

Knit

COLLABORATORS

	<i>TITLE :</i> Knit		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

Knit

1.1 KNIT Documentation

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*****
                                Knit V1.01
                                Written in Blitz Basic 2 by Don Finlay
*****

Restrictions

STARTUP

JUMPING IN

THE PROJECT MENU

THE SETUP MENU

THE COLOR MENU

THE OUTPUT MENU

Bug Reports
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1.2 Safety net

Restrictions:

All rights to Knit are reserved.

No representation or warranties are made with respect to the accuracy, reliability, performance, or operation of this software, and all such use is at your own risk. The author does not assume any responsibility or liability whatsoever with respect to your use of this software.

1.3 Making it go

STARTUP

Knit may be started either from WorkBench via double clicking on the icon or from the CLI. In either case the file "KnitTitle" must be in the same directory as Knit or the program will not find it when needed and you are apt to see the familiar red and black fireworks. For this same reason if you wish to start Knit from the CLI you must first make its home directory the current directory.

I hope that there will be those who will find Knit usfull and I would be very interested in seeing any finished work developed with Knit.

1.4 What is Knit

OVERVIEW

Knit is a program which will convert an IFF picture file into a knitting pattern.

Knit should work with all the old screen resolutions. That is to say, I do not have a machine with AGA chips and know nothing of the new possible screen sizes or resolutions.

KNIT WILL ONLY ACCEPT A PICTURE WITH EIGHT OR LESS COLORS. My wife, who is the knitter in the family and for whom the program was written, assures me that eight colors is enough to tax the patience of all but the most advanced knitters. This should not present too great a problem as there are many programs about which will convert even the most complex pictures to any number of colors desired. The program was tested with a picture of number three daughter which was digitized with digi-view and converted from ham to eight colors in Art Department Pro. To keep things simple you may wish to draw an eight color work of art with the drawing program of your choice.

Knit bases all of its calculations on the size of a standard monitor screen which means that your finished knitting should be about the size of your screen. This is not to say that you can not use Knit if you have a large or small monitor. It's just that the size you see is NOT what you will get.

Working your picture pattern into the front of a sweater or the end of a scarf I leave to you. The possibilities are too numerous to work out a contingency for each. The printout resulting from the program will tell you how many stitches per row are needed and how many rows are used. Again, the knitter of the family assures me that it should not be difficult to work out how the Knit pattern fits into any standard knitting pattern. The knitter of the family may have a lot to answer for!

1.5 Away we go!

JUMPING IN

When you run the program by double clicking on its icon, you will first be greeted by the title screen. By the standard procedure of holding down the right mouse button and moving up into the title bar you will see the first menu. Perhaps in the future this menu will offer more options. For now, however, you have the choice of

```
LOAD
or
QUIT
```

Choosing the latter option will once again allow you to look upon your WorkBench screen.

1.6 Got to have something to work with

LOAD

By choosing this option a requester will allow you to locate and load onto the screen the picture you wish to convert to a knitting pattern. It may be worth mentioning once again that the picture must be in the Amiga IFF format and must not contain more than eight colors. Once the picture is loaded, the original title/menu bar will disappear. By holding down the right mouse button, however, you will find that you have not been left to your own devices. A new menu will appear with the headings of PROJECT, SETUP, COLOR and OUTPUT. This menu bar will for the most part stay out of your way, but when ever you need it simply use the right mouse button once again.

1.7 If you want to do something else.

Wave good bye to KNIT.

1.8 the_project_menu

```
THE PROJECT MENU.....
@{ "PROJECT -- CROP           " link CROP}
@{ "PROJECT -- SAVE          " link SAVE}
@{ "PROJECT -- QUIT          " link QUIT2}
```

1.9 To use only part of a picture.

PROJECT -- CROP

Use this option when you want to use only part of the screen for your pattern. After choosing CROP you will be led by small alert windows to choose a stitch size either in metric or inches. (See Setup...Stitch Size below.) Having given Knit the stitch information you will be instructed to hold down the left mouse button at which point a box will appear. Continue to hold down the left mouse button, move the mouse and you can drag the box around the part of the screen you want to use. When you release the mouse button the box will be drawn permanently in its present location and the stitch grid will be drawn in. From this point on, all calculations except color changes will effect only the portion of the screen enclosed within the crop box. Since the upper left corner of the crop box is always at x=0, y=0 or the upper left corner of the screen you must be sure that the part of the screen you want to use is up where the crop box can get at it. If, for example, you wanted to draw a small logo in a paint program and later turn it into a knitting pattern, either draw it in the upper left hand corner or move it there before you save it.

YOU DO NOT HAVE TO USE CROP! Knit will default to using the whole screen if you have not told it to crop out a portion. If you do wish to crop your picture, however, you must crop it before you preform any SET UP or OUTPUT operations upon it. Knit will not allow you to crop a picture after you have set the stitch size.

1.10 Put it away for later.

PROJECT -- SAVE

Will bring up a requester so that you may save your project to finish later or use again. SAVE will create two files. Filename".knt" and Filename".dat" The file with the .knt suffix is a screen save of the project. This is the one you load back in if you want to work with the project again. The .dat file contains all the settings you have decided upon up to the point when the file was saved. If you load a .knt file, Knit will read the .dat file and set things up just as you left them. I might mention, that to load a .knt file, or any other file for that matter, you must quit and restart the program in order to get back to the screen with the load menu option.

1.11 See you later!

PROJECT -- QUIT

Welcome to WorkBench!

1.12 Have it your own way.

```
THE SET UP MENU .....  
  
SET UP -- STITCH SIZE  
  
SET UP -- BLOCK PATTERN
```

1.13 How large are your needles?

```
SET UP -- STITCH SIZE
```

Because of the numerous wool thickness and knitting needle sizes stitch sizes can vary considerably. Knit, of course, must know the stitch size upon which to base its calculations. Choosing the Stitch Size menu option will bring up a small requester which will give you a choice of basing your pattern on inches or metric divisions. Picking either option with the mouse will switch the requester to one which will ask you to input the number of stitches per inch or per two centimeters. It is important to realize at this point that the more stitches per unit you use, the more detailed your finished product will be. Nine stitches per unit seems to be small enough to give a fair resolution in the knitted product. Again, there is no reason why one could not set the program to do a very detailed pattern of say ten stitches per inch and then do the actual knitting with a yarn and needles which gave an actual yield of five stitches per inch. The finished product would, of course, be roughly twice the size of the monitor picture but the detail would be good. Whatever stitch size you choose, when you input it and hit return, a grid of that size will be drawn upon the screen to represent the stitches.

1.14 Fill it in.

```
SET UP -- BLOCK PATTERN
```

This one sends Knit off scanning the screen and working out the dominant color in each square of the stitch grid. It then fills the entire square with that color just as a stitch would do. This process takes a few moments but is quite quick when you realize that the program is checking every pixel on the screen and comparing it with its near neighbors. Just sit back and watch it work.

1.15 Violets are blue.

THE COLOR MENU

Any windows which open on the main picture screen during any of the color editing procedures may be moved about to get them out of the way for a better view of your picture. Simply move the mouse pointer to the top of what ever window you want to move, hold down the left mouse button and drag the window to a new location.

COLOR -- EDIT PIC COLORS

COLOR -- EDIT GRID COLORS

COLOR -- EDIT STITCH COLOR

1.16 Let's try a green moon.

COLOR -- EDIT PIC COLORS

Use this menu choice if you wish to change any of the colors in your basic picture. I would think that the main reason for changing the picture color would be to make it more closely match the color of available yarn. What ever your reason, however, if you choose "Edit Pic Colors" you will be presented with a small window which is divided into squares each of which contains one of your basic picture colors. Clicking the mouse on one of the color squares will open another window with the conventional R G B color sliders. Another small square which will contain the color you are editing will also appear in the original window. Simply change the color by moving the sliders one at a time with the mouse. When you are satisfied click on the "OK" gadget and the slider window will close. If you want to edit another color just click on it with the mouse and the slider window will open again. When your editing is complete click the mouse on the close gadget in the upper left hand corner of the edit window.

1.17 I can't see all those lines.

COLOR -- EDIT GRID COLOR

If the stitch grid is drawn in a color which is hard to see or if you should want to make it a little less contrasting, "Edit Grid Color" will let you change it. Again just move the sliders with the left mouse button until you are happy then click on "OK".

1.18 Fine adjustment.

COLOR -- EDIT STITCH COLOR

This menu choice in effect turns your mouse pointer into a "fill" tool. Placing the mouse pointer inside one of the grid squares and hitting the left mouse button will fill said square with what ever color you are working with. You must first, of course, choose the color from the edit window which opened when you selected "Edit Stitch Color" from the "Color" menu. Again, a small square will open in the center of the edit window and will contain the current choice of color. You may change your working color as often as you like. This will allow you to fine tune your stitch pattern and to round off the circles and square up the squares. If you are into masochism you could import a blank screen with an eight color palette and by using "Edit Stitch Color" paint your pattern stitch by stitch.

UNDO EDIT

1.19 Changed my mind!

COLOR -- UNDO EDIT

This is used to undo stitch edit only, and at the present time will undo only the last stitch you have changed. I fear that after having gone to the trouble to build this feature into Knit I find it just as easy to change the edit color and re-edit the offending stitch. Such is life!

1.20 the_output_menu

THE OUTPUT MENU

OUTPUT -- COLORS

OUTPUT -- PRINT

1.21 A rose by any other name..

OUTPUT -- COLORS

Since the printout of your pattern will be composed of symbols for the different colors you must tell Knit what you would like the colors to be named. This is where green becomes "Lime Moonlight", or if you are less poetic "green". You will be given a window with a series of color samples besides an equal number of boxes into which you enter the color names. When you have dutifully entered all the color names the window will close and you are ready to

1.22 Hard copy time!

OUTPUT -- PRINT

Make sure your printer is connected and on and you are away.

1.23 bug_reports

Please forward any bug reports to:

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