

## Expanded uses for the Weave Overlay

Prior to JacqCAD 4.33b1 the Weave Overlay was used only as a way-station between assigning weaves (**Weave » Assign Weaves**) and cutting the weaves into the design as black (color 255) pixels (**Weave » Cut Weave into Design**).

Once the weaves have been assigned you can display them as a “weave overlay” using either “*Dot Wve Marks*” (second figure) or as “*Whole Wve Marks*” (third figure). Selection of the marks is via **Weave » Weave Cuts**.

The *Whole Wve Marks* work well at low zooms, but substantially change the appearance of the design. The *Dot Wve Marks* change the appearance much less, but they work well only at higher zooms where there are enough pixels to show the dot plus some of the underlying design.

The colors used for the various markings and grid and the size of the center dots can be customized using **Weave » Wve Display Prefs...**

Weave marks provided only visual review of the weave alignments. In order to measure floats or punch it was necessary to first cut the weaves into the design as black pixels.

Starting with JacqCAD 4.33b1 (30 July 2011) the use of the weave overlay has been expanded so that it can be used in measuring or masking “floats” and in punching to a loom file *without* requiring that the weaves be first cut into the design.

Three sources of Cuts are now supported:

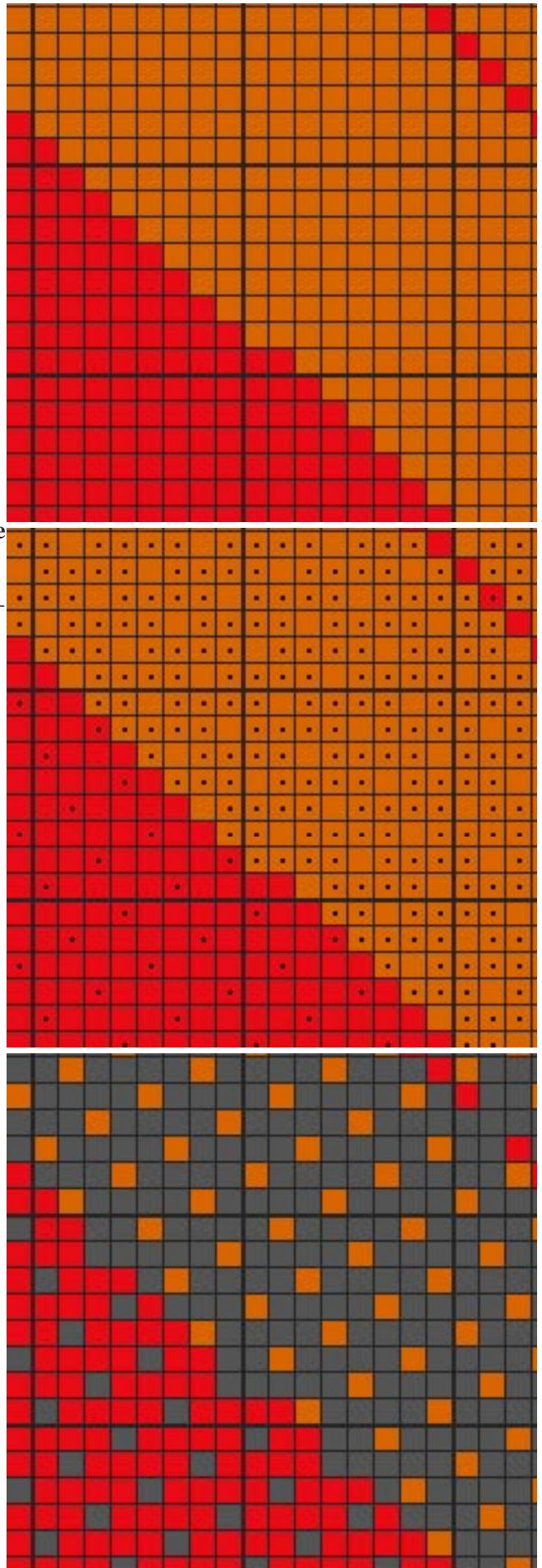
- 1) *Pixels*: color 255=Cut, others=Miss (as before)
- 2) *Weave Overlay Only*
- 3) *Weave Overlay with Override by 0/255 Pixels*

The first, *Pixels*, looks only at the design itself, seeing color 255 (black) pixels as Cut marks, anything else as Miss. This had been JacqCAD’s only approach for 20 years.

*Weave Overlay Only* ignores the design and looks only to the assigned weaves in the weave overlay for Cut/Miss.

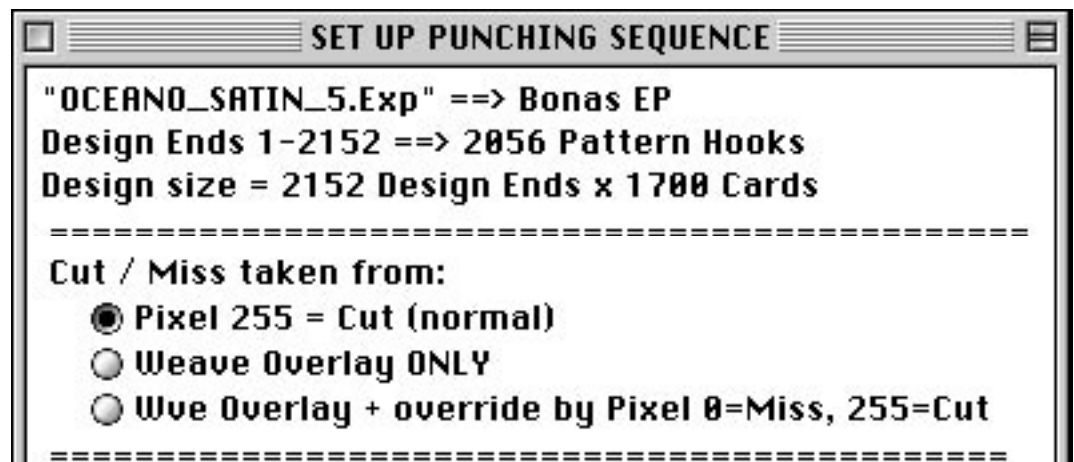
*Weave Overlay with Override by 0/255 Pixels* first looks to the weave overlay, but then also checks the design for pixels of color 0 or 255 which will override the weave overlay. Color 0 will force a Miss, Color 255 will force a Cut.

The override allows you to place “binders” in the design using colors 0 and 255 (which of course must not be used for any other purpose in the design) while using the overlay for the assigned weaves.



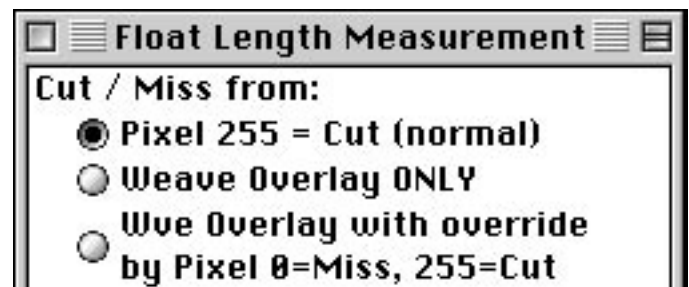
The new Cut sources are used in three places:

### Weave » Punch As



### Measure » Float Lengths

If a rectangular selection is present then the float lengths are measured within that selection area. This is especially useful when some sections of the window (often along the right side) are used for special purposes such as selvedge weaves, weft selectors or other controls. Simply select only the design area before measuring the float lengths.



### Special » Preset Finds » Make Mask from Floats

This too respects a rectangular selection if it is present. The mask covers everything except floats which are found.

Some designers temporarily “cut” weaves into a design using colors other than 255. This can allow them to work with several different warp or weft systems. Eventually they convert those special colors to color 255 for punching.

Mask Floats supports such techniques by allowing the designer to choose the “cut color” of interest, even to use a Color Group to define groups of “cut colors” - see the *Cut pixel COLOR* section of the dialog. Clicking **Normal** resets to the standard CUT Color 255.

In keeping with the above, the *Cut marks SOURCE* section is slightly modified from the previous two dialogs. Here override is still color 0=Miss, but a Cut override is by pixels as defined in the Cut pixel COLOR section.

Also note that Mask Floats allows one to build complex masks which combine several types of floats through use of the **ADD to Mask** button. A common use would be to first use New Mask to create a mask showing, say, Warp Face floats, then use ADD to Mask to add Weft Back floats in order to find crossing floats both of which can be fixed by inserting a single color 0 binder.

