

Book 1

General Overview

JANOME

IMPORTANT SAFETY INSTRUCTIONS

Your sewing machine is designed and constructed only for HOUSEHOLD use.
Read all instructions before using this sewing machine.

DANGER—To reduce the risk of electric shock:

1. An appliance should never be left unattended when plugged in. Always unplug this appliance from the electric outlet immediately after using and before cleaning.
2. Always unplug before relamping. Replace bulb with same type rated 13.2 V d.c., 3 Watts.
3. Do not reach for the appliance that has fallen into water. Unplug immediately.
4. Do not place or store appliance where it can fall or be pulled into a tub or sink. Do not place in or drop into water or other liquid.

WARNING—To reduce the risk of burns, fire, electric shock, or injury to persons:

1. Do not allow to be used as a toy. Close attention is necessary when this appliance is used by or near children.
2. Use this appliance only for its intended use as described in this manual. Use only attachments recommended by the manufacturer as contained in this manual.
3. Never operate this appliance if it has a damaged cord or plug, if it is not working properly, if it has been dropped or damaged, or dropped into water. Return the appliance to the nearest authorized dealer or service center for examination, repair, electrical or mechanical adjustment.
4. Never operate the appliance with any air opening blocked. Keep ventilation openings of the sewing machine and foot controller free from accumulation of lint, dust, and loose cloth.
5. Never drop or insert any object into any opening.
6. Do not use outdoors.
7. Do not operate where aerosol (spray) products are being used or where oxygen is being administered.
8. To disconnect, turn all controls to the off ("O") position, then remove plug from outlet.
9. Do not unplug by pulling on cord. To unplug, grasp the plug, not the cord.
10. Keep fingers away from all moving parts. Special care is required around the sewing machine needle.
11. Always use the proper needle plate. The wrong plate can cause the needle to break.
12. Do not use bent needles.
13. Do not pull or push fabric while stitching. It may deflect the needle causing it to break.
14. Switch the sewing machine off ("O") when making any adjustment in the needle area, such as threading needle, changing needle, threading bobbin, or changing presser foot, and the like.
15. Always unplug the sewing machine from the electrical outlet when removing covers, lubricating, or when making any other user servicing adjustments mentioned in the instruction manual.

SAVE THESE INSTRUCTIONS

Introduction

Thank you for purchasing a Janome Memory Craft 10000.

For your convenience and quick reference, instructions for the Memory Craft 10000 are presented in three separate books:

Book 1: General Overview

Book 1 reviews Memory Craft 10000 features, stitches and functions. It provides basic directions to get you started.

Book 2: Advanced Sewing

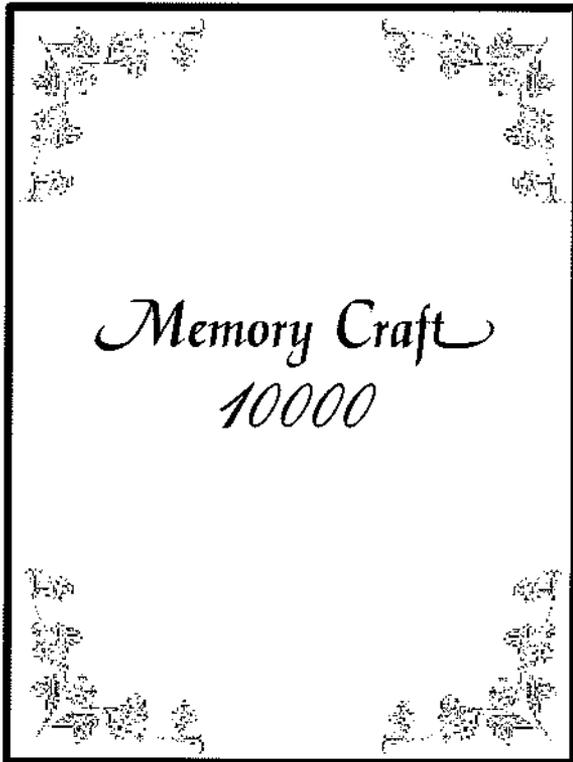
Book 2 contains in-depth instructions for the Ordinary Sewing Mode. It details the many options, capabilities and advanced non-embroidery functions available on your Memory Craft 10000.

Book 3: Professional-Style Embroidery

Book 3 provides a complete guide to Professional-Style Embroidery. Also, since you may wish to immediately connect your Memory Craft 10000 to your personal computer, you will find the hookup diagrams quite helpful for quick and easy setup.

About this book

Colored tabs identify the four sections of the book. Color-coded text makes it fast and easy to identify keys, buttons and illustrations.



IMPORTANT

When the function buttons and keys do not work, turn the power switch off and turn it on again.

Be sure to keep machine away from static electricity, heat sources, humidity, and direct sunlight.

When using your sewing machine for the first few times, place a waste fabric under the presser foot and run the machine for a few minutes. Wipe away any oil which may have appeared.

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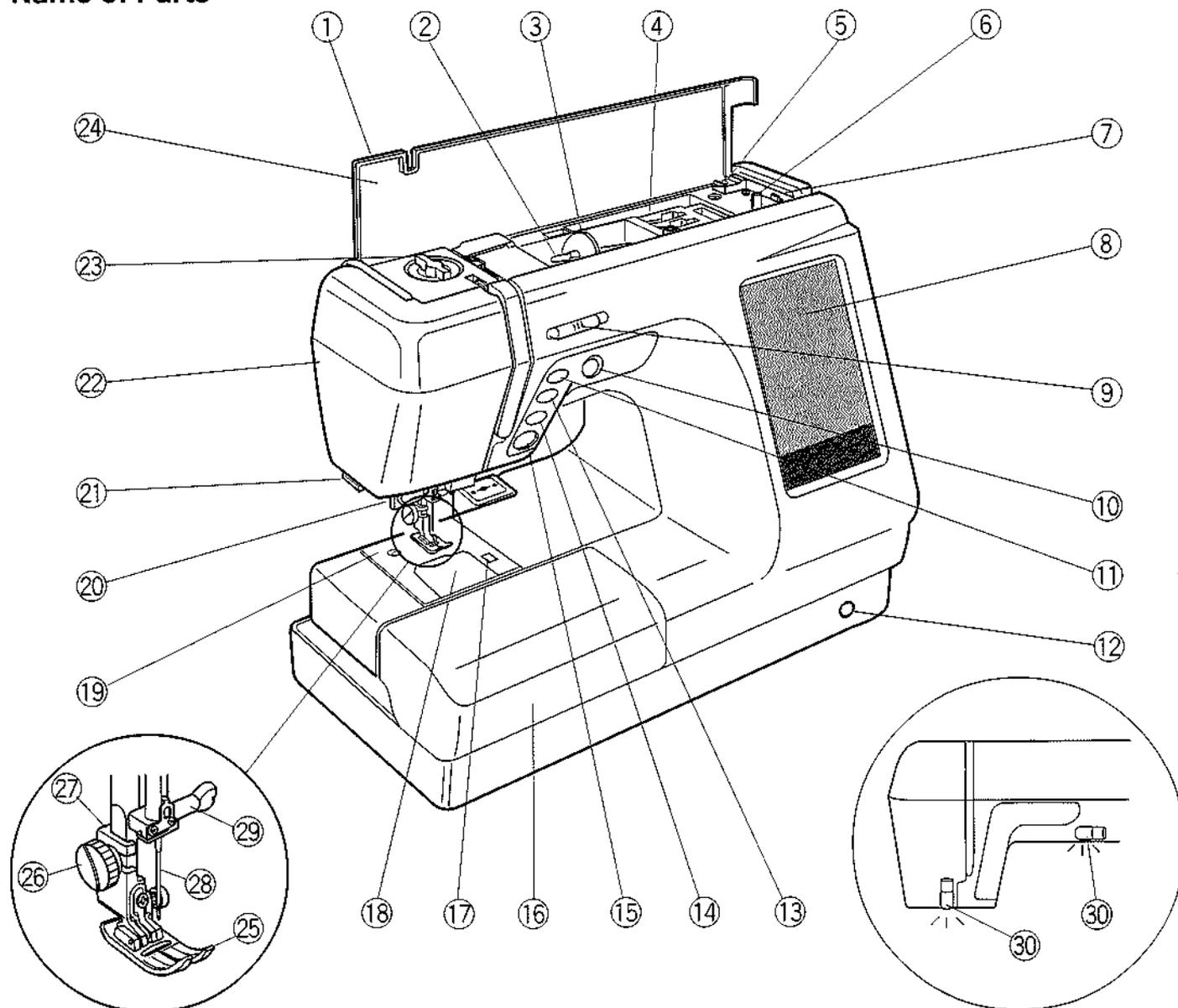
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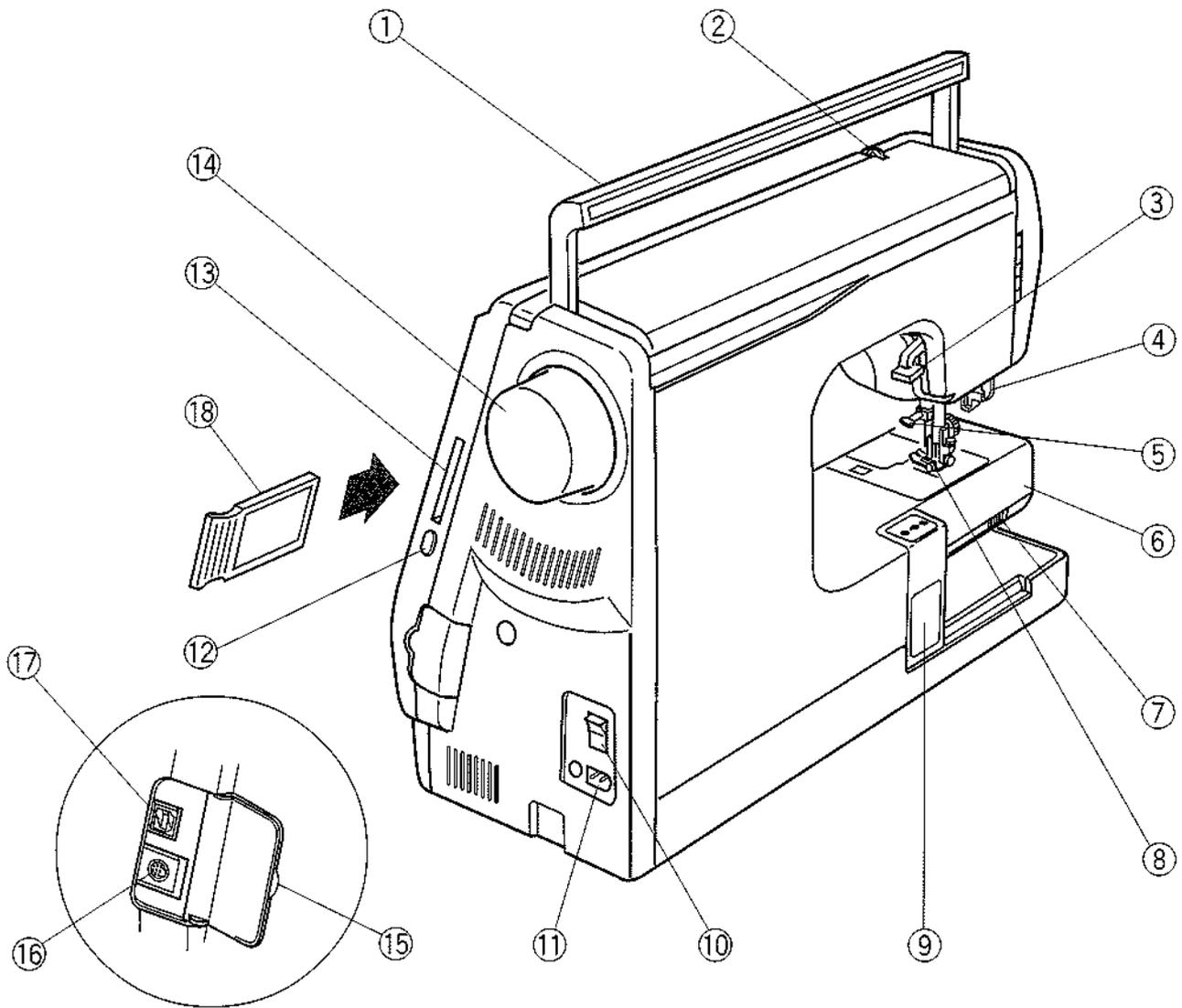
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GETTING READY TO SEW

Name of Parts

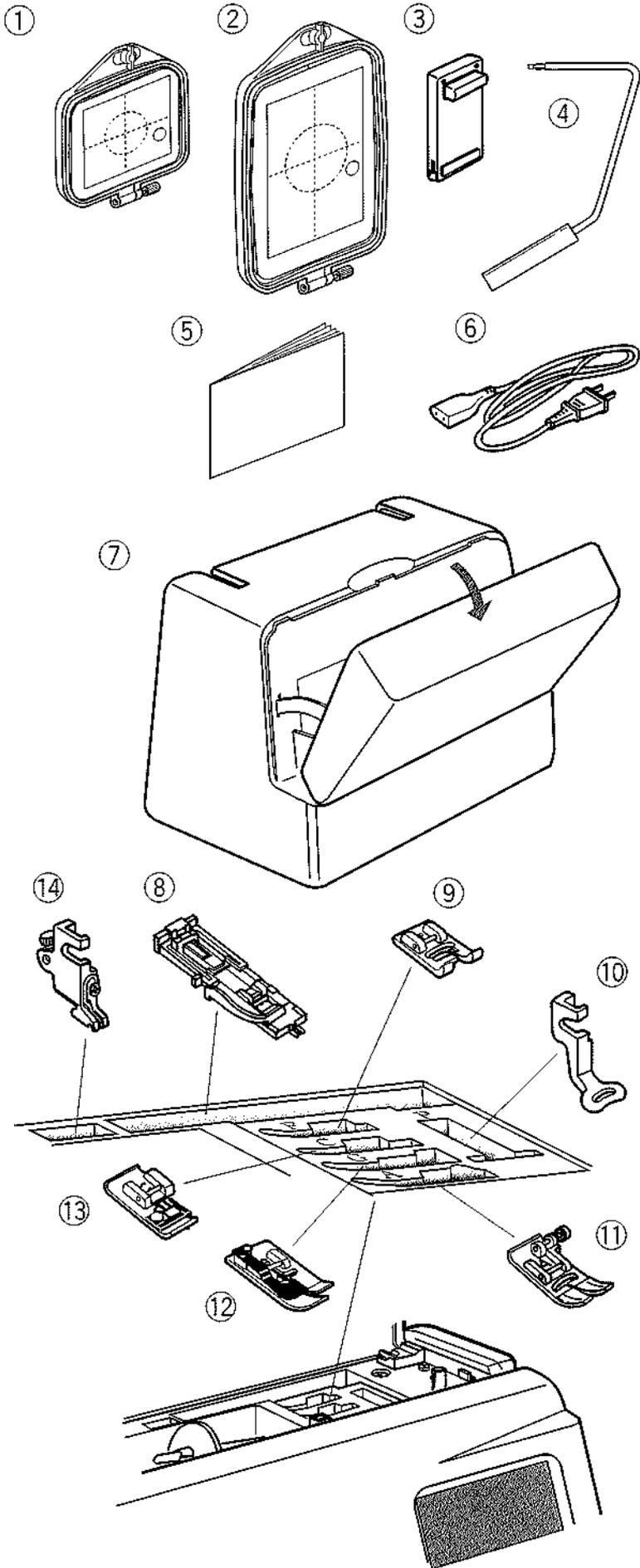


- | | |
|----------------------------|-----------------------------------|
| ① Top Cover | ⑩ Auto Needle Threader Button |
| ② Spool Pin | ⑪ Up/Down Needle Button |
| ③ Spool Holder (Large) | ⑫ Knee Lifter Socket |
| ④ Foot Storage Compartment | ⑬ Auto-Lock Button |
| ⑤ Bobbin Thread Cutter | ⑭ Reverse Button |
| ⑥ Bobbin Winder Spindle | ⑮ Start/Stop Button |
| ⑦ Bobbin Winder Stopper | ⑯ Needle Plate |
| ⑧ Visual Touch Screen | ⑰ Extension Table (Accessory Box) |
| ⑨ Speed Control Lever | ⑱ Hook Cover Plate Release Button |
| ⑪ Up/Down Needle Button | ⑲ Hook Cover Plate |
| ⑫ Knee Lifter Socket | ⑳ Automatic Needle Threader |
| ⑬ Auto-Lock Button | ㉑ Thread Cutter & Thread Holder |
| ⑭ Reverse Button | ㉒ Face Plate |
| ⑮ Start/Stop Button | ㉓ Pressure Dial |
| | ㉔ Flip-Top Quick Reference Chart |
| | ㉕ Zigzag Foot A |
| | ㉖ Thumbscrew |
| | ㉗ Foot Holder |
| | ㉘ Needle |
| | ㉙ Needle Clamp Screw |
| | ㉚ Dual Sewing Lights |



- ① Carrying Handle
- ② Thread Take-Up Lever
- ③ Presser Foot Lifter
- ④ Buttonhole Lever
- ⑤ Needle Clamp Screw
- ⑥ Free Arm
- ⑦ Drop Feed Lever
- ⑧ Presser Foot and Holder
- ⑨ Carriage (For Embroidery)
- ⑩ Power Switch
- ⑪ Machine Socket
- ⑫ Card Eject Button
- ⑬ PC Card Slot
- ⑭ Handwheel
- ⑮ Connector Cover

- ⑯ RS-232C Connector
- ⑰ USB Connector
- ⑱ PC Design Card (Optional item)

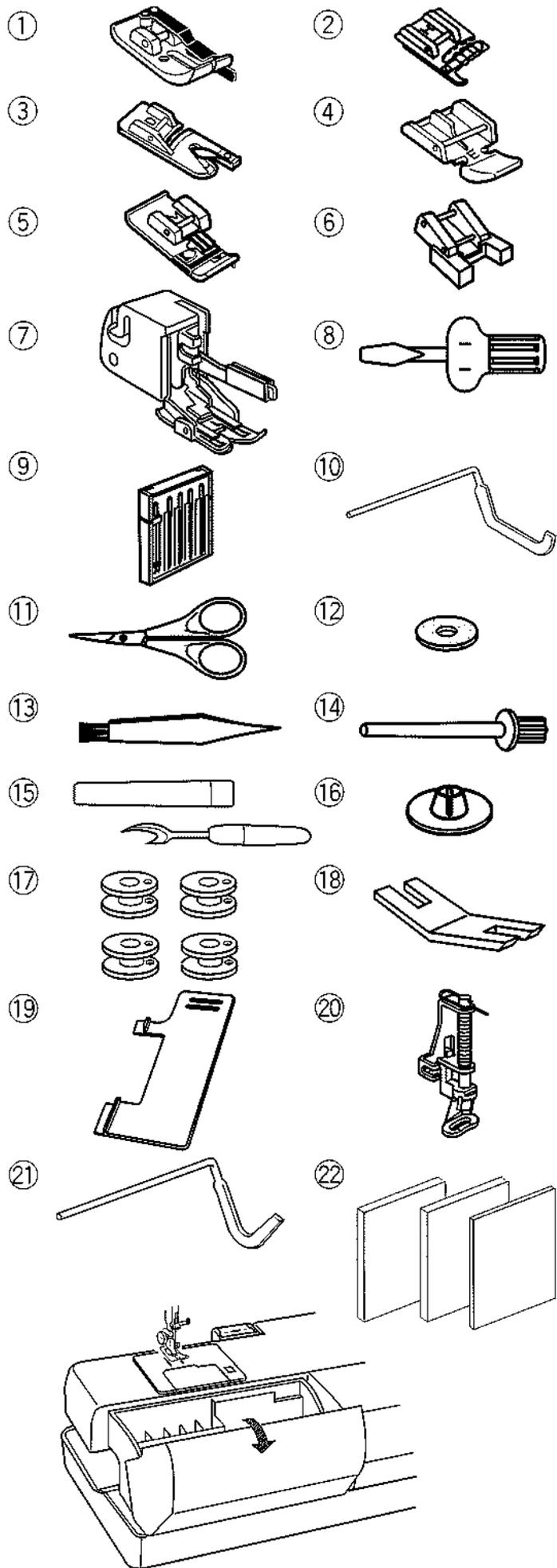


Standard Accessories and Storage

- ① Embroidery Hoop (A) (With Template)
- ② Embroidery Hoop (B) (With Template)
- ③ Foot Control
- ④ Knee Lifter
- ⑤ Template Sheets (for Built-in Designs)
- ⑥ Power Supply Cord

- ⑦ Hard Cover (Carrying Case)

- ⑧ Automatic Buttonhole Foot R
- ⑨ Satin Stitch Foot F
- ⑩ Embroidery Foot P
- ⑪ Zigzag Foot A
(comes attached to the machine)
- ⑫ Blind Hem Foot G
- ⑬ Overedge Foot C
- ⑭ Foot Holder
(comes attached to the machine)



- ① 1/4" Seam Foot O
- ② Cording Foot H
- ③ Rolled Hem Foot D
- ④ Zipper Foot E
- ⑤ Overcasting Foot M
- ⑥ Button Sewing Foot T
- ⑦ Walking Foot
- ⑧ Screwdriver
- ⑨ Set of Needles
- ⑩ Quilting Bar for Walking Foot
- ⑪ Scissors
- ⑫ Spool Pin Felt
- ⑬ Lint Brush
- ⑭ Additional Spool Pin
- ⑮ Seam Ripper
- ⑯ Spool Holder (Small)
- ⑰ Bobbins
- ⑱ Button Shank Plate
- ⑲ Cloth Guide
- ⑳ Basting/Darning Foot P-2
- ㉑ Quilting Bar
- ㉒ Instruction Books

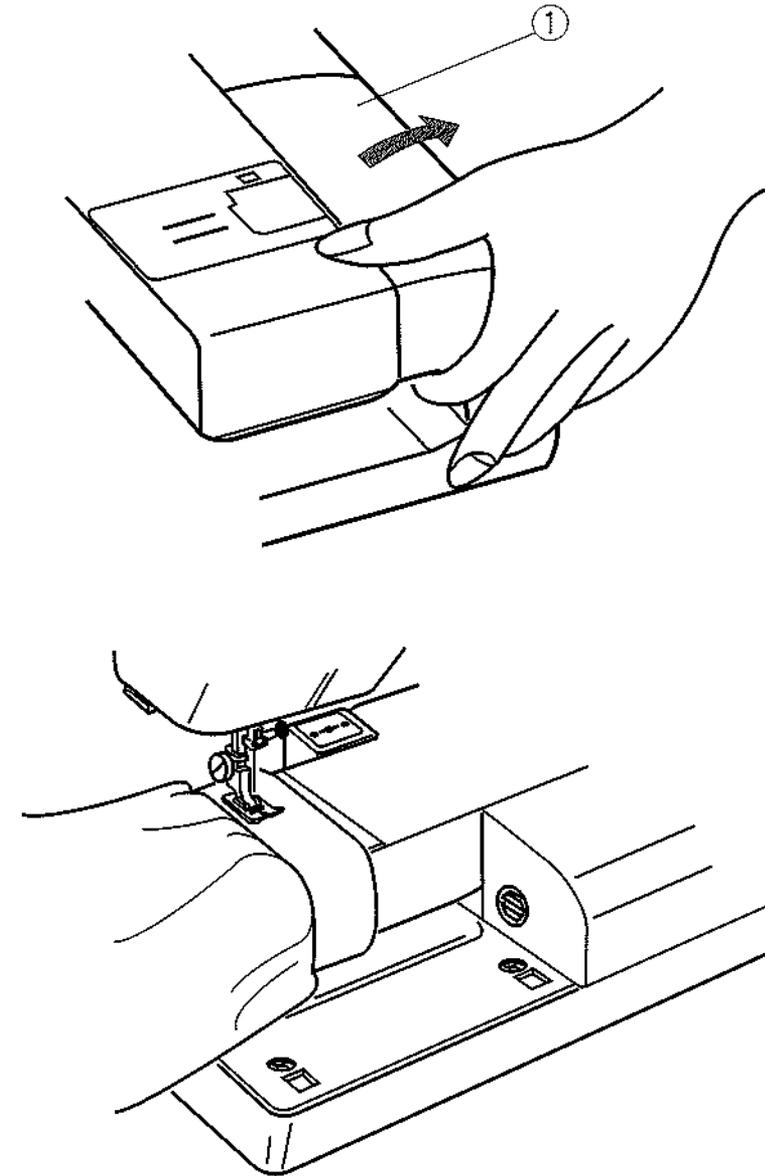
Extension Table For Accessory Storage

Sewing accessories are stored in the Extension Table. To open, lift the cover toward you as illustrated.

Detachable Extension Table

For Free Arm Sewing

To remove, lift out the Extension Table ① toward you as illustrated.

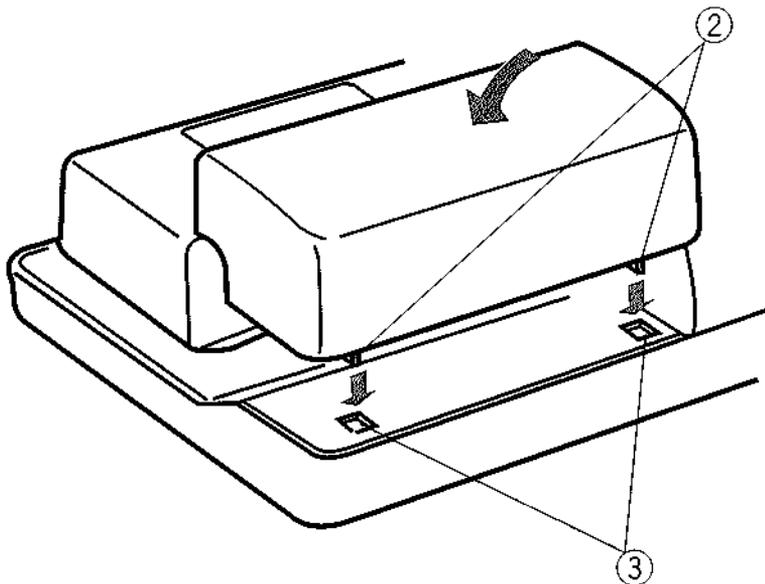


Free Arm sewing can be used for:

- stitching sleeves, waistbands, pants legs or any tubular garment area.
- darning socks or mending knees, elbows or children's wear.

For Flat-bed Sewing

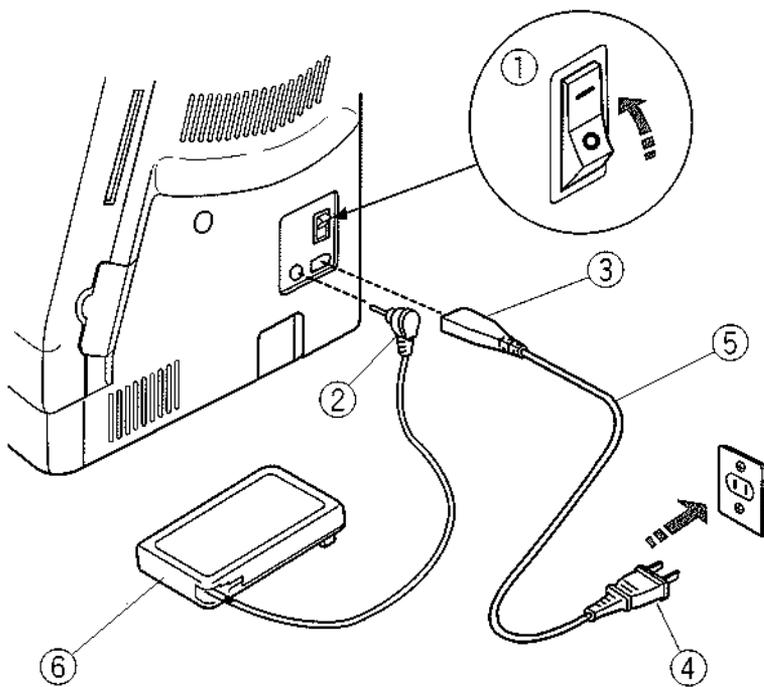
Position the Tabs ② on the Base Tab Holes ③ and push down gently.



① Extension Table

② Tabs

③ Base Tab Holes



Connecting the Power Supply

The Memory Craft 10000 is equipped with an auto voltage system, which automatically adjusts the equipment to any local power supply voltage between 100 and 240V, 50/60Hz.

Turn off the Power Switch ①, insert the Foot Control Plug ②, Machine Plug ③ into the machine and Power Supply Plug ④ into the wall outlet in this order.

Turn on the Power Switch ① .

- ① Power Switch
- ② Foot Control Plug
- ③ Machine Plug
- ④ Power Supply Plug
- ⑤ Power Supply Cord
- ⑥ Foot Control

Notes:

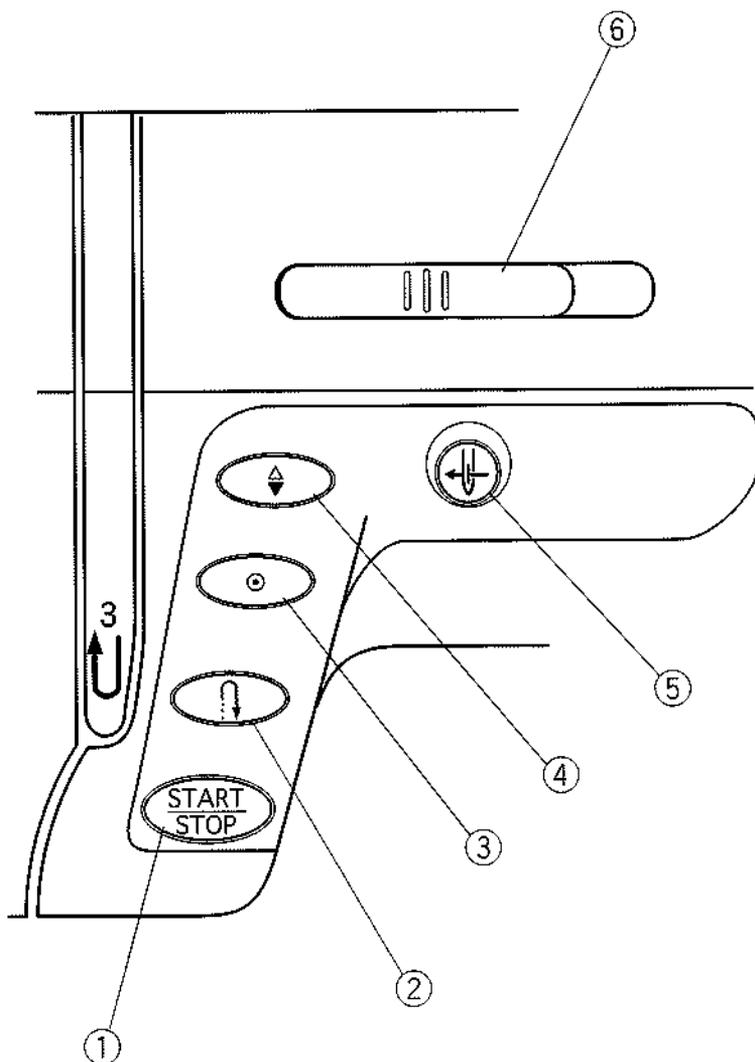
- Make sure to use the Power Supply Cord that came with the machine.
- If you turn off the power switch, wait 5 seconds before turning it on again.
- The Foot Control cannot be used in Embroidery Mode.

For Your Safety:

- While in operation, always keep your eyes on the sewing area, and do not touch any moving parts such as the thread take-up lever, handwheel or needle.
- Always turn off the Power Switch and unplug from the power supply:
 - when leaving the machine unattended.
 - when attaching or removing parts.
 - when cleaning the machine.
- Do not place anything on the Foot Control, except while machine is in use.

Operating Instructions:

- The symbol "O" of a switch indicates the "off" position of a switch.
- For appliances with a polarized plug (one blade wider than the other). To reduce the risk of electric shock, this plug is intended to fit in a polarized outlet only one way. If it does not fit fully in the outlet, reverse the plug. If it still does not fit, contact a qualified electrician to install the proper outlet. Do not modify the plug in any way.



Machine Operating Buttons

① Start/Stop Button

Press this button to start or stop the machine. This button can be used either in Ordinary Sewing Mode or Embroidery Mode. In Ordinary Sewing Mode, the machine starts running slowly for the first few stitches, it then runs at the speed set by the Speed Control Lever.

Note:

- The Start/Stop Button cannot be used when the foot control is connected to the machine.

② Reverse Button

Patterns 1, 2, 8 and 9:

The machine will sew in reverse while the Reverse Button is pressed.

All other patterns:

The machine will immediately sew locking stitches and automatically stop when the Reverse Button is pressed.

③ Auto-Lock Button

Patterns 1, 2, 8 and 9:

The machine will immediately sew locking stitches and automatically stop when the Auto-Lock Button is pressed.

All other patterns:

The machine will sew locking stitches at the end of the current pattern and automatically stop when the Auto-Lock Button is pressed.

④ Up/Down Needle Button

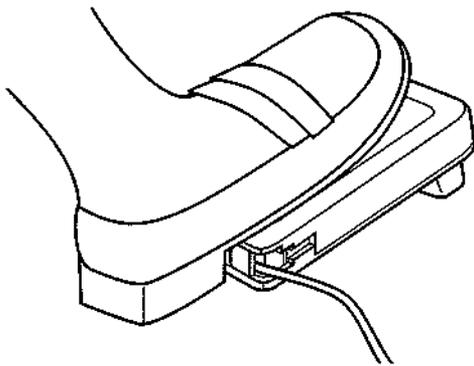
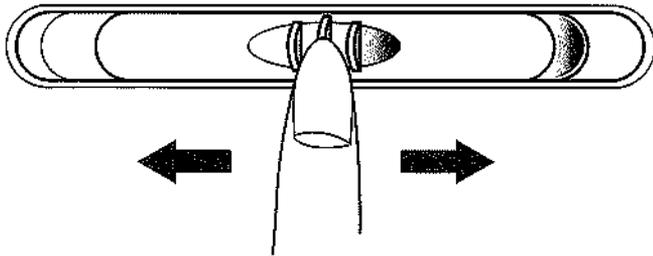
Press this button to bring the needle up or down.

⑤ Auto Needle Threader Button

Press this button to thread the needle, and simply follow the step-by-step instruction diagrams displayed on the Visual Touch Screen.

⑥ Speed Control Lever

Sewing speed can be controlled by the Speed Control Lever.



Warning

- Is Something Stuck in Machine?
- Is Cloth too Thick?
- Is Needle Bent?

Check the Above and Restart

Controlling Sewing Speed

Speed Control Lever

You can limit the sewing speed by the Speed Control Lever according to your sewing needs.

To increase sewing speed, slide the lever to the right.

To decrease sewing speed, slide the lever to the left.

Foot Control

Sewing speed can be varied by pressing on the Foot Control. The harder you press the Foot Control, the faster the machine runs.

Note:

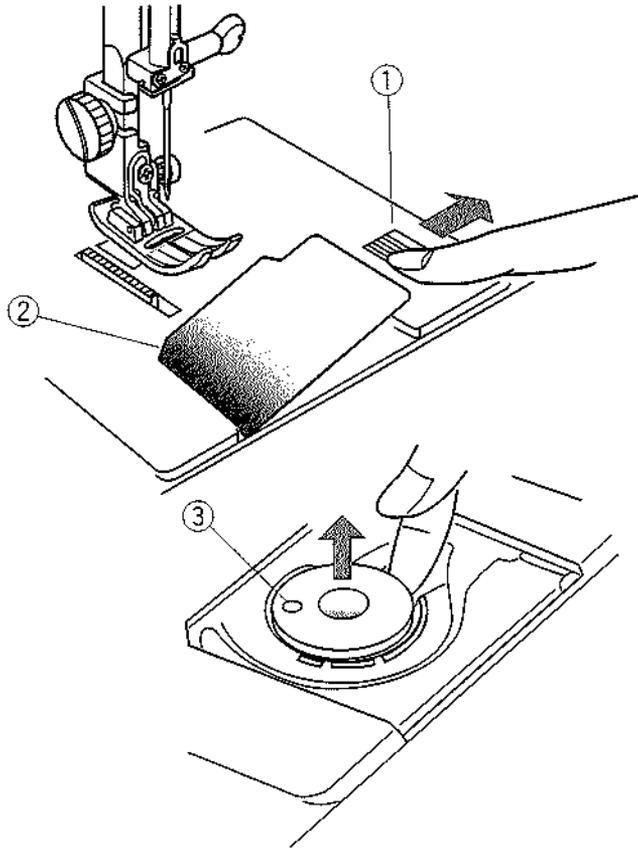
- The machine runs at the maximum speed set by the Speed Control Lever when the foot control is being fully depressed.

Operating Instructions:

Foot controller Model 21371 is for use with sewing machine model MC10000.

Note:

- The Memory Craft 10000 is equipped with an automatic shutdown safety feature to prevent overheating. Follow safety instructions that appear on the Visual Touch Screen.

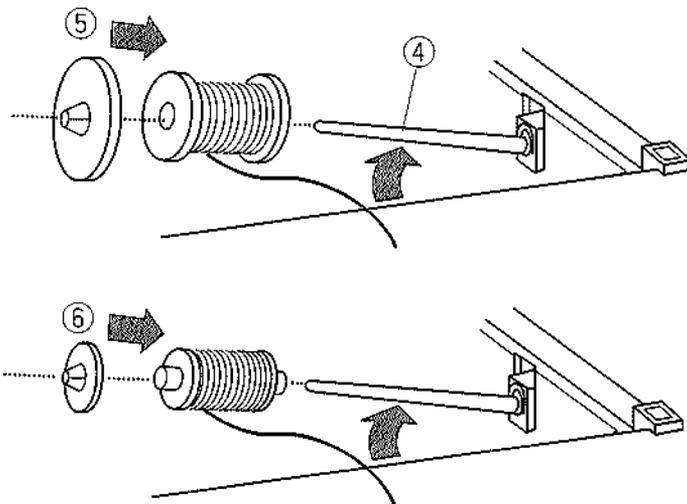


Winding the Bobbin

Removing the Bobbin

Slide the Hook Cover Plate Release Button ① to the right, and remove the Hook Cover Plate ②. Lift out the Bobbin ③ from the Bobbin Holder.

- ① Hook Cover Plate Release Button
- ② Hook Cover Plate
- ③ Bobbin



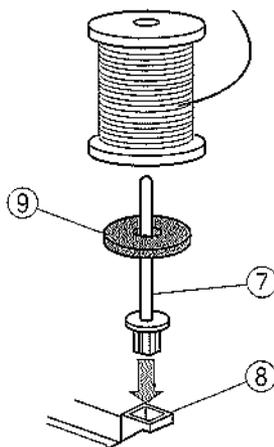
Setting the Spool of Thread

Lift up the Spool Pin ④. Place the spool of thread on the Spool Pin with the thread coming off the spool as shown. Attach the Large Spool Holder ⑤, and press it firmly against the spool of thread.

Note:

- Use the Small Spool Holder ⑥ to hold narrow or small spools of thread.

- ④ Spool Pin
- ⑤ Large Spool Holder
- ⑥ Small Spool Holder

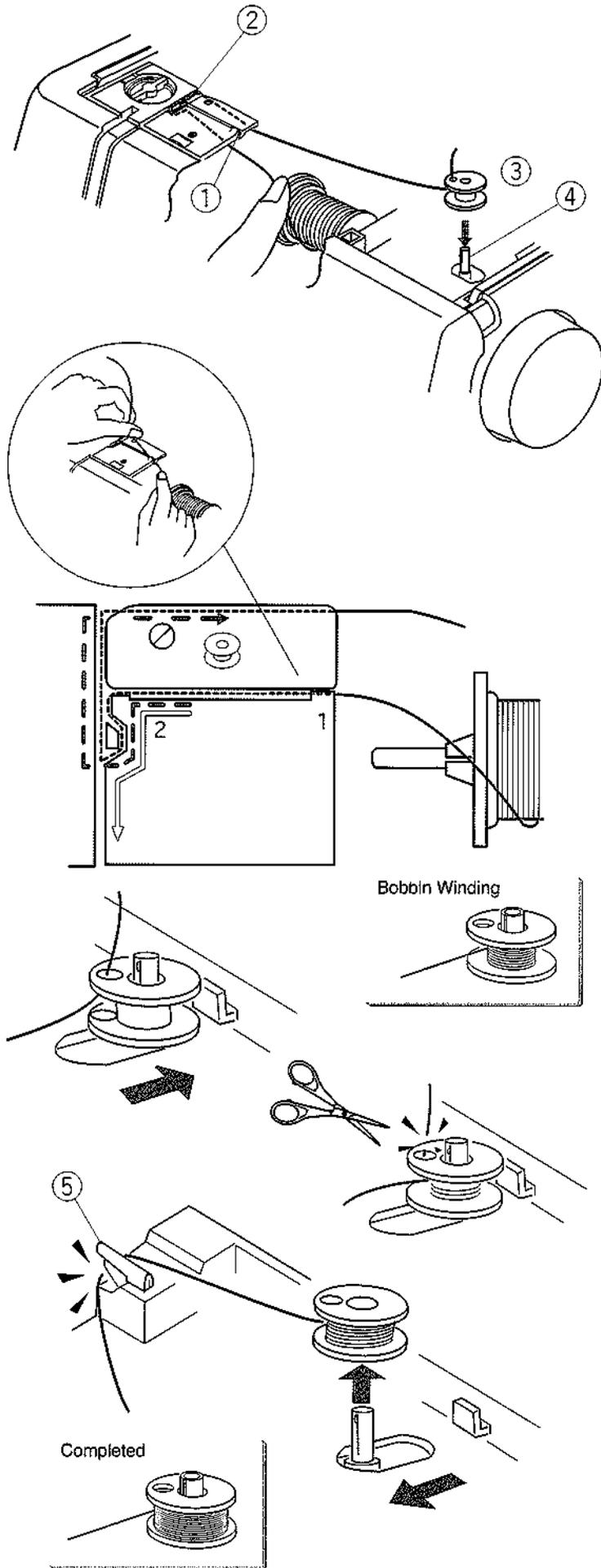


Additional Spool Pin

Use the Additional Spool Pin ⑦ when you need to wind the bobbin without unthreading the machine while working on a sewing project.

Insert the Additional Spool Pin ⑦ into the Hole ⑧ beside the horizontal spool pin. Place the Felt ⑨ on the spool pin and place a spool of thread on it as shown.

- ⑦ Additional Spool Pin
- ⑧ Hole
- ⑨ Felt



Threading for Bobbin Winding

Hold the upper thread with both hands and place it downward into the Slit ①. Guide the thread around the Thread Guide ② following the dashed blue line as shown in the diagram.

- ① Slit
- ② Thread Guide

Thread through the hole in the Bobbin ③ from the inside to the outside.

Put the Bobbin on the Bobbin Winder Spindle ④, and push it to the right.

- ③ Bobbin
- ④ Bobbin Winder Spindle

The Visual Touch Screen shows “Bobbin Winding”.

Hold the free end of the thread in your hand and depress the foot control.

Stop the machine after a few rotations have been made, and cut the thread close to the hole in the Bobbin.

Depress the Foot Control again. When the Bobbin is fully wound, it will stop automatically.

Release the Foot Control and return the Bobbin Winder Spindle ④ to its original position by moving the spindle to the left, and cut the thread with the Bobbin Thread Cutter ⑤ as shown.

- ⑤ Bobbin Thread Cutter

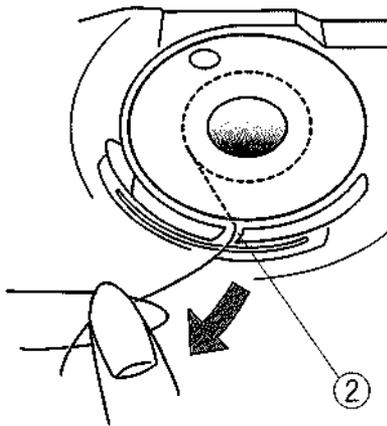
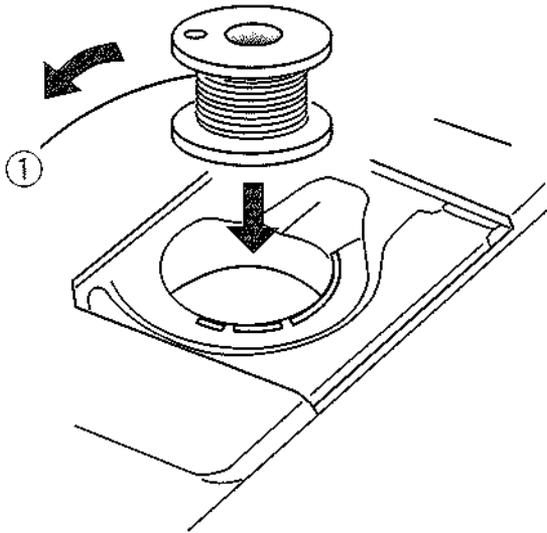
Notes:

- The machine will not sew until the spindle has been returned to the left position.
- You can use either the Foot Control or the Start/Stop Button to wind the Bobbin.
- The motor will stop automatically when the Bobbin is fully wound even if the Foot Control is still being depressed or if the Start/Stop Button has not been pressed again to stop running, in order to prevent any malfunction.

Inserting the Bobbin

Place the Bobbin in the Bobbin Holder with the Thread ① running off in the counterclockwise direction.

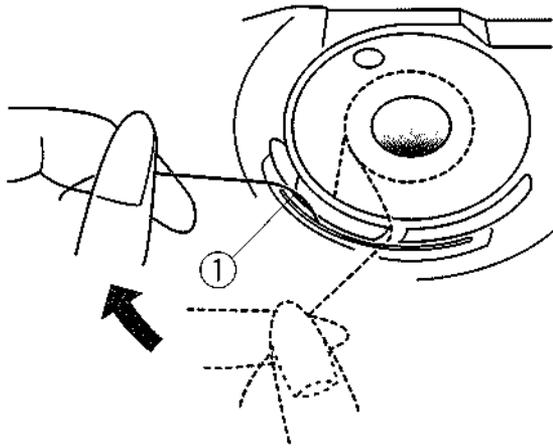
① Thread



Guide the thread into Front Notch ② on the front of the Bobbin Holder.

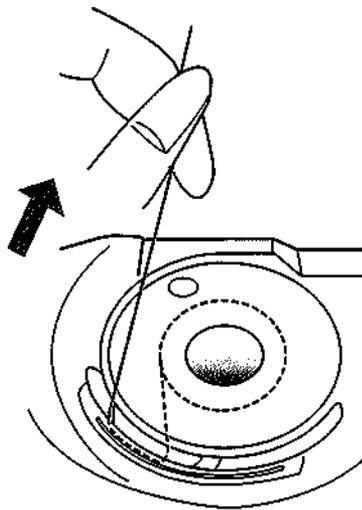
Draw the thread to the left, sliding it between the tension spring blades.

② Front Notch

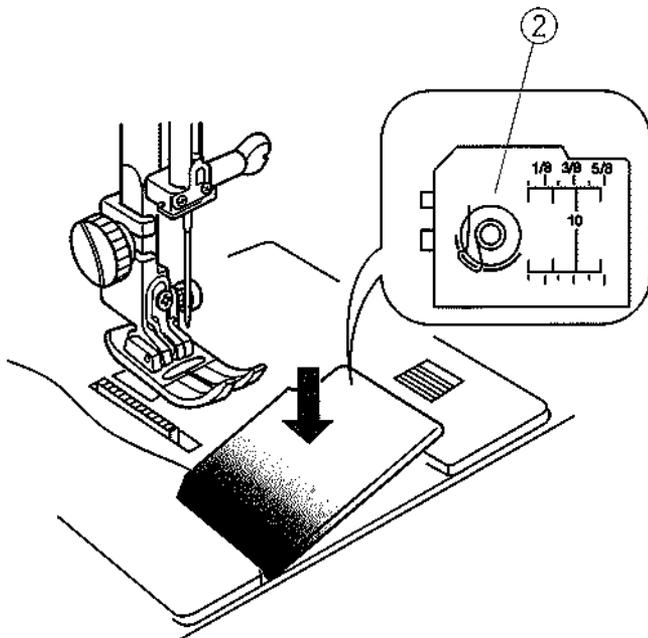


Continue to draw the thread lightly until the thread slips into Side Notch ①.

① Side Notch

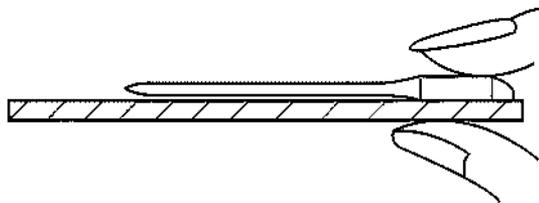
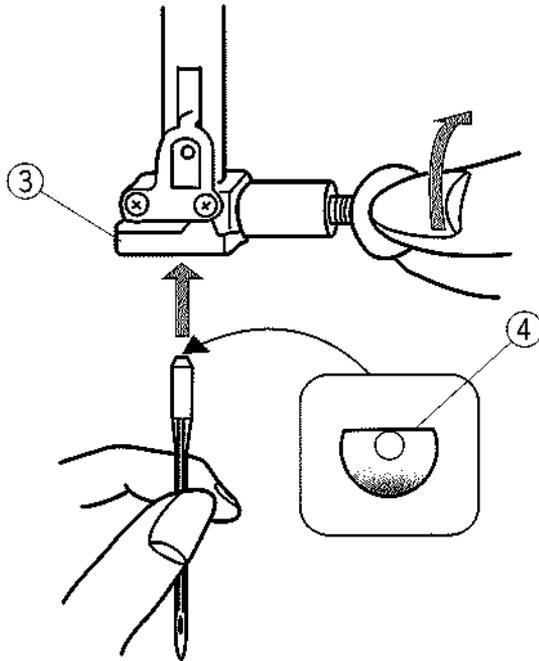
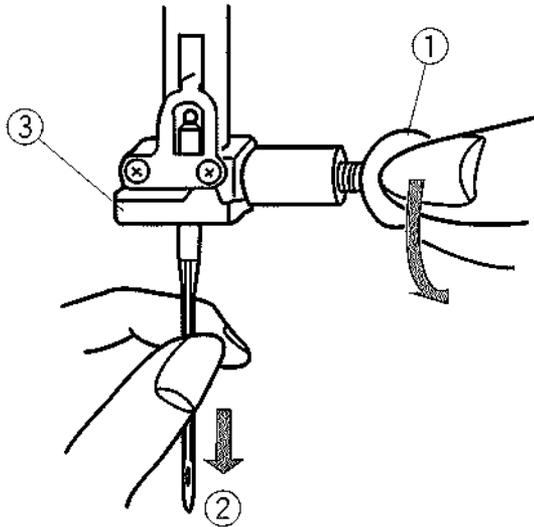


Pull out about 10cm (4") of thread to the rear.



Refer to the Threading Chart ② shown on the Hook Cover Plate.
Reattach the Hook Cover Plate.

② Threading Chart



Changing Needles

Raise the needle by pressing the Up/Down Needle Button and lower the Presser Foot. Turn off the Power Switch.

Loosen the Needle Clamp Screw (1) by turning it counterclockwise.

Remove the Needle (2) from the Needle Clamp (3).

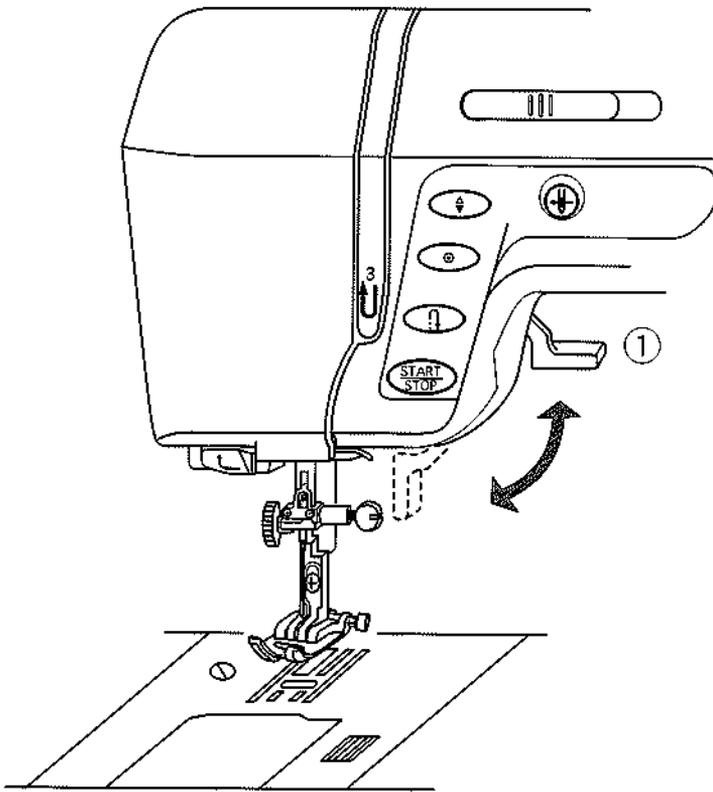
Insert a new needle into the Needle Clamp (1) with the Flat Side of the Needle (4) to the rear.

When inserting the Needle (2) into the Needle Clamp (3), push it up as far as it will go and tighten the Needle Clamp Screw (1) firmly.

- ① Needle Clamp Screw
- ② Needle
- ③ Needle Clamp
- ④ Flat Side of the Needle

To check needle straightness, place the flat side of the needle onto something flat (a needle plate, glass etc.) The gap between the needle and the flat surface should be consistent.

Never use a blunt needle.

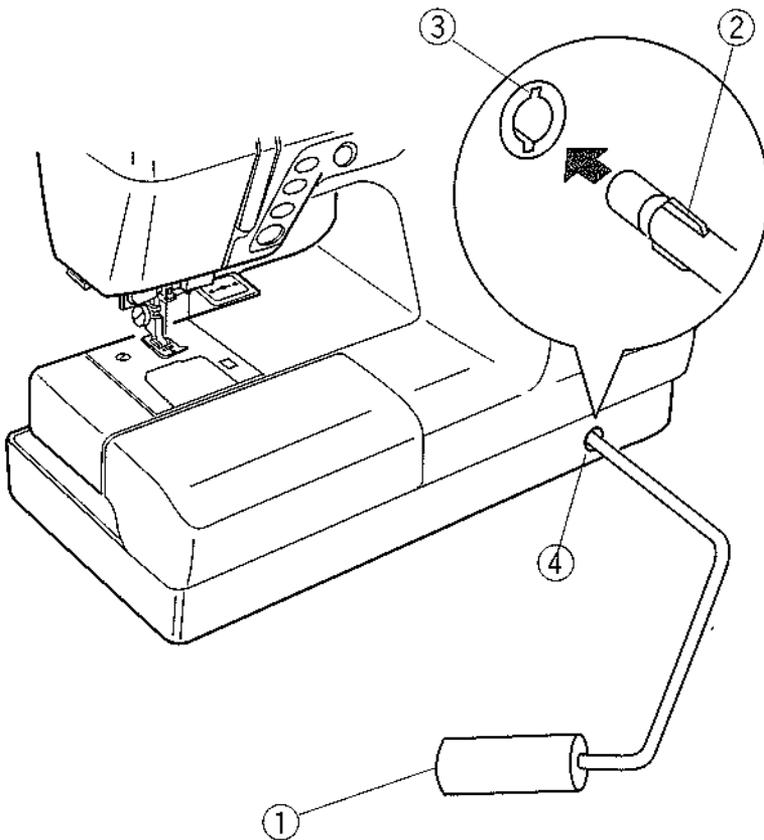


Raising the Presser Foot

The Presser Foot Lifter ① raises and lowers the Presser Foot.

You can raise the Presser Foot higher than the normal up position by exerting more pressure when lifting the Presser Foot Lifter ①. This allows for easy removal of the Presser Foot and helps you to place thick fabrics under it.

① Presser Foot Lifter



Knee Lifter

The Knee Lifter ① is extremely helpful when making patchworks, quilting etc, since it allows you to handle the fabric while your knee controls the presser foot.

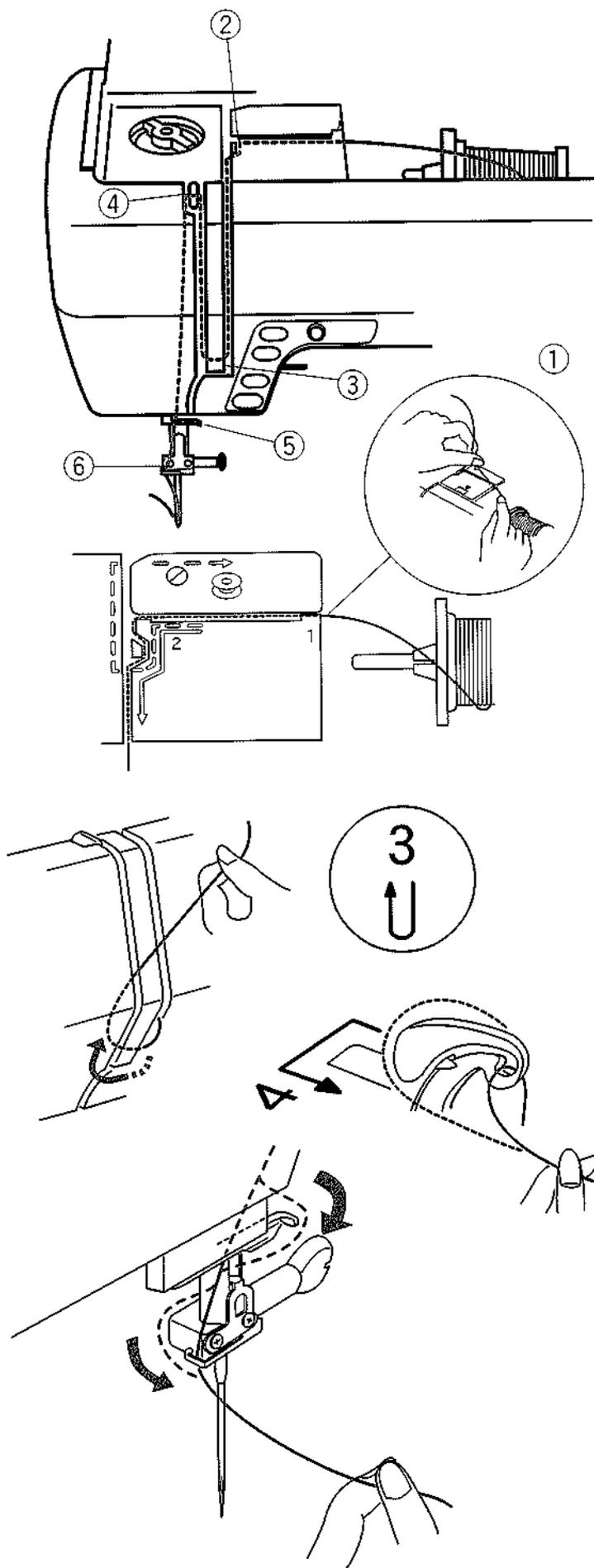
Attaching the Knee Lifter

Match the Ribs ② on the Knee Lifter with the Notches ③ in the Knee Lifter Socket ④ and insert the Knee Lifter ①.

- ① Knee Lifter
- ② Ribs
- ③ Notches
- ④ Knee Lifter Socket

Using the Knee Lifter

Push the Knee Lifter ① with your knee to easily move the Presser Foot up and down. You can control how high the foot rises by the amount of knee pressure you use.



Threading the Machine

Raise the Presser Foot Lifter. Press the Up/Down Needle Button to raise the needle to its highest position.

Hold the upper thread with both hands as shown and place it downward into the Slit ①.

Draw the thread around the Thread Guide ② following the solid yellow line as shown in the diagram.

- ① Slit
- ② Thread Guide

Then draw the thread down around the Check Spring Holder ③.

Firmly draw the thread up to the Take-up Lever ④ and down into its eye from the right to the left.

- ③ Check Spring Holder
- ④ Take-up Lever

Then draw it down through the Lower Thread Guide ⑤.

Slide the thread behind the Needle Bar Thread Guide ⑥ on the left.

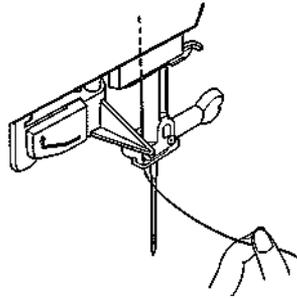
- ⑤ Lower Thread Guide
- ⑥ Needle Bar Thread Guide

Thread the needle from front to back by hand or use the Automatic Needle Threader.

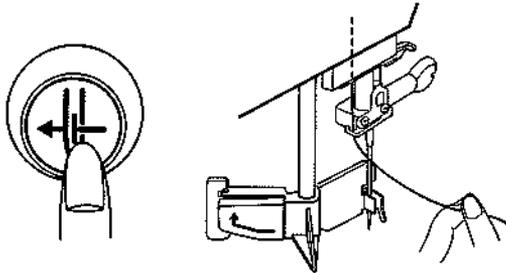
Notes:

- Memory Craft 10000 is equipped with a thread breakage sensor. If the machine is run without thread, it automatically stops after about 10 strokes.

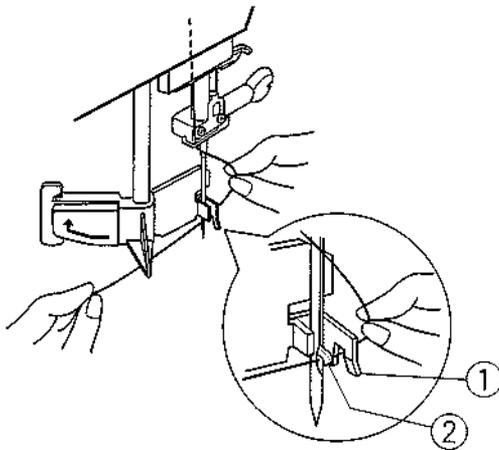
1



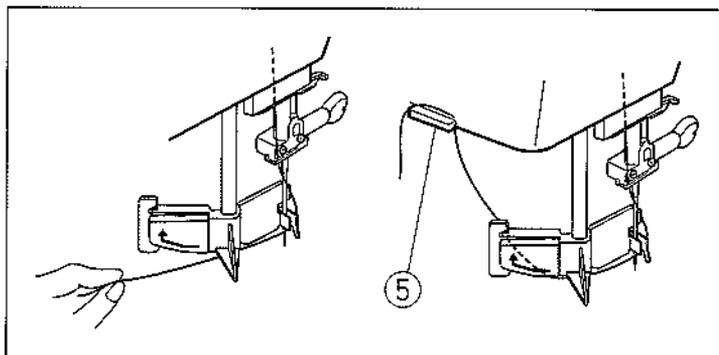
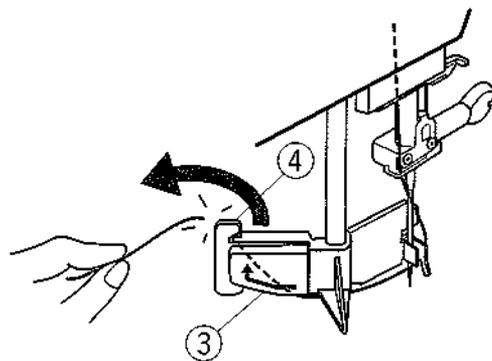
2



3



4



Using the Automatic Needle Threader

1. Hold the end of the needle thread gently.

Note:

- Make sure to raise the needle by pressing the Up/Down Needle Button.

2. Press the Auto Needle Threader Button. The threader lowers automatically and the hook comes out through the needle eye from behind it.

3. Pull the thread down around the Thread Guide ①, then pass the thread from the right and under the Hook ② as shown.

- ① Thread Guide
- ② Hook

Note:

- The Visual Touch Screen will show step-by-step instruction diagrams.

4. Draw the thread to the left and slip it into the slit of the Thread Holder ③ from the bottom and cut the thread with the Thread Cutter ④ as shown.

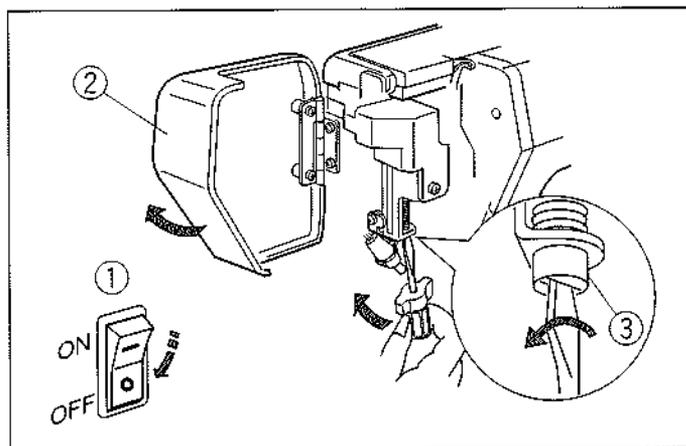
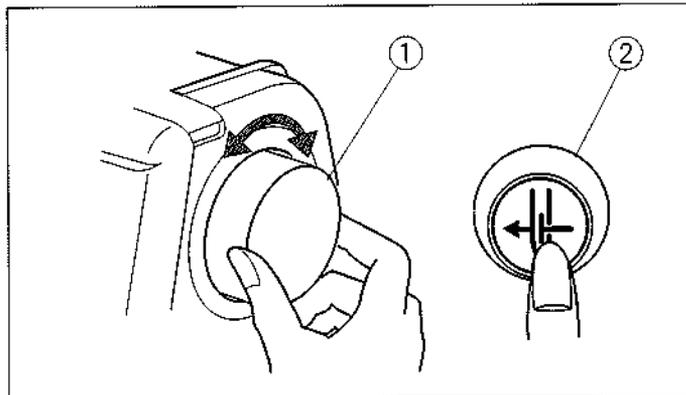
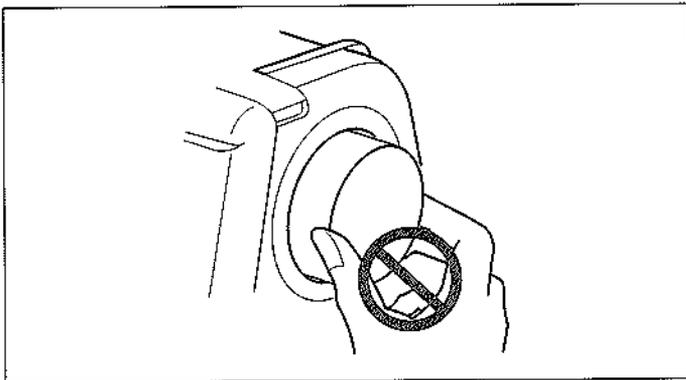
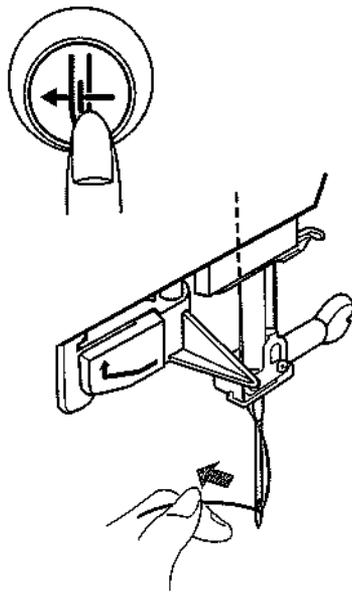
- ③ Thread Holder
- ④ Thread Cutter

Notes:

- You may hold the thread end by your hand when threading certain kinds of threads.
- When threading filament thread, hang the thread end on the Thread Holder ⑤ on the face plate.

- ⑤ Thread Holder

5



5. Press the Auto Threader Button again. The threader goes up automatically and pulls the thread out through the needle eye. Pull the loop of thread to the back.

Notes:

- The Automatic Needle Threader works well on the needles Nos.11-14, sewing threads Nos.60-120 and Janome embroidery threads.
- Thick threads, Nos. 20 and 30, cannot be used.

⚠ Caution:

- To use the Automatic Needle Threader properly, always make sure to pay attention the following instructions.
- Do not turn the handwheel while the Automatic Needle Threader is in the lowered position to prevent it from damage.
- Do not touch the Automatic Needle Threader while it is moving.
- If the Automatic Needle Threader is locked by accidentally turning the handwheel, release it as follows:

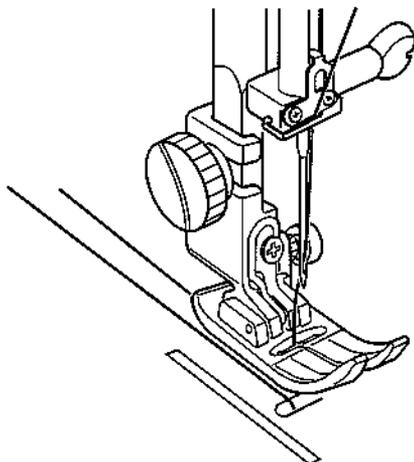
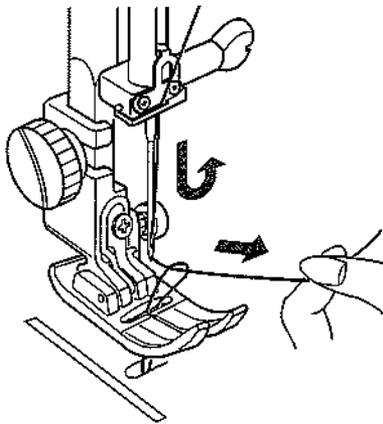
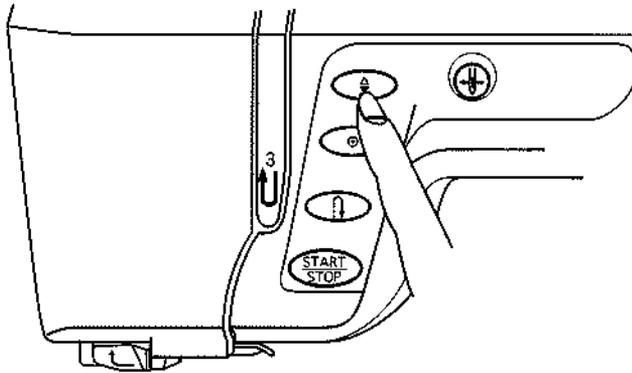
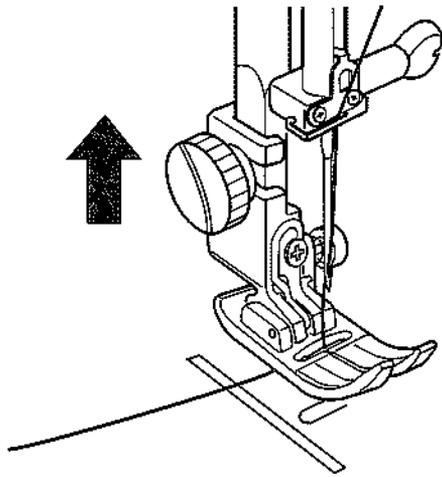
1. Carefully turn the Handwheel ① to move the needle up or down a little, so that it frees the Automatic Needle Threader.
2. Press the Auto Needle Threader Button ② to restore the Automatic Needle Threader to the up position.

- ① Handwheel
- ② Auto Needle Threader Button

- If the Automatic Needle Threader will not return to the up position by pressing the Auto Needle Threader Button, correct it as follows:

1. Turn the Power Switch ① off.
2. Open the Face Plate ② . Beware of the hot bulb.
3. Turn the Threader Shaft ③ counterclockwise to release the hook from the needle eye.
4. Turn the Power Switch ① on and the Automatic Needle Threader will return to the up position.
5. Close the Face Plate ② .

- ① Power Switch
- ② Face Plate
- ③ Threader Shaft



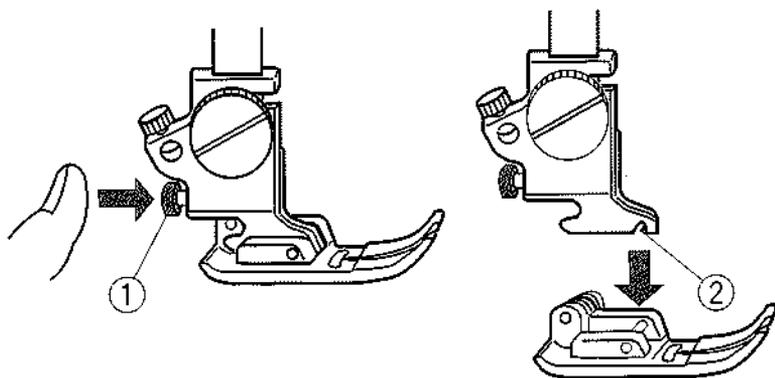
Drawing Up the Bobbin Thread

Raise the Presser Foot.

Hold the needle thread with your fingers and press the Up/Down Needle Button twice to pick up the bobbin thread.

Draw up the needle thread to bring up a loop of the bobbin thread.

Slide 10cm (4") of both threads to the back under the Presser Foot.



Removing the Presser Foot

Press the Up/Down Needle Button to raise the needle to its highest position and raise the Presser Foot Lifter.

Press the Red Button ① on the back of the foot holder. The Presser Foot will drop off.

Attaching the Presser Foot

Place the selected Presser Foot so that the pin on the foot lies just under the Groove of the Foot Holder ②.

Lower the Presser Foot Lifter to lock the foot into place.

- ① Red Button
- ② Groove of the Foot Holder

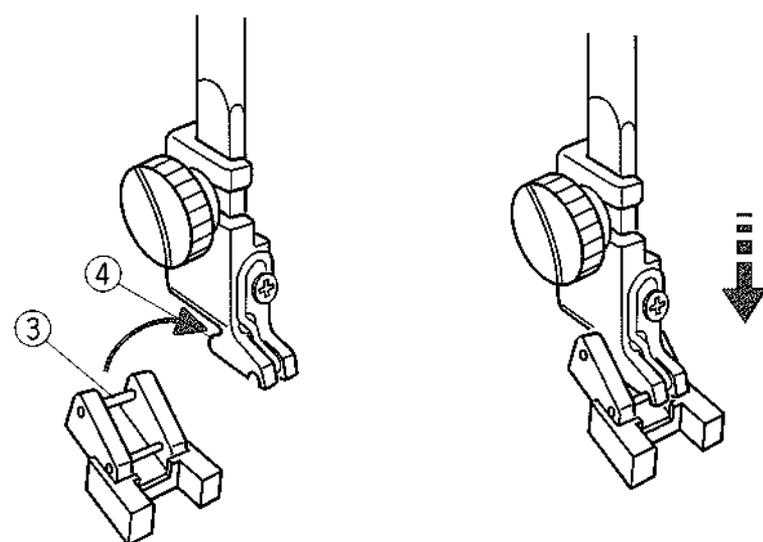
Button Sewing Foot T

To attach:

Insert the Rear Pin ③ on the foot into the Groove of the Foot Holder ④.

Gently lower the presser foot lifter, holding the foot with your fingers.

- ③ Rear Pin
- ④ Groove of the Foot Holder



Embroidery Foot P

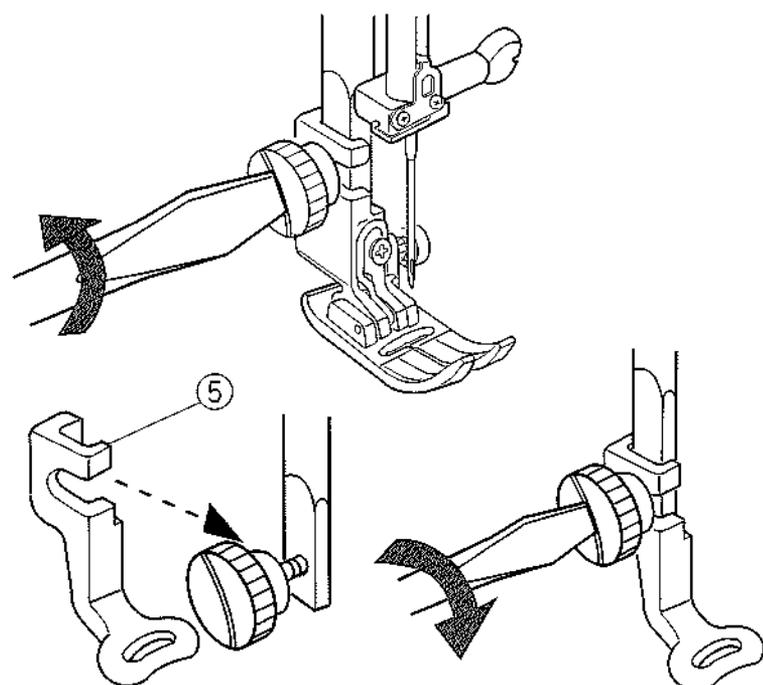
To attach:

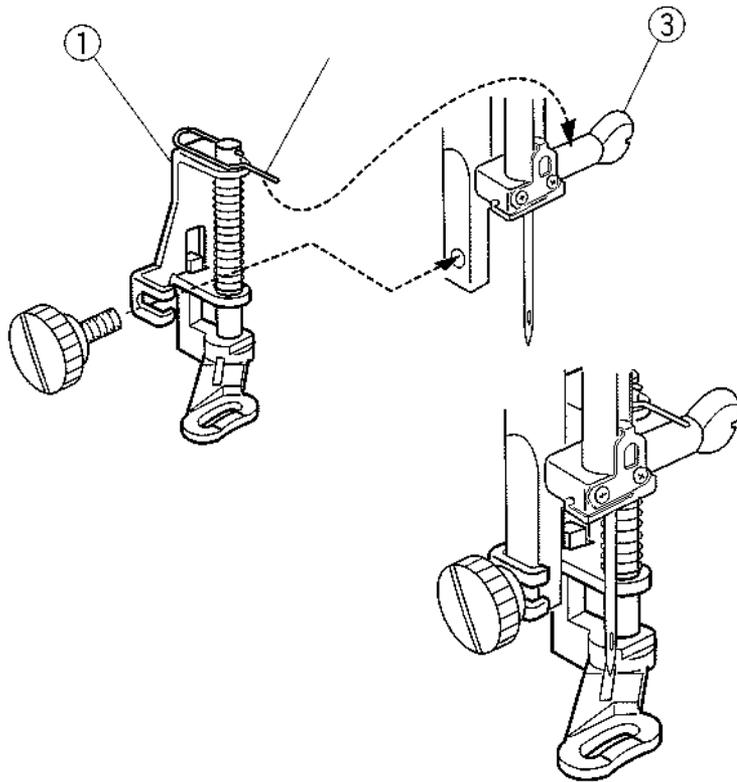
Loosen the thumbscrew and remove the Foot Holder to the rear.

Attach Embroidery Foot P ⑤ to the presser bar from behind.

Tighten the thumbscrew securely with the screwdriver.

- ⑤ Embroidery Foot P





Basting/Darning Foot P-2

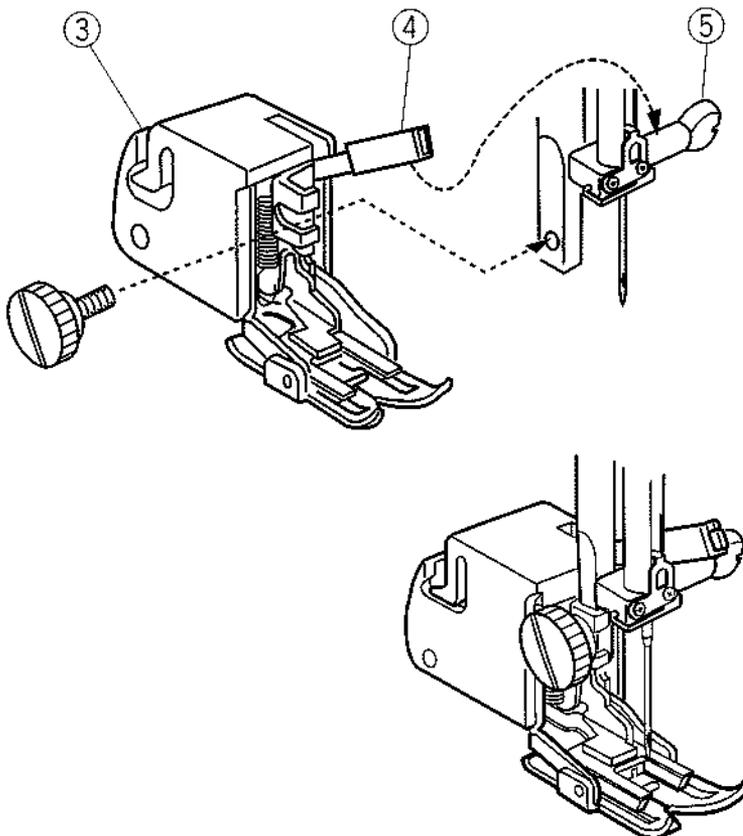
To attach:

Loosen the thumbscrew and remove the Foot Holder.

Attach the Basting/Darning Foot **P-2** ① to the presser bar putting the Pin ② on the Needle Clamp Screw ③ .

Tighten the thumbscrew firmly with the screwdriver.

- ① Basting/Darning Foot **P-2**
- ② Pin
- ③ Needle Clamp Screw



Walking Foot

To attach:

Loosen the thumbscrew and remove the Foot Holder.

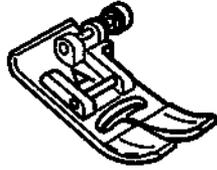
Attach the Walking Foot ③ to the presser bar with the Lever ④ over the Needle Clamp Screw ⑤ .

Tighten the thumbscrew firmly with the large screwdriver.

- ③ Walking Foot
- ④ Lever
- ⑤ Needle Clamp Screw

Various Presser Feet and Their Uses

①



① Zigzag Foot A:

This is the most versatile foot. It can be used for various stitches including straight stitches and zigzag stitches. It is designed to achieve firm and neat seam results.

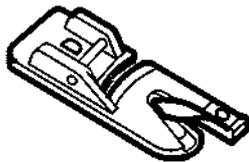
②



② Overedge Foot C:

This foot is exclusively for overedging. The brush on the foot effectively prevents skipped stitches on the raw edge of fabrics.

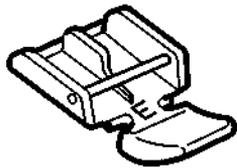
③



③ Rolled Hem Foot D:

This special foot is for sewing a rolled hem. The curl of the foot helps to form a hem in a constant width.

④



④ Zipper Foot E:

This foot is for sewing zippers. The zipper teeth are guided by the edges on the bottom of the foot.

⑤



⑤ Satin Stitch Foot F:

This clear plastic foot is ideal for satin stitches and decorative stitches. The center groove on the bottom of the foot ensures smooth feeding of dense stitches.

⑥



⑥ Blind Hem Foot G:

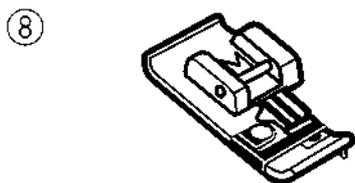
This foot is specially designed for blind hemming. The guide on the foot helps feed the fabric and sew a straight and nearly invisible blind-hem.

⑦



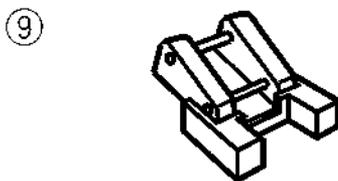
⑦ Cording Foot H:

This foot is specially designed to hold one or three strands of cording to create attractive braiding.



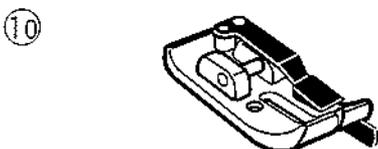
⑧ **Overcasting Foot M:**

This foot is specially designed to simulate professional style overlocking. The wires on the foot effectively prevent the fabric edge from puckering or rolling.



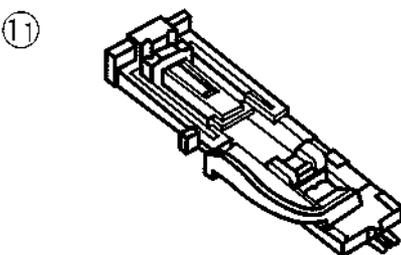
⑨ **Button Sewing Foot T:**

This foot is exclusively used for attaching a button. It holds a button securely in place and allows fine adjustment of button position.



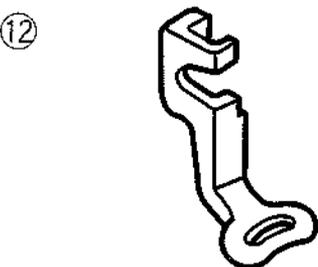
⑩ **1/4" Seam Foot O:**

This foot is useful for patchwork quilt. The guide on the foot maintains an exact 1/4" (0.7cm) seam allowance.



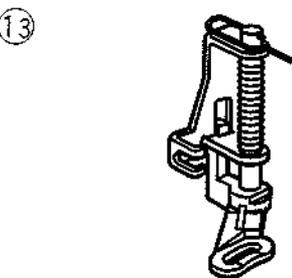
⑪ **Automatic Buttonhole Foot R:**

This foot is for sensor buttonhole and for darning. Place a button in the button holder in the rear of the foot. This automatically sets the buttonhole size.



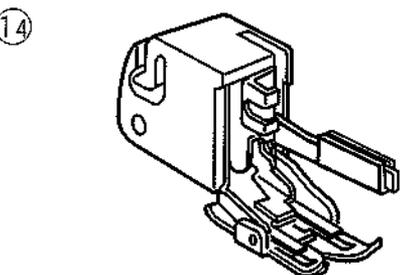
⑫ **Embroidery Foot P:**

This foot is a special attachment for Professional-Style Embroidery.



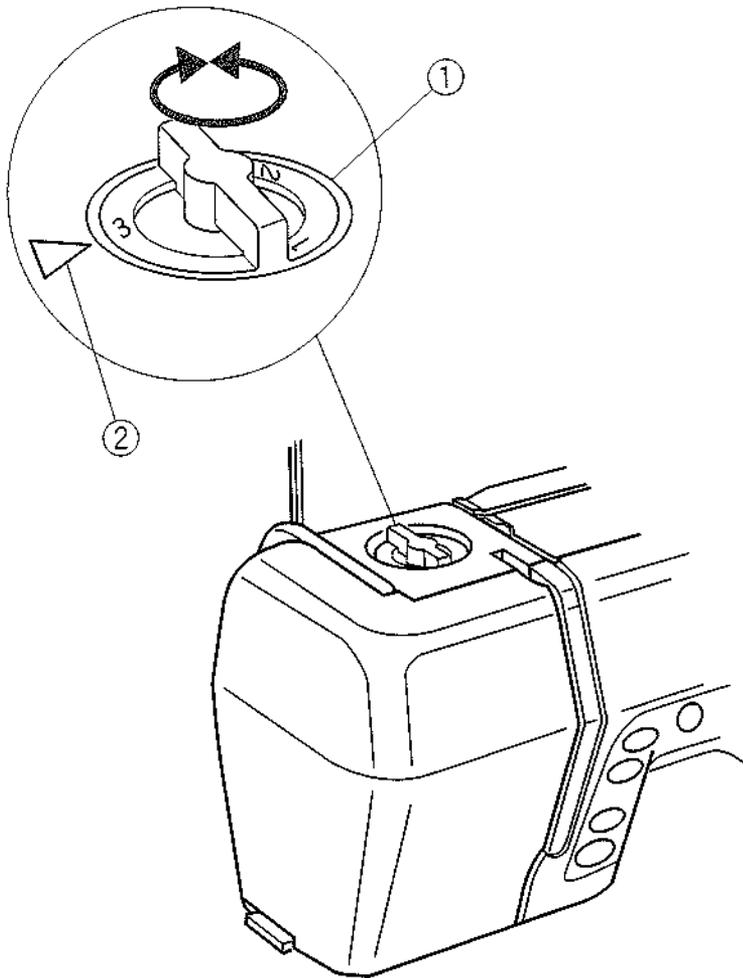
⑬ **Basting/Darning Foot P-2:**

This is a special foot for basting. It holds fabrics while taking a stitch, synchronizing with the needle bar movement. This foot can also be used for freehand embroidery or quilting.



⑭ **Walking Foot:**

This is a special attachment for hard-to-feed materials. This foot effectively prevents fabrics from shifting and puckering. It is great for quilting and matching plaids.



Pressure Dial

The Pressure Dial should be set at "3" for regular sewing.

Reduce the pressure to "2" for applique, cut work, drawn work, basting and embroidery.

Set the pressure to "1" when sewing chiffon, lace, organdy and other fine fabrics.

Velour and knits with a lot of stretch may also require a "1" setting.

Turn the Pressure Dial ① and set the desired number at the Setting Mark ②.

- ① Pressure Dial
- ② Setting Mark

To Lower or Raise the Feed Dog

Manually - Drop Feed Lever:

To lower the Feed Dog, slide the Drop Feed Lever ① in the direction of Arrow ②.

To raise the Feed Dog, slide the Drop Feed Lever in the direction of Arrow ③.

- ① Drop Feed Lever
- ② Lowered Position
- ③ Raised Position

Automatic - My Setting:

To lower the Feed Dog, press the SET key and Ordinary Sewing key, then press the  key.

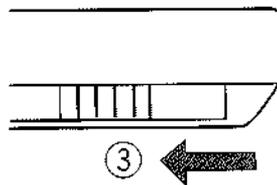
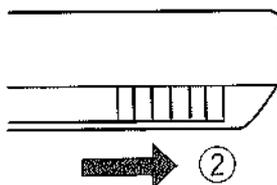
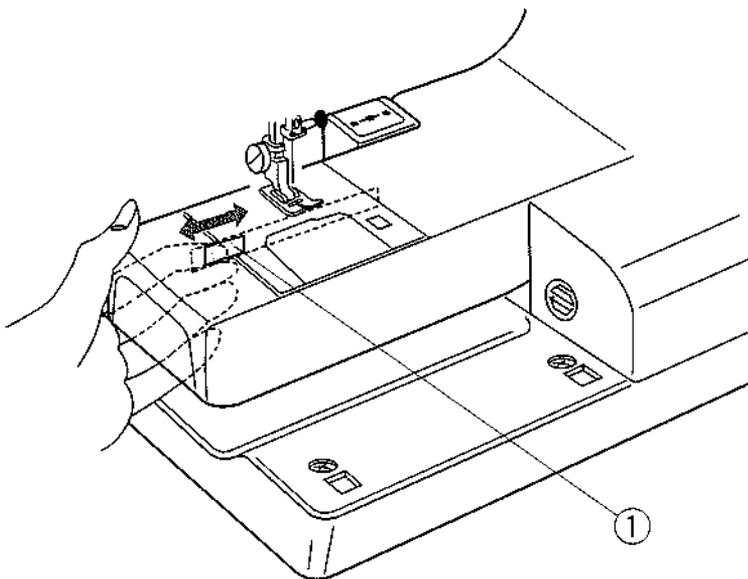
(See page 10, Book 2)

To raise the Feed Dog, press the SET key and Ordinary Sewing key, then press the  key.

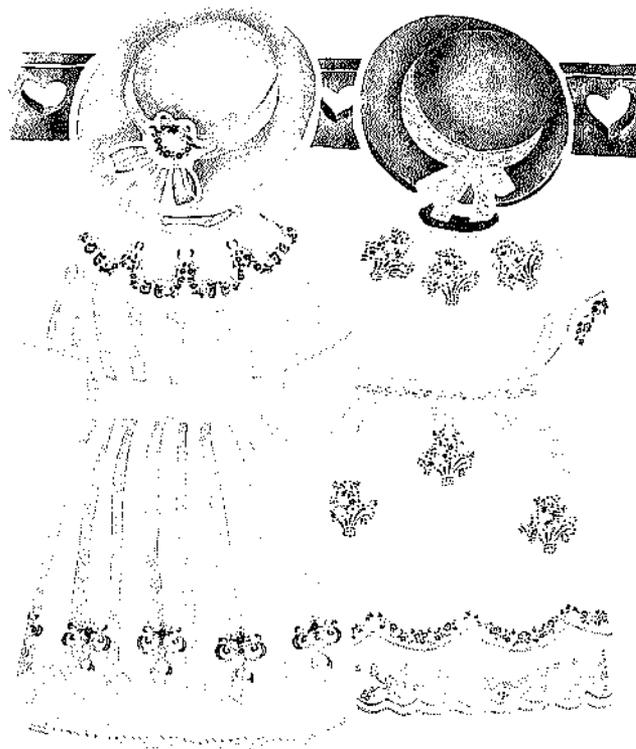
(See page 10, Book 2)

Note:

- The Feed Dog lowers automatically when the Embroidery Mode is selected.



ORDINARY SEWING



ORDINARY SEWING

Visual Touch Screen

The “Welcome” display appears on the Visual Touch Screen for a few seconds when turning the machine on, then it shows the initial screen as illustrated.

Mode Selection Keys

① Ordinary Sewing Mode Key

Press this key to enter the Ordinary Sewing Mode. The following six categories are available in this mode:

- Utility Stitches
- Buttonhole Stitches
- Satin Stitches
- Decorative Stitches
- Monogramming
- Sewing Application

② Embroidery Mode Key

Press this key to enter the Embroidery Mode. The following five categories of embroidery are available in this mode:

- Built-in Embroidery Designs
- Monogramming
- PC Card Embroidery Designs
- Design Import via Card Reader
- Editing

③ PC Link Mode Key

Press this key to link the Memory Craft 10000 and your PC.

④ Open File Key

Press this key to open files such as programmed stitch patterns or embroidery designs you have saved.

⑤ My Setting Key

Press this key to enter My Setting Mode. In this mode, you can change the machine settings to your preference. The machine settings for Ordinary Sewing, Embroidery, Language Selection and Common Settings are available in this mode.

⑥ Quick Help Mode Key

Press this key for helpful tips and general information on the machine function you have questions about.

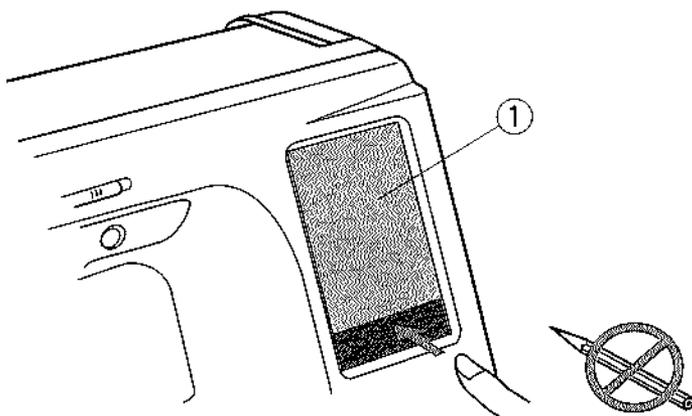
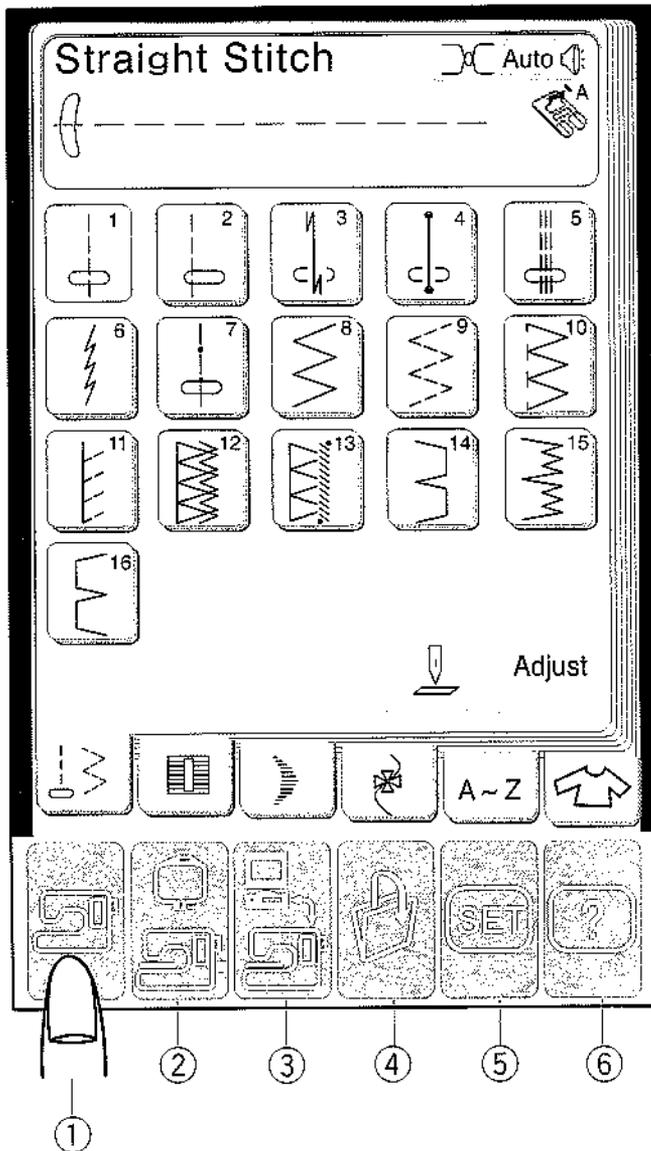
⚠ Caution:

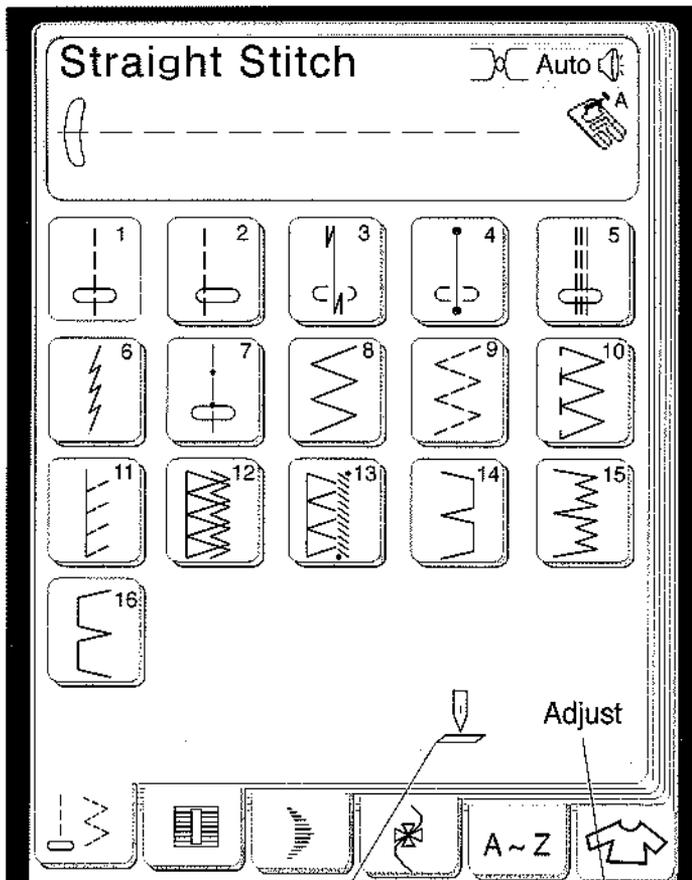
Do not press the surface of the Visual Touch Screen with a hard or sharp object like pencil, screwdriver or the like.

① Visual Touch Screen

Notes:

- When you select a pattern or function on the screen, it is not necessary to press hard; just touch the keys with your fingertip.
- Use a dry soft cloth to wipe off the screen.

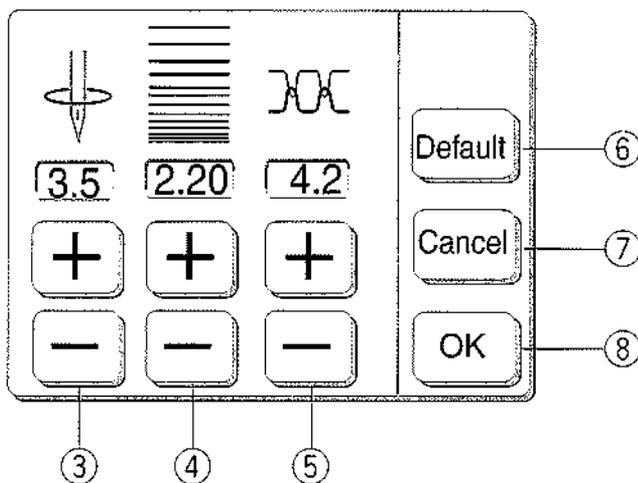




①

②

Adjust



③

④

⑤

⑥

⑦

⑧

① Needle Up/Down Key

By pressing this key, you may set the position of the needle up or down when the machine stops.

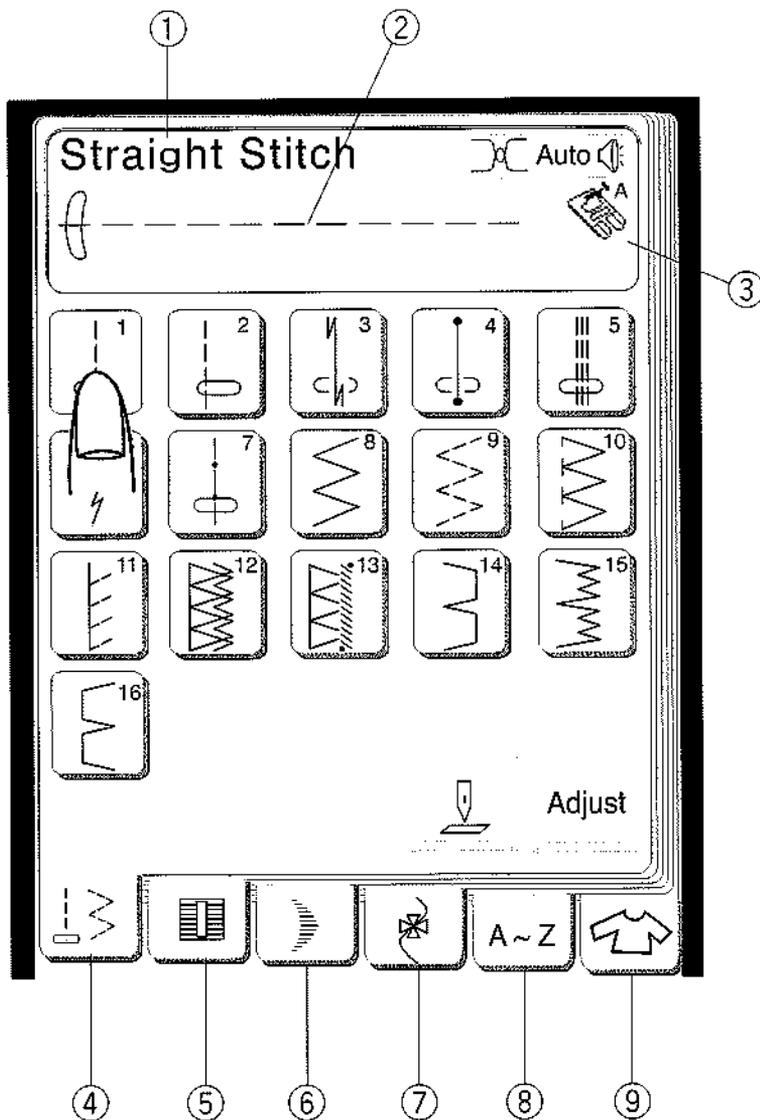
② Adjust Key

When you press this key, the screen shows Stitch Width, Stitch Length and Thread Tension adjustment (plus) + and (minus) - keys.

- ③ Width: Adjusts the zigzag width in Ordinary Sewing Mode or the needle drop position
- ④ Length: Adjusts the stitch length
- ⑤ Thread Tension: Adjusts the thread tension
- ⑥ Default Key: Resumes the default settings
- ⑦ Cancel Key: Cancels the last changes to setting
- ⑧ OK Key: Enables the current setting

Note:

- Width and length settings are shown in millimeters.



Pattern Selection

Press the Stitch Pattern Indication Key to select the desired stitch pattern.

The Name of Stitch ① and Stitch Image ② of the selected stitch and the Suitable Presser Foot ③ appear on the screen.

- ① Name of Stitch
- ② Stitch Image
- ③ Suitable Presser Foot

Ordinary Sewing Mode Keys

In the Ordinary Sewing Mode, the following 5 sewing choices are available, plus a new feature, Sewing Application Key which provides a visual guide of sewing projects.

④ Utility Stitch Key:

Press this key to open the Utility Stitch window. The 16 most popular utility stitches are available in this window.

⑤ Buttonhole Stitch Key:

This key opens the window for 11 Buttonhole variations, Button Sewing Stitch, Darning and Eyelet.

⑥ Satin Stitch Key:

This key opens the multi-page window for Satin Stitches. The stitch combination can be saved in the memory bank.

⑦ Decorative Stitch Key:

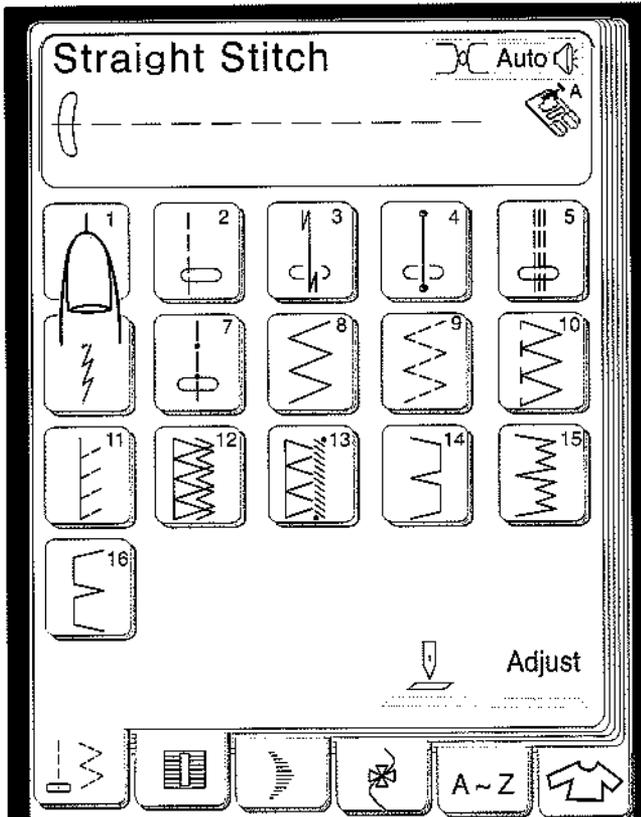
This key opens the multi-page window for Decorative Stitches. The stitch combination can be saved in the memory bank.

⑧ Monogramming Key:

This key opens the window for Monogramming. Three fonts of character and symbol designs are available in this window. You can create monograms or a combination of letters and symbols.

⑨ Sewing Application Key:

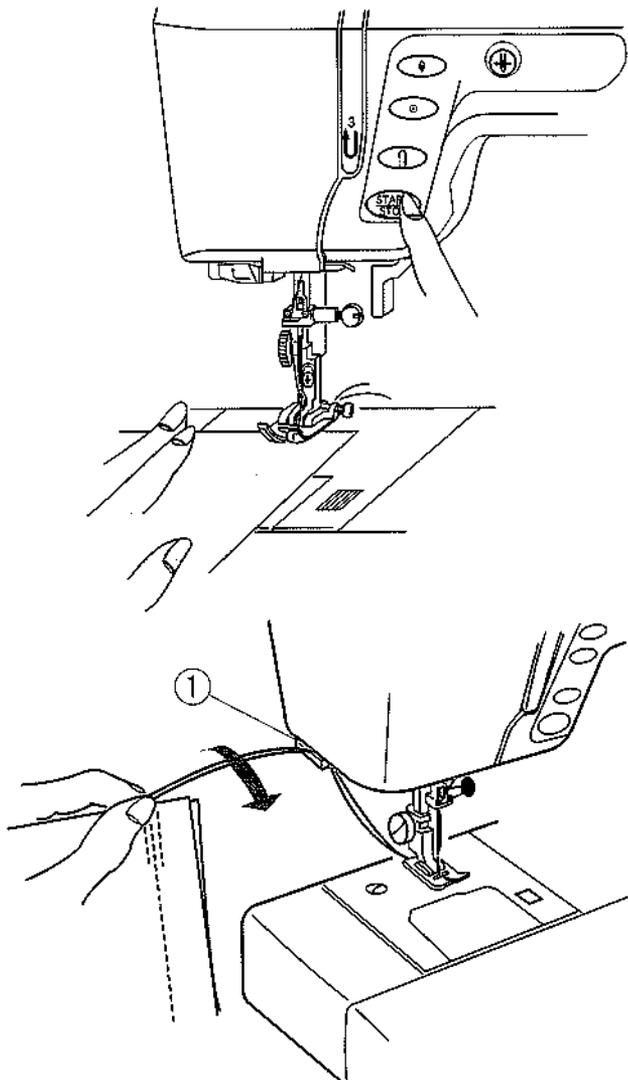
The unique window opens by pressing this key. It displays 12 common sewing applications. You can get the appropriate machine setting for your sewing application by simply following the instructions on the screen.



Straight Stitch

Press Pattern 1 on the Visual Touch Screen.

Pull the needle and bobbin threads towards the rear.

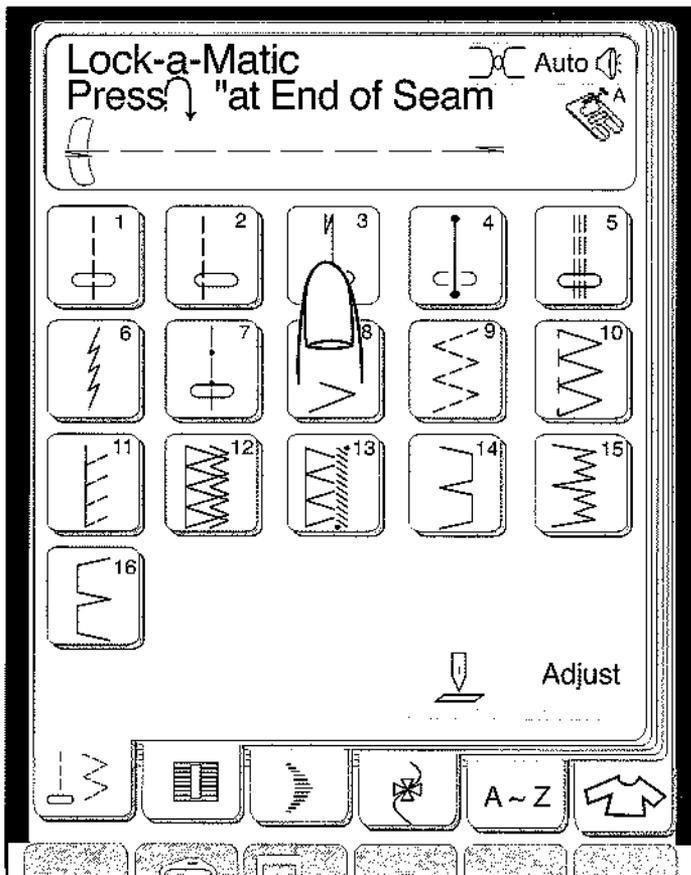


Raise the Presser Foot and position the fabric next to a seam guideline on the needle plate. Lower the needle to the point where you want to start.

Press the Start/Stop Button or Foot Control. Gently guide the fabric along the seam guideline letting the fabric feed naturally.

After finishing sewing, raise the presser foot and pull the fabric to the rear and draw both needle and bobbin threads up and into the Thread Cutter ①. The threads are cut at the proper length for starting the next seam.

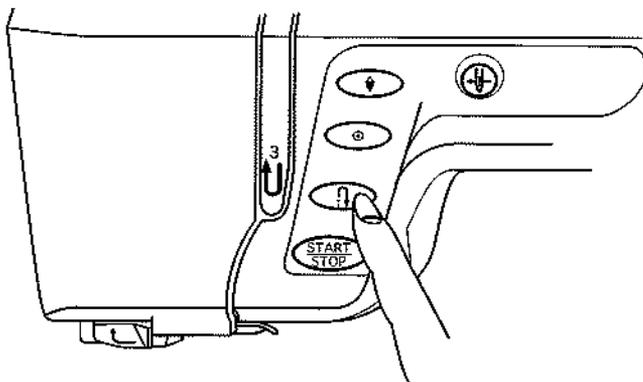
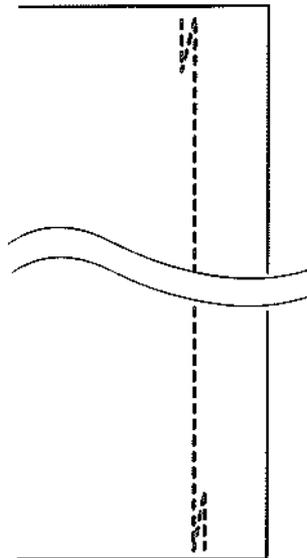
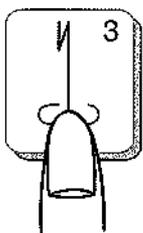
① Thread Cutter



Lock-a-Matic Stitch

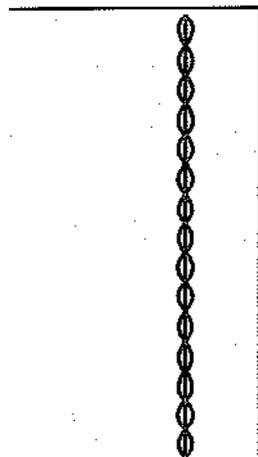
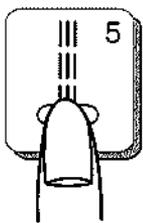
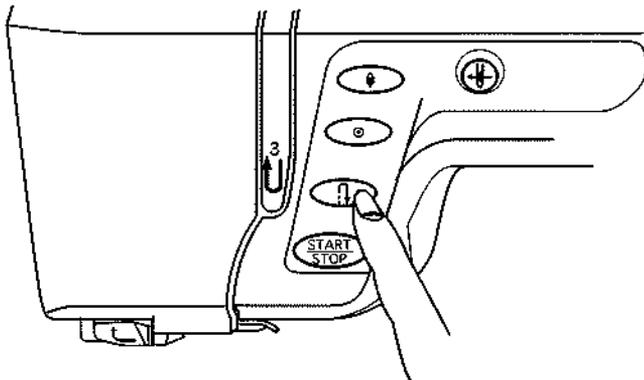
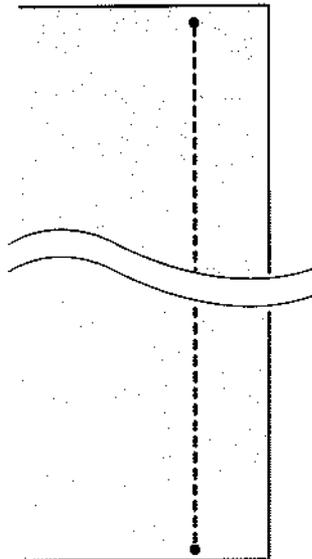
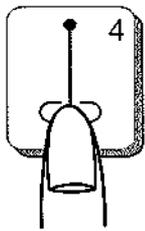
Use this stitch to secure the beginning and the end of a seam with backstitching.

Press Pattern 3 on the Visual Touch Screen.



When you reach the end of the seam, press the Reverse Button once.

The machine will sew four reverse stitches, four forward stitches, then stop sewing automatically.



Locking Stitch

This unique stitch is used where an invisible locking stitch is needed.

Press Pattern 4 on the Visual Touch Screen.

Lower the needle close to the front edge of the fabric.

The machine will sew several locking stitches in place and continue sewing forward.

When you press the Reverse Button at the end of the seam, the machine will sew several locking stitches in place, then stop sewing automatically.

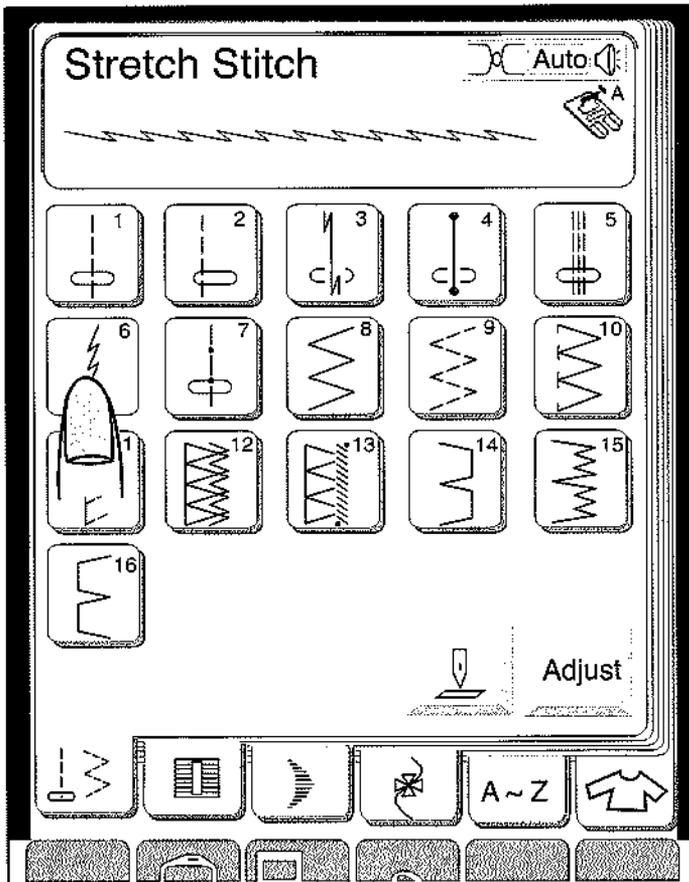
Triple Stretch Stitch

This strong, durable stitch is recommended for areas where both elasticity and strength are needed to ensure comfort and durability.

Use it to reinforce areas such as crotch and armhole seams.

Also use it when constructing items such as backpacks for extra strength.

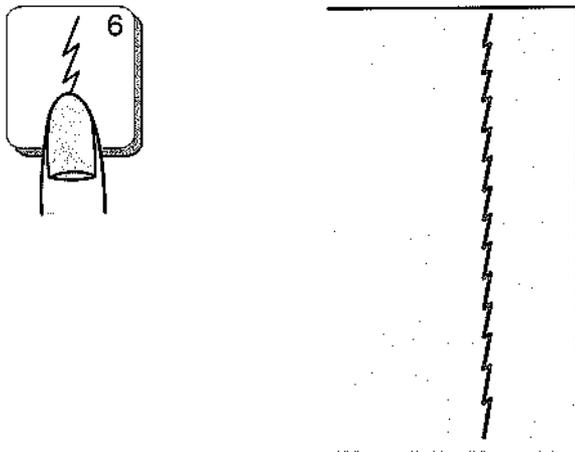
Press Pattern 5 on the Visual Touch Screen.

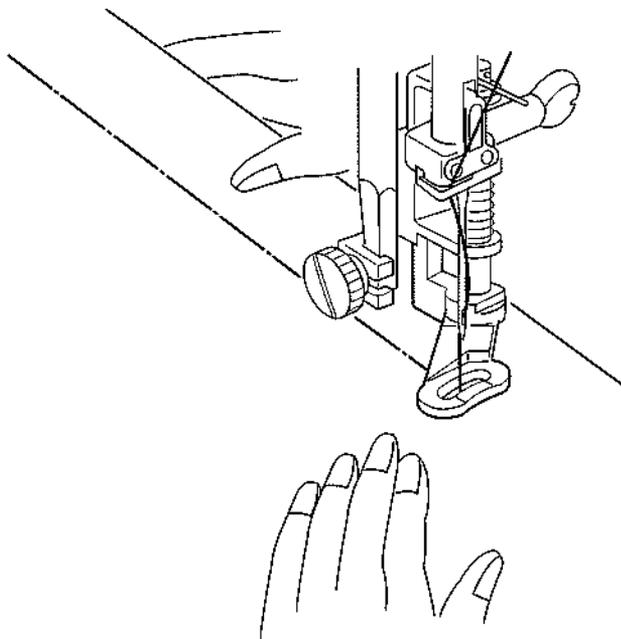
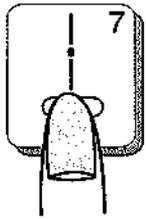


Stretch Stitch

This is a narrow stretch stitch designed to eliminate puckering on knit fabrics and bias seams, while permitting the seam to be pressed completely open flat.

Press Pattern 6 on the Visual Touch Screen.





Basting Stitch

The Basting Stitch is used to hold fabric layers together during fitting. Use a fine needle so as not to leave permanent needle marks on fabrics.

Press Pattern 7 on the Visual Touch Screen. The feed dog will drop automatically by selecting the Basting Stitch.

Attach Basting/Darning Foot **P-2**.

Draw both needle and bobbin threads to the back.

Depress the Foot Control. The machine will take one stitch and stop automatically.

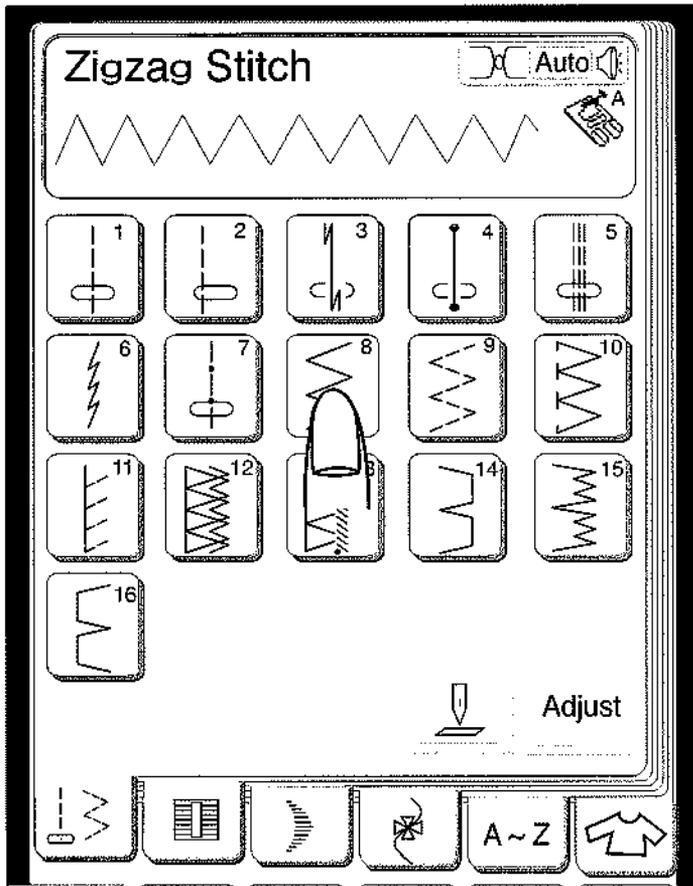
Release the Foot Control.

Hold the fabric taut and slide it to where you want the next stitch.

Continue in this manner sliding the fabric sideways or forward.

Notes:

- When basting is completed, replace the Foot Holder.
- The feed dog will rise automatically when selecting other stitches.

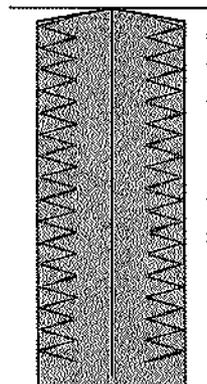
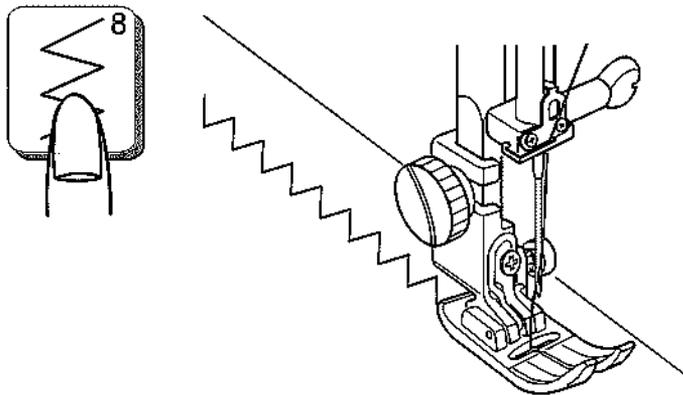


Zigzag Stitch

This stitch is used for various sewing needs including overcasting. It can be used on most woven fabrics. It's the fastest way to finish an edge, leaving it neat and flat.

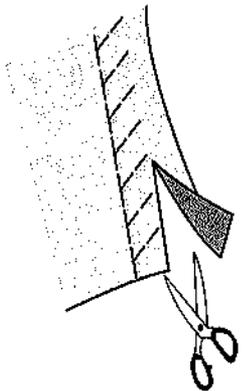
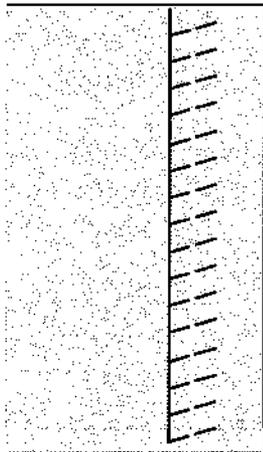
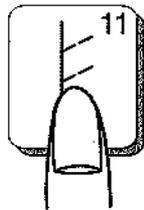
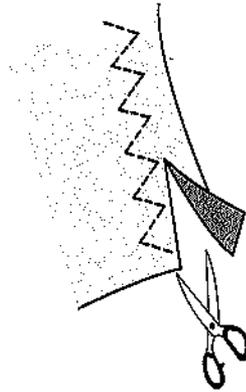
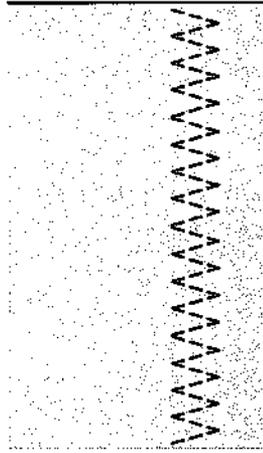
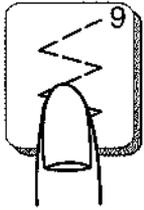
A dense zigzag stitch can also be used for appliqué.

Press Pattern 8 on the Visual Touch Screen.



Overcasting with Zigzag Stitch

To prevent raw edge of fabric from raveling, overcast the edge with Zigzag Stitch. It is the fastest way to finish the raw edge of most woven fabrics.



Multiple Zigzag Stitch (Tricot Stitch)

This stitch is effective for overedging and joining elastic fabrics. You can finish the seam allowance on synthetics and other elastic fabrics that tend to pucker. This stitch is also excellent for darning and mending tears in fabric.

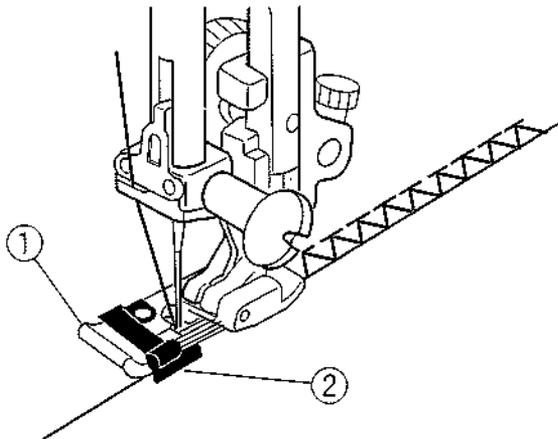
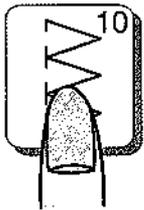
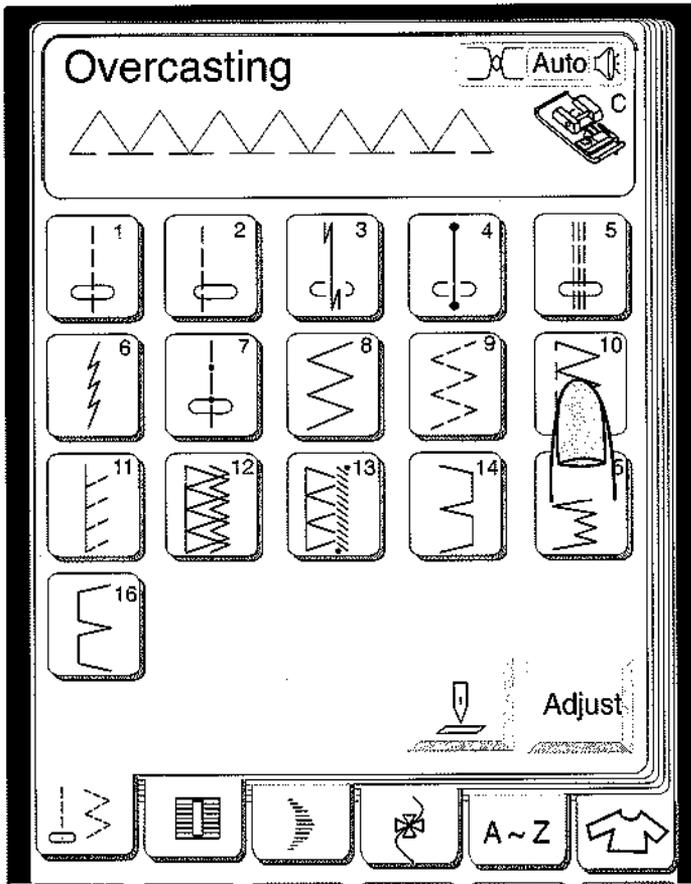
Press Pattern 9 on the Visual Touch Screen.

Knit Stitch

This stitch is recommended for finishing edges of knit fabrics such as tricots, stretch velour etc., because it provides the greatest amount of elasticity and strength.

Sew along the fabric edge leaving a 0.7cm (1/4") seam allowance. After finishing the sewing, trim the extra seam allowance as shown.

Press Pattern 11 on the Visual Touch Screen.



Overcasting Stitch

This stitch can be used to simultaneously seam and overcast in one step. Use this stitch when you do not need to press seams open and flat.

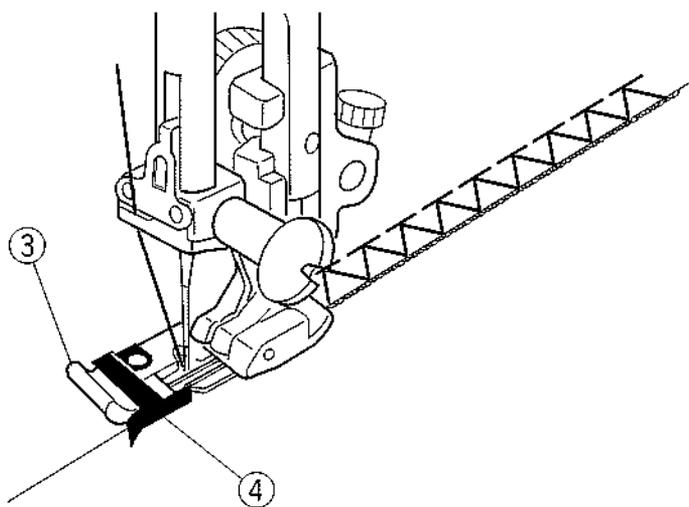
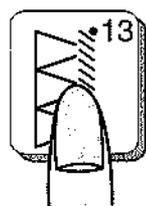
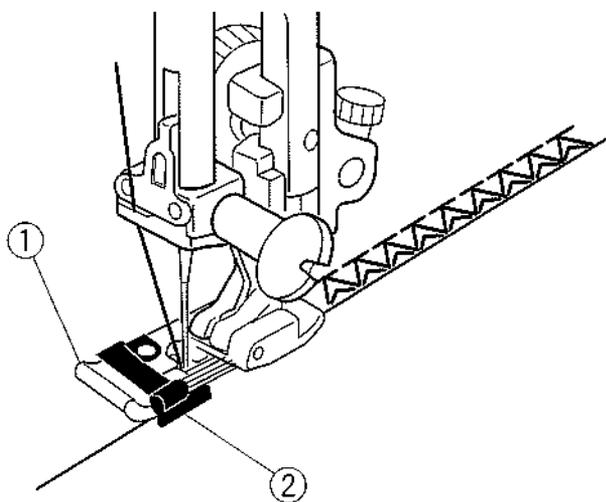
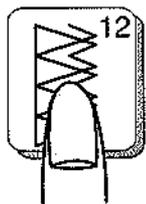
Press Pattern 10 on the Visual Touch Screen.

Attach Overedge Foot **C** ① and sew guiding the fabric edge along the Black Guide ② on the foot.

- ① Overedge Foot **C**
- ② Black Guide

⚠ Caution:

- When you use Overedge Foot **C** or Overcasting Foot **M**, set the stitch width between 5.0 mm (3/16") to 7.0 mm (3/8") to prevent the needle from hitting the foot wires.



Overedge Stitch:

This stitch is ideal for finishing edges of fabrics that tend to fray such as linens and gabardines.

Two rows of zigzag stitches are simultaneously sewn over the edge of the fabric to prevent raveling.

Press Pattern 12 on the Visual Touch Screen.

Use Overedge Foot **C** ① to keep the fabric edge flat. The wires on the foot effectively prevent the edge from puckering or rolling up.

Place the edge of the fabric next to the Black Guide ② on the foot and sew.

- ① Overedge Foot **C**
- ② Black Guide

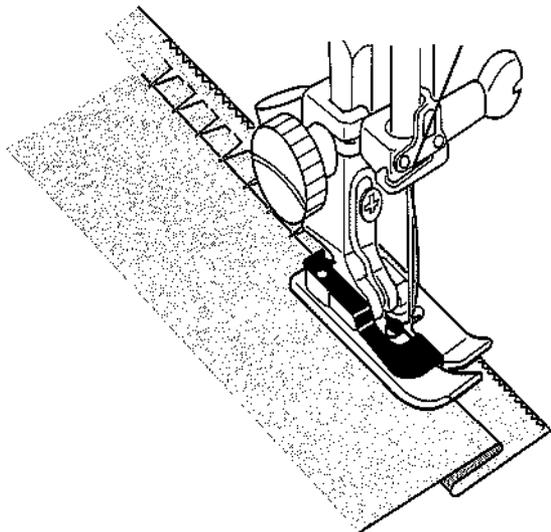
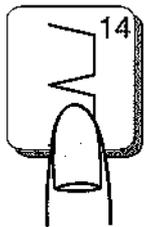
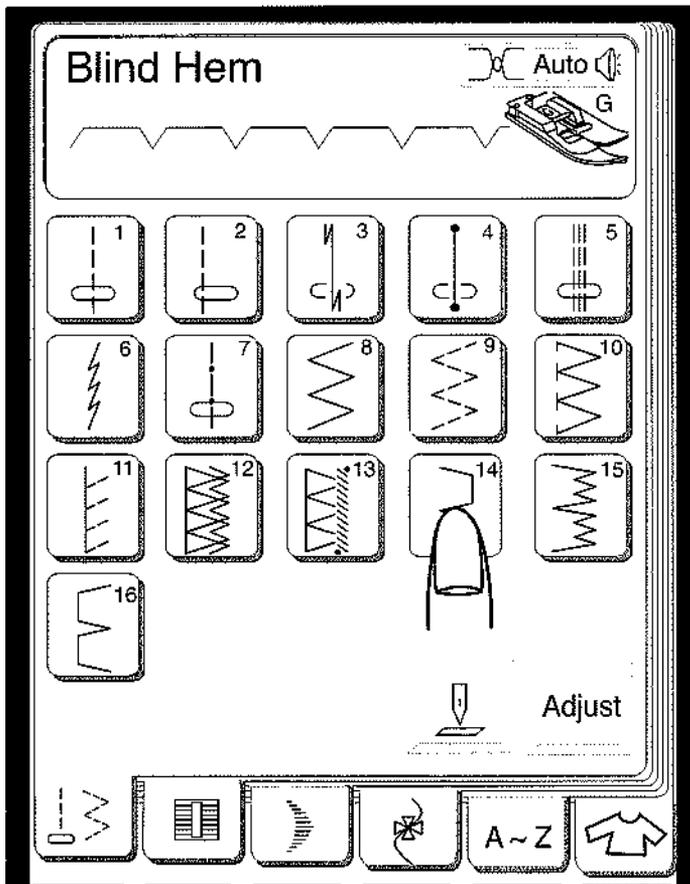
Overlock Stitch

This stitch is used for finishing edges of medium to heavy fabrics. This finished seam looks similar to a commercial overlocking machine.

Press Pattern 13 on the Visual Touch Screen.

Attach Overcasting Foot **M** ③. Sew, guiding the fabric edge along the Guide ④ on the foot.

- ③ Overcasting Foot **M**
- ④ Guide



Blind Hem Stitch

Press Pattern 14 on the Visual Touch Screen.

Attach Blind Hem Foot **G**.
Fold the fabric to form a hem as shown.

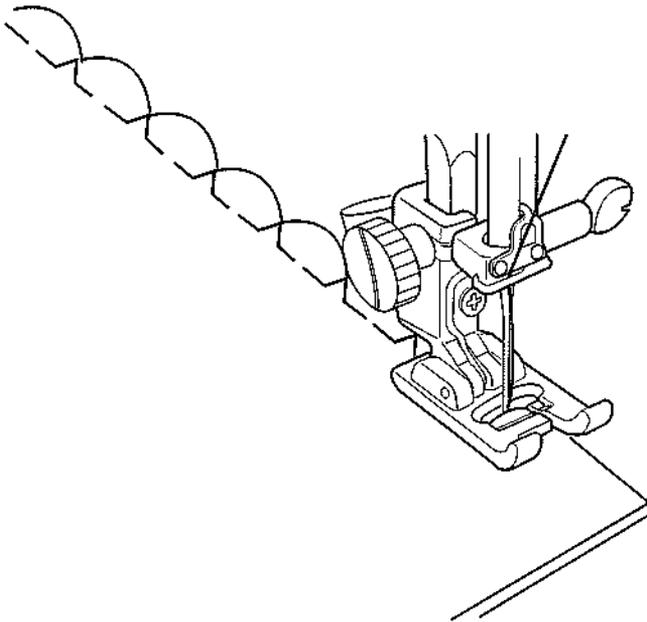
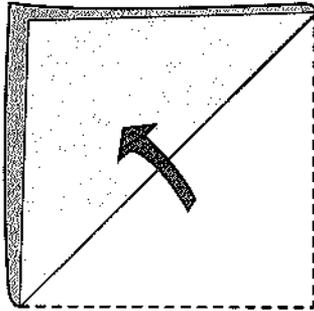
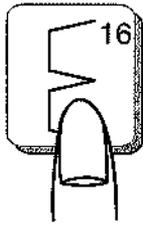
Place the fabric so that the folded edge comes to the left side of the guide.

Lower the Presser Foot.

Press the Adjust key to set the position of the needle swing with the stitch width keys. (See page 29)

Press the OK key to register the setting. The needle should just pierce the folded edge when it comes over to the left side.

While sewing, guide the folded edge along the guide on the foot.



Shell Tuck Stitch

Press Pattern 16 on the Visual Touch Screen.

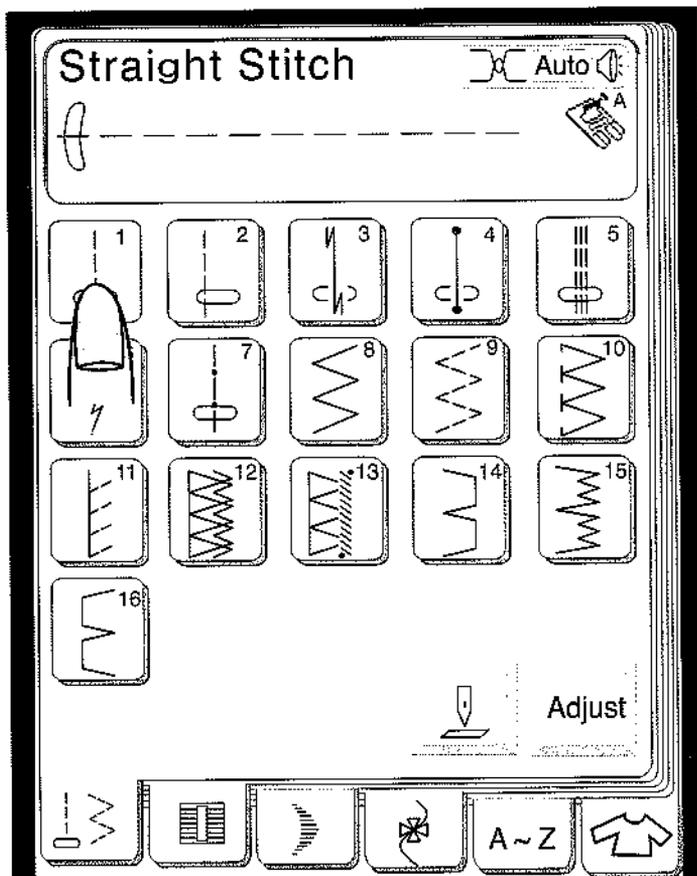
Use a lightweight fabric such as tricot. Fold and stitch on the bias.

Attach Satin Stitch Foot **F**.
Set the stitch width and length as you desire.
(See page 29)

Place the folded edge of the fabric along the slit of the foot so that the right swing of the needle falls off the edge of the fabric to form tucks.

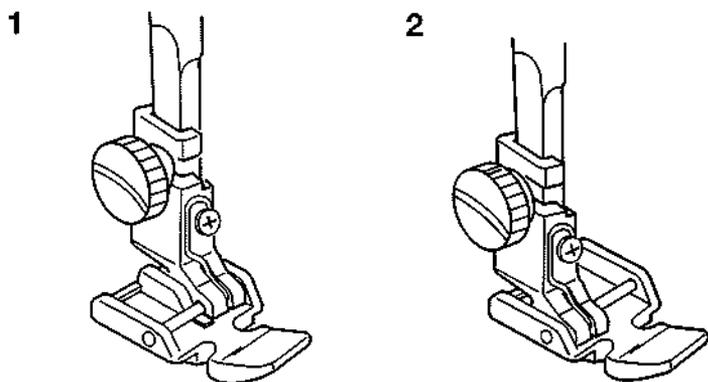
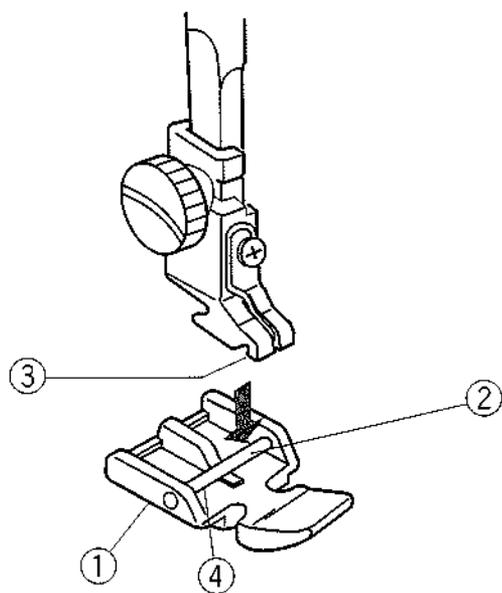
Notes:

- You can sew shell tucks on knits or soft silky wovens in any direction.
- If you sew rows of shell stitches, space the rows 1.5cm (5/8") apart.



Zipper Sewing

Press Pattern 1 on the Visual Touch Screen.



1. To Sew the Left Side of the Zipper

Attach Zipper Foot **E** ① with the Pin on the Right-hand Side ② to the Groove ③ .

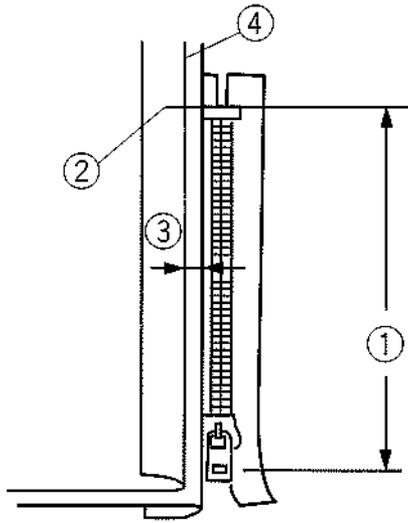
- ① Zipper Foot **E**
- ② Pin on the Right-hand Side
- ③ Groove

2. To Sew the Right Side of the Zipper

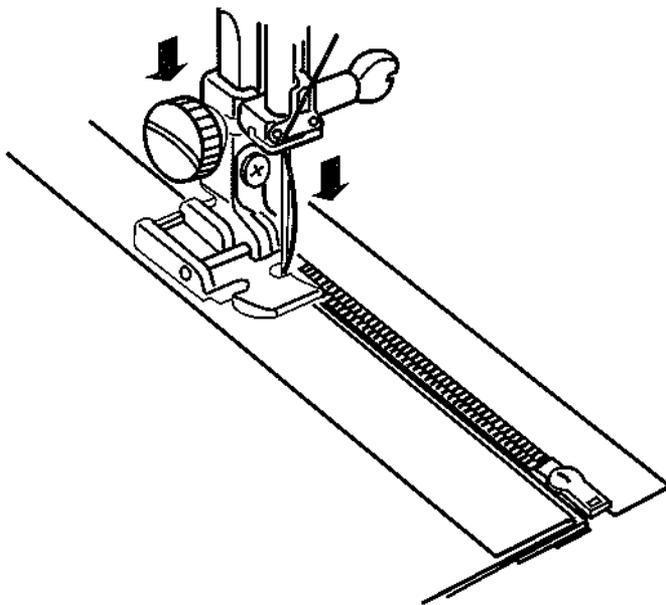
Attach Zipper Foot **E** ① with the Pin on the Left-hand Side ④ to the Groove ③ .

- ④ Pin on the Left-hand Side

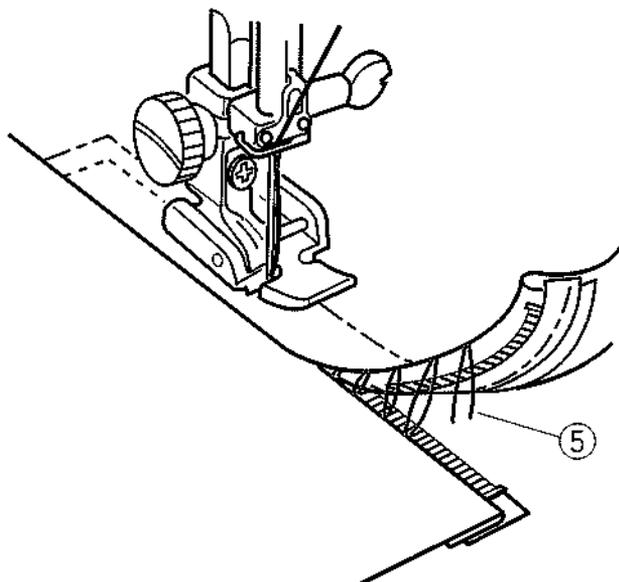
1



2



3



Fabric Preparation for Zipper Sewing

1. Add 1cm (3/8") to the zipper size. This is the overall Opening Size ①. Place the right sides of the fabric together and sew to the End of the Zipper Opening ②. Fasten the seam with reverse stitching.

Press the Adjust key and manually increase the stitch length to 5mm (3/16"). Press the OK key to register the setting and sew the zipper opening.

Fold back the left seam allowance.

Turn under the right seam allowance to form a 0.2 to 0.3cm (1/8") ③ fold. Place the zipper teeth next to the Fold ④ and pin in place.

- ① Opening Size
- ② End of the Zipper Opening
- ③ 0.2 to 0.3cm (1/8")
- ④ Fold

To Sew

2. Attach Zipper Foot **E** with the Pin on the Right-hand Side.

Set the stitch length to the default (2.2 mm).

Sew through the fold and zipper tape guiding the zipper teeth along the edge of the foot.

Stop just before the foot reaches the slider on the zipper tape. Lower the needle slightly into the fabric. Raise the foot and open the zipper. Lower the foot and stitch the remainder of the seam.

3. Close the zipper and spread the fabric flat with the right side facing up. Baste the upper fabric and zipper tape together.

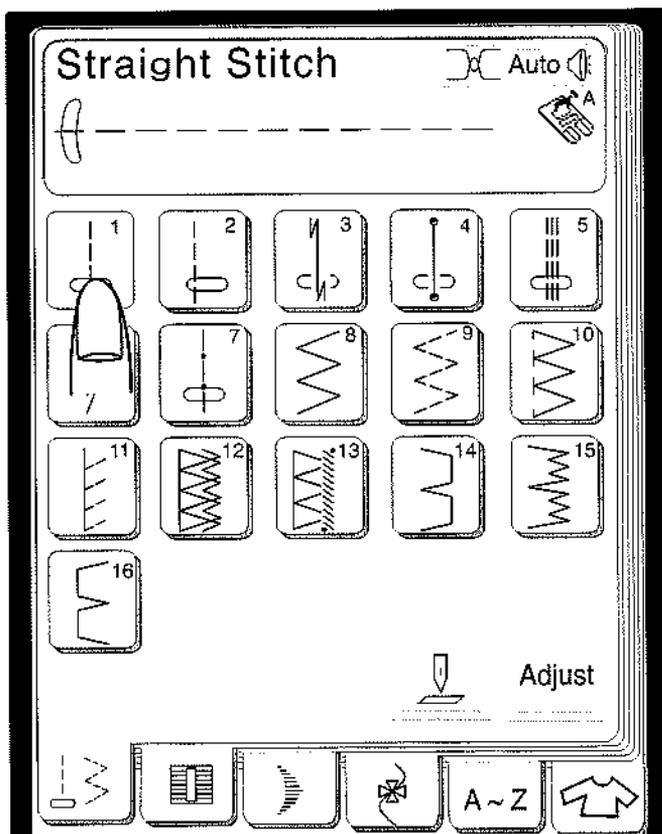
Reattach Zipper Foot **E** with the Left Pin. Stitch through the fabric and zipper tape. Stop about 5cm (2") from the top of the zipper.

Lower the needle slightly into the fabric, raise the foot, remove the Basting Stitches ⑤ and open the zipper and stitch the remainder of the seam.

- ⑤ Basting Stitches

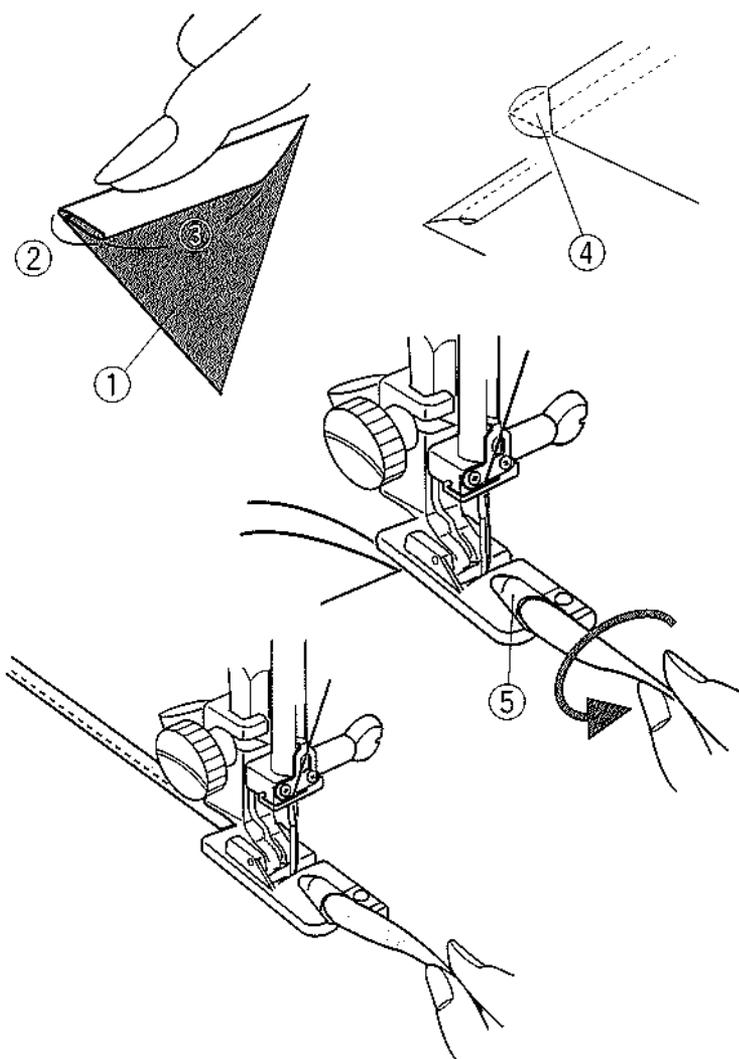
Note:

- Refer to Advanced Sewing - Book 2, for more detailed zipper sewing instructions.



Rolled Hem

Press Pattern 1 on the Visual Touch Screen.



Place a fabric with the Wrong Side of Fabric ① up.

Make a double fold approximately 0.3cm (1/8") ② wide and 6cm (2 1/4") ③ long.

Trim 0.7cm (1/4") ④ from the corner of the fabric to reduce bulk and make it easier to insert the hem into the foot.

Attach the Rolled Hem Foot **D**.

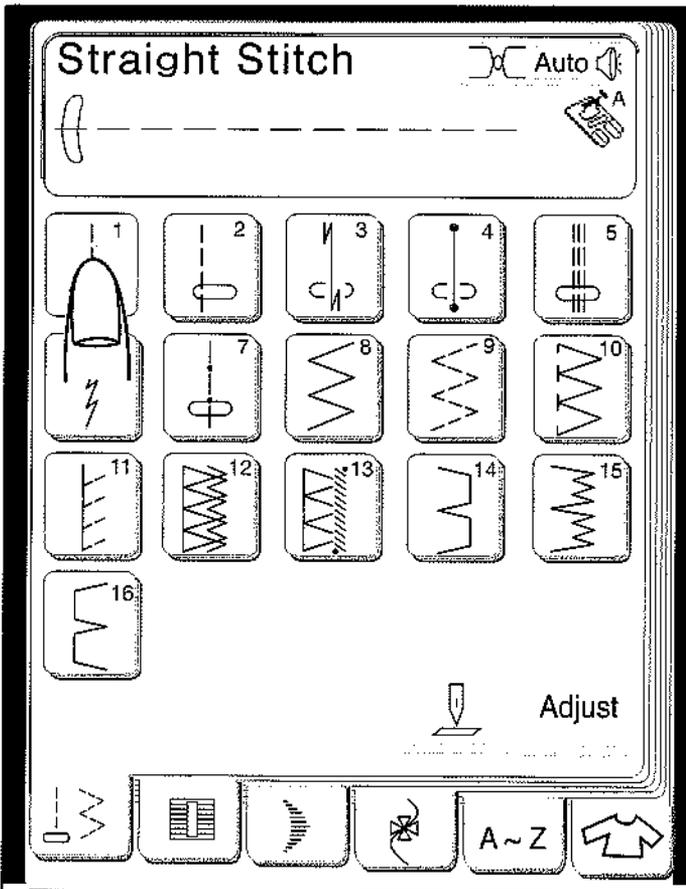
Lower the needle into the fabric at the point where sewing is to begin. Then lower the foot.

Sew a few stitches while pulling the needle and bobbin threads to the back.

Lower the needle into the fabric and lift the foot. Insert the folded portion of the fabric into the Curl of the Foot ⑤.

Lower the foot, and sew by lifting up the edge of the fabric to keep it feeding smoothly and evenly.

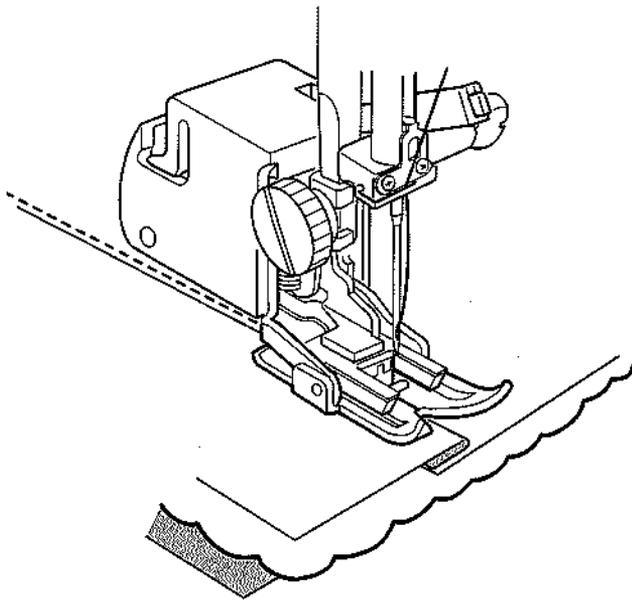
- ① Wrong Side of Fabric
- ② 0.3 cm (1/8")
- ③ 6 cm (2 1/4")
- ④ Trim 0.7cm (1/4")
- ⑤ Curl of the Foot



Walking Foot

Press Pattern 1 on the Visual Touch Screen.

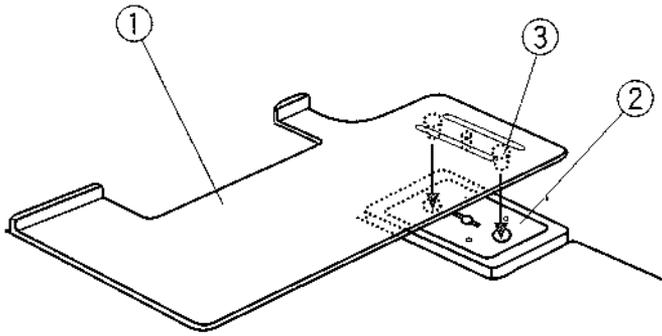
The Walking Foot is effective in preventing the fabric (light materials, knits, real and imitation leather etc.) from slipping or puckering, because it sandwiches the material between the upper feed dog on the foot and the lower feed dog on the machine. The Quilting Bar can also be attached on the Walking Foot to make it easier to sew evenly spaced parallel rows of stitching.



The Walking Foot is also useful for understitching quilts.

Note:

- Operate the machine at low to medium speed.

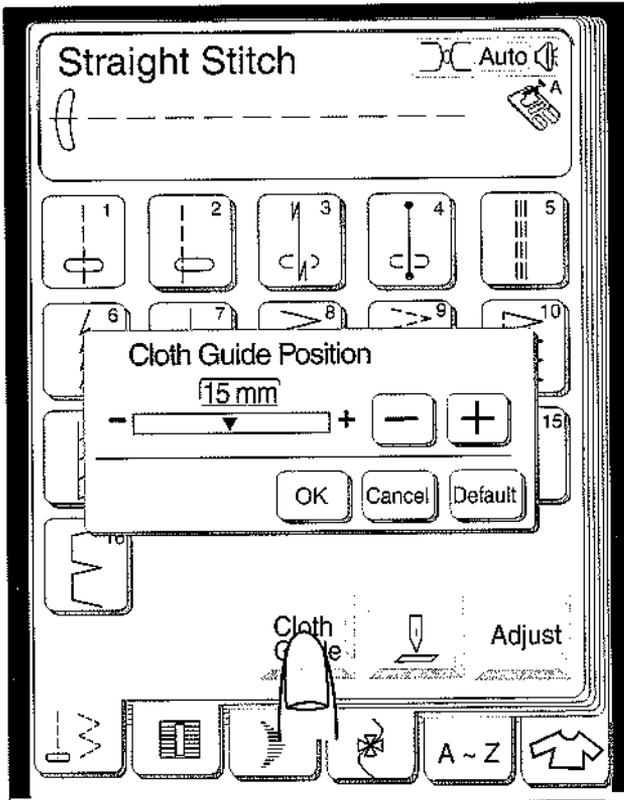


Cloth Guide

The Cloth Guide is very useful to maintain an exact seam allowance.

Attach the Cloth Guide ① to the Carriage ②, inserting the two Pins ③ into the holes on the carriage.

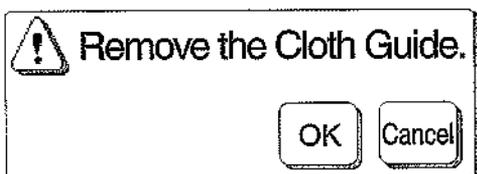
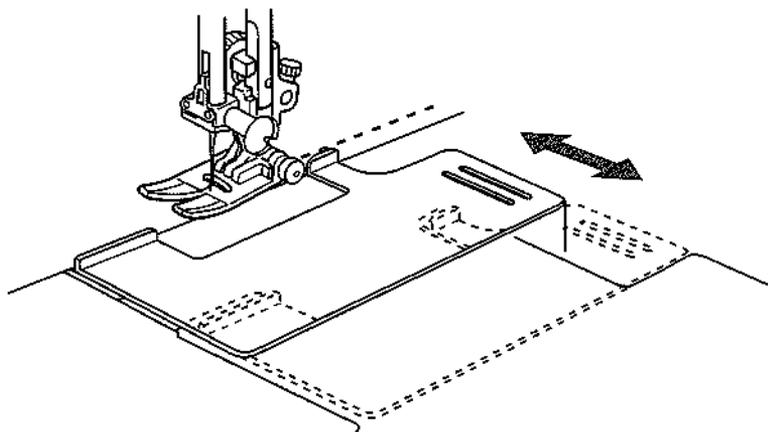
- ① Cloth Guide
- ② Carriage
- ③ Pins



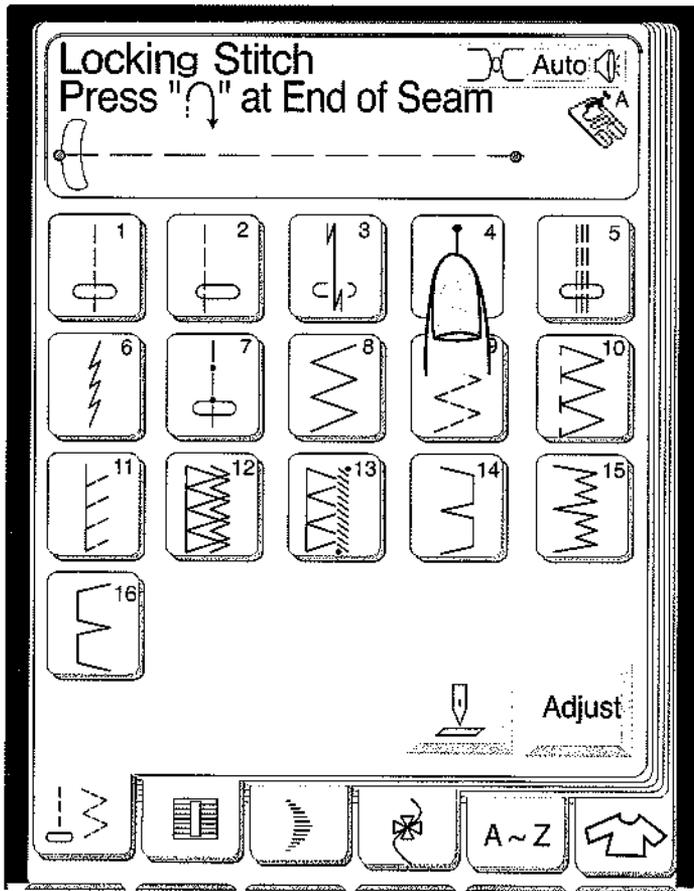
Press Pattern 1 on the Visual Touch Screen.

The Cloth Guide Key is only displayed when the Professional Mode is "ON".
(See Advanced Sewing: Book 2)

To adjust the position of the Cloth Guide. Press the Cloth Guide Key to open the adjusting window.

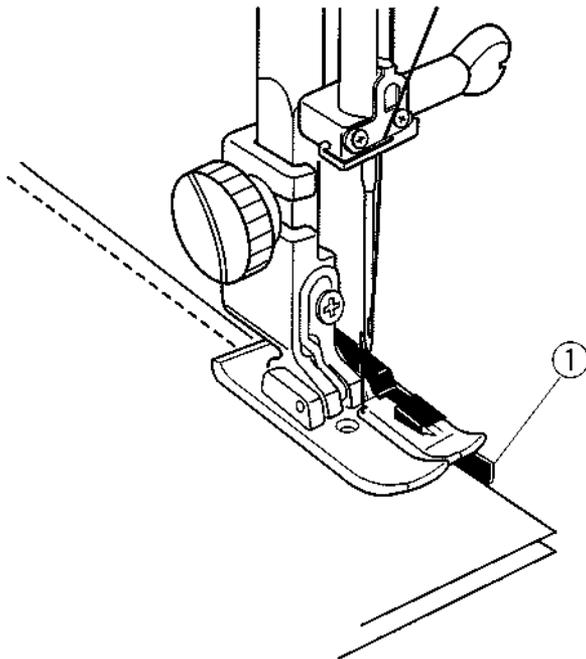


The Visual Touch Screen advises you to remove the Cloth Guide when you select other patterns.



Patchwork

Press Pattern 4 on the Visual Touch Screen.

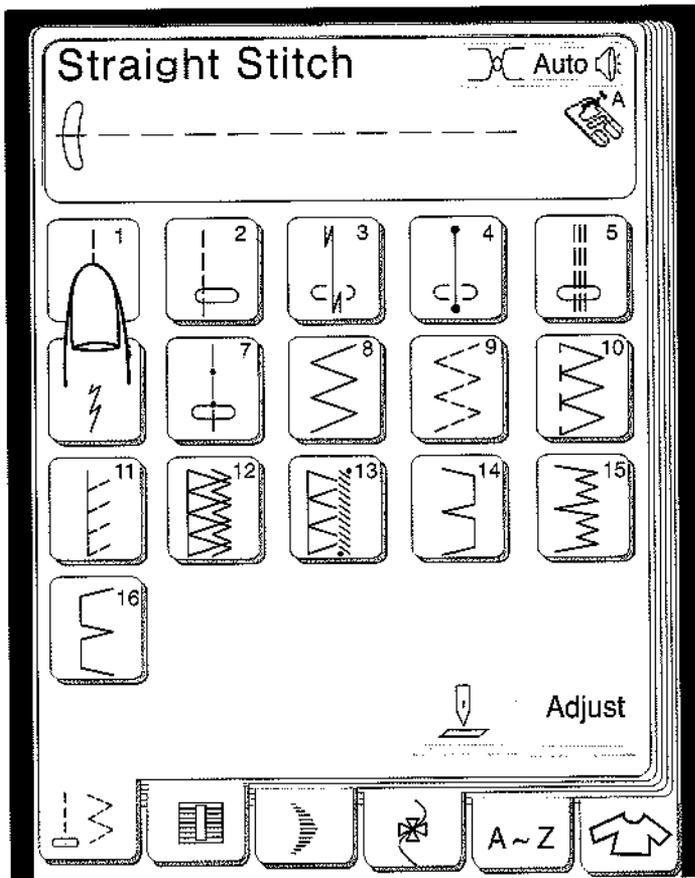


Attach 1/4" Seam Foot O.

This foot is useful for patchwork quilt. The guide on the foot maintains a 1/4" (0.7cm) seam allowance.

Place the right sides of two pieces of fabric together. Align the raw edges of the fabrics against the Black Guide ① on the foot to maintain a perfect 1/4" (0.7cm) seam.

① Black Guide



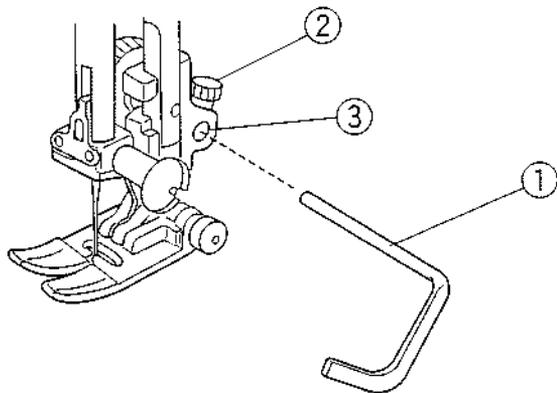
Quilting

Quilting is produced by stitching two layers of fabric together with batting in between to add dimension and warmth.

Traditionally used for bedspreads, quilting is now seen everywhere.

Crafts, entire garments, baby clothes or parts of garments such as yokes, pockets, cuffs, and collars can be sewn with straight rows of quilting or embellished with decorative stitches and pattern combinations.

Press Pattern 1 on the Visual Touch Screen.



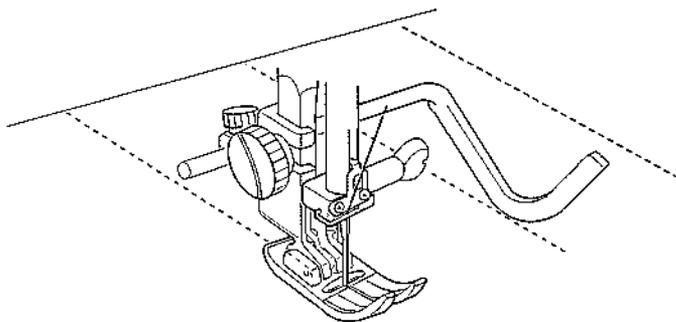
Regular Quilting

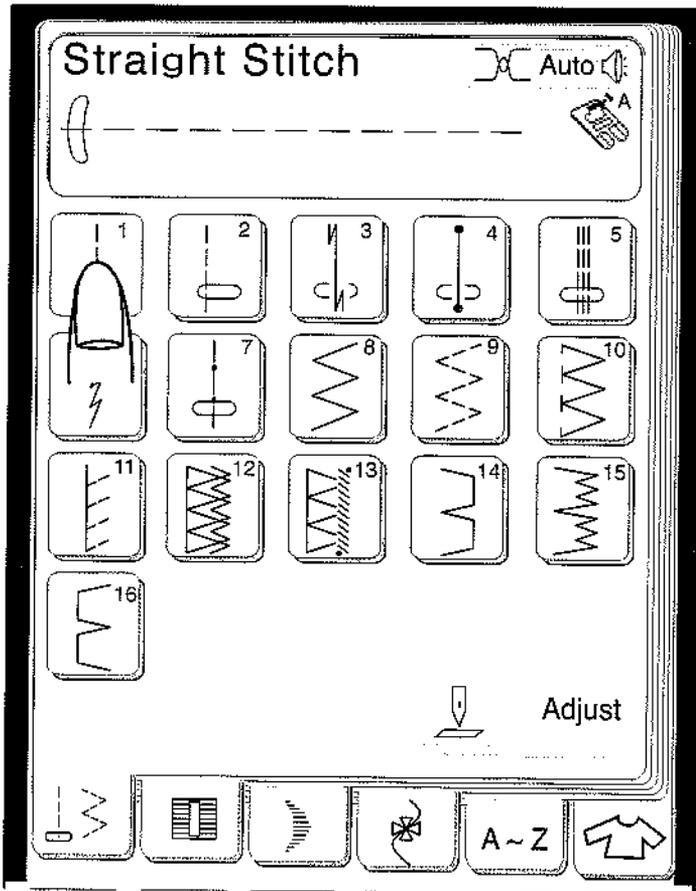
Use this Quilting Bar ① with the Zigzag Foot. Loosen the Screw ② on the back of the Foot Holder and insert the Quilting Bar ① into the Hole ③ of the Foot Holder. Set the Quilting Bar to the desired position, then retighten the screw.

- ① Quilting Bar
- ② Screw
- ③ Hole

Note:

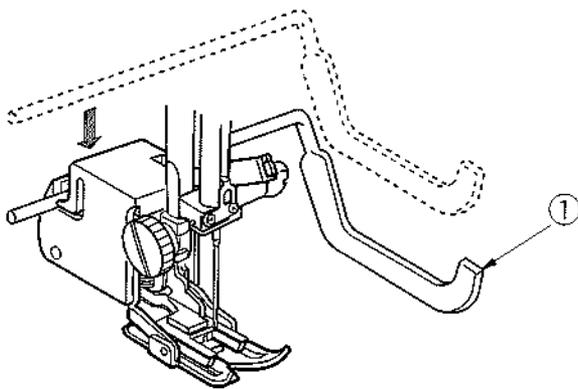
- The Knee Lifter is extremely helpful when quilting.





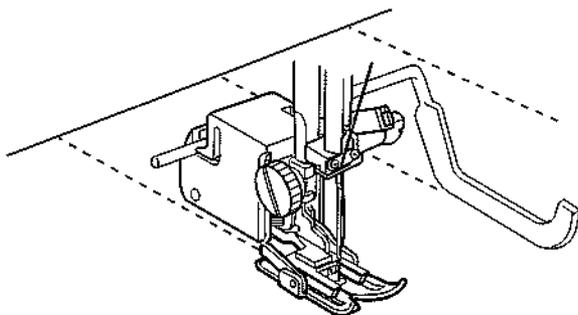
Quilting with Walking Foot

Press Pattern 1 on the Visual Touch Screen.



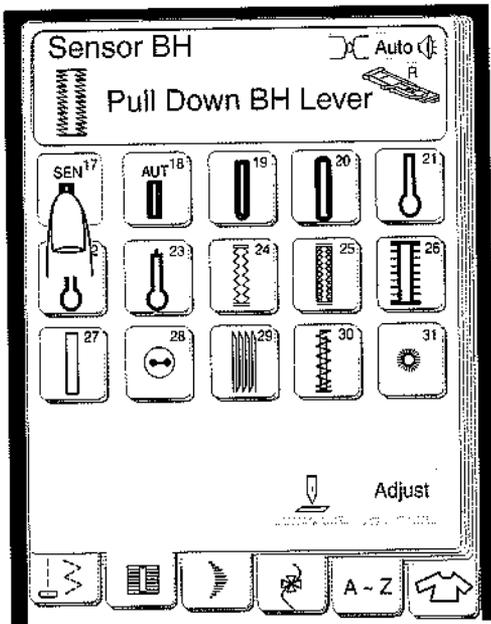
Use this Quilting Bar ① with the Walking Foot when quilting. The Walking Foot helps you to feed bulky layers of fabric smoothly.

Push down the Quilting Bar ① to fit it into the slot on the plastic cover of the Walking foot.



Shift the Quilting Bar ① to the right or left to the desired position.

① Quilting Bar (for Walking Foot)



①



① Sensor (Square) BH

This square buttonhole is widely used on medium to heavy fabrics. The buttonhole size is automatically determined by placing a button in the foot.

②



② Auto (Square) BH

This is also a square buttonhole similar to the Sensor Square Buttonhole, but you can manually set the buttonhole size and you can memorize the size to sew buttonholes of the same length.

③



③ Round End BH

This buttonhole is used on fine to medium weight fabrics, especially for blouses and children's clothes.

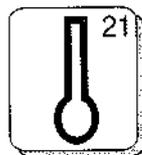
④



④ Fine Fabric BH

This buttonhole is rounded at both ends and is used on fine, delicate fabrics such as fine silk.

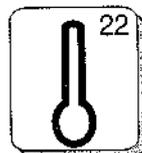
⑤



⑤ Keyhole BH

The Keyhole Buttonhole is widely used on medium to heavy fabrics. It is also suitable for larger and thicker buttons.

⑥



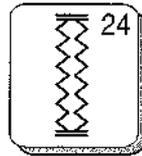
⑥ Rounded Keyhole BH

This buttonhole is used for thicker buttons on medium weight fabrics.

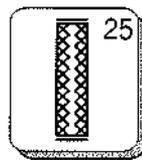
⑦



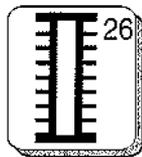
⑧



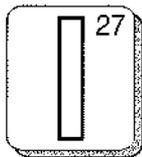
⑨



⑩



⑪



⑦ Tailored BH

This buttonhole is used with thick buttons and heavy fabrics.

The bartack and rounded end have been reinforced so that this tailored-looking buttonhole is very durable.

⑧ Stretch BH

This buttonhole can be used on stretch fabrics. It can also be used as a decorative buttonhole.

⑨ Knit BH

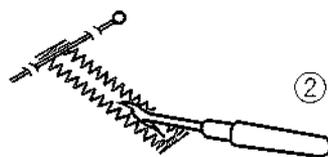
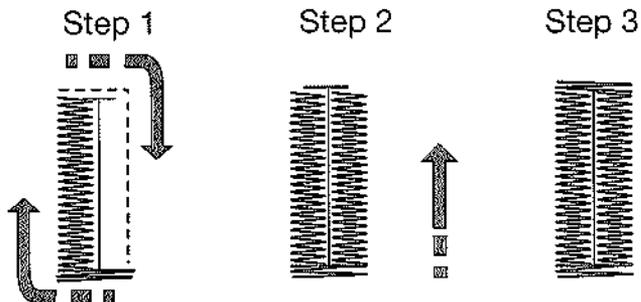
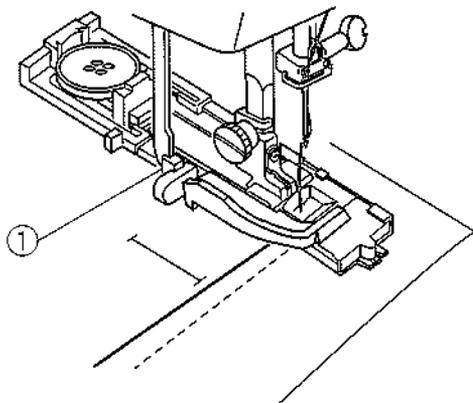
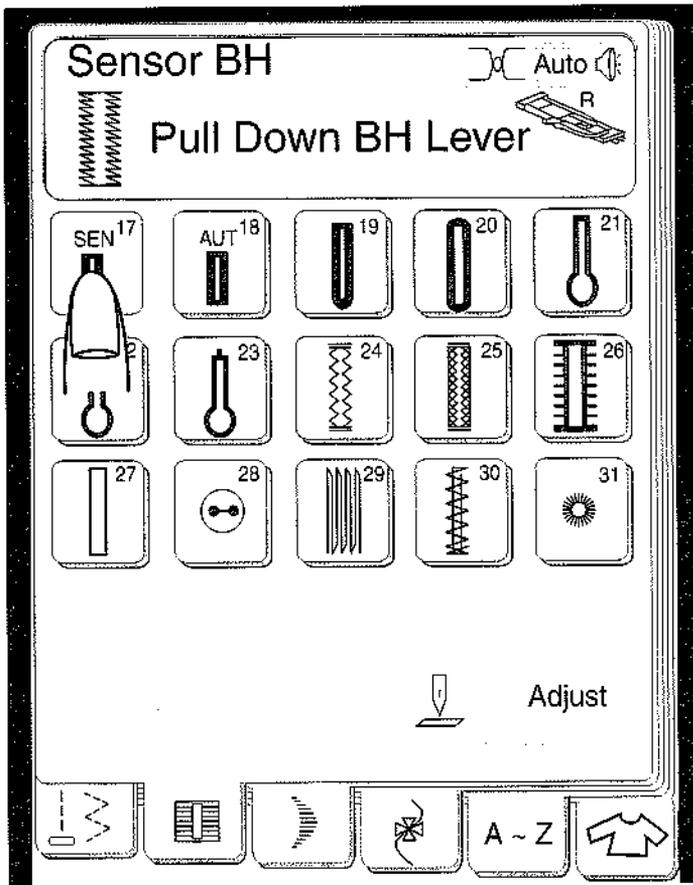
This buttonhole is suitable for knit fabrics. It can also be used as a decorative buttonhole.

⑩ Antique BH

This buttonhole looks like the heirloom stitch. It has an attractive handmade appearance and can be used as a nice decorative buttonhole.

⑪ Welted BH

This stitch is used for making a Welted (bound) Buttonhole, which adds a professional look to suits and blazers. It can also be used on leather and suede.



Sensor Buttonhole

Press Pattern 17 on the Visual Touch Screen.

The buttonhole size is automatically set by placing a button into the button holder in the rear of the Automatic Buttonhole Foot **R**.

Note:

- The button holder of the foot takes a button size of up to 2.5cm (1") in diameter.

Attach the Automatic Buttonhole Foot **R**.

Place a button in the rear of the foot. Push the holder together tightly on the button.

Place the fabric under the foot. Lower the foot and pull down the Buttonhole Lever ①.

Depress the Foot Control until the machine stops by itself.

① Buttonhole Lever

Step 1: The machine will sew the front bartack and the left row first. Then it goes back to the starting point with straight stitch.

Step 2: The machine will sew the right row.

Step 3: The machine will sew the back bartack, and the machine will stop automatically.

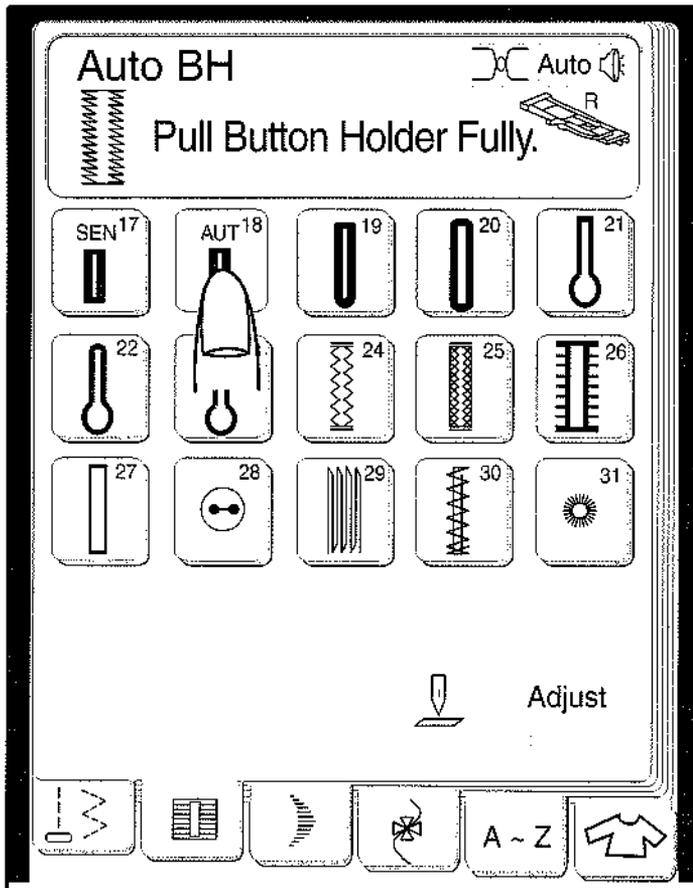
When buttonhole sewing is completed, push the Buttonhole Lever ① upward as far as it will go.

Remove the fabric and place a pin just below a bartack to prevent accidentally cutting the bartack. Cut the opening with the Seam Ripper ②.

② Seam Ripper

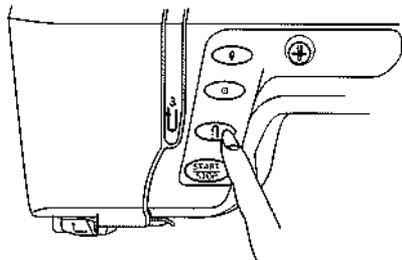
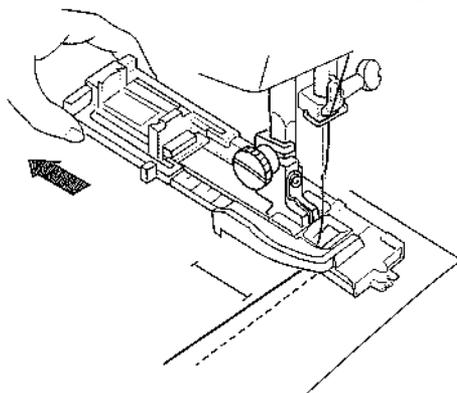
Note:

- For very thick buttons it may be necessary to pull the button holder on the BH Foot back a little extra to lengthen the buttonhole and to ensure that the button will fit through the hole.

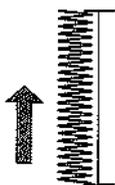


Auto Buttonhole

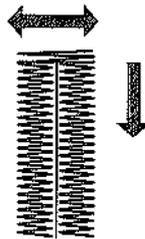
Press Pattern 18 on the Visual Touch Screen.



Step 1



Step 2



Step 3



The buttonhole size can be memorized to make repeat buttonholes with the same dimensions.

Attach the Automatic Buttonhole Foot **R** and pull the button holder all the way to the back.

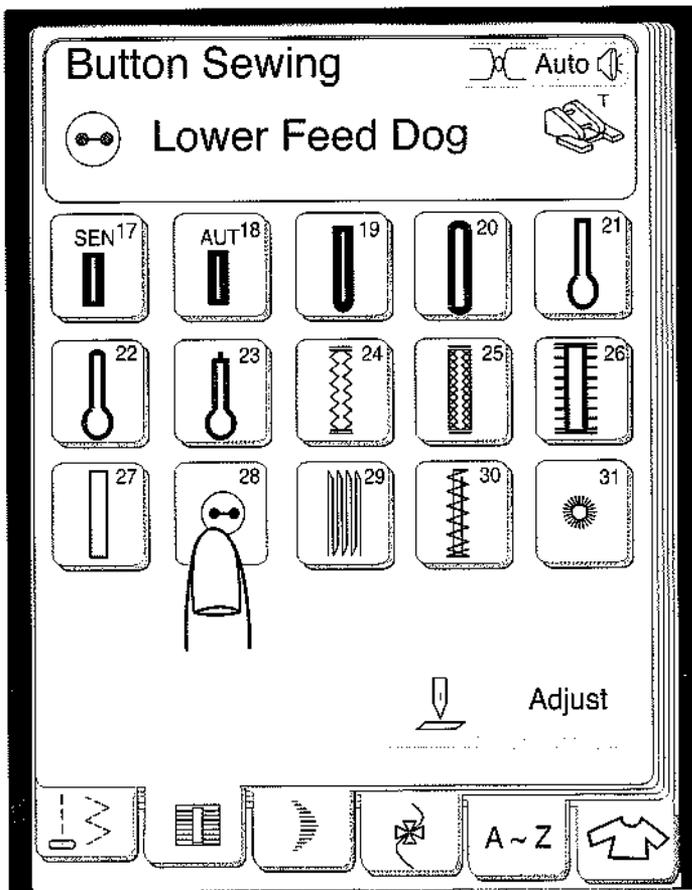
Step 1: Sew the left row to the required length. Stop the machine and press the Reverse Button.

Step 2: Sew the back bartack and the right row. Stop the machine when the needle reaches the starting point, and press the Reverse Button.

Step 3: Sew the front bartack and the machine will lock stitch and stop automatically.

Note:

- Simply restart to sew the same size button holes.

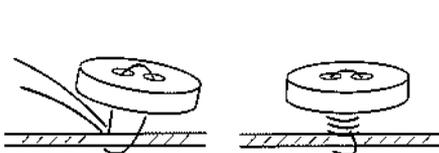
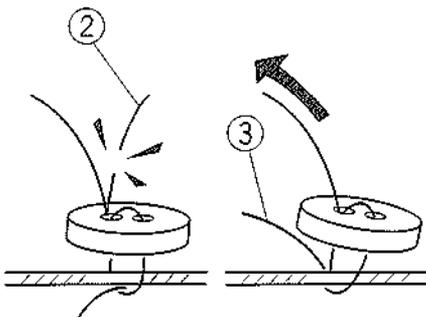
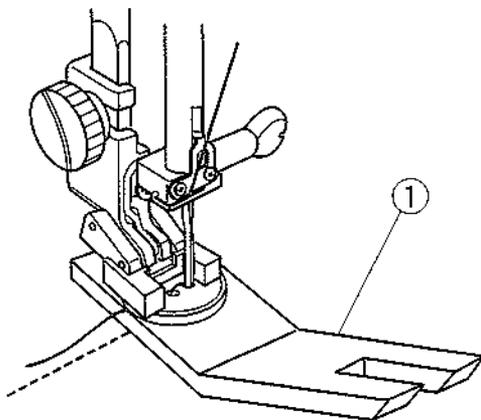


Button Sewing

Press Pattern 28 on the Visual Touch Screen.

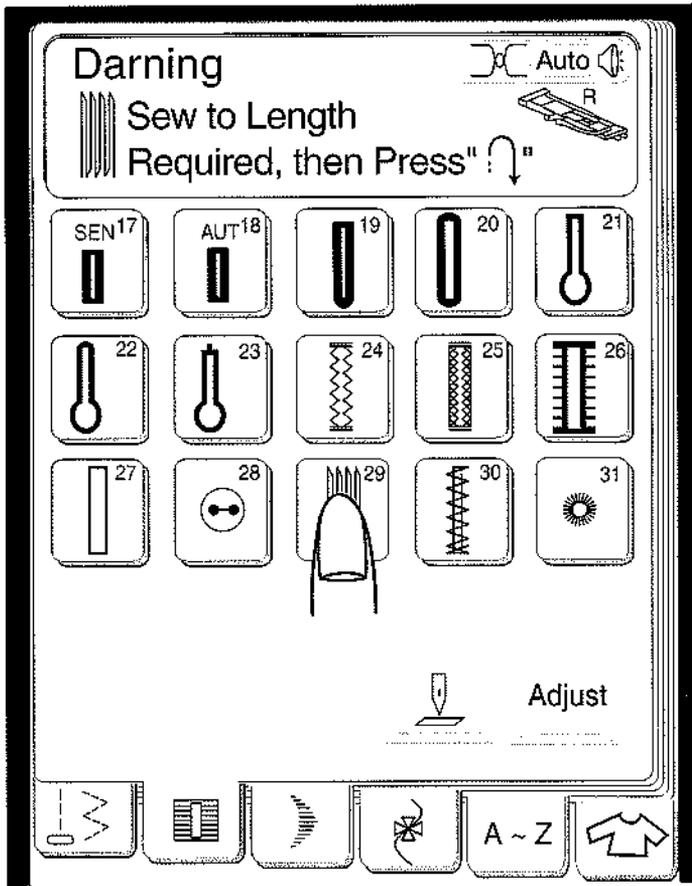
Attaching a Button with a Shank

1. Lower the presser foot, to hold the button in place. Adjust the stitch width by pressing the plus (+) and the minus (-) key.
2. Insert the Button Shank Plate ① under the button.
- ① Button Shank Plate
3. Depress the foot control and sew until the machine stops automatically.
4. Cut the Needle Thread at the Beginning ② .
- ② Needle Thread at the Beginning
5. Pull the needle thread to pick Bobbin Thread ③ up between the button and fabric.
- ③ Bobbin Thread
6. Wind the threads in opposite directions around the thread shank a few times and tie them together.



Note:

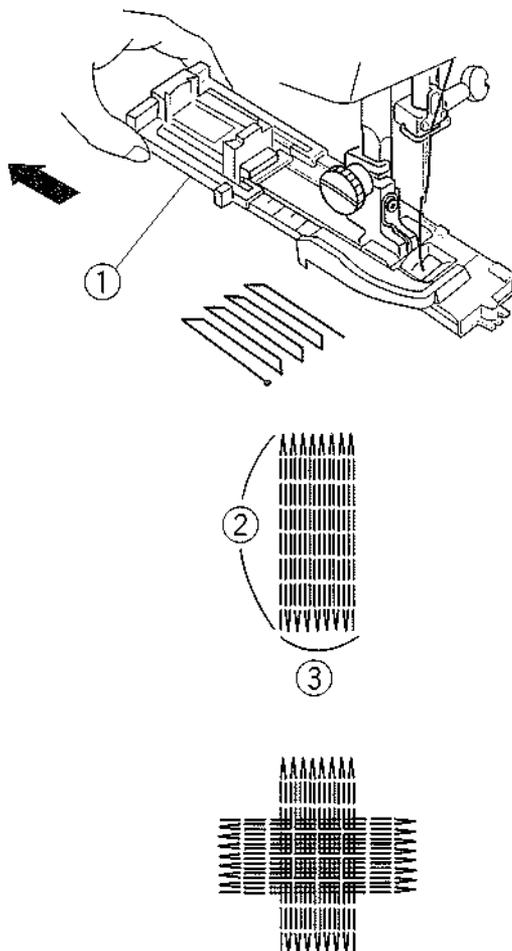
- The Feed Dog will be raised automatically after selecting other stitch pattern keys.



Darning

Memory Craft 10000 automatically darns rips and holes. Large and small holes can be mended quickly and easily with this unique stitch.

Press Pattern 29 on the Visual Touch Screen.



Attach the Automatic Buttonhole Foot **R** and pull the Button Holder ① all the way to the back.

① Button Holder

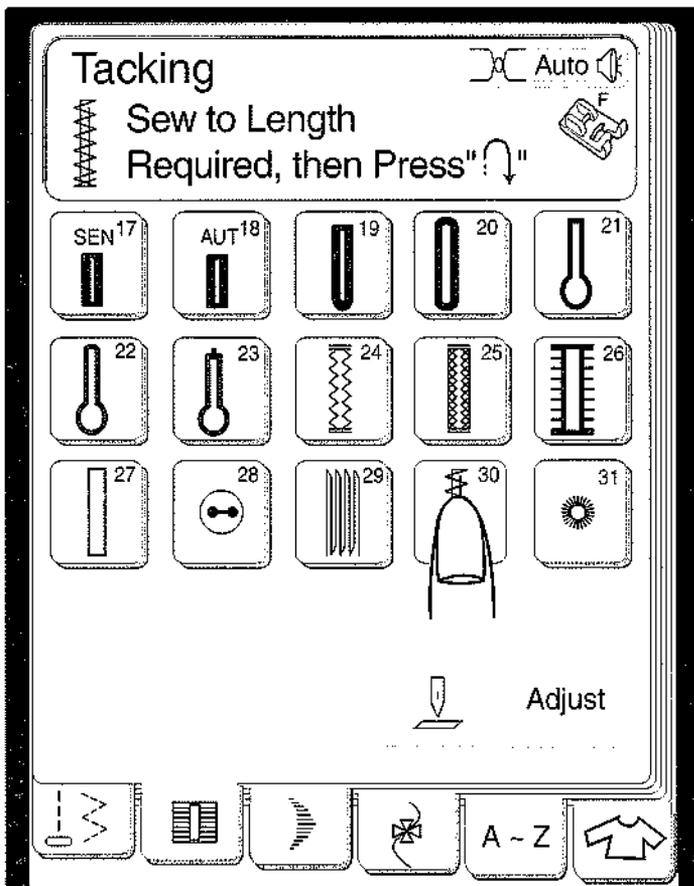
Depress the Foot Control to sew rows of darning, and a locking stitch. The machine stops automatically when completed.

Note:

- The maximum length of darning is 2cm (3/4") ② and the maximum width is 0.7cm (1/4") ③.

- ② 2cm (3/4")
- ③ 0.7cm (1/4")

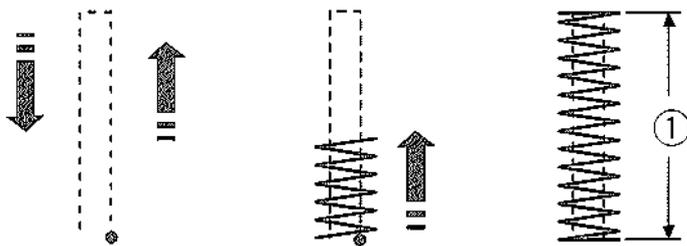
Sew another layer of darning over the first layer, at a right angle to it.



Tacking

Tacking is used to reinforce pockets, crotches and belt carriers where extra strength is needed.

Press Pattern 30 on the Visual Touch Screen.



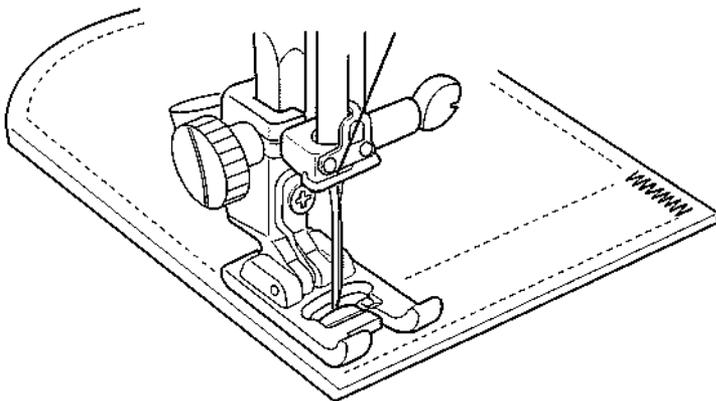
Attach the Satin Stitch Foot **F**.

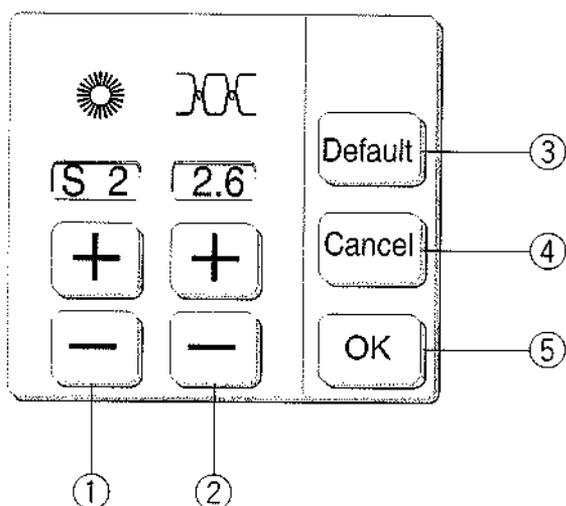
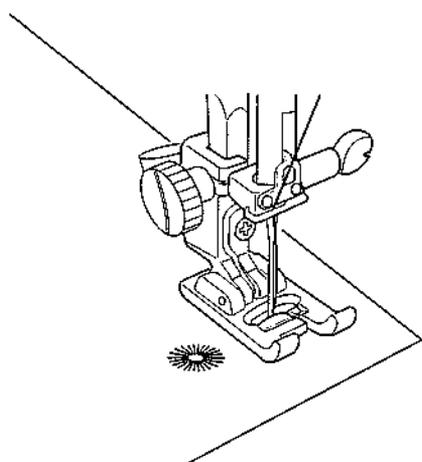
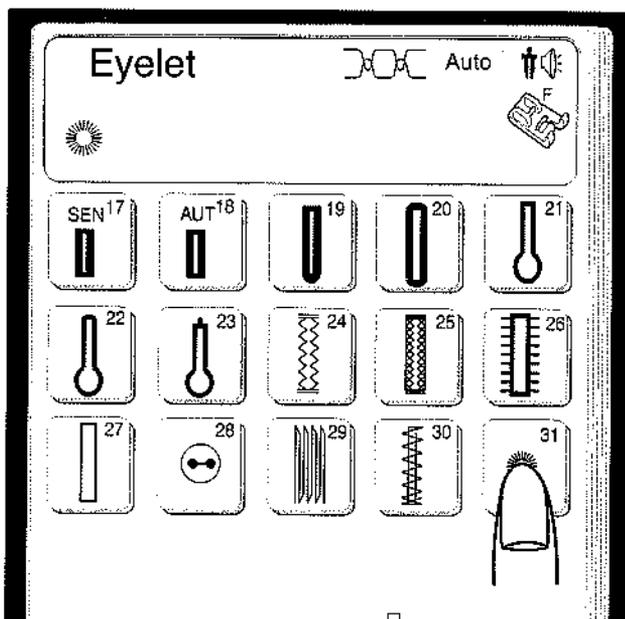
Depress the Foot Control to sew. The machine will stop automatically when completed.

Notes:

- To sew a tack less than 1.5cm (5/8") long, sew to the desired length and press the Reverse Button, then continue to sew till the machine stops automatically.
- The maximum length of a tack is 1.5cm (5/8") ①, for one time sewing.

① 1.5cm (5/8")





Eyelet

The Eyelet is used for belt holes etc.

Press Pattern 31 on the Visual Touch Screen.

Attach the Satin Stitch Foot F.

Depress the Foot Control to sew. The machine will stop automatically when completed.

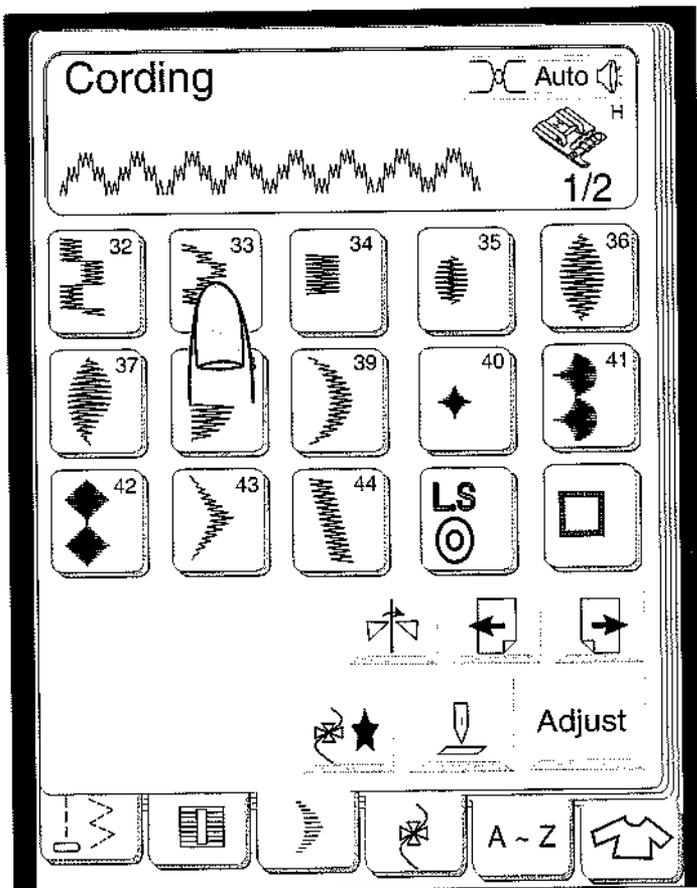
Open the eyelet with an awl, punch or pointed scissors.

Adjusting the size of an Eyelet

By pressing the Adjust key, the Manual Adjusting screen will appear.

Press the \oplus or the \ominus key to adjust.

- ① Size Adjust Key (S1 – Small, S2 – Medium, S3 – Large)
- ② Thread Tension Adjust Key
- ③ Default Key
When you press the Default key all function values on the screen will return to the default settings (the same settings as when you purchased the machine).
- ④ Cancel Key
When you press the Cancel key, the adjust window will close and the setting remains unchanged.
- ⑤ OK Key
When you press the OK key, the window will close and go back to the original screen with the new setting being registered.

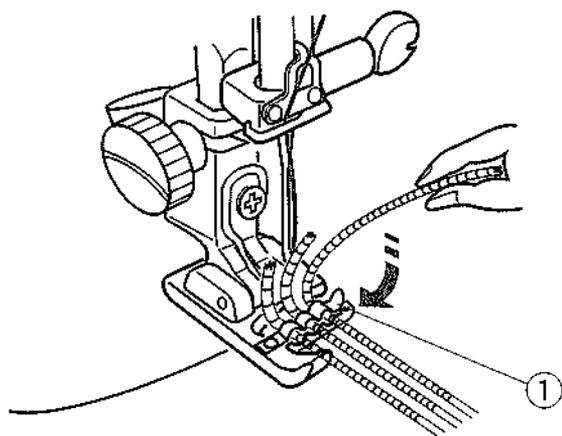


Cording

To sew over one strand of cording to create a pretty swirled design on a jacket or vest, use Pattern 34.

To sew over three strands of cording for border trims, press Pattern 33 on the Visual Touch Screen.

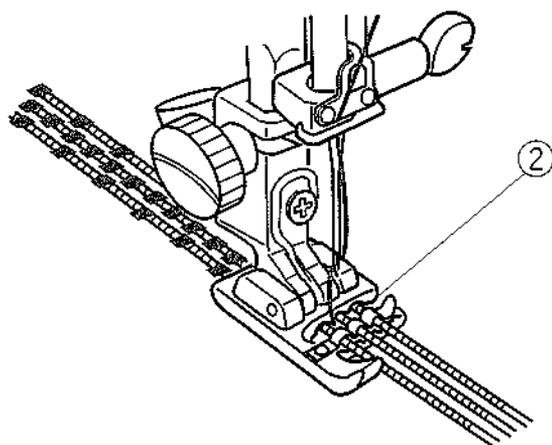
Pearl cotton, knitting yarn, embroidery floss, lace thread, fine wool or lily yarn can be used for cording.



Mark the design on the right side of the fabric. Attach the Cording Foot H.

Draw the sewing threads to the left and insert the three strands of cording under the Spring ① and into the Slits ② of the foot with 10cm (4") extending behind the foot.

- ① Spring
- ② Slits



Set the cording parallel to the foot, and start to sew. Stitch slowly and smoothly.

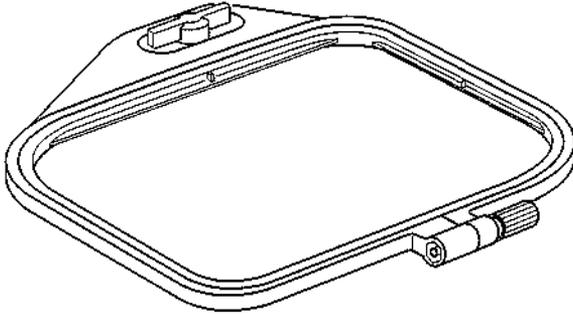
PROFESSIONAL STYLE EMBROIDERY



PROFESSIONAL STYLE EMBROIDERY

Embroidery Hoops

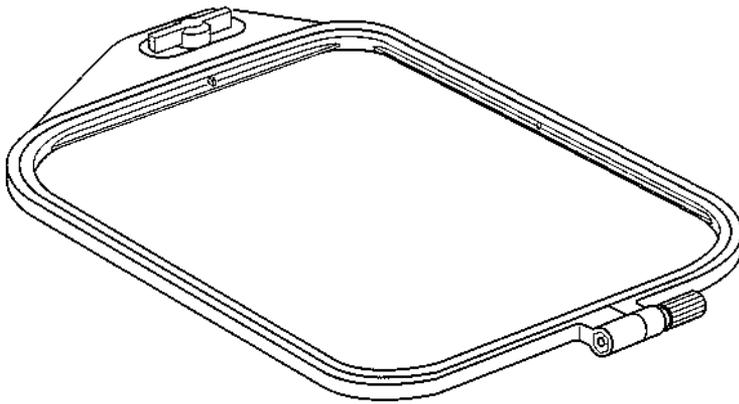
①



① Embroidery Hoop A:

This is the standard size hoop, with an 11cm (4 3/8") by 11cm (4 3/8") embroidery area for sewing PC Card embroidery designs etc.,.

②



② Embroidery Hoop B:

This is the large-size hoop, with a 20cm (8") by 14cm (5 1/2") embroidery area for sewing large-size designs and combined designs.

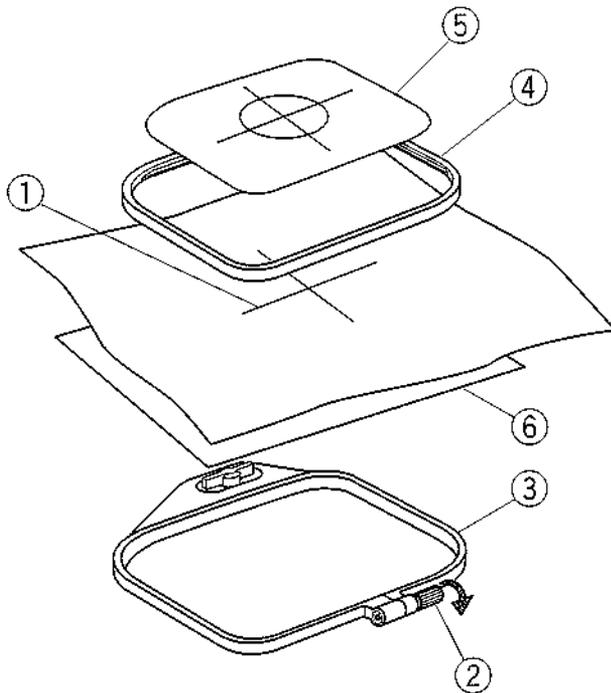
Setting the Fabric in an Embroidery Hoop

Mark the Centerlines ① on the right side of the fabric with tailor's chalk.

Loosen the Hoop Tightening Screw ② of the Outer Hoop ③ and lay the fabric and the Inner Hoop ④ over the Outer Hoop. Place the Template ⑤ over the fabric, matching Centerlines ①.

Set the Inner Hoop ④ into the Outer Hoop ③ and tighten the Hoop Tightening Screw ②.

Remove the Template ⑤.

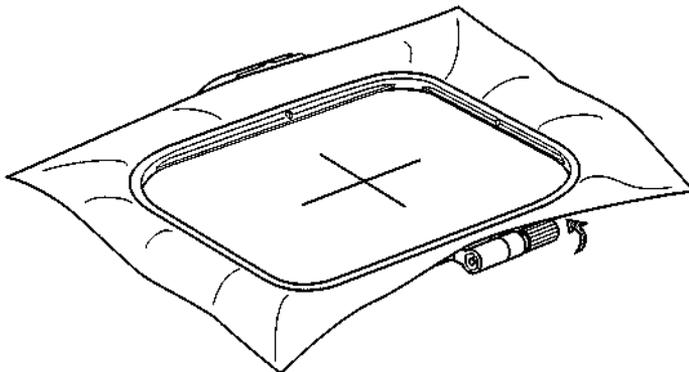


- ① Centerlines
- ② Hoop Tightening Screw
- ③ Outer Hoop
- ④ Inner Hoop
- ⑤ Template

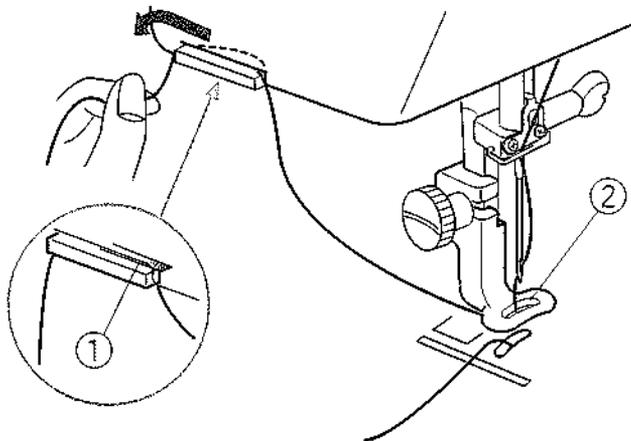
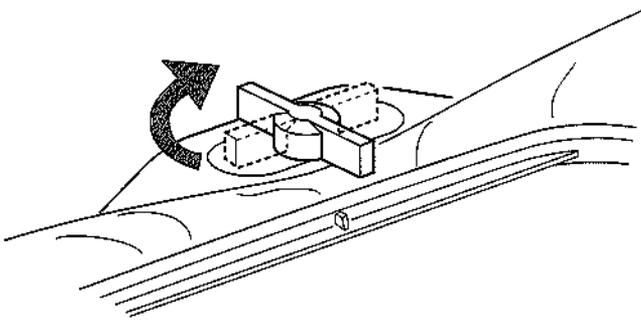
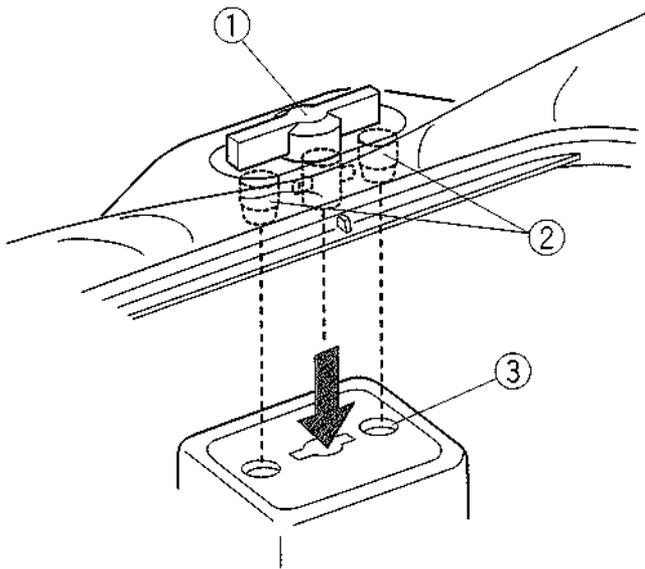
Notes:

- When placing the fabric on the Embroidery Hoop, place the Outer Hoop ③ on a flat surface.
- For thin and stretchy fabrics use an adhesive type Stabilizer ⑥ (iron-on type) on the wrong side of the fabric. More than one layer may be required.

- ⑥ Stabilizer



The Cloth Setter 10000 (optional item) is very helpful when setting a fabric to a hoop in the right position.



Attaching the Embroidery Hoop to the Machine

Turn Attaching Knob ① so it is parallel with the hoop, and set it on the carriage.
Attach the hoop by fitting the Pins ② into the Carriage Holes ③.

- ① Attaching Knob
- ② Pins
- ③ Carriage Holes

Turn the Attaching Knob clockwise.

Thread Holder

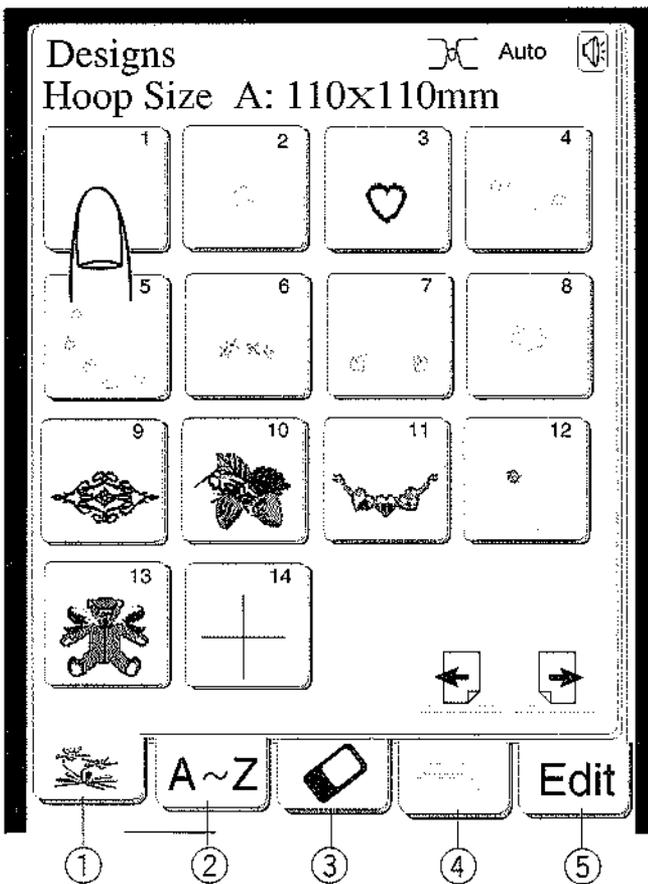
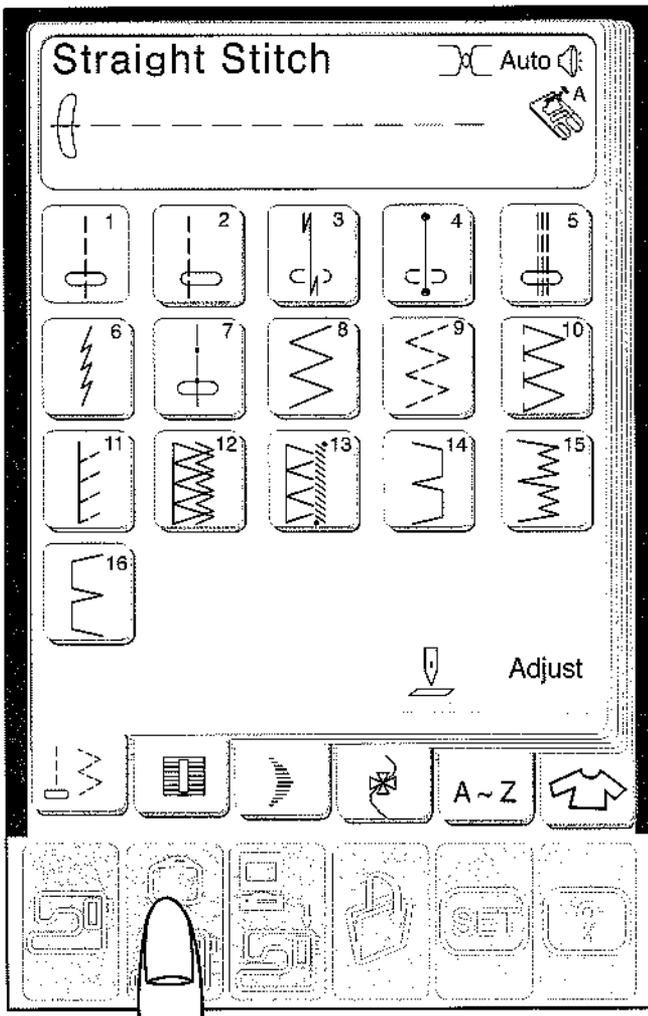
To avoid the needle thread from being tangled, hold the thread end on the Thread Holder ①.

Pass the needle thread through the Hole on the Embroidery Foot ② and draw it up to the thread holder.

Hang the thread on the thread holder from the front to back.

- ① Thread Holder
- ② Hole on the Embroidery Foot

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How to Select Embroidery Designs

Press the Embroidery Mode Key to enter the Embroidery Mode. The following 5 categories are available in the Embroidery Mode:

① Built-in Designs

The Visual Touch Screen shows the Built-in Design window when pressing the Embroidery Mode Key. Memory Craft 10000 provides ready to sew built-in embroidery designs. There are 14 standard-size and 14 large-size designs available in this mode.

Press the Page Key to see the designs on the other page.

The color images of the embroidery designs are displayed on the Embroidery Pattern Keys.

Press one of the Embroidery Pattern Keys to select the design you wish to sew.

② Monogramming

Press the Monogramming Key to open the Monogramming window. You can sew monograms in five different ways, horizontal, vertical, in an arc, 3-letters and 2-letters. There are three fonts, Block, Script and Cheltenham available for monogramming.

Note:

- There is also a Decorative Patterns key in the Monogramming window.

③ PC Design Card Designs

Press the PC Design Card Design Key to sew the designs contained in any one of the available PC Design Cards (optional cards).

④ Card Reader 10000

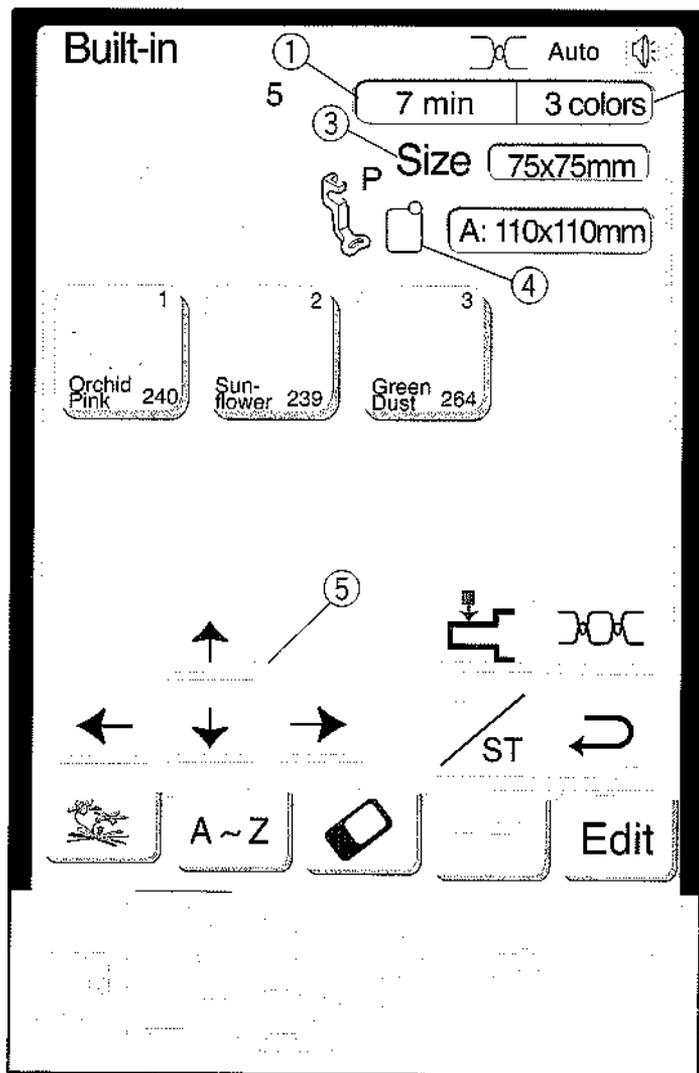
The Memory Craft 10000 can read and sew the embroidery designs available in the Memory Cards for Memory Craft 9000/5700 via the Card Reader 10000 (optional accessory).

Note:

- The Memory Craft Reader Writer can also be used to read the Memory Cards.
- To connect the Memory Craft Reader Writer and the Memory Craft 10000, a special cable (optional accessory) is necessary.

⑤ Editing

In the Editing window, you can add a touch of originality to any design. The Editing window features versatile editing functions, including design combining, resizing, rotation and flipping.



Built-in Designs

Matching an Embroidery Position Screen Information

Besides the design image, approximate Sewing Time in Minutes ①, Number of Colors ②, Design Size ③ and the Hoop ④ that should be used for the selected design are shown.

Before you start to sew, check if the needle position is right above the center mark on the fabric. Press the Jog Keys ⑤ to move the embroidery hoop so that the needle is placed right above the center mark on the fabric.

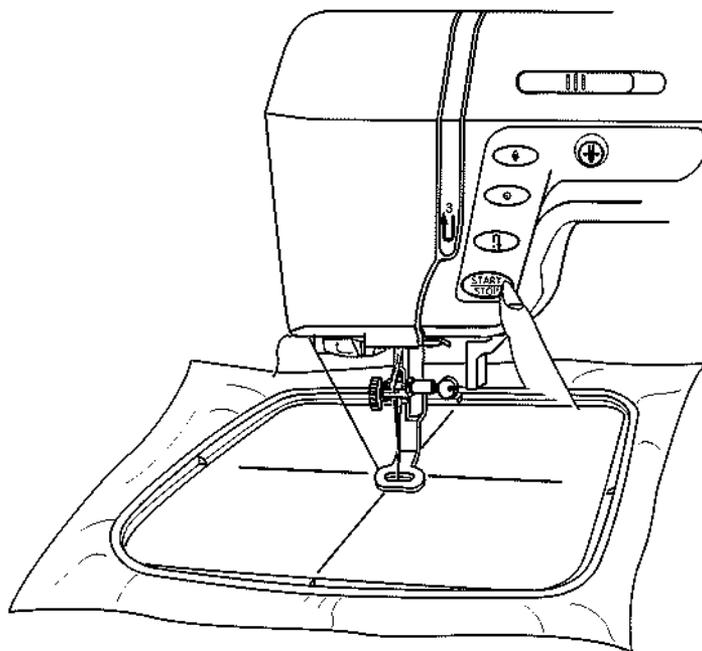
- ① Sewing Time in Minutes
- ② Number of Colors
- ③ Design Size
- ④ Hoop
- ⑤ Jog Keys

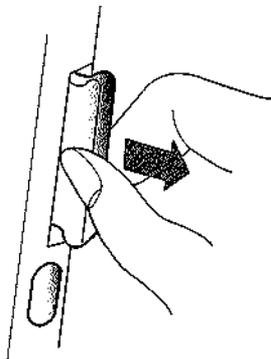
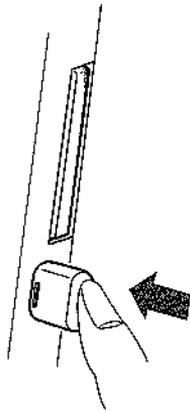
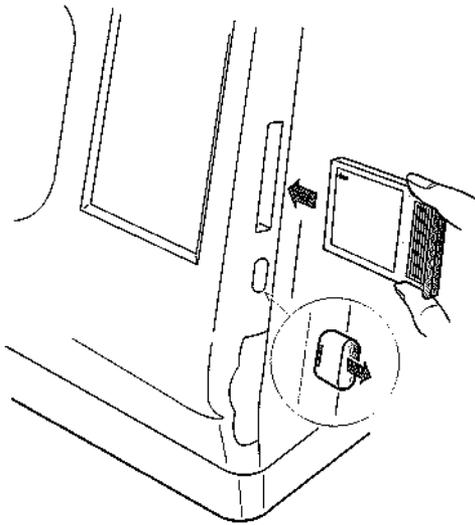
To Sew

Press the Start/Stop Button to start sewing.

Note:

- The Foot Control cannot be used for the embroidery sewing.





PC Design Card Designs

Inserting the PC Design Card

Insert the PC Design Card into the slot with the front side facing to you.

Push the card until it clicks, then the Eject Button pops out.

Note:

- When the card is properly set, the red bar on the Eject Button will show up.

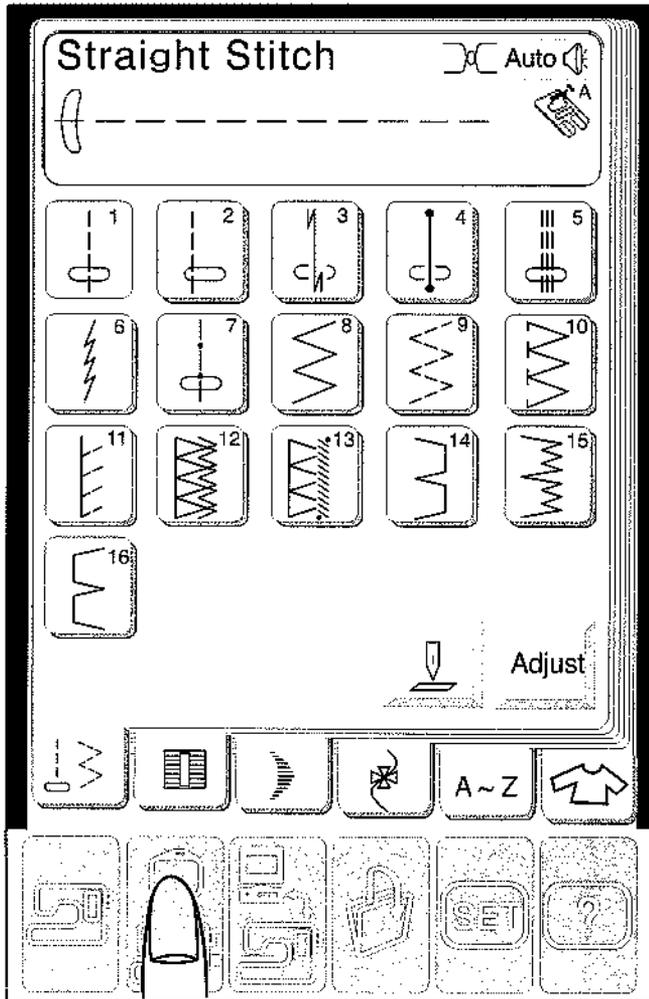
Ejecting the PC Design Card

Press the Eject Button to eject the PC Design Card.

Take out the PC Design Card from the machine.

⚠ Caution:

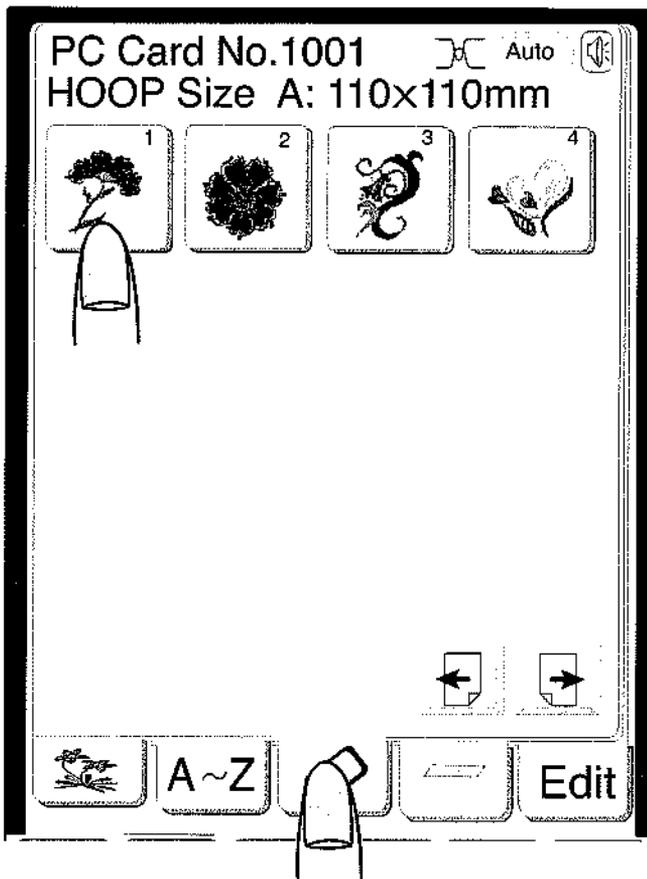
When the hourglass appears on the Visual Touch Screen, do not eject the Card.



Selecting the PC Design Card Designs

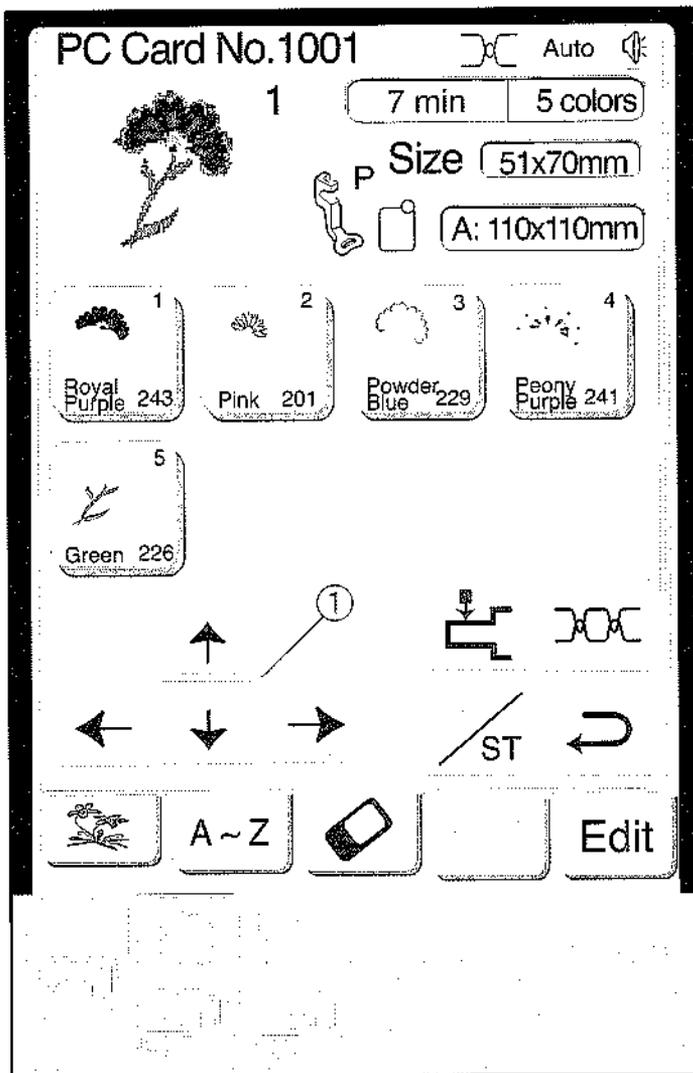
Press the Embroidery Mode Key to enter the Embroidery Sewing Mode.

Press the PC Card Key. The designs contained in the card are displayed on the Pattern Selection keys.



Press the Pattern Selection key to select the design you wish to sew.

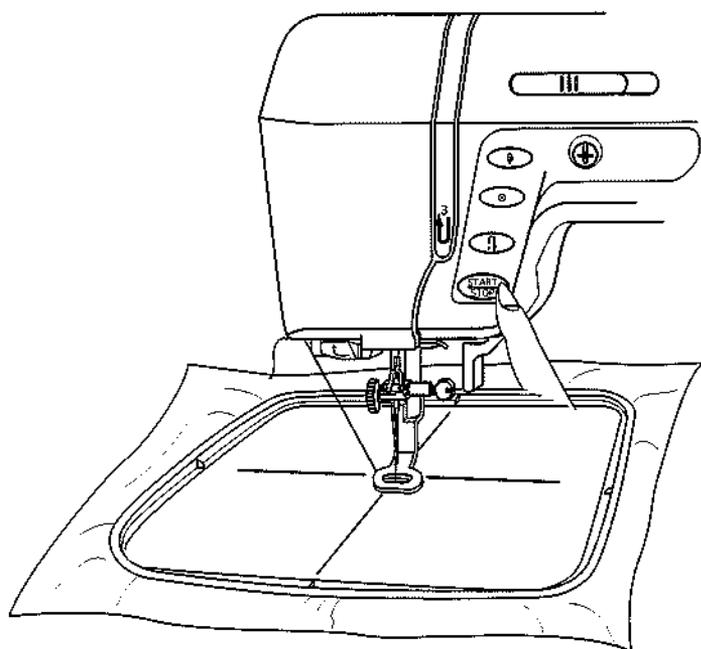
The selected design and its color parts will be shown in their sewing order.



Matching an Embroidery Position

Before you start to sew, check if the needle position is right above the center mark on the fabric. Press the Jog Keys ① to move the embroidery hoop so that the needle is placed right above the center mark on the fabric.

① Jog Keys

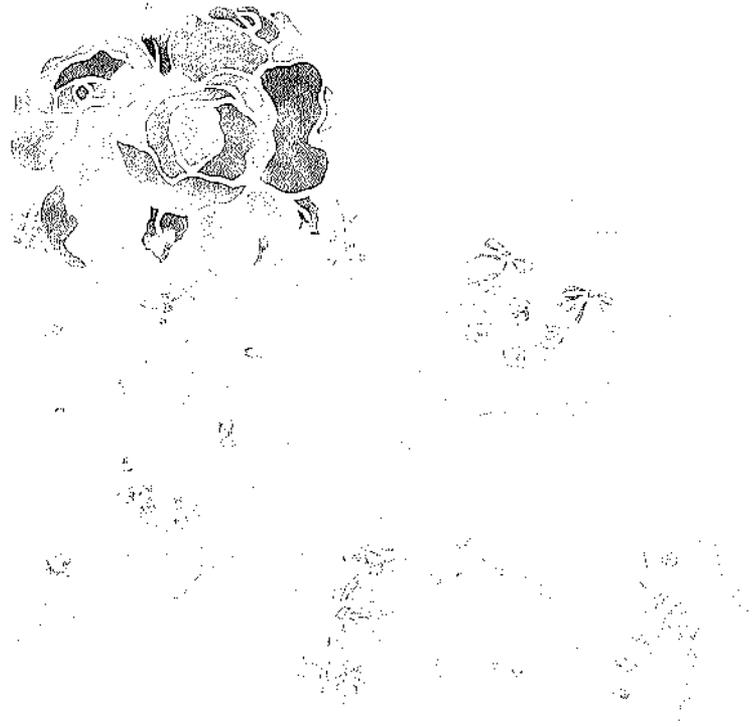


To Sew

Press the Start/Stop Button to start sewing.

Note:

- The Foot Control cannot be used for embroidery sewing.



CARE AND MAINTENANCE

CARE AND MAINTENANCE

Correcting Distorted Stitch Patterns

The sewing results of the stretch stitch patterns may vary depending upon the sewing conditions, such as sewing speed, type of the fabric, number of layers etc. Always make test sewing on a scrap piece of the fabric that you wish to use. If decorative stitch patterns, letters, numbers or the manual buttonhole stitch are distorted, correct it with the Feed Balancing Dial.

Notes:

- In normal sewing, set the Feed Balancing Dial ① to the neutral position, i.e. the Groove on the Dial ② is centered with the Standard Setting Mark ③.
- Turn the Feed Balancing Dial ① with a coin.

- ① Feed Balancing Dial
- ② Groove on the Dial
- ③ Standard Setting Mark

Decorative stretch stitch patterns

- If the pattern is compressed, turn the dial in the direction of "+".
- If the pattern is drawn out, turn the dial in the direction of "-".

- ④ Correct Shape

Letters and numbers

- If the pattern is compressed, turn the dial in the direction of "+".
- If the pattern is drawn out, turn the dial in the direction of "-".

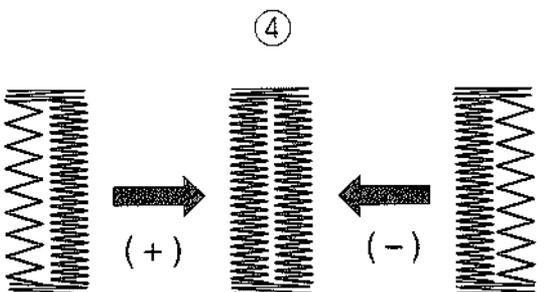
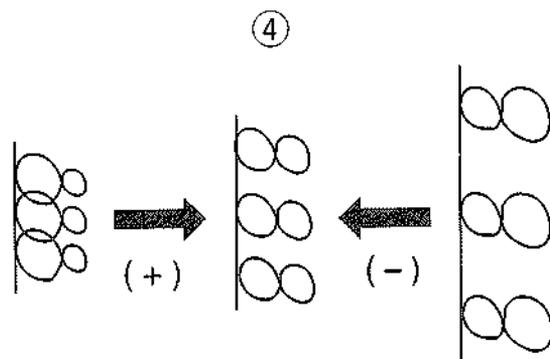
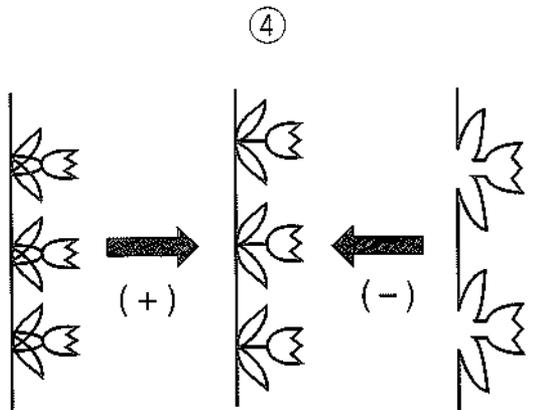
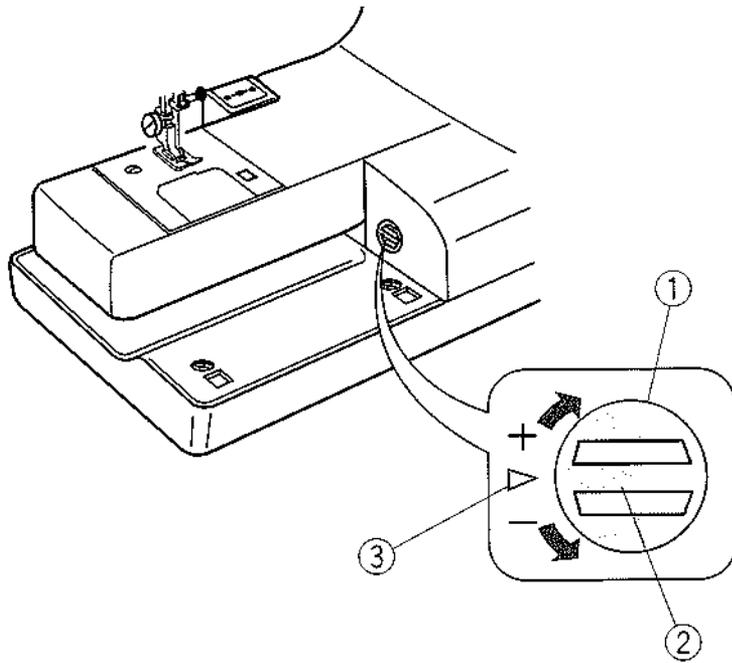
Correcting stitch balance of the Auto Buttonhole

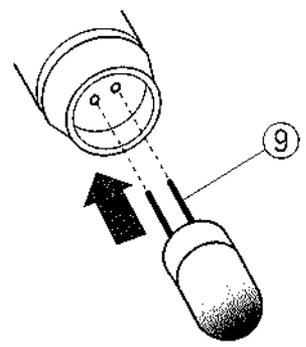
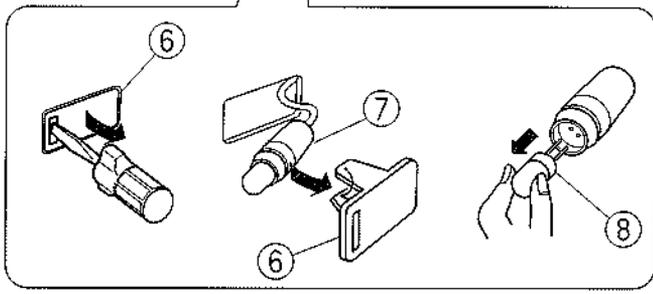
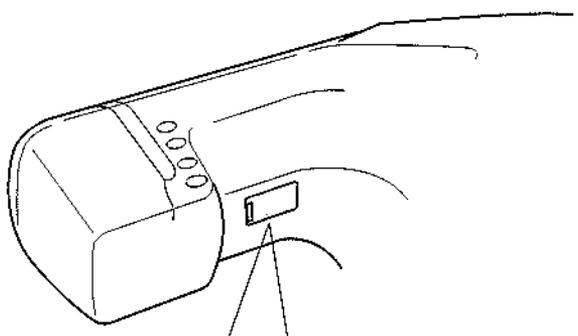
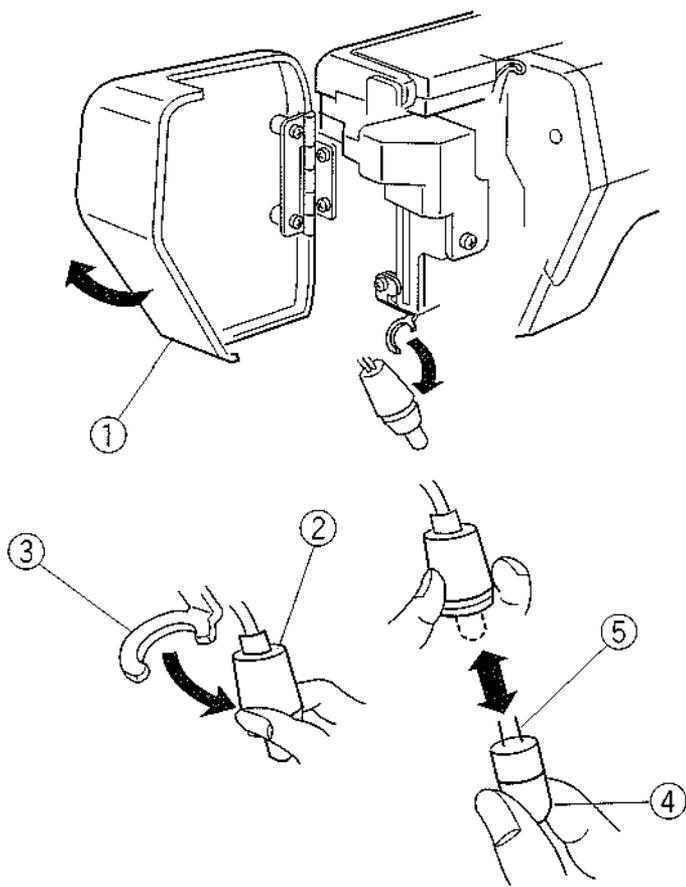
The stitch balance of the right and left rows on the Auto Buttonhole may vary depending on conditions of sewing. If the stitches are not balanced, correct the unevenness with the Feed Balancing Dial ①.

- If the right row is denser, turn the dial in the direction of "+".
- If the left row is denser, turn the dial in the direction of "-".

Note:

- Return the Feed Balancing Dial ① to its neutral position when the sewing is finished.





Replacing a Light Bulb

⚠ Warning:

- Turn the power switch off and disconnect the power supply plug from the outlet before replacing the bulb.
- Be careful not to touch the bulb while it is hot. Wait until the lamp has cooled down before touching it.

The Memory Craft 10000 is equipped with dual sewing lights. One is located behind the Face Plate ① and the other is on the underside of the sewing arm.

To replace the light bulb behind the Face Plate:

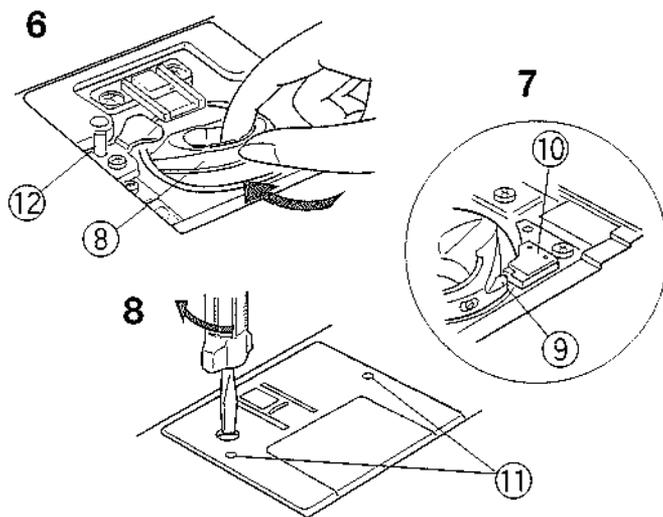
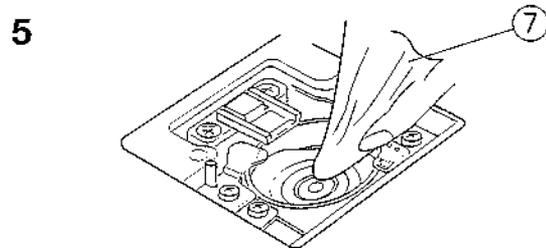
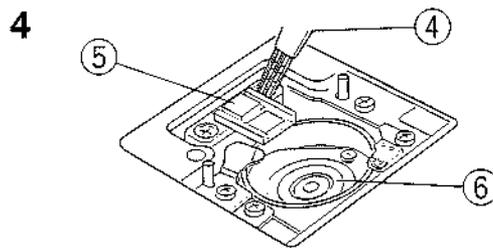
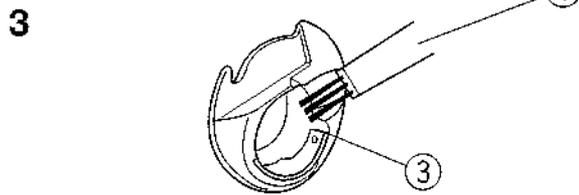
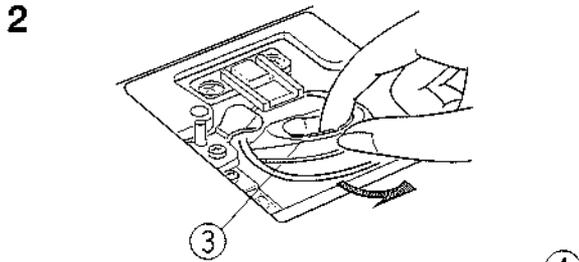
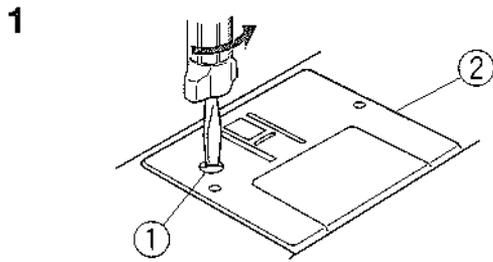
Open the Face Plate.
 Remove the rubber Lamp Socket ② from the Lamp Holder ③.
 Pull out the bulb from the socket.
 Insert a new Light Bulb ④ into the socket, making sure to align the Pins ⑤ with the holes on the socket.
 Snap the socket back into the holder and close the Face Plate.

- ① Face Plate
- ② Lamp Socket
- ③ Lamp Holder
- ④ Light Bulb
- ⑤ Pins

To replace the light bulb on the underside of the sewing arm:

Lay the machine on its back.
 Remove the Clear Window ⑥ with the screwdriver as shown.
 Remove the rubber Lamp Socket ⑦ from the window.
 Pull out the Light Bulb ⑧ from the socket.
 Insert a new bulb into the socket, making sure to align the Pins ⑨ with the holes on the socket.
 Snap the socket back into the fork on the window.
 Insert the window back into the opening on the machine.

- ⑥ Clear Window
- ⑦ Lamp Socket
- ⑧ Light Bulb
- ⑨ Pins



Cleaning the Hook Race and Feed Dog

Press the Up/Down Needle Button to raise the needle, then unplug the sewing machine.

Note:

- Do not dismantle the machine other than what is explained on this page.

1. Remove the Set Screw (1) on the left hand side of the needle plate with the screwdriver supplied with the machine. Remove the Needle Plate (2).
2. Take out the bobbin. Lift up the Bobbin Holder (3) and remove it.
3. Clean the Bobbin Holder (3) with a Lint Brush (4).
4. Clean the Feed Dog (5) and Hook Race with the Lint Brush (4).
5. Clean the Hook Race (6) with a Soft Dry Cloth (7).
(You may also use a vacuum cleaner.)

- (1) Set Screw
- (2) Needle Plate
- (3) Bobbin Holder
- (4) Lint Brush
- (5) Feed Dog
- (6) Hook Race
- (7) Soft Dry Cloth

Assemble the Hook Race

6. Insert the Bobbin Holder (8) so that the Knob (9) fits next to the Stopper (10) in the hook race.
7. Insert the bobbin.
8. Reattach the needle plate, aligning the Guide Holes (11) on the needle plate with the Needle Plate Guide Pins (12) and tighten the screw.

- (8) Bobbin Holder
- (9) Knob
- (10) Stopper
- (11) Guide Holes
- (12) Needle Plate Guide Pins

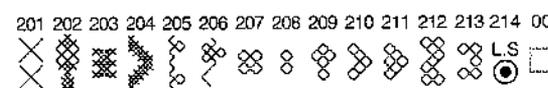
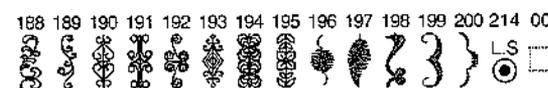
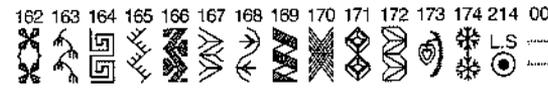
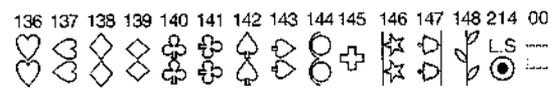
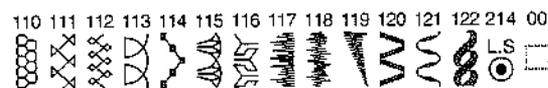
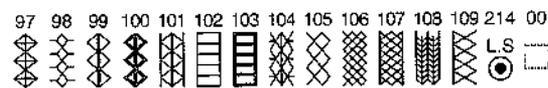
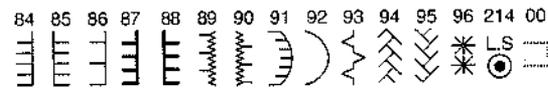
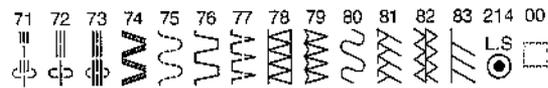
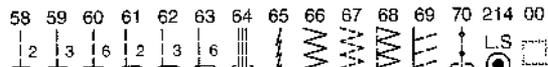
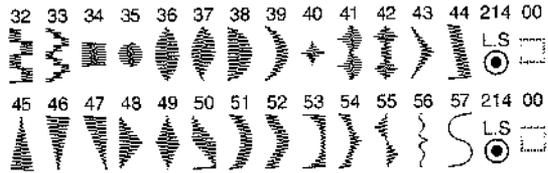
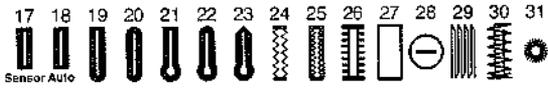
Note:

- After cleaning the machine, make sure the needle and presser foot are attached.

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STITCH/DESIGN CHART

ORDINARY SEWING



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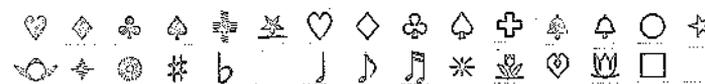
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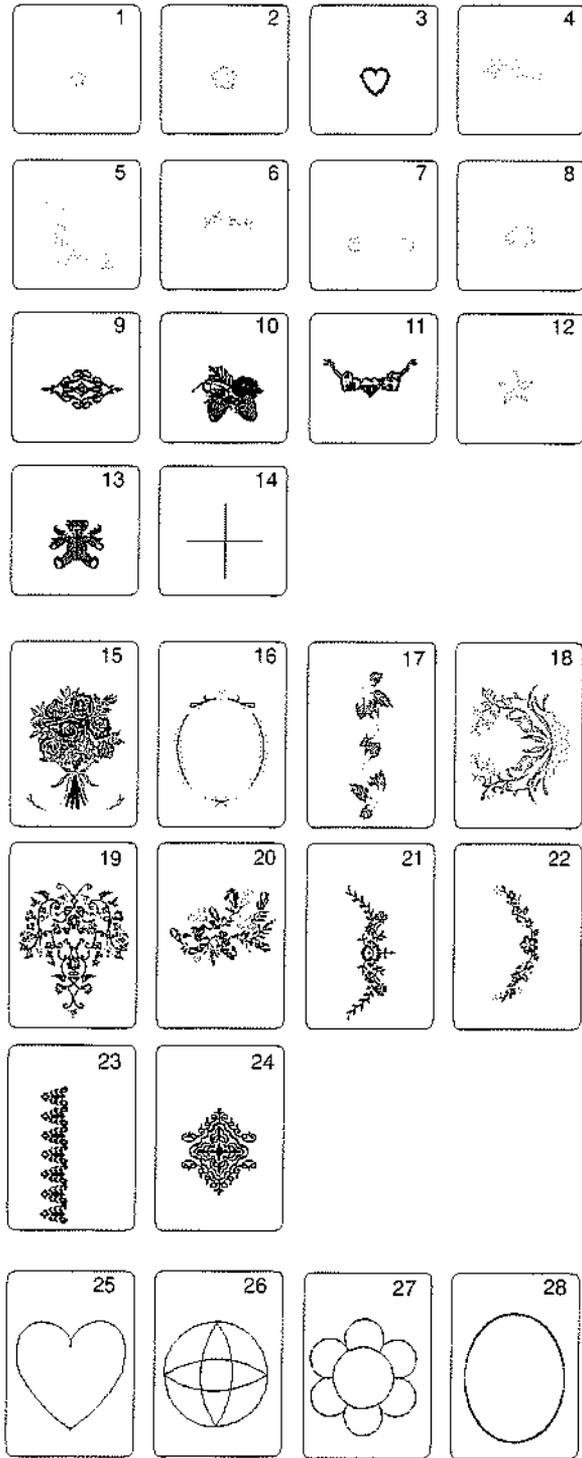
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Symbol



BUILT-IN EMBROIDERY DESIGNS/MONOGRAM



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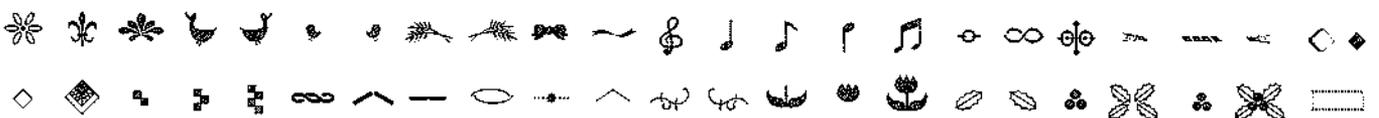
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Program border



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JANOME

Book 1: General Overview

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