

# Using the Computer Weaving Software Buyer's Guide

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The Buyer's Guide lists the basic features of all the computer programs for weaving so that you can compare them and select the one that's right for you. All of programs are menu driven and relatively easy to use. The programs with the fewest features are easiest to learn, but with more features, you gain greater options for drafting styles and interlacement and color complexity. There are many more tools than are actually listed in the guide, and in many of the programs there are several possible drafting styles to choose from.

## Start with a demo version

Most of the software manufacturers provide demonstration versions of their programs for you to try. You can usually download the demo from the internet web site for no charge or request a mailed copy for a small fee.

Some of the features are disabled on the demo versions (usually saving and printing). Most of the demo versions do not contain all of the program features. If there is a time limit for using a particular demo, wait to order it until you have enough time to really work with it.

## Loom drivers and manuals

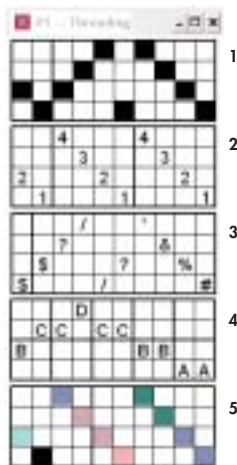
If you are looking for a software program to run a loom, you will need a loom driver included in the package. As technology changes, older loom interfaces are becoming outdated. At the present time, the SLIPS interface is approaching obsolescence and requires an older computer with an older operating system. If you are looking for a loom driver, talk to the software company about what you need for your specific loom and computer.

Another feature to consider when you place an order for software is the manual. Since printed manuals are costly to produce and mail, an electronic copy of the manual may be available instead. Check to see if there are additional charges for loom drivers and printed manuals.

## General program features

Figures 1–17 in this article show some of the features you can expect to find in most of the programs. Examining them will help you understand the Buyer's Guide. (See pages 7–8 of the Buyer's Guide for an explanation of the terms and symbols used in the Guide.)

### 1. Threading methods



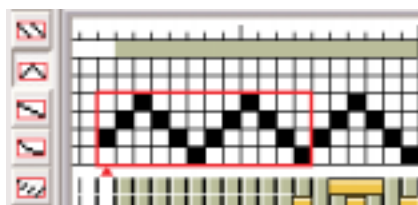
Patternland screen

There are five basic methods used to display threading data. Check the Buyer's Guide for availability in each program.

1. Black squares
2. Numbers (from 1 to 32 or more)
3. Symbols
4. Letters (for block drafts or special threads)
5. Colored squares

In some of the programs, some of the grid lines can be adjusted to be heavier than others.

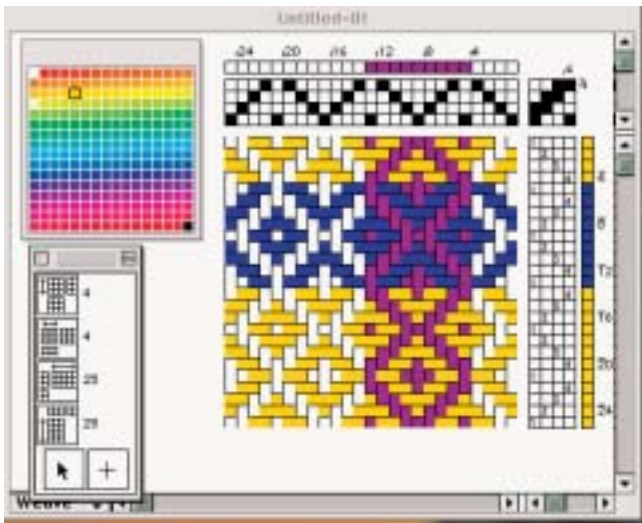
### 2. Methods for entering data



Fiberworks screen

In some programs you can click and drag the mouse to fill an area of threading or treadling with a selected sequence. This example shows a point-twill threading. Notice that the drawdown in *Fiberworks* shows as interlacing threads.

### 3. Display areas



Some programs allow you to choose different display methods for different areas of the draft, as illustrated in this example from *SwiftWeave*. Filled black squares have been selected for the threading and tie-up and numbers for the treadling. Color bars and a running count of ends and picks appear as part of the draft. Warp and weft colors are different from each other to show the weave structure more clearly.

*SwiftWeave* screen

### 4. Nested repeats

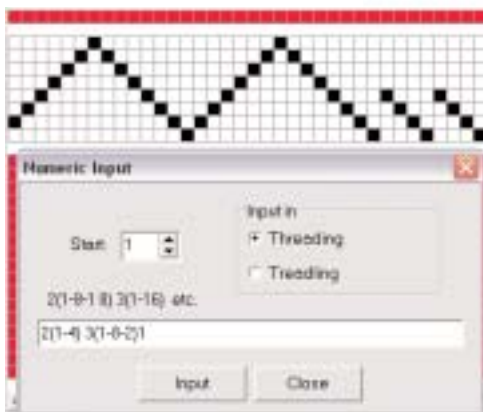


*WeaveIt* allows the entry of data using repeats that can be nested two deep (two 3x repeats are nested within a 25x repeat in this example).

In *WeaveIt*, two warp and/or weft colors can be selected and then quickly entered by clicking the right and left mouse buttons as each is desired.

*WeaveIt* screen

### 5. Other shorthand data entry methods



Several programs allow shorthand methods for entering threading and/or treadling data. *WeavePoint* uses an algebraic method: in the draft shown here, 2(1-4) means two repeats of the threading 1 to 4 (1-2-3-4-1-2-3-4).

*WeavePoint* screen

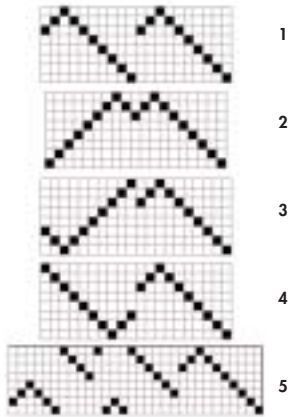
## 6. Entering color information



*WeaveIt* screen

The programs vary in the methods used for applying color to warp and weft threads. In *WeaveIt*, you can enter the color repeat in a special color window and then it to the draft. A draw-down then appears with colored squares that give an overall idea of the color interaction that will take place in the cloth.

## 7. Quick methods for creating threading repeats

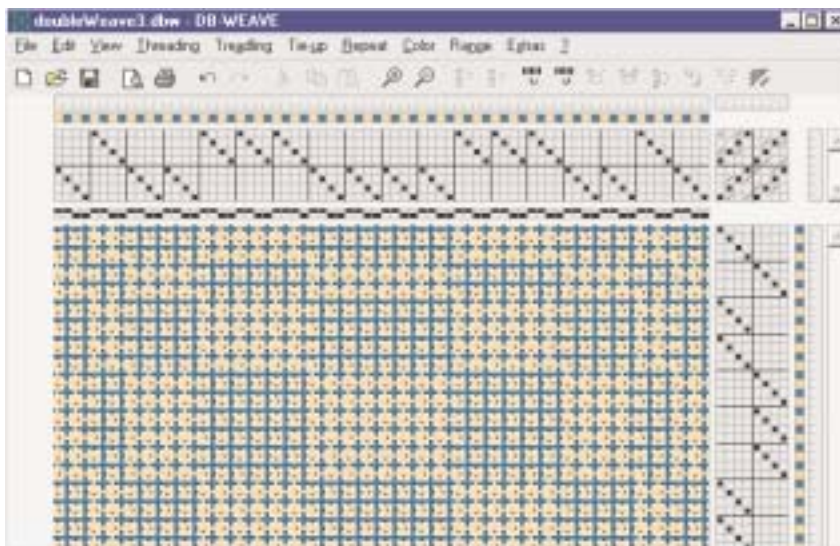


Many of the programs allow you to create threading and treadling repeats automatically; some types are:

1. Direct
2. Mirror
3. Flip
4. Rotate
5. Wrap

In the wrapped example (5), for each repeat the sequence is moved up two rows (when the threading reaches the last shaft, it “wraps” back to shaft 1 and continues).

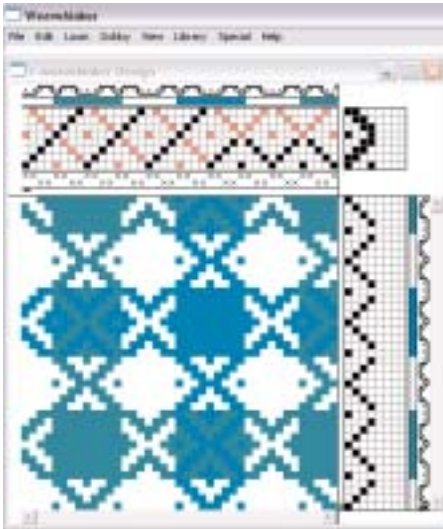
## 8. Special symbols for specific weave structures



*DB-Weave* screen

Some programs use special techniques or symbols for certain weave structures. In *DB-Weave*, symbols (slashes) in the tie-up show which layers are lifted by each treadle in a doubleweave draft. The drawdown in *DB-Weave* shows both layers.

### 9. WeaveMaker MI screen features

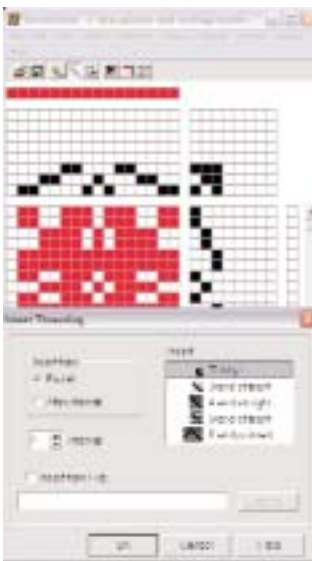


*WeaveMaker* shows cross sections of the warp and weft and gives symbols to indicate the denting; 2 ends/dent (xx) are indicated in this draft.

In *WeaveMaker*, pink squares in the threading draft suggest an alternate threading that can produce the same interlacement. In this draft, an 8-shaft straight draw and a 4-shaft rosepath threading can both produce the drawdown shown.

In *WeaveMaker* drawdowns, the warp and weft are represented by colored squares. When the same colors are used in both warp and weft, the structure is not apparent. The structure can be made more visible in *WeaveMaker* (and in many of the other programs) by selecting an “interlacement” display or by altering the colors slightly to differentiate warp from weft.

### 10. WeavePoint screen features



In *WeavePoint* (and in some of the other programs), you can insert a ground warp in the threading or a tabby weft in the treadling with the Insert utility. (You can also create other weaves than plain weave and insert them.)

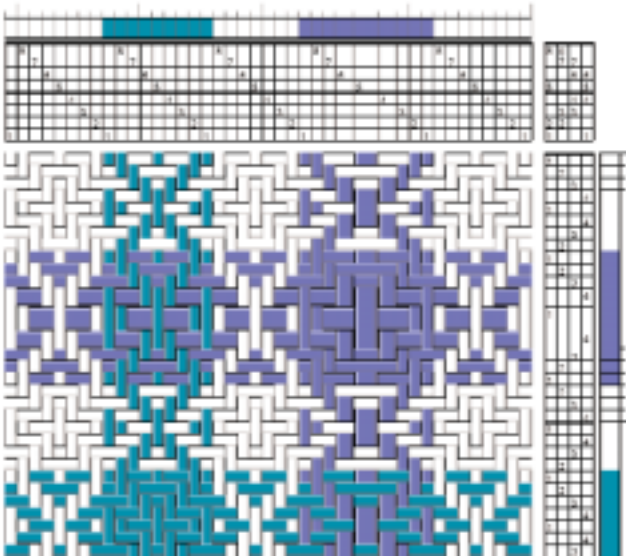
In the window shown here, starting with shaft 1 and end 1, a new threading (“tabby” is selected) will be inserted so that it alternates with the existing threading.

### 11. A printed draft in WeavePoint



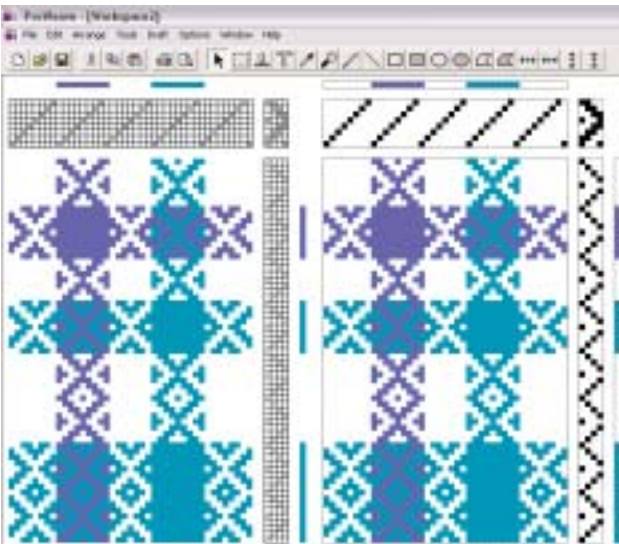
Most of the programs produce printouts of the drafts similar to the one shown here from *WeavePoint*. The drawdown consists of filled squares within a grid to represent the threads. Colors appear as bars in the threading and treadling. Colored squares in the drawdown give an overall impression of the color interaction between warp and weft.

### 12. A printed draft in *Fiberworks*



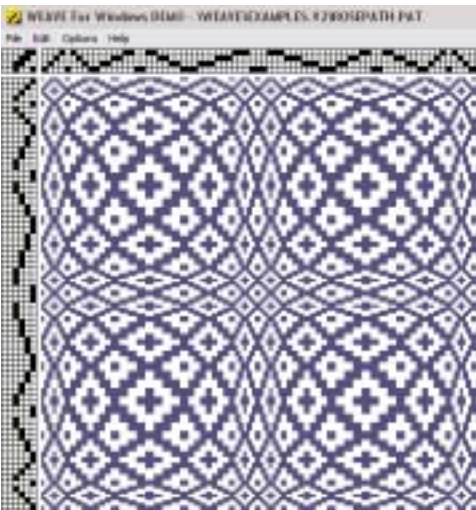
*Fiberworks* drafts contain thread width information at the top, (note the wider threads in the right-hand blue motif). Color bars give color information for each warp and weft thread. The tie-up is located in the upper right corner (indicated by UR in the Buyer's Guide). An interlacement display shows structure as well as color.

### 13. Two draft formats in *ProWeave*



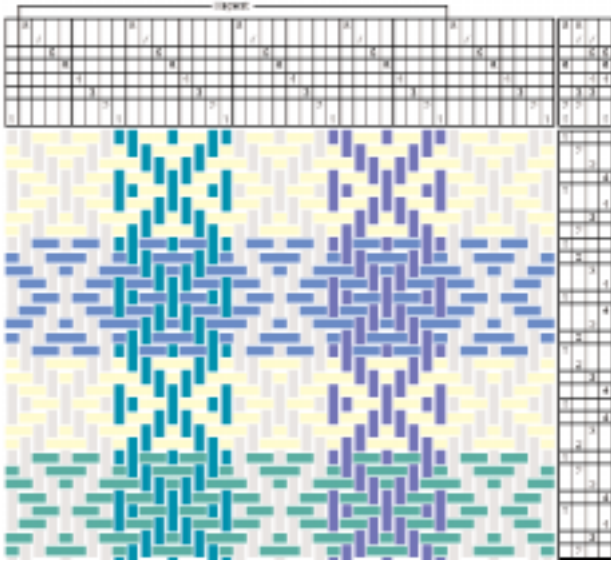
*ProWeave* has an option to “symbolize” the draft. This produces the draft on the left out of the draft on the right. The symbolized version is for printing only and can not be edited. The draft on the right can be edited.

### 14. *Weave for Windows* screen features



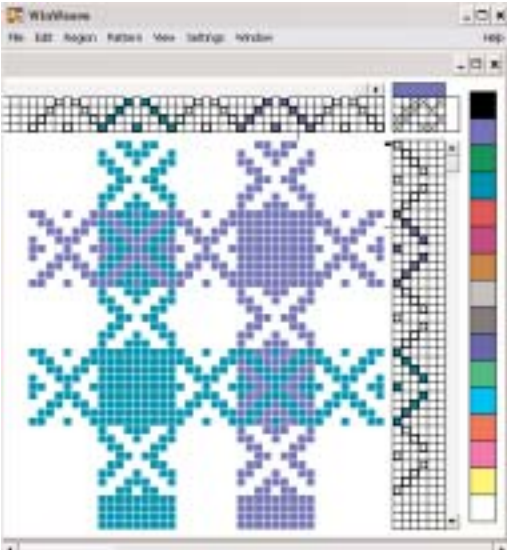
In this draft from *Weave for Windows*, one repeat of the threading is displayed at one magnification while the drawdown is scaled so that two repeats are displayed. The tie-up appears in the upper left corner (this feature is indicated by UL in the Buyer's Guide).

### 15. A printed draft in *Patternland*



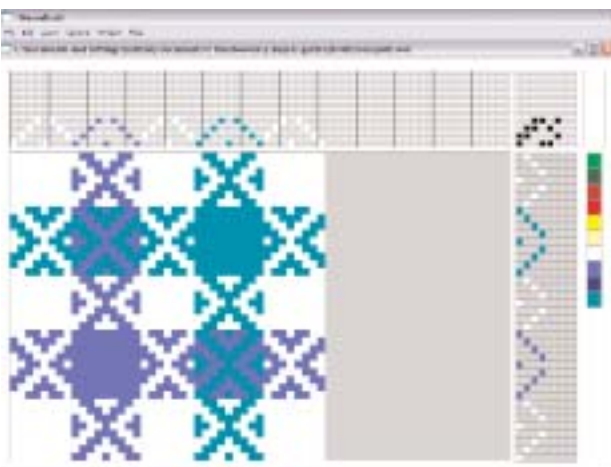
*Patternland* allows several drafting formats. In this example, the threading draft is annotated with a repeat bracket. The structure is shown with a combination of techniques, and the colors in warp and weft are different to show the structure. The width of the threads have been narrowed so that the drawdown looks like an interlacement.

### 16. *WinWeave* screen features



In *WinWeave*, colors in the threading and treadling drafts appear as filled-in squares. The colors are selected from a color bar at the right of the draft on the screen.

### 17. *WeaveDraft* screen features



*WeaveDraft* allows very few ends and picks—only the number that fills the screen. There is a version of *WeaveDraft* available for both Macintosh and Windows computers.



**Judie Eatough**, of Provo, Utah, loves weaving, computers, puzzles, drafts, and grandchildren. Creating drafts, whether for 4-shaft looms or drawlooms, is her passion. Weaving them is almost as much fun. Judie teaches weaving and the use of weaving software at Brigham Young University.