Barudan

BEDS/DY/DX

Quick Reference Guide

Function Keys

Speed, opens the speed control menu, to increase/decrease sewing speed.

Needle, opens the menu to select the needle that will start sewing.

Trim, executes a manual thread trim on all active sewing heads.

Manual, opens the menu to execute specific machine functions, such as Clamp, Trim, etc.

Network, connects machines from a central computer: Upload and download patterns as well as control production.

Read, transfers patterns from floppy disk, or peripheral devices to memory; accesses floppy disk utilities.

Memory, opens the Pattern List and Memory menu, access to patterns in memory.

Teach, locates and changes existing function codes in a pattern.

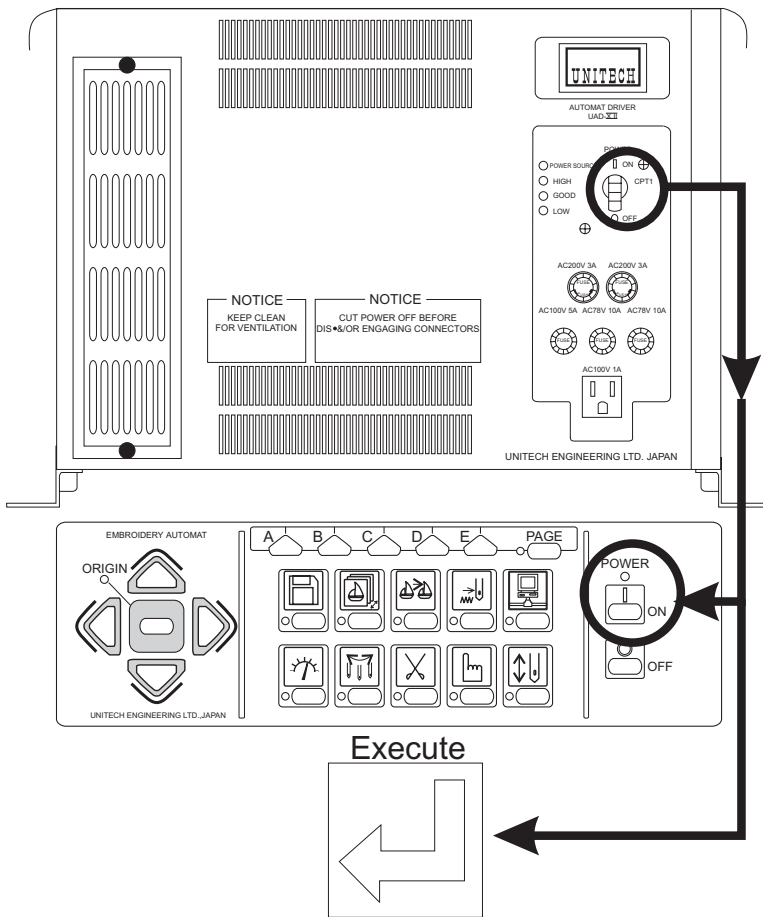**Float**, moves the machine through the pattern without sewing.

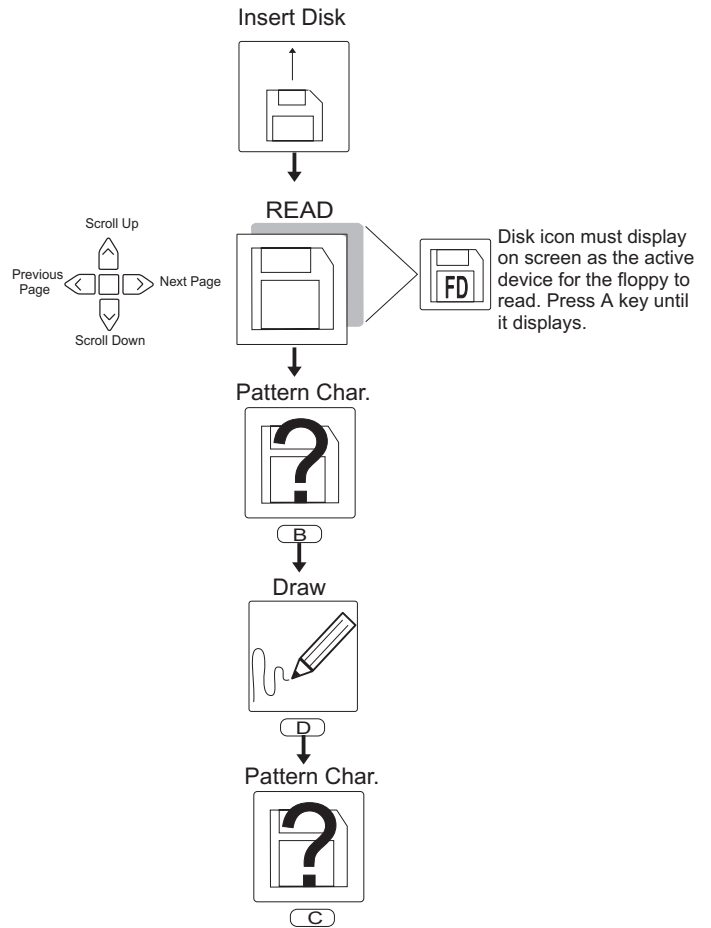**Drive**, places the machine in Drive mode ready to sew.

Page, toggles between basic and drive mode screens. It may be pressed at any time.

Execute

Move **Power switch** to the **On** position, press **green Power On** button. The machine makes one long beep indicating it has been powered on. Press **Execute** icon, machine will seek origin, and basic screen displays.

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Insert Disk

READ

Scroll Up

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Disk icon must display on screen as the active device for the floppy to read. Press A key until it displays.

FD

Pattern Char.

B

Draw
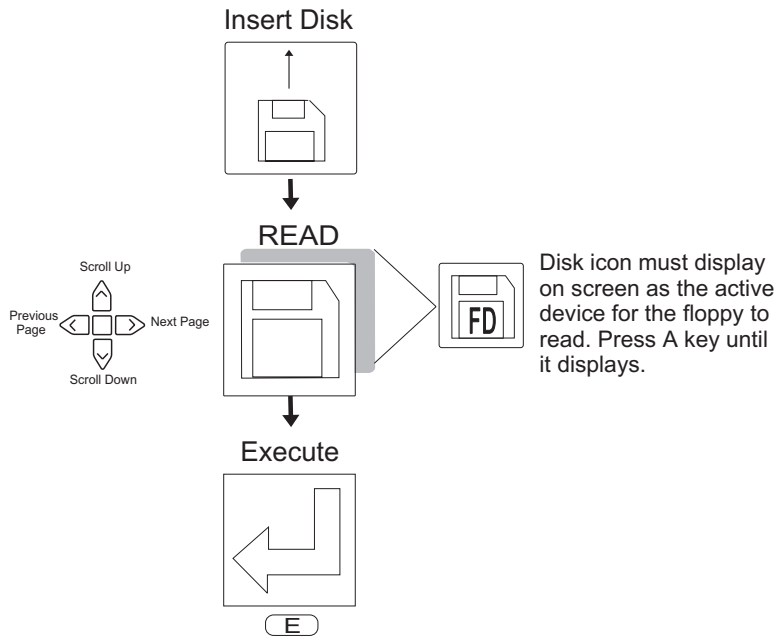
D

Pattern Char.

C

Insert floppy disk, press **READ** key, select pattern using jog keys, press **Pat. Char.,** press **Draw** to view the pattern on the screen. Press **Pat. Char.** to exit.

NOTE: The disk icon must display on the screen. If this is not the current icon press the A key until it displays.

Loading a Pattern from disk

Insert Disk

READ

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Disk icon must display on screen as the active device for the floppy to read. Press A key until it displays.

FD

Execute
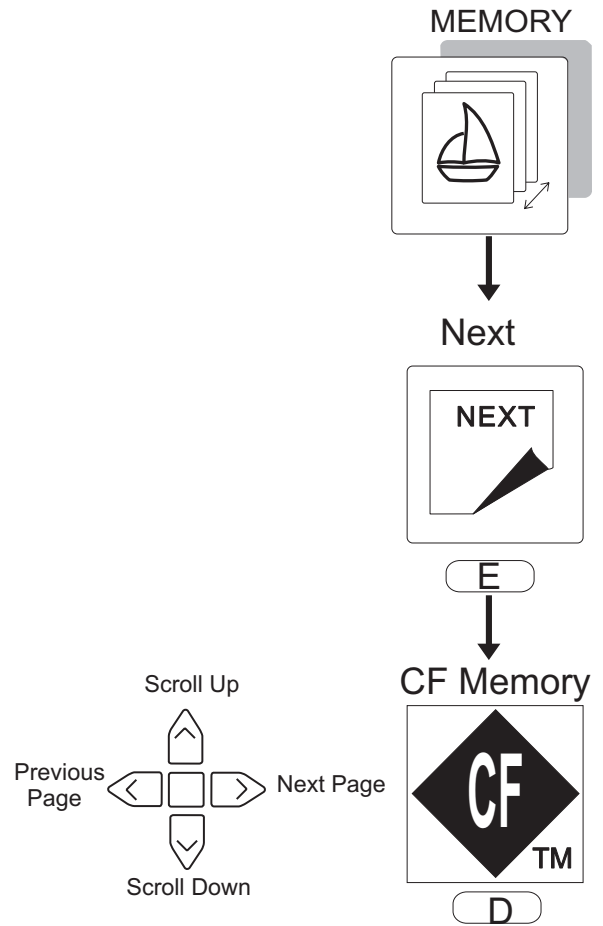
E

Insert floppy disk, press the **Read** key, select pattern using jog keys, press **Execute**, pattern will be stored in memory.

NOTE: The disk icon must display on the screen. If this is not the current icon press the A key until it displays.

MEMORY

Next

NEXT

E

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CF Memory

CF
TM

D

Insert a compact flash card, press the **Memory** key, press
Next, press **CF Memory**, use the jog keys to move through
the folders, press **E** to display the contents.
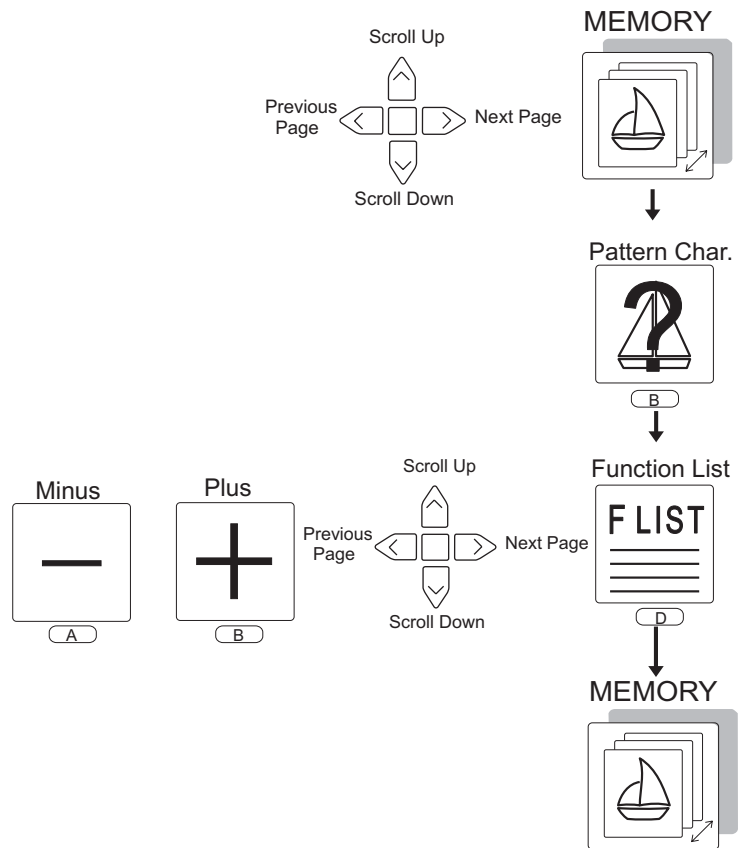
Scroll Up

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MEMORY

Draw

D
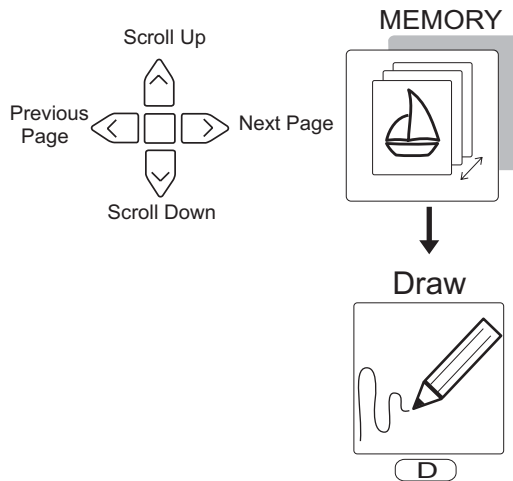
Press **Memory** key, select pattern using the jog keys, press **Draw** to view the pattern on the screen; press Program to see any program changes done to the pattern.

NOTE: If program changes have been applied to the pattern, they will be highlighted.

MEMORY

Scroll Up

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Scroll Down

Pattern Char.

B

Minus | Plus

A | B

Scroll Up

Previous Page | Next Page

Scroll Down

Function List

F LIST

D

MEMORY

Press **Memory** key, select pattern using the jog keys, press **Pat. Char**., select **F-List**, use **jog keys** to choose function, change color code using the **plus and minus** keys, press **Memory** key to exit and accept changes.

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MEMORY

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PROGRAM

C

Scroll Up

MINUS

PLUS

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Page

Scroll Down

A

B
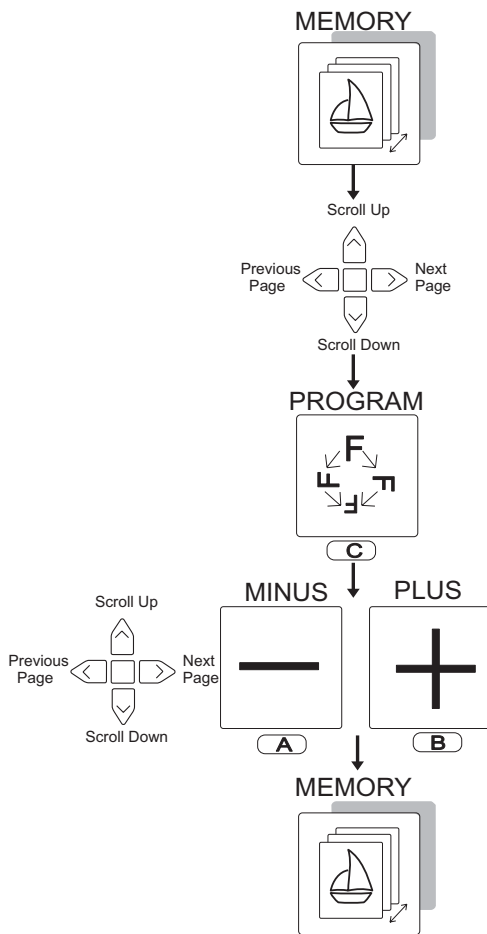
MEMORY

Press **Memory** key, select pattern using the **jog keys,** select **Program** key, use jog keys to access Rotate, #3, from the list of parameters use **plus and minus** keys to change Rotate setting; press **Memory** key to exit and save changes.

NEEDLE

TOWARD FIRST NEEDLE

TOWARD LAST NEEDLE

DIRECT NEEDLE

N

A

B

C

NEEDLE SELECT

NEEDLE SELECT

N-

N+

A

B

EXECUTE

D
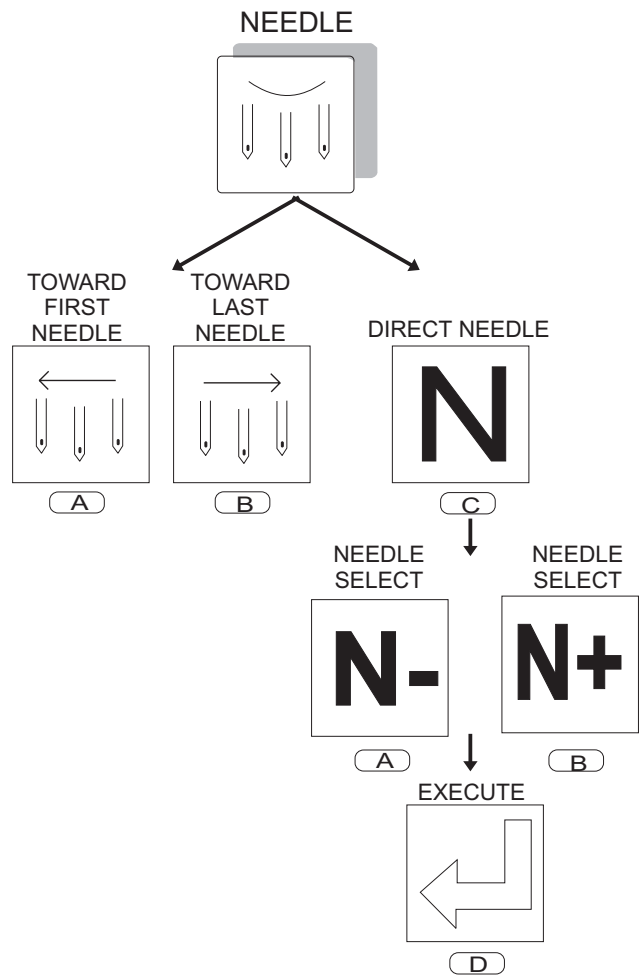
Press **Needle** key, select **Toward first needle**, **Toward last Needle** or **Direct Needle**. Use the **N-** and **N+** icons to select the correct needle, press **Execute key**.

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MEMORY

DRIVE

D

Move **Start/Stop bar LEFT** to begin sewing
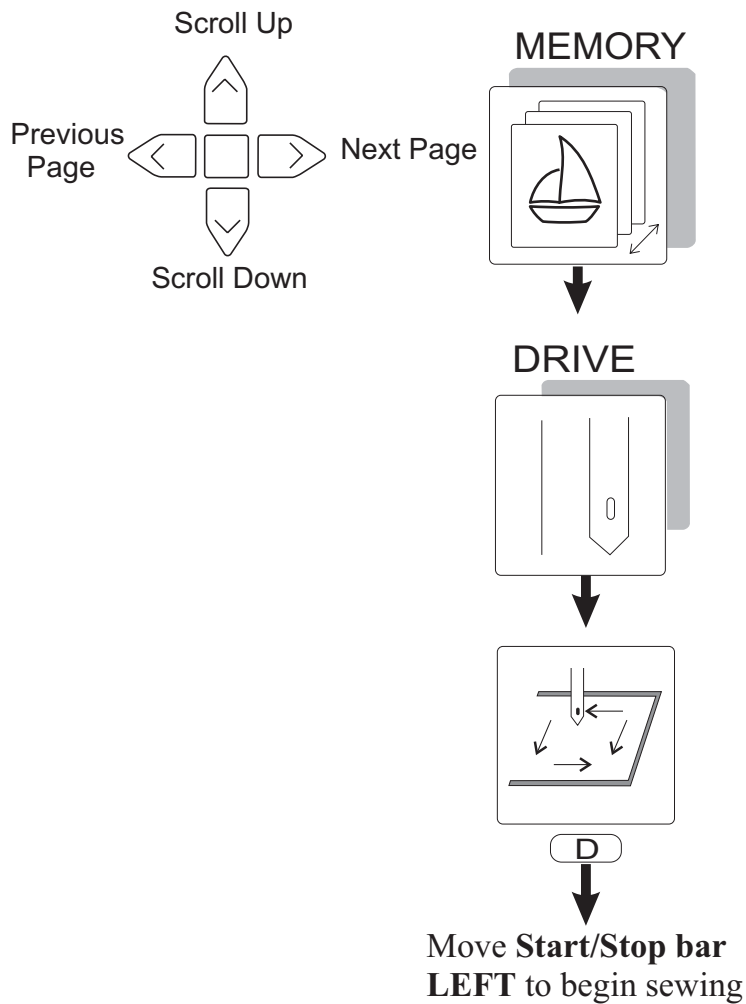
Press **Memory key**, select pattern using **jog keys**, press **Memory key** to exit. Press and hold the **Drive key** until machine beeps. Select **Perimeter trace** to verify pattern is correctly positioned within the frame and on the garment. **Start machine to begin sewing**.

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MEMORY

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Next

NEXT

D

Delete

DEL

M

A

Yes

C
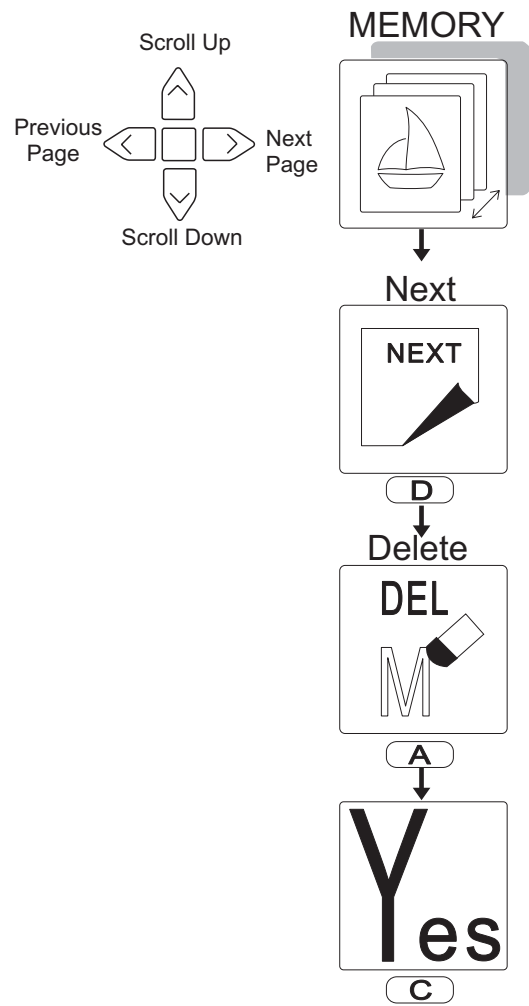
Press **Memory** key, use **jog keys** to select pattern to delete, press **Next** key, press **Delete** key, press **Yes** key to delete. The pattern will be deleted from memory.
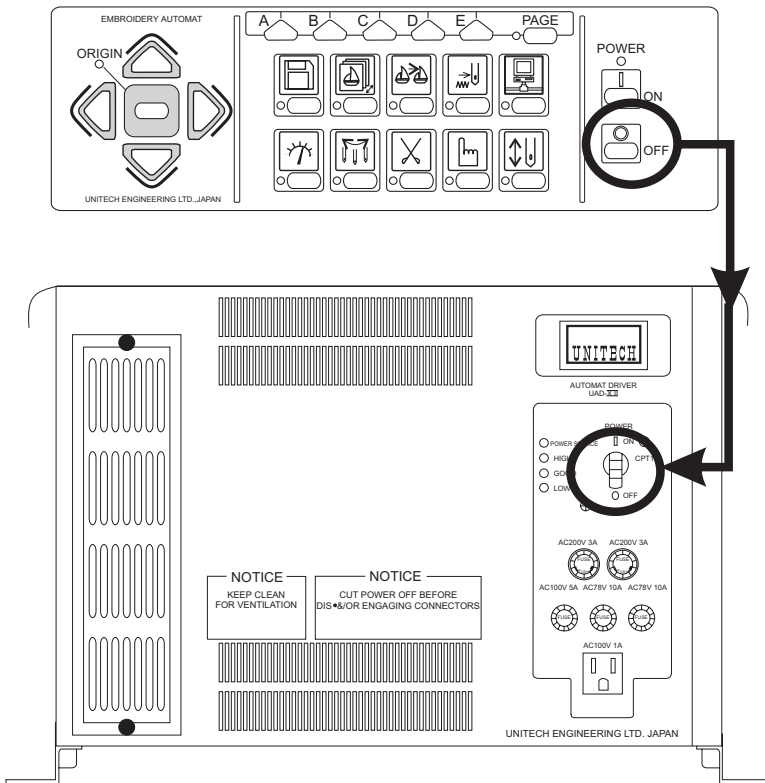
Switch power source to the **off** position.

Note: Press and hold the Drive key to exit the Drive mode, before turning the machine off.

Execute
E

Plus
C+
B

Minus
C−
A

TEACH

Open Blade
B

Bobbin Trim
A

TRIM

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DRIVE

Perimeter
Trace

(A)

NETWORK

Download

(A)

M

Upload

(B)

M

Multijob

(C)

1 2 ...

FLOAT

Minus

(A)

Plus

(B)

By 1000

(C)

×1000

Execute

(E)

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MANUAL

Thread Clamp [A] — Applique [B] — Change [C] — Bobbin Counter [1234] [D] — Next [NEXT] [E]

Machine Conditions [MC] [A] — Oil [OIL] [B] — Brake Release [C] — Next [NEXT] [E]

Minus [−] [A] — Plus [+] [B] — Initialize [init MC] [E]

Minus [−] [A] — Plus [+] [B] — By 1000 [×1000] [C] — Execute [E]

MEMORY

Memory Out (Punch)
OUT M

Execute
Toggle Key
Backup
Pat. Char
Floppy Disk
FD

Initialize
Draw
Toggle Key
Delete
DEL
Code
U/F EL
Com Out
OUT COM

Execute

Pat. Char

Function List
F LIST
Rename
ABC DEF
Toggle Key
Product
Clear All
Clear
Toggle Key

Program
F F

Toggle Key
Plus
Minus

Draw

Toggle Key
Program
F F

Next
NEXT

Toggle Key
NEXT
CF Memory
CF
Delete
DEL M

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READ

Floppy disk

Toggle Key – Devices

Pat. Char.

Delete — DEL

Toggle Key

Draw Pattern

Initialize — NEW

Com In — IN COM

Code — U/F EL

Execute

Jog

Execute

Copy — COPY M

Stitch Jog

Jump Jog

Toggle Key

Execute

Floppy to Memory

Execute

Floppy/Memory

Toggle Key

Add — M

Add — IN M

Execute