

INSTRUCTIONS – How to Download, Unzip, and Use the Embroidery Design Files

The zipped file contains the following formats: vip, hus, dst, vp3. It also contains an exe file, a self extracting file for Designer I (Floppy drive) owners as well as a PDF file template with colour information.

Click the design file link to start the download.

Click the Save button.

Please note the location on your computer where you are saving the file. When you have successfully downloaded the file, it will need to be unzipped before you can use the design.

If you are using Windows Vista/XP operating system simply go to Windows Explore, locate the file and double-click it. Note the location where you are saving the extracted files.

If you have an earlier Windows operating system such as Windows 95 or Windows 98, you will need to unzip the file using an unzip utility (like WinZip). Note the location where you are saving the extracted files.

This step must be done before continuing with your machine specific instruction below.

Designer Diamond/Designer SE

Insert your USB Embroidery Stick in one of the USB ports on your computer.

In Windows Explore, locate the design file.

Right click the design.

Choose Send To from the menu.

Select your USB Embroidery Stick (e.g. E:\).

A file transfer window "Copying..." may occur. When it is finished your design is transferred to the USB Embroidery Stick and is ready to use.

Insert the USB Embroidery Stick into your Designer Diamond/Designer SE.

Touch the Start Menu (Designer Diamond only)

Touch the File Manager icon.

Touch the USB Devices icon.

Touch the USB Embroidery Stick icon and then the Open icon.

Select the design and click the Load/OK icon.

Designer Topaz 20/Designer Topaz 30

Insert your USB Embroidery Stick in one of the USB ports on your computer.

In Windows Explore, locate the design file.

Right click the design.

Choose Send To from the menu.

Select your USB Embroidery Stick (e.g. E:\).

A file transfer window "Copying..." may occur. When it is finished your design is transferred to the USB Embroidery Stick and is ready to use.

Insert the USB Embroidery Stick into your Designer Topaz and attach the embroidery unit.

Turn on the power and calibrate the embroidery unit.

Scroll down the list of Folders/files contained on the USB Embroidery Stick to highlight the design.

Press the OK button to load the design.

Designer I – USB Stick

Insert your USB Embroidery Stick in one of the USB ports on your computer.

Open the USB Disk Manager Program (version 7 or higher)

Read in your USB Embroidery Stick by clicking on the "Read Stick" icon.

Select the Disk and Menu location you wish to place the embroidery file.

Using either the View or Open icons, locate and select the embroidery design. The design will be placed on the next available spot on the Disk and Menu location you selected above.

Send the Embroidery design layout to the USB Embroidery Stick by clicking the “Write Stick” icon.

Once the Status Bar fills from left to right and the Change Indicator icon is Green (not red), the USB Embroidery Stick is ready to use.

Insert the USB Embroidery Stick into your Designer I USB Machine.

Touch the Floppy/USB Stick icon to access the USB Embroidery Stick Disk Menus.

Touch the Disk icon for the location of your design.

Touch the Menu icon for the location of your design.

Touch the design to load.

Designer I – Floppy Drive

Locate the exe file and double click it to unzip the file. The file is self extracting.

Click OK in the first dialogue box.

Click the “unzip” button and save the files to an empty 3.5" diskette. The design is ready to use in your Husqvarna Viking Designer I – Floppy drive.

The design will always be in Menu I, position I, and so be sure to use an empty diskette.

Orchidea, #I+, Rose, Iris, Scandinavia 300 & Scandinavia 400

To save the design files on a Programmable Card you need to have the Husqvarna Viking Reader/Writer program (any version) or Husqvarna Viking Organizer (version 7 or higher) installed on your computer.

Insert a Programmable Card in your Reader/Writer unit.

If using the Reader/Writer program, open it.

Click the “Read Card” icon to read the contents of the Programmable Card.

Using either the View or Open icons, locate and select the embroidery design. The design will be placed on the next available spot on the Programmable Card.

Send the new design layout to the Programmable Card by clicking the “Write Card” icon.

The file will be saved on the Programmable Card. It is now ready for use in your sewing machine.

If using the Husqvarna Viking Organizer (version 7 or higher), insert a Programmable Card in your Reader/Writer unit.

Open Organizer (version 7 or higher).

Locate the design file and click it once to select.

Click the “Send I” icon* to save the design to the Programmable Card. It is now ready for use in your sewing machine.

(*Note: “Send I” will only work if the software is configured to send to your specific Reader/Writer type in 3D or 4D Configure.)

Designer II, Quilt Designer II, Platinum 955E, Platinum 950E & Platinum Plus

To save the files on a Personal d-Card you need to have the Husqvarna Viking d-Card Reader/Writer program (any version) or the Husqvarna Viking Organizer (version 7 or higher) installed on your computer.

Insert a Personal d-Card in your d-Card Reader/Writer unit.

If using the d-Card Reader/Writer program, open it.

Click the “Read Card” icon to read the contents of the d-Card.

Using either the View or Open icons, locate and select the embroidery design. The design will be placed on the next available spot on the d-Card.

Send the new design layout to the d-Card by clicking the “Write Card” icon.

The file will be saved on the d-Card. It is now ready for use in your sewing machine.

If using the Husqvarna Viking Organizer (version 7 or higher), insert a d-Card in your d-Card Reader/Writer unit.

Open Organizer (version 7 or higher).

Locate the design file and click it once to select.

Click the “Send I” icon* to save the design to the d-Card. It is now ready for use in your sewing machine.

(*Note: “Send I” will only work if the software is configured to send to your specific Reader/Writer type in 3D or 4D Configure)