

# E6000 DesignaKnit USB Cable

## Part List

1. E6000 DesignaKnit USB Cable
2. KnitLink Arm (not for EL1USB)
3. CDROM with test program and USB drivers

## Software Installation

**Note: INSTALL THE SOFTWARE BEFORE YOU CONNECT THE E6000 DESIGNAKNIT USB CABLE TO YOUR COMPUTER**

1. Insert the installation CD in the CDROM drive
2. The installation program will start automatically
3. If autorun is not enabled on your computer, locate the CDROM and double click autoplay.exe in the root folder of the CD
4. Follow the instructions on the screen, the InstallShield install wizard will guide you thru the process

## Cable Installation

1. Connect the DesignaKnit USB cable to a free USB port on your computer
2. Windows will indicate "New hardware found"
3. Preferably have Windows search for the drivers
4. If the drivers are not found, inform Windows that the drivers can be found on the CDROM
5. When Windows informs your that the drivers are not compatible, press "Continue anyway"
6. The USB Serial Converter is now installed
7. Windows will indicate again "New hardware found"
8. Preferably have Windows search for the drivers
9. If the drivers are not found, inform Windows that the drivers can be found on the CDROM
10. When Windows informs your that the drivers are not compatible, press "Continue anyway"
11. The USB Serial port is now installed
12. The installation is completed
13. On some computers a reboot is required after installation of USB drivers

## Test the installation

The test program enables you to verify that the DesignaKnit USB cable works

1. Start the test program (DK USB Link test)
2. Follow the instructions

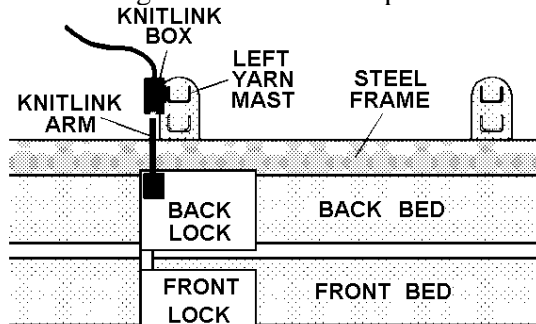
Note: if you don't know the virtual port or cannot find the virtual port, you can request a list of available ports by pressing Enter without typing a port number. The port with the highest number is normally the virtual port. The portnumber found during the test and verified to be working, can be used in DesignaKnit.

## Fitting a E6000 DesignaKnit USB link to your knitting machine

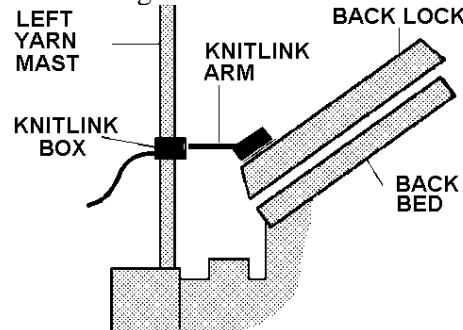
Note: instructions below are not applicable for E6000 link 1 USB.

1. Move the locks so that the left edge of the back lock is slightly to the left of the left hand yarn mast. Move both masts to the rear position.
2. Find the magnetic KnitLink arm. This has fabric fastener attached to the underside of its base. Remove the backing strip and position it (pressing only lightly) at the back left corner of the back lock as shown. The arm should be sticking out horizontally, pointing backwards. An alternative for the KnitLink arm for knitters who have the electric motor and triangular countdown tripper, is to position it so that the magnet rests on the bottom horizontal bar of the countdown tripper. This will ensure that it does not begin to drop out of alignment with the red spot.
3. Take the KnitLink box with both layers of the fastening fabric still attached. Remove the backing strip and hold it with the red spot towards you and the cable pointing away. Move it to the left side of the left yarn mast, at such a height that the end of the KnitLink arm passes opposite and close to the red spot on the KnitLink box. Press against the mast to stick it lightly.
4. Ensure that the end of the KnitLink arm passes directly opposite the red spot and close to it. When you are satisfied that the positioning is more or less correct, press the both the KnitLink arm and box firmly to stick them securely in place.
5. The fabric fastener allows the arm to be attached and detached easily and its exact position adjusted as required. Look from the side to make sure that when the locks move, the KnitLink arm passes close to the red spot without actually touching it. Aim for a clearance of about 2 to 3 mm.

E6000 DesignaKnit USB link top view



E6000 DesignaKnit USB link side view



## Fitting a E6000 DesignaKnit USB link for pattern transfer

The circular male DIN plug connects to the E6000 console in the same place as the cable which normally leads to the locks. Unplug the cable leading to the locks, and plug in the round DIN plug instead. The DesignaKnit lead must be in place when you want to download patterns from the computer to the E6000 console.

The E6000 console must be reconnected to the locks after downloading and before you program the console with the start position.