

## **WEAVE For Windows Help**

Welcome to the WEAVE For Windows Help!

First time users should examine the "Step By Step Instructions". The "Commands Index" contains detailed information on all of the commands available in WEAVE For Windows.

Users can also get detailed help on using the Windows Help system by accessing the "Help Using Help" command.

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## **Step By Step Instructions**

These are step by step instructions for creating a drawdown with WEAVE for Windows. The step by step instructions only give very basic information on the operation of WEAVE For Windows. Each step usually will reference a menu command or commands. The help topic on these commands contain the detailed information on the operation of each command.

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## Commands Index

This is a listing of all the commands available in WEAVE For Windows via the drop down menus. Each entry contains information on any sub-commands contained within each function.

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## Starting a New Draft

When WEAVE For Windows first runs, it has no Threading or Treadling loaded. However, a standard 4 shaft tieup is loaded (12, 23, 34, 14). So, you may not need to do anything depending on whether or not you just started the program and whether you want to use a standard 4 shaft tieup.

Regardless, the program contains various commands to assist the user in partially or completely clearing the draft in memory. The menu commands Options Start New Clear All and Options Start New Clear All But Tieup will clear everything (threading, treadling, tieup, colors, notes, etc.) and everything except the tieup respectively. The menu commands Edit Draft Threading, Edit Draft Treadling, and Edit Draft Tieup all contain sub-commands which enable the user to clear that individual item only.

## Changing the Number of Shafts

The user can select between 4, 8, 10, 12, and 16 shafts. The selection is made via the Edit # of Shafts menu item.

When the user changes the number of shafts, the threading, treadling, and tieup are **NOT** automatically cleared from memory. Therefore, it will be necessary to clear and / or edit them before producing a drawdown.

## **Entering the Threading**

The threading is entered via the Edit Draft Threading menu command. Simply click with the left mouse button on the 'threading' grid.

Be careful not to leave any 'blanks' in the repeat. WEAVE will interpret the first 'blank' it encounters as the end of the repeat.

## **Entering the Treadling**

The treadling is entered via the Edit Draft Treadling menu command. Simply click with the left mouse button on the 'treadling' grid.

Be careful not to leave any 'blanks' in the repeat. WEAVE will interpret the first 'blank' it encounters as the end of the repeat.

## **Entering the Tieup**

The tieup is entered via the Edit Draft Tieup menu command. Simply click with the left mouse button on the 'tieup' grid.



## **Changing the Warp / Weft Colors**

The warp and weft colors default to black and white. However, they can be easily changed via the Edit Colors menu command. Simply select which color you wish to change (via the 'buttons' in the upper right of the 'Edit Colors' window) and adjust the slider bars (or click on the color palette) until the color is the one desired.

## **Changing the Colored Thread Palette**

The Colored Thread Palette is the selection of colors available for colored warp and / or weft threads. There are ten colors available plus the warp and weft color for a total of twelve colors to use in colored threading. The colors available in the palette are changed via the Edit Colors menu command. The Colored Thread Palette is located at the bottom of the window (the ten boxed colors). Select the 'Palette' button in the upper right of the 'Edit Colors' window, and then select which color you wish to change (via the buttons located beside the colors). Then adjust the slider bars (or click on the color palette) until the color is the one desired.

## Entering a Colored Warp / Weft

Colored threading repeats are entered via the Edit Draft Threading and the Edit Draft Treading menu commands. Select which color you wish to use via the 'buttons' located beside each color in the palette area. Then click the threads (in the area by the grid) that you wish to be the selected color. You may select other colors and repeat the process until the desired colored repeat is shown. Finally, you must tell WEAVE where the end of the color repeat is. Use the **right** mouse button to click on the thread immediately after your repeat. A special checkered (black and white) 'end of repeat' marker will appear.

## **Producing a Drawdown**

Once you have entered a threading, treading, (and tieup if necessary), you are ready to produce the drawdown. Simply click on the Options Weave menu command, and the drawdown will be produced using the colors and magnification factor you selected.

## **Changing the Magnification**

The magnification factor changes the view of the drawdown. It can be used to "zoom-in" or "zoom-out" the view of the drawdown. To change the magnification factor, select the Edit Magnification menu command and use the 'slider bar' to change to the desired magnification.

NOTE: Magnification factor 6 matches the draft size exactly.

## **Saving the Pattern**

After you are happy with the way your drawdown looks, you can save the pattern via the File Save Pattern As menu command. This command is used to name and save a pattern. If you make any changes to a pattern after you have saved and named it, and you wish to 're-save' it with the same name, you then use the File Save Pattern menu command.

## **File Load Pattern**

This is the option you would use to load a pattern from a floppy disk or your hard drive. This window operates like most WINDOWS file selection type windows. The "Drives" drop down selector lets you select which drive to use. The directory box shows you where you are in the directory tree. You may change directories simply by double-clicking on them.

When you have selected the drive and directory, the patterns available will be listed in the file selection box. Click on the pattern desired and the name will appear in the "File Name:" box. Click the 'OK' button and the pattern will be loaded into memory and WEAVE will automatically weave the pattern.

NOTE: Only patterns named with the '.PAT' extender will be shown in the file select window. WEAVE for Windows assumes all patterns are named with a '.PAT' extension.

The 'Cancel' button will abort the load operation and close the Load Pattern window.

## **File Save Pattern As**

This is the option you would use to name your pattern and then save it to a floppy disk or your hard drive. This window operates like most WINDOWS file selection type windows. You may select the drive desired via the drop down "Drives:" selector. The desired sub directory can be selected via the directory box. All existing patterns on this drive and directory will then be listed in the file selection box. You may click on an existing pattern name to replace it (CAREFUL!), or you may type the name of a new pattern into the "File Name:" box. If the "File Name:" box does not have a blinking cursor in it, click your mouse in the box and the cursor will appear.

You should name your pattern with 8 characters or less and follow the DOS naming rules or you will get an error (no spaces in filename, etc.). Add '.PAT' to the end of your filename or leave it blank and WEAVE will add the '.PAT' for you. Click 'OK' and the pattern will be saved (This includes the colors selected and screen display options).

If you try to save a pattern with the same filename as another, WEAVE will warn you and ask if you wish to replace the existing file. Click 'OK' to overwrite the existing file (It will be gone forever!) or 'Cancel' to abort the save operation.

The 'Cancel' button will abort the save operation and close the Save Pattern window.

## **See Also:**

[File Save Pattern](#)



## **File Save Pattern**

This is the option you would use to save a pattern that you have all ready saved (i.e. all ready named) at least once. This is useful if you have saved a pattern and then make some changes which you wish to save.

This option saves the pattern in memory to the path and name specified in the main WEAVE window title bar. If you wish to save your pattern with a different name, or in a different directory, you must use the File Save Pattern As menu option.

## **File Delete Pattern**

This is the option you would use to delete (erase) a pattern from your floppy drive or hard drive. This window is identical to the 'Save Pattern As' and 'Load Pattern' windows and operates in the exact same way. Select the drive you wish to access, select the directory, and the stored patterns will be displayed in the file selection box. Click on the filename of the pattern you wish to delete and the filename will appear in the "File Name:" box. Click the 'OK' button to delete the selected file / pattern. WEAVE will warn you that you are about to delete a pattern and gives you a chance to abort the operation.

**WARNING: Deleting a pattern is irreversible! Once a pattern is deleted, you can't get it back! Be careful.**

## **File Exit**

This is the option you would use to exit the program. WEAVE will warn you if you have not saved your work and then ask you if you are sure you want to quit. Click 'OK' to quit or 'Cancel' to return to WEAVE.

## Edit Draft Threading

This is the option you would use to edit your threading. The 'Edit Threading' window shows a grid with your current threading repeat on it. Above the grid is an area that represents your color repeat. You may edit your threading by clicking the mouse on the grid. When you click on the grid you will see WEAVE change the threading of that thread to the shaft you clicked on. You may also add to the repeat if desired.

To edit your color repeat, select the desired color from the color palette by clicking on the button next to the color (to change what colors are available in the color palette, you use the Edit Colors menu command). Then simply click the threads (in the area above the grid) that you wish to be the selected color. You may then select other colors from the palette and click on other threads to create a multi-colored threading repeat.

Finally, you must tell 'WEAVE' where the end of the color repeat is. Use the right mouse button to click on the thread immediately after your repeat. A special "checkered" thread (Black and White) will appear. This is the 'end of repeat' marker.

If you have a long threading repeat or color repeat, you will not be able to see it all at once. The slider bar on the bottom of the window will allow you to move to different portions of your repeat. Click the arrows for small jumps, or click outside the 'thumb' for large jumps, or slide the 'thumb' to wherever you want. The text at the top of the window will tell which thread starts that display. This will assist you in editing large repeats.

Near the bottom of the window is a box labeled 'Mode' with three 'radio' buttons inside of it. The buttons are labeled Edit, Insert and Delete. These buttons control what "mode" you are currently in. The mode can be changed by clicking on any of the buttons. If you change to any mode other than Edit, the mouse cursor will change to a crosshair while in that mode. The three modes are;

Edit - This is the default mode. In Edit mode you will overwrite any existing threading in the repeat. (Mouse cursor will be a pointer).

Insert - This mode inserts threads into the repeat (pushing the other threads to the right). This is useful on long repeats if you left a thread out during input. (Mouse cursor will be a crosshair).

Delete - This mode deletes the selected thread and moves all subsequent threads to the left. (Mouse pointer will be a crosshair).

**NOTE: Be sure not to leave any "blanks" in your threading repeat. WEAVE will interpret any blank as the end of the repeat.**

Click 'OK' to accept your new threading and / or color repeat. If 'Autoweave' is on (see Options Autoweave), WEAVE will then weave the pattern for you. If 'Autoweave' is off, you will have to click 'Weave' to see the new drawdown (see Options Weave).

Click 'Cancel' to reject your new threading and / or color repeat and revert to the original threading repeat.

Click 'Clear' to clear the existing threading or color repeat or both.

## Edit Draft Treadling

This is the option you would use to edit your treadling repeat or treadling color repeat. The "Edit Treadling" window operates exactly the same as the 'Edit Threading' window (See [Edit Draft Threading](#) for details). The slider bar allows you to move to different parts of a long treadling repeat. The text in the window will tell you which treadle (in the repeat) starts the display. The 'Mode' selection buttons allow you to change what mode you are in (Edit, Insert, or Delete). The color palette allows to select colors for use in your treadling color repeat (**do not forget the 'end of color repeat marker - use the right mouse button**).

Click 'OK' to accept your new treadling and treadling color repeat. If 'Autoweave' is on (see [Options Autoweave](#)), WEAVE will then weave the pattern for you. If 'Autoweave' is off, you will have to click 'Weave' to see the new drawdown (see [Options Weave](#)).

Click 'Cancel' to reject your new treadling and color repeat and revert to the previous treadling repeat.

Click 'Clear' to clear the existing treadling or color repeat or both and start the treadling repeat from scratch.

**NOTE: Be sure not to leave any "blanks" in your treadling repeat. WEAVE will interpret any blank as the end of the repeat.**

## **Edit Draft Tieup**

This is the option you would use to edit your tieup.

The grid that appears in the 'Edit Tieup' window represents the current tieup. Simply click on any grid space to edit the tieup. WEAVE will respond to your clicks by changing the tieup accordingly.

Click 'OK' to accept your new tieup. If 'Autoweave' is on (see [Options Autoweave](#)), WEAVE will then weave the pattern for you. If 'Autoweave' is off, you will have to click 'Weave' to see the new drawdown (see [Options Weave](#)).

Click 'Cancel' to reject your tieup and revert to the previous tieup.

Click 'Clear' to clear the existing tieup and start the tieup from scratch.

## Edit Colors

This is the option you would use to change the colors of your warp and weft and change the colors in the colored thread palette.

The current color of the warp and weft threads are shown in a graphic at the top of the 'Edit Colors' window. The current colors in the colored thread palette are shown in the boxes at the bottom of the window. The buttons at the top right of the window controls which color you are changing (warp or weft or thread palette). Colors are controlled in WEAVE by changing their Red, Green, and Blue components. Each component can vary in value from 0 to 256. The three slider bars on the window represent the current values for the color you are editing. Beside each slider, on the right, is the exact value of each component.

Changing colors is easy! Simply pick warp or weft or thread palette (which one do you want to change?), then move the slider bar of the component you want to change. You may do this by clicking on the arrows for small changes, clicking outside the "thumb" for large changes, or 'drag' the "thumb" for huge changes. You will see your change reflected immediately in the graphic of the warp and weft threads at the top of the window (or in the palette if you are changing the palette colors). You can use any of the sliders until you are happy with the selected color.

When you select 'thread palette' (in the upper right corner), 'buttons' appear next to the thread color palette boxes. Clicking on the buttons allows you to select which thread palette color you wish to edit.

Another way to change color is to click in the color palette area in the middle of the window (not the thread palette boxes). This will immediately change your color to match the selected color. You may then 'adjust' that color if you wish via the sliders. This method helps if you don't know which Red, Green, or Blue to set to get a certain color. Just pick the closest one in the palette and you will be close.

WINDOWS does a strange thing with colors. WINDOWS uses something called 'dithered' colors in order to provide a large selection of colors. You may have noticed as you changed the slider bars that the color was made up of mostly one color, with dots of another color inside it. This is 'dithering'. It can produce undesirable results on a drawdown (especially at low magnifications!). Sometimes the result is acceptable, other times it is not. To assist you with this problem, WEAVE will calculate the 'nearest solid color' and display it in the box at the lower right of the window. You can see it change as you change the slider bars. If you wish to use the 'nearest solid color', simply click on it and you will see your color (and slider bars) change to that color.

Click 'OK' to accept the warp, weft, and palette colors. If 'Autoweave' is on (see [Options Autoweave](#)), WEAVE will then weave the pattern for you in the new colors. If 'Autoweave' is off, you will have to click 'Weave' to see the new drawdown (see [Options Weave](#)).

Click 'Cancel' to reject your color changes and return to the original warp, weft, and palette colors.

## **Edit Magnification**

This is the option you would use to change the magnification. Magnification factors range from 1 to 10. To change the magnification, simply use the slider to change the magnification factor to the desired number (via the arrows or the thumb).

Click 'OK' to accept the new magnification. If 'Autoweave' is on (see [Options Autoweave](#)), WEAVE will then weave the pattern for you with the new magnification. If 'Autoweave' is off, you will have to click 'Weave' to see the new drawdown (see [Options Weave](#)).

Click 'Cancel' to reject your magnification factor change and return to the original magnification factor.

**NOTE: Magnification factor 6 will match the draft exactly.**

NOTE: For large patterns, you may have to lower the magnification to see an entire repeat.



## **Edit # of Shafts**

This is the option that you would use to change the number of shafts. To change the number of shafts, simply click on the 'button' of the number desired.

Click 'OK' to accept the new number of shafts. If 'Autoweave' is on (see [Options Autoweave](#)) WEAVE will then weave whatever pattern was last in memory. You now can edit the threading, treadling or tieup, for your new number of shafts.

Click 'Cancel' to reject your 'number of shafts' change and revert back to the original value.

## **Options Show Draft**

This is a toggle switch that determines whether or not to display the threading, treadling, and tieup. The check mark in front of the words 'Show Draft' indicates that WEAVE will include the threading, treadling and tieup in the display. If you click 'Show Draft' the check mark will disappear and WEAVE will fill your entire screen with the weaving. This is helpful when you use a large number of shafts. With a large number of shafts, the threading, treadling, and tieup can take up almost the entire screen. Use this option to see more of your weaving.

## Options Autoweave

This is a toggle switch that determines whether or not WEAVE will automatically 're-weave' your drawdown after any change. The check mark in front of the word 'Autoweave' indicates that WEAVE will automatically produce a new drawdown after any change. If you click on 'Autoweave', the checkmark will disappear and you will now have to click 'Weave' (see [Options Weave](#)) to see the results of any change you have made. An example of helpful use of this item is to disable autoweave (no checkmark) when entering a pattern from scratch (to avoid incorrect drawdowns after each change), then enable autoweave while you "tweak" your pattern to perfection.

## **Options Weave**

This menu item tells WEAVE to produce a drawdown of the pattern in memory. If 'Autoweave' is on (the checkmark shows) you will not have to use this option. if 'Autoweave' is off (no checkmark), you will have to click this item any time you want to see an updated drawdown (see [Options Autoweave](#)).

## **Options Start New Clear All**

This is the option you would use to start a new pattern. If you click this option, WEAVE will clear the threading, treadling, tieup, color repeats, notes, and reset the warp and weft colors to black and white. After you click 'Clear All' you must re-enter a threading, treadling, and tieup before WEAVE will let you produce a new drawdown.

## **See Also:**

[Options Start New Clear All But Tieup](#)

## **Options Start New Clear All But Tieup**

This is the option you would use to start a new pattern but keep your current tieup. If you click this option, WEAVE will clear the threading, treadling, color repeat, notes, and reset the warp and weft colors to black and white. The tieup will remain as is. After you click 'Clear All But Tieup' you must re-enter a threading and treadling before WEAVE will let you produce a new drawdown.

### **See Also:**

[Options Start New Clear All](#)

## **Options Note**

This menu item opens a window that allows you to type in some notes on your pattern. Simply type whatever you want, up to the limitation of the window size. This note is saved when you save your pattern.

Click 'OK' to accept the note.

Click 'Clear' to erase the current note.

Click 'Cancel' to revert to the original note.

## **Options Copy Screen to Clipboard**

This menu item will copy the contents of the screen (a drawdown) to the WINDOWS clipboard. Then, you may exit or minimize WEAVE and go to another WINDOWS application (paint program, word processor, etc.) and "Paste" the contents of the clipboard (the drawdown) into this other application.

An example of use of this feature would be to import a drawdown into a drawing or paint program (so that you can edit, re-size, annotate, etc.) followed by importing the 'edited' drawdown into a word processor for use in a newsletter or whatever!



## **Options Print Draft**

If you click this option, WEAVE will ask you for a name of your draft. This name will be printed at the top of the page. It does not have to be the same name as the filename. WEAVE will then print your draft to whatever printer you have installed via WINDOWS. This option only prints the draft. It does not print the drawdown.

## **See Also:**

[Options Print Screen](#)

## **Options Print Screen**

If you click this option, WEAVE will print the drawdown displayed on the screen using whatever printer you have installed via WINDOWS.

### **See Also:**

[Options Print Draft](#)

## Options Project Planner

This menu item allows you to start the Project Planner program. Click on this menu item and the Project Planner window will open. This window lists various entries describing your project (such as project length, number of items to be made, shrinkage in washing etc.). A message window will open reminding you that you have to click on an item to change its value. The Project Planner initially loads with some default values loaded (a project length of 1 inch is pretty small!), so you will need to change all the items initially. When you click on an item (such as project length) a small window will open asking you to input a new value. Type in your desired value and click 'OK'. You will then see your change reflected on the Project Planner form. If you made a mistake, or change your mind, you may click on the same item again and change the value again (you may change the value as many times as you like).

Some of the items on the Project Planner screen need special mention;

As you enter in your project length, number of items, shrinkage, loom waste, etc., the Project Planner will update the entry "Total Warp in yards= XXX" (in red). Underneath this entry is the line "Warp Length increased to X yards". Project Planner assumes that you will want to round up the calculated exact Warp requirement (in red) to the next highest number (so your project doesn't come up short if you underestimated an entry). For example, after entering your values, the Project Planner may say "Total Warp in yards = 5.37 yards". You would then click on "Warp Length increased to..." and enter 6 and click return. You must input something into the "Warp length increased to..." because Project Planner uses this value for all calculations.

Near the bottom of the window is an entry that says "There is no Overshot". If there is, just click on the entry and it will change to "There is an Overshot" and also add some new entries for you to edit. If you click "There is an Overshot", it will change back to "There is no Overshot".

On the right bottom of the window is an entry that says "There are no extra expenses". Click on this item and you will be prompted to enter how many extra expenses there are (4 max.). The window will now show the specified number of extra expenses (listed as "blank" at the moment). Click on these to input what the extra expense was and the amount.

When you are satisfied with all the entries on the Project Planner window, click "Done" and an Estimated Project Cost window will open showing the total calculated materials and costs for your project. There are three buttons on this window, **Go Back**, **Print**, and **Quit**.

Click '**Go Back**' to return to the Project Planner window so that you can change any entries. This is handy if you didn't like the results in the Estimated Project Cost window.

Click '**Print**' to print a record of your calculations. Project Planner will ask you more questions about your Warp and Weft, and then print a calculations sheet, and a project record sheet which will have some areas on it so you can record some information such as 'Actual shrinkage', 'Weaving time', and others.

Click '**Quit**' to close the Project Planner and return back to WEAVE.

## **Help Index**

If you click this item you will open the WEAVE on-line help document. This document will open to the Index of the on-line help. From here you can quickly jump to or search for the desired subject.

## **Help Using Help**

If you click on this item you will open the WINDOWS "how to use help" on-line documentation. This item will assist users that are new to the WINDOWS help system.

## **Help About**

This option will open a window that displays information on which revision of WEAVE For Windows is running and also display some system information.

## **Thumb**

The "thumb" is the 'box' inside the slider bar that moves as you change the slider. Some applications call it the 'scroll box'.

## **Options Show Reverse Side**

This option tells WEAVE to produce a drawdown of the pattern in memory **showing the backside of the drawdown**. If 'Show Draft' is on (the checkmark shows) then the draft will also be displayed (See [Show Draft](#)).