SHENYUE
HOTFIX SEQUIN
申 越 烫 片

SHENYUE HOTFIX SEQUIN MOTIF PUNCHING MACHINE

Quick Start & Operating Guide
Guide Version: V1.0 | September 2026



CONTENTS

01 Safety First

02 Before You Start: What You Need

03 Power On & Screen Functions

04 Make Your First Transfer
Select • Match • Position • Run • Finish

05 Fine-Tune Punch Head Alignment

06 Troubleshooting

07 Cleaning & Daily Care

08 Heat-Application Guide

01 Safety First

Keep Clear of Moving Parts

Keep hands, hair, loose clothing, and objects away from the moving frame and punch heads.





Emergency Stop

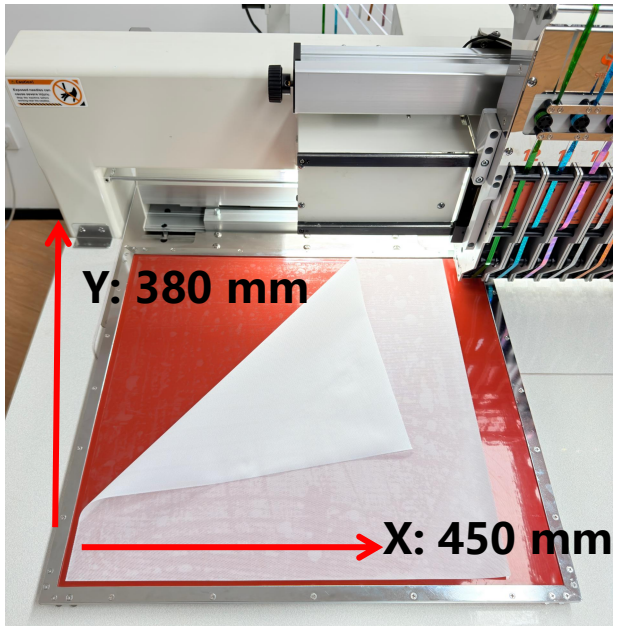
In an emergency, press the red Emergency Stop button. This stops all motion but leaves the main power on. Clear the hazard, then twist the button to release it before restarting.



02 Before You Start: What You Need

01 Hotfix Transfer Film

Remove the adhesive sheet and place the sticky side upwards. The non-sticky side should be attached within the embroidery area (less than 450 × 380 mm).



02 Hotfix Sequin Reels

Check the required colors and reel sizes. Make sure each reel contains enough material to complete the design without stopping.



03 Design File

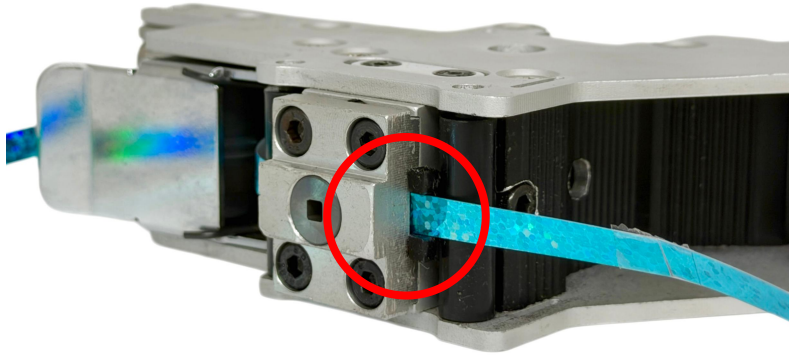
Save your design files to the USB drive supplied with the machine, or use a design already stored in the machine.
NOTE: The machine supports DST files only.



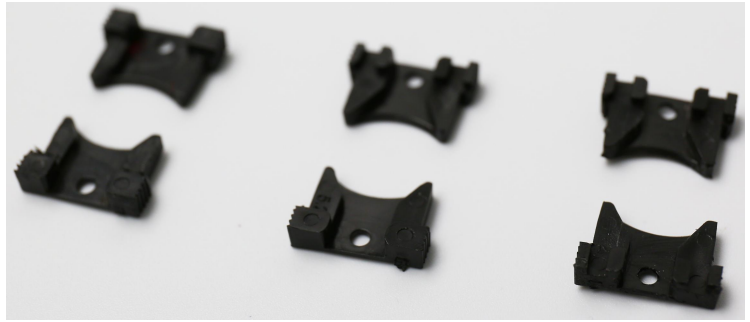
02 Before You Start: What You Need

2.1 Sequin Reels — Choose the Right Reel Size

- Choose a reel slightly wider than the punch head size. The guide clip should be slightly wider than the reel to hold it securely.
- Example: For a 3 mm square punch head, use a 4 mm reel and a 4.2 mm guide clip.

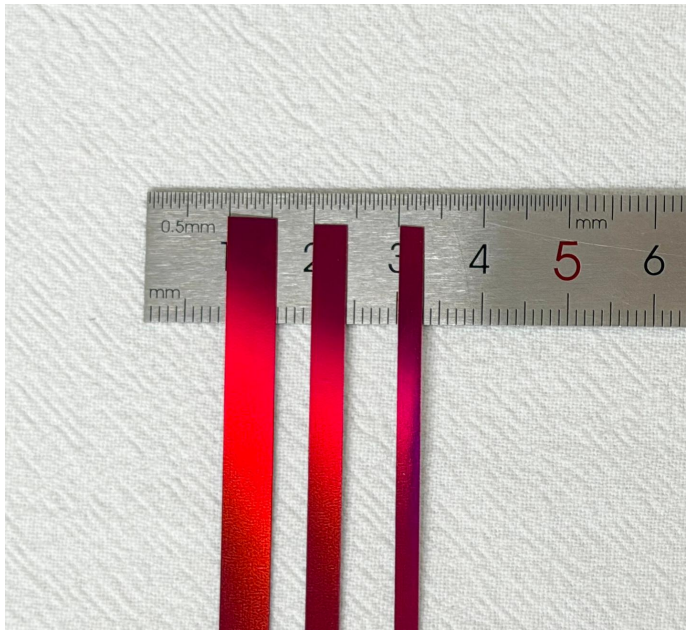


6.2 mm 5.2 mm 4.2 mm



Guide Clip

6 mm 4 mm 3 mm



Sequin Reel

02 Before You Start: What You Need

2.2 Sequin Reels — Reel Installation & Machine Punch Head Selection

- Support the bottom of the reel holder and lift it straight up (Fig. 1).
- Insert the sequin reel spindle into the reel holder for the correct punch head. Turn the reel by hand to make sure it rotates freely (Fig. 2).
- Thread the sequin reel along the path in Fig. 2.

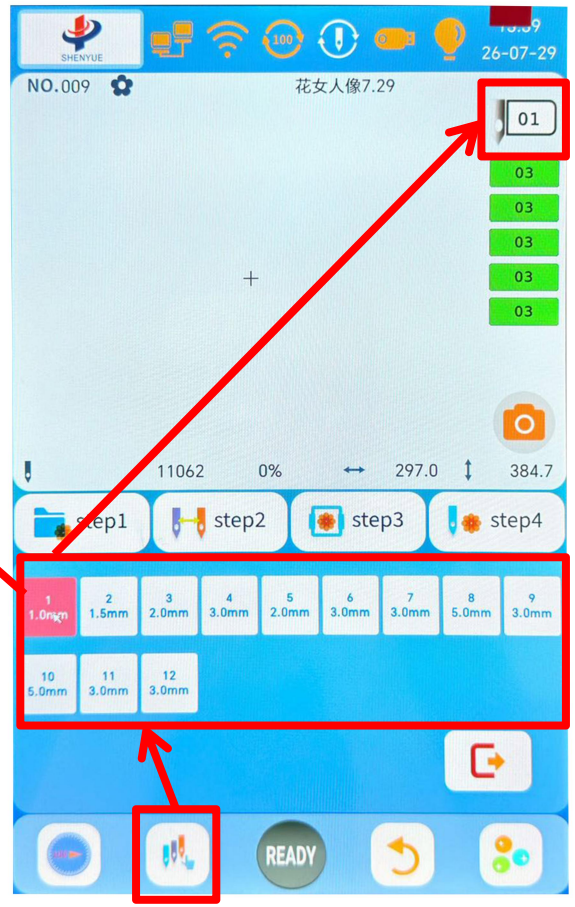




To change the active punch head, open **[Manual Color Change]** (Fig. 3), then tap the required punch head position.

3

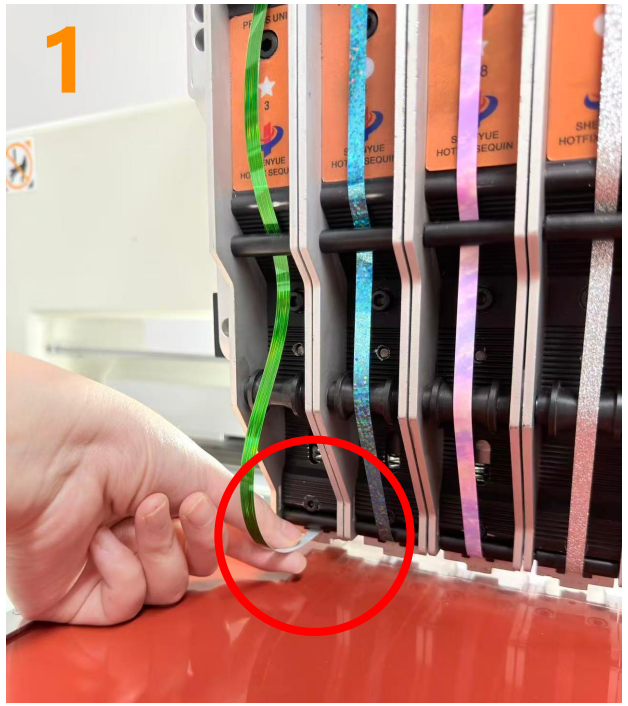




02 Before You Start: What You Need

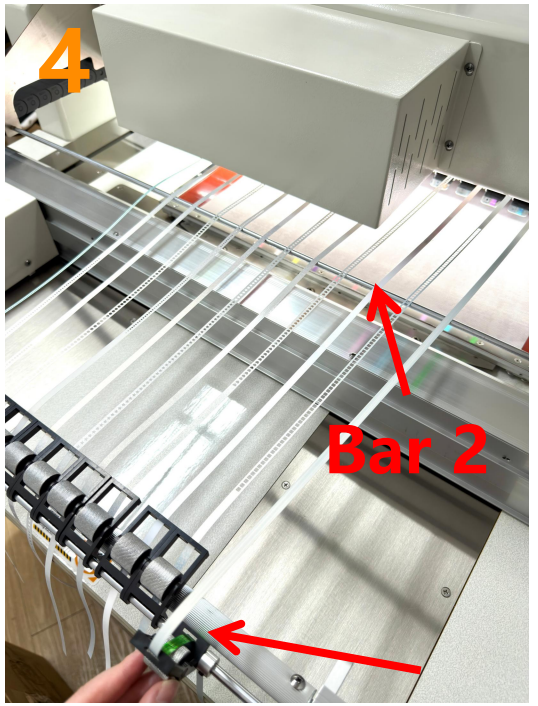
2.3 Sequin Reels — Thread into the Material Collector

- After threading the sequin reel through the guide clip (Fig. 1), press and hold the lower-right button (Fig. 2) to feed it automatically.
- In the material collector, pass the reel over Bar 1 (Fig. 3). This prevents it from sticking to the transfer film.
- Pass the reel over Bar 2, then into the material collector (Fig. 4).





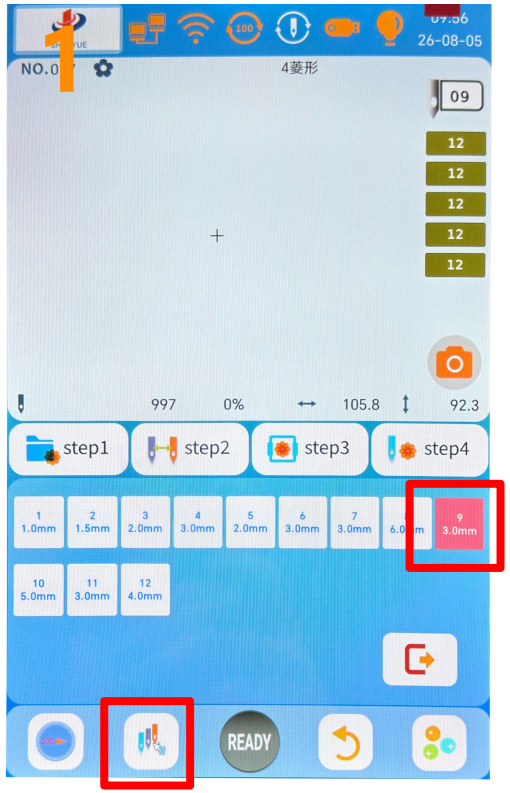


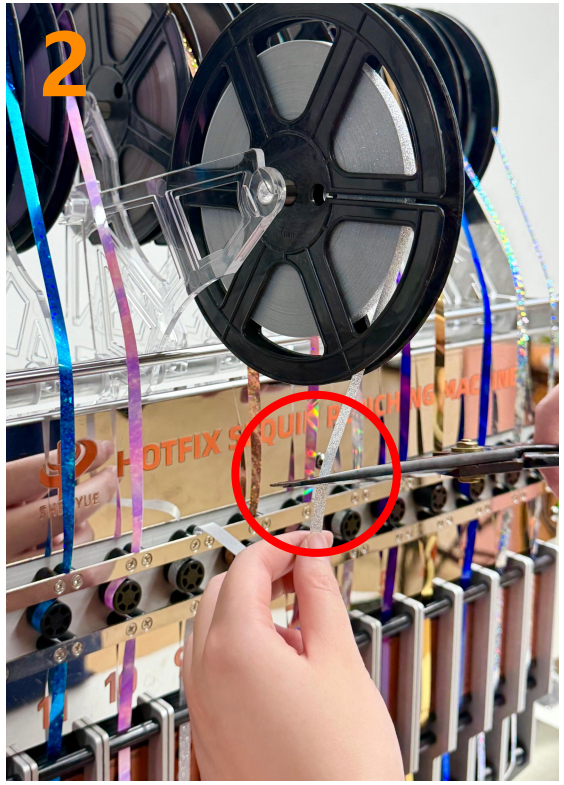


02 Before You Start: What You Need

2.4 Sequin Reels — Change to a New Color (If Needed)

- Open [Manual Color Change] and select the punch head for the sequin reel to replace (Fig. 1).
- Cut the old material as shown in Fig. 2. Remove the old sequin reel and install the new reel.
- Align the two cut ends without overlapping, then secure the joint with transparent tape (Fig. 3).
- Press and hold the lower-right button (Fig. 4) to feed the splice to the punch head.
- The new color is ready for punching.







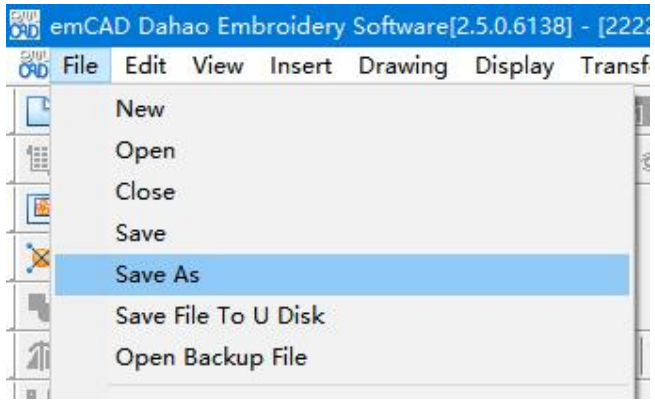


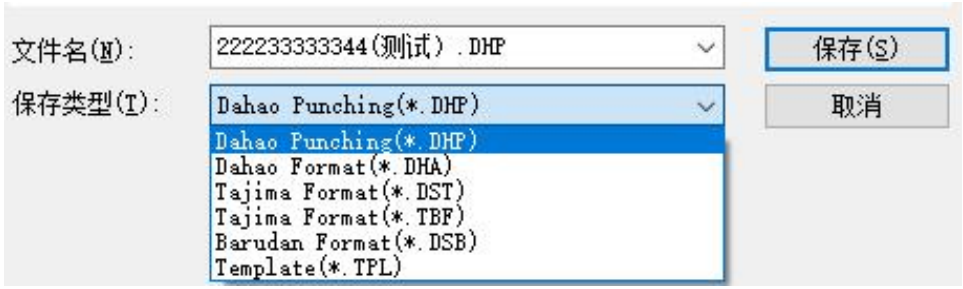
02 Before You Start: What You Need

3.1 Design File — Save Design to USB Drive

Example: emCAD (Dahao):

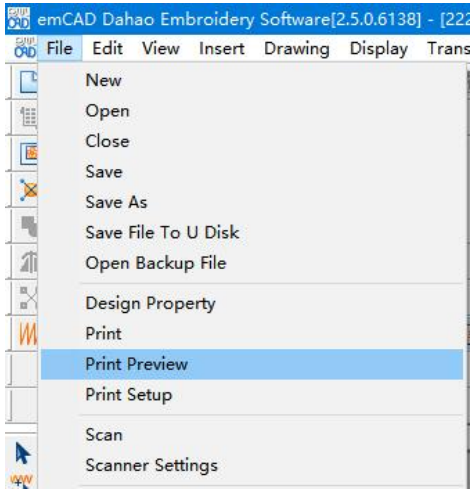
- Save a DHP copy on the computer for editing.
- Save a DST copy to the USB drive for the machine. The machine reads DST files.

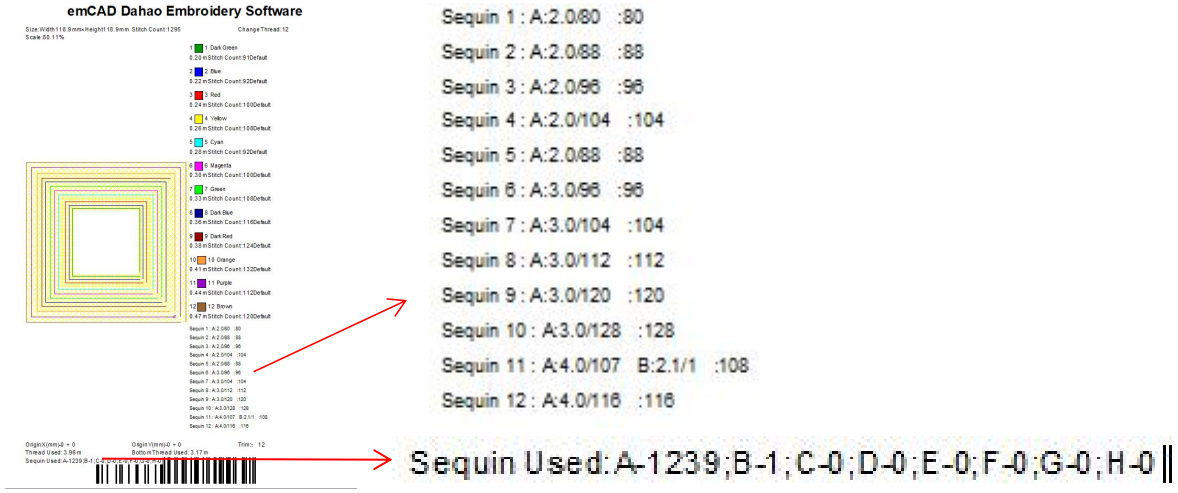




Design Check:

Click File → Print Preview.
Check each step's sequin size, quantity, and stitch count before running the design.



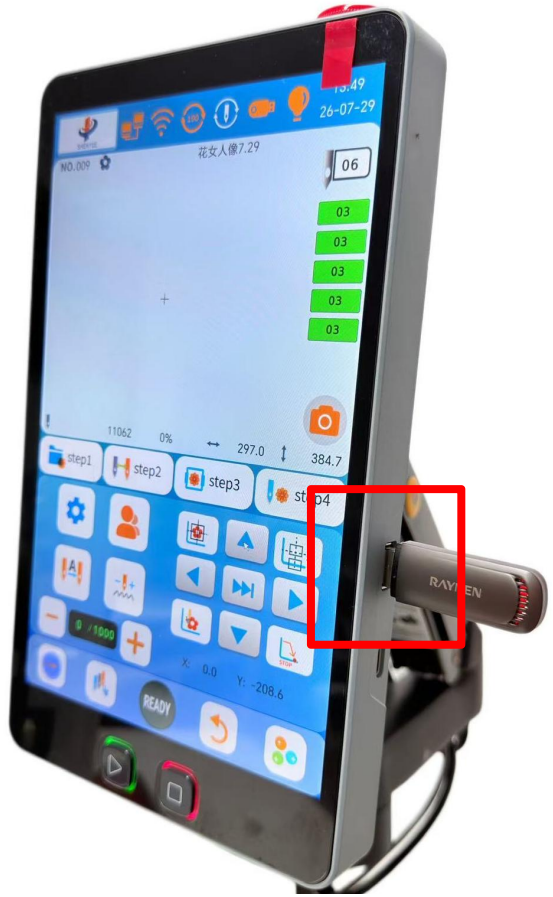


02 Before You Start: What You Need

3.2 Design File — Import a Design from USB

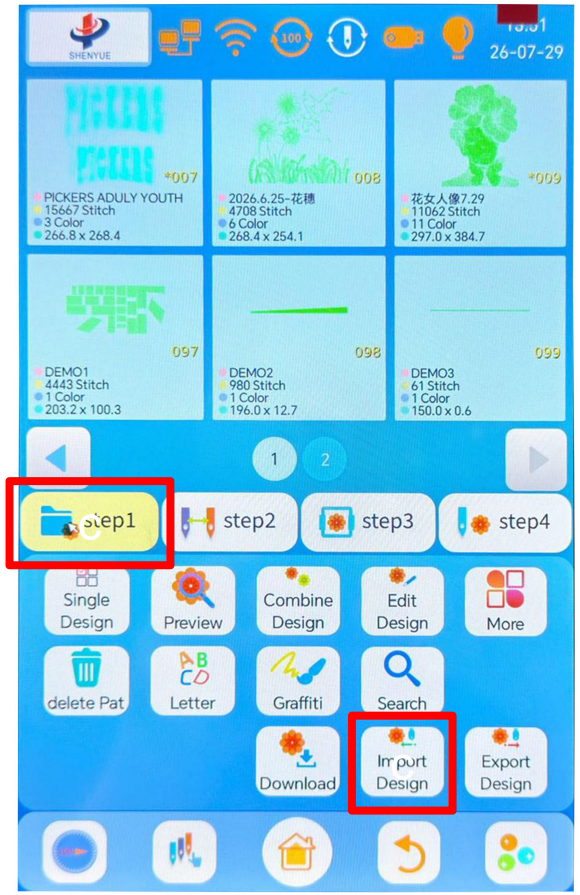
01 Insert USB Drive

Insert the USB drive with your design into the port on the right side of the control panel.



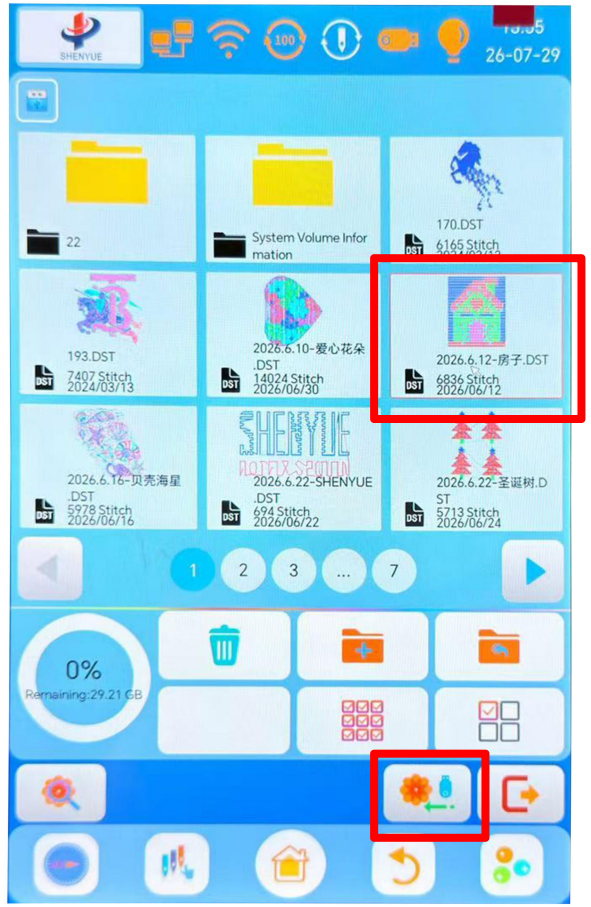
02 Open Design Memory

On the main screen, tap **[Step 1]** to open Design Memory. Tap **[Import Design]**, then use the arrows to find your design.



03 Start the Import

Tap the design; its border turns red. Then tap the import icon.

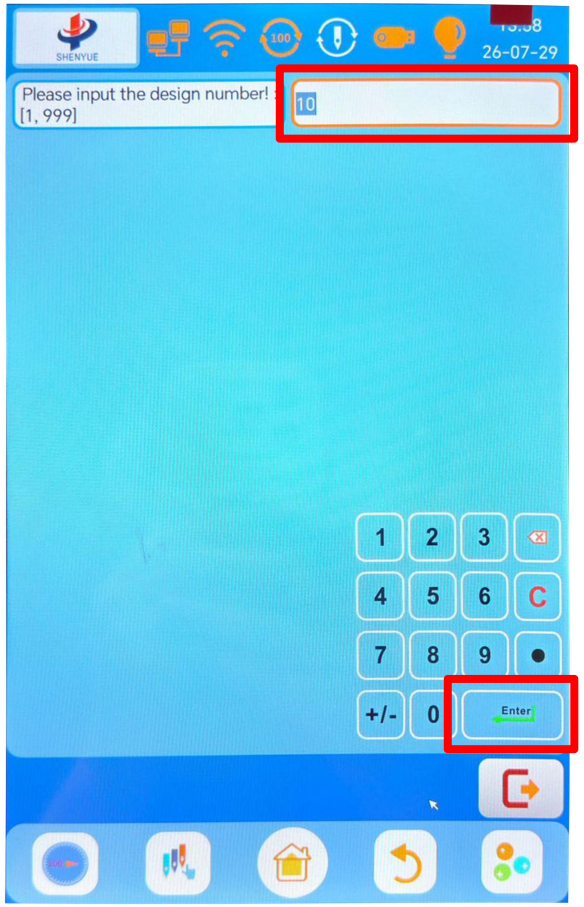


02 Before You Start: What You Need

3.2 Design File — Import a Design from USB

04 Enter a Design Number

Assign a design number, confirm it, then press **[Enter]** to finish importing.



05 Exit USB Management

Tap **[Exit]** to return to Design Memory.



06 Design Imported

Use the left/right arrows to find the imported design.

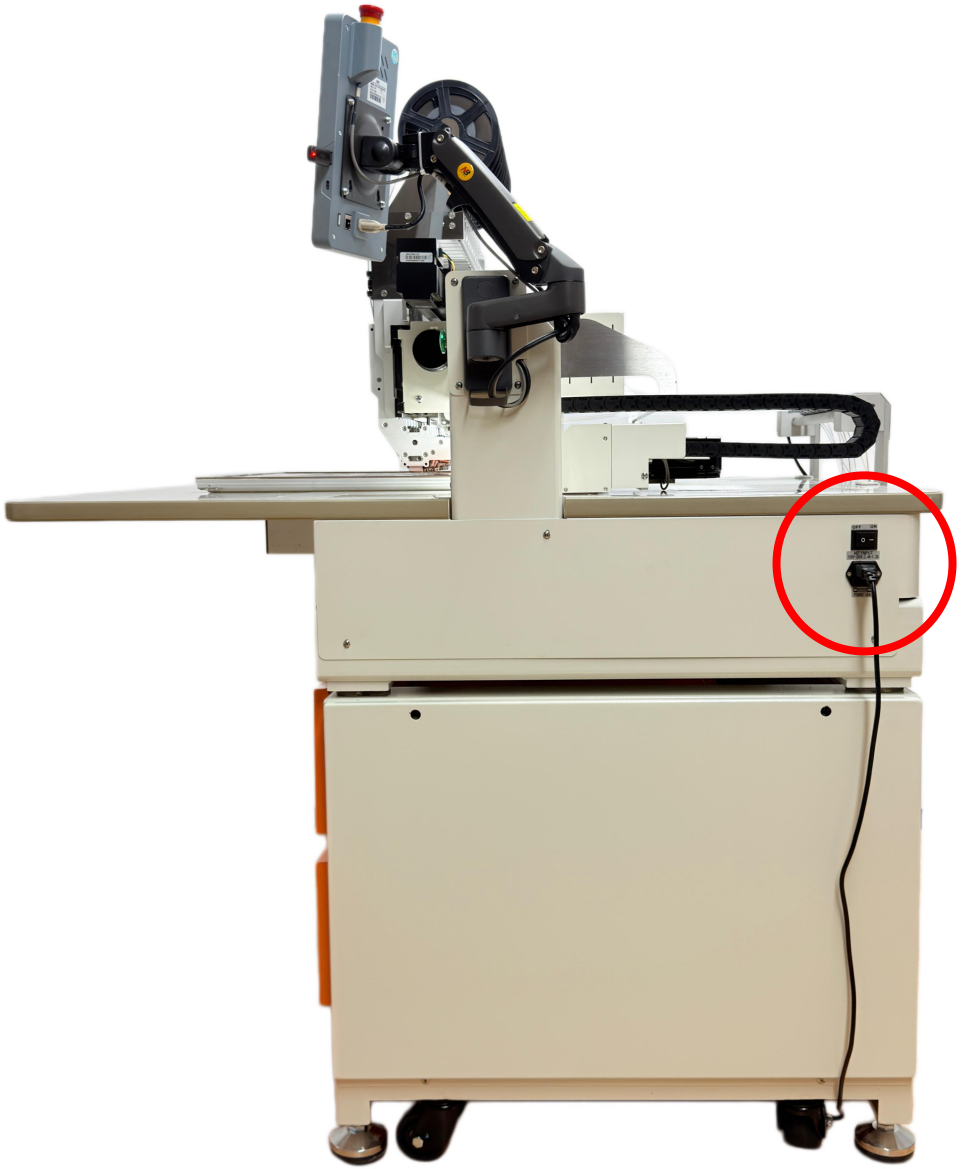


03 Power On & Screen Functions

Connect Power
Plug the power cord securely into the machine and a wall outlet.

Turn the Machine On and Off
Press the side power switch to turn on the machine, then wait for startup. After use, make sure the machine has stopped, then use the same switch to turn it off.

Main Screen
After startup, the main screen displays the design preview and machine controls.



03 Power On & Screen Functions

step1 Design Memory

step2 Color Sequence

step3 Frame Position

step4 Confirm & Ready



Trace



Color Change Mode



Manual Color Change Icon



Confirmation Status



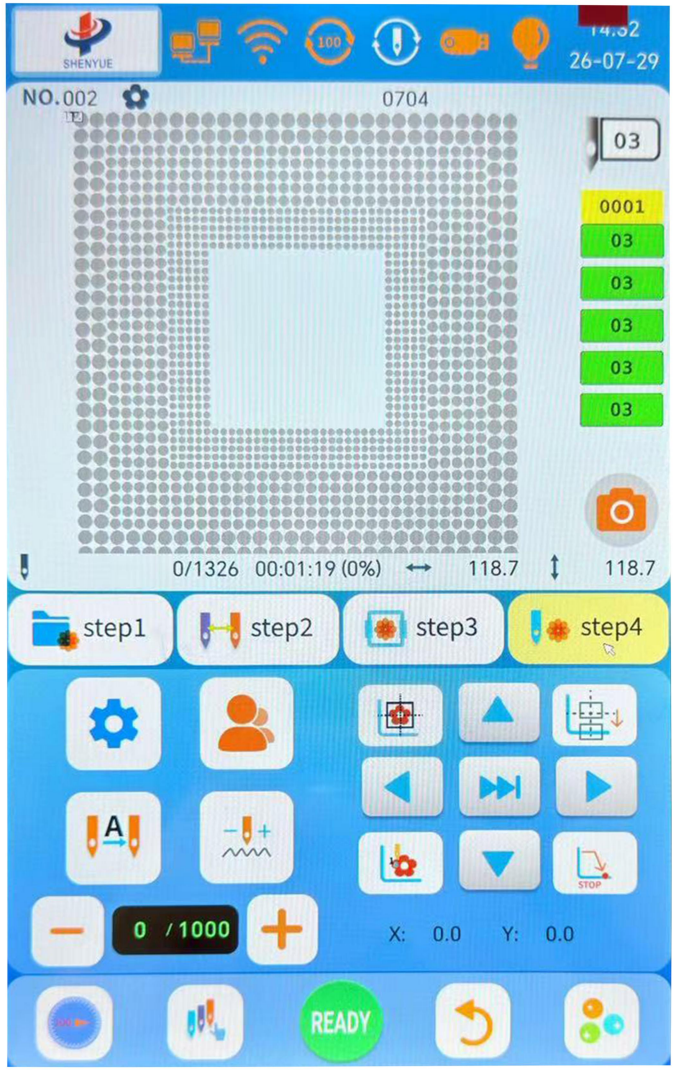
Preparation Status



Start Button

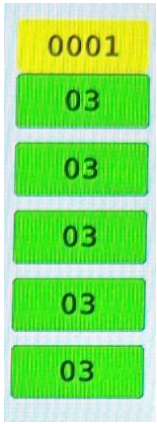


Pause Button





Current punch head position



Color sequence for the current design
"0001" is the current color step; it advances after each color change. "03" is the next punch head.
Tap the chart to edit the color sequence.



Machine running speed



Frame movement
Move speed (low/high)

03 Power On & Screen Functions



Control cable



Network connection status



Main shaft status and Manual Adjustment



Run mode



USB Drive Status



Machine light status



System current time



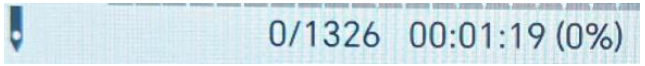
Display Status



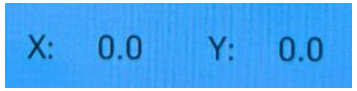
Current design number and name



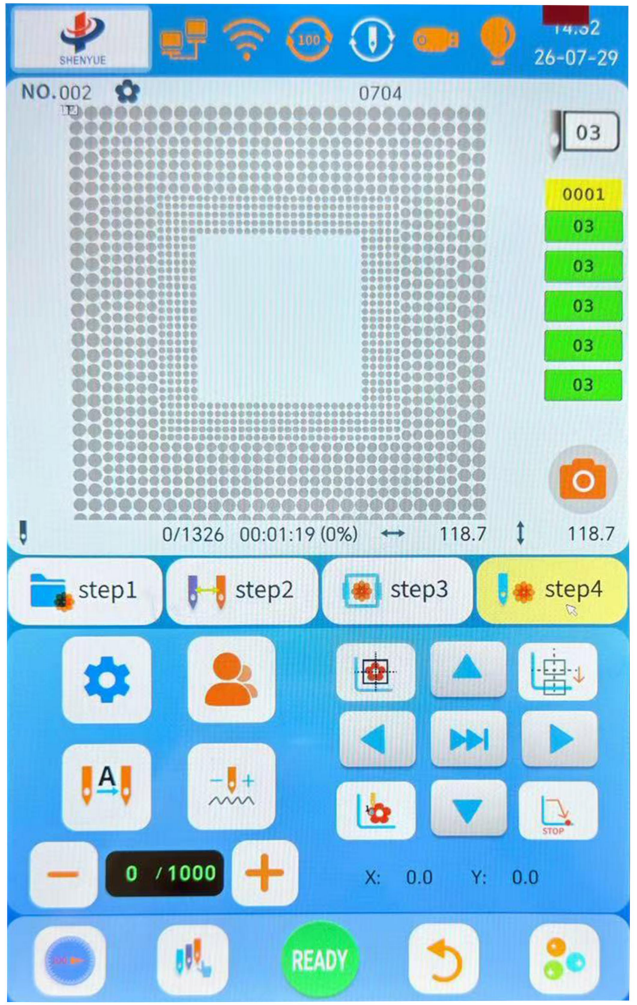
Design width and height (mm)



Progress: completed/total punches, time remaining, and % complete



X/Y distance from the origin (mm)





Settings Management



Auxiliary Functions



Idling



Punch Head Size Setting



Main Shaft Jog



Zero Point



Return to Offset point



Return to Last Stitch



Automatically find pattern origin

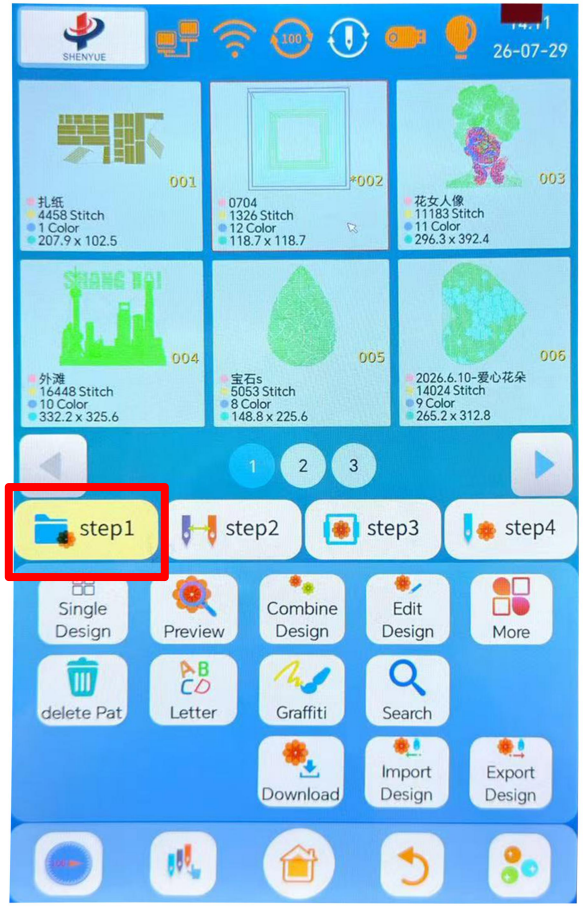


Origin operation

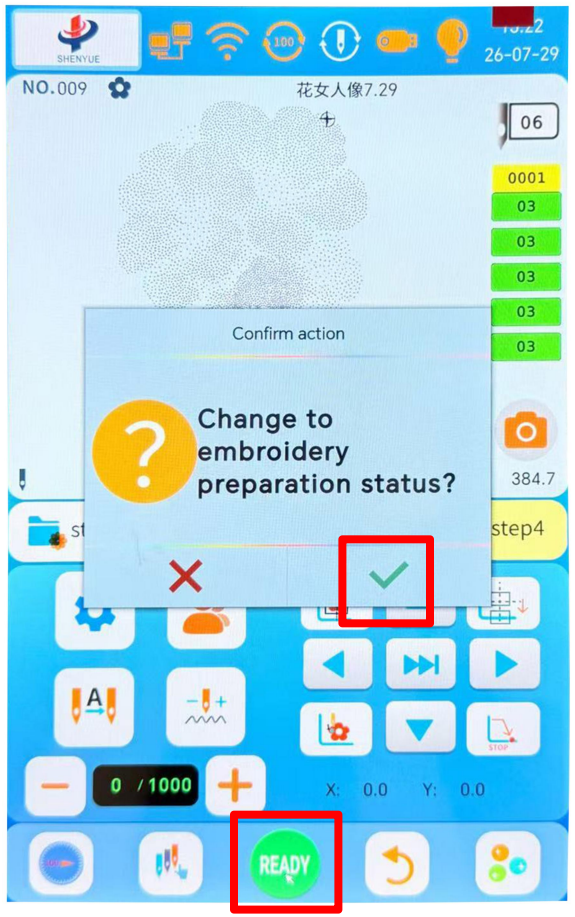
04 Make Your First Transfer — Step 1: Select a Design

01 The following steps use the built-in test design.

Tap **[Step 1]** to open Design Memory.

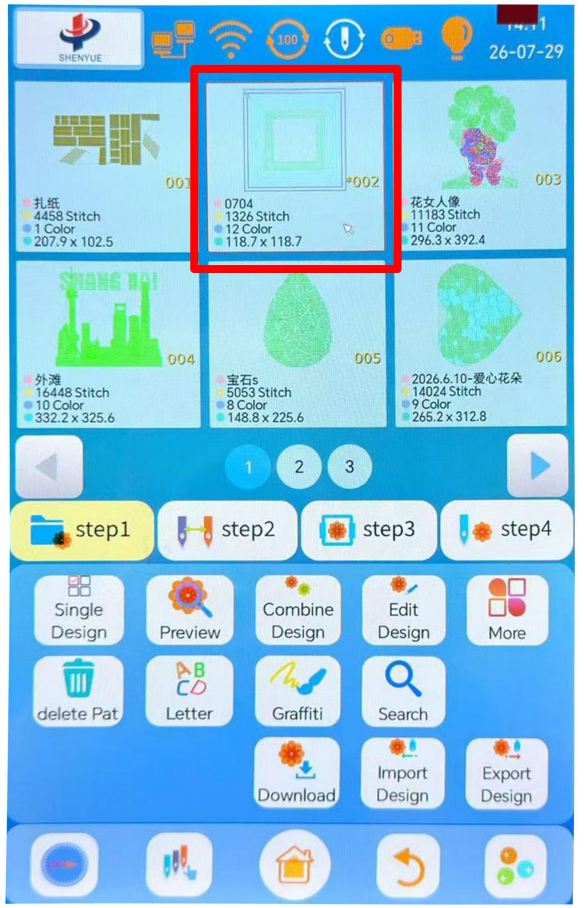


Note:
To change a loaded design, tap [READY] to exit Ready mode first.



02 Select the Design

Tap the design thumbnail. A red border shows it is selected.

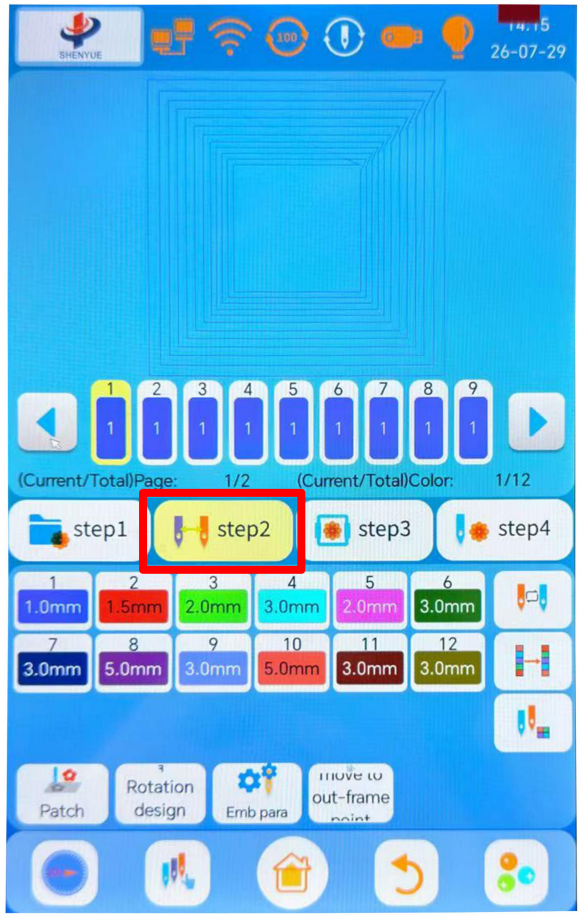


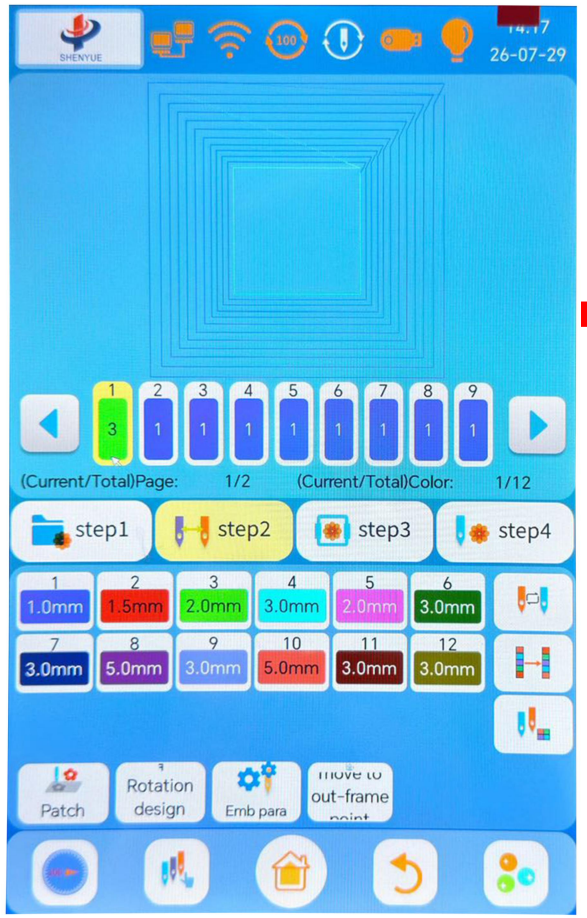
04 Make Your First Transfer — Step 2: Match Each Design Step to a Punch Head

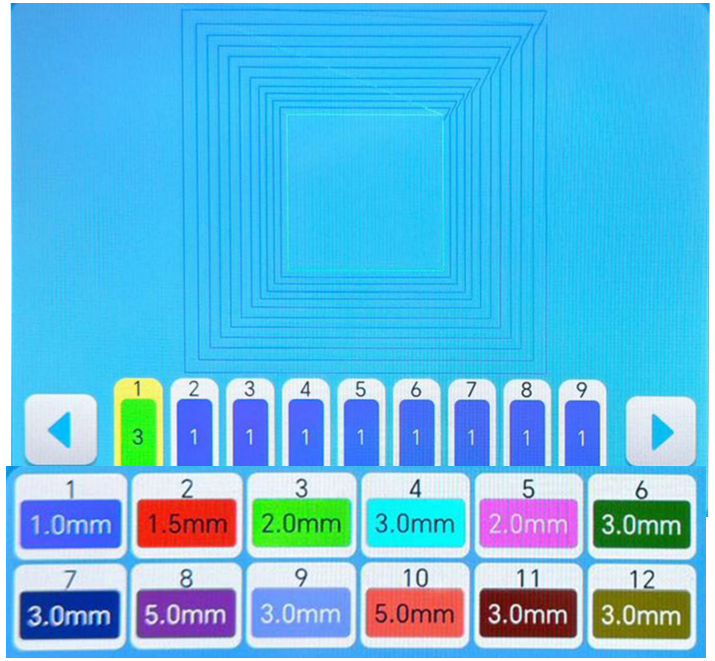
03 Open Color Sequence

Tap **[Step 2]** to assign each design step to the correct punch head.

For the test design, assign punch head sizes from the inner ring outward in this order: 2 mm × 5, 3 mm × 5, and 4 mm × 2.

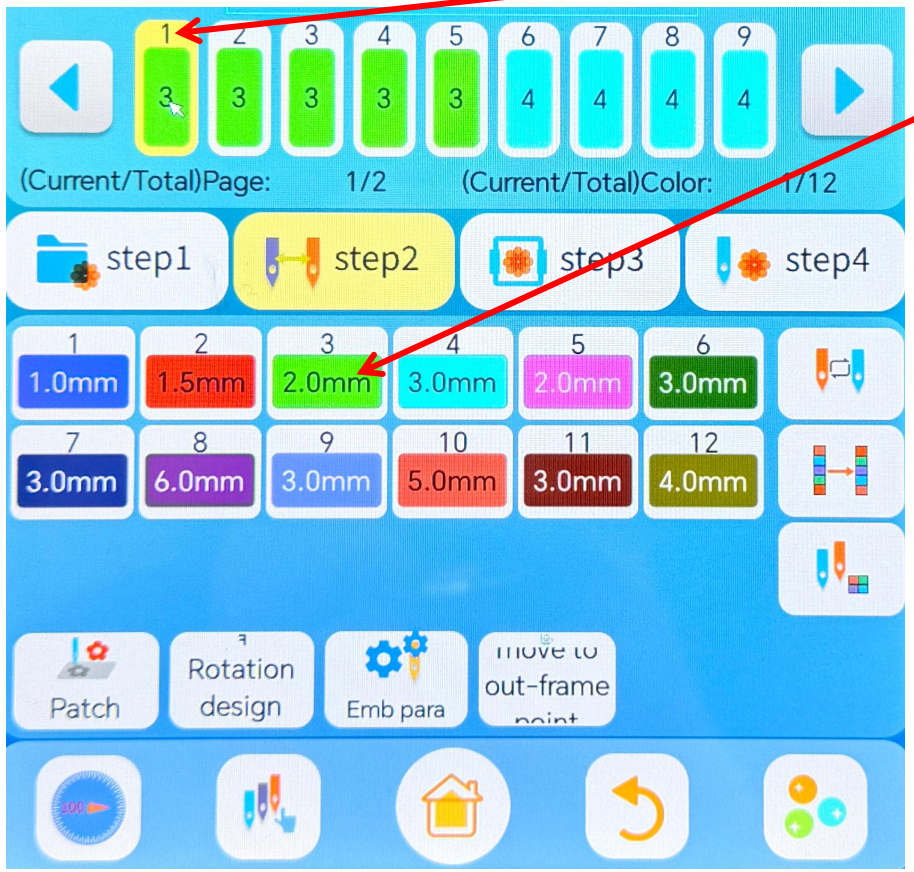






- Numbers 1, 2, 3… show the CAD design sequence. Select a number to flash its design area.
- Check the sequin size in emCAD Print Preview, then select the matching punch head size (mm) on the machine.
- The system moves to the next sequence automatically. Repeat for all design steps.

04 Make Your First Transfer — Step 2: Match Each Design Step to a Punch Head



Sequin1: A:2.0/80 :80

Example — Sequin 1: A = 2.0; size = 2 mm; quantity = 80

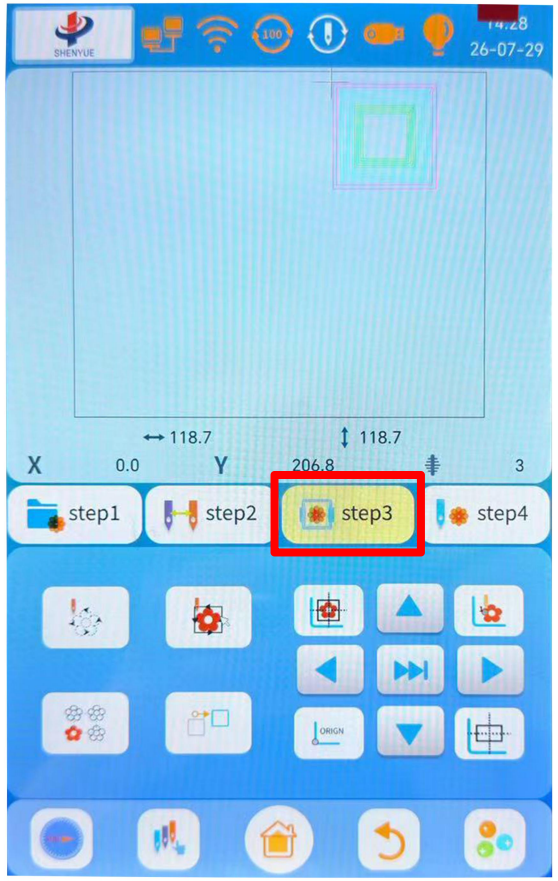
Sequin 1 : A:2.0/80 :80
Sequin 2 : A:2.0/88 :88
Sequin 3 : A:2.0/96 :96
Sequin 4 : A:2.0/104 :104
Sequin 5 : A:2.0/88 :88
Sequin 6 : A:3.0/96 :96
Sequin 7 : A:3.0/104 :104
Sequin 8 : A:3.0/112 :112
Sequin 9 : A:3.0/120 :120
Sequin 10 : A:3.0/128 :128
Sequin 11 : A:4.0/107 B:2.1/1 :108
Sequin 12 : A:4.0/116 :116

The sequence and sequin-size data come from the CAD design. On the machine, select the matching punch head size for each design step.

04 Make Your First Transfer — Step 3: Position the Frame

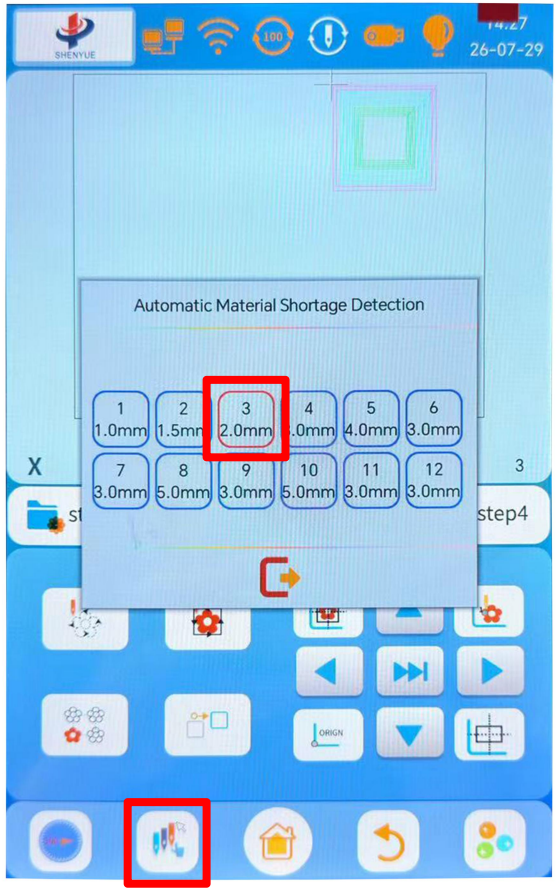
04 Open Frame Position

Tap **[Step 3]** to open the Frame Position screen.



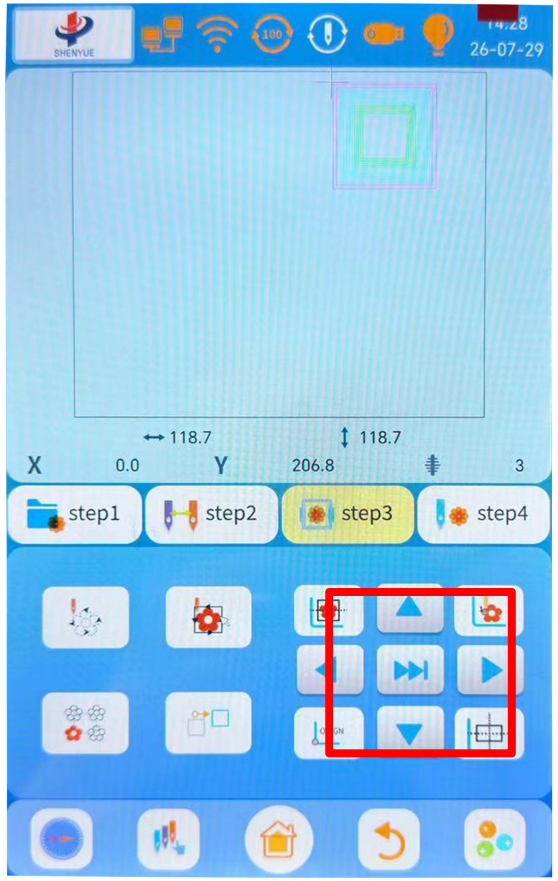
05 Set the Current Punch Head

Open **[Manual Color Change]**.
Select the punch head for the first design step and set it as current (example: punch head No. 3).



06 Move the Frame

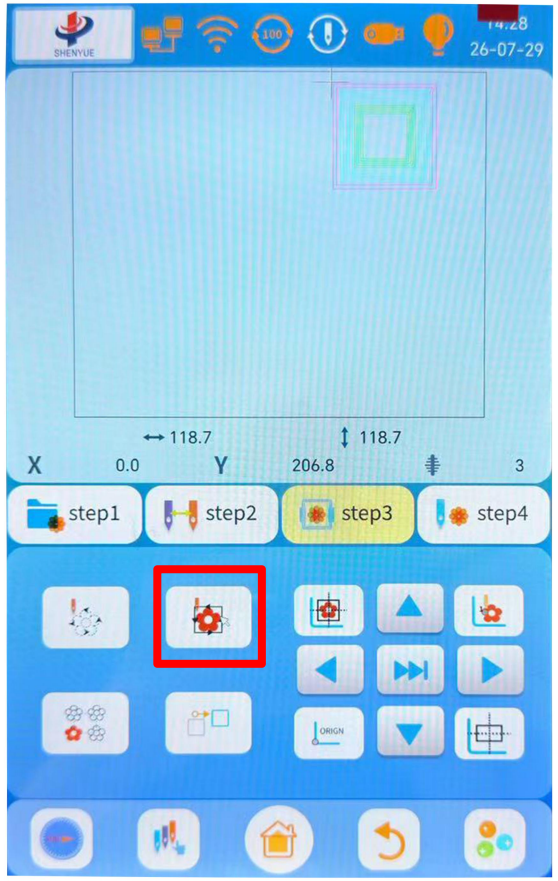
Use the direction keys to position the frame. Switch between low and high speed as needed.



04 Make Your First Transfer — Step 3: Position the Frame

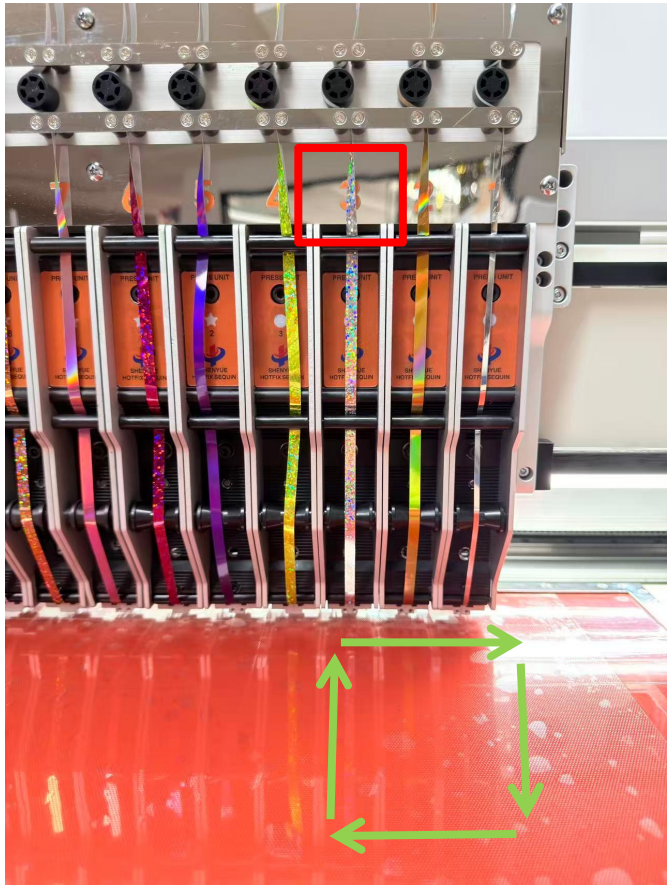
07 Run Trace

Tap **[Trace]** before punching. The frame traces the design boundary to check that it is within the machine's travel range.



CAUTION — Travel Range

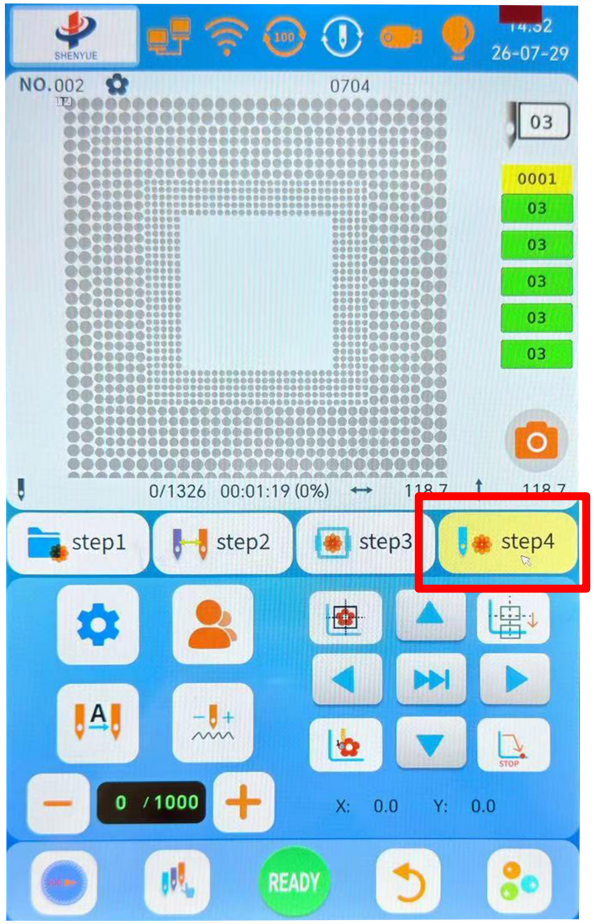
If an alarm sounds, reposition the frame and run **[Trace]** again. Also make sure the design fits on the hotfix transfer film.

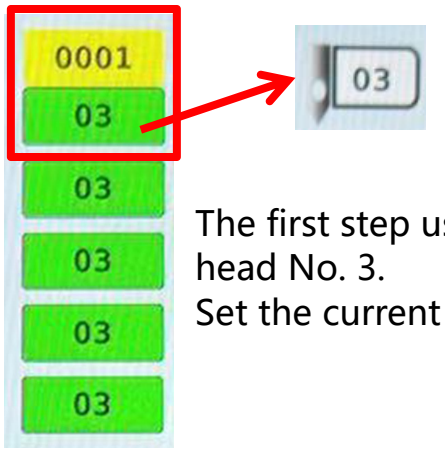


04 Make Your First Transfer— Step 4: Confirm Settings and Start Punching

08 Confirm and Ready

Tap **[Step 4]** to confirm the design.
The **[READY]** indicator lights.





The first step uses punch head No. 3.
Set the current head to No. 3.

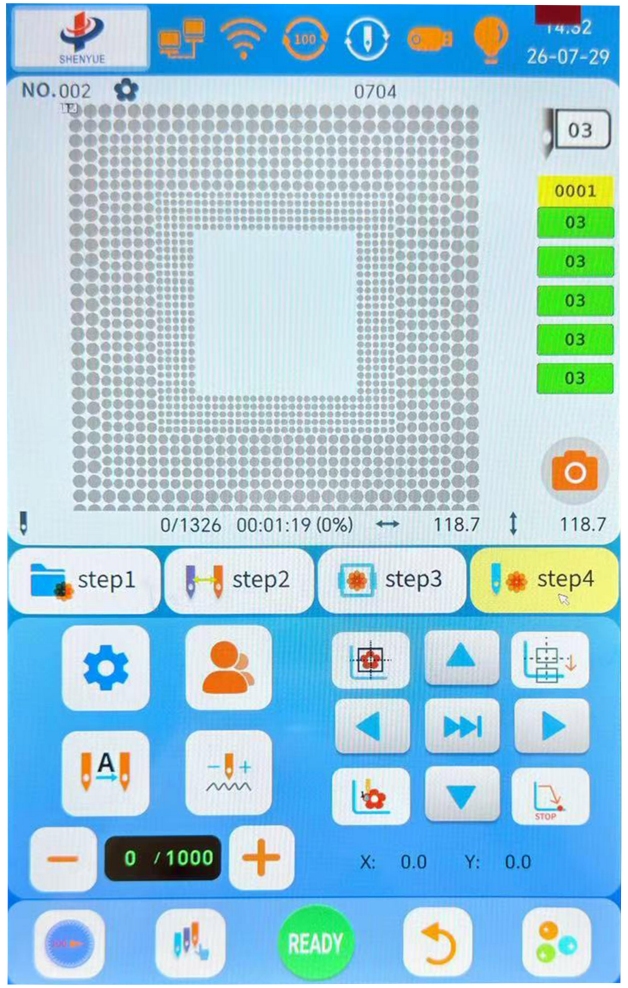


Speed: Use −/+ to set the maximum speed.
Use a lower speed for complex designs.

Run modes (each tap switches the mode):

- Auto color change, auto start mode
- Auto color change, manual start mode
- Manual color change, manual start mode

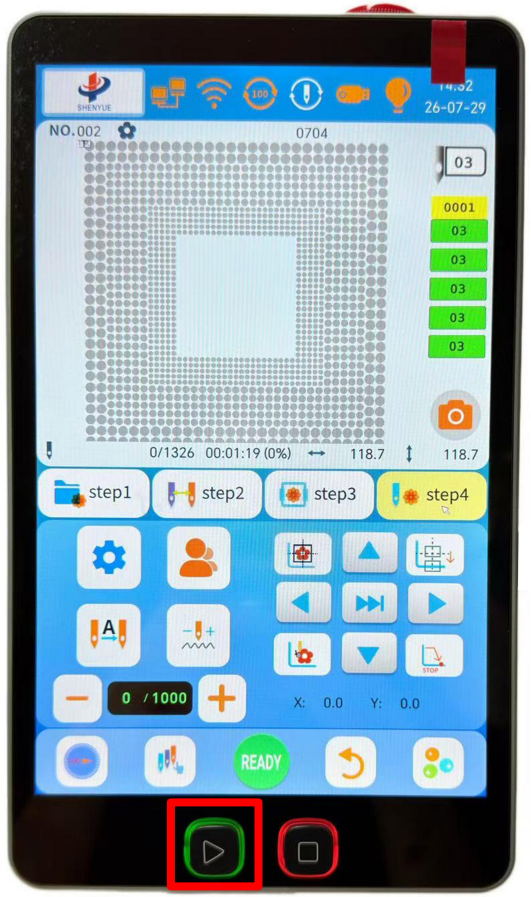
Check the design settings before running.



04 Make Your First Transfer— Step 4: Confirm Settings and Start Punching

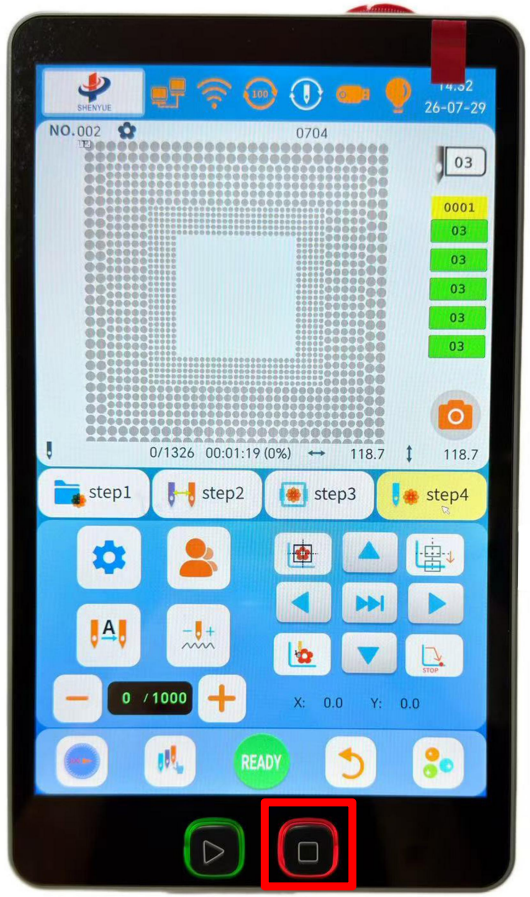
09 Start Punching

After confirming all settings, press the green Start button.



Note: Pause and Backtrack

- Press the red button once to pause.
- Press and hold the button to backtrack. Release it when you reach the required position.



04 Make Your First Transfer— Step 5: Finish and Remove the Transfer

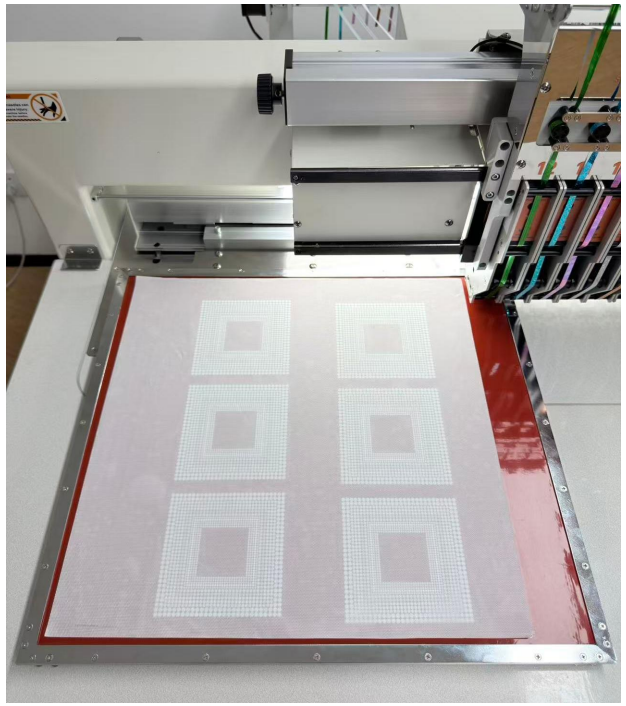
Design Complete

The design is complete when the machine beeps and progress reaches 100%.



Move the Frame to the Unloading Position

Use the direction keys to move the frame to a convenient unloading position.



Remove the Finished Transfer

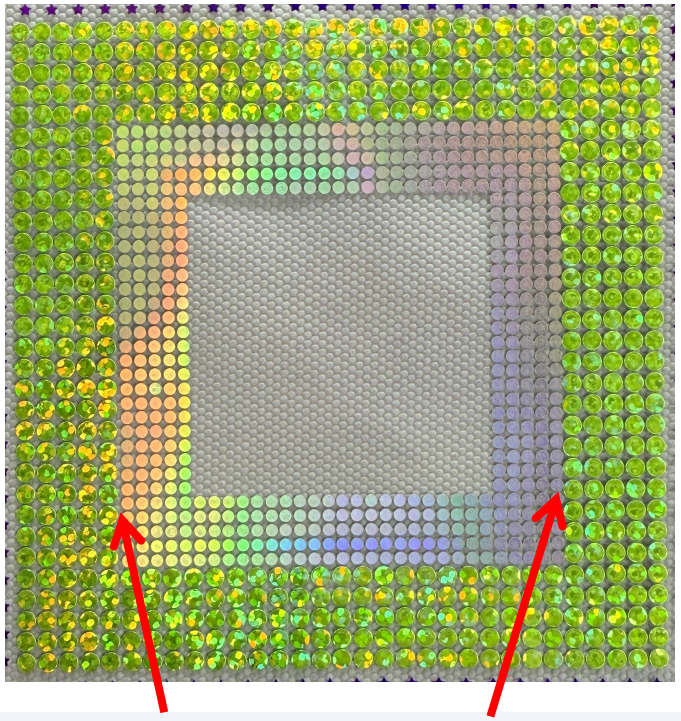
Place the saved release liner over the sequins. Then lift the transfer off the frame.



05 If Needed: Fine-Tune Punch Head Alignment

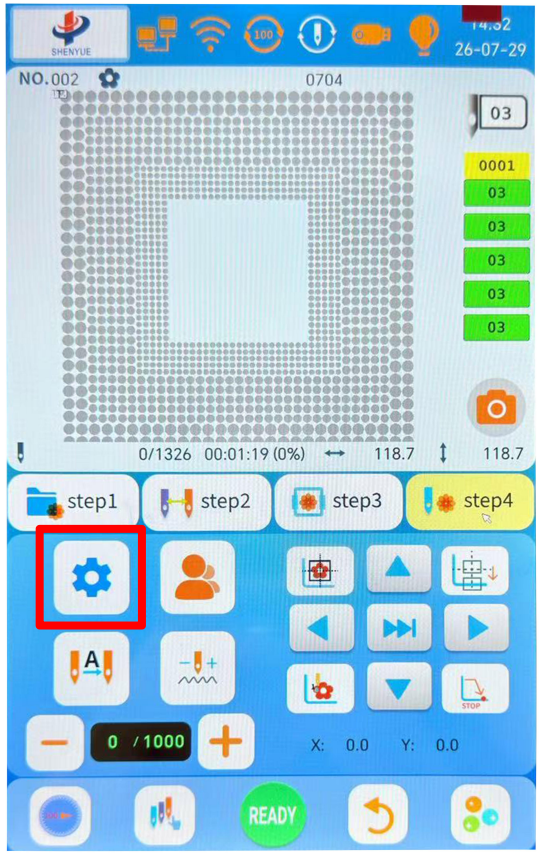
CAUTION:
Calibration is not required for every machine. Calibrate only if punched positions are inaccurate after shipping or moving.
Record the original values before making changes.
Run the supplied calibration design. Fig. 1 shows any misalignment.

1

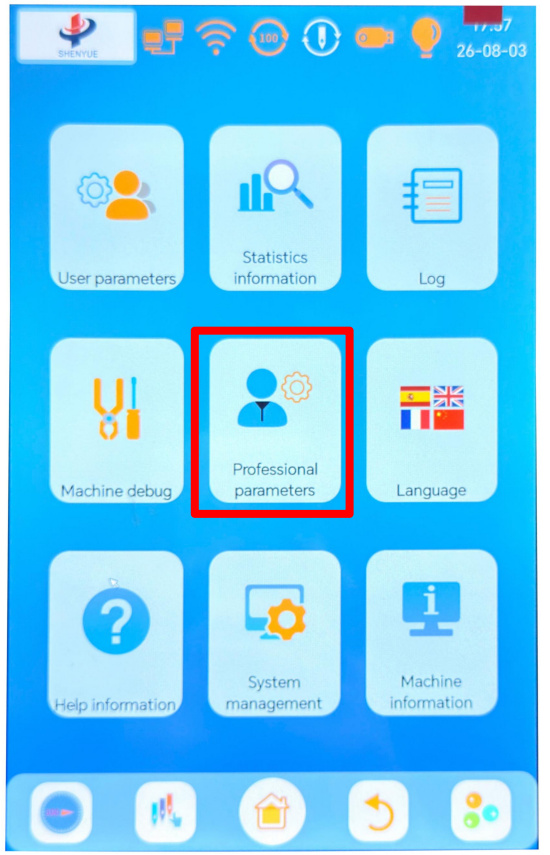


Example: The punch positions on the right are too close together.

1. Tap **[Settings]**

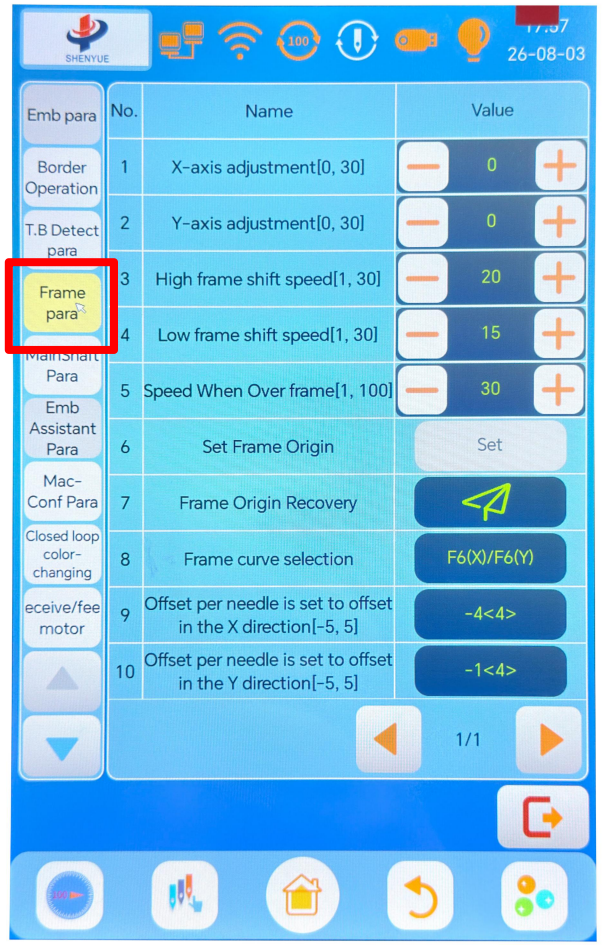


2. Tap **[Professional Parameters]**

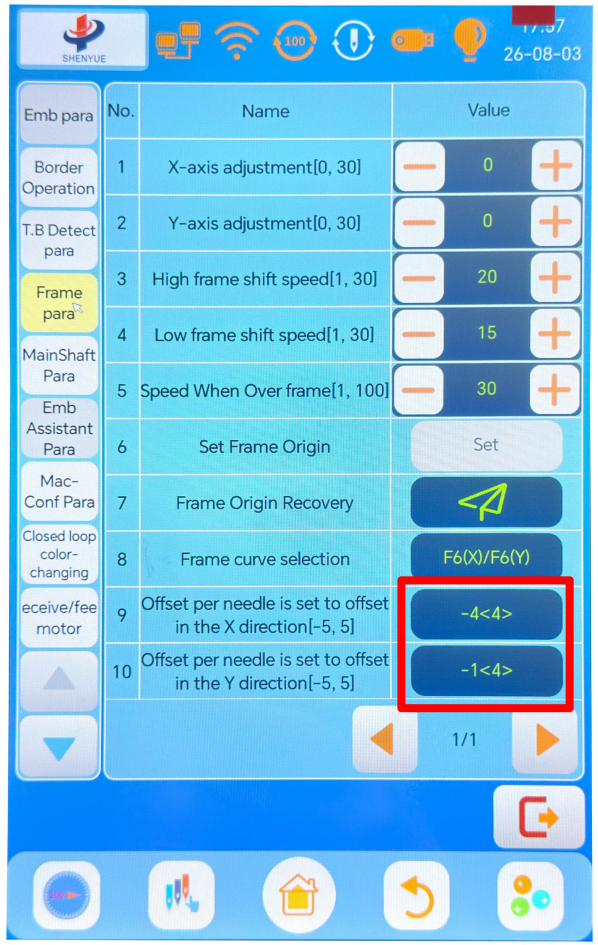


05 If Needed: Fine-Tune Punch Head Alignment

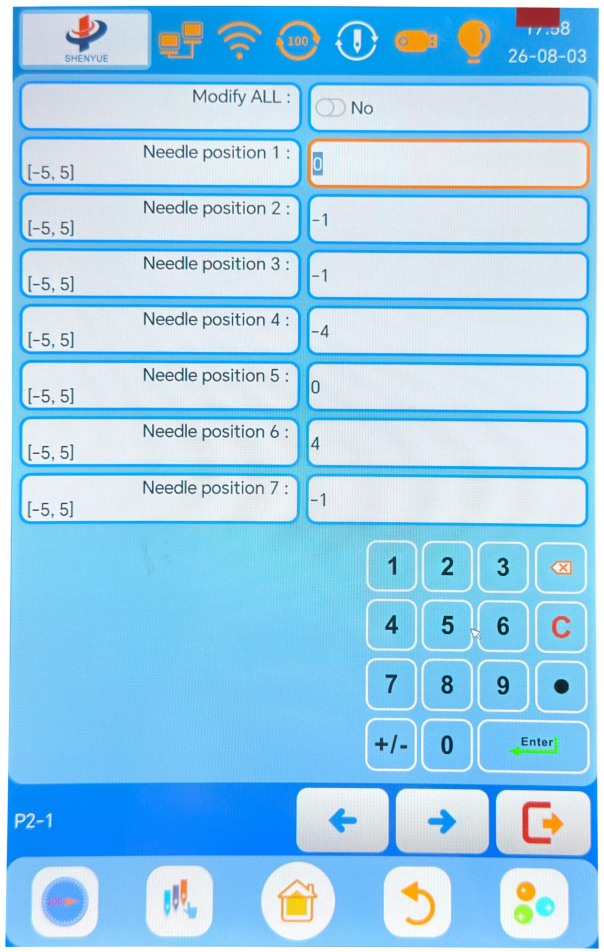
3.Tap **[Frame Para]**



4. Each punch head can be fine-tuned independently within a range of −5 to +5.

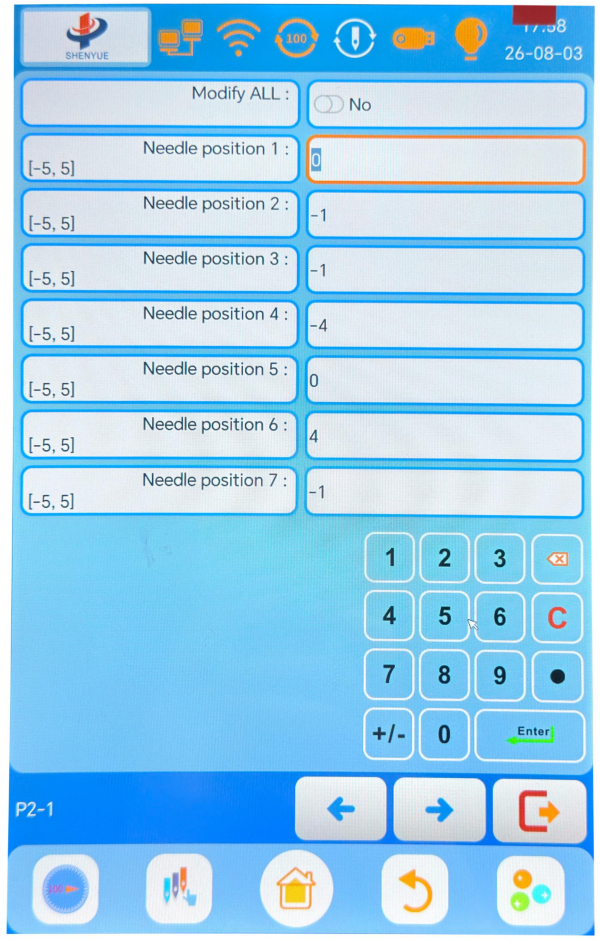


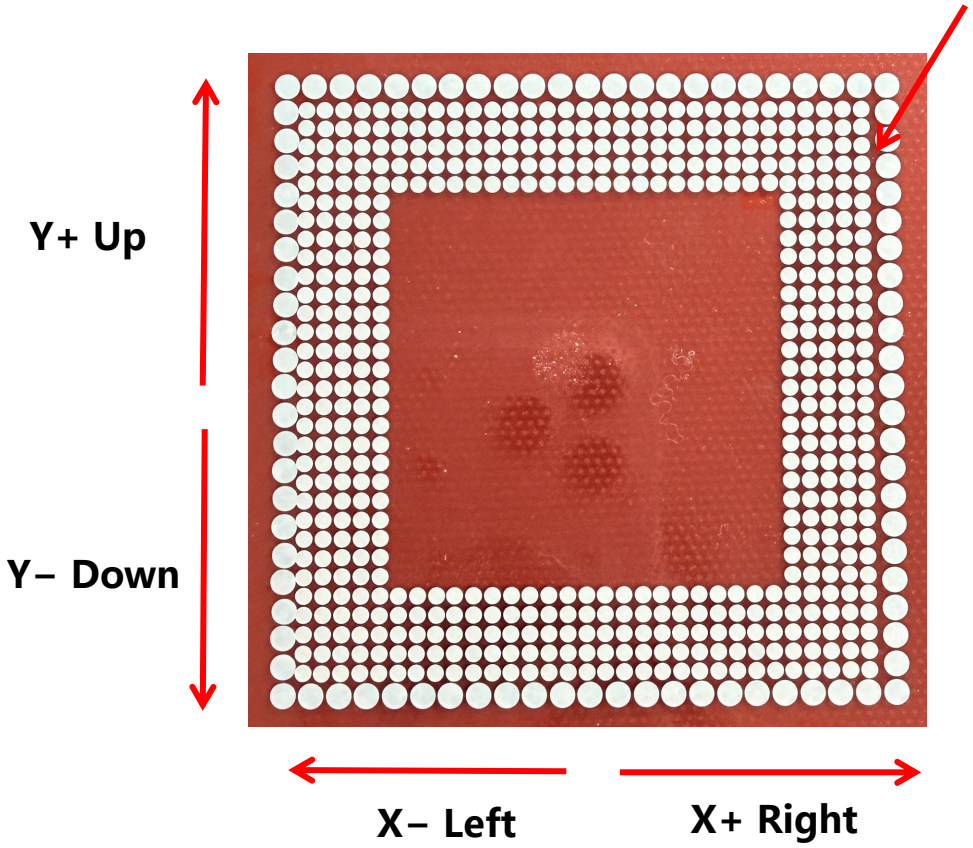
Adjust in small steps. Run the calibration design after each change.



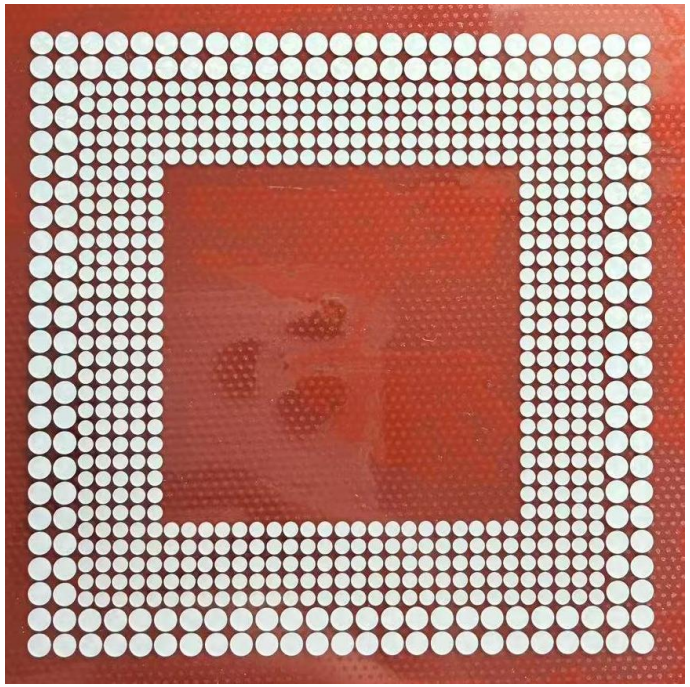
05 If Needed: Fine-Tune Punch Head Alignment

Each punch head can be fine-tuned independently.





Example: Move the 2 mm circles right by +4.



05 If Needed: Fine-Tune Punch Head Alignment

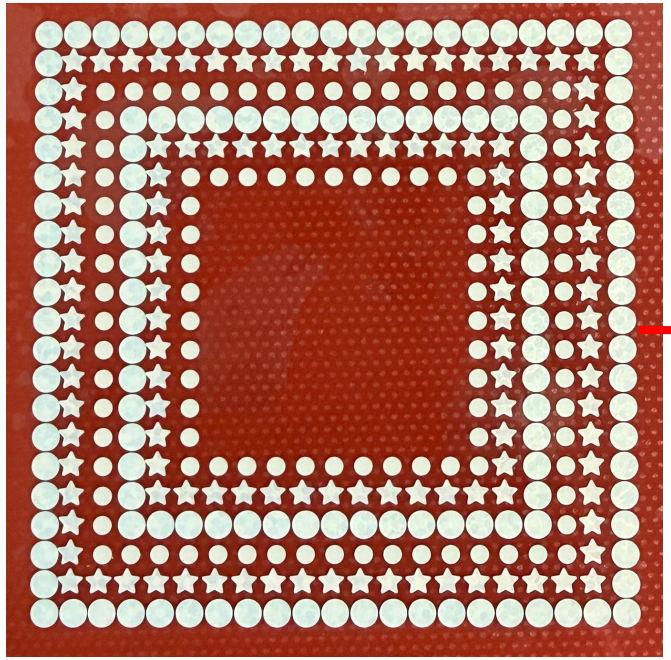
Example: Fine-Tuning Alignment

- Problem (Fig. 1): The 2.8 mm stars, 2 mm circles, and 3 mm circles overlap and are misaligned.
- Adjust (Figs. 2–3): Arrange the three shapes in a square test pattern so any offset is easy to see. Select the punch head for the 2.8 mm stars and set X to +2 (right).
- Check (Fig. 4): Save the setting and run the calibration design again. The shapes should align without overlapping.

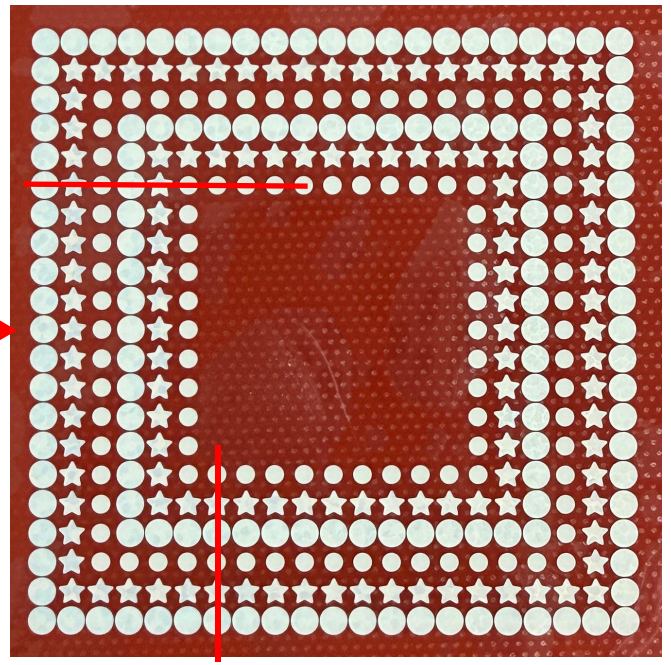
1



2



3



4



06 Troubleshooting

01 Design Import Failure

Common Causes

• Loose USB drive connection interrupts reading
• Corrupted, missing, or non-standard DST file

Quick Fixes

• Reinsert the USB drive firmly
• Confirm the file extension is .dst

02 Sequin Misalignment

Common Causes

• Worn punch head components reduce precision
• Excessive speed can flip sequins during placement

Quick Fixes

• Check, clean, and secure the punch head
• Reduce the run speed

06 Troubleshooting

03 Missing or Incomplete Sequins (Fig. 1)

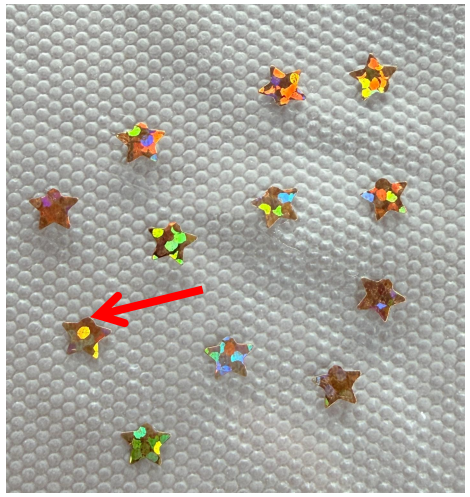
Common Causes

- The sequin reel is too tight on the reel holder, causing feed jams
- The machine size setting does not match the actual punch head size

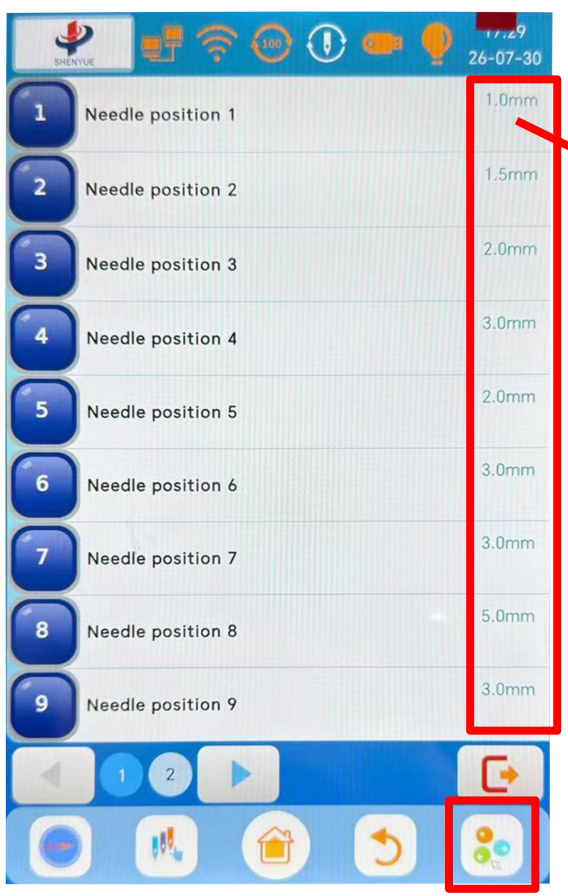
Quick Fixes

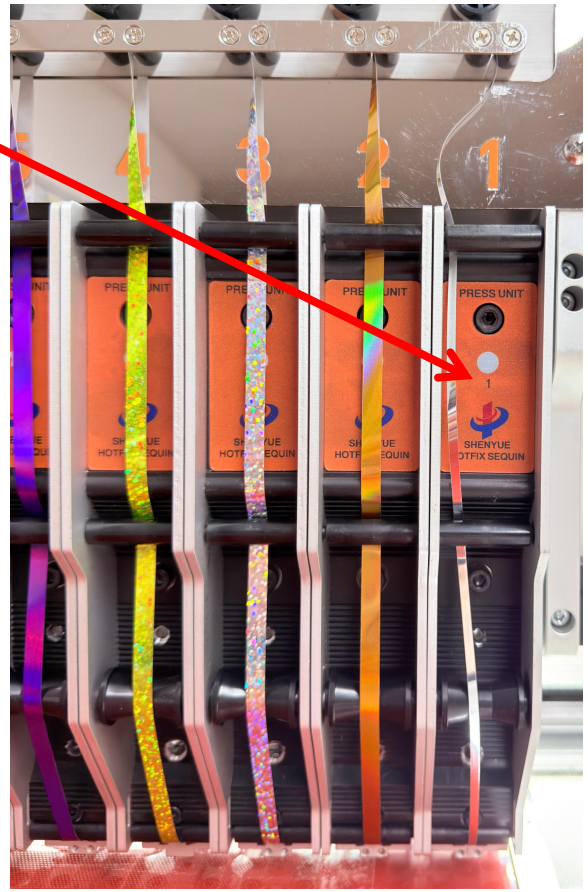
- Loosen the sequin reel and confirm free rotation
- Match each size setting to the actual punch head (Fig. 2)

1



2

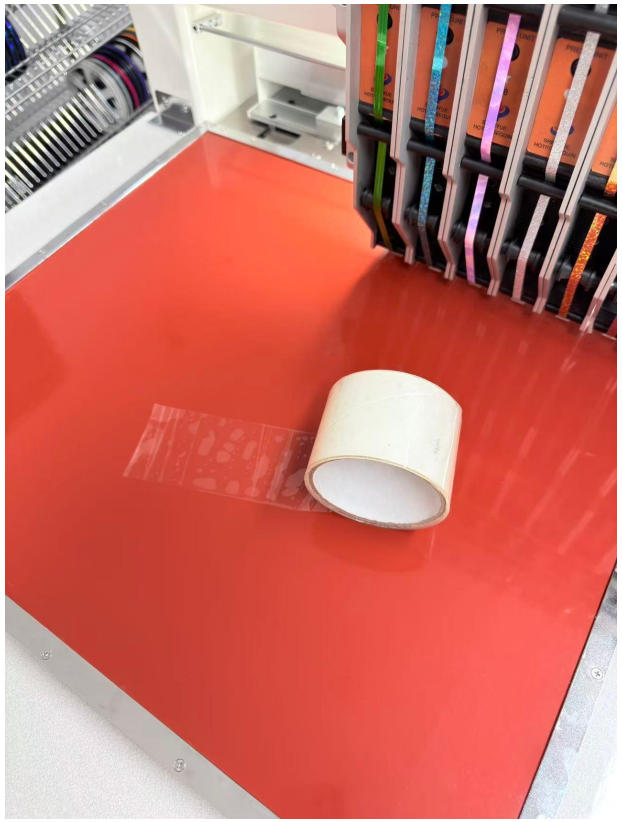




07 Cleaning & Daily Care

- Keep objects off the frame and worktable so the frame can move freely and the film stays adhesive.
- If dust weakens adhesion, lift it off with clear tape.
- During shutdown or storage, cover the worktable with the release liner.





08 Heat-Application Guide

- Heat press: 248 °F (120°C), 10 seconds, firm even pressure.
- Home iron: Cotton/Linen, NO STEAM, 10 seconds. Cover with a cloth.
- Wait 1–3 seconds after heat pressing, then slowly peel off the film while it is still hot.
- Test on scrap fabric first.









Need Help? Contact Technical Support

Email
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Website
www.shshenyue.com

When Contacting Us
Send the machine model, design file, error message, and photos or a short video.

