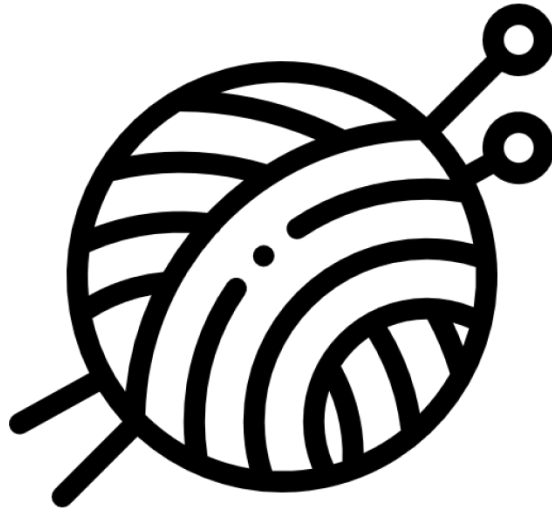# Wooly Guide v. 11(0.9.8)

Wooly – Row Counter & Knitting Organizer is a mobile app to help you with your knitting projects. Its core features are a counter, project organization, mesh recipes and additional tools.

Content

1: Project Organization
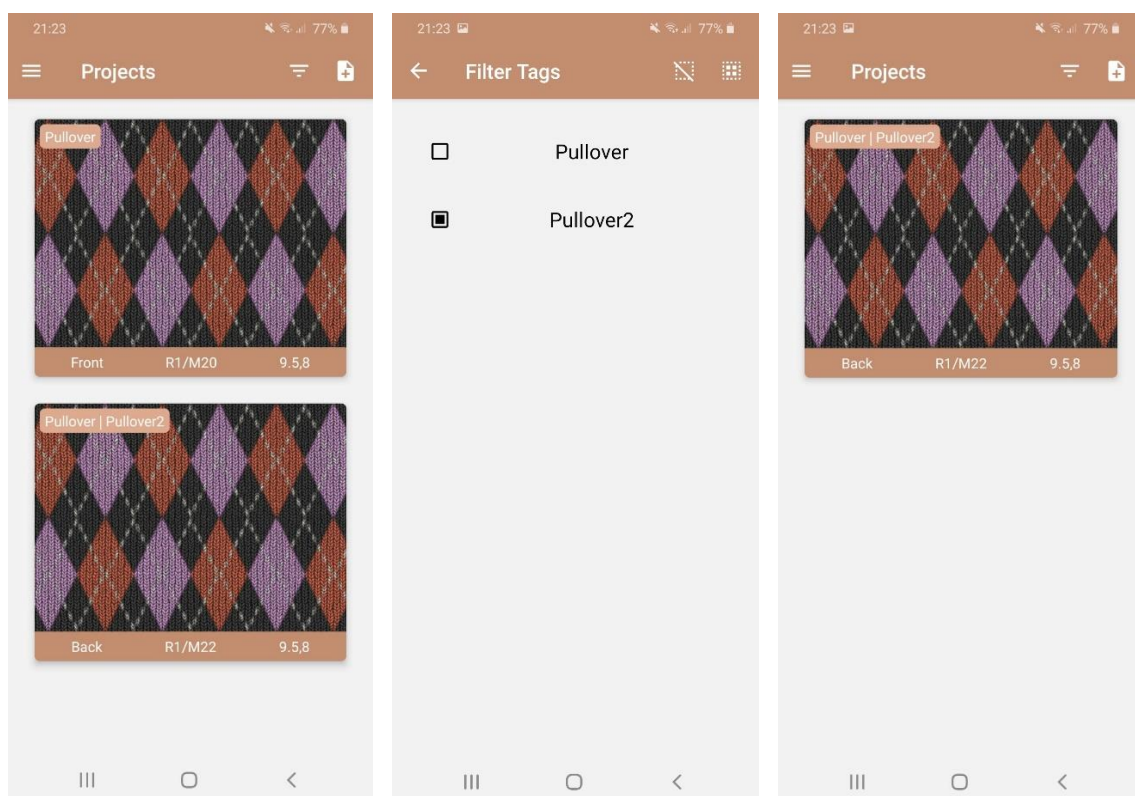
1.1 Details

For every project you can add several details and a picture. These details contain of the project name, the needle size/sizes, the kind of wool and the starting meshes.

1.2 Tags/Filter

In the detail screen you also can add tags. In order to add more than one, you can separate each with a comma but no whitespace: Tag1,Tag2,Tag3. These tags will show up on top of the project item.

In order to organize your projects better, you can filter the projects by their tags. After that, only the projects with the selected tags will show up on your projects home screen.
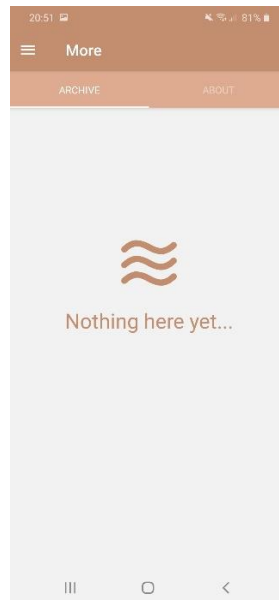
That way you can also order the projects as parts of a bigger project: Let's say for example you need 3 parts for a pullover: sleeve, front and back. In order to do that, you can build 3 projects, each with a project title of "Sleeve", "Front" or "Back" and add a "Pullover"-Tag for every project. Now, you can select the "Pullover" tag-filter in the filter menu and only the projects which belong to your big project will show up.

In the example above, we got at first 2 projects, one with the tag "Pullover" and one with "Pullover" and "Pullover2" (Left). After I said that I only want to see projects with the "Pullover2"-Tag (Middle) and got back to the projects home screen, Wooly only showed the project with the "Pullover2"-Tag. Your selection of tag-filters will be saved, so it will stay like it is even if you closed the app.
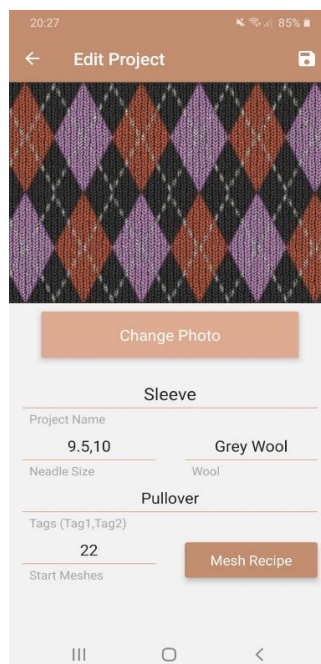
1.3 Archive (Premium)

After you've finished a project, you can choose to either delete them completely or archive them. If they are archived, they won't show on your projects home page, but instead in the archive screen. From there you can also reactivate them to continue working on them. The archive is part of Wooly Premium.

2: Mesh Recipes

You can set up individual mesh recipes for every project. By that the counter can show you the current meshes for every row and the difference to the last mesh change.

Project Edit Screen

2.1 Hard Change

The "Hard Change" input method is for direct changes. You can set the row where the change occurs, the amount of meshes which change and notes which will be shown on the counter screen. The mesh change is relative. This means if you have starting meshes of 20 and want a hard change in row 10 to have 25 meshes there, simply add a hard change in row 10 with +5 Meshes. That way the counter will calculate the meshes when they are shown on the counter screen and calculate 25 Meshes (20 + 5). This also works backwards, for that simply put a "-" in front of your change (for example -5).

2.2 Gradient Change

In order to make gradient changes like +2 meshes every second row repeated 4 times, you can use the "Gradient" input. Here you must set the "Row" where your gradient will start, the "Repeats" (how often your whole interval should get repeated), the "Intervallength" (This is for things like "+2 meshes every second row": In order to do this just set the interval length to 2. For "+2 meshes every row", set the interval length to 1), the Mesh Change (which is the same thing as with the hard change: 2 for +2 meshes per interval or -2 for -2 meshes per interval). Optionally, you can set notes for the interval.

You can also overlap gradients, as long as no rows overlap with rows from other items.

2.3 Copy or delete selected items

You can select items by holding them long. By that you can delete the selected items with the trash can icon or copy the selected block with the copy icon. To copy the block, you must set the distance between the blocks and the repeats.

Let's say you want to copy these items:

Item 1 – Row 10 - +2 Meshes

Item 2 – Row 14 - +3 Meshes

Then you can set the row distance to 3 rows and the repeats to 2. After copying, you get this:

Item 1 – Row 10 - +2 Meshes (Original block)

Item 2 – Row 14 - +3 Meshes (Original block)

(Row distance between original block and block 1 is 3 because row distance was set to 3)
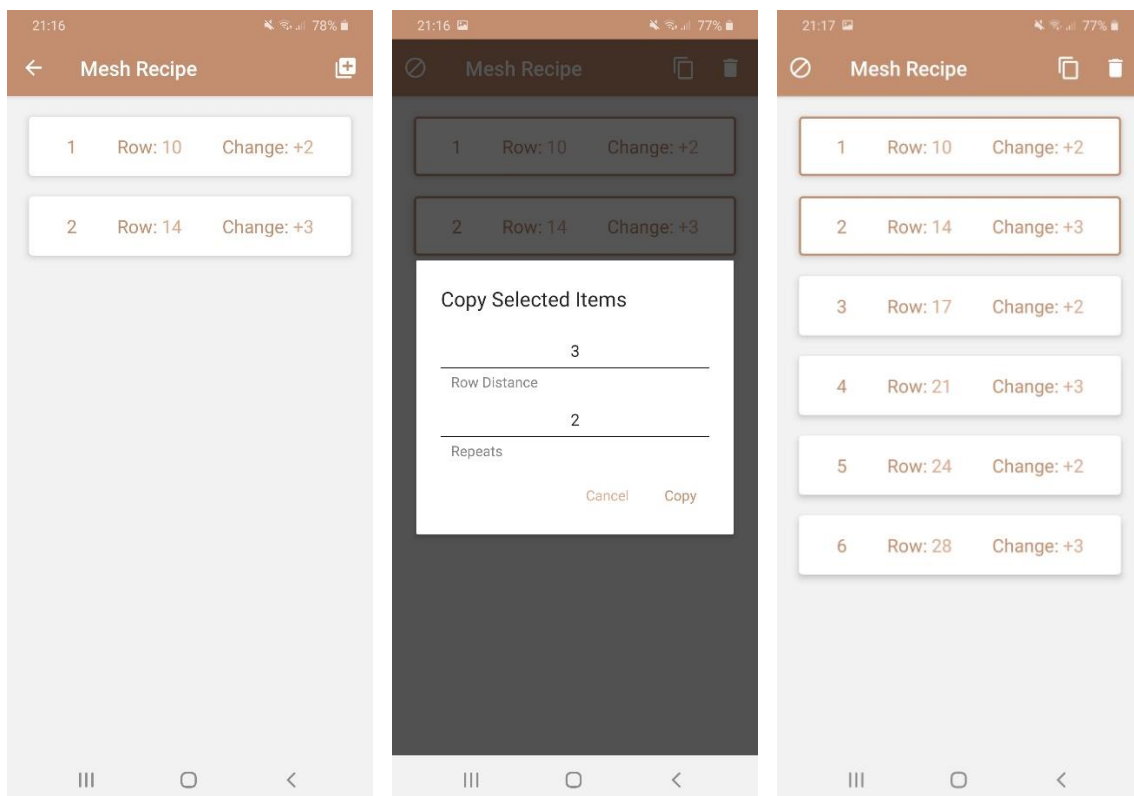
Item 3 – Row 17 - +2 Meshes (Copied block 1)

Item 4 – Row 21 - +3 Meshes (Copied block 1)

(Row distance between block 1 and block 2 is 3 because row distance was set to 3)

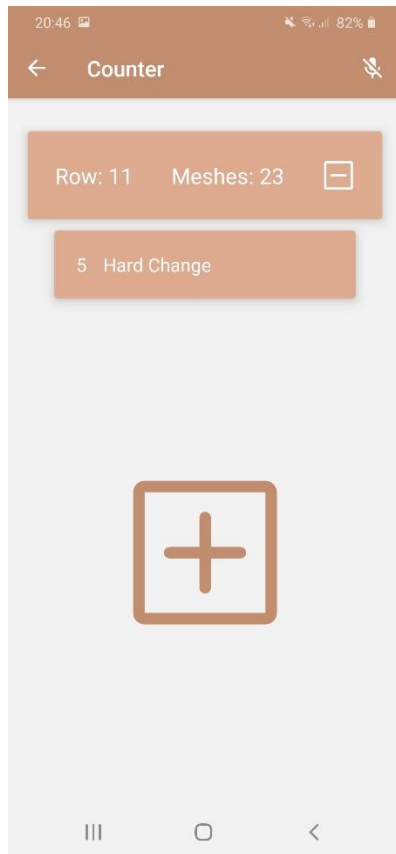Item 5 – Row 24 - +2 Meshes (Copied block 2)

Item 6 – Row 28 - +3 Meshes (Copied block 2)

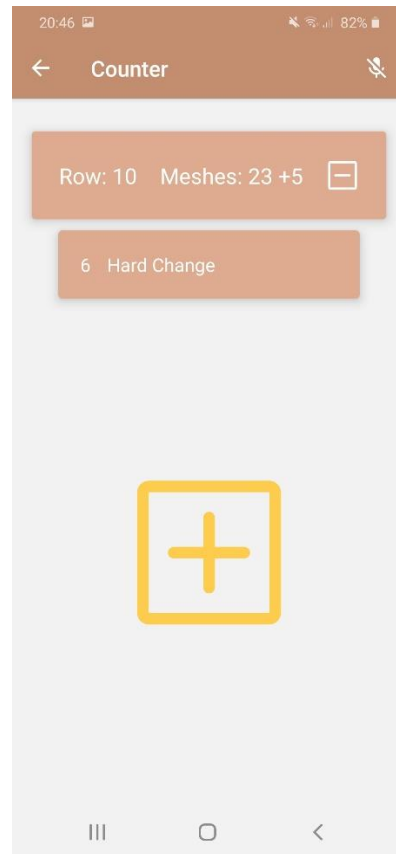(→ Block was copied 2 times because repeats were set to 2)

3: Counter

The counter screen can be accessed via the "Continue" button on the project details page. Here you can increment/decrement the row and the info box will show the current meshes, the difference in meshes to the last mesh item change, the distance to the next change and the notes which belong to the current row.

Normal Screen

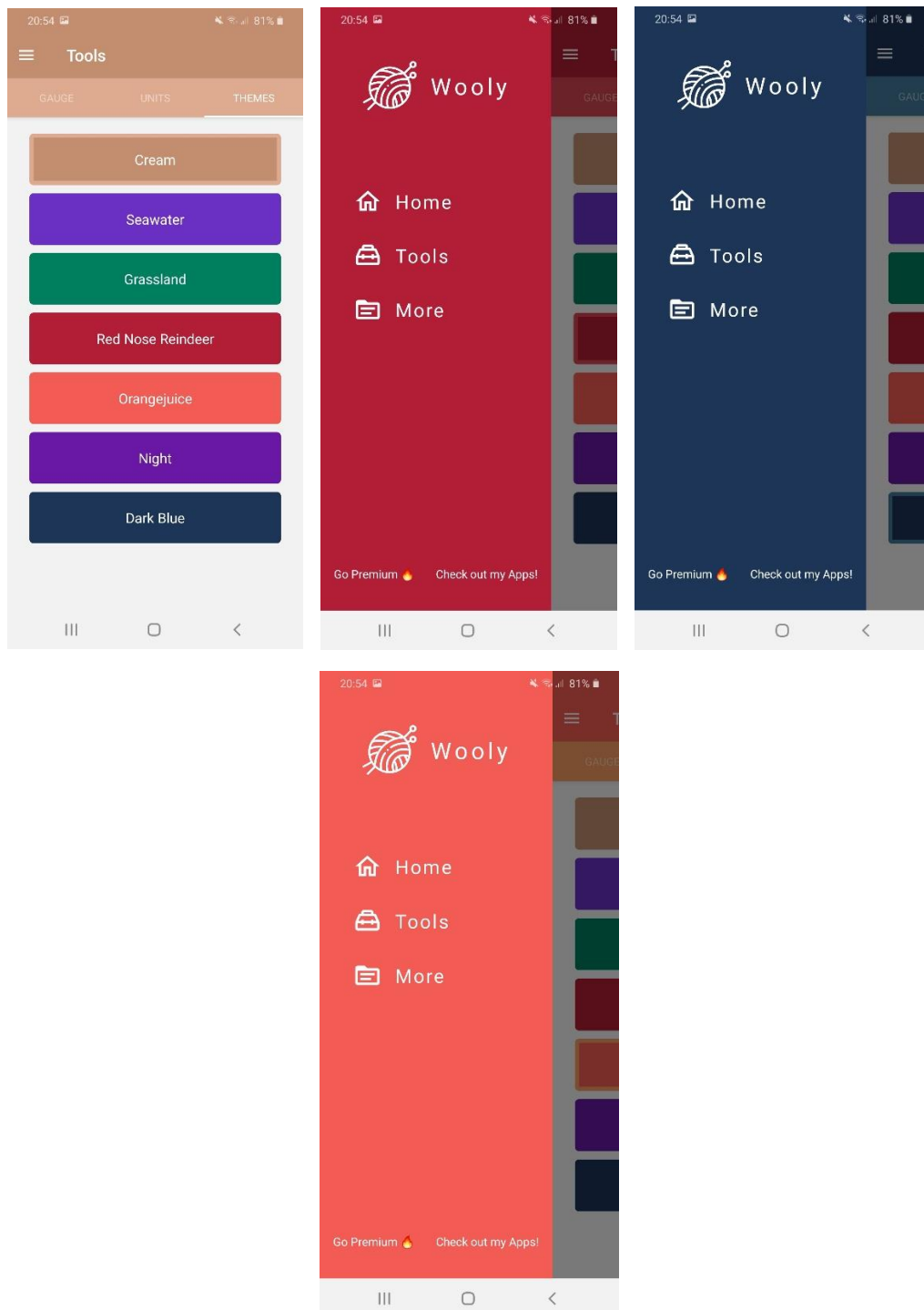*Moment of mesh change*

3.1 Voice Control (Premium)

You can activate the voice control via the voice control button. By doing this, you can perform several actions like row up or row down with voice commands. The exact options and commands are shown in the voice control dialog inside of wooly. This is a premium feature.

4: Tools

Wooly comes with some tools. These are little helper to keep your knitting workflow up without having to leave the app.

4.1 Themes

On the tab "Themes" you can set a color theme for the entire app.

4.2 Knitting Gauge (Premium)

This is used for converting rows or meshes to centimeter and vice versa. Simply set how many rows or meshes equal 10 cm, type how many cm or meshes/rows you want to have and the tool will automatically calculate the result and show it to you. This is a premium tool.

4.3 Unit Converter (Premium)

The unit converter is used to convert units to other units. The tool supports centimeter, decimeter and inches for both the input and the output. This is also a premium tool.

Knitting Gauge   *Unit Converter*