

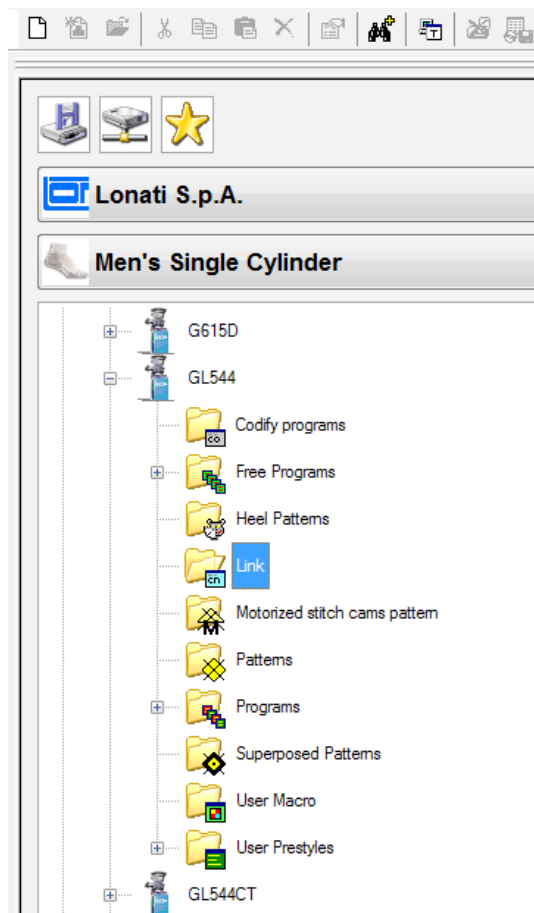
Creating Linked

Linked is a small programme with .cn extension.

The Linked program can be used to produce different socks (.co programmes) in set sequence and quantity.

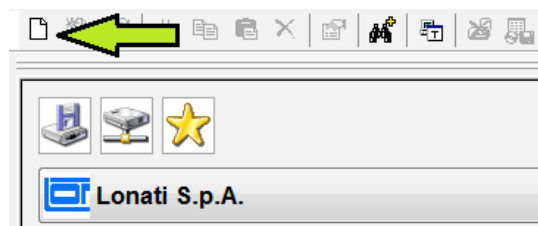
You can activate Linked (.cn) just like a normal sock knitting programme (.co).

New Linked



1) From the navigation window go to the "Linked" folder.
See the picture on the the left.

2) Select "New" on the tool bar: the "Encoded item linking" window opens.
See figure on next page.



Encoded item linking

In this window you can set the "Use conditions" of the functions relating the "Link" menu.
See the pages that follow.

The 'Linking coded' window contains the following sections:

- Self-activation** and **Disable sock-counter** checkboxes.
- General Sock-counter** section with a **Programmed** value of 0 and an **Operation** dropdown set to A.
- Baskets Sock-counter** section with a **Programmed** value of 0, an **Article change request** checkbox, a **Basket** dropdown set to 0, and an **Operation** dropdown set to A.
- Codes for linking** table with 5 rows.

	Article	Size	Programmed	Modify Steps	Pyf Setting
1		1	0	<input type="checkbox"/>	<input type="checkbox"/>
2		1	0	<input type="checkbox"/>	<input type="checkbox"/>
3		1	0	<input type="checkbox"/>	<input type="checkbox"/>
4		1	0	<input type="checkbox"/>	<input type="checkbox"/>
5		1	0	<input type="checkbox"/>	<input type="checkbox"/>

Buttons at the bottom: Print, Cancel, Save, Save as.

1) Encoded items to be linked.

▼ Article

The articles to be processed are entered in this field.

You can insert a maximum of 5 "Articles" in the "Link Programs" (the 5 lines numbered from 1 to 5).

Of course ... For correct operation, the articles must be present in the machine as well.

▼ Size

Set the desired size.

The sizes associated with each article are entered in this field.

Possible sizes: from 1 to 8



Programmed

Number of valid socks to produce for each article.

When the machine reaches the Programmed number of socks it will automatically activate the following program inserted in the "Active programs Link", and so on.

☒ Stitch modify (modify steps)

If the article has this option enabled, when the width of a stitch block is modified from the machine console, the same correction is automatically applied to all the stitch blocks of the same name for all the articles with this option enabled.

☒ PYF modify (Pyf setting)

If the article has this option enabled, when the PYF position of a stitch block is modified from the machine console, the same correction is automatically applied to all the stitch blocks of the same name for all the articles with this option enabled.

2) Baskets sock-counter

The machine can be equipped with a device that automatically alternates the collecting baskets. The change takes place at every programmed value reached or at every change of article in the programmed sequence (chain sequence).



Programmed

Number of valid socks to produce (Production Target), when it's reached the machine will perform the operation of Basket Change.

Write the data in the window.

☒ Article change (request)

CHANGEOVER has the following functions:

Yes = The Basket Changeover takes place at each changeover of the Sock Programme (".co") in the Linked programme.

No = The Basket Changeover only takes place whenever the set target in the Programmed field is reached.

▼ Basket

Enter 0, 1 or 2 in the Basket field. You can only use these settings if the machine has been equipped with the Basket Changeover device:

0 – No initial basket is established.

1 – The right-hand basket is established as the initial one.

2 - The left-hand basket is established as the initial one.

▼ Operation

The letter associated with the type of intervention the machine has to effect is entered in the OPERATION field.

A - When the set number of socks has been reached, the machine does not stop and the count continues.

B - When the set number of socks has been reached, the machine does not stop and the count continues but this is signalled by the OUT-COUNTER light.

C - When the set number of socks has been reached, the machine stops, the sock count resets and this is signalled by the OUT-COUNTER light.

3) General sock-counter



Programmed

Number of consecutive socks to produce (Target for each article).

Write the data in the window.

When the machine reaches the Programmed number of socks it will automatically activate the following program of the Linked program.

▼ Operation

The letter associated with the type of intervention the machine has to effect is entered in the OPERATION field.

A - When the set number of socks has been reached, the machine does not stop and the count continues.

B - When the set number of socks has been reached, the machine does not stop and the count continues but this is signalled by the OUT-COUNTER light.

C - When the set number of socks has been reached, the machine stops, the sock count resets and this is signalled by the OUT-COUNTER light.

4) Linked program options

- ☒ Self-activation

Models equipped with PCB 2007

When this option is chosen, Linked activates automatically after it has been sent to the machine.

Models equipped with PCB 2009

The machines equipped with the Pcb 2009 don't use this function.

For this series the function is Disabled in the machine by default.

Therefore: Choosing this option you don't have different behaviors.

- To this end, refer to the menu: [Activate-program menu](#)
In particular: [Activates link](#)

- ☒ Disable the Sock-Counter

Models equipped with PCB 2007

When this option is enabled, Total General Sock Counter and Baskets increment/decrement/reset are disabled.

In this case only the Sock-Counter in the "Enable Linking" window is enabled.

Models equipped with PCB 2009

For these series this function is always Enabled in the machine by default.

Therefore: Choosing this option you don't have different behaviors.

5) SAVE DATA

Then save with the desired name.

The default save folder is the same as the one for Encoded Items.

When you select Linked in the machine folder, you can send it directly to the machine by pressing the "Send the Encoded Item" key.