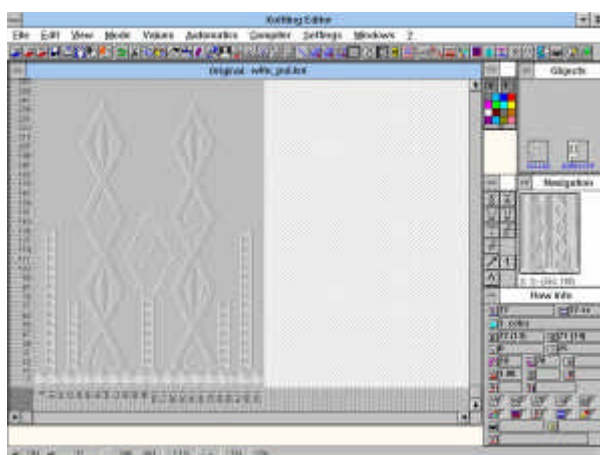Whatever you knit

MA- 8000

1. Overlaying basic fabric, structure, image, and form.
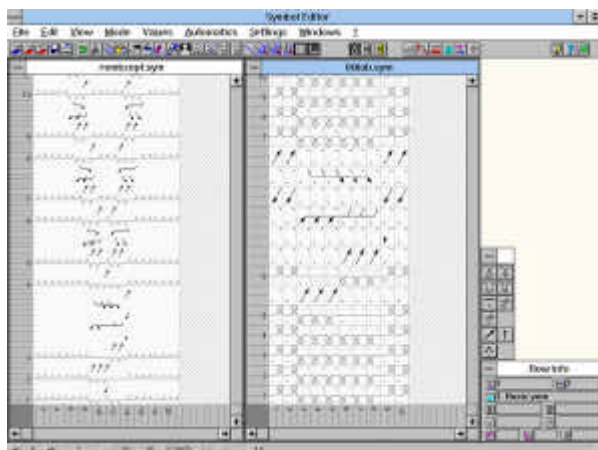
To form structures on the basic fabric, you can combine different forms of loops within a knitting row. You have to create your basic patterns only once, because you can save them as user symbols and call them at any time to place them on the fabric. You can overlay image motifs to the fabric in any color, define jacquard, intarsia, or other knitting type definitions, or determine the form of the fabric in the Form Editor and place it on the fabric using the special commands and the Help functions.

2. Placing structured patterns

To realize your design, you determine the basic knitting type for the fabric, load plait, aran, or 3D patterns as structure objects from a database, and place them on the fabric. There, you can arrange and move them as required.
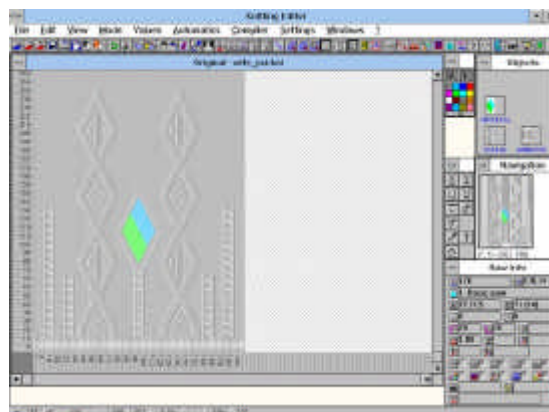
Automatic procedures ensure the compatibility to adjacent knitting techniques. The structure objects do not depend on the machine used, and they are displayed as clear yarn loops understandable for the fabric designer. You can easily modify them or create new objects by drawing stitches, tuck loops, floatings, and transferring arrows.

Even after the structure or image objects have been placed on the fabric, they can be edited or replaced by others automatically.

3. Placing colored pattern

You can load image motifs from a database and place them on the fabric, or draw them directly using the drawing tools. Automatic procedures convert the colors to a jacquard, intarsia, or structured fabric, and create net rear and intarsia tying. The intarsia yarn is lead in and out automatically, but you can interact at any time. A drawing program opens the world of electronic images for the knitting industry. You can load or create images with up to 16 million colors. The colors are automatically reduced and processed for knitting.
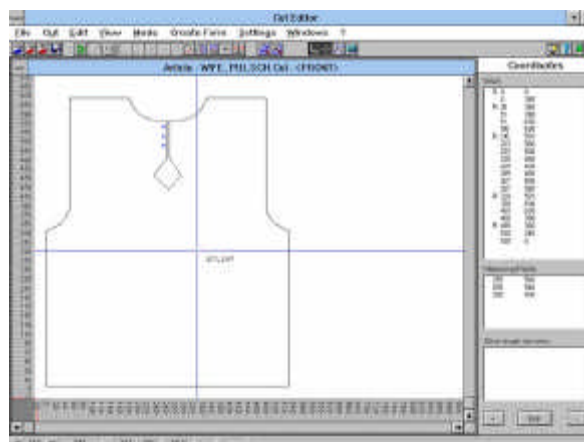
Whatever you knit

4. Converting a cut to a form

You can enter cuts made-to-measure, and define the measuring points for attaching pockets or button-holes.
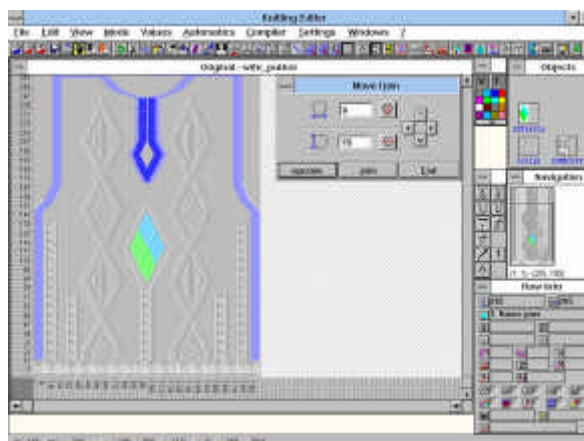
After defining the knitting techniques for the border of the form, automatic procedures generate the form, taking the stitch length and gauge into account.

5. Overlaying a form to the fabric

If you want to produce fully-fashioned fabrics, you can overlay a form to the fabric, and move it around until you have found the optimum position.
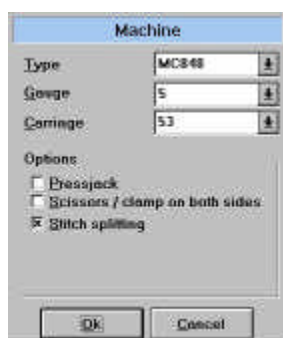
You can edit form and fabric separately before having adapted the knitting techniques.
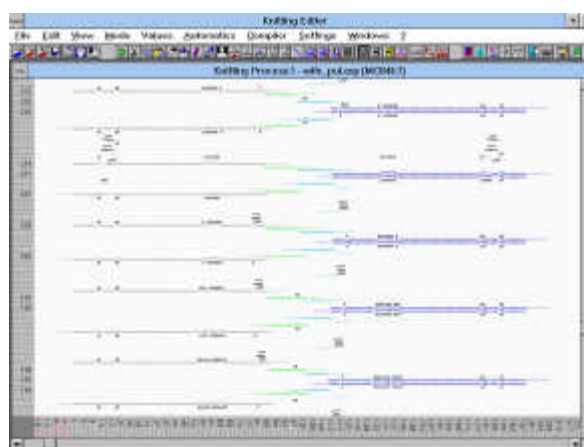
6. Linking form and fabric

When the form is linked to the fabric, the fabric areas outside of the form are cleared, and the objects crossing the border are processed corresponding to the selected options.

7. Generating the machine program

To ensure a high productivity on the selected machine, automatic procedures first generate an optimized knitting process within a few minutes, which is then converted to the knitting time optimized machine program.

Visual Knitting System (VKS)

Graphical input and output of the fabric with easily comprehensible yarn loops. Images, structures, and forms are edited separately and processed as objects. A fabric is created by combining these object. In this way, you can easily modify a fabric. The yarn loops required for knitting the fabric, and the corresponding knitting programs for machines of the MC-700 and MC-800 series are generated automatically..

Fabric Editor
Graphical input and output of the fabric using knitting symbols for stitch, tuck loop, and floating. Symbols and image objects are places as yarn loops on the fabric. An additional form object can be overlaid to the fabric. The most complicated tasks are carried out within minutes by automatic procedures for generating knitting techniques for jacquard and intarsia, for sorting the racking values required for knitting, for controlling the yarn carriers, for checking and ensuring that the fabric can be knitted on the selected machine, and so on. The parameters for these procedures can be set according to the requirements. The knitting process generated by these procedures can be easily be checked and edited, thus making the system very flexible. Production data such as yarn consumption and knitting time are calculated.

Symbol Editor
Useful tool to create and edit repeated knitting techniques such as plait, aran, waistband, etc. The knitting techniques are stored as general symbol objects that can be called at any time. The symbol objects do not depend on the adjacent knitting techniques or on the machine used for production.

Form Editor
Useful tool to create and edit fabric cuts which are automatically converted to a form object. Stitch densitiy, predefined measuring points, and other parameters are taken into account. The various narrowing or widening techniques can be applied. You can create and edit form objects, and then place them on the fabric.

DRAW

Convenient image processing, optimized for knitting purposes. Commands to import images, and to reduce or convert colors. Scanning and printing functions ensure a comprehensive usability of the program.

List800

Editor for MC-700 and MC-800 knitting programs which have been entered manually or have been created by the VKS. The knitting processes on the machine can be visualized by a graphical fabric test.

List Editor
Editor to create, modify and save knitting programs. The yarn carrier parking positions are automatically calculated and optimized.

Fabric Test
Graphical representation of the execution of the knitting program. Shows the yarn loop, the stitch length, and the yarn carrier parking positions in different representation modes..

Transfer

Program to copy data between the MA-8000 and machine diskettes for MC-700 machines. Multiple knitting programs can be copied at once.

Config

Program to change the basic settings of the MA-8000 and the language.