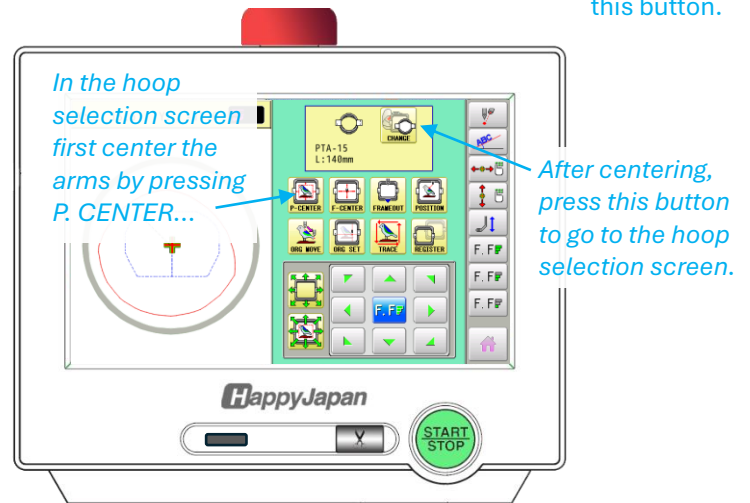
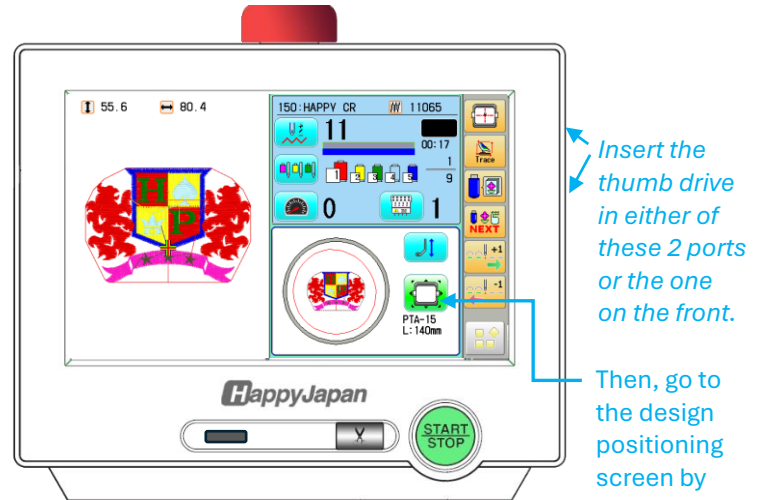


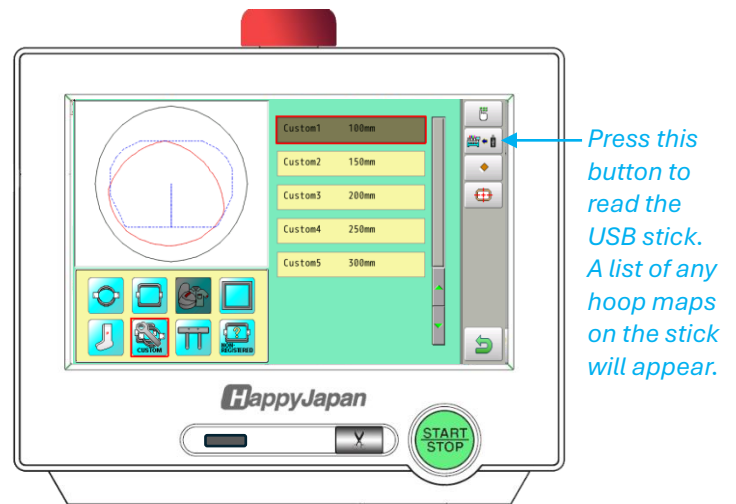
LOADING ADDITIONAL HOOP MAPS IN YOUR MACHINE

Your touchscreen Happy machine has the ability to load additional hoops into memory for use when aligning a design in the hoop area on the screen. To load these hoops (hoop maps), follow the directions on these pages.

1. **Copy any hoop maps you wish to load onto a USB thumb drive and insert the thumb drive into one of the thumb drive ports on the machine.** (Note: hoop maps come in the form of small text (.txt) files.)
2. **From the sewing/drive screen, go to the hoop selection screen and first center the arms by pressing P.CENTER, then go to the hoop selection screen by pressing the button marked "CHANGE".**

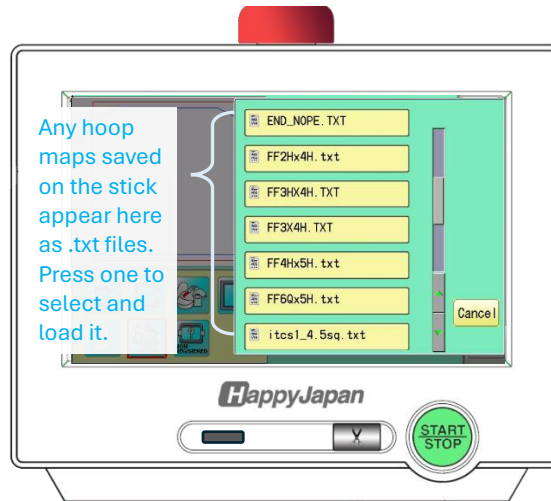


3. **In the hoop selection screen, select the CUSTOM category.** You'll now see Custom hoops 1-5 in the list. The hoop maps you add will appear in the list below these first 5 custom hoops. Press the button shown in the diagram on the right to read the USB memory stick to search for any hoop maps that you have saved onto it.

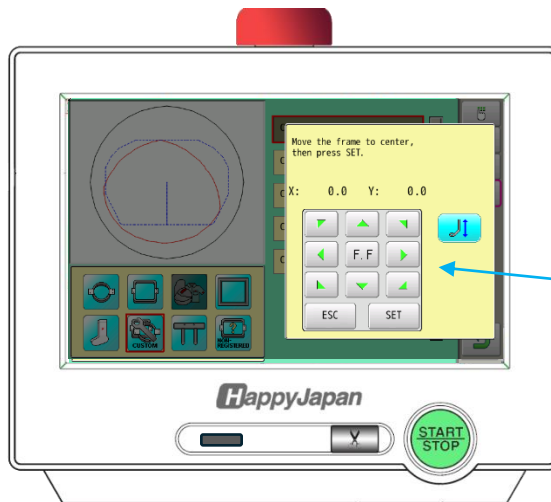


HOOP MAPS IN YOUR MACHINE *continued*

4. To load a map into your machine, select it from the list that appears. The maps appear in the list as files ending in .TXT .



5. Arrow keys will now appear that will let you set the hoop's **OFFSET VALUE**. If your hoop has an offset value, move the arrow keys until the numbers show the required offset. For example, the ITCS2 clamp requires an offset of X: 0.0 and Y: -78.8. Use the up or down arrow keys to change the Y value to -78.8 and the left arrow keys to adjust the X: if it isn't already at 0.0. In another example, most Mighty Hoops do not require an offset, so make sure both X and Y are set to 0.0. If unsure of the offset value, contact the Support or Parts department.



6. Press **SET** and the hoop map will now appear in the list below **Custom 1-5**. Note that Custom 1-5 cannot be deleted, so all hoop maps loaded will appear below this list. With newer firmware, your touchscreen machine has memory capacity hold a little more than 50 additional hoop maps in memory.

