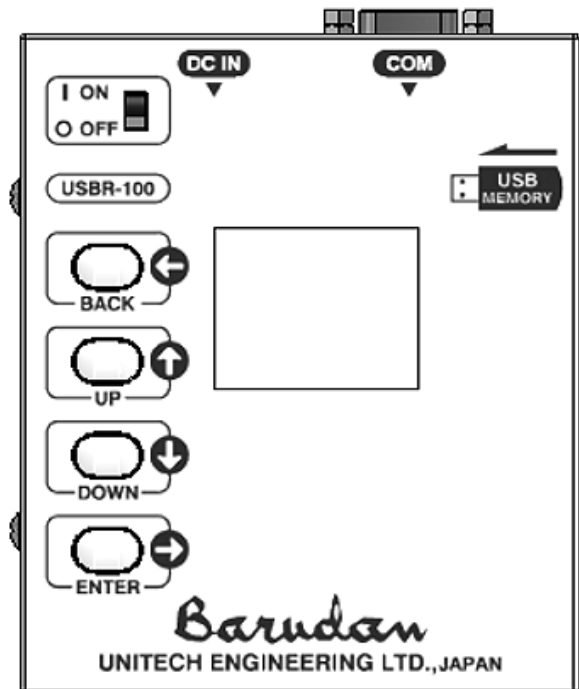


# USBR - 100

## Instruction Manual



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## 1. Safety Instructions

\* Please read these safety instructions thoroughly before use and use the device correctly.

\* Indications and icons show the degree of the danger.

Understand these icons clearly before reading the manual.

### Indications



Incorrect operation by not following this warning may cause serious injury or death.



Incorrect operation by not following this notice may cause injury or damages.



## Warning

\* This device is made for industrial use.

\* Read the manual thoroughly and understand the correct operations.

\* Use the device with correct electric voltage.

\* Do not dismantle the device.

Dismantling may cause a fire, electric shock, or damage to the device.

\* Connect the power plug into the outlet correctly.

Incorrect connections may cause a fire or electric shock.

\* Use the device in a dry environment. High humidity may cause a fire or electric shock.

\* Do not damage, bend, pull or twist the power cable or other cables.

Heavy items placed on the cable or High heat devices used near the cable may damage the cable and cause a fire or electric shock.

Call distributor for replacement cable if cable leads are broken or exposed.

\* Do not use the device if wet with water or other liquid chemicals.

Unplug the device and call distributor for a repairs if the device gets wet.

\* Do not place the device near a vase, pot, cosmetics, cup, or other liquid chemical containers.

Getting the device wet may cause a fire or electric shock.

\* Call distributor for a repairs if any foreign objects get into the device.



## Notice

\* Avoid high temperature to the device due to direct sunlight, heating facilities, boilers.

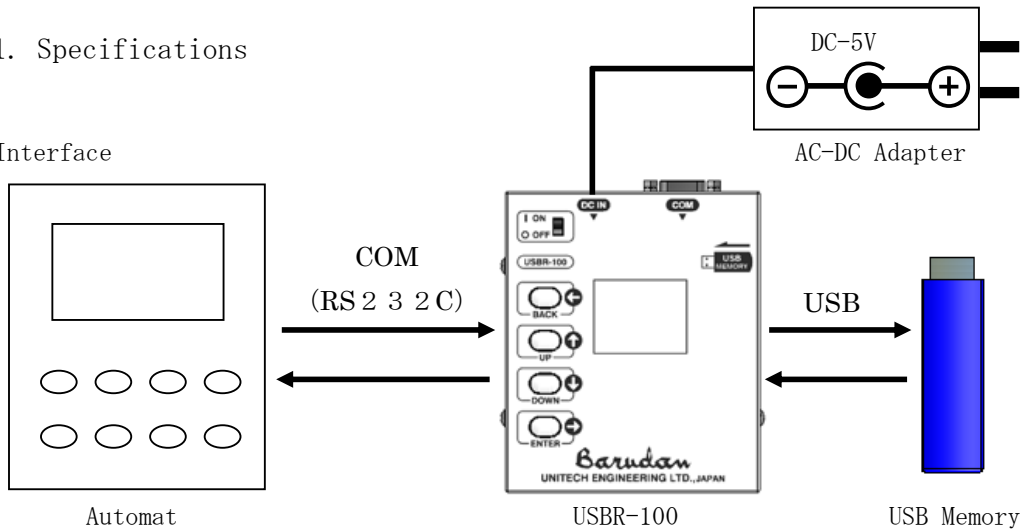
Do not use the device outside.

\* Do not use the device near fire. It may cause a fire.

## 2. Specifications, Features

### 2-1. Specifications

#### 1) Interface



#### 2) Display

Organic LED Display  
Resolution 160 x 128

#### 3) Temperature

5 - 45 deg C (Operation), -20 - 60 deg C (Storage)

#### 4) Humidity

20 - 80% RH (Relatively Humidity) No condensation allowed.

#### 5) COM Cable Serial Cross Cable for connection (PV99 standard)

### 2-2. Features

#### 1) This device allows an Automat without USB port to load design from a USB memory device.

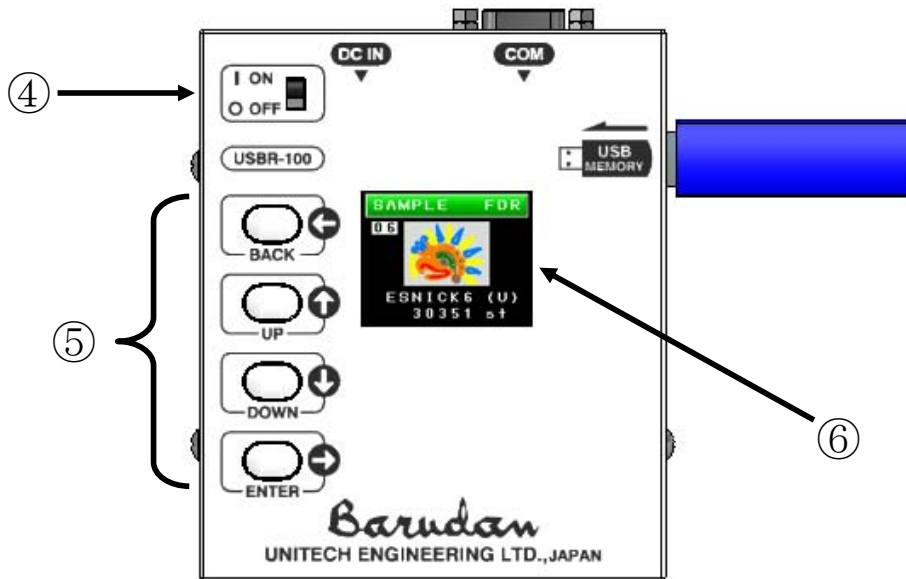
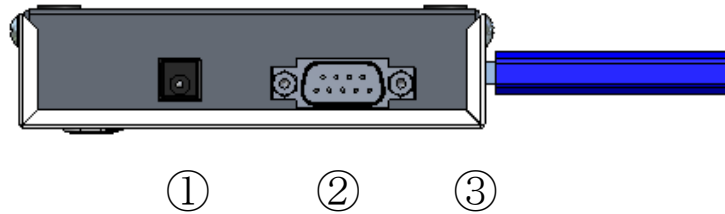
\* Automats with COM port (RS232C)

#### 2) Easy Operation

Equipped with a color display. Easy to read, high visibility.

Creating / Deleting folders on a USB memory device is simple.

### 3. Appearance



① DC IN

Power Inlet

Use the supplied AC-DC adapter.

② COM

COM Port

Use a serial cross cable for connection (PC99 standard)

③ USB

USB Port

Loading / Saving Designs

④ Power Switch

⑤ Operation Keys

BACK (←)                      Goes back to the previous screen / Cancel Key

UP (↑)                         Moving the menu cursor upward

DOWN (↓)                      Moving the menu cursor downward

ENTER (→)                     Enter Key / Goes to next screen menu

⑥ Display

Shows operation icons or design information.

## 4. Transmission Speed

Setting data transmission speed (BAUD rate).

\* Choose a speed that matches the transmission speed of the Automat.

- 1) Turn On the device. The following menu screen appears after a few seconds.



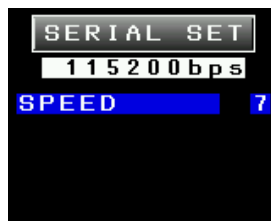
- 2) Move the cursor with the UP/DOWN keys and select "Set Up" .

- 3) Press the "ENTER" key. Setting Screen appears.



- 4) Choose "SERIAL" with the UP/DOWN keys.

- 5) Press the "ENTER" key for speed setting screen.



- 6) Pressing the "ENTER" key toggles the speed settings.

- 7) Choose the correct speed and press the "Back" key to save the setting and go back to the previous screen.

- 8) Press the "Back" key again to get back to the previous screen.



\* Data Transmission Speed Number Chart

Number	Speed (bps)
0	9600
1	14400
2	19200
3	28800
4	38400
5	57600
6	76800
7	115200

## 5. Loading Data from USB memory to the Automat

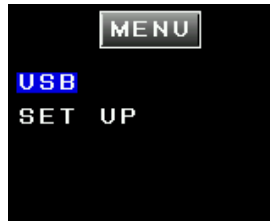
Loading a design from USB to the Automat.

\* Follow the procedure below.

Incorrect procedure may damage the design.

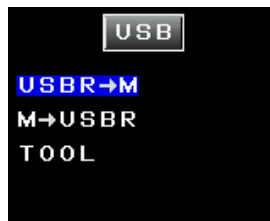
\* Set the design input format on the Automat to receive U-Code.

1) Turn On the device and the following menu screen will appear after a few seconds.



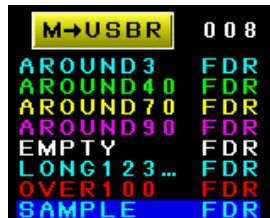
2) Move the cursor to “USB” with the UP/DOWN keys.

3) Press the “ENTER” key to display the USB screen.



4) Move the cursor to “USBR->M” with the UP/DOWN keys.

5) Press the “ENTER” key to view folders on the USB Memory Device.



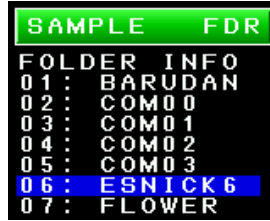
\* The color of the folder name represents the number of the files in the folder.

See “14. Main Color Settings” for details.

\* Folder names with “...” are displayed when the name is longer than 8 characters.

6) Move the cursor to a folder with the UP/DOWN keys.

7) Press the “ENTER” key to view designs in the folder.

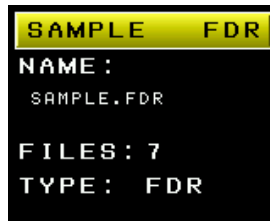


\* Designs numbered 101 and higher will not be displayed.

\* File names with “...” are displayed when the name is longer than 8 characters.

8) Move the cursor to “FOLDER INFO” with the UP/DOWN keys.

Press the “ENTER” key to view folder information

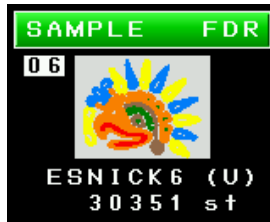


NAME	Name of the folder
FILES	Numbers of files in the folder
TYPE	Classification of the folder

9) Press the “BACK” key to view files.

10) Move the cursor to a file to download with the UP/DOWN keys.

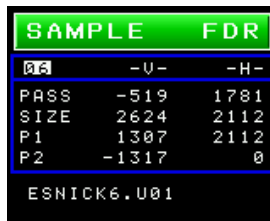
11) Press the “ENTER” key to view a preview of the design.



This screen shows the design name, format, and stitch count along with the design preview.

12) Press the “DOWN” key to view the preview of the next design.

Press the “UP” key for the design information.



This screen shows the following information

- PASS            The distance between start and end points
- SIZE            The size of the design
- P1              The distance between the start point and left lower corner of the design.
- P2              The distance between the start point and right upper corner of the design.

Press the “DOWN” key to go back to the design preview.

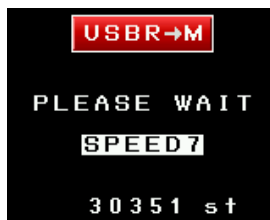
Press the “UP” key to view the preview of the previous design.

\* See the flow chart at the end of this section of manual for details.

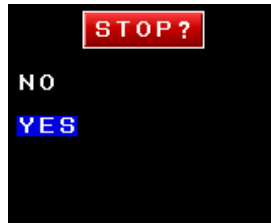
13) Set the Automat for In COM loading.

Refer to the Automat manual for details.

14) Press the “ENTER” to start downloading.



15) Press the “Back” key to cancel downloading.



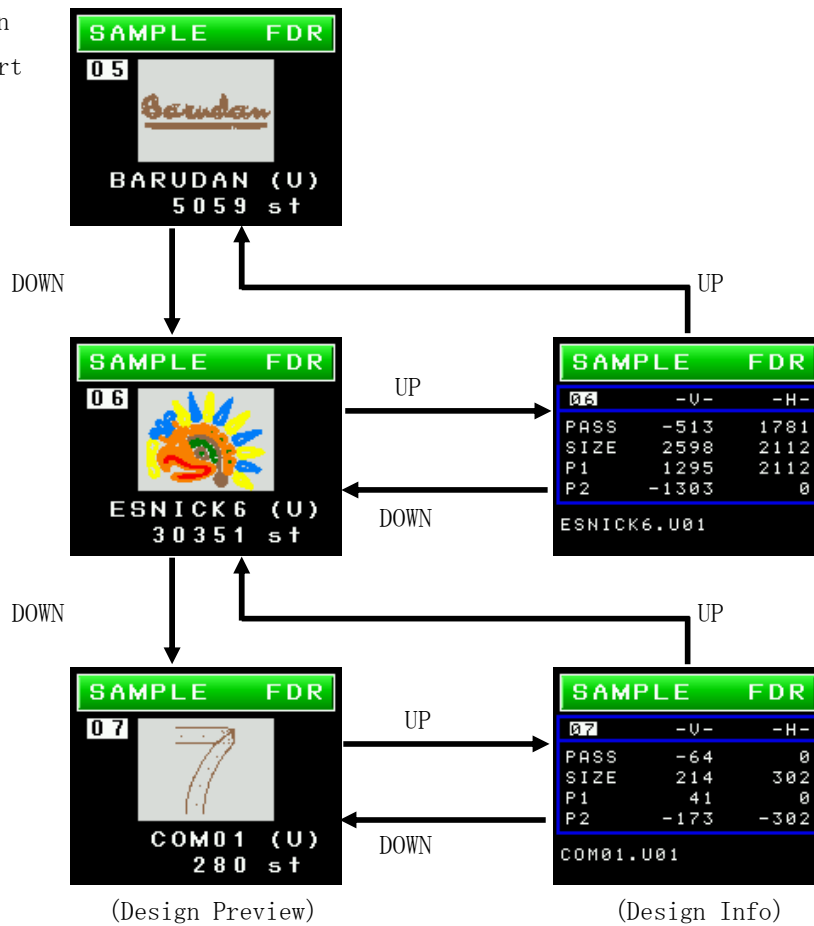
16) Move the cursor to “YES” with the UP/DOWN keys and press “ENTER” key to cancel loading.

17) Move the cursor to “NO” and press the “ENTER” key to continue loading.

18) The screen automatically goes back to design preview when the download finishes.

19) Press the “BACK” key for the previous screen.

Operation  
Flow Chart



## 6. Uploading Data from the Automat to USB memory

Loading a design from the Automat to USB memory device.

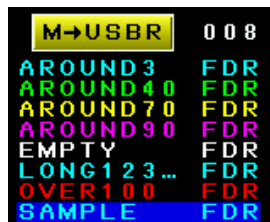
\* Follow the correct procedure.

Incorrect procedure may damage the data.

\* All designs loaded into USB memory are formatted as U-code.

\* All designs will be written to a FDR folder.

- 1) See “5. Loading Data from USB Memory to the Automat” . Find the USB screen.
- 2) Move the cursor to “M-> USBR” with the UP/DOWN keys.
- 3) Press the “ENTER” key to view folders.



\* The color of the folder name represents the number of files in the folder.

See “14. Main Color Settings” for details.

\* You can not choose a folder which contains 100 or more files.

\* Folder names with “...” are displayed when the name is longer than 8 characters.

- 4) Move the cursor to a folder with the UP/DOWN keys.
- 5) Press the “ENTER” key. The device waits for the design to be sent from the Automat.
- 6) Press the “BACK” key to cancel uploading.

\* The USBR-100 can not cancel the upload once it has been started.

In this case, stop the downloading with the Automat operation.

7) Operate the Automat and start the upload of the design to the COM port.

\* See Automat manual for the details.

8) The uploading starts.



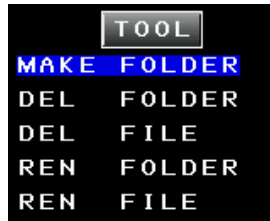
9) The screen automatically goes back to the previous menu when the upload is finished.

10) Press the “BACK” key to go back to the previous screen.

## 7. Creating a Folder

Create a folder on a USB memory device.

- 1) See “5. Loading Data from USB to the Automat” . Find the USB screen.
- 2) Move the cursor to “TOOL” with the UP/DOWN keys.
- 3) Press the “ENTER” key to view the tool screen.



- 4) Move the cursor to the “MAKE FOLDER” with the UP/DOWN keys.
- 5) Press the “ENTER” key to view the Make Folder screen.



- 6) Enter the folder name.

Choose a character with the UP/DOWN keys.

Press the “ENTER” key to enter the character.

Choose the “<” with **Blue** background and press “ENTER” to backspace only one character.

Choose the “<” with **Red** background and press “ENTER” to backspace one character at a time and remain in continuous backspace mode.

Choose “>” with **Blue** background and press “ENTER” to create the folder.

\* The folder name can not be longer than 30 characters.

- 7) To Cancel, press the “BACK” key and the display goes back to the Tool screen.



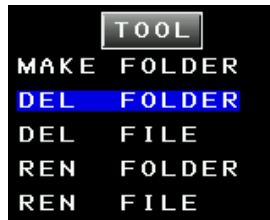
## 8. Deleting a Folder

Deleting folders on a USB memory device.

1) See “5. Loading Data from USB to the Automat” . Find the USB screen.

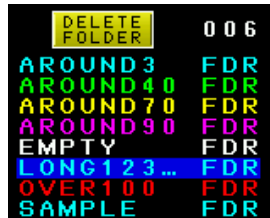
Move the cursor to “TOOL” with the UP/DOWN keys.

3) Press the “ENTER” key to view “TOOL” screen.



4) Move the cursor to “DEL FOLDER” with the UP/DOWN keys.

5) Press the “ENTER” key to view folders.



\* The color of the folder name represents the number of files in the folder.

See “14. Main Color Settings” for details.

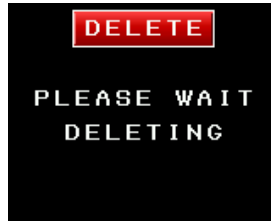
\* Folder names with “...” are displayed when the name is longer than 8 characters.

6) Move the cursor to a folder to delete with the UP/DOWN keys.

7) Press the "ENTER" to view the confirmation screen.



8) Select "YES" with the UP/DOWN keys and press the "ENTER" key to delete.

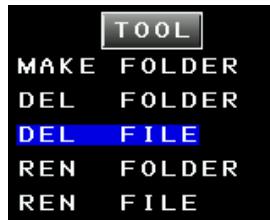


9) To Cancel, Press the "BACK" key or select "NO" and press the "ENTER" key.

## 9. Deleting a File

Deleting a design from a USB memory device.

- 1) See “5. Loading Data from USB to the Automat” . Find the USB screen.
- 2) Move the cursor to “TOOL” with the UP/DOWN keys.
- 3) Press the “ENTER” key to view the “TOOL” screen.



- 4) Move the cursor to “DEL FILE” with the UP/DOWN keys.
- 5) Press the “ENTER” key to view the folders.



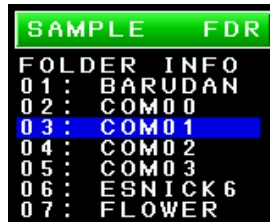
\* The color of the folder name represents the number of files in the folder.

See “14. Main Color Settings” for details.

\* Folder names with “...” are displayed when the name is longer than 8 characters.

- 6) Move the cursor to a folder with the UP/DOWN keys.

7) Press the “ENTER” key to view the files in the folder.



\* Designs numbered 101 and higher will not be displayed.

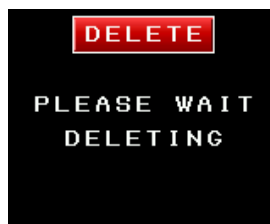
\* File names with “...” are displayed when the name is longer than 8 characters.

8) Move the cursor to a file with UP/DOWN keys.

9) Press “ENTER” key to view the confirmation screen.



10) Move the cursor to “YES” with the UP/DOWN keys and press the “ENTER” key to delete the file.

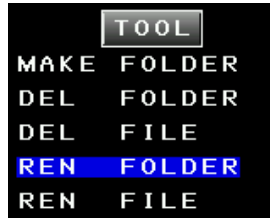


11) Press the “BACK” key or select “NO” and press the “ENTER” to cancel and go back to previous screen.

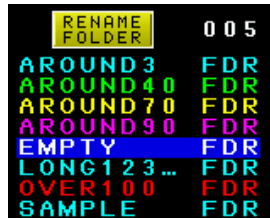
## 10. Renaming a Folder

Renaming a folder on a USB memory device.

- 1) See “5. Loading Data from USB to the Automat” . Find the USB screen.
- 2) Move the cursor to “TOOL” with the UP/DOWN keys.
- 3) Press the “ENTER” key to view the TOOL screen.



- 4) Move the cursor to “REN FOLDER” with the UP/DOWN keys.
- 5) Press the “ENTER” key to view folders.



\* The color of the folder name represents the number of files in the folder.

See “14. Main Color Settings” for details.

\* Folder names with “...” are displayed when the name is longer than 8 characters.

- 6) Move the cursor to a folder to be renamed with the UP/DOWN keys.

7) Press the “ENTER” key to view the RENAME screen.



8) Rename the folder.

Choose a character with the UP/DOWN keys.

Press the “ENTER” key to enter the character.

Choose the “<” with **Blue** background and press “ENTER” to backspace only one character.

Choose the “<” with **Red** background and press “ENTER” to backspace one character at a time and remain in continuous backspace mode.

Choose “>” with **Blue** background and press “ENTER” to create the folder.

\* Folder name can not be longer than 30 characters.

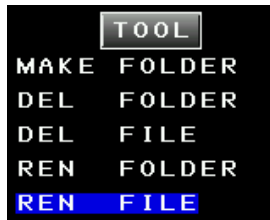
9) To Cancel, press the “BACK” key to go back to the Rename folder screen.

10) Press the “BACK” key to go back to the Tool menu screen.

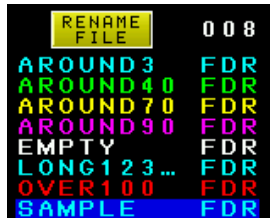
## 11. Renaming a File

Renaming a design file on the USB memory device.

- 1) See “5. Loading Data from USB to the Automat” . Find the USB screen.
- 2) Move the cursor to “TOOL” with the UP/DOWN keys.
- 3) Press the “ENTER” key to view the TOOL screen.



- 4) Move the cursor to “REN FILE” with the UP/DOWN keys.
- 5) Press the “ENTER” key to view folders.



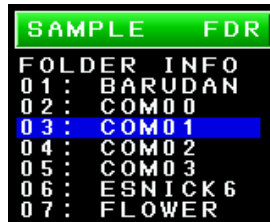
\* The color of the folder name represents the number of the files in the folder.

See “14. Main Color Settings” for details.

\* Folder names with “...” are displayed when the name is longer than 8 characters.

- 6) Move the cursor to a folder with the UP/DOWN keys.

7) Press the "ENTER" to view files in the folder.



\* Designs numbered 101 and higher will not be displayed.

\* File names with "..." are displayed when the name is longer than 8 characters.

8) Move the cursor to a file to be renamed with the UP/DOWN keys.

9) Press the "ENTER" to view the RENAME screen.



10) Rename the file.

Choose a character with the UP/DOWN keys.

Press the "ENTER" key to enter the character.

Choose the "<" with **Blue** background and press "ENTER" to backspace only one character.

Choose the "<" with **Red** background and press "ENTER" to backspace one character at a time and remain in continuous backspace mode.

Choose ">" with **Blue** background and press "ENTER" to create the folder.

\* The file name can not be longer than 30 characters.

11) To Cancel, press the "BACK" key and go back to the previous screen.

12) Press the "BACK" key to go back to the previous screen.



## 12. Changing Color Display Settings

Changing colors.

- 1) Find the SETTING screen by following procedure in “4. Transmission Speed Setting” .
- 2) Move the cursor to “COLOR SET” with the UP/DOWN keys.
- 3) Press the “ENTER” key to view the COLOR SET screen.



- 4) The Following color settings are available.

SET COLOR	Sets the Main Color Sets. Refer to “14. Main Color Settings”
TEXT COLOR	Sets the color for main Text.
TEXT BACK	Sets the color for the main Background.
TITLE TEXT	Sets the color for Text in titles.
TITLE BACK	Sets the color for Background in titles.
SELECT	Sets the color of the highlight cursor for selection.

\* Can not change “TEXT COLOR” , “TEXT BACK” , “TITLE TEXT” , “TITLE BACK” , or “SELECT” settings when the “SET COLOR” is set to AUTO1.

- 5) Move the cursor with the UP/DOWN keys.

6) Press the “ENTER” to toggle the color.

\* Can not choose the same color for “TEXT COLOR” , “TEXT BACK” , “TITLE TEX” , or “TITLE BACK” .

\* Parameter on the screen will be highlighted when it is changed from the default.

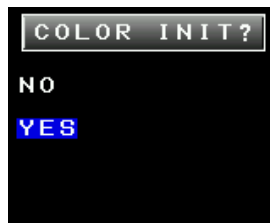
7) Press the “BACK” key to save the new setting.

8) Press the “BACK” key to go back to the previous screen.

### 13. Initializing Color Settings

Initialize the color settings for “TEXT COLOR”, “TEXT BACK”, “TITLE TEXT”, “TITLE BACK”, and “SELECT” .

- 1) Find the SETTING screen by following procedure in “4. Transmission Speed Setting” .
- 2) Move the cursor to “COLOR INIT” with the UP/DOWN keys.
- 3) Press the “ENTER” to view the COLOR INIT screen.



- 4) Select “YES” with the UP/DOWN keys and then press the “ENTER” key to initialize.
- 5) To Cancel, press the “BACK” key or select “NO” and press “ENTER” .

## 14. Main Color Settings

The USBR-100 has (3) Main Color settings. Refer to “12. Changing Color Display Settings” to make changes.

The color of the folder name changes as the number of the files changes.

### 1) “AUTO1” Setting

Default setting (No colors can be changed)

In this setting, each screen has it's own title background color.

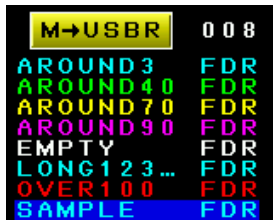
Yellow : Folders

Green: Files

Red: Loading Files, Deleting Folders and Files.

Black: Other screens

Cf : Folders



Files



Deleting



The color of the folder name changes as the number of the files in the folder changes.

White: No files

Light Blue: 1 - 9 files

Green: 10 - 49 files

Yellow: 50 - 89 files

Purple: 90 - 100 files (90 - 99 for M→USB)

Red: 101 and over (100 and over for M→USB)

## 2) "AUTO2" Setting

This setting allows color change settings for "TEXT COLOR" , "TEXT BACK" , "TITLE TEXT" , "TITLE BACK" , and "SELECT" . No changes to Folder text colors.

The color of the folder name changes as the number of files in the folder changes.

\* Same as "AUTO1" setting.

\* The back ground color for the text in the folder screen is black.

## 3) "Manual" Setting.

This setting allows color change settings for "TEXT COLOR" , "TEXT BACK" , "TITLE TEXT" , "TITLE BACK" , "SELECT" , and the folder text.

The color of the folder name only changes if the number of files in a folder exceeds 100 or more as follows. Otherwise, the text color setting determines folder color.

Text Color setting for 0 - 100 files (0 - 99 for M→USBR)

Red for 101 and more files (100 and more for M→USBR)

\* If the Text color is set to red (folder name), the folder name text will be displayed in black when the number of files exceeds 101.

15. Display Setting

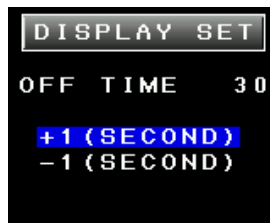
The back light of the screen automatically turns off. This setting determines the time to turn off the backlight.

\*The light is always ON during operation.

1) Follow the instructions “4. Transmission Speed Setting” and find the “SETTING” screen.

2) Move the cursor with the UP/DOWN keys and choose “DISPLAY” .

3) Press the “ENTER” to view the adjustment screen.



4) Press the UP/DOWN keys to highlight “+1” or “-1” setting.

“+1” (Adds seconds before the light turns off)








“-1” (Subtracts seconds before the light turns off)

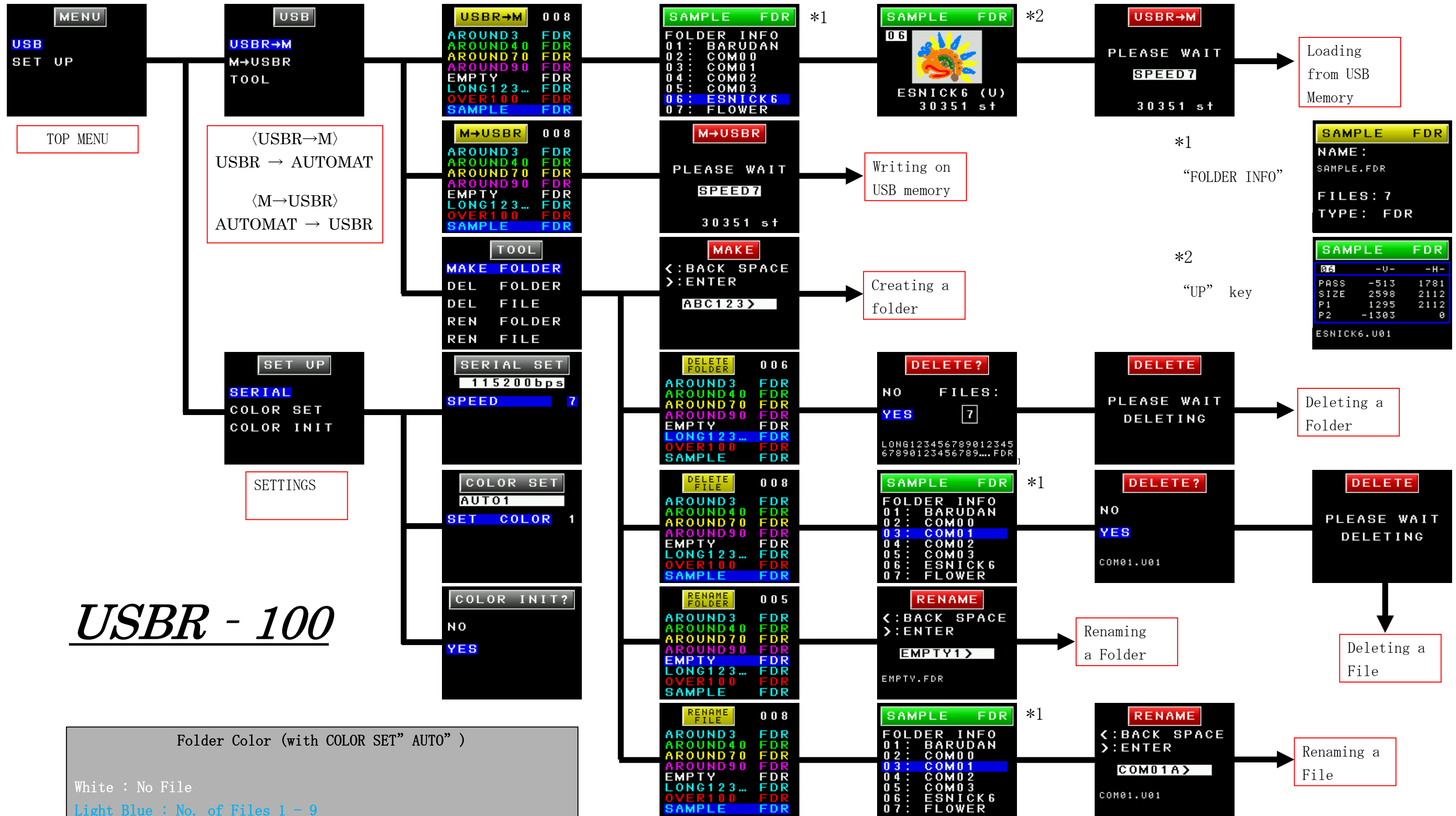
5) Press the “Enter” key to change the “Off TIME” setting, 1 second at a time.

\* The “OFF TIME” setting will be highlighted when the default setting (20) is changed.

6) Press the “Back” key to save the setting and return to the previous screen.

## 16. Error Messages

Icon	Description
A05 : 	Wrong Tape Code or BAUD Rate Error
A11 : 	No COM connection, check COM cable
A28 : 	Calculating, Please wait
A37 : 	USB memory full
A38 : 	No USB memory recognized, insert USB device.
A39 : 	Error reading or writing to USB memory.
A41 : 	Reading error of design information



TOP MENU

⟨USBR→M⟩  
USBR → AUTOMAT  
⟨M→USBR⟩  
AUTOMAT → USBR

SETTINGS

# USBR - 100

Folder Color (with COLOR SET" AUTO" )

White : No File  
 Light Blue : No. of Files 1 - 9  
 Green : No. of Files 10 - 49  
 Yellow : No. of Files 50 - 89  
 Purple : No. of Files 90 - 100 (90~99 for M→USBR)  
 Red : No. of Files 101 and Over (100 and over for M→USBR)

To cancel the operation and go back to the previous screen, press "BACK" key.