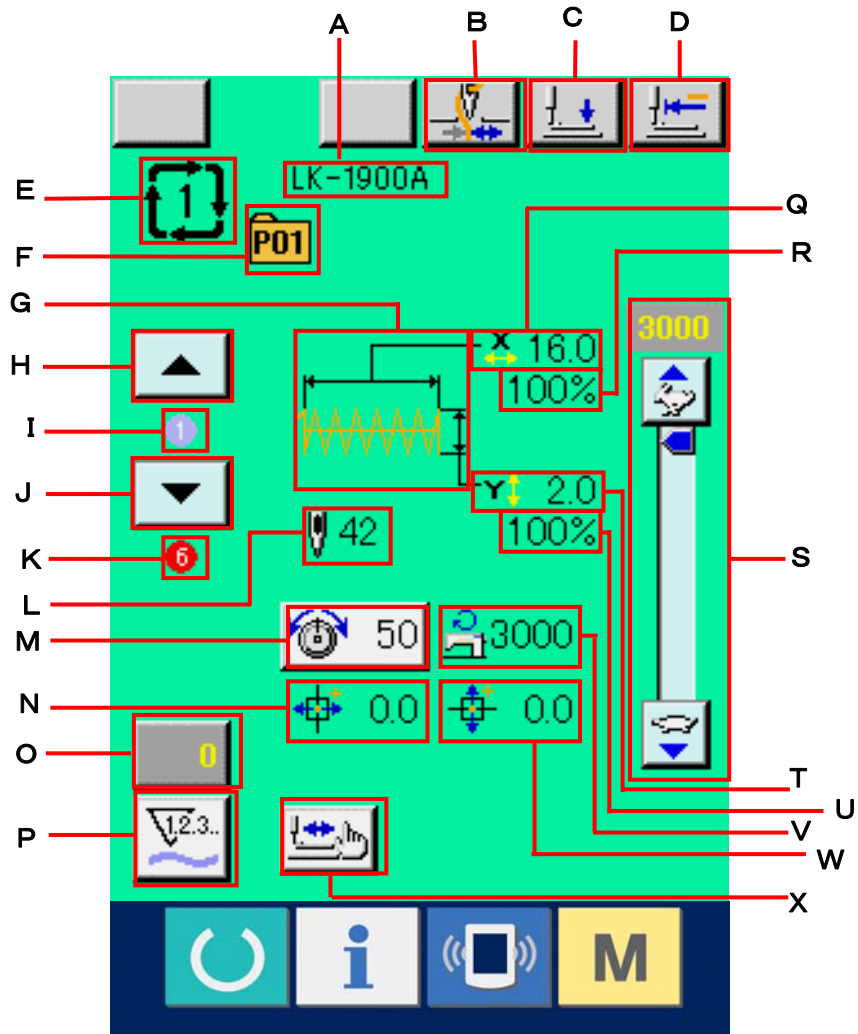
19-1 Pattern input screen





	Button and display	Description
A	COMBINATION DATA NEW REGISTER button	Combination data No. new register screen is displayed. → Refer to 12. PERFORMING NEW REGISTER OF PATTERN BUTTON. P.33.
B	COMBINATION DATA COPY button	Combination pattern No. copy screen is displayed. → Refer to 17. COPYING PATTERN BUTTON.p.46.
C	COMBINATION DATA NAME INPUT button	Combination data name input screen is displayed. → Refer to 16. NAMING PATTERN BUTTON. p.45.
D	COMBINATION DATA NAME display	Name which is inputted in the combination data being selected is displayed.
E	PRESSER DOWN button	Presser can be lowered and the presser down screen is displayed. To raise the presser, press the presser up button displayed in the presser down screen.
F	BOBBIN WINDING	Bobbin thread can be wound. → Refer to 9. WINDING BOBBIN THREAD. p.26.
G	COMBINATION DATA NO. SELECTION button	Combination data No. being selected is displayed in the button. When the button is pressed, the combination data No. selection screen is displayed.
H	SEWING ORDER display	Sewing order of the inputted pattern data is displayed. When the screen is changed over to the sewing screen, the pattern which is sewn first is displayed in blue color.
I	PATTERN SELECTION button	Pattern No. , shape, number of stitches, etc. which are registered in H Sewing order are displayed on the button. When the button is pressed, the pattern selection screen is displayed.
J	NEXT PAGE DISPLAY button	When the patterns which are registered to the combination data become more than 6 pcs. , this button is displayed. It is possible to register the patterns from the 7th to the next page. As many as 5 pages can be displayed

* As many as the number of inputted patterns is displayed in H and I, display and button.

19-2 Sewing screen



	Button and display	Description
A	COMBINATION DATA NAME display	Name which is inputted in the combination data being selected is displayed.
B	THREAD CLAMP button	Effective/ineffective of thread clamp is selected.  : Thread clamp ineffective  : Thread clamp effective
C	PRESSER DOWN button	Presser can be lowered and the presser down screen is displayed. To raise the presser, press the presser up button displayed in the presser down screen.
D	RETURN TO ORIGIN button	Presser can be returned to the start of sewing and is raised at the time of temporary stop.
E	COMBINATION DATA NO. display	Combination data No. being selected is displayed.
F	PATTERN BUTTON NO. display	Pattern button No. being sewn is displayed.
G	SEWING SHAPE display	Sewing shape which is registered to pattern button No. being sewn is displayed.
H	SEWING ORDER RETURN button	Pattern to be sewn can be returned by one.
I	SEWING ORDER display	Sewing order being sewn at present is displayed.
J	SEWING ORDER ADVANCE button	Pattern to be sewn can be advanced by one.
K	TOTAL NUMBER OF REGISTERS display	Total number of patterns which is registered to combination No. being sewn is displayed.
L	TOTAL NUMBER OF STITCHES display	Total number of stitches of sewing shape being sewn is displayed.
M	THREAD TENSION display	Thread tension value which is registered to pattern button No. being sewn is displayed.
N	TRAVEL AMOUNT IN X DIRECTION display	Travel amount in X direction which is registered to the pattern button No. being sewn is displayed.

	Button and display	Description
O	COUNTER VALUE CHANGE button	Existing counter value is displayed on this button. When the button is pressed, the counter value change screen is displayed. → Refer to 10. USING COUNTER. p. 27.
P	COUNTER CHANGEOVER button	Display of sewing counter/No. of pcs. counter can be changed over. → Refer to 10. USING COUNTER. p. 27.
Q	X ACTUAL SIZE AMOUNT display	X actual size value of the sewing shape which is registered to pattern button No. being sewn is displayed.
R	X SCALE RATE display	X scale rate of the sewing shape which is registered to pattern button No. being sewn is displayed.
S	SPEED variable resistor	Number of revolutions of the sewing machine can be changed.
T	Y ACTUAL SIZE VALUE display	Y actual size value of the sewing shape which is registered to pattern button No. being sewn is displayed.
U	Y SCALE RATE display	Y scale rate of the sewing shape which is registered to pattern button No. being sewn is displayed.
V	MAX. SPEED LIMITATION display	Maximum speed limitation which is registered to pattern button No. being sewn is displayed.
W	TRAVEL AMOUNT IN Y DIRECTION display	Travel amount in Y direction which is registered to the pattern button No. being sewn is displayed.
X	STEP SEWING button	The step sewing screen is displayed. Checking the pattern shape can be performed. → Refer to 7. CHECKING PATTERN SHAPE, p.21.


20. PERFORMING COMBINATION SEWING

First, change the sewing mode to the combination sewing before performing setting.


→ Refer to [18. CHANGING SEWING MODE. p.48.](#)

20-1 Selection of combination data

① Display the data input screen.

Only in case of the data input screen (pink), it is possible to select the combination data No. In case of the sewing screen (green), press READY switch  to display the data input screen (pink).


② Call the combination data No. screen.

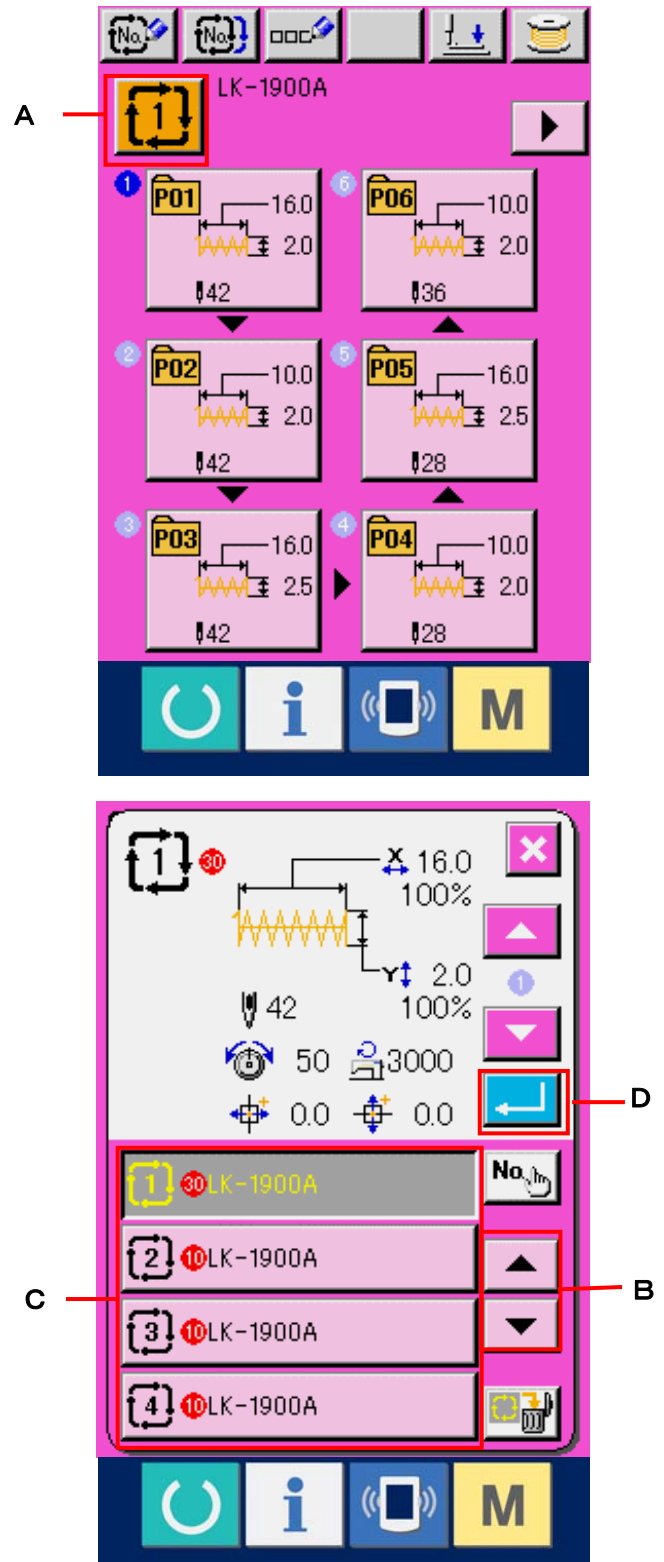
When COMBINATION DATA NO. button  (A) is pressed, the combination data No. selection screen is displayed. Combination data No. which is selected at present and the contents are displayed in the upper part of the screen, and other combination data No. buttons which have been registered are displayed in the lower part of the screen.

③ Select the combination data No.

When UP/DOWN button (B) is pressed, combination data No. buttons (C) which have been registered are changed over in order. The contents of combination data are displayed in the buttons. Here, press the combination data buttons (C) you desire to select.


④ Determine the combination data No.

When ENTER button  (D) is pressed, the combination data No. selection screen is closed and the selection is finished.




20-2 How to edit combination data

① Display the data input screen.


Only in case of the data input screen (pink), it is possible to input the combination data. In case of the sewing screen (green), press READY switch  to display the data input screen (pink).

Pattern No. has not been registered in the initial state, and the first pattern selection button is displayed in the blank state.


② Display the pattern No. selection screen.

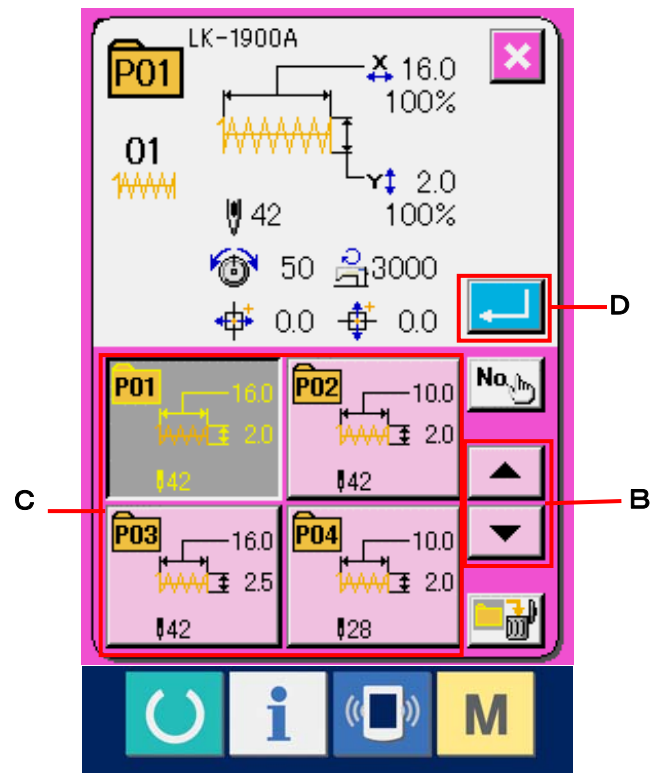
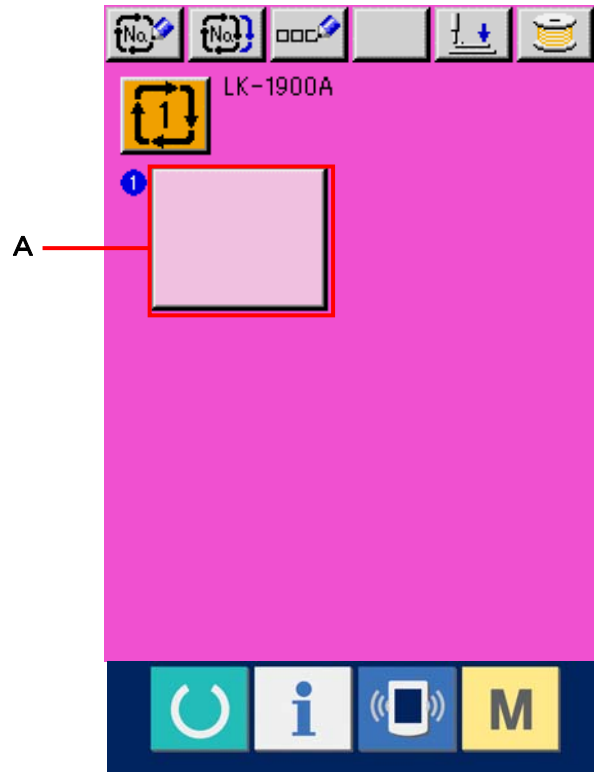
When PATTERN SELECTION button  (A) is pressed, the pattern No. selection screen is displayed.

③ Select the pattern No.

When UP/DOWN SCROLL button  (B) is pressed, pattern No. buttons (C) which have been registered are changed over in order. The contents of pattern data are displayed in the buttons. Here, press the pattern No. buttons you desire to select.

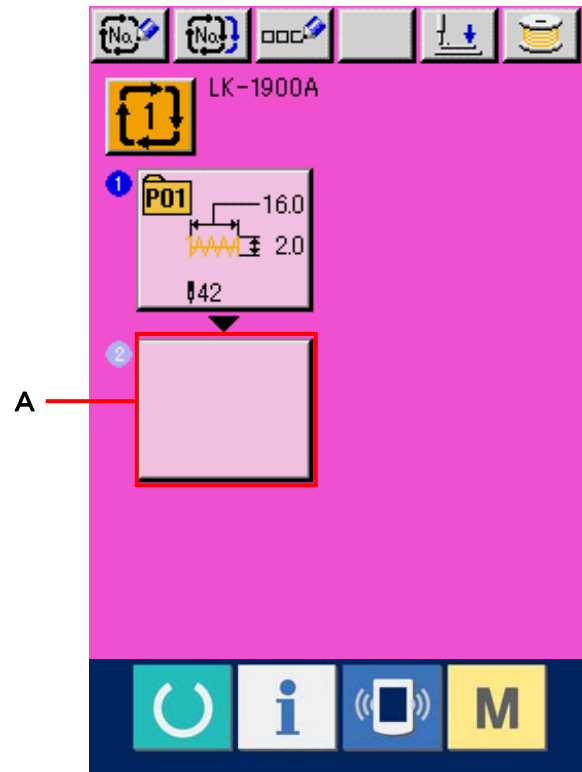
④ Determine the pattern No.

When ENTER button  (C) is pressed, the pattern No. selection screen is closed and the selection is finished.



- ⑤ Repeat steps ② through ④ as many as the number of pattern Nos. you desire to register.

When the first register is determined, the second pattern selection button is displayed. Repeat steps ② through ④ as many as the number of pattern Nos. you desire to register.

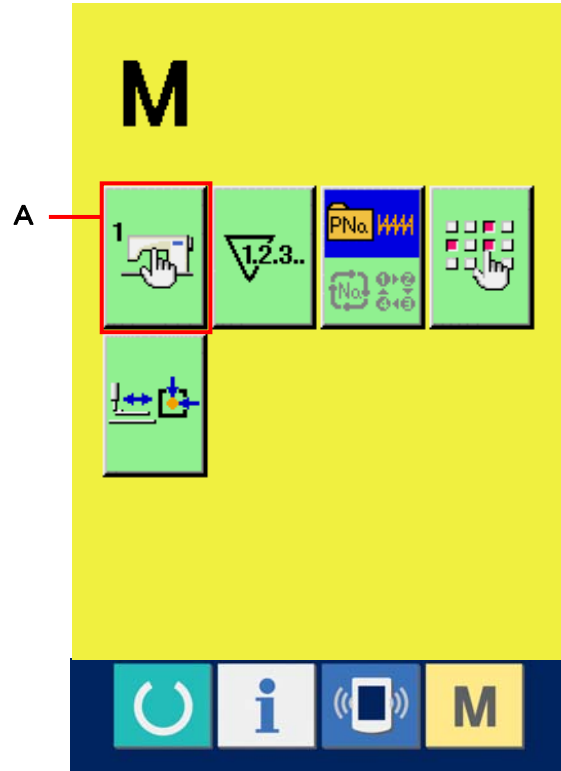


21. CHANGING MEMORY SWITCH DATA


21-1 How to change memory switch data

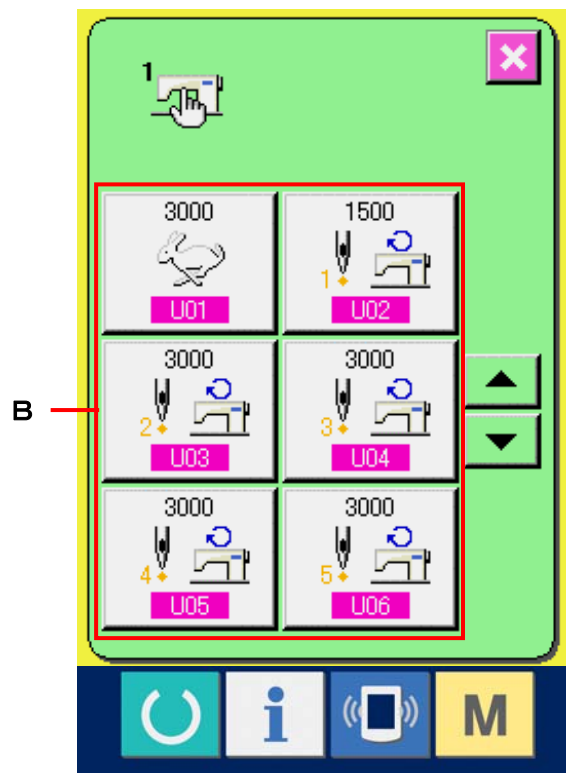
① **Display the memory switch data list screen.**

When **M** switch is pressed, memory switch button (A) is displayed on the screen. When this button is pressed, the memory switch data list screen is displayed.



② **Select the memory switch button you desire to change.**

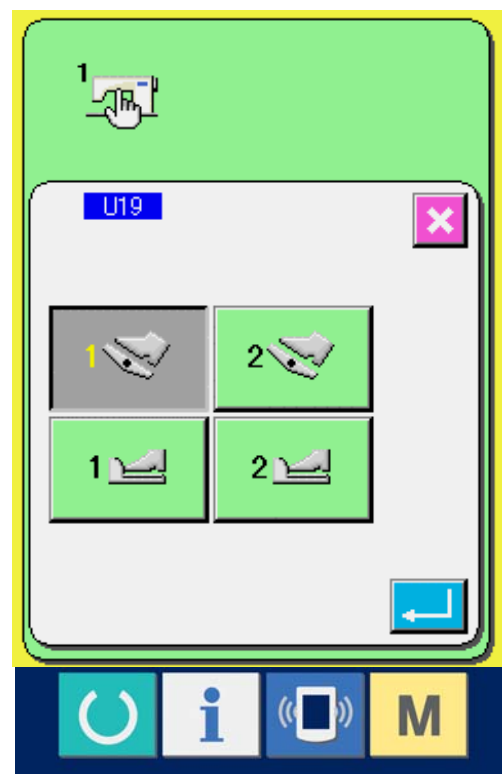
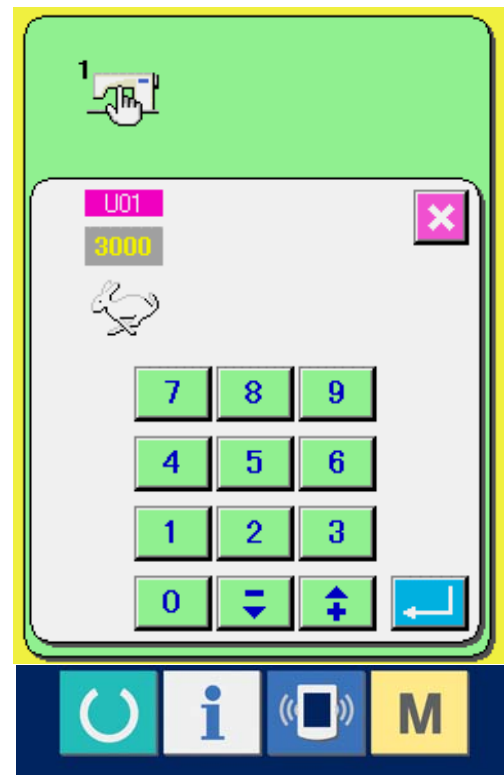
Press UP/DOWN SCROLL button  and select the data item (B) you desire to change.



③ **Change the memory switch data.**




There are data items to change numerals and those to select pictographs in the memory switch data. No. in pink color such as **U01** is put on the data items to change numerals and the set value can be changed with +/- buttons displayed in the change screen. No. in blue color such as **U19** is put on the data items to select pictographs and the pictographs displayed in the change screen can be selected.

→ For the details of memory switch data, refer to [21-2 Memory switch data list. P.59.](#)



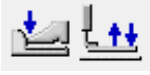
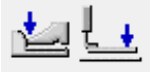

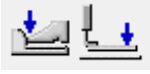











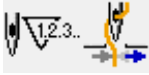






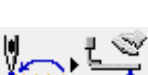
21-2 Memory switch data list













Memory switch data are the motion data that the sewing machine has in common and the data that operate on all sewing patterns in common.











NO.	Item	Setting range	Edit unit	Initial display
U01	Maximum sewing speed 	400 to 3,000	100rpm	3,000rpm
U02	Sewing speed of 1st stitch In case of with thread clamp 	400 to 1,500	100rpm	1,500rpm
U03	Sewing speed of 2nd stitch In case of with thread clamp 	400 to 3,000	100rpm	3,000rpm
U04	Sewing speed of 3rd stitch In case of with thread clamp 	400 to 3,000	100rpm	3,000rpm
U05	Sewing speed of 4th stitch In case of with thread clamp 	400 to 3,000	100rpm	3,000rpm
U06	Sewing speed of 5th stitch In case of with thread clamp 	400 to 3,000	100rpm	3,000rpm
U07	Thread tension of 1st stitch In case of with thread clamp 	0 to 200	1	200
U08	Thread tension setting at the time of thread trimming 	0 to 200	1	0
U09	Thread tension changeover timing at the time of thread trimming 	-6 to 4	1	0






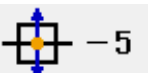

NO.	Item	Setting range	Edit unit	Initial display
U10	Sewing speed of 1st stitch In case of without thread clamp 	400 to 1,500	100rpm	400rpm
U11	Sewing speed of 2nd stitch In case of without thread clamp 	400 to 3,000	100rpm	900rpm
U12	Sewing speed of 3rd stitch In case of without thread clamp 	400 to 3,000	100rpm	3,000rpm
U13	Sewing speed of 4th stitch In case of without thread clamp 	400 to 3,000	100rpm	3,000rpm
U14	Sewing speed of 5th stitch In case of without thread clamp 	400 to 3,000	100rpm	3,000rpm
U15	Thread tension of 1st stitch In case of without thread clamp 	0 to 200	1	0
U16	Thread tension changeover timing at the time of thread trimming In case of without thread clamp 	-5 to 2	1	0
U19	Presser pedal selection <div style="display: flex; flex-direction: column; gap: 10px;"> <div> : Standard pedal</div> <div> : Standard pedal (2-step stroke)</div> <div> : Optional pedal</div> <div> : Optional pedal (2-step stroke)</div> </div>	—	—	Standard pedal

NO.	Item	Setting range	Edit unit	Initial display
U20	Start pedal selection  : Standard pedal  : Optional pedal	—	—	Standard pedal
U24	Optional pedal 1-motion  : OFF by toe down  : OFF by releasing	—	—	OFF by toe down
U25	Optional pedal 2-motion  : OFF by toe down  : OFF by releasing	—	—	OFF by toe down
U26	Height of presser at the time of 2-step scrolling 	50 to 90	1	70
U30	Scale rate reference point of pattern selection  : Origin  : Sewing start point	—	—	Origin
U31	Sewing machine motion can be stopped with panel button (temporary stop button).  : Ineffective  : Panel temporary stop button  : External switch	—	—	Ineffective

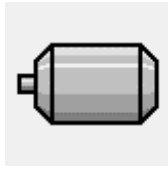
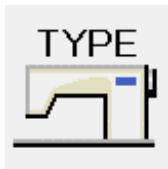
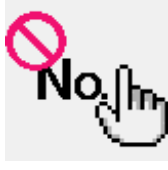
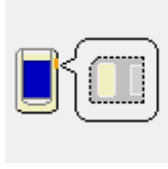



NO.	Item	Setting range	Edit unit	Initial display
U32	Buzzer sound can be prohibited.  : Without buzzer sound  : Panel operating sound  : Panel operating sound + error sound	—	—	Panel operating sound + error sound
U33	Number of stitches of thread clamp release is set. 	1 to 7	1	2
U34	Clamping timing of thread clamp can be delayed. 	-10 to 0	1	0
U35	Thread clamp control can be prohibited.  : Normal  : Prohibited	—	—	Normal
U36	Feed motion timing is selected. Set the timing in "-" direction when stitch is not well-tightened. 	-8 to 16	1	12
U37	State of the presser after end of sewing is selected.  : Presser goes up after moving at start of sewing  : Presser goes up immediately after end of sewing.  : Presser goes up by pedal operation after moving at start of sewing.	—	—	Presser goes up immediately after end of sewing.






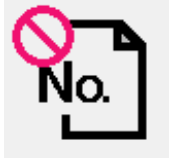


NO.	Item	Setting range	Edit unit	Initial display
U39	<p>Origin retrieval can be performed every time after end of sewing (other than cycle sewing).</p>  : Without origin retrieval  : With origin retrieval	—	—	Without origin retrieval
U40	<p>Origin retrieval in cycle sewing can be set.</p>  : Without origin retrieval  : Every time 1 pattern is finished.  : Every time 1 cycle is finished.	—	—	Without origin retrieval
U41	<p>State of presser when sewing machine stops by temporary stop command can be selected.</p>  : Presser rise.  : Presser rise with presser switch.  : Presser rise is prohibited.	—	—	Presser rise
U42	<p>Needle stop position is set.</p>  : UP position  : Upper dead point	—	—	UP position
U46	<p>Thread trimming can be prohibited.</p>  : Normal  : Thread trimming prohibited	—	—	Normal

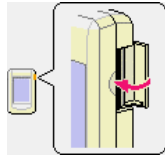
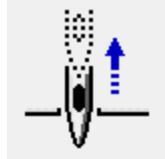
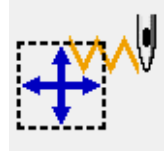




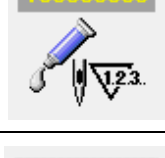
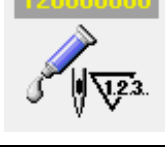
NO.	Item	Setting range	Edit unit	Initial display
U48	<p>Route of return to origin by return to origin button can be selected.</p>  : Linear return  : Reverse return of pattern	---	---	Linear return
U49	<p>Bobbin winding speed can be set.</p> 	800 to 2,000	100rpm	1,600rpm
U50	<p>Motion timing of cloth drawing can be selected. This item is not displayed for the machines other than LK-1901.</p>  : Output prohibited  : Motion when presser comes down.  : Motion at the time of start	---	---	Motion at the time of start
U51	<p>Motion method of wiper can be selected. For LK-1903, "Motion while presser is held down" is selected.</p>  : Motion together with presser rise  : Motion while presser is held down (Wiper does not return at the last thread trimming.)  : Motion while presser is held down (Wiper returns at the last thread trimming.)  : Magnet type wiper	---	---	Motion while presser is held down







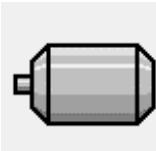
NO.	Item	Setting range	Edit unit	Initial display
U55	<p>Tie stitching at the start of sewing of button can be prohibited.</p> <p>This item is not displayed for the machines other than LK-1903A.</p>  : Tie stitching effective  : Tie stitching ineffective	---	---	Tie stitching effective
U64	<p>Unit of sewing shape size change can be selected.</p>  : %input  : Actual size input	---	---	%input
U65	<p>Origin position is located on the front side by 5 mm.</p> <p>This item is necessary when using the presser and pattern for LK-1904.</p>  : Standard  : Front side	---	---	Standard
U245	<p>Grease-up error clear</p> <p>Clearing of number of stitches of grease-up is performed.</p> <p>→ Refer to 31. PERFORMING RELEASE OF GREASE-UP ERROR. p.124.</p> 	---	---	---

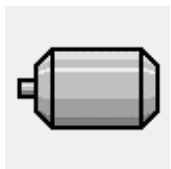
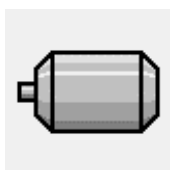
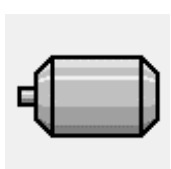
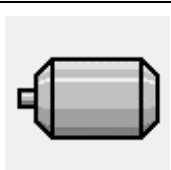
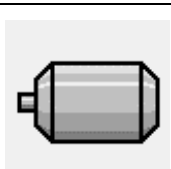


22. ERROR CODE LIST

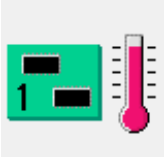
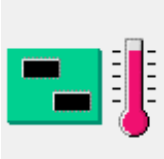

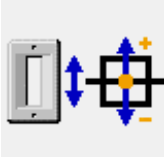
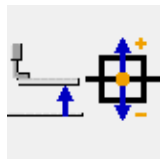
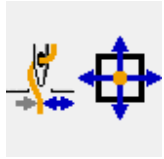
Error code		Description of error	How to recover	Place of recovery
E007		Machine-lock Main shaft of the sewing machine does not rotate due to some trouble.	Turn OFF the power.	
E008		Head connector abnormality Memory of machine head cannot be read.	Turn OFF the power	
E010		Pattern No. error Pattern No. which is backed up is not registered to data ROM, or setting of reading inoperative is performed.	Possible to re-enter after reset.	Previous screen
E011		External media not inserted External media is not inserted.	Possible to re-enter after reset.	Previous screen
E012		Read error Data read from external media cannot be performed.	Possible to re-start after reset.	Previous screen
E013		Write error Data write from external media cannot be performed.	Possible to re-start after reset.	Previous screen
E014		Write protect External media is in the write prohibition state.	Possible to re-start after reset.	Previous screen

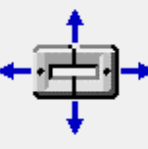






Error code		Description of error	How to recover	Place of recovery
E015		Format error Format cannot be performed.	Possible to re-start after reset.	Previous screen
E016		External media capacity over Capacity of external media is short.	Possible to re-start after reset.	Previous screen
E017		EEP-ROM capacity over Capacity of EEPROM is short.	Possible to re-start after reset.	Previous screen
E018		Type of EEPROM is different. When the mounted EEPROM is different in type.		Previous screen
E019		File size over File is too large.	Possible to re-start after reset.	Previous screen
E022		File No. error Designated file is not in server or smart media.	Possible to re-start after reset.	Previous screen
E027		Read error Data read from server cannot be performed.	Possible to re-start after reset.	Previous screen
E028		Write error Data write from server cannot be performed.	Possible to re-start after reset.	Previous screen

Error code		Description of error	How to recover	Place of recovery
E029		Lid of smart media slot is open.	Possible to re-start after reset.	Previous screen
E030		Needle bar upper position failure Needle bar is out of needle UP position.	Turn hand pulley to bring needle bar to its UP position.	Data input screen
E040		Sewing area over	Possible to re-start after reset.	Data input screen
E043		Enlarging error Sewing pitch exceeds 10 mm.	Possible to re-start after reset.	Data input screen
E045		Pattern data error	Possible to re-start after reset.	Data input screen
E050		Stop switch When stop switch is pressed during machine running.	Possible to re-start after reset.	Step screen
E061		Memory switch data error Memory switch data is broken or revision is old.	Turn OFF the power.	
E220		Grease-up warning At the time of operation of 10,000/10,000 stitches	Possible to re-start after reset.	Data input screen
E221		Grease-up error At the time of operation of 12,000/10,000 stitches The sewing machine is put in the sewing-impossible status. It is possible to clear with memory switch U245 .	Possible to re-start after reset.	Data input screen

Error code		Description of error	How to recover	Place of recovery
E302		Head tilt confirmation When head tilt sensor is OFF.	Possible to re-start after reset.	Data input screen
E303		Z phase detection error Detection of upper dead point of the sewing machine cannot be performed.	Turn OFF the power.	
E305		Cloth cutting knife position error Cloth cutting knife is in the regular position.	Turn OFF the power.	Data input screen
E306		Thread clamp position error Thread clamp unit is not in the regular position.	Turn OFF the power.	
E703		Panel is connected to the sewing machine which is not supposed. (Machine type error) When the machine type code of system is not proper in the initial communication.	Possible to rewrite program after pressing down communication switch.	Communication screen
E704		Inconsistency of system version System software version is inconsistent in the initial communication.	Possible to rewrite program after pressing down communication switch.	
E730		Main shaft motor encoder is defective or lacking for phases. When encoder of the sewing machine motor is abnormal.	Turn OFF the power.	

Error code		Description of error	How to recover	Place of recovery
E731		Main motor hole sensor is defective or position sensor is defective. Hole sensor or position sensor of the sewing machine motor is defective.	Turn OFF the power.	
E733		Reverse rotation of main shaft motor When the sewing machine motor rotates in the reverse direction.	Turn OFF the power.	
E811		Overvoltage When input power is more than the specified value.	Turn OFF the power.	
E813		Low voltage When input power is less than the specified value.	Turn OFF the power.	
E901		Main shaft motor IPM abnormality When SERVO CONTROL p. c. b. is abnormal.	Turn OFF the power.	
E903		Stepping motor power abnormality When stepping motor power of SERVO CONTROL p. c. b. fluctuates more than $\pm 15\%$.	Turn OFF the power.	
E904		Solenoid power abnormality When solenoid power of SERVO CONTROL p. c. b. fluctuates more than $\pm 15\%$.	Turn OFF the power.	

Error code		Description of error	How to recover	Place of recovery
E905		<p>Heat sink temperature for SERVO CONTROL p. c. b. abnormality Turn ON the power again after taking overheat time of SERVO CONTROL p. c. b.</p>	Turn OFF the power.	
E906		<p>MAIN p. c. b. overheat Overheat of MAIN p. c. b. Turn ON the power again after taking time.</p>	Turn OFF the power.	
E907		<p>X feed motor origin retrieval error When origin sensor signal is not inputted at the time of origin retrieval motion.</p>	Turn OFF the power.	
E908		<p>Y feed motor origin retrieval error When origin sensor signal is not inputted at the time of origin retrieval motion.</p>	Turn OFF the power.	
E910		<p>Presser motor origin retrieval error When origin sensor signal is not inputted at the time of origin retrieval motion.</p>	Turn OFF the power.	
E913		<p>Thread clamp origin retrieval error When origin sensor signal is not inputted at the time of origin retrieval motion.</p>	Turn OFF the power.	

Error code		Description of error	How to recover	Place of recovery
E914		Feed defective error Timing lag between feed and main shaft occurs.	Turn OFF the power.	
E915		Communication abnormality between operation panel and MAIN CPU When abnormality occurs in data communication.	Turn OFF the power.	
E916		Communication abnormality between MAIN CPU and main shaft CPU When abnormality occurs in data communication.	Turn OFF the power.	
E917		Communication failure between operation panel and personal computer When abnormality occurs in data communication.	Possible to re-start after reset.	
E943		Defective EEPROM of MAIN CONTROL p. c. b. When data writing to EEPROM cannot be performed.	Turn OFF the power.	
E946		Defective EEPROM writing of HEAD RELAY p. c. b. When data writing to EEPROM cannot be performed.	Turn OFF the power.	
E948		F-ROM abnormality When erase or writing of program cannot be performed at the time of downloading program.	Turn OFF the power.	

23. USING COMMUNICATION FUNCTION

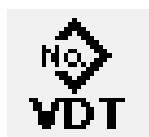
Communication function can download the sewing data created with other sewing machine, creation of sewing data and sewing data created by editing device PM-1 to the sewing machine. In addition, the function can upload the aforementioned data to the smart media or personal computer.

Smart media and RS-232C port are prepared as the medium to communicate.

* However, SU-1 (data server utility) is necessary to perform download/upload from the personal computer.

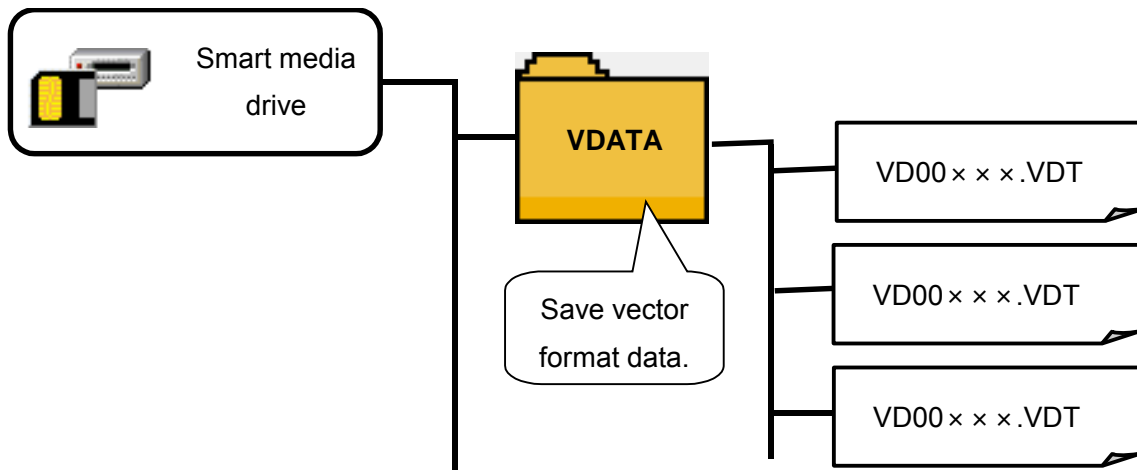
23-1 Handling possible data

Handling possible sewing data is one kind below. The data format is as described below.

Data name		Extension	Description of data
Vector format data		VD00 × × × . VDT	Data of needle entry point created with PM-1. Format of the data which can be used in common among JUKI sewing machines.

× × × : File No

In case of saving the data in the smart media, save the data in the state of directory structure below.
When the data are not saved in the correct folder, reading of file cannot be performed.

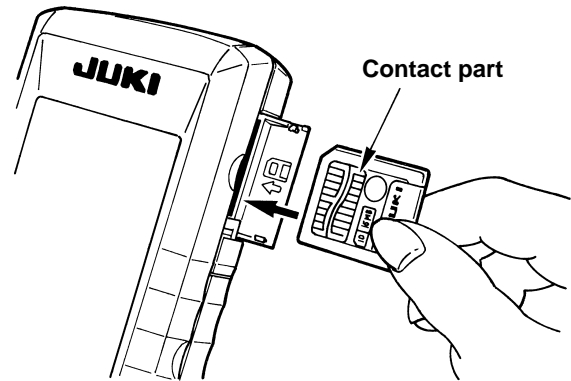


* There is beforehand the PROG folder in the smart media purchased from our company. Do not delete it.

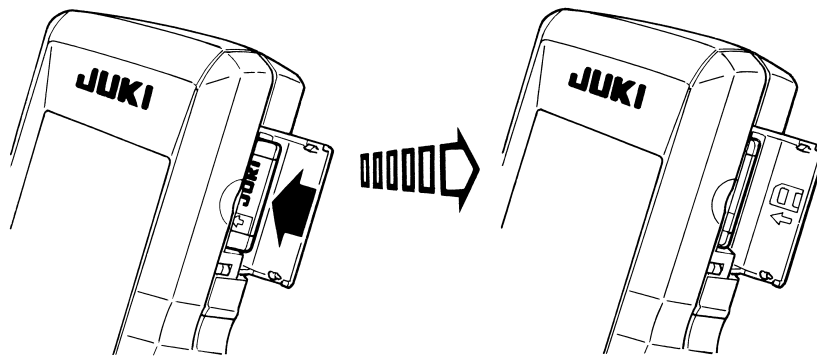
23-2 Performing communication by using the smart media

[Setting procedure]

- ① When the upper side cover located on the side of the operation panel is opened, there is the inserting opening for smart media card. Put the contact part of the card to the front side and insert it into the opening.



- ② The smart media card stops once in the protruding state by approximately 10 mm while inserting the card. Further, apply force to insert the card and ease up the force when it is reached to the end. Setting is completed when the card has returned by approximately 1 mm.

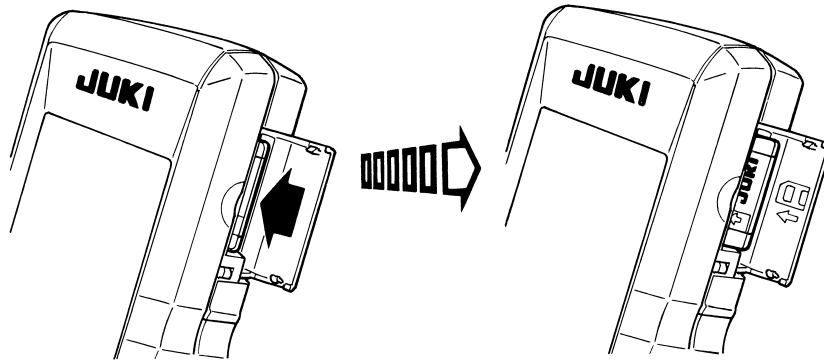


- ③ After completion of setting of the card, close the smart media cover. By closing the cover, it is possible to perform communication. If the smart media card and the cover come in contact with each other and the cover is not closed, check the following matters.

- Check that the inserting is stopped in the state that the card protrudes by approximately 10 mm.
- Check that the contact part of the card is put downward and inserted.
- Check that the smart media card other than 3.3V voltage type is used.

[Removing procedure]


- ① Open the smart media cover, push the card until it goes no further, and ease up force when it goes to the end. The card returns by approximately 10 mm in the reverse order of the time of setting.
- ② Then draw out the card to complete removing.

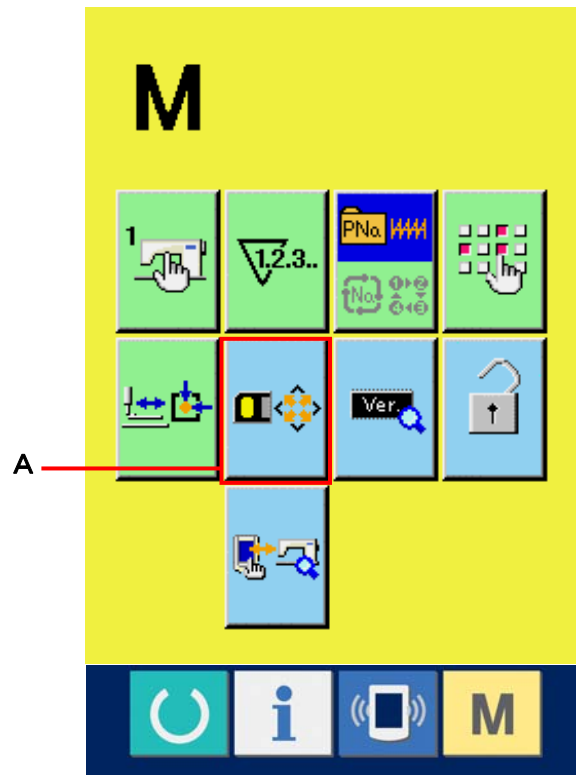


[Performing format]


In case of re-formatting the smart media, be sure to perform it with IP200. The smart media formatted with the personal computer cannot be read with IP200.

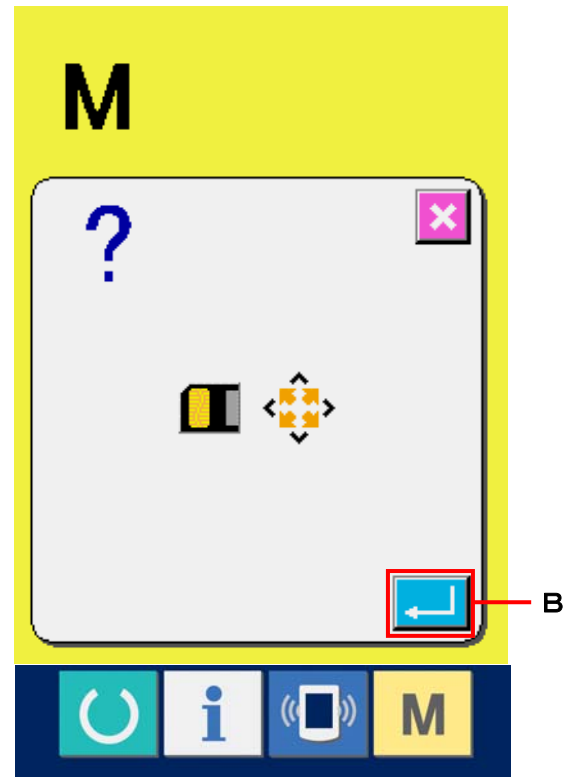
① Display the smart media format screen.

When **M** switch is held pressed for three seconds, smart media format button  (A) is displayed on the screen. When this button is pressed, the smart media format screen is displayed.



② **Start formatting of the smart media.**

Set the smart media you desire to format to the smart media slot, close the cover, press ENTER button  (B) and formatting starts. Save necessary data in the smart media to the other medium before formatting. When formatting is performed, the inside data are deleted.



[**Prohibition items in handling the smart media**]

- ① Smart media is a precision electronic instrument. Do not bend it or apply shock to it.
- ② It is recommended to periodically save the data saved in the smart media to the other medium to prepare for accidents.
- ③ When initializing the data, perform it after checking that necessary data do not exist in the card. When the data are initialized, all the inside data are deleted.
- ④ Avoid using or storing the smart media in a place of high temperature and high humidity.
- ⑤ Avoid using the smart media near exothermic and combustible articles.
- ⑥ If the contact part of the card becomes dirty, failure of contact will be caused. Do not touch by hand, and control so that dust, oil, or other foreign material does not adhere to it. In addition, the inside element is damaged by static electricity or the like. So, be very careful when handling.
- ⑦ Smart media has a span of life. Writing and deletion cannot be performed after an extended period of use. In this case, replace it with a new one.

23-3 Performing communication by using RS-232C

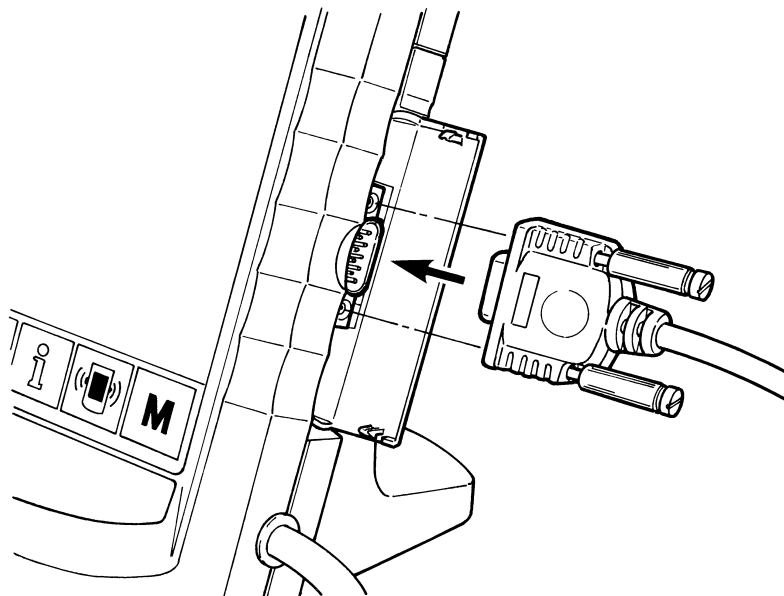
[Setting procedure]

It is possible to send and receive the data, by using RS-232C cable, with the personal computer or the like. For the cable to be connected, connect reverse type 9-pin (female) to the operation panel side.

Caution : If the contact part becomes dirty, failure of contact will be caused. Do not touch by hand, and control so that dust, oil or other foreign material does not adhere to it. In addition, the inside element is damaged by static electricity or the like. So, be very careful when handling.


[Setting procedure]

When the lower part of the cover located on the side of the operation panel is opened, there is the connector of 9-pin for RS-232C. Connect the cable there. When the screw for locking is attached to the connector, tighten the screw to prevent it from falling.



23-4 Take-in of the data

① Display the communication screen.

When communication switch  (A) of switch seat section is pressed in the data input screen, the communication screen is displayed.

② Select the communication procedure.

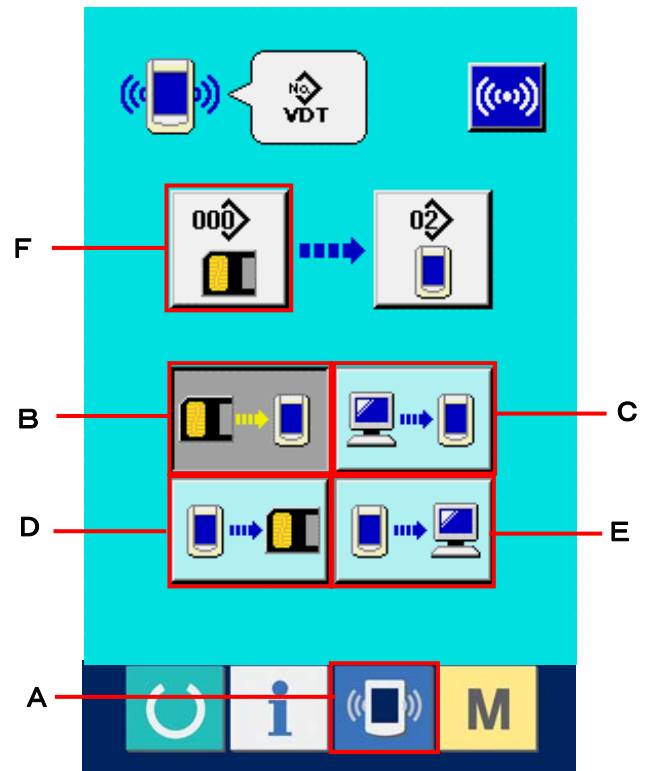
There are four communication procedures as described below.

(B) Writing data from smart media to panel


(C) Writing data from personal computer (server) to panel

(D) Writing data from panel to smart media

(E) Writing data from panel to personal computer (server). Select the button of communication procedure you desire.




③ Select the data No.

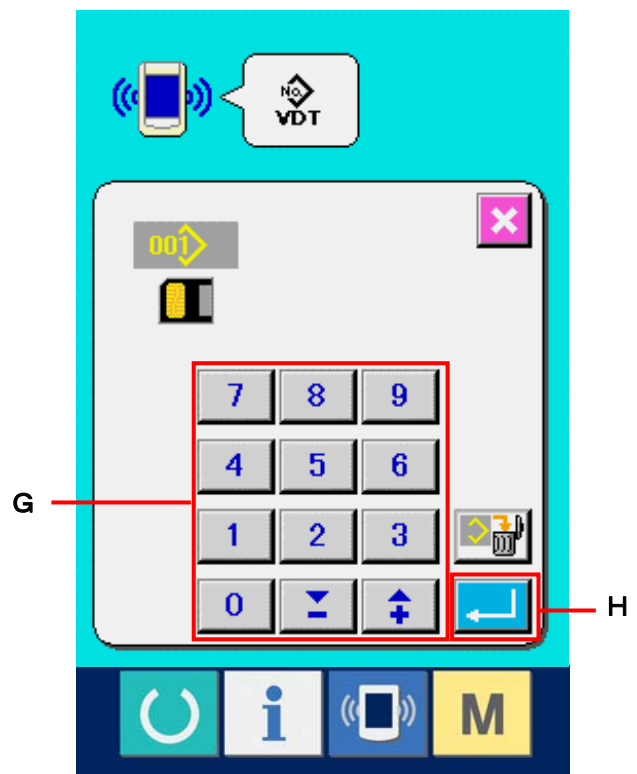
When  (F) is pressed, the writing file selection screen is displayed.

Input the file No. of the data you desire to write. For the file No., input the numerals of the part $\times \times \times$ of VD00 $\times \times \times$ vdt of the file name.

Designation of the pattern No. of writing destination can be performed in the same way. When the writing destination is the panel, pattern Nos. which have not been registered are displayed.

④ Determine the data No.

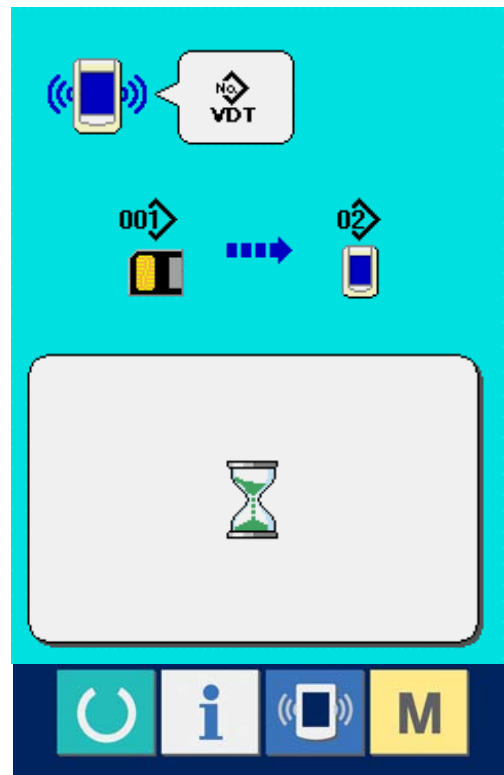
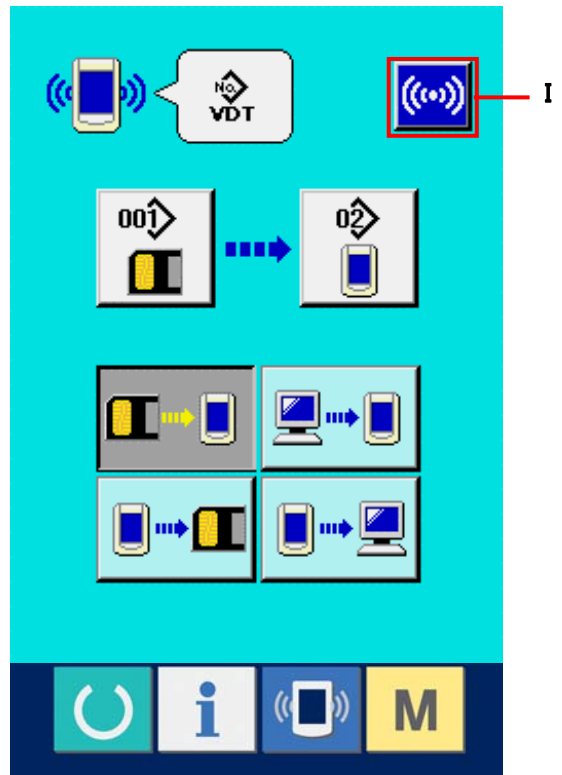
When ENTER button  (H) is pressed, the data No. selection screen is closed and the selection of the data No. has been completed.



⑤ **Start communication.**

When communication button (I) is pressed, the data communication starts. The communication screen is displayed during communication and the screen returns to the communication screen after the end of communication.

- * Do not open the cover during reading the data.
Data may not be read in.



24. INFORMATION FUNCTION

There are three functions below in the information function.

- 1) Oil replacement time, needle replacement time, cleaning time, etc. are designated and the warning notice is performed when the designated time has passed.

→ Refer to [24-1 Observing the maintenance inspection information. p.82](#) and [24-2 Inputting the inspection time. p.85.](#)

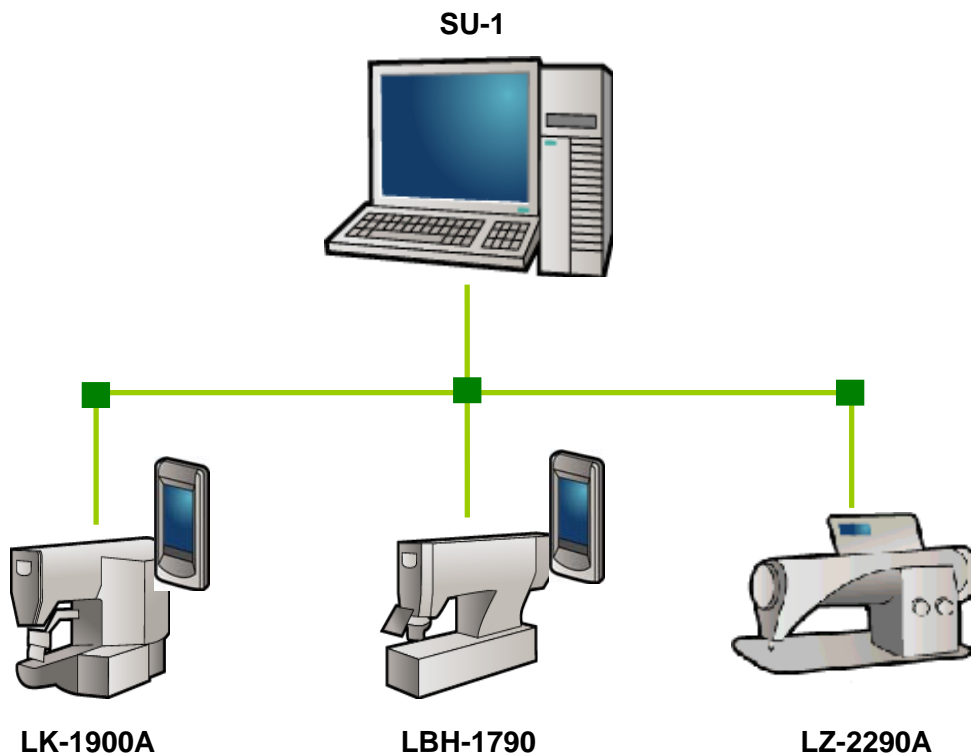
- 2) Speed can be checked at a glance and the target achieving consciousness as a line or group is increased as well by the function to display the target output and the actual output.

→ Refer to [24-4 Observing the production control information p.88](#) and [24-5 Performing setting of the production control information. p.91.](#)

- 3) Information on machine working ratio, pitch time, machine time and machine speed can be displayed from the working state of the sewing machine.


→ Refer [24-6 Observing the working measurement information. p. 95.](#)

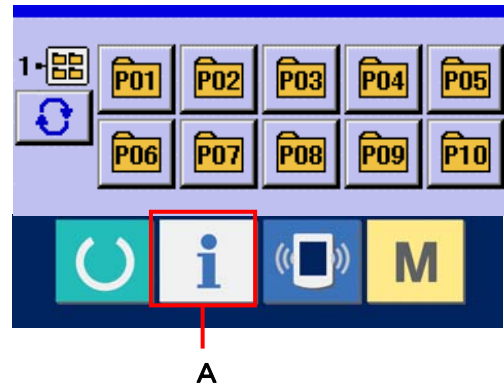
In addition, information on plural sewing machines can be controlled by the server when this function is used by connecting SU-1 (sewing machine data server utility) with the sewing machines.




24-1 Observing the maintenance inspection information

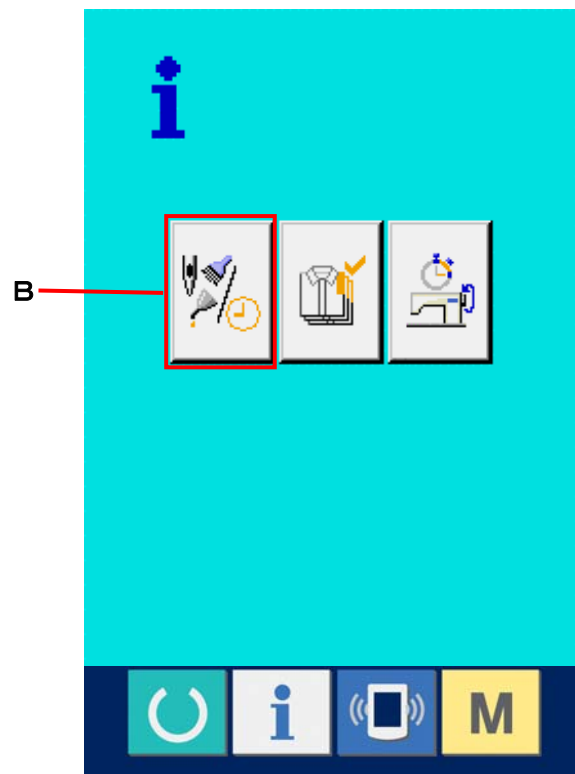
① Display the information screen.

When information key  (A) of the switch seat section is pressed in the data input screen, the information screen is displayed.





② Display the maintenance information screen.


Press maintenance inspection information screen display button  (B) in the information screen.



Information on the following three items is displayed in the maintenance inspection information screen.

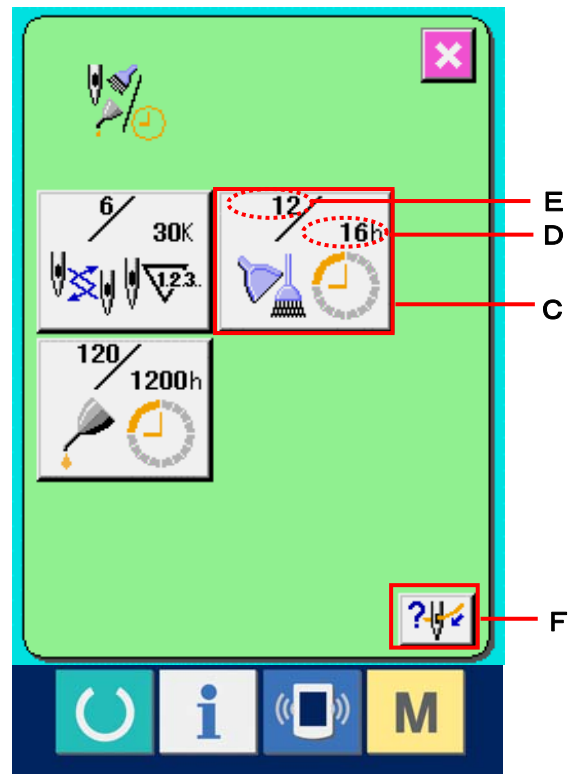
- Needle replacement (1,000 stitches) : 

- Cleaning time (hour) : 


- Oil replacement time (hour) : 

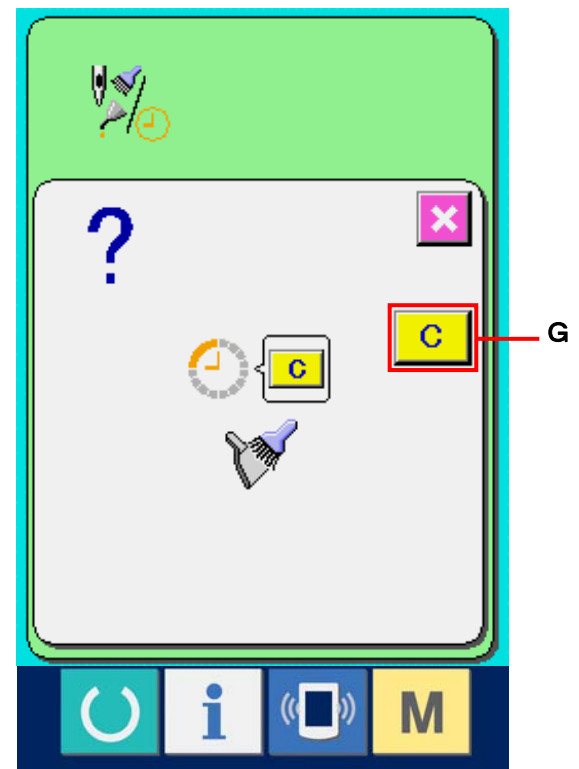
The interval to inform of the inspection for each item in button (C) is displayed at (D), and remaining time up to the replacement is displayed at (E).

In addition, remaining time up to the replacement can be cleared.




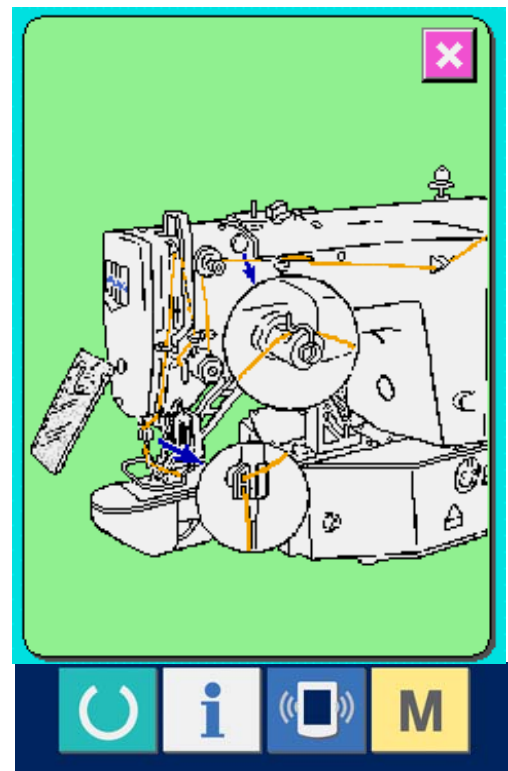
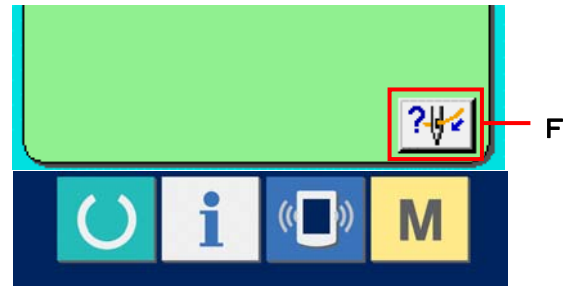
③ Perform clearing remaining time up to the replacement.

When button (C) of the item you desire to clear is pressed, the time of replacement clear screen is displayed. When ENTER button  (G) is pressed, the remaining time up to the replacement is cleared.




④ **Display the threading diagram.**

When threading button  (F) displayed in the maintenance inspection information screen is pressed, the needle thread threading diagram is displayed. Observe it when performing threading.

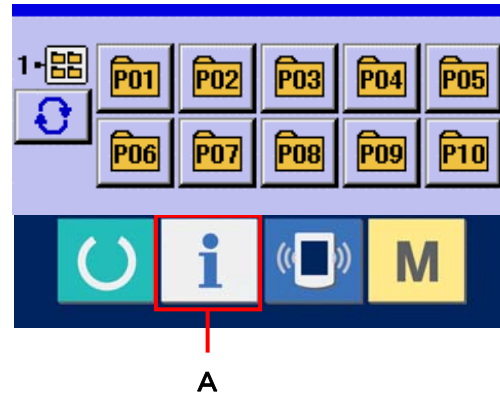


24-2 Inputting the inspection time


① Display the information screen (maintenance personnel level).

When information key  (A) of the switch seat section is pressed in the data input screen for approximately three seconds, information screen (maintenance personnel level) is displayed.

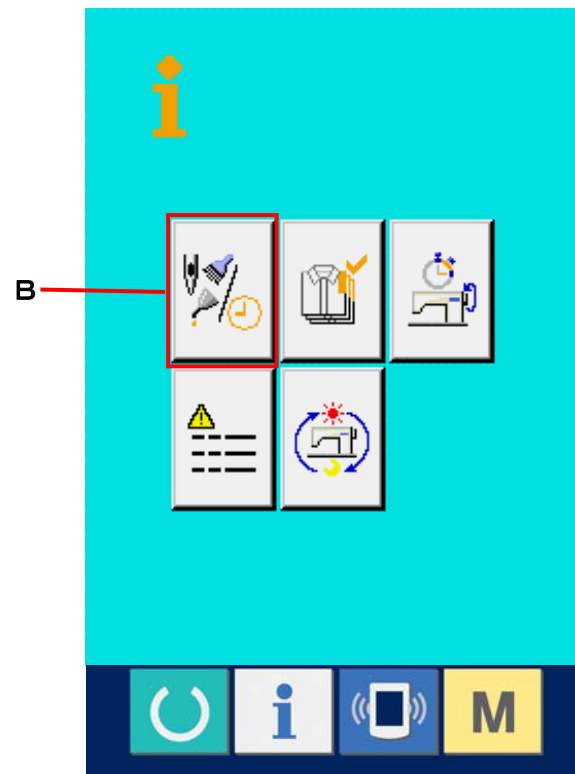
In case of the maintenance personnel level, the pictograph located on the upper left side changes from blue to orange, and five buttons are displayed.



② Display the maintenance information screen.

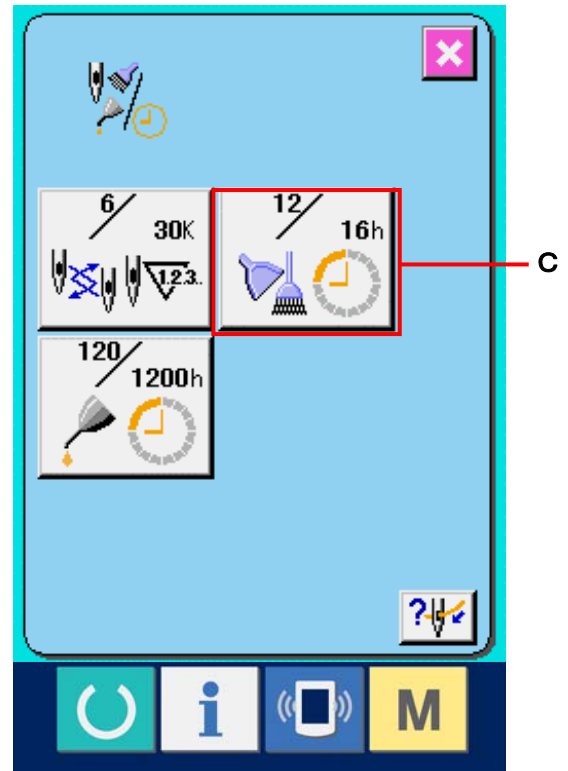
Press maintenance inspection information screen display button  (B) in the information screen.

※ For the two buttons displayed in the bottom stage at the time of the maintenance personnel level, refer to [33. INFORMATION SCREEN OF THE MAINTENANCE PERSONNEL LEVEL, p.127.](#)



The same information as that in the normal maintenance inspection information screen is displayed in the maintenance inspection information screen.

When button (C) of the item you desire to change the inspection time is pressed, the inspection time input screen is displayed.




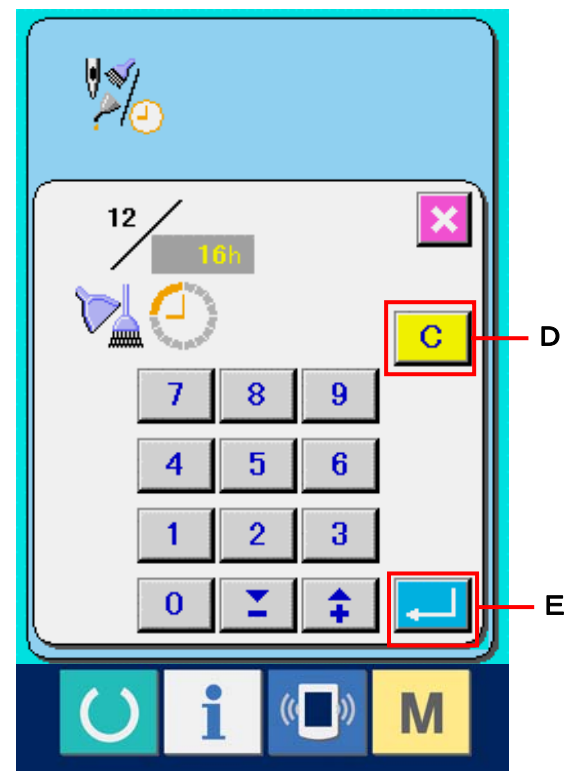
③ Input the inspection time.

When the inspection time is set to "0", the maintenance inspection function stops.

When clear button **C** (D) is pressed, the value returns to the initial value. The initial values of the inspection time of respective items are as follows.

- Needle replacement : 0 (1,000 stitches)
- Cleaning time : 0 (hour)
- Oil replacement time : 0 (hour)

When ENTER  (E) button is pressed, the inputted value is determined.



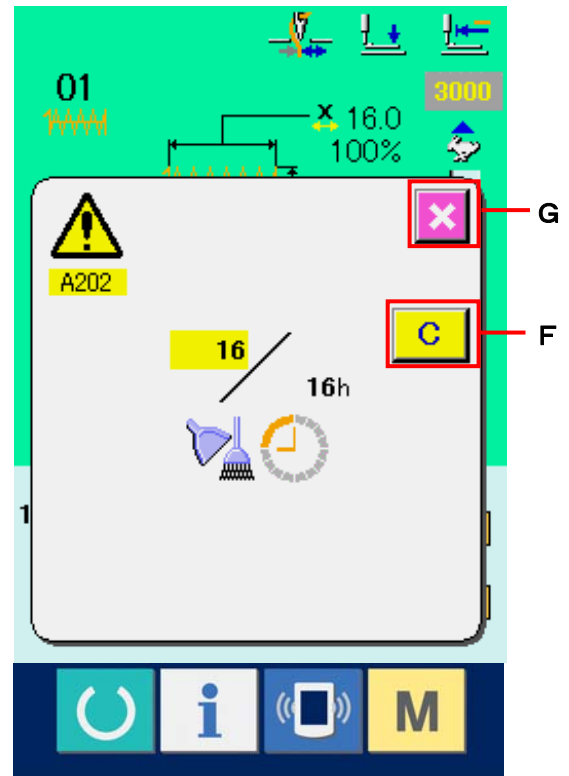
24-3 Releasing procedure of the warning

When the designated inspection time is reached, the warning screen is displayed.

In case of clearing the inspection time, press CLEAR button **C** (F). The inspection time is cleared and the pop-up is closed. In case of not clearing the inspection time, press CANCEL button **X** (G) and close the pop-up. Every time one sewing is completed, the warning screen is displayed until the inspection time is cleared.

Warning Nos. of the respective items are as follows.

- Needle replacement : A201
- Cleaning time : A202
- Oil replacement time : A203




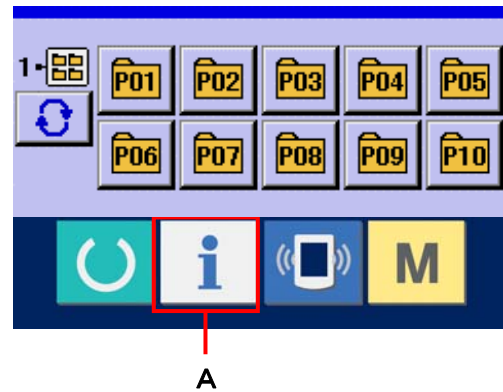
24-4 Observing the production control information

It is possible to designate the start, display the number of pieces of production from the start to the existing time, display the number of pieces of production target, etc. in the production control screen. There are two kinds of display ways for the production control screen.


24-4-1 When displaying from the information screen

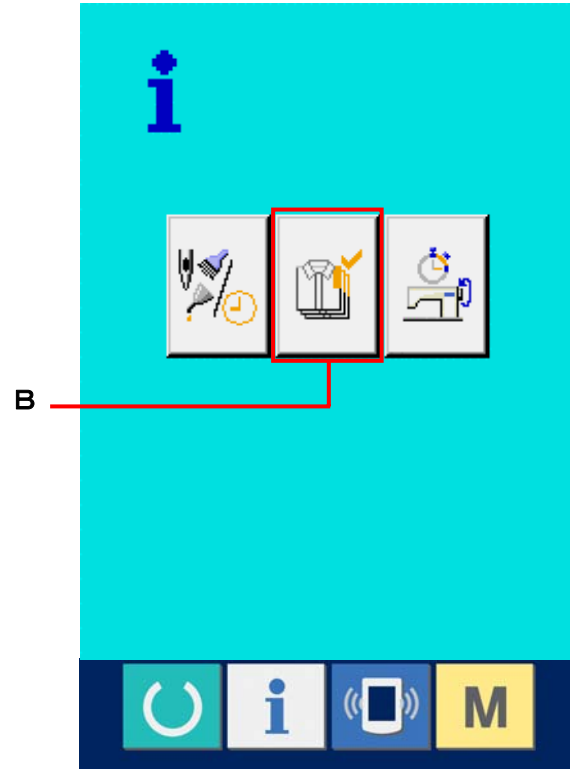
① Display the information screen.

When information key  (A) of the switch seat section is pressed in the data input screen, the information screen is displayed.



② Display the production control screen.

Press production control screen display button  (B) in the information screen. The production control screen is displayed.



Information on the following 5 items is displayed in the production control screen.

A : Existing target value

Number of pieces of the target of products at the present time is automatically displayed.

B : Actual results value

Number of pieces of the sewn products is automatically displayed.

C : Final target value

Number of pieces of the final target of products is displayed.

Input the number of pieces referring to

[24-5 Performing setting of the production control information. p. 91.](#)

D : Pitch time

Time (second) required for one process is displayed.

Input the time (unit : second) referring to

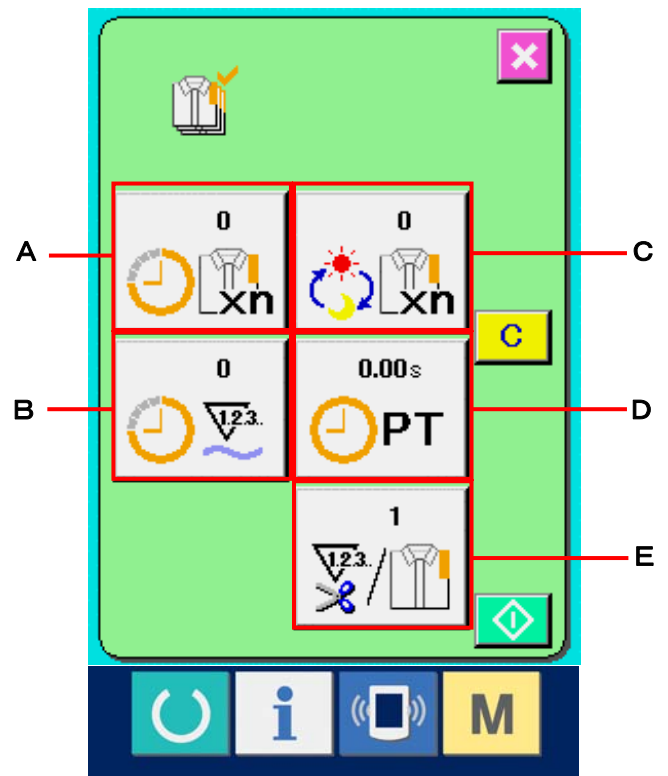
[24-5 Performing setting of the production control information. p. 91.](#)

E : Number of times of thread trimming

Number of times of thread trimming per process is displayed.


Input the number of times of thread trimming

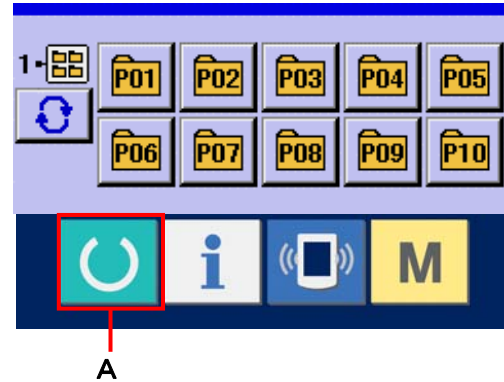
referring [24-5 Performing setting of the production control information. p. 91.](#)




24-4-2 When displaying from the sewing screen

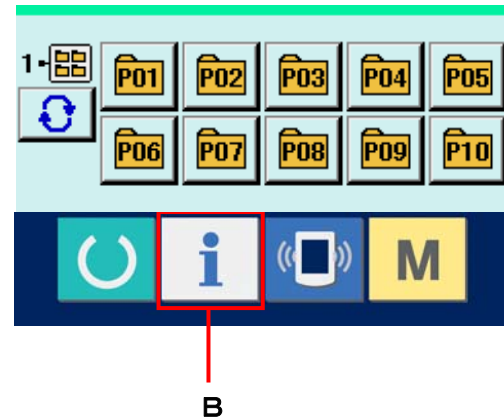
① Display the sewing screen.

When READY key  (A) of the switch seat section is pressed in the data input screen, the sewing screen is displayed.

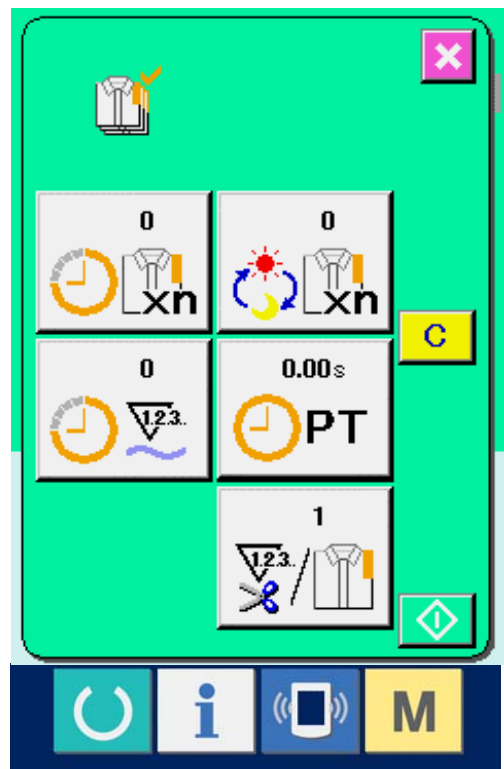


② Display the production control screen.

When information key  (B) of the switch seat section is pressed in the sewing screen, the production control screen is displayed.



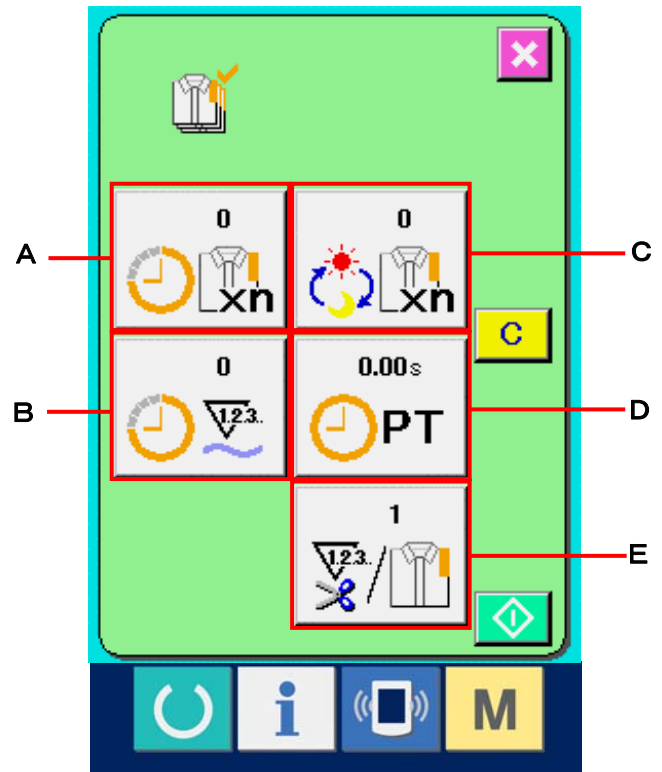
The contents of display and the functions are common to [24-4-1 When displaying from the information screen. p.88 .](#)




24-5 Performing setting of the production control information

① Display the production control screen.

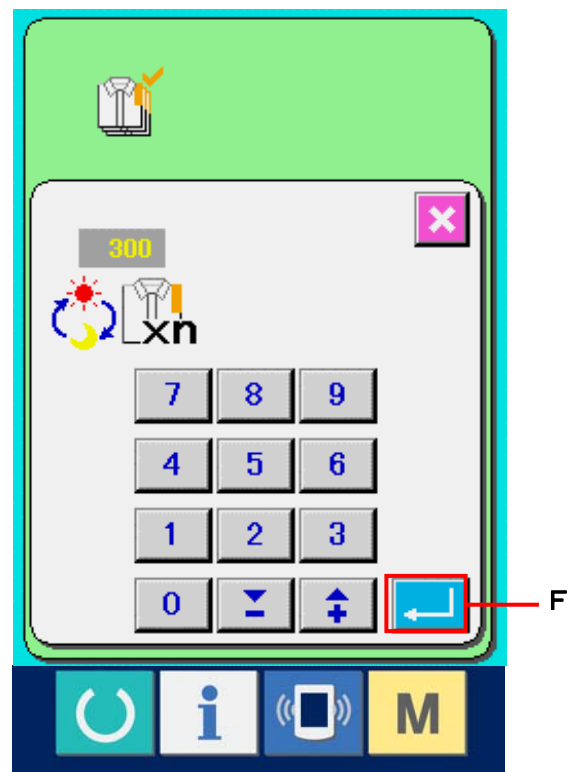
Display the production control screen referring to [24-4 Observing the production control information. p.88](#) .




② Input the final target value.

First, input the number of pieces of the target of production in the process to which sewing is performed from now on. When final target value button  (C) is pressed, the final target value input screen is displayed. Input the value you desire with ten keys or UP/DOWN buttons.

After the input, press ENTER button  (F).



③ **Input the pitch time.**

Next, input the pitch time required for one process. When pitch time button  (D) in the previous page is pressed, the pitch time input screen is displayed.


Input the value you desire with ten keys or UP/DOWN buttons.

After the input, press ENTER button  (F).



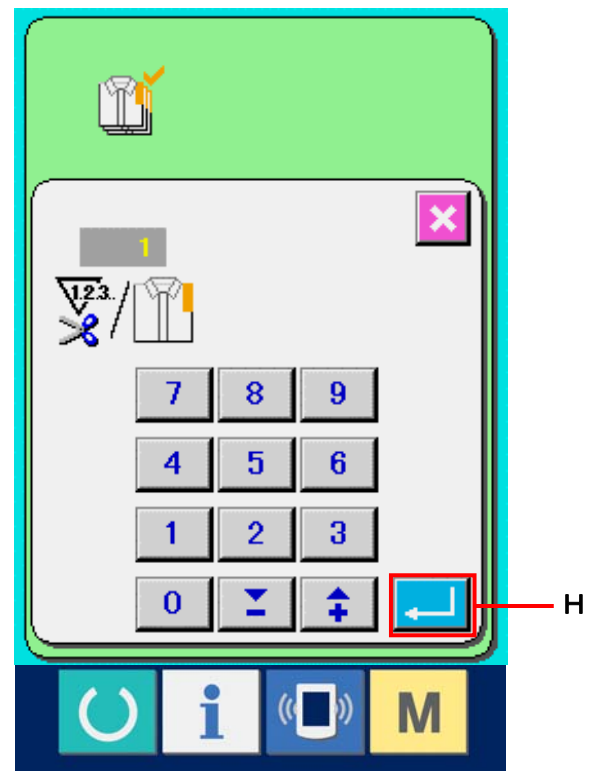
④ **Input the number of times of thread trimming.**

Next, input the number of times of thread trimming per process.

When number of times of thread trimming button  (E) in the previous page is pressed, the number of times of thread trimming input screen is displayed.


Input the value you desire with ten keys or UP/DOWN buttons.

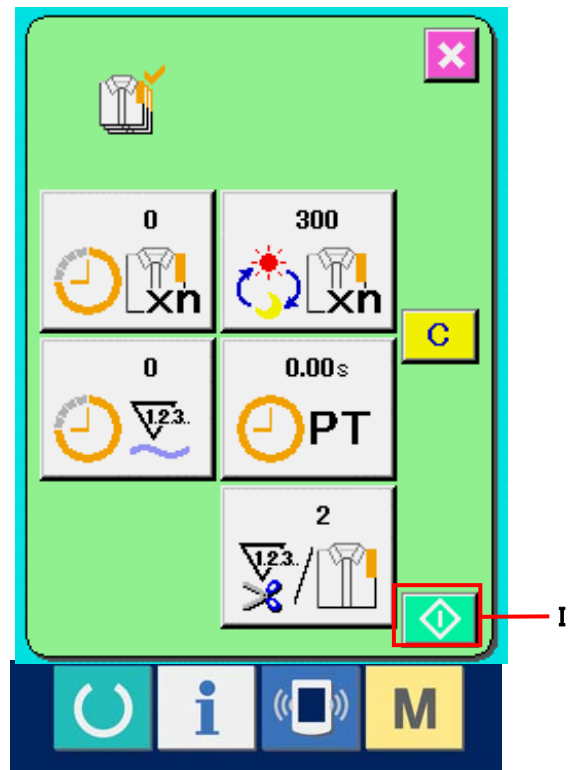
After the input, press ENTER button  (F).





* When the input value is "0", count of the number of times of thread trimming is not performed. Use this function by connecting the external switch.

⑤ **Start the count of number of pieces of production.**

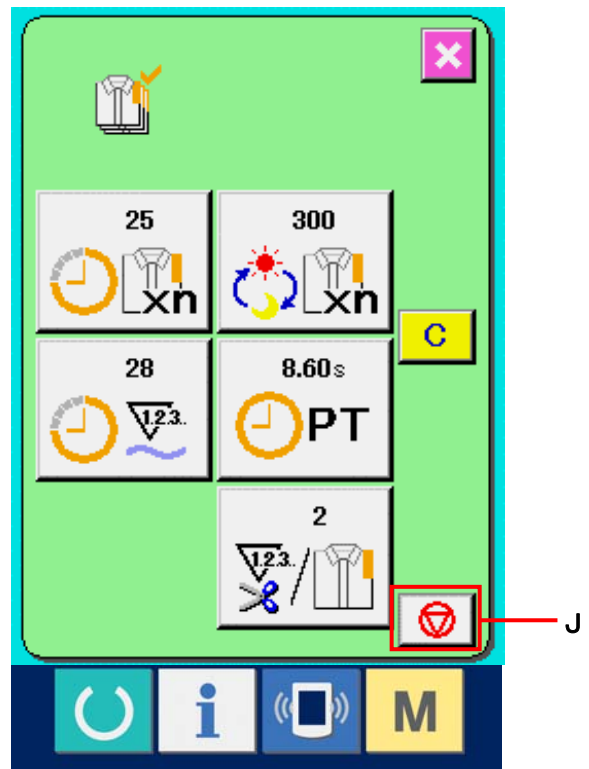
When START button  (I) is pressed, the count of number of pieces of production is started.



⑥ **Stop the count.**

Display the production control screen referring to [24-4 Observing the production control information. p.88](#). When the count is being performed, STOP switch  (J) is displayed. When STOP button  (J) is pressed, the count is stopped.

After the stop, START button is displayed at the position of STOP button. When continuing the count, press START button again. The counted value is not cleared until CLEAR button is pressed.



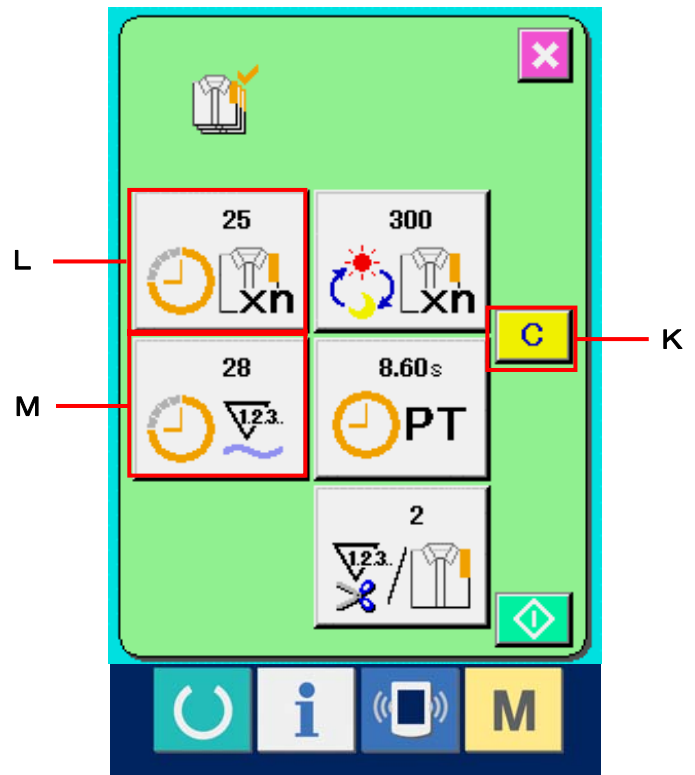
⑦ **Clear the counted value.**

When clearing the counted value, set the count to the stop state and press CLEAR button **C** (K).

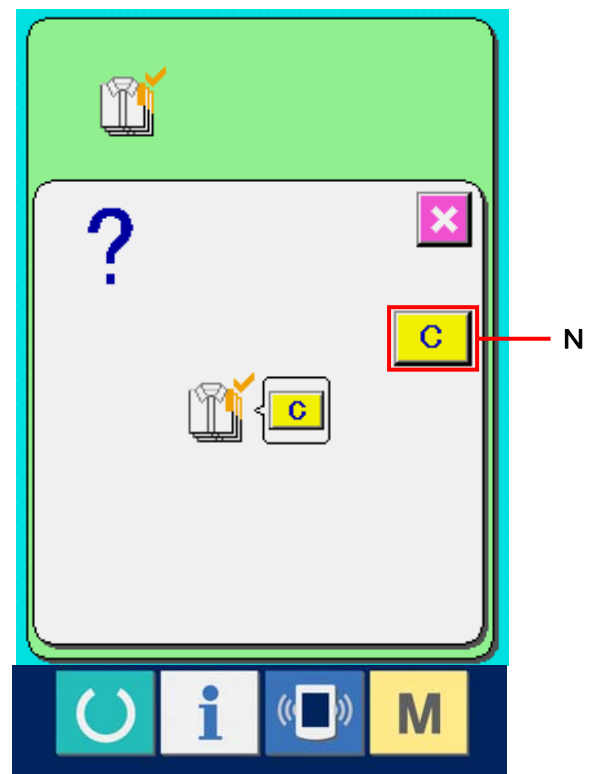
The value to be cleared is the present target value (L) and actual results value (M) only.

(Note : CLEAR button is displayed only in case of stop state.)

When CLEAR button is pressed, the clear confirmation screen is displayed.




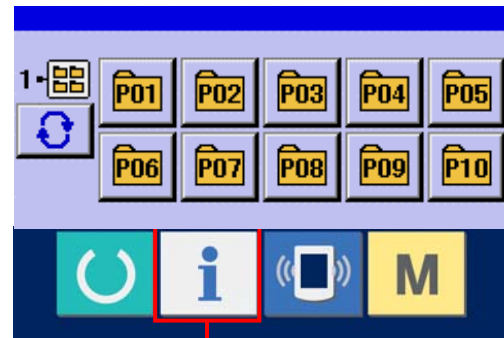
When CLEAR button **C** (N) is pressed in the clear confirmation screen. the counted value is cleared.



24-6 Observing the working measurement information


① Display the information screen.

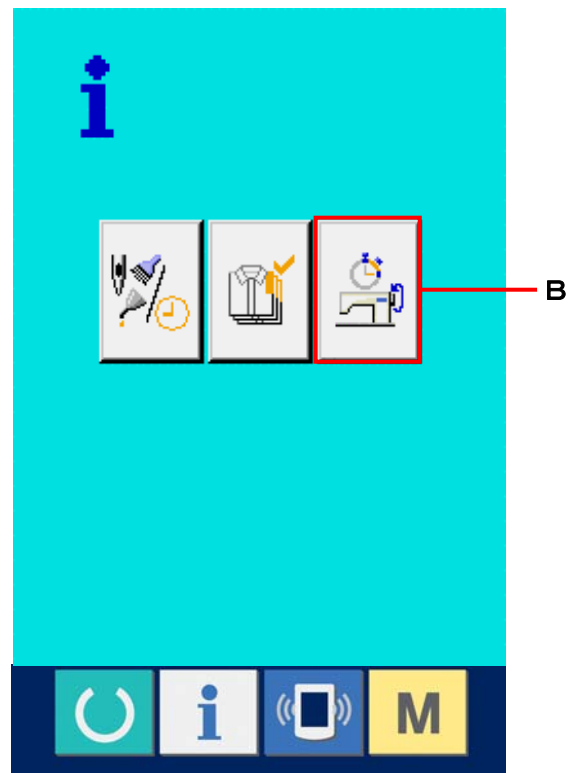
When information key  (A) of the switch seat section is pressed in the data input screen, the information screen is displayed.



A

② Display the working measurement screen.

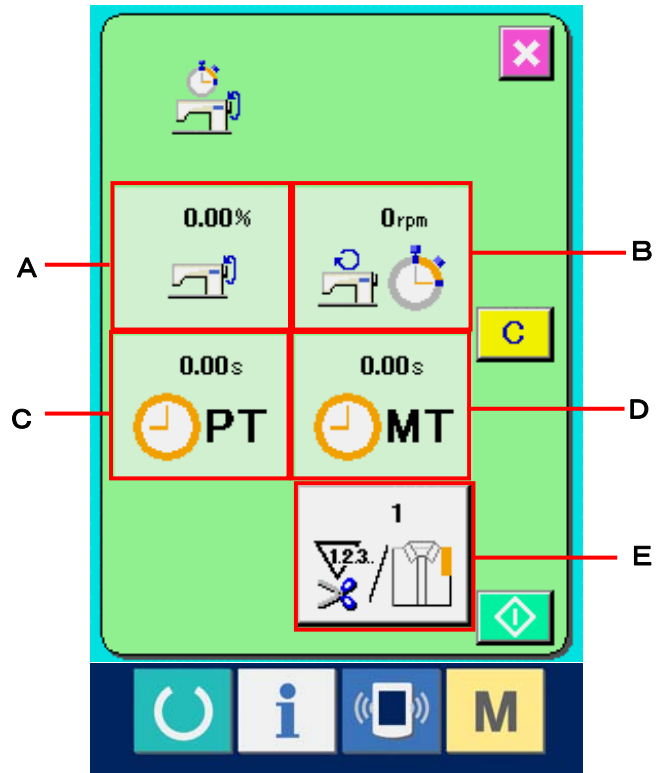
Press working measurement screen display button  (B) in the information screen. The working measurement screen is displayed.




B

Information on the following 5 items is displayed in the working measurement screen.

- A : This item is automatically displayed from the time of starting the machine working ratio measurement.
- B : This item is automatically displayed from the time of starting the machine speed measurement.
- C : This item is automatically displayed from the time of starting the pitch time measurement.
- D : This item is automatically displayed from the time of starting the machine time measurement.
- E : Number of times of thread trimming is displayed. Input the number of times referring to the next step ③.

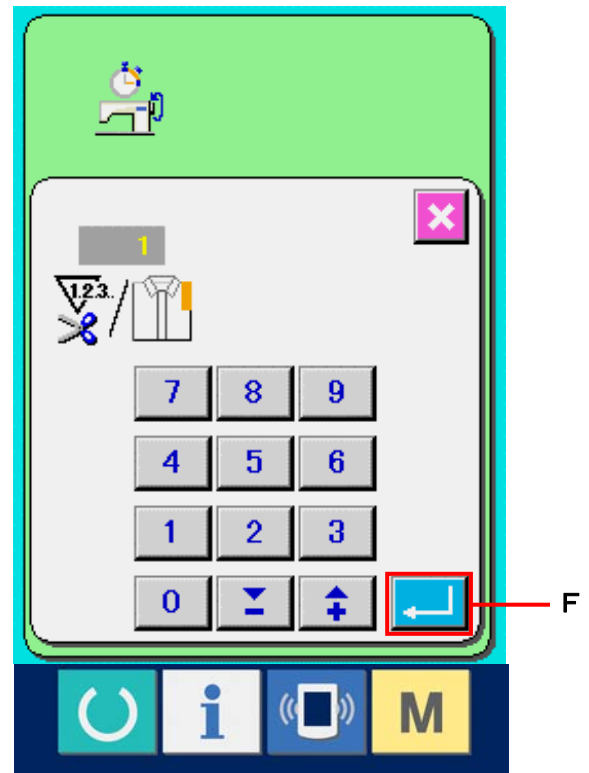


③ **The number of times of thread trimming.**


When number of times of thread trimming button  (E) in the previous page is pressed, the number of times of thread trimming input screen is displayed. Input the value you desire with ten keys or UP/DOWN buttons.

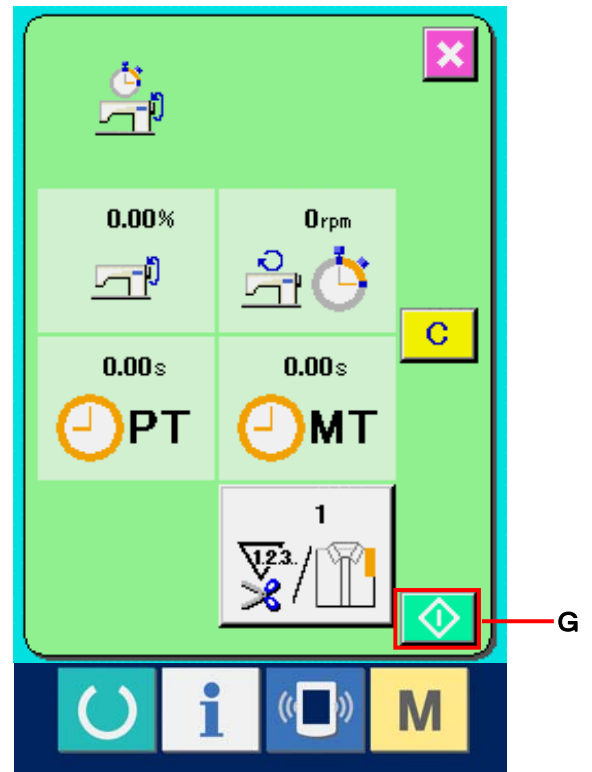
After the input, press ENTER button  (F).

* When the input value is "0", count of the number of times of thread trimming is not performed. Use this function by connecting the external switch.





④ **Start measurement.**

When START button  (I) is pressed, the measurement of each data is started.

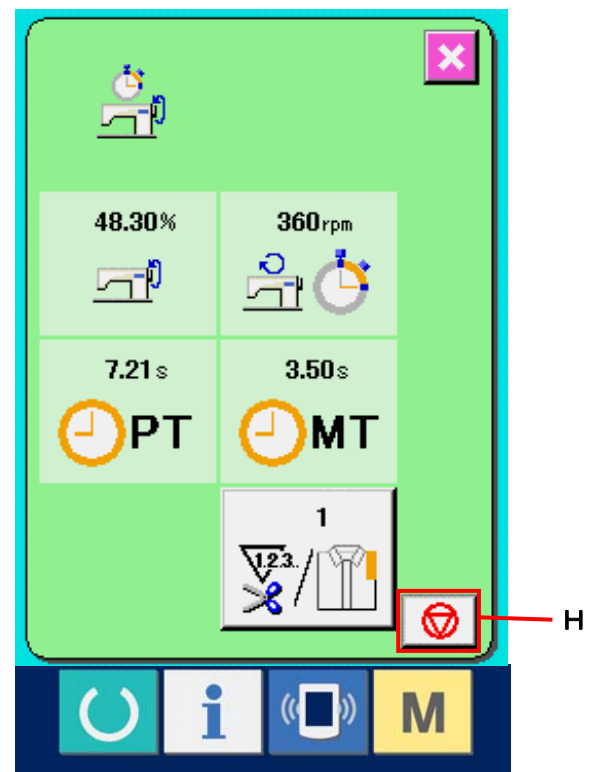


⑤ **Stop count.**


Display the working measurement screen referring to steps ① and ② of [24-6 Observing the working measurement information. p.95](#) .

When the measurement is being performed, STOP switch  (H) is displayed. When STOP button  (H) is pressed, the measurement is stopped.

After the stop, START button is displayed at the position of STOP button. In case of continuing the measurement, press again START button. The measured value is not cleared until CLEAR button is pressed.



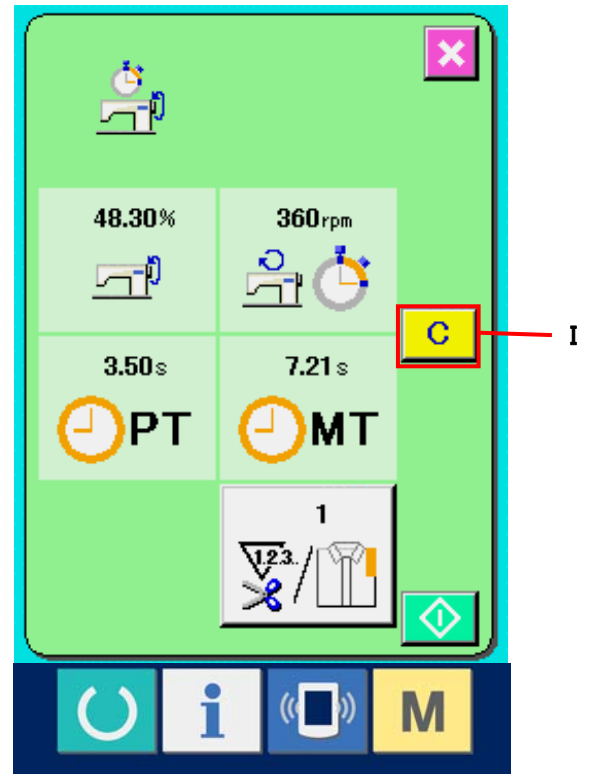
⑥ **Clear the counted value.**


When clearing the counted value, set the count to the stop state and press CLEAR button  (I).

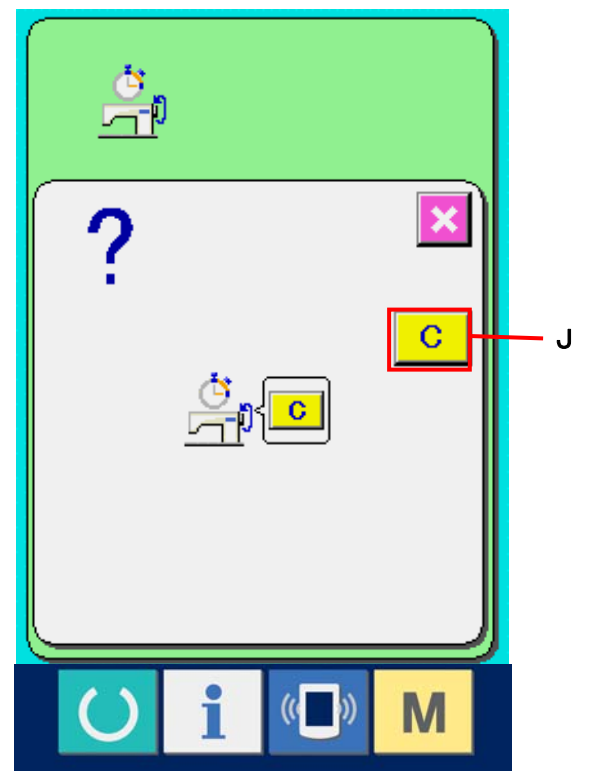
The value to be cleared is the present target value (L) and actual results value (M) only.

(Note : CLEAR button is displayed only in case of stop state.)

When CLEAR button is pressed, the clear confirmation screen is displayed.

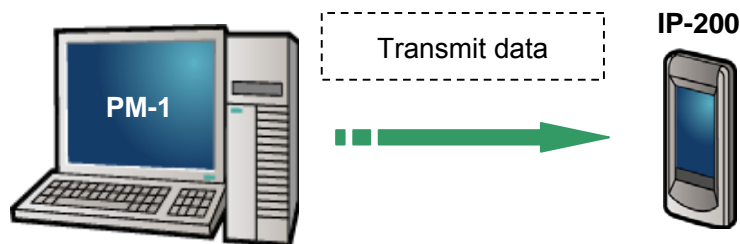


When CLEAR button  (J) is pressed in the clear confirmation screen, the counted value is cleared.



25. TRIAL SEWING FUNCTION

Data created with PM-1 (sewing data creation and edit software) can be sewn on trial by on-line connection of the personal computer with the sewing machine.



Connect the personal computer with IP200 and transmit data to the sewing machine after creation of data with PM-1. When IP200 becomes the data input screen, automatically the trial sewing screen is displayed. For the operating procedure of PM-1, see HELP of PM-1 or the like.

25-1 Performing trial sewing

① Receive the trial sewing data from PM-1.

When the trial sewing data (vector format data) is transmitted from PM-1, the screen on the right side is displayed, and the needle entry diagram of the transmitted data is displayed in the center of the screen. The display color of the needle entry diagram is different according to the thread tension value. When the number of stitches of the transmitted data is excessive, the needle entry diagram is not displayed.

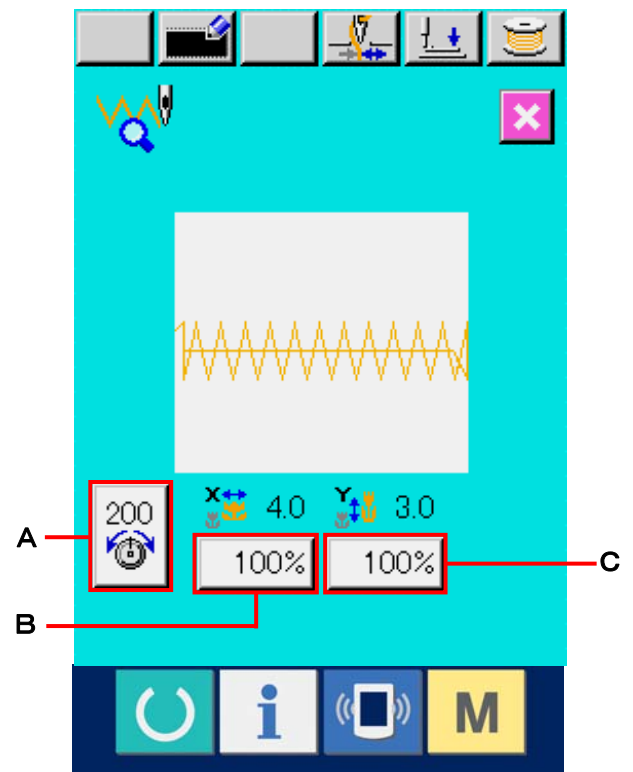
② Edit the vector parameter.

For the vector format data transmitted from PM-1, three items below can be set.

A : Thread tension

B : X scale rate or X actual size value

C : Y scale rate or Y actual size value



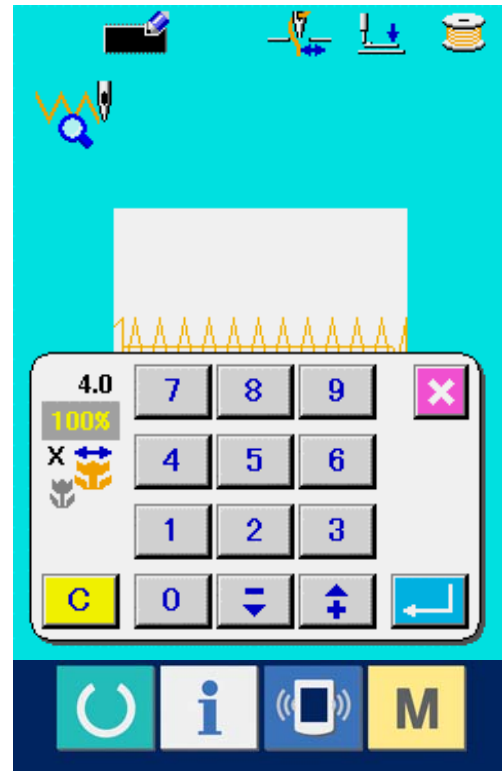
* To input the scale rate or to input the actual size value can be set with memory switch U64.

→ Refer to [21. CHANGING MEMORY SWITCH DATA. p.57.](#)


③ **Change the data.**

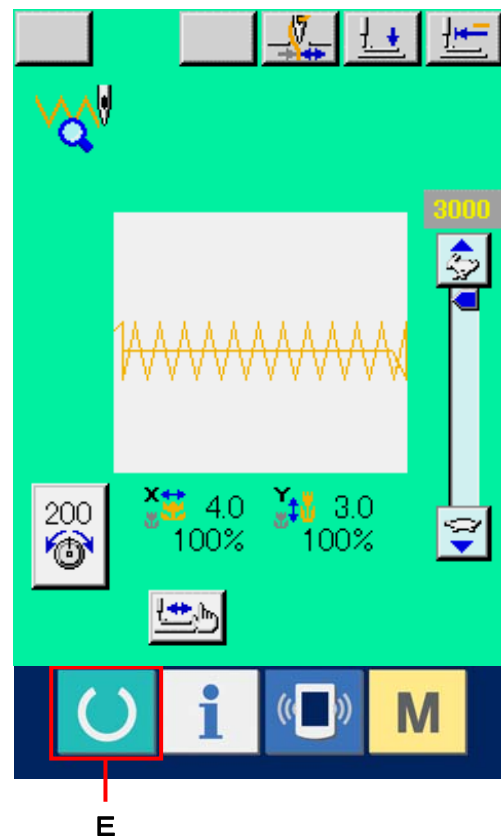
When the button of the item you desire to change from among buttons (A through C) is pressed, ten keys are displayed. Input the value you desire.

After the input, press ENTER button (D).




④ **Perform trial sewing.**


When READY switch  (E) is pressed, the trial sewing screen is displayed. Trial sewing can be performed in this state.

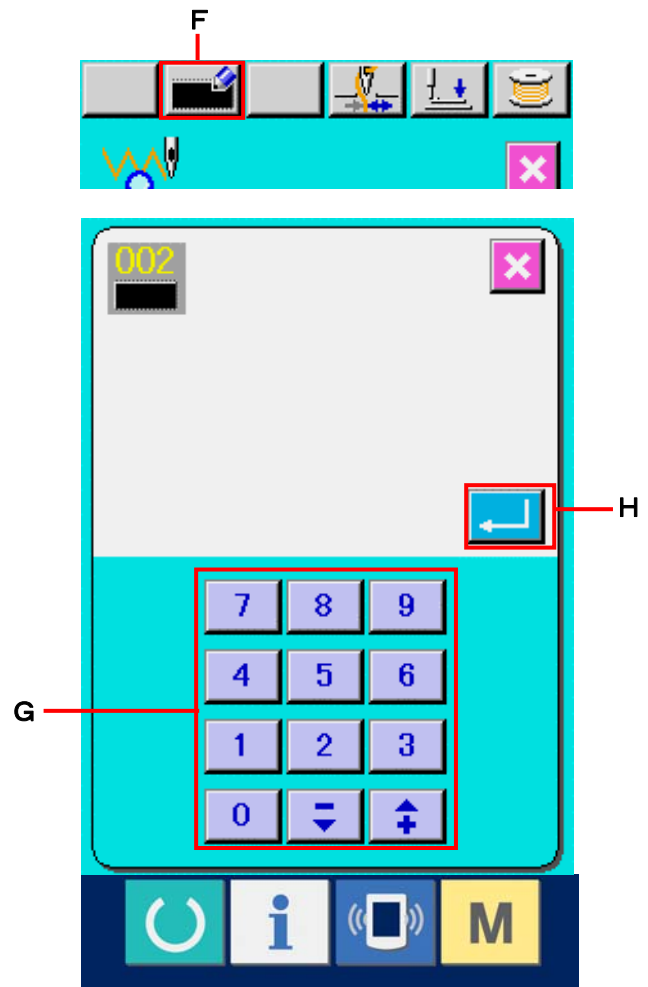


⑤ **Register the data to the users' pattern.**

When registering the data of trial sewing to the sewing machine, press REGISTER button  (F) and the register screen is displayed. Input the users' pattern No. you desire to register with ten keys (G).

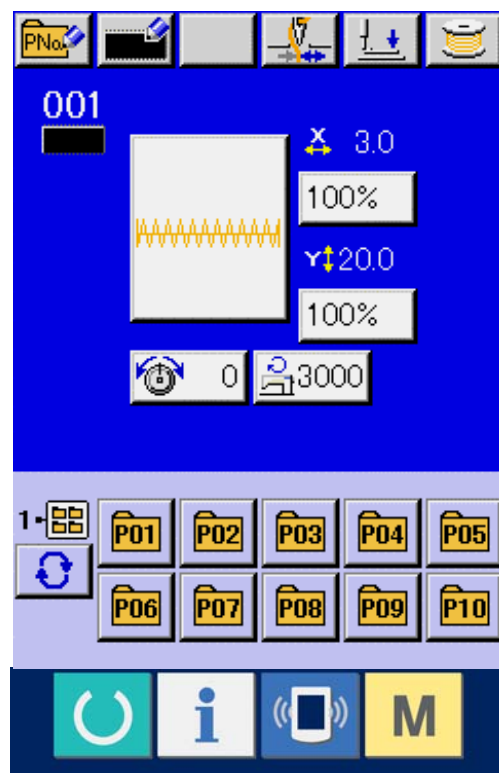
⑥ **Determine the register of data.**

When ENTER button  (H) is pressed, the register screen is closed and the register is finished.



⑦ **Display the data input screen.**

After the register, the data input screen is automatically displayed.




25-2 Thread tension value display color list

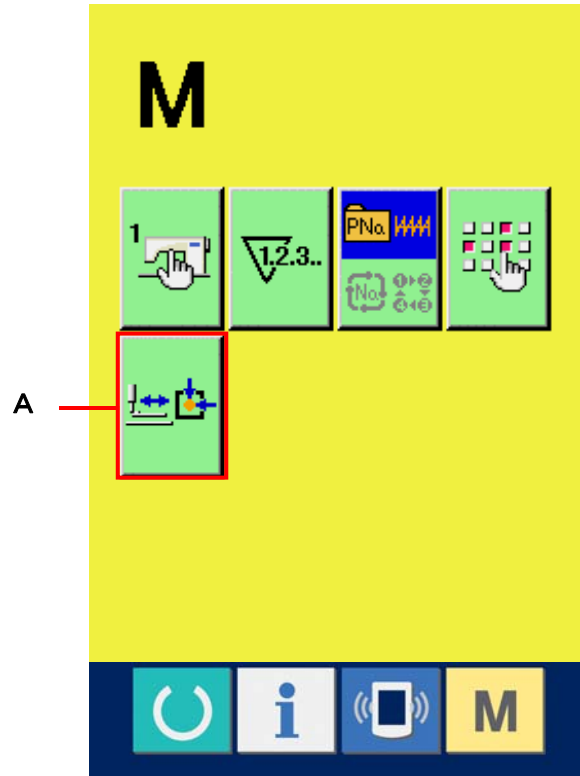
Needle entry diagram to be displayed is different according to the thread tension value which is set to the needle entry point. The color displayed according to the thread tension is as described below.

Thread tension value	Display color
0 to 20	 : Gray
21 to 40	 : Purple
41 to 60	 : Blue
61 to 80	 : Light blue
81 to 100	 : Green
101 to 120	 : Yellow green
121 to 140	 : Orange
141 to 160	 : Red
161 to 180	 : Pink
181 to 200	 : Black


26. PERFORMING ADJUSTMENT OF ORIGIN OF PRESSER

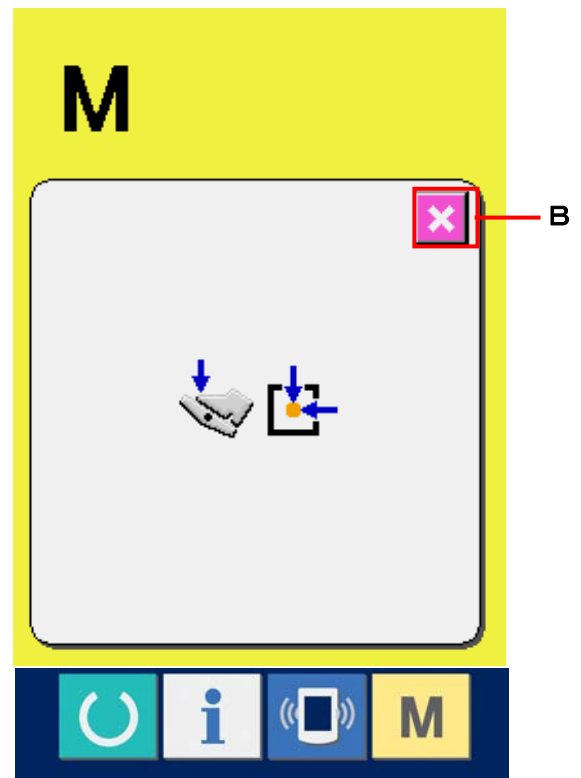
① Display the presser origin adjustment screen.

When **M** switch is pressed, PRESSER ORIGIN ADJUST button  (A) is displayed on the screen. When this button is pressed, the presser origin adjustment screen is displayed.




② Perform the adjustment of the presser origin.

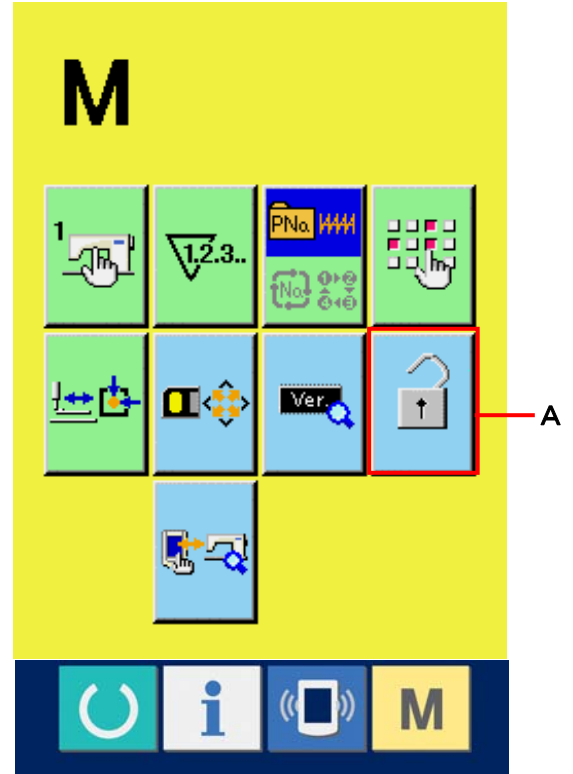
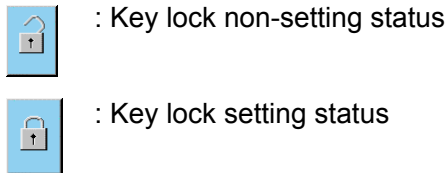
Perform the origin retrieval with the start switch. When CANCEL button  (B) is pressed, the presser origin adjustment screen is closed and the mode screen is displayed.





27. PERFORMING KEY LOCK

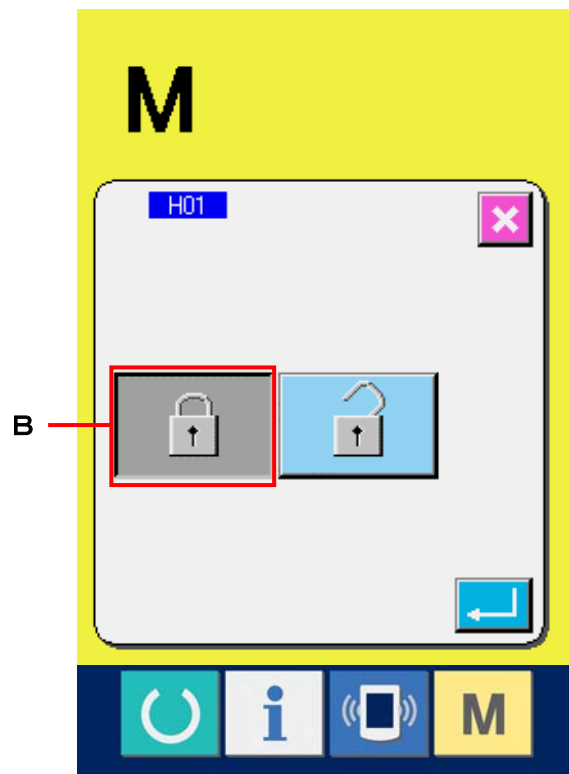
① Display the key lock screen.

When **M** key is held pressed for three seconds, KEY LOCK button  (A) is displayed on the screen. When this button is pressed down, the key lock setting screen is displayed. The existing setting status is displayed on the key lock button.



② Select the key lock status and determine.

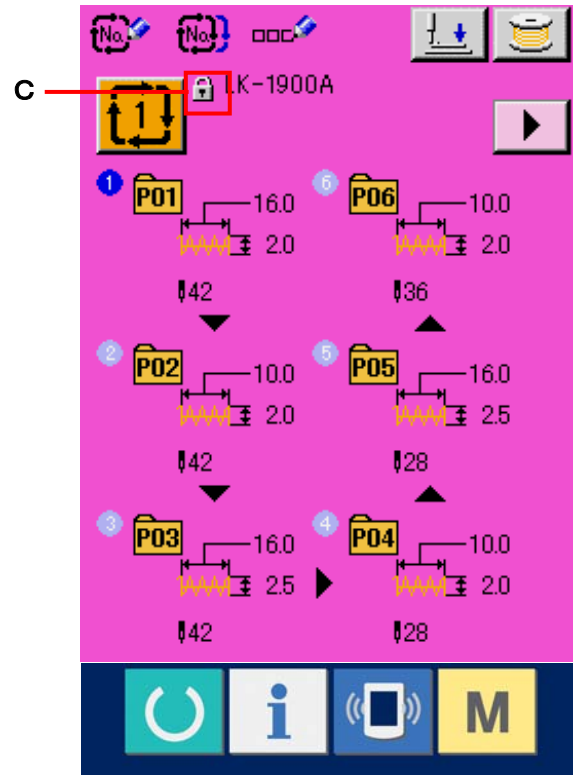
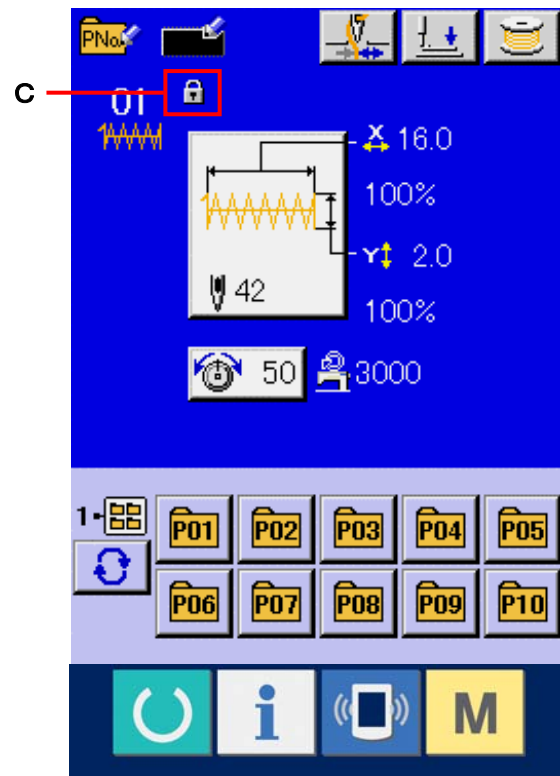
Select KEY LOCK STATUS button  (B) in the key lock setting screen, and press . Then the key lock setting screen is closed and the key lock status is obtained.



③ **Close the mode screen and display the data input screen.**


When the mode screen is closed and the data input screen is displayed, pictograph (C) showing the key lock status is displayed on the right side of the pattern No. display.

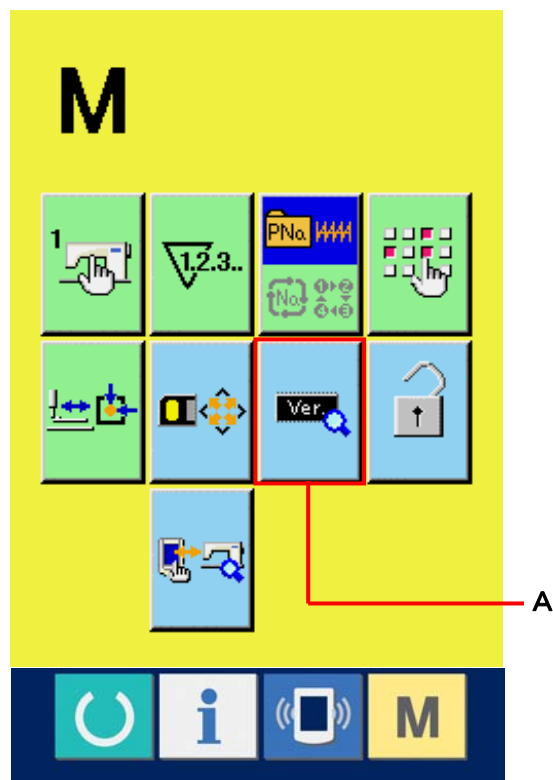
In addition, only the buttons which can be used even in the key lock status are displayed.



28. DISPLAYING VERSION INFORMATION

① Display the version information screen.

When **M** key is held pressed for three seconds, VERSION INFORMATION button  (A) is displayed on the screen. When this button is pressed, the version information screen is displayed.




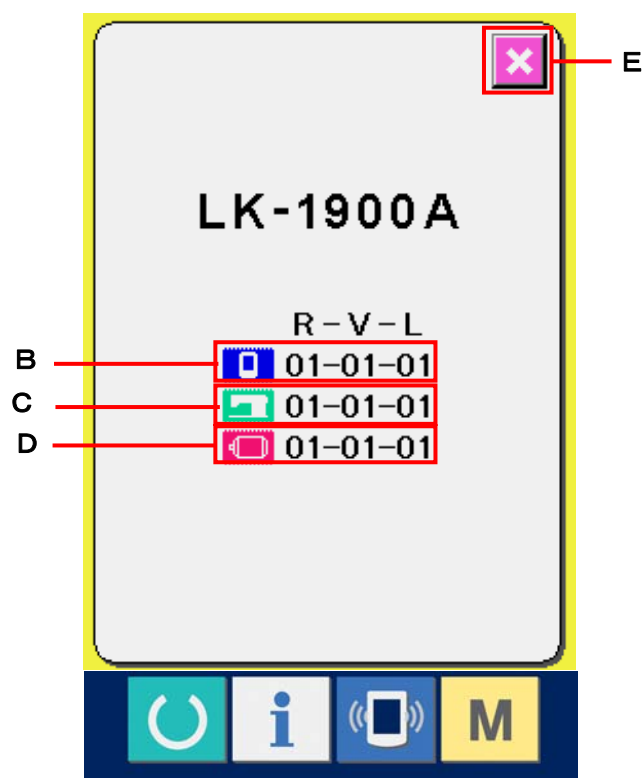
The version information on the sewing machine you use is displayed in the version information screen and it is possible to check.

B : Version information on panel program

C : Version information on main program


D : Version information on main shaft program

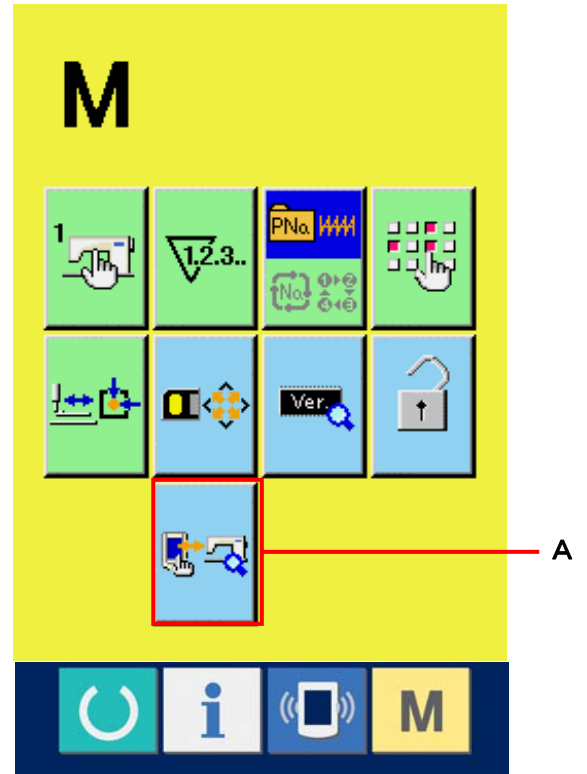
When CANCEL button  (E) is pressed, the version information screen is closed and the mode screen is displayed.



29. USING CHECK PROGRAM

29-1 To display the check program screen

When **M** key is held pressed for three seconds, CHECK PROGRAM button  (A) is displayed on the screen. When this button is pressed down, the check program screen is displayed.



There are 8 items of the check programs below.

I01 Touch panel compensation screen

→ Refer to [29-2 Performing compensation of touch panel. p. 109.](#)

I02 LCD check

→ Refer to [29-3 Performing LCD check. p. 112.](#)

I03 Sensor check

→ Refer to [29-4 Performing sensor check. p.113.](#)

I04 Machine speed

→ Refer to [29-5 Number of rotations of main motor check. p. 115.](#)

I05 Output check

→ Refer to [29-6 Performing output check. p. 116.](#)

I06 Adjusting X/Y origins

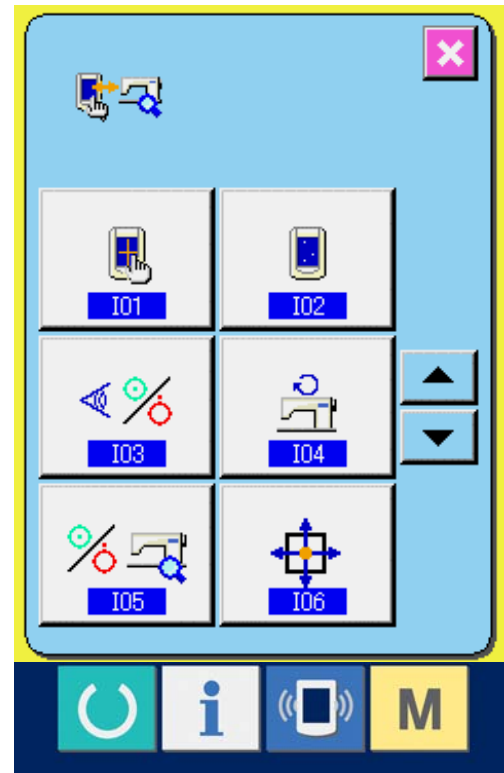
→ Refer to [29-7 Performing X/Y motors/origin sensors check. p.117.](#)

I07 Adjusting presser and thread trimmer

→ Refer to [29-8 Performing presser/thread trimmer motor/origin sensor check. p.118.](#)

I08 Adjusting thread clamp

→ Refer to [29-9 Performing thread clamp motor/origin sensor check . p.119.](#)



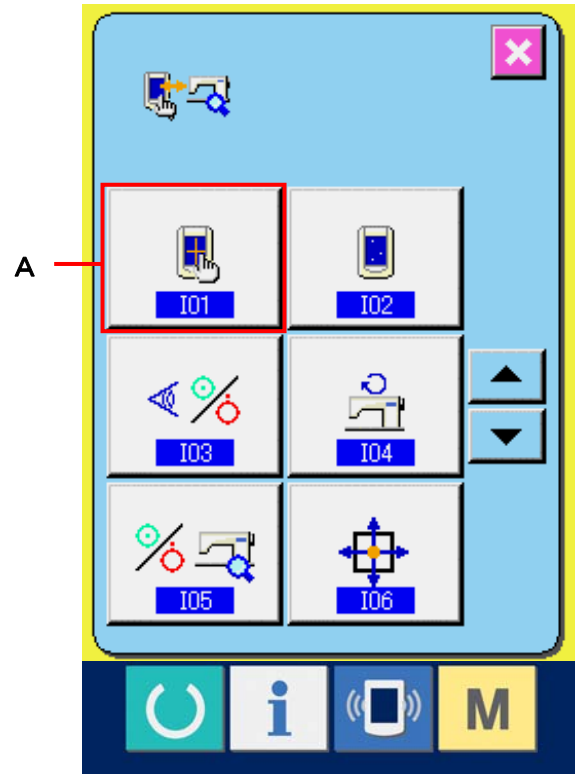
29-2 Performing compensation of touch panel

① Display the touch panel compensation screen.

When TOUCH PANEL COMPENSATION button



(A) in the check program screen is pressed, the touch panel compensation screen is displayed.

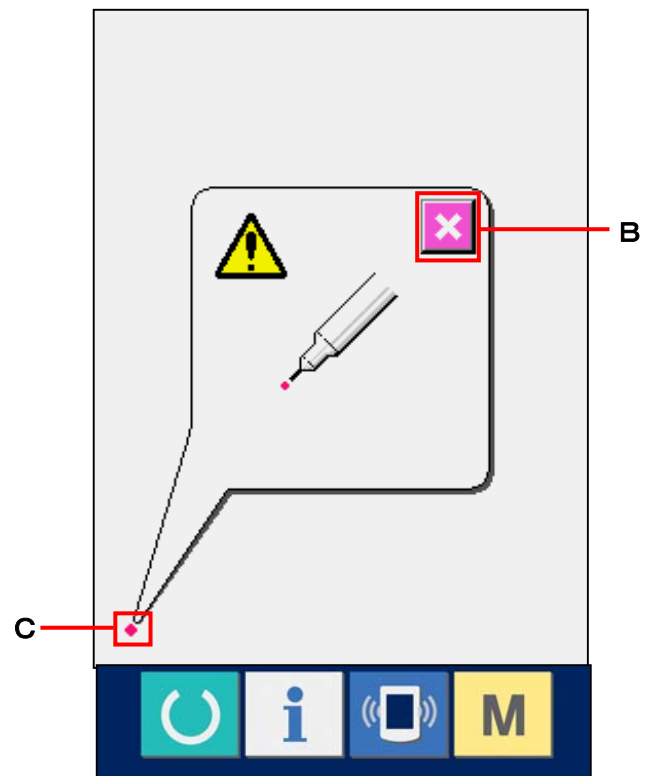


② Press the upper position on the left side.

Press red circle (C) located on the upper left side in the screen.

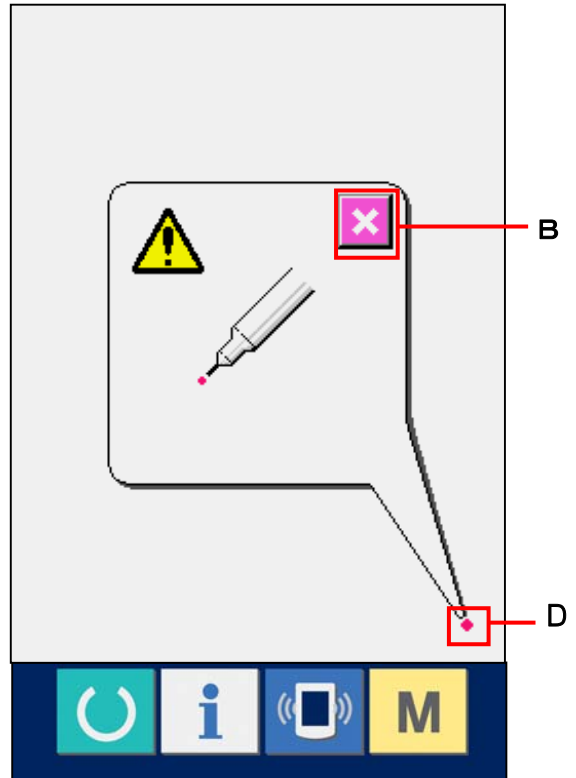
When ending the compensation, press

CANCEL button (B).



③ **Press the upper position on the right side.**

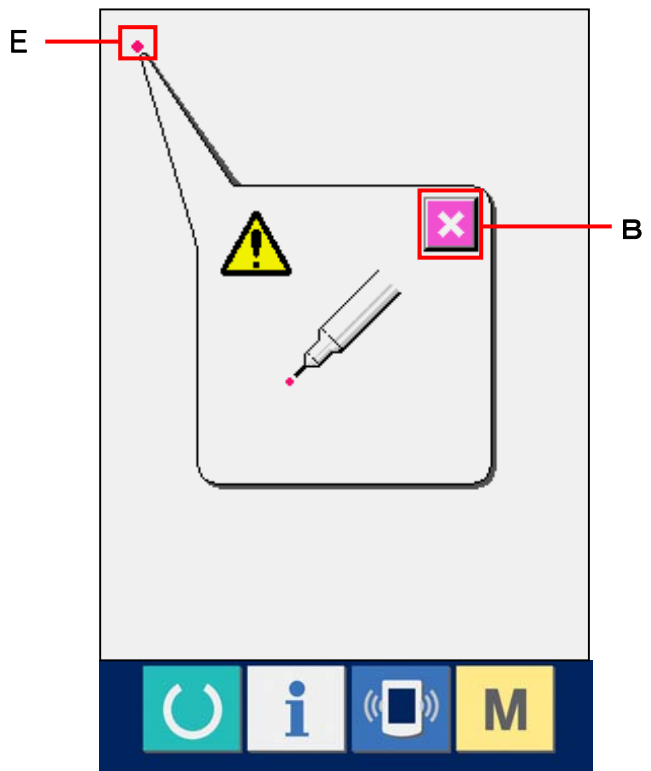
Press red circle ● (D) located on the upper right side in the screen. When ending the compensation, press CANCEL button ✖ (B).




④ **Press the lower position on the left side.**


Press red circle ● (E) located on the lower left side in the screen.

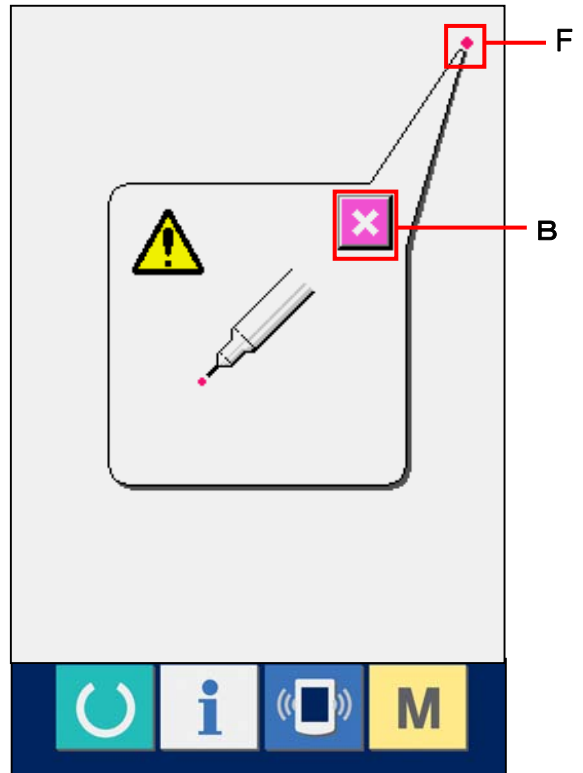
When ending the compensation, press CANCEL button ✖ (B).



⑤ **Press the lower position on the right side.**

Press red circle  (F) located on the lower right side in the screen.

When ending the compensation, press CANCEL button  (B).



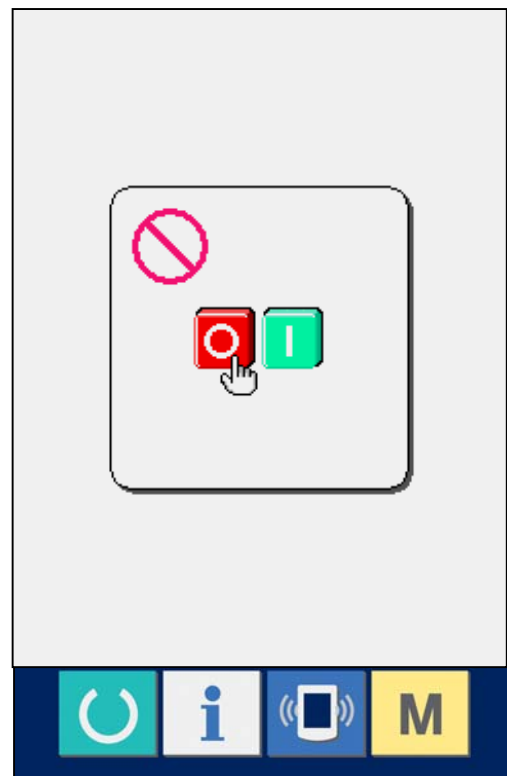
⑥ **Store data**

When the four points have been pressed, the compensation data are stored, and the screen showing power OFF forbidden is displayed.

Do not turn OFF the power while this screen is displayed.


When the power is turned OFF, the compensated data are not stored.

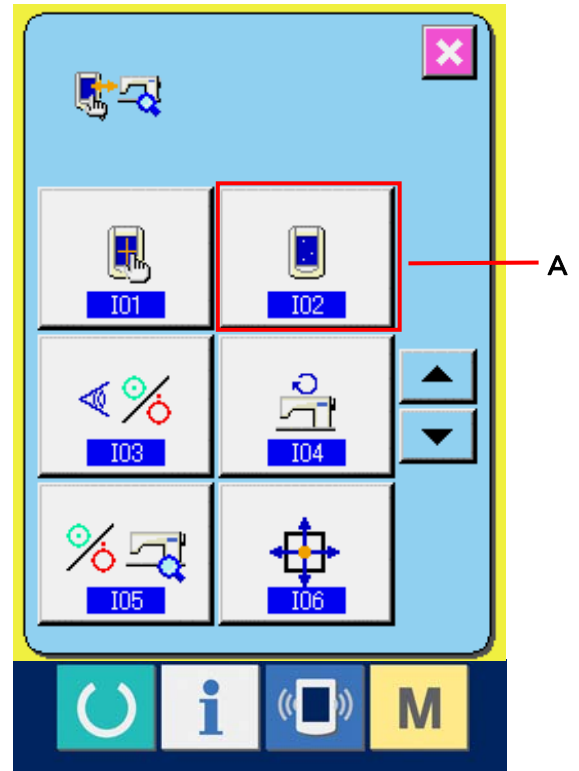
When storing ends, the check program screen is automatically displayed.



29-3 Performing LCD check

① **Display the LCD check screen.**

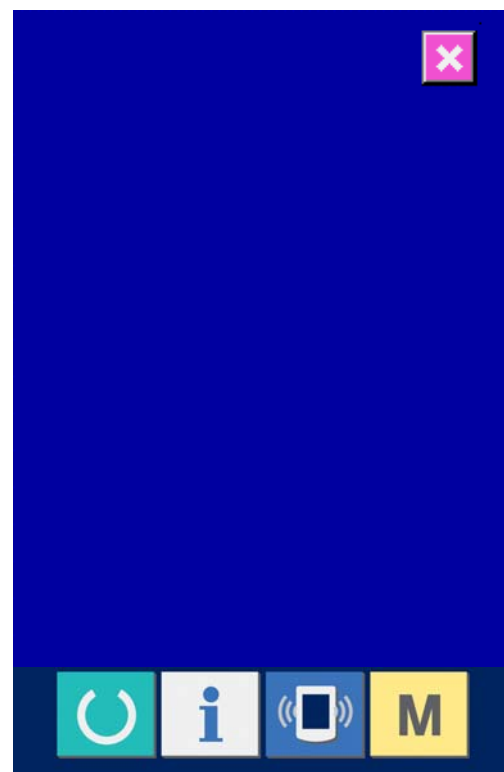
When LCD CHECK button  (A) in the check program screen, the LCD check screen is displayed.



② **Check whether there is any dot-omission of LCD.**


For the LCD check screen, the screen is displayed with one color only. Check in this status whether there is any dot-omission of LCD.

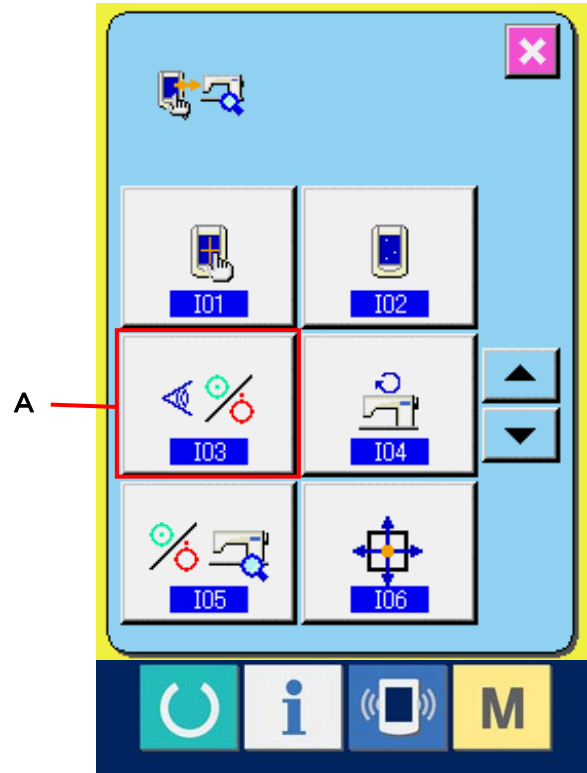
When checking has ended, press a suitable place in the screen. The LCD check screen is closed and the check program screen is displayed.



29-4 Performing sensor check

① Display the sensor check screen.

When SENSOR CHECK button  (A) in the check program screen is pressed, the sensor check screen is displayed.




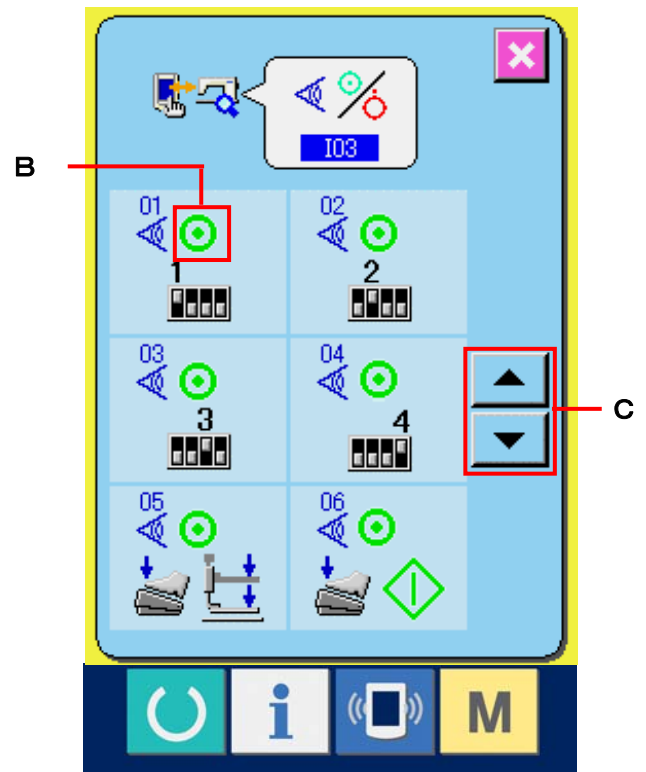
② Performing sensor check.

Input status of various sensors can be checked in the sensor check screen.

















Input status of each sensor is shown as B. The display of ON status/OFF status is as shown below.



Press UP/DOWN buttons  (C) and display the checked sensors.




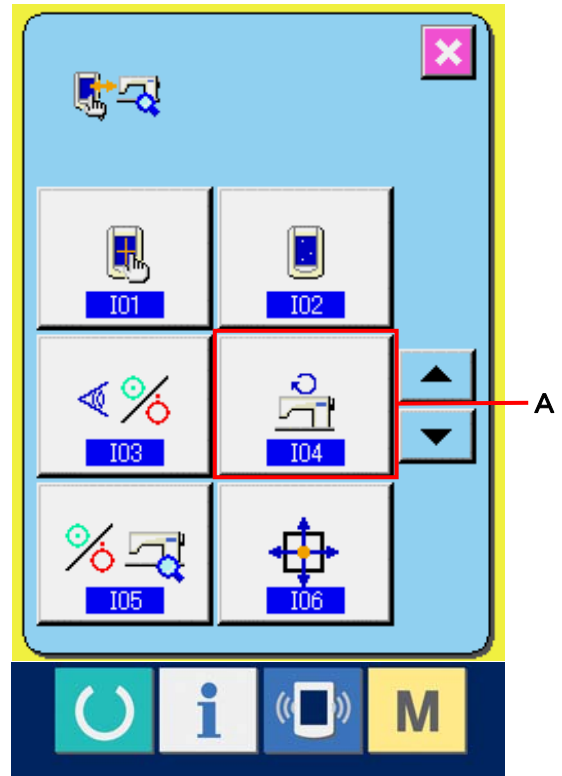
16 kinds of the sensors below are displayed.

No.	Pictograph	Description of sensor
01		DIPSW2-1
02		DIPSW2-2
03		DIPSW2-3
04		DIPSW2-4
05		Optional start SW
06		Optional presser SW
07		Optional presser 2 SW
08		Pedal SW (Pedal input value is displayed.)
09		Needle upper dead point (5 to 30 °)
10		Needle lower dead point (185 to 215 °)
11		Needle lower position (80 to 123 °)
12		Needle UP position (40 to 62 °)
13		TG (45 times/rotation)
14		Feed reference (125 to 155 °)
15		Main motor Z phase (0 to 180 °)
16		Head tilt SW



29-5 Number of rotations of main motor check



① Display the number of rotations of main motor check screen.

When NUMBER OF ROTATIONS OF MAIN MOTOR CHECK button  (A) in the check program screen is pressed, the number of rotations of main motor check screen is displayed.

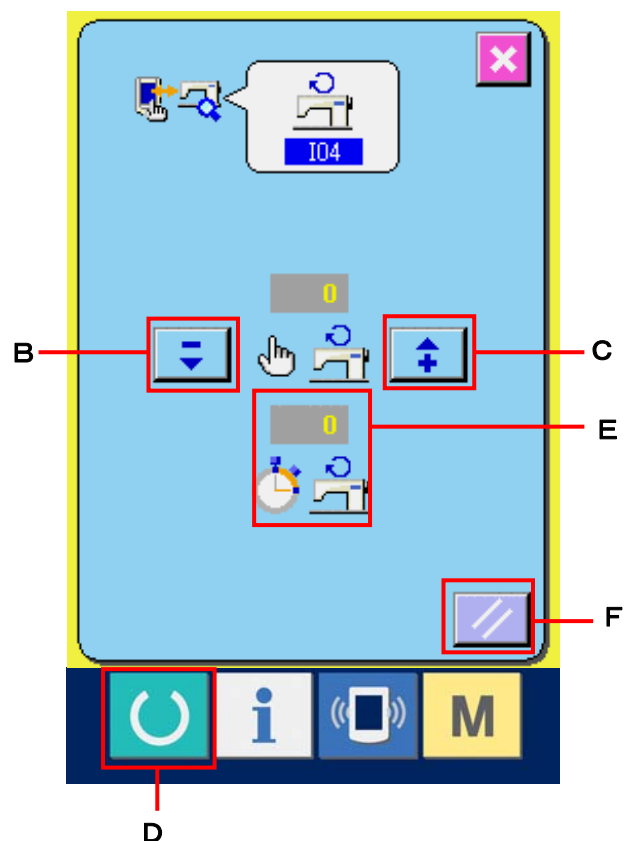


② Rotate main motor and perform checking the observed value.

Number of rotations can be set with "-"/"+" buttons   (B and C).


When READY key  (D) is pressed, the sewing machine can be rotated with the number of rotations which has been set. At this time, the number of rotations which has been observed is displayed at  (E).

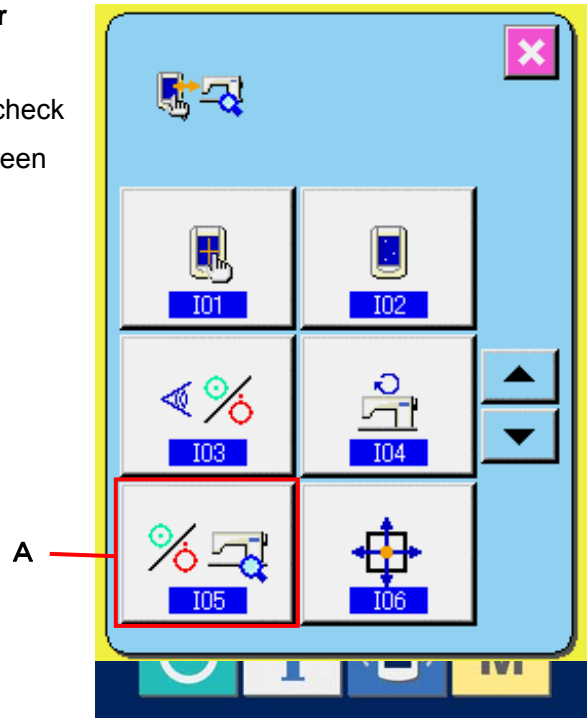
When RESET button  (F) is pressed, the sewing machine stops.



29-6 Performing output check


① Display the number of rotations of main motor check screen.

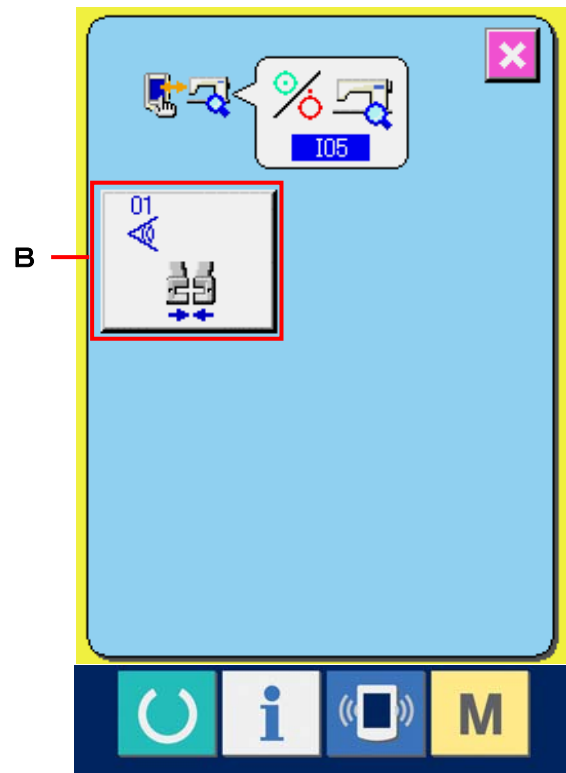
When SENSOR CHECK button  (A) in the check program screen is pressed, the sensor check screen is displayed.



② Perform output check.


Perform the output check of cloth open magnet of LK-1901A.

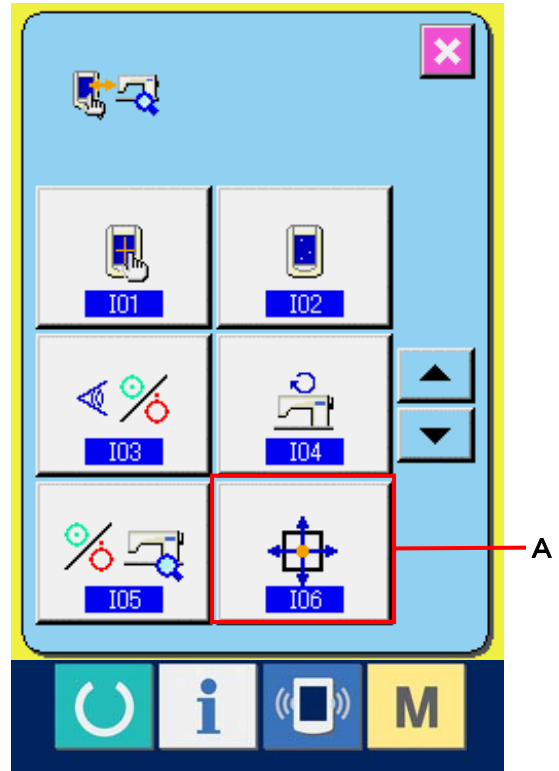
Press OUTPUT CHECK button  (B). Cloth open magnet ON is output while the button is held pressed.



29-7 Performing X/Y motors/origin sensors check


- ① **Display the X/Y motors/origin sensors check screen.**

When X/Y MOTORS/ORIGIN SENSORS CHECK button  (A) in the check program screen is pressed, the X/Y motors/origin sensors check screen is displayed.



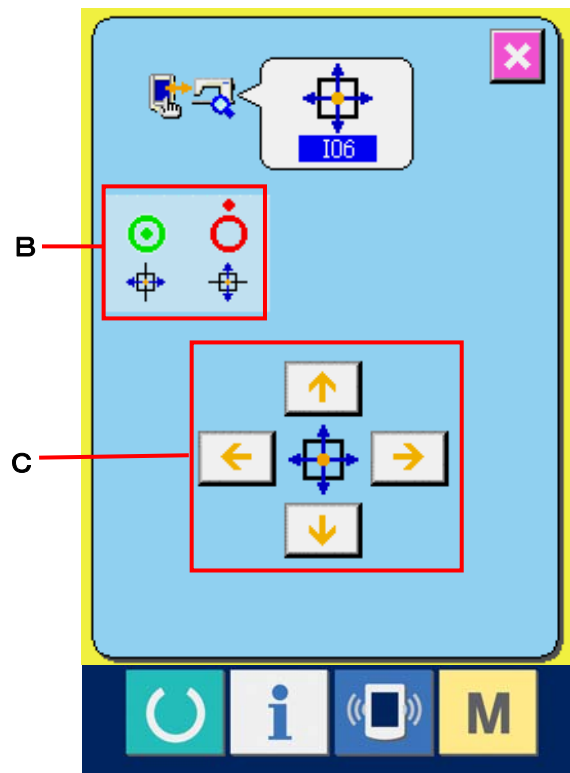
- ② **Perform X/Y motors/origin sensors check.**

ON/OFF status of the sensor is displayed at the position of B according to the status of X/Y origin sensors.

Press ARROW MARK buttons  (C) and X/Y motors are driven by 0.1 mm at a time in the "+"/"-" direction.

(Caution) Motors which have not been selected are driven as well in order to interpolate the arc.

Perform the origin retrieval of X/Y motors to both shafts with the start switch.



29-8 Performing presser/thread trimmer motor/origin sensor check

① Display the presser/thread trimmer motor/origin sensor check screen.

When PRESSER/THREAD TRIMMER MOTOR/ORIGIN SENSOR CHECK button (A) in the check program screen is pressed, the presser/thread trimmer/origin sensor check screen is displayed.

② Perform presser/thread trimmer/origin sensor check.

ON/OFF status of thread trimmer sensor is displayed at the position of B according to the status of thread trimmer sensor.

ON/OFF status of presser origin sensor is displayed at the position of C according to the status of presser origin sensor.

Presser/thread trimmer motor is driven by one pulse at a time with "-" and "+" buttons (D and E).

In addition, when NORMAL POSITION TRAVEL button (F) is pressed, the presser/thread trimmer motor is driven to the normal positions below, and the pictograph showing the position is displayed in gray.

G : Presser UP position

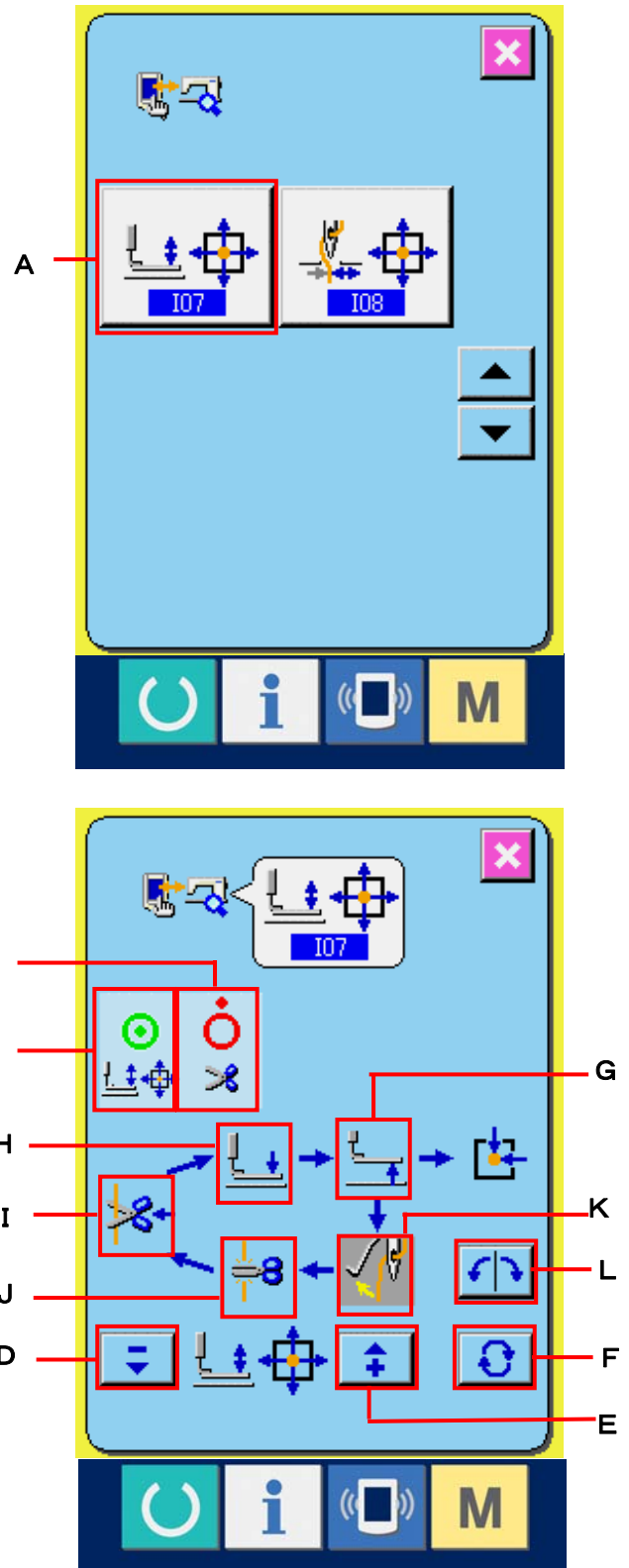
H : Presser DOWN position (DOWN position at the time of pedal operation)

I : Thread trimmer position

J : Presser DOWN position (DOWN position after thread trimming)


K : Wiper sweeping position

When REVERSE ROTATION button (L) is pressed, the motor is driven in reverse rotation. Perform the origin retrieval of presser/thread trimmer motor with the start switch.



29-9 Performing thread clamp motor/origin sensor check




① Display the thread clamp motor/origin sensor check screen.

When THREAD CLAMP MOTOR/ORIGIN SENSOR CHECK button  (A) in the check program screen is pressed, the thread clamp motor/origin sensor check screen is displayed.

② Perform thread clamp motor/origin sensor check.

ON/OFF status of thread trimmer sensor is displayed at the position of B according to the status of thread clamp sensor.

ON/OFF status of origin sensor is displayed at the position of C according to the status of thread clamp origin sensor.

Thread clamp motor is driven by one pulse at a time with "-" and "+" buttons   (D and E). In addition, when NORMAL POSITION TRAVEL button  (F) is pressed, thread clamp motor is driven to the normal positions below and the pictograph showing the position is shown in reverse video.

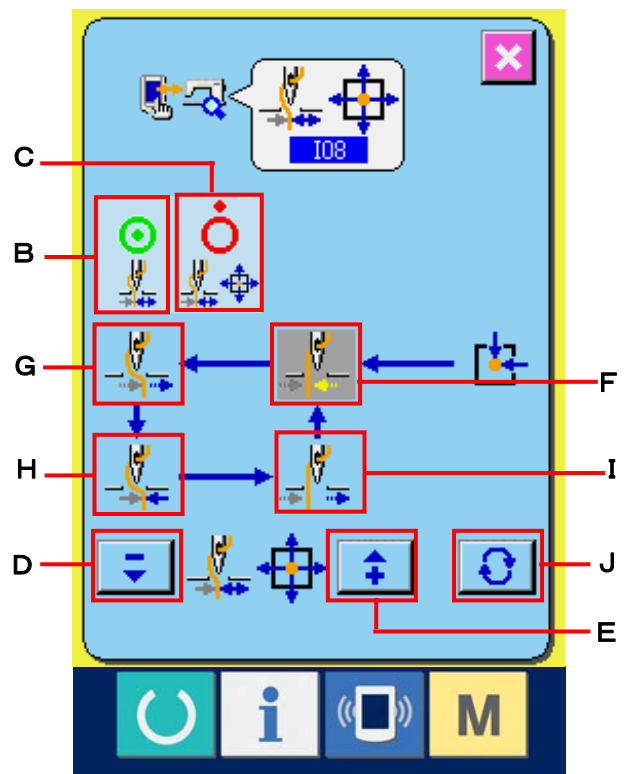
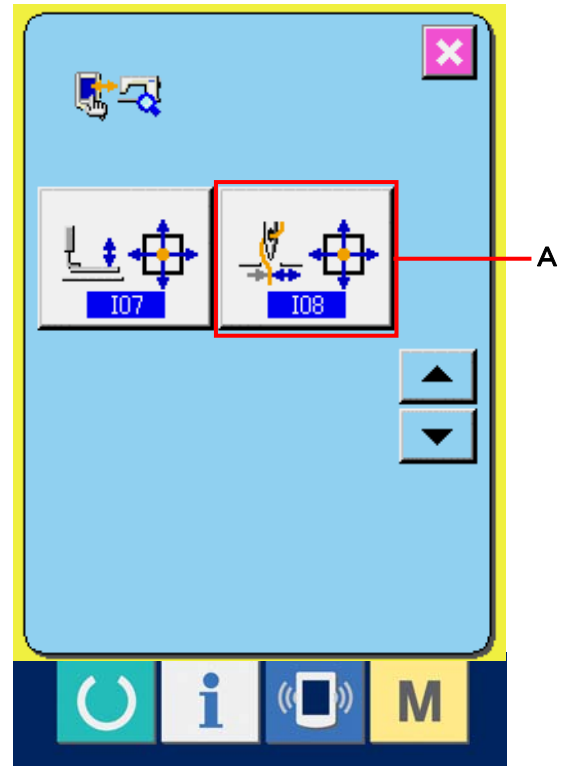
F : Waiting position (front)

G : Thread bend position

I : Thread clamp position

J : Retracted position (rear side)


(Caution) The positions above are effective after performing origin retrieval of thread clamp motor with the start switch.




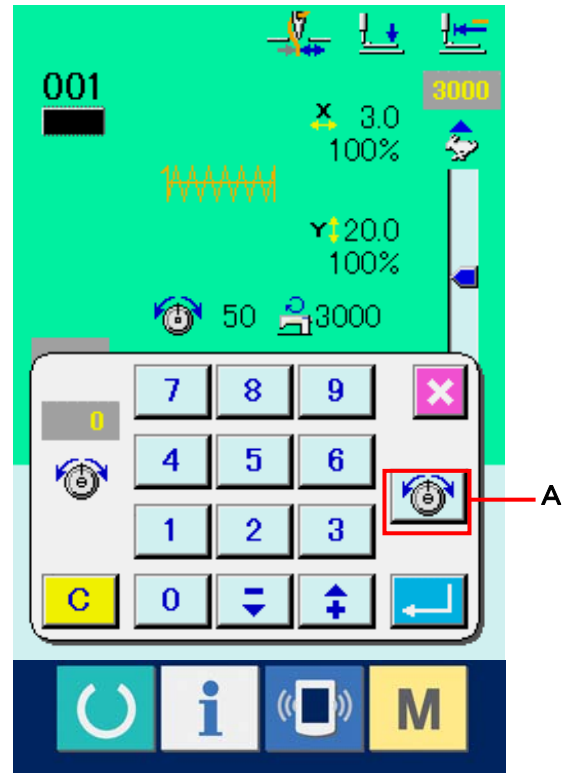
30. CHANGING THREAD TENSION COMMAND AT EVERY NEEDLE ENTRY POINT

30-1 Adding or changing thread tension command at every needle entry point



① **Display the thread tension command change screen.**



When THREAD TENSION COMMAND CHANGE button  (A) on the thread tension change during sewing screen when selecting the users' pattern, the thread tension command change screen is displayed.

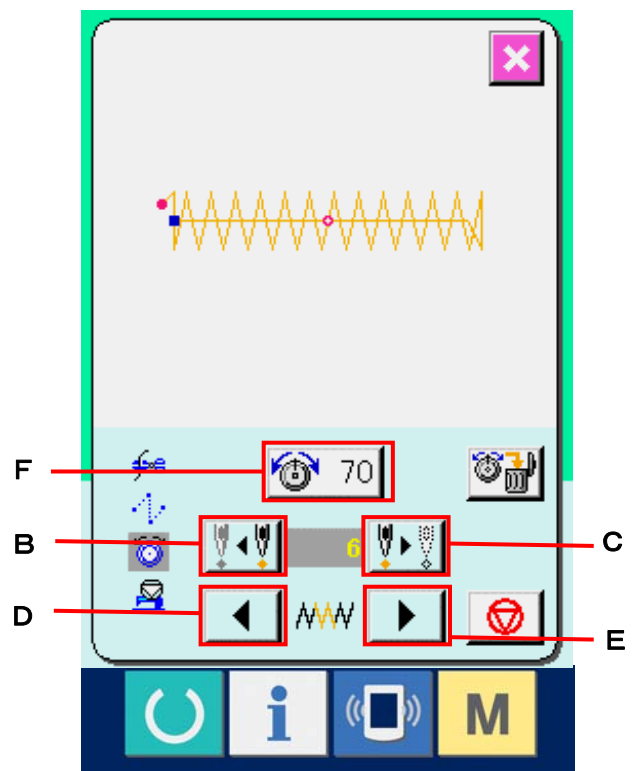
 The sewing machine does not start even when the foot switch is depressed under this mode.





② **Designate needle position desired to be changed.**

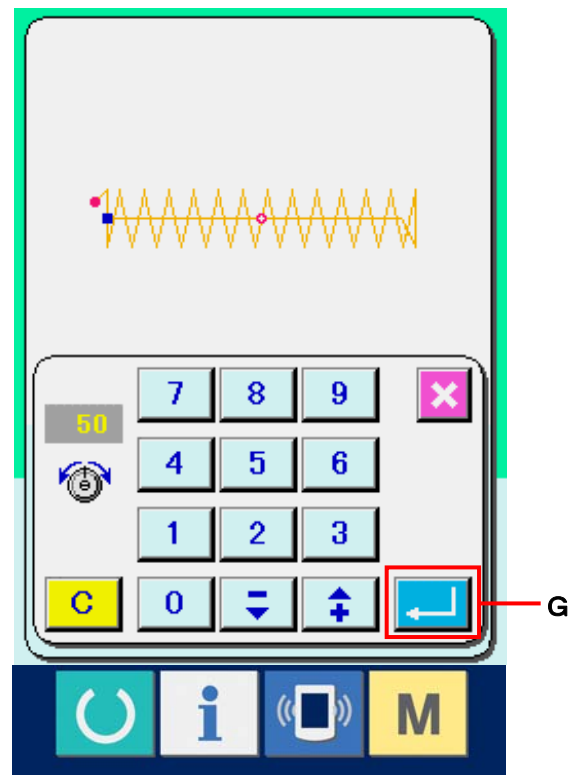
Designate the position where thread tension command value is desired to be inputted or the position where thread tension command is desired to be added using ONE STITCH BACK button  (B) or ONE STITCH FORWARD button  (C).

In addition, the position can be designated with the button to return to the previous command position  (D) or with the button to proceed to the next command position  (E).




③ **Input thread tension command value.**

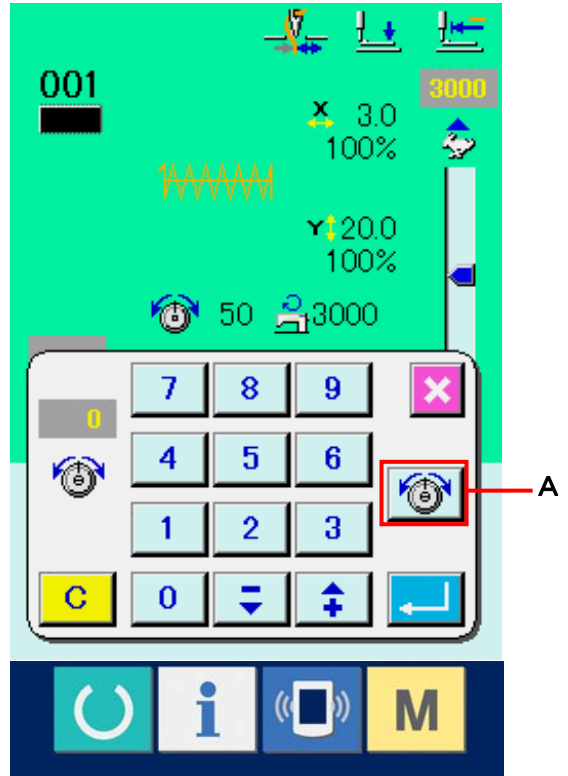
When COMMAND INPUT button  70 (F) is pressed, the command value input screen is displayed. Input the command value with ten keys and press ENTER button  (G) to determine the value.





30-2 Deleting thread tension command at every needle entry point



① **Display the thread tension command change screen.**

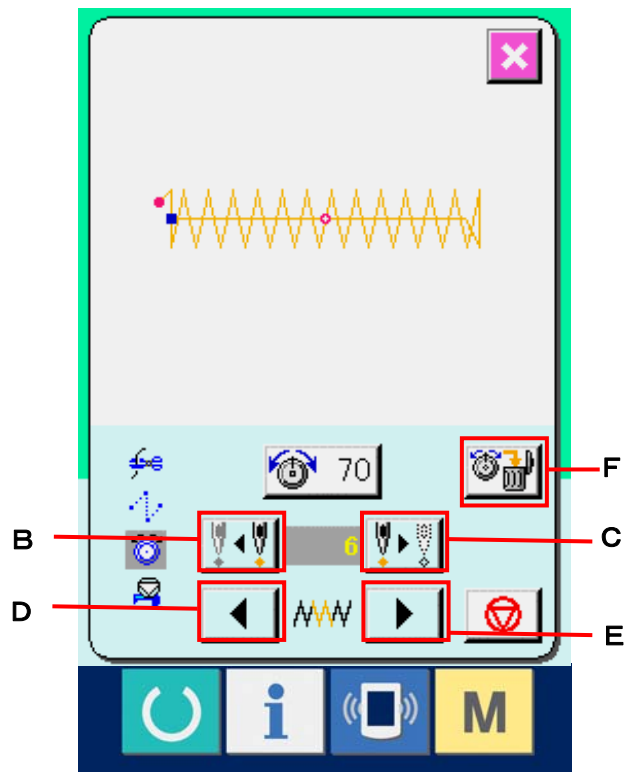
When THREAD TENSION COMMAND CHANGE button  (A) on the thread tension change during sewing screen when selecting users' pattern is pressed, the thread tension command change screen is displayed.




② **Designate the command position desired to be deleted.**


Designate the needle entry position where the command value desired to be deleted is inputted using ONE STITCH BACK button  (B) or ONE STITCH FORWARD button  (C).

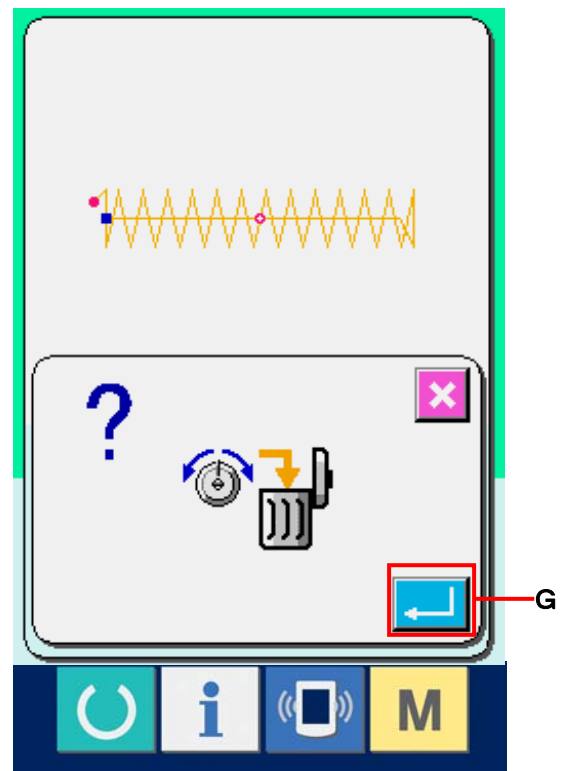
In addition, the position can be designated with the button to return to the previous command position  (D) or the button to proceed to the next command position  (E).



③ **Delete the thread tension command.**

When COMMAND DELETE button  (F) is pressed, the command delete screen is displayed.

When ENTER button  (G) is pressed, deletion is performed.

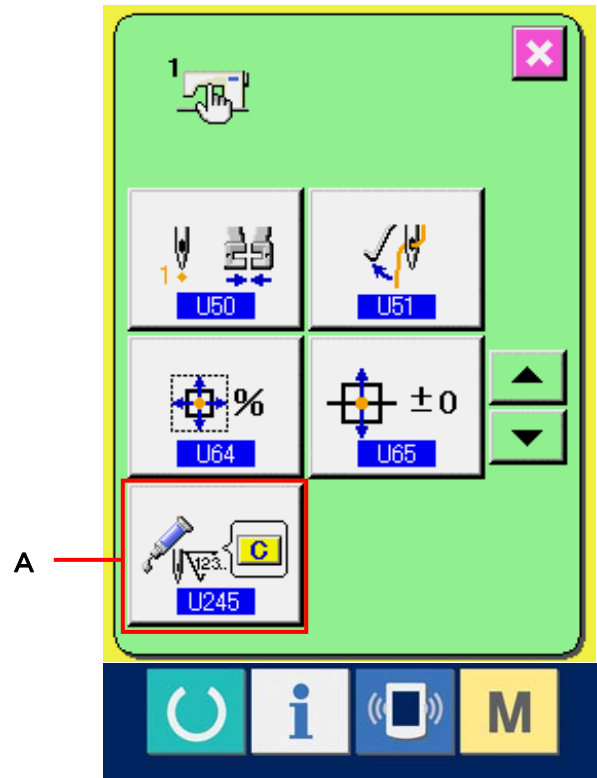


31. PERFORMING RELEASE OF GREASE-UP ERROR

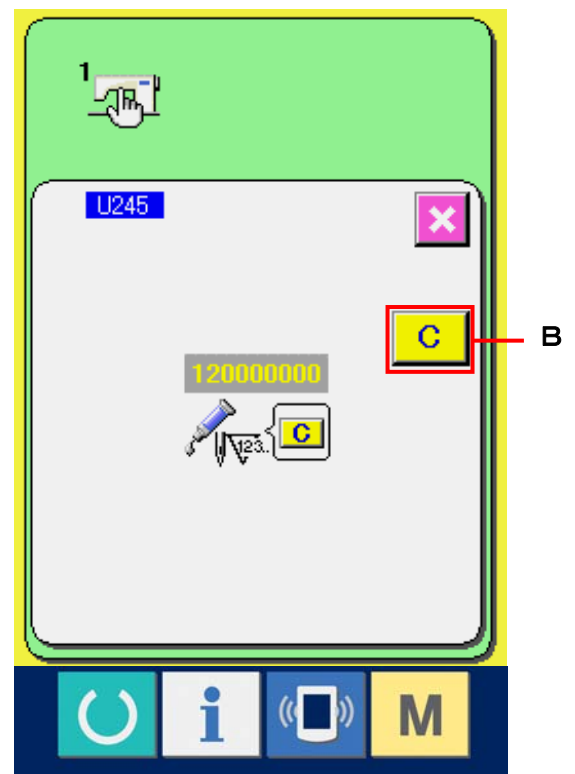
When number of stitches of grease-up is reached 12,000/10,000 stitches, E221 Grease-up error occurs at the time of turning ON the power.

When E221 Grease-up error occurs, it is not possible to perform sewing. Clear the number of stitches of grease-up with memory switch 1 **U245** Grease-up error clear. E221 is displayed every time the power is turned ON until clearing is performed.

- ① **Display the memory switch data list screen.**
Display the memory switch data list screen and select button (A) of **U245** Grease-up error clear. The grease-up error clear screen is displayed.



- ② **Clear the number of stitches of grease-up.**
When CLEAR button **C** (B) is pressed, the pop-up is closed and the number of stitches of grease-up can be cleared.








32. COMMUNICATION SCREEN OF MAINTENANCE PERSONNEL LEVEL

For the communication screen, the level which is normally used and the one which is used by the maintenance personnel are different in the kinds of data to be handled.

32-1 Data which are possible to be handled

In case of the maintenance personnel level, it is possible to use 5 different kinds of data in addition to the normal two kinds.

The respective data formats are as below.


Data name		Extension	Description of data
Adjustment data		Model name+00×××.MSW Example) LK00001.MSW	Data of memory switches 1 and 2
All sewing machine data		Model name+00×××.MSP Example) LK00001.MSP	All data which are held by sewing machine
Panel program data (*)		IP+RVL(6 digits).PRG IM+RVL(6 digits)BHD	Program data and display data of panel
Main program data (*)		MA+RVL(6 digits).PRG	Program data of main
Servo program data (*)		MT+RVL(6 digits).PRG	Program data of servo

××× : File No.

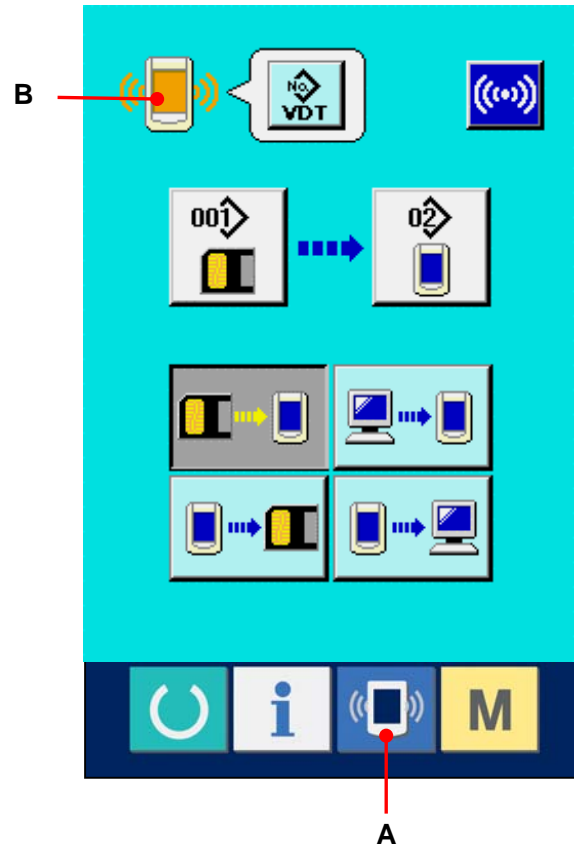
* For panel program data, main program data and servo program data, refer to the Set-up Manual for IP-200.

32-2 Displaying maintenance personnel level

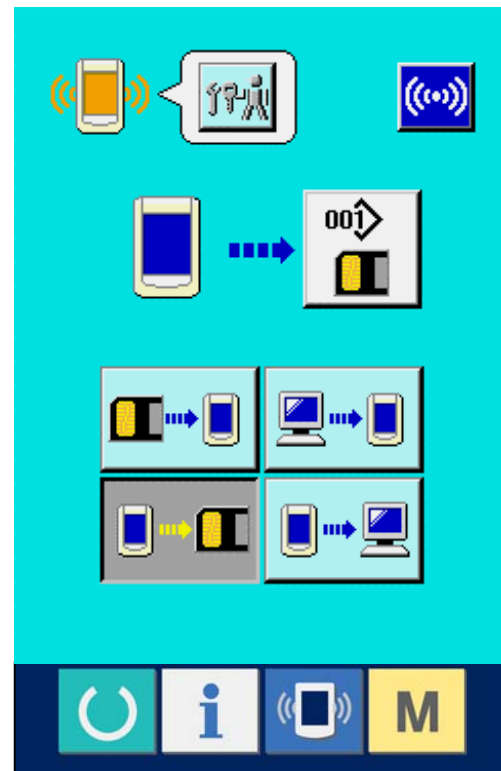
① **Display the communication screen of the maintenance personnel level.**

When key  (A) is pressed as long as three seconds, the image located at the upper left position is changed to orange color (B) and the communication screen of the maintenance personnel level is displayed.

For the operating procedure, refer to [23-4 Take-in of the data,p.79.](#)




- * When the adjustment data or the all sewing machine data is selected, the display becomes as shown on the right-hand side and it is not necessary to specify No. on the panel side.

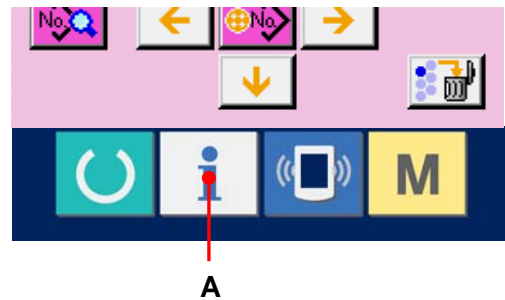


33. INFORMATION SCREEN OF THE MAINTENANCE PERSONNEL LEVEL


33-1 Display of error record

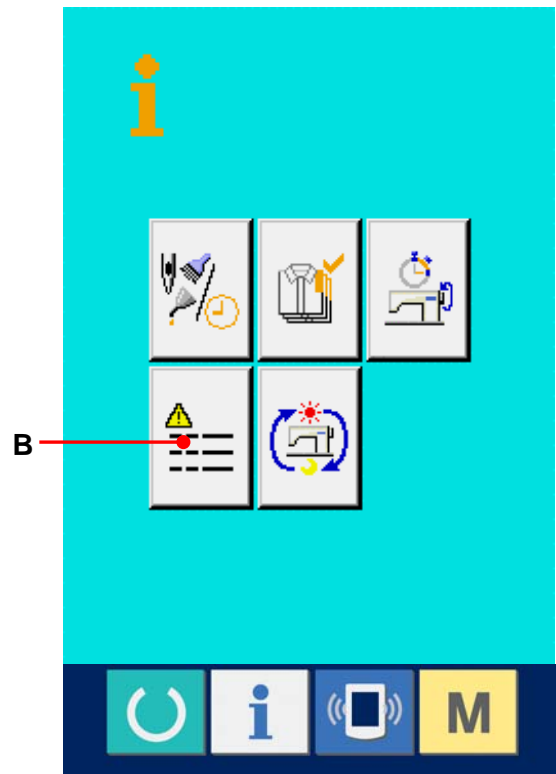
① **Display the information screen of the maintenance personnel level.**

When INFORMATION key  (A) of switch seat section is pressed for approximately three seconds in the data input screen, the information screen of the maintenance personnel level is displayed. In case of the maintenance personnel level, the pictograph located at the upper left position changes from blue color to orange color, and 5 buttons are displayed.



② **Display the error record screen.**

Press ERROR RECORD SCREEN DISPLAY button  (B) in the information screen. The error record screen is displayed.




Error record of the sewing machine you use is displayed in the error record screen, and you can check the error.


C : Order that error has occurred.

D : Error code

E : Cumulative current-carrying time (hour) at the time of occurrence of error

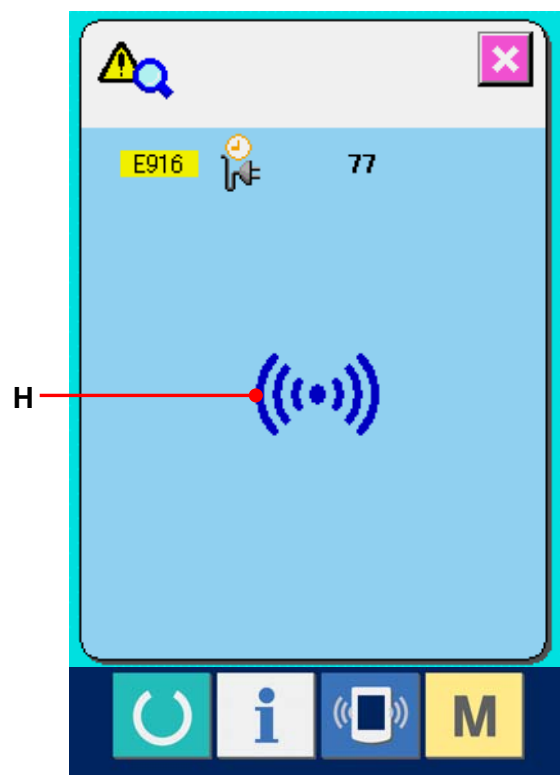
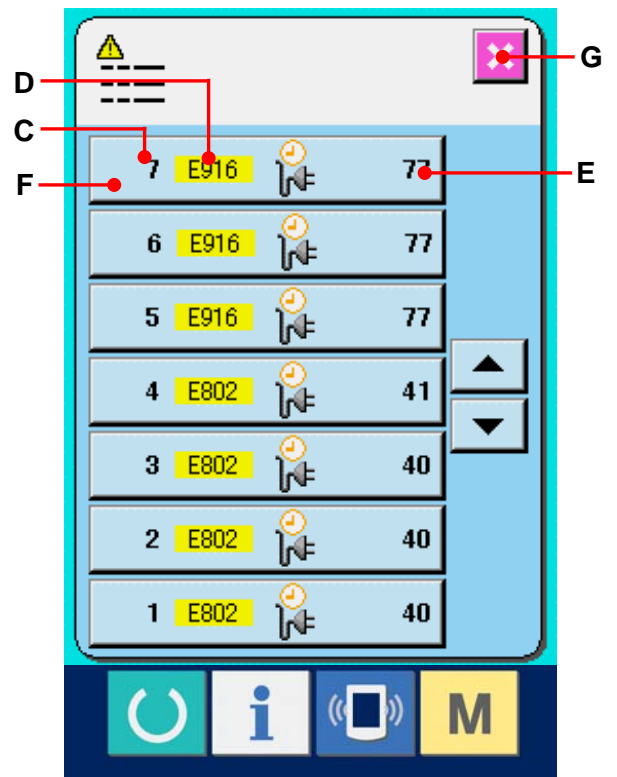
When CANCEL button  (G) is pressed, the error record screen is closed and the information screen is displayed.

③ Display the details of error.

When you desire to know the details of error, press ERROR button  (F) you desire to know. The error detail screen is displayed.

Pictograph (H) corresponding to the error code is displayed in the error detail screen.

-> Refer to [22. ERROR CODE LIST, p.66.](#)




33-2 Display of the cumulative working information

① **Display the information screen of the maintenance personnel level.**

When INFORMATION key of switch seat section is pressed for approximately three seconds in the data input screen, the information screen of the maintenance personnel level is displayed. In case of the maintenance personnel level, the pictograph located at the upper left position changes from blue color to orange color, and 5 buttons are displayed.

② **Display the cumulative working information screen.**

Press CUMULATIVE WORKING INFORMATION

SCREEN DISPLAY button  (A) of the

information screen. The cumulative working information screen is displayed.


Information on the following 4 items are displayed in the cumulative working information screen.

B : Cumulative working time (hour) of the sewing machine is displayed.

C : Number of cumulative times of thread trimming is displayed.

D : Cumulative current-carrying time (hour) of the sewing machine is displayed.

E : Number of cumulative stitches is displayed.
(Unit : × 1,000 stitches)

When CANCEL button  (F) is pressed, the cumulative working information screen is closed and the information screen is displayed.

