

KETTELGERAET
REMAILLEUSE
LINKER

THE LINKER

Thank you for purchasing your new linker. We are sure it will give you many hours of pleasure and trouble free service. Shown below are a few hints and tips on how to use the machine properly.

ASSEMBLING THE YARN STAND

Firstly, you need to assemble the yarn stand which for packaging purposes is not fitted to the machine.

Take the wire yarn support and rest it on top of the machine with the 'U' bend in the wire located around the screw already in the top of the machine. Now take the plastic cone holder and place this over the screw on top of the wire stand. Make sure that the wire goes into the little groove in the plastic holder. Put the black washer over the screw on top of the cone holder and screw on the metal extension. Align the yarn stand in line with the main body of the machine before final tightening. Finger tight is sufficient.

BEFORE USING THE MACHINE REMOVE THE PLASTIC POINT GUARD

The point guard is fitted to prevent accidental damage to the points. If these are damaged correct functioning of the machine is not possible. To remove, gently spring the guard away from the points.

THREADING YOUR LINKER

Please consult the diagram supplied.

The machine should come to you already threaded with yarn so at this stage take a good look at the yarn path. In normal use it is not necessary to re-thread every time you change yarn, just tie a flat knot and this should go through the machine without breaking. If you place a small piece of waste knitted fabric on the points near to the needle, the knot can be wound through easily.

N.B. For the machine to stitch initially after yarn breakage and subsequent re-threading, the needle has to pass through knitted fabric before it will pick up the yarn and chain properly. So always make sure needle is passing through fabric when threading. To do this, leave machine unthreaded and turn handle until waste fabric is passing by needle then it is ok to thread. If at any stage, e.g. between gaps in the fabric, the linking chain is cut, tension must be kept on the loose chain by hand to keep the needle stitching.

YARN TENSION CALIBRATION

The yarn tensioning discs on the right side of the machine are set approximately for 4 ply type of yarn from the factory. As a general rule a good starting point for any yarn or thread would be to have the knurled knob of the adjuster half way along the threaded rod. If the yarn/thread continually breaks, too much tension is on the yarn, so unscrew the adjuster anti-clockwise. If the linking chain is too slack or the machine is mis-stitching, then the tension is probably too slack so screw in the knurled adjuster in a clockwise direction. The tension required to sew properly is not that critical and failure to sew properly is more likely to be incorrect threading of the machine or damaged/broken needle.

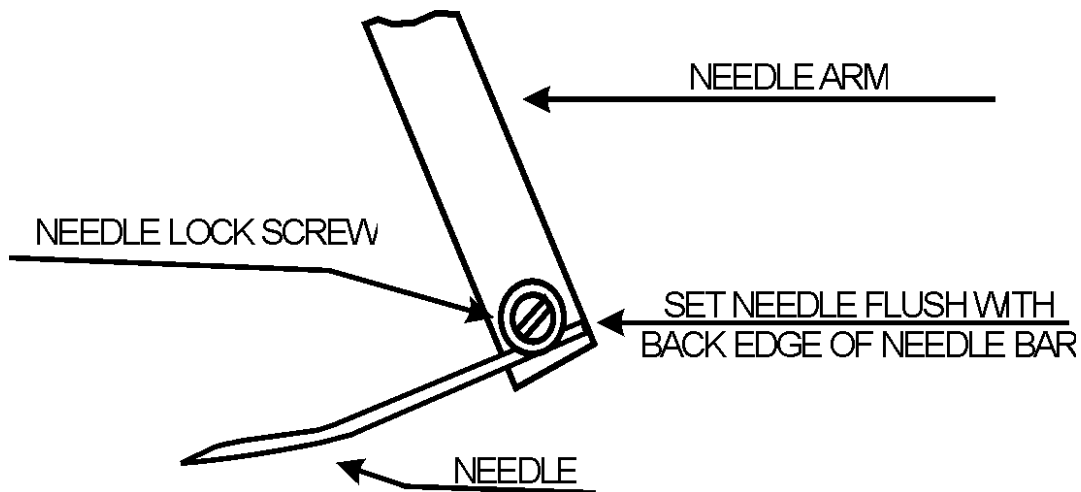
NEEDLE REPLACEMENT

The needle can on occasions break, although the experienced operator will feel the machine go stiff or hear a different noise from normal that will enable her to avoid this happening. This you will learn by experience but if the machine does stiffen up to the point it is extremely difficult to turn, make sure that the fabric is not too thick for the machine or check that it is not caught fast on the machine, preventing it going past the needle. If this happens it is quite in order to turn the machine backwards to rectify the problem.

If the needle does break, the needle retaining screw needs to be slackened by a screwdriver by turning in an anti-clockwise direction. Remove the broken needle out of the slot in the needle bar and replace with a new needle. It is impossible to put the needle in the wrong way due to its shape, but you must ensure that the straight part of the needle (thick end) is flush with the back edge of the needle bar. See diagram.

POINT REPLACEMENT

If at any time you accidentally damage the points in the machine, these can easily be replaced as they are moulded into plastic segments and can be replaced in sections of 7 points. To do this, remove the top cover by unscrewing the 3 screws. N.B. When lifting off the top cover be careful not to lose the black plastic spacers which go underneath the top cover. These spacers actually retain the point ring and the machine will not work properly if these are not replaced correctly when re-assembling the top cover. With a screwdriver remove the screw retaining the broken section of points. Replacement is a reversal of this process.



PLEASE READ THIS SECTION CAREFULLY

Here are a few tips to ensure trouble free operation.

***DO NOT ALLOW THE NEEDLE TO PICK UP THE YARN UNTIL THE KNITTED
FABRIC IS IN POSITION IN FRONT OF THE NEEDLE.***

WHAT TO DO IF MACHINE JAMS (ON NO ACCOUNT FORCE MACHINE)

1. Fabric gets caught under chaining plates

Carefully wind machine backwards until fabric is clear of plates. The chaining plates are the plastic guides through which the needle passes.

2. Needle hook gets caught in fabric

Apply slight pressure on the underside of needle and carefully wind the needle forward into machine. Take yarn out of needle hook and close the latch then carefully cut away any fabric or yarn that may be entangled on the needle before commencing to wind over the machine.

3. Needle catches plastic point segment on forward stroke

This indicates that excessive force has been applied to the machine when it has been jammed and the needle has been damaged. Replace the needle.

• **LINKER**

The EASY TO USE Table Model.

- * For hand knitters and people using knitting machines.
- * No more time consuming stitching together by hand.
- * Same yarn as garment knitted may be used on the machine
- or any smooth and not too thick yarn.

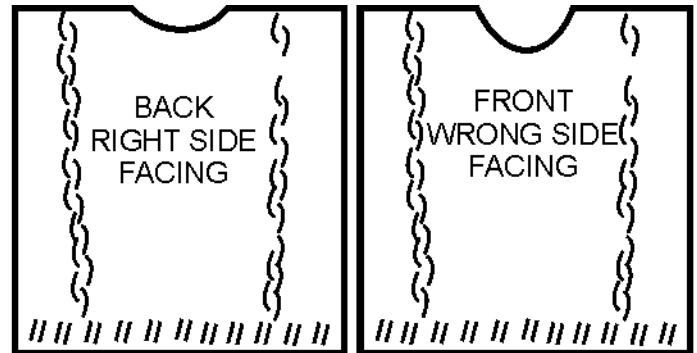
GIVING A QUALITY FINISH TO YOUR GARMENTS.

Follow the simple instructions and diagrams for joining seams, matching stripes and cables, even to linking on necks.

Join Shoulder Seams

Back RIGHT SIDE FACING

Run onto Points along selvedge



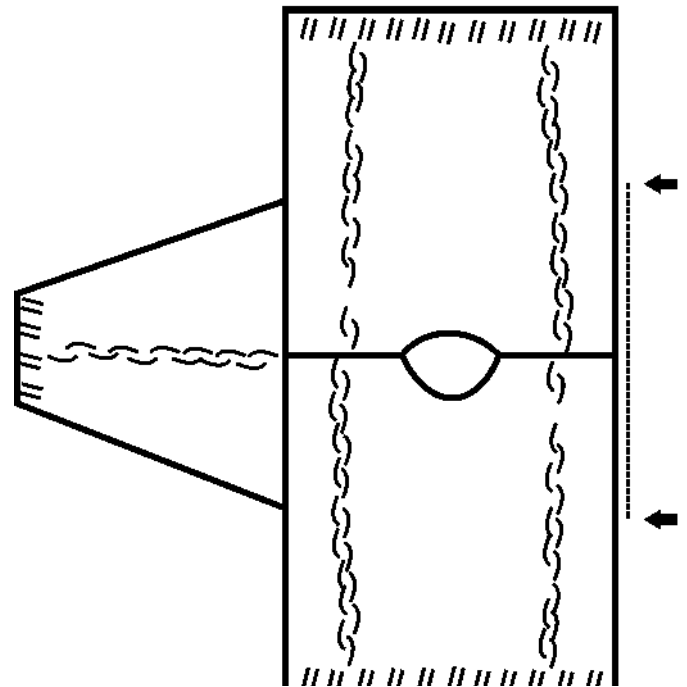
- ← From armhole markings on body
RIGHT SIDE facing.
Run onto Points along selvedge

Join sleeve to body

WRONG SIDE facing

From armhole markings

Run onto Points along selvedge



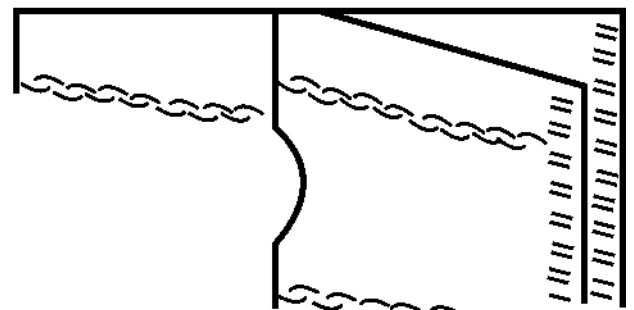
For closing side seams

Run onto Points along the selvedge

RIGHT SIDE facing

Starting at cuff continue through Body

Run on Front along the selvedge



NECK LINKING

Knitting the neck rib:

To link a neck rib onto your garment using the linker you must first knit the neck band using the technique outlined below:-

This applies to both single and doubled over neck bands.

Set up machine for a tubular cast on and knit the neck band to the required depth in whatever rib layout you require, i.e. 1 x 1, 2 x 1 etc.

Single linked necks, the knitted depth is the finished depth on garment. A doubled over or sandwich linked neck allow twice the required finished depth when knitting.

When you have knitted the required depth the next row needs to be a loose tension row which is the linking course. Knit it slack enough to be visible when the rib is off the machine.

Knit 4—6 extra rows at normal knitting tension, preferably in a different coloured yarn as this is the hand hold and is unroved after linking.

Cast off from the machine.

Putting the neck rib onto the garment:

The loose tension course of the neck rib is run onto the points of the linking machine stitch for stitch, i.e. every stitch of the loose course is on one point of the linking machine. Make sure that the finished part of the collar is above the points and the unroving courses are below the points.

a) Single linked neck.

When all the stitches of the loose row are on the points then the neck line of the garment can be put onto the points. This part is not stitch for stitch but put on at random leaving 1cm of fabric standing above the points. (Face side of fabric towards the machine.)

Not all the neckline can be put onto the points in one go as it is circular in section so it is normal to start at the shoulder join and work down the front half of the neck, then stitch this part by turning the machine, then put the other half of the front neckline onto the points and sew that through the machine then finally put on the back neck line and sew through until you are back to the shoulder seam.

b) Double or sandwich linked neck.

When all the stitches of the loose row are on the points then the neckline of the garment can be put onto the points. This part is not stitch for stitch but put on at random leaving 1cm of fabric standing above the points (face side of fabric towards machine). Not all the neck line can be put onto the points in one go as it is circular in section so it is normal to start at the shoulder join and work down the front half of the neck.

At this stage the knitted courses immediately after the cast on row can be put onto the points effectively sandwiching the neck line of the garment in between the neck rib. This part does not have to be stitch for stitch.

Now stitch this part by turning the machine, then put the other half of the front neckline onto the points, bringing the neck rib over the garment and sew that through on the machine until finally you can put on the back neck line and sew through until you are back to the shoulder seam.

Unroving the neck rib.

If all has gone well to this stage then all that remains is to unrove the waste rows back to the linking line. If no stitches have been dropped when running on the rib a perfect linked neck should be the result. It may take several attempts before you can achieve a reasonable result but practice makes perfect.

Happy linking!

