

WeavePoint

User's Guide for Louet loom interface - for Octado, Magic Dobby and Megado looms

Connecting to the loom

Connection is via the RS232 serial port, also known as a COM port. This port is not included as standard on computers, normally a Serial-to-USB adapter is needed. The adapter consists of two parts:

- 1) A physical adapter which plugs into a USB port at the computer at one end, and has a COM port connection at the other end.
- 2) A software driver that needs to be installed.

When the adapter is connected and the driver installed, the computer will have a COM port.

As an alternative to using an external adapter, many Louet looms comes with an internal adapter. In this case, the loom will have a connection for a USB-cable. Note that you still need to install a driver on the computer, to get a virtual COM port. Contact Louet for where to download this driver.

Because a computer can have more than one COM port, each COM port will have a number. Maybe your computer will have only one COM port, but you need to find the number, to establish communications with the loom. The COM port number is entered in the Weave/Options dialog.

The easiest way to find the COM port number, is to open Weave/Options and click the Find COM Ports button. If only one COM port is found, this should be the port to use. If there are more than one COM port found, you may need to try them out until you find the one that is associated with the adapter.

Note that COM ports will often start at a number higher than 1. Also note that if you disconnect and reconnect the adapter, Windows may think it has a new port and increase the port number. Then you need to use Find COM Ports again.

If you need to double check the port number, you can also do this in Windows Control Panel.

Note that you need a correct type of cable between the computer and the loom. Even if a cable fits at both ends, it does not necessarily have the required internal connections. Therefore, always use the cable that was supplied with the loom. See also your loom manual about how to connect to a computer.

Weave menu

Options

Com Port

Select the Com Port where you attached the cable from the loom controller box.

Shafts

Select the number of shafts on your loom. This should normally be the number of shafts in the

dobby head, even if the number of shafts in your current design is less than this.

Sound at Color Change

You can be notified to change weft color while weaving, by a sound signal each time the color changes. The sound used is the standard Windows exclamation sound. Note that this sound can be changed in the Control Panel Sounds to any sound you like. The volume is set on your loudspeakers or in Windows.

Screen Saver

It is not desirable to have your weaving interrupted by the screen saver. You may weave for a long time without touching the mouse or the keyboard, and then the screen saver will start if it is not disabled. It is recommended to keep the screen saver disabled for loom control. When you exit from weaving, the screen saver will be re-enabled.

Use grid color settings

When this is checked, the present grid color setting in Options/Options will be used also for the liftplan grid in the loom control window.

Loom Control

Select the picks to weave in the loom control dialog. You only need to select one repeat. The selected range will repeat automatically when weaving. The dialog can help you to find the repeat in your present pattern.

When weaving, your pattern will be displayed in a special weaving mode, showing 33 picks in an enlarged scrolling grid. This makes it easy to follow the pattern on the screen, even from a distance. The color field below shows the present yarn color to weave.

To the left you can see the pattern repeat as fabric. A horizontal line indicates the present pick.

In the status bar you can see the selected Repeat to weave, the Total number of picks woven since you started the present weaving session and the Next, Present and Last pick. When pointing with the mouse in the liftplan, the shaft number will be displayed in the status bar.

Note that the doobby interface will automatically time-out and disable the solenoids (magnets) after approximately one minute of inactivity. To restart weaving and re-enable the solenoids, press spacebar or E on the keyboard or click with the mouse in the loom control window.

Arrow buttons

The arrow buttons at the left on the toolbar may be used to change the next pick to weave. The next pick number is displayed in the middle between the two sets of buttons and also in the status bar at the bottom of the screen. The four buttons represent page up, page down, up and down. You can also press the up and down and the page up and page down keys on the keyboard. Page up and page down will move one "page", which is 32 picks.

Note that when using the arrow buttons, the screen will not update until the next time you press the treadle or pedal and the next pick is sent to the loom. With some looms, the Go To, Reverse and Back arrow will send the next pick to the loom, which will save one step on the treadle.

Back button

Click this (or press Z on the keyboard) to open the same shed again. Use this to unweave the last pick woven or to open the previous shed. One pick will be deducted from the Total picks number.

Note that with most looms, the shed should be closed for this command to work correctly.

Reverse

Change Reverse/Forward weaving direction. You may also press R on the keyboard. When weaving in Reverse, "Reverse" will appear on the status bar at the bottom of the screen. When weaving forward, the area on the status bar is blank. Note that with most looms, the shed should be closed for this command to work correctly.

Go to

Click this (or press the G key) to enter the pick you wish to weave. The pattern and weaving direction will go forward from that pick and tabby weaving is turned off. Note that with most looms, the shed should be closed for this command to work correctly.

Tabby

Change to tabby weaving. Click Tabby again to stop tabby weaving and go back to the pattern. The pattern will resume from where you switched to weave tabby. You may also press T on the keyboard. When weaving tabby, the two tabby picks are called A and B in the status bar. Tabby picks are counted separately from pattern picks. When starting to weave tabby, the Total number in the status bar will start on zero. When you return to weaving the pattern, the pattern will continue counting the number of picks from before you switched to weaving tabby. When weaving tabby, "Tabby" will appear on the status bar at the bottom of the screen. Note that some commands do not work in tabby mode.

Edit Tabby

You may edit the two tabby picks. The picks may be either set to weave tabby (plain weave) or any combination of two picks that you desire. One pick will be labeled "A" and the other "B". You may weave beginning with either pick and the two picks will alternate while in Tabby mode. The tabby configuration will be saved along with the pattern draft when the draft is saved.

Save

Save your present pattern and weaving position. When saved, you may later choose Resume to continue weaving the same pattern. The present position, repeat range, weaving direction and tabby pattern will be stored.

Note that the present pattern will be saved to disk with its present name as an ordinary WeavePoint pattern. You can open and edit this pattern also when not weaving. Any changes you make to the pattern will be used when you resume.

Close

Click Close to exit from loom control.

Note: For weaving a pattern with weft borders with loom control, you can select Start Pick to be the first pick above the border.

Resume

When weaving, before closing the loom control, window you can click Save to store the present pattern and weaving position. Later you can then just click Resume to open the same pattern and resume weaving where you left off last time.

Keyboard commands

Spacebar – Enable solenoids.

E – Enable solenoids.

D – Disable solenoids.

O – Solenoid self test. This will tell the doobby interface to fire each solenoid in successsion.

Q – Query doobby interface. The response will be displayed in the status line as one number. This command is only for special testing.

Keyboard shortcuts

G – Go To.

R – Reverse.

T – Tabby.

Backspace – Go back one.

Z – Go back one.

Error Recovery

If the solenoids are disabled or communication with the doobby interface is not working, press spacebar or E on the keyboard. If it still does not work, try pressing D and E a few times. Then press backspace or Z to set the last pick. Finally, you can press O to see if the self test starts.

If errors occur, check that the cable is properly connected at both ends. And check that you have selected the correct COM port - being the port where the loom cable is connected to your PC.

Sometimes it can help to restart WeavePoint or the PC and the loom.

Beware that other programs running could block loom control. If you have problems with loom control, try closing other programs running. Especially another program that uses serial communication could make problems. If you have mail checking set to automatically check for incoming e-mail, this could interrupt with loom control if it starts up in the middle of weaving. If mail checking makes problems, turn it off before starting to weave.