

DesignaKnit8

Original Pattern Drafting

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Original Pattern Drafting

- "What's New in Version 8 Original Pattern Drafting" on page 3 page 3
- "Getting Additional Help" on page 251 page 6
- Icon tools and drop down menus page 6
- Getting additional help page 251

The Original Pattern Drafting area of DesignaKnit 8 allows the user to create his or her own shapes. Starting with a rectangle (Piece Menu>Block (New Piece), which can be set to the maximum or minimum dimensions required, "points" are added, subtracted or moved using the appropriate tools. A wide variety of shapes can be created ranging from complex pattern pieces for fitted garments to soft toys and furnishings.

Starting A New Garment

Creating a garment from scratch in the Original Pattern Drafting section requires the user to have some basic knowledge of pattern drafting. The program will calculate automatically the number of stitches and rows at a given tension for any two dimensional shape. This section permits pieces to be rotated, fitted together and measured to ensure the success of the end product. However, unlike the Standard Garment Styling section, the Original Pattern Drafting area of DesignaKnit 8 does not check automatically to ensure seams will match since it has no way of knowing which pieces are to be fitted together. This means that the user has complete control over the design process.

Modifying A Standard Garment

For those with less experience, a simpler way of using some of the advanced features of Original Pattern Drafting is to start by drafting a garment in the Standard Styling area. Having designed a basic garment, take the short cut button to the Original Pattern Drafting section. All the garment pieces will now be placed on the workspace, complete with all points. Provided the seams are kept the same length and vital areas such as armholes and sleeve caps are not drastically changed, the garment should still fit together correctly. Simple but effective changes might include curving the front edges of jackets, turning garment pieces through ninety degrees for sideways knitting or cutting pieces into separate panels.

Key Features Of Original Pattern Drafting

The Original Pattern Drafting area of DesignaKnit 8 permits the user to create his or her own shapes. Starting with a rectangle (Piece menu/Block (New Piece)), which can be set to the maximum or minimum dimensions required, "points" are added, subtracted or moved using the appropriate tools. A wide variety of shapes can be created ranging from complex pattern pieces for fitted garments to soft toys and furnishings. The ability to input a design or to modify an existing garment using Exact Stitch Layout gives the designer the ability to fine tune the garment shape to the exact row by row exact stitch layout for your own designing option or to match a written pattern, say out of a magazine.

Starting A New Garment

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Modifying A Garment Piece Using The Exact Stitch Layout Feature

For those wanting to precisely control the exact stitch by row layout of the garment piece, using the new Exact Stitch Layout feature will give you just this ability. Patterns can be put in directly using precise exact stitches and rows. Additionally, the user may want to use the exact stitch layout to create a precisely defined garment piece from the original Piece / Block (new piece), or by taking an existing design and making the neckline, for example, to match a published pattern or your own choice. For more information on this new feature in DesignaKnit 8, see **Exact Stitch Layout** (more info on page 67)

What's New In Version 8 Original Pattern Drafting

Improved Thumbnails

Thumbnails are now also used for shape files and palette files in addition to stitch patterns and standard graphic files. Shape files can be searched by the design method (Standard Garment Styling or Original Pattern Drafting, or both), by Standard Garment Styling if any exists (baby/child/adult; female/male; garment type), by the number of pattern pieces, by text embedded in the tension notes, or by a range of dates on which the files were last saved. The specified sorting can be in ascending or descending order. The thumbnail window can be resized (within limits), and the dimensions are remembered across sessions.

More information on page 37

Improved Rulers And Grids, Including Moveable Rulers

There are new horizontal and vertical moveable rulers. The position of each moveable ruler for each pattern piece is stored in the shape file, and is therefore remembered individually for each piece across DesignaKnit 8 sessions. The point at which the horizontal ruler attaches to the shape layout is at the upper edge of the ruler at the zero point. The point at which the vertical ruler attaches to the shape layout is at the left edge of the ruler at the zero point.

See Horizontal or Vertical Rulers on page 70 for more information.

Display And Integrate Stitch Patterns On Garment Pieces

There is a new View / Stitch pattern menu item and view button (the icon is a front piece with a colour pattern) to show the currently integrated stitch pattern on the currently selected pattern piece. If no stitch pattern has yet been allocated to this garment piece, the thumbnail dialogue is presented so that a stitch pattern may be selected. When the integrated stitch pattern is displayed, a tag with four arrows appears in the center of the piece. The positioning of the stitch pattern on the piece can be adjusted by dragging with the mouse, starting from this tag. Using the new View / Different stitch pattern, or double clicking on the View button, or double clicking on the tag brings up the stitch pattern thumbnail dialogue, regardless of whether the piece has yet been integrated, so that a different stitch pattern may be integrated.

See View a Stitch Pattern on the Active Piece on page 86 for more information.

Exact Stitch Layout – Full Control Over The Piece Edges

On any garment piece, by zooming in along the edge of the garment piece and selecting exact stitch layout using View / Stitch Handles will then show light orange ovals for each individual stitch along the edge of the garment piece. Selecting a stitch using the left mouse button, or multiple stitches using the control-left mouse buttons turns these selected stitches light green. When these selected points are dragged to a new position for the first time, this changes an important property of the entire piece: it becomes an Exact Stitch Layout piece. DesignaKnit 8 will ask if you want to save this piece so you can revert back to the original. If you need to change back to the original garment shape, this can be accomplished by using Options / Revert. The maximum size of a garment piece is now 3000 stitches by 3000 rows to accommodate the new Exact Stitch Layout mode. Similarly, there is also a maximum of 1000 points per garment piece. This gives you full control of every single stitch on the piece edges as needed. There is a new menu item View / Stitch Handles and a corresponding button (one of the View buttons with a couple of orange circles). If the stitches are not too small, stitch handles are displayed as individual ovals at the ends of every row to allow precise adjustment of the piece outline. You might need to zoom in to see the stitch handles individually. When zoomed in, individual stitches can be adjusted exactly along the edge

where you want. This can be used for correcting Knit Direction issues, for smoothing a curve even further, or for adding a new area.

See Exact Stitch Layout on page 67 for more information.

The Knit Direction Indicator

There is a new View / Knitting Direction menu item and view button, that not only allows control of the knitting direction at row 1 of the active piece but also displays warning highlights of shaping errors. There are 3 states of this option: Off, On with plain background, On with shaded rows. When zoomed in so that individual rows are visible, the background screen color has different color shades for alternate rows, thereby providing an instant guide to the knitting direction for each row. When this option is turned on, a green arrow appears at one side or other of row 1 of the active piece. The starting direction of knitting can be altered by clicking on the green arrow. Shaping errors are highlighted and can be corrected using Exact Stitch Layout. Selection of the color changer when configuring a knitting machine will also affect the starting Knit direction.

See Knit Direction on page 72 for more information.

Select And Drag Groups Of Coordinate Points At One Time Extensive New Join Piece Options

A set of points can now be selected for dragging. The selection box can be used to select points, or you can simply click the left mouse button very near to the required point. The selection can then be dragged using the mouse, or moved using the arrow keys. When dragging one or more points with the big cursor on, the big cursor jumps to the nearest point to help line up the selected points with the pattern piece's other points.

(See **Cut, Copy and Paste Selected Points** (more info on page 22) for more information)

(See Piece / Overlapping Piece for more information)

Add Multiple Points In A Defined Sequence

In the normal operation of the Add Point tool, each new point is added to the existing edge line that is closest to it, independently of any points added previously. This is not so convenient if you want to add a series of points that must be joined to each other rather than each being inserted separately into the edge line that happens to be closest. There is now a multiple points mode. This means it is now possible to draw an entire outline by clicking the points in sequence, for example by tracing the outline of a printed pattern using a graphics tablet. If tracing a new piece from scratch, begin with a tiny group of just 3 or 4 points close together, so that they don't get in the way of what you are doing, trace the shape, and then delete the original points.

See Add or Delete New Points on page 10 for more information.

Improved Mirrors

When dragging a mirror, and the mirror tag is released, it snaps to the nearest valid position. If the vertical mirror is configured to be at a stitch intersection, it snaps to the nearest intersection, and if configured to be at a stitch center, it snaps to the nearest stitch center. Similar logic applies to the horizontal mirror. When setting the origin to an existing coordinate, the mirror type is set to intersection rather than to the stitch/row center. If the Control key is held down before ending the drag, the dragged mirror snaps to the nearest point to the mirror (rather than the nearest point to the cursor), while the other mirror stays where it is.

See also Mirror Horizontal on page 78

See also Mirror Vertical on page 81

New Hot Button Keys

- Home = Toggle between zoom to the current piece and zoom to all pieces, except when using the zooming in tool, in which case it zooms in to the area around the cursor.
- Shift F5 = Toggle View stitch handles
- Control F5 = Toggle Use knit direction indicator
- Control + C = If there are any selected coordinate points, these are copied to the Clipboard as text; if there are no selected coordinates, the screen is copied to Clipboard as a bitmap.
- Control + Z = Undo
- Control + Y = Redo
- Control + X = Cut Selected Points
- Control + V = Paste Selected Points
- Control + Z = Paste Points as a New Piece

Right Mouse Button Popup Menu

A right mouse click outside all pattern pieces brings up a popup menu. (It is also brought up by shift right mouse button, click anywhere on the workspace.) The options are:

- Transparent - applies to the current piece.
- Delete selected points.
- Cut selected points
- Copy selected points
- Paste points - Points are pasted as a new piece.

Tools On The Workspace

Original Patterns are created using the various tools and functions. Function and tool buttons are on the left and top sides of the Original Pattern Drafting workspace. All tools and functions can also be selected from the appropriate Menu. The drop down Menus also contain other functions and access to dialog boxes which are not represented on the Tool Bar.

Side Menu Bar Tools

File and Print icons

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	Save to Disk	page 60
	Send to Printer	page 59
	Open Help Manual	page 251
	Undo the Last Action	page 63
	Redo the Last Action	page 63

Cut, Copy and Paste

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Slopes and markers

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	Shaping Method - Cast Off or Hold for Gentle Slopes	page 62
	Marker - Set a Marker at a Selected Point	page 52

Taking measurements

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Adjusting the size of the garment shape

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Garment modifications

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Cursor size, point numbering and background grids

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Show rulers

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Stitch layout

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Show a stitch pattern on a garment piece

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Manage the garment pieces on the screen

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Vertical and horizontal mirrors

	Vertical Mirror	page 81
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File

New	page 105
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Grade page 110

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Edit

Copy Design Space to Clipboard page 116

View

Info page 121

Hints page 121

Piece

Block (New Piece) page 130

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Delete Piece page 133

Duplicate Piece page 133

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Options

Method of Knitting page 96

Units of Measurement page 123

Tension page 126

Extra Help Page 251

Add Or Delete New Points

Adding Points

Points may be added around the piece until the shape required is created. The maximum number of points on any one piece is 1000. Avoid adding too many points in a small area as this may cause confusion in the knitting instructions. Where a large number of points are used, it is advisable to change the Units of Measurement to Stitches and Rows and, using the Zoom In tool as necessary, check that the points have at least 3 rows and 3 stitches between them. Delete any superfluous points.

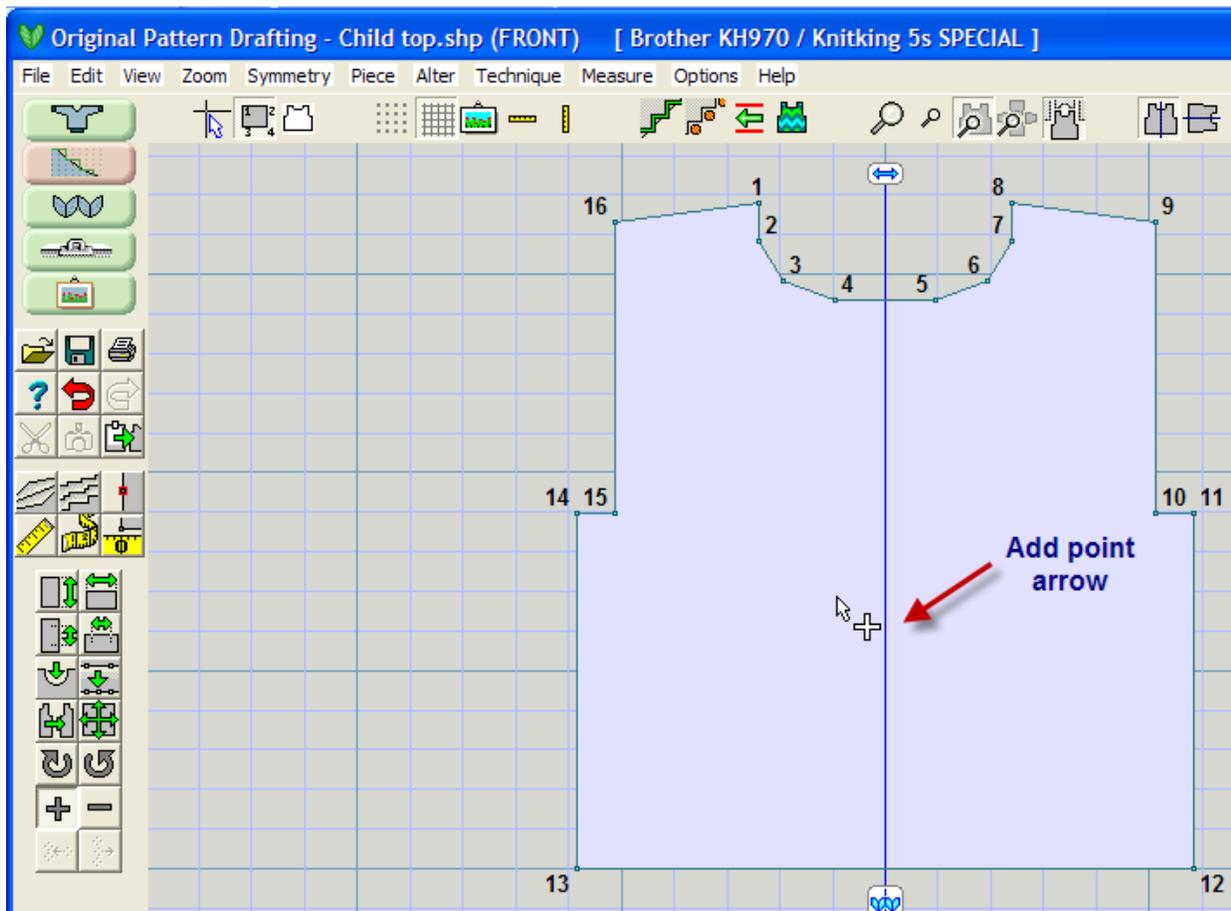
To add points click with the left mouse button on the Add tool and the cursor will change to a cursor with a plus sign next to it. Click wherever you wish to add the point and the outline of the shape will change to include the newly added point. You will continue adding points with each click, until you de-activate the tool by clicking on the Add icon again. Pressing the Escape key also de-activates the tool.

Using the Keyboard to Add Points

The arrow keys enable fine adjustment of the cursor position. The Enter key may be used to set the point instead of clicking with the left mouse button.

Numbering Points

Points are numbered consecutively from the top left corner and as more points are added so the numbering is automatically adjusted to include the new points. To see the numbers, click with the left mouse button on the Numbers tool button.



Adding Multiple Points at Once

When the current piece is displayed in coordinates mode (for example, stitch handles are not visible), the Add Point tool allows the addition of new points to the piece outline. In the normal operation of the tool, each new point is added to the existing edge line that is closest to it, independently of any points added previously.

This is not so convenient if you want to add a series of points that must be joined to each other rather than each being inserted separately into the edge line that happens to be closest.

There is now a multiple points mode: if the Control and shift keys are held down while the tool is active, the + cursor changes to three + signs and the tool behaves differently. Any points added in multiple points mode are added to the outline in the same order in which they were clicked, regardless of proximity to existing lines. The first point of any series is still added to the closest edge, but the second point is added clockwise to the first point, here it is inserted between the first point and the point that is clockwise from the first point. Subsequent points are always inserted clockwise to the previously inserted point.

This means it is now possible to draw an entire outline by clicking the points in sequence, for example by tracing the outline of a printed pattern using a graphics tablet. If tracing a new piece from scratch, begin with a tiny group of just 3 or 4 points close together, so that they don't get in the way of what you are doing, trace the shape, and then delete the original points.

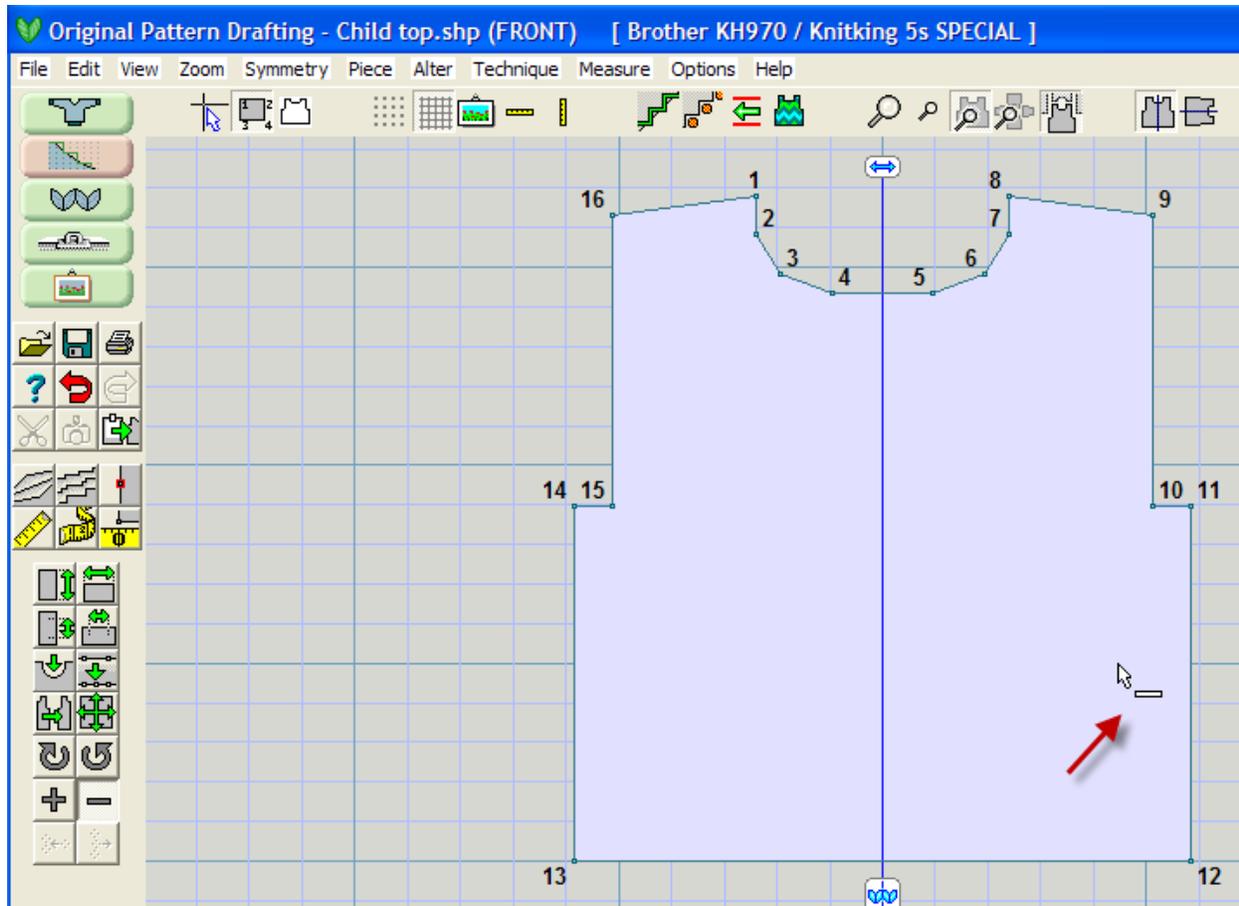
The sequence is finished when the Control and keys are pressed again. The next added point will then be added to the closest existing edge line as usual.



Delete Point

How To Delete Points

To delete points, click with the left mouse button on the Delete tool and the cursor will change to a cursor with a minus sign next to it. Click on the point you wish to remove. Note that a piece must consist of a minimum of three points. You will continue deleting points with each click, until you click once more on the Delete tool to deactivate it. Pressing the Escape key also deactivates the tool.



Using the Keyboard to Delete Points

The arrow keys enable fine adjustment of the cursor position. The Enter key may be used to delete the point instead of clicking with the left mouse button.

Numbering Points

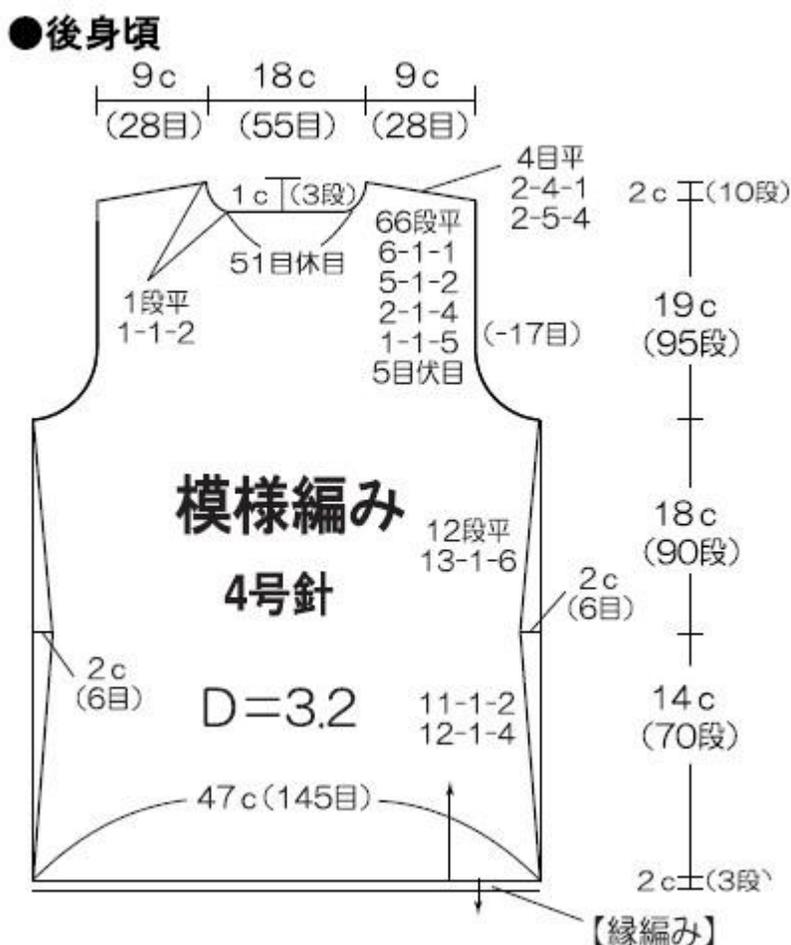
Points are numbered consecutively from the top left corner. As points are deleted the numbering is automatically adjusted to take account of the reduction in the total number of points.



The Curve tool provides a quick and easy way of creating curves on any part of the garment. It is essential for necklines, armholes and curved jacket edges. Curves may consist of up to 30 points but it is better to use fewer rather than more. More points will create a smoother curve but also more complicated knitting instructions. As a rough guide, a normal crew neckline can consist of anything from 4 to 8 points, any more would be excessive. An even number is good for necklines to allow a straight flat section at the base.

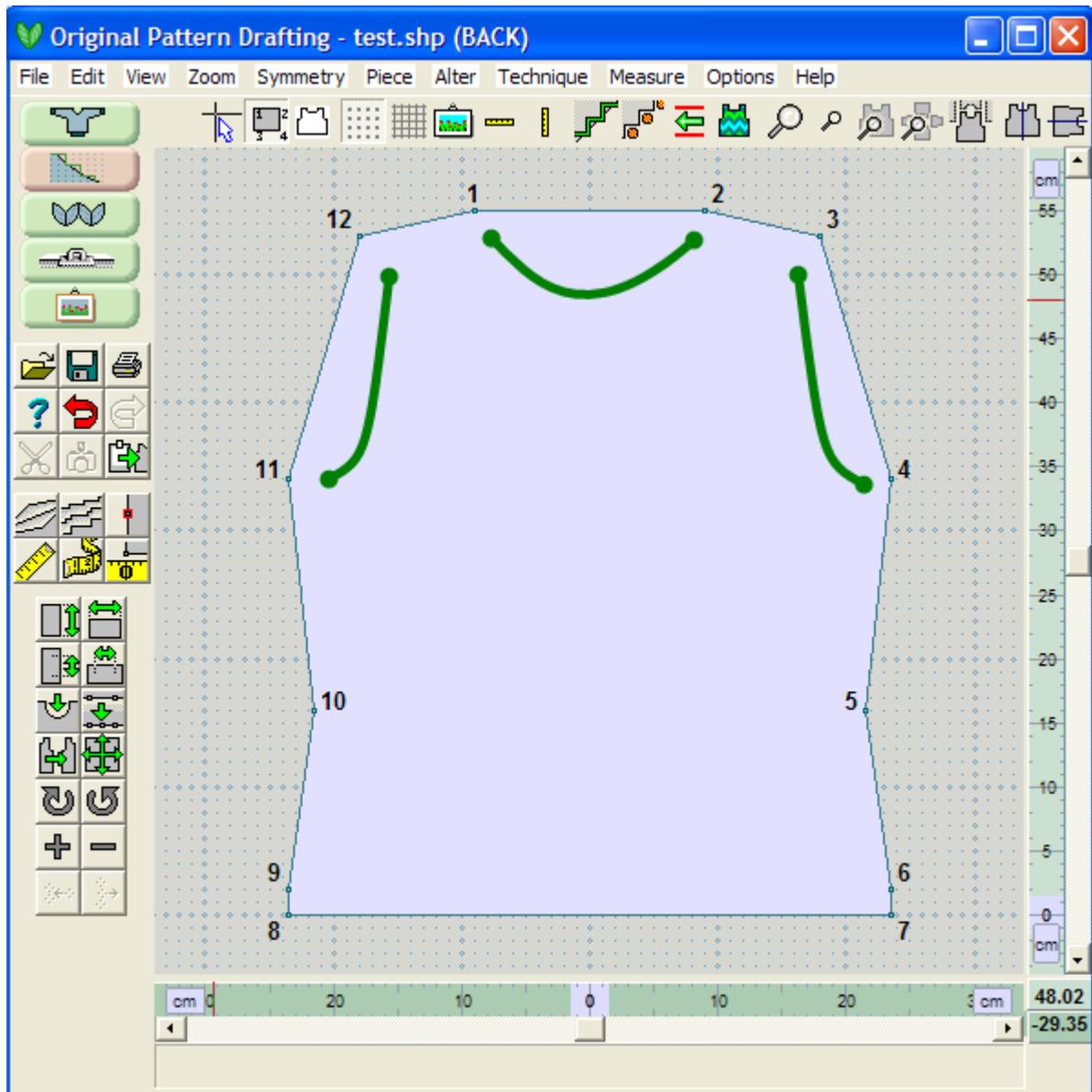
Creating a Symmetrical Curve for a neckline

Here we are working on a back garment piece from a printed knitting diagram (See **How do I ... Enter in a Garment Piece where the instructions Are given in a Schematic Diagram?** (more info on page 210) to work through the complete steps together). The garment waist shaping has been set up, the shoulders are placed including a small shoulder drop. Left to do is to insert a curve for the neckline, and the armholes. Let's do this now.



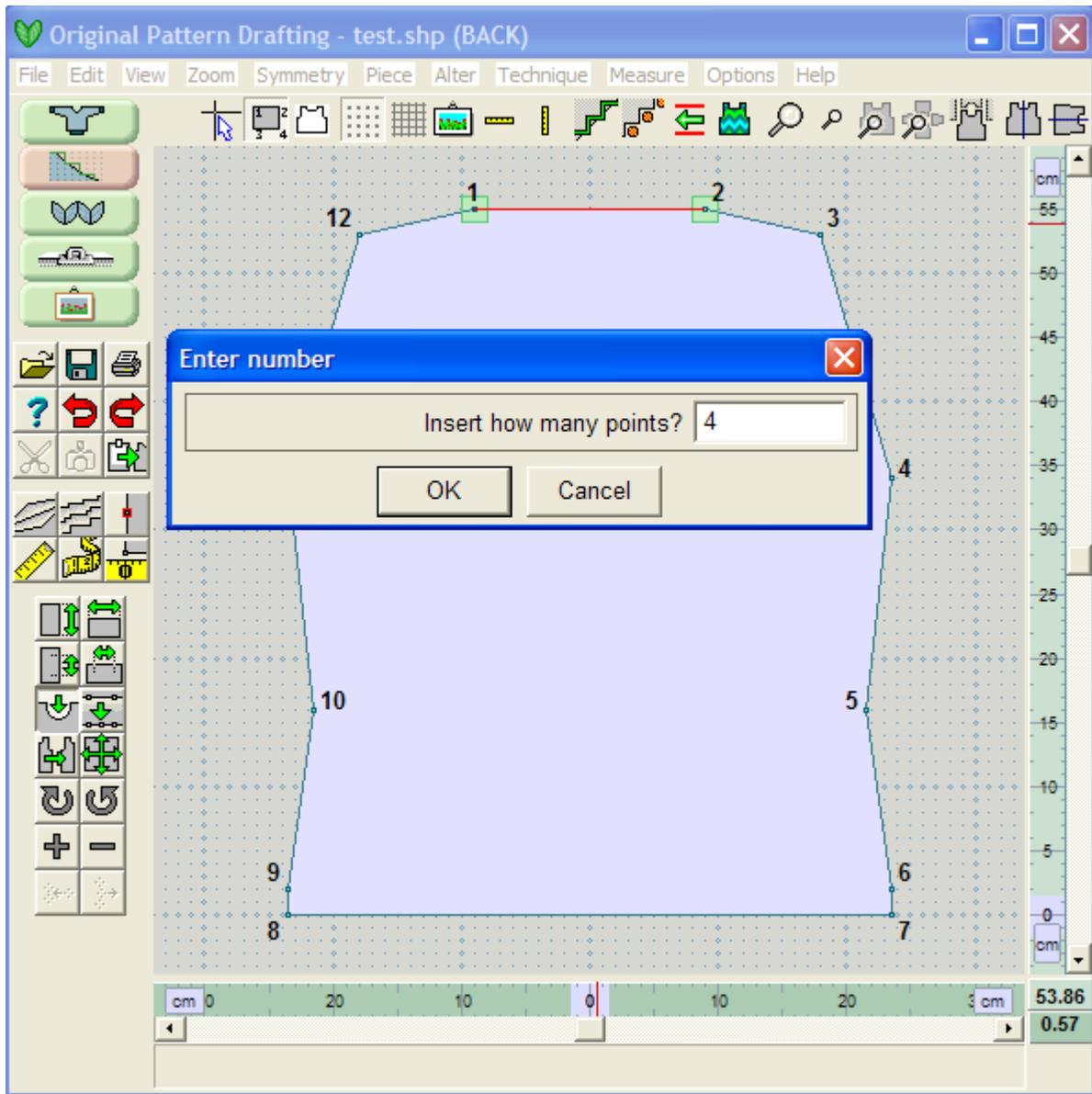
■ゲージ (10cm平方)

模様編み 31目50段



Insert How Many Points for the Curve

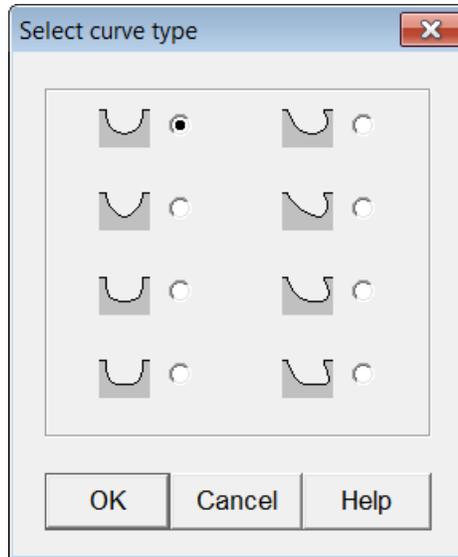
Select the Curve tool on the side menu bar. The cursor changes to a precision cross. Click between the two points that mark the line you wish to insert a curve, (here in our example this is the line between points 1 and 2). A dialog box opens in which you must enter the number of points you wish to add to make the curve.



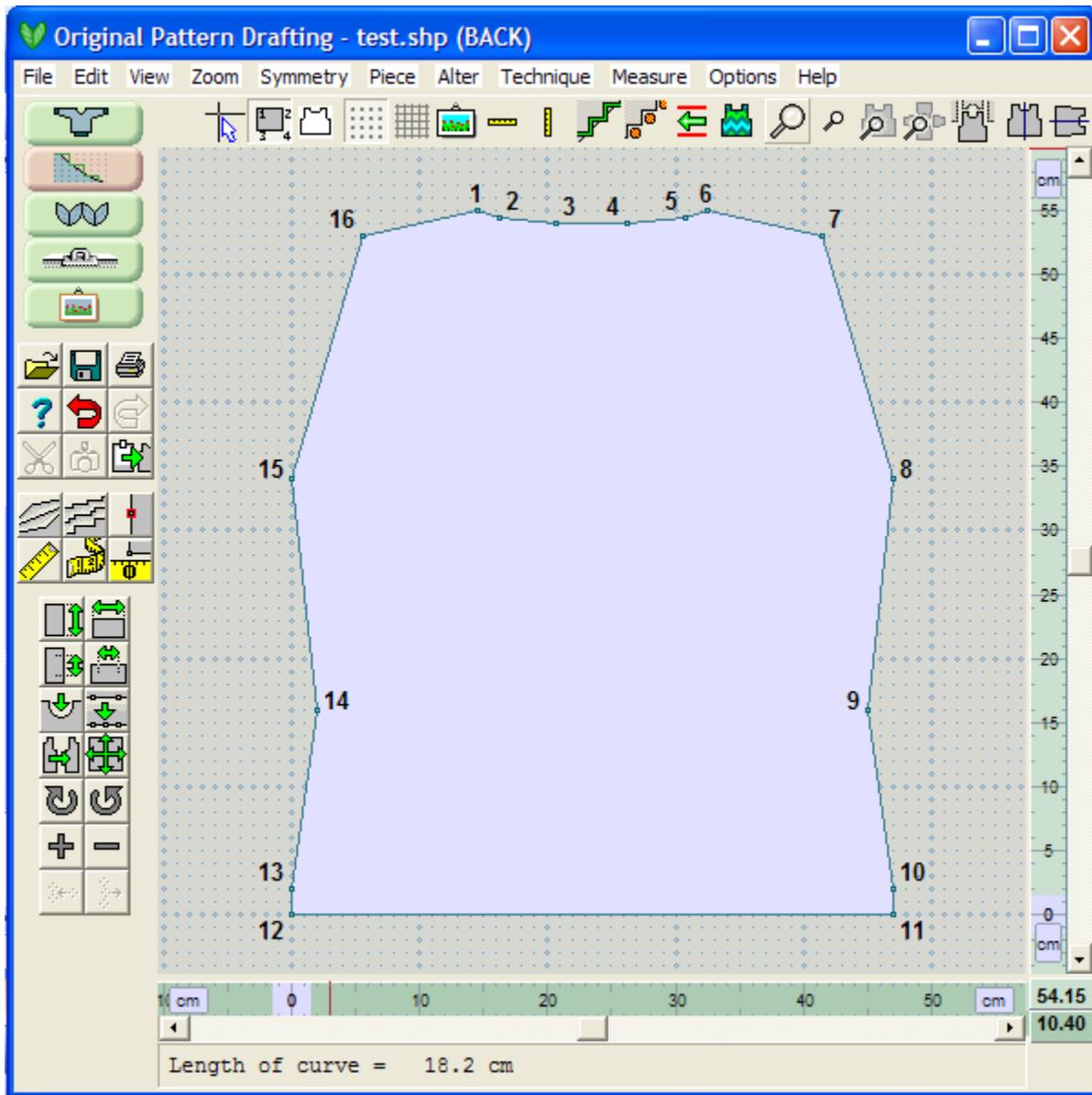
Note also that the two points that define the edges of the curve have the green box around them to indicate that they are active points, and also note that the line where we want to insert our curve is shown in red. If we enter in an even number of points, there will be a small smooth area on the middle of the bottom of the curve, typical for crew neck designs. An odd number will have one point in the center of the neckline - great for V necklines.

Select Curve Type

After typing the number of points required, click OK to continue and a dialog box opens with curve type options. Choose from types 1 to 4 on the left for symmetric curves and types 5 to 8 on the right for asymmetric curves.



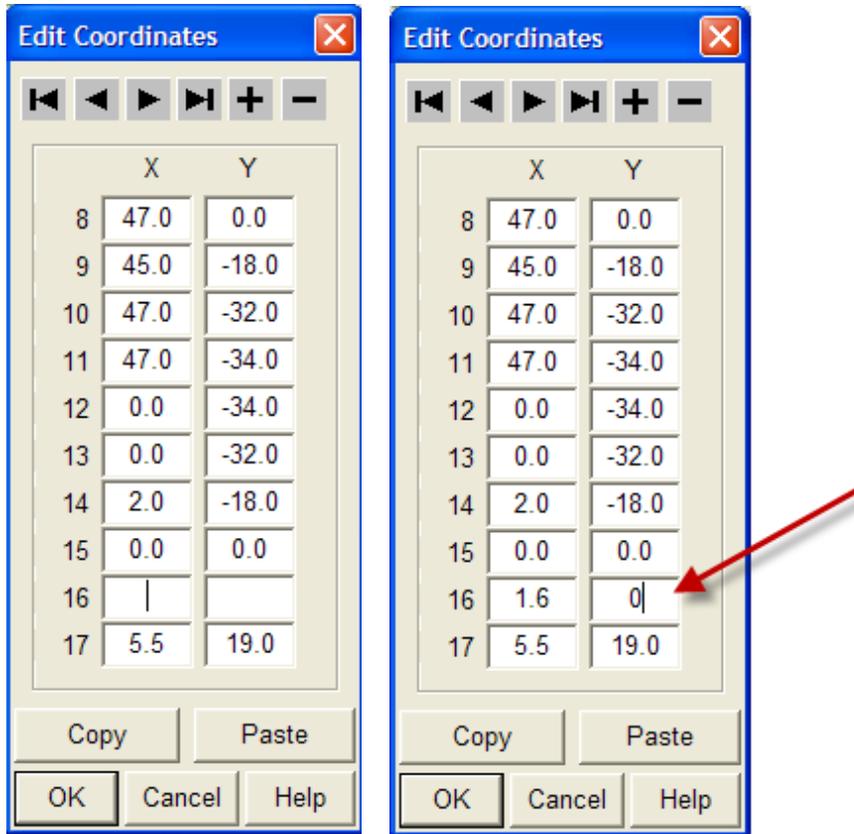
Click on the option button next to the number for the curve type you require (1 is good for a symmetrical crew neck in the upper left choice) and click OK to close the dialog. Our Japanese pattern instructions show the back neckline drop to be 1 cm = 3 rows (listed in the Japanese pattern as 31 stitches and 50 rows per 10 cm). Dragging the cursor away from the original straight line will display the line of the curve. This is a slight curve for the back neckline. Drag the mouse straight down until the cursor reads 54 cm on the ruler - this is 1 cm down from the top edge. (Note: using the **Big Cursor** (more info on page 63) can help see the position on the ruler). When the curve is in the correct position, set it by clicking with the left mouse button.

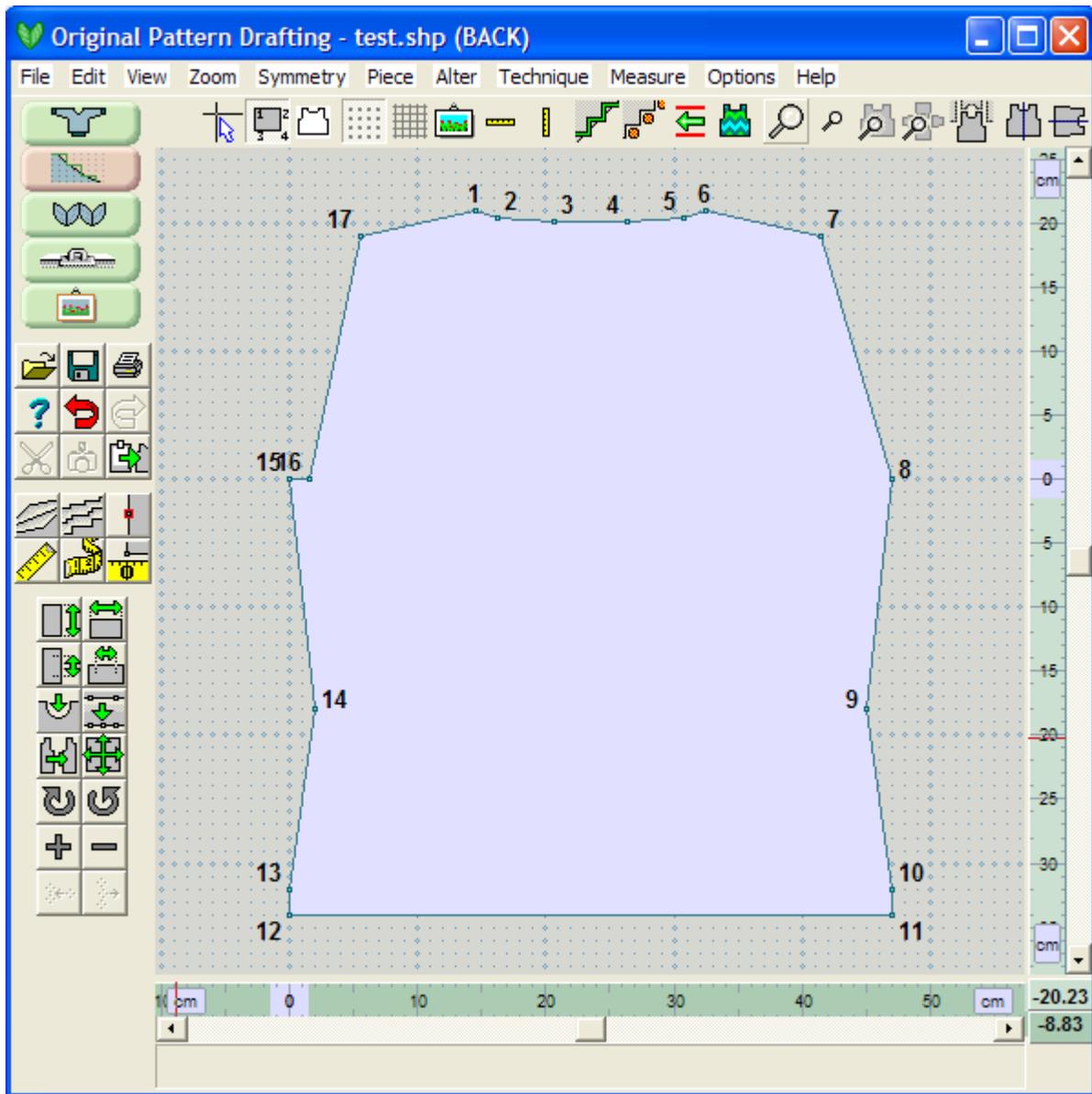


Creating an Asymmetrical Curve for the Armhole

First cut in 5 stitches at the armhole edge

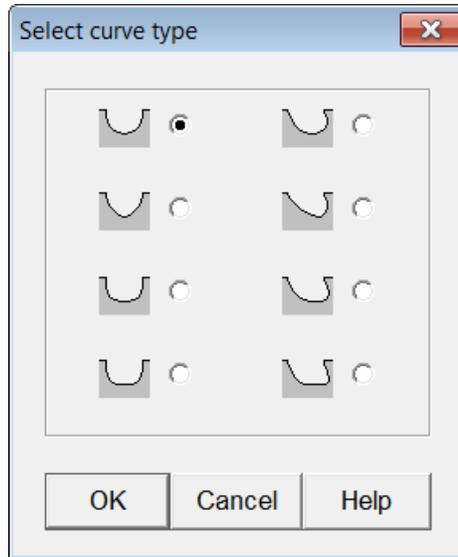
Looking again at the schematic diagram above, the instructions indicate to cast off 5 stitches at the armhole, and then the shaping begins. We can quickly put this set in point directly by setting the **Measure / Origin** (more info on page 55) to the armhole edge (point 15), and then using **Piece / Table** (more info on page 138) to add in a new point set in from the armhole edge. At 31 stitches per 10 cm, moving in 5 stitches equals 1.6 cm so we will use this value in our table. Select **Piece / Table** (more info on page 138). Use the Arrow at the top of the table to move down to the end of the list of points. We want to add a new point after point 15 but before point 16, so put your cursor in the X value for point 16 and select the "+" button to create a new row for a new point. This point will be 1.6 cm to the right of point 15 and 0 for the height. Select OK to finish these changes.



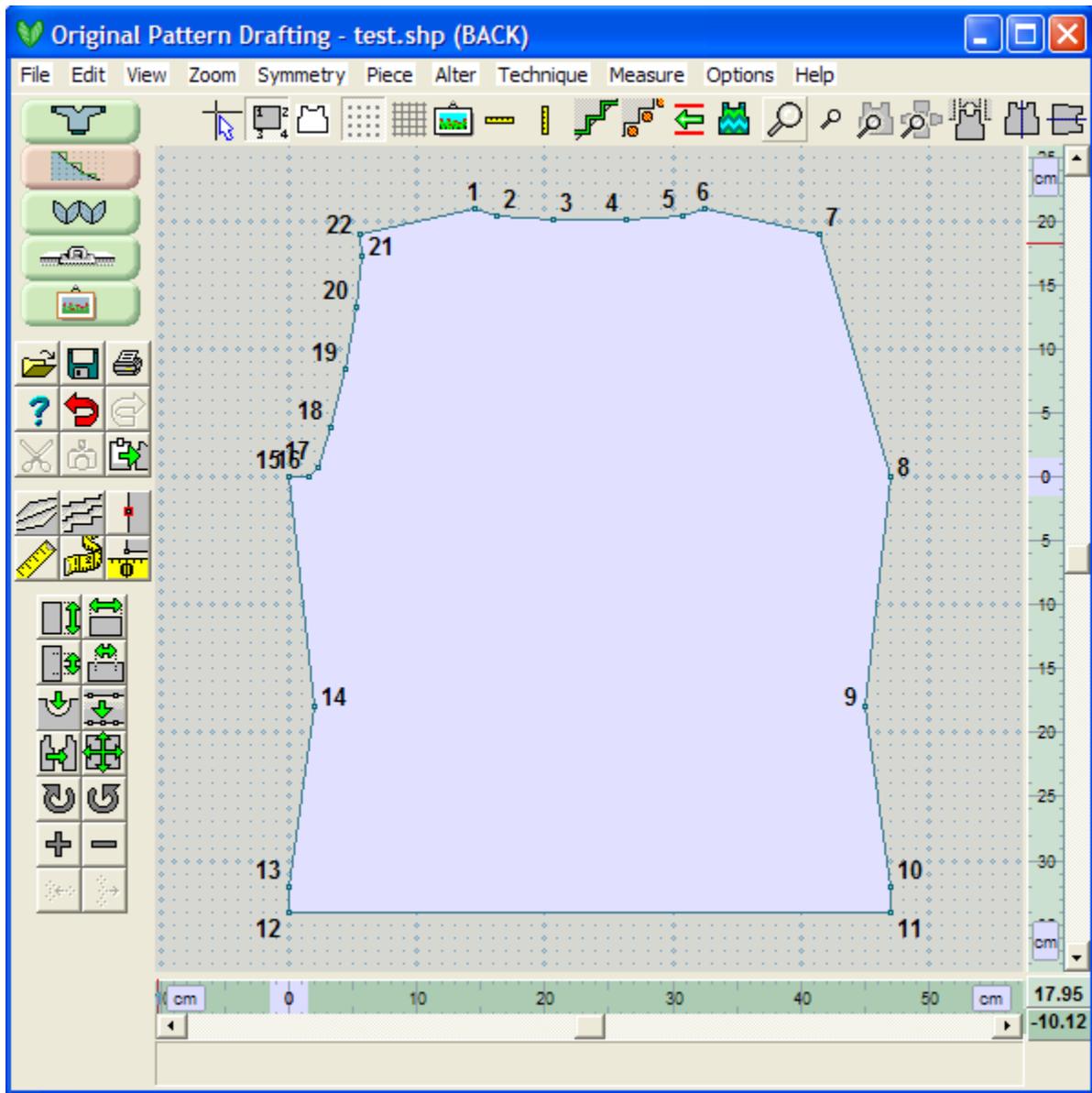


Next Create the Armhole curve

The next step is to create the armhole curve. Select the Curve icon tool again, and click on the line between points 16 and 17. This brings up the window asking you how many points to add. Enter 5. Note also that points 16 and 17 are both active points and the line between them is marked in red. Select OK to continue.



This time, we will select one of the asymmetric curves on the right. Select OK to continue. Stretch the curve to your desired location and use your left mouse button to set down these changes.

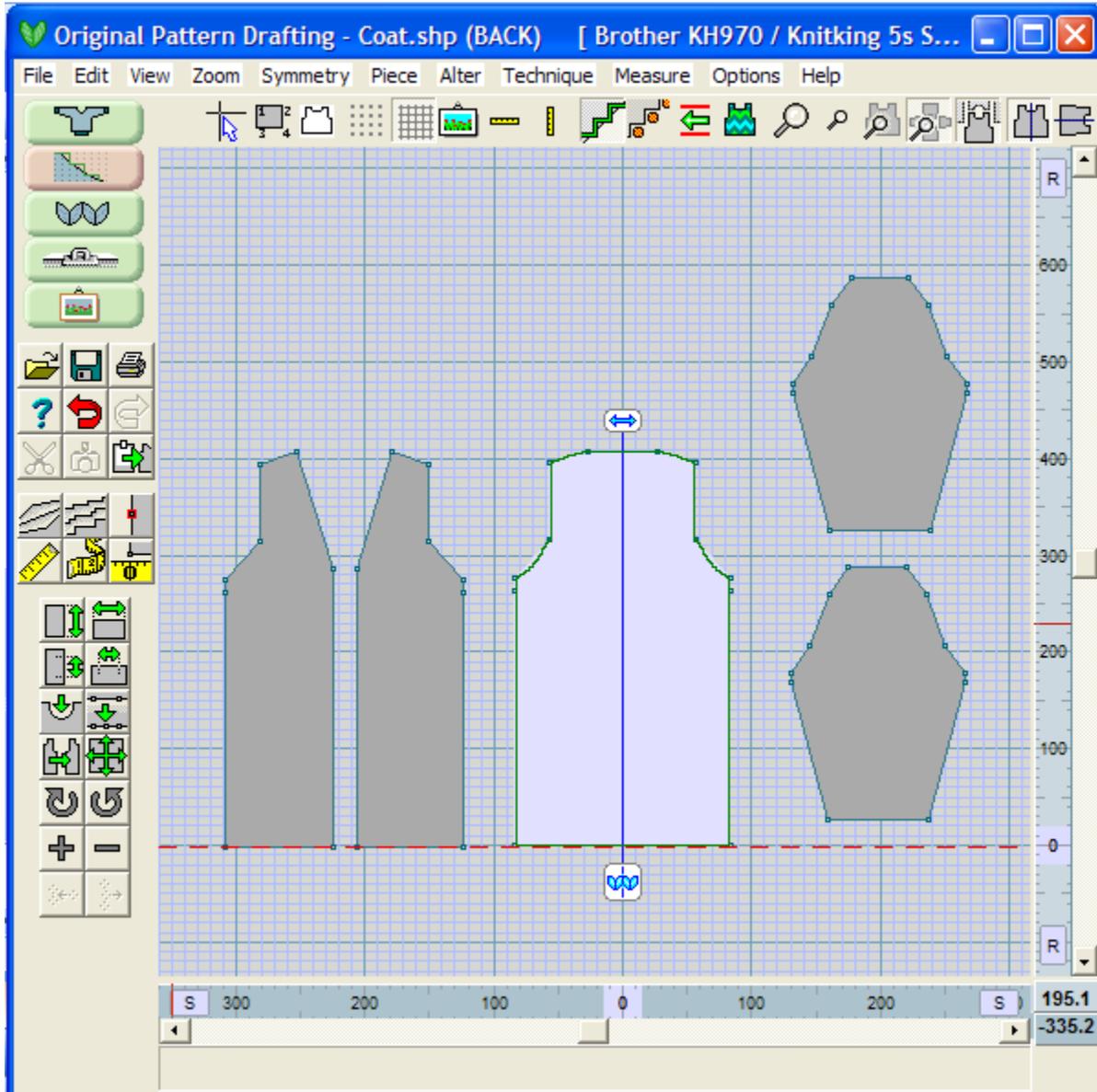


The Last Step is to Reflect These Changes to the Right Side

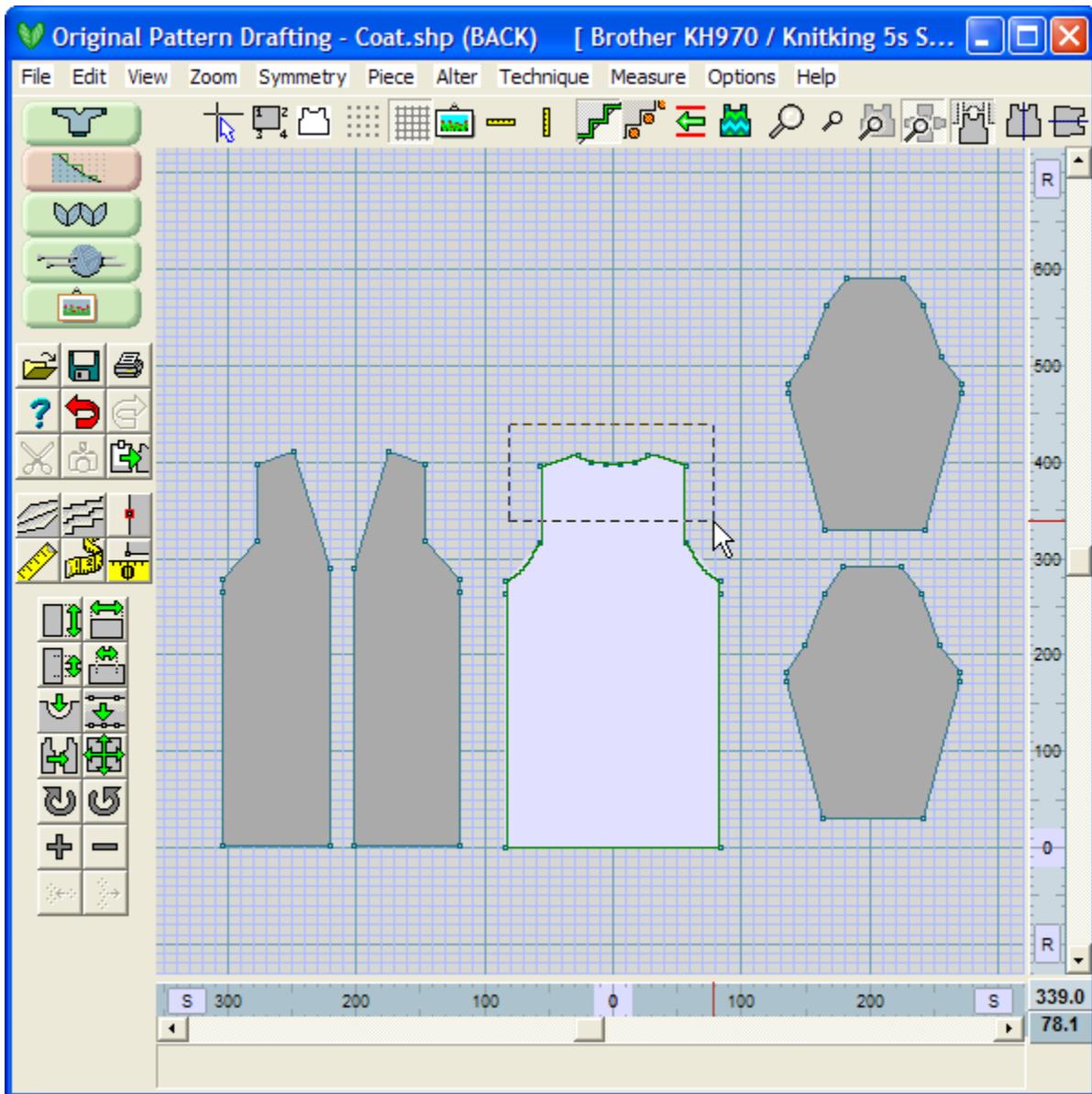
Our last step is to reflect this new armhole to the right armhole as well. First, we need to have a midpoint on the bottom of the garment to use as the reflection point using **Alter / Equal Parts** (more info on page 30) to insert one point, next change this point to the Origin using **Measure / Origin** (more info on page 55), and finally the " Mirror Vertical" on page 81 tool to reflect the points from left to right.

Cut, Copy And Paste Selected Points

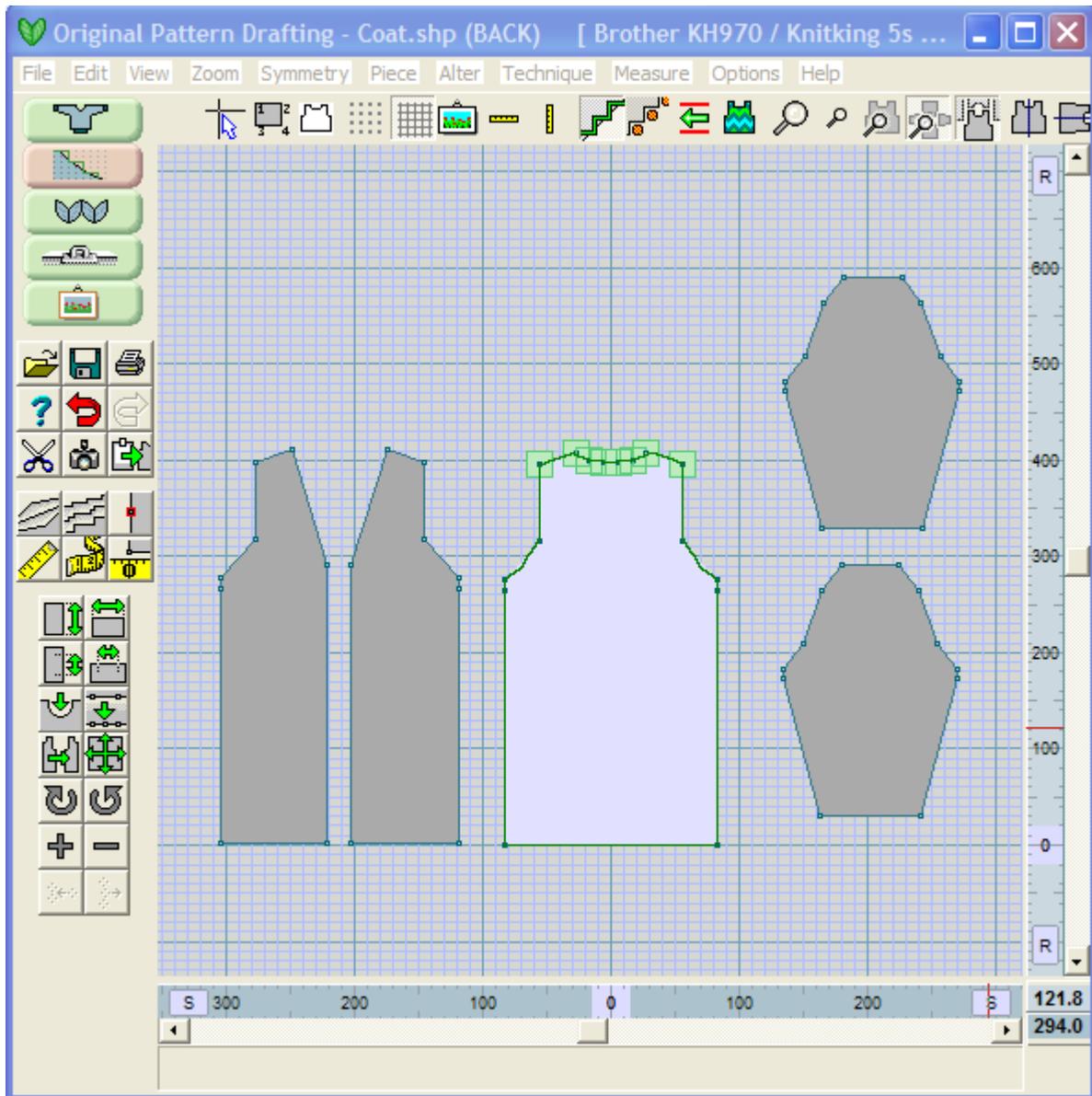
This is an original garment based on a just below the knee length coat that was made in Standard Garment Styling. Switching to the Original Pattern Drafting section permits us to see the individual garment pieces that make up this shape. For a coat, it would be nice to have knit facings for the back neckline and also the two fronts. We have a few ways that we can do this. Let's make the back neckline facing first. Select the Back as the active piece.



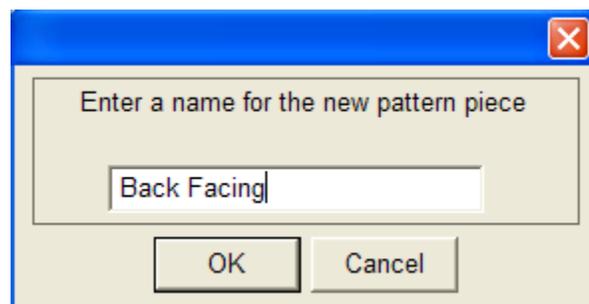
Drag your mouse to make a selection box that will cover both shoulder points and the entire neckline.



When you release your mouse, all the points in this area should be marked active with green squares.

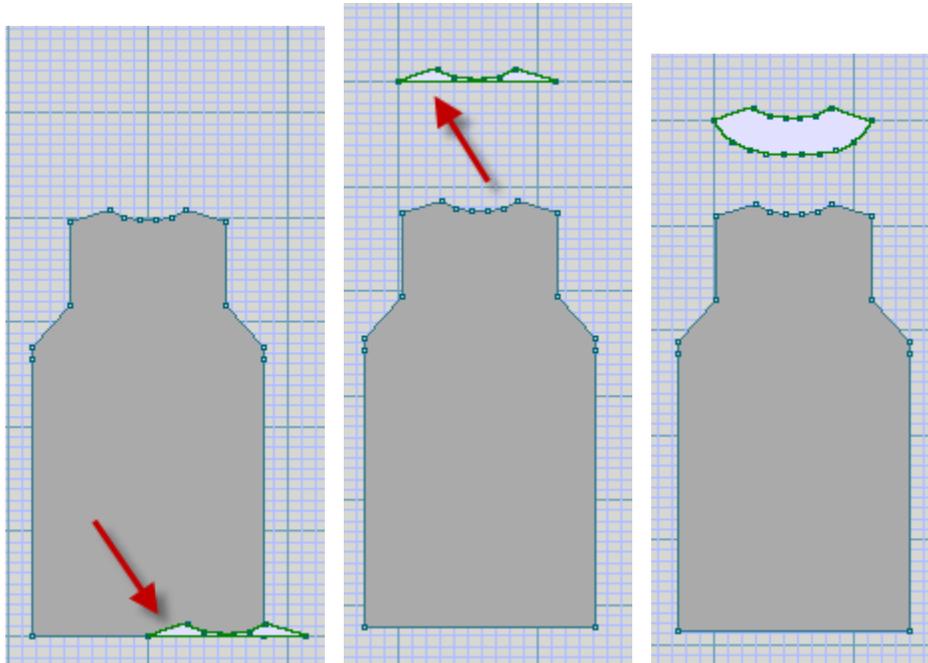


Next, choose Edit / Copy Selected Points, and then Edit / Paste Selected Points as a New Piece. A window will appear asking what you want to name it. Let's name it Back Facing.

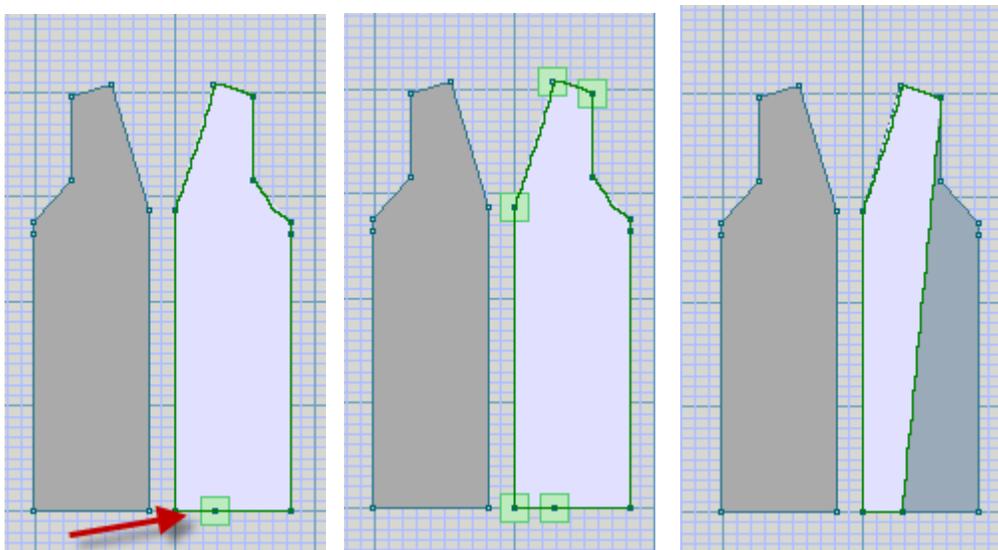


These points that you have pasted as a new piece will create a very tiny shape of just the exact neckline and shoulder region of the back of the coat. Move it up above the Back garment piece by dragging it with

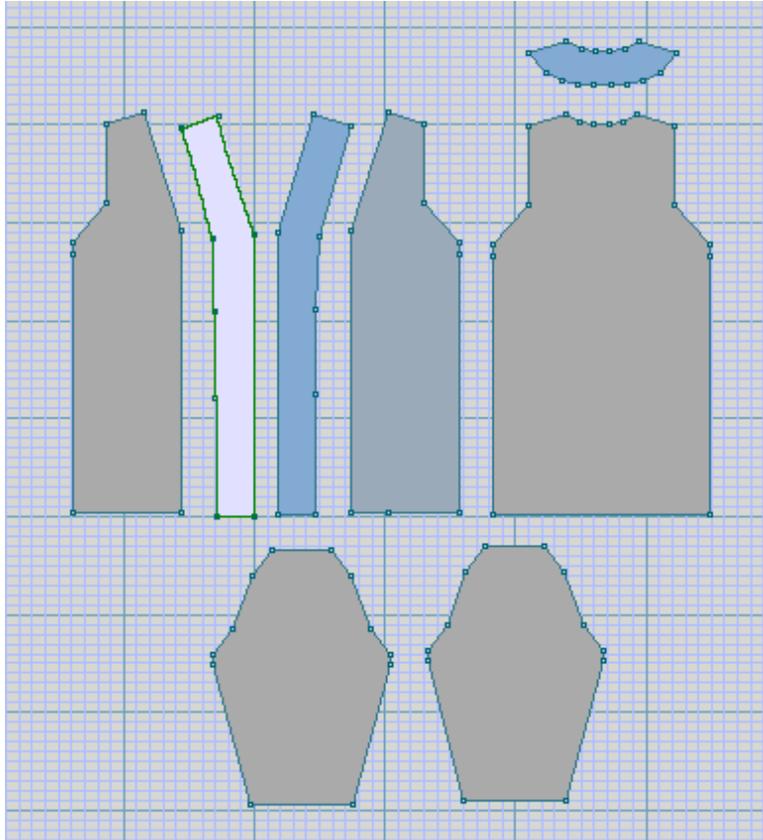
your right mouse button. Right now, it just looks like a funny piece, but we can fix that rapidly. We want to make a curve across the bottom line of the Back Facing. Click on the Curve icon and then use your left mouse button to select the line at the bottom of the facing. When asked, insert 8 points and choose a symmetrical curve from the left side of the curve choices. Drag the curve down to a nice shape, and you now have a finished back facing.



The most efficient way to create the Front Facings again is to copy a group of points and paste it as a new piece. First add a point at the bottom hem for where the inside edge of the facing will be. Then use the Ctrl-left mouse to add more selected points from the Front of the garment. Use the 'camera' icon to copy these points, and then the Paste icon to paste the selected points as a new piece. (You can also use the Edit drop down menu to access these commands).



Use the Add Points icon to add in the rest of the interior portion of the facing, and then use your right mouse button to drag it into a different part of the workspace. Use **Piece / Delete Piece** (more info on page 133) to create the Front R Facing, and then **Alter / Flip** (more info on page 47) to reverse it to match the Front Right of the coat.



Technique / Diagonals

Diagonal slopes can be shaped in three different ways:

- straight
- concave diophantine
- convex diophantine

Straight Slopes

Straight produces the most accurate diagonal slope, more closely resembling the drafted pattern, but may have uneven decreases/increases throughout the whole seam. For example, increases may occur on rows 2, 4, 6, 9, 11, 13, 15, 18 - a more perfect seam, but trickier to keep track of during knitting.

Diophantine Slopes

A diophantine slope for the line between two points is broken down into two separate slopes with regular decreases of differing amounts in each. For example, shaping may occur every 2 rows for the first part of the slope and then every 3 rows for the remainder. Convex diophantine (denoted by a (+) on the edge will add a small amount of fabric to the diagonal. This is suitable for shoulders and sleeves on a basic sweater. Concave diophantine denoted by a (-) on the edge will remove a small amount of fabric. This makes for easier shaping instructions for the knitting. This is generally used for armhole edges and necklines.

If you are bringing in a Standard Garment Styling garment into Original Pattern Drafting, these conventions will already be set up for you - shoulders, armholes, sleeves. Garment pieces drafted in Original Pattern Drafting will have the slopes symbols set as straight (/). You may keep this convention, or change to the diophantine slopes between sets of points as needed.

Slope Symbols

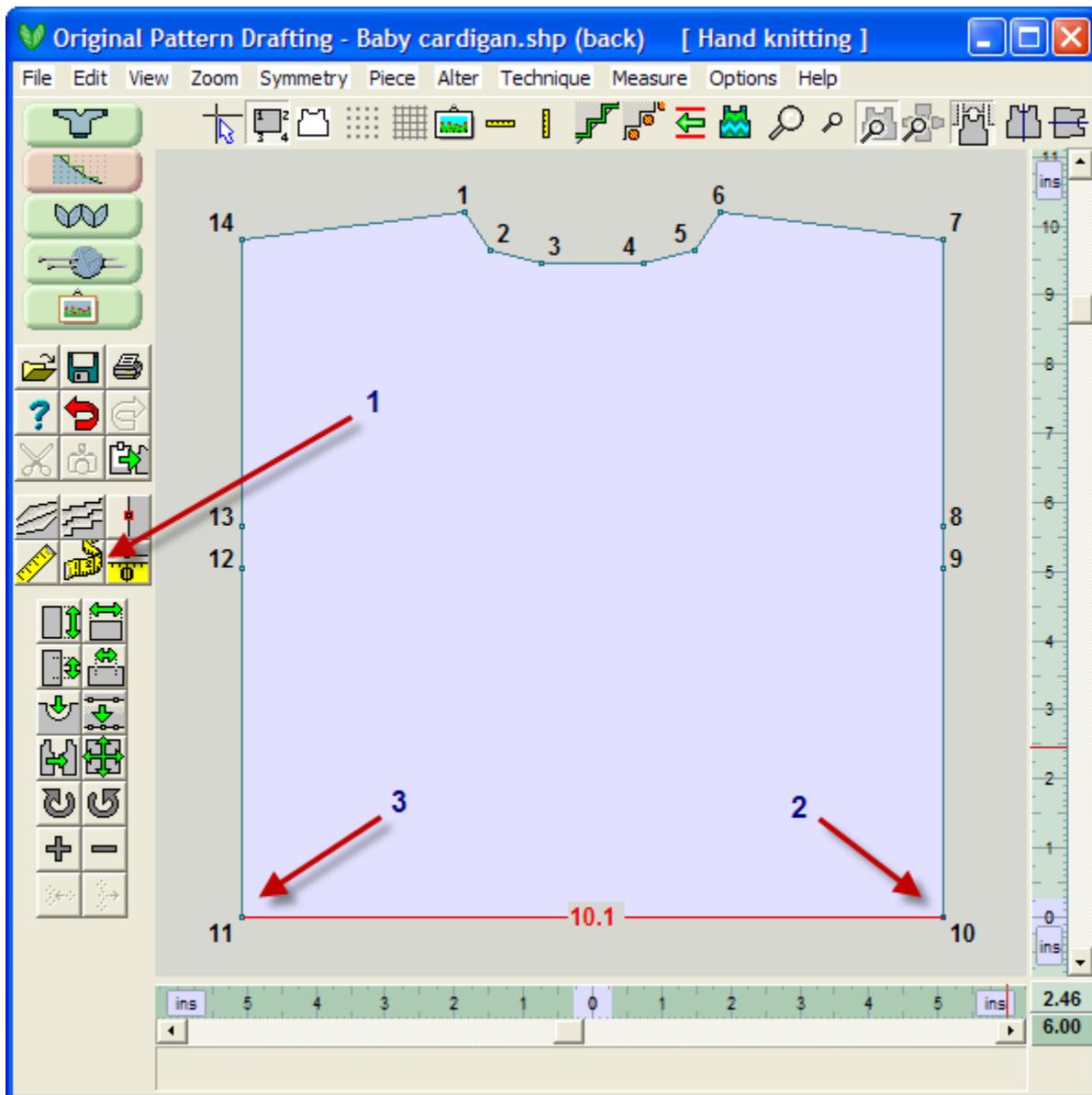
Selecting Diagonals will put tabs with (/) straight, (+) convex or (-) concave, onto each seam of the garment. Clicking on the tab will toggle through the options. Turn on the Diagonals tool and select each type of slope in turn to decide which best suits the shape you are designing.

Turn off the symbols by clicking the tool again or by pressing the Escape key.

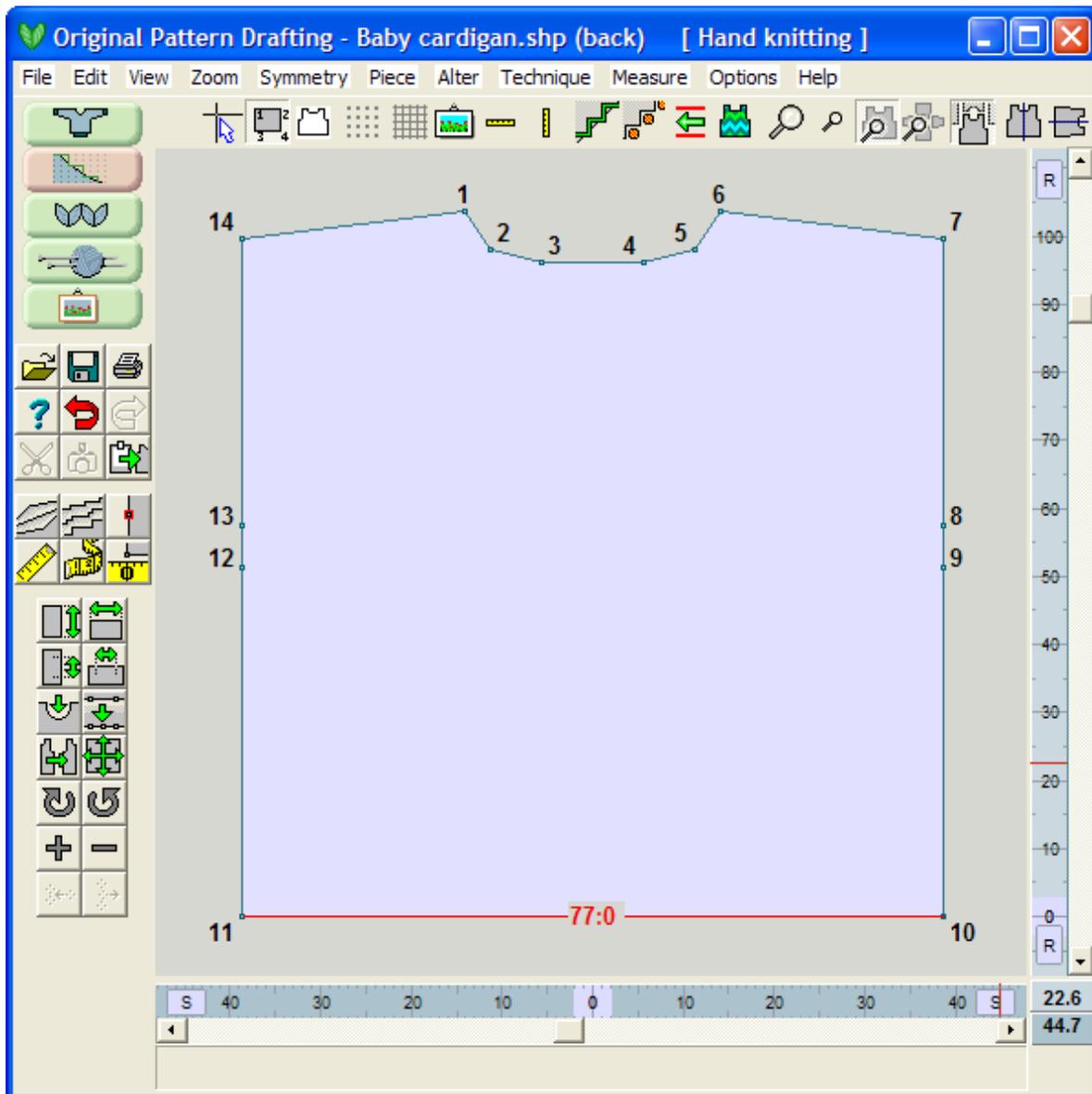
Measure / Measure Edge

This tool permits you to quickly measure between two points on your garment piece in a clockwise direction. The results can be set to show inches or centimeters, or stitches/rows.

1. First, select the Measure Edge tool from the side menu icons.
2. Second click on the first of the two point set to be measured – you will see a „line“ pulling out from the point .
3. Use this to finally click on the second point of the set to be measured.
4. Here we have measured the bottom edge of a child’s top in inches.
5. To change this setting to Centimeters, on the drop down menus select Options > Units of Measurement and select Centimeters.



- If you want to measure this region of the sweater in Stitches or Rows, use the drop down menu – Options / Units of Measurement and select Stitches or Rows, and then OK to finalize these changes, or click on the either end of the vertical or horizontal ruler to the right and bottom of the workspace.
- This will change the 10.14 inches to a value of 77:0 – the first value is stitches, in this case 77 stitches, and the second value is 0 rows at your current tension.

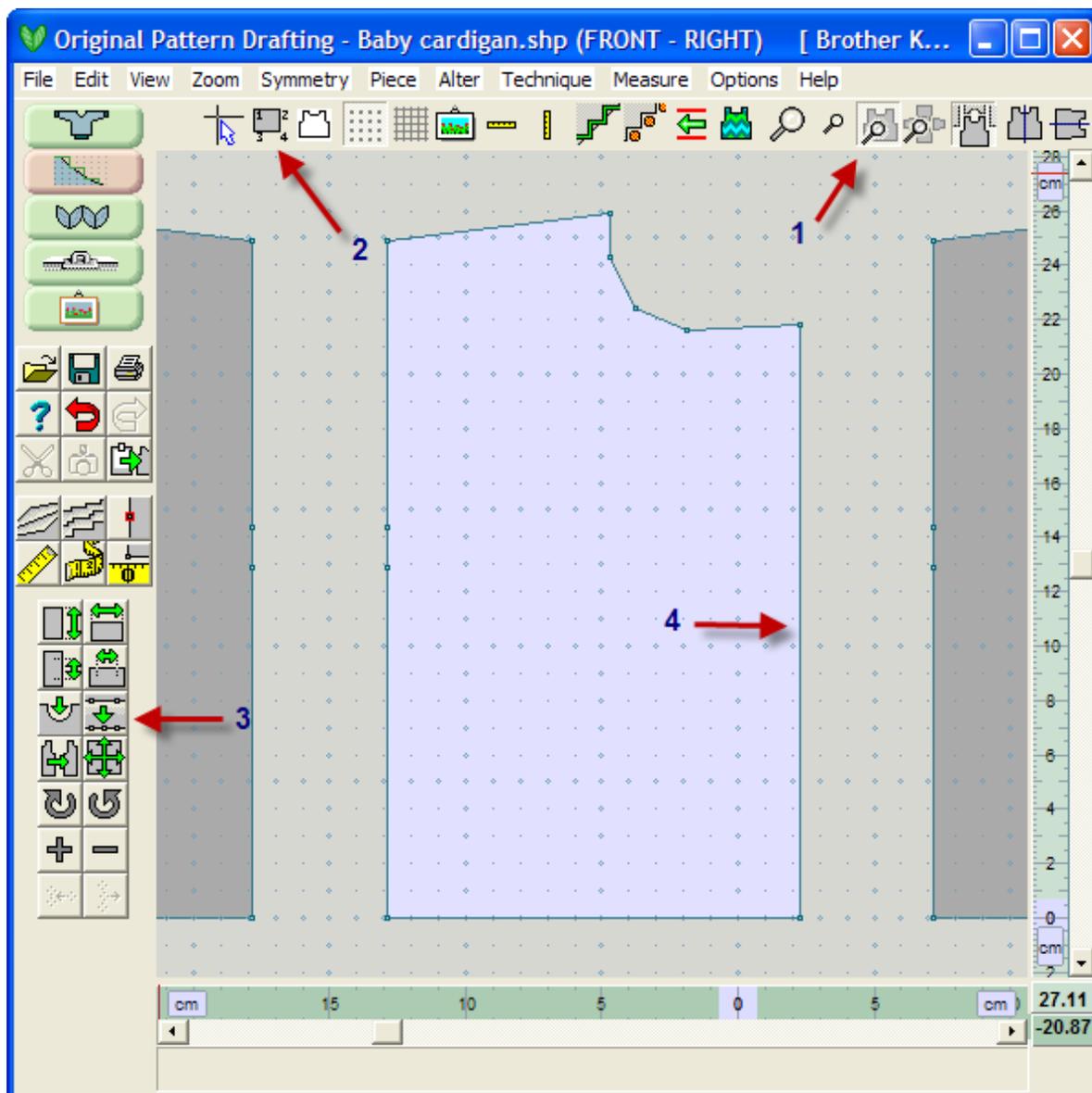


Alter / Equal Parts

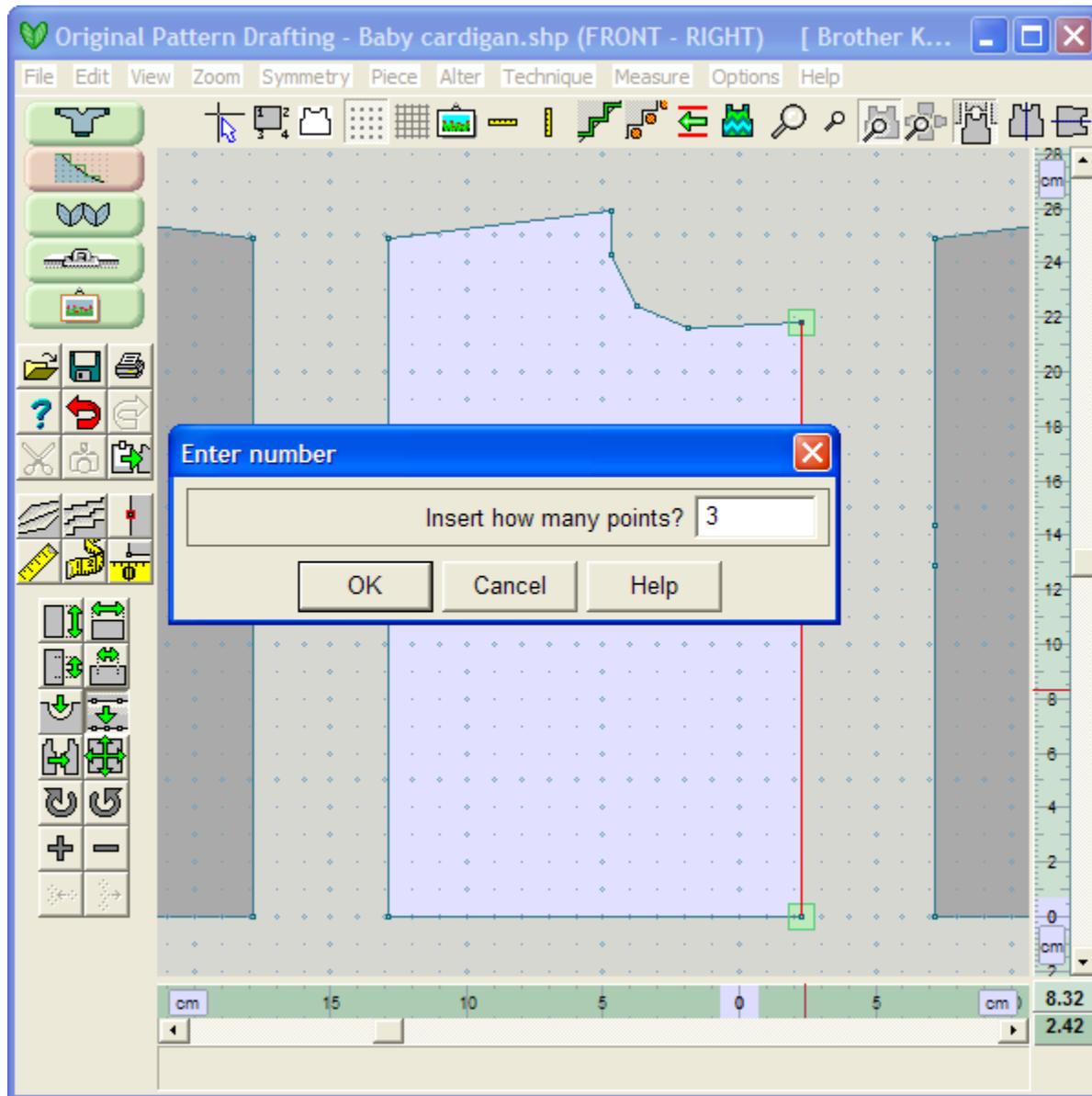
The Equal Spacing tool is used to divide the line connecting two adjacent points into equal parts. This may be used when you want to cut the bottom edge of a pullover sweater in half to begin the process to separate it into a cardigan front. It also offers a way to quickly create evenly spaced points for determining the placement of buttonholes as follows:

Use **File > Open** to open the Baby Cardigan.shp file that comes with DesignaKnit 8.

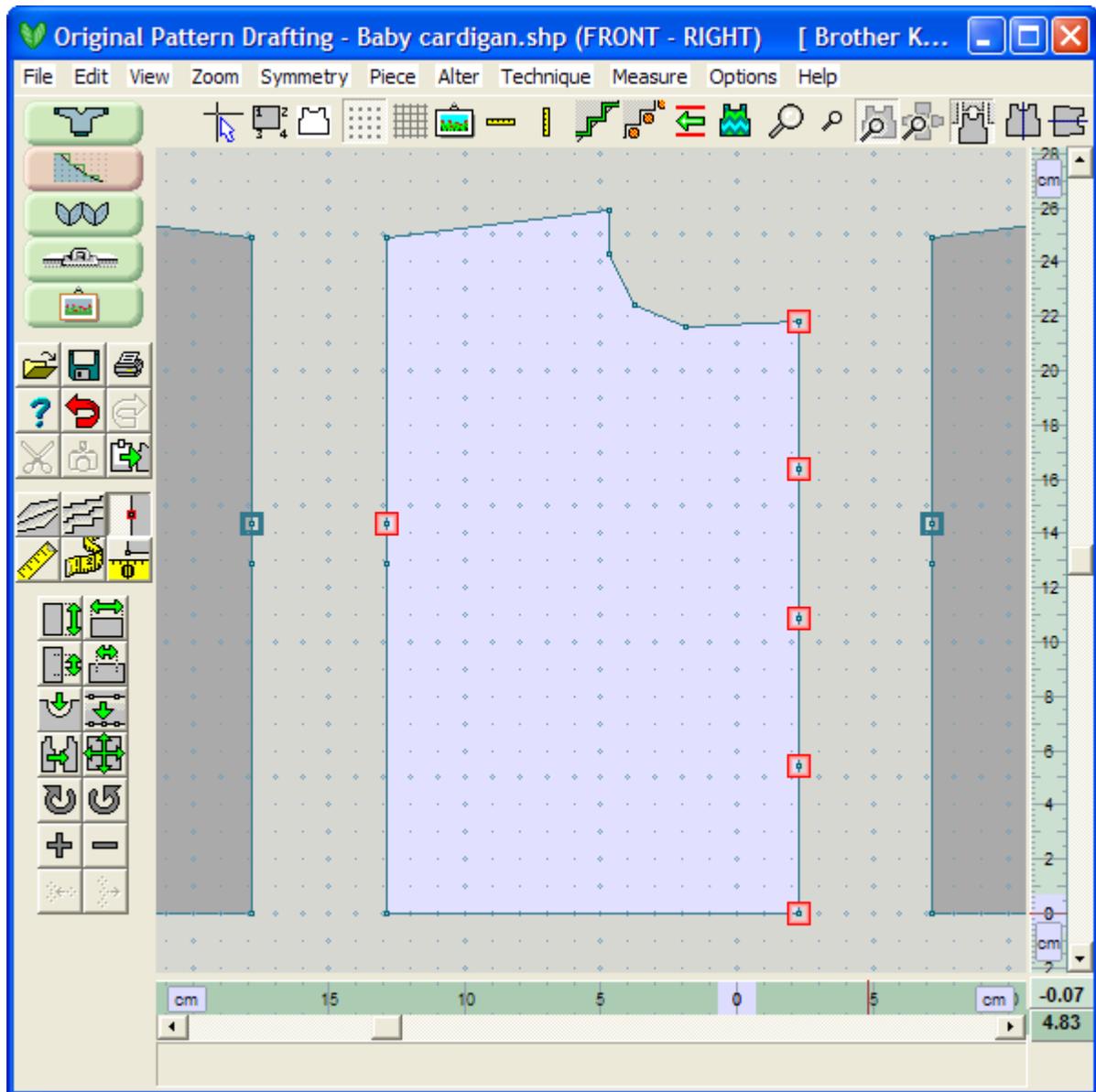
1. Zoom into the Front Left garment piece using the **Centralize Pieces** (more info on page 95) to quickly zoom into just this piece.
2. Turn on the **Numbers** (more info on page 84) to see the points more easily.
3. Now use the **Alter / Equal Parts** tool to divide the front vertical edge into five buttonholes.
4. Using the left mouse button, click on the line where you want to make the divisions - in this case where the button band will go.



The first and last button hole will be placed at the junction of the ribbing and the body of the garment, so the rest of the garment edge needs to be divided into three more sections for a total of five evenly spaced button holes. The next menu window will ask you how many points to add. Note also that the line that you are dividing turns red to show you where the division will occur. The two points at the end of this line are highlighted with transparent green squares. In this case, select 3 for the buttonhole (we have the other two at the ribbing), and then OK to continue.



Additional suggestions: Use the Marker tool to mark these five buttonhole points so that DesignaKnit will remind you to hang a yarn marker at these points in your knitting when using Interactive Knitting. See Techniques / Add a Marker on page 52 for more information. See Techniques / Add a Marker on page 52 for more information.

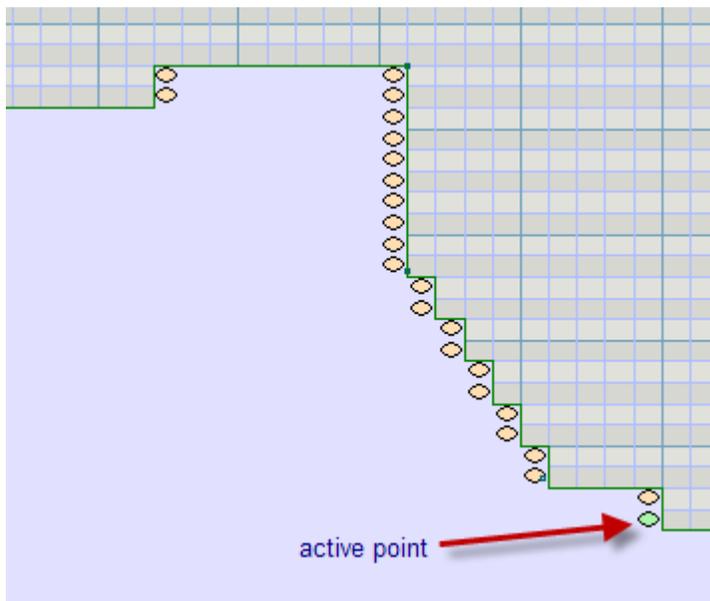




Add Or Delete A Row In Exact Stitch Layout Mode

Manipulating individual stitches

If the stitches are not too small, stitch handles are displayed at the ends of every row to allow adjustment of the piece outline. You might need to zoom in to see the stitch handles individually.



Knit Direction

The knit direction toggles on/off. Press it a few times until you get layers of medium and light lines. The darker lines start of carriage at left and knit to the right, the lighter lines start the carriage on the right and knit from right to left.

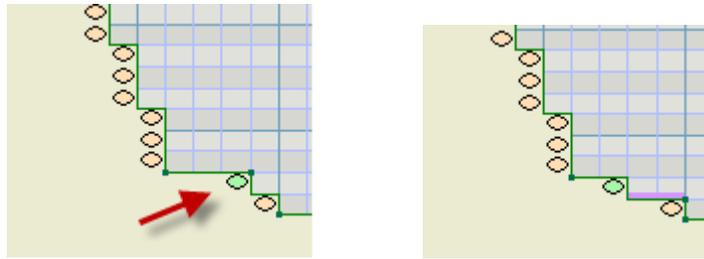
We can take advantage of this to correct difficult knitting rows or to make the curve more precise. You have much more control than earlier versions of DesignaKnit.

Changing the individual stitches by dragging the handles

One or more stitch handles can then be selected for dragging. The selection box can be used to select handles, or you can simply left mouse button click on the required handle. Once a handle is selected it changes color from orange to green. You can move the stitch by dragging it with your mouse, or even easier by using the left and right position of the stitch.

In the example shown above, we can easily make a single stitch decrease on the carriage side of the garment to make the curve smoother.

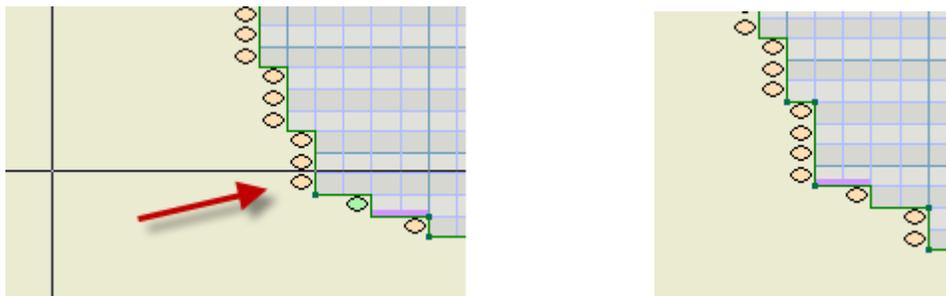
Now we can move one stitch to create an even smoother curve by moving the one stitch to the left.



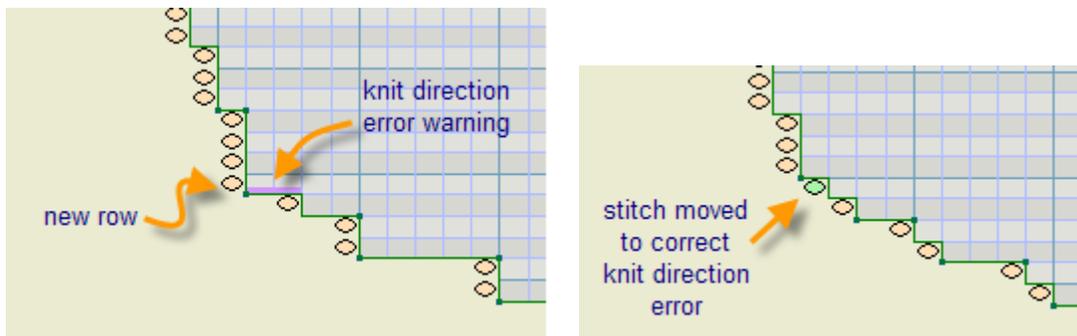
Adding or deleting a row in exact stitch layout

When zoomed in to see the individual stitches, place the cursor between two vertical stitches and click either the insert exact stitch row or delete exact stitch row. It is easier to use the big cursor turned on. When you add or subtract the left mouse cursor will change to a '+' or a '-' to remind you that you are removing or inserting rows. You will need to turn this button off again when you are finished. You can draw a selection box around an area of stitches to activate all these stitches at once, and move them using your mouse or preferably the left and right arrow keys on your keyboard. Selected handles can be dragged as a group using either the mouse or the left and right arrow keys. Stitch handles can be moved only to the left or right, and not up or down. If you do something odd like dragging one shoulder into another be prepared for interesting results.

If the Control key is held down before the left mouse button is released, then the handles inside the box is reversed (for example, from active to inactive). When clicking on a handle, if the Control key is held down before the left mouse button is released, the selection status of that one handle is reversed.



Note now that this inserting this new stitch row has created a knit direction error. There is a darker line in the medium gray row that indicates this is a knit direction error. Here we would be knitting from left to right, but it is asking to decrease two stitches on the right first. This is hard to impossible to decrease more than one stitch at a time on the far side of the carriage, so let's move this point.



On any garment piece, when a set of stitch handles is dragged to a new position for the first time, this changes an important property of the entire piece: it becomes an exact stitch layout piece. DesignaKnit 8 thereafter remembers (unless you later change it) that this piece has been shaped in this way. There are 2 consequences of this: (a) the Stitch Handles button automatically turns on when this piece is selected as

the active piece, and (b) double row steps are never forced upon this piece. It is however still possible to select and alter the Shaping Method for each of its edges, in order to enable checking for correct shaping for the direction of knitting (using the Knitting Direction Indicator – see below). Once a pattern piece has made the transition to exact stitch layout mode, the available shaping methods are C, H, and N.

A piece in exact stitch layout mode is displayed in light cream when active and a darker shade when not - unless of course the integrated stitch pattern is shown. Pieces that have not been converted to exact stitch layout mode are pale gray when active and darker when not.

When some stitch handles are moved to redefine the shape, the outline points snap exactly around all the stitch edges including the newly moved edges. It is then possible to turn off View Stitch Handles and return to processing the shape as the new set of points if desired. In other words the changes done by dragging the stitch handles are not lost when returning to points mode, though of course if the tensions are then changed, there will be some resulting irregularities in the stitch layout. For this reason, you should enter exact stitch layout mode only after the tensions have been measured accurately and entered for that shape file.

If a piece that was shaped using exact stitch layout is later reshaped by dragging not the stitch handles but the ordinary points, it reverts to being a normal piece. DesignaKnit 8 then defaults to imposing double row steps on any gentle slopes that it may have, and no longer defaults to showing that piece with stitch handles.

Options / Revert

In order to revert an exact stitch layout piece to an ordinary piece and undo all the changes made in exact stitch layout mode, select Options / Revert. The extra coordinate points that were added by exact stitch layout are removed and the piece is restored to how it was before exact stitch layout mode was entered. Use this option if it is necessary to change the tension of a piece that was shaped using exact stitch layout. After entering the new tension, exact stitch layout may be used once again to work on the stitch layout.

In order to revert an exact stitch layout piece to an ordinary piece without losing the changes made in exact stitch layout mode (for expert use only), begin by turning off View / Stitch handles. The coordinates then become available for dragging. Moving any of them causes the piece to revert. The extra coordinates that were added by exact stitch layout are retained (and it is probably a good idea to remove them using the - tool).

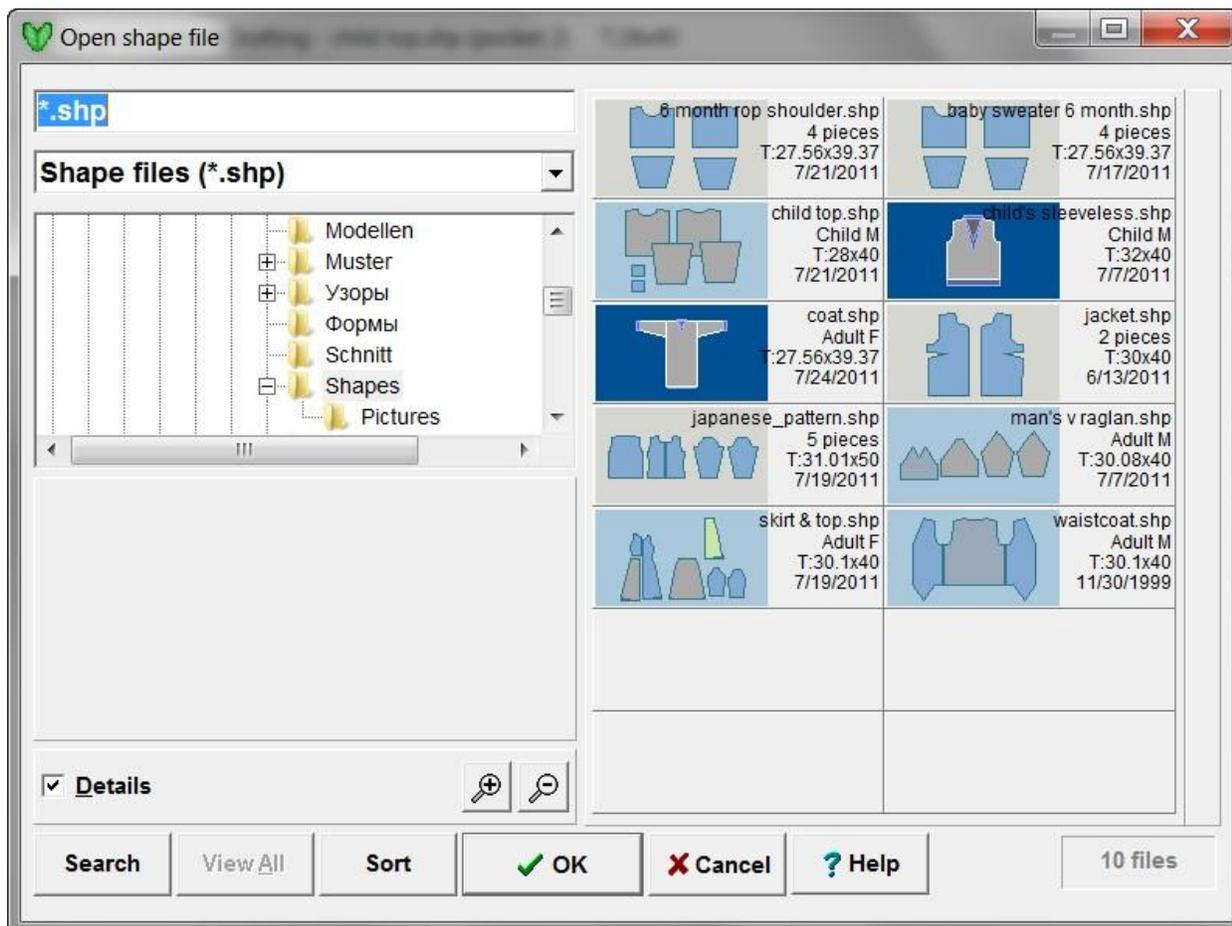
When a piece enters exact stitch layout mode, the user is asked: “Save a copy of this piece before converting to exact stitch layout? (If at a later point you need to change the tensions and recreate the stitch layout, you will then be able to use Options / Revert)”. The safe copy of the piece is stored invisibly as part of the same shape file’s data, so there is no need to enter a filename.

There are some functions for manipulating the stitch layout handles, apart from dragging them using the left mouse button. It is possible to do the following while stitch handles are displayed:

- Insert a single row at a particular existing row, restricting the insertion to the clicked section (for example, one shoulder). This is done using the new insert row tool that is immediately below the old + tool.
- Insert a single row at a particular existing row, not restricting the insertion to the clicked section but applying it to all sections at that row (for example, inserting a row in both shoulders together). This is done using the new insert row tool that is immediately below the old + tool, with the control key held down before clicking.
- Delete a single row at a particular existing row, restricting the deletion to the clicked section (for example, one shoulder). This is done using the new delete row tool that is below the old - tool.
- Delete a single row at a particular existing row, not restricting the deletion to the clicked section but applying it to all sections at that row. This is done using the new delete row tool that is below the old + tool, with the control key held down before clicking.

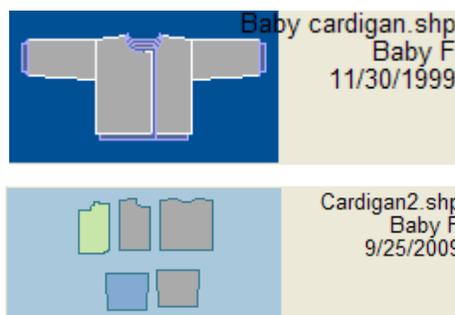
- Add a column of fabric 2 stitches wide extending from the nearest horizontal edge of the piece, upwards or downwards to the current cursor position. This can be above, below, or within the existing rows of the piece. This is done using the old + tool, clicking on any empty space that is within the horizontal extent of the currently selected piece. The reason for the new column being 2 stitches wide instead of 1 is that it is easier to drag to the required shape when the left and right edges are already distinct.
- Snip into the existing fabric to make a vertical slit, either upwards or downwards from the cursor to the nearest horizontal edge. This is done using the old + tool, clicking anywhere within the currently selected piece.
- Cut off an entire section. This is done using the old - tool, clicking anywhere within the currently selected piece. The piece will be separated into 2 parts at that row and only the latter part retained. If the Control key is held down before clicking, only the smaller part of the piece is retained.
- In order to close up an unwanted vertical cut, or shaping such as a neckline, drag one edge and drop it beyond the other edge.
- While using exact stitch layout the Knitting Direction Indicator may be useful.
- The exact stitch layout option also turns on View / Stitch Outline.

Parts Of The Shaping Thumbnail Browser



As you look at these garment files, garment shapes and individual pieces are color coded to add more information when deciding which file to work with. As described above, Standard Garment Designer shapes are displayed in a box with a dark blue background with a picture in gray of the garment. Ribbing/welts are displayed as well for these garments in a medium blue.

Original Pattern Drafting shaping files may contain garment pieces from a variety of sources and are color coded in this thumbnail view, and also in the Original Pattern Drafting Section workspace of the program to aid in quickly describing the source of each piece.



In this case, Standard Pattern Drafting files when opened up in Original Pattern Drafting open as gray pieces, garment pieces created entirely as an Original Pattern Drafting garment piece or a garment piece imported from another shaping file are blue, and garments regardless of origin that have been modified

in Exact Stitch Layout are light green. Each of these colours is displayed in the thumbnail. When you select and open the file into the Original Pattern Drafting, these same pattern coloring designations are also kept on the workspace, with the addition that the active garment piece selects as white

The thumbnail viewer allows multiple file selection for the "Delete" on page 109 menu options throughout the program.

thumbnail Shape options

File Name Field

*.shp

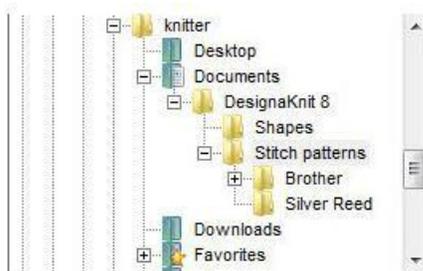
When you select a pattern from the browser, the file name appears in this field.

child's sleeveless.shp

(If you know the name of the pattern you want to open, you can start to enter it into this field and the browser will jump to that location - just typing in the first letter will jump to the first patterns starting with that letter.)

Folder Tree

Your shape pattern files are stored in the DesignaKnit section of your Documents folder. By default, Standard and Original garment shaping files are saved in a directory under My Documents / DesignaKnit 8 / Shapes. If you have saved them elsewhere, on removable media such as a USB flash drive, for instance, you can navigate there using the folder tree. Use the scroll bar at the right of the tree to find other folders, and click once to open a folder.



Details

Details

Tick this option to display detailed information about the pattern or palette files.

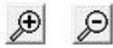
With this option unchecked, only the file name and extension are shown, but when this option is checked, the size in stitches and rows, the knitting method and the date the file was last saved are also shown.

Preview



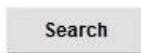
When you click on a file, it is shown in the preview area. If the spectacles button becomes active, it means that a high resolution preview of a large image is available - click on the button to show it. If the button is grayed out, do not be concerned as this means that the preview is already showing the highest possible resolution.

Zoom



Click on the Zoom in button to enlarge the thumbnails and display fewer to a row, and on the Zoom out button to shrink them and see more per row. If the Details option is unchecked you can fit a larger number of images per row than when the information is displayed.

Thumbnail Search for Shape Files



Click on the Search button to search for a file or files according to a variety of criteria:

A screenshot of a "Search options" dialog box. It contains several sections: "Standard styles" with sub-sections for "Age group" (Baby, Child, Adult), "Gender" (Female, Male), and "Garment type" (Sweater, Cardigan, Vest, Sleeveless pullover, Skirt); "Number of pattern pieces" with "Minimum" and "Maximum" set to 1; "Embedded text" with a checkbox for "Notes or stitch pattern filenames contain text" and an empty text field; "Date last saved" with "Earliest date" and "Latest date" both set to 7/31/2011; and "Design method" with checkboxes for "All pieces designed using only SGS", "All pieces created or modified using OPD", and "Some pieces designed by each method". At the bottom are "Apply", "Reset", "Make default", "OK", "Cancel", and "Help" buttons.

Shaping groups: to filter your search according to knitting method, check only those you wish to include.

Check off your choices for Age, Gender, Garment Type, Number of Pattern Pieces and Design Method.

Embedded text: if you have added information to the notes section, DesignaKnit will search for a text string if you tick this option and enter some search text in the Notes contain field.

Date last saved: limit the search according to the date or range of dates when the pattern or patterns were last saved.

Click on the arrow to the right of the date field to open a calendar. Use the arrows to flick back and forth through the months and click on a day to set the date, or click on Today to reset the current date.

Apply Search: click the Apply button to run the search, without closing the dialogue, so you can redefine the criteria while the search is active.

Reset: click the Reset button to clear all the search fields on the right and re-check all knitting methods.

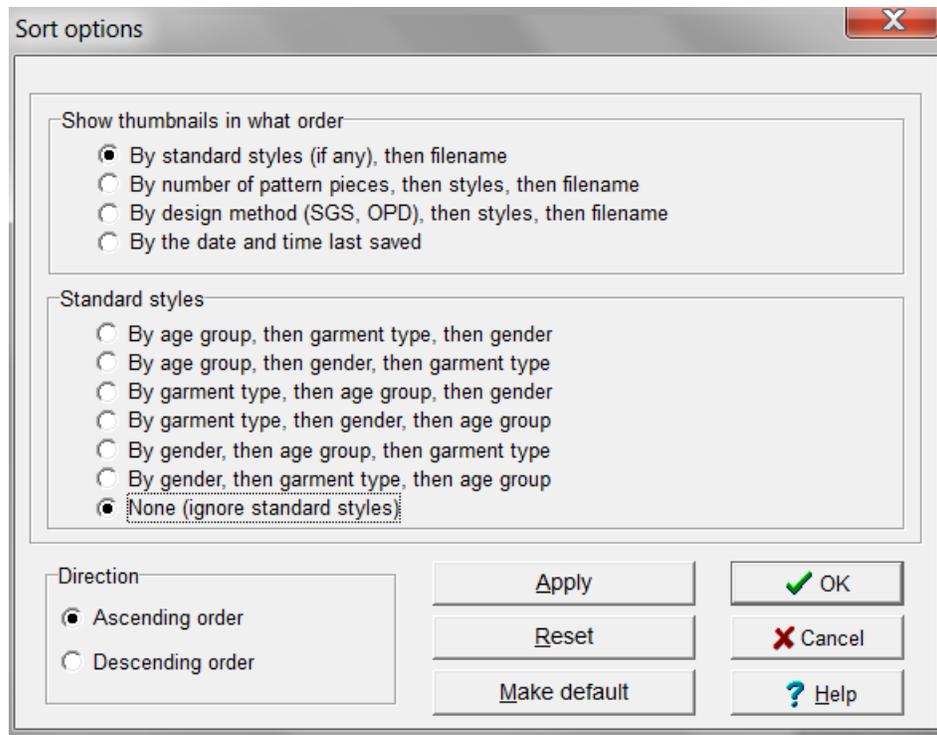
Make default: If you want to keep your search criteria for another session, click on the Make Default button. The next time you click on Search, the dialogue will open with your saved settings. To clear them, click on Reset.

Click OK to run the search and close the dialogue. The thumbnails browser will now display only those files found by your search until you click on the View All button. If this button is not active, this means that there are no filters and all the files in the folder are already included.

Thumbnail Sort For Shaping Files



By default, the thumbnails are listed in alphabetical order, but you may want to group your patterns in a different way. Click on the Sort button to view the options:



If you want to retain the option you have chosen so that the Thumbnails dialogue always sorts the files in this way, click on the **Make default** button - and if you later change your mind and decide to revert to alphabetical sorting, click on **Reset**.

Parts Of The Thumbnails Browser



Thumbnail Stitch options

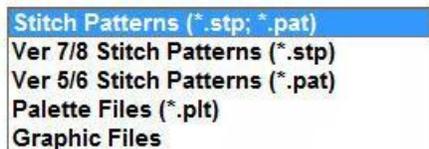
File Name Field

When you select a pattern from the browser, the file name appears in this field.

(If you know the name of the pattern you want to open, you can start to enter it into this field and the browser will jump to that location - just typing in the first letter will jump to the first patterns starting with that letter.)

File Type Drop Down List

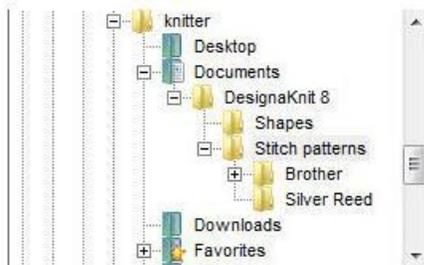
By default, the Thumbnails Browser shows all stitch .stp and .pat patterns, but if you want to limit the display to all .stp files or all .pat files, click on the arrow at the right of the File Type field to open the drop down list and select the type you want.



- You can also change the file type so that you can view only palette (.plt) files in the browser.
- You can open image files directly into Stitch Designer by selecting the Graphic Files option. You should use the File Tree to navigate to your Pictures folder.

Folder Tree

Your stitch pattern files are stored in the DesignaKnit section of your Documents folder. If you have saved them elsewhere, on removable media such as a USB flash drive, for instance, you can navigate there using the folder tree. Use the scroll bar at the right of the tree to find other folders, and click once to open a folder.

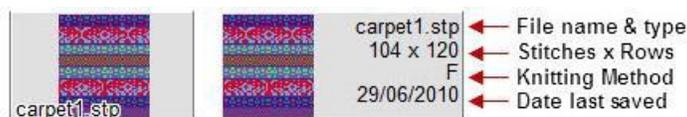


Details



Tick this option to display detailed information about the pattern or palette files.

With this option unchecked, only the file name and extension are shown, but when this option is checked, the size in stitches and rows, the knitting method and the date the file was last saved are also shown.



Preview



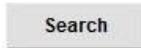
When you click on a file, it is shown in the preview area. If the spectacles button becomes active, it means that a high resolution preview of a large image is available - click on the button to show it. If the button is grayed out, do not be concerned as this means that the preview is already showing the highest possible resolution.

Zoom

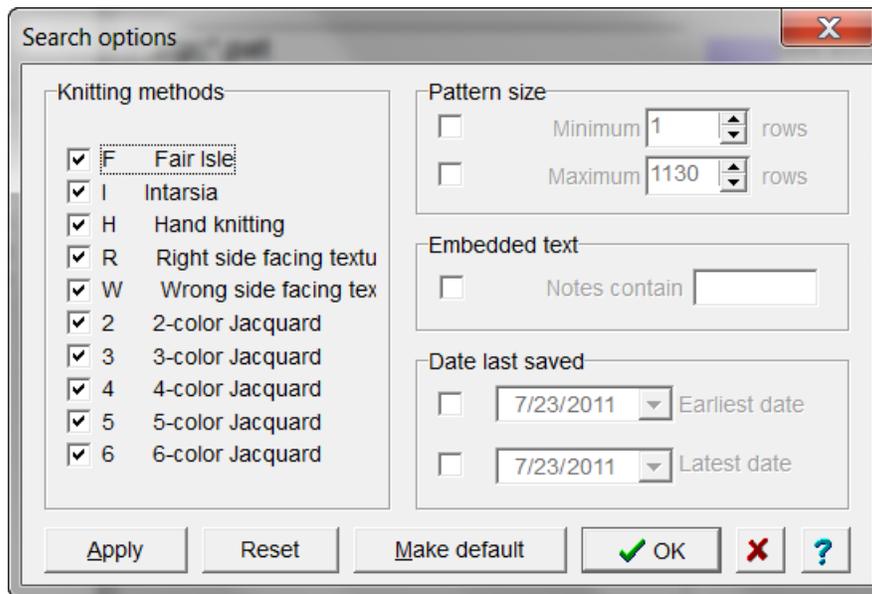


Click on the Zoom in button to enlarge the thumbnails and display fewer to a row, and on the Zoom out button to shrink them and see more per row. If the Details option is unchecked you can fit a larger number of images per row than when the information is displayed.

Thumbnail Search for Stitch Patterns Options



Click on the Search button to search for a file or files according to a variety of criteria:



Knitting methods: to filter your search according to knitting method, check only those you wish to include.

Pattern size: to search by the length of the pattern, you can check either or both of the minimum or maximum number of rows in the pattern repeat.

Embedded text: if you have added information to the notes section, DesignaKnit will search for a text string if you tick this option and enter some search text in the Notes contain field.

Date last saved: limit the search according to the date or range of dates when the pattern or patterns were last saved.

Click on the arrow to the right of the date field to open a calendar. Use the arrows to flick back and forth through the months and click on a day to set the date, or click on Today to reset the current date.

Apply Search: click the Apply button to run the search, without closing the dialogue, so you can redefine the criteria while the search is active.

Reset: click the Reset button to clear all the search fields on the right and re-check all knitting methods.

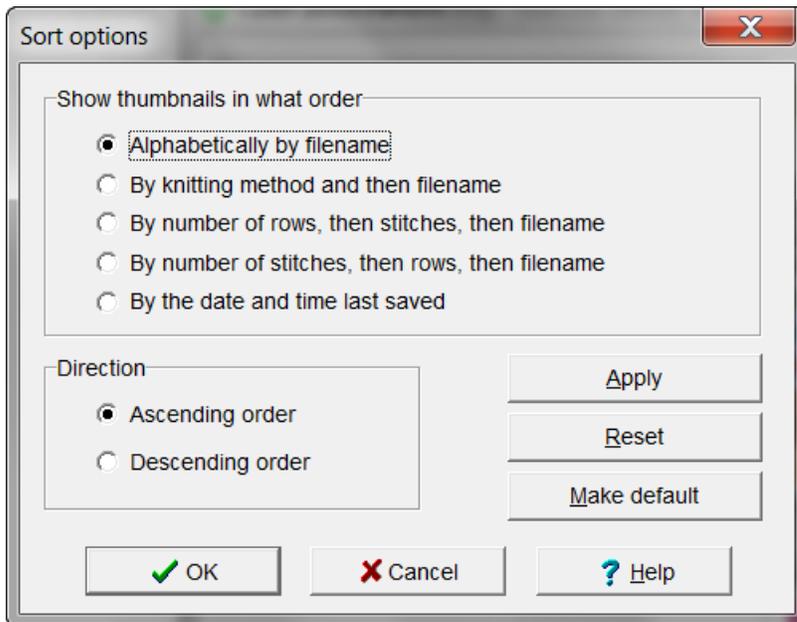
Make default: If you want to keep your search criteria for another session, click on the Make Default button. The next time you click on Search, the dialogue will open with your saved settings. To clear them, click on Reset.

Click OK to run the search and close the dialogue. The thumbnails browser will now display only those files found by your search until you click on the View All button. If this button is not active, this means that there are no filters and all the files in the folder are already included.

Thumbnail Sort for Stitch Pattern Options



By default, the thumbnails are listed in alphabetical order, but you may want to group your patterns in a different way. Click on the Sort button to view the options:



If you want to retain the option you have chosen so that the Thumbnails dialogue always sorts the files in this way, click on the **Make default** button - and if you later change your mind and decide to revert to alphabetical sorting, click on **Reset**.

Alter / Fit To Length Or Width



Fit to Height

This command opens the Enter Number dialog box which enables you to specify the total height of the currently active piece. Type in the required figure and click OK. The height is entered in the units specified in the Options > Units of Measurement dialog box, which can be centimeters, inches or rows. Change to the units preferred before selecting Fit to Height.



Fit to Width

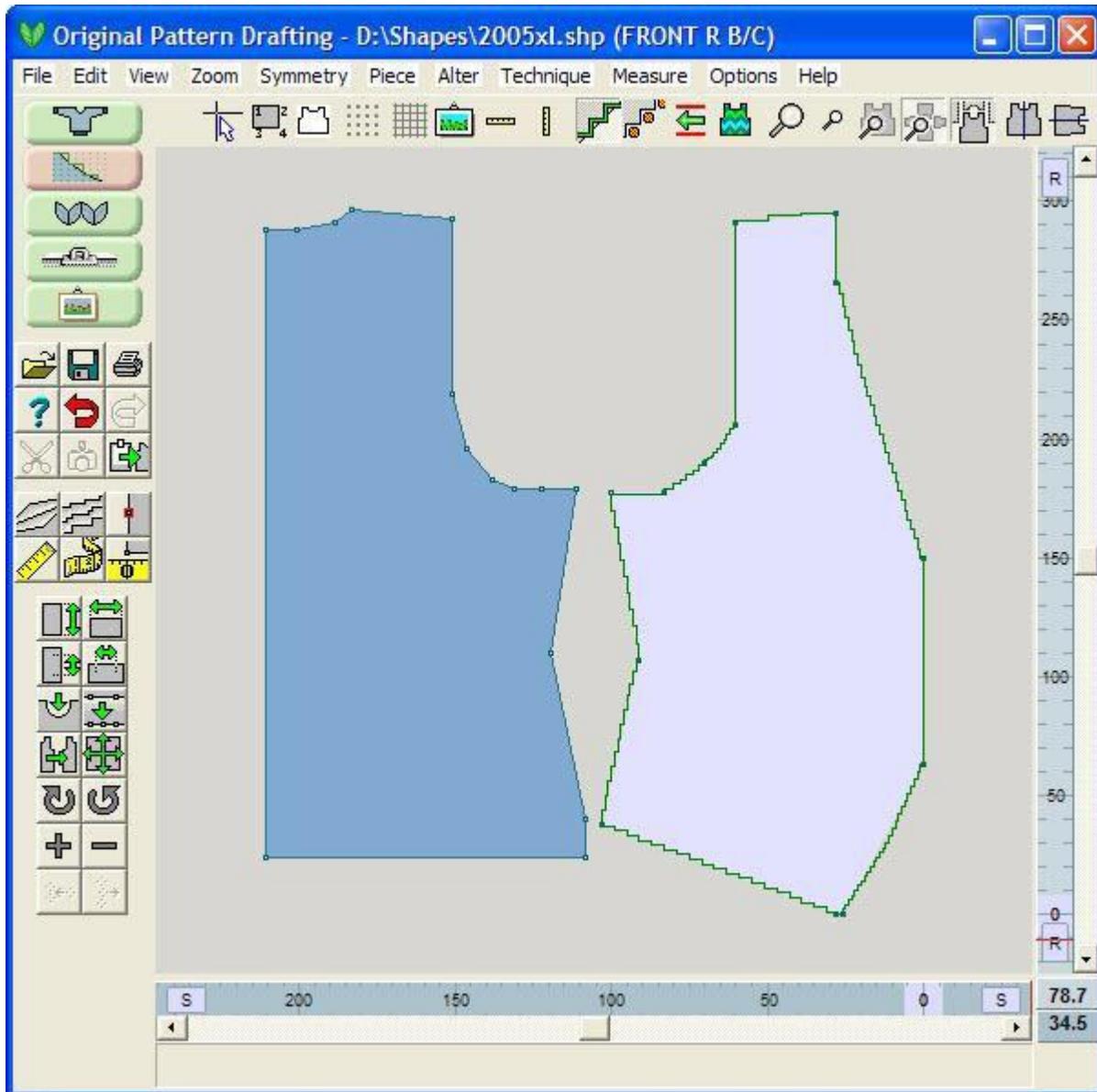
This command opens the Enter Number dialog box which enables you to specify the total width of the currently active piece. Type in the required figure and click OK. The width is entered in the units specified in the Options > Units of Measurement dialog box, which can be centimeters, inches or rows. Change to the units preferred before selecting Fit to Height.

Alter / Flip

Flip the active piece from left to right. Create one front piece for a vest by selecting **Piece / Delete Piece** (more info on page 133) to make a copy and then select **Alter / Flip** for a quick way to create a second piece, identical in everything but a mirror image of the first piece.

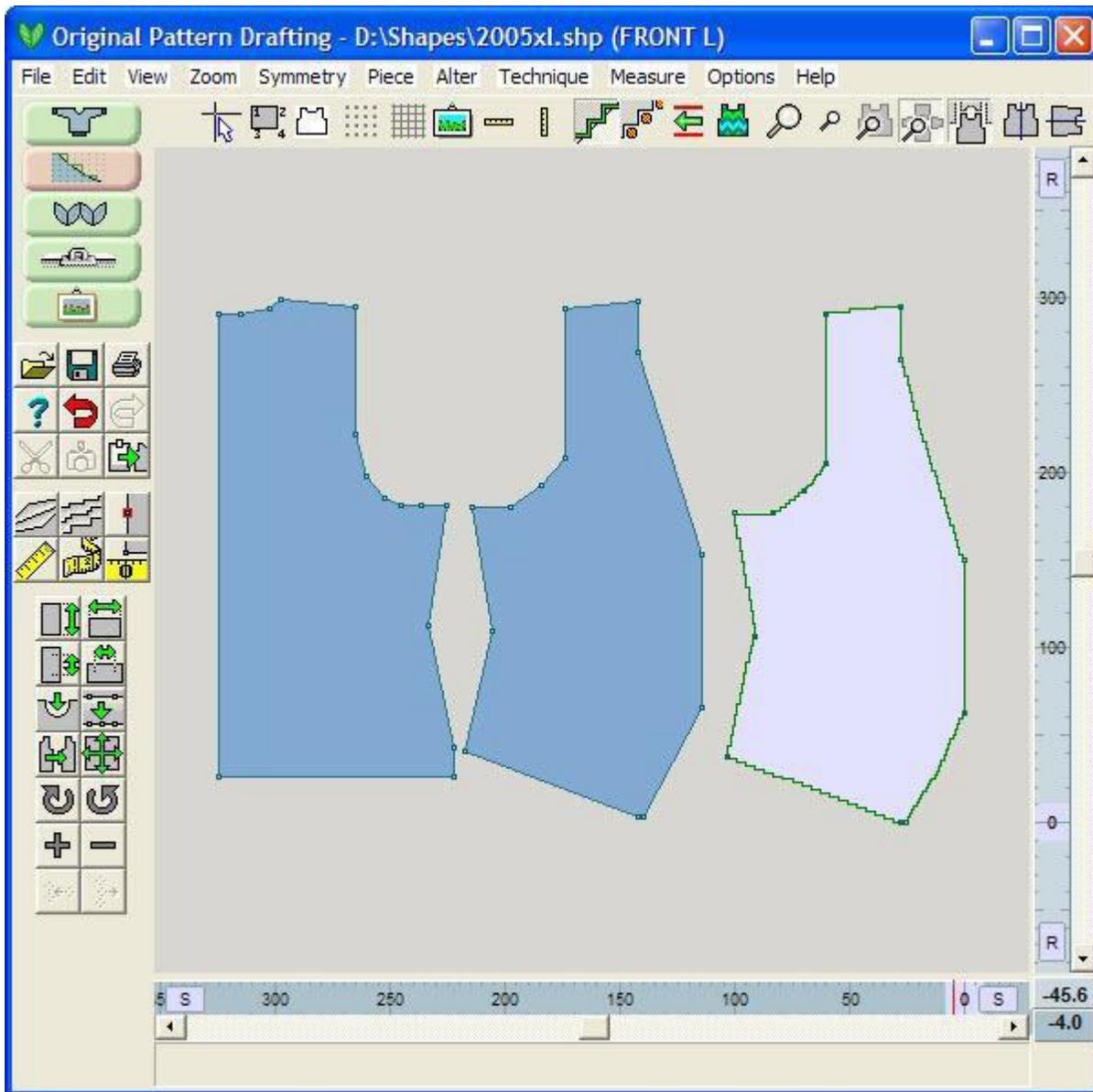
A single click with the left mouse button on the Flip tool instantly flips the piece and then deactivates the tool.

Open the File



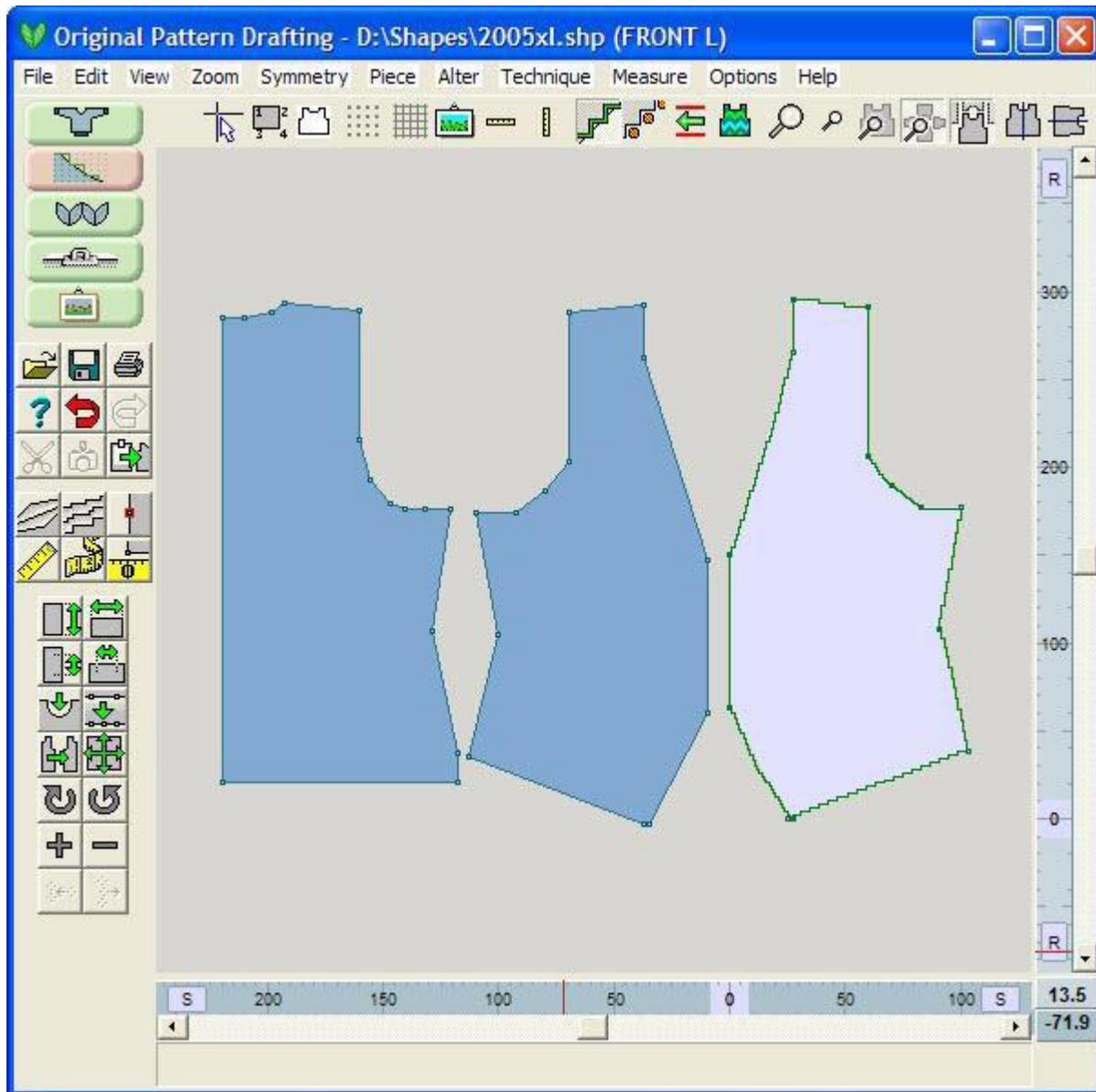
Select Piece / Duplicate Piece

Make sure that the piece you want to duplicate is the active piece by clicking on it with your left mouse button. A Window will come up asking you for a name for this new garment piece, here we have used Front L.



Select Piece / Flip Piece

Select Piece / Flip Piece, or use the Flip Icon on the Side icon bar.



Note: All graphics used in this example were drafted from the Knit2Fit2 Basics Collection. Used with permission - Karen Kuranda, Beacon Hill Knits/Knitware.©1996.

Help / Contents

This choice opens up the Main Original Pattern Drafting Help Section. There are other places within Original Pattern Drafting that also have a ? and clicking on the associated icon will take you to that specific topic.

The Drop down menu selection offers many different options to help the user. See Getting Additional Help on page 251 for more information..



Alter / Insert Length Or Width

Insert Length

This command inserts (or removes) a section between two points on a piece. The height is inserted across the full width of the piece, not just in one seam. It is therefore important to take note of the exact positioning of the cursor on the opposite seam as well as the one on which you place the cursor. Using the large cursor aids accurate insertion.

Select the large cursor first and then select Insert Height. The cursor changes with the addition of a vertical precision insert arrow to its center. Position the cursor between two points on a vertical seam of the currently active piece and make sure the opposite seam will be increased at a convenient spot, then click with the left mouse button. An Enter Number dialog box opens requesting the number of rows, centimeters or inches (depending on the current Units of Measurement selected) to be inserted. Type in the figure and click OK. The piece will grow by the amount inserted. To reduce the height, type in a minus sign, followed by the figure and the piece will shrink by the amount entered.

Insert Width

Insert Width inserts (or removes) a section between two points on a piece. The Width is inserted across the full length of the piece, not just in one seam. It is therefore important to take note of the exact positioning of the cursor on the opposite seam as well as the one on which you place the cursor. On a sweater front or back it may be necessary to add several small amounts to share the insertion evenly across both shoulders and neckline. Using the large cursor aids accurate insertion.

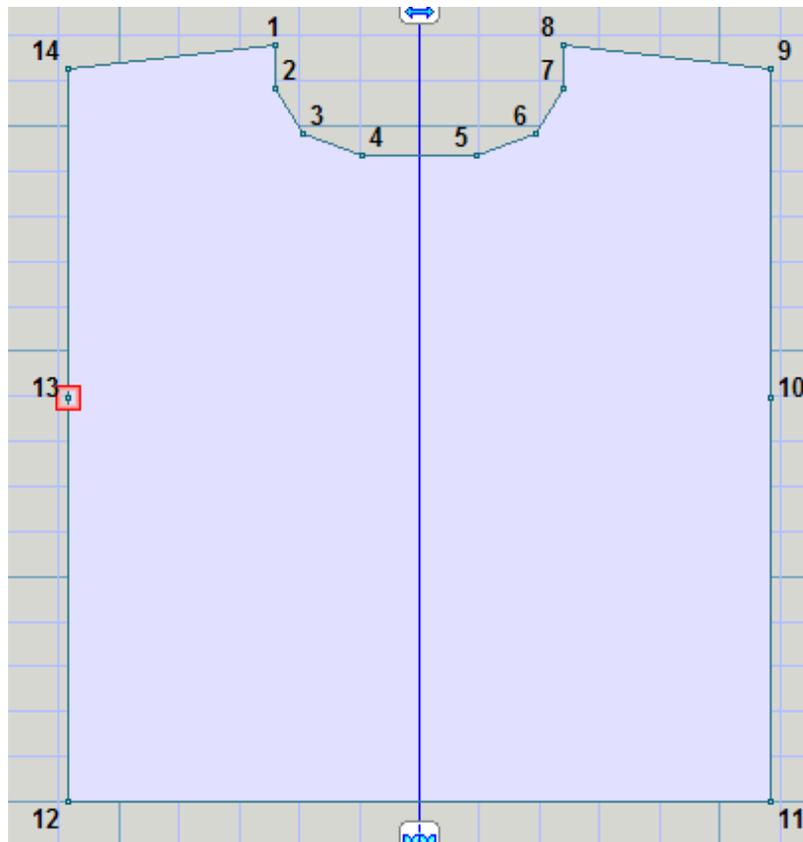
Select the large cursor first and then select Insert Width. The cursor changes with the addition of a horizontal precision insert arrow to its center. Position the cursor between two points on a horizontal seam of the currently active piece and check the opposite seam will be increased at a convenient spot, then click with the left mouse button. An Enter Number dialog box opens requesting the number of rows, centimeters or inches (depending on the current Units of Measurement selected) to be inserted. Type in the figure and click OK. The piece will grow by the amount inserted. To reduce the width, type in a minus sign, followed by the figure and the piece will shrink by the amount entered.

Techniques / Add A Marker

Markers may be added to any point around the perimeter of a garment piece. When a marker position is reached, the knitting instructions in Interactive Knitting will advise the knitter to place a marker on this row. This facility is extremely useful for marking the underarm position on straight sleeve (drop shoulder) styles and buttonhole positions.

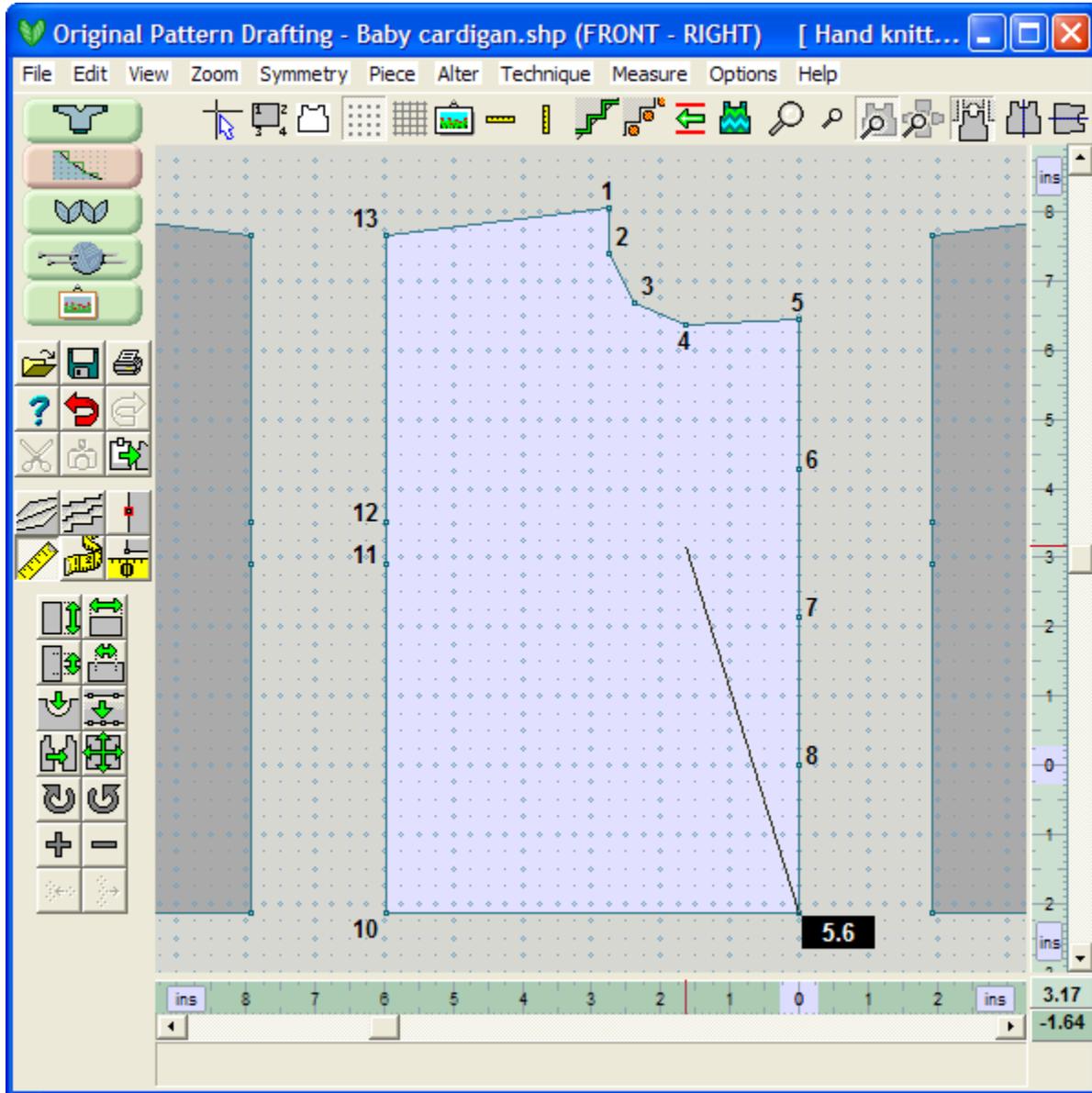
The Markers can also be set to On for Garment Outline and Garment Notation printouts. Print out the Garment Outline full scale (100%) for a blocking pattern. Use the Markers shown on the outline for extra blocking positions.

To place a marker, first ensure there is a point at the proposed position of the marker. Select the Marker tool and click on the point. The red box surrounding the point lets you know that the marker is set. The marker tool will remain active and add a marker to each point you subsequently click on, until it is deactivated by a second click on the tool button. When you deactivate the Marker tool, the red box will not show any more. The markers are still placed with these points and saved with your garment file. You can turn on the markers anytime to review this placement.



Measure / Measure Across

The Measure Across tool is a tape measure which can be attached to any of the points around the perimeter of a piece. The measure can then be stretched across the piece in any direction to take measurements. The dimensions are shown in the currently selected Units.



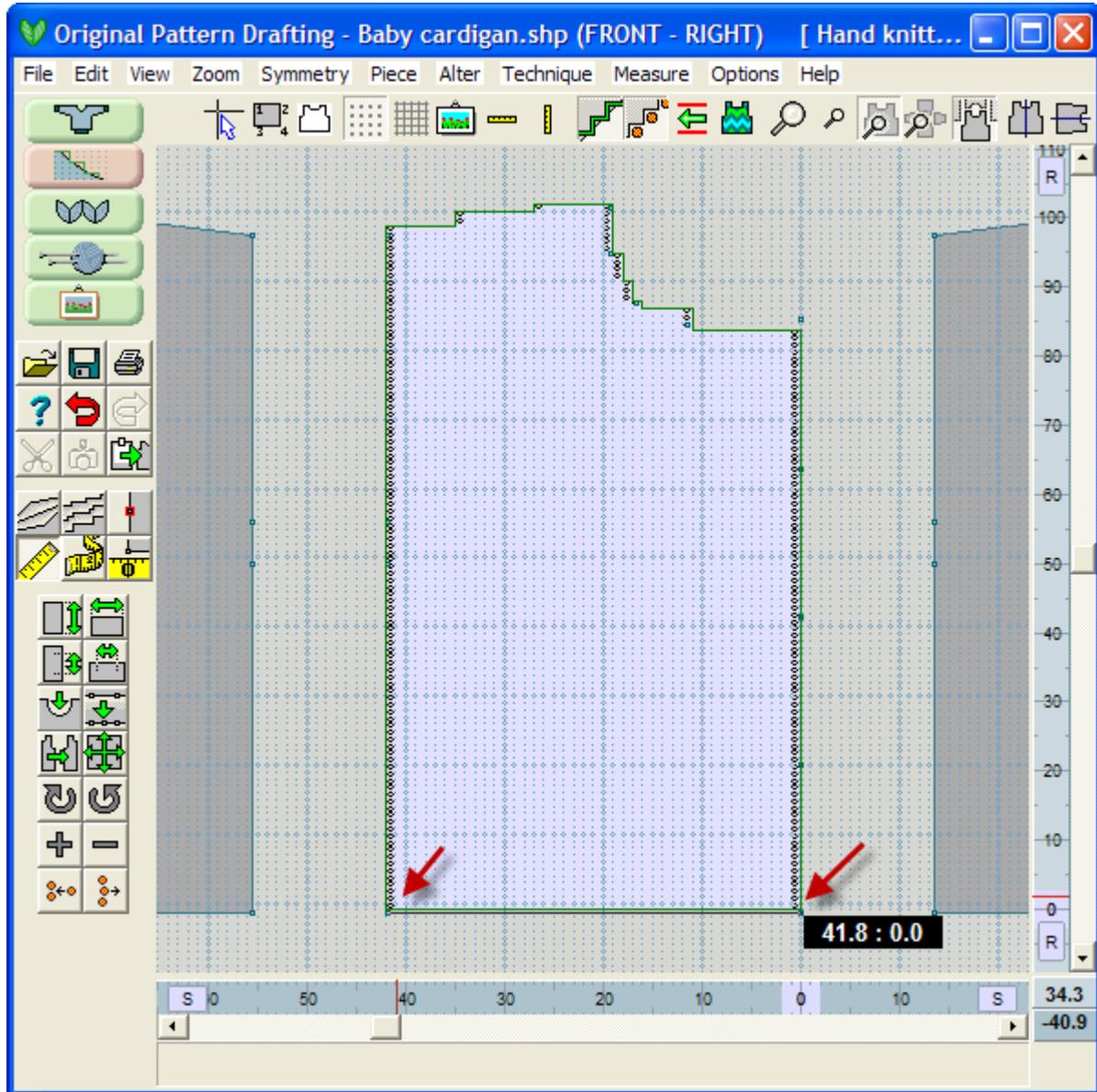
Select the Measure Across Tool, click on a point to anchor it in place and move the precision cursor until the pointer is where you want it. The measurement is the number displayed in a black box next to the point that you are measuring from.

Take an accurate measurement by clicking and holding down the left mouse button near a point and the measure will snap to that point, displaying the exact measurement, across the piece from the first point to the second. Once you have lifted the left mouse button, this value will change to the new position of the Measure Edge cursor.

The Measure Across tape measure tool can be quickly reattached to a different point by double clicking near the new point.

The numerical display will not remain when the tool is deactivated so you must make a note of them if you require a permanent record. Deactivate the Measure Across tool by clicking on it a second time or by pressing the Escape key.

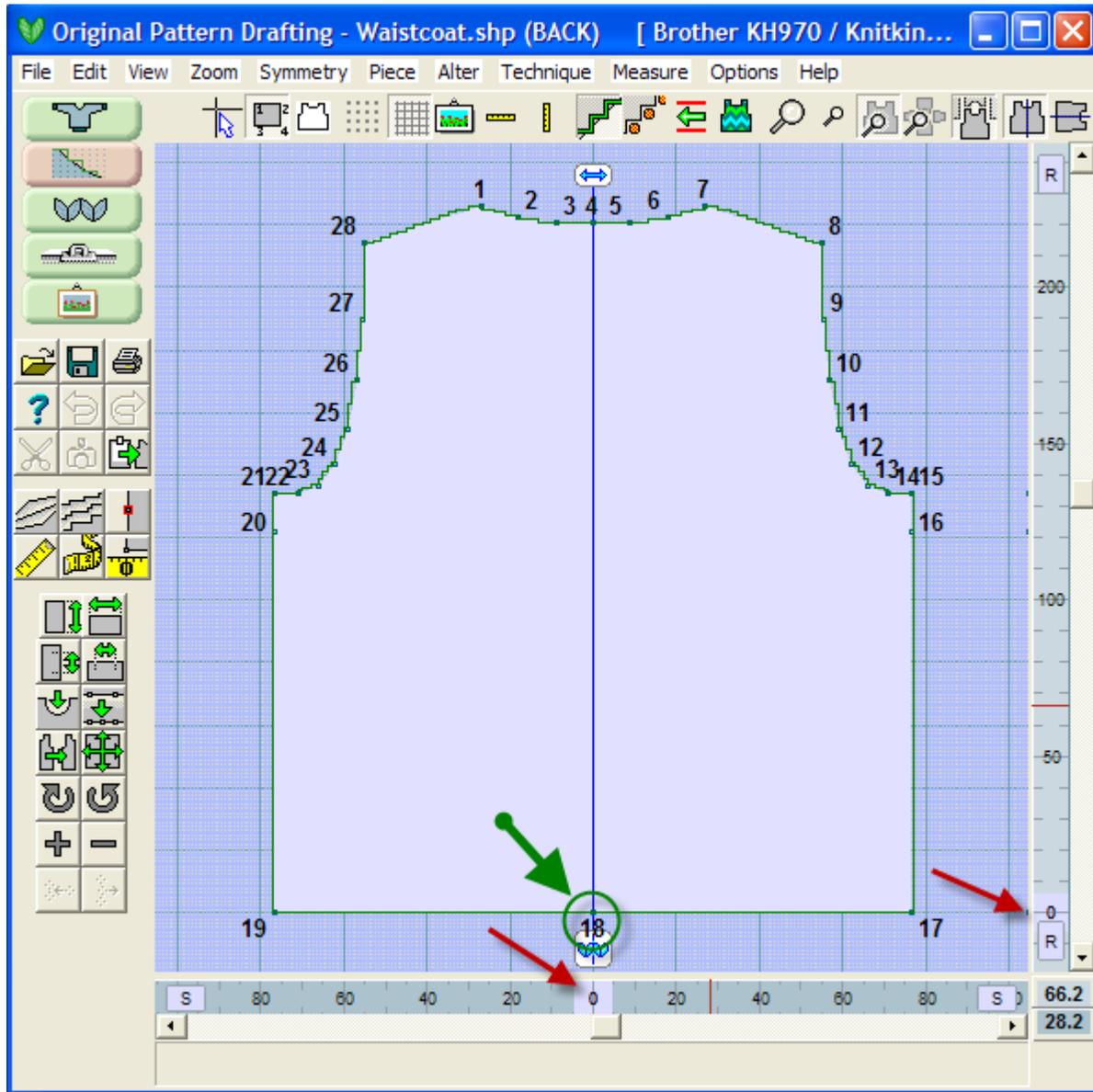
If you toggle to **Exact Stitch Layout** (more info on page 67), the measurement will be displayed as Stitches:Rows (in this case 41.8:0.0)



Tip: Use the Large Cursor for accurately lining up with horizontal and vertical lines when measuring.

Measure / Origin

The Origin of a garment piece is determined by the position of the Zero mark on the fixed rulers at the right and bottom of the pattern drafting area. Vertical and horizontal lines are drawn from the zero marks. The point at which these two lines intersect, is the Origin of a garment piece (circled in green on the following figure at the middle of the bottom of the garment numbered point 18). The vertical origin is shown on the right ruler and the horizontal origin is shown on the bottom ruler.



Moving the Origin

The Origin can only be moved from one numbered point to another numbered point around the perimeter of the garment. Select the Origin icon tool and the cursor will change to a precision cross. Click near the point you wish to become the new Origin. The zeros on the rulers will change to reflect the new position. The tool automatically deactivates as the new Origin is set.

Note: Each piece has its own point of Origin, so changing the active piece will also change rulers positions to the coordinates for the new active piece.

Standard Garment Styles which are also symmetrical will have the Origin in the vertical center of the piece, even when there are no points at this position. The horizontal Origin is at the bottom edge - row 1 of the garment piece. Once the Origin has been moved, it can not be returned to the vertical center without first adding a central point to which it can be attached (Add or Delete New Points (on page 10)).

Move the Origin around the edges of a piece to facilitate measuring when drafting patterns

The co-ordinates shown at the bottom right corner of the screen give the horizontal and vertical position of the cursor in relation to the current point of Origin. These coordinates correspond to the current Units of Measurement shown on the rulers is in stitches/rows. These standard graphing coordinates follow the proper X/Y convention where the X axis is the stitch position of the point horizontally relative to the origin (shown in this bottom right corner in medium blue) and the Y axis is the row position of the point vertically relative to the origin (shown in the bottom right corner in light blue). The Origin is Zero for the X axis and Zero for the Y axis and is written 0,0 for (X/Y in this case it equals the number position in Stitches/Rows). The Units of Measurement can be rapidly changed to inches/cm by clicking on either the "S" or "R" tab on the fixed rulers to the bottom and right of the workspace. You can also change this using **Options / Units of Measurement** (more info on page 123).

Just a little math: With the Point of Origin at the center of the bottom of a sweater, this makes the right edge of the sweater 12 inches to the right, but at the same Zero position vertically and the left edge of the sweater 12 inches to the left, but at the same Zero position vertically. We express these coordinates as -12,0 for the left edge (negative because the point is to the left of the Zero value for the X axis. The bottom right edge would then be a positive value and would be expressed as 12,0). Similarly, we could have a point of origin at the bottom of a garment edge at 0,0 and then the sleeve edge would be 12 inches higher for example. This affects the Y value in this case, giving us a coordinate value of 0,12 (see how the Y value is the one changing now).

Moving the Point of Origin permits the user to make rapid changes to the garment easily, such as putting in a neckline on a new garment piece (see Curve(on page 13)) or using **Piece / Table** (more info on page 138) to rapidly adjust points on the garment edge.

Rotating Pieces using the origin

Rotation of pieces occurs around the Point of Origin using Alter / Rotate Clockwise or Counterclockwise(on page 57) icon tools.

Using Horizontal and Vertical Mirrors

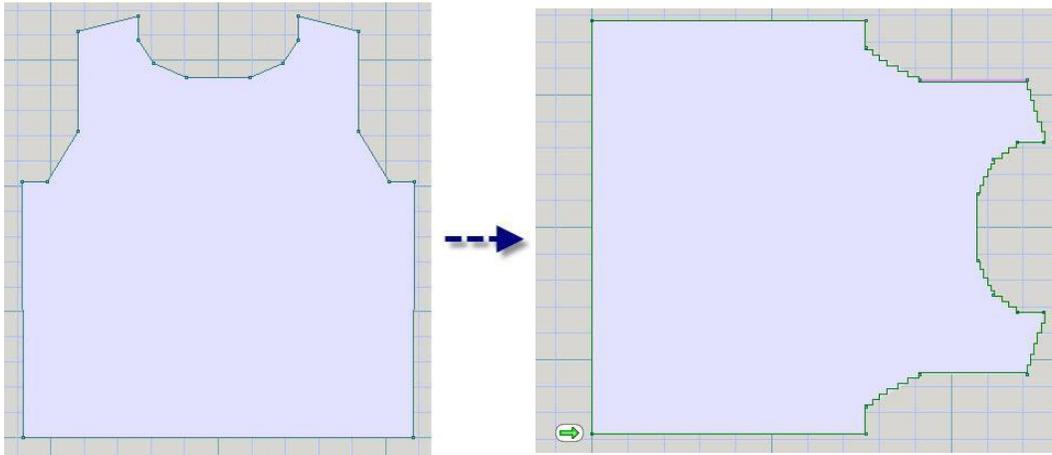
When active, Mirror Vertical(on page 81) ensures that the left and right halves of a piece are identical. Any changes to the one side will immediately be reflected on the other. This mirroring occurs around the Origin of a piece. Similarly, using Mirror Horizontal(on page 78) will reflect the garment top and bottom of the garment around the Origin.

See Also **Piece / Table** (more info on page 138) on using the Point of Origin with the Table of Coordinates to rapidly place points.

Alter / Rotate Clockwise Or Counterclockwise

Rotate Clockwise

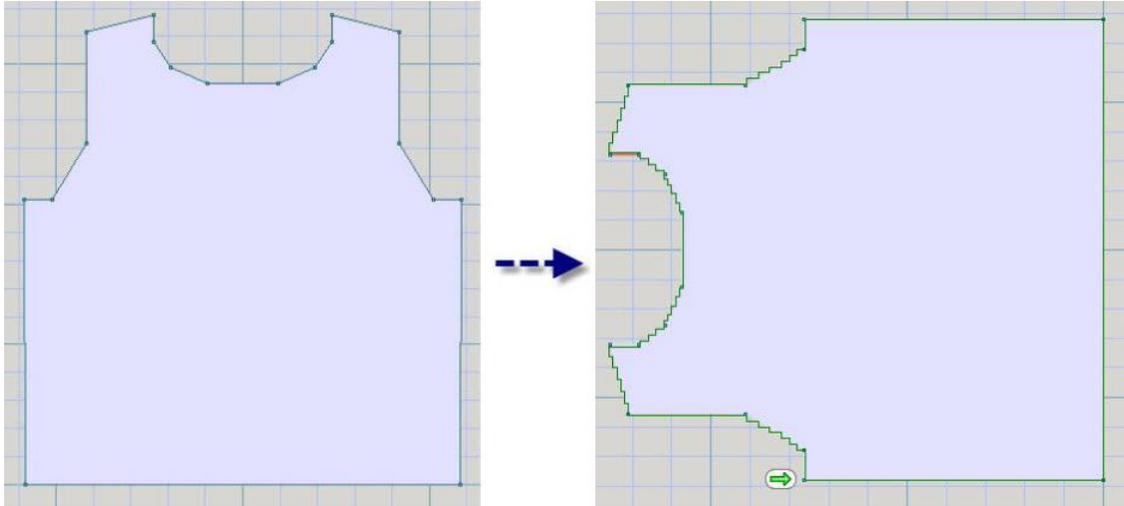
Rotating a piece clockwise turns the active piece on the screen and adjusts the starting point for knitting. For example, rotating the front of a sweater clockwise by 90 degrees will adjust it for sideways knitting, with the hemline to the left side of the screen. Rotating by 45 degrees will produce a piece for diagonal knitting. Selecting the Rotate Clockwise tool opens an Enter Number dialog box. Enter the number of degrees you wish the piece to turn and click OK. The piece will instantly turn and the tool is automatically deactivated. This piece has been rotated 90 degrees clockwise. The **Exact Stitch Layout** (more info on page 67) and **Knit Direction** (more info on page 72) indicators have been turned on as well.



TIP: This tool may only be used to rotate the active piece. Using the rotate tool changes the direction of knitting of this piece. The function of this tool should not be confused with using the right mouse button alone to drag the garment piece into position to permit the user to experiment with the layout of pieces and to test how seams etc. fit, but does not affect the knitting direction of the pieces involved.

Rotate Counterclockwise

Rotating a piece counterclockwise will roll the active garment to the left. The functions are the same as with Rotate Clockwise described above.

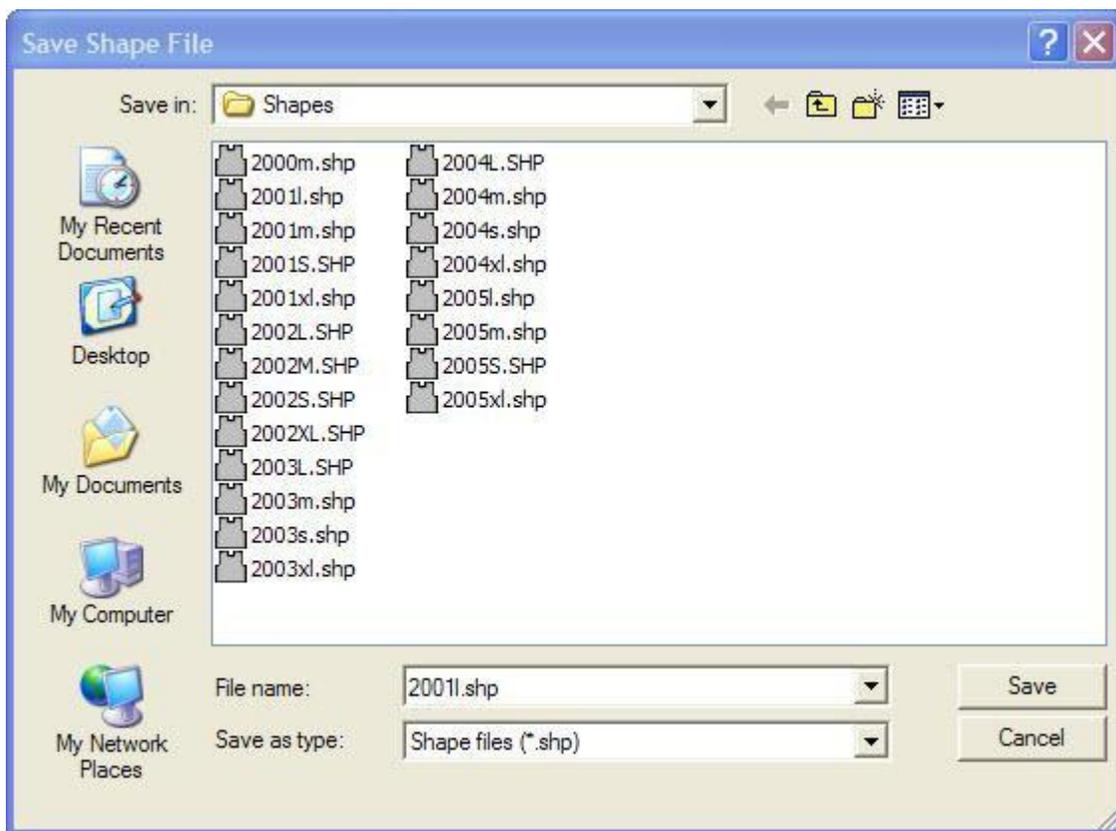


File / Save

This option saves the current file, overwriting the existing copy without further prompts. If the file name is "Untitled", then the File / Save As... dialog box is displayed, prompting the user to specify the file name.

File / Save As

This option displays a dialog box allowing the current file to be saved, with the name specified, in the displayed directory. The file name may be changed, so that the original file opened is not overwritten. There is no need to specify a file extension. DesignaKnit will fill in the file name .shp extension automatically. Also use **Save As** to place a copy of your file onto a floppy or CD disk as a backup. Place a CD into your disk drive, select File/ Save As and change the drive in the Browse dialog box. Click OK and a copy of the file will be stored on the CD.



Note: If you need a little more help in learning how to create and navigate Windows directories, please [Click here](#) to take you for more information.



Use the Scale tool when you want to increase or decrease the size of the currently active piece, keeping the proportions correct.

Select the garment piece that will be resized. Click on the Scale tool to indicate the proportion by which to enlarge the piece. To increase the piece to twice its size enter the figure 2 or, to increase by ten percent, enter 1.1 (i.e. increase it to 110% of its original size). To halve the size of the piece enter 0.5 and to reduce it by ten percent enter 0.9 (i.e. to 90% of its original size). Enter the figure you require and click OK. The piece will be increased or reduced and the tool deactivated. To cancel the operation part way through press the Escape key.

Technique / Shaping Method

The Shaping tool is used to determine how the knitting instructions are calculated and printed, or how they will appear in the Interactive Knitting Screen. Selecting the Shaping tool will present tabs between points on each seam. Clicking on a circled tab will toggle through the various options:

- Upper case C is for simple cast off whereby a number of stitches will be cast off at the same side as the carriage on every two rows.
- Lower case c is also cast off at the same side as the carriage but with one stitch retained for casting off on the next row (at the opposite end to the carriage) to produce a smoother seam.
- Upper case H is for holding position shaping (also known as short rowing) whereby a number of stitches are placed into hold at the opposite end to the carriage on every two rows. This will require manual wrapping of the last needle in hold when the carriage is at the same side as the held stitches.
- Lower case h is also holding position shaping, but this time with one needle retained for automatic wrap on alternate rows.
- N should be selected only where none of the above adjustments are required. It produces shaping with decreases on every row which provides a seam line closest to the actual line drawn. Its main use is for cut and sew shapes where it will produce the neatest outline. Since it is impractical to decrease several stitches at the opposite end to the carriage, or to hold several stitches at the same side, it is not useful for other methods of shaping .
- When in Exact Stitch Layout, the shaping method will toggle through only the C, H, and N choices.

Standard Garment Shaping

Standard Garment Styles, by default, have the armholes and shoulder seams shaped by casting off (C), and round necklines by the holding position (H) technique. These defaults may be adjusted in the Original Pattern Drafting screen to smoother seams by using the lower case options for Cast off and Hold.

Turn off the shaping symbols by clicking the tool again or by pressing the Escape key.

Edit / Undo Or Redo

Undo

This option cancels the last action performed, undoing any changes made by it. DesignaKnit 8 allows up to 20 levels of undo. For a speedy Undo click on the Undo Button.

Redo

This option takes back the last Undo action returning any changes made by the Undo tool. DesignaKnit 8 allows up to 20 levels of redo.

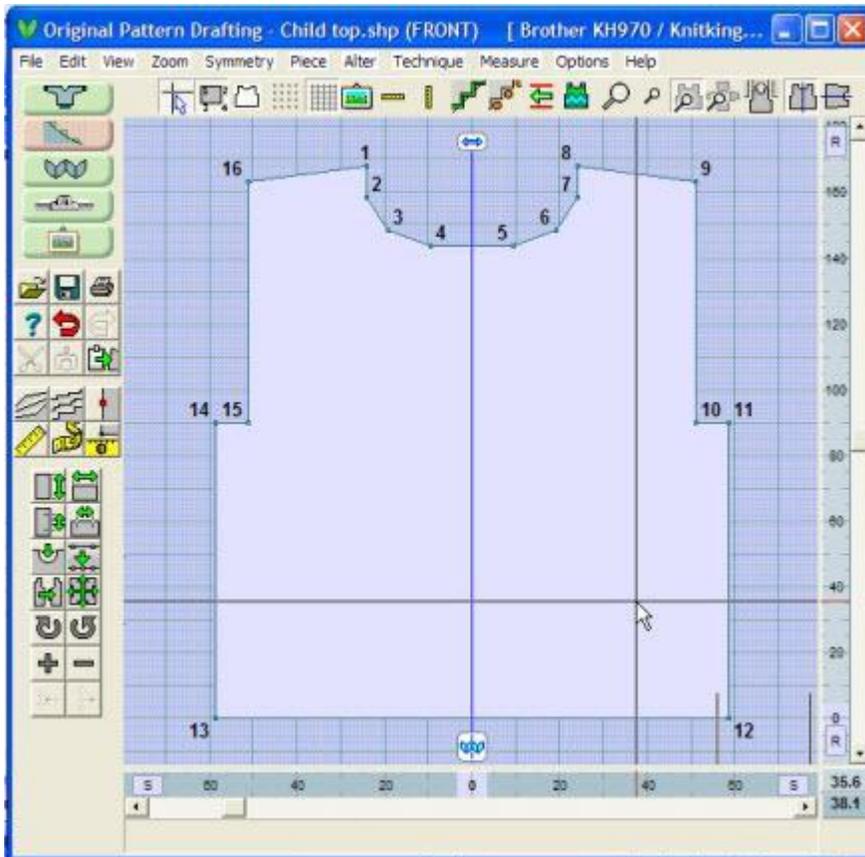
After using either undo or redo, DesignaKnit remembers the current zoom level, including the pan and ruler positions.

Big Cursor

The Big Cursor is very useful for positioning points as you Add and Delete, or Move points around. It consists of the normal arrow pointer with additional cross hairs which extend from left to right and top to bottom of the drafting area. Whenever it is directly lined up with a vertical or horizontal line the appropriate cross hair will change color where it is over the line, allowing perfect alignment of points. The large cursor changes when certain tools are activated.

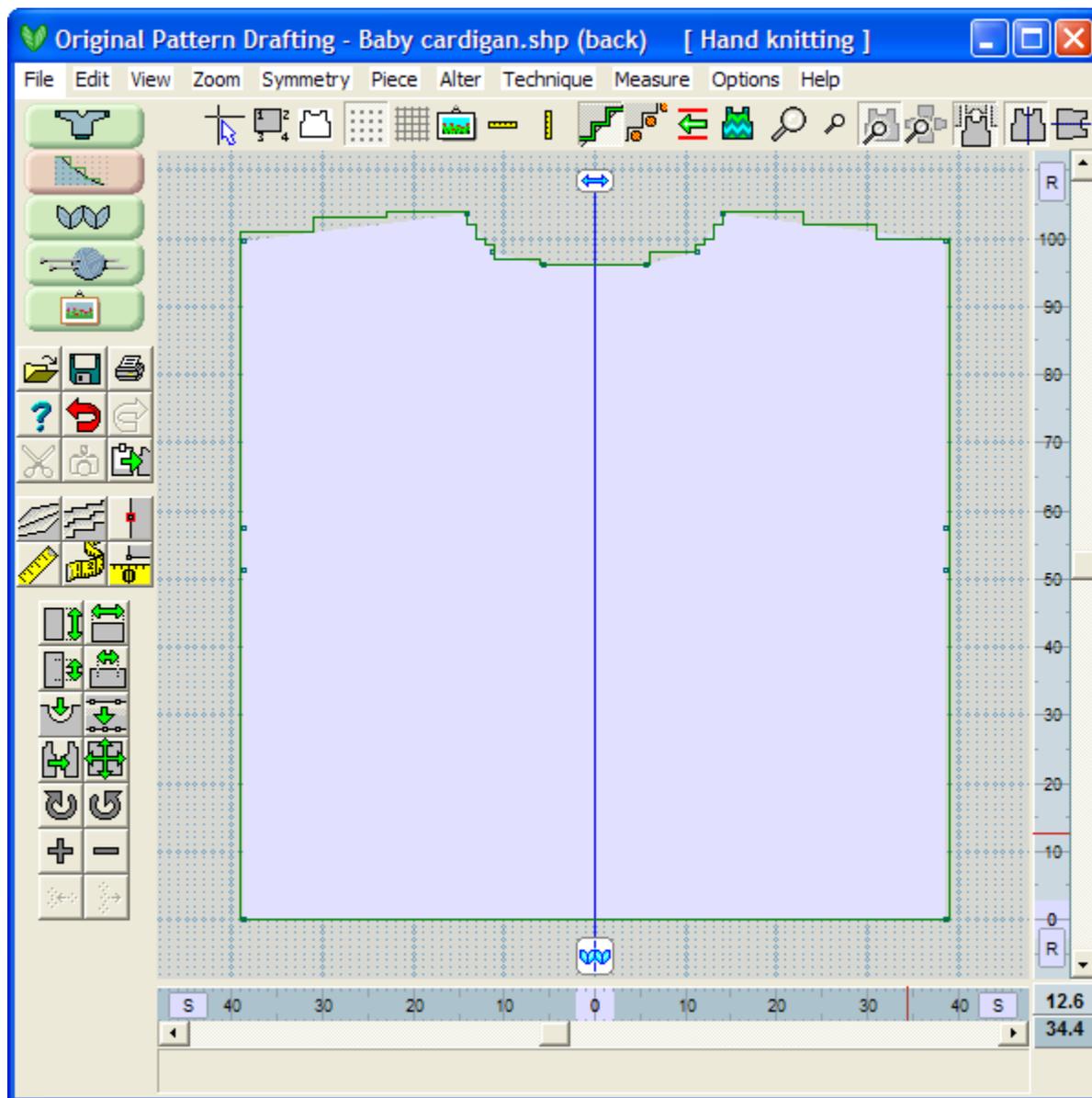
- Add changes the pointer, adding a plus sign (+) in the central lower right corner.
- Delete changes the pointer, adding a minus sign (-) in the central lower right corner.
- Insert Height adds a vertical precision insert arrow through the center of the cross hair.
- Insert Width adds a horizontal precision insert arrow through the center of the cross hair.
- Divide, Curve, Set Marker and all measuring tools change the pointer to a precision cross in the center of the large cross hairs.

When the Big Cursor is deactivated the normal cursor is active. The normal cursor (small arrow pointer) also changes in the same manner as the Big Cursor when the tools listed above are in use.

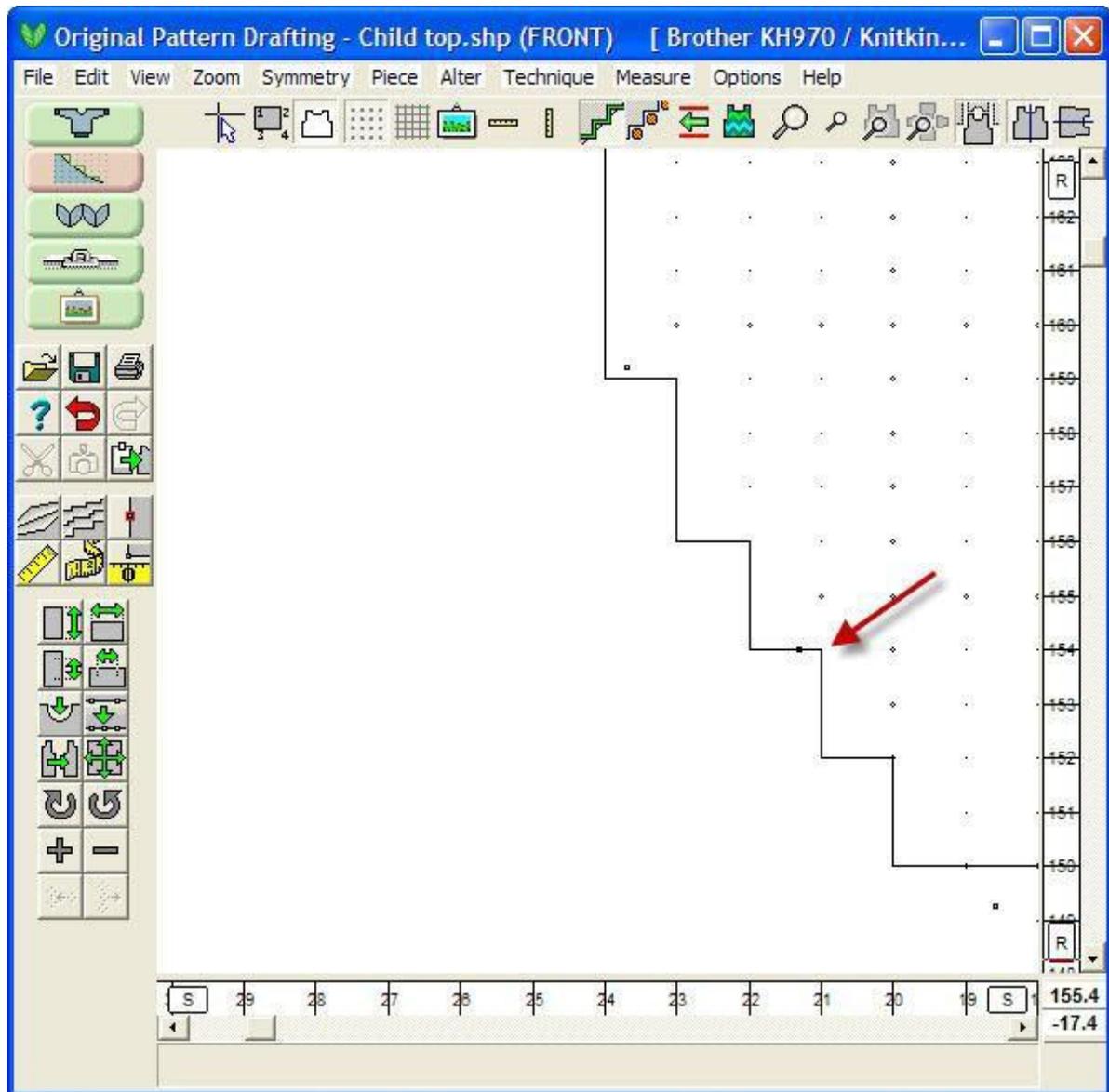


Dotted Grid

Selecting the **Dotted Grid** tool will place a dotted grid onto the drafting area in accordance with the Units of Measurement currently selected. The grid will be presented with the most appropriate graduations depending on the current magnification. Every stitch/row, centimeter or eighth of an inch will be marked if the magnification is adequate.



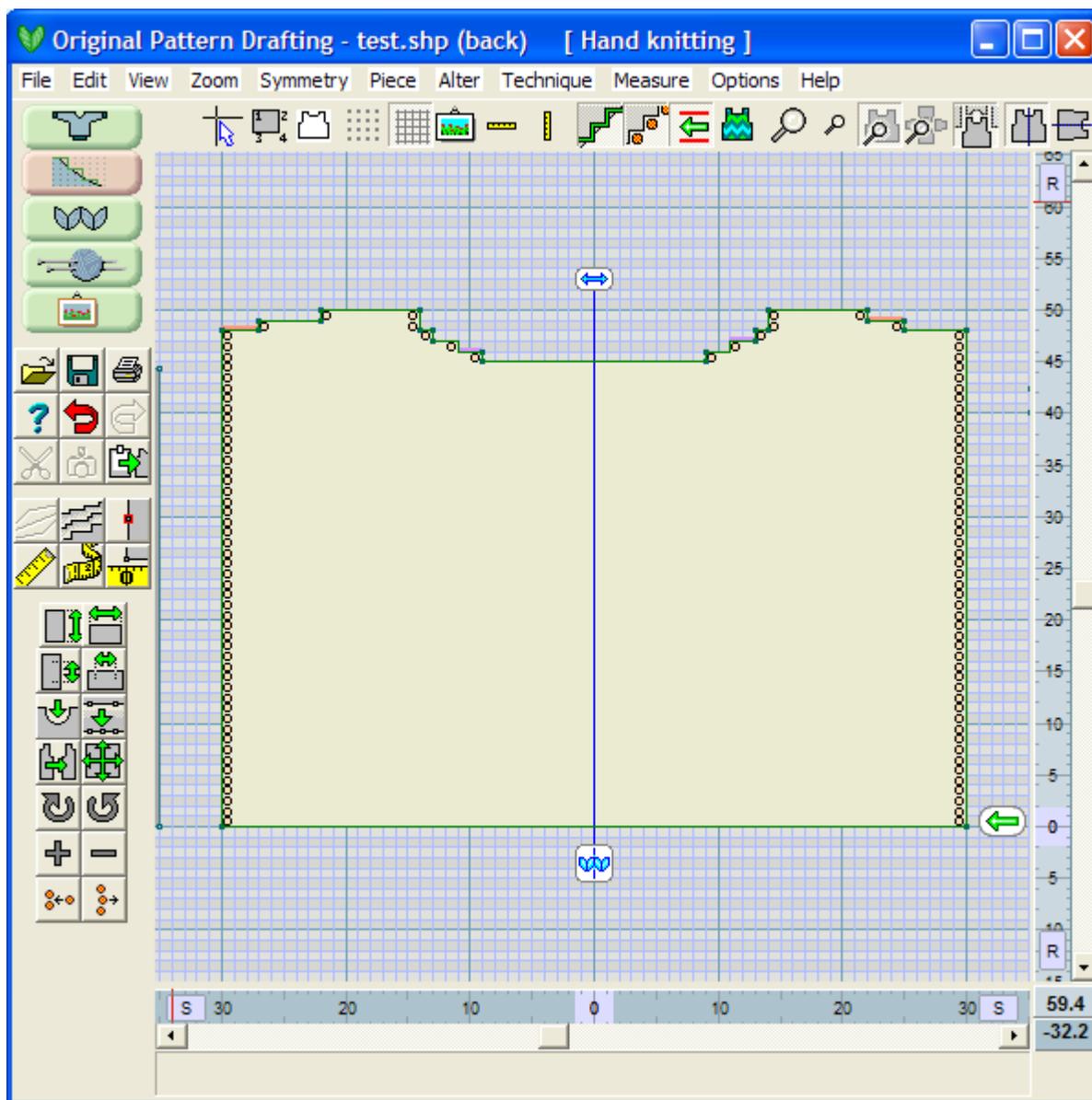
As you toggle through the dotted grid options, you can have just the active piece with the dotted background toggled off as shown above, the active piece transparent so that you see the dots also within the garment piece, and finally the active garment piece laid on top of the dotted grid. This last option is shown below with the neckline zoomed in to indicate individual dots for stitches and rows.



Exact Stitch Layout

This is a new menu item **View / Stitch Handles** and a corresponding button (icon tool shown above left and is located on the top menu icon bar). If the stitches are not too small, stitch handles are displayed as small ellipses in light orange at the ends of every row to allow adjustment of the garment piece outline. You might need to zoom in to see the stitch handles individually using the magnifying glass to zoom in. This example is from a six month size baby sweater garment pattern.

Normal garment pieces that have not been converted to Exact Stitch Layout mode are shown as pale gray when active and darker when not. A piece in Exact Stitch Layout mode is displayed in light cream when active and a darker cream shade when not (unless of course the integrated stitch pattern is shown). This helps you visually look at a garment file with all its pieces, and rapidly identify which garment pieces have been modified using Exact Stitch Layout.

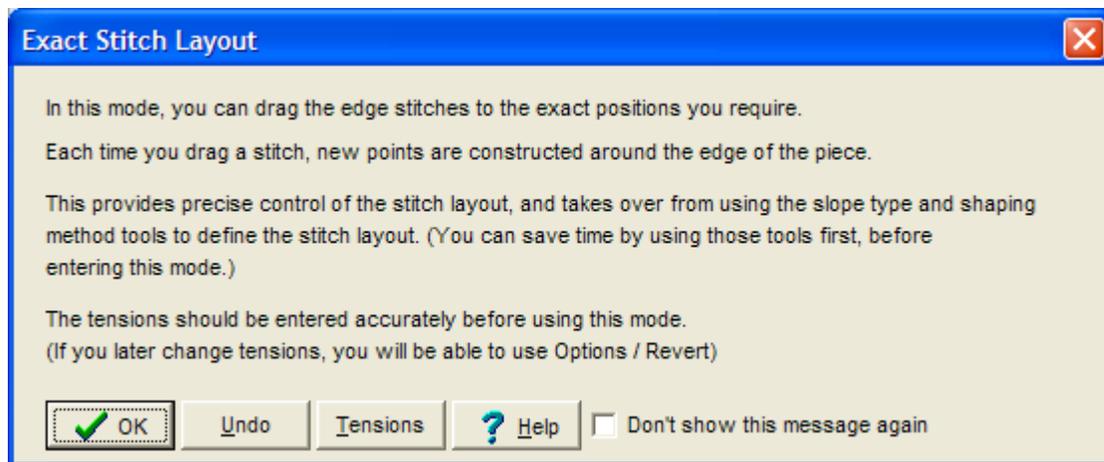


Getting set up to move individual stitches on a garment piece

Before starting Exact Stitch Layout, when a stitch handle or a set of stitch handles is first dragged to a new position for the first time, this changes an important property of the entire piece: it becomes an Exact Stitch Layout garment piece. When you click on a stitch handle for the first time, the orange oval stitch handle will turn green to indicate that it is being selected.

A menu window now pops up reminding you to check that you are comfortable with the current tensions before entering into Exact Stitch Layout mode. Since you are moving individual stitches, using a carefully knit tension swatch to achieve your final gauge is very important. You can adjust the tension here by selecting the Tensions button. You have the option to check off "Don't show this message again" if you don't need the reminder each time.

Note: Again, this is worth repeating. It is extremely important to use an accurate tension swatch to specify your gauge as you are using Exact Stitch Layout to adjust your garment piece by moving individual stitches.



DesignaKnit 8 thereafter remembers (unless you later change it) that this piece has been shaped in this way. There are 2 consequences of this:

1. The Stitch Handles button automatically turns on when this piece is selected as the active piece and the stitch handles are shown as light orange ovals.
2. Double row steps are never forced upon this piece.

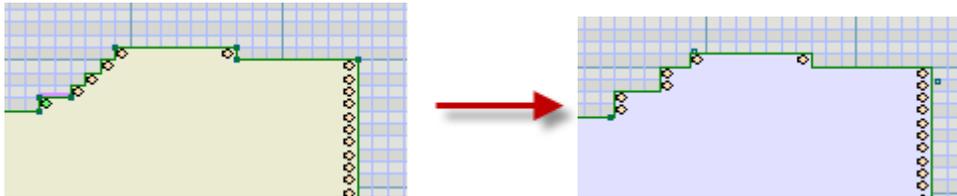
Moving an individual or a selected set of Stitch Handles

It is however still possible to select and alter the Shaping Method for each of its edges, in order to enable checking for correct shaping for the direction of knitting (using the Knitting Direction Indicator – see below). Once a pattern piece has made the transition to Exact Stitch Layout mode, the available shaping methods are C, H, and N, (Cast off, Hold and Normal).

One or more stitch handles can then be selected for dragging. The selection box can be used to select a group of stitch handles, or you can simply click on the required handle with your cursor. You can use the ctrl-left mouse button to activate more stitches one at a time. When a handle is selected it changes color from orange to green.

Using Options / Revert (to Before Exact Stitch Layout)

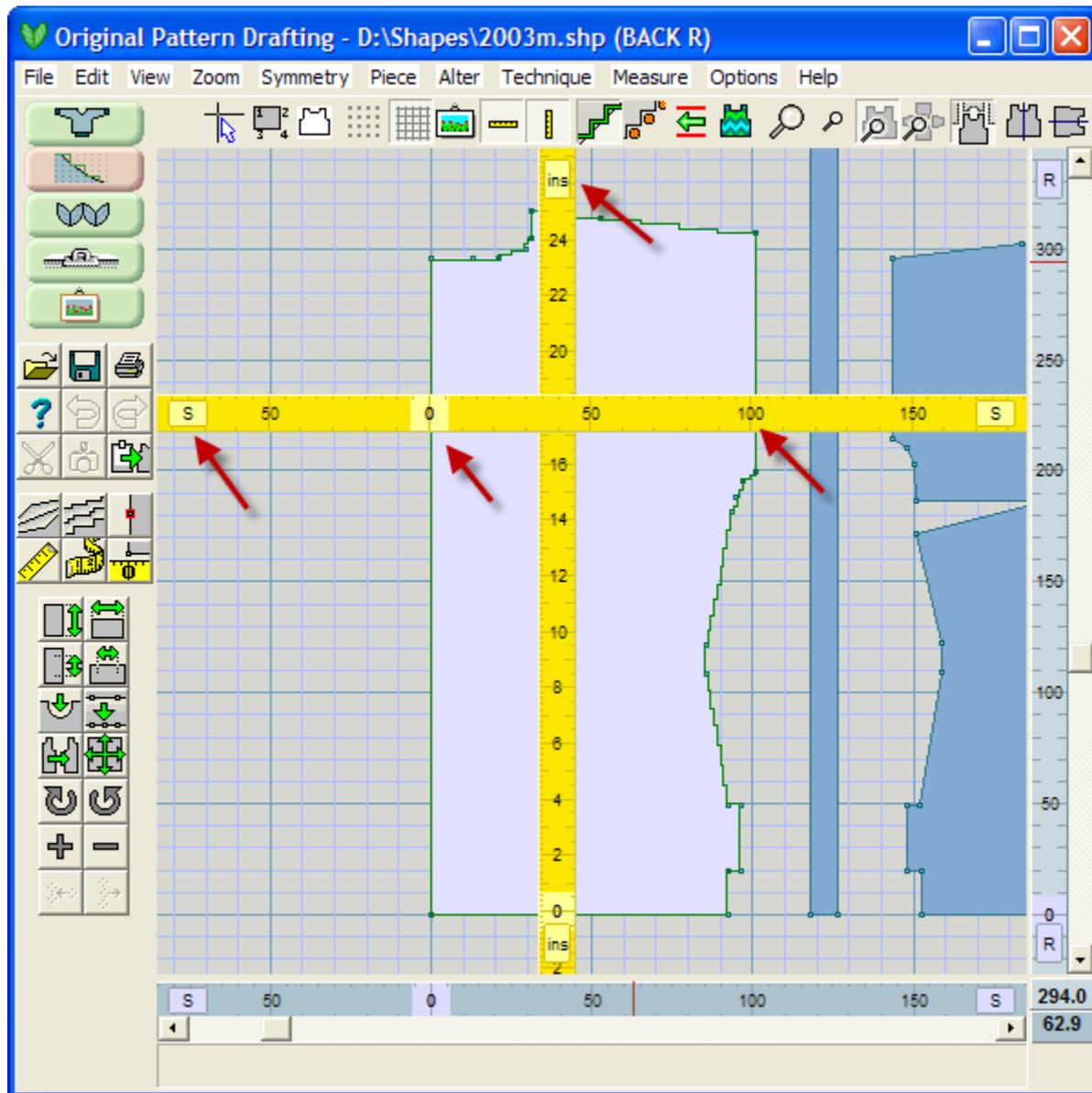
If for any reason you need to return to the normal garment piece before any changes were made, use Options / Revert to lose any changes you have made and let you start over again. (This option is only available if you had answered Yes when asked to save the garment piece to enable reversion.)



Here we see an Exact Stitch Layout where some of the neckline stitches have been adjusted. Note that the Exact Stitch Layout mode garment piece is light cream, while when it reverts back to a normal garment piece it is shown again back to light blue. The layout on the right has been reverted to before exact stitch layout.

Horizontal Or Vertical Rulers

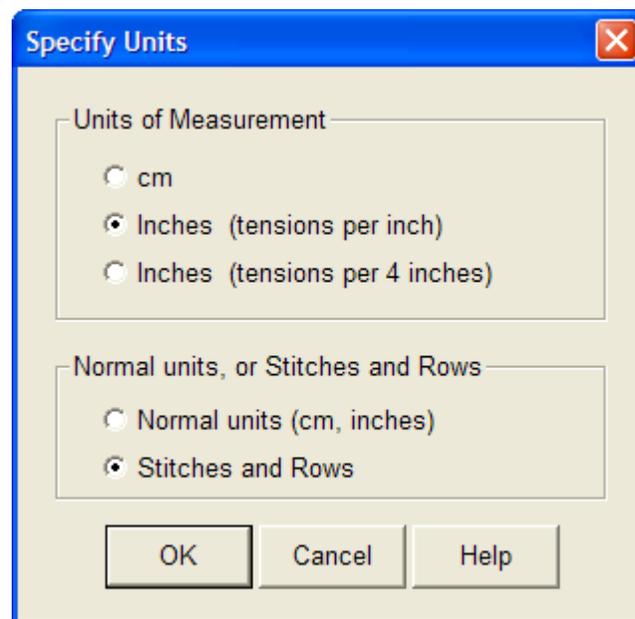
There are new horizontal and vertical moveable rulers. The position of each moveable ruler for each pattern piece is stored in the shape file, and is therefore remembered individually for each piece across DesignaKnit 8 sessions. The point at which the horizontal ruler attaches to the shape layout is at the upper edge of the ruler at the zero point. The point at which the vertical ruler attaches to the shape layout is at the left edge of the ruler at the zero point.



Click on the buttons near the ends of the rulers to change between stitches or rows and the configured units of inches or centimeters, or use right mouse button anywhere on the ruler. Use Other / Units of Measurement to switch between inches and centimeters. The moveable rulers can be changed separately (for example, one ruler can be in stitches or rows, while the second moveable ruler is in inches or centimeters). Here in this diagram, the horizontal moveable yellow ruler is in stitches and measures at 101 stitches wide at this particular part of the garment piece. Similarly, the vertical moveable ruler is set to measure inches and gives a value of 25 inches for the height.

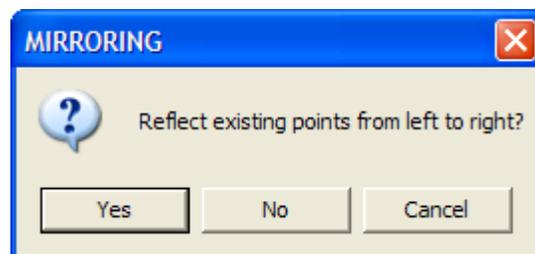
The ends of the fixed rulers have similar buttons to those on the moveable rulers for changing between stitches/rows and configured units, but for the fixed rulers it is not possible to change each ruler independently: changing one fixed ruler changes the other one automatically, because the entire garment is affected by this choice. Single clicking with the right mouse button anywhere on the ruler also changes the units between normal units as inches or centimeters and stitches and rows.

Double clicking on the end buttons of any ruler (these buttons show “cm”, “ins”, “S”, or “R”) displays the “Specify Units” dialogue.



Changing the units in this dialogue changes the units in all Original Pattern Drafting rulers. If you want the moveable rulers to have different units from the fixed rulers (and from the drag points constraining dialogue), you have to set them individually again.

Clicking once with the left mouse button near the zero point of any ruler toggles the relevant mirror without asking whether to copy one side of the mirror to the other. Double clicking with the left mouse button on the zero point of any ruler displays the relevant mirror and asks whether to copy one side of the mirror to the other, as when using the View mirror menu options or buttons.



When changing to use stitches and rows from cm/ins, this causes stitch handles at the edges of the active piece to be displayed, while changing to cm or ins causes the stitch handles to be hidden. See below for Stitch Handles.

Knit Direction

This new feature not only allows control of the knitting direction at row 1 of the active piece but also displays warning highlights of shaping errors. This tool works in tandem with the new Exact Stitch Layout when designing to warn you of difficult to knit sets of stitches. An example of this would be to be asked to put eight stitches in hold at the beginning of the row on the same side of the knit carriage or tip of the knitting needle, where stitches are generally put in hold on the end of the row

Generally, only be Exact Stitch Layout pieces that are able to show edge shaping errors. Other pieces have the stitch layout calculated automatically by DesignaKnit to be generated without knit direction shaping errors.

Three States To View Knit Direction

Original Pattern Drafting's Knit Direction Indicator can set alternate rows of the background grid to different shades of gray. This happens only if

- You are zoomed in enough to be able to see individual rows and
- The Units of Measurement are set to stitches and rows. (When the knitting direction tool is turned on, the displayed units are reset to stitches & rows.)

Click the indicator tool button (or Control F5) to cycle through the three states. If the knit direction is to the Left, the background grid row is Light, and to the Right, the row is daRk - (the R in dark can help you remember that the dark rows knit to the right) .There are 3 states of this option:

- Off
- On with plain background
- On with shaded rows.
 - When zoomed in so that individual rows are visible, the background screen coulor has different coulor shades for alternate rows, thereby providing an instant guide to the knitting direction for each row.
 - The default for this feature is for rows knitting right to left to be a lighter gray screen coulor background and for rows knitting from left to right to be shown on a darker gray screen coulor background.
 - Original Pattern Drafting pieces always show the finished outer side of each piece, so the indicator doesn't necessarily show what the direction is when viewing the knitting on a machine.

When this option is turned on, a green arrow appears at one side or other of row 1 of the active piece. The starting direction of knitting can be altered by clicking on the green arrow.

Setting The View Options

In order for DesignaKnit 8 to be able to locate any errors found, one of the following view options must be on:

- Stitch outline - " Display the active Piece as Stitches and Rows" on page 94
- Stitch pattern- **View a Stitch Pattern on the Active Piece** (more info on page 86)
- Stitch handles - **Exact Stitch Layout** (more info on page 67)

If none of them were on when the knitting direction tool is turned on, stitch outline is turned on automatically. When the knitting direction tool is turned on, the displayed units are set to stitches & rows.

Shaping Errors Are Highlighted As Follows:

- Cast-offs of more than one stitch at the end of a row are highlighted in light red,
- Cast-ons of more than one stitch at the start of a row are highlighted in dark red,
- Hold setting of more than one stitch at the start of a row are shown in light purple
- Pickups of more than one stitch at the end of a row are in darker purple.

Slopes that have the N (Normal) attribute (as opposed to Cast-Off or Hold) do not generate warning highlights. If it is necessary to change these slope attributes, please note that in DesignaKnit 8 it is possible to activate the Shaping Method tool, select any number of slopes using the selection box, and change them all at once.

Adjusting The Knit Direction

When the knitting direction is changed by clicking on the green arrow (not the view menu item or button), one of the following adjustments is made to DesignaKnit current settings:

- If the previous direction of knitting had been set using the knitting machine setup “Start with CAL (carriage at left)” setting, that setting is toggled.
- If the previous direction of knitting had been set using the integrate table’s CAL setting for that pattern piece, that setting is toggled.
- If the previous direction of knitting had been set by the coulor changer being configured on, the coulor changer is then configured off, and if necessary a change is also made to the appropriate knitting machine setup OR integrate table CAL setting in order that the knitting direction ends up being toggled. (However, just changing the state of the coulor changer setting might suffice, in which case no further action is taken).

When the Indicator is visible, the position of the indicator will move from side to side as the stitch pattern is moved up or down by a row. The starting direction of a hand knit stitch pattern is defined for row 1 of the stitch pattern, not row 1 of the garment piece.

Machine Knitting

- If machine knitting, and the coulor changer is on, changing the direction turns the color changer off - you get a message asking if that is ok.
- If machine knitting, and the coulor changer is NOT on, changing the direction doesn't turn the Color Changer on but instead changes the integrate information. At the moment you click the indicator, notice the status bar at bottom of screen - it says what has changed. If you move the mouse the message disappears.

Hand Knitting

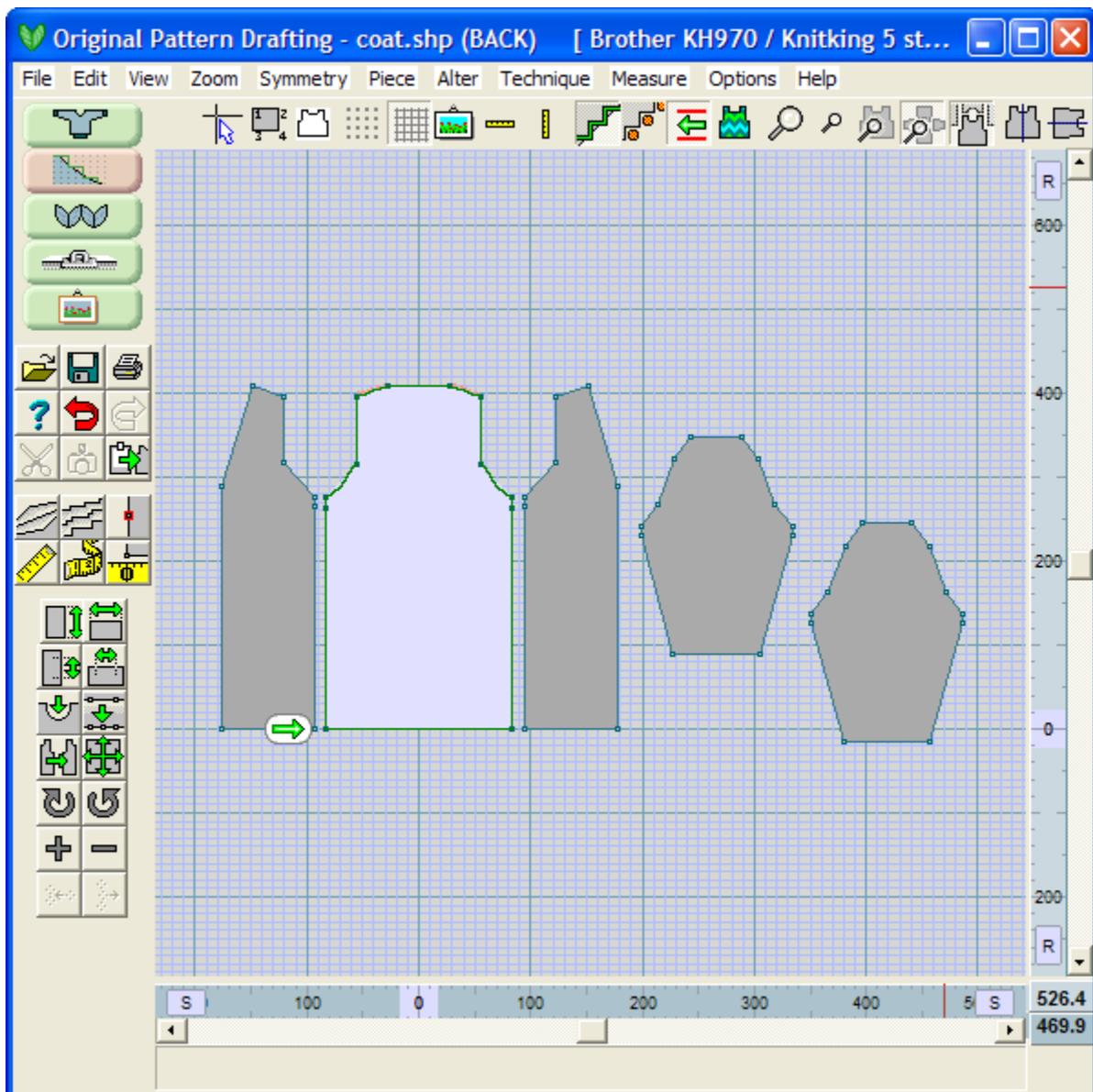
- If the Indicator is visible while a **flat** hand knit stitch pattern is being dragged on a garment piece, the position of the indicator will move from side to side as the stitch pattern is moved up or down by a row. This is because the starting direction of a hand knit stitch pattern is defined for row 1 of the stitch pattern, not row 1 of the garment piece.
- If hand knitting and the method is **circular**, an error message is given "Please use Stitch Designer / Options / Method of Knitting to change the starting direction for this pattern."

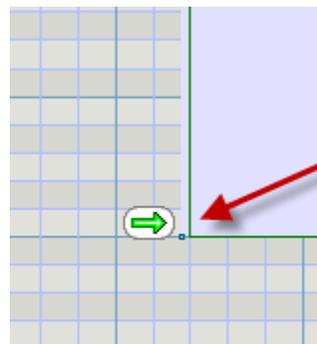
- If hand knitting and the method is **flat**, the integrated position is changed by 1 row and the piece is redrawn with the stitch pattern slightly higher or lower. This is so that the starting direction configured in SD's method of knitting option is not violated by changing the start direction for the piece. Original Pattern Drafting's Method of Knitting is not able to change all the hand knit fields because some of them are too fundamental to be changed by a shaping section.

Adjusting Individual Knit Stitches In Exact Stitch Layout To Remove Knit Direction Errors

In this example, the garment shown below is a women's full length coat. The Back is the active garment piece. There is a slight pink showing at the shoulders, so let's zoom in on this area.

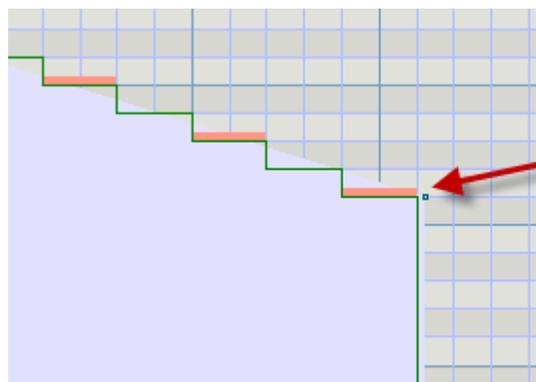
Note: If you don't see the alternating dark and light gray knit rows, click again on the **Knit Direction** icon tool to toggle to this setting.



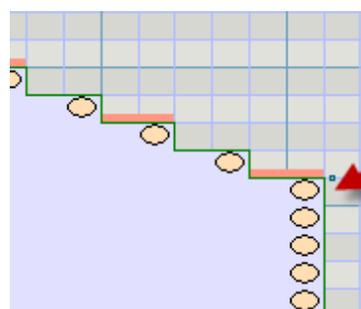


This shows that the knit direction is from left to right, and for purposes of editing, left to right passes of the carriage are indicated by light gray for that row

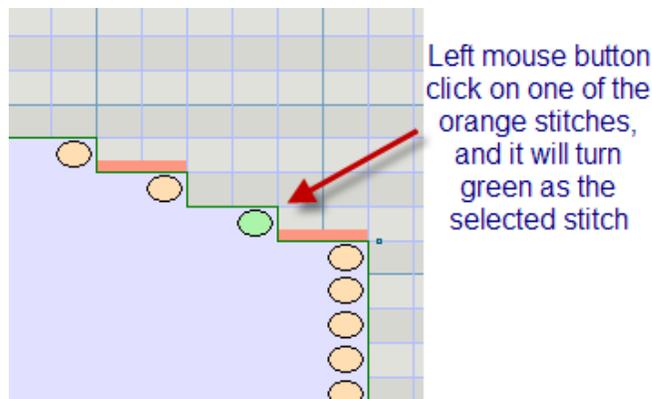
When we move up to the top of the coat, we see that on the right side there are several problems that need to be addressed before the garment piece is finalized for knitting. With the Knit Direction set to knit starting with the carriage on the left (light gray rows on the screen knit left to right), moving up and zooming in we can see that the shaping for this row has problems. Because we are on a light gray line, we know that the carriage is on the left ready to knit to the right. But the shaping indicates that we need to decrease two stitches on the opposite side of the garment from the carriage. Normally for machine knitting it is only possible to do one decrease on the opposite side of the carriage. We can change this using Exact Stitch Layout. Use the Exact Stitch Layout or select View / Stitch Handles to enter this mode.



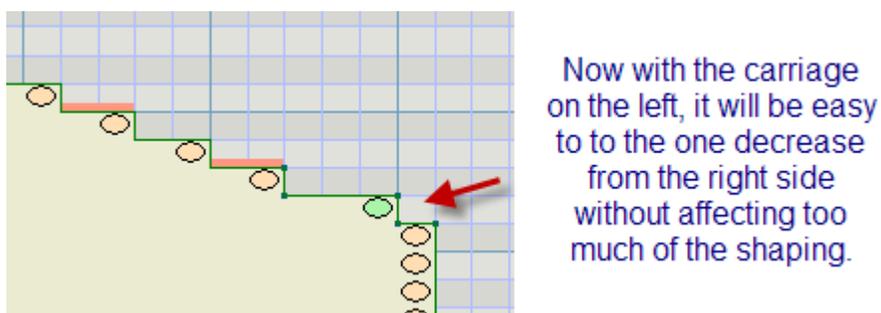
Orange knit direction indicates that there is an error that needs to be addressed.



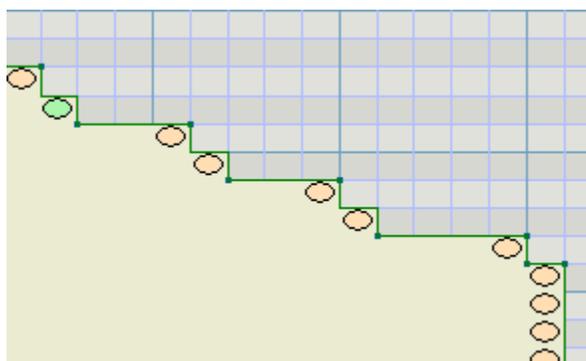
In Exact Stitch Layout, each stitch is represented by an orange oval



Using your left mouse button, let's slide the active stitch one stitch to the right.



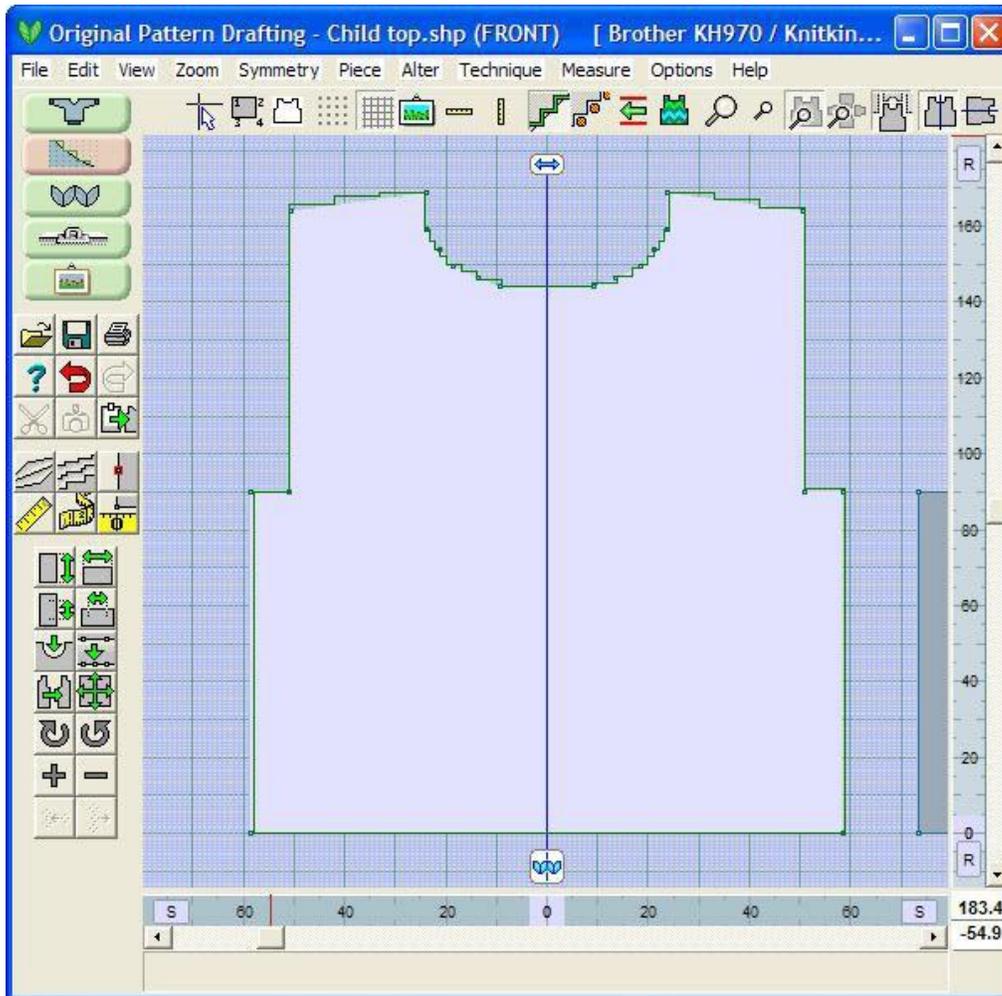
Note that the orange error bar is now not displayed on the row that we made the adjustments. Let's go ahead and fix the rest of the knit direction errors on this side, and then perhaps we should also take a minute to look at the second shoulder.



Here we see that all the knit direction errors have been corrected. The garment will be shaped roughly the same when knit as the original garment piece, but we will not have big issues with the increasing or decreasing more than one stitch on the opposite of the carriage now.

Lined Grid

Selecting the Lined Grid tool will place a lined grid onto the drafting area in accordance with the Units of Measurement currently selected. The grid will be presented with the most appropriate graduations dependent upon the current magnification. Every stitch/row, centimeter or eighth of an inch will be marked if the magnification is adequate.



As with the dotted grid tool settings - the lined grid can appear behind the active piece, toggle to a transparent piece, and toggle off to no grid lines at all. The screen shown above demonstrates a lined grid with major lines every ten stitches or rows. You can read on the bottom that there are 59 stitches in both directions off the center point at the bottom of this sweater front, and that the armhole decrease is 91 rows above the hem line.

Mirror Horizontal

When active, Mirror Horizontal ensures that the top and bottom halves of a piece are identical. Any changes to the top will immediately be reflected on the bottom and any changes to the bottom will be reflected on the top. The mirroring occurs around the Origin of a piece.

Mirror Horizontally

Select the Mirror Horizontal tool. Where the Origin is in the center, a Mirroring dialog box will ask if you wish to "reflect the existing points from "below to above", answer:

- Yes if that is what you wish to do and the mirroring will take place, leaving the tool active until you click on it again to turn it off.
- No to the first question and you will be prompted to reflect from above to below if there is a garment shape above the horizontal mirror line.
- With no garment appearing above the line, No leaves the piece in its original state without any reflection.

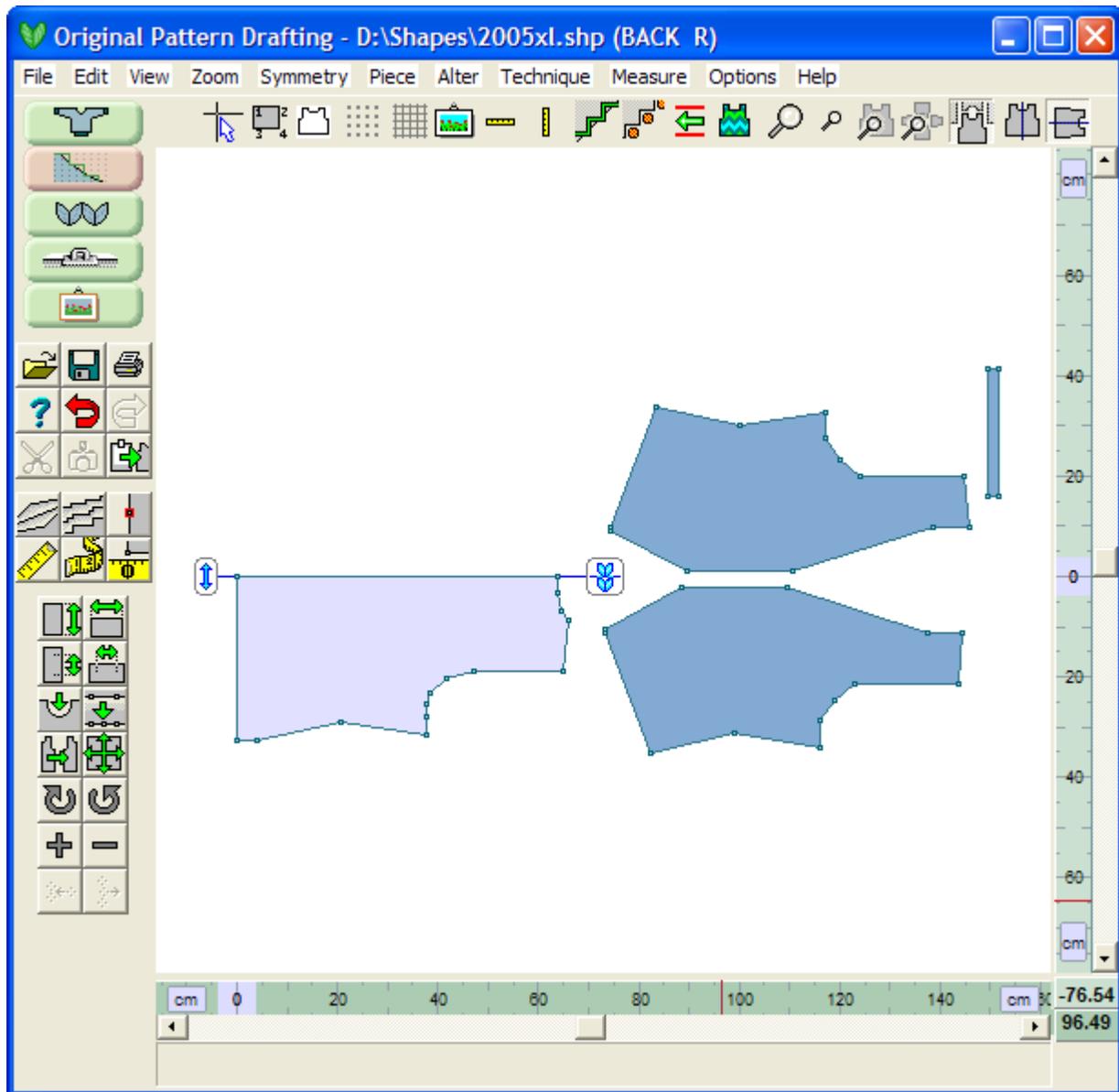
Mirroring a Curve Horizontally

To reflect a curve it is necessary to deactivate Mirror Horizontal tool (if it is active) and then re-select it answering the Mirroring dialog correctly. Selecting the Mirror Horizontal tool will automatically add center left or right points if either does not exist.

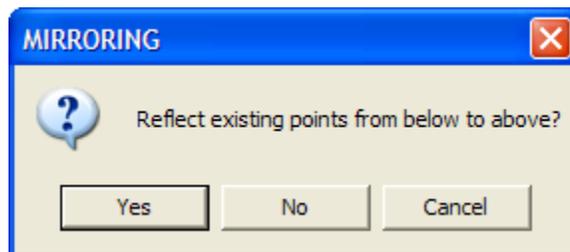
Creating a Symmetrical Piece from a Half Piece

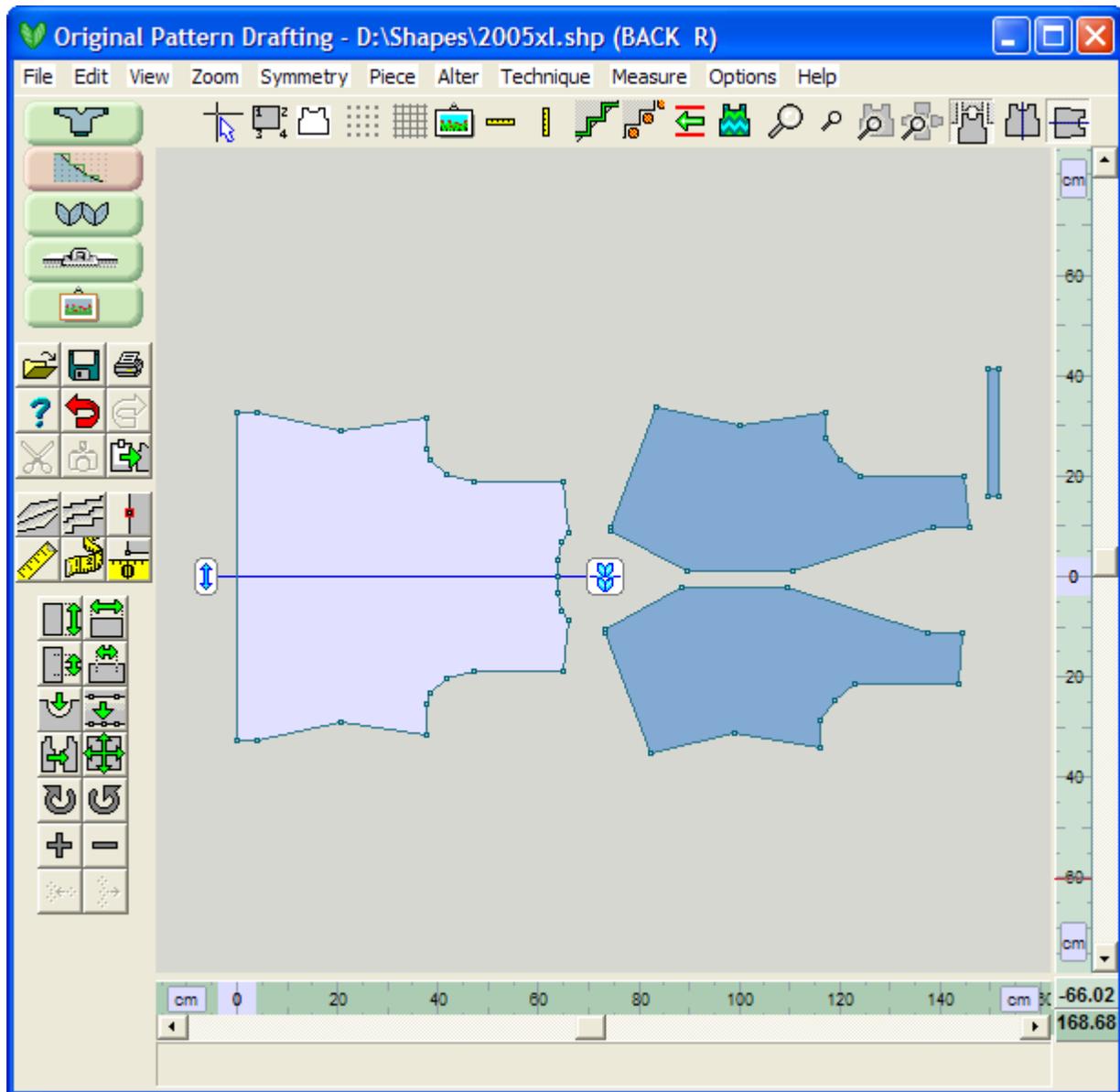
A piece can be mirrored with the origin along one edge only if that edge has a perfectly horizontal line with *only* a left and right point along its width that you wish to reflect.

This is a sideways knit vest pattern. The two fronts are knit using a weaving technique using a multiple color yarns. The back is also knit-woven but using a more muted color scheme picking up one of the darker yarns used in the fronts. We want to reflect the back half above to create the full back garment piece.



Note: All graphics used in this example were drafted from the Knit2Fit2 Basics Collection. Used with permission - Karen Kuranda, Beacon Hill Knits/Knitware.©1996.





Simultaneous Vertical and Horizontal Symmetry

Select both Mirror Vertical and Horizontal to create a piece that is symmetrical both top to bottom and left to right.

Related tools



Mirror Vertical (more info on page 81)

Mirror Vertical

When active, Mirror Vertical ensures that the left and right hand sides of a piece are identical. Any changes to one side will immediately be reflected on the opposite side, with the exception of curves created with the Curve tool. The mirroring occurs around the Origin of a piece. Selecting Mirror Vertical when the Origin is in the center of a piece will automatically add center top or bottom points if either is not already present.

Mirror Vertically

Select the **Mirror Vertical** tool. Where the Origin is in the center, a Mirroring dialog box will ask if you wish to "reflect the existing points from left to right", answer:

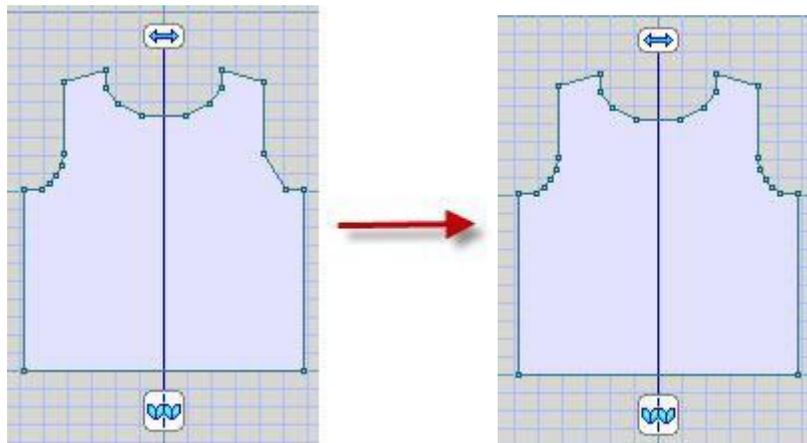
- Yes if that is what you wish to do and the mirroring will take place, leaving the tool active until you click on it again to turn it off.
- No to the first question and you will be prompted to reflect from right to left.
- No to both questions leaves the piece in its original state without any reflection.

Mirror a Curve Vertically

To reflect a curve it is necessary to deactivate Mirror Vertical (if it is active) and then re-select it answering the Mirroring dialog correctly. If you answer Yes to the wrong reflection, any shaping you just created will be canceled by reflecting from the opposite (not adjusted) side. Undo will return the shaping to pre-reflected state so you can repeat the mirroring.

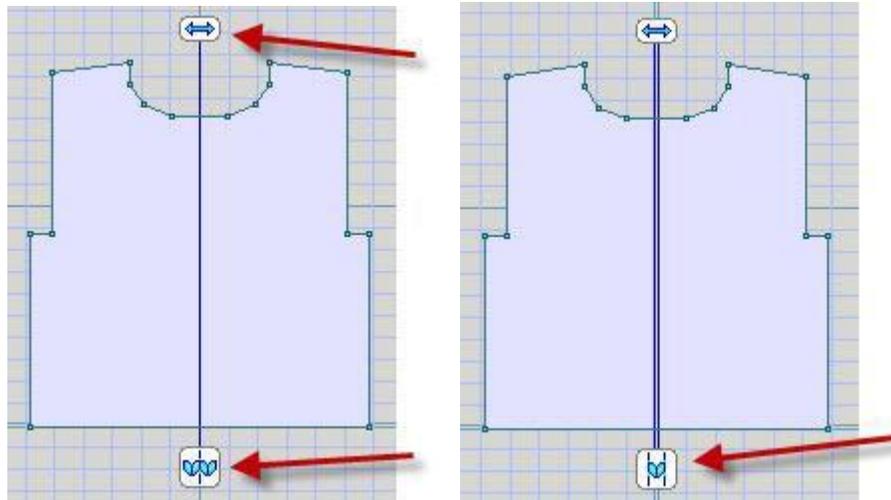
Mirror Without Changing the Size

To Mirror Vertically, while retaining the size (for example when mirroring an armhole created on one side of the garment only), it is essential that the vertical Origin is at the center of the piece. A symmetrical Standard Garment Style will automatically have the Origin set to vertical center and to the bottom edge of the (invisible) welt horizontally, when it is first opened in Original Pattern Drafting. This Vertical center may or may not be associated with a point at this junction. It will not necessarily have numbered points directly on the vertical mirroring plane as shown on the pieces below. If this started as an Original Pattern Drafting piece, then you would need to specify the Origin. Use **Alter / Equal Parts** (more info on page 30) to add a single point in the center of the hemline and then select Origin and click on the new point to return it to the center of the hemline.



Placing the Vertical Mirror on a Symmetrical Piece

When working on a symmetrical piece, it is necessary to place the mirror either between stitches so that the piece has an even number of stitches or along the center line of a column of stitches so that the piece has an even number of stitches. Use the **Vertical Mirror Between Stitches** shown below on the left for an even number of stitches across the width of the bottom or **Vertical Mirror On the Stitch Center** shown below on the right for pieces with an odd number of stitches to cast on. You can click on this bottom button and it will toggle to the mode that you need for your garment piece. The double blue arrow button on the top shows that the Vertical Mirror is currently On. Use your left mouse button to drag this button to the vertical midpoint of the garment as shown. If you move this vertical midpoint off the center, it will reflect whatever is one side to the other anyway at that particular point.



Creating a Symmetrical Piece from a Half Piece

A piece can be mirrored with the origin along one edge, only if that edge has a perfectly vertical line with just the top and bottom points along its length. For example, a cardigan piece with the Origin set to center front edge could be mirrored to create a sweater front if there were only a point on the center front vertical at the hemline and neckline. If the original cardigan was designed with an allowance for a front band, you would have to insert extra fabric allow for this. When mirroring along an edge only it is only possible to reflect in one direction.

Simultaneous Vertical and Horizontal Symmetry

Select both Mirror Vertical and Horizontal to create a piece that is symmetrical both top to bottom and left to right.

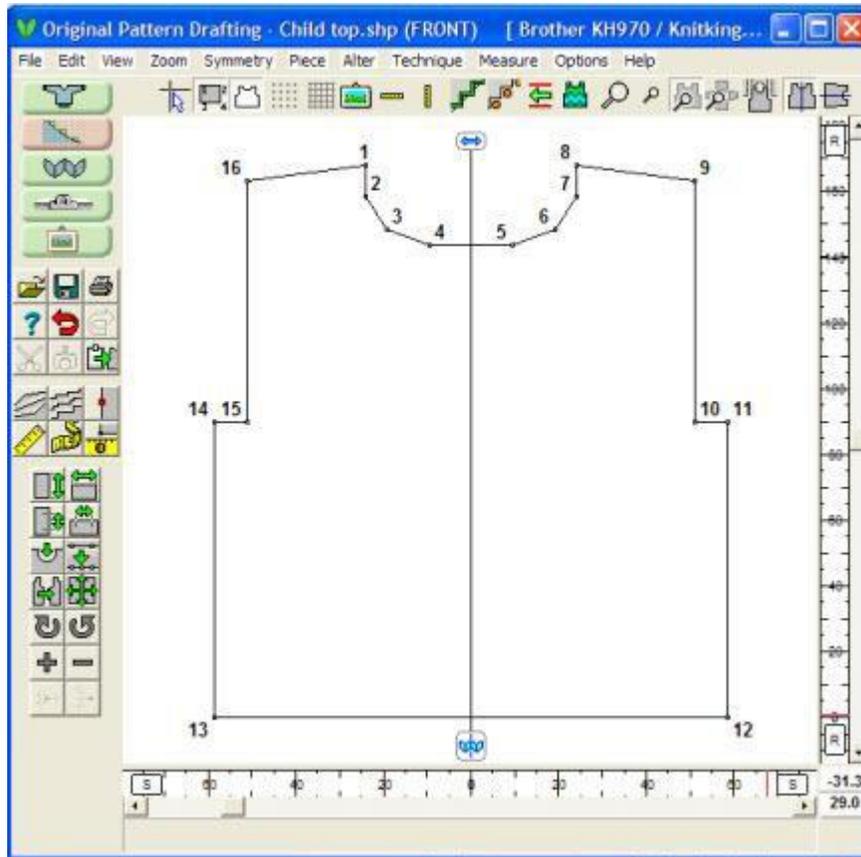
Related tools



Mirror Horizontal (more info on page 78)

Monochrome

This toggles the screen to a monochrome display.



Here, we have toggled the Dotted Grid and the Lined Grid off as well. Use this Monochrome display for screen captures that you might want to place the shape in with a published pattern.



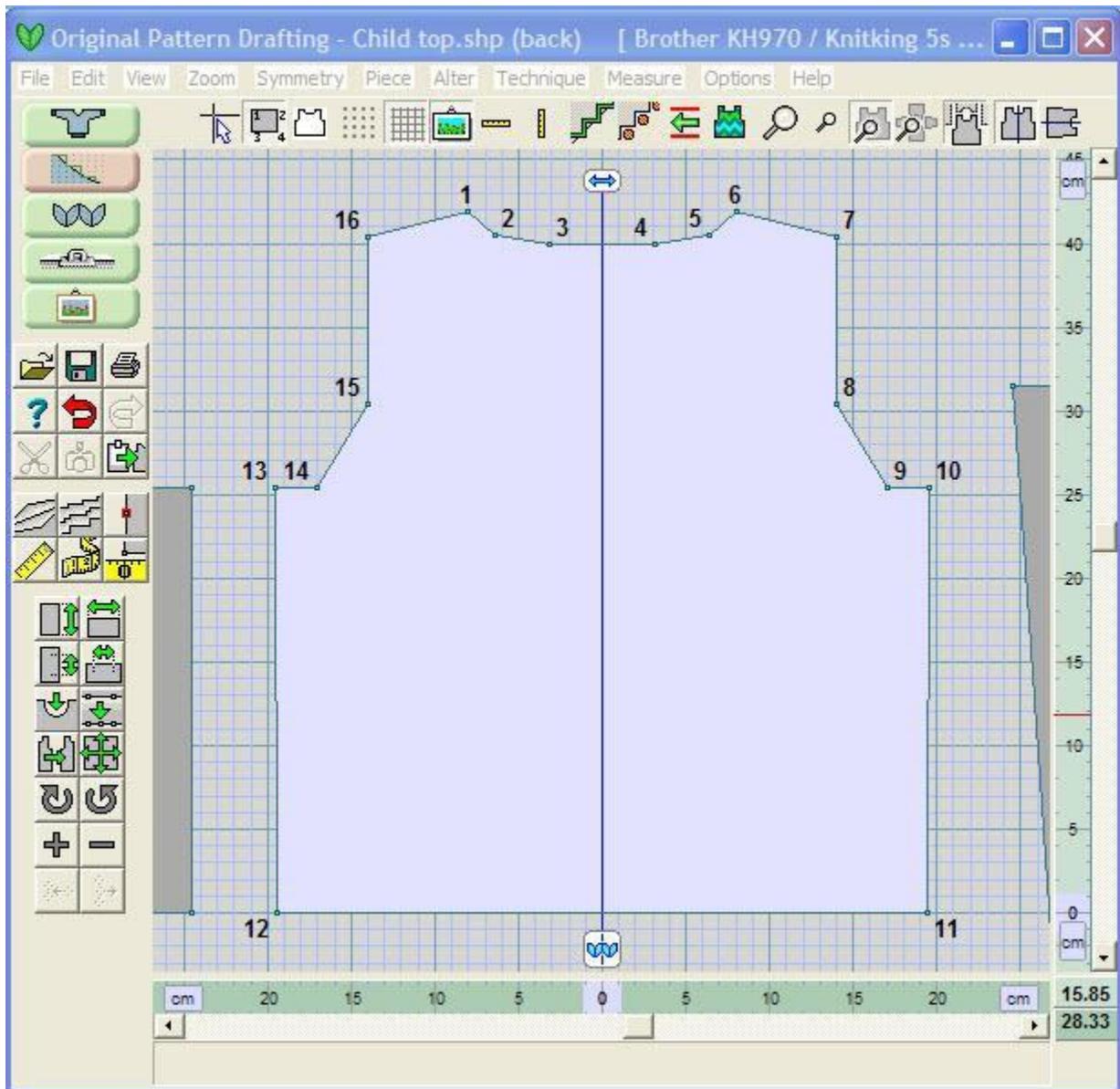
Numbers

Every point around the perimeter of a piece is numbered. The numbers are switched off by default but can be turned on by clicking the Numbers tool. The points are numbered consecutively from the top left corner of a piece and they all shuffle around when a new point is added or one is deleted, or if a point is moved above the existing top left point. The **Curve** (more info on page 13) and the Divide tool can add several numbers at once.

Any single garment piece may have up to 1000 numbered points to accommodate the new exact stitch layout mode for garment pieces, although it is inadvisable to use more than necessary to create a reasonable shape and in any case, no more than one point in every 2 rows or 2 stitches. In **Alter / Equal Parts** (more info on page 30), this figure can be even as fine tuned as one stitch or row. If you have difficulty seeing the points when working on a pattern, select Centralize Piece to get a closer view of the whole piece, or Zoom In to see a section, and turn on the numbers.

When pieces are to be used for Grading, turn on the numbers and check that each pattern used for the grading has the same numbers on each of the matching pieces.

Note: There are different options for moving points depending on what action you are performing. See Using your mouse on page 257 for more information.





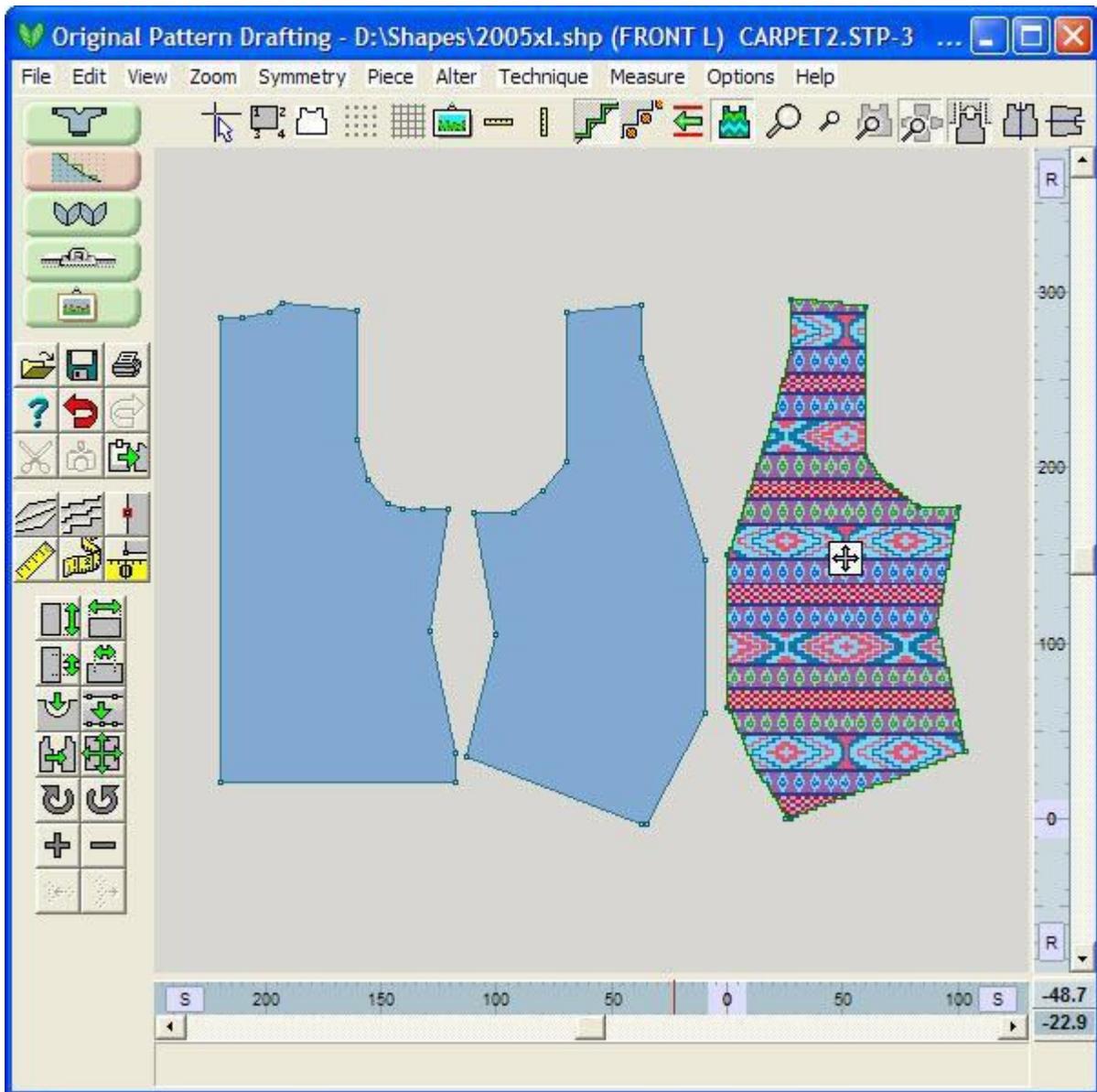
View A Stitch Pattern On The Active Piece

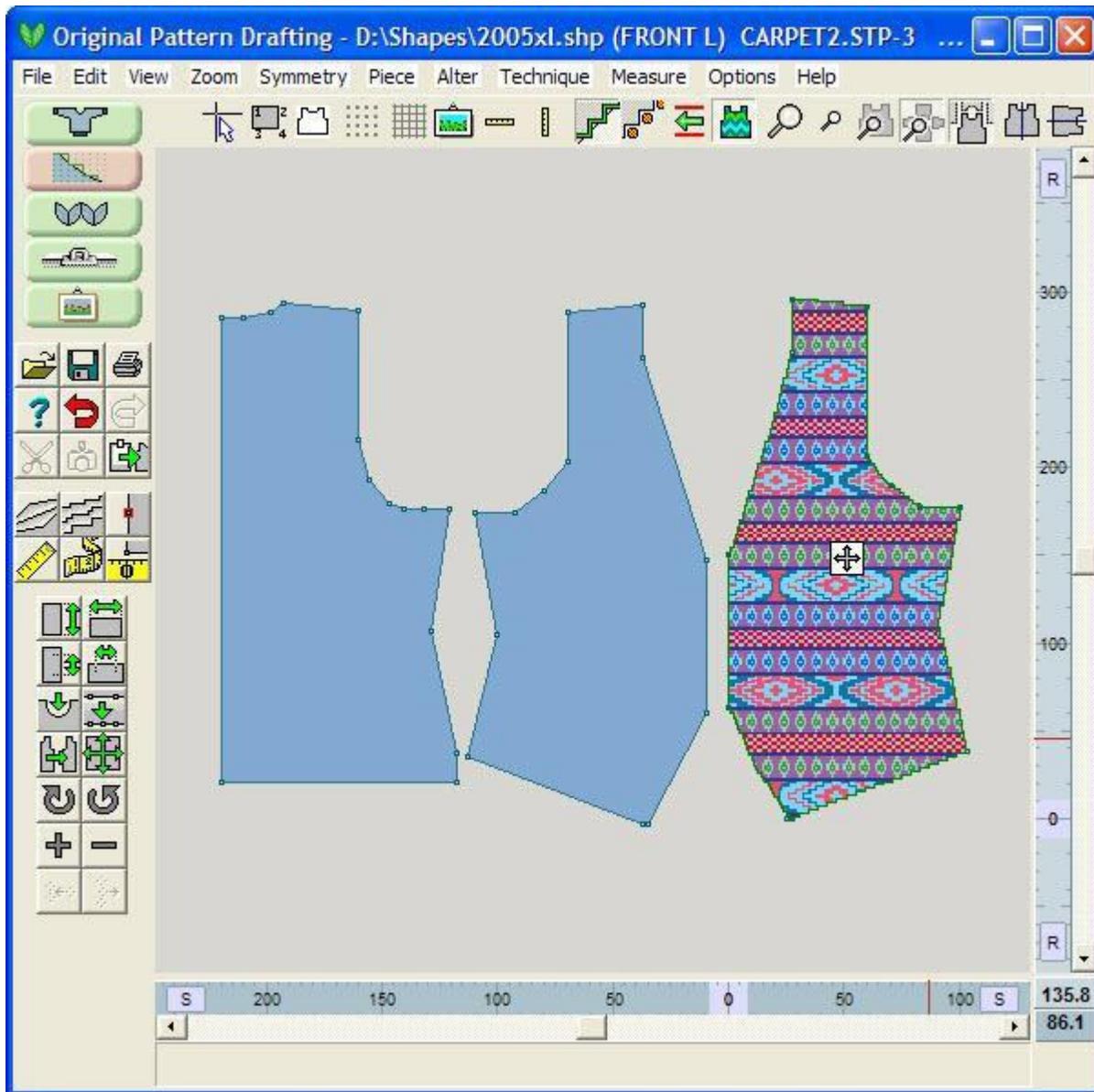
Also within this document: " View a Stitch Pattern on the Active Piece" above

- **View / Different Stitch Pattern** (more info on page 89)
- **File / Integrate** (more info on page 90)
- **The starting direction of a piece varies according to the knit method.** (more info on page 91)

This is a new feature in DesignaKnit 8 where you can view and position a stitch pattern on a garment piece while in Original Pattern Drafting. It is also possible to integrate the stitch pattern and garment piece with each other while in this section. If you have two or more pieces that need to be laid out side by side to coordinate the position of the stitch pattern across multiple garment pieces such as both fronts of a garment, it is easier to lay out the garment pieces on top of the stitch pattern in the Stitch Designer section of DesignaKnit 8.

Select the garment piece that you want as the active piece by clicking on it with your left mouse button. Next select View / Stitch Pattern or use the Show Stitch Pattern icon on the top of the workspace.





The pattern shown is the pattern that was last selected for that piece, not just the one that was last opened in the Stitch Designer section. If no pattern has yet been assigned to that piece, the thumbnail viewer is shown so you can select one.

There will be a small square with arrows in the center of the stitch pattern. As you pass your mouse over this square, the cursor will turn into a hand that you can drag and adjust the stitch pattern relative to the garment piece with your left mouse button. When you have your stitch pattern into position, select another garment piece as active and the handle will disappear.

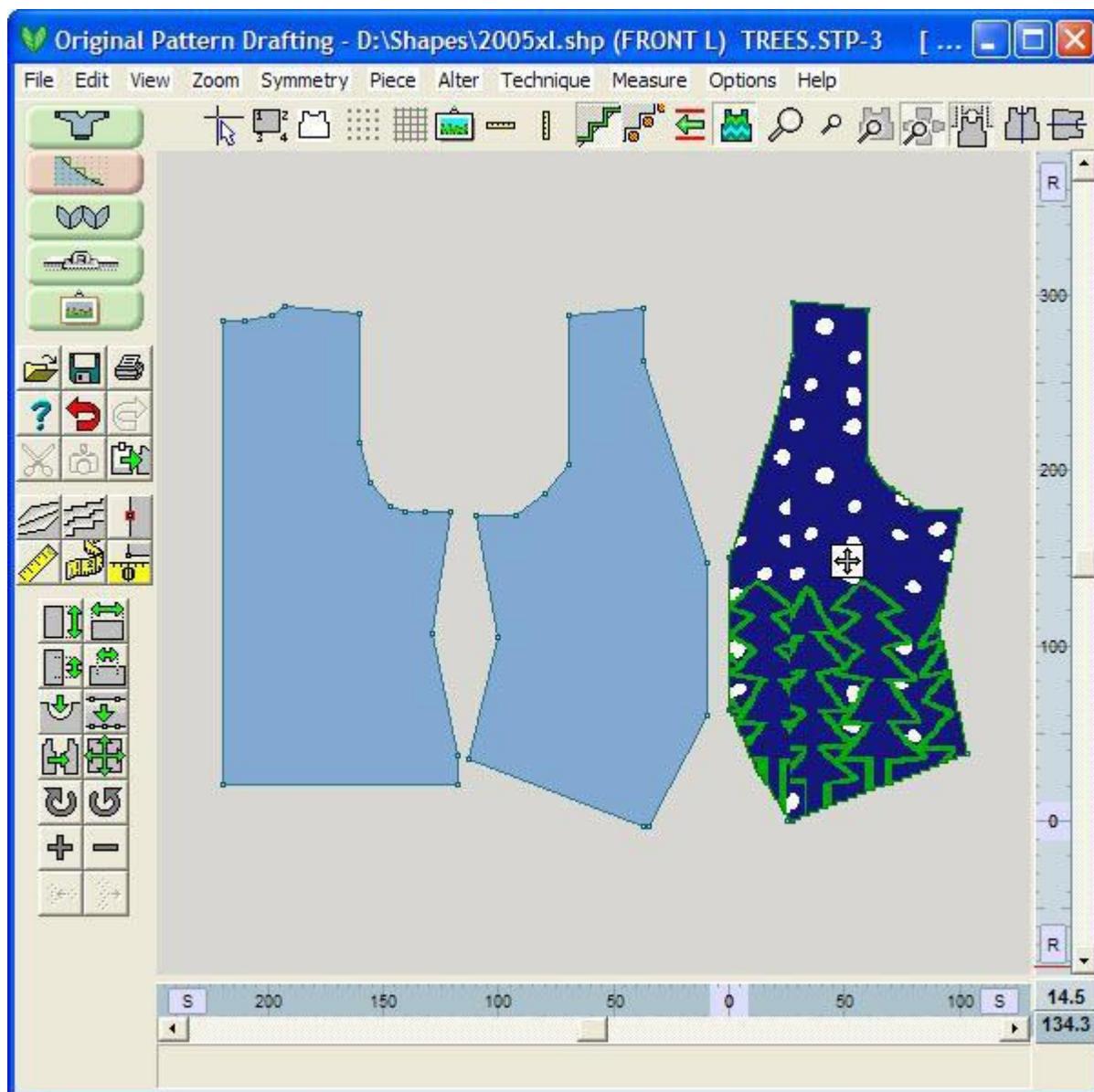
When you are satisfied with the placement, use "File / Integrate" on page 90 for the program to remember the stitch pattern and placement associated with this piece. If you are laying out more than one garment piece at a time and need to place them precisely relative to each other, it is easier to layout the garment pieces in the Stitch Designer section of the program.

View / Different Stitch Pattern

This menu option permits the user to swap the stitch pattern with another. When this option is selected for the first time the default directory for DesignaKnit 8 stitch patterns - My Documents / DesignaKnit 8 / Stitch Patterns comes up in Thumbnail view for the user to select the new stitch pattern. Double clicking on the Stitch Pattern Icon will also bring up this Thumbnail menu of Stitch Patterns. You may, of course, switch directories if needed to find the stitch pattern choice you want, select the stitch pattern thumbnail using your left mouse button, and then OK to continue.

Tip: Long filenames are supported throughout. (Restrictions only apply to backward compatibility to earlier versions of DesignaKnit: if a shape has been integrated with any stitch pattern files whose names plus paths are over 55 characters in length, those integrated filenames are not visible to earlier versions of DesignaKnit, for example the integrate information is lost for that particular garment piece.)

The next time that you bring up the thumbnail viewer, it will return to your previously selected directory. The new stitch pattern will appear in the garment piece with the square handle to adjust the positioning if needed.



Note that the very top menu bar for DesignaKnit 8 now says the file name, active garment piece, 3 (for 3 colour jacquard), Trees.stp for the stitch pattern name, and lastly the knitting method used (hand knit or the selected knitting machine to be used will be listed here).

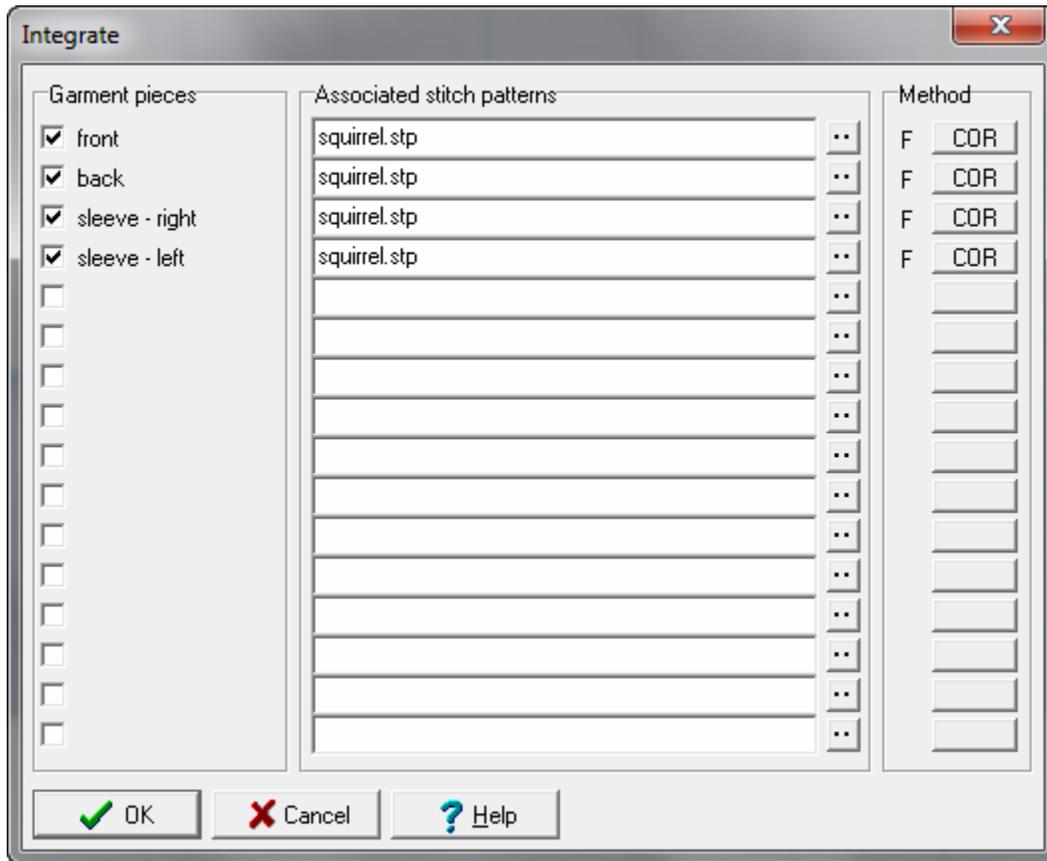
File / Integrate

The next step is to integrate this stitch pattern with the garment piece by selecting File / Integrate. This brings up a new Window. The Front Left garment piece is checked off to be integrated (if we had laid out stitch patterns for the other garment pieces, this information would also be here, and each garment piece to be integrated would need to be checked). It also shows the method as 3 for three colour jacquard as the technique to be used and that the knit carriage is currently set to start at COR (Carriage on right) - this can be clicked once with your left mouse button to change this to CAL (Carriage on the left) if you prefer. With the setting to COL, this means that you will pre-select the pattern from right to left, and then knit the pattern starting on the carriage on the left. Select OK to finish the Integration.



These tiny icons located to the right of the associated stitch pattern field brings up the Stitch Thumbnails to permit you to choose a different stitch pattern if needed.

You can also change your mind about the integrating this stitch file by un-checking the box before the name for each garment piece. It will then behave as a shape only piece and use the starting direction for shape only pieces



Note: All shaping files used in this example were drafted from the Knit2Fit2 Basics Collection. Used with permission - Karen Kuranda, Beacon Hill Knits/Knitware.©1996.

The starting direction of a piece varies according to the knit method.

Hand knit

If it's a hand knit pattern, it doesn't make sense to change the knitting direction by the integrated position. So the start direction is controlled by the knit method property "Start knitting at left edge of chart". However, this doesn't mean the integrated piece chart, but the chart for the single repeat of the stitch pattern. Therefore if you integrate in such a way that the piece's row 1 is on an even numbered row of the stitch pattern, and the stitch pattern's knit method property is to start knitting at the right edge of the chart, the starting direction will be at the left edge of row 1 of the piece.

If you turn on the Knit Direction Indicator and then drag the stitch pattern up and down the piece, you will see the indicator going from one side to the other according to whether you have integrated on an odd or even row.

If the stitch pattern is hand knit and contains cables, the integration will always be on odd numbered rows, in order to keep the cables on right sided rows.

For a hand knit pattern, clicking on the indicator changes the integrated position of the stitch pattern on the piece by one row. (It is not shuffling the pattern, which remains unchanged).

Machine knit

By contrast, for a machine knit pattern, the start direction (in Integrate or as shown by the Knit Direction Indicator) means the start direction for that piece, not for a single repeat of the stp file. If CAL is selected for the piece, and the stp is Fair Isle, and a Japanese machine is configured, the indicator will be shown at the right hand side of the piece. This is because the Original Pattern Drafting view of a piece is always from the finished side, not the side you see when it's being knitted on the machine. For Right facing patterns, the COL/COR configuration will agree with the position of the indicator on the Original Pattern Drafting screen, but other methods are all knitted reversed. Except of course for Passap machines, for which the situation is opposite!

Thought that was confusing? Select a Japanese machine and in KM setup set coulor changer on. In Original Pattern Drafting set the method of an integrated pattern to Fair Isle. The use of a coulor changer overrides any other consideration and sets the starting direction to COL. Now click the indicator and see how it tells you about this situation and offers to change the coulor changer configuration.

Shape only

It's still possible to change the start direction for a shape-only piece. This is one of the shape-only properties that can be seen if you select Options / Knitting method for a piece that isn't integrated.

Zoom In And Out



Zoom in

Zoom In is used to magnify a piece or section of a piece. Select the Zoom In tool and the cursor changes to a magnifying glass. Click at the center of the area you wish to magnify. The Zoom tool will remain active until deactivated and it may take several clicks to obtain the magnification you require. Zoom may also be canceled by pressing the Escape key.

If starting from an All Pieces view it is quicker to make the piece active and use the Centralize Piece tool before starting to zoom to the size you require.



Zoom Out

Zoom out to see more of a piece by clicking on the Zoom Out tool. This tool automatically deactivates as it performs the task of zooming out. It may be necessary to repeatedly click on the tool until the zoom factor required is achieved. It is often quicker to use Centralize Piece or Centralize Garment to quickly return to an overall view.

Either zoom function may be canceled by pressing the Escape key

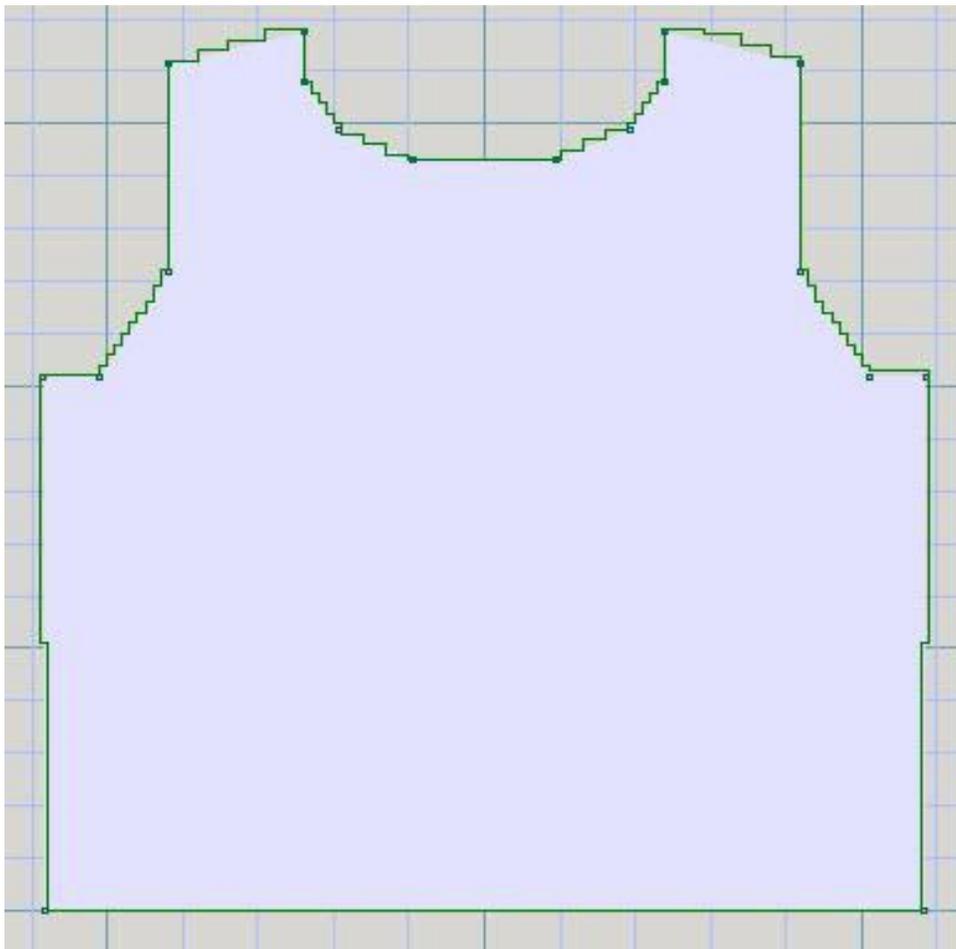


Display The Active Piece As Stitches And Rows

The Stitches tool turns on the stitch layout outline showing all shaping steps and straight edges around the piece. Once activated it will remain visible until deactivated. A certain amount of control over the shaping is possible, while in the Stitches view, by adding points to force a decrease or increase where one is required.

Note: Changing to View Stitches and Rows will toggle the right and bottom rulers to stitches and rows as well.

Make sure the correct tensions have been entered before activating the stitches view as it will change with the tension.



Centralize Pieces



Centralize the Active Piece on the Workplace

Centralize Piece positions the currently active piece in the center of the drafting area and zooms in, so that it fills the area. It remains active until deactivated, when there is no change to the view, or until Centralize Garment is selected. Zoom In or Zoom Out will also deselect this icon tool. Note that with this icon tool active, a shortcut is using Enter on your keyboard will toggle the view between Centralize the Active Piece and Centralize All Garment Pieces on the workspace.



Centralize All garment Pieces on the Workplace

The Centralize Garment tool zooms out so that all garment pieces can be viewed on the drafting area at once. Select Centralize Garment to return instantly to full view after Zooming In on an area. The Centralize Garment tool remains active until deactivated, which makes no change to the screen view, or until the Centralize Piece tool is activated. Note that with this icon tool active, a shortcut is using Enter on your keyboard will toggle the view between Centralize the Active Piece and Centralize All Garment Pieces on the workspace.

Zoom In or Zoom Out will also deselect this icon tool.



Show All Pieces in this Garment

The View All Pieces tool, when active, shows all the pattern pieces. It remains active until clicked again to turn the view back into a single piece. It does not change the actual position of the pieces even when a single piece is viewed.

Used after Centralize Piece, it will clear the edges of the screen around the single piece.

Option / Method Of Knitting

This is where you set up the method of knitting and all the options related to that choice. Once you have configured the settings for your pattern, DesignaKnit will make sure that any messages, warnings or options available are appropriate for the chosen method.

The configuration for each stitch pattern is embedded in that pattern, so if you often use the same pattern in different ways - for instance, as a machine knit Fair Isle, a 2-color jacquard for a different knitting machine, at a different tension and a hand knit version, you might like to consider saving three versions of the pattern rather than change the settings each time you use the pattern.

In order to function correctly, a stitch pattern should have a knitting method assigned, and in the case of machine knitting, a knitting machine configured. This is so that DesignaKnit can

- use the Check function to check for errors specifically for that method
- show Yarn Numbers and Feeders
- print appropriate charts and instructions
- generate templates for mylar sheets or punch cards
- download to a knitting machine

Once you have selected Machine Knitting or Hand Knitting as the main method, you can then configure the other options.

Configuring a Knitting Method

The currently configured method of knitting is shown as an abbreviation on the title bar of the Interactive Knitting window, after the name and size of the current file.

Machine Knitting Methods

F Fair Isle
I Intarsia
2 2-color Jacquard
3 3-color Jacquard
4 4-color Jacquard
5 5-color Jacquard
6 6-color Jacquard
R Right Side Facing
W Wrong Side Facing

Hand Knitting Methods

Hk Stocking Stitch (Flat)
Hk O Stocking Stitch (Circular)
Hp Reverse Stocking Stitch (Flat)
Hp O Reverse Stocking Stitch (Circular)
Hgk Garter Stitch (knitted) (Flat)
Hgk O Garter Stitch (knitted) (Circular)
Hgp Garter Stitch (purlled) (Flat)
Hgp O Garter Stitch (purlled) (Circular)

To set up or modify the knitting method, or choose a knitting machine, click on **Options/Method of Knitting**.

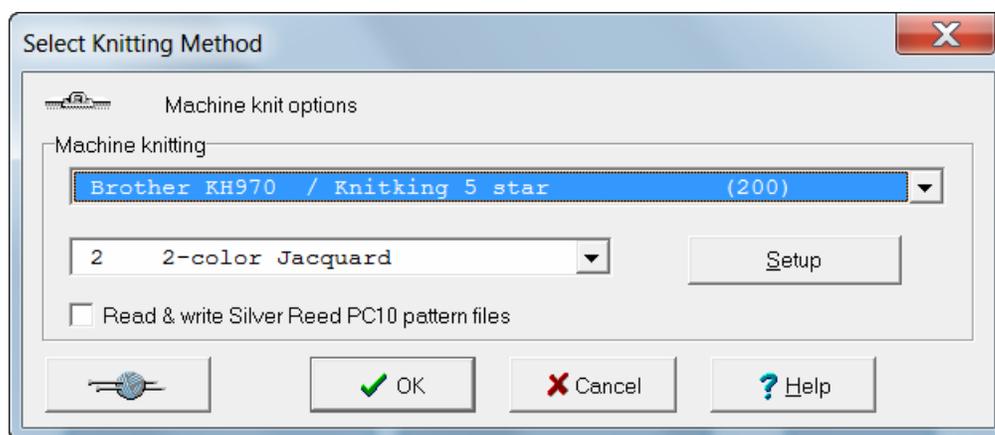
When starting a new stitch pattern, these options can be configured at the outset by clicking on the Change Knitting Method button on the Start a New Stitch Pattern dialogue (File/New) in the Stitch Designer section of the program.

Machine Knitting Options

This is where you configure the knitting machine you will be using, along with the method for your stitch pattern.

If the current method is Hand Knitting, click on the Machine button  at the bottom left of the options dialogue to see the machine knitting options.

If the current method is already Machine Knitting, then you will see this dialogue straight away:



Knitting Machine

Select the machine you will be using from the drop down list - if you need to make changes to the setup of the machine, then click on the Setup button

Knitting Method

Select the method from the next drop down list. The methods available will depend on the machine that has been selected.

Although the actual knitting method is controlled by how you set up the controls on the carriage, DesignaKnit needs to know how you intend to knit the pattern so that it can determine how to download to your machine and can help you by pointing out any errors for that particular method.

Fair Isle (F)

You should select this method for machines that will knit the two colors in a single pass. You can mix color pattern and stitch texture, but not in the same row. When you select this method, the rules are:

- You may not have more than two colors in any one row
- You must have one Non-Selecting (Rear Feeder) and one Selecting (Front Feeder) color in a Fair Isle row
- You may not have more than two stitch textures in any one row
- The stitch symbols may indicate one selecting and one non-selecting texture. (For Tuck or Slip textures, make sure that the needles to be tucked or slipped are the non-selecting needles and the background selects)
- A texture pattern row can have only one color which must be non-selecting
- A two-color pattern row can have only one texture which must be non-selecting

Choose the Fair Isle Method for:

- Fair Isle knitted on a Brother, Silver Reed or Toyota machine.
- Thread Lace patterns, if your machine has a Thread Lace setting.
- Lace knitting and (for Brother electronic machines and Silver Reed machines) lace which is combined with Fair Isle and Fair Isle and textured knitting.
- Garter stitch patterns knit with the Brother Garter Carriage
- Hand knitting patterns which follow the same rules as those for machine Fair Isle (see above).

Do not choose Fair Isle Method when:

- patterns with a maximum of two colors in a row are knitted with the colors separated rather than simultaneously. For this method, select two-color Jacquard.
- a Pfaff/Passap machine is configured, the Fair Isle option will not be available, so choose two-color jacquard instead.

Intarsia (I)

This is a method of knitting separate areas of color without floats - that is, each color area is knitted from a separate cone or ball. The yarns must then be crossed on each row at the point where one finishes and the next one starts in order that holes or gaps are not created between the colors.

With the exception of the Silver Reed AG50 Intarsia carriage which is specially designed for Intarsia knitting, you cannot download Intarsia patterns to a knitting machine, as this is an entirely manual technique whereby all the needles in use must be brought forward manually and the yarns laid across the needle bed according to the pattern. Please see your machine manual for specific instructions, particularly with regard to carriage settings.

There are no rules about the number of colors or stitch types you can show in any row which means you have complete freedom to mix color and texture how you will, but there are some restrictions as to how the pattern will behave when downloaded and in Interactive Knitting:

- When downloaded to the AG50 Intarsia Carriage, the colors will select needles for knitting but the stitch types will be ignored
- In Interactive Knitting instructions for color changing only will be given.

Intarsia is primarily a method of producing multicolored work, but stitch textures, including cables can also be used, but any such technique will usually have to be performed by hand. If you are following Interactive Knitting, any stitch or cable symbols in the pattern will be displayed on the needle bed window, so that you can follow the chart - and of course you can configure them to give you an audible alert if you wish.

Jacquard (2, 3, 4, 5 or 6)

Jacquard patterns are achieved by knitting each color separately onto selecting needles, with the main carriage set to 'slip'. You can knit either single or double-bed Jacquard, but if the latter, then you should understand that DesignaKnit can only program the main needle bed, not the ribber or secondary needle bed.

When you assign a Jacquard method in the Stitch Designer section of DesignaKnit 8, you should choose the one that is consistent with the maximum number of colors in a row, not in the whole pattern. Use the Check function to determine the number of colors in a row, and to mark any rows where there are too many, as well as checking for any errors in the pattern. You should then use the View/Yarn Numbers and Feeders to make any final adjustments.

When you download to the machine, or print a punch card template, DesignaKnit will separate the colors and if you follow Interactive Knitting, it will tell you the order in which to knit them.

You cannot use texture in a Jacquard pattern, but you may have up to six colors in any one row. If you want to use texture in the project or on part of a garment piece, then this must be downloaded as a separate pattern.

Right or Wrong Side Facing (R or W)

These methods are for textured knitting, such as slip or tuck, with one color being knitted in a row, one selecting and one non-selecting stitch type.

- Choose Right Side Facing or Wrong Side Facing for Tuck or Slip stitch patterns and garter stitch patterns.
- Use Right Side Facing or Wrong Side Facing for all-over Lace patterns and (Brother electronic and Silver Reed machines) Lace combined with stitch texture.

You specify which side will face you as you knit and, according to which knitting machine you are using, then DesignaKnit will know whether to flip the pattern for downloading and will set the background to knit or purl stitches accordingly. As most textures are produced using Tuck or Slip techniques, by default, the main stitch will be the *selecting* stitch and the other symbols will be non-selecting, but you can change these settings in the palette.

For tuck, slip, weave or garter stitch patterns, you must use the symbols which are capable of selecting. These are shown in the Stitch Symbol Organizer on a salmon-colored background, and in the palette they have the needle indicator. Other symbols can be used, but they will not affect the downloaded pattern: their purpose is to provide reminders of hand techniques, such as cables or shaping.

If you use the symbols which have been assigned to these specific techniques, then DesignaKnit will indicate the carriage settings and, where necessary, when to change them, as you work through the pattern in Interactive Knitting as well as including this information in the printed instructions

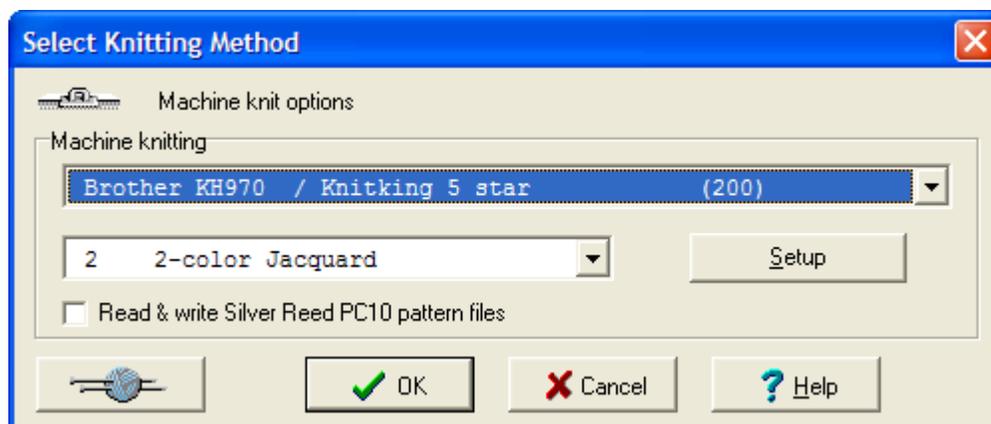
color is used differently from Fair Isle or Jacquard patterns - you can use as many colors as you like in a row, but the row itself will be knitted in one color only. You can use additional colors to indicate contrast yarns for, say, weaving patterns, or you can use a color to clarify or highlight the position of a symbol.

For Brother Garter carriage patterns, you can use either Right or Wrong Side Facing, but you should take into account:

- **Wrong Side Facing (W)**: the knit side will be the front of the fabric, so any purl stitches will be formed on *selecting* needles. DesignaKnit will flip the pattern from left to right before downloading.
- **Right Side Facing (R)**: the purl side will be the front of the fabric, so any knit stitches will be formed on *selecting* needles. DesignaKnit will not flip the pattern before downloading.

Click on the Setup button to configure advanced options for your knitting machine.

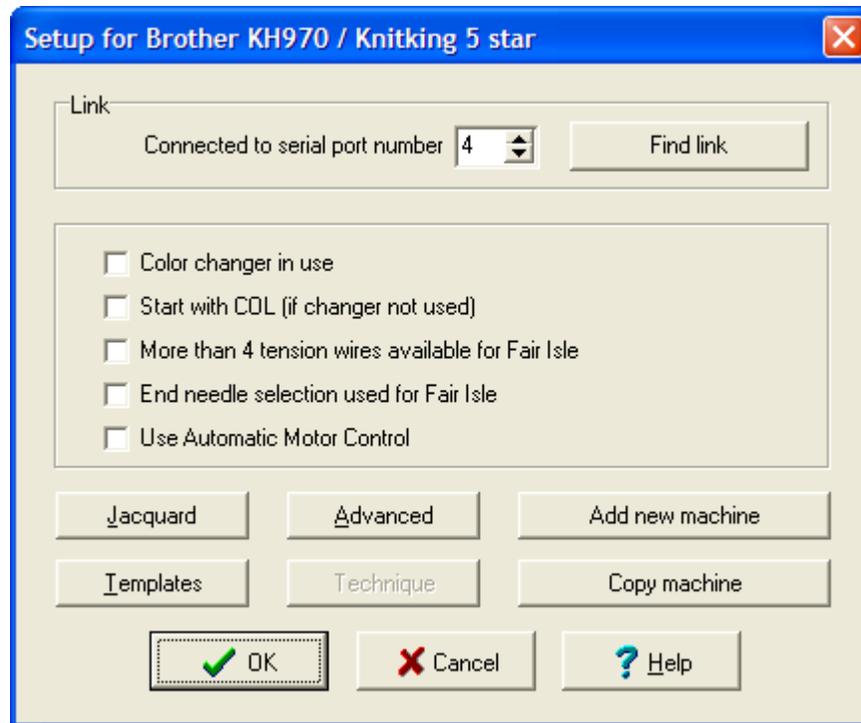
DesignaKnit 8 provides knitting instructions for all the domestic knitting machines available in the United Kingdom at the time of writing. Each model has its own configuration options. Where several different machines are used it will be necessary to set up the configuration for each one independently. Knitters with older models will generally find a suitable equivalent type of machine which they can configure. This menu in the upper left corner depicts a knitting machine bed with Machine Knit options. The knitting machine desired can be selected from the machine knitting drop down menu. The second drop down menu is used to choose the method of knitting.



- F Fair Isle
- I Intarsia
- 2 2-color Jacquard**
- 3 3-color Jacquard
- 4 4-color Jacquard
- 5 5-color Jacquard
- 6 6-color Jacquard
- R Right side facing textures
- W Wrong side facing textures

Machine Knitting Setup

When you choose the knitting machine you will use for your current project in the graphic shown above (the Brother 970 knitting machine has been selected in this example), you are given the option to choose the Setup button to go to the setup screen for this chosen knitting machine. You will need to use this setup for each of your knitting machines that you have. Check first that your interface cable is connected to the correct serial port or USB port depending on the cable that you use. The default port is 2. New to DesignaKnit 8, select Find Link to have the program automatically search for a port that the knitting machine cable is attached to.



- Color changer in use automatically determines the side of the needle bed at which the pre-select/first row occurs. It also affects the way columns are displayed when Yarn Numbers/Feeders are viewed, please see View/Yarn Numbers/Feeders in the Stitch Design section of DesignaKnit.
- Start swatch with CAL (if changer not used) forces the knitting to start the first knit row from the left side of the needle bed when it is checked. If this option is not checked the first row will be determined by the default settings for the selected knitting machine.
- More than 4 tension wires available for Fair Isle, etc. affects the number of columns used when Yarn Feeder and Numbers are displayed in the Stitch Designer section of DesignaKnit, and the number displayed in the Color Change Instruction window of the Interactive Knitting screen.
- Check the End needle selection used for Fair Isle, etc. if the selected knitting machine automatically selects end needles to upper working position. This informs DesignaKnit not to remove contrast yarns when rows are knit plain between two patterned sections.
- Click the Jacquard button to choose the method of Jacquard Separation.
- Click the Templates button to configure the reader card / punch card / mylar sheet printouts.
- Click the Advanced button to view the information about the selected knitting machine.

Available Knitting Machines and Number of Stitches on the Needlebed



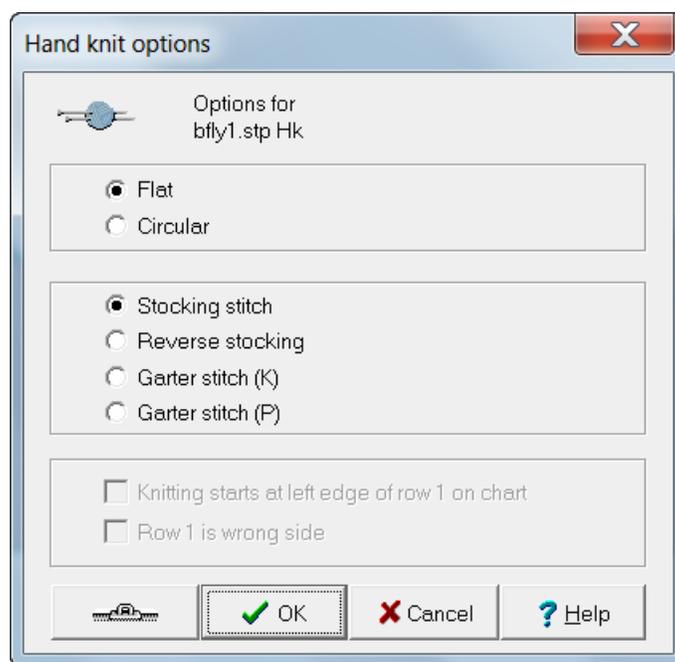
Tell me more about the individual knitting machine cable links

Hand Knitting Options

This is where you set the background stitch for the pattern and specify the direction in which the symbols on the rows should be read for generating text instructions.

If the current method is Machine Knitting, click on the Hand Knitting button  at the bottom left of the options dialogue to see the hand knitting options.

If the current method is already Hand Knitting, then you will see this dialogue straight away:



Knitting Method

Flat: This is for knitting on two needles

Circular: This for knitting in the round, whether on one or two circular needles, or a set three or more double-pointed needles.

These choices do not affect the design process, or a chart, but if you are intending to print text instructions, this tells DesignaKnit whether to read rows in alternate directions for flat knitting, or always in the same direction, for circular knitting.

Background Stitch Type

According to the background stitch type you select, DesignaKnit will offer you a starting background in the correct stitch in Fabric View - in Grid (chart) View, the background will be blank, whichever method you choose as the blank cells represent the 'expected' stitch.

However, the choice you make has other implications too as this will determine the expected and unexpected stitch types and in turn this will affect the knitting instructions and abbreviations and make sure they reflect your choice. For detailed information, you can read about how the Stitch Symbols system works in the Stitch Designer help files.

The background type you select will be shown on the Title Bar of the Stitch pattern.

Stocking Stitch (flat) (Hk), or (circular) (Hk O)

This is the most usual basic method, and would conform with most published charts and patterns. Unless you have a specific reason *not* to choose this background, it is recommended that you choose Stocking Stitch for all patterns.

Knit is the expected stitch on the right side(front) of the fabric, and the **unexpected** stitch on the reverse side:

- Chart cells are **blank** for **knit** stitches on a **knit row** and **purl** stitches on a **purl row**.
- Stitches which are formed **knitwise on knit rows** and **purlwise on purl rows** are *un-dotted* symbols

Purl is the unexpected stitch on the right side (front) of the fabric and the **expected** stitch on the reverse side:

- Chart cells are **dotted** for **purl** stitches on a **knit row** and **knit** stitches on a **purl row**.
- Stitches which are formed **purlwise on knit rows** and **knitwise on purl rows** are *dotted* symbols.

Reverse Stocking Stitch (flat) (Hp) or (circular) (Hp O)

For most patterns which are based on a purl background, the stoking stitch method works well, but where the purl dots become a distraction and prevent the chart from being read easily, you have the option of setting the base stitch to Reverse Stocking Stitch.

Purl is the expected stitch on the right side (front) of the fabric and the **unexpected** stitch on the reverse side:

- Chart cells are **blank** for **purl** stitches on a **purl row** and **knit** stitches on a **knit row**.
- Stitches which are formed **knitwise on purl rows** and **purled on knit rows** are *dotted* symbols.

Knit is the unexpected stitch on the right side (front) of the fabric and the **expected** stitch on the reverse side:

- Chart cells are **dotted** for **knit** stitches on a **purl row** and **purl** stitches on a **knit row**.
- Stitches which are formed **purlwise on purl rows** and **knitwise on knit rows** are *un-dotted* symbols

Garter Stitch K (flat) (Hgk) or (circular) (Hgk O)

This is formed by knitting every row in flat knitting or, for circular knitting, you would knit one row and purl the next to produce the purl ridges on the front of the fabric. Whilst you could easily use the Stocking Stitch method, whereby every second row is shown as a row of dot symbols, when Garter Stitch is a background to more complex patterns, such lace, the pattern chart can be rather 'busy' . If you set the main stitch to garter stitch then the chart may be easier to read as the background will be shown as blank cells.

Knit is the expected stitch on the both sides of the fabric

- Chart cells are **blank** for **knit** stitches on **all rows**
- Stitches which are formed **purlwise on all rows** are *dotted* symbols.
- Chart cells are **dotted** for **purled** stitches on a **all rows**

- Stitches which are formed **knitwise on all rows** are *un-dotted* symbols

Garner Stitch P (flat) (Hgp) or (circular) (Hgp O)

This is essentially the same as knitted Garner Stitch, but for those knitters who prefer to knit purlwise it is formed by purling every row in flat knitting or, for circular knitting, you would purl one row and knit the next to produce the purl ridges on the front of the fabric. Whilst you could easily use the Stocking Stitch method, whereby every second row is shown as a row of dot symbols, when Garner Stitch is a background to more complex patterns, such as lace, the pattern chart can be rather 'busy'. If you set the main stitch to Garner stitch then the chart may be easier to read as the background will be shown as blank cells.

Purl is the expected stitch on the both sides of the fabric

- Chart cells are **blank** for **purl** stitches on **all rows**
- Stitches which are formed **knitwise on all rows** are *dotted* symbols.
- Chart cells are **dotted** for **knit** stitches on a **all rows**
- Stitches which are formed **purlwise on all rows** are *un-dotted* symbols

Start of Knitting

These options determine the direction in which the chart is to be read, particularly for printing text instructions, depending on whether the method is set to Flat or Circular.

If the chart begins with Row 1 as a right side row, and it is read from right to left, then do not select either of these options

Knitting starts at left edge of Row 1

Tick this option if only one of these situations applies:

- The method is Flat knitting and Row 1 is a wrong side (reverse) row and you are knitting conventionally, from the left needle to the right. You must also tick the next option to confirm that this is a wrong side row. DesignaKnit will then continue so that the next row and all subsequent right side rows are read from right to left and wrong side rows from left to right.
- The method is Flat knitting and you normally knit from the right needle to the left and this is a right side (front) row. DesignaKnit will then read all subsequent right side rows from left to right, and all wrong side rows from right to left.
- The method is Circular knitting and you knit from the right needle to the left, in which case every row will be read from left to right.

Row 1 is Wrong Side

- This option will not be available if the method has been set to Circular knitting.
- For Flat knitting, tick this option if you want the first row to be a wrong side (reverse side) row.

File / New

A blank new file is automatically started with default settings when first opening a program section. To clear the drafting area of the current file ready to start a new project, choose the File / New option. The Title bar on the top of the screen will now display "Untitled", meaning that the new file has not yet been saved with a File Name. Before clearing the screen for a new file, DesignaKnit will prompt you to save any unsaved changes to the current file.

Where a short cut to the Original Pattern Drafting screen has been used from an open file in the Standard Garment Styling section, the separate pieces of the standard shape will be arranged on the drafting area.

Note: Files originated in Original Pattern Drafting cannot be opened in Standard Garment Styling. Files modified in Original Pattern Drafting cannot be re-opened in Standard Garment without abandoning any changes made in the former section.

File / Exit

This option closes DesignaKnit 8.

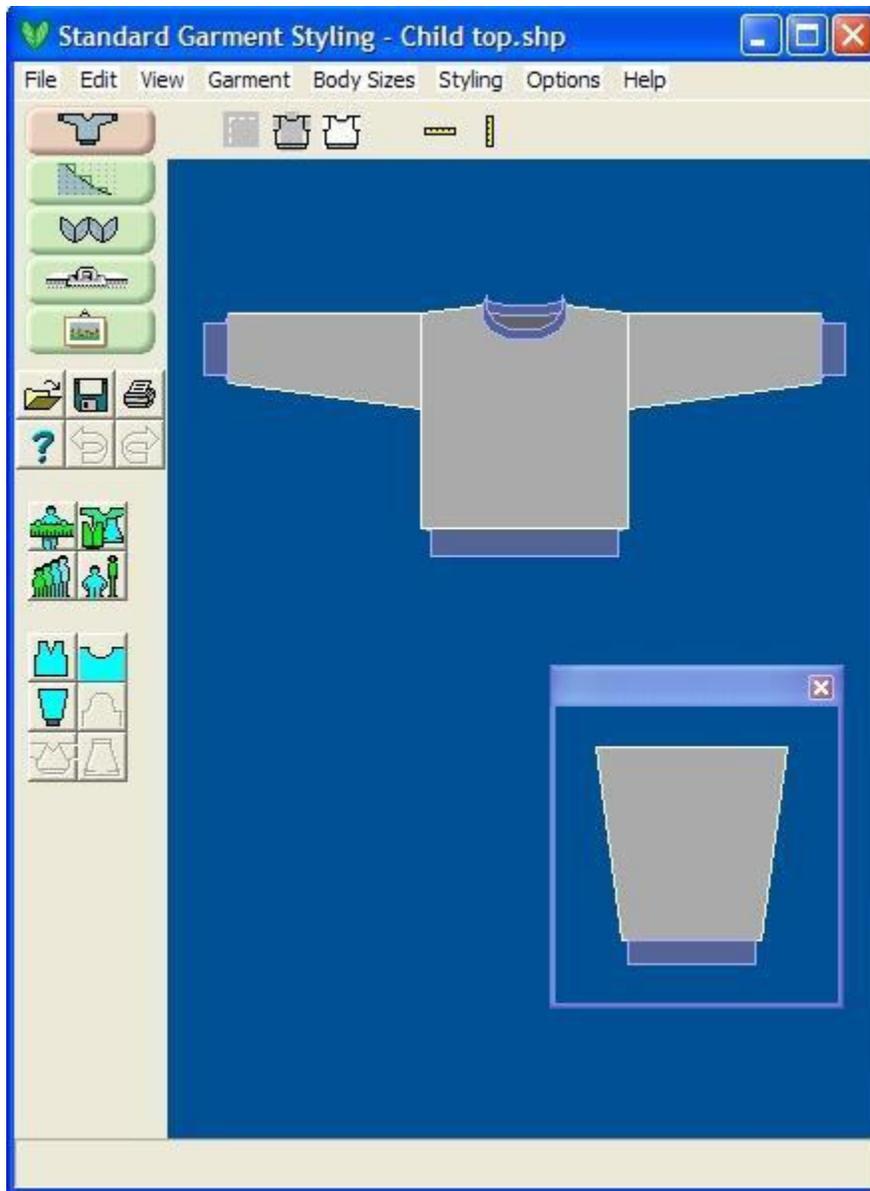
File / Open

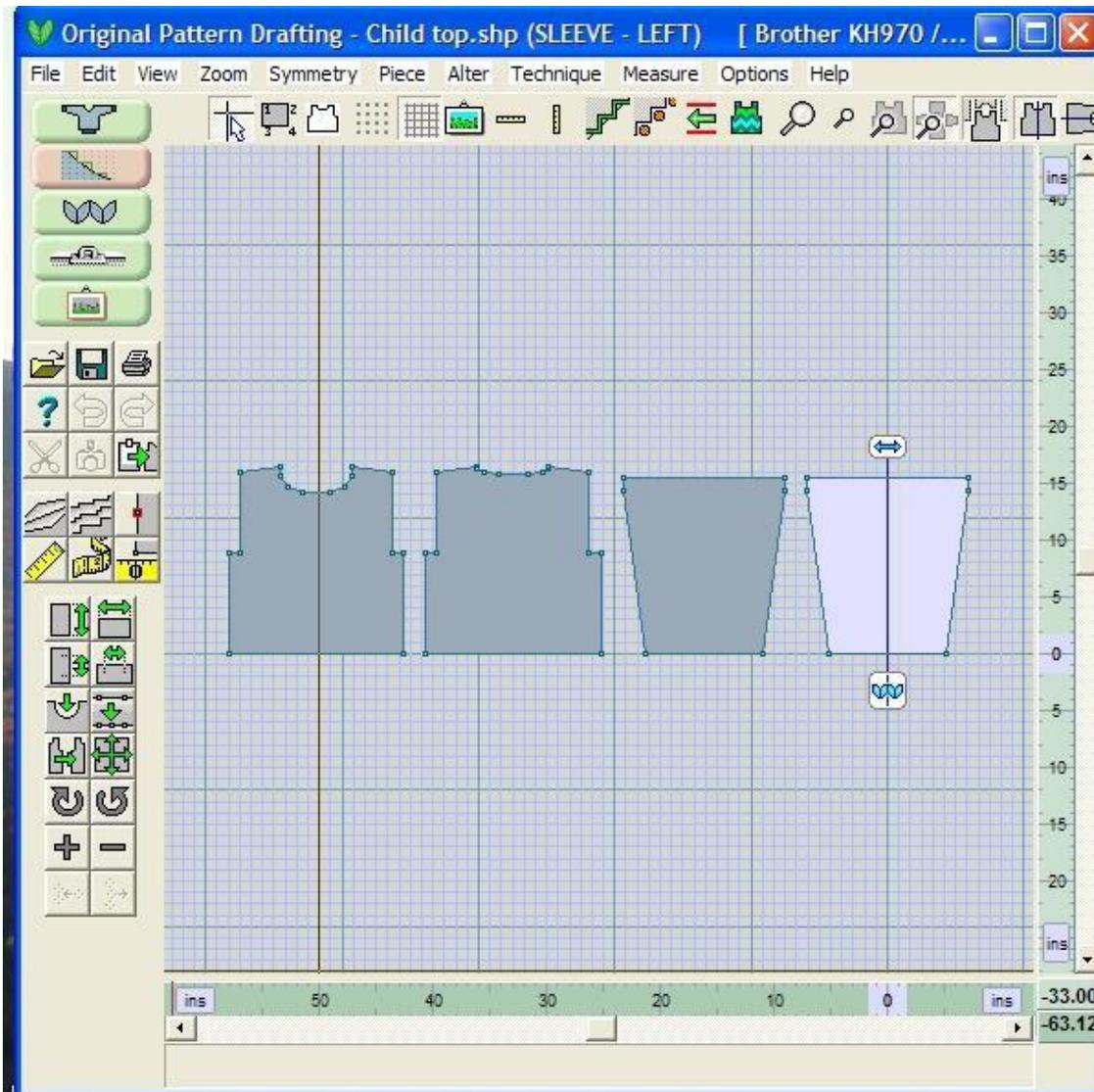
This menu choice displays each of the garment shapes in a standard Windows environment. Shapes are depicted by name as small gray sleeveless pullover sweaters. Double clicking on your choice will open up the desired file.



If you have created a shape in the Standard Garment Styling section of DesignaKnit 8 and then proceed into Original Pattern Drafting, the separate pieces of the standard shape will be arranged on the drafting area. You are able to now modify these shapes further to adjust the garment pieces further.

The garment shown below was created in Standard Garment Styling, and the Original Pattern Drafting large icon was chosen to bring this garment into this section as individual garment pieces (also shown below).



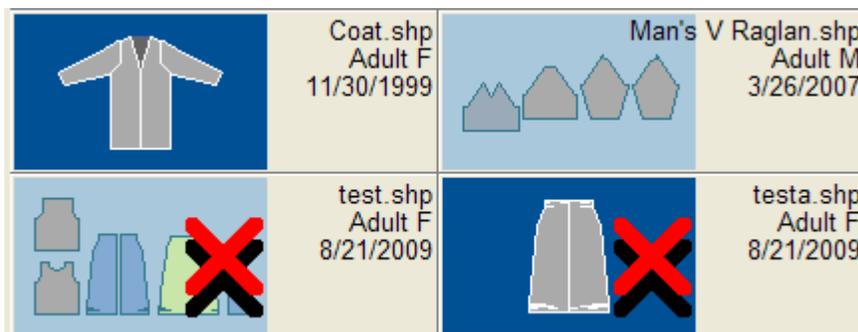


Note: Files that have originated in Original Pattern Drafting cannot be opened in Standard Garment Styling. Files modified in Original Pattern Drafting cannot be re-opened in Standard Garment Styling without abandoning any changes made in the Original Pattern Drafting section.

When you go to return to Standard Garment Styling, you will be asked if you want to abandon any changes you made in Original Pattern Drafting first. It will list the pieces that will lose the Original Pattern Drafting changes in the top left of this window. Additional pattern pieces for this garment created solely in Original Pattern Drafting will be lost when returning to the Standard Garment Styling section.

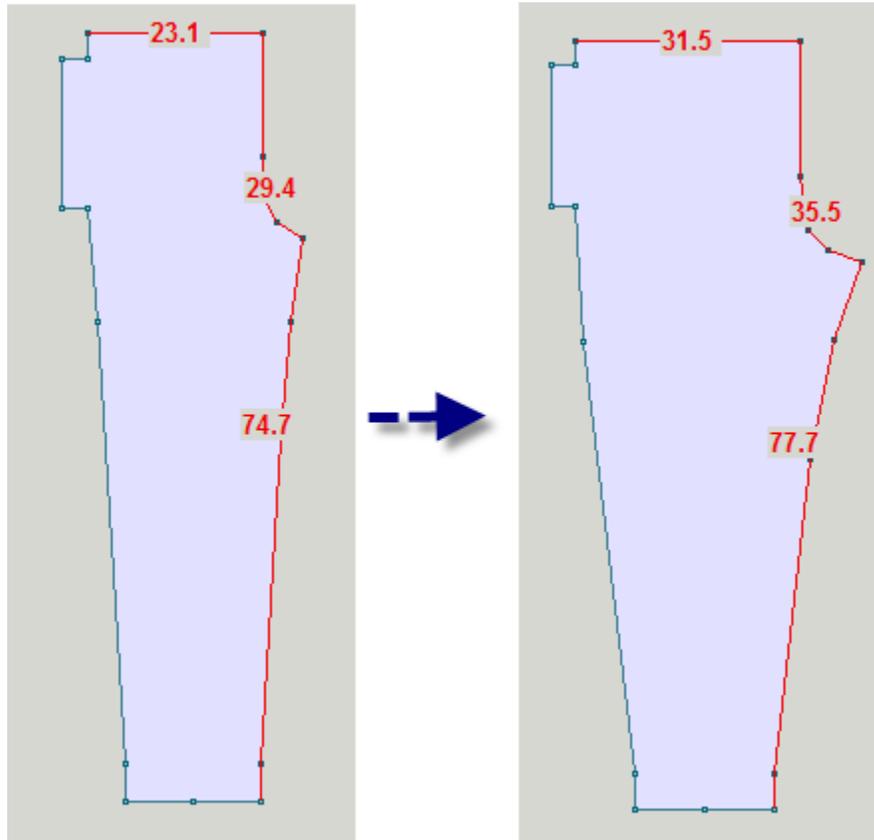
Delete

The **Delete** option under the **File** menu brings up File / Thumbnail to enable you to easily choose which file you want to delete. It is easiest to save all your garment shapes under the My Documents / DesignaKnit 8 / Shaping - but you might want to create a few subdirectories below this directory to group your shaping files (for example, you could have a subdirectory called Family for just these shapes). Click on the garment shape that you want to delete and a big X will show for that file. If you want to delete a second or more, click on these files as well and then finally select OK to finish this operation. DesignaKnit will successively ask you if you want to delete each of these files before permanently deleting them.



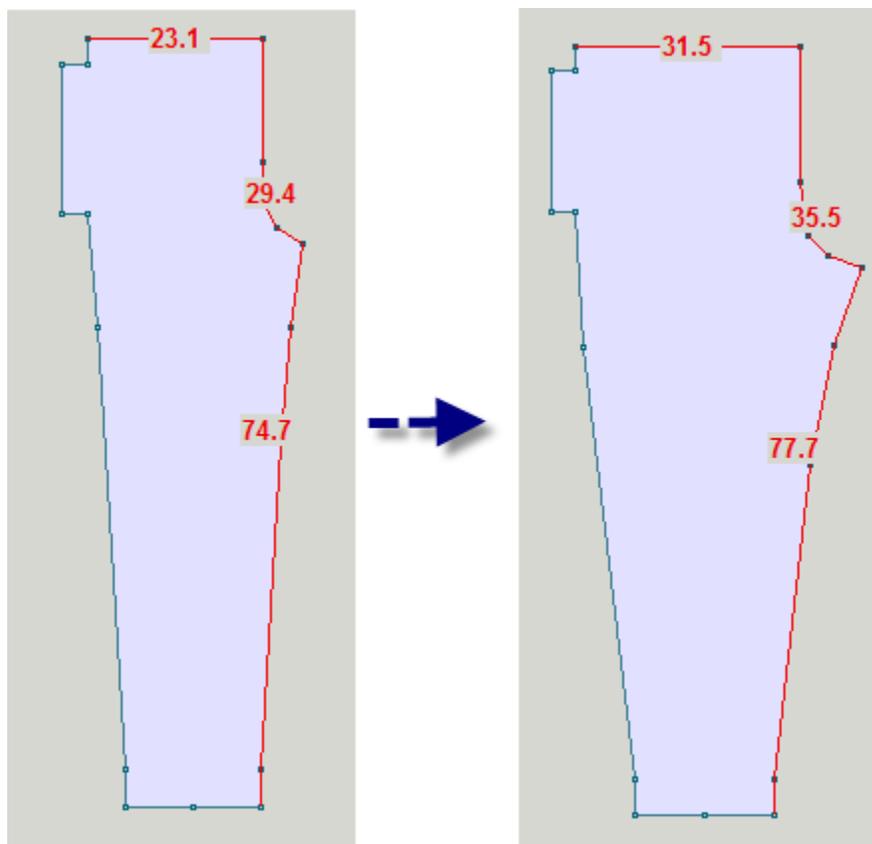
File / Grade

This option displays the Garment Grading dialog box. In order to create a range of sizes you must first create two garments files, identical in everything except size: they must have the same number of points and the pieces must have identical names. Use **Measure / Measure Edge** (more info on page 28) to measure between two points clockwise (there may be points in between such as in the crotch depth on this garment piece). These are two pant fronts, one small on the left below and the other extra large on the right below. We want to create the intermediate medium and large size garments.

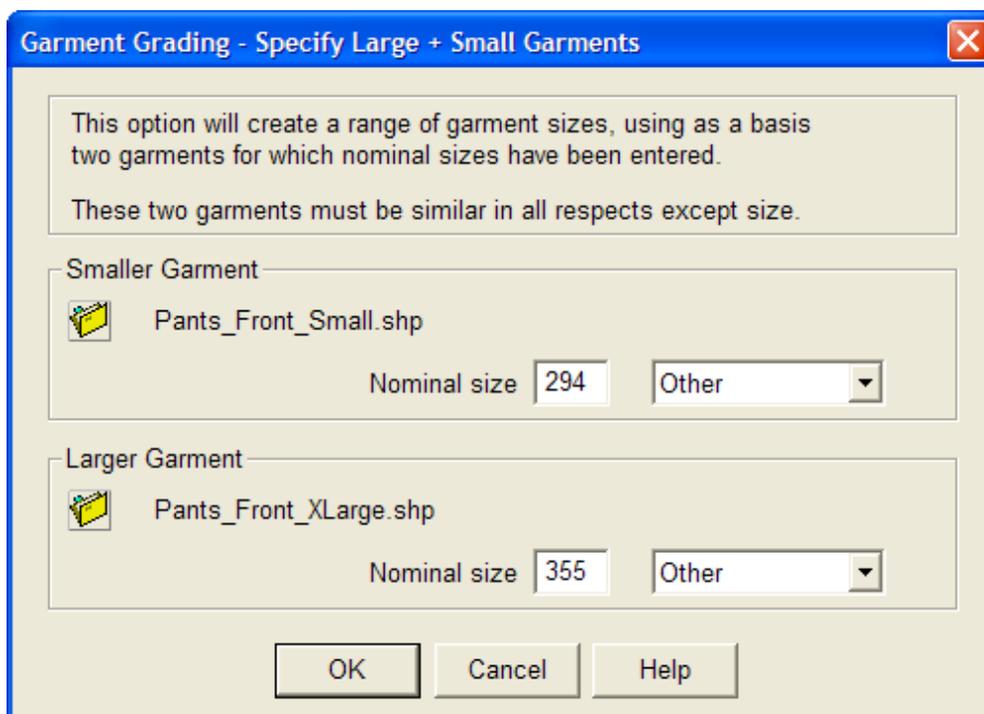


Note: All graphics used in this example were drafted from the Knit2Fit2 Basics Collection. Used with permission - Karen Kuranda, Beacon Hill Knits/Knitware.©1996.

Until you are familiar with the grading process it is much easier to grade one garment piece at a time, and then reassemble the graded file using **Piece / Import Piece** (more info on page 135) to bring in the additional graded pieces. Later when you are more comfortable, you can grade the whole garment at once. Let's do the grading for just the pant front in this example. We have used **Piece / Delete Piece** (more info on page 133) to delete all garment pieces except for the piece front and saved this as `Pants_Front_Small.shp` so that this is a garment with the just the front piece of a Pants pattern size Small. Do the same process for the XLarge size. This will be the small and large files for the grading feature in Original Pattern Drafting. We want to create the size Medium and size Large in between sizes. Use the **Measure / Measure Edge** (more info on page 28) tool to measure the waistband, crotch and inseam length. These measurements are in Centimeters. This gives a tighter, more accurate grading measurement than in Inches. You can use (more info on page 126) to toggle between inches and centimeters. If you normally prefer to use Inches for your measurements, just set this to Centimeters for the Grading and then change back to Inches when you are done. Garment pieces must have the same number of points and in the same relative position on the garment piece.



We can use any of these three measurements to create the graded files. It is easiest to use a straight horizontal measurement, such as the waistband, but also works with other measurements. In this example, we will use the crotch depth. Select File / Grade from the drop down menus. A grading window will come up.



Garment Grading - Specifying New Sizes

I chose the crotch measurements. The nominal sizes are 29.4 and 35.5 centimeters. The grading part of the program works in whole numbers and will round them up to whole numbers which is now as accurate. So in order to get around this and use the decimal value as well for more accuracy - multiply your measurements times ten temporarily and enter in this value. So for here 29.4 becomes 294, etc. We have selected Other for the garment measurement. Select OK to continue.

Garment Grading - Specify New Sizes

Small garment file: Pants_Front_Small.shp (294)
Large garment file: Pants_Front_XLarge.shp (355)

New Garments

File Name Prefix: pants_front_ Location of new files: c:\documents and settings\karen\my documents\designaknit

New Garment Sizes (last digits of filename)

314	335								

OK Cancel Help

We want to create size Medium and size Large between these two pant fronts. Notice that the File Name Prefix has been given an underscore for the last letter of the prefix. Do this for your file. Now for a little quick math to figure out the garment sizes.

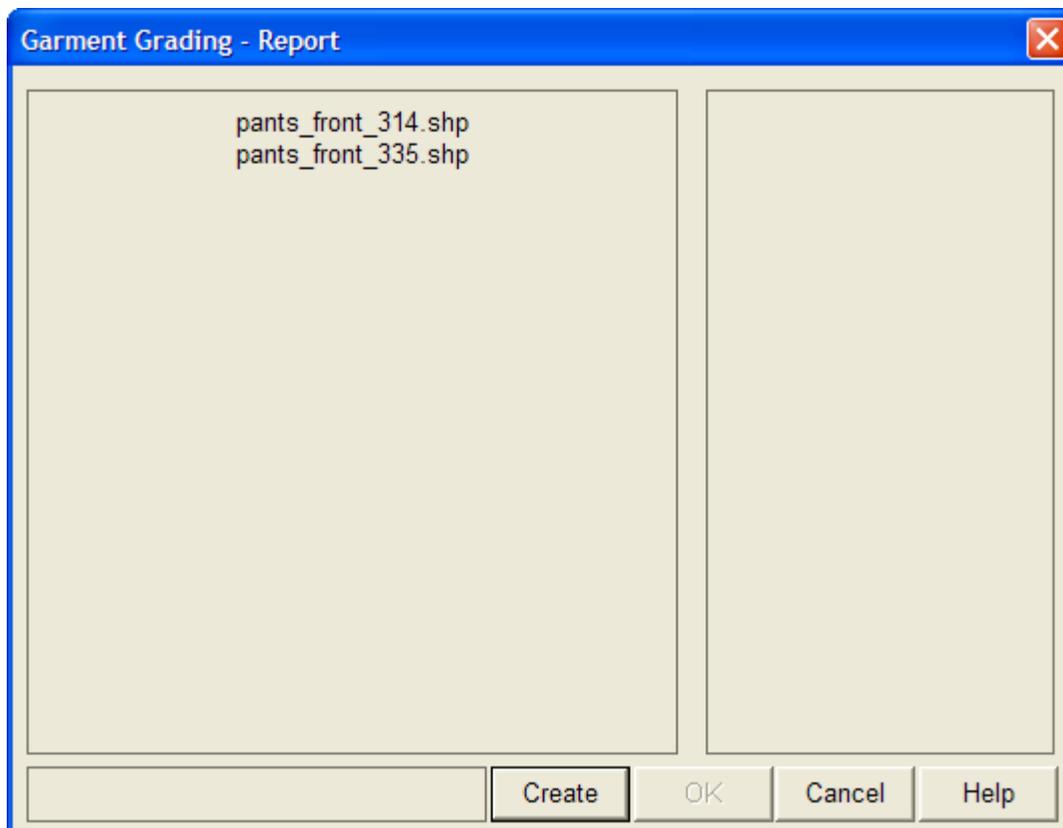
EXAMPLE

Take the 355 value for the large garment file measurement *minus* 294 for the small file measurement equals 61. Since we have two pieces, we need to divide by three (number of garment pieces intermediate plus one) giving us 20.3 - add this to the 294 small value gives us 314.3 (so we will use the 314 value here for the medium size. Add the 314 plus the 20.3 gives up 334.6 (round to 335) for the second value size Large.

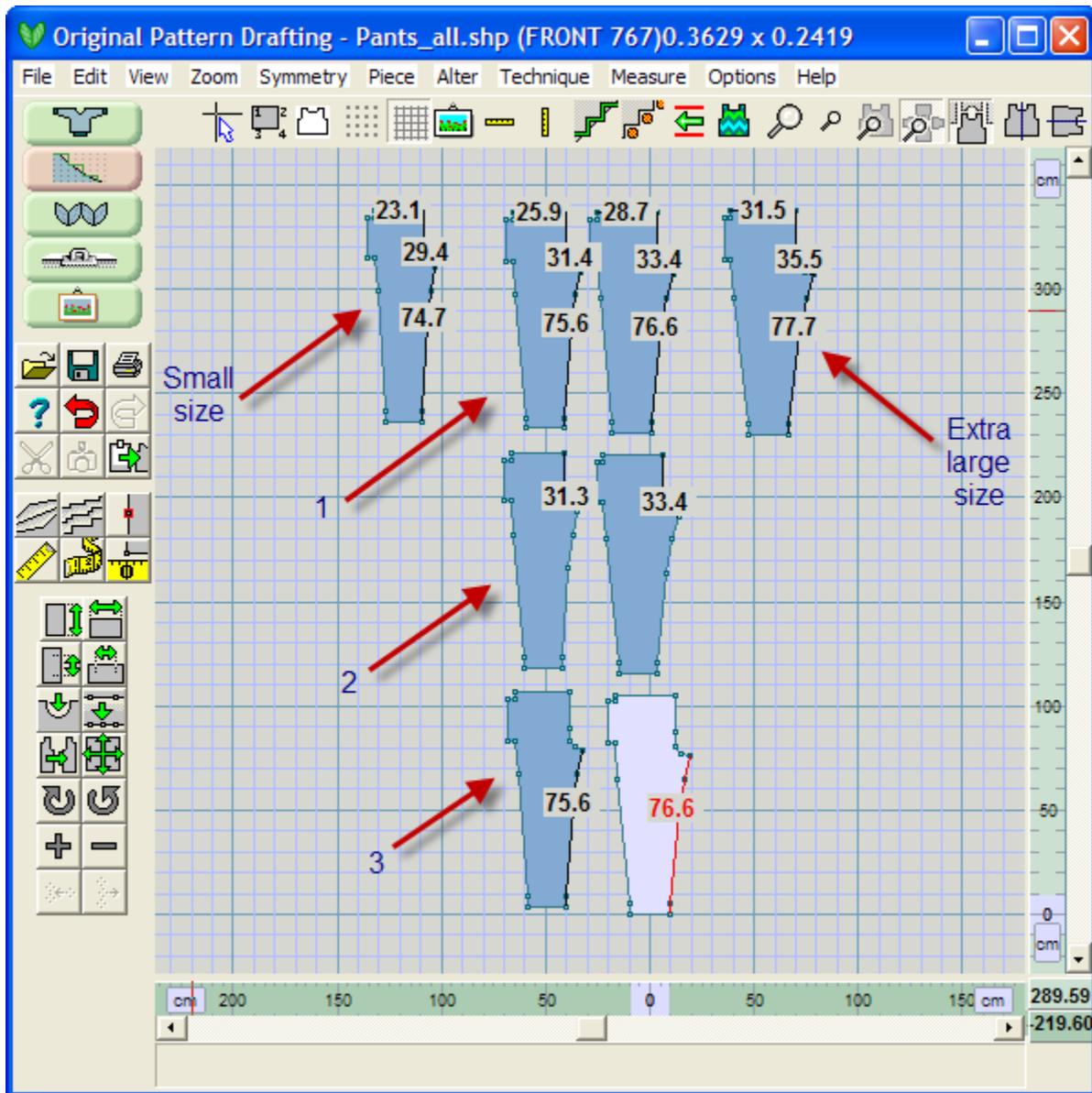
AGAIN:

Take the larger piece of 355 minus smaller piece of 294 equals 61. We need two sizes so we will need to divide by one more, so 61 divided by 3 equals 20.3. Round this to a whole number of 20 and add this to the smaller size of 294 plus 20 equals 314 for the medium, adding 21 again gives us 335 for the large.

The next screen that comes up says that the files were created. Notice that the size numbers that we calculated are appended to the filename prefix that we gave, and because this prefix ended in an underscore, the file names are easier to read.



Here we can see all the garment shapes from Small to XLarge in one file. We have opened the size Small file and then brought in the other pieces using **Piece / Import Piece** (more info on page 135) and then **Measure / Measure Edge** (more info on page 28) to demonstrate see all the sizes at once. Since these numbers in the grading were multiplied by ten, now we have the original values on screen for the actual garment pieces. They should be accurate to within 1 millimeter (mm) of that requested.



1. Front medium and large garment pieces graded using the waistband values.
2. Front medium and large garment pieces graded using the crotch depth values.
3. Front medium and large garment pieces graded using the inseam length values.

Note: Either measurement chosen gave the same results for the graded pieces. The key is to pick a long line in the garment piece for use. Although we have used the crotch measurement in this example, it is much easier to pick a straight horizontal line, such as the waistband, to do the grading.

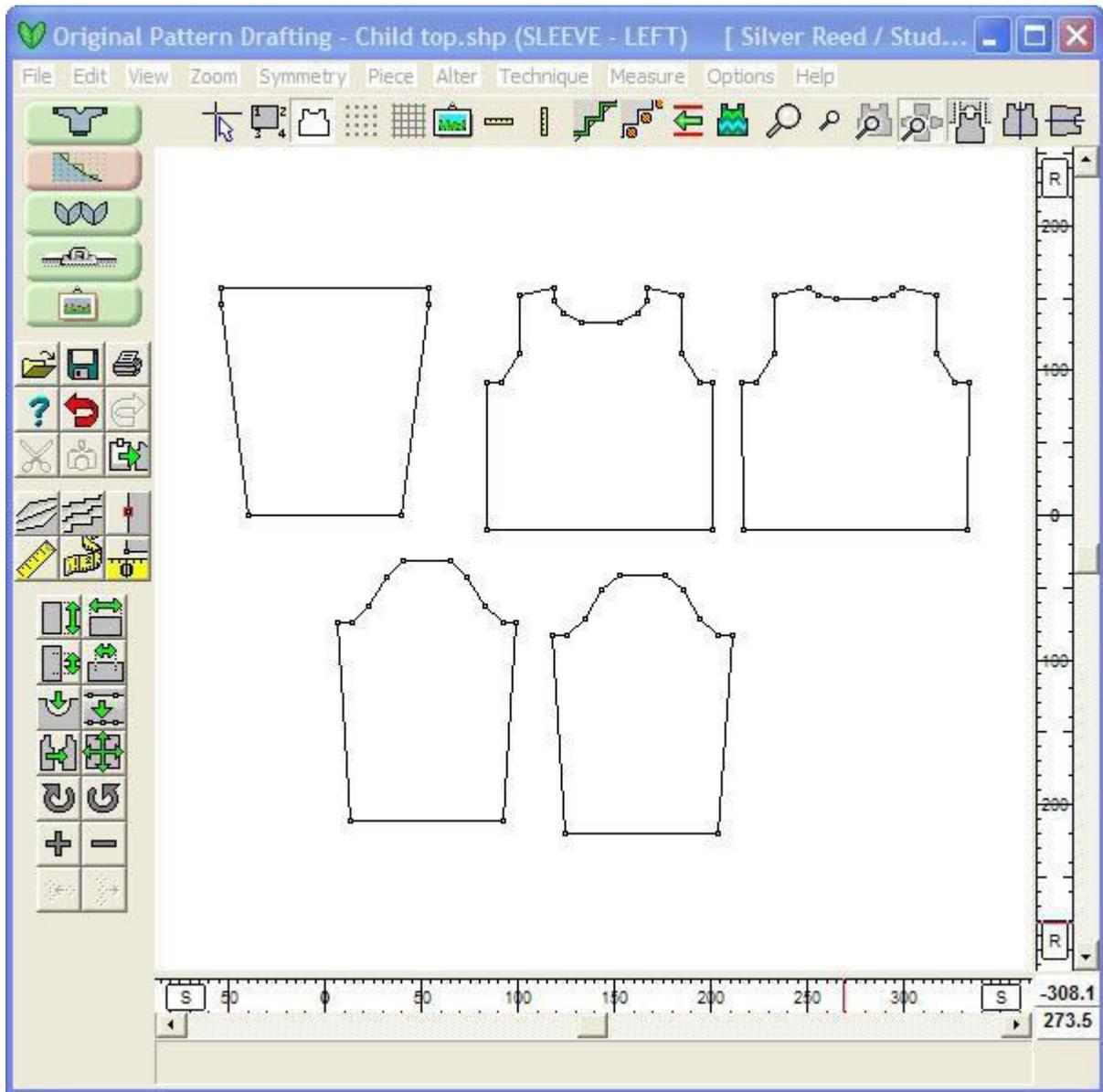
Next do the same for the remaining garment pieces - back, pocket and waistband - use just the backs in two files and create the medium and large backs, etc. Finally use **Piece / Import Piece** (more info on page 135) piece to rebuild a master file containing all these resized pieces for the size medium and the resized pieces for size large.

Once you are comfortable with the grading strategies, you can grade whole garment files with many garment pieces contained in the file all at once.

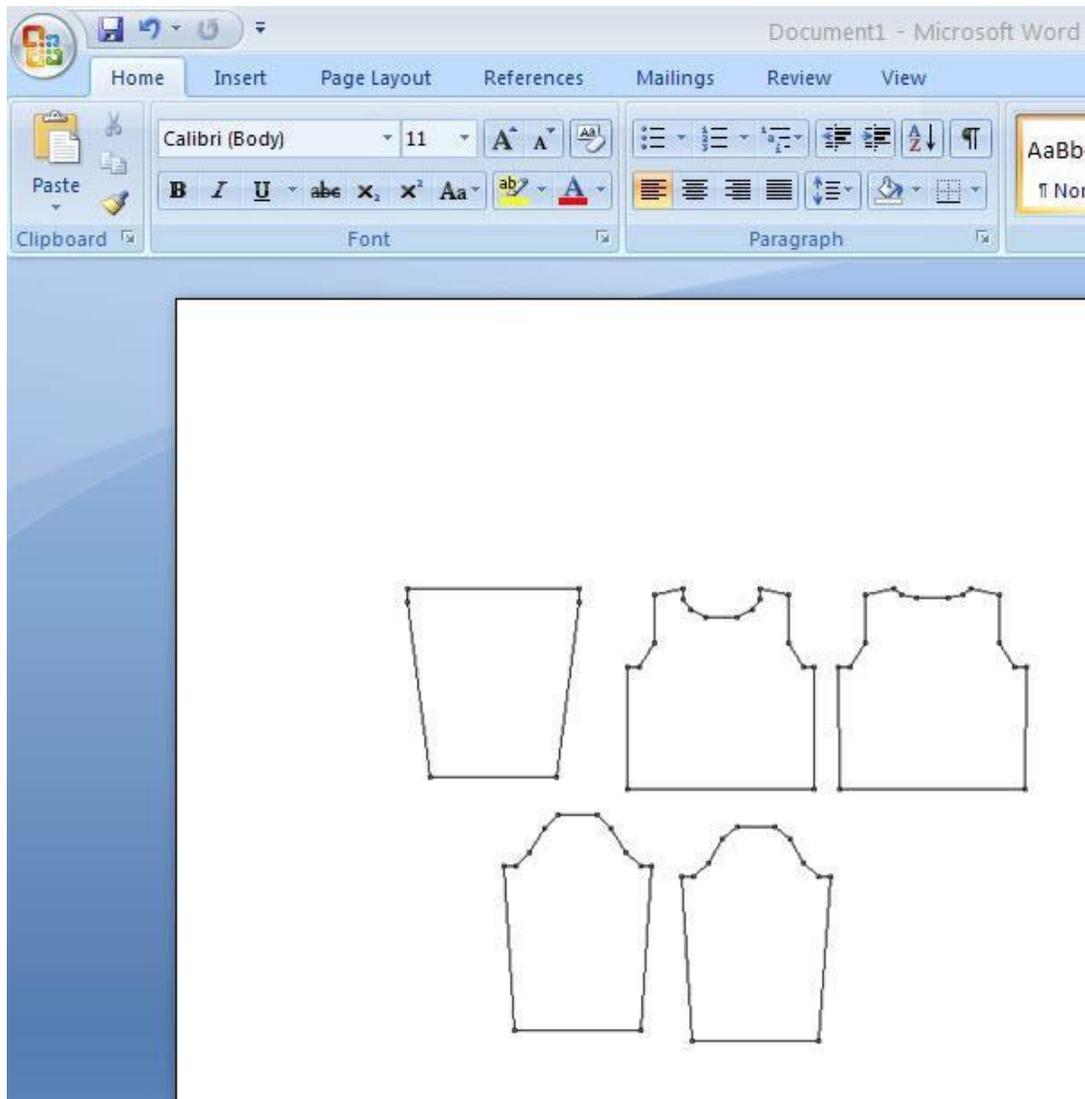
If you had temporarily set your units of measurement to perform the grading, you can now set it back to inches using Other / Units of Measurement.

Edit / Copy Design Space To Clipboard

This function permits you to rapidly copy the design workspace to the clipboard and paste it into another program, such as Microsoft Word. You might want to be able to do this if you are writing a pattern for publication, or to document your knitting projects. Setting the screen to Monochrome on, and all the rest of the top icons off to match this setup ready to copy to the clipboard.

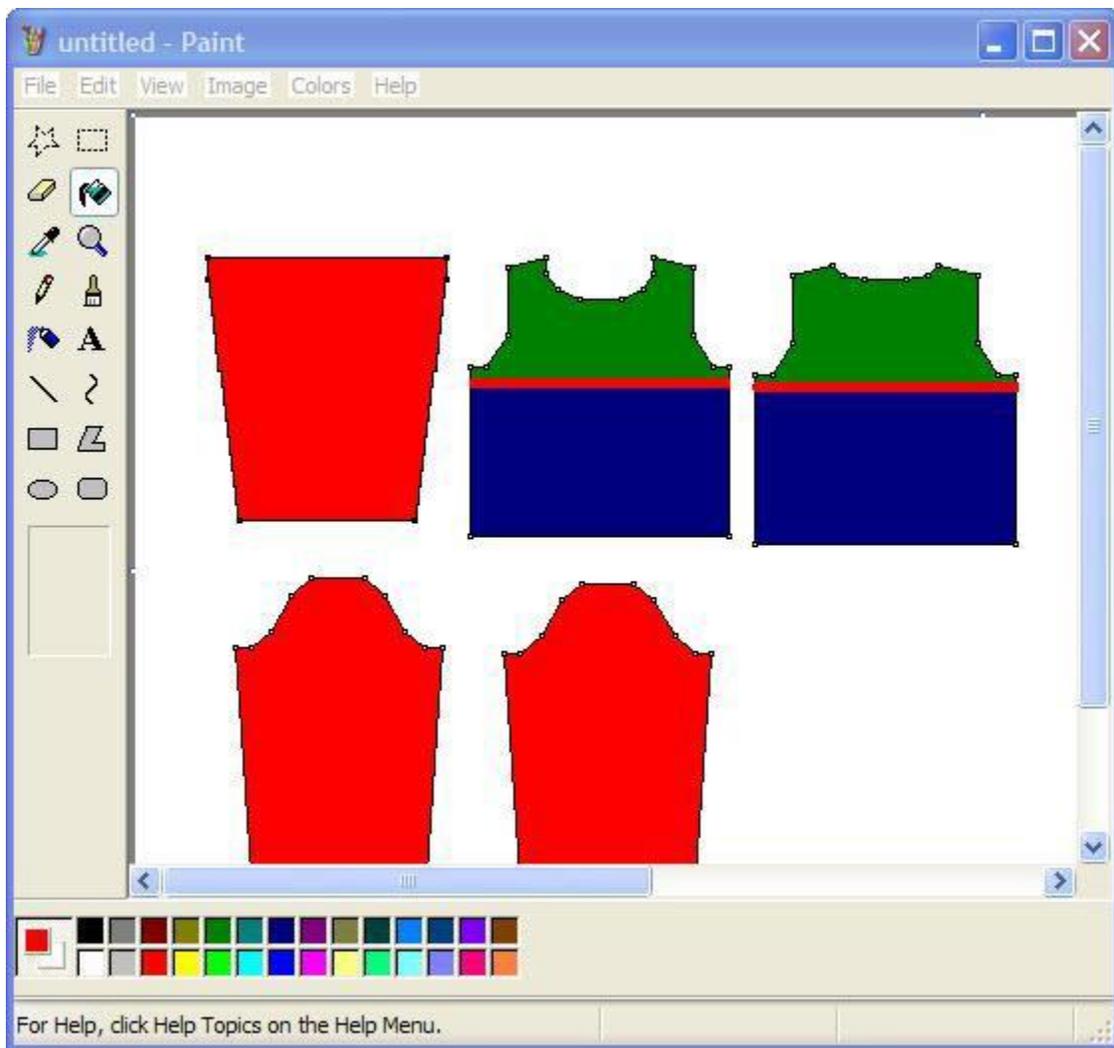


Next select **Edit/ Copy Design Space to Clipboard** and paste it into your other program.



Copying the Clipboard and Paste it Into a graphics program

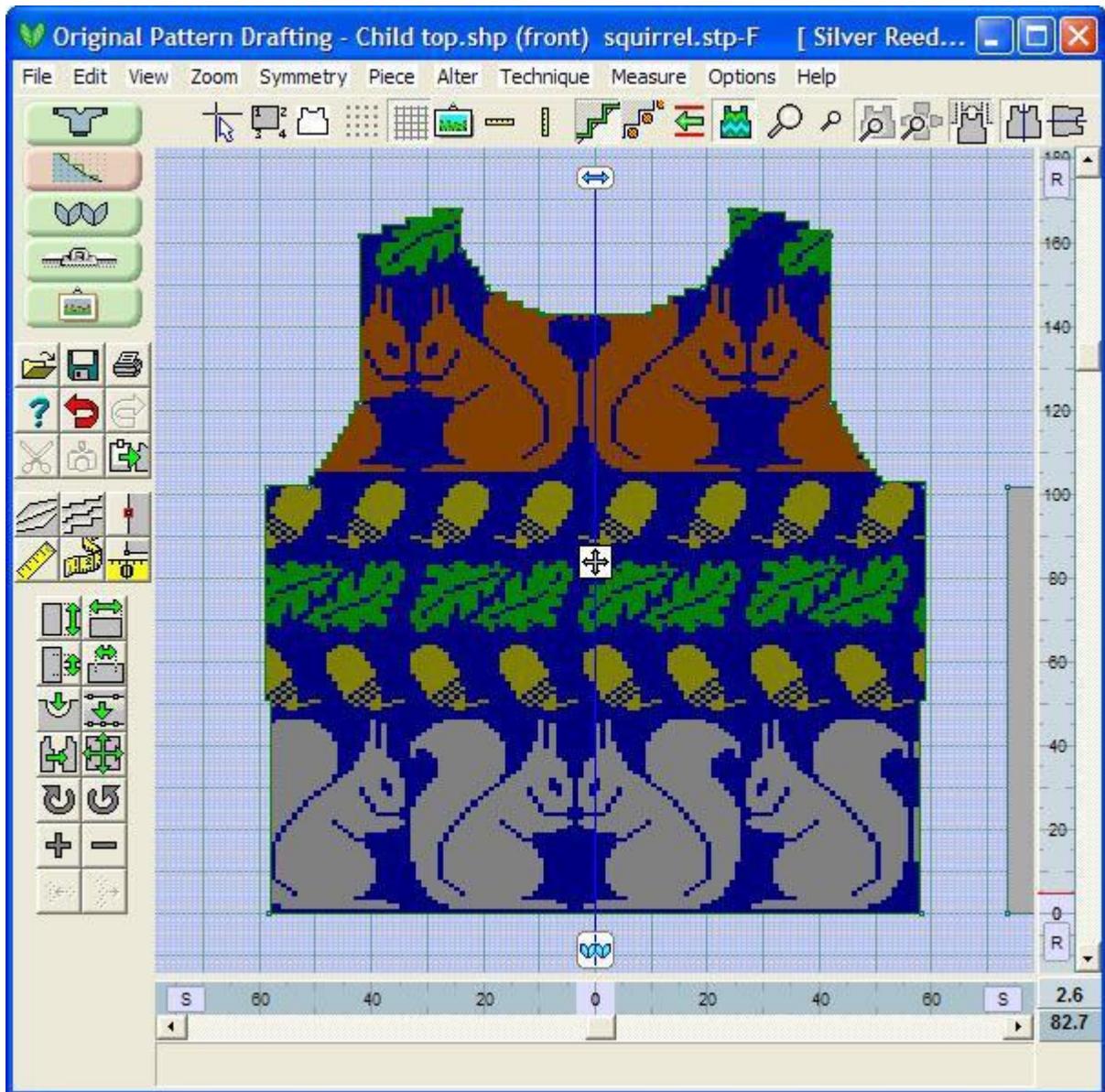
These are the same monochrome garment pieces pasted into Microsoft Paint and then filled with colours from the palette. This works in any graphics program.

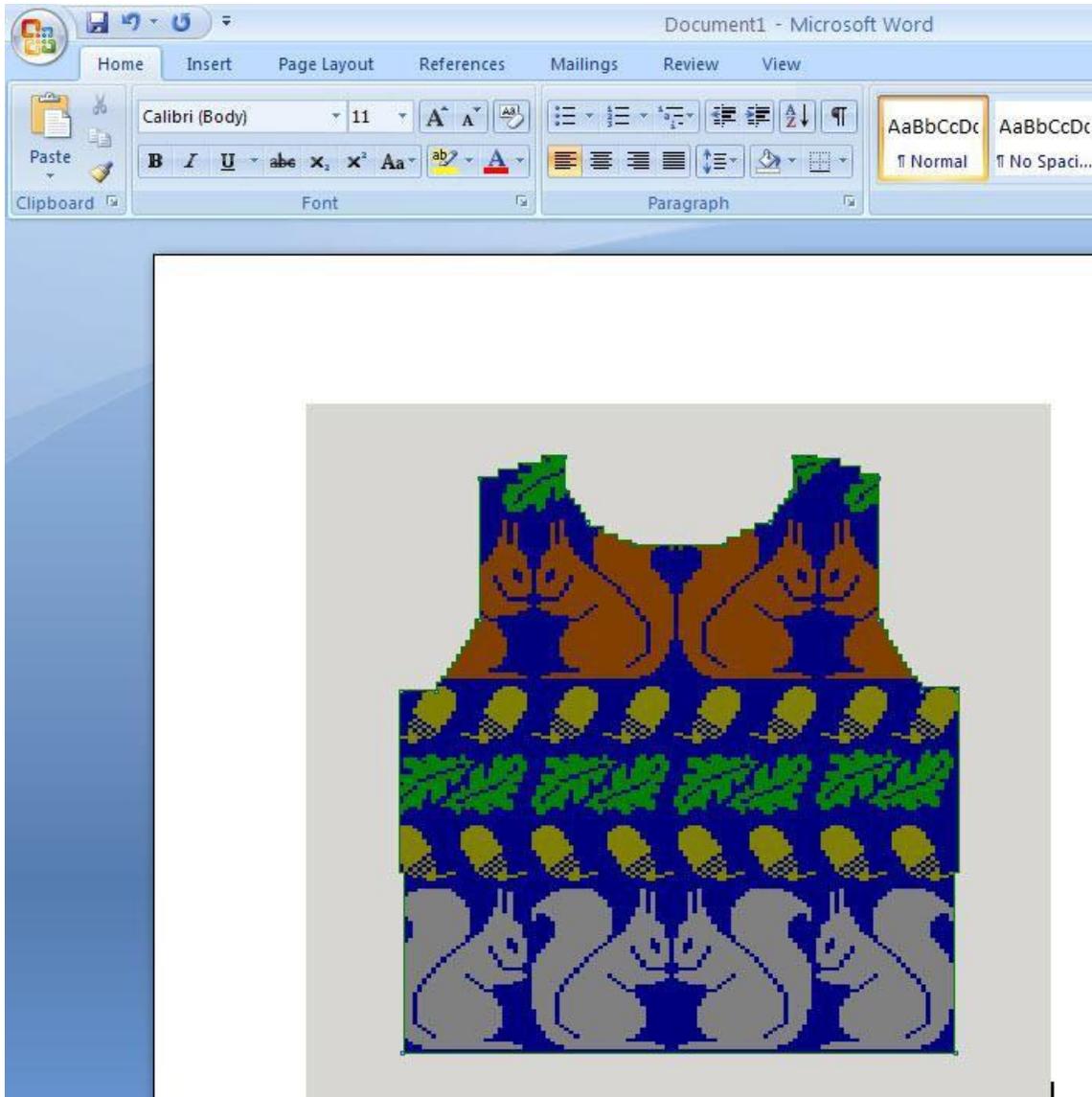


Copying Original Pattern Drafting garment pieces with An Associated stitch pattern

In DesignaKnit 8, you now have the ability to lay out a stitch pattern on each of the garment pieces and Integrate

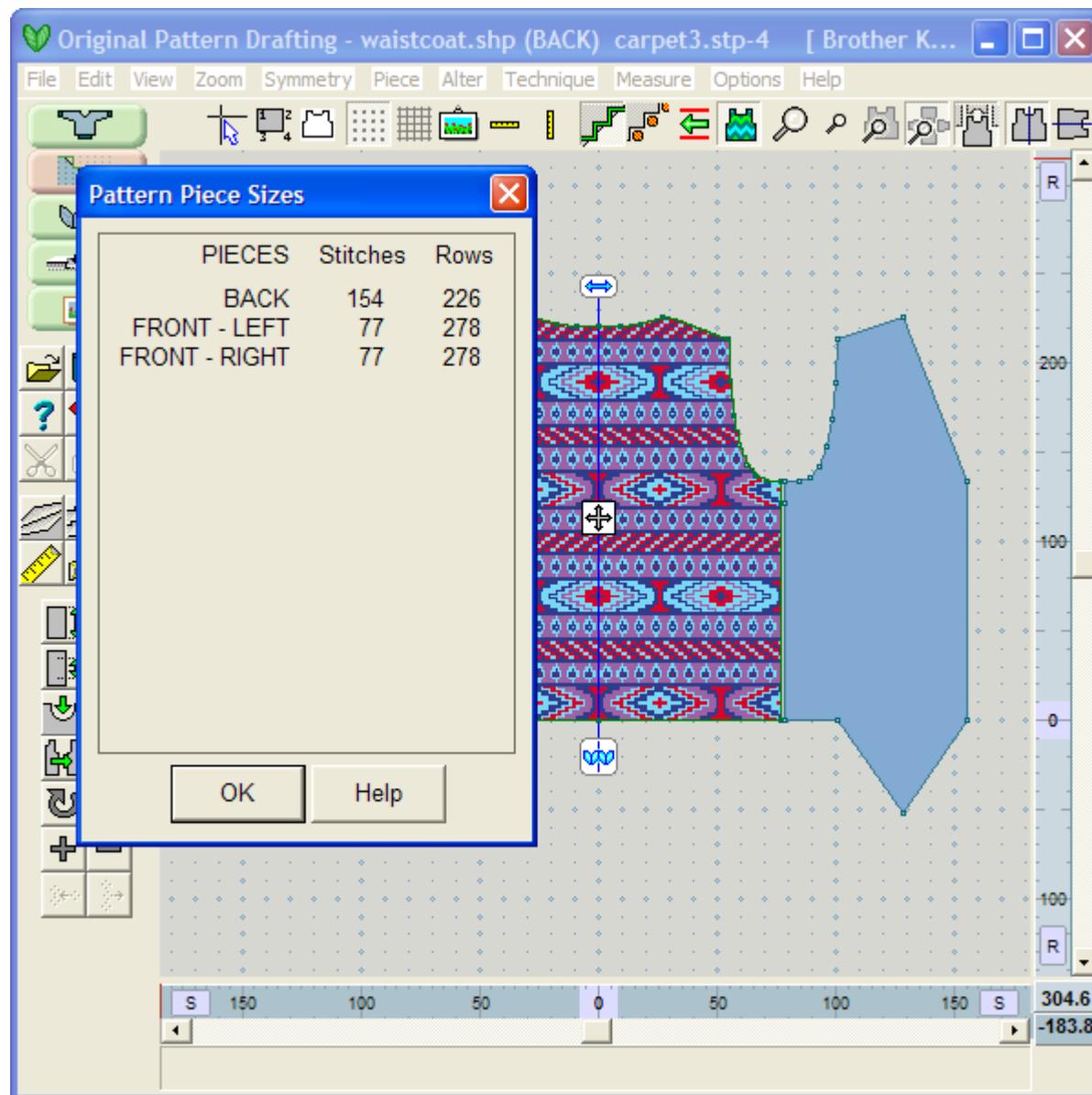
the two from Original Pattern Drafting (**File / Integrate** (more info on page 90)). Here, the front of child's sweater is overlaid with a squirrel and acorn pattern. To copy this neatly to the clipboard, turn off the vertical mirror and lined grid - then select Edit / Copy to Clipboard and paste it into your other program.





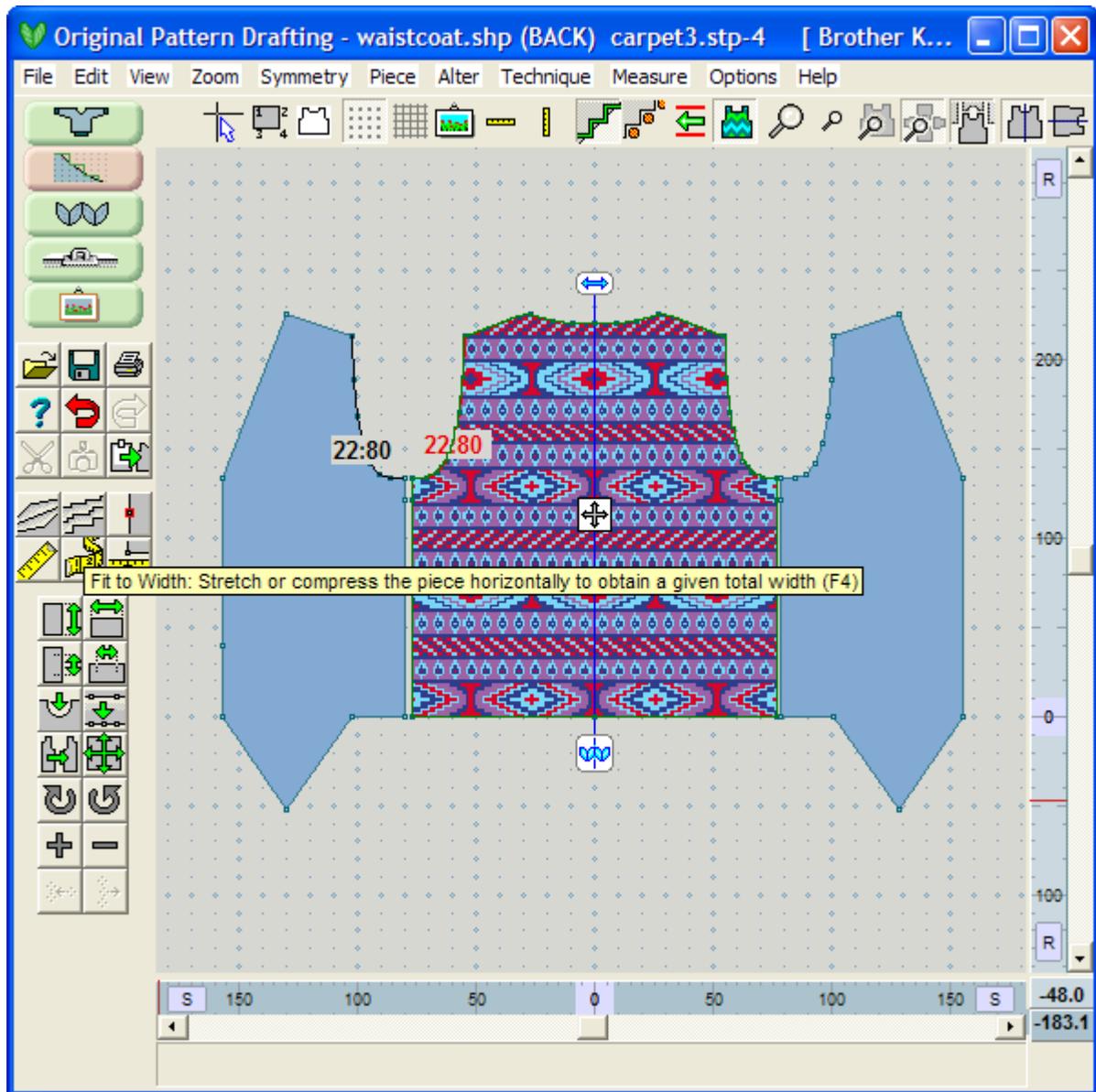
View / Info

The Info selection displays the maximum width and height in stitches and rows for each garment piece in the pattern at the current tension. This is especially useful for determining if the number of stitches in width will fit on the available stitches of the current machine knitting bed selected.



View / Hints

This option toggles off the text that gives the user more information on the icon tool's function as you hover the mouse above a specific icon tool. If a Function key located on the top of your keyboard has been assigned to a particular icon, it will be displayed here as well.

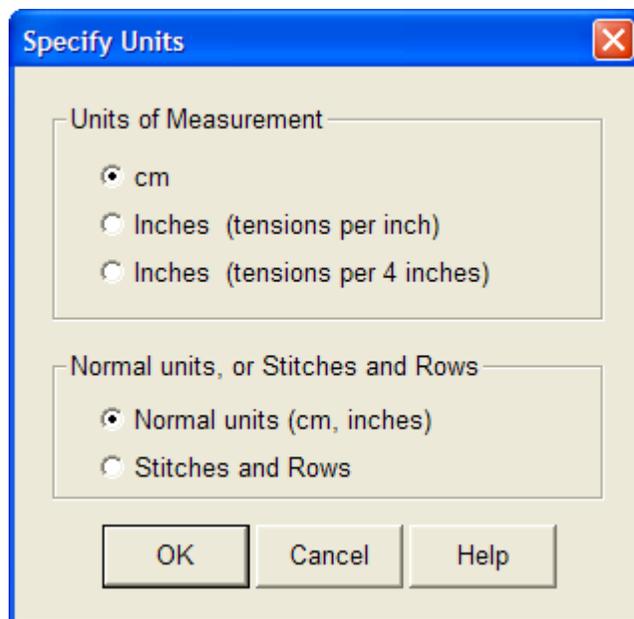


Options / Units Of Measurement

This menu command opens the Units of Measurement dialog box. If the units have been set in another section of DesignaKnit, it will not be necessary to set them again, unless you want to change.

Short Cut to Units of Measurement Dialog

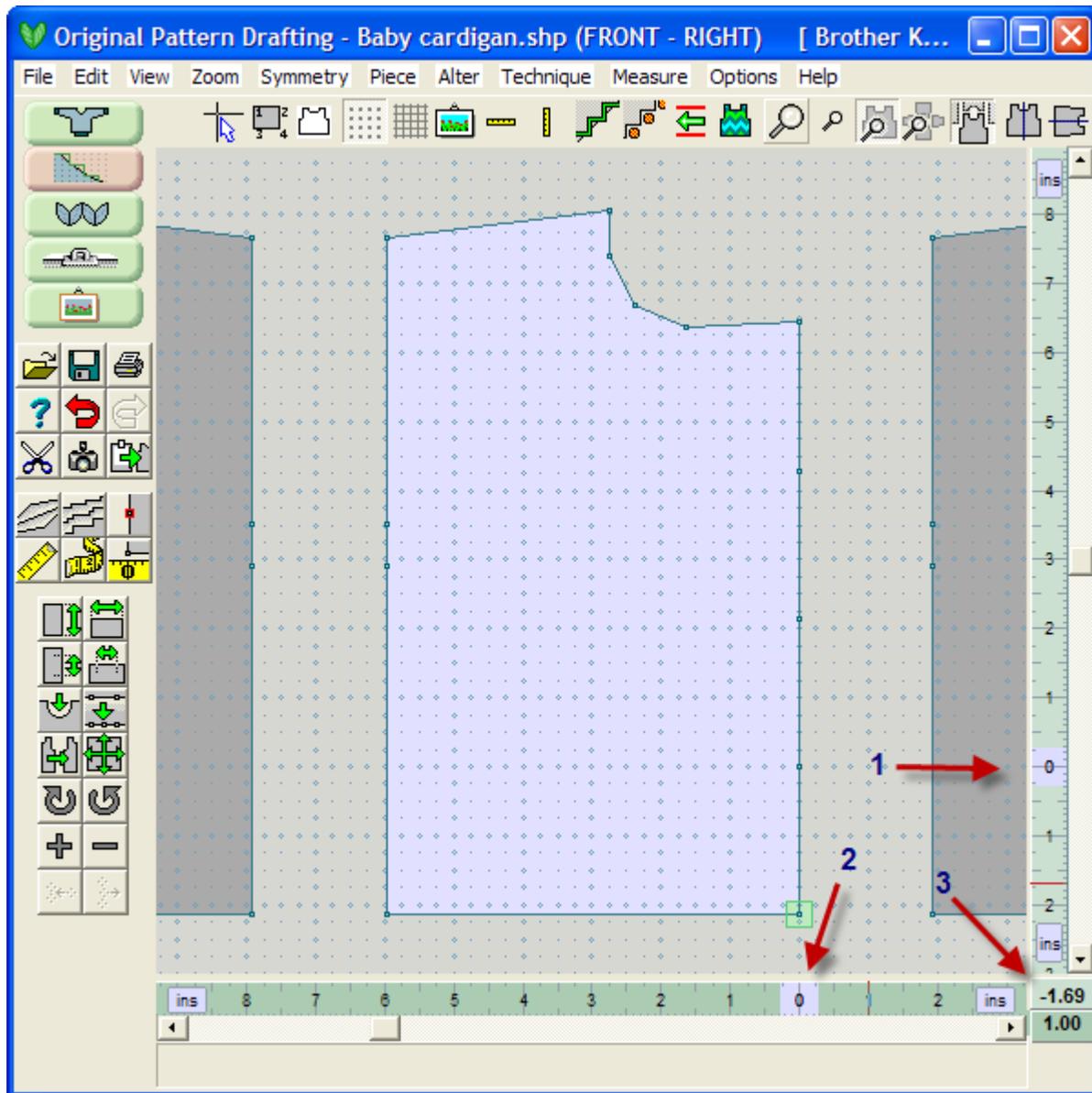
The chosen unit of measurement or view is displayed at the bottom right hand corner, where the two rulers meet, labeled as centimeters, inches, or stitches and rows according to the units selected. To change the setting quickly, while working on a piece, click on the display to open the Units of Measurement dialog box. This function is only available when a garment file is loaded.



Ruler Display in Normal Units

Centimeters: Depending on the zoom factor and or the size of the piece the rulers will display in multiples of 10 centimeters, with the smallest pieces and closest zoom showing the millimeter divisions of each centimeter.

Inches: Depending on the zoom factor and size of the piece the rulers will display inches with eighth divisions or in units of 1, 6 or multiples of 12 inches. Please note that although the rulers show inches divided into eighths, the dialog boxes on the lower right will display inches in decimal terms. When translating from metric to inches, measurements may be expressed in up to four decimal places. The ruler display is intended to emulate a tape measure.



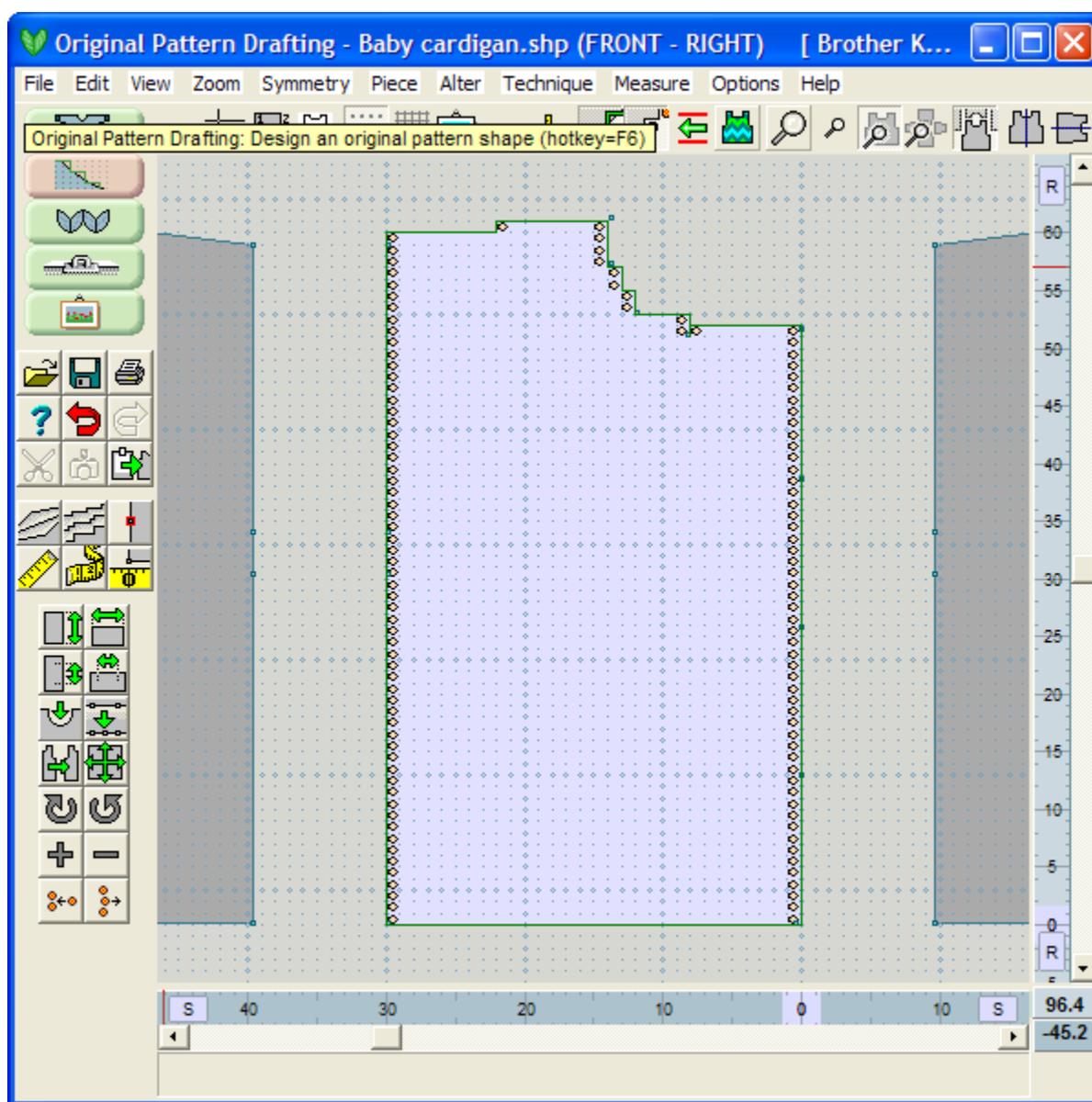
1. The Horizontal Ruler is displayed across the bottom of the screen in Original Pattern Drafting as a medium green ruler.
2. The Vertical Ruler is displayed across the right side of the screen as a light green ruler.
3. The bottom lower right corner displays the current cursor position in inches or centimeters. The cursor position is indicated in the same light and medium green Horizontal and Vertical designation.

Choose to Work in Stitches and Rows

The dialog in this section of the program offers a further choice of seeing the measurements expressed in linear terms or as stitches and rows. If the selected option is Normal Units, this means that the rulers and any measurements displayed on screen are expressed in the chosen units of linear measurement, that is centimeters or inches. If you would like to see them expressed in terms of stitches and rows, change to that setting by clicking on the option in the menu box. Using your left mouse button to click on the 'cm' or 'in' designation on the actual rulers will rapidly switch the rulers to stitches and rows.

The following changes will come into effect when opting to work in stitches and rows:

- The color of the rulers at bottom and right change color to blue and display stitches and rows.
- The layout of the garment shape will change to Exact Stitch Layout.
- Piece/Table will give stitch and row co-ordinates.
- Alter/Fit to Height dialog box requests input in rows.
- Alter/Fit to Width dialog box request input in stitches.
- Alter/Insert Height dialog box requests input in rows.
- Alter/Insert Width dialog box requests input in stitches
- Cursor Position (co-ordinates at lower right of screen) show stitches and rows.
- Measuring will now be in stitches and rows.



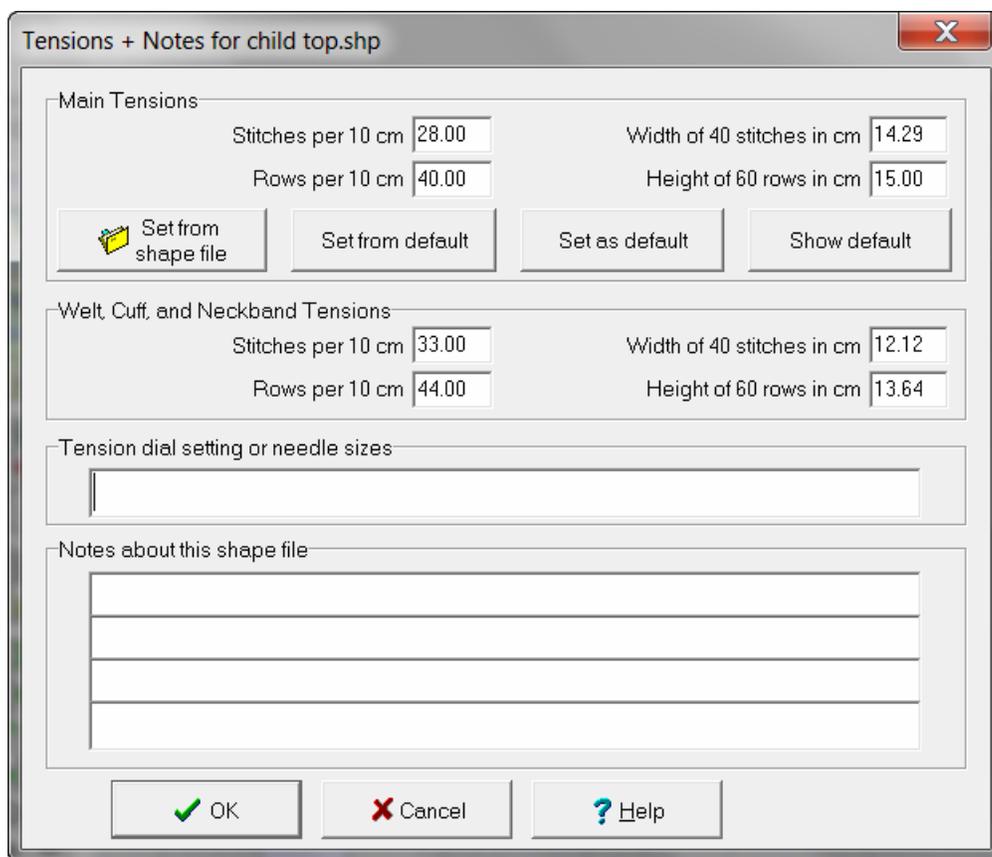
Options / Tensions

In order for a pattern piece to be converted into the correct number of stitches and rows and for DesignaKnit to work out the decreases and increases it is essential that the tension information is obtained from a carefully knit and accurately measured swatch. This tension swatch should consist of 60 stitch pattern rows therefore if knitting in 3-color Jacquard, where each row takes three carriage passes to knit, you must knit 180 passes and for 4-color jacquard you must knit 240 passes.

Improved Tensions dialogues now offer to show and restore the default tensions. When using File / New, if the current tensions are different from the default tensions, there is an option to retain the existing tension, revert to the default tension, or enter new figures.

Method of Tension Measurement

DesignaKnit allows any one of three methods for measuring tensions. The most popular method currently used is to measure a marked section of 40 stitches and 60 rows and enter this measurement in either centimeters or inches, depending on how the program has been configured in Options/Units of Measurement. Knitters using gauge scales that show the number of stitches and rows per 10 centimeters or 4 inches, such as the Silver Reed "Green or Blue Rulers" can continue to measure in that way. Knitters who count the number of stitches and rows per inch can also continue to do so, although this is generally accepted as being the least accurate method.



Rib or Welt Tension

DesignaKnit requires correct tension information for ribs or welts if you intend using the program's calculations when knitting them. Experienced knitters often use their own preferred figures for ribs. In this case it is advisable to enter a tension of between 10% to 20% more stitches and rows per measured

unit than used for the Main tension so that the ribs are realistically represented in the Standard Garment Styling screen. Using the same figures as the main tension will display the ribs or welts in the same proportions as the main fabric and without indicating any elasticity.

Entering Stitches and Rows per 10 cm, per 4 inches or per inch

Select Options / Tension and the Tension and Notes dialog box will open. The Main Tension - Stitches per 10 cm, 4 inches or inch (depending on Units of Measurement selected) text box will be highlighted - enter the number of stitches. Highlight the Rows text box and enter the number of rows. Repeat for the rib tension.

Entering the measurement of 40 stitches and 60 rows

Select Options/Tension and the Tension and Notes dialog box will open. The Main Tension Stitches per 10 cm, 4 inches or inch (depending on Units of Measurement selected) text box will be highlighted - ignore it. Double click with the left mouse button on the Measurement of 40 stitches text box and enter the measurement. Double click on the Measurement of 60 rows text box and enter the measurement. Repeat for the rib tension.

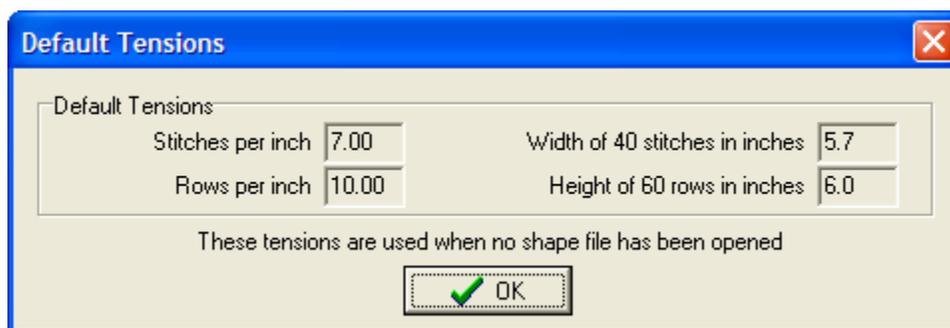
Set as Default

The user now has the choice to make this the default main tension setting (that is the standard tension that will apply to all new garments and all stitch patterns that are started when a garment shape has not already been loaded). To make this new tension the default, click on the Set As Default button.

To use this tension for this garment only, without setting it as the default, do not click on the Set As Default button. Please note that the default setting applies to the main tension only, and not to the rib tension.

If you want to change the default to one set of values and enter a different one for this garment, first enter the default tension and click on the Set As Default button to set the default, then enter the new tensions for this garment.

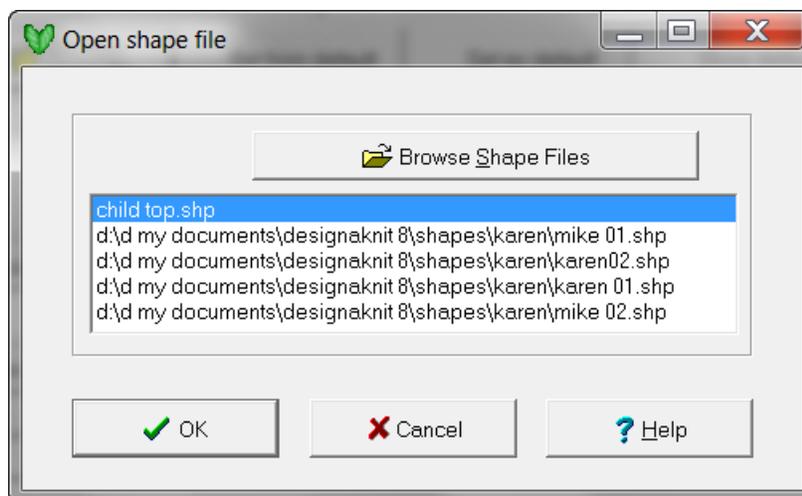
Use the Show Default tab to see the currently set default values.



Set tensions from an existing shape file



This brings up a new window permitting you to choose the shaping file to use for the tensions.



Keeping a Record

Enter the Tension dial number or knitting needle size used, and then enter any notes you might wish to keep as a permanent record with this shaping file. This dialog box with all its settings will be saved with the shaped file and will be available with the saved settings the next time the file is used.

Changing tensions where there is at least one Exact Stitch Layout piece

This brings up a warning window that you are trying to change the tensions of an Exact Stitch layout piece, giving you the option to retain the dimension of all ESL pieces but in the new tensions, or to revert to the original garment piece before any ESL modifications were applied. Neither of these choices can be undone, so be sure which you want before you continue.



Options / Tensions For Passap

There is a special dialog for Pfaff/Passap E6000/E8000 which will display if either of those machines has been selected in Options / Knitting Machine.

The method of entering tensions for E6000 and E8000 machine is simplified:

- Vertical tensions are entered as lock passes instead of pattern rows
- The swatch size is 100 stitches by 100 lock passes instead of 40 stitches by 60 pattern rows
- Garment shape files saved in DesignaKnit 6 with tensions in terms of pattern rows rather than lock passes will convert automatically.
- Users who prefer to measure swatches using the 40 stitches x 60 rows method can still do so by temporarily selecting a different type of knitting machine and entering the values in the tension dialog. Changing to Pfaff/Passap E6000 or E8000 before printing or knitting interactively will automatically convert the entries to the new format.

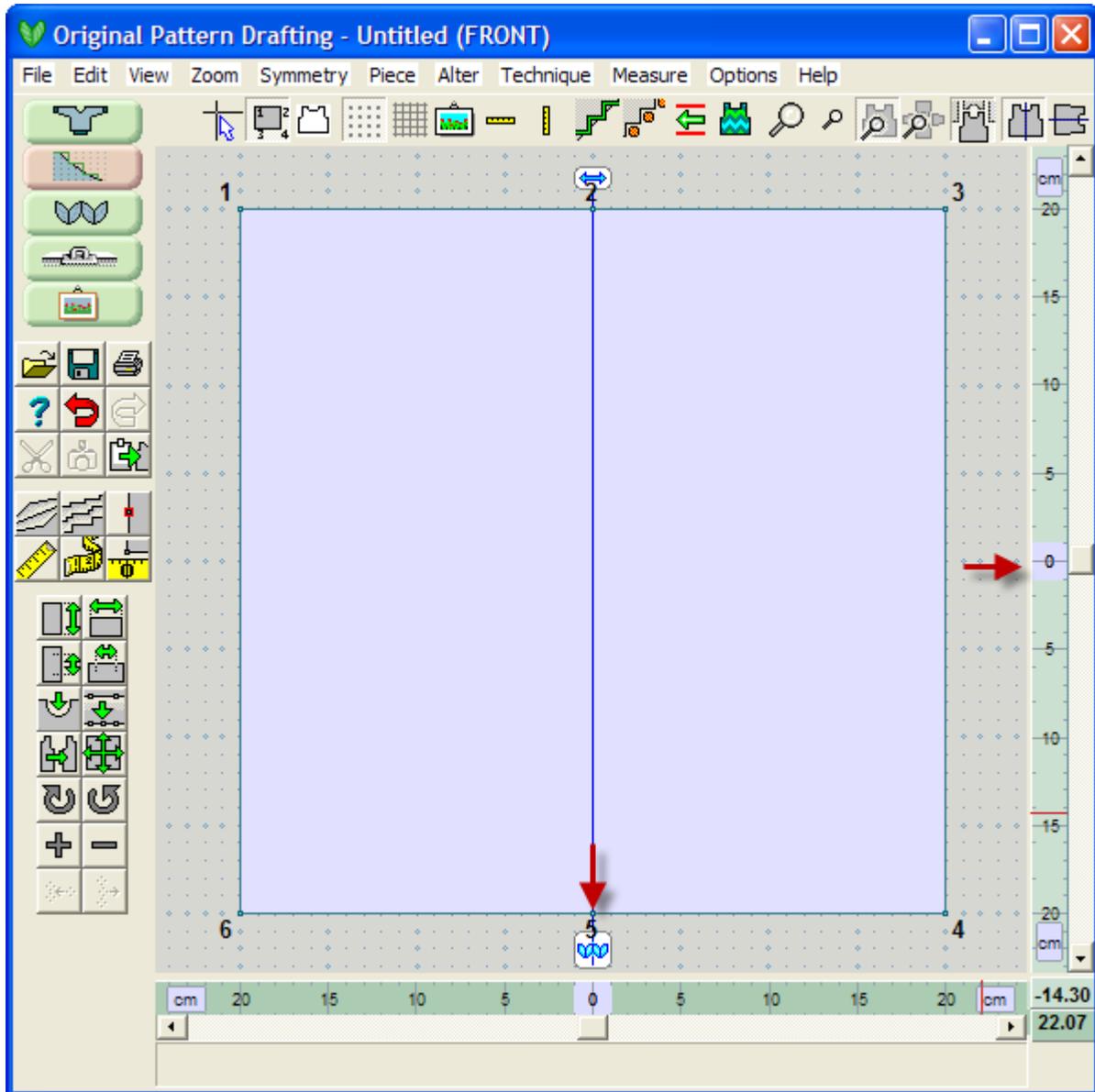
Setting Knitting Technique

DesignaKnit does not need to know the intended knitting technique until such time as the garment file is printed or the garment and/or stitch pattern is knit interactively. The Print dialog does not prompt for a knitting technique, but Interactive Knitting does and when you load a pattern into Interactive Knitting you will be asked to enter the technique number.

There is a short cut to the Knitting Technique dialog within the Tensions setup. Click on the button and enter the proposed knitting technique. Please note that the technique is not saved with the garment file; whichever knitting technique is set is the default and applies to any printouts or knitting until such time as the setting is changed.

Piece / Block (New Piece)

To design your own Original shape from scratch, select Piece/Block (New Piece). Enter in a garment piece name (here we have named the piece Front. Select OK to continue and a 16 inch (40 cm) square piece with 6 points is created (numbered consecutively from the upper left portion of the shape clockwise around the garment outline). The Origin is centered both horizontally and vertically on the garment piece (see red arrows in the diagram below). The top blue arrow signifies that the **Mirror Horizontal** (more info on page 78) is On, and the Bottom two knit stitches depict that this garment is mirrored between the two middle stitches. A garment shape can contain up to 16 pieces.



Shaping a New Piece

The new piece can be shaped by adding points around the perimeter by selecting the **Add or Delete New Points** (more info on page 10) icon. Click again on the Add Points icon to turn this feature back off.

Move points by clicking on the desired point - a light green square will surround it as the highlighted point. Now you can drag the point to the desired spot. You can select more than one point at a time by holding down the shift key and clicking on successive points. This will let you be able to move this set of selected points at once. Click anywhere on the garment drawing screen to deselect the point. You can also use the ESC key to turn off the point selection.

Use the various menu options and tools to create the desired shape.

Using the Keyboard to Move a Point

Having selected the point / points, you can use the keyboard arrows to fine tune the new position. Pressing Escape before anchoring the point cancels the operation.

Adding a New Piece to the Current File

New pieces can be added into an existing garment either originally from Standard Garment Styling or pieces that have been drafted from scratch in Original Pattern Drafting. A garment shape may have a total of 16 garment pieces. When you wish to start again with a new garment shape before starting a New Piece, save any changes and then select File/New.

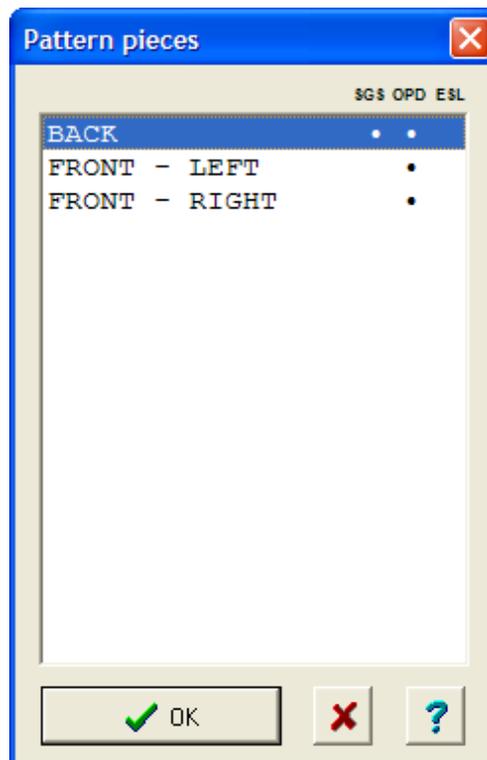
Piece / Rename Piece

Select Piece / Rename Piece to change the name of the garment piece and then OK to finish this change.



Piece / Select Piece

Select the garment piece that you want to work with by clicking once inside the desired piece. You may also use the Piece / Select Piece from the drop down menu, highlight the desired piece and OK to finish the selection. There are three columns to the right of each garment piece. Here it shows that the Back Piece originated in Standard Garment Styling (SGS) and has been modified in the Original Pattern Drafting (OPD) section. The Front - Left and Front - Right are not Standard Garment Styling Pattern pieces and have been drawn in the Original Pattern Drafting section. The third column designates that a garment piece has been modified by Exact Stitch Layout (ESL).



Piece / Delete Piece

This command is used to delete any piece of the shape file on which you are currently working. Selecting Piece / Delete opens the Garment Pieces dialog box. Choose the piece to be deleted by clicking on it with the left mouse button and click OK to confirm the deletion or click No to cancel. To delete more than one individual piece, hold down the Shift key to select more than one garment piece at a time by highlighting the first top of the range and dragging the mouse down to the end of the range. The Ctrl key can be used while clicking on individual piece name and then each successive piece. Holding the Ctrl key again on a highlighted name to deselect the piece.

A keyboard short cut to delete the currently active piece: press the Delete key and click OK, to confirm the deletion. If you then decide you should not have deleted the piece, click the Undo tool immediately and the piece will reappear.

Piece / Duplicate Piece

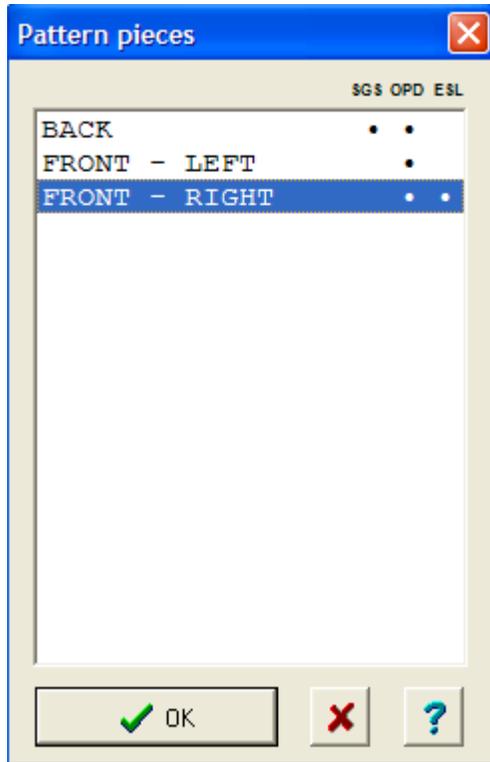
This command makes a duplicate copy of the currently active piece in the file you are presently working on. Click with the left mouse button on the piece you wish to copy in order to make it the active piece. Select Piece / Duplicate Piece, enter the name to be given to the new piece in the pop-up dialog box and click OK. The new piece will become the active piece.

A keyboard short cut to copy the currently active piece: press the Insert key, type in a name for the new piece and press Enter.

Do not confuse this command with Edit / Copy which places a bitmap of the screen onto the Windows Clipboard.

Piece / Select Piece

This command opens the Garment Pieces dialog box, listing all the pieces in the currently open file. To select a new active piece, click with the left mouse button on the piece name and then OK.



There are three options to indicate the origin of each garment piece. Here the Back garment piece has an asterisk under SGS. This refers to the fact that it was created in Standard Garment Styling. The second asterisk for the Back is OPD for Original Pattern Drafting. This information combined together describes this garment piece as originating from Standard Garment Styling and then further edited in Original Pattern Drafting.

Similarly, the Front - Left garment piece has an asterisk only under Original Pattern Drafting. This means that this garment piece was created from scratch in this section.

Finally, the Front - Right shows that it is also created in Original Pattern Drafting, but then some of the individual stitches have been modified in ESL, Exact Stitch Layout.

Highlight the piece and press OK to finish the selection. Alternatively, you can simply select the garment piece on the workspace as the active piece by simply clicking on it with the left mouse button. You can click again to select a different piece, or toggle between the pieces on the drafting area by pressing the Tab key.

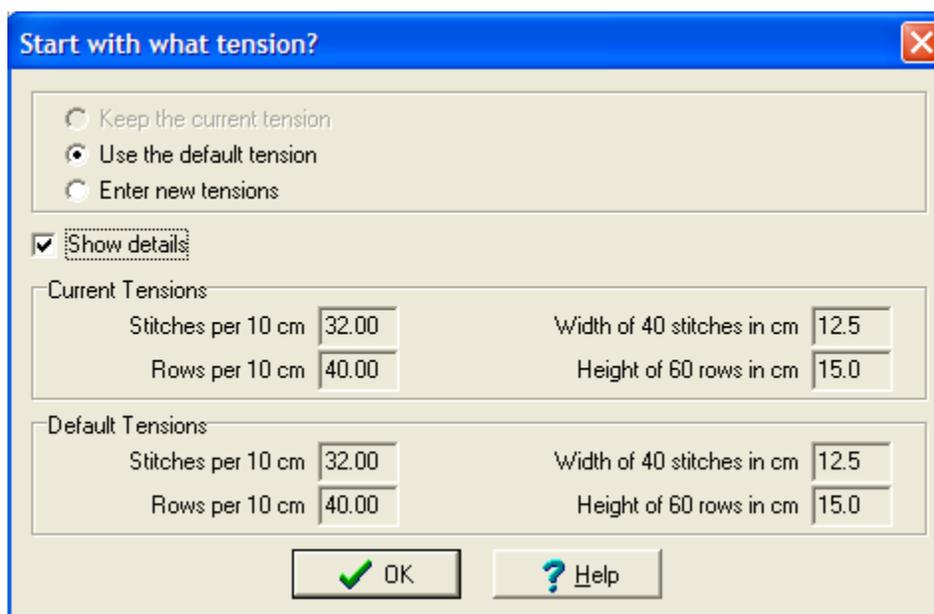
Piece / Import Piece

This command opens the Import Piece dialog box, which allows a copy of any garment piece to be imported from any previously garment shaping saved file. The default directory for stored shape files is My Documents\DesignaKnit 8\Shapes directory. Garment pieces may be imported into a New file, or into an existing file that you want to add an additional piece to.

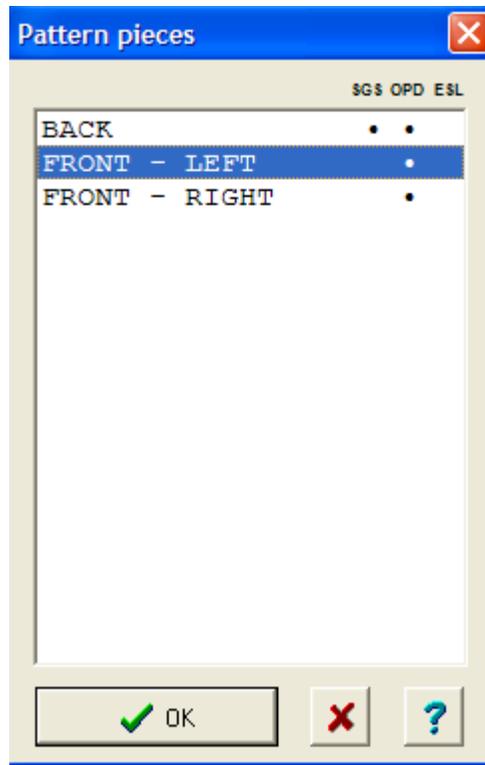
Access to other shape files saved in other directories works in the same way as an other file dialog box. Select the file from which a piece is to be copied from the File Name list and click OK.

Note: If you need a little more help in learning how to create and navigate Windows directories. Click [here](#) for See Creating and Navigating Windows directories on page 255 for more information.

When you first select Piece / Import Piece, the first window asks you if you want to use the default tensions or change the tensions. You can choose to show the details of the current default tension or select the radio button for entering new tensions which will bring up the (more info on page 126) window to make any necessary changes to match your tension swatch. This happens only when you have no pieces in the shaping file so far. If you start with a shape file with existing pieces, and you use import piece for the first time, the tensions question does not appear.

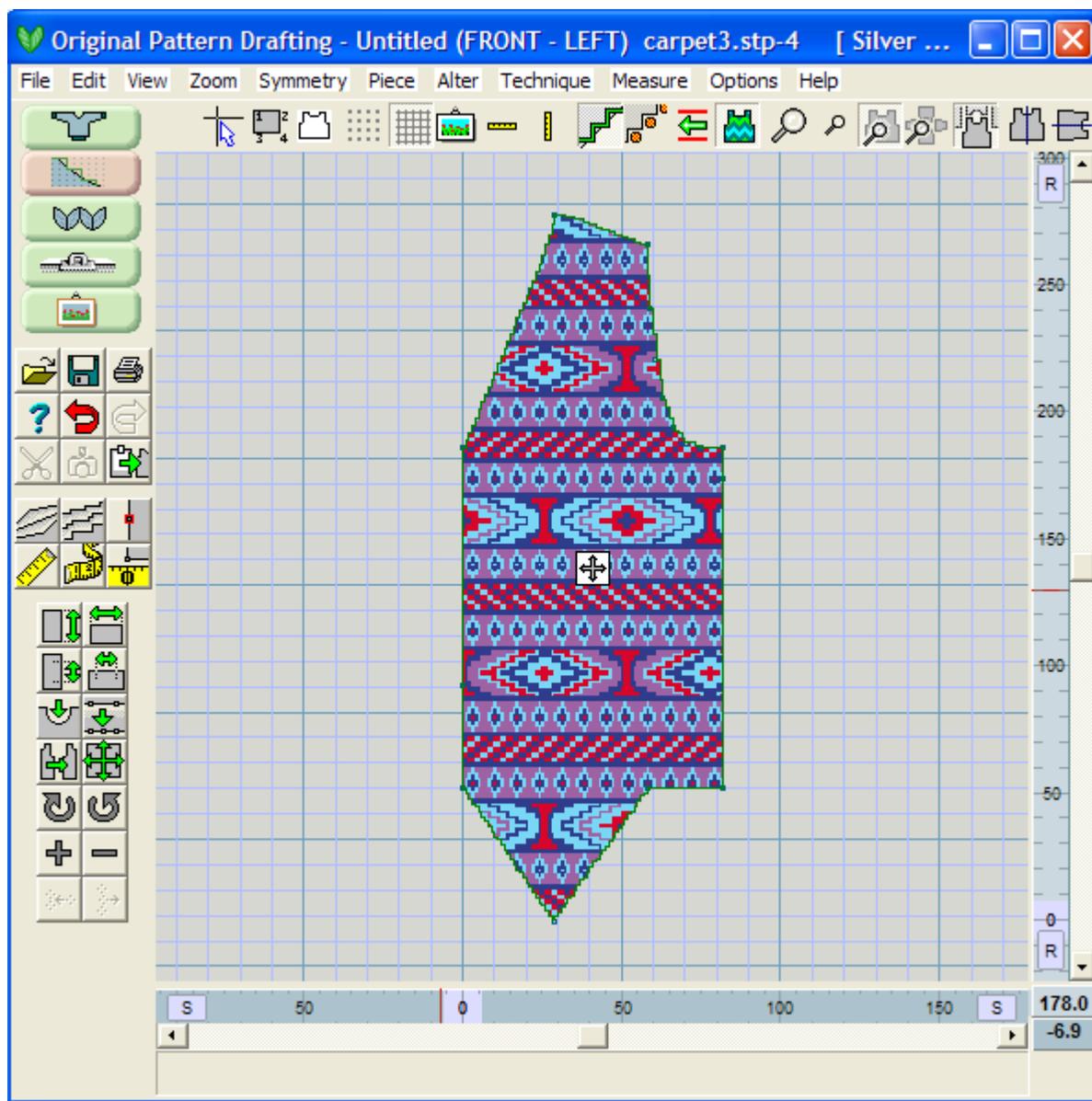


The Piece Name dialog box opens. Here you select the garment piece from this shaping file that you want to import. Here we have chosen to import the Front - Left garment piece and then OK to continue.



Type in a name for the imported piece. You may choose the same name as from our original garment file, or change this to a new name to be used in the current import file. Click OK to finalize this choice.





You have the option now of using and altering this piece as any piece in this file. If you then want to import a second garment piece from the same or another garment shaping file, just go through these steps again. Voila!

Piece / Table

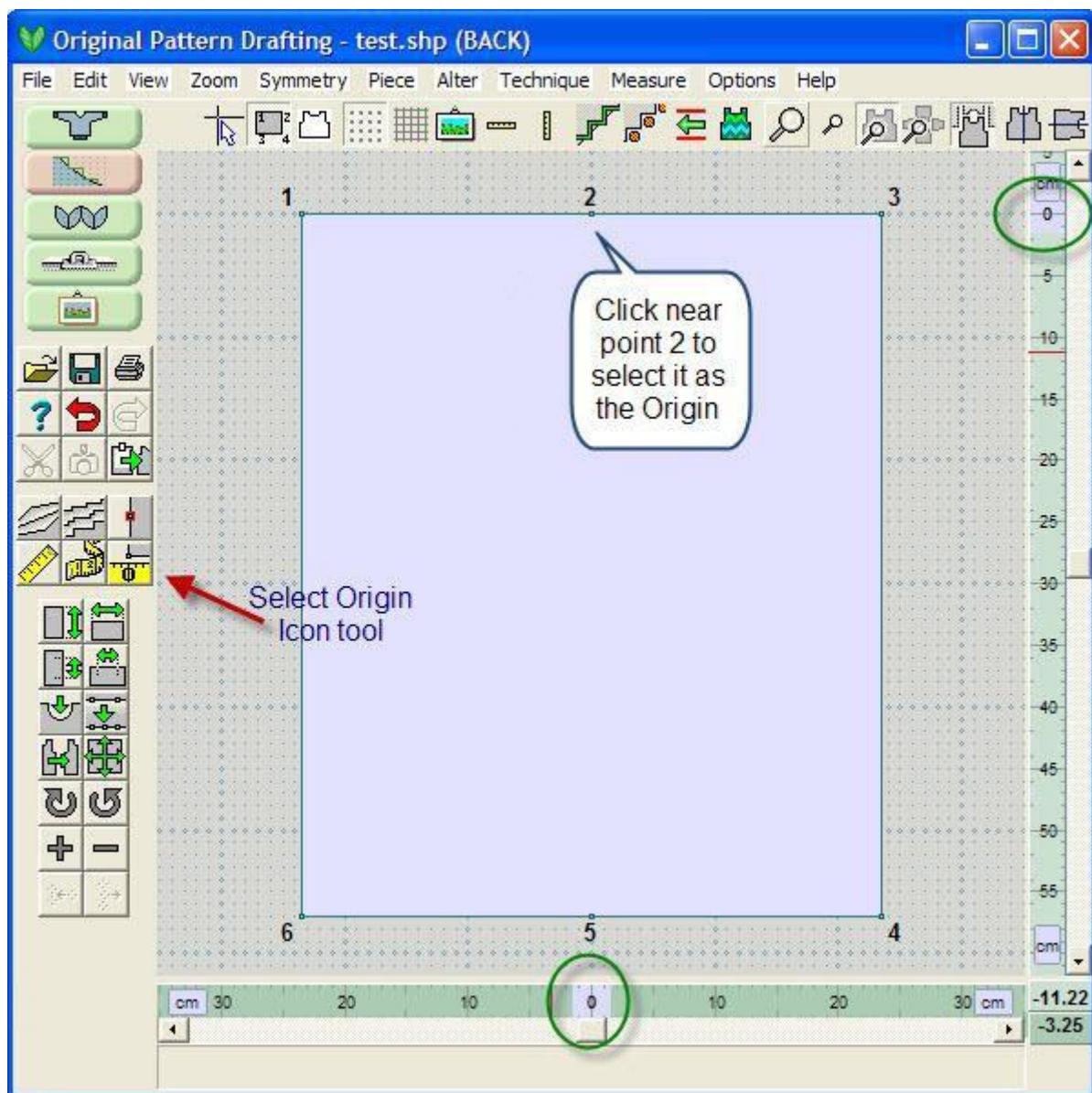
Each garment pattern piece consists of a series of points surrounding the outside of the piece. With the point numbering on, you can see that the first point is in the upper left and continues clockwise around the garment piece. Each point has its own X and Y coordinates to describe the position of that point relative to the origin. See [Measure / Origin](#) on page 55 for more information. See [Measure / Origin](#) on page 55 for more information.

Using this tool, the Origin can only be moved from one numbered point to another numbered point around the perimeter of the garment. Select the **Measure / Origin** (more info on page 55) icon tool and the cursor will change to a precision cross. Click near the point you wish to become the new Origin. The zeros on the rulers will change to reflect the new position. The tool automatically deactivates after the new Origin is set.

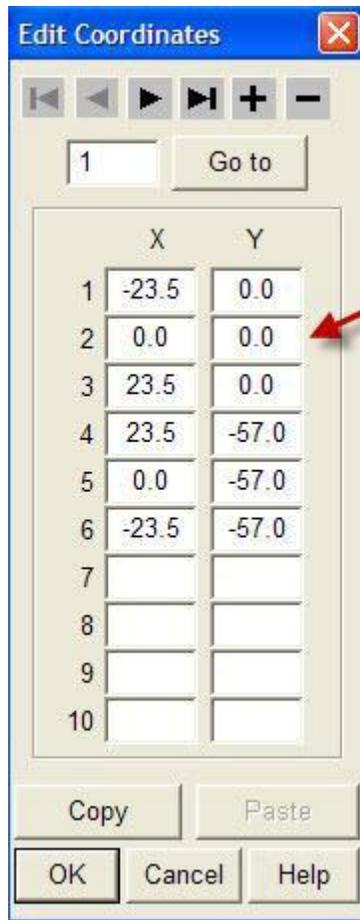
These standard graphing coordinates follow the proper X/Y convention where the X axis is the position of the point horizontally relative to the origin (shown in the bottom right corner in medium green) and the Y axis is the position of the point vertically relative to the origin (shown in the bottom right corner in light green). The Origin is Zero for the X axis and Zero for the Y axis and is written 0,0 for (X/Y). The fixed right and bottom rulers of the workspace will shift position to reflect moving the point of origin to a new point on the garment piece

We have a new garment piece that is 57 cm high and 47 cm wide. We want to work around the middle point on the top of the garment piece we are building to create neckline. Right now the garment piece looks like a rectangle, and for this next step add in the points needed to put in this neckline.

Before using the Piece / Table option, we need to use the " [Measure / Origin](#)" on page 55 icon tool to set point 2 to the origin. Point 2 will now read 0 for the X value and 0 for the Y value. We can see this is the case, by the position of the rulers on the right and bottom of the workspace. Both should be at Zero for each ruler.



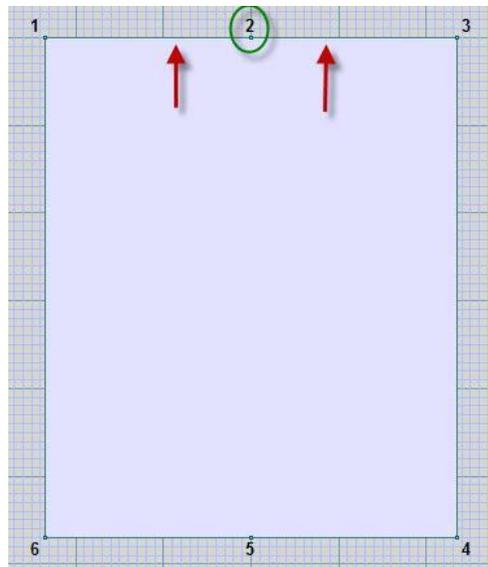
Now choose **Piece / Table**. We can see that all the three points on the top vertically are 0 for the Y values, and the X values should be 47 cm wide divided by two equals 23.5 for the point 3 to the right and -23.5 for the left point 1. Similarly, all the points on the bottom of the garment should be -57 cm down. Note that point 5 is also 0 for the X value. If you have a complicated garment with lots of points, entering in a point number and using the GoTo button will jump you to this place in the garment piece.



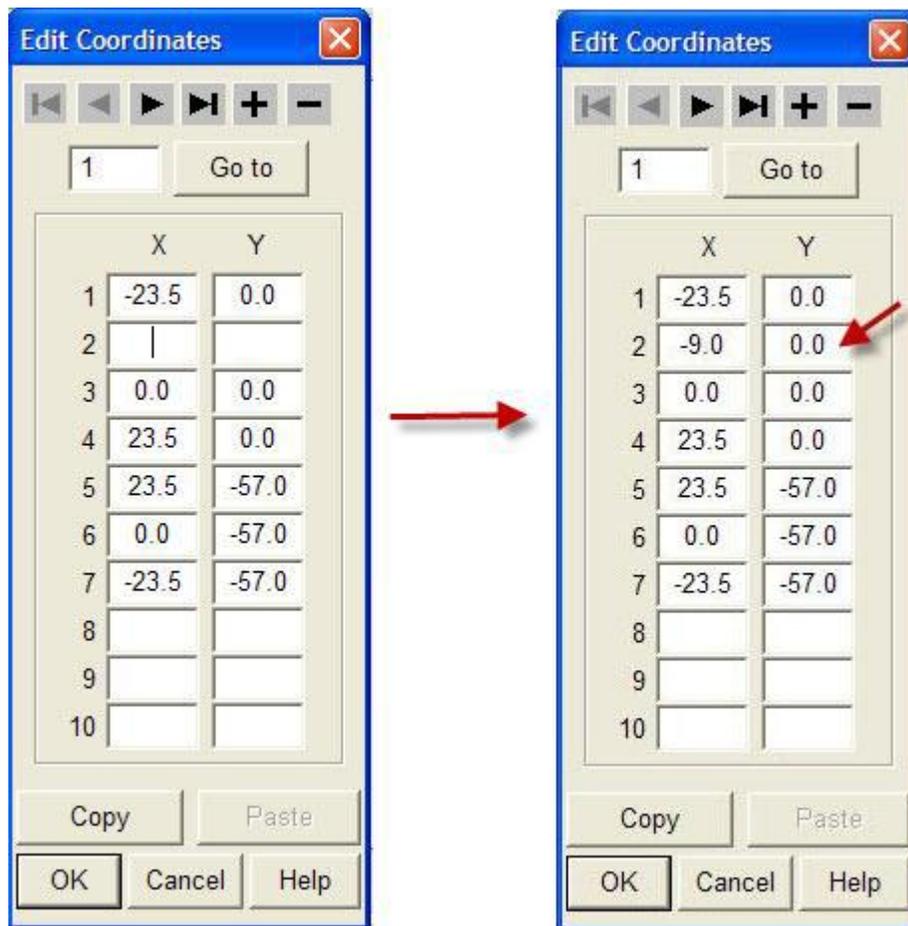
Note: Turning on the Piece / Table also automatically turns on the Point Numbering.

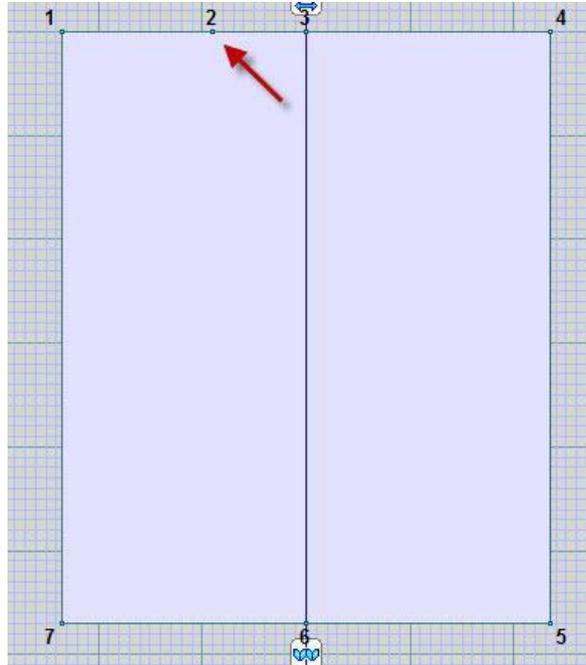
Adding in points to make a neckline

We have the center point number 2 as the beginning center point of the neckline. We need to add two new points on the top of the garment piece to define each edge of the neckline. For an 18 cm neckline, we will need to put in a point 9 cm to the left of point 2 and 9 cm to the right.



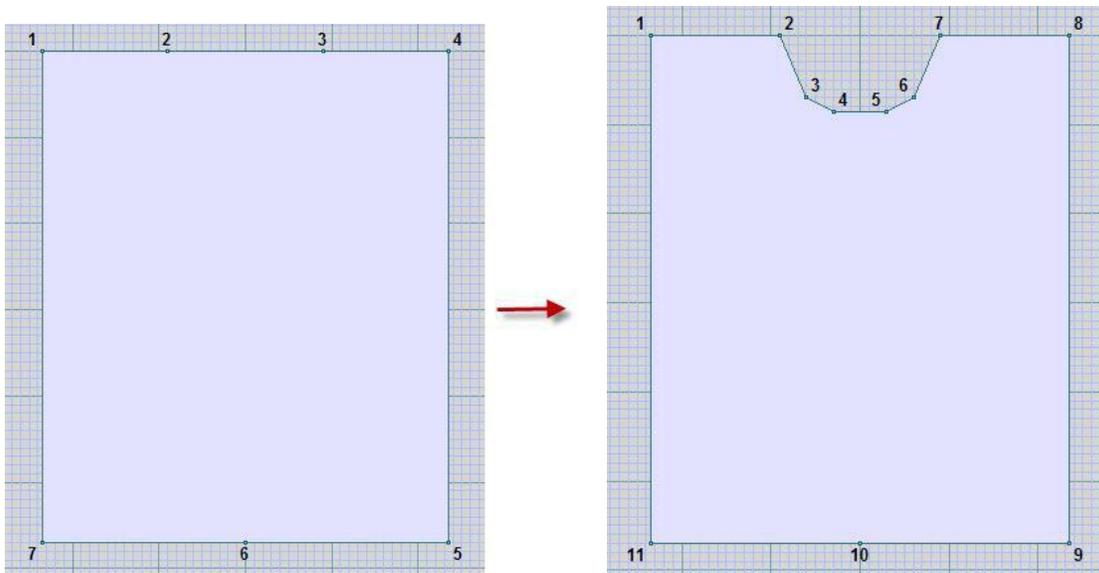
Open up the Coordinates table using **Piece / Table**. Put your cursor in the X value (Y also works) of the point that you want to add a point BEFORE. So in this case we want to add in a point to the left of point 2, (before point two) so we would put the cursor in the X value for point 2, and then at the top of the window select the "+" icon tool to add in a blank line for a new point.





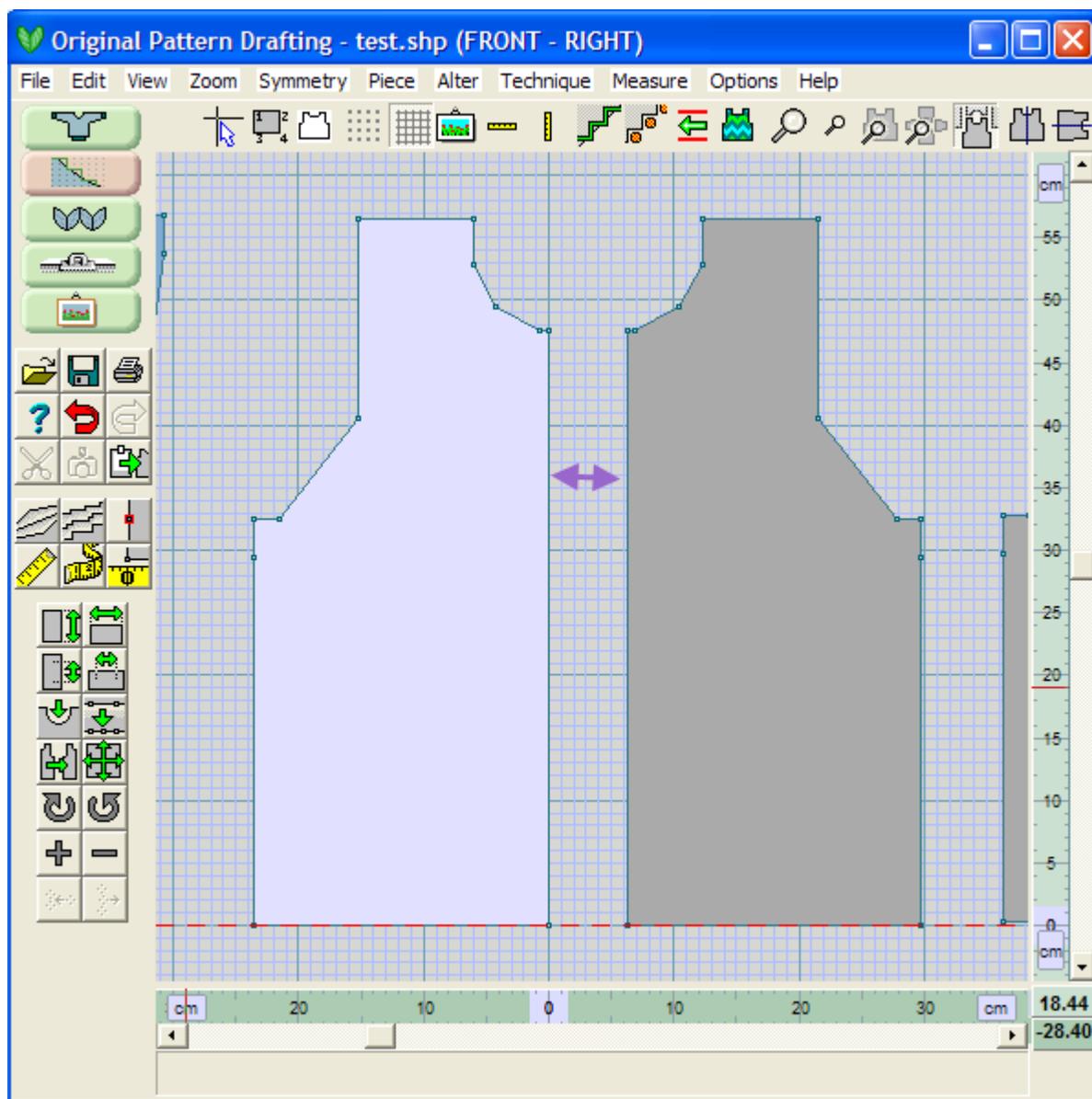
Use **Mirror Vertical** (more info on page 81) to reflect the left point that you added to the right of the garment for the second half of the neckline. This is accomplished by turning off the Vertical Mirror and then turning it back on. DesignaKnit will ask you if you want to reflect the points on the left to the right. Say yes.

The last thing that we need to set up for the neckline is to take out the center point 3 (it was originally point 2, but DesignaKnit has renumbered it to point 3) using **Add or Delete New Points** (more info on page 10). This gives up the 18 cm space between the two points to add in a neckline. We can only add a curve between two points, so this center point needed to be deleted (figure on left). Finally, we want to use **Curve** (more info on page 13) and then choose one of the symmetrical curves to create this neckline.

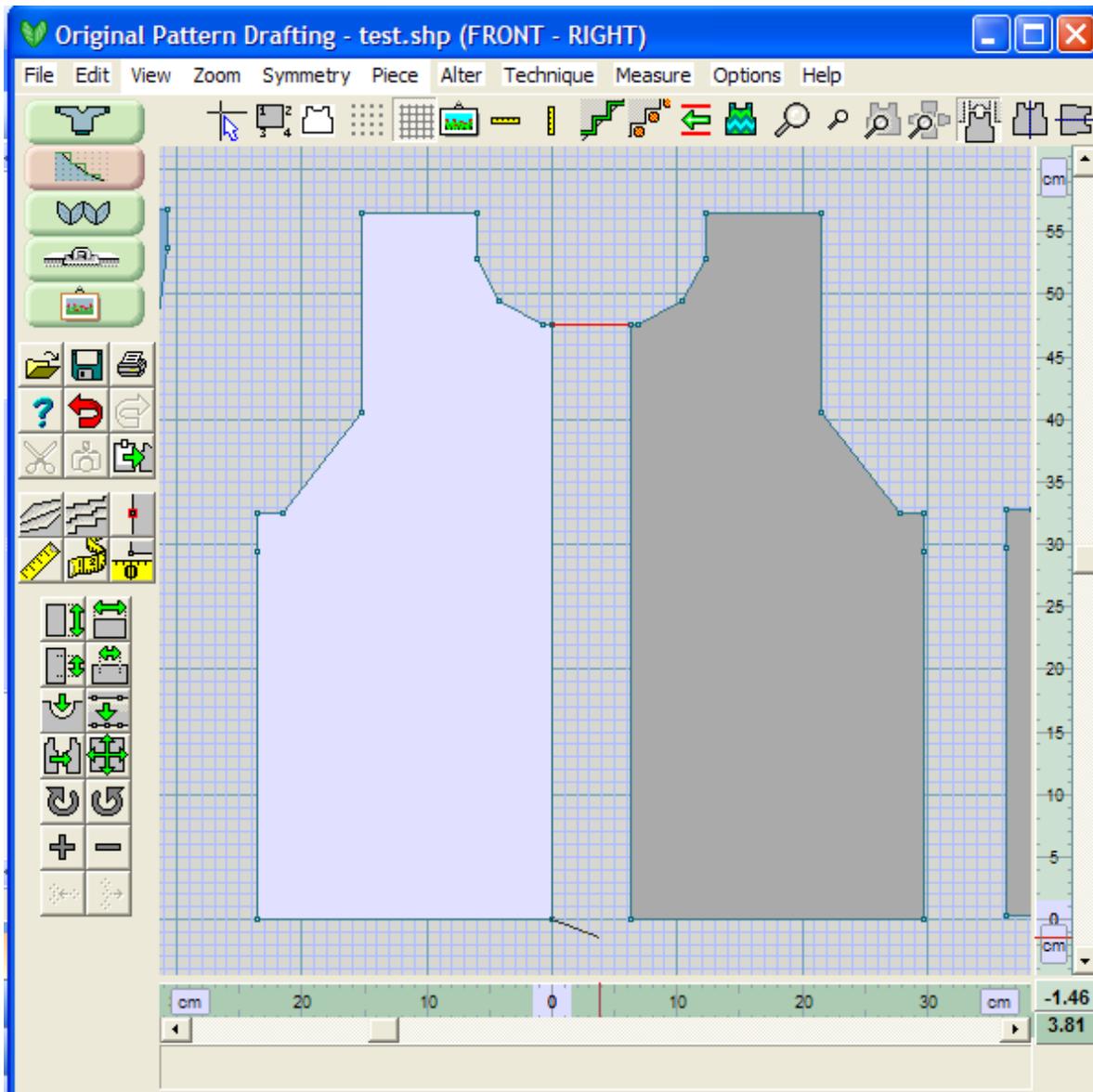


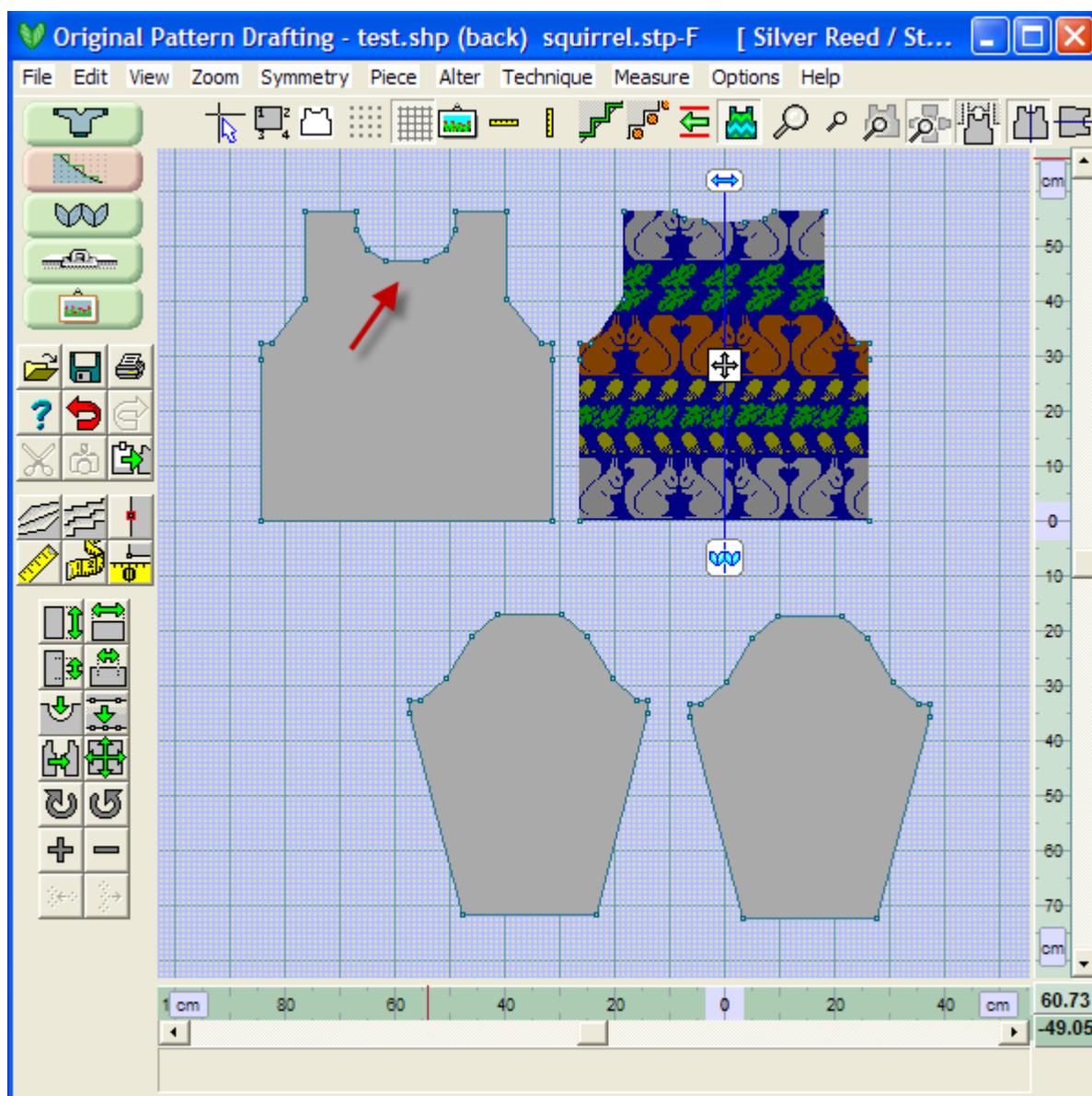
Piece / Join

In this example, the cardigan has 3 cm ribs that meet in the middle of the cardigan with clasps. We want to joint the two halves to create a pullover. Use the right mouse button to drag the pieces into position so they are 6 cm apart. Then select Piece / Join and click once on the active piece point for the front right and then the corresponding point for the front left. This completes the first half of the join. The second part to finish the join is to click once on the bottom of the front right and then the corresponding point in the bottom of the left front piece. This will create an extra 6 cm of fabric between the two halves, that originally was the two bands.



The second part to finish the join is to click once on the bottom of the front right and then the corresponding point in the bottom of the left front piece. This will create an extra 6 cm of fabric between the two halves, that originally was the two bands.



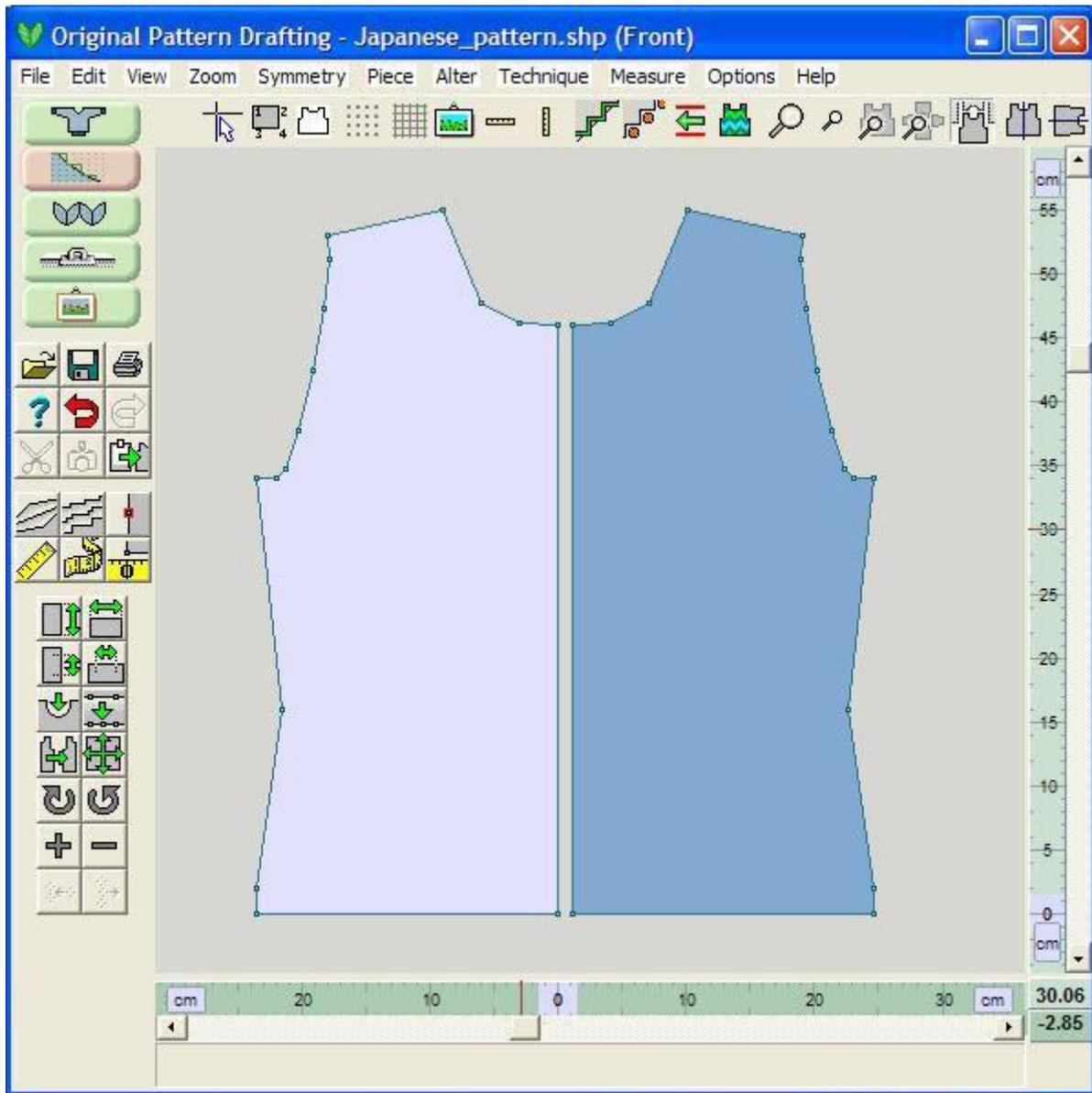


Piece / Join - Putting In A New Neckline

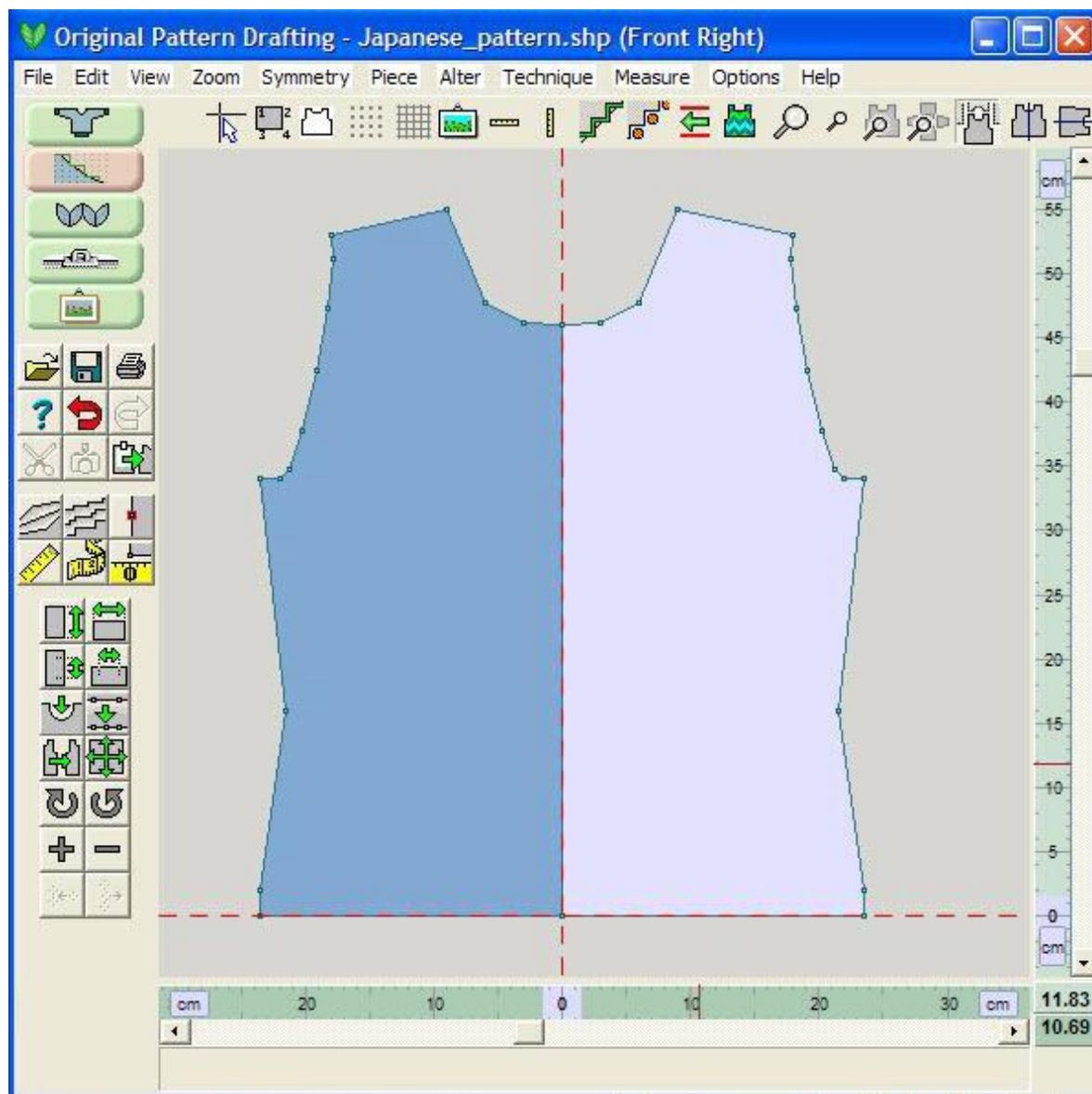
We can easily join pieces together to create new garment pieces. Extensive use of this Piece / Join feature was used in the tutorial describing how to join together garment pieces to give a sideways knit cuff to cuff garment piece in **How Do I ... Create a Sideways Knit Sweater?** (more info on page 239)

This particular garment piece shown below came from the **How do I ... Enter in a Garment Piece where the instructions Are given in a Schematic Diagram?** (more info on page 210) It originally created as a pullover shape, the neckline curve was set in using **Curve** (more info on page 13), followed by using "Piece / Separate" on page 150 to separate the two halves of the cardigan.

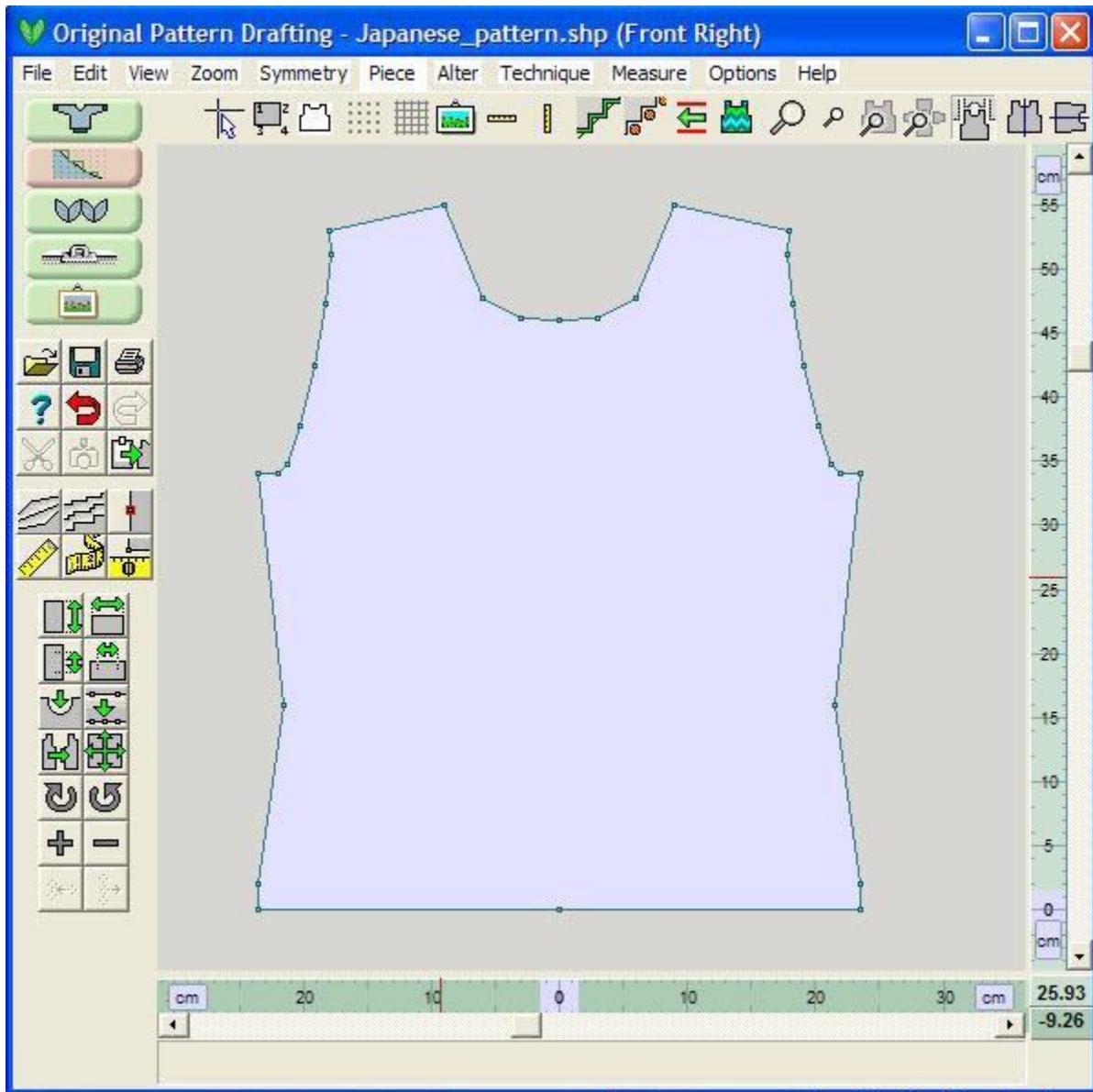
Here we are going to put the two halves back together, and use the stitch information in the Japanese pattern to modify the neckline, and then we will cut the two halves apart again.



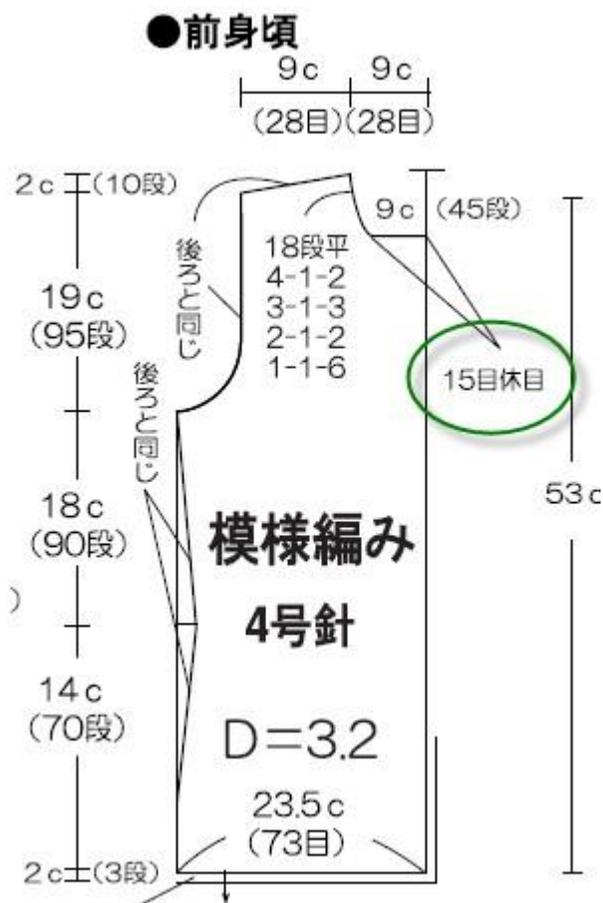
First use the right mouse button to drag the Front Right to overlap the Front Left. If there is an exact alignment right on top of the points that define these edges, then a dotted line will appear. In this case, the dotted line horizontally means just that - that they are aligned up perfectly horizontally. The vertical dotted line indicates that the two lines are right on top of each other, and the end points are also right on top of each other. We want this to be just touching like this so that when we join the two pieces there will be no extra fabric added to the width of the new garment piece.



Next, select **Piece / Join** and click once on the neckline point for the top garment piece and then a second time on the neckline point for the garment piece just below it. This joins two points in DesignaKnit. We need to specify a second set of points for the join, this time the bottom front edge of the garment, clicking once for the top garment piece and once again for the second garment piece that is just touching at this point.

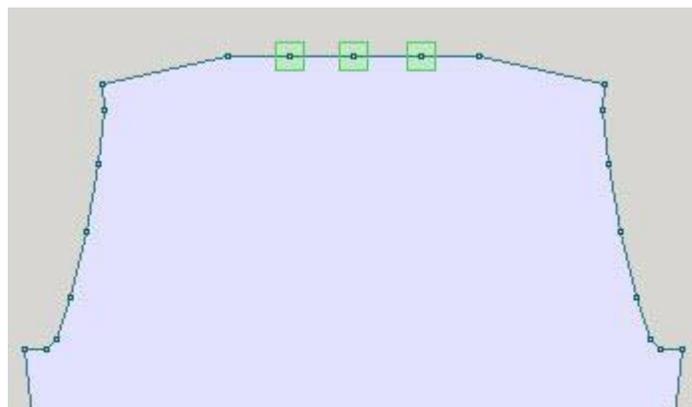


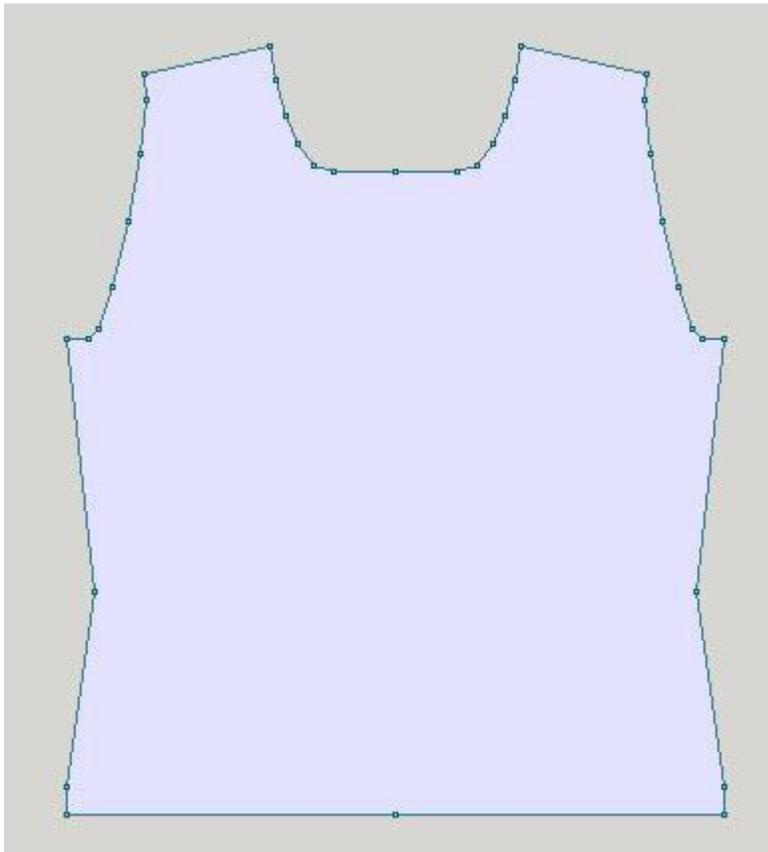
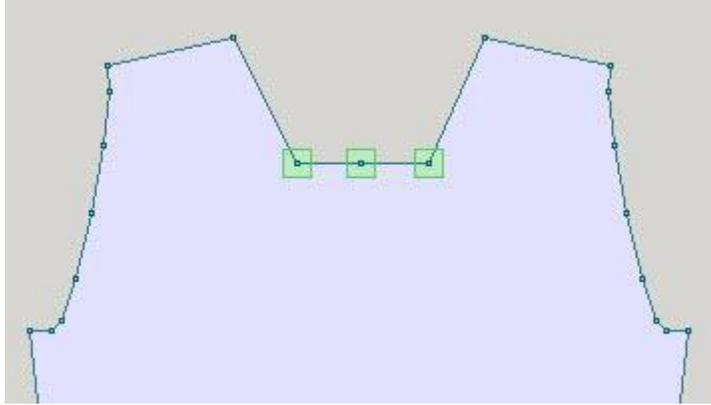
We want to take out all the points for the neckline, keeping the two points that define the neckline edge, using **Add or Delete New Points** (more info on page 10). Using **Alter / Equal Parts** (more info on page 30), add a single midpoint to the neckline. Change the units to Stitches and Rows using **Options / Units of Measurement** (more info on page 123)



Looking at the stitches circled in green, this reads essentially 15 stitches flat cast off flat. So for our neckline, we want 30 stitches in the cardigan neckline flat in the middle. Use **Add or Delete New Points** (more info on page 10) to add a point to the 15 stitches to the left of the neckline midpoint. Using the Big Cursor while adding the point will help you line it up with the fixed stitches ruler on the bottom of the workspace. Because the Vertical Mirror is on, this point should also reflect on the right side of the midpoint as well, otherwise add in this second point.

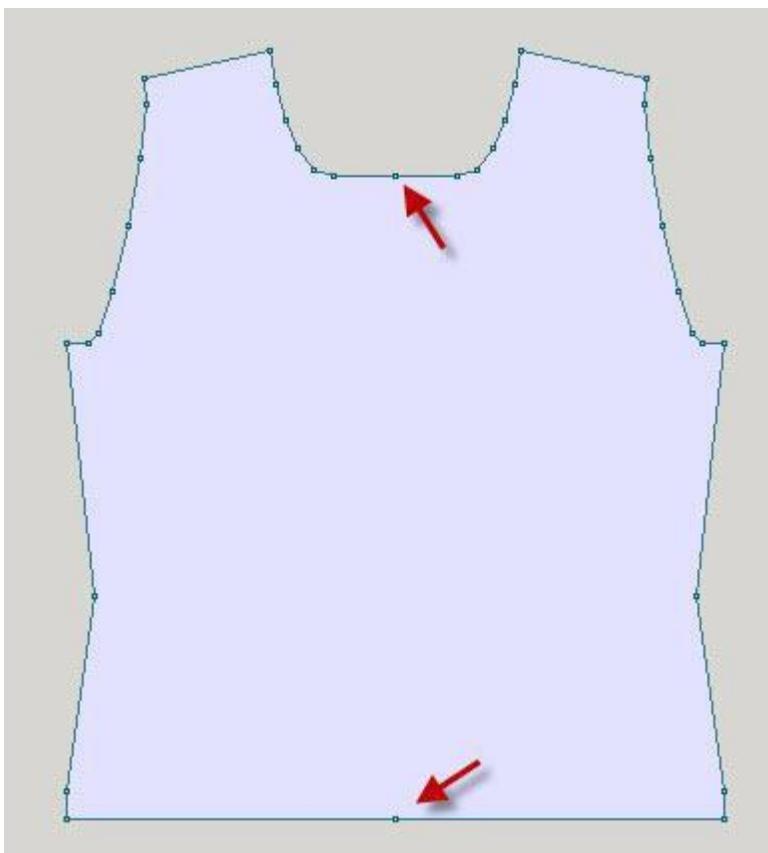
We can also see just above this set of instructions that the depth of the neckline is 45 rows equal to 9 c (cm). Select all three of these points by holding down the ctrl-left mouse to select these points in succession. Drag these three points at once vertically *down* 45 rows as per the diagram above to create the base of the neckline. Finally, use **Curve** (more info on page 13) to put in the side curves for the neckline. Use the Vertical Mirror to reflect it to the right side.

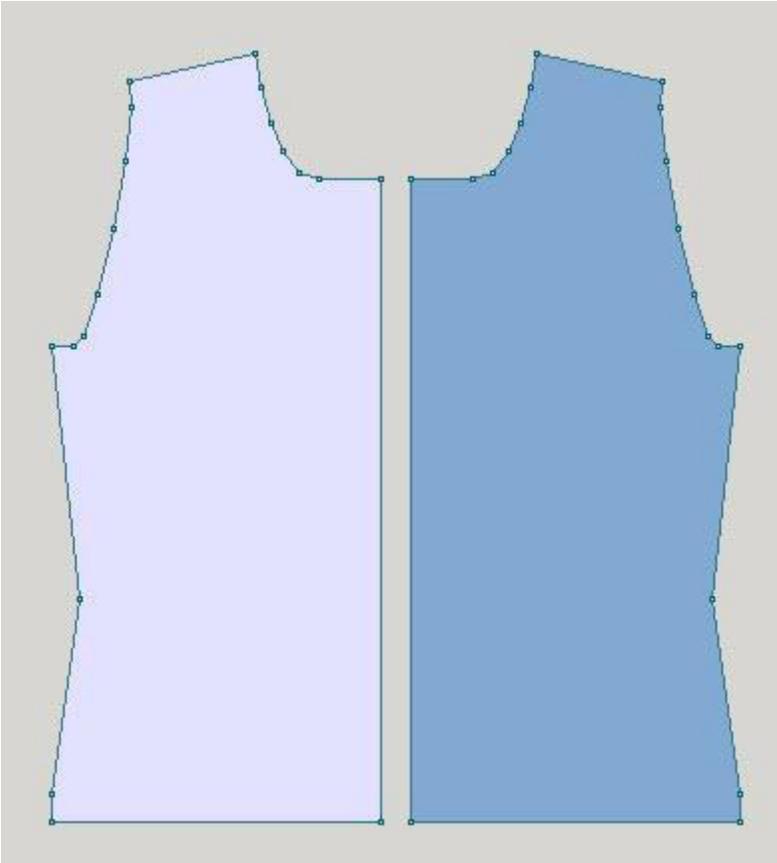




Piece / Separate

The Japanese cardigan design shown above is still in connected as a pullover. We need to separate this sweater front into the two cardigan halves. Select **Piece / Separate**, and name the new piece **Front Right**. Next click once on the midpoint of the neckline, and then once again on the midpoint of the bottom hem. When you select the first point, a line drags out with your cursor to indicate where the separation will occur. Rename the left half to **Front Left** using **Piece / Rename Piece** (more info on page 132).





Original Pattern Drafting Print Options

Getting Started with the Main Print Window	page 154
Setup for Knitting Machine or Hand Knitting Methods	page 96
Global Print Options.	

Print Garment Shaping Patterns

Shaping As X's	page 183
Text Summary	page 187
Knit Leader	page 178
Knit Radar	page 181
Garment Outline	page 172
Garment Notation	page 167
Garment Text	page 175

Print a Garment Shape with an Integrated Stitch Pattern

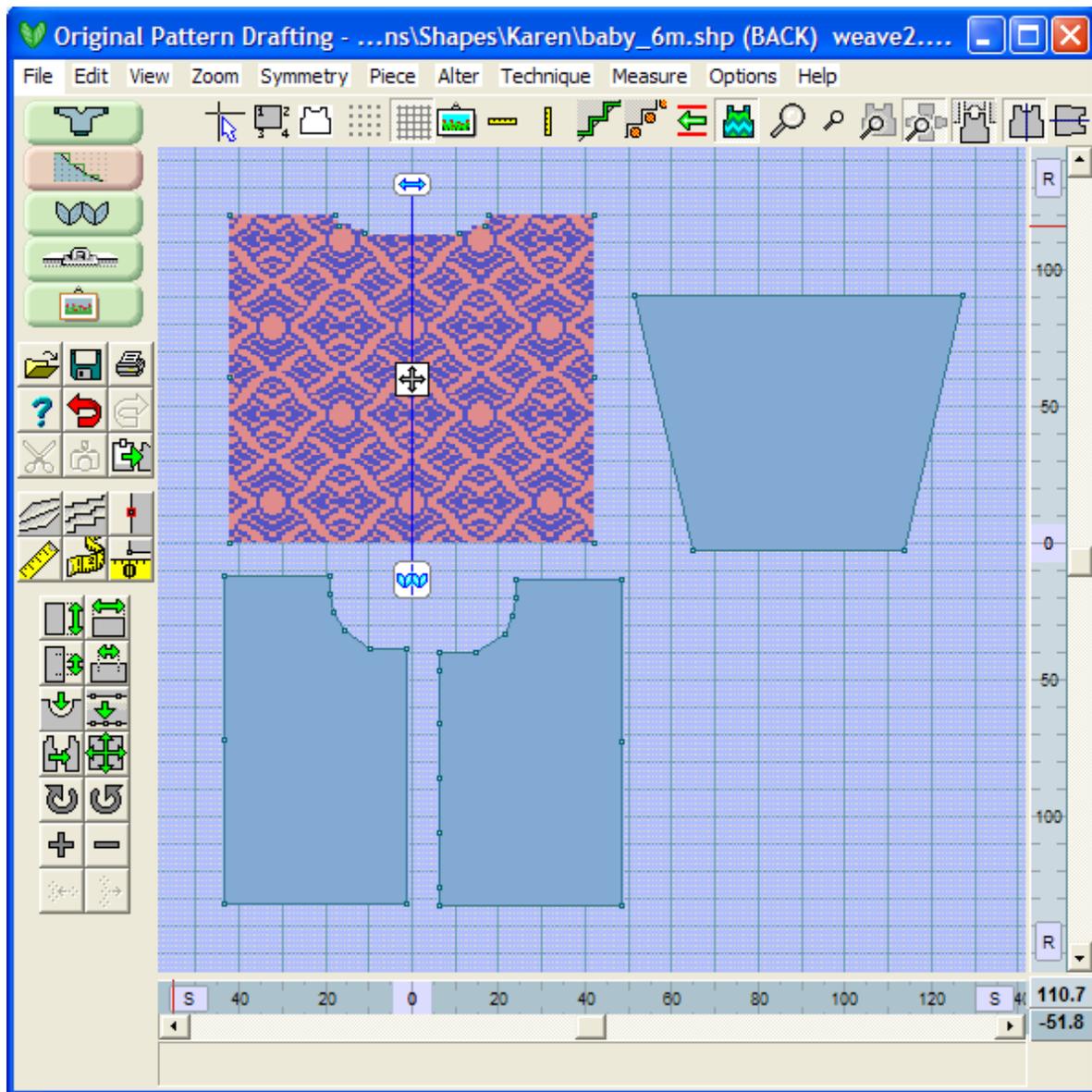
Yarn Calculation	page 205
Garment Picture	page 190
Garment Symbols	page 195
Integrated Template	page 202
Integrated Changes	page 220

Main Print Window

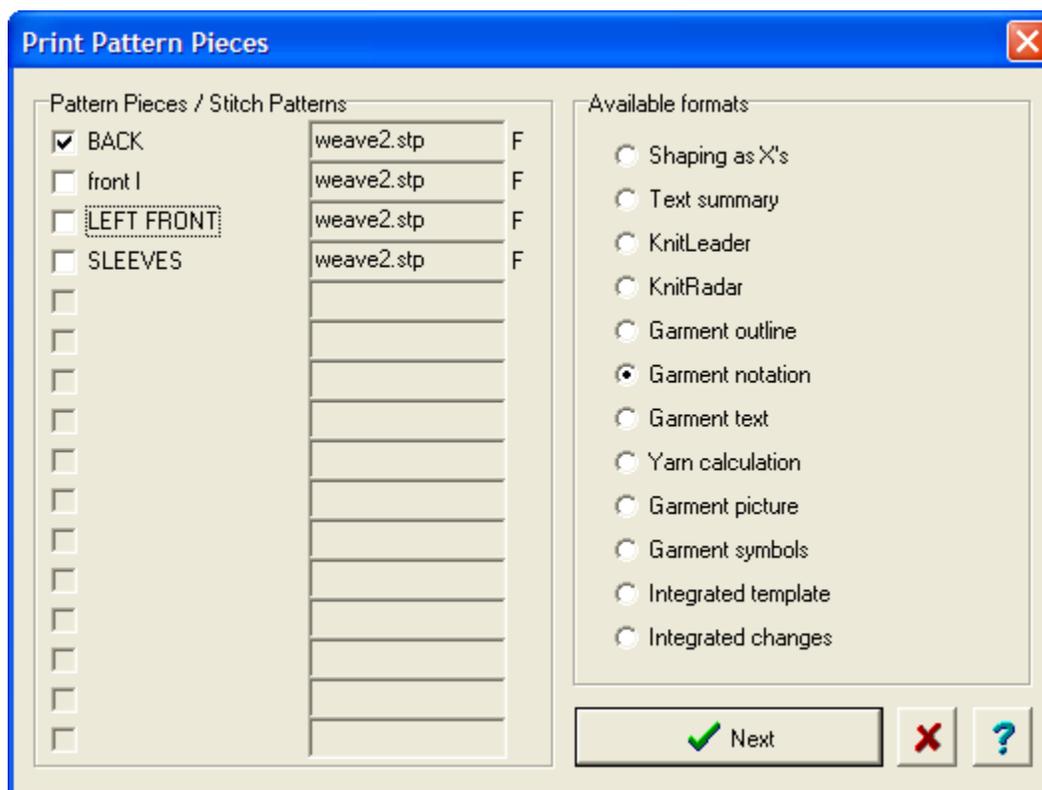
Select the following link to skip to the **Original Pattern Drafting Print Options** (more info on page 153) for the descriptions for each of these print options.

Printing out Garment Shapes from Standard or Original Pattern Drafting With or without their associated stitch patterns

Here we have a 6 month old size baby garment shape. A stitch pattern has been laid out for the back garment piece and Integrated using File / Integrate in Original Pattern Drafting. We want to print out knitting instructions for all these pieces. These instructions work for both the Standard or Original Pattern Drafting sections.



Select **File / Print** from the drop down menus. The main print window is brought up



Here we can see check boxes to mark off and specify which garment pattern pieces are to be printed out. We have the BACK garment piece currently selected, although it is also possible to select as many garment pieces as needed. They will all print out consecutively.

The next part to the right of the garment piece name is the stitch pattern associated with each garment piece. Each garment piece may have the same or a different stitch pattern associated with it.

The next part over that we see is the knitting method - currently set as F for Fairisle for the BACK garment piece. There are also have 1 to 6 coulor jacquard, R and W for right and wrong side textures, and H for hand knit methods.

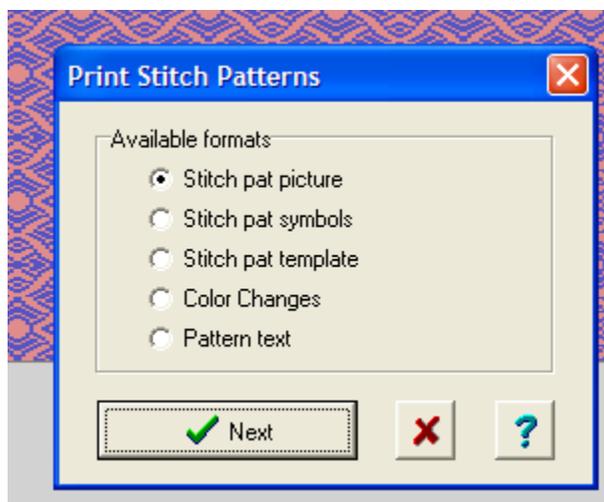
Next there are the radio buttons to specify which type of print out is desired.

Finally select Next to continue to the Page Setup Options where you send your instructions to your printer.

Selecting Next will take you to the Page Setup Options listed below.

Printing out Stitch Patterns

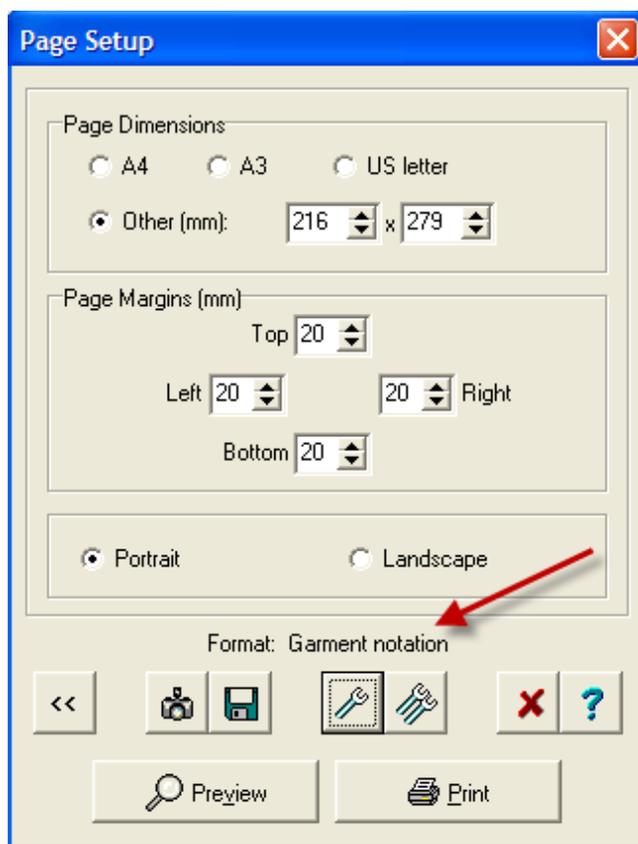
Here we have a Stitch Pattern open in the Stitch Design section of DesignaKnit 8 giving the choic es available for printing out a stitch pattern or accompanying pattern text. Again, selecting Next will take you to the Page Setup Options listed below.



Selecting Next will take you to the Page Setup Options.

Page Setup Options

You can specify Page Dimensions and Margins before if needed, portrait or landscape orientation. Note, as designated by the red arrow, that the format currently is "garment notation". Then simply select Print to send your garment notation instructions to your printer and you are done!





Return to Previous Page



To ClipBoard

Click on this button to place the chosen stitch pattern or garment piece printout onto the Windows Clipboard. First, make sure that only one stitch pattern file and a single copy of one format are entered in the dialog as the Clipboard can only handle one image at a time. The image will be copied to the Clipboard as a bitmap which may be pasted into another application. The default for the size of the clipboard or saving to a BMP file is 500 pixels by 500 pixels which equals 1 MB. You can make these numbers larger or smaller depending on the amount of RAM that you have in computer memory. You may have to alter the size in pixels of the Clipboard image in the Other Output Options dialog, according to how the other application handles bitmaps.



To BMP File

This keeps a permanent copy of the printout formats as bitmap files which may then be opened in any other application supporting this file format, for instance a Word Processor, Desk Top Publisher or a Graphics program. This option may be used for a batch of printouts: the program will prompt for a file name for each one in turn.



Preview Your Printout on your Screen before Printing to Your Printer



Print to Your Printer



Options Specific to the Printout Type Selected



Global Print Options

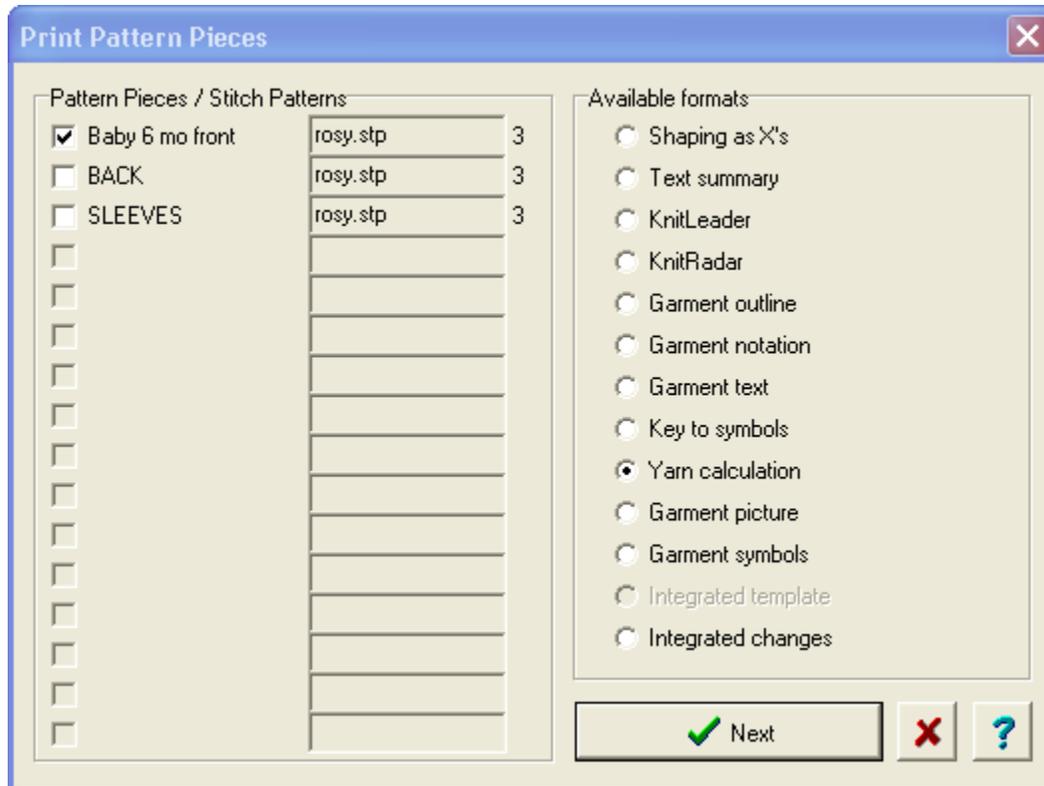
Select the following link- **Original Pattern Drafting Print Options** (more info on page 153) to go to the descriptions for each of these print options.

Print Options

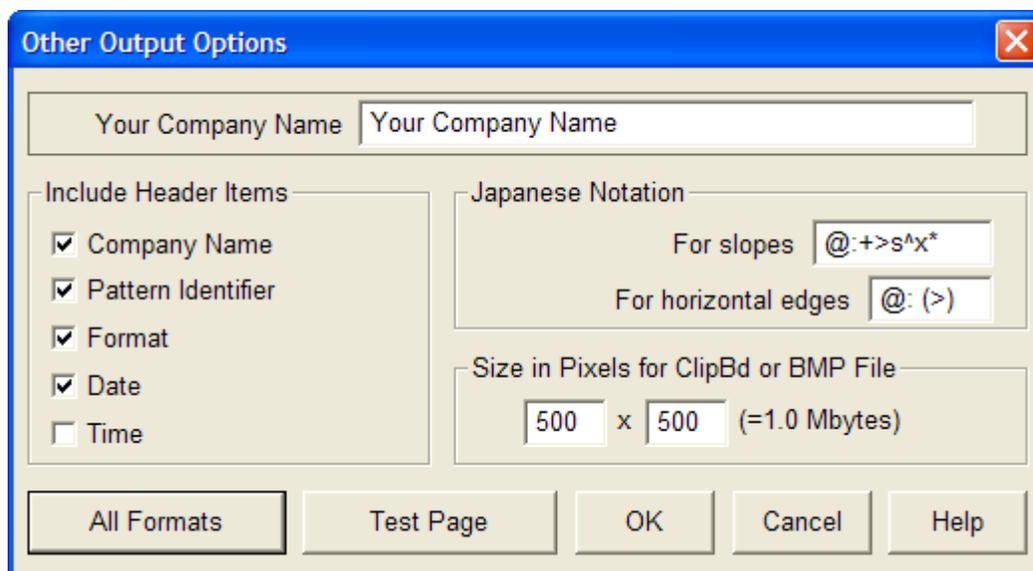
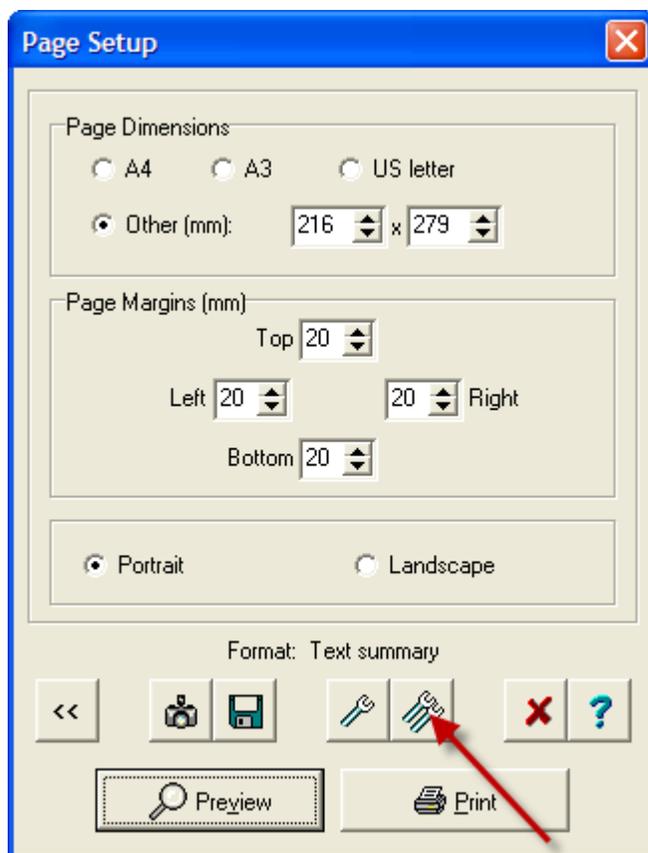
These Print options apply to all printouts.

Select File / Print to step through which garment pieces print out and check off the radio button for the type of printout desired.

Go to the bottom of the page for descriptions of the available print out formats for the Standard Garment Styling and the Original Pattern Drafting sections.



When you have filled this in, selecting Next will bring you to the Page Setup Window. Select Print to send the document to the printer. Click on the double wrenches to bring up the Global Print Options window. The single wrench describes options for the particular print format that you have selected and are described on the available format pages (see bottom of this page)



Include Header Options

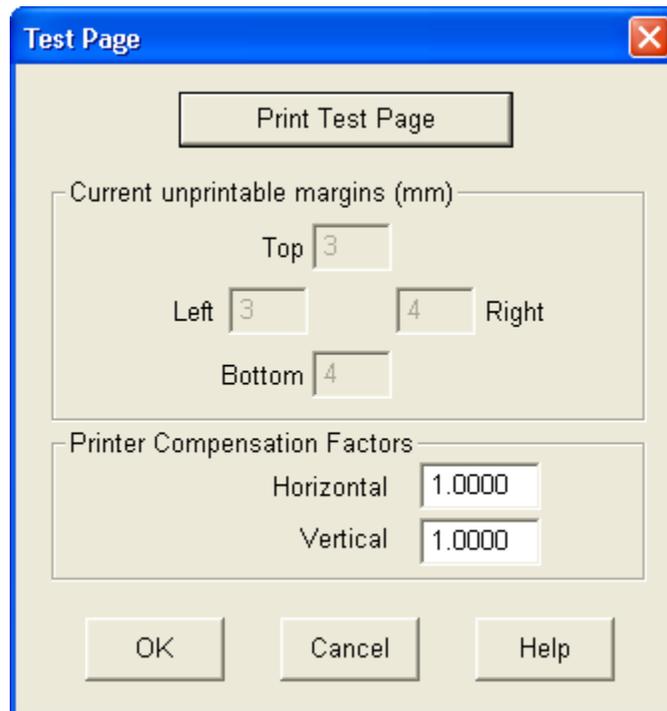
Here is where you specify your company name (or your own name). You have the ability to check off what header item you want included on your printouts. These will print for all print out types as the header on the first page of the printout.

In this example, we are printing out a garment shape called vest.shp and the pattern piece we are using is the Front - Left.

Your Company Name
waistcoat.shp FRONT - LEFT
Garment notation 3/7/2010

Test Page

It is advisable to print a test page once to ascertain the correct setup of your printer. Turn on the printer and click on the Print Test Page button in the Other Options window shown above. The resulting page will contain a square with lines extending to or nearly to the edge of the paper and text instructions on how to take the measurements to be entered in the Test Page dialog. It is important that these measurements are accurately taken in order to have good printing results.



Printer Compensation Factors

When it is essential to have a precise printout, sometimes for mylar or reader card templates and always for reader cards intended for posting directly to Singer or Pfaff/Passap machines, it may be necessary to adjust minutely the alignment of the printout. If you have to make an adjustment which is out of the range of 0.990 and 1.0010 you should check that you are using the correct driver for your printer and that the driver is the most up-to-date version for your operating system. Refer to your printer dealer for further information on printer drivers.

Page Dimensions

If you are using standard size paper, click on one of the standard options, otherwise click Other and enter the measurements of the paper in millimeters. Note that the width of the page is expressed before the height and that the orientation is always as configured in your printer setup.

Margins

Enter the top, bottom, left and right-most margins in millimeters; the margins entered here are in addition to any margin imposed by the printer. Some printers may offset the image to one side or the other, or towards the top or bottom, so you may have to experiment to find the ideal settings for your printer.

Size of ClipBd or BMP file

The default for the size of the clipboard or saving to a BMP file is 500 pixels by 500 pixels which equals 1 MB. You can make these numbers larger or smaller depending on the amount of RAM that you have in computer memory.

To ClipBd

Click on this button to place the chosen stitch pattern or garment piece printout onto the Windows Clipboard. First, make sure that only one stitch pattern file and a single copy of one format are entered in the dialog as the Clipboard can only handle one image at a time. The image will be copied to the Clipboard as a bitmap which may be pasted into another application. You may have to alter the size in pixels of the Clipboard image in the Other Output Options dialog, according to how the other application handles bitmaps.

To BMP File

This keeps a permanent copy of the printout formats as bitmap files which may then be opened in any other application supporting this file format, for instance a Word Processor, Desk Top Publisher or a Graphics program. This option may be used for a batch of printouts: the program will prompt for a file name for each one in turn.

Japanese Notation

For Slopes

The symbols here govern the way in which shaping information is presented on a Garment Notation format printout. The default format represents the conventional order of information.

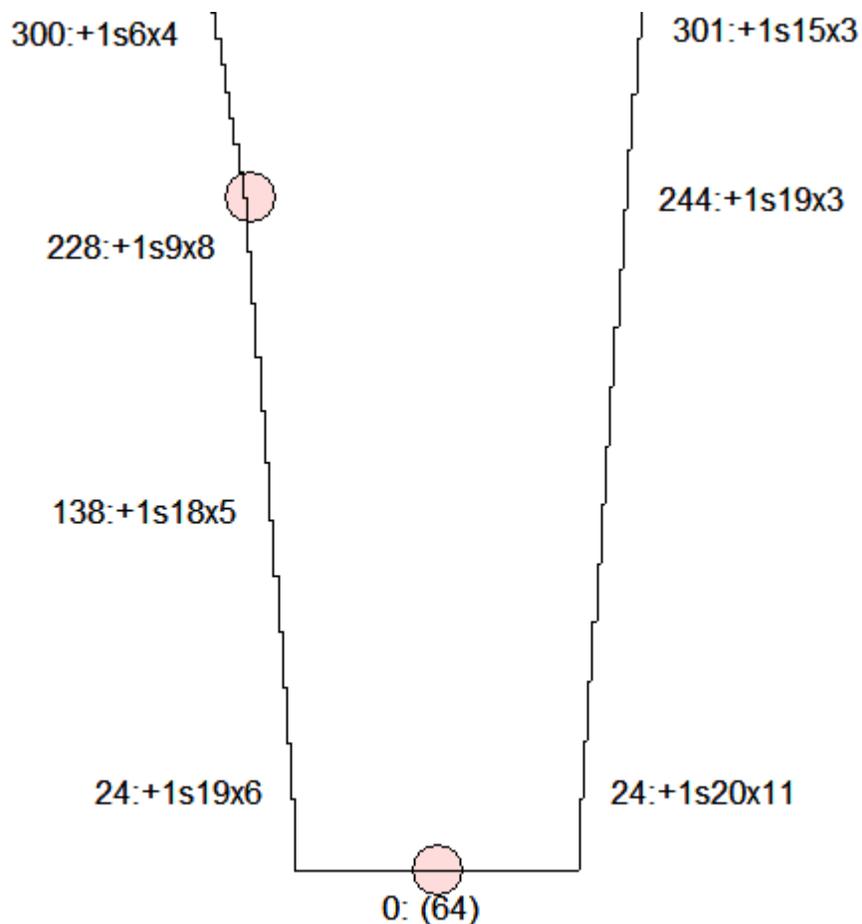
For example the default notation for sloping edges would be:

@: +> s^x*

which will print as -> 138: +1s18x5

and which translates as:

At row 138 increase 1 stitch then knit 18 rows straight. Repeat these instructions four more times (five times in all). Pink circles on the garment notation indicate the position of the markers used, for example, to position pieces together. The following graphic is from the bottom of a pants back.



Alternate Japanese Notation for slopes

You may rearrange the sequence, if you wish, using the symbols below to represent the various elements of the shaping instructions.

@ = row number at which shaping commences

: = punctuation to assist clarity

+ = indicates a cast on increase (+) or a cast off or decrease (-)

> = number of stitches to be cast on/increased or cast off/decreased

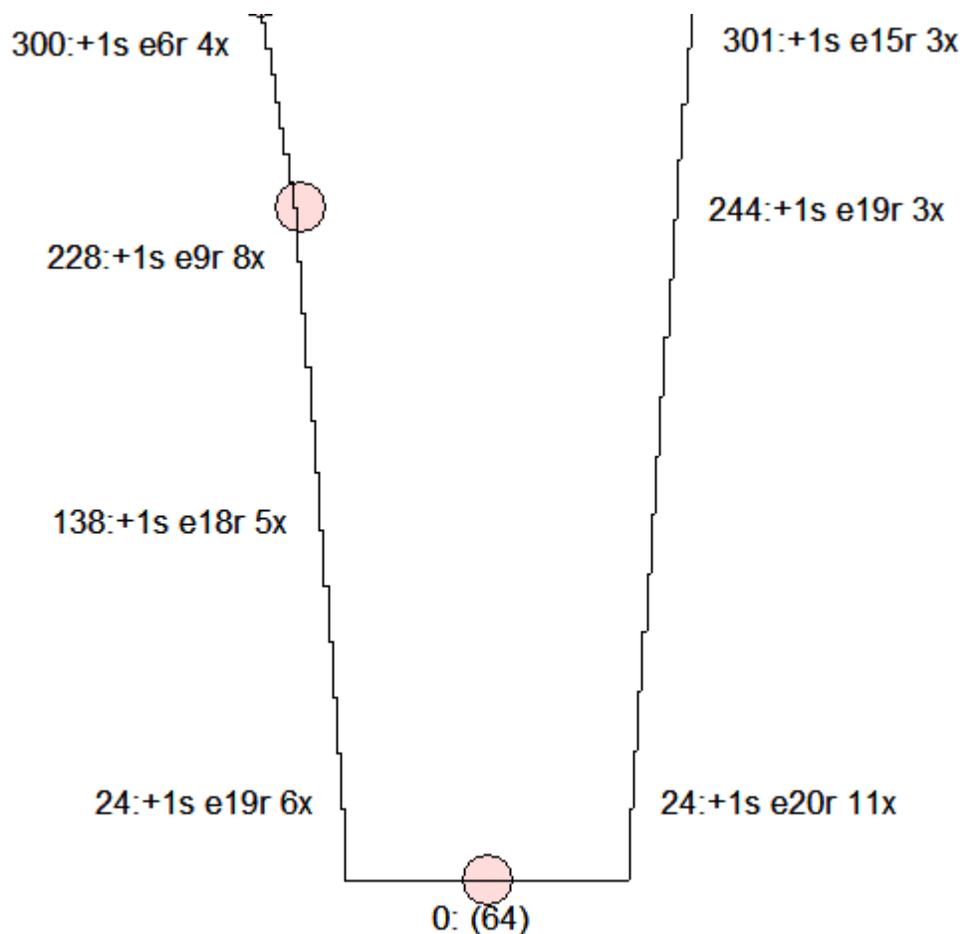
s = abbreviation for stitch(es) to assist clarity

^ = number of rows to knit straight following shaping

x = symbol for times to assist clarity

* = number of times an operation must be carried out

You can change this Japanese notations to be more readable or fit your style (note spaces in the following notation choice) so for example @:+>s e^r *x translates to at row 138: increase 1 stitch every 18 rows 5 times:



Horizontal Edges

For horizontal edges the notation would read:

@: (>)

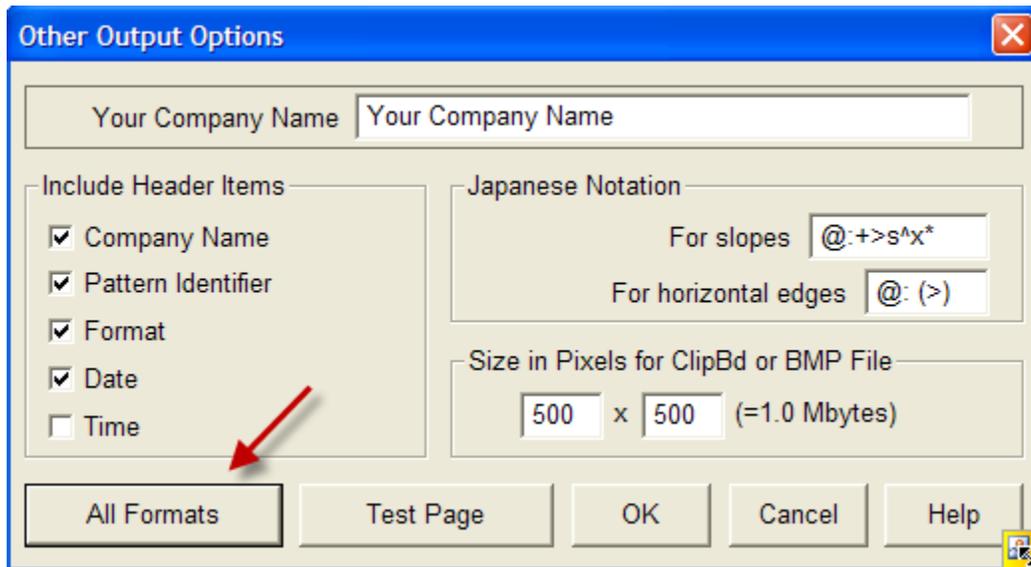
which will print as (e.g.):

150: (12)

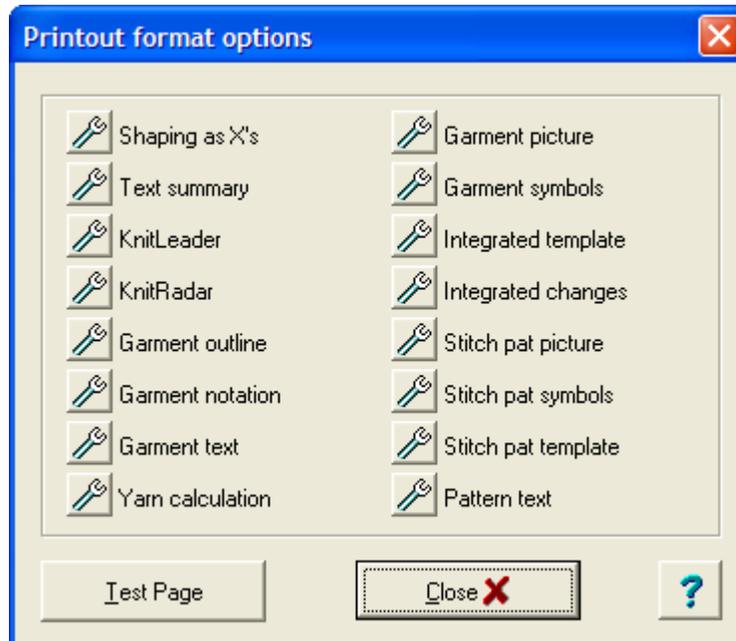
and translates thus:

at row 150 cast off 12 stitches or in the example above - at row 0 pick up 64 stitches.

All Formats



Selecting All Formats will bring up a new window which permits you to rapidly adjust any of the available print formats in one place.



Available Print Formats for Standard Garment Styling and Original Pattern Drafting

Garment Print Options

- Garment Notation page 167
- Garment Outline page 172
- Garment Text page 175

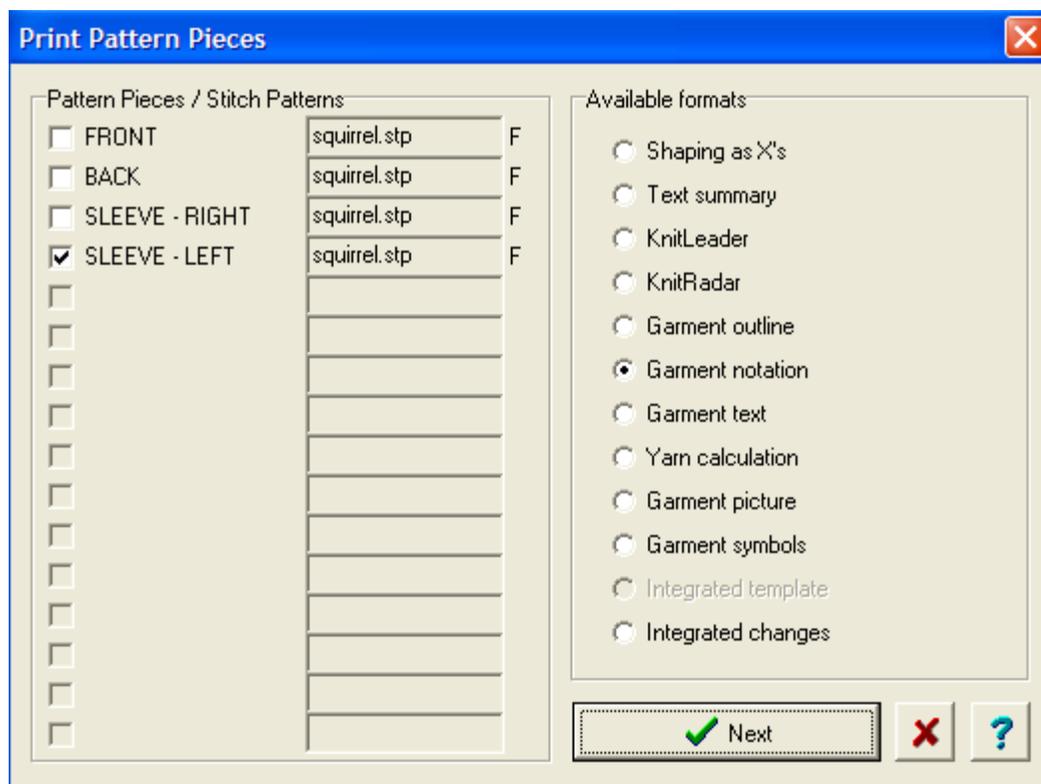
- KnitLeader page 178
- KnitRadar page 181
- Shaping As X's page 183
- Print Text Summary page 187

Shaping with Integrated Stitch Patterns Options

- Choose a Garment Piece for Printouts page 166
- Garment Picture Printout page 190
- Garment Symbols Printout page 195
- Garment Integrated Changes page 200
- Garment Integrated Template Print Out page 202
- Yarn Calculation page 205

Choose A Garment Piece For Printouts

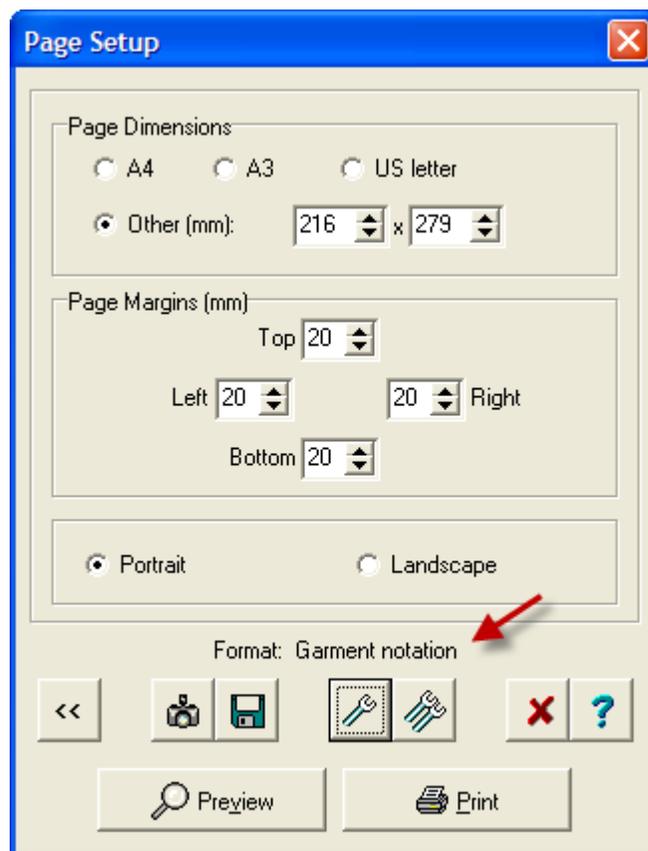
This window permits you to check off which pattern piece/s that you want to print out and in what formats. The check box on the left of each row indicates which pattern pieces you are selecting for printout (here, only the Sleeve-Left is selected). Next on the row is the names of the pattern pieces, followed by the associated stitch pattern is any, and then the method of knitting (in this case, F for Fairisle). On the right are the available formats. This Print Pattern Pieces window will be selected in either Standard Garment Styling or Original Pattern Drafting. The Stitch Design section has its own set of print choices (Stitch Pattern Printout Choices).



Once you have made your choices, click Next to continue which brings you to the **Print Options** (more info on page 158) Page Setup window where you can select Preview or Print to your Printer. There are also icons to adjust your setting for the chosen print format.

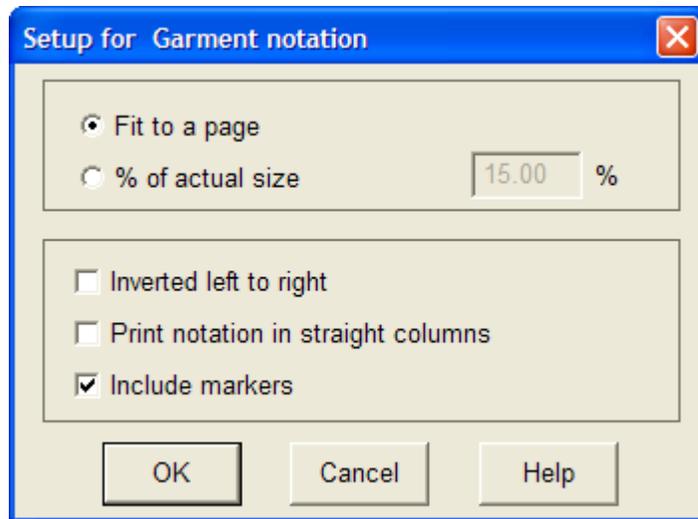
Print Garment Notation

Select File / Print, and then select the Garment Notation radio button. Then select Next to bring you to the Page Setup window shown here. In this window, we can see that the chosen format is for Garment Notation. Select the Print button to start printing.



Setup Options for Garment Notation

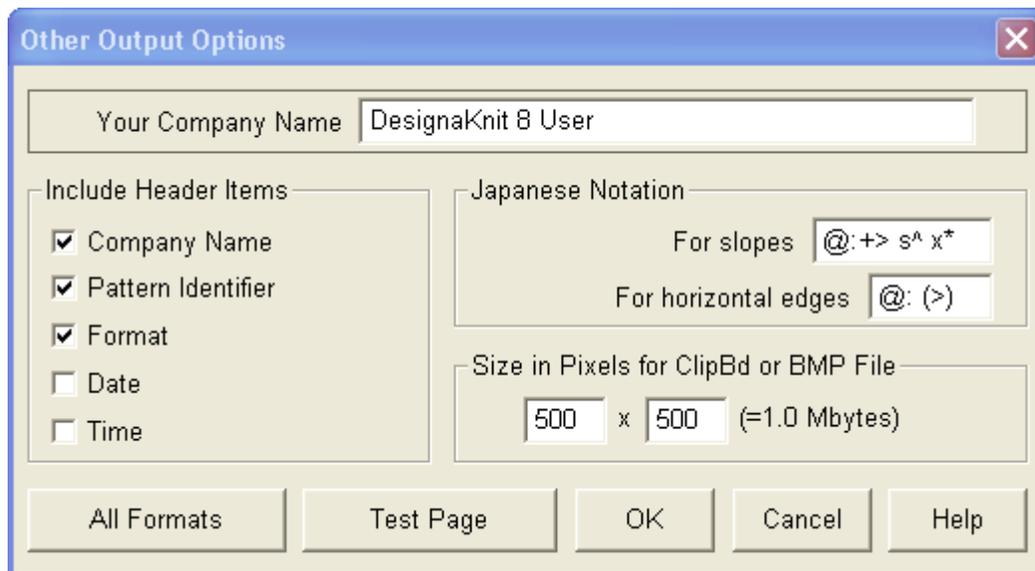
Choosing the single wrench brings up the Setup for Garment Notation window. The most common choice for this setup is Fit to a Page and Include Markers. This gives you a printout of instructions to use next to your knitting and in addition to the shaping instructions will also include the rows that you need to hang the markers. If you print to Actual Size, then you will need to tape the pages for the printout to be a full scale mockup.



Japanese Notation

For Slopes

At the Garment Notation Page Setup Window shown above, selecting the double wrench brings you to the Other Options Window for Garment Notation.



The symbols here govern the way in which shaping information is presented on a Garment Notation format printout. The default format represents the conventional order of information.

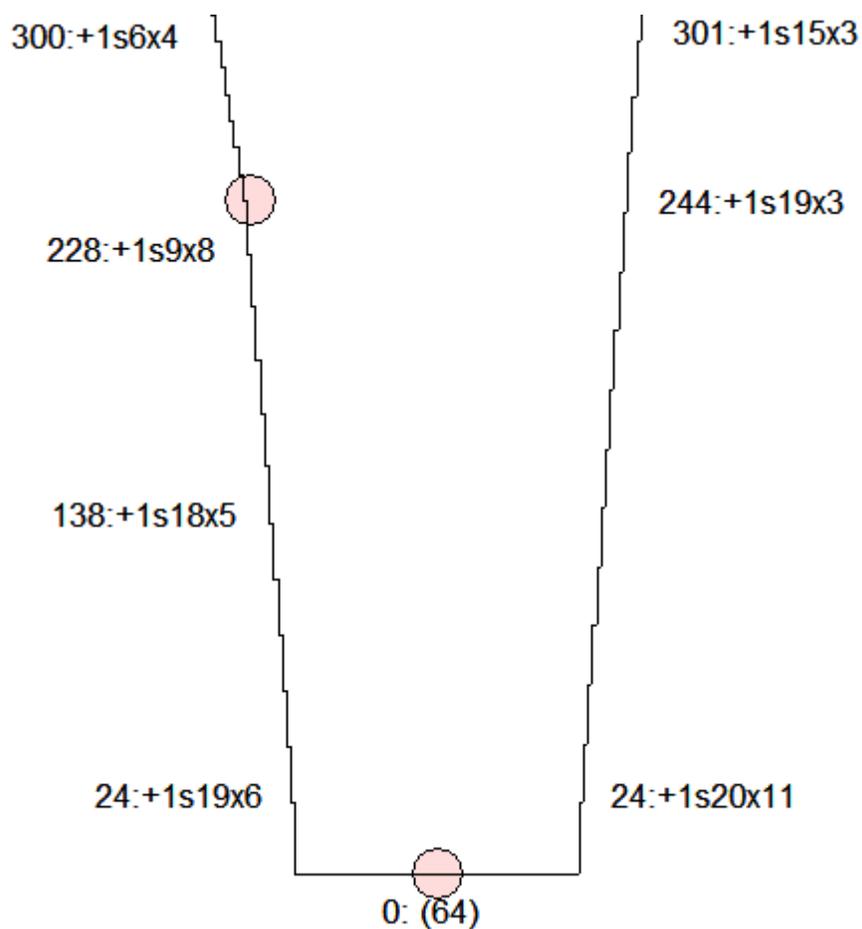
For example the notation for sloping edges would be:

@: +> s^ x*

which will print as -> 24: +1s19x6

and which translates as:

At row 24 increase 1 stitch then knit 19 rows. Repeat these instructions five more times (for a total of six times in all). Pink circles on the garment notation indicate the position of the markers. The following graphic is from the bottom of a pants back.



Alternate Japanese Notation for slopes

You may rearrange the sequence, if you wish, using the symbols below to represent the various elements of the shaping instructions.

@ = row number at which shaping commences

: = punctuation to assist clarity

+- = indicates a cast on increase (+) or a cast off or decrease (-)

> = number of stitches to be cast on/increased or cast off/decreased

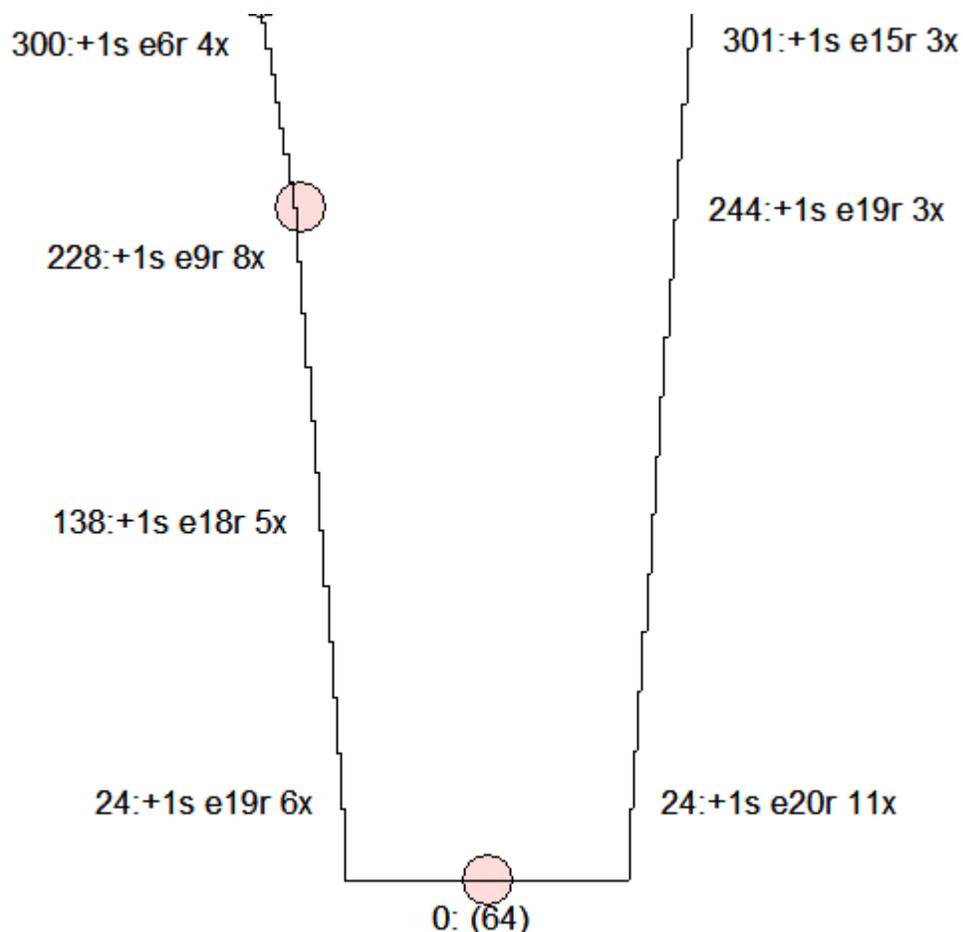
s = abbreviation for stitch(es) to assist clarity

^ = number of rows to knit straight following shaping

x = symbol for times to assist clarity

* = number of times an operation must be carried out

You can change this Japanese notations to be more readable or fit your style (please note spaces in the following notation choice - after the ':', after the 's' and after the 'r') so @:+>s e^r *x translates to:



Horizontal Edges

For horizontal edges the notation would read:

@: (>)

which will print as (e.g.):

150: (12)

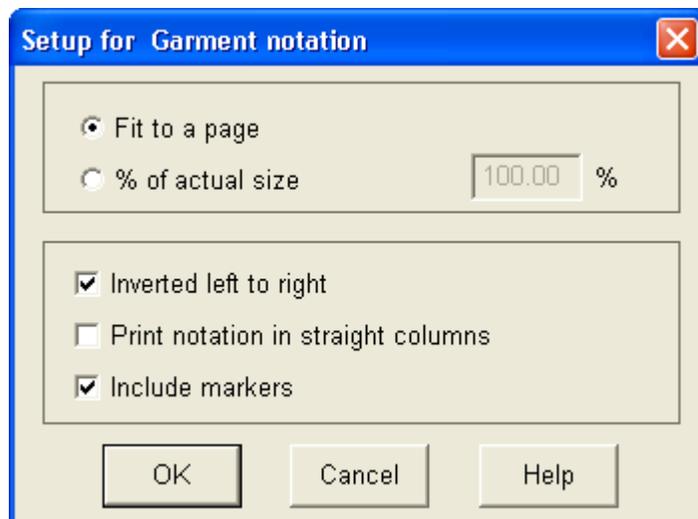
and translates to:

at row 150 cast off 12 stitches or as in the example above 0: (64) for at row 0 pick up 64 stitches.



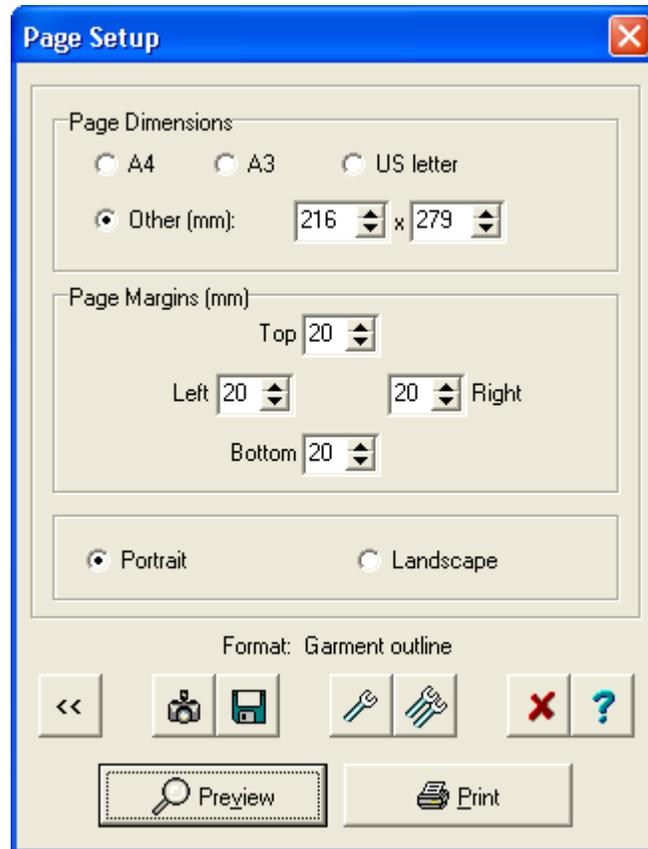
Setup for Garment Notation

Selecting the single wrench from the Page Setup Window shown above will bring up the Setup for Garment Notation window. The most common setup for machine knitting is to Fit to a Page and Inverted Left to Right. Including the Markers will give the user a chance to add yarn markers at these points to use as additional points to join seams together or for marking the endpoint on the body for a drop shoulder sleeve. Hand knitters would generally leave the Inverted Left to Right unchecked.



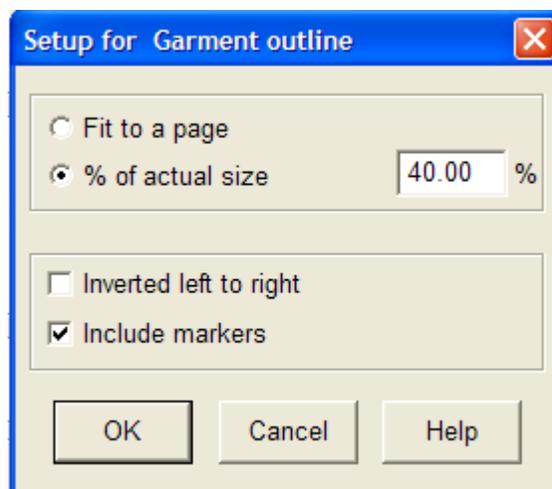
Print Garment Outline

The most common use for the Garment Outline printouts is to print to full scale, paste the pages together and use it for a blocking pattern for your finished garment piece. You would reach this window from the DesignaKnit main menu by selecting File / Print, check off the Garment Outline radio button, and Next. This brings up the Page Setup Window shown below where you would choose Print to begin printing.



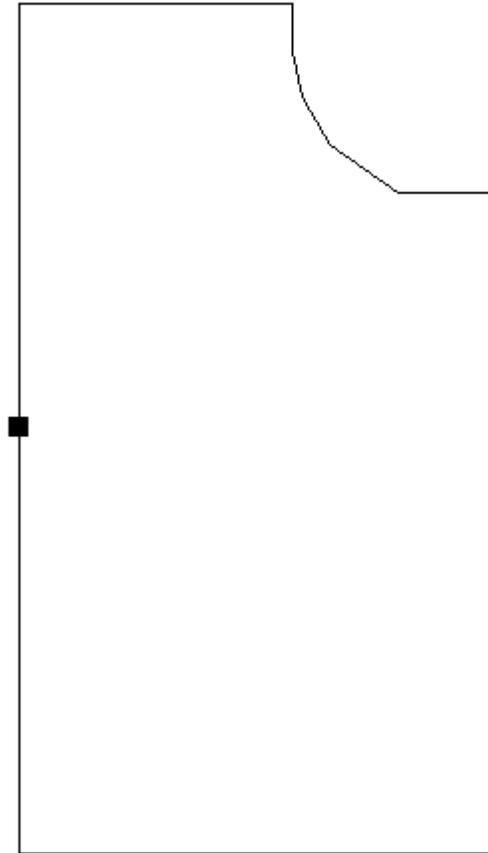
Setup Options for Garment Outline Printouts

You also have the option of selecting the single wrench to bring up the Setup for Garment Outline Page.



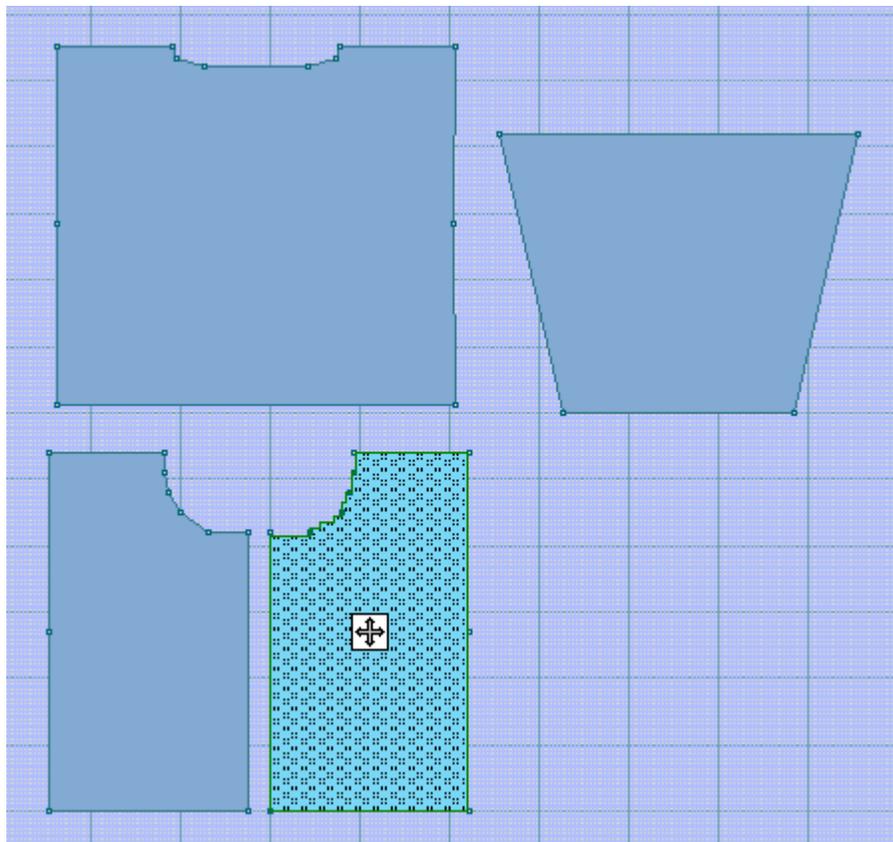
Here a six-month baby cardigan has been changed from fit to a page to instead be printed out 40% scale. Note below that there is a square where a marker has been placed. If we had placed a yarn marker while knitting at these marker points, these can be used for a variety of helpful ways for your knitting. They can be used as additional points while blocking or they can be used for matching up garment pieces when putting your garment together. The marker shown here is defining the edge of the armhole.

Your Name Here
baby_6m.shp LEFT FRONT
Garment outline



Print Garment Text

Once you have laid out your stitch pattern on your garment, you have the option of printing out a row by row description of both the shaping instructions along with the stitch pattern stitch by stitch. This six month old baby sweater has a simple double moss garter stitch on the front.



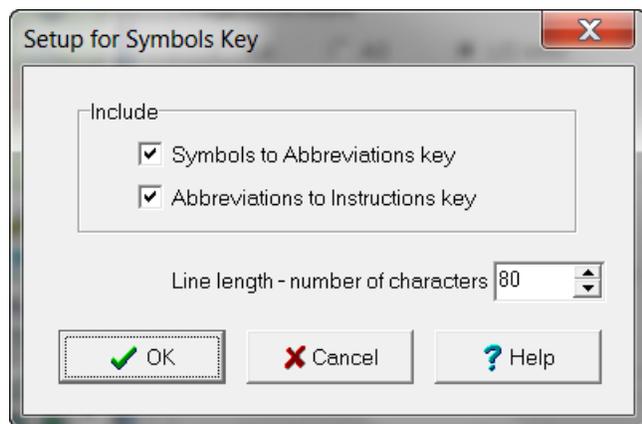
Select File / Print from the main menu. Next select the Garment Text Radio button which brings you to the Page Setup window. Simply select the Print button to begin printing.

If we print out the Garment Text instructions, we see both the shaping and individual stitch directions row by row. The arrow indicates the start of the neckline shaping. Since this is a drop shoulder cardigan front, the shaping on this particular piece is mainly reserved to the neckline side.

Row 82:(WS) As row 81.
Row 83:(RS) (K2, P2) 11 times.
When knitting the next row: Dec 9 sts at start. 
Row 84:(WS) K1, (P2, K2) eight times; P2.
Row 85:(RS) P1, (P1, K2, P1) eight times; P1, K1.
Set marker.
When knitting the next row: Dec 2 sts at start.
Row 86:(WS) (K1, P2, K1) eight times; K1.
Row 87:(RS) (K2, P2) eight times; K1.
When knitting the next row: Dec 3 sts at start.
Row 88:(WS) P1, (P1, K2, P1) seven times; P1.
Row 89:(RS) As row 88.
When knitting the next row: Dec 2 sts at start.
Row 90:(WS) (P2, K2) seven times.
Row 91:(RS) (K2, P2) seven times.
Row 92:(WS) As row 91.
Row 93:(RS) (P2, K2) seven times.
When knitting the next row: Dec 1 sts at start.
Row 94:(WS) P1, (K2, P2) six times; K2.
Row 95:(RS) K1, (K1, P2, K1) six times; K1, P1.
Row 96:(WS) K1, (P2, K2) six times; P2.



Setup options for garment text printouts



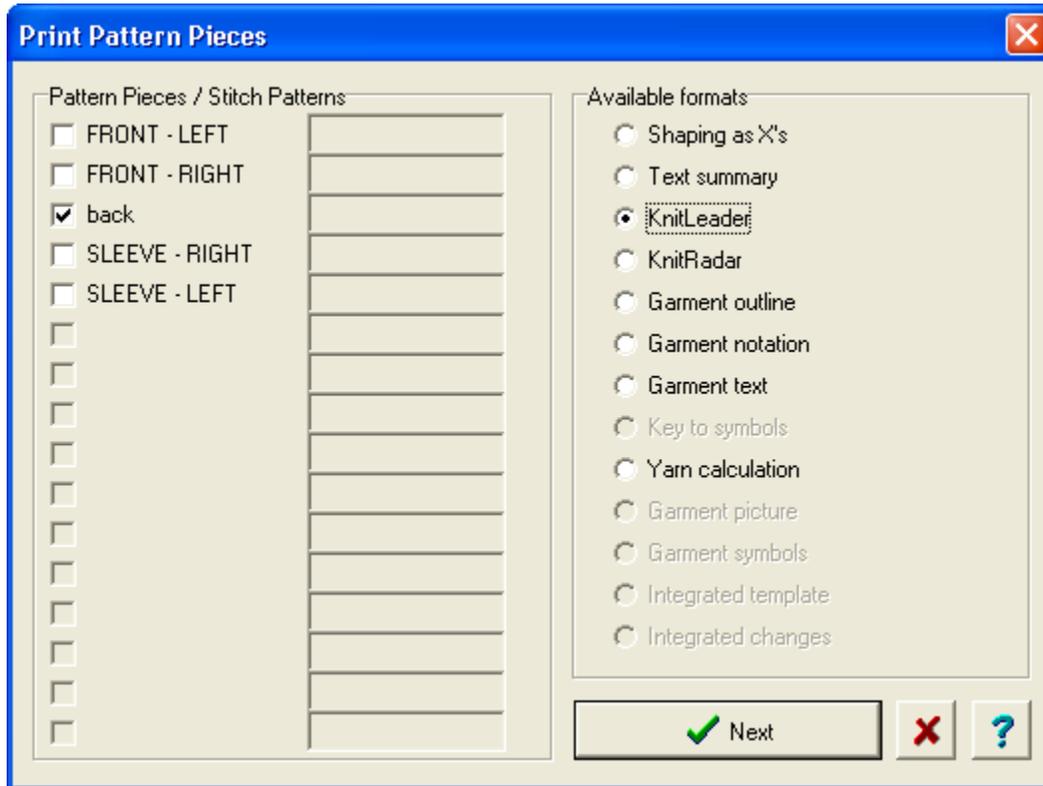
Checking off one or both of these options will put the Symbol to Abbreviation text and/or the Abbreviation to Knitting Instructions conversion charts shown below before the garment text instructions for the garment piece.

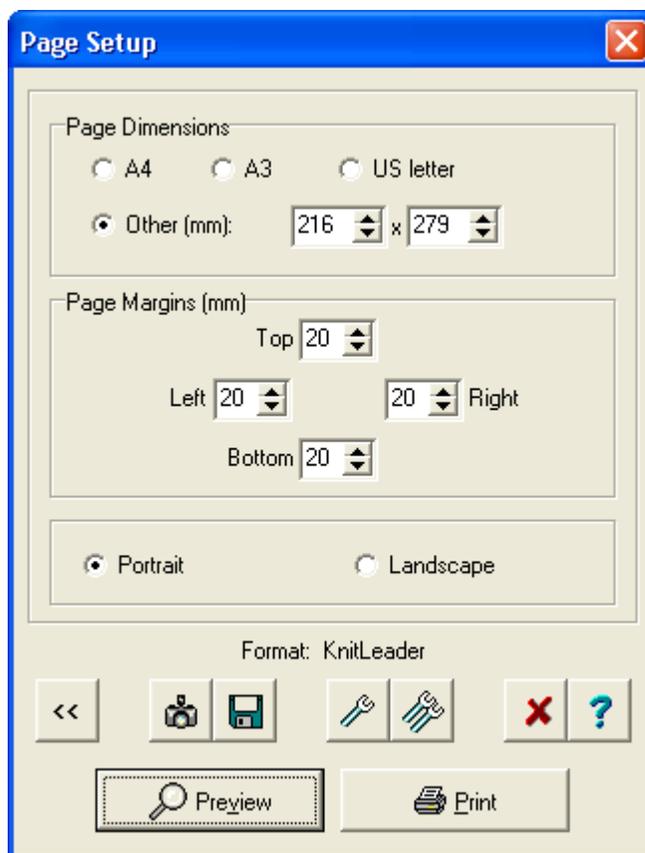
Symbol	Abbreviation
(blank)	K on RS, P on WS
ℓ	P1tbl
○	YO
λ	SKPSSO

Abbreviation	Knitting instruction
K	Knit.
P	Purl.
P1tbl	Purl through back of loop.
SKPSSO	Slip 1 knitwise, Knit 1, Pass Slip Stitch Over.
YO	Yarn over.

Print For The KnitLeader

The KnitLeader choice prints out the garment piece full scale. You will need to tape the pieces together to get the full garment page. Select File / Print. Check the KnitLeader radio button and Next to continue. Then Select Print at the Page Setup window to start printing.



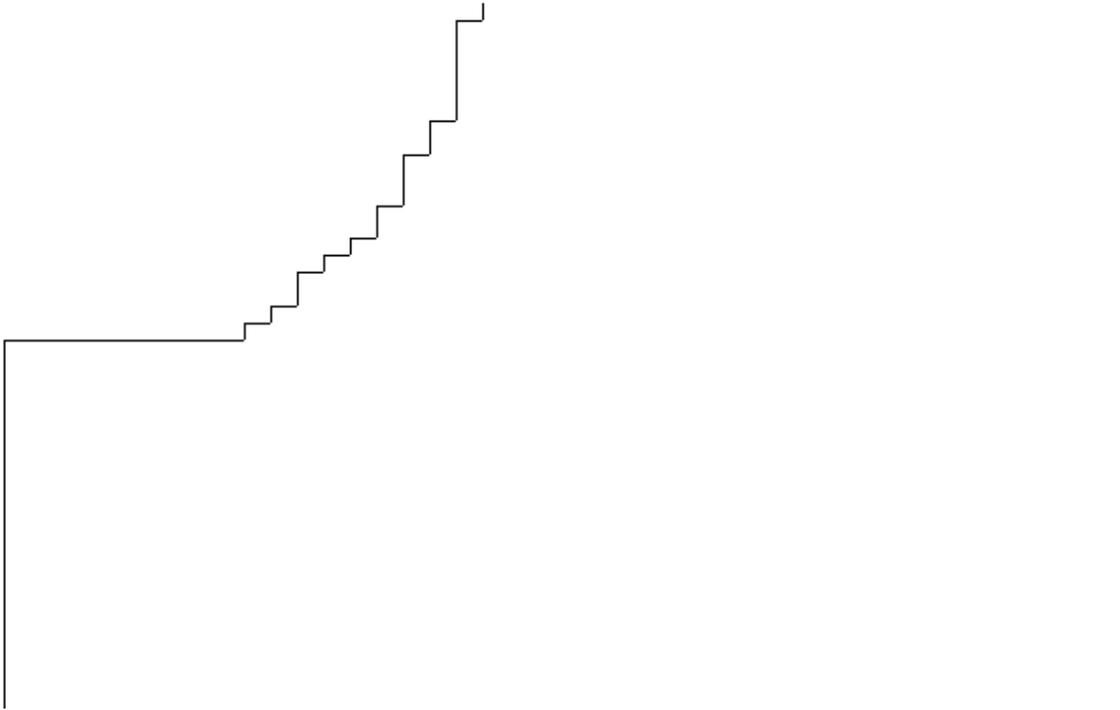


Knit Leader Setup Window



Here is a six-month old baby cardigan with part of the printout shown. Generally, the Inverted left to right option would be checked for machine knitting as you generally view the wrong side of the garment when knitting. Of course, there are exceptions such as tuck and slip stitch designs. Hand knitting would generally have the Inverted left to right unchecked.

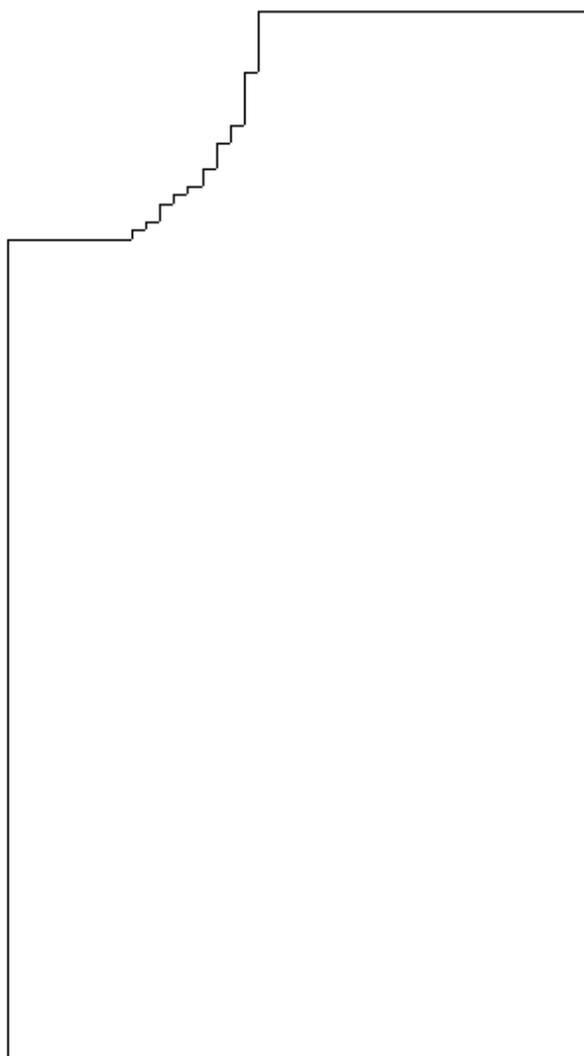
For symmetrical pieces, the option to just print the right half can be selected so that the printout fits more easily on the Knit Leader. If you want to also have the markers shown while you are knitting from these printouts, use the Garment Outline print type instead and in its options, select 100% scale.



Print For The KnitRadar

The KnitRadar choice prints out the garment piece at half scale. From the DesignaKnit main menu, select File / Print, choose the KnitRadar radio button, the Next button, and at the next window select the Print button to begin printing. You will need to tape the pieces together to get the full garment page for larger sizes. Here is a six-month old baby cardigan with the printout shown. If you want to also have the markers shown while you are knitting from these printouts, use the Garment Outline print type instead and in its options, select 50% scale instead of this KnitRadar selection.

Your Name Here
baby_6m.shp LEFT FRONT
KnitRadar





Setup for the Knit Radar

Here is a six-month old baby cardigan with part of the printout shown. Generally, the Inverted left to right option would be checked for machine knitting as you generally view the wrong side of the garment when knitting. Of course, there are exceptions such as tuck and slip stitch designs. Hand knitting would generally have the Inverted left to right unchecked.

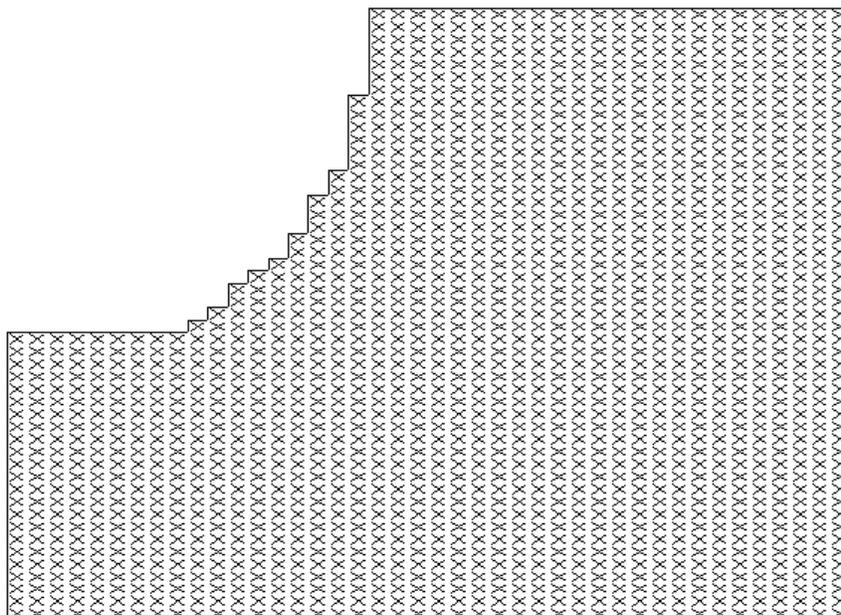
For symmetrical pieces, the option to just print the right half can be selected so that the printout fits more easily on the Knit Leader. If you want to also have the markers shown while you are knitting from these printouts, use the Garment Outline print type instead and in its options, select 50% scale.



Print Shaping As X's

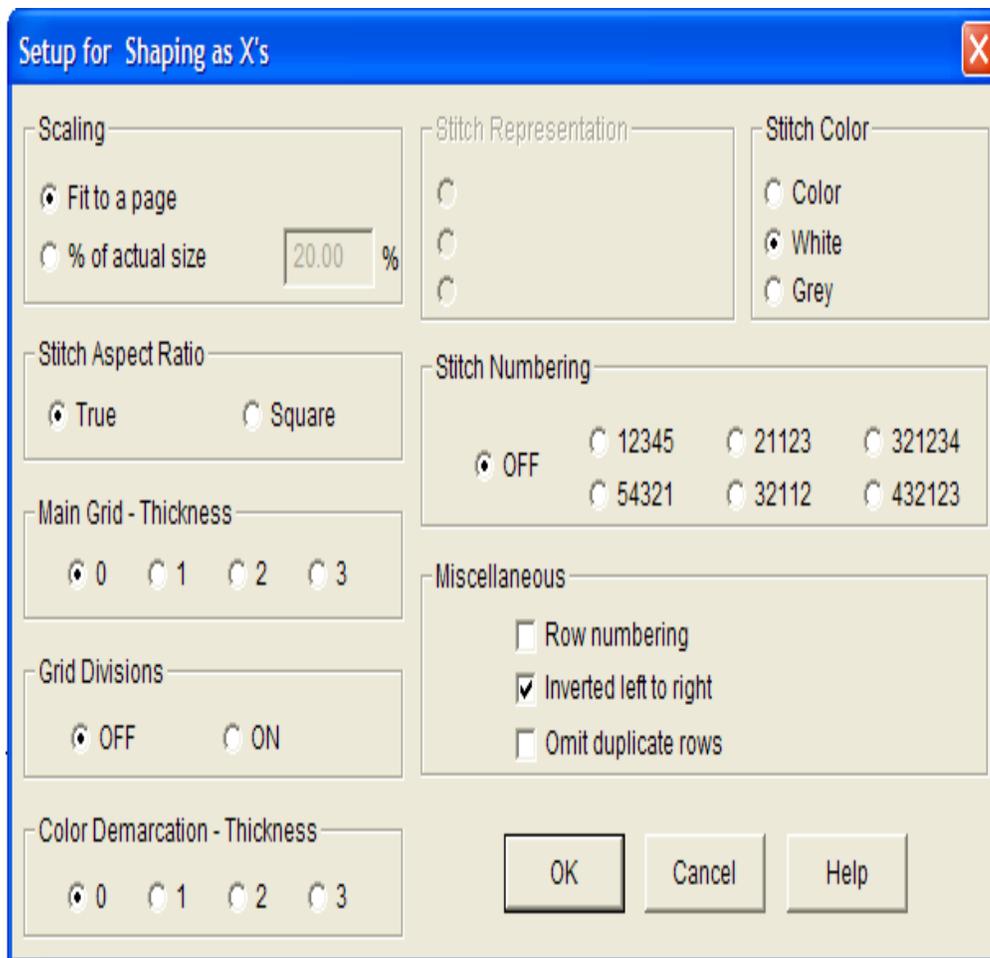
Select File / Print and choose Shaping as Xs radio button,for the printout type that you want. Then select Next to bring you to the Page Setup window shown here. In this window, we can see that the chosen format is for Garment Notation.Select the Print button to start printing.

Your Name Here
baby_6m.shp LEFT FRONT
Shaping as X's



Page Setup Options for Shaping as Xs

At the Page Setup Window, selecting the single wrench brings up the following window where you can make changes to the printout format.



Scaling

Scaling choices are to Fit to a Page or to print out a % of the actual size. If you print out to 100%, you can use this in your KnitLeader to follow along.

Stitch Aspect Ratio

The stitch aspect ration can be true or square. Knit stitches generally form a rectangular stitch based on their tension gauge. If the tension is 7 stitches and 10 rows to the inch, then the Stitch Aspect Ratio will be rectangular. Changing the tension will adjust the proportions of the printed knit stitch to a different rectangular ratio. Changing the Stitch Aspect Ratio to square overrides the true shape of the rectangular stitches and assumes that the knit stitches are square even if the gauge is proportional. (for instance, the tension here might assumed to be 10 stitches and 10 rows to the inch to give a square aspect ratio even though the listed gauge is 7 stitches and 10 rows to the inch).

Here the Row Numbering has been turned on and we have changed the Stitch Numbering to 321234 so that the garment lines up with the front of our knitting machine with the stitch columns centered on the middle of the needle bed.

Grid Divisions and Main Grid Thickness

The main grid division are set by default to the stitch and row gauge values to the inch or to the centimeter depending on the Units of Measurement specified in the Stitch Designer section. The Grid thickness indicates the thickness of each grid line. This can be checked on or off. If you are printing the Garment Symbols printout fit to a page, generally this feature is left off to see the stitch pattern better.

Stitch Representation and Stitch Color

If Color is selected for the stitches, they can be represented as an X in the corresponding garment color or as Yarn Symbols in the full yarn colors for the design. Setting the Stitch Color to White or Gray will give representative printouts against a white or gray stitch background. Yarn Symbols are defined in the Stitch Designer Section under Palettes / Yarn Symbols.

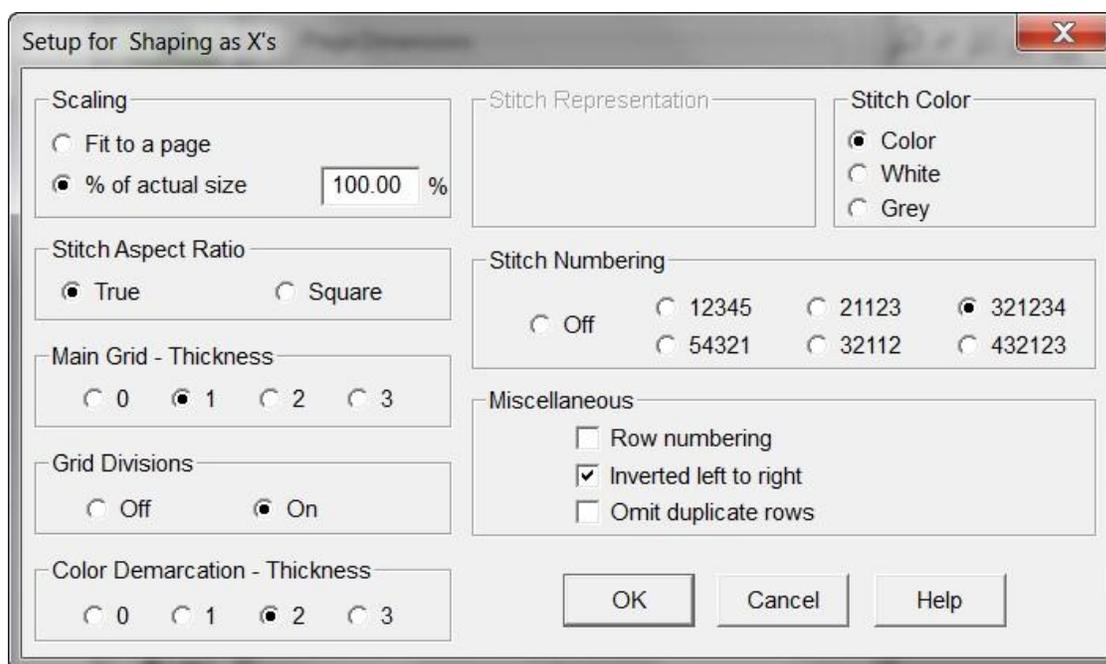
Stitch Numbering

This can be set to different numbering conventions depending on the style that you use. Knitting machine setups will generally have the numbering set to radiate out from a middle stitch outwards in both directions. Here we have selected the 321234 convention. Hand knitting convention would have the numbering going successively from left to right.

Miscellaneous

Numbering can be turned on or off, garments may be selected to be printed out inverted from left to right for general knitting on the machine, or with this option off for hand knitting or for wrong side facing textures such as slip and tuck stitches.

In this example, the printout is set up to print at 100% of the actual size, and will be used instead of the knitleader printout so that the knitting can be followed along in an intarsia design easily.



Print Text Summary

Select File / Print from the main menu, choose the Text Summary radio button, and then Next to continue. Finally select the Print button to begin printing.

Your Name Here
baby_6m.shp LEFT FRONT
Text summary

Main Tensions 7.50 Stitches & 10.00 Rows per inch
Welt, Cuff, and Neckband Tensions 7.50 Stitches & 10.00 Rows per inch

Tension dial setting or needle sizes
TD Main bed 6.0, Ribber bed 6.0
Notes about this shape file
Tamm 3 ply bright rose on garter carriage
for Sadie Rose as a baby gift

Cast on LN19..RN19.
Knit welt if any.
Finish welt with carriage at right.
Set RC to 0.

Note that much of this information was entered in the Options / Tensions window when the garment was first being planned. The cast on information LN19 to RN19 is used to knit the cuff before the main body of the garment piece is knit.

Extra information available on standard garment Styling sweaters

For sweaters created in Standard Garment Styling, the person's measurements plus ease are listed, in addition to the information for Original Pattern Drafting garments. This is a sweater created for a baby, here the number of stitches to pick up for the neckline is also given.

Your Name Here
baby cardigan.shp back
Text summary

Garment type :Sweater
Sleeve type :Straight
Neck style - front :Round
Neck style - back :Round

To fit Chest : 18.5 inches + ease 1.8 inches
To fit Waist or hip : 20.3 inches + ease 0.0 inches
To fit Nape to garment length : 11.0 inches + ease 0.0 inches
To fit Arm length : 9.1 inches + ease 0.0 inches
To fit Upper arm : 5.9 inches + ease 2.4 inches
To fit Wrist : 4.3 inches + ease 2.2 inches
To fit Shoulder to shoulder : 7.5 inches + ease 0.2 inches

Main Tensions 8.42 Stitches & 12.00 Rows per inch
Welt, Cuff, and Neckband Tensions 8.38 Stitches & 11.18 Rows per inch

Cast on LN43..RN43.
Knit 9 rows of welt (0.8inches).
If necessary, knit an additional row to put carriage at right.
Set RC to 0.

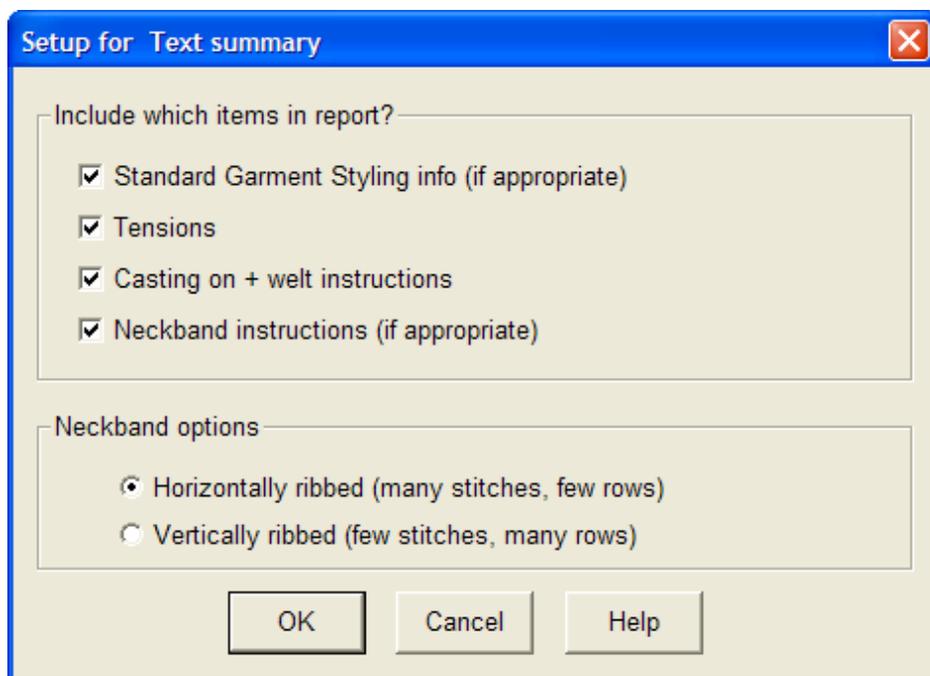
HORIZONTALLY RIBBED NECKBAND:

RIB SECTION	DIMENSIONS	INSTRUCTION
Front neck	5.9 x 0.5	Pick up 49 stitches + knit 6 rows welt.
Back neck	4.6 x 0.5	Pick up 39 stitches + knit 6 rows welt.
	=====	=====
TOTALS	10.5	88



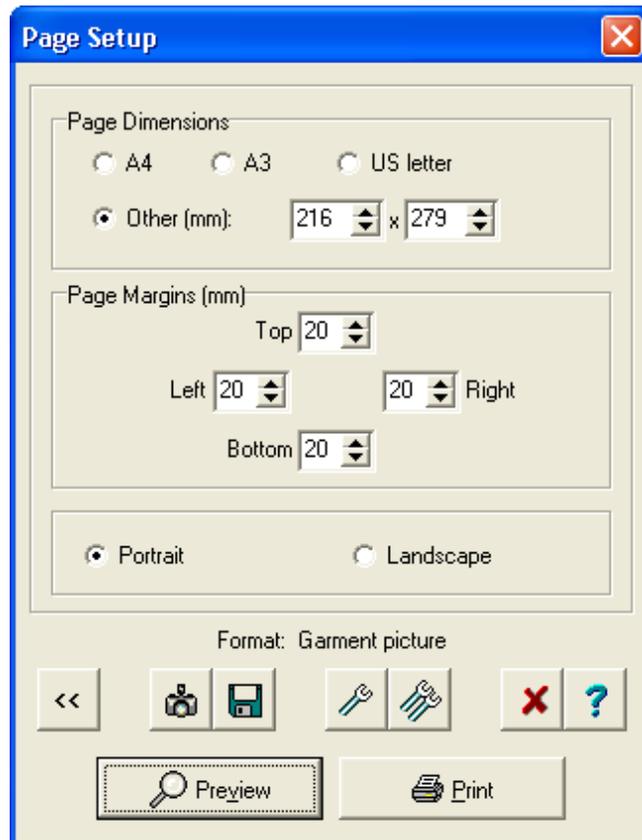
Page Setup for Text Summary Printouts

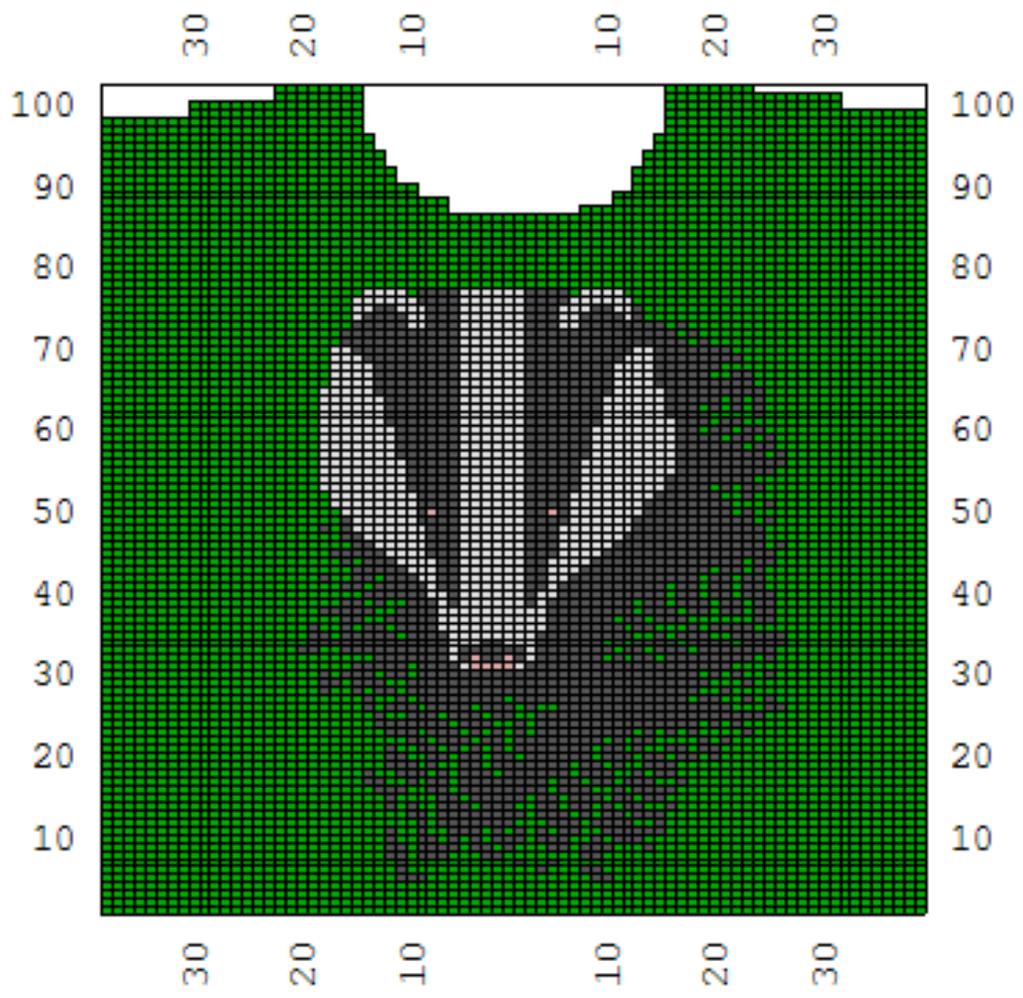
Selecting the single wrench on the Page Setup window brings up the Setup page for the Text Summary printouts.



Print Garment Picture

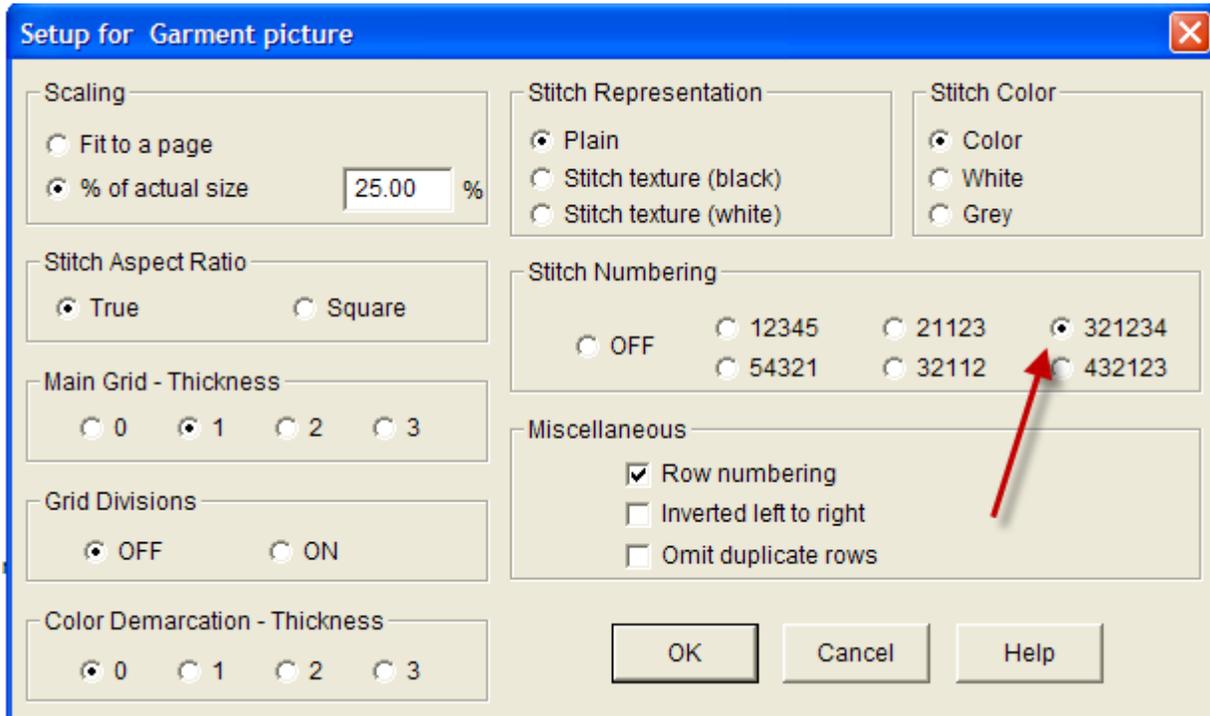
Select File / Print, and then select the Garment Picture radio button. Then select Next to bring you to the Page Setup window shown here. In this window, we can see that the chosen format is for Garment Picture. Select the Print button to start printing.







Setup for garment picture printouts



Scaling

Scaling choices are to Fit to a Page or to print out a % of the actual size. If you print out to 100%, you can use this in your KnitLeader to follow along.

Stitch Aspect Ratio

The stitch aspect ration can be true or square. Knit stitches generally form a rectangular stitch based on their tension gauge. If the tension is 7 stitches and 10 rows to the inch, then the Stitch Aspect Ratio will be rectangular. Changing the tension will adjust the proportions of the printed knit stitch to a different rectangular ratio. Changing the Stitch Aspect Ratio to square overrides the true shape of the rectangular stitches and assumes that the knit stitches are square even if the gauge is proportional. (for instance, the tension here might assumed to be 10 stitches and 10 rows to the inch to give a square aspect ratio even though the listed gauge is 7 stitches and 10 rows to the inch).

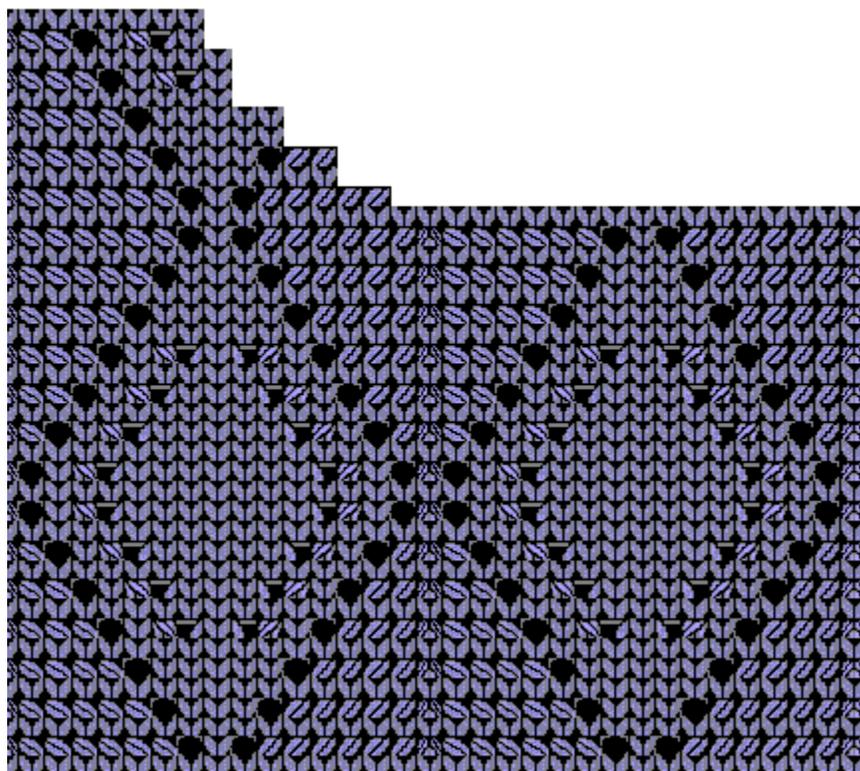
Here the Row Numbering has been turned on and we have changed the Stitch Numbering to 321234 so that the garment lines up with the front of our knitting machine with the stitch columns centered on the middle of the needlebed.

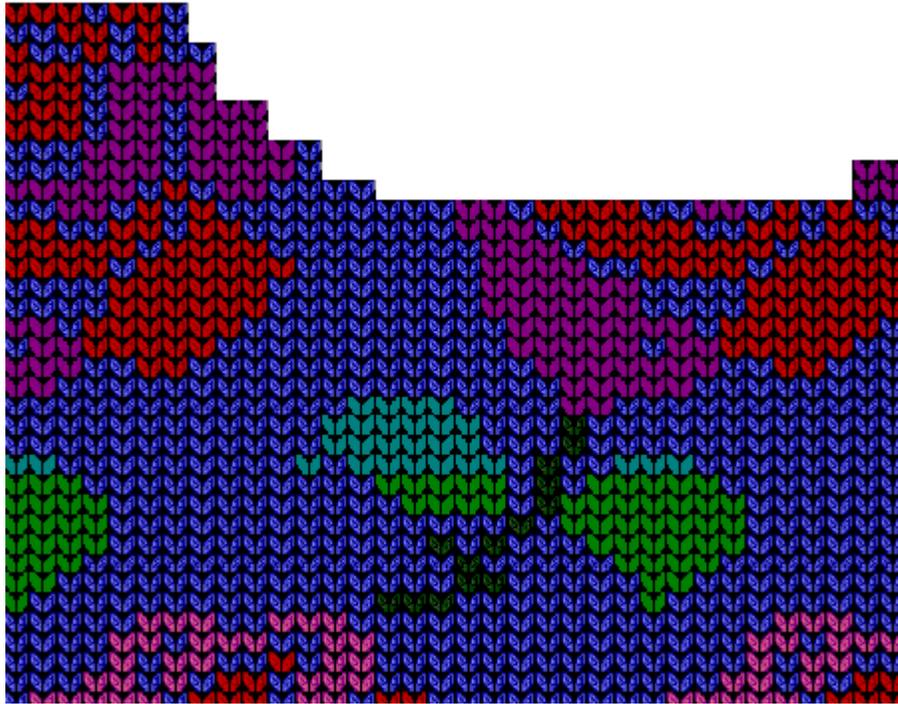
Grid Divisions and Main Grid Thickness

The main grid divisions are set by default to the stitch and row gauge values to the inch or to the centimeter depending on the Units of Measurement specified in the Stitch Designer section. The Grid thickness indicates the thickness of each grid line. For example, at 7 stitches to the inch a grid line would appear every 7 stitches, and similarly every 10 rows to the inch. This can be checked on or off. If you are printing the Garment Symbols printout fit to a page, generally this feature is left off to see the stitch pattern better.

Stitch Representation and Stitch Color

With stitch color on, the stitch representation set as plain will print out a garment picture much like that shown above for the badger design. If this is a textured stitch, selecting the Stitch Texture as black will give a representation of the finished texture for the garment. Setting the Stitch Color to White or Gray will give representative printouts against a white or gray stitch background instead of actual yarn colors. Stitch Symbols are defined in the Stitch Designer Section under Palettes / Stitch Symbols. Two types of printouts with the stitch representation set to black for either textured lace or jacquard designs are shown below.





Stitch Numbering

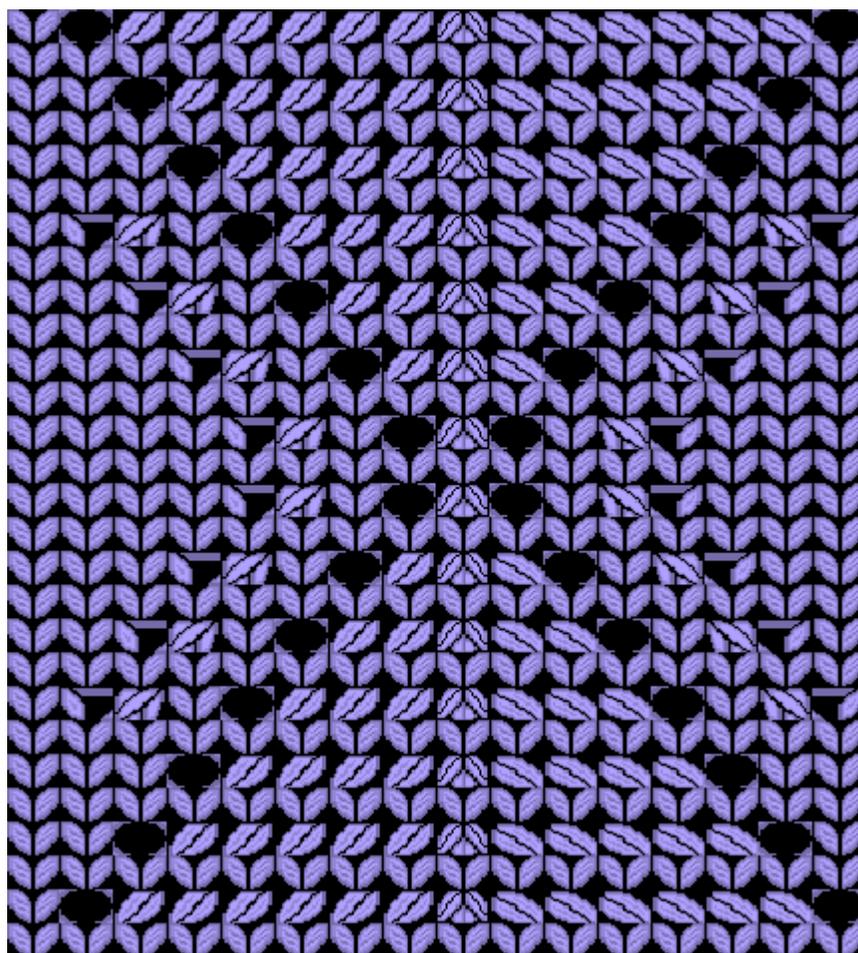
This can be set to different numbering conventions depending on the style that you use. Knitting machine setups will generally have the numbering set to radiate out from a middle stitch outwards in both directions. Here we have selected the 321234 convention. Hand knitting convention would have the numbering going successively from left to right.

Miscellaneous

Numbering can be turned on or off, garments may be selected to be printed out inverted from left to right for general knitting on the machine, or with this option off for hand knitting or for wrong side facing textures such as slip and tuck stitches.

Garment Symbols Printout

This hand knit lace stitch pattern has been laid out on a cardigan front. We can easily see the lace texture. In Stitch Designer, we can print this out as a Stitch Symbol printout, but in this case it has been positioned on the garment piece, giving us the ability to print out a Garment Symbols Printout instead which shows all the lace instructions and shaping instructions at the same time. Select File / Print from the Main Menu in either Standard Garment Styling or Original Pattern Drafting, choose the Garment Symbols radio button and Next to Continue. Finally select the Print button to begin printing. This next graphic shows a lace knit pattern as it is knit and then with the garment integrated with the stitch design in symbols.





Setup for garment Symbol printouts

Scaling

Scaling choices are to Fit to a Page or to print out a % of the actual size. If you print out to 100%, you can use this in your KnitLeader to follow along.

Stitch Aspect Ratio

The stitch aspect ratio can be true or square. Knit stitches generally form a rectangular stitch based on their tension gauge. If the tension is 7 stitches and 10 rows to the inch, then the Stitch Aspect Ratio will be rectangular. Changing the tension will adjust the proportions of the printed knit stitch to a different rectangular ratio. Changing the Stitch Aspect Ratio to square overrides the true shape of the rectangular stitches and assumes that the knit stitches are square even if the gauge is proportional. (for instance, the tension here might assumed to be 10 stitches and 10 rows to the inch to give a square aspect ratio even though the listed gauge is 7 stitches and 10 rows to the inch).

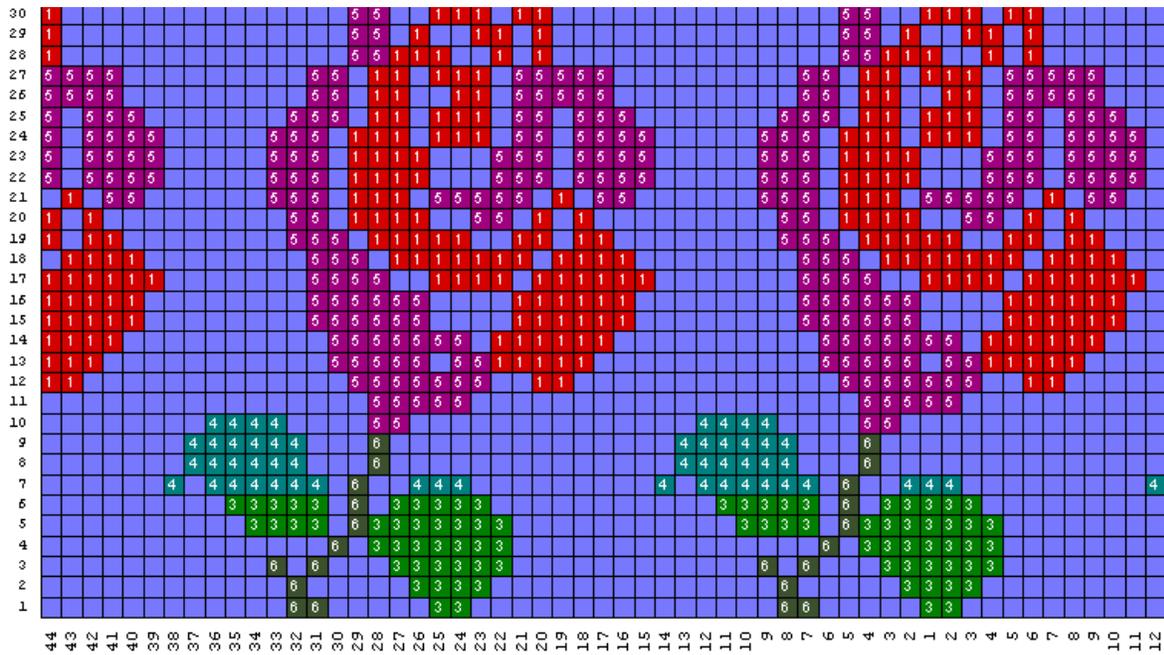
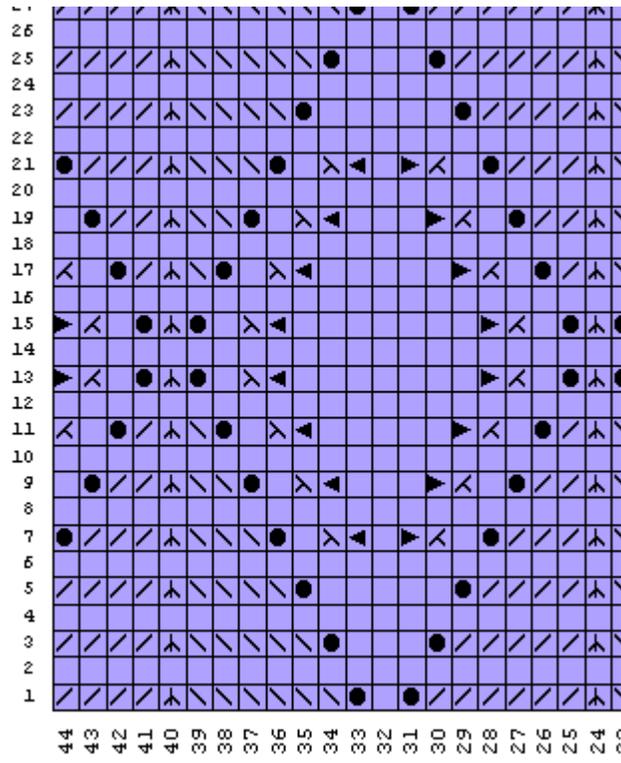
Here the Row Numbering has been turned on and we have changed the Stitch Numbering to 321234 so that the garment lines up with the front of our knitting machine with the stitch columns centered on the middle of the needlebed.

Grid Divisions and Main Grid Thickness

The main grid division are set by default to the stitch and row gauge values to the inch or to the centimeter depending on the Units of Measurement specified in the Stitch Designer section. The Grid thickness indicates the thickness of each grid line. For example, at 7 stitches to the inch a grid line would appear every 7 stitches, and similarly every 10 rows to the inch. This can be checked on or off. If you are printing the Garment Symbols printout fit to a page, generally this feature is left off to see the stitch pattern better.

Stitch Representation and Stitch Color

If Color is selected for the stitches, they can be represented as stitch symbols such as in lace printouts in the corresponding garment color or as Yarn Symbols in the full yarn colours for the design. Setting the Stitch Color to White or Gray will give representative printouts against a white or gray stitch background. Yarn Symbols are defined in the Stitch Designer Section under Palettes / Yarn Symbols. Both types of printout options are shown below.



Stitch Numbering

This can be set to different numbering conventions depending on the style that you use. Knitting machine setups will generally have the numbering set to radiate out from a middle stitch outwards in both directions. Here we have selected the 321234 convention. Hand knitting convention would have the numbering going successively from left to right.

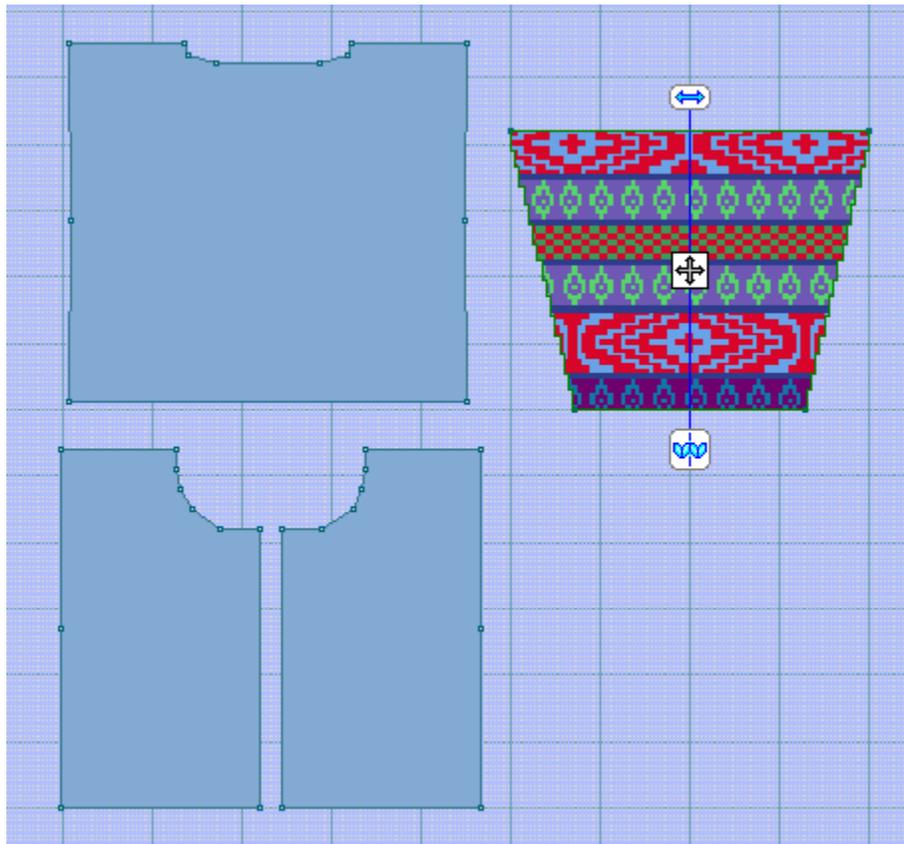
Miscellaneous

Numbering can be turned on or off, garments may be selected to be printed out inverted from left to right for general knitting on the machine, or with this option off for hand knitting or for wrong side facing textures such as slip and tuck stitches.

Garment Integrated Changes Printout

This option is similar to printing out stitch pattern color changes. However, the Stitch Pattern Color changes start at row 1 of the stitch pattern and give you the rows where the colors change. When printing from either Standard Garment Styling or Original Pattern Drafting select File / Print from the main menu, select the Integrated Changes radio button and Next to continue. Finally select the Print button to begin printing.

The Garmented Integrated Changes is slightly different because you have already laid out your color stitch pattern on the garment. Now when you print out Integrated Color Changes it starts listing the color changes at row 1 of the garment irrespective of the actual stitch pattern row.



Your Name Here
baby_6m.shp/SLEEVES - carpet1.stp (Knit method=F)
Integrated changes

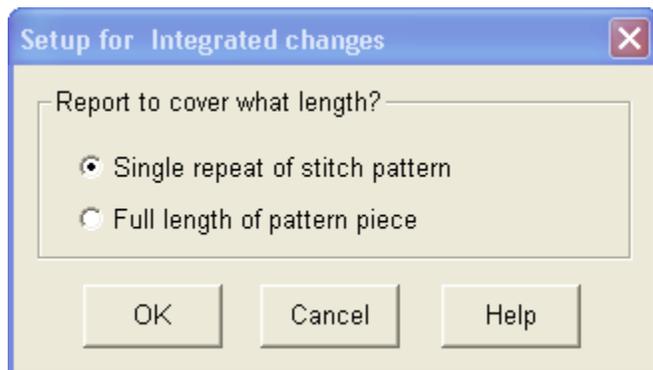
Brother KH970 / Knitking 5s SPECIAL

ROW = 1 / 1	1=Purple	2=Dull Blue
ROW = 10 / 10	1=Navy	
ROW = 12 / 12	1=Sky Blue	2=Red
ROW = 30 / 30	1=Navy	
ROW = 32 / 32	1=Mauve	2=Lime
ROW = 44 / 44	1=Navy	
ROW = 46 / 46	1=Green	2=Red
ROW = 56 / 56	1=Navy	
ROW = 58 / 58	1=Mauve	2=Lime
ROW = 70 / 70	1=Navy	
ROW = 72 / 72	1=Sky Blue	2=Red
ROW = 90 / 90	1=Navy	
ROW = 92 / 92	1=Purple	2=Dull Blue
ROW =104 / 104	1=Navy	
ROW =106 / 106	1=Bright Blue	2=Red
ROW =116 / 116	1=Navy	
ROW =118 / 118	1=Purple	2=Dull Blue



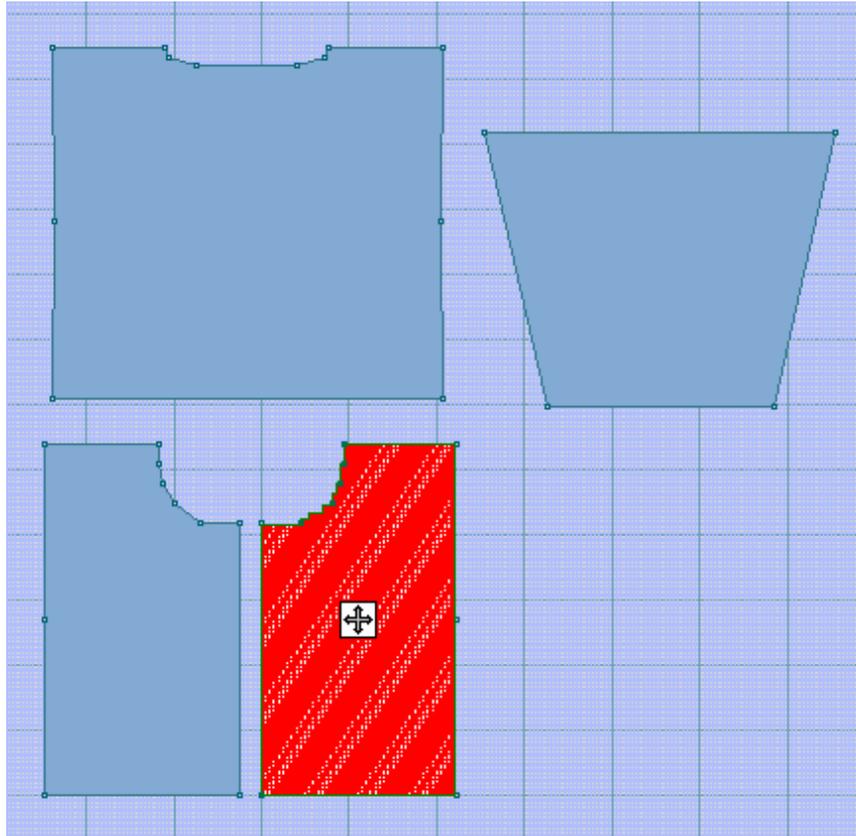
Setup for Integrated Changes

Choices for setup for integrated changes permits the designer to show one single repeat of the design for reference or for the changes for the full length of the garment piece. This is a matter of preference to how much information and printing that you want to display.

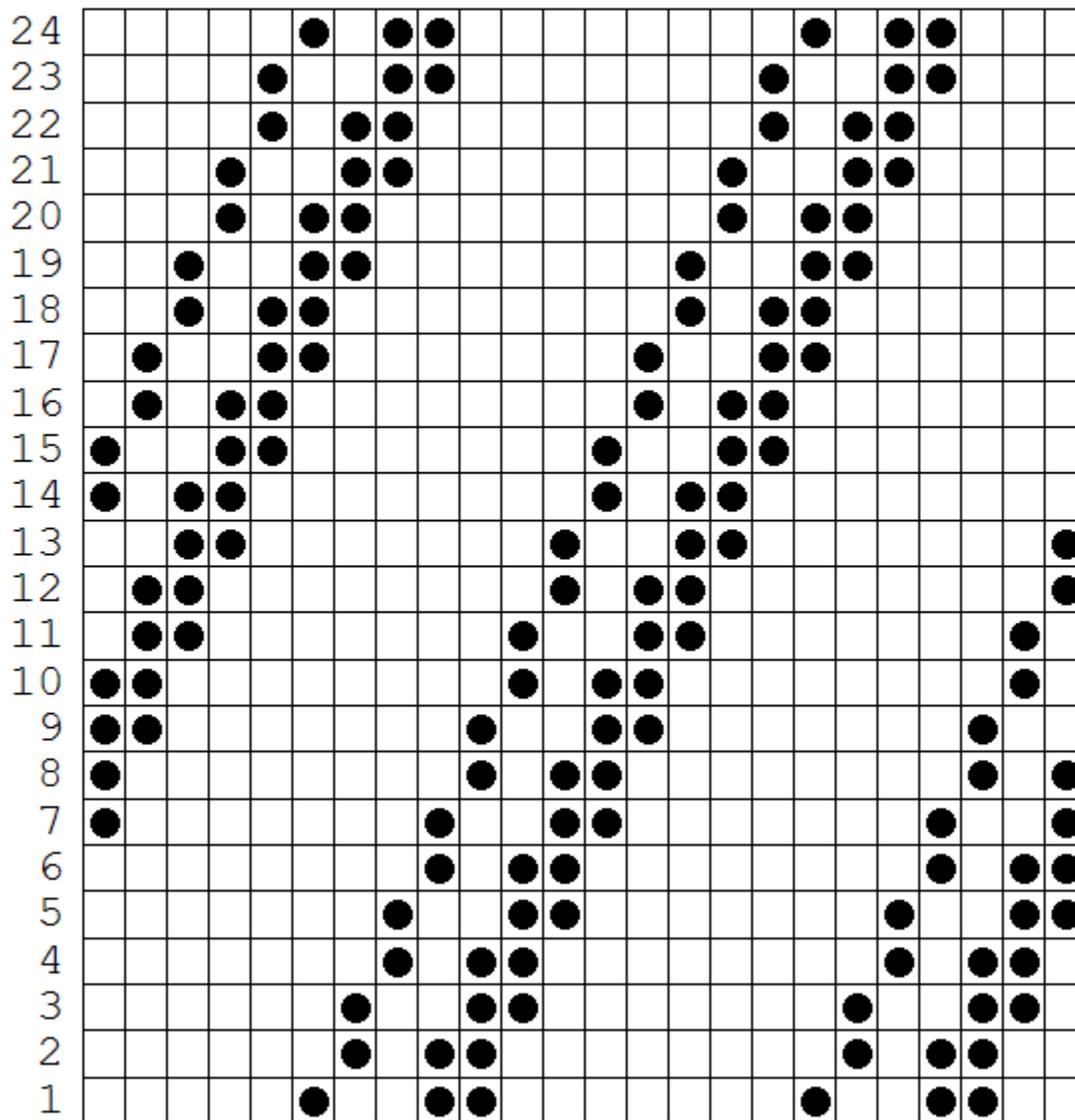


Garment Integrated Template Print Out

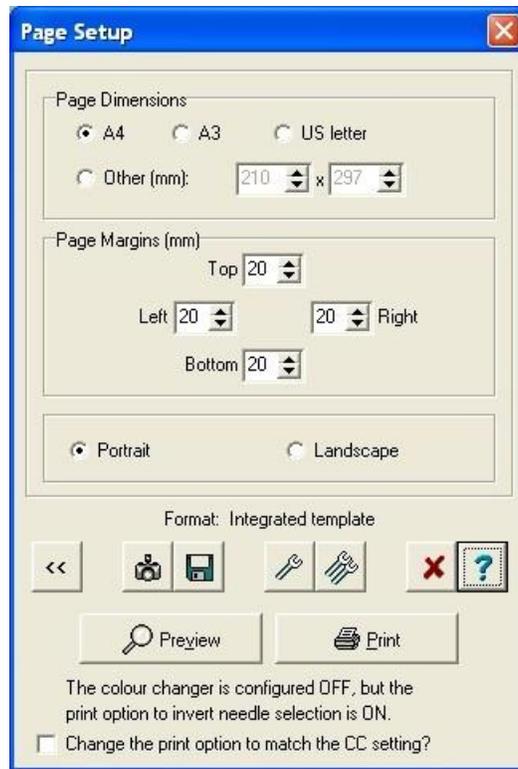
This is similar to printing out a Stitch Pattern Template from the Stitch Designer section. In that case, the stitch pattern template starts on row one of the stitch pattern. Here the Garment Integrated Template prints out from either the Standard Garment Styling or Original Pattern Drafting section where the stitch pattern starts on row 1 of the garment design irrespective of what stitch pattern row this is. Here Red is our background color with white as a contrast color.



baby_6m.shp/front I - garter.stp (Knit method=R)
Integrated template



Page Setup options for the integrated template printout

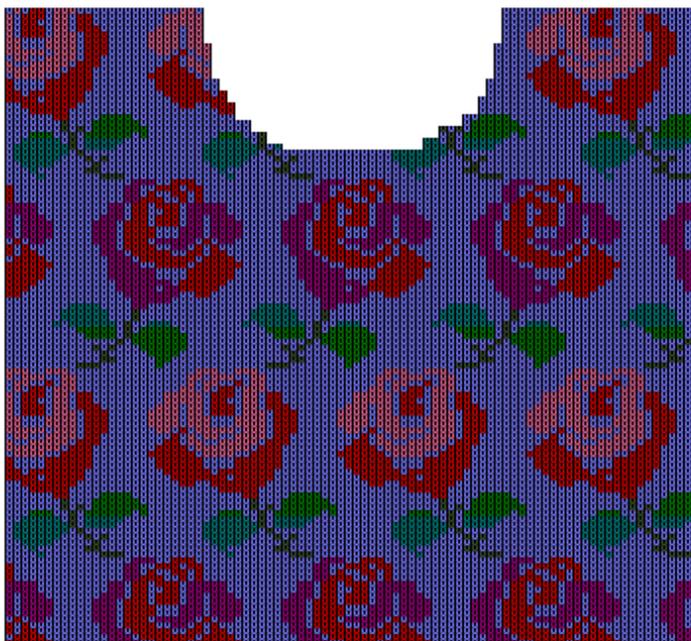


When a Stitch Template or Integrated Template is printed for a Fair Isle pattern, one of the following messages may now appear at the bottom of the Page Setup dialogue:

- The colour changer is configured ON, but the print option to invert needle selection is OFF. Change the print option to match the colour changer setting?
- The colour changer is configured OFF, but the print option to invert needle selection is ON. Change the print option to match the colour changer setting?

Yarn Calculation

Here you can take your yarn swatch, weigh it in grams (here as an example we have used 15 grams for a 40 stitch by 60 rows knit sample), and have DesignaKnit 8 calculate out the yarn for a single piece or what you will need for the entire project. This helps assure that you have enough of each color to finish the project. The yarn color names are set up in the Stitch Designer section, under Palettes / Names.

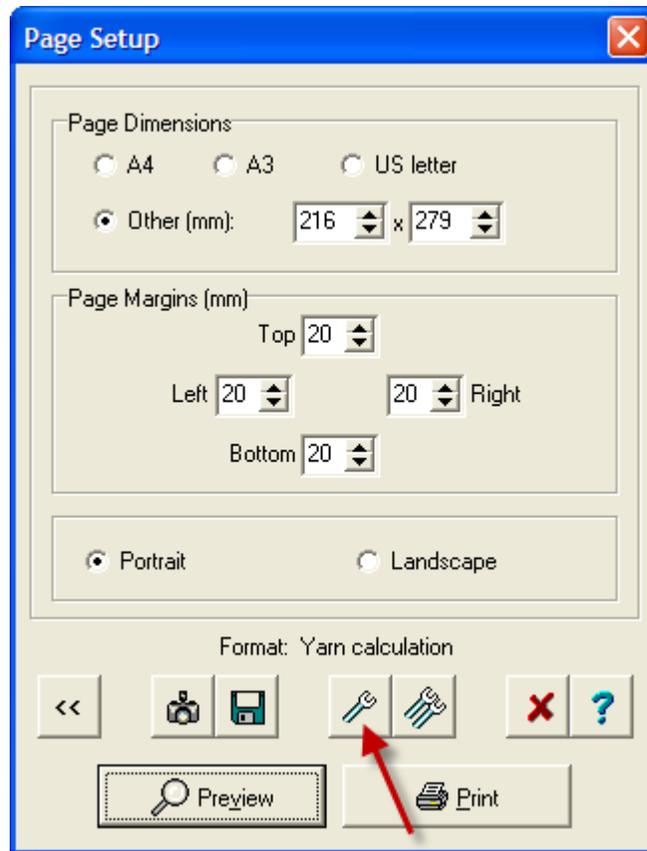


DesignaKnit 8 User
baby_6m (all pieces)
Yarn calculation

Note: The figures in the rightmost column are approximations based on the measured sample.

Yarn name	Stitches	grams
Blue	14093	88.08
Green	1034	6.46
Turquaoise	1197	7.48
Cerise	2281	14.26
Red	3314	20.71
Bottle	491	3.07
Pink	1161	7.26
	=====	=====
Totals	23571	147.32

To reach the Yarn Calculation Setup window option, at the Print Patten Piece window, select the piece you want to calculate yarn usage, select the radio button for Yarn Calculations, and then select Next to Continue to the Page Setup window. Later, we can choose to calculate just an individual pattern piece or the entire garment.



Setup for Yarn Calculations

Selecting the single wrench icon, brings up the Yarn Calculation setup window. Here you take the weight of your swatch and enter it into the Yarn Used field. Enter in the Yarn Units as well and the size of your knit swatch sample. The default knit sample size is 40 stitches by 60 rows. This can easily be changed if, for example, you are knitting a much larger swatch as in a 100 stitch by 100 row sample for a tuck stitch technique. If you select to calculate yarn required for all pieces, DesignaKnit will produce a summary page for all pieces in the garment shape. If you have this selection off, but have selected more than one garment piece for printouts, then DesignaKnit will print individual pages for estimated yarn for each pattern piece. Choosing OK to continue will take you back to the Page Setup window where you can then print out your yarn calculations for the current garment shape.

Yarn Calculation Setup

Yarn calculations will be based on the
yarn used in this knitted sample

Stitches Rows

Yarn used Yarn units

Calculate yarn required for ALL pieces

Tutorials In Original Pattern Drafting

Learn How To Bring The Available Tools Together To Quickly Take Projects From An Idea Into A Garment Shape

"How do I ... Enter in a Garment Piece where the instructions Are given in a Schematic Diagram?" on page 210

We use this method when we have a schematic diagram in a knitting magazine or drawn by hand that is not necessarily written to scale. and step by step together put in each garment front, back, and sleeves using a combination of curve types in **Curve** (more info on page 13) and old favorites, such as using a combination of Moving the Point of Origin and then using Piece / Table to add/move selected points to get the garment pieces in minutes.

See also How Do I ... Create Evenly Spaced Buttonholes? on page 249

This tutorial goes through the steps to use the **Alter / Equal Parts** (more info on page 30) tool to rapidly create horizontal and vertical button bands for cardigan fronts. With the creation of these button band garment pieces, as you start a new project and enter in new tension information, the button band stitch and row placement dynamically changes to give you new up to date information on the new cardigan or coat.

"How Do I ... Create a Sideways Knit Sweater?" on page 239

This tutorial takes all the garment pieces and rotates them 90 degrees to create sideways knit pieces, and also goes step by step demonstrating how to joint the pieces together so that you end up with a garment piece that can be knit from cuff to cuff.

How Do I ... Enter In A Garment Piece Where The Instructions Are Given In A Schematic Diagram?

What do we are not sure when the garment pattern pieces are to scale such as in a magazine pattern schematic? Can we put these in also? The answer is a resounding *yes*. In this example lesson, we will use a Japanese pattern for a lace cardigan.

Deciphering Japanese notes

Usually at the top of the page of each Japanese pattern you will see a block similar to this. The characters to the right of the first black square roughly read "Gauge across 10 cm flat swatch" and then on the next line 31 stitches and 50 rows. Note that the word for stitches looks like three stacked up rectangles, we will need to know this later.



If we were hand knitting, we would try to match this gauge, but using DesignaKnit we can create a garment pattern and use the software program to re-chart the instructions.

The Fast way to get in Garments when the Diagram is not to scale

1. Make a new piece and fit it to both height and width.
2. Put points around one half of the garment to indicate points needed for edges of necklines, waistbands, shoulder drops etc.
3. Delete any points not needed any more.
4. Put in the armhole and waistband shaping.
5. Use the Vertical Mirror to reflect all these modifications to the other side of the garment.
6. Use the Curve tool to make the neckline

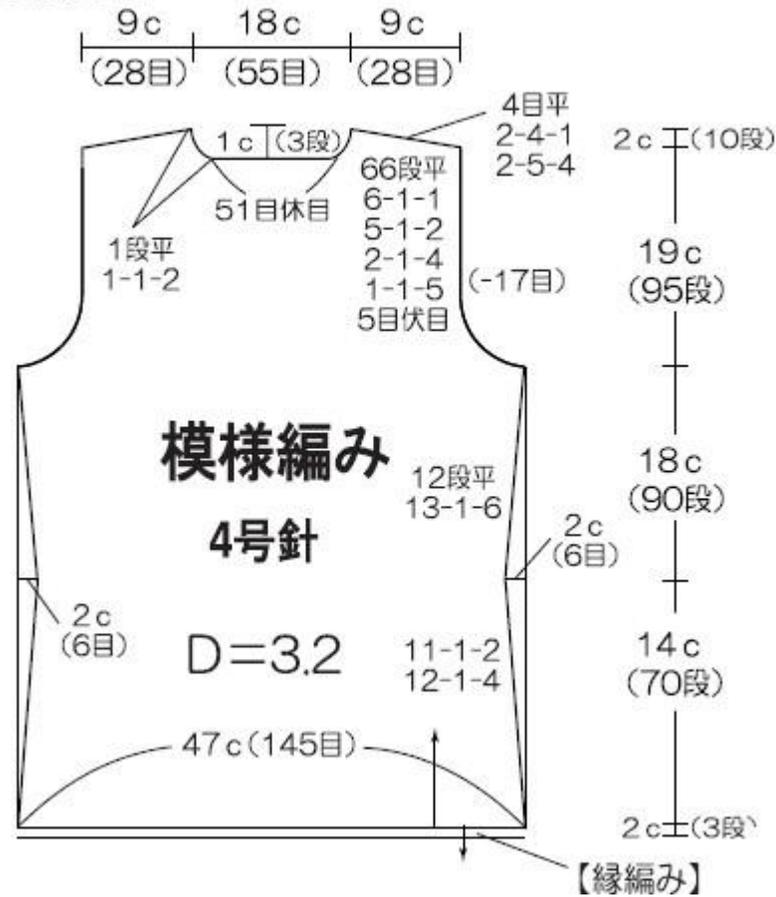
Once you have gone through these steps once, you will get into a system to rapidly put these in garment schematics in about 5 or 10 minutes time. Save your file. Enter in your new tensions, save this new file under a different name, print out your garment notation for shaping or use the Interactive Knitting feature to knit from screen.

Use the following schematic instructions to put in a garment pattern piece.

Creating the garment Back

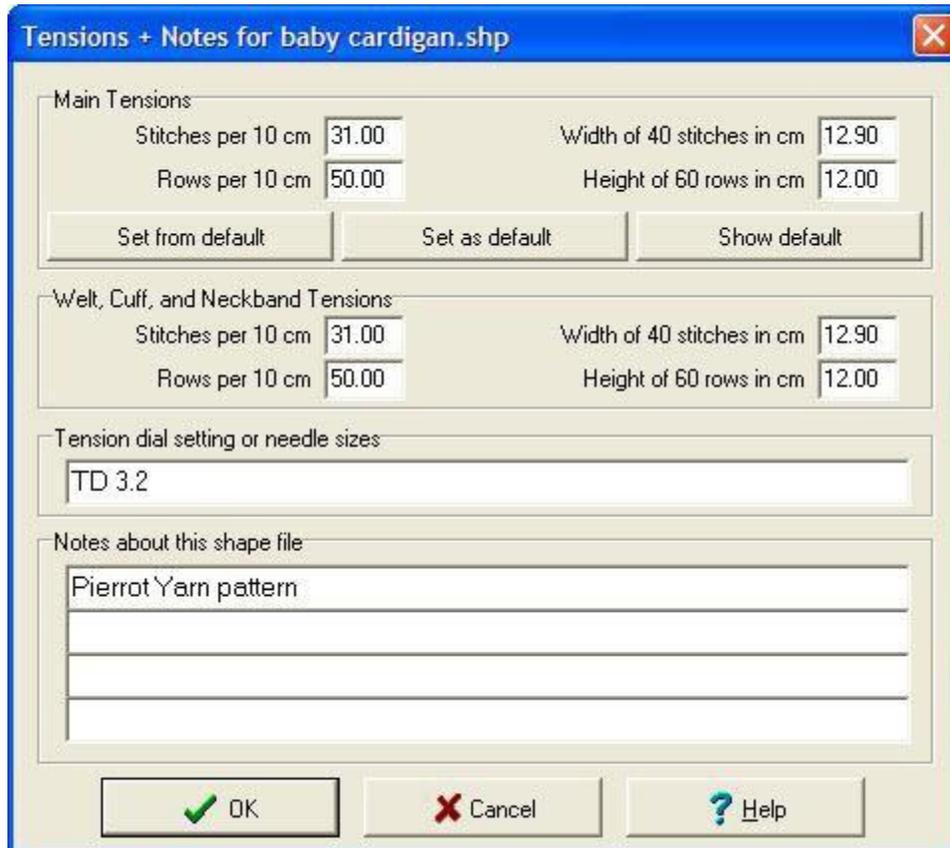
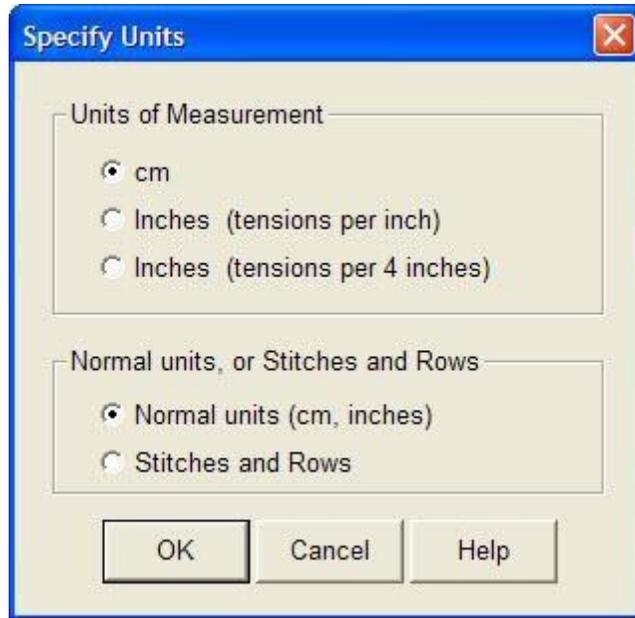
Japanese instructions are generally given in one size only, it is up to the user to re-chart the garment in a different size if needed. We can input this garment in a number of ways from these schematics. The easiest way is to use the actual measurements. We will also describe in a separate section how to input this garment by constructing precise slopes from the stitch increase/decreases given below in Japanese notation. This is similar to reading a hand knitting pattern and creating a garment pattern piece from the instructions.

●後身頃



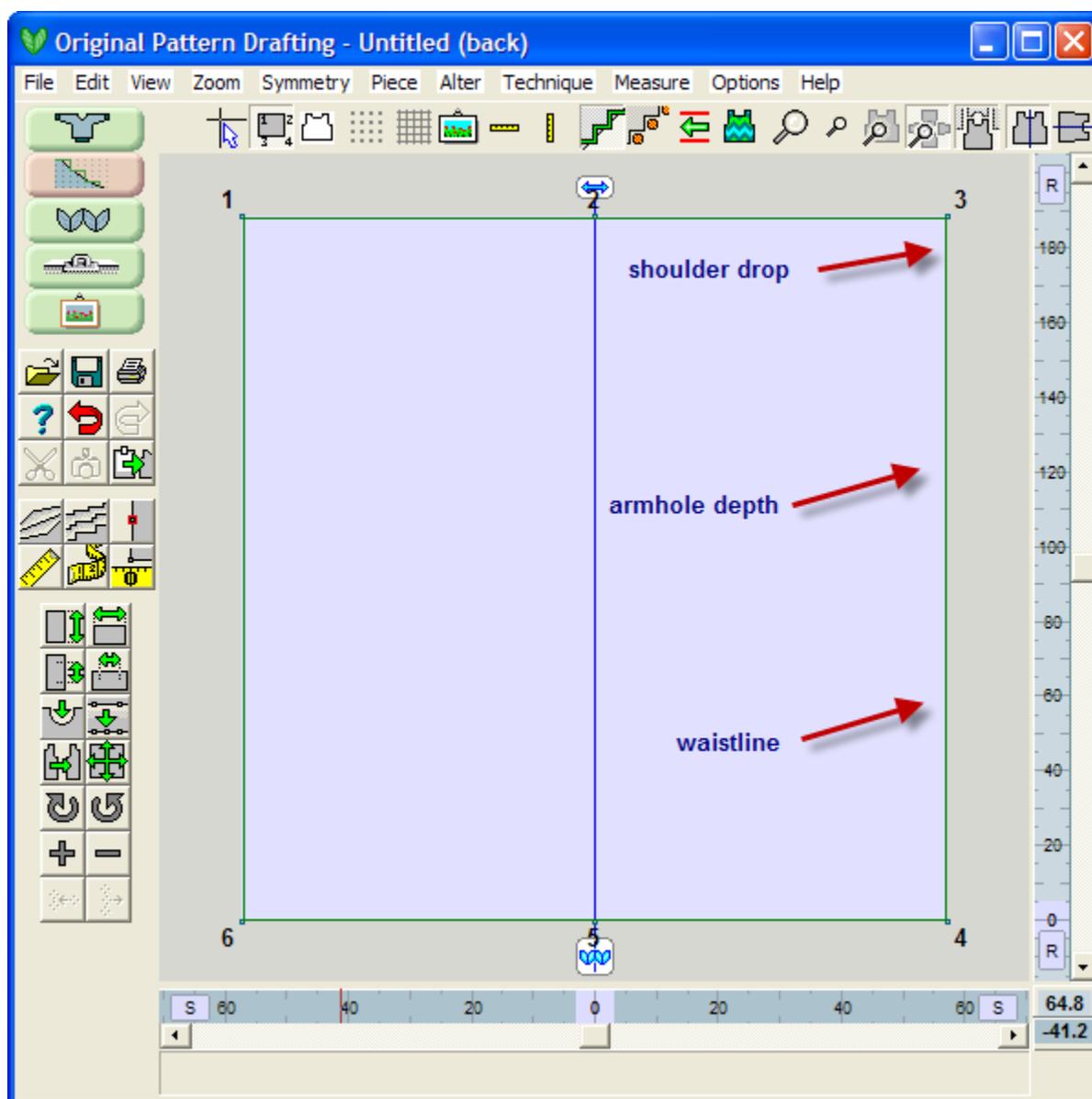
Copyright © "Pierrot Yarns" (Gosyo Co., Ltd.). Used with permission.

First, let's enter in our tensions given in the instructions. We can always change these later to match the gauge of the yarn that is being used. Select **Options / Units of Measurement** (more info on page 123) and choose CM and Normal Units. Then select (more info on page 126) and enter in 31 stitches per 10 cm and 50 rows per 10 cm (note on the Japanese schematic that cm values are listed as simply 'c'). Note that the program is set to enter this in as a standard tension swatch in this case. The big D=3.2 is for the tension dial setting for the recommended yarn knit on a 4.5 mm gauge knitting machine, and the 4 plus Japanese text roughly translates to number 4 hand knitting metal needles. We will need to re-chart this to a new gauge for our own yarn when we are done.



Enter in Fit to Width and Height for the Back

To the right of the schematic, we can add up the different segments of the garment which combined gives us 55 cm. We can also see that the width is 47 cm (145 stitches at this gauge). So to get started, let's select **Piece / Block (New Piece)** (more info on page 130). Then use the **Alter / Fit to Length or Width** (more info on page 46) to set them at 55 cm in height and 47 cm wide. Now to plan for the garment shaping that we will need to create the garment back.

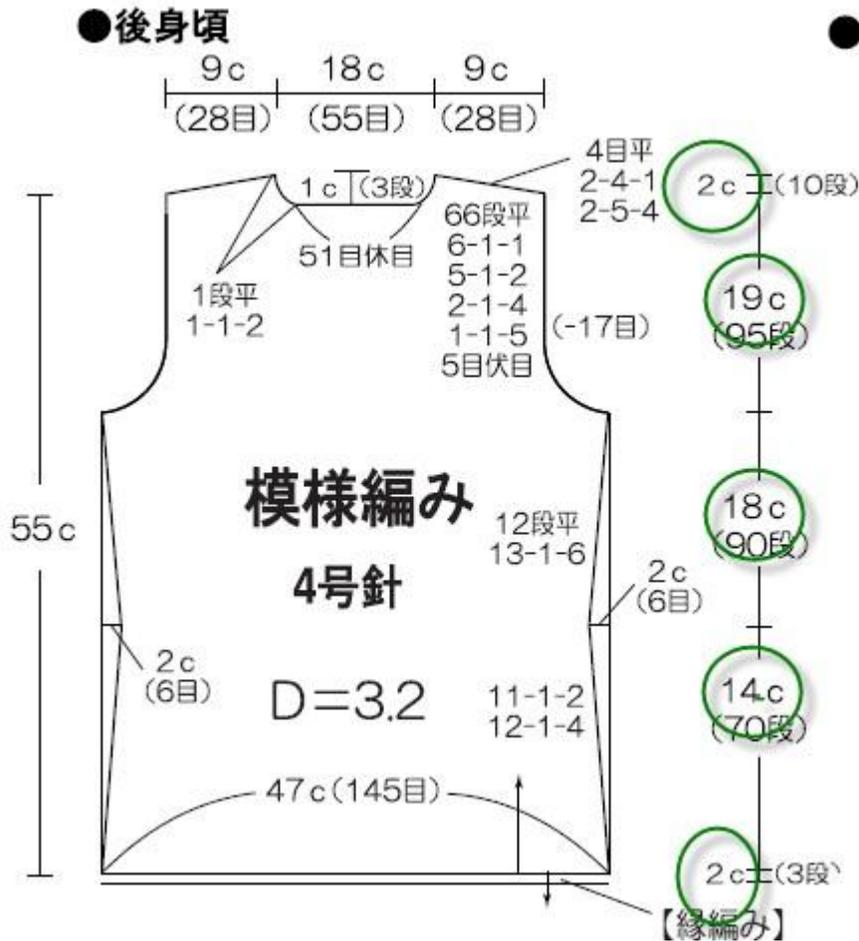


Enter in the side measurements

Looking at the schematic below, we can see that there is a 2 cm hem. Our garment bottom starts at the first row of this hem for the garment knitting. We will be making changes to the right side. We will use a combination of deliberately placing the Origin in a strategic place to make putting in additional points easier.

Entering in the Side Measurements using the Add Point Tool

First, turn the point numbering on, then change the **Measure / Origin** (more info on page 55) point to Point 4 in the bottom right of the garment piece. We can very easily use the **Add or Delete New Points** (more info on page 10) icon tool to add in a point 2 cm up from the bottom of the garment edge - this is where the hem shaping occurs, then add another point for an additional 14 cm up to reach the bottom of the waistline, and a third point 19 more cm up for the armhole edge drop, and finally 2 cm up for the shoulder drop. Using the Big Cursor will help making these precise changes.



Entering in the Side Measurements using the Table of Coordinates

A second way to accomplish this extremely quickly is by using the Table of Coordinates (**Piece / Table** (more info on page 138)). **First** click on the Origin tool and click on point 4 at the bottom right of the garment piece) to make it the Origin. The side and bottom rulers should change to reflect this new origin. Next select Piece / Table to bring up the coordinates table. First, notice that point 4 has the coordinates 0,0. This confirms that this is the Point of Origin.

We need to make space to put in the measurements given on the side of the garment. Put your cursor in the X value for point 4, and click the "+" sign 4 times to add in space for the additional measurements. Each of these have the X axis (horizontally left to right) all as Zero as they run up the side of the garment in line with Point 4. With the addition of these spaces for new points, our current point 4 is now renumbered to point 8. Put in 0.0 for the X values for these four new points.

The Y values indicate the measurement positions. Point 7 will have a Y value of 2 cm - the height of the hem. Next going up the garment edge is the waistline measurement which is an additional 14 cm higher (2 cm for hem plus 14 more cm for the waistline equals 16 cm up from point 4), so let's put the Y value for point 6 as 16.0 cm. Continuing up, we see that the armhole edge is an additional 18 cm up (18 cm plus the 16 cm for the hem and waistband equals 34 cm), so let's put in 34 cm for point 5. The next point is for the drop of the shoulder and is 19 cm higher still (2 cm plus 14 cm plus 18 cm plus this 19 cm equals 53 cm), so enter in 53 cm for point 4. All "X" values are still "0". Select OK to finish these changes.

Edit Coordinates ✕

⏪ ⏩ + -

1 Go to

	X	Y
1	-47.0	55.0
2	-23.5	55.0
3	0.0	55.0
4	0.0	0.0
5	-23.5	0.0
6	-47.0	0.0
7		
8		
9		
10		

Copy Paste

OK Cancel Help



Edit Coordinates ✕

⏪ ⏩ + -

1 Go to

	X	Y
1	-47.0	55.0
2	-23.5	55.0
3	0.0	55.0
4		
5		
6		
7		
8	0.0	0.0
9	-23.5	0.0
10	-47.0	0.0

Copy Paste

OK Cancel Help

Edit Coordinates ✕

⏪ ⏩ + -

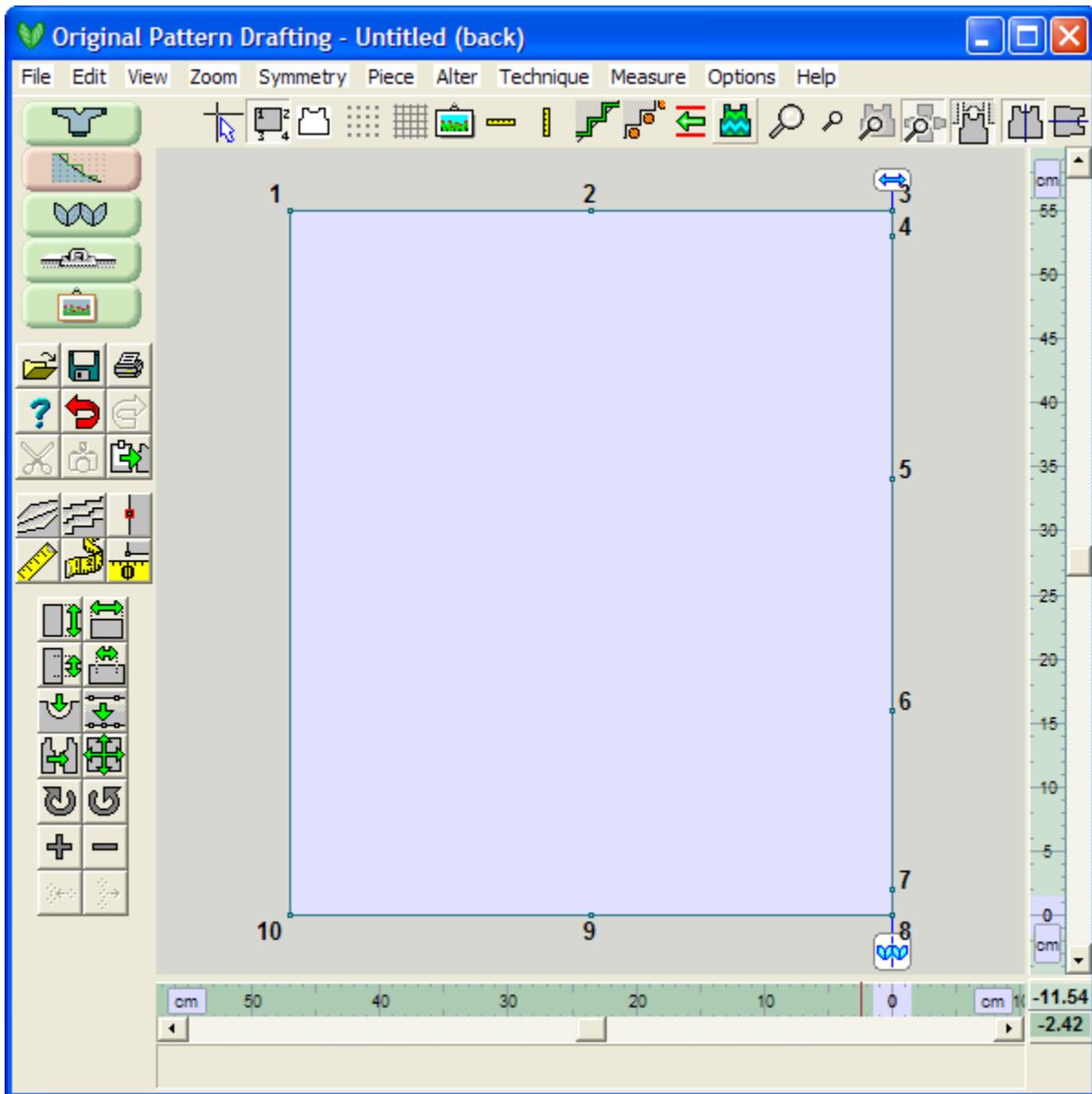
1 Go to

	X	Y
1	-47.0	55.0
2	-23.5	55.0
3	0.0	55.0
4	0.0	53.0
5	0.0	34.0
6	0.0	16.0
7	0.0	2.0
8	0.0	0.0
9	-23.5	0.0
10	-47.0	0.0

Copy Paste

OK Cancel Help

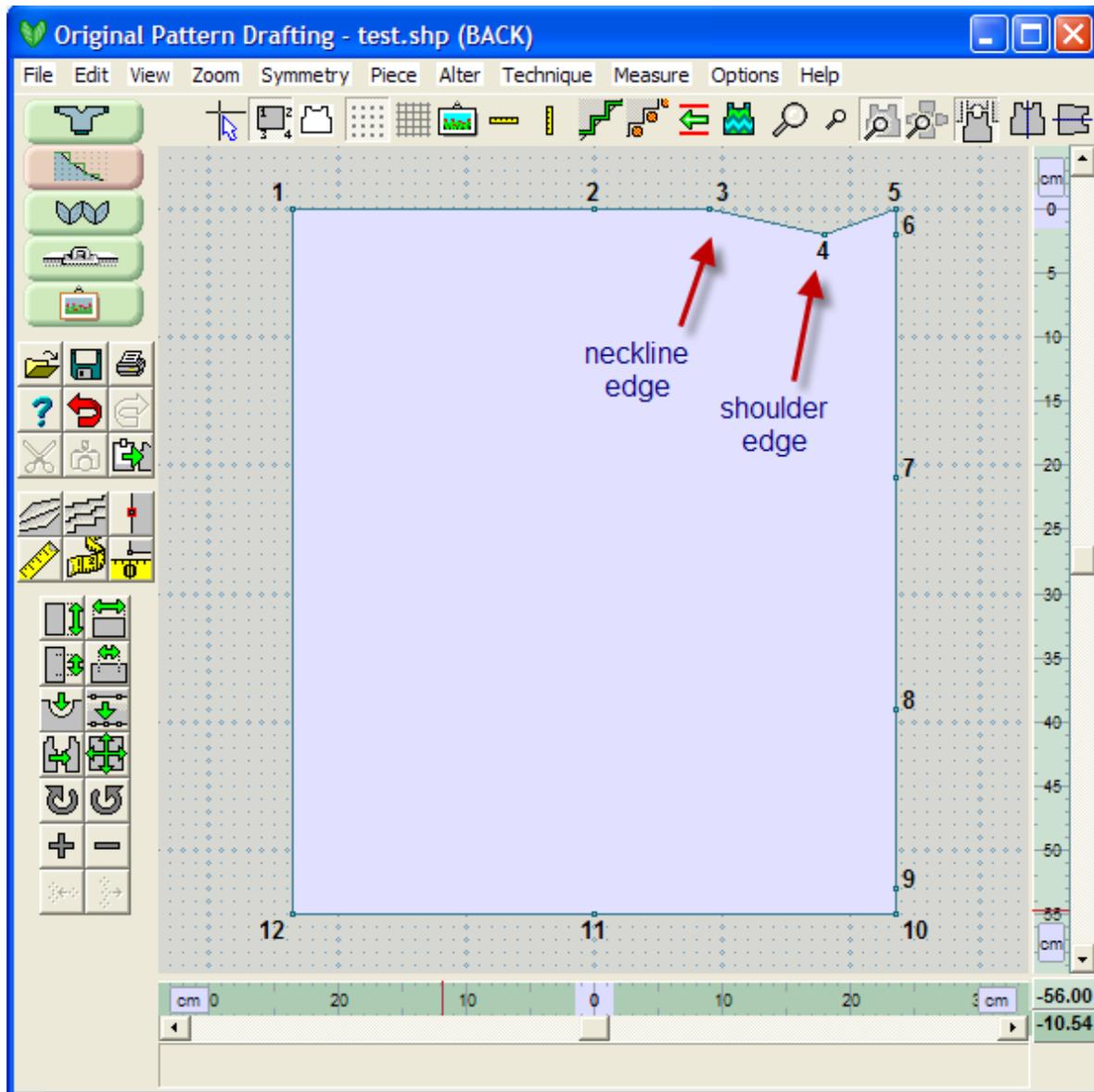


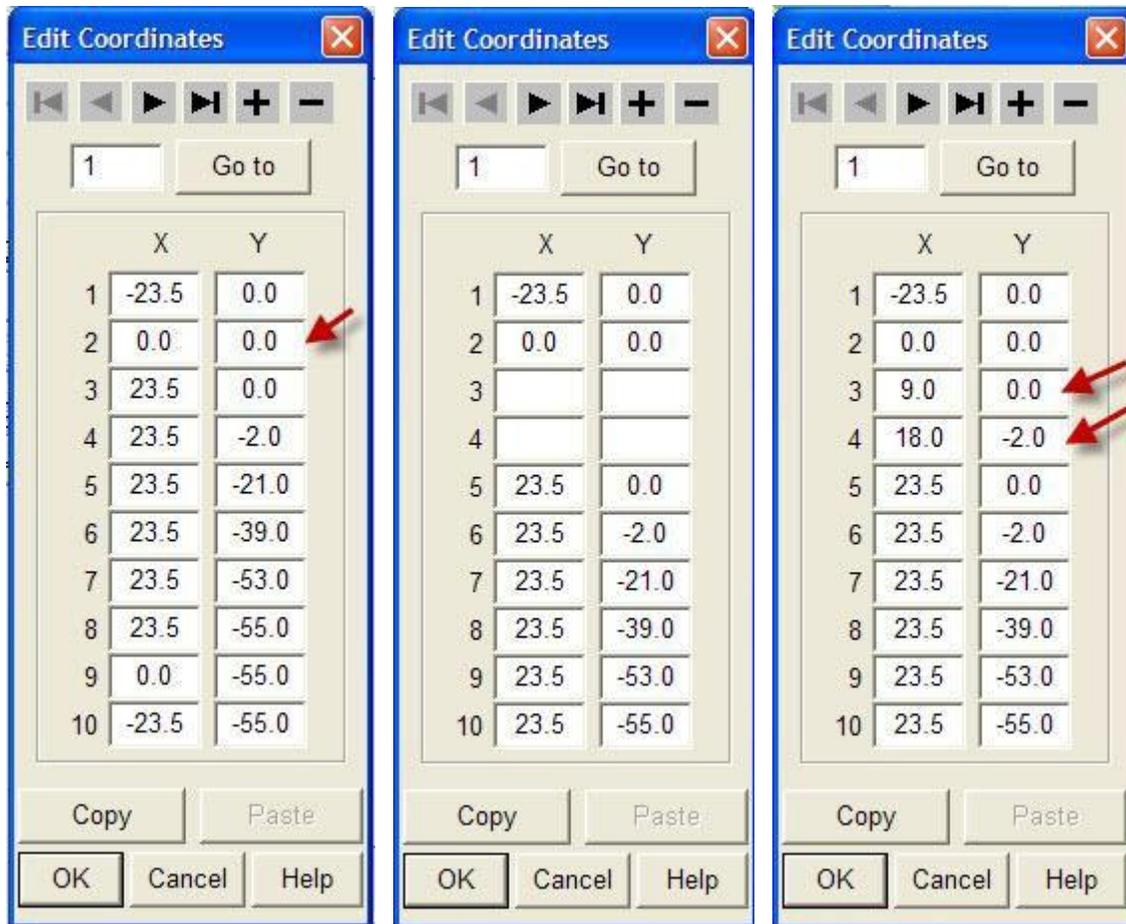


Entering in the Measurements for the Neckline and Shoulder

Using the same strategy, we can use the two choices for adding in points across the top for the neckline and the set in armhole - using the Big Cursor and the Add Point tool, or using the Table of Coordinates.

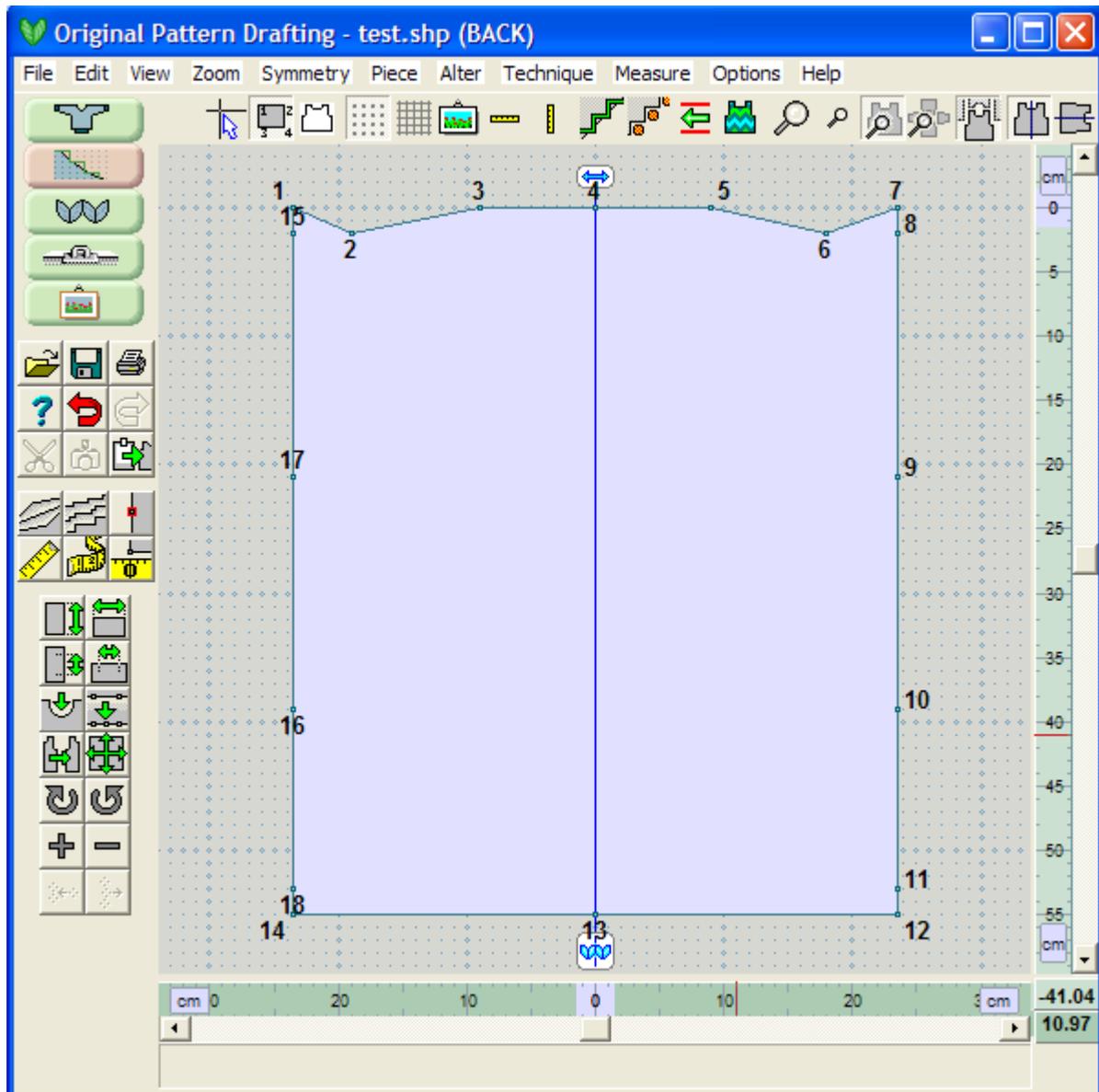
Let's use the Table of Coordinates again. We want to first change the Point of Origin to point 2 to make it easy to enter in the numbers. You should see the bottom and side rulers change to reflect this. Select Piece / Table. Our neckline is 18 cm, half on each side of point 2. We only need to enter in one side as we can use the Vertical Mirror to create the other half of the measurements. This time the Y axis should all be 0.0 as we aren't changing the vertical dimensions, rather we are adding points horizontally across the top edge of the cardigan. We will add points between points 2 and 3, so that all changes are on the right half of the garment. This time, put your cursor in the X coordinate of point 3 and press the '+' button to add in a point between the two points. Do this once more so we have two blank points to fill in. Point 3 will be half the width of the neckline equal to 9 cm each side, so enter in 9.0 for the X value, and 0.0 for the Y value. Next is an additional 9 cm to the right to the edge of the shoulder drop, so this time enter in the 18.0 for the X value but then -2.0 cm as our schematic indicates that the shoulder drops 2 cm.





Using the Vertical Mirror to Match the Other Side

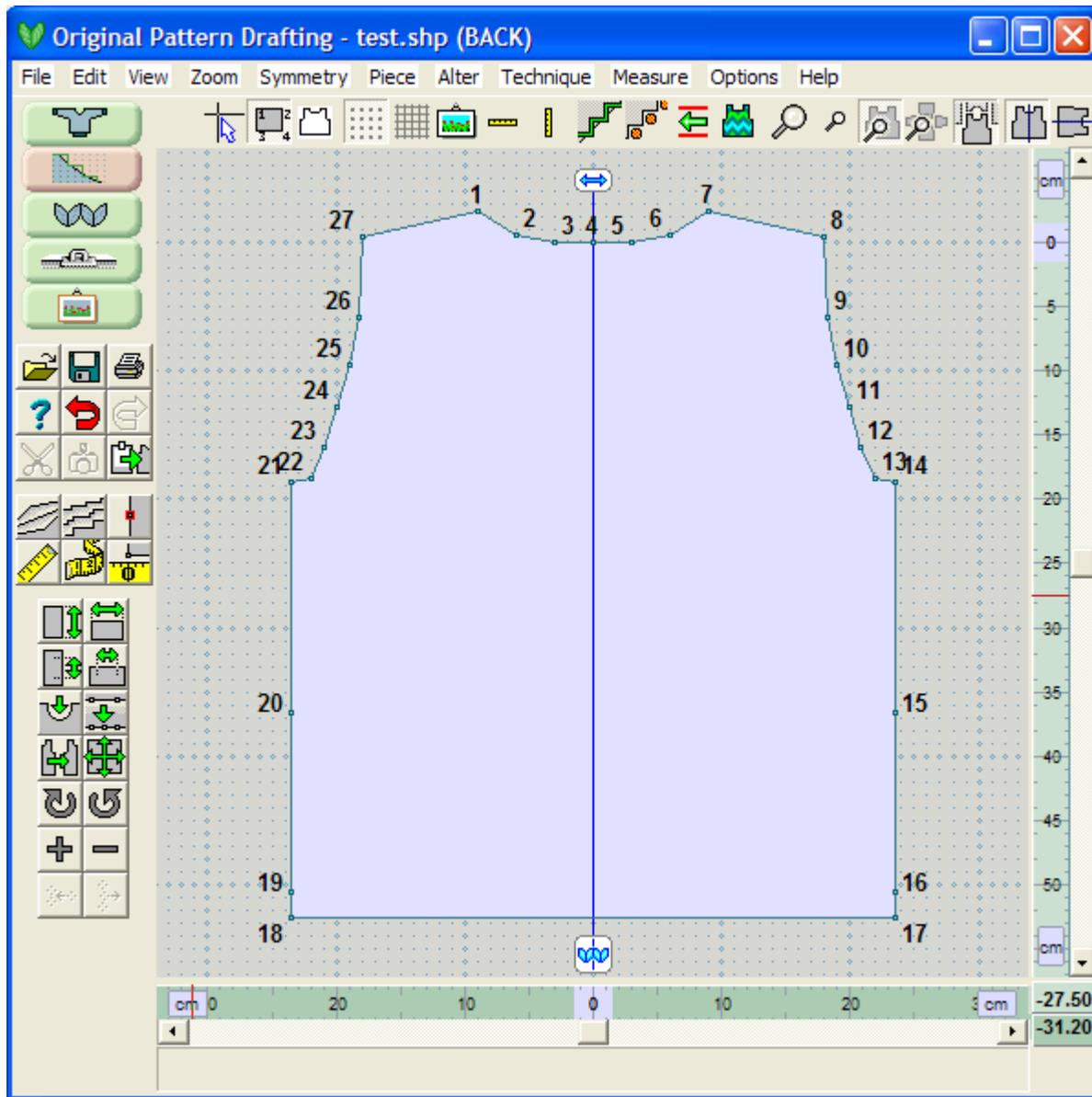
We can turn on the **Mirror Vertical** (more info on page 81) (Note if it is already on, turn it off and then back on). DesignaKnit will ask you if you want to reflect the points on the left to the right - NO we do not want to do this, so answer No. Then it asks if you want to mirror it vertically from Right to Left - this is what we want so say Yes.



Adding in the Curves for the Neckline and Set In Sleeve

Looking at the garment, we do not need points 7,8 and 1,18 as the shoulder ends in from these points. Similarly we do not need point 4 as it is in the middle of the neckline. To remove these points, select the **Add or Delete New Points** (more info on page 10) tool, then use your cursor to click on each point that you want to delete in succession. If you have the Vertical Mirror on as shown above, deleting point 1 will also remove the corresponding point 7 on the right side. This also works with points 15 and 8. Use the Delete Point to remove point 4 in the middle of the neckline. Turn the Delete Points icon tool off by clicking on it again to finish deleting points.

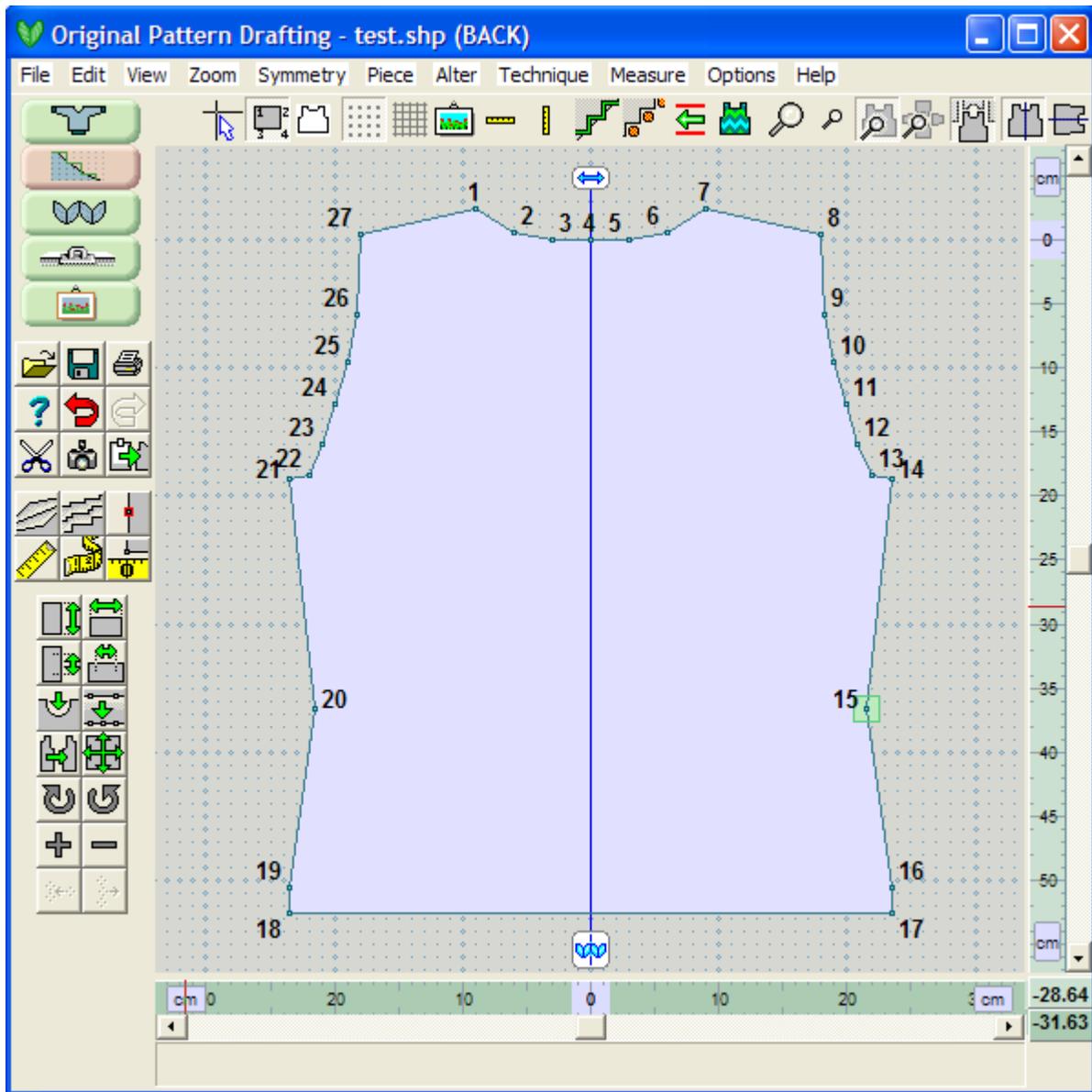
Next we want to insert a neckline using **Curve** (more info on page 13) (jump here for detailed directions for this garment piece step by step). We need a symmetrical curve for the neckline, and asymmetrical curve for the set in sleeve.



Creating a fitted waistline

Select point 20 as the Point of Origin. We want to tuck this waist in by 2 cm according to our schematic. Again, we can use the Point Table of Coordinates to change this point to 0.0, 2.0 moving the Y value horizontally to the right to tuck in the waist, but let's try to learn another way to do this quickly.

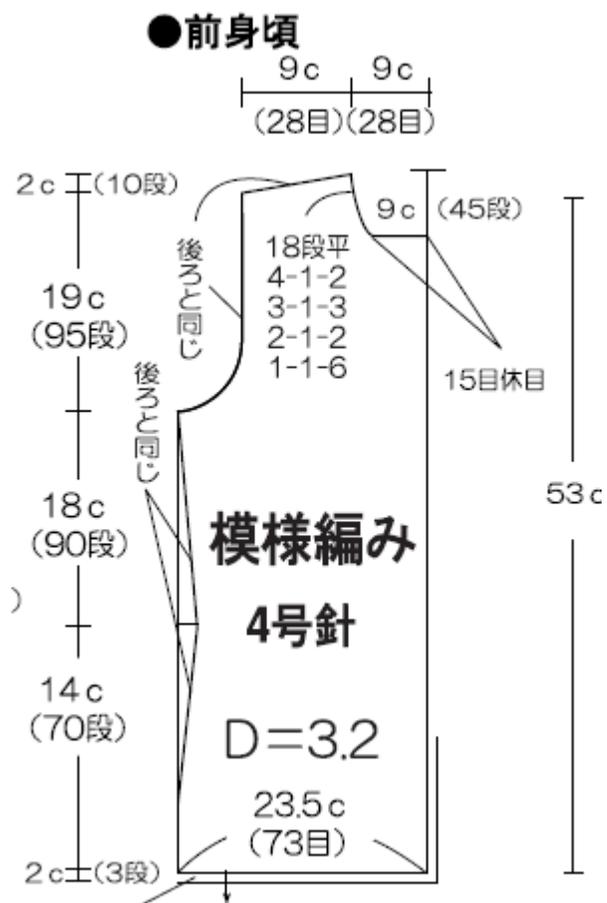
Use your left mouse button to make point 20 the active point. It doesn't make any difference in this mode if point 20 is the Origin or not. Turn the Big Cursor on and using the keyboard arrow keys, move this point in 2 cm. Because the vertical mirror is still on, it will reflect this change on the other side of the waistline as well.



Save this file. Enter in your new tensions and printout your knitting instructions or use the Interactive Knit from Screen section of DesignaKnit.

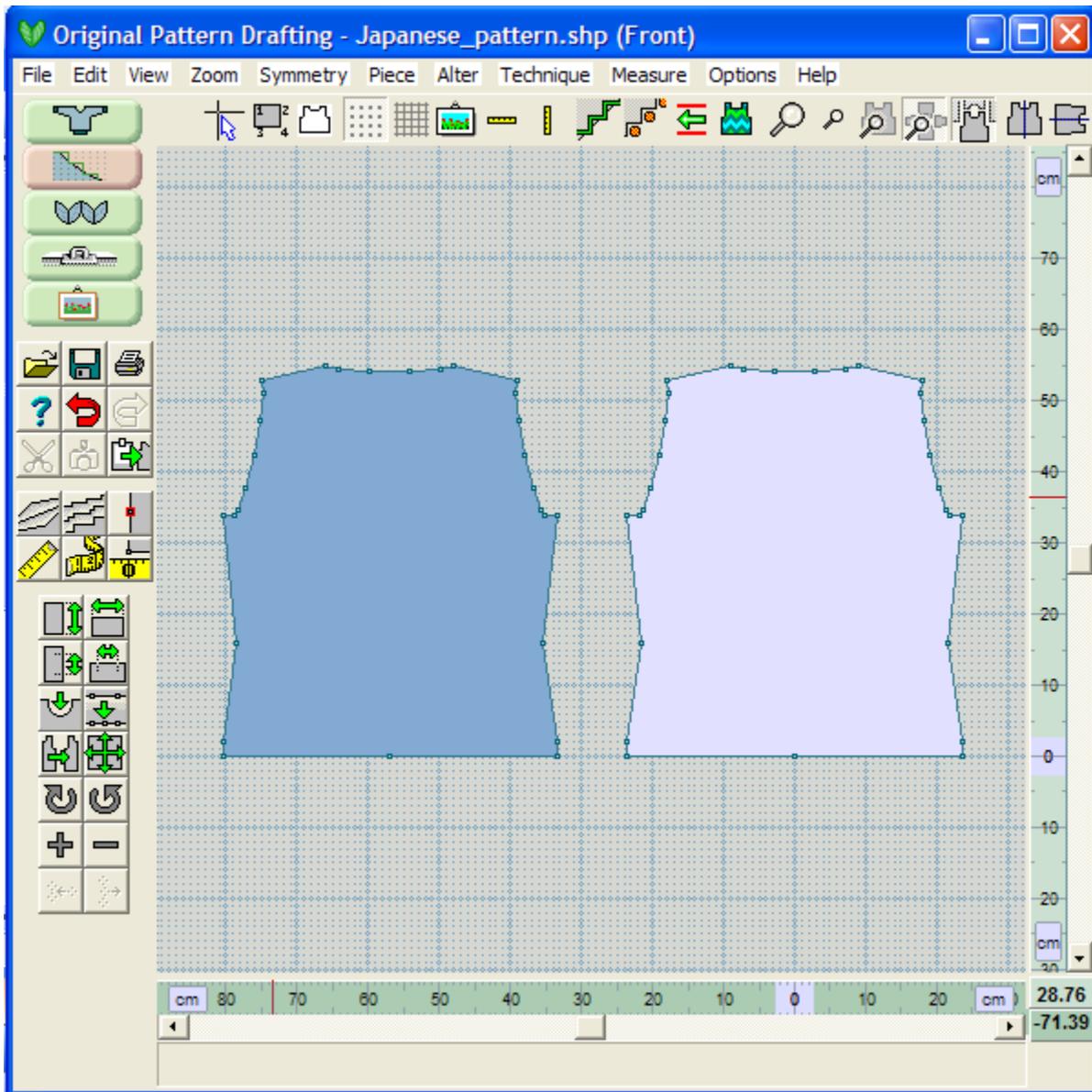
Drawing in the front Cardigan halves

Looking at the schematic diagram for the Front garment piece, we can see that it is essentially identical to the back except for the neckline depth. We can use a copy of the Back garment piece to put in this new neckline and then separate the Front into the two halves of the cardigan.

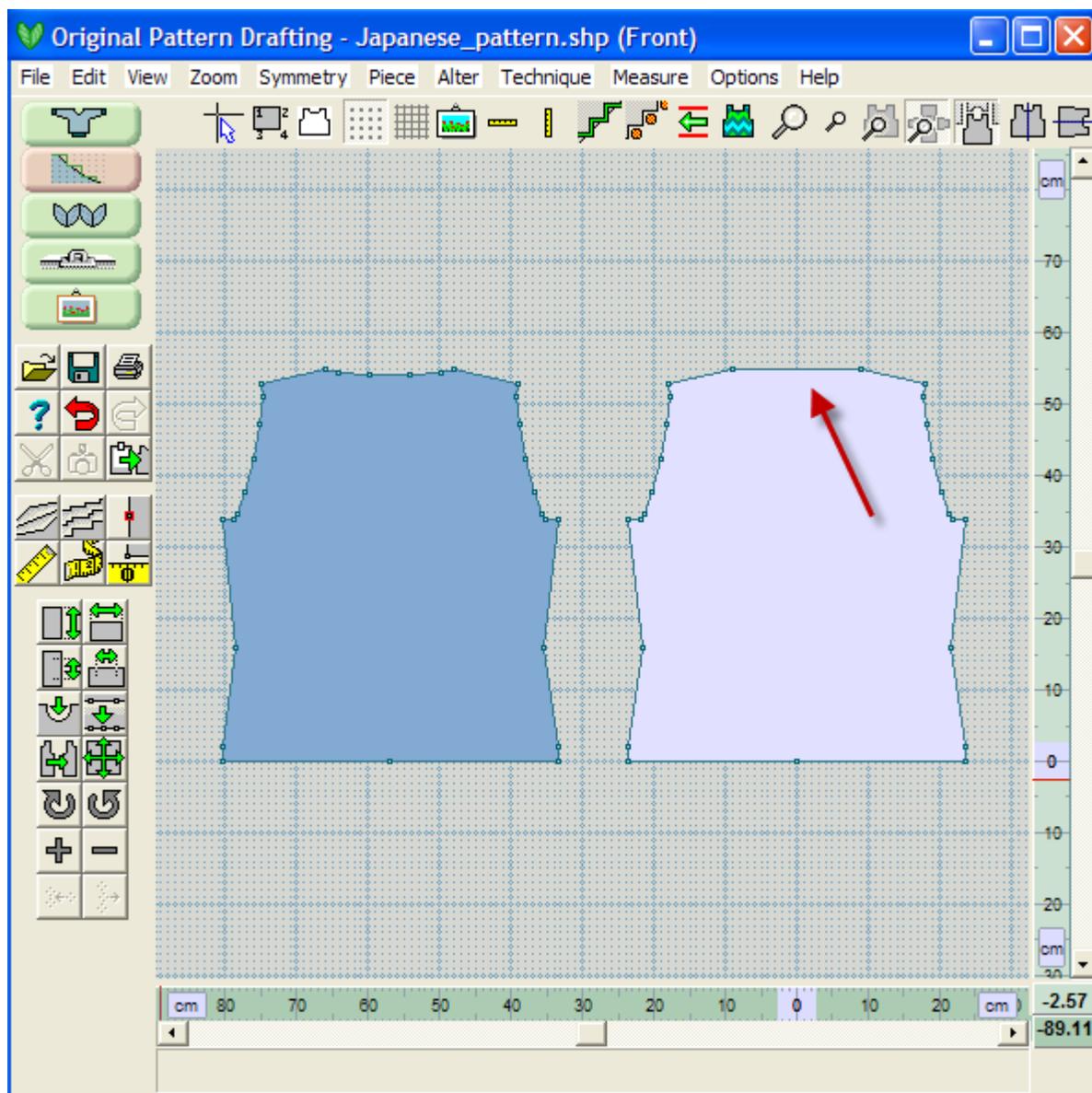


Let's Start Our Garment Front from a Copy of the Back.

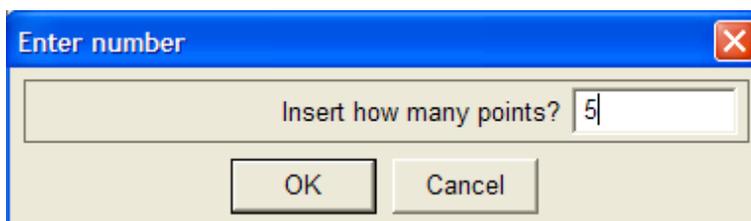
With the Back garment piece as the active piece, select **Delete** (more info on page 109), and name this new piece Front. Turn on the **Big Cursor** (more info on page 63)

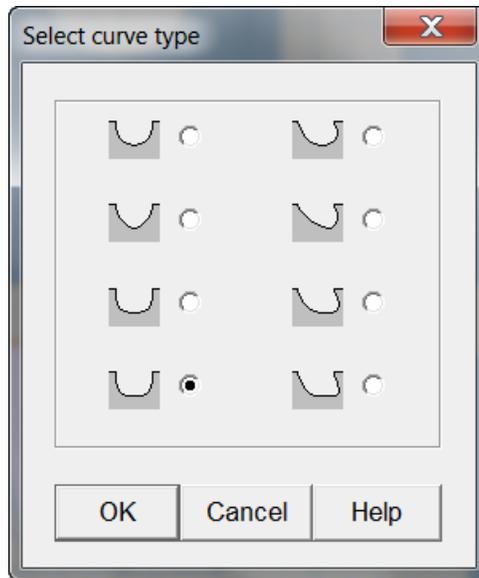


Next, delete all the points within the neckline, leaving the two edge points. We will need to make a new neckline for the Front.

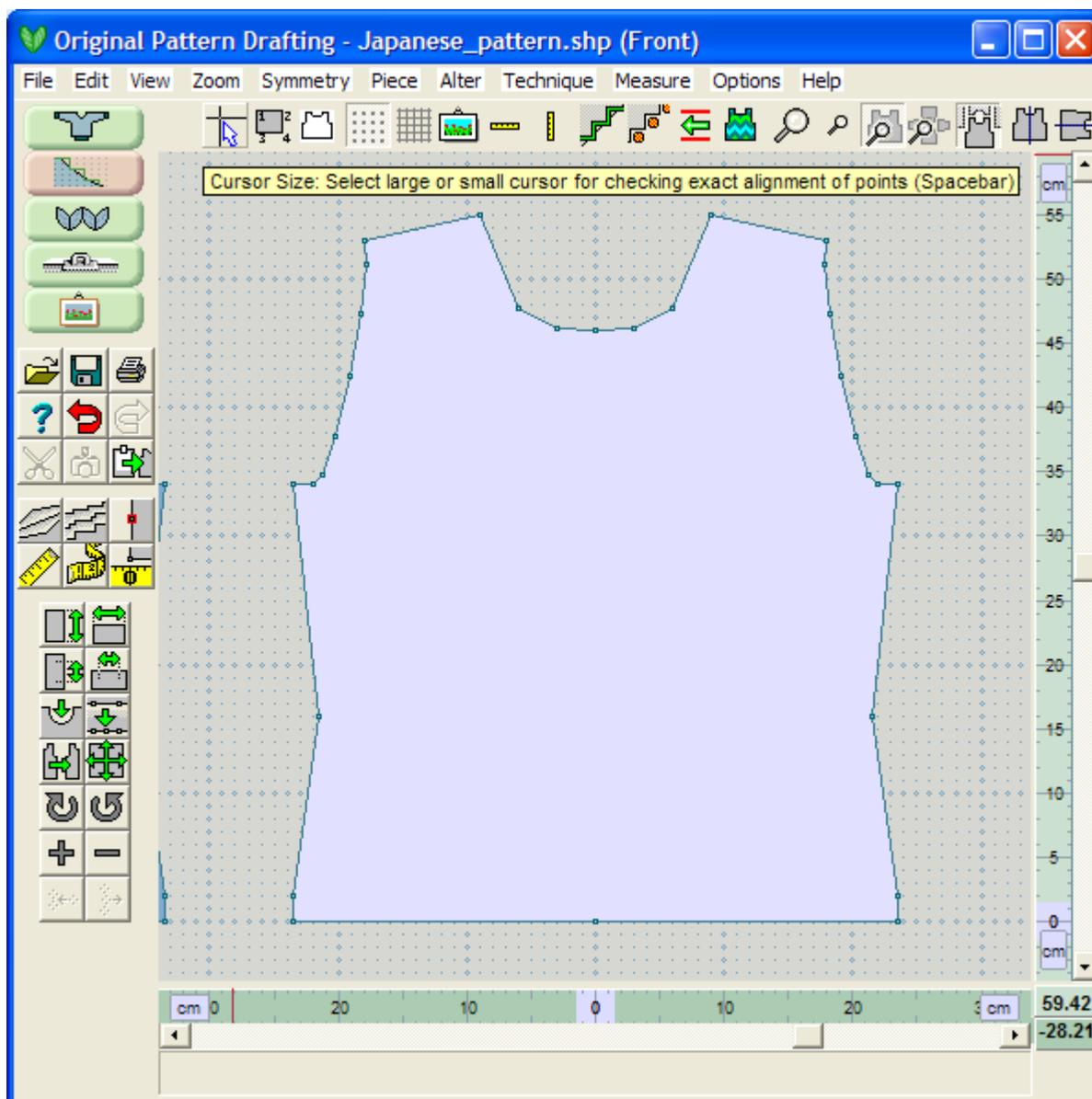


Use **Centralize Pieces** (more info on page 95) to see this garment piece larger. We can see from the diagram for the Front, that it has a very flat bottom, so select " Curve" on page 13 enter in 5 points. This will give us a point in the middle of the curve to use to separate the two halves of the cardigan. Then choose the symmetrical curve on the left with the flattest bottom.



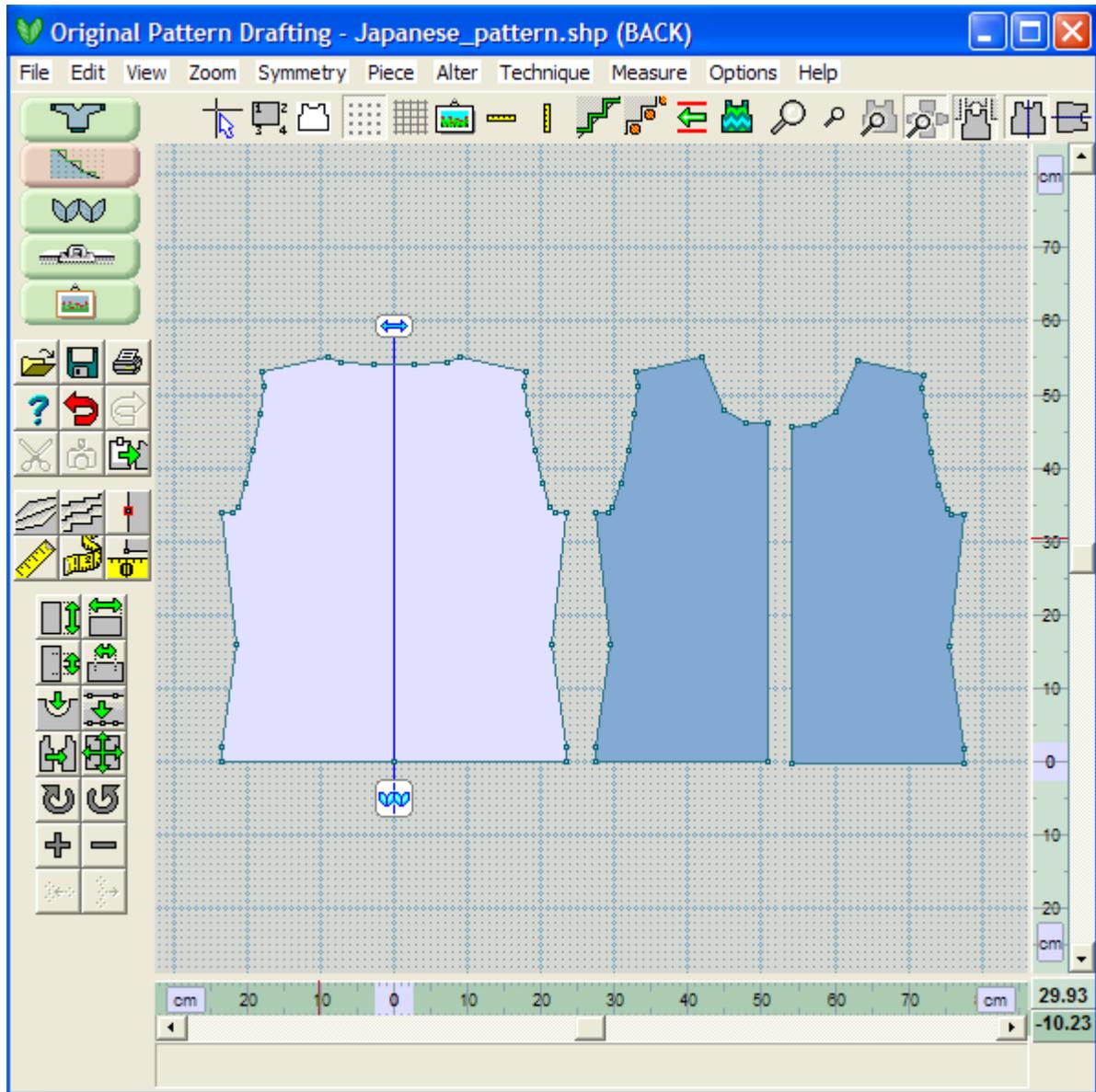
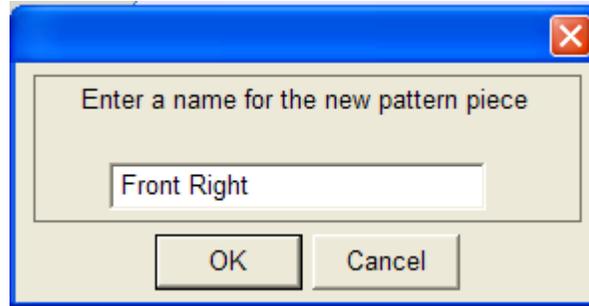


The diagram shows that the neckline depth is 9 cm. The top of our garment is 55 cm (so $55-9=46$ cm). We want to drag our cursor down until it lines up with the 46 cm depth on the right fixed ruler. Since we turned on the Big Cursor before we started, this makes it much easier to see when we are aligned with the 46 cm mark.



Separate the Two Cardigan Halves

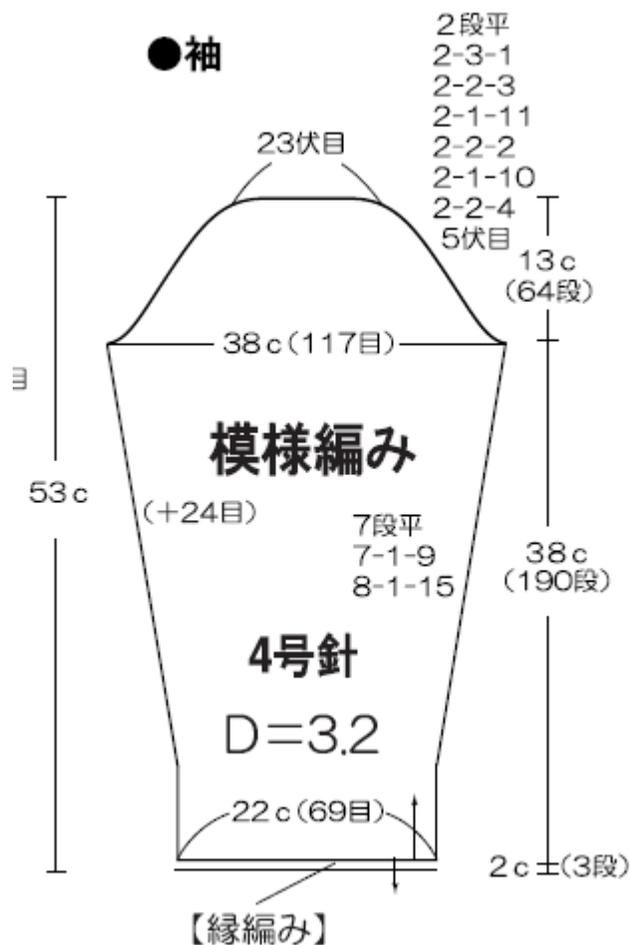
From the drop down menus, select "Piece / Separate" on page 150 and name the piece Front Right. The cursor will now turn into a precision cross. Click once on the midpoint on the bottom of the garment, and then again on the neckline midpoint. You will see a line stretching out as you pull the separate tool from the first point to the second point. Use your right mouse button to drag the active piece a little to the right to set the pieces apart on the workspace.



Use your left mouse button to select the Front Left half as the active piece, and use Piece / Rename to rename it to "Front Left".

Drawing in the Garment Sleeve

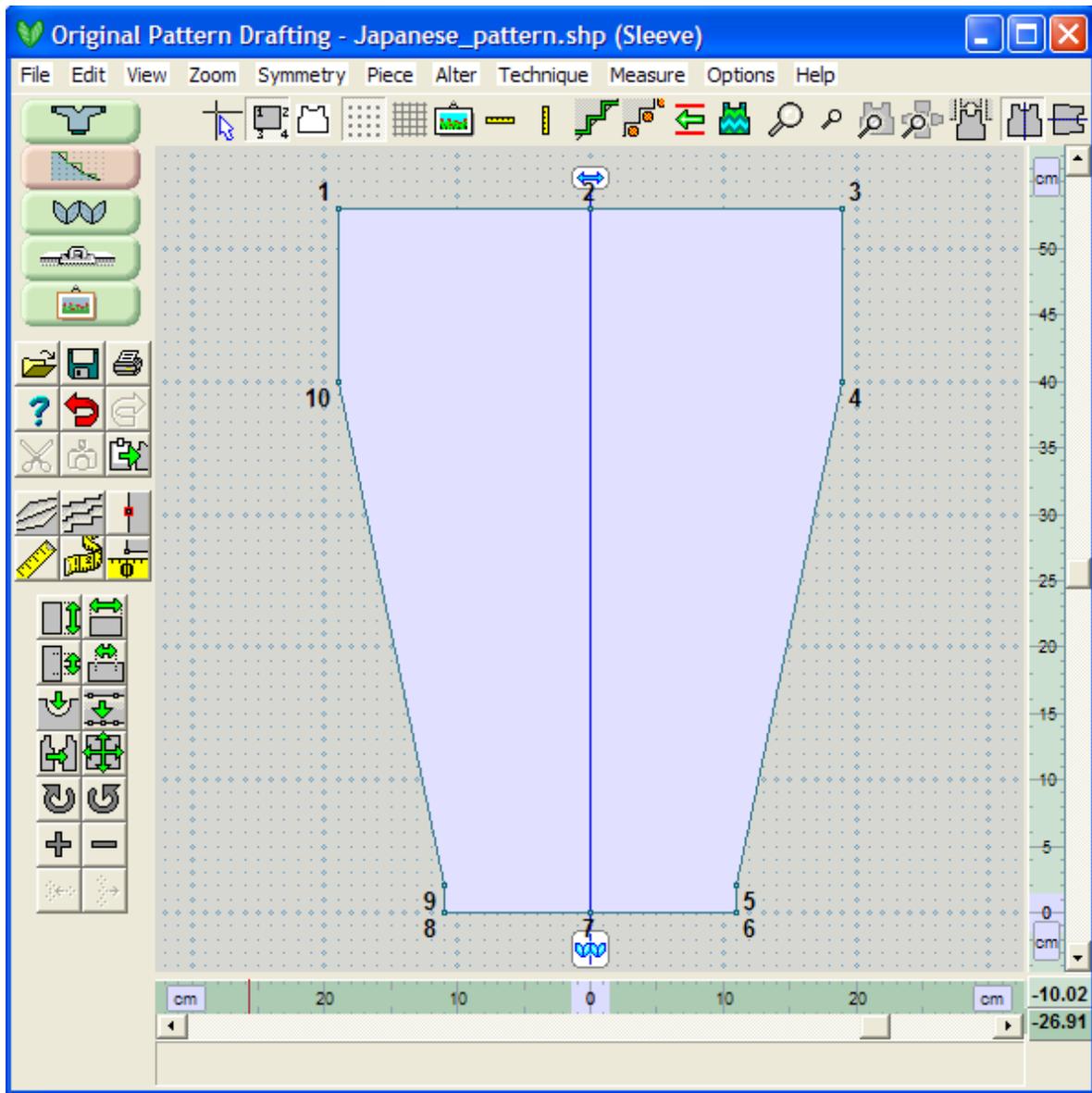
The last piece that we need to create is the Sleeve.

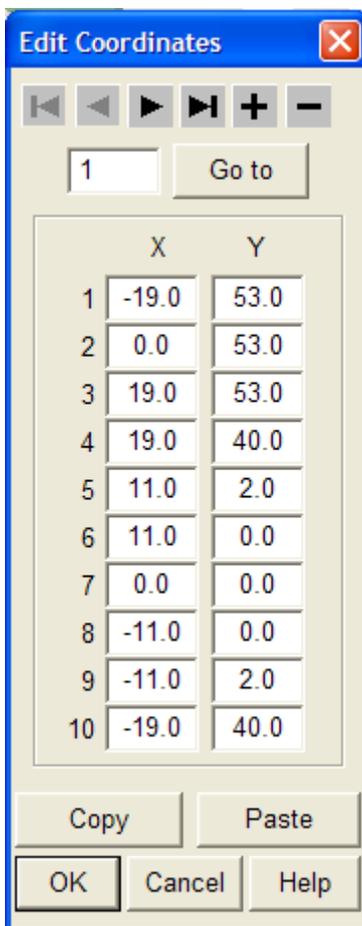


We can see from this diagram that we need to start with a new garment piece, and then use **Alter / Fit to Length or Width** (more info on page 46) to a length of 53 cm and 38 cm at the widest. We can use the Big Cursor and then **Add or Delete New Points** (more info on page 10) to place a series of points up the side of our garment piece as we did with the Back garment piece. We first change the "Measure / Origin" on page 55 to set the bottom center of the garment piece. Then use the Add Point tool to add points up the right side at 2 cm and 40 cm. Since the Vertical Mirror is on, it adds the point to both sides of the sleeve. (Note, we could have just as easily used the **Piece / Table** (more info on page 138) method instead as we did with the garment back. Open up the Table of Coordinates and check that these are set on 2 and 40 cm in height, and make any fine tune adjustments if needed).

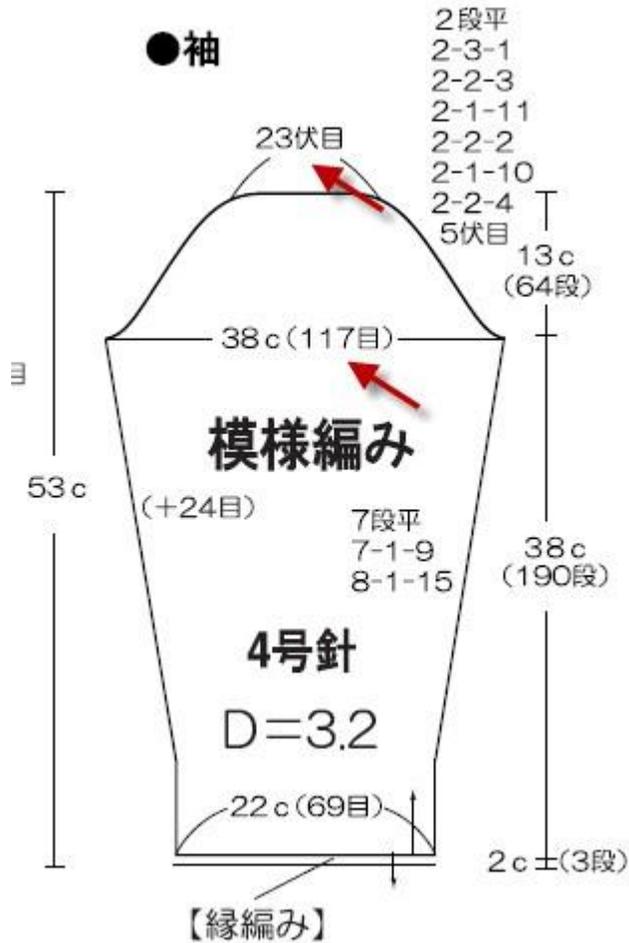
Cut in for the Wrist

According to our diagram, the width at the wrist is 22 cm. Click on the bottom right point and then drag point 6 with your left mouse button until it lines up with the 11 cm mark on the bottom ruler. This will give 11 cm each side. This goes quickly if you have the Big Cursor on. We also need to move point 5 in as well as it is part of the cuff edging. Use **Piece / Table** (more info on page 138) to bring up the table and confirm that your points are placed exactly making any fine tuning adjustments to the values if needed.





Adding in the Set In Sleeve Curves



Looking at the diagram, we see that the maximum width is 38 cm eq to 117 stitches. The instructions at the top of the sleeve head reads stitches. So we want to put a middle flat section for this 23 stitches round this to 24 stitches - 12 stitches for each side of the sleeve.

Set the Units of Measurements to Stitches and Rows. We can now use these points this rapidly using **Piece / Table** (more info on page 138)

We want to add a point after point 2, so put your cursor in the X value point 23 and click '+' to add a new point it right after point 2. Put your cursor in the point 2 X value, and add a second point this time before point 2. This gives us two new blank points for each side of the sleeve.

Enter in -12 for the X and 265 rows for the Y value for the new point. Enter in 12 for the X value and 265 rows for the Y value for the new point. Select OK to finish the process. We wanted the 265 rows to match the top of the sleeve.

Edit Coordinates ✕

Navigation: ⏪ ⏩ ⏴ ⏵ + -

1 Go to

	X	Y
1	-58.9	265.0
2		
3	0.0	265.0
4		
5	58.9	265.0
6	58.9	200.0
7	34.1	10.0
8	34.1	0.0
9	0.0	0.0
10	-34.1	0.0

Copy Paste

OK Cancel Help

Edit Coordinates ✕

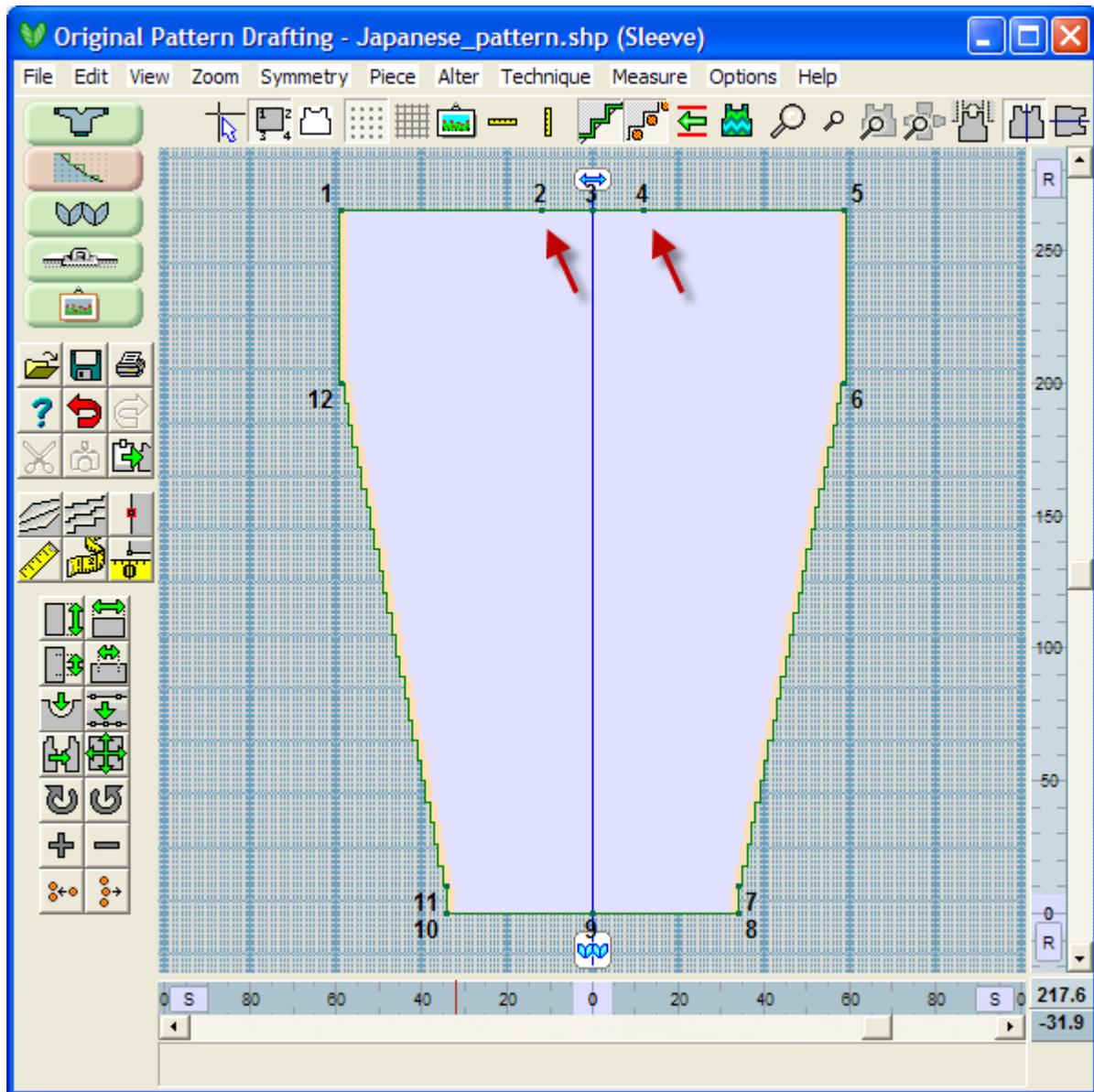
Navigation: ⏪ ⏩ ⏴ ⏵ + -

1 Go to

	X	Y
1	-58.9	265.0
2	-12.0	265.0
3	0.0	265.0
4	12.0	265.0
5	58.9	265.0
6	58.9	200.0
7	34.1	10.0
8	34.1	0.0
9	0.0	0.0
10	-34.1	0.0

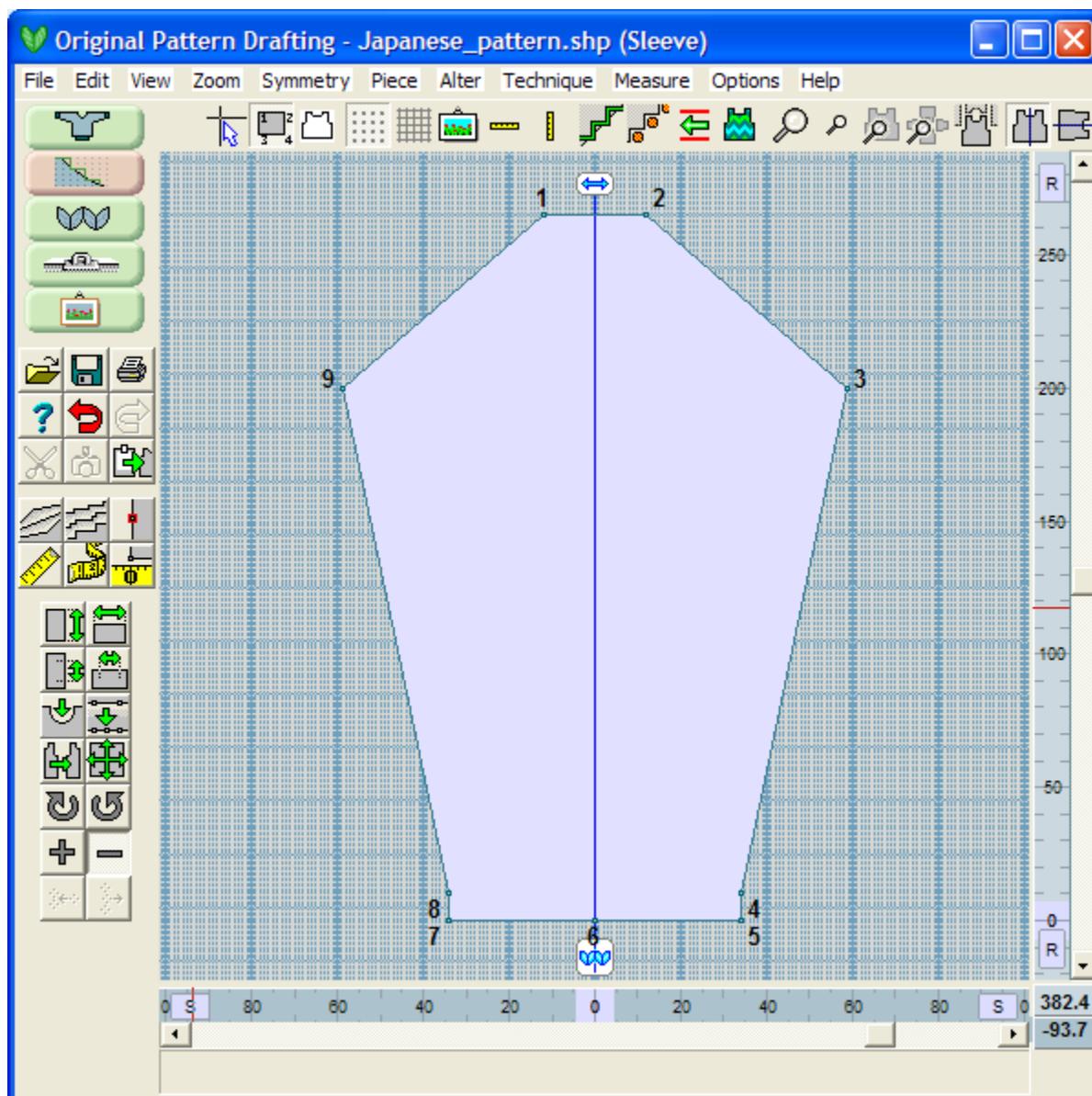
Copy Paste

OK Cancel Help

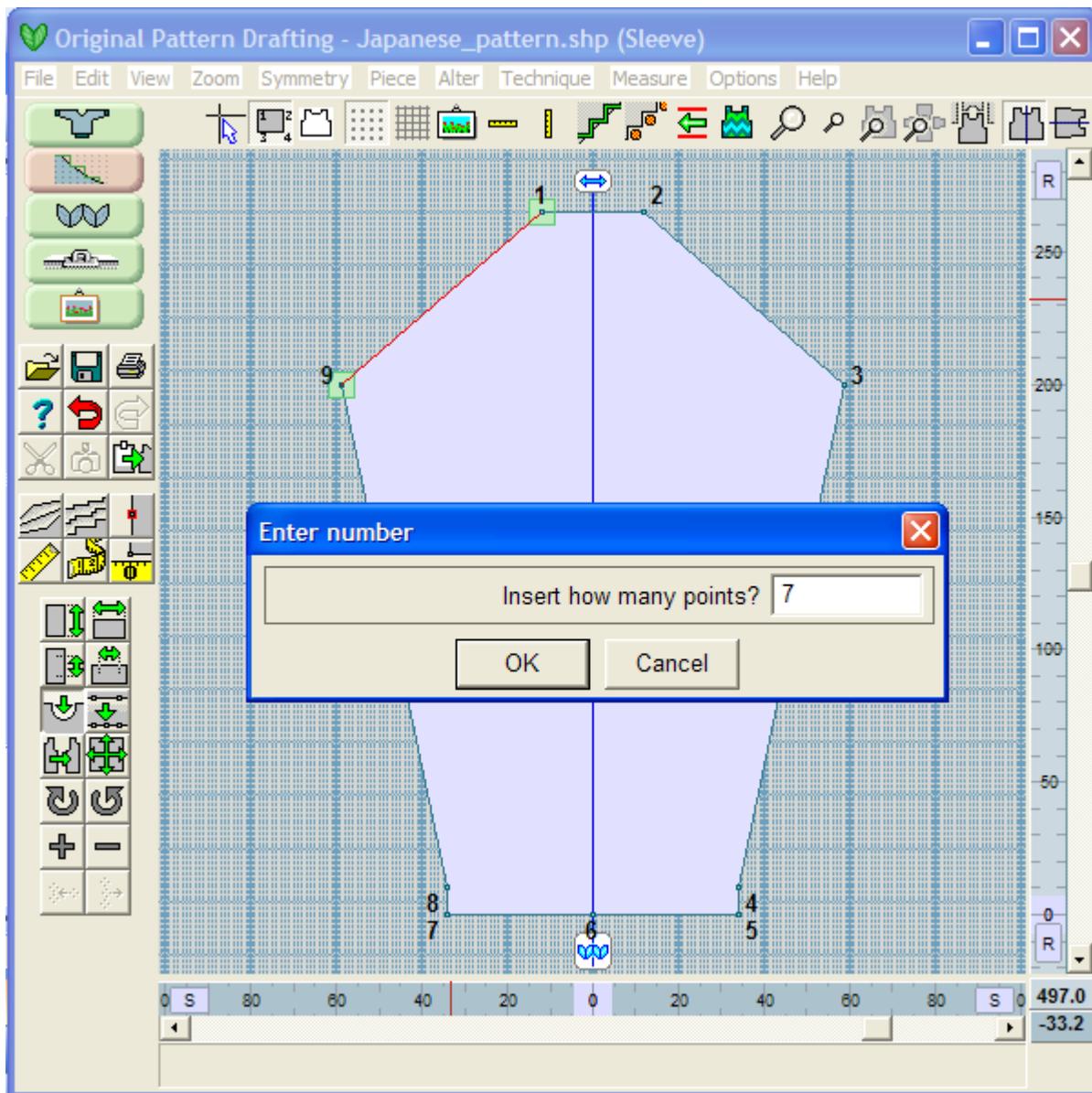


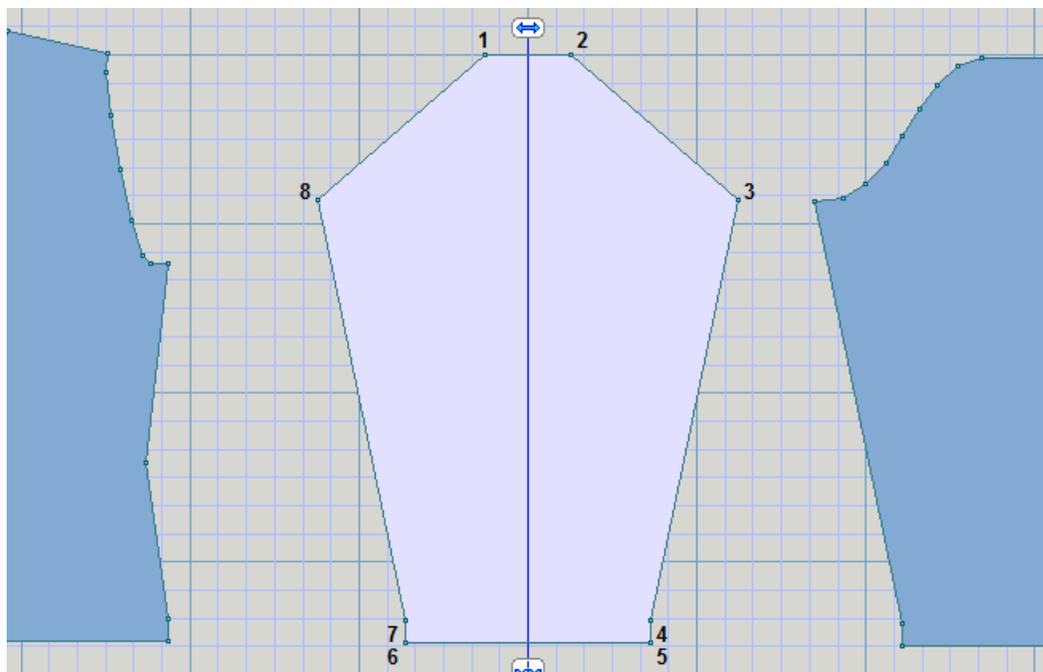
Add in the Set In Sleeve Curve

Looking at the sleeve we are building, the first thing to notice is that the Exact Stitch Layout has been turned on because we were working in the Piece / Table in Stitches and Rows. Turn this Exact Stitch Layout mode off, by clicking on this icon. We can remove point 1 and then the center point 3. This gives us a sloped section for the set in sleeve curve. Right now it is just a straight slope, but let's put in a curve.

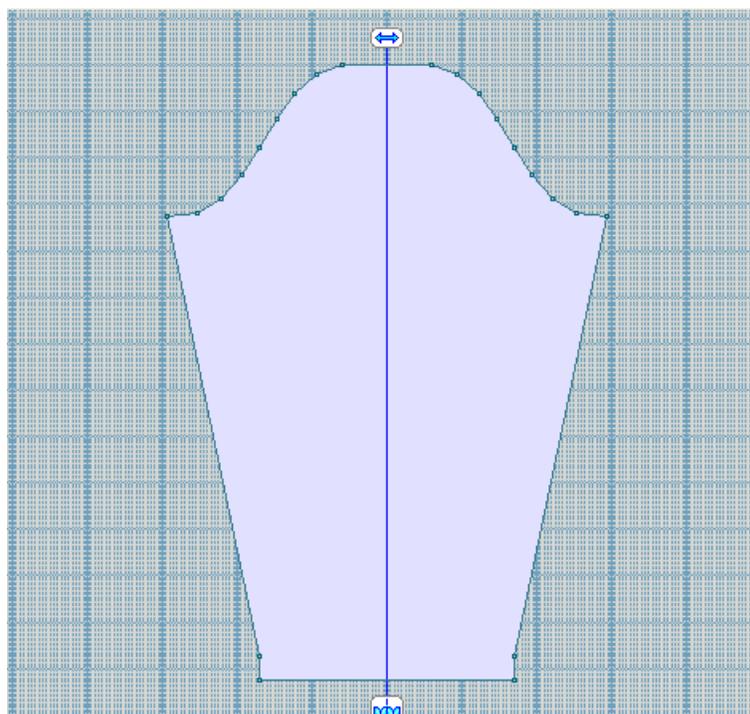


Select **Curve** (more info on page 13) and click on the line for the left half of the set in sleeve cap. Note that when we do this the two points become active points and the line between them turns red to indicate the curve position. Let's add in 7 points. This time we will choose the Asymmetric curve. This will enable us to put in a nice edge.

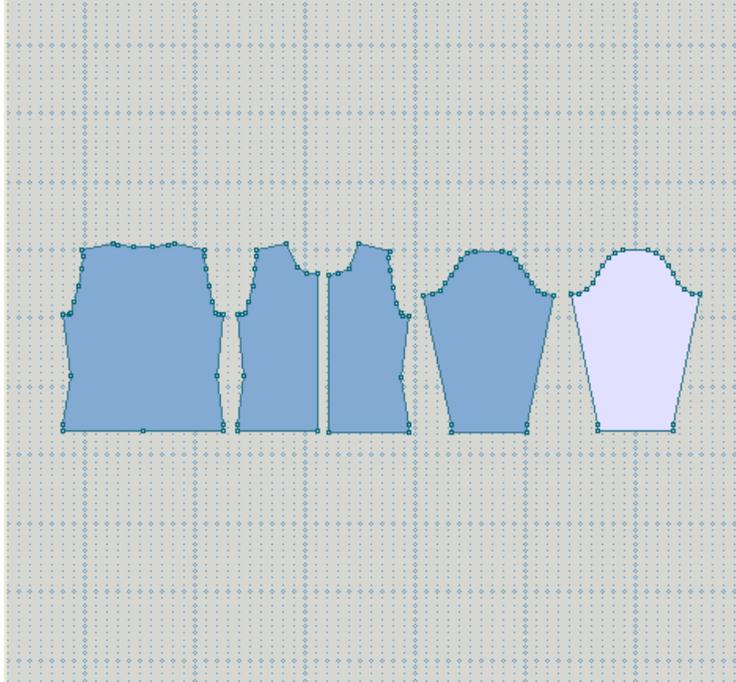




Add five to seven points on the line for the armhole shaping. Use your keyboard arrow keys to move the points into the appropriate position. Because the Vertical Mirror is on, these changes will be automatically reflected on the other side of the garment piece. Turn off the Point Numbering.



Use **Delete** (more info on page 109) to create the second sleeve.

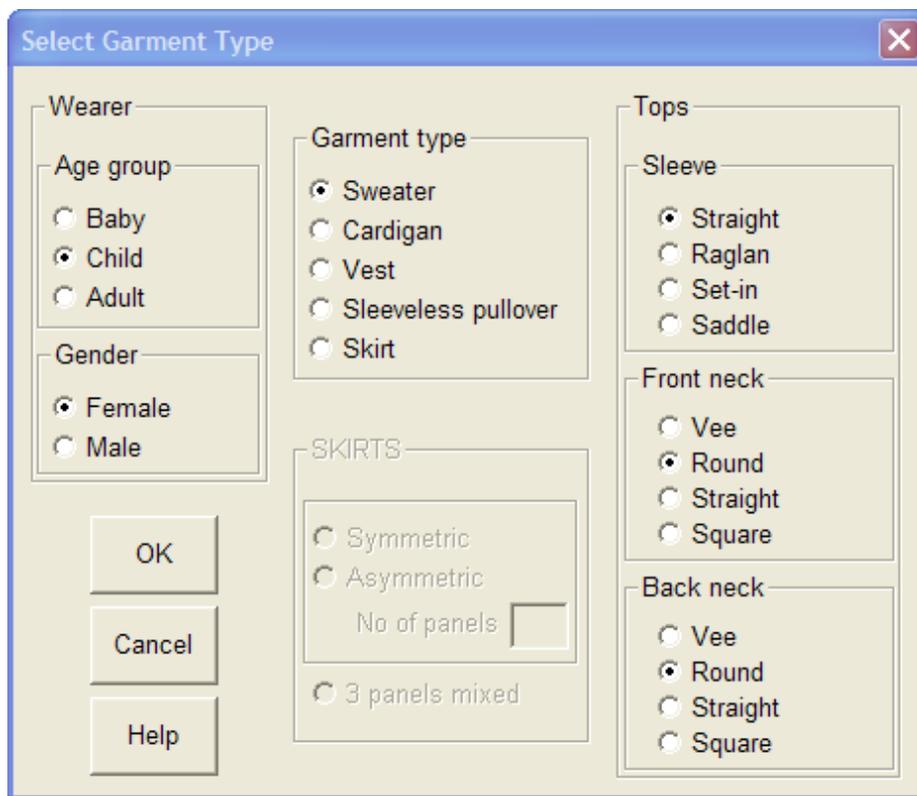


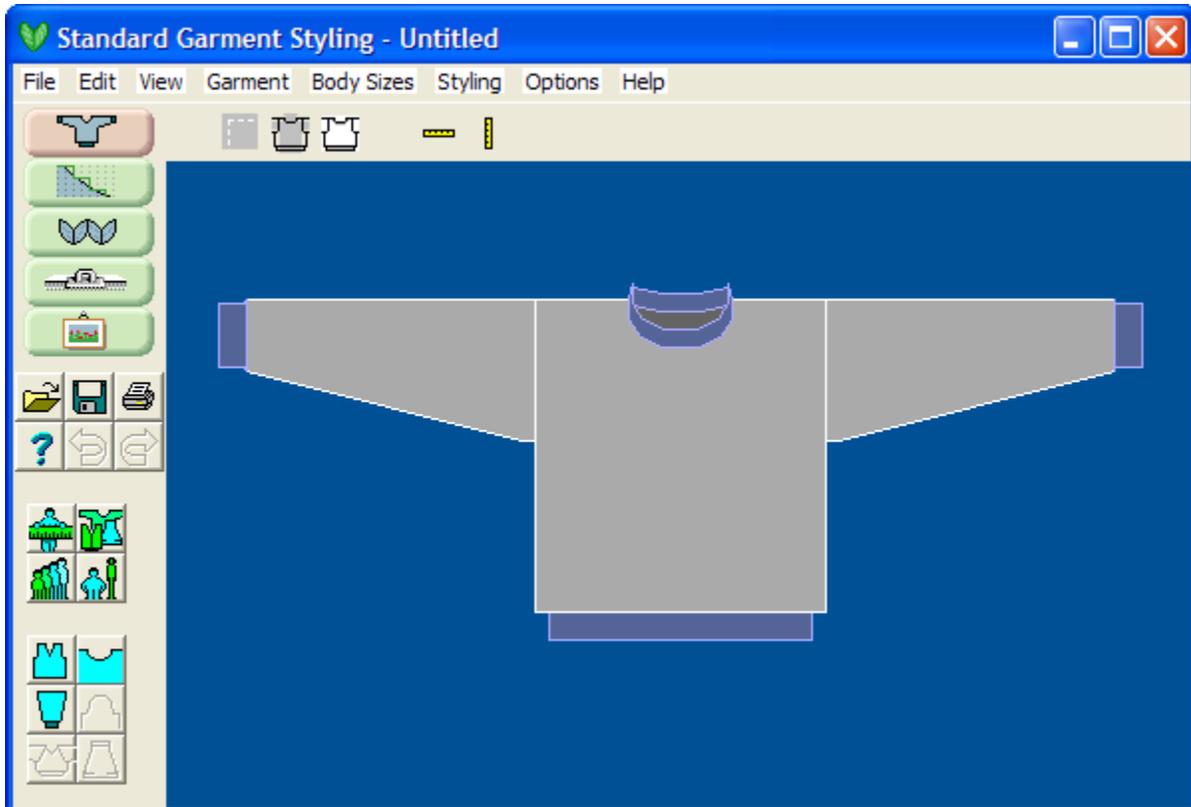
How Do I ... Create A Sideways Knit Sweater?

In this exercise, we will take a garment created in Standard Garment Styling into Original Pattern Drafting, and use it to create a sideways knit sweater.

Create a Sweater in Standard Garment Styling

First, in Standard Garment Styling, create a new Standard sweater for female child with straight sleeves and a round back and front neckline, casual ease, and a 24 inch chest. Enter the tension as 7 stitches and 10 rows to the inch.

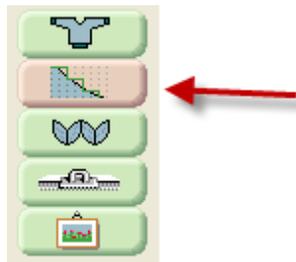


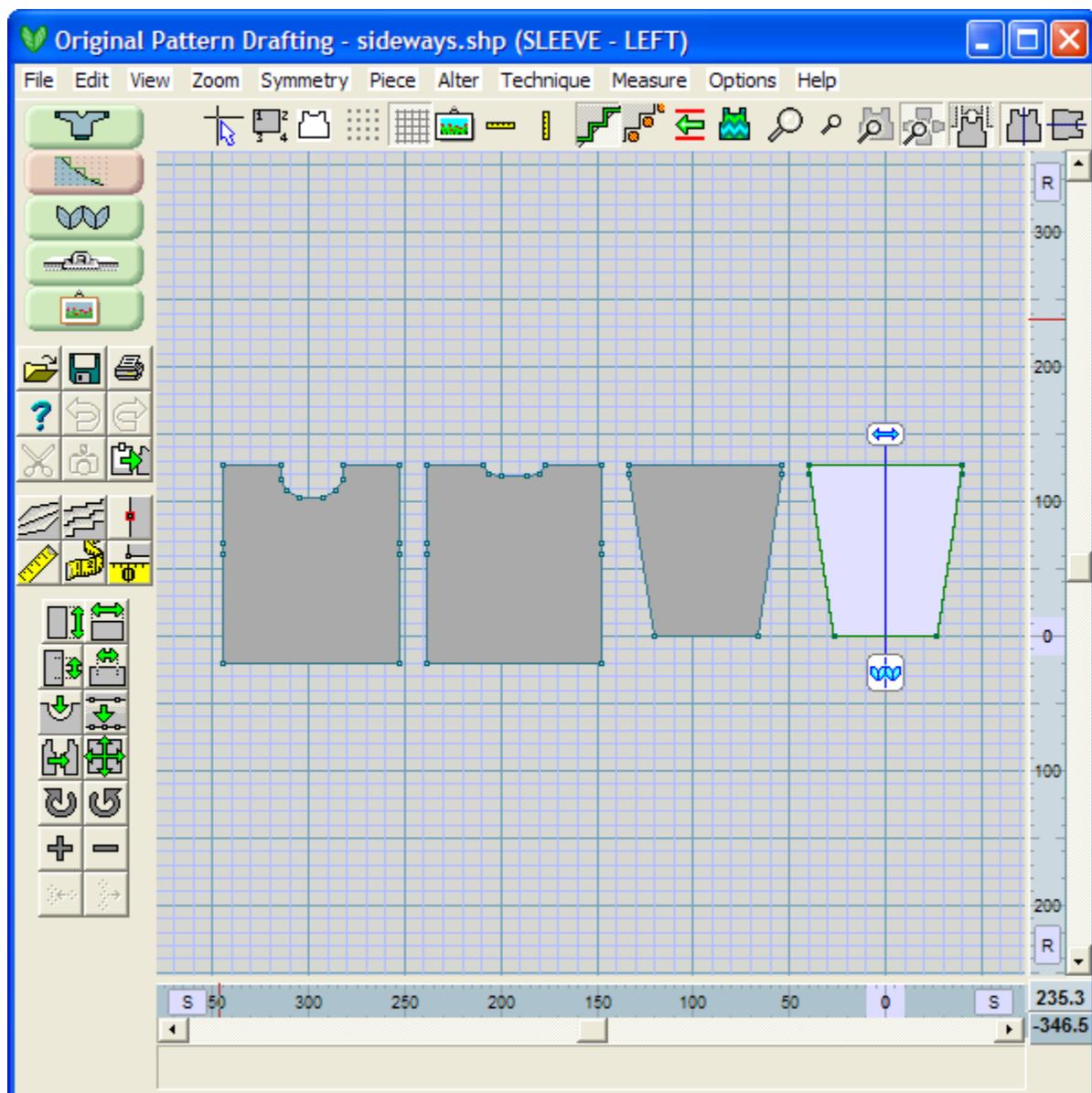


Save this as 'Child24.shp'.

Transfer All Garment Pieces to Original Pattern Drafting

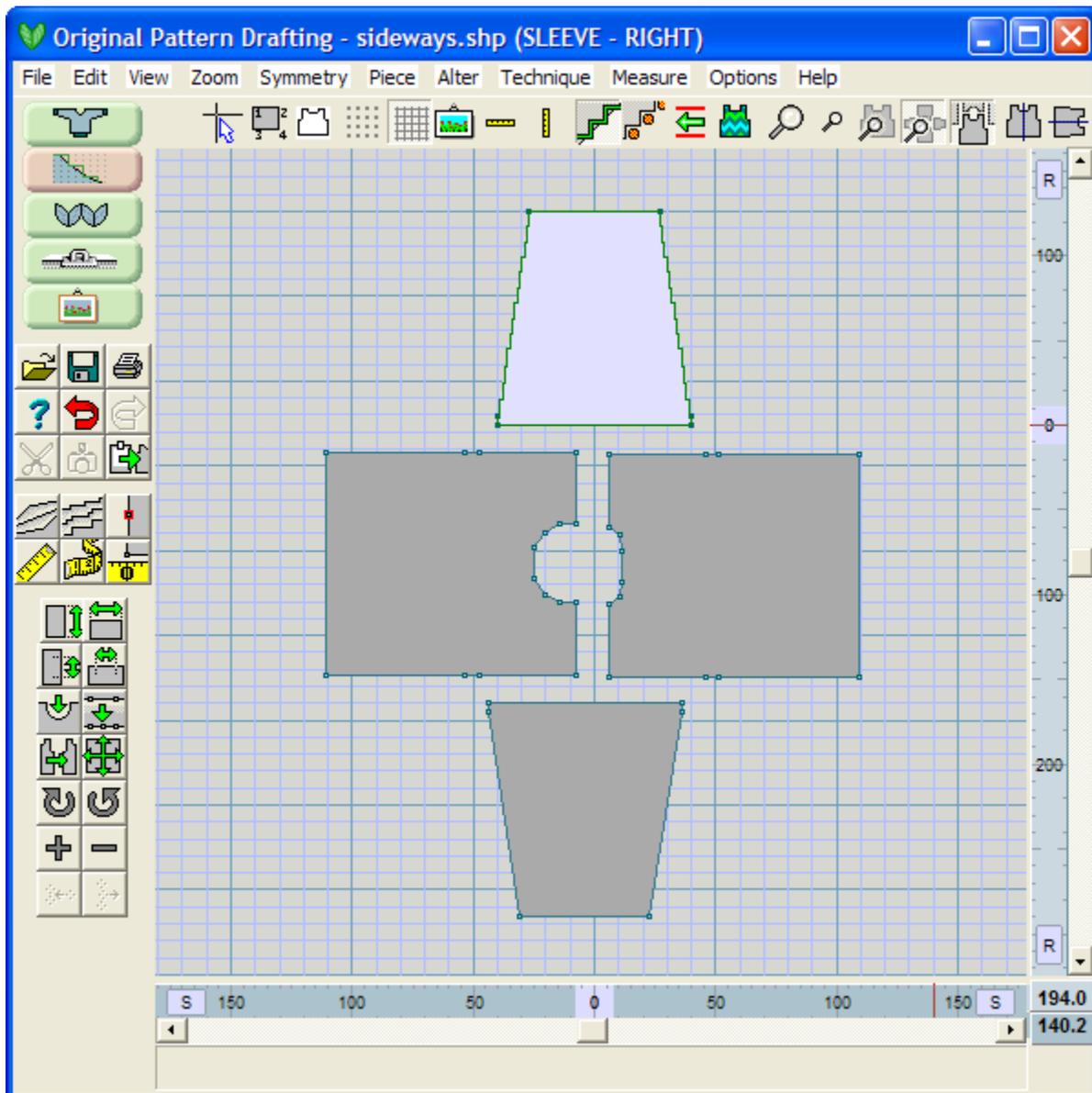
Click the Original Pattern Drafting Shortcut button to transfer all pieces to the Original Drafting area.





Rotate the garment pieces to Set up for Sideways Knitting

- Click on the Front garment piece to make it the active piece. Select Alter / Rotate Clockwise and enter 90 degrees to turn the garment on its side. The neckline will be on the right.
- Next, click on the Back Garment piece to make it the active piece. Select Alter / Rotate Counter Clockwise and enter 90 degrees to turn the garment on its side in the opposite direction. This neckline will be on the left.
- Click on the Sleeve - Right garment piece and select Alter / Rotate Clockwise and enter 180 degrees to turn it upside down.
- Use your right mouse button to drag the pieces into the beginnings of the sideways knitting. Next step, we will need to join several of these pieces together.



Note: We can stop here and knit both the Front and Back sideways as individual knit pieces according to the Garment Notation printout instructions, knit both sleeves from the rib or welt up to the sleeve head, and then sew all the pieces together.

In this example, we want to take this further and knit all the pieces together as one piece knitting from cuff to cuff.

Check that the Front and Half of the sleeve will fit on your needle bed for Machine Knit garments

- We need to be sure that our joined garment will fit on our standard gauge needle bed of our knitting machine selected. For the typical standard (4.5 mm) gauge needle bed, we will have 200 needles to work with.

For hand knitting, the number of stitches in the width of the garment is not a problem, as you can have as many stitches as you will need on your set of needles. While these calculations for a hand knit project are not needed, it is still good to see the calculations theory.

- Select View / Info. This shows the maximum width in stitches and rows for each garment piece. Here, we have a sideways knit Front garment piece with a width of 103 stitches AT the given tension we entered. Half of the sleeve will be joined to the Front garment piece and the second half will drape to the right edge of the Front ready to attach to the back.

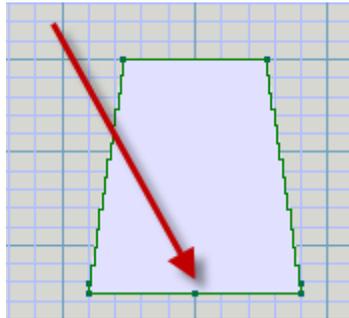
PIECES	Stitches	Rows
front	103	131
back	103	131
SLEEVE - RIGHT	80	127
SLEEVE - LEFT	80	127

- So for this example, we will have 103 stitches for each garment Front and Back pieces, and 131 rows to knit from one side of the garment piece to the other side. Half of the Sleeve attaches to the Front and the other half of the sleeve head will attach to the Back garment piece. This means for the sleeve maximum width listed at 80 stitches, we will use half the stitches of the sleeve to attach to the Front which equals 40 stitches. This is added to the maximum width of 103 stitches for the Front garment piece giving us 143 total stitches. Now we know that for our standard bed machine, this will fit nicely.

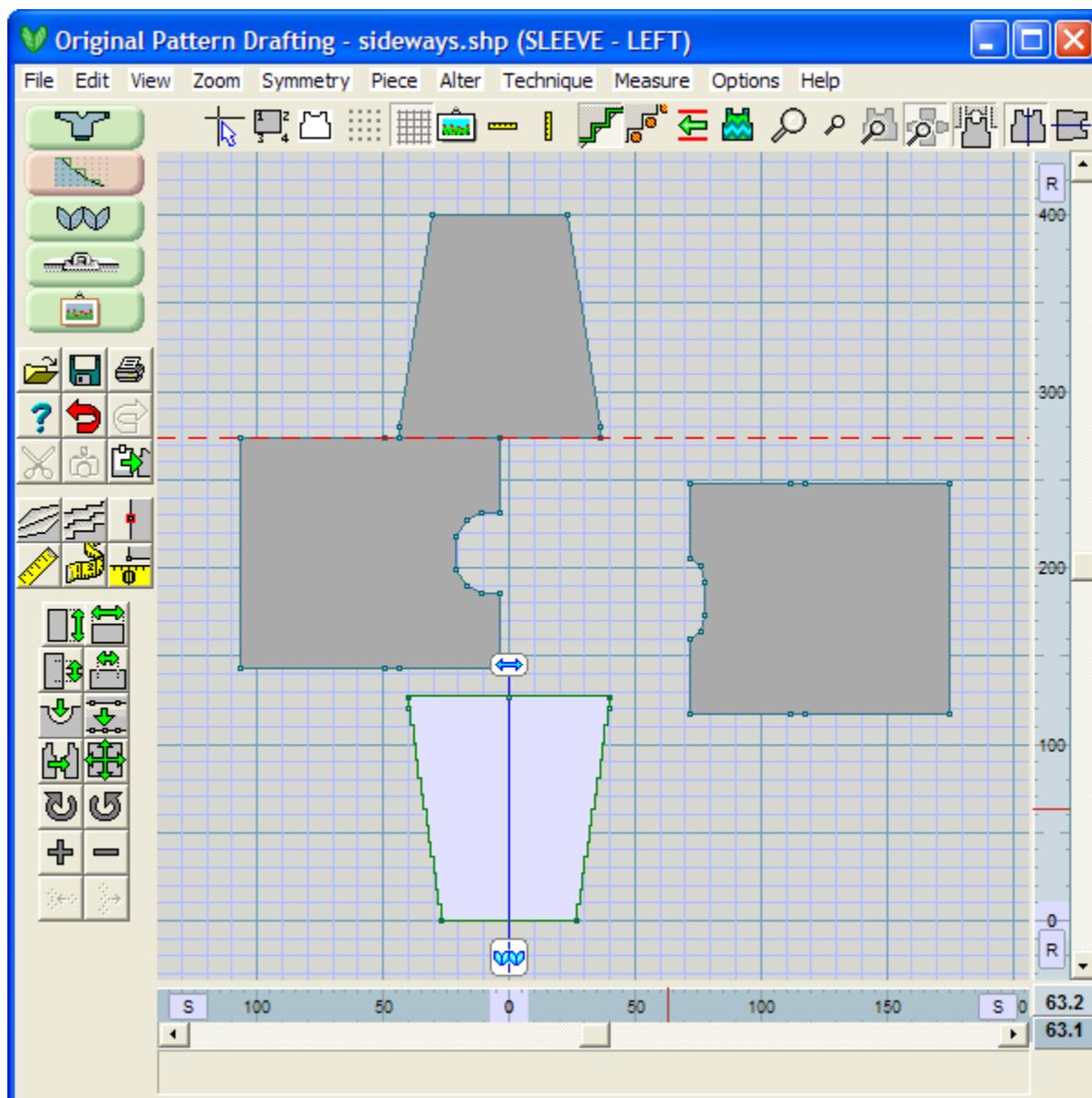
Tip: If this does not fit on your needle bed, you will need to alter your knitting style (for example knitting at a looser tension). Enter this new gauge using Other / Tensions and select View / Info to be sure that you now can use this sideways knitting. This is more of an issue with adult sizes than the with the child's sweater we are setting up here. Alternately, especially for adults, the Front and Back garment pieces will need to be knit individually as sideways knits, and then the sleeves attached separately afterwards.

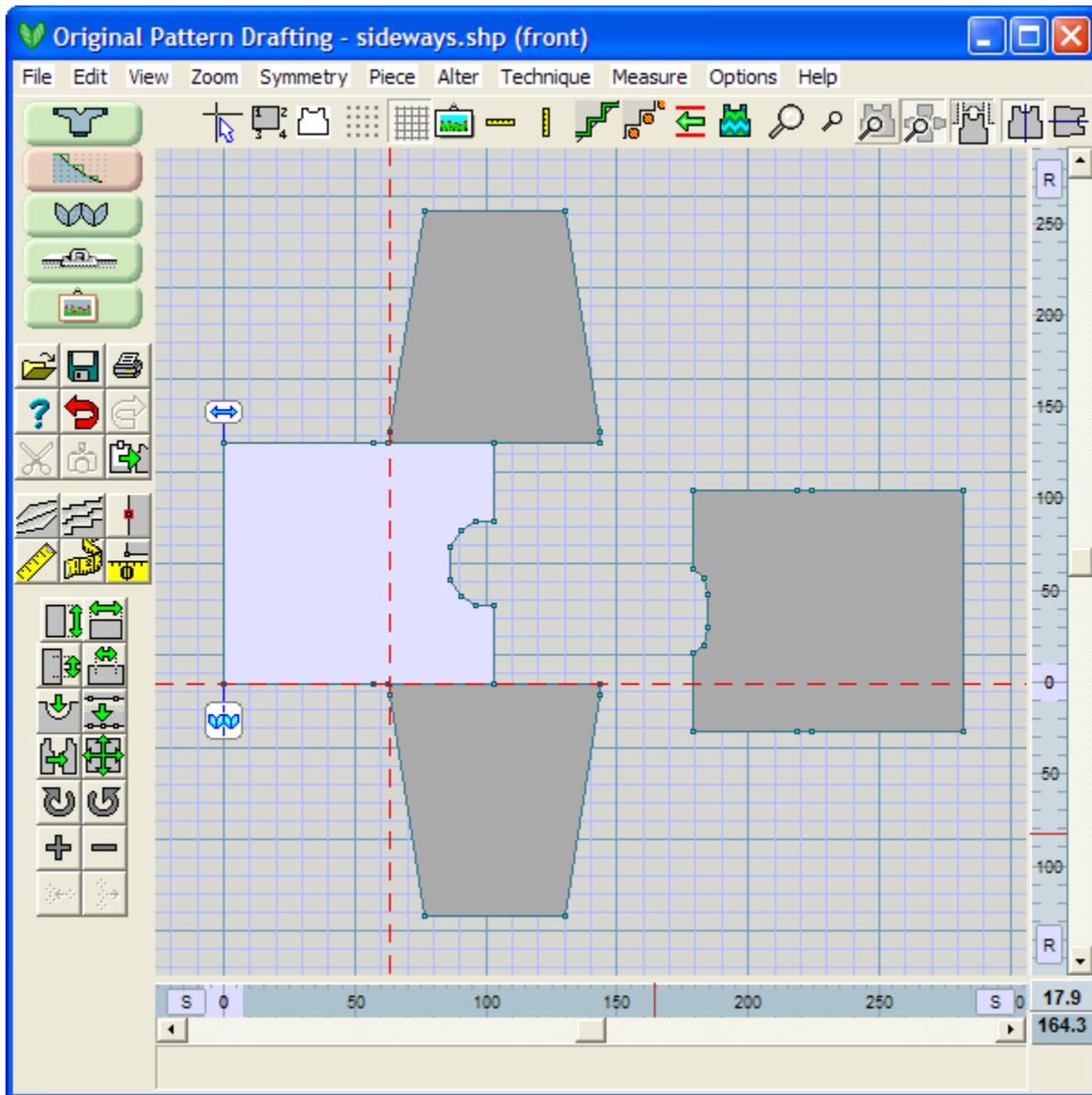
Align the garment pieces so they are ready to be joined

- The sleeve head drop shoulder edge will be joined to the front side. First we will need a point dividing the sleeve head in half. This point is needed to have a join point to the front shoulder. Select Alter / Equal Points and click on the sleeve head edge to insert one point to divide this line in half. Repeat this for the Sleeve - Left garment piece.



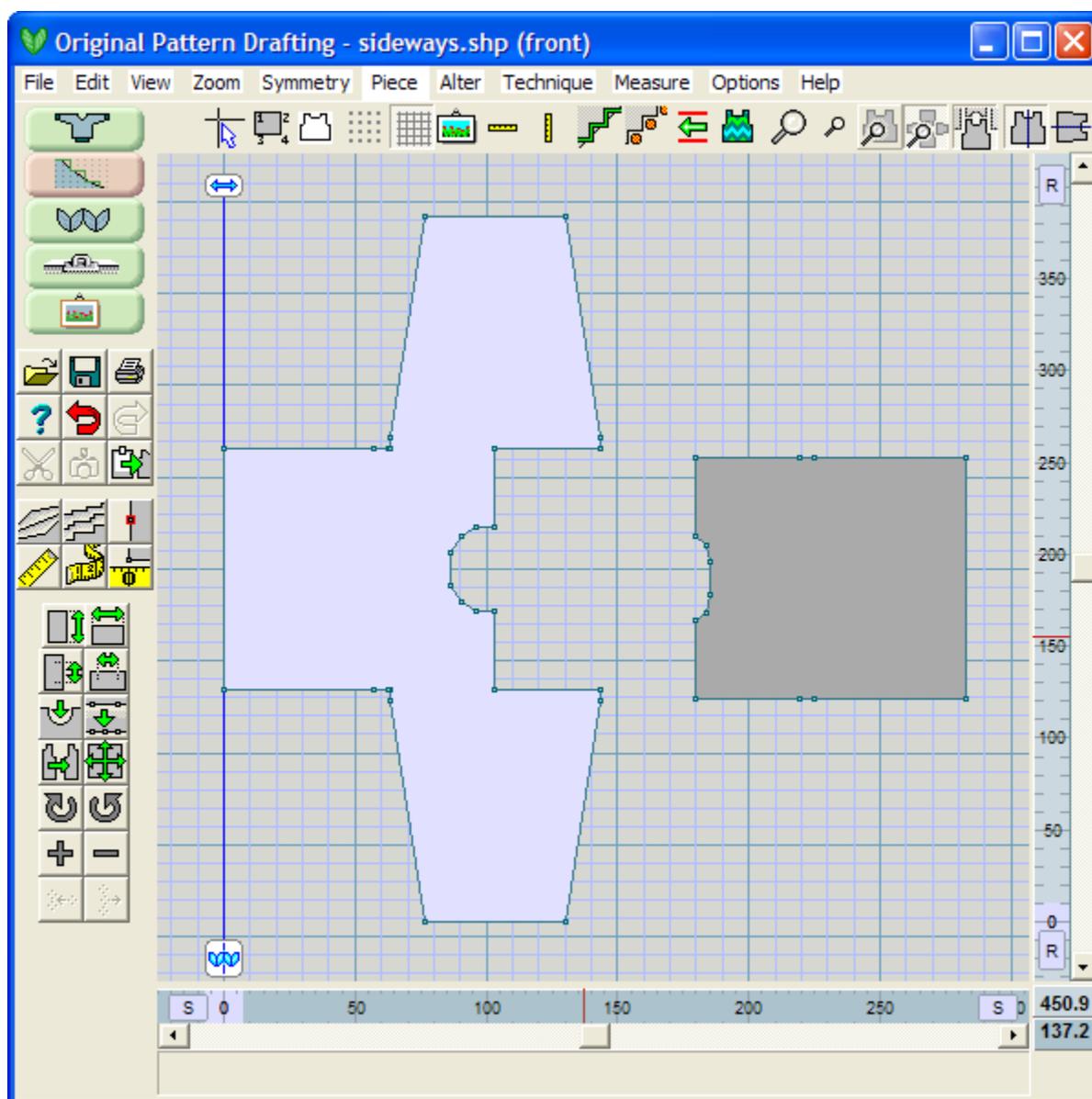
- Use your right mouse button to drag the Sleeve - Right and align it with the Front garment piece at the armhole and the shoulder.
- When the two pieces are lined up and you are still holding down the right mouse button to move the piece into position, the line where the two pieces align up will turn pink. When you let go of the right mouse button, you will see a horizontal dotted red line to indicate that these two edges are right on top of each other.
- Repeat this for the Sleeve - Left garment piece. Note that when we align the second sleeve, it is aligned horizontally with the Front garment piece and vertically with the edge of the Sleeve - Right garment piece.





Joining the Garment Pieces Together

- With all of our pieces are aligned, we now need to be join them together so that we can knit them all in one piece. With the Front garment piece as the active piece, select Piece / Join.
- The points for the sleeves and the Front are right on top of each other. This is what we want, we don't want to add in any extra fabric. Click once on the armhole point to join the Front and then again on the same point to select the Sleeve point that is just underneath the Front point.
- Do the same for the two points on top of each other from the edge of the Sleeve and the Front shoulder.
- Repeat these steps for the second sleeve. Now you should have a single garment piece for both sleeves and the front. The back is knit separately.



- This piece can now be knit from cuff to cuff, removing the stitches onto waste knitting for the back section of the sleeve and adding stitches on waste yarn for the back section when the opposite sleeve is reached.

Note: For smaller garments on the knitting (where the front requires less than half the needle bed), the back can also be joined to this large garment piece as well and the whole garment knit as a single piece using a cut and sew neckline.

- Hand knitters - Knit cuff to cuff as follows:
 - Knit up the first sleeve to the sleeve head.
 - Cast on stitches to the left of the sleeve head for the bottom half of the front side seam according to the instructions, knit across the top of the sleeve, and then cast on the stitches for the back side seam.

- Proceed with knitting the back and front at the same time on your needles.
- When you get to the neckline, follow the Garment Notation printout shaping instructions for the front and back neckline simultaneously using two separate sets of yarn, then switch back to knitting across the front to the second shoulder across the back in the same row.
- When you reach the upper front/back edges, cast off the necessary stitches on both sides so only that the sleeve section remains and then knit up to the rib or welt for the second sleeve.
- Select File / Save As and give this garment a new name. This way you have the original Standard Garment file and a second new garment file for the sideways knitted sweater.

How Do I ... Create Evenly Spaced Buttonholes?

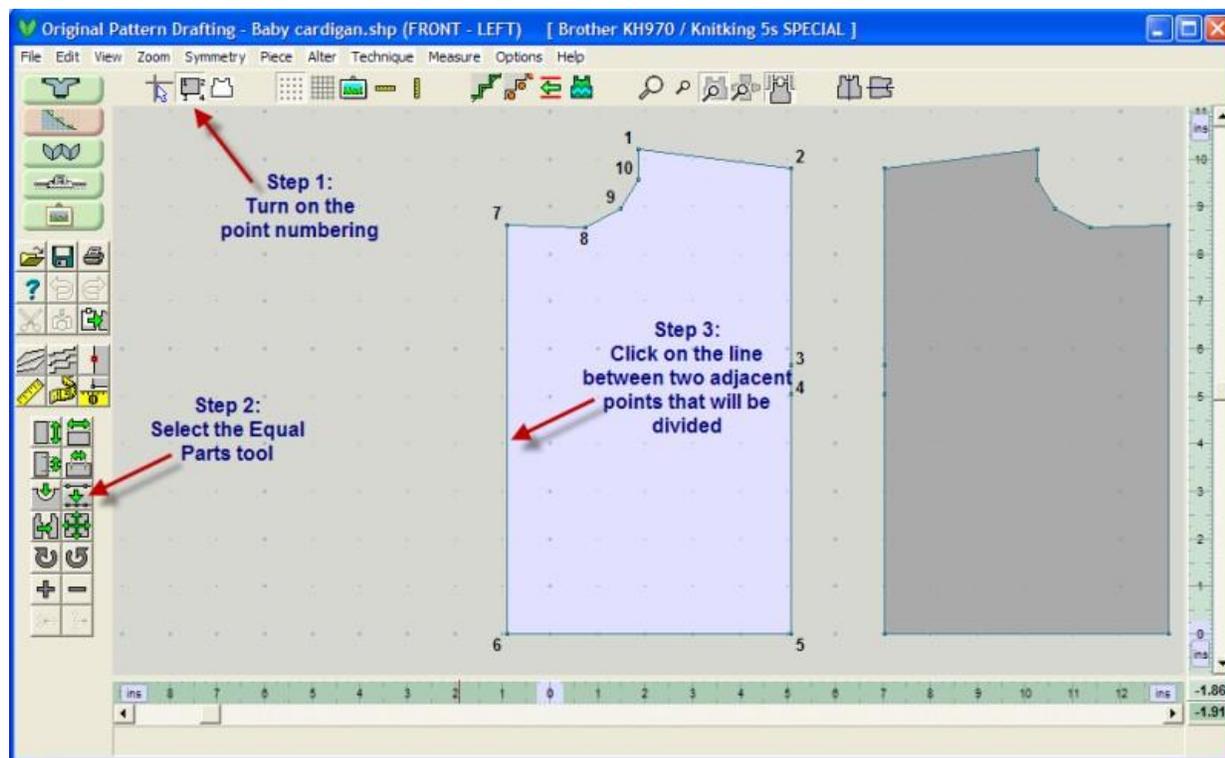
Use the Equal Parts Tool 

The Equal Spacing tool is used to divide the line connecting two adjacent points into equal parts. This may be used when you want to cut the bottom edge of a pullover sweater in half to begin the process to separate it into a cardigan front. It also offers a way to quickly create evenly spaced points for determining the placement of buttonholes as follows:

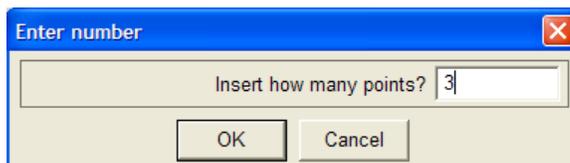
Use **File > Open** to open the Baby Cardigan.shp file that comes with DesignaKnit 8. Zoom into the Front

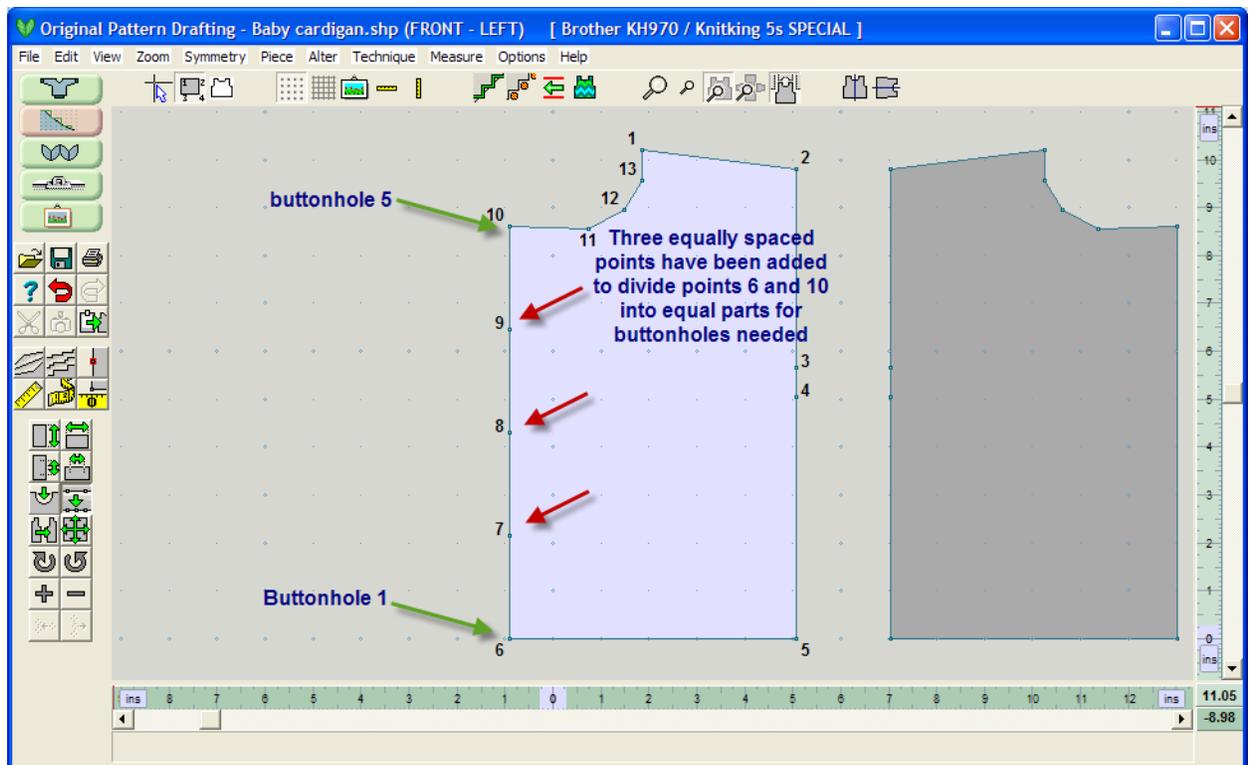
Left garment piece using the Centralize Piece tool  to quickly zoom into just this piece. Turn on the

Numbering  to see the points more easily. Now use the Equal Spacing tool  to divide the front vertical edge into five buttonholes. The first and last button hole will be placed at the junction of the ribbing and the body of the garment, so the rest of the garment edge needs to be divided into three more sections for a total of five evenly spaced button holes.



The next Menu window will ask you how many points to add. Note also that the line that you are dividing turns red to show you where the division will occur. The two points at the end of this line are highlighted with transparent green squares. In this case, select 3 for the buttonhole (we have the other two at the ribbing), and then OK to continue.





Additional suggestions: Use the Marker tool  to mark these five buttonhole points so that DesignaKnit will remind you to hang a yarn marker at these points in your knitting when using Interactive Knitting.

Getting Additional Help

Using Your Mouse (more Info on [page 257](#)) In DesignaKnit 8

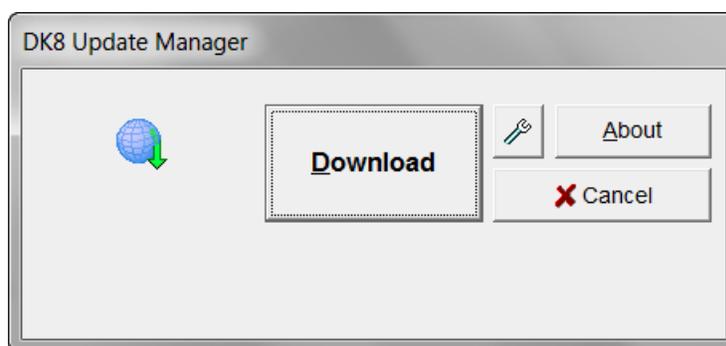
Creating And Navigating Windows Directories (more Info on [page 255](#)) In DesignaKnit 8

How To Use Help

Selecting Help / Contents will bring up the main help window. Selecting the blue " ? " in the side menu tools will also bring up the Help Menu. Also many of the Windows selections, have the same blue " ? " which will bring up context sensitive help for the topic that you are working on.

Keep Up To Date Effortlessly Using Download Software Updates

Using the drop down menu **Help > Help Updates**, a pop up window will appear asking you if you want to see if there is a new update for the software program. Select Download to start the process. The Download Manager will automatically start if there is an update available and install it, otherwise it will just tell you that you have the current version, and you can use 'cancel' to return to the program.



It might be worth mentioning here that if this PC is not connected to the Internet, it is still possible to get updates. If you have DesignaKnit 8 installed on another PC which has Internet access, or you have a friend who has the same language version of DesignaKnit 8 installed, you can transfer the downloaded update file from one PC to the other on removable media and then run it from there.

In order to be able to find the downloaded file on the first PC, you need to tell DesignaKnit 8 to store the downloaded file in your My Documents folder. Select Help / Web updates. When the DesignaKnit 8 Download Manager window appears, click on the button with the wrench icon, then select the option to download the update file into My Documents \ DesignaKnit 8. After the download there will be a file called Update_d8_XX.exe where XX is the two digit country code for that language version. Transfer this file to removable media. On the first PC open a My Computer window and open the removable media, and open this update file. After a little while the new version of DesignaKnit 8 will start running.

Help / Contents

This option brings up the main help window. The Table of Contents is in the left half of the Help Window, and the topic that you are looking at in the right hand window.

Help / Search

This option also brings up the main help window. The Search Window is on the left half of the Help Window and the topic that you are searching for in the right hand window.

Help / Tutorials - How Do I ... ?

How do I ... Enter in a Garment Piece where the instructions Are given in a Schematic Diagram?
(on page 210)

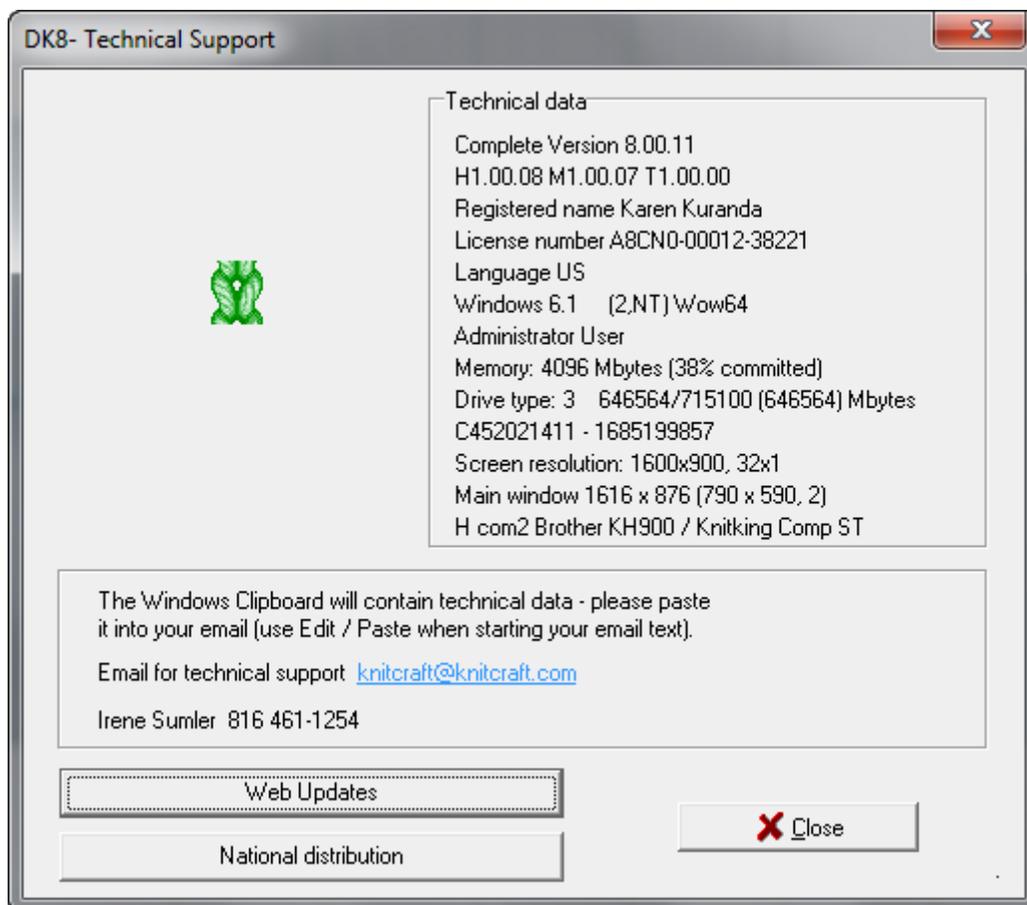
How Do I ... Create Evenly Spaced Buttonholes? (on page 249)

How Do I ... Create a Sideways Knit Sweater? (on page 239)

Video tutorials

Help / Technical Support

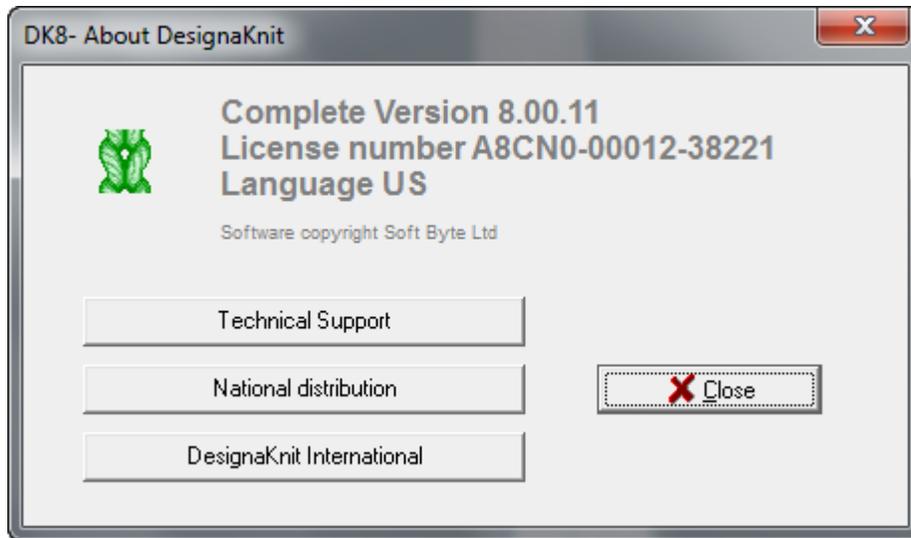
Your local dealer is a wealth of information. Some machine or hand knitting clubs also will hold group meetings just to learn DesignaKnit together. Check Out the Soft Byte website and the DesignaKnit website for your country for important news - Soft Byte Ltd website, and Import information for your country can help you find the location of your local dealer.



When you open this window, all the technical information in the top right of this window is copied to the clipboard. Click on Email for Technical Support and it will bring up an Email to send to your national support headquarters. Select Edit / Paste to paste in the technical data in the clipboard into the EMail body.. Add all additional information about any issues that you have with the program. Web Updates will update the DesignaKnit 8 programs automatically. See details above for the downloading Updates. National Distribution will bring up your Importer's website and the Soft Byte website for more information.

Help / About The Current Update Of DesignaKnit 8 You Are Using

This brings up a window that will tell you what version of DesignaKnit 8 you have currently, your licence number, and the Language that your program is in.



Contact Your Local Dealer

Your local dealer is a wealth of information. Some machine or hand knitting clubs also will hold group meetings just to learn DesignaKnit together.

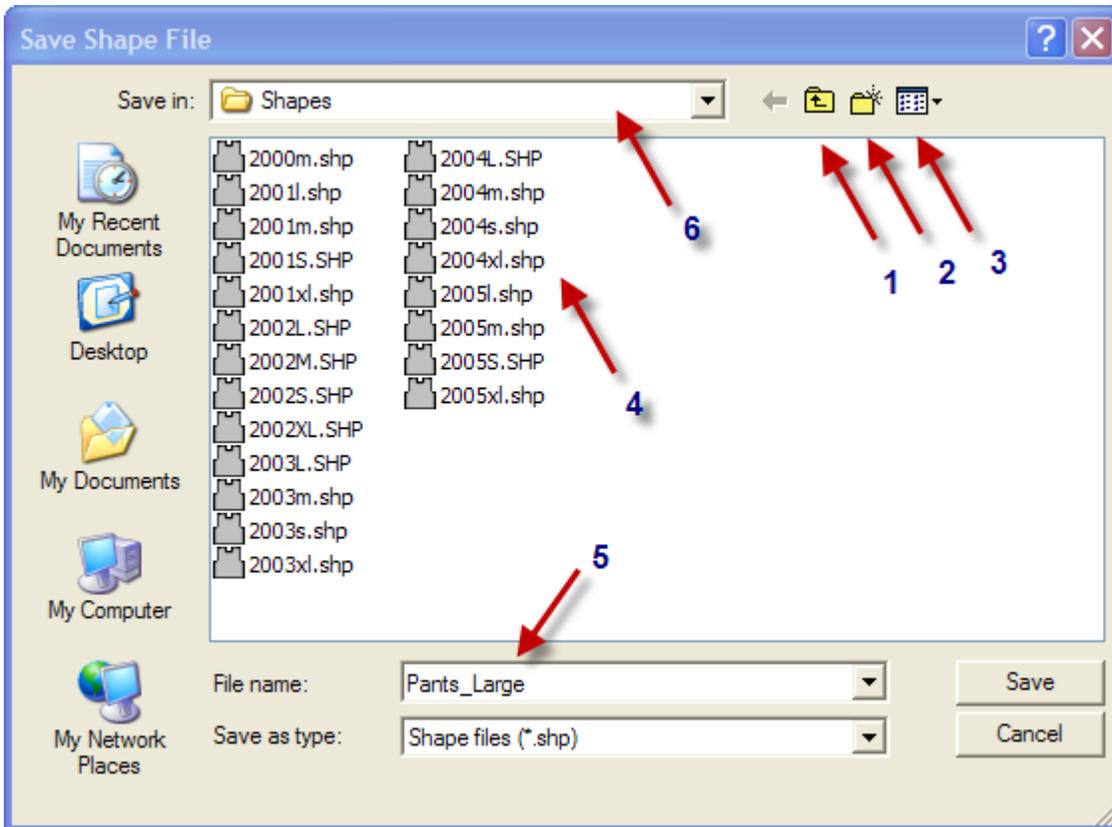
Check Out The Soft Byte Website And The DesignaKnit Website For Your Country For Important News

Soft Byte Ltd website

Import information for your country can help you find the location of your local dealer

Creating And Navigating Windows Directories

DesignaKnit uses the standard convention for navigation and opening Windows.



Descriptors for parts of this Window numbered above:

1. Move up one level in the Windows folders
2. Add a new directory below the current directory.

Note: DesignaKnit 8 by default saves shaping files in the My Documents / DesignaKnit 8 / Shapes directory. You might want to make a shape directory by clicking on this Add a new directory icon to make a subdirectory called Children to save all your children's shaping files or another one for garments for yourself.

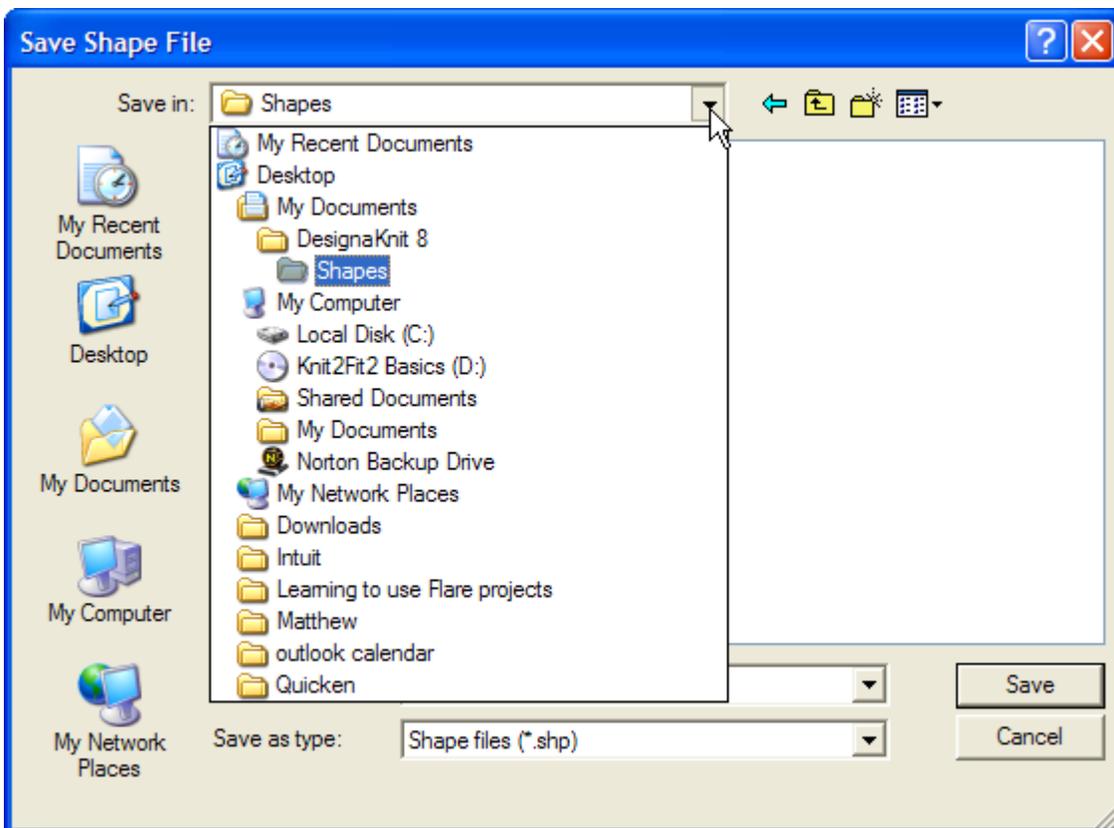
3. View Mode: This option toggles the view between the icons (here, shown as the small vests), and just a simple list of filenames. Your screen may or not look like this depending on which option you have set this to. You can drop down this small menu to change it to match this screen, or simply use the list. This screen will also look slightly different depending on which version of Windows you are using.
4. View Files - The most useful type of viewing files is in a list like shown here, there is no need to make any changes here.

Note: If this was the File / Open window, you could click on a garment shape and then Open to open the file. Some computer configurations will open the file directly with one click, other configurations will open the file directly with a double click.

Note: If you carefully click once on a garment name, it will become highlighted. Carefully click once again and the highlight will change so that you can rename a file if you want to. Don't forget the .shp extension or the file will be unusable. Press Enter when you are finished. A more general method depending on which version of Windows you are using is to right click on the file and select 'rename'.



5. This is the name of the file we are saving.
6. This shows the directory we are in (see below) as My Documents / DesignaKnit 8 / Shapes. You can hold your left mouse button down to move the levels of subdirectories that you are currently in, and can go up a directory if you need to here by dragging your mouse to the directory that you want and letting go.



Using Your Mouse

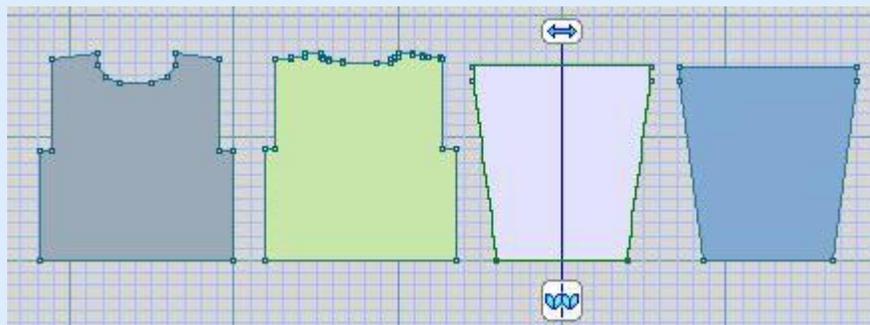
Turning icon tools on and off

Toggle side and top menu icon tools on and off by clicking on them once with the left mouse button.

Toggle the Active Garment Piece and move pieces in the workspace

The active garment piece is a very light blue. Shapes not active are shaded in a gray if they originated in Standard Garment Styling and a medium blue if they were created in the Original Pattern Drafting section. Shapes modified by Exact Stitch Layout are displayed in a yellow green.

EXAMPLE:



Here the front, back, and one sleeve of a garment that originated in the Standard Garment Styling. These are the first three garment pieces left to right. The Front is gray as it came from the Standard Garment Styling section unmodified. The Back has been modified in his Original Pattern Drafting section using Exact Stitch Layout and is a yellow green. Then ext piece to the right is the sleeve from the Standard Garment Styling - it is off white/very light blue indicating that it is the active piece. It also has the Vertical Mirror selected. The second sleeve on the far right was created in the Original Pattern Drafting section using "Piece / Delete Piece" on page 133 and is blue to indicate it was created in this section.

To select another garment piece to be the active piece, click once on the desired piece with your left mouse button.

You can drag any garment piece, active or inactive, by holding down your right mouse button and bringing it into its new position on the workspace.

You can temporarily rotate a garment piece to see how seams line up, etc. using shift-right mouse button. It must not be the active piece. This does not change the knit direction for the piece that you have moved or rotated like this. To change the knit direction (for example, for sideways knitting), you need to use the Rotate Clockwise or Rotate Counterclockwise icon tools.

Moving points

To move points on Original Shapes, click on the point. There will be a green active point box on it now and the cursor will show the normal arrow with a little white box indicating that you are going to drag the point to a new position.

Holding your left mouse button down, drag the point into its new position and let go of the left mouse button when you are finished. Notice that the rulers at the bottom of the screen and on the right show the

position of the point in terms of the chosen displayed unit of measurement (inches, centimeters, or stitches/rows).

In order to gain greater accuracy of movement, any or all of the following may be used in conjunction with dragging:

- The Big Cursor - use this when lining the point with other points or an edge as the cursor changes color when aligned correctly with a point or straight edge on the active or other pieces.
- Zoom In - for a close up view and enlarged rulers
- The Arrow Keys - while the active point/points are selected as shown by the green box around each point, use the keyboard arrow keys for precise positioning of the point. Using the Shift+ the keyboard arrow key multiplies the cursor movement by five. Using the Ctrl + the keyboard arrow key multiplies the cursor movement by twenty. You can then finish the movement by pressing Enter.- for total control over the positioning of the points, enter the positions numerically on the **Piece / Table** (more info on page 138). The positions will be expressed in the current units of measurements.

Note: You can select multiple points, as on a neckline, and with each highlighted by green boxes you can drag the set of points at once into their new position. Use the ctrl-left mouse button to select additional individual points, and then drag the set to your new location. Using the shift-left mouse button, click on the first point to activate the point, and then click on the last point clockwise that you want to select - this will select all the points in between including the two that you selected. Again, drag the set of points to the new location using your left mouse button.

Note: When you move points in DesignaKnit, the program will automatically renumber the points so that the top left point is number 1, with the numbering continuing clockwise around the garment piece.

Other cursor types

- The cursor shows an arrow with a Plus sign when adding points to the garment piece. You will need to toggle the Add Point tool off when you are finished adding points.
- The cursor shows an arrow with a Minus sign when deleting points. You need to toggle this Delete Point tool off when you are finished.

Credits

System design Matthew Bragg & Cilla Mann
Software design & programming Matthew Bragg & John Hartley
Silverlink 4 design & firmware Jos Timmermans
Silverlink 5 design & firmware Justin Bernard / Davlec Ltd.
Consultants Cilla Mann, Jos Timmermans, Karen Kuranda, Rita de Jong, LouLou Pirotte, Carol Hocknel
Manual and Help authors Karen Kuranda & Cilla Mann
Tutorials Karen Kuranda
KnitWriteDK TrueType font author
Cilla Mann

Roosmalen 1 TrueType font author Jacqueline Heijdemann / Knitdesign

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