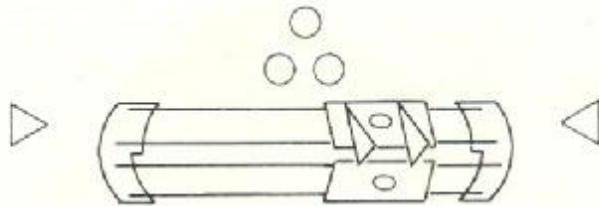
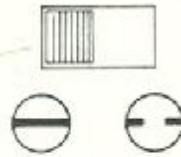
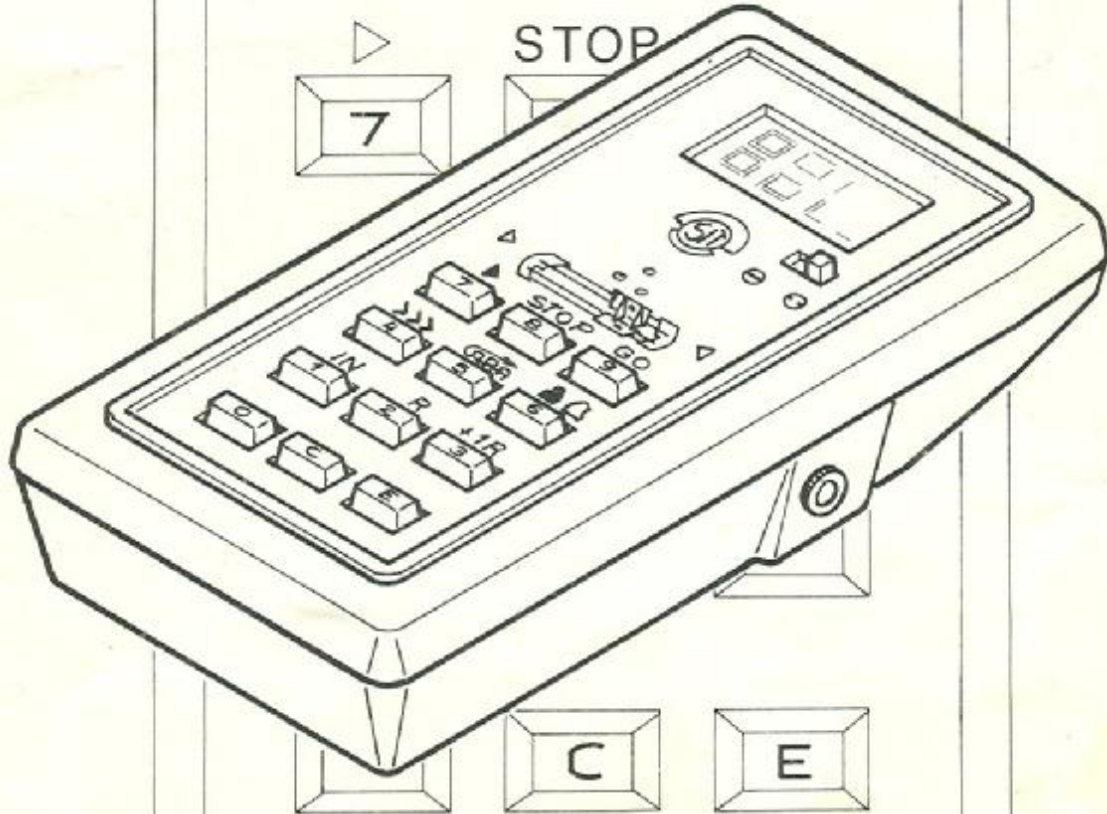


INSTRUCTIONS
FOR USE



STOP

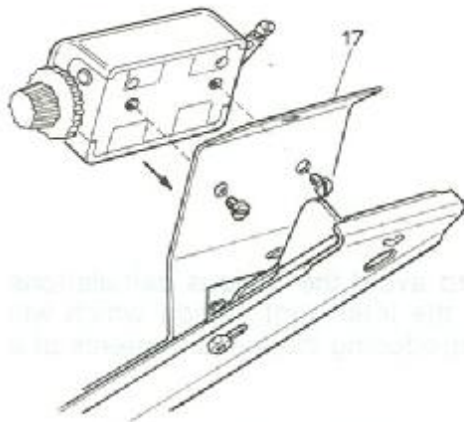


HOW TO SET UP THE KNITTING COMPUTER FOR A KNITTING MACHINE
WITHOUT MOTOR DRIVE

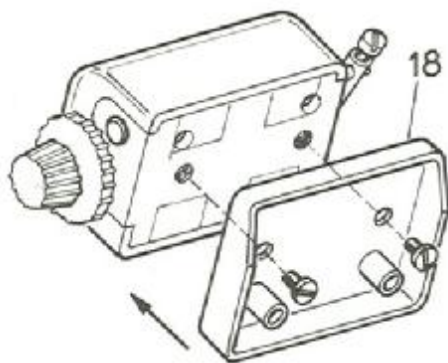
Your knitting computer has not only been designed to avoid the tedious calculations necessary for the fashioning of a garment. It is also the intelligent device which will allow you now to create your own fashion by simply introducing the measurements of a sample.

The shapes of a garment are often the same. Give your garment the individual touch which will make it different from others. Change the yarn, the colour ; choose another stitch and discover a new garment.

HOW TO SET UP THE KNITTING COMPUTER ON A KNITTING MACHINE WITHOUT MOTOR DRIVE

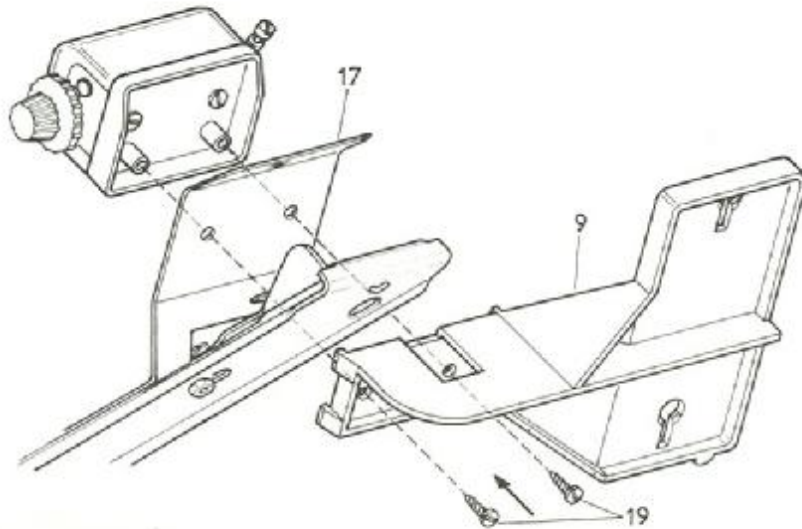


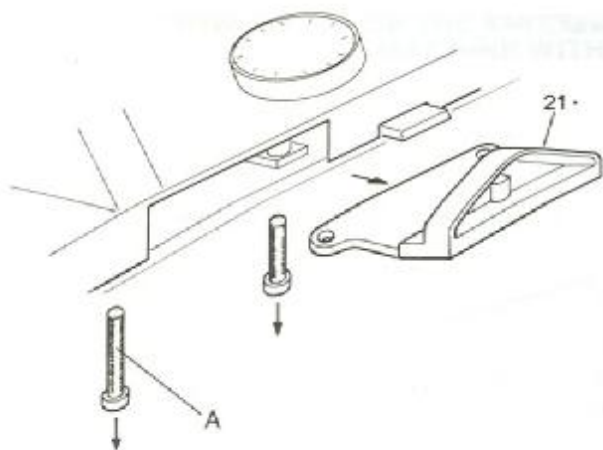
Remove the row counter from its bracket ⑰.



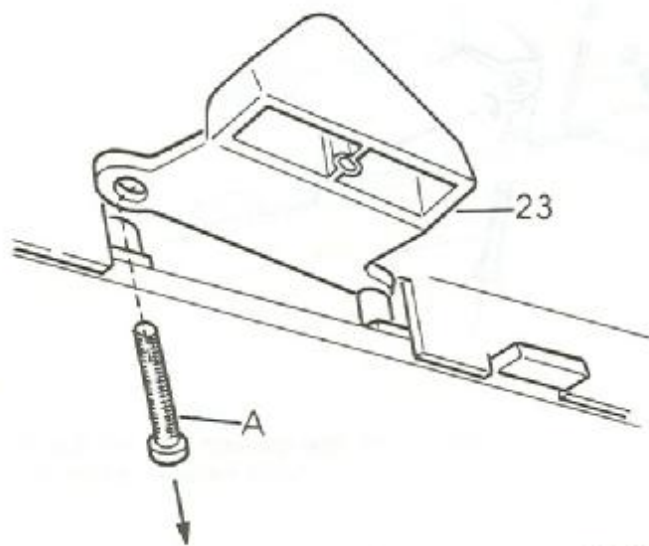
Using the same screws (the shorter ones), remount the row counter on the spacer ⑱.

Attach the assembly row counter-spacer with the row counter bracket ⑰ to the knitting computer bracket ⑨ using the screws ⑲ supplied in the packing (the light coloured ones).

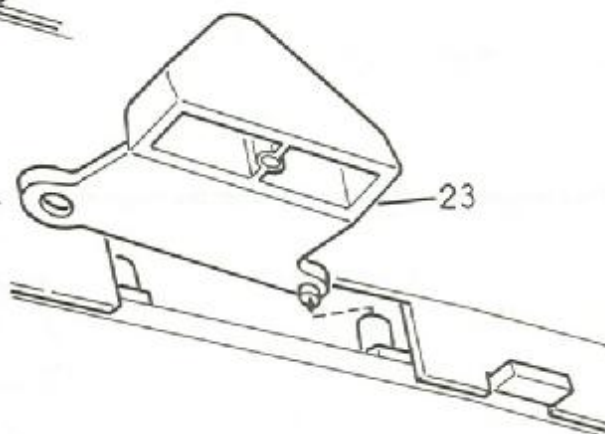




Take the carriage of the knitting machine and dismount the metallic counter ramp 21.

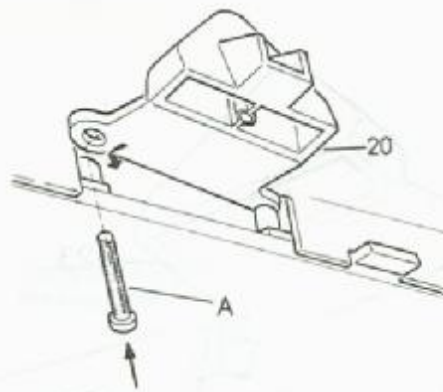
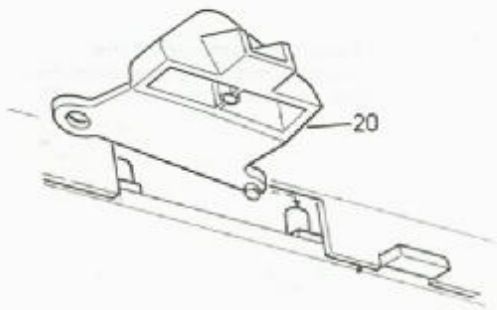


or the plastic counter ramp 23.

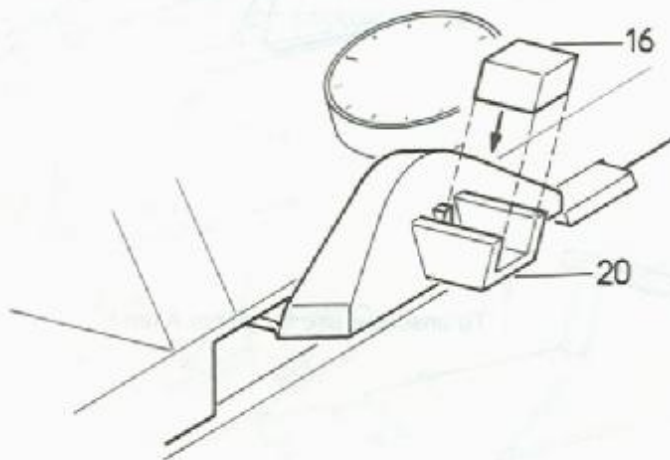


To unscrew, use the 4 mm Allen key.

Mount the magnet holder 20 instead, using the screw (A).

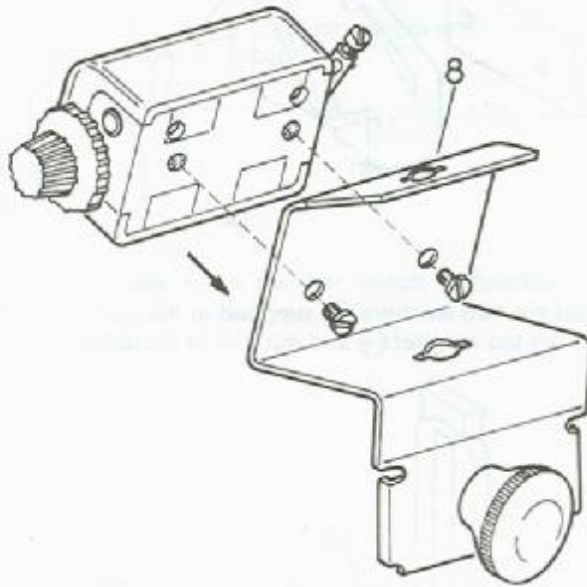


Then, remove the adhesive tape from the magnet 16 and put it in its location.

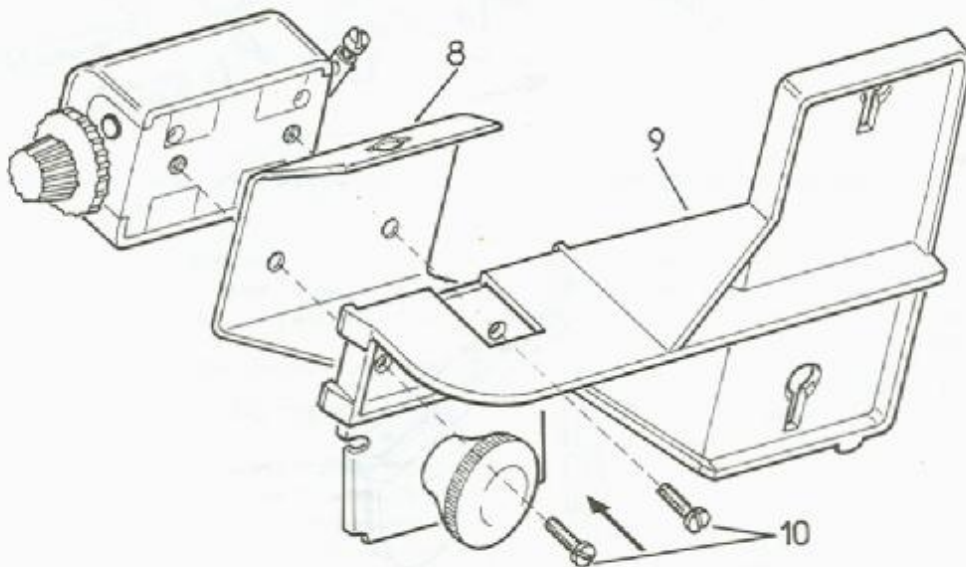


HOW TO SET UP THE KNITTING COMPUTER TO A KNITTING MACHINE WITH MOTOR DRIVE

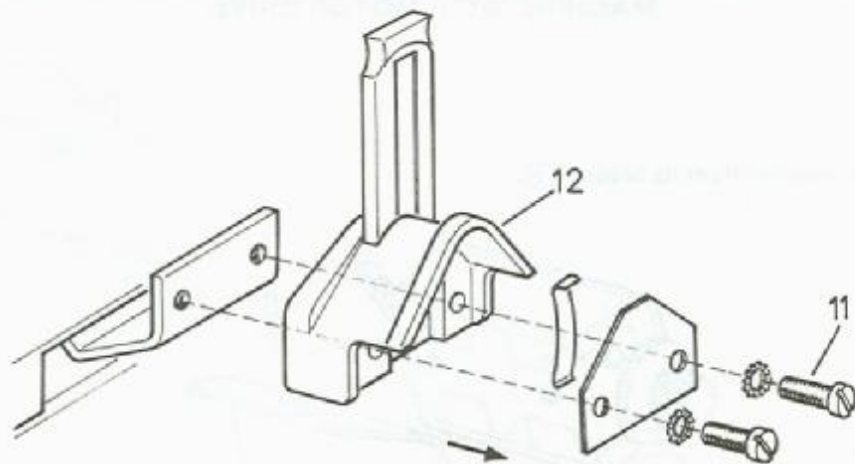
Remove the row counter from its bracket ⑧.



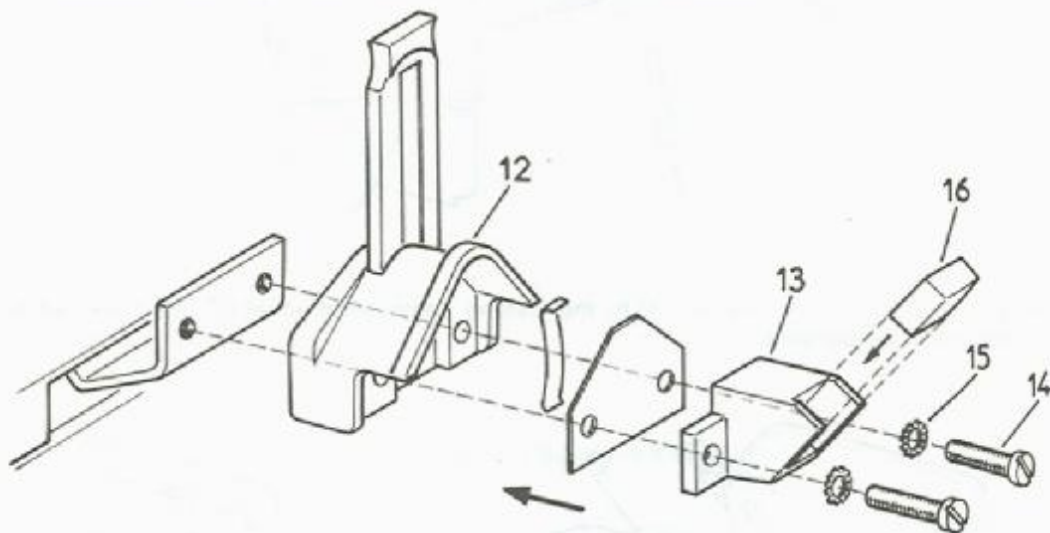
Attach the row counter with the bracket ⑧ to the knitting computer bracket ⑨ using the two fixing screws ⑩ supplied in the packing.



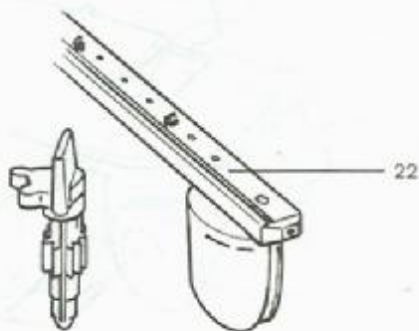
Take the back carriage of the knitting machine and unscrew the two screws ⑰ of the counter ramp ⑬.



Using the two screws ⑭ and the two washers ⑮ supplied in the packing, mount the magnet holder ⑬. Remove the adhesive tape from the magnet ⑯ and put it in its location.



If you own the former version of the motor drive, replace the keys by the new ones supplied in the packing.



FOREWORD

Choose the garment you wish to knit in the model book supplied with the knitting computer.

The inset supplied with the model book gives explanations in connection with the pattern stitch and the yarn we have used.

According to your taste, you can of course knit your garment in your own way and choose another yarn or another pattern stitch without the slightest problem.

Above each different constituting element of the garment (back, front, sleeve...), there is a chart with numbers to be entered in the computer.

Each column of figures corresponds to a different size (36 - 38 - 40 - 42 - 44...): these are the code numbers.

Some divisions of these charts bear a letter.

You will have to replace these letters by a number which is function of your sample and your measurements.

DO YOU KNOW YOUR SIZE ?

The charts hereunder give you the measurements corresponding to each standard size. These measurements have been taken close to the body without allowing much room for moving.

After having taken your measurements, refer to this chart: you will thus find your size or the size nearer to yours. If you are doubtful about your size, only refer to the measurement of the breadth.

SIZES LADIES					SIZES MEN			SIZES CHILDREN	
Size	Breadth	Bust measure.	Waist measure.	Hips measure.	Size	Breadth	Chest measure.	Age	Height
36 N	36 cm	83/85 cm	57/60 cm	88/90 cm	15 years	38 cm	83/86 cm	2 years	86 cm
38 N	37 cm	86/88 cm	61/64 cm	91/93 cm	17 years	40 cm	86/90 cm	3 years	94 cm
40 N	38 cm	89/91 cm	65/68 cm	94/96 cm	small size (44)	42 cm	94/97 cm	5 years 7 years	108 cm 120 cm
42 N	38 cm	92/94 cm	69/72 cm	97/99 cm	medium size (48)	44 cm	102/105 cm	9 years 11 years	132 cm 144 cm
44 N	39 cm	95/97 cm	73/76 cm	100/102 cm	large size (52)	46 cm	110/113 cm	13 years 15 years	156 cm 168 cm
46 N	39 cm	98/100 cm	77/80 cm	103/105 cm					
48 N	40 cm	101/103 cm	81/84 cm	106/108 cm					
50 N	41 cm	104/109 cm	85/92 cm	109/114 cm					
52 N	42 cm	110/115 cm	93/100 cm	115/120 cm					

HOW TO DEFINE YOUR CODE

Turn to the page of the inset corresponding to the garment you have selected.

Refer to the code corresponding to your size.

In this column of figures, the letters H and L are to be replaced by the measurements in MILLIMETRES of the sample knitted in the selected pattern stitch.

The letter C is to be replaced by the length in MILLIMETRES of the sample knitted in rib.

The letters A - B - D - E... are to be replaced by the measurements in CENTIMETRES corresponding to these letters.

SAMPLE OF THE SELECTED PATTERN STITCH

We advise you to knit your sample the day before you knit your garment so that it can take its definitive measurements.

KNIT AND MEASURE YOUR SAMPLE VERY CAREFULLY since the accuracy of the measurements of your garment depends on it!

Using a yarn of a nearly same thickness as the yarn chosen for the garment, knit a few rows over 40 needles (from the 20th needle left of zero to the 20th needle right of zero on the same needle bed) in the **selected pattern stitch** and with the **selected stitch size**.

Then, knit 40 rows with the yarn and the stitch size which will be used for your garment.

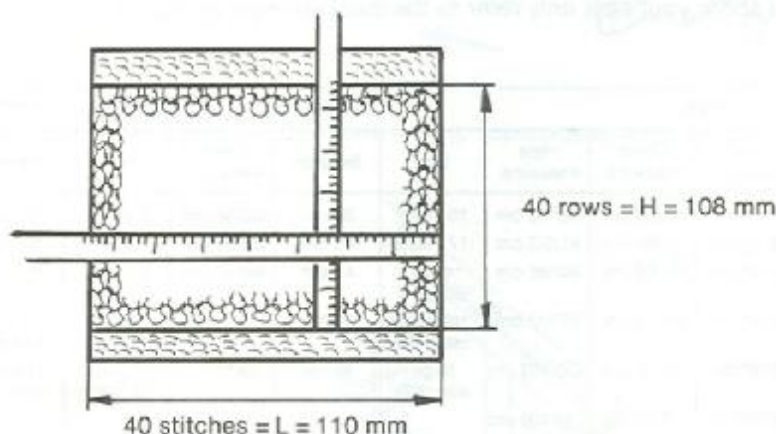
Knit again with the yarn of a different colour over a few rows.

Measure:

- The length in MILLIMETRES (mm) of the 40 rows of the sample and write down the result in all the divisions H of the coding corresponding to your size.
(shapes A, B, C, of the example)
- The width in MILLIMETRES (mm) of the 40 stitches of the sample and write down the result in all the divisions L of the coding corresponding to your size.
(shapes A, B, C, of the example).

Example : H = 10,8 centimetres = 108 millimetres

L = 11 centimetres = 110 millimetres



N.B.: If your sample is too small to be measured correctly, knit 80 stitches and 80 rows. Take its measurements and divide the result by two.

SAMPLE KNITTED IN RIB

If your garment includes a section knitted in rib, knit a second sample in rib.

Make a special casting-on over 40 needles (from the 20th needle left of 0 to the 20th needle right of 0 on the same needle bed) with the yarn and the type of rib you have selected for your garment (1/1 rib, 2/1 rib, 2/2 rib...).

Knit 40 rows in rib, casting-on included.

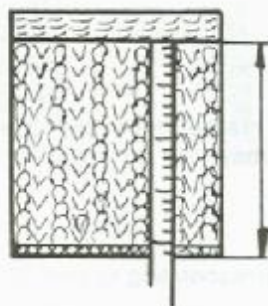
Knit a few rows with a yarn of another colour.

Leave the sample aside for a while.

Measure its length and write down the result in millimetres (casting-on included) in all the divisions C of the coding.

Example : Special casting-on in 1/1 rib.

C = 9,5 centimetres = 95 millimetres



C = 40 rows in rib
= 95 mm

FRONT

36	38	40	42
139	139	139	139
165	165	165	165
H	H	H108	H
L	L	L110	L
106	110	116	120
84	87	90	93
84	87	90	93
195	195	195	195
C	C	C 95	C
7	7	7	7
3	3	3	3
38	38	38	38
106	110	116	120

Shape A

BACK

36	38	40	42
139	139	139	139
165	165	165	165
H	H	H108	H
L	L	L110	L
106	110	116	120
84	87	90	93
84	87	90	93
195	195	195	195
C	C	C 95	C
7	7	7	7
3	3	3	3
38	38	38	38
106	110	116	120

Shape B

SLEEVE

36	40
38	42
139	139
165	165
H	H108
L	L110
58	58
24	24
24	24
38	38
94	96
39	40
F	F
40	42
50	50
E	E
101	101
189	189
131	131
120	120
128	128
169	169
131	131
C	C95
7	7
2	2
0	0

Shape C

HOW TO CHANGE THE MEASUREMENTS

As the case may be, fill in the divisions A, B, C, D, E, F...

These letters correspond to the following measurements :

A = Waist measurement in CENTIMETRES

B = Hips measurement in CENTIMETRES

D = Chest measurement in CENTIMETRES

E = Total length in CENTIMETRES (back, front, sleeve, skirt, trousers, neckband...)

F = Number written in the division just above to be repeated except when the chest measurement is increased.

When these letters are mentioned in the code, they are to be replaced by the measurements in centimetres (cm) of the person who will wear the garment or the measurements in centimetres of the standard size.

You will nevertheless have to comply with some rules :

MEASUREMENTS IN WIDTH

The measurements in width, that is to say waist measurement, chest measurement, hips measurement.. may be the same as the measurements of the standard size. They may also be increased BUT THEY CAN NEVER BE DECREASED.

Example :

Your size is 40 but your chest measurement is 95 cm. In the code corresponding to size 40, write down the number 95 instead of the letter D (shapes A, B).

If your chest measurement is equal to the standard measurement of size 40, ie 90 cm, write down the number 90 instead of the letter D.

If your chest measurement is less than the standard measurement of size 40 (less than 90), you are compelled to write down the number 90 in the division D.

P.S. :

To make things easier, if you do not wish to change any measurement of the standard size, you may REPLACE EACH LETTER by the number written in the division just above. Each of these numbers is equal to the measurement of the standard size.

Important :

If you increase the chest measurement of a garment, you will have to increase the arm measurement of half the value added to the standard chest measurement. If the number to be added is not integer, round it up to the upper value.

Example :

Your size is 40 and your chest measurement is 95 cm.

You write down the number 95 in the division D.

You have therefore added the value : $95 - 90 = 5$ cm to the standard chest measurement for size 40.

Refer to the sleeve shape. Add 2,5 cm (ie half of the value added to the chest measurement) to the number written above the letter F (40).

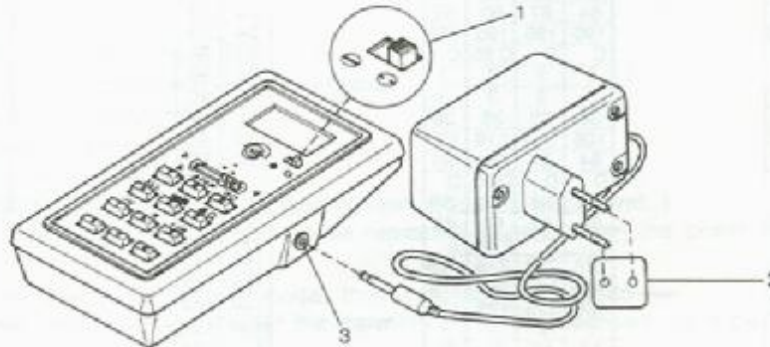
Since it is not an integer number, round it up to 3 cm and write down the number $40 + 3 = 43$ in the division F (shape C).

IMPORTANT! THE ARM MEASUREMENT IS ONLY INCREASED WHEN THE CHEST MEASUREMENT IS INCREASED.

CONNECT THE KNITTING COMPUTER

CONNECTING :

- ① The "On/Off" switch MUST be set in position "Off".
- ② Plug the transformer supplied with the knitting computer to the mains (220 V)
- ③ Plug the power lead to the knitting computer.

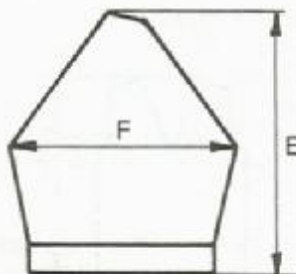
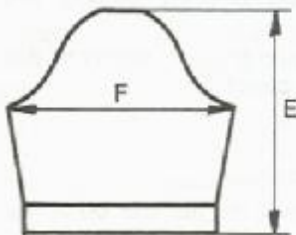


DISCONNECTING :

- ① The "On/Off" switch MUST be set in position "Off".
- ② Disconnect the power lead from the knitting computer
- ③ Unplug the transformer.

HOW TO PROGRAMME THE KNITTING COMPUTER

Example : short sleeve, hem in 1/1 rib (small size).



100
120
H = 108
L = 110
50
3
3
194
C = 95
5
38
60
30
F = 30
8
22
E = 20
100
153
148
145
153
0

Length in mm for 40 rows of the sample in the selected pattern stitch

Width in mm for 40 stitches of the sample in the selected pattern stitch

Length in mm for 40 rows of the sample in rib

Repeated number of the division just above.

May be increased if chest measurement is increased.

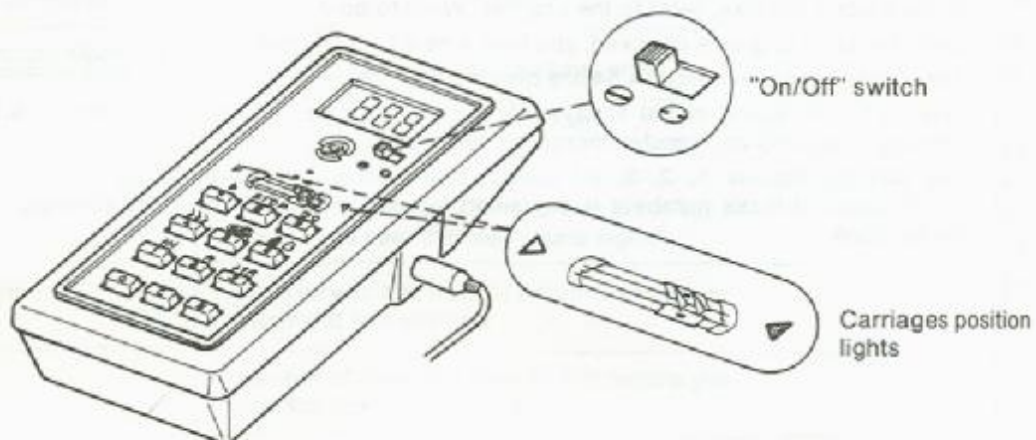
Total length in cm of the sleeve.

Take the knitting computer in your hands or lay it flat on a table.

Switch it on by pushing the "On/Off" switch to the left. A series of three red 8 preceded by a sign + and a sign - appears briefly on the dial and disappears.

At the same time, the right-hand side carriage position light is on.

The carriage position lights ALWAYS indicate the side on which the carriages MUST be.



Tip in the numbers given in the example hereafter on the keyboard of the knitting computer. To tip in the number 100, depress in turn the keys 1-0-0. After each figure, you hear a sound signal BIP.

To enter the number 100 appearing on the dial in the knitting computer, depress the key E: the number 100 disappears.

Repeat the same operation for all the numbers mentioned in the code, beginning with the top number and ending with the last one.

Tip in the number 120, depress the key E

Tip in the number 108, depress the key E

Tip in the figure 0, depress the key E

P.S. If you make a mistake while tipping in the numbers, depress the key C and tip in again the correct number.

100
120
H = 108
L = 110
50
3
3
194
C = 95
5
38
60
30
F = 30
8
22
E = 20
100
153
148
145
153
0

CHECKING YOUR CODE

Once the last figure of the code (0) is entered in the knitting computer, the first number of the column (100) reappears.

Now, you have to check the accuracy of the programme.

Depress the key E: the second number (120) reappears. Go on checking the programme by depressing the key E in order to make all the numbers of the code appear.

If you made a mistake, refer to the chapter "What to do if..."

Once the last number is checked, you hear a new sound signal.

The figure 1 and the number + 54 are blinking alternately.

This particular sound signal always informs you that you will have to perform a knitting operation (casting-on, transfer, increases, decreases...)

The blinking figures 1, 2, 3, 4... specify the knitting operation to be performed. The signification of these numbers is explained for each model in the inset supplied with the model book.

HOW TO SET THE KNITTING COMPUTER ON ITS BRACKET



IMPORTANT: MAKE SURE THAT DURING KNITTING THE CARRIAGE IS PASSING PROPERLY IN FRONT OF THE KNITTING COMPUTER.

For particular cases like the shaping of a neckline, shift the counter bracket to the right or to the left if required.


$$= \sqrt{120}$$

HOW TO USE THE KNITTING COMPUTER

For a better understanding of the explanations which follow, we advise you to knit the little sleeve we have coded. You may however simulate the carriage crossing by depressing the key + 1R (key 3) for each row.

It should be noted that for this little exercise, the sleeve measurements will not be respected since the measurements of our sample do not correspond to the stitch size and yarn you will use.

The row counter of the knitting machine is on 000, which can be of some use during knitting.

On the knitting computer	On the knitting machine
▷  ◁	Start with carriage on right-hand side
1 blinks + 54 blinks	Casting-on 54 stitches in 1/1 rib Knit the first row
9, 8, 3, 2, 1	Number of rows you have to knit in 1/1 rib before you hear the next sound signal
Blinking 2	Transfer stitches from 1/1 rib into stocking stitch and knit one row
3, 2, 1	Number of rows you have to knit before you hear the next sound signal
+ 1	Increase a stitch on the carriage side (right-hand side) Knit one row
+ 1	Increase a stitch on the carriage side (left-hand side) Knit one row
Keep on knitting or depressing the key + 1R : the various rows to be knitted and the various increases to be performed on the carriage side will appear on the knitting computer dial.	
- 3	Decrease 3 stitches on the carriage side (right-hand side) and knit one row
- 3	Decrease 3 stitches on the carriage side (left-hand side) and knit one row
Keep on knitting or depressing the key + 1R : the knitting computer will indicate the various operations to be performed.	
Blinking 5	The sleeve is finished (end of knitting). The knitting computer gets into waiting position and emits a series of brief sound signals. If you depress the key GO (9), the computer reverts to its starting point : you can knit a second sleeve similar to the first one.

TO SUM UP :

The sound signal informs you that you will have to perform a knitting operation.

The signs + and - indicate one or several increases or decreases which you will always have to perform on the carriage side (unless otherwise specified in the inset of the model book).

The figures 1, 2, 3, 4... specify which operation has to be performed. Their meaning is given in the inset of the model book.

WHAT TO DO IF

<p>...In the explanations we specify : "For casting-on, carriage on the left-hand side"</p>	<p>Before setting the knitting computer on its bracket, depress the key ► (7): the left carriages position light is on. Bring the carriage(s) to the left-hand side.</p>
<p>...The knitting computer has to stop calculating the rows at carriage crossing</p>	<p>Depress the key STOP (8): the knitting computer gets into waiting position and emits a series of brief sound signals.</p>
<p>...You wish to go on with your programme after having depressed the key STOP</p>	<p>Depress the key GO (9): the programme is available again.</p>
<p>...You wish to knit an item similar to another one (sleeve for instance)</p>	<p>Depress the key GO (9): the knitting computer reverts to the starting point of your programme.</p>
<p>...You wish to knit the second side of a neckline</p>	<p>Depress the key GO (9): the knitting computer reverts to the starting point of the neckline to knit the second side.</p>
<p>...You wish to reverse the shaping of an item (second front part of a cardigan)</p>	<p>Depress the key GO (9) and then the key ◀ (6) the data will automatically be reversed by the knitting computer.</p>
<p>...You wish to undo one or several rows</p>	<p>Depress the key ↶ (5), tap the number of rows to undo and depress the key E: the knitting computer shows the new number of rows to knit or the knitting operation to be performed (Refer to the chapter "Some hints")</p>
<p>...If you wish to make the programme advance of several rows after having entered the code in the knitting computer</p>	<p>Depress the key >>> (4), tap the required quantity of rows and depress the key E: the programme advances of the same number of rows. This operation is only possible before knitting the first row.</p>

WHAT TO DO IF

<p>...When checking the code, you wish to enter one or several numbers you have forgotten.</p>	<p>Depress the key IN (1). The number following the number you have forgotten disappears. Tip in the number you have forgotten on the keyboard and depress the key E. The number following the one you have forgotten appears again. If you have forgotten a second number, depress the key IN again and repeat the same operation.</p>
<p>...You wish to know how many rows have been knitted (casting-on included)</p>	<p>Depress the key R (2). The number of rows which have been knitted appears. If you release the key R, the information disappears.</p>
<p>...You wish to make your programme advance row by row without moving the carriage</p>	<p>Depress the key + 1R (3). Each time you depress this key, the programme advances of one row.</p>
<p>...When checking the code, you wish to suppress a number too many</p>	<p>Depress the key O. This number disappears and will not be taken into account by the knitting computer.</p>
<p>...You wish to correct a number of the code before entering it into the knitting computer or when checking the code</p>	<p>Depress the key C : the number disappears. Tip in the new number on the keyboard.</p>
<p>...You wish to correct a number of rows to undo or a number of rows for a fast advance before entering this number in the knitting computer.</p>	<p>Depress the key C : the number disappears. Tip in the new number on the keyboard.</p>
<p>...You wish to enter numbers in the knitting computer</p>	<p>Depress the key E : the knitting computer takes your number into account.</p>
<p>...You wish to check the code during knitting</p>	<p>Before performing this operation, note the number of rows you have already knitted. Depress the key E : the first number of the code reappears. Each time you depress the key E, the numbers of the code appear in turn and you can check them. Come back to your programme by means of the fast advance key.</p>

SOME HINTS

Carriages jam during knitting :

- Depress the key STOP (the knitting computer gets into waiting position)
- Unlock the carriage(s)
- Bring the carriage(s) to the side indicated by the carriages position light.
- Depress the key GO to start the programme again.

You wish to undo one or several rows :

- Depress the key STOP
- Undo the required number of rows
- Depress the key GO
- Depress the key $\overline{5}$ (5)
- Tip in the number of rows to undo
- Depress the key E
- Depress the key STOP
- If required, bring the carriage(s) to the side indicated by the carriages position light.
- Depress the key GO.

If the knitting computer indicates "ERR" and "2" after performing these operations, you requested the computer to undo one more row than you actually knitted.

You must then check the number of rows you knitted on the knitting machine row counter and the number of rows to undo. Depress the key C, tip in the correct number of rows to undo and depress the key E.

- Deduct the number of rows you have undone from the knitting machine row counter.

You have no time left to complete your garment, you are compelled to disconnect your knitting computer or there is a power cut :

- Check the total number of rows you have already knitted by depressing the key R (2) or looking on the knitting machine row counter (example : 120) and note this number.
- When resuming knitting, you have to programme the knitting computer with the same code.
- When the knitting computer indicates the number of stitches to cast-on and emits a sound signal, depress the key >>> (4). Tip in the number 120 and depress the key E : the knitting computer will automatically revert to the point where you stopped knitting.

The carriage is no longer on the side where the carriages position light is on :

Undo a row or bring the carriage to the indicated side.

The knitting computer indicates :

- "ERR" and "1" : Too high a number has been entered in the knitting computer. Depress the key C to correct the number.
- "ERR" and "3" : You decreased a measurement in width, which cannot be done.
Depress the key C
Depress the key E to let the number appear and refer to the chapter "What to do if" to correct the wrong number.

The knitting computer has unusual reactions :

- It indicates a very important number of rows to knit
- No indication appears on the dial
- The information given by the computer does not seem to be correct.

IN ANY CASE, MAKE SURE THAT THE CODE IS CORRECT by depressing the key E.

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