MacManage User Guide

Note: In order to use the MacManage Program, please see the Wireless Networking Setup instructions and follow all instructions prior to using this user guide. If you have questions please call MESA Support 800-330-3867 Option 2.
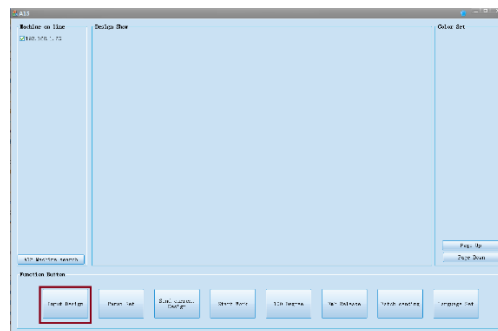
This document will cover how to:

- Input/Load a design
- Send a design to your embroidery machine
- Setting design parameters
- Confirming/Releasing your design
- Starting and Stopping your machine
- Resetting your machine to 100 degrees
- Batch Sending Designs
- Eight Steps for embroidery using your MacManage program

Note to Operator: When using the networking function on your Highland Embroidery Machine, you are still responsible for positioning your fabric and performing a trace of your design. Not positioning and tracing your design properly may result in damage to your machine.
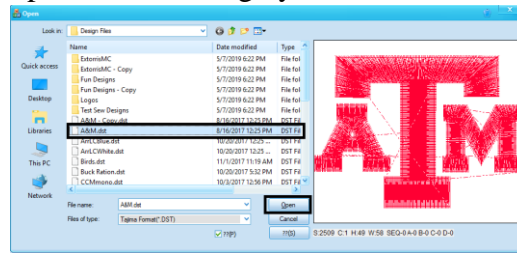
Inputting/Loading a Design

Note to Operator: If you are wanting to send a design to your control panel and immediately embroider it, use the control panel to release the previous design you were working on before continuing on loading a design with your MacManage program.

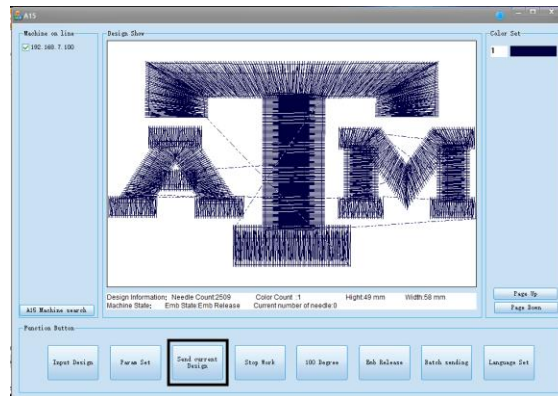1. On the main screen of the MacManage program, click "Input Design"

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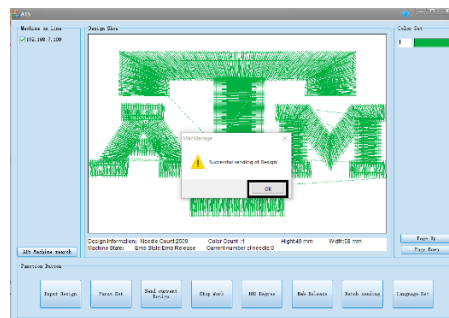2. In the window that pops up, select the design you want to load and click "Open"

3. Your design can now be seen on the main screen of your MacManage program

Sending a Design to your Embroidery Machine

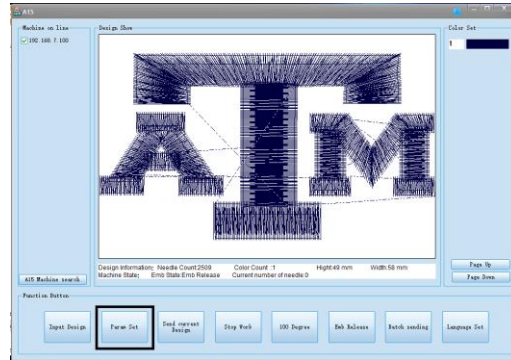1. Click "Send Current Design" on the main screen on your MacManage program

2. Once it has sent successfully, click "OK" to return to the main screen
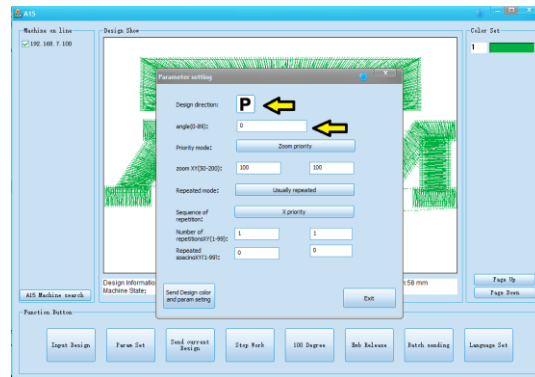
Revised 10/09/2020
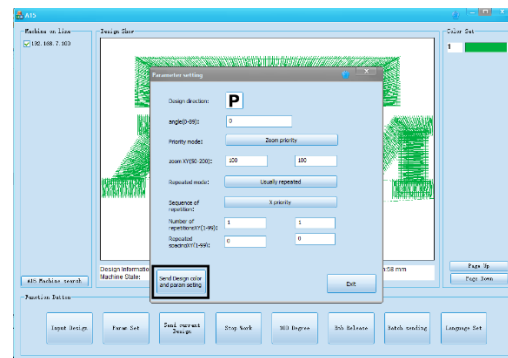
Setting Design Parameters

1. To rotate the design in your MacManage program, first confirm the design onto your home screen of the control panel. Then, release it.
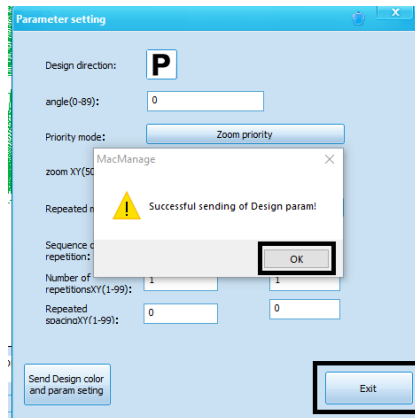2. Click "Param Set" on the main screen

3. To rotate your design in 90-degree increments, click on the "P" until it is in the desired position. If you are needing to rotate to a position other than a 90-degree increment, rotate the P to the nearest position, and add the remaining degrees into the "Angle" box to complete the rotation.
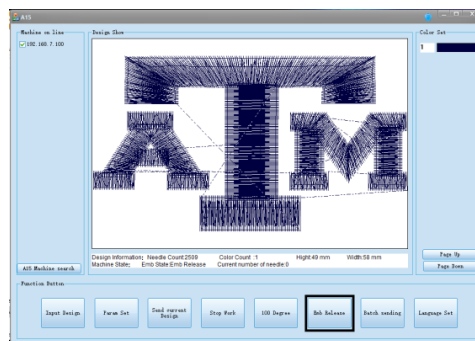

4. Click "Send Design Color and Param Setting" to send the design and angle settings to your embroidery machine.

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5. After it has sent successfully, click "OK" and then "Exit" to return to the main screen on your MacManage program
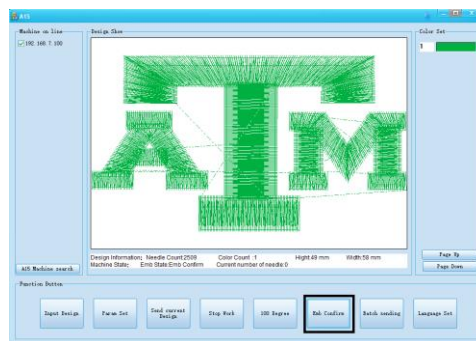

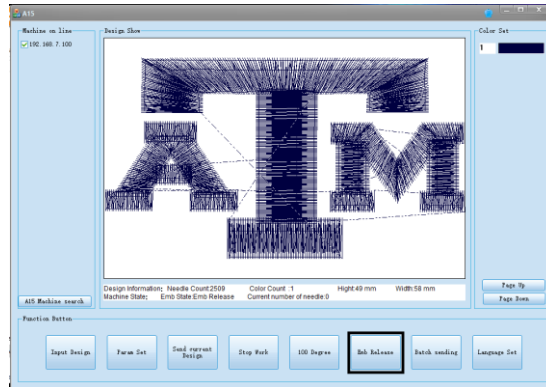6. Click "Emb Release to confirm the design back on your control panel and you will see the rotated design

Confirm/Release Your Design

1. To release your design on the embroidery machine, click "Emb Confirm"

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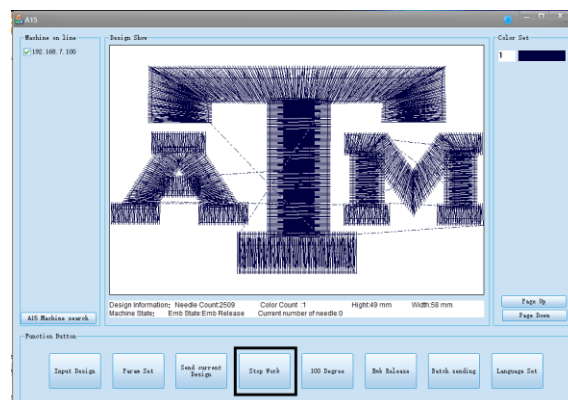2. To confirm your design on the embroidery machine, click "Emb. Release."

    a. **Note:** Once you click Emb. Release, the design will not necessarily disappear from your control panel. However, the icon will change to show that you are in "preparation mode" on your control panel. This is all that is required in order to load a new design.
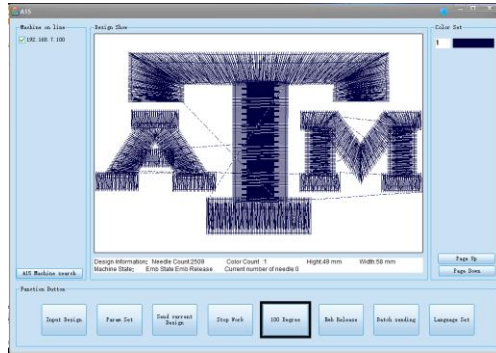

Start/Stop your Machine:

1. To start your machine, click "Start Work" or "Stop Work" on the main screen of your MacManage program. **Note**: although the button might say the opposite of what you want to do (i. e. "Stop Work" even though the machine is not running) it will perform the opposite of what the machine is currently doing.
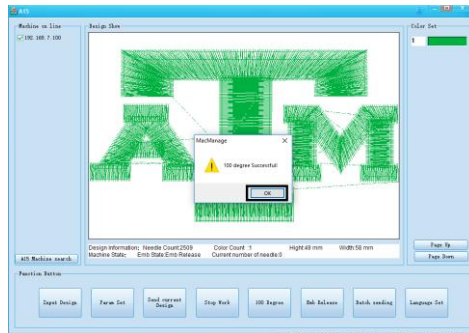
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Reset to 100 Degrees

1. If your machine gives you Error Number 12: "Stop Not in Place" click the 100 Degree button on the main screen of your MacManage program to reset the machine to 100 degrees.
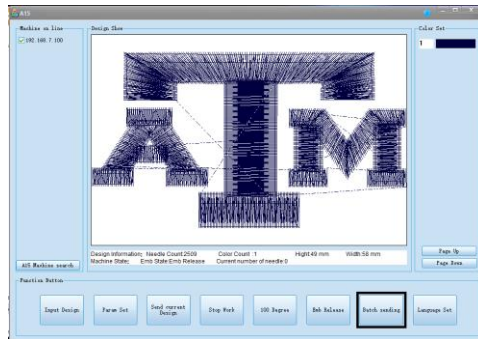

2. Once it has successfully rotated back to 100 degrees, click "OK" to return to the main screen
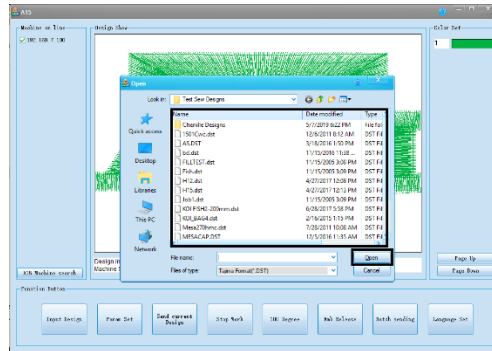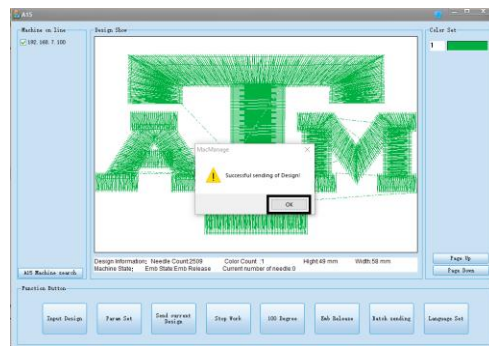

Batch Sending Designs

1. On the main screen, click "Batch Sending"

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2. Select the designs you wish to send to your embroidery machine then click "Open"

3. Click "OK" to return to main screen

Eight Steps for Embroidery on the MacManage program:

1. Input your design
2. Press "Emb. Confirm" to release the previous design
3. Press "Emb. Release" to confirm the new design you just sent over to your machine.
4. Press "Emb. Confirm" to release the design again
5. Set Parameters and "Send design color and Param setting" to your embroidery machine
6. Set the color sequence for your design on your control panel
7. Position and center your fabric on the machine using your control panel
8. Perform a border check and outline check to trace your design using your control panel

If everything checks out good on your machine (knowing that your machine is not going to strike a hoop) then you are ready to press the start button on your control panel to begin sewing your design.