

Chapter 5 Weaving design module

The weaving design module is an operation module that can design woven fabrics, display real woven fabrics, and take them out for application.

Select the weaving design module in the drop-down list box of the operation module, most of the commands in the command panel are the same as those of the Fashion design module (Figure 5-1).



Figure 5-1 Weaving Design Module Command Panel

§5-1 Weave Library Panel

Enter the Weaving design module, a Weave library panel will pop up at the operation panel, including four parts: weave library, yarn library, fabric library and options.

◇ weave library

Click the weave library on the weave library panel to enter the weave library panel; the library can store up to 100 weave; right-click with the mouse to pop up the option of "Display

Thumbnail Icon Size Selection" (Figure 5-2):

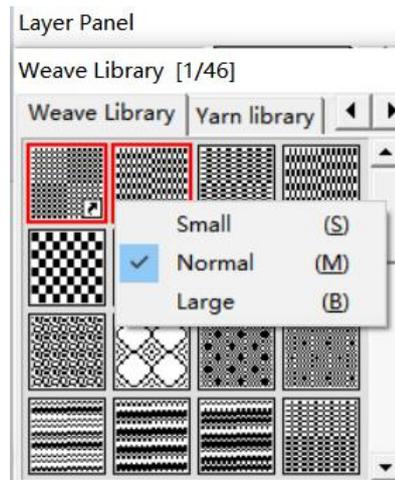


Figure 5-2 Weave Library Panel

In the Weave library panel, click with the left mouse button to select the Weave, the selected Weave is represented by a red rectangle. Double-click to edit the weave to enter the weave design window (as shown in Figure 5-3), and the drawing and pattern drawing can be automatically generated by editing the weave.

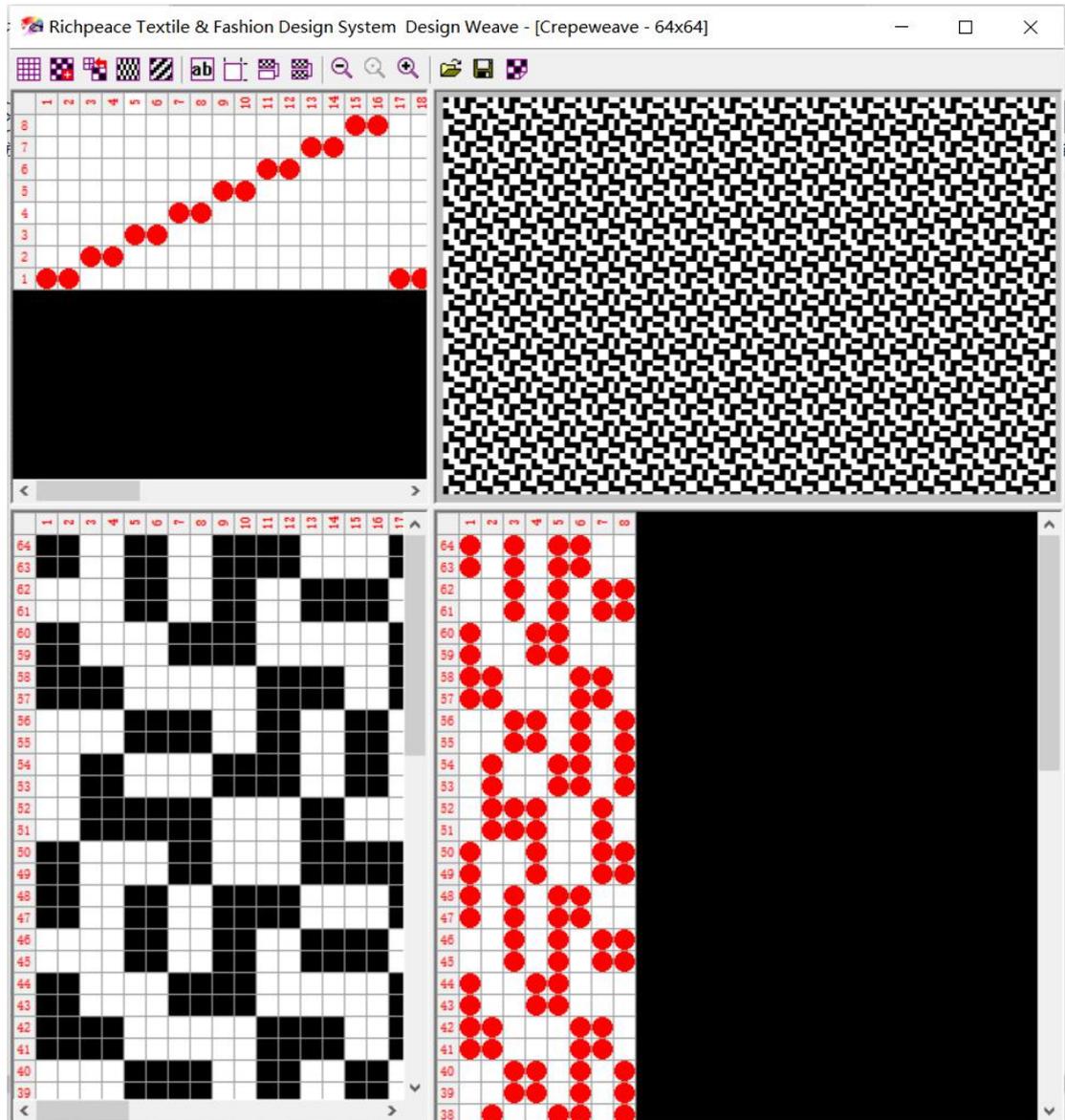


Figure 5-3 weave Design Window

As shown in the figure above, the title bar of the weave design window displays the name and size of the weave currently being edited; the window is divided into four areas: the upper left is the heddle chart, the lower right is the cardboard chart, the lower left is the weave chart, and the upper right is the preview picture.

Editing weave:

1. Click a white box with the mouse, it will become a black box (ie, weave point); click a black box, it will become a white box.
2. Press the left mouse button on a white grid, then drag it to another grid, release the left button, and drag the mouse over The area of all turns into a black grid; otherwise, press the left mouse button on a black grid, then drag it to another grid, release the left button, and the area dragged by the mouse will all become white grids.
3. Click on the row number and column number, and the organization point of the current row or column is reversed (black to white, white to black).

■  Default library (shortcut D):

Click the Default weave Library icon to restore the weave on the weave Library panel to that of the default library.

■  Append library (shortcut key L):

Click the Append Library icon, and the Add dialog box will pop up (Figure 5-4), from which you can select the Added weave library, the selected weave library is added on the weave library panel.

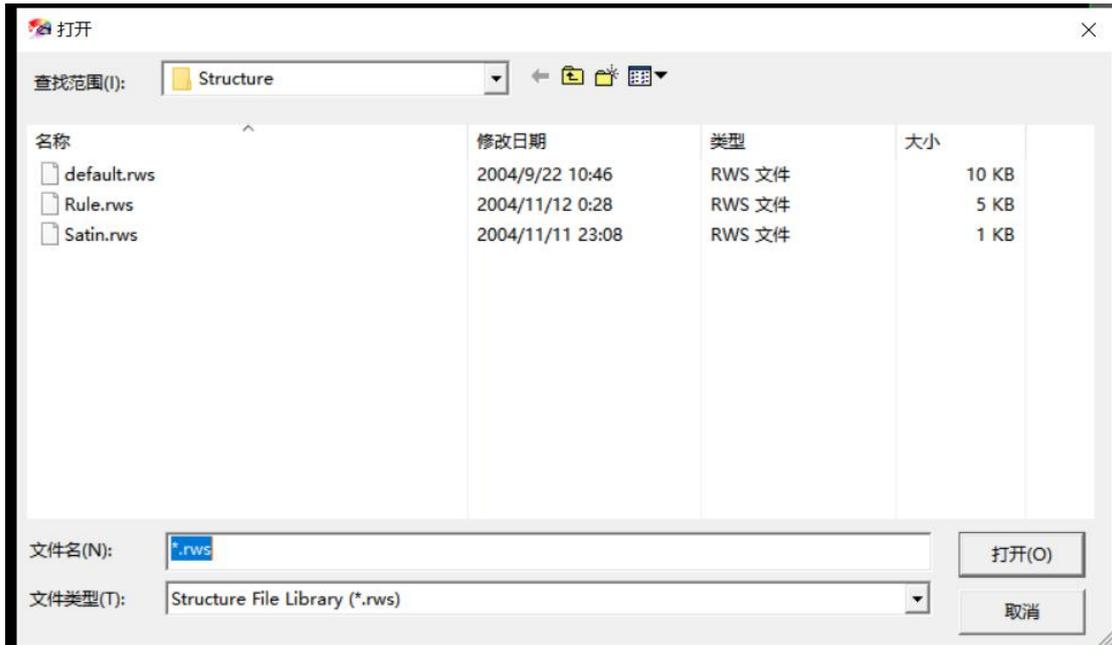


Figure 5-4 Append Library File Dialog Box

■  Save Library (Shortcut S):

Click the Save Library icon to pop up the save dialog box (Figure 5-5), place the weave Library panel on the of all weave preserved.



Figure 5-5 Save Library File Dialog Box

■  Open library (shortcut O):

Click the Open Library icon to pop up the Open dialog box (Figure 5-6), select the need weave library , replaces all weave library on the weave library panel.

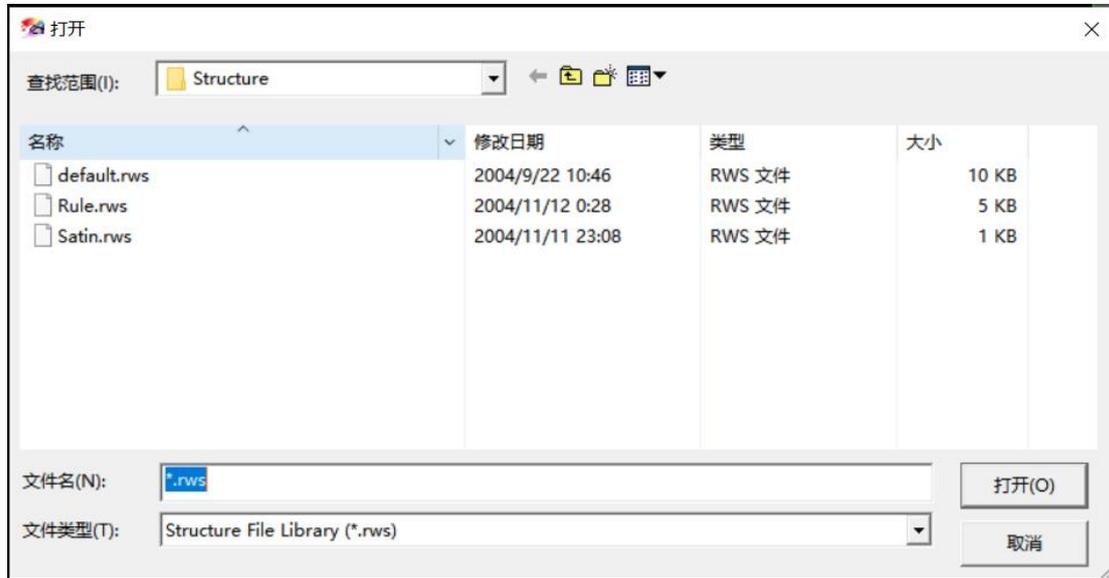


Figure 5-6 Open Library File Dialog

■ Naming (shortcut R):

Select an weave on the weave library panel and click the weave name icon to rename the weave Name the weave in the dialog box (Figure 5-7) (up to 32 letters)

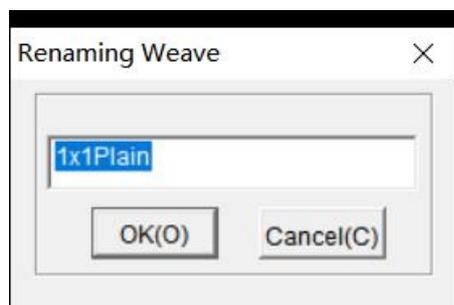


Figure 5-7 Renaming Weave

■ Edit (Shortcut E):

Select an weave and click the weave edit icon to enter the

weave design window to edit the weave.

■  delete (shortcut Delete):

Select an weave, click the delete icon, and the delete prompt dialog box will pop up (Figure 5-8)



Figure 5-8 Delete weave Dialog Box

Click "OK" to delete the selected weave, and click "Cancel" to not delete it.

※Note: Click and drag the weave in the weave panel to the Richpeace workspace with the mouse to add the weave bitmap to the Richpeace workspace.

◇ Yarn library

Click to enter the yarn library panel (Figure 5-9), which can store up to 100 yarns.

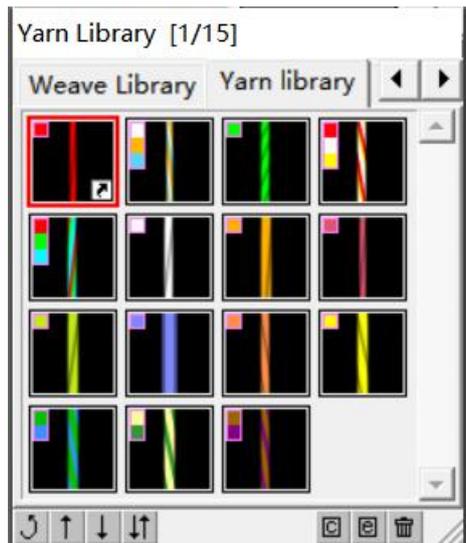


Figure 5-9 Yarn library panel

In the Yarn Library panel, click the left mouse button to select the yarn, the selected yarn is represented by a red rectangle.

Double-click Edit Yarn to enter the Yarn Design window (Figure 5-10)

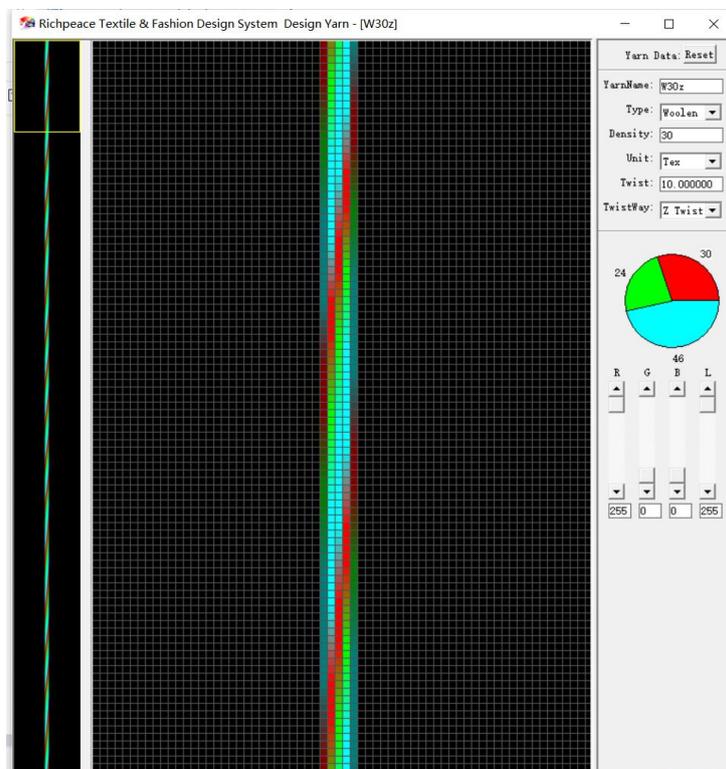


Figure 5-10 Yarn Design Window

Edit Yarn:

1. Yarn parameter setting: Yarn name, yarn density (maximum 2000), twist can be modified; type, unit and twist direction can be selected.
2. Yarn color setting: On the color percentage chart, the color of the white block in percentage is the current editing color, and the status value of this color is displayed in the "RGB" and brightness adjustment columns below. You can adjust "R, G, B, L" to change the current color and brightness, or you can directly select on the color panel to change the current color. In addition, right-click on this color block, and the options shown in the following figure will pop up (Figure 5-11). You can add a color, delete a color, and modify the percentage of the current color by selecting it. The composition color of the yarn is at least one and at most five.

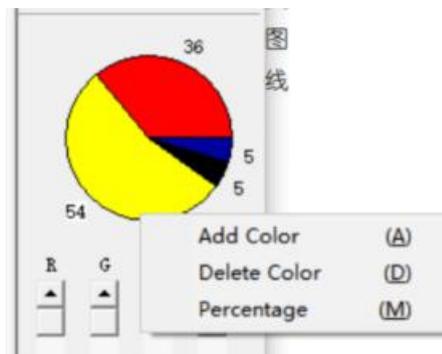


Figure 5-11 Yarn color setting options

3. If you are not satisfied with the currently designed yarn, click the "Reset" button to return to the initial state.

■  Default yarn library (shortcut D):

Click the default yarn library icon, and the yarn on the Yarn Library panel will be restored to the yarn of the default library.

■  Append yarn library (shortcut key L):

Click the Add Yarn Library icon to pop up the add dialog box (Figure 5-12), select the need to Added Yarn Library, the selected yarn library is added on the Yarn Library panel.

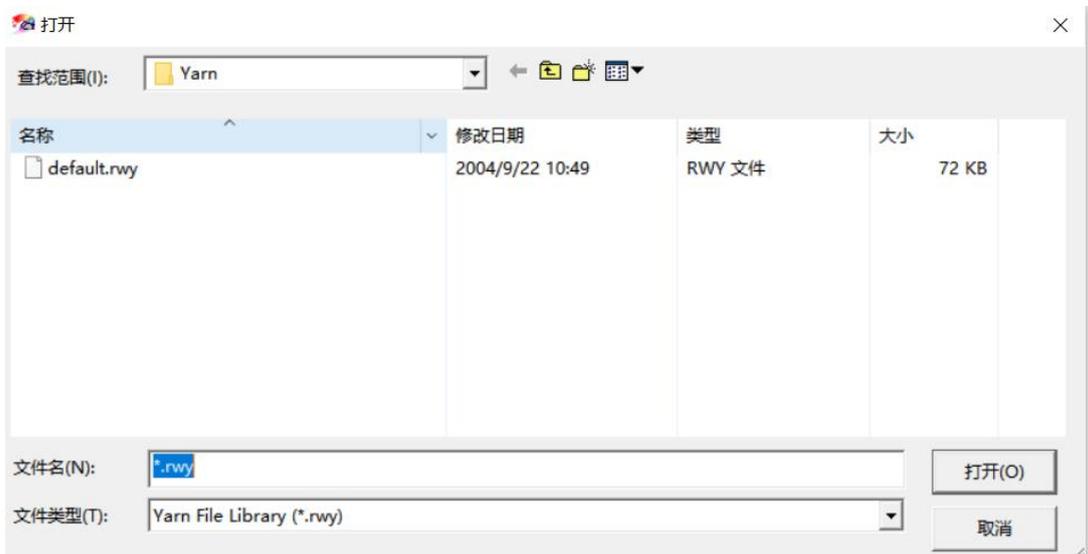


Figure 5-12 Append Yarn Library File Dialog Box

■  Save the yarn library (shortcut S):

Click the Save Yarn Library icon to pop up the save dialog box (Figure 5-13) to save all the yarns on the Yarn Library panel.

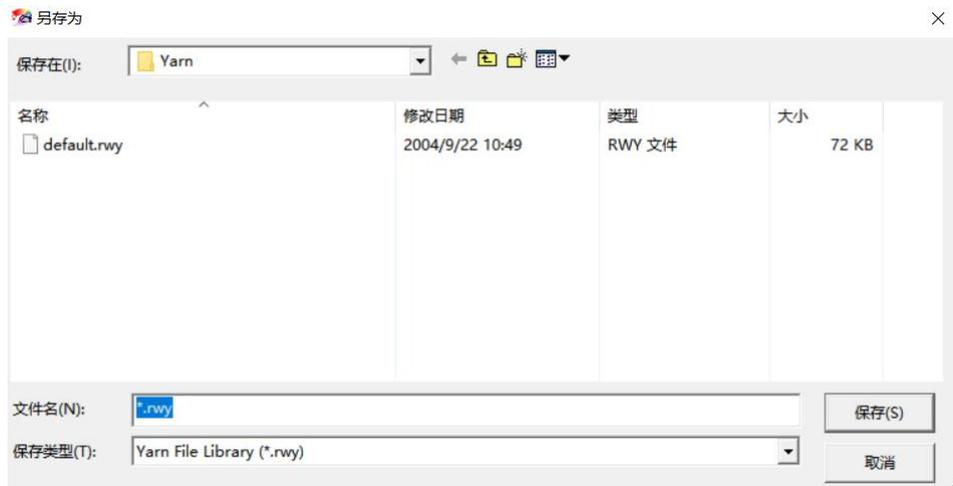


Figure 5-13 Save Yarn Library File Dialog Box

■ Open Yarn Library (shortcut O):

Click the Open Yarn Library icon to pop up the Open dialog box (Figure 5-14), select the desired yarn library, and replace all the yarns on the Yarn Library panel.

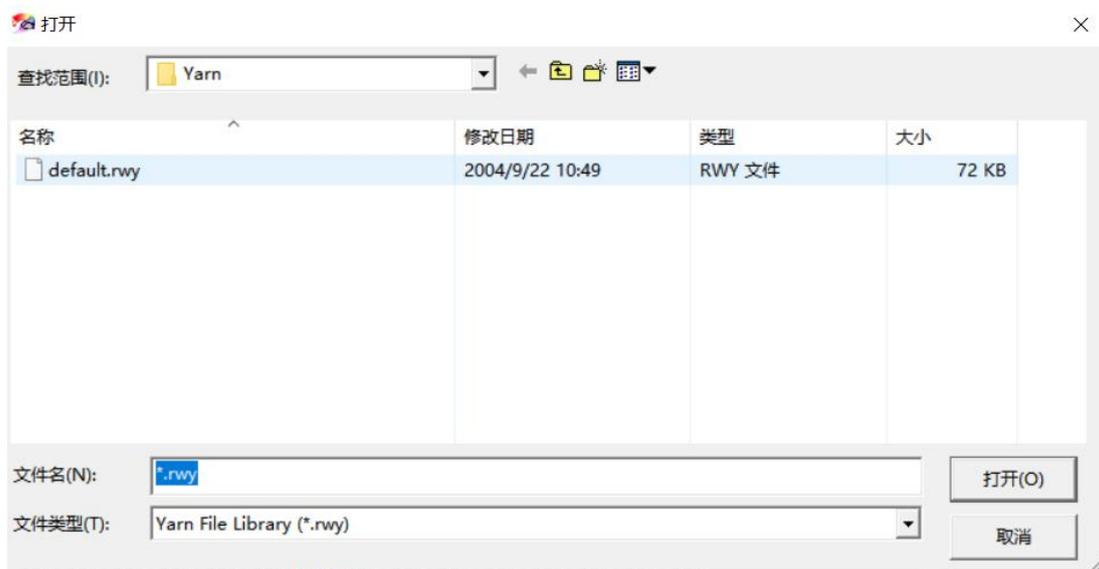


Figure 5-14 Open Yarn Library File Dialog Box

■ Naming yarn (shortcut R):

Select a yarn on the yarn panel, click the name yarn icon, and the renaming yarn pair will pop up dialog box (Figure 5-15), you

can name the yarn (up to 11 letters)

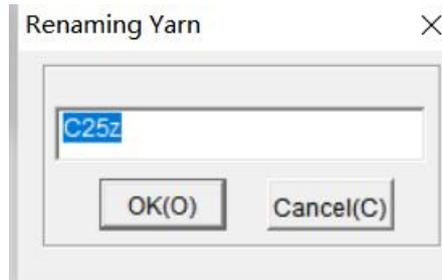


Figure 5-15 Renaming Yarn Dialog

■  Edit yarn (shortcut E):

Select a yarn on the yarn library panel, click the Edit Yarn icon to enter the yarn design window Edit this yarn.

■  Delete yarn (shortcut Delete):

Select a yarn on the yarn library panel, click the delete yarn icon, and the delete prompt dialog box will pop up (Figure 5-16):



Figure 5-16 Delete Yarn dialog box

Click "OK" to delete the selected yarn, click "Cancel" to not delete it.

◇ Fabric library

Various types of woven fabrics are designed through the typesetting of yarns and weave . Among them, the minimum

number of yarns that make up woven fabrics is 1 and the maximum is 26; the weave that make up woven fabrics are also at least 1 and at most 26.

Click the fabric library on the woven library panel to enter the fabric library panel (Figure 5-17), which can store up to 100 fabrics.

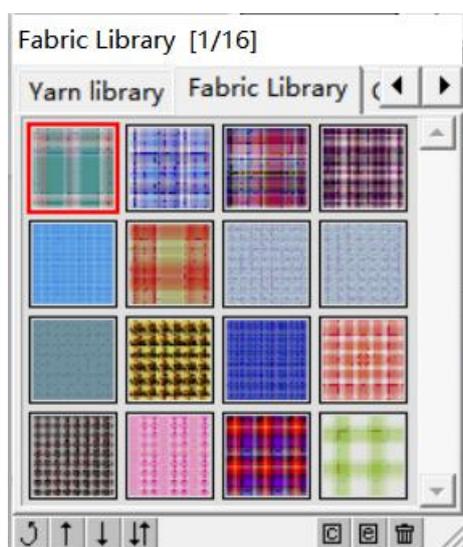


Figure 5-17 Fabric library panel

In the fabric library panel, click with the left mouse button to select the fabric, the selected fabric is represented by a red rectangle. Double-click to edit the fabric, enter the fabric design window (Figure 5-18), and edit the fabric.

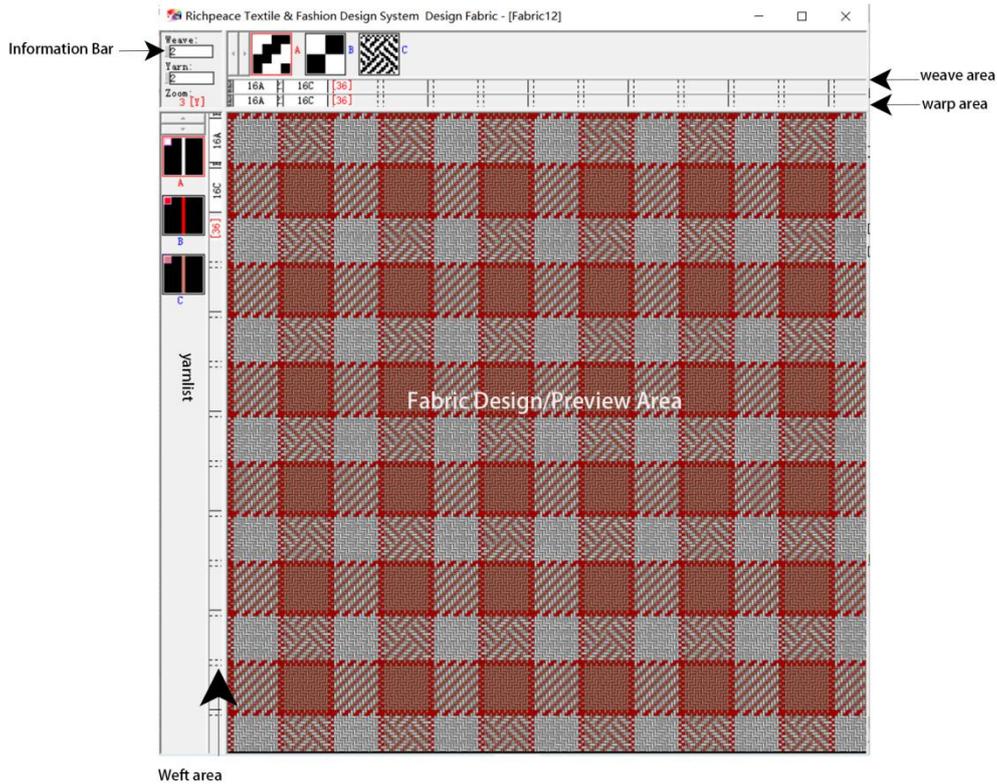


Figure 5-18 Fabric Design Window

■ Information bar: display/edit the number of yarns used by the currently selected weave, display/edit the number of yarns of the currently selected yarn, zoom display multiple, unit (number of threads | inch | centimeter).

■ weave list operations:

1. Double-click an weave in the weave table to enter the weave design window to edit the weave .
2. Drag an weave in the weave table to another weave, and the two weaves exchange positions.
3. The right-click menu of the weave list(Figure 5-19) operation:



Figure 5-19 Weave list right-click menu

- ① Read weave: Replace the current weave in the weave table with the currently selected weave in the weave library.
- ② Write weave: Replace the currently selected weave in the weave library with the current weave in the weave table.
- ③ Delete weave: delete the current weave in the weave table.
- ④ Add to library: Add the current weave in the weave table to the weave library.
- ⑤ Break conjunction: Break conjunction the current weave in the weave list from the weave in the weave library.

■ Operation of the weave area:

1. Drag the weave in the weave library to the weave area to add the weave.
2. Pull the dividing line of the weave area to change the number of weave yarns, and its value range is (1,500).
3. Drag the weave area to another area to swap the positions of the two weave areas.
4. Right-click menu in the weave area (Figure 5-20) operation:

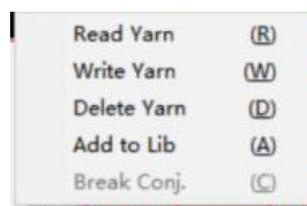


Figure 5-20 Weave area right-click menu

- ① Replace weave (library): Replace the weave in the current area with the currently selected weave in the weave library.
- ② Replace weave (list): Replace the weave in the current area with the currently selected weave in the weave list.
- ③ Add weave: Add the currently selected weave in the weave library to the weave area.
- ④ Delete area: delete the currently selected area in the weave area.

■ Operation of yarn list:

1. Double-click a yarn in the yarn list to enter the yarn design window to edit the yarn.
2. Drag a yarn in the yarn list to another yarn, and the two yarns exchange positions with each other.
3. Yarn list right-click menu (Figure 5-21) operation:



5-21 Yarn List Right-click menu

- ① Read yarn: replace the current yarn currently selected in the yarn list with the currently selected yarn in the yarn library.

- ② Write yarn: replace the currently selected yarn in the yarn library with the currently selected yarn in the yarn list.
- ③ Delete yarn: delete the currently selected yarn in the yarn list.
- ④ Add to library: add the yarn currently selected in the yarn list to the yarn library.
- ⑤ Break conjunction: Break conjunction the currently selected yarn in the yarn list from the yarn in the yarn library.

■ Operation of warp (woof) yarn area:

1. Drag the yarn in the yarn library to the warp (woof) yarn area to add the warp (woof) yarn.
2. Drag the boundary line of the warp (woof) yarn area to change the number of warp (woof) yarns, and its value range is (1,500).
3. Drag the warp (woof) yarn area to another area to exchange the positions of the two warp (woof) yarn areas.
4. Right-click menu of warp (woof) yarn area (Fig. 5-22)

Operation:



Figure 5-22 Yarn area right-click menu

- ① Replace yarn (library): Replace the yarn in the current area

with the currently selected yarn in the yarn library.

② Replace yarn (list): replace the yarn in the current area with the yarn currently selected in the yarn table.

③ Add area: Add the yarn currently selected in the yarn library to the warp (woof) yarn area.

④ Delete area: delete the currently selected area of warp (woof) yarn area.

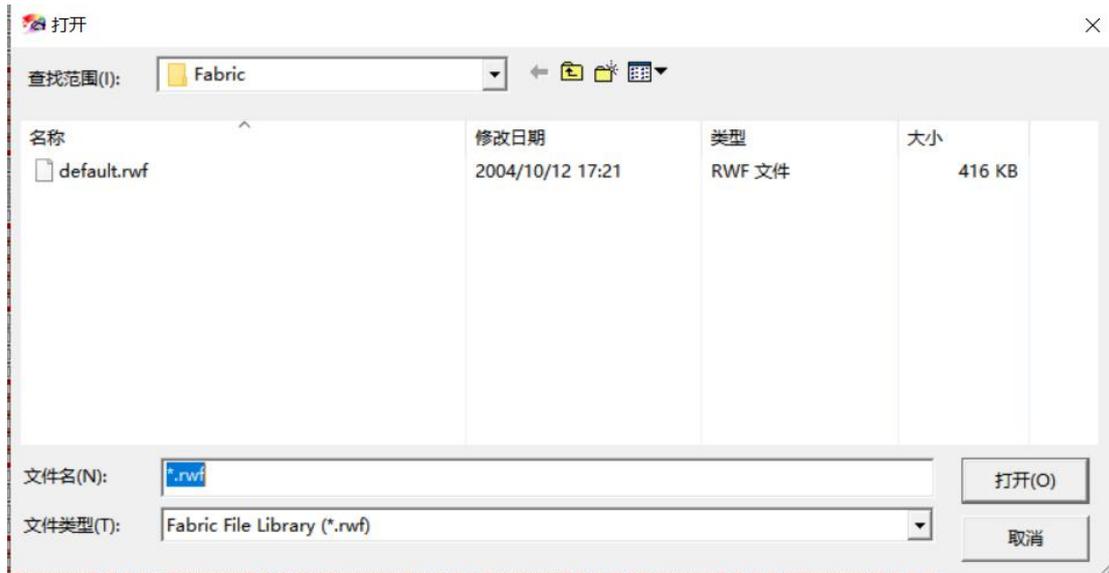
※ Note: Use the mouse to click on the fabric in the fabric design window, and then press the shortcut keys "1", "2", "3", "4", and the corresponding pop-up weave library panel, yarn library panel, fabric library panel, option panel.

■  Default fabric library (shortcut D):

Click the default library icon to restore the fabrics on the fabric library panel to the default library fabrics.

■  Add fabric library (shortcut key L):

Click the Add Fabric Library icon to pop up the Add dialog box (Figure 5-23), select the fabric library to be added, and add the selected fabric library on the Fabric Library panel.



5-23 Open Fabric Library File Dialog Box

■  Save fabric library (shortcut S):

Click the save fabric library icon to pop up the save dialog box (Figure 5-24), and save all the fabrics on the fabric library panel.

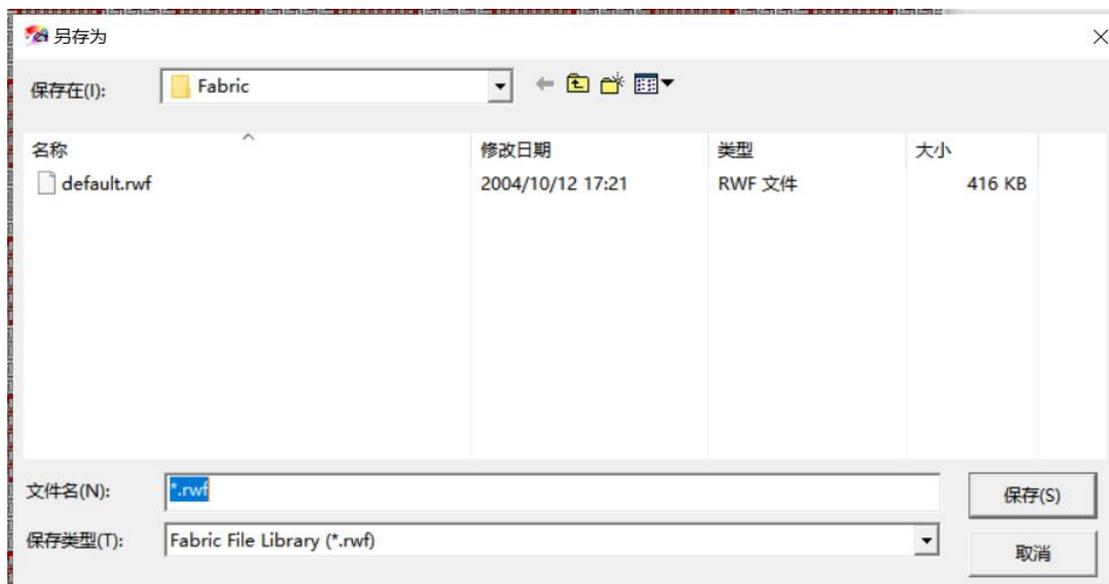


Figure 5-24 Save Fabric Library File Dialog

■  Open the fabric library (shortcut O):

Click the Open Fabric Library icon to pop up the Open dialog

box (Figure 5-25), select the desired fabric library, and replace all the fabrics on the fabric library panel.

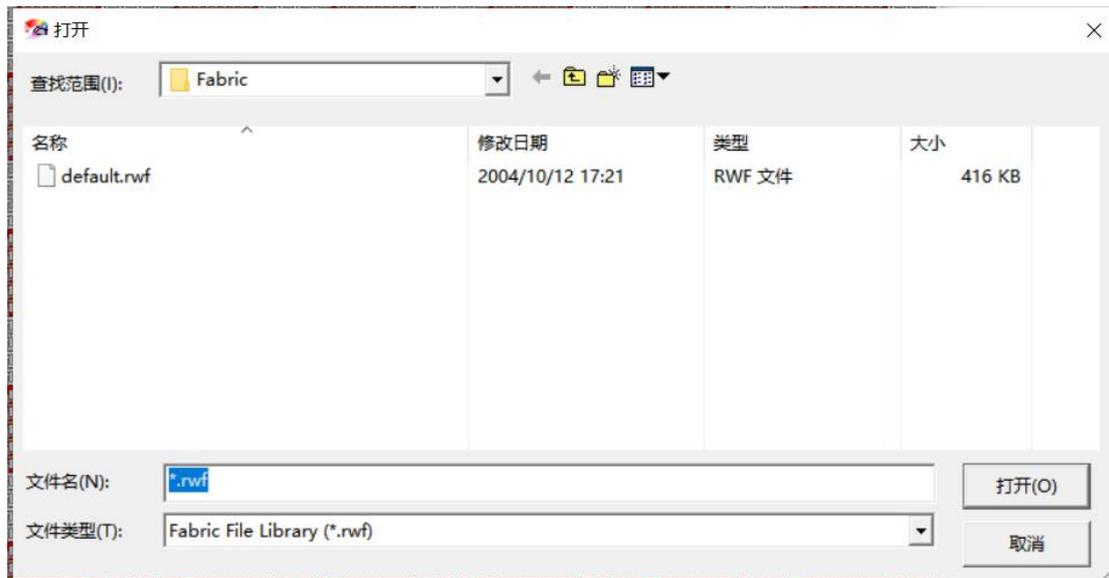


Figure 5-25 Open the fabric library Dialog

■ Naming the fabric (shortcut R):

Select a fabric on the fabric library panel, click the name fabric icon, and the fabric rename will pop up dialog box (Figure 5-26), you can name the fabric (up to 32 letters).

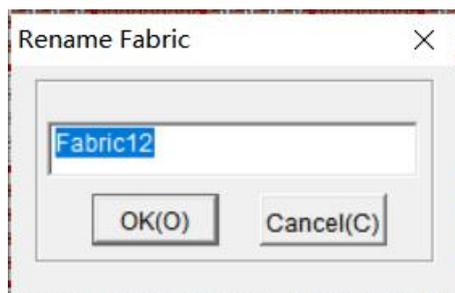


Figure 5-26 Fabric Rename Dialog Box

■ Edit fabric (shortcut E):

Select a certain fabric on the fabric library panel, click the edit fabric icon to enter the fabric design window Mouth edit the fabric.

■ Delete fabric (shortcut Delete):

Select a certain fabric on the fabric library panel, click the delete fabric icon, and a delete prompt will pop up dialog box (Figure 5-27). Click "OK" to delete the selected fabric, click "Cancel" to not delete.



Figure 5-27 Delete Fabric dialog box

◇ Options

Click the Options panel on the Woven Library panel (Figure 5-28):

1. File: Mark "v" before the options of "Library Save Prompt" and "Design File Save Prompt", indicating that Use the corresponding prompt.
2. Display: By selecting the shadow intensity, you can adjust the display effect of yarn shadows in yarn design and fabric design.
3. Selection: In the fabric design window, when selecting a rectangle, select the three options of "Display Selection Rectangle", "Weave Key Points" and "Yarn Key Points" as required.

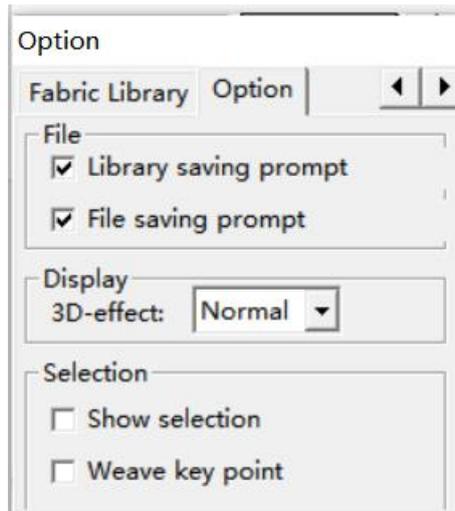


Figure 5-28 Options Panel

§5-2 Weaving Command

By manipulating the weaving commands, a variety of weaves, yarns and woven fabrics can be designed.

Click the weaving command, and the subcommand icon area will display as shown below:



Figure 5-29 Weaving subcommand icon area

◇ weave design

Click the weave design command to enter the weave design window (Figure 5-32), and its subcommands icon area is as follows:

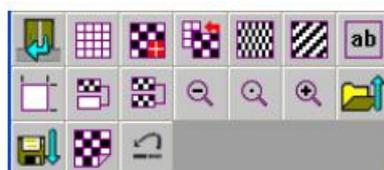


Figure 5-30 Weave design subcommand icon area

■  Exit: Exit the weave design.

■  New weave:

Click the New Weave command to pop up the New Weave dialog box (Figure 5-31):

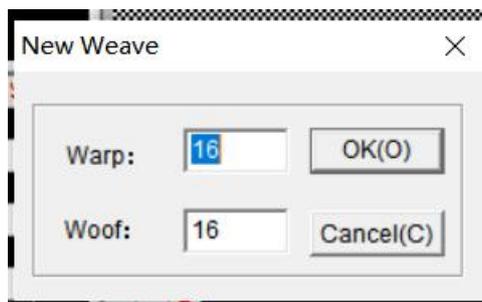


Figure 5-31 New weave warp and woof number setting dialog

After setting the number of warp yarns and woof yarns, the weave design window generates weave (Figure 5-32), and weave design can be carried out on this basis.

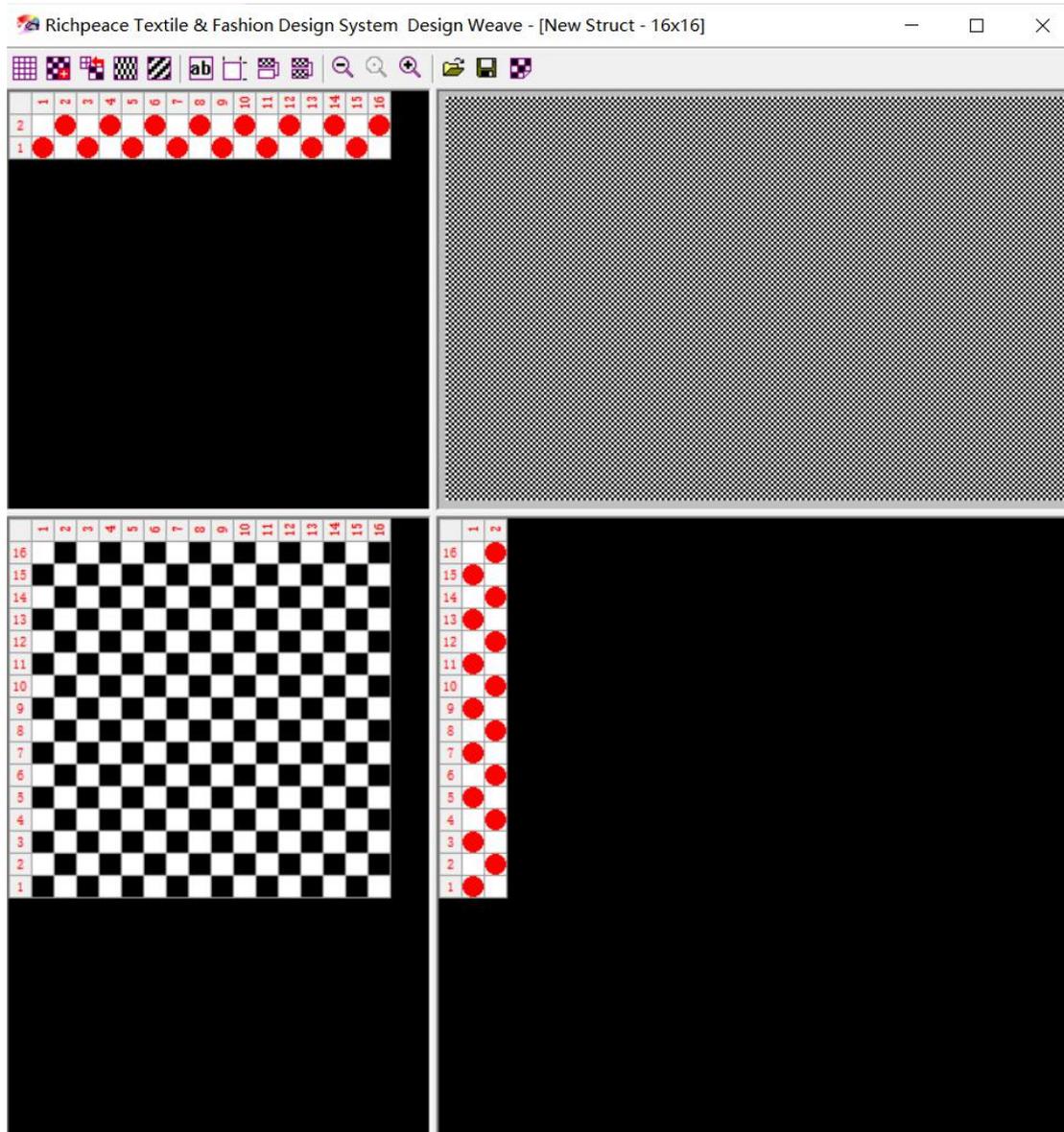


Figure 5-32 weave design window

■  Add weave: Add the designed weave in the weave design window to the weave library panel.

■  Replace weave: Replace the designed weave in the weave design window with the currently selected weave in the weave library panel.

■  Satin weave design:

Click the Satin Weave Design command to pop up the Satin Weave Design dialog box (Figure 5-33):

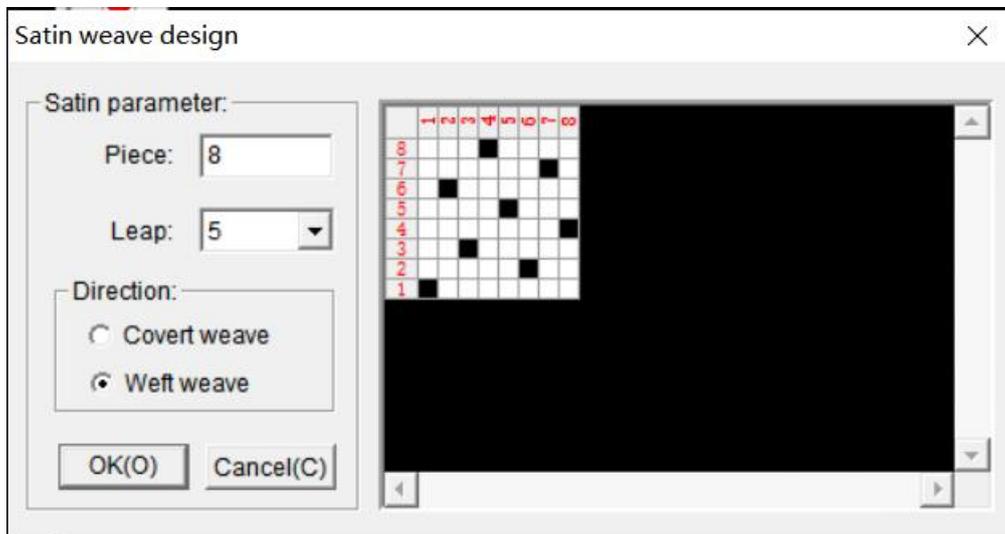


Figure 5-33 satin weave design dialog

Set the number of satin grains and Leap number according to your needs, select the satin grain direction, and preview the effect in the preview window.

Click "OK" when finished, the satin weave will appear in the weave design window.

■  Formula weave design:

Click the formula weave design command to pop up the formula weave design dialog box (Figure 5-34). According to the settings of the formula weave parameters, design the formula weave.

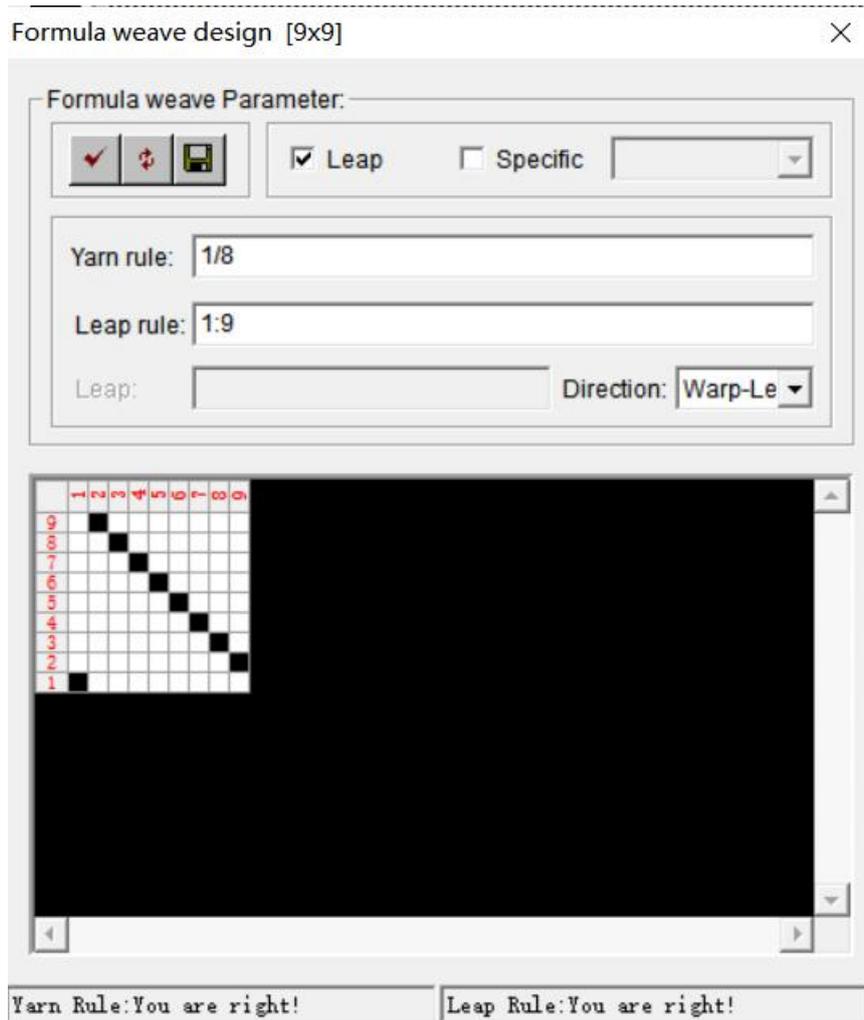


Figure 5-34 Formula weave design dialog

1. Panel introduction:

① Function key: F5—default F6—reset F7—save monochrome bitmap

② Command icon:  OK,  reset,  save monochrome bitmap

③ Yarn rule:

a is represented by a fractional formula, the numerator and denominator respectively represent the number of continuous ups and downs on one yarn. b The sum of the numerator and

denominator is equal to the number of complete yarns.

c The numerator and denominator can be continuously set to numerical values, separated by commas to indicate multiple ups and downs. d Example: "2/8" is read as 2 up and 8 down; "2, 3/4, 5" is read as 2 up, 4 down, 3 up and 5 down.

④ Leaping direction: warp-left, warp-right, woof-down, woof-up.

⑤ Leaping value ($1 \leq S \leq 999$): It is a fixed value.

⑥ Change the number of Leap: S: T.

a S is the Leap count; T is the number of times.

b S:T means repeating T times S Leap number such as 3:5.

c can be expressed in multiple paragraphs at the same time, separated by ",", such as 3:5,6:7.

⑦ Status information prompt: Prompt to input grammatical judgment.

a Yarn pattern.

b Change the number of Leaping (effect changes are not used)

2. Non-special effects weave:

① basic weave.

② Leap number direction.

③ Leap number method:

a Variation in Leap number.

(1) The yarn rule is set as: 4,4,1/1,3,3.

(2) Yarn Leap number is:

0:1,1:1,0:1,1:1,0:1,1:1,0:1,1:1,1:0,0:1,1:1,1:1,1: 1,1:1,1:1,2:1
 ,1:1,2:1,2:1,2:1,2:1,1:1,2:1,1:1,1:1,1:1,1:1,1:1,0 :1,1:1,1:1,
 0:1,0:1,1:1,0:1,1:1,1:1,1:1,1:1,1:1,2:1,2:1,2:1,3:1,3: 1,3:1,2:1,2:1
 ,2:1,1:1,1:1,1:1,1:1,1:1,0:1,1:1,0:1,0:1,-1:1,0:1, -1:1,-1:1,-1:
 1,-1:1,-1:1,-2:1,-2:1,-2:1,-3:1,-3:1,-3:1,-2:1,-2: 1,-2:1,-1:1,
 -1:1,-1:1,-1:1,0:1,-1:1.

(3) Set Figure 5-35A, Curve Twill weave effect Figure 5-35B.

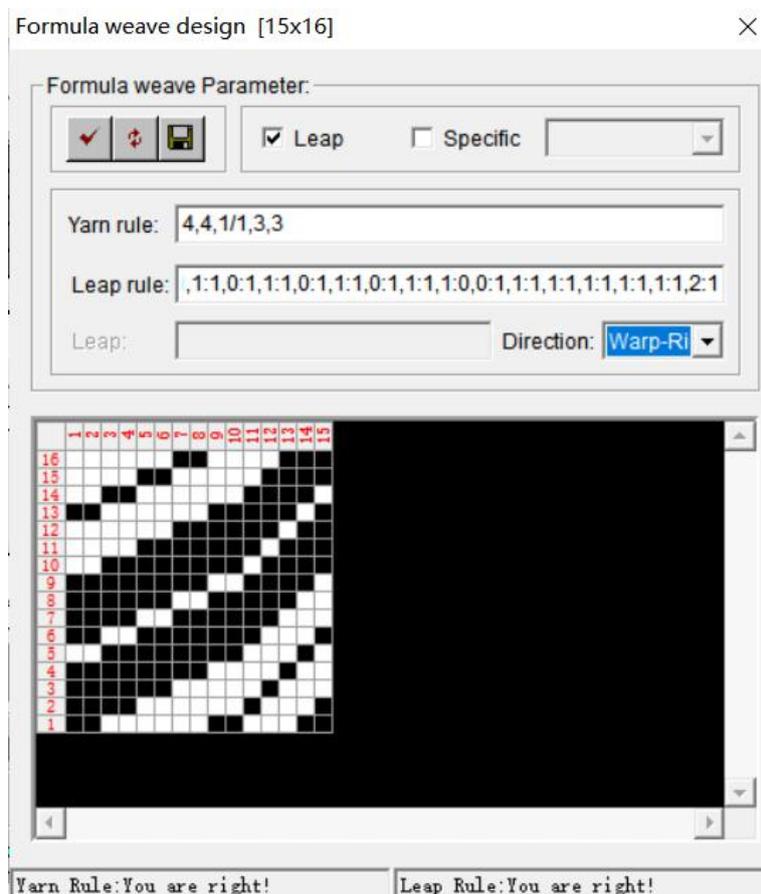


Figure 5-35A Curved twill setting



Figure 5-35B Curved twill weave effect

b Fixed leap number.

(1)The yarn rule is set to: 1/8.

(2)Fixed leap number 1.

(4) The setting is shown in Figure 5-36A, and the organization effect is shown in Figure 5-36B.

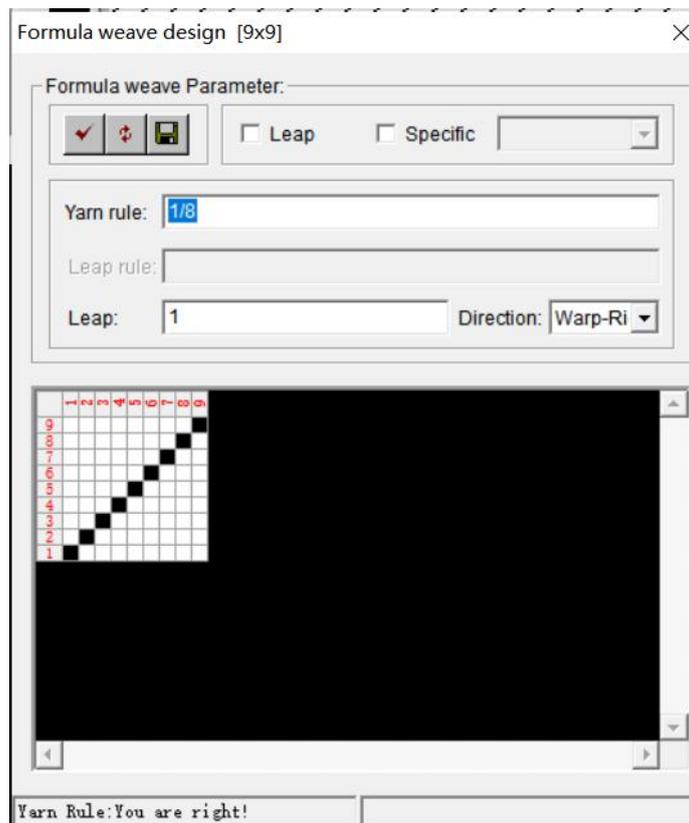


Figure 5-36A Fixed leap settings

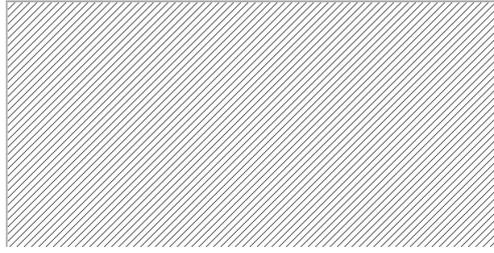


Figure 5-36B weave effect

3. Special weave.

Special effects weave: Brae, Inter-brae, Diamond 1, Diamond 2, Sawtooth, Tatami, spire, shadow . 8 kinds

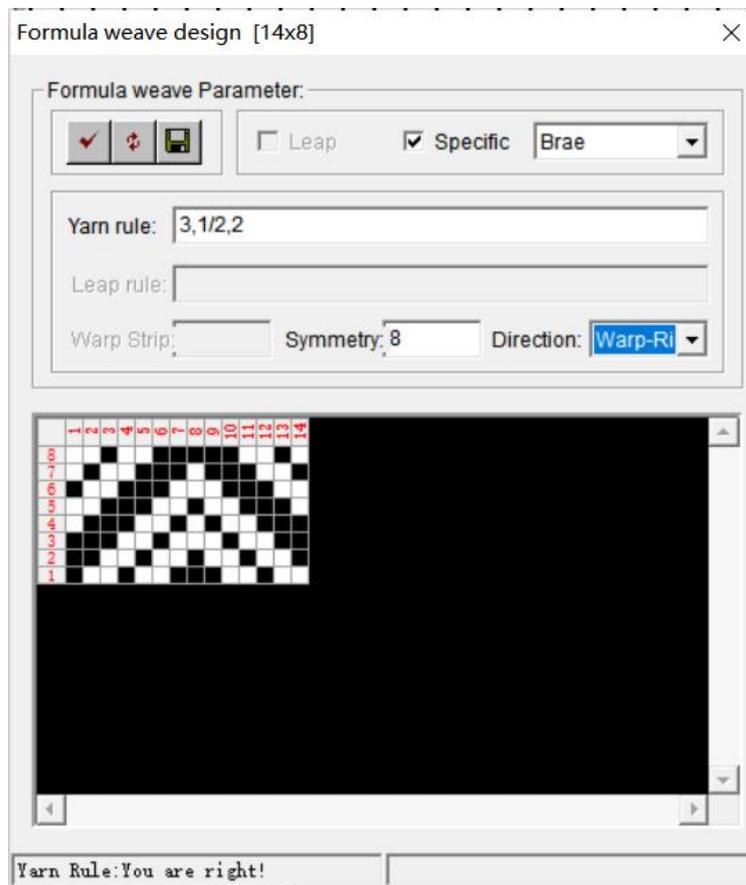


Figure 5-37A Brae effect

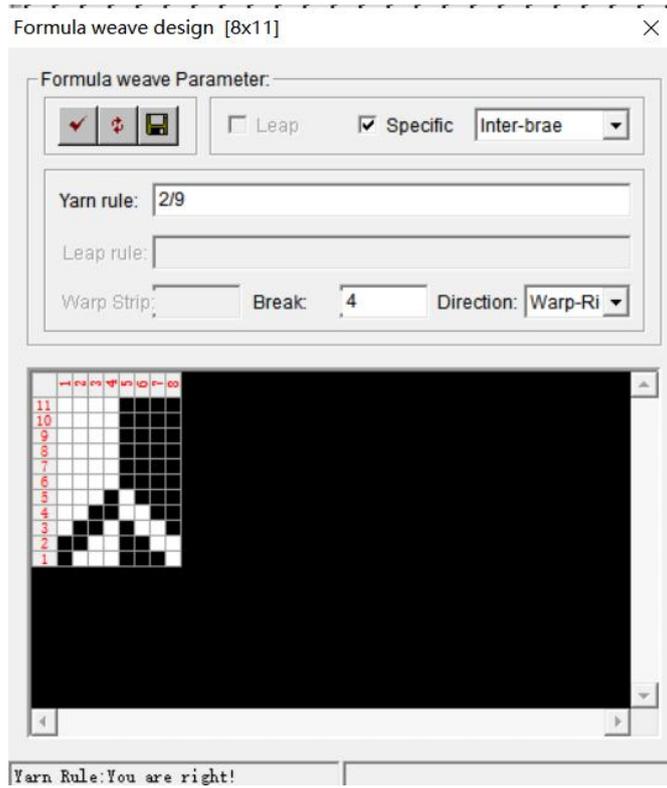


Figure 5-37B Inter-brae

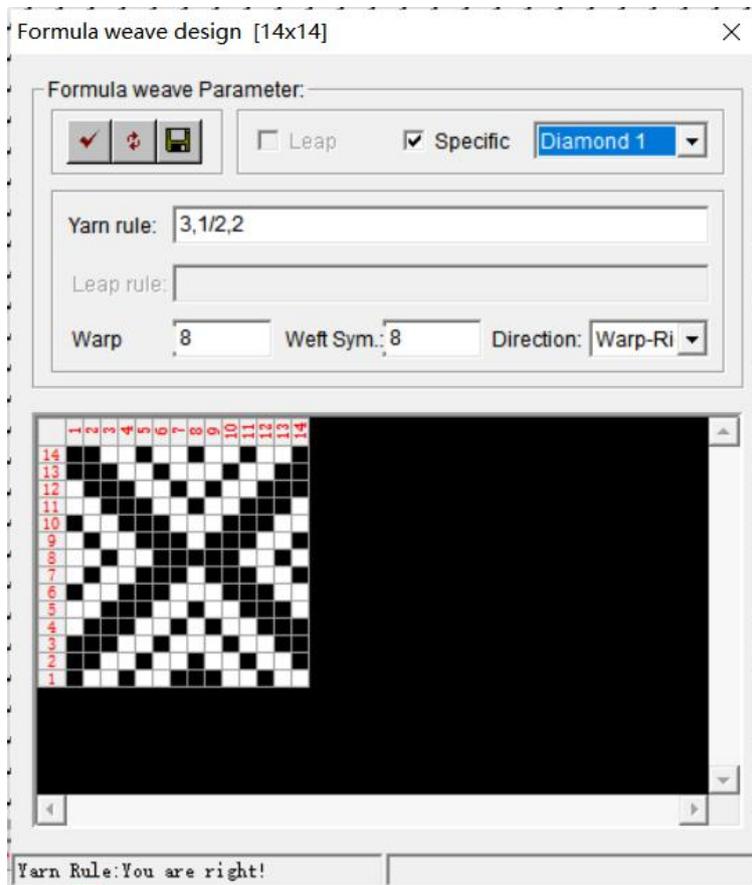


Figure 5-37C Diamond 1

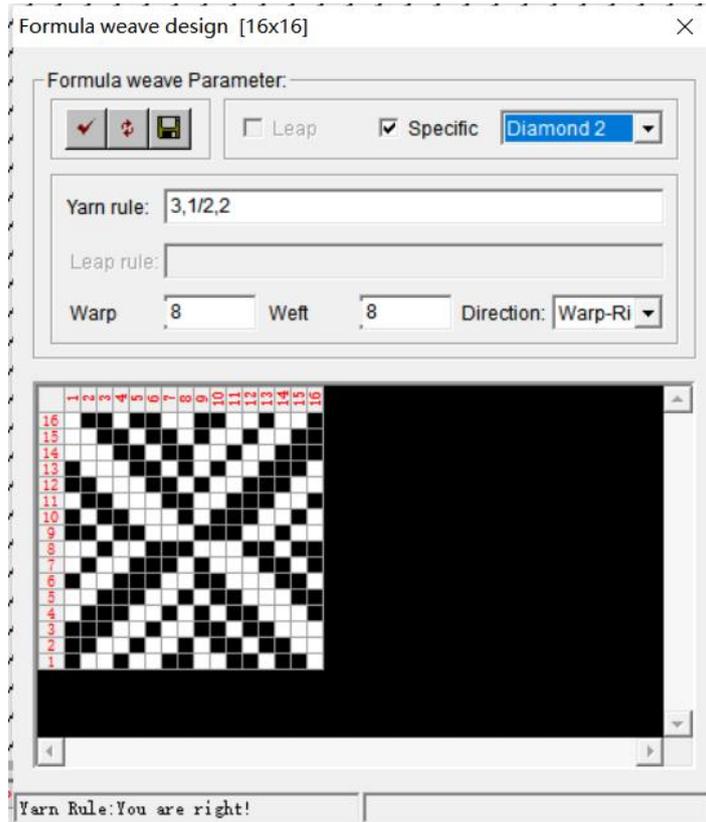


Figure 5-37D Diamond 2

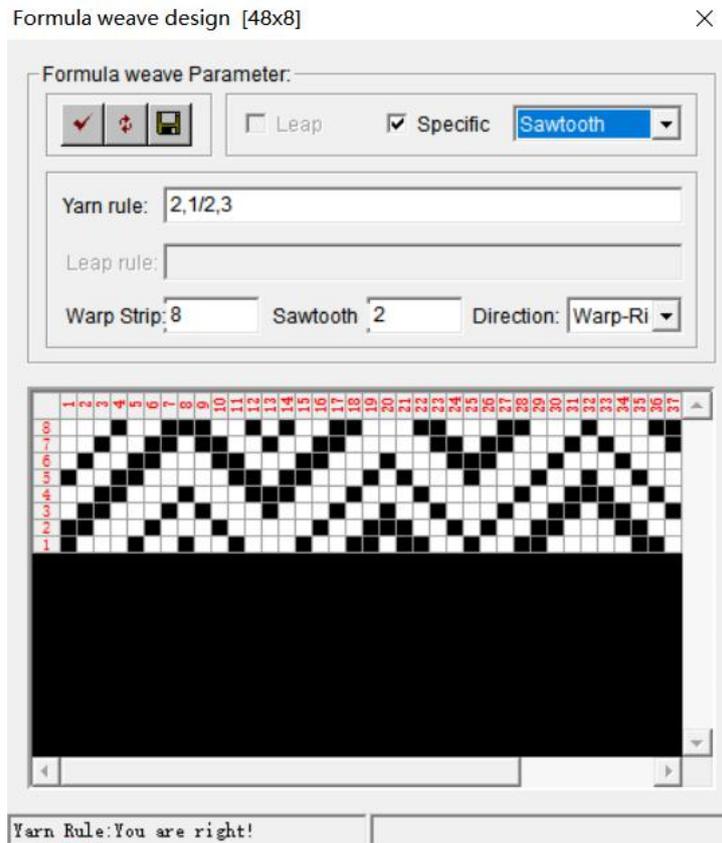


Figure 5-37E Sawtooth

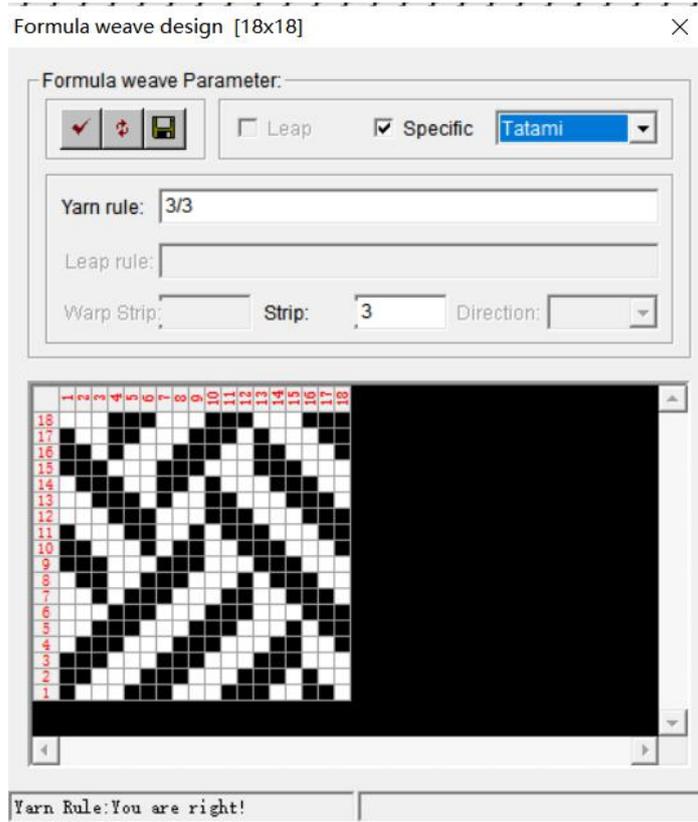


Figure 5-37F Tatami

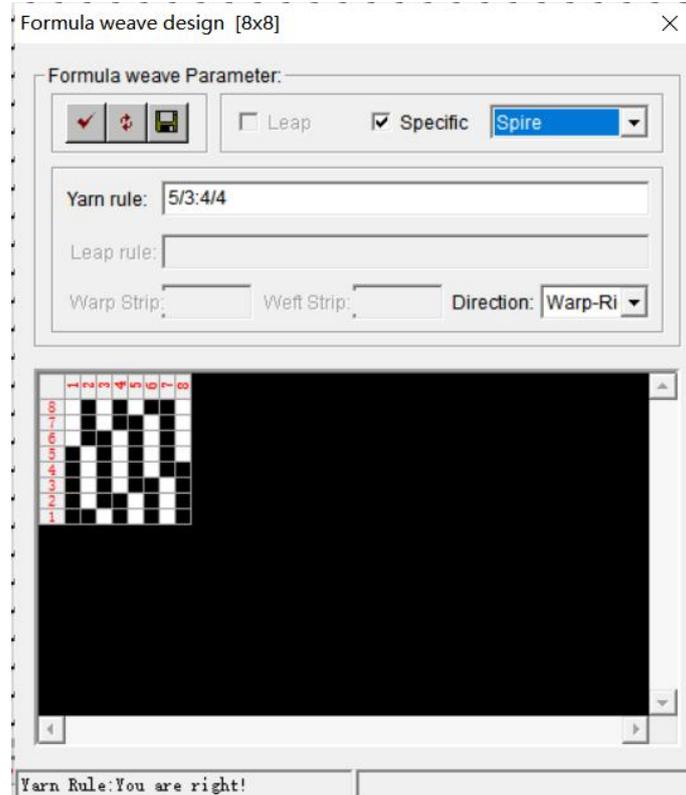


Figure 5-37G Spire

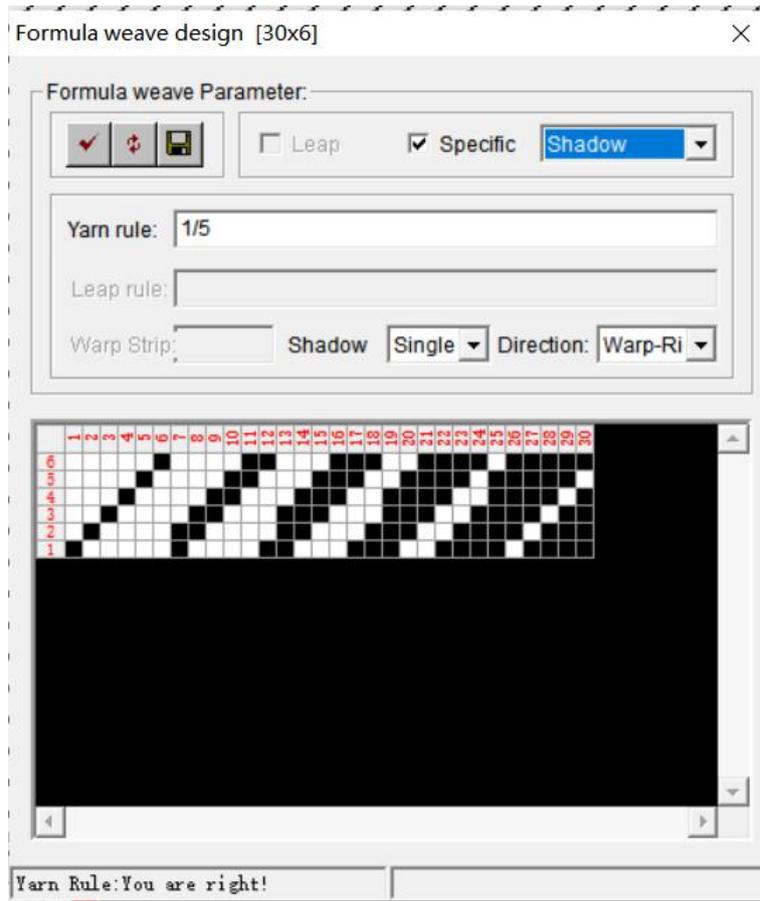


Figure 5-37H Shadow

■  Naming Weave : Name the current weave displayed in the Weave Design window.

■  Define Warp and woof

Click Define Warp and woof, the dialog box for modifying the number of warp and woof will pop up (Figure 5-38), fill in the number of warp and woof to be modified in the text box (the number of warp and woof must be less than 1000).

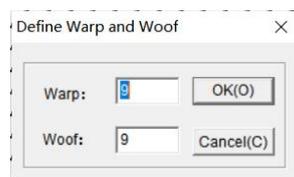


Figure 5-38 Define Warp and woof

-  Clear weave: Clears the weave in the Weave Design window.
-  Invert Weave: Invert the weave of the weave design window.
-  zoom out: zoom out the display of the Weave design window.
-  Default: Restores the display of the Weave design window to the default size.
-  Zoom in: Zoom in the display of the Weaves design window.
-  Load B&W bitmap:

Click the Load B&W bitmap command to pop up the Load dialog box (Figure 5-39), load the selected The monochrome bitmap into the Weave design window.

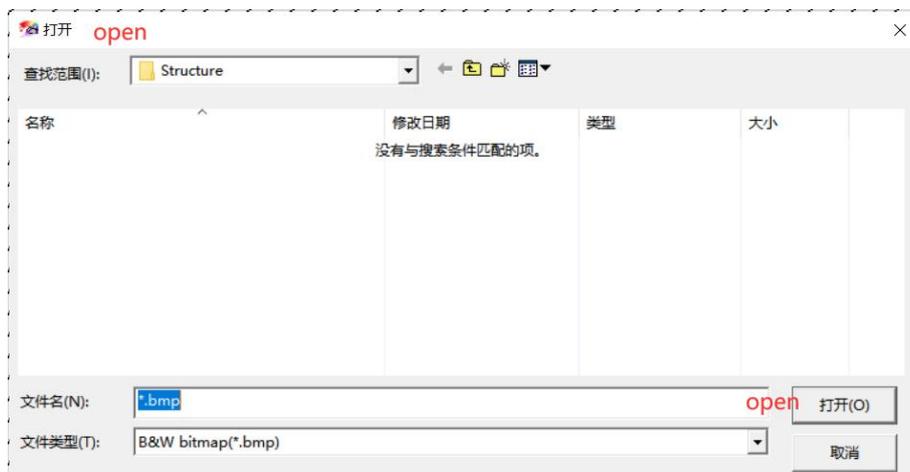


Figure 5-39 Load B&W bitmap dialog box

■  save B&W bitmap:

Click the Save Bitmap command to pop up the save dialog box (Figure 5-40), and save the Weave design Weave in the window is saved as a bitmap file.

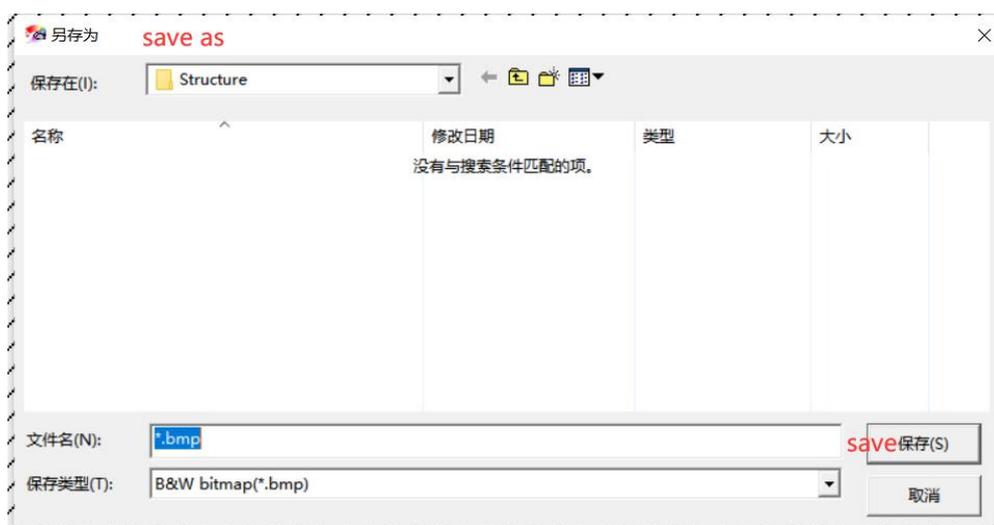


Figure 5-40 Save Bitmap dialog box

■  Acquire weave :Select the weave bitmap to Richpeace workspace.

■  Undo/Redo: Undo/redo the actions of the last step in the Weave design.

◇  Yarn design

Click the Yarn Design command to enter the Yarn Design window, which displays the information before exiting the system

The designed yarn, and its subcommand icon area is as follows

(Figure 5-41):

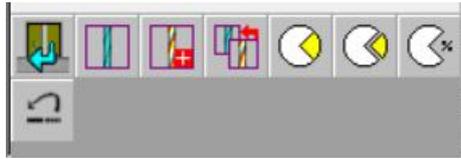


Figure 5-41 Yarn design subcommand icon area

-  Exit: Exit the yarn design.
-  New yarn: Click the New Yarn command, and the default yarn will appear in the Yarn Design window (Figure 5-42):

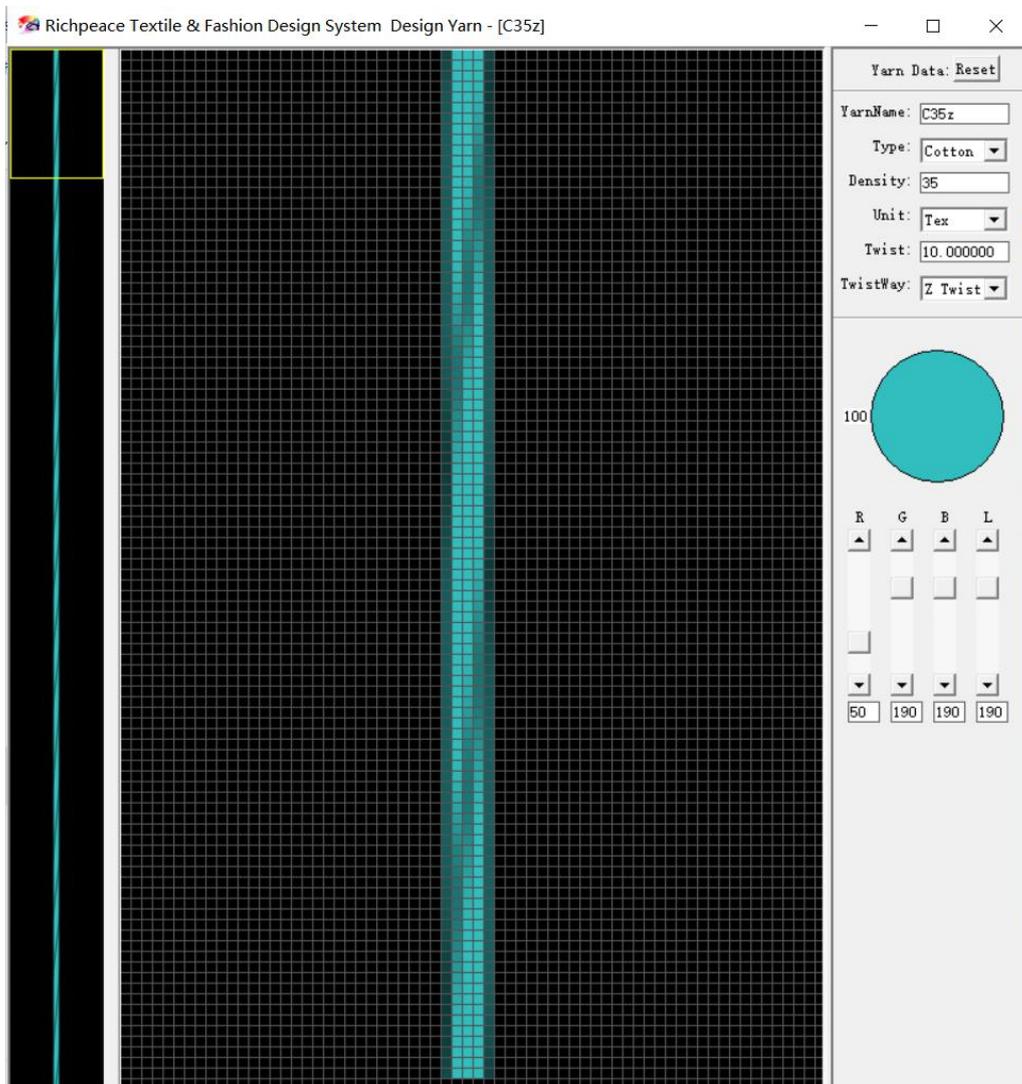


Figure 5-42 Default Yarn Design Window

-  Add yarn: add the designed yarn in the yarn design window to the yarn library panel.
-  Replace Yarn: Replace the currently selected yarn on the Yarn Library panel with the yarn designed in the Yarn Design window.
-  Add color: The Add Color command adds the color of the yarn being edited. Click the Add Color command to pop up the Add Color dialog box (Figure 5-43):

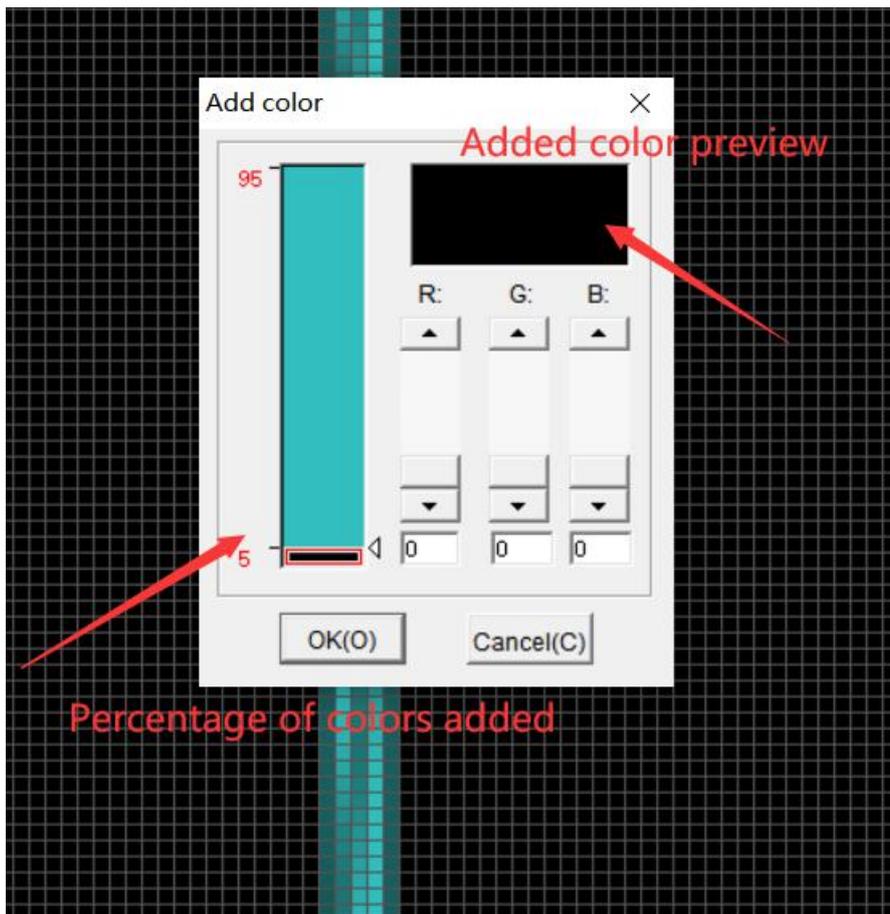


Figure 5-43 Add Color dialog box

The added color can be changed by dragging the RGB slider or directly setting its value; dragging the  slider next to the added color block upwards can change the percentage of the currently added color in the yarn.

■  Delete Color: Delete the currently selected color of the yarn being edited in the Yarn Design window.

■  percentage:
Click the Modify Percentage command to pop up the Modify Percentage dialog box (Figure 5-44). Move the triangle next to the color block to change the color percentage.

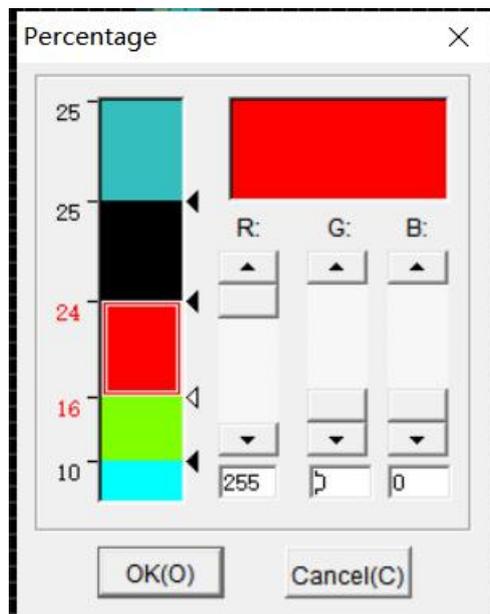


Figure 5-44 Modify Percentage Dialog Box

■  Undo/Redo: Undo/redo the operation of the last step in Yarn Design.

◇  Fabric design

Click the fabric design command to enter the fabric design window. The window displays the information before exiting the system. The designed fabric and its subcommand area are shown in the following figure:

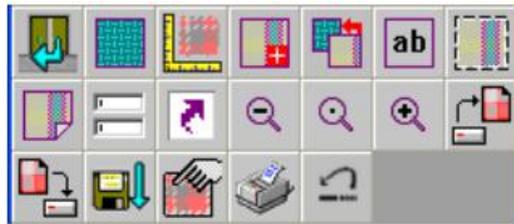


Figure 5-45 Fabric Design Subcommand Icon Area

■  Exit: Exit the fabric design.

■  New fabric:

Click the New Fabric command, the fabric design window will generate the default fabric (Figure 5-46), that is, the weave is the first weave on the weave library panel, and the warp and woof yarns are the first yarns on the yarn panel.

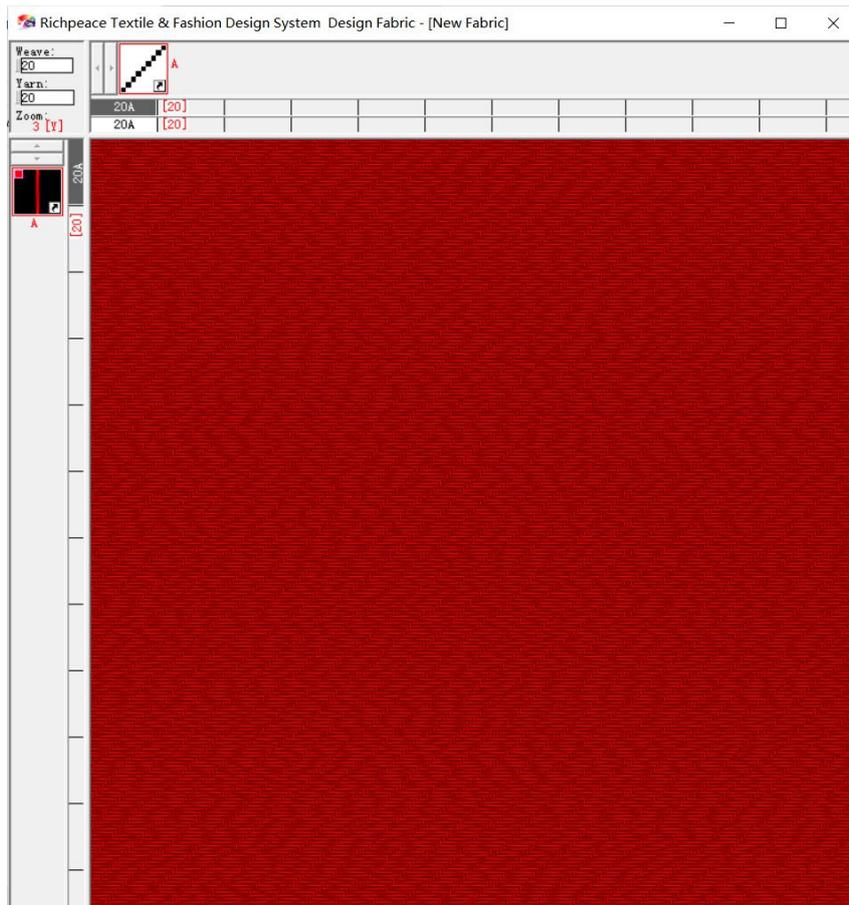


Figure 5-46 Default Fabric Design Window

 Fabric density: Click the Fabric Density command, a dialog box will pop up (Figure 5-47).

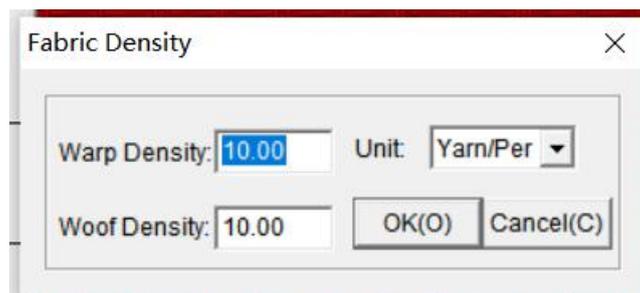


Figure 5-47 Fabric Density Dialog Box

1. Density unit: root/cm and root/inch.
2. Edit the input warp and woof density.
3. Fabric density is applied to fabric properties.

■  Add fabric: Add the fabric designed in the fabric design window to the fabric library panel.

■  Replace fabric: replace the fabric designed in the fabric design window with the one currently selected on the fabric library panel fabric.

■  Rename: Name the fabric being edited in the Fabric Design window.

■  selection:

Click the Select command, and select on the Options panel: "Show Selection Rectangle" indicates that the selected rectangle is displayed on the material design drawing; "Weave key point" indicates that the rectangle is selected according to the weave key point; "Yarn key point" indicates that the rectangle is selected according to the yarn key point. After the selection is complete, move the cursor to the fabric design, it will change to a "cross" cursor, click the left mouse button to determine the starting point of the rectangle, then drag a rectangle to the diagonal line, and click the left mouse button again to complete the rectangle selection. , right-click to cancel. Rectangular marquees can be saved with the fabric.

■  Acquire Fabric: Take the rectangular selection area to Richpeace workspace.



Fabric rule:

Click the Fabric Rules command to pop up the Fabric Rules dialog box (Figure 5-48):

1. The fabric in the fabric design window can be ruled by modifying and setting the warp, woof and woof numbers and root numbers, and changing the order of warp, woof and woof numbers.

2. Click  check whether the rule is correct, click  refresh the rule, click  replace the woof with the warp typesetting Yarn rule, click  replace warp rule with woof typesetting.

3. "Restore": restore to the original data before the rule.

"Open": Open a fabric file from the folder, and its fabric rule data is imported into the fabric rule dialog box.

"Save": Save the new fabric with the completed rule to a folder.

"OK": Return to the fabric design window, and generate a new fabric according to the new rules.

"Cancel": Cancel the rule operation, return to the fabric design window, and the fabric remains unchanged.

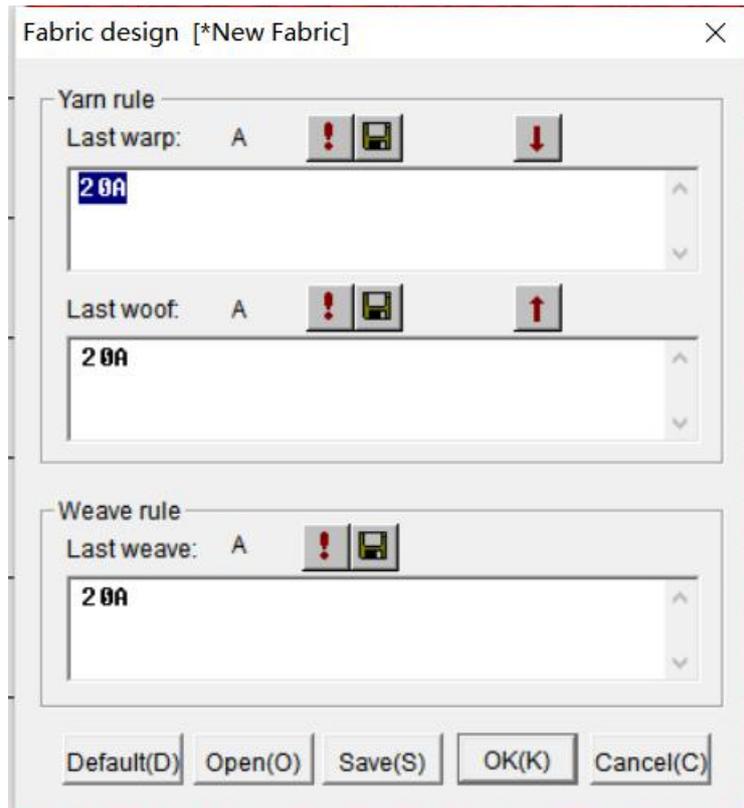


Figure 5-48 Fabric Rules dialog box

■  Auto-conjunction:

If the weaves and yarns in the fabric design are the same as the weaves and yarns in the weave library and the yarn library

panel, click  the Auto-conjunction command, the fabric design and the same weave in the weave library panel are related to each other, the fabric design and the yarn library The same yarns in the panels are linked to each other.

■  Zoom Out: Reduce the display of the Fabric Design window.

■  Default: Restores the display of the Fabric Design window

to the default size.

■  Zoom in: Enlarge the display of the Fabric Design window.

■  Open fabric: Click the Open Fabric command, the Open dialog box will pop up (Figure 5-49), select the fabric file to open the Fabric Design window.

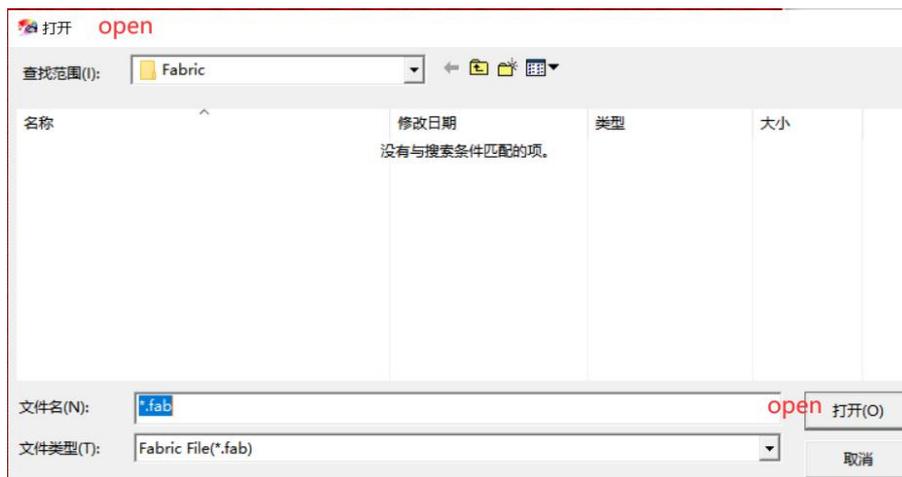


Figure 5-49 Open Fabric File Dialog Box

■  Save fabric: Click the Save Fabric command, a save dialog box will pop up (Figure 5-50), and the fabric design window will appear. The designed fabrics are saved in the folder.

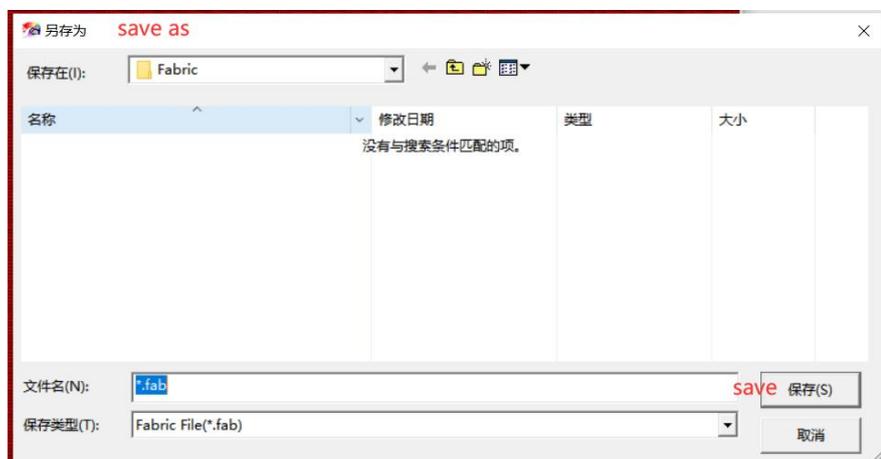


Figure 5-50 Save Fabric File Dialog Box

 Save Fabric: Save the selected fabric drawing as an bitmap file.

1. Judging that the fabric selection box is invalid, exit the operation (Figure 5-51).

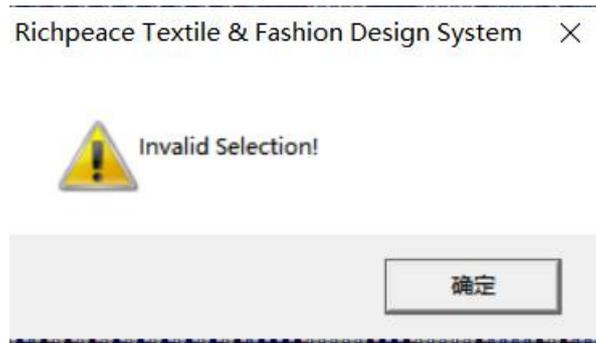


Figure 5-51 Invalid selection

2. A dialog box will pop up if the fabric selection box is valid (Figure 5-52).

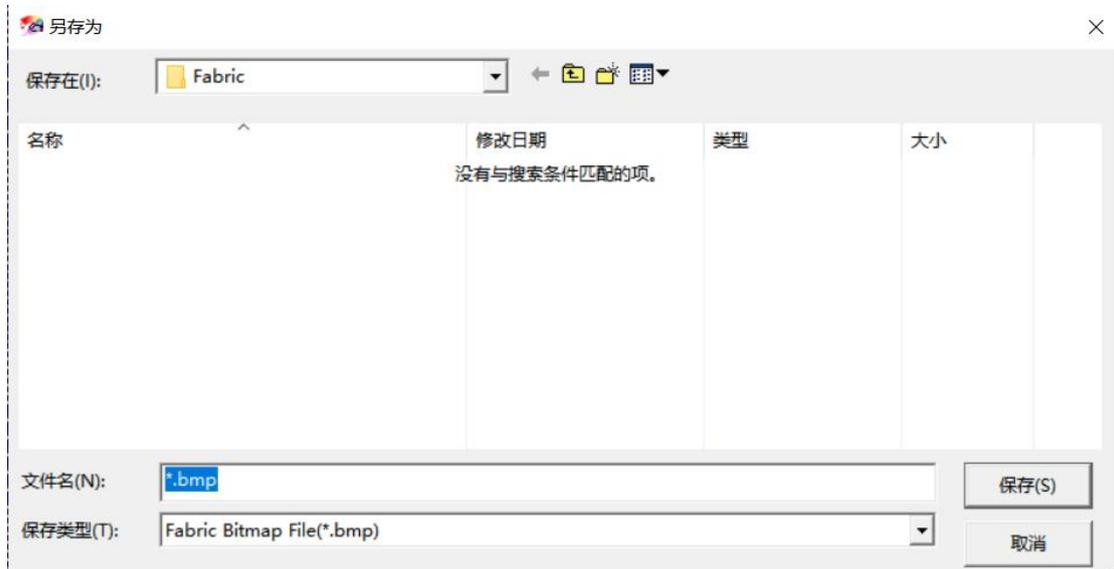


Figure 5-52 Save Fabric Bitmap dialog box

Enter the save image file name to save the marquee fabric as an image file.

■  Fabric Attributes : Displays the Attributes of the complete cycle of the fabric.

Click the Fabric Attributes command to pop up the Fabric Attributes dialog box(Figure 5-53).

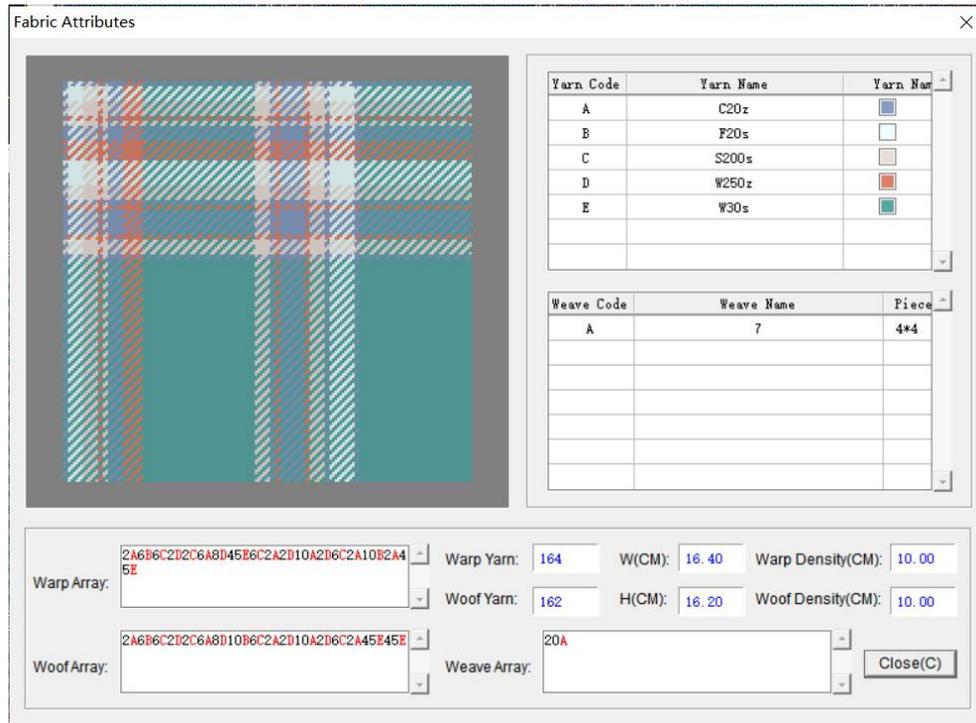


Figure 5-53 Fabric Attributes Dialog Box

1. Fabric cycle preview (Fig. 5-53A).

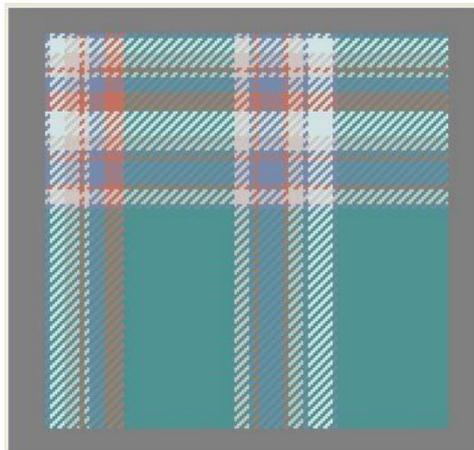


Figure 5-53A Preview of fabric cycle

2. Yarn Attributes: Display all the yarn information used in the fabric cycle.

Yarn Code	Yarn Name	Yarn Name
A	C20z	
B	F20s	
C	S200s	
D	W250z	
E	W30s	

Figure 5-53B Yarn Attributes

1). Yarn Code.

2). Yarn name.

3). The color used for the yarn

3. Weave Attributes: Display all the weave information used in the fabric cycle.

Weave Code	Weave Name	Piece
A	7	4*4

5-53C WEAVE attribute

1). Weave Code.

2). Weave name.

3) The number of Weave pieces.

4. Warp array: Display the data of warp Array.



Figure 5-53D Warp Array Data

5. Woof Array: Display the data of the woof array.

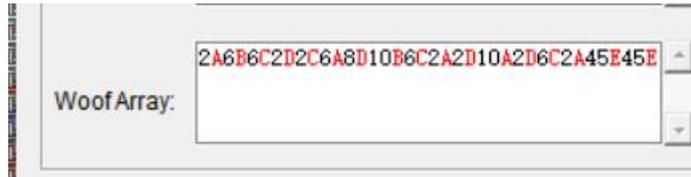


Figure 5-53E woof Array data

6. Weave Array: Display the data of weave Array.

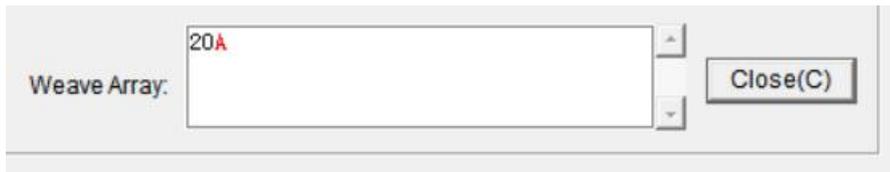


Figure 5-53F Weave Array data

7. Warp and woof yarn statistics



Figure 5-53G Warp and woof yarn statistics

8. Fabric size:



Figure 5-53H Fabric Size

9. Fabric density.

Warp Density(CM):	10.00
Woof Density(CM):	10.00

Figure 5-53I Fabric Density



Print Fabric: Print the fabric in the selection.

1. Judging that the fabric selection box is invalid, exit the operation (Figure 5-54).

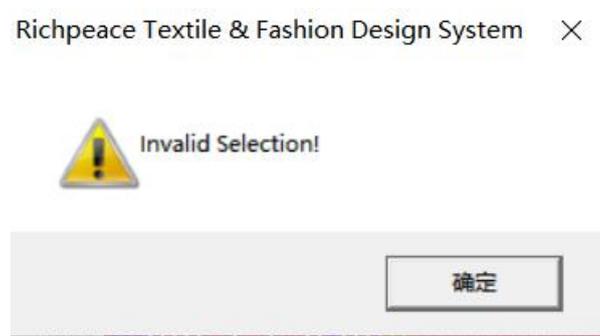


Figure 5-54 Judging the fabric selection box is invalid

2. A dialog box will pop up if the fabric selection box is valid (Figure 5-55).

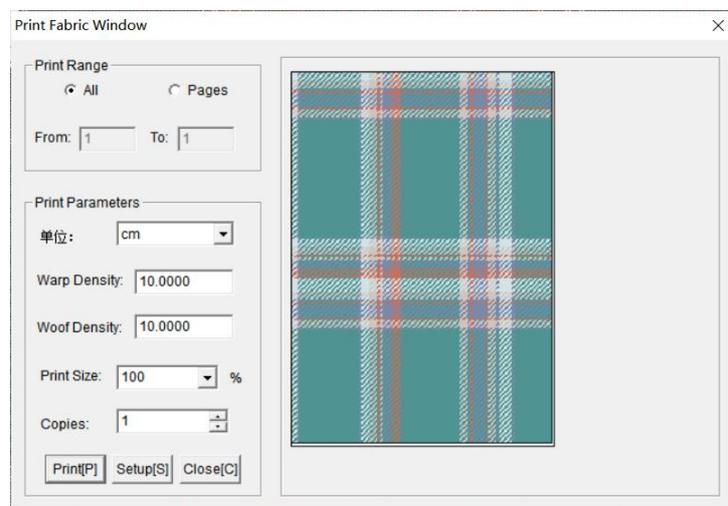


Figure 5-55 Print Fabric Window

1). Printing range:

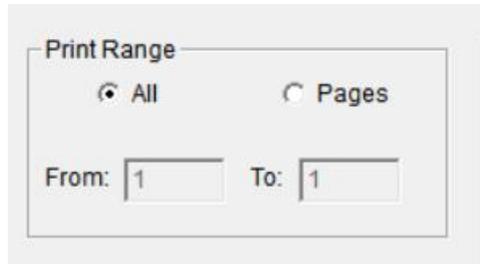


Figure 5-55A Set the print page range

2). Printing parameters:

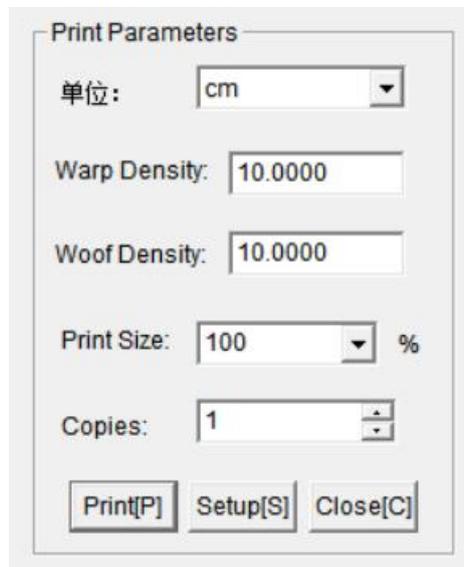


Figure 5-55B Printing Parameters

- ① Density unit: centimeters and inches
- ② Warp and woof density: Set the warp and woof density.
- ③ Print Size and number of copies.
- ④ System page settings.

⑤ Print operation:



3). Print preview editing.

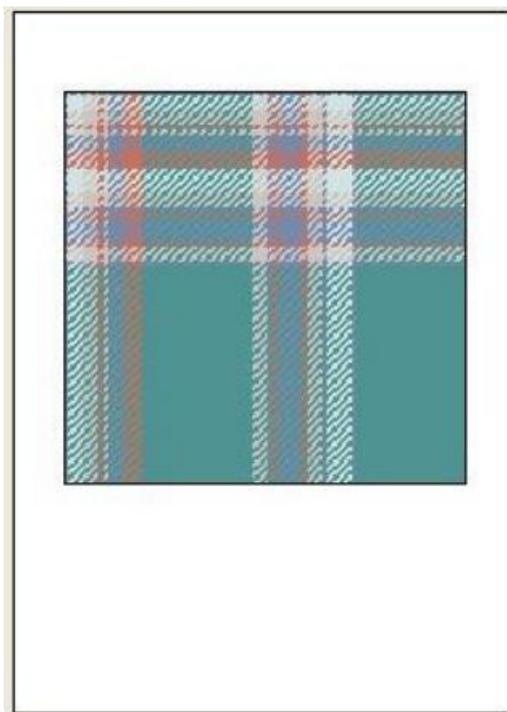


Figure 5-55C Print Preview Edit

① Preview the print effect.

② Move the printing position of the fabric: click and drag with the mouse.

■  Undo/Redo: Undo/redo the last step in the fabric design.

◇  Undo/Redo

Undo/redo the last step of the woven fabric design.