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PES2Card

PES2Card Utility Documentation

Thank you for purchasing a PES2Card product.

This html help file provides documentation for PES2Card products.

The first part of this document provides information about the functionality of the PES2Card products.

The second part of this document provides information about Dialog Manager, the package used to develop PES2Card Utility, the driver of PES2Card products.

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PES2Card

Introduction

The PES2Card product range are devices that enable users of various embroidery machines to read embroidery cards and store the designs on the computer and to write designs stored on the computer to embroidery cards.

The PES2Card product range consists of three models:

- PES2Card, which has one card slot
- PES2Card3, which has three card slots.
- PES2Card3-SE, which has three card slots.

You can identify from the pictures below which card module you have.

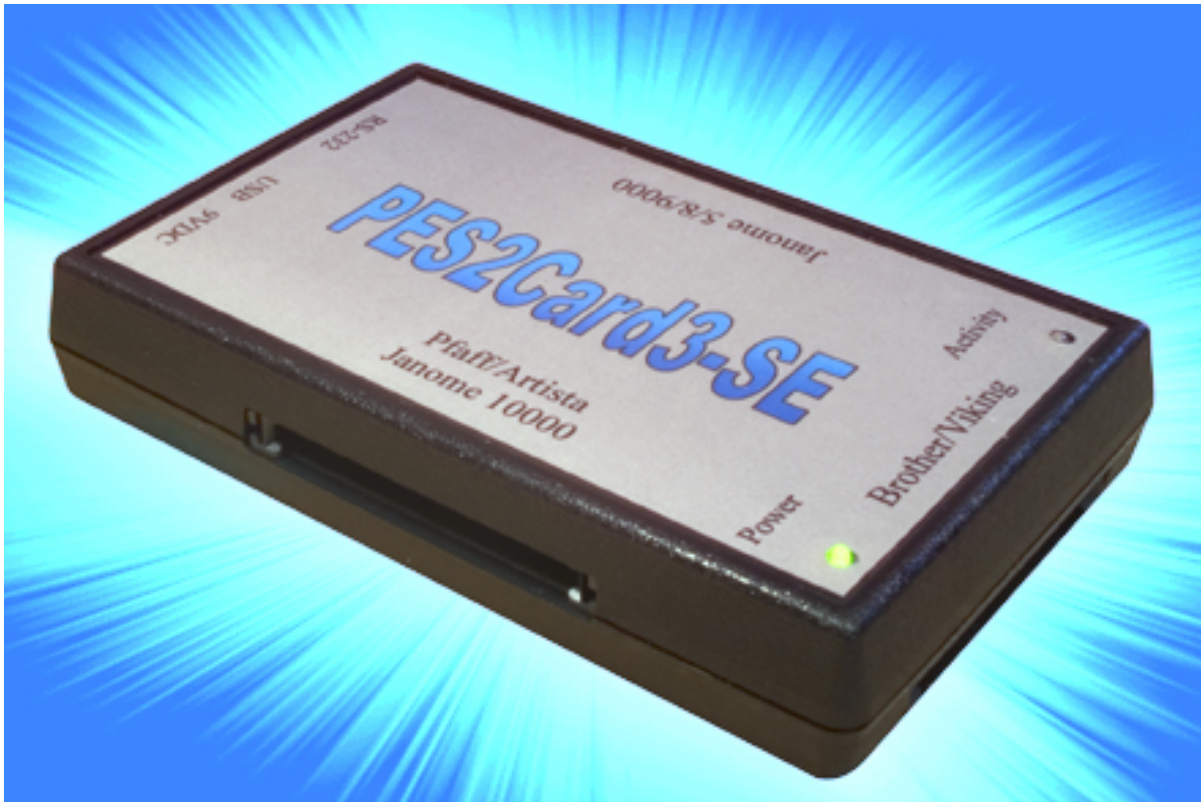
PES2Card



PES2Card3



PES2Card3-SE



PES2Card enables users of Brother, Babylock, Bernina Deco, Simplicity, White, Husqvarna/ Viking embroidery machines to read embroidery cards and store the designs on the computer and to write designs stored on the computer to embroidery cards.

PES2Card3 and PES2Card3-SE enable users of Brother, Babylock, Bernina Deco, Simplicity, White, Husqvarna/Viking, Bernina Artista, Pfaff 7570/7560, Pfaff 2140/2144/2170, Janome, New Home, Elna, Kenmore and Singer embroidery machines to read embroidery cards and store the designs on the computer and to write designs stored on the computer to embroidery cards.

PES2Card3-SE can, on top of what PES2Card3 does, read and write cards for Janome 11000, 1000x and 300E.

Both models can be used to read and write Brother and Babylock floppies or compact flash cards, read and write floppies for the Designer I, read and write ATA cards for Janome 11000, 1000x and Janome 300E/9500/9700, read and write Tajima DST floppies and Compact flash cards, read and write smartmedia cards for Singer XL5/6000 and Elna Xquisit. These functions make use of standard PC reader/writer hardware.

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PES2Card

Embroidery Cards

There are basically three types of embroidery cards:

- Pre-programmed ROM cards
- Pre-programmed flash cards
- Blank cards

Embroidery machines and card readers can both read ROM cards. Restrictions might apply as a result of copyrights where a card can only be read by an embroidery machine.

Flash cards can be read as if they were ROM cards; the same restrictions can apply as for ROM cards. The main difference between flash cards and ROM cards is that flash cards can be written to with a card-writer that can write flash cards. As far as the embroidery machines are concerned both types of cards are the same.

There are two types of blank cards:

Combined blank cards and flash blank cards. Combined blank cards contain a fixed ROM area for administrative purposes and a user area that can be written by a card writer; flash blank cards are 100% writable. Some of the space on flash blank cards is used to store the administrative data mentioned earlier.

Most embroidery machine manufacturers use the full flash blank cards. Brother and Janome used combined cards in the early days of embroidery.

PES2Card

PES2Card Utility

PES2Card Utility is the program that drives both PES2Card and PES2Card3 card modules.

After [starting PES2Card Utility](#), you will see the PES2Card main dialog below.



The PES2Card main dialog consists of four main areas:

- Title bar
- Menu bar

- Screen body
- Status field

Title bar

The Title bar contains from left to right:

The system menu icon, the title of the screen and the minimise, restore and close icons.

Menu bar

The menu bar has two options: File and Help.

Screen body

The screen body provides the functionality to operate embroidery cards. Pressing the desired button activates the function. The bitmaps next to the buttons are an iconic representation of what happens when a function is activated.

Status field

The status field will display relevant information during the operation of the various functions.

PES2Card

Getting Started

PES2Card and PES2Card3 are both driven by the PES2Card Utility. You can use the PES2Card Utility also without PES2Card or PES2Card3 card module. You don't have access to cards in that case.

Follow these steps to start PES2Card Utility:

1. Press **Start**
2. Press **Programs**
3. Press **PES2Card**
4. Press **PES2Card**
5. The main dialog of PES2Card Utility will appear



Figure 1

When you see the picture in Figure 1, you have a correctly configured and working system. The default configuration for PES2Card is that the PES2Card or PES2Card3 card module is hooked up to COM1 and uses RS232 (serial) communication.

You might see the following main dialog instead of Figure 1.



Figure 2

The subtle difference is the Erase and Card Information buttons that are both greyed (disabled). If you see the main dialog shown in Figure 2, your PC cannot communicate with the PES2Card or PES2Card3card module. The lack of communication can be for various reasons. The most obvious reason is that you use the PES2Card Utility without a PES2Card or PES2Card3 card module in which case the main dialog as shown in Figure 2 is correct.

Another reason can be that the PES2Card or PES2Card3 card module is power off. Stop the PES2Card Utility by pressing **Exit**, power on the card module and start the PES2Card Utility again using the steps outlined above.

First time users will see the dialog shown in Figure 3 when the configuration of the PES2Card or PES2Card3 card module doesn't match the default settings of PES2Card Utility. Please see the [Settings](#) section to configure the PES2Card Utility.

The PES2Card Utility doesn't scan for a PES2Card or PES2Card3 card module, as this process can render other connected equipment not operational. Graphic tables and mice are the most common ones.

Instead of the dialog shown in Figure 2 you can also get:

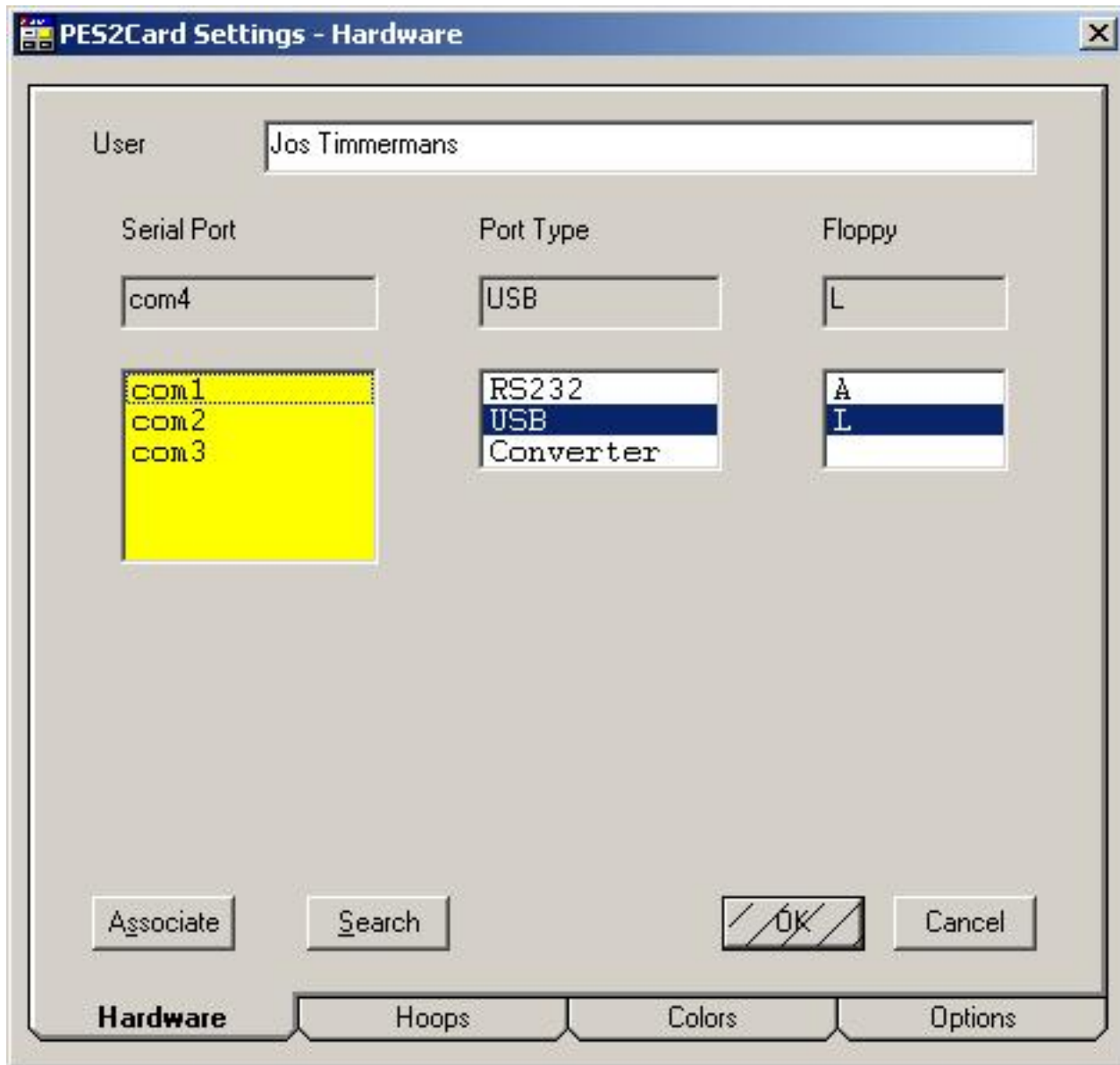


Figure 3

When you see the dialog in Figure 3, the port configured in PES2Card Utility is not available for use. Note that the Serial Port column has a different color and the OK button is hatched. When you select a com port, the background of the table becomes white and the button will become available.

You can find information about the [Settings](#) dialog in the Change Settings section of this document.

PES2Card

Menu Bar

On the Menu Bar you will find two items: the File Menu and the Help Menu.

File Menu

Read Card	to read designs from an embroidery card
Write Card	to write designs to an embroidery card
Erase Card	to make an embroidery card blank
Card Information	to obtain information about an embroidery card
Settings	to change/enquire configuration parameters
Exit	to exit PES2Card Utility

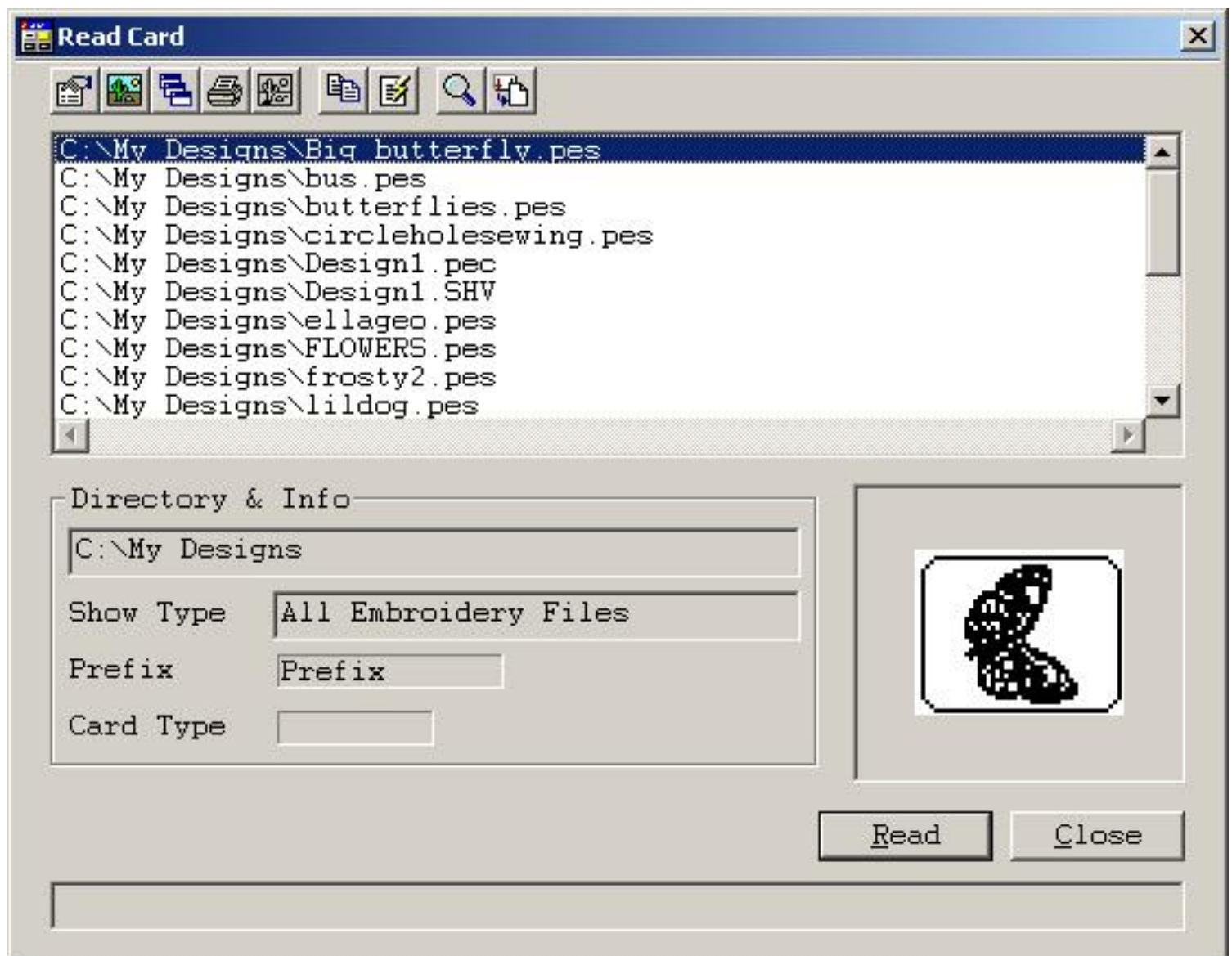
Help Menu

Contents	to display the main help topics
Using Help	to provide help about the help system
About PES2Card...	to provide information about PES2Card Utility

PES2Card

Read Card

You will see the Read Card dialog below after pressing the **Read Card** button on the main [PES2Card](#) dialog.



The Read Card dialog contains a number of controls:

Toolbar containing:

- [Design Properties](#) to display the properties of the selected design
 - [Design Images](#) to display images of all designs in the selected folder
 - [Catalog](#) to make a catalog of all designs in the selected folder
 - [Print Design](#) to print the design
 - [Bitmaps](#) to show design bitmaps (Brother, Baby Lock only)
 - [Clip](#) to send the list of filenames of the designs to the clipboard
 - [Transfer](#) to send the selected design to the application [configured](#) for the extension
 - [Browse](#) to select a folder to store designs and a prefix
 - [Read](#) to read a card
- Files** table the list of designs in the folder
- Info** fields the current folder, prefix used for reading and type of card
- [Read](#) to read a card
- Close** to return to the main dialog
- Status** field to show status information while reading

In order to read a card, you first press the [Browse](#) button on the toolbar to select the folder to store the designs and to enter the prefix PES2Card will use when storing the designs in the selected folder. The second step is to press one of the two [Read](#) buttons to start the actual reading. You will be guided through this process. Both [Read](#) buttons work exactly the same.

PES2Card

Toolbar Read Card Part 1

Below is a picture of the first part of the toolbar on the Read Card dialog.



The functions represented by the individual icons can be shown by moving the cursor above an icon. A textual tool tip will be displayed.

The icons above have the following functions:

[Design Properties](#) to display the properties of the selected design

[Design Images](#) to display images of all designs in the selected folder

[Catalog](#) to make a catalog of all designs in the selected folder

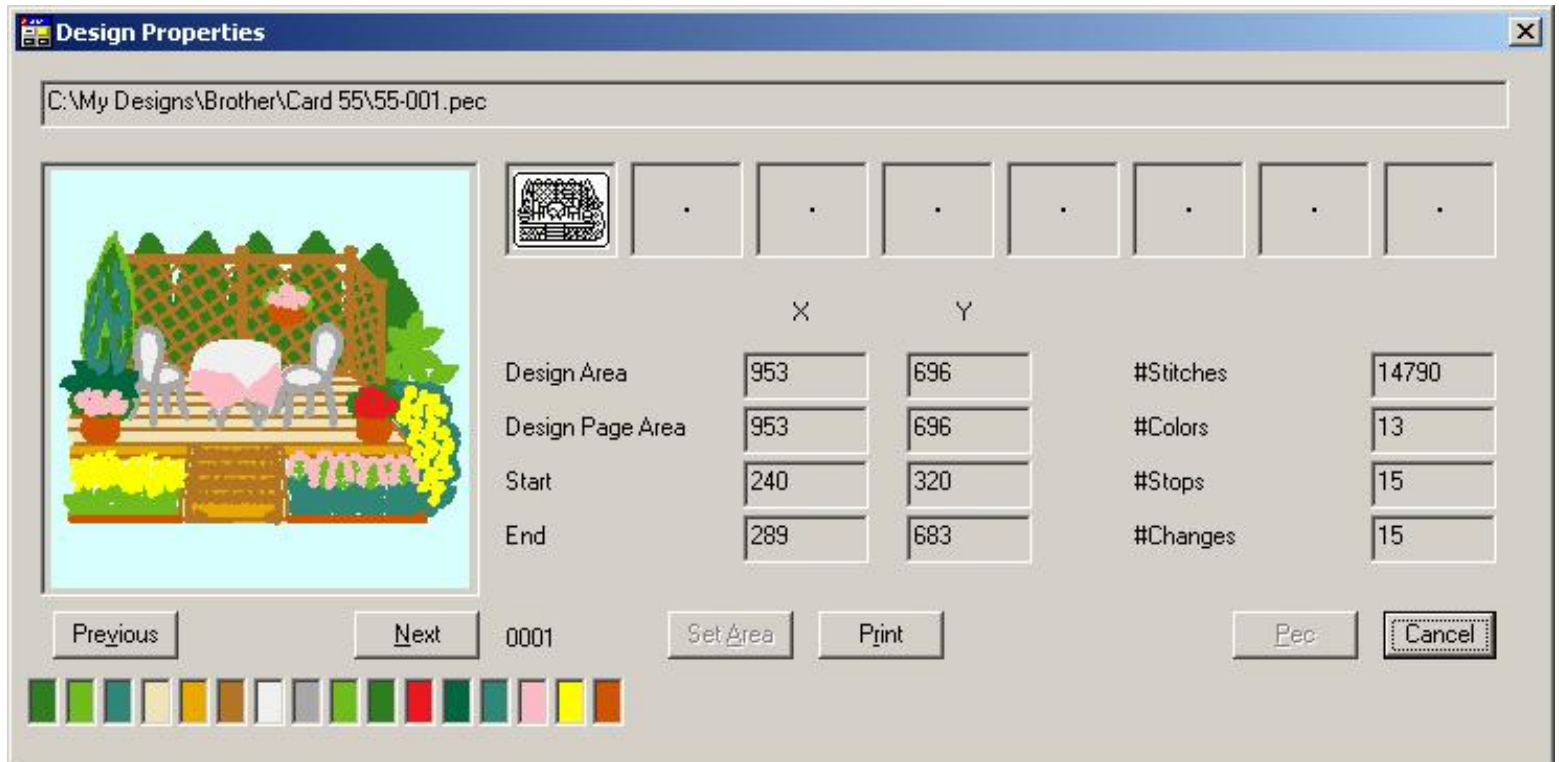
[Print Design](#) to print the design

[Bitmaps](#) to show design bitmaps (Brother, Baby Lock only)

PES2Card

Design Properties

The Design Properties function is available on both [Read Card](#) and [Write Card](#) dialogs. When you select this function, you will be presented with a new dialog like the one below.



The top field of the Design Properties dialog shows the full path of the design.

The color picture on the left is a preview of the design.

The eight smaller black and white pictures show the bitmaps shown on Brother/Babylock machines. For most designs you will see only one bitmap; for multi-position designs you will see as many bitmaps as there are position changes in the design up to a maximum of eight. PES2Card Utility can handle multi-position designs with more than 8 position changes.

The body of the dialog shows a number of design properties like design area information, start and end position, number of stitches, number of color changes, etc.

The design area is the actual size of the design, the design page area is the frame in which the design is defined. Brother PE Design uses the design page area to position designs. The normal tactic is to define the design page area as the size of the target hoop. A design that is smaller than the hoop can be positioned this way. The design is no longer moveable in the hoop.

Buttons

Previous selects the previous design in the file list

Next selects the next design in the file list

Set Area makes the design area and the design page area the same; this makes the design moveable again

Print makes a screen shot of the Properties dialog and sends it to the default printer. in [Settings](#) you can configure whether you want a Selection dialog to select the printer.

PEC converts the design to PEC format and stores the design under the same name, but with PEC extension on your computer. This feature is to be used when your design manipulation software doesn't support a particular design format. PEC format is accepted by more or less all modern design manipulation packages.

Cancel closes the Properties dialog.

At the bottom of the screen you see up to 40 thread colors. PES2Card Utility supports more than 40 thread changes, up to 40 are displayed.

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PES2Card

Viking Design Disk Properties

You will see the dialog below when you select a PHV file in the file list on the [Read Card dialog](#).





When you press one of the **Menu x** buttons, you will see Design Images of the designs displayed in the selected menu.

The **Print** button provides a screenshot of this dialog on your printer

The **Close** button closes this dialog.

PES2Card Utility also supports more than four design menus. In case of more than 4 design menus you are given the option to make your selection.

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PES2Card

Design Images

The Design Images function is available on both [Read Card](#) and [Write Card](#) dialogs.

When you select this function, you will be presented with a new dialog like the one below.



Images of designs are presented 6 or 8 per page with summary information: width, height and number of stitches. The width and height are in tenths of a millimeter. The full path of the design is also provided. The path is in a scrollable, selectable area. This means that you can copy the path to your favorite application using **Ctrl C** and **Ctrl V** or **Paste**.

Buttons

First selects the first six designs in the file list.

Previous selects the previous six designs in the file list.

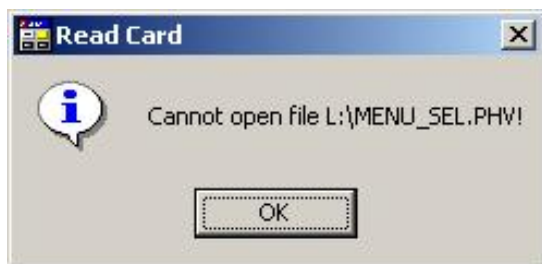
Print makes a screen shot of the Design Images dialog and sends it to the default printer. in [Settings](#) you can configure whether you want a Selection dialog to select the printer.

Close closes the Design Images dialog.

Next selects the next six designs or less in the file list.

Last selects the last six designs or less in the file list.

You can receive the following error message while displaying design images:



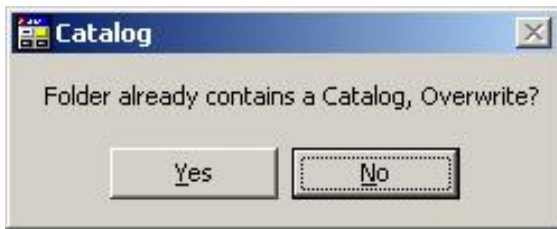
As you can see from the filename, this is not a design, but one of the control files for the Designer I. The file with extension PHV is actually the root of the Designer I file structure. PES2Card software uses this file to display the contents of a design set for the Designer I. You can display a design set for the Designer I by selecting the file with extension PHV in the file list and pressing the **Properties** button. [Sample](#)

PES2Card

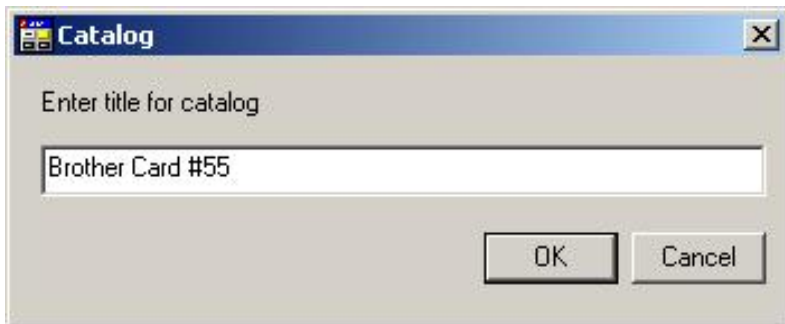
Catalog

The Catalog function lets you create a catalog of the designs in the currently selected folder. The Catalog function on the Read Card dialog is not the same as the Catalog function on the write Catalog. The major difference is that, in case of the Read Card dialog, all designs are already in a single folder, where on the Write Card dialog, the designs can come from various folders.

The Catalog will be created in the same folder as where the designs are stored in a folder called Catalog. The catalog will be created as an html file and is called index.htm. In the case you had already a folder called Catalog in the selected design folder, you will get the message below. Press **No** to stop creating a catalog or **Yes** to continue.



You are now invited to enter a title for the Catalog.
Press **Cancel** to stop creating a Catalog or **OK** to continue.



Once the Catalog is created, you will see the [Catalog Created](#) dialog.



Press **OK** and your default browser will be started showing the just created Catalog.





55-001.pec

953 x 696 14790



55-002.pec

806 x 771 9050



55-003.pec

849 x 951 10594



55-004.pec

958 x 806 15953



55-005.pec

958 x 856 16071



55-006.pec

959 x 417 6026



55-007.pec

416 x 675 3934



55-008.pec

411 x 800 4705



55-009.pec

579 x 434 3579





From the picture above you can see thru the presence of a scroll bar that there are more designs in this Catalog. The organisation in multiples is done so you can print the Catalog too. Underneath the picture of the design you see the name of the design, width, height and number of stitches of the design plus the color sequence. The width and height are in tenths of a millimeter.

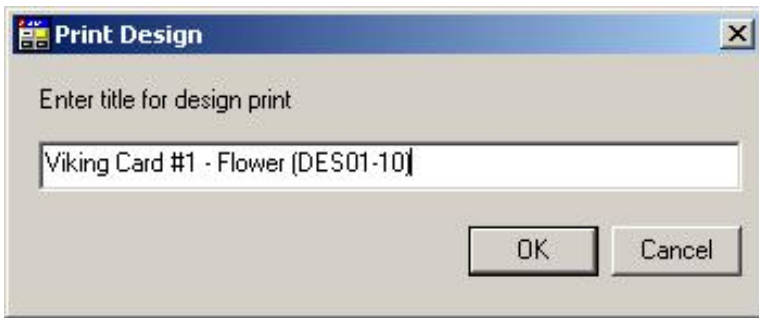
Last Modification: May 29, 2005 © 1999-2004 [Computerservice SSHS BV](#).

PES2Card

Print Design

The Print Design function is available on both [Read Card](#) and [Write Card](#) dialogs.

PES2Card Utility uses your browser to print designs. An html page will be generated containing an image of the design, some properties of the design, images of the individual colors in the design and a color chart. You need to enter the title you want to see on the design page in the dialog below and press **OK** to generate the html file or **Cancel** to abort the generation.




After pressing **OK**, the html page will be generated, your default browser will be started and you can print the design from your browser. In Page Setup... in the File menu of your browser you can configure header and footer of the design to be printed.

The browser window will look like the picture below:

Viking Card #1- Flower (DES01_10) - Microsoft Internet Explorer





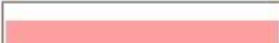
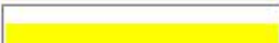
File Edit View Favorites Tools Help Links >>

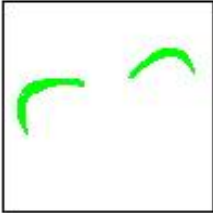
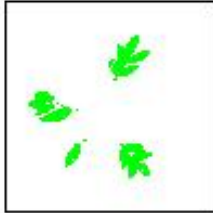

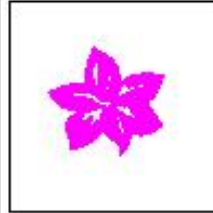

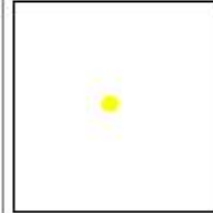








DES01_10.hus

Width 89.7 mm
 Height 80.0 mm
 Stitches 12241

Color Information

No	Color	Chart	Number	Name
1		HUS	3	Green
2		HUS	3	Green
3		HUS	9	Light Green
4		HUS	5	Purple
5		HUS	11	Pink
6		HUS	6	Yellow

					
Green	Green	Light Green	Purple	Pink	Yellow
 St:626	 St:1024	 St:5822	 St:3547	 St:1067	 St:104

Done My Computer

PES2Card

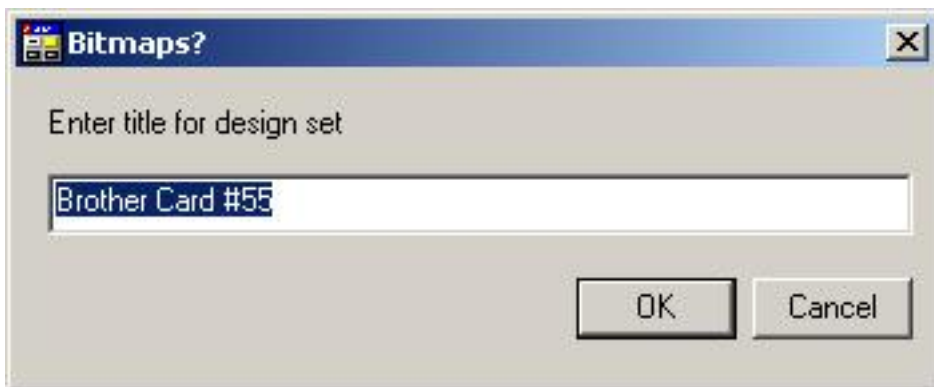
Bitmaps

The Bitmaps function shows an overview of the bitmaps of the designs in the file list. The bitmaps you will be presented with are the bitmaps shown on Baby Lock or Brother embroidery machines. As other formats don't have these bitmaps, this function is only available for Brother PES and PEC files.

Note 1: For some embroidery cards, PES2Card software saves in two files formats: native card format like HUC for Viking cards and on top of that PEC format to enable you to import designs in other embroidery software. As a result of this, you can use the Bitmaps function for these design sets without any further action.

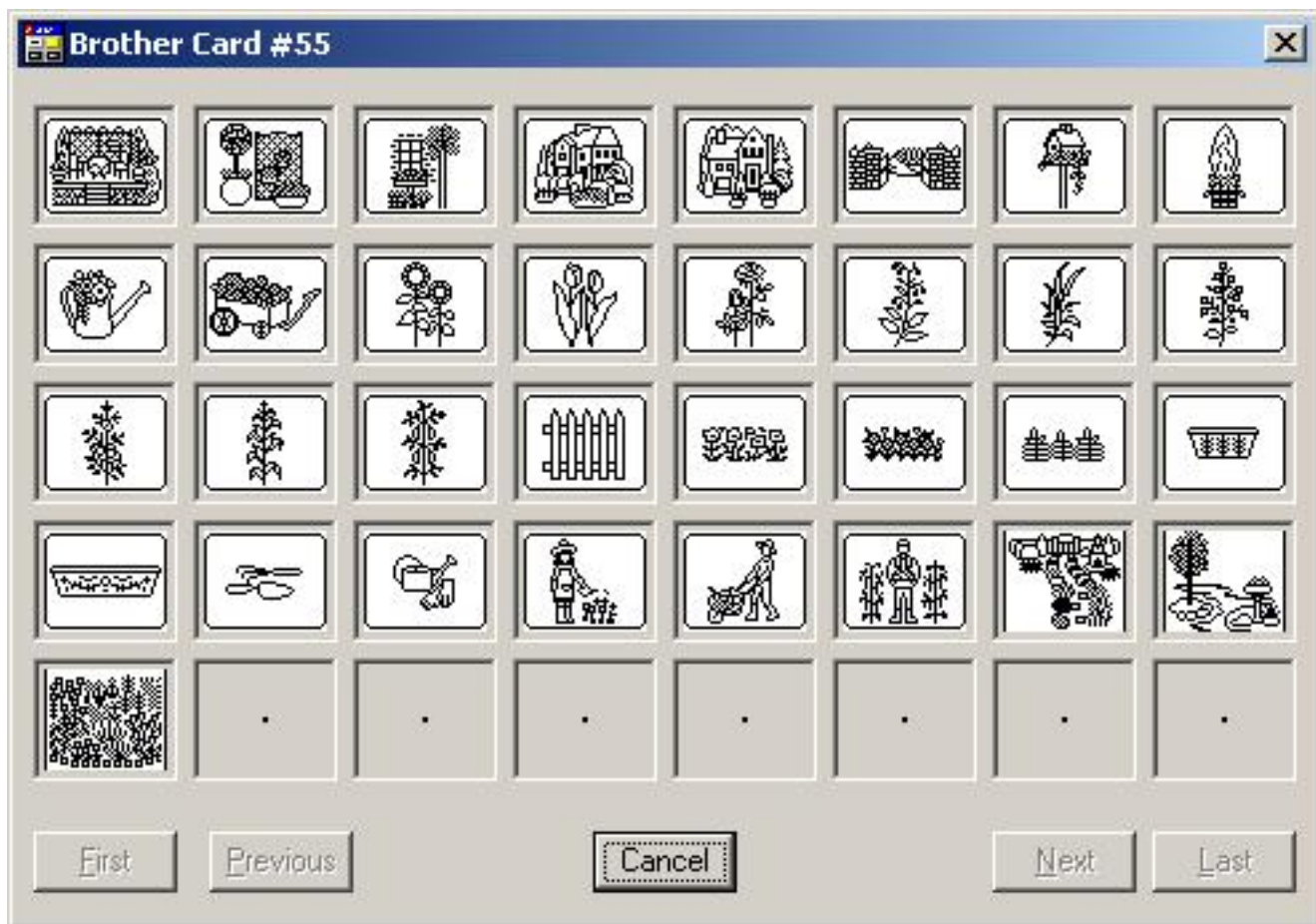
Note 2: using the PEC option on the [Design Properties](#) dialog you can convert any of the supported formats into PEC format. This opens up this function for all design types. Part of the conversion to PEC format is the generation of a Bitmap!

As the Bitmaps function can be used to create overview documentation of your design sets, you are prompted to enter a title for the design set.



If you press **OK**, the dialog below containing the bitmaps is displayed, pressing **Cancel** aborts this function.

You can copy the dialog to the Windows Clipboard by pressing **Alt PrtSc**. Once in the clipboard you can paste the dialog into your favorite graphics package or text processor.



Buttons

First selects the first forty designs in the file list.

Previous selects the previous forty designs in the file list.

Cancel closes the Bitmaps dialog.

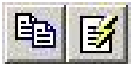
Next selects the next forty designs or less in the file list.

Last selects the last forty designs or less in the file list.

PES2Card

Toolbar Read Card Part 2

Below is a picture of the second part of the toolbar on the Read Card dialog.



The functions represented by the individual icons can be shown by moving the cursor above an icon. A textual tool tip will be displayed.

The icons above have the following functions:

[Clip](#) to send the list of filenames of the designs to the clipboard

[Transfer](#) to send the selected design to the application [configured](#) for the extension

Clip

Using Clip you can copy the list of filenames to the clipboard. From there you can paste this list into your favorite text editor. This function is useful when you want to make documentation using for example Microsoft Word.

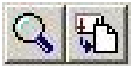
Transfer

When you want to edit a design, you can send the design to your favorite editing application for editing. The application must be prepared to accept the design. You can also use the Transfer function to send a design to the Write Card dialog. This way you can browse folders for designs you want to write to a card, select the design and add them to the list of designs to write. The only thing you need to do when done is go to the Write Card dialog and press the **Write** button.

PES2Card

Toolbar Read Card Part 3

Below is a picture of the third part of the toolbar on the Read Card dialog.



The functions represented by the individual icons can be shown by moving the cursor above an icon. A textual tool tip will be displayed.

The icons above have the following functions:

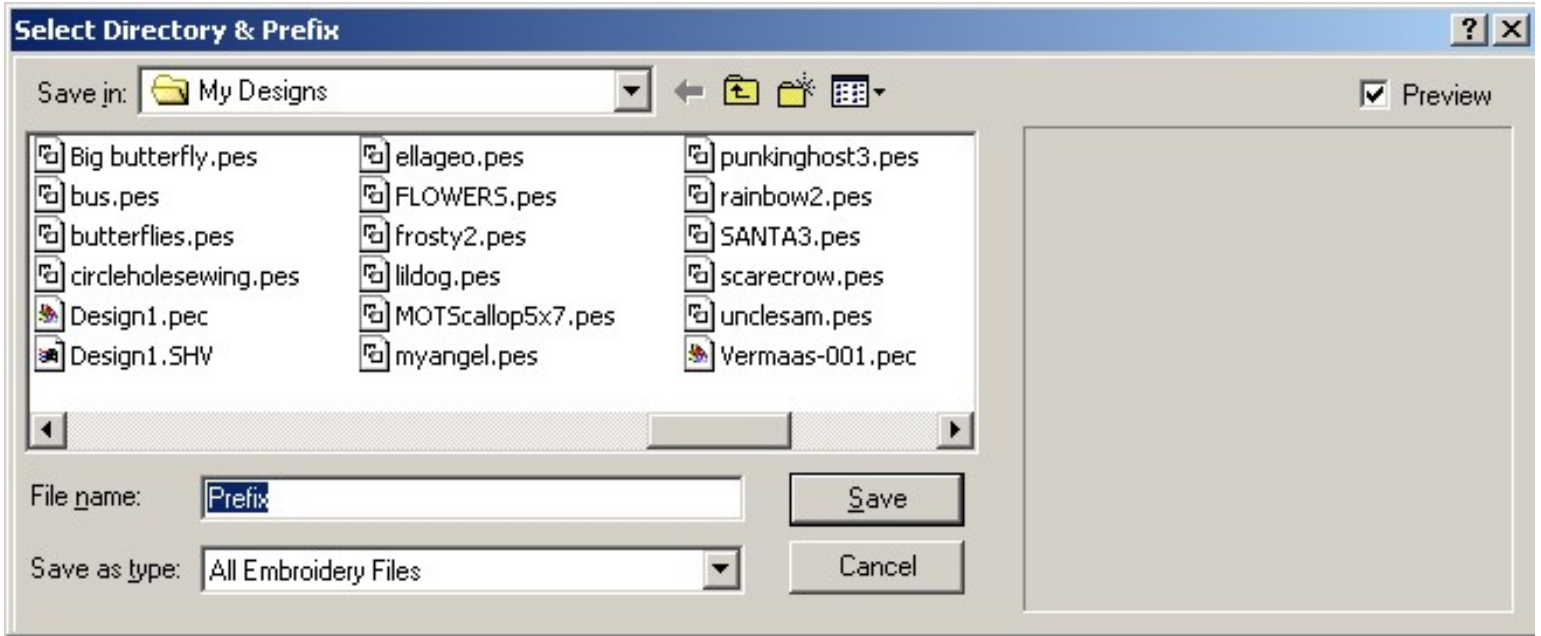
[Browse](#) to select a folder to store designs and a prefix

[Read](#) to read a card

PES2Card

Select Directory & Prefix

If you press the **Browse** button on the Read Card dialog, you will see the Browse dialog below.



The browse dialog is used to select the folder where the Read function will store the designs. You can also specify the Prefix in the File name field.

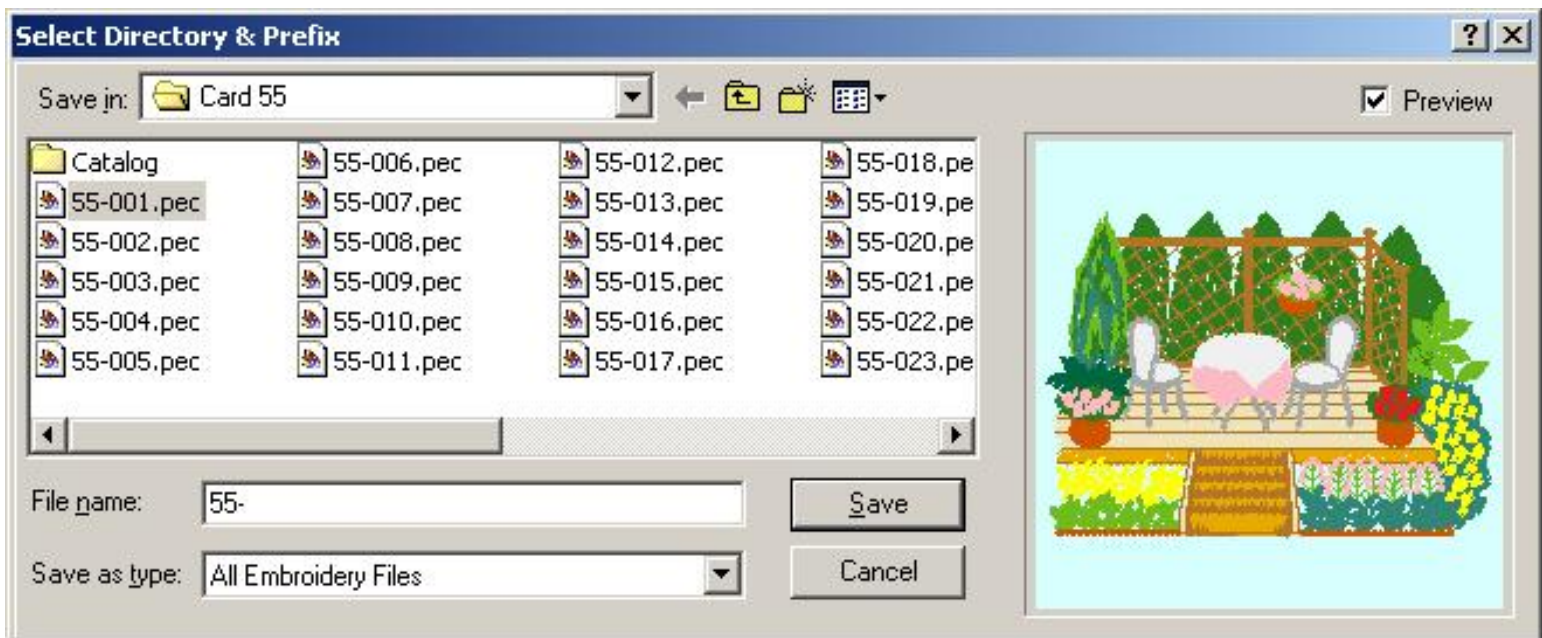
There are 2 types of cards: cards containing named designs and cards containing unnamed designs. PES2Card Utility will use the names of the designs to construct a filename on your computer. For cards containing unnamed designs, PES2Card will generate filenames. The prefix is used to construct filenames.

Example: the setting in the dialog above will result, for cards containing unnamed designs, in: Prefix001.pec, Prefix002.pec, etc. Suggestion: use for prefix a string that identifies the designs.

Example: CT1- for Cherished Teddies card1. When reading you will then get: CT1-001.pec, CT1-002.pec, etc

Browse Designs

You can browse designs by selecting a design. Click on the name of the design. The name of the design turns blue to show the design is selected and the preview will show a graphic of the design.



You can now browse designs by either selecting a new design using the mouse or you can use the arrow keys: up, down, left, right. When you use the arrow keys, the scrollbar will scroll automatically when you reach either left or right side and more designs are available.

Don't forget when browsing to set the read Prefix to what you want it to be. Otherwise the first part of the last selected filename will be used.

Browse for folder

You can browse for a folder using the controls next to the text "Save in:"



These are standard Windows controls. Their appearance may vary for each version of Windows. The functionality is the same.

The controls in the above picture mean respectively:

- the current location
- go to last folder visited
- up one level
- create folder, to be used when you want to store designs in a new folder
- view menu, where you can set the way you want the file list displayed

Note: right click on a design is the same as right clicking on a file in Windows Explorer.

Virtual Floppies

Viking has introduced a USB variant of its Designer I embroidery machine. A USB stick replaces the floppy as storage medium for designs. The USB stick holds 12 virtual floppies for designs storage and one virtual floppy to store designs modified on the Designer I.

You can [Open](#) a virtual floppy or [load a design set](#) into a virtual floppy.

Transfer of designs sets from a virtual floppy to your computer can be achieved by opening the virtual floppy and, using Windows Explorer, to copy the design set to the media of your choice.

ZIP files

Designs are sometimes packaged in a ZIP file. The Browse function provides a facility to [browse ZIP files](#). When you have found the ZIP file you want to access, you can unzip the ZIP file into a folder.

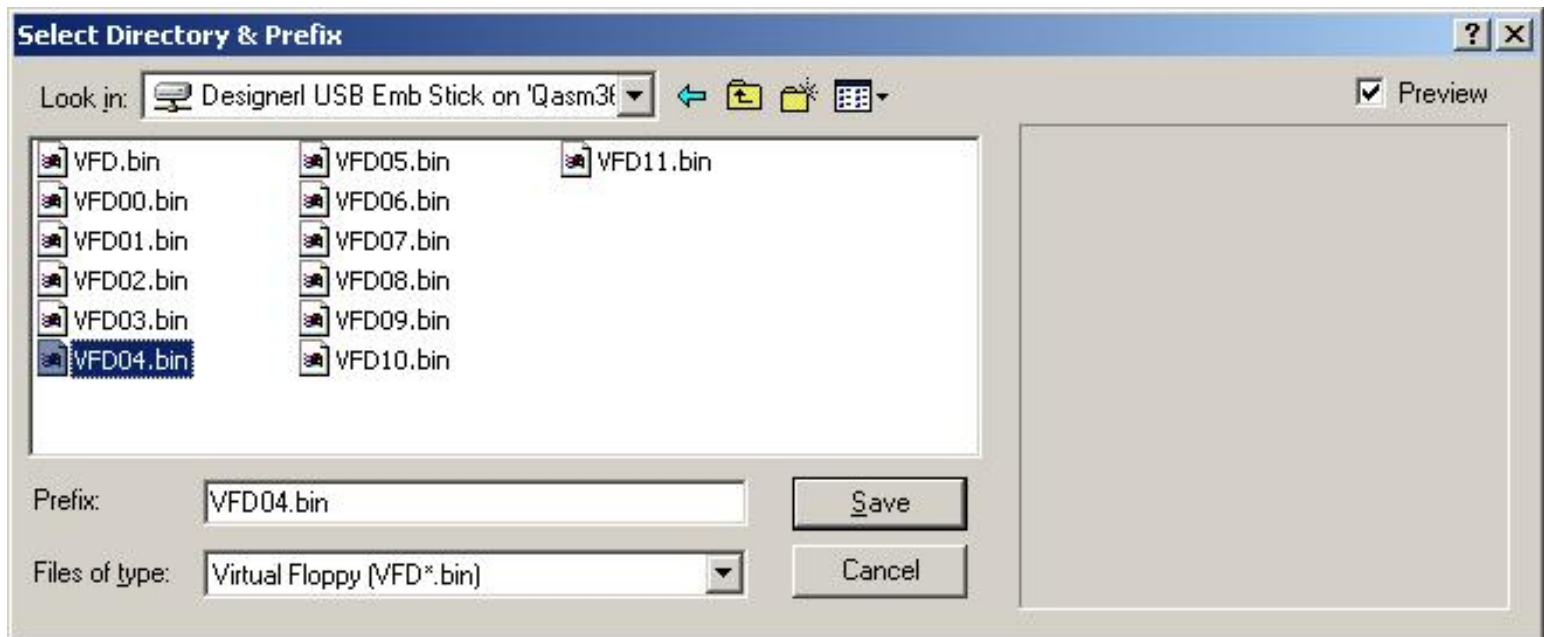
Last Modification: June 30, 2007 © 1999-2007 [Computerservice SSHS BV](#).

PES2Card

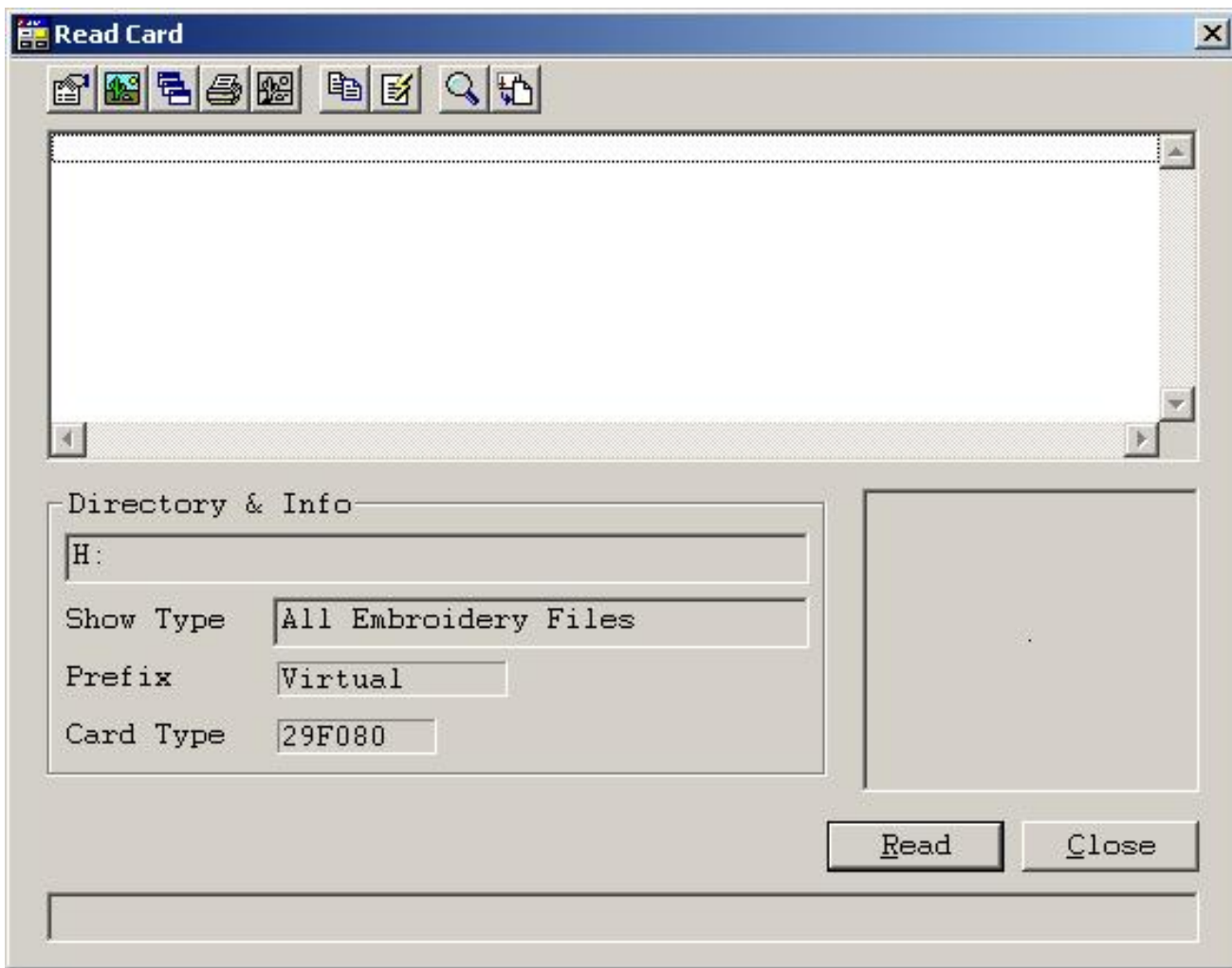
Virtual Floppies

Open a virtual floppy

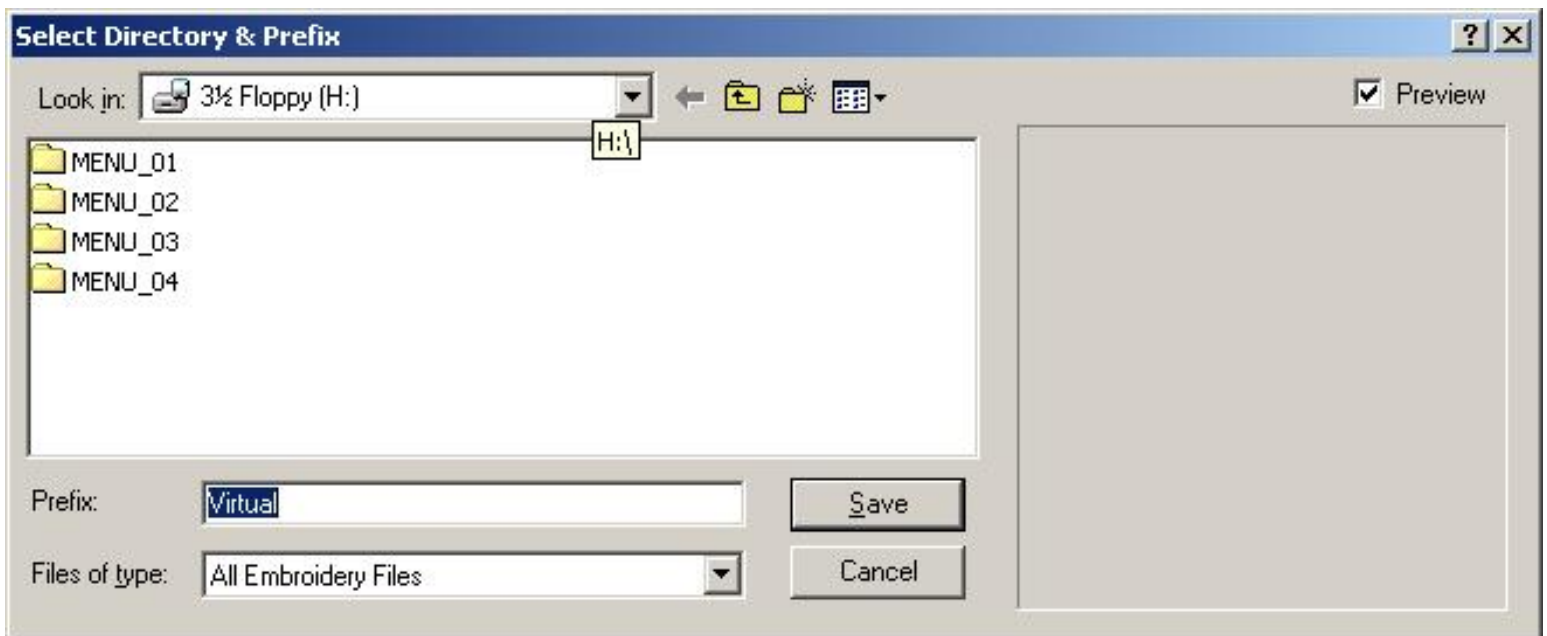
You can open a virtual floppy by selecting Virtual Floppy in "Files of type" and navigate to the USB stick or folder containing the virtual floppy file(s).



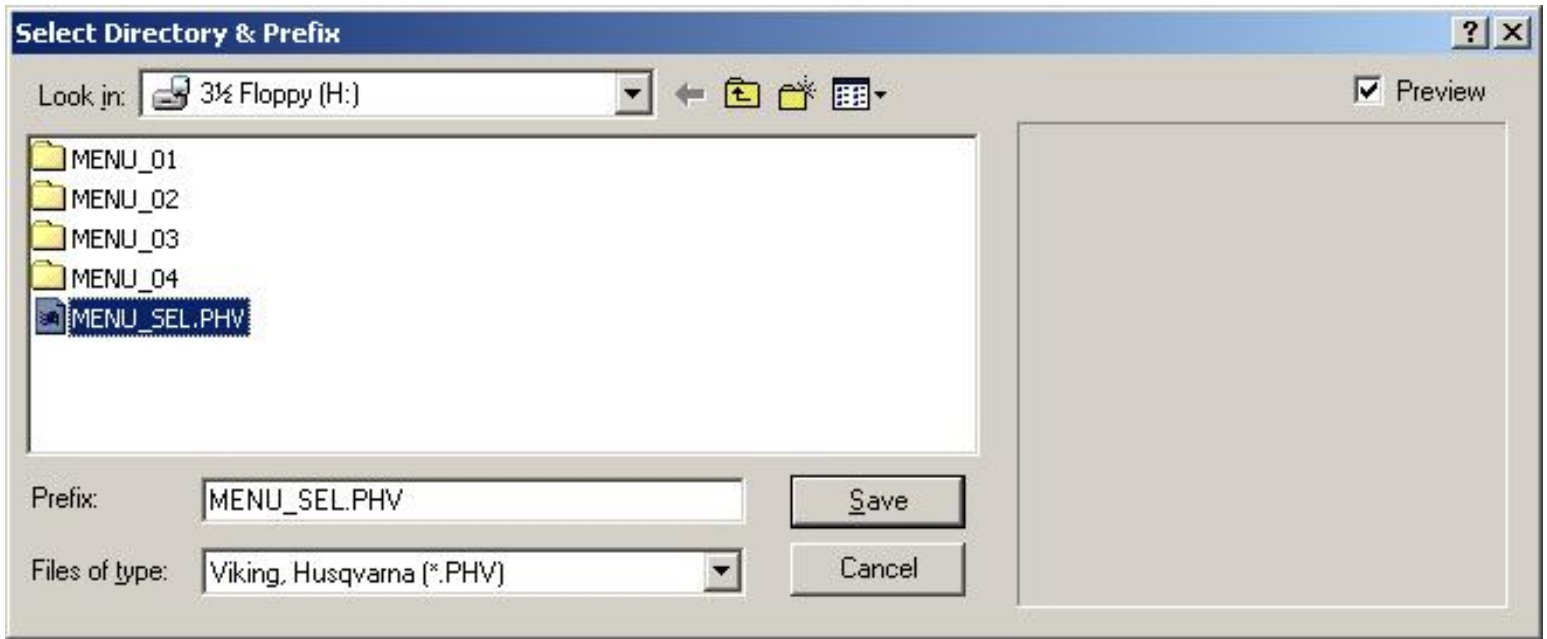
Select the virtual floppy you want to open, press **Save**. The virtual floppy will be opened for you and you will be returned to the Read Card dialog. In case you had a virtual floppy open already, the opened virtual floppy will be closed first.



You find the drive letter created for the virtual floppy in the field directly below "Directory & Info". This drive letter is ready for use in the Send To function "Floppy for Viking". The drive letter behaves just like a physical floppy. You can explore the drive letter with Windows Explorer. Press the Browse button and you will see the contents of the virtual drive (4 menus in this case).

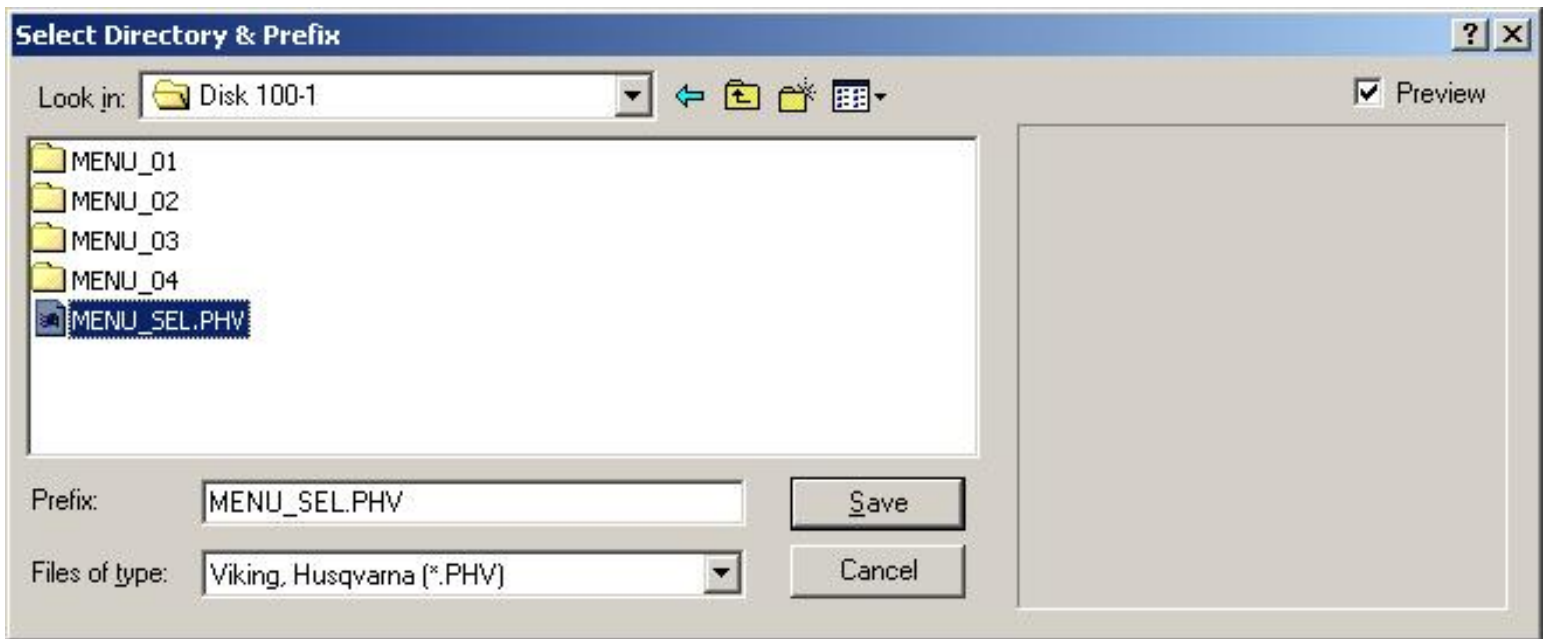


You can browse the contents of the virtual floppy by choosing PHV in "Files of type" and selecting the PHV file.



Load design set into virtual floppy

You can load a design set into a virtual floppy. In order to do this, you need to load an empty virtual floppy as described above. Browse to the folder that contains the design set. This can be a real floppy, in which case the folder will be A:\ or the drive letter of your floppy drive instead of A. Select PHV in Files of type and select the MENU_SEL.PHV.



When you press **Save** you get the confirmation box where you can confirm or decline the loading of the design set.



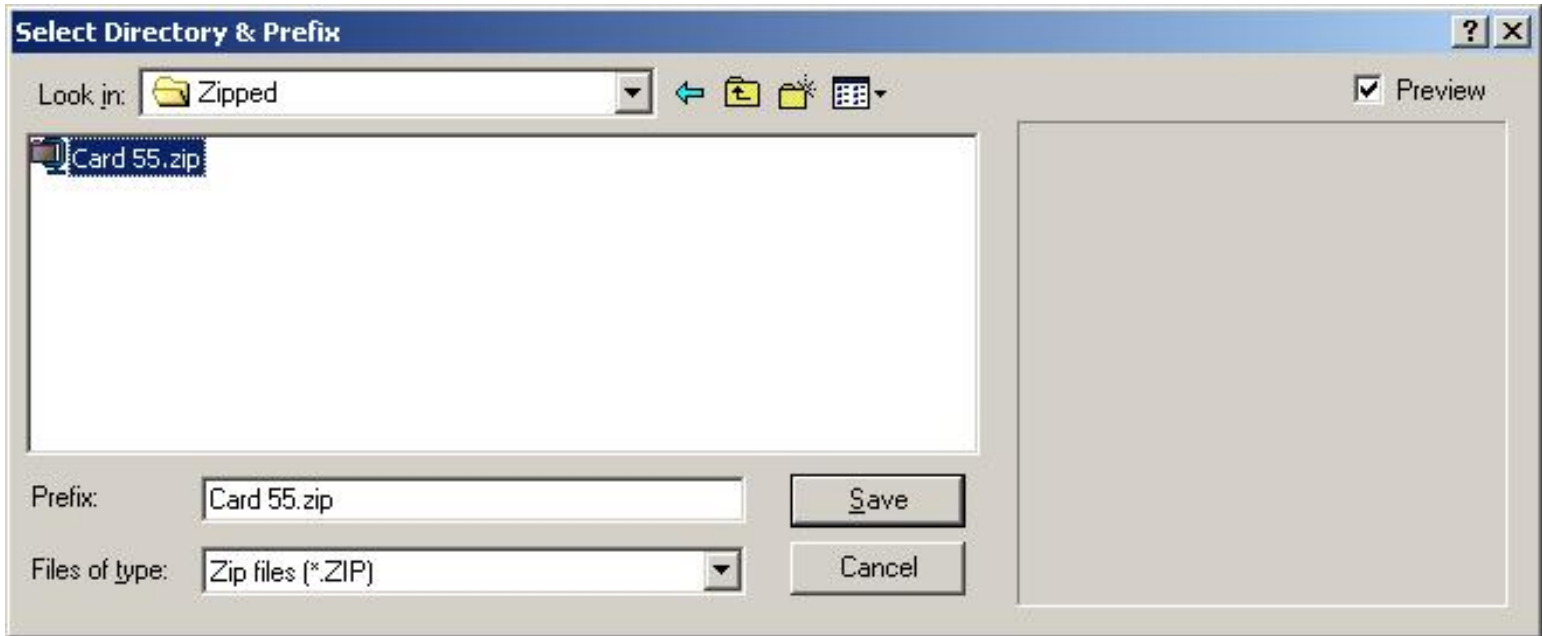
When you press **Yes**, the design set will be loaded into the virtual floppy, ready for use in the Designer I.

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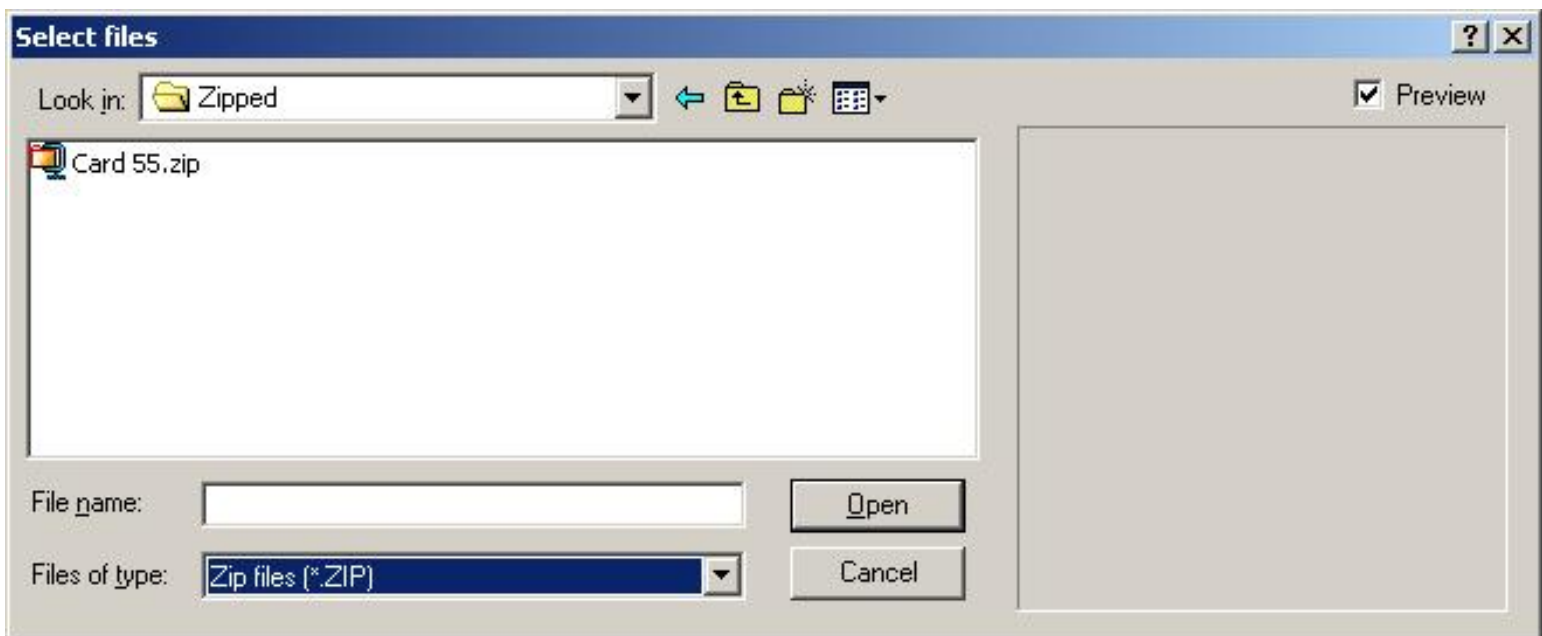
PES2Card

ZIP files

Support for ZIP files is available via the Browse function on the Read Card dialog

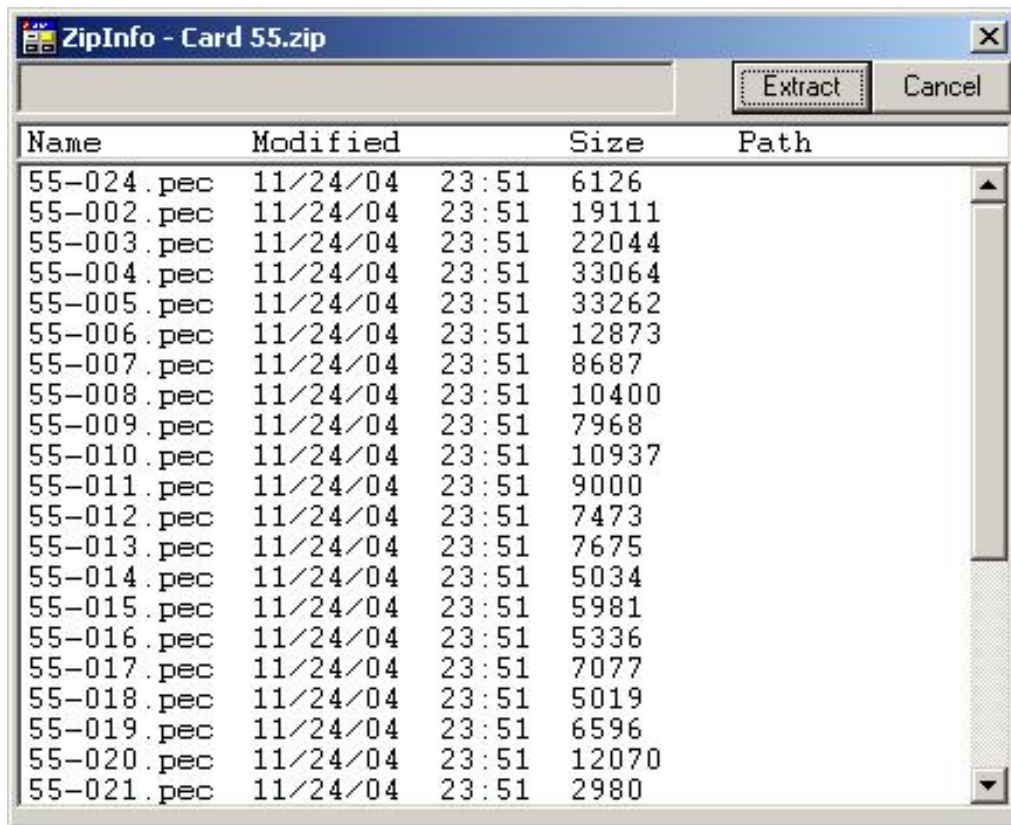


and the Add function on the Write Card dialog.



You select ZIP files in the "Files of type" field after which all ZIP files in the selected folder will be displayed. Select the ZIP file you want to unzip and press **Save**. Please note that the Preview check box is checked. When

Preview is checked you will see the following dialog. When Preview is not checked, the following dialog will be skipped.



The large table shows information about the files in the ZIP file. The Path column might not fit in case long paths are stored inside the ZIP file. In case you want to see more of the Path, just resize the dialog.

Press **Cancel** if you don't want to unzip any of the files in the ZIP file.

For extraction you can extract a single file by selecting the file you want to extract and pressing **Extract**.

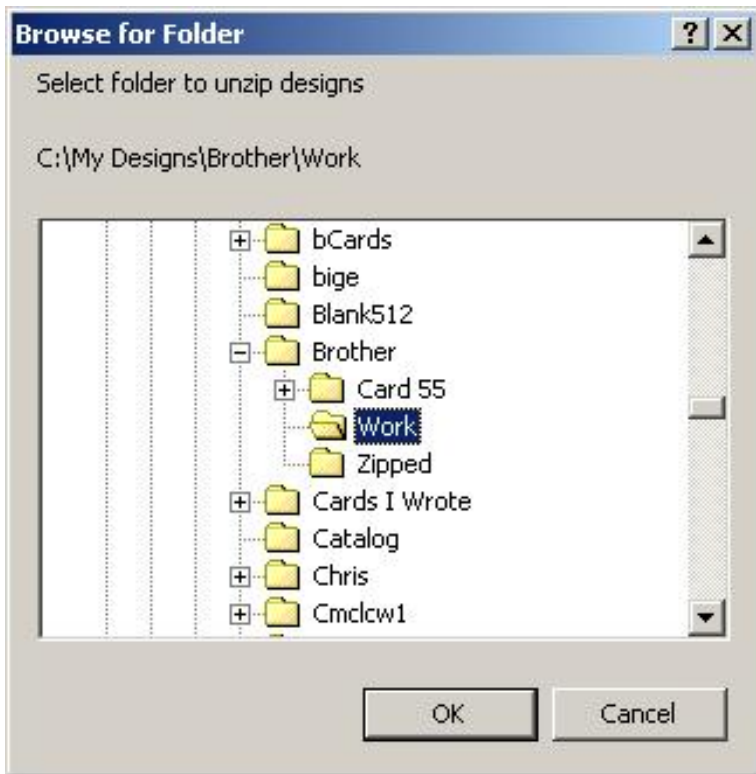
When you don't select a file and press **Extract**, you will extract all files.

If you made a mistake, you can still cancel out of the extraction process in the next step.

You will now be presented with a dialog to pick a folder as the destination folder for the files in the ZIP file. The folder containing the ZIP file is the default folder.



In most cases you might not want to keep the unzipped files. It is suggested you create a work folder on an easy to remember location to store the unzipped files. This way you can: a. find the unzipped files back easily and b. delete all designs in the work folder in one go using Windows Explorer. Don't worry about unzipping multiple ZIP files with the same name into the work folder or multiple files by the same name into the work folder. Below you see why.

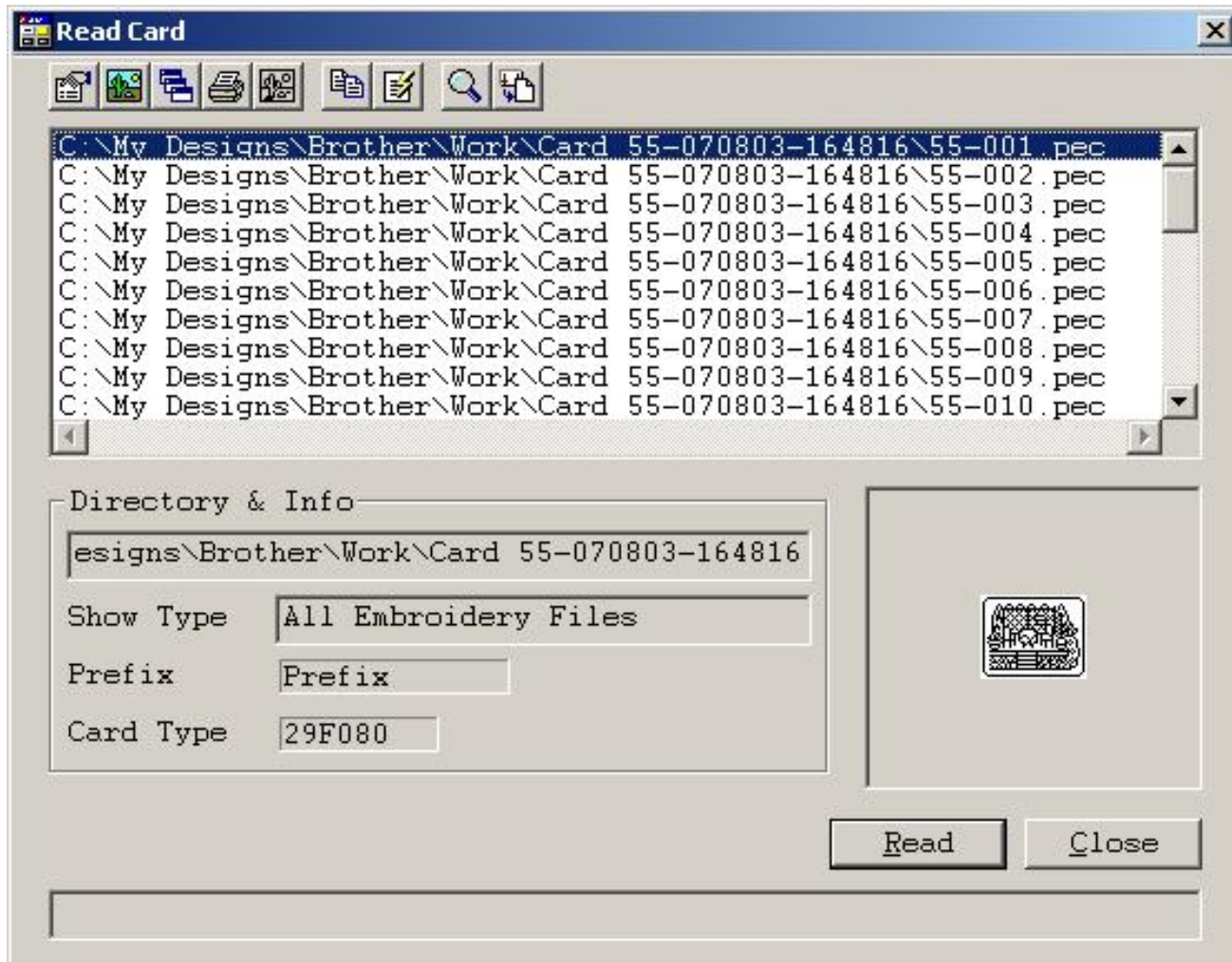


Press **Cancel** if you do not want to unzip after all or **OK** to start the unzip process. The unzip software will create a new folder in to folder you selected by the same name as the ZIP file appended by a suffix. This suffix is derived from the current time which makes it close to impossible to get duplicates. Folder

structures stored in zip files are also restored.

There is an exception to the creation of a folder inside the folder you picked: if the folder you picked is the root folder of a removable drive or the root folder of a network drive, the folder is not created. This is convenient when you want to unzip a Designer 1 design set to a (virtual) floppy or the zipped contents of a USB stick.

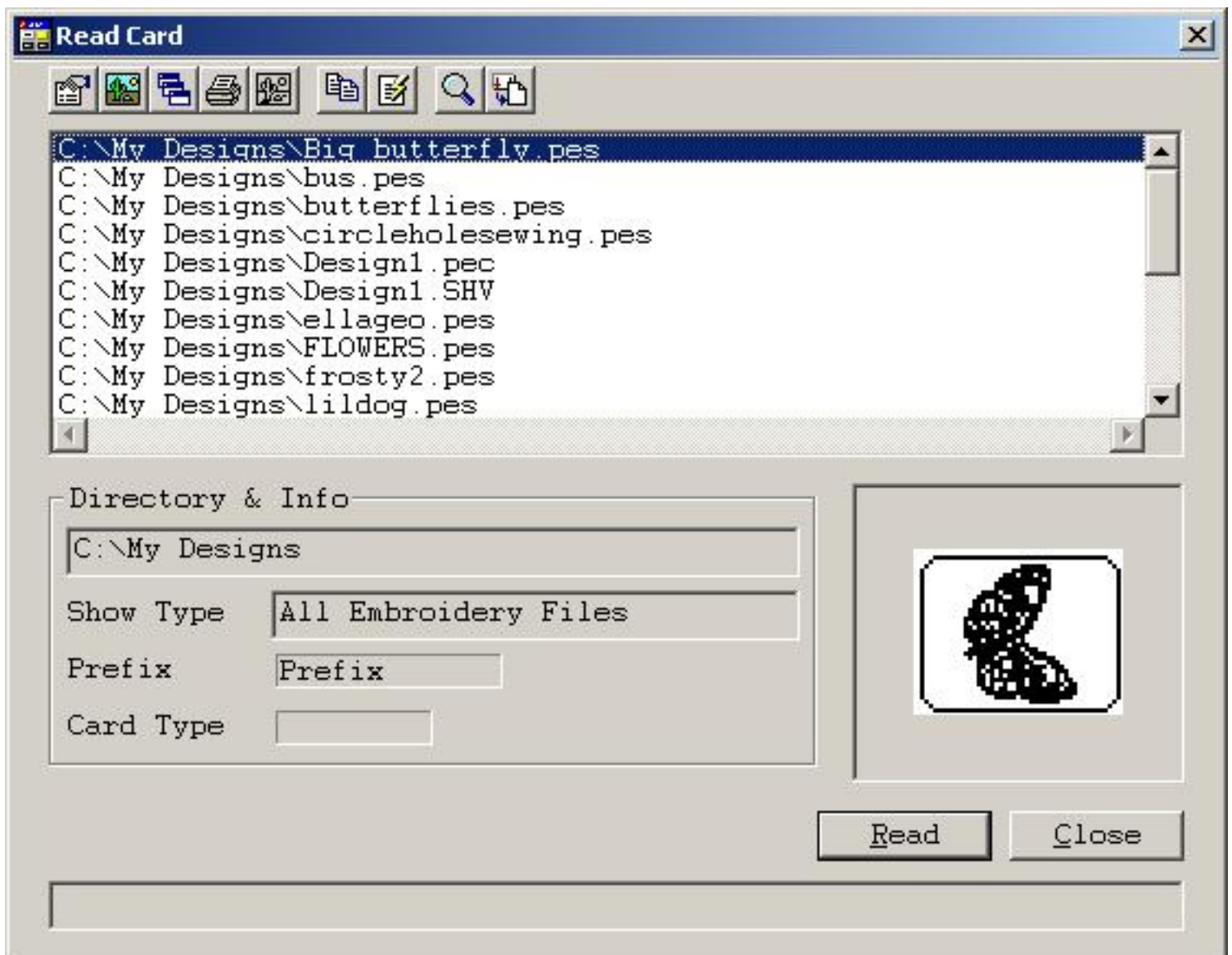
After the unzip process is completed, you are returned to the Read Card dialog with All Embroidery Files selected and positioned on the folder where the files from the ZIP file are stored.



PES2Card

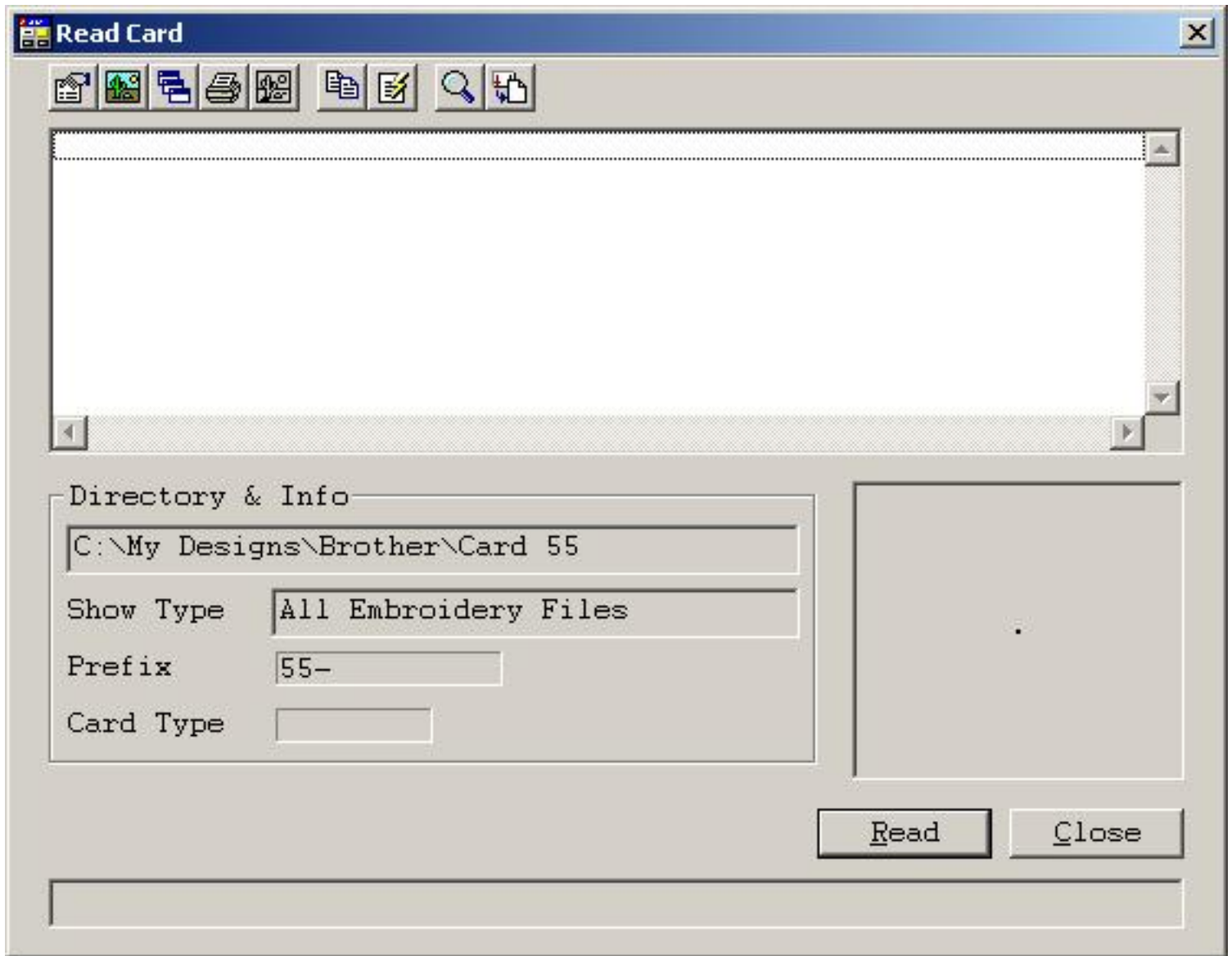
Read

Let's assume you want to read Brother card #55. After you start PES2Card Utility, and press **Read Card** on the main dialog, the Read Card dialog looks like this:



Make sure you have selected the folder and the prefix to store designs read from the card using the [Browse](#) function.

Now the Read Card dialog looks like:



Note: a new folder has been created and the prefix used is "55-". The designs read from the card will be called 55-001.pec, 55-002.pec etc.

The Read button starts the process of reading a card. You are almost immediately invited to insert the card to be read by the [Check Card](#) dialog below.



If you haven't inserted a card yet, please insert the card to be read and press **OK**. If the card to be

read was inserted already, you can press **OK** right away. The read process will now start. You can see that the card is being read in the status bar. PES2Card Utility will automatically recognise which card to read in case of a PES2Card3 card module.

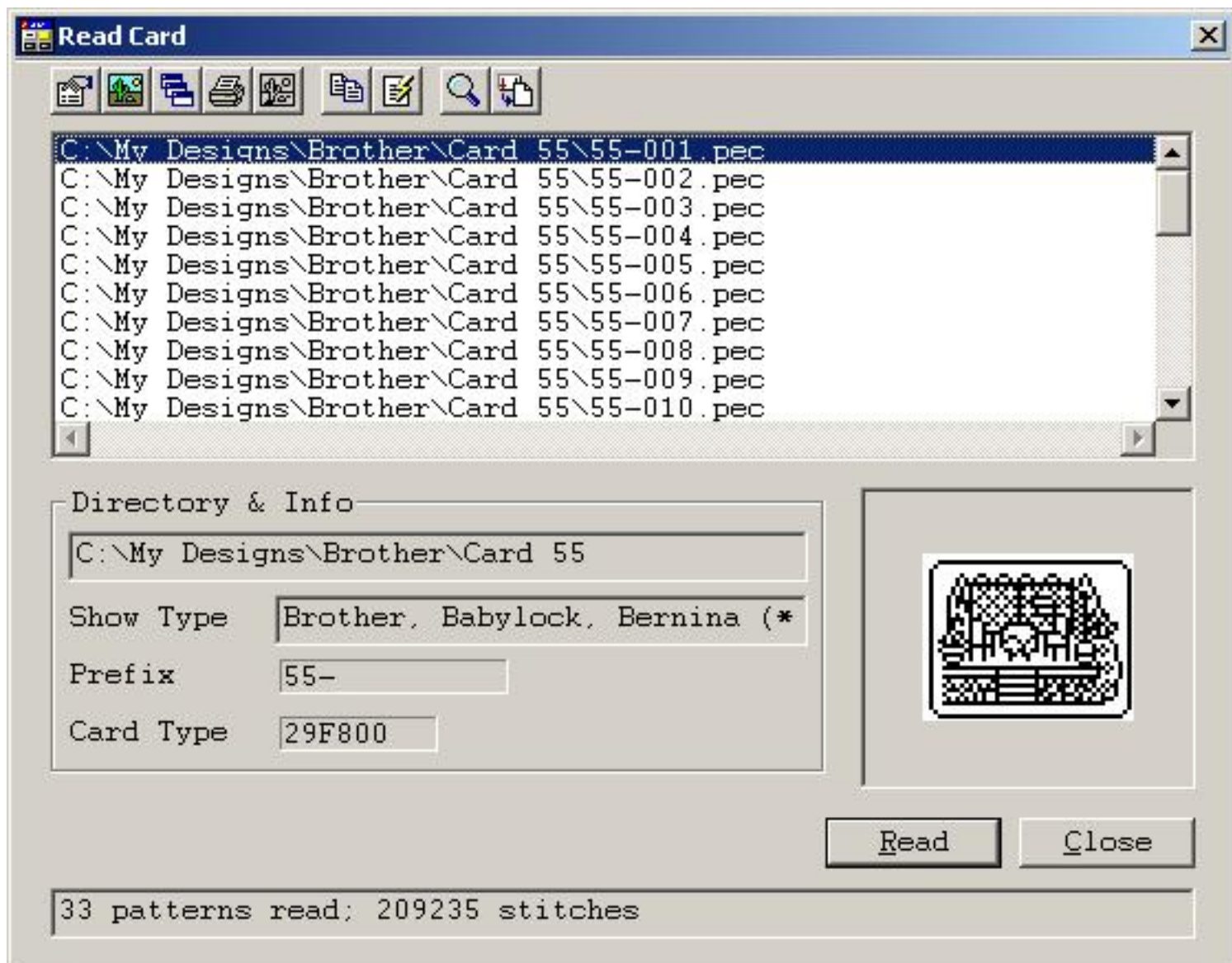
You will see the message below when you press **Cancel** on the Check Card dialog.



The folder you selected for PES2Card to store designs, might contain some designs already. In the event that the compiled name of a design is the same as the name of the design already in this folder, you will get the [Confirmation](#) dialog below.



When the card is read, this will be shown in the status bar where the number of designs and the stitch count will be displayed.



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PES2Card

File Formats

PES2Card Utility supports the following input file formats:

Extension	Manufacturer	Notes
PES	Brother, Babylock, Bernina Deco	Design format
PEC	Brother, Babylock, Bernina Deco	Card format
PHB	Brother, Babylock	Machine stitch format
PHC	Brother, Babylock	Machine stitch format
PHD	Brother, Babylock	Machine stitch format
HUS	Viking, Husqvarna	Stitch format
HUC	Viking, Husqvarna	Card format (PES2Card Utility only)
SHV	Viking, Husqvarna	Designer I stitch format
DHV	Viking, Husqvarna	Designer I machine format
PHV	Viking, Husqvarna	Designer I main menu
VIP	Viking, Husqvarna, Pfaff	Stitch format
VP3	Viking, Husqvarna, Pfaff	Stitch format
SEW	Janome, Elna, Kenmore, New Home	Stitch format
JEF	Janome, Elna, Kenmore, New Home	Stitch format
PTN	Janome	Stitch format
PCS	Pfaff	Stitch format
PCM	Pfaff	Stitch format (Mac)
PCD	Pfaff	9MM stitch format
PCQ	Pfaff	MAXI stitch format
BAC	Bernina Artista	Card format (PES2Card Utility only)
XXX	Compucon, Singer	Stitch format

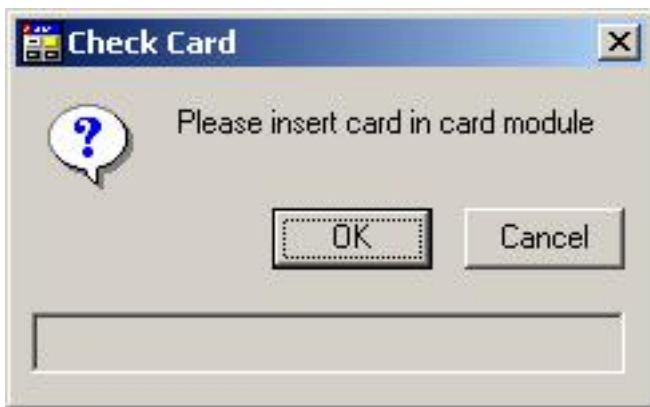
EMD	Singer, Elna	Stitch format
THR	Thred	Design format
PSF	Pulse	Stitch format
DST	Tajima	Stitch format
DSB	Tajima	Stitch format
DSZ	ZSK	Stitch format
TAP	Happy	Stitch format
EXP	Melco	Stitch format
Uxx	Barudan	Stitch format
DAT	Barudan	Stitch format
FDR	Barudan	Stitch format
FMC	Barudan	Stitch format

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PES2Card

Check Card

The Check Card function is used by the [Read Card](#) and [Write Card](#) functions. When applicable, you will be presented with a new dialog like the one below.



You get this dialog to verify you have inserted an embroidery card in one of the card slots. If you have not yet done so, please insert a card and press **OK** to continue or **Cancel** to abort the process.

PES2Card3 users can get the following message:



You will get this message when the card you inserted doesn't match the machine type you choose from the Machine drop down list on the Write Card dialog.

In case you have inserted more than one card, a message like the one below will be displayed and the process will be aborted after confirmation of the message.



When you press **OK** without a card in the card module or when the card is not inserted correctly, you can get the "No card in reader" message.



When you press **cancel**, you will see the "no card recognised" message.



PES2Card

Confirm File Replace

The Confirm File Replace dialog will be shown when the read process is about to write a file that has the same name as an already existing file.



The name of the file to be replaced is shown.

Buttons

Yes replaces the existing file.

Yes to All replaces all existing files without asking further questions.

No doesn't replace the existing file and skips the design.

Cancel aborts the process that stores the designs.

PES2Card

Catalog Created

After creation of a Catalog either from the [Read Card](#) or the [Write Card](#) dialog, you will be prompted what to do with the Catalog.

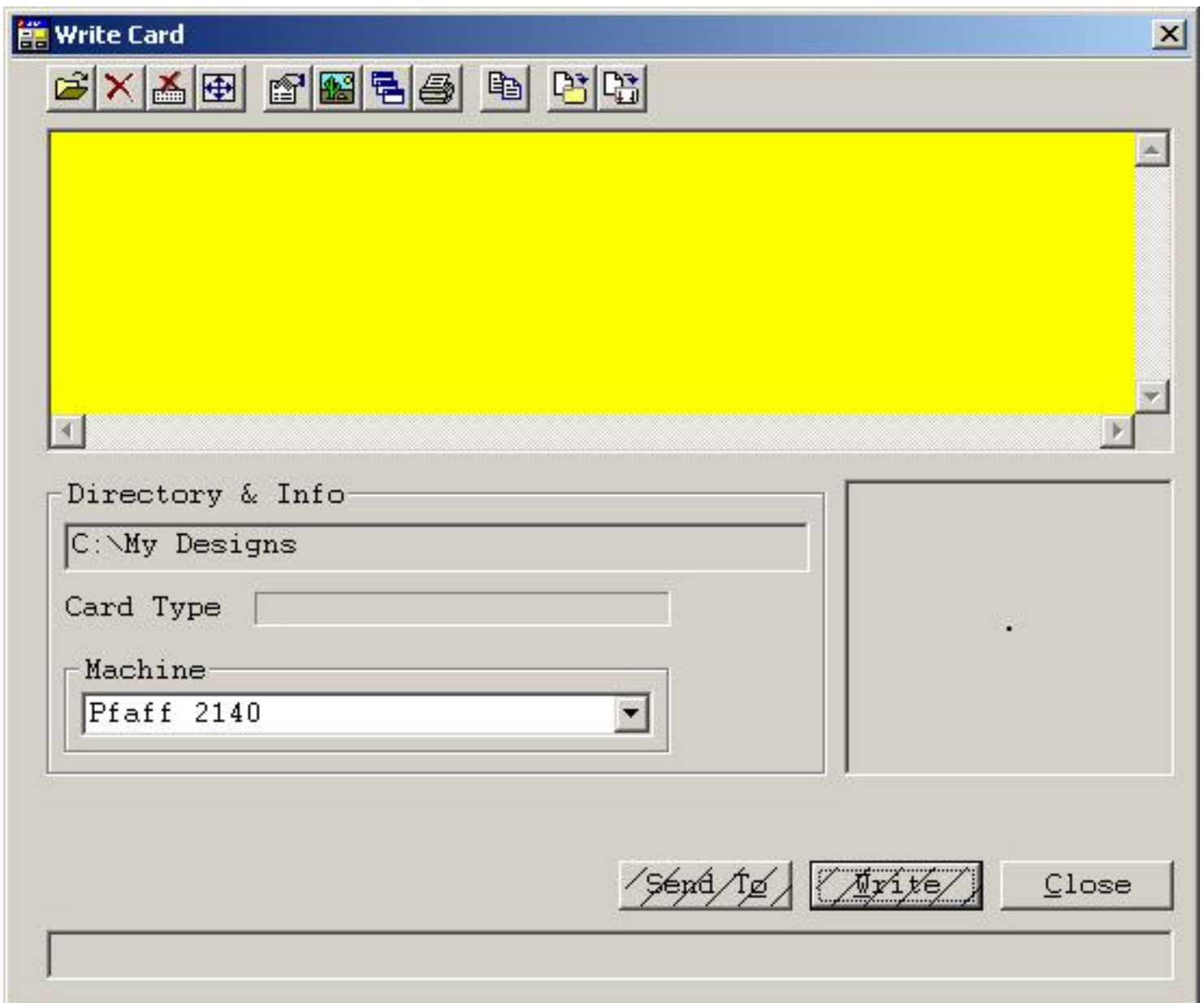


When "Show Catalog" is checked, the Catalog will be shown in a new Browser window. You can avoid this question in the future by checking the "Never ask me again" option. The value of "Show Catalog" will be saved to be used for further created catalogs. When you press **OK**, the settings will be saved: when you press **Cancel**, the original settings will stay in effect.

PES2Card

Write Card

You will see the Write Card dialog below after pressing the **Write Card** button on the main [PES2Card](#) dialog.



The Write Card dialog contains a number of controls:

Toolbar containing:

- [Add](#) to add a design to the file list
- Delete to delete the selected design from the file list
- [Delete All](#) to delete all designs from the file list
- [Size](#) to determine the space needed for the designs in the file list
- [Design Properties](#) to display the properties of the selected design
- [Design Images](#) to display images of all designs in the file list
- [Catalog](#) to make a catalog of all selected designs
- [Print Design](#) to print the design
- [Clip](#) to send the list of filenames of the designs to the clipboard
- [Send To](#) to send designs to removable media
- [Write](#) to write designs to a card

Files table the list of selected designs

Info fields the current folder, type of card and the target machine type

[Send To](#) to send designs to removable media

[Write](#) to write to a card

Close to return to the main dialog

Status field to show status information while writing

In order to write to a card, you first press the [Add](#) button on the toolbar to select the designs you want to write to the card. The second step is to press one of the two [Write](#) buttons to start the actual Writing. You will be guided through this process. Both [Write](#) buttons work exactly the same.

In order to send designs to removable media, you first press the [Add](#) button on the toolbar to select the designs you want to send to removable media. The second step is to press one of the two [Send To](#) buttons to start the actual Writing. You will be guided through this process. Both [Send To](#) buttons work exactly the same.

PES2Card

Toolbar Write Card Part 1

Below is a picture of the first part of the toolbar on the Write Card dialog.



The functions represented by the individual icons can be shown by moving the cursor above an icon. A textual tool tip will be displayed.

The icons above have the following functions:

[Add](#) to add a design to the file list

Delete to delete the selected design from the file list

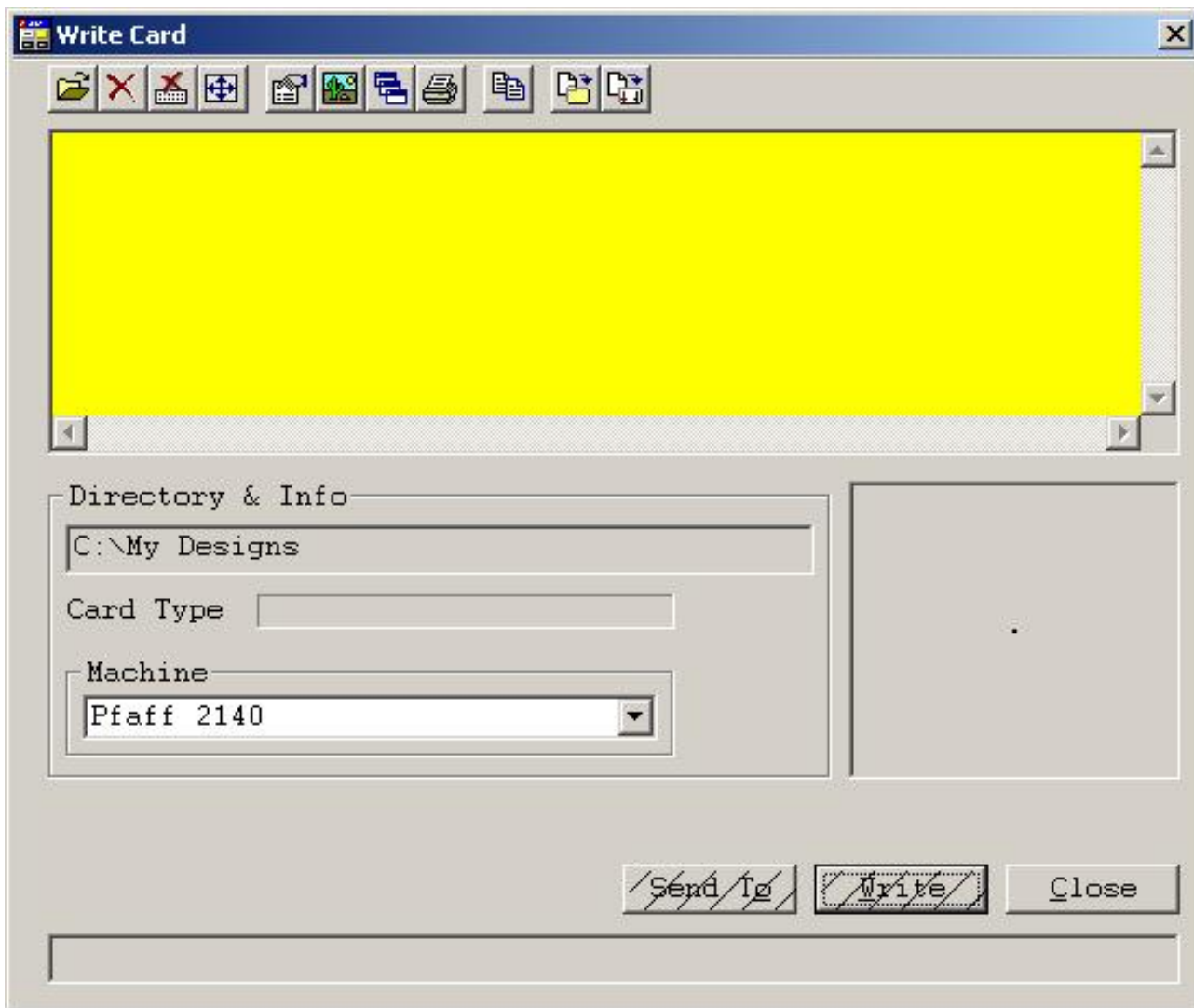
[Delete All](#) to delete all designs from the file list

[Size](#) to determine the space needed for the designs in the file list

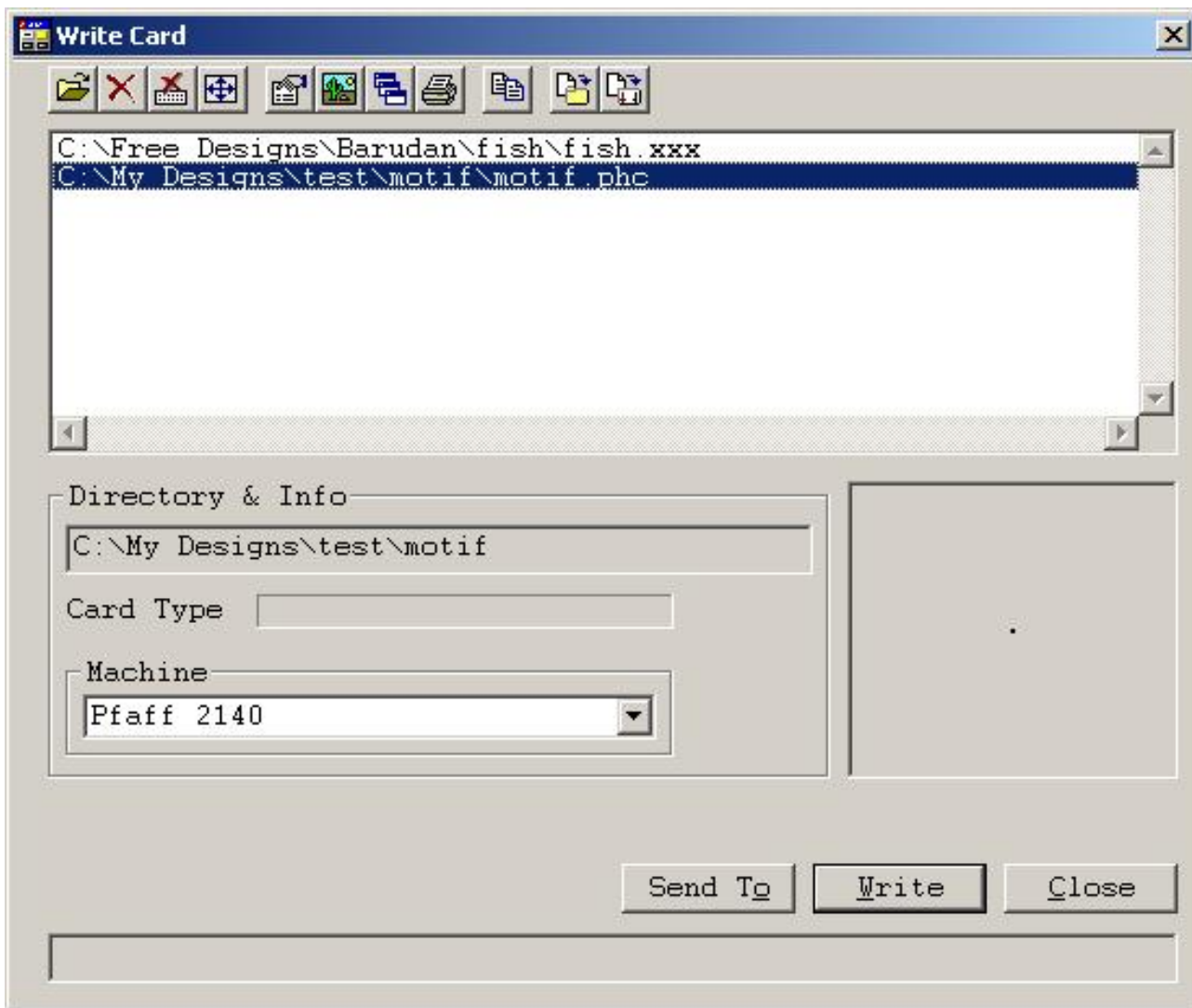
PES2Card

Add

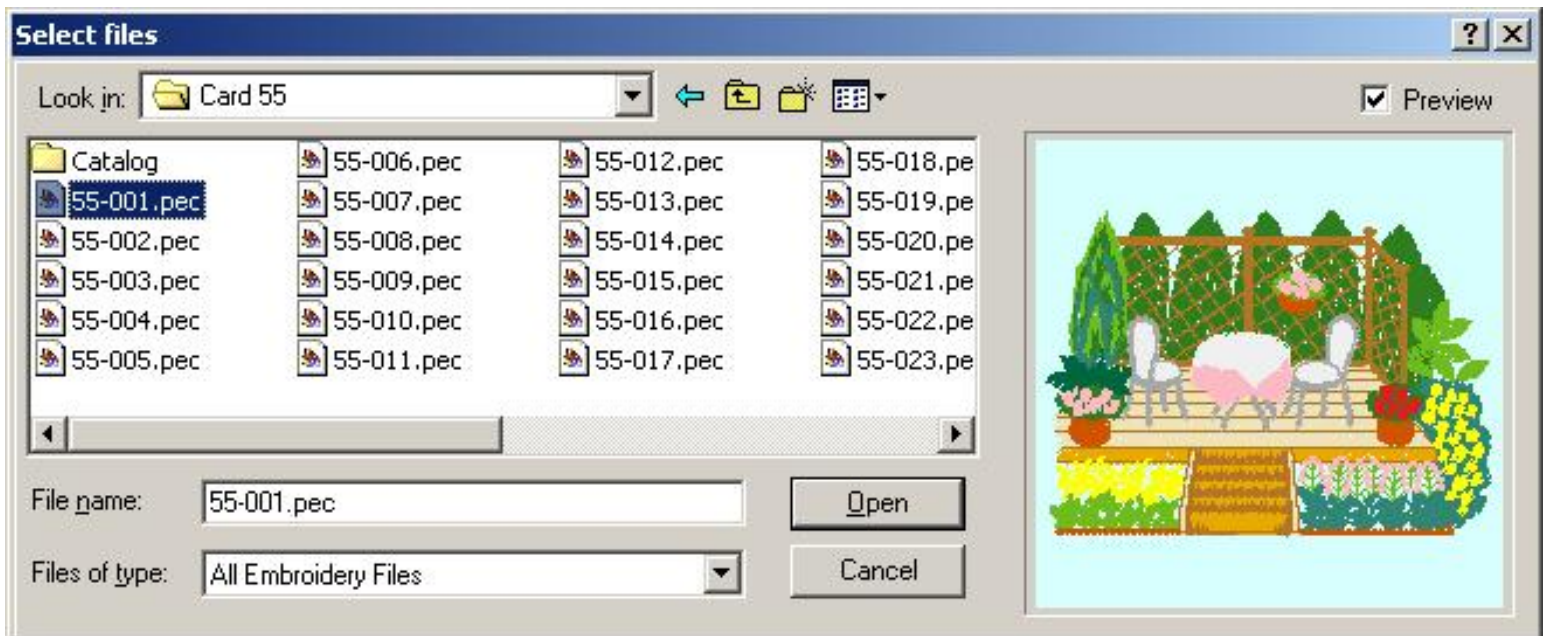
The Add function lets you add designs to the list of designs to be written to a card or removable media. After pressing the **Write Card** button on the main dialog, you will see the Write Card dialog which looks like the one below:



After selecting a couple of designs, the Write Card dialog looks like:



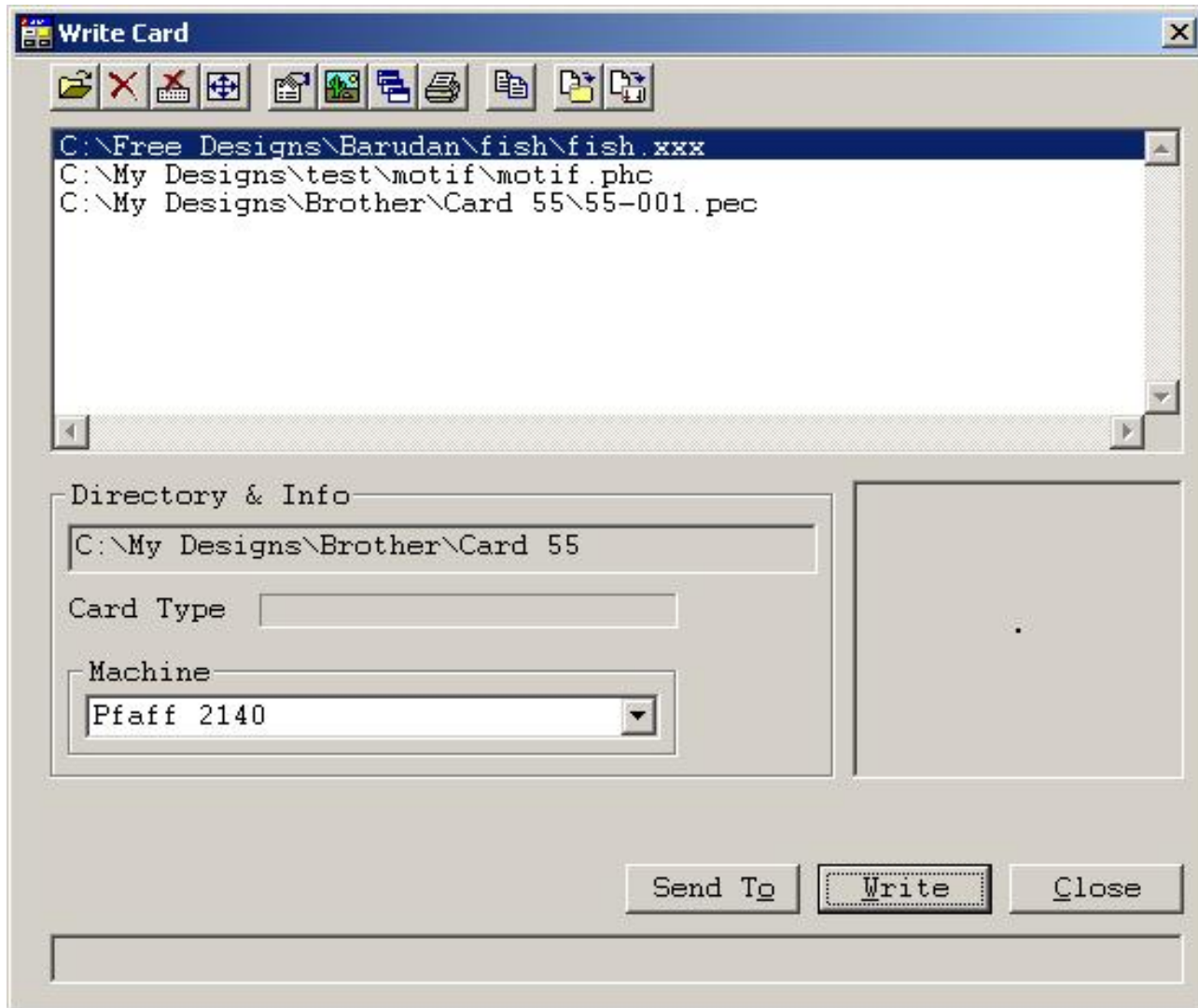
When you select the Add function, you will be presented with a new dialog like the one below.



On the dialog above a folder and a design in that folder have already been selected. Press the **Open** button and the design will be added to the file list.

You can find additional info on selecting designs in the [Select files](#) topic.

After pressing the **Open** button, your Write Card dialog looks like:

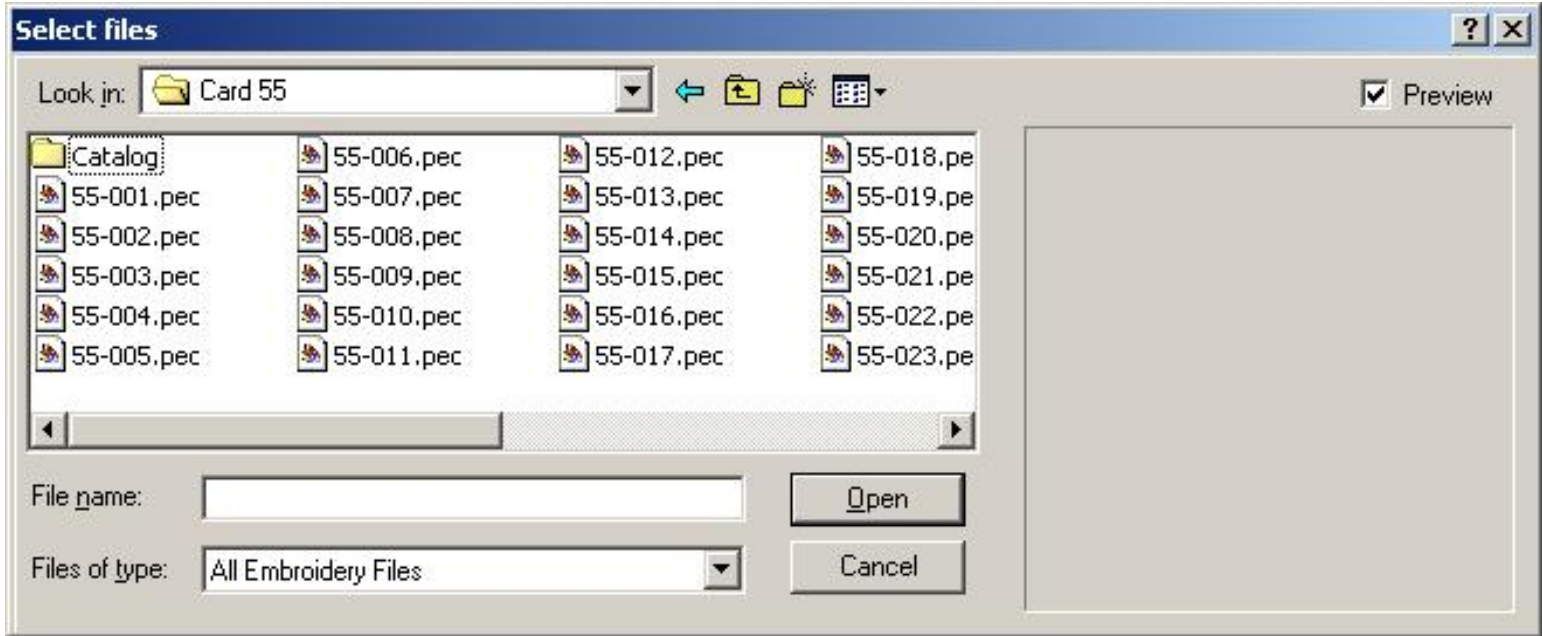


and you are ready to press the **Send To** or **Write** button or even add more designs.

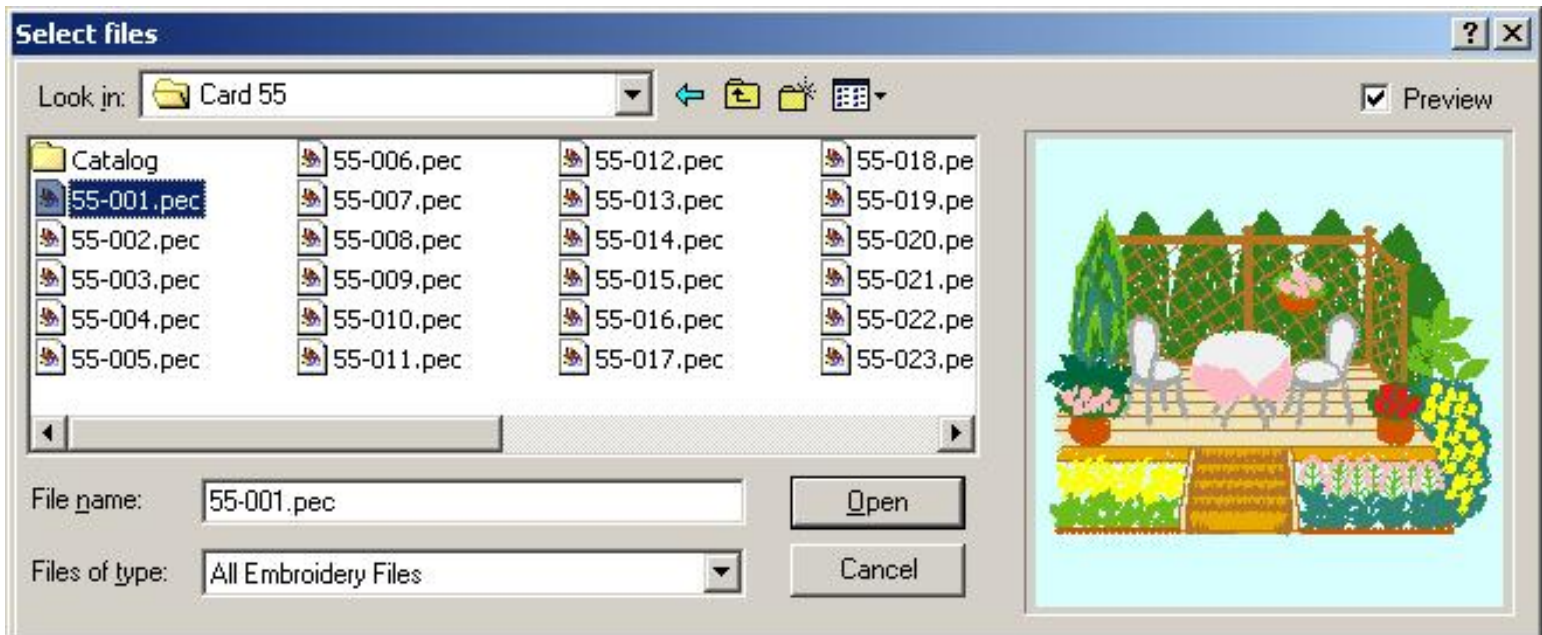
PES2Card

Select files

If you press the **Add** button on the Write Card dialog, you will see the Select files dialog below.



On the Select files dialog, you can choose the design(s) you want to be added to the file list. You select a design by left clicking on the name of the design. In case you have only one selected, a picture of the design will be shown.

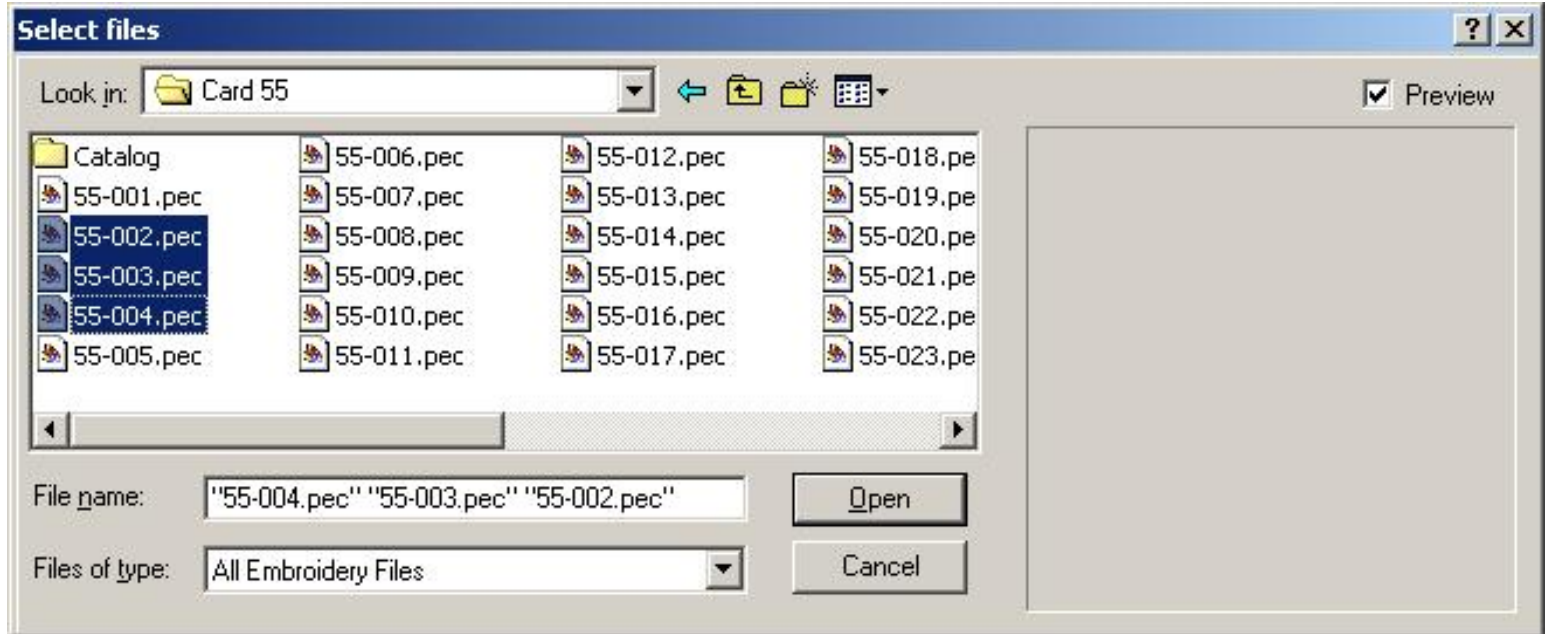


You can also select multiple designs on the Select files dialog. You can either select a range of designs or select a

number of individual designs.

Select a range of designs

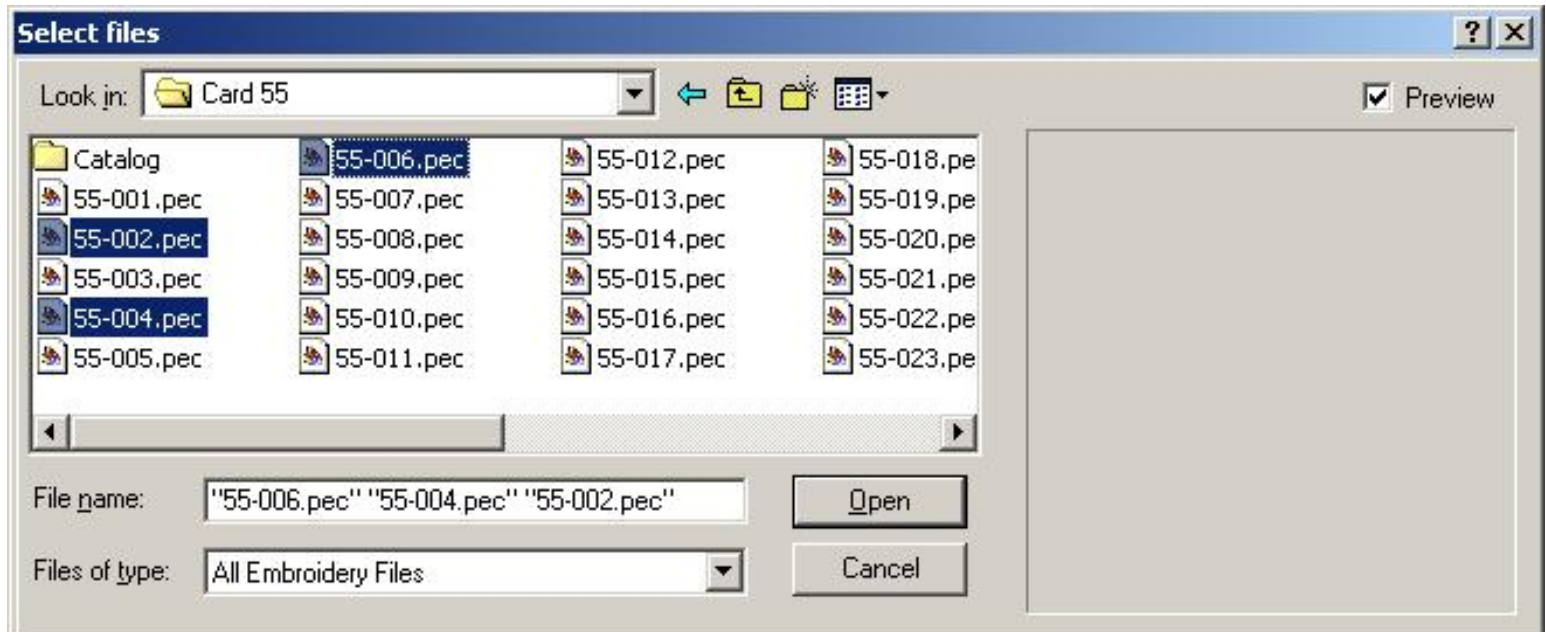
Select the first design of the range of designs you want to select. Hold down the Shift key and select the last design of the range of designs you want to select. Release the Shift key. All designs between the first design and the last design will turn blue and their names are all in the File Name field. Note that the list is in reversed order. The last selected design is the first design in the list in the File name field.



In the above example you can change the list "55-004.pec" "55-003.pec" "55-002.pec" into "55-002.pec" "55-003.pec" "55-004.pec" by selecting first 55-004.pec, hold down Shift key and select 55-002.pec, release Shift key.

Select a number of individual designs

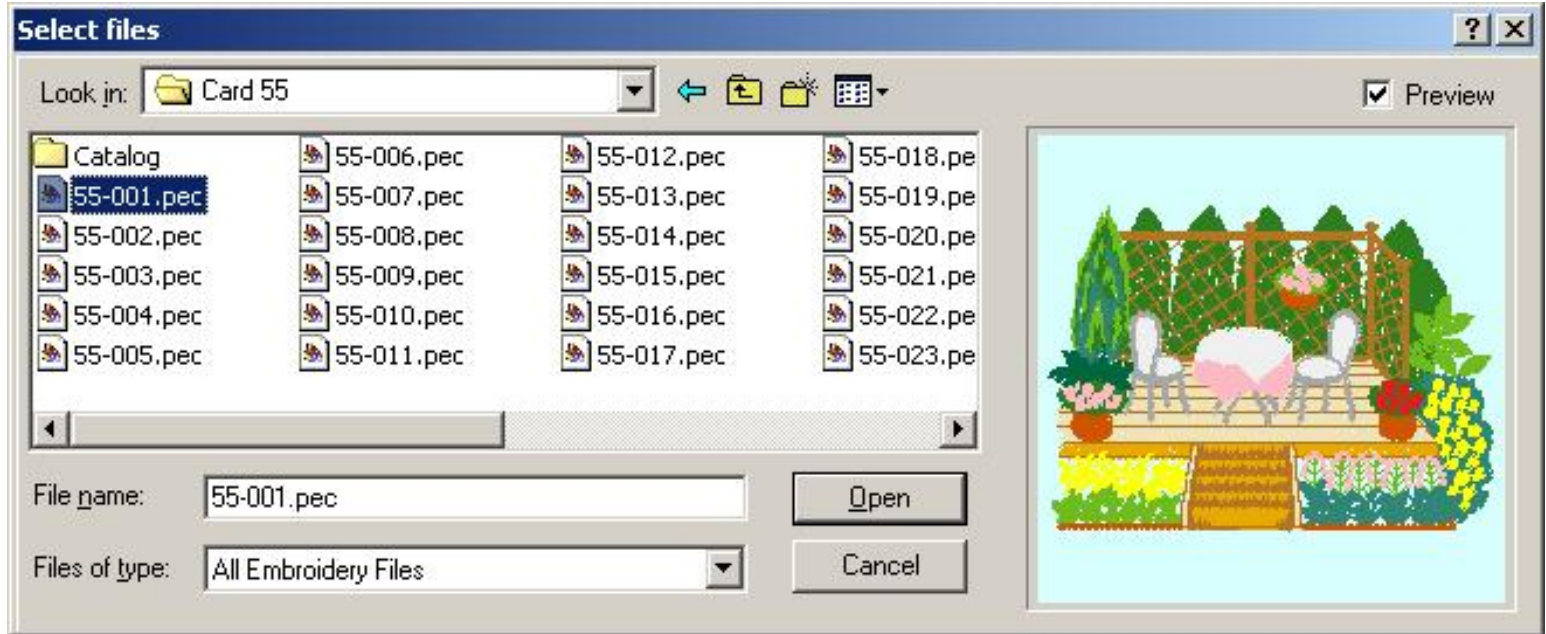
Select the first design; in the same folder find the next design using the arrow keys or the scroll bar; hold down the Ctrl key, select the next design, release the Ctrl key. This process can be repeated.



When selecting multiple designs, the last selected design will be first in the list in the File name field. This is similar to selecting a range of designs.

Browse Designs

You can browse designs by selecting a design. Left click on the name of the design. The name of the design turns blue to show the design is selected and the preview will show a graphic of the design.



You can now browse designs be either selecting a new design using the mouse or you can use the arrow keys: up, down, left, right. When you use the arrow keys, the scrollbar will scroll automatically when you reach either left or right side and more designs are available.

Note that the name of the selected design is displayed in the File name field and changes when you select another design.

Browse for folder

You can browse for a folder using the controls next to the text "Look in:"



These are standard Windows controls. Their appearance may vary for each version of Windows. The functionality is the same.

The controls in the above picture mean respectively:

- the current location
- go to last folder visited
- up one level
- create folder
- view menu, where you can set the way you want the file list displayed

Note: right click on a design is the same as right clicking on a file in Windows Explorer.

PES2Card

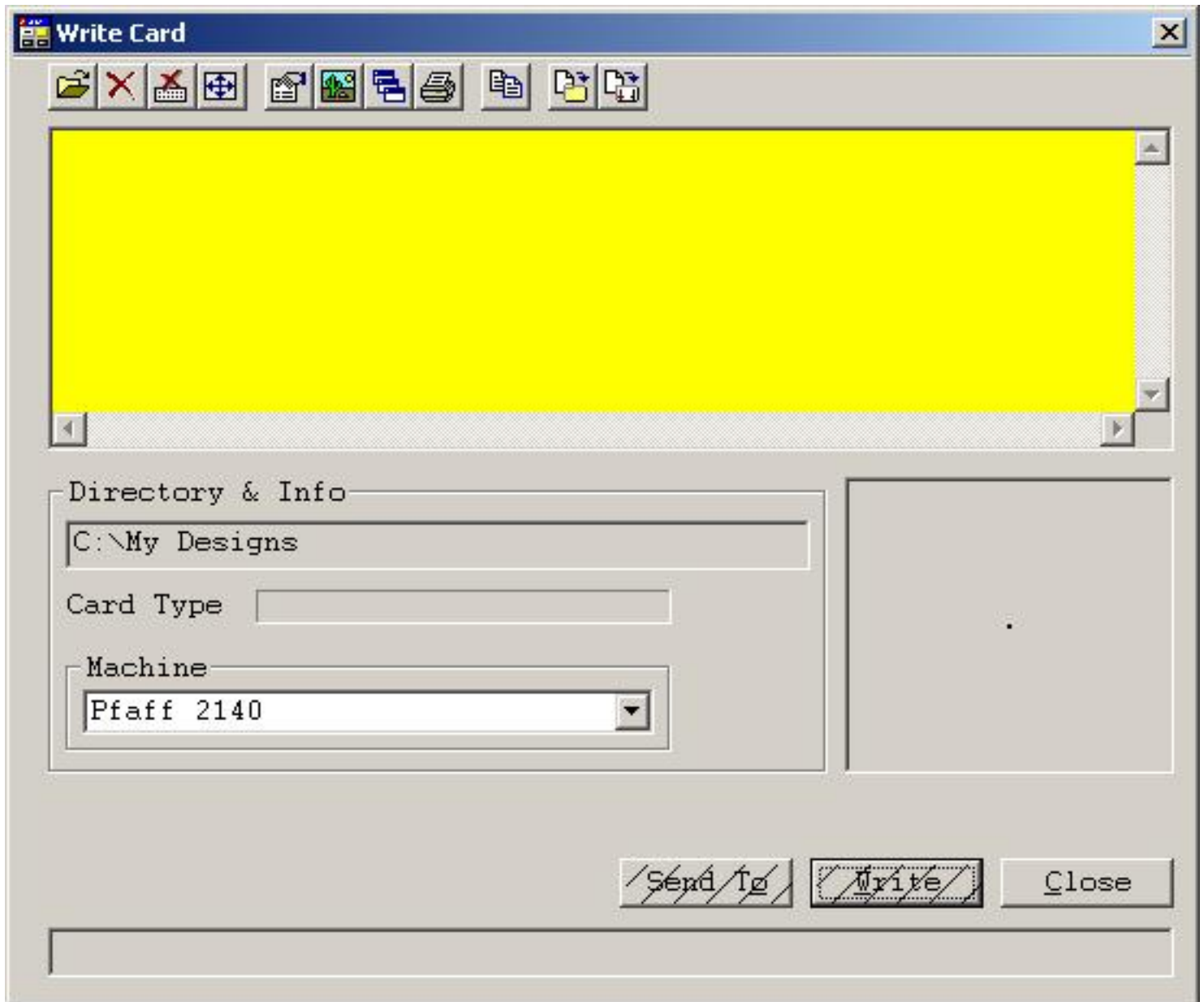
Delete All

The Delete All function lets you delete all designs from the file list.

Just in case you pressed the wrong button, you are asked to confirm that you really wanted to delete all designs from the file list.



Pressing **OK** will delete all designs from the file list and you will see:



When you press **Cancel**, nothing happens and your design list stays intact.

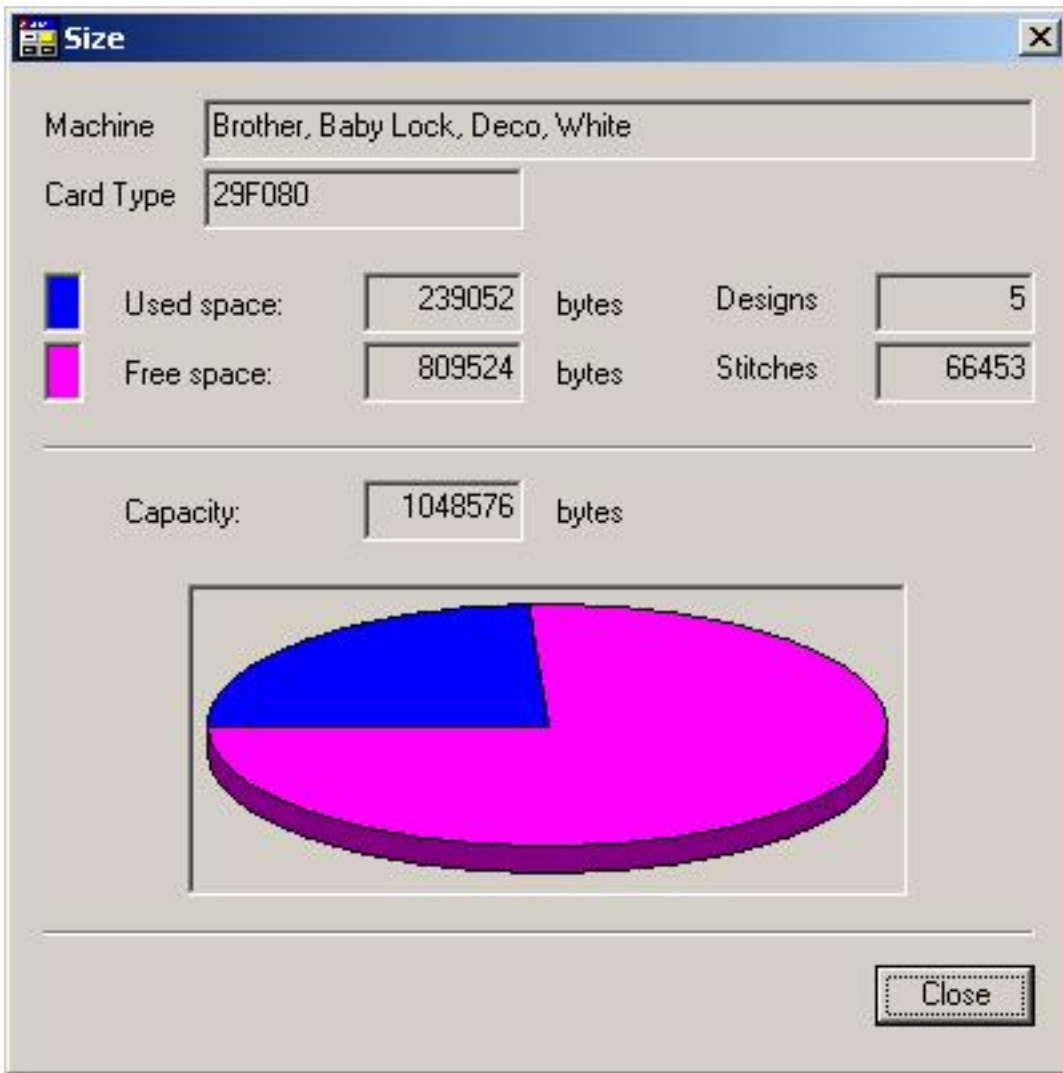
PES2Card

Size

The Size function enables you to find out whether the designs you want to write to a card will fit on that card without actually writing the designs. In order for the Size function to work you need to insert the target card in the card module. You will be invited to do this by the [Check Card](#) function.



When the correct card is inserted, you will get a dialog similar to the one below.



The dialog above shows the number of designs and number of stitches to be written. You also see the amount of used space on the card and the amount of free space. The pie chart gives a graphical representation of used and free space.

The Capacity is derived from the Card Type. The table below gives the maximum number of bytes that fit on a particular card.

Card size	Max data
128K	131072
256K	262144
512K	524288
1M	1048576
2M	2097152

In case the designs don't fit on the card, a message like the one below is displayed.



Designs contribute to storage requirements from top to bottom in the file list on the Write Card dialog.

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PES2Card

Toolbar Write Card Part 2

Below is a picture of the second part of the toolbar on the Write Card dialog.



The functions represented by the individual icons can be shown by moving the cursor above an icon. A textual tool tip will be displayed.

The icons above have the following functions:

[Design Properties](#) to display the properties of the selected design

[Design Images](#) to display images of all designs in the file list

[Catalog](#) to make a catalog of all designs in the file list

[Print Design](#) to print the design

[Clip](#) to send the list of filenames of the designs to the clipboard

Clip

Using Clip you can copy the list of filenames to the clipboard. From there you can paste this list into your favorite text editor. This function is useful when you want to make documentation using for example Microsoft Word.

PES2Card

Catalog

The Catalog function lets you create a catalog of the designs in the file list of the Write Card dialog. The Catalog function on the Read Card dialog is not the same as the Catalog function on the Write Card dialog.

The Catalog function on the Write Card dialog has two functions:

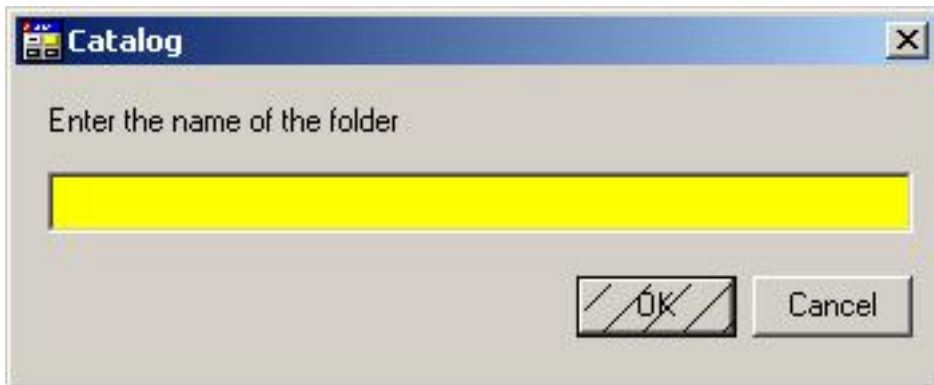
1. Create a folder to store the design collection in the file list and copy the design into that folder
2. Create a Catalog in this folder as per the Catalog in the Read Card dialog

After you press the **Catalog** button, you are invited to select a folder where to store the folder that is to contain the designs in the file list. This must be an existing folder.



The dialog above enables you to browse all folders on your computer. Use the scroll bar to scroll through all folders. You can left click on the plus sign next to an item to display the contents of an item. When there is no plus sign next to an item, the item doesn't contain folders. The OK button is grey when the selected item isn't a folder and turns black when the selected item is a folder. Press **OK** to continue or press **Cancel** to exit the Catalog function.

After selection of the folder to store the new folder you need to enter the name of the new folder. Press **OK** to continue or **Cancel** to Exit the Catalog function.



From here onwards, the process of creating a Catalog is the same as the [Catalog](#) function on the Read Card dialog.

The designs in the file list will be copied to the new folder you specified and a folder named Catalog will be created in the new folder.

PES2Card

Toolbar Write Card Part 3

Below is a picture of the third part of the toolbar on the Write Card dialog.



The functions represented by the individual icons can be shown by moving the cursor above an icon. A textual tool tip will be displayed.

The icons above have the following functions:

[Send To](#) to send designs to a removable medium

[Write](#) to write designs to a card

PES2Card

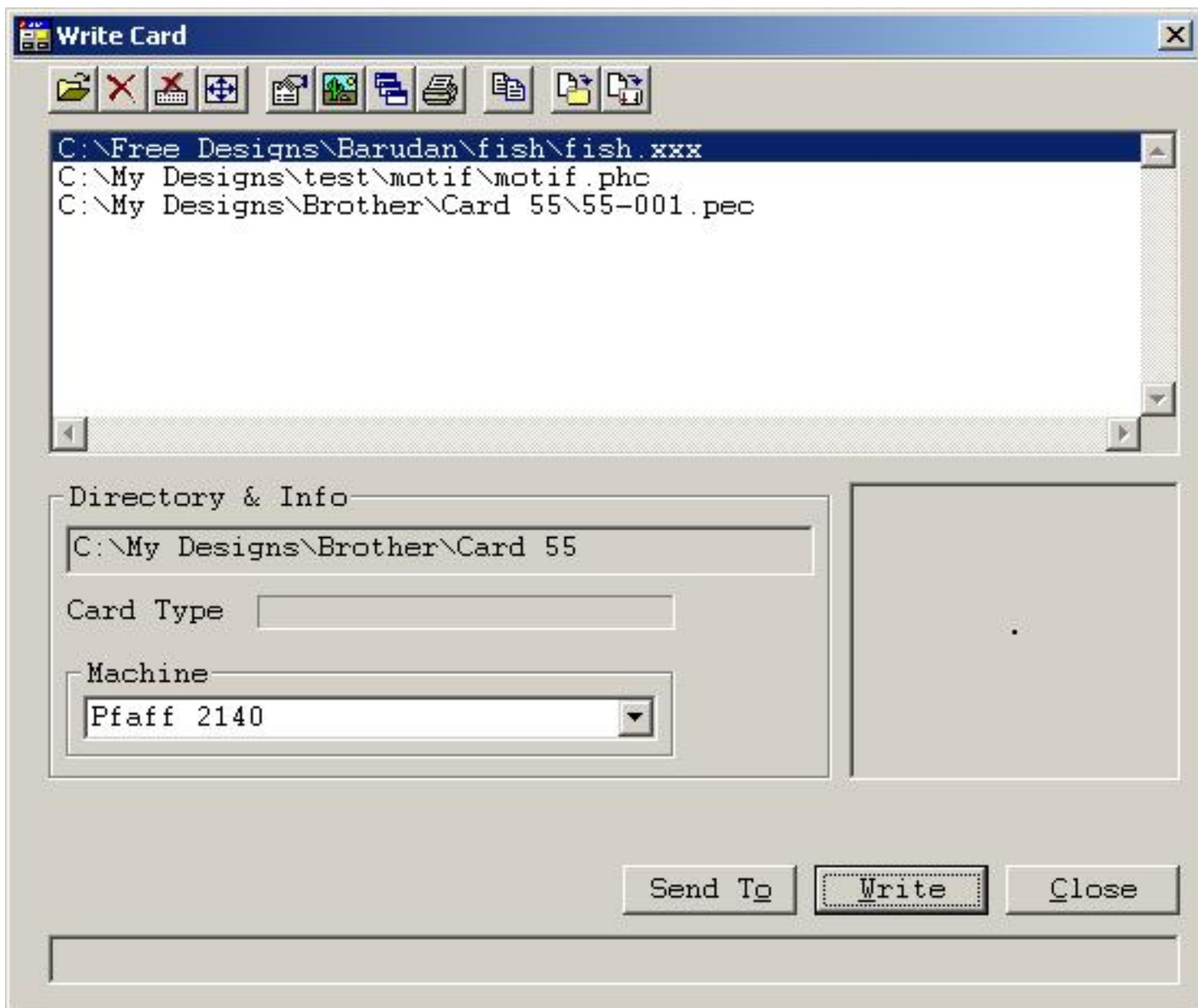
Send To

Using the Send To function you can write designs to industry standard (removable) media using standard reader/writers hooked up to your PC.

When the first machines with a floppy drive showed up, the removable medium was floppy. Later on, other removable media got added like PCMCIA ATA cards, compact flash ATA cards, smartmedia cards and currently also USB connectivity and USB sticks. PES2Card Utility supports all these using a standard reader/writer hooked up to your PC.

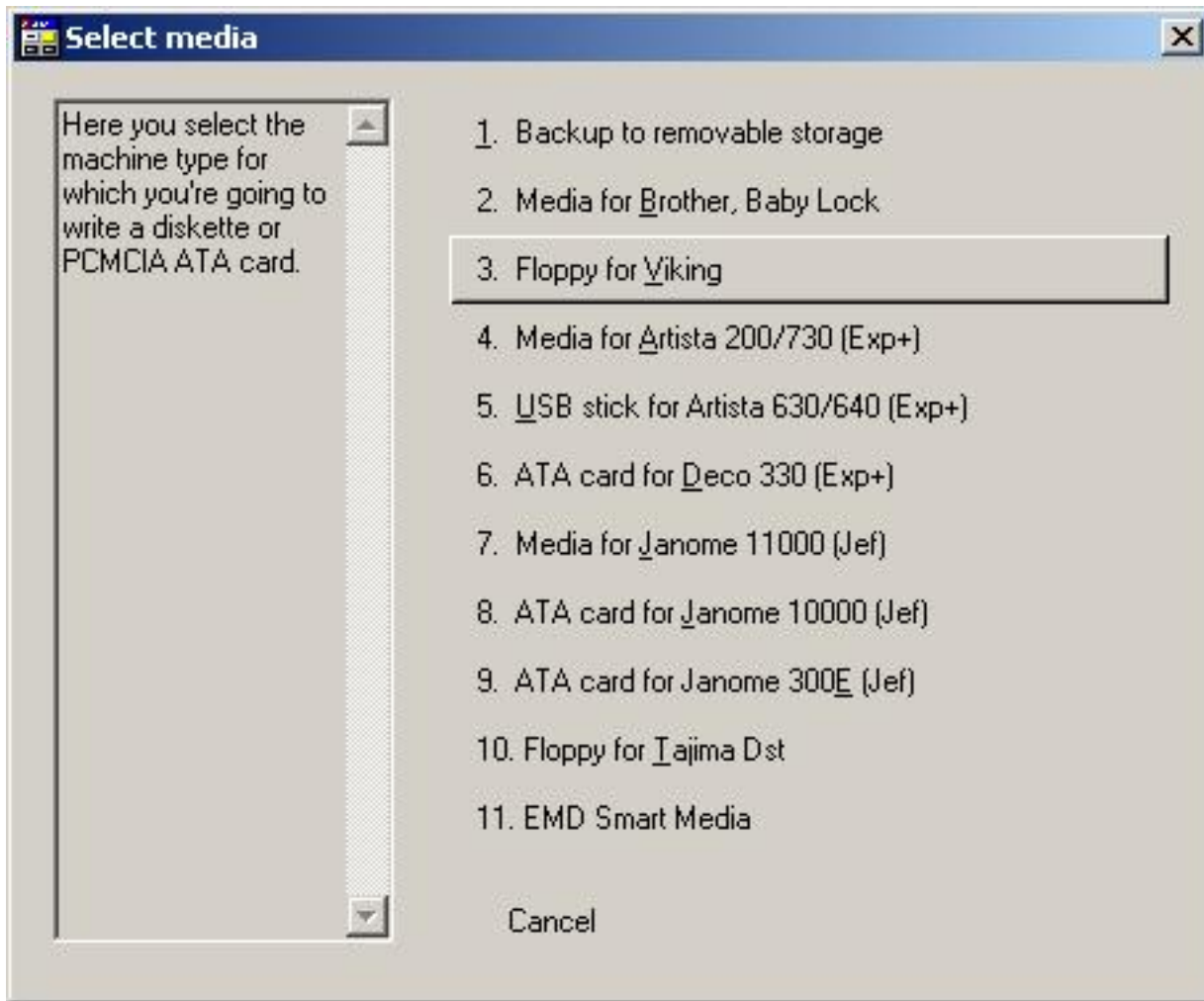
Look at [Manufacturers & Media](#) for a list of manufacturers and machines taking removable media.

The first thing to do when you want to write designs to removable media is to select the designs you want to write. You can do this using the [Add](#) function. After adding the designs you want to write, the Write Card dialog looks like:



Having selected the designs you press either the **Send To** button on the toolbar of the Write Card dialog or you press the **Send To** button on the bottom of the Write Card dialog. Both buttons provide exactly the same functionality.

The next step is to [select the media](#) you want to write.

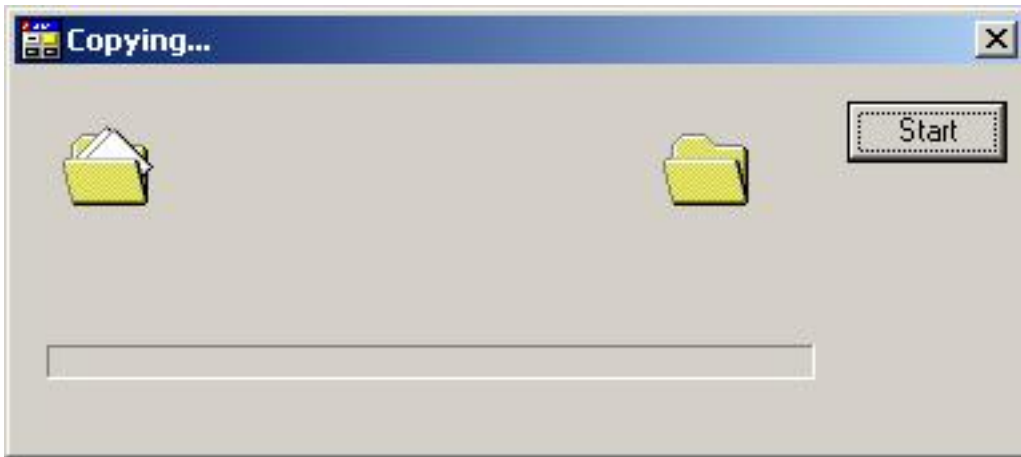


Left click on one of the choices to select or press **Cancel** to exit the Send To function.

After picking the media, you need to [select the drive letter](#) of the device that contains the media. The device configured in [PES2Card Settings - Hardware](#) will be pre-selected. You can change the drive letter at this point and press **OK** or press **Cancel** to exit the Send To function.



Once you have selected the device, you will see the [Copying...](#) dialog.



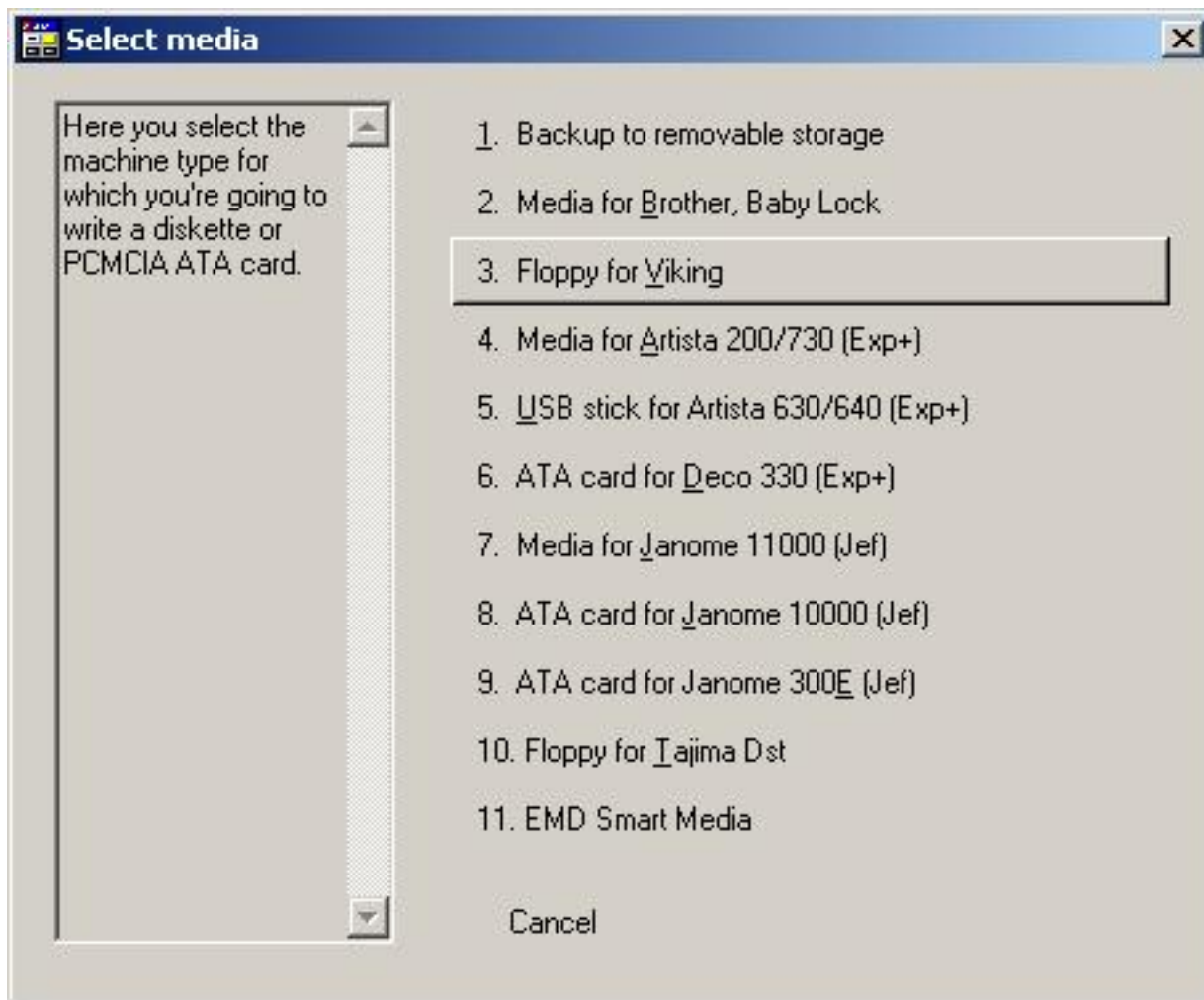
Press **Start** on the Copying... dialog and the write process starts. The progress bar on the Copying... dialog will keep you informed about the progress. When the designs are written to the device, the Copying... dialog disappears and you are returned to the Write Card dialog.

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PES2Card

Select Media

The Select Media dialog offers functions that write to media directly hooked up to your PC.



Backup

This function copies the designs in the file list direct to removable media. This function got implemented for users of PES2card that use PES2Card software to browse designs, select the design they want and copy the designs in their original format to removable media. This way users can select designs from various places and copy them in one pass to the removable media.

Brother, Babylock

This function writes the list of selected designs as PES files to removable media. PES2Card software will do the conversion automatically and will use a PES format as low as possible. Example: if you have a design that requires at least the 160*260 hoop, the PES format will be 4.0 as this was the first format to support 160*260 hoop.

As PES2Card can write to any removable media, you can write to floppy (Utl200x, Galaxie 3x00, Ellageo), USB stick (Ellegante, Innovis4000, BMP6, PR600II), compact flash (PR600, EMP6) or the direct connection to the machine (EMP6, BMP6, PR600, PR600II, Innovis4000, Ellegante).

Viking

This function writes the list of selected designs as SHV files to removable media suitable for use in the Designer I. The Designer I requires also a number of additional files on the floppy. PES2Card software will write these files too. You can write to any removable media, but be advised that the Designer I only accepts floppies. Using explorer you can copy the file set created by PES2Card to a floppy in case you wrote the files to media other than floppy. Be aware that you MUST leave the folder structure intact as the Designer I requires the folder structure.

This function also supports the Virtual Floppies on the USB stick for USB version of the Designer I.

Artista 200/730

This function writes the list of selected designs as EXP+ files to removable media. The removable media accepted by the Artista 200/730 are the Bernina Artista 200 Personal Design Card (PDC) or compatible ATA card and USB stick. An alternative here is to use the older Bernina Artista Personal Design Card which needs to be written by the PES2Card3 card module. PES2Card software writes color information on the older PDC. Also, there are alternative sources for the older PDC.

For the Artista 730 you can also write designs to a USB stick.

Artista 630/640

This function writes the list of selected designs as EXP+ files to removable media. The removable media accepted by the Artista 630/640 is a USB stick.

Bernina Deco 330, 340

This function writes the list of selected designs as EXP+ files to removable media. The removable media accepted by the Bernina Deco 330 is only the Bernina Artista 200 Personal Design Card (PDC) or compatible ATA card. An alternative here is to use the older Bernina Artista Personal Design Card which needs to be written by the PES2Card3 card module. PES2Card software writes color information on the older PDC too. Also, there are alternative sources for the older PDC.

For the Bernina Deco 340 you can also write designs to a USB stick.

Janome 11000

This function writes the list of selected designs as JEF(+) files to removable media. Janome

allows various card types as long as they end up one way or another as PCMCIA card. We have tested a real PCMCIA ATA card, a compact flash card using a CF to PCMCIA adapter and a smartmedia card using a Smartmedia to PCMCIA adapter. Little MAX software takes care of the required structure on the card.

For the Janome 11000 you can also write designs to a USB stick.

Janome 1000x/11000

This function writes the list of selected designs as JEF files to removable media. Janome allows various card types as long as they end up one way or another as PCMCIA card. We have tested a real PCMCIA ATA card, a compact flash card using a CF to PCMCIA adapter and a smartmedia card using a Smartmedia to PCMCIA adapter. PES2Card software takes care of the required structure on the card.

Janome 300E/9500/9700

This function writes the list of selected designs as JEF files to removable media. Janome allows various card types as long as they end up one way or another as PCMCIA card. We have tested a real PCMCIA ATA card, a compact flash card using a CF to PCMCIA adapter and a smartmedia card using a Smartmedia to PCMCIA adapter. PES2Card software takes care of the required structure on the card.

Cards for Janome 1000x and Janome 300E are not the same.

Tajima DST

This function writes the list of selected designs as DST files to removable media.

Emd Smart Media

This function writes the list of selected designs as EMD files to removable media. This function applies to Singer XL5000 and XL6000 and to Elna Xquisit. PES2Card software also writes all additional files needed to embroider design in EMD format.

More to come?

PES2Card

Select Device

The Select Device dialog will be shown just before writing to removable media.

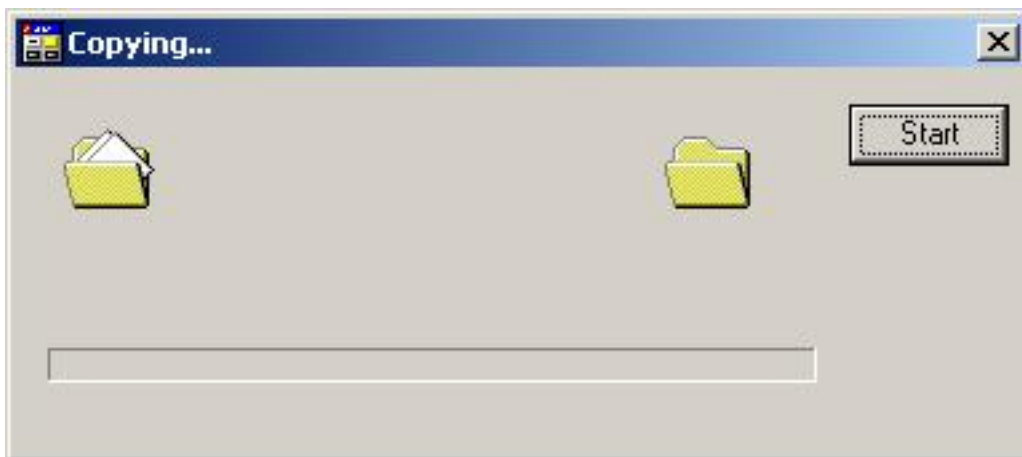


Our German distributor pointed out that it would be convenient to confirm the device to be used as users have these days more than a floppy only. At this point you can change the device were PES2Card Utility will store the designs and the additional files. Your choice will be valid for this "Send To" cycle only. If you want to make another device the default device, please change the value for Floppy in [PES2Card Settings - Hardware](#). The list shows all available removable devices. Press **OK** to confirm or **Cancel** to exit the "Send To" operation.

PES2Card

Copying...

The copying... dialog will be shown when all preparations have been completed and you're about to start the physical writing.



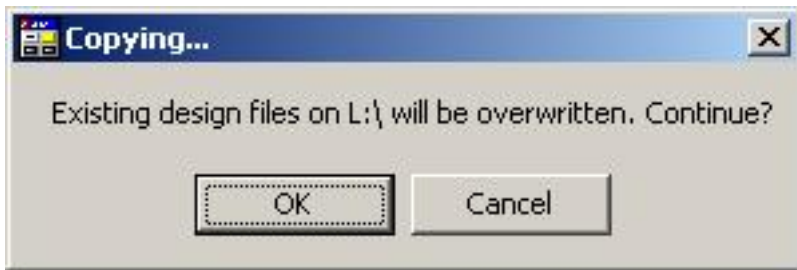
Press the **Start** button to start physical writing.

Next you are invited to insert media in the drive confirmed earlier.



Press **OK** to state you have inserted the media in the drive letter confirmed or **Cancel** to exit the "Send To" operation.

The last step is the warning below which is intended to prevent accidental overwrite.



Press **OK** to continue, press **Cancel** to go back to the insert media invitation.

Note that the warning states that **existing** will be overwritten. Other files on the removable media will remain untouched. PES2Card software will NOT reformat your removable media. The progress bar in the Copying... dialog will keep you posted about the progress.

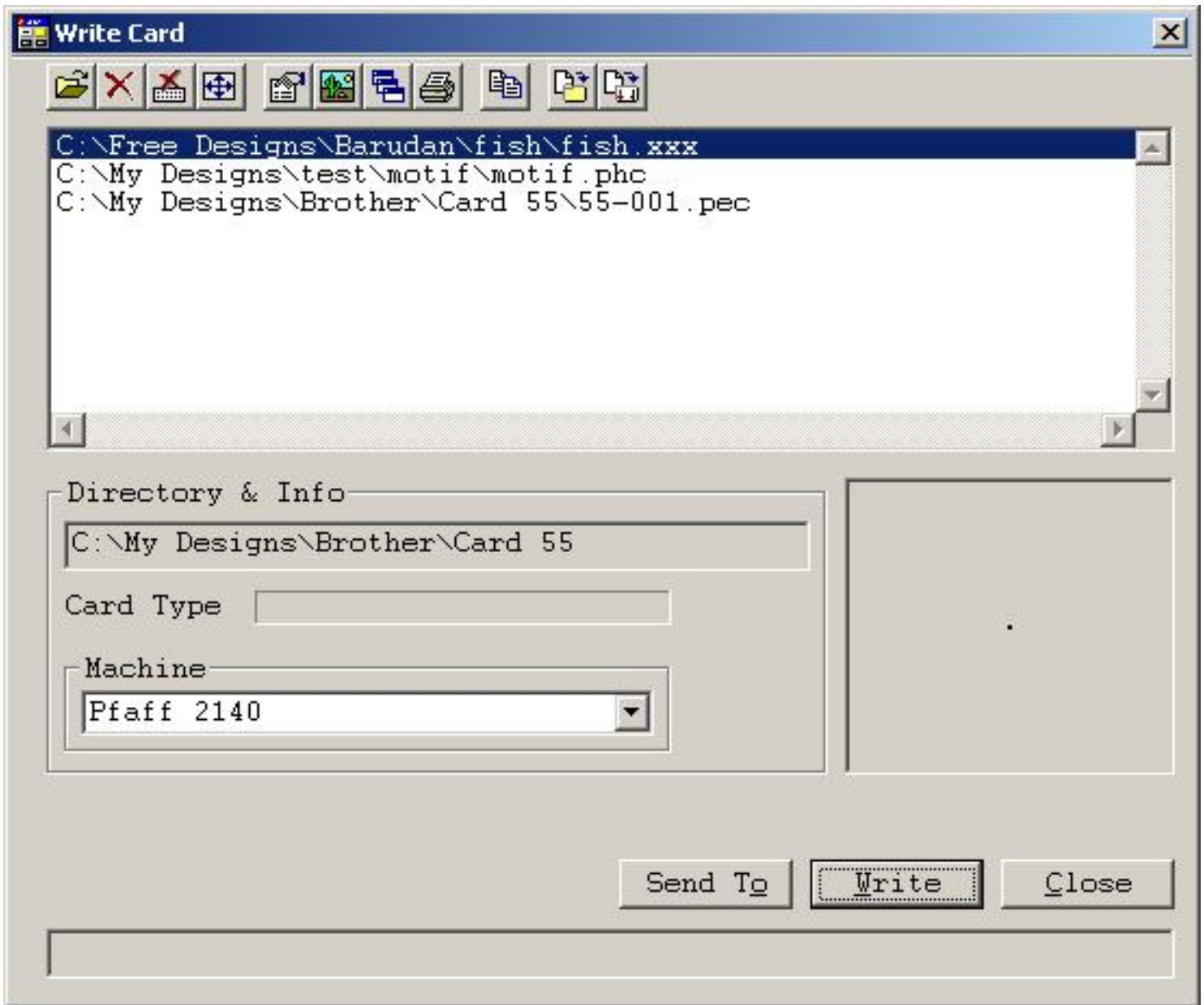
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PES2Card

Write

Using the Write function you can write designs to any of the cards supported by your card module (PES2Card or PES2Card3).

The first thing to do when you want to write designs to a card is to select the designs you want to write. You can do this using the [Add](#) function. After adding the designs you want to write, the Write Card dialog looks like:



Now it is time to select the target machine. You can do this by picking your machine (type) from the drop down list. You can drop down the list by clicking on the arrow next to the Machine list. Having selected the designs and set the machine, you press either the **Write** button on the toolbar of the Write Card dialog or you press the **Write** button on the bottom of the Write Card dialog. Both buttons provide exactly the same functionality.

The Write button starts the process of writing a card. You are almost immediately invited to insert the card to be written by the [Check Card](#) dialog below.



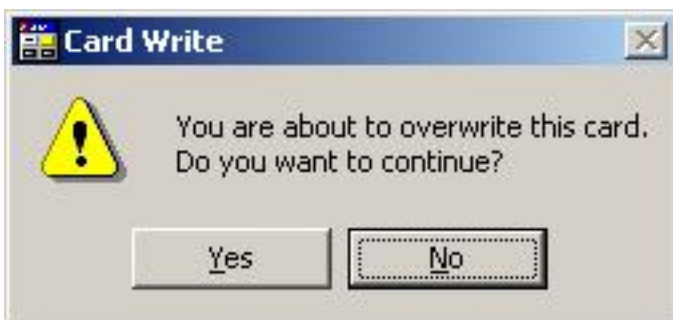
If you haven't inserted a card yet, please insert the card to be written and press **OK**. If the card to be written was inserted already, you can press **OK** right away. The write process will now start.

You will see the message below when you press **Cancel** on the Check Card dialog.



Let's assume that everything goes smoothly and deal with error conditions [later](#).

You need to confirm the question below before the actual writing starts. This is done to limit accidental overwrites. Note that the default button is No and not Yes, another protection against accidental overwriting a card.



For some cards you can add additional information. These include:

- [Brother, Babylock & Deco](#) cards
- [Artista](#) cards
- [Pfaff](#) cards

Pressing **OK** on one of the Information dialogs or Yes on the confirmation dialog, starts the actual write process. The target card is first erased and after that the designs are written to the card. Cards

are erased first because the majority of cards don't provide a facility to add designs at a later stage. If you want to add designs to a card, read the card first, add the designs to the list of designs to be written, add new designs and write the card.

You can see that the card is being written in the status bar. When the card is written, you will see the message below and a beep will sound.



Error Conditions



You will see the message above when there is not enough capacity on the card to hold all designs in the file list. The design mentioned is the first design that didn't fit.



You can see the message above when writing cards for the Pfaff 7570. The Pfaff 7570 has a limitation on the storage per design. This limitation is dependent on the number of stitches and the number of color changes.

You can get this message also when writing a card for the XL1000 for the same reason, but the limit is a lot higher than the limit of the Pfaff 7570.

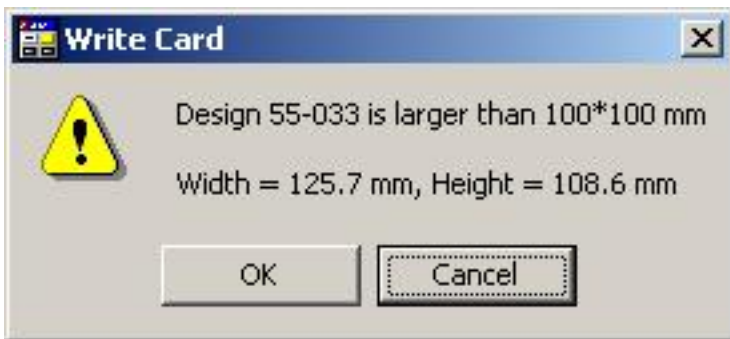
And you can see this message when writing a card for the Janome 8000/SnS1 where the design dimensions cannot be larger than 85 mm wide and 70 mm high.



You can see the message above when you try to write a design to card where the design dimensions are larger than the biggest hoop for the machine selected.



You can see the message above if you write a design that has more colors than the target embroidery machine can handle. You can get this message for Janome 8000, Janome SnS1.

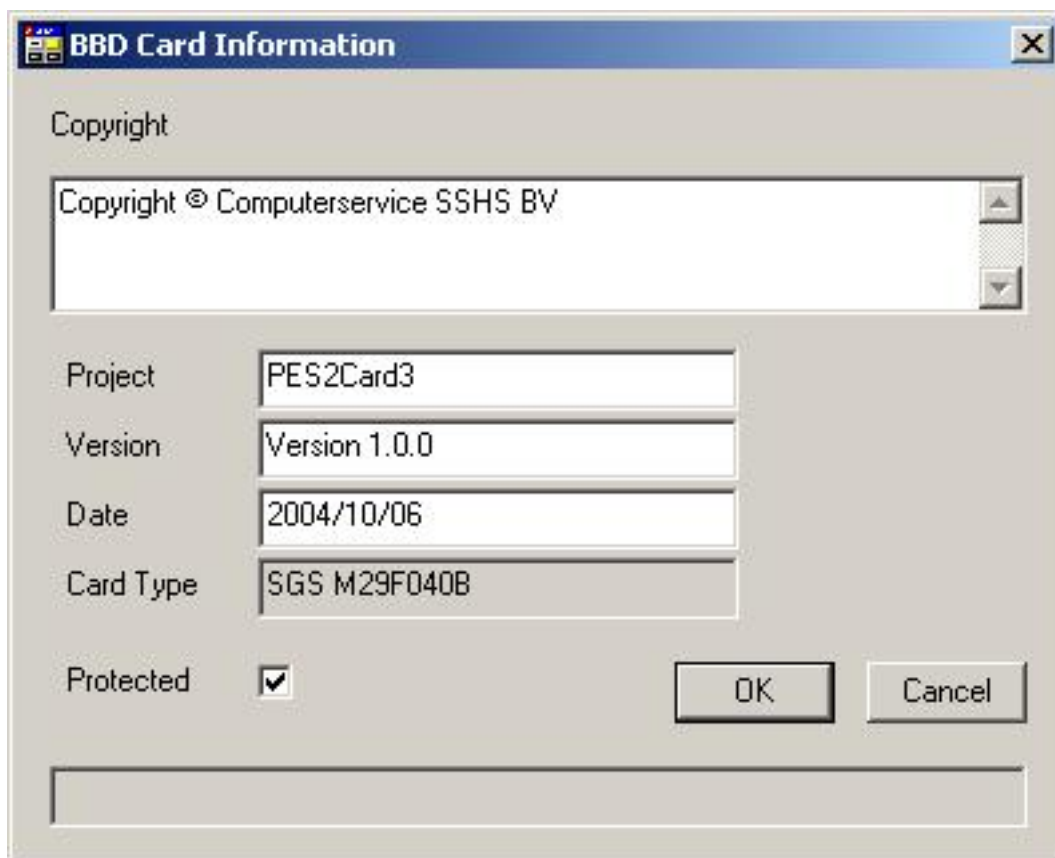


The message above is a warning that the design doesn't fit the hoop selected under [PES2Card Settings - Hoops](#). You can discard the warning by pressing **OK**. Press **Cancel** in case you want to exit the Write function. Why is this not an error? you wonder. The fact that a design doesn't fit the hoop is not necessarily fatal. In the example above, you would press **Cancel** in case the target machine were a PE100, but would press **OK** in case you want to write the design for an Ellageo.

PES2Card

BBD Card Information

The BBD Card Information dialog is shown when you write designs to a card for a Brother, Babylock or Bernina Deco embroidery machine.



The screenshot shows a Windows-style dialog box titled "BBD Card Information". It features a large text area at the top containing "Copyright © Computerservice SSHS BV". Below this are four labeled input fields: "Project" (PES2Card3), "Version" (Version 1.0.0), "Date" (2004/10/06), and "Card Type" (SGS M29F040B). At the bottom left, there is a "Protected" checkbox that is checked. At the bottom right, there are "OK" and "Cancel" buttons.

The top box shows free format text which is used by manufacturers of pre-programmed cards to state copyright etc.

You can also enter the Project field, Version field and Date field.

The Protected check box is used to prevent card readers to read your designs. When you set this check box, you cannot read back your own designs.

PES2Card Utility will prefill these fields, but you can change them to your own requirements.

The content of the top box is recorded so you can use it for further cards you write.

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PES2Card

Artista Card Information

The Artista Card Information dialog is shown when you write designs to a card for an Artista embroidery machine.



You can fill the company field and set the serial number.

PES2Card Utility prefills the fields. The serial number is the current time represented as a number.

PES2Card

Pfaff Card Information

The Pfaff Card Information dialog is shown when you write designs to a card for a Pfaff 7570 embroidery machine.



Copyright	GM PFAFF AG (c)
Project	PES2Card3 Card
Version	1.0
Date	
Title	PES2Card3 1001
Card Type	Atmel AT29C040A

OK Cancel

You can fill the Copyright, Project, Version, Date and Title field.

Some embroidery machines require the Copyright field to be the value prefilled by PES2Card Utility.

PES2Card

Erase Card

Using the Erase card function you can erase any of the cards supported by your card module (PES2Card or PES2Card3). When you only use PES2Card or PES2Card3 to write cards, you won't need this function as PES2Card Utility will automatically erase a card when appropriate.

The Erase Card button starts the process of erasing a card. You are almost immediately invited to insert the card to be erased by the [Check Card](#) dialog below.



If you haven't inserted a card yet, please insert the card to be erased and press **OK**. If the card to be erased was inserted already, you can press **OK** right away. The erase process will now start.

You will see the message below when you press **Cancel** on the Check Card dialog.



To prevent accidental erasure, you are asked to confirm that you really want to erase the

card.



Press **OK** to erase the card, press **Cancel** to exit the Card Erase function.

When the card is erased, you will see the message below.



In the case you pressed **Cancel**, you see this message:



PES2Card

Card Information

The Card Information function provides information about the card in your PES2Card or PES2Card3 card module. You will see a dialog like this.

Copyright by brother industries LTD. external 4M bit ROMsewing pattern
created by M.K & T.F LCD font created by M.I

Project DRAGON3 Project

Version 1.0 version

Date 2000/03/08 date

Card Type Fujitsu MBM29F800T 00

Protected Rewritable

PES2Card version 9 b

Revision 0

Clip Refresh Cancel

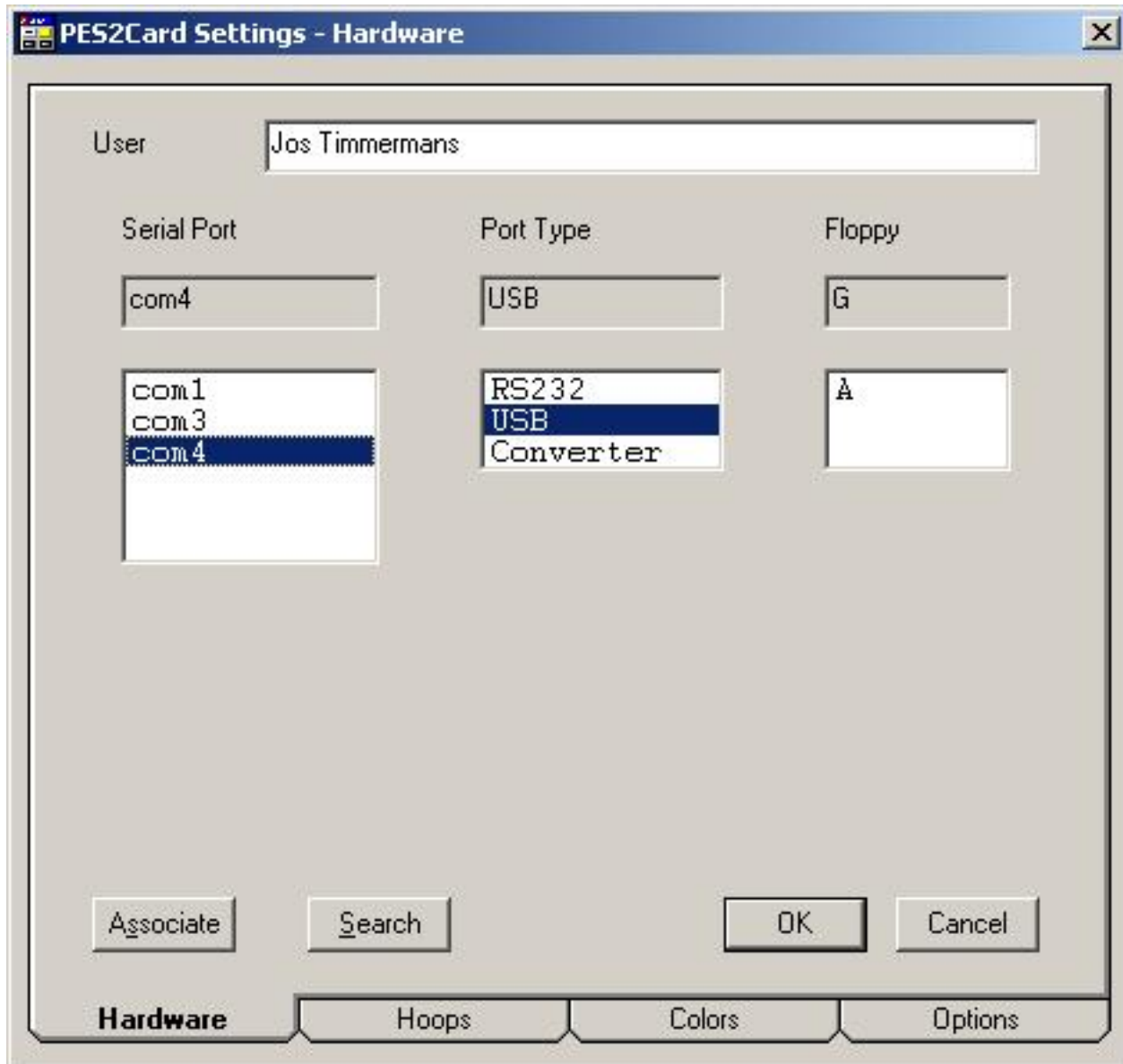
The large box at the top shows textual information like a copyright notice or other textual information. For Brother/Babylock/Deco cards for example, you could make a statement what type of designs the card contains or state your own copyright notice. For other makes, any textual information that is not covered in the other fields will be shown in the large box. Information is mapped as much as possible to Brother equivalents.

Project the project field on a Brother card; an attempt is made to show the card number where available.

- Version** card version
- Date** date of card creation
- Card type** the [chip type](#) on the card. From the chip type you can determine the capacity of the card. The name of the manufacturer and the part number will be shown.
- Protected** applicable to Brother/Babylock/Deco cards only. When Protected is ticked, PES2Card or PES2Card3 will not read the card, neither will PE Design. Protected cards include Disney cards, Smurf, etc. You can set this when writing a card. As a result you won't be able to read your own designs back.
- Rewritable** When ticked, PES2Card or PES2Card3 can write to this card.
- Version** the version of the PES2Card or PES2Card3 firmware.
- Revision** the revision of the PES2Card or PES2Card3 hardware.
- Clip** to copy the data on this dialog to the Windows clipboard.
- Refresh** You can change the card in the card module when on this dialog. Refresh will read the information for the card again.
- Cancel** to exit the Card information dialog.
-

PES2Card

PES2Card Settings - Hardware



The Hardware dialog enables you to set the following items:

- Port the com port the PES2card or PES2card3 card module is hooked up to
- Port Type the type of port the PES2card or PES2card3 card module is hooked up to
- Floppy the removable media to be used in the [Send To](#) function

You can set the [association](#) of file extensions for PES2Card, Buzz Tools and Embird by pressing **Associate**.

You can let PES2Card Utility search for the PES2Card or PES2Card3 card module by pressing the [Search](#) button.

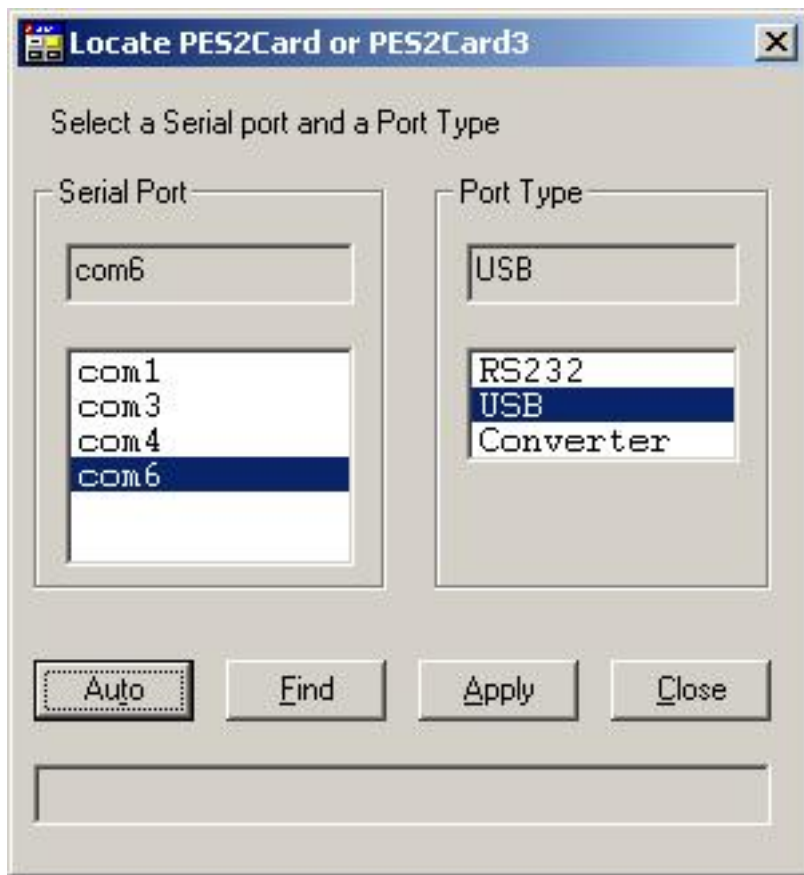
Press the **OK** button to accept any changes you have made; press **Cancel** to discard all changes you made and revert back to the situation before pressing the **Settings** button on the main dialog.

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PES2Card

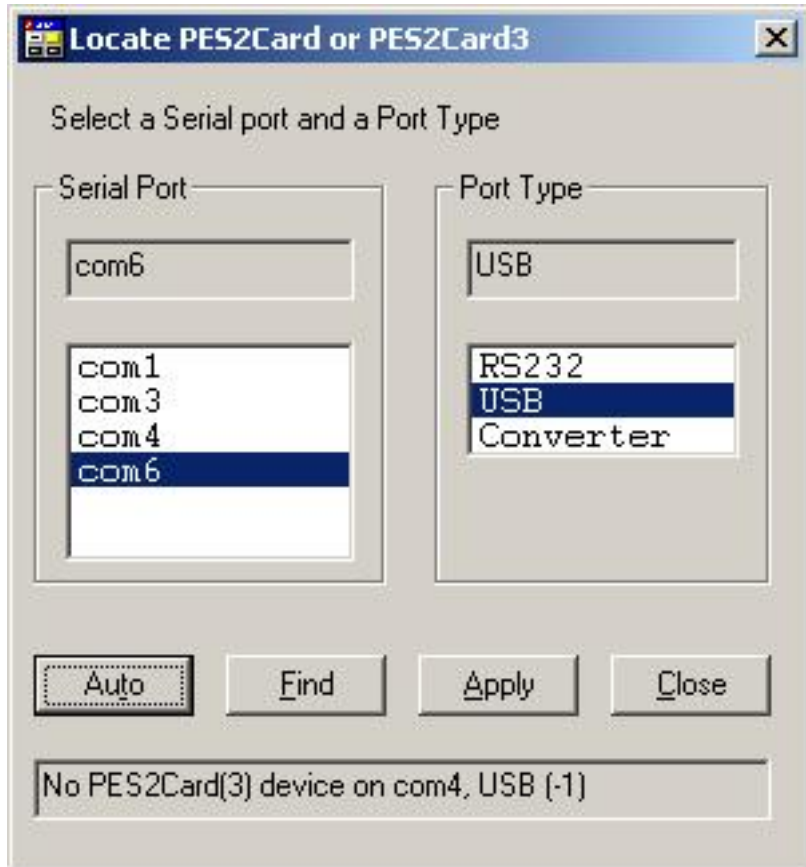
Locate PES2Card or PES2Card3

The Locate PES2Card or PES2Card3 function enables you to find and configure your PES2Card or PES2Card3 card module.



The main reason why PES2Card software doesn't search automatically for the PES2Card or PES2Card3 card module is that a request needs to be sent to the card module so the card module responds with the anticipated answer. It is quite possible that you also have other devices hooked up to your PC. These devices might not like the request sent to the card module. As a result of that devices like graphic tablets might stop working until the PC is rebooted. To avoid any damage and possible legal action, you can test a combination of port and port type yourself if you have a pretty good idea to which port the card module is connected to. You can also decide to have PES2Card Utility to search for the unit in case you feel it is safe to do so, which is normally the case.

The results of a search or find will be displayed in the status field at the bottom of the Locate dialog.



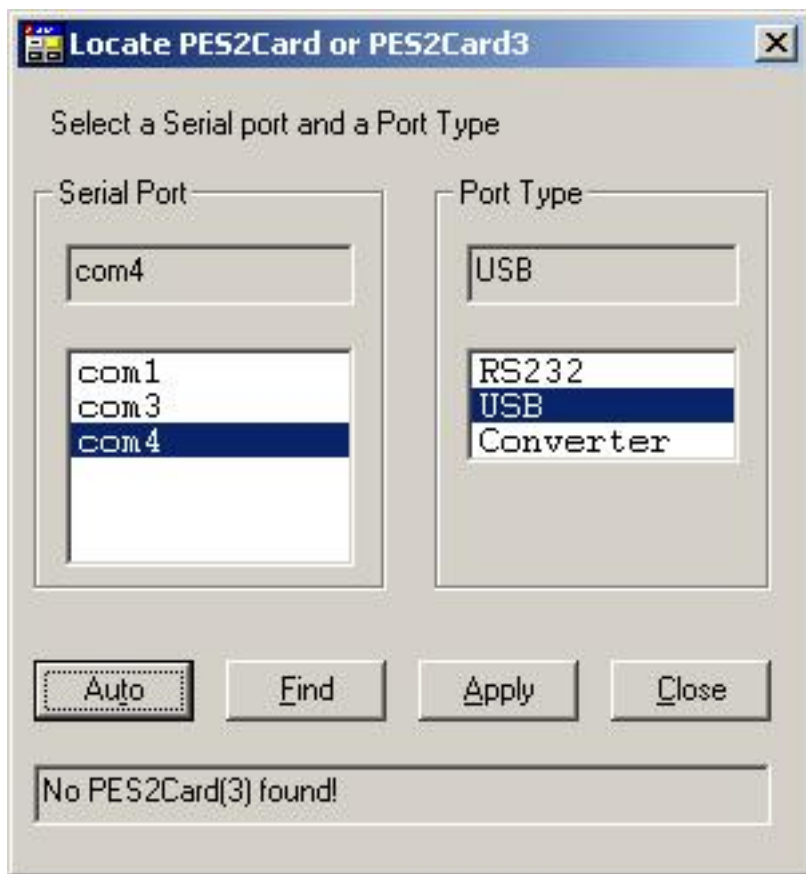
The above will be displayed during the search. The -1 means, port available, but no card module on that port; you can also see other numbers like 87 or 6 where the port is not available for communication with a PES2Card card module.



The above will be shown when the card module is found.

Note 1: there is no difference between PES2Card and PES2Card3; both run with the same firmware and as such you will see the same message.

Note 2: in case you use a USB to serial converter, please select Converter instead of USB.



The above will be shown when the card module is not found. When you get this message and you are sure that the card module is hooked up, you need to check whether the cabling is correct and in case of a USB card module, you need to check whether the USB drivers are installed correctly.

Buttons

Auto to automatically search for a PES2Card or PES2Card3 card module.

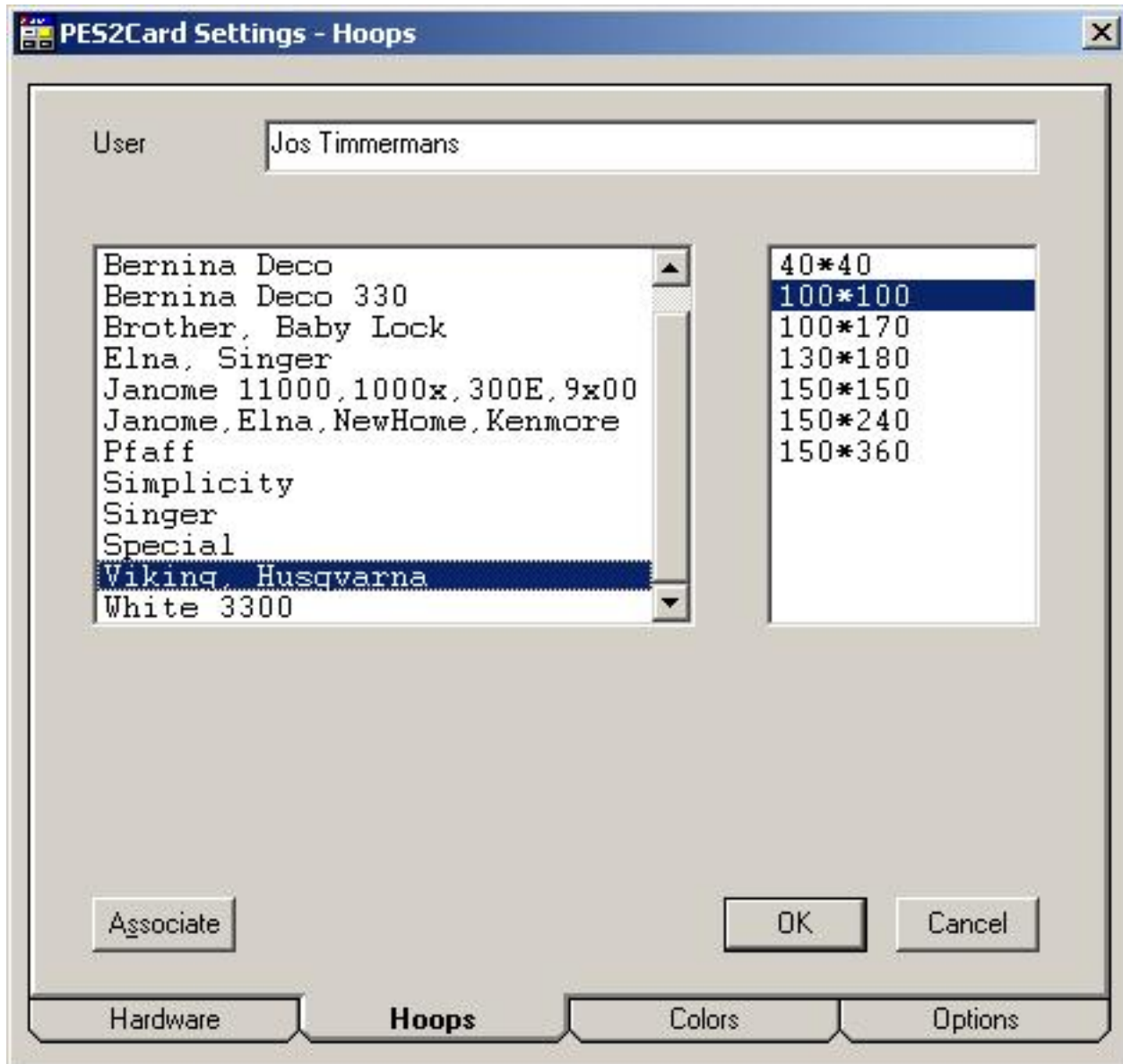
Find to test for a card module on the given port and port type.

Apply to apply the changes to the [PES2Card Settings - Hardware](#) dialog.

Close to close the dialog without applying changes.

PES2Card

PES2Card Settings - Hoops



The hoops dialog enables you to set the hoop for your machine. First select your machine in the left hand table and after that select the hoop in the right hand table.

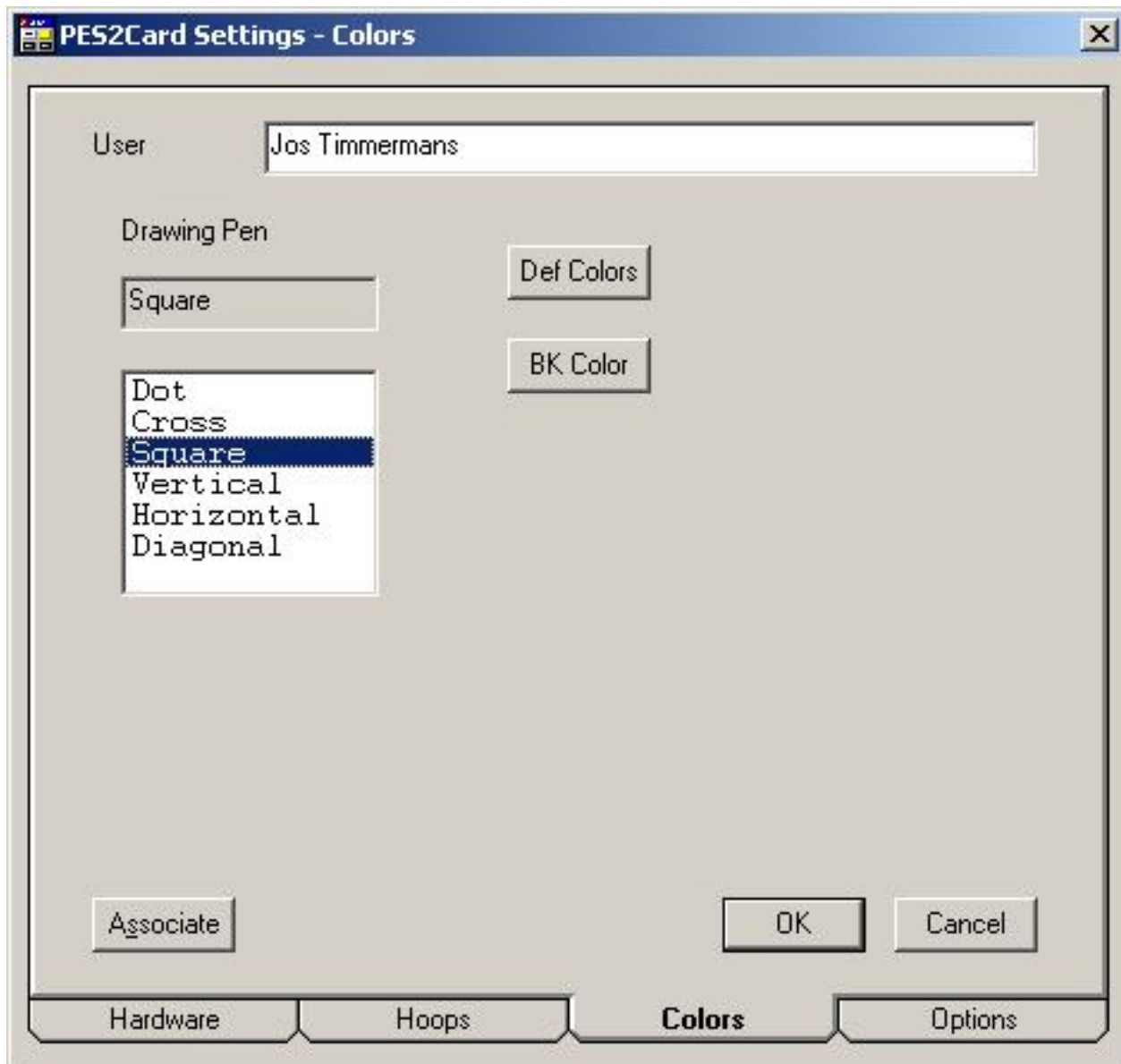
Press the **OK** button to accept any changes you have made; press **Cancel** to discard all changes you made and revert back to the situation before pressing the **Settings** button on the

main dialog.

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PES2Card

PES2Card Settings - Colors



The Colors dialog enables you to set the following items:

Drawing Pen determines the thickness of the pen for drawing. This value influences the quality of the graphics produced by PES2Card Utility. Try the various settings to see which drawing pen you like best

Default Colors the palette PES2Card Utility uses to display designs that don't contain color information.

Background Color the color used as background color when PES2Card Utility produces graphics

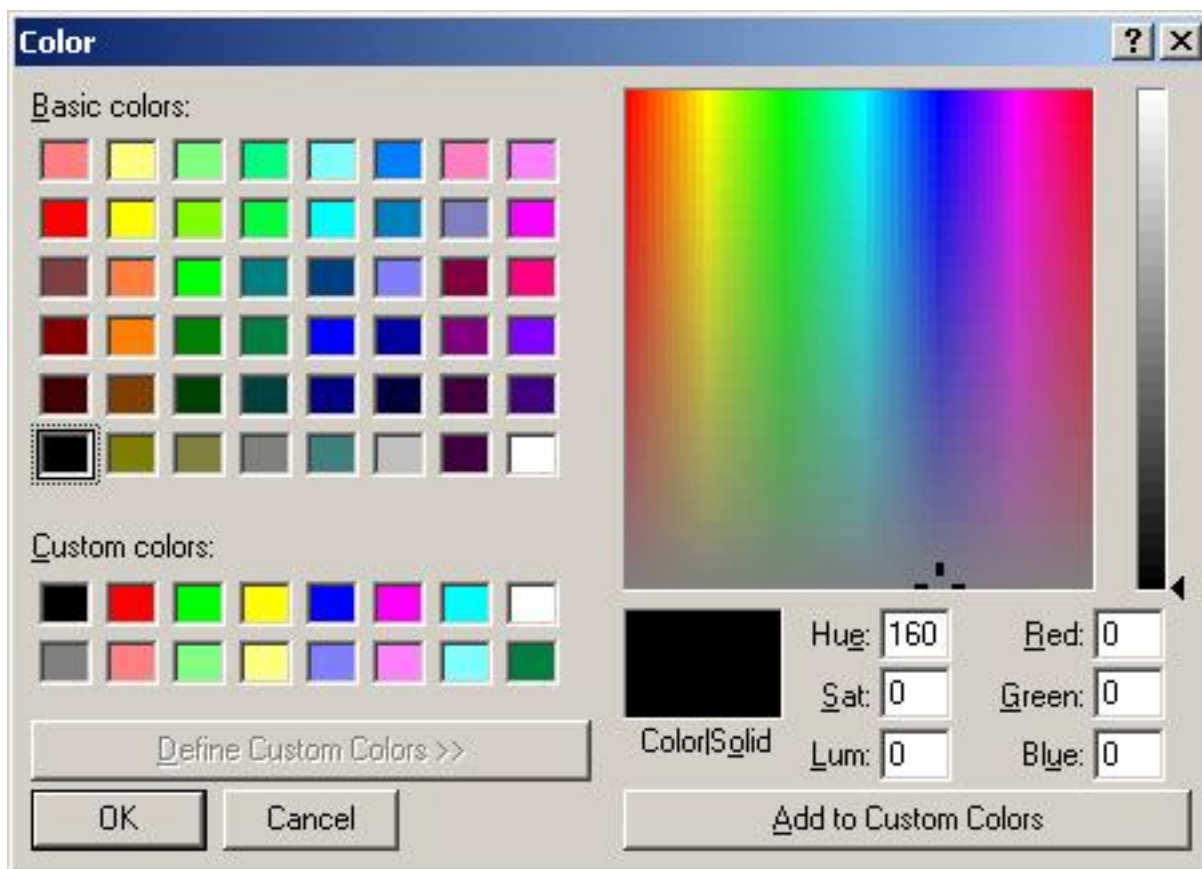
Press the **OK** button to accept any changes you have made; press **Cancel** to discard all changes you made and revert back to the situation before pressing the **Settings** button on the main dialog.

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PES2Card

Default Colors

When PES2Card Utility has to generate colors for designs that do not contain color information like dst or exp, PES2Card Utility uses a color chart containing 16 colors.

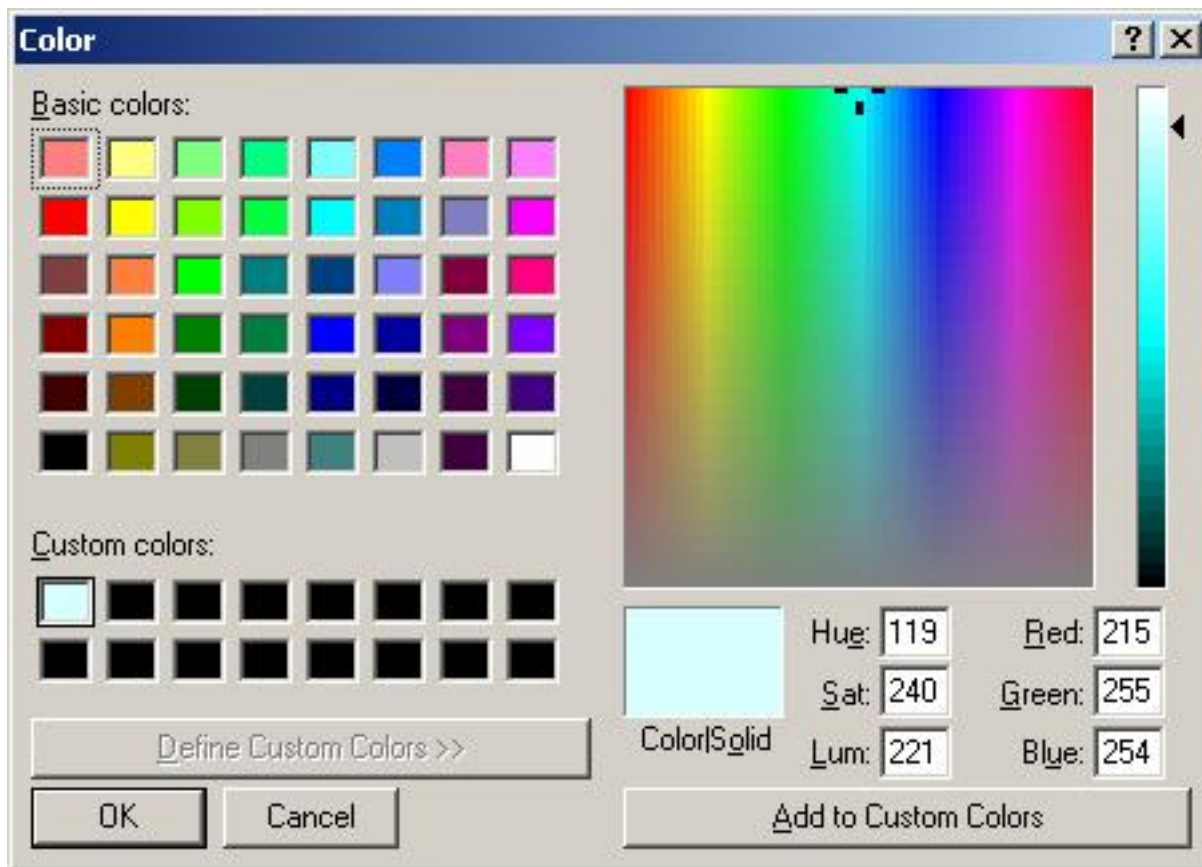


You can configure these colors with a standard Windows Color dialog. The current values for the 16 colors are in the custom colors section.

PES2Card

Background Color

You can set the background color for graphics generated by PES2Card Utility.



The dialog above is a standard Windows Color dialog. The current background color is shown in the first color in the Custom colors section.

PES2Card

PES2Card Settings - Options



The Options dialog enables you to set the following items:

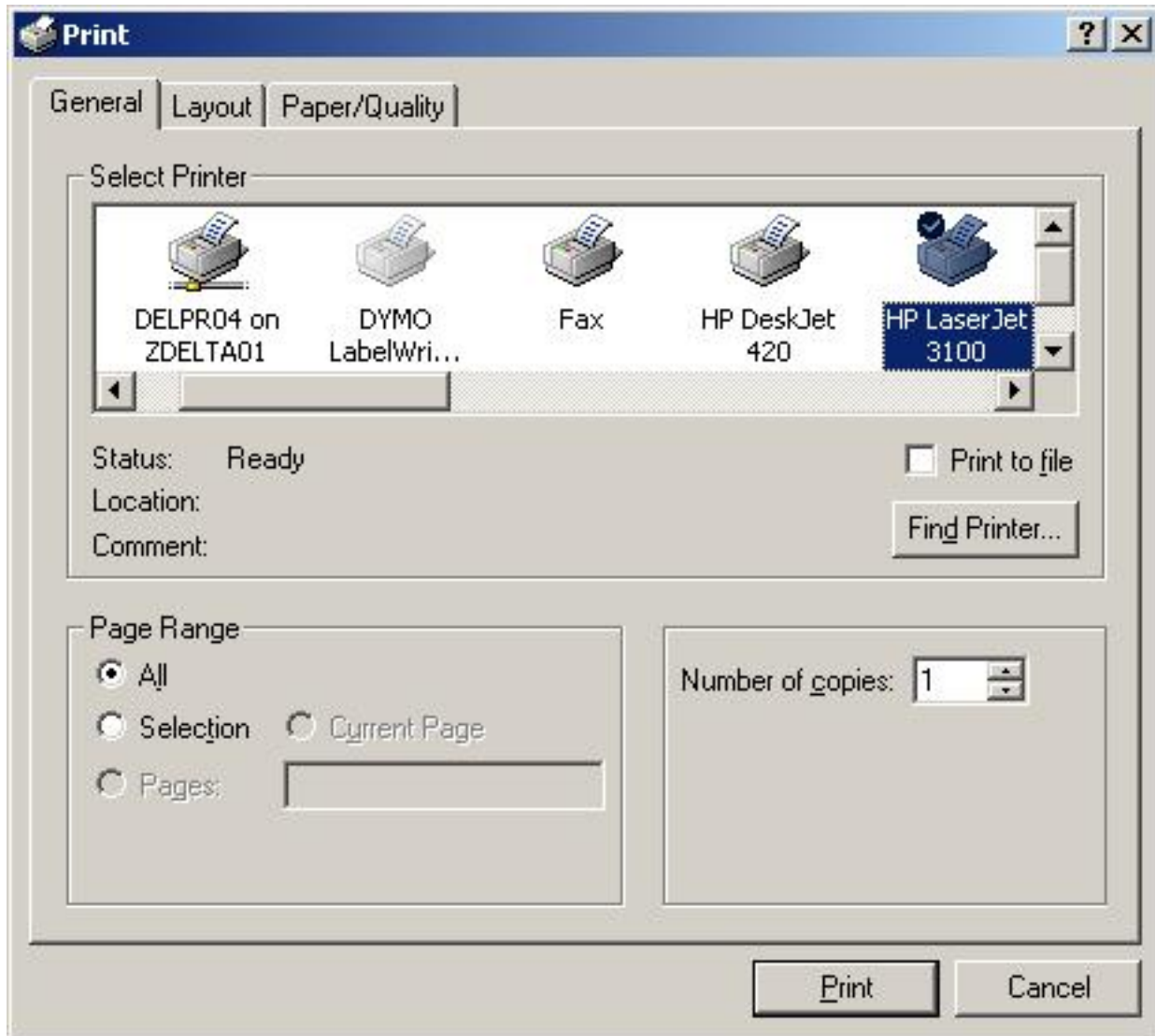
Show Print Dialog to show the [Print Dialog](#) before printing a screen shot of the [Design Properties](#) dialog

Show Jumps	to show jump stitches in the graphics. You get the best graphics when this option is unchecked.
Diagnostic	to be turned on upon request of the developer of PES2Card Utility to collect diagnostic information
Close after Transfer	to close the Read Card dialog after transferring a design to an external application
Show Catalog	to show the catalog created from the Read Card dialog or the catalog created from the Write Card dialog
Language	to select the language of your choice. You need to restart PES2Card Utility for the new value to take effect

Press the **OK** button to accept any changes you have made; press **Cancel** to discard all changes you made and revert back to the situation before pressing the **Settings** button on the main dialog.

PES2Card

Print Dialog



When you check the option Show Print Dialog in [PES2Card Settings - Options](#), you will see the dialog above when you press the **Print** button on the [Design Properties](#) dialog. You can select here the printer you want to send the screenshot to. You can also configure other printer type options on the Print dialog.

PES2Card

Associate

Files that contain a particular type of data commonly have the same file name extension. It is appended to the file name and typically consists of a period followed by three alphanumeric characters. For example, text files commonly have a .txt file name extension.

Although it is customary, file name extensions are not restricted to three letters on systems that support long file names. On Microsoft Windows 95 and later systems, you can use any number of characters you like as long as the file name doesn't exceed 255 characters.

Note You can use multiple periods in a file name, but only those characters following the final period are recognized as a file name extension. Any other periods are treated as part of the file name. Although file names can contain spaces, do not use spaces in file name extensions.

A file association enables you to control certain aspects of the shell's treatment of different file types. The most interesting aspect is which application launches, when a user double-clicks a file. Some applications, that can launch other applications, use different means to send a design to the other application like a menu selection.

The Applications that can be configured by PES2Card Utility are:

1. [PES2Card Utility](#)
2. [Buzz Tools](#)
3. [Embird](#)

In Microsoft Windows [Explorer](#) you can configure PES2Card Utility as the application you want Windows Explorer to send a design to when you double click on a design in Windows Explorer.

In [Perito Modulo](#) you can let PES2Card Utility retrieve a design and send it to Perito Modulo including reading the design from a card!

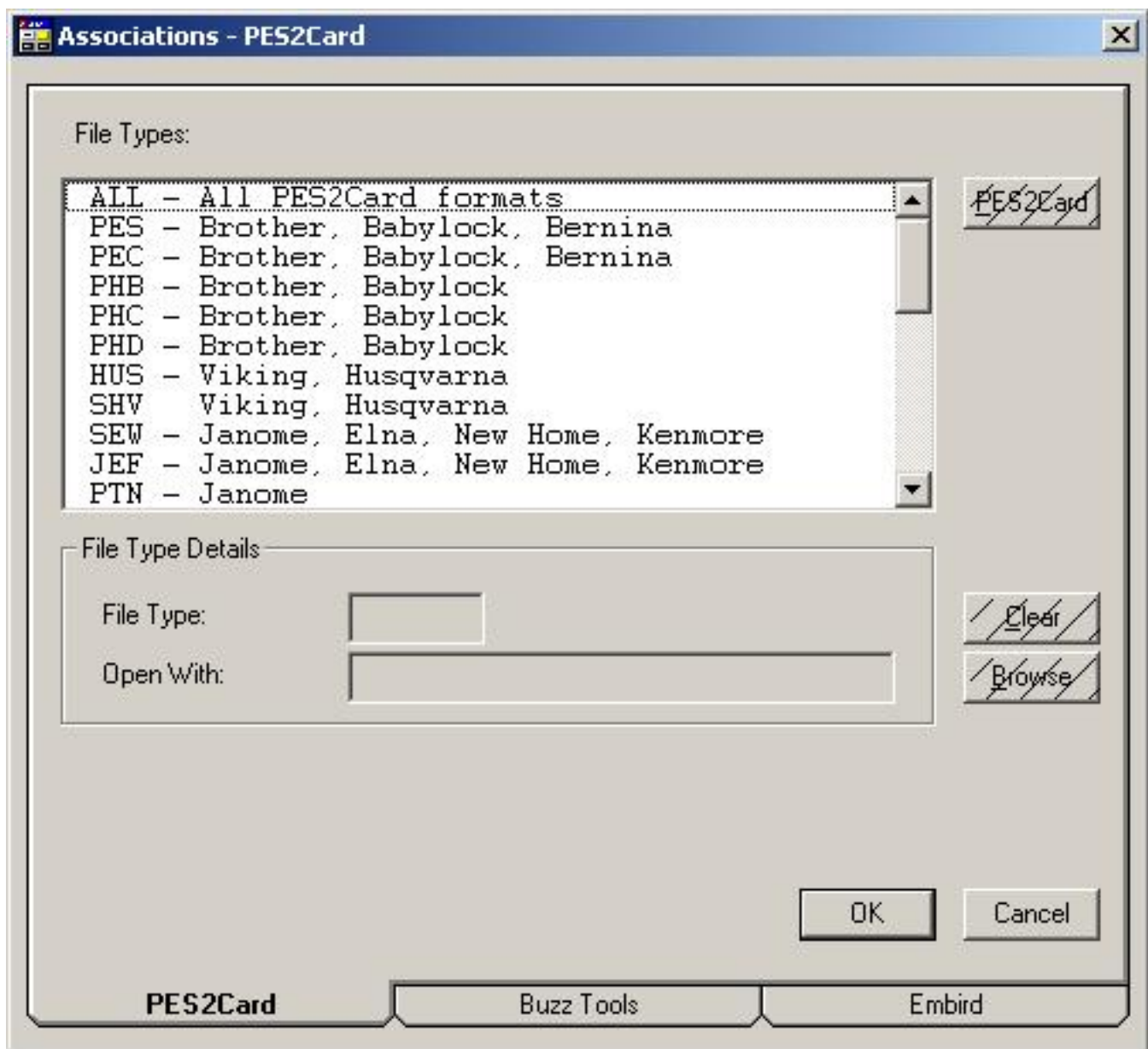
In [Designer's Gallery Studio®](#) you can double click on a design and send it to PES2Card Utility.

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PES2Card

Associations - PES2Card

The Associations - PES2Card dialog enables you to configure the application you want to send a design to when you press the **Transfer** button on the [Read Card](#) dialog



The File Types list shows you a list of file types you can configure. The list contains all file types supported by PES2Card Utility.

You can set the association for a particular file type by selecting the file type from the file list and specifying in the Open With the program that you want to transfer files with the given extension to. You have to use the Browse button to find the application.

Note: when you select a file type from the file list, the current association, if any, will be displayed.

You can associate PES2Card Utility also. You do this by pressing the **PES2Card** button. The effect will be that when you browse designs using the Read Card dialog, you can select a design and send it to the [Write Card](#) dialog. This way you can compile a design set to write to a card.

Buttons

PES2Card to select PES2Card Utility as the program to transfer designs to.

Clear to erase the Open With field.

Browse to locate the application to transfer a design if the given type to.

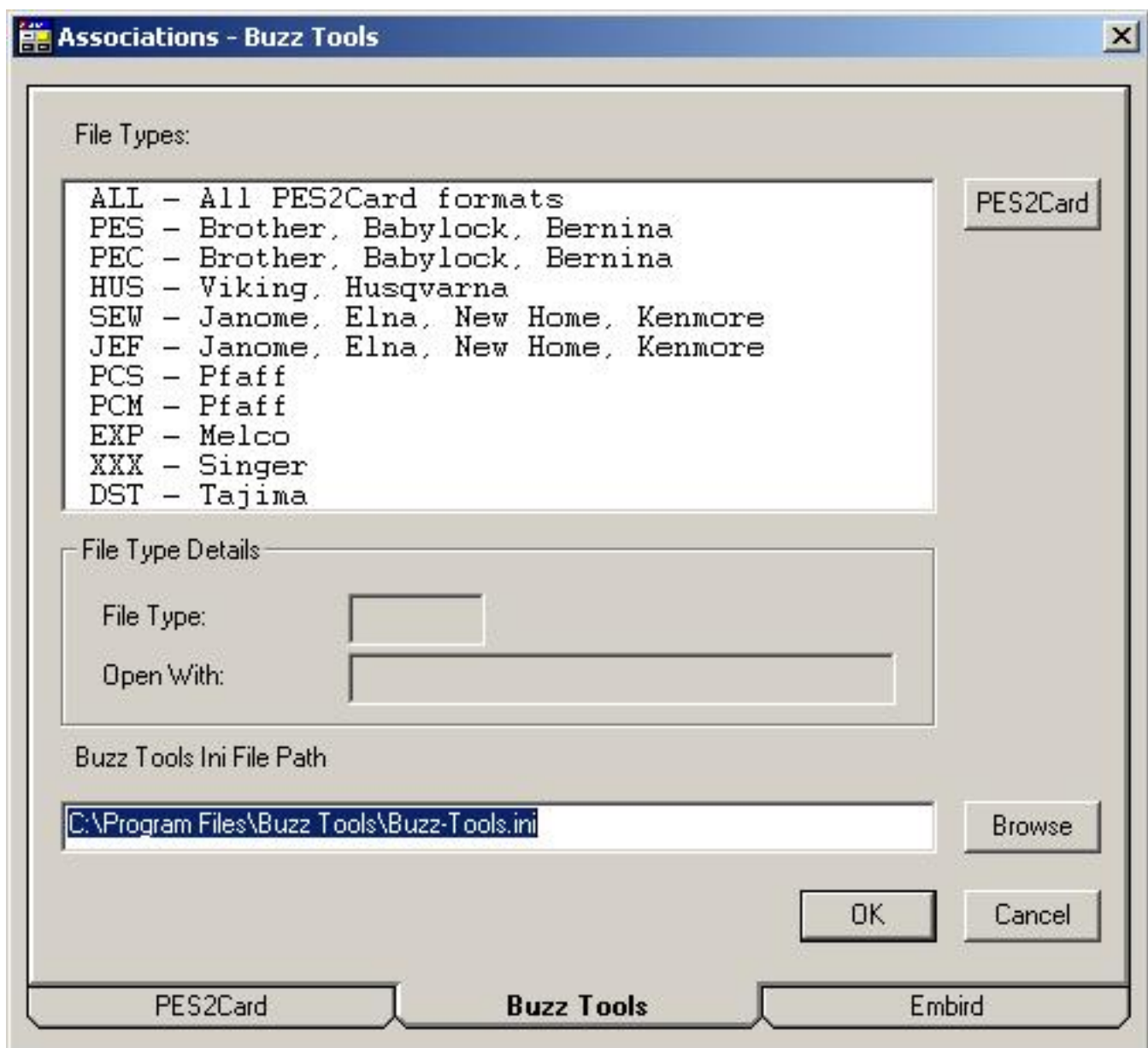
OK to store your associations.

Cancel to discard all changes so far.

PES2Card

Associations - Buzz Tools

The Associations - Buzz Tools dialog enables you to configure PES2Card Utility as the application you want Buzz Tools to send a design to when you double click on a design in the Buzz-Catalog.



The File Types list shows you a list of file types you can configure. The list contains all file

types supported by Buzz Tools.

You can set the association for a particular file type to PES2Card Utility by selecting the file type from the file list and press the **PES2Card** button.

Note: when you select a file type from the file list, the current association, if any, will be displayed.

The effect will be that when you browse designs using Buzz Tools, you can double click a design and send it to the [Write Card](#) dialog. This way you can compile a design set to write to a card.

Buttons

PES2Card to select PES2Card Utility as the program to transfer designs to.

Clear to erase the Open With field.

Browse to locate the Buzz-Tools.ini file where the associations are stored.

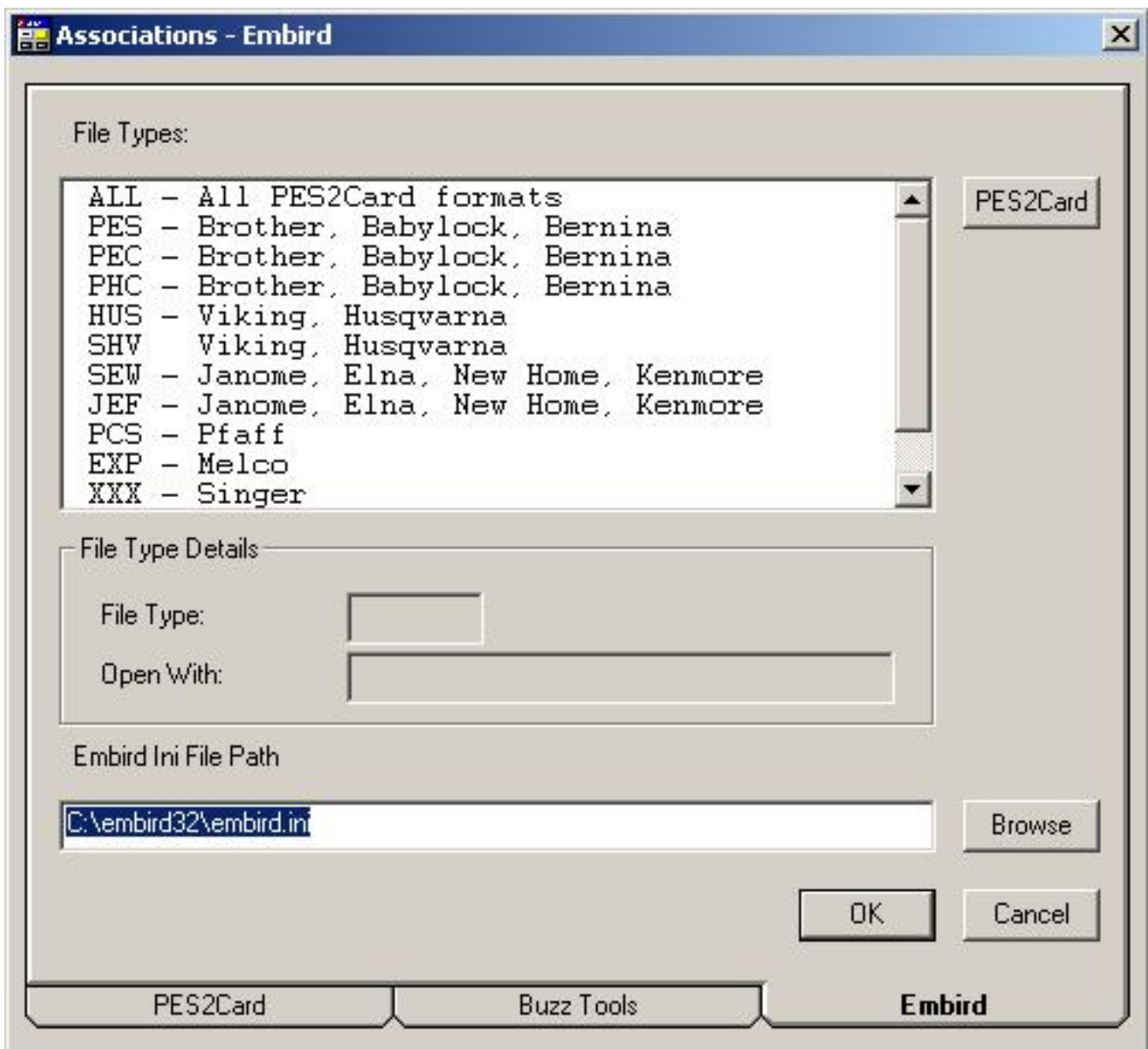
OK to store your associations.

Cancel to discard all changes so far.

PES2Card

Associations - Embird

The Associations - Embird dialog enables you to configure PES2Card Utility as the application you want Embird to send a design to when Embird opens the design in an external application.



The File Types list shows you a list of file types you can configure. The list contains all file

types supported by Embird.

You can set the association for a particular file type to PES2Card Utility by selecting the file type from the file list and press the **PES2Card** button.

Note: when you select a file type from the file list, the current association, if any, will be displayed.

The effect will be that when you browse designs using Embird or select a design using Embird, you can press Right Panel, Open File in External Application... and send it to the [Write Card](#) dialog. This way you can compile a design set to write to a card.

The Thumbnails view in Embird allows you to select multiple designs. All selected designs are sent to PES2Card Utility when you press Right Panel, Open File in External Application...

Buttons

PES2Card to select PES2Card Utility as the external application to open files in.

Clear to erase the Open With field.

Browse to locate the Embird.ini file where the associations are stored.

OK to store your associations.

Cancel to discard all changes so far.

PES2Card

Associate in Explorer

Windows Explorer has a rich set of facilities to move files to applications. The techniques used by Windows Explorer are also used by other application.

There are three methods to get one or more designs from Windows Explorer into PES2Card Utility:

1. [Association](#)
2. [Send To](#)
3. [Drag and Drop](#)

Owners of Designer's Gallery Studio can use the Association and Drag and Drop methods.

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PES2Card

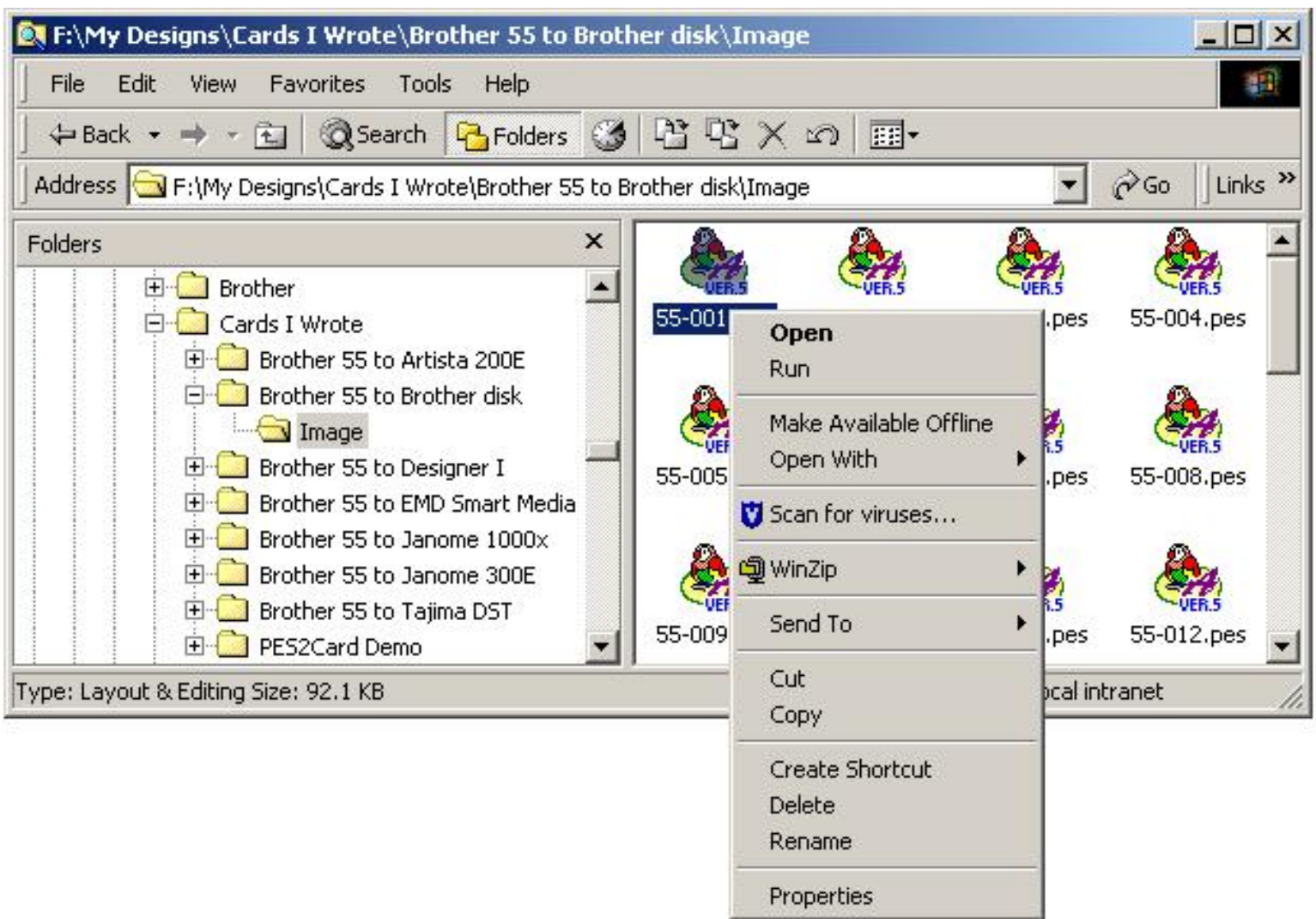
Explorer - Association

Set up an Association

You can set up an association in Windows Explorer by locating a file with the extension you want to set up an association for. Let's assume you want to associate files of type PES with PES2Card Utility. Below you see a set of PES files.



Right click on one of the files and you will see a drop down menu.



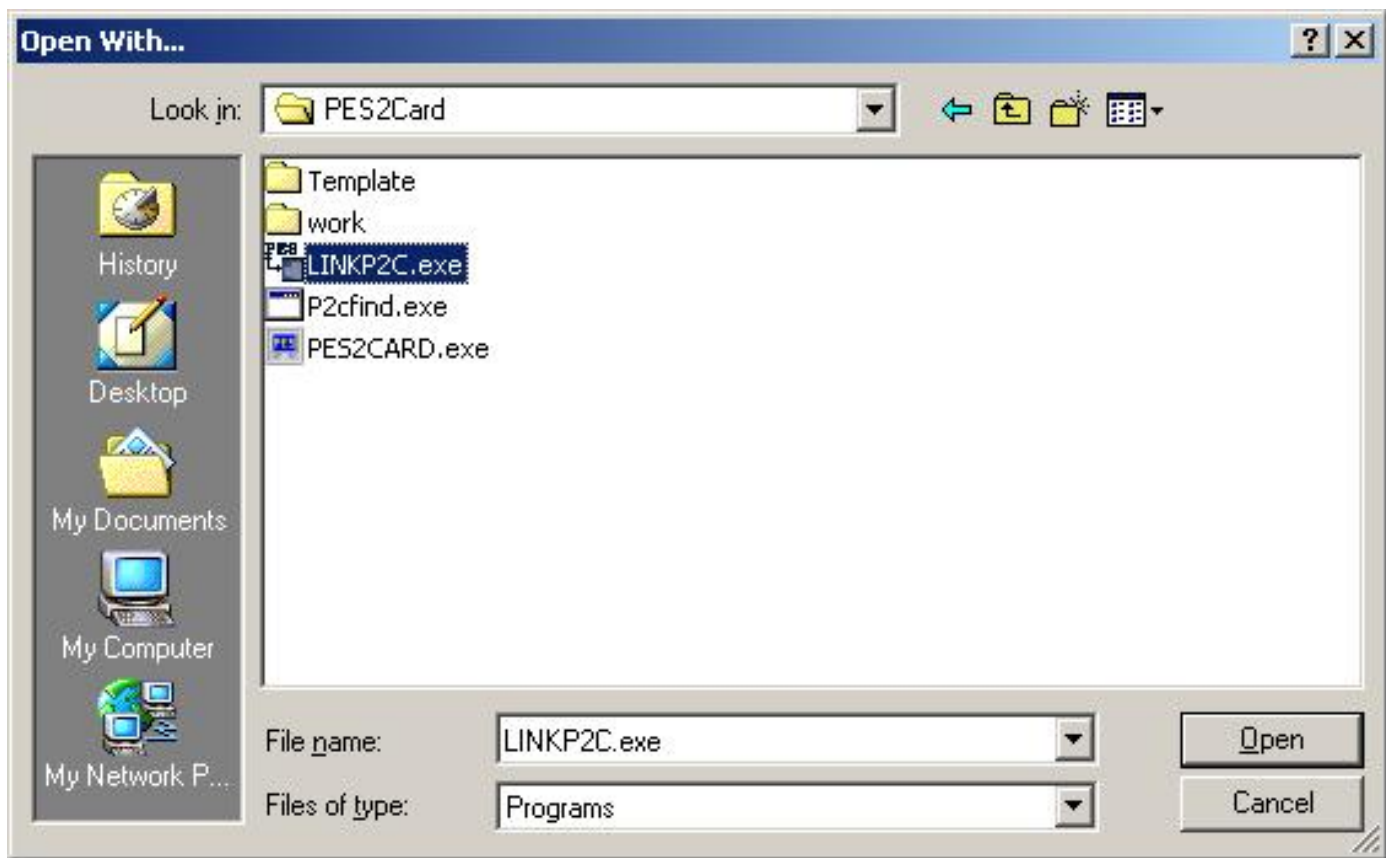
There are two variants of this drop down menu: one that states Open With... and one that states Open With and an arrow at the side like the one above. Left click on **Open with**. In the case above, you will see an addition drop down menu like the one below. The next step will be skipped if Open With... was on the first drop down menu.



Left click on **Choose Program...** and after a short while the Open With dialog appears.



Press **Other...** on the Open With dialog and you will see the Windows Open With... dialog.



Browse to the PES2Card folder. The PES2Card folder is for a standard installation:

C:\Program Files\Computerservice SSHSBV\PES2Card

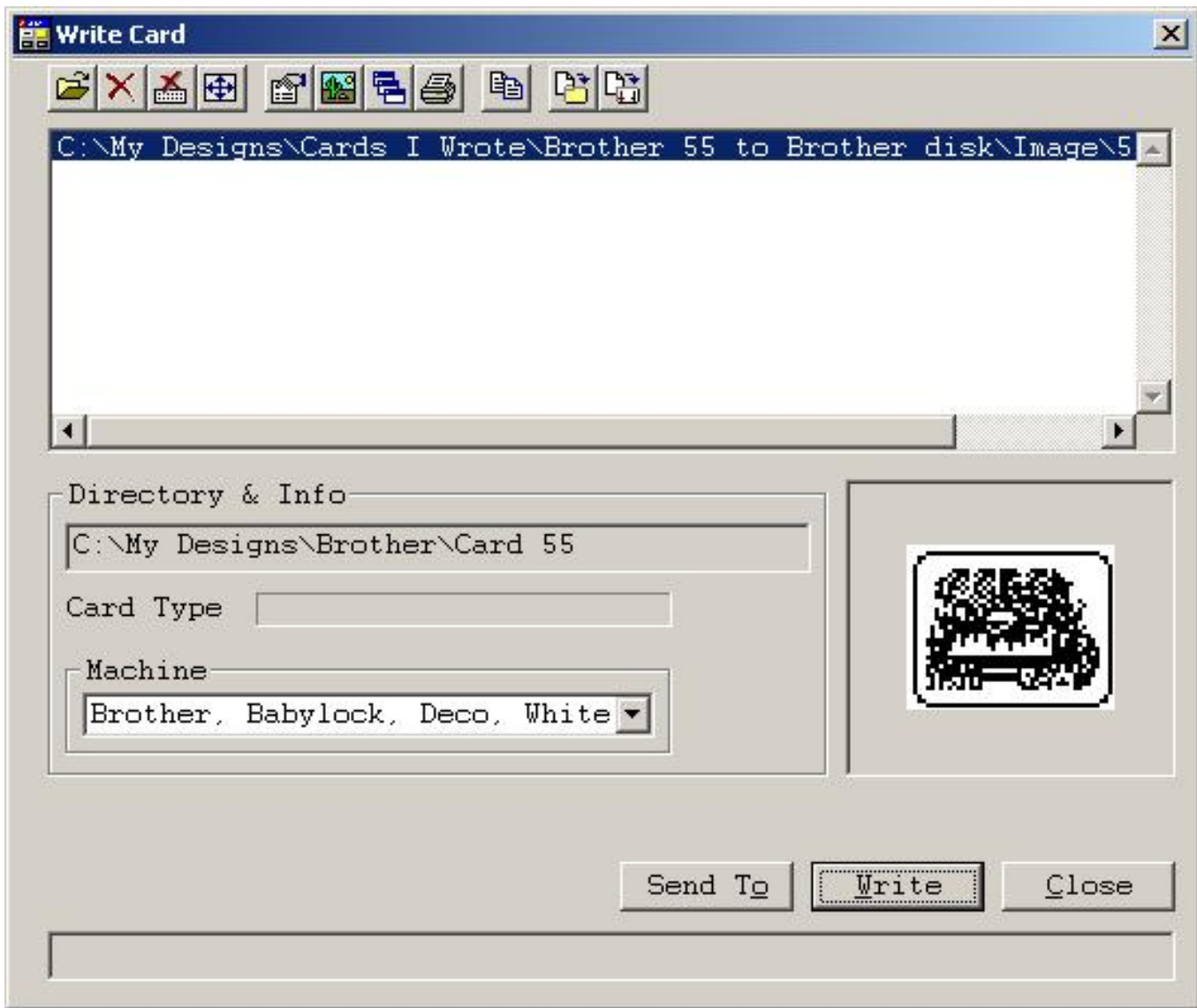
Select LinkP2C.exe in the PES2Card folder by left clicking on LinkP2C.exe and press **Open**. The Open With dialog has now an additional item called PES2Card Link. The PES2Card Link item is already pre-selected.



Don't forget to check **Always use this program to open these files** when you want this association to be the default. Press **OK**.

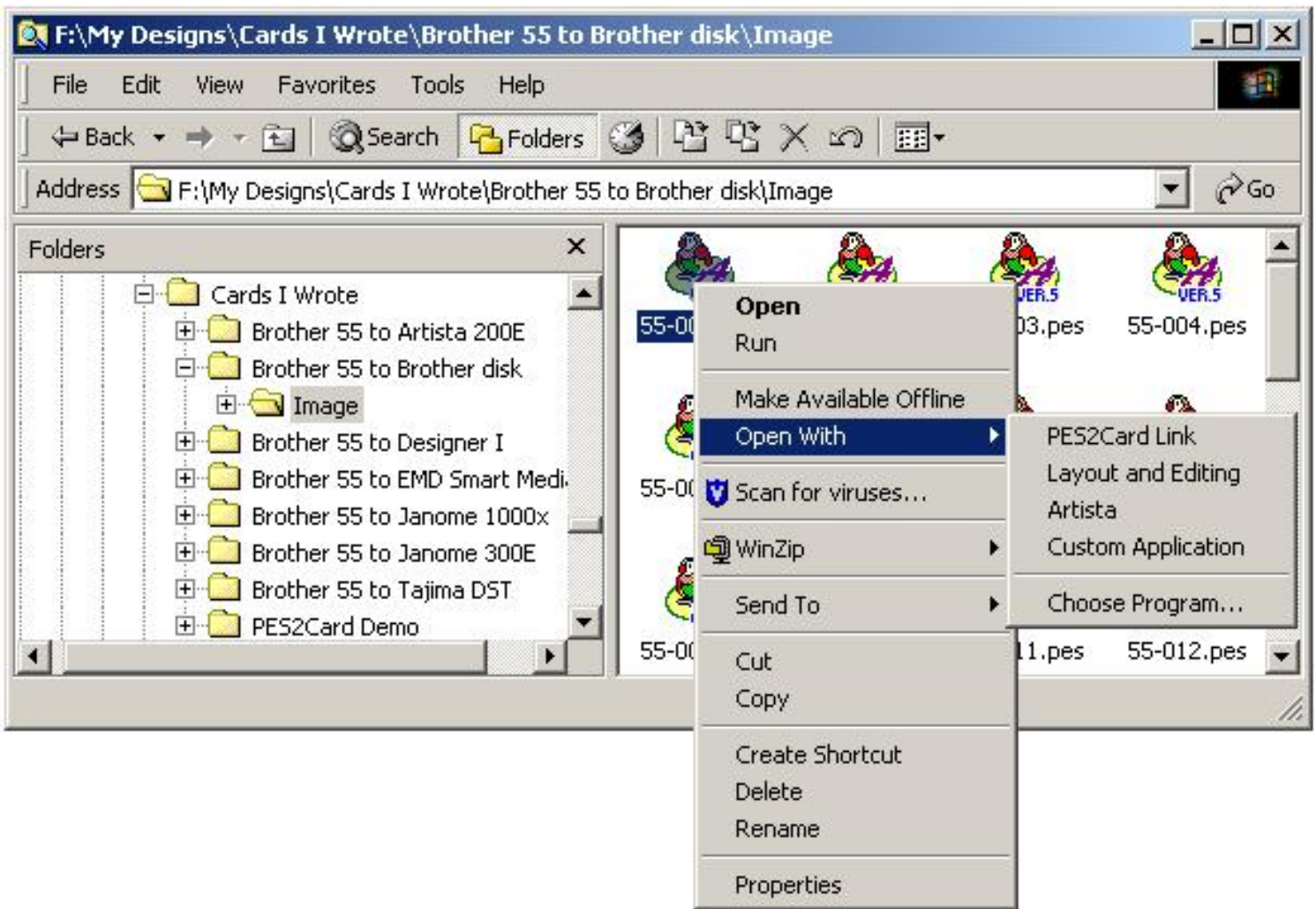


PES2Card Utility will be started automatically and your design is already in the list of designs to write.



From now on, if you double click on a PES file in Windows Explorer, PES2Card Utility will be started and the design you double clicked on will show up in the file list of the Write Card dialog. Once the design has been added to the file list, you can go back to Windows Explorer and double click on an other design to add it to the File list too. In case you want to add multiple designs from the same folder to the file list you can also use the [Drag and Drop](#)

Note: There is a little change to the second drop down menu as you can see below.



When you want to associate subsequent file types with PES2Card Utility, you don't have to browse for LinkP2C.exe. The Open With dialog will contain PES2Card Link. Just click on **PES2Card Link**, check **Always use this program to open these files** if you want to and Press **OK**

PES2Card

Explorer - Send To

Add a destination to the Send To menu.

Open Windows Explorer

The following step is slightly different for the versions of Windows. Pick the step for your version of Windows.

The <Windows> folder is the folder where Windows is installed.

Windows NT

Open the <Windows> folder

Open **Profiles**

Open the folder with your username

Windows 2000

Open the **Documents and Settings** folder on the drive where Windows 2000 is installed

Open the folder with your username

Windows 2003

Open the **Documents and Settings** folder on the drive where Windows 2003 is installed

Open the folder with your username

Windows XP

Open the **Documents and Settings** folder on the drive where Windows XP is installed

Open the folder with your username

Windows Vista

Open the **Users** folder on the drive where Windows Vista is installed

Open the folder with your username

Open the **AppData** folder

Open the **Roaming** folder

Open the **Microsoft** folder

Open the **Windows** folder

Windows ME

Open the <Windows> folder

Windows 98

Open the <Windows> folder

Windows 95

Open the <Windows> folder

From here the procedure is common again for all versions.

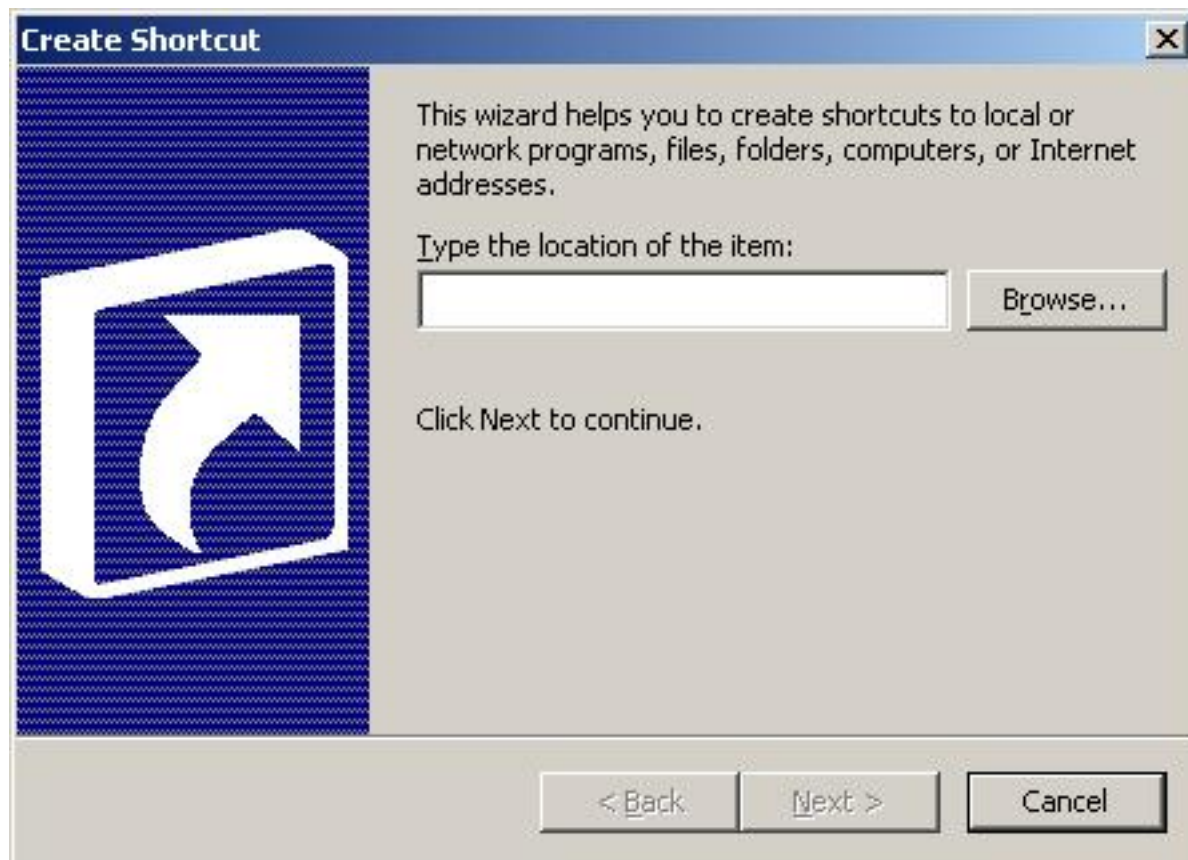
Open the **SendTo** folder

Note The SendTo folder can be hidden. If it is not visible, click **Tools**, click **Folder Options**, Click the **View** tab, and then click **Show hidden files and folders**.

Click the **File** menu

Click **New**

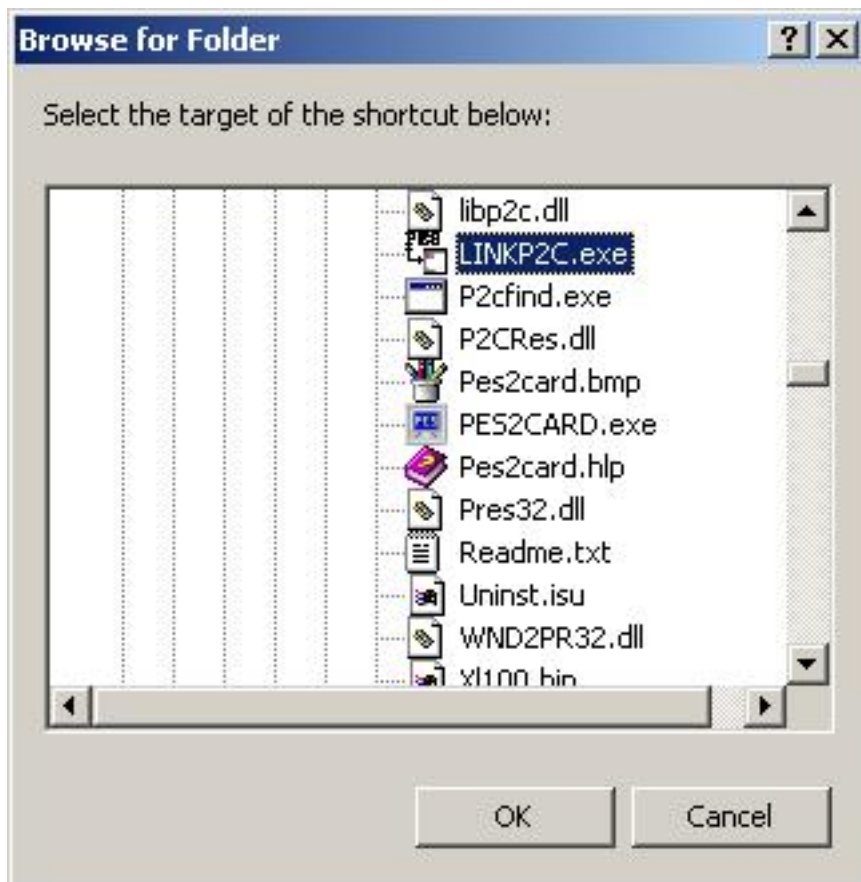
Click **Shortcut**



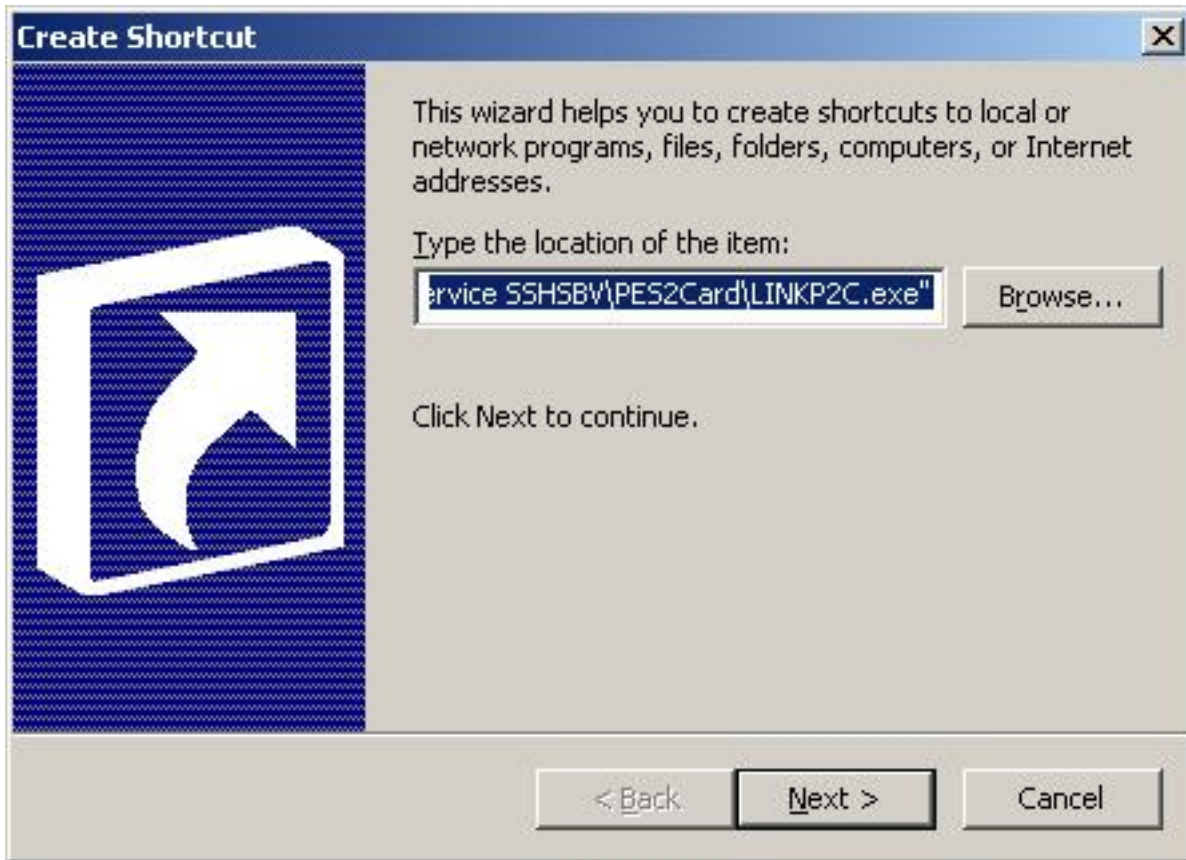
Press **Browse...**



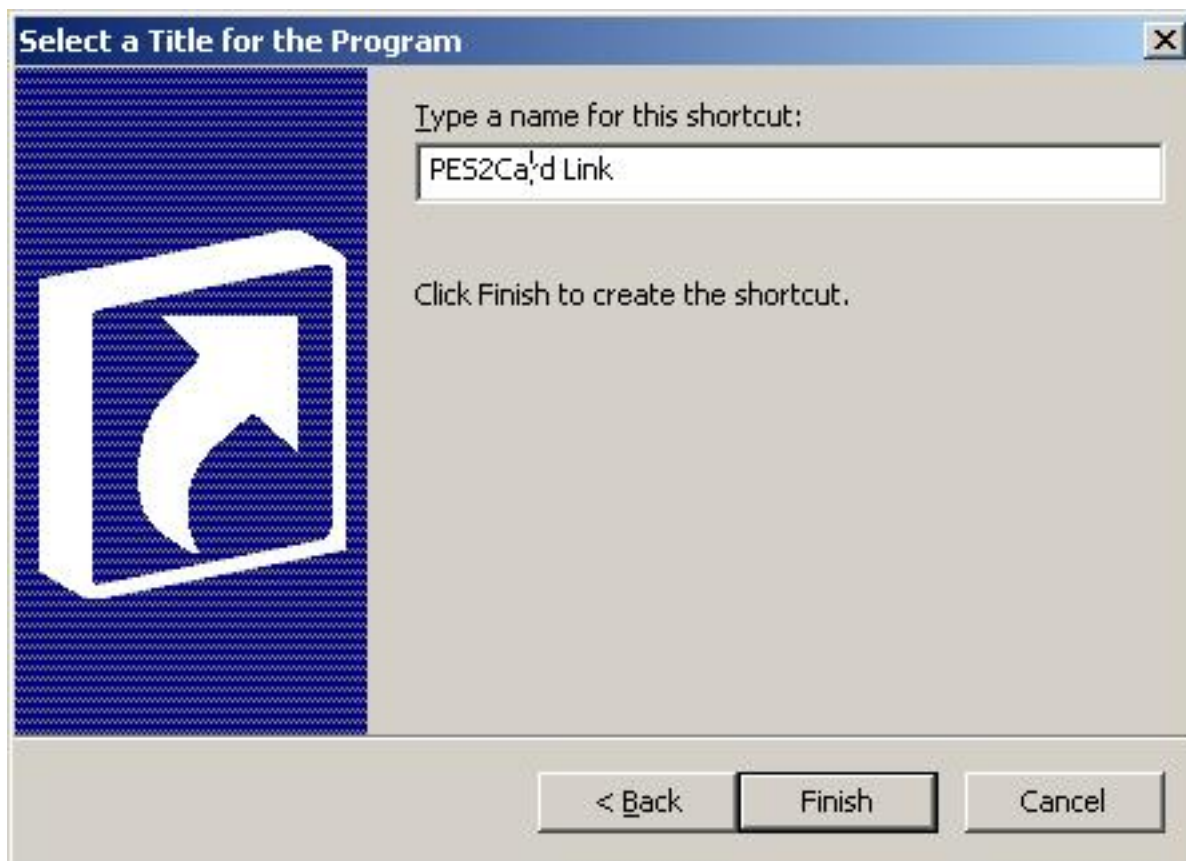
Browse to the PES2Card folder. The PES2Card folder is for a standard installation:
C:\Program Files\Computerservice SSHSBV\PES2Card



Select LinkP2C.exe in the PES2Card folder by left clicking on LinkP2C.exe and press **OK**.



Press **Next**



Replace the text LIMP2C.exe by for example PES2Card Link and press **Finish**.

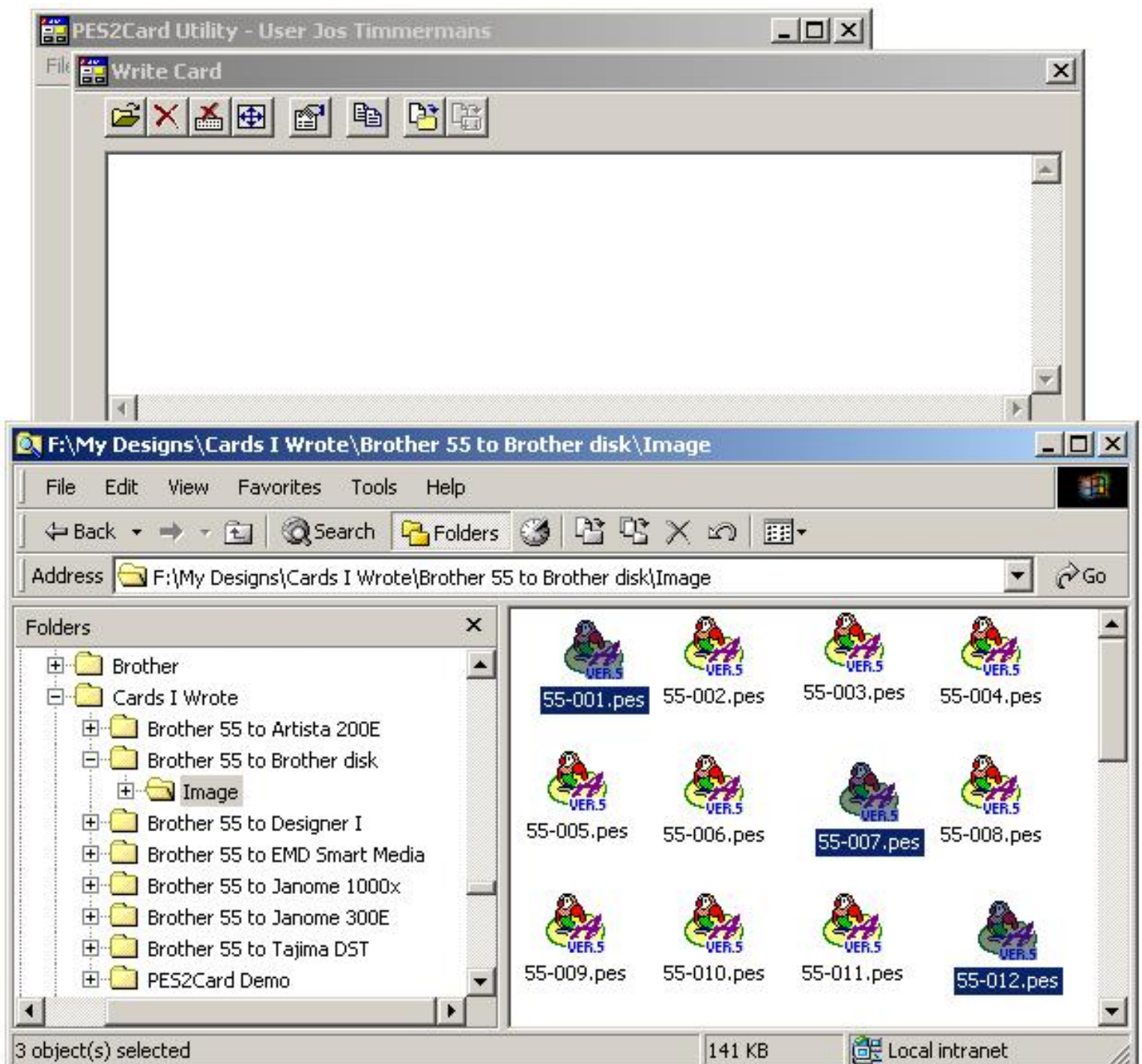
Your drop down menu for Send To will now have the additional PES2Card Link entry. You can now right click on a design in Windows Explorer and send the design to PES2Card Utility. The design will end up in the file list of the Write Card dialog.

PES2Card

Explorer - Drag and Drop

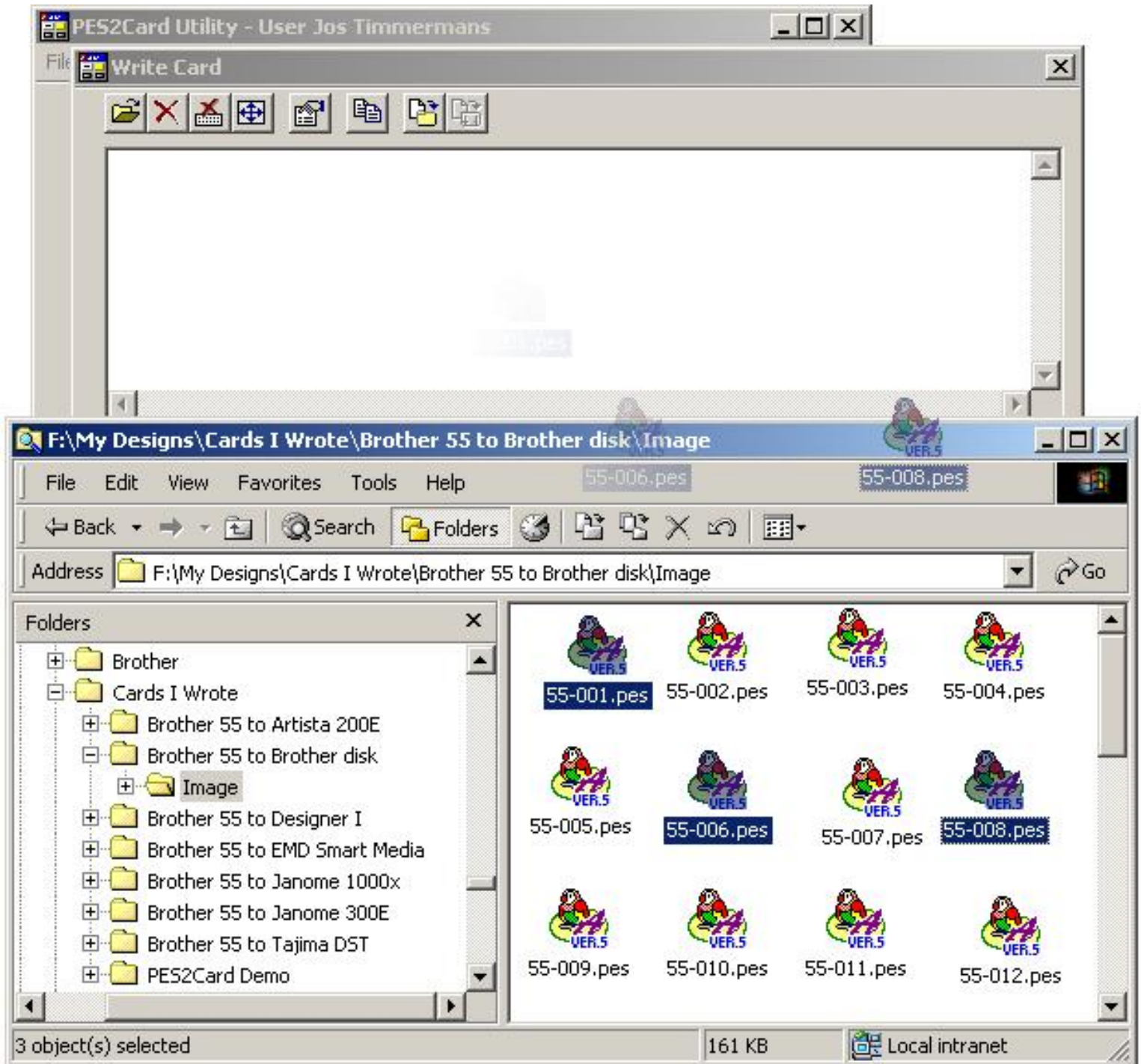
PES2Card Utility provides support for Drag and Drop or rather Drop, if you want to be picky.

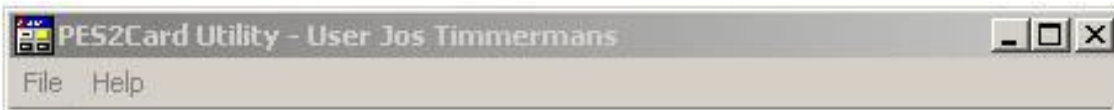
You select one or more designs in Windows Explorer or other application like Designer's Gallery Studio. You do this using the standard Windows [selection](#) method.





When done selecting move the mouse cursor above one of the selected designs and press and hold the left mouse button. Start moving the mouse to the file list of the Write Card dialog.

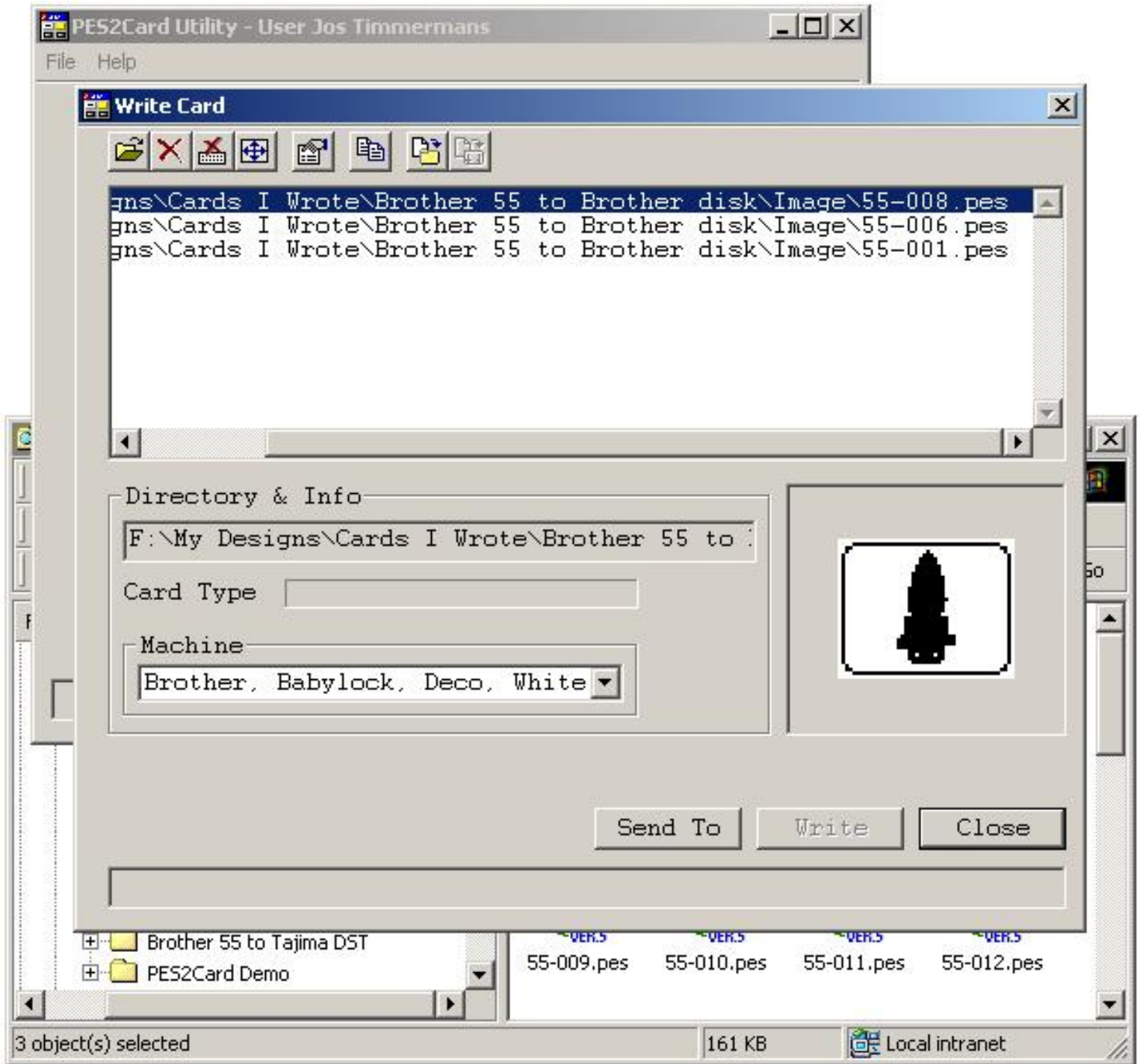




Write Card



Once above the file list of the Write Card dialog, release the left mouse button.

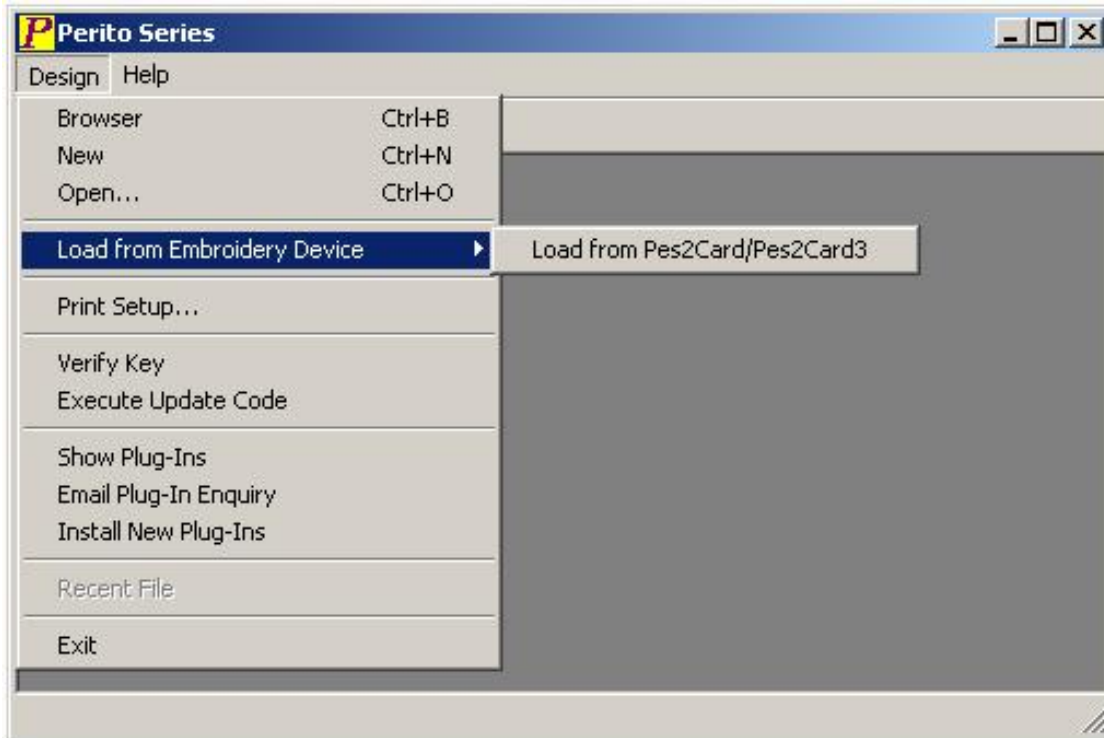


The designs are added to the file list on the Write Card dialog.

PES2Card

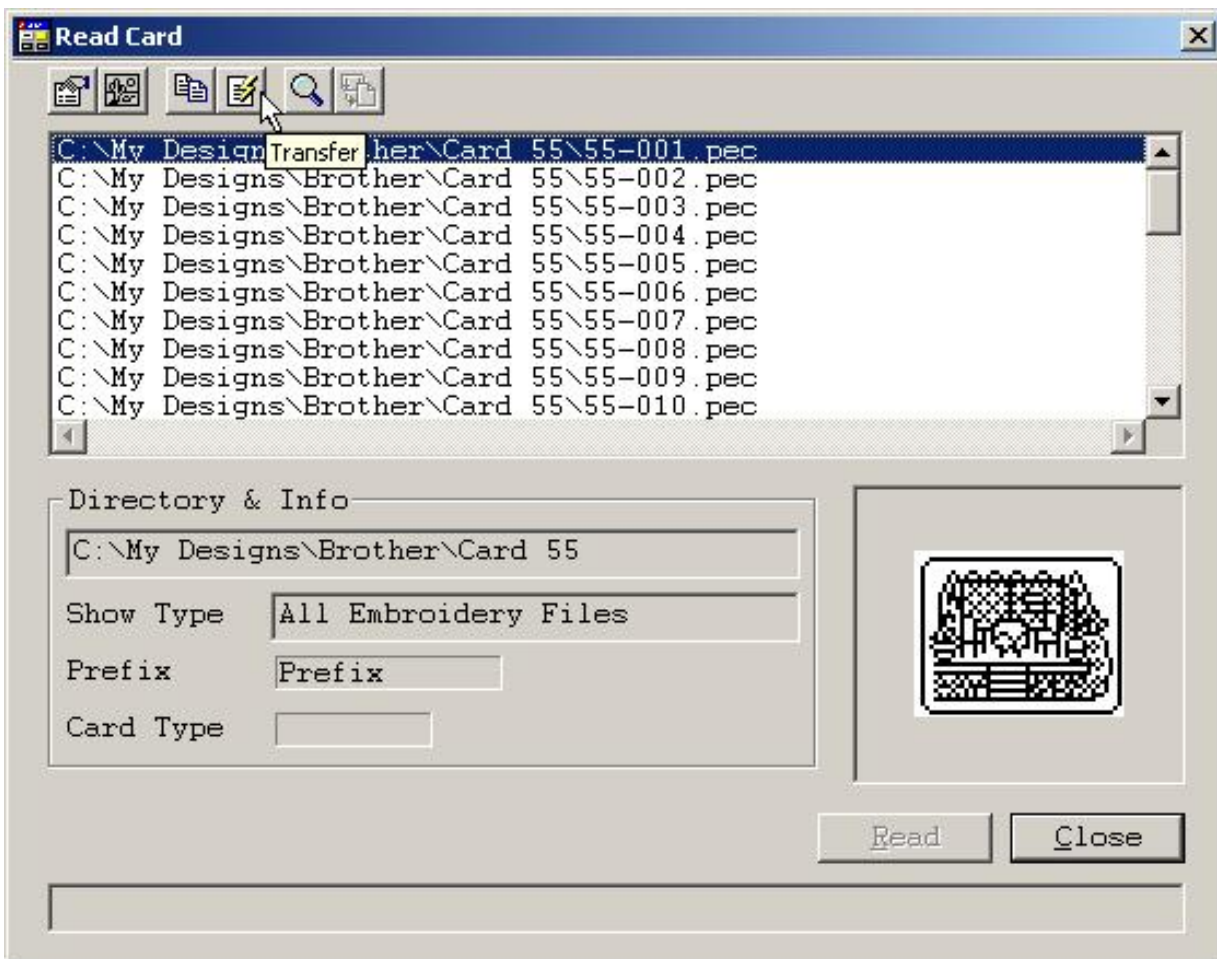
Associations - Perito Modulo

Perito Modulo has taken the integration with PES2Card and PES2Card3 one step further. Perito Modulo has an interface where you can load a design from a card and send it back to Perito Modulo.

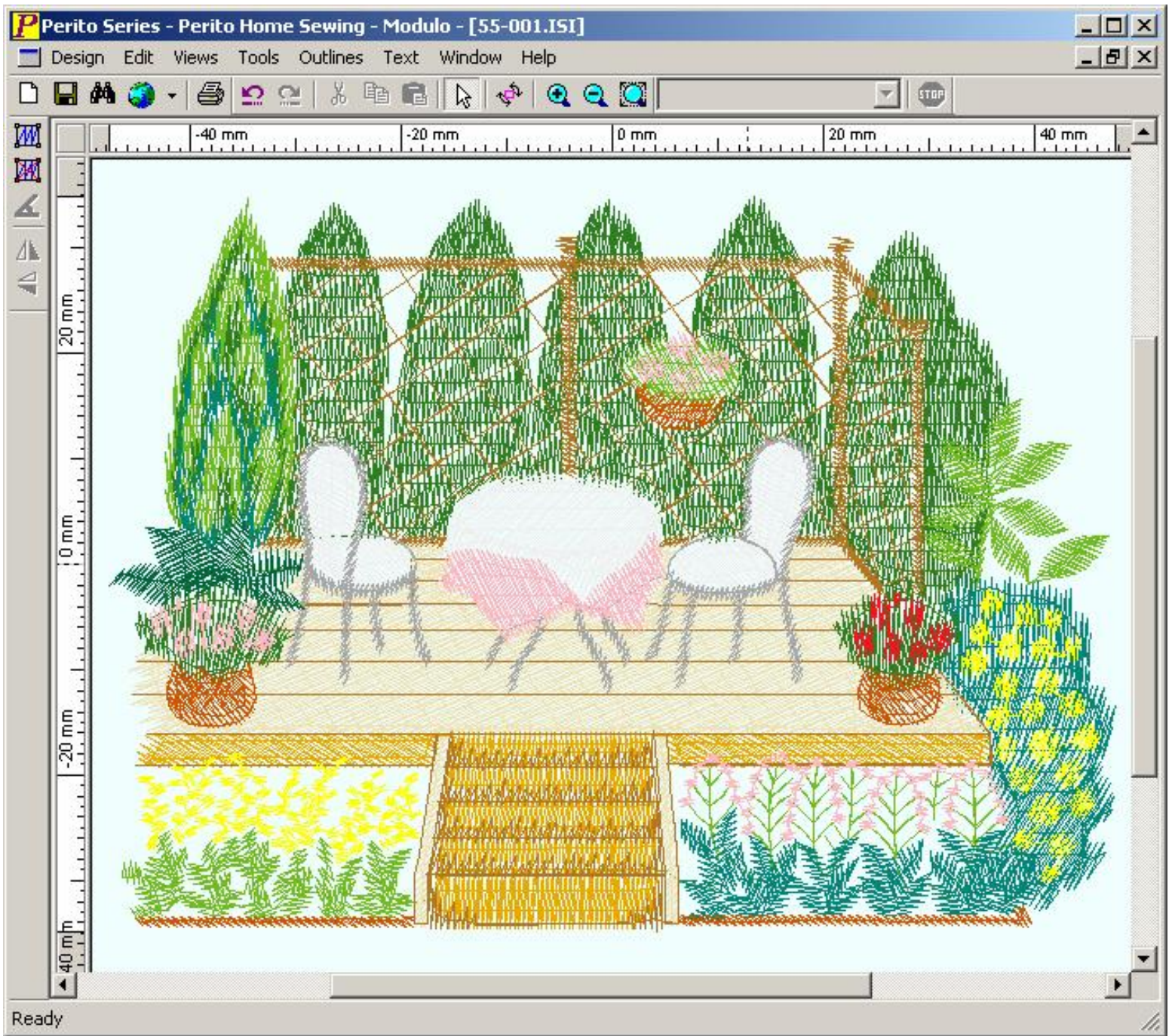


In Perito Modulo, click on **Design**, click on **Load from Embroidery Device** and finally click on **Load from Pes2Card/ Pes2Card3**. Perito Modulo starts PES2Card Utility and informs PES2Card Utility of its capabilities.

You can now read a card or browse around until you have found the design you wanted to work on in Perito Modulo. Select the design and press the **Transfer** button.



PES2Card Utility will start a new instance of Perito Modulo. PES2Card Utility has done any conversion if needed during the transfer.



The design is now loaded in a new instance of Perito Modulo.

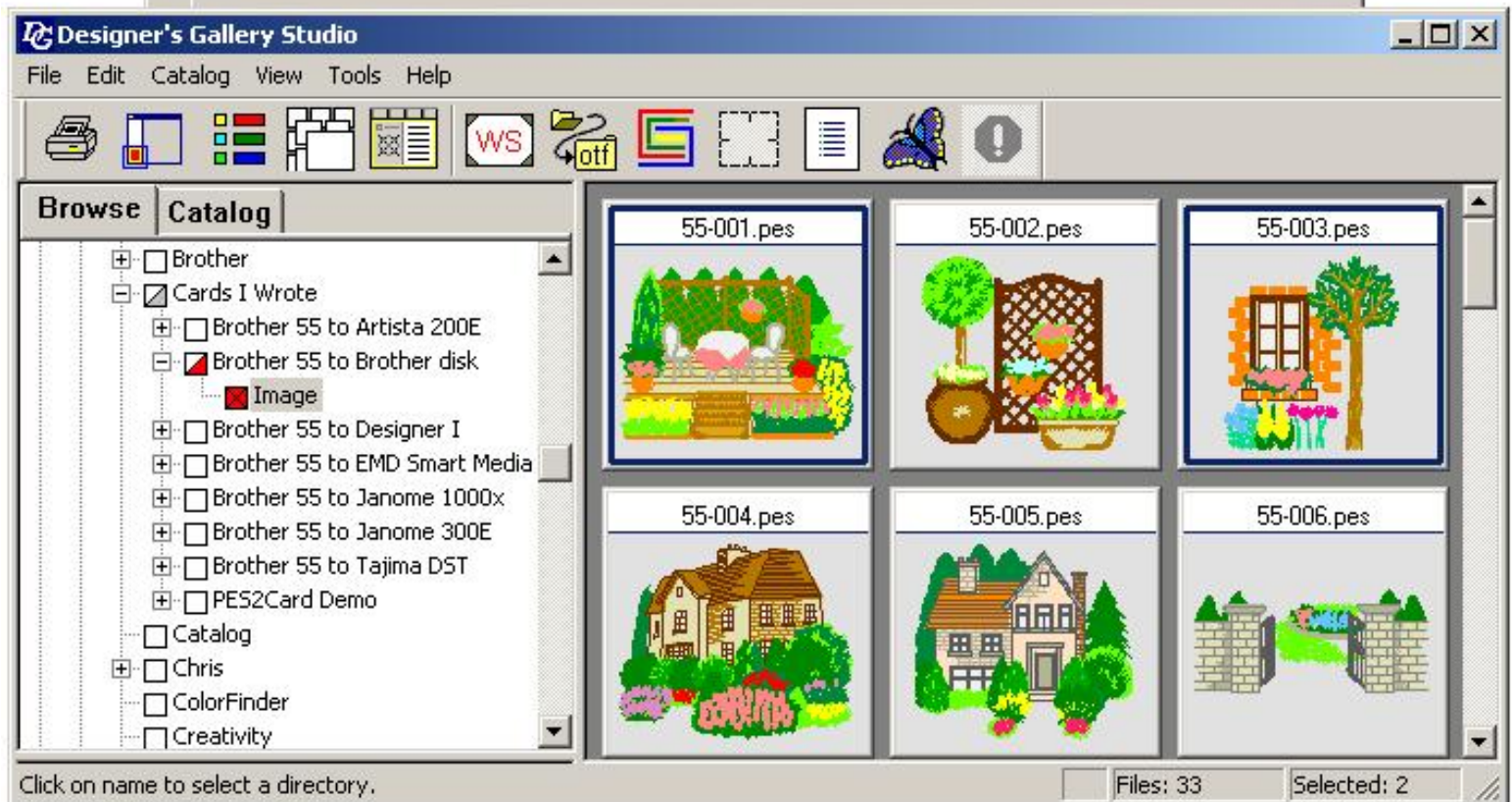
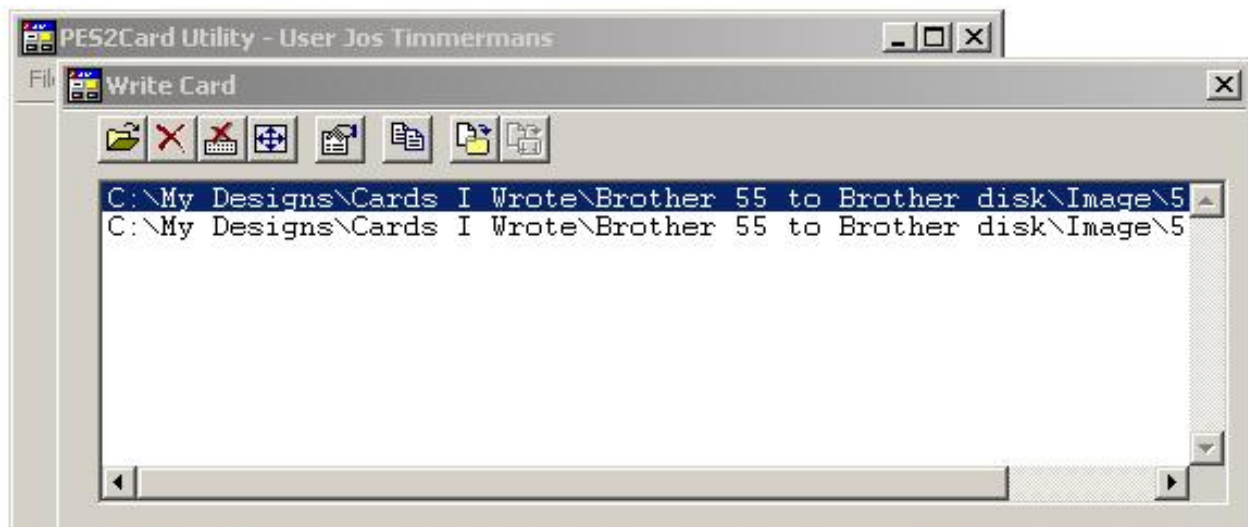
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PES2Card

Associations - Designer's Gallery Studio

Designer's Gallery Studio facilitates the double click facilities in the same way as Windows Explorer does. Configure the association for the file type in [Windows Explorer](#) and when you double click on a design in the thumbnail view, the design gets sent to PES2Card Utility.

Designer's Gallery Studio also supports Drag and Drop. Select the designs you want to transfer to PES2Card Utility, drag them to the file list of the Write Card dialog and drop the designs.



Click on name to select a directory.

Files: 33

Selected: 2

Above you can see the two selected designs dropped in the file list of the Write Card dialog.

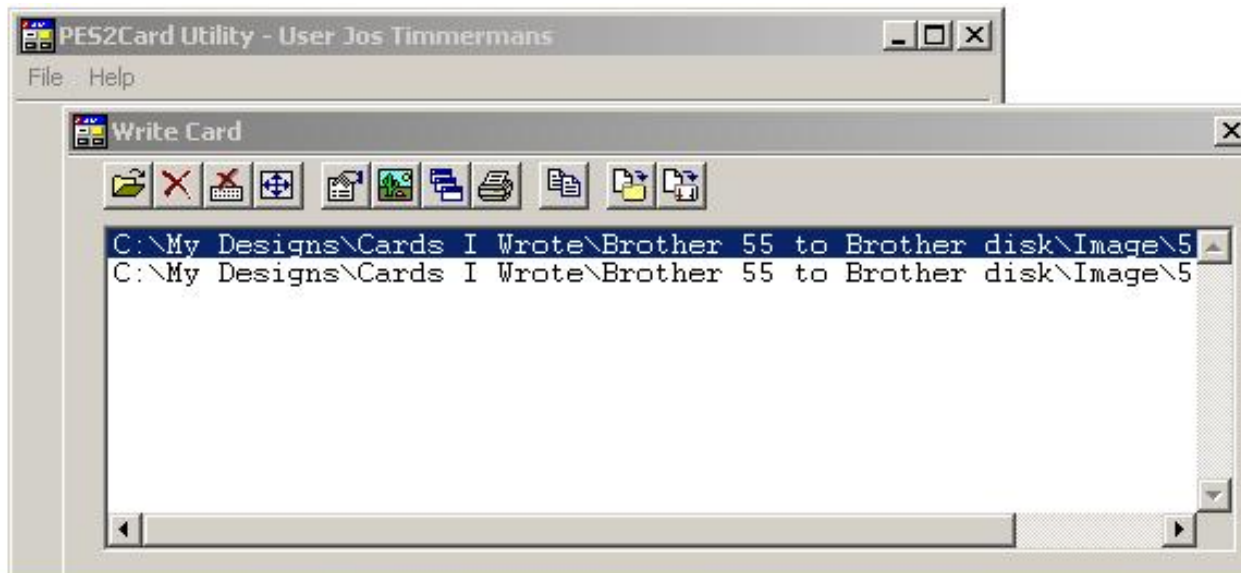
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PES2Card

Associations - BuzzXplore

BuzzXplore facilitates the double click facilities in the same way as Windows Explorer does. Configure the association for the file type in [Windows Explorer](#) and when you double click on a design in the thumbnail view, the design gets sent to PES2Card Utility.

BuzzXplore also supports Drag and Drop. Select the designs you want to transfer to PES2Card Utility, drag them to the file list of the Write Card dialog and drop the designs.





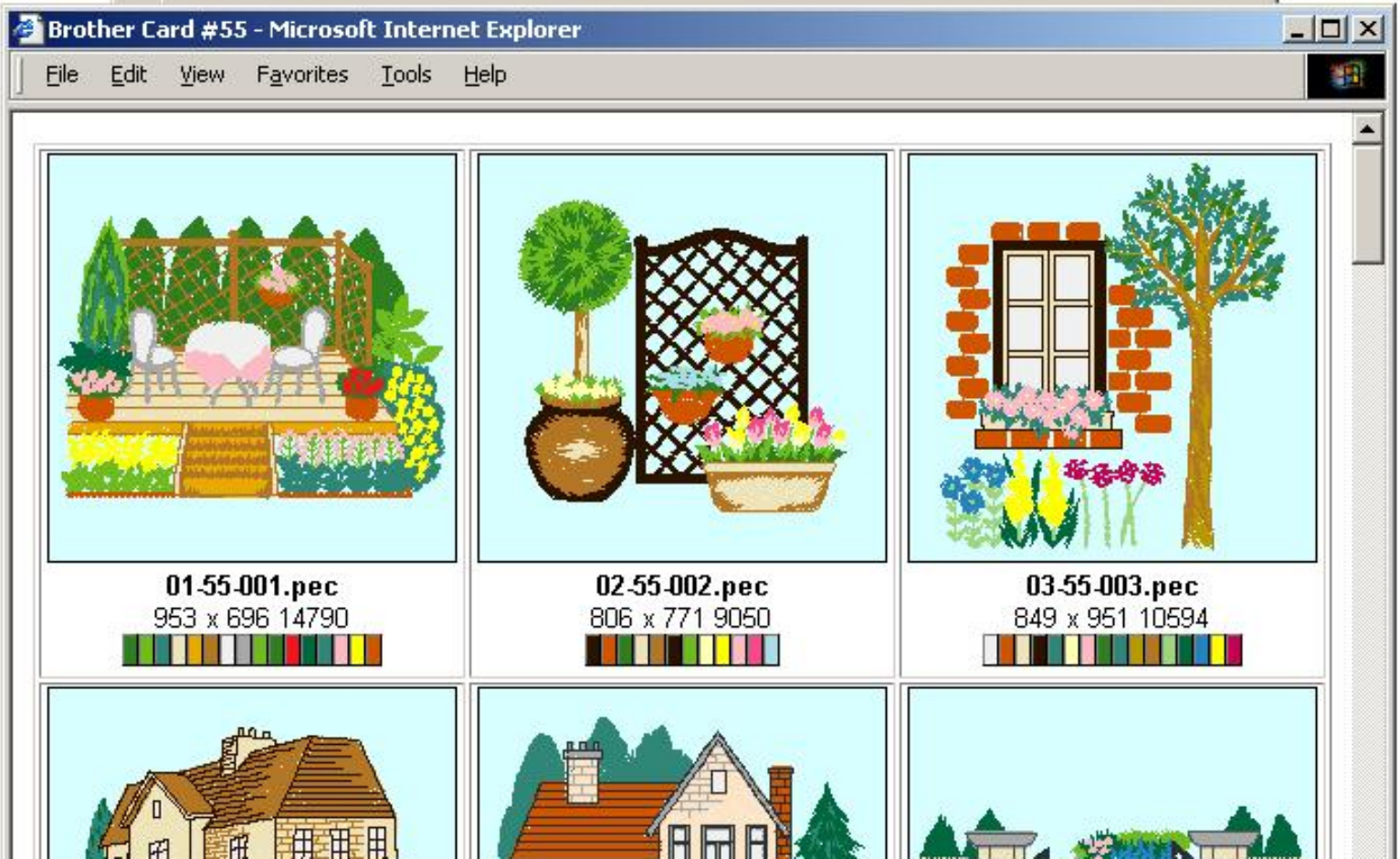
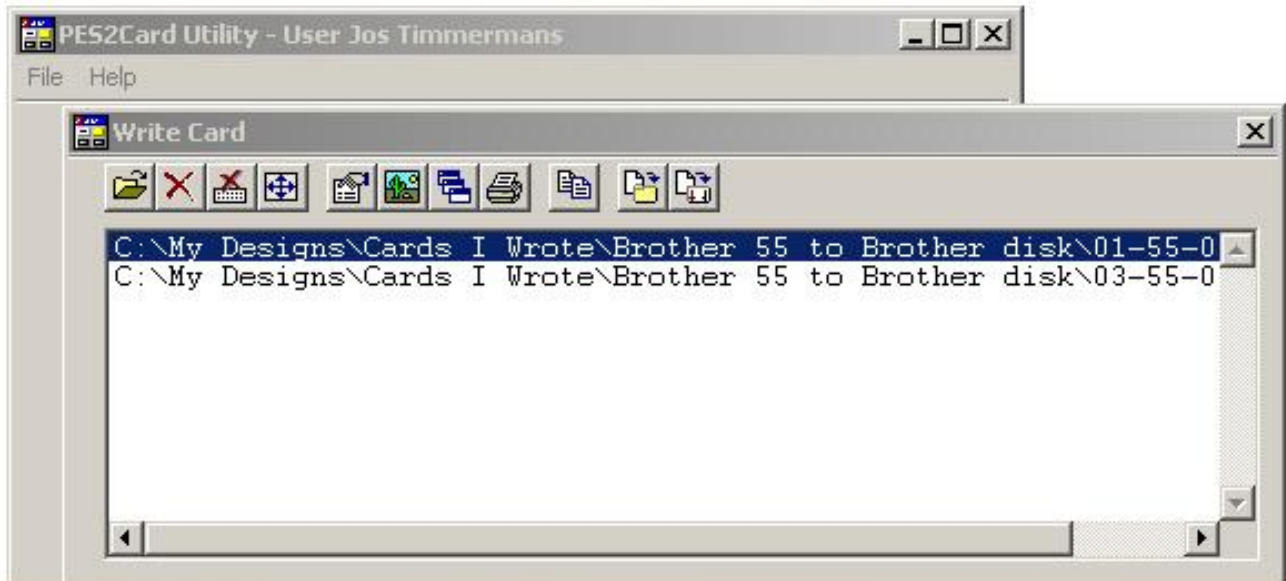
Above you can see the two selected designs dropped in the file list of the Write Card dialog.

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PES2Card

Associations - PES2Card Catalog

The PES2Card Catalog supports Drag and Drop facilities. Select the design you want to transfer to PES2Card Utility, drag the design to the file list of the Write Card dialog and drop the design. When you want to drag and drop multiple designs, repeat this process for the other designs.





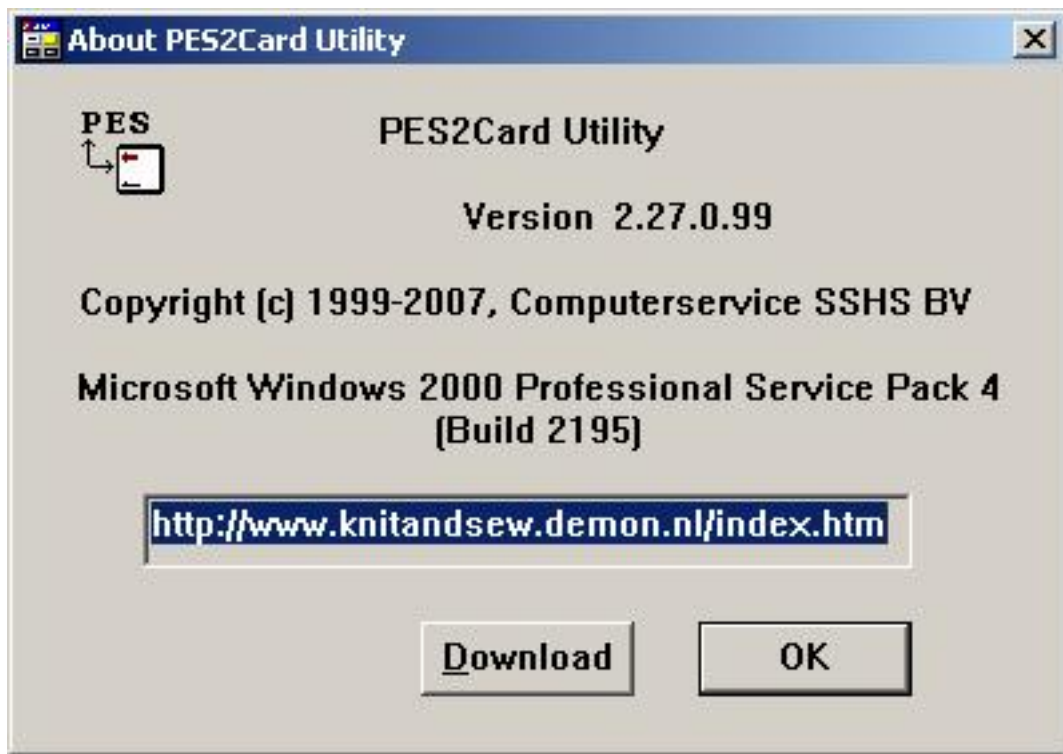
Above you can see two selected designs dropped in the file list of the Write Card dialog.

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PES2Card

About PES2Card Utility

The About dialog of PES2Card Utility provides version information.



You can see above the version of PES2Card Utility.

You can also see which flavor of Windows you are using and which version of that flavor. The next field gives the home address of the PES2Card website. You can copy the text by holding down the **Ctrl** key, pressing **C** and releasing the **Ctrl** key. You can paste the data in the address field of your browser by activating your browser, selecting the text in the address bar of your browser and then pressing the **Ctrl** key, pressing **V** and releasing the **Ctrl** key.

The **Download** button will start your browser and try to go to the download page where the latest version of PES2Card Utility can be downloaded. After pressing **Download**, press **Close** on the confirmation dialog that the browser is started.

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PES2Card

Exit

The Exit dialog is the very last dialog in the lifetime of PES2Card Utility.



Press **OK** to confirm that you really want to stop using PES2Card Utility or **Cancel** to continue using PES2Card Utility.

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PES2Card

Configuration Topics

[Com Port](#)

[Connection failed](#)

[Process timed out](#)

[Retrieving Version](#)

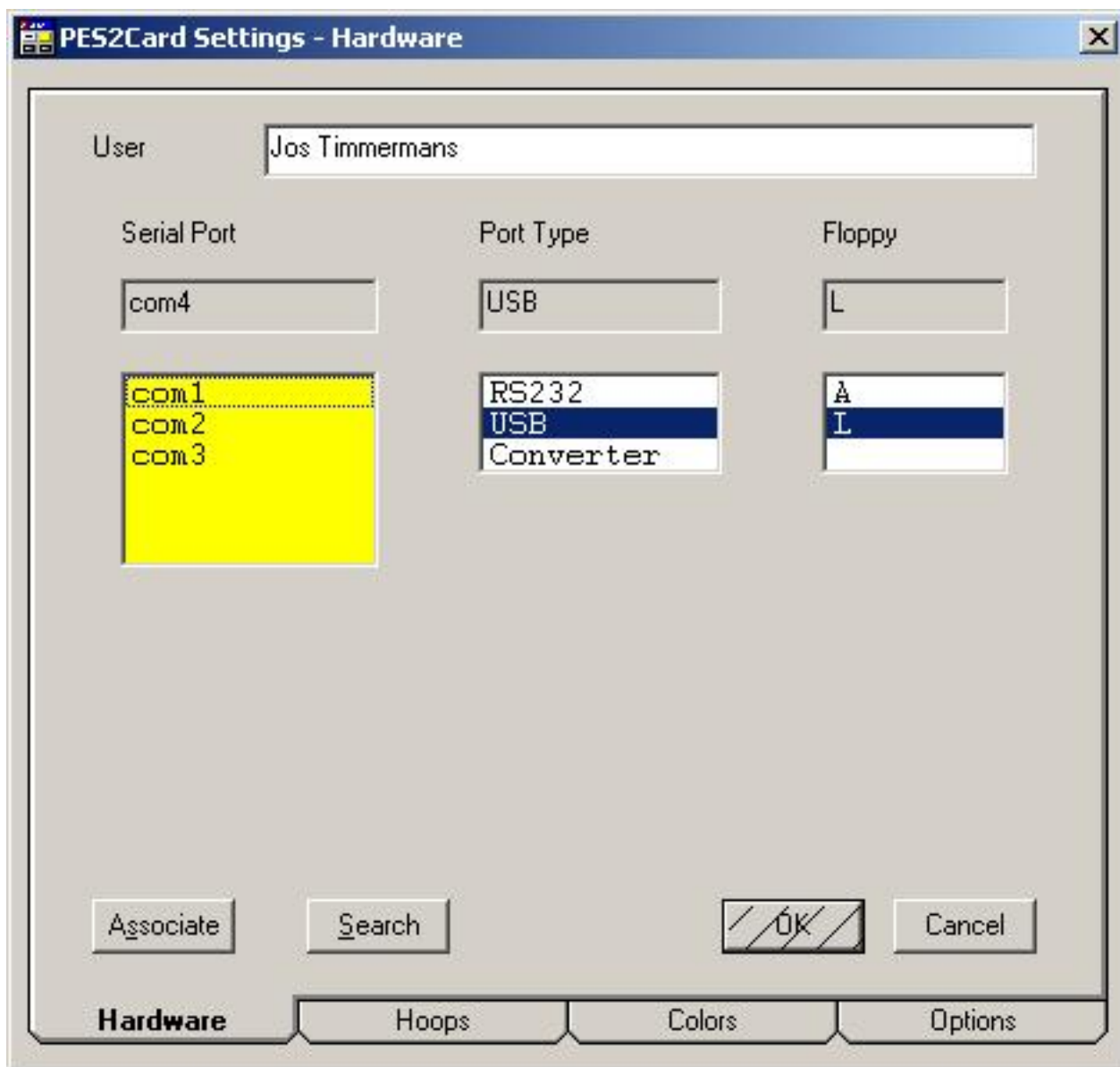
[Gray Buttons](#)

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PES2Card

Com Port

You see the dialog below when you start PES2Card Utility and the com port configured doesn't exist or is not accessible



There can be a number of reasons why the com port is no longer available:

1. An other device uses the com port
2. The USB PES2Card or USB PES2Card3 card module is not powered on
3. The USB cable is unplugged
4. ...

When you see this dialog, you need to correct the situation.

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PES2Card

Connection failed

You see the dialog below when you start PES2Card Utility and the com port cannot be opened or cannot be configured.



The most likely case for this message is that you have configured a com port to be a USB port, where actually it is a serial port.

PES2Card

Communication process timed out

You see the dialog below when you start PES2Card Utility and the communication process doesn't respond within the allocated timeframe.



The most likely cause here is that you received an earlier message stating "Connection failed". If you don't confirm this message in the timeframe allocated, you will see the timeout message.

This message can also happen during Card Write. There is a time limit on how long write and erase commands may take. When this time is exceeded, the message above is shown. What this normally means is that the card is either defect or approaching end of life.

PES2Card

Retrieving Card Module Version

You might see the little dialog below when starting PES2Card Utility.



PES2Card Utility needs to know the version of the card module to work out what the card module is capable of writing. If you don't see the little dialog above, don't worry; it normally goes so quick that you didn't even notice. In case you see it for a number of seconds, PES2Card Utility cannot communicate with the card module. This can also happen just after installation of a new PES2Card or PES2Card3 card module.

After the Retrieving Card Module Version dialog you will be automatically reverted to the main dialog.

When the version was retrieved successfully, you will see:



When the version was not retrieved successfully, you will see:



which is called "[Gray Buttons](#)".

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PES2Card

Gray Buttons

When PES2Card Utility cannot communicate with the PES2Card or PES2Card3 card module, you will see the main dialog below.



When you see the main dialog with the two gray buttons, you cannot read or write cards. Also some other functions of PES2Card Utility don't work if there is no communication with a card module. You first need to resolve the communication problem. In the majority of cases this can be resolved by setting the com port and port type under [PES2Card Settings - Hardware](#).

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PES2Card

Getting Started

Getting Started is a quick start procedure that assumes all goes right.
On the back of the PES2Card or PES2Card3 card module you find:



the power connector.

PES2Card or PES2Card3 comes with either:



a USB connector

or



a serial connector

Some PES2Card or PES2Card3 card modules have both interfaces.

There are two variants for the two hardware interfaces the PES2Card and PES2Card3 card modules support:

[Getting Started Serial](#)

[Getting Started USB](#)

PES2Card

Getting Started USB or Serial

Some PES2card or PES2Card3 card modules have both USB and Serial connectivity. You can use these one at a time; not both at the same time. Note: you may only have one of the two cables connected to the PES2Card or PES2Card3 card module at the same time.

For instructions on how to get started, please see:

[Getting Started USB](#) for the USB connection.

[Getting Started Serial](#) for the Serial connection.

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PES2Card

Getting Started Serial

Part list Serial

1. [PES2Card](#) or [PES2Card3](#) or [PES2Card3-SE](#) card module
2. Power adapter
3. Serial Cable
4. CDROM containing PES2Card Utility software

Software Installation

Note: INSTALL SOFTWARE BEFORE CONNECTING CARD MODULE TO YOUR COMPUTER

1. Insert PES2Card installation CD in CDROM drive
2. PES2Card installation program will come up automatically
3. In case autorun is disabled on your computer, locate the CD Rom and double click Autoplay.exe in the root of the CD
4. Click on PES2Card/PES2Card3 Installer
5. Click on Install PES2Card/PES2Card3
6. Follow the on screen instructions, the InstallShield install wizard will guide you through the process
7. After a successful installation, the main dialog of PES2Card Utility is displayed.

Note 1: It is recommended that you install PES2Card Utility to the default folder.

Note 2: The PES2Card Utility main dialog shows 4 black buttons and 2 [gray buttons](#).

Hardware Installation

1. Turn your computer off
2. Connect the [male](#) connector of the serial cable to the [serial](#) port on the back of your card module
3. Connect the [female](#) connector of the serial cable to a free com port of your computer

(com1 = default)

4. Plug the power adapter into a power outlet
5. Plug opposite end of power adapter into the back of the card module
6. Observe that the green light comes on and that the red/green light flashes at least once red/green and then stays off
7. Turn your computer on

Configuration

1. [Start PES2Card Utility](#)
2. The main dialog of PES2Card Utility is displayed
3. In case you see six black buttons, there is no need for configuration of the serial port and you're done
4. Press **Settings**
5. The [PES2Card Settings - Hardware](#) dialog is displayed
6. If you know the com port, select the com port by clicking on it and select RS232 by clicking on RS232
7. Alternatively, press [Search](#) to have PES2Card Utility search for the card module
8. Press **OK** to accept you settings
9. Port configuration is now complete and the PES2Card main dialog is displayed showing 6 black buttons

PES2Card

Getting Started USB

Part list USB

1. [PES2Card](#) or [PES2Card3](#) or [PES2Card3-SE](#) card module
2. Power adapter (optional for PES2Card3-SE)
3. USB Cable
4. CDROM containing PES2Card Utility software

Software Installation

Note: INSTALL SOFTWARE BEFORE CONNECTING CARD MODULE TO YOUR COMPUTER

1. Insert PES2Card installation CD in CDROM drive
2. PES2Card installation program will come up automatically
3. In case autorun is disabled on your computer, locate the CD Rom and double click Autoplay.exe in the root of the CD
4. Click on PES2Card/PES2Card3 Installer
5. Click on Install PES2Card/PES2Card3
6. Follow the on screen instructions, the InstallShield install wizard will guide you through the process
7. After a successful installation, the main dialog of PES2Card Utility is displayed.

Note 1: It is recommended that you install PES2Card Utility to the default folder.

Note 2: The PES2Card Utility main dialog shows 4 black buttons and 2 [gray buttons](#).

Hardware Installation

1. Turn your computer off
2. Connect the [B](#) connector of the USB cable to the [USB](#) port on the back of your card module
3. Connect the [A](#) connector of the USB cable to a free USB port of your computer

4. Plug the power adapter into a power outlet
5. Plug opposite end of power adapter into the back of the card module
6. Observe that the green light comes on and that the red/green light flashes at least once red/green and then stays off
7. Turn your computer on with the CDROM still in the CDROM drive
8. In case the PES2Card/PES2Card3 installer gets started, stop it by pressing **Exit**
9. Windows will report "new hardware found"
10. Preferably let Windows find the drivers
11. If not found, inform Windows that the drivers are on the CDROM
12. If and When Windows claims that the drivers are not compatible, press "Continue Anyway"
13. The USB Serial Converter device is now installed
14. Windows will report again "new hardware found"
15. Preferably let Windows find the drivers
16. If not found, inform Windows that the drivers are on the CDROM
17. If and When Windows claims that the drivers are not compatible, press "Continue Anyway"
18. The USB Serial port is now installed
19. Installation completed

Configuration

1. [Start PES2Card Utility](#)
2. The main dialog of PES2Card Utility is displayed
3. In case you see six black buttons, there is no need for configuration of the serial port and you're done
4. Press **Settings**
5. The [PES2Card Settings - Hardware](#) dialog is displayed
6. If you know the USB Serial port, select this com port by clicking on it and select USB by clicking on USB
7. Alternatively, press [Search](#) to have PES2Card Utility search for the card module
8. Press **OK** to accept you settings
9. Port configuration is now complete and the PES2Card main dialog is displayed showing 6 black buttons
10. On some systems a reboot is required after the installation of the USB drivers

Knit and Sew

Dialog Manager

Dialog Manager is, as its name suggests, a package that manages dialogs. Dialog Manager makes the life of the Windows dialog programmer easier by taking away the boring Windows dialog hassle, enabling the programmer to concentrate on user functionality.

Dialog Manager also provides additional functionality on top of the Windows dialog functionality.

The visible additional features used in this application include:

- Hatched buttons: a button is dependent on the contents of one or more fields, where the fields don't meet the expectations of the button. The user can click a hatched button to find out which fields don't meet the expectation of the button.
- Field coloring: when a button has the focus, fields on which the button depends are colored to show the user that user action is required.
- Propagation: when a row in a table is selected, the fields in the row are propagated into individual fields.

Knit and Sew

Dialog Manager - Introduction

A Dialog Manager application presents you with one or more dialogs.

[Getting Help For a Dialog.](#)

A dialog can contain:

- [Buttons](#)
- [Single-line Fields](#)
- [Multi-line Fields](#)
- [TableBoxes](#)
- [TickBoxes](#)

You can use the mouse or the keyboard to navigate a dialog.

[Access Keys](#)

[Scroll Bar](#)

[Initial Focus and Tab Order](#)

[Coloring](#)

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Knit and Sew

Dialog Manager - Buttons

A dialog normally contains an **OK** button, a **Cancel** button, and one or more action buttons. You can 'press' a button with a mouse click or with the keyboard:

- Pressing the **Enter** key is equivalent to pressing the default button, which is the button with a heavy dark border. The default button is the one that has the [focus](#), or, if no button has the focus, the one set up as the default. The Dialog Manager makes the last button pressed the default.
- Pressing the spacebar is equivalent to pressing whichever button has a dotted rectangle around its text label.
- If a button's label contains an underlined character, pressing the **Alt** key together with that character's key is equivalent to pressing that button.

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Dialog Manager - Fields

A single-line field is for display or entry of a character string. When a Dialog first displays, a field in which you can enter text is usually empty, but in some cases it contains default text. When a field allows you to enter text, you can click to place the cursor within the existing text and use the keyboard to edit it. The **Home** key moves the cursor to the beginning of the string, and the **End** key moves it to the end. The **Delete** key deletes characters following the cursor, and the **Backspace** key deletes characters before the cursor. You can highlight text by dragging the cursor across it. The **Delete** key deletes highlighted text, and typing new text replaces highlighted text.

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Dialog Manager - Multi Line Fields

A multi-line field is for display or entry of a character string. When a Dialog first displays, a field in which you can enter text is usually empty, but in some cases it contains default text. When a field allows you to enter text, you can click to place the cursor within the existing text and use the keyboard to edit it. The **Home** key moves the cursor to the beginning of the string, and the **End** key moves it to the end. The **Delete** key deletes characters following the cursor, and the **Backspace** key deletes characters before the cursor.

You can highlight text by dragging the cursor across it. The **Delete** key deletes highlighted text, and typing new text replaces highlighted text.

Pressing **Control+Enter** moves the cursor to a new line.

Knit and Sew

Dialog Manager - TableBox

A TableBox displays a list of items. Scroll through the list using the scroll bar, and select an item in one of these ways:

- double click on it
- click on it and press **Enter**
- use the arrow keys to highlight it, and press the spacebar

The colour of the table changes on mouse-up (when the focus changes) and on mouse-down (when the selection changes). You can deselect a row by pressing the **Delete** key.

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Dialog Manager - TickBox

A TickBox is used to enable or disable an option. The option is enabled when an X appears in the TickBox and disabled when the TickBox is empty.

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Dialog Manager - Access Keys

An access key lets you use the keyboard to activate a [single-line field](#), [multi-line field](#), [Button](#), [TickBox](#), or [TableBox](#) in a dialog. When a character in the item's label is underlined, you can activate the item by pressing **Alt** together with the key corresponding to that character.

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Knit and Sew

Dialog Manager - Scrollbar

A scrollbar appears at the right or bottom edge of a [TableBox](#) or [multi-line field](#) when its contents are not completely visible. Each scroll bar contains two scroll arrows and a scroll box that enable you to scroll through the contents of the TableBox or field.

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Dialog Manager - Initial Focus and Tab Order

When a control is active, it is said to have the focus, which means that you can act on it. For example, if a field has the focus, you can type in it.

You can use the Tab key to move the focus and activate controls in a dialog. The tab order is the order in which controls become active when you use **Tab**. Using **Tab** is particularly useful and natural for moving from one text field to another.

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Dialog Manager - Coloring

Coloring or hatching of fields, tables, or buttons occurs when some action is required before a button can be pressed. Read-only fields that are dependent on an unsatisfied button are hatched whenever the button is grayed.

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PES2Card

Manufacturers & Media

Manufacturer	Model	Media
Baby Lock	Ellageo	floppy
Baby Lock	EMP6	floppy
Baby Lock	EMP6	compact flash
Baby Lock	EMP6/BMP6	USB connection(*)
Baby Lock	BMP6	USB stick
Baby Lock	Ellegante	USB connection(*)
Baby Lock	Ellegante	USB stick
Baby Lock	Esante	USB connection(*)
Brother	Ult200x/Galaxie 300x	floppy
Brother	PR600	floppy
Brother	PR600	compact flash
Brother	PR600/PR600II	USB connection(*)
Brother	PR600II	USB stick
Brother	Innovis4000	USB connection(*)
Brother	Innovis4000	USB stick
Brother	Innovis1500	USB connection(*)
Viking	Designer I	floppy
Viking	Designer I	USB stick
Bernina	Artista 200/730	PCMCIA ATA
Bernina	Artista 730	USB stick
Bernina	Artista 630/640	USB stick
Bernina	Artista 330/340	PCMCIA ATA

Bernina	Artista 340	USB stick
Janome	11000	PCMCIA ATA
Janome	11000	USB stick
Janome	1000x	PCMCIA ATA
Janome	300E	PCMCIA ATA
Janome	9500/9700	PCMCIA ATA
Tajima	DST format	floppy
Singer	XL5000/XL6000	Smartmedia
Elna	Xquisit	Smartmedia

(*) the USB connection behaves as a removable drive

Notes on media:

Brother and Babylock machines use standard compact flash cards.

The Artista 200 requires a PCMCIA card manufactured for/by Bernina.

Janome machines accept any ATA memory card. You can use for example a compact flash card and turn it into a PCMCIA ATA card by using a Compact Flash PC Card Adapter. You can use a smartmedia card combined with an adapter too.

Singer and Elna machines use standard smartmedia cards.

PES2Card

Chips

There are a number of ways to express the capacity of memory chips. Chip manufacturers specify the size of the chip in bits, and also in bytes. Bottom line is that a byte contains 8 bits. This means that 8 bits is one byte. The figure in bits sounds much better than the figure in bytes as the figure in bits is bigger.

To give an idea on how many stitches a chip can hold: the minimum number of bytes required to store a single stitch is 2. On top of that there is a certain overhead which is not the same for all embroidery machines. This overhead consists of directory information, color changes etc.

The table below shows the capacity of the various chips both in bytes and in bits.

Manufacturer	Chip type	size (bytes)	size (bits)
Intel	28F010	128K	1M
Catalyst	28F010	128K	1M
AMD	Am28F010	128K	1M
ISSI	28F010	128K	1M
Atmel	AT29C010A (4)	128K	1M
Intel	28F020	256K	2M
Catalyst	28F020	256K	2M
AMD	Am28F020	256K	2M
AMD	Am28F020A	256K	2M
SGS Thomson	M28F201	256K	2M
Atmel	AT29C020 (4)	256K	2M
AMD	Am29F040B	512K	4M
Hyundai	HY29F040	512K	4M
SGS Thomson	M29F040B	512K	4M
Fujitsu	MBM29F040	512K	4M
AMIC	A29040A	512K	4M

Atmel	AT49F040	512K	4M
Macronix	MX29F400T/B (2)	512K	4M
AMD	Am29F400T/B (2)	512K	4M
Fujitsu	MBM29F400T/B (2)	512K	4M
Hyundai	HY29F400T/B (2)	512K	4M
SGS Thomson	M29F400T/B (2)	512K	4M
Intel	E28F004 (3)	512K	4M
Atmel	AT29C040A (4)	512K	4M
AMD	Am29F080B	1M	8M
Hyundai	HY29F080	1M	8M
SGS Thomson	M29F080A	1M	8M
Fujitsu	MBM29F080A	1M	8M
Macronix	MX29F800T/B (2)	1M	8M
AMD	Am29F800T/B (2)	1M	8M
Fujitsu	MBM29F800T/B (2)	1M	8M
Hyundai	HY29F800T/B (2)	1M	8M
SGS Thomson	M29F800T/B (2)	1M	8M
Atmel	AT49F008 (1)	1M	8M
Atmel	AT49F008AT (1)	1M	8M
Intel	28F008SA	1M	8M
AMD	Am29F016D	2M	16M
SGS Thomson	M29F016B	2M	16M
Fujitsu	MBM29F016A	2M	16M
Fujitsu	MBM29F017A	2M	16M
AMD	Am29F032B	4M	32M
SGS Thomson	M29F032D	4M	32M
Fujitsu	MBM29F033C	4M	32M

(1) Supported by the PES2Card card module from firmware level 3 onwards.

(2) Supported by the PES2Card card module from firmware level 4 onwards.

(3) Supported by the PES2Card card module from firmware level 5 onwards.

(4) Supported by the PES2Card card module from firmware level 7 onwards.

Knit and Sew

Dialog Manager - Get Help For a Dialog

When the Dialog Manager presents you with a dialog, you can get help by pressing F1. This displays a dialog where you can choose (when available):

- General displays this Help
- Forms displays Help for the application
- Field displays Help for the field that has the focus

You can also use the Forms key or Field key to go directly to the corresponding Help.

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