

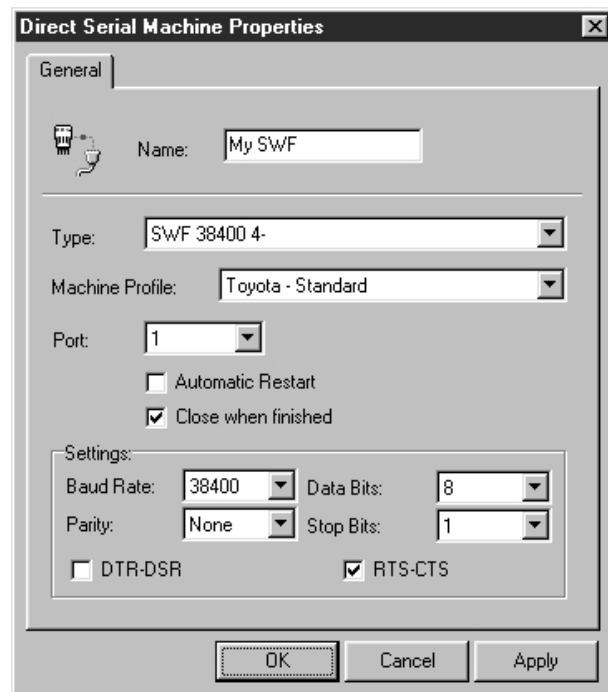
SIERRA Software Technical Document

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SWF – Direct Connection (Embroidery Explorer)

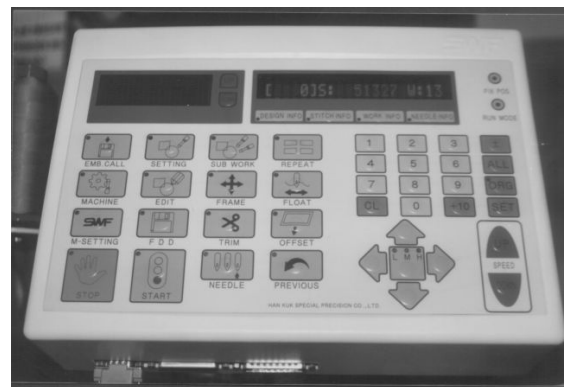
- **Setting up a serial SWF Connection from Embroidery Explorer v4.0 and higher**

- 1) With the computer turned off, use the cable provided by your vendor to connect the serial port of the Embroidery Machine to the COM2 port of your computer. Turn the computer on.
- 2) If you haven't done so already, install Embroidery Explorer following the Installation Instructions found on the Manual or in the booklet of the CD case. Please note that you may need an Installation Password to install this software, which should have been provided by your vendor. **Note: You do not need to install Embroidery Explorer if you have installed EO Design or EO Edit version 5 or higher.**
- 3) Once Embroidery Explorer is installed, launch the Application. On the left pane, right-click on the "Embroidery Machines" icon and choose *Properties*. From the Port pull-down menu select number 10. Click *Apply* and click *OK*.
- 4) Locate again the "Embroidery Machines" icon and double-click on it. On the right pane, an "Add Machine" icon will appear. Double-click on it.
- 5) Select *Direct Machine* and click *Next*.
- 6) Select *Serial* and click *Next*.
- 7) Select *SWF 38400 4-* from the Machine pull-down menu.
- 8) Type the password provided by your vendor in the proper box. Click *Finish*.
- 9) On the right pane, a "Serial 1" Machine icon will be listed below the "Add Machine" icon. Right-click on it and select *Properties*.
- 10) Match your settings to those shown by the picture on the right (the Name field is irrelevant). Click *Apply* and click *OK*. Your machine is now installed and ready to accept designs from Embroidery Explorer.



- **Sending a design to an SWF Embroidery Machine using Embroidery Explorer**

- 1) Turn the computer on. Launch Embroidery Explorer.
- 2) Locate the design you wish to transfer to the machine. Right-click on it and select *Copy*.
- 3) On the left pane, right-click on the machine icon and select *Paste*.
- 4) A dialog box comes up. Click on *Send*.
- 5) If the Embroidery Machine was off, turn it on.
- 6) On the control panel, press EMB CALL.
- 7) Go down to option 3 (External Input) and hit SET.
- 8) Go down to option 3 (Serial 38400 bps), and hit SET twice. The Embroidery Machine will start the Design Transfer process.
- 9) When the transfer is complete, the machine will ask you to assign a memory slot or job number to the design. Just hit SET for the next available number.
- 10) The design is now ready to be embroidered.



- **Sending a design to an SWF Embroidery Machine using EO Design or EO Edit**

- 1) When you have the design on EO Edit or EO Design screen ready to be transferred, click on *File – Send To Machine*, or on the *Send To Machine* icon, or use the *Ctrl + Alt + M* shortcut.
- 2) The Machine Connection window comes up. Click on the Machine you want to transfer the design to, and click on the *Send* button. A dialog box comes up. Click on *Send*.
- 3) If the Embroidery Machine was off, turn it on.
- 4) On the control panel, press EMB CALL.
- 5) Go down to option 3 (External Input) and hit SET.
- 6) Go down to option 3 (Serial 38400 bps), and hit SET twice. The Embroidery Machine will start the Design Transfer process.
- 7) When the transfer is complete, the machine will ask you to assign a memory slot or job number to the design. Just hit SET for the next available number.
- 8) The design is now ready to be embroidered.

- **Sending a design to an SWF Embroidery Machine with an LCD Panel**

- 1) Follow the steps described above for communication through Embroidery Explorer, EO Design or EO Edit, until you click on the *Send* button on the dialog box to start the transfer.
- 2) If the Embroidery Machine was off, turn it on.
- 3) On the control panel, hit F1 INPUT.
- 4) Hit F5 NETWORK, and then F1 INPUT.
- 5) Use the F1 through F4 keys to locate the design to be transferred, and hit F7 to select it.
- 6) Hit F8 PREVIOUS twice, and then F8 NEXT.
- 7) The design is now ready to be embroidered.

Note: in order for the Design Transfer process to work properly on SWF machines with LCD Panels, the machine version must be System Version 2000.12.1 - Ver 2.100 or later. To find out the version installed, turn the machine on and then hit F8 NEXT – F1 MACHINE – F2 INFO.