Knit Web App

USER'S MANUAL

August 25, 2015

Revision Sheet

Release No.	Date	Revision Description
1.0	8/25/2015	Initial Revision

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TABLE OF CONTENTS

1.0 GENERAL INFORMATION

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1.1 System Overview

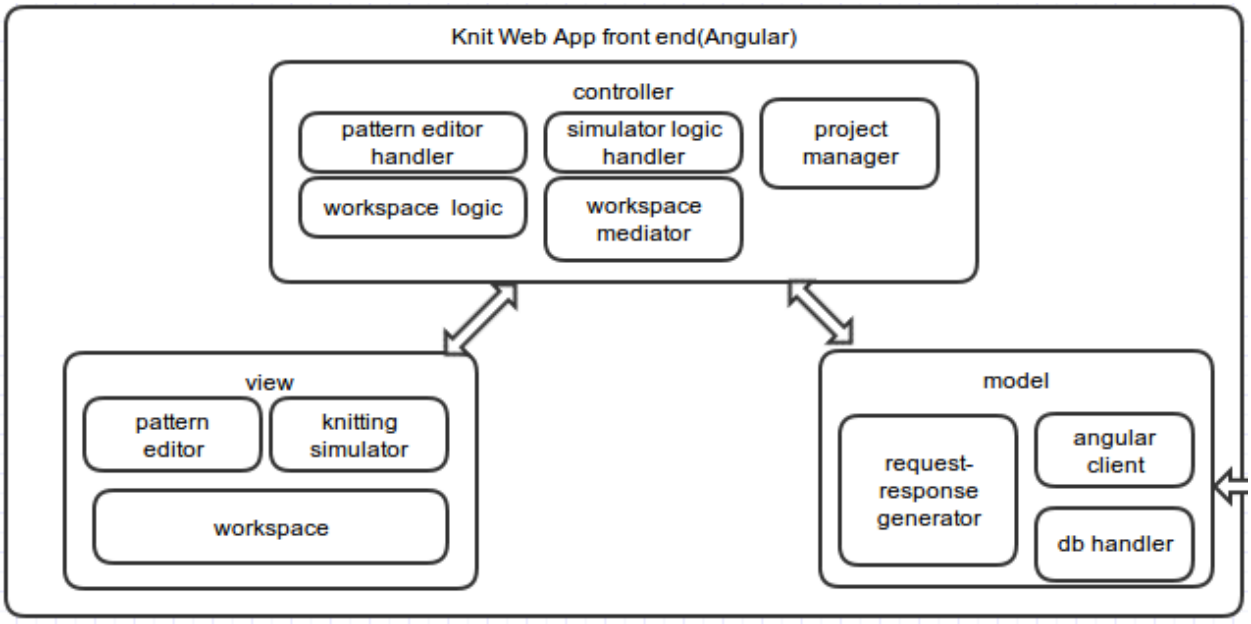
The KnitWeb application is intended to provide a common and platform independent solution for open source knitting applications. KnitWeb should be both operated by on-line and off-line. Therefore users are able to work on multiple workspaces and do a full knitting job using several machines without worrying about the platform.

KnitWeb consists of two major components, KnitWeb front end and KnitWeb back end logic. KnitWeb front end consists of pattern editor component that is used for easily edit the pattern before send for knitting. Other front end components are Knitting Simulator component and the KnitWeb drawing tool.

Knitting Simulator is used for render knitting progress to the user with a enhanced user experience. It also consists of main controls for knitting job which user can start/pause/stop a job while knitting.

KnitWeb Drawing tool is used to generate a pattern from a scratch. It provides basic drawing tools including pencil, line, basic shapes and color palette. It also used for replicate a pattern from a existing pattern or a image. Then user can export it to the workspace to continue knitting job.

The KnitWeb application has been implemented in MVC architecture. View tier holds the main UI components which are presented to the user. Controller tier consists of UI logic implementation and handlers needed for front end. Model tier consists of adapters needed for connectivity of KnitWeb app. It contains with a client which communicates with knitting server which is running on a knit configured machine.



2.0 GETTING STARTED

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Installing, and Running KnitWeb application.

2.1 Installing of KnitWeb

For Developers:

Step1: Clone the project by,

```
$ git clone https://github.com/fashiontec/knitweb.git
```

2.2 Starting the Application

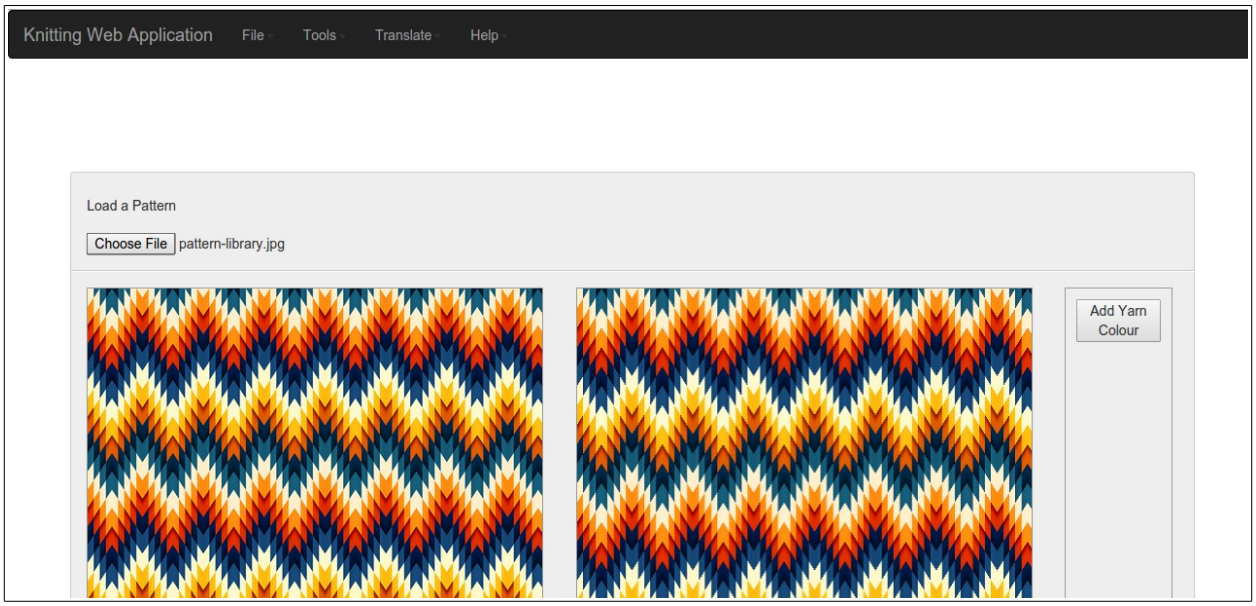
Step1: Go to offline_app folder and run run.sh/run.bat file depends on the operating system

```
Windows:
$ run.exe

Linux:
$ sh run.sh
```

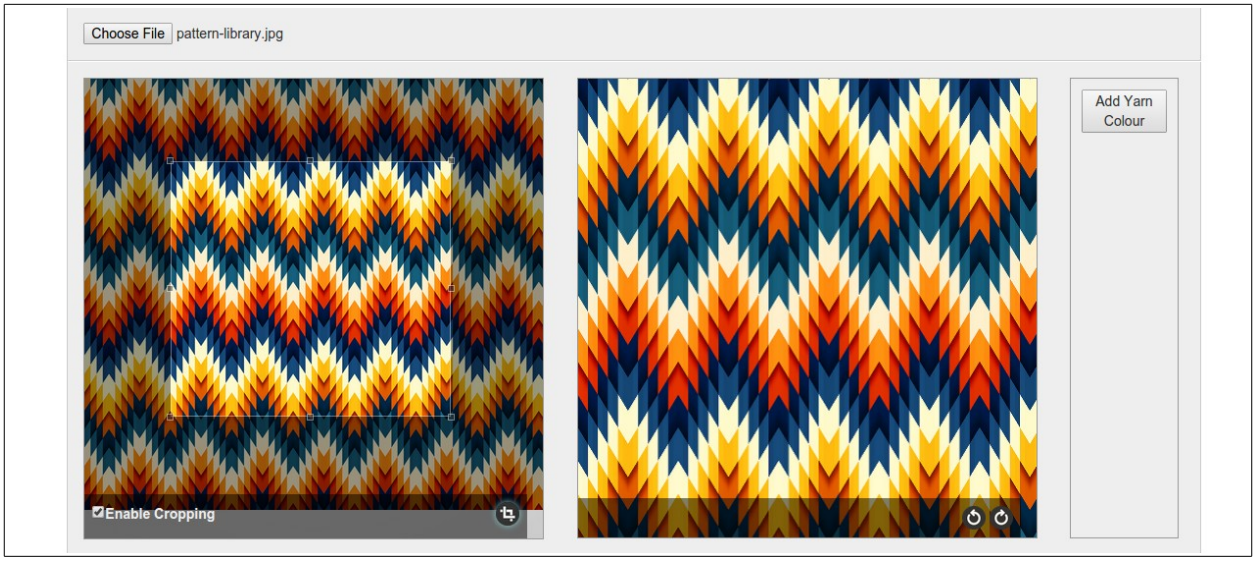
2.3 Flow of UI Functions

2.3.1 Loading of a pattern / image



Step1: Choose image/pattern file from choose file dialog. It will load a image file to the image loader [left side] and it will load the preview of the pattern to the window at the right side.

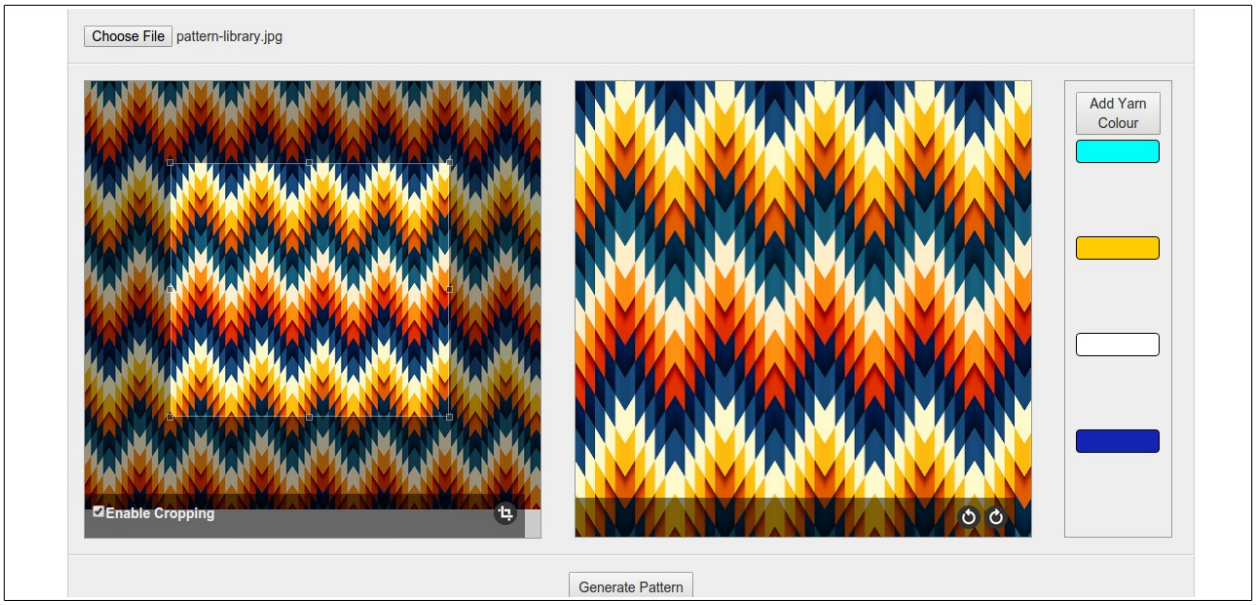
2.3.2 Crop/Rotate of a pattern



Step1: Enable crop function by checking “Enable Cropping” check box.

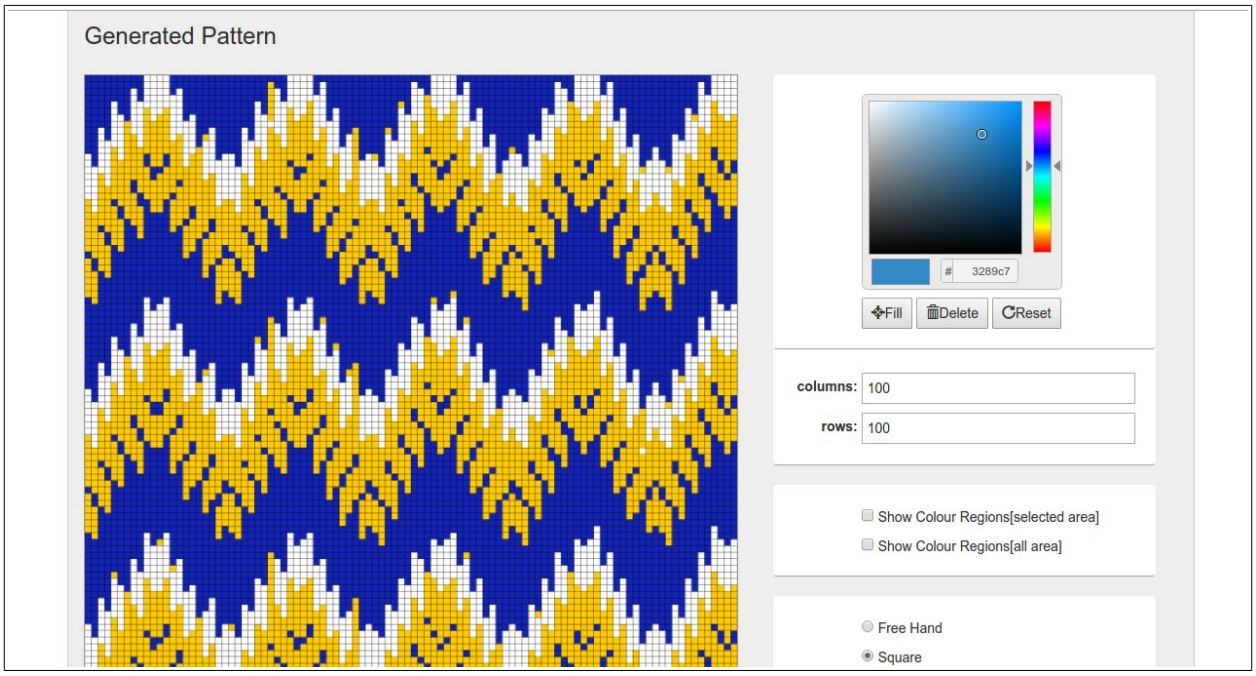
Step2: select cropping area from the pattern and the click crop button at the bottom-right of the image loader. It will load the cropped pattern in the preview window. You can also rotate the pattern from the preview window before editing.

2.3.3 Add available yarn color



Step1: User can add available yarn colors before pattern generation by clicking add yarn color button. Colour palette is shown to the user after clicking the button.

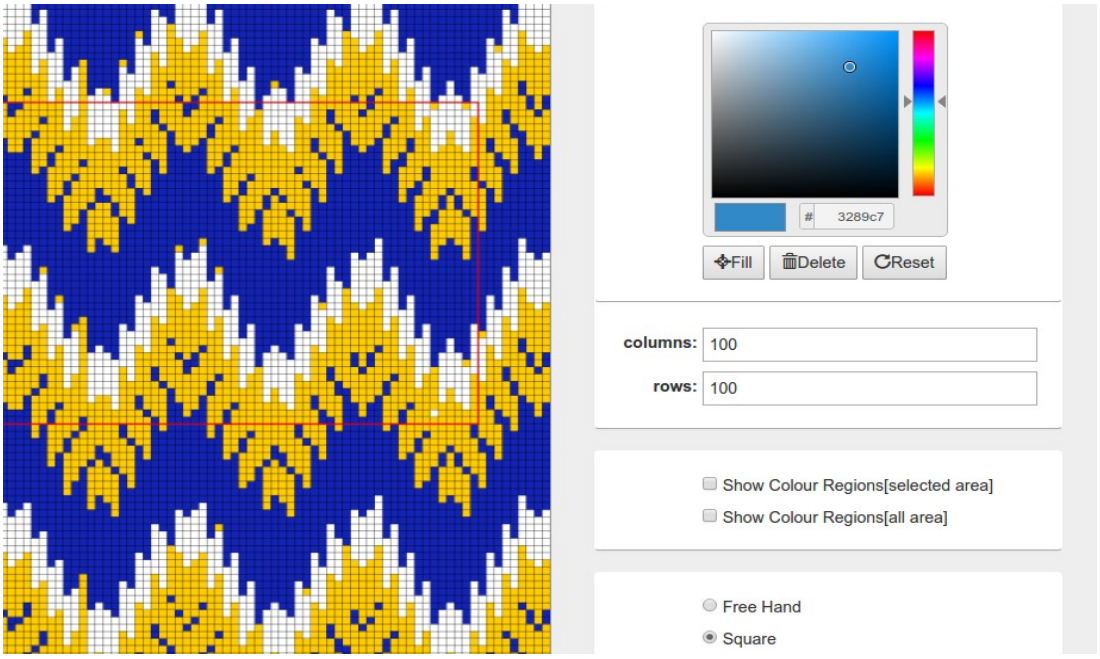
2.3.4 Generate pattern



Step1: Click generate pattern icon after selecting yarn colors. Then pattern will be generated for a 100 by 100 grid as the default parameters. User can regenerate the pattern by entering row and column values and regenerate the pattern.

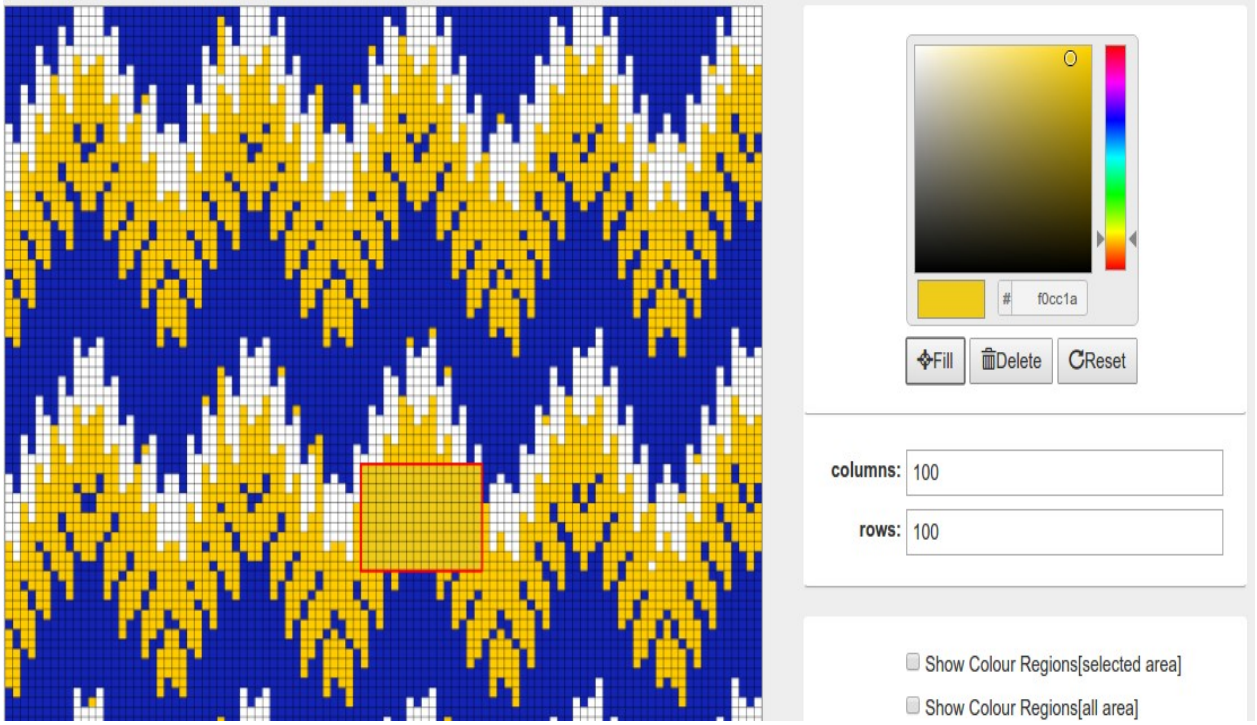
2.3.5 Square/ Free Hand tool

Step1: Select Square or free hand tools from the radio panel. By default it is square tool.



Step2: Select a color from colour palette and select fill if you want to add the colour for the selected area.

Square

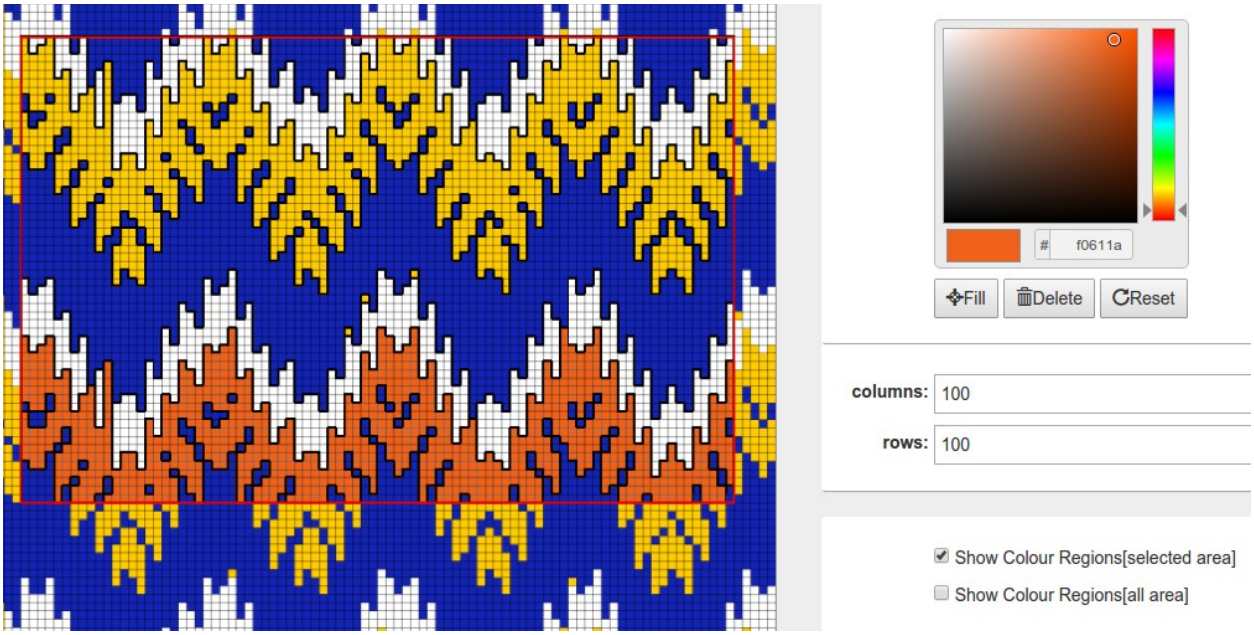


Free hand

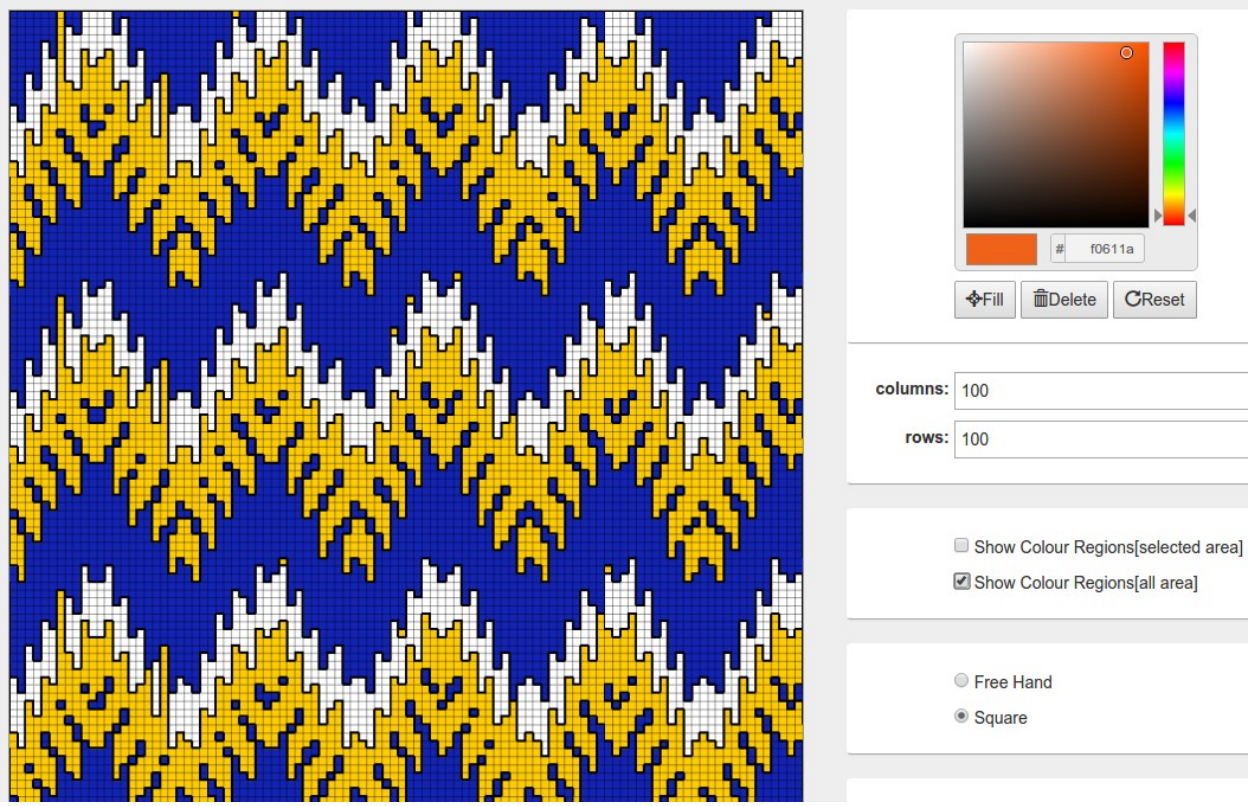
2.3.6 Show color Regions function

Step1: Select area from the square selection if you want a color regions for selected area. Otherwise generate color regions for all area by selecting "Show Colour Regions[all area]". Black coloured border will be shown around the region

Step2: Add a colour selected in colour palette by clicking on the relevant area you want to edit by changing colour. In the example bottom region is recolored.

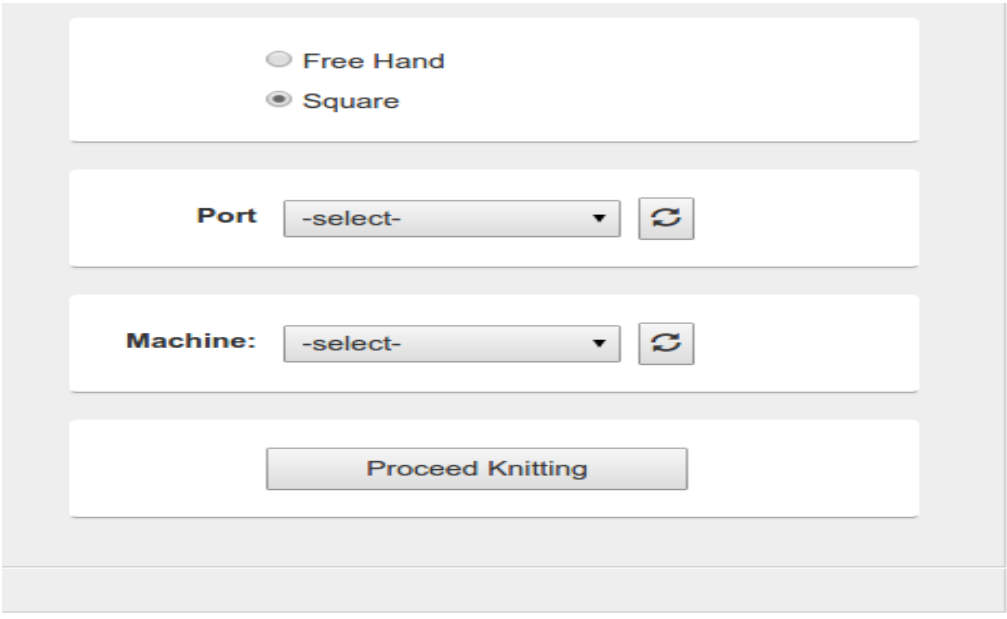


Colour regions for whole pattern



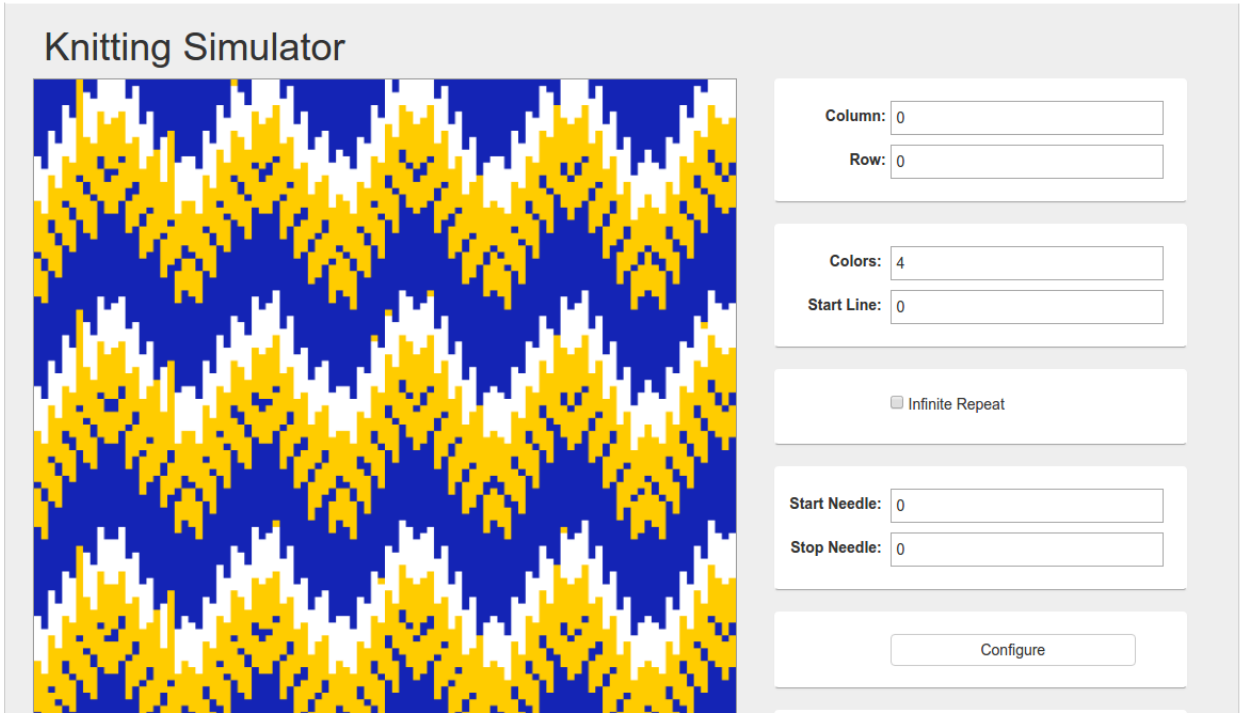
2.3.7 Available Ports/Machine type

Step1: User is shown available ports and machine types available for knitting. If it is not shown click refresh button. Here knit web client is communicates with the knit lib server to get data.



Step2: After editing is done click “Proceed Knitting” button to create a knit job for the pattern.

2.3.8 Knitting Simulator

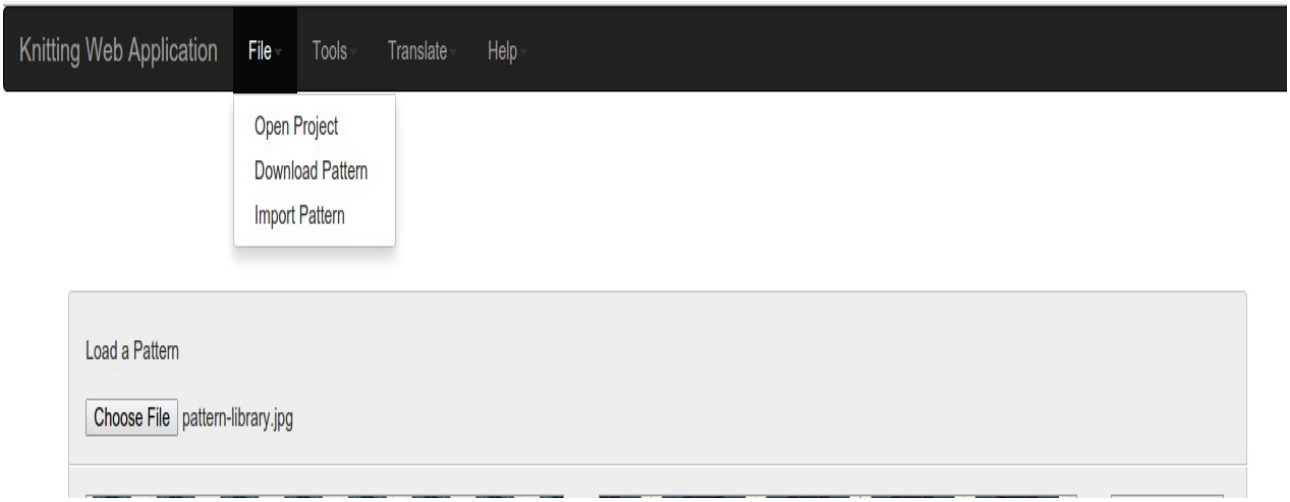


Knitting simulator window will show the edited pattern. Column and row will show current stitch's knitting row and column number. Colors field show number of colour values used in the pattern. Also there are inputs taken such as Start Line, Infinite repeat, Start Needle, Stop Needle used for configuration of a knit job.

After configuration options are available to start knit job, pause and stop knit job.

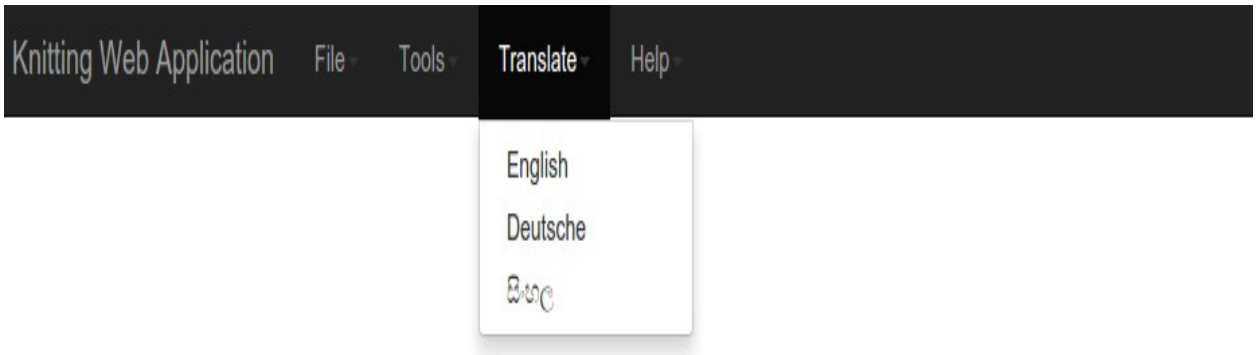
2.3.9 Navigation bar options

Open/Download Pattern/Import Pattern



User is able to download the pattern after editing without going for a knit job configuration.

Translate application page



This feature enables translation of application fields text into several languages such as English, German, Sinhala. Solution is added such that any language can be added to the application just by editing a language data file. Therefore it is a scalable solution. German translation is shown below.