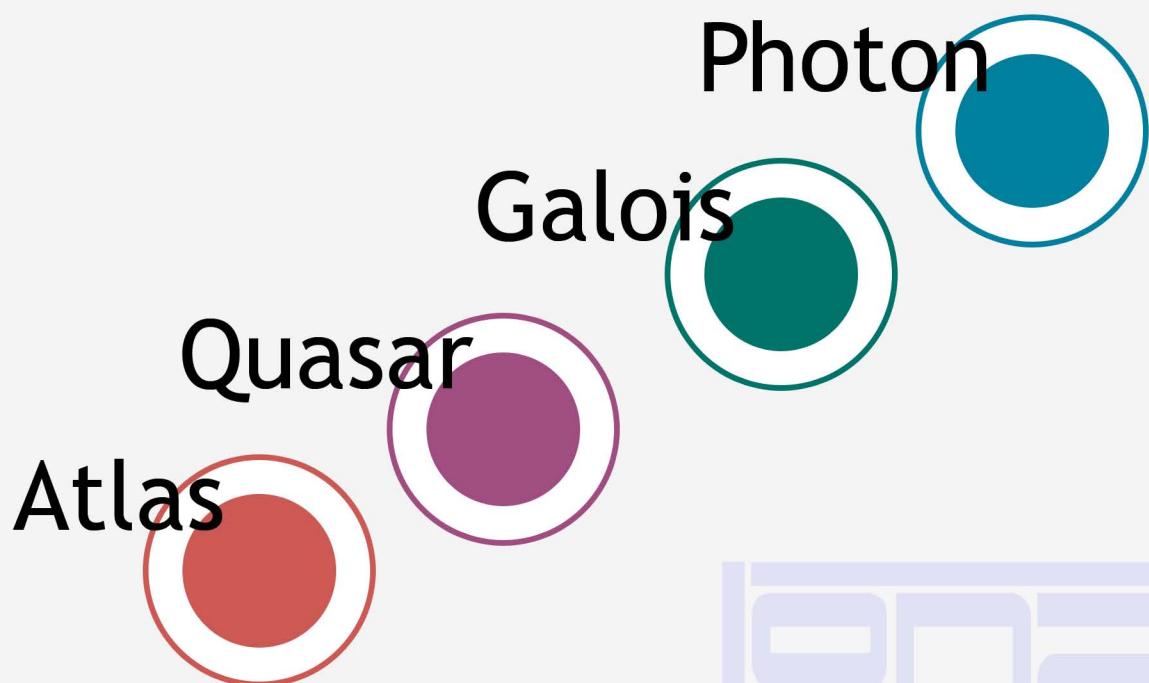
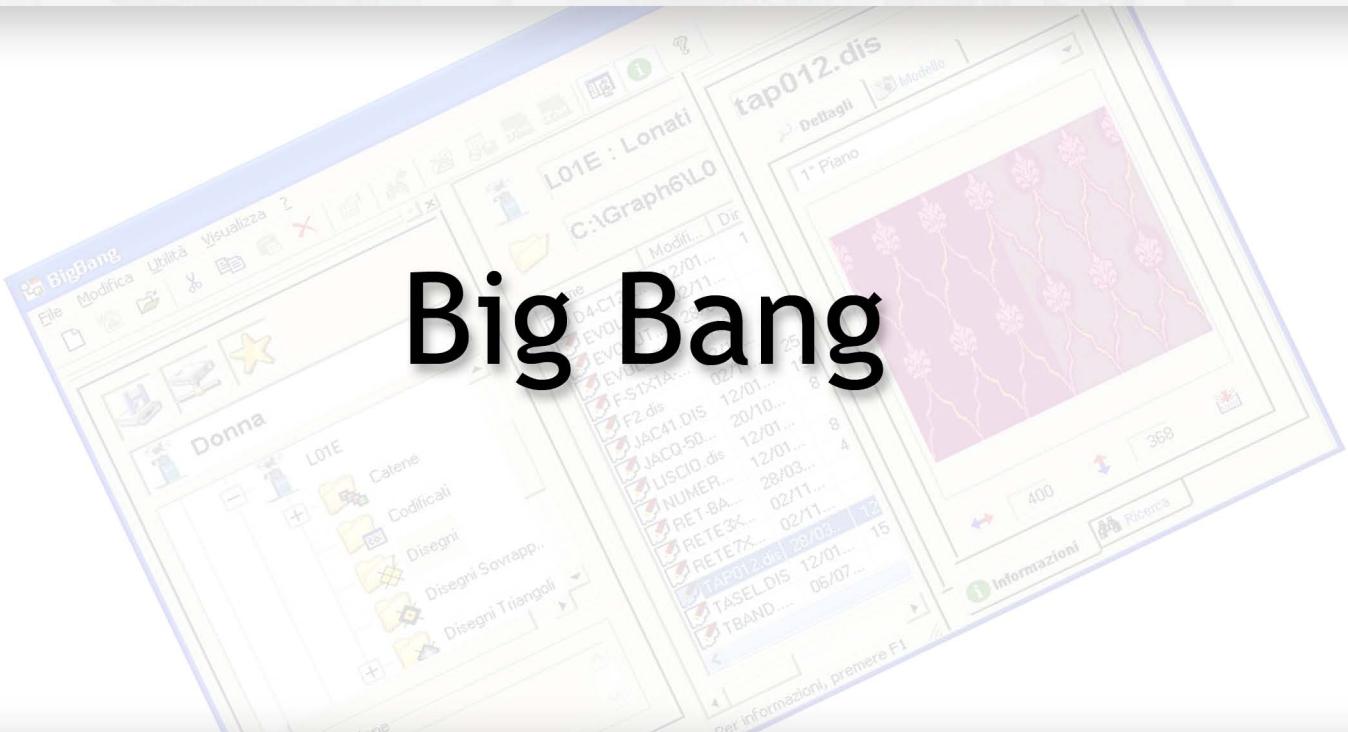


# Instruction manual

Graphiton 6 - Digraph 3 Plus



lonati



[www.lonati.com](http://www.lonati.com)

# Big Bang





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# Welcome to DIGRAPH3 plus

This software allows programming all the new circular knitting machine models produced by **LONATI group S.p.A.**

To be able to use this program you must connect to the parallel port of the computer a protection key.

This key is called HARDLOCK FAST KEY.

To update the software version or request technical assistance consult the web site: <http://www.lonati.com>



Topics of the guide.

# **BigBang guide**

## **Topics of the Guide**

 Introduction

 Choose the group in which the machine belongs to.

 Surf window – machine and work group selection.

 File list window

 Information and research window.

 The menu.

 Tool bar.

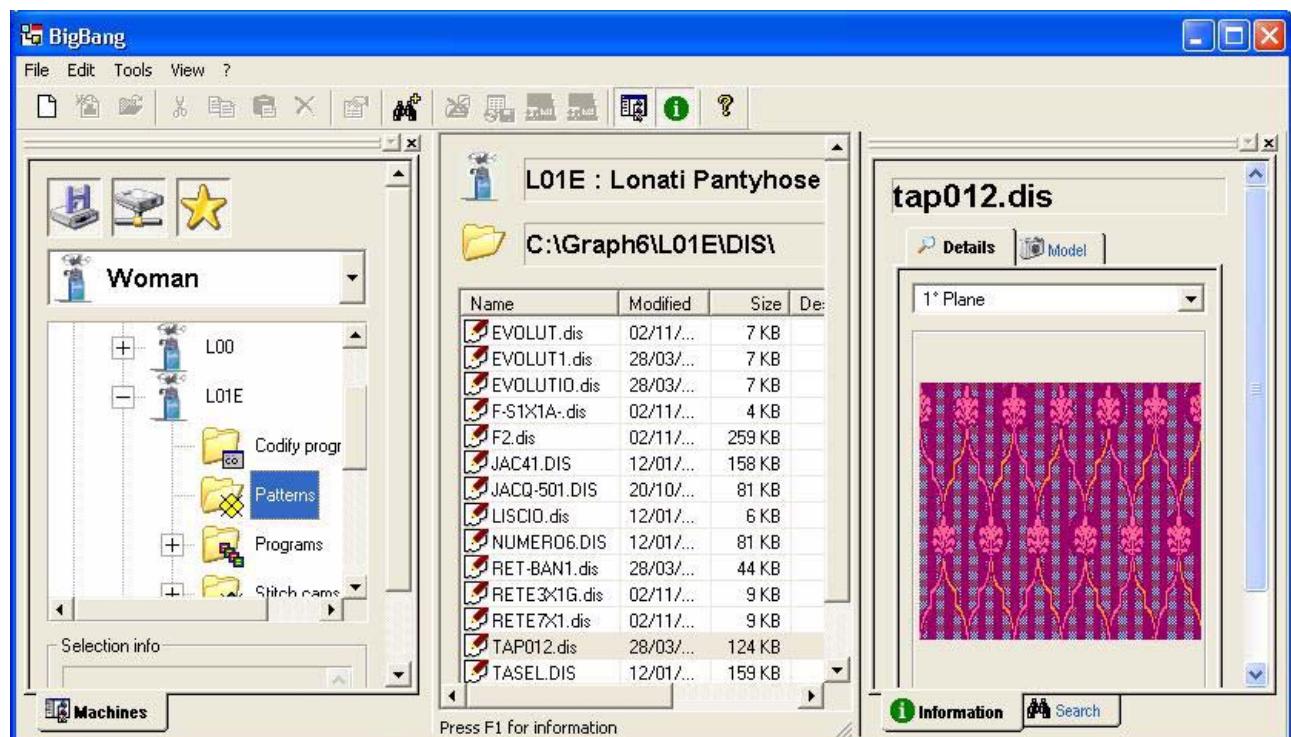
 Complete copy of a program

## Introduction to the BigBang

The BigBang is the utility program of the textile machines of the LONATI GROUP.

It has been created with the mechanical-textile technicians of the Group, which uses the most advanced programming techniques.

It is a simple and versatile program able to satisfy the needs of the operators.



## Group of belonging

The first step for using the program Digraph3 plus is to decide the machine type.

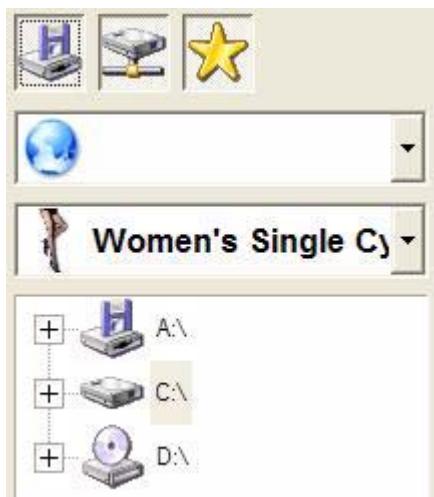
According to the unit that you choose, select the wanted machine.

The categories or groups regarding the types of the circular machines of the Lonati Group are the following:

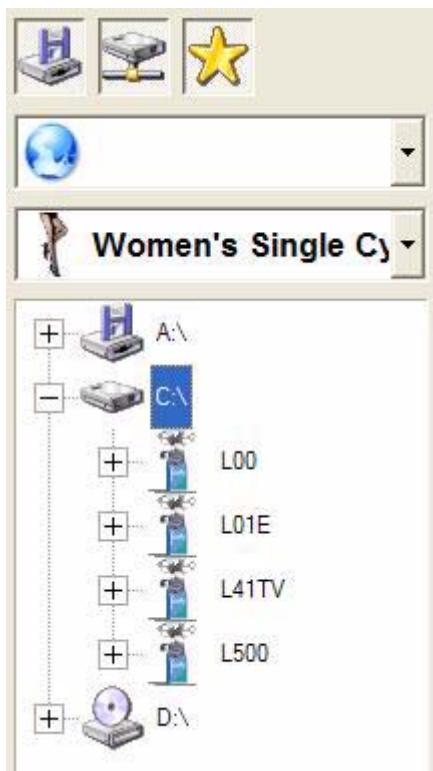


The enabling or selection of the group is carried out by pressing the line showing the wanted machine on the top of the surf window.

By selecting the woman machine group you will have:



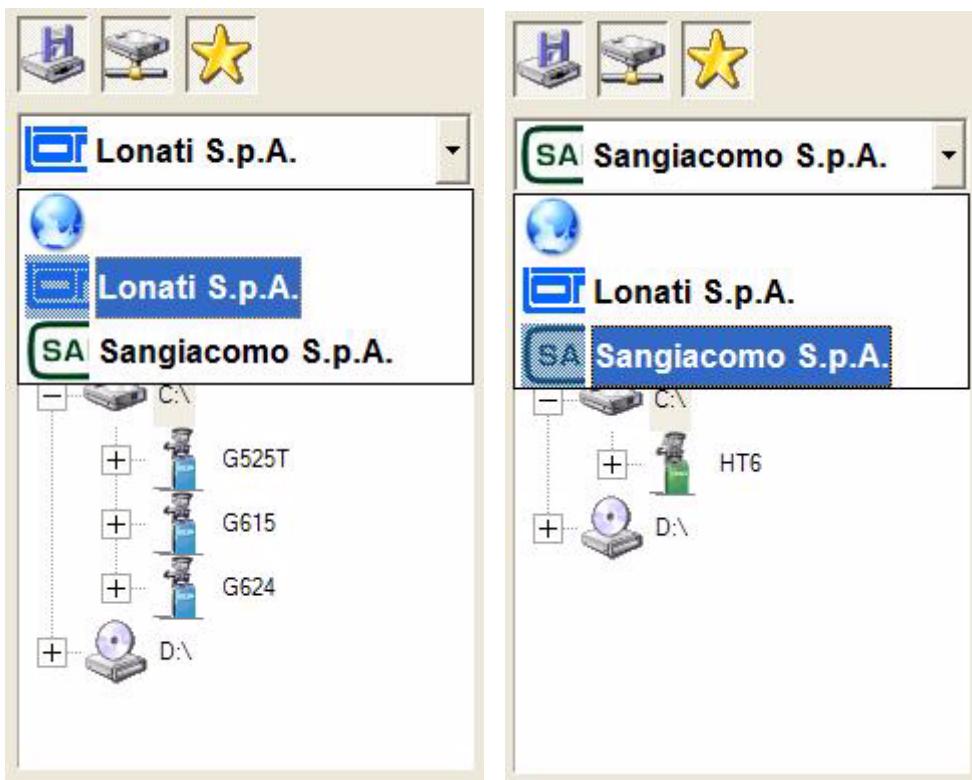
By pressing the left button of your mouse on the "+" icon of the c:\ disc, you will have the list of all Women machines installed on your pc.



If you click the world, you can view all the machines installed for the group selected.



If you click one of the options, you only see the machines of that company.



#### Box Open / Close

This box appears when the selected point contains a structure.

With the symbol "minus" the structure is open (see figure above).

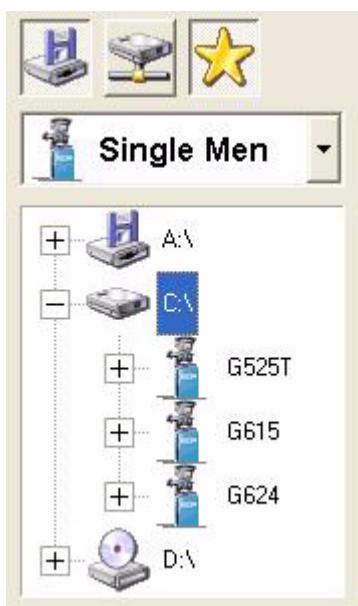
With the symbol "Plus" the structure is closed (see the secondt figure in the page).

To change the status (Open/Close) just click inside of the box Open/Close.

## The surf window.

In this zone of the program, the user has the various types of Lonati machines (Graphitron 6 or Digraph3 plus), which programs have been installed in the computer.

After choosing the group it belongs to (category of the machines), in the surf window the units of the computer will appear where it is possible to manage the machines. At this point the user has to select the unit on which he wants to work and, click on the icon. The list of machines installed will open in a branch manner.



After selecting the wanted machine model, the program will show for that machine, a series of folders or working groups.

Normally for each type of machine the following folders are listed in an alphabetical order:



the working groups depend on the type of machine installed. According to the model, the installed software will show the working groups present that can be managed by the user. For example, if the machine does not foresee a pattern in the knitting, the software installed will not have the folder that refer to the working groups of the pattern.

In the surf window the user can decide to view for each type of machine the working groups that aren't often used.



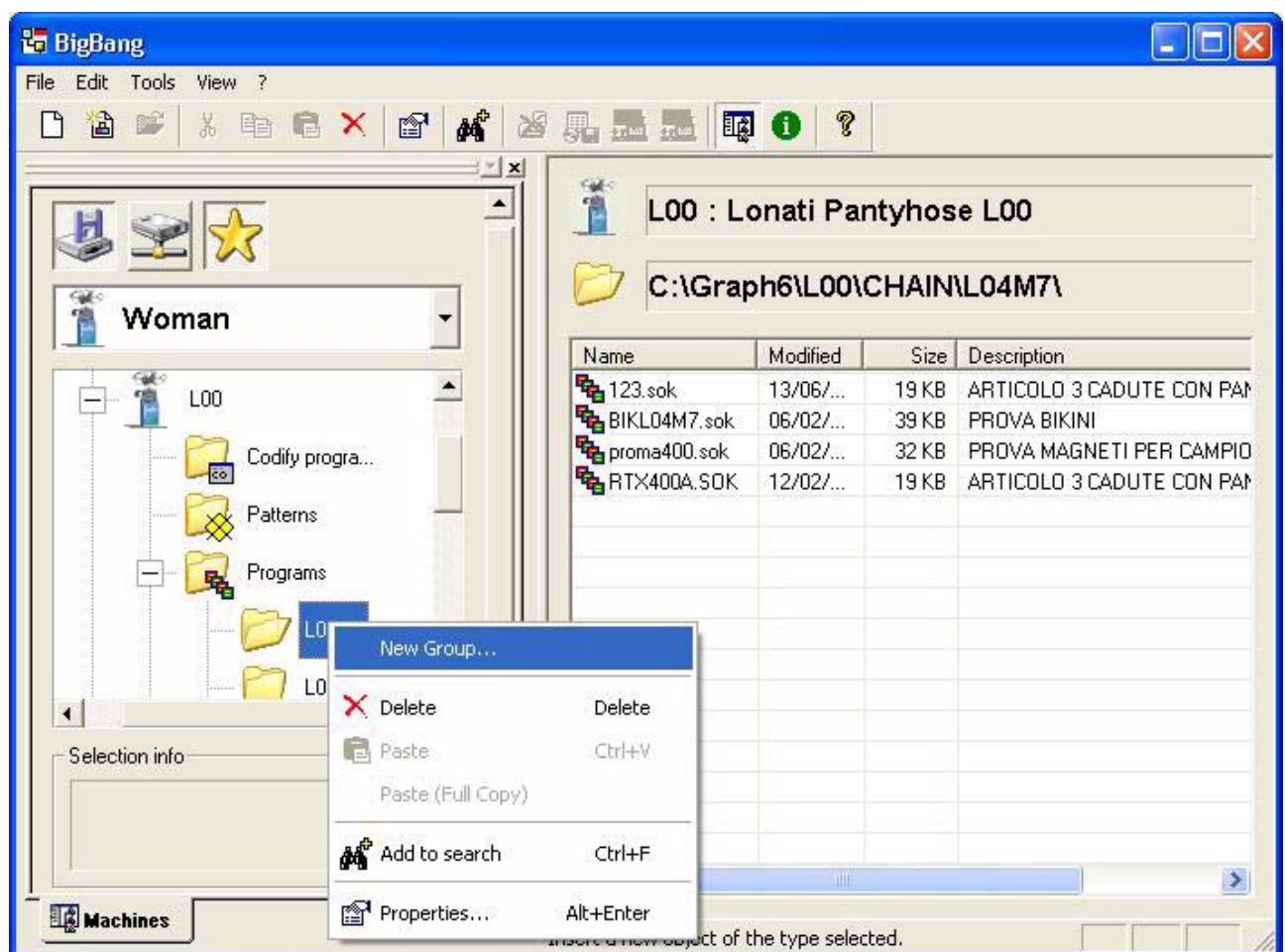
To enable this mode you must act on the third button that filters the folders with the most frequently used files.

Inside of the working groups in the surf window it is possible to add, remove or rename other folders and subgroups.

These operations are made after highlighting with the cursor the wanted working group.

The user can operate by using the command in the **menu** or by directly using the **right button of the mouse** as shown below.

The creation logic of these folders is strictly personal but it follows a criteria of branched structure.



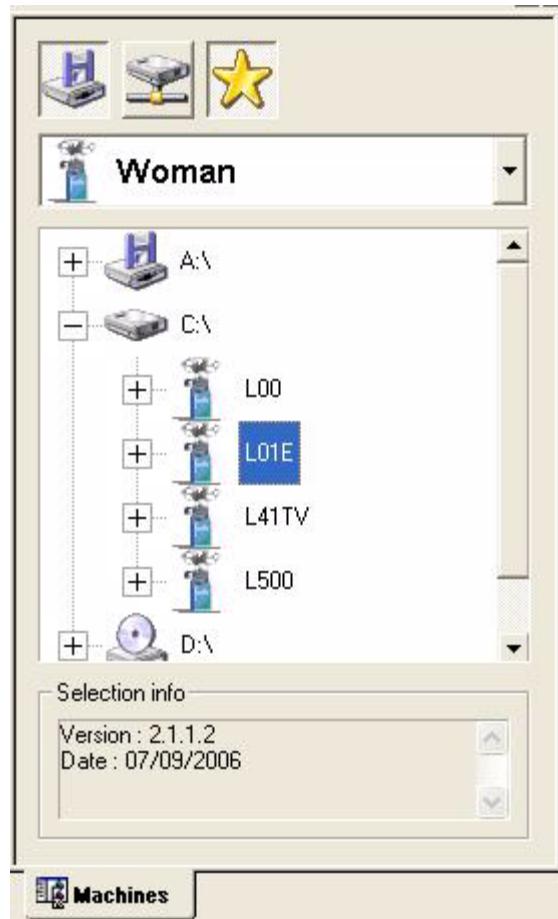
the content of the folders or subgroups is represented by files of the working groups of the machine.

These can be chain programs .SOK/.SOL, all types of patterns .DIS/.SDI/.PAT, the user prestyles .USR, all the configurations .CFG.

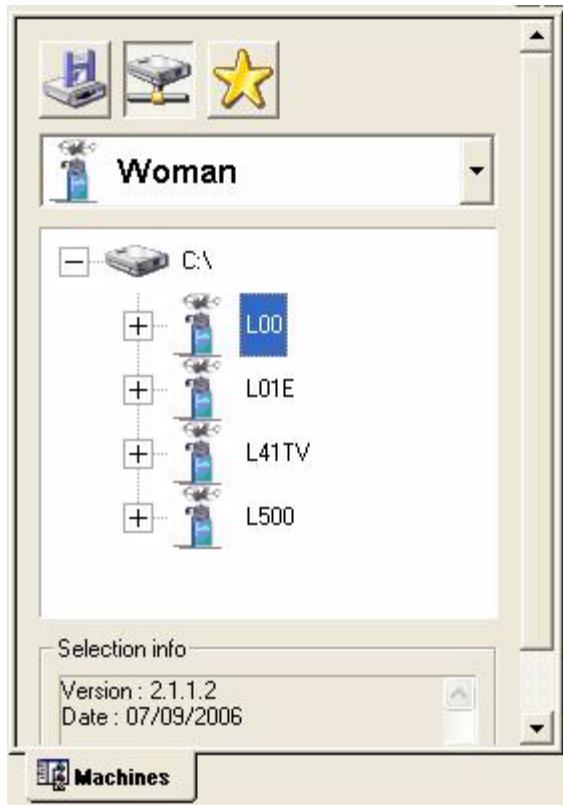
Such files are listed in the window for file viewing placed on the right of the surf window.

In the central part there are all the Chain files that belong to the active group.

The lower zone of the window shows the **version** and the date of the **last software update** of the active **machine**.



The first button Shows/Hides the removable supports and by disabling it the window becomes:



the second button Shows/Hides the network drives. It should be disabled to speed up the program.

Having the need to work in the web just click to use it.



In the tool bar the button  enables / disables the viewing of the surf window.

In the menu the point View-Surf Window carries out the same operation.

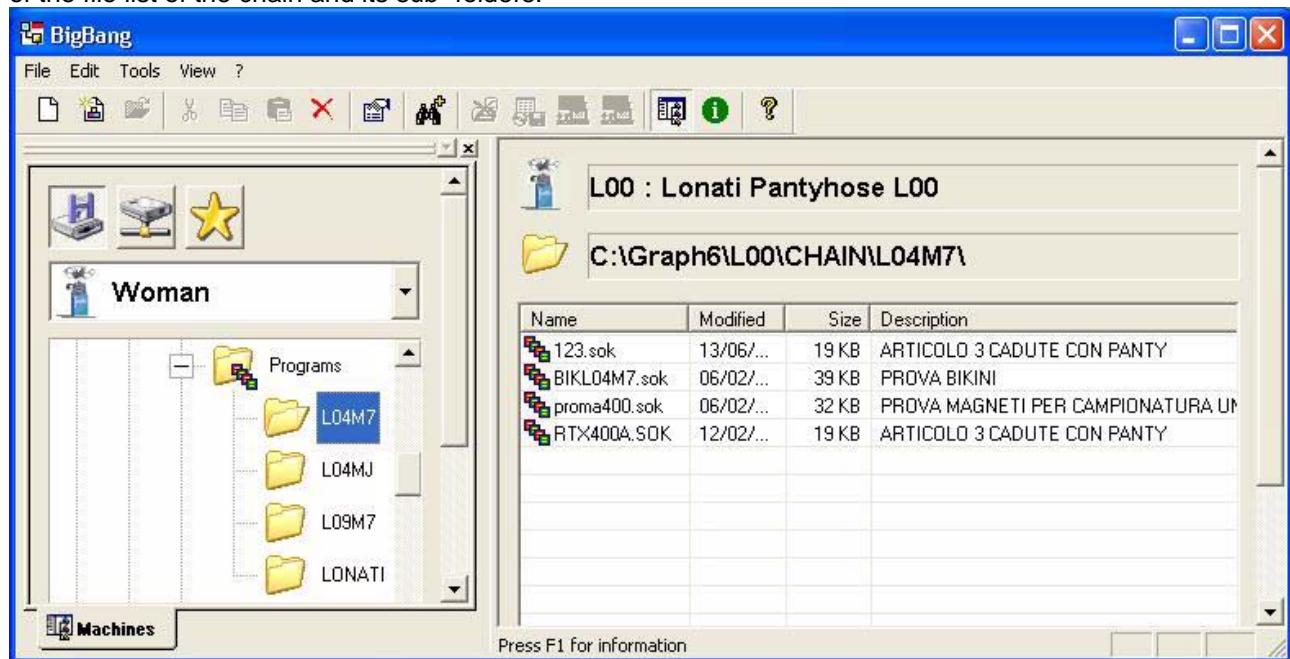
## List of files window

In the window of the list of files there is the **name of the machine** selected and the **folder** from which the documents are read.

The types of files that can be selected are: chain, patterns, configurations, shapes, codings, etc...

The information for the single files is: name, date of last modification, dimension and description when present.

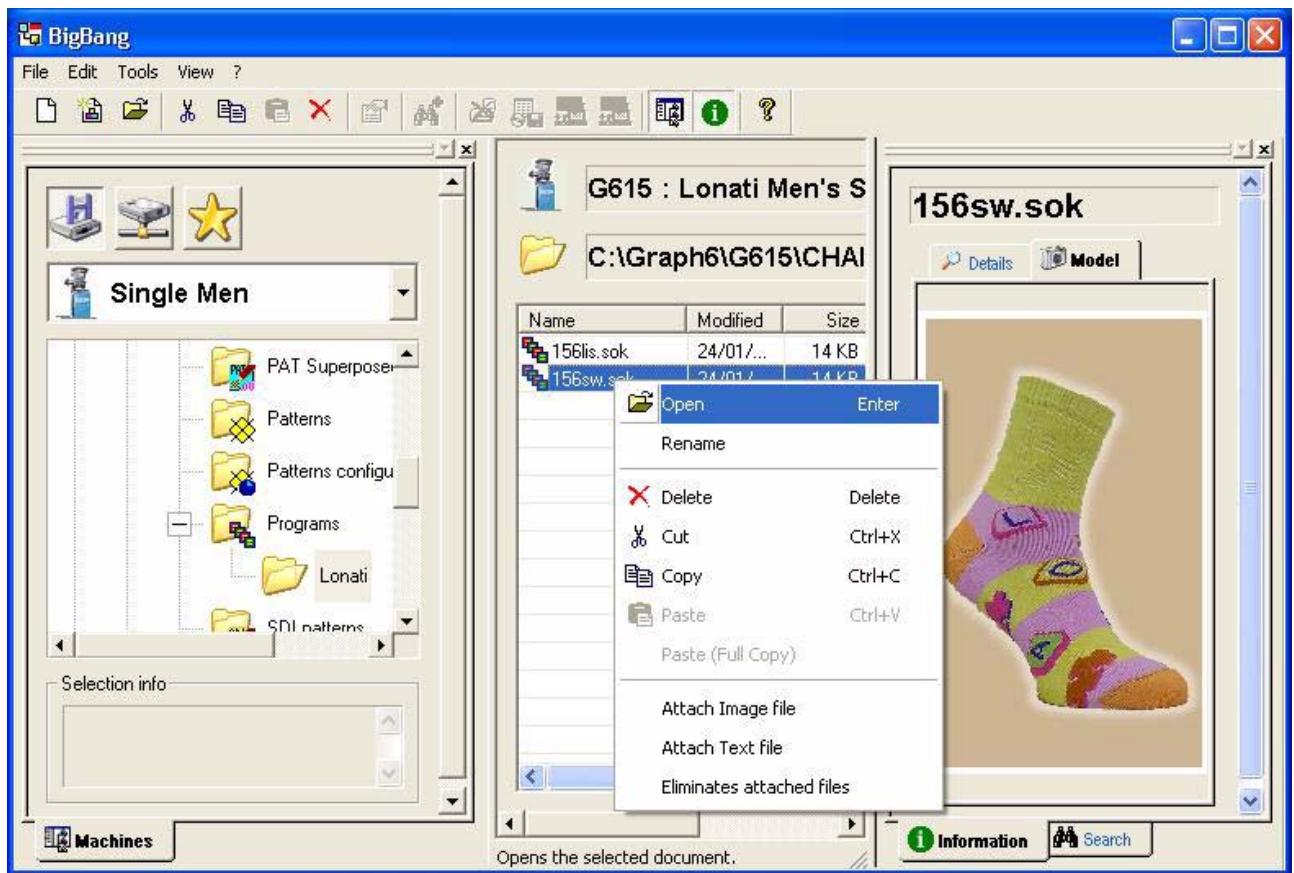
By selecting in the surf window **the chain folders** will be shown in the window of the file list of the chain and its sub- folders.



Click twice with the left key of the mouse on the name of a **chain** in the window of the file list in order to start the **QuasarL** program.

The QuasarL is the program that helps the user during the chain management: creation, coding and sending to the machine.

Click once with the right key of the mouse on the name of a file in the file list window and the following pull-down menu will appear:



More than one chain can be selected at the same time.

The SHIFT key, combined with the left key of the mouse, allows you to select all the chains between the first and the second selection.

The CTRL key, combined with the left key of the mouse, selects more than one chain not sequential in the video list.

The program that will be done with a double click of the mouse will open at the same time all the selected documents.

With Open you start the **QuasarL** program or the program that manages the current file.

Rename, Eliminate, Cut, Copy, Paste according to the general rules of the operations between the Windows files.

Paste (Copy Complete) of a chain other than it also all the files connected to it such as patterns and configurations.

With Attach Image file it connects pattern model to the chain.

Enabling the button of the tool bar a third window will appear: information windows.

Enabling the tab on the top of the **model** you will see the preview of the model.  
Enabling the tab on the top of the **details** you will see the chain memo.

With Attach chain file you connect to a chain a description contained in a text document.

If the document exists and it has been attached, by passing the cursor on the

model there will also be a question mark near the arrow, and by double clicking with the left key of the mouse you will be able to see its contents.

With Eliminate attached files, the model image and the description document will be disconnected from the chain and not cancelled from the disk.

By disabling the button  of the tool bar the third window will disappear: information window.

By selecting the **pattern folder** you will see the list of patterns.

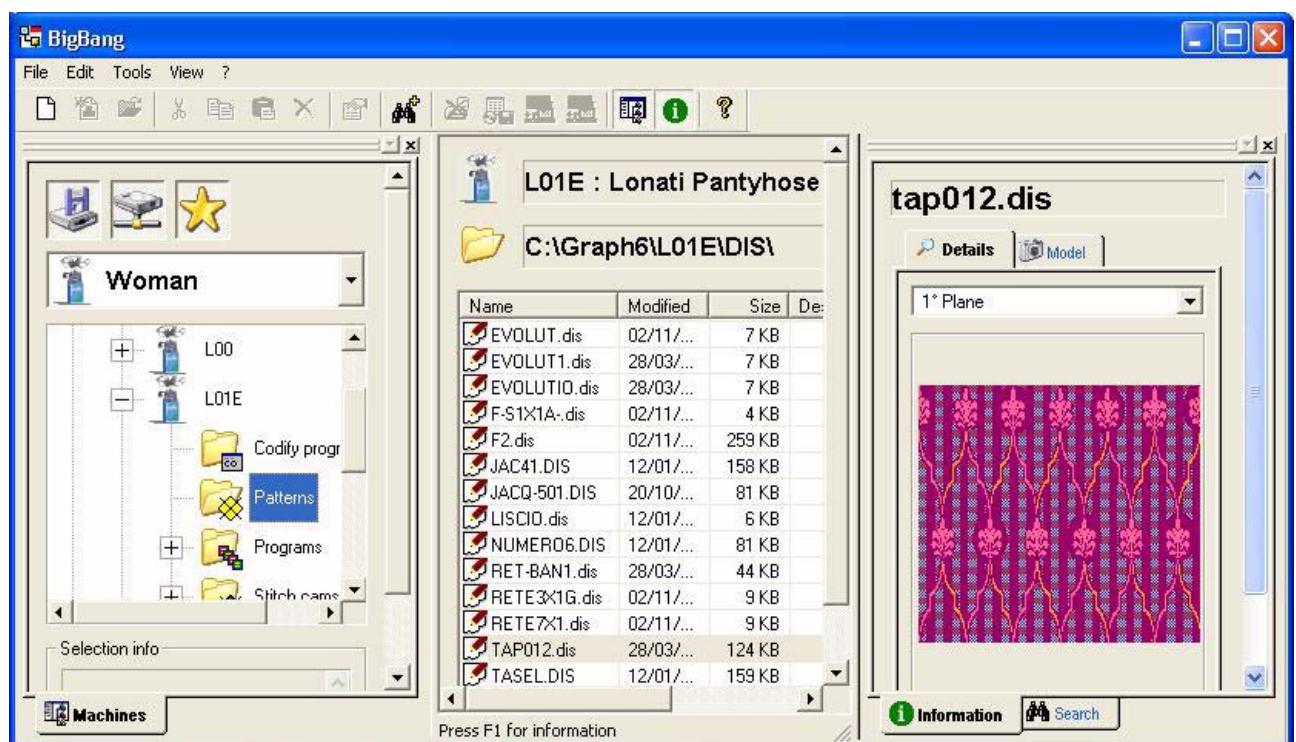
By clicking twice with the left key of the mouse on the name of the pattern in the file list window you start the **Photon** program.

The Photon is a program that helps the user in the pattern management.

Enabling in the information window the tab above the **details** you will see the preview of the pattern.

The user can specify the plane to use and he will always have available the dimensions of the pattern and if the compression is used for saving on disk.

The pattern below shows the preview of the 1st plane with 400 needles and 368 courses, and it is compressed.



By selecting the **pattern configuration folders** you will see the list of the cfg.

By clicking twice with the left key of the mouse on the name of the cfg in the file list window you will start the **Galois+ program**.

The Galois+ is a program that helps the user in the configuration management.

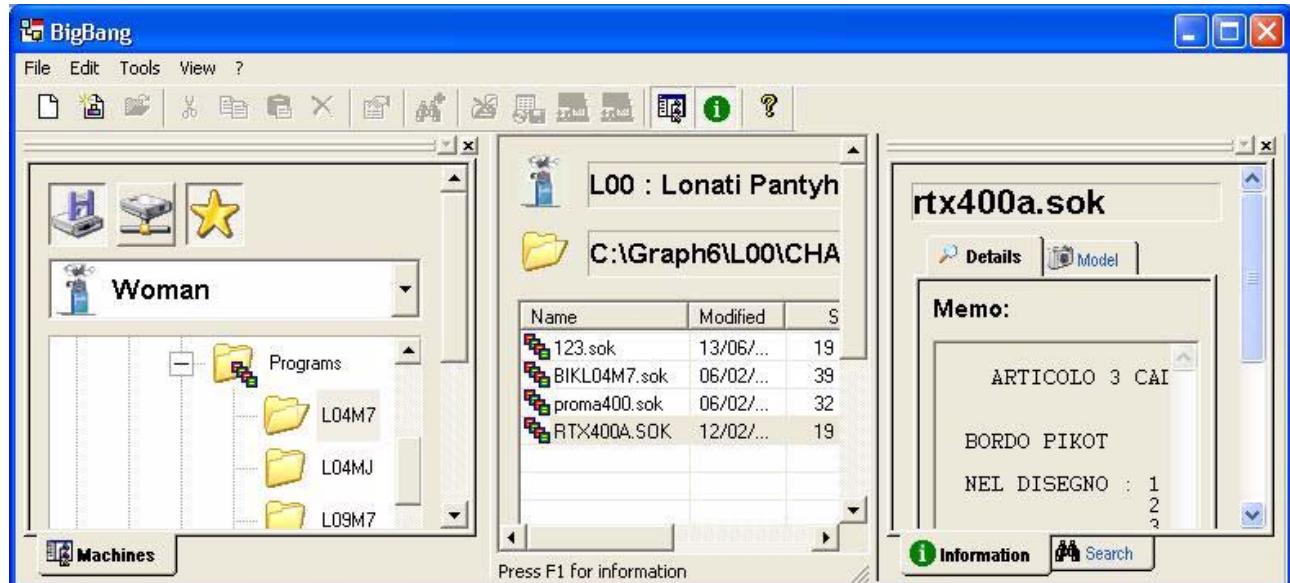
By selecting the **shapes folder** you will view the list of the sdi files  
These act like patterns and start the **Photon** program.

This window is always visible.

## Information and research window

This window is viewed by enabling/disabling the button  on the tool bar and it appears on the right of the window.

It contains various information that depends on the type of active file in the central window of the file list.



On the bottom it contains the **tab for the information**  and the **tab for the Research** .

 In the upper part of the window there are two tabs for the choice of **details**  or **model** .

And it has already been described in the File list window.

The types of files that modify  are: chain, pattern, configuration, and shapes. To these files you can attach an image file or a text file that will be visible in the window on .

 it is important for the patterns: you will see the dimensions of the patterns, the compression and its previews for each plane.

**The research**  **is new.**

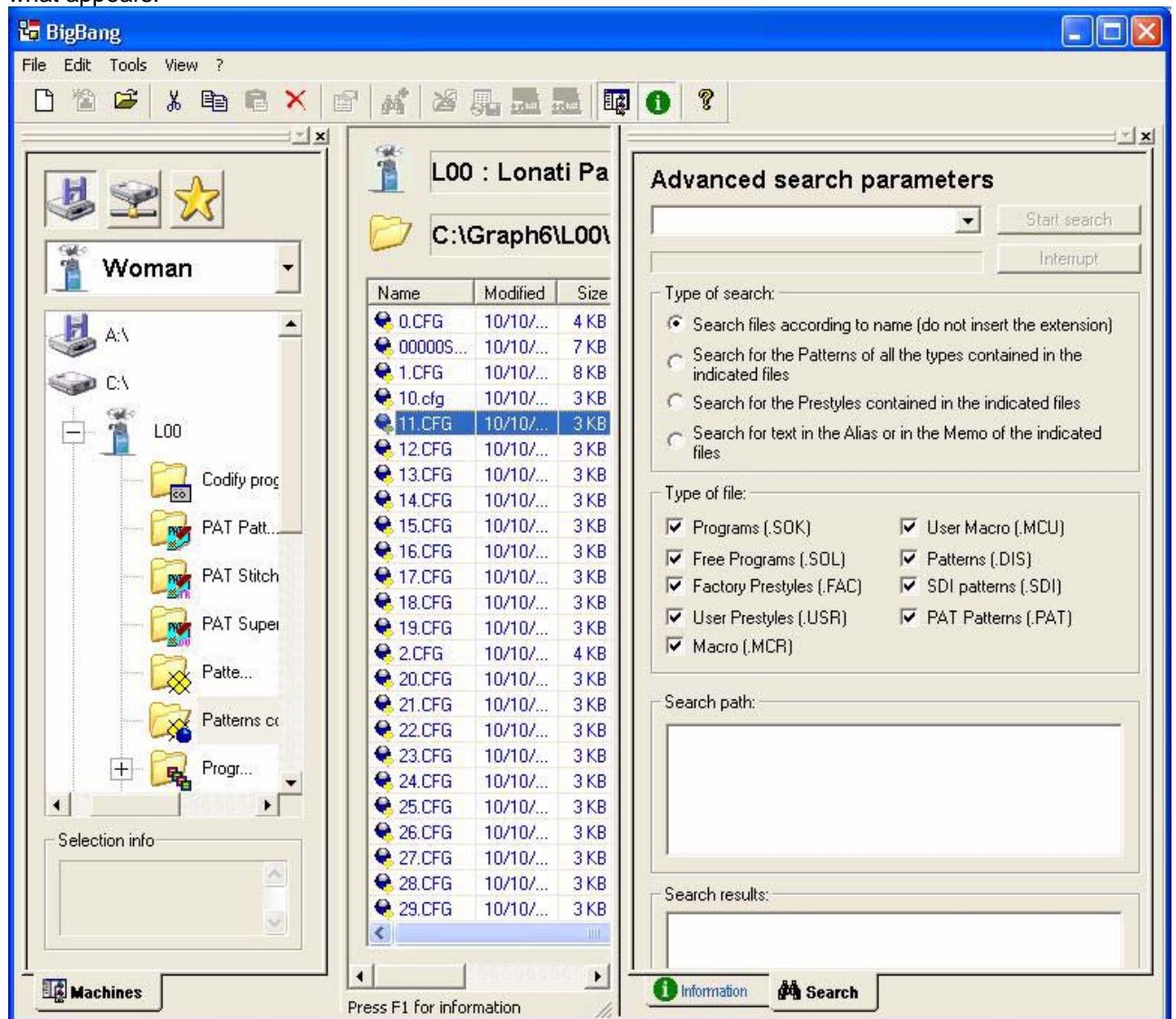
It has been inserted to be able to quickly find the files that respond to certain conditions.

Example:

- I can search for all the chains that contain a certain pattern
- have a list of the patterns that contain "cad2" in their name,
- have a list of all the cfg and more.

 Below we analyze the **RESEARCH** .

By selecting the second tab on the bottom of the information window, this is what appears:



Insert the name to research in

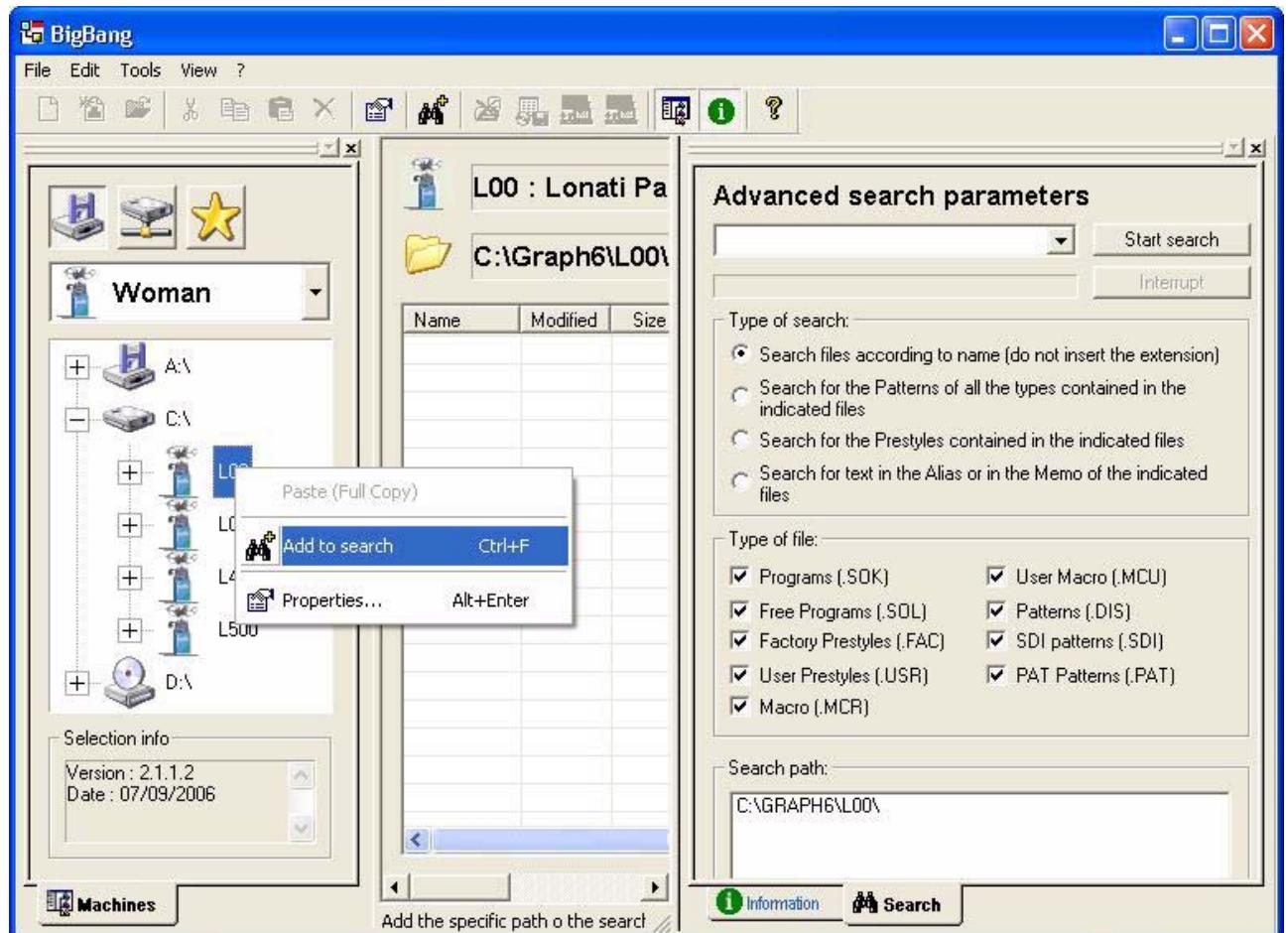
“\*”: this symbol has to be written inside or following the name to research and according to Windows rules.

For example, if you search the word “liscio\*”, you will find all the patterns that begin with the word liscio, such as liscio.dis, liscio2c.dis and so on.

If you search the word “li\*io” you will find all the patterns that begin with “li” and end in “io”, such as “liscio.dis”

Specify the type of research: search for files or patterns, prestyles or text in alias or memo.

Specify the type of file where to search for through the ones specified and enabled.



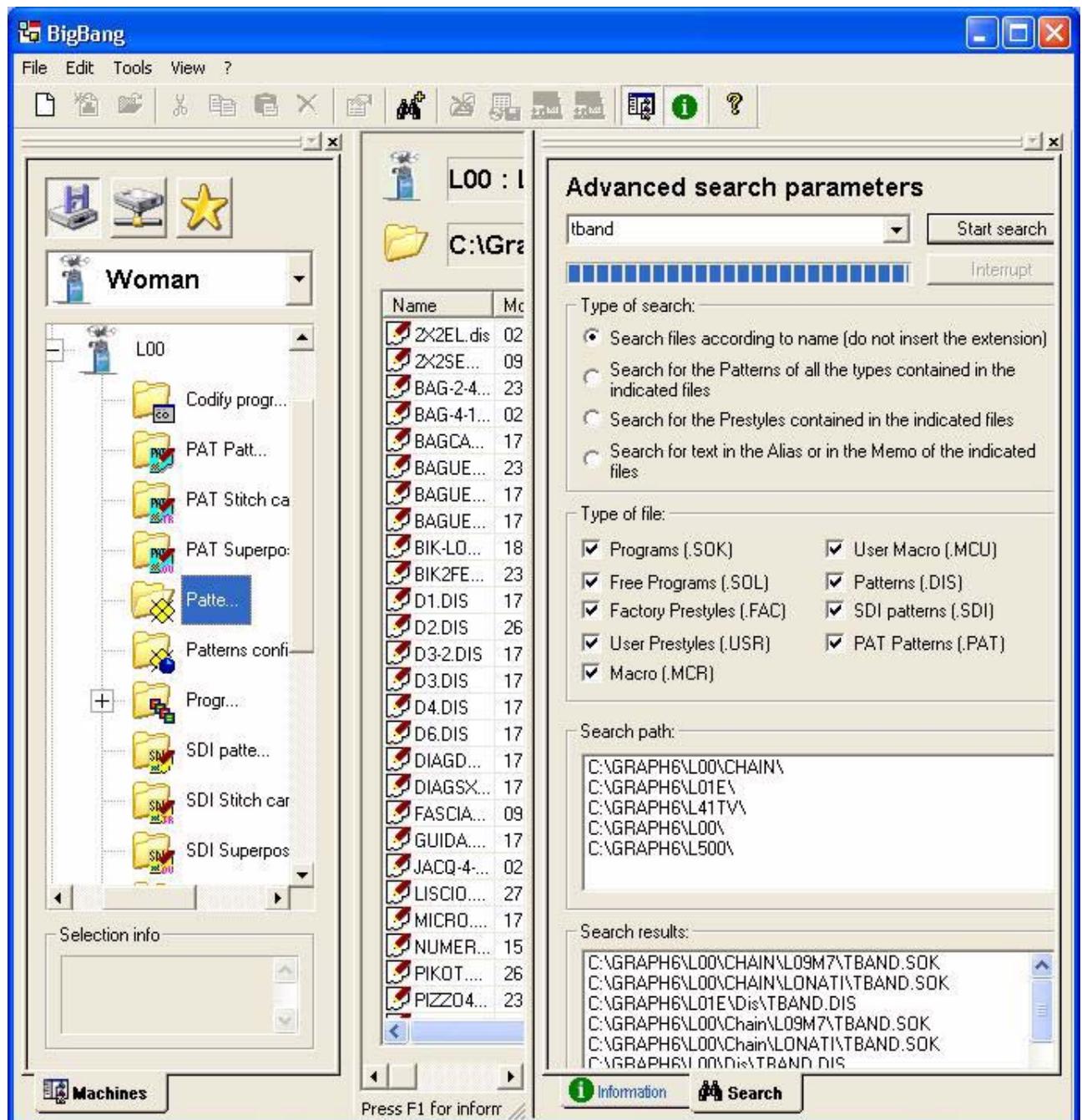
With from the tool bar or from the pull down menu of the selected passage add various passages.

It is easy to add a passage already selected with the combination of fast keys **Ctrl + F**.

The passage of selected research can be cancelled by pressing the key **Canc.**

Press the button of "start research"

Wait to read the research results in the low part of the window.



Click on a file from the ones of the Research results. The one selected is automatically highlighted in the central window of the file while the surf window gets into position by opening the branches of the active file.

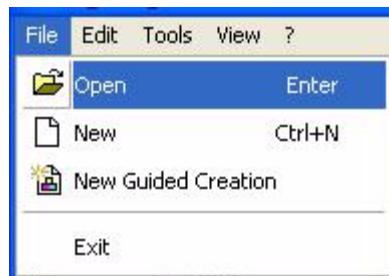
The file searched is therefore located and can be elaborated.

The research is enabled even between machines that belong to different groups.

## Menu of the BigBang

The operations made by the various parts of the menu depend on the type of active file.

Most of these can be recalled quickly by pressing the buttons of the tool bar



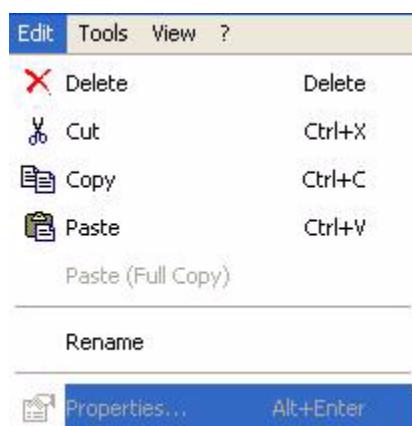
"Open": opens the active file and therefore will recall:

the QuasarL for the chains sok,  
the Photon for the patterns dis,  
the Galois+ for the configurations cfg , etc.  
Present also in the tool bar.

"New": creates a new chain, pattern or configuration ....

With "New Guided Creation" you recall the Alias program for creating a new chain.

"Exit" exits the program.



By following the windows specifics the active file can be eliminated, cut, copied, renamed and pasted.

There is also a complete copy that is enabled only between friendly machines.  
The **chains** and the **shapes** can carry out a **complete copy** between different machines or on the same machine between two different disks.

The complete copy of a chain copies other than the SOK chain also all the patterns and configurations connect to it.

The complete copy of a shape copies other than the SDI pattern also all the patterns and configurations connected to it.

The same thing can be obtained by dragging with the mouse a sok or sdi file between the friendly machines.

The properties of the modification menu are referred only to the machine; showing a window where it is possible to set a few parameters regarding the coding of the program and the measuring unit for the calculation of the lengths of the article.



**Measuring unit** for the automatic calculation of the stitch width. This option is used in those countries where the measuring unit that expresses the width or length is in inches instead of millimeters. Therefore the user through this option can automatically make the program calculate the width in inches instead of millimeters.

According to the floppy support units installed in the computer it is possible to select the drive of default where the program memorizes the coding to be inserted in the machine with the FDU 2.

The user also has the possibility to choose which type of coding to use to reduce the dimensions in bytes of the coded file.

**COMPRESSED:** we suggest the use of this format in case you have to code chain programs containing a lot of data and different types of patterns. It reduces the space of the file CO compressing the data to optimize the occupation of the memory in the machine.

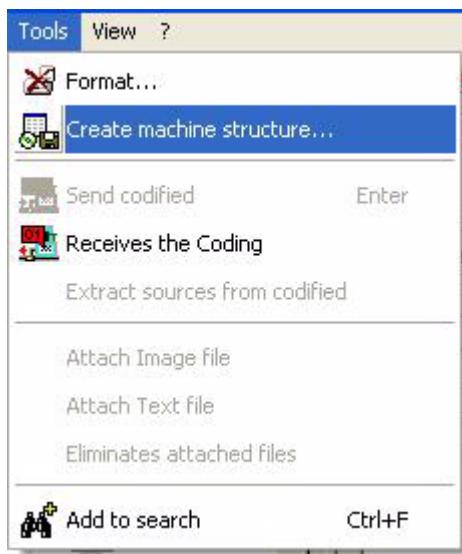
**EXPANDED:** it doesn't compress the coding files; the dimensions in bytes of the coded will be the standard ones.

**NORMAL:** to use for those types of machines with software versions that do not accept compressed coded chains.

**Transmission** of the data to the machine: **COM:** address of the serial port of the computer where the user has physically connected the data transmission cable to the machine; **BAUD:** transmission speed of the data from the computer to the machine

We suggest to set BAUD=19200 for RACK and BAUD machines=38400 for board machines.

Present also in the Tool bar.

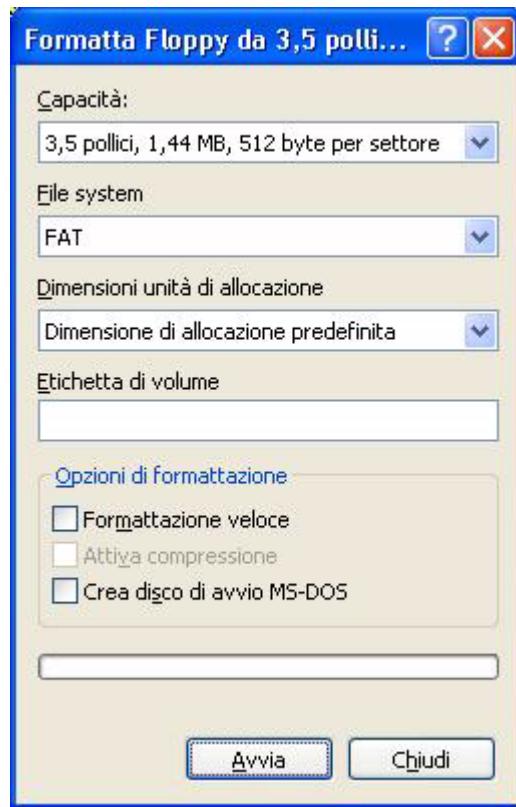


The utility menu enables the first two points only if the disk A:\ or B:\ is enabled surf windows.

### Preparation of the disk for the copy operations

The first point of the utility menu is Format.

**Format** the floppy by canceling all of its contents.

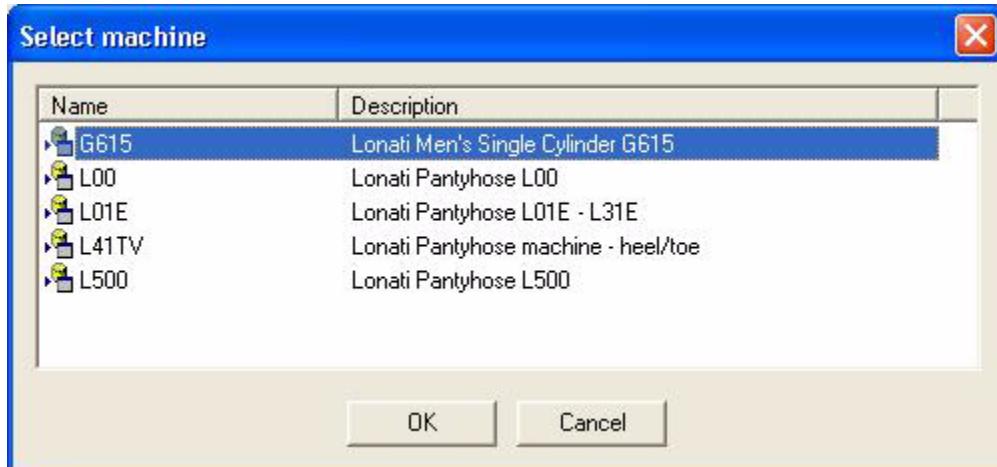


Select START



Select OK.  
and then Ok to "Complete formatting".  
therefore "Close"  
Make sure that the floppy is not protected in writing.

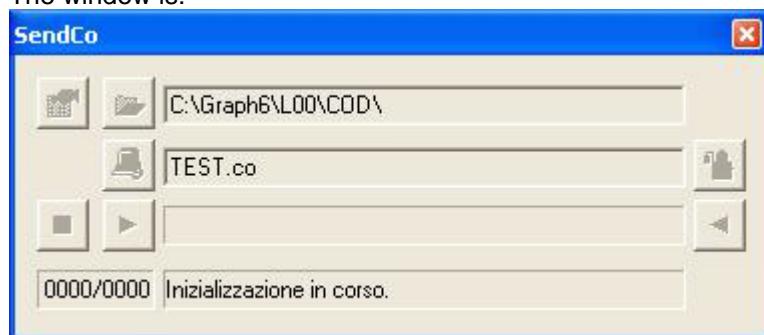
The second **Create the structure of the machine** on the active disk.  
It shows the list of installed machines to be selected:



The structure of the selected machine is created on the disk.  
Other than the folders regarding the chain files on disk there have also been  
created folders regarding the other types of Files (pattern, superimposed  
pattern, etc...) regarding the active machine.  
The disk is ready for a copy or a complete copy of the Hard disk C:\.....  
At this point the user has the possibility to make all the operations of Copy, Cut,  
Paste, and Eliminate from Hard Disk C: to disk A: and vice versa, keeping in  
mind that also on disk A: it is possible to create, modify, and cancel the Groups  
(New group, Modify group, Cancel group).

The third point **Sends the codified** to the machine and is enabled only if the file  
is a \*.co file.

The window is:



Please, specify the transmission port requested and confirm sending.

The fourth point **Receive the coding** shows he transmission port or the IP addresses of the machines that are connected to the computer.

Select the wanted machine.

View the list of files found in the machine memory.

Select the type of file to copy and also the name from the list.

The coded \*.co files on the disk are copied in A:\ and not in the branching of the machines as it occurs on the hard disk (C:\, ...)

The memory pen drive (or key) is managed as if it were a disk.

These points for the preparation of the disk are also present in the tool bar.

The fifth point **Extract sources from codified** is enabled only if the file enabled is a \*.co file with sources inserted.

On request, quasar will insert all the sources used in the chain of the codified.



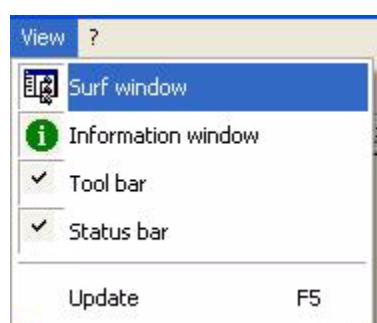
You can extract the codified by copying sources in folders and placing the name of the codified in round brackets before the name of the file that has been copied.

For example, by extracting c:\graph6\l00\dis\liscio.dis pattern from calza1.co codified, you will create c:\graph6\l00\dis\calza1(liscio.dis pattern.

The management of the files **Text and Image attachments** is described in the file list window

The point **Add to the search** adds to the active passage the steps of the research.

Further detail on the search is described in the information window.



the menu shows, as already understood in the name, enable/disable the view of part of the program.

The first one operates on the surf window.

The second one operates on the information window.

The third one operates on the tool bar.

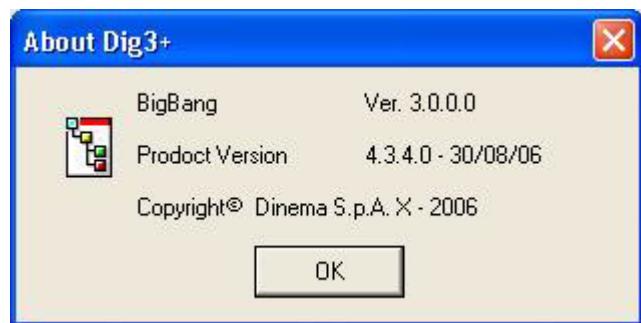
The fourth one operates on the **status bar** that is found in the last line of the

file list window.

The button F5 updates the video views.



View this manual, the manual of the current machine and the program version.



## Tool bar of the BigBang.

Below is illustrated the tool bar of the program:



BY positioning the cursor of the mouse on a button you will be able to view a brief description with the explanation of the button.



New file.



Guided creation: recalls the Atlas program.



Open.



Cut, Copy, Paste, Cancel the active file.



Properties: of the machine.



Add the active passage to the research.



Format, Create structure, Send and Receive the coding. The first two points are enabled only for the floppy disc.



View : Surf window, File information window, Information on.... .

## Operations between friendly machines.

Some machines that belong to the same group are defined by the constructor as friendly machines.

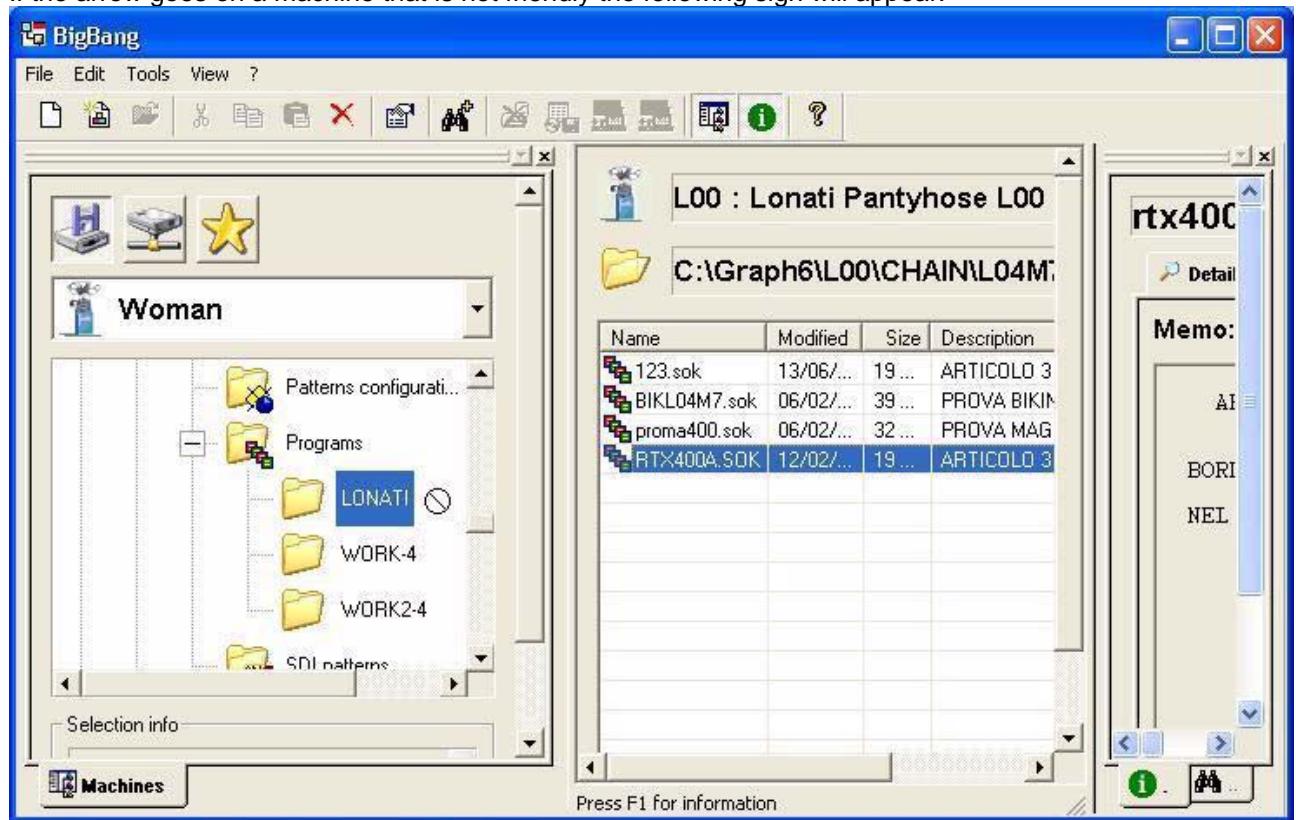
The friendly machines can exchange between each other chains and shapes.

To do so you will have to act as follows with the Complete copy.

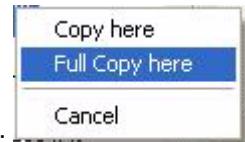
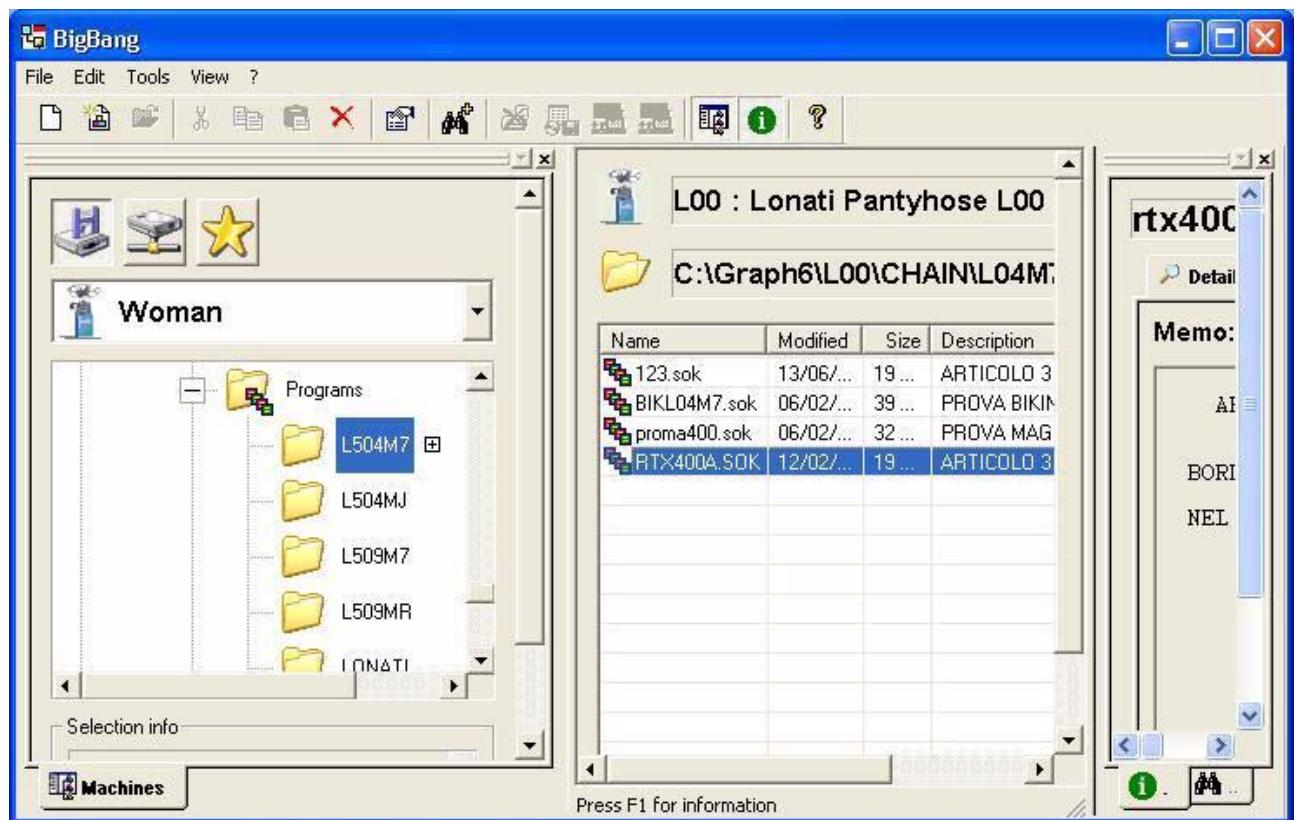
Select a chain of the machine that you want to copy for example of the L00 compatible with machine L500.

Press the right key of the mouse and keep it pressed, while doing so drag it on the window on the left called surf window.

If the arrow goes on a machine that is not friendly the following sign will appear.



If the arrow goes on a friendly machine the sign + will appear allowing to copy.



If you release the right key of the mouse the following menu will appear:  
Confirm on Complete copy and select ok at the window that appears with the request to copy also the Models descriptors associated.

Ask confirmation for the rewriting of he files already present.

Now the entire pattern and the configurations that are needed for the coding of the chain have been copied from the source machine L00 to the destination machine L500.

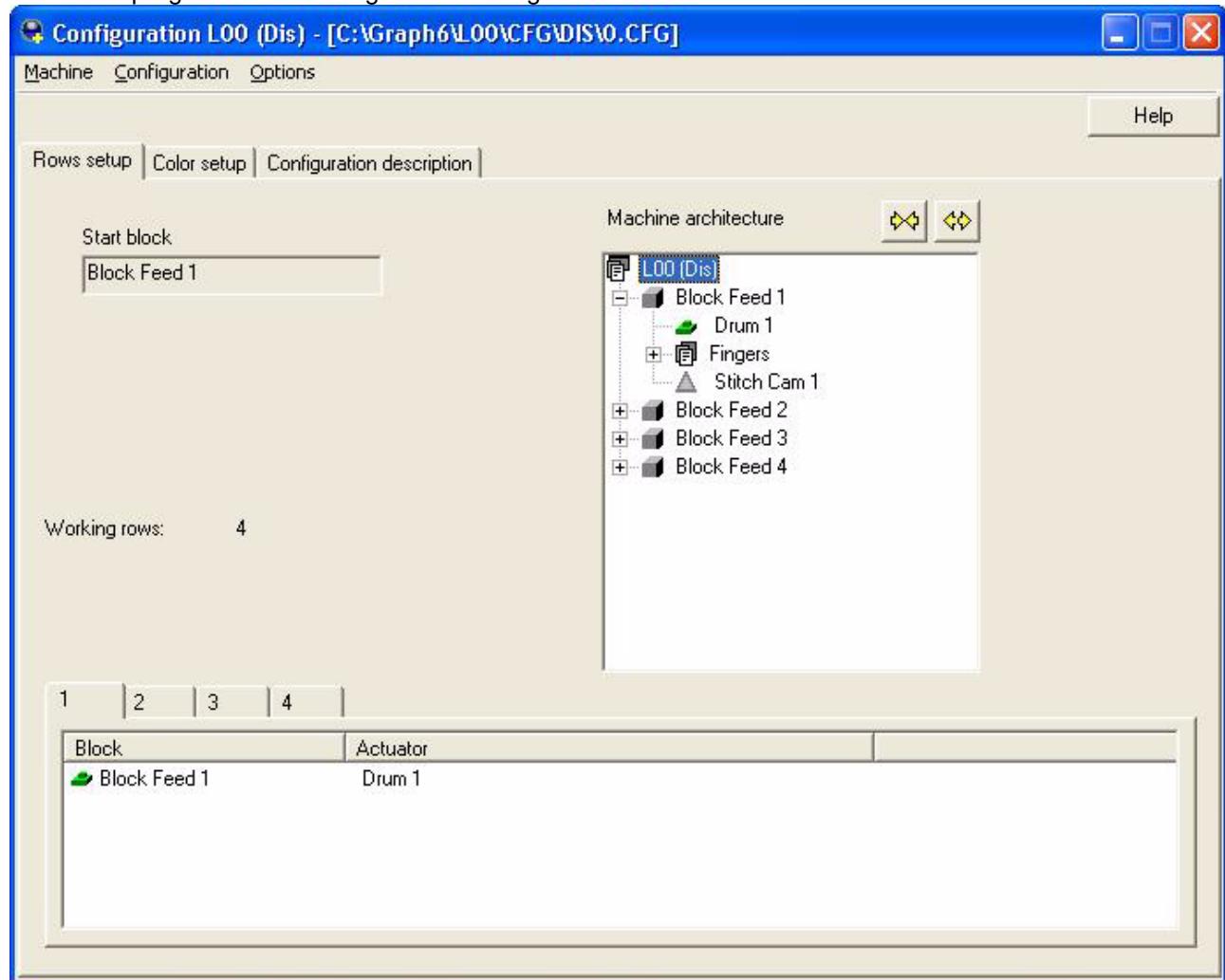
By confirming on **Copy here only** the chain will be copied without the patterns, configurations, and files associated.

The complete copy is very useful to copy complete chain of files from the hard disk to the disk. Therefore the chains can be saved on floppy disk or can be transferred on a computer not connected to the network.

The same thing can be done for the shapes.

## GaloisPlus

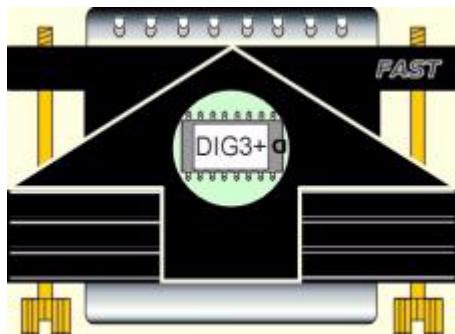
This is the program for the configuration management:



[Return to the menu](#)

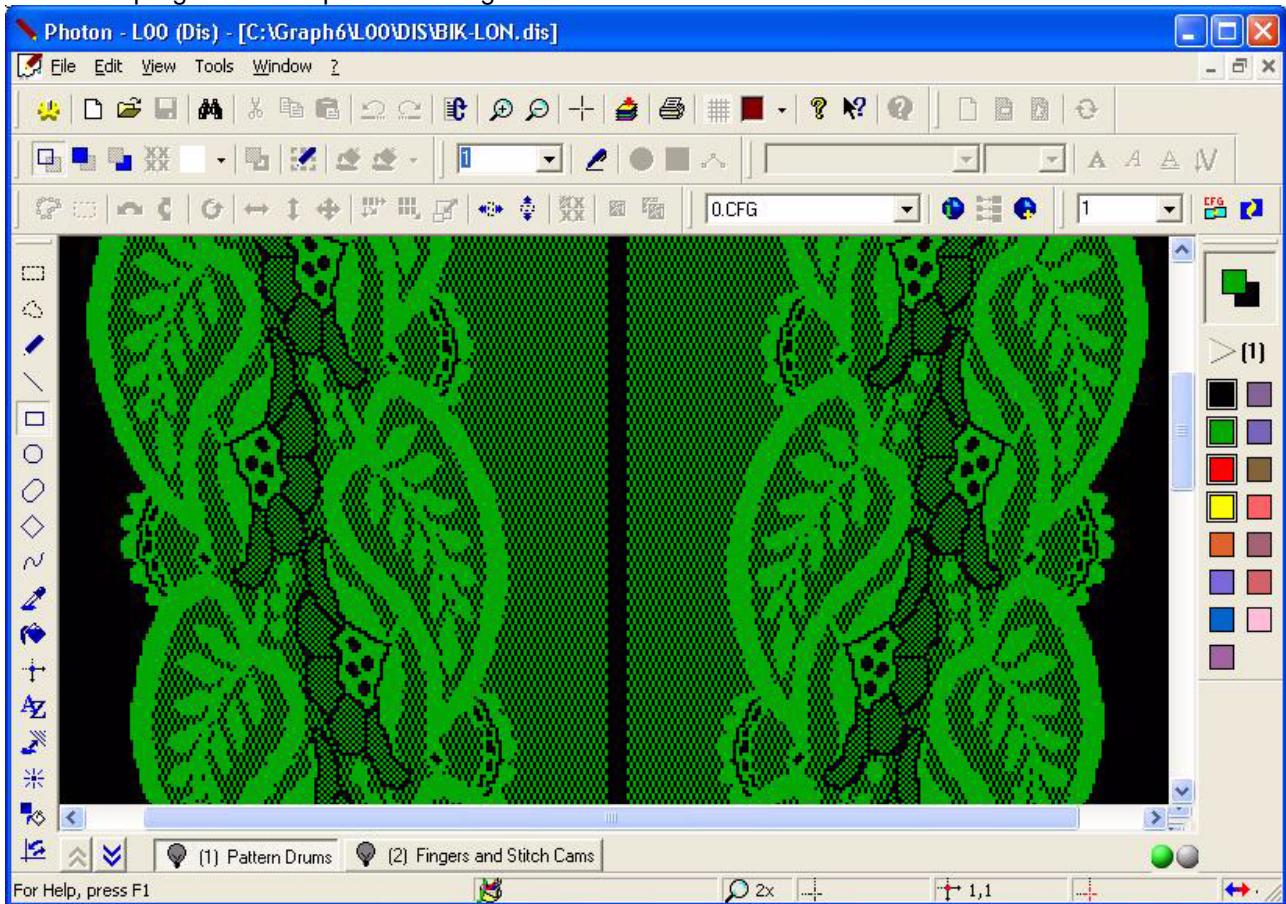
## **Hardlock\_DIG3+**

Protection key to connect to the parallel port.



## Photon

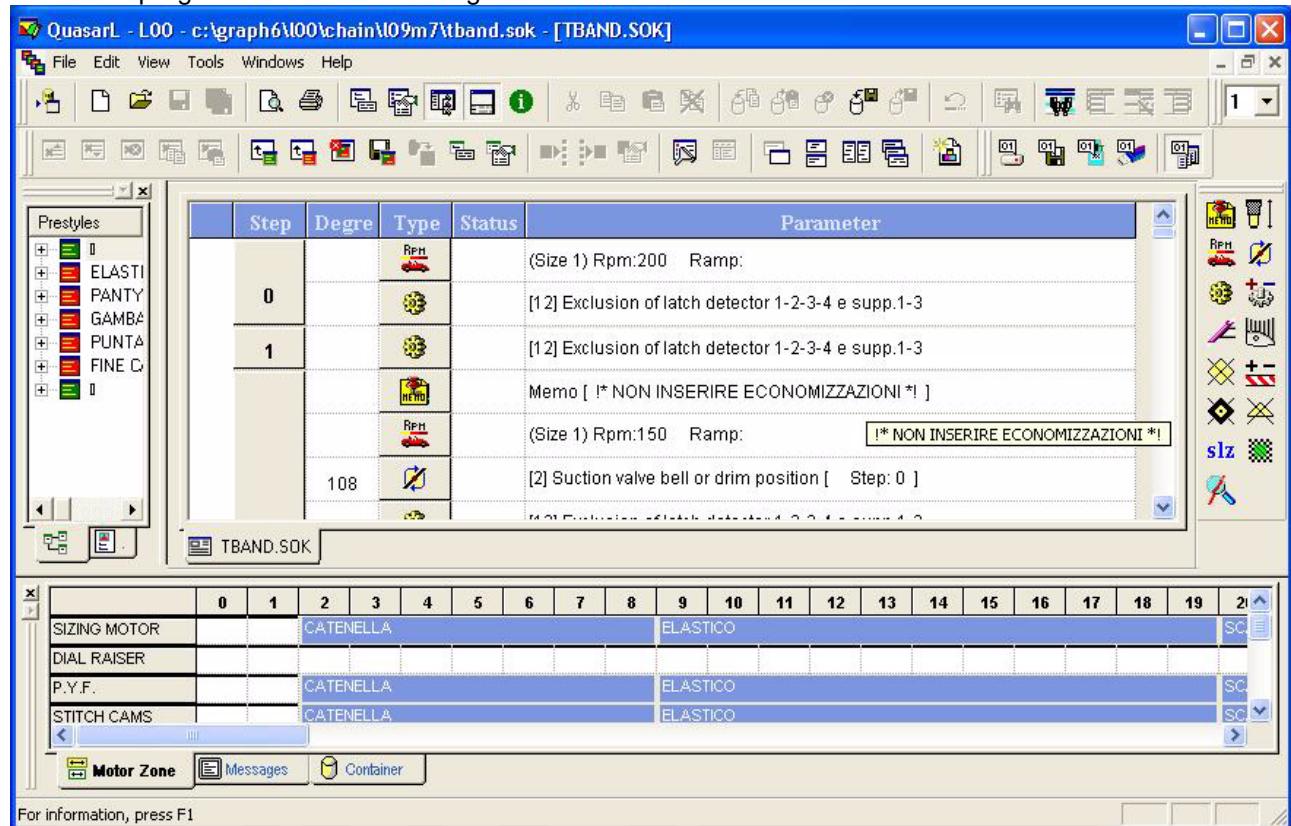
This is the program for the pattern management:



[Return to the menu](#)

## Quasar

This is the program for the chain management:



Return to the menu

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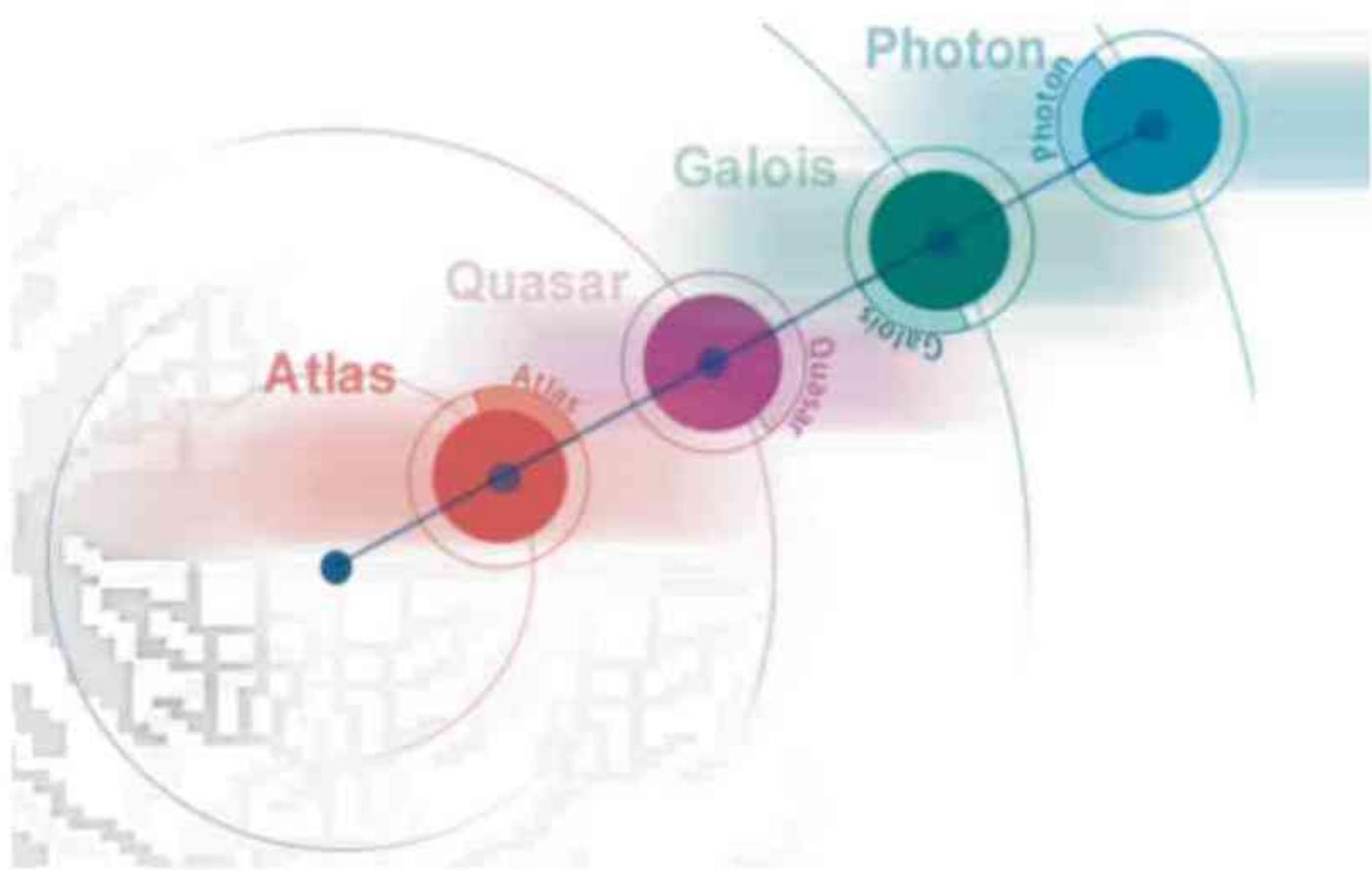
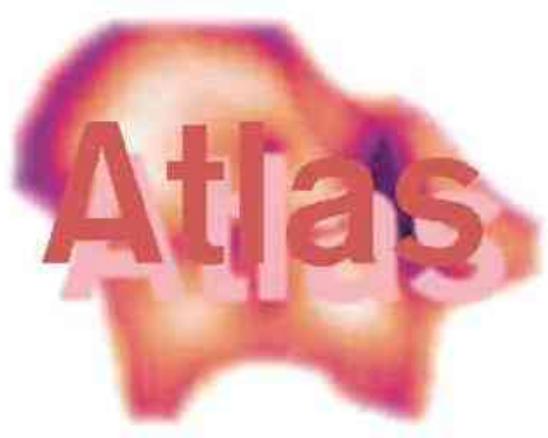
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## Welcome to the ATLAS Guide

- Section for SINGLE CYLINDER PANTYHOSE Lonati machines
- Section for SINGLE CYLINDER MAN Lonati machines
- Section for DOUBLE CYLINDER MAN Lonati machines



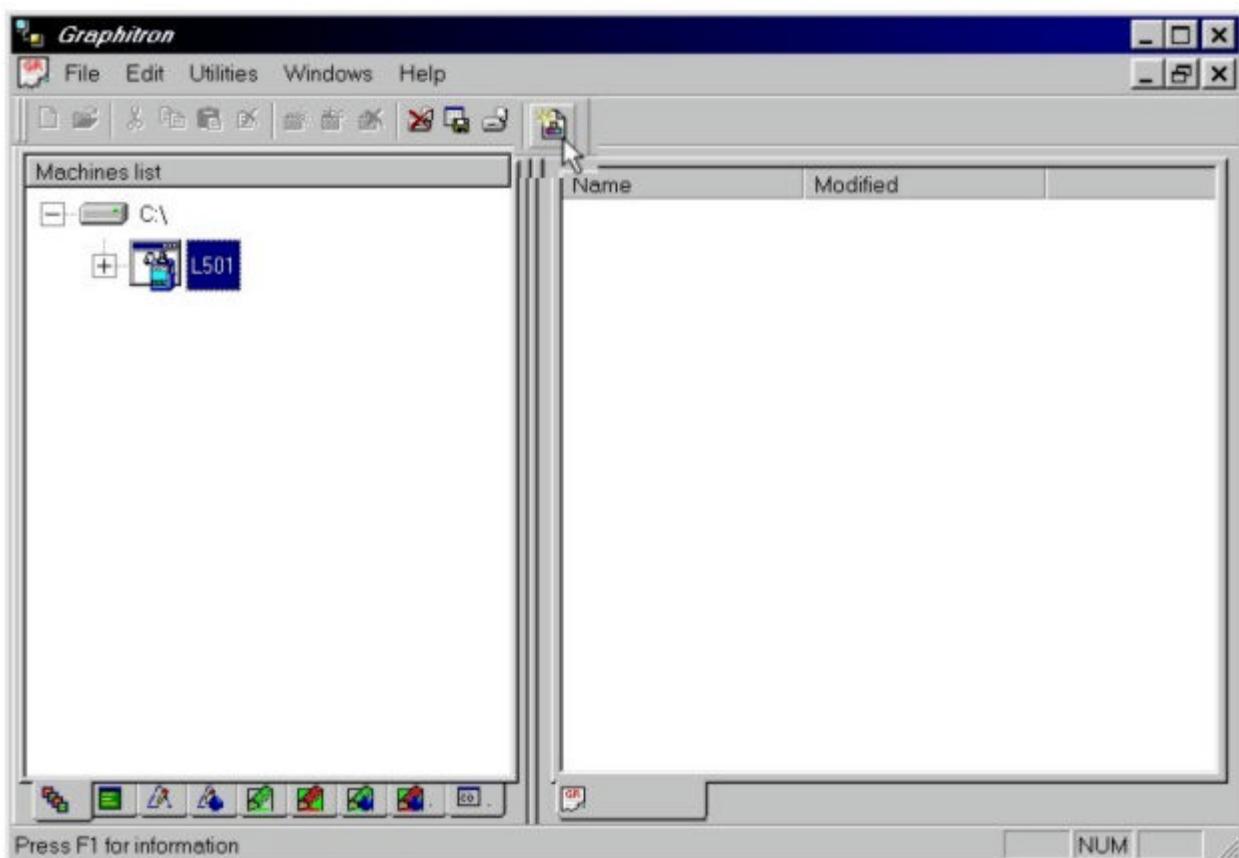
## Topic

### How to access ATLAS program:

Select the Machine you want to work with, from the given list (BigBang)



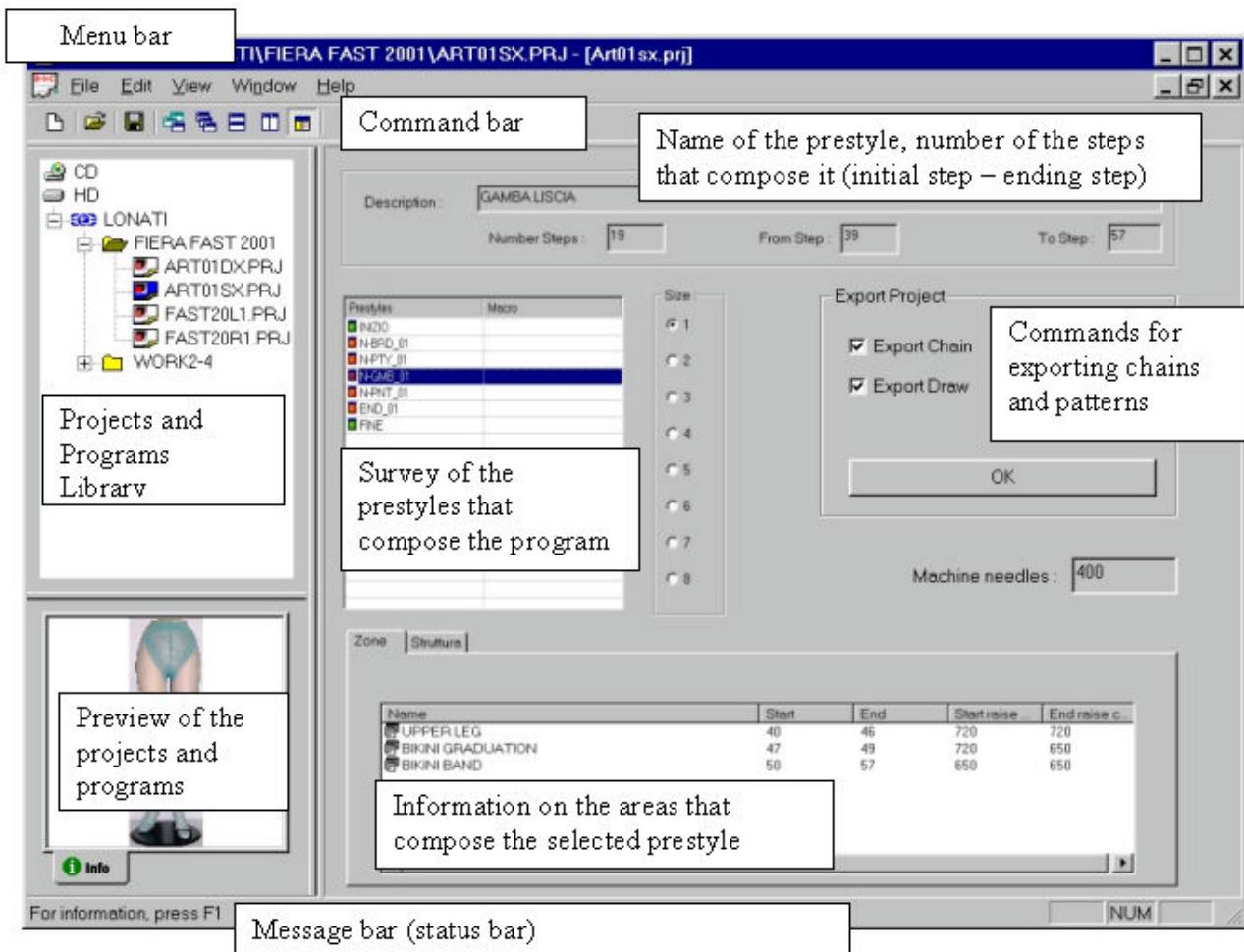
Once you have selected the machine, click on the icon relative to the project, situated on the Toolbar  
(In the figure the icon is enlarged).



**Initial Frame**

A frame will be presented made up by the following areas:

- Menu bar
- Command bar
- Project and Program Library
- Preview of the Projects and Programs
- Name of the Prestyle, number of the steps that compose it (initial step - ending step)
- Survey of the prestyles that compose the program (sock)
- Command for exporting Chains and Patterns
- Information about the areas that compose the selected prestyle
- Message bar



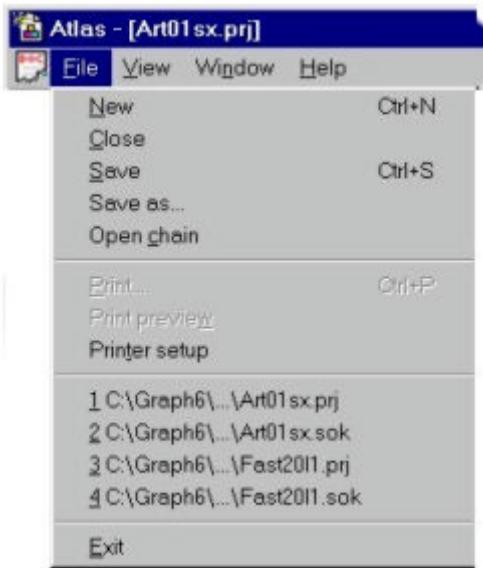
(click on the description to visualize the corresponding page)

## Menu Bar



- ↓ [File](#)
- ↓ [View](#)
- ↓ [Window](#)
- ↓ [Help](#)

## FILE



Includes the following items:

- [New](#)
- [Change Machine](#)
- [Close](#)
- [Save](#)
- [Save As](#)
- [Open Chain](#)
- [Print](#)
- [Print Preview](#)
- [Setup Printer](#)
- [List of the open projects and chains](#)
- [Exit](#)

#### **(New)**

Allows to create a new guided chain

#### **(Change Machine)**

If no project or chain has been opened in menu "FILE" this item appears that allows to change the machine you were working on

#### **(Close)**

Closes the project just opened or the newly created chain

#### **(Save)**

If the newly opened project or the newly created chain already have a name, than this command saves the eventual changes with the same name.

If they don't have a name than it is asked with which name you want to save the project or the chain newly created.

#### **(Save As)**

Allows to save the project or the newly created chain with any name.

If you open an already existent chain or project it allows to save it with a different name.

#### **(Open chain)**

It opens an already existent chain

## Printed Documentation

### (Print)

It allows to print the document that you are viewing

### (Print Preview)

It allows to view how the document will be printed

### (Setup Printer)

It allows to setup the various settings of the printer (the format of the page, paper loading etc&ldots;)

### (List of the projects open or the chains)

Inside the File menu a list is shown that includes the chains or the projects newly opened.

### (Exit)

Exits the ATLAS program

 [Go to FILE menu](#)

 [Page begin](#)

---

## VIEW



Includes the following items:

- [Tool bar](#)
- [Status bar](#)
- [Models window](#)

### (Tool bar)

Allows to view or hide the Tool bar

### (Status bar)

Allows to view or hide the Status bar

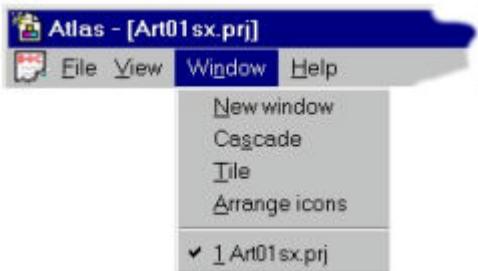
### (Models window)

Allows to view or hide the models window and the relative images

 [Go to VIEW menu](#)

 [Page begin](#)

## WINDOW



It includes the following items:

- [New window](#)
- [Cascade](#)
- [Tile](#)
- [Arrange icons](#)
- [List of the windows relative to the projects](#)

### (New window)

Create a new project window with which you're working with.

### (Cascade)

Once a new window is created this command allows to view both of them by superimposing them.

### (Tile)

Place side by side horizontally two or more windows.

### (Arrange icons)

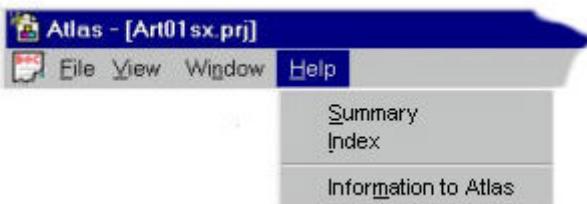
Reduces the window to an icon

[Go to WINDOW menu](#)

[Page begin](#)

---

## HELP



Includes the following items:

- [Summary](#)
- [Index](#)
- [Information on Atlas](#)

### (Summary)

It is connected to the on-line guide of atlas

### (Index)

It allows to research a word or a topic inside of the guide

### (Information on Atlas)

It gives information on the program version and on the copyright

 [Go to HELP menu](#)

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 [Go to Initial Frame](#)

### Command bar



- [New](#)
- [Open](#)
- [Save](#)
- [New Window](#)
- [Cascade Window](#)
- [Tile Window Horizontally](#)
- [Tile Window Vertically](#)
- [View Models Window](#)



Allows to create a new guided chain.



Opens an already existent chain.



Allows to save a guided chain or a project.



"NEW WINDOW"

Creates a new project window with which you're working with.



#### "CASCADE WINDOW"

Once a new window is created this command allows to view them both by superimposing them.



#### "TILE WINDOW HORIZONTALLY"

Places side by side horizontally two or more windows.



#### "TILE WINDOW VERTICALLY"

Places side by side vertically two or more windows.



#### "VIEW MODELS WINDOW"

Allows to view or not the left part of the ATLAS where the projects and the model previews are.



[Page begin](#)



[Go to Initial Frame](#)

## Project and programs Library

Select the library to explore (one click shows the library beginning logo, two clicks opens the library) click once on the project to have a preview of the article



Click twice on the interested project to view all the programs that compose it.



[Page begin](#)

[Go to Initial Frame](#)

### Preview of the projects and programs

Click once on the name of the programs to view a preview of the realized article.



[Page begin](#)

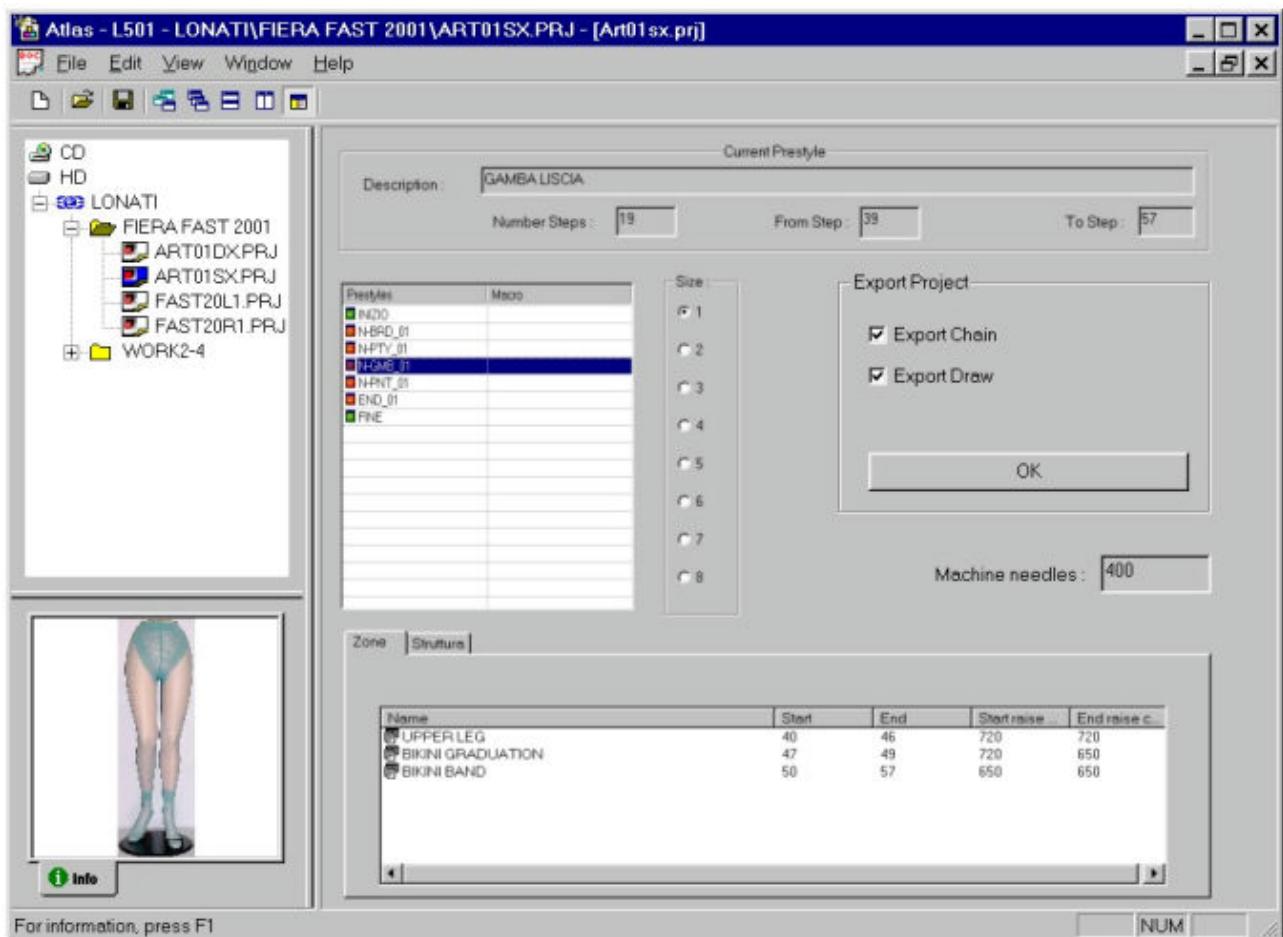
[Go to Initial Frame](#)

### **Survey of the prestyles that compose the program**

Click twice on the name of the programs to view a survey of the areas that compose it.

The prestyles that compose the projects will be shown, selecting a prestyle, in the upper part of the screen will be shown the name of the project, the number of steps that compose the prestyle, the initial step and the ending step.

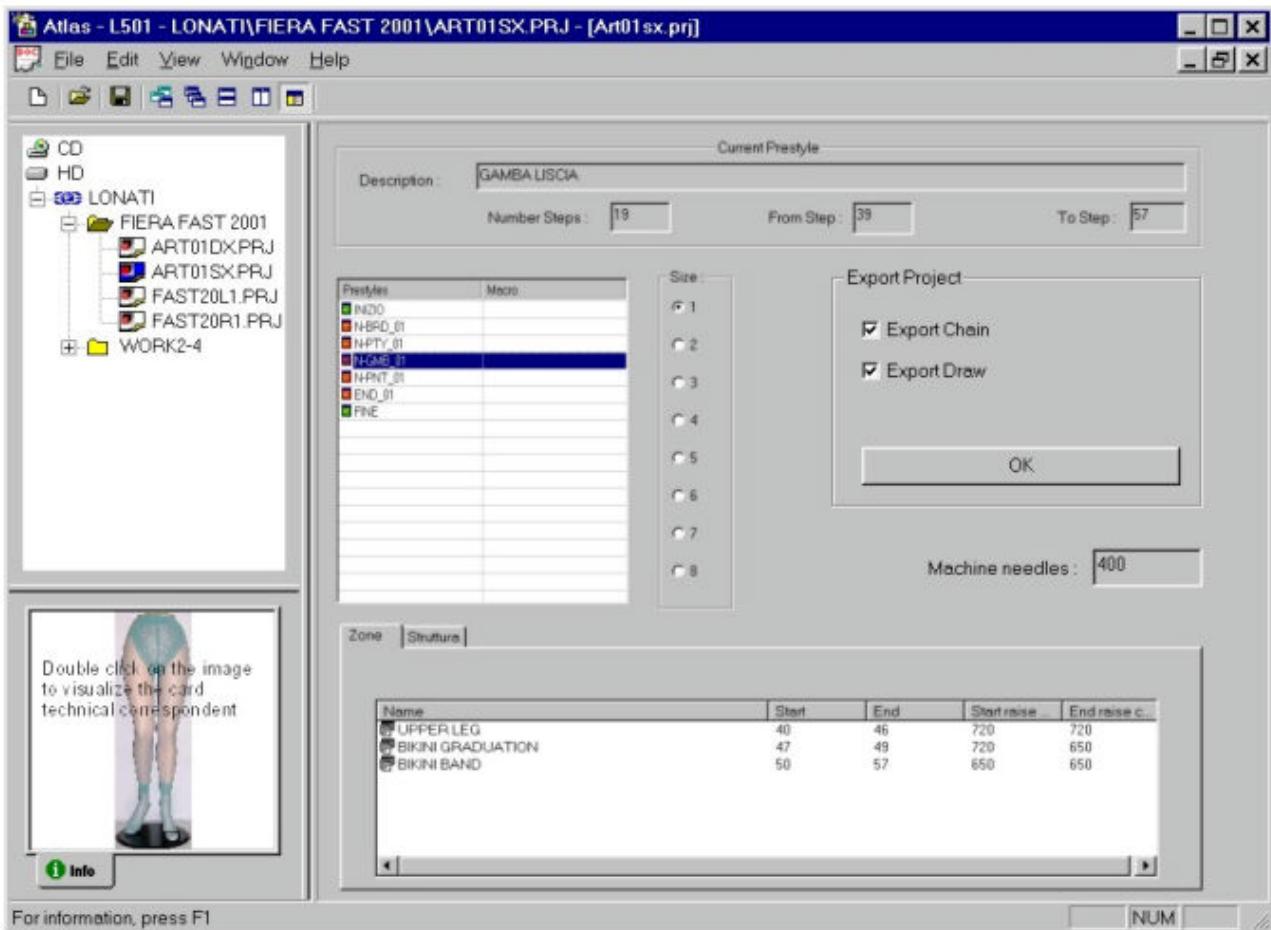
In the lower part will be shown the areas that make up each prestyle.



Click twice on the preview to view the production technique card.

In order to obtain a perfect production of the project you must closely follow all the information contained on the production technique card.

Attention the technique card is not exported from the project environment, therefore if you want to reuse the simple setups it is suggested to print it.

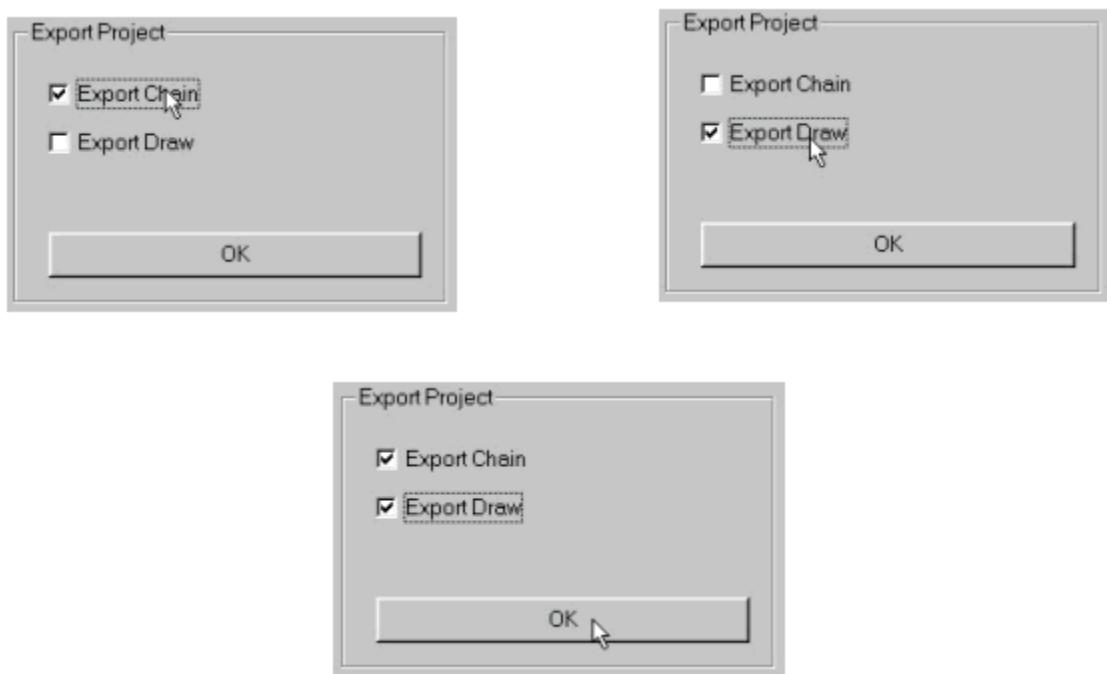


[Page begin](#)

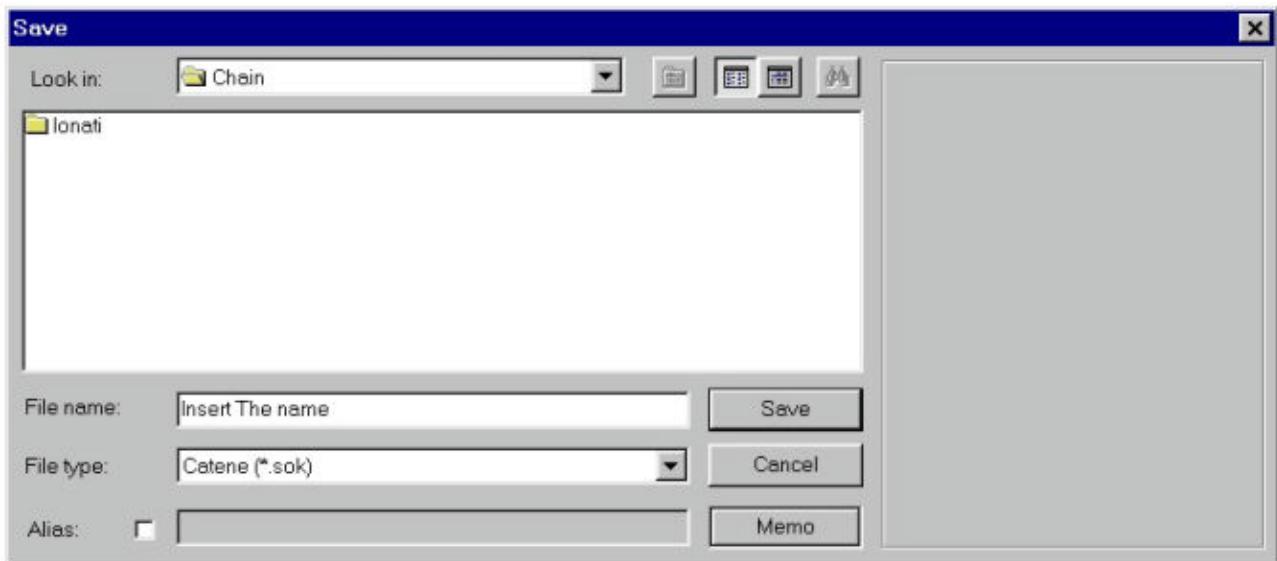
[Go to Initial Frame](#)

## Commands for exporting Chains and Patterns

The export project section allows to export a chain, a pattern or both from a model. The selection of "Export Chain" allows to create the chain of the open model, the selection of "Export Pattern" allows to export all the patterns from the open model and to automatically save them in the corresponding work directories.



Once you have selected what you want to export click on the "OK" key.  
 In case the file to be exported is a chain, a window will appear and you will be asked in which group to store it and with what name.



Once you have chosen the group and the name with which you want to save the project to be exported, click the "SAVE" key

All the files will be sent to the work directories.

It may be asked to change the name of the project that you want to export, depending by the fact that there is an existing file with the same name.

**ATTENTION.** If a name is changed to a pattern, remember to change it inside of the chain

Once you have saved the project to be exported in the command Toolbar, the following icon will be shown.



that allows you to pass from ATLAS to QUASAR opening the newly saved project.

 [Page begin](#)

 [Go to Initial Frame](#)

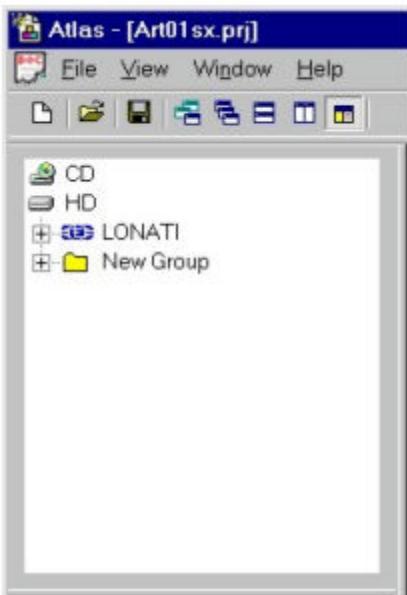
## **Creation of a new Group, a new Model and Image Association and Describer**

Go to the section Projects and Programs Library select HD and press the right button of the mouse, the following menu will be shown:

- [New Group](#)
- [Create Model](#)
- [Associate Image](#)
- [Associate Describer](#)
- [Delete](#)
- [Insert project](#)

### **"NEW GROUP"**

Allows to create a new group or subgroup (file) as in the figure:



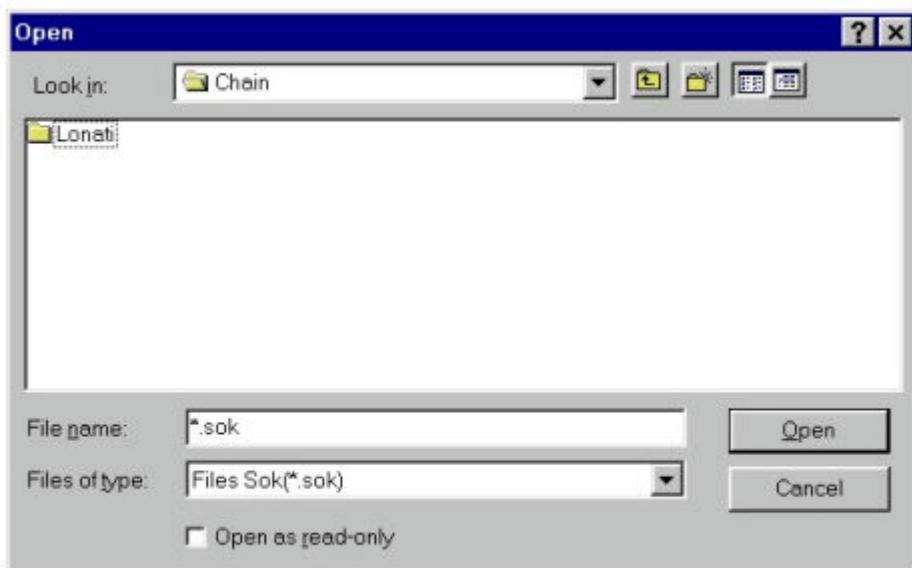
 [Page begin](#)

#### "CREATE MODEL"

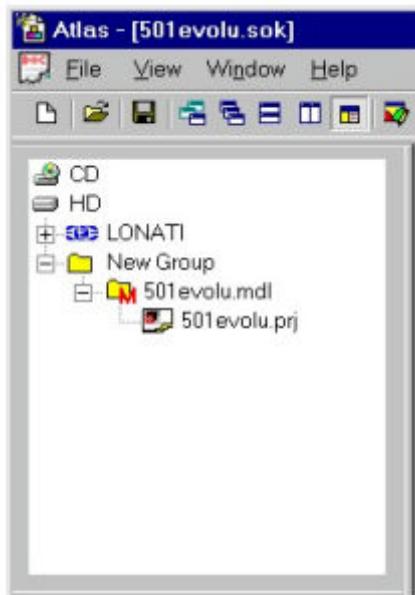
Allows to create a new model and to file it in the newly created group.

When a new model is created you must choose a chain to associate to the new model.

Choose a chain to associate and press the "Open" key.



Once chosen the chain to associate a model group will be created and a project file, that will have the same name as the chain associated to the model, as the figure:

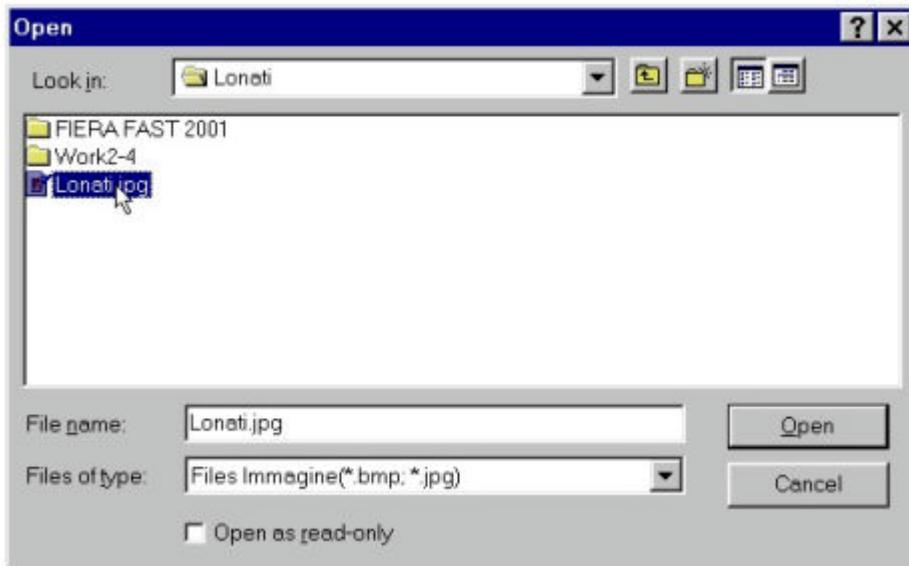


[Page begin](#)

#### "ASSOCIATE IMAGE"

Associate an image to a group, to a model or to a project

Take position on a Group, on a Model or on a Project; click on the right button of the mouse and choose "Associate image", a window will be shown to search for the image to associate to the chosen group.



Once associated the image it will be possible to view it simply by selecting with the mouse the group you've associated the image to, as in the figure:



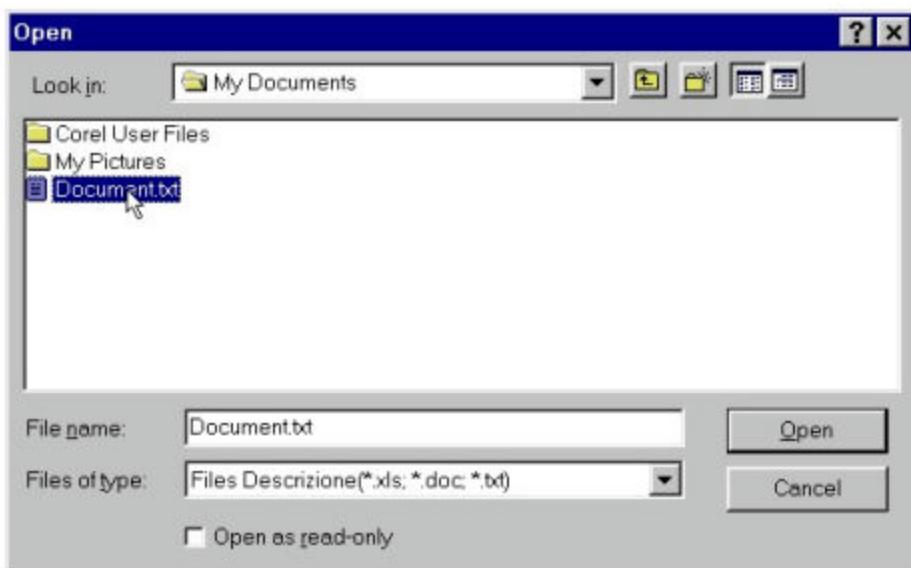
[Page begin](#)

### "ASSOCIATE DESCRIBER"

Associate a document of (word or excel or a file txt) to a Group, to a model or to a project

Take place on a Group, on a Model, or on a Project click the right button of the mouse and choose "Associate describer", a window will be shown to choose the document to associate to the chosen group.

## Printed Documentation



To view the associated text click twice in the zone "Preview of projects" as in the figure:



A new window will open with which you will view the associated text.

 [Page begin](#)

#### **"DELETE"**

Allows to cancel a Group, a model or a project

#### **"INSERT PROJECT"**

Allows to insert more projects in a model

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 [Go to Initial Frame](#)

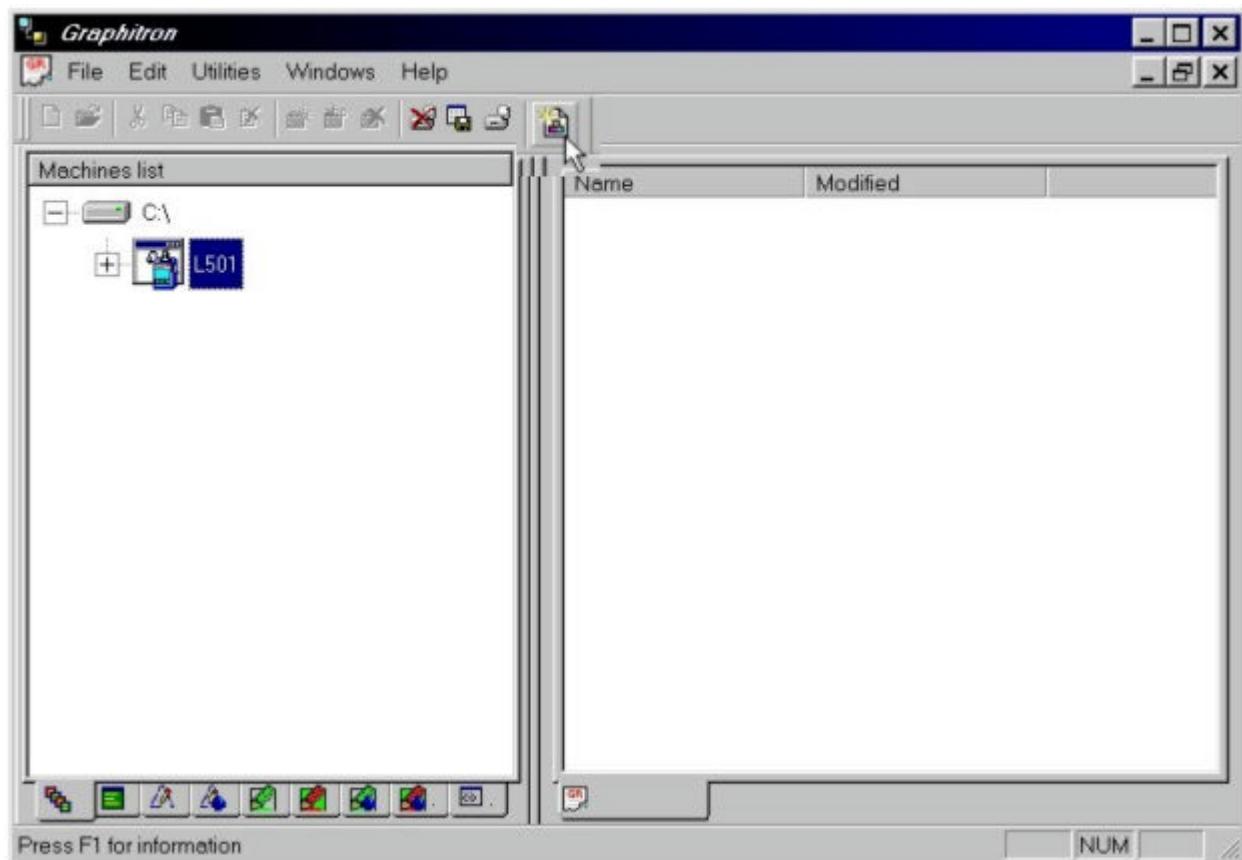
## **ATLAS (Guided Chain)**

Select the Machine you want to work with from the given list.

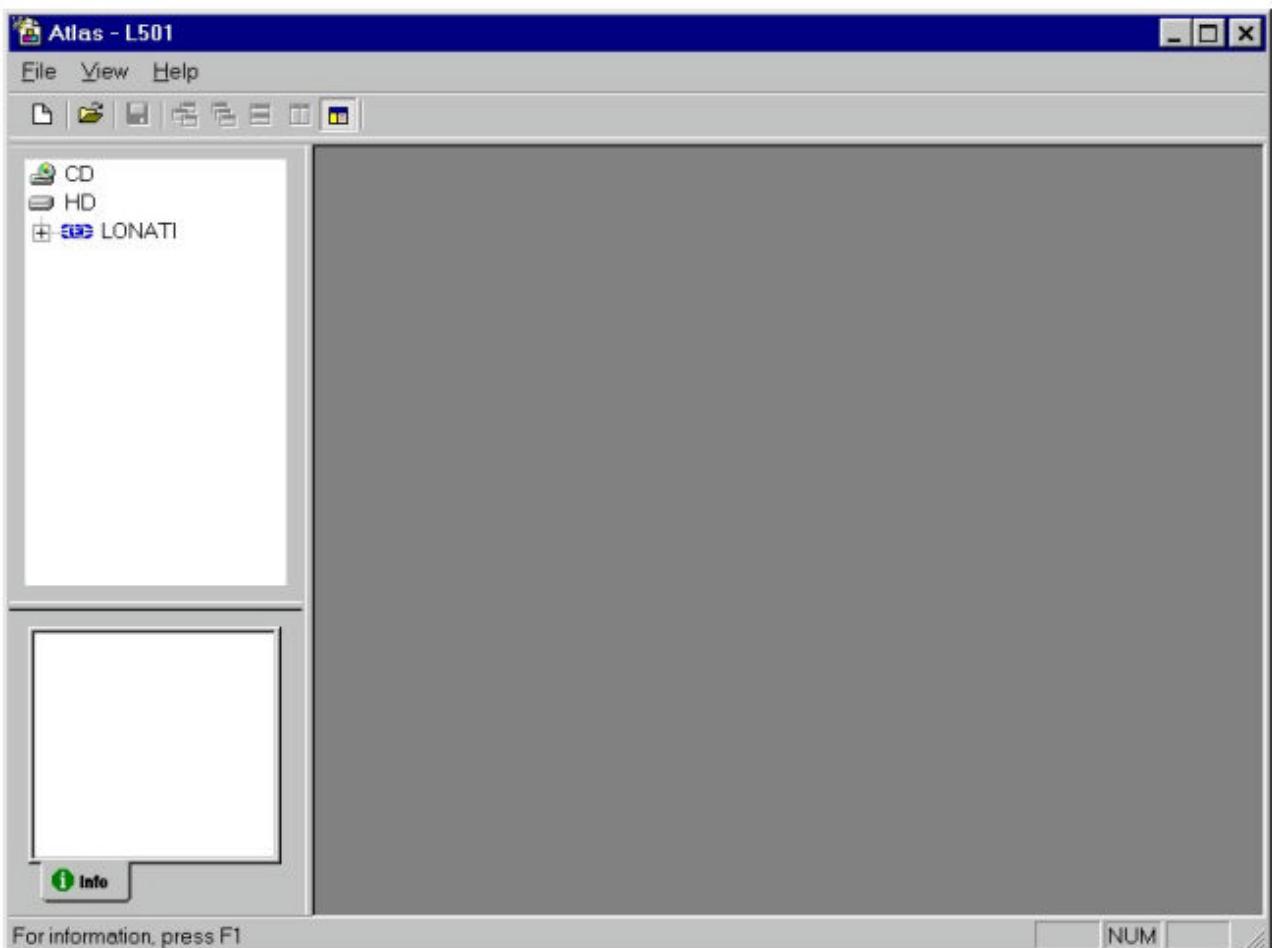


Once the machine is selected, click on the icon relative to the projects, placed on the Toolbar (In the figure the icon is enlarged).

## Printed Documentation

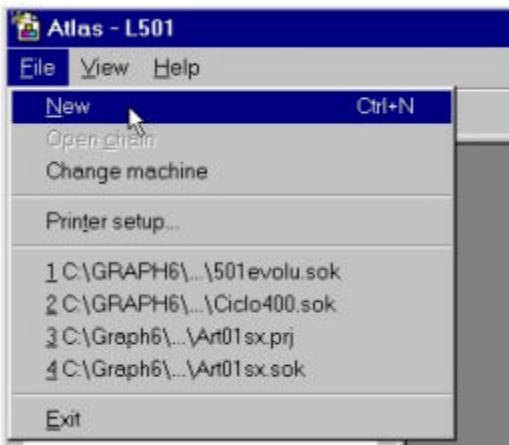


Once the icon relative to the projects is clicked, the following frame will appear:



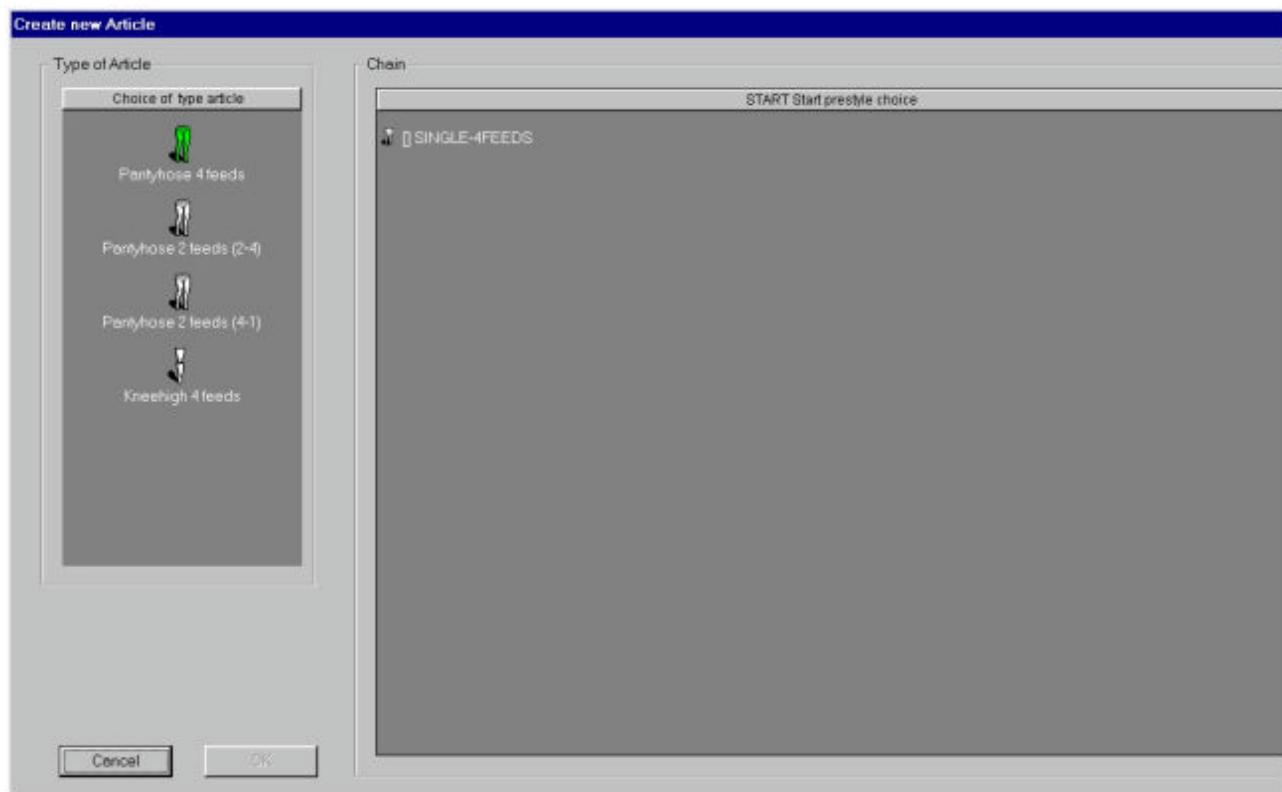
### Creation of a new guided chain

Select File, from the ToolBar Menu and click on New (As in the figure:)



Clicking on the icon can speed up this operation 

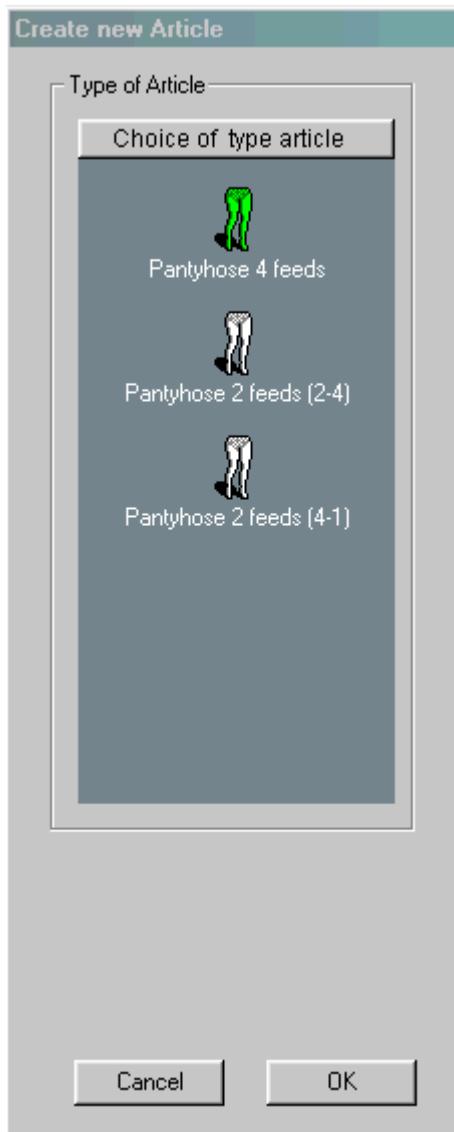
At this point, a window will appear for the creation of a new article, as in the figure:



The window for the guided creation of the sock is divided in two groups:

- [Choice of the Type of Article](#)
- [Chain](#)
- [Save Chain](#)

### CHOICE OF THE TYPE OF ARTICLE



Allows to pre-select the type of article you want to build; the prestyles listed in the Chain group will change according to the selection.

Once chosen the type of Sock, Pantyhose etc&ldots;that you want to make for the guided creation of the sock, you can operate in the "Chain" group.

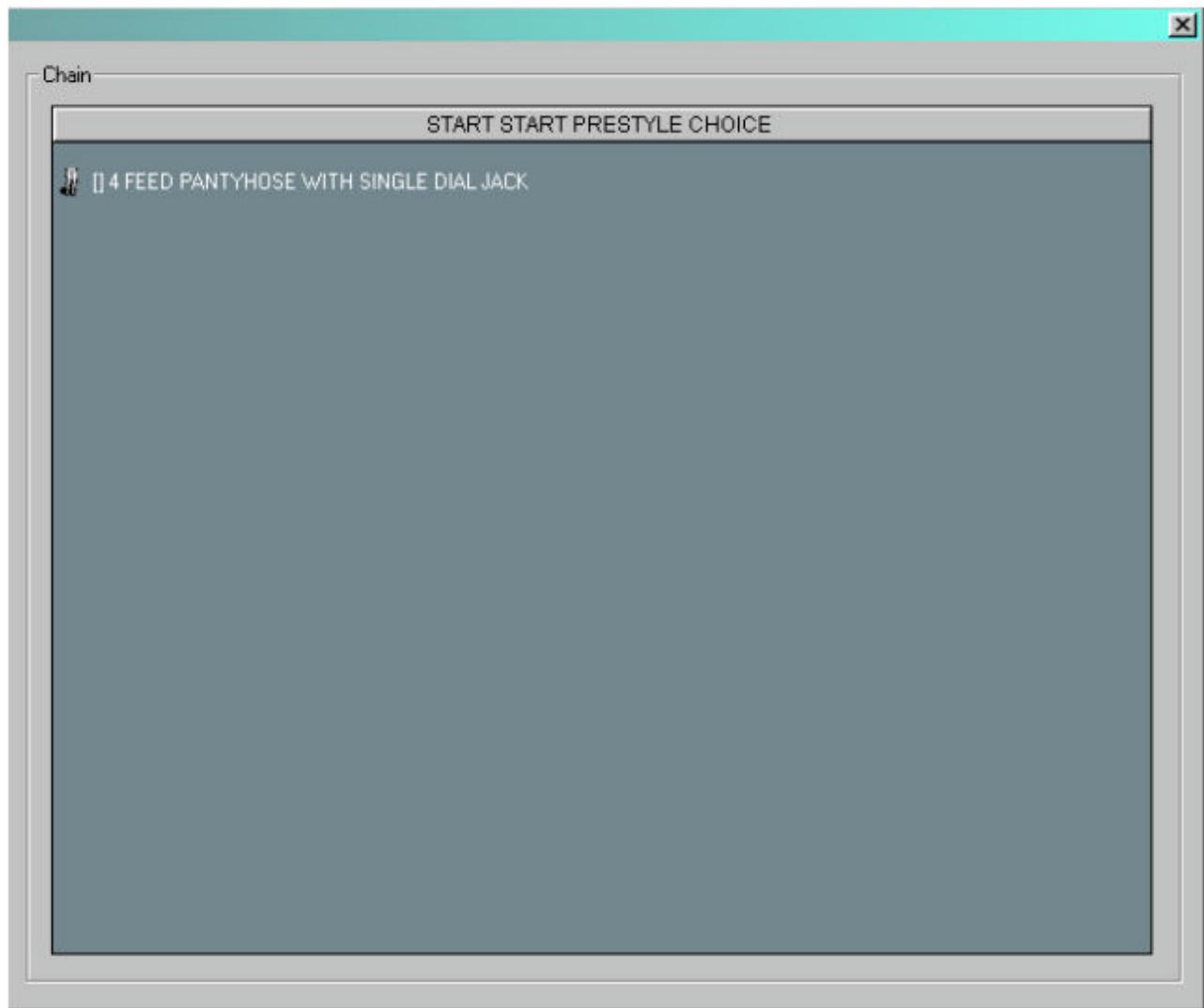
[Go to Choice of the Type of Article](#)

[Go to Chain](#)

[Go to Save Chain](#)

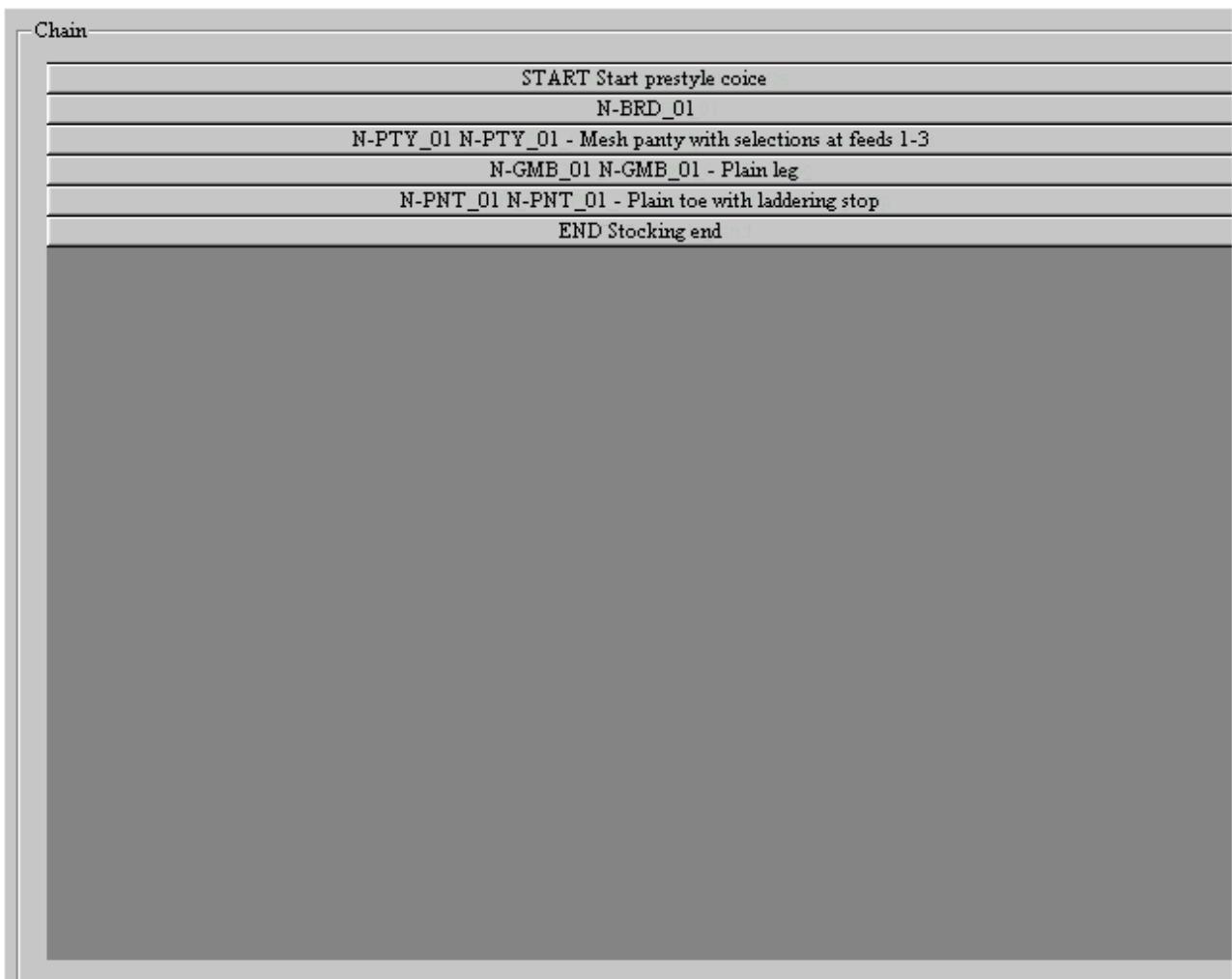
[Page begin](#)

## CHAIN



In this window will be shown a series of choices, relative to each prestyle, that will guide the user in the creation of the sock.

Each time you select a prestyle, this one will queue up to the previous one, until arriving to the end of the sock (as in the figure).

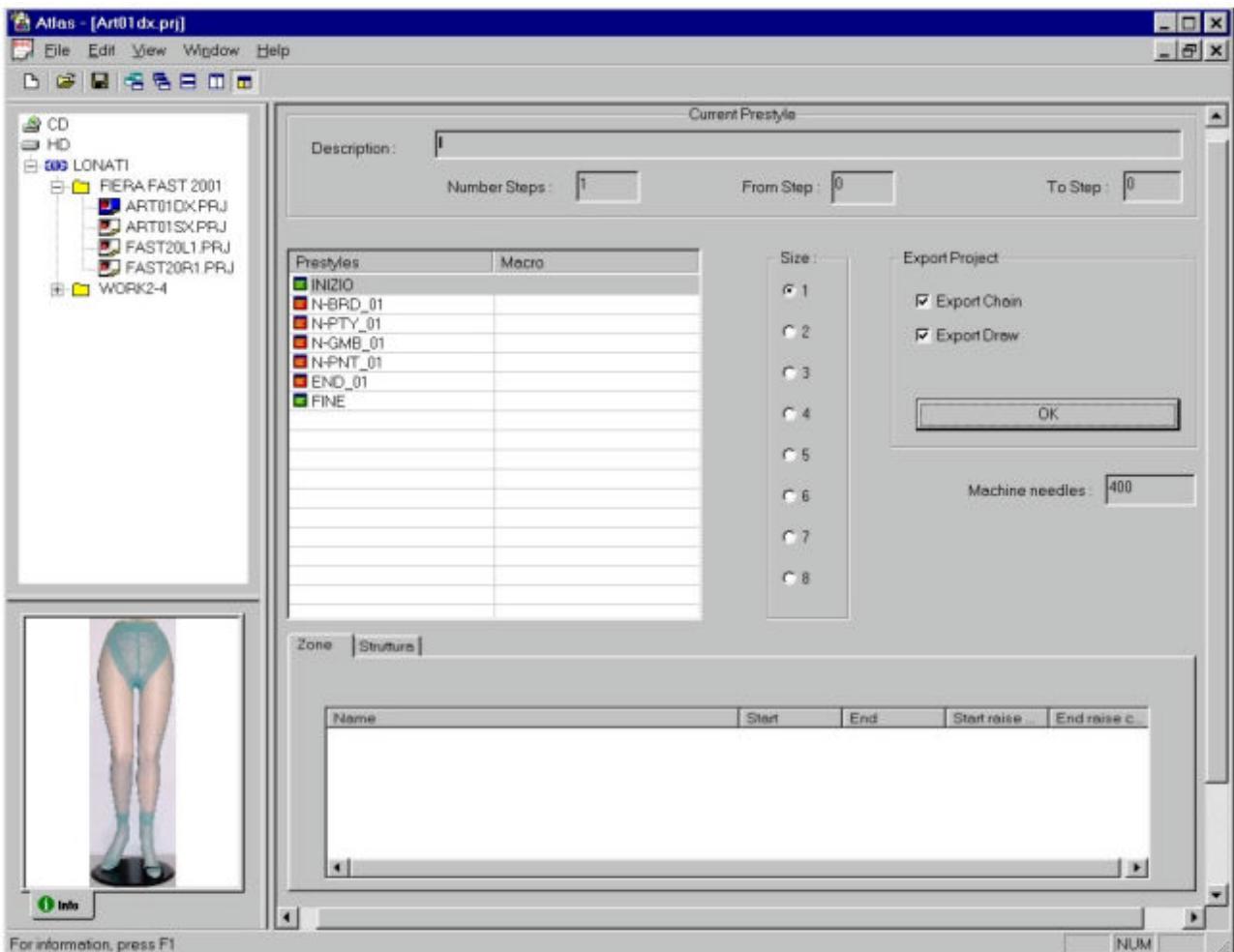


If you choose the wrong prestyle during the guided creation of the sock, it can be cancelled by clicking, once, on the previous prestyle.

For example if in the chain (see figure above), you have made an error in choosing the prestyle (Plain toe with ladder stop), to cancel this selection all that has to be done is to click once on the previous prestyle, In our case the prestyle (Plain leg) and choose another one.

Once the guided creation is ended, by clicking on the "OK" button it will be shown in the ATLAS program as following:

## Printed Documentation



At this point remains to save the newly created guided chain.

- [Go to Choice of the Type of Article](#)
- [Go to Chain](#)
- [Go to Save Chain](#)

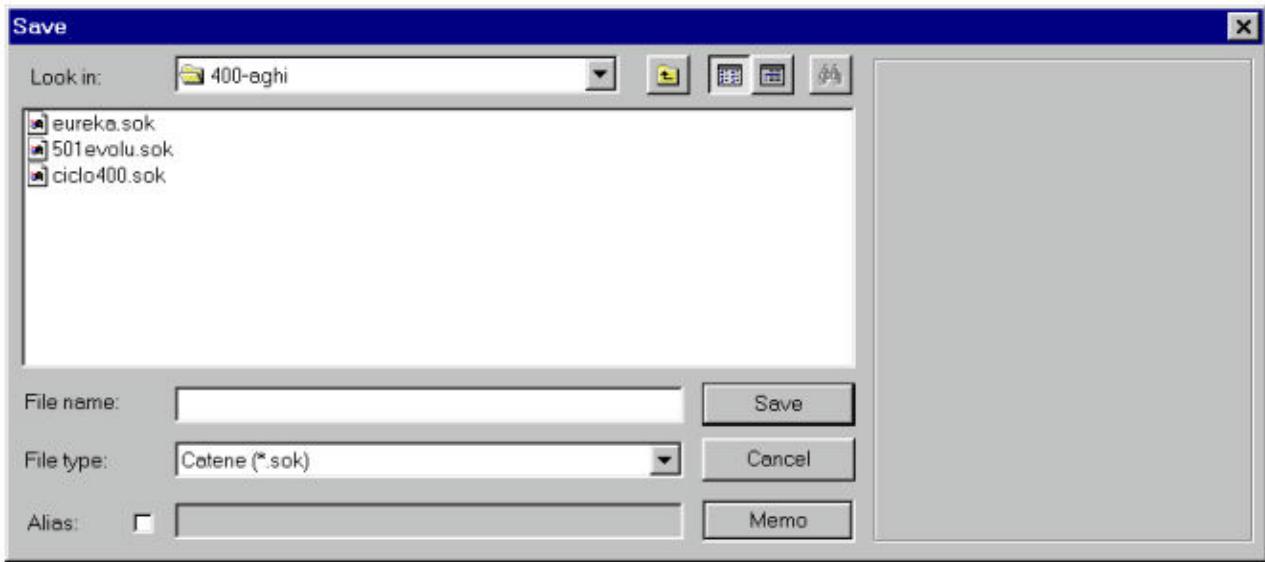
[Page begin](#)

## SAVE CHAIN



This icon permit to save the chain

Once this button is been pressed , the following window will appear:



Select the group where you want to save the newly created chain. Insert the name with which you want to save the chain in the "File Name" field and click the "Save" button, at this point the newly created chain will be saved in the group assigned to it.

Once the chain is saved in the command bar, a new icon will be shown



that allows to open in the QUASAR the chain just created in ATLAS.



[Go to Choice of the Type of Article](#)



[Go to Chain](#)



[Go to Save Chain](#)



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# INDEX

## INDEX

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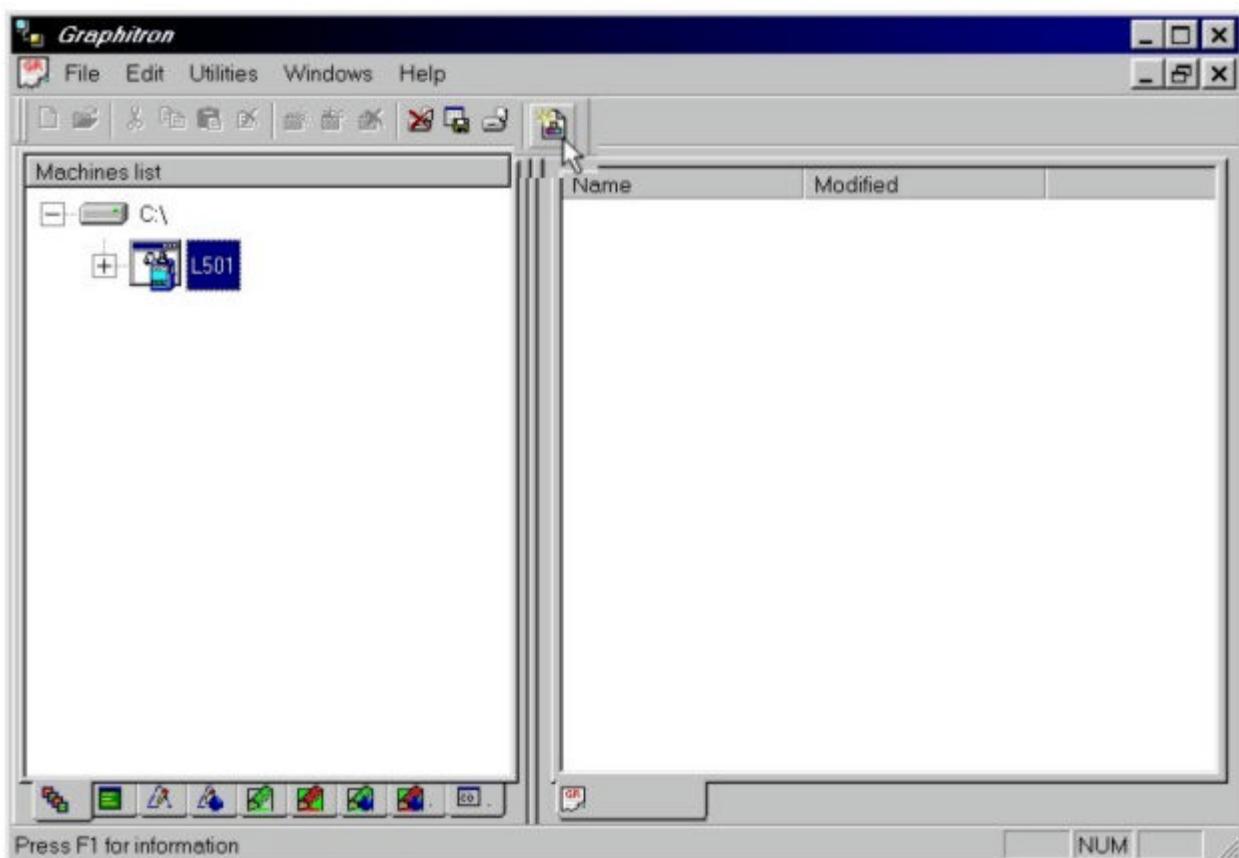
## Topic

### How to access ATLAS program:

Select the Machine you want to work with, from the given list (BigBang)



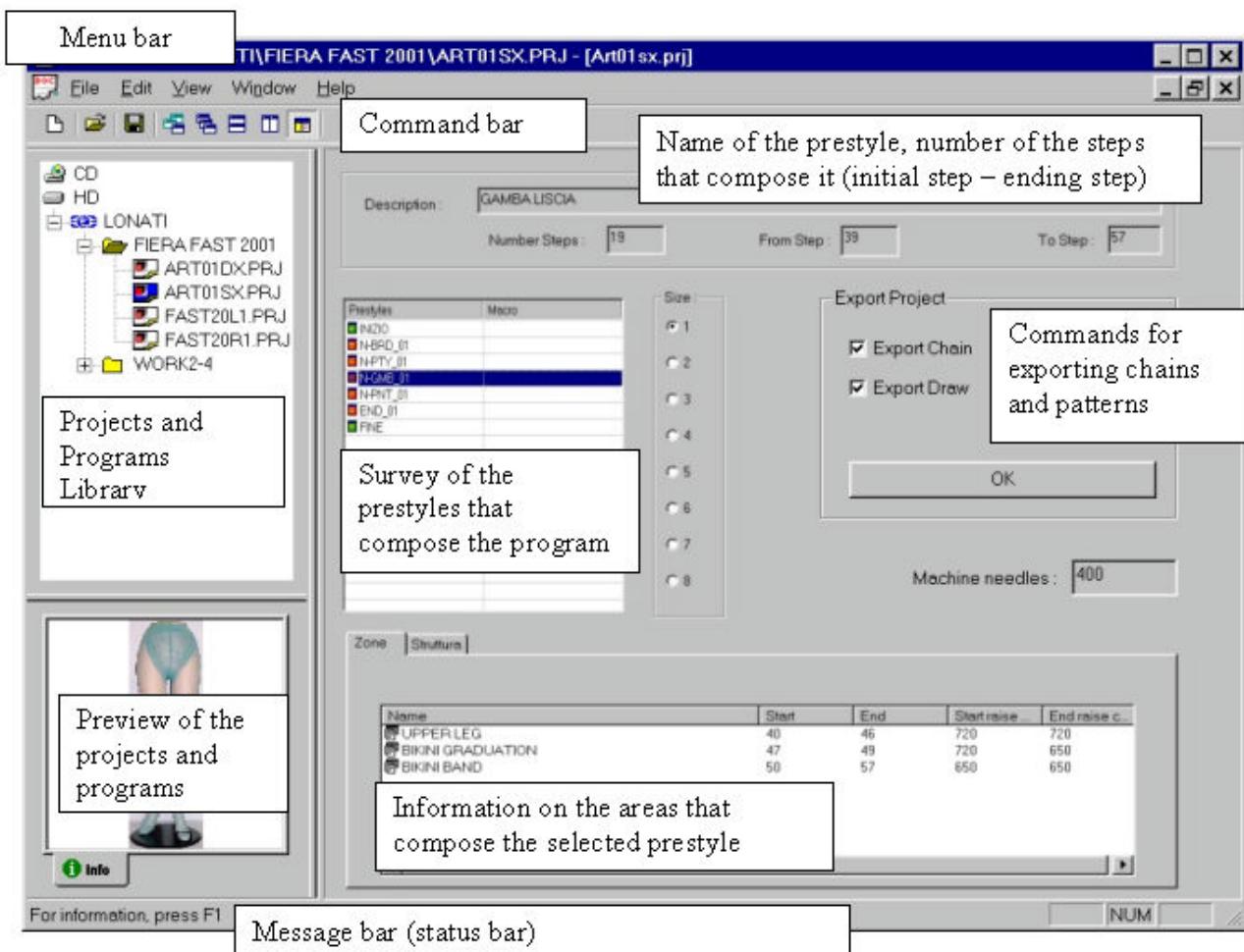
Once you have selected the machine, click on the icon relative to the project, situated on the Toolbar  
(In the figure the icon is enlarged).



**Initial Frame**

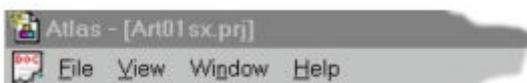
A frame will be presented made up by the following areas:

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- Information about the areas that compose the selected prestyle
- Message bar



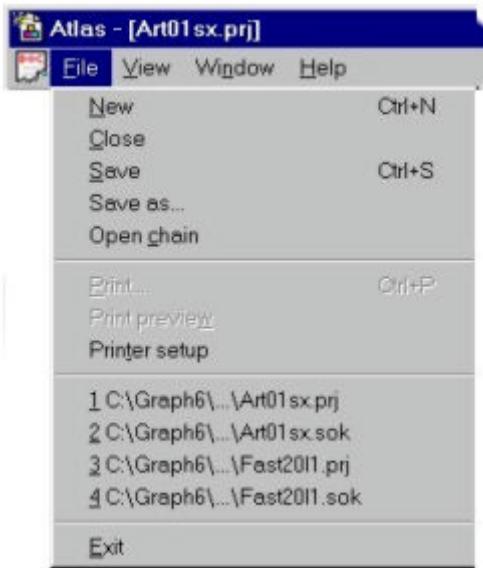
(click on the description to visualize the corresponding page)

## Menu Bar



- ↓ [File](#)
- ↓ [View](#)
- ↓ [Window](#)
- ↓ [Help](#)

## **FILE**



Includes the following items:

- [New](#)
- [Change Machine](#)
- [Close](#)
- [Save](#)
- [Save As](#)
- [Open Chain](#)
- [Print](#)
- [Print Preview](#)
- [Setup Printer](#)
- [List of the open projects and chains](#)
- [Exit](#)

#### **(New)**

Allows to create a new guided chain

#### **(Change Machine)**

If no project or chain has been opened in menu "FILE" this item appears that allows to change the machine you were working on

#### **(Close)**

Closes the project just opened or the newly created chain

#### **(Save)**

If the newly opened project or the newly created chain already have a name, than this command saves the eventual changes with the same name.

If they don't have a name than it is asked with which name you want to save the project or the chain newly created.

#### **(Save As)**

Allows to save the project or the newly created chain with any name.

If you open an already existent chain or project it allows to save it with a different name.

#### **(Open chain)**

It opens an already existent chain

## Printed Documentation

### (Print)

It allows to print the document that you are viewing

### (Print Preview)

It allows to view how the document will be printed

### (Setup Printer)

It allows to setup the various settings of the printer (the format of the page, paper loading etc&ldots;)

### (List of the projects open or the chains)

Inside the File menu a list is shown that includes the chains or the projects newly opened.

### (Exit)

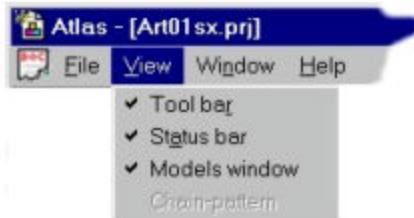
Exits the ATLAS program

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---

## VIEW



Includes the following items:

- [Tool bar](#)
- [Status bar](#)
- [Models window](#)

### (Tool bar)

Allows to view or hide the Tool bar

### (Status bar)

Allows to view or hide the Status bar

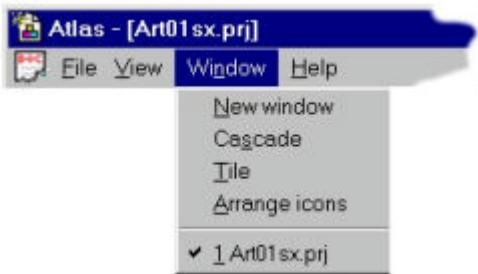
### (Models window)

Allows to view or hide the models window and the relative images

 [Go to VIEW menu](#)

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## WINDOW



It includes the following items:

- [New window](#)
- [Cascade](#)
- [Tile](#)
- [Arrange icons](#)
- [List of the windows relative to the projects](#)

### (New window)

Create a new project window with which you're working with.

### (Cascade)

Once a new window is created this command allows to view both of them by superimposing them.

### (Tile)

Place side by side horizontally two or more windows.

### (Arrange icons)

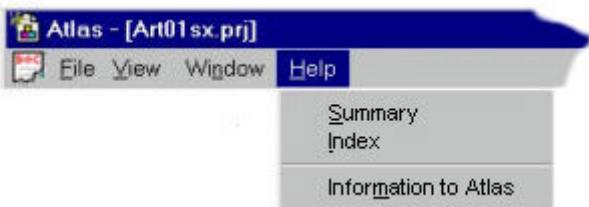
Reduces the window to an icon

[Go to WINDOW menu](#)

[Page begin](#)

---

## HELP



Includes the following items:

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### (Summary)

It is connected to the on-line guide of atlas

### (Index)

It allows to research a word or a topic inside of the guide

### (Information on Atlas)

It gives information on the program version and on the copyright

 [Go to HELP menu](#)

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### Command bar



- [New](#)
- [Open](#)
- [Save](#)
- [New Window](#)
- [Cascade Window](#)
- [Tile Window Horizontally](#)
- [Tile Window Vertically](#)
- [View Models Window](#)



Allows to create a new guided chain.



Opens an already existent chain.



Allows to save a guided chain or a project.



"NEW WINDOW"

Creates a new project window with which you're working with.



#### "CASCADE WINDOW"

Once a new window is created this command allows to view them both by superimposing them.



#### "TILE WINDOW HORIZONTALLY"

Places side by side horizontally two or more windows.



#### "TILE WINDOW VERTICALLY"

Places side by side vertically two or more windows.



#### "VIEW MODELS WINDOW"

Allows to view or not the left part of the ATLAS where the projects and the model previews are.



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[Go to Initial Frame](#)

## Project and programs Library

Select the library to explore (one click shows the library beginning logo, two clicks opens the library) click once on the project to have a preview of the article



Click twice on the interested project to view all the programs that compose it.

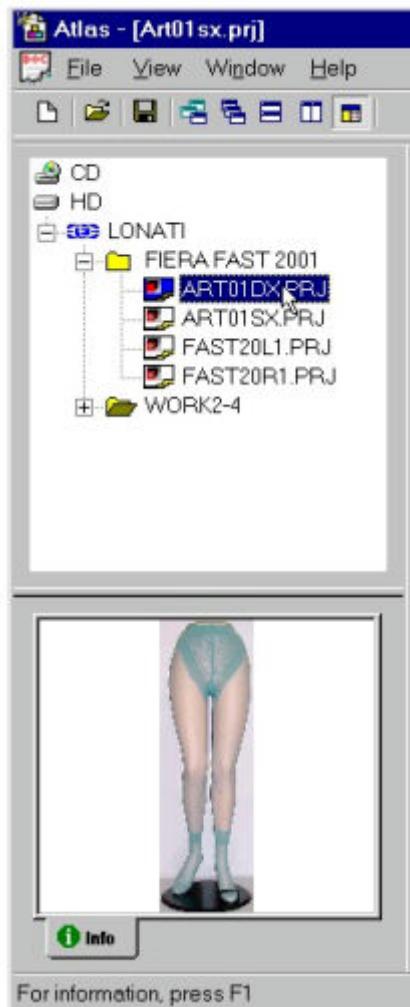


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## Preview of the projects and programs

Click once on the name of the programs to view a preview of the realized article.



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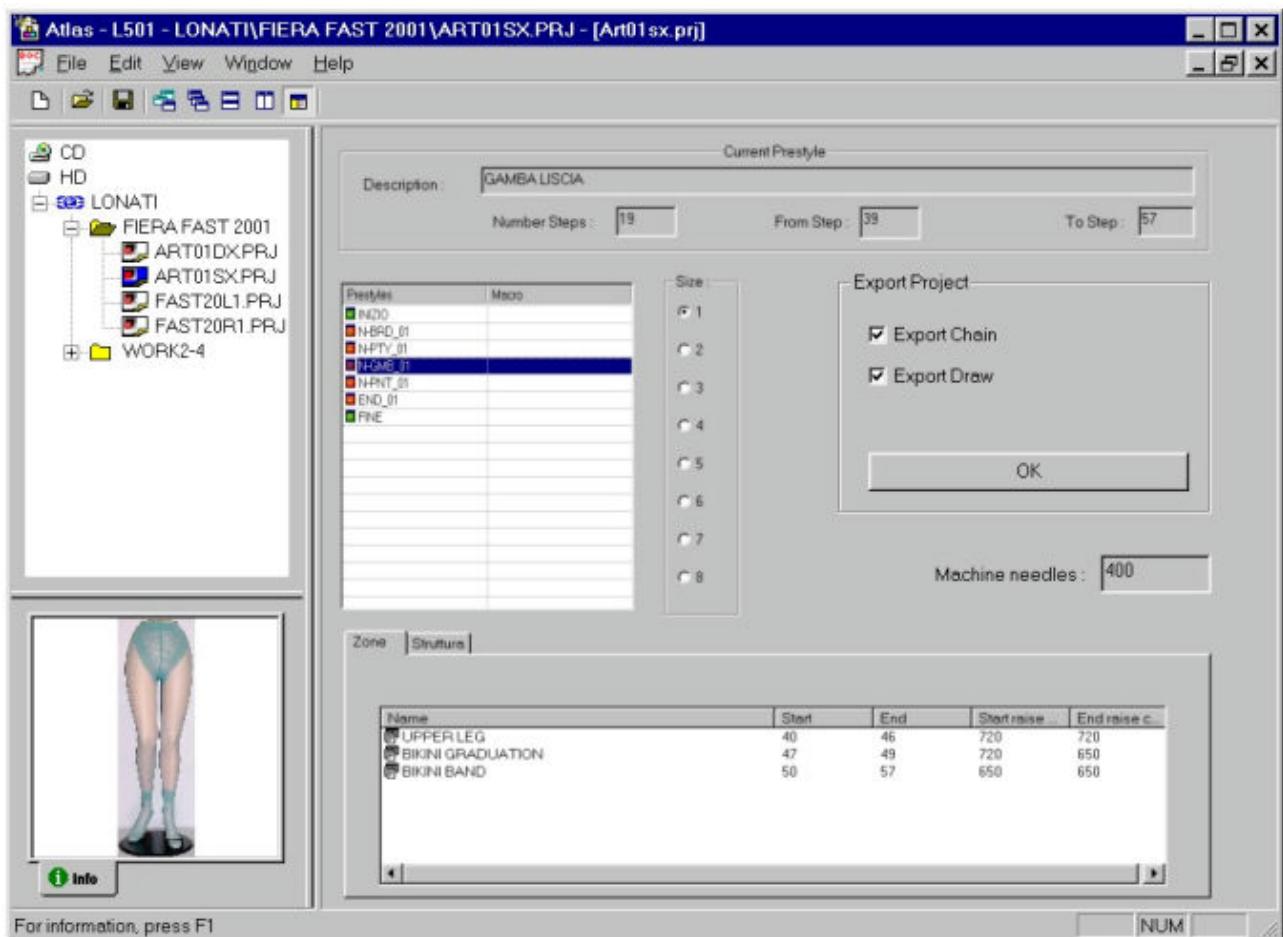
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### **Survey of the prestyles that compose the program**

Click twice on the name of the programs to view a survey of the areas that compose it.

The prestyles that compose the projects will be shown, selecting a prestyle, in the upper part of the screen will be shown the name of the project, the number of steps that compose the prestyle, the initial step and the ending step.

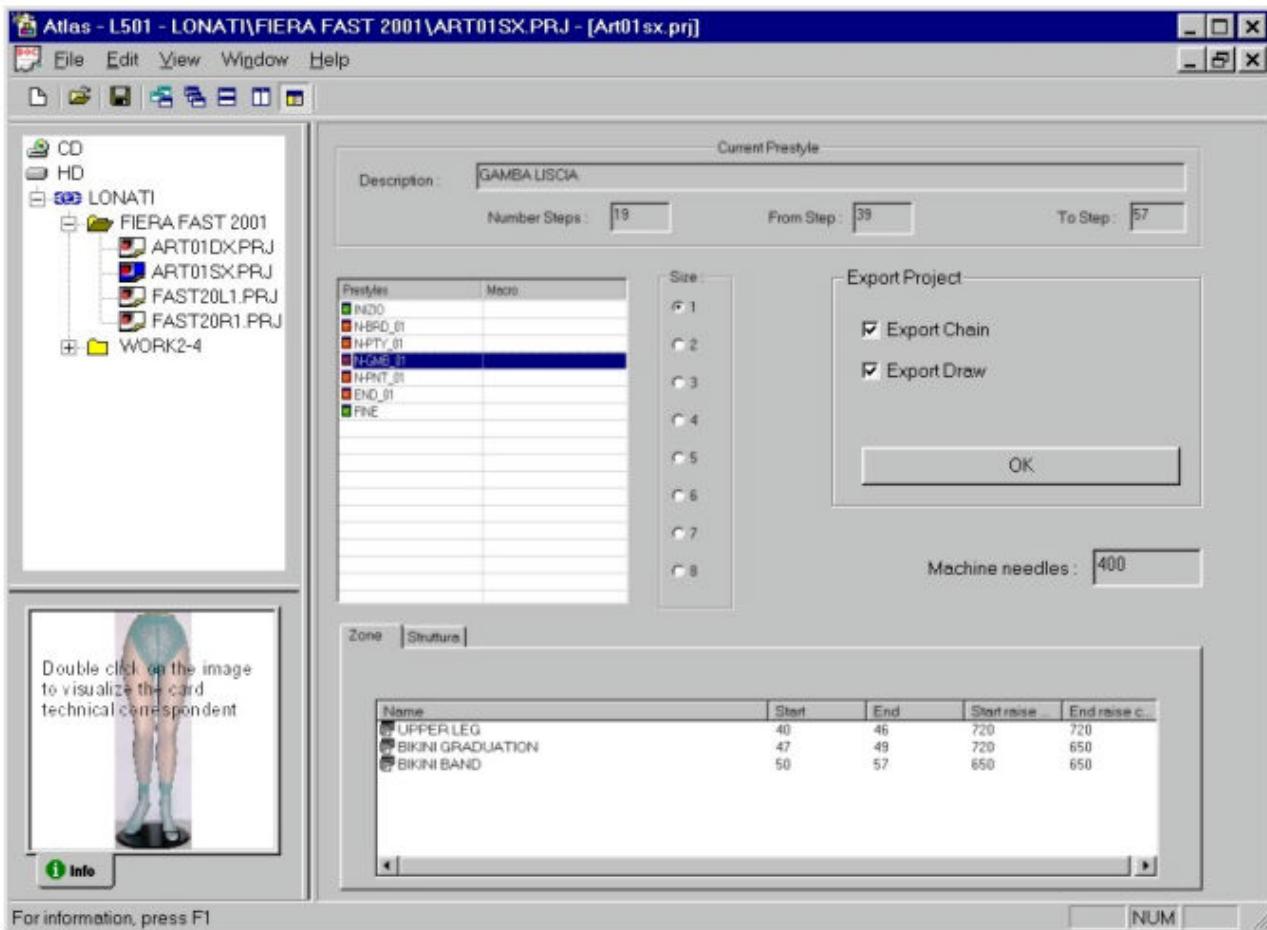
In the lower part will be shown the areas that make up each prestyle.



Click twice on the preview to view the production technique card.

In order to obtain a perfect production of the project you must closely follow all the information contained on the production technique card.

Attention the technique card is not exported from the project environment, therefore if you want to reuse the simple setups it is suggested to print it.

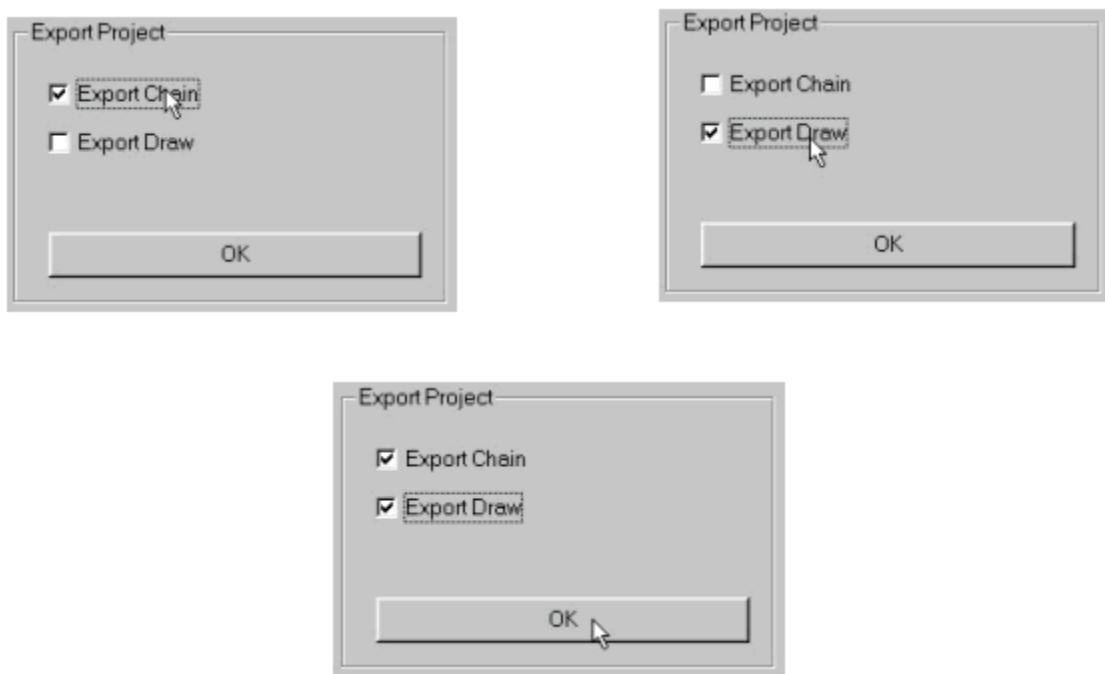


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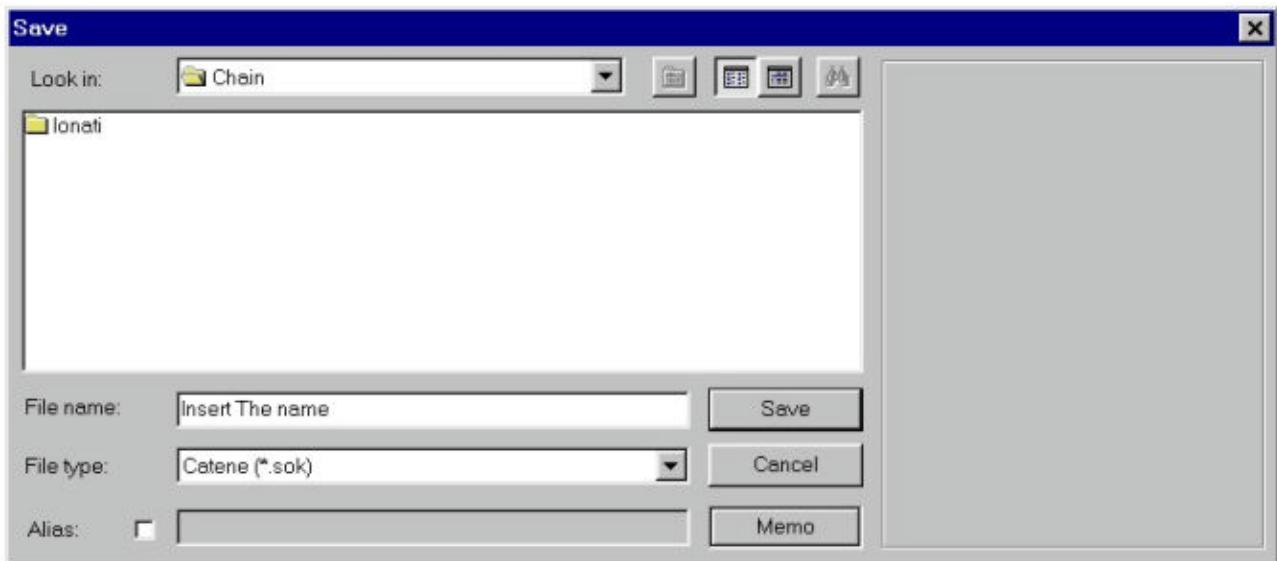
## Commands for exporting Chains and Patterns

The export project section allows to export a chain, a pattern or both from a model. The selection of "Export Chain" allows to create the chain of the open model, the selection of "Export Pattern" allows to export all the patterns from the open model and to automatically save them in the corresponding work directories.



Once you have selected what you want to export click on the "OK" key.

In case the file to be exported is a chain, a window will appear and you will be asked in which group to store it and with what name.



Once you have chosen the group and the name with which you want to save the project to be exported, click the "SAVE" key

All the files will be sent to the work directories.

It may be asked to change the name of the project that you want to export, depending by the fact that there is an existing file with the same name.

**ATTENTION.** If a name is changed to a pattern, remember to change it inside of the chain

Once you have saved the project to be exported in the command Toolbar, the following icon will be shown.



that allows you to pass from ATLAS to QUASAR opening the newly saved project.

 [Page begin](#)

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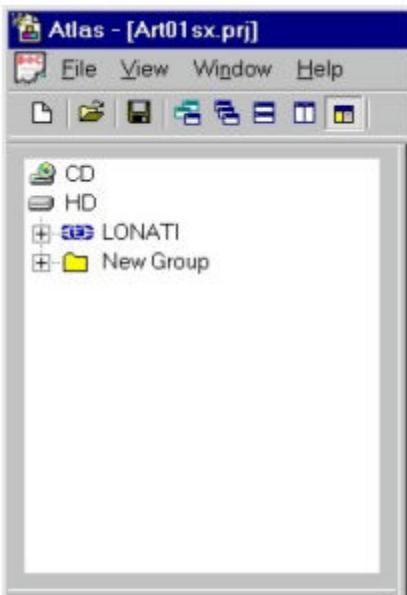
## **Creation of a new Group, a new Model and Image Association and Describer**

Go to the section Projects and Programs Library select HD and press the right button of the mouse, the following menu will be shown:

- [New Group](#)
- [Create Model](#)
- [Associate Image](#)
- [Associate Describer](#)
- [Delete](#)
- [Insert project](#)

### **"NEW GROUP"**

Allows to create a new group or subgroup (file) as in the figure:



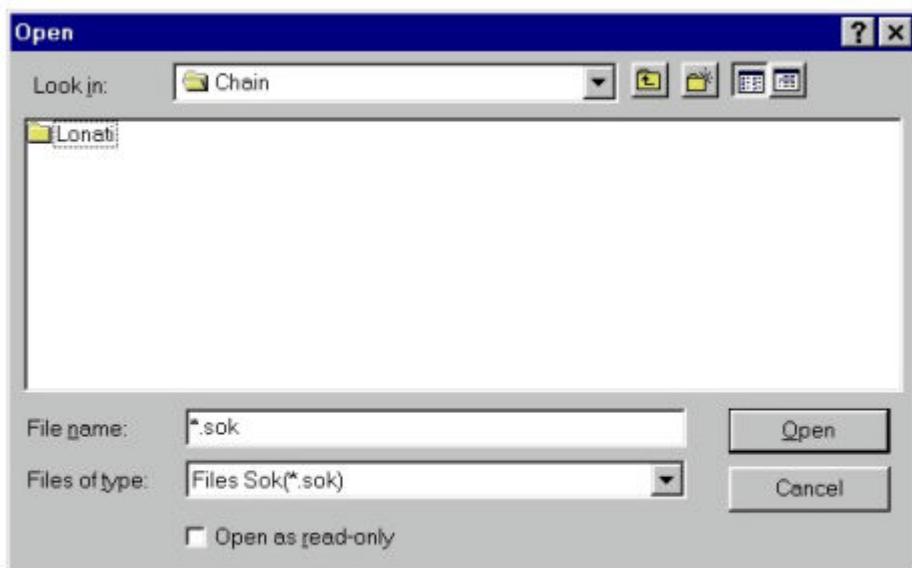
[Page begin](#)

### "CREATE MODEL"

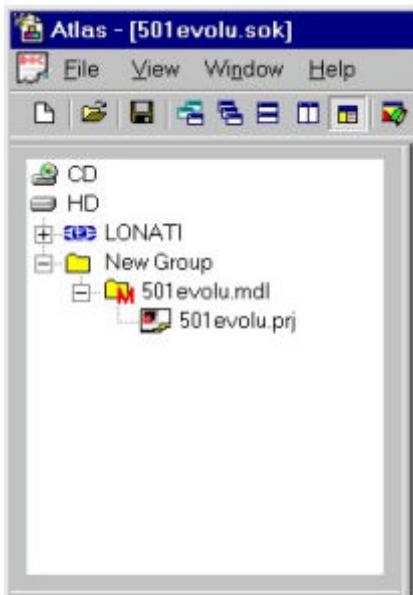
Allows to create a new model and to file it in the newly created group.

When a new model is created you must choose a chain to associate to the new model.

Choose a chain to associate and press the "Open" key.



Once chosen the chain to associate a model group will be created and a project file, that will have the same name as the chain associated to the model, as the figure:

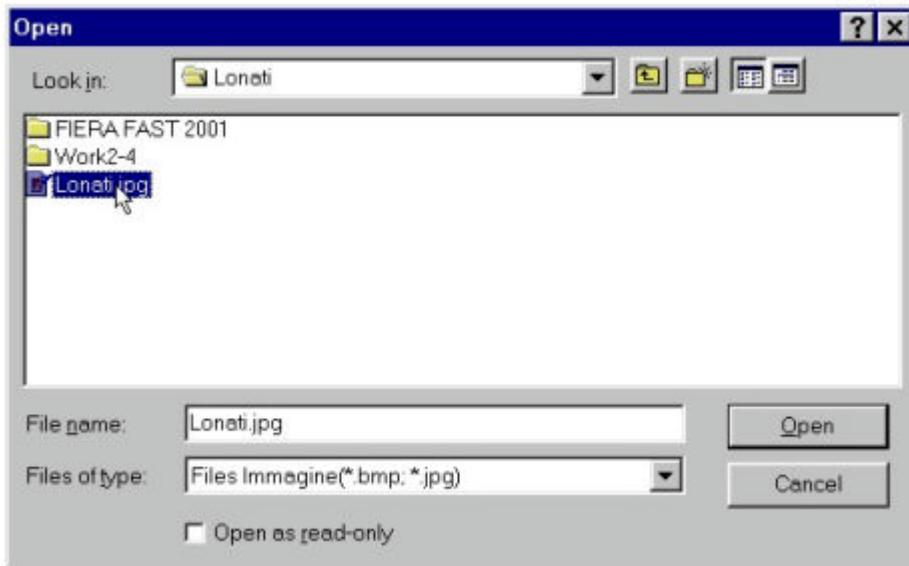


[Page begin](#)

#### "ASSOCIATE IMAGE"

Associate an image to a group, to a model or to a project

Take position on a Group, on a Model or on a Project; click on the right button of the mouse and choose "Associate image", a window will be shown to search for the image to associate to the chosen group.



Once associated the image it will be possible to view it simply by selecting with the mouse the group you've associated the image to, as in the figure:



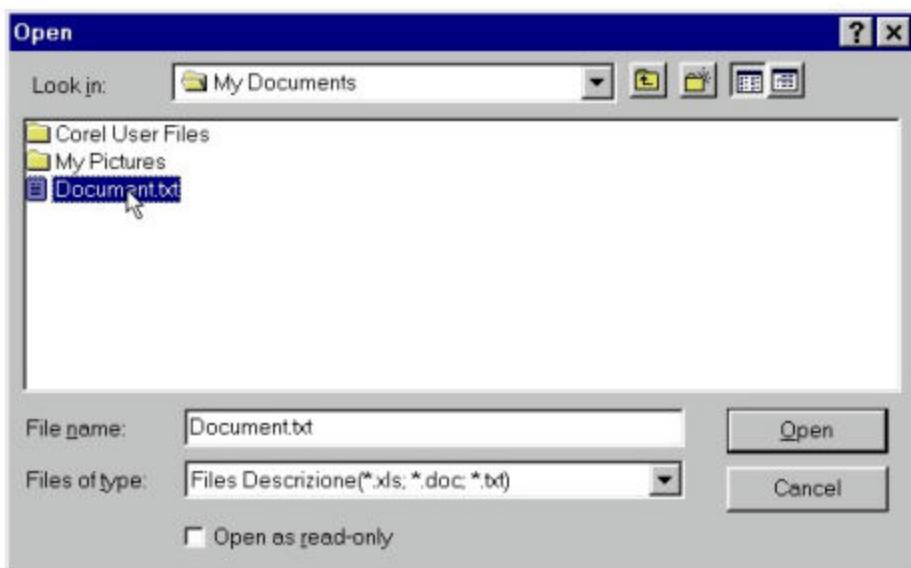
↑ [Page begin](#)

### "ASSOCIATE DESCRIBER"

Associate a document of (word or excel or a file txt) to a Group, to a model or to a project

Take place on a Group, on a Model, or on a Project click the right button of the mouse and choose "Associate describer", a window will be shown to choose the document to associate to the chosen group.

## Printed Documentation



To view the associated text click twice in the zone "Preview of projects" as in the figure:



A new window will open with which you will view the associated text.

 [Page begin](#)

#### **"DELETE"**

Allows to cancel a Group, a model or a project

#### **"INSERT PROJECT"**

Allows to insert more projects in a model

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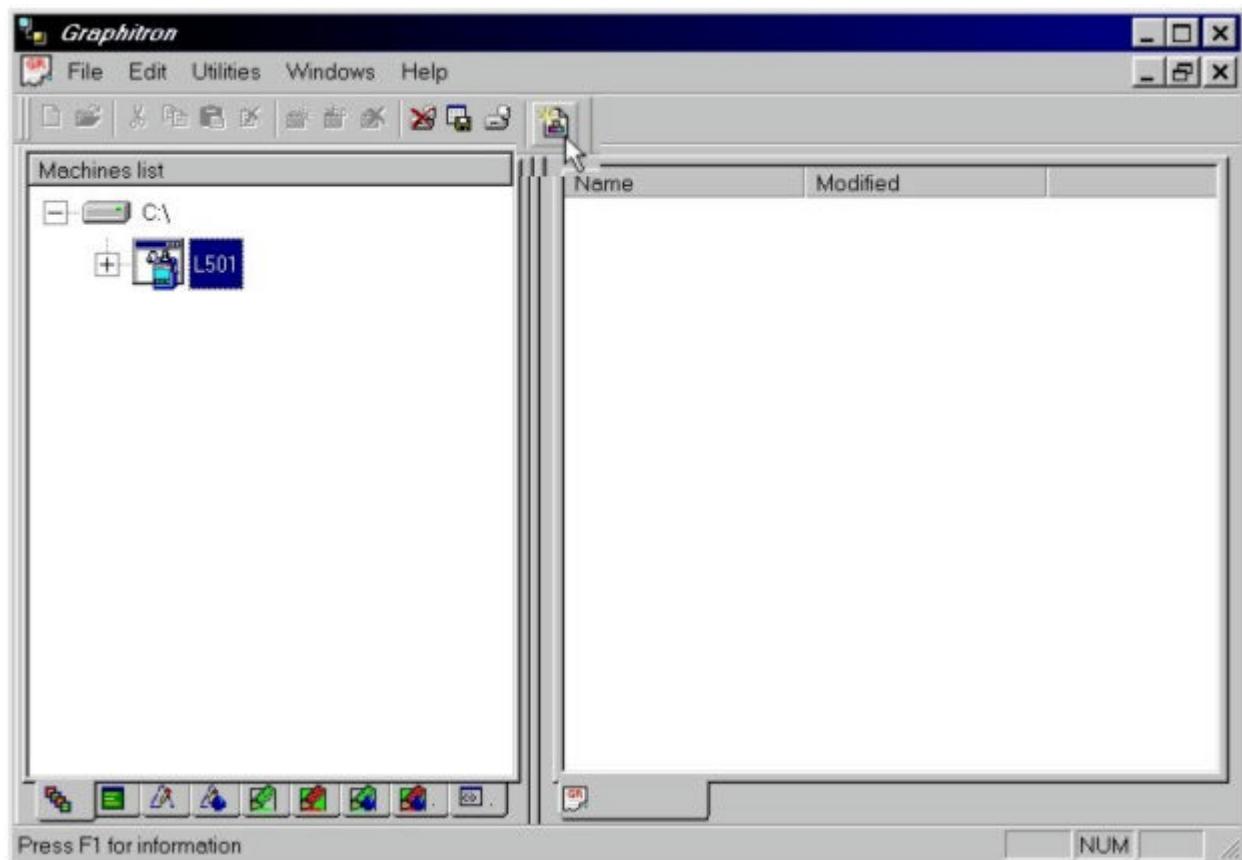
## **ATLAS (Guided Chain)**

Select the Machine you want to work with from the given list.

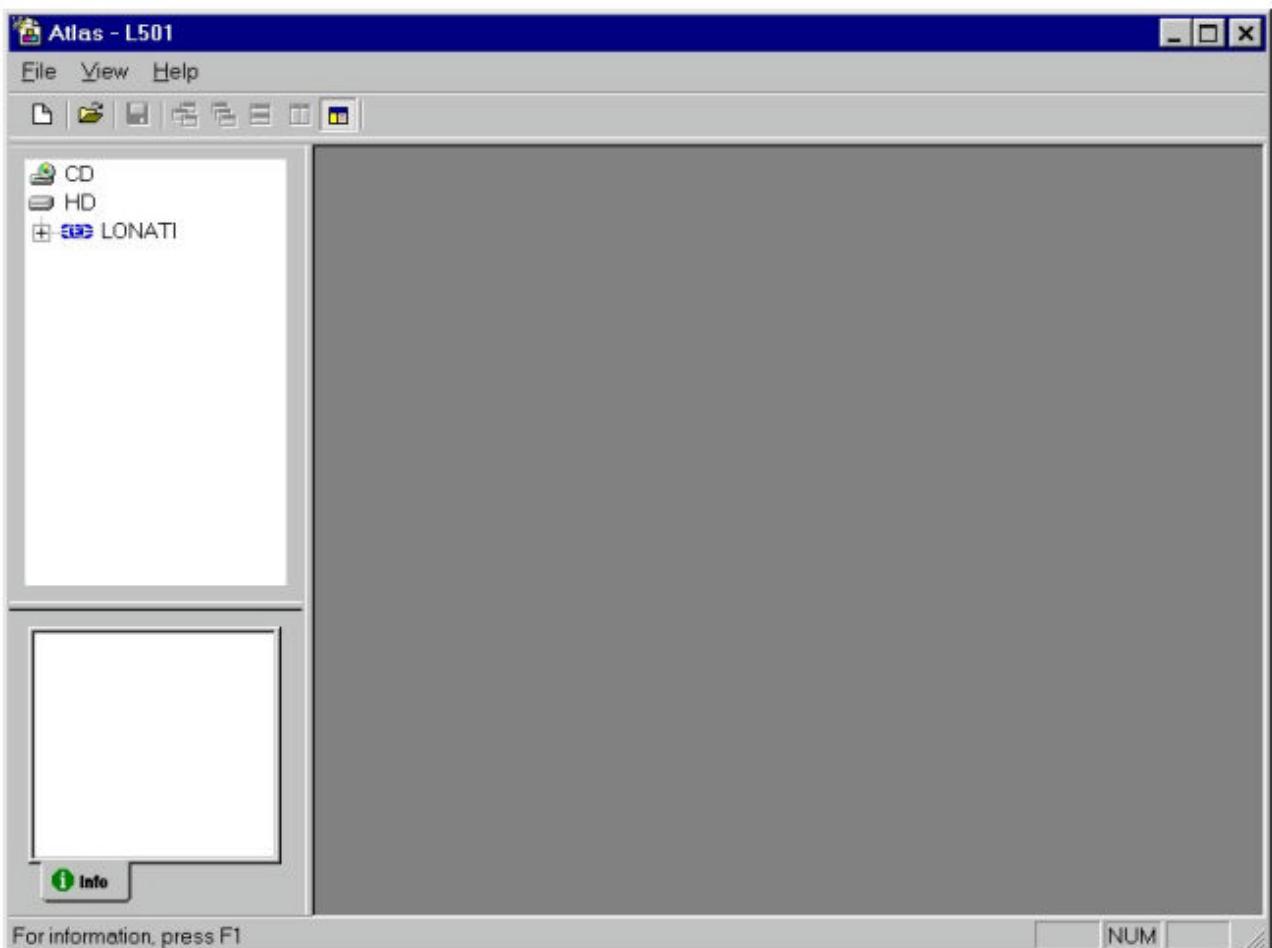


Once the machine is selected, click on the icon relative to the projects, placed on the Toolbar (In the figure the icon is enlarged).

## Printed Documentation

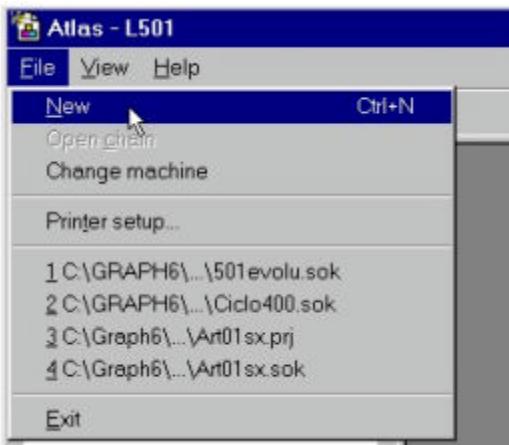


Once the icon relative to the projects is clicked, the following frame will appear:



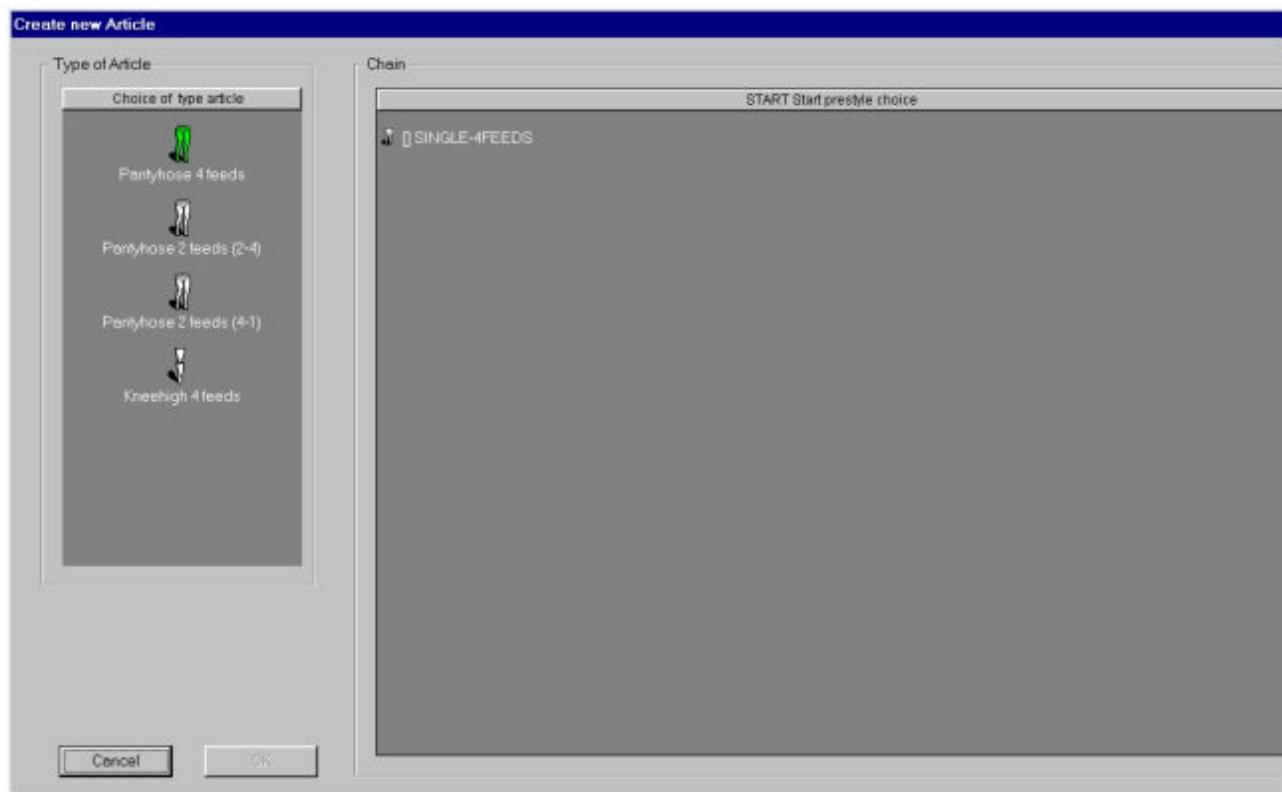
### Creation of a new guided chain

Select File, from the ToolBar Menu and click on New (As in the figure:)



Clicking on the icon can speed up this operation 

At this point, a window will appear for the creation of a new article, as in the figure:



The window for the guided creation of the sock is divided in two groups:

- [Choice of the Type of Article](#)
- [Chain](#)
- [Save Chain](#)

### CHOICE OF THE TYPE OF ARTICLE



Allows to pre-select the type of article you want to build; the prestyles listed in the Chain group will change according to the selection.

Once chosen the type of Sock, Pantyhose etc&ldots;that you want to make for the guided creation of the sock, you can operate in the "Chain" group.

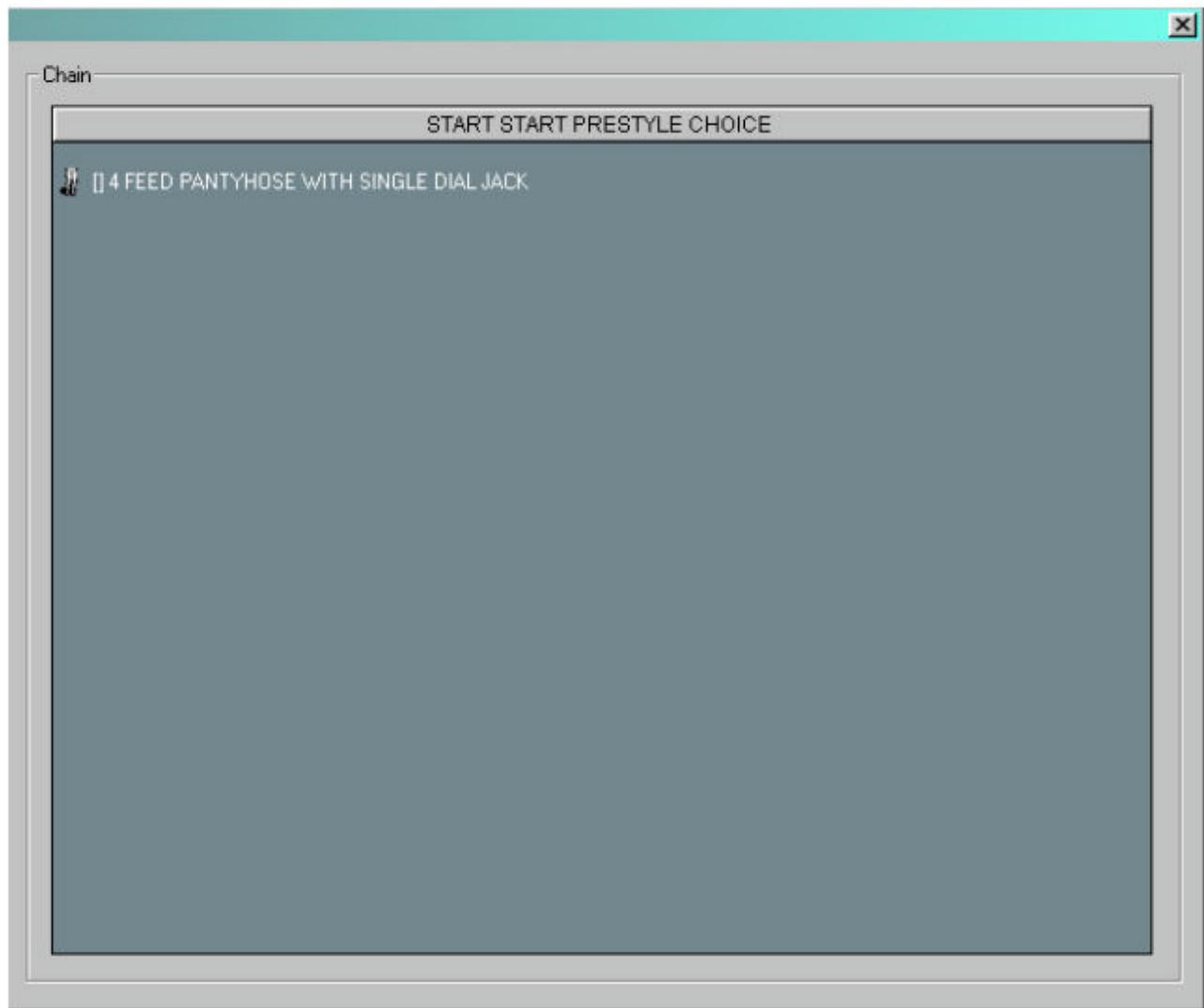
[Go to Choice of the Type of Article](#)

[Go to Chain](#)

[Go to Save Chain](#)

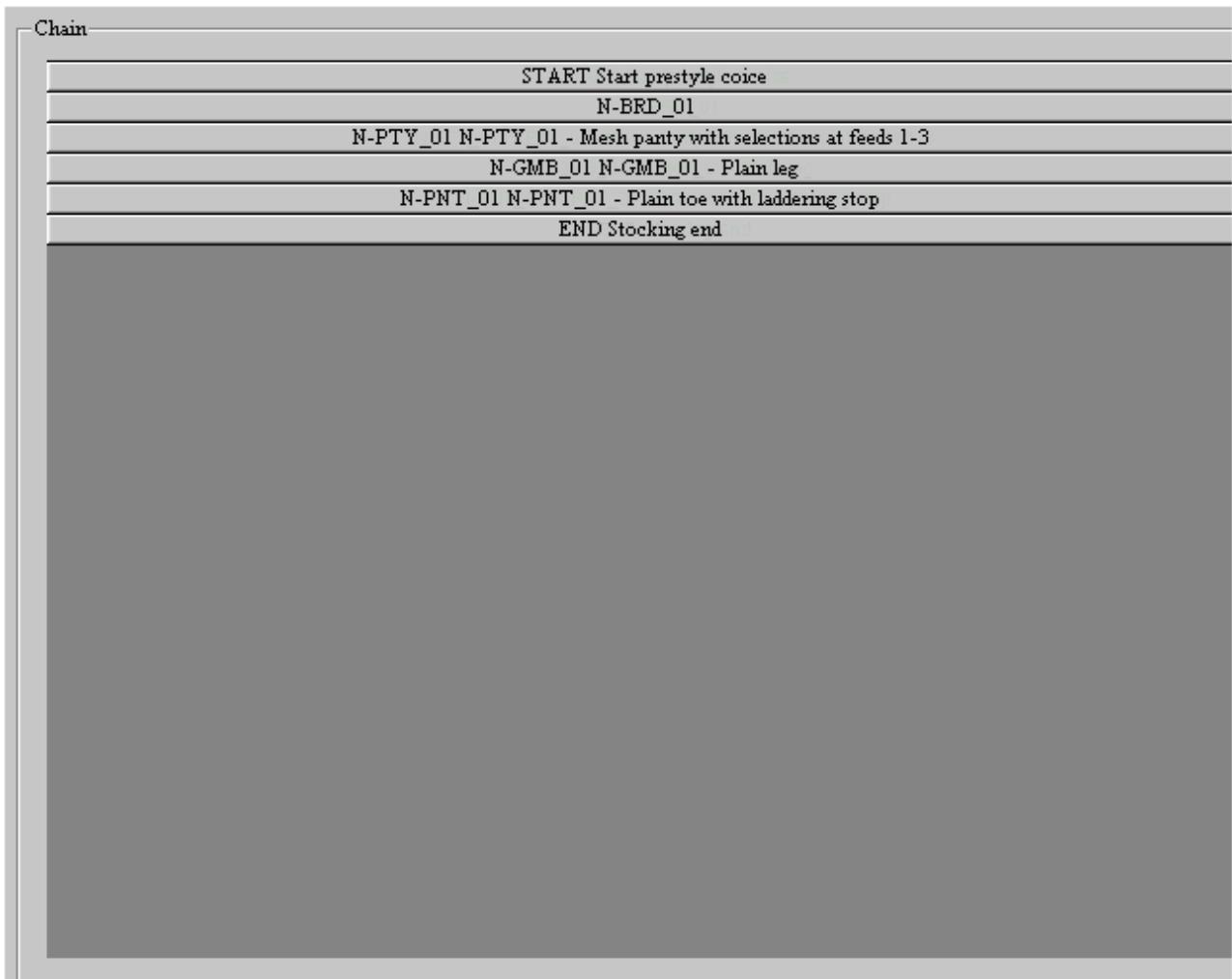
[Page begin](#)

## CHAIN



In this window will be shown a series of choices, relative to each prestyle, that will guide the user in the creation of the sock.

Each time you select a prestyle, this one will queue up to the previous one, until arriving to the end of the sock (as in the figure).

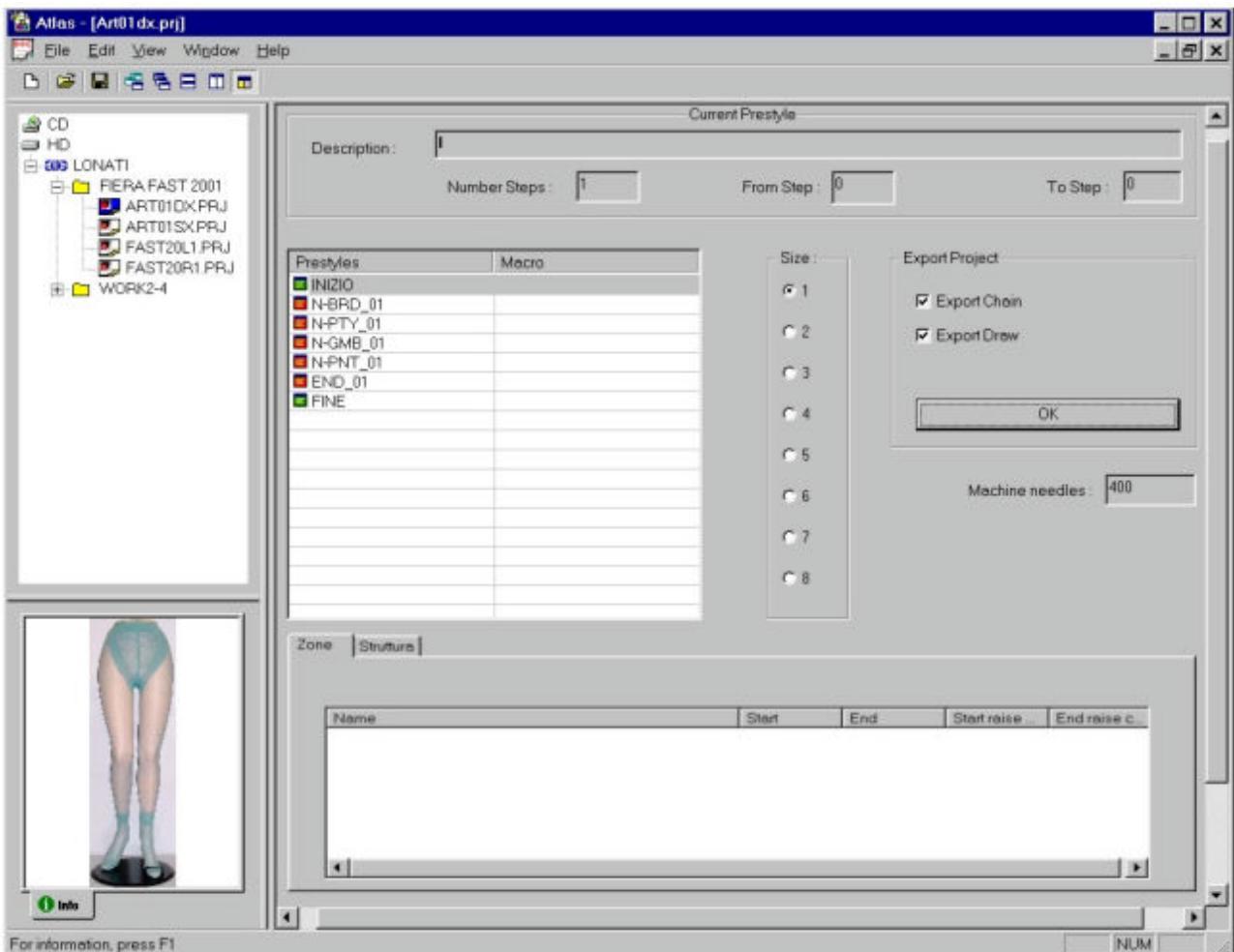


If you choose the wrong prestyle during the guided creation of the sock, it can be cancelled by clicking, once, on the previous prestyle.

For example if in the chain (see figure above), you have made an error in choosing the prestyle (Plain toe with ladder stop), to cancel this selection all that has to be done is to click once on the previous prestyle, In our case the prestyle (Plain leg) and choose another one.

Once the guided creation is ended, by clicking on the "OK" button it will be shown in the ATLAS program as following:

## Printed Documentation



At this point remains to save the newly created guided chain.

- [Go to Choice of the Type of Article](#)
- [Go to Chain](#)
- [Go to Save Chain](#)

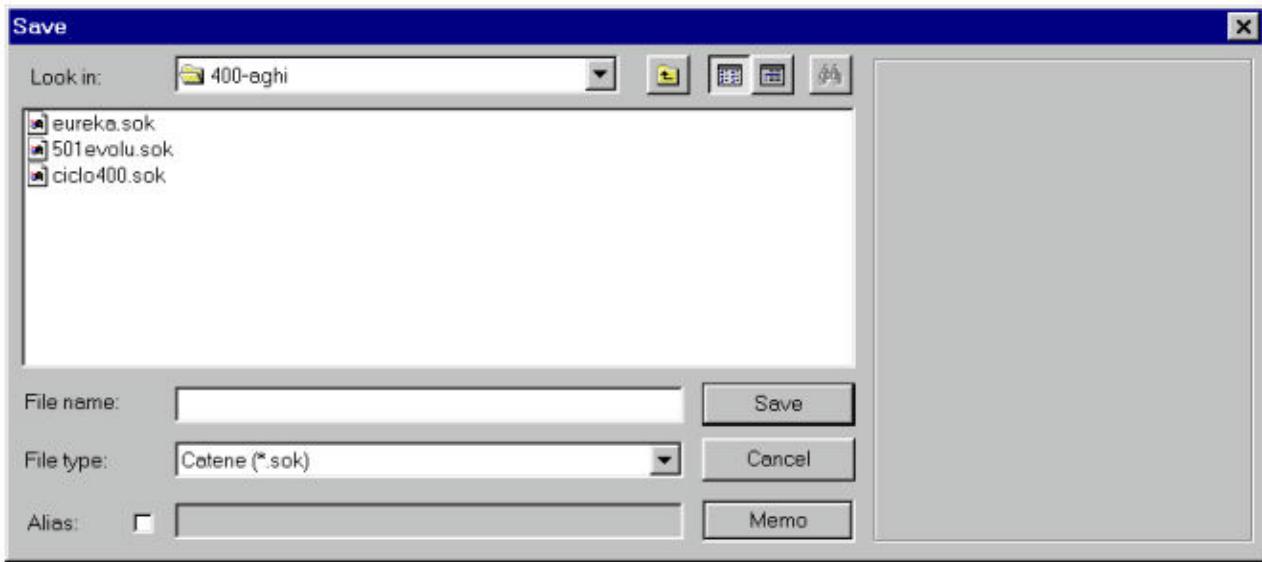
[Page begin](#)

## SAVE CHAIN



This icon permit to save the chain

Once this button is been pressed , the following window will appear:



Select the group where you want to save the newly created chain. Insert the name with which you want to save the chain in the "File Name" field and click the "Save" button, at this point the newly created chain will be saved in the group assigned to it.

Once the chain is saved in the command bar, a new icon will be shown



that allows to open in the QUASAR the chain just created in ATLAS.



[Go to Choice of the Type of Article](#)



[Go to Chain](#)



[Go to Save Chain](#)



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[Atlas \(Guided Chain\)](#)

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Welcome to the Atlas Guide

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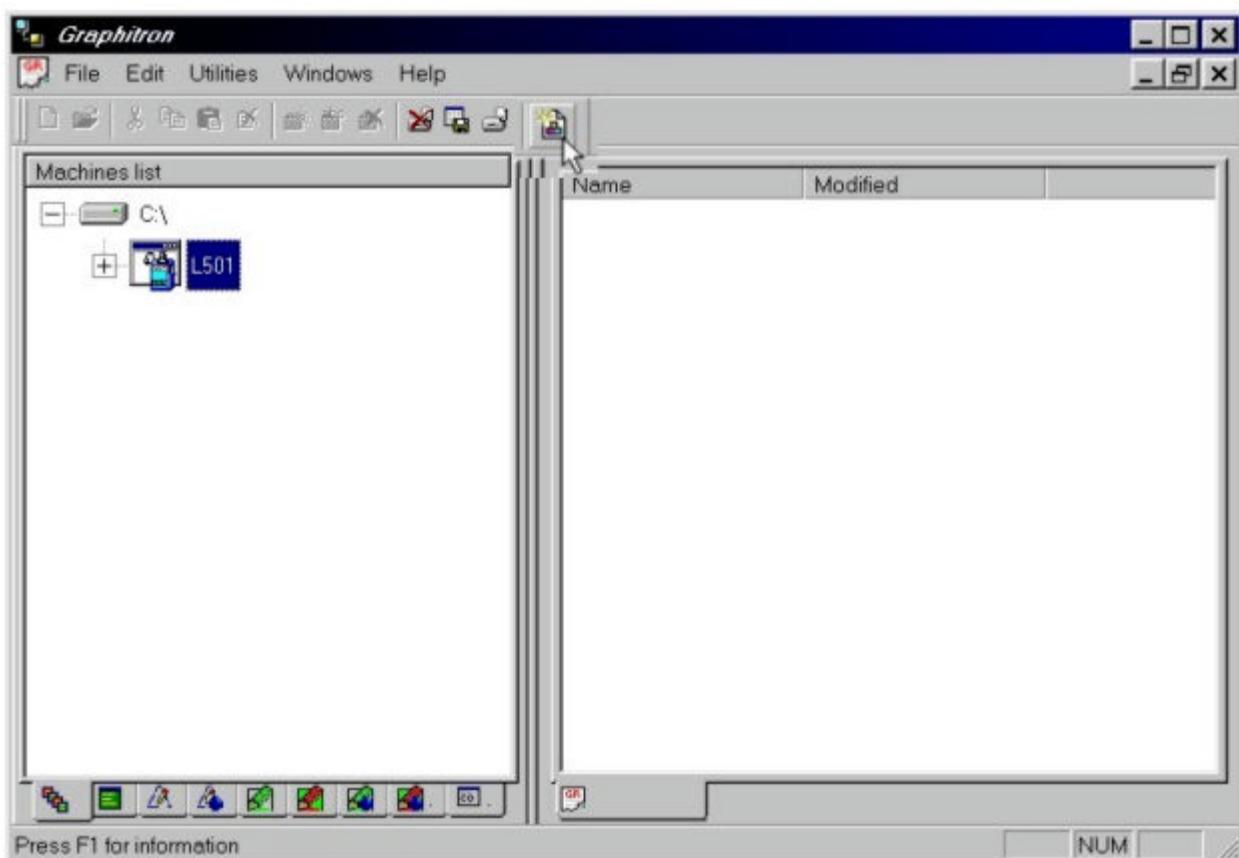
## Topic

### How to access ATLAS program:

Select the Machine you want to work with, from the given list (BigBang)



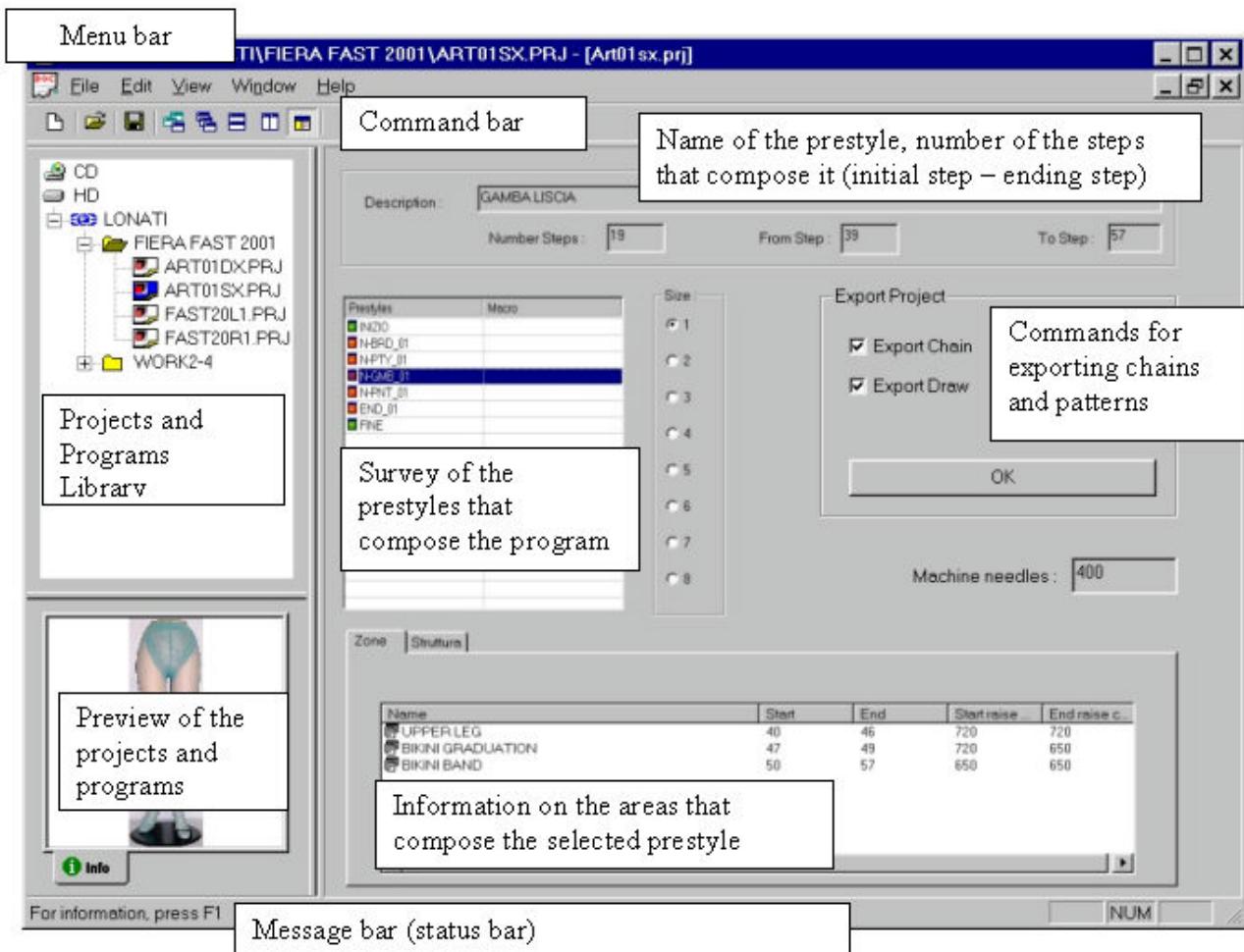
Once you have selected the machine, click on the icon relative to the project, situated on the Toolbar  
(In the figure the icon is enlarged).



**Initial Frame**

A frame will be presented made up by the following areas:

- Menu bar
- Command bar
- Project and Program Library
- Preview of the Projects and Programs
- Name of the Prestyle, number of the steps that compose it (initial step - ending step)
- Survey of the prestyles that compose the program (sock)
- Command for exporting Chains and Patterns
- Information about the areas that compose the selected prestyle
- Message bar



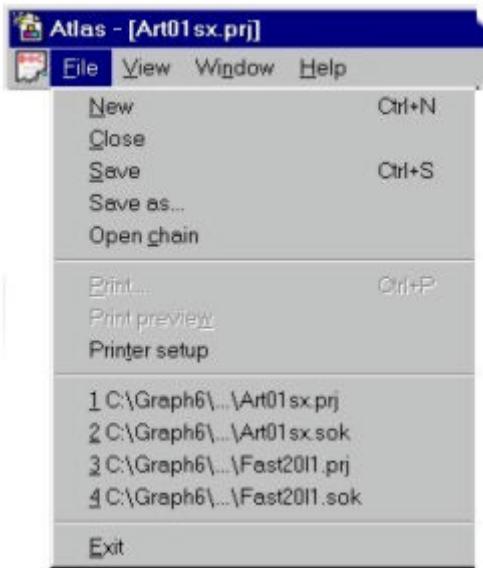
(click on the description to visualize the corresponding page)

## Menu Bar



- ↓ [File](#)
- ↓ [View](#)
- ↓ [Window](#)
- ↓ [Help](#)

## **FILE**



Includes the following items:

- [New](#)
- [Change Machine](#)
- [Close](#)
- [Save](#)
- [Save As](#)
- [Open Chain](#)
- [Print](#)
- [Print Preview](#)
- [Setup Printer](#)
- [List of the open projects and chains](#)
- [Exit](#)

#### **(New)**

Allows to create a new guided chain

#### **(Change Machine)**

If no project or chain has been opened in menu "FILE" this item appears that allows to change the machine you were working on

#### **(Close)**

Closes the project just opened or the newly created chain

#### **(Save)**

If the newly opened project or the newly created chain already have a name, than this command saves the eventual changes with the same name.

If they don't have a name than it is asked with which name you want to save the project or the chain newly created.

#### **(Save As)**

Allows to save the project or the newly created chain with any name.

If you open an already existent chain or project it allows to save it with a different name.

#### **(Open chain)**

It opens an already existent chain

## Printed Documentation

### (Print)

It allows to print the document that you are viewing

### (Print Preview)

It allows to view how the document will be printed

### (Setup Printer)

It allows to setup the various settings of the printer (the format of the page, paper loading etc&ldots;)

### (List of the projects open or the chains)

Inside the File menu a list is shown that includes the chains or the projects newly opened.

### (Exit)

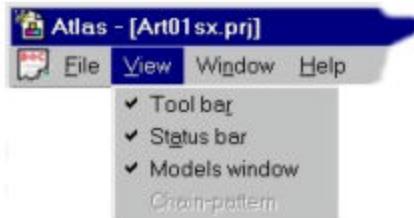
Exits the ATLAS program

 [Go to FILE menu](#)

 [Page begin](#)

---

## VIEW



Includes the following items:

- [Tool bar](#)
- [Status bar](#)
- [Models window](#)

### (Tool bar)

Allows to view or hide the Tool bar

### (Status bar)

Allows to view or hide the Status bar

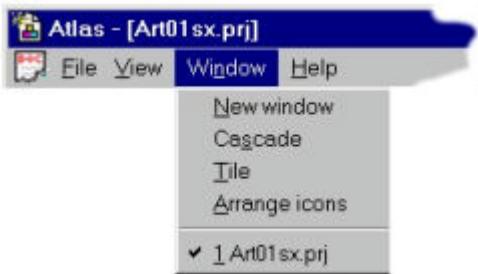
### (Models window)

Allows to view or hide the models window and the relative images

 [Go to VIEW menu](#)

 [Page begin](#)

## WINDOW



It includes the following items:

- [New window](#)
- [Cascade](#)
- [Tile](#)
- [Arrange icons](#)
- [List of the windows relative to the projects](#)

### (New window)

Create a new project window with which you're working with.

### (Cascade)

Once a new window is created this command allows to view both of them by superimposing them.

### (Tile)

Place side by side horizontally two or more windows.

### (Arrange icons)

Reduces the window to an icon

[Go to WINDOW menu](#)

[Page begin](#)

---

## HELP



Includes the following items:

- [Summary](#)
- [Index](#)
- [Information on Atlas](#)

### (Summary)

It is connected to the on-line guide of atlas

### (Index)

It allows to research a word or a topic inside of the guide

### (Information on Atlas)

It gives information on the program version and on the copyright

 [Go to HELP menu](#)

 [Page begin](#)

 [Go to Initial Frame](#)

### Command bar



- [New](#)
- [Open](#)
- [Save](#)
- [New Window](#)
- [Cascade Window](#)
- [Tile Window Horizontally](#)
- [Tile Window Vertically](#)
- [View Models Window](#)



Allows to create a new guided chain.



Opens an already existent chain.



Allows to save a guided chain or a project.



"NEW WINDOW"

Creates a new project window with which you're working with.



#### "CASCADE WINDOW"

Once a new window is created this command allows to view them both by superimposing them.



#### "TILE WINDOW HORIZONTALLY"

Places side by side horizontally two or more windows.



#### "TILE WINDOW VERTICALLY"

Places side by side vertically two or more windows.



#### "VIEW MODELS WINDOW"

Allows to view or not the left part of the ATLAS where the projects and the model previews are.



[Page begin](#)



[Go to Initial Frame](#)

## Project and programs Library

Select the library to explore (one click shows the library beginning logo, two clicks opens the library) click once on the project to have a preview of the article



Click twice on the interested project to view all the programs that compose it.

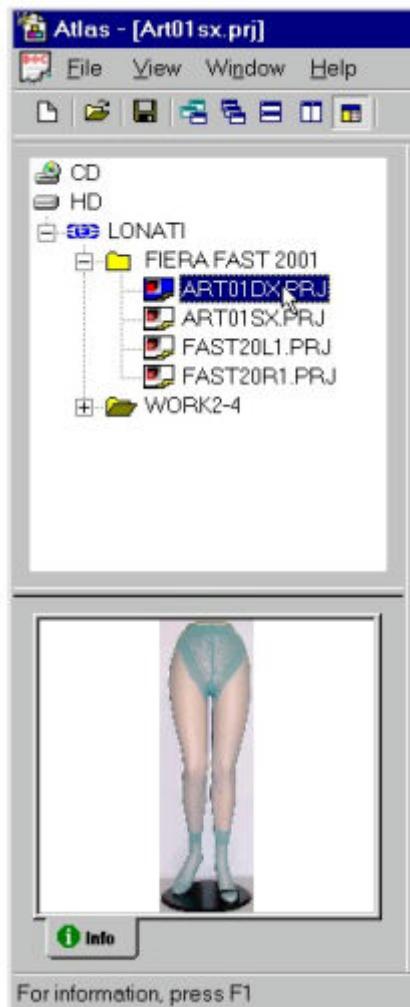


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## Preview of the projects and programs

Click once on the name of the programs to view a preview of the realized article.



[Page begin](#)

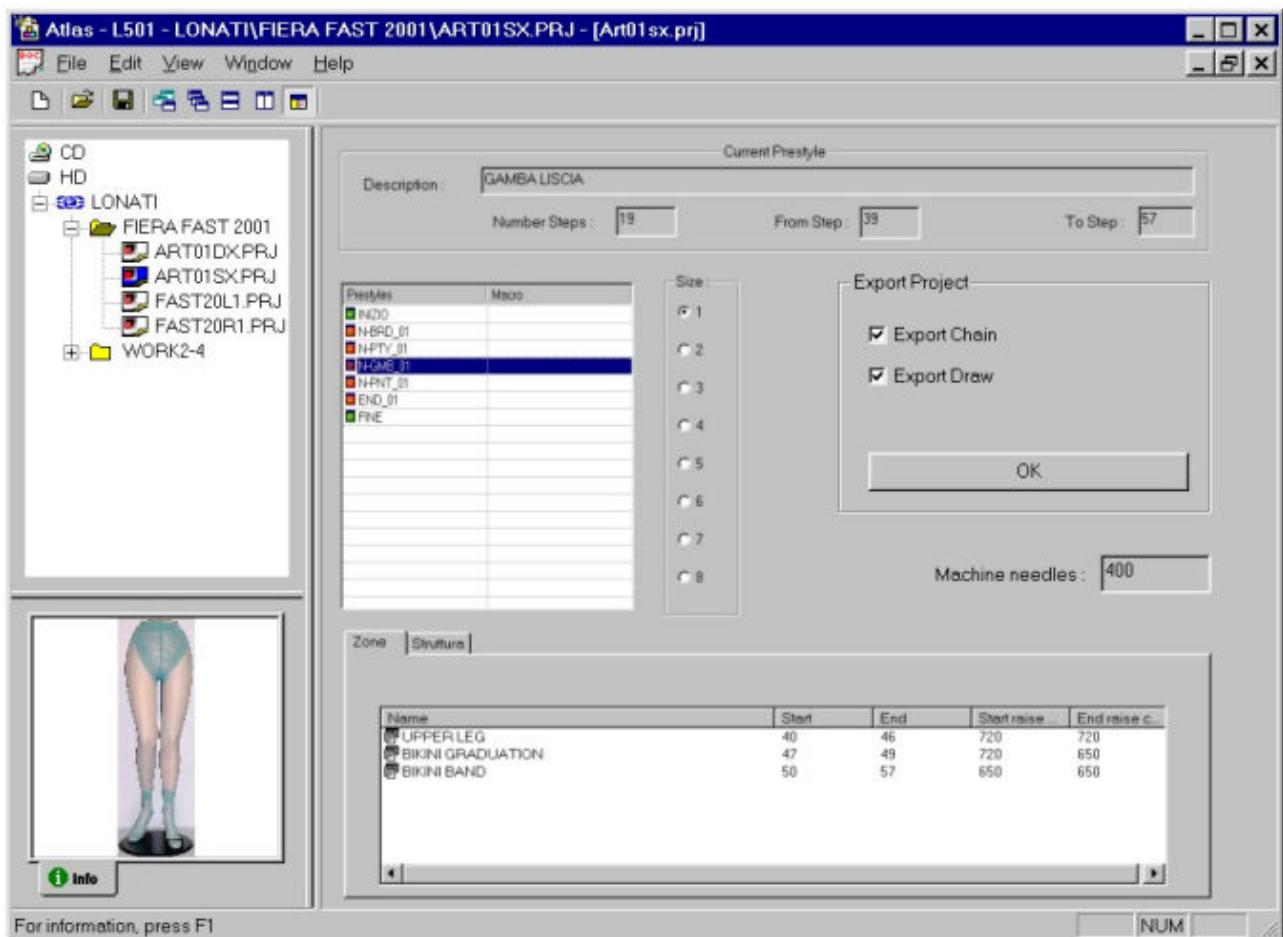
[Go to Initial Frame](#)

### **Survey of the prestyles that compose the program**

Click twice on the name of the programs to view a survey of the areas that compose it.

The prestyles that compose the projects will be shown, selecting a prestyle, in the upper part of the screen will be shown the name of the project, the number of steps that compose the prestyle, the initial step and the ending step.

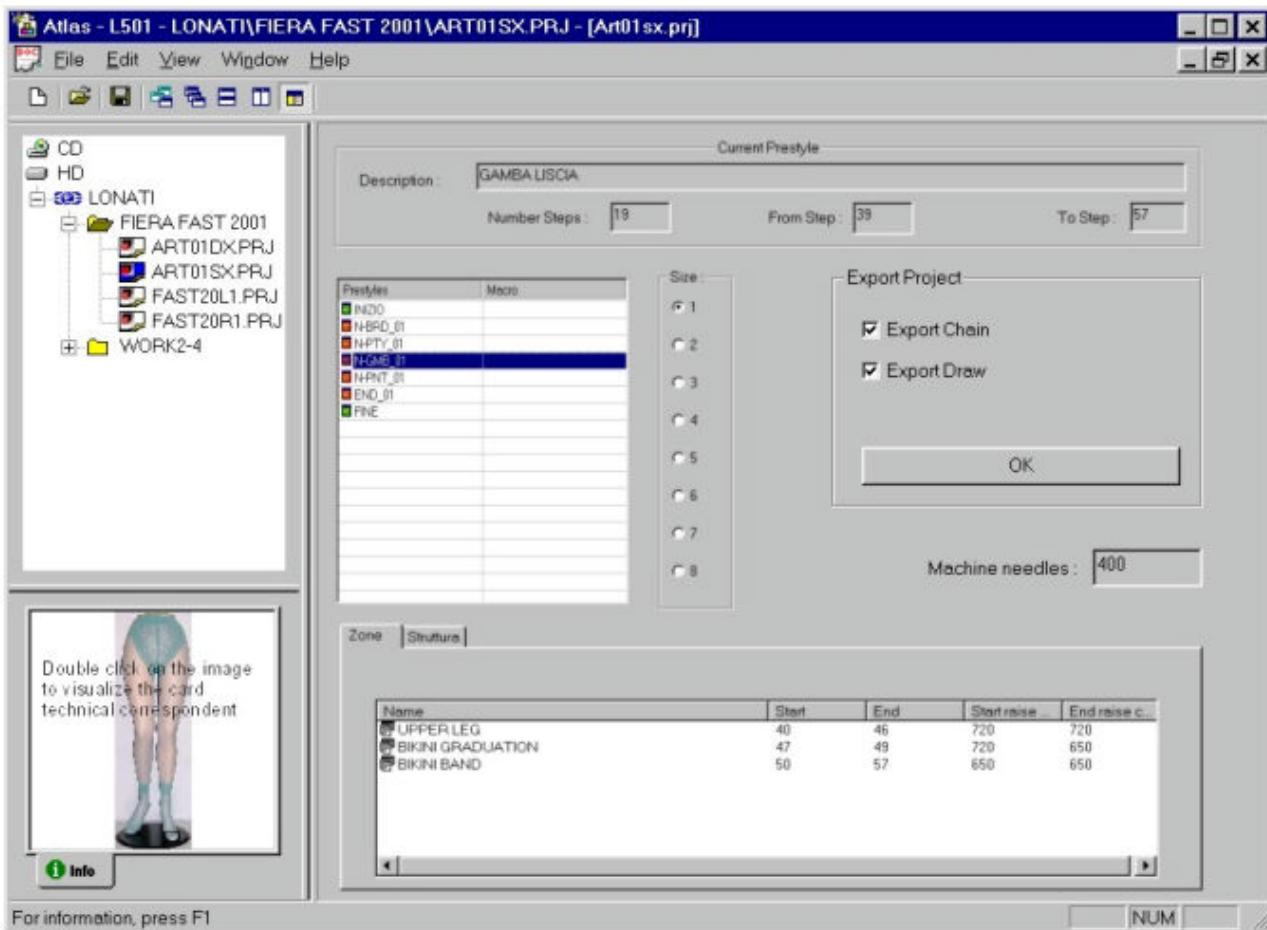
In the lower part will be shown the areas that make up each prestyle.



Click twice on the preview to view the production technique card.

In order to obtain a perfect production of the project you must closely follow all the information contained on the production technique card.

Attention the technique card is not exported from the project environment, therefore if you want to reuse the simple setups it is suggested to print it.

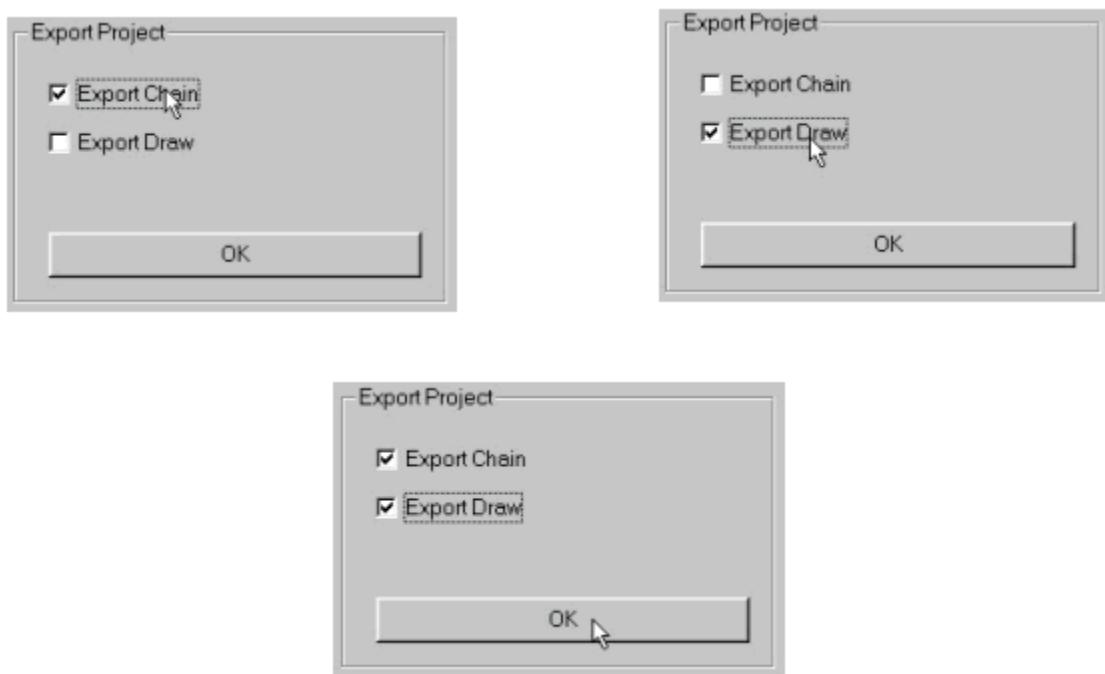


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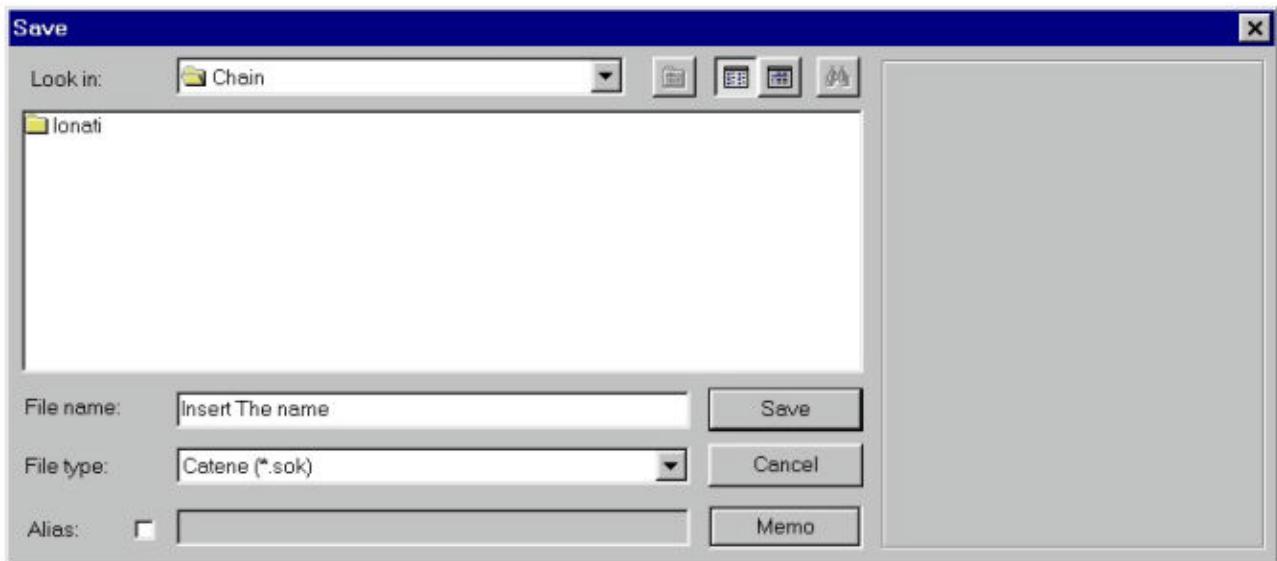
## Commands for exporting Chains and Patterns

The export project section allows to export a chain, a pattern or both from a model. The selection of "Export Chain" allows to create the chain of the open model, the selection of "Export Pattern" allows to export all the patterns from the open model and to automatically save them in the corresponding work directories.



Once you have selected what you want to export click on the "OK" key.

In case the file to be exported is a chain, a window will appear and you will be asked in which group to store it and with what name.



Once you have chosen the group and the name with which you want to save the project to be exported, click the "SAVE" key

All the files will be sent to the work directories.

It may be asked to change the name of the project that you want to export, depending by the fact that there is an existing file with the same name.

**ATTENTION.** If a name is changed to a pattern, remember to change it inside of the chain

Once you have saved the project to be exported in the command Toolbar, the following icon will be shown.



that allows you to pass from ATLAS to QUASAR opening the newly saved project.

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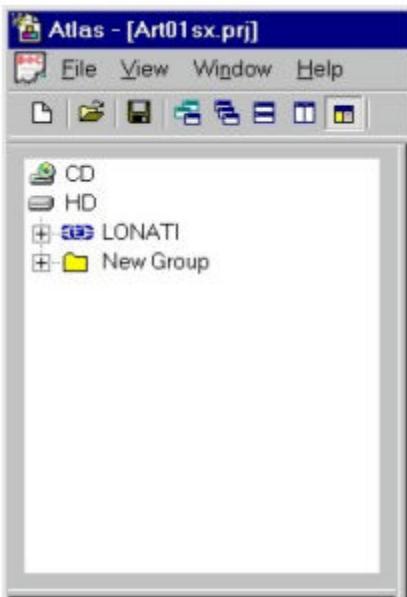
## **Creation of a new Group, a new Model and Image Association and Describer**

Go to the section Projects and Programs Library select HD and press the right button of the mouse, the following menu will be shown:

- [New Group](#)
- [Create Model](#)
- [Associate Image](#)
- [Associate Describer](#)
- [Delete](#)
- [Insert project](#)

### **"NEW GROUP"**

Allows to create a new group or subgroup (file) as in the figure:



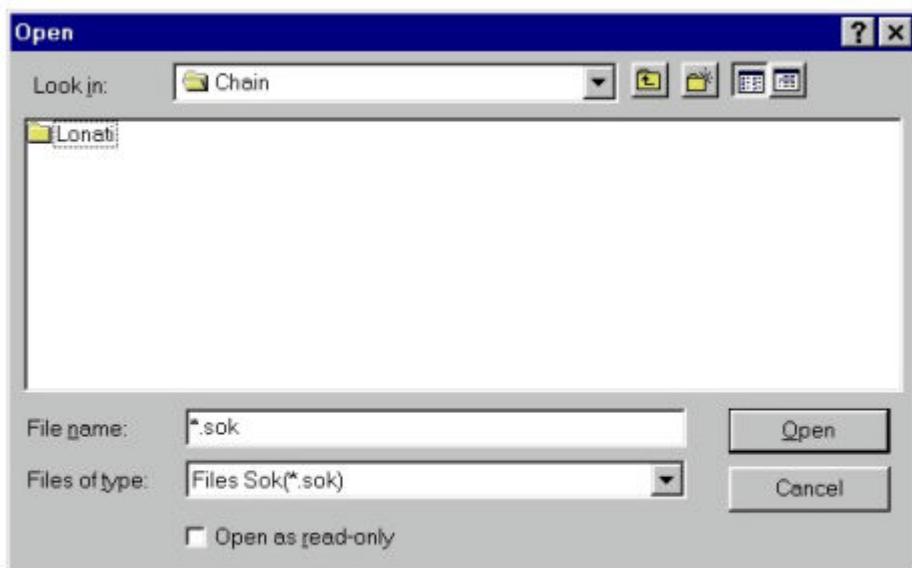
[Page begin](#)

#### "CREATE MODEL"

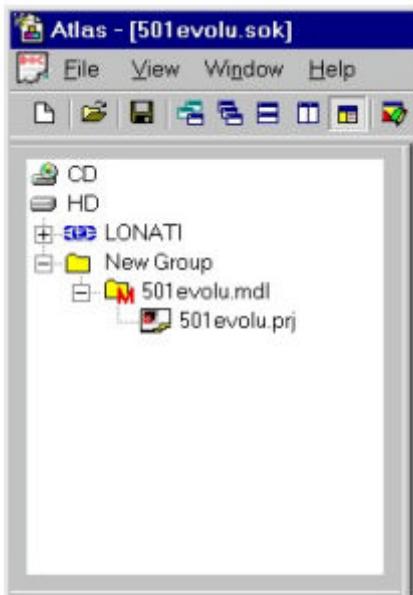
Allows to create a new model and to file it in the newly created group.

When a new model is created you must choose a chain to associate to the new model.

Choose a chain to associate and press the "Open" key.



Once chosen the chain to associate a model group will be created and a project file, that will have the same name as the chain associated to the model, as the figure:

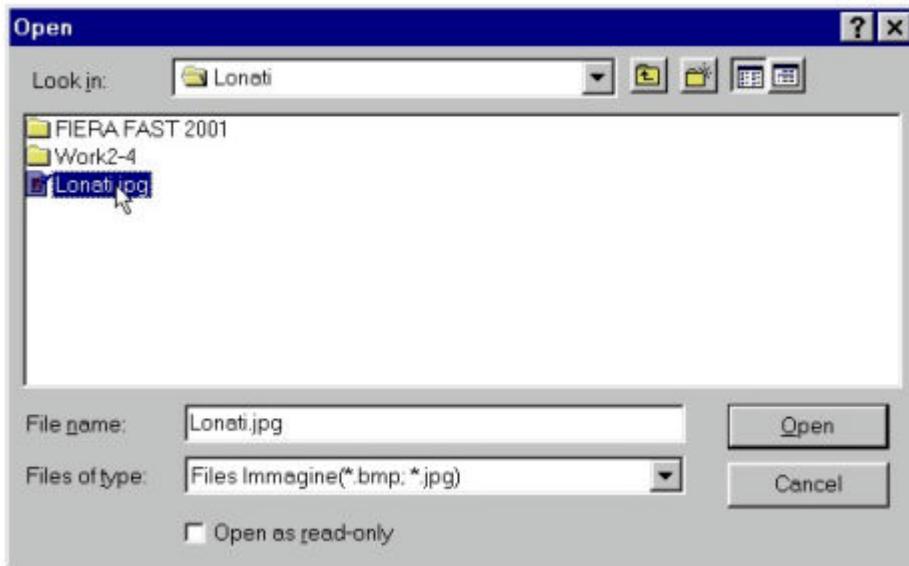


[Page begin](#)

#### "ASSOCIATE IMAGE"

Associate an image to a group, to a model or to a project

Take position on a Group, on a Model or on a Project; click on the right button of the mouse and choose "Associate image", a window will be shown to search for the image to associate to the chosen group.



Once associated the image it will be possible to view it simply by selecting with the mouse the group you've associated the image to, as in the figure:



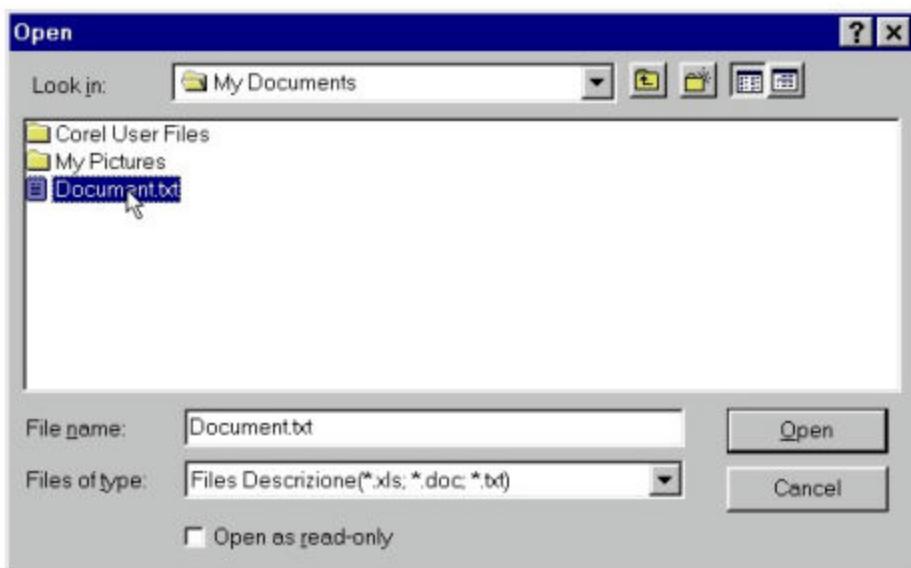
[Page begin](#)

### "ASSOCIATE DESCRIBER"

Associate a document of (word or excel or a file txt) to a Group, to a model or to a project

Take place on a Group, on a Model, or on a Project click the right button of the mouse and choose "Associate describer", a window will be shown to choose the document to associate to the chosen group.

## Printed Documentation



To view the associated text click twice in the zone "Preview of projects" as in the figure:



A new window will open with which you will view the associated text.

 [Page begin](#)

#### **"DELETE"**

Allows to cancel a Group, a model or a project

#### **"INSERT PROJECT"**

Allows to insert more projects in a model

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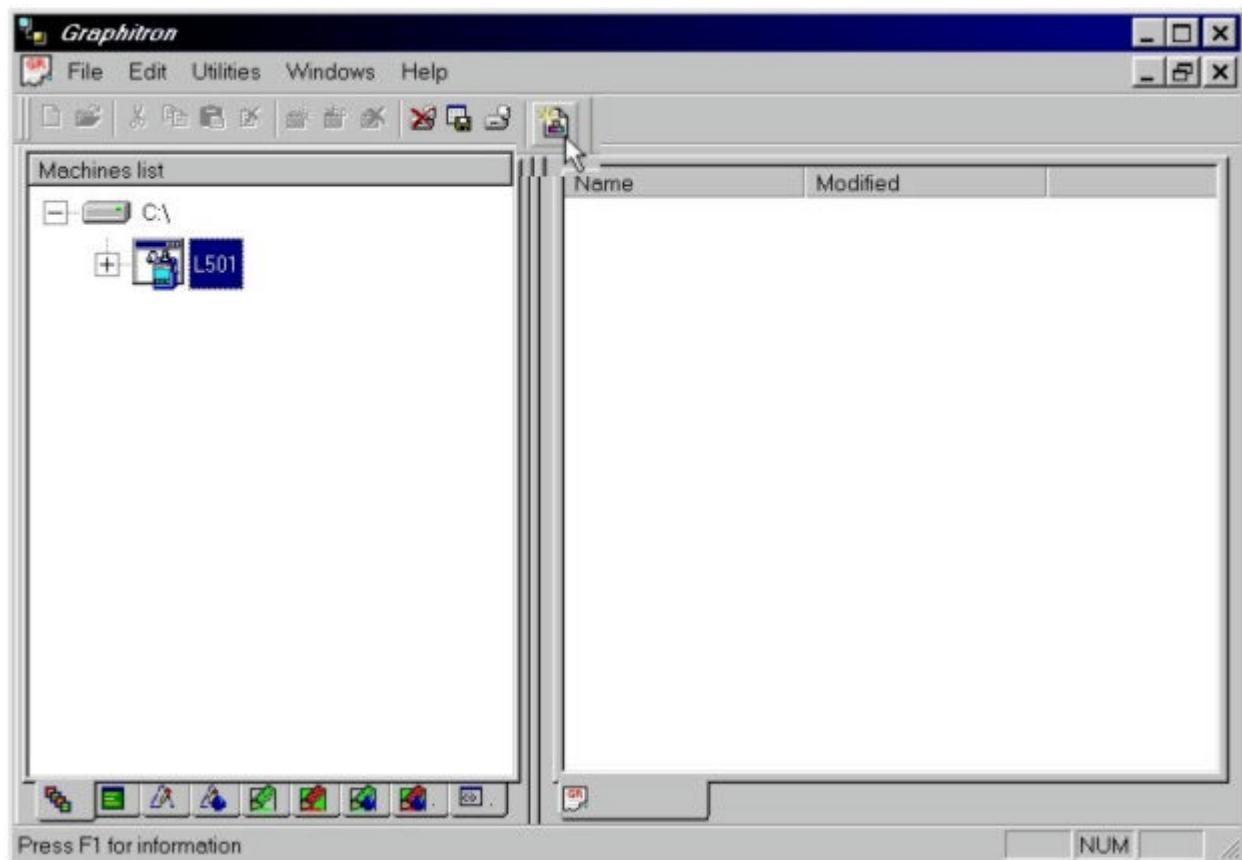
## **ATLAS (Guided Chain)**

Select the Machine you want to work with from the given list.

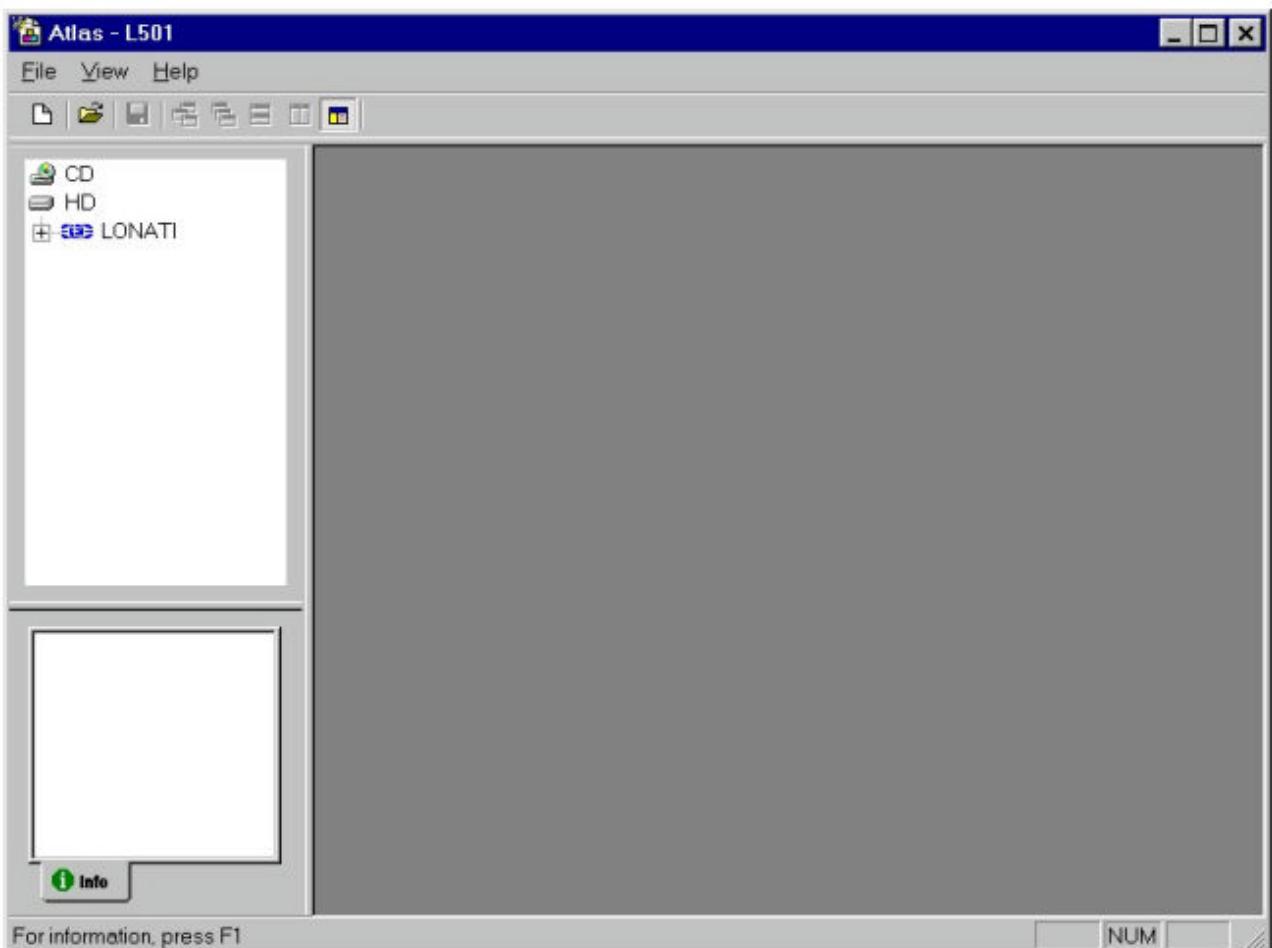


Once the machine is selected, click on the icon  relative to the projects, placed on the Toolbar (In the figure the icon is enlarged).

## Printed Documentation

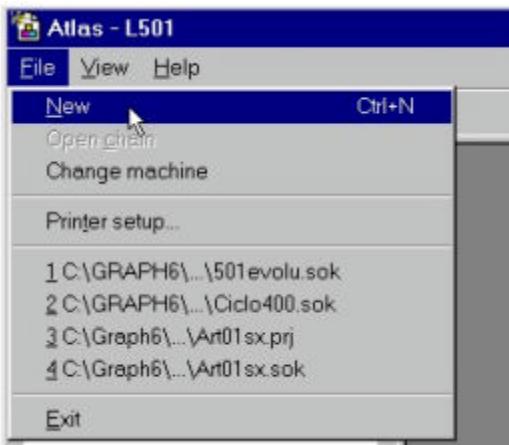


Once the icon relative to the projects is clicked, the following frame will appear:



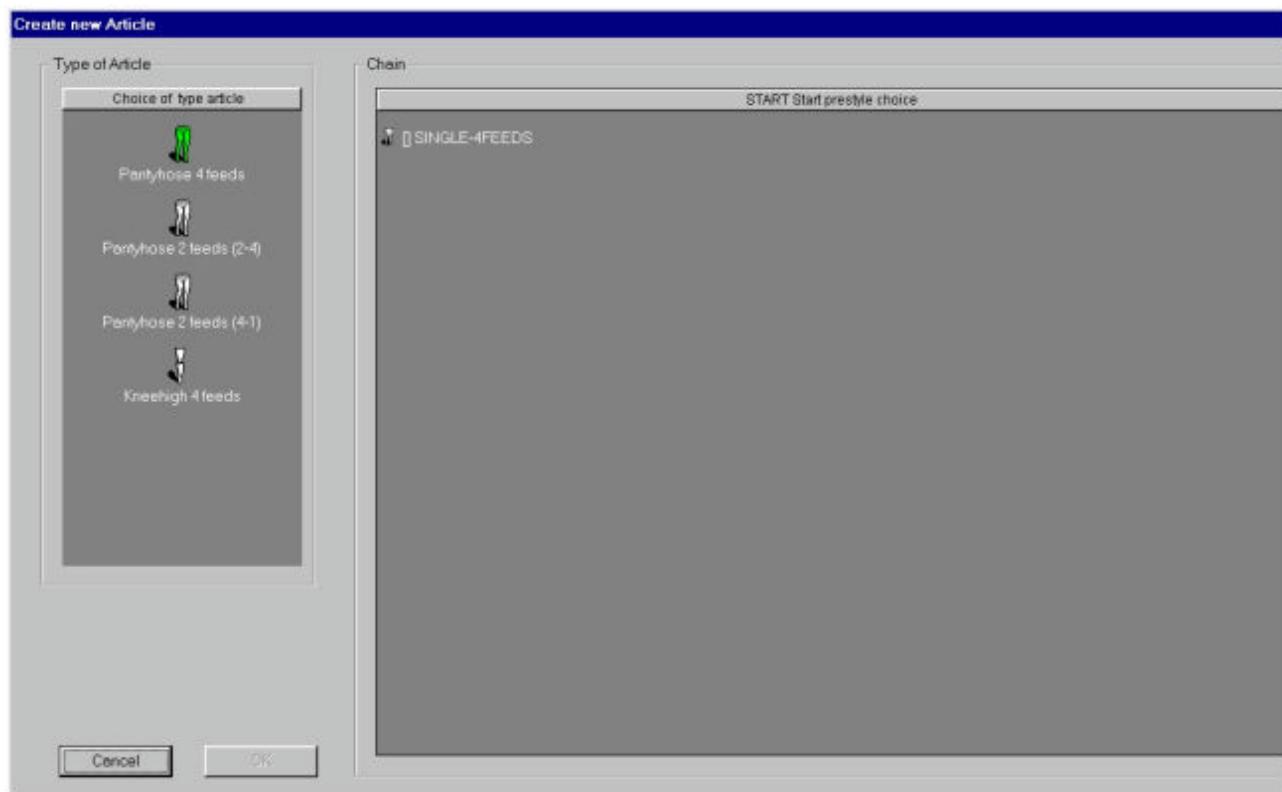
### Creation of a new guided chain

Select File, from the ToolBar Menu and click on New (As in the figure:)



Clicking on the icon can speed up this operation 

At this point, a window will appear for the creation of a new article, as in the figure:



The window for the guided creation of the sock is divided in two groups:

- [Choice of the Type of Article](#)
- [Chain](#)
- [Save Chain](#)

### CHOICE OF THE TYPE OF ARTICLE



Allows to pre-select the type of article you want to build; the prestyles listed in the Chain group will change according to the selection.

Once chosen the type of Sock, Pantyhose etc&ldots;that you want to make for the guided creation of the sock, you can operate in the "Chain" group.

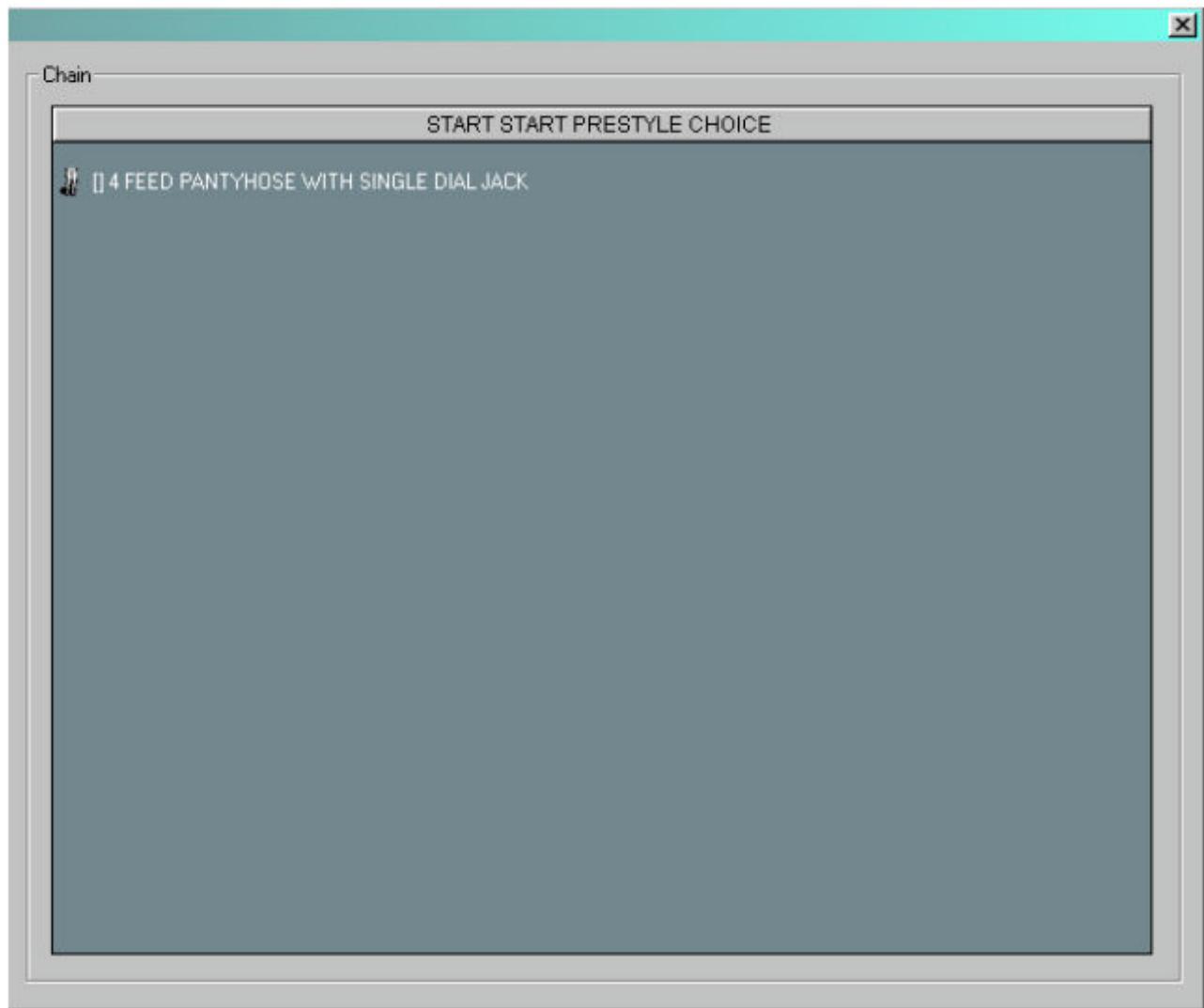
[Go to Choice of the Type of Article](#)

[Go to Chain](#)

[Go to Save Chain](#)

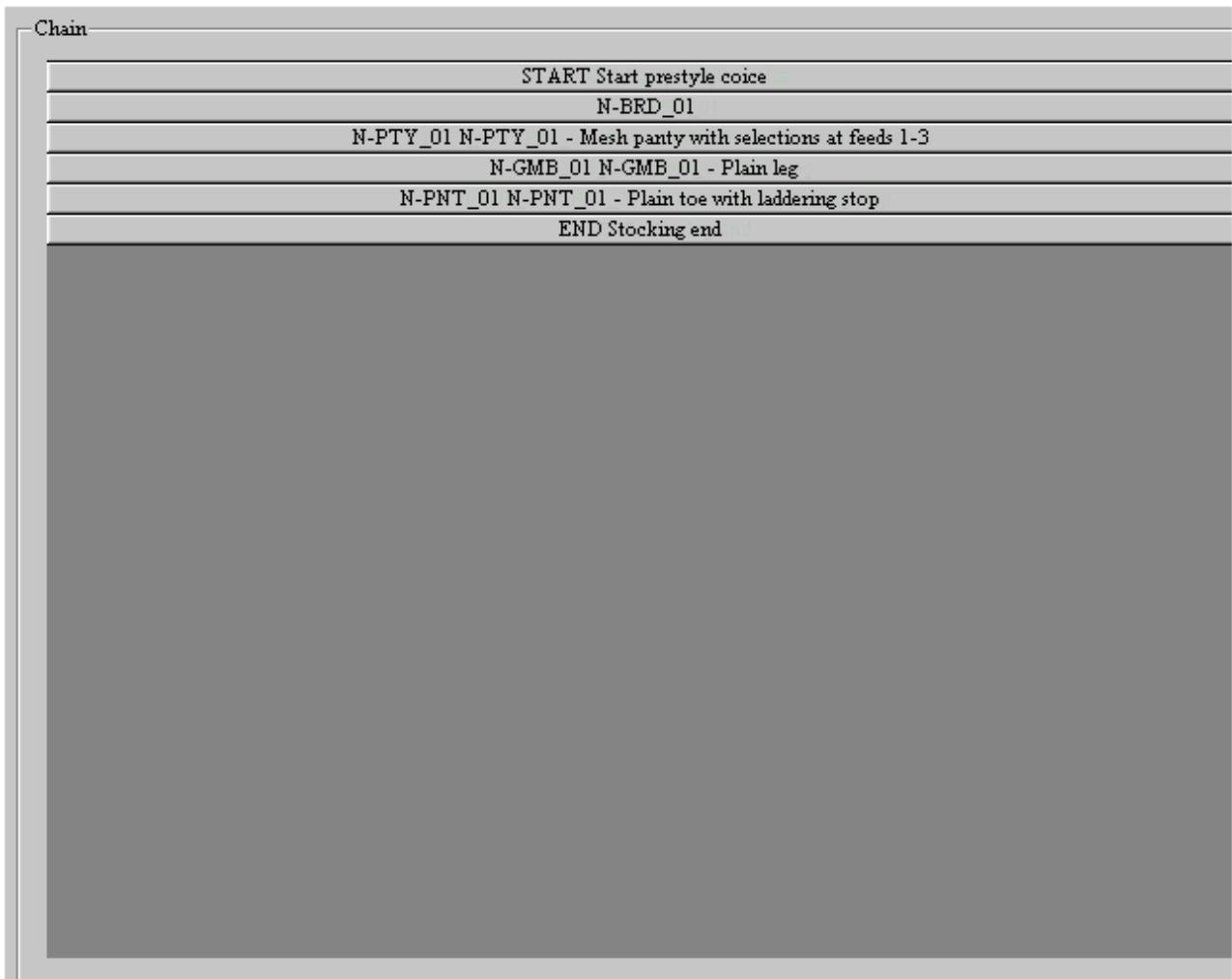
[Page begin](#)

## CHAIN



In this window will be shown a series of choices, relative to each prestyle, that will guide the user in the creation of the sock.

Each time you select a prestyle, this one will queue up to the previous one, until arriving to the end of the sock (as in the figure).

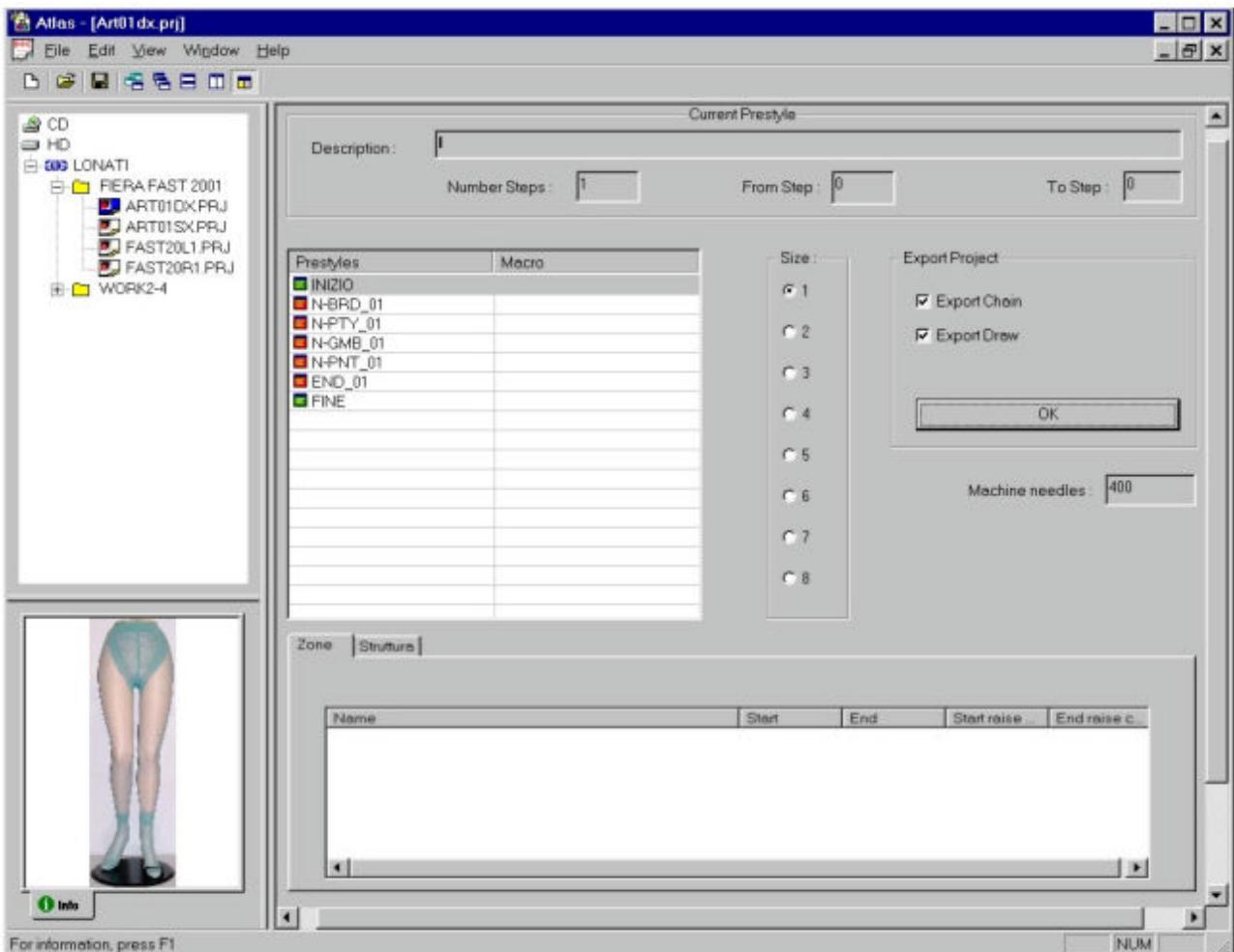


If you choose the wrong prestyle during the guided creation of the sock, it can be cancelled by clicking, once, on the previous prestyle.

For example if in the chain (see figure above), you have made an error in choosing the prestyle (Plain toe with ladder stop), to cancel this selection all that has to be done is to click once on the previous prestyle, In our case the prestyle (Plain leg) and choose another one.

Once the guided creation is ended, by clicking on the "OK" button it will be shown in the ATLAS program as following:

## Printed Documentation



At this point remains to save the newly created guided chain.

- [↑ Go to Choice of the Type of Article](#)
- [↑ Go to Chain](#)
- [↑ Go to Save Chain](#)

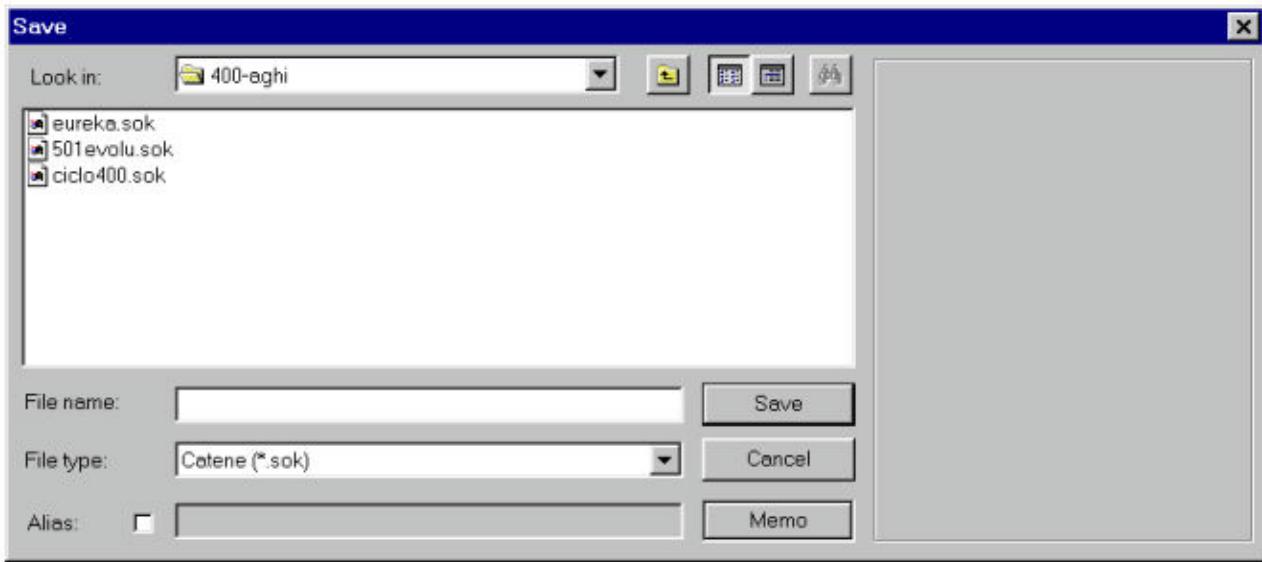
[↑ Page begin](#)

### SAVE CHAIN



This icon permit to save the chain

Once this button is been pressed , the following window will appear:



Select the group where you want to save the newly created chain. Insert the name with which you want to save the chain in the "File Name" field and click the "Save" button, at this point the newly created chain will be saved in the group assigned to it.

Once the chain is saved in the command bar, a new icon will be shown



that allows to open in the QUASAR the chain just created in ATLAS.



[Go to Choice of the Type of Article](#)



[Go to Chain](#)



[Go to Save Chain](#)



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# ATLAS Guide for the Double Cylinder machine

ATLAS is the program for the creation and modification of the Articles Structure in the LONATI GROUP Textile Machines. It has been created in collaboration with the mechanical-textile technicians of the Group using the most advanced techniques of programming. This brought to the creation of a simple and versatile program able to satisfy all the clients' needs.

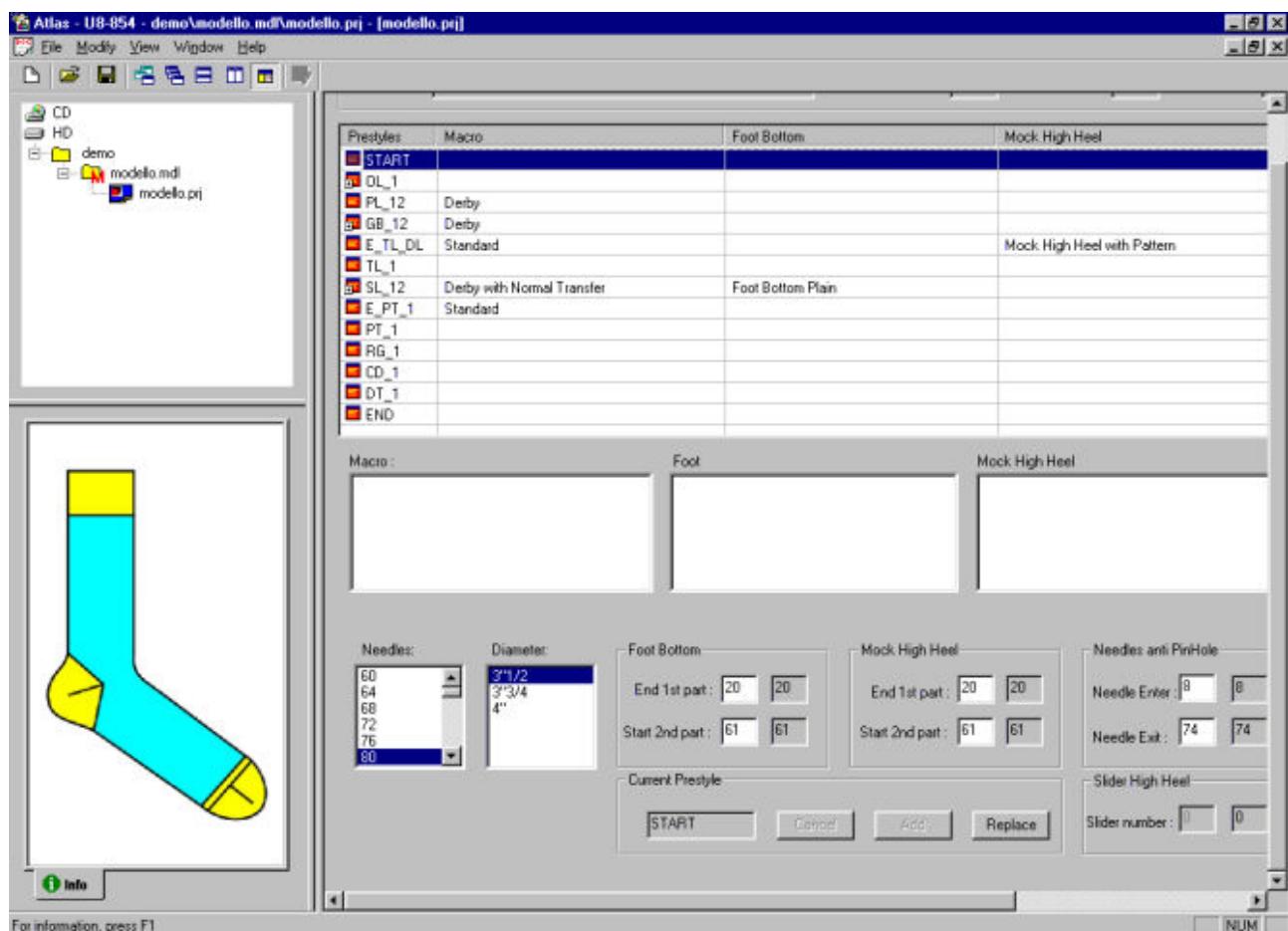
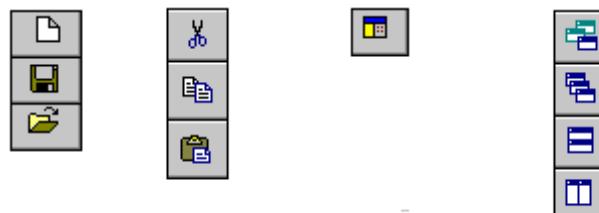
## GENERAL CONTENTS

### Creation an use of the Models

#### Chain Structure creation and modification

### Guide of the Command Bars

[File](#)    [Modify](#)    [View](#)    [Window](#)    [Help](#)



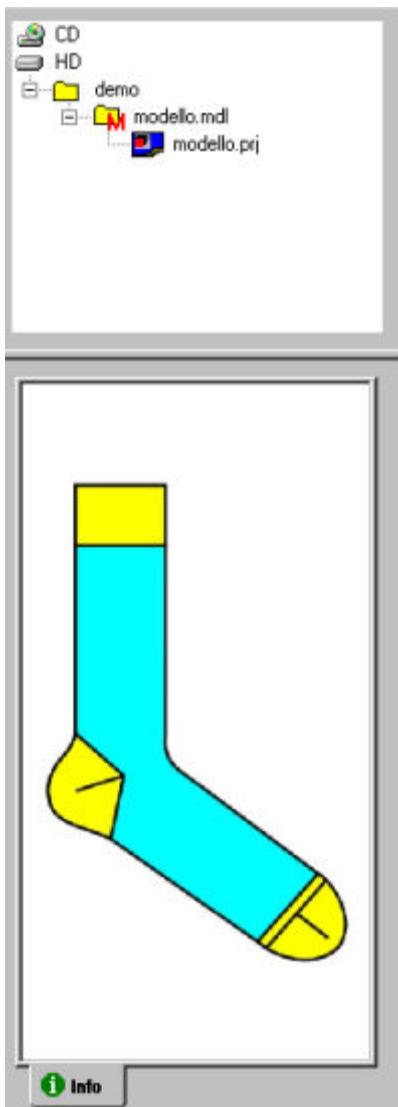
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## Creation and use of the Models

Models are non modifiable Chains used for the filing and the creation of new Articles.

It is possible to associate to each model an image and a Word or Excel Document containing the specifics of the model. This allows to create personalized files of the created Articles.

The Models Window is found in the Atlas by selecting the Icon "Projects" 

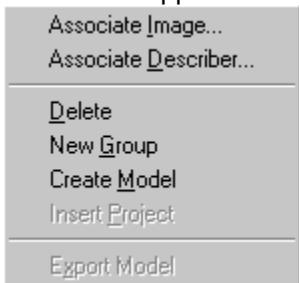


In the upper part of the Models Window is shown the Structure with the various existing Models Groups and its relative path.

In the lower part is shown the image associated to the selected Model.

### Creation New Folder

- Select the Drive or the Group requested, press the right key of the Mouse, a "drop down" menu will appear.



- Select "New Group", type the name of the New Group to view it in the Models Structure.

#### **Creation New Model**

- Select the Group requested, press the right key of the Mouse and select "Create Model". A window will appear for the selection of the chain.
- Select the requested chain for the creation of a new model and confirm with "OK" to view the New Model in the Structure.

#### **Associate Image**

- It is possible to match to each model an image, the enabled formats are; "JPG" and "BMP" (we advise to use the "JPG" format).
- Select the requested Model, press the right key of the Mouse and select "Associate Image". A window will appear for the association of an image.
- Select the requested image and select "OK".
- At this point, select the model, and the selected image will appear in the lower part of the Models Window.

#### **Associate Description**

- To each model is possible to associate a description, the enabled formats are; "DOC (WORD)", "XLS (Excels) or "CHM (ROBOHELP). It is obvious than in order to view them and use them the computer must have installed the relative applications.
- Select the requested Model, press the right key of the Mouse and select "Associate Description". A window will appear for the choice of the Document to associate.
- Select the Document requested and confirm with "OK".
- At this point, double click on the Image associated to the Model in order to view the Document.

#### **ATTENTION:**

The operator has the possibility to create and use Personalized Images and Documents instead of Lonati Standard ones.

#### **Eliminate**

- Select the requested Model or Group, press the right key of the Mouse and select "Eliminate".

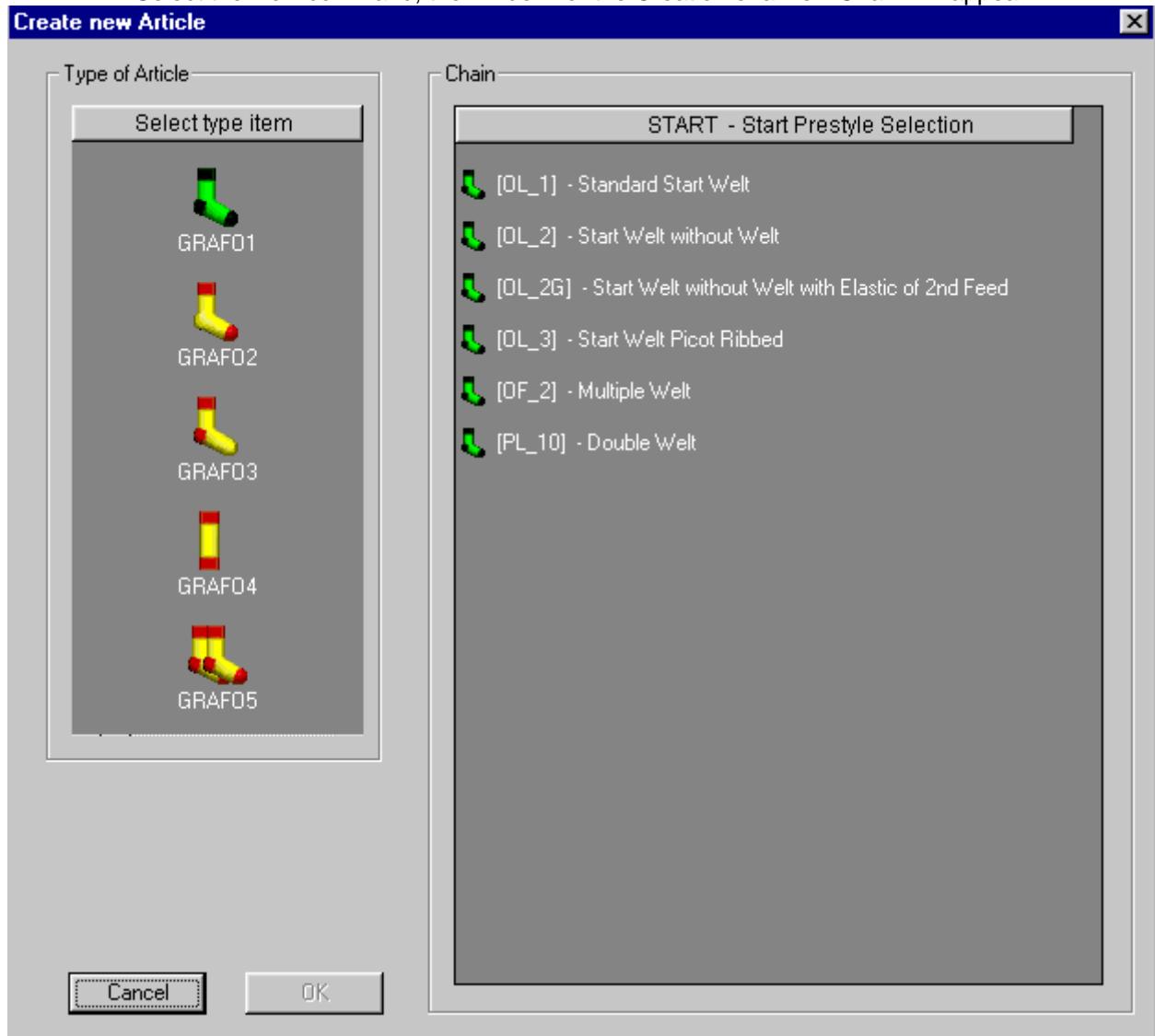
#### **Create a Chain from Model**

- Select the requested Model.
- Select "Save As" from the Menu "File", type the name of the new chain and confirm with "OK".



## Chain Structure Creation and Modification

Select the New command, the window for the Creation of a New Chain will appear.



- Select the Sock Type (Grafo) requested.

**Grafo 1 = Complete Sock**

**Grafo 2 = Sock without Heel**

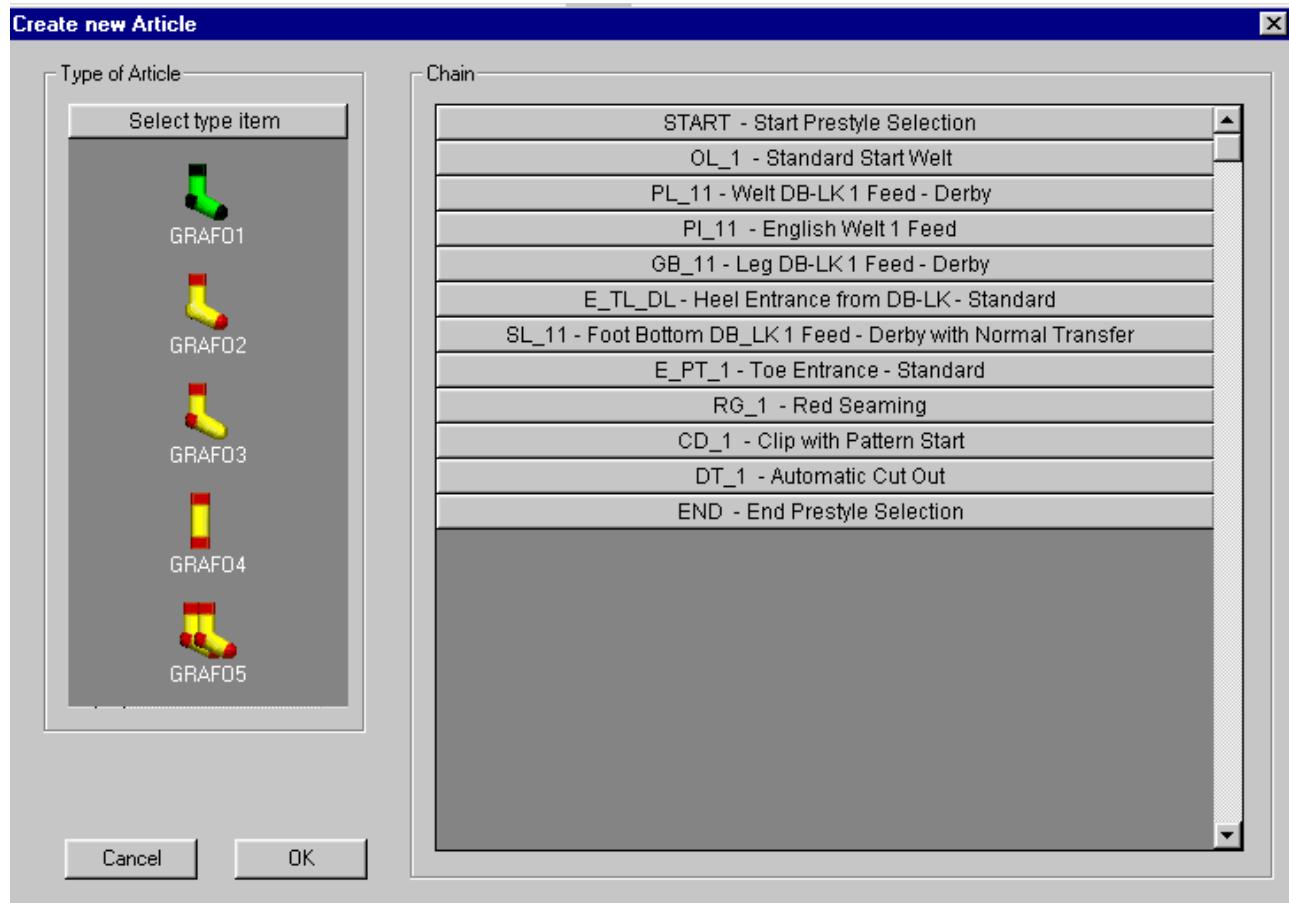
**Grafo 3 = Sock without Toe**

**Grafo 4 = Tubular Sock**

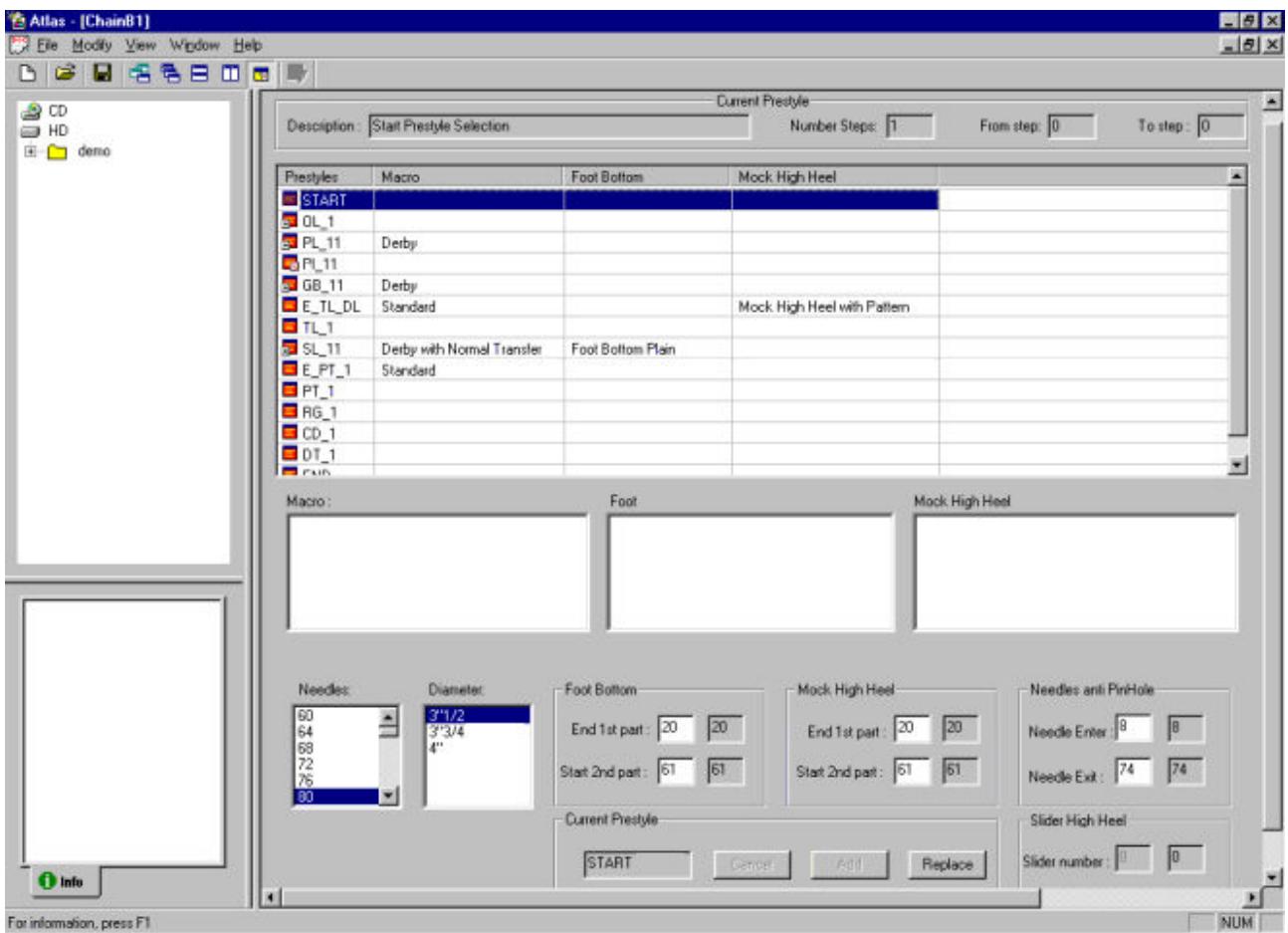
**Grafo 5 = Double Sock**

- Following the Guided programming, select in order the requested Prestyles for the New Chain.

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At the end of the Prestyle selection, press the "OK" button to confirm the New Chain and view it in the Atlas.



In the Atlas Window, the left space is relative to the Models ([see Creation and Use of Models](#)), while the rest is relative to the chain structure.

The Chain Structure is composed by:

#### Needles and Diameter

Needles:	Diameter:
60 64 68 72 76 <b>80</b>	3 1/2 3 3/4 4"

The Needles and Diameter boxes are relative to the selection of Machine Needle Number and Cylinder Diameter.

If the Chain is New, select the Needle Number requested. The Economizers and the Prestyle Stitch Zones that create the Chain will update automatically with the Standard values of the Needle Number selected.

In case of a change in the Needle Number of an existing chain, you will be asked if you wish to load the Standard values of the Economizers and stitch Zones relative to the Needle Number selected.

this operation is made in the Prestyles in which the number of programmed Economizers and/or Stitch Zones are equal to the Source Prestyles.

#### Extremes Foot Bottom, Mock High Heel and Anti Pin Hole

<b>Foot Bottom</b>	<b>Mock High Heel</b>	<b>Needles anti PinHole</b>
End 1st part : <input type="button" value="20"/> <input type="button" value="20"/>	End 1st part : <input type="button" value="20"/> <input type="button" value="20"/>	Needle Enter : <input type="button" value="8"/> <input type="button" value="8"/>
Start 2nd part : <input type="button" value="61"/> <input type="button" value="61"/>	Start 2nd part : <input type="button" value="61"/> <input type="button" value="61"/>	Needle Exit : <input type="button" value="74"/> <input type="button" value="74"/>

This Zone is relative to the programming of Extremes Foot Bottom, Mock High Heel and Anti PinHole. The box with the white Background is relative to the programming, while in the box with the grey Background are shown the Standard values of the Needle Number Selected. The programmed values, update automatically according to the selected Machine Needle Number. The operator has the possibility to change them according to his own needs, respecting the given limits.

#### **Slider High Heel (only for Machines BRAVO ONE)**

<b>Slider High Heel</b>
Slider number : <input type="button" value="0"/> <input type="button" value="0"/>

This Zone is relative to the programming of the number of Sliders that form the High Heel. the box with the white Background is relative to the programming, while in the box with the grey Background are shown the Standard values of the selected Needle Number. The programmed values, update automatically according to the selected Machine Needle Number. The operator has the possibility to change them according to his own needs, respecting the given limits.

#### **Chain Structure**

Prestyles	Macro	Foot Bottom	Mock High Heel
START			
DL_1			
PL_11	Derby		
PI_11			
GB_11	Derby		
E_TL_DL	Standard		Mock High Heel with Pattern
TL_1			
SL_11	Derby with Normal Transfer	Foot Bottom Plain	
E_PT_1	Standard		
PT_1			
RG_1			
CD_1			
DT_1			
END			

In this Zone is shown the development of the Prestyles that form the chain, the Macro of the various Prestyles and the type of Foot Bottom and Mock High Heel programmed.

The operator has the possibility to change the programming of the Prestyles, of the Macro and of the Type of Foot Bottom and Mock High Heel.

#### **ATTENTION:**

The modification of the Chain Structure is guided and therefore there is no risk of errors that could compromise the correct functioning of the machine .

#### **Prestyles**

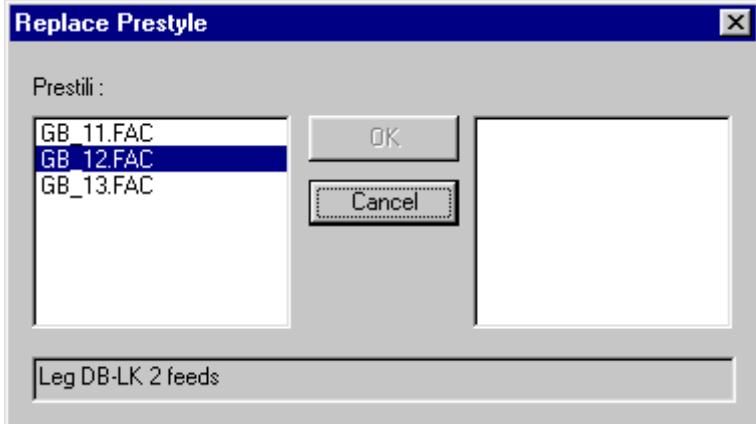
The Prestyles, according to the specifics, can be replaced, added or cancelled.

#### **Replace**

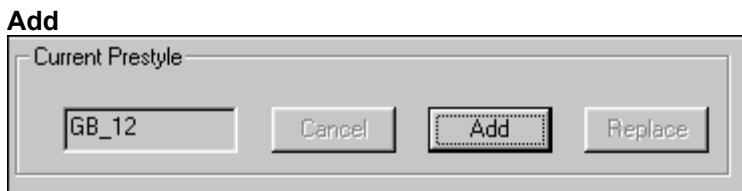
<b>Current Prestyle</b>
<input type="button" value="START"/> <input type="button" value="Cancel"/> <input type="button" value="Add"/> <input type="button" value="Replace"/>

- Select in the chain Structure, the Prestyle requested for the replacement

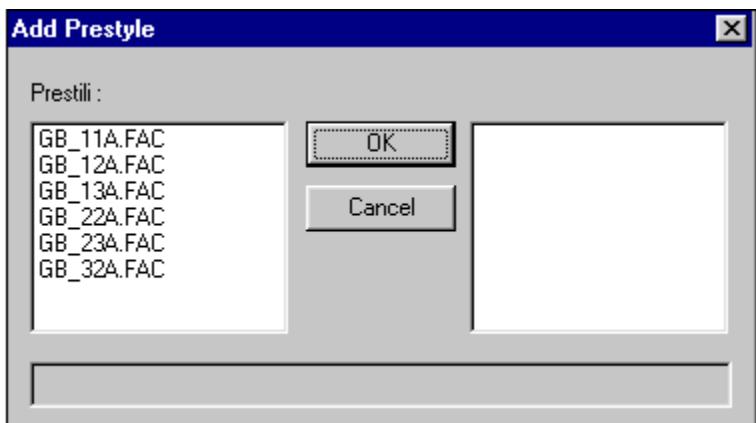
- Press the Replace Button, and a window will appear with the Prestyles compatible for the Replacement



- The selected Prestyle corresponds to the current Prestyle, select the Prestyle requested for the replacement and confirm with "OK" to update the programming in the Atlas.



- Select in the Chain Structure, the requested Prestyle to which you want to add another prestyle.
- Press the Add Button, a window will appear with the Prestyles compatible for the addition.



- Select the Prestyles to Add and confirm with "OK" to update the programming in the Atlas.

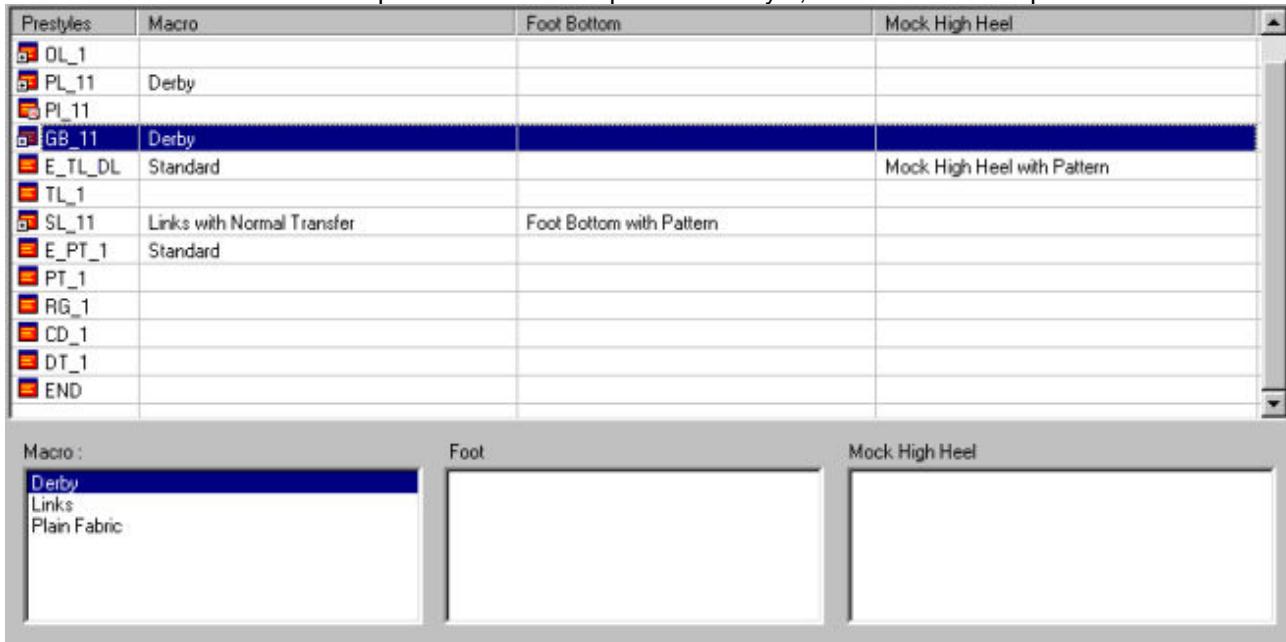


- Select in the Chain Structure, the requested Prestyle for the cancellation and confirm with "OK" to update the programming in the Atlas..

### Replace Macro

The Macro is made up of Protected Commands not programmable by the operator. In the Prestyle where it is present it allows to change the work in the Prestyle (ex. From Derby to Links or vice versa), without changing the Programmed functions in the Prestyle.

- Select in correspondence of the requested Prestyle, the Macro to be replaced.



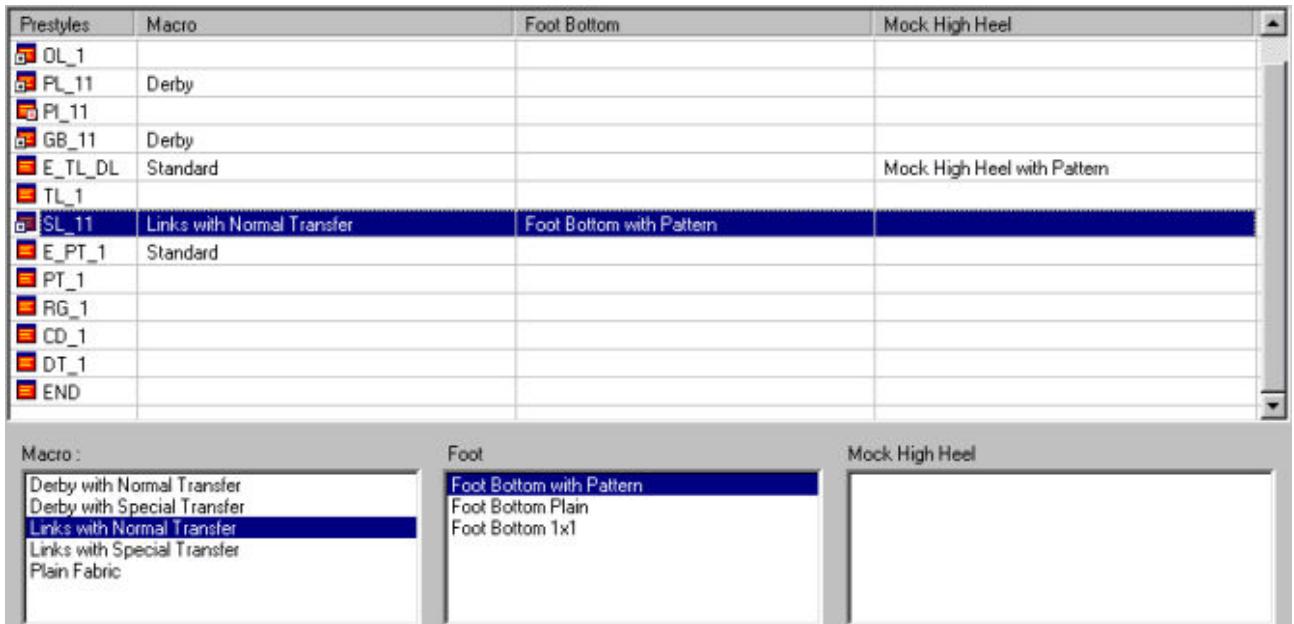
In the "Macro" box, select the new Macro.



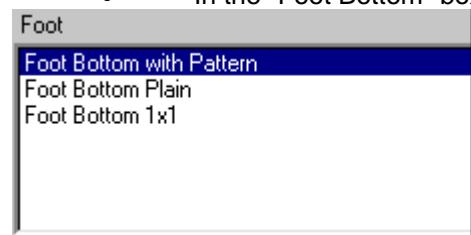
### Replace Foot Bottom

Replacement of the type of Foot Bottom

- Select the Prestyle with the requested Foot Bottom to be Replaced.



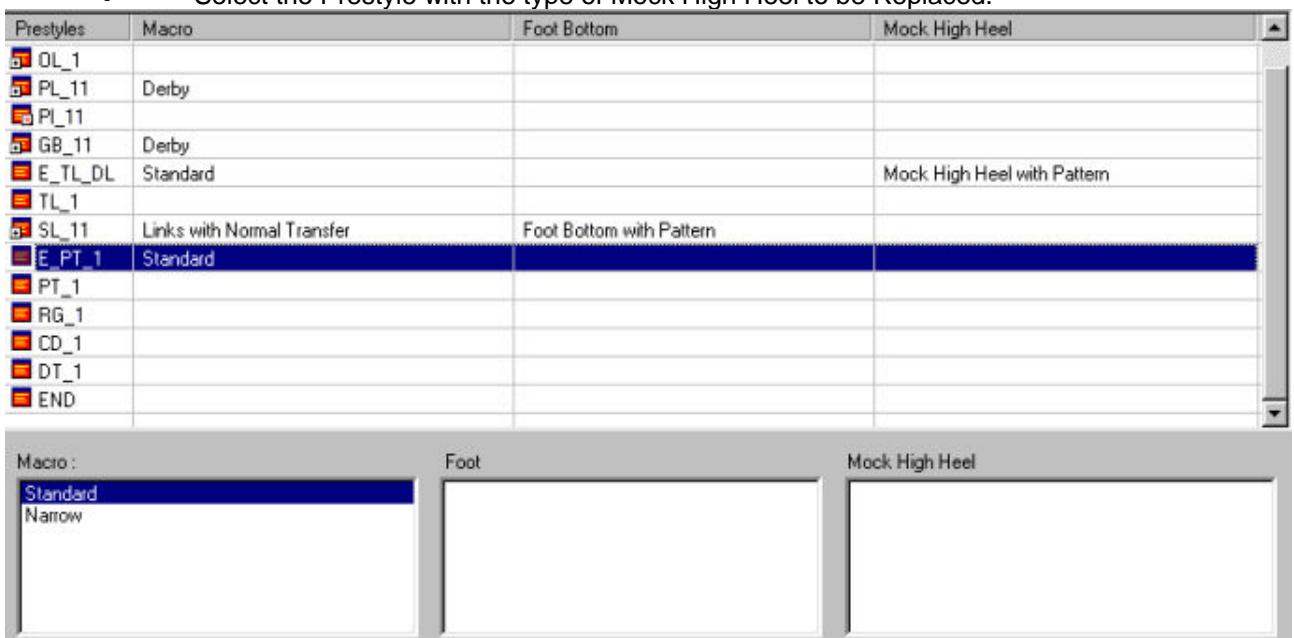
- In the "Foot Bottom" box, select the new Foot Bottom to replace the one programmed.



### Replace Mock High Heel

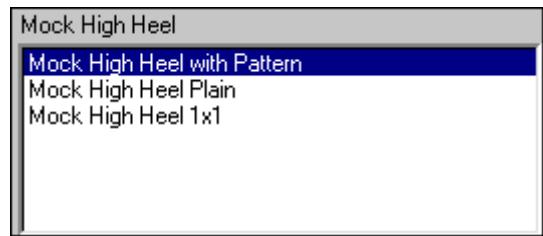
Replacement of the Type of High Heel

- Select the Prestyle with the type of Mock High Heel to be Replaced.



- In the "Mock High Heel" box, select the new Mock High Heel to replace the one programmed.

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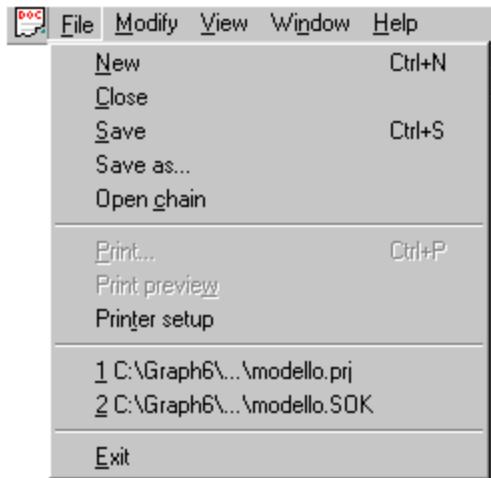


At the end of the Modifications, save the Chain and select the Icon "Quasar"  to open the Chain in the Quasar.



## Guide of the Command Bars

### File



New

[Creation of a new Chain](#)

Close

Close the open Chain.



Save

Save the open Chain

Save As

Save the open Chain with a New Name



Open

Open an already existing Chain

Print

Print Preview

Setup Printer

Options not managed for the Double Cylinder Machines

1 Campione.Sok

2 C:\Graph6\..\Chain\Pippo.Sok

Last Files opened

Exit

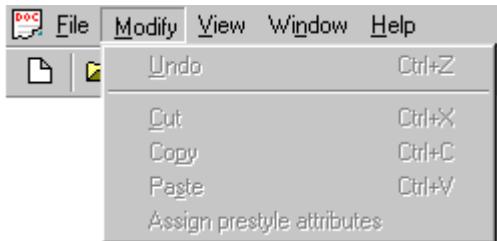
Exit from the program "Atlas" and return to the "Big Bang"

Change Machine

If no Chain is opened, in the Menu "File" will appear this voice that allows to change the Machine Type



## Modify



The Commands of the Modify Menu are not managed for the Double Cylinder Machines



## View



Tool bar

Allows to View or Hide the Tool bar



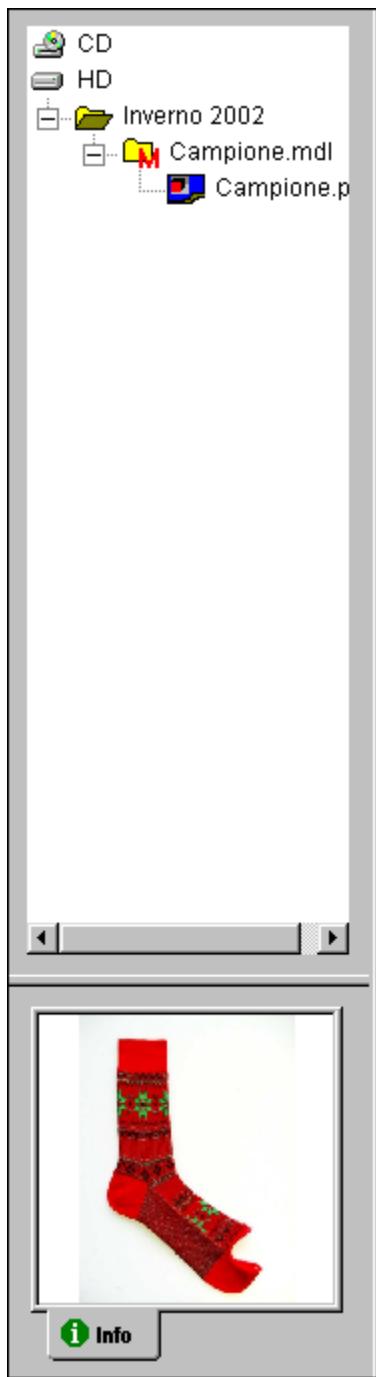
Status bar

Allows to View or Hide the Status bar



Models Window

Allows to View or Hide the Models Window

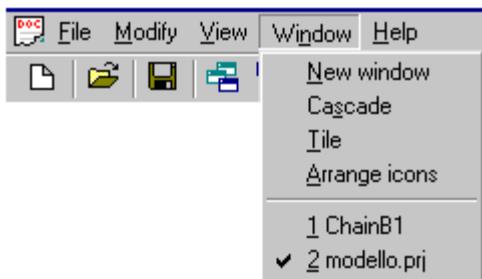


Pattern Chain  
Option not managed for the Double Cylinder Machines



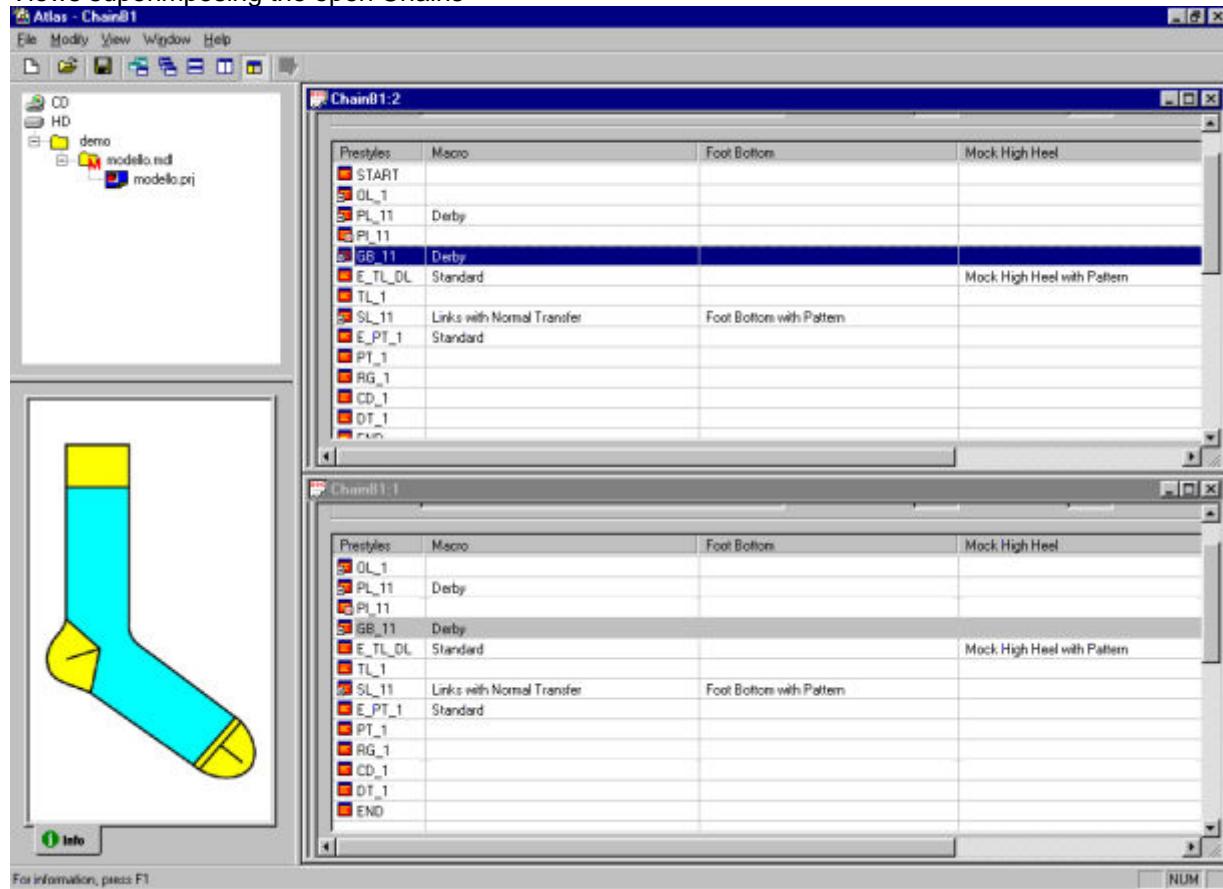
## Window

## Printed Documentation



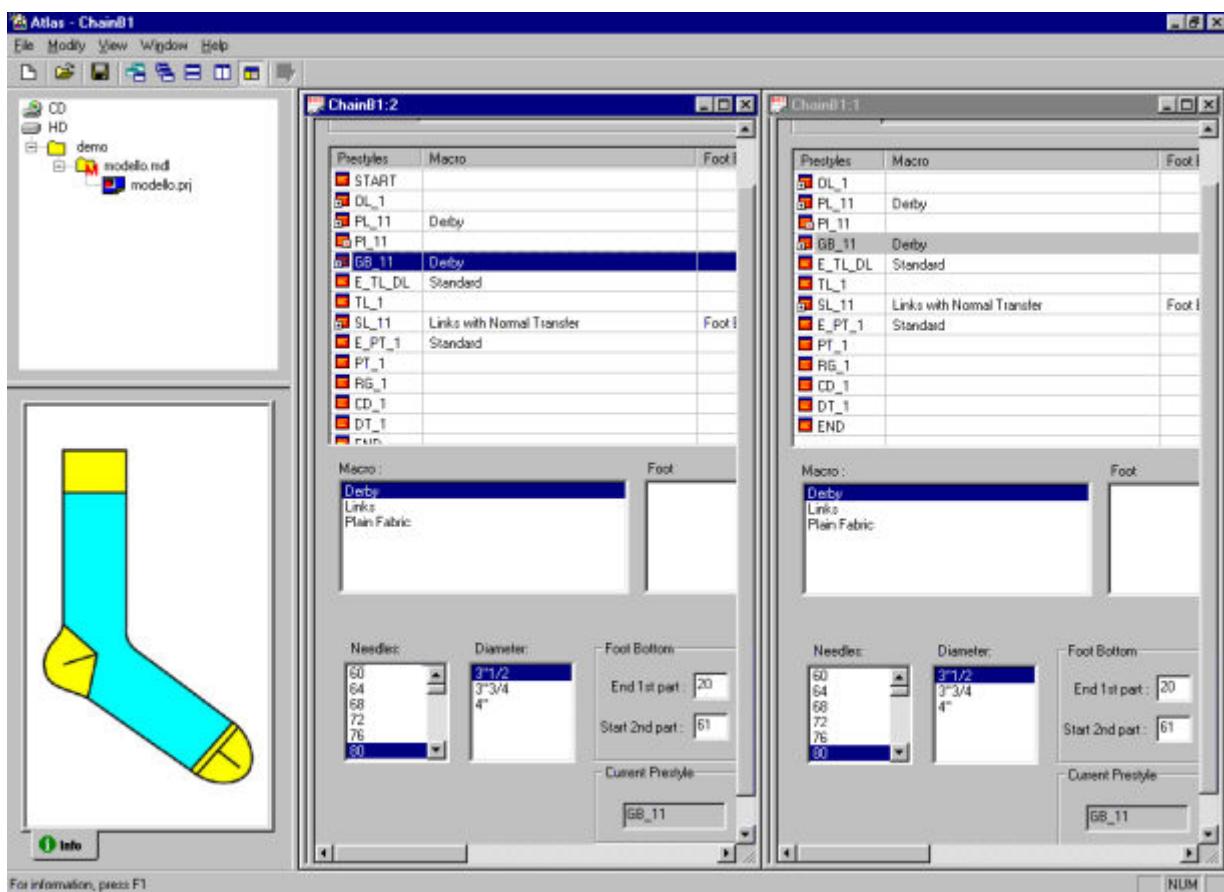
### Superimpose

Views superimposing the open Chains

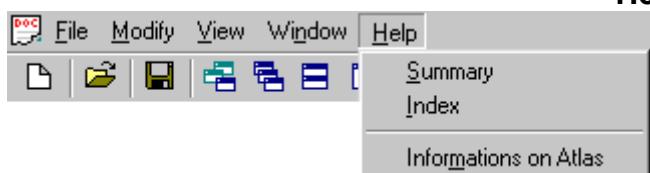


### Side by Side

Place side by Side horizontally or vertically the open Chains



## Help



### Summary

It connects to the online Guide of the Atlas

### Index

Allows to search for a word or a topic inside of the Guide

### Information about Atlas

Gives information on the Program and on the Copyright





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## WELCOME TO THE GUIDE OF THE QUASAR

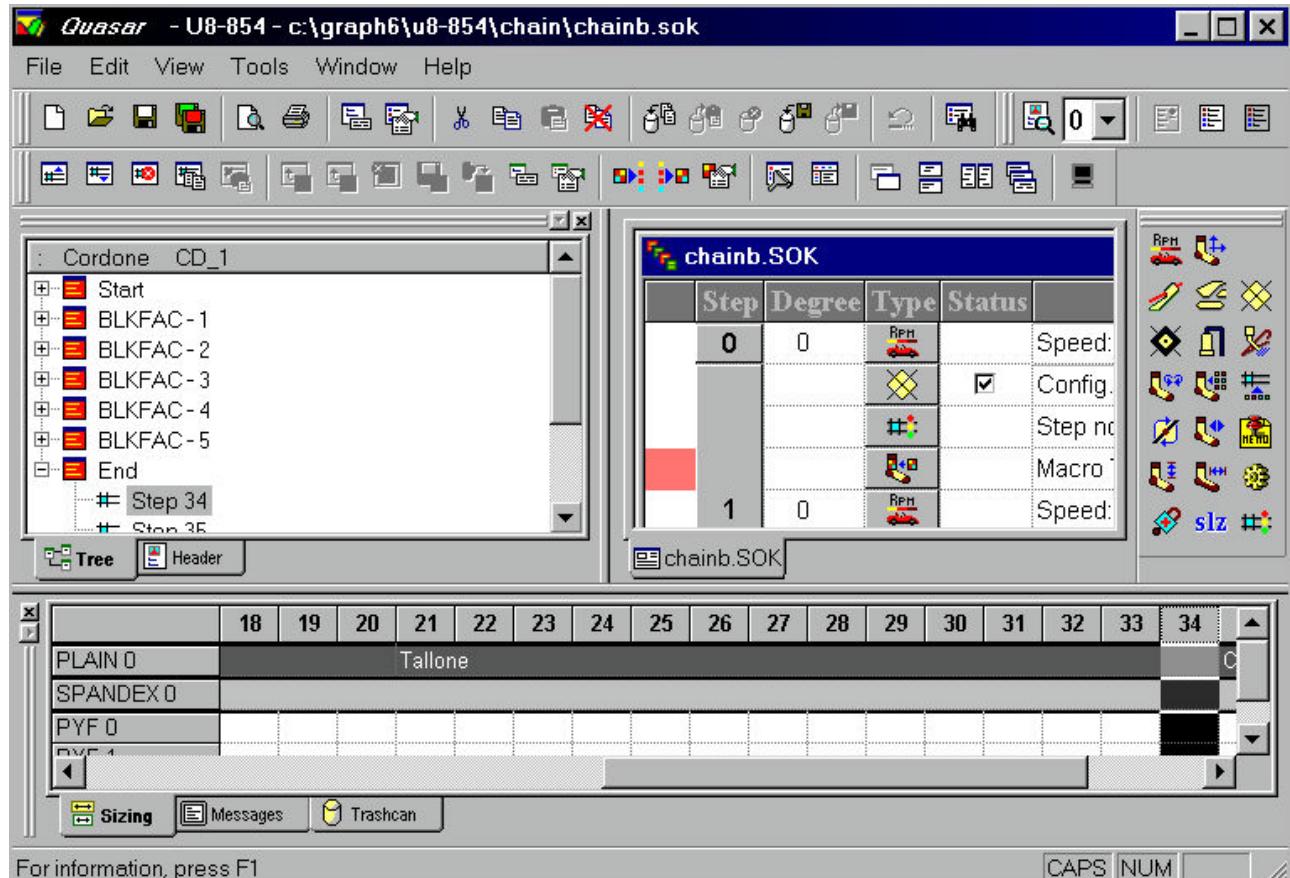
Quasar is the program for the creation and modification of Textile Machine Articles of the LONATI GROUP, it has been realized in close collaboration with meccanotessili technicians of the Group, using programming techniques technologically advanced, in this way a simple and versatile program was created, capable of pleasing all the needs of the operators.

The Guide is divided in 2 parts:

- Guide of the Quasar
- Guide of the machine data

In the Guide of the Quasar all the similar commands are described, used by all independently from the type of machine.

In the Guide of the machine data instead are described the programming specifics and the data of the active machine .





## Guide of the bars of the common commands

### Document window

In the document window all the data programming and modification operations are made.

Step	Type	Status	Degree	Parameter
0		<input checked="" type="checkbox"/>	300	Yarnfinger 1 feed 1
1				
2				

#### Selection

In the white space under "Selection" the following operations are made:

Selection of the data inside of the active document

[Data selection](#)

Selection of the data utility commands

Positioning the cursor in this space and pressing the right button of the mouse the Data Utility menu will appear for the quick choice of commands:

[Copy, Paste, Cut, Cancel](#)

[Copy in Trash](#)

[Paste from Trash](#)

[Empty Trash](#)

Modify the dimensions of the data compartment

[Block line height](#)

---

#### Step

In the compartments relative to the step, the following operations are made:

[Selections step](#)

[Inserts step](#)

[Hangs step](#)

[Removes step](#)

[Copies step](#)

[Pastes step](#)

Programming machine data:

- Select the machine data requested.
- Double click on the number of the step requested, the Update Data Window will appear.

---

#### Type

In the compartments relative to the Type of data, the data modification operations are made:

- Double click on the icon of the data requested, the Update Data Window will appear.

---

#### Status

In these compartments the data status modification operations are made:

- Click in the square to directly modify the data status without enabling the Update data window.

Enter:

The data is programmed in the enter condition.

Exit:

The data is programmed in the exit condition. .

Excluded:

The programmed data is excluded from the knitting, even if not cancelled.

NO symbol:

The programmed data does not need the Enter/Exit condition.

---

## Degree

In these compartments the modifications of the degree of intervention of the data:

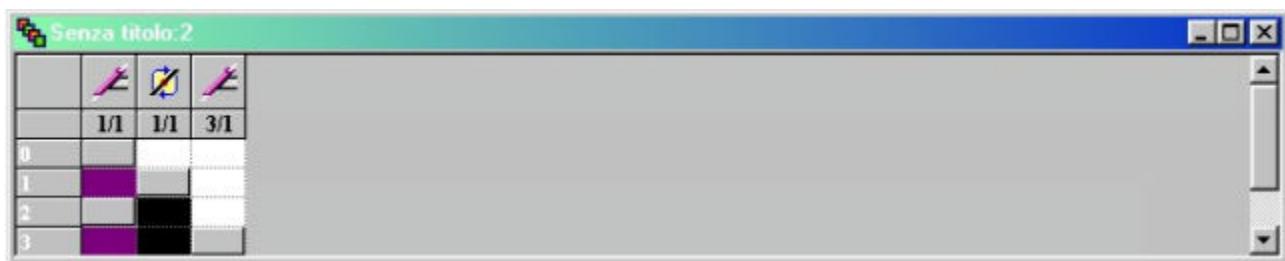
- Clicking inside of the compartment with the degree will appear the buttons freccette to increase or decrease the programmed value; it is also possible, with the help of the keyboard, to cancel the programmed value and type a new value. The data that do not have the degree of intervention programmed are fixed therefore cannot be modified.
- 

## Parameter

In these compartments the [Quick data research](#)

---

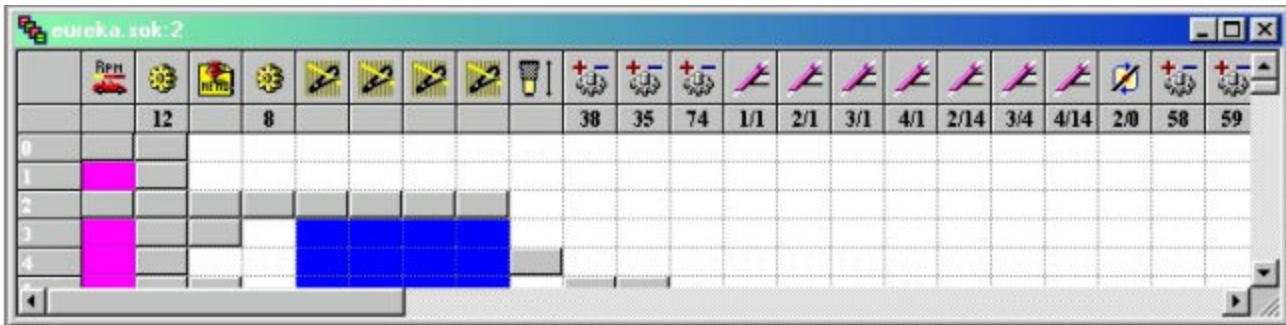
## Matrix Window



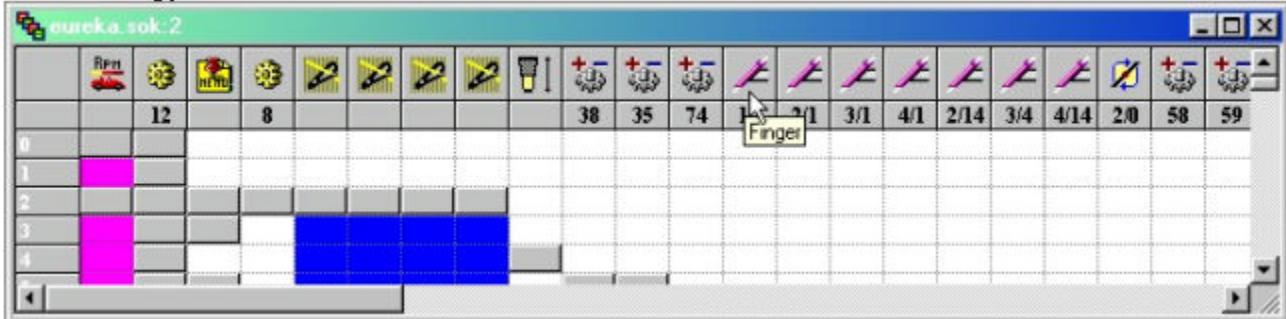
The Matrix Window is a duplicate of the Document Window and it is enabled with the [New Window](#) command. In it you can make all the data programming and modification operations as in the Document Window, with the difference that in the Matrix Window the type of view and the programming system changes completely. Being a duplicate of the Document Window, the programming modifications made in the Matrix Window are memorized simultaneously in the Document Window.

In the Matrix Window it is only possible to modify the programmed data, since the Data Bar is disabled. In order to program the new data it is necessary to load them, enabling the [Show/Hide the data](#) command (Button [Machine Data](#)).

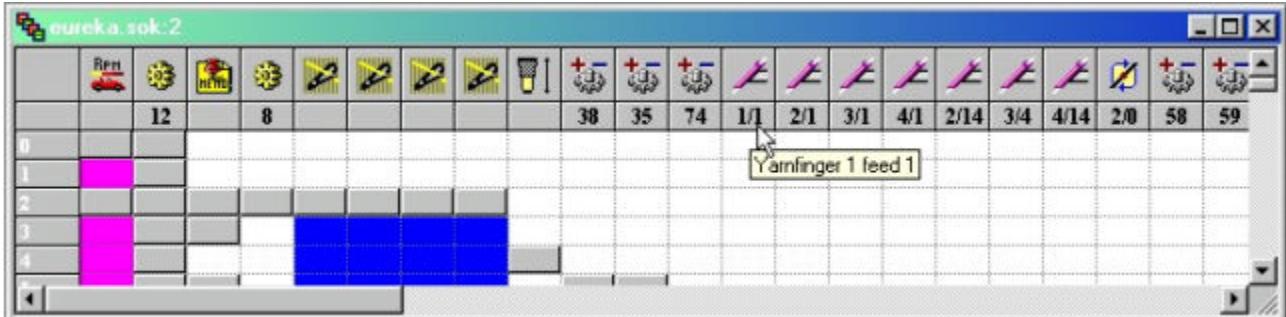
## Description of the Matrix Window



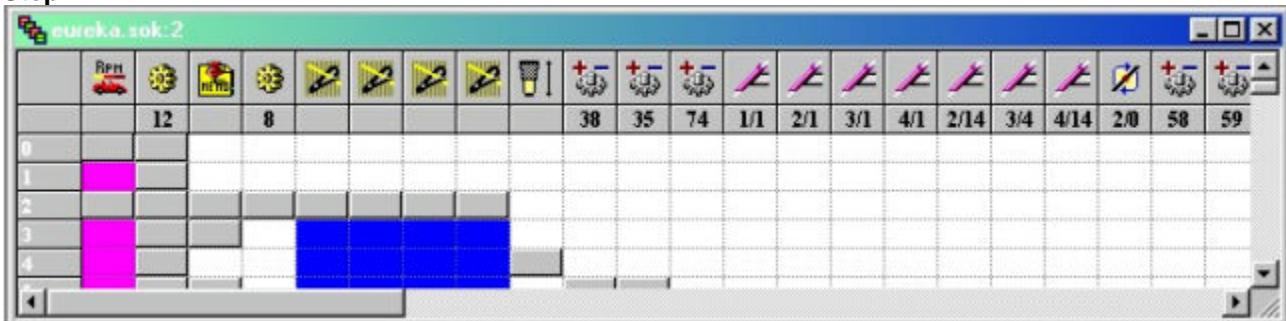
Icon of the type of data



Parameter and denomination of the Data



Step



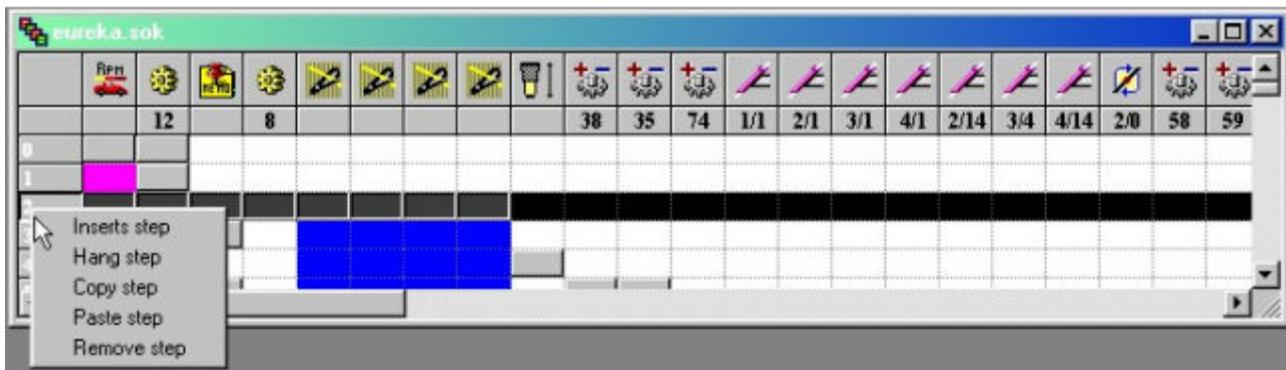
In the compartments relative to the step, the following operations are made:

Selection of the step

- Position the cursor on the number of the step requested and click on the left button of the mouse.

Menu activation of the step

- After selecting the step, click on the right button of the mouse, the menu of the step will appear.



Menu of the Step:

[Inserts step](#)

[Hangs step](#)

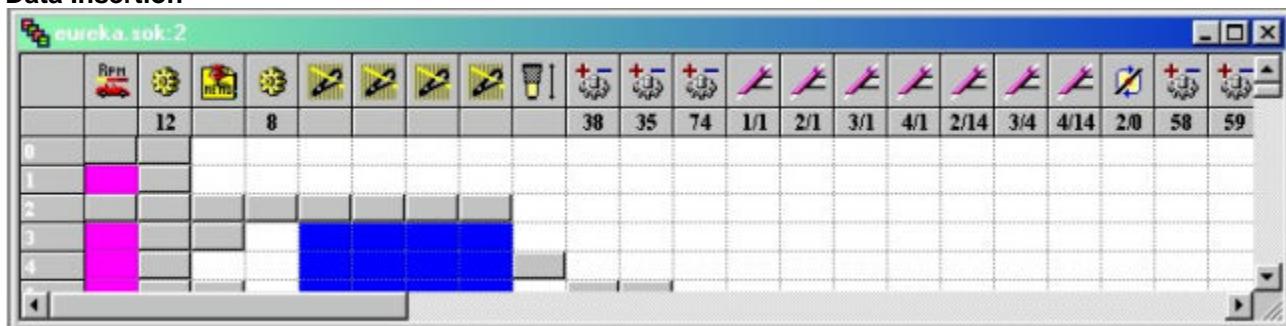
[Removes step](#)

[Copies step](#)

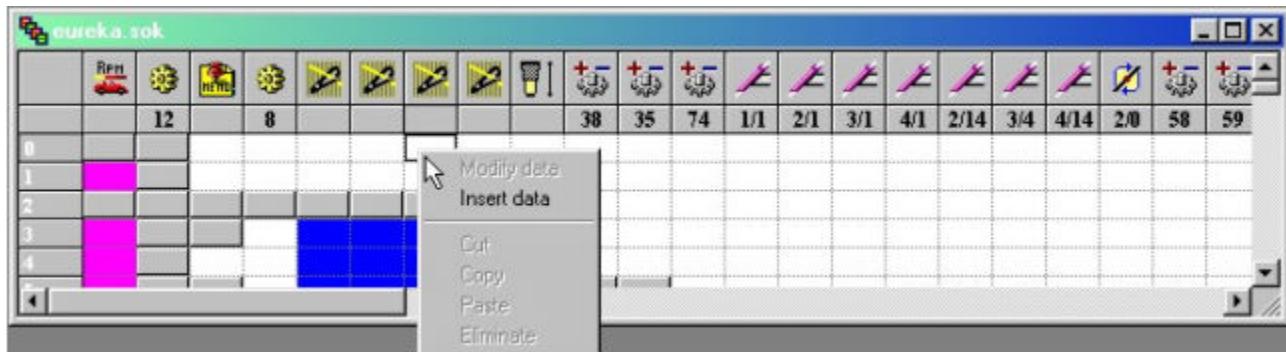
[Pastes step](#)

The procedure of usage of these commands relative to the step is the same described for the Document Window.

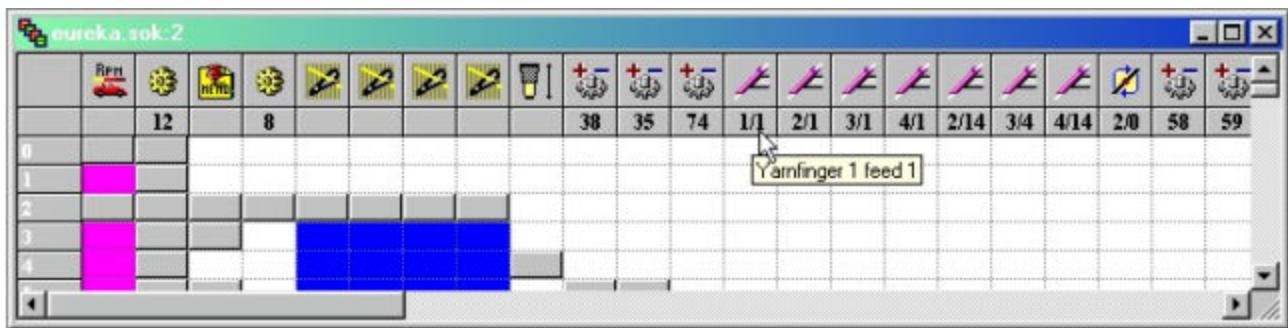
#### Data Insertion



- Position the cursor in the compartment relative to the chosen data (ex. Yarnfinger 2 1st feed) in correspondence to the requested step and click on the right button of the mouse, the data menu will appear.

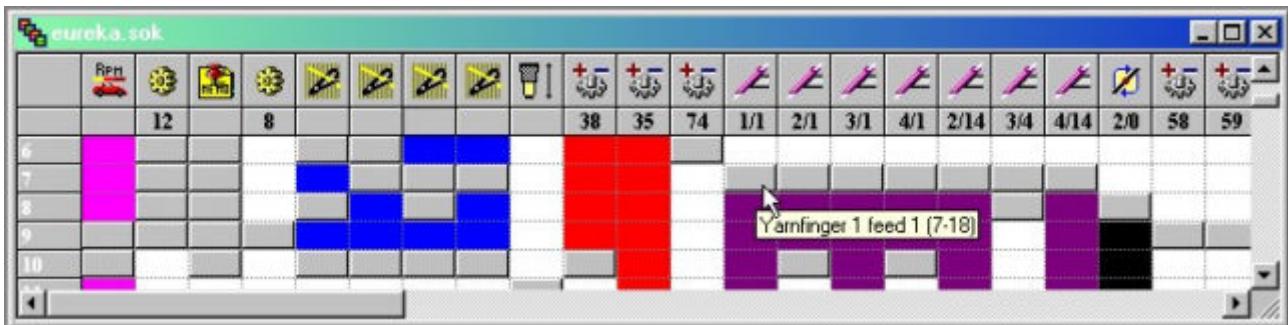


- Select *Insert data*, the [Update Data Window](#) will appear.
- In the update data window, chose the options requested and confirm to insert the data in the step.



The programmed data is shown in the form of a button.

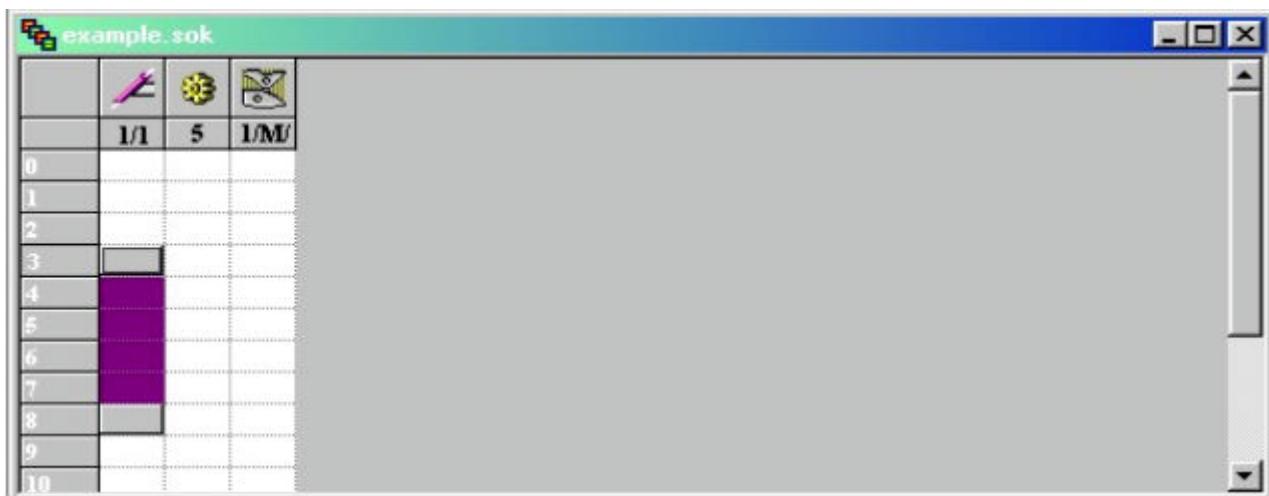
Positioning the cursor on the button relative to the programmed data, the description of the data with the parameters programmed is shown.



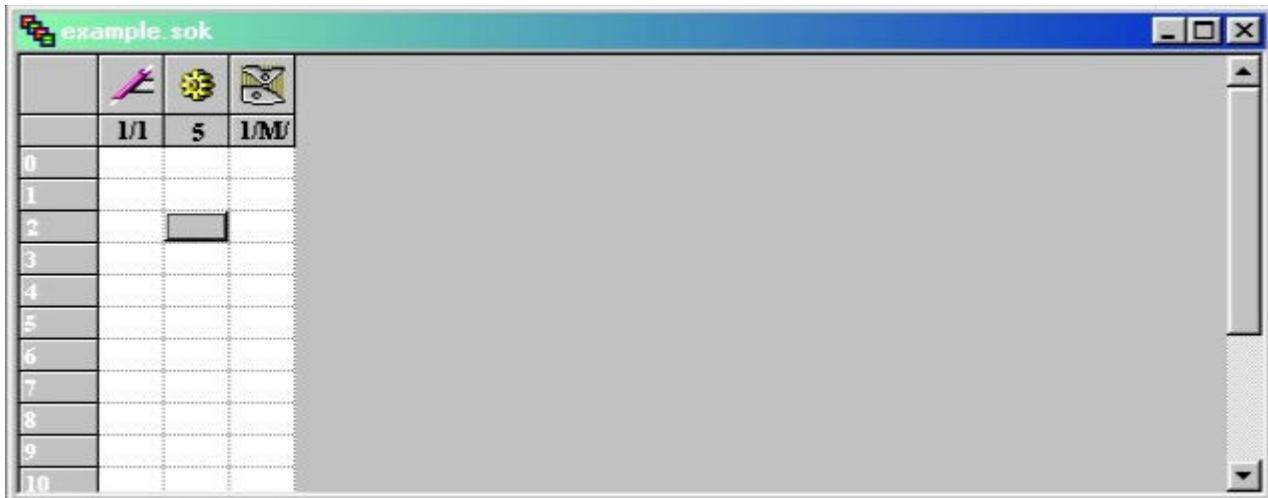
The values inserted between the parenthesis (1-100) indicates in the order the step and the degree of intervention programmed.

### Data Status

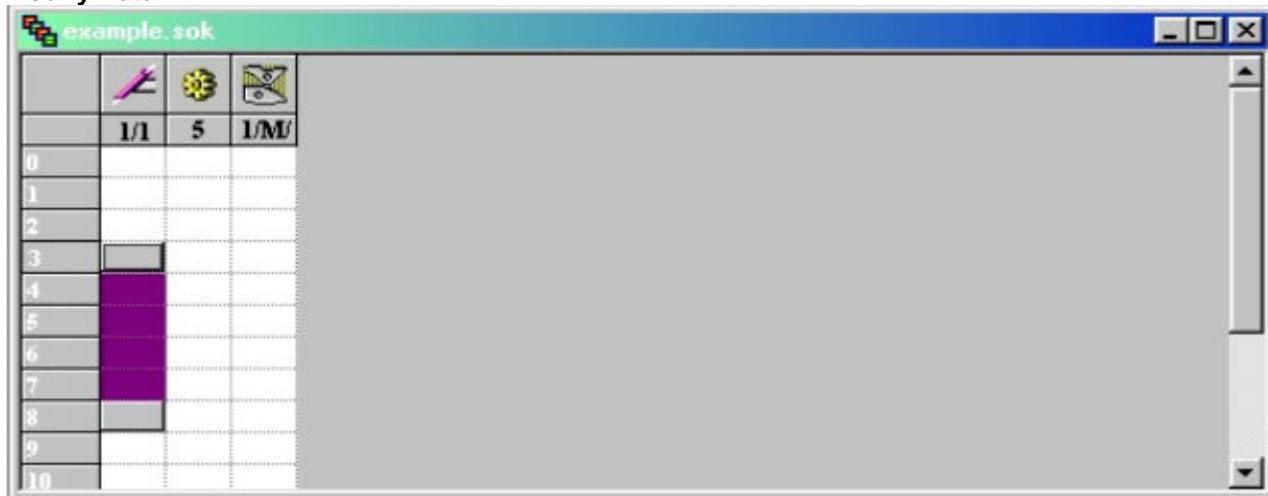
To each type of data a color is matched, that determines its status (*Enter/Exit*); this color fills the zone that goes from the step where the data is programmed in entrance to the step where it is programmed in exit.



To the single Data (Data that do not have the Enter/Exit status) no color is matched. These data are shown only on the step where they are programmed.



### Modify Data



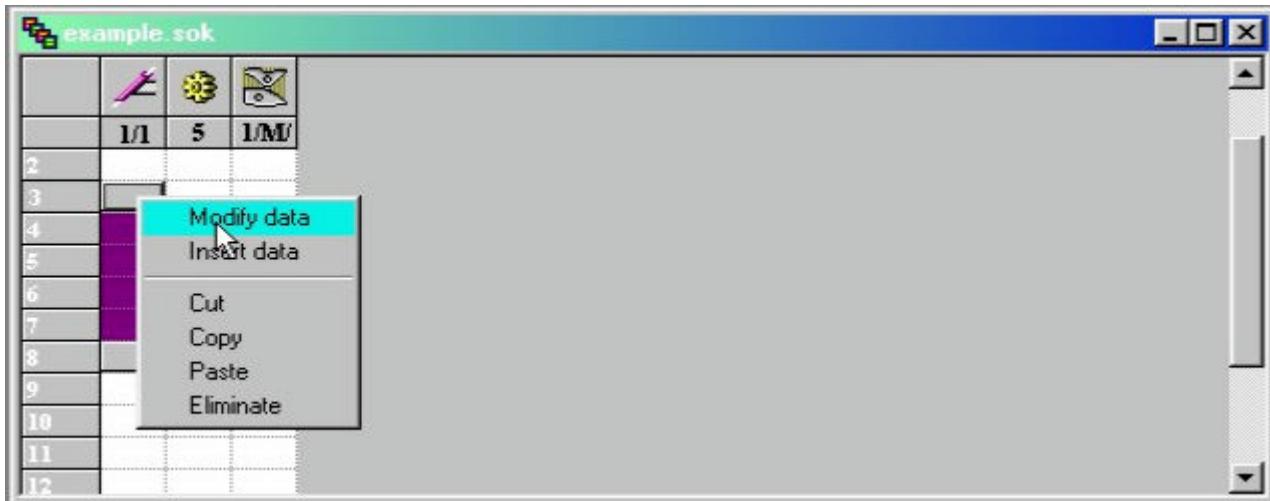
The data modification can be made in two systems:

#### 1° System

- Double click on the button relative to the data requested, the [Update Data](#) window will appear for the modification.

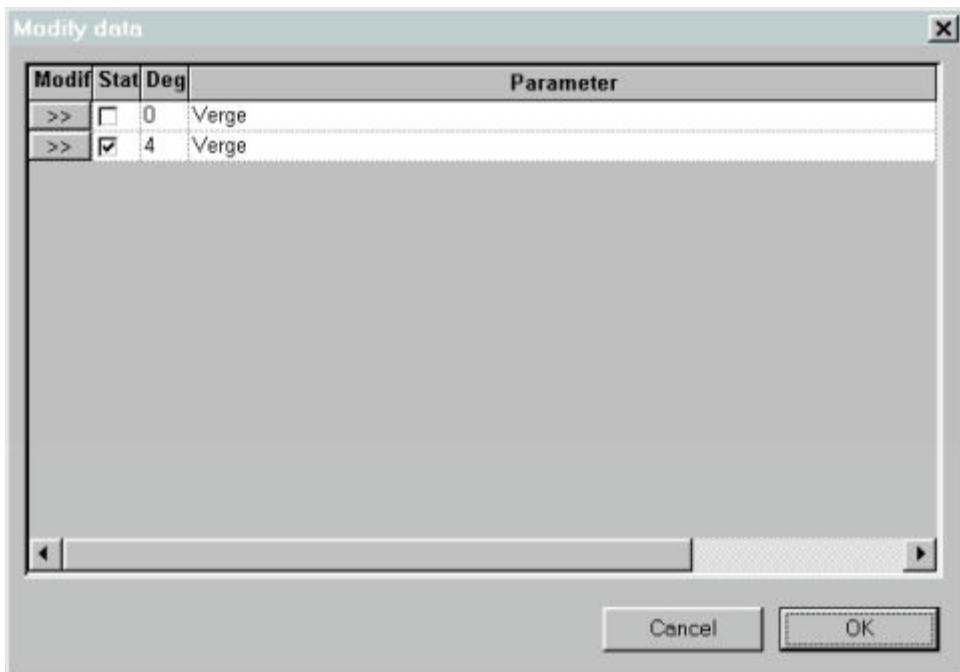
#### 2° System

- Position the cursor on the button relative to the data requested, click on the right key of the mouse, the data menu will appear.



- Select *Modify data*, the [Update Data](#) window will appear for the modification.

When a data is programmed more than once on the same step , it is shown with only one button, in this case, selecting the *Modify data* command, the window with the data programming shown will appear.



In this window it is directly possible to modify the status and the degree, or enable the Update Data window of the requested data pressing the button on the left of the data [\*\*>>\*\*](#).

In the Data menu there are also inserted the commands:

[Cut](#)  
[Copy](#)  
[Paste](#)  
[Cancel](#)

The procedure of usage of these commands relative to the data is the same described for the Document Window, the only difference is that in the Matrix Window you can only select one single data at a time .

## Info Window

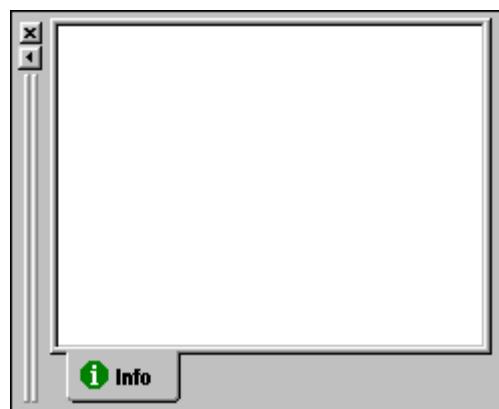
## Printed Documentation

In the info window the images relative to the machine data are made.

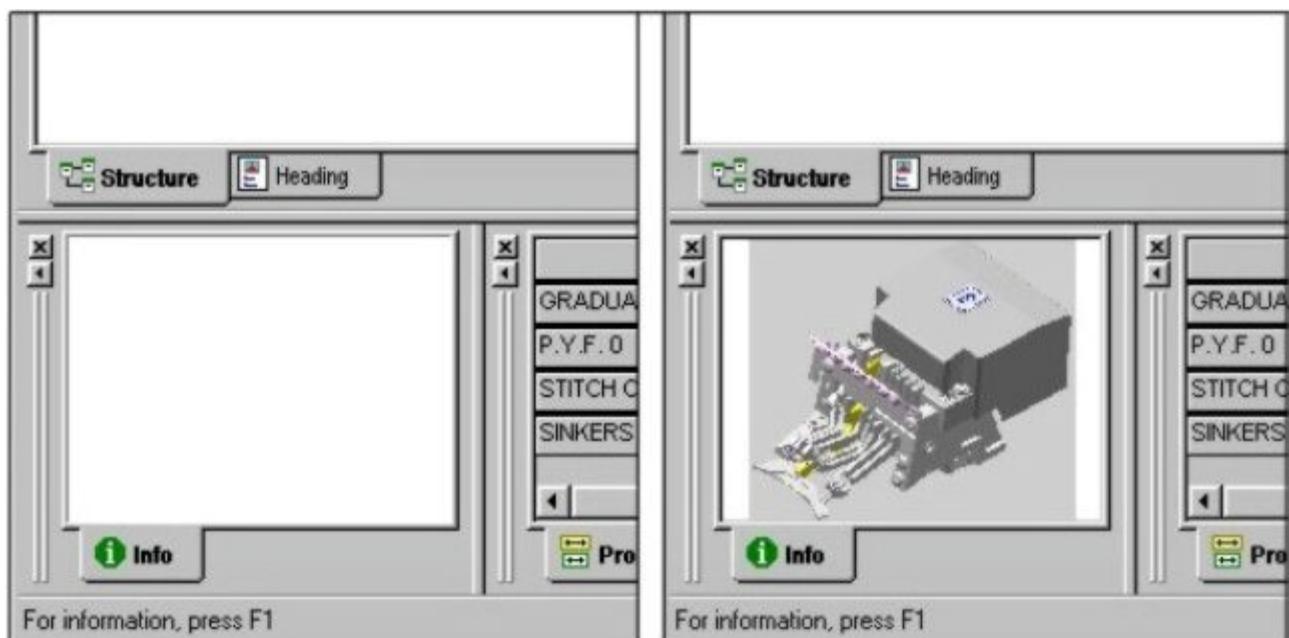
Example:

View Yarnfinger 3 1st feed.

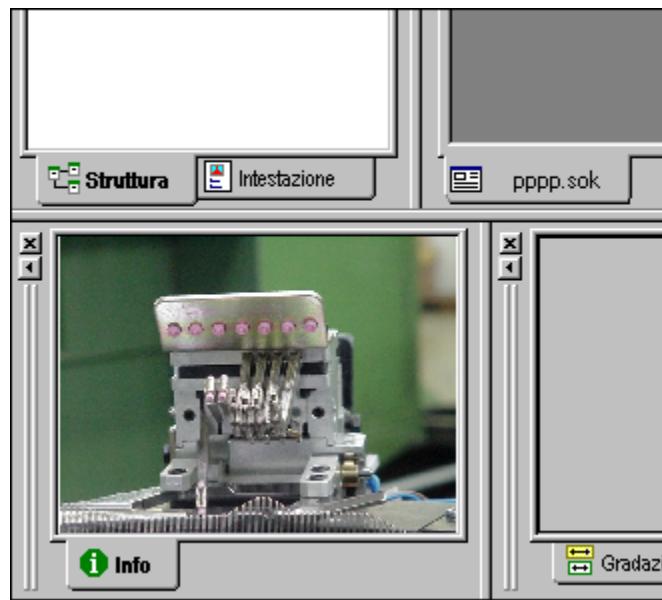
- View the info window selecting the *Info* command from the *View* menu.



- Activate the requested document.



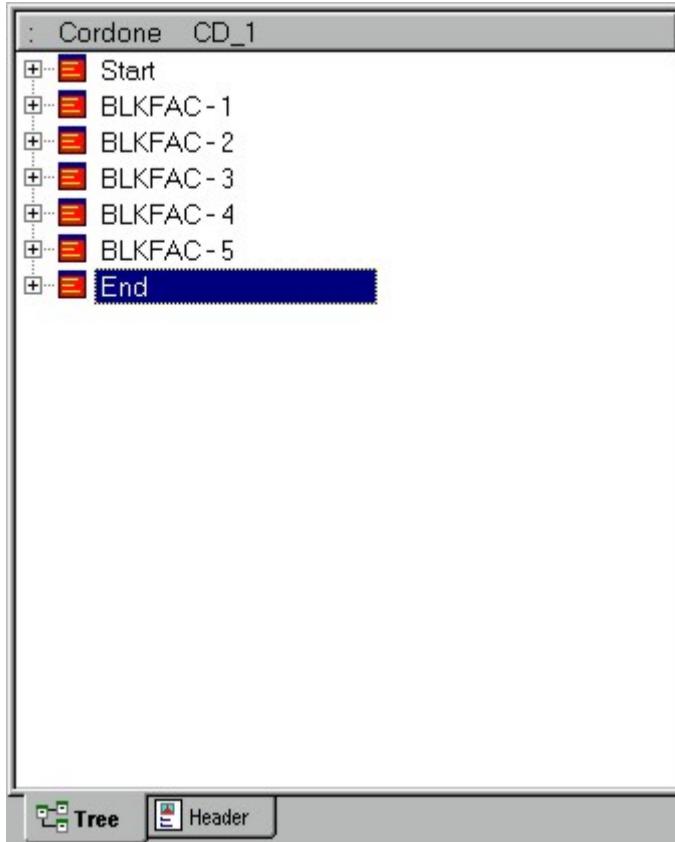
Click on the icon relative to the machine data "Yarnfinger 1 1st feed", in the info window an image relative to the selected machine data will appear.



To enlarge the image, position the cursor as shown above, therefore keeping it pressed with the left key of the mouse drag it towards the outside to enlarge or towards the inside to make the image smaller. Besides, clicking inside of the image, a page of the "Guide to the machine data" will be shown relative to the machine data in question.

## Document Tree

Pressing the Tree button, the structure of the active document will be shown.



## Chain Heading

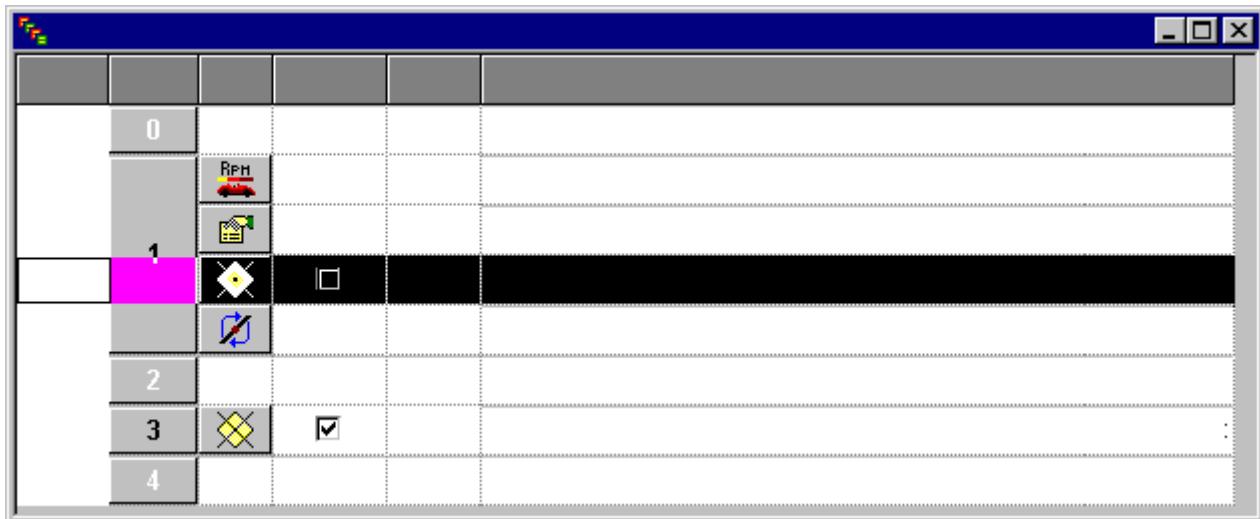
Pressing the *Heading* button, the heading data of the active chain is visualized.

Stat	Typ	Parameter
<input checked="" type="checkbox"/>		Needles 132
<input checked="" type="checkbox"/>		Diameter 4"
<input checked="" type="checkbox"/>		Half Gauge: 0
<input checked="" type="checkbox"/>		Oil Cycle: 1
<input checked="" type="checkbox"/>		Heel Slider +/-: 0
<input checked="" type="checkbox"/>		Advance Selection OFF: 6
<input checked="" type="checkbox"/>		(Size 1) Name:
<input checked="" type="checkbox"/>		Size Graduation: 0
<input checked="" type="checkbox"/>		Needle Entrance: 12 Needle Exit: 122

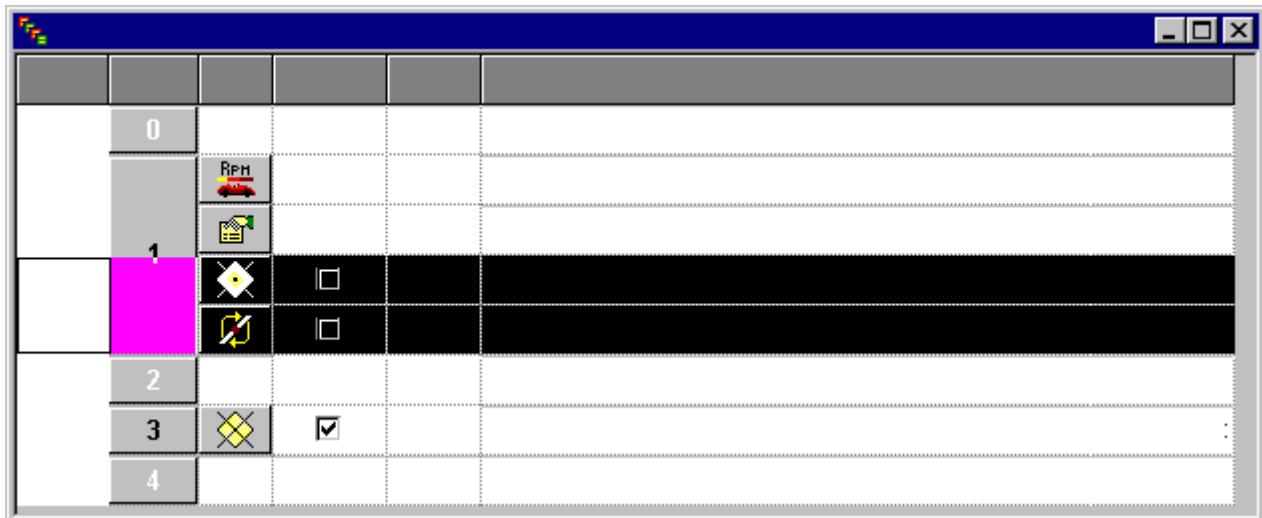
For the description and modification of the chain heading data see the machine data Guide.

## Selection of the data inside of the active document

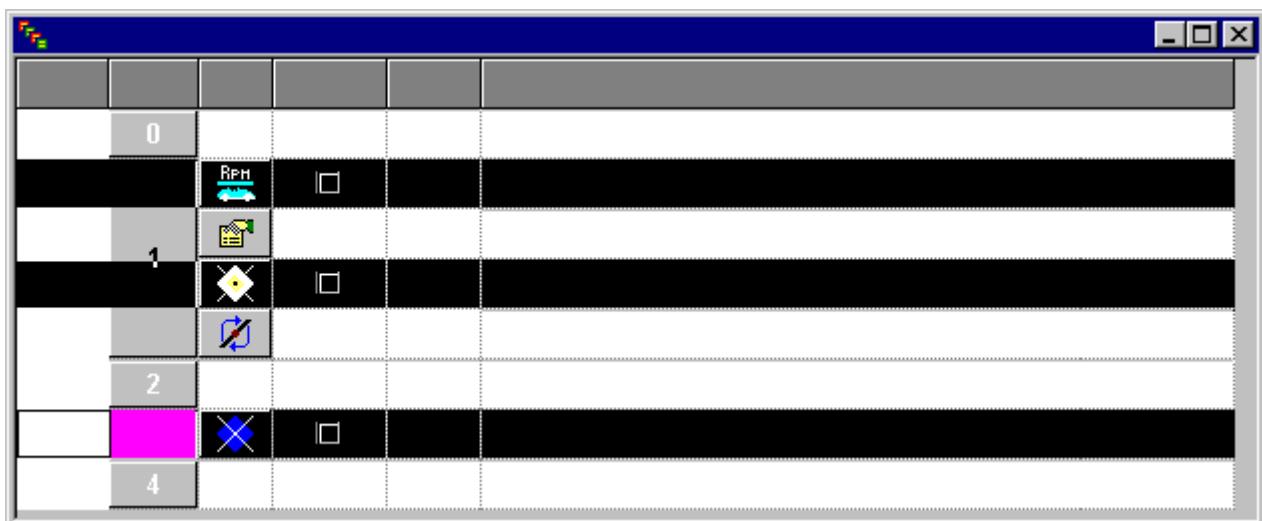
- Position the cursor in the left part of the document window in correspondence to the requested data and click to confirm the selection. The selected data will assume the color black.



To select more data joined together, select the first data and keeping the left button of the mouse pressed drag it on the requested data.

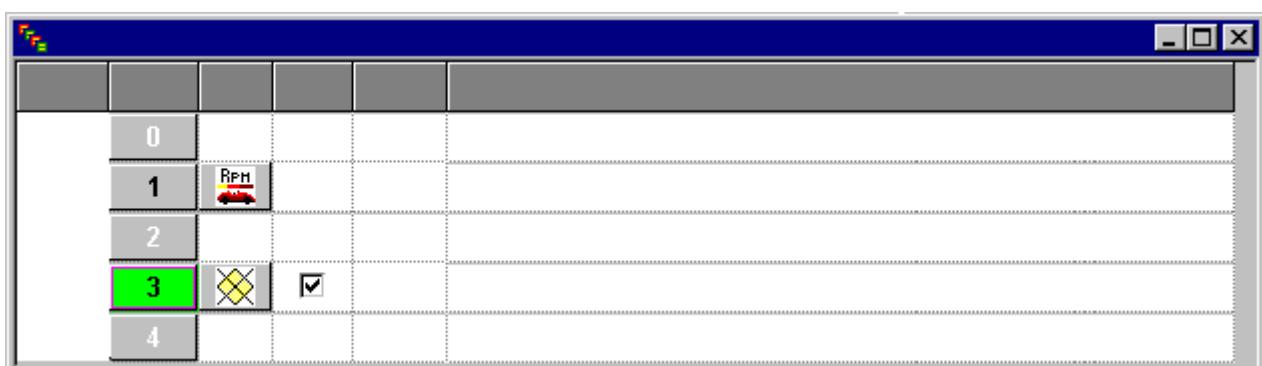


To select more data separated between each other, even in different steps, keep the [Ctrl] key pressed and select each single data.



### Selection of steps inside of the active document

- Position the cursor on the button with the number of the step requested and click to confirm.
- The button relative to the selected step will assume the color green.



## Quick data research

This function allows to identify with a color the parameters of the single data to make a quick research inside of the active document.

For the description of this function take as example the shown document.

	Step	Type	Status	Degree	Parameter
	0		<input checked="" type="checkbox"/>	0	Yarnfinger 1 feed 1
	1				
	2			0	[0] Suction valve closed
	3				
	4			0	[L] Suction valve movement to the left
	5				
	6		<input type="checkbox"/>	359	Yarnfinger 1 feed 1

Double click inside of the compartment of the parameter of the data requested, this will assume an automatic color in all the steps where it is programmed.

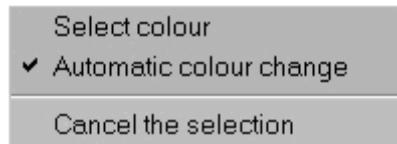
	Step	Type	Status	Degree	Parameter
	0		<input checked="" type="checkbox"/>	0	Yarnfinger 1 feed 1
	1				
	2			0	[0] Suction valve closed
	3				
	4			0	[L] Suction valve movement to the left
	5				
	6		<input type="checkbox"/>	359	Yarnfinger 1 feed 1

To select another data repeat the operation on the parameter of the data requested, this will assume an automatic color different from the previous one.

	Step	Type	Status	Degree	Parameter
	0		<input checked="" type="checkbox"/>	0	Yarnfinger 1 feed 1
	1				
	2			0	[0] Suction valve closed
	3				
	4			0	[L] Suction valve movement to the left
	5				
	6		<input type="checkbox"/>	359	Yarnfinger 1 feed 1

Cancel the data selection:

- To cancel the selection of a single parameter of a data, double click on the parameter requested.
- To cancel all the selections made, click on the right button of the mouse inside of a parameter compartment, the menu of the parameter selection will appear.

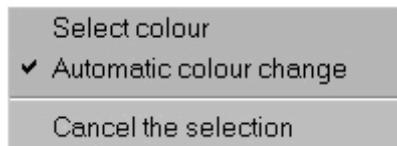


- Click on the *Cancel the Selections* command to cancel all the selections made.

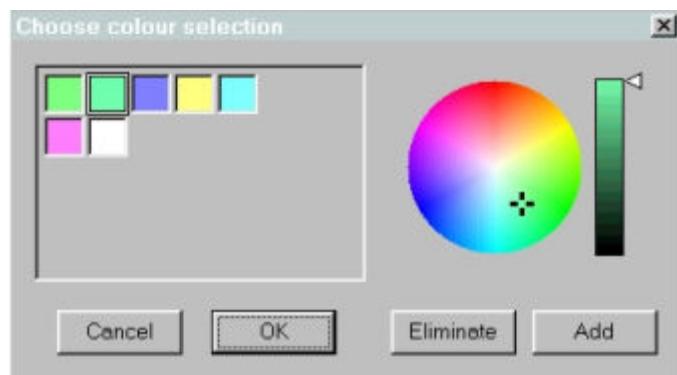
Besides the automatic selection of the colors it is possible to chose the colors and personalize them, lets see how:

#### Choice of color:

- Position the cursor inside of the compartment of any parameter and click on the right key, the menu of the parameter selection will appear.
- 



As default is set up the *Automatic color change* command, to make the choice of color, click on *Automatic color change* to disable, then click on *Color choice*, the window will appear; Choose the selection color.



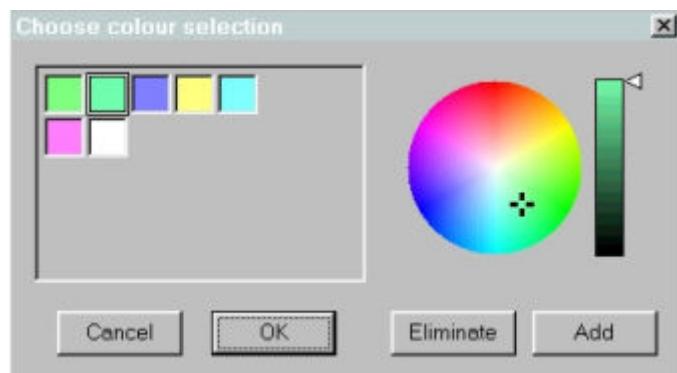
In this window the user has the possibility to choose, add and modify the colors.

#### Choice of the color in replacement of the automatic color:

- Select (click on the square) the wanted color.
- To confirm the color choice and close the window, press the *OK* button.
- At this point double click on the parameter of the data requested, this will assume the color selected instead of the automatic color.

#### Addition of a new color:

- Press the *Add* button; to the folder will be added a new white color square.



Modification of a color:

- Select (click on the square) the color to modify.
- Drag the pointer in the circle in the color then the arrow next to the rectangle on the tonality, create the wanted color.

At the end of the creation of a new color, to confirm and exit press the **OK** button.

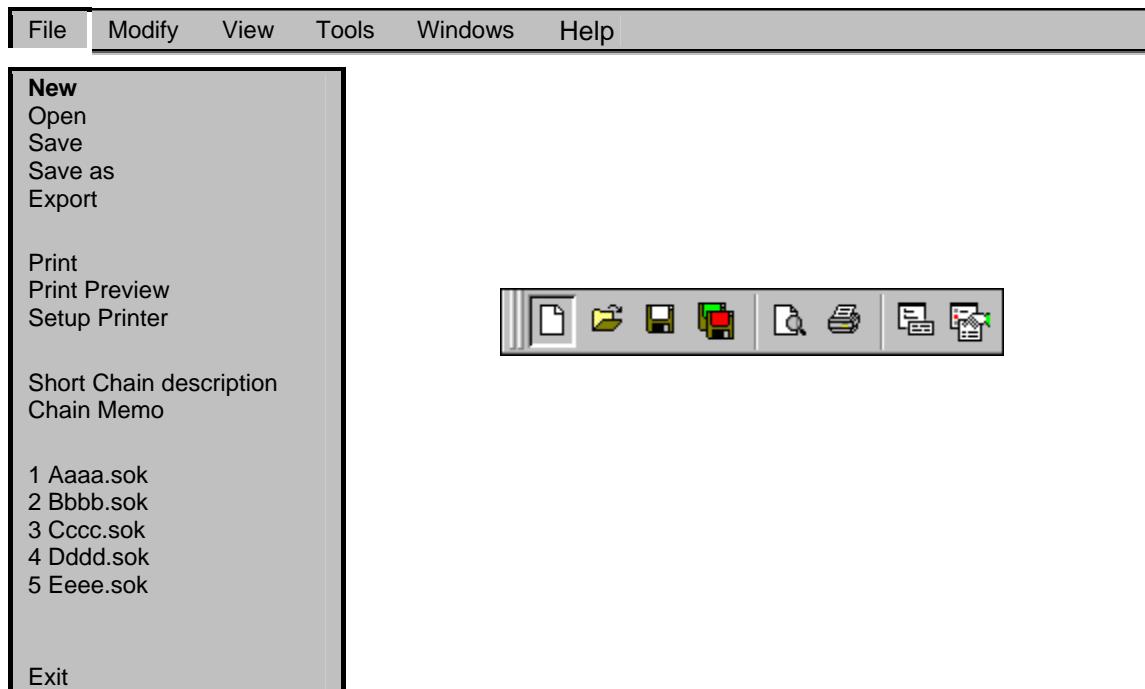
Enabling the window again; Choose selection color, it will appear with a new color memorized.

Cancel a color:

- Select (click on the square) the color to cancel and press the **Cancel** button to cancel from the folder.
- To confirm the cancellation of the color and close the window, press the **OK** button.

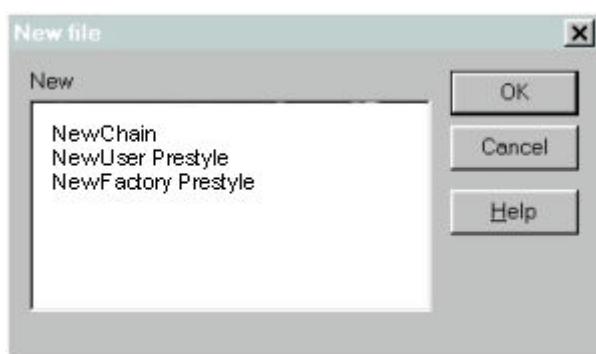
## File

### Menu: File - Command: New

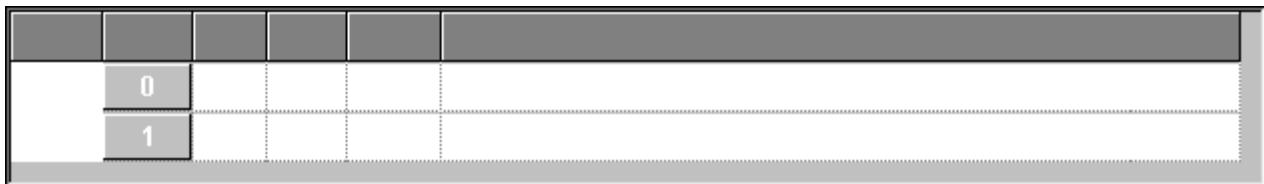


### Create a new document

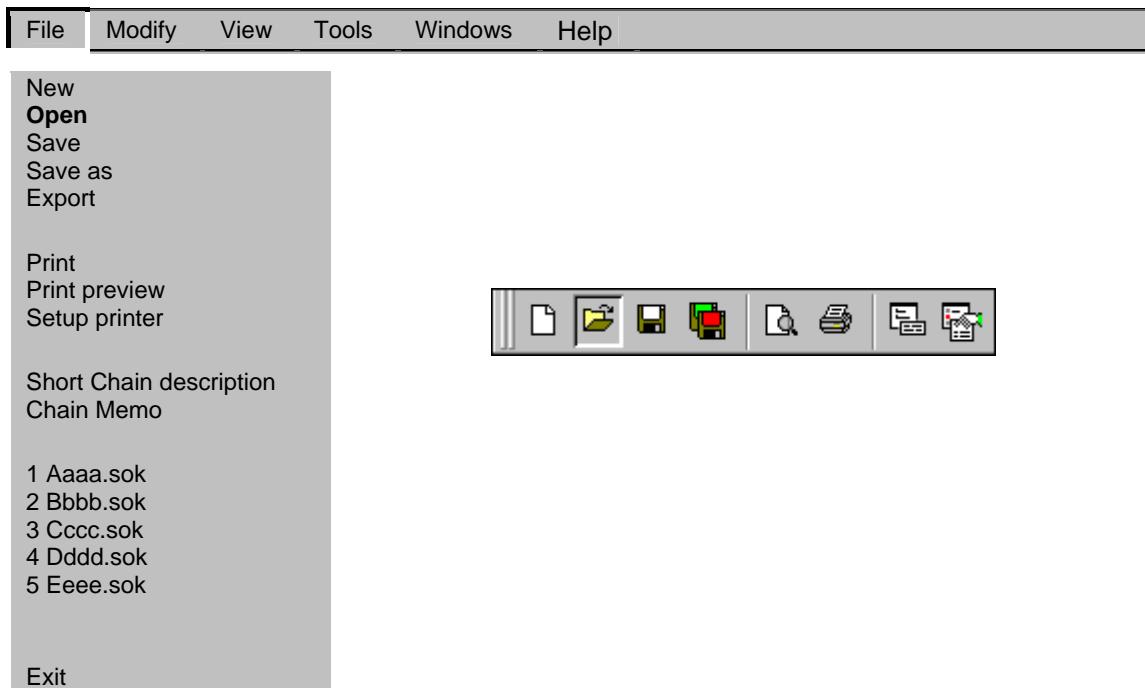
Select the **New** command, the New file window will appear.



Select the type of document requested and confirm with **OK** to open the developing window

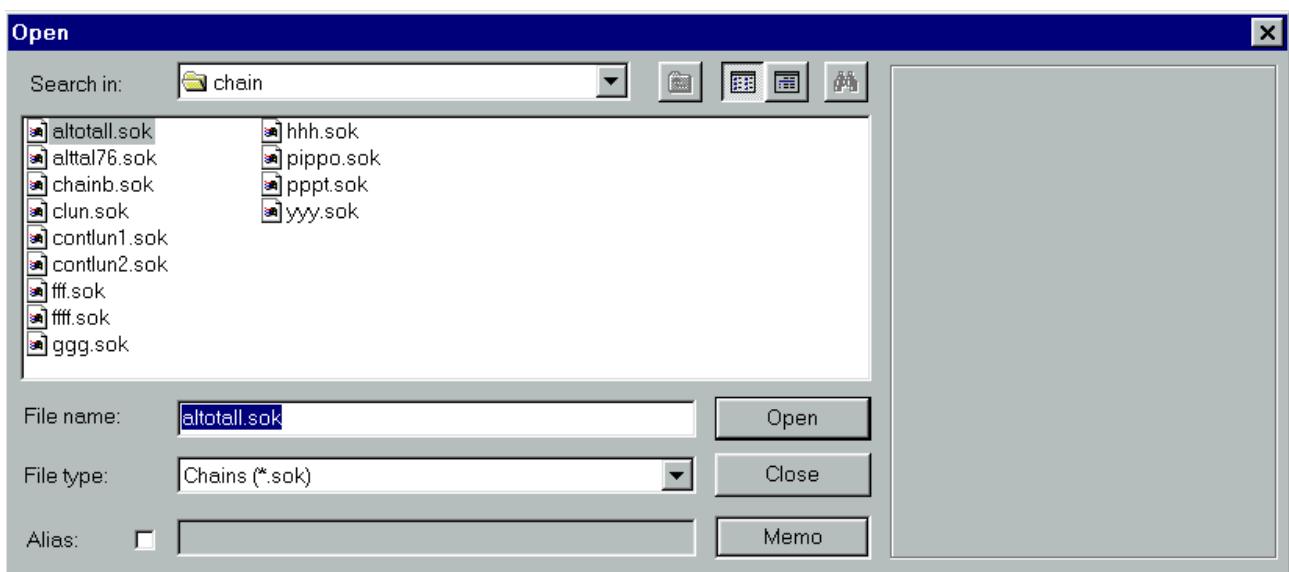


### Menu: File - Command: Open



### Opening of an existing document

Select the command *Open*, the Open window will appear.

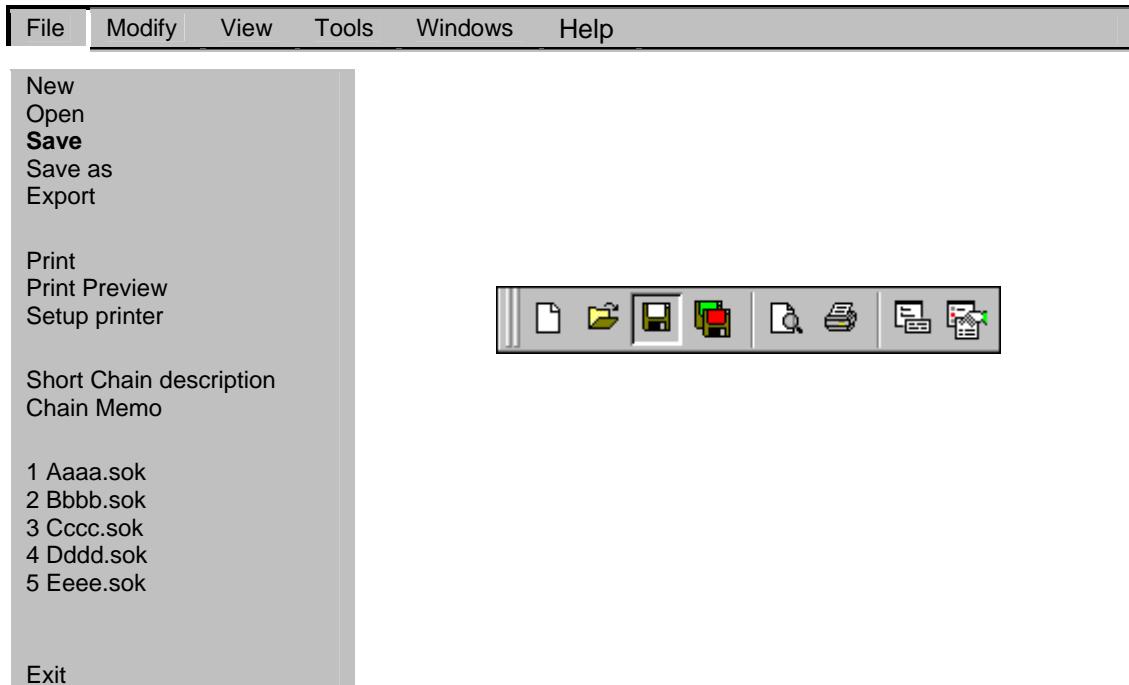


- Click on the "List Box" button relative to the *Type of file* and select the type of document requested.

## Printed Documentation

- Select a document and click on *Open* to visualize it open in the editors window.

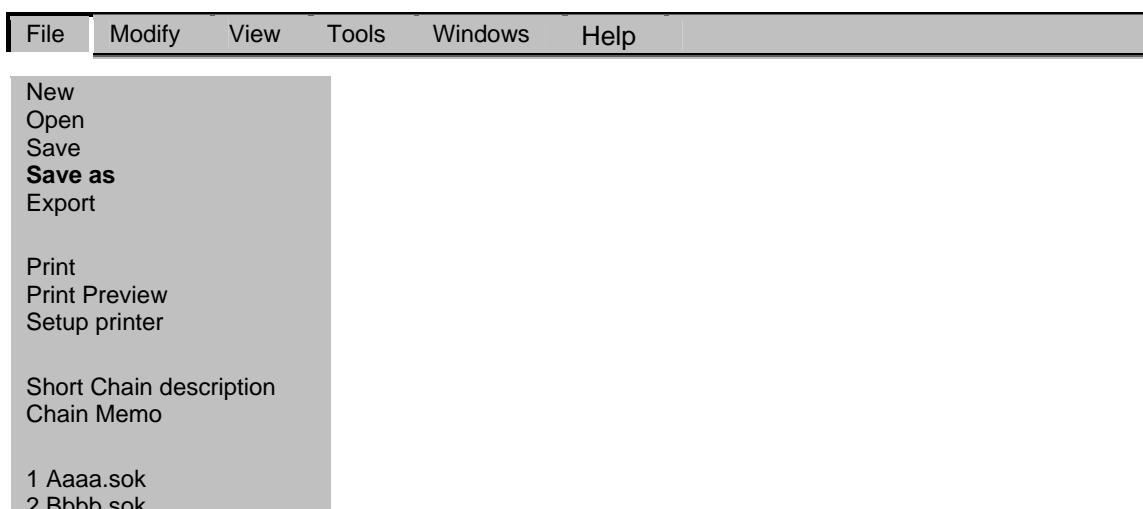
### Menu: File - Command: Save

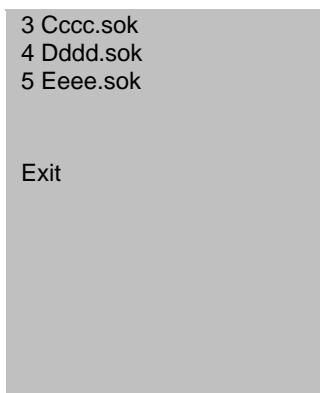


### Salvage of the document

- Select the *Save* command to save the modifications made to the active document.

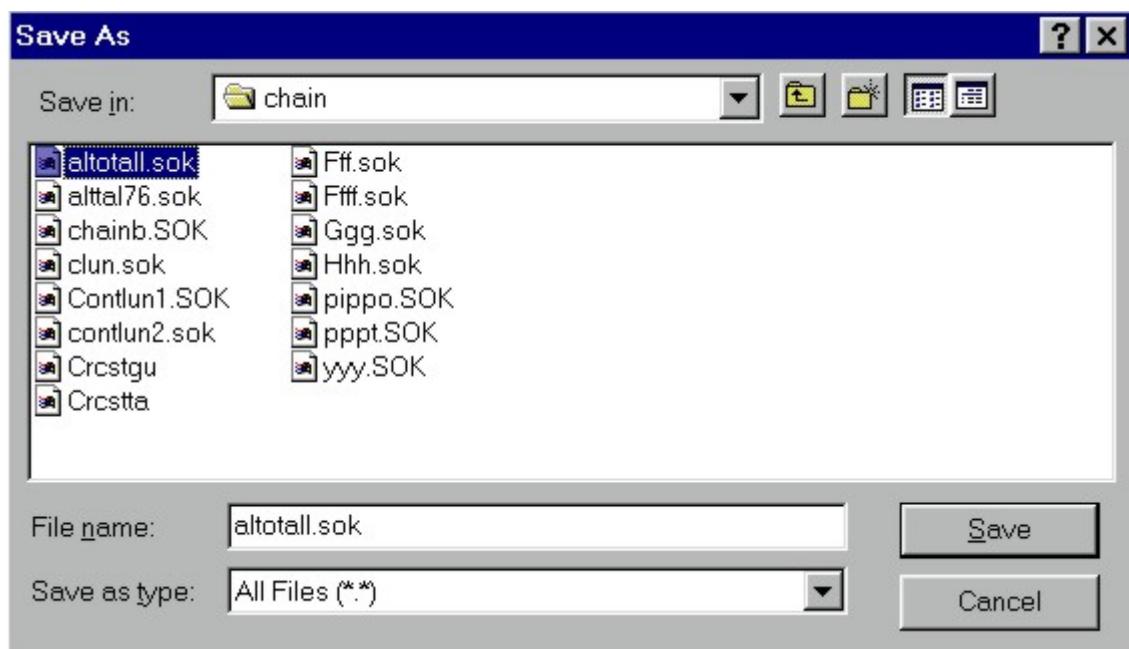
### Menu: File - Command: Save as





#### Salvage of the document with a new name

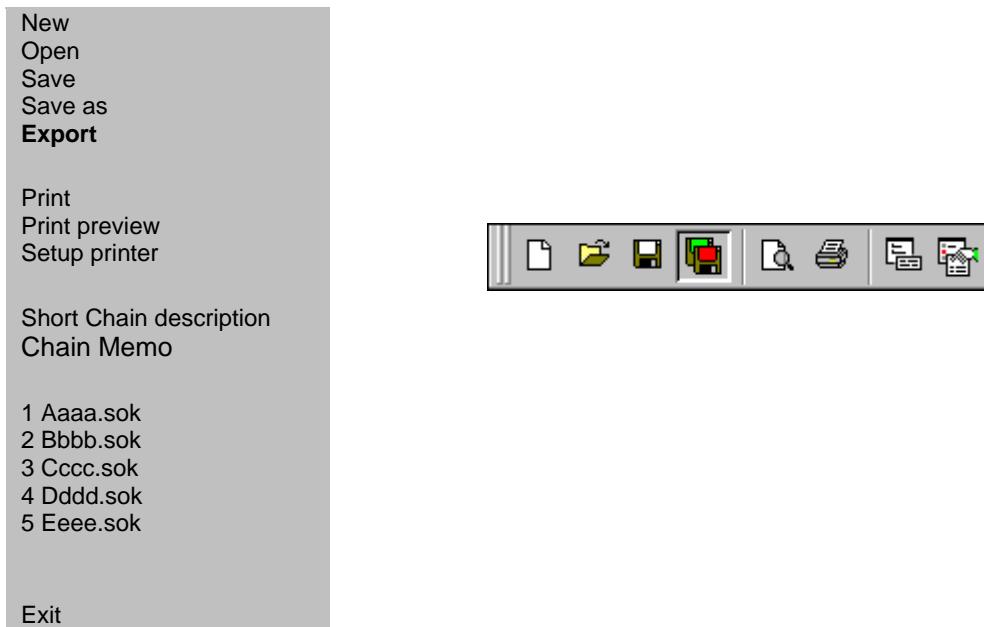
- Select the Save as command, the Save as window will appear.



- Select inside of the Window the Folder in which you want to save the active document.
- Inside of the *File name* compartment type the new name to assign to the document and click on *Save* to confirm the salvage.

#### Menu: File - Command: Export





### Export (copy) the active chain as free chain

The chains contain protected data that the user cannot modify, all the same knowing the particular needs of some users, this possibility has been given with the free chain.

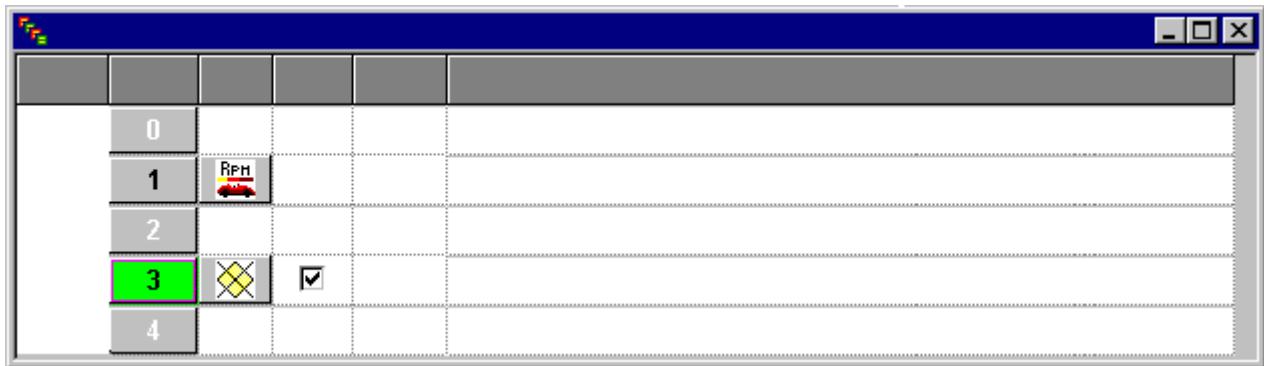
The free chain can be created new, or through the export of an existing chain; for this last operation the *Export* command is used, that allows to export the active chain in the directory of the free chains.

In the editor of the free chain, the user has at his disposal for the programming, all the types of data (protected and not protected).

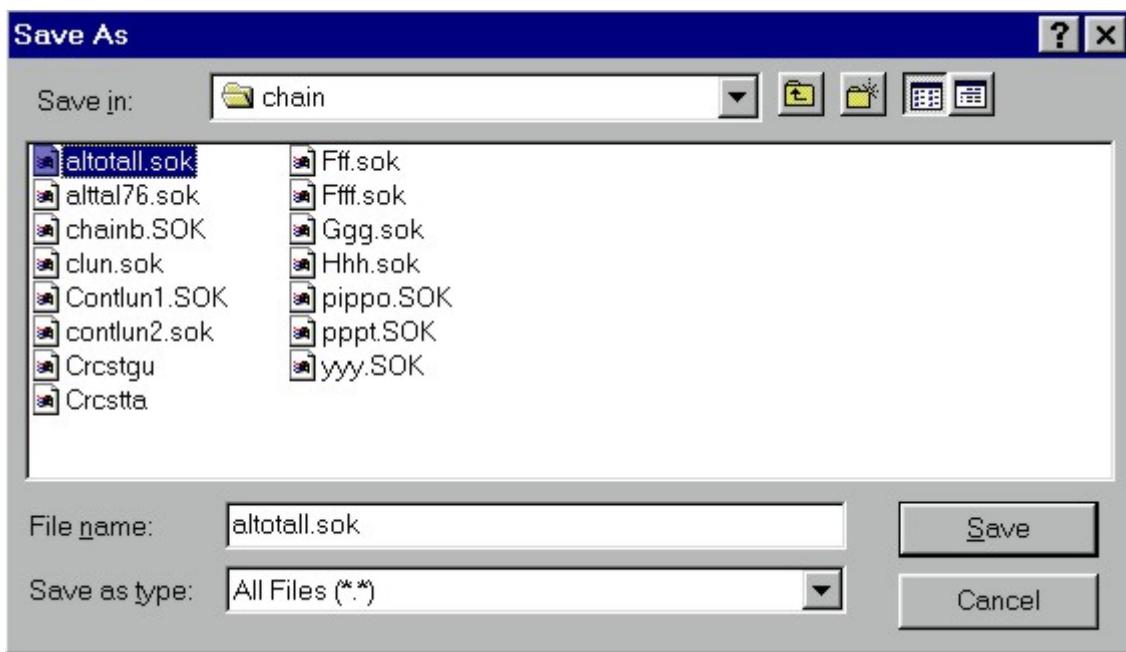
#### ATTENTION:

Using the free chain, declines the Lonati Group from any responsibility of any type of damage to the machines made by an incorrect data programming.

- Enable with the [Open](#) command the requested chain for the export of the directory from the free chains.

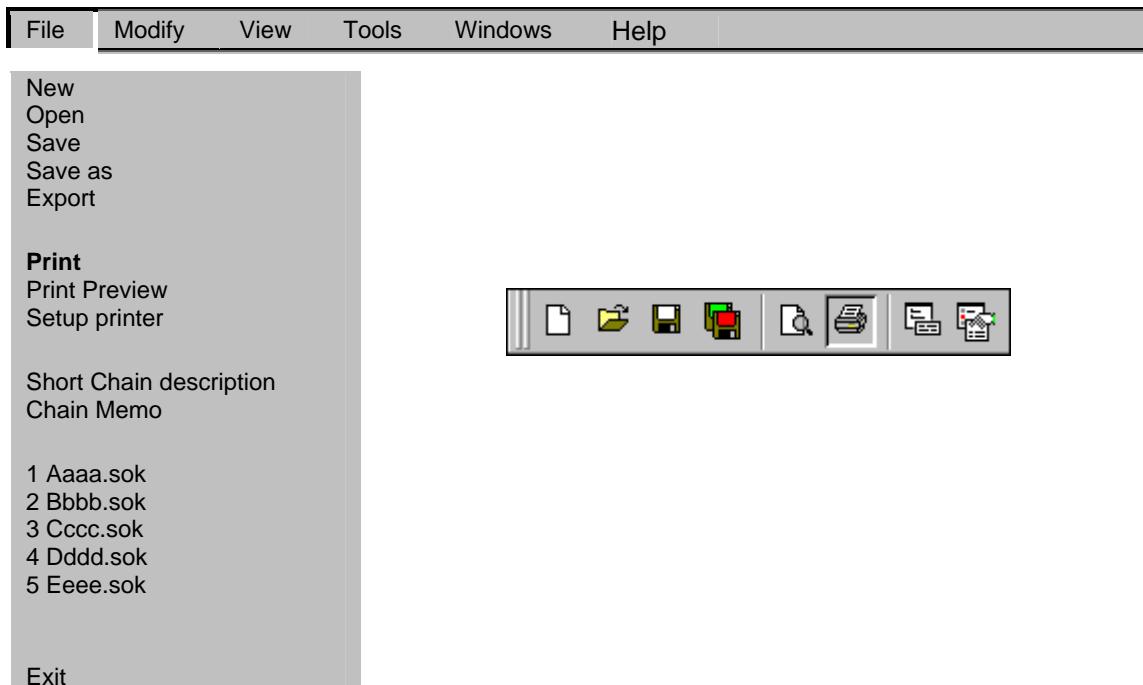


- Select the command *Export*, the Save as window will appear.



- Select, inside the Window, the Folder in which you want to save the free chain.
- Inside the compartment *File Name*, type the new name to give to the free chain and click on *Save* to confirm the saving. The user has the possibility to use the same name of the active chain since the extension of the chains is "SOK" while for the free chains is "SOL".

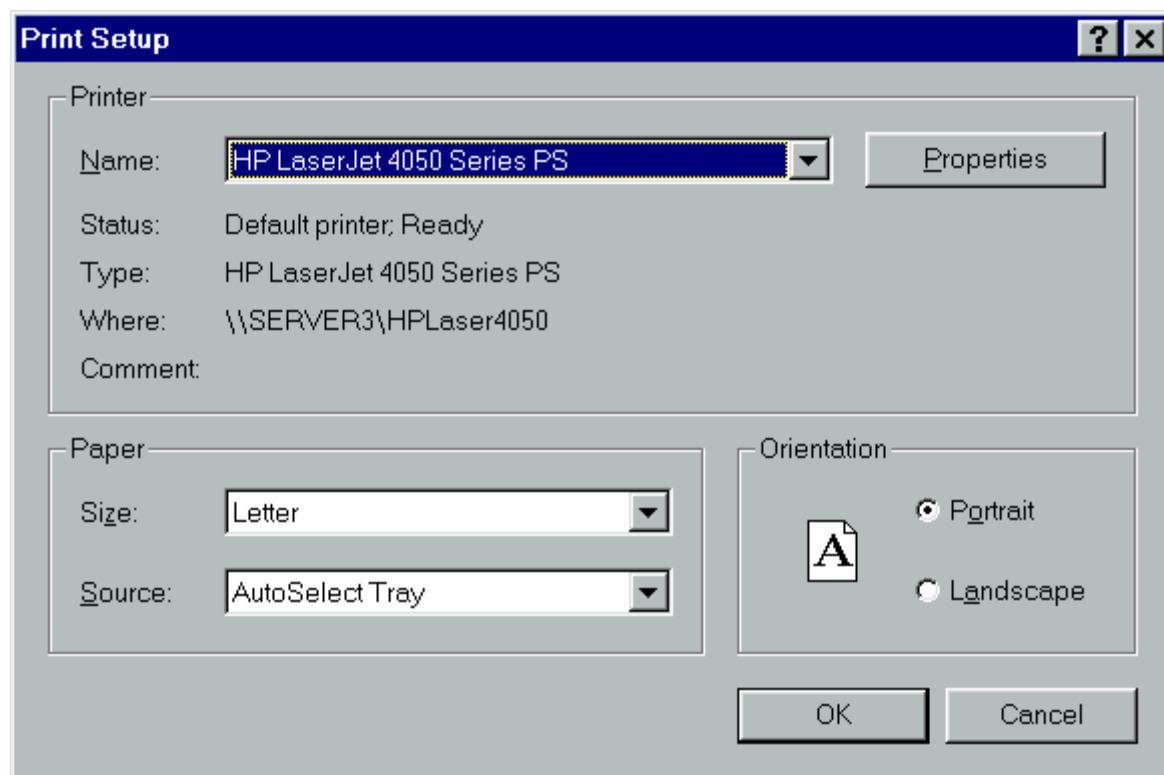
### Menu: File - Command: Print



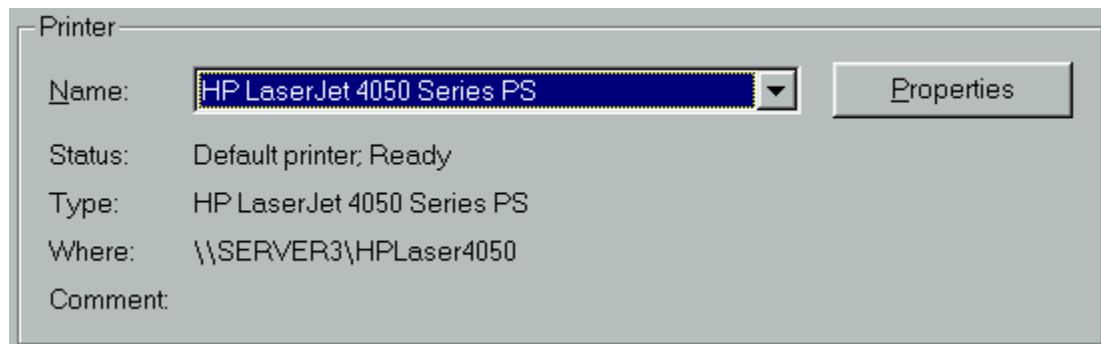
### Print of the active document

- Select *Print*, a window will appear with the print menu.
- #

## Printed Documentation



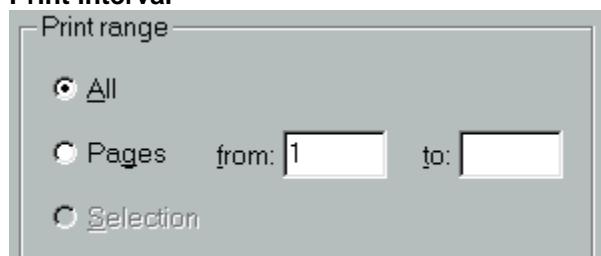
### Printer



If the user has more printers connected to the computer, pressing the Property button, a pull-down menu will appear for the choice of the printer.

---

### Print interval



The print interval is relative to the choice of pages to print of the active document.

**All:** Print of all the active document.

**Pages:** Insert the number of the first and last page to print.

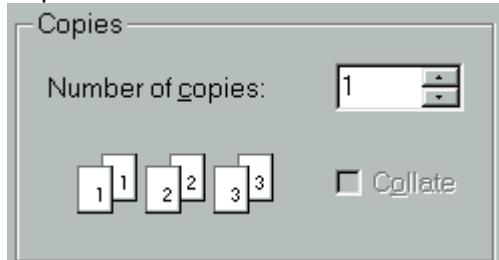
Example



The print begins from page 2 and ends at page 8 of the active document.

---

Copies



Type the number of the copies of the active document that you want to print.

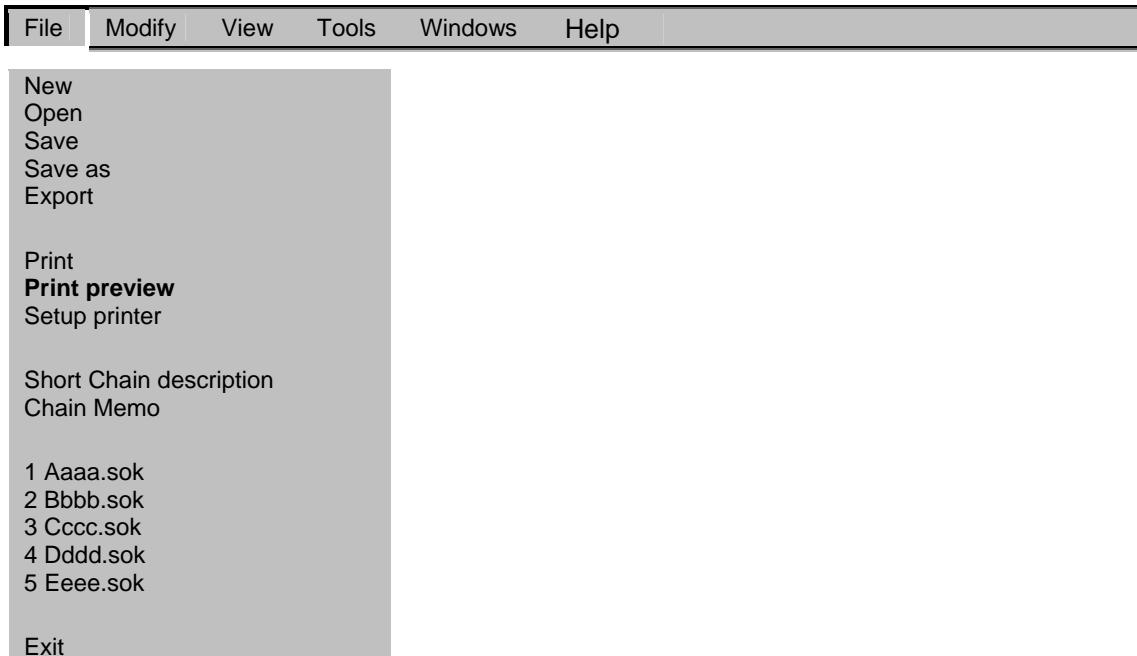
Example



Print 3 copies of the active document

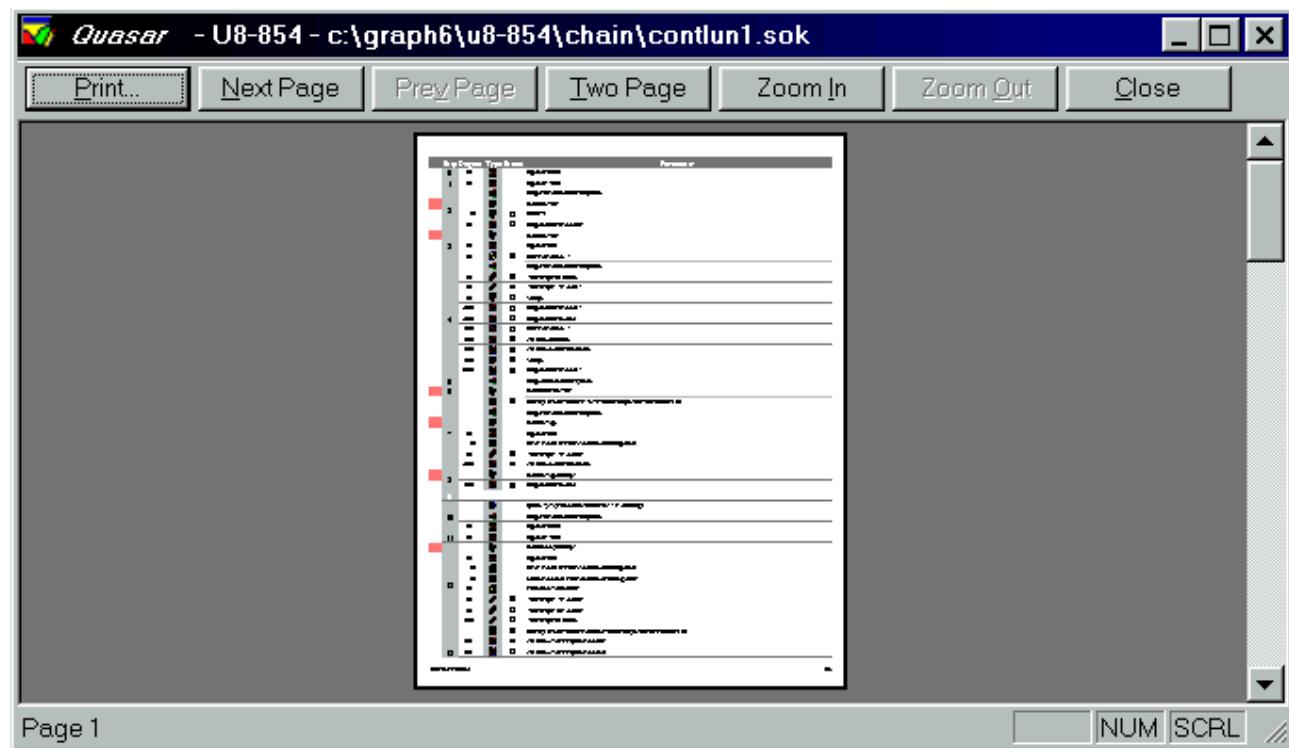
- Select the options requested and confirm pressing the *OK* button to start the printing.
- 

**Menu: File - Command: Print preview**



**Print preview of active document**

- Selecting *Print preview*, the Menu window of the print preview will appear.



In this window the user has the possibility to view in various ways the printing pages of the active document.

**Print...**

The *Print* button activates the [Print](#) command.

---

**Next Page**

Shows the next printing page.

---

---

**Prev Page**

Shows the previous printing page.

---

---

**Two Page**

Shows two printing pages placed side by side.

---

---

**Zoom In**

Enlarges the shown printing page.

---

**Zoom Out**

Reduces the shown printing page.

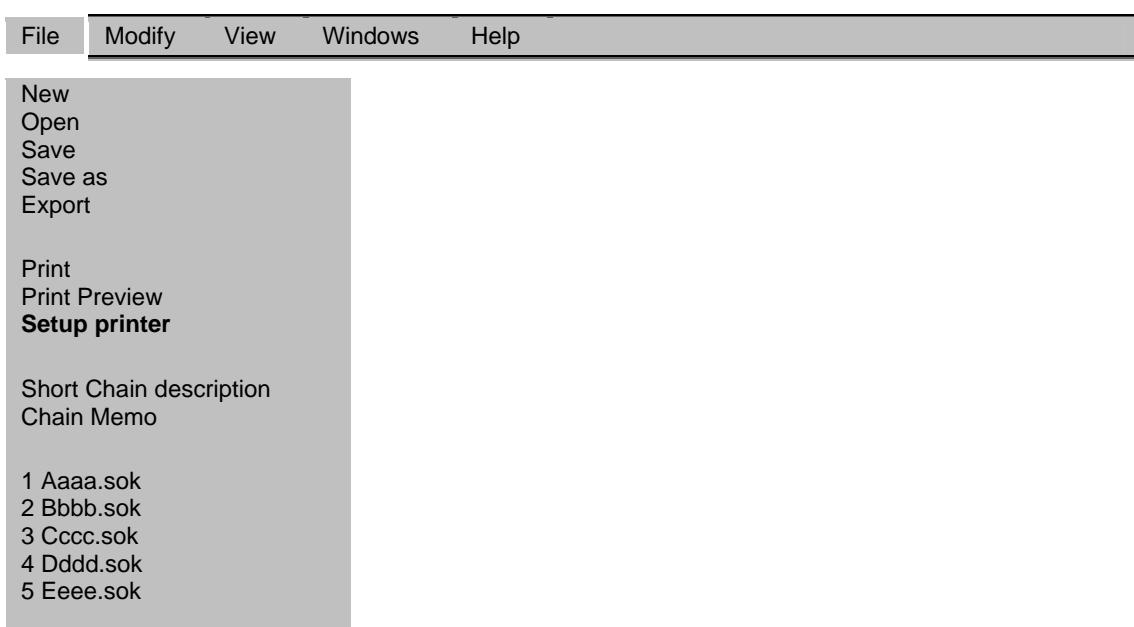
---

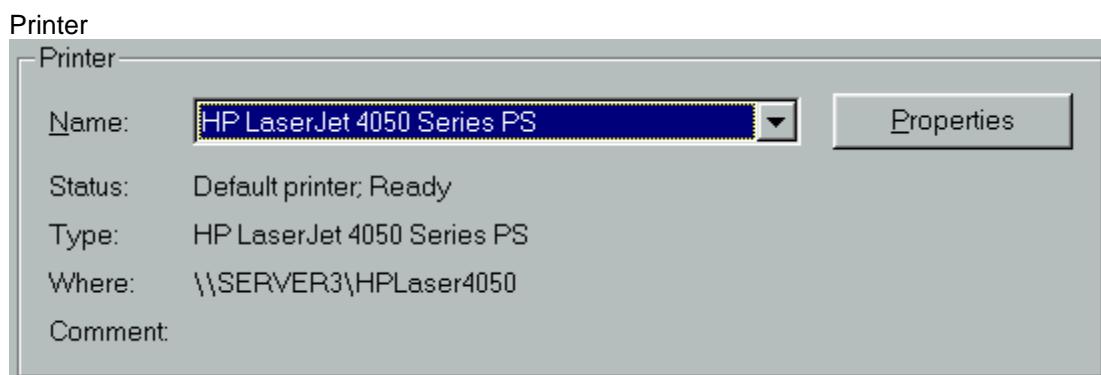
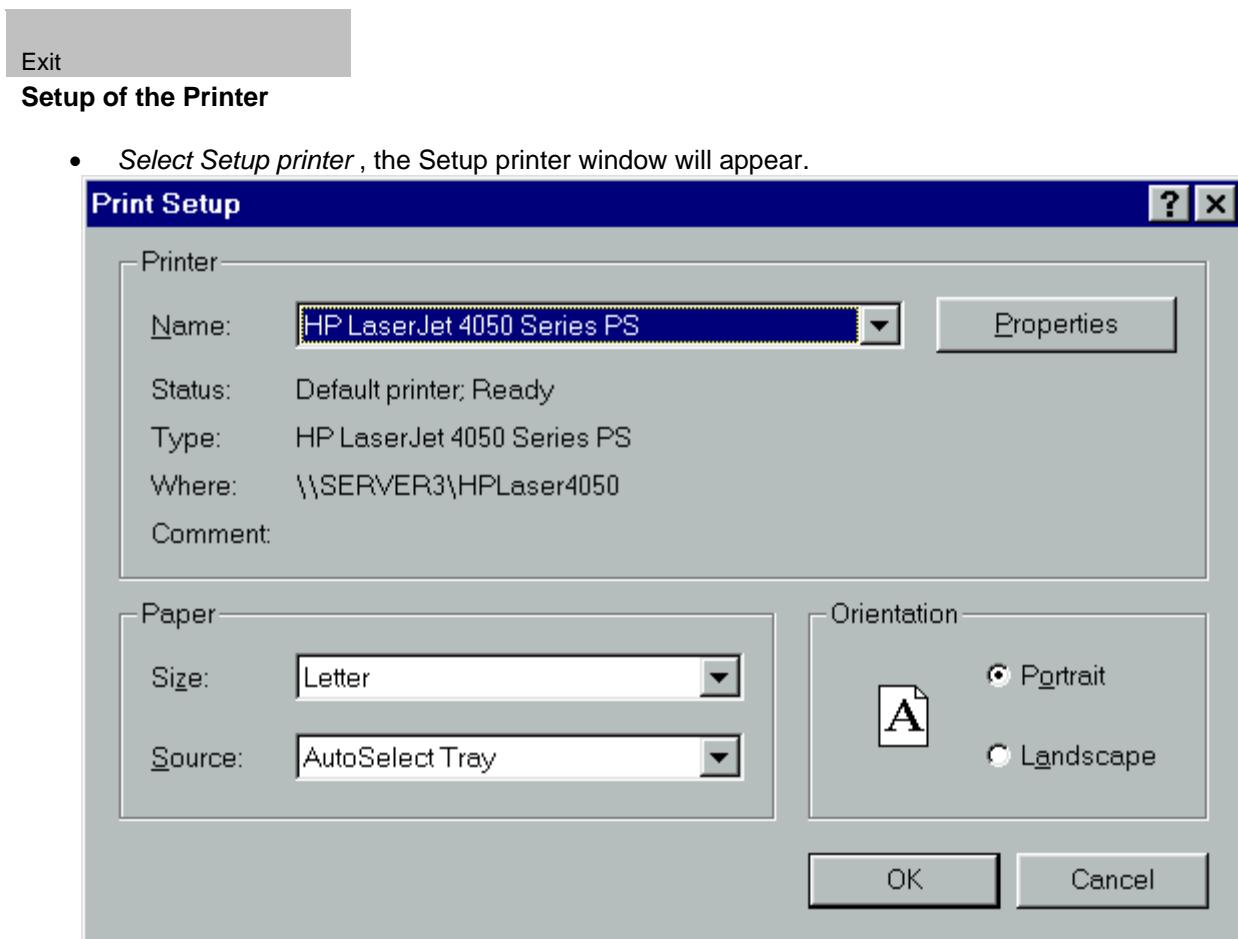
**Close**

Exit from the print preview and return to the active document.

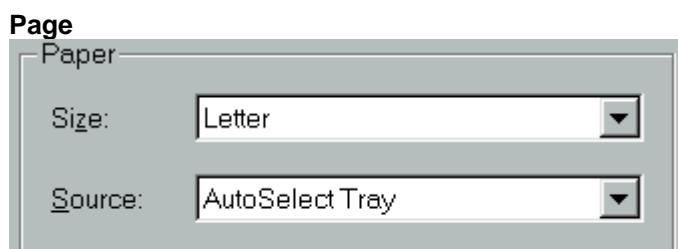
---

### Menu: File - Command: Setup Printer





If the User has more than one printer connected to the computer, pressing the property button, a pull-down menu will open for the choice of the printer.



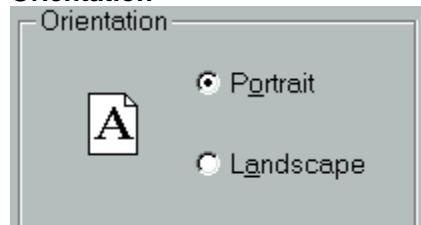
Choice of format and type of feeding of the printing page .

**(Size) Format:** Pressing the button a pull-down window will appear for the choice of the format of the printing page .

**(Source) Feeding:** Pressing the button a pull-down menu will appear for the choice of the type of feeding of the printing page .

---

### Orientation



Vertical = The printing is made in vertical.

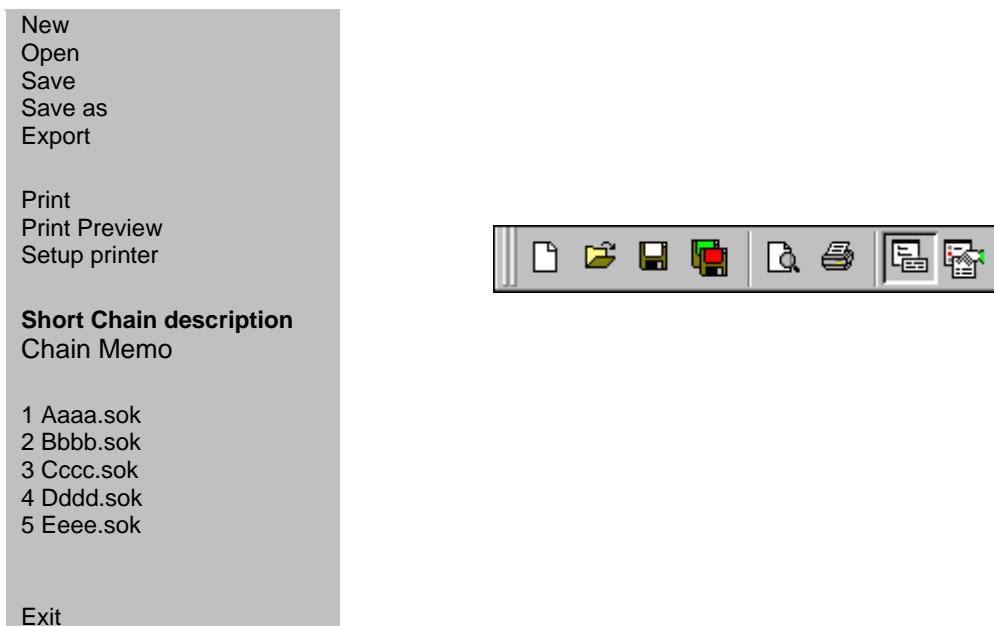
Horizontal = The printing is made in horizontal.

---

### Menu: File - Command: Short Chain description



## Printed Documentation



### Short description of the active document

- Select the command *Short Document description*, the Alias window will appear.

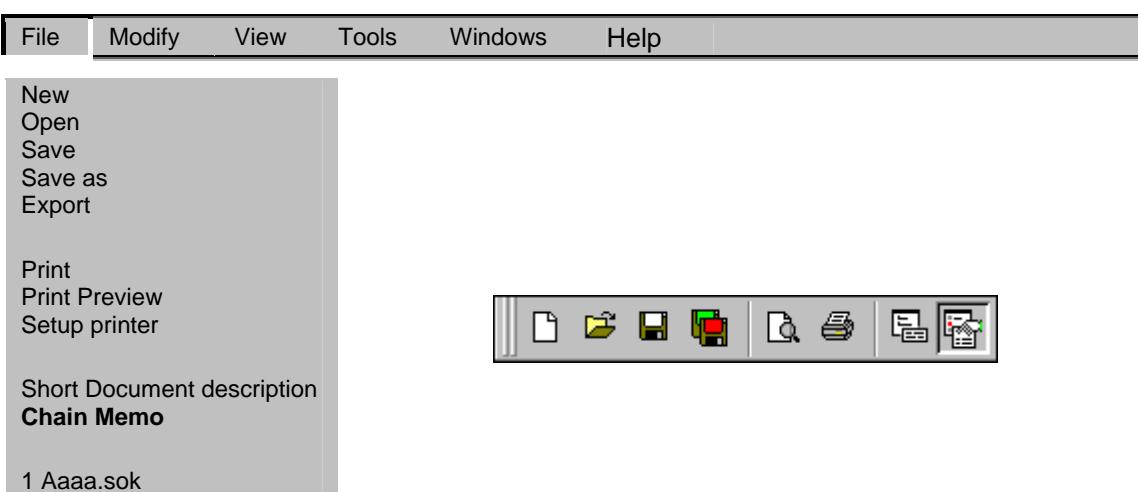


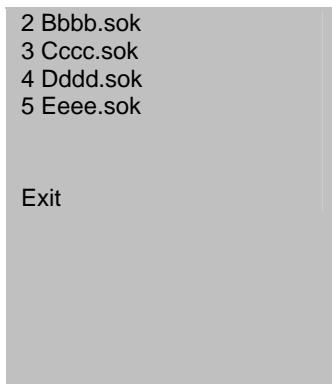
In this window, the operator has the possibility to insert a short description (Max.38 characters) of the active document.

- Click inside the compartment, digit the wished text and click on the Save button to memorize .

At this point the description will remain memorized until the operator will not close the active document, to make it available each time the document will be reopened,it will be necessary to save the document even before closing it.

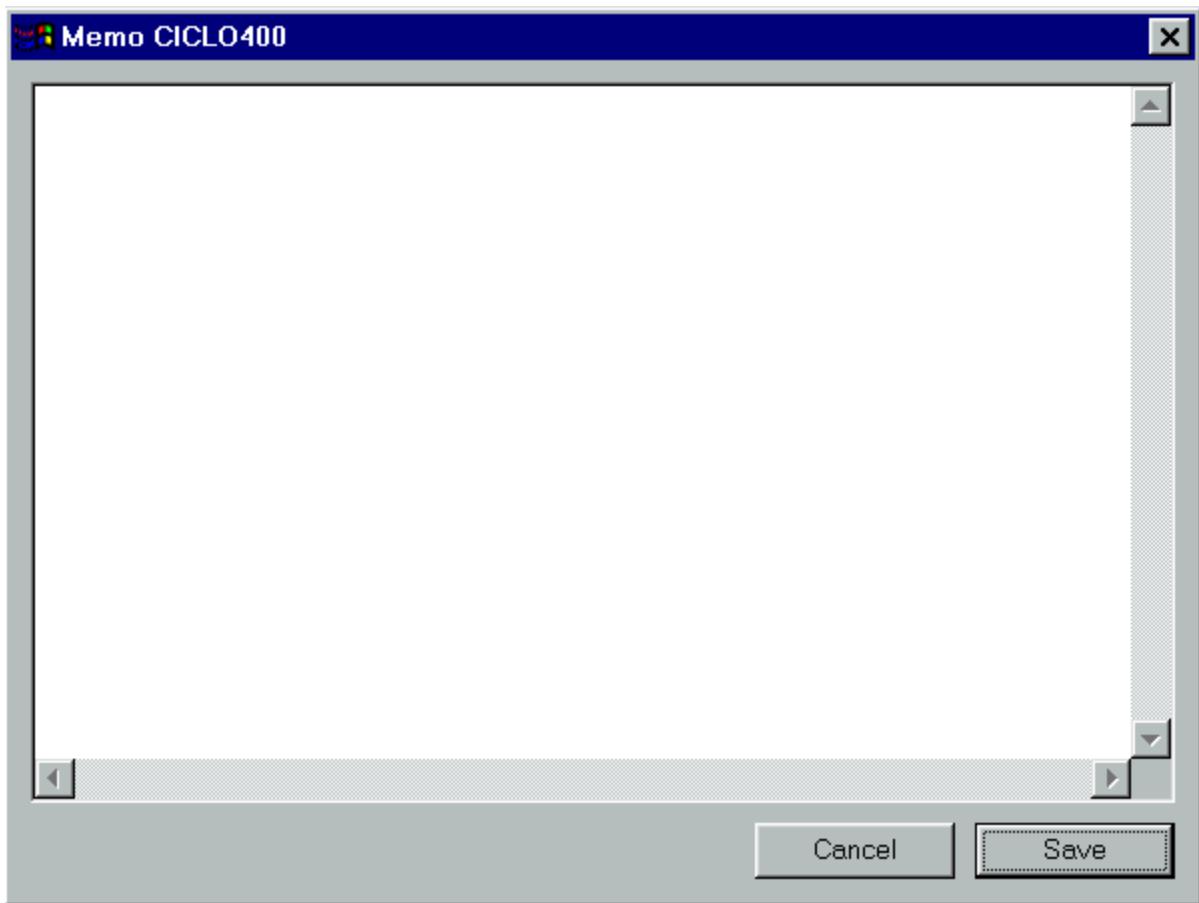
### Menu: File - Command: Chain Memo





#### Description of the active document

- Select the *Document Memo* command, the Memo window will appear.



In this window, the operator has the possibility to insert the complete description of the active document.

- Click inside of the compartment, type the desired text and click on the Save button to memorize.

At this point the description will remain memorized until the operator will not close the active document , to make it available each time it will be reopened, it is necessary to save the document before closing it.

#### Menu: File - Command:Last opened documents



## Printed Documentation

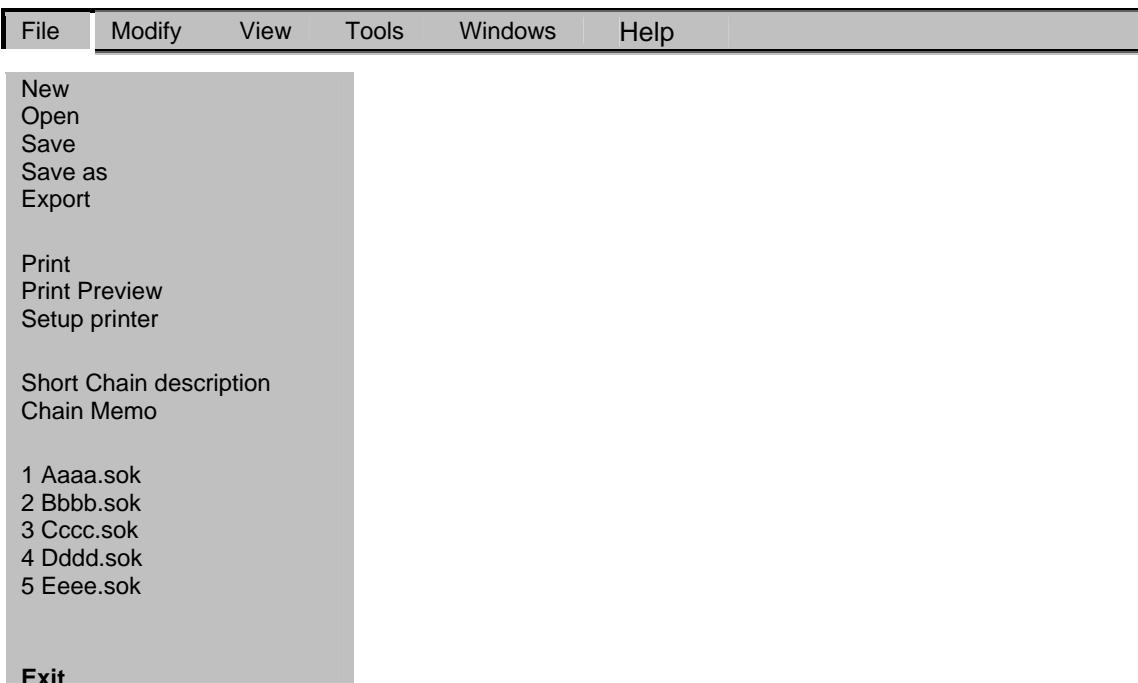


### Quick reopening of the last 5 opened documents

The shown names are relative to the last 5 opened documents, the operator has the possibility to reopen these documents in a quick manner without the help of the [Open](#) command.

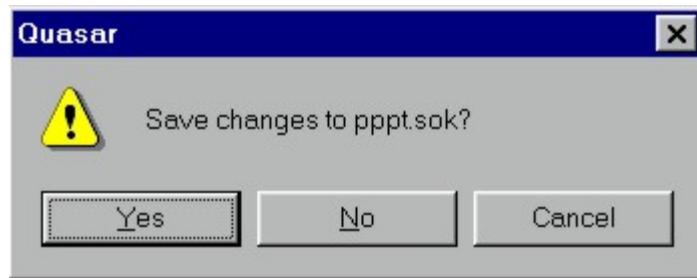
- Click on the name of the document requested to view it opened in the window of the editor.

### Menu: File - Command: Exit



### Exit from Quasar

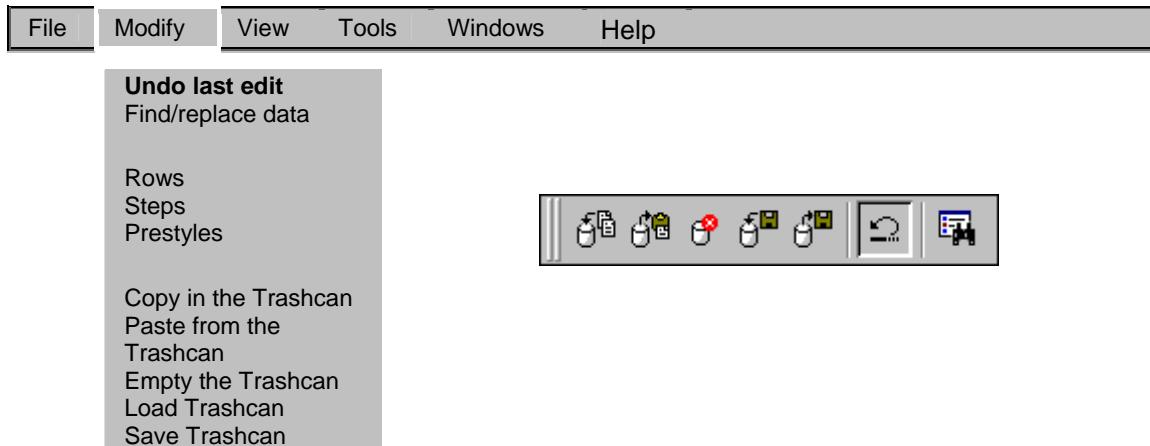
- Select the command *Exit* to exit from Quasar and return to Windows.
- If the active document has been modified and not yet been saved, the Quasar window will appear.



To exit without saving the modifications made to the document press the *No* button, instead if you want to save the modifications press the *OK* button.

## Modify

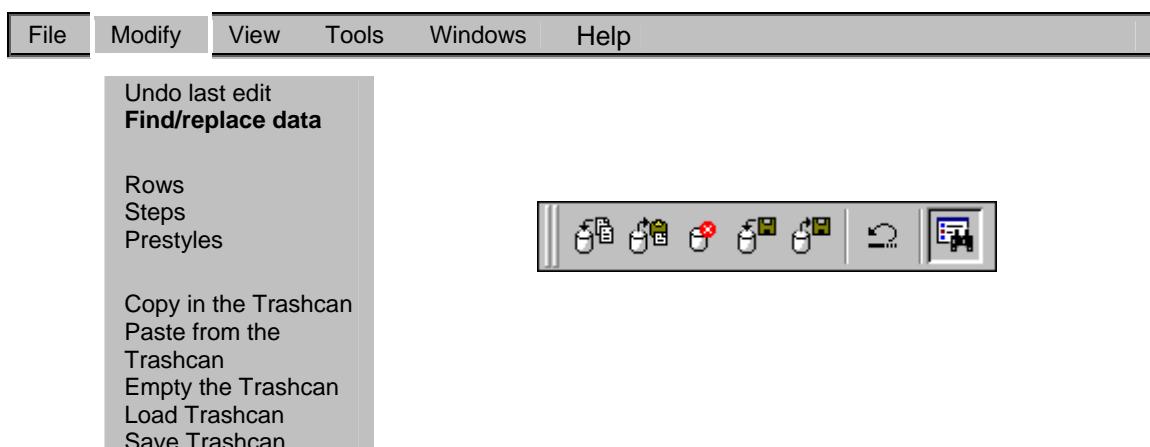
### Menu: Modify - Command: Undo last edit



## Cancel the last operation made

This command allows to cancel in sequence the last modifications made to the active document.

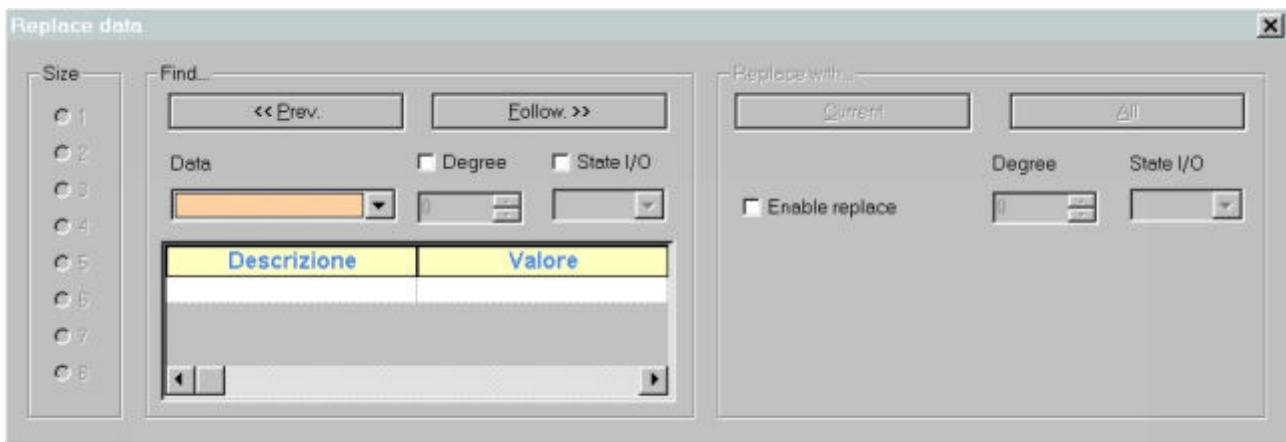
### Menu: Modify - Command: Find/replace data



Research and replace the data of the active document

This command allows to make inside of the active document, the research, the modification and the replacement of the data.

- Inside of the document, select the data for which you wish to make the research.
- Select *Research/replace data* from the *Modify* menu, the Replace data window will appear.



The window is presented with inserted in the left part the data selected in the document.

### Research

#### Previous and Following buttons

**<< Prev.**

With the button **<<Prev.** is visualized the regressive sequence the steps with the selected data programmed

**Follow. >>**

With the button **Foll.>>** is visualized the progressive sequence the steps with the selected data programmed

#### Group of belonging of the data

**Finger**

Once the "Replace data" window is open, the operator has the possibility to research a data different from the one selected , even belonging to another group. To choose a new group, click on the "List box" button and select the group requested.

#### Selected data

Descrizione	Valore
Yarnfinger 1 feed 1	
Feed:	1
Yarnfinger:	1

To choose a new data, double click in the data box and select the new data.

#### Degree and Status of the selected data

##### Disabled

Degree  State I/O

With this configuration the Degree of intervention and the data Status are disabled, therefore during the research all the steps are visualized with the data programmed independently from the degree of intervention and the status,

For the single data the Status I/O is not active.

##### Enable

<input checked="" type="checkbox"/> Degree	<input checked="" type="checkbox"/> State I/O
<input type="button" value="0"/>	<input type="button" value="0"/>

With this configuration the Degree of intervention and the data Status are enabled, therefore during the research only the steps are visualized with the data programmed with the specific parameters; it is even possible to make the research only for the status or for the degree according to one's needs.

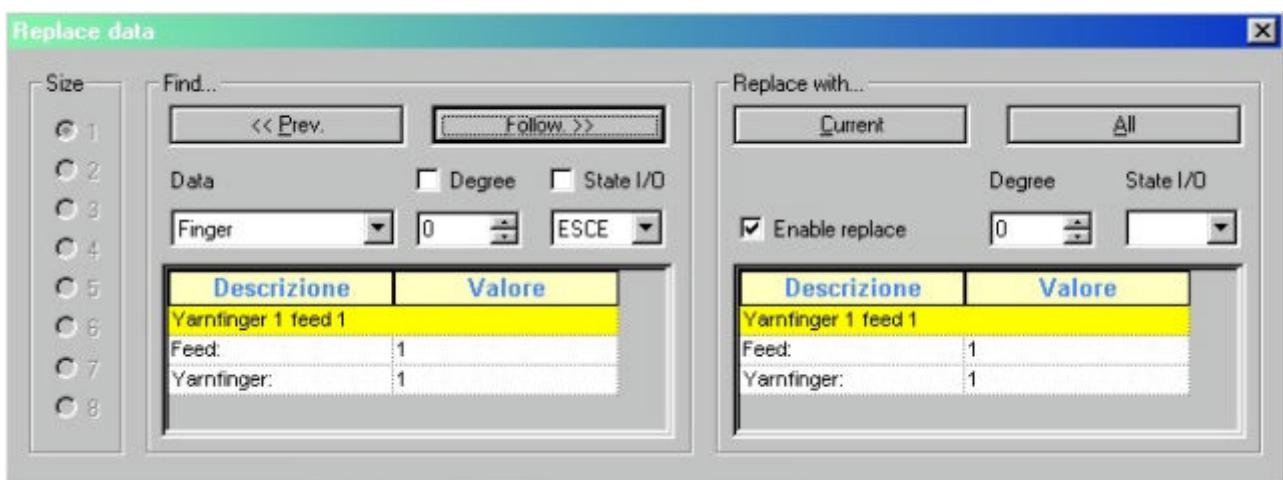
---

### Replacement

#### Enable the data replacement

 Enable replace

Enabling the *Enable replacement*, the right window is enabled for the data replacement .



#### Data replacement window

The right window with a selected data for the research inserted.

Descrizione	Valore
Yarnfinger 1 feed 1	
Feed:	1
Yarnfinger:	1

To replace the data,double click in the data box and select the new data.

---

### Degree and Status

Degree	State I/O
<input type="button" value="0"/>	<input type="button" value="0"/>

Inside of the *Degree* compartment type the new degree of intervention of the data.

Inside of the *Status compartment I/O* Click on the "List Box" button  and choose the data status (Enters or Exits)

---

### Current and All buttons

<input type="button" value="Current"/>
--

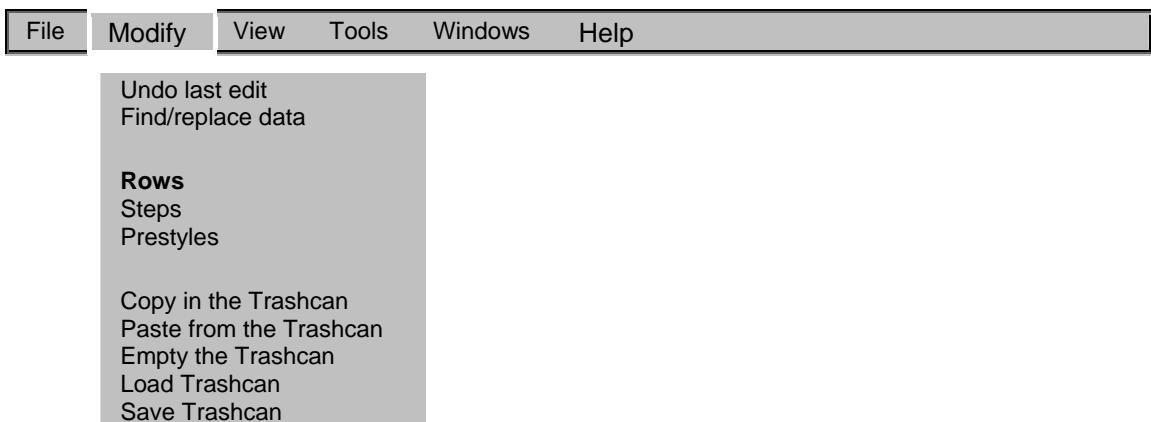
With the **"Current"** button you replace the selected data with a new data in the current step of the document.

All

With the "All" button you replace the selected data with a new data in all the steps of the document; with the data with a double command this operation can be made only if the status is enabled (Enters/Exits) in the research window.

## Rows

**Menu: Modify - Command: Rows; Copy, Paste, Cut, Delete**



## Copy

### Copy of one or more data from the active document

- Select the data requested and enable the command *Copy* to memorize them. The copied data will remain memorized until a new data selection will be made.

## Paste

### Paste one or more data in the active document

- Select the data requested and enable the command *Paste* to insert the data previously memorized with *Copy data* or *Cut*.

## Cut

### Cut one or more data from the active document

- Select the data requested and enable the command *Cut* to remove them from the document. The cut data will remain memorized until a new data selection will be made. This command is usually used to move the data from one step to the other of the active document.

## Delete

### Delete one or more data from the active document

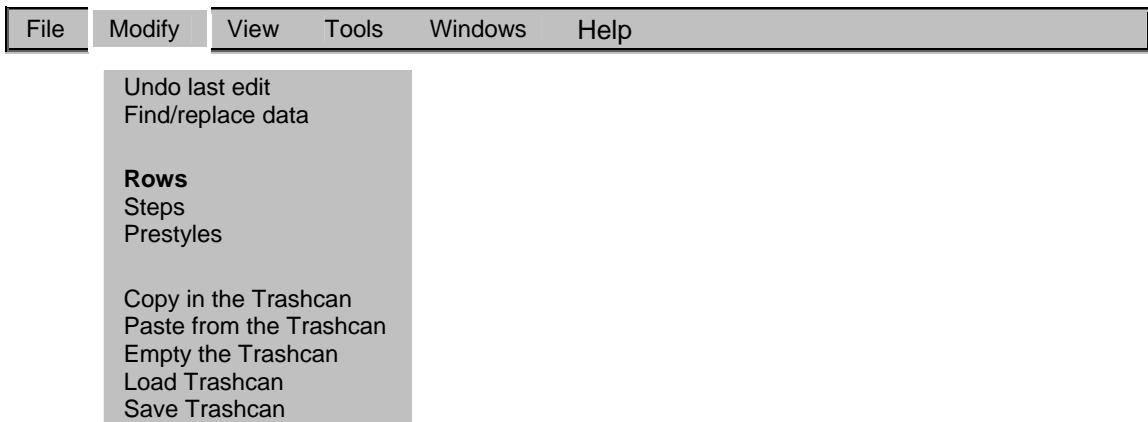
- Select the data requested and enable the command *Cancel* to cancel them from the document.

Copy  
Paste  
Cut  
Delete

Block line height

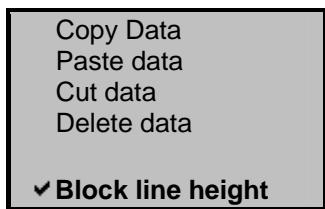


### Menu: Modify - Command:Rows; Block line height



### Block the height of the data line

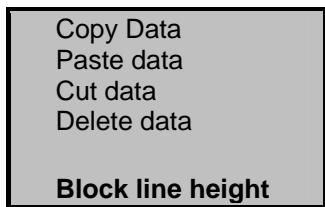
Command enabled



When this command is enabled the dimensions of the compartments that contain the data cannot be modified.

- Activate the sniper  to enable the command

Command disabled



When this command is disabled the operator has the possibility to increase or decrease the dimensions in height of the compartment that contain the data.

- Disable the sniper to disable the command.
- Place the cursor a in the left part of the window of the document in correspondence to the line that defines the compartment of the data.

	0				
	1	RPM			
	2				
	3	X		✓	
	4				

- Move the cursor towards the top or towards the bottom to widen or tighten the compartments of the data.

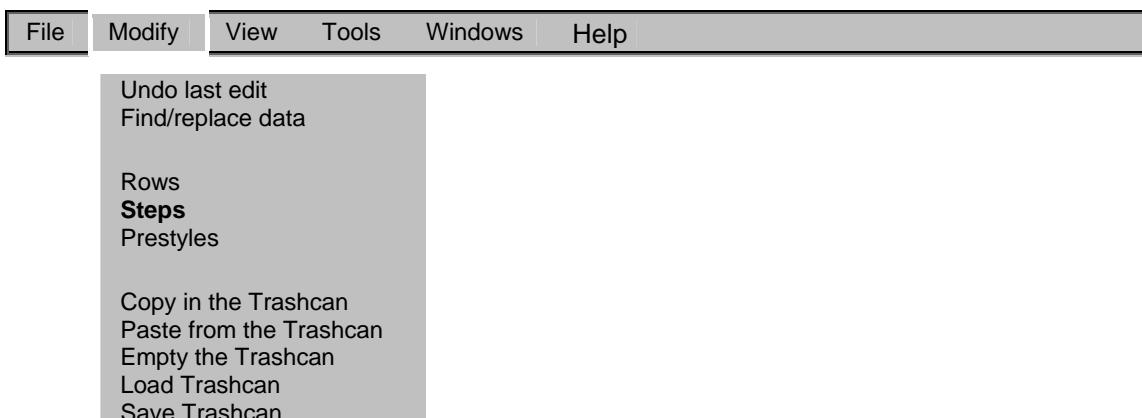
	0	RPM				
	1					
	2	X		✓		
	3					
	0	RPM				
	1					
	2	X		✓		
	3					

Copy Data  
Paste data  
Cut data  
Delete data

#### Block line height

### Steps

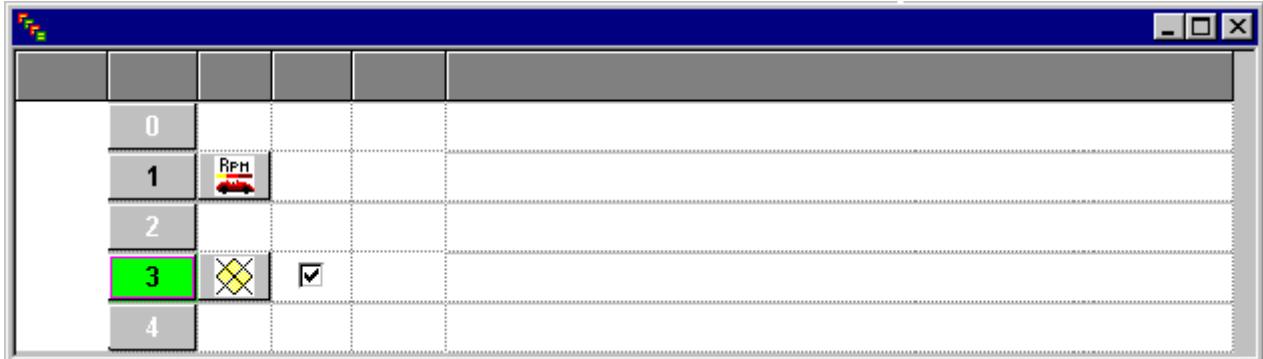
Menu: Modify - Command:Steps; Inserts step



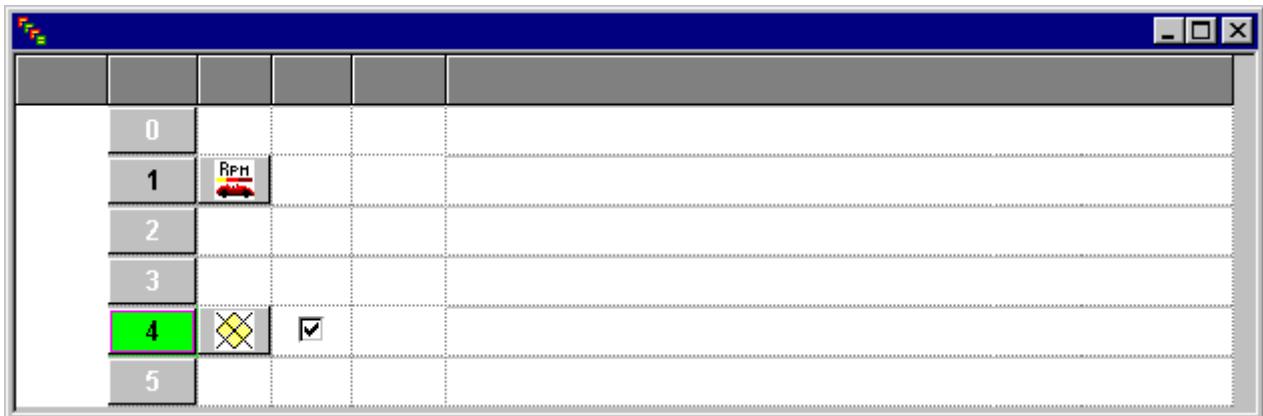
## Inserts one or more Steps in the active document

This command allows to insert a new step or more steps between the selected step and the previous one.

- Select the step requested for the insertion.

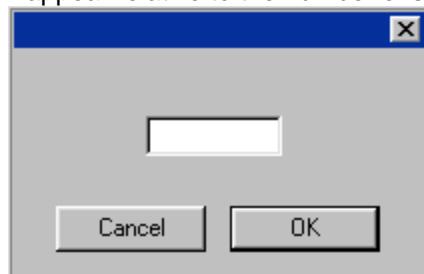


- Select the *Inserts step* command to insert a new step between the one selected and the previous one.



To insert more steps simultaneously the procedure is the same as the one described for the insertion of a single step with one difference, lets see which:

- After selecting the requested step for the insertion, keeping the [Ctrl] key pressed select the *Inserts step* command, a window will appear relative to the number of steps to insert.

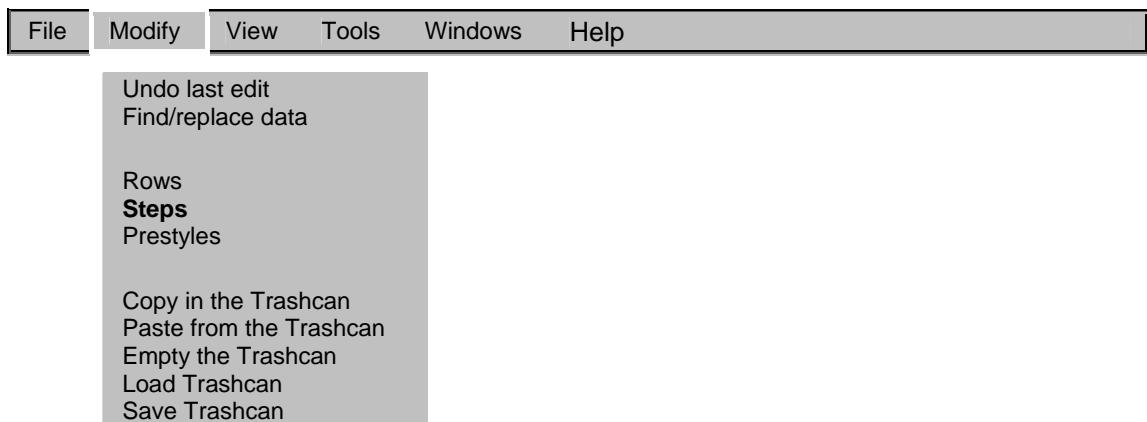


- Type the number of steps to insert and confirm with *OK*, the new steps will be inserted between the selected step and the previous one .

<b>Insert Step</b>
Append Step
Remove Step
Copy Step
Paste Step



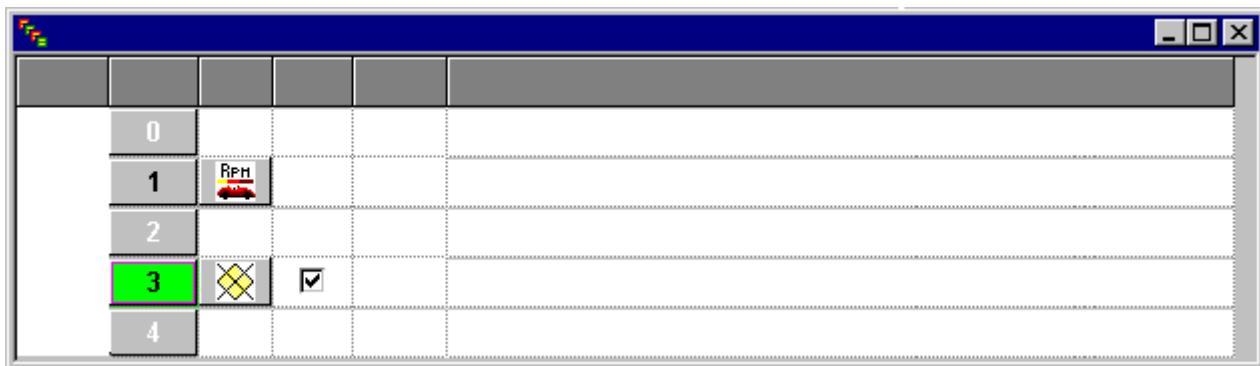
### Menu: Modify - Command:Steps; Append Step



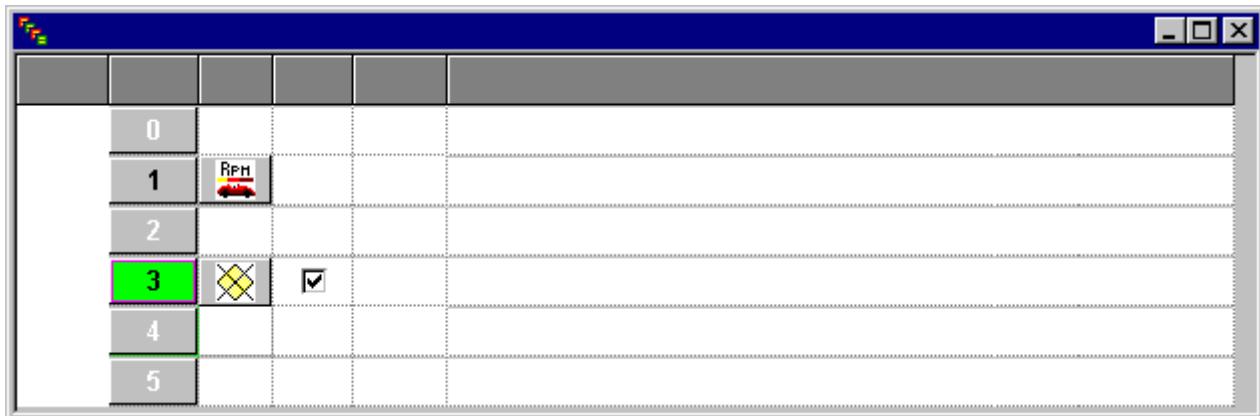
### Append one or more Steps in the active document

This command allows to insert a new step or more steps between the step selected and the following one.

- Select the step requested to insert.

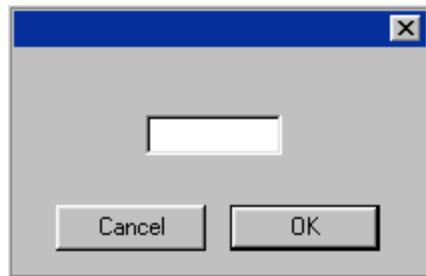


- Select the command *Hang step* to insert a step between the one selected and the following one.



To insert more steps at the same time, the process is the same as the one described for the insertion of a single step with one difference, let's see which:

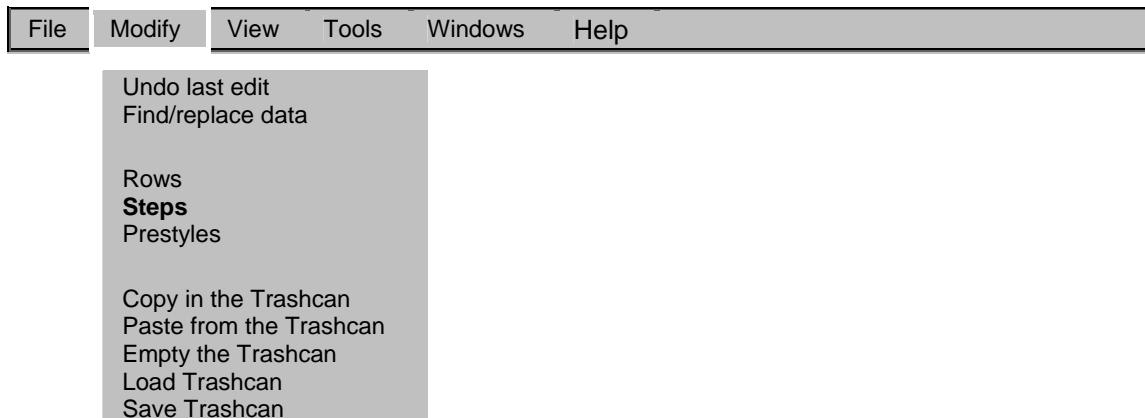
- After selecting the step requested for the insertion, keeping the [Ctrl] key pressed, select the command *Hang step*, a window relative to the number of steps to insert will appear.



- Type the number of steps to insert and confirm with *OK*, the new steps will be inserted between the step selected and the following one.



#### Menu: Modify - Command:Steps; Removes step



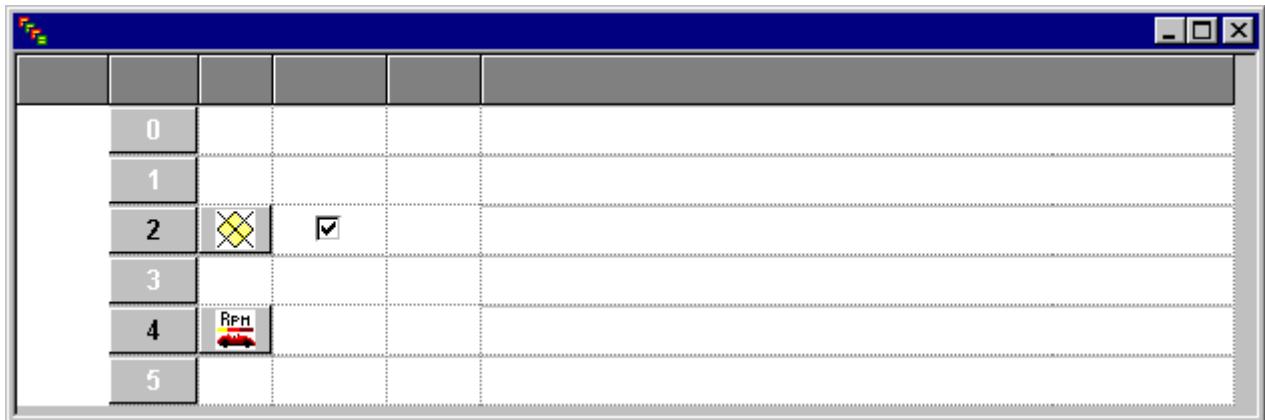
#### Remove one or more Steps from the active document

This command allows to remove one or more steps belonging to the selected step.

- Select the requested step for the removal.

0						
1	RPM					
2						
3	X	<input checked="" type="checkbox"/>				
4						
5	RPM					
6						

- Select the *Remove step* command to remove the selected step.



The selected step has been removed with all its contents, as a result the following steps have all moved of one step towards the top.

To remove more steps at the same time the procedure is the same as the one described for the removal of a single step ,with one difference, lets see :

- After selecting the step for the removal, keeping the [Ctrl] key pressed select the *Removes step* command, the window will appear relative to the number of steps to remove.
- 

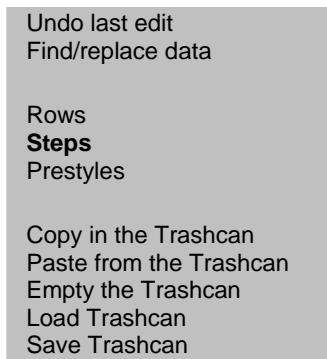


- Type the number of steps to remove and confirm with *OK*, the number of programmed steps will be removed starting from the selected step.



#### Menu: Modify - Command:Steps; Copy step

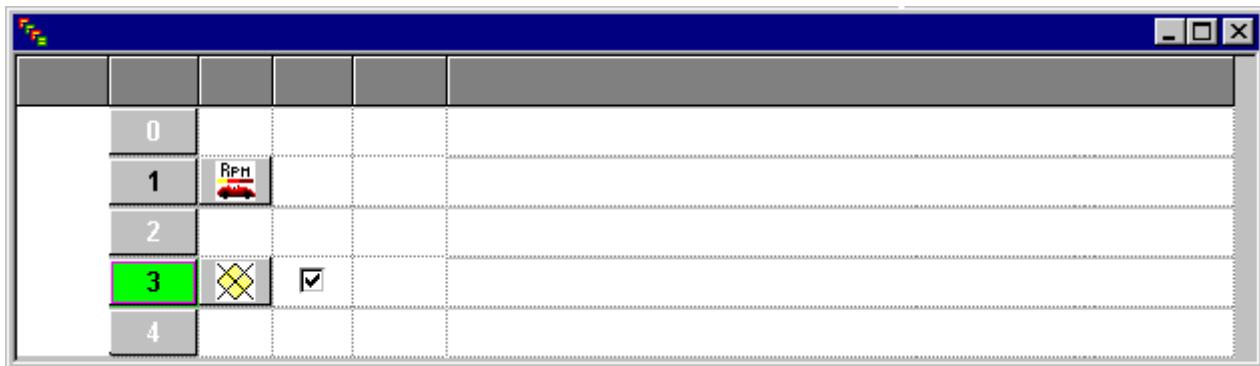




## Copy of a step of the active document

This command allows to memorize a step.

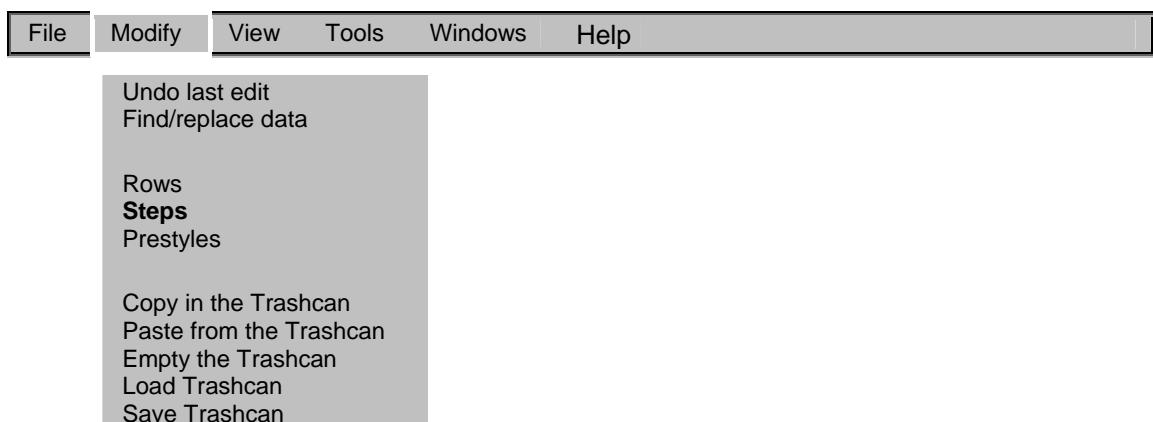
- Select the requested step and enable the command *Copy Step* to memorize it. The copied step, including all the data programmed in it will remain memorized until a new data selection will be made.



To insert in a document the memorized step with the command *Copy Step*, see [Paste Step](#).



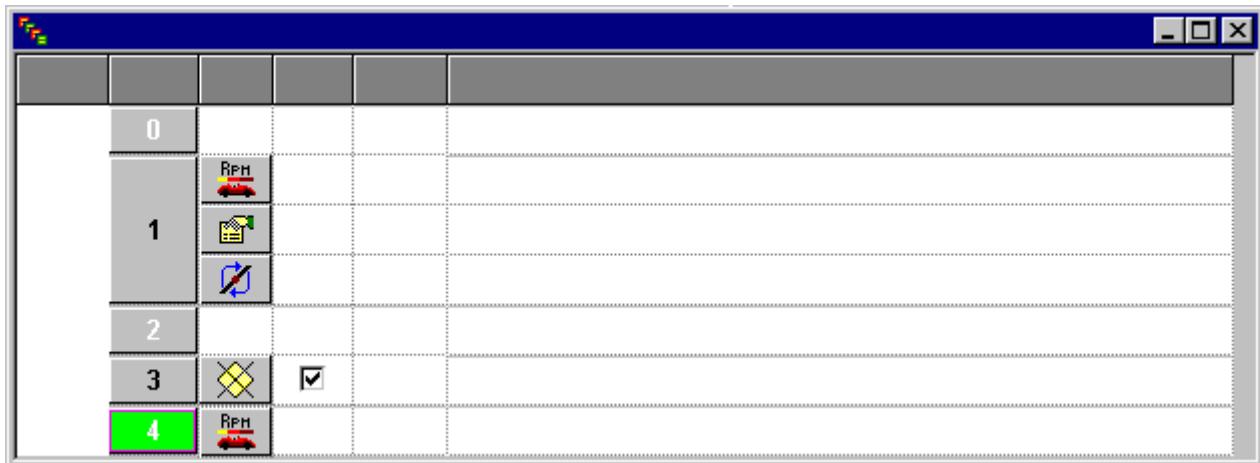
## Menu: Modify - Commands:Steps; Paste step



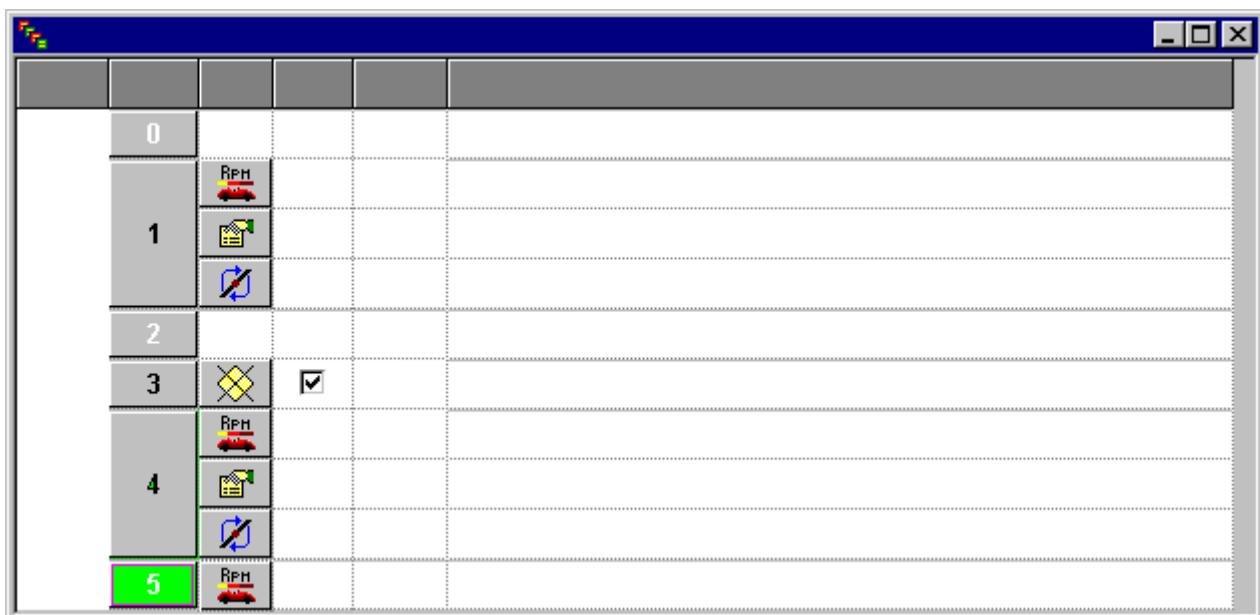
## Paste a step in the active document

This command allows to insert in the active document the step memorized with the [Copy](#) command.

- Select the step requested.



- Select the *Paste step* command to insert the memorized step in the active document.

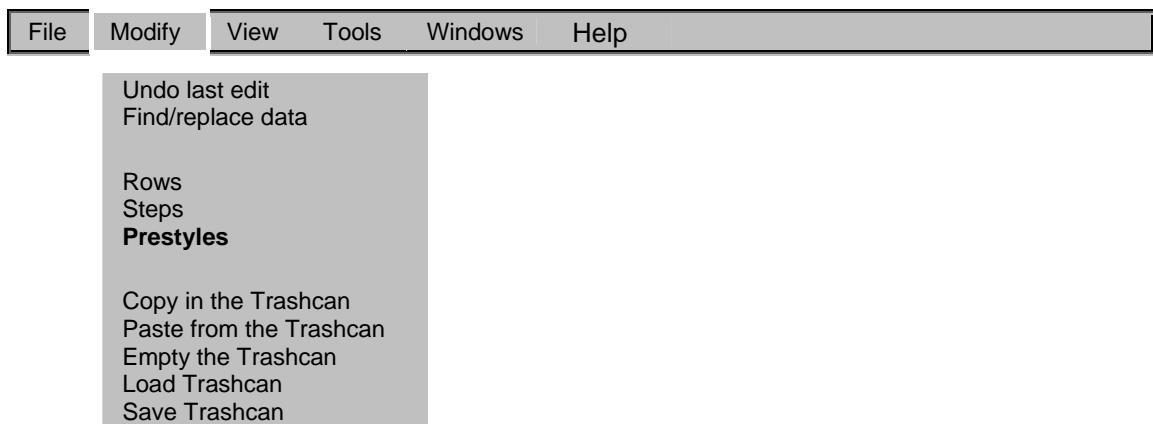


The memorized step (with relative programmed data) has been inserted between the selected step and the previous one.



## Prestyles

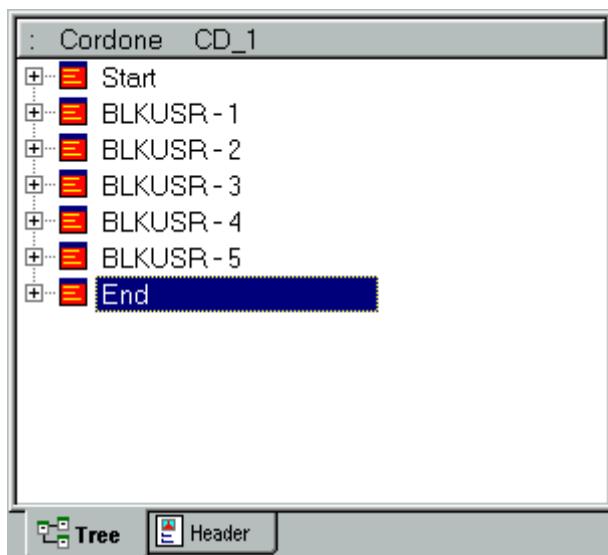
Menu: Modify - Command:Prestyles, Inserts User Prestyle



## Inserts a User Prestyle in the Chain

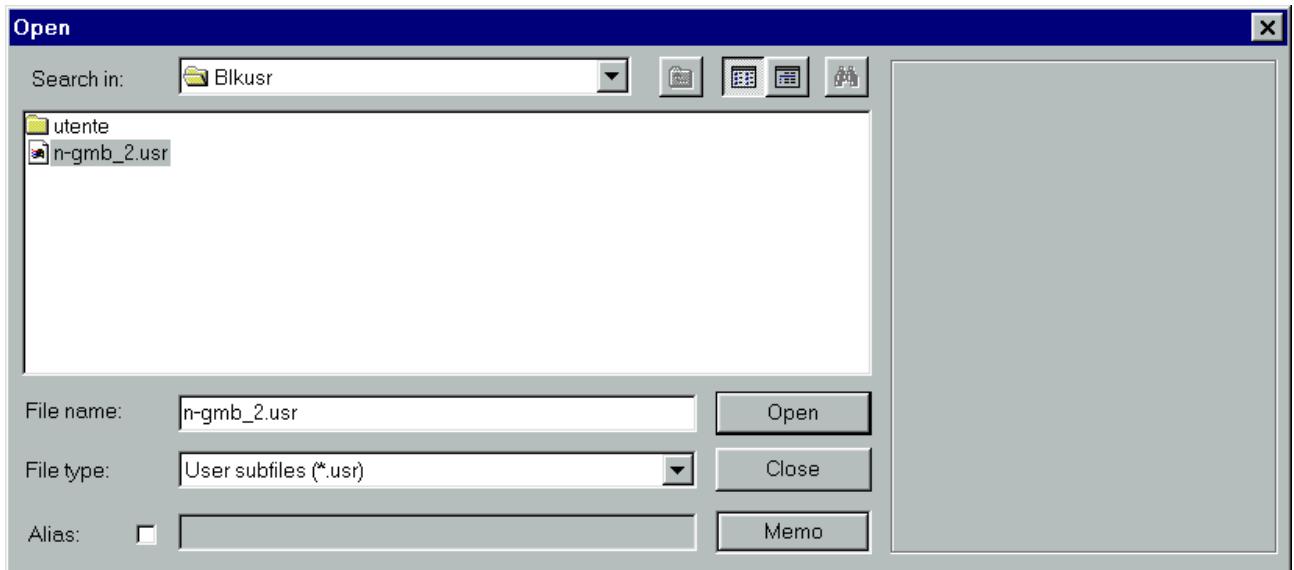
The User Prestyles are Free Prestyles modifiable by the user and usable in Chain in replacement or in addition to the Factory Prestyles.

- View the chain structure by enabling the [Structure](#) button.
- Select the Prestyle which underneath will be inserted the User Prestyle.

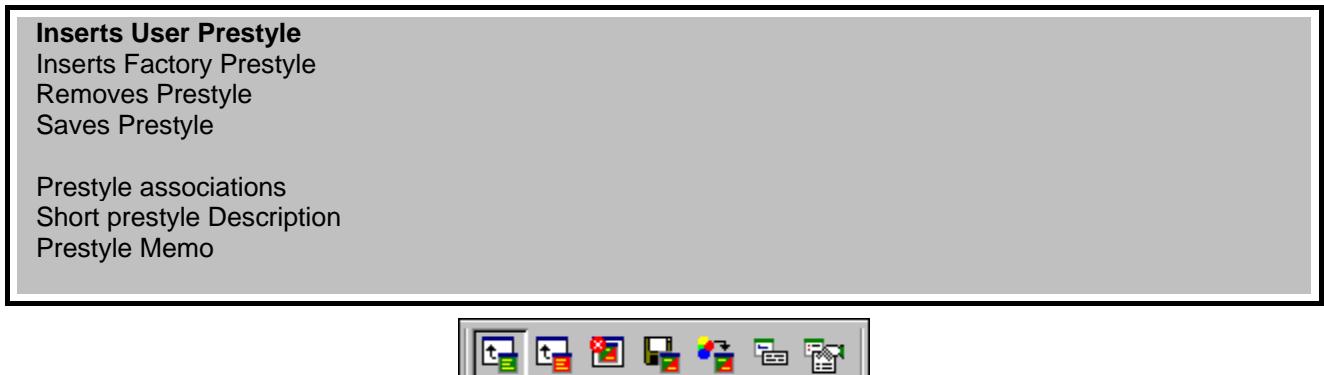
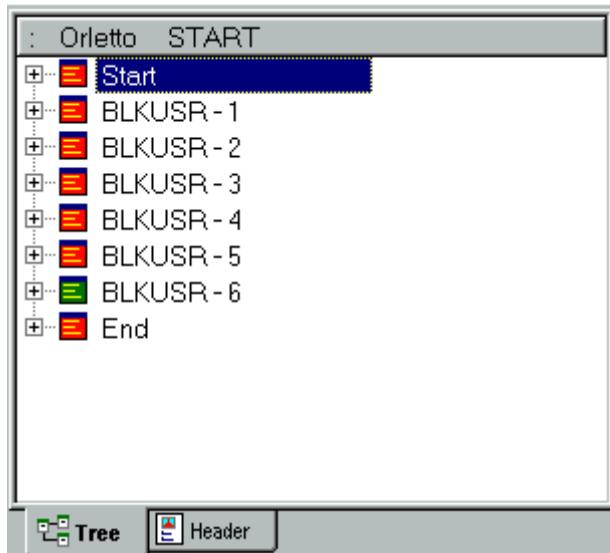


- Select the *Insert User Prestyle* command, a window will appear for the choice of Prestyle.

## Printed Documentation

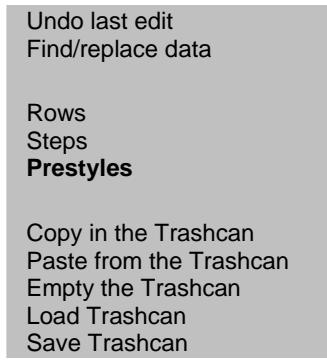


- Select the User Prestyle requested and click on *Open* to insert it in the chain structure.



**Menu: Modify - Command:Prestyles, Inserts Factory Prestyle**





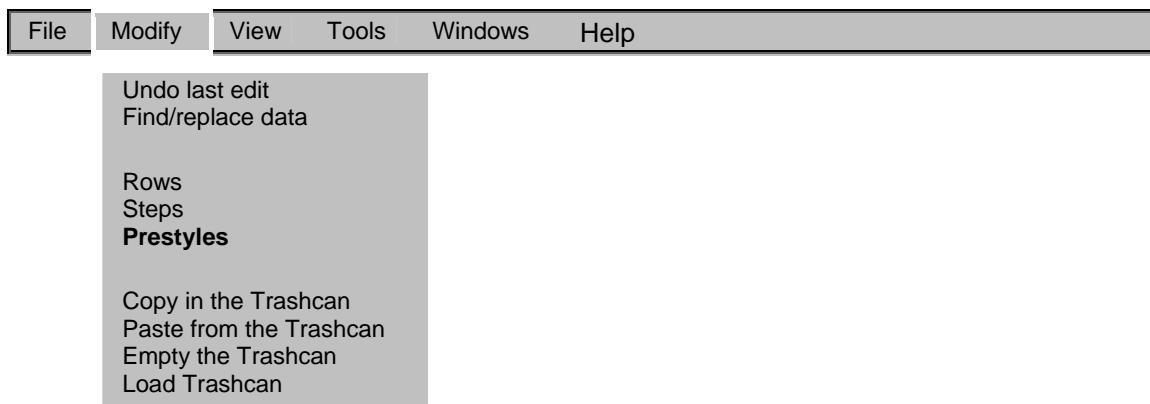
## Inserts a Factory Prestyle in the Chain

The Factory Prestyles are the Standard Prestyles of the Lonati Group, the user does not have the possibility to modify them, he can only use them as a copy for the creation of User Prestyles.

- View the chain structure by enabling the [Structure](#) button.
- Select the Prestyle requested that comes before the insertion of the Factory Prestyle.
- Select the *Inserts Factory Prestyle* command, a window will appear for the choice of the Prestyles.
- Select the Factory Prestyle requested and click on *Open* to insert it in the chain structure .



## Menu: Modify - Command:Prestyles, Removes Prestyle



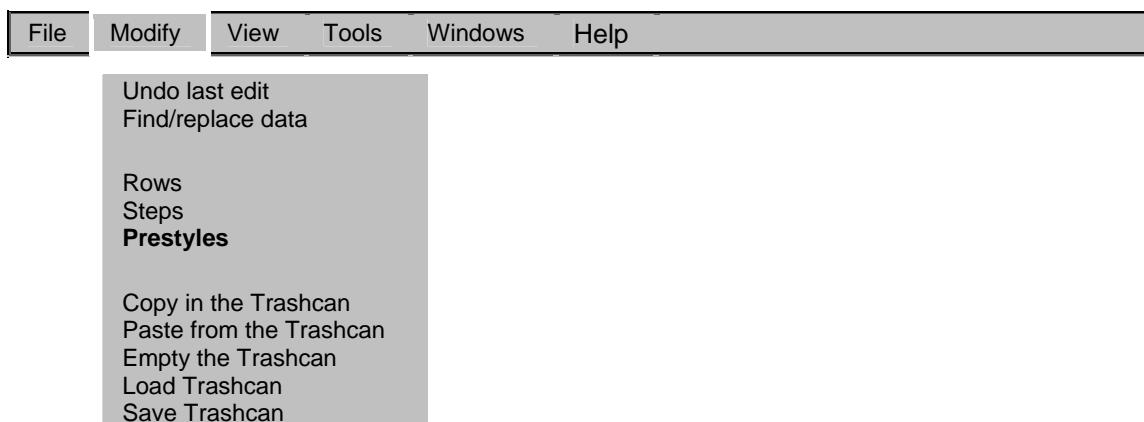


## Removes a prestyle in the Chain

- View the structure of the chain enabling the [Structure](#) button
  - Select the Prestyle to be removed.
- 
- Select the *Removes Prestyle* command, to remove the prestyle from the structure of the chain.



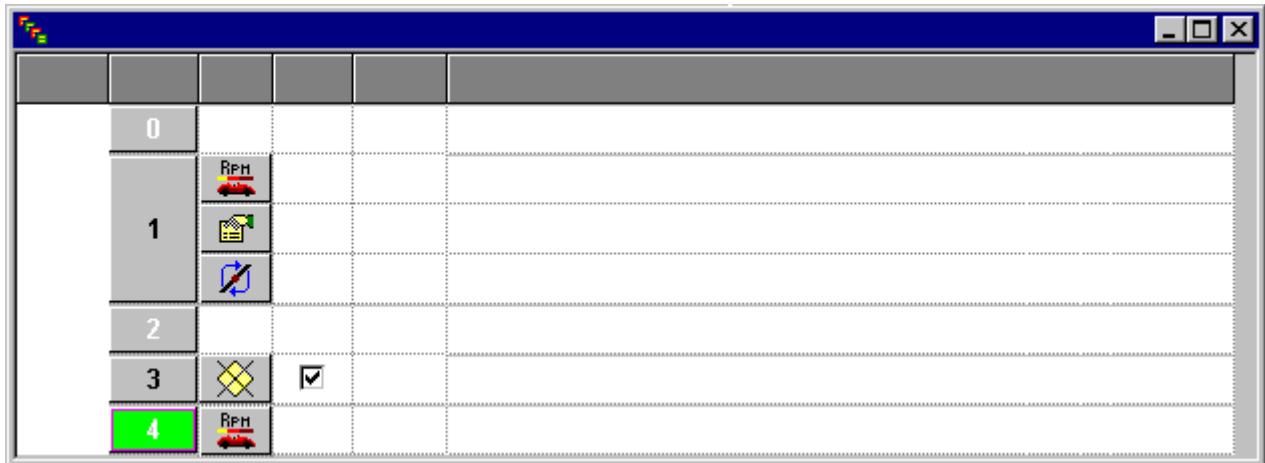
## Menu: Modify - Command:Prestyles, Save Prestyle



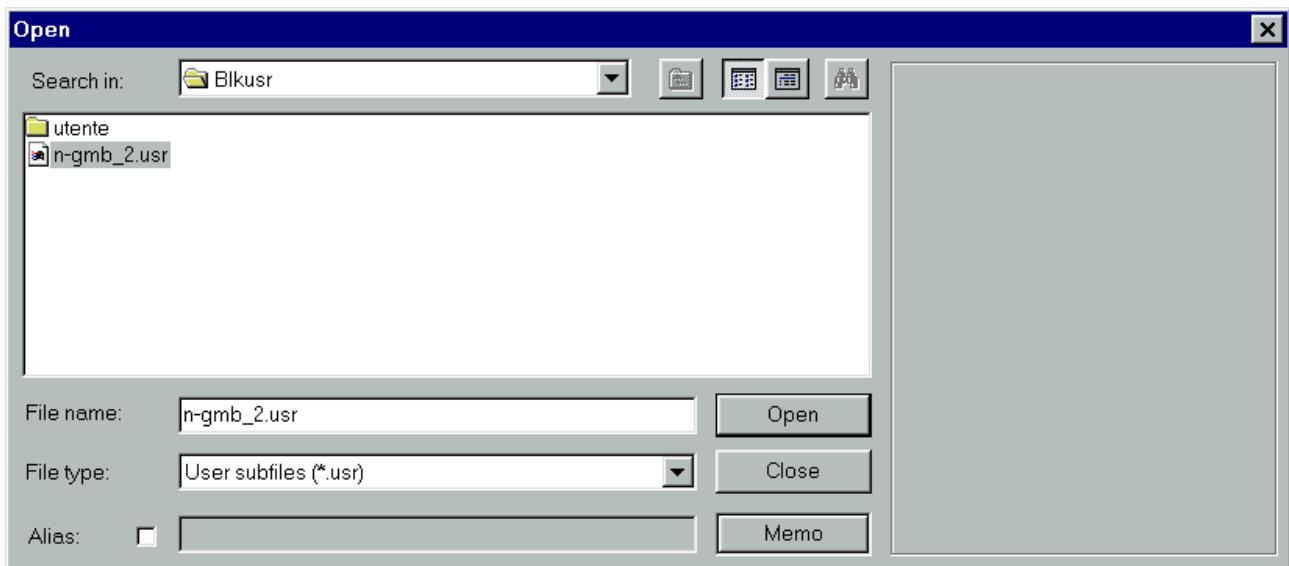
## Save the Factory Prestyle in User Prestyle

This command is used when you have the need to create the User Prestyle using as a source a Factory Prestyle, this because the user cannot modify the Factory Prestyles because they are Standard Prestyles of the Lonati Group.

- With the [Open](#) command view the Factory Prestyle requested.



- Select the *Saves Prestyle* command, the Save as window will appear.



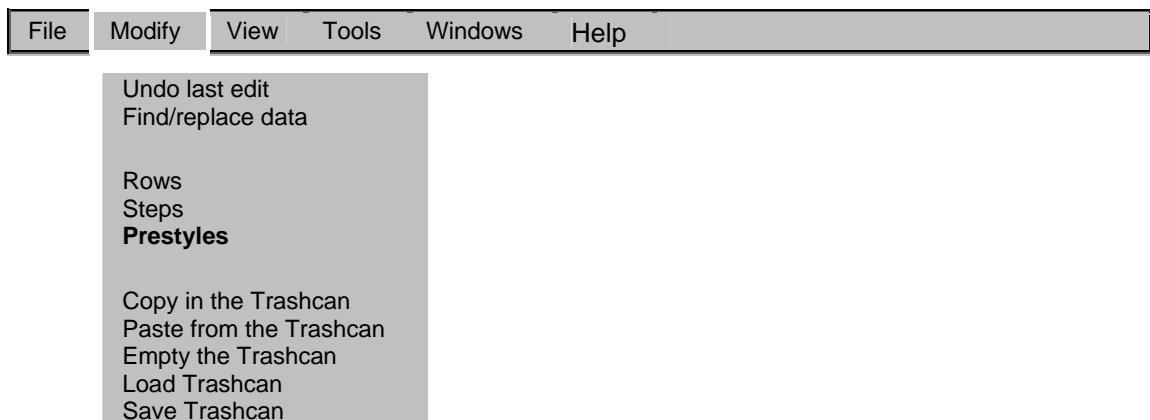
- Inside of the *File name* compartment type the new name to assign to the document and click on *Save* to confirm the salvage. The user has the possibility to use the same name as the Factory Prestyle source since the extension of the User Prestyle is "USR" while for the Factory Prestyle it is "FAC".

Inserts User Prestyle  
Inserts Factory Prestyle  
Removes Prestyle  
**Saves Prestyle**

Prestyle associations  
Short prestyle description  
Prestyle Memo



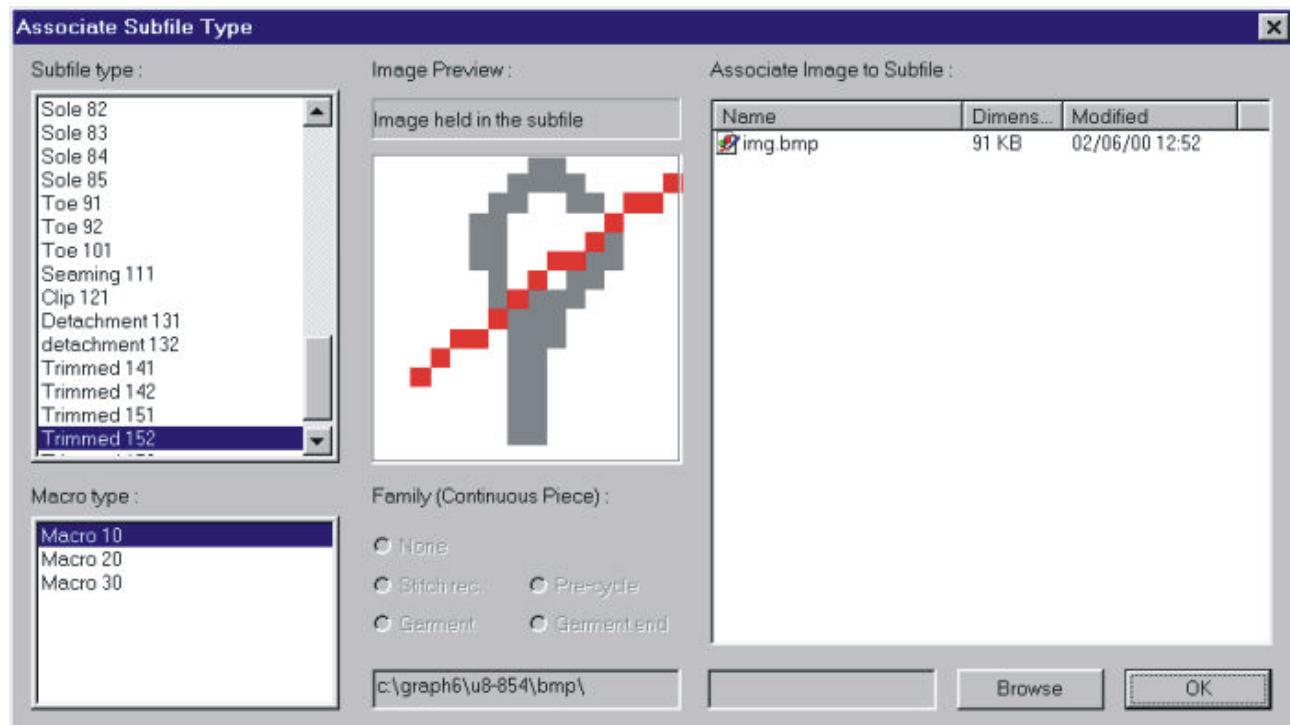
### Menu: Modify - Command:Prestyle, Prestyle association



### Associate a Bmp pattern to the Type of prestyle

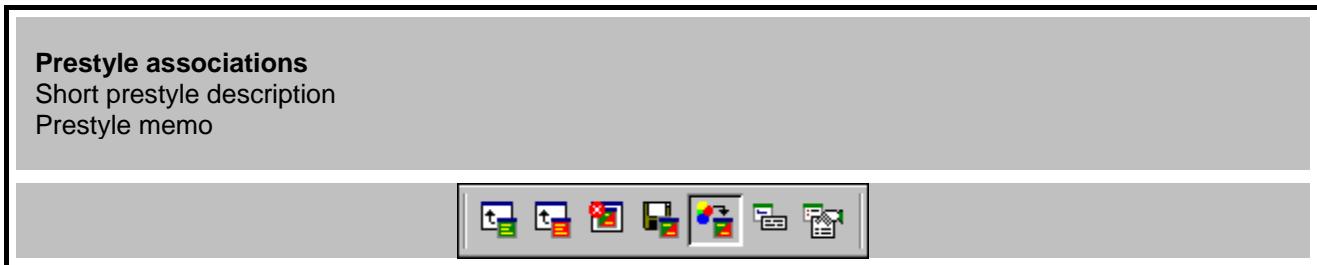
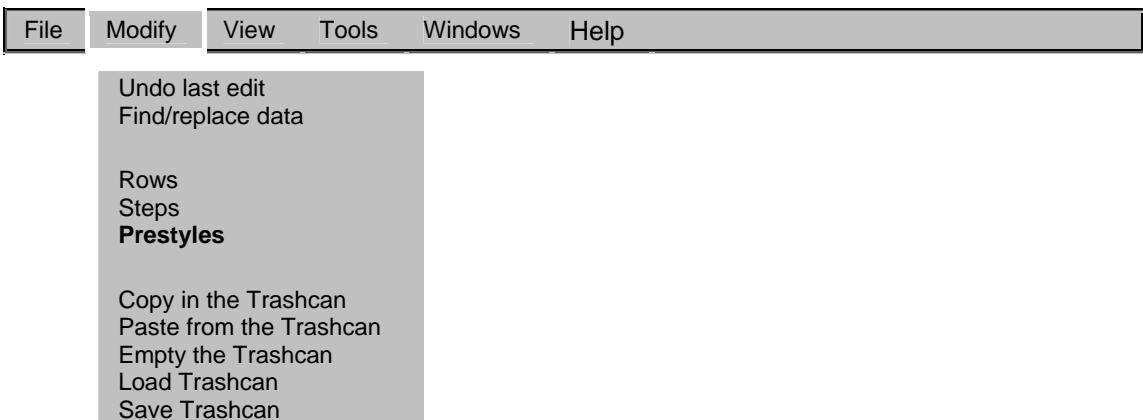
Associates to each single type of prestyle a bitmap pattern.

- Select the command Prestyle association, the Association type of prestyle window will appear.



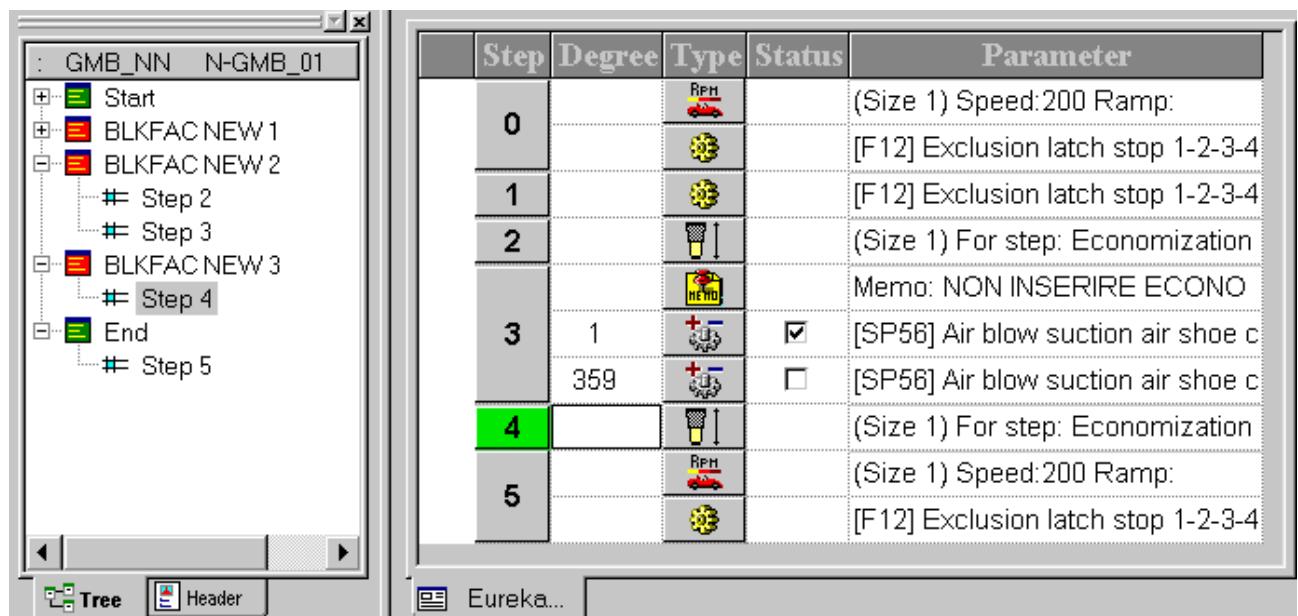
- Select in the order; the type of prestyle, the pattern to associate and confirm with OK.



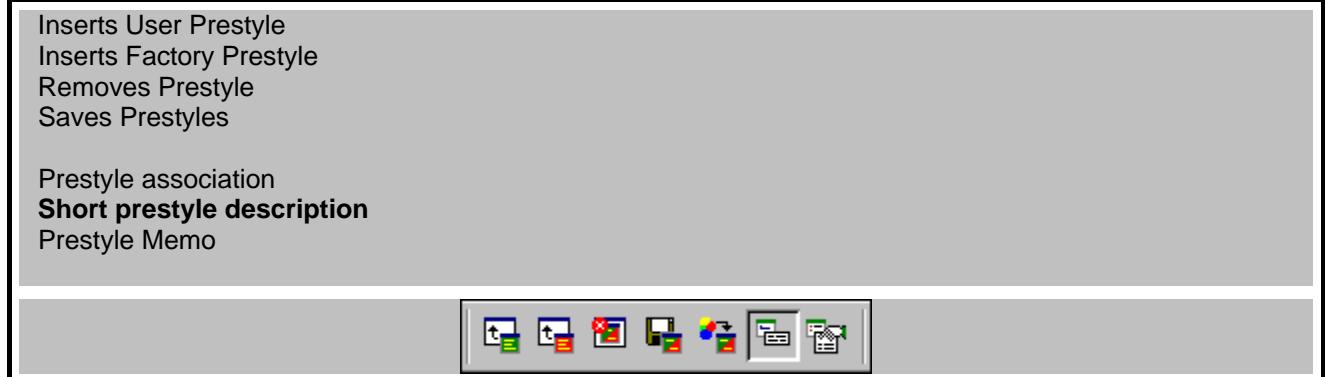
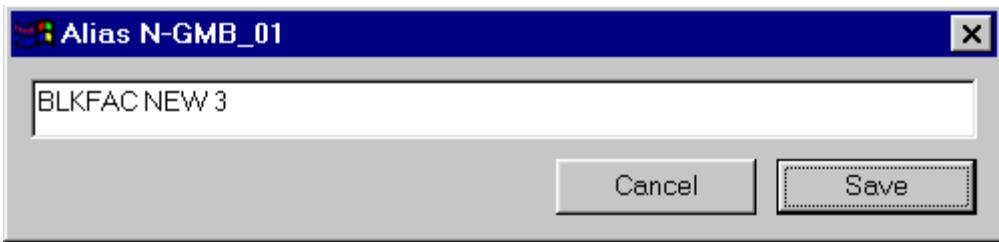
**Menu: Modify - Command:Prestyles, Short prestyle description****Short description of the Prestyles**

This command is used to view the short description of the prestyles of the active chain.

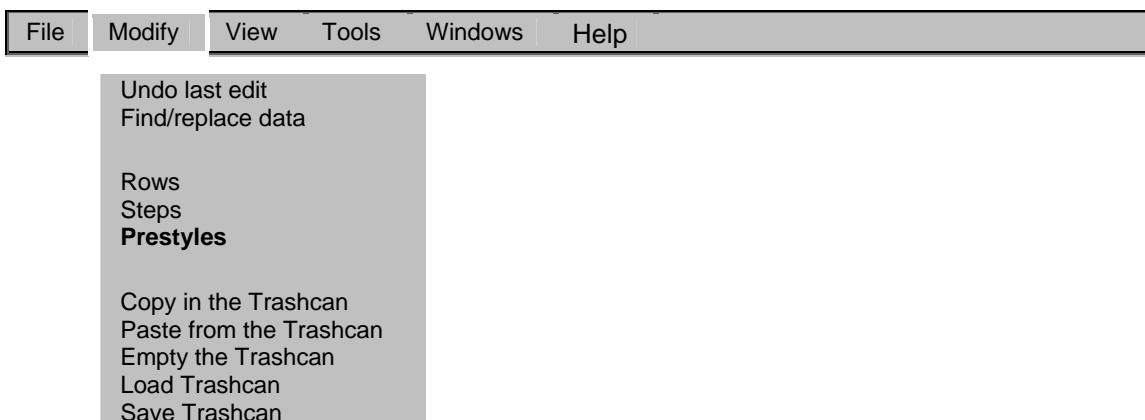
- Select in the Structure or in the active chain the requested prestyle.



- Select the command *Short prestyle description*, the Alias window will appear with the short description of the selected prestyle.



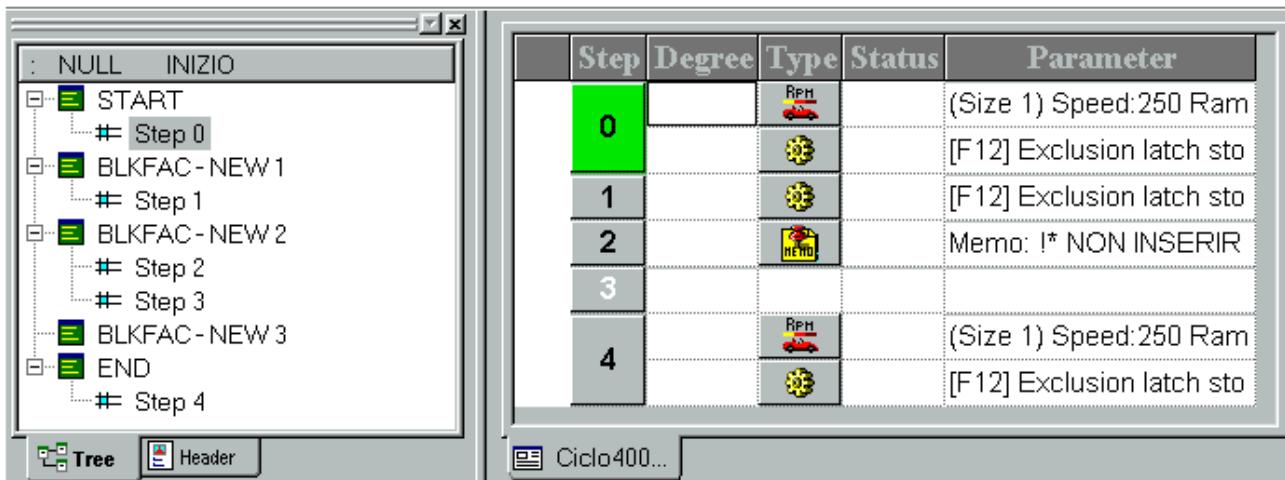
#### Menu: Modify - Command:Prestyles, Prestyle Memo



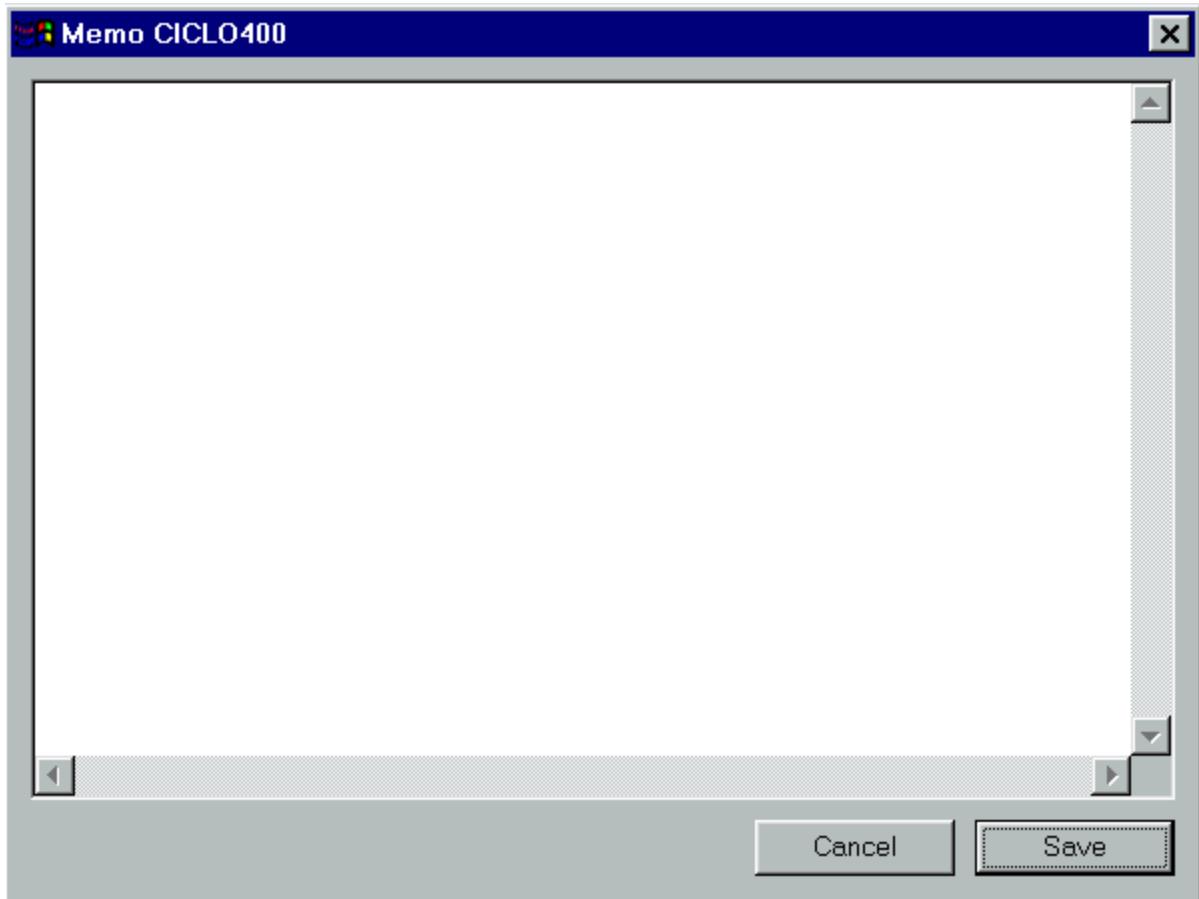
### Prestyle description

This command is used to view the Prestyle description of the active chain.

- Select in the Structure or in the active chain the prestyle requested.



- Select the *Prestyle Memo* command, the Alias window will appear with the description of the selected prestyle

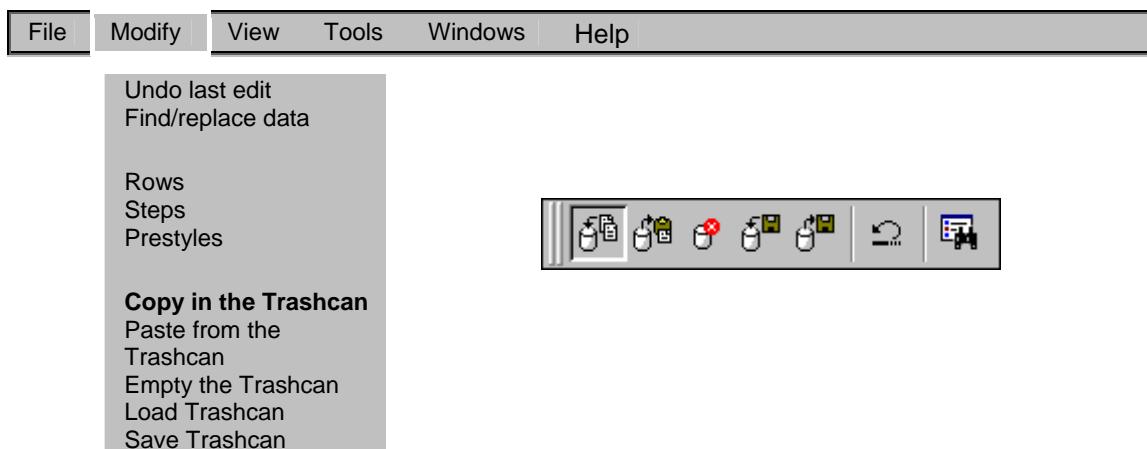


Inserts User Prestyle  
 Inserts Factory Prestyle  
 Removes Prestyle  
 Saves Prestyle

Prestyle Associations  
 Short Prestyle description  
**Prestyle Memo**



**Menu: Modify - Command: Copy in the Trashcan**

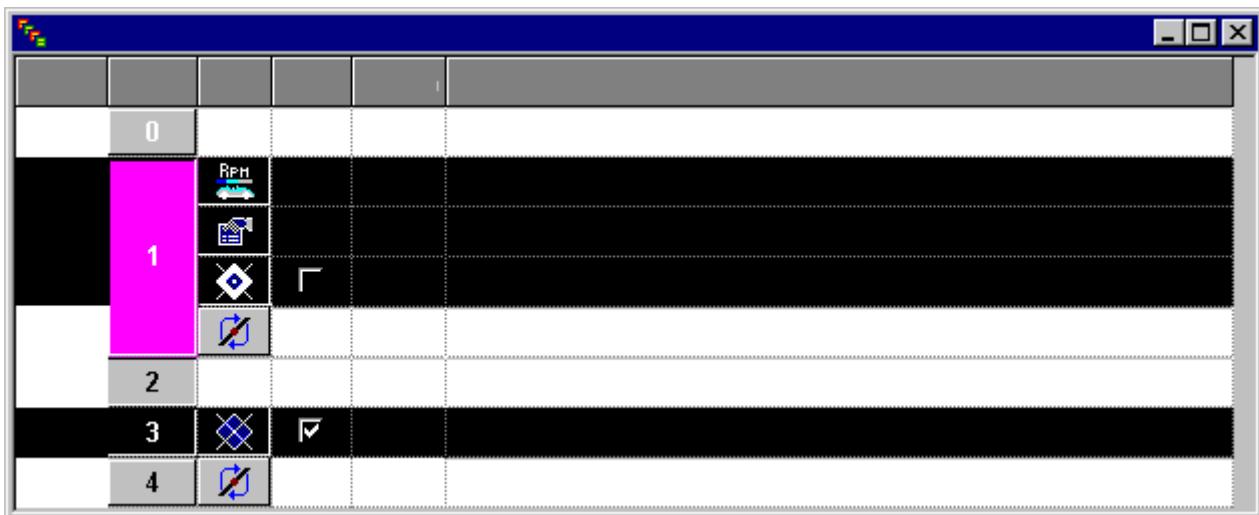


**Copy in the Trashcan the data selected from the active document**

- Visualize the trash by activating the *Trashcan* button.



- Select the data requested to copy in the trashcan (you can select more data inserted in different steps).



- Select the command *Copy in the trashcan*.

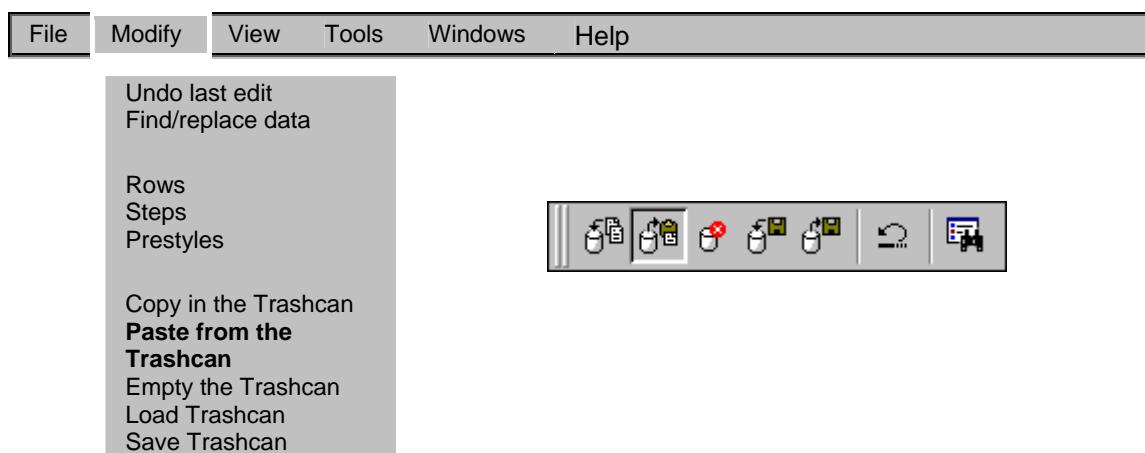
All the selected data will be copied inside the trashcan and the distance between the steps will be memorized.



The data copied in the trashcan can be saved as File with the command [Save trash](#).

You can add more data to the copied data, instead to make a new selection of data to copy it is necessary to empty the trash with the command [Empty the Trashcan](#).

### Menu: Modify - Command: Paste from the Trashcan



#### Paste in the active document the data copied in the Trashcan

The *Paste from the Trashcan* command can be used in 2 systems:

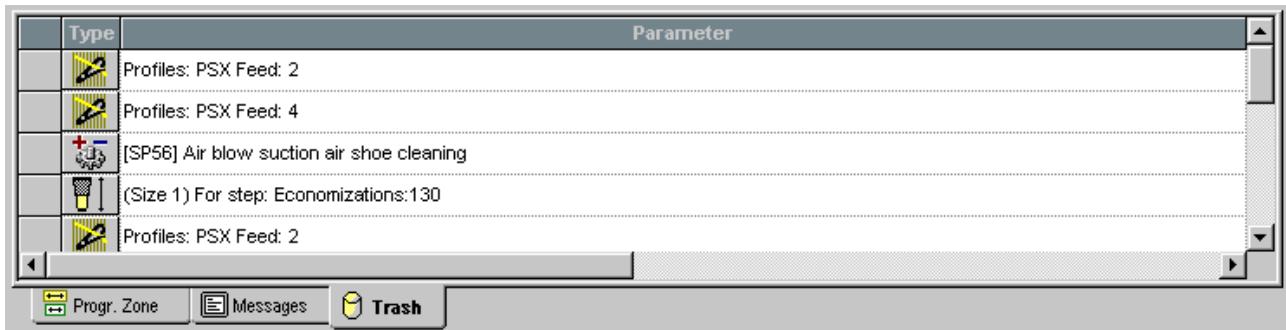
- Combined with the *Copy in the Trashcan* command.  
To insert in the active document the data copied in trash without saving on File.
- Combined with the *Load Trashcan* command.  
To insert in the active document the data loaded in the trash with the *Load Trashcan* command.

#### Copy in the Trash --- Paste from the Trashcan

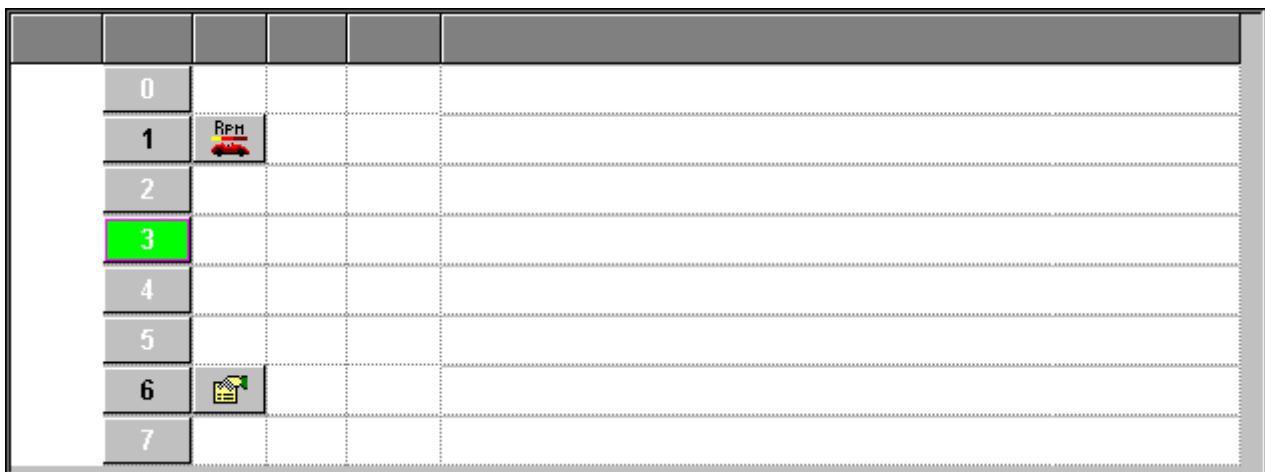
- Activate the rising document (the rising document can be different from the destination document), view the trash activating the *Trashcan* button and copy the requested data selecting the [Copy in the Trashcan](#) command.

#### Load Trashcan --- Paste from the Trashcan

- View the Trashcan activating the *Trashcan* button.
- Load in Trashcan the requested data selecting the [Load Trashcan](#) command.



- Activate the destination document and [select the step](#) where you want to insert the copied or loaded data in the trash.



- Select the *Paste from the Trashcan* command, an Insertion Data window will appear.



#### Data selection

Inside of the window the copied or loaded data from the trash are shown, it is possible to select each single data activating the *sniper* next to the data or by selecting all pressing the *Select all* button.

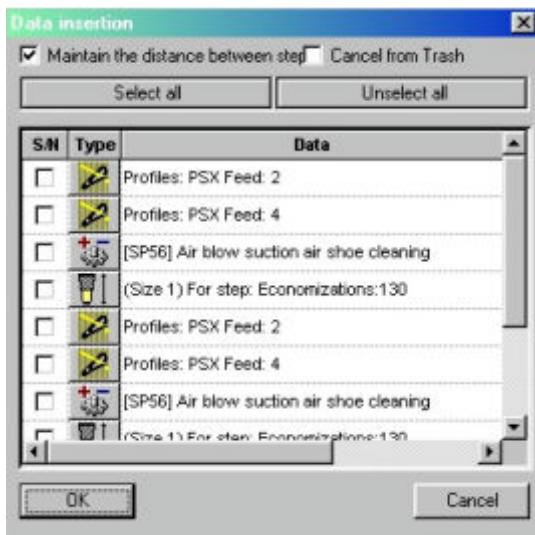
- Sniper enabled = selected data  
 Sniper disabled = data not selected

**Select all button**


Pressing the *Select all* button all the data is selected.

**De-select all button**


Pressing the *Deselect all* button all the data selections are cancelled.

**Maintain the distance between steps**
  Maintain distance between steps

Activating the *Maintain the distance between steps* command at the moment of the confirmation the selected data will be inserted in the document maintaining the distance between the steps that was present at the moment of the [Copy in the Trashcan](#).

0						
1	RPM					
2						
3	RPM					
4						
5						
6						
7						

**Maintain distance between steps**

Disabling the *Maintain the distance between steps* command, at the moment of the confirmation the selected data will all be inserted in the selected step of the document.

0						
1	RPM					
2						
3	RPM					
4						
5						
6						
7						

---

**Cancel from Trashcan**

**Cancel from trashcan**

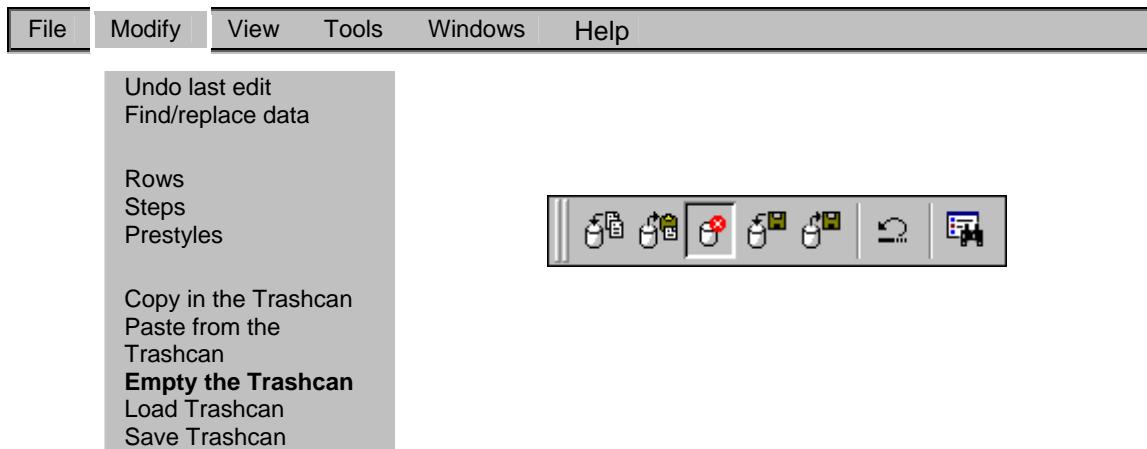
Activating the *Cancel from Trashcan* command, the data after the confirmation of the insertion in the document will be cancelled from the Trashcan.

**Cancel from trashcan**

Disabling the *Cancel from Trashcan* command, the data after the confirmation of the insertion in the document will not be cancelled from the Trashcan.

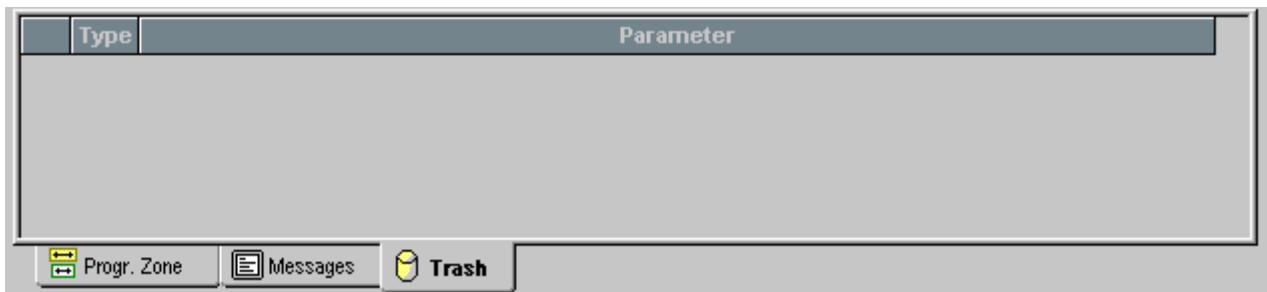
---

### Menu: Modify - Command: Empty the Trashcan

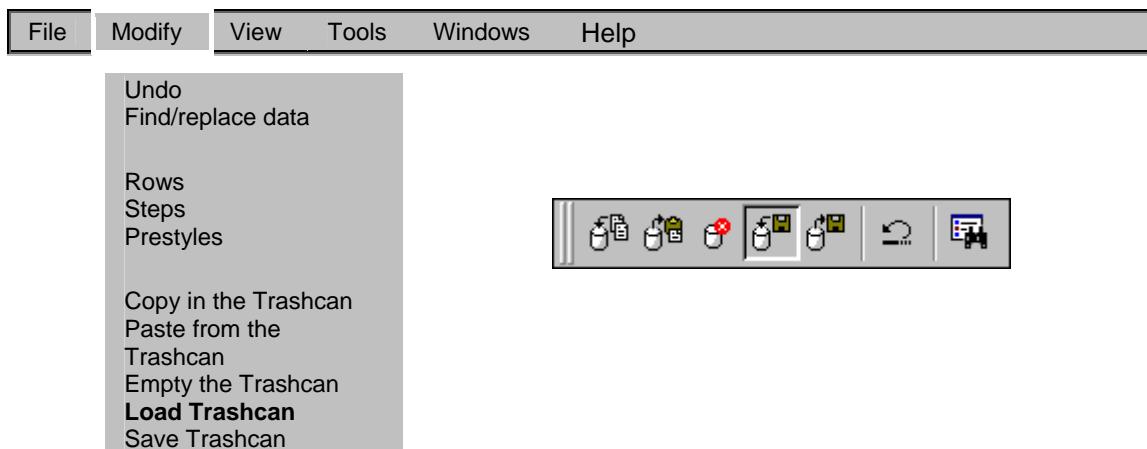


#### Empty the Trashcan

- Select the *Empty the Trashcan* command to definitively cancel all the data copied in the trashcan.

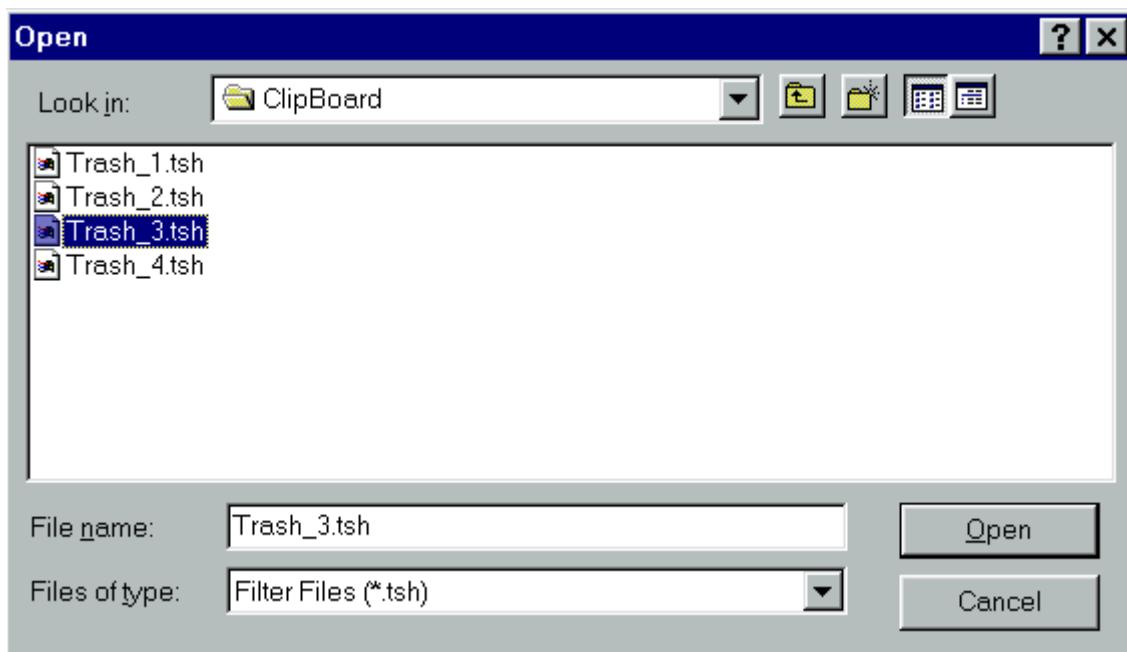


### Menu: Modify - Command: Load Trashcan

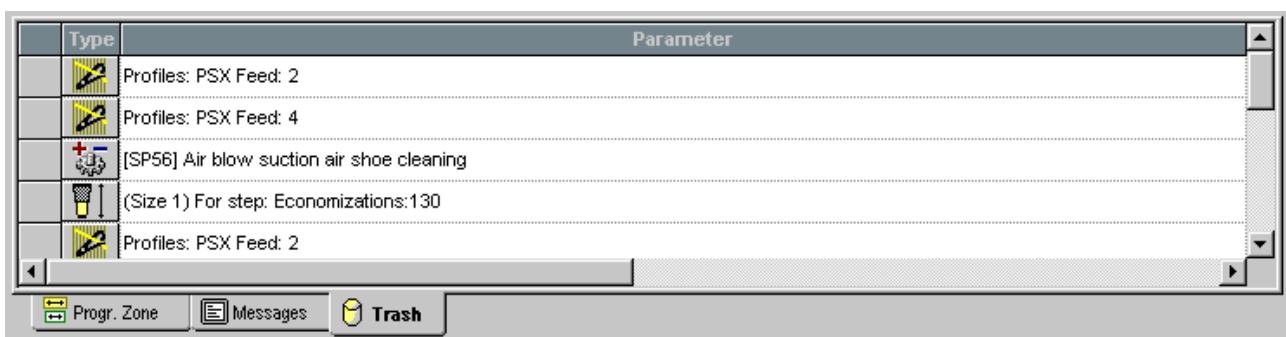


#### Load the data saved on File in trashcan

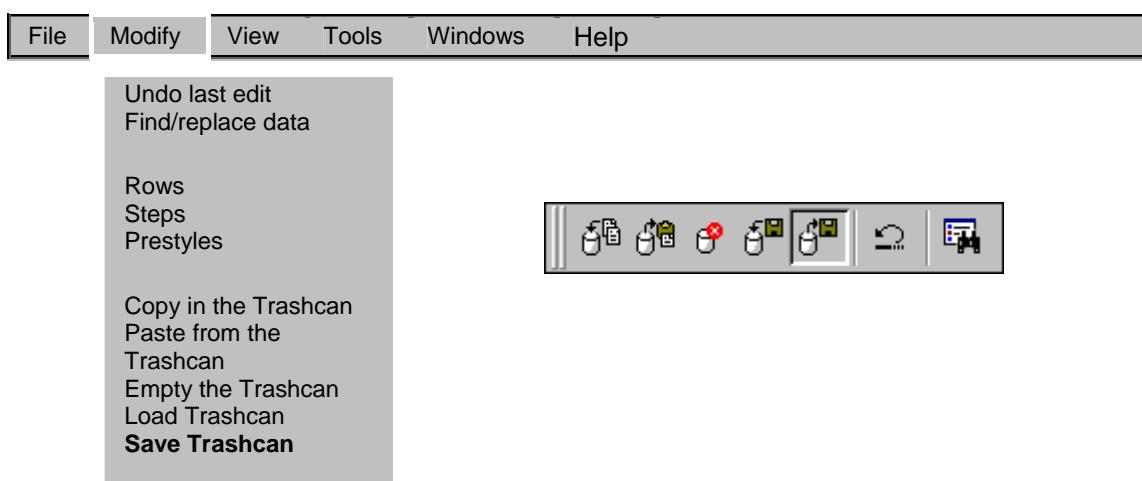
- Select the command Load Trashcan, the Open window will appear.



- Select inside of the Window the Data File to load in the trash and confirm pressing the *Open* button.
- The data of the File chosen will be loaded in the trash.

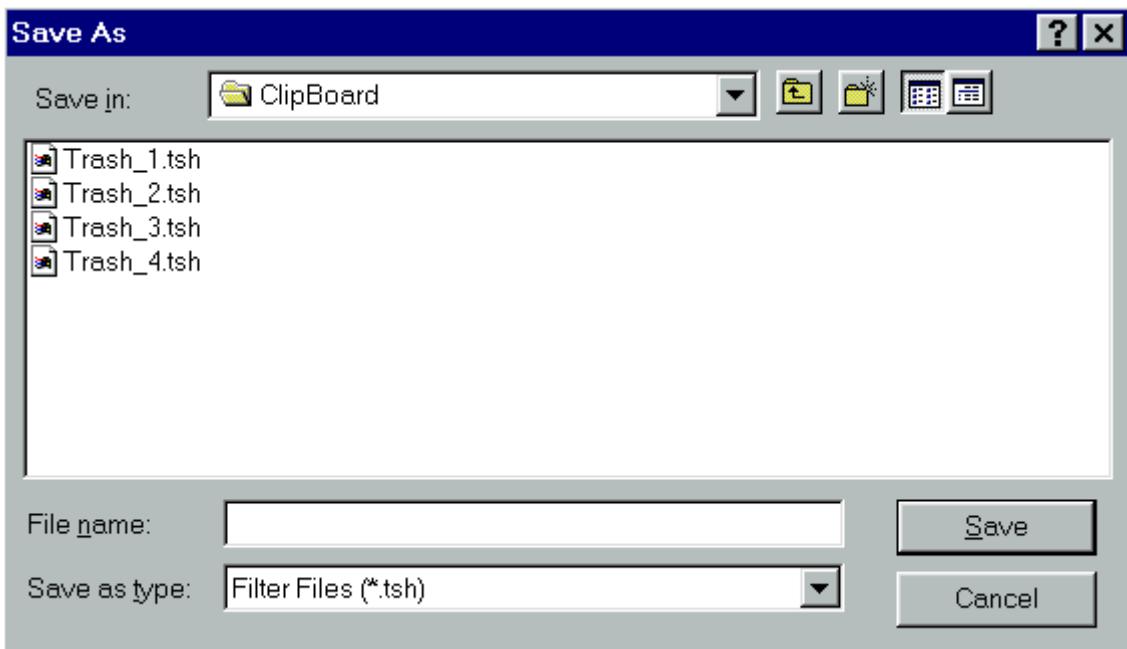


### Menu: Modify - Command: Save Trashcan



### Save the data copied in the trashcan on a File

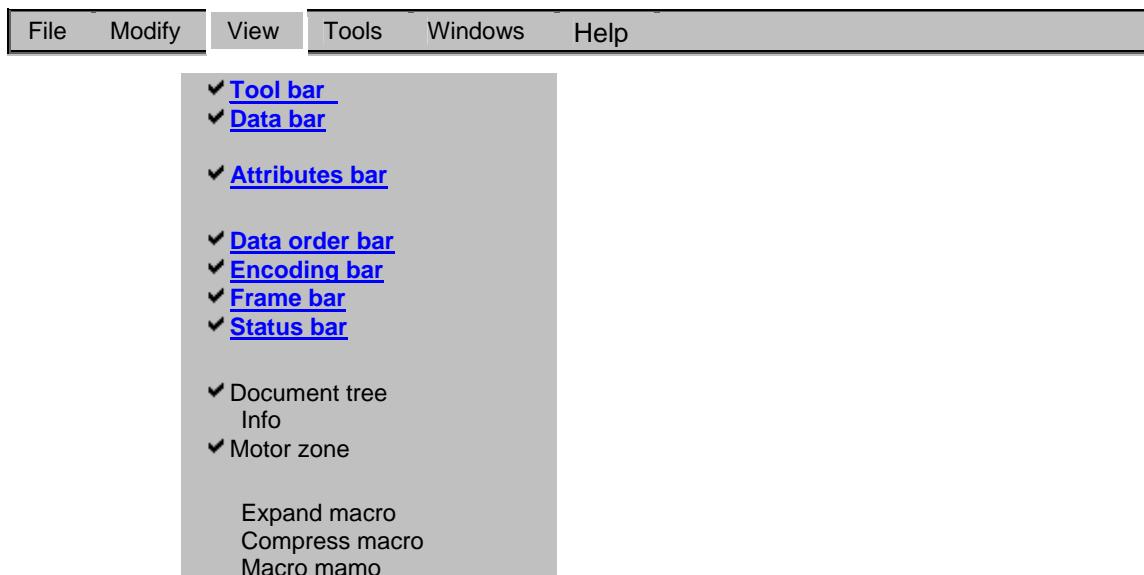
- After copying all the requested data in the trashcan, select the *Save Trashcan* command, the *Save* as window will appear.



- Select inside of the Window the Folder in which you want to save the File Trashcan data.
- Inside of the *File name* compartment type the new name to assign to the File and click on Save to confirm the salvage.

## View

### Menu: View - Command: Tool bars



#### **Shows/Hides the tool bar**

These commands allow to show or hide the various tool bars.

<input checked="" type="checkbox"/> Encoding bar	Sniper enabled = Bar shown
<input type="checkbox"/> Encoding bar	Sniper disabled = Bar hidden

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- To enable or disable the sniper, select the command requested.

### Tool bar



### Data bar

The data bar is not shown because it varies from machine to machine, its standard position is beside the active document.

### Attributes bar



### Data order bar



### Encoding bar



### Frame bar



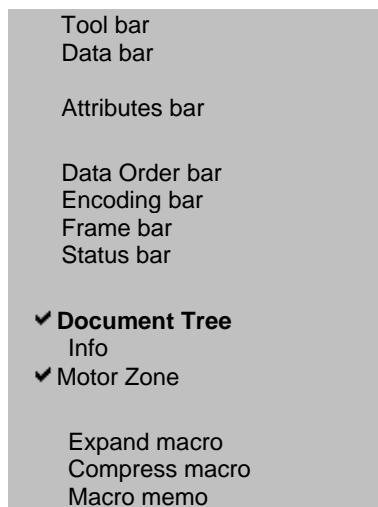
### Status bar

For information, press F1

The status bar shows the messages concerning the various commands, it is placed at the end of the Quasar window.

### Menu: View - Command: Document Tree

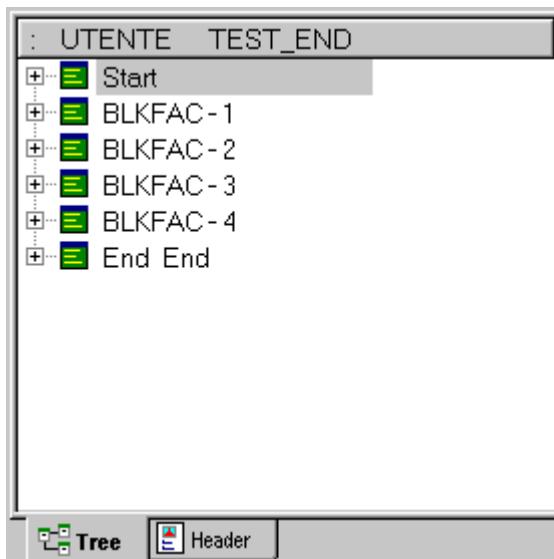




#### **Shows/Hides the Structure of the active document**

- To enable or disable the sniper, select the Document Tree button.

**✓ Document Tree** Sniper enabled = Document Tree shown



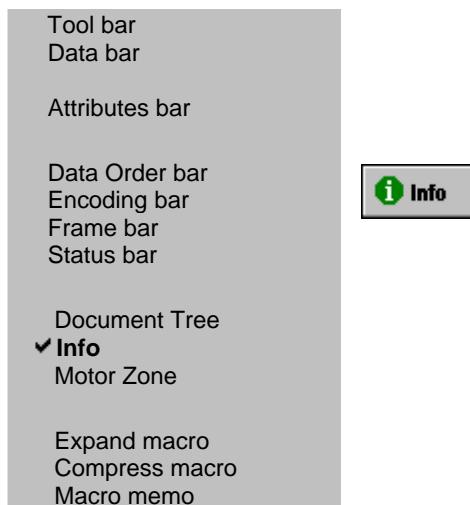
**Document Tree** Sniper disabled = Document Tree hidden



#### **Menu: View - Command: Info**



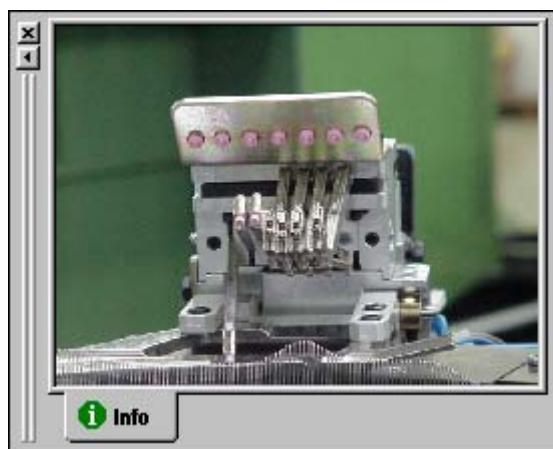
## Printed Documentation



### Shows/Hides the info window

- To enable or disable the sniper, select the Info.

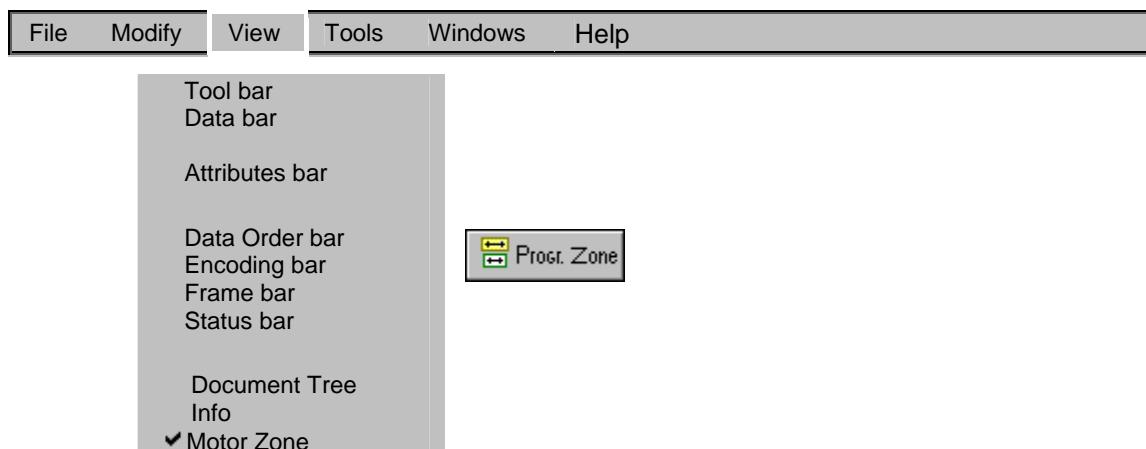
**✓ Info** Sniper enabled = Info window shown

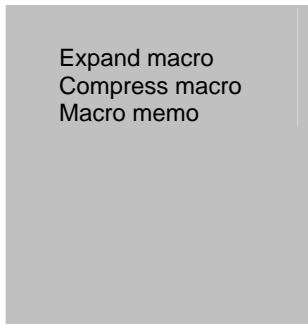


**Info** Sniper disabled = Info window hidden

The Info Window can also be shown with the Info button.

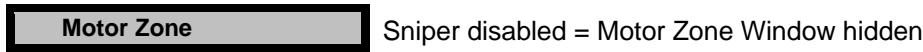
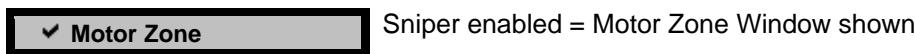
### Menu: View - Command: Motor Zone





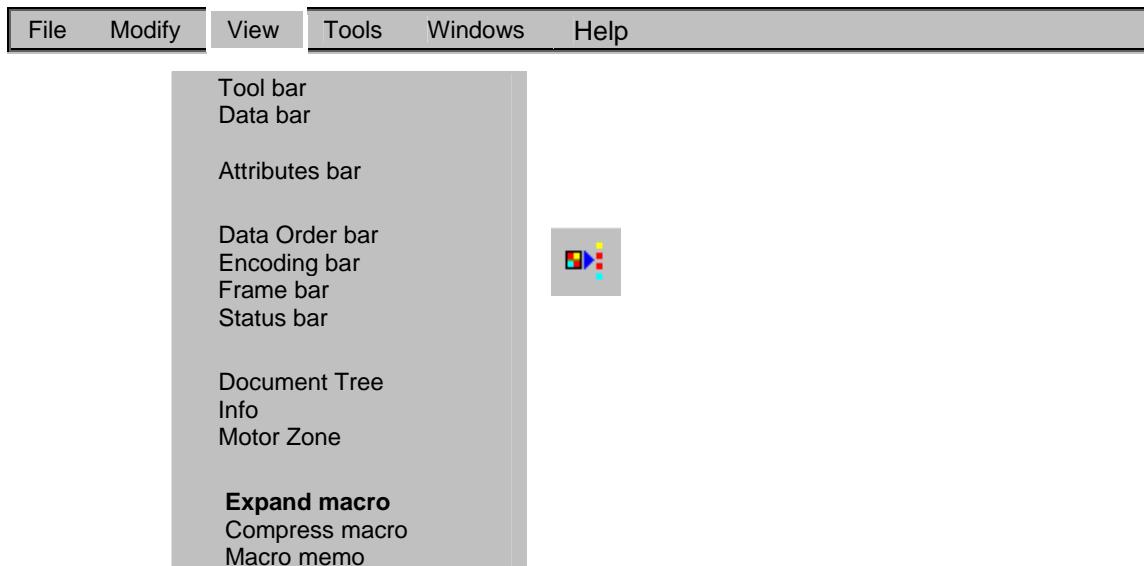
#### **Views/Hides the window for the programming of the zones**

- To enable or disable the sniper, select the Motor Zone command.



The complete description of the programming of the zones is inserted in the Machine Data Guide since this command is specific for each type of machine.

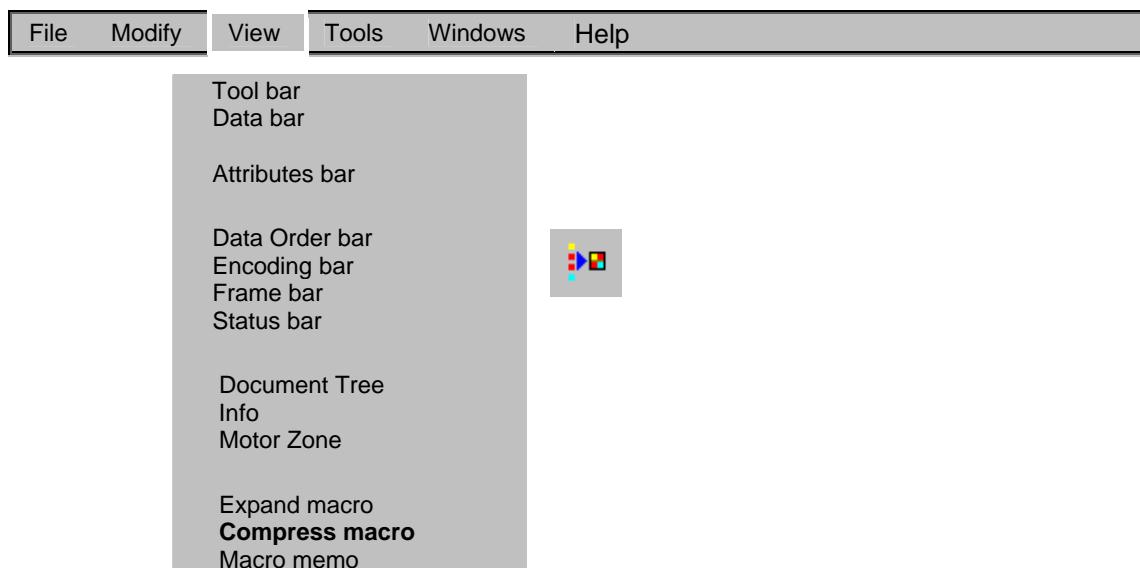
#### **Menu: View - Command: Expand macro**



**Expand the selected macro**

	Step	Degre	Type	Status	Parameter
	0	0	Rpm		Velocità: 150
	1	0	Rpm		Velocità: 100
	2	0	#:		Passo non cancellabile/appendibile
		0	RGB	<input type="checkbox"/>	BTSR
		0	SCREW	<input type="checkbox"/>	Puntina Caduta 2
		100	SCREW		USC. Estrattore Caduta 2
		175	SCREW		USC. Estrattore Caduta 3
		263	SCREW		USC. Estrattore Caduta 1
			KEY		Stop Macchina Tasto 'Z'
	3	0	Rpm		Velocità: 60
		0	NO	<input checked="" type="checkbox"/>	Valvola Parzializzatrice 1
		247	SCREW		ENT. Estrattore Caduta 2
		335	SCREW		ENT. Estrattore Caduta 3
			#:		Passo non cancellabile/appendibile

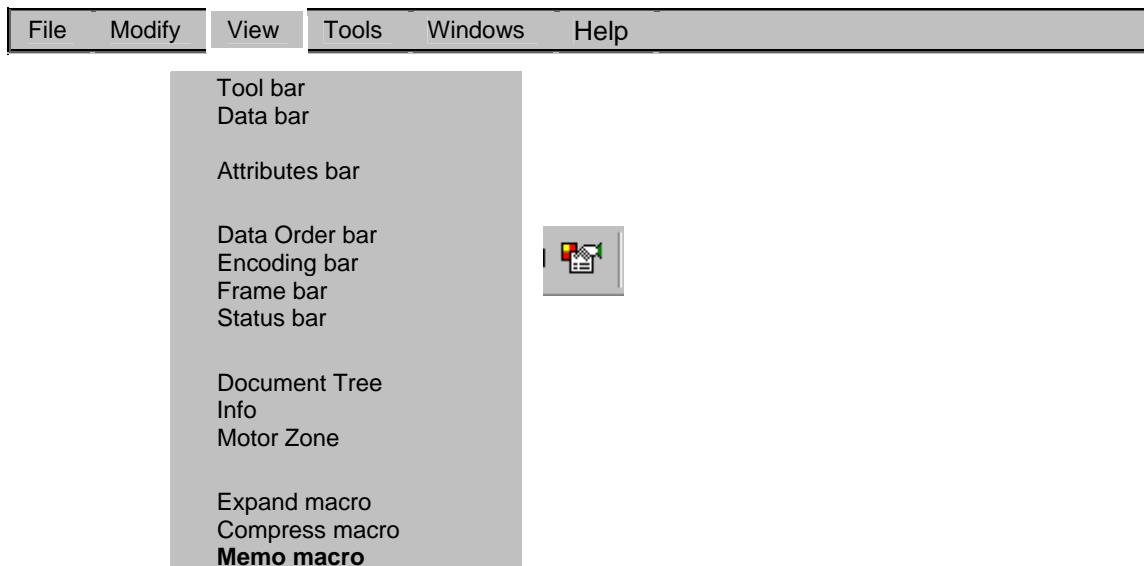
**Menu: View - Command: Compress macro**



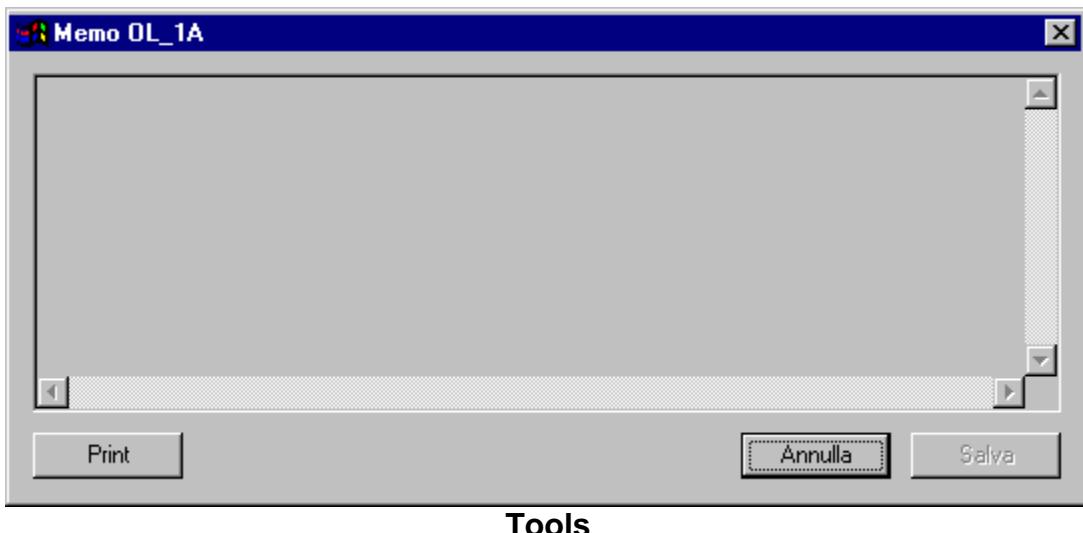
**Compress the selected macro**

	Step	Degre	Type	Status	Parameter
	0	0	Rpm		Velocità: 150
	1	0	Rpm		Velocità: 100
	2		#:		Passo non cancellabile/appendibile
			#:		Macro Orletto
	0		Foot	<input type="checkbox"/>	BTSR
	0		Foot	<input type="checkbox"/>	Puntina Caduta 2
			#:		Macro Orletto
	3	0	Rpm		Velocità: 60
		0	Foot	<input checked="" type="checkbox"/>	Valvola Parzializzatrice 1
			#:		Passo non cancellabile/appendibile
		0	Foot	<input checked="" type="checkbox"/>	Portafilo Elastico
		0	Foot	<input checked="" type="checkbox"/>	Portafilo 1 Caduta 1
		0	Foot	<input type="checkbox"/>	Abbatte
	330		Foot	<input type="checkbox"/>	Puntina Caduta 1

**Menu: View - Command: Macro memo**



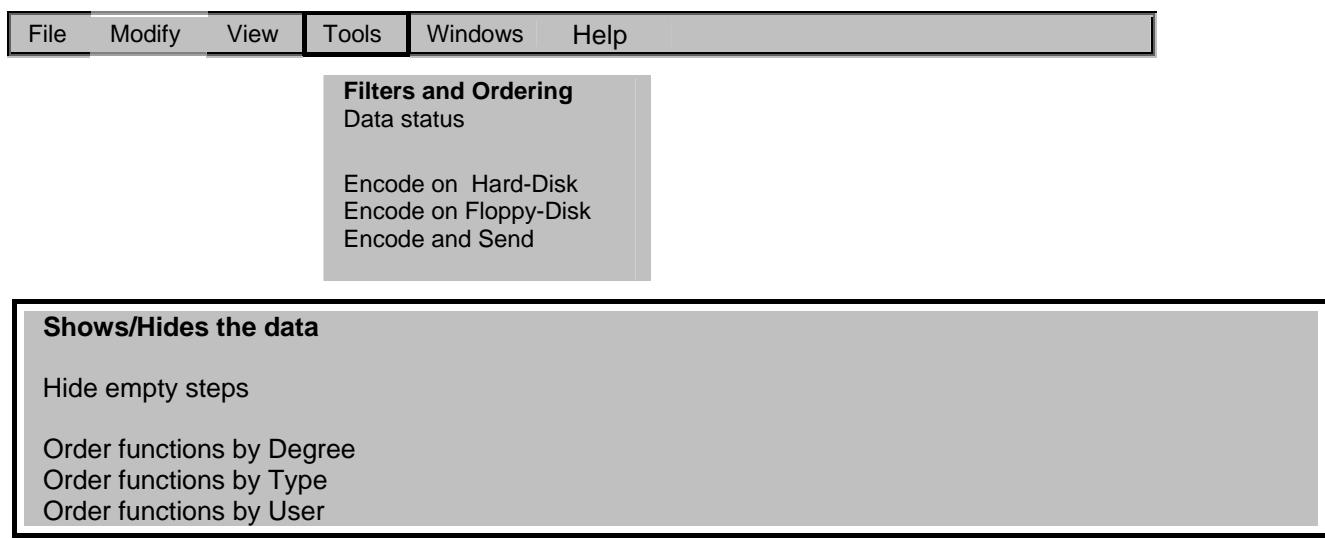
**Shows/Change the description of the selected macro**



## Tools

### Filters and Ordering

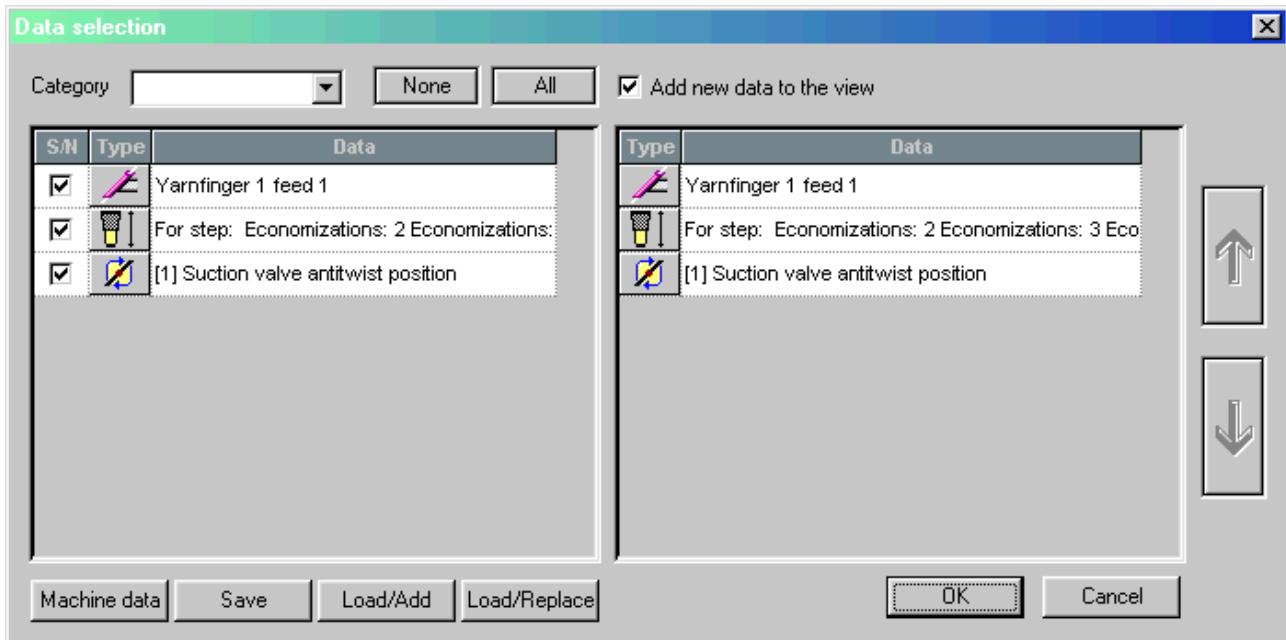
Menu: Tools - Command: Filters and Ordering; Shows/hides the Data



### Shows and Hides the machine data in the active document

This command allows to create and load filters for the view of the machine data in the active document or in the Matrix window.

- Activate the requested document.
- Select *Show/Hide the data*, the Select data window will appear.



The window shows all the machine data programmed in the active document.

Data selection box

S.N	Type	Data
<input checked="" type="checkbox"/>		Speed: 250 Ramp: Ramp: Ramp: Ramp: Ramp: R
<input checked="" type="checkbox"/>		[F12] Exclusion latch stop 1-2-3-4
<input checked="" type="checkbox"/>		Memo: !* NON INSERIRE ECONOMIZZAZIONI *

The "Data selection" box allows to select (enabled sniper  ) the data loaded in the "Loaded Data" box.

Loaded data box

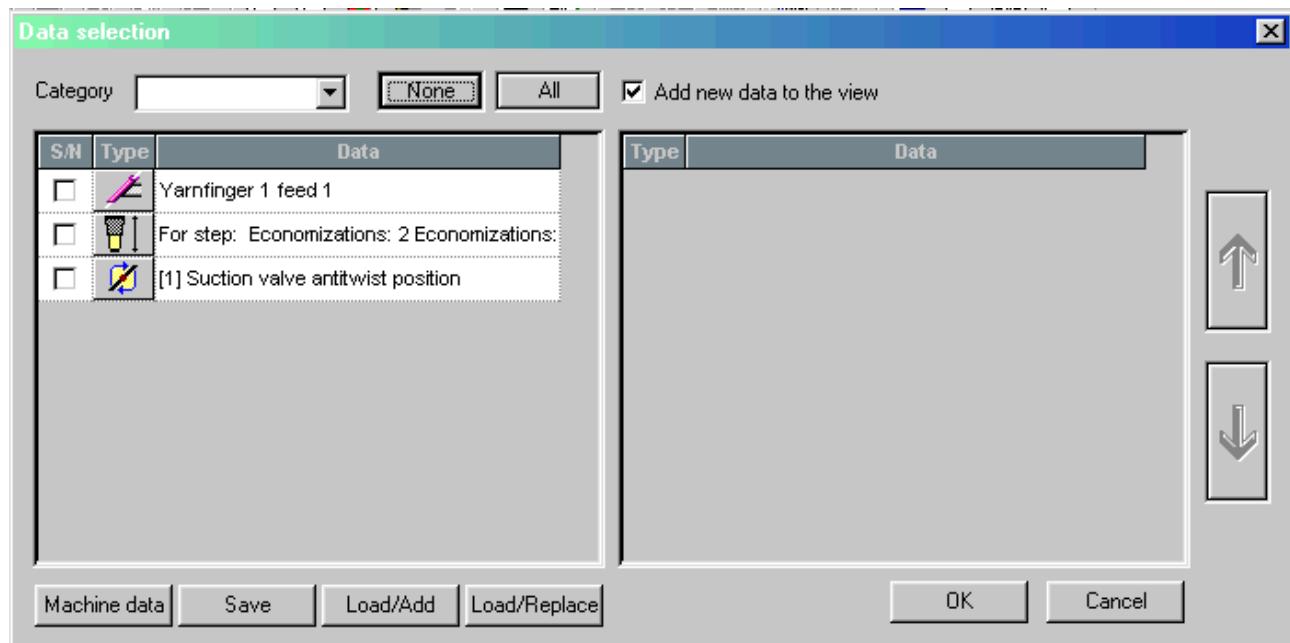
Type	Data
	Speed: 250 Ramp: Ramp: Ramp: Ramp: Ramp: R
	[F12] Exclusion latch stop 1-2-3-4
	Memo: !* NON INSERIRE ECONOMIZZAZIONI *

The "Loaded data" box contains the data previously selected in the "Select data" box. This data will be the only to be shown in the active document.

None button



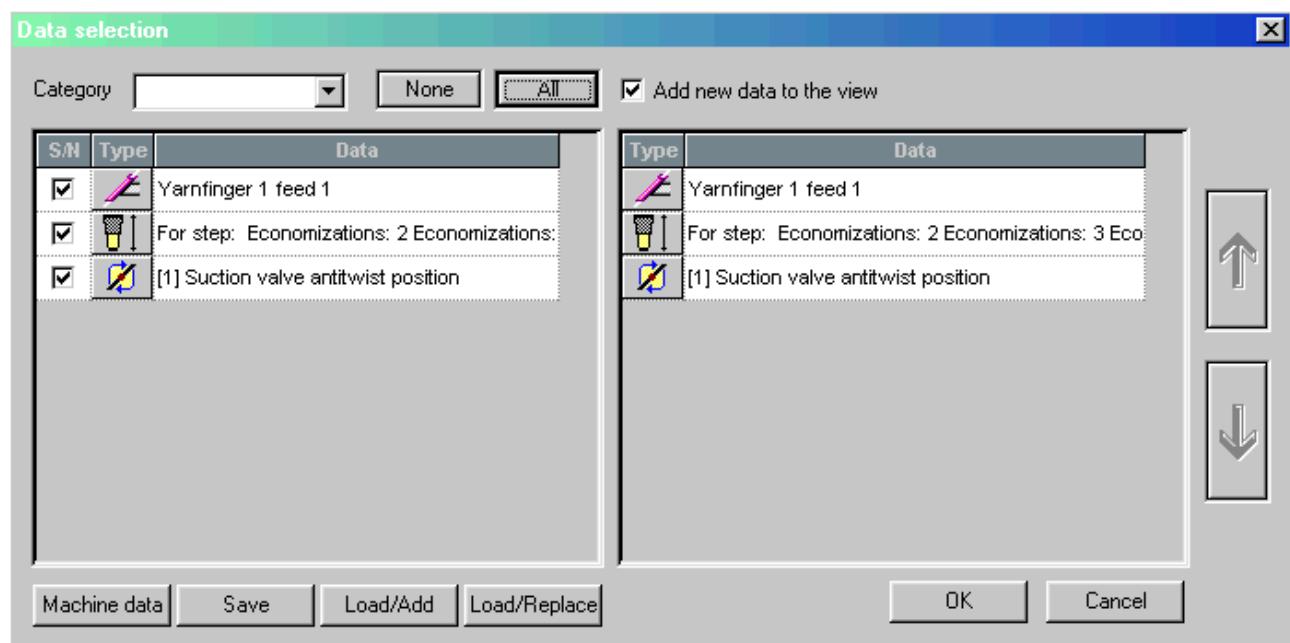
Pressing the *None* button, the selection of all the data in the "Select data" box is cancelled and the "Loaded data" box is emptied.



#### All button



Pressing the 'All' button, all the data in the "Select data" box are selected and the "Loaded data" box loads.



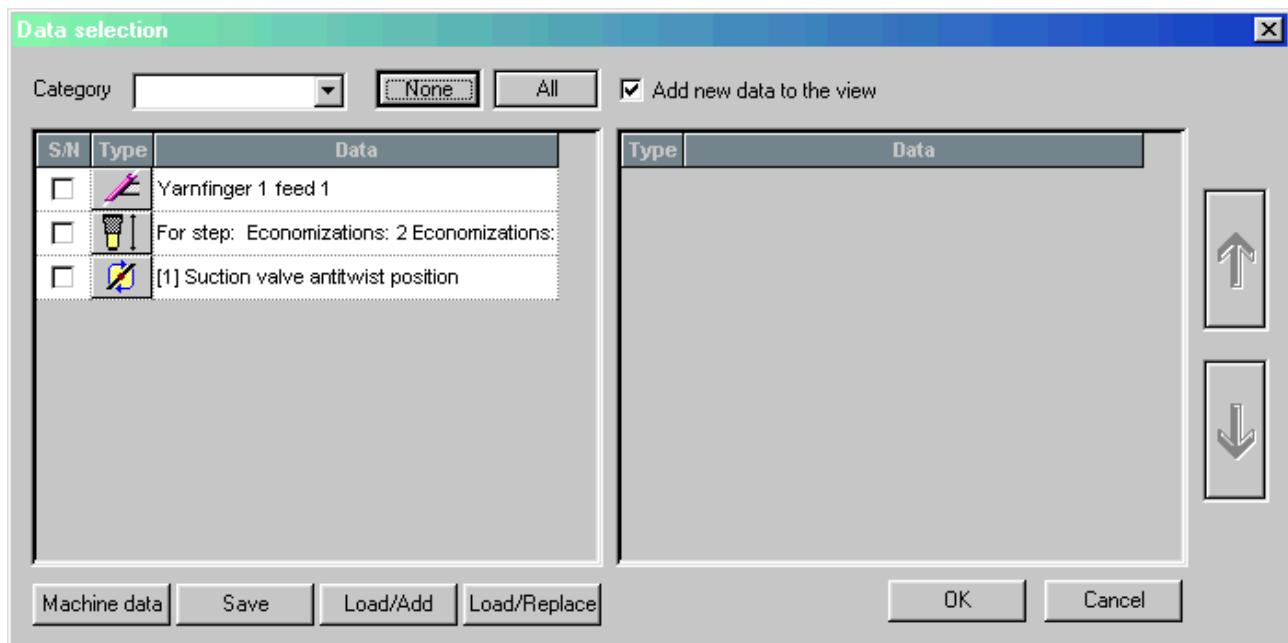
#### Choice type of data

S.N.	Type	Data
<input checked="" type="checkbox"/>	RPM	Speed: 250 Ramp: Ramp: Ramp: Ramp: Ra
<input checked="" type="checkbox"/>	GEAR	[F12] Exclusion latch stop 1-2-3-4
<input checked="" type="checkbox"/>	HEID	Memo: !* NON INSERIRE ECONOMIZZAZIONI *

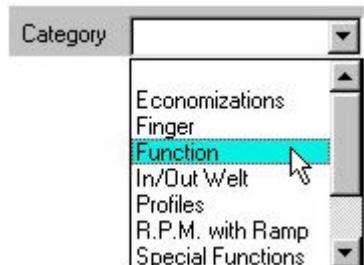
This command is used to facilitate the selection of all the data belonging to only one type of data.

Procedure:

- After selecting the *Show/Hide the data* command, press the *None* button to cancel the selection and empty the "Loaded data" box.



- Press the button relative to *Category*, a pull-down menu will appear showing the type of data present in the active document.

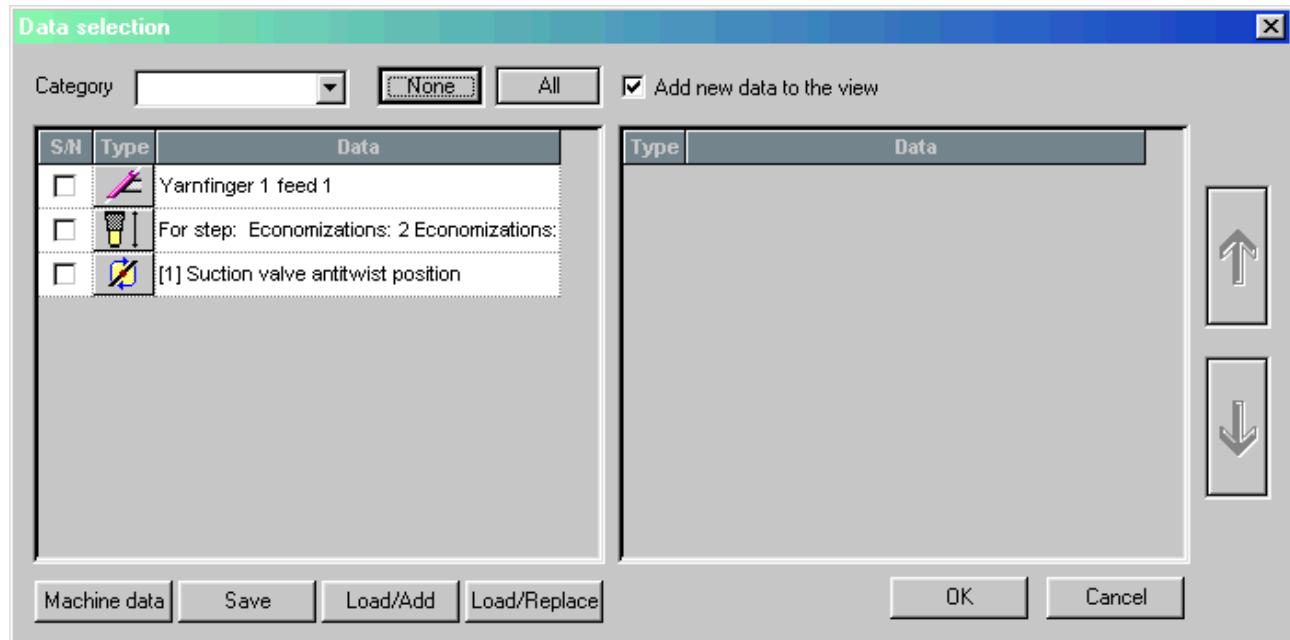


- Select the type of data requested to view in the "Select data" box the data relative to the type of data requested

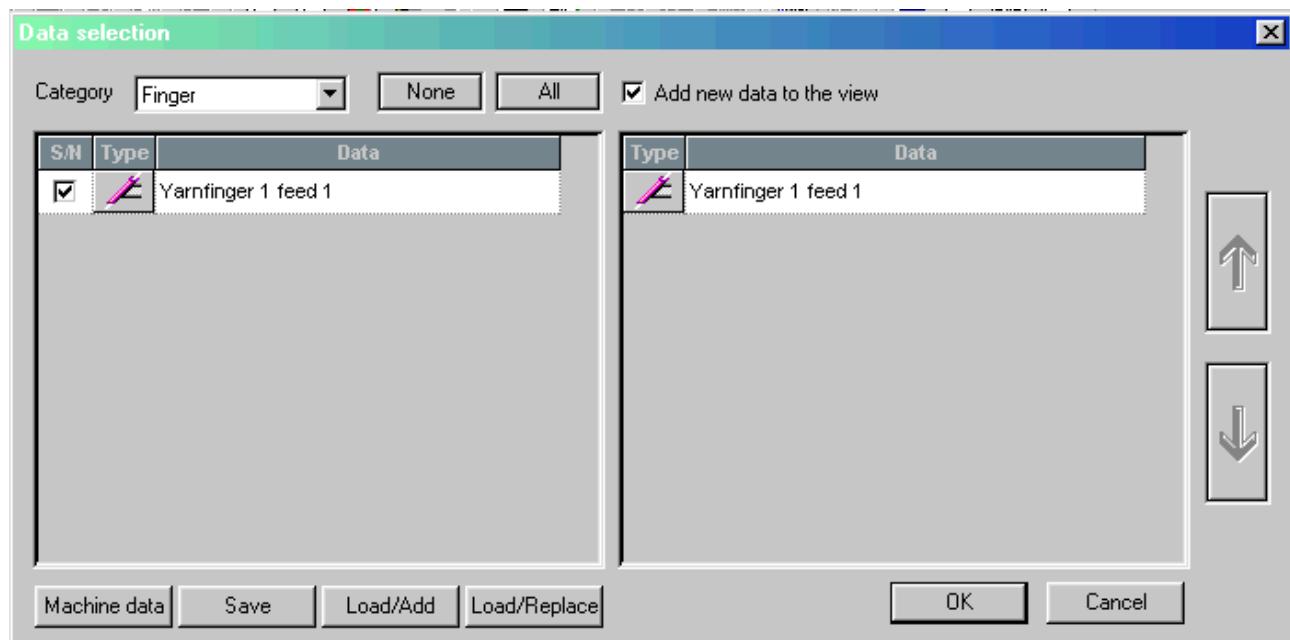
#### ATTENTION:

To select all the type of data present in the document, select the empty space in the pull-down menu.

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- Press the *All* button to select and load all the data in the "Loaded data" box, or select the data requested enabling the sniper on the single data.



- Confirm with OK to close the window and return to the active document, which will be presented showing the selected data programming, while the remaining data will be hidden (the steps marked with an asterisk indicate the presence of hidden data).

	Step	Type	Status	Degree	Parameter
	0		<input checked="" type="checkbox"/>	0	Yarnfinger 1 feed 1
	1				
	2+				
	3				
	4		<input type="checkbox"/>	0	Yarnfinger 1 feed 1

To return to the view of all the programmed data, select the *Show/Hide the data* command, select the empty space in the pull-down menu relative to *Category*, then press the *All* button to select and load all the data in the "Loaded data" box and confirm with *OK*.

	Step	Type	Status	Degree	Parameter
	0		<input checked="" type="checkbox"/>	0	Yarnfinger 1 feed 1
	1				
	2			0	[1] Suction valve antitwist position
	3				
	4		<input type="checkbox"/>	0	Yarnfinger 1 feed 1

#### Add to the view

Add new data to the view

Enabled Sniper

When the sniper is enabled, if new data is added to the active document. Selecting the *Show/Hide the data* command, the new data will be shown selected and loaded in the "Loaded data" box.

Disabled Sniper

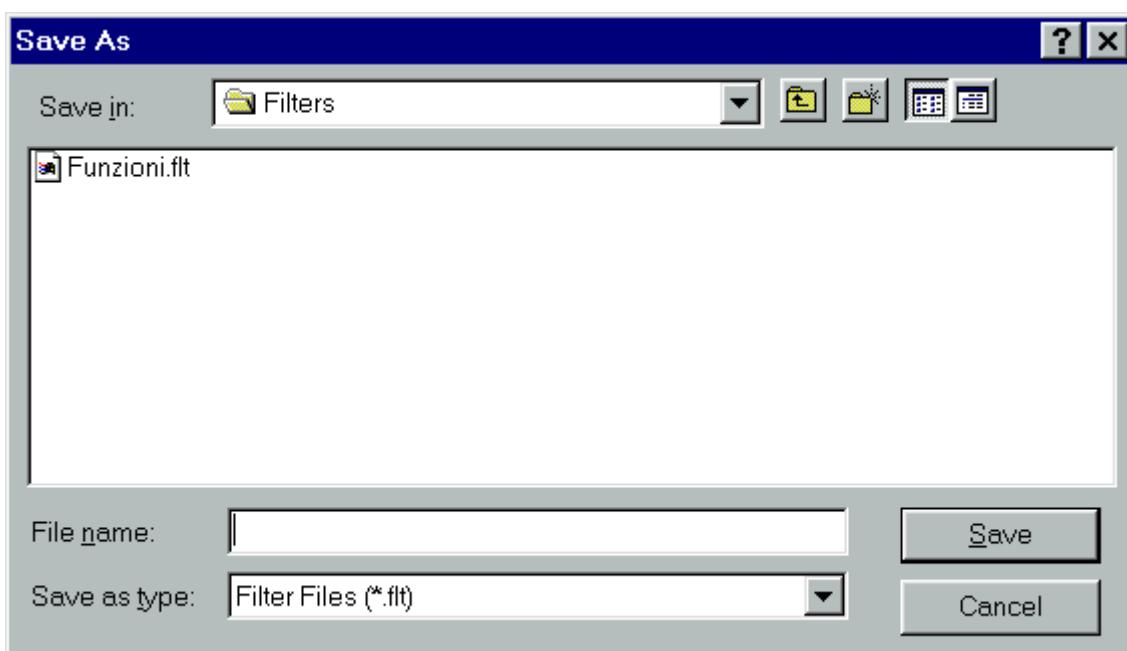
When the Sniper is disabled, if new data is added to the active document. Selecting the *Show/Hide the data* command, new data will be shown without selection in the "Data Selection" box.

#### Save button



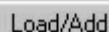
The Save button allows to save on File a data selection made by the user.

Select the data requested and press the Save button, the Save as window will appear.



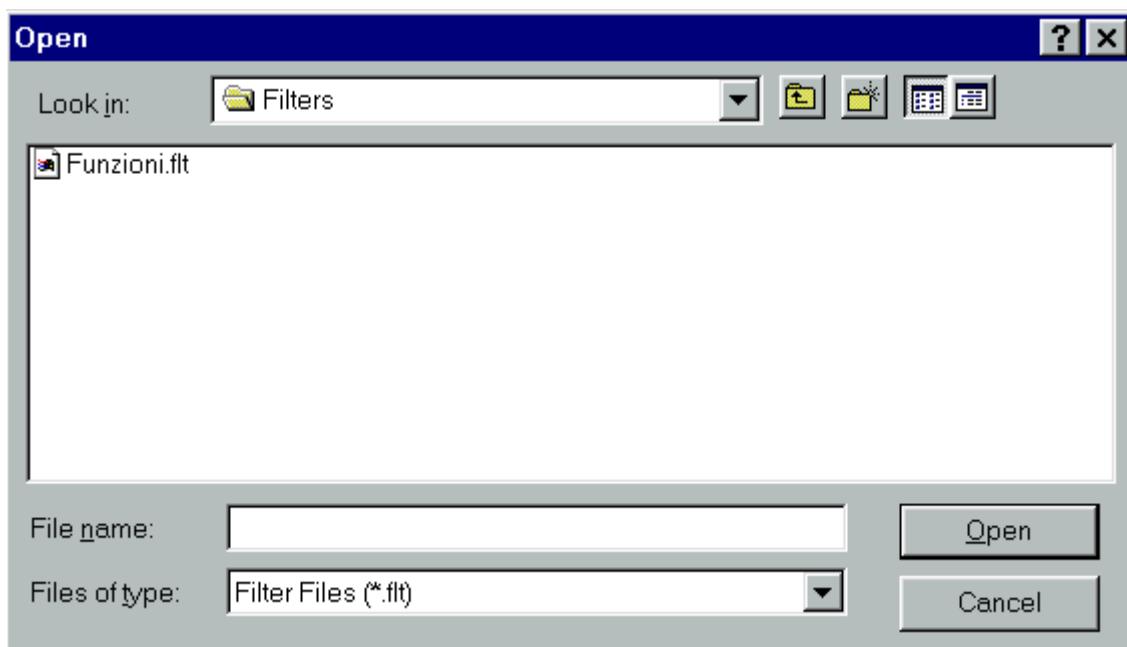
- Select inside of the Window the Folder in which you want to save the File
- Inside of the *File name* compartment type the new name to assign to the File and click on Save to confirm.

### Load/Add button

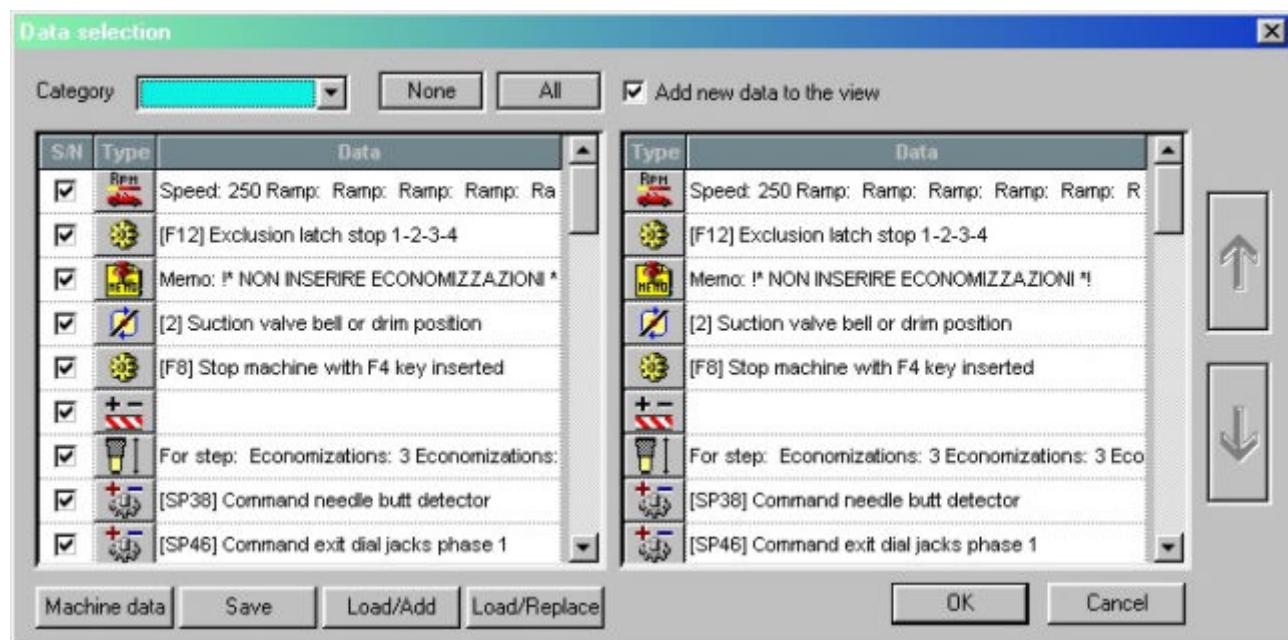


The *Load/Add* button allows to add in the "Loaded data" box the data saved on File.

- Press the Load/Add button, the Open window will appear.



- Select inside of the Window the File requested and confirm pressing the *Open* button.
- The data of the chosen File will be loaded in the "Loaded data" box.

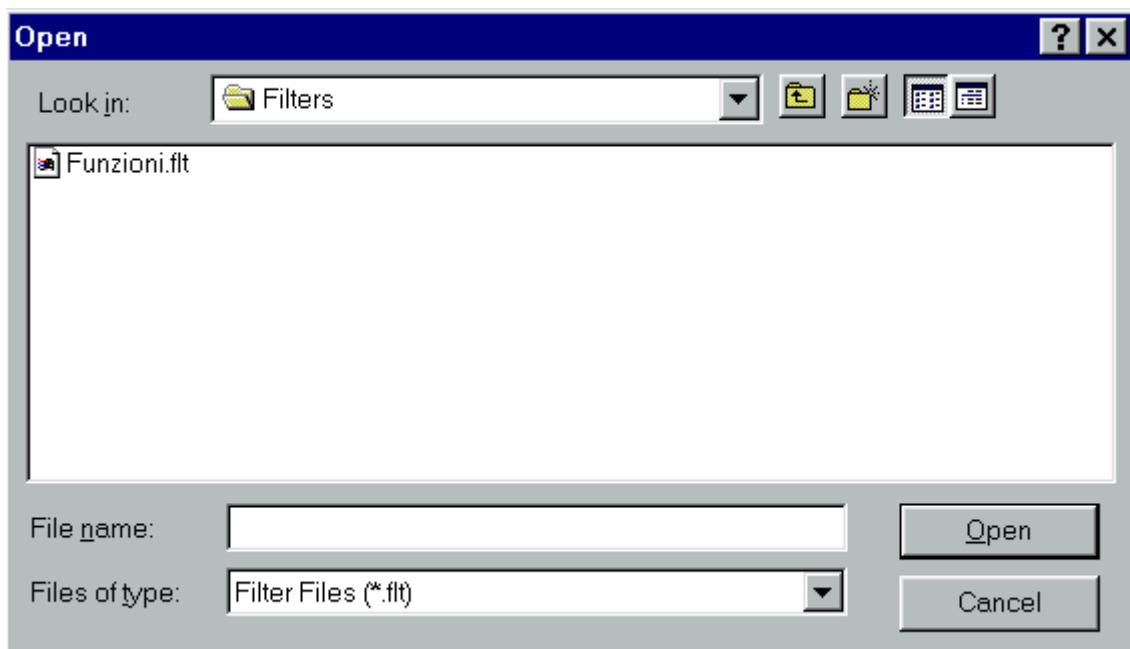


- Confirming with *OK*, in the active document, besides the selected data programming even the programming data of the File will be shown.

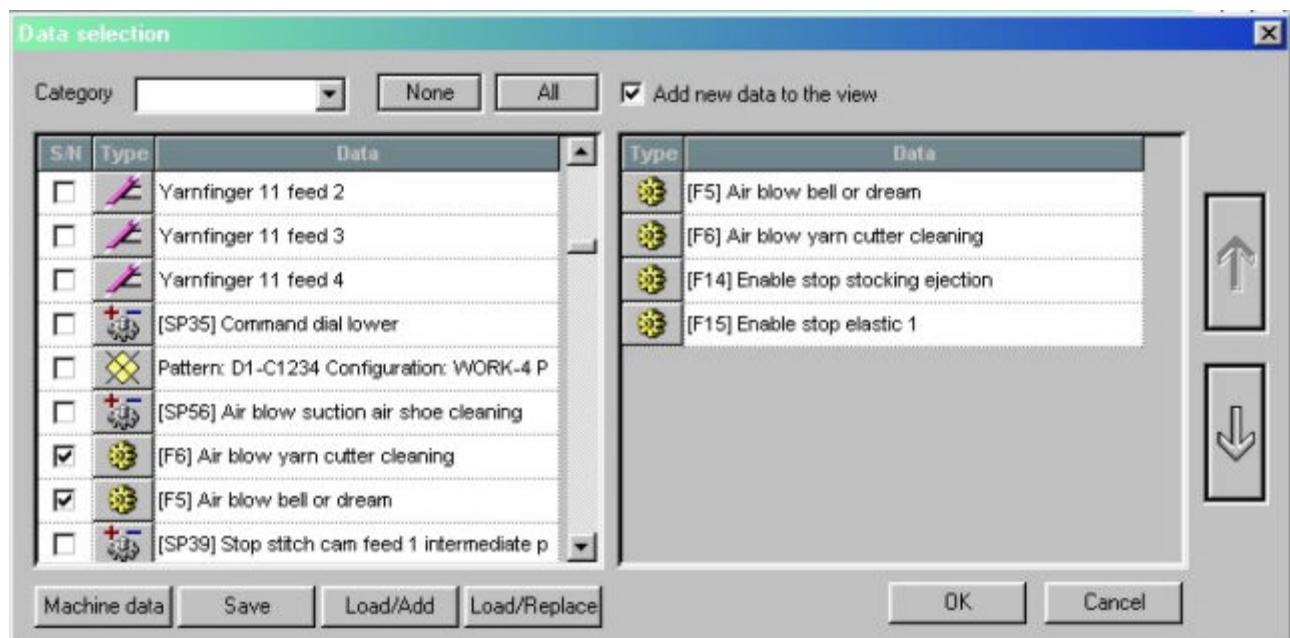
**Load/Replace button**

The Load/Replace button allows to replace in the "Loaded data" box the loaded data with the data saved on File.

- Press the Load/Replace button, the Open window will appear.



- Select inside of the Window the File requested and confirm pressing the *Open* button.
- The data of the chosen File will replace the loaded data in the "Loaded data" box.



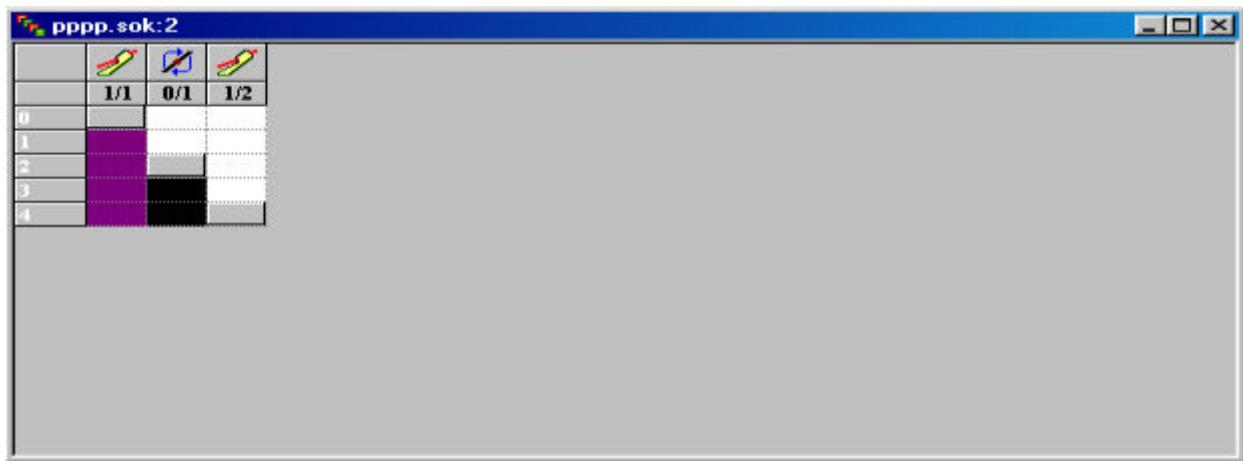
- Confirming with *OK*, in the active document, the data programming of the File will be shown .
- 

### Machine Data button

#### Machine data

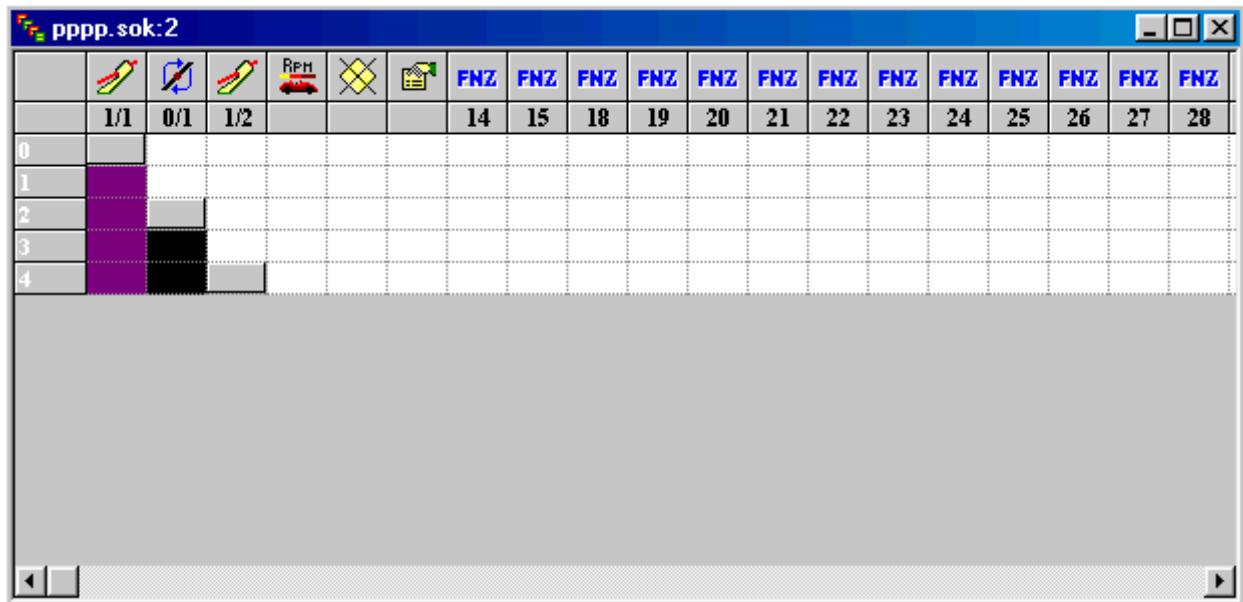
The *Machine Data* button is used only when the [\*Matrix window\*](#) is active allowing to load all the machine data for the programing in the *Matrix window*.

- Activate the *Matrix window* , this will be shown with the programming made in the [\*Document Window\*](#)



In the Matrix Window shown it is only possible to modify the programmed data , because the Machine Data Bar is disabled, in order to program new data it is necessary to load it.

Press the *Machine Data* button and confirm with *OK*, to close the *Show/Hide the data* window and return to the *Matrix Window* , which will be presented with all the machine data loaded.



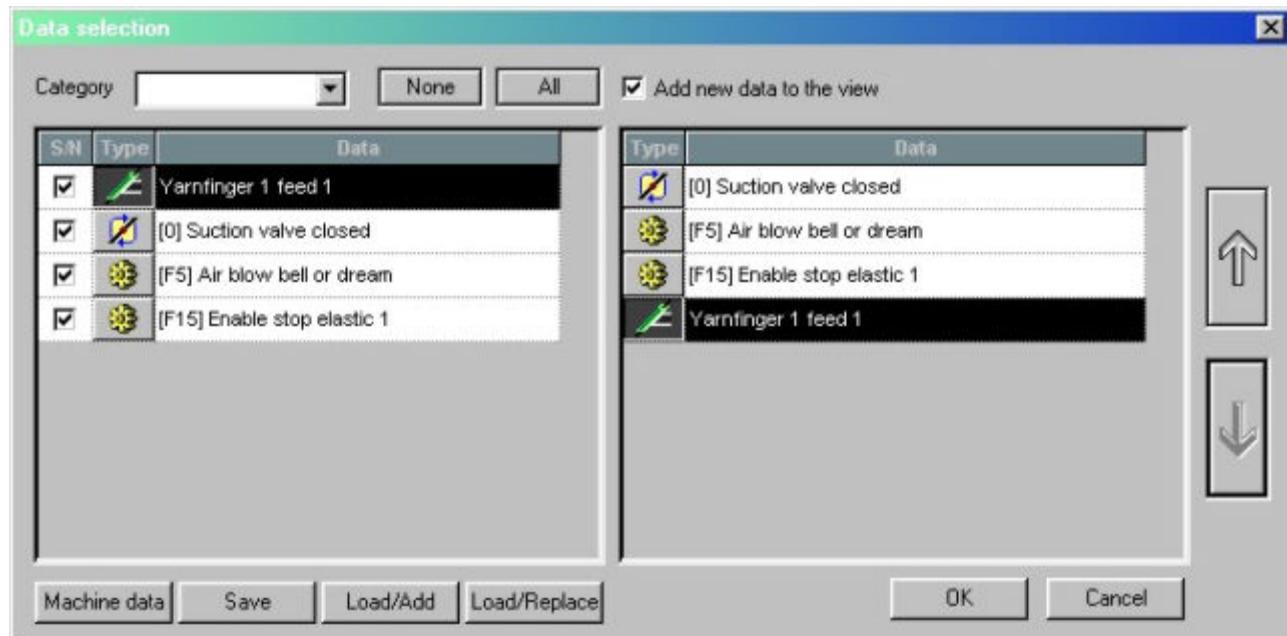

---

Directional arrow buttons

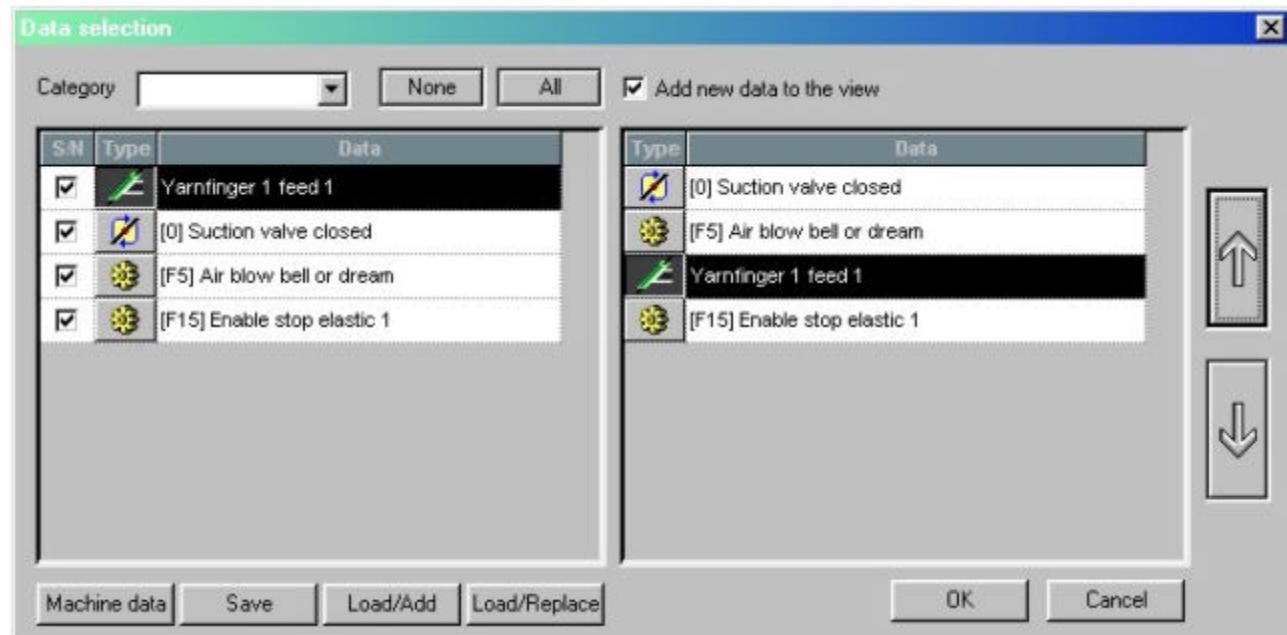


With the Directional Arrow buttons, you change the data position in the "Loaded data" box.

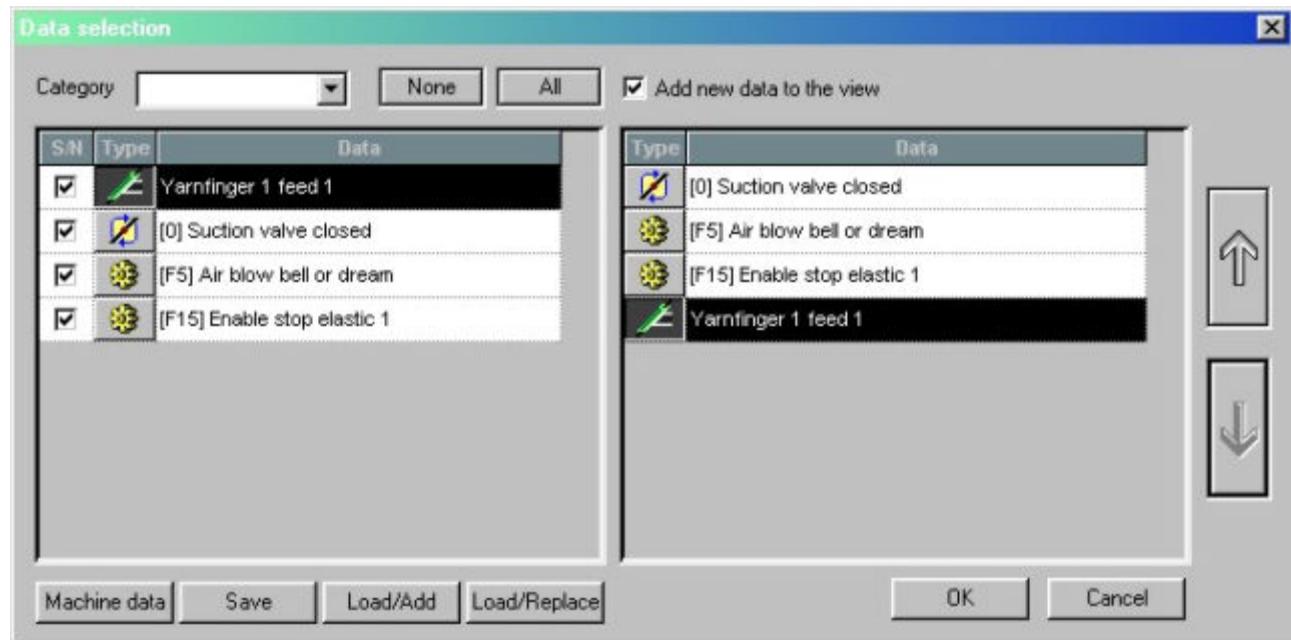
- Select the data requested.



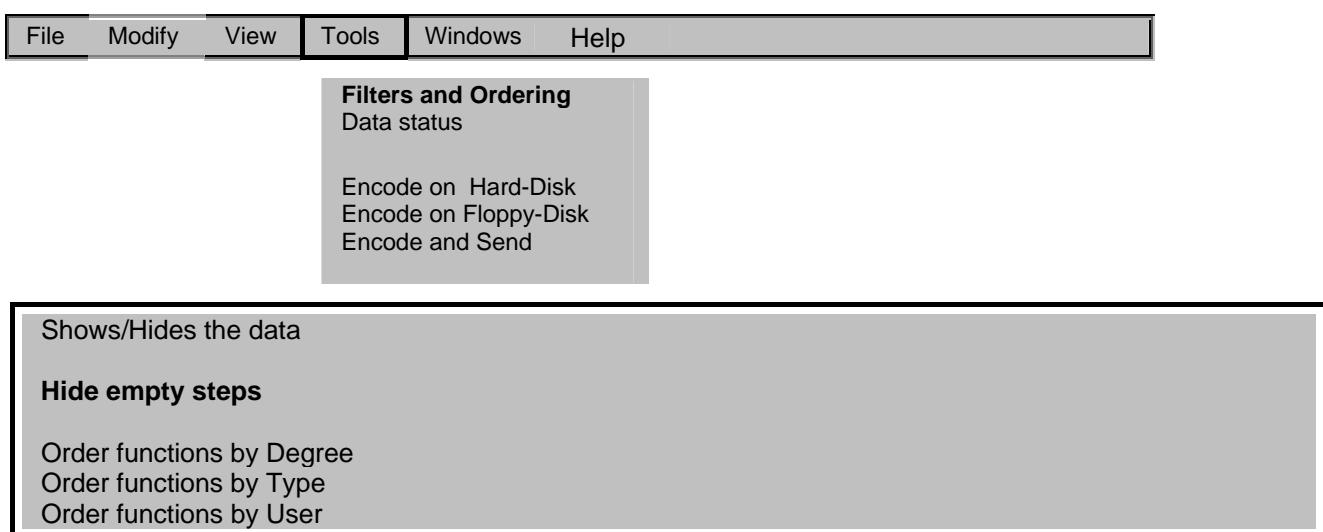
- Press the button with the arrow in the up position to move one position upwards the selected data.



- Press the button with the arrow in the down position to move of one position down the selected data.

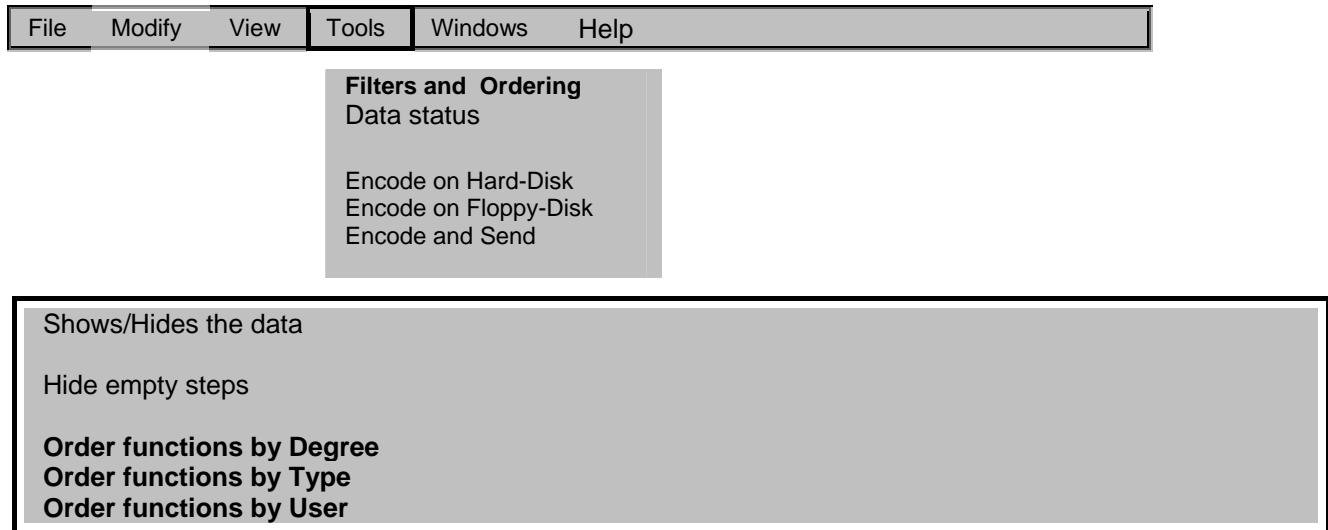


**Menu: Tools - Command:Filters and Ordering; Hide empty steps**



### Show or it hides the steps that don't contain data

Menu: Tools - Command: Filters and Ordering; Order functions



### Order functions by Degree

#### Order functions by degree the data programmed in the document

- Selecting *Order functions by Degree*, the sequence of visualization of all the programmed data in each step of the document will be arranged by degree.

	Step	Type	Status	Degree	Parameter
	0		<input checked="" type="checkbox"/>	0	Yarnfinger 1 feed 1
	1				
	2		<input checked="" type="checkbox"/>	0	[0] Suction valve closed
	3				
	4		<input checked="" type="checkbox"/>	0	[L] Suction valve movement to the left
	5				
	6		<input type="checkbox"/>	359	Yarnfinger 1 feed 1

As you can notice in the shown document, the arrangement of the data in the steps starts with the lowest degree of intervention and follows in increasing order.

### Order functions by Type

#### Order the functions by alphabetic order the data programmed in the document

- Selecting *Order functions by User*, the sequence of visualization of the data programmed in each single step of the document will be arranged according to the sequence planned by the Lonati Group operators, this type of arrangement is setup according to the specific needs of the various types of machines.

### Order functions by User

#### Order the data programmed in the document according to the sequence planned by the User

- When selecting the Order functions by Type, the visualization sequence of the programmed data in each single step of the document will be arranged in alphabetic order according to the given name.

### Order functions by Size

#### View the programming of the parameters of the Data by Size

A few machine data, are programmable by size, this means that a single data can have programmed different parameters for each size.

For example for the economized data, the user can program a different value for each single size. In the document, it is possible to view the programming of a single size, to view the programming of the remaining sizes, you use this command, which allows to view separately.

Example:

Programming of the Economizations by Size

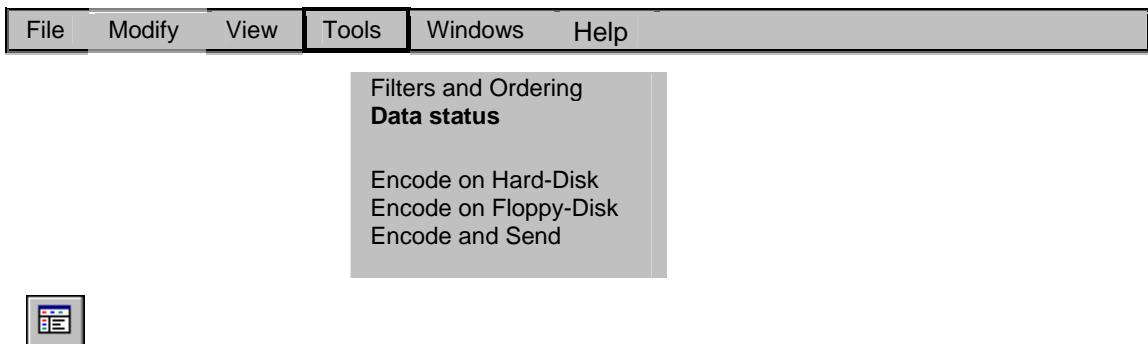
	Step	Type	Status	Degree	Parameter
	0				
	1				(Size 1) For step: Economizations:1
	2				

In the represented document the programming of the economized data is shown relative to the "size 1".

- Pressing the button inserted in the *Order functions by Size* command, a pull-down window will open for the choice of the requested size, confirm value 2, in the document the programming of the economized data relative to size 2 will be shown.

	Step	Type	Status	Degree	Parameter
	0				
	1				(Size 2) For step: Economizations:190
	2				

### Menu: Tools - Command: Data status



### View the active data in the selected step

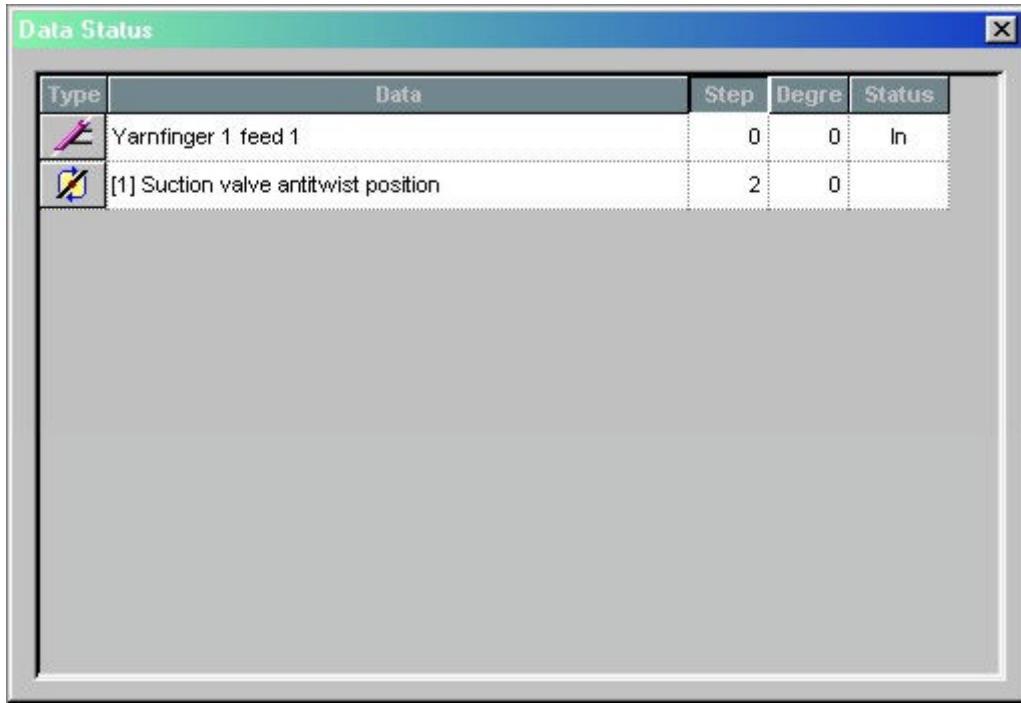
This command shows all the data that is working in the selected step.

- Select the step requested in the document.

	Step	Type	Status	Degree	Parameter
	0		<input checked="" type="checkbox"/>	0	Yarnfinger 1 feed 1
	1				
	2			0	[1] Suction valve antitwist position
	3		<input type="checkbox"/>	0	Yarnfinger 1 feed 1
	4				

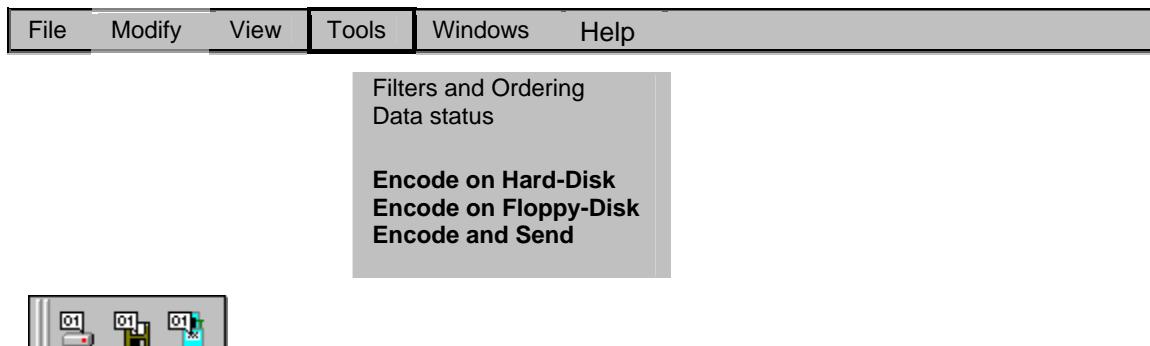
- Step 3 = selected step

- Select the *Data status* command, the Data status window will appear.



In the Data status Window are shown the data working at step 3 with the respective parameters (Step where the Degree of intervention and Status data is programmed)

### Menu: Tools - Command: Encode



#### Encode on Hard-Disk

- Select *Encode on Hard-Disk* to elaborate the coding of the chain and copy it on Hard Disk in the Directory; C:\Graph6\machine name\cod.

#### Encode on Floppy-Disk

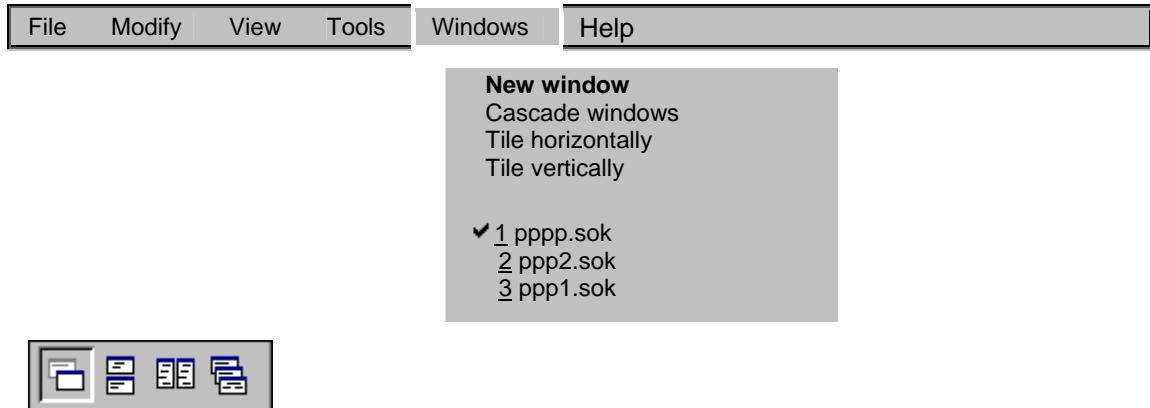
- Insert the Floppy-Disk in the Drive of the PC.
- Select *Encode on Floppy-Disk* to elaborate the coding of the chain and copy it on Floppy Disk 3,5 HD.

### Encode and Send

- Connect the transmission cable to the PC and to the Machine.
- Select *Encode and Send* to elaborate the coding of the chain and to transmit it directly to the machine.

### Windows

#### Menu: Windows - Command: New window



**Creates a duplicate of the active document and views it as; Editor, Matrix or Pattern**

Selecting *New window*, the Menu of the New Window will appear.



The menu is relative to the choice of the type of view that you want to assign to the duplicate of the active document.

#### Editor

View the duplicated document as the source.

#### Matrix

View the duplicated document as [Matrix Window](#).

#### Pattern

View the duplicated document developed as Pattern.

#### Editor



Select *Editor* and confirm with *OK*, to view as Editor the duplicate of the active document.

Step	Type	Status	Degree	Parameter
0	(pencil icon)	checked	0	Yarnfinger 1 feed 1
1			0	
2	(cross icon)		0	[1] Suction valve antitwist position
3			0	
4	(pencil icon)		0	Yarnfinger 1 feed 1

The document is shown with the duplicate in first place and the source in second place.

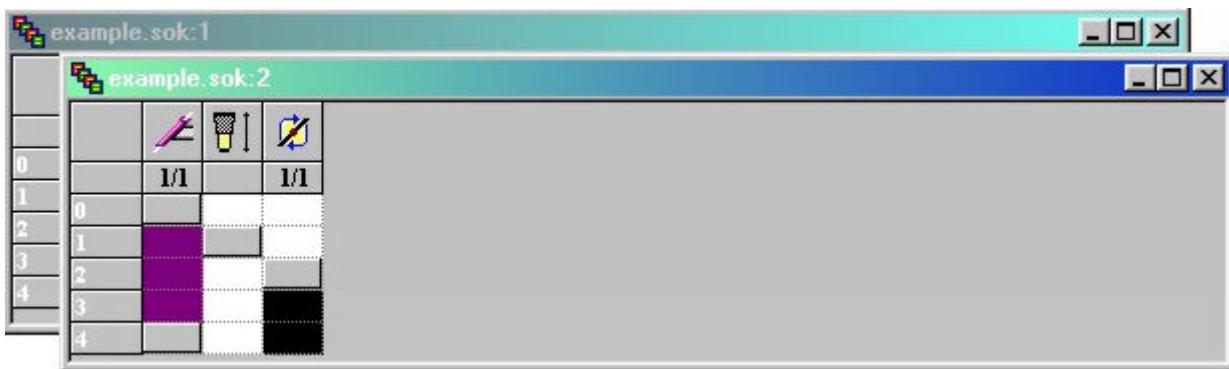
The documents are identified by the name; "pppp2.sok:2" for the duplicate and "pppp.sok\_1" for the source. The two documents are actually a single one, since every modification made on a document , is immediately memorized on the other one.

This type of visualization of the document can be useful to do the programming, if the Filters are used (command [Show/Hide the data](#)), this because with the Filters it is possible to view and modify some types of data in the duplicated document and others in the source document.

## Matrix



Select *Matrix* and confirm with *OK*, to view as Matrix the duplicate of the active document.



The document is shown with the duplicate in first place and the source in second place.

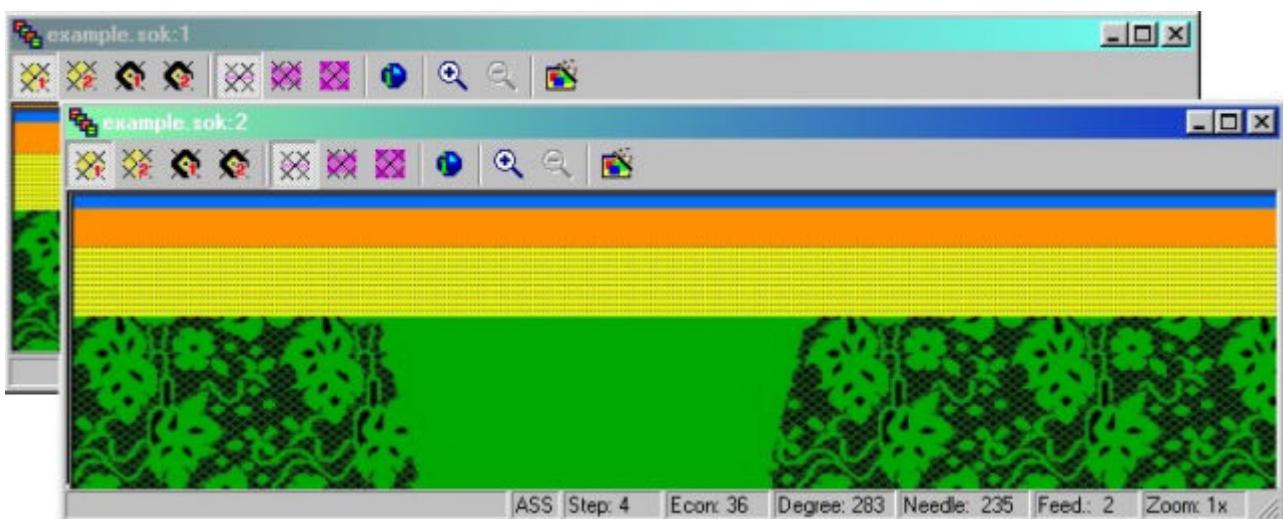
The documents are identified by the name; "pppp2.sok:2" for the duplicate and "pppp.sok\_1" for the source. The two documents are actually a single one, since every modification made on a document , is immediately memorized on the other one.

In the Matrix you use a system of programming different from the one of the Editor, for the description see; [Matrix Window](#).

### Pattern



Select *Pattern* and confirm with *OK*, to view as Pattern the duplicate of the active document.



The document is shown with the duplicate in first place and the source in second place.

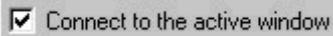
The documents are identified by the name; "4bo1056.sok:2" for the duplicate and "4bo1056.sok\_1" for the source.

The two documents are actually a single one, since every modification made on a document , is immediately memorized on the other one.

The detailed description of this command can be found in the "Machine data Guide" because it is different according to the type of machine

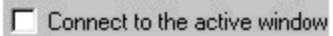
---

Connect to the active window



Enabling the *Connect to the active window* option (sniper enabled ), the selection of the steps is synchronized (selecting a step in the duplicate, you automatically select the source and vice versa).

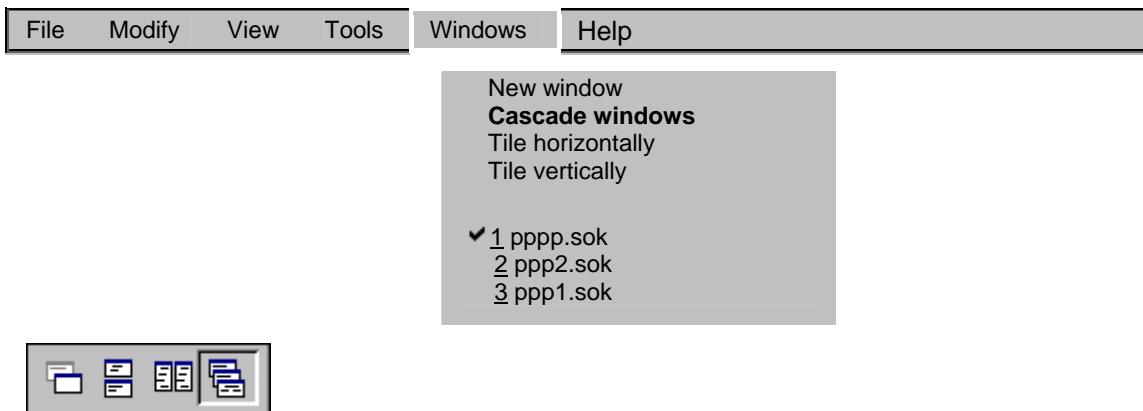
Connect to the active window



Disabling the *Connect to the active window* option (sniper disabled ), the selection of the steps is independent.

---

### Menu: Windows - Command: Cascade windows



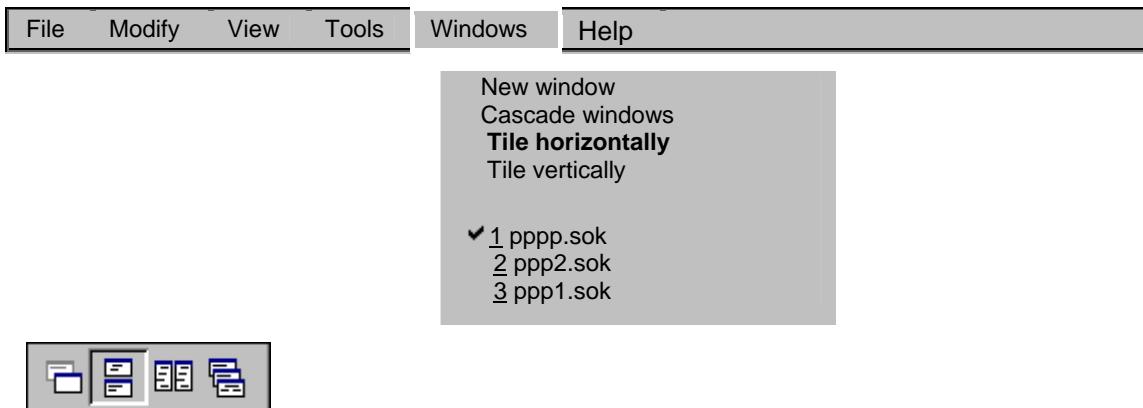
#### Cascade the open document windows

- Selecting *Cascade windows*, the windows of the open documents will be placed superimposed.



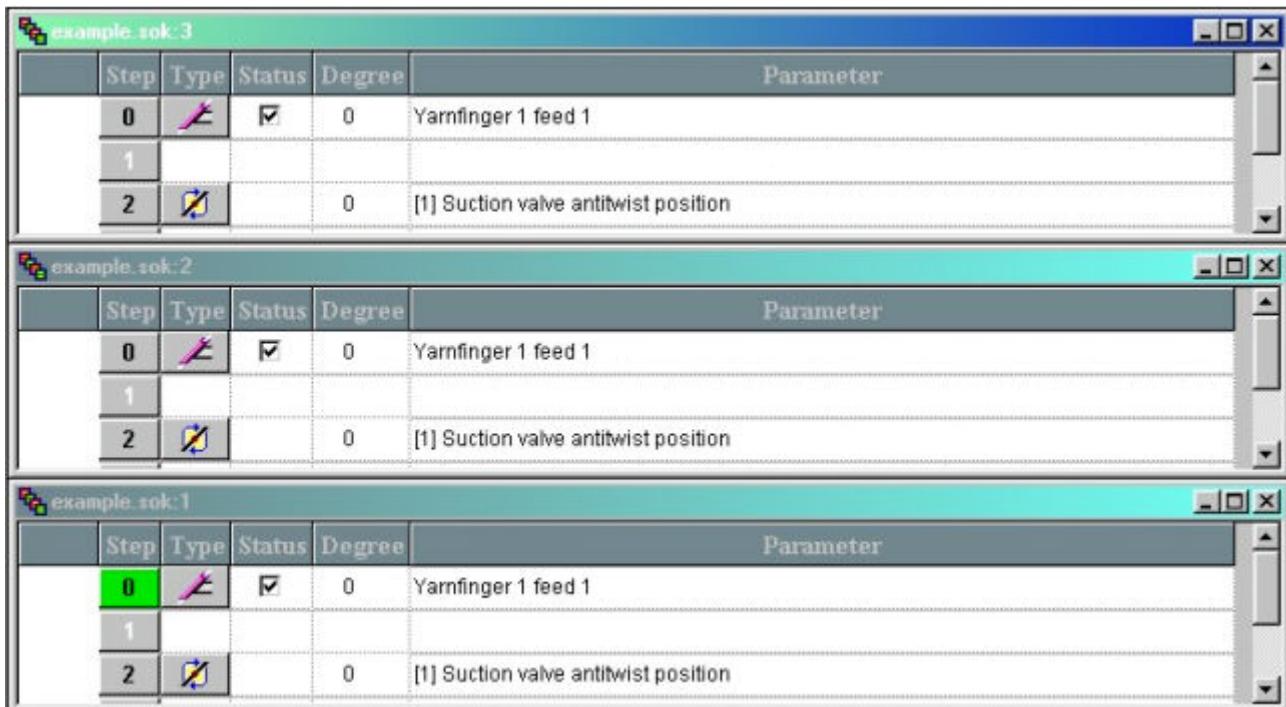
This view offers the possibility to quickly activate the window with the document requested, to do this it is sufficient to click on any uncovered part of one of the open document windows.

#### **Menu: Windows - Command: Tile horizontally**



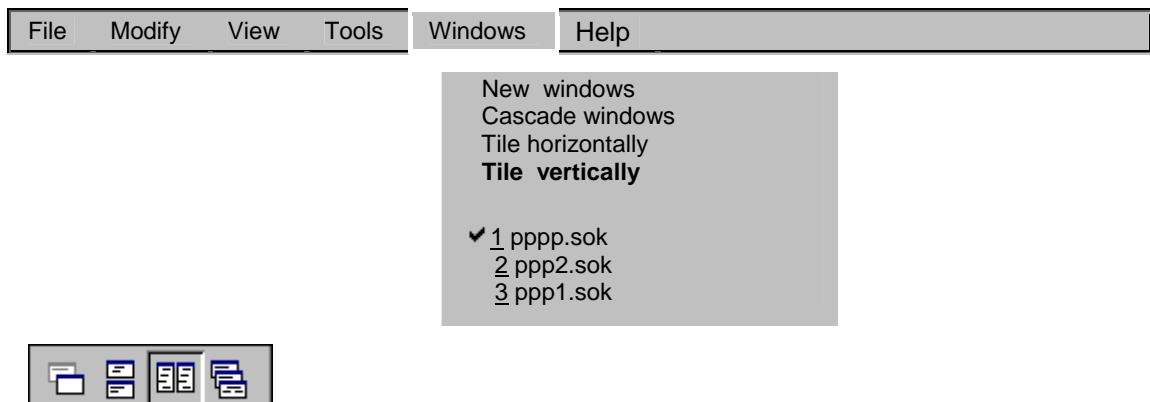
#### **Place horizontally the open document windows**

- Selecting *Tile horizontally*, the open document windows will be placed side by side horizontally.



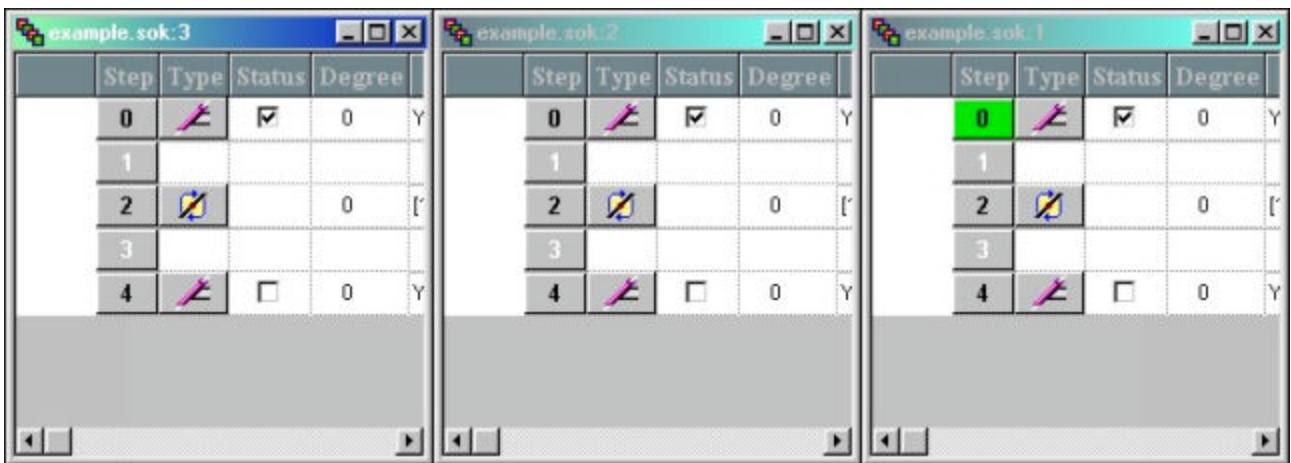
This disposition makes easy the operations of comparison and data copy from one document to the other.

#### Menu: Windows - Command: Tile vertically



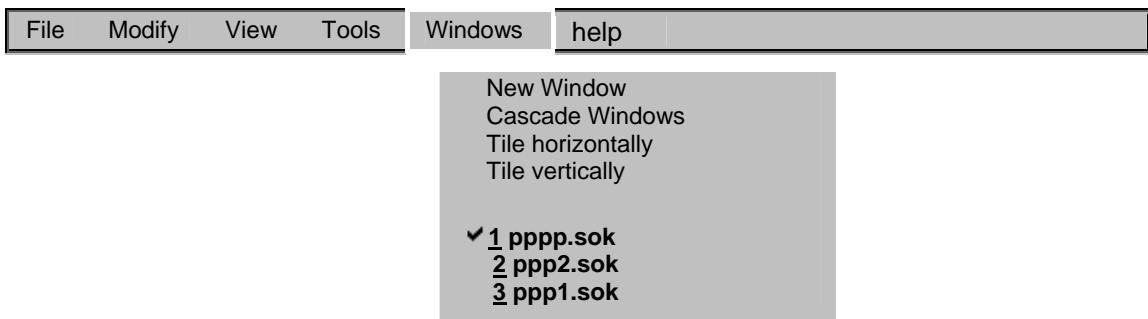
#### Place vertically the open document windows

- Selecting *Tile vertically*, the windows of the open documents will be placed side by side vertically.



This disposition makes easy the operations of comparison and data copy from one document to the other.

#### Menu: Windows - Command: Bring close up



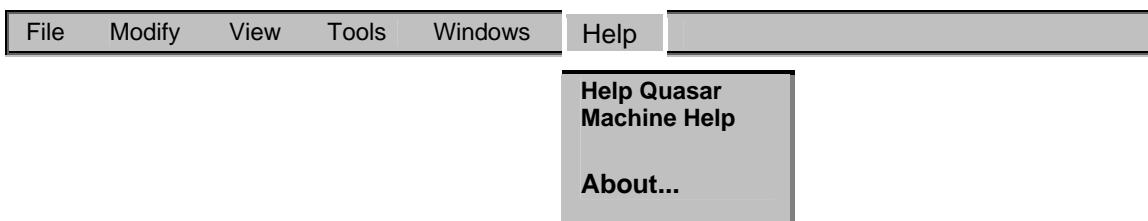
#### Quick selection of the open document to view close up

In this space is shown the list of the open documents, the document with the enabled sniper (  ) is the one shown close up.

- Select the document requested to view it close up.

**Help**

#### Menu: Help - Command: Access to the Guides



#### Access to the Manuals "Guide of Quasar" and "Guide of Machine Data"

Selecting *Help Quasar* you will access the Guide of the common commands of Quasar.

Selecting *Machine Help* you will access the Guide of the Machine data.

Selecting *About...* will appear with information on the current version of Quasar.



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## **Sommario**

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# Inserisci/Modifica dato

## Aiuto

Visualizza la pagina descrittiva della funzione selezionata.

## Aggiorna

Conferma le modifiche effettuate al dato visualizzato.

Durante la modifica dei parametri è attivo il segnalibro  "Modifica".

## Printed Documentation

Nelle celle della tabella sotto, è visualizzata la lista delle funzioni modificate. La funzione modificata e confermata con il tasto "Aggiorna" è evidenziata con il colore fucsia. Le modifiche alle funzioni saranno riportate nel programma solo dopo l'uscita dalla finestra "Inserisci/Modifica Dato".

	Passo	Stato	Grado	Dato
	1	Entra	10[89]	Apri ago 2
	1	Entra	300[122]	Abilita controllo posizione motore alza bordo
	1	Entra	0[1]	Apri ago

Ricerca   Modifica   Inserimento

## Aggiungi

Inserisce nel passo selezionato il dato visualizzato oppure tutti i dati aggiunti alla lista di inserimento.

Durante l'inserimento di una nuova funzione è attivo il segnalibro "Inserimento". Selezionare la nuova funzione dalla barra gialla della tabella dei parametri e confermare l'inserimento con il tasto "Aggiungi". La nuova funzione inserita nella lista sarà evidenziata con il colore verde. Le nuove funzioni saranno aggiunte al programma solo dopo l'uscita dalla finestra "Inserisci/Modifica Dato".

	Passo	Stato	Grado	Dato
	1	Entra	10[89]	Apri ago 2
	1	Entra	300[122]	Abilita controllo posizione motore alza bordo
	1	Entra	0[1]	Apri ago

Ricerca   Modifica   Inserimento

## Ricerca

Visualizza la lista delle occorrenze nel programma del dato visualizzato.

Attivando la ricerca delle funzioni si evidenzia il segnalibro "Ricerca".

Selezionare la funzione da ricercare dalla barra gialla della tabella dei parametri e, nella colonna "Ricerca", mettere il segno di spunta ai parametri per definire ulteriori condizioni di ricerca. Se nessun segno di spunta è presente verranno cercate tutte le funzioni corrispondenti al nome della funzione. Nell'esempio sotto la ricerca dei disegni presenti nel programma è stata effettuata senza alcun segno di spunta. Qualora fosse stato apposto il segno di spunta al nome del disegno LISCIO, nella lista dell'esempio sarebbe presente solo la riga del passo 47.

Per modificare i parametri di una funzione cercata, fare doppio click con il pulsante sinistro del mouse sul nome della funzione nella lista della ricerca.

	Passo	Stato	Grado	Dato
--	-------	-------	-------	------

47	Entra	Disegno [ Nome: LISCIO Codice Codifica: 1 ]
49	Entra	Disegno [ Nome: FIORE Codice Codifica: 1 ]
53	Esce	Disegno [ Nome: FIORE Codice Codifica: 1 ]

Ricerca      Modifica      Inserimento

**Sostituisci**

Attiva la finestra per il cambio delle funzioni e dei parametri.

**Elimina**

Cancella dal passo del programma il dato visualizzato.

Questa finestra permette l'inserimento e/o la modifica dei dati nel programma calza.

Per attivare la modalità "inserimento dato" si deve selezionare un tipo di dato dalla barra degli strumenti (velocità, memo, taglie, ..., ecc.), quindi fare doppio click con il mouse sul passo del programma nel quale inserire il dato. Per attivare la modalità "modifica dato" fare doppio click con il mouse sull'icona all'interno del passo del programma corrispondente al dato da modificare.

In qualsiasi modo venga attivata, questa finestra appare con il medesimo aspetto (vedi immagine finestra).

Visualizza immagine finestra 

La modifica o l'inserimento dei parametri del dato avviene nelle celle della tabella sotto.

Ricerca	Parametro	Valore
<input type="checkbox"/>		

Nella barra gialla viene visualizzato il nome della funzione. Se la funzione è inserita in una lista di funzioni, con un doppio click del pulsante sinistro del mouse verrà visualizzata la lista delle funzioni.

Nella colonna "Ricerca" mettere il segno di spunta ai parametri della funzione per dettagliare la ricerca delle funzioni all'interno del programma (ricerca condizionata).

Nella colonna "Parametro" sono elencati i parametri della funzione visualizzata: il numero dei parametri è variabile in funzione del tipo di dato selezionato.

Nella colonna "Valore" è visualizzato il codice associato alla funzione visualizzata. Se esiste una lista di funzioni sarà possibile selezionare il codice della funzione direttamente nella colonna "Valore".

Durante l'inserimento o modifica della funzione, fermando il cursore sui campi di inserimento, verrà visualizzato un breve messaggio di descrizione.

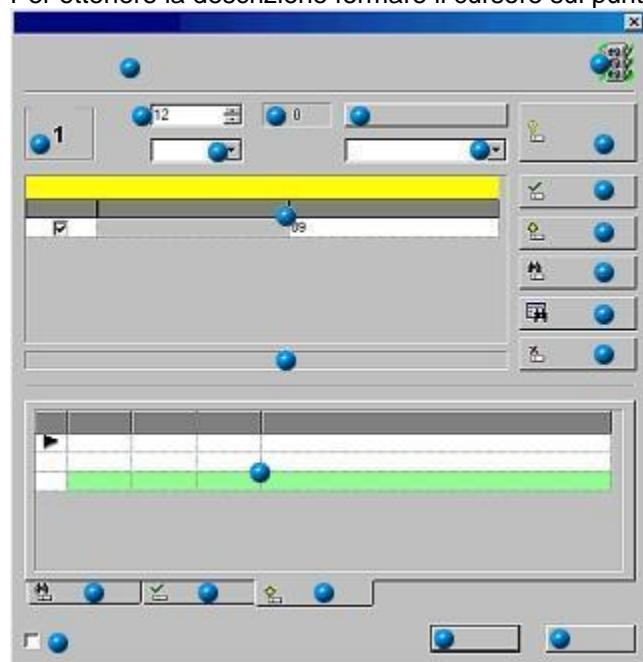
Le operazioni possibili con i dati si effettuano con l'ausilio dei tasti elencati sotto.



## Printed Documentation



Per ottenere la descrizione fermare il cursore sul punto blu dell'area di interesse.



# Galois





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# Welcome to the GaloisPlus guide.

**GaloisPlus** is a program that can be used to create configurations to define the functions of the colours used in the pattern.

The software is linked to a hardware protection key called HARDLOCK FAST KEY connected to the computer.

If you require technical assistance, please log on to our website <http://www.lonati.com>

**Colour configurations** contain information on the colour-knit combination.

Each pattern **colour** can have various **works**.

Knits are defined by the user in this file and then associated with the pattern in the Quasar during chain creation.

To select a particular item, click the left mouse key on the blue text.

## Configuration

[Machine selection](#)

[Open](#)

[New](#)

[Rows setup](#)

[Colour setup](#)

[Description](#)

[Save](#)

[Options](#)

## Ramped stitch cam motors

[Programming and example](#)

[selezionare\\_la\\_macchina.htm](#)



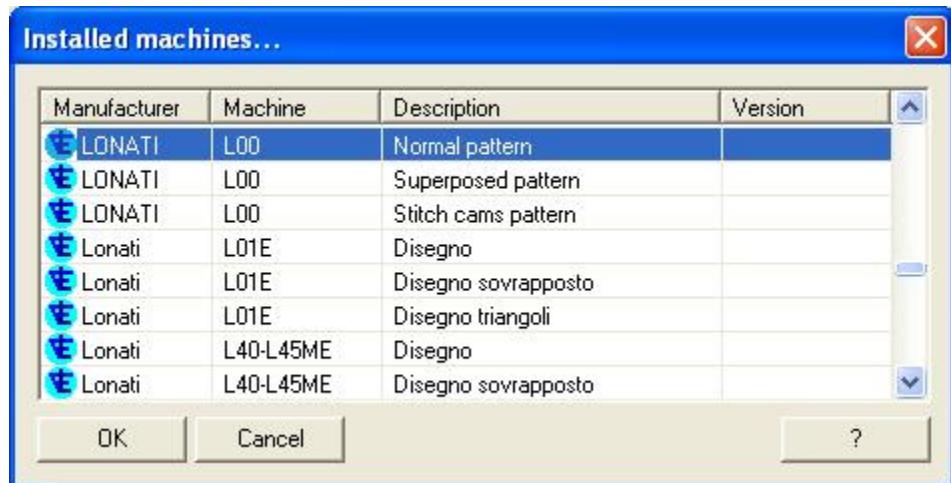
## Configurations

### Machine selection

Open the machine menu and click Select Machine.

This displays a list of installed machines.

Select the machine you work with and confirm.



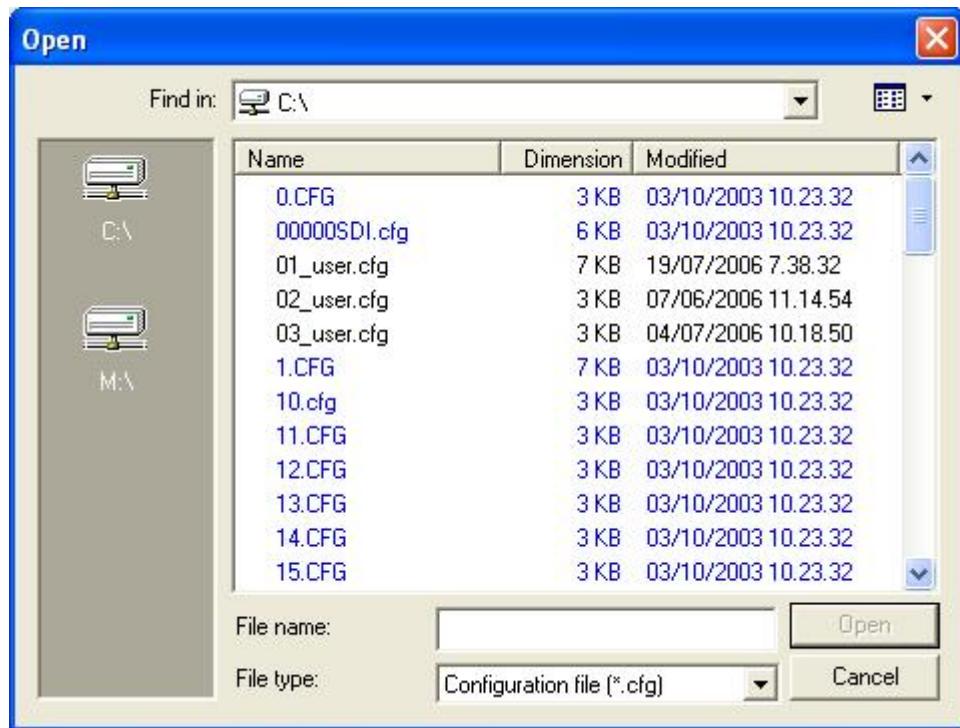
The same machine name has several descriptions, so select the one with the type of pattern to be configured.

When you select the machine, the name is displayed in the window heading.

Now you can create a [New](#) configuration or  
[Open](#) an existing one.

### Open Configuration

Click Open from the Configuration menu  
to display the following  
window:



Select the name of a \*.cfg file and click Open to confirm.

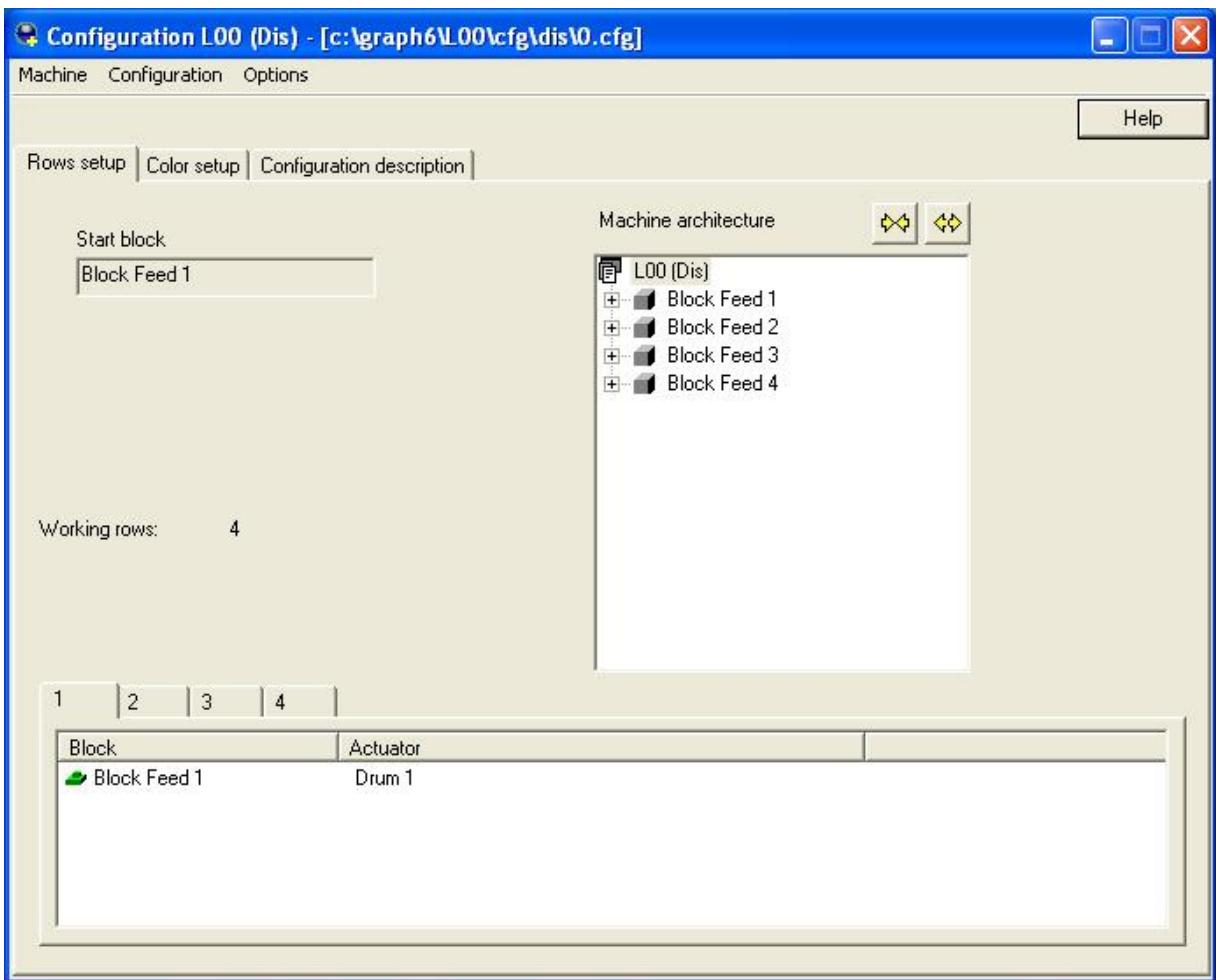
The names in blue refer to Lonati configurations.

Lonati configurations are protected and cannot be modified; they are ready for use by the user.

Comprendono They include the most frequently used and safest colour-work combinations.

The names in black refer to user configurations.

The tabs in the following window show all the data contained in the newly opened \*.cfg file:



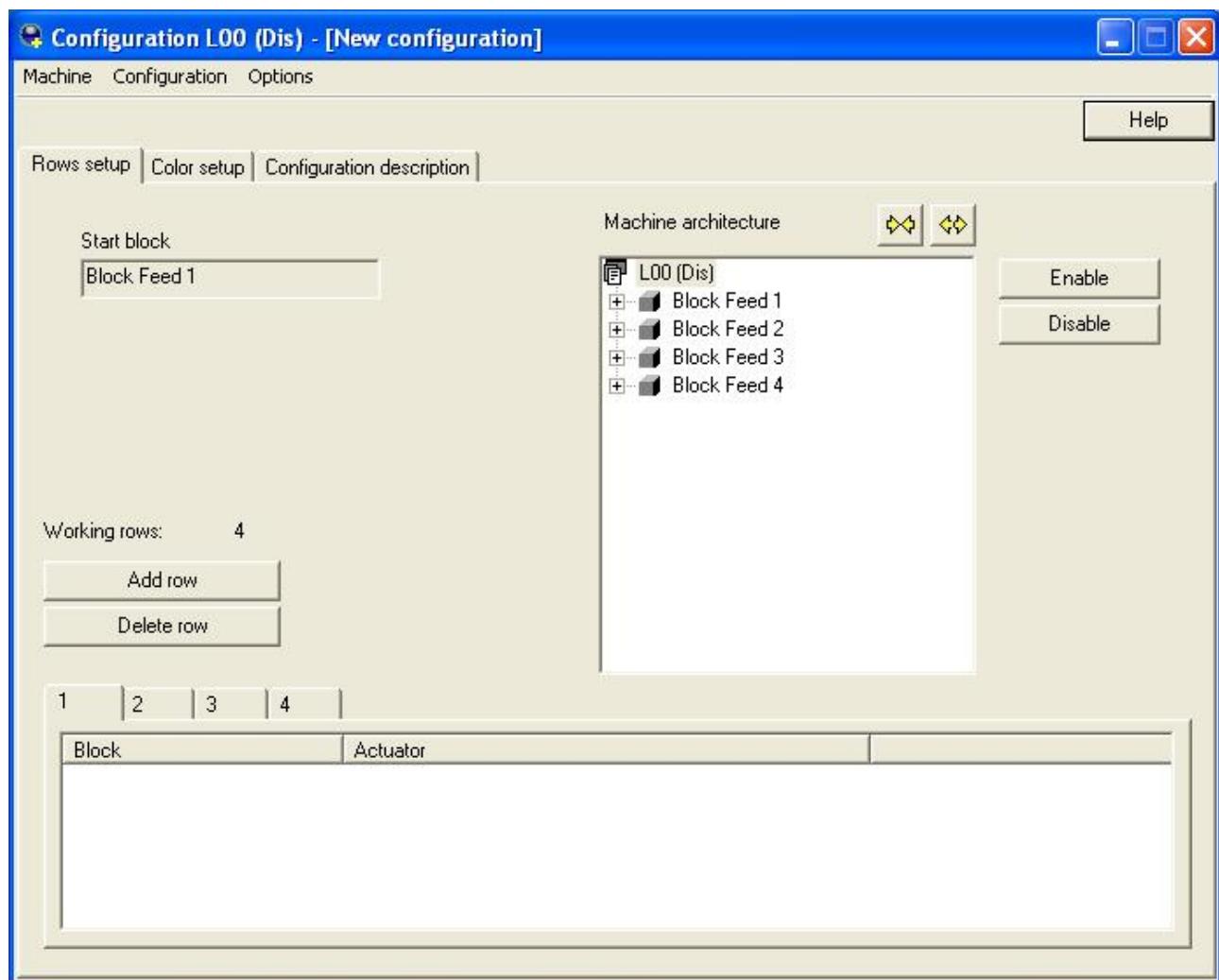
The heading of the window now contains the name of the open configuration as well as the name of the machine.

**N.B.** It is advisable to use the machine software to analyse all the configurations distributed by Lonati. Select and open the configuration with the work closest to that you wish to create. Open the chosen Lonati configuration and define your own user configuration via the "Save as" Configuration menu. Check, and if necessary modify, the number of working rows, active actuators and colour-actuator combinations at all the pattern levels, and save the new configuration. If the associated pattern is a DisTr, check and insert the motor data as well.

## New configuration

After selecting the machine, you can create a new configuration. Open the Configuration menu and click New to confirm.

The system displays the following initial page on the first tab **Rows setup**.

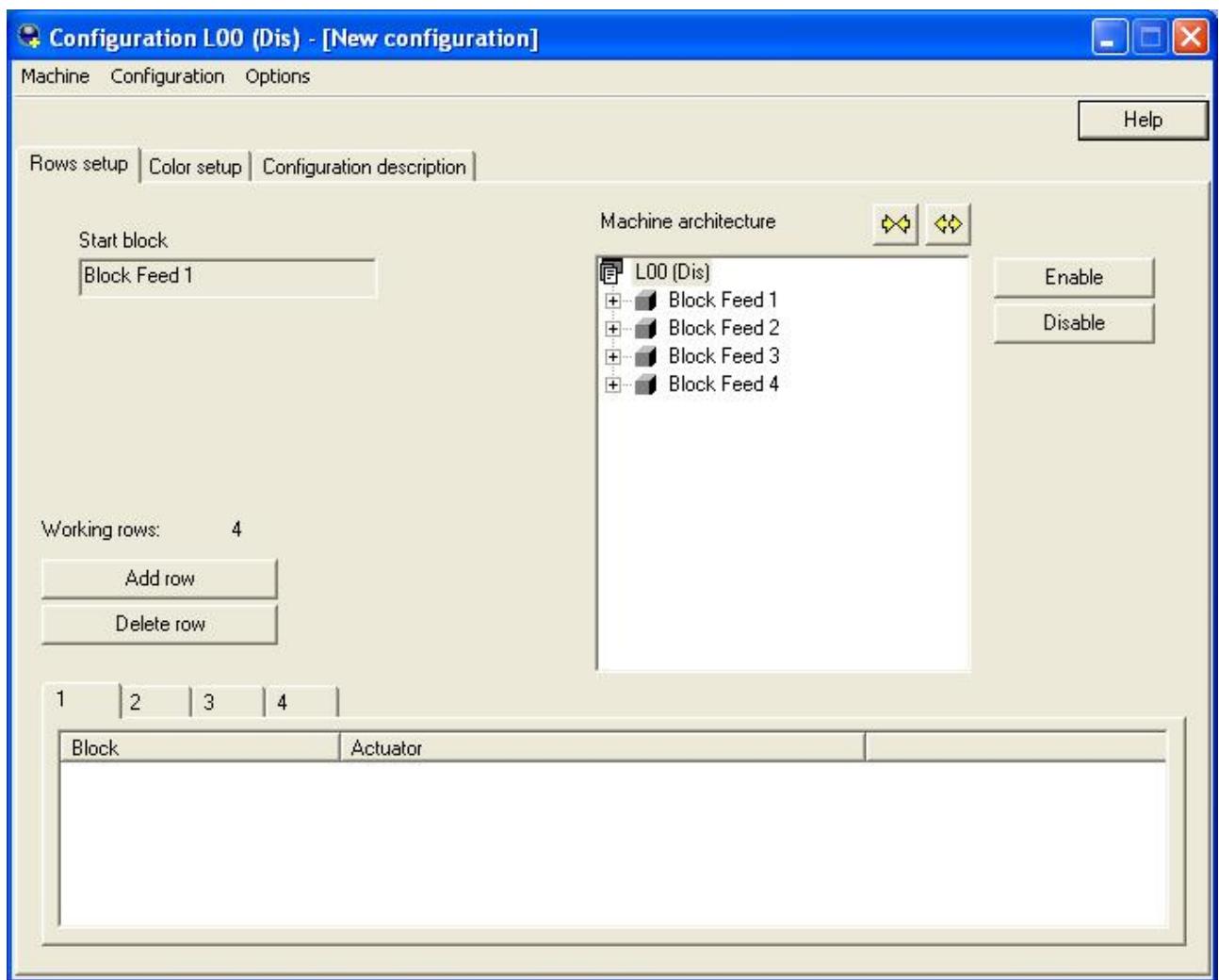


After setting up the start block, working rows and enabled actuators, you can compile the second tab **Colour Setup** and lastly complete the **Configuration Description**.

**Always remember to save before closing the new configuration.**

## Rows setup

This is the first page to be compiled.



## Start block

Machine architecture displays the feed blocks.

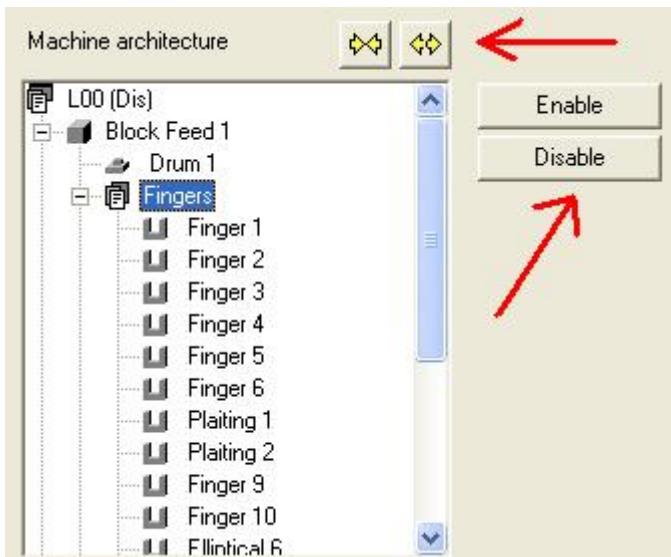
The current block on the right can be set as the start block by clicking the Set As Start Block button on the left.



The start block identifies the block from which working starts.

## Machine architecture

The yellow buttons open and close Machine architecture.



The current actuator(s) can be enabled and disabled by clicking the buttons on the right.  
The icon to the right of the name of current actuators is coloured.

The list of enabled actuators appears at the bottom of the page, as shown below:

Block	Actuator
Block Feed 1	Finger 1
Block Feed 1	Finger 2
Block Feed 1	Finger 3
Block Feed 1	Finger 4
Block Feed 1	Finger 5
Block Feed 1	Finger 6

## Modifying the number of working rows

The two buttons on the left are used to add or delete the working rows required for this configuration.

The machine will repeat the work, taking this value into consideration.

To change the current working row, move the pointer to the numbered box and click the left button.

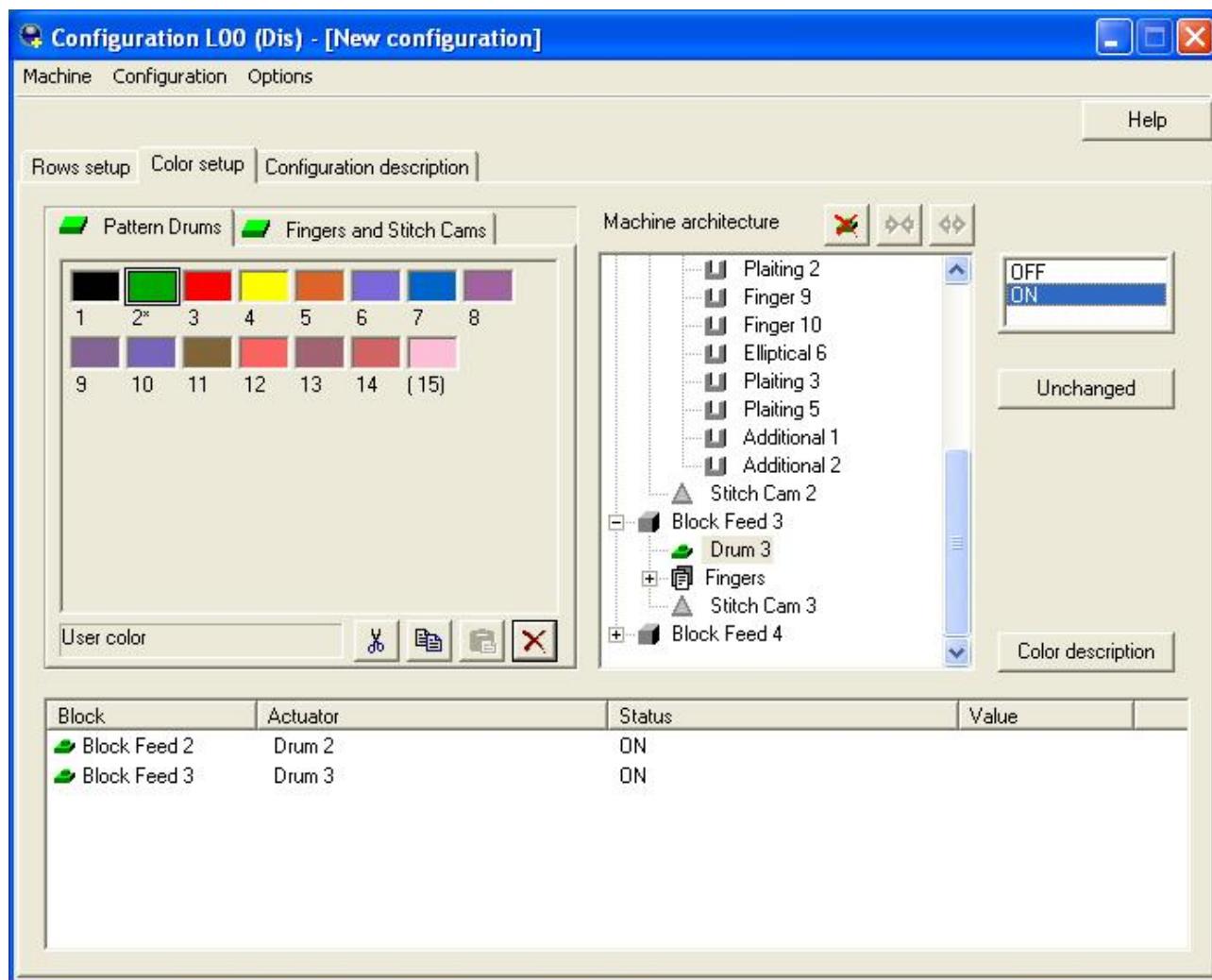
## Colour setup

This page is the heart of the program. It contains as many subtabs as there are pattern plans handled by the current machine.

Actuator works now have to be associated with the colours.

Only actuators previously enabled on the [rows setup](#) page are available.

Colour association for the Pattern Drum Plan:



The number of colour represented depends on the type of machine being used.

Activate the colour to use and confirm by clicking with the left mouse button.

The active colour is highlighted by a larger border.

The number below the coloured rectangle is the number of the colour for the pattern in the Photon for the current machine.

The **symbol \*** to the right of the number means the colour has been associated.

Colours with a number in **round brackets** (...) are protected and cannot be modified by the user.

Only actuators shown in the machine structure as ON can be associated with the colour.

An actuator is ON when its symbol is coloured.

To activate an actuator go to the Rows setup page.

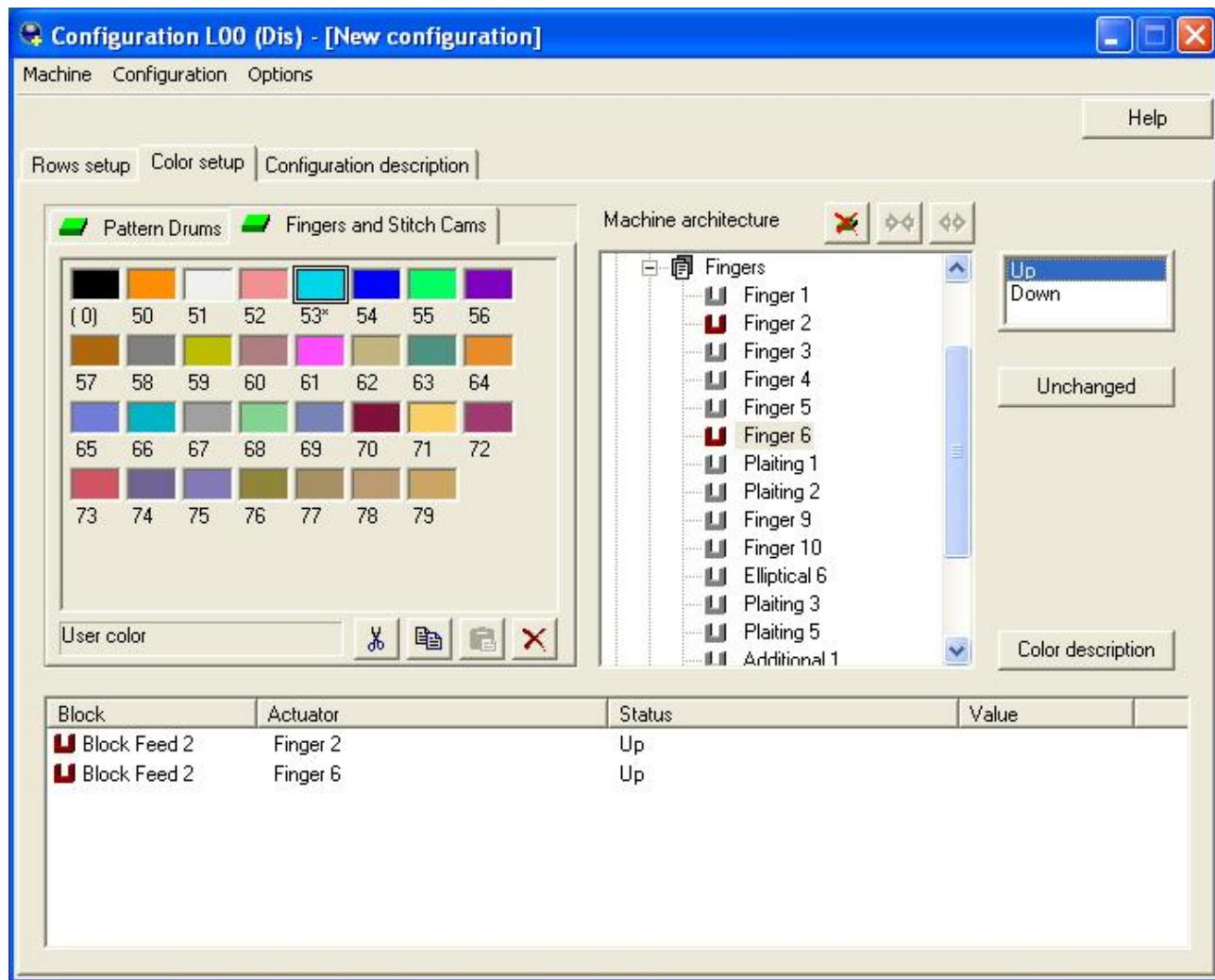
The active colour is associated by clicking Needle Up, Needle Down, In or Out with the mouse, or in another way depending on the type of machine.

Press the Unchanged key to cancel the association of the current actuator with the current colour.

The list of all the actuators associated with the current colour is displayed at the bottom of the page, specifying the block actuator and status.

Click the **Colour Description** key to associate further descriptive information with the current colour.

## Colour association for the Fingers and Stitch Cams Plan



The procedure is the same as with the Pattern Drum Plan, associating fingers and stitch cams.

### Utility commands for the current colour.



When pressed, these buttons execute the following operations on the list of actuators associated with the current colour:

**cut**  
**copy**  
**paste**  
**cancel**

They behave just like standard Windows options.

Example: if you activate colour 53 and click the Cut button, this colour will lose all the current associations, which can be restored by clicking the Paste button.

If you click the Copy button and then activate colour 55, when you click Paste, this adds the associations for colour 53 as the source has not been emptied.

### Description of the configuration

This window contains the user description associated with the configuration.



Enter the user description for this configuration.

The description can be used as a reminder of the type of work and colours.

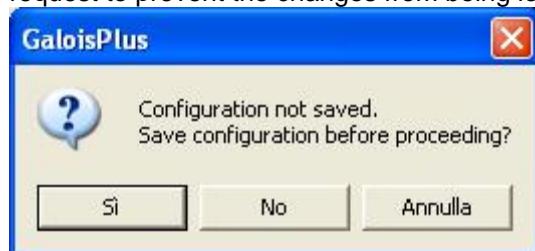
## Save

After creating or modifying the configuration, open the Configuration menu

and confirm by clicking Save or Save As to save  
or add a new configuration.

Click Close to close the current configuration.

Modified configurations that have not been saved generate a confirmation  
request to prevent the changes from being lost.



The Reassign option is only enabled for L00(DisTr) type machines with [ramped stitch cams](#) after enabling  
the GaloisPlus via the Photon graphic program.

## Options

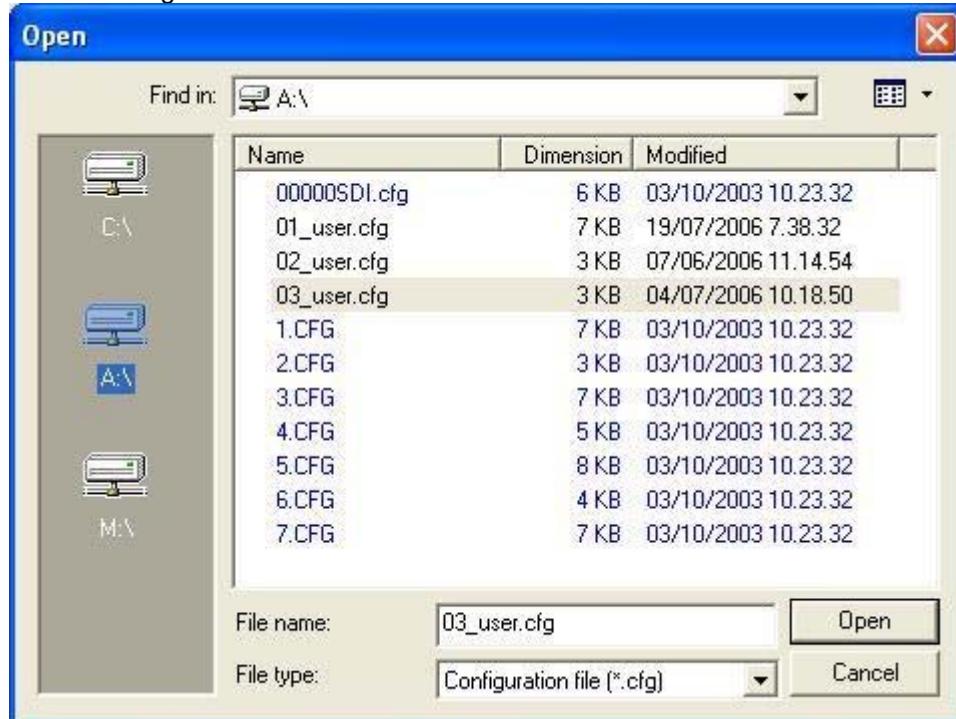
If you click **Search configurations on floppy-disk**, you can open and save configurations on a floppy-disk.

The network is always visible when the machine has been installed properly.

Example:

- If you have installed the machine on m:\..... and have right of access.
- and if you have inserted a floppy in the machine complete with c:\graph6\LO0\.....

the first configuration window is as follows:



**N.B.** Do not use Windows to copy or move \*.cfg files as they are defined for the machine.

.cfg files associated with the pattern can be copied and edited using the **Complete copy here** function in the Dinema **BigBang** program, which can be enabled when copying patterns with blue scripts (i.e. with associated .cfg) between friendly machines.

Each machine comes with some basic protected .cfg files that can be opened and saved with a new name, and used immediately.

## Ramped stitch cams

### Programming ramped stitch cam motors and a few examples

Select an item:

[Programming ramped motors from the patterntriangoli\\_rampati.htm](#)

[Programming ramped motors from the chain programmazione\\_motori\\_triangoli\\_8741](#)

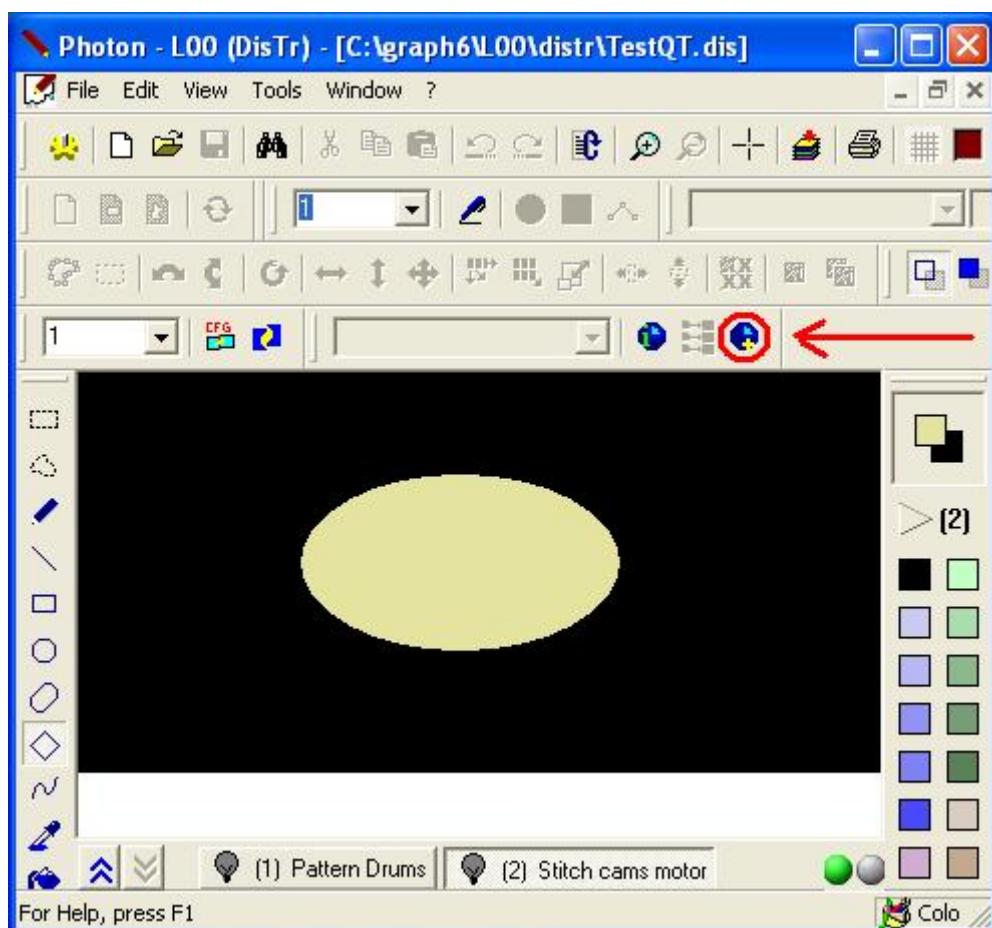
[Examples of ramped motor programming](#)

[Management of Knit Variation and Simulation esempio\\_della\\_gestione\\_del\\_bilan\\_1610](#)

### **Programming the ramped stitch cam motors from the DISTR pattern**

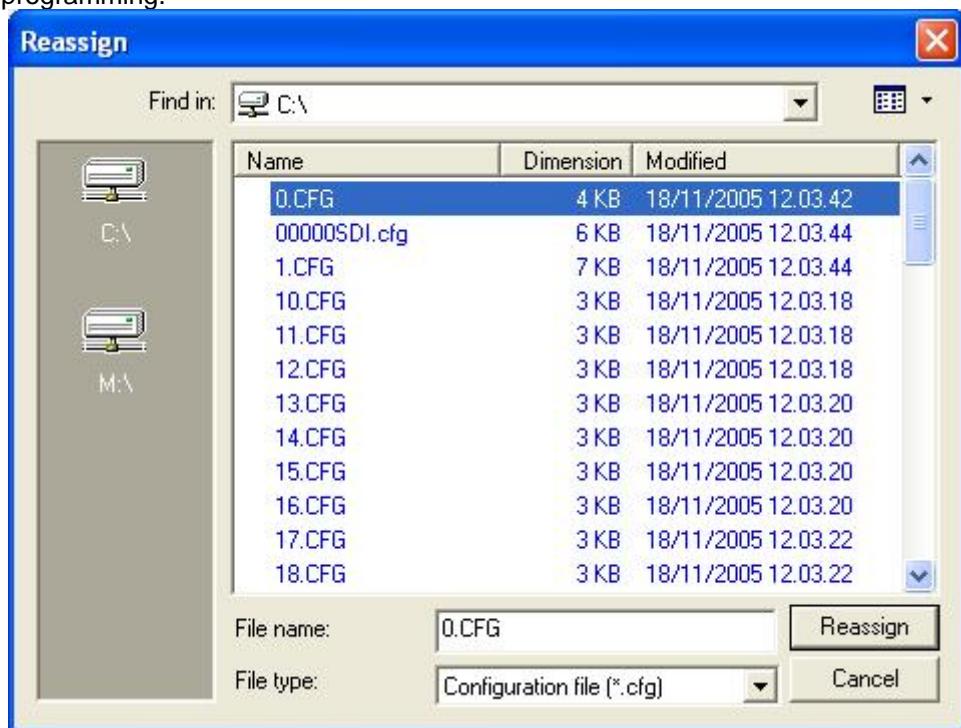
The programming of ramped stitch cams starts from DISTR pattern programming.

Call up the Photon program  and select a DisTr machine.  
Compile the pattern using the background of the stitch cam motors to obtain pattern variation.  
The pattern courses must always be divisible by 4, or the division must correspond to the desired CFG.  
Partial patterns must work within a stitch cam block.



Save the pattern and click the GALOISPLUS icon to display a table of colour configurations.

Before you can access the value programming table, you need to assign a configuration from which to inherit programming.

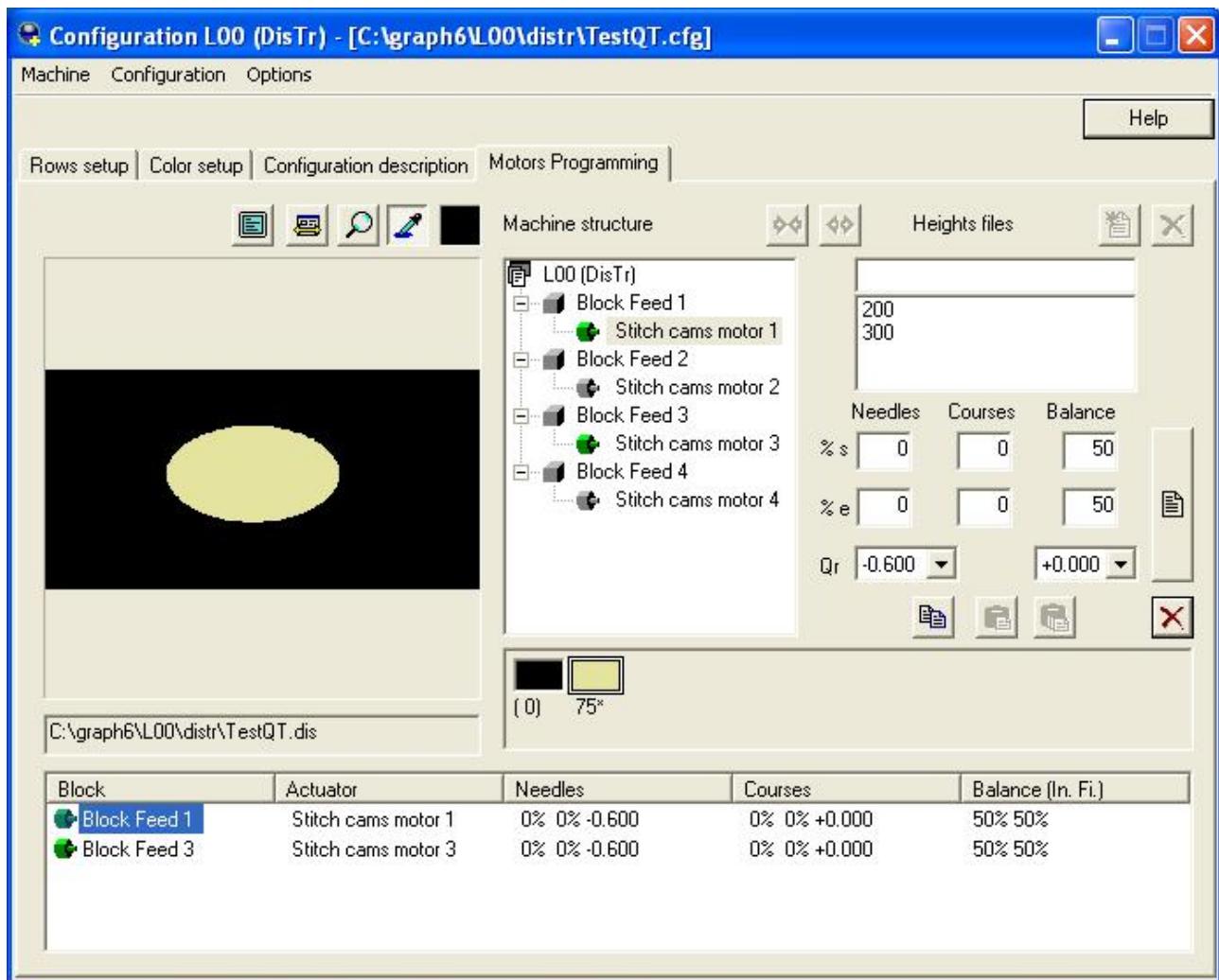


The programming table is a pure configuration with the name of the pattern.

Change programming is possible for this configuration by entering the DIS configuration file in the CFG space.

Alternatively, you can use a LONATI CFG that will use pattern CFG value programming.

The fourth tab Motors Programming is displayed immediately.



Move the cursor to the feed stitch cam motor and click.

Then move to the box in the bottom righthand corner and modify the motor value, the ramp balance, and the ramp extension percentage if necessary.

Save the value of the selected motor.

Repeat for the other motors.



#### 1 - Final pattern simulation

This displays a simulation of the configured pattern and the machine speed.

See example below.

#### 2 - Restore zoom dimensions

This displays the pattern in its original dimensions in the display area.

#### 3 - Area zoom

This allows you to select and enlarge (zoom) a part of the pattern.

#### 4- Enable colour

You can select the colour from the pattern or the part of the table displaying the configured colours of the current pattern. Black can never be selected as it is not configured.

#### 5- Current colour display

This displays the current selected colour.



### **Enable/disable the four stitch cam motors**

These two buttons can be used to enable/disable stitch cam motor programming for the current machine. First select the machine name from the list, then click the stitch cam motor enable or disable button.



### **1 - Record new value**

This allows you to save in the value file a new variation parameter (widen or narrow knit) for all the feed blocks displayed in the list.

Enable the colour where you wish to enter the value file. If you double click an existing value file, this enables the colour in the stitch cam motor blocks.

### **2- Delete current value in collection**

This allows you to delete from the value file a new variation parameter (widen or narrow knit) for all the feed blocks displayed in the list.

### **Saving programmed values**

This enables you to save the percentage values directly in the feed block. This can only be done for the selected feed block.



### **1 - Store selected relative value**

This allows you to provisionally save the relative value of the selected feed block as regards both needle parameters and course parameters.

### **2 - Load relative value on a single motor**

This enables you to load individually for each block any provisionally saved values.

### **3 - Load relative value on all motors**

This enables you to load on all feed blocks any provisionally saved values.

### **4 - Erase selected motors**

This enables you to erase single programmed stitch cam motors from the list of feed blocks.

The new **Balance** function allows you to modify the motor ramp as a percentage, from 0% (ramp entirely inside the colour) to 100% (ramp entirely outside the colour).

If you enter 50% it is clear that the command is perfectly balanced between the two configured colours.  
Queste These changes can be simplified using DISTR simulation in the GaloisPlus program.

## **Chain programming of ramped stitch cam motors with DISTR**

### **HOW TO PROGRAM THE DISTR IN THE VARIOUS BLOCKS**

#### **EXAMPLE 1 - PANTY BLOCK**

Block	Start step	End step	s	E
Welt release	20	23	21.00	21.00

Panty	24	40	20.60	20.60
-------	----	----	-------	-------

The pattern starts at step 25.

The end can be programmed at the step after the economy step, or at the penultimate step 39 of the Panty block.

This is because in the chain programming of stitch cam blocks there may be different values (see example), which are obtained from degree zero-0 of the first step of the motorized stitch cam block. Failure to follow this programming procedure would trigger BUSYs at stitch cams MPPs.

#### EXAMPLE

Block	Start step	End step	is	E
Welt release	20	23	21.00	21.00
Panty	24	40	20.60	20.60

A value change of 0.40 from the Welt Release block to the Panty block takes place at degree zero-0 of the Panty start step 24. It can be moved using Special Functions 115 - 116 - 117 - 118, which also involves moving the start of pattern L500TR or L501TR.

Let us imagine we wish to move the stitch cam start from the chain program to step 25 using Special Functions 115 – 116 – 117 – 118 at degree 150.

This means the pattern start can be programmed at the next step (26) of programming Special Functions 115 – 116 – 117 – 118.

#### EXAMPLE 2

Proceed as follows if you need to program the pattern start at the first step of the block.

The pattern start must be programmed at step 24.

The end can be programmed at the step after the economy step, or at the penultimate step 39 of the PANTY block.

The table of stitch cam values must have the PANTY block with the same value as the preceding block (see example below). As the pattern covers the entire chain value, it creates the necessary widening.

#### EXAMPLE

BlocK	I Start step	End step	s	E
Welt release	20	23	21.00	21.00
Panty	24	40	21.00	21.00

The stitch cam pattern starts at step 24 as there is no value change from Welt Release to Panty.

#### EXAMPLE 3

Proceed as follows if you need to associate the start of the PANTY block and the pattern end in the LEG block.

The pattern start must be programmed at step 25.

The end must be programmed at the first step of the LEG block, step 41.

The table of stitch cam values must have the LEG block with the same value as the last four or more courses of the pattern (see example).

#### EXAMPLE

Block	Start step	End step	s	E
Welt	20	23	21.00	21.00

Panty	24	40	20.80	20.80
Leg	41	47	20.40	20.40

Pattern start chain step 25 (Panty block)

Pattern end chain stop 41 (Leg block).

N.B. If there is no black course (chain value recovery) in the STITCH CAM pattern, the value at the end of the STITCH CAM pattern is that of the last configured colour.

#### EXAMPLE 4:

Proceed as follows if you need to use the pattern for narrowing or widening.

The pattern start must be programmed at step 25 PANTY block.

The end must be programmed at the first step of the LEG block, step 41.

The table of stitch cam values must have the LEG block with the desired value.

The pattern colour must have the same value as the LEG block chain (see example below).

#### EXAMPLE

Block	Start step	End step	s	E
Welt release	20	23	21.00	21.00
Panty	24	40	21.00	21.00
Leg	41	47	21.20	21.20

Pattern start chain step 24 (Panty block)

Pattern end chain stop 41 (Leg block).

N.B. If there is no black course (chain value recovery) in the STITCH CAM pattern, the value at the end of the STITCH CAM pattern is that of the last configured colour.

#### Example of ramped stitch cam motor programming

#### EXAMPLE OF PROGRAMMING WITH 2 COLOURS

Click and select the colour you wish to vary.

Click **L500** or **L501 (DisTr)** in the machine architecture area. This activates icons . Click the icon that activates the 4 stitch cam motors.

Double click the stitch cam motor you wish to work with, e.g. feeds 1 and 3.

The stitch cam motor moves to a box below. Enter the s% (0-100%). This is the space occupied by the needles available in the course at the desired position.

E.g. 45% of 130 needles = 58 needles

E.g. 10% of 40 needles = 4 needles

E.g. 10% of 100 needles = 10 needles

A percentage can be entered for the courses as well.

N.B. In partial patterns (heel) s% / e%.

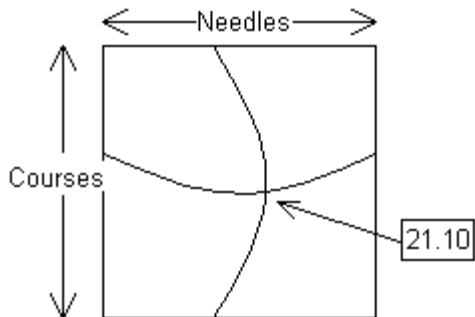
#### **Relative Value (needles)**

Click the arrow on the right of the relative value (rV), and select the desired value. Example:

( +0.100 = 1 tenth narrowing compared to the value in the table of chain stitch cams)  
 or:  
 ( -0.100 = 1 tenth widening compared to the value in the table of chain stitch cams)

### Relative Value (courses)

This is done in the same way. When programming with needles, add together the needles relative value and the courses relative value, which gives the total relative variation value.



The sum must never exceed the available value.

E.g. chain table value 20.60 - you want to get +0.500 = 21.10

Needles relative value: +0.200

= +0.500 equivalent to 21.10

Courses relative value: +0.300

### Narrowing at a relative value on the courses

The chain table gives a stitch cam movement of 21.00. We want to scale down gradually to 20.40. The graphic pattern was created with 600 courses with a stitch cam colour on the background.

rV (courses) - 600

s% (start percentage) 100%

This procedure gives a gradual widening of 0.6 tenths from the first to the last pattern course.

N.B. Before exiting the configuration table, always remember to save from the menu with Configuration - Save.

### Variation for MR - MJ machines

from 21.20 to 21.30 value available for autocalibration

21.20

21.10

21.00

20.90

20.80

20.70

20.60

20.50

20.40

from 20.30 to 20.40 value available for autocalibration

maximum 0.8 tenths of variation

### SAVING THE QUOTA FILE

When the desired values have been entered in the stitch cam block, all the data can be stored in a folder (value file). The values can be used for other configured colours.

Select the desired colour with the mouse to display the values in the stitch cam motor block.

Click the space in the value file, enter the desired name and click to save.

To erase an existing value file, select it with the mouse and click .

### **Entering an existing value file in the stitch cam motor block**

## Printed Documentation

Select the colour where you wish to enter the value file, and double click the existing value file to activate it in the stitch cam motor block.

### CHAIN PROGRAMMING

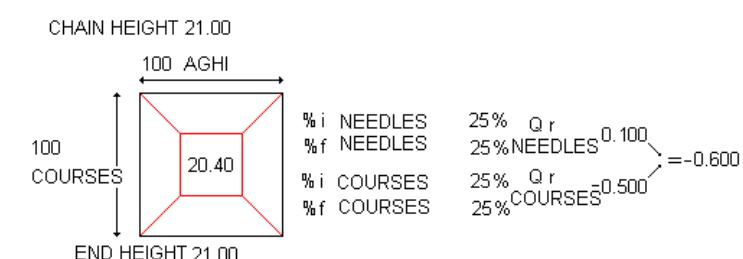
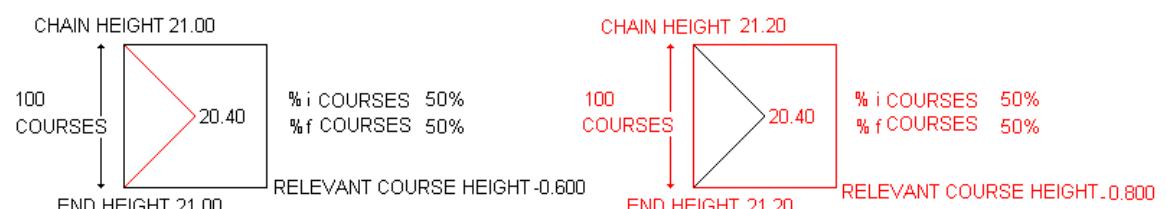
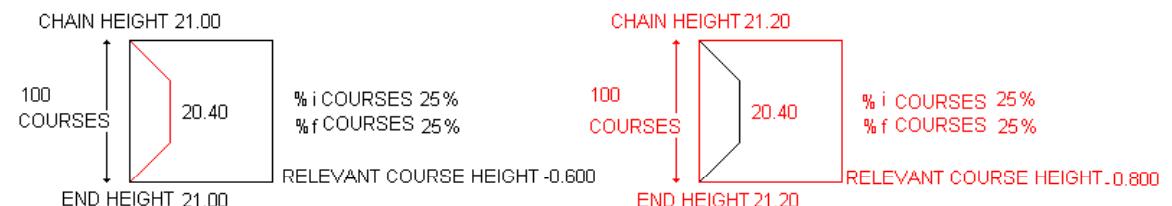
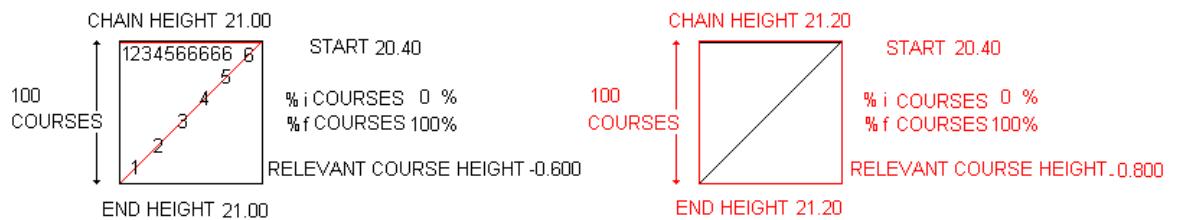
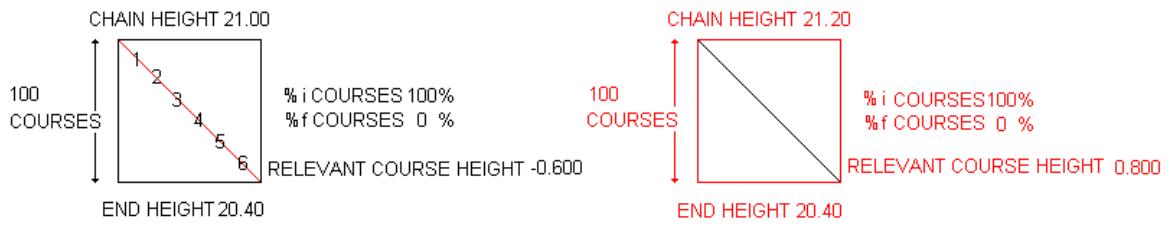
It is advisable to limit pattern programming to a single stitch cam block (panty).

Example:

	Steps	
Stitch cam blocks	s	e
Panty	24	41

In the chain, the pattern will start at step 25 and end at step 40.

VARIOUS EXAMPLES OF RAMPED STITCH CAM MOVEMENT PROGRAMMING



**GALOIS PLUS program management with Balance and Simulation**

The following new rules have been introduced.

For correct use of the program, the machine speed must be chain programmed (max 550 rpm). Onboard the machine it will only be possible to decrement, not increment, the programmed speed.

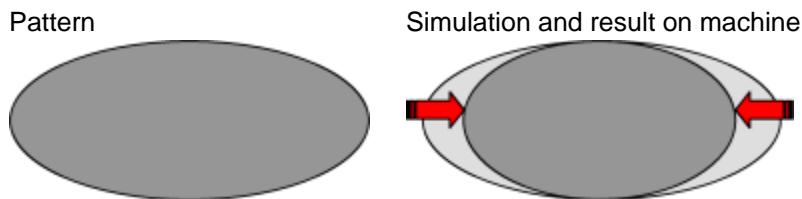
1. The movement values of the stitch cam motors are calculated as a percentage of the number of machine needles. In the previous version they were calculated according to the size of each colour.
2. Pattern rack processing by elliptical rotation.
3. Black is not configurable, so it does not have priority (only for restoring chain value).
- 4.
5. Colour priority is given to the colour with the highest number (except black); the highest colour number is the priority colour.
6. It is no longer necessary to enter black for the first four pattern courses, which are used for offsetting chain control of the stitch cam motors and the start of the stitch cam pattern.

Percentage displacement of the the stitch cam motor ramps, using the Balance function.

Used in association by Needles and Courses

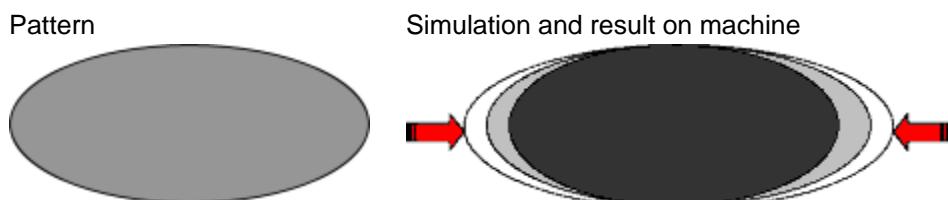
Ramp	Start %	End %
Internal	0	0
Balanced	50	50
External	100	100

#### **Example 1 - Partial heel with internal ramp (0%).**



The simulated pattern shows that an internal ramp has been applied to the pattern size, with 0% start and 0% end balancing.

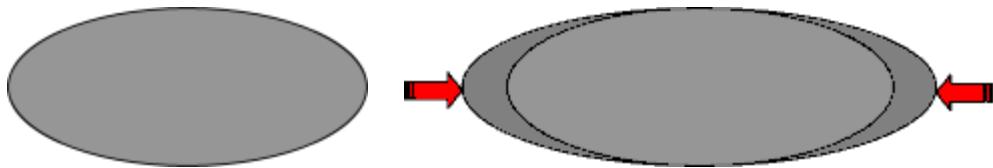
#### **Example 2 - Partial heel with balanced ramp (50%).**



The simulated pattern shows that a ramp starting outside the pattern and an end ramp finishing inside the pattern have been applied, with 50% start and 50% end balancing.

#### **Example 3 - Partial heel with external ramp (100%).**



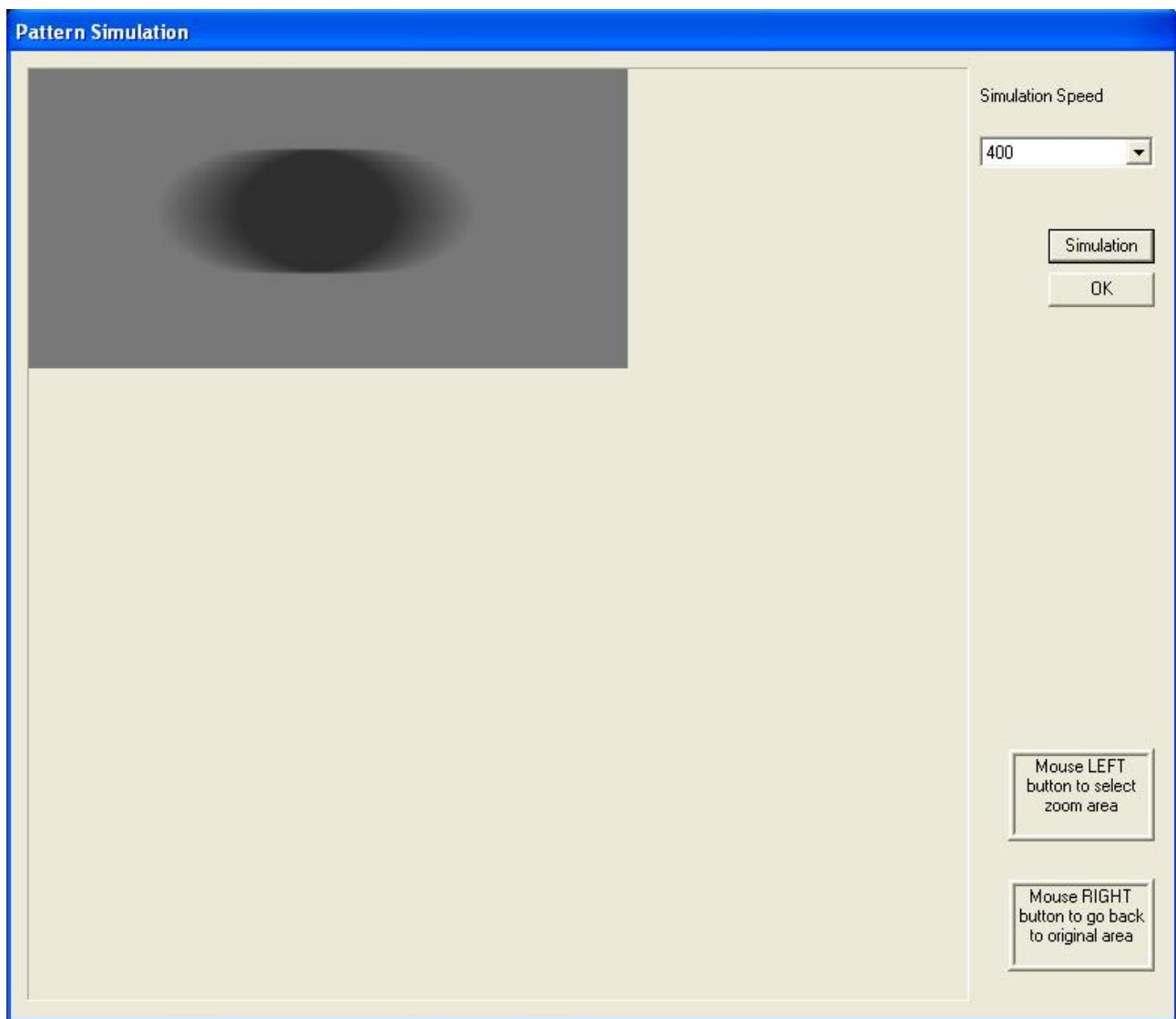


The simulated pattern shows that a ramp external to the pattern has been applied, with 100% start and 100% end balancing.



### SIMULATION

Click pattern simulation icon to display the pattern result before executing it on the machine. This allows any corrections to be made before proceeding with the end product.



The simulation window displays:

- FIXED VALUES
- GRADUAL WIDENINGS
- GRADUAL NARROWINGS
- 3D WIDENINGS

configured in various colours.

## Printed Documentation

As shown in examples 1, 2 and 3, simulation is used, with virtual speed change from 200 to 600 rpm, to view the effects of the stitch cam motor ramps on the knit, internally or externally, as a percentage. The different shades of grey give a realistic view of the fabrics' thickness.

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# Photon





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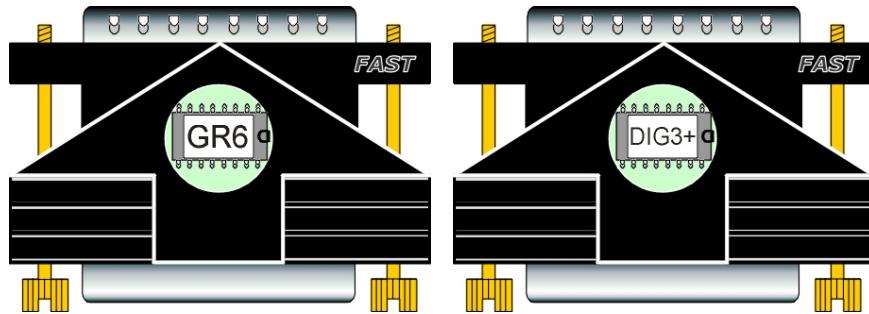
# Welcome to the Guide

This software allows to create and modify the Lonati - Santoni - Dinema patterns.

The information of the PHOTON - Dinema program can be found by taking a glance at the guide.

This program is common to all the types of circular Lonati - Santoni machines. For its functioning the software is matched to a hardware protection key defined **HARDLOCK FAST KEY** connected to the parallel port of the computer.

**Hardware protection key Lonati-Dinema-Santoni (Hardlock FAST Key).**



[Click again on the writing to close this text appendix.](#)

To update the software versions or to have a technical assistance contact the web site: <http://www.lonati.com>



[Topics of the guide](#)



# Topics of the PHOTON Guide

## Menu commands

### File Menu

#### File Menu

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[3 C:\graph6\500\dis\ciao2.dis](#)

[4 C:\graph6\500\dis\ciao3.dis](#)

[Exit](#)



#### Choice of the type of machine

The Photon program manages the patterns of all the Lonati - Santoni - Dinema machines, provided they are enabled to the pattern commands. This command shows the list of the installed machines enabled to the pattern. Before creating or modifying a pattern the user has to know which machine to select in order to enable the Photon program to the following machine. Clicking on the *Choose machine* command a table will appear with the machine names that can be used .



#### New pattern

Create a new empty pattern with the dimensions in **width** (needles) and **height** (courses).

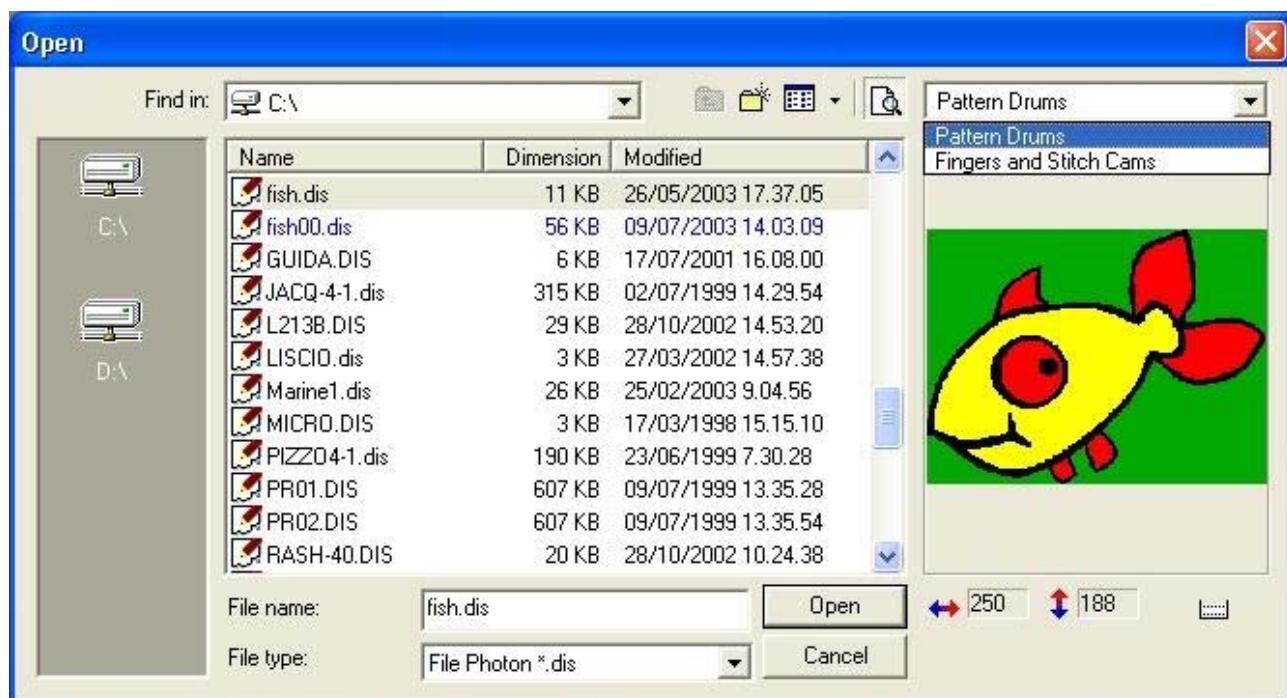
To modify the beginning dimensions of the pattern click in the desired insertion zone, type the number then press the OK button. It is possible to maintain the same needle and course dimensions of the pattern clicking in the **maintain proportions** box making a mark appear 3.



#### Open an existing pattern

With this menu command, the user opens the patterns relative to the selected machine. In the dialog window represented in this page is shown an example of pattern opening. The user must select the desired pattern from the list then press the OK button to confirm. Afterwards the selected pattern will appear contained in a window with variable dimensions.

To have information on the Open table position the cursor on the desired zone and click.



In the files list it is possible to directly manage the renaming and the cancellation of each single file by clicking the desired file with the right button of the mouse.

## Close the active pattern

It closes the active pattern without exiting the application. If the file contains modifications not saved, it will be asked to save before closing.



## Save the pattern

Saves the active pattern with the file name and the current position.



## Save the pattern with another name

Save the active pattern with a different name or position.

The **Save as** command opens a table where it is necessary to insert the **file name** the new name of the pattern. Afterwards pressing the Save button the user memorizes in that position the active pattern with the new name.

Before using the command save, the user has the possibility to choose the **type of saving status** that he wants to give to the current pattern.

In the table there is a zone with a selection box where there is written **Save compressed**.

In the selection box there is a "check sign"  and the pattern will be saves in the compressed. In the opposite case the selection box will be empty  and the pattern will be saved in the normal mode (expanded).

It's possible to select the **options of the Photon** (tool menu), a priority mode for the type of saving status. In this case the future pattern savings with a new name will automatically have the new chosen type.

However it will be possible to change the type during the saving operations, acting in the selection box of the **Save compressed**.

## Import

Enables the import procedure of a pattern in the Photon program.

 The *Import* command is enabled only if a pattern is active in the program.

You can import:

patterns in bitmap windows format (BMP - PCX - JPG).

patterns directly from the scanner or other devices (digital photo camera) if installed correctly in the computer.

patterns from other Lonati-Santoni machine models.

patterns or colors between one [plane](#) and the other of then same pattern as long as the machine in use is predisposed for plane pattern. For this type of importation it is necessary to have open the pattern on the plane that has to receive the importation.

After selecting the *Import* command a welcome table appears. Press the **ahead** button to view the information on the type of import and the procedure to follow during the execution of the function.

## Import another plane

This command enables the procedure of direct importation of the pattern from one [plane](#) to the other.

With this command it is possible to copy the entire pattern of a plane and take it in another plane of the same pattern. Obviously this procedure is enabled only for the machines which patterns are managed on more than one plane.

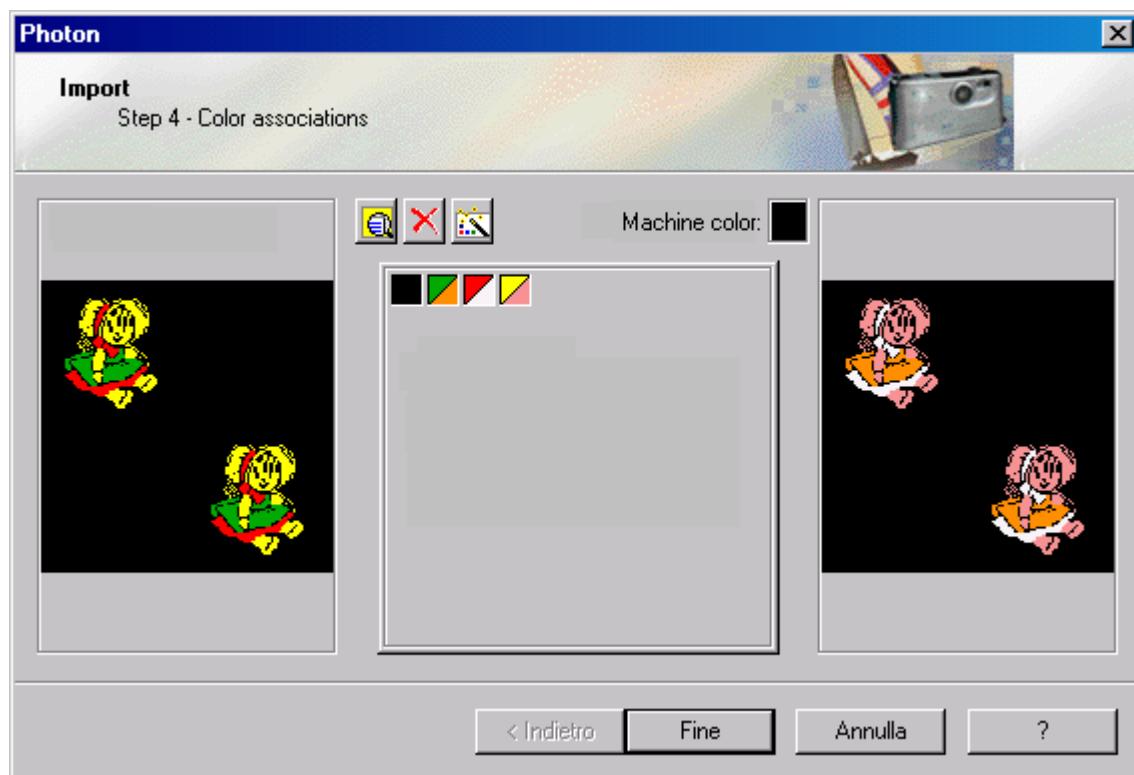
Procedure:

activate a pattern with more than one plane.

view the plane on which you want to import the pattern of the other plane.

enable the command of the file menu "import another plane..."

An importation table will appear similar to the following



The program automatically associates directly to the source plane colors ,colors of the destination plane.



If the user does not want this type of automatic association, he can decide as he pleases the colors to be associated, positioning the cursor above the color to be re-associated, and press the right key of the mouse. At this point the program, view the color palette relative to the destination plane, and the user can decide which color to associate to the source color.

After the association procedure is finished to confirm the importation you must press the button End.

At this point the program views the destination plane of the area containing the imported pattern.

Now confirm the pattern importation by pressing the Return key of the keyboard. Afterwards press the Esc key to eliminate the selection area.

## Export

Enables the exporting procedure of a pattern from the Photon program.

You can export a Lonati-Santoni pattern (.DIS) in a windows Bitmap format (.BMP) or in a Matec format (.Mag). Before exporting a pattern you must have it opened.

After selecting the command "Export..." a welcoming table appears. Press the button **ahead** to view the information about the type of exportation and the procedure to follow during the execution of the function.

We suggest to check where you want to save the converted pattern before starting the exportation procedure, in order to avoid searching through the computer.



## Print

This is the command that directly prints the active pattern without the preview. For the print options see the lower part of the print window to the **Information to print** and **print dimensions** commands.

**Information to print** is referred to the print of the pattern divided in squares (**grid**) and the information relative to the colors used in the pattern (**Used color table**).

**Print dimensions** are referred to the type of print that you desire to have. This option varies in function of the support that the user uses as print page dimensions.

## Print preview

Shows a preview of the active pattern before printing it. The print options that will be shown in the preview table are relative to the **Information to print** and **print dimensions** commands.

**Information to print** is referred to the print of the pattern divided in squares (**grid**) and to the information relative to the colors used in the pattern (**Used color table**).

**Print dimensions** are referred to the type of print that you want to have. This option changes in function of the support that the user uses as print page dimensions.

## Setup printer

Allows to setup the printer predefined for the print of the pattern, the margins and the paper feed, the orientation of the pages and other layout options for the file of the active pattern.

## List of the last opened files

A list with the possibility to open one of the last 4 files (patterns) that have been modified or simply viewed.

After viewing the pull-down window with the list of the last 4 names, type the number next to the file the you want to open, otherwise click with the mouse on the name of the file wanted.

## Closure of the Photon program

The *Exit* command closes the application program of the Photon. If there are open patterns it will be asked to save the work in progress, in other cases the program will be closed keeping the features of the pattern of the last salvage made.

## Modify Menu

### Modify menu

The commands present in the modify menu:

[Cancel](#) Ctrl + Z

[Repeat](#) Ctrl + Y

[Cut](#) Ctrl + X

[Copy](#) Ctrl + C

[Paste](#) Ctrl + V

[Select all](#) F10

[Select all the needles](#) F8

[Select all the courses](#) F9



## Cancel command



Cancel the last command made. To cancel more operations click on the button  the program cancels in sequence the operations made on the pattern. If it is not possible to cancel the operation, the command changes in impossible to cancel.



## Restore command



Cancels the operations made with the **cancel** command. To repeat more cancelled operations click on the button the program restores in sequence the operations made on the pattern. If it is not possible to repeat the last cancel operation, the command changes into impossible to restore.

### **Cut or Cancel command**



Removes the active selection storing it in a temporary memory part of the computer (note folder).

### **Copy command**



Copy the selected part in a temporary memory part of the computer (note folder).

### **Paste command**



Inserts in correspondence of the point chosen by the user a part of the pattern that has been previously cut or copied as long as present in the memory part preestablished by such function (note folder).

### **Select all the pattern**

Selects automatically all the area of the active pattern.

### **Horizontal-vertical selection of the pattern**

After selecting an area of the pattern press the **F8** key, the program automatically enlarges the selected area to all the dimension in **x** of the pattern (complete selection of the pattern needles).

After selecting an area of the pattern press the **F9** key the program automatically enlarges the selected area to all the dimension in **y** of the pattern (complete selection of the pattern courses).

## **View Menu**

### **View menu**

The commands present in the view menu:



[Tool bar](#)



[Status bar](#)



[Pattern Tool bar](#)



[All the color bars](#)



[Text tool bar](#)



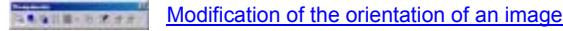
[Pen thickness bar](#)



[Filling motif bar](#)



[Command destination bar](#)



[Modification of the orientation of an image](#)



[Galois Info bar](#)



[Global View](#)



[Assistance](#)



[Grid](#)



[Control point](#)



[Area outline](#)

## **Tool bar**

Are enclosed the main commands for the management of the pattern file.



- [Choice of the type of machine](#)
- [Creation of a new pattern](#)
- [Opening of an existing pattern](#)
- [Direct salvage of the active pattern](#)
- [Overall view of the pattern](#)
- [Cut](#)
- [Copy](#)
- [Paste](#)
- [Cancel the last operation](#)
- [Restore the operation just cancelled](#)
- [Restores the last saved pattern](#)
- [Enlarge/Reduce the pattern - visualization](#)
- [Show/Hide the axes of the relative origin](#)
- [Applies the tool on all planes](#)
- [Print the active pattern](#)
- [View the grid on the pattern](#)
- [Change the grid color](#)
- [Specific program information](#)
- [Online program Guide](#)
- [Animated assistant](#)

### **Choice of the type of machine**

The Photon program manages the patterns in all the Lonati - Santoni - Dinema machines provided they are enabled to the pattern commands. This command shows the list of the installed machines enabled to the pattern. Before starting to create or modify a pattern the user must know which machine to select to enable the Photon program to the mentioned machine. Clicking on the *Choose machine* command the table appears where the machine names to be used are present.

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### **New pattern**

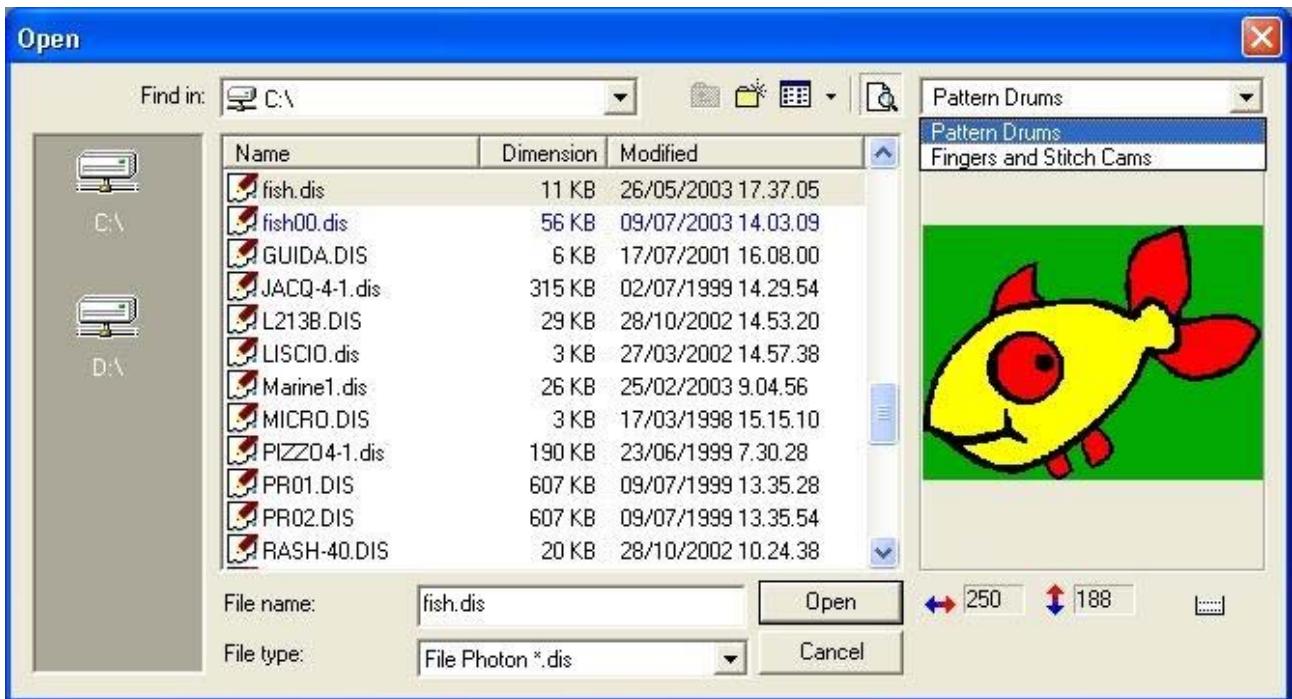
Create a new empty pattern with the dimensions in **width** (needles) and **height** (courses). To modify the beginning dimensions of the pattern click in the desired insertion zone, type the number then press the OK button. It is possible to maintain the same pattern needle and course dimensions clicking in the **maintain proportions** box making a mark appear

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### **Open an existing pattern**

With this menu command, the user opens the pattern referred to the desired machines. In the represented dialog window in this page is shown an example of pattern opening. The user has to select the desired pattern then press the OK button to confirm. Afterwards the chosen pattern will appear contained in a window of various dimensions.

To obtain information on the Open table position the cursor on the desired zone and click.



In the files list it is possible to directly manage the renaming and the cancellation of each single file clicking on the desired file with the right button of the mouse.

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### Save the pattern

Save the active pattern with the current position file name.

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### Total view of the pattern

Opens a square that contains the complete view of the active pattern. Clicking in the dotted line area above the pattern in this total view it is possible to scroll the same pattern on the original window.

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### Cut or cancel command

Removes the active selection placing it in a temporary memory part of the computer (note folder). **(FUNCTION NOT AVAILABLE)**.

To CUT OR CANCEL a selected area see [MODIFICATION OF THE ORIENTATION OF AN IMAGE](#)

[Return to the beginning of the page](#)

## **Copy command**

Copies the selected part in a temporary memory part of the computer (note folder).  
**(FUNCTION NOT AVAILABLE).**

 To make a **COPY** of the selected area see [MODIFICATION OF THE ORIENTATION OF AN IMAGE](#)

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## **Paste command**

Inserts in correspondence of the point agreed by the user, part of the pattern that has been previously cut or copied as long as present in the memory part preestablished by such function (note folder). **(FUNCTION NOT AVAILABLE).**

 To **PASTE** a copy of the selected area see [MODIFICATION OF THE ORIENTATION OF AN IMAGE](#)

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## **Cancel command**



Cancel last made command. To cancel more information click on the  button the program cancels in sequence the operations made on the pattern. If it is not possible to cancel the last operation the command changes in impossible to cancel.

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## **Restore command**



Cancel the operations made with the **cancel** command. To repeat more cancelled operations click on the button  the program restores in sequence the operations cancelled on the pattern. If it is not possible to repeat the last operation of cancel the command changes in impossible to restore.

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## **Restores the last saved pattern**

This tool restores the pattern in the same fixed conditions as the last time it was saved by the user.

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## **Zoom of the pattern**



These two buttons  of the tool bar allow to increase or decrease the level of ZOOM on the current pattern. The command is made positioning the cursor on the point to enlarge or to reduce, the operation will be confirmed for each click made above one of the two buttons. The point of enlargement or reduction will always be shown in the center of the video .

The program also enables a few Zoom functions on the keyboard matched with precise keys:



[Click on the key when it is highlighted](#)

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### Show/Hide the axles of the relative origin

This command allows to show or hide the axles of the relative origin on the pattern. It is possible to keep the show status of the axles of the relative origin while operating on the pattern. To enable this type of view activate the button of the axles, on the command bar. If you do not want to view the axles press again the button of the axles bringing it to the resting status.

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### Work all planes

This command is only active for the machines that have the use of the pattern planed enabled. This function allows to use all the tracing tools on each plane of the pattern. After enabling this command, the user will have the possibility to use the tracing tool at the same time on all the planes of the pattern. The only warning to follow is to correctly select the colors of the planes to be used for tracing before starting the operation. This color selection is made easy by the contemporary presence of the color bar on each plane of the pattern. The viewing enabling of all the color bars is automatically made by the program when the "work all planes" command is enabled.

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### Print

This is the command that prints directly without preview the active pattern. For the print options see the lower part of the print window to the commands **Information to print** and **print dimensions**.

**Information to print** is referred to the print of the pattern with the squares (**grid**) and to the information relative to the colors used in the pattern (**Used color table**).

**Print dimensions** are referred to the type of stamp that you want to have. This option varies in function of the support that the user uses as dimensions of the printing page.

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### View the grid

The button enables the view of the grid on the pattern.

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### Grid color

Modify the color of the pattern grid. Pressing the button with the arrow, the user has the possibility to change the grid color a selecting another color from the list.

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### Information on the Photon program

View the information relative to the PHOTON program, from the version to the producer to the date of the last update.

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### Online program guide

This command allows to enable the Guide to the program in any point where you will point your mouse.

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### Animated assistance

This function enables an animation the menages a few help messages referred to the tools. After enabling this function, the user has to position the cursor above the tool that you want to request help for. The program automatically highlights above the animated assistant an explanation message relative to the chosen tool.

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### Status bar

The status bar describes what to do in the moment in which the user has selected a topic from the menu or from the tool window. Also it presents the information relative to the application and to the active pattern (index of the active color - enlargement level or Zoom - correct position of the cursor on the pattern - absolute and relative position of the cursor - actual dimensions of the pattern in needles and courses - Status of the pattern compressed or expanded).

If the status bar is active, in the menu window *View* a symbol appears in the shape of &rdquo; V &rdquo; in front of the *Status bar* writing.

#### View of the standard status bar



This figure represents the status bar in standard mode with an active pattern .

#### View of the status bar with the values of the selected area



Near the arrows that indicate the dimensions of the pattern, appear two more values, that indicate the dimensions (in needles and courses) of the geometric form that the user is using at the moment (see highlighted zone in the figure).

#### View of the status bar with the rotation degrees



By using the text tool and the area rotation tool, the user has the possibility to rotate the pattern. The rotation corner is viewed on the status bar instead of the values according to the relative origin (see highlighted zone in the figure).

## Pattern tool bar

In this bar are contained the buttons of the tools for the creation and modification of the pattern.



- [Selection of the rectangular area](#)
- [Selection of the Unshaped area](#)
- [Pen Tool](#)
- [Line Toll](#)
- [Rectangle Tool](#)
- [Circle Toll](#)
- [Rotated Ellipse tool](#)
- [Diamond Tool](#)
- [Curve Tool - spline](#)
- [Color selection Tool](#)
- [Filling Tool](#)
- [Relative Origins Tool](#)
- [Text Tool](#)
- [Replacement tool of the color with a weft or a pattern](#)
- [Active color flashing tool](#)
- [Color change Tool](#)
- [Modify the pattern dimensions Tool](#)
- [Outline of a color with another color Tool](#)
- [Color covering Tool](#)

## Selection of the pattern area



Allow to select an area of the current pattern. The area can be **modified, copied or moved**.

To **modify** the selected area you must act on the controls placed on the perimeter. The area dimension is modified by clicking and dragging the control. It is possible to know the exact dimensions of the construction area, through the status bar. (see the dimension



zone of the pattern ). If no controls are shown on the perimeter area then you must click on the button that is found on the Modification of the [orientation of the image bar](#).

It is possible to move the outline of the selected area other than with the mouse, also with the keys "arrows" of the keyboard.

To **COPY THE CONTENTS** of a selected area , it is enough to click inside of the same area dragging it in the wanted point. To confirm the copy click **Enter** or **double click on the LEFT key of the mouse** . IT is possible to make a copy of the same detail more than once by simply pressing the key **Enter** as many times wanted.

To **MOVE THE CONTENTS** of a selected area, it is necessary to click inside of the area and at the same time keep the **CTRL** key pressed. To confirm the movement , press the **Enter** key or **double click on the LEFT key of the mouse**.

The command is only referred to the selection of a rectangular area. The selection box always remains enabled on the pattern even if another tool is used. To disable the area it is sufficient to press the **ESC** key.

Once an area is selected the program shows an Action bar defined of command destination that will always be visible for the tools that carry out their function even in a pattern zone.



The user will have three buttons available that deviate the execution of the function or on all the pattern  or on the selection of the rectangular zone  or on the selection of the free area. 

Also the reverse selection button  allows to exchange the area selection with all the rest of the pattern. Therefore the pattern operating zone, where the modifications are made will result external to the selected one.

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### Selection of the free pattern area

Allows to select an area of the current pattern. The pattern area can be **modified**, **copied** or **moved**.

To **modify** the selected area you must act on the controls placed on the perimeters. The area dimension can be modified by clicking and dragging the control. It is possible to know the exact dimensions of the construction area of the geometric figure, through the status bar. (see the dimension zone of the pattern ). If the controls are not shown on the area perimeter than you have to click on the

 button that is found on the Modification of the [orientation of the image bar](#).

It is possible to move the outline of the selected area other than with the mouse, also with the keys "arrows" of the keyboard.

To **COPY THE CONTENTS** of a selected area , it is enough to click inside of the same area dragging it in the wanted point. To confirm the copy click **Enter** or **double click on the LEFT key of the mouse**. IT is possible to make a copy of the same detail more than once by simply pressing the key **Enter** as many times wanted.

To **MOVE THE CONTENTS** of a selected area, it is necessary to click inside of the area and at the same time keep the **CTRL** key pressed. To confirm the movement , press the **Enter** key or **double click on the LEFT key of the mouse**.

The command is only referred to a free area taken by the addition of dots corresponding to a click of the mouse. The selection box always remains active on the pattern even if another tool is used. To disable the area it is sufficient to press the **ESC** key.

Once an area is selected the program shows an Action bar defined of command destination that will always be visible for the tools that carry out their function even in a pattern zone.



The user will have three buttons available that deviate the execution of the function or on all the pattern  or on the selection of the rectangular zone  or on the selection of the free area. 

Also the reverse selection button  allows to exchange the area selection with all the rest of the pattern. Therefore the pattern operating zone, where the modifications are made will result external to the selected one.

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### Pen Tool

Trace a dot with the pressure of the left or right key of the mouse. You obtain a continuous trace if you keep the key pressed ( Free-hand pattern ). The trace color is determined by which mouse key is pressed. In fact it is possible to trace alternatively with two colors: one matched to the left button and the other matched to the right button.

 If the user presses the key **CTRL** while free hand tracing, he automatically draws in both planes of the pattern with colors at the moment selected in both planes.

Before using this tool it is possible to modify the [Thickness](#) of the trace.

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### Line Tool

Trace a line in the current color by the pressure of the left key of the mouse. The line can be modified by the two control ends that each control has. The controls can be moved by keeping the left key of the mouse pressed, and at the same time dragging it to get the desired movement.

It is possible to know the exact dimensions of the construction area of the geometric figure, through the status bar. (see the dimension zone of the pattern .

To confirm the operation press the control **key** or **double click with the left key of the mouse**.

To cancel the operation press the key **Esc**.

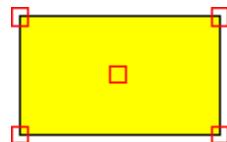
Until the geometric figure is not confirmed it is possible to modify its dimensions, the **thickness** and the **color**.

 "CTRL+ ENTER" This combination of keys confirms the trace selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

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## Rectangle Tool

Trace a Rectangle in the current color by pressing the left key of the mouse. The rectangle can be modified by the controls placed at the vertices and in the middle of the figure. These controls can be moved by keeping the left key of the mouse pressed, and at the same time dragging it to get the desired movement. It is possible to know the exact dimensions of the construction area of the geometric figure, through the status bar. (see the dimension zone of the pattern .



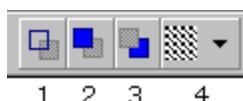
To confirm the operation press the **Return key** or **double click with the left key of the mouse**.  
To cancel the operation press the key **Esc**.

 Keep the **CAPITAL** key pressed while clicking and dragging the figure to create a **square**.

 "CTRL+ ENTER" This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

---

The command of the geometric figure enables four different tracings:



1. **Perimeter** (only the outline- perimeter of the geometric figure).
2. **Full** (the area of the geometric figure is filled with a current color).
3. **Full with the maintenance of the perimeter** (the area of the geometric figure is filled with a second current color and maintains the perimeter trace with the first color).
4. **Full with a pattern** (the area of the geometric figure is filled with a selected weft or pattern).

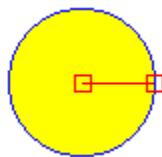
Until the geometric figure is not confirmed it is possible to modify its dimensions, the **thickness** and the **color**.

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## Circle Tool

Trace a circle in the current color by pressing the left key of the mouse. You can modify the figure by the two controls placed one in the center and the other on the circumference. These controls can be moved by keeping the left key of the mouse pressed, and at the

same time dragging it to get the desired movement. It is possible to know the exact dimensions of the construction area of the geometric figure, through the status bar. (see the dimension zone of the pattern 

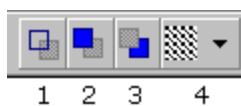


To confirm the operation press the **Return key** or **double click with the left key of the mouse**.  
To cancel the operation press the key **Esc..**

 Keep the **CAPITAL** key pressed while clicking and dragging the figure to create a **circle**.

 **"CTRL+ ENTER"** This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

The command of the geometric figure enables four different tracings:



1. **Perimeter** (only the outline- perimeter of the geometric figure).
2. **Full** (the area of the geometric figure is filled with a current color).
3. **Full with the maintenance of the perimeter** (the area of the geometric figure is filled with a second current color and maintains the perimeter trace with the first color).
4. **Full with a pattern** (the area of the geometric figure is filled with a selected weft or pattern).

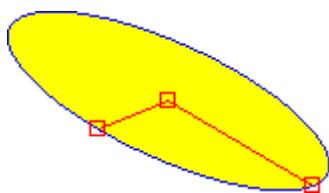
Until the geometric figure is not confirmed it is possible to modify its dimensions, the **thickness** and the **color**.

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### Rotated Ellipse tool



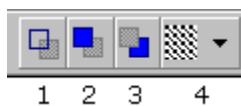
Trace an elliptical figure by pressing the left key of the mouse of the current color. The figure can be changed through three controls positioned one in the center and the other two on the perimeter of the figure.. The controls are moved by pressing the left key of the mouse and at the same time dragging it to move it where pleased.. It is possible to rotate the Ellipse by always acting on the controls described above .



To confirm the operation press the **Return key** or **double click with the left key of the mouse**.  
To cancel the operation press the key **Esc..**

 **"CTRL+ ENTER"** This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

The command of the geometric figure enables four different tracings:



1. **Perimeter** (only the outline- perimeter of the geometric figure).
2. **Full** (the area of the geometric figure is filled with a current color).
3. **Full with the maintenance of the perimeter** (the area of the geometric figure is filled with a second current color and maintains the perimeter trace with the first color).

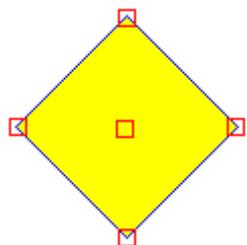
#### 4. Full with a pattern (the area of the geometric figure is filled with a selected weft or pattern).

Until the geometric figure is not confirmed it is possible to modify its dimensions, the [thickness](#) and the [color](#).

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#### Diamond Tool

Trace a Diamond in the current color by pressing the left key of the mouse. The figure can be modified by the controls placed at the vertices and in the middle of the figure. The controls can be moved by keeping the left key of the mouse pressed, and at the same time dragging it to get the desired movement. It is possible to know the exact dimensions of the construction area of the geometric figure, through the status bar. (see dimension zone of the pattern )



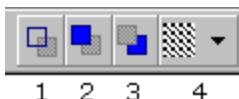
To confirm the operation press the **Return key** or **double click with the left key of the mouse**.  
To cancel the operation press the key **Esc**..

Keep the **CAPITAL** key pressed while clicking and dragging the figure to create a **circle**.

**"CTRL+ ENTER"** This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

---

The command of the geometric figure enables four different tracings:



1. **Perimeter** (only the outline- perimeter of the geometric figure).
2. **Full** (the area of the geometric figure is filled with a current color).
3. **Full with the maintenance of the perimeter** (the area of the geometric figure is filled with a second current color and maintains the perimeter trace with the first color).
4. **Full with a pattern** (the area of the geometric figure is filled with a selected weft or pattern).

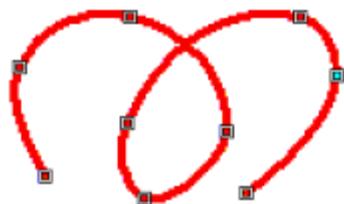
Until the geometric figure is not confirmed it is possible to modify its dimensions, the [thickness](#) and the [color](#).

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#### Curve Tool - Spline



Trace a continuous curve passing by dots. To each click corresponds a dot. The control dots can be moved by clicking on top of them, and at the same time moving the dot in the new position. It is possible to cancel the control dot by clicking above the desired dot and then pressing the **Canc** key. Instead to insert a new dot between two existing ones it is enough to click above the dot and press the **Ins** key.



To confirm the operation press the **Return key** or **double click with the left key of the mouse**.  
To cancel the operation press the key **Esc**.

Until the geometric figure is not confirmed it is possible to modify its dimensions, the **thickness** and the **color**.

It is possible to create a trace between the points even by a straight line instead of a curved line.



This option can only be managed with the button placed inside of the [tracing bar](#).

Example of two **types of tracing**.

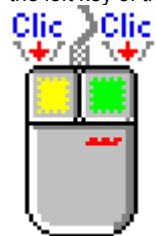
Trace for points with curved line	Trace for points with straight line
A red curved line connecting two points, forming a loop-like shape.	A red straight line connecting four points in a diamond-like pattern.

**"CTRL+ ENTER"** This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

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### Select color

Select the current color directly from the pattern instead of from the machine color bar. It is sufficient to position the cursor on the color of the desired pattern and press the left or right key of the mouse. In fact it is possible to select two colors alternatively, one matched to the left key of the mouse and the other matched to the right key of the mouse.



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### Filling Tool

Fill the pattern or a pattern area with the current color or pattern.

After selecting this tool the user can choose the type of filling he wants by clicking on the bar



It is possible to use the filling tool on all the [planes of the pattern](#) automatically. The automatic filling function on all planes must be used carefully because it also works on planes that are not active (not visible by the user). To use this tool on all planes, you must have

selected the options of the tools on the Photon program, with the relative option. Now it is necessary to enable the button all planes to complete the program configuration. At this point the filling will be made on all planes with the various colors active at the moment in the color pallets.

It is possible to fill the pattern with a plain color or with or with a weft (pattern) otherwise, still with a plain color, maintaining a color of the pattern that is recognized as the second color in the color bar.

#### Plain filling



To fill a pattern or a zone of the pattern with a plain color, you must select one of the buttons that divide the two currently used colors. Click on the pattern to modify the colors.

#### Filling with weft or pattern



To fill with a weft (or pattern) select the **weft** button, select the module of the desired weft and click on the pattern to obtain the effect of the weft.



If the weft module has to be created than you have to click on the **create new weft** button, and select from the table the interested module (4x4-5x5-6x6 ....) then position on the weft tracing grid and click to mark the desired weft. In the end press the ok key to save and confirm the weft to be used.

The filling can be made only with the tracing color or with both currently selected colors. This way the weft will use the tracing color and the second color selected in the color bar will be used as a background to the weft. To enable this function you must press the button



To modify the pattern colors the user will have to position the cursor on the desired point of the pattern, and at each click, it will fill the pattern or the outline area, of the color or pattern previously selected.



#### Create the user motif from the area

After selecting an area of the pattern The user has the possibility to memorize the area to be able to use it as a theme to be used with a filling tool of a color. To memorize the area you must press the button "create the user motif from the area" that is on the symmetry bar. Therefore if the user wants to use a particular of his pattern as a theme to be used instead of a color he must (once



selected the area), press the button "copy user motif from area" to memorize the wanted area so choose the filling tool and from the enabled filling bar select the button "fill with current user motif". Now the user has to position the cursor above the wanted color and press the confirmation key of the mouse to fill the color with the theme memorized previously.

This tool also allows to fill the whole pattern with the current color, leaving choice of color.

Procedure:



The command has to be used with a precise procedure. First click on the button on the black triangle part. Click on the color that you desire to maintain in the pattern after the filling, from the list of colors that appear. Now select the color used for the filling from the color bar. It is possible to click on two colors from the color bar matching them to the right and left key of the mouse, to be able to have the choice to fill the pattern with one color or the other. In the following figure is shown how the color selection on the color bar is made, as described above.

Ex:



- Color1 = Color of the pattern to maintain after the filling
- Color2 = Color of the trace and first filling color
- Color3 = Color second of filling

Now to make the desired filling, position the cursor in the point of the pattern, and click.

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### Relative Origin of the axis x-y



This tool allows to select an origin to which will refer the coordinates of the pattern shown on the Status Bar next to the absolute ones.



To carry out this command the user must select the button and position the cursor on the pattern in the exact point in which you want to have the origins. Therefore click with the left button of the mouse to fix the symbol of the origin of the pattern. It is possible to make the axis of the relative origin visible or invisible.



To carry out this option is sufficient to act on the button placed on the [tool bar or commands](#).

When using this function with the [pattern offset](#) you can notice that it is possible through the use of button **CTRL**, refer to the absolute coordinates of the pattern with an offset view.

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### Text insert Tool



Inserts a text in the pattern.



To insert a text click on the button then move the cursor on the pattern and mark with a click the correct position where you want to insert the text. Type the text and press the Return key to confirm the operation.

Selecting this tool the program automatically enables the specializing bar relative to the text.



The text bar allows to modify the type of character of the text, the dimension in pixel, the style and the disposition.

**A**= bold character

**A**= italic-cursive character

**A**= underlined character

**V**= disposition of the text in vertical position

To modify the character you must press on the buttons with the black arrow placed next to the choice boxes otherwise select the button corresponding to the wanted function.

It is possible to rotate the pattern by acting on the two controls that appear after choosing the text tool. The rotation degree of the text is visible on the status bar.

To confirm the operation press the **Return key** or **double click with the left key of the mouse**.

To cancel the operation press the key **Esc..**

Before confirming the operation it is possible to modify the color of the text by clicking on the color bar. Also dragging one of the two controls you proceed to the rotation and movement of the text.

"CTRL+ ENTER" This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

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### Replacement tool of the color with a weft



This tool, allows to replace a specific color on all the pattern inserting a net at its place (weft or pattern) otherwise an area of the same pattern.

The procedure to carry out this function is the following:



first you must select a pattern from the pattern tool bar ; then if the active weft (pattern) is already the one desired ,bring the cursor on the pattern and click above the color to exchange with the weft. The program automatically carries out the command of color replacement on all the pattern.

 The weft color has to be selected on the color bar before carrying out the command, otherwise the program automatically uses the current color.

If the weft to be inserted is not the one selected correctly then you must click on the **weft**  button, select the module of the desired weft.

If the **module** of the weft has to be created than you have to click on the **create new weft**  button, and select from the table the interested module (4x4-5x5-6x6 ....) then position on the weft tracing grid and click to mark the desired weft. In the end press the ok key to save and confirm the weft to be used.

You can carry out this function even on an area of the pattern previously selected. The area selection is to be made in two different ways:

selection of a pattern zone through a rectangular area

selection of a pattern zone through a free area

Once an area is selected the program shown an Action bar defined as command destination, that will always be visible for all the tools that carry out their function in a pattern zone.



The user has three buttons available that deviate the execution of the function or on all the pattern  or on the selection of the rectangular zone  or on the free area selection. 

Also the invert selection button  allows to exchange the selection area with all the rest of the pattern. Therefore the pattern operating zone where the modifications are made will result external to the selected one .

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## Flash Tool

The current color, if present in the pattern, starts flashing. This tool is useful in finding the desired color between similar ones, otherwise to view a specific color in all of the pattern.

You can carry out this function even on an area of the pattern previously selected. The area selection is to be made in two different ways:

selection of a pattern zone through a rectangular area

selection of a pattern zone through a free area

Once an area is selected the program shown an Action bar defined as command destination, that will always be visible for all the tools that carry out their function in a pattern zone.



The user has three buttons available that deviate the execution of the function or on all the pattern  or on the selection of the rectangular zone  or on the free area selection. 

Also the invert selection button  allows to exchange the selection area with all the rest of the pattern. Therefore the pattern operating zone where the modifications are made will result external to the selected one .

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## Color change Tool

Its the tool for the color change in the pattern. Pressing the button  the color bar changes only showing the colors present in the current pattern to make easier the choice of the color to change.

The color selection can be made from the pattern and from the color bar.

First the user has to choose the pattern source of color that has to be changed . This operation has to be made by clicking on the **right** key of the mouse on the used color bar in correspondence of the desired one. After selecting the source of color you pass to selection

of the color to replace that is the destination one; to do this you must click directly on the pattern or on the color bar that appears pressing the **right** key of the mouse.

Automatically appears in the color bar the combination that the user made between the color source and the destination color, in fact the square of the color source is shown by half even with the destination color. 

 The tool allows to carry out the operation with more colors at the same time. Therefore it is possible to change all the colors wanted to the current pattern with one single command.

If the color combination is not correct and you want to repeat the association between the source of color and the destination one, press the **Esc** key.

To confirm the operation press the **Return** key or **double click on the left key of the mouse**.

You can carry out this function even in an area of the pattern previously selected.

The area selection can be made in two different ways:

selection of a pattern zone through a rectangular area

selection of a pattern zone through a free area

Once an area is selected the program shows an Action bar defined as command destination, that will always be visible for all the tools that carry out their function in a pattern zone.



The user has three buttons available that deviate the execution of the function or on all the pattern  or on the selection of the rectangular zone  or on the free area selection. 

Also the invert selection button  allows to exchange the selection area with all the rest of the pattern. Therefore the pattern operating zone where the modifications are made will result external to the selected one .

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### Insertion/cancellation of needles and courses



Modify the dimensions of the pattern by inserting or cancelling a part of the needles or courses.

The procedure to insert or cancel is the same because they both use the same area selection method.



To carry out the area selection operation you have to click on the button  then position yourself on the pattern and click dragging the cursor of the mouse in the points of the pattern where you desire to make the modifications. A transparent area will appear on the pattern that symbolizes the modification area of the pattern. Clicking and dragging the two controls it is possible to modify the dimensions and the position of the transparent area. The determined area is always a vertical or horizontal stripe that automatically includes the whole pattern.

Moving the control in horizontal you determine the transparent area for the modification for the NEEDLES of the pattern;

Moving the control in vertical you determine the transparent area for the modification of the COURSES of the pattern.

To determine the exact position and the exact dimension of the transparent area you need to look at the [status bar](#) in correspondence of the arrows  for the dimensions of the needles, and the arrows  for the dimensions of the courses

After determining the dimension of the area press the key **CANC** to eliminate the pattern zone selected or press the key **INS** to insert the selected zone. The zone inserted in the pattern will have the color currently in use, therefore it is advised to determine first the color for the insertion in the zone. To cancel the selection of the "transparent" control area press the key **Esc**

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### Tool to outline the pattern



Allows to create an outline to the pattern of the desired thickness, as long as the pattern to be outlined is of a single color .

After clicking on the tool button  you have to select from the color bar, the color that you want to use as the pattern outline, otherwise the program uses the current color

To make the outline operation you have to position the cursor above the pattern, precisely on the color to outline and click with the left key of the mouse. The program automatically outlines in all the pattern the color chosen to be outlined. For example if there is a red word in the pattern and the desired color to outline is red, automatically by clicking on the red of a letter , the whole word will be outlined.

Before making the operation it is possible to modify the [Thickness](#) of the outline trace.

You can carry out this function in an area of the pattern previously selected. The area selection is made in two ways:  
 selection of a pattern zone through a rectangular area  
 selection of a pattern zone through a free area  
 Once an area is selected the program shown an Action bar defined as command destination, that will always be visible for all the tools that carry out their function in a pattern zone.



The user has three buttons available that deviate the execution of the function or on all the pattern or on the selection of the rectangular zone or on the free area selection.

Also the invert selection button allows to exchange the selection area with all the rest of the pattern. Therefore the pattern operating zone where the modifications are made will result external to the selected one.

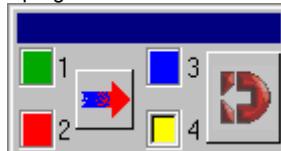
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### Color covering Tool

Changes the colors of the pattern only in the zones were the program notices the combination of colors that the user has inserted in the change covering tool bar. The tool carries out the color exchange operation in a particular way in fact it checks the color combination only if they are placed one on top of the other inside the pattern.

Clicking on the button in the pattern tool bar the program shows a color association bar, shown below



Four colors are present for the color selection arranged , a button with an arrow called directional button, and a button (D) of the covering procedure activation.

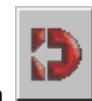
For each color selection the corresponding compartment will show the chosen color. The color selection has to be made with a precise sequence. To make it easier we will assign identification numbers to each color.

#### EXAMPLE n.1 - replace the colors with a vertical combination

First you have to select the source color that is the superior one (1), then you will have to select the second source color (2) the meeting one will be changed to the execution of the coloring tool, if it is placed under the first color source in the pattern. In the right column the first destination color will have to be placed on top instead of (3) (the one that will replace the color (1)) and instead of (4) the second destination color (the one that will replace the color (2)). The covering consist in the replacement of the first left color with the second right color



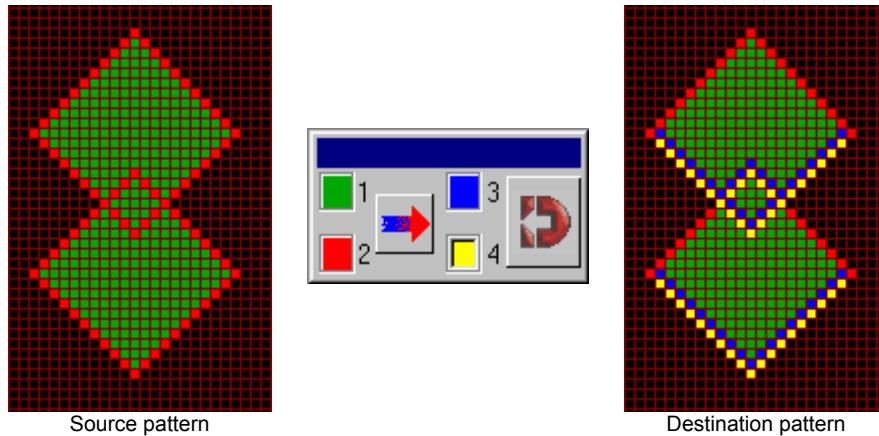
It is important to position the direction button with the horizontal arrow.



Once the color choice is complete you pass to the function operating phase. Pressing the button the program will enable the

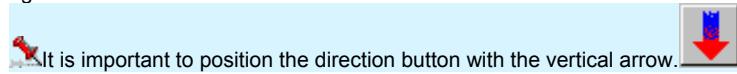
color exchange in the pattern. If the exchange obtained is not the one desired, click on the cancel button or press Ctrl + Z.. The colors can be selected in the same pattern or from the color table, the position of the cursor is used as a choice reference; they don't all have to be necessarily different.

In the figure example: if there is a green dot in the pattern with a red dot below it, the color green will be replaced with the color blue and the color red with the color yellow.



#### EXAMPLE n.2 - replacement of the colors with a horizontal combination

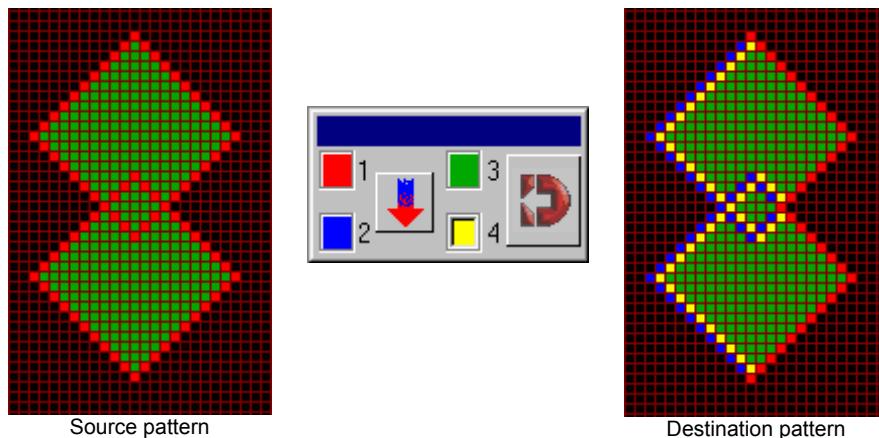
First you have to select the source color that is the superior one (1), then you will have to select the second source color (2) the meeting one will be changed to the execution of the coloring tool, if it is placed under the first color source in the pattern. In the right column the first destination color will have to be placed on top instead of (3) (the one that will replace the color (1)) and instead of (4) the second destination color (the one that will replace the color (2)). The covering consist in the replacement of the first left color with the second right color.



Once the color choice is complete you pass to the function operating phase. Pressing the button , the program will enable the

color exchange in the pattern. If the exchange obtained is not the one desired, click on the cancel button or press Ctrl + Z. The colors can be selected in the same pattern or from the color table, the position of the cursor is used as a choice reference; they don't all have to be necessarily different.

In the figure example: if there is a green dot in the pattern with a red dot below it, the color red will be replaced with the color blue and the color green with the color yellow.



You can carry out this function even in a pattern area previously selected .

The area selection is made in two ways:

selection of a pattern zone through a rectangular area

selection of a pattern zone through a free area

Once an area is selected the program shown an Action bar defined as command destination, that will always be visible for all the tools that carry out their function in a pattern zone.



The user has three buttons available that deviate the execution of the function or on all the pattern or on the selection of the rectangular zone or on the free area selection.



Also the invert selection button allows to exchange the selection area with all the rest of the pattern. Therefore the pattern operating zone where the modifications are made will result external to the selected one .

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## Color bar

All the colors available for the current machine are shown.



In a few machine models two or more color bars are enabled. These bars have been added to facilitate the user when creating patterns that use different machine actuator movements. This type of pattern is defined "[plane pattern](#)".



In the color bar are shown (above) the two colors at the moment in use for the tracing, matched with the left and right key of the mouse.

From the color bar it is possible to protect and make transparent all the available colors or only the ones desired.

The procedure to protect and make transparent the color is the same, its only different from the pressure of the **CTRL** key or the **SHIFT** key and it is made in this way:

Keep the **CTRL** key pressed and position the cursor on the color bar clicking on the color that you want to **PROTECT**. The color box will be shown in this way



Keep the **CAPITAL** key pressed and position the cursor on the color bar clicking on the color that you want to make **TRANSPARENT**.



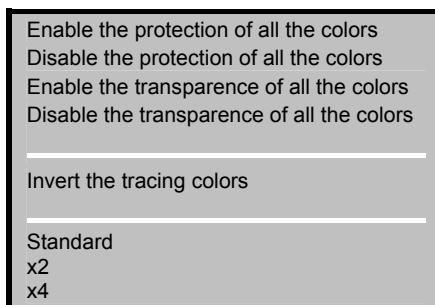
The color box will be shown in this way

To disable the protection and transparent functions perform the same procedure just described.

It is possible to give a double protection and transparent color to the same color. In this case the color box will be presented in the following way



Instead if you want to protect or make transparent all the colors of the bar at the same time, then you must click on the button that shows a pull-down with the following options:



### Enable the protection of all the colors

Clicking above this option, the program automatically protects all the colors of the bar.

### Disable the protection of all the colors

Clicking above this option the program automatically doesn't protect all the colors of the bar.

### Enable the transparency of all the colors

Clicking above this option the program automatically makes transparent all the colors of the bar.

### Disable the transparency of all the colors

Clicking above this option the program removes the transparency from all the colors of the bar.

#### Invert the tracing colors

Clicking above this option the program exchanges the two colors used for the tracing.

#### Standard

View the starting size for the color bar viewing

#### x2 - double mode

Doubles the size of the color bar

#### x4 - quadruple mode

Increases four times the size of the color bar



#### Text insertion tool

Inserts a text in the pattern.



To insert a text click on the button then move the cursor on the pattern and mark with a click the correct position where you want to insert the text. Type the text and press the Return key to confirm the operation.

Selecting this tool the program automatically enables the specializing bar relative to the text.



The text bar allows to modify the type of character of the text, the dimension in pixel, the style and the disposition.

**A**= bold character

**A**= italic-cursive character

**A**= underlined character

**V**= disposition of the text in vertical position

To modify the character you must press on the buttons with the black arrow placed next to the choice boxes otherwise select the button corresponding to the wanted function.

It is possible to rotate the pattern by acting on the two controls that appear after choosing the text tool. The rotation degree of the text is visible on the status bar.

To confirm the operation press the **Return key** or **double click with the left key of the mouse**.

To cancel the operation press the key **Esc**.

Before confirming the operation it is possible to modify the color of the text by clicking on the color bar. Also dragging one of the two controls you proceed to the rotation and movement of the text.

"CTRL+ ENTER" This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ENTER**.

#### Trace thickness

Modify the trace thickness with the possibility to use the circle or square shape according to the selection made on the tracing bar.



It sets the thickness of the active objects and the following ones that will be created in the pattern.

To change the thickness click on the button and choose the desired thickness or write it directly in the insertion compartment. The thickness level always remains underlined in the Tracing bar and varies from a minimum of 1 to a maximum of 10. To bring the thickness level directly to 1 click on the button with the

pen on the Tracing bar.



It is possible to create a trace between the points even by a straight line instead of a curved line.



Fills a pattern or an area of the pattern with the current color or pattern.

After selecting this tool the user can choose the type of filling to make by clicking on the provided bar.



It is possible to use the filling tool on all the [planes of the pattern](#) automatically. The automatic filling function on all planes must be used carefully because it also works on planes that are not active (not visible by the user). To use this tool on all planes, you must have

selected the options of the tools on the Photon program, with the relative option. Now it is necessary to enable the button all planes to complete the program configuration. At this point the filling will be made on all planes with the various colors active at the moment in the color pallets.

It is possible to fill the pattern with a plain color or with a weft (pattern) or, always with a plain color, maintaining a color of the pattern that is recognized as the second color in the color bar.

#### Plain filling



To fill a pattern or a zone with the same plain color, you have to select the buttons that diversify the two currently used colors. Click on the pattern to make the modifications to the colors.

#### Filling with a weft or a pattern



To fill with a weft (or pattern) select the **weft** button, select the desired weft module and click on the pattern to obtain the weft effect.



If the weft module has to be created then you must click on the **create new weft** button, and then select from the table the type of module that you are interested in (4x4-5x5-6x6 ....) next position yourself on the weft tracing grid and click to mark the desired trace. At the end press the ok button to save and confirm the weft to be used.

The filling can only be made with the tracing color or with both of the two colors currently selected. This way the weft will use the tracing color , and the second color selected in the color bar will be used as a background color for the weft. To enable this function you must



press the button

To make the modifications to the colors of the pattern, the user will have to position the cursor in the desired point of the pattern, and at each click, the pattern or the outlined area will be filled, of the color or of the pattern previously selected



#### Create the user motif from the area

After selecting an area of the pattern The user has the possibility to memorize the area to be able to use it as a theme to be used with a filling tool of a color. To memorize the area you must press the button "create the user motif from the area" that is on the symmetry bar. Therefore if the user wants to use a particular of his pattern as a theme to be used instead of a color he must (once selected the area),



press the button "copy user motif from area" to memorize the wanted area so choose the filling tool and from the enabled filling bar



select the button "fill with current user motif" . Now the user has to position the cursor above the wanted color and press the confirmation key of the mouse to fill the color with the theme memorized previously.

This tool also allows to fill the whole pattern with a current color leaving a color of choice.  
Procedure:



The command has to be used with a precise procedure. First you must click the button on the black triangle part. Then choose from the list of colors that appear, the color that you want to maintain in the pattern after the filling. Now select the color used for the filling from the color bar. It is possible to click on two colors from the color bar to match them to the left and right key of the mouse to be able to have the choice to fill the pattern with one color or the other. In the following figure is shown an example on the color bar of how the selection of the colors for the filling is made, as described above.

Ex:



- Color1 = Color of the pattern to maintain after the filling
- Color2 = Color of the trace and first filling color
- Color3 = Color of second filling

Now to make the desired filling, position the cursor in a point of the pattern and click.

#### Action bar or of command destination

Once an area is selected the program shows an Action bar defined as command destination that will always be visible for all the tools that carry out their function even in a pattern zone.



The user will have three buttons available that deviate the function execution on all the pattern or on the selected rectangular zone otherwise on the selected free area.

Also the invert selection bar allows to exchange the area with all the rest of the pattern. Therefore the pattern operating zone where the modifications are made, will result external to the selected one.

### Modification of the orientation of an image bar

Allows to modify the orientation of an area of the current pattern.

The tools present in this bar are not active in the view [offset patter](#) view.



- [Show/Hide control points](#)
- [Show/Hide area border](#)
- [Overturn horizontally](#)
- [Overturn vertically](#)
- [Rotate area](#)
- [Rotate horizontally](#)
- [Rotate vertically](#)
- [Rotate horizontally and vertically](#)
- [Drag and copy](#)
- [Drag and fill](#)
- [Reduce/Enlarge the pattern in the area](#)
- [Select all the needles](#)
- [Select all the courses](#)
- [Create the user motif from area](#)
- [Copy](#)
- [Paste](#)

#### Show/Hide control points

This button allows to show or hide the control points of the area.

#### Show/Hide area border

This button allows to show or hide the border of the selected area.

The area can be **modified, copied or moved**.

To modify the selected area, you must act on the controls placed on the perimeter. Click and drag the control to modify the dimension of the area.

When tracing the perimeter of the area the controls weren't visible you must click on the button that is found on the bar of mirror and symmetry. Automatically the program shows the controls of the area. If you do not want to see the outline of the area then

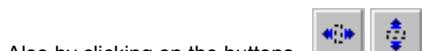
you must click on the button . It is possible to know the exact dimensions of the construction area through the status bar. (see the dimension zone of the pattern )

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After selecting an area of the pattern the program automatically enables the symmetry bar. The tools used in the bar are needed to overturn in "x" or "y" the figure of the pattern included in the selected area (buttons ) otherwise to rotate horizontally and vertically or both axles the part of the pattern included in the selected area (buttons )

It is also possible to rotate the selected area through the tool "rotate area" . After pressing the following button you must position the cursor inside of the area and make it rotate in the wanted direction. The only central control of the area, allows to move the portion of the pattern in any zone.



Also by clicking on the buttons it is possible to increase the selected area for all the dimension in needles and/or courses of the current pattern (same function at keys F8 and F9). This type of command is very useful when you want to select to modify all the area of the pattern.



To copy a selected area it is necessary to click inside of the area and drag it in the wanted position. To confirm the copy press the **Enter** key or **double click on the left key of the mouse**. It is possible to make a copy of the same detail more than once by pressing the **Enter** key all the times needed.



To **MOVE THE CONTENTS** of a selected area, it is possible to click the selected area and at the same time keep the **CTRL** key pressed. To confirm the movement, press the **Enter** key or **double click with the LEFT key of the mouse**.

The selection box always remains active on the pattern even if another tool is used. To disable the area press key **ESC**.

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#### Drag and copy



After selecting an area of the pattern the user has the possibility to make a multiple copy "drag and copy". Position the cursor on the present control on the perimeter of the selected area press the left key of the mouse and at the same time drag it. Pay attention: It is possible to modify the area of the pattern to elaborate by pressing keys F8 or F9 which act directly in correspondence of the axle "x" (F8) or of the axle "y" (F9). This type of command is very useful when you want to select to modify all the area of the pattern. Obviously you will obtain a linear movement to the right, to the left, above, below and diagonally always according to the original area taken. To confirm the movement it is necessary to rapidly press twice the left key of the mouse with the cursor positioned on the last repetition of the copied pattern.

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#### Drag and fill



After selecting an area of the pattern the user has the possibility to make a multiple copy "drag and fill". Position the cursor on the present control on the perimeter of the selected area press the left key of the mouse and at the same time drag it. Pay attention: It is possible to modify the area of the pattern to elaborate by pressing keys F8 or F9 which act directly in correspondence of the axle "x" (F8) or of the axle "y" (F9). This type of command is very useful when you want to select to modify all the area of the pattern. Obviously you will obtain a linear movement to the right, to the left, above, below and diagonally always according to the original area taken. To confirm the movement it is necessary to rapidly press twice the left key of the mouse with the cursor positioned on the last repetition of the copied pattern.

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#### Reduce/Enlarge the pattern in the area

This function allows to modify the dimensions of the pattern, contained in the selected area. The user has the possibility to modify (reducing or enlarging) a part of the pattern that is being developed. The procedure foresees to select an area, because the button that allows the use in this function, is activated only after selecting an area of the pattern After pressing the button relative to this command



, the user modifies the dimensions of the pattern, acting on the controls placed on the perimeters of the area. After he will be able to move the area of the pattern just dimensioned, positioning it on the wanted point. To confirm the procedure press the key **Enter** on the keyboard.

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#### Create the user motif from the area

After selecting an area of the pattern The user has the possibility to memorize the area to be able to use it as a theme to be used with a filling tool of a color. To memorize the area you must press the button "create the user motif from the area" that is on the symmetry bar. Therefore if the user wants to use a particular of his pattern as a theme to be used instead of a color he must (once selected the area), press the button "copy user motif from area" to memorize the wanted area so choose the filling tool and from the enabled filling bar



select the button "fill with current user motif" . Now the user has to position the cursor above the wanted color and press the confirmation key of the mouse to fill the color with the theme memorized previously.

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#### Copy - Paste the area from one plane to the other

After selecting an area of the pattern The user has the possibility to memorize the area to be able to export in another destination plane.



With this Copy command (button ) the program memorizes the content of the area and makes it available to be pasted on the destination plane. To be able to complete the import procedure from one plane to the other, the user has to view the destination plane



and press the button Paste . At this point the program views a color association table, available in the source area, to match to the destination plane. After completing this operation the area with the imported pattern will appear in the destination plane. The user will be able to position the area of the pattern in any point confirming the copy with the ENTER key. To interrupt the procedure or cancel it permanently, press the key ESC.

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## Galois Plus bar

This bar is only active for the machines enabled for the use of CFG (pattern configurations).

To get information about the use and the creations of the CFG we advise you to consult the guide of the program Galois Plus and the chain program of the machine Quasar.



- [List of Configuration](#)
- [Table of Galois Info](#)
- [Fast color association button](#)
- [Enable the program Galois Plus](#)

### List of Configuration

List of the configurations of the machines available from the program for matching actuators to the pattern.

To get information on the use and the creation of the CFG we advise you to consult the guide of the program Galois Plus and the chain program of the machine Quasar.

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### Table of Galois Info

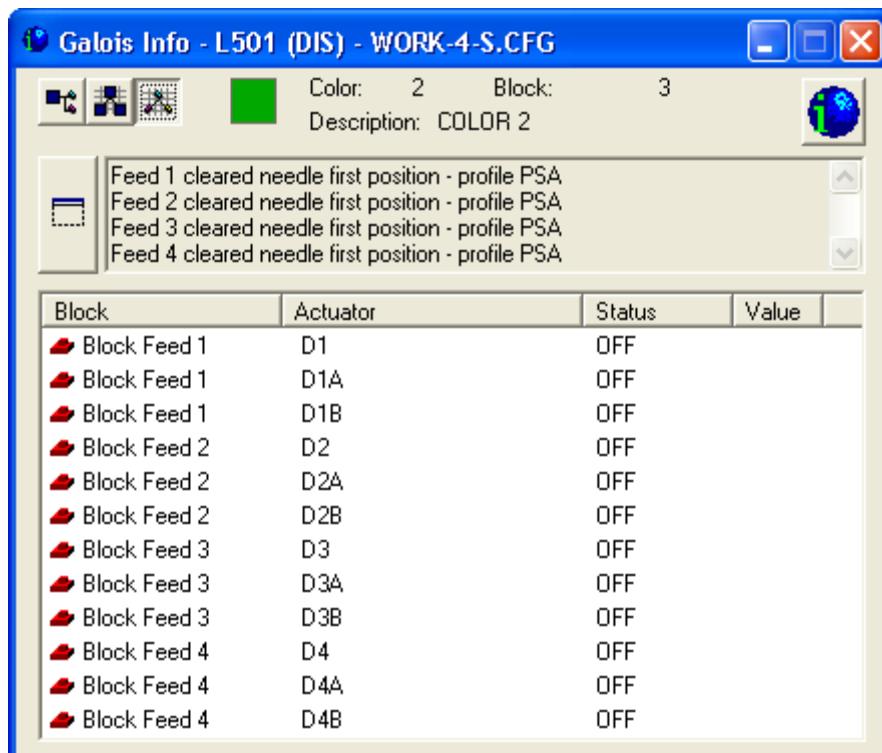


The table below shows the color used in the pattern with beside the type of knitting that has been given in the configuration (CFG) associated to the pattern. You will be able to see the comment referred to the Yarnfingers &ndash; Pattern drums &ndash; Stitch cams and the values ( feeds ) for each single course of the pattern. The view of the values is determined by moving the cursor on the pattern. Also it is possible to view all the knitting that course by course can be made for that configuration (CFG).

In the table of Galois Info there are three buttons that give different methods of view of the configured colors of the pattern. This is useful to the user to check the type of movement of the actuators of the machine in function of the created pattern.



- List of actuators enabled for the indicated color and feed
- List of actuators enabled for the indicated feed
- List of actuators enabled for the indicated colors



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#### Fast color association button

This command allows to develop the [pattern .SDI](#) in .DIS in a faster manner as long as it has been associated to each color at least once. In fact it allows to develop the pattern without enabling the page of Galois Plus where the user associates [files PAT \(variable themes\)](#) to the colors of the pattern.

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#### Enable the program Galois Plus

This command enables the program Galois Plus directly from the program Photon. The user uses this command when he wants to match a type of particular programming offered by this program to a pattern at the moment in use.

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#### Total view of the pattern

Opens a panel that contains the complete view of the active pattern. Clicking in the dotted line area above the pattern, it is possible in this total view to move the pattern on the original window.



#### Animated assistant

This function activates an animation that manages a few help messages referred to a few tools. After enabling this function the user has to position the cursor above the tool that you want to receive help. The program automatically highlights an explanation message relative to the chosen tool above the animated assistant.



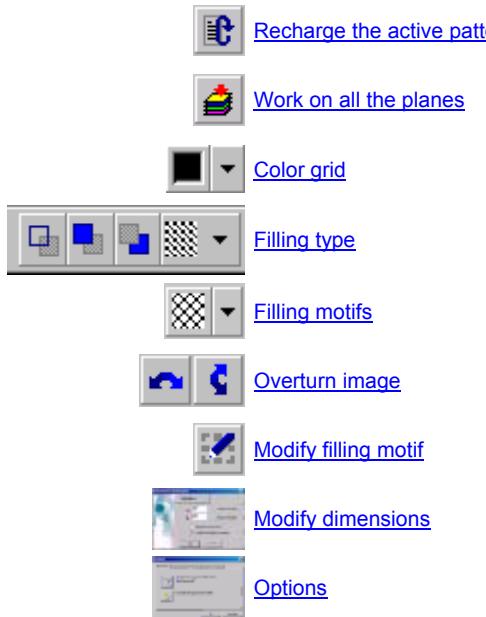
#### View the grid

The button enables the viewing of the grid on the pattern.

#### Tool Menu

#### Tool Menu

The commands present in the tool menu:



## Recharge pattern

This command automatically brings the pattern to the status of the last salvage, without loosing the eventual commands of operation cancel referred to the eventual modifications made to the pattern.



## Work on all planes

This command is active only for the machines that have enabled the pattern planes. This function allows to use almost all the tracing tools on every pattern plane. After enabling this command, the user will have the possibility to use the tracing tool at the same time on every plane of the pattern. The only warning that can be made is the one to correctly select the colors of the plane, to be used in the tracing, before starting the operation. This color selection is also made simple by the contemporary presence of the color bars of all the planes of the pattern. The program automatically enables the viewing of all the color bars, when the command "work on all planes" is enabled.



## Color of the grid

Modify the color of the grid of the pattern. Pressing on the button with the arrow the user has the possibility to change the color of the grid by selecting another color present in the list.



## Filling Tool

Fills a pattern or an area of the pattern with the current color or pattern.

After selecting this tool the user can choose the type of filling to make by clicking on the provided bar.



It is possible to use the filling tool on all the [planes of the pattern](#) automatically. The automatic filling function on all planes must be used carefully because it also works on planes that are not active (not visible by the user). To use this tool on all planes, you must have

selected the options of the tools on the Photon program, with the relative option. Now it is necessary to enable the button  all planes to complete the program configuration. At this point the filling will be made on all planes with the various colors active at the moment in the color pallets.

It is possible to fill the pattern with a plain color or with a weft (pattern) or, always with a plain color, maintaining a color of the pattern that is recognized as the second color in the color bar.

### Plain filling

To fill a pattern or a zone with the same plain color, you have to select the buttons  that diversify the two currently used colors. Click on the pattern to make the modifications to the colors.

### Filling with a weft or a pattern

To fill with a weft (or pattern) select the **weft**  button, select the desired weft module and click on the pattern to obtain the weft effect.

If the weft module has to be created then you must click on the **create new weft**  button, and then select from the table the type of module that you are interested in (4x4-5x5-6x6 ...) next position yourself on the weft tracing grid and click to mark the desired trace. At the end press the ok button to save and confirm the weft to be used.

The filling can only be made with the tracing color or with both of the two colors currently selected. This way the weft will use the tracing color, and the second color selected in the color bar will be used as a background color for the weft. To enable this function you must

press the button 

To make the modifications to the colors of the pattern, the user will have to position the cursor in the desired point of the pattern, and at each click, the pattern or the outlined area will be filled, of the color or of the pattern previously selected



#### Create the user motif from the area

After selecting an area of the pattern The user has the possibility to memorize the area to be able to use it as a theme to be used with a filling tool of a color. To memorize the area you must press the button "create the user motif from the area" that is on the symmetry bar. Therefore if the user wants to use a particular of his pattern as a theme to be used instead of a color he must (once selected the area),



press the button "copy user motif from area"  to memorize the wanted area so choose the filling tool and from the enabled filling bar



select the button "fill with current user motif" . Now the user has to position the cursor above the wanted color and press the confirmation key of the mouse to fill the color with the theme memorized previously.

 This tool also allows to fill the whole pattern with a current color leaving a color of choice.

Procedure:



The command has to be used with a precise procedure. First you must click the button  on the black triangle part. Then choose from the list of colors that appear, the color that you want to maintain in the pattern after the filling. Now select the color used for the filling from the color bar. It is possible to click on two colors from the color bar to match them to the left and right key of the mouse to be able to have the choice to fill the pattern with one color or the other. In the following figure is shown an example on the color bar of how the selection of the colors for the filling is made, as described above.

Ex:



Color1 = Color of the pattern to maintain after the filling

Color2 = Color of the trace and first filling color

Color3 = Color of second filling

Now to make the desired filling, position the cursor in a point of the pattern and click.

#### Filling motif

This command allows to select the type of weft that you want to insert in the pattern. To choose a weft (or pattern) you have to click on



the **weft**  button, or in the *Tool menu* to the option *Filling motif* therefore select the module of the desired weft. The program puts at disposition modules with dimensions that start from a minimum of 4x4 to a maximum of 16x16.



If the weft module has to be created than you have to click on the **create a new weft**  button and select from the table that is shown, the type of interested module(4x4-5x5- ...16x16) then position yourself on the weft tracing grid and click to mark the desired weft. In the end press the ok key to save and confirm the weft to be used.

#### Modification of the orientation of an image bar

Allows to modify the orientation of an area of the current pattern.

 The tools present in this bar are not active in the view [offset patter](#) view.



- Show/Hide control points
- Show/Hide area border
- Overtur horizontally
- Overtur vertically
- Rotate area
- Rotate horizontally
- Rotate vertically
- Rotate horizontally and vertically
- Drag and copy
- Drag and fill

- [Reduce/Enlarge the pattern in the area](#)
- [Select all the needles](#)
- [Select all the courses](#)
- [Create the user motif from area](#)
- [Copy](#)
- [Paste](#)

### Show/Hide control points



This button allows to show or hide the control points of the area.

### Show/Hide area border



This button allows to show or hide the border of the selected area.

The area can be **modified, copied or moved**.

To modify the selected area, you must act on the controls placed on the perimeter. Click and drag the control to modify the dimension of the area.

 When tracing the perimeter of the area the controls weren't visible you must click on the button  that is found on the bar of mirror and symmetry. Automatically the program shows the controls of the area. If you do not want to see the outline of the area then

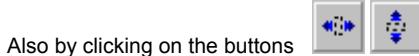
you must click on the button . It is possible to know the exact dimensions of the construction area through the status bar. (see the dimension zone of the pattern 

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After selecting an area of the pattern the program automatically enables the symmetry bar. The tools used in the bar are needed to overturn in "x" or "y" the figure of the pattern included in the selected area (buttons  ) otherwise to rotate horizontally and vertically or both axles the part of the pattern included in the selected area (buttons   

It is also possible to rotate the selected area through the tool "rotate area" . After pressing the following button you must position the cursor inside of the area and make it rotate in the wanted direction. The only central control of the area, allows to move the portion of the pattern in any zone.



Also by clicking on the buttons   it is possible to increase the selected area for all the dimension in needles and/or courses of the current pattern (same function at keys F8 and F9). This type of command is very useful when you want to select to modify all the area of the pattern.



To copy a selected area it is necessary to click inside of the area and drag it in the wanted position. To confirm the copy press the **Enter** key or **double click on the left key of the mouse**. It is possible to make a copy of the same detail more than once by pressing the **Enter** key all the times needed.

 To **MOVE THE CONTENTS** of a selected area, it is possible to click the selected area and at the same time keep the **CTRL** key pressed. To confirm the movement, press the **Enter** key or **double click with the LEFT key of the mouse**.

The selection box always remains active on the pattern even if another tool is used. To disable the area press key **ESC**.

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### Drag and copy



After selecting an area of the pattern the user has the possibility to make a multiple copy "drag and copy" . Position the cursor on the present control on the perimeter of the selected area press the left key of the mouse and at the same time drag it. Pay attention: It is possible to modify the area of the pattern to elaborate by pressing keys F8 or F9 which act directly in correspondence of the axle "x" (F8) or of the axle "y" (F9). This type of command is very useful when you want to select to modify all the area of the pattern. Obviously you will obtain a linear movement to the right, to the left, above, below and diagonally always according to the original area taken. To confirm the movement it is necessary to rapidly press twice the left key of the mouse with the cursor positioned on the last repetition of the copied pattern.

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### Drag and fill

After selecting an area of the pattern the user has the possibility to make a multiple copy "drag and fill"  . Position the cursor on the present control on the perimeter of the selected area press the left key of the mouse and at the same time drag it. Pay attention: It is possible to modify the area of the pattern to elaborate by pressing keys F8 or F9 which act directly in correspondence of the axle "x" (F8) or of the axle "y" (F9). This type of command is very useful when you want to select to modify all the area of the pattern. Obviously you will obtain a linear movement to the right, to the left, above, below and diagonally always according to the original area taken. To confirm the movement it is necessary to rapidly press twice the left key of the mouse with the cursor positioned on the last repetition of the copied pattern.

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### Reduce/Enlarge the pattern in the area

This function allows to modify the dimensions of the pattern, contained in the selected area. The user has the possibility to modify (reducing or enlarging) a part of the pattern that is being developed. The procedure foresees to select an area, because the button that allows the use in this function, is activated only after selecting an area of the pattern After pressing the button relative to this command



, the user modifies the dimensions of the pattern, acting on the controls placed on the perimeters of the area. After he will be able to move the area of the pattern just dimensioned, positioning it on the wanted point. To confirm the procedure press the key Enter on the keyboard.

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### Create the user motif from the area

After selecting an area of the pattern The user has the possibility to memorize the area to be able to use it as a theme to be used with a filling tool of a color. To memorize the area you must press the button "create the user motif from the area" that is on the symmetry bar. Therefore if the user wants to use a particular of his pattern as a theme to be used instead of a color he must (once selected the area), press the button "copy user motif from area" to memorize the wanted area so choose the filling tool and from the enabled filling bar



select the button "fill with current user motif"  . Now the user has to position the cursor above the wanted color and press the confirmation key of the mouse to fill the color with the theme memorized previously.

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### Copy - Paste the area from one plane to the other

After selecting an area of the pattern The user has the possibility to memorize the area to be able to export in another destination plane.



With this Copy command (button  ) the program memorizes the content of the area and makes it available to be pasted on the destination plane. To be able to complete the import procedure from one plane to the other, the user has to view the destination plane



and press the button Paste  . At this point the program views a color association table, available in the source area, to match to the destination plane. After completing this operation the area with the imported pattern will appear in the destination plane. The user will be able to position the area of the pattern in any point confirming the copy with the ENTER key. To interrupt the procedure or cancel it permanently, press the key ESC.

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### Command for the modification of the dimensions of the pattern

Modify the dimensions of the current pattern through a dimensioning table.

The table has two data insertion zones regarding the width =needles (symbol  ) and the height =courses (symbol  ). In these two insertion areas the user has to type the new dimensions that are to be given to the current pattern. Also two other controls are shown that are used to decide the exact proportions of the destination pattern after the modification of the needles and courses.

The dimensioning window shows in the insertion areas of "x" and "y" the real dimensions in needles and in courses of the current pattern, to make it easier for the user to determine the new dimensions of the pattern.

The user can decide to increase or decrease the dimensions of the active pattern in a graduate way. The function acts on what regards the number of needles (axis "x") as for what regards the number of courses (axis "y").

The procedure is the following: select from the *Tool* menu the command *Modify dimensions...*, The dimensioning window will video appear where the user has to impose the desired values for the pattern modification.

To modify or insert the values in the table you have to position the cursor in the white rectangle ( camp or insertion zone ) and click inside with the left key of the mouse.

Insert in the two boxes, if necessary, the desired dimensions, at the end confirm by pressing the **OK** button otherwise cancel the typing with the **Cancel** button.

It is not necessary to insert both of the dimensions to obtain the layering of the pattern, if you only want to act on an axis, only program the axis zone to be modified ( or the "x" width otherwise the "y" height).

**Maintain proportions** options.

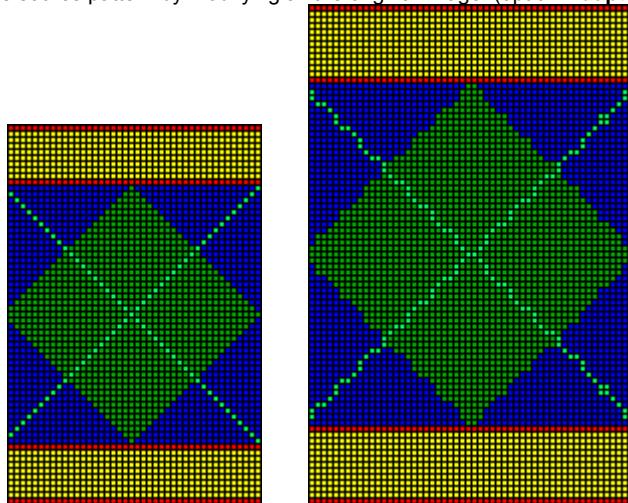
This table option puts in relation the new imposed value of one of the two camps (width or height) with the other . For example if the current pattern is of dimensions x=100 y=50, and you want to increase the dimensions of both of the axis in proportion, it is sufficient to enable the proportion option and insert the new value to one of the two axis , the other automatically reorganizes itself (in this case if we impose a value to the axis "x" =150 the axis "y" automatically will be =75 ).

#### **Adapt the current image** option.

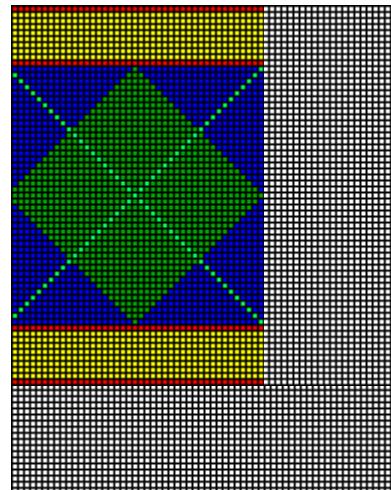
This option will be only used if the user wants to carry out the new dimensioning on all of the pattern or only starting from the extreme margins of width or height . View the two examples by clicking on the yellow key with the "?".



Modify the dimensions of the source pattern by modifying all the original image. (option **Adapt the current image ENABLED**)



Modify the dimensions of the source pattern without modifying all the original image. (option **Adapt the current image DISABLED**)



## **Photon options**

It is possible to shape some options for the making of the PHOTON program. Through this *Options* command present in the *Tool* menu you can modify the following parameters:

#### **Restoration**

**Restores the positions of the tool bars.**

Questa opzione dispone automaticamente le barre dei comandi del Photon in modo più appropriato per l'uso del programma stesso.

**Cancels the setups of the used machines.**

Riporta il programma nelle condizioni del primo avvio dopo aver eseguito l'installazione del software Photon.

**Setups**

**In the beginning it loads the last used machine .**

Mantiene le attuali impostazioni della macchina in uso per il successivo avvio del programma Photon.

**Loads the documents that were open when the program was closed.**

Mantiene al successivo avvio del programma Photon tutti i disegni correntemente in uso nella macchina

**Uses different cursors according to the pattern tool used**

Opzione che permette di visualizzare il cursore in forme differenti a seconda dello strumento che si sta utilizzando.

**Search patterns on floppy**

This option allows the Photon program to manage the unit "A" of the floppy disk. By enabling the option, it is always possible to use the floppy disk for reading and saving the patterns.

**Maintains the color active when changing pattern**

This option allows to use colors selected for the tracing for all the active patterns of the machine in use. Two colors are always in use for the active patterns, referred to the active planes which are a primary color and a background color.

Even when changing the tracing colors, these will always remain active for any open pattern at the moment.

**Enables the filling on all planes**



This option allows to use the filling tool for all the non active pattern planes. To access this function, the user must enable the button on all planes .

**Select patterns compressed**

It is possible to set a priority mode for the **status type** during the file pattern saving (**normal**, **expanded** or **compressed**). In this case the future pattern savings with a new name will automatically have the new chosen type.

However it will be possible to change the type during the saving operations, acting in the selection box of the Save compressed.

**Personalize print**

**Character**

Imposta il carattere di stampa per i messaggi di testo dell'intestazione della stampa del disegno.

**Logo**

E' possibile personalizzare la stampa del disegno inserendo un proprio logo di riconoscimento. Per esempio il marchio proprio dell'azienda. L'unica precauzione da osservare è che bisogna mantenere il seguente nome e la seguente estensione del file al marchio: CUSTOMLOGO.BMP

**Window Menu**

**Window Menu**

- [New window](#)
- [Superimpose](#)
- [Place side by side](#)
- [Arrange icons](#)
- [File 1, 2, 3, 4](#)

**New pattern window**

With the new pattern window command the user has the possibility to view a secondary pattern window relative to the current pattern.

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**Superimposes the open pattern windows**

The superimpose command is only to be used after enabling a secondary window and it is used to order two pattern windows one close to the other.

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**Place side by side the open pattern windows**

The place side by side command is to only be used after enabling a secondary window and it is used to order two pattern windows one on top of the other.

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### **Arrange the pattern icons**

The arrange icons command arranges the pattern icons. To re-enable the pattern window you must double click on the icon.

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### **File 1, 2, 3, 4**

Opens one of the last four files that have been closed. Type the number beside of the file to open or click on the name of the file.

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### **New pattern window**

With the New Window command the user has the possibility to view a secondary pattern window relative to the current pattern.

### **Superimpose the open pattern windows**

The Superimpose command is to only be used after enabling a secondary window, and it is used to arrange two pattern windows one close to the other.

### **Place the open pattern windows**

The Place command is to be used only after enabling a secondary window and it is used to arrange the two pattern windows one on top of the other.

### **Arrange the open patterns reduced to an icon**

The arrange Icon pattern command arranges the pattern icons. To re-enable the pattern window you must double click on the icon.

### **List of the last opened files**

A list with the possibility to open one of the last 4 files (patterns) that have been modified or simply viewed.

After viewing the pull-down window with the list of the last 4 names, type the number next to the file the you want to open, otherwise click with the mouse on the name of the file wanted.

### **Menu ? Guide**

### **Menu ? management of the Photon Guide**

- Summary
- Search
- Index
- Information on Photon

### **Summary of the Photon guide**

The command shows the instruction guide for the use of the Photon guide.  
We advise to consult this Guide before using the Photon program.

### **Research the terms in the Photon guide**

The command enables in the Photon guide in the part relative to the research of terms. It is possible to search in the guide the direct explanation of few tools typing the desired terms inside of the space indicated by the cursor.

### **Index of the Photon guide**

The command shows the index in alphabetic order of the commands and tools of the Photon program that are present in the guide.

## Information on Photon

This command shows the window referred to the date and to the version of the Photon program at the moment in use.

## Summary of the Photon guide

The command shows the instruction guide for the use of the Photon program.  
We advise to consult this Guide before using the Photon program.

## Research of terms in the Photon guide

The command enables in the Photon guide the part relative to the research of terms. It is possible to search for in the guide the direct explanation of some tools typing the desired term inside of the space indicated by the cursor.

## Index of the Photon guide

The command shows the index in alphabetic order of the commands and tools of the Photon program that are present in the guide.

## Information on Photon

This command views the window referred to the date and the version of the Photon program at the moment in use.

## Command bars

### Tool bar

Are enclosed the main commands for the management of the pattern file.



- [Choice of the type of machine](#)
- [Creation of a new pattern](#)
- [Opening of an existing pattern](#)
- [Direct salvage of the active pattern](#)
- [Overall view of the pattern](#)
- [Cut](#)
- [Copy](#)
- [Paste](#)
- [Cancel the last operation](#)
- [Restore the operation just cancelled](#)
- [Restores the last saved pattern](#)
- [Enlarge/Reduce the pattern - visualization](#)
- [Show/Hide the axes of the relative origin](#)
- [Applies the tool on all planes](#)
- [Print the active pattern](#)
- [View the grid on the pattern](#)
- [Change the grid color](#)
- [Specific program information](#)
- [Online program Guide](#)
- [Animated assistant](#)

## Choice of the type of machine

The Photon program manages the patterns in all the Lonati - Santoni - Dinema machines provided they are enabled to the pattern commands. This command shows the list of the installed machines enabled to the pattern. Before starting to create or modify a pattern the user must know which machine to select to enable the Photon program to the mentioned machine. Clicking on the *Choose machine* command the table appears where the machine names to be used are present.

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## New pattern

Create a new empty pattern with the dimensions in **width** (needles) and **height** (courses).

To modify the beginning dimensions of the pattern click in the desired insertion zone, type the number then press the OK button. It is possible to maintain the same pattern needle and course dimensions clicking in the **maintain proportions** box making a mark appear

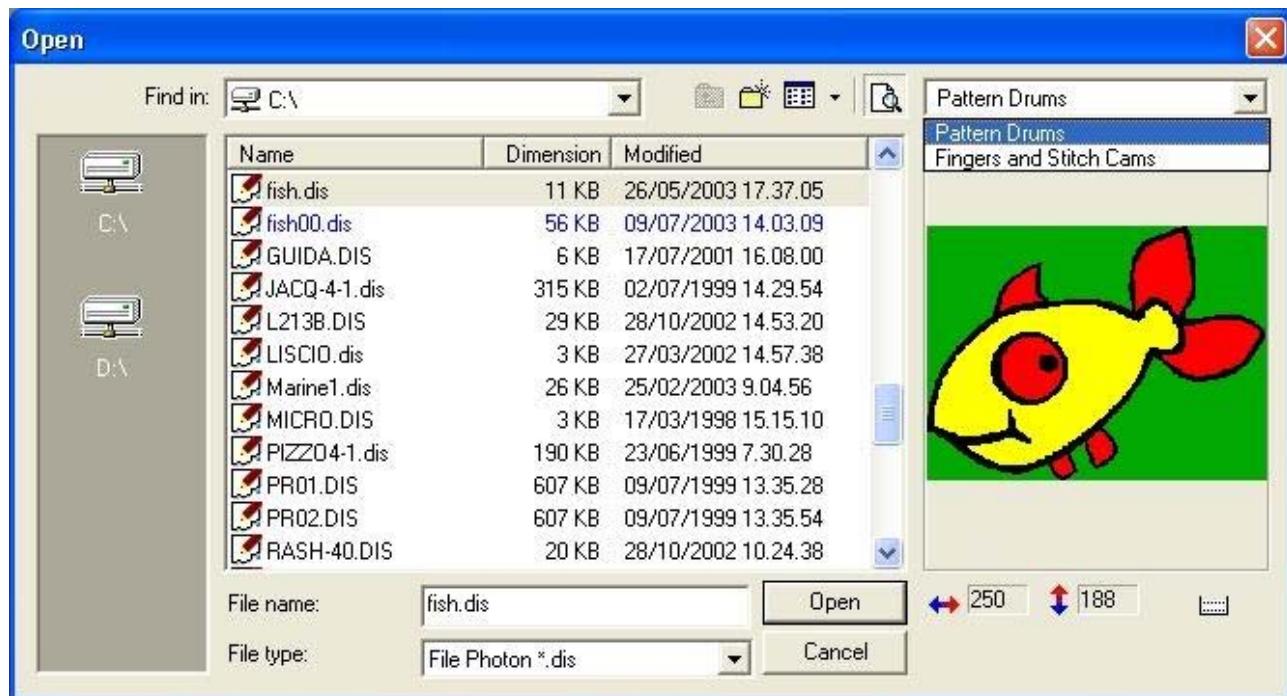


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## Open an existing pattern

With this menu command, the user opens the pattern referred to the desired machines. In the represented dialog window in this page is shown an example of pattern opening. The user has to select the desired pattern then press the OK button to confirm. Afterwards the chosen pattern will appear contained in a window of various dimensions.

To obtain information on the Open table position the cursor on the desired zone and click.



In the files list it is possible to directly manage the renaming and the cancellation of each single file clicking on the desired file with the right button of the mouse.

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## Save the pattern

Save the active pattern with the current position file name.

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## Total view of the pattern

Opens a square that contains the complete view of the active pattern. Clicking in the dotted line area above the pattern in this total view it is possible to scroll the same pattern on the original window.

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## Cut or cancel command

Removes the active selection placing it in a temporary memory part of the computer (note folder). (**FUNCTION NOT AVAILABLE**).

 To CUT OR CANCEL a selected area see [MODIFICATION OF THE ORIENTATION OF AN IMAGE](#)

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## Copy command

Copies the selected part in a temporary memory part of the computer (note folder). (**FUNCTION NOT AVAILABLE**).

 To make a COPY of the selected area see [MODIFICATION OF THE ORIENTATION OF AN IMAGE](#)

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## Paste command

Inserts in correspondence of the point agreed by the user, part of the pattern that has been previously cut or copied as long as present in the memory part preestablished by such function (note folder). (**FUNCTION NOT AVAILABLE**).

 To PASTE a copy of the selected area see [MODIFICATION OF THE ORIENTATION OF AN IMAGE](#)

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## Cancel command



Cancel last made command. To cancel more information click on the  button the program cancels in sequence the operations made on the pattern. If it is not possible to cancel the last operation the command changes in impossible to cancel.

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## Restore command



Cancel the operations made with the **cancel** command. To repeat more cancelled operations click on the button  the program restores in sequence the operations cancelled on the pattern. If it is not possible to repeat the last operation of cancel the command changes in impossible to restore.

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## Restores the last saved pattern

This tool restores the pattern in the same fixed conditions as the last time it was saved by the user.

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## Zoom of the pattern



These two buttons of the tool bar allow to increase or decrease the level of ZOOM on the current pattern. The command is made positioning the cursor on the point to enlarge or to reduce, the operation will be confirmed for each click made above one of the two buttons. The point of enlargement or reduction will always be shown in the center of the video.

The program also enables a few Zoom functions on the keyboard matched with precise keys:



Click on the key when it is highlighted

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### Show/Hide the axles of the relative origin

This command allows to show or hide the axles of the relative origin on the pattern. It is possible to keep the show status of the axles of the relative origin while operating on the pattern. To enable this type of view activate the button of the axles, on the command bar. If you do not want to view the axles press again the button of the axles bringing it to the resting status.

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### Work all planes

This command is only active for the machines that have the use of the pattern planed enabled. This function allows to use all the tracing tools on each plane of the pattern. After enabling this command, the user will have the possibility to use the tracing tool at the same time on all the planes of the pattern. The only warning to follow is to correctly select the colors of the planes to be used for tracing before starting the operation. This color selection is made easy by the contemporary presence of the color bar on each plane of the pattern. The viewing enabling of all the color bars is automatically made by the program when the "work all planes" command is enabled.

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### Print

This is the command that prints directly without preview the active pattern. For the print options see the lower part of the print window to the commands **Information to print** and **print dimensions**.

**Information to print** is referred to the print of the pattern with the squares (**grid**) and to the information relative to the colors used in the pattern (**Used color table**).

**Print dimensions** are referred to the type of stamp that you want to have. This option varies in function of the support that the user uses as dimensions of the printing page.

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### View the grid

The button enables the view of the grid on the pattern.

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## Grid color

Modify the color of the pattern grid. Pressing the button with the arrow, the user has the possibility to change the grid color a selecting another color from the list.

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## Information on the Photon program

View the information relative to the PHOTON program, from the version to the producer to the date of the last update.

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## Online program guide

This command allows to enable the Guide to the program in any point where you will point your mouse.

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## Animated assistance

This function enables an animation the menages a few help messages referred to the tools. After enabling this function, the user has to position the cursor above the tool that you want to request help for. The program automatically highlights above the animated assistant an explanation message relative to the chosen tool.

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## Status bar

The status bar describes what to do in the moment in which the user has selected a topic from the menu or from the tool window. Also it presents the information relative to the application and to the active pattern (index of the active color - enlargement level or Zoom - correct position of the cursor on the pattern - absolute and relative position of the cursor - actual dimensions of the pattern in needles and courses - Status of the pattern compressed or expanded).

If the status bar is active, in the menu window *View* a symbol appears in the shape of &rdquo; V &rdquo; in front of the *Status bar* writing.

### View of the standard status bar



This figure represents the status bar in standard mode with an active pattern .

### View of the status bar with the values of the selected area



Near the arrows that indicate the dimensions of the pattern, appear two more values, that indicate the dimensions (in needles and courses) of the geometric form that the user is using at the moment (see highlighted zone in the figure).

### View of the status bar with the rotation degrees



By using the text tool and the area rotation tool, the user has the possibility to rotate the pattern. The rotation corner is viewed on the status bar instead of the values according to the relative origin (see highlighted zone in the figure).

## Pattern tool bar

In this bar are contained the buttons of the tools for the creation and modification of the pattern.



- [Selection of the rectangular area](#)
- [Selection of the Unshaped area](#)
- [Pen Tool](#)
- [Line Tool](#)
- [Rectangle Tool](#)
- [Circle Tool](#)
- [Rotated Ellipse tool](#)
- [Diamond Tool](#)
- [Curve Tool - spline](#)
- [Color selection Tool](#)
- [Filling Tool](#)
- [Relative Origins Tool](#)
- [Text Tool](#)
- [Replacement tool of the color with a weft or a pattern](#)
- [Active color flashing tool](#)
- [Color change Tool](#)
- [Modify the pattern dimensions Tool](#)
- [Outline of a color with another color Tool](#)
- [Color covering Tool](#)

### Selection of the pattern area



Allow to select an area of the current pattern. The area can be **modified, copied or moved**.

To **modify** the selected area you must act on the controls placed on the perimeter. The area dimension is modified by clicking and dragging the control. It is possible to know the exact dimensions of the construction area, through the status bar. (see the dimension

zone of the pattern ) If no controls are shown on the perimeter area then you must click on the button , that is found on the Modification of the [orientation of the image bar](#).

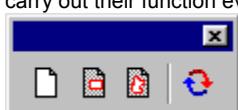
It is possible to move the outline of the selected area other than with the mouse, also with the keys "arrows" of the keyboard.

To **COPY THE CONTENTS** of a selected area , it is enough to click inside of the same area dragging it in the wanted point. To confirm the copy click **Enter** or **double click on the LEFT key of the mouse** . IT is possible to make a copy of the same detail more than once by simply pressing the key **Enter** as many times wanted.

To **MOVE THE CONTENTS** of a selected area, it is necessary to click inside of the area and at the same time keep the **CTRL** key pressed. To confirm the movement , press the **Enter** key or **double click on the LEFT key of the mouse**.

The command is only referred to the selection of a rectangular area. The selection box always remains enabled on the pattern even if another tool is used. To disable the area it is sufficient to press the **ESC** key.

Once an area is selected the program shows an Action bar defined of command destination that will always be visible for the tools that carry out their function even in a pattern zone.



The user will have three buttons available that deviate the execution of the function or on all the pattern , or on the selection of the rectangular zone , or on the selection of the free area.

Also the reverse selection button  allows to exchange the area selection with all the rest of the pattern. Therefore the pattern operating zone, where the modifications are made will result external to the selected one.

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### Selection of the free pattern area



Allows to select an area of the current pattern. The pattern area can be **modified, copied or moved**.

To **modify** the selected area you must act on the controls placed on the perimeters. The area dimension can be modified by clicking and dragging the control. It is possible to know the exact dimensions of the construction area of the geometric figure, through the status bar. (see the dimension zone of the pattern  ). If the controls are not shown on the area perimeter than you have to click on the



button  that is found on the Modification of the [orientation of the image bar](#).

It is possible to move the outline of the selected area other than with the mouse, also with the keys "arrows" of the keyboard.

To **COPY THE CONTENTS** of a selected area , it is enough to click inside of the same area dragging it in the wanted point. To confirm the copy click **Enter** or **double click on the LEFT key of the mouse** . IT is possible to make a copy of the same detail more than once by simply pressing the key **Enter** as many times wanted.

To **MOVE THE CONTENTS** of a selected area, it is necessary to click inside of the area and at the same time keep the **CTRL** key pressed. To confirm the movement , press the **Enter** key or **double click on the LEFT key of the mouse**.

The command is only referred to a free area taken by the addition of dots corresponding to a click of the mouse. The selection box always remains active on the pattern even if another tool is used. To disable the area it is sufficient to press the **ESC** key.

Once an area is selected the program shows an Action bar defined of command destination that will always be visible for the tools that carry out their function even in a pattern zone.



The user will have three buttons available that deviate the execution of the function or on all the pattern  or on the selection of the rectangular zone  or on the selection of the free area. 

Also the reverse selection button  allows to exchange the area selection with all the rest of the pattern. Therefore the pattern operating zone, where the modifications are made will result external to the selected one.

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### Pen Tool

Trace a dot with the pressure of the left or right key of the mouse. You obtain a continuous trace if you keep the key pressed ( Free-hand pattern ). The trace color is determined by which mouse key is pressed. In fact it is possible to trace alternatively with two colors: one matched to the left button and the other matched to the right button.

 If the user presses the key **CTRL** while free hand tracing, he automatically draws in both planes of the pattern with colors at the moment selected in both planes.

Before using this tool it is possible to modify the [Thickness](#) of the trace.

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### Line Tool

Trace a line in the current color by the pressure of the left key of the mouse. The line can be modified by the two control ends that each control has. The controls can be moved by keeping the left key of the mouse pressed, and at the same time dragging it to get the desired movement.

It is possible to know the exact dimensions of the construction area of the geometric figure, through the status bar. (see the dimension zone of the pattern  ).

To confirm the operation press the control **key** or **double click with the left key of the mouse**.

To cancel the operation press the key **Esc**.

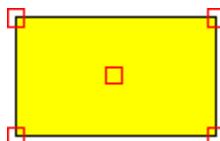
Until the geometric figure is not confirmed it is possible to modify its dimensions, the **thickness** and the **color**.

 **"CTRL+ ENTER"** This combination of keys confirms the trace selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

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## Rectangle Tool

Trace a Rectangle in the current color by pressing the left key of the mouse. The rectangle can be modified by the controls placed at the vertices and in the middle of the figure. These controls can be moved by keeping the left key of the mouse pressed, and at the same time dragging it to get the desired movement. It is possible to know the exact dimensions of the construction area of the geometric figure, through the status bar. (see the dimension zone of the pattern 



To confirm the operation press the **Return key** or **double click with the left key of the mouse**.

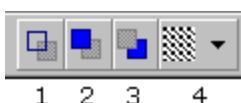
To cancel the operation press the key **Esc**.

 Keep the **CAPITAL** key pressed while clicking and dragging the figure to create a **square**.

 **"CTRL+ ENTER"** This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

---

The command of the geometric figure enables four different tracings:



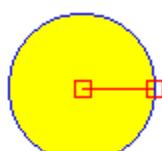
1. **Perimeter** (only the outline- perimeter of the geometric figure).
2. **Full** (the area of the geometric figure is filled with a current color).
3. **Full with the maintenance of the perimeter** (the area of the geometric figure is filled with a second current color and maintains the perimeter trace with the first color).
4. **Full with a pattern** (the area of the geometric figure is filled with a selected weft or pattern).

Until the geometric figure is not confirmed it is possible to modify its dimensions, the **thickness** and the **color**.

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## Circle Tool

Trace a circle in the current color by pressing the left key of the mouse. You can modify the figure by the two controls placed one in the center and the other on the circumference. These controls can be moved by keeping the left key of the mouse pressed, and at the same time dragging it to get the desired movement. It is possible to know the exact dimensions of the construction area of the geometric figure, through the status bar. (see the dimension zone of the pattern 



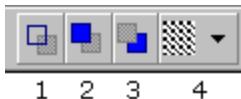
To confirm the operation press the **Return key** or **double click with the left key of the mouse**.  
To cancel the operation press the key **Esc..**

Keep the **CAPITAL** key pressed while clicking and dragging the figure to create a **circle**.

**"CTRL+ ENTER"** This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ENTER**.

---

The command of the geometric figure enables four different tracings:



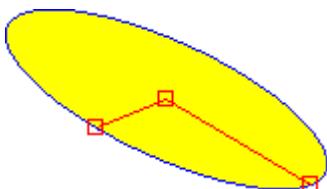
1. **Perimeter** (only the outline- perimeter of the geometric figure).
2. **Full** (the area of the geometric figure is filled with a current color).
3. **Full with the maintenance of the perimeter** (the area of the geometric figure is filled with a second current color and maintains the perimeter trace with the first color).
4. **Full with a pattern** (the area of the geometric figure is filled with a selected weft or pattern).

Until the geometric figure is not confirmed it is possible to modify its dimensions, the **thickness** and the **color**.

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### Rotated Ellipse tool

Trace an elliptical figure by pressing the left key of the mouse of the current color. The figure can be changed through three controls positioned one in the center and the other two on the perimeter of the figure.. The controls are moved by pressing the left key of the mouse and at the same time dragging it to move it where pleased.. It is possible to rotate the Ellipse by always acting on the controls described above .

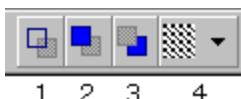


To confirm the operation press the **Return key** or **double click with the left key of the mouse**.  
To cancel the operation press the key **Esc..**

**"CTRL+ ENTER"** This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ENTER**.

---

The command of the geometric figure enables four different tracings:



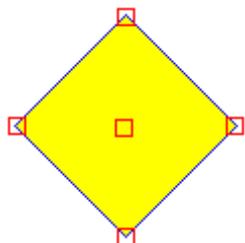
1. **Perimeter** (only the outline- perimeter of the geometric figure).
2. **Full** (the area of the geometric figure is filled with a current color).
3. **Full with the maintenance of the perimeter** (the area of the geometric figure is filled with a second current color and maintains the perimeter trace with the first color).
4. **Full with a pattern** (the area of the geometric figure is filled with a selected weft or pattern).

Until the geometric figure is not confirmed it is possible to modify its dimensions, the **thickness** and the **color**.

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### Diamond Tool

Trace a Diamond in the current color by pressing the left key of the mouse. The figure can be modified by the controls placed at the vertices and in the middle of the figure. The controls can be moved by keeping the left key of the mouse pressed, and at the same time dragging it to get the desired movement. It is possible to know the exact dimensions of the construction area of the geometric figure, through the status bar. (see dimension zone of the pattern 

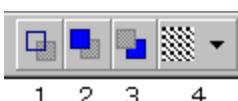


To confirm the operation press the **Return key** or **double click with the left key of the mouse**.  
To cancel the operation press the key **Esc..**

 Keep the **CAPITAL** key pressed while clicking and dragging the figure to create a **circle**.

 "CTRL+ ENTER" This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

The command of the geometric figure enables four different tracings:



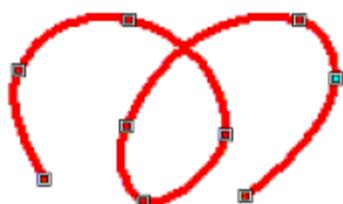
1. **Perimeter** (only the outline- perimeter of the geometric figure).
2. **Full** (the area of the geometric figure is filled with a current color).
3. **Full with the maintenance of the perimeter** (the area of the geometric figure is filled with a second current color and maintains the perimeter trace with the first color).
4. **Full with a pattern** (the area of the geometric figure is filled with a selected weft or pattern).

Until the geometric figure is not confirmed it is possible to modify its dimensions, the **thickness** and the **color**.

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## Curve Tool - Spline

Trace a continuous curve passing by dots. To each click corresponds a dot. The control dots can be moved by clicking on top of them, and at the same time moving the dot in the new position. It is possible to cancel the control dot by clicking above the desired dot and then pressing the **Canc** key. Instead to insert a new dot between two existing ones it is enough to click above the dot and press the **Ins** key.



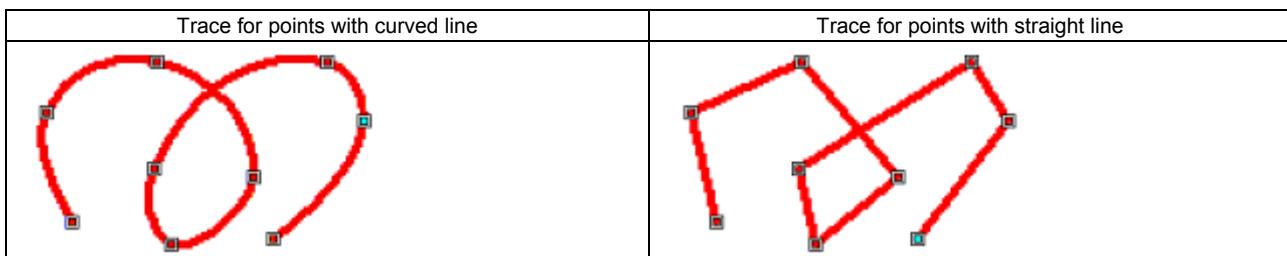
To confirm the operation press the **Return key** or **double click with the left key of the mouse**.  
To cancel the operation press the key **Esc..**

Until the geometric figure is not confirmed it is possible to modify its dimensions, the **thickness** and the **color**.

It is possible to create a trace between the points even by a straight line instead of a curved line.

This option can only be managed with the button  placed inside of the tracing bar.

Example of two **types of tracing**.

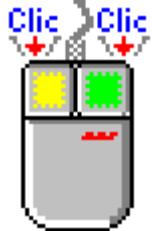


 "CTRL+ ENTER" This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

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## Select color

Select the current color directly from the pattern instead of from the machine color bar. It is sufficient to position the cursor on the color of the desired pattern and press the left or right key of the mouse. In fact it is possible to select two colors alternatively, one matched to the left key of the mouse and the other matched to the right key of the mouse.



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## Filling Tool

Fill the pattern or a pattern area with the current color or pattern.  
After selecting this tool the user can choose the type of filling he wants by clicking on the bar



It is possible to use the filling tool on all the [planes of the pattern](#) automatically. The automatic filling function on all planes must be used carefully because it also works on planes that are not active (not visible by the user). To use this tool on all planes, you must have

selected the options of the tools on the Photon program, with the relative option. Now it is necessary to enable the button  all planes to complete the program configuration. At this point the filling will be made on all planes with the various colors active at the moment in the color pallets.

It is possible to fill the pattern with a plain color or with or with a weft (pattern) otherwise, still with a plain color, maintaining a color of the pattern that is recognized as the second color in the color bar.

### Plain filling

To fill a pattern or a zone of the pattern with a plain color, you must select one of the buttons  that divide the two currently used colors. Click on the pattern to modify the colors.

### Filling with weft or pattern



To fill with a weft (or pattern) select the **weft** button, select the module of the desired weft and click on the pattern to obtain the effect of the weft.



If the weft module has to be created than you have to click on the **create new weft** button, and select from the table the interested module (4x4-5x5-6x6 ....) then position on the weft tracing grid and click to mark the desired weft. In the end press the ok key to save and confirm the weft to be used.

The filling can be made only with the tracing color or with both currently selected colors. This way the weft will use the tracing color and the second color selected in the color bar will be used as a background to the weft. To enable this function you must press the button .



To modify the pattern colors the user will have to position the cursor on the desired point of the pattern, and at each click, it will fill the pattern or the outline area, of the color or pattern previously selected.



#### Create the user motif from the area

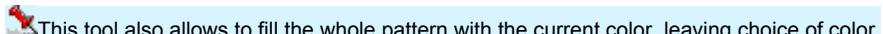
After selecting an area of the pattern The user has the possibility to memorize the area to be able to use it as a theme to be used with a



filling tool of a color. To memorize the area you must press the button "create the user motif from the area" that is on the symmetry bar. Therefore if the user wants to use a particular of his pattern as a theme to be used instead of a color he must (once



selected the area), press the button "copy user motif from area" to memorize the wanted area so choose the filling tool and from the enabled filling bar select the button "fill with current user motif". Now the user has to position the cursor above the wanted color and press the confirmation key of the mouse to fill the color with the theme memorized previously.



This tool also allows to fill the whole pattern with the current color, leaving choice of color.

Procedure:



The command has to be used with a precise procedure. First click on the button on the black triangle part. Click on the color that you desire to maintain in the pattern after the filling, from the list of colors that appear. Now select the color used for the filling from the color bar. It is possible to click on two colors from the color bar matching them to the right and left key of the mouse, to be able to have the choice to fill the pattern with one color or the other. In the following figure is shown how the color selection on the color bar is made, as described above.

Ex:



- Color1 = Color of the pattern to maintain after the filling
- Color2 = Color of the trace and first filling color
- Color3 = Color second of filling

Now to make the desired filling, position the cursor in the point of the pattern, and click.

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## Relative Origin of the axis x-y

This tool allows to select an origin to which will refer the coordinates of the pattern shown on the Status Bar next to the absolute ones.



To carry out this command the user must select the button and position the cursor on the pattern in the exact point in which you want to have the origins. Therefore click with the left button of the mouse to fix the symbol of the origin of the pattern. It is possible to make the axis of the relative origin visible or invisible.



To carry out this option is sufficient to act on the button placed on the [tool bar or commands](#).

When using this function with the [pattern offset](#) you can notice that it is possible through the use of button **CTRL**, refer to the absolute coordinates of the pattern with an offset view.

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## Text insert Tool

Inserts a text in the pattern.



To insert a text click on the button then move the cursor on the pattern and mark with a click the correct position where you want to insert the text. Type the text and press the Return key to confirm the operation.  
Selecting this tool the program automatically enables the specializing bar relative to the text.



The text bar allows to modify the type of character of the text, the dimension in pixel, the style and the disposition.

**B**= bold character

**I**=italic-cursive character

**U**=underlined character

**V**=disposition of the text in vertical position

To modify the character you must press on the buttons with the black arrow placed next to the choice boxes otherwise select the button corresponding to the wanted function.

It is possible to rotate the pattern by acting on the two controls that appear after choosing the text tool. The rotation degree of the text is visible on the status bar.

To confirm the operation press the **Return key** or **double click with the left key of the mouse**.

To cancel the operation press the key **Esc**..

Before confirming the operation it is possible to modify the color of the text by clicking on the color bar. Also dragging one of the two controls you proceed to the rotation and movement of the text.

**"CTRL+ ENTER"** This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

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### Replacement tool of the color with a weft

This tool, allows to replace a specific color on all the pattern inserting a net at its place (weft or pattern) otherwise an area of the same pattern.

The procedure to carry out this function is the following:



first you must select a pattern from the pattern tool bar ; then if the active weft (pattern) is already the one desired ,bring the cursor on the pattern and click above the color to exchange with the weft. The program automatically carries out the command of color replacement on all the pattern.

The weft color has to be selected on the color bar before carrying out the command, otherwise the program automatically uses the current color.



If the weft to be inserted is not the one selected correctly then you must click on the **weft** , select the module of the desired weft.



If the **module** of the weft has to be created than you have to click on the **create new weft** , and select from the table the interested module (4x4-5x5-6x6 ....) then position on the weft tracing grid and click to mark the desired weft. In the end press the ok key to save and confirm the weft to be used.

You can carry out this function even on an area of the pattern previously selected. The area selection is to be made in two different ways:

selection of a pattern zone through a rectangular area

selection of a pattern zone through a free area

Once an area is selected the program shown an Action bar defined as command destination, that will always be visible for all the tools that carry out their function in a pattern zone.



The user has three buttons available that deviate the execution of the function or on all the pattern , or on the selection of the rectangular zone , or on the free area selection.



Also the invert selection button allows to exchange the selection area with all the rest of the pattern. Therefore the pattern operating zone where the modifications are made will result external to the selected one .

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## Flash Tool

The current color, if present in the pattern, starts flashing. This tool is useful in finding the desired color between similar ones, otherwise to view a specific color in all of the pattern.

You can carry out this function even on an area of the pattern previously selected. The area selection is to be made in two different ways:

selection of a pattern zone through a rectangular area

selection of a pattern zone through a free area

Once an area is selected the program shown an Action bar defined as command destination, that will always be visible for all the tools that carry out their function in a pattern zone.



The user has three buttons available that deviate the execution of the function or on all the pattern or on the selection of the rectangular zone or on the free area selection.

Also the invert selection button allows to exchange the selection area with all the rest of the pattern. Therefore the pattern operating zone where the modifications are made will result external to the selected one .

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## Color change Tool



Its the tool for the color change in the pattern. Pressing the button the color bar changes only showing the colors present in the current pattern to make easier the choice of the color to change.

The color selection can be made from the pattern and from the color bar.

First the user has to choose the pattern source of color that has to be changed . This operation has to be made by clicking on the **right** key of the mouse on the used color bar in correspondence of the desired one. After selecting the source of color you pass to selection of the color to replace that is the destination one; to do this you must click directly on the pattern or on the color bar that appears pressing the **right** key of the mouse.

Automatically appears in the color bar the combination that the user made between the color source and the destination color, in fact the square of the color source is shown by half even with the destination color.

The tool allows to carry out the operation with more colors at the same time. Therefore it is possible to change all the colors wanted to the current pattern with one single command.

If the color combination is not correct and you want to repeat the association between the source of color and the destination one, press the **Esc** key.

To confirm the operation press the **Return** key or **double click on the left key of the mouse**.

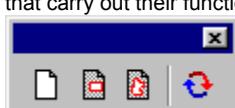
You can carry out this function even in an area of the pattern previously selected.

The area selection can be made in two different ways:

selection of a pattern zone through a rectangular area

selection of a pattern zone through a free area

Once an area is selected the program shown an Action bar defined as command destination, that will always be visible for all the tools that carry out their function in a pattern zone.



The user has three buttons available that deviate the execution of the function or on all the pattern  or on the selection of the rectangular zone  or on the free area selection. 

Also the invert selection button  allows to exchange the selection area with all the rest of the pattern. Therefore the pattern operating zone where the modifications are made will result external to the selected one .

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### Insertion/cancellation of needles and courses

Modify the dimensions of the pattern by inserting or cancelling a part of the needles or courses.

The procedure to insert or cancel is the same because they both use the same area selection method.

To carry out the area selection operation you have to click on the button  then position yourself on the pattern and click dragging the cursor of the mouse in the points of the pattern where you desire to make the modifications. A transparent area will appear on the pattern that symbolizes the modification area of the pattern. Clicking and dragging the two controls it is possible to modify the dimensions and the position of the transparent area. The determined area is always a vertical or horizontal stripe that automatically includes the whole pattern.

Moving the control in horizontal you determine the transparent area for the modification for the NEEDLES of the pattern;

Moving the control in vertical you determine the transparent area for the modification of the COURSES of the pattern.

To determine the exact position and the exact dimension of the transparent area you need to look at the [status bar](#) in correspondence of the arrows  for the dimensions of the needles, and the arrows  for the dimensions of the courses

After determining the dimension of the area press the key **CANC** to eliminate the pattern zone selected or press the key **INS** to insert the selected zone. The zone inserted in the pattern will have the color currently in use, therefore it is advised to determine first the color for the insertion in the zone. To cancel the selection of the "transparent" control area press the key **Esc**

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### Tool to outline the pattern

Allows to create an outline to the pattern of the desired thickness, as long as the pattern to be outlined is of a single color .

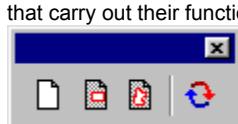
After clicking on the tool button  you have to select from the color bar, the color that you want to use as the pattern outline, otherwise the program uses the current color

To make the outline operation you have to position the cursor above the pattern, precisely on the color to outline and click with the left key of the mouse. The program automatically outlines in all the pattern the color chosen to be outlined. For example if there is a red word in the pattern and the desired color to outline is red, automatically by clicking on the red of a letter , the whole word will be outlined.

Before making the operation it is possible to modify the [Thickness](#) of the outline trace.

You can carry out this function in an area of the pattern previously selected. The area selection is made in two ways:  
selection of a pattern zone through a rectangular area  
selection of a pattern zone through a free area

Once an area is selected the program shown an Action bar defined as command destination, that will always be visible for all the tools that carry out their function in a pattern zone.



The user has three buttons available that deviate the execution of the function or on all the pattern  or on the selection of the rectangular zone  or on the free area selection. 

Also the invert selection button  allows to exchange the selection area with all the rest of the pattern. Therefore the pattern operating zone where the modifications are made will result external to the selected one.

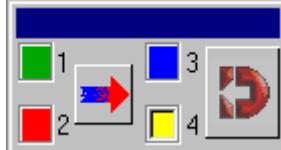
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### Color covering Tool

Changes the colors of the pattern only in the zones were the program notices the combination of colors that the user has inserted in the change covering tool bar. The tool carries out the color exchange operation in a particular way in fact it checks the color combination only if they are placed one on top of the other inside the pattern.

Clicking on the button  in the pattern tool bar the program shows a color association bar, shown below



Four colors are present for the color selection arranged , a button with an arrow called directional button, and a button (D) of the covering procedure activation.

For each color selection the corresponding compartment will show the chosen color. The color selection has to be made with a precise sequence. To make it easier we will assign identification numbers to each color.

#### **EXAMPLE n.1 - replace the colors with a vertical combination**

First you have to select the source color that is the superior one (1), then you will have to select the second source color (2) the meeting one will be changed to the execution of the coloring tool, if it is placed under the first color source in the pattern. In the right column the first destination color will have to be placed on top instead of (3) (the one that will replace the color (1)) and instead of (4) the second destination color (the one that will replace the color (2)). The covering consist in the replacement of the first left color with the second right color

 It is important to position the direction button with the horizontal arrow.



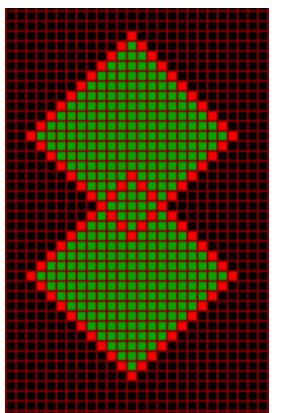
Once the color choice is complete you pass to the function operating phase. Pressing the button



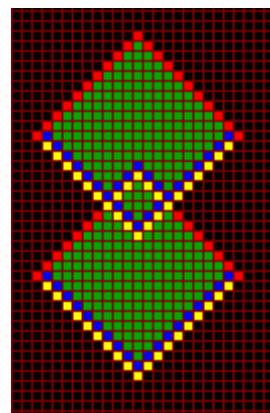
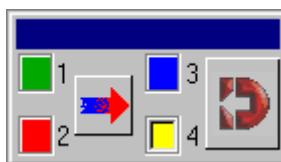
the program will enable the

color exchange in the pattern. If the exchange obtained is not the one desired, click on the cancel button  or press Ctrl + Z.. The colors can be selected in the same pattern or from the color table, the position of the cursor is used as a choice reference; they don't all have to be necessarily different.

In the figure example: if there is a green dot in the pattern with a red dot below it, the color green will be replaced with the color blue and the color red with the color yellow.



Source pattern



Destination pattern

#### **EXAMPLE n.2 - replacement of the colors with a horizontal combination**

First you have to select the source color that is the superior one (1), then you will have to select the second source color (2) the meeting one will be changed to the execution of the coloring tool, if it is placed under the first color source in the pattern. In the right column the first destination color will have to be placed on top instead of (3) (the one that will replace the color (1)) and instead of (4) the second destination color (the one that will replace the color (2)). The covering consist in the replacement of the first left color with the second right color.

 It is important to position the direction button with the vertical arrow.



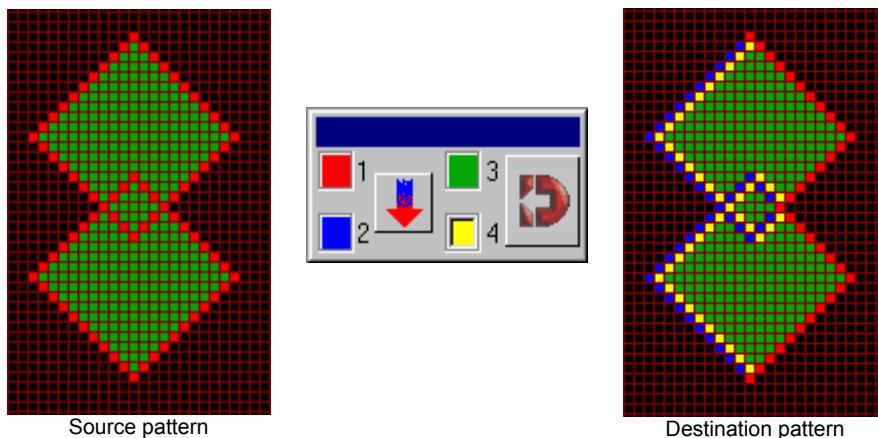
Once the color choice is complete you pass to the function operating phase. Pressing the button



, the program will enable the

color exchange in the pattern. If the exchange obtained is not the one desired, click on the cancel button  or press Ctrl + Z.. The colors can be selected in the same pattern or from the color table, the position of the cursor is used as a choice reference; they don't all have to be necessarily different.

In the figure example: if there is a green dot in the pattern with a red dot below it, the color red will be replaced with the color blue and the color green with the color yellow.



You can carry out this function even in a pattern area previously selected .

The area selection is made in two ways:

- selection of a pattern zone through a rectangular area
- selection of a pattern zone through a free area

Once an area is selected the program shown an Action bar defined as command destination, that will always be visible for all the tools that carry out their function in a pattern zone.



The user has three buttons available that deviate the execution of the function or on all the pattern or on the selection of the rectangular zone or on the free area selection.

Also the invert selection button allows to exchange the selection area with all the rest of the pattern. Therefore the pattern operating zone where the modifications are made will result external to the selected one .

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## Color bar

All the colors available for the current machine are shown.



In a few machine models two or more color bars are enabled. These bars have been added to facilitate the user when creating patterns that use different machine actuator movements. This type of pattern is defined "[plane pattern](#)".



In the color bar are shown (above) the two colors at the moment in use for the tracing, matched with the left and right key of the mouse.

From the color bar it is possible to protect and make transparent all the available colors or only the ones desired.

The procedure to protect and make transparent the color is the same, its only different from the pressure of the **CTRL** key or the **SHIFT** key and it is made in this way:

Keep the **CTRL** key pressed and position the cursor on the color bar clicking on the color that you want to **PROTECT**. The color box will be shown in this way

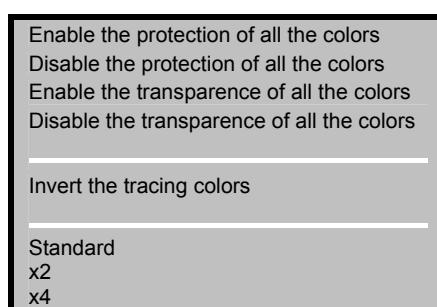
Keep the **CAPITAL** key pressed and position the cursor on the color bar clicking on the color that you want to make **TRANSPARENT**.

The color box will be shown in this way 

 To disable the protection and transparent functions perform the same procedure just described.

It is possible to give a double protection and transparent color to the same color. In this case the color box will be presented in the following way 

Instead if you want to protect or make transparent all the colors of the bar at the same time, then you must click on the  Type your expanding text here. button that shows a pull-down with the following options:



#### **Enable the protection of all the colors**

Clicking above this option, the program automatically protects all the colors of the bar.

#### **Disable the protection of all the colors**

Clicking above this option the program automatically doesn't protect all the colors of the bar.

#### **Enable the transparency of all the colors**

Clicking above this option the program automatically makes transparent all the colors of the bar.

#### **Disable the transparency of all the colors**

Clicking above this option the program removes the transparency from all the colors of the bar.

#### **Invert the tracing colors**

Clicking above this option the program exchanges the two colors used for the tracing.

#### **Standard**

View the starting size for the color bar viewing

#### **x2 - double mode**

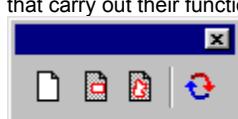
Doubles the size of the color bar

#### **x4 - quadruple mode**

Increases four times the size of the color bar

### **Action bar or of command destination**

Once an area is selected the program shows an Action bar defined as command destination that will always be visible for all the tools that carry out their function even in a pattern zone.



The user will have three buttons available that deviate the function execution on all the pattern  or on the selected rectangular zone  otherwise on the selected free area. 

Also the invert selection bar  allows to exchange the area with all the rest of the pattern. Therefore the pattern operating zone where the modifications are made, will result external to the selected one.

### **Modification of the orientation of an image bar**

Allows to modify the orientation of an area of the current pattern.

 The tools present in this bar are not active in the view [offset patter](#) view.



- [Show/Hide control points](#)
- [Show/Hide area border](#)
- [Overturn horizontally](#)
- [Overturn vertically](#)
- [Rotate area](#)
- [Rotate horizontally](#)
- [Rotate vertically](#)
- [Rotate horizontally and vertically](#)
- [Drag and copy](#)
- [Drag and fill](#)
- [Reduce/Enlarge the pattern in the area](#)
- [Select all the needles](#)
- [Select all the courses](#)
- [Create the user motif from area](#)
- [Copy](#)
- [Paste](#)

### Show/Hide control points

This button allows to show or hide the control points of the area.

### Show/Hide area border

This button allows to show or hide the border of the selected area.

#### The area can be modified, copied or moved.

To modify the selected area, you must act on the controls placed on the perimeter. Click and drag the control to modify the dimension of the area.

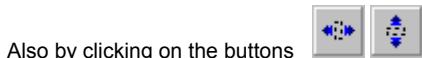
When tracing the perimeter of the area the controls weren't visible you must click on the button that is found on the bar of mirror and symmetry. Automatically the program shows the controls of the area. If you do not want to see the outline of the area then you must click on the button . It is possible to know the exact dimensions of the construction area through the status bar. (see the dimension zone of the pattern

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After selecting an area of the pattern the program automatically enables the symmetry bar. The tools used in the bar are needed to overturn in "x" or "y" the figure of the pattern included in the selected area (buttons ) otherwise to rotate horizontally and vertically or both axles the part of the pattern included in the selected area (buttons )

It is also possible to rotate the selected area through the tool "rotate area" . After pressing the following button you must position the cursor inside of the area and make it rotate in the wanted direction. The only central control of the area, allows to move the portion of the pattern in any zone.



Also by clicking on the buttons it is possible to increase the selected area for all the dimension in needles and/or courses of the current pattern (same function at keys F8 and F9). This type of command is very useful when you want to select to modify all the area of the pattern.



To copy a selected area it is necessary to click inside of the area and drag it in the wanted position. To confirm the copy press the **Enter** key or **double click on the left key of the mouse**. It is possible to make a copy of the same detail more than once by pressing the **Enter** key all the times needed.

To **MOVE THE CONTENTS** of a selected area, it is possible to click the selected area and at the same time keep the **CTRL** key pressed. To confirm the movement, press the **Enter** key or **double click with the LEFT key of the mouse**.

The selection box always remains active on the pattern even if another tool is used. To disable the area press key **ESC**.

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#### Drag and copy



After selecting an area of the pattern the user has the possibility to make a multiple copy "drag and copy". Position the cursor on the present control on the perimeter of the selected area press the left key of the mouse and at the same time drag it. Pay attention: It is possible to modify the area of the pattern to elaborate by pressing keys F8 or F9 which act directly in correspondence of the axle "x" (F8) or of the axle "y" (F9). This type of command is very useful when you want to select to modify all the area of the pattern. Obviously you will obtain a linear movement to the right, to the left, above, below and diagonally always according to the original area taken. To confirm the movement it is necessary to rapidly press twice the left key of the mouse with the cursor positioned on the last repetition of the copied pattern.

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#### Drag and fill



After selecting an area of the pattern the user has the possibility to make a multiple copy "drag and fill". Position the cursor on the present control on the perimeter of the selected area press the left key of the mouse and at the same time drag it. Pay attention: It is possible to modify the area of the pattern to elaborate by pressing keys F8 or F9 which act directly in correspondence of the axle "x" (F8) or of the axle "y" (F9). This type of command is very useful when you want to select to modify all the area of the pattern. Obviously you will obtain a linear movement to the right, to the left, above, below and diagonally always according to the original area taken. To confirm the movement it is necessary to rapidly press twice the left key of the mouse with the cursor positioned on the last repetition of the copied pattern.

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#### Reduce/Enlarge the pattern in the area



This function allows to modify the dimensions of the pattern, contained in the selected area. The user has the possibility to modify (reducing or enlarging) a part of the pattern that is being developed. The procedure foresees to select an area, because the button that allows the use in this function, is activated only after selecting an area of the pattern. After pressing the button relative to this command



, the user modifies the dimensions of the pattern, acting on the controls placed on the perimeters of the area. After he will be able to move the area of the pattern just dimensioned, positioning it on the wanted point. To confirm the procedure press the key Enter on the keyboard.

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#### Create the user motif from the area



After selecting an area of the pattern The user has the possibility to memorize the area to be able to use it as a theme to be used with a filling tool of a color. To memorize the area you must press the button "create the user motif from the area" that is on the symmetry bar. Therefore if the user wants to use a particular of his pattern as a theme to be used instead of a color he must (once selected the area), press the button "copy user motif from area" to memorize the wanted area so choose the filling tool and from the enabled filling bar

select the button "fill with current user motif" ". Now the user has to position the cursor above the wanted color and press the confirmation key of the mouse to fill the color with the theme memorized previously.

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#### Copy - Paste the area from one plane to the other



After selecting an area of the pattern The user has the possibility to memorize the area to be able to export in another destination plane.

With this Copy command (button ) the program memorizes the content of the area and makes it available to be pasted on the destination plane. To be able to complete the import procedure from one plane to the other, the user has to view the destination plane

and press the button Paste . At this point the program views a color association table, available in the source area, to match to the destination plane. After completing this operation the area with the imported pattern will appear in the destination plane. The user will be able to position the area of the pattern in any point confirming the copy with the ENTER key. To interrupt the procedure or cancel it permanently, press the key ESC.

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#### Text insertion tool

Inserts a text in the pattern.



To insert a text click on the button then move the cursor on the pattern and mark with a click the correct position where you want to insert the text. Type the text and press the Return key to confirm the operation.  
Selecting this tool the program automatically enables the specializing bar relative to the text.



The text bar allows to modify the type of character of the text, the dimension in pixel, the style and the disposition.

**A**= bold character

**A**= italic-cursive character

**A**= underlined character

**V**= disposition of the text in vertical position

To modify the character you must press on the buttons with the black arrow placed next to the choice boxes otherwise select the button corresponding to the wanted function.

It is possible to rotate the pattern by acting on the two controls that appear after choosing the text tool. The rotation degree of the text is visible on the status bar.

To confirm the operation press the **Return key** or **double click with the left key of the mouse**.

To cancel the operation press the key **Esc**.

Before confirming the operation it is possible to modify the color of the text by clicking on the color bar. Also dragging one of the two controls you proceed to the rotation and movement of the text.

"CTRL+ ENTER" This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

## Filling Tool

Fills a pattern or an area of the pattern with the current color or pattern.

After selecting this tool the user can choose the type of filling to make by clicking on the provided bar.



It is possible to use the filling tool on all the [planes of the pattern](#) automatically. The automatic filling function on all planes must be used carefully because it also works on planes that are not active (not visible by the user). To use this tool on all planes, you must have

selected the options of the tools on the Photon program, with the relative option. Now it is necessary to enable the button all planes to complete the program configuration. At this point the filling will be made on all planes with the various colors active at the moment in the color pallets.

It is possible to fill the pattern with a plain color or with a weft (pattern) or, always with a plain color, maintaining a color of the pattern that is recognized as the second color in the color bar.

### Plain filling



To fill a pattern or a zone with the same plain color, you have to select the buttons that diversify the two currently used colors. Click on the pattern to make the modifications to the colors.

### Filling with a weft or a pattern



To fill with a weft (or pattern) select the **weft** button, select the desired weft module and click on the pattern to obtain the weft effect .



If the weft module has to be created then you must click on the **create new weft** button, and then select from the table the type of module that you are interested in (4x4-5x5-6x6 ...) next position yourself on the weft tracing grid and click to mark the desired trace. At the end press the ok button to save and confirm the weft to be used.

The filling can only be made with the tracing color or with both of the two colors currently selected. This way the weft will use the tracing color , and the second color selected in the color bar will be used as a background color for the weft. To enable this function you must

press the button

To make the modifications to the colors of the pattern, the user will have to position the cursor in the desired point of the pattern, and at each click, the pattern or the outlined area will be filled, of the color or of the pattern previously selected

#### Create the user motif from the area

After selecting an area of the pattern The user has the possibility to memorize the area to be able to use it as a theme to be used with a filling tool of a color. To memorize the area you must press the button "create the user motif from the area" that is on the symmetry bar. Therefore if the user wants to use a particular of his pattern as a theme to be used instead of a color he must (once selected the area),

press the button "copy user motif from area"  to memorize the wanted area so choose the filling tool and from the enabled filling bar

select the button "fill with current user motif"  . Now the user has to position the cursor above the wanted color and press the confirmation key of the mouse to fill the color with the theme memorized previously.

 This tool also allows to fill the whole pattern with a current color leaving a color of choice.

Procedure:



The command has to be used with a precise procedure. First you must click the button  on the black triangle part. Then choose from the list of colors that appear, the color that you want to maintain in the pattern after the filling. Now select the color used for the filling from the color bar. It is possible to click on two colors from the color bar to match them to the left and right key of the mouse to be able to have the choice to fill the pattern with one color or the other. In the following figure is shown an example on the color bar of how the selection of the colors for the filling is made, as described above.

Ex:



Color1 = Color of the pattern to maintain after the filling

Color2 = Color of the trace and first filling color

Color3 = Color of second filling

Now to make the desired filling, position the cursor in a point of the pattern and click.

#### Trace thickness

Modify the trace thickness with the possibility to use the circle or square shape according to the selection made on the tracing bar.



It sets the thickness of the active objects and the following ones that will be created in the pattern.

To change the thickness click on the  button and choose the desired thickness or write it directly in the insertion compartment. The thickness level always remains underlined in the Tracing bar and varies from a minimum of 1 to a maximum of 10. To bring the thickness level directly to 1 click on the button with the

 pen  on the Tracing bar.



It is possible to create a trace between the points even by a straight line instead of a curved line.

#### Galois Plus bar

This bar is only active for the machines enabled for the use of CFG (pattern configurations).

To get information about the use and the creations of the CFG we advise you to consult the guide of the program Galois Plus and the chain program of the machine Quasar.



- [List of Configuration](#)
- [Table of Galois Info](#)
- [Fast color association button](#)
- [Enable the program Galois Plus](#)

#### List of Configuration

List of the configurations of the machines available from the program for matching actuators to the pattern.

To get information on the use and the creation of the CFG we advise you to consult the guide of the program Galois Plus and the chain program of the machine Quasar.

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### Table of Galois Info

The table below shows the color used in the pattern with beside the type of knitting that has been given in the configuration (CFG) associated to the pattern. You will be able to see the comment referred to the Yarnfingers &ndash; Pattern drums &ndash; Stitch cams and the values ( feeds ) for each single course of the pattern. The view of the values is determined by moving the cursor on the pattern. Also it is possible to view all the knitting that course by course can be made for that configuration (CFG). In the table of Galois Info there are three buttons that give different methods of view of the configured colors of the pattern. This is useful to the user to check the type of movement of the actuators of the machine in function of the created pattern.

- List of actuators enabled for the indicated color and feed
- List of actuators enabled for the indicated feed
- List of actuators enabled for the indicated colors

**Galois Info - L501 (DIS) - WORK-4-S.CFG**

Color:	2	Block:	3
Description: COLOR 2			
Feed 1 cleared needle first position - profile PSA Feed 2 cleared needle first position - profile PSA Feed 3 cleared needle first position - profile PSA Feed 4 cleared needle first position - profile PSA			
Block	Actuator	Status	Value
Block Feed 1	D1	OFF	
Block Feed 1	D1A	OFF	
Block Feed 1	D1B	OFF	
Block Feed 2	D2	OFF	
Block Feed 2	D2A	OFF	
Block Feed 2	D2B	OFF	
Block Feed 3	D3	OFF	
Block Feed 3	D3A	OFF	
Block Feed 3	D3B	OFF	
Block Feed 4	D4	OFF	
Block Feed 4	D4A	OFF	
Block Feed 4	D4B	OFF	

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### Fast color association button

This command allows to develop the [pattern .SDI](#) in .DIS in a faster manner as long as it has been associated to each color at least once. In fact it allows to develop the pattern without enabling the page of Galois Plus where the user associates [files PAT \(variable themes\)](#) to the colors of the pattern.

[Return to the beginning of the page](#)



### Enable the program Galois Plus

This command enables the program Galois Plus directly from the program Photon. The user uses this command when he wants to match a type of particular programming offered by this program to a pattern at the moment in use.

[Return to the beginning of the page](#)

## Drawing tools

## Selection of the pattern area



Allows to select an area of the current pattern. The area can be **modified, copied or moved**.

To **modify** the selected area you must act on the controls placed on the perimeter. The area dimension can be modified by clicking and dragging the control. If the controls are not shown on the area perimeter then you must click on the button that is placed on the modification of the orientation of an image bar.

To **copy** a selected area it is necessary to click above the area, and at the same time keep the **CTRL** key pressed. To confirm the copy press the **Return** key. It is possible to make the copy of the same detail more than once just by pressing the Return key each time you want.

To **move** a selected area it is sufficient to click inside of the same area and drag it in the desired point . To confirm the copy press the **Return** key.

The command is only referred to the selection of a rectangular area. The selection box always remains active on the pattern even if another tool is used. To disable the area it is sufficient to press the **ESC** key.

Once an area is selected the program shows an Action bar defined as command destination that will always be visible for all the tools that carry out their function even in a pattern zone.



The user has three buttons available that deviate the execution of the function on all the pattern or on the rectangular zone otherwise on the free area selection .

Also the invert selection button allows to exchange an area selection with all the rest of the pattern. Therefore the pattern operating zone where the modifications are made will result external to the selected one.

## Selection of the free area of the pattern



Allows to select an area of the current pattern. The area of the pattern can be **modified, copied or moved**.

To **modify** the selected area you have to act on the controls placed on the perimeter. By clicking and dragging the control, the area dimensions modify .If there are no controls shown on the area of the perimeter then you have to click on the button that is placed on the bar for the orientation of the image.

To **copy** a selected area it is necessary to click above the area, and at the same time, keep the **CTRL** key pressed. To confirm the copy press the **Return** key. It is possible to copy a detail more than once only by pressing the return key each time you want.

To **move** a selected area it is sufficient to click inside of the area and drag to the desired point. To confirm the copy press the **Return** key.

The command is only referred to the selection of a free area taken from the addition of points corresponding to a click of the mouse. The selected box always remains active on the pattern even if another tool is used. To disable the area press the **ESC** key.

Once an area is selected the program will show an Action bar defined of command destination that will always be visible for all the tools that carry out their function even in a zone of the pattern.



The user will have three buttons available that deviate the execution of the function on all of the pattern or on the selection of the rectangular zone otherwise on the selected free area .

Also the invert selection button allows to exchange the area selection with all the rest of the pattern. Therefore the pattern operating zone, where the modifications are made will result external to the selected one.

## Dot Tool

Trace a dot by pressing the left or right key of the mouse. If you maintain the key pressed you obtain a continuous trace ( free-hand drawing ).

The trace color is determined by which key of the mouse is pressed. In fact it is possible to trace two colors alternatively: one matched to the left key and the other one matched to the right key.

Before using this tool it is possible to modify the [Thickness](#) of the trace.

 If the user presses the key **CTRL** while free hand tracing, he automatically draws in both planes of the pattern with colors at the moment selected in both planes.

### Line Tool

Trace a line in the current color by pressing the left key of the mouse. The line can be modified by the two ends, which both have control devices. The controls can be moved by keeping the left key of the mouse pressed, and at the same time, dragging it to get the desired movement.

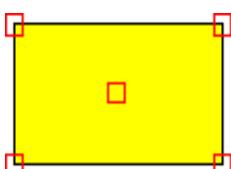
To confirm the operation press the **Return** key, to cancel the operation press the **Esc** key.

Until the geometric figure is not confirmed it is possible to modify the dimensions, the [thickness](#) and the color.

 "**CTRL+ ENTER**" This combination of keys confirms the trace selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

### Rectangle Tool

Trace a rectangle in the current color by pressing the left key of the mouse. The rectangle can be modified by using the controls placed at the vertices and in the middle of the figure. These controls can be moved by keeping the left key of the mouse pressed, and at the same time, dragging it to get the desired movement

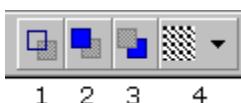


To confirm the operation press the **Return** key, to cancel the operation press the **Esc** key.

 Keep the **CAPITAL** key pressed while clicking and dragging the figure to create a **square**.

 "**CTRL+ ENTER**" This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

The command of the geometric figure enables four different tracings:

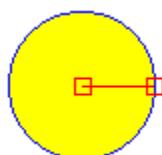


1. **Perimeter** (only the outline - perimeter of the geometric figure).
2. **Full** (the area of the geometric figure is filled with the current color).
3. **Full with the maintenance of the perimeter** (the area of the geometric figure is filled with the second current color and maintains the trace of the perimeter with the first color).
4. **Full with a pattern** (the area of the geometric figure is filled with a weft or a selected pattern).

Until the geometric figure is not confirmed it is possible to modify the dimensions, the [thickness](#) and the color.

### Circle Tool

Trace a circular figure in the current color by pressing the left key of the mouse. The figure can be modified using the two controls, one placed in the center, and the other on the circumference. These controls can be moved by keeping the left key of the mouse pressed, and at the same time, dragging it to get the desired movement.

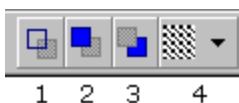


To confirm the operation press the **Return** key, to cancel the operation press the **Esc** key.

 Keep the **CAPITAL** key pressed while clicking and dragging the figure to create a **circle**.

 "**CTRL+ ENTER**" This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

The command of the geometric figure enables four different drawing shapes:

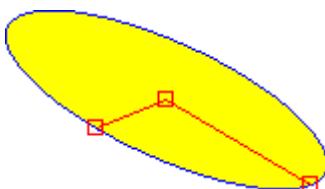


1. **Perimeter** (only the outline - perimeter of the geometric figure).
2. **Full** (the area of the geometric figure is filled with the current color).
3. **Full with the maintenance of the perimeter** (the area of the geometric figure is filled with a second current color and maintains the trace of the perimeter with the first color).
4. **Full with a pattern** (the area of the geometric figure is filled with a weft or a selected pattern ).

Until the geometric figure is not confirmed it is possible to modify the dimensions, the [thickness](#) and the [color](#).

### Rotated Ellipse tool

Trace an elliptical figure by pressing the left key of the mouse of the current color. The figure can be changed through three controls positioned one in the center and the other two on the perimeter of the figure.. The controls are moved by pressing the left key of the mouse and at the same time dragging it to move it where pleased.. It is possible to rotate the Ellipse by always acting on the controls described above.

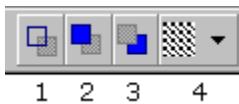


To confirm the operation press the **Return key** or **double click with the left key of the mouse**.  
To cancel the operation press the key **Esc**.

**"CTRL+ ENTER"** This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

---

The command of the geometric figure enables four different tracings:

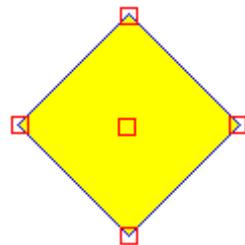


1. **Perimeter** (only the outline- perimeter of the geometric figure).
2. **Full** (the area of the geometric figure is filled with a current color).
3. **Full with the maintenance of the perimeter** (the area of the geometric figure is filled with a second current color and maintains the perimeter trace with the first color).
4. **Full with a pattern** (the area of the geometric figure is filled with a selected weft or pattern)).

Until the geometric figure is not confirmed it is possible to modify its dimensions, the [thickness](#) and the [color](#).

### Diamond tool

Trace a diamond in the current color by pressing the left key of the mouse. You can modify the figure by the controls placed at the vertices and in the middle of the figure. These controls can be moved by keeping the left key of the mouse pressed, and at the same time, dragging it to get the desired movement.

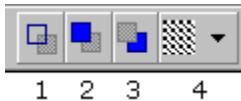


To confirm the operation press the **Return key**, to cancel the operation press the **Esc** key.

Keep the **CAPITAL** key pressed while clicking and dragging the figure to create a **Diamond**.

**"CTRL+ ENTER"** This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

The command of the geometric figure enables four different tracings:

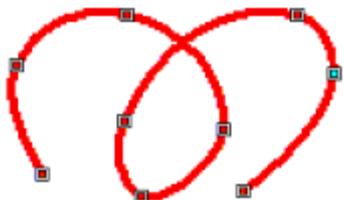


1. **Perimeter** (only the outline - perimeter of the geometric figure).
2. **Full** (the area of the geometric figure is filled with the current color).
3. **Full with the maintenance of the perimeter** (the area of the geometric figure is filled with a second current color and maintains the trace of the perimeter with the first color).
4. **Filled with a pattern** (the geometric figure is filled with a weft or a selected pattern).

Until the geometric figure is not confirmed it is possible to modify the dimensions, the [thickness](#) and the [color](#).

### Curve Tool - Spline

Trace a continuous curve passing by dots. To each click corresponds a dot. The control dots can be moved by clicking on top of them, and at the same time moving the dot in the new position. It is possible to cancel the control dot by clicking above the desired dot and then pressing the **Canc** key. Instead to insert a new dot between two existing ones it is enough to click above the dot and press the **Ins** key.



To confirm the operation press the **Return key** or double click with the left key of the mouse.

To cancel the operation press the key **Esc**.

Until the geometric figure is not confirmed it is possible to modify its dimensions, the [thickness](#) and the [color](#).

It is possible to create a trace between the points even by a straight line instead of a curved line.



This option can only be managed with the button placed inside of the [tracing bar](#).

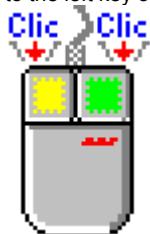
Example of two types of tracing.

Trace for points with curved line	Trace for points with straight line

**"CTRL+ ENTER"** This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

### Select color

Allows to select the current color directly from the pattern rather than from the machine color bar. It is enough to position the cursor on the desired pattern color and press the left or right key of the mouse. In fact it is possible to select two colors alternatively, one matched to the left key of the mouse and the other one matched to the right key.



### Filling Tool

Fills a pattern or an area of the pattern with the current color or pattern.

After selecting this tool the user can choose the type of filling to make by clicking on the provided bar.



It is possible to use the filling tool on all the [planes of the pattern](#) automatically. The automatic filling function on all planes must be used carefully because it also works on planes that are not active (not visible by the user). To use this tool on all planes, you must have

selected the options of the tools on the Photon program, with the relative option. Now it is necessary to enable the button all planes to complete the program configuration. At this point the filling will be made on all planes with the various colors active at the moment in the color pallets.

It is possible to fill the pattern with a plain color or with a weft (pattern) or, always with a plain color, maintaining a color of the pattern that is recognized as the second color in the color bar.

#### Plain filling

To fill a pattern or a zone with the same plain color, you have to select the buttons that diversify the two currently used colors. Click on the pattern to make the modifications to the colors.

#### Filling with a weft or a pattern

To fill with a weft (or pattern) select the **weft** button, select the desired weft module and click on the pattern to obtain the weft effect.

If the weft module has to be created then you must click on the **create new weft** button, and then select from the table the type of module that you are interested in (4x4-5x5-6x6 ....) next position yourself on the weft tracing grid and click to mark the desired trace. At the end press the ok button to save and confirm the weft to be used.

The filling can only be made with the tracing color or with both of the two colors currently selected. This way the weft will use the tracing color , and the second color selected in the color bar will be used as a background color for the weft. To enable this function you must

press the button

To make the modifications to the colors of the pattern, the user will have to position the cursor in the desired point of the pattern, and at each click, the pattern or the outlined area will be filled, of the color or of the pattern previously selected

#### Create the user motif from the area

After selecting an area of the pattern The user has the possibility to memorize the area to be able to use it as a theme to be used with a filling tool of a color. To memorize the area you must press the button "create the user motif from the area" that is on the symmetry bar. Therefore if the user wants to use a particular of his pattern as a theme to be used instead of a color he must (once selected the area),

press the button "copy user motif from area" to memorize the wanted area so choose the filling tool and from the enabled filling bar

select the button "fill with current user motif" . Now the user has to position the cursor above the wanted color and press the confirmation key of the mouse to fill the color with the theme memorized previously.

This tool also allows to fill the whole pattern with a current color leaving a color of choice.  
Procedure:

The command has to be used with a precise procedure. First you must click the button on the black triangle part. Then choose from the list of colors that appear, the color that you want to maintain in the pattern after the filling. Now select the color used for the filling from the color bar. It is possible to click on two colors from the color bar to match them to the left and right key of the mouse to be able to have the choice to fill the pattern with one color or the other. In the following figure is shown an example on the color bar of how the selection of the colors for the filling is made, as described above.

Ex:



**Color1** = Color of the pattern to maintain after the filling  
**Color2** = Color of the trace and first filling color  
**Color3** = Color of second filling

Now to make the desired filling, position the cursor in a point of the pattern and click.

#### Relative Origin of the axis x-y

This tool allows to select an origin to which will refer the coordinates of the pattern shown on the Status Bar next to the absolute ones.

To carry out this command the user must select the button and position the cursor on the pattern in the exact point in which you want to have the origins. Therefore click with the left button of the mouse to fix the symbol of the origin of the pattern.

It is possible to make the axis of the relative origin visible or invisible.

To carry out this option is sufficient to act on the button  placed on the [tool bar or commands](#).

When using this function with the [pattern offset](#) you can notice that it is possible through the use of button **CTRL**, refer to the absolute coordinates of the pattern with an offset view.

### Text insertion tool

Inserts a text in the pattern.



To insert a text click on the button then move the cursor on the pattern and mark with a click the correct position where you want to insert the text. Type the text and press the Return key to confirm the operation.

Selecting this tool the program automatically enables the specializing bar relative to the text.



The text bar allows to modify the type of character of the text, the dimension in pixel, the style and the disposition.

**A**= bold character

**A**= italic-cursive character

**A**= underlined character

**V**= disposition of the text in vertical position

To modify the character you must press on the buttons with the black arrow placed next to the choice boxes otherwise select the button corresponding to the wanted function.

It is possible to rotate the pattern by acting on the two controls that appear after choosing the text tool. The rotation degree of the text is visible on the status bar.

To confirm the operation press the **Return key** or **double click with the left key of the mouse**.

To cancel the operation press the key **Esc**.

Before confirming the operation it is possible to modify the color of the text by clicking on the color bar. Also dragging one of the two controls you proceed to the rotation and movement of the text.

"CTRL+ ENTER" This combination of keys confirms the geometric shape selected on the active plane keeping the same selection also for the other plane. If you want to have the same shape also for this last plane, press again the combination of keys **CTRL+ ENTER**.

### Replacement tool of the color with a weft

This tool, allows to replace a specific color on all the pattern inserting a net at its place (weft or pattern) otherwise an area of the same pattern.

The procedure to carry out this function is the following:



first you must select a pattern from the pattern tool bar ; then if the active weft (pattern) is already the one desired ,bring the cursor on the pattern and click above the color to exchange with the weft. The program automatically carries out the command of color replacement on all the pattern.

The weft color is to be selected on the color bar before carrying out the command, otherwise the program will automatically use the current color.



If the weft to be inserted is not the one selected correctly then you must click on the **weft** button select the module of the desired weft.



If the module of the weft has to be created then you must click on the **create a new weft** button and select from the table the interested module (4x4-5x5-6x6 ....) afterwards position yourself on the weft tracing grid and click to mark the desired weft. In the end press the ok key to save and confirm the selected one.

You can even carry out this function on an area of the pattern previously selected. The area selection is to be made in two different ways:

select a pattern zone through a rectangular area

select a pattern zone through a free area

Once the area is selected the program shows an Action bar, defined as command destination that will always be shown for all the tools that carry out their function in an area zone.



The user has three buttons available that deviate the function execution or on all the pattern or on the selected rectangular zone otherwise on the free area selection.

Also the invert selection button allows to exchange a selected area with the rest of the pattern. Therefore the operating zone of the pattern, where the modifications are made will result external to the selected one.

### Flash Tool

The current color, if present in the pattern, starts flashing. This tool is useful to find the desired color between the similar colors or to view a specific color in all the pattern.

You can also carry out this function in an area previously selected. The area selection is made in two ways :  
selection of a zone of the pattern through a rectangular area

selection of a zone of the pattern through a free area

Once the area is selected the program shows an Action bar, defined as command destination that will always be visible for all the tools that carry out their function in a zone of the pattern.



The user has three buttons available that deviate the execution of the function or on all the pattern or on the selection of a rectangular zone otherwise on the selection of a free area.

Also the invert selection button allows to exchange the selection of the area with the rest of the pattern. Therefore the operating zone of the pattern, where the modifications will be made will result external to the selected one.

### Color change



Its the tool for the color change in the pattern. Pressing the button the color bar changes, only viewing the colors present in the current pattern to make easier the choice of the colors to change.

The color selection can be made from the pattern or from the color bar.

First of all the user must choose the source of color of the pattern that he wants to change. This operation must be made by clicking on the **right** button of the mouse on the used color bar in correspondence of the desired color. After selecting the source of color you pass to the selection of the color to replace that is the destination one; to do this you must click on the color or directly on the pattern or on the color bar that appears by pressing the **right** button of the mouse.

Automatically appears in the color bar the combination that the user made between the source of color and the destination color , in fact the square of the source of color is shown by half with the destination color.

The tool allows to make the operation of more colors at the same time. Therefore it is possible to change all the colors wanted to the current pattern using a single command.

If the combination of the colors isn't correct and you want to repeat the combination between the source of color and the destination color, then press the **Esc** key.

To confirm the making of the operation press the **Return** key.

You can also perform this function on the pattern area previously selected .

The area selection is made in two ways:

selection of an area of the pattern through a rectangular area

selection of an area of the pattern through a free area

Once the area selection is made the program shows an Action bar defined of destination of the command that will always be visible for all the tools that operate their function even in an area of the pattern.



The user will have three buttons available that deviate the execution of the function or on the whole pattern or on the selection of the rectangular zone or on the selection of the free area.



Also the invert selection button allows to exchange the area selection with all the rest of the pattern. Therefore the operating zone of the pattern where the modifications are made will appear external to the selected one.

### Insertion/cancellation of needles and courses Tool

Modify the dimensions of the pattern by inserting or cancelling a part of needles or courses.

The procedure for the insertion or the cancellation is the same because they both use the same method of area selection.



To make the operation of area selection you have to click on the button, then position yourself on the pattern and click dragging the cursor of the mouse in the points of the pattern where you desire to make the modifications. A transparent area will appear on the pattern that symbolizes the modification area of the pattern. Clicking and dragging the two controls it is possible to modify the dimensions and the position of the transparent area. The determined area is always a vertical or horizontal stripe that automatically includes the whole pattern.

Moving the control **in horizontal** you can determine the transparent area for the modification of the **NEEDLES of the pattern**.

Moving the control **in vertical** you can determine the transparent area for the modification of the **COURSES of the pattern**.

To determine the exact position and the exact dimension of the transparent area you must look at the status bar in correspondence of the arrows for the dimensions of the needles, and in correspondence of the arrows for the dimensions of the courses.

After determining the dimension of the area press the key **CANC** to eliminate the pattern zone selected or press the key **INS** to insert the selected zone. The zone inserted in the pattern will have the color currently in use, therefore it is advised to determine first the color for the insertion in the zone.

If you want to insert the zone from the opposite part from the starting point of the selection you must use the combination of keys **SHIFT+INS**. If you want to insert an exact copy of the selected zone you must use the combination of keys **CTRL+INS**.

To cancel the selection of the "transparent" control area press the key **Esc**.

Recap of the commands:

KEYS	FUNCTION
<b>INS</b>	<b>INSERTS</b> la the selected zone
<b>CANC</b>	<b>ELIMINATES</b> la the selected zone of pattern
<b>SHIFT + INS</b>	<b>INSERTS</b> the zone from the opposite part from the starting point of the selection
<b>CTRL + INS</b>	<b>INSERTS</b> an exact copy of the selected zone
<b>ESC</b>	<b>CANCELS</b> the selection of the "transparent" control area

### Tool to outline the pattern

Allows to create an outline to the pattern of the desired thickness, as long as the pattern to be outlined is of one plain color.



After clicking on the tool button you must select from the color bar the color you want to use to outline otherwise the program uses the current color.

To make the outline operation you have to position the cursor above the pattern, precisely on the color to outline and click with the left key of the mouse. The program automatically outlines in all the pattern the color chosen to be outlined. For example if there is a red word in the pattern and the desired color to outline is red, automatically by clicking on the red of a letter, the whole word will be outlined.

Before making this operation it is possible to modify the Thickness of the outline trace.

You can execute this function even on an area of the pattern previously selected. The selection of the area is made in two ways : selection of an area of the pattern by means of a rectangular area  
selection of an area of the pattern by means of a free area

Once an area is selected the program shows an Action bar defined as command destination that will always be visible for all the tools that practise their function in a zone of the pattern.



The user will have three buttons available that deviate the execution of the function or on all of the pattern or on the selection of the rectangular zone otherwise on the selection of the free area.



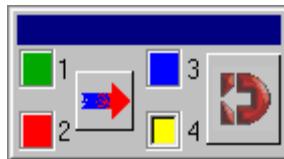
Also the invert selection button allows to exchange the selection of the area with all the rest of the pattern. Therefore the operating zone of the pattern where the modifications are to be made, will result external to the selected one.

### Color covering Tool

Changes the colors of the pattern only in the zones were the program notices the combination of colors that the user has inserted in the change covering tool bar. The tool carries out the color exchange operation in a particular way in fact it checks the color combination only if they are placed one on top of the other inside the pattern.



Clicking on the button in the pattern tool bar the program shows a color association bar, shown below

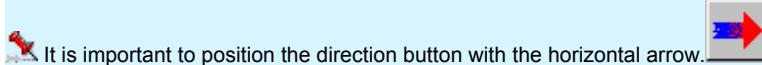


Four colors are present for the color selection arranged , a button with an arrow called directional button, and a button (D) of the covering procedure activation.

For each color selection the corresponding compartment will show the chosen color. The color selection has to be made with a precise sequence. To make it easier we will assign identification numbers to each color.

#### **EXAMPLE n.1 - replace the colors with a vertical combination**

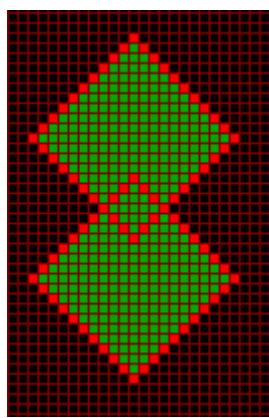
First you have to select the source color that is the superior one (1), then you will have to select the second source color (2) the meeting one will be changed to the execution of the coloring tool, if it is placed under the first color source in the pattern. In the right column the first destination color will have to be placed on top instead of (3) (the one that will replace the color (1)) and instead of (4) the second destination color (the one that will replace the color (2)). The covering consist in the replacement of the first left color with the second right color.



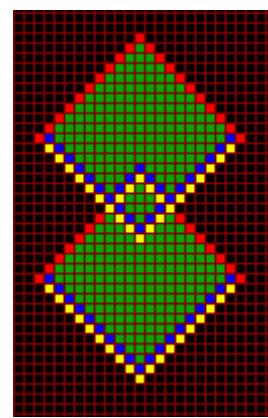
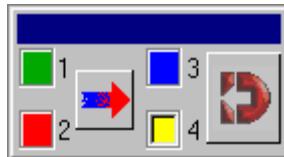
Once the color choice is complete you pass to the function operating phase. Pressing the button the program will enable the

color exchange in the pattern. If the exchange obtained is not the one desired, click on the cancel button or press Ctrl + Z.. The colors can be selected in the same pattern or from the color table, the position of the cursor is used as a choice reference; they don't all have to be necessarily different.

In the figure example: if there is a green dot in the pattern with a red dot below it, the color green will be replaced with the color blue and the color red with the color yellow.



Source pattern



Destination pattern

#### **EXAMPLE n.2 - replacement of the colors with a horizontal combination**

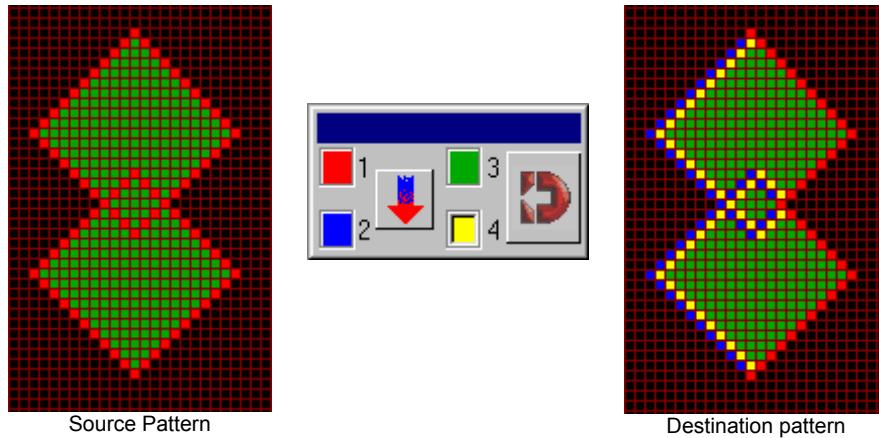
First you have to select the source color that is the superior one (1), then you will have to select the second source color (2) the meeting one will be changed to the execution of the coloring tool, if it is placed under the first color source in the pattern. In the right column the first destination color will have to be placed on top instead of (3) (the one that will replace the color (1)) and instead of (4) the second destination color (the one that will replace the color (2)). The covering consist in the replacement of the first left color with the second right color.



Once the color choice is complete you pass to the function operating phase. Pressing the button the program will enable the

color exchange in the pattern. If the exchange obtained is not the one desired, click on the cancel button or press Ctrl + Z.. The colors can be selected in the same pattern or from the color table, the position of the cursor is used as a choice reference; they don't all have to be necessarily different.

In the figure example: if there is a green dot in the pattern with a red dot directly to its right, the color green will be replaced with the color blue and the color red with the color yellow.



You can carry out this function even in a pattern area previously selected .

The area selection is made in two ways:

selection of a pattern zone through a rectangular area

selection of a pattern zone through a free area

Once an area is selected the program shown an Action bar defined as command destination, that will always be visible for all the tools that carry out their function in a pattern zone.



The user has three buttons available that deviate the execution of the function or on all the pattern or on the selection of the rectangular zone or on the free area selection.

Also the invert selection button allows to exchange the selection area with all the rest of the pattern. Therefore the pattern operating zone where the modifications are made will result external to the selected one.

### Reduce/Enlarge the pattern in the area

This function allows to modify the dimensions of the pattern, contained in the selected area. The user has the possibility to modify (reducing or enlarging) a part of the pattern that is being developed. The procedure foresees to select an area, because the button that allows the use in this function, is activated only after selecting an area of the pattern. After pressing the button relative to this command, the user modifies the dimensions of the pattern, acting on the controls placed on the perimeters of the area. After he will be able to move the area of the pattern just dimensioned, positioning it on the wanted point. To confirm the procedure press the key Enter on the keyboard.

### Command for the modification of the dimensions of the pattern

Modify the dimensions of the current pattern through a dimensioning table.

The table has two data insertion zones regarding the width =needles (symbol ) and the height =courses (symbol ) . In these two insertion areas the user has to type the new dimensions that are to be given to the current pattern. Also two other controls are shown that are used to decide the exact proportions of the destination pattern after the modification of the needles and courses.

The dimensioning window shows in the insertion areas of "x" and "y" the real dimensions in needles and in courses of the current pattern, to make it easier for the user to determine the new dimensions of the pattern.

The user can decide to increase or decrease the dimensions of the active pattern in a graduate way. The function acts on what regards the number of needles (axis "x") as for what regards the number of courses (axis "y").

The procedure is the following: select form the *Tool* menu the command *Modify dimensions...*, The dimensioning window will video appear where the user has to impose the desired values for the pattern modification.

To modify or insert the values in the table you have to position the cursor in the white rectangle ( camp or insertion zone ) and click inside with the left key of the mouse.

Insert in the two boxes, if necessary, the desired dimensions,at the end confirm by pressing the **OK** button otherwise cancel the typing with the **Cancel** button.

It is not necessary to insert both of the dimensions to obtain the layering of the pattern, if you only want to act on an axis, only program the axis zone to be modified ( or the "x" width otherwise the "y" height).

#### Maintain proportions options.

This table option puts in relation the new imposed value of one of the two camps (width or height) with the other .

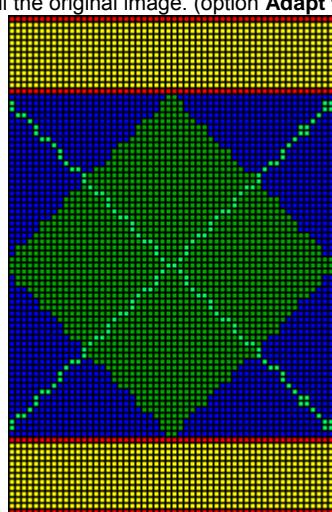
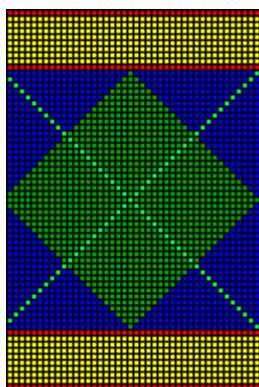
For example if the current pattern is of dimensions x=100 y=50, and you want to increase the dimensions of both of the axis in proportion, it is sufficient to enable the proportion option and insert the new value to one of the two axis , the other automatically reorganizes itself (in this case if we impose a value to the axis "x" =150 the axis "y" automatically will be =75 ).

#### Adapt the current image option.

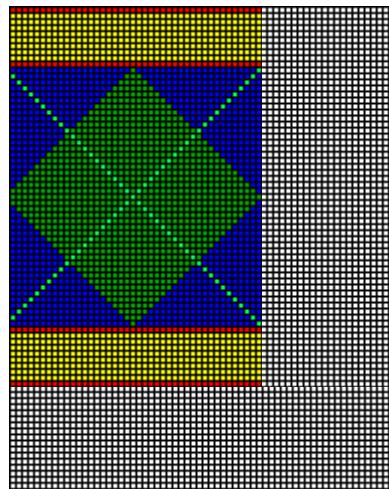
This option will be only used if the user wants to carry out the new dimensioning on all of the pattern or only starting from the extreme margins of width or height . View the two examples by clicking on the yellow key with the "?".



Modify the dimensions of the source pattern by modifying all the original image. (option **Adapt the current image ENABLED**)



Modify the dimensions of the source pattern without modifying all the original image. (option **Adapt the current image DISABLED**)



## Trace thickness

Modify the trace thickness with the possibility to use the circle or square shape according to the selection made on the tracing bar.



It sets the thickness of the active objects and the following ones that will be created in the pattern.

To change the thickness click on the button and choose the desired thickness or write it directly in the insertion compartment. The thickness level always remains underlined in the Tracing bar and varies from a minimum of 1 to a maximum of 10. To bring the thickness level directly to 1 click on the button with the

pen on the Tracing bar.



It is possible to create a trace between the points even by a straight line instead of a curved line.

## Zoom of the pattern



These two buttons of the tool bar allow to increase or decrease the level of ZOOM on the current pattern. The command is made positioning the cursor on the point to enlarge or reduce, the operation is confirmed at each click above one of the two buttons. The point of enlargement or reduction will always be viewed in the center of the video.

The program also enables some Zoom functions on the keyboard matched to precise keys:



[Click on the key when it is highlighted](#)



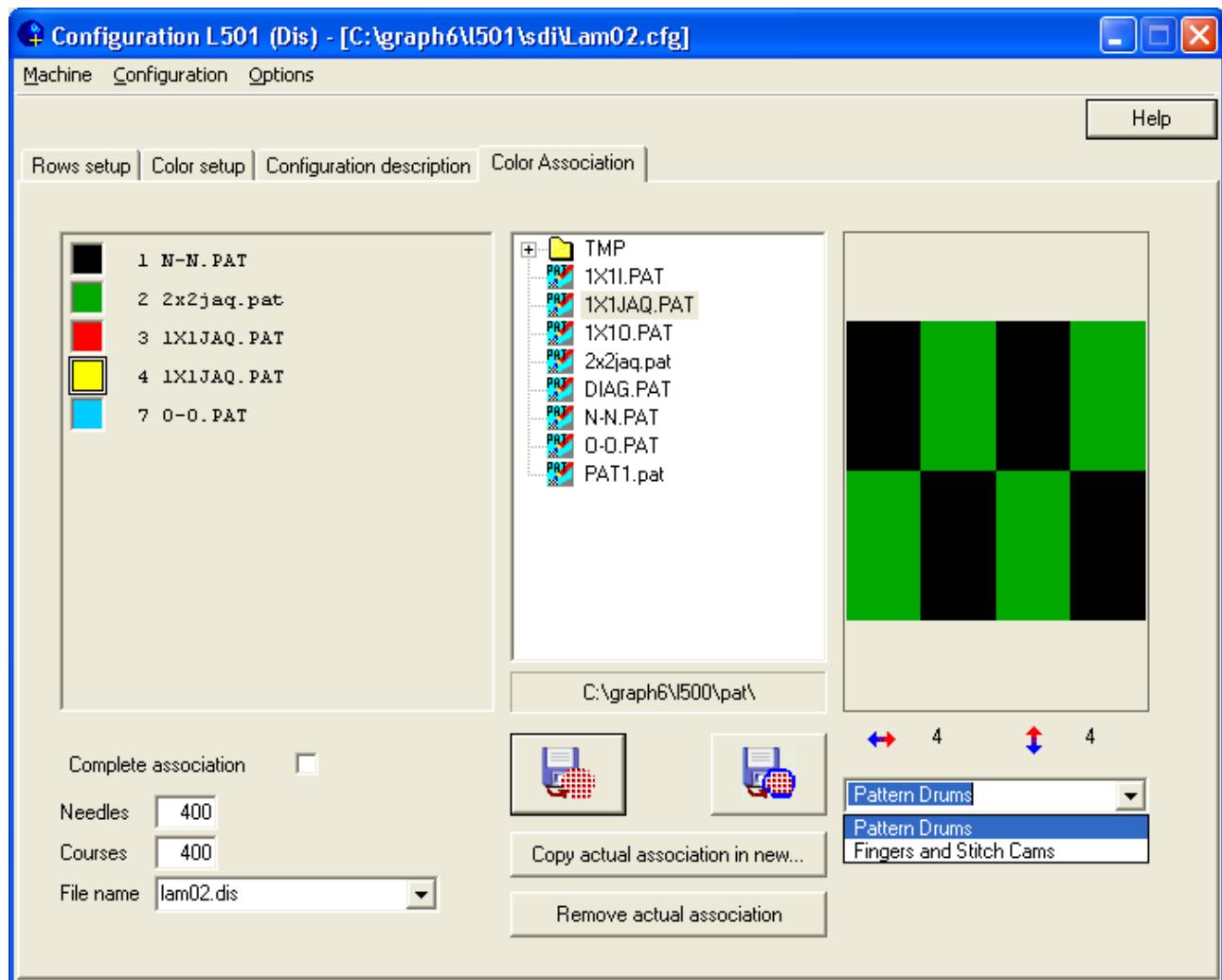
## Useful information

### .SDI pattern format

The pattern created in this format allows the user to have a pattern generated with free colors (not configured to the movements of the machines). To be able to use the pattern in the machine the user has to associate the colors of the pattern, of the themes, or of the variable patterns (patterns .PAT), creating automatically (through the program GALOIS Plus &ndash; color association) the pattern (.DIS) to be used directly in the chain program to be codified at the machine. The advantage will be to have one pattern (.SDI) colored, that associated to themes or patterns, will originate different patterns .DIS. With this method the user will be able to elaborate more patterns with different themes originated by one single colored pattern.

Below is shown an example of color association through the program GALOIS PLUS.

To get information position the cursor above the wanted area of the program, and press the confirmation key of the mouse

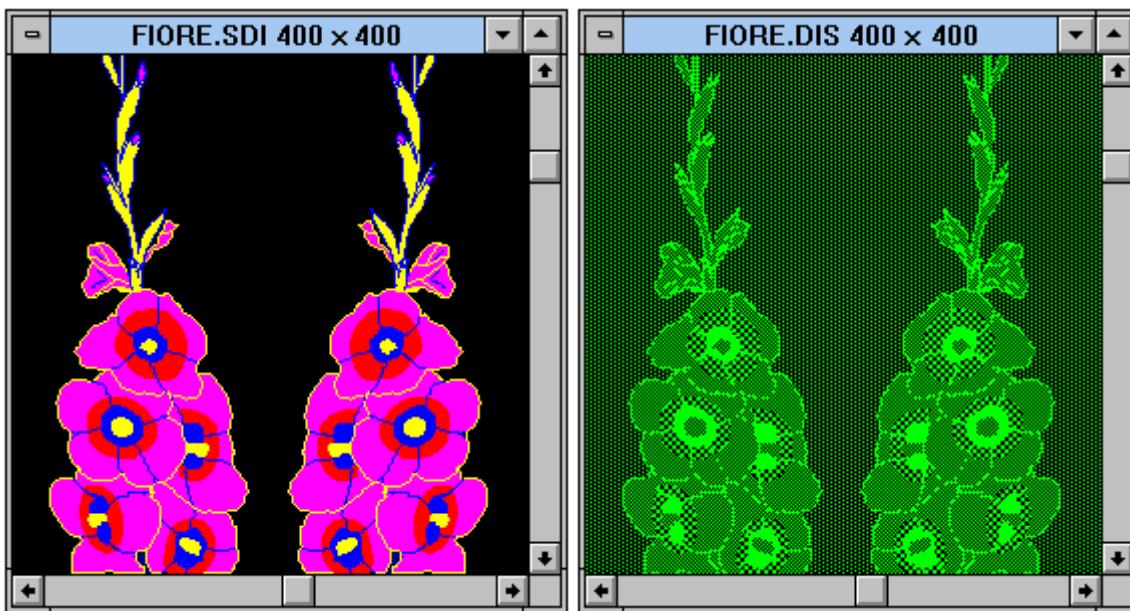


### .PAT pattern format

#### Variable Theme or Pattern (patterns .PAT)

There has been introduced the possibility to create patterns (extension .PAT) with the purpose to be able to associate it to patterns .SDI to generate the pattern .DIS. The patterns .PAT also called variable patterns are created using normal machine colors and they must have the correct dimensions in function of their final use.

In the example below are presented two patterns in relation to each other through some VARIABLE PATTERNS created by the user in order to have the final pattern .DIS with the wanted effect.



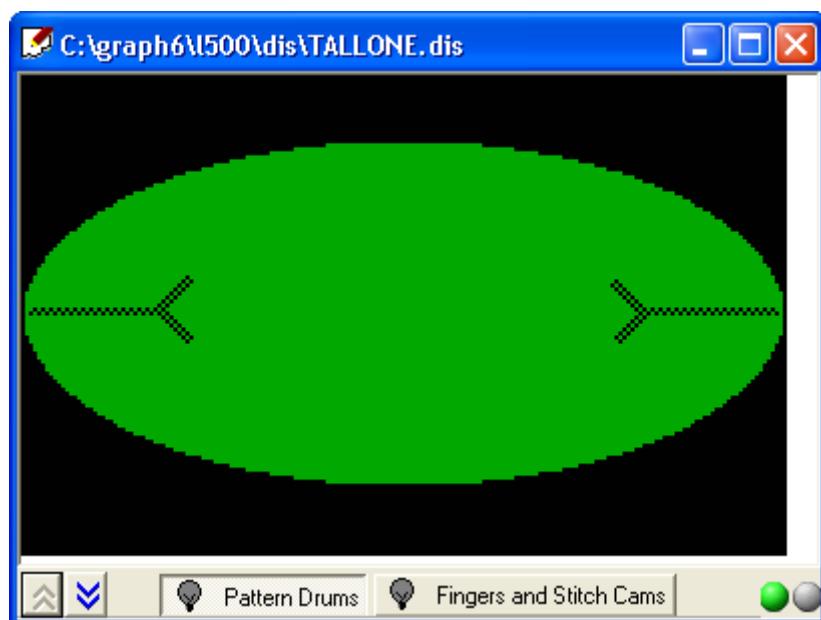
In this case there has been created 4x4 patterns where nets have been drawn, that associated to colors of the pattern .SDI will give the result of a pattern .DIS.

The patterns .PAT are always to be created before making the association with the pattern .SDI because during the association it isn't possible to create or modify the patterns .PAT even if they are visible in the icon of the pattern association window.

### Planes of the pattern

The plane pattern has the purpose to make the creation of the pattern more simple. It allows the user to manage the different mechanical movements of the machine in one single point of the pattern, giving a visual order to who manages it. The biggest advantage of the plane pattern is the one to be able to move in one point of the pattern the pattern drums with the yarnfingers and the stitch cams, because there are "layer" planes of the pattern and to each layer (plane) correspond colors manageable through configurations (.CFG). Therefore the programming of the colors CFG allows to be able to draw knowing that the disposition of the colors on the planes have a certain value.

By enabling the option "PLANES TOGETHER" (lamp option) it is necessary to select the transparency of the background color of the active plane.



[Pattern drum plane](#)

[Yarnfinger and Stitch cam plane](#)

[Whole plane](#) (enable the lamp to the wanted plane with the right key of the mouse)

### Galois Plus bar

This bar is only active for the machines enabled for the use of CFG (pattern configurations).

To get information about the use and the creations of the CFG we advise you to consult the guide of the program Galois Plus and the chain program of the machine Quasar.



- [List of Configuration](#)
- [Table of Galois Info](#)
- [Fast color association button](#)
- [Enable the program Galois Plus](#)

### List of Configuration

List of the configurations of the machines available from the program for matching actuators to the pattern.

To get information on the use and the creation of the CFG we advise you to consult the guide of the program Galois Plus and the chain program of the machine Quasar.

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### Table of Galois Info

The table below shows the color used in the pattern with beside the type of knitting that has been given in the configuration (CFG) associated to the pattern. You will be able to see the comment referred to the Yarnfingers &ndash; Pattern drums &ndash; Stitch cams and the values ( feeds ) for each single course of the pattern. The view of the values is determined by moving the cursor on the pattern. Also it is possible to view all the knitting that course by course can be made for that configuration (CFG). In the table of Galois Info there are three buttons that give different methods of view of the configured colors of the pattern. This is useful to the user to check the type of movement of the actuators of the machine in function of the created pattern.



List of actuators enabled for the indicated color and feed

List of actuators enabled for the indicated feed

List of actuators enabled for the indicated colors

**Galois Info - L501 (DIS) - WORK-4-S.CFG**

Color:	2	Block:	3
Description: COLOR 2			
Feed 1 cleared needle first position - profile PSA Feed 2 cleared needle first position - profile PSA Feed 3 cleared needle first position - profile PSA Feed 4 cleared needle first position - profile PSA			
Block	Actuator	Status	Value
Block Feed 1	D1	OFF	
Block Feed 1	D1A	OFF	
Block Feed 1	D1B	OFF	
Block Feed 2	D2	OFF	
Block Feed 2	D2A	OFF	
Block Feed 2	D2B	OFF	
Block Feed 3	D3	OFF	
Block Feed 3	D3A	OFF	
Block Feed 3	D3B	OFF	
Block Feed 4	D4	OFF	
Block Feed 4	D4A	OFF	
Block Feed 4	D4B	OFF	

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**Fast color association button**

This command allows to develop the [pattern .SDI](#) in .DIS in a faster manner as long as it has been associated to each color at least once. In fact it allows to develop the pattern without enabling the page of Galois Plus where the user associates [files PAT \(variable themes\)](#) to the colors of the pattern.

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**Enable the program Galois Plus**

This command enables the program Galois Plus directly from the program Photon. The user uses this command when he wants to match a type of particular programming offered by this program to a pattern at the moment in use.

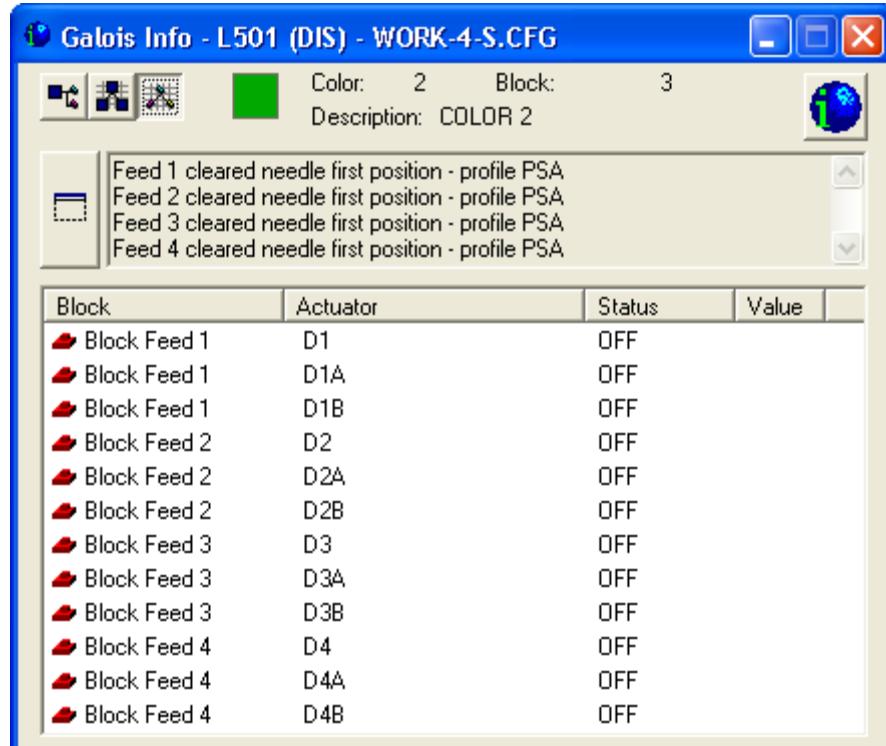
[Return to the beginning of the page](#) 

**Table of Galois Info**

The table below shows the color used in the pattern with beside the type of knitting that has been given in the configuration (CFG) associated to the pattern. You will be able to see the comment referred to the Yarnfingers &ndash; Pattern drums &ndash; Stitch cams and the values ( feeds ) for each single course of the pattern. The view of the values is determined by moving the cursor on the pattern. Also it is possible to view all the knitting that course by course can be made for that configuration (CFG).

In the table of Galois Info there are three buttons that give different methods of view of the configured colors of the pattern. This is useful to the user to check the type of movement of the actuators of the machine in function of the created pattern.

-  List of actuators enabled for the indicated color and feed
-  List of actuators enabled for the indicated feed
-  List of actuators enabled for the indicated colors



The screenshot shows the "Galois Info - L501 (DIS) - WORK-4-S.CFG" window. At the top, there are three icons: a blue square with a white cross, a green square with a white cross, and a red square with a white cross. To the right of these are fields for "Color: 2", "Block: 3", and "Description: COLOR 2". There is also a small circular icon with a blue and green design.

Below this is a list box containing four items: "Feed 1 cleared needle first position - profile PSA", "Feed 2 cleared needle first position - profile PSA", "Feed 3 cleared needle first position - profile PSA", and "Feed 4 cleared needle first position - profile PSA".

At the bottom is a table with columns: Block, Actuator, Status, and Value. The data is as follows:

Block	Actuator	Status	Value
Block Feed 1	D1	OFF	
Block Feed 1	D1A	OFF	
Block Feed 1	D1B	OFF	
Block Feed 2	D2	OFF	
Block Feed 2	D2A	OFF	
Block Feed 2	D2B	OFF	
Block Feed 3	D3	OFF	
Block Feed 3	D3A	OFF	
Block Feed 3	D3B	OFF	
Block Feed 4	D4	OFF	
Block Feed 4	D4A	OFF	
Block Feed 4	D4B	OFF	

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