

Blanket1 [1/1]

[2/1]

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Arahne Software Updates 2020

File Weave Fabric Blanket View Zoom Mode

cm 4 5 6 7 8 9 10 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54

Type Blanket Warp 6 Threads 385 Separating yarn 2A Continue Copy

	1	2	3	4	5	6
A	101	103 Dark Shadow	103 Dark Shadow	211 Dark Sapphire	211 Dark Sapphire	241 Outer Space
B	106 Sedona Sage	117 Titanium	119 Porpoise	107	244	255 Outer Space
C	280 Legion Blue	251 Monaco Blue	251 Monaco Blue	322 Slate Black	322 Slate Black	280 Legion Blue
a	101	101 Jet Black	103 Dark Shadow	103 Dark Shadow	103 Dark Shadow	211 Dark Sapphire
b	106 Sedona Sage	106 Sedona Sage	117 Titanium	119 Porpoise	107	271
c	280 Legion Blue	280 Legion Blue	251 Monaco Blue	251 Monaco Blue	251 Monaco Blue	322 Slate Black

Weft 5 Threads 144 Separating yarn 2A Continue

OK Close Help

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The updates presented in this brochure were made from January 2020 until January 2021. We have fixed numerous bugs and implemented 396 new features. Only a small selection of new features is presented in this document.

From January 2020 till January 2021, Arahne software covered the following versions:

- ArahWeave: from version 9.1f till 9.4
- ArahPaint5: from version 5.0.530 till 5.0.1628
- ArahPaint6: version 6.0.1628 till 6.0.1815
- ArahDrape: from version 3.1a to 3.3.a



ARAHWEAVE

1. SET BROWSER FABRIC ICON SIZE

WHAT DOES IT DO?

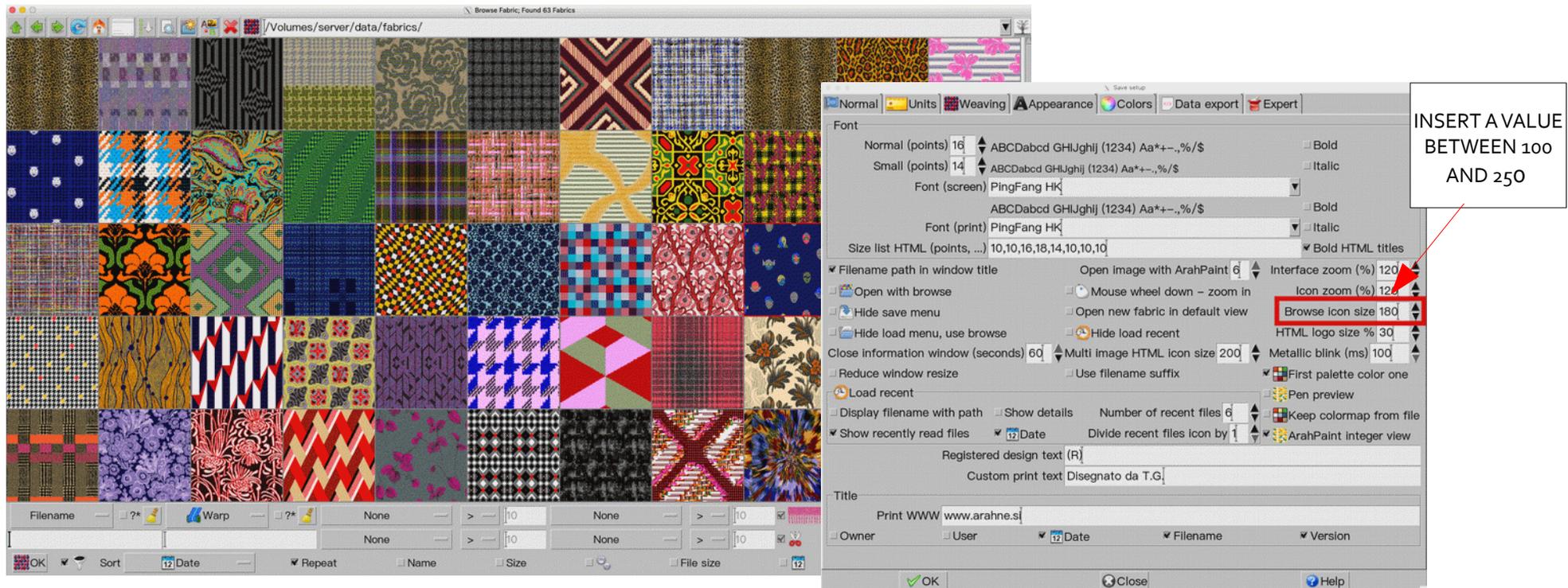
You can set your fabric icon size in Browser to smaller or bigger, between 100 and 250 pixels. Default size is set to 120 pixels.

WHERE ?

Go to **Help > Save setup** . Click on the **Appearance** tab and set the size in pixels under **Browse icon size**.

HOW TO USE IT?

Set the size in pixels, from 100-250, under **Browse icon size**. After, click OK, close the program to restart it and the icons will be displayed in the set size.



2. NUMBER OF "OTHER FILES" IN BROWSER

WHAT DOES IT DO?

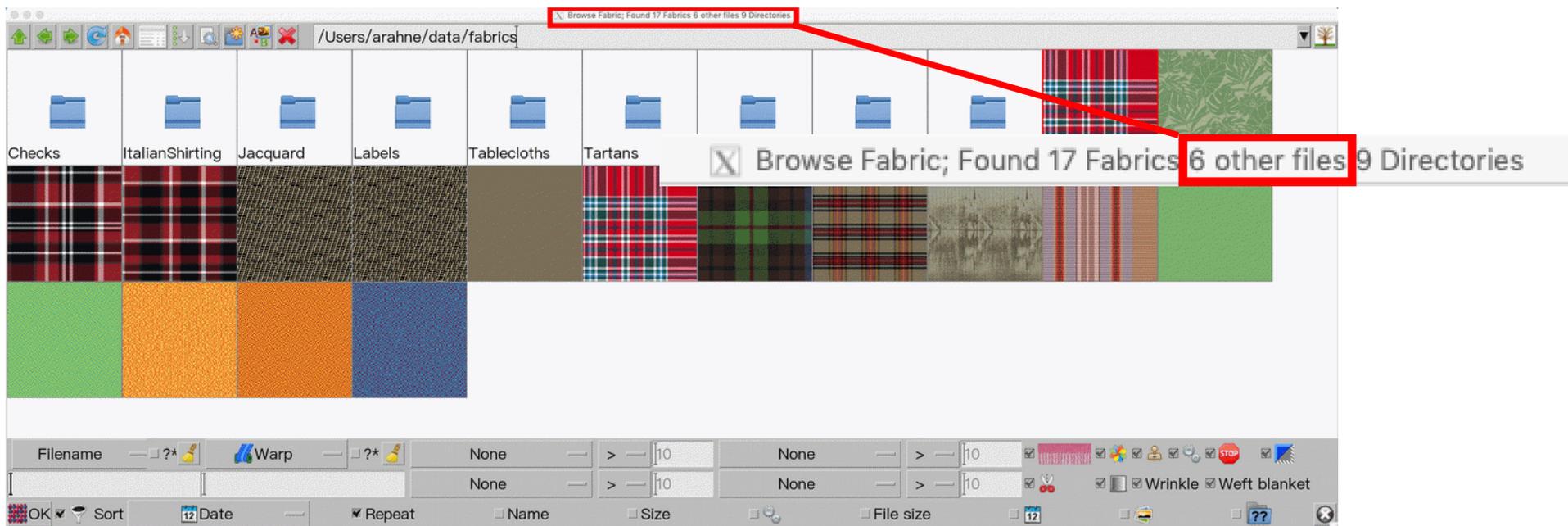
In weave, fabric and image browser we have added an additional information in the window title, that shows you the number of valid files (for example fabrics), number of directories, as well as the number of "other files", which are files that are not fabrics, weaves or images in a corresponding browser. The number of "other files" let's you know there are files under specific directory in Browser, which are not "suitable" for the specific Browser (Fabric, Weave and Image Browser), . The "other files" can be inspected and moved to another location or deleted. In save setup, "Expert" section, you can enable "other files", and if you run the program from the console, with command "aw/aweave", you will be able to read the names of the misplaced files.

WHERE?

In weave, fabric and image Browser.

HOW TO USE IT?

Go to **Help > Save setup**, under **Expert** tab enable "other files". Then open Fabric, Weave or Image Browser to see if any "other file" are present in it.



3. NEW FILTER PARAMETERS IN FABRIC BROWSER

WHAT DOES IT DO?

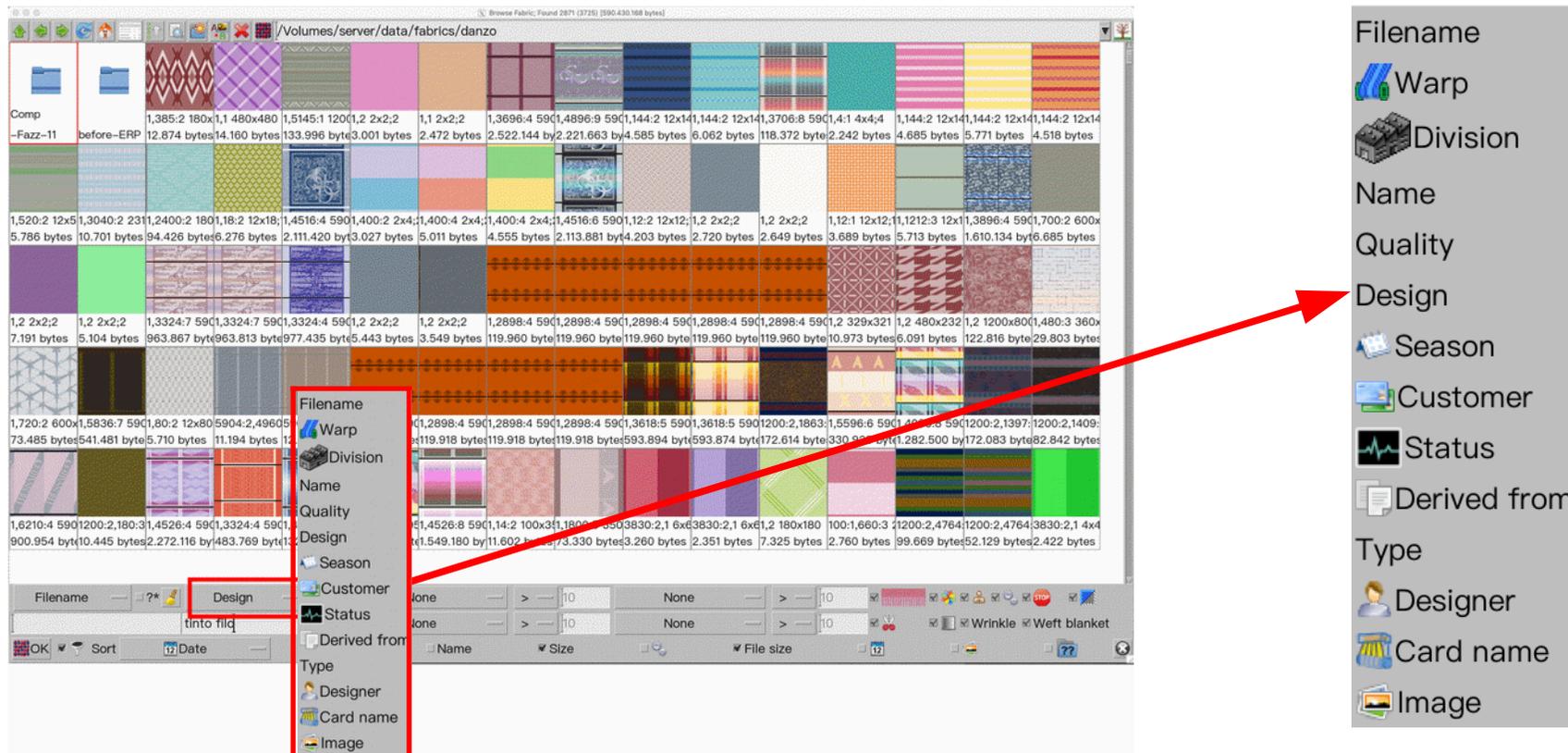
In fabric browser you can filter the fabric by text properties: warp code, company division, quality, season, customer, status, derived from, designer, card name and jacquard image name. Previously you could only filter the fabrics by filename.

WHERE?

Go to **File > Browse**.

HOW TO USE IT?

Select the parameter, which you wish to use for filtering the fabrics displayed in the browser.



4. FILTERING FILES BY PART OF THE TEXT

WHAT DOES IT DO?

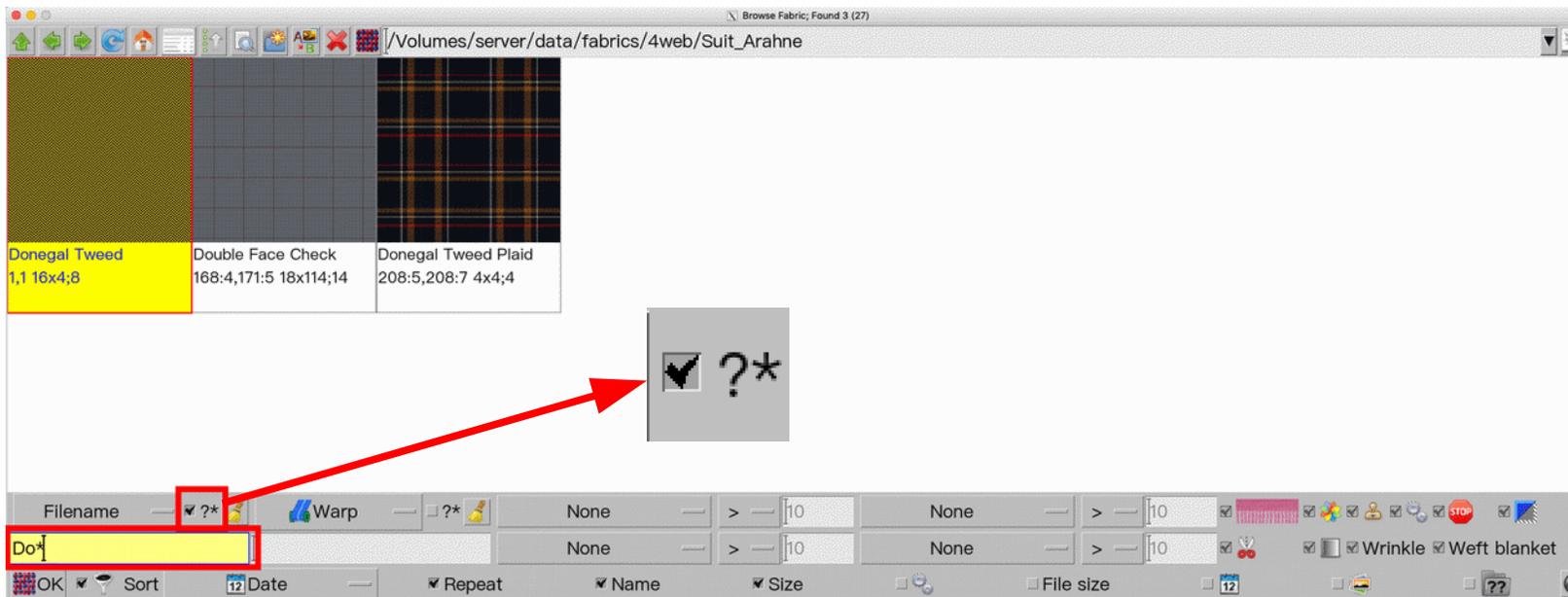
Filtering of fabric files by part of the text in the filename or other parameters, capital letters are observed.

WHERE?

Go to **File > Browse**.

HOW TO USE IT?

Check the toggle button "**?***". Enter "Text*" it will show you files, which begin with string "Text". If you first enter asterisk, such as "*Text" it will show you files which end with "Text". Capital letters are observed. You can use as many asterisks as you want. If you want to match only one character instead of many, use question mark.



5. NEW PANTONE DIGITAL COLOR CARD

New PANTONE® FASHION, HOME + INTERIORS digital color card, with additional 315 new colors is available in ArahWeave color library.

WHERE ?

Go to **Fabric > Colors**, open **File > Load colors** and load one of the color libraries, that you want to use: PANTONE FHI Paper TPG, PANTONE FHI Cotton TPX, PANTONE FHI Metallic Shimmer. By default we suggest using the PANTONE FHI Paper TPG color library.



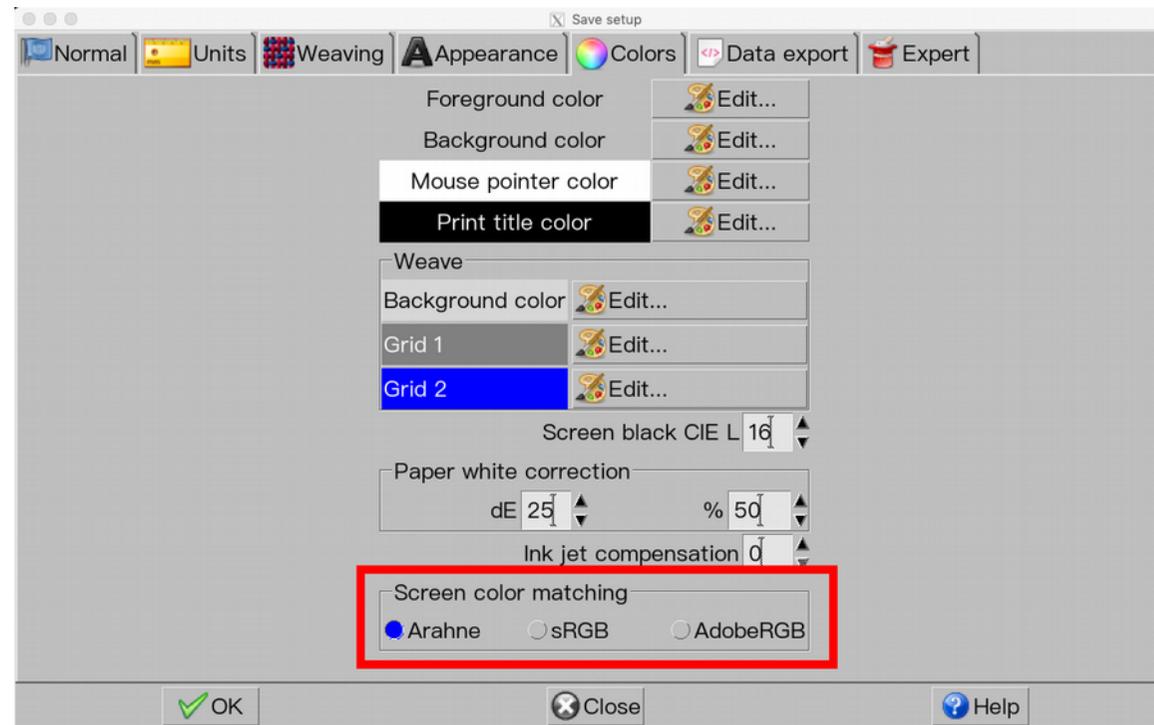
6. SET DIFFERENT SCREEN COLOR MATCHING

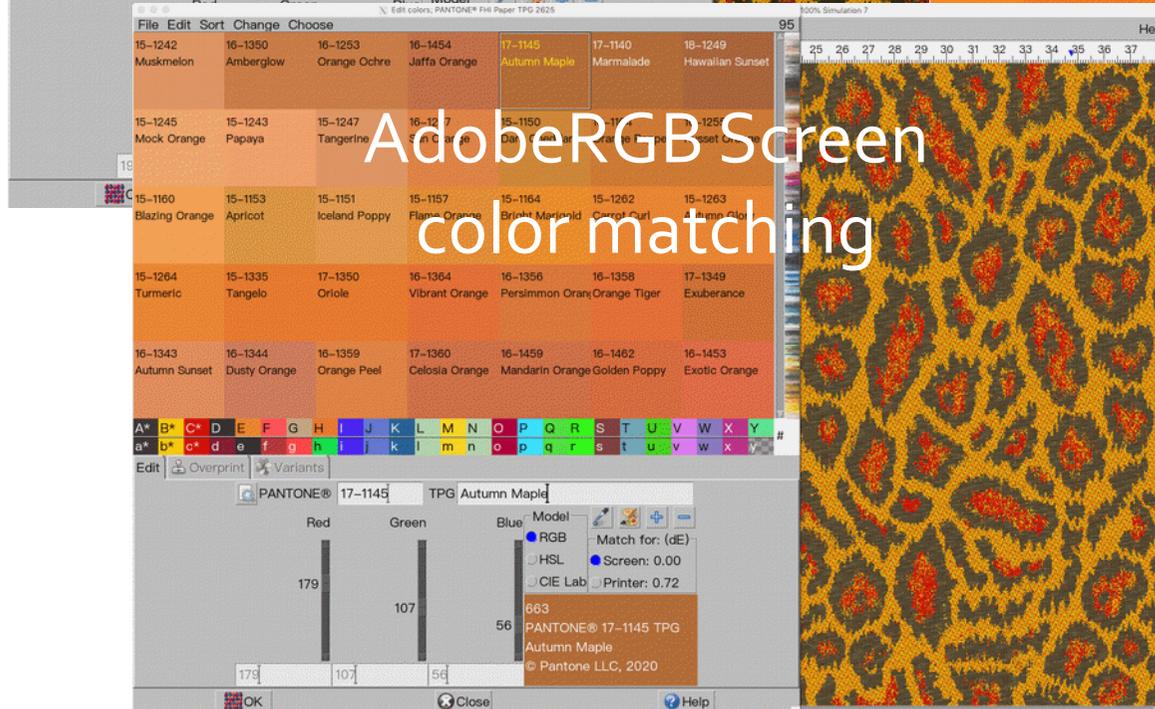
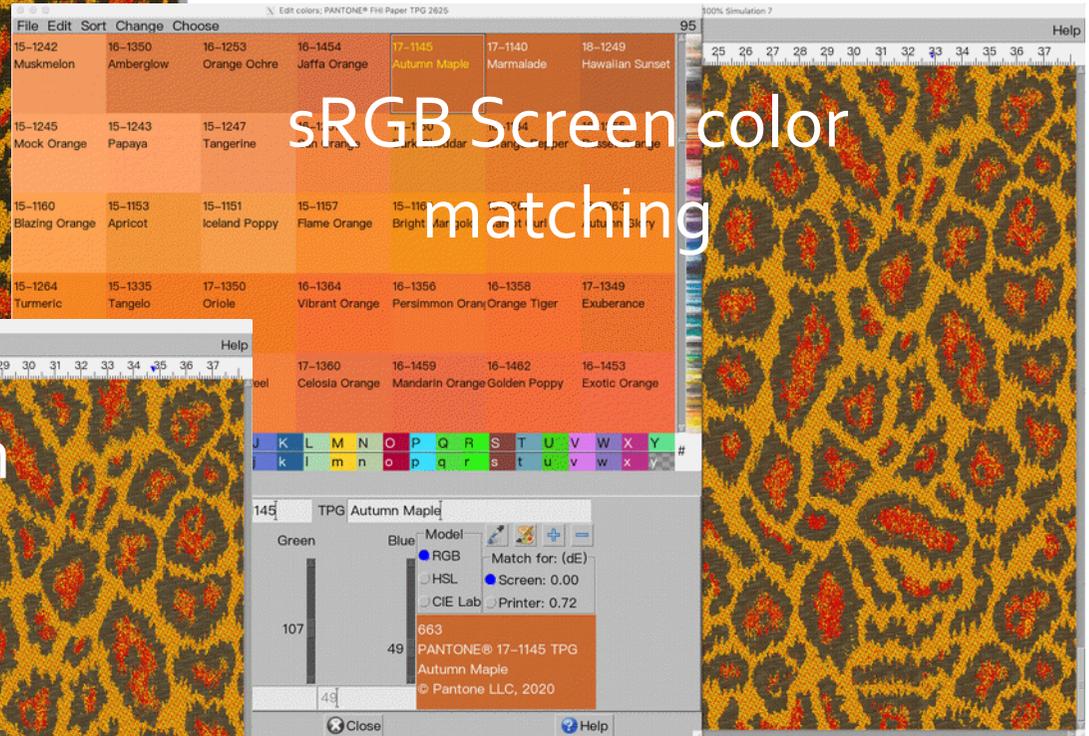
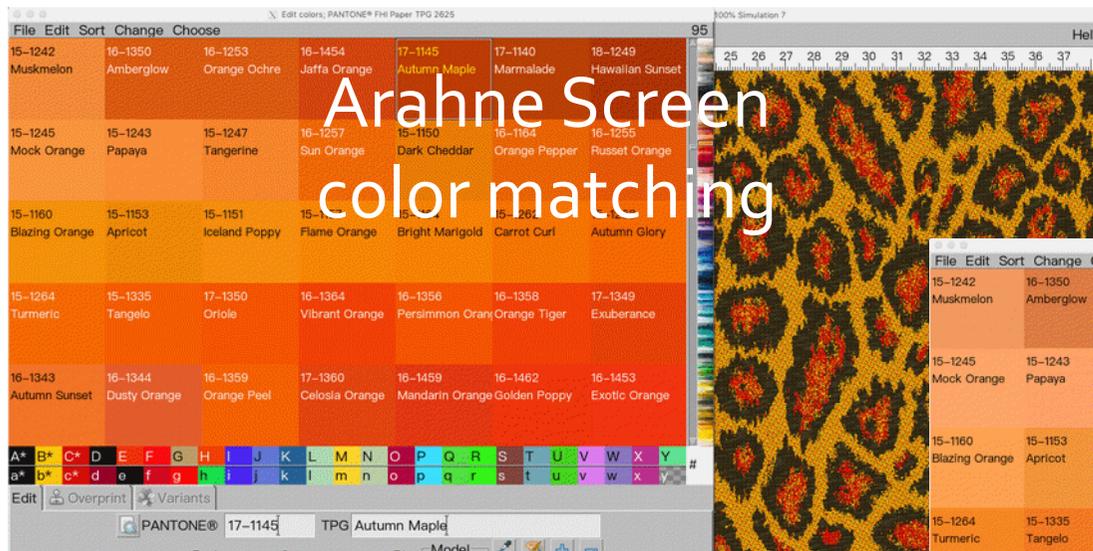
WHAT DOES IT DO?

You can choose among three different color matching systems: sRGB, Adobe RGB and Arahne's screen color matching. It only affects colors with CIE Lab values, like PANTONE or yarn libraries measured by spectrophotometer. If you use sRGB, you will get simulated RGB values for PANTONE FHI much closer to the ones which PANTONE publishes on their web site. But you will not have strong dark black with RGB(0,0,0), or completely white with RGB(255,255,255) in the PANTONE FHI.

WHERE AND HOW TO USE IT?

Go to **Help > Save setup, Color tab** and choose among **Arahne, sRGB** or **AdobeRGB** Screen color matching.





7. APPLY METALLIC EFFECT ON MULTICOLORED YARNS

WHAT DOES IT DO?

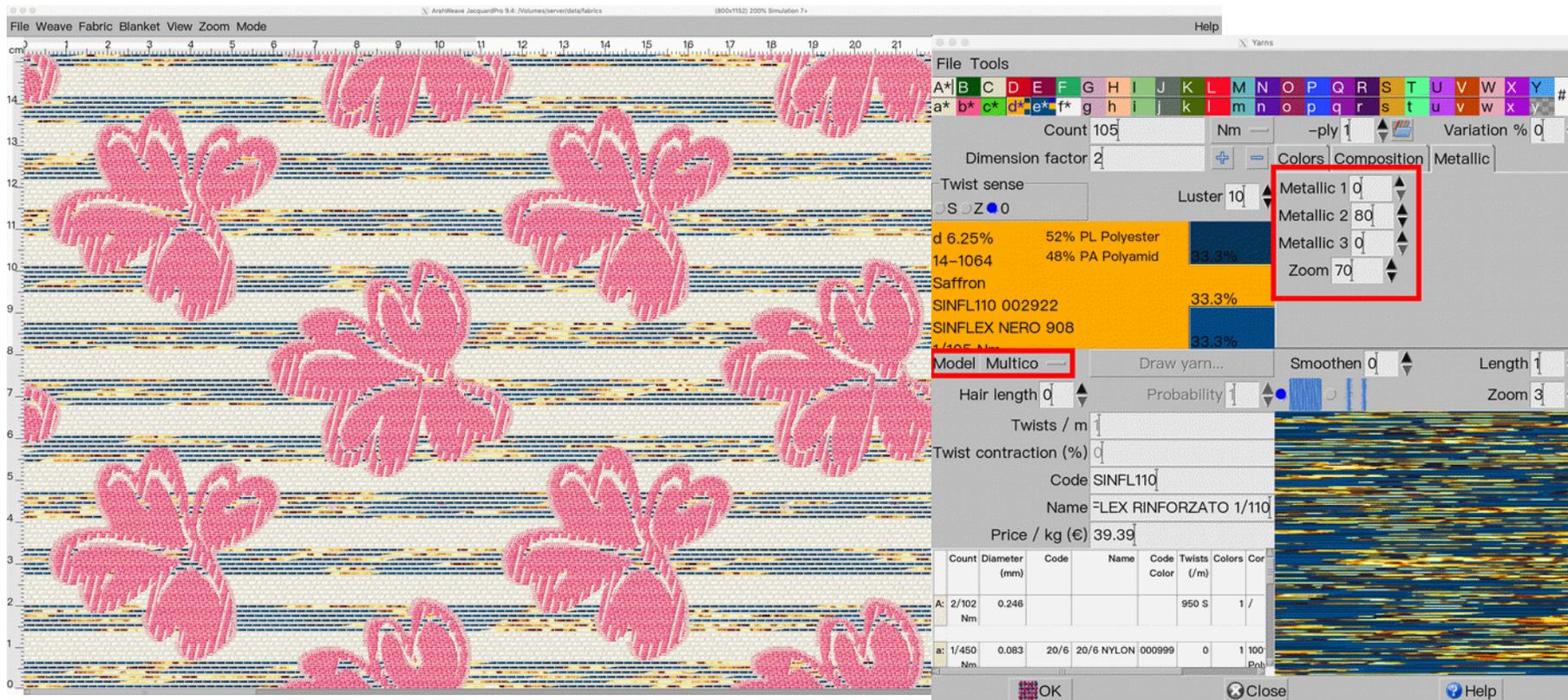
On the yarns that consist of multiple colors, metallic yarn can be used for different colors separately; before it was applied to all yarn colors.

WHERE ?

Go to **Fabric > Yarns**. Click on **Metallic** tab.

HOW TO USE IT?

Set the metallic effect for a specific yarn color or colors.



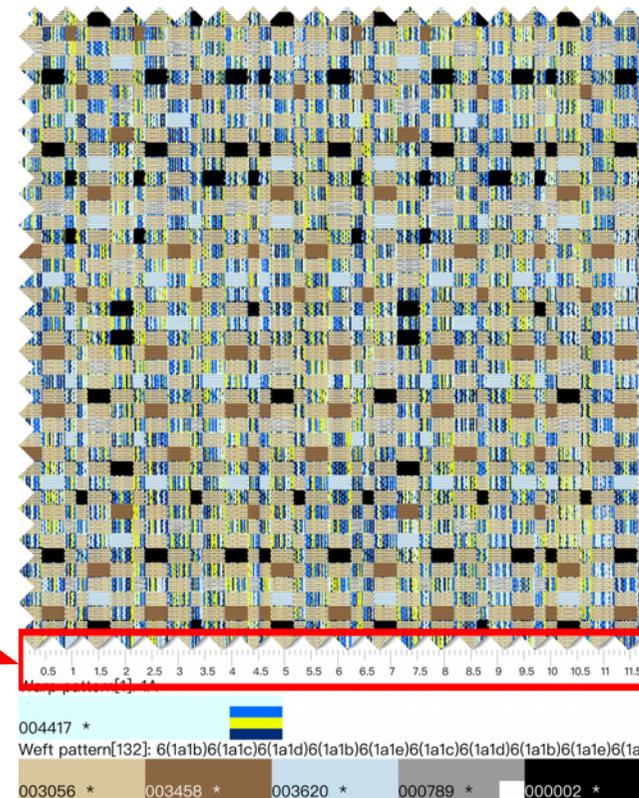
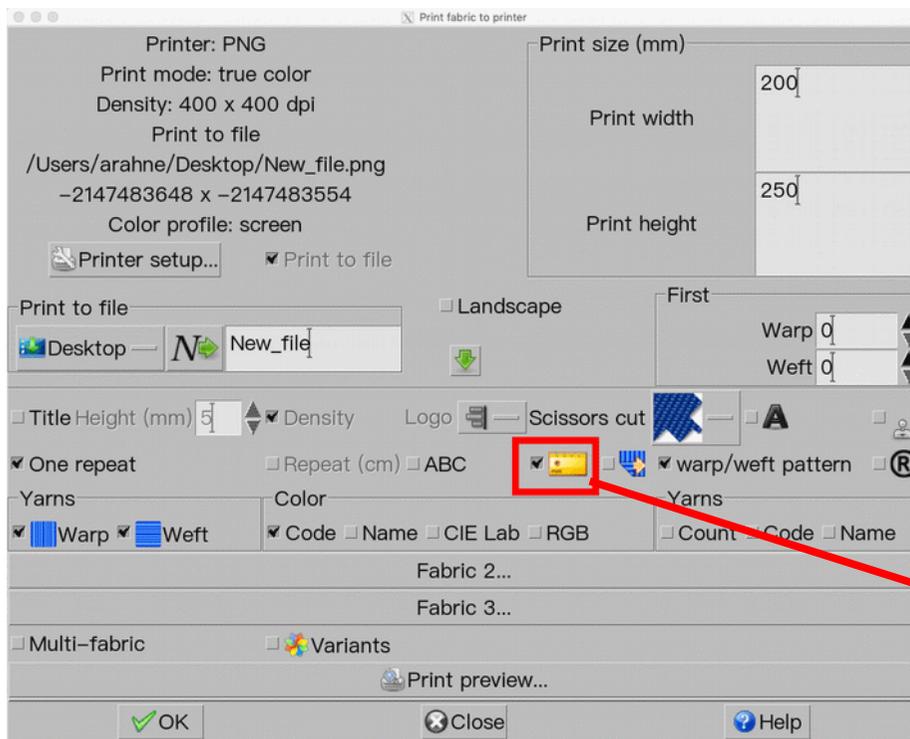
8. ADD RULER TO THE FABRIC SIMULATION PRINTOUT

WHAT DOES IT DO?

In the fabric simulation printout, you can add the ruler on the bottom of the fabric simulation, that will show you the real size of the fabric.

WHERE AND HOW TO USE IT?

Go to **File > Print fabric to printer** and check the **Ruler** icon. Click **OK** and the ruler will be displayed below the fabric simulation.



9. PRINT NUMBERS OF THE FIRST AND THE LAST SHAFT

WHAT DOES IT DO?

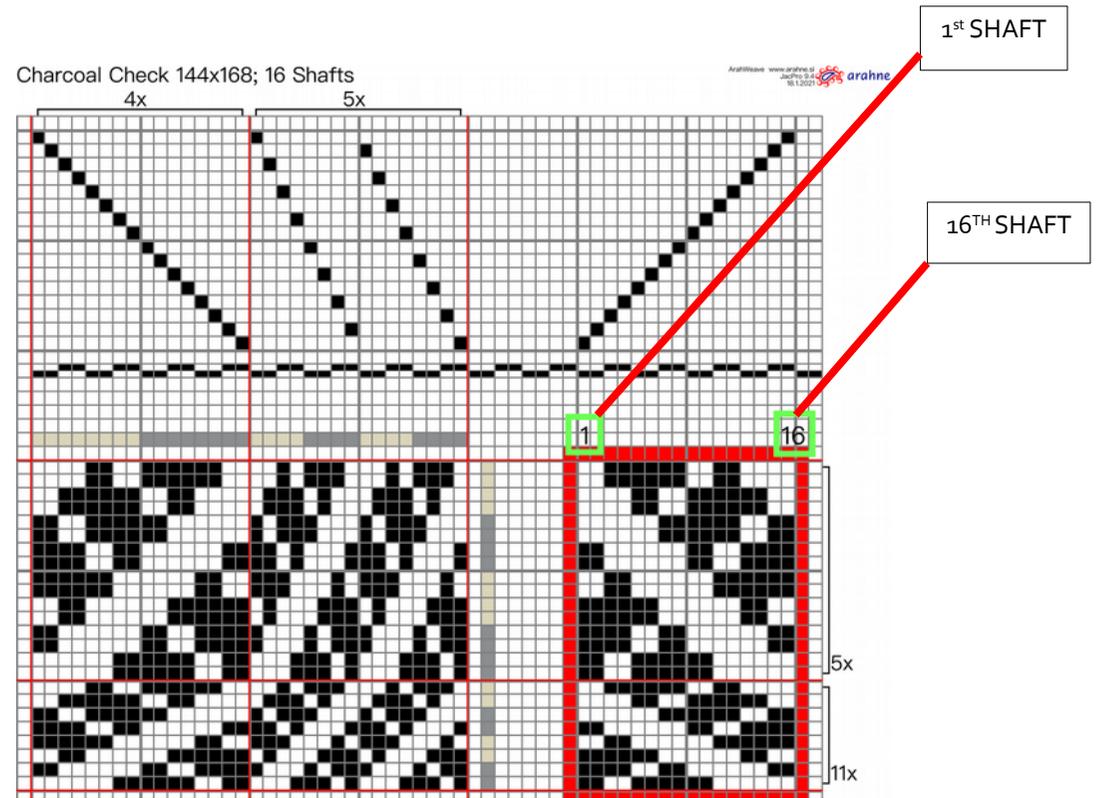
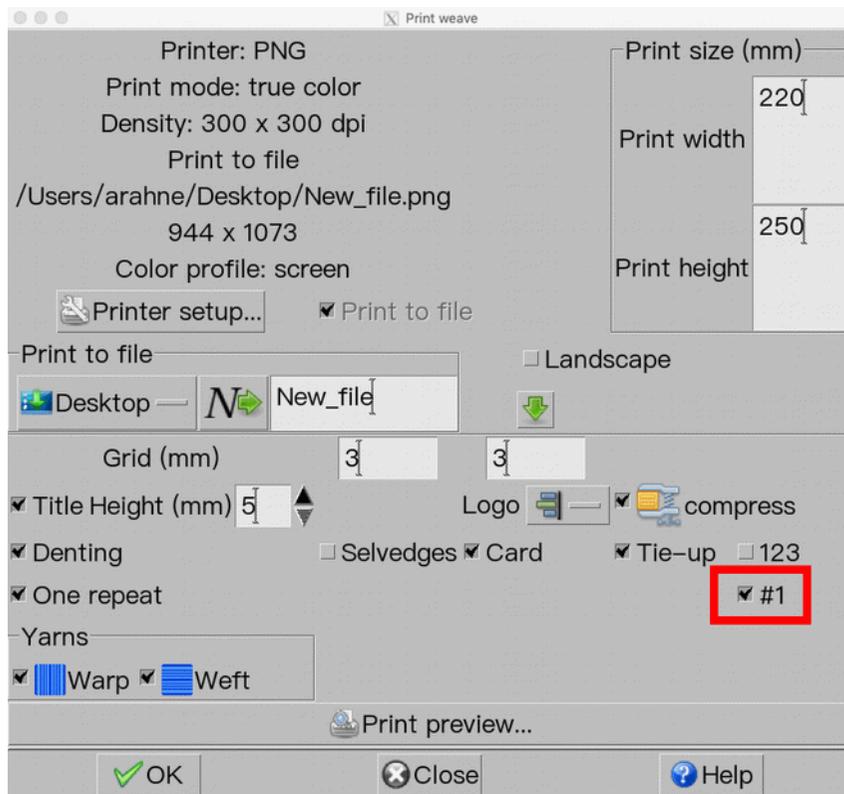
In the weave printout on dobbie card, you can add numbers of the first and the last shaft.

WHERE?

In **Weave Editor** go to **File > Print weave**.

HOW TO USE IT?

Check the **#1** and the number of the first and the last shaft will be displayed on the weave printout.



10. NEW PREVIEW OPTION IN VARIANTS

WHAT DOES IT DO?

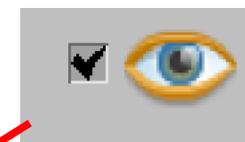
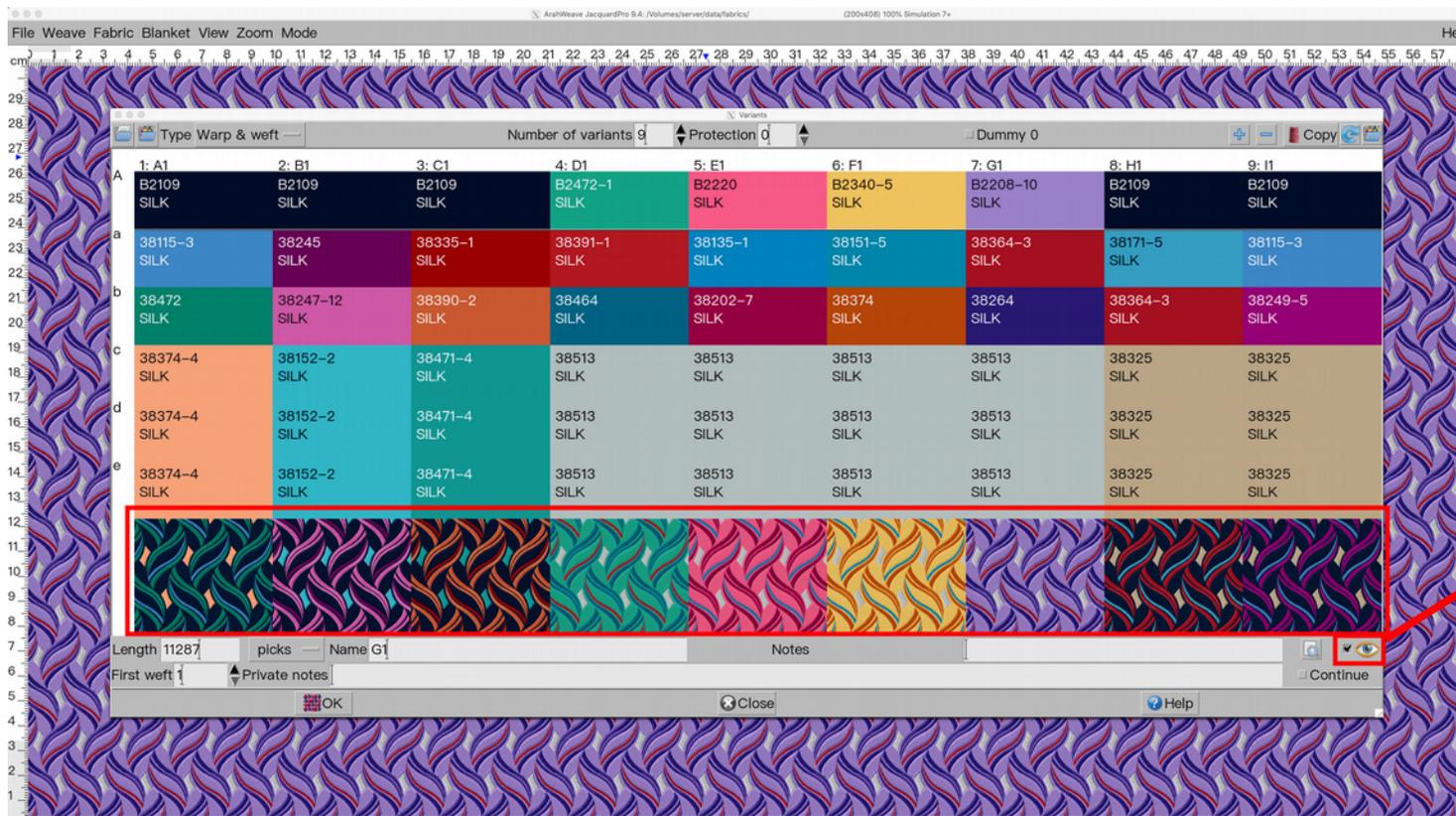
In **Variants** window, you can preview the fabric simulation for each color variant.

WHERE?

Go to **Blanket > Variants**.

HOW TO USE IT?

Check the **Preview** icon and the fabric simulation will be displayed below the yarn colors.



11. NEW CONTINUE OPTION IN VARIANTS

WHAT DOES IT DO?

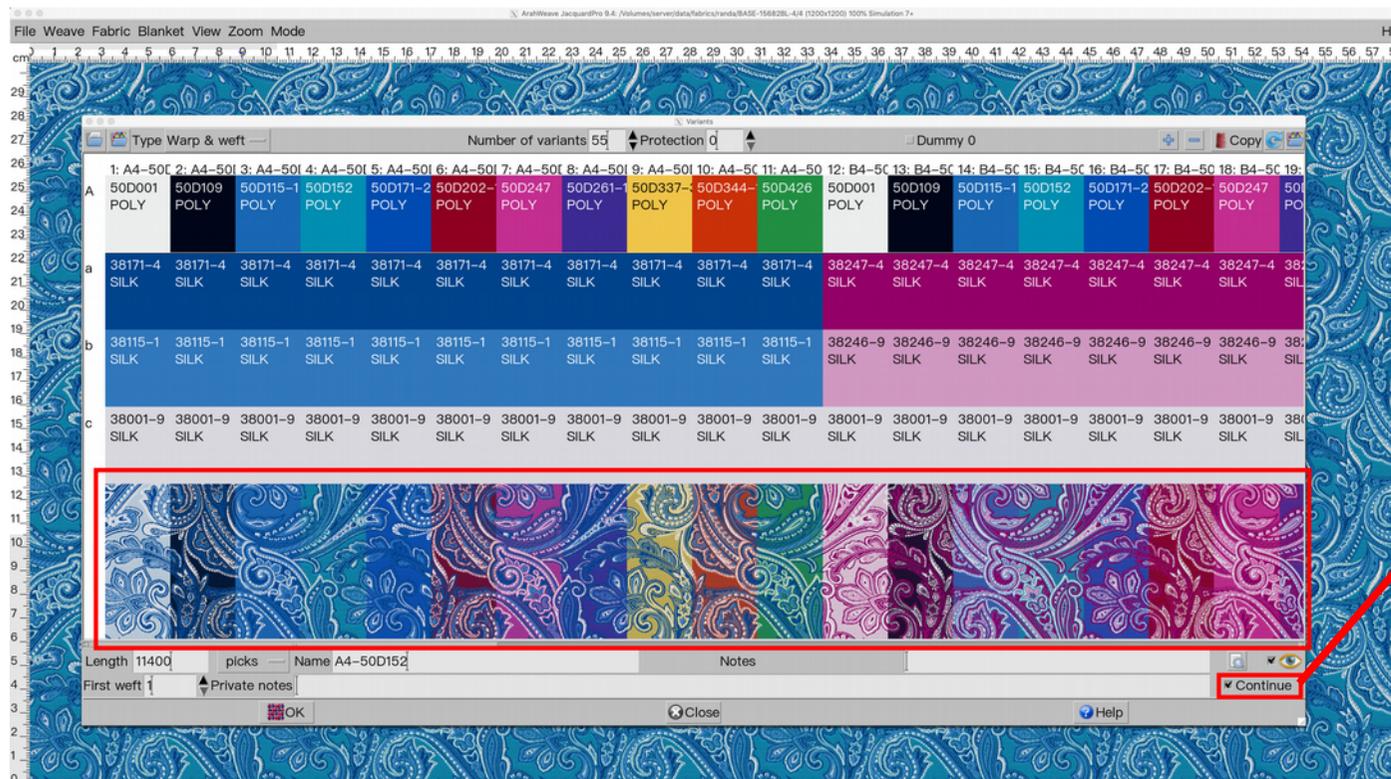
In the Variants window the **Continue** option allows you to preview the fabric simulation continuously. It is useful for large designs.

WHERE?

Go to **Blanket > Variants**.

HOW TO USE IT?

When in **Preview** mode, check **Continue** and the fabric simulation design will be displayed as one continuous design with different yarn colors attached to each color variant.



12. SET CURRENT SETTINGS AS DEFAULT

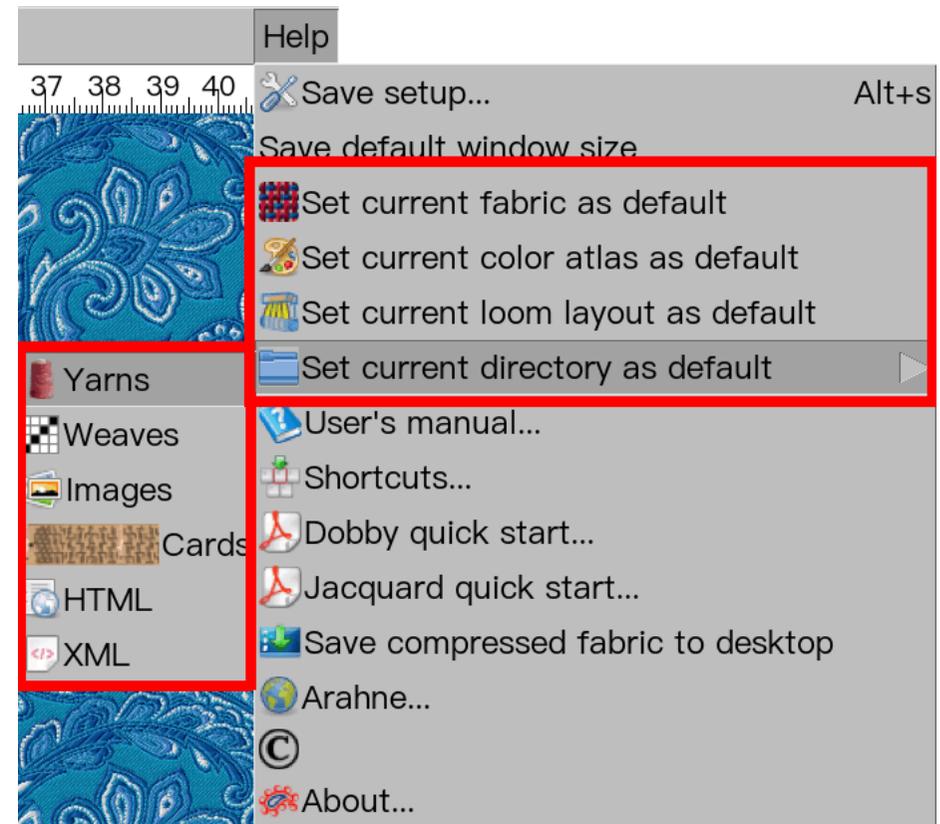
WHAT DOES IT DO?

Sets the currently loaded color atlas, loom layout, directory for Yarns, Weaves, Images, Cards, HTML, XML as default.

WHERE AND HOW TO USE IT?

After loading the specific item, go to **Help > Save setup** and select the appropriate setting:

- Set current fabric as default: sets the currently loaded fabric in main window as default
- Set current color atlas as default: sets the currently loaded color palette as default
- Set current loom layout as default: sets the currently loaded loom layout as default
- Set current directory as default: sets the currently set directory for Yarns, Weaves, Images, Cards, HTML and XML as default



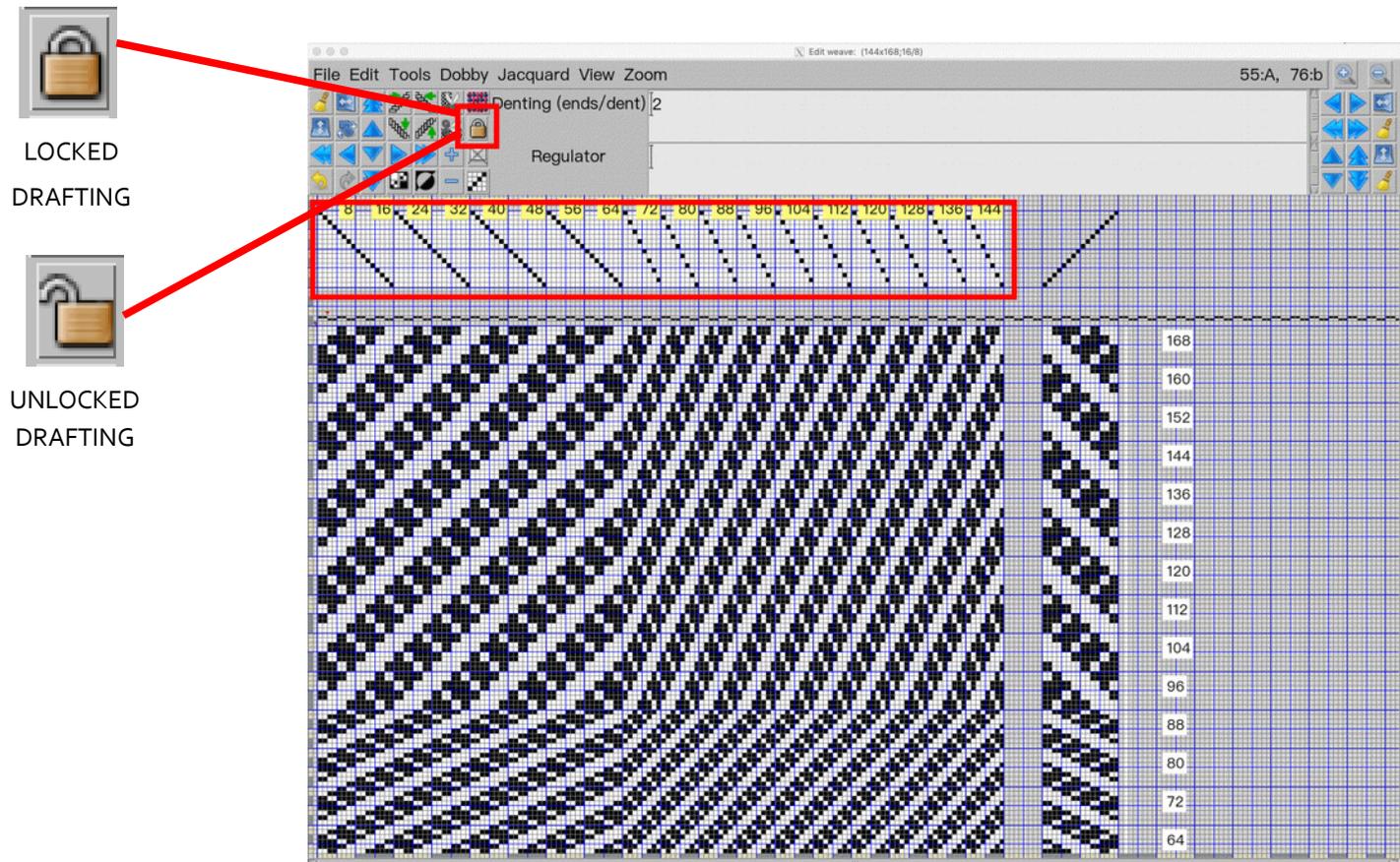
13. LOCK DRAFTING

WHAT DOES IT DO?

Lock drafting function, will keep the drafting intact, while editing the weave. The weave drawing operation will be compromised in order to keep the drafting coordinated.

WHERE AND HOW TO USE IT ?

In **Weave Editor** window click on the **Lock drafting** icon, then edit the weave.



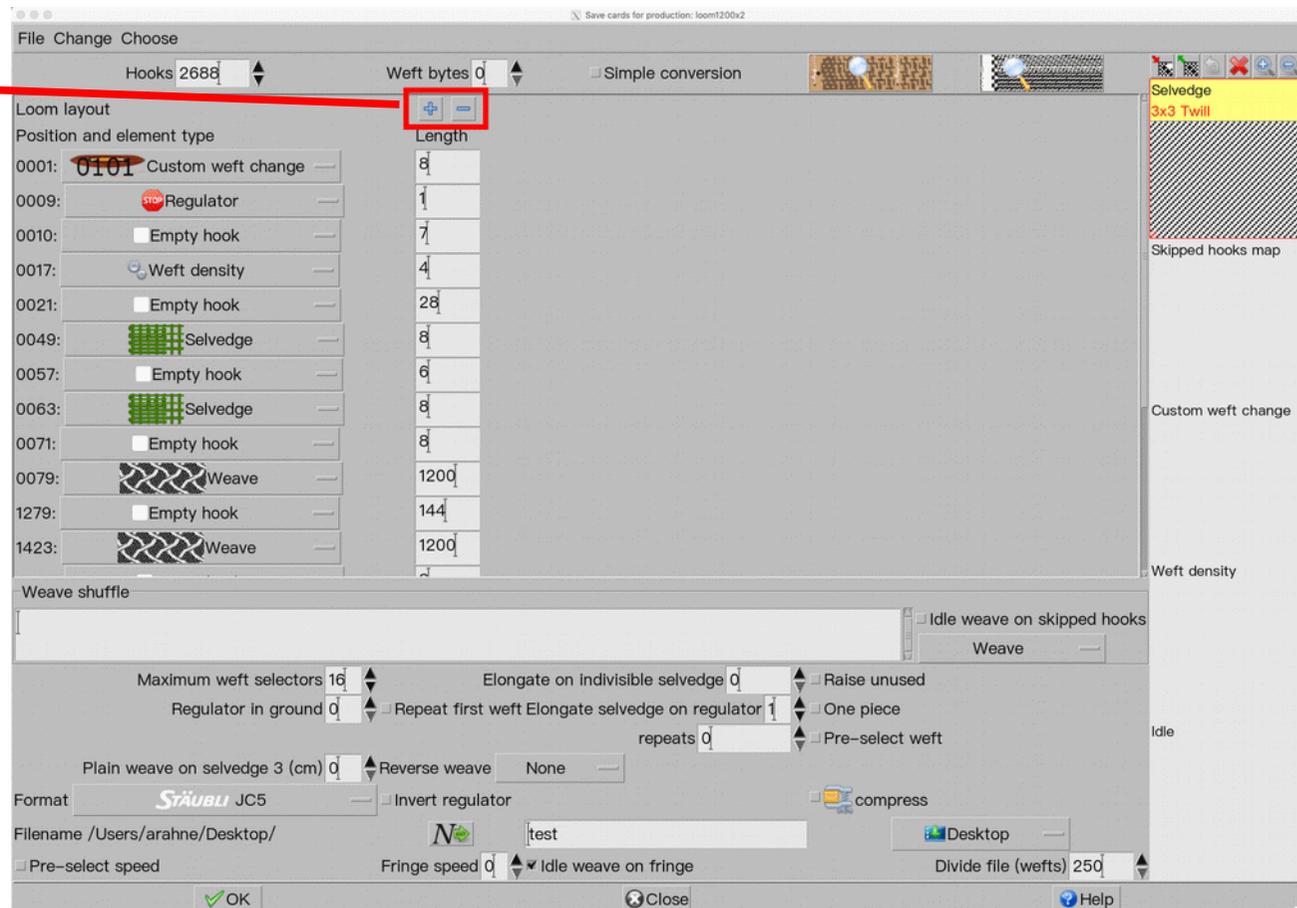
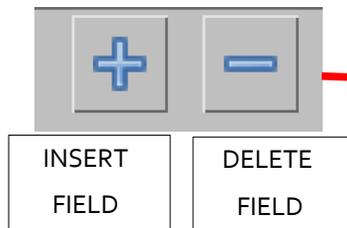
14. INSERT OR REMOVE FIELDS IN LOOM LAYOUT

WHAT DOES IT DO?

You can insert/delete a field, while making a loom layout. It is useful for complicated loom layouts, so you can insert or delete a field in just one click.

WHERE AND HOW TO USE IT?

Go to **Weave > Save cards for production**. In loom layout for jacquard loom use **+** icon to add a field or **-** icon to delete a field. The field will be added or removed relative to the last selected length field.



15. ADDITIONAL SHORTCUTS FOR TWILLS

WHAT DOES IT DO?

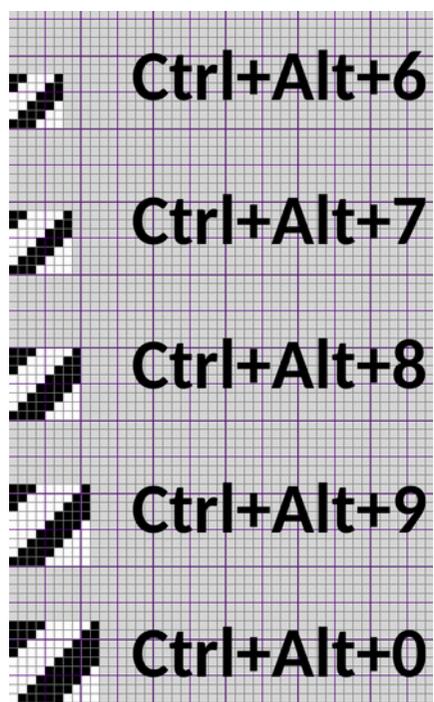
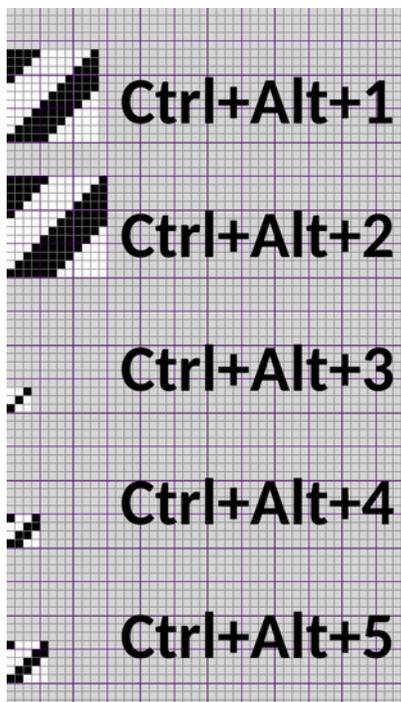
You can use keyboard shortcuts to draw different twill weaves.

WHERE?

In Weave Editor, Decomposed weave editor, Jacquard conversion and selvedge definition in "Save cards for production".

HOW TO USE IT?

Use the following keyboard shortcuts to draw different twill weaves:

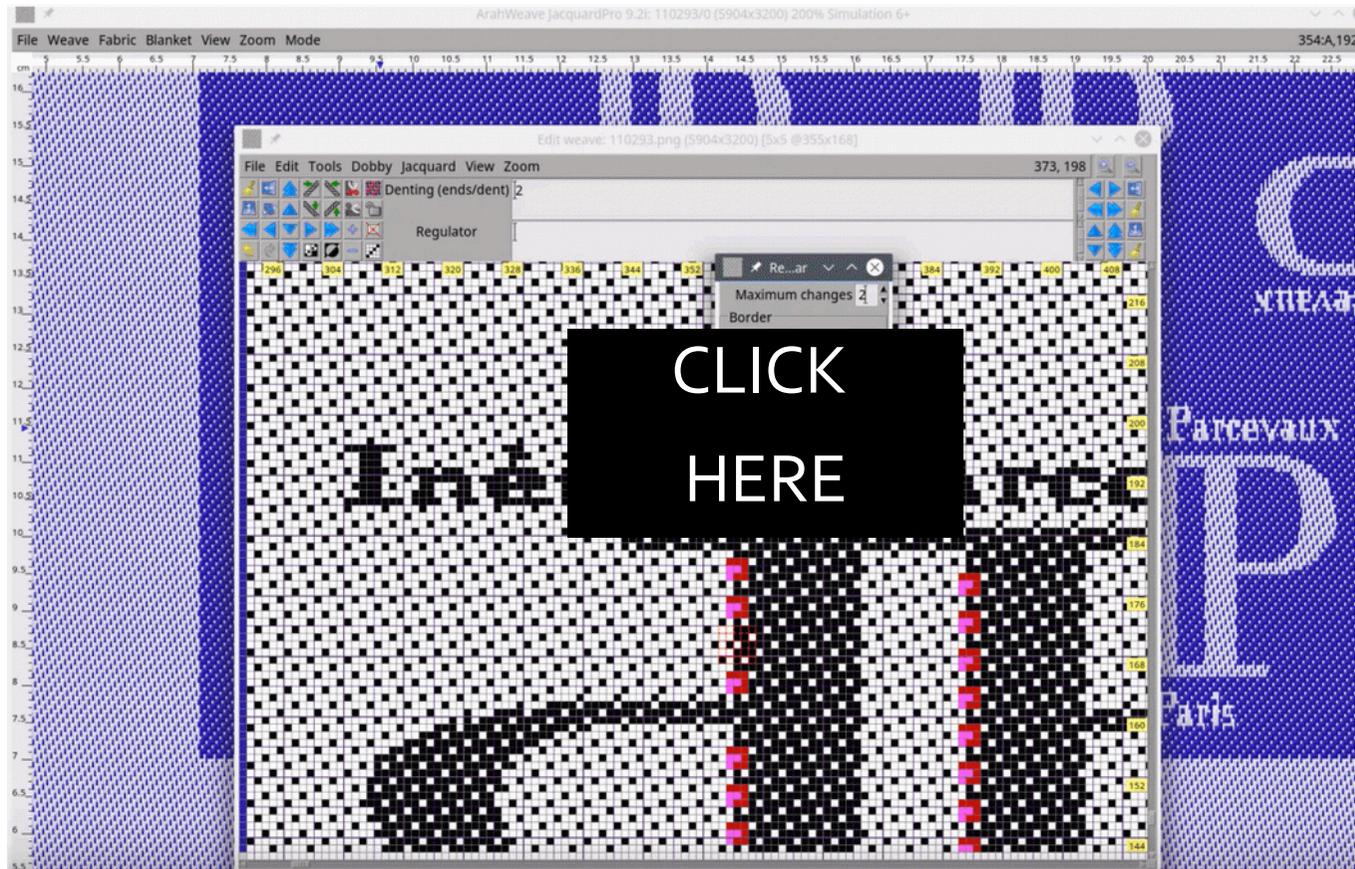


16. TIP TO FIX SATIN WEAVE COUNTERPOINTS

In ArahWeave, we have a function called **Replace similar**, which can help you find an area on the weave that you wish to correct, and corrects it automatically.

After correcting the point, use Shift + click left mouse button to define the area and then go to Edit > Replace Similar and click OK to apply the change on the same areas on the weave.

Look at this video, to see how it works:



17. SET TWO DIFFERENT SCREEN SETTINGS

WHAT DOES IT DO?

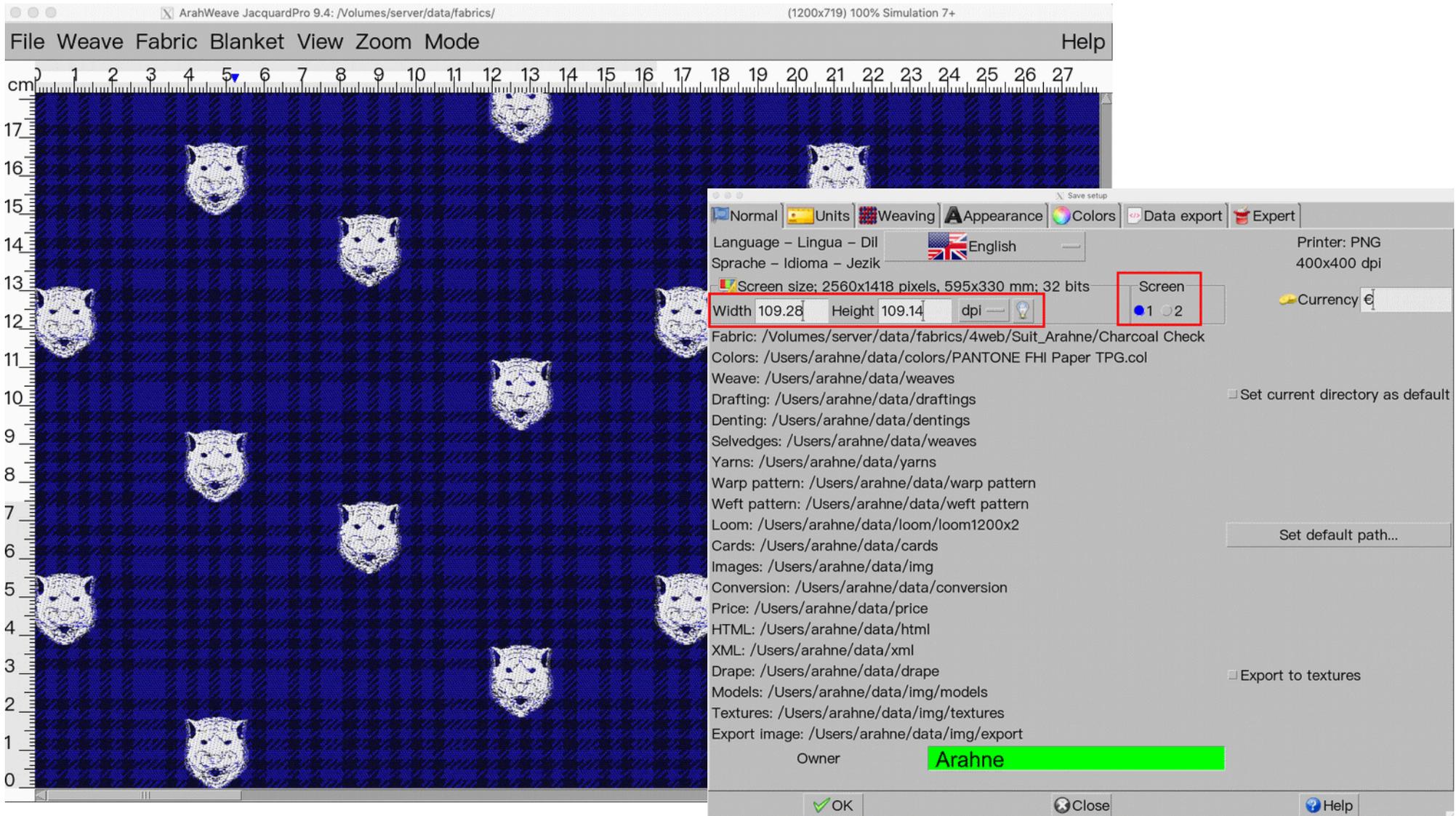
Set two different dpi values for two different screen sizes. If you are using different sizes of external screens (for example laptop, tablet, monitor screen), you still want to see the 1:1 real size of the fabric simulation in ArahWeave. Use this function to change the dpi of one screen to another in an instant, instead of re-inserting dpi every time.



WHERE AND HOW TO USE IT?

Go to **Help > Save setup, Normal** tab, set the dpi for two different screens you will be using and then switch between **Screen 1** or **Screen 2**, depending on which screen you are using at the moment.

1:1 REAL SIZE FABRIC SIMULATION WITH THE RULER



18. FUNCTION TO DELETE DUPLICATES

WHAT DOES IT DO?

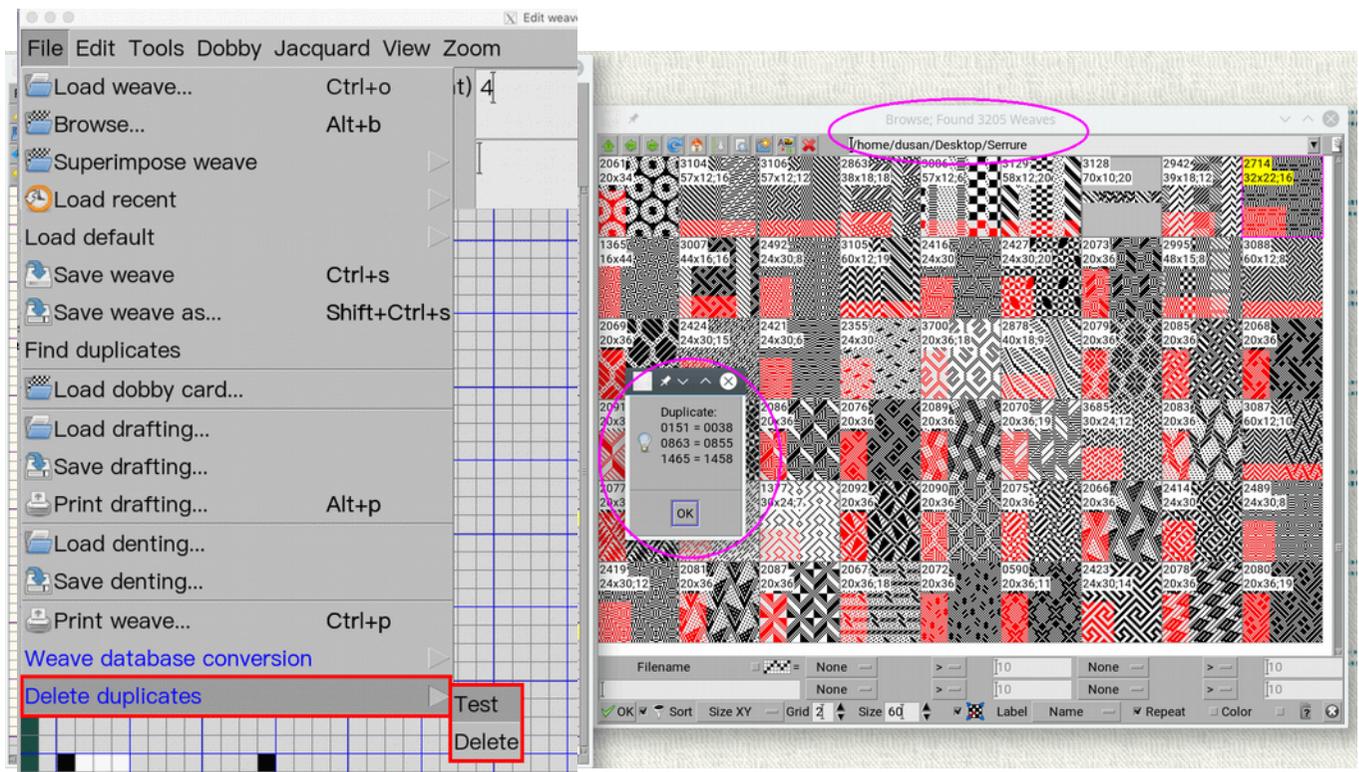
Searches for duplicate weaves in weave browser and deletes them.

WHERE?

First set the mode to **Expert** (under **Mode > Expert**), go to **Weave > Edit**, and open **File > Delete duplicates**.

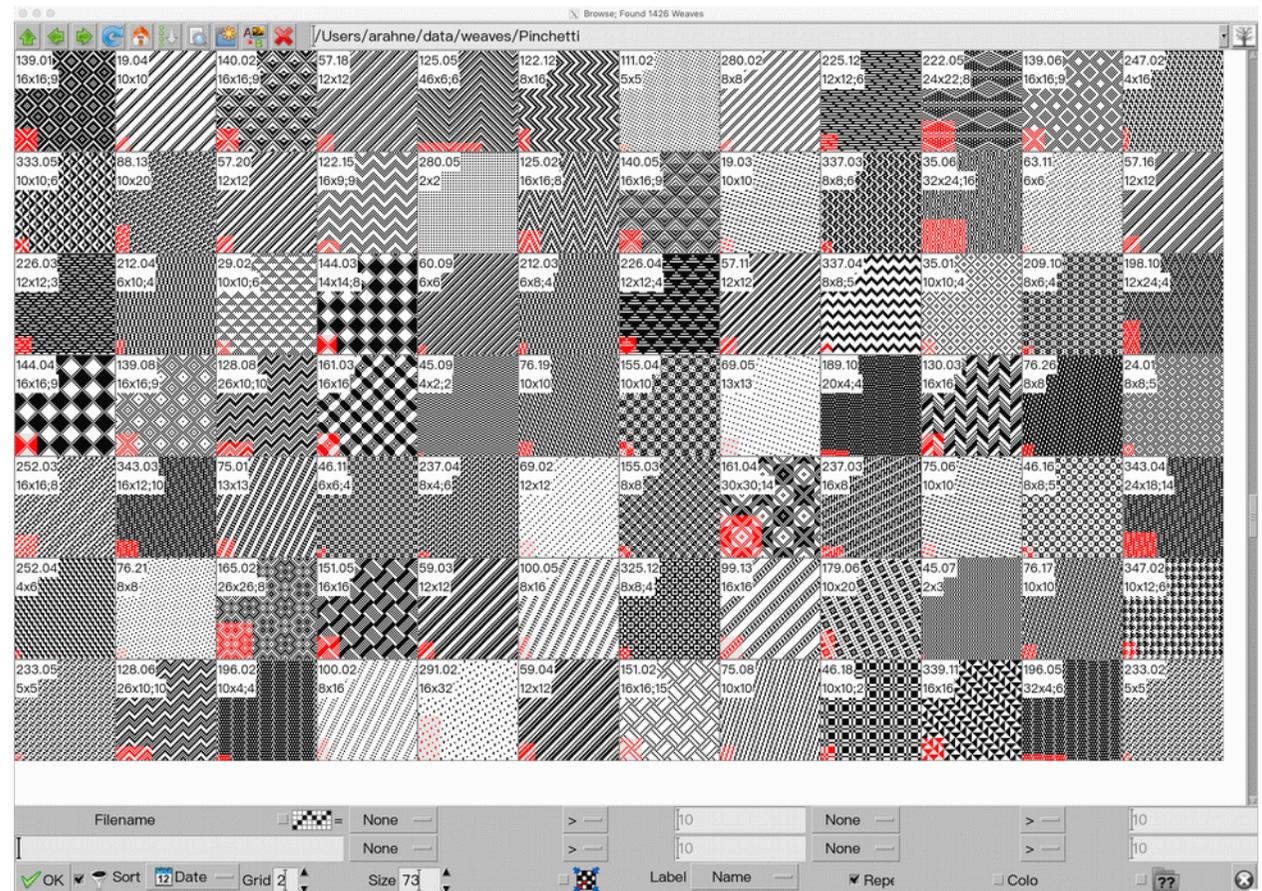
HOW TO USE IT?

In **Weave Editor** window, go to **File > Browse** and go to weave folder where you want to check if duplicates exist. Then go to **File > Delete duplicates > Test** to see if there are any duplicates. The program will notify you which weaves are duplicated and if you select **Delete**, it will delete the duplicates.



19. NEW WEAVE COLLECTION FROM PIETRO PINCHETTI

ArahWeave CAD already has a huge collection of weaves included in the standard installation. The whole weave database consists of more than 40.000 weaves. The weaves were gathered and digitized from known weave collection books, such as Serrure, Poma, Donat, Fressinet, Griswold, Gunetti, Posselt. We added a new collection to our weave database, which consists of 1426 weaves. The collection is from the book of professor Pietro Pinchetti: *Manuale del compositore di tessuti, Guida alla formazione delle Armature per ogni genere di stoffe*; Milano, Ulrico Hoepli, 1910. The whole book is available in PDF [here](#).



20. NEW TRANSLATION OF ARAHWEAVE MANUAL IN ITALIAN

We have translated the new manual of ArahWeave to Italian. The manual has 280 pages with the latest detailed descriptions of the software functions, equipped with 413 color illustrations from the software for easier and faster learning. The manual is available for download [here](#).



21. ARAHNE SOFTWARE SUPPORTED IN 64-BIT MAC OS

Users of MacOS Catalina and Big Sur operating systems can work with ArahWeave and ArahDrape on their computers.



22. CHOOSE AMONG DIFFERENT BRAND LOGOS

WHAT DOES IT DO?

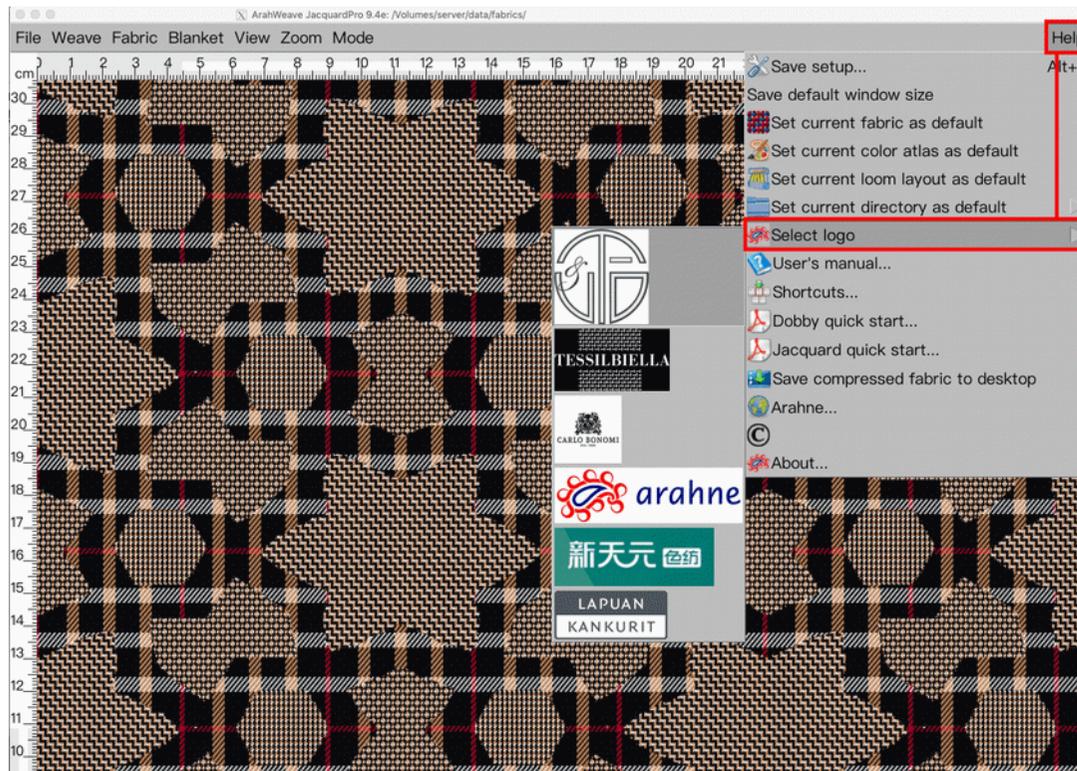
You can choose among 9 different logo images and use them on the fabric simulation printout.

WHERE?

Go to **Help > Select logo** and choose the logo you want to use.

HOW TO USE IT?

Save/move the logo images (maximum 9 logo images) under **data/html** using the following filenames: **logo1.jpg**, **logo2.jpg**, **logo3.jpg**, etc. The file has to be saved in **jpg format** and in **appropriate pixel size** (we recommend size around 100-200 pixels).



LOGO IMAGE ON
THE FABRIC
PRINTOUT

23. FABRIC BLANKET

WHAT DOES IT DO?

Easily create fabric blanket and print it.

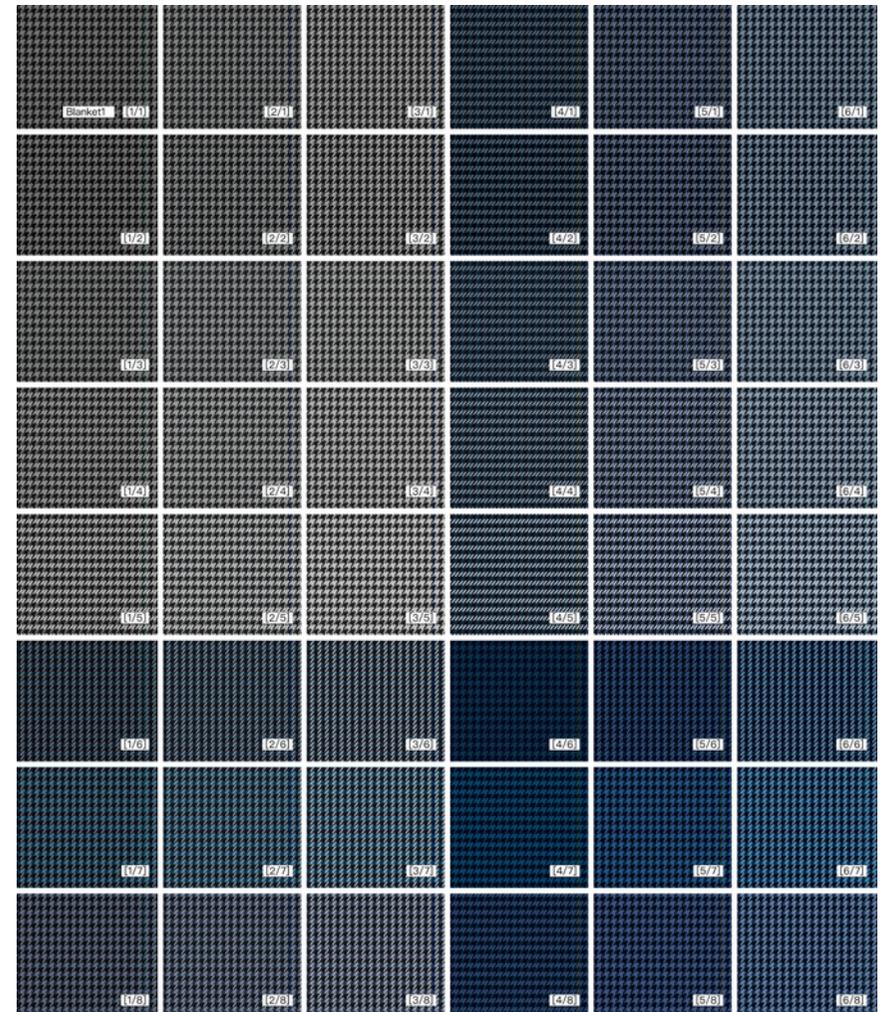
WHERE?

Go to **Blanket > Edit**.

HOW TO USE IT?

Set the number of warp sections and number of weft sections. Insert the number of threads used for each piece of blanket and a number of Separating yarns. The functions in Blanket are the following:

- load any yarn from the Browser (double click on the yarn to open Yarn browser)
- use any number of yarns
- copy/paste single yarn (select a yarn with the left mouse button and paste it on another yarn with the right mouse button)
- copy whole section from warp to weft (select a section with the left mouse button and paste it on another section with the right mouse button)
- left-click on the yarn or section and immediately see the resulting combination from the warp and weft section in the main fabric simulation window
- print or save the image of the whole blanket



BLANKET PRINTOUT

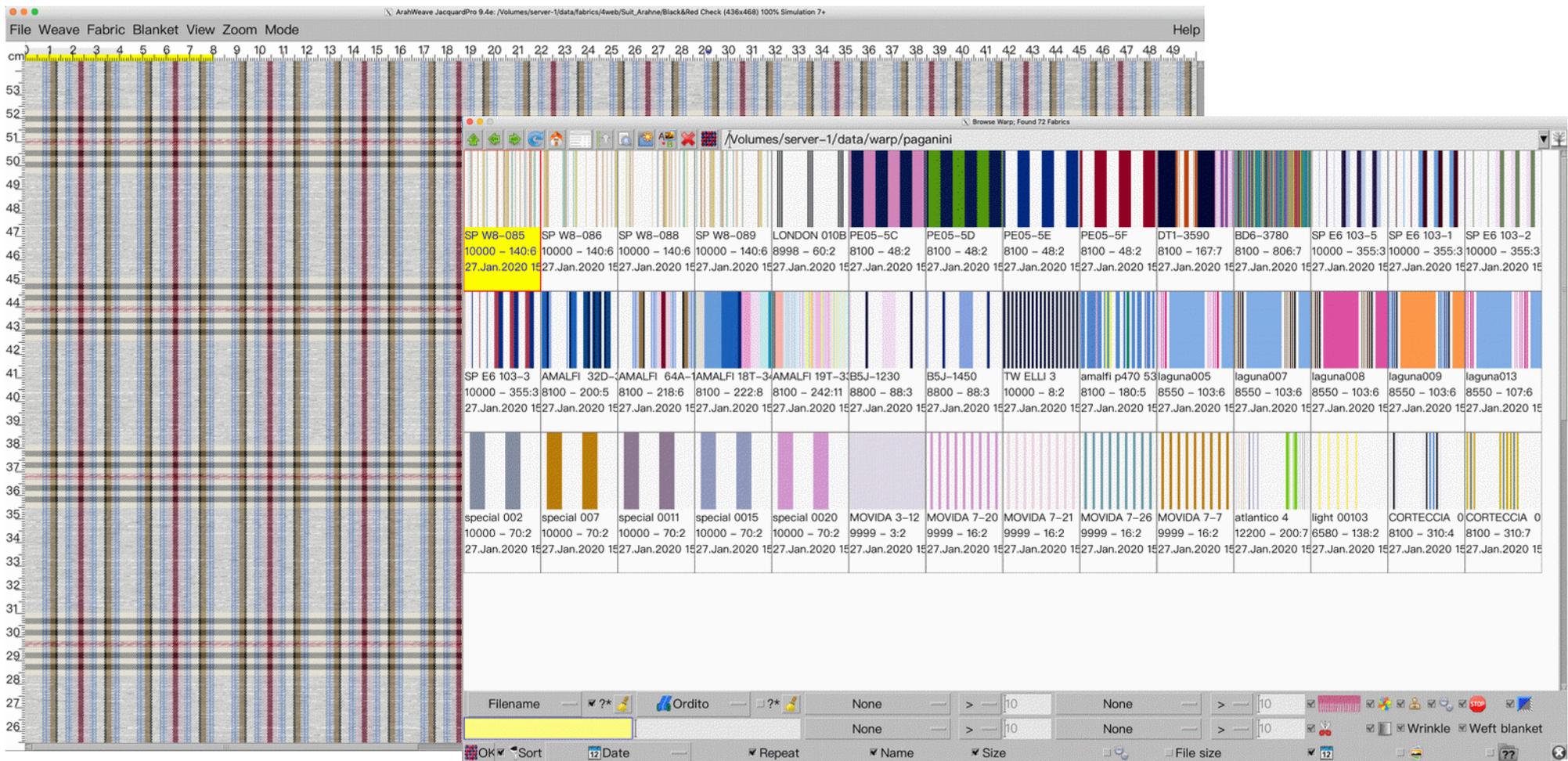
24. LOAD WARP USING THE BROWSER

WHAT DOES IT DO?

You can now load the warp using Browser, showing you the images of different Warps.

WHERE AND HOW TO USE IT?

In **Warping** window, go to **File > Browse** and load the warp.



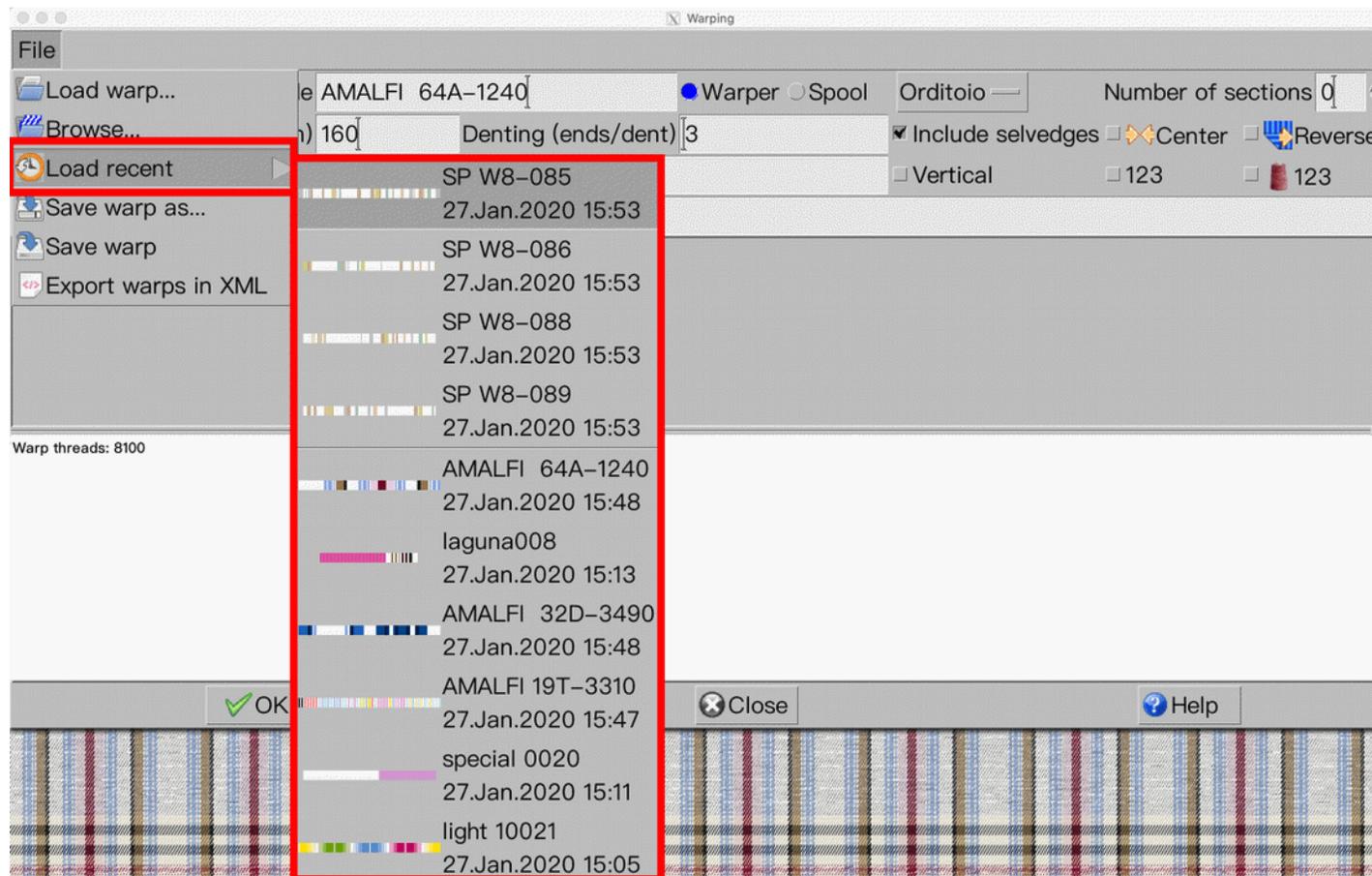
25. LOAD WARP USING LOAD RECENT

WHAT DOES IT DO?

You can now use Load recent function to quickly access the recently used warps.

WHERE AND HOW TO USE IT?

In **Warping** window go to **File > Load recent** and click on the warp pattern.

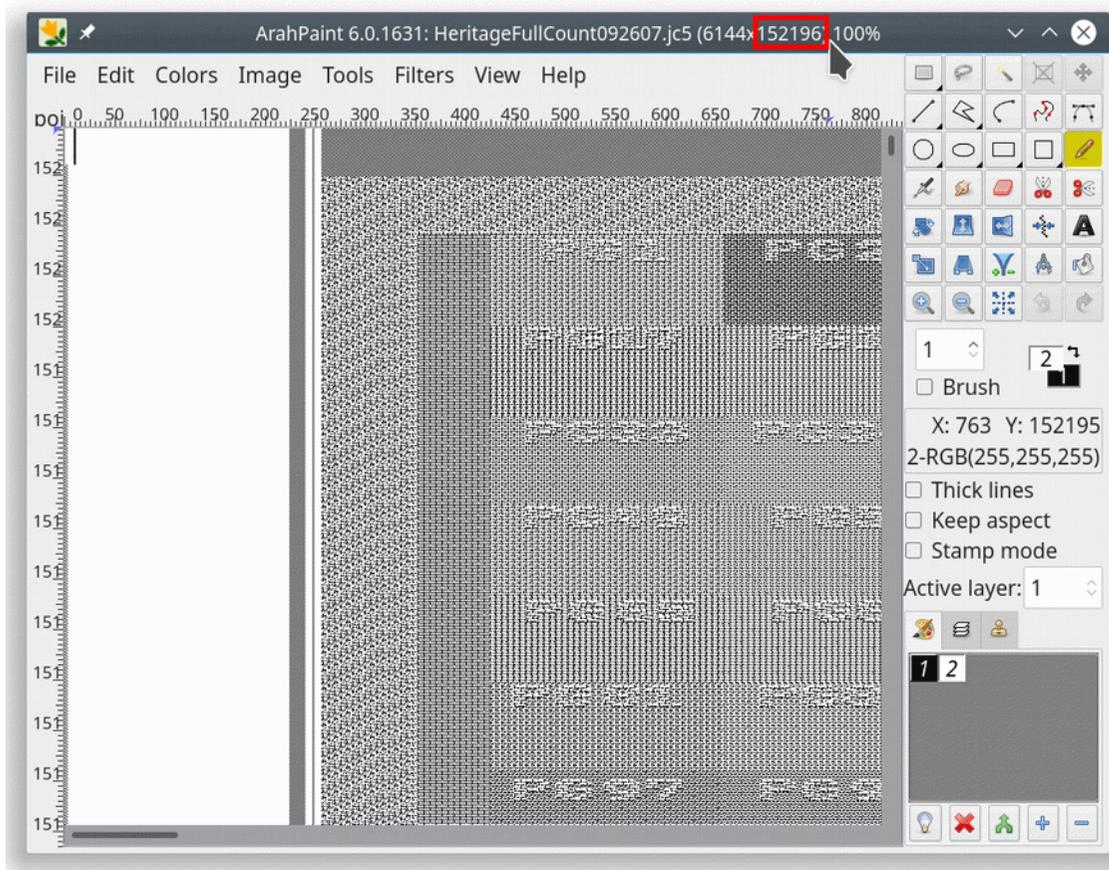


ARAHPAINT

1. ARAHPAINT SUPPORTS IMAGE SIZE BEYOND 65000 PIXELS

WHAT DOES IT DO?

In ArahPaint6 you can now load images bigger than 65000 pixels, which let's you check the jacquard cards that are bigger than 65000 wefts and up to 260.000 wefts (supported in ArahWeave XL Edition). Please note, there is still a limit in drawing: You can only do freehand drawing on up to 32000 pixel big images. This is a limit of the drawing library, and we can not fix it. You can only load big images and copy/paste the areas with selection tools.



2. SET THE BROWSE ICON SIZE

WHAT DOES IT DO?

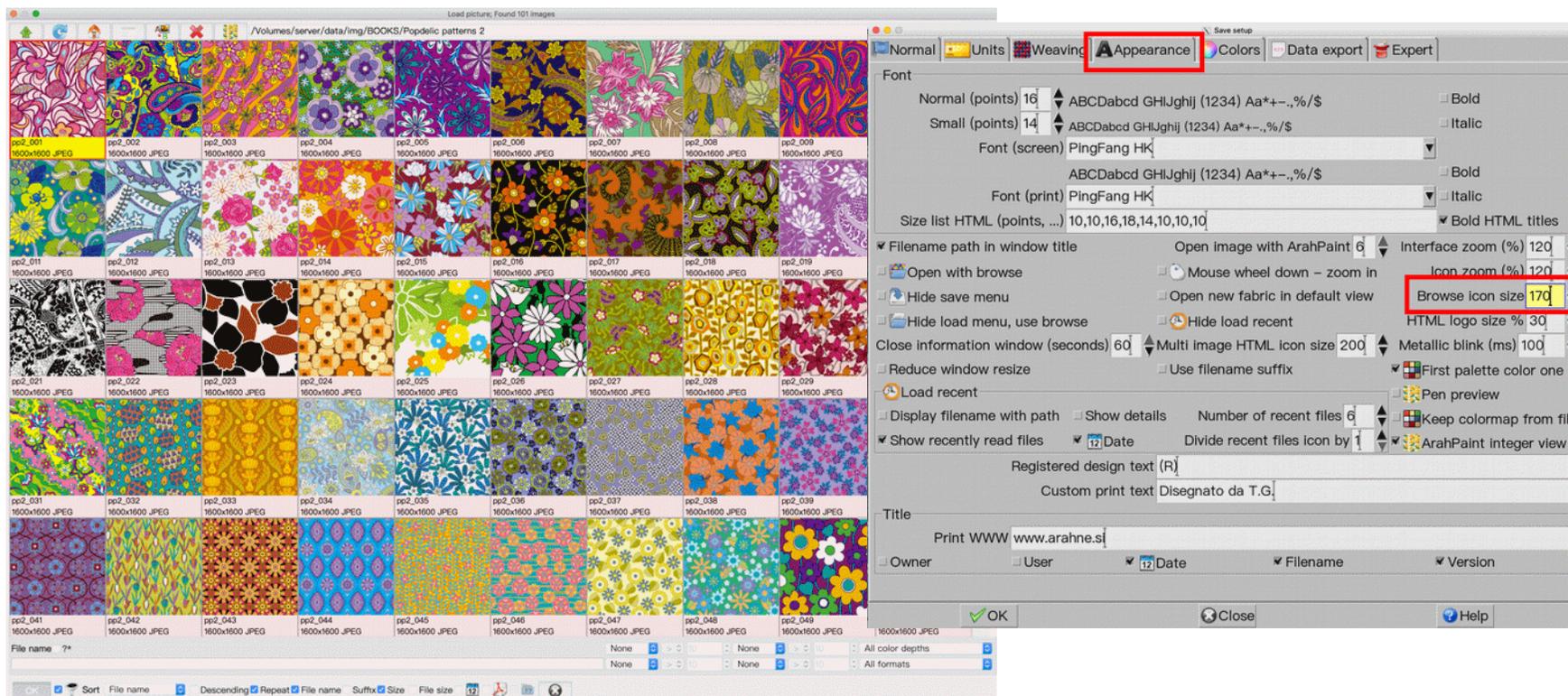
Set the size of image icon in Browser. Due to 4K and 5K screen resolutions, icons appear very small on the screen, so this function enables you to enlarge them.

WHERE ?

In **ArahWeave** go to **Help > Save setup** . Click on **Appearance** tab and set the size in pixels under **Browse icon size**.

HOW TO USE IT?

Under **Browse icon size**, insert the size in pixels, from 100-250, click OK, close the program to restart it and the icons will be displayed in the set size.



3. PREVIEW DRAWING IN REPEAT

WHAT DOES IT DO?

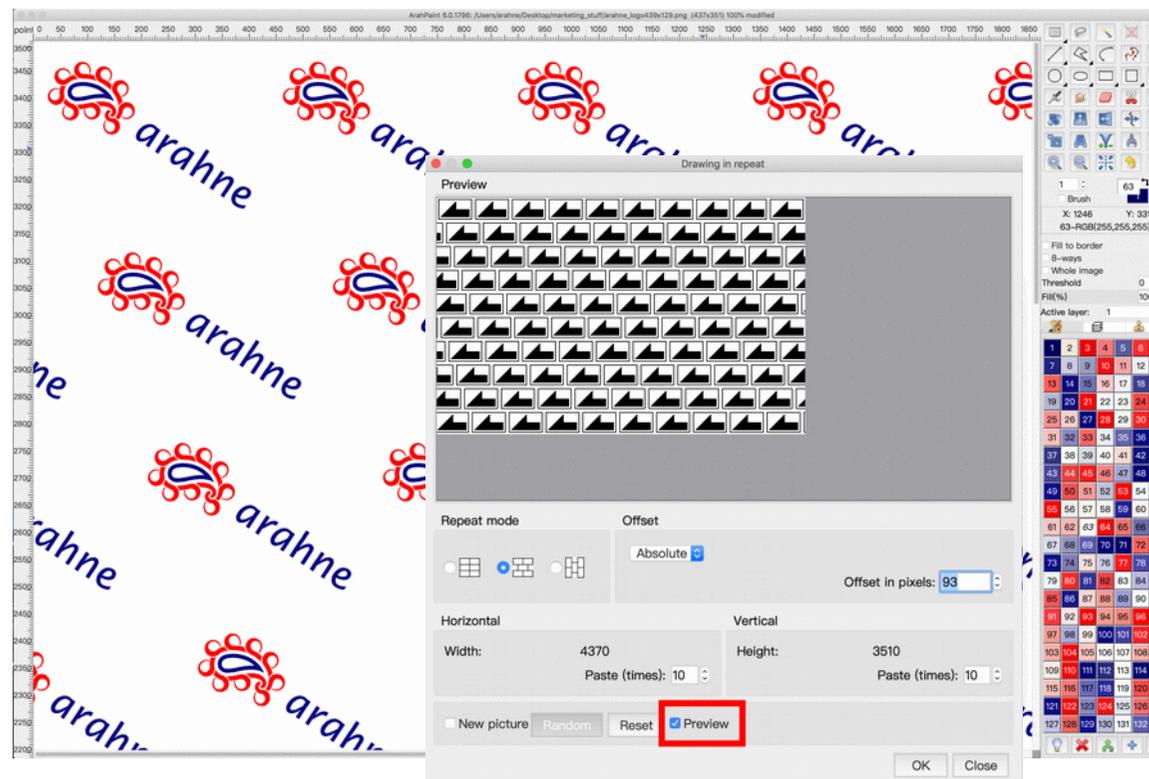
When using function Drawing in repeat, check the Preview, to see the image in the main window, while setting the repeat pattern.

WHERE ?

Go to **Image > Drawing in repeat**.

HOW TO USE IT?

In **Drawing in repeat** window check **Preview** to see the image repeat pattern in the main window. Any changes you will make, will be instantly shown in the main window.



4. RANDOM FUNCTION

WHAT DOES IT DO?

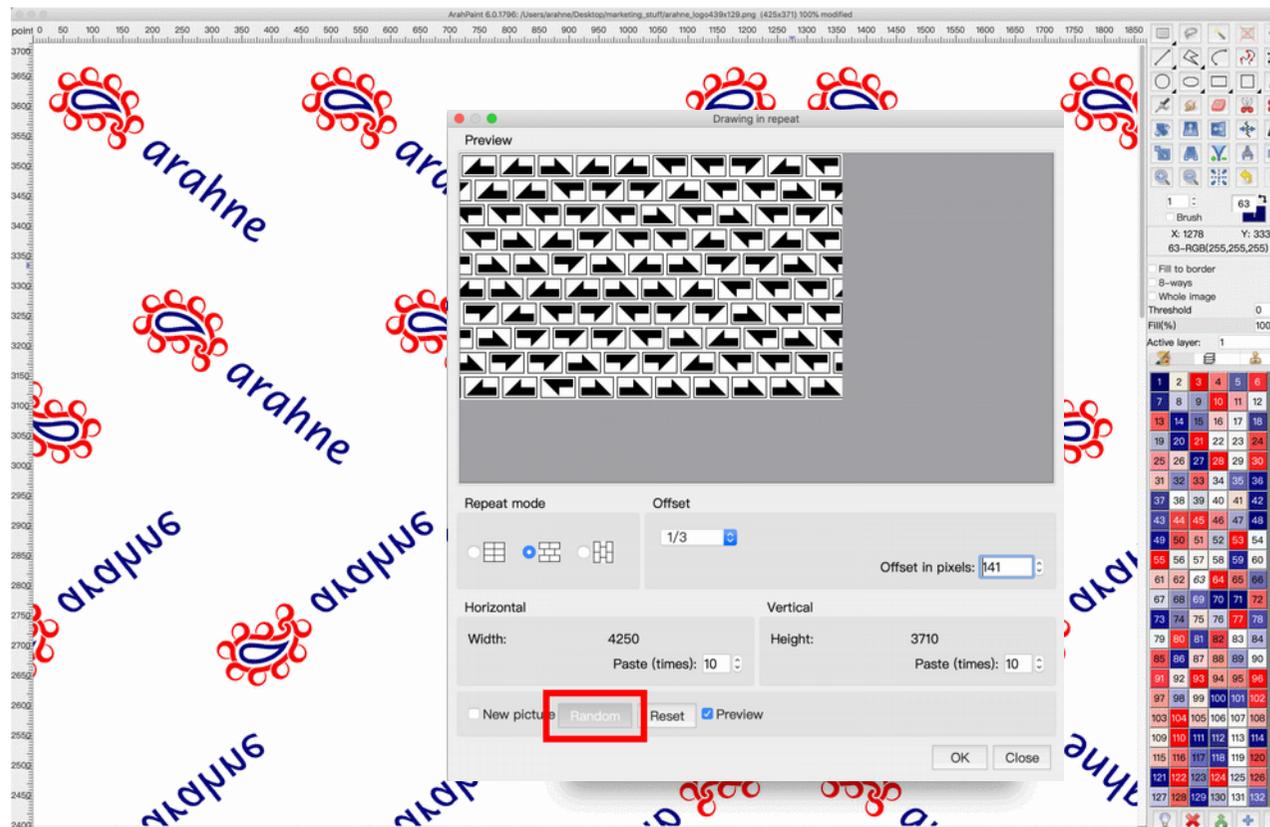
Random function helps you to create large random weave structures, that can be further used in ArahWeave for fabric design.

WHERE ?

Go to **Image > Drawing in repeat**.

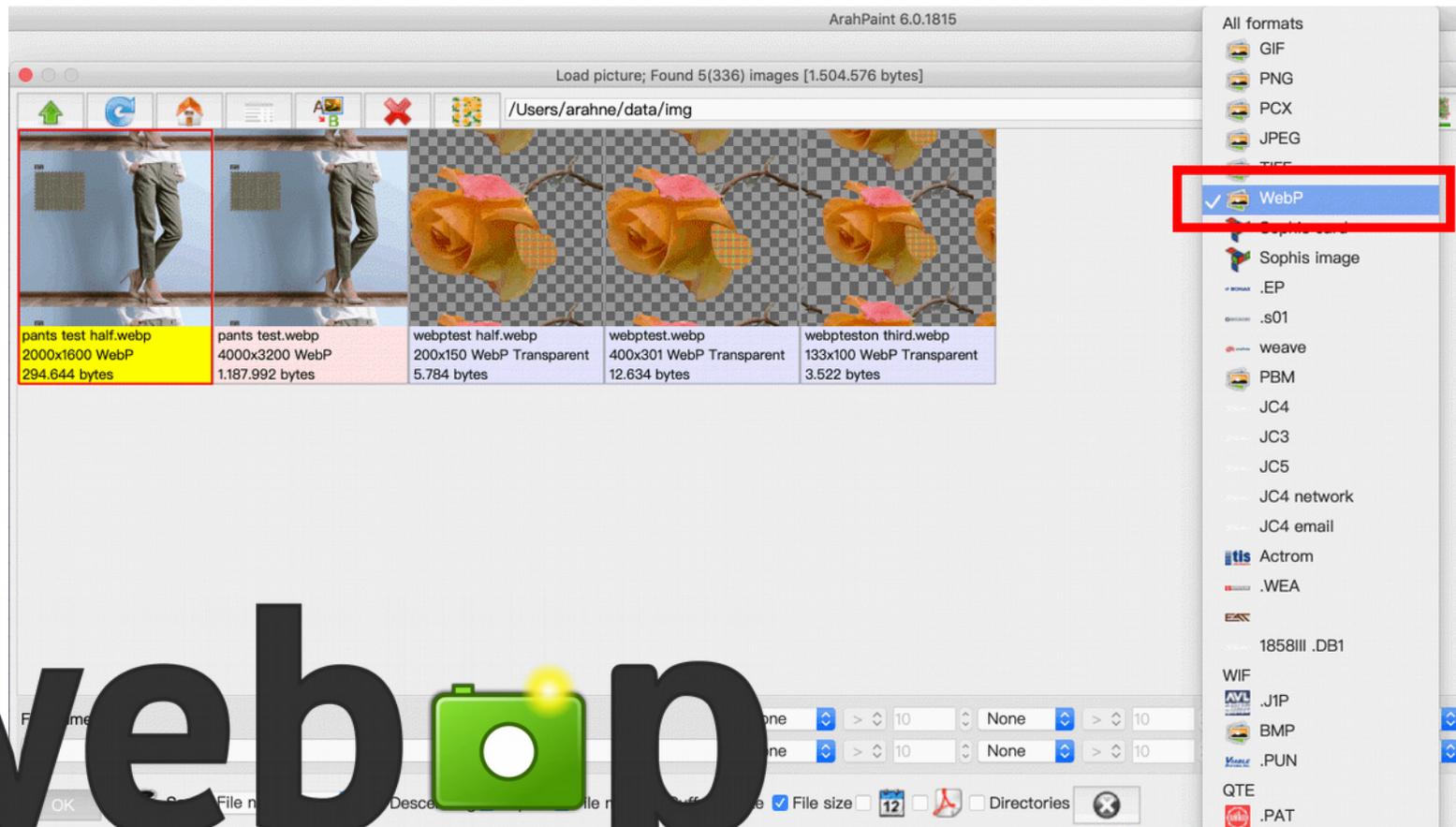
HOW TO USE IT?

Set the repeat pattern parameters and click on **Random** (use **Preview** to preview the image in the main window). You can click as many times as you want to get the desired result. Save the image and load it in ArahWeave under Weave Editor.



5. SUPPORT FOR NEW IMAGE FORMAT WEBP

WebP is a format that supports true color images (24 bits) and alpha channel transparency (32 bits), with a lossy compression and its smaller in size than JPEG and PNG, so it is very suitable for sending as well as using them online, because they don't occupy as much space as other graphic file formats.

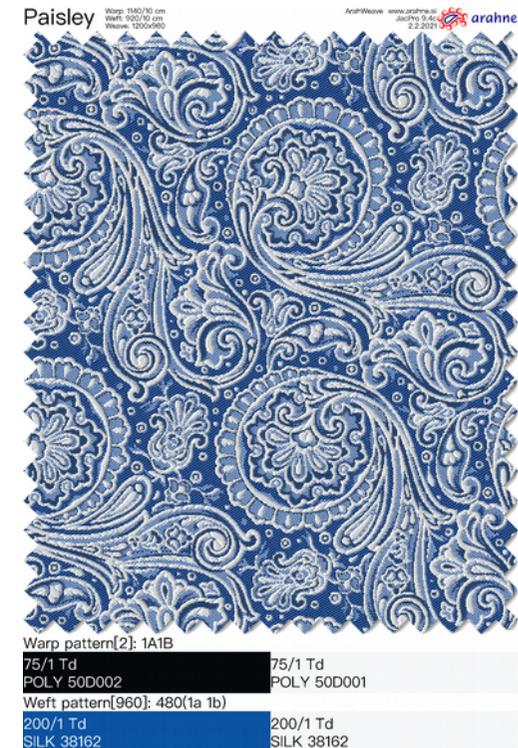
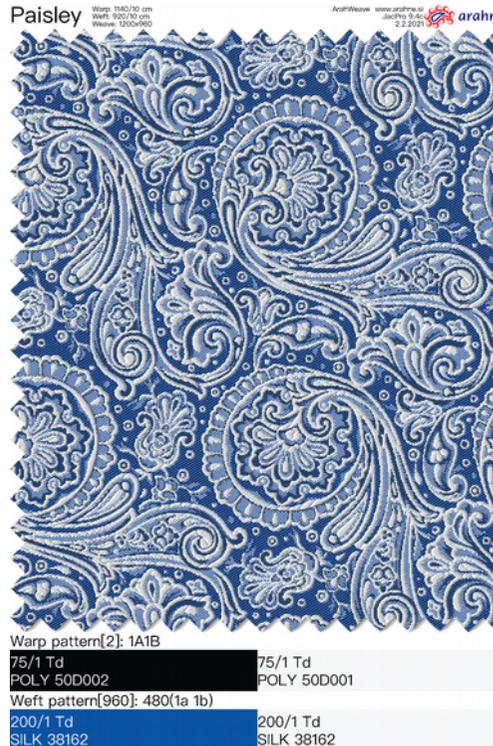
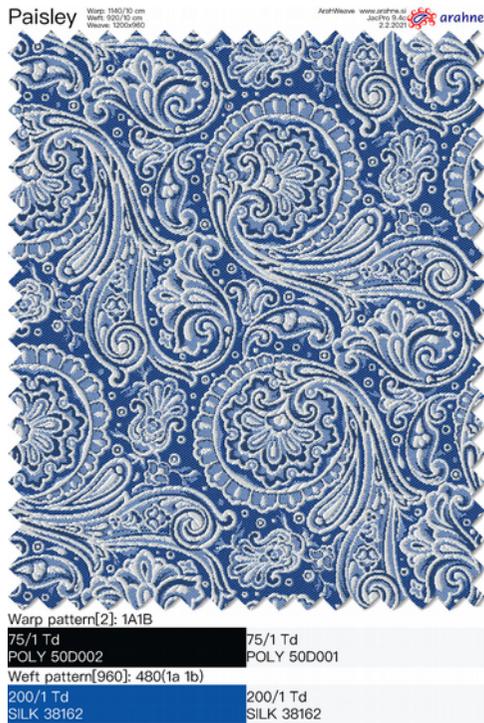


COMPARISON OF SIZES BETWEEN JPEG, PNG AND WEBP (pixel size: 1575x2362):

JPEG(2.3MB)

PNG (3.5 MB)

WEBP(1.8MB)



COMPARISON OF SIZES BETWEEN PNG WITH TRANSPARENCY AND WEBP (pixel size: 1181x1476):

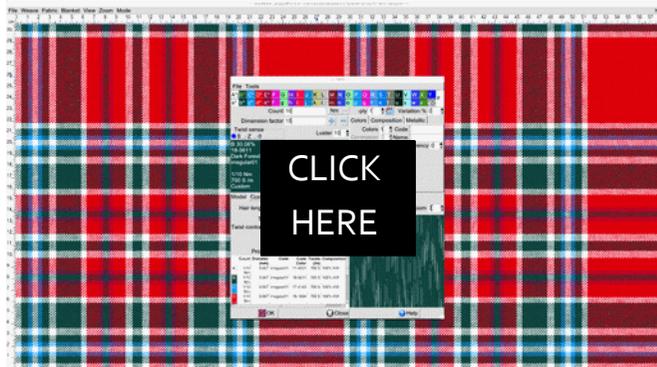
PNG WITH TRANSPARENCY (4.7 MB)

WEBP WITH TRANSPARENCY (1.4 MB)

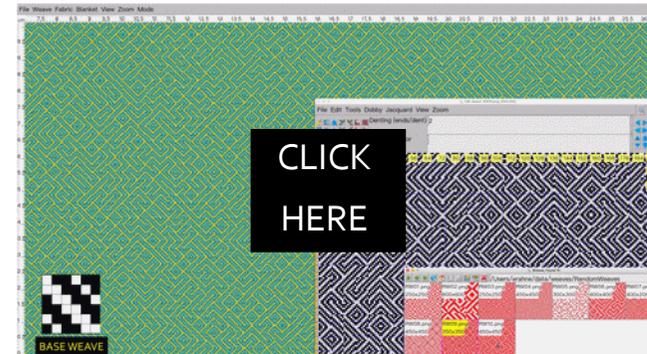


NEW VIDEO TUTORIALS

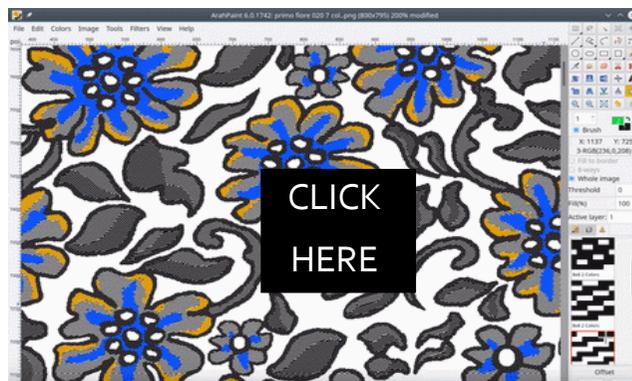
EASY TARTAN DESIGN



EASILY GENERATE RANDOM WEAVES



SHADING JACQUARD IN ARAHPAINT6



DRAWING IN REPEAT PATTERN

