

The DesignaKnit USB Screenlink

for almost any knitting machine



This cable link enables interactive knitting in DesignaKnit 5 and later versions for almost any knitting machine. Knitters who have pacemakers fitted should be aware that the KnitLink Arm contains a magnet. It is not an especially strong magnet, but please observe the normal guidelines concerning the proximity of magnets to pacemakers.

When using the Screenlink, the following machines also require the KnitLink Platform: Silver Reed 360, 370, 700, and Zippy with Knitradar, and Passap/Pfaff Duo. This is because there is no convenient place on the machine to place the ScreenLink's detector box, and it must instead be placed on a small platform that attaches to the yarn mast.

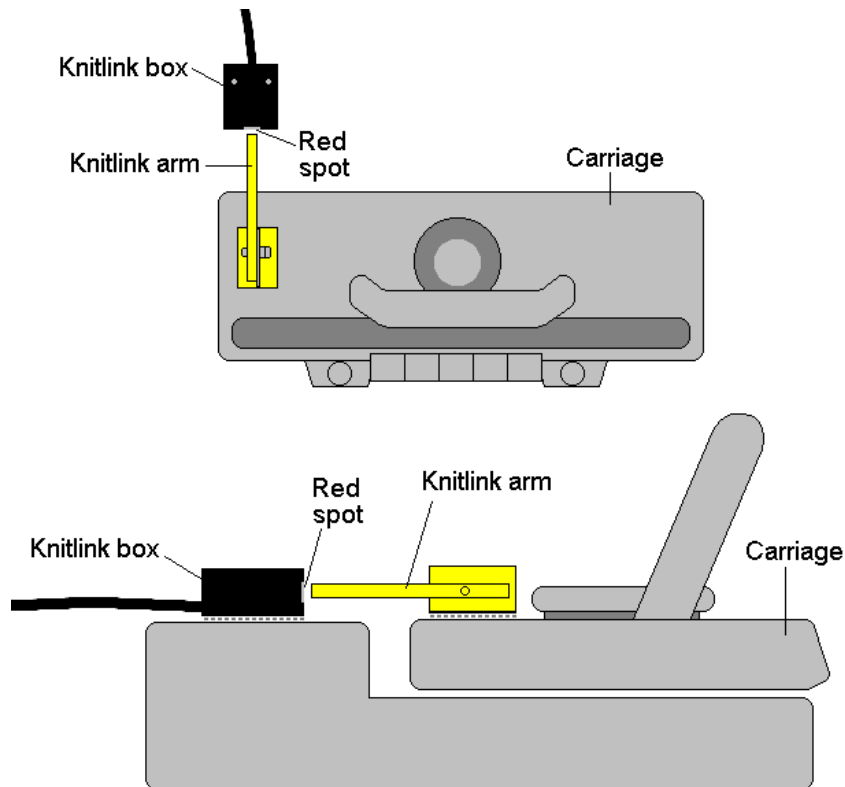
Part List

1. DesignaKnit USB Cable
2. The magnetic KnitLink Arm
3. CD with test program and USB drivers

Fitting the link to the knitting machine

1. Move the carriage to the middle of the bed.
2. Place the base of the KnitLink Arm with both layers of the fastening fabric still attached to its underside onto the carriage.
3. Place the KnitLink Box with both layers of the fastening fabric still attached to its underside onto the console of your knitting machine. Direct the red spot towards you and the cable pointing away.
4. Make sure that the magnet in the end of the KnitLink Arm lines up with the red spot on the KnitLink Box and passes as closely as possible without actually touching when the carriage is moved.

5. The angle of the Knitlink Arm is adjustable. If your KnitLink Arm is made of aluminium, loosen the nut to adjust it, and tighten it when the arm is in the correct position. If the 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.



6. When positioned correctly, remove the backing strip of the fastening fabric from the base of the KnitLink Arm and fix to the carriage. Remove the backing strip of the fastening fabric from the base of the KnitLink Box and fix to the console.
7. Make fine adjustments to the positioning of the arm and box by altering the position in which their fabric fasteners engage. Aim for a clearance of two or three millimetres. It might be necessary to adjust the KnitLink Arm to get the positioning right.
8. Press the arm base and box down firmly to make sure they stay in place.
9. Make sure that the KnitLink Arm does not catch on anything in its path when the carriage is moved, including charting devices.
10. You can buy extra pieces of ordinary fastening fabric and attach them to other knitting machines, and move the KnitLink arm and box to whichever machine you need to work with.
11. To pack your knitting machine in its case, simply pull the KnitLink Box upwards so that the two layers of fabric fastener are separated. You might also need to detach the KnitLink Arm from the carriage in the same way.
12. Excess cable should not be tightly coiled as this can cause electromagnetic effects that can interfere with the operation of the link.

Installing the Driver

The process varies according to the version of Windows and whether the same driver already happens to be installed for a similar device. All the DesignaKnit cable links, and many other devices use the same driver.

Installing the driver should be done by an Administrator Windows user. If your computer doesn't offer you a choice of user names when starting up, it almost certainly means you are an Administrator user.

For the driver for Windows CE, please visit <http://www.ftdichip.com/Drivers/VCP.htm>

If your DesignaKnit computer is **not** connected to the internet, go straight to the section titled "Installing the driver from CD".

Installing the driver from the internet

Insert the USB cable into a standard USB port on your computer.

When Windows starts, or if the link is connected while Windows is running, it will recognize that the cable link has been attached and may show a message saying that it is searching for a driver. A message may appear to say that devices are being installed or it might say that the best driver is already installed. If a problem is reported please see the Troubleshooting section.

If Windows does not react when the cable link is connected for the first time, it could mean that a similar USB device has previously been installed on the computer. In this case, Windows might not search or request a driver for the cable link but may just continue to use the driver that is already installed, which may be too old to work well with your current version of Windows. If Windows does not react when the cable link is connected for the first time, please see the Troubleshooting link about updating the cable link driver.

Finally you may be presented with an instruction to restart the computer - if so, do it.

Now please go to the section titled "Telling DesignaKnit 8 or 9 which cable & port number to use"

Installing the driver from CD

Do not connect the DesignaKnit cable link yet. If the cable is already connected, disconnect it.

If the cable link was purchased after DesignaKnit, insert the CD that came with the cable link, otherwise insert the DesignaKnit CD to install the driver (if the DesignaKnit Setup program opens, do not install DesignaKnit again - close the window).

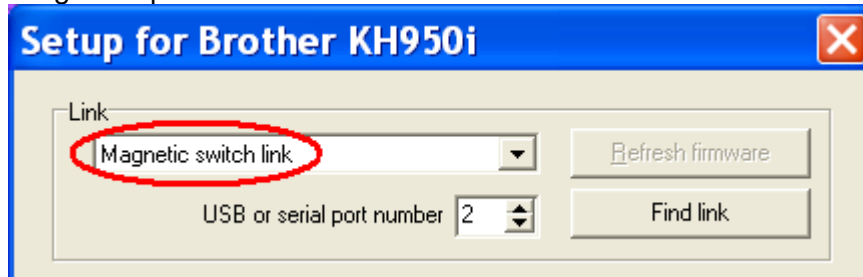
If Windows offers to open a folder to view the files accept that option; otherwise open a My Computer window yourself, right click on your CD or DVD drive and select Explore, Browse, or Open in a new window. Run the program whose filename begins with USBlinks_DriverInstaller. The driver will then be installed. Finally you may be presented with an instruction to restart the computer - if so, do it.

Insert the USB cable into a standard USB port on your computer.

Telling DesignaKnit 8 or 9 which cable & port number to use

1. Open Interactive Knitting and select a piece or swatch. Select Options / Knitting Machine.
2. Select the required knitting machine from the Knitting Machine Selection list by left clicking it, then click the Setup button.
3. Under Link or Cable link, select "Magnetic switch link". If this choice is not available, it may mean that you need to update your DesignaKnit using Help / Web Updates /

Program Update.



4. 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.
5. 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.
6. Click OK and OK again.

Telling DesignaKnit 7 which port number to use

Please see <https://softbyte.co.uk/usingdevicemanagertofindport.htm> for instructions on how to find the port number using Device Manager. When you have worked out which port number you are using:

1. Open Interactive Knitting and select a piece or swatch. Select Options / Knitting Machine.
2. Select the correct machine from the knitting equipment list 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 and click OK.
4. Finish by clicking OK again.

Templates for punch cards & reader sheets

DesignaKnit is able to print out exact size templates for most knitting machine punch cards and reader sheets, using the Stitch Template printout format. Open the stitch pattern in Stitch Designer and select Stitch Template when printing.

Using an Integrated Template printout

Where a stitch pattern has been integrated with a garment piece, the Integrated Template format should be used rather than the Stitch Template format. Here, the stitch pattern is automatically adjusted to allow for the exact positioning of the stitch pattern on the garment piece.

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.

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 Integrated Template printout is required for each piece.

To print an Integrated Template, open the shape file in Standard Garment Styling or Original Pattern Drafting and after integrating select Print. Select the piece and then the Integrated Template format. Or the same can be done using Stitch Designer's Shapes menu,

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.

Knitters who have pacemakers fitted should be aware that the KnitLink Arm contains a magnet. It is not an especially strong magnet, but please observe the normal guidelines concerning the proximity of magnets to pacemakers.

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.

Updating the Driver from the Internet

From time to time the manufacturer of the chips in the cable link publishes a new driver because a modification may be necessary for it to work with newly published Windows updates. We recommend that from time to time you follow the instructions on this webpage to keep the driver updated. If you have a problem with the cable link at any time it is a good idea to update the driver before contacting technical support. <https://softbyte.co.uk/updatinganexistingdriver.htm>

Troubleshooting

If Windows reported a problem when trying to install the driver from the internet, or Device Manager shows a yellow error icon next to the serial port, or there is a yellow error icon next to an "Unknown device", try using the driver installer. Either follow the directions in this document under "Installing the driver from CD", or from <https://www.softbyte.co.uk/cablelinksdriver.htm>.

If your DesignaKnit computer is not connected to the internet, download a driver installer here and transfer it on a pen drive: <https://www.softbyte.co.uk/cablelinksdriver.htm>.

Updating the cable link driver: please see <https://softbyte.co.uk/updatinganexistingdriver.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 December 2021.

The most recent editions of cable link manuals may be found at <https://www.softbyte.co.uk/cablelinkmanuals.htm>

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