

The DesignaKnit Serial E6000 Link 2

For the Passap / Pfaff Electronic 6000



What this link does

- Enables downloading of stitch patterns from DesignaKnit to the E6000 console.
- Enables interactive knitting in DesignaKnit - with almost any knitting machine.

Patterns can be transferred in one direction only: the E6000 console is not able to upload patterns to a computer. When the selected knitting machine is the E6000, the following options on the Stitch Designer Transfer menu are therefore disabled: Upload, Extract, & Restore.

Other DesignaKnit E6000 cable links are described here:

<https://softbyte.co.uk/cablelinkspassap.htm>

The serial E6000 Link 2 has two black boxes and a magnet arm. The magnet arm attaches to the lock (carriage). The smaller box is the Knitlink box, and it contains a detector that generates a signal when the magnet passes near the red spot.

Part List

1. The DesignaKnit cable.
2. The magnetic KnitLink Arm.

Connecting the Link to the computer & E6000 console

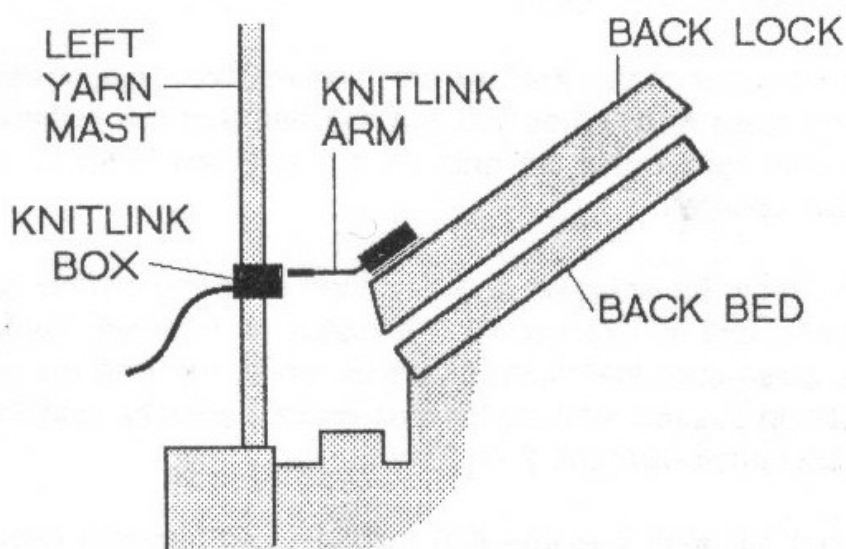
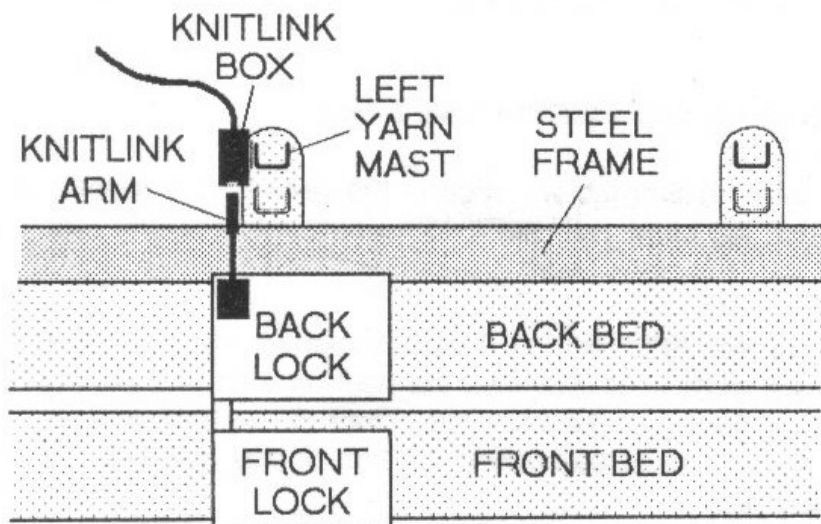
This cable may be used with a DesignaKnit USB-to-serial converter. Other converters might not work for this purpose. If using a converter, install it first, referring to its own manual, which is available here: <https://www.softbyte.co.uk/cablelinkmanuals.htm>

Connect the E6000Link to a free serial port on your computer or to a USB-to-serial converter. If the E6000Link has a 25 pin connector, use a 25 to 9 serial adapter.

Disconnect the cable that normally connects the E6000 console and the locks. Connect the circular male DIN plug to the console and connect the circular female DIN plug to the cable that leads to the locks. The cable can stay in that position and doesn't need reconnecting when you download, knit, & download a new pattern.

There is a switch on the cable link's larger black box, and a red spot next to it. The switch lever should point away from the red spot when downloading, and towards it for interactive knitting.

Fitting the Knitlink Box and Arm to the knitting machine



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. Make sure the arm is bent so that the magnetic end is roughly horizontal when the Arm is mounted on the lock. If your KnitLink Arm is black, it is quite stiff and needs some effort to bend it, but it is very strong and will not break: it can safely be bent using pliers. If it is made of aluminium, loosen the nut to adjust it, and tighten it when the arm is in the correct position.
3. The KnitLink Arm 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.
4. 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.
5. 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.
6. 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 on the box without actually touching it. Aim for a clearance of about 2 to 3 mm.

Finding out the console memory size

To be able to accept a download from a computer, the console must have the necessary chips. The serial number underneath the console indicates whether the console had the chips in when it was purchased new. A console with serial number 6025980 or later will have the chips. A console with a serial number that begins with 6 has an 8K memory, or if it begins with 7 it has a 32K memory. If the console was upgraded at some point after purchase, the serial number cannot be used as an indicator of which chips it contains.

Telling DesignaKnit 8 which port number to use

This applies whether you are using a true serial port or a USB to serial converter.

1. Open Stitch Designer and select Options / Method of Knitting.
2. At the list of knitting machines, highlight the Passap Electronic 6000 with the appropriate memory size (8K or 32K) by left clicking it, then click the Setup button.
3. Click on the Find Link button and then Start Search. When the link is found, touch the magnetic end of the KnitLink Arm to the red spot and the screen should flash red to confirm that the correct port number has been detected. If the screen doesn't flash, set the range of ports to exclude this port number and search again.
4. When DesignaKnit finds the port number it will automatically enter that number into Knitting Machine Setup. If it reports that the link was not found, go to the section titled Troubleshooting for information about updating the driver.
5. Finish by clicking OK until back at the main Stitch Designer screen.

Telling DesignaKnit 7 which port number to use

This applies whether you are using a true serial port or a USB to serial converter.

Please see <https://softbyte.co.uk/usingdevicemanagertofindport.htm> for instructions on how to find the port number. This applies whether you are using a true serial port or a USB to serial converter. When you have worked out which port number you are using:

1. Open Stitch Designer and select Options / Method of Knitting.
2. At the list of knitting machines, highlight the Passap Electronic 6000 with the appropriate memory size (8K or 32K) by left clicking it, then click the Setup button.
3. At the top of the Knitting Machine Setup dialogue box there is 'Connected to serial port number'. Enter the port number that was found in Device Manager and click OK.
4. Back at the list of knitting equipment, finish by clicking OK.

Passes per row and tensions

When a Passap electronic machine is currently selected, there is a special version of the Tensions Dialogue. This enables the vertical tension to be entered as passes of the lock, instead of rows of finished fabric, and it therefore needs to take into account the currently entered technique number.

DesignaKnit row tensions are entered either as the number of lock passes in 10 cm (or 1 inch or 4 inches) or as the height of the fabric made by 100 lock passes.

It is more normal for Passap knitters to enter the measurement of 100 lock passes rather than the number of lock passes per 10 cm. Whichever method you use it is vital to realize that, for most techniques, a single lock pass does not normally complete a pattern row. Therefore, to produce a swatch which consists of 60 complete pattern rows it is necessary to multiply 60 by the number of passes per row to find out how many lock passes are required.

The number of passes per row is shown in the E6000 Technique dialogue box that opens whenever you enter or change the technique number.

The number of passes per row of stitch pattern, and for multicolour techniques the sequence of yarn colours, are defined by the Passap technique number. DesignaKnit knows about the technique numbers by referring to the file E6000.tec which is in the DesignaKnit installation folder. This is a plain text file that can be opened using Notepad or a word processor. If you make any additions to this file please be sure not to alter the existing technique numbers or the formatting.

If you prefer to enter the row tensions as rows of finished fabric rather than passes of the lock, use Options / Knitting Machine and set the current knitting machine to any non-Passap machine. After the tensions have been entered, select the E6000 machine again.

Preparing colour patterns for downloading

- The method of Jacquard separation that is selected in Options / Knitting Machine / Jacquard is not used for downloading to the E6000, or for knitting from the screen. The sequence of yarns is controlled instead by the Passap Technique. Similarly, suppression of blank rows is never used when downloading to the E6000 or knitting from the screen with the E6000.
- DesignaKnit works out which yarn goes in which feeder position and the printout shows the result. Yarn numbers are allocated by selecting Yarn Numbers/Feeders from the View menu.
- For downloading to Passap machines, colour patterns must be assigned a Jacquard knitting method from 2 to 4: Fair Isle and 5 or 6 colour Jacquard are not available. Open the stitch pattern in Stitch Designer and check that it has the correct knitting method allocated. The sequence of colours is controlled by the memo numbers. For a pattern with 4 colours per row, each of the 4 colours must be given a number from 1 to 4. If colour 2 changes from red to blue at a certain row, both red and blue must have memo number 2 assigned.
- No special preparation is required for texture patterns that have the Right facing or Wrong facing knitting method.

- It is not possible to download more than one pattern in one operation.

Preparing the E6000 console to accept a download

Power on, then wait until the WAIT message disappears. If it doesn't show PROGR already, then press the key with 3 triangles pointing right until it says PROGR, then press ENT, ENT again, the required cast-on number (such as 1, 2, etc), ENT, NO, the unlabelled key, and finally the Zero key. The console should show PC START. If it doesn't do that, it probably means that it doesn't have the chips that are required for accepting a download.

Downloading an Unintegrated Stitch Pattern

1. In Stitch Designer, open the stitch pattern you want to download to the E6000 and select Transfer/Download.
2. At the list of knitting machines, make sure that the Passap Electronic 6000 with the appropriate memory size (8K or 32K) is highlighted and click OK.
3. Enter the required E6000 Technique number. This number is checked to make sure it is compatible with the knitting method that has been assigned in Stitch Designer's Options / Method of Knitting. The number of passes of the lock and the colour numbers that will be used to knit each row of the pattern are shown.
4. Connect the E6000Link to the console and to the computer. Put the switch on the E6000 link pointing away from the red spot.
5. Click the Download button in the next dialogue and follow the on-screen instructions. A bar indicates the progress of the download. The time taken to download varies according to the size of the pattern.

Downloading an Integrated Stitch Pattern

An integrated stitch pattern is one which has been positioned on a garment piece, either by dragging the outline of the garment piece over the stitch pattern in Stitch Designer, or by dragging the stitch pattern over the garment piece in Original Pattern Drafting. The filename and position of a stitch pattern may be stored independently for each piece in a shape file.

Whichever way a garment piece is integrated with a stitch pattern, it is unlikely that row 1 of the garment piece will end up coinciding with row 1 of the repeating stitch pattern unit as shown on the Stitch Designer screen. It is also unlikely that the centre stitch of the garment piece will coincide with the centre stitch of the repeating pattern unit, though the interactive knitting instructions include centring each garment piece on the needle bed. DesignaKnit manages this situation by automatically shuffling the pattern vertically and horizontally by the required number of rows and stitches before downloading it. The end result is that the knitted piece exactly matches the display of the integrated piece on the Stitch Designer or Original Pattern Drafting screen.

In Stitch Designer, when Transfer / Integrated Download is selected, a garment piece is first chosen. The stitch pattern that has been integrated with that piece is then downloaded to the E6000 console, correctly positioned at the centre of the needle bed.

Even if the same stitch pattern has been integrated with more than one garment piece, the positioning of the pattern on each piece is likely to vary, so the automatic shuffling of the pattern will be different, and a separate download is required for each piece.

The garment shaping cannot be transferred to the console memory: only the stitch pattern can. The procedure is as follows.

1. In Stitch Designer, open the shape file that has been integrated and select Transfer / Integrated Download.

2. At the list of knitting machines, make sure that the Passap Electronic 6000 with the appropriate memory size (8K or 32K) is highlighted and click OK.
3. Enter the required E6000 Technique number. This number is checked to make sure it is compatible with the knitting method that has been assigned in Stitch Designer's Options / Method of Knitting. The number of passes of the lock and the colour numbers that will be used to knit each row of the pattern are shown.
4. The Integrate window opens. In the left column, select a garment piece. The filename of the stitch pattern that has been integrated with the selected piece should be shown in the middle column. Click OK.
5. Connect the E6000Link to the console and to the computer. Put the switch on the E6000 link pointing away from the red spot.
6. Click the Download button in the next dialogue and follow the on-screen instructions. A bar indicates the progress of the download. The time taken to download varies according to the size of the pattern.

Large patterns

The memory space required for a given pattern is roughly proportional to the total number of stitches. For a given pattern DesignaKnit is able to calculate whether the memory required will fit into the console's memory, taking into account whether you have selected the 8K or 32K memory size E6000.

If the pattern is too large for the memory, DesignaKnit will give a message saying how many sections it must be divided into and asking which of those sections you want to download. Dividing into sections is done automatically - you do not have to decide how to divide the pattern. When a section number is chosen, a message shows how many rows must be knitted before the next section needs to be downloaded. Interactive Knitting will give a message reminding when the current section has been knitted and the next section must be downloaded.

After downloading: preparing to knit

1. After downloading, continue programming the control unit, entering the Passap technique number.
2. Each time you do interactive knitting, make sure the switch on the KnitLink Box is pointing towards the red spot.
3. Synchronize the E8000 Console row count and DesignaKnit's RC. After you have knit the rib, and before you start the knitting process in DesignaKnit's Interactive Knitting, zero the row counter on the E6000 Console. It will then agree with the RC number shown on the screen during interactive knitting.

Interactive Knitting

The manual and help for interactive knitting are available from the Help menu in the Interactive Knitting section of DesignaKnit: please see those in order to find out about the general principles of interactive knitting.

Each time the magnetic KnitLink Arm passes the KnitLink Box, a signal is generated. When Interactive Knitting has started, the signal causes the screen to progress to the next row and to show any knitting instructions that may be required.

Troubleshooting

For problems with downloading, please see

<https://softbyte.co.uk/downloadingwithpassape6000links.htm>

For problems with interactive knitting, please see

<https://softbyte.co.uk/interactiveknittingwithbrotherpassapscreenlinks.htm>

Updates to this manual

The document you are reading was updated in March 2017.

The most recent editions of cable link manuals may be found at

<https://softbyte.co.uk/cablelinkmanuals.htm>

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