

USER MANUAL

DigiBunai™
Ver-1.0

Khasi

Open Source CAD Tool For Weaving

Digital India Corporation

Ministry of Electronics & Information Technology, Govt. of India

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1 Ka Jinglamphrang

1.1 Ka jingtip Kyllum

Kane ka operational manual ka ai ia ka jinghikai kyllum kumno ban pyndonkam ia ka Software. Ka manual ka ong ba ki users ki dei ban don ka jingtip (working knowledge) kumno ban thain (weaving), shaphang ka computer bad kumno ban pyntreikam (operating conventions), kynthup kumno ban pyndonkam ia u mouse bad ki standard menus bad commands.

1.2 Ka jingpyndonkam bad ka Jingmaham

Ka Digital India Corporation (formerly Media Lab Asia) ka pyrshang ban pynkhlian/pynbiang ia ki products jong ka khnang ba phin ioh ia u soh/symbai ba bha. Kumta, ka lah ban jia ba ka user manual bad ka program ba phi pyndonkam kan sa don jingduna ne jingiapher. Ka mut ba phin lap katto katne ki features ba thymmai ha ki version ki bapher bapher. Ngi pyrshang ban pynkhlian/pynbiang ia ka application bad pyrshang ban shna simple bha katba lah. Ki jingiarap online ruh la buh lyngba ka bunai.medialabasia.in. Ngi sngewbha ruh ban ioh ki comments, feedbacks, bad ki jingaijingmut lem na ki users ryngkat bad ki report halor ki jingbymtreikambha (malfunctioning). Ngin pyrshang ban kynthup baroh ki jingaijingmut lem hynrei teng teng nging nym lah ban implement lut ia baroh ki jingaijingmut jong phi.

1.3 Shaphang ka Software

Kane ka software la pyndonkam ban shna ha baroh ki figured kumjuh ruh ban thain based pattern fabrics kum ka Saree, brocades, dress material, stole, scarf, suiting & shirting etc. Ia ka jain la thain ha ka kor thain (loom) kaba don Jacquard (s) attachment ban control ia ki individual warps. Ka Jacquard Design Fabrics ka rem dor bha namar ka jingslem ha ka por bad ki rukom thain kiba involve lang ha kaba sha ia ka Jacquard cards, pynkhreh ia ka loom (kor thain) ban pynmih ia ki new pattern, bad ka jingsuki jong ka rukom thain. Ki Jacquard designs ki kynthup ar lane palat ki basic weave bad ki rukom thain bapher bapher ba la pyndonkam na ka bynta ka tynrai. Ka software ka iarap ia ki nongpyndonkam ha kaba shna ia ki design & pynkylla ia ki, ai jingthain bapher bapher ha ka design bad shna graph jong ka design. Ki nongpyndonkam ia ka software ki lah ban shim ia ka printout jong ka design lane ai ka command ban computerized jacquard card punching machine.

1.4 Ki jingdonkam ka Application

1.4.1 Ki Jingdonkam Hardware

Ka software kan treikam bha ha kine ki configuration harum:

- ☐ Processor: Core i3 or above
- ☐ RAM: Minimum 4 GB or above
- ☐ Graphics- 2GB

1.4.2 Ka jingdonkam Software

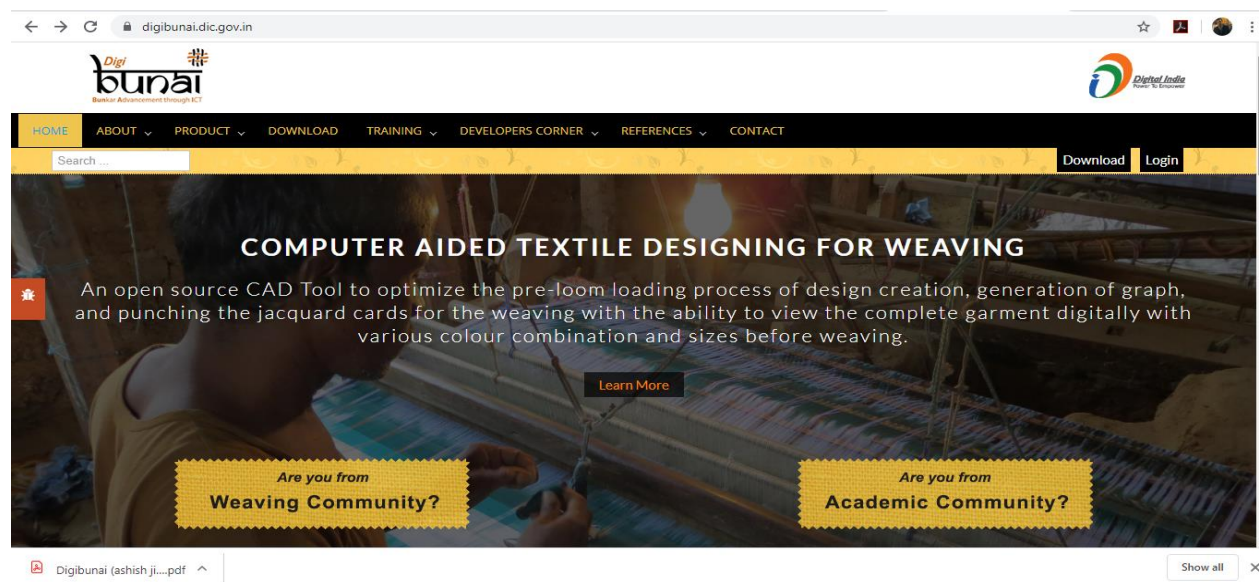
Ka minimum ka jingdonkam ka Software na ka bynta ban running Open Source CAD Tool ka long:

- ☐ Operating System: Windows 7, Windows 8, Windows 10.
- ☐ Java Runtime Environment: 1.7
- ☐ MySQL: 5.6 or above

1.5 Ban install ia ka Program

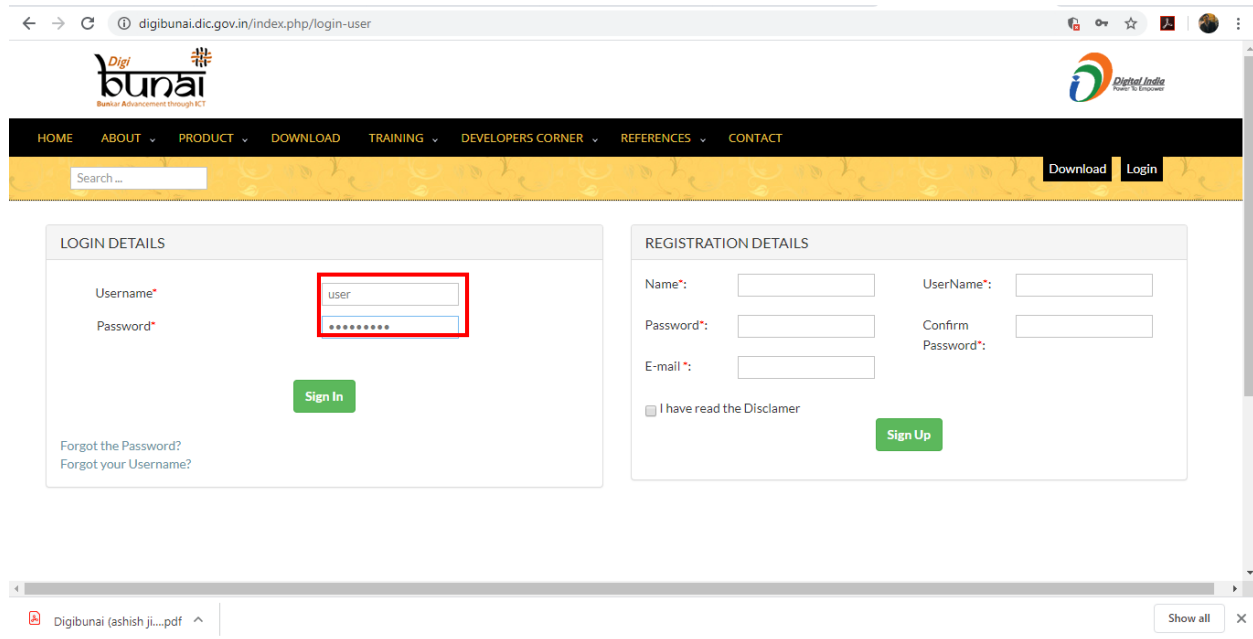
1.5.1 Ban register ia ki nongpyndonkam

Ka DigiBunai™ ka donkam ban register ia ki nongpyndonkam shwa ban Install. Ki nongpyndonkam ki lah ban register ha ka DigiBunai website (<https://digibunai.dic.gov.in/>) & bud ia ki steps ban download ia ka DigiBunai CATD installer. Plie ia ka Website bad click ha u 'Login'.



The screenshot shows the Digibunai website interface. At the top, there is a navigation bar with links: HOME, ABOUT, PRODUCT, DOWNLOAD, TRAINING, DEVELOPERS CORNER, REFERENCES, and CONTACT. Below this is a search bar and buttons for Download and Login. The main content area is divided into two sections: LOGIN DETAILS and REGISTRATION DETAILS. The LOGIN DETAILS section includes fields for Username and Password, a Sign In button, and links for Forgot the Password? and Forgot your Username?. The REGISTRATION DETAILS section includes fields for Name, Username, Password, Confirm Password, and E-mail, a checkbox for I have read the Disclaimer, and a Sign Up button. The website features the Digibunai logo and the Digital India logo.

Pyndap ia ka Login Details bad Click ha u **LOGIN**



← → ↻ digibunai.dic.gov.in/index.php/login-user

Digi bunai
Bunkar Advancement through ICT

HOME ABOUT PRODUCT DOWNLOAD TRAINING DEVELOPERS CORNER REFERENCES CONTACT

Search ... Download Login

LOGIN DETAILS

Username* user
Password* *****

Sign In

Forgot the Password?
Forgot your Username?

REGISTRATION DETAILS

Name*: UserName*:
Password*: Confirm Password*:
E-mail*:

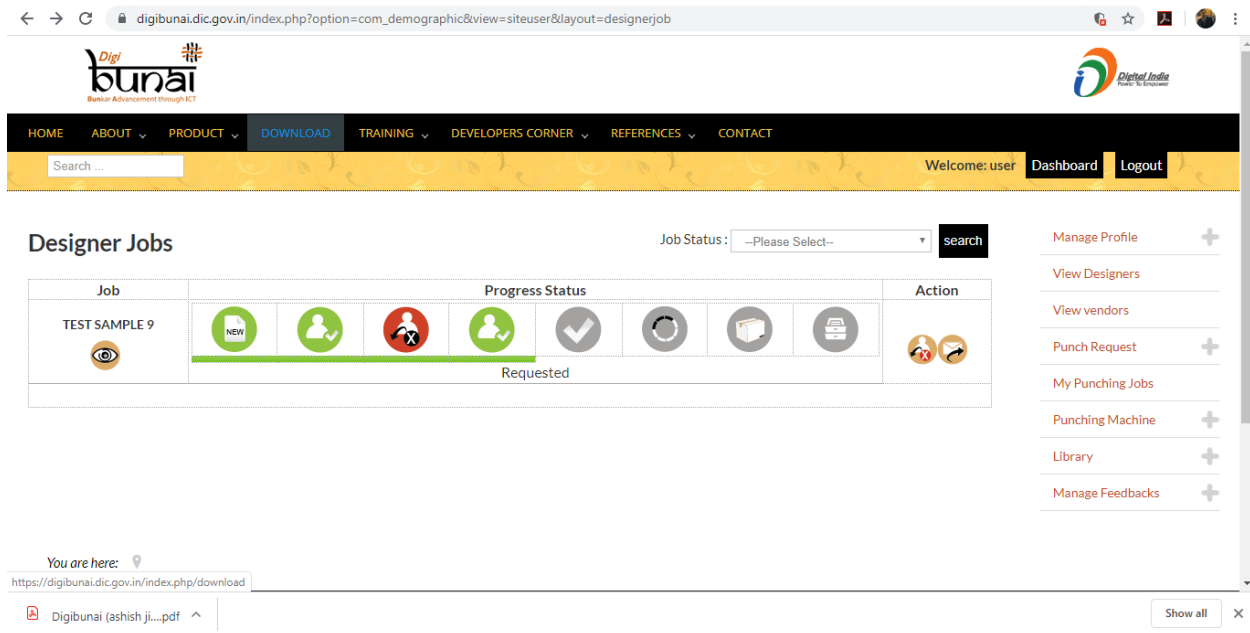
☐ I have read the Disclaimer

Sign Up

Digibunai (ashish ji....pdf)

Show all

Click ha u **Downloads**



← → ↻ digibunai.dic.gov.in/index.php?option=com_demographic&view=siteuser&layout=designerjob

Digi bunai
Bunkar Advancement through ICT

HOME ABOUT PRODUCT DOWNLOAD TRAINING DEVELOPERS CORNER REFERENCES CONTACT

Search ... Welcome: user Dashboard Logout

Designer Jobs

Job Status: --Please Select-- search

Job	Progress Status	Action
TEST SAMPLE 9 	NEW        Requested	

You are here: 

https://digibunai.dic.gov.in/index.php/download

Digibunai (ashish ji....pdf)

Show all

Manage Profile +
View Designers
View vendors
Punch Request +
My Punching Jobs
Punching Machine +
Library +
Manage Feedbacks +

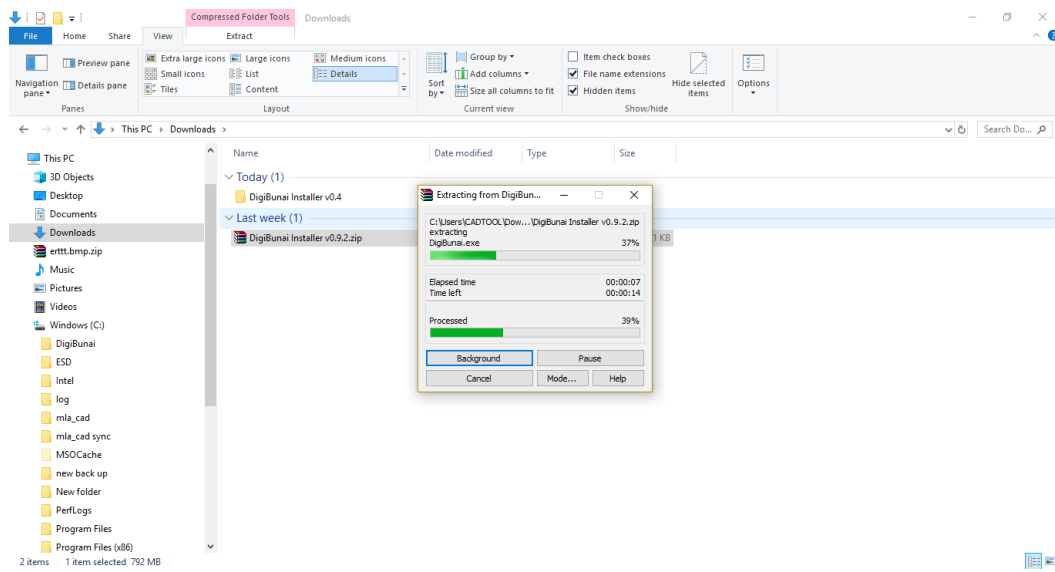
Click ha u Installer ban download ia ka software

The screenshot shows the DigiBunai website interface. The top navigation bar includes links for HOME, ABOUT, PRODUCT, DOWNLOAD, TRAINING, DEVELOPERS CORNER, REFERENCES, and CONTACT. A search bar is located on the left, and a user login area on the right shows 'Welcome: user' with links for Dashboard and Logout. The main content area is titled 'Software Installation' and features a sidebar with links like 'Manage Profile', 'View Designers', 'View vendors', 'Punch Request', 'My Punching Jobs', 'Punching Machine', 'Library', and 'Manage Feedbacks'. The main text explains that the DigiBunai application can be downloaded and installed using the DigiBunai™ Installer. It mentions that the installer contains the DigiBunai™ Ver 0.9.6 Beta version of the application. For updating the installed application version, users are directed to the 'software update' section to download the latest binary archive file and unzip it at the installation directory. A note advises users to replace application files with the latest release binary files after referring to the readme.txt file. For help in the installation process, users are instructed to download the 'User Manual'. Under the 'LATEST INSTALLER' section, there is a link to 'Download DigiBunai™ Installer for Ver 0.9.6 Beta-2020/01/10'. Under the 'USER MANUAL' section, there is a link to 'DigiBunai™ User Manual for Version 0.9.6 Beta uploaded on 2020/01/10'. A note at the bottom states: 'N.B. Please write to cadtool@medialabasia.in for any assistant.'

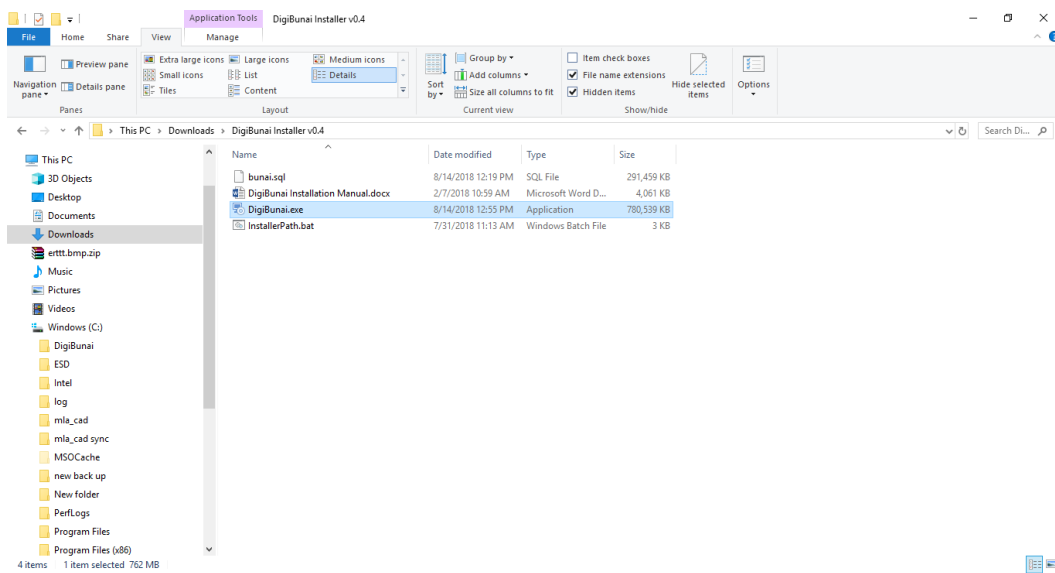
Extract ia ka installer na ka zip file

The screenshot shows a Windows File Explorer window with the 'Downloads' folder selected. The file list shows a single file named 'DigiBunai Installer v0.9.2.zip' with a date modified of '10/5/2018 11:28 AM' and a size of '811,601'. A right-click context menu is open over the file, showing options such as 'Open', 'Open with WinRAR', 'Extract files...', 'Extract Here', 'Extract to DigiBunai Installer v0.9.2\...', 'Scan for viruses', 'Check reputation in KSN', 'Share', 'Open with', 'Give access to', 'Burn to data disc', 'Make "Downloads.iso"', 'Add to data compilation...', 'Add to ISO compilation...', 'Restore previous versions', 'Send to', 'Cut', 'Copy', 'Create shortcut', 'Delete', 'Rename', and 'Properties'. The 'Extract Here' option is highlighted.

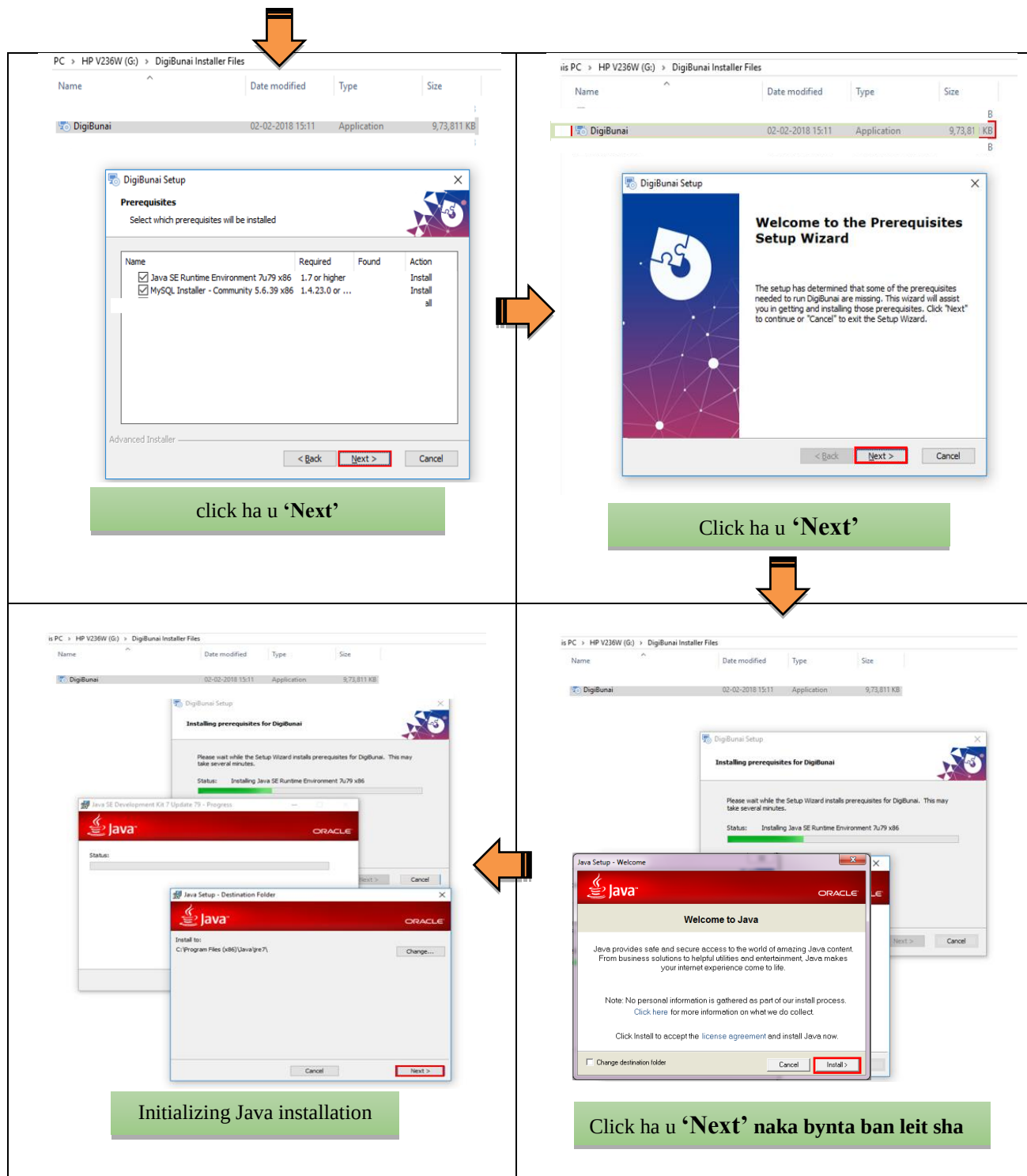
Ka Extracted file ka shna ia ka ‘DigiBunai Installer’ folder & click ha ka folder hadien ba la dep ia ka extraction process

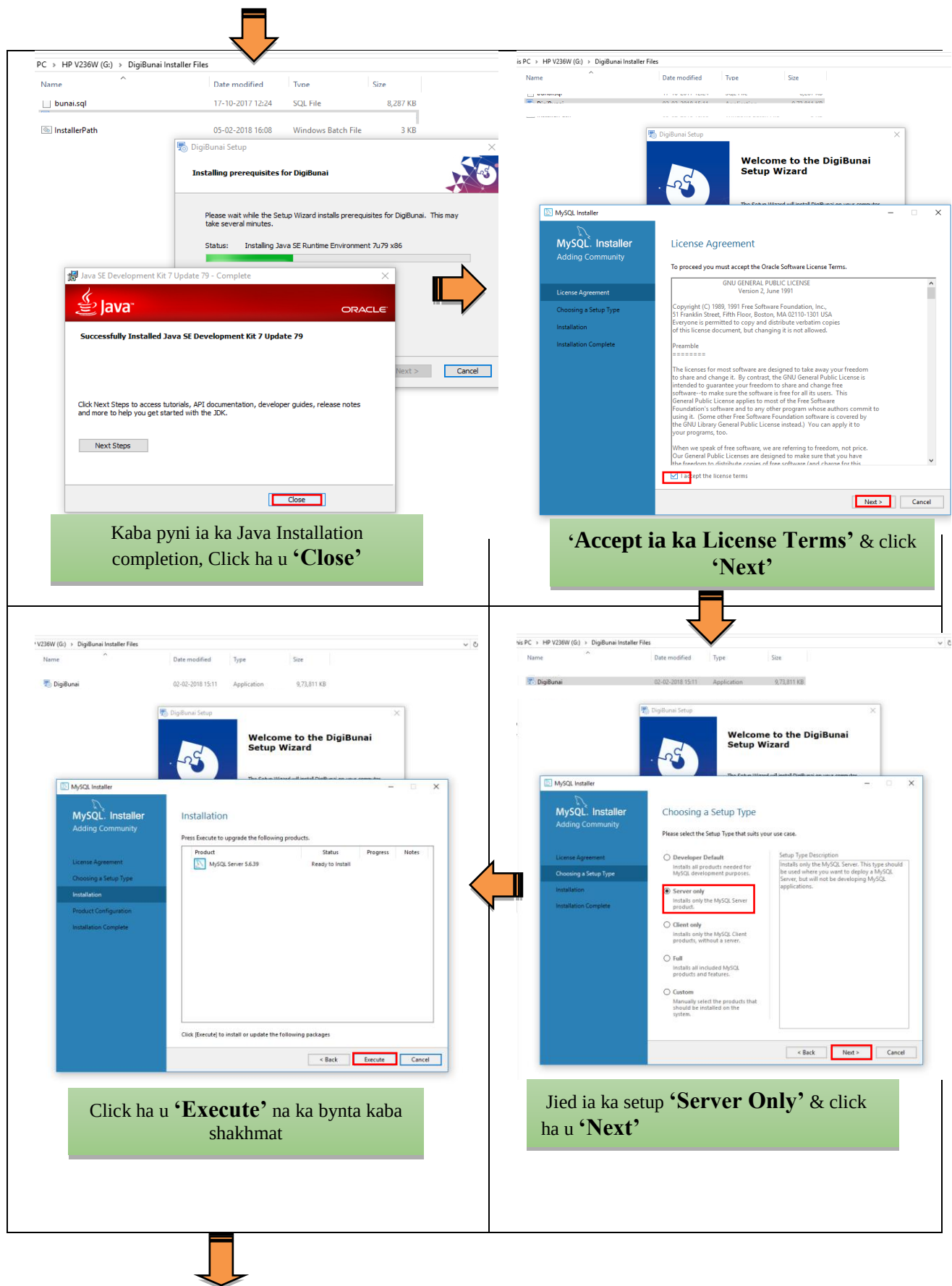


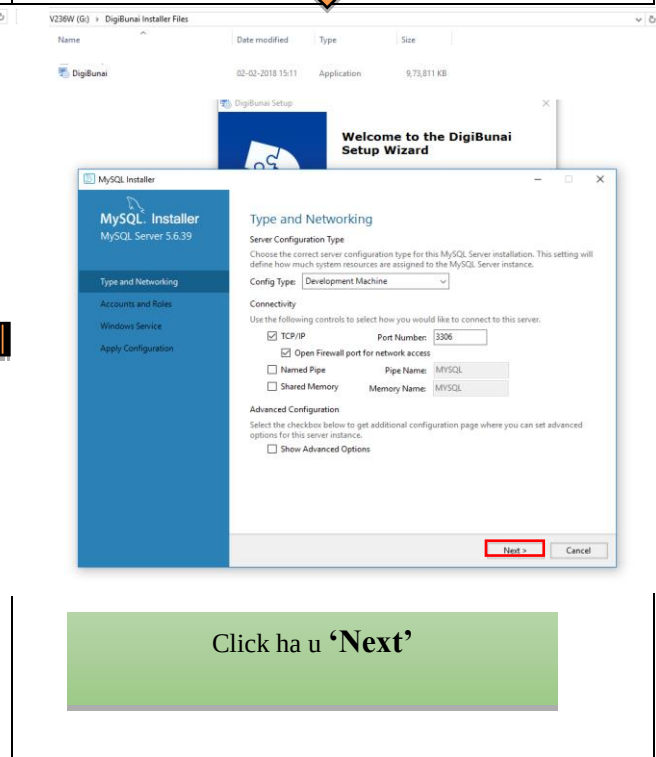
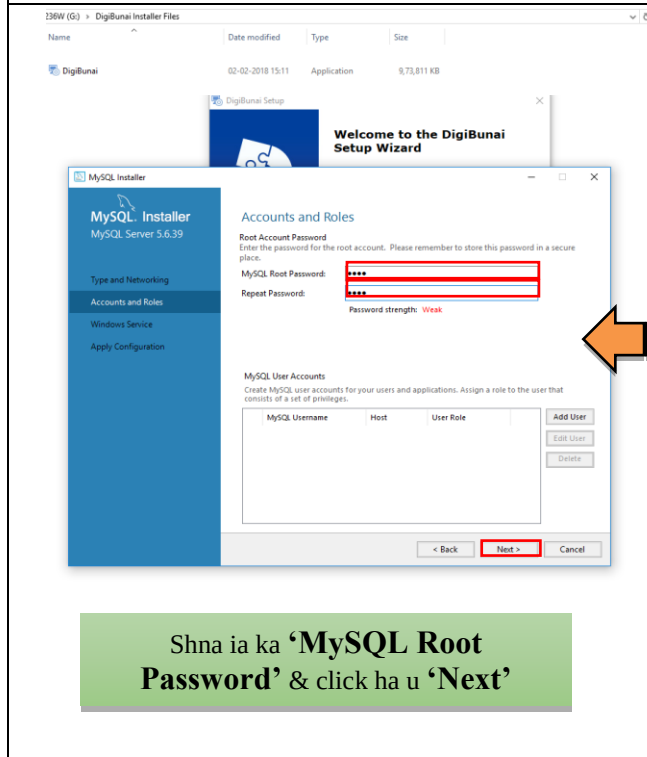
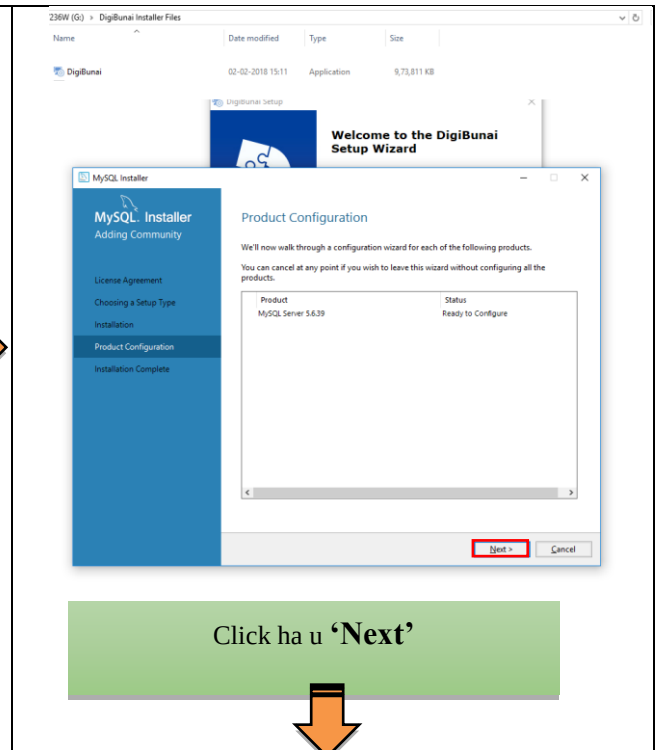
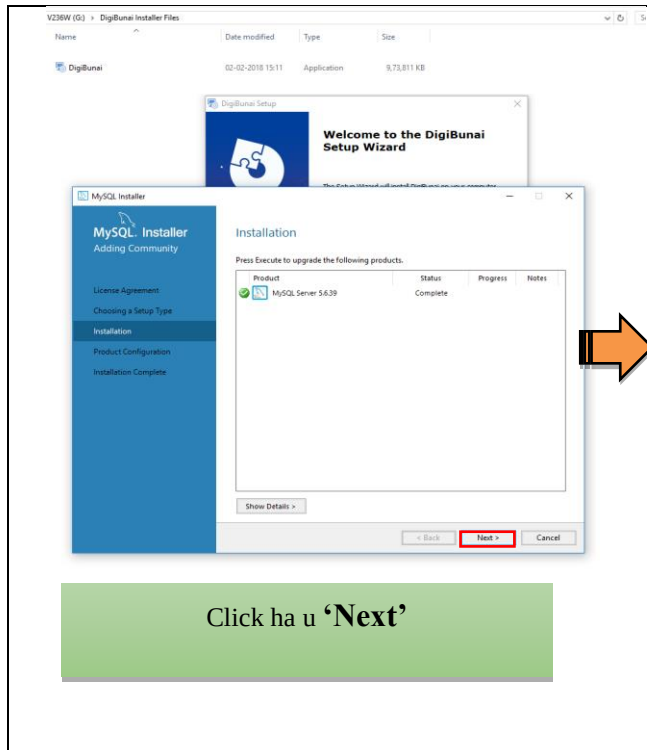
Click ha ka ‘DigiBunai.exe’ ban sdang ia ka installation process

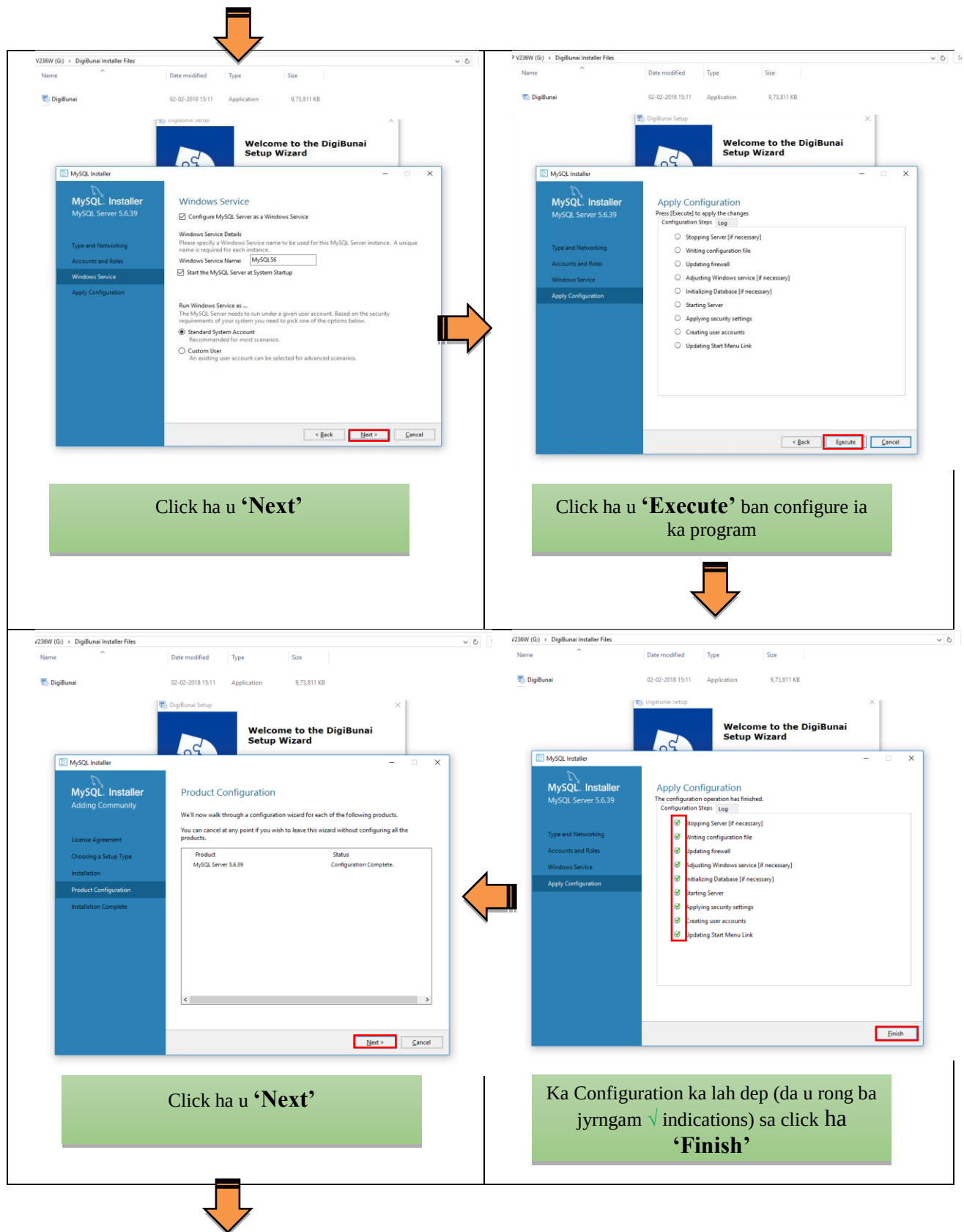


1.6 Ban install ia ka DigiBunai™











File Explorer: /Z36W (G:) > DigiBunai Installer Files

Name	Date modified	Type	Size
DigiBunai	02-02-2018 15:11	Application	9,73,811 KB

MySQL Installer: Installation Complete

Click ha u **'Finish'** ban khang ia ka MySQL Installation window

File Explorer: VZ36W (G:) > DigiBunai Installer Files

Name	Date modified	Type	Size
DigiBunai	02-02-2018 15:11	Application	9,73,811 KB

DigiBunai Setup: Welcome to the DigiBunai Setup Wizard

DigiBunai Application Installation ka sdang, Click ha u **'Next'**



File Explorer: /Z36W (G:) > DigiBunai Installer Files

Name	Date modified	Type	Size
DigiBunai	02-02-2018 15:11	Application	9,73,811 KB
			3 KB

DigiBunai Setup: Ready to Install

Click ha u **'Install'**

File Explorer: /Z36W (G:) > DigiBunai Installer Files

Name	Date modified	Type	Size
DigiBunai	02-02-2018 15:11	Application	9,73,811 KB
			3 KB

DigiBunai Setup: Select Installation Folder

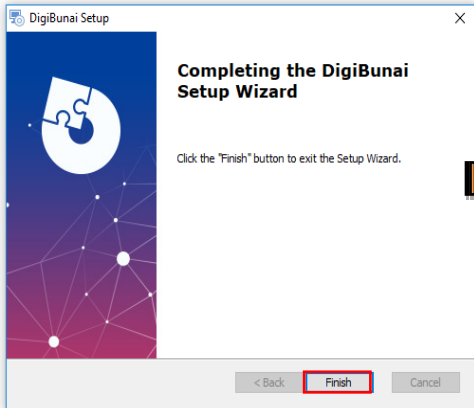
Click ha u **'Next'**





236W (G) > DigiBunai Installer Files

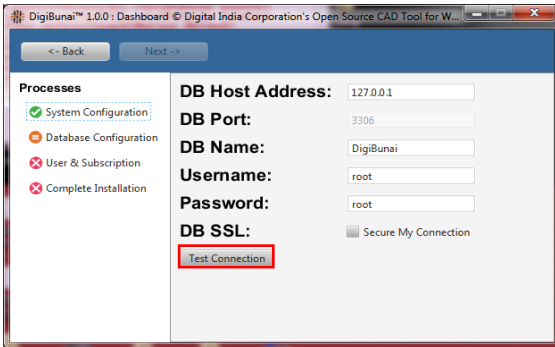
Name	Date modified	Type	Size
DigiBunai	02-02-2018 15:11	Application	9,73,811 KB



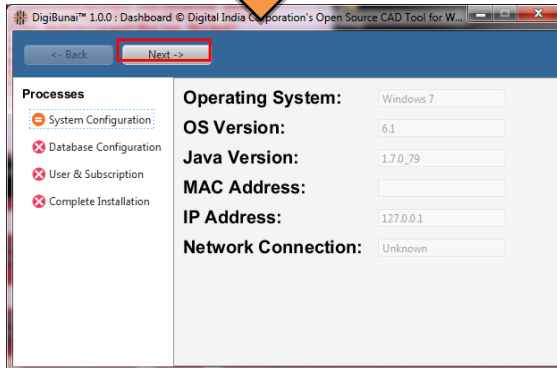
Click ha u **'Finish'**



Click ha u **'DigiBunai'** Icon

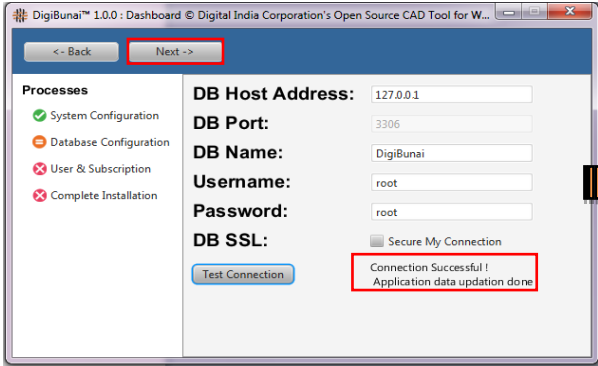


Buh ia u password kaju kum ha ka MySQL password nangta
Click ha u **'Test Connection'**



Click ha u **'Next'**





Processes

- System Configuration
- Database Configuration
- User & Subscription
- Complete Installation

DB Host Address: 127.0.0.1

DB Port: 3306

DB Name: DigiBunai

Username: root

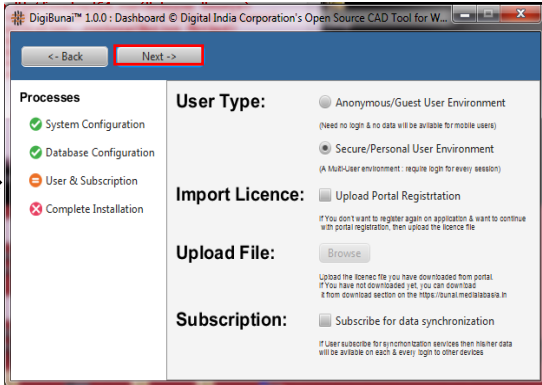
Password: root

DB SSL: ☐ Secure My Connection

Test Connection

Connection Successful !
Application data updation done

Peit ia ka message 'Connection Successful'
nangta Click ha u 'Next'



Processes

- System Configuration
- Database Configuration
- User & Subscription
- Complete Installation

User Type:

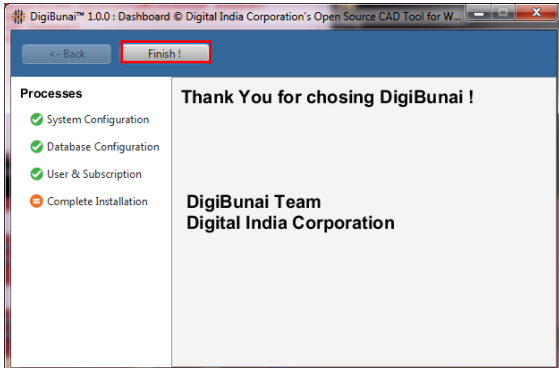
- Anonymous/Guest User Environment
(Need no login & no data will be available for mobile users)
- Secure/Personal User Environment
(A Multi-User environment, require login for every session)

Import Licence: ☐ Upload Portal Registration

Upload File:

Subscription: ☐ Subscribe for data synchronization

Click ha u 'Next'



Processes

- System Configuration
- Database Configuration
- User & Subscription
- Complete Installation

Thank You for chosing DigiBunai !

DigiBunai Team
Digital India Corporation

Click ha u 'Finish'

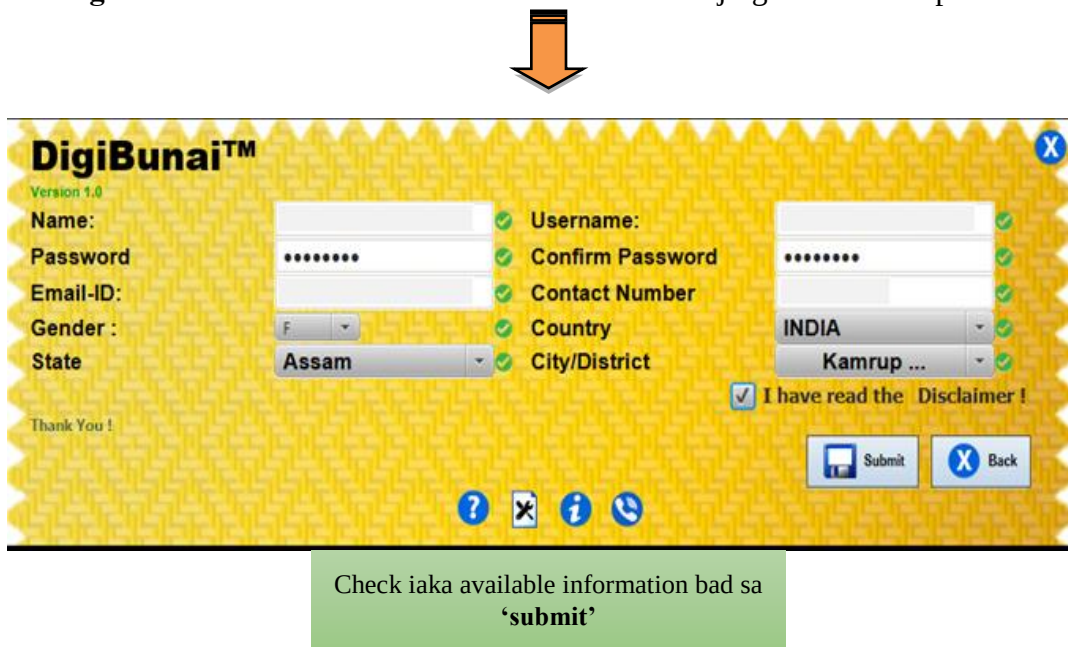
1.6.1 Shna thymmai iaki nongpyndonkam - Sign Up

Hadien ba la pyndep ia ka installation process, ki nongpyndonkam ki donkam ban pyndep ia ka 'Sign Up' process.



Lada phi lah dep lypa ban registered haka software, phi lah click ha 'Registered user' bad lada ki nongpyndonkam ki dei kiba thymmai haka software, click ha 'New User' option ban **Sign Up**.

Ban '**Registered User**' ka screen kaba harum lem bad ki jingbthah kan sa paw.



Na ka bynta ki 'New User' (ki nongpyndonkam ba thymmai) ka screen kan sa paw harum.

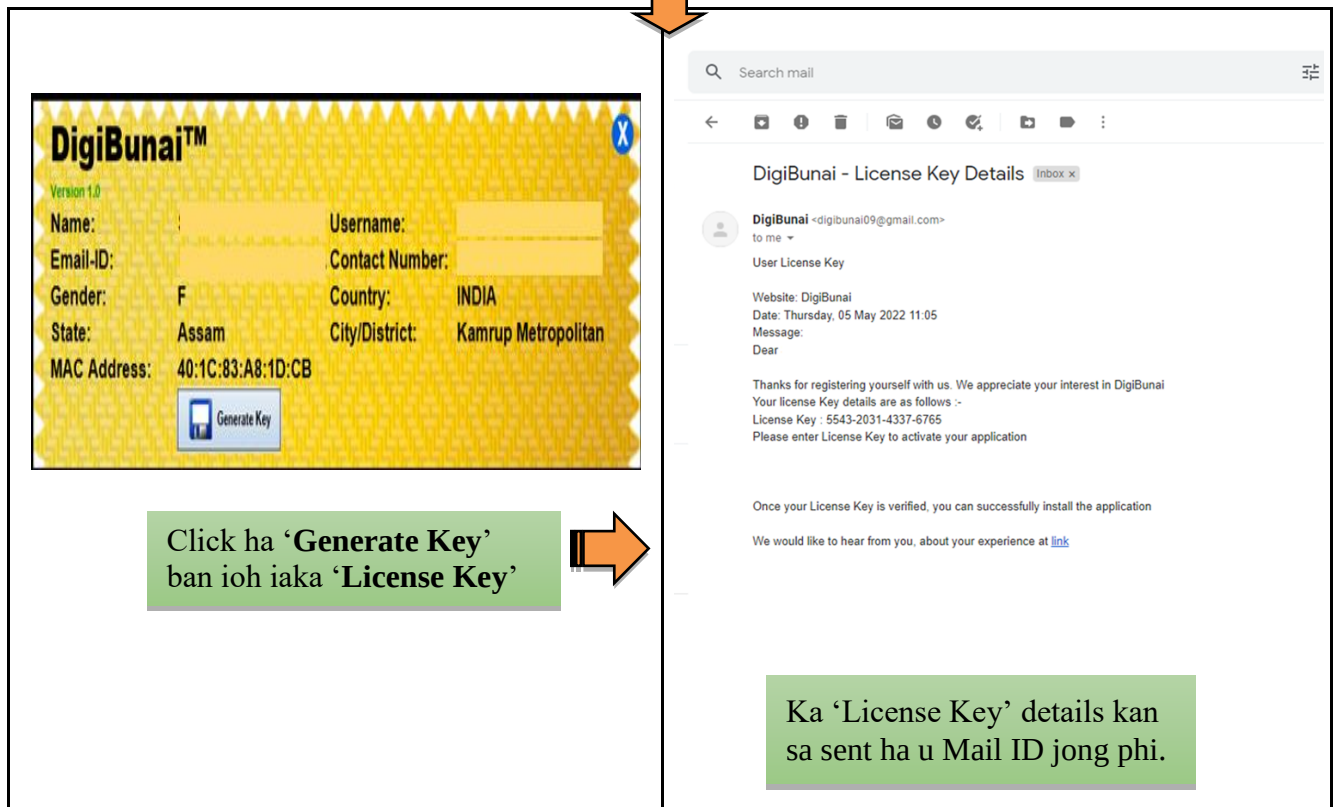


The image shows the DigiBunai™ registration form. It has a yellow background with a woven texture. The form includes fields for Name, Password, Email-ID, Gender, State, Username, Confirm Password, Contact Number, Country, and City/District. There are also dropdown menus for Gender and State. A checkbox for 'I have read the Disclaimer!' is present. At the bottom, there are 'Submit' and 'Back' buttons. The form is titled 'DigiBunai™ Version 1.0'.

Pyndap ia ka details naka bynta ka registration
sa click haka 'Submit'

Ki nongpyndonkam ki donkam ban pyndap ia ki details bad accept ia ki Terms & Condition bad
click ha u Submit button.

Hadien ba lah dep ban submit iaka information jong u nongpyndonkam, a 'License Key' kan sa
send ha u Email ID jong u nongpyndonkam.



The image shows the DigiBunai™ License Key Details screen. It has a yellow background with a woven texture. The screen displays the user's details: Name, Email-ID, Gender, State, MAC Address, Username, Contact Number, Country, and City/District. A 'Generate Key' button is at the bottom. An arrow points from the 'Generate Key' button to the email details. The email details show the sender 'DigiBunai <digibunai09@gmail.com>' and the subject 'DigiBunai - License Key Details'. The message body contains the license key details and instructions on how to use it.

Click ha 'Generate Key'
ban ioh iaka 'License Key'

Ka 'License Key' details kan
sa sent ha u Mail ID jong phi.

Copy bad paste iaka 'Licence Key' bad click ha 'Validate Key'

Hadien ba lah dep generate and submit iaka 'License Key', ka registration process ka lah dep bad ka software ka lah long ready ban pyndonkam.

Pyndap ia ka 'Username' bad 'Password' ban pyndonkam iaka software.

1.6.2 Kaba Login da ki nongpyndonkam barim – Sign In

Ki nongpyndonkam ki donkam ban enter ia u username bad password bad click ha ka Sign In.

1.6.3 Kaba Klet ia u Password

- Ioh lehse ki nongpyndonkam ki klet noh ia u password, u/ka donkam ban click ha u Forgot Password Button bad screen ba hapoh kan sa paw.

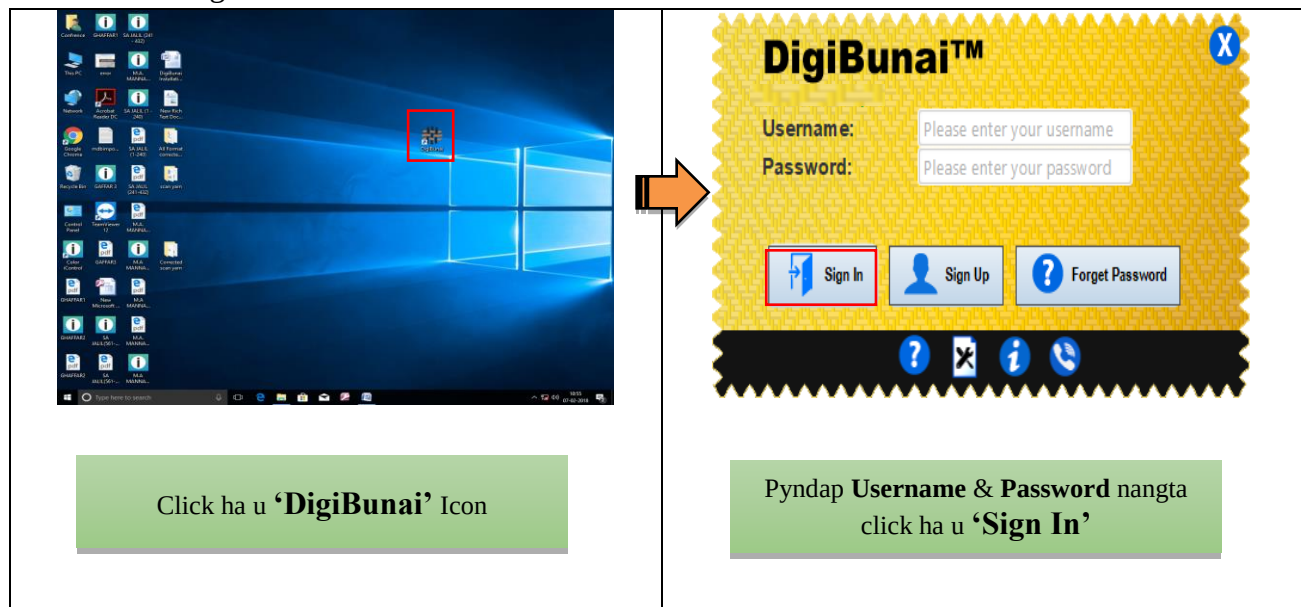
- Ki nongpyndonkam ki donkam ban enter ia u user name bad email, bad u password ba thymmai yn sa sent ha ka email ID ba la dep register.



Forget Password

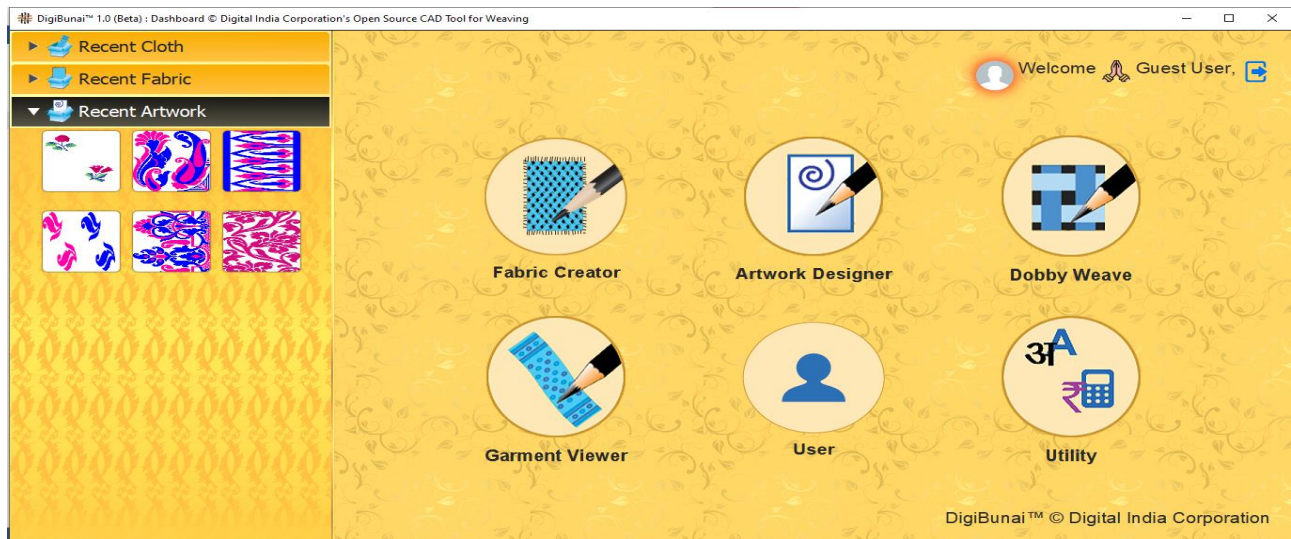
1.7 Kaba pyntreikam ia ka application

Click ha ka DigiBunai Shortcut Icon



1.8 Dashboard

Hadien ba la dep Login, ka dashboard screen kan paw kum kane harum:



DigiBunai™ Dashboard

Ka dashboard ka pyni iaki kam ba dang shu pyndep (recent work) ba la pyndep da ki user ha ka rukom jong ki recent artwork, weaves bad fabrics. Kan don ruh ka kyrteng jong ki nongpyndonkam ha ka screen kata Welcome 'User Name'.

1.8.1 Ka size jong ka Fabric bad Artwork

U nongpyndonkam u donkam ban pynrung/enter ia ka size jong ka component bapher bapher jong ka Saree viz. border, Cross Border, Pallu (Anchal), Body (Pot), Konia and Skirt. Ki parameters bapher bapher na ka bynta ban thain ia ka jain donkam ban pyndap ha kane ka section kum ka Reed Count (Stockport), Thread per dent, Ends per inch, Picks per inch, Fabric length & Fabric Width.

DigiBunai™ 1.0 (Beta) : Utility - Configuration © Digital India Corporation's Open Source CAD Tool for Weaving

Home Screen Parent Screen Support

Fabric Configuration

Fabric/Artwork	Miscellaneous	Warp Thread/Yarn	Warp Thread/Yarn
Cloth Type :	Body	Hooks :	240
Fabric Type :	Plain	Ends :	240
Fabric raw length (inch):	256.0	Picks :	298
Fabric width (inch):	47.0	Reed Count :	112
		Dents per Inch :	56
		Thread Per Dents :	1
Artwork length (inch):	3.973	Picks Per Inch :	75
Artwork width (inch):	4.286	Hooks Per Inch :	56
Graph Size :	12x16	Ends Per Inch :	56

Apply Cancel

Welcome TO DigiBunai™ CAD Tool

1.8.2 Warp thread

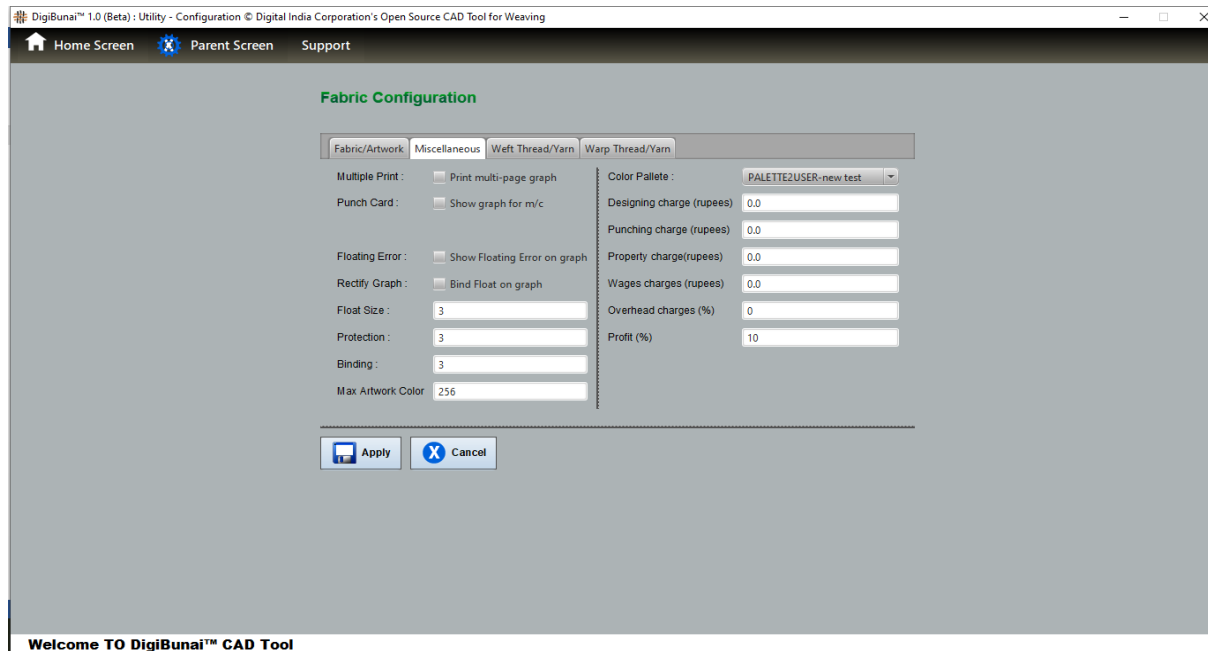
U nongpyndonkam u donkam ban enter ia ka yarn properties viz. type, color, count, twist etc.

1.8.3 Weft thread

U nongpyndonkam u donkam ban enter ia ka yarn properties viz. type, color, count, twist etc.

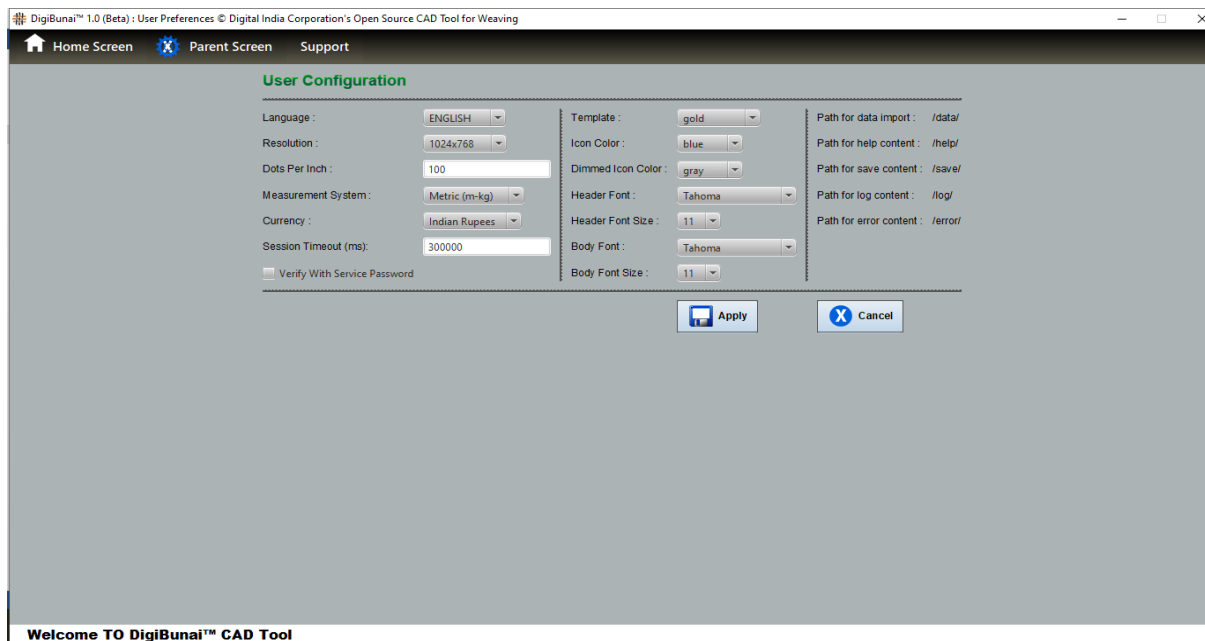
1.8.4 Miscellaneous

U nongpyndonkam u donkam ban da pynthikna ia ka repeat, maximum float, binding, protection, color palette & Maximum Artwork Color.



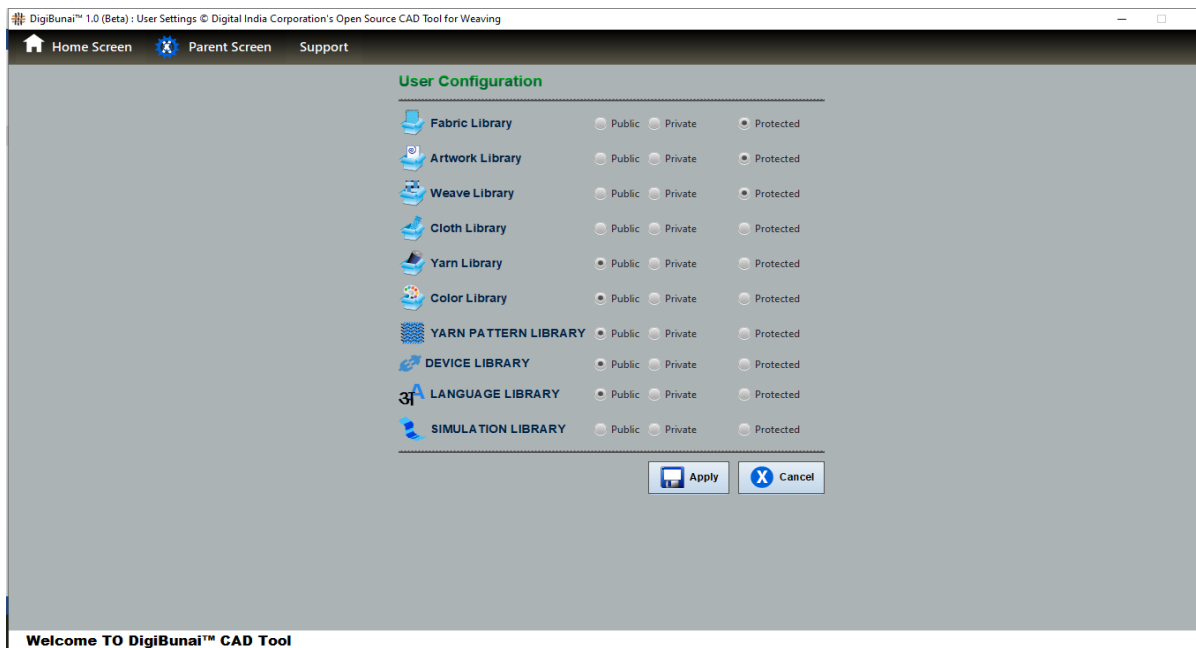
1.8.5 Ka Setting naka bynta ki nongpyndonkam

Ki nongpyndonkam ki donkam ban buh ia ka kyntien(language), resolution, Dots Per Inch, measurement system, currency, theme, font jong ka header bad path na ka bynta skynshew ia ki file bapher bapher viz. export, import, log etc.



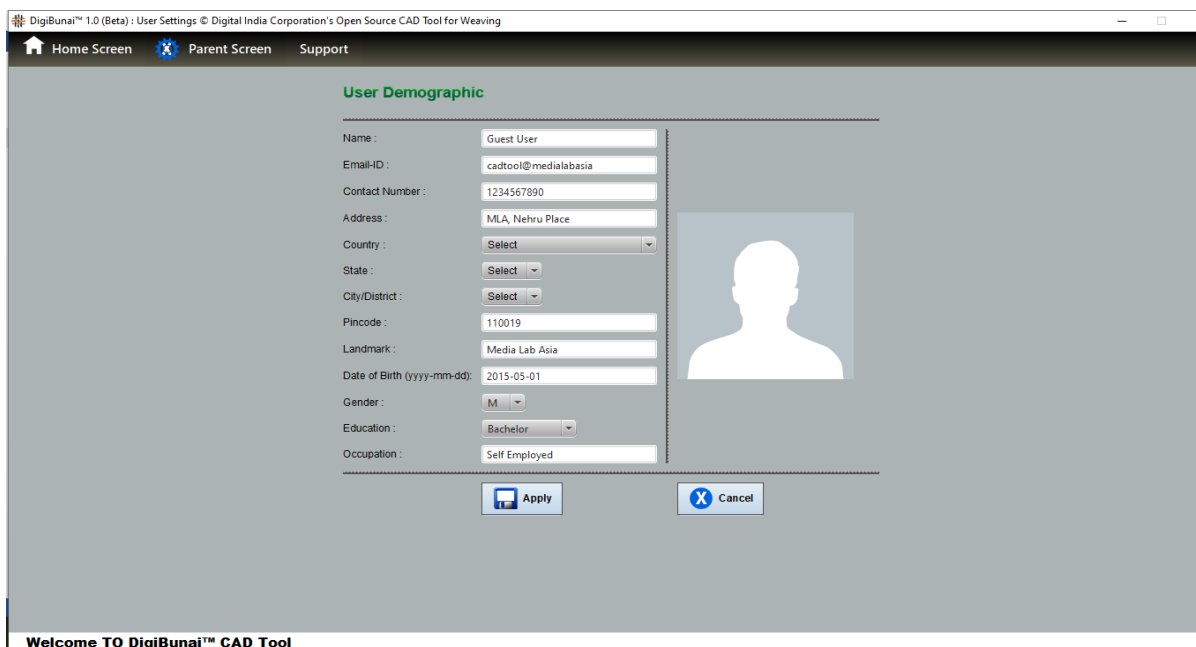
1.8.6 Kaba khamkwah (Preferences) ki nongpyndonkam

Ki nongpyndonkam ki donkam ban pynthikna ia ki jingkwah (preferences) ban authenticate ia ka data (work done) i.e public, protected lane private. Katkum ka authentication, ka data yn sa share lang sha kiwei pat ki users.

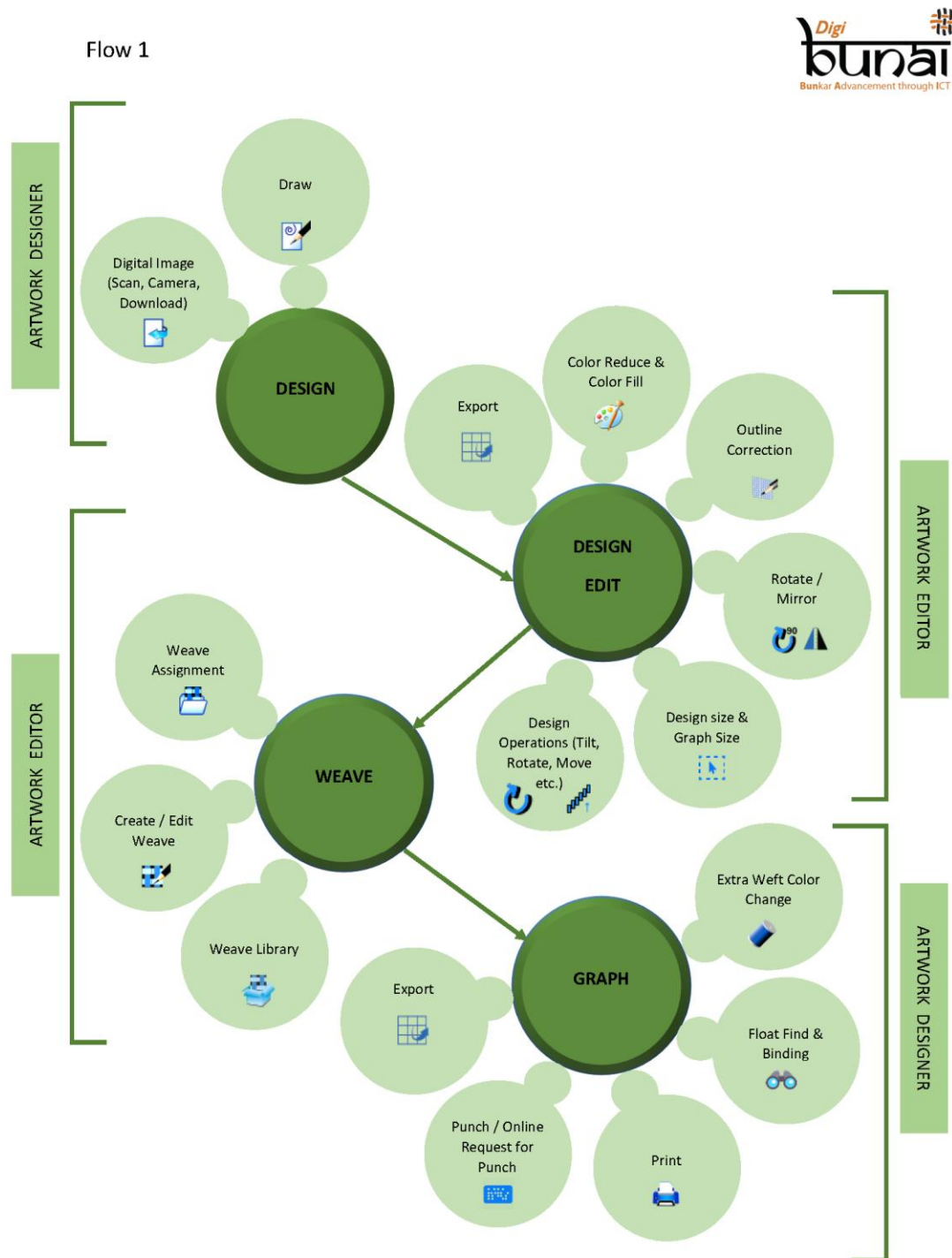


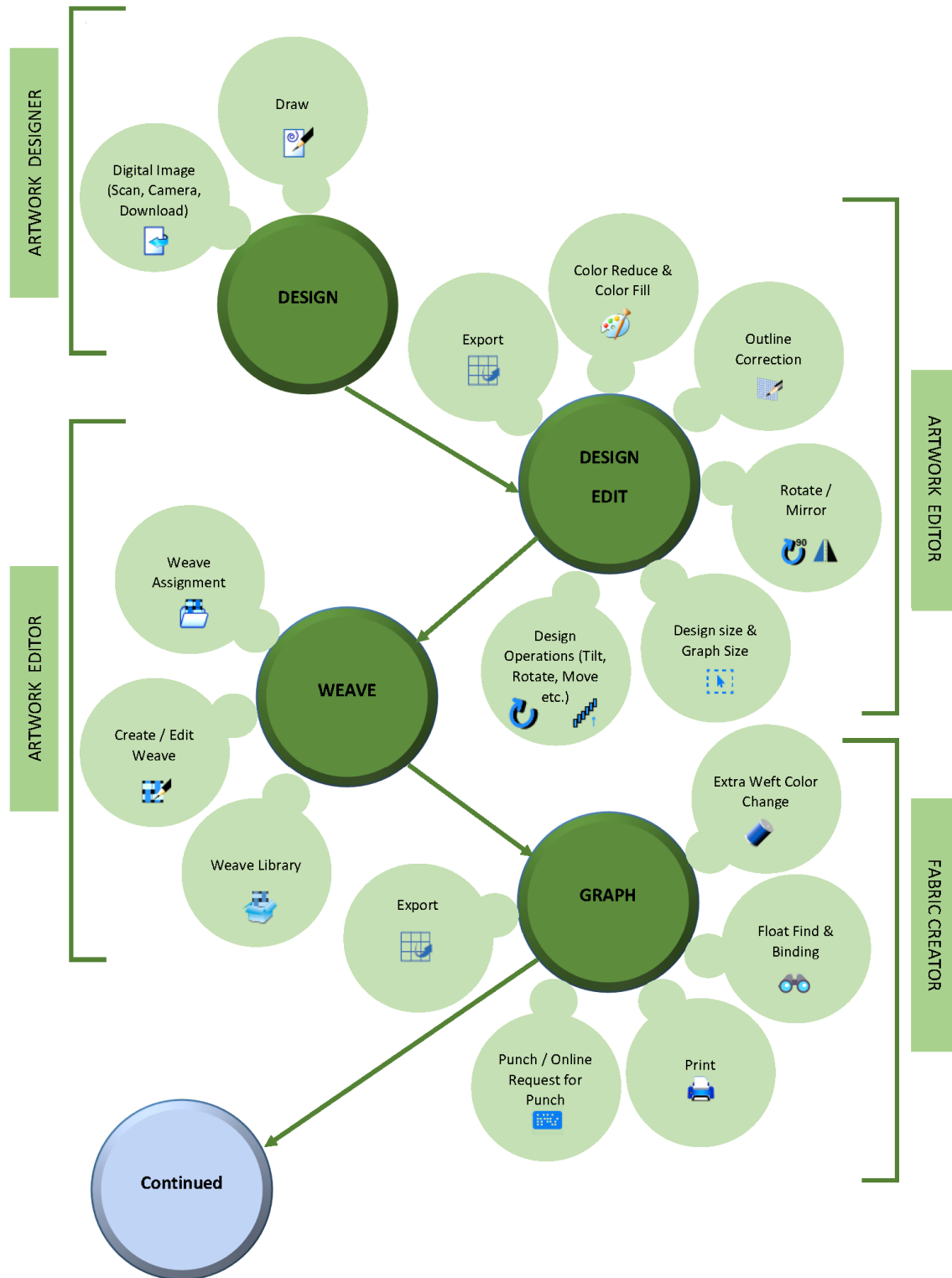
1.8.7 Ka Profile ki nongpyndonkam

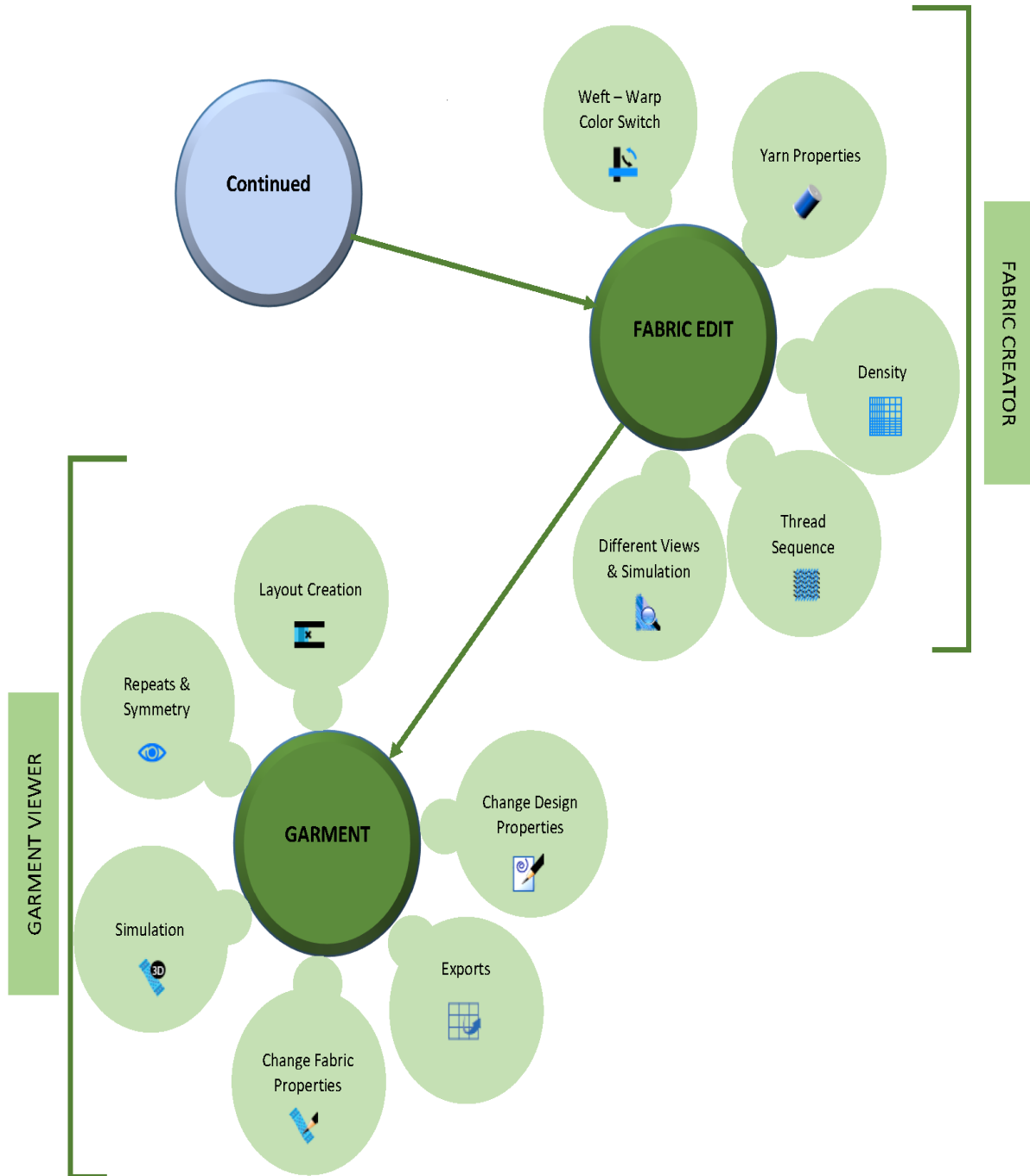
Ki nongpyndonkam ki lah ban edit ia U/Ka profile lajong da kaba leit sha ka User Profile menu.



1.8.8 Ka jingtip ia ka flow ka application





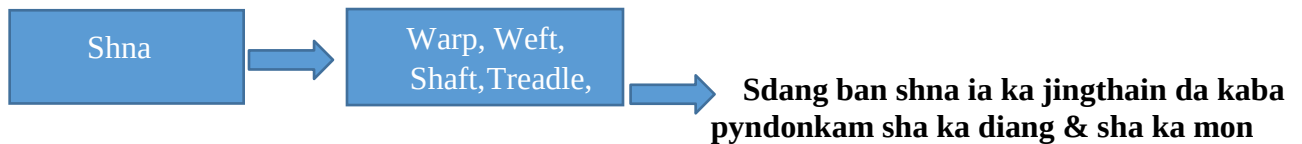


1.8.9 Kaba Shna ia ka Digital Fabric

1.8.9.1 Dobby Weave

Dobby module of DigiBunai™ kadei ka initiation jong ka thain designing. Shwa ban shna ia kano kano ka design ha ka DigiBunai™ CAD software, shibun ki jait jingthain la pynkhreh ha kane ka module. Ha kane ka module, kaba nyngkong eh, ka size jong kane ka weave design la determined da kaba leit sha ka 'File' menu, hadien kata ka weave/jingthain la pyndap da ki ksai ha ki rong bapher bapher. Ka jingplie ba pura(complete view) jong ka jain ka la biang(ready) ban peit, ngi lah ban iohi shibun kiwei kiwei pat ki jingplie(views) jong ka jain da kaba click ha ka 'View' menu.

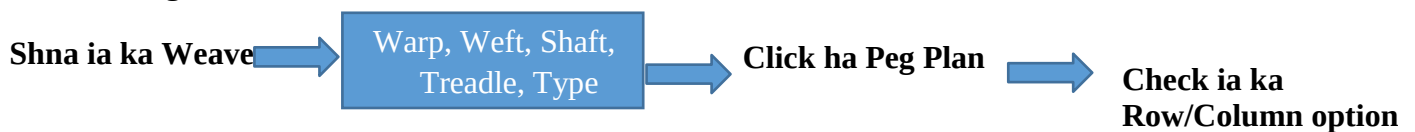
➤ Shna ia ka Jingthain



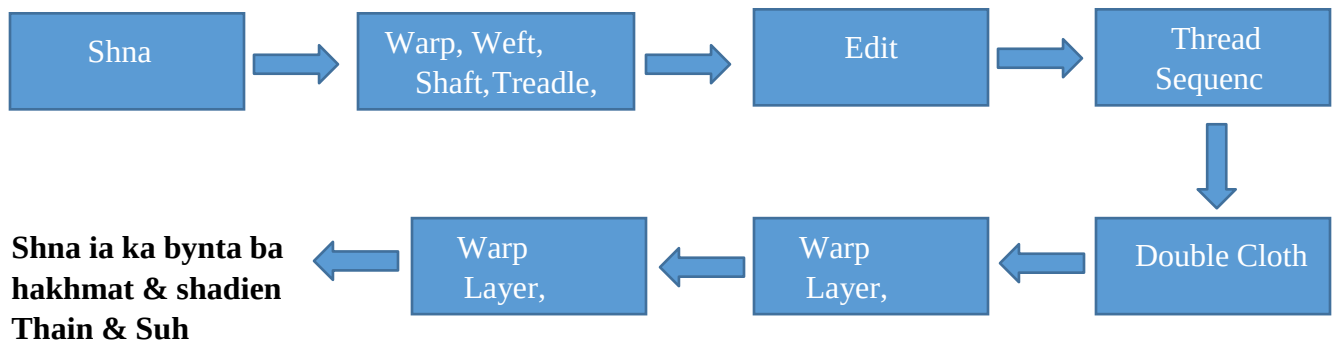
➤ Peit ia ka repeats jong ka jingthain



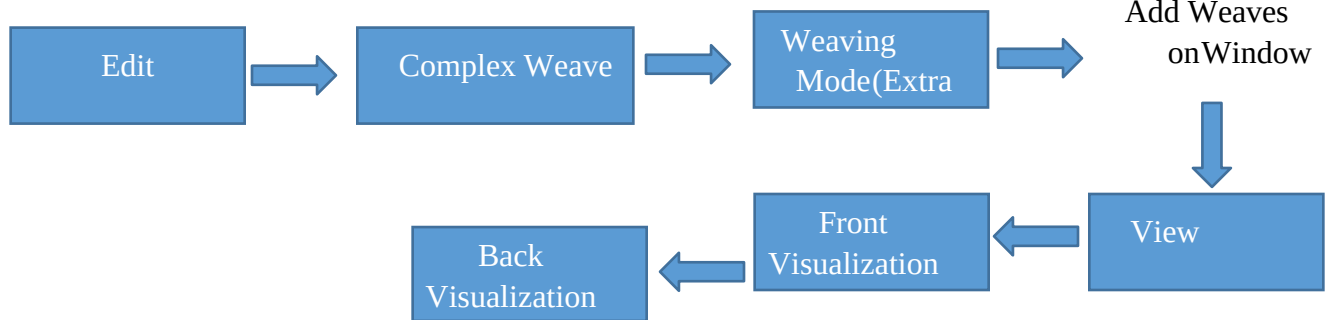
➤ Pynmih ia ki Multiple weaves da kaba Single Weave



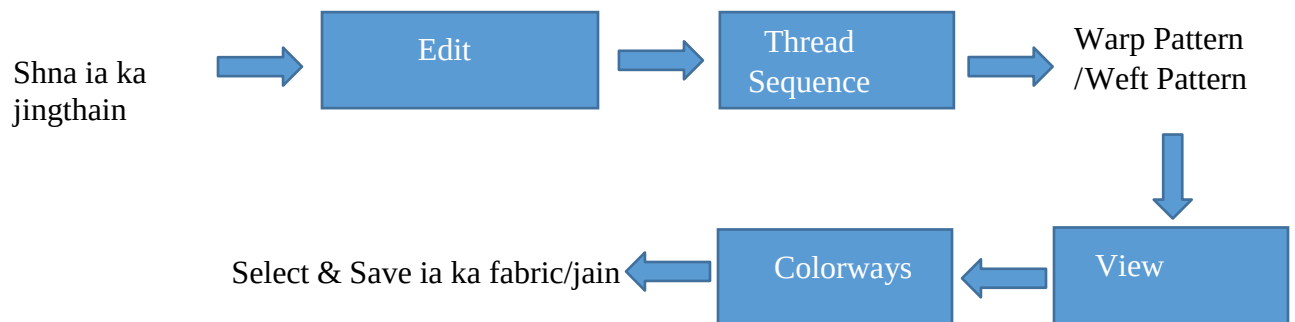
➤ Shna jain ar syrtap



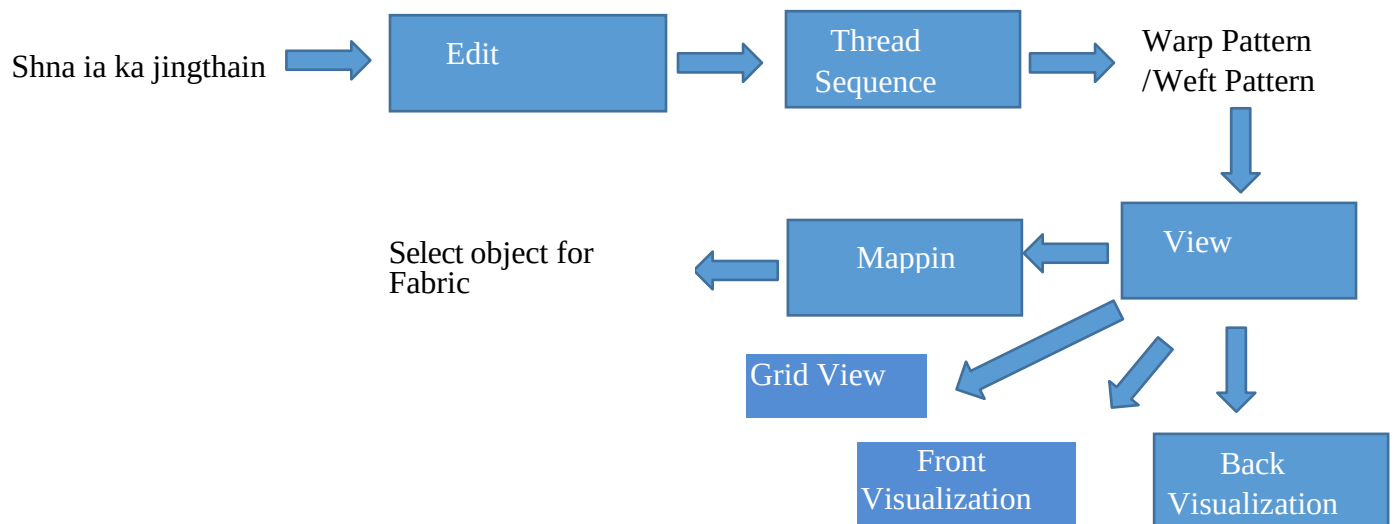
➤ **Shna Extra Warp Design**



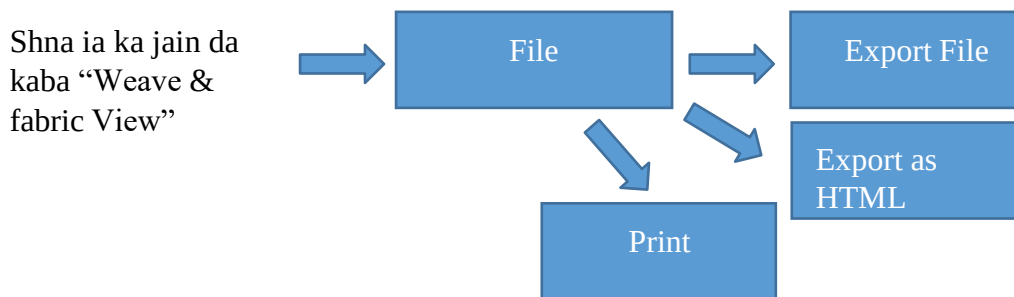
➤ **Shna Colorways Pattern**



➤ **Thain & Peit ia ka jain**



➤ **Export & Print Weave, Fabric & Technical Sheet**



1.8.9.2 Artwork Designer

Kaba shna ia ka Jacquard Designs

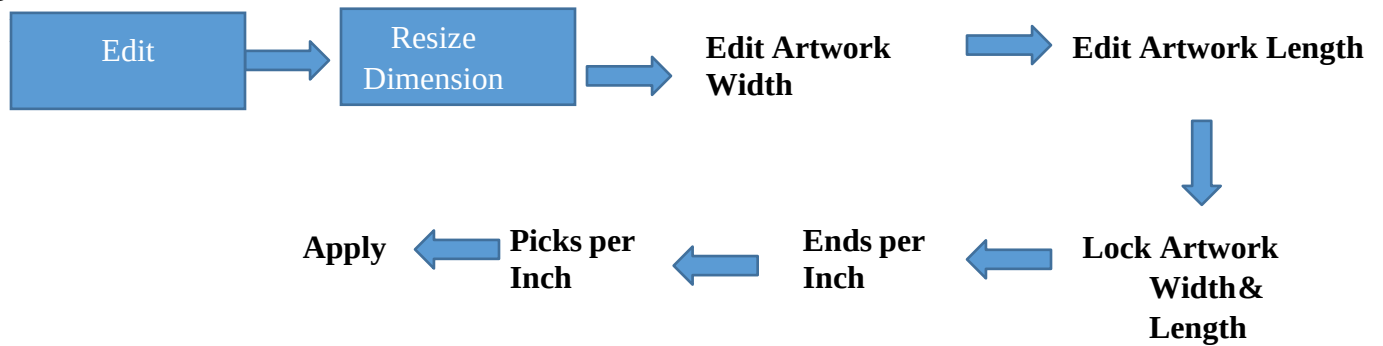
DigiBunai™ ka don ar tylli ki module ban shna ia ki jacquard designs. Kine ki dei ka Art Designer & Fabric Creator. Baroh ar tylli ki module ki don ki rukom treikam ban shna graph & punching support na ka bynta ban trei da ki briew bad automatic punching mode. Ka pynmih ruh ia ka dur ba pyniakhlad ia u ksai na ka bynta ban thain da kaba pyndonkam ia ka Electronic Jacquard. U nongpyndonkam/user u lah ban visualize/peit ia ka jain (kaba pynmih na ka design ba la dep shna) na ki angles ki bapher bapher (Front/Rear/Flip) ha ka Fabric Creator.

AD ka treikam ha ka **Sketch to Graph** mode. La pyndonkam ban convert/pynkylla ia ki sketches ha ka artworks ban treikam lane designs. Na ka bynta kane nyngkong eh 'Import' (wanrah) ia ka sketch (scanned image) da kaba leit sha ka File menu bad click ha 'Edit', ban perform different functions kum Resize the dimensions, Reduce colors, Design Editing, Weave Filling & Graph Corrections etc. mynta ngi lah ban iohi ia ki different views jong ki design hadienba la click ha u 'View Menu'.

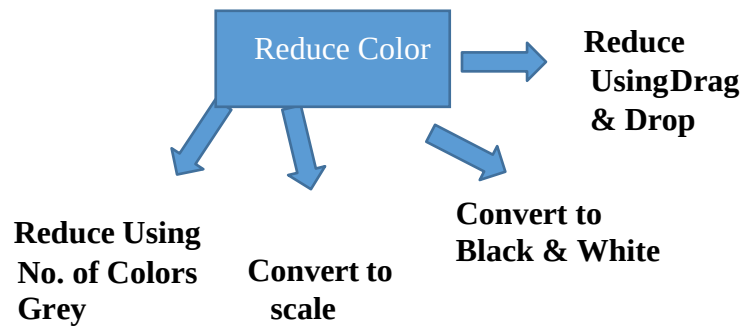
➤ **Wanrah ia ka Design ba la dep Scan(Import a Scanned Design)**



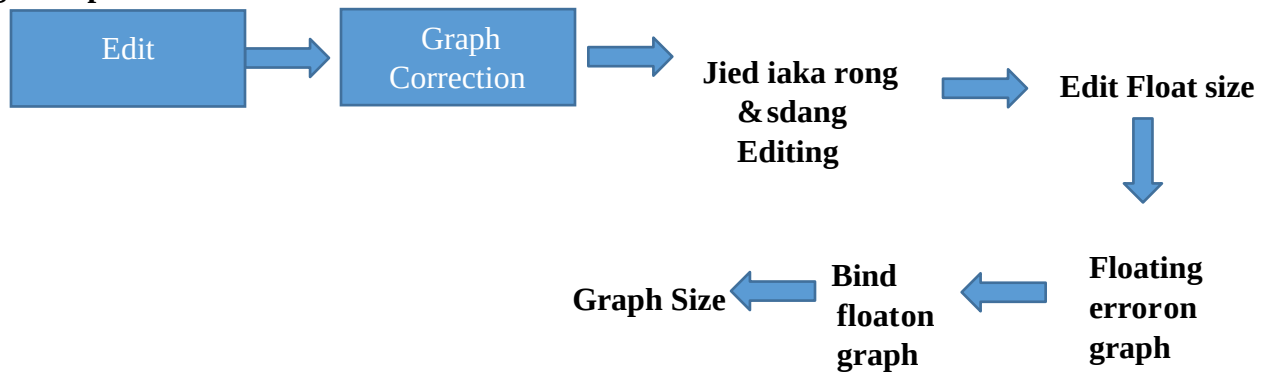
Pynheh/Pynrit ia ka Design



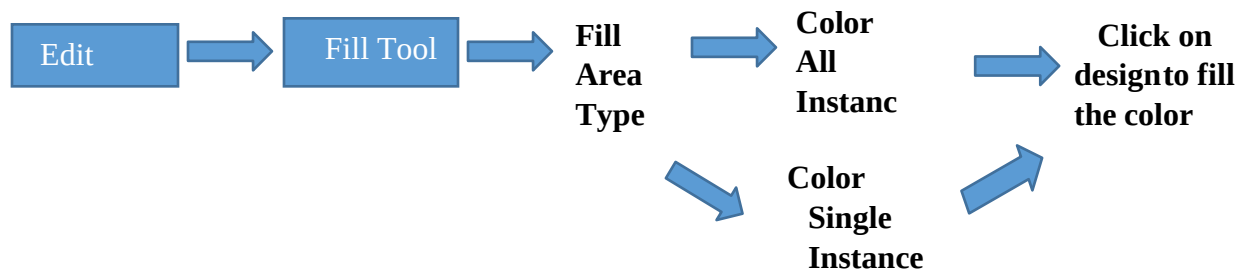
Pynduna ia ka rong jong ka design



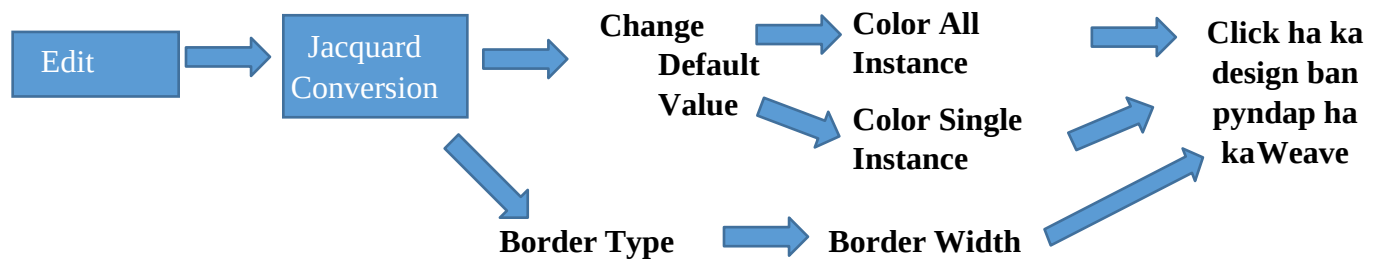
Design Graph Edit & Float Corrections



Fill Colors in Design (Pyndap rong ha ka design)



Pyndap Weave Patterns ha ka Design

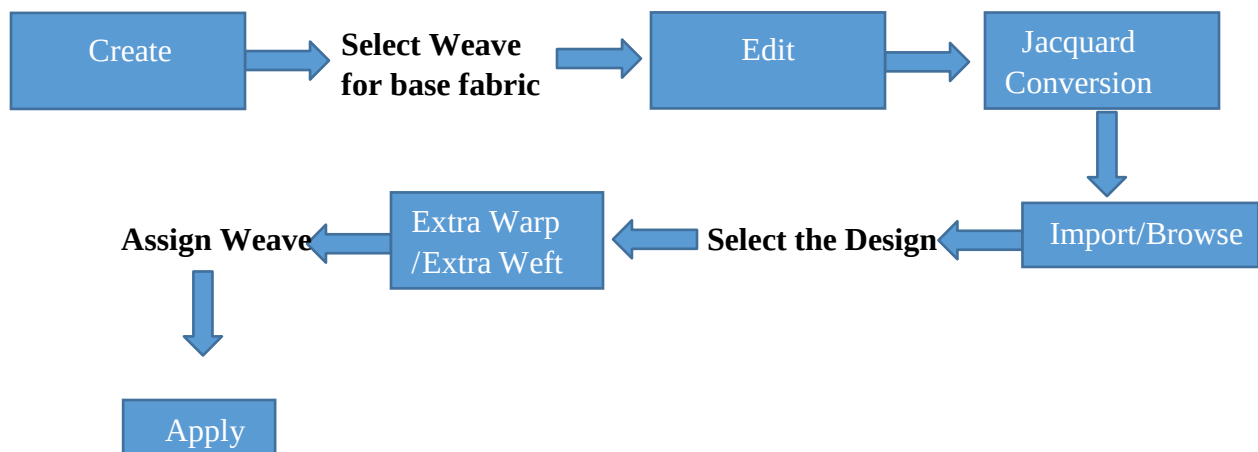


1.8.9.3 Fabric Creator

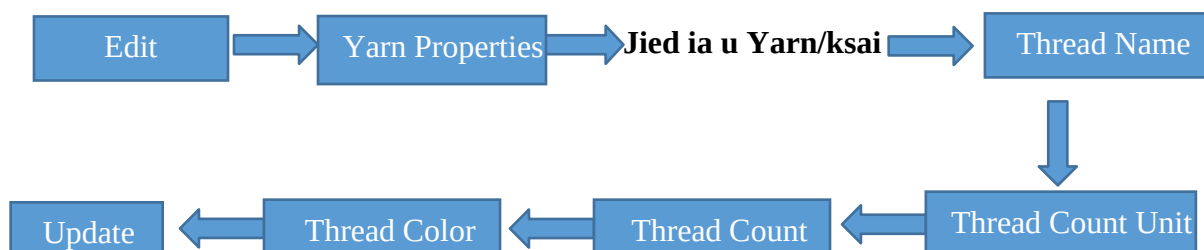
FC ka treikam ha ka **Artwork to Fabric** mode. Bun jait ki jingthain la pyndap ha ka Artwork kat kum ki rong ba la buh bad ka jingkyrbeit jong ki kut design (design boundaries) katba dang thain thliw la pynskhem da kaba click ha u ‘don’t touched border of motif’.

Ha kane ka module, ngi lah ban leh shibun jait ki improvement bad selections kum ka Weaving patterns, Graph corrections, Yarns color change, Yarn colors sequencing, etc. Kane ka module ka facilitates ki view bapher bapher jong ka jain ba la dep shna. Da kaba leit sha ka ‘utility’ jong kane ka module, ngi lah ban khein ia ka jing bam jong ki ksai kumjuh ruh ka jing lut jong ka jingshna.

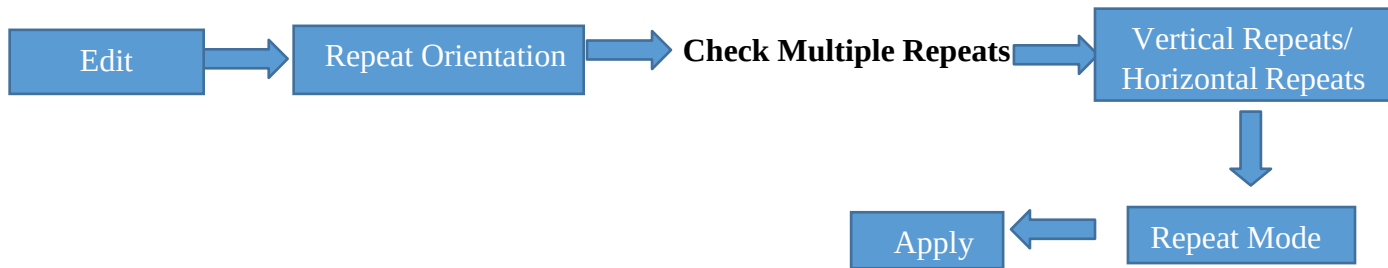
Create a Fabric (Shna ia ka Jain)



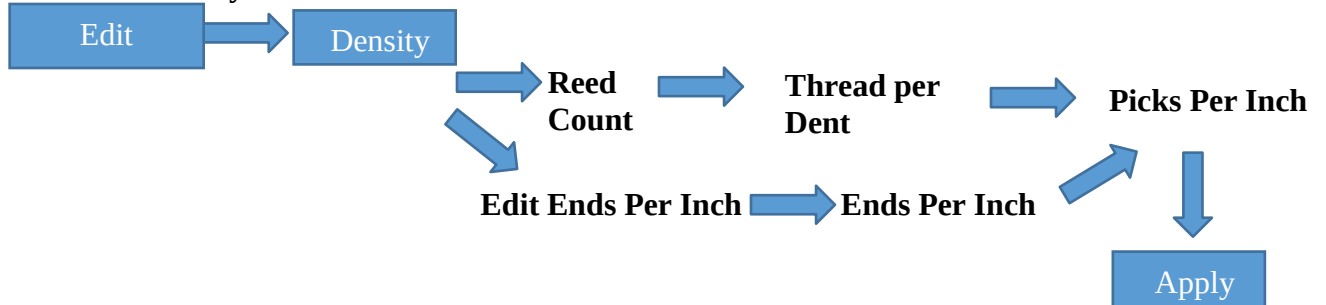
Pynkylla iaka yarn properties (Yarn Type, Yarn Count, Colors) (Pynkylla ia ki jait ksai (Jait ksai, khein ksai, ki rong))



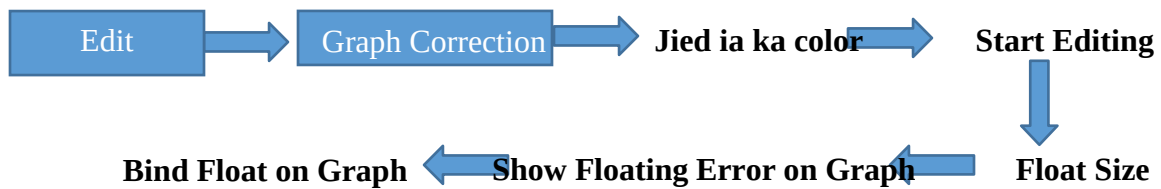
Buh ia ka Designs repeats



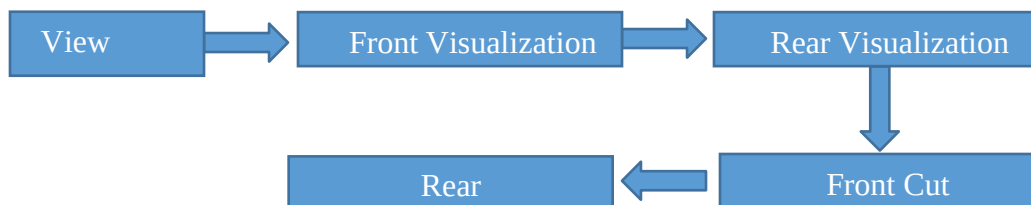
Buh ia ka Fabric Density



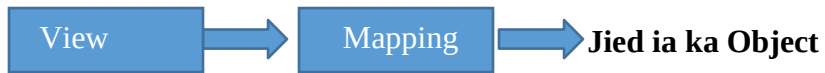
Design Graph Editing, Float Detection & Float Binding



See the Fabric Visualization (peit iaka jingiohi iaka jain)



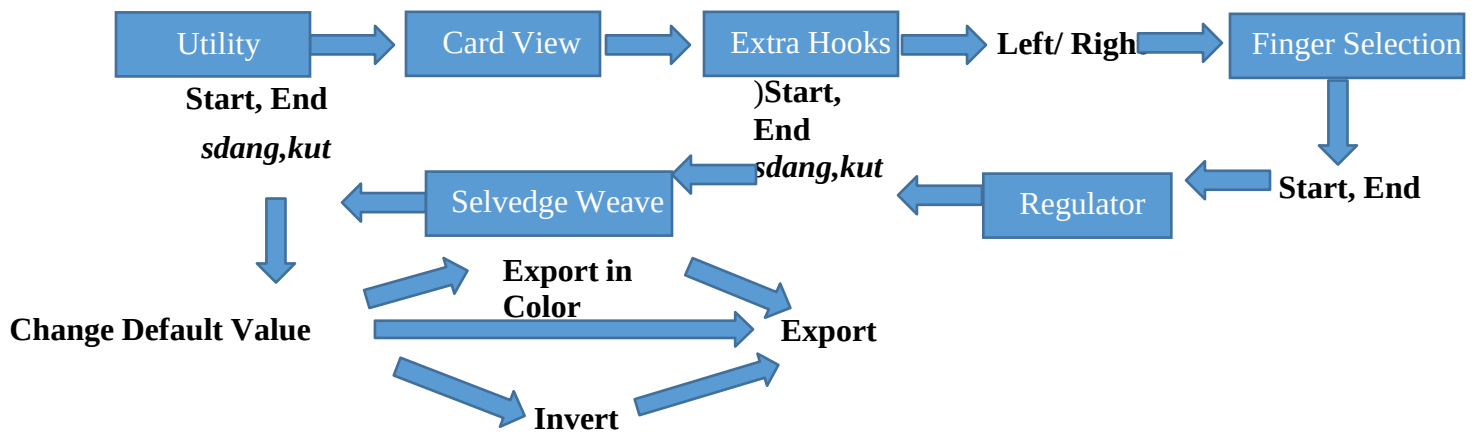
Peit iaka fabric haka objects



Peit iaka Fabric Simulation (Peit iaka Fabric Simulation)



Design Card na ka bynta ka Electronic Jacquard



1.8.9.4 Garment Viewer

Kane ka module la pyndonkam ban peit ia ki garment layouts & ruh ban pynjem ia kiwei pat ki orientations jong ka design ha ka jain. Ngi lah ban Save & export ia kine ki layout katkum ka jingdonkam.

Shna iaka Garment Layout



Jied iaka Garment Layout



Buh (Add) lane weng (remove) iaka Layout part



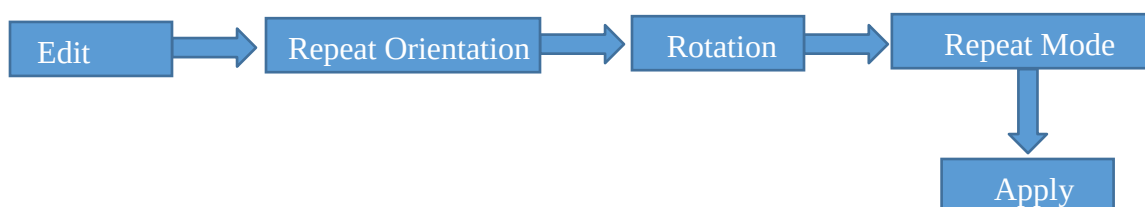
Fill Fabric in Layout (Pyndap Jain ha ka layout)



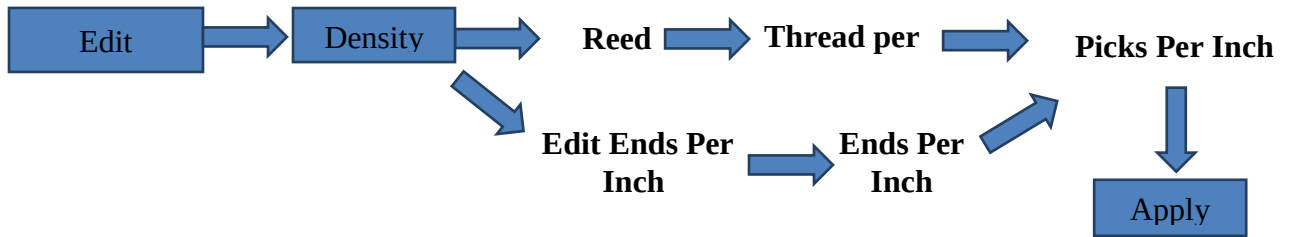
Change the yarn colors (Pynkylla iaka rong jong ki ksai)



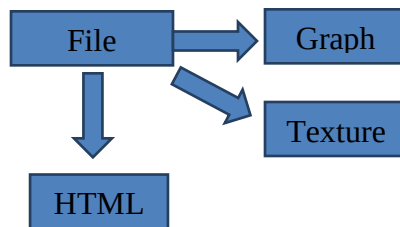
Rotate & Repeat iaka Design



➤ Change ia ka Density jong ka Design



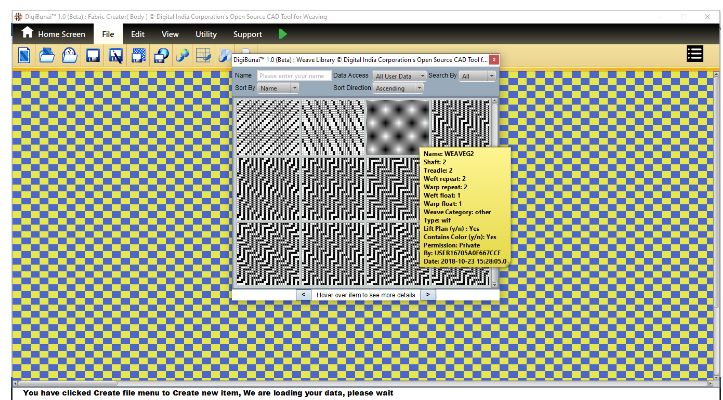
➤ Export ia ka Design graphs, Layout & Technical Sheet



2 Fabric Creator Module

2.1 Kaba shna thymmai iaka fabric (Kaba jied ia u Weave naka bynta ka base fabric)

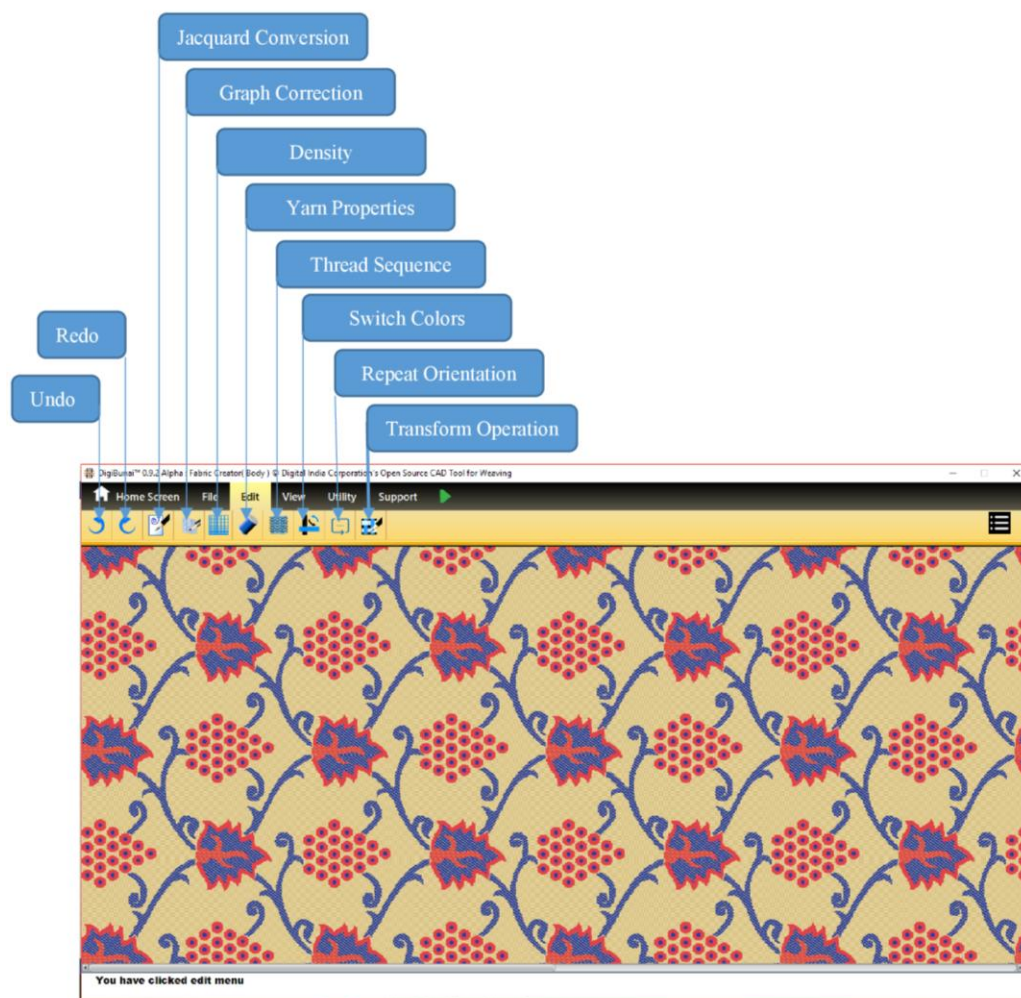
Phi lah ban shna fabric thymmai da kaba click ha u **Create** icon ha ka **File** Menu. Ban shna iaka jain u user u donkam ban jied ia ka base weave nyngkong na ka library. Haba clic ha u Create icon ha ka File Menu, ka image browser window kan mih bad pyni ia ka weave library na ka bynta ka base/trai jong ka jain.



Ki nongpyndonkam ki donkam ban select ym duna kawei ka jingthain bad kane kan reflect ha ka fabric/jain kum ka base weave. Lada ka jingthain ba phi kwah kam don ha ka library, ki user ki donkam ban shim jingiarap jong ka weave editor module ban shna ia ka jingthain & ki user ki lah ruh ban shna weave ha ka por bal eh assignment ha ka artwork. Kane ka weave ka lah ban pynkylla lane modified ha ka por ba leh assignment sha ka artwork. Hadien ba la dep select iaka base weave, ka base fabric kan sa reflect/iohi ha ka window.

2.2 Kaba shna Jacquard Fabrics & Editing (Edit)

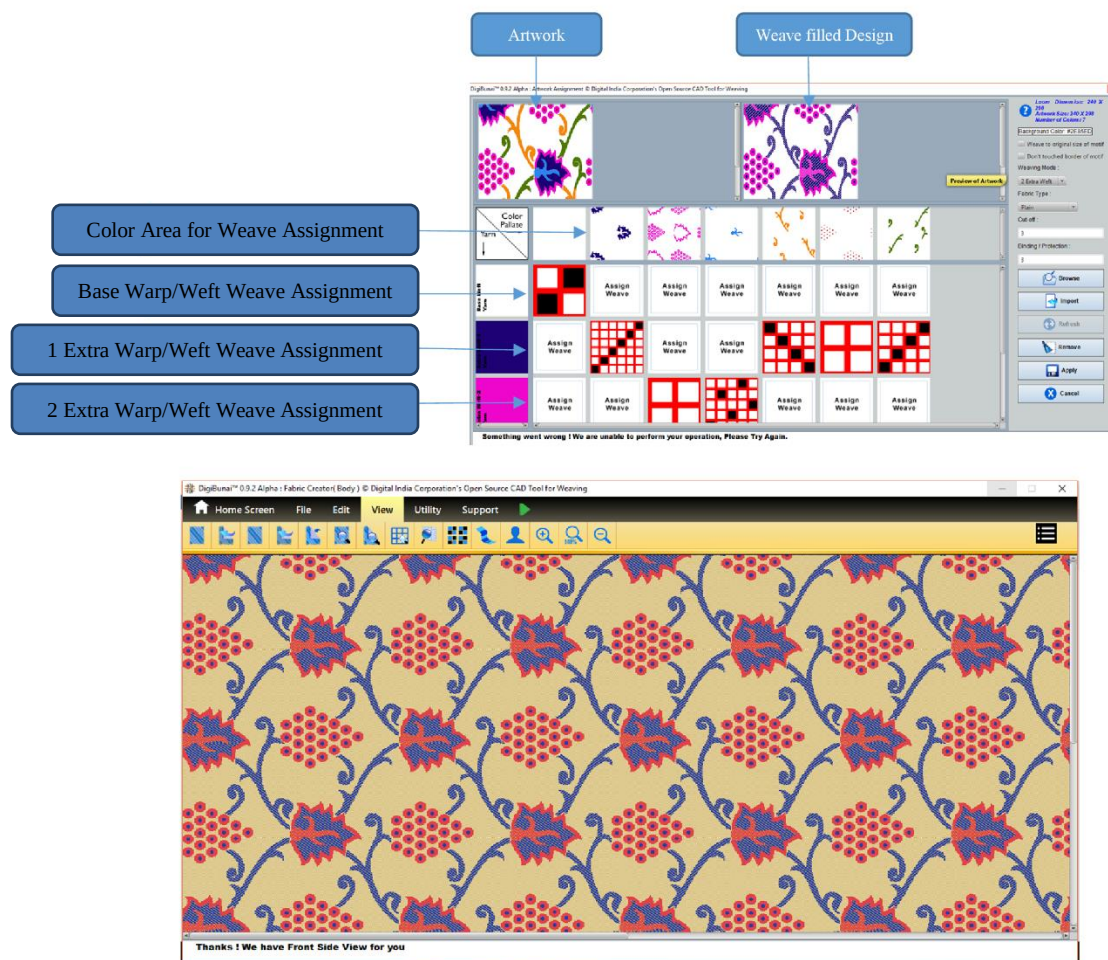
Ban pynkhreh ia ka Jacquard designs na ka bynta ban thain, u nongpyndonkam u lah ban leit sha ka edit & perform ki functions bapher bapher ban shna Jacquard based digital fabric. Ka fabric & Design ka lah ban long na ki aspects bapher bapher kum ka weave, pattern, yarn, density, thread sequencing etc.



2.2.1 Kaba convert iaka Jacquard

Ban assign ia ka artwork ha ka base fabric (jain poh), u user u lah ban select/jied Artwork Assignment icon ha ka Edit Menu lane u user u donkam ban right click ha ka fabric/jain bad ka Jacquard conversion option lah ban select/jied.

U user u lah ban Import ia ka Artwork na ka external source lane plie na ka CAD library da kaba **Import Browse**. Ha ka artwork assignment section, ka artwork kan sa pyni (displayed) ha ki rong bapher bapher (different colours). Kawei pa kawei ka rong jong ka artwork ka reflects/pyni ia ka weaving pattern. U user u donkam ban select kawei ka weave na kabynta kawei pa kawei ka rong jong ka artwork.



2.2.1.1 Kaba buh iaka jingthain haka base bad Artwork (design)

Haba u nongpyndonkam un jied ia ka artwork, ar tylli ki rows of boxes kin paw lada ka 0 extra weft la dep jied ha ka Weaving Mode. Ki number jong ki boxes ha ki row kan don katkum ki number jong ki rong ha ka artwork. Ha ka row banyngkong, baroh ki boxes yn pyndap da ki rong jong ka artwork. Ka row kaba ar (base weft yarn) jong ki boxes kadei naka bynta ka base weave jong ka jain. Da ka default base weave jong ka jain/fabric yn pyntreikam sha ka box ba nyngkong. Ki nongpyndonkam ki lah ban buh iaki weaves ha kiwei ki boxes ruh da kaba click ha ka box. Kane ka rukom la pyndonkam ruh ban buh jingthain da ki extra wefts ha ka design.

2.2.1.2 Buh Extra Weft naka bynta Design

Lada jia ba donkam extra weft ki nongpyndonkam ki hap select number jong ka extra weft ha ka weaving mode. Lada ki nongpyndonkam ki select 1(kawei) ka extra weft, 1 row kan sa add hi, lada dei 2 extra wefts, 2 rows kan sa add.

Shu buh lada donkam extra weft u nongpyndonkam u donkam ban select number jong ki extra weft ha ka weaving mode. Lada u user u select u 1 u extra weft, u 1 u row yn hap ban add (buh), lada 2 tylli ki extra wefts, 2 tylli ki rows yn add (buh).

2.2.1.3 Buh Extra Warp naka bynta Design

Lada u nongpyndonkam u kwah ban shna ki designs ha ka jain da kaba pyndonkam Extra warp te ka donkam ban select **Extra Warp** ha ka Jacquard Conversion window. Hangne ki weave assignment procedure (rukom thain) ki long kaju kumba pyndonkam naka bynta ka extra weft designing.

2.2.1.3 Ban pynduna iaka extra wefts ban iaka rong jong ka Artwork

Lada u nongpyndonkam u kwah kham khyndiat ki extra weft ban ia ka artwork colors kumta u nongpyndonkam u lah ban select ia ka lower value jong ka extra weft ha ka weaving mode kum ka nuksa don 4 tylli ki rong ha ka artwork bad u nongpyndonkam u kwah ban pyndonkam tang u 1 u extra weft, haba ka long kumta u nongpyndonkam u donkam ban buh ia ka base wave ha ka row kaba ar, ki jingthain na ka bynta ka extra weft ha ka row kaba 3 jong ki boxes.

2.2.1.4 Weng noh iaka weave

Shu buh lada u nongpyndonkam u donkam ban <remove the weave> (weng noh ia ka jingthain) na ka box, shu click Alt+key ha ka box.

2.2.1.5 Ki jait Fabric

Ha ka fabric type, u user u lah ban select iaki jait jain ha ka rukom jong ka kadhua, fekuwa-with float, fekuwa-with cutwork, tanchoi, float binding-regular, float binding-irregular. Katkum ka jingjied, ka backside view (bynta ba shadien) jong ka jainkan kylla.

2.2.1.6 Ka Jingthain kaba Original Size jong ka Artwork

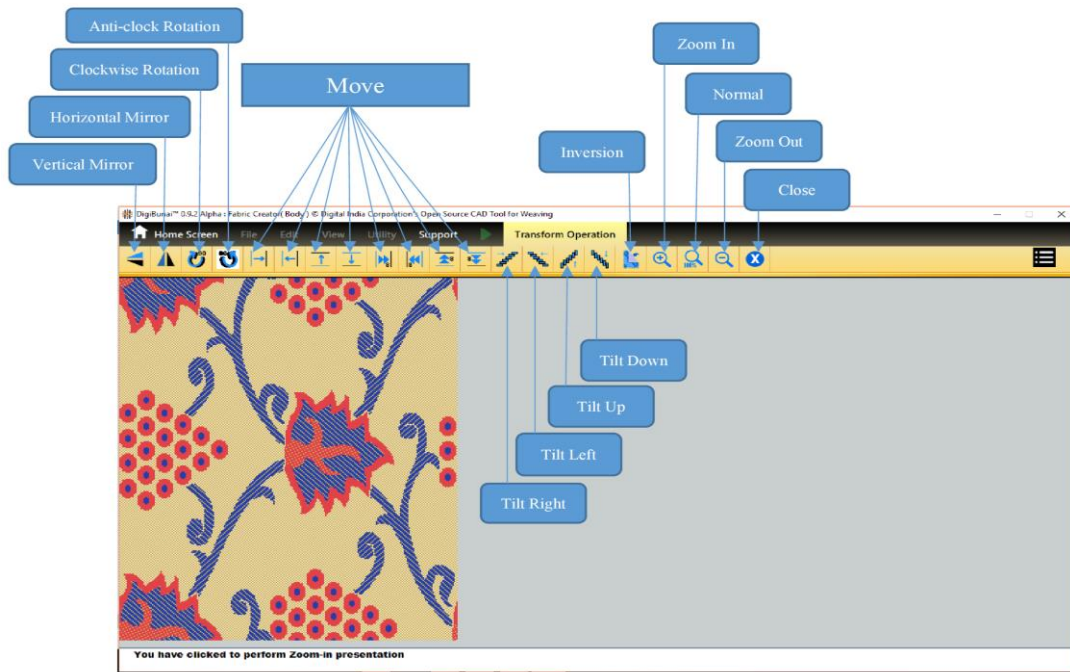
Ki nongpyndonkam ki don ar lad ban buh beit thik (fix) iaka design size ha ka fabric. Kaba nongkong ka shong ha ka jingjied (preferences) iaka fabric, ka size jong ka motif kan sa khein (calculated); kaba ar ka shong haka original size jong ka motif. Ki nongpyndonkam ki donkam ban jied option ban buh iaka original size jong ka artwork.

2.2.1.7 Wat ktah iaka border jong ka Motif

Kane ka option kadei ban buh iaka outline ban pynsuk ha ka artwork. U nongpyndonkam u donkam ban jied iaka option jong ka ‘don’t touch the border of Motif’.

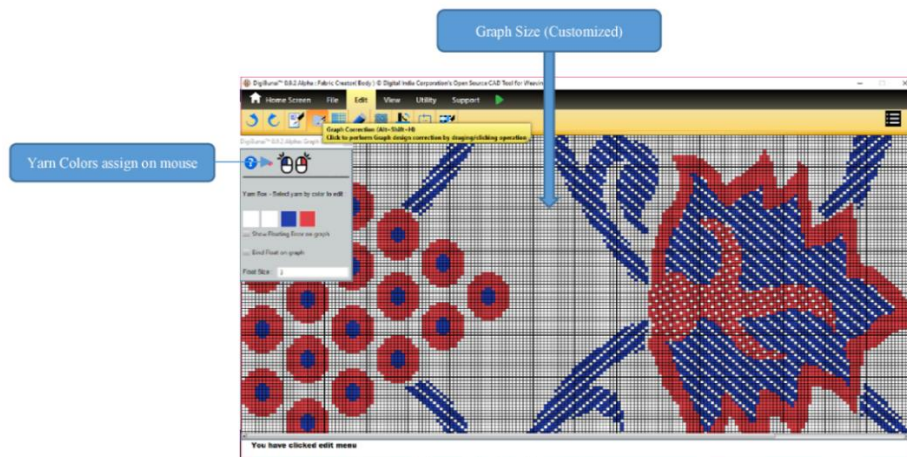
2.2.2 Kylla (Transform) Operation

U nongpyndonkam u lah ban edit ia ka weaving pattern katba u sngewkwah, baroh ki jingkylla ha ka weaving pattern yn reflect/pyni ha ka graph kumjuh ruh ha ka Fabric/Jain.



2.2.3 Graph Correction

U nongpyndonkam u lah ban edit ia ka design ha ka graph dalade ban ai ia ka finishing touch na ka bynta ka artwork. Kin don ki boxes na ka bynta ban warp, weft bad extra wefts kiba u nongpyndonkam u donkam ban jied ia ka box (jied ia ka rong) man ba donkam ban pynkylla.

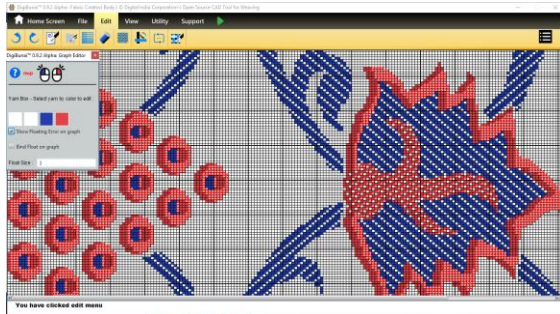


Graph Corrections

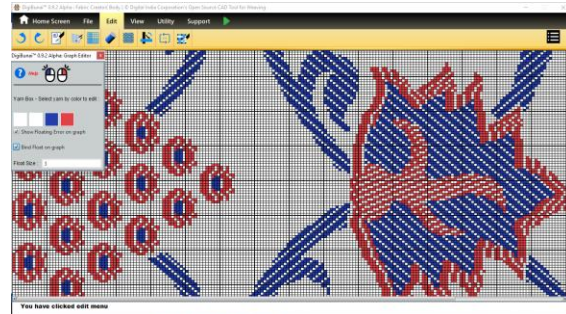
2.2.3.1 Float finding & Binding

Lada u nongpyndonkam u kwah ban ioh ia ka float size kaba pura ha ka jain te u nongpyndonkam u donkam ban enter (buh) ia ka maximum float value ha ka text box bad select ia ka box ‘Show Floating Error on Graph’.

U nongpyndonkam u don ar tylli ki lad na ka bynta ban float binding, kawei dei ka manually ha kaba u nongpyndonkam u lah ban edit ia ki floats dalade bad kaba ar kadei ka automatically ha kaba u user u donkam ban select ia ka box jong ka Bind Float on Graph da kaba buh ia ka maximum float value.



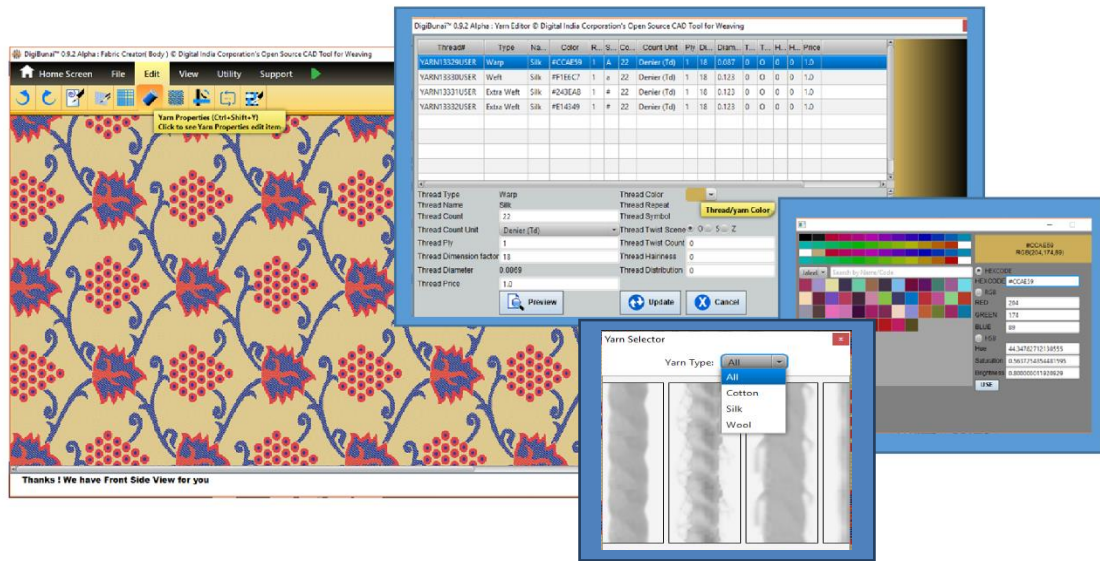
Float Finding



Float Binding

2.2.4 Ka Properties jong ki ksai

Ban edit ia ka yarn properties, u nongpyndonkam u donkam ban select ia ka option jong ka Yarn Properties. Hangne u nongpyndonkam u lah ban select iaki jaid ksai kum ka Cotton/Wool/Silk, Count of yarn (ha ka multiple Count Units kum ka Cotton Count, Denier, Tex, Linen, Woollen, etc.), Yarn Ply & Yarn Colour. U nongpyndonkam u lah ban pick/shim ia a rong jong u ksai na ka colour palette lane shna ia ka rong/colour da kaba defining RGB values & Hexcode. Ka effect jong ka yarn parameters ba la edit kan sa reflect/pyni ha ka Fabric Simulation.



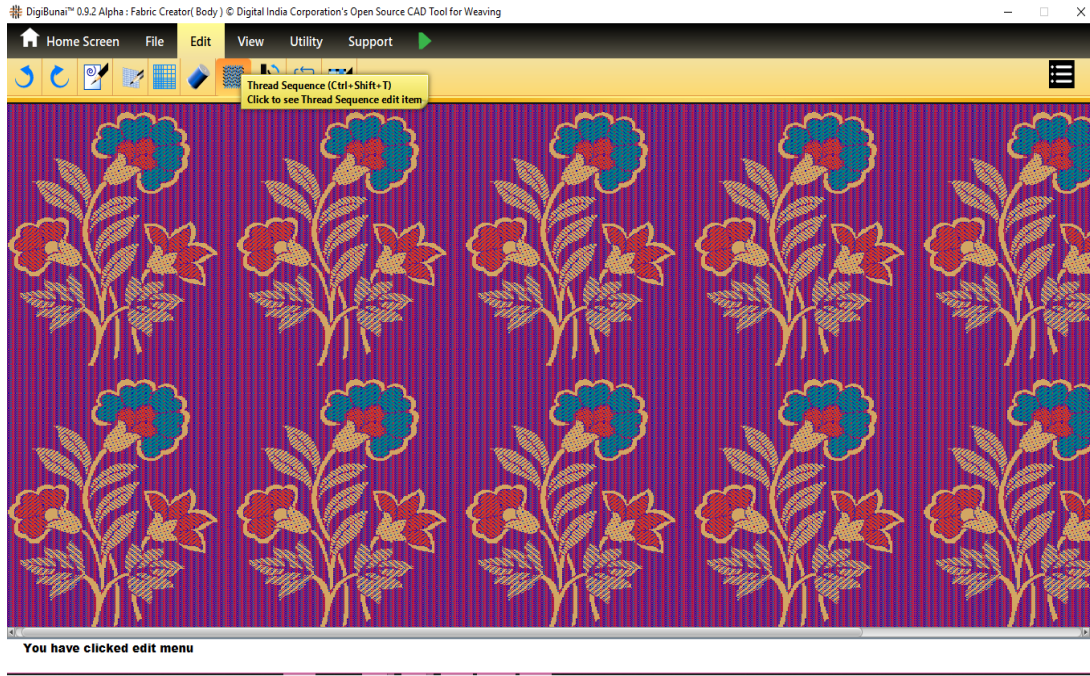
2.2.5 Ka jingrben (Density)

Ha ka density u user u lah ban change/pynkylla iaka Ends per Inch and Picks jong ka jain.



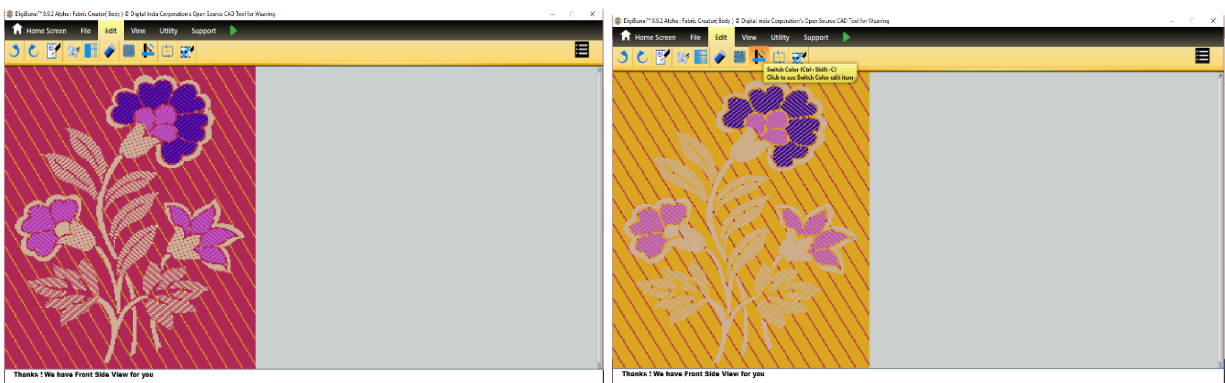
2.2.6 Thread Sequence

U nongpyndonkam u lah ban pynkylla iaka pattern jong u ksai ha ka base/trai jong ka jain. Ka thread sequence ba thymmai lah ban save bad pyndonkam shakhmat katba donkam.



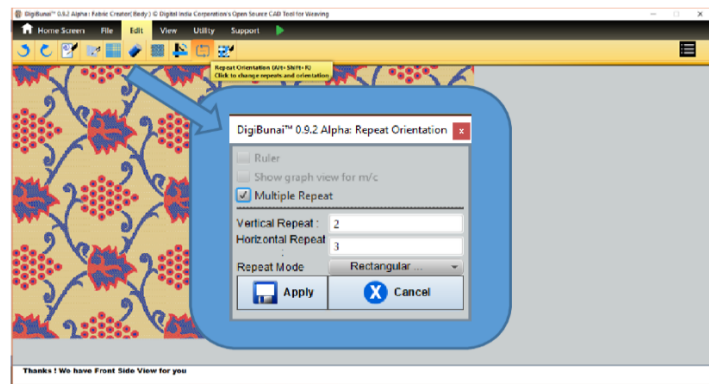
2.2.7 Kylla iaka rong

Ka Switch color option ka interchange (ia kylliang) ia ka rong jong ka warp bad weft yarn. U user u donkam ban click ha ka Edit> Switch color Option.



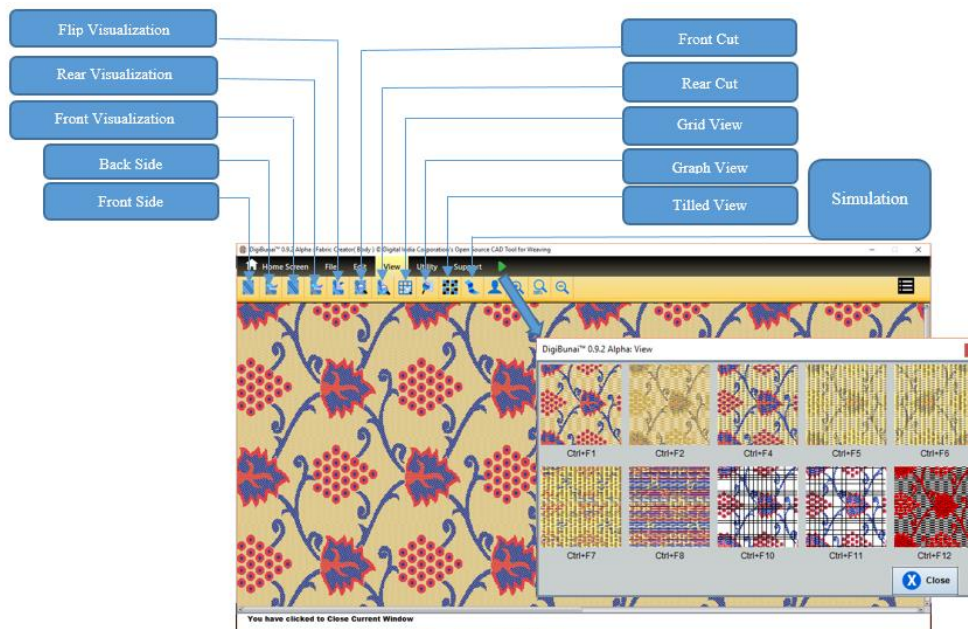
2.2.8 Repeat Orientation

Ban visualize ia ka Design repeats, click ha u Repeat Orientation & define the repeats (Vertical & Horizontal) jong ka design ban visualize hadien nangta check/peit ia ka Multiple Repeat.



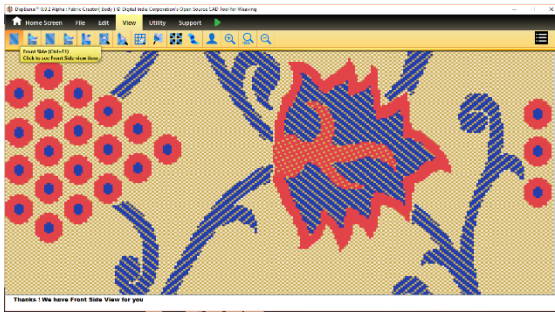
2.3 Ka Visualization jong ka Jacquard Designs haka Fabric (View)

Ka tyrwa ban pyni ia ka jain na ki bynta bapher bapher kum ka bynta ba shakhmat ha ka jain baroh kawei (fabric aesthetics), ka jinglong ha kaba pynthain ia u ksai (interlacement) na ka bynta ka fabric texture & Strength, ka bynta ba hadien na ka bynta ban pyni ia u ksai ba la thain na ka bynta ka por ba la buh, ka Front cut na ka bynta ban pynbiang ia ki jait rong ksai bapher bapher ha ka jain, ka Graph view na ka bynta design dimension & aesthetic aspects bad kiwei kiwei.

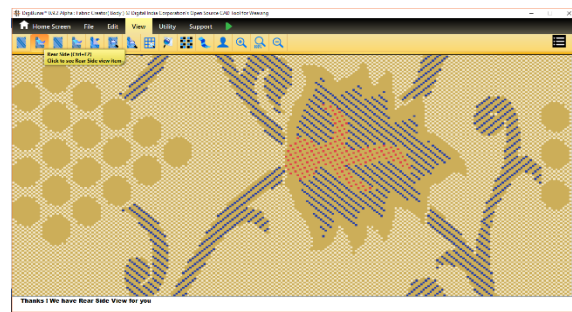


2.3.1 Na shakhmat/na shadien ka Side View

Kane ka view ka pyni ia u ksai jong ka warp, weft bad extra weft ha ka single pixel. Ka trai (base) bad ka artwork (ha ka trai) la pyni kum ka bynta ba eh (solid). Ka ai ia ka bynta ba Shakhmat & Shadien (Front & Back View) jong ka jain.



Front Side

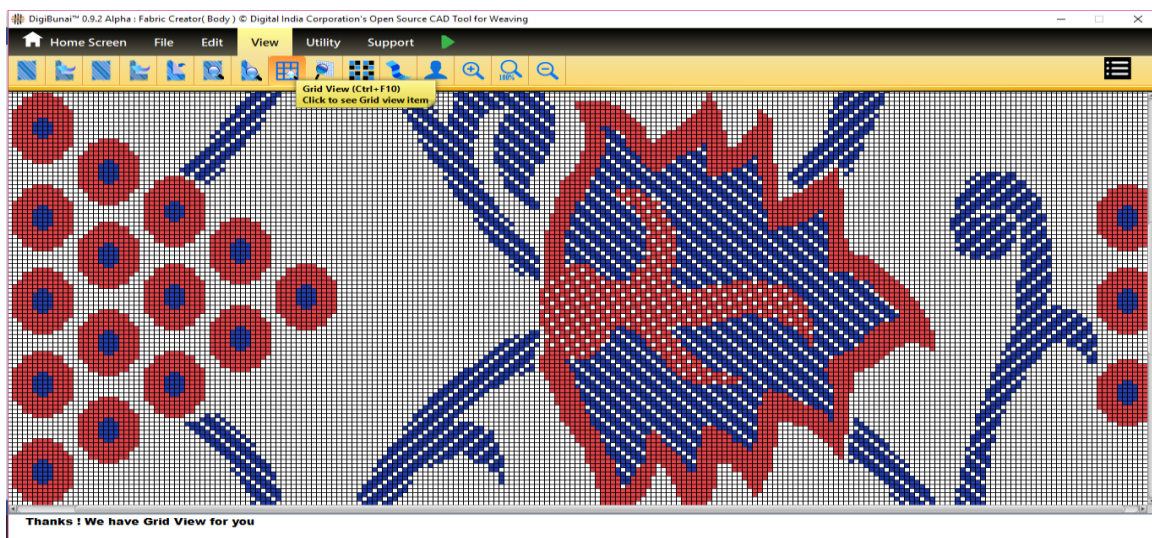


Rear Side

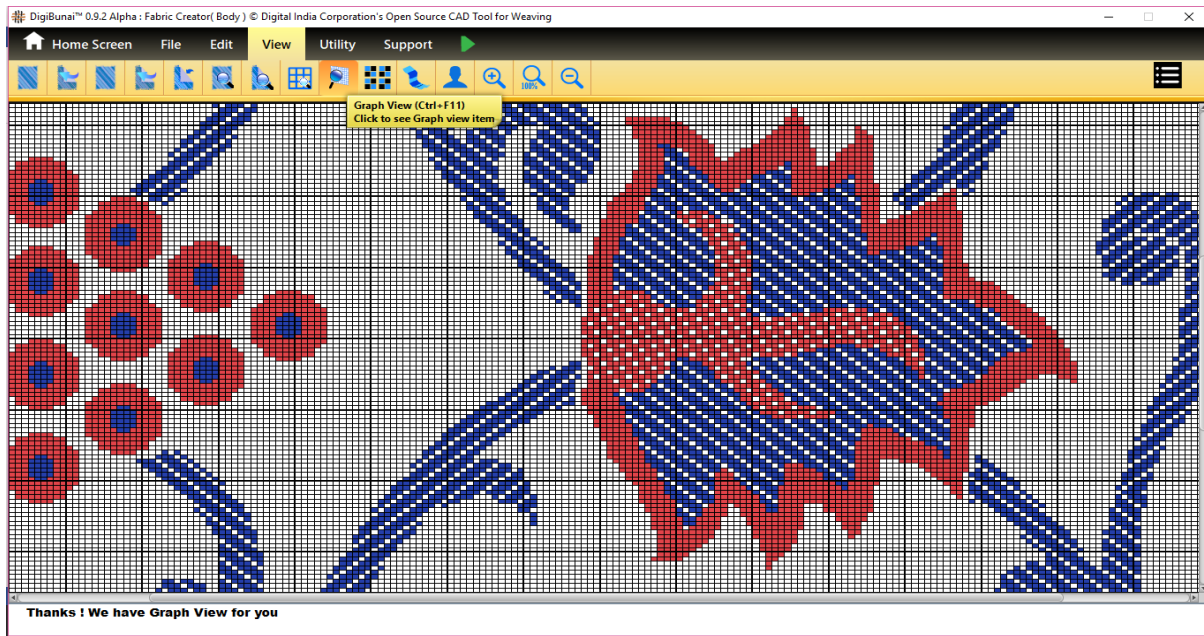
2.3.2 Grid & Graph View

Kane ka view ka long ban peit iaka Design ha ka grid & Graph form. Ka Grid kam shah ktah (influence) ha ka parameters kata ka Reed, Density, Chauk size bad kiwei kiwei.

Kane ka graph view jong ka artwork ka pynpaw ia baroh ki jingthain ba la pyndonkam ha ka artwork ryngkat bad ka size jong ka graph. Ka size jong ka graph la pynithuh ha ka dur jong ki Chauks. Shu buh ka design la shna ha ki 200 hooks, kamut 50 chauks. Ha Varanasi, iaka graph la khein kat kum ka EPI & EPI.



Grid View

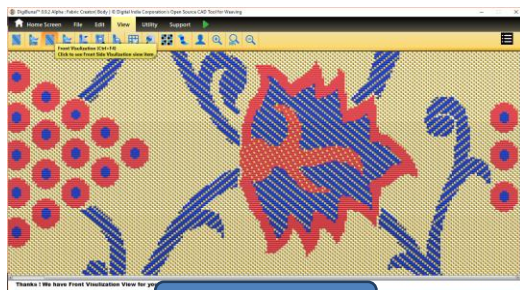


Graph View

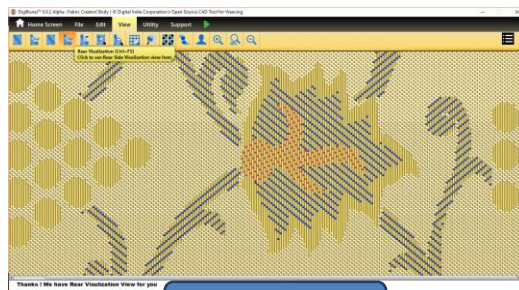
2.3.3 Na shakhmat bad na shadien ka Visualization

Ka visualization ban a shakhmat (front) jong ka jain ka pyni ia ki ksai ha ki 3 pixels ryngkat ki shading effect. Kane a view ka ai iaka dur jong ka jain ha ka design. U nongpyndonkam u lah ban iohi ia baroh ki ksai la kajong (separately).

Ka visualization ban a shadien (rear) ka pyni iaka bynta ba shadien jong ka jain. Kane ka view ka pyni iaka jingiathain jong ki ksai ha ka bynta ba shadien jong ka jain.



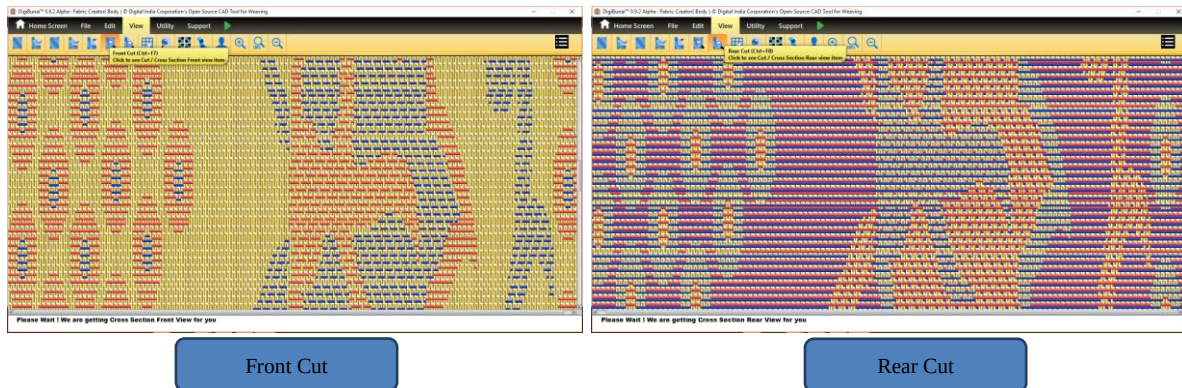
Front Visualization



Rear Visualization

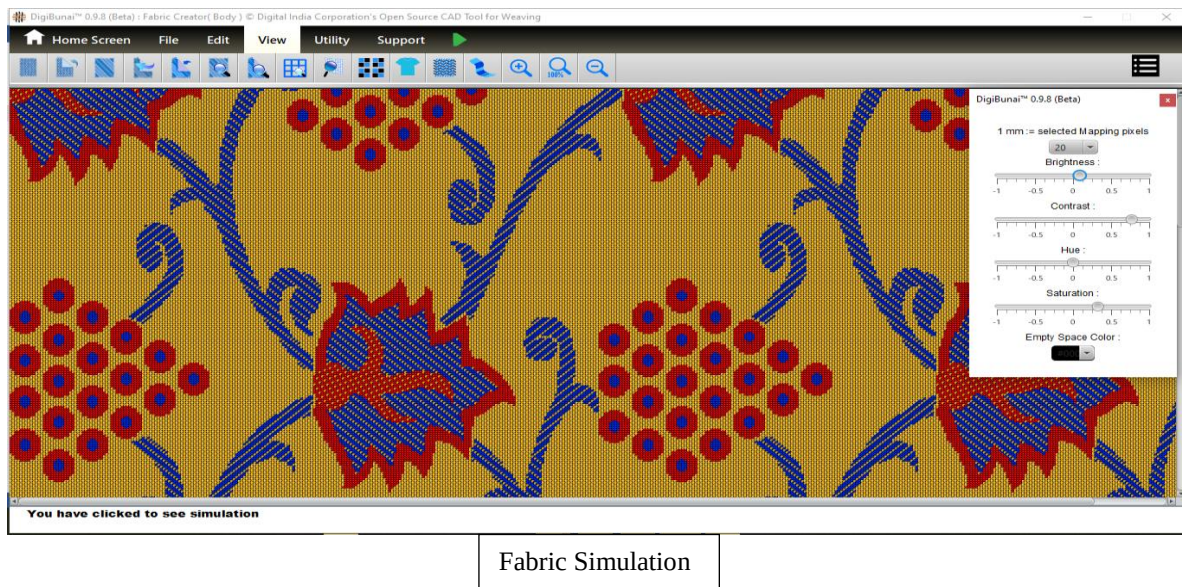
2.3.4 Na shakhmat bad na shadien Cut

Ia kaba na shakhmat cut la pyndonkam ban peit ia ka bynta ba hakhmat jong ka “jain bad ki rong ksai ba la pyniakhlad”. Ia kaba na shadien cut la pyndonkam ban peit ia ka bynta ba shadien jong ka jain ryngkat bad ki ksai ba la pynphriang (splitting). Kane ka view kadei ruh ka jingpyni ia ka floating length jong ki weft yarns.

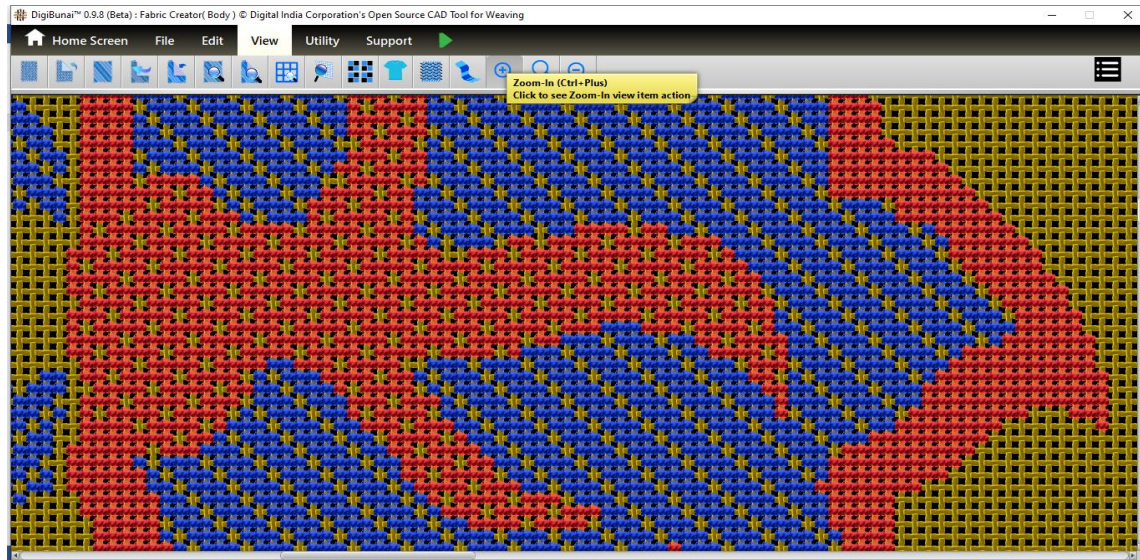


2.3.5 Simulation

Ka simulated view jong ka Jain ka long katkum ki pattern ba la buh, ka yarn parameters ba la shna & ki corresponding Warp & Weft densities ki don ha ka View Mode. U nongpyndonkam u donkam ban click ha u View Mode & Simulation Tab. Ka fabric simulation ka plie ha ka window bad ka optimized light & colour effects kum ka brightness, contrast, colour saturation, Hue, bad kiwei kiwei. Kine ki effects lah ban customized katkum ka level ba la buh da u nongpyndonkam ha kawei pa kawei ka parameter.



Hangne ha ka zoom function lah ban ioh ban peit ia ka interlacements (jingiathain) jong ki ksai ha ka Jain.

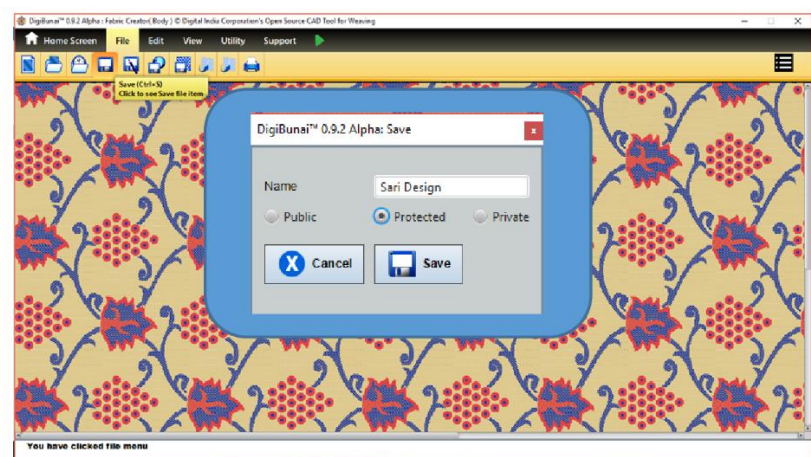


Yarn Interlacements in Fabric

2.4 Kynshew iaka Fabric Creations & Outputs (File)

2.4.1 Kynshew iaka Fabric

Hadien ba la dep shna, edit ia ka jain ka don ka bynta ban kynshew ia ka jain ha ka database.



2.4.1.1 Naka bynta ki paidbah (Public)

Ka Public option ban kynshew (save) iaka jain kaba la pynbiang (synchronized) bad ka central server ka don ban pyndonkam sha kiwei pat ki nongpyndonkam (users).

2.4.1.2 Kaba iada (Protected)

Ha ka protected option ban save, ka jain yn synchronized (pynbiang) bad ka central server hynrei kiwei pat ki nongpyndonkam kin nym lah ban iohi.

2.4.1.3 Private

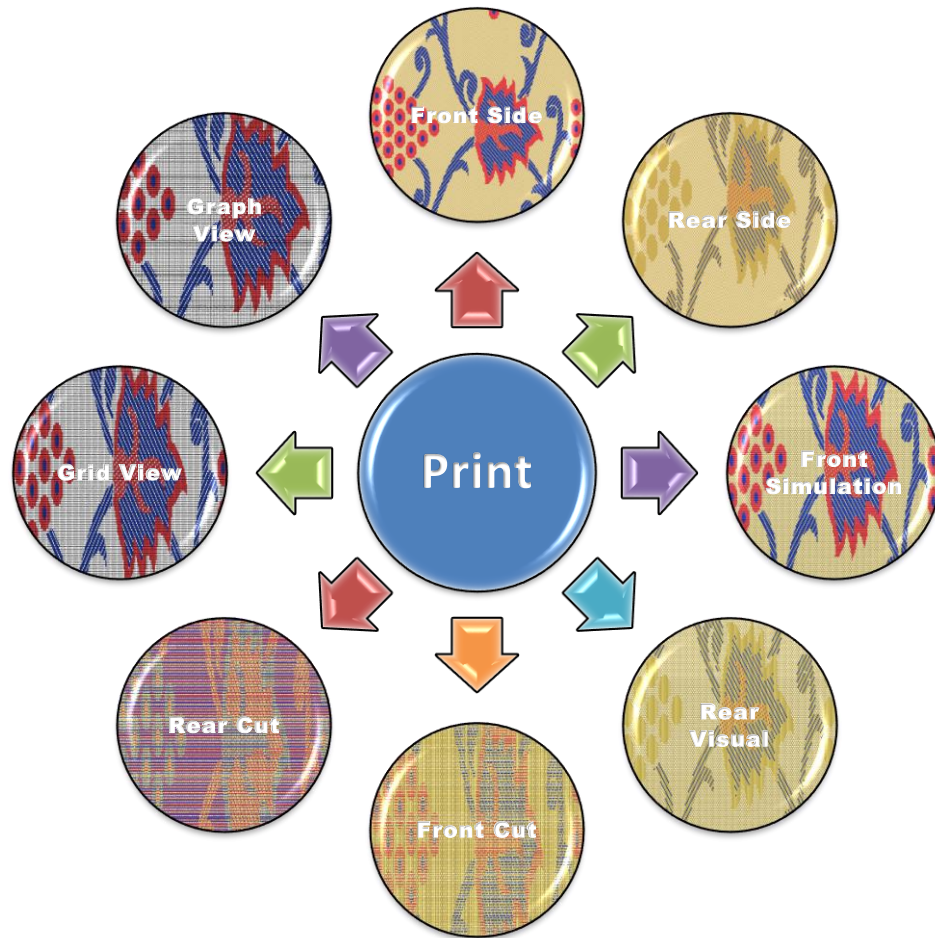
Ha ka private option ban save, iaka jain yn nym synchronized (pynbiang) bad ka central server. Ka jingtnei ba la pynbiang da ki nongpyndonkam (user) yn buh tang ha ka local machine.

2.4.2 Kynshew kum (Save As)

Ka don ka lad kynshew kum (Save As option) ha kaba u nongpyndonkam u lah ban ai da ki kyrteng bapher bapher jong ka jain bad pynbiang katkum ka jingdonkam.

2.4.3 Printing

Ha kaba print ka tyrwa ban print ia ki designs ha ki rukom bapher bapher ryngkat bad ki printing facility.



2.4.3.1 Print Grid

Ka print grid option ka print ia ka design ha ka dur jong ka grid.

2.4.3.2 Print Graph

Iaka print graph option la pyndonkam ban print ia ki designs ha ka dur jong ka graph hadien ba la buh ia ki jingthain. Kane kan long beit ka graph ba shi page.

2.4.3.3 Print Fabric Visualization

Shu buh lada u nongpyndonkam u kwah ban share ia ka digital copy jong ka jain. Kane ka option ka iarap ban shim ia ka texture ba la print (Fabric Views & visualizations) jong ka jain ha ka rukom jong kawei hadien kawei.

2.4.3.4 Print na shakhmat bad na shadien View jong ka Fabric

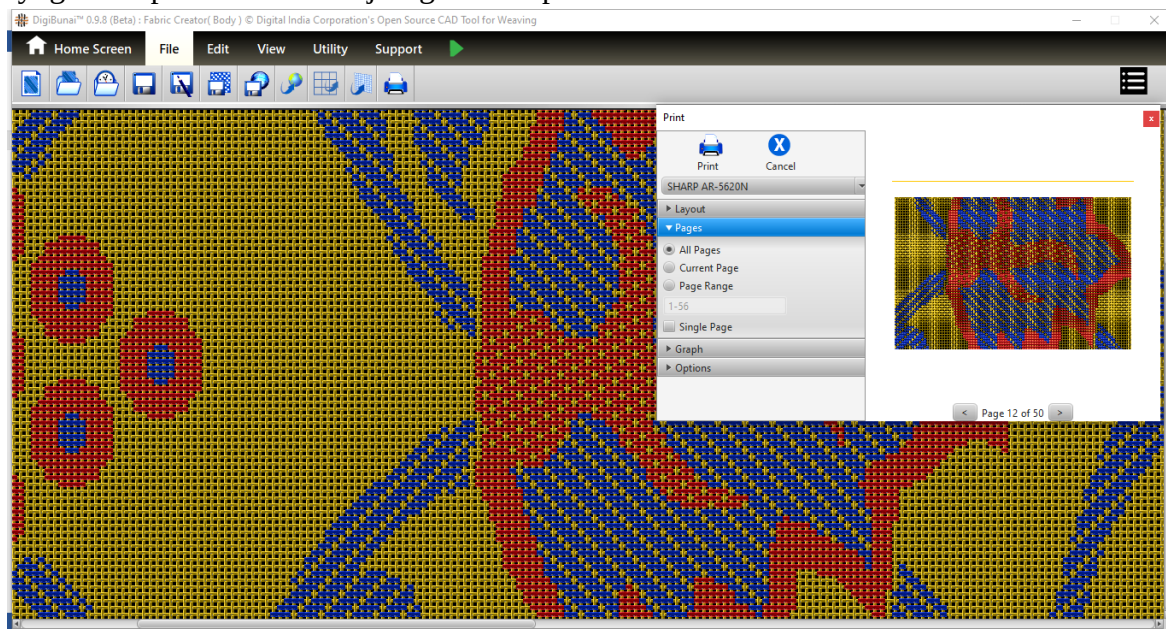
Ka ai iaka tiar ban print kawei ka unit repeat jong ka design ba la shna ryngkat ka background fabric.

2.4.3.5 Print na shakhmat bad na shadien Cut jong ka Fabric

Ka ai iaka tiar ban print kawei ka unit repeat jong ki design ba la shna ryngkat ka background fabric ha ka actual ordering view jong ki rong ksai bapher bapher.

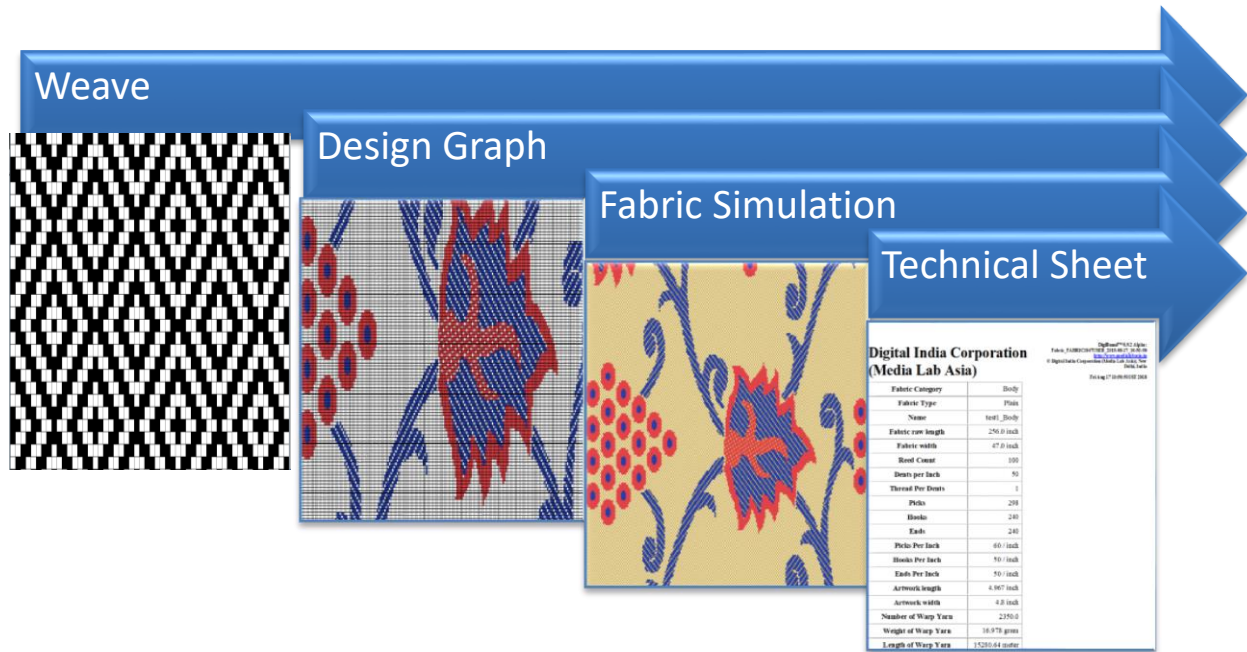
2.4.3.6 Print Fabric Simulation

Ka fabric simulation kadei ka two layer view jong ka jain ba paw ha kaba u ksai u paw ryngkat ka corresponding parameters kum ka yarn colors, count, density, texture, light effects, bad kiwei kiwei. Ki nongpyndonkam ki lah ban shim ia ka print jong ka jain ba la thain (simulated fabric) ryngkat ka parameters ba hajrong ba la dep edit.



2.4.4 Exports

U nongpyndonkam u lah ban export ia ki jingshna bapher bapher ryngkat ka construction parameters.



2.4.4.1 Export as Grid

Ka tyrwa ban export iaka design ha ki grid form khlem ka background weave.

2.4.4.2 Export as Graph

U nongpyndonkam u lah ban export iaka design ha ka dur jong ka graph hadien ba la buh jingthain. Kane kan long ka image file.bmp ha kawei ka page.

2.4.4.3 Export as Texture

Ha kaba pyndonkam ia kane ka option, u nongpyndonkam u lah ban export ia ka design texture jong ka jain (Front side view image file .png) ha kawei ka kylla.

2.4.4.4 Export as HTML

U nongpyndonkam u lah ban export ia ka jain ryngkat ki technical details kynthup ia ka size, EPI/PPI, warp, weft and extra weft kumne harum:

Digital India Corporation (Media Lab Asia)

DigiBunai™ 0.9.2 Alpha: Fabric_FABRIC1847USER_2018-08-17_10-50-50
<http://www.medialabasia.in>
 © Digital India Corporation (Media Lab Asia), New Delhi, India
 Fri Aug 17 10:50:50 IST 2018

Fabric Category	Body
Fabric Type	Plain
Name	test1_Body
Fabric raw length	256.0 inch
Fabric width	47.0 inch
Reed Count	100
Dents per Inch	50
Thread Per Dents	1
Picks	298
Hooks	240
Ends	240
Picks Per Inch	60 / inch
Hooks Per Inch	50 / inch
Ends Per Inch	50 / inch
Artwork length	4.967 inch
Artwork width	4.8 inch
Number of Warp Yarn	2350.0
Weight of Warp Yarn	16.978 gram
Length of Warp Yarn	15280.64 meter
Number of Figured/Weft Yarn	15360.0
Weight of Figured/Weft Yarn	20.374 gram
Length of Figured/Weft Yarn	18336.768 meter

Warp Thread Pattern 1A

Warp	Name	Thread Type	Thread Repeat	Thread Count	Thread Count Unit	Thread Ply	Thread Dimension factor	Thread Diameter(mm)	Thread Weight(kg)	Thread Price(kg)	Thread Twist Count/ inch	Thread Twist Scene	Thread Hairiness	Thread Distribution	Thread Color
A	Silk	Warp	1	22	Denier (Td)	1	18	0.087	-	1.0	0	0	0	0	#CCA5E9

Weft Thread Pattern 1a

Weft	Name	Thread Type	Thread Repeat	Thread Count	Thread Count Unit	Thread Ply	Thread Dimension factor	Thread Diameter(mm)	Thread Weight(kg)	Thread Price(kg)	Thread Twist Count/ inch	Thread Twist Scene	Thread Hairiness	Thread Distribution	Thread Color
a	Silk	Weft	1	22	Denier (Td)	1	18	0.123	-	1.0	0	0	0	0	#F1E6C7

Extra Weft

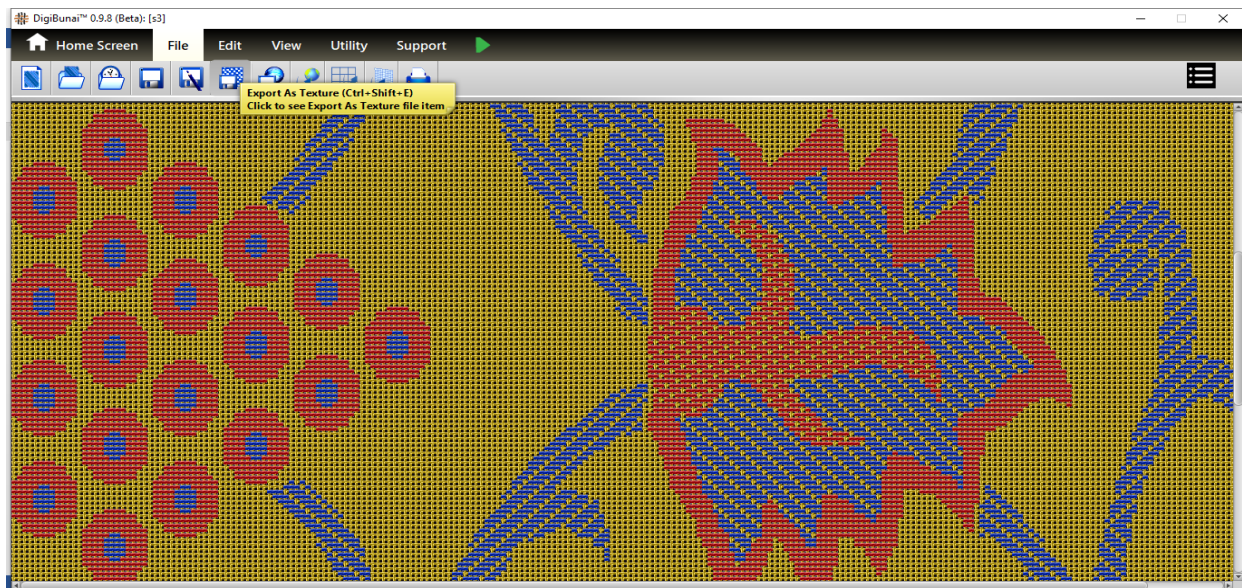
Extra Weft	Name	Thread Type	Thread Repeat	Thread Count	Thread Count Unit	Thread Ply	Thread Dimension factor	Thread Diameter(mm)	Thread Weight(kg)	Thread Price(kg)	Thread Twist Count/ inch	Thread Twist Scene	Thread Hairiness	Thread Distribution	Thread Color
#	Silk	Extra Weft	1	22	Denier (Td)	1	18	0.123	-	1.0	0	0	0	0	#243EAB
#	Silk	Extra Weft	1	22	Denier (Td)	1	18	0.123	-	1.0	0	0	0	0	#E14349

2.4.4.5 Export as Text

DigiBunai™ application ka don ka provision ban export ia ka graph jong ka design ha ka text kaba la tip kum ka numeric graph. Kane ka representation ka pyndonkam da ki number ban denote points ha ka graph na ka bynta ka punch application. Shuh shuh, don ar tylli ki modes. Kita ‘Numeric Graph Color’ bad ‘Numeric Graph Background’ yn ioh.

2.4.4.6 Export Fabric Simulation

Ka jain ryngkat ka simulated yarn parameters lah ban export da kaba click ha u Export as Texture ha ka File mode hadien ba la plie ia ka fabric simulation ha ka window.



2.5 Design Punching & Calculations

Hadien ba la dep ka design part, u nongpyndonkam u donkam ban punch ia ki card ban sdang ban thain. Don lai tylli ki option na ka bynta ban punch ia ki punch card.

2.5.1 Manual or Piano Card Punching

Ha ka manual punching process, u nongpyndonkam u donkam ia ka printed graph (ka graph ba la dep print lypa), punch bad punching plate. Ka punching plate ka rai (decides) ia ka size jong ka card kaba iadei bad ka punch plate jong ka cylinder mounted ha ka jacquard. U nongpyndonkam u read (pule) ia ka graph bad punch ia ki thliw ha ka card. Kane ka process ka shim bha ia ka por.

Ka piano kadei ka mechanical machine ban punch ia ki card. Ha ka piano punching u nongpyndonkam u donkam ruh ia ka printed graph. U nongpyndonkam u pulu ia ka graph bad punch ia ki thliw ha ka card. Kane ka process ka kham stet khyndiat ban ia ka manual punching.

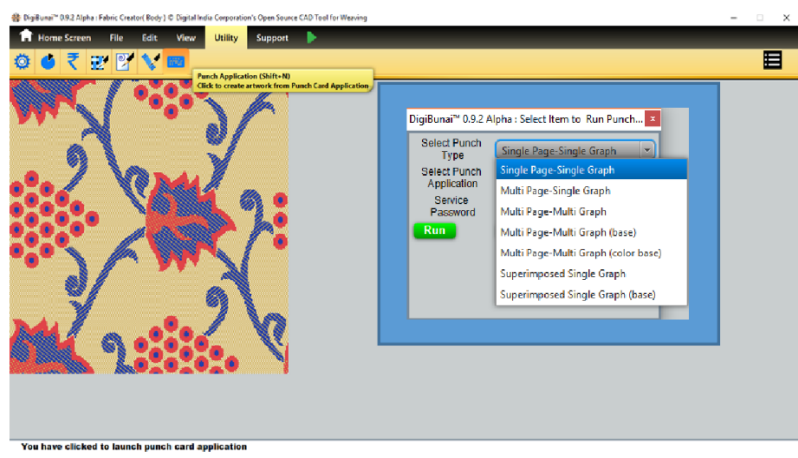
Ha baroh ar tylli ki rukom ka punching lah ban leh da ka application generated printed graphs (File).

2.5.2 Automatic Card Punching (Utility)

Ka design card punching da kaba pyndonkam da ka Electronic Card punching machine ka kham shim por khyndiat ban leh punching. Ka pynmih ruh ia ka efficient outputs ban ia kaba trei da u briew/trei kti (manual methods). U nongpyndonkam um donkam ban rah ia ka printed graph ka soft copy jing ka design donkam ban ai ia ka command sha ka punching machine. Kane ka application ka iarap (supports) ia kano kano ka punching machine. Ban ai ia ka punching command u nongpyndonkam u donkam ban leit sha ka Fabric Creator/Artwork Creator Module – > Utility Menu -> Punch Application bad nangta select ia kine ki options harum kat kum ki jingdonkam.

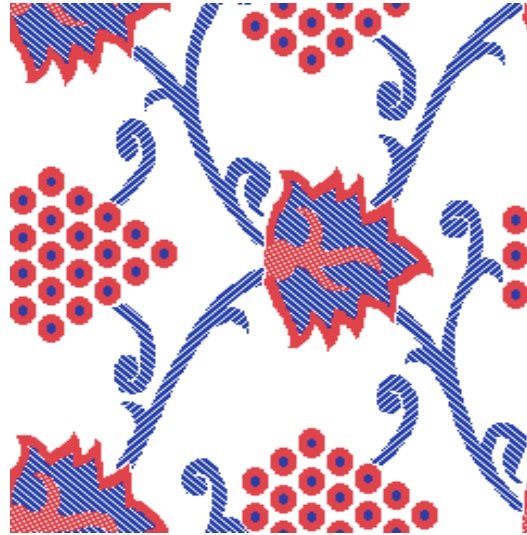
2.5.2.1 Jied iaka Punch Type

Ka punching machine ka shait shim ia ka input jong ka design ha tang ar tylli ki rong. Te ngi donkam ban pynkylla (convert) ia ki multi colored design ha tang ar tylli ki rong bad kine la shim kum ka black & white.



▪ Single Page-Single Graph

Lada u nongpyndonkam u kwah ia ka complete (kaba don baroh ki rong) ha ka shi page te u/ka donkam ban select ia kane ka option. Kane ka option la pyndonkam ban punch ia ka design na ka bynta ka single color extra weft weaving.

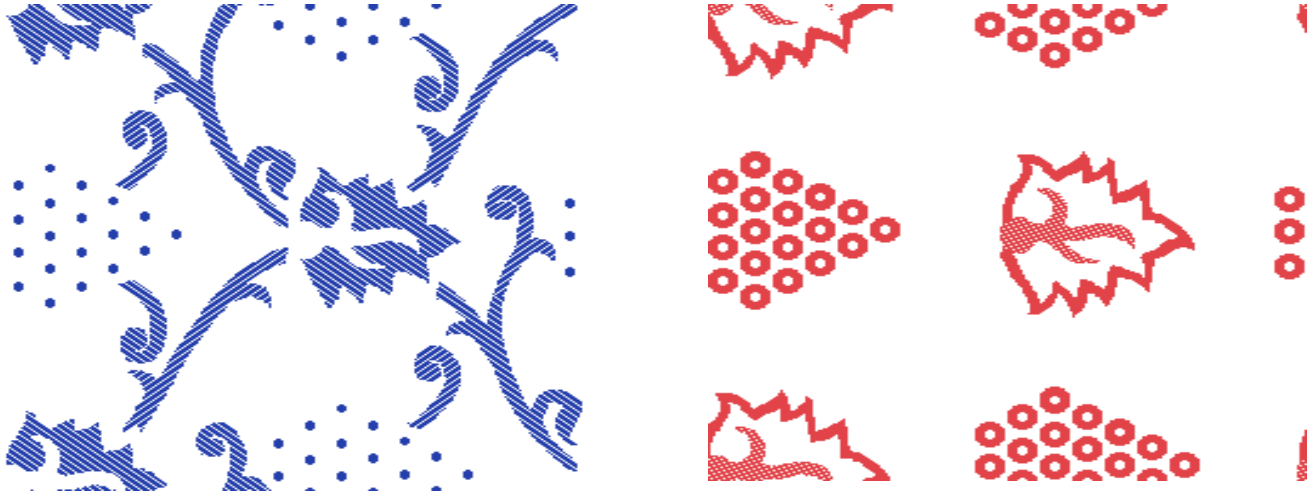


Multi Page-Single Graph



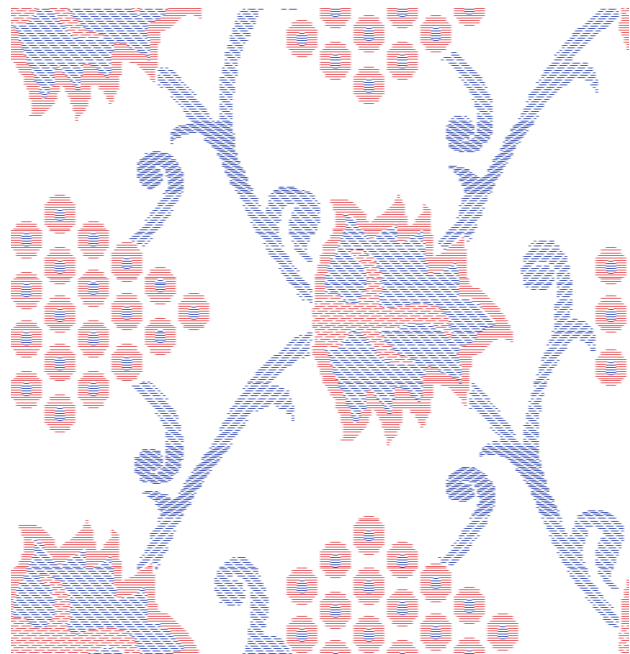
Multi Page-Multi Graph

Ka punching image ba la generate na kane ka option la pyndonkam ban leh punching da ki multi colors extra wefts (kum ki rong ha ka design). Baroh ki rong ha ka design yn punch la kajong kajong bad ki punch card bapher bapher yn pynbeit hadien ba la dep leh punching.



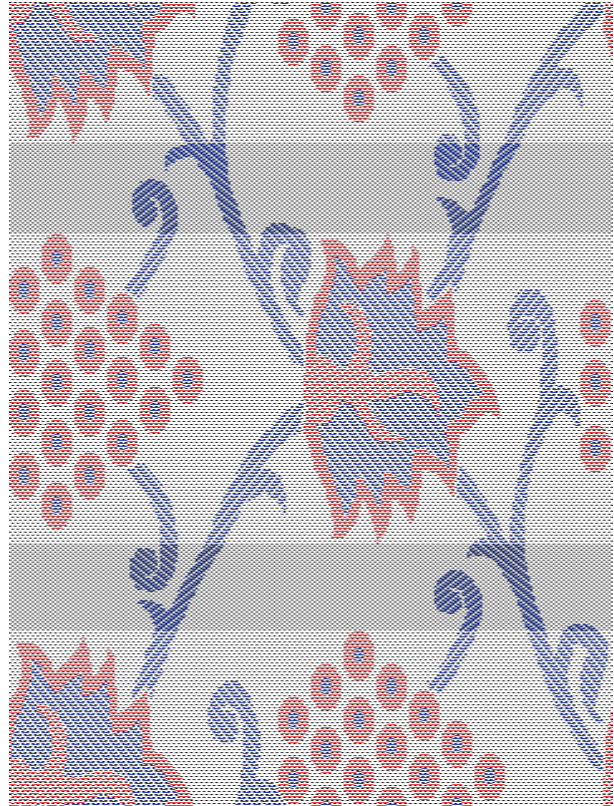
▪ Superimposed-Single Graph

Lada ka design ka don palat ia ar tylli ki rong bad u nongpyndonkam u kwah ban leh ia ka punching tang shisien kumta hap ban leh da ka super imposed single graph ha kaba baroh ar tylli ki rong jong ka design la pyniakhle lang. Ym donkam ban ai color wise punching la kajong kajong ia ki card. Kane ka mode ka ai ia ka multi colors punching tang shisien.



▪ **Superimposed-Single base Graph**

La da ka design ka don palat ar tylli ki rong bad lada u nongpyndonkam u kwah ban leh punching tang shi sien kumta hap ban leh da ka single super impose single graph ha kaba baroh artylli ki rong la pyniakhle lang. Ka pynlah ruh ia ngi ban punch ia ka base weave bad kumjuh ruh ban leh design punching da ki ba bun ki rong.



2.5.2.2 Jied iaka Punching Machine

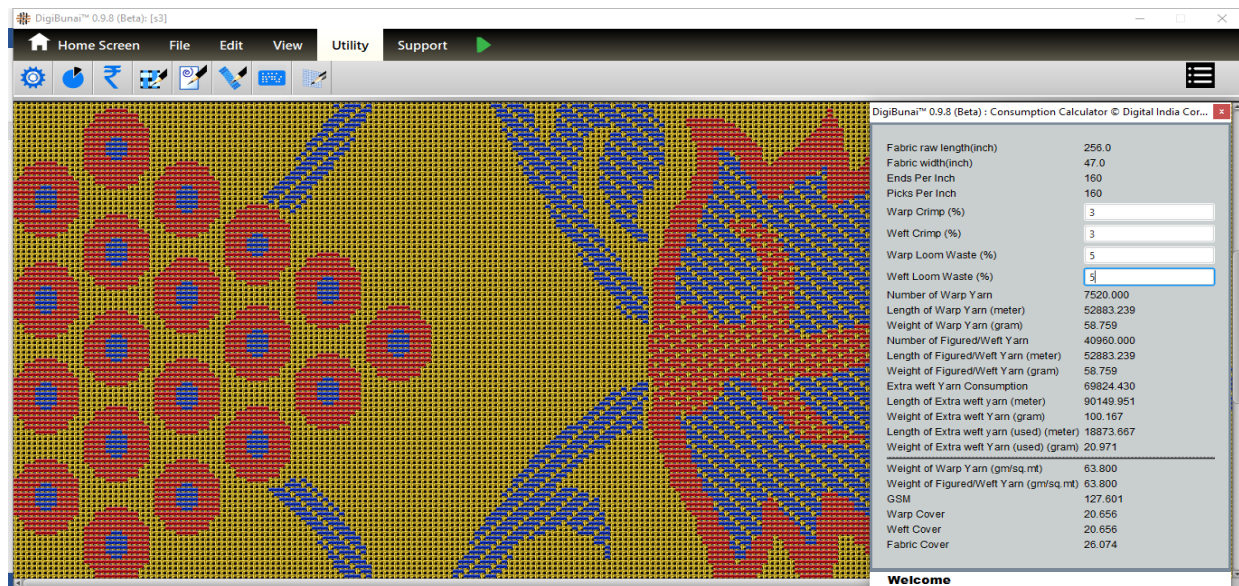
U nongpyndonkam u hap ban jied ia ki jait machine ban leh punching kata ka long ban don ka jingpyniasnoh hapteng ka punching machine bad ka computer. Ia kane lah ban phah ia ka design naka application sha ka punching machine.

2.5.2.3 Service Password

U nongpyndonkam u donkam ban pyndap ia u service password ban iada ia ka punching na kino kino ki jingshah pyndonkam bakla.

2.5.3 Ka jingkhein ia ki jingdonkam

Ki consumed yarns (length&weight) bad ki quality parameter (GSM,Warp Cover,Weft Cover bad fabric cover) kin paw hi ha ka consumption calculation ha ka Utility Mood. Hangne u nongpyndonkam u lah ban pynbiang kat kum ka jingdonkam ia ka Crimp%& Wastage % on loom bad ka jingkhein kan paw kat kum ki inputs.

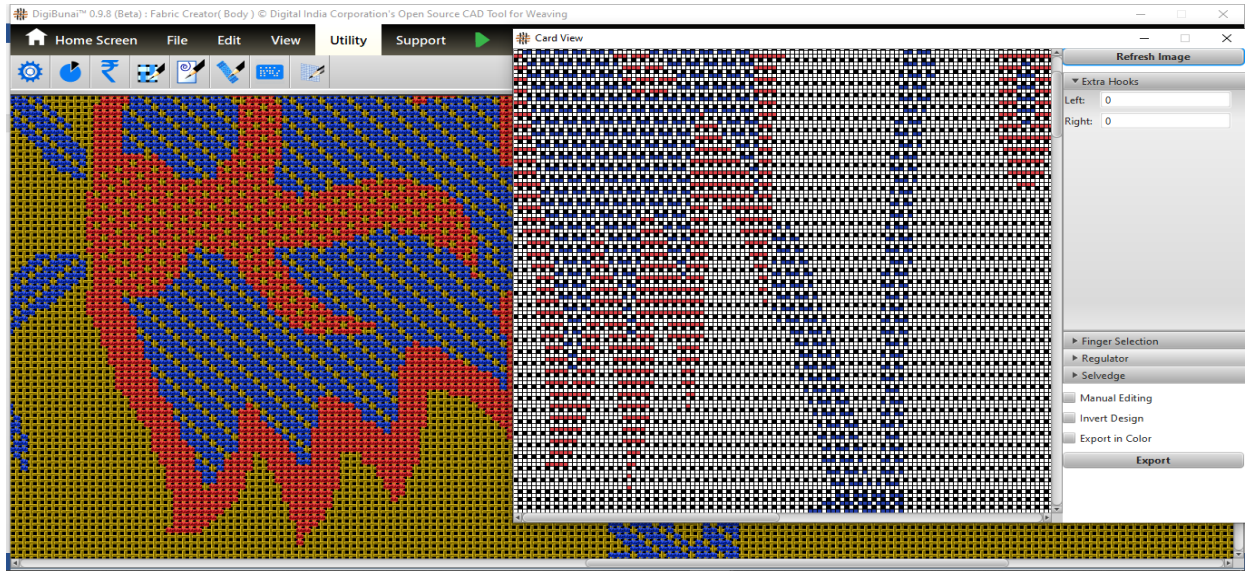


2.5.4 Ki dor ban khein (Price Calculator)

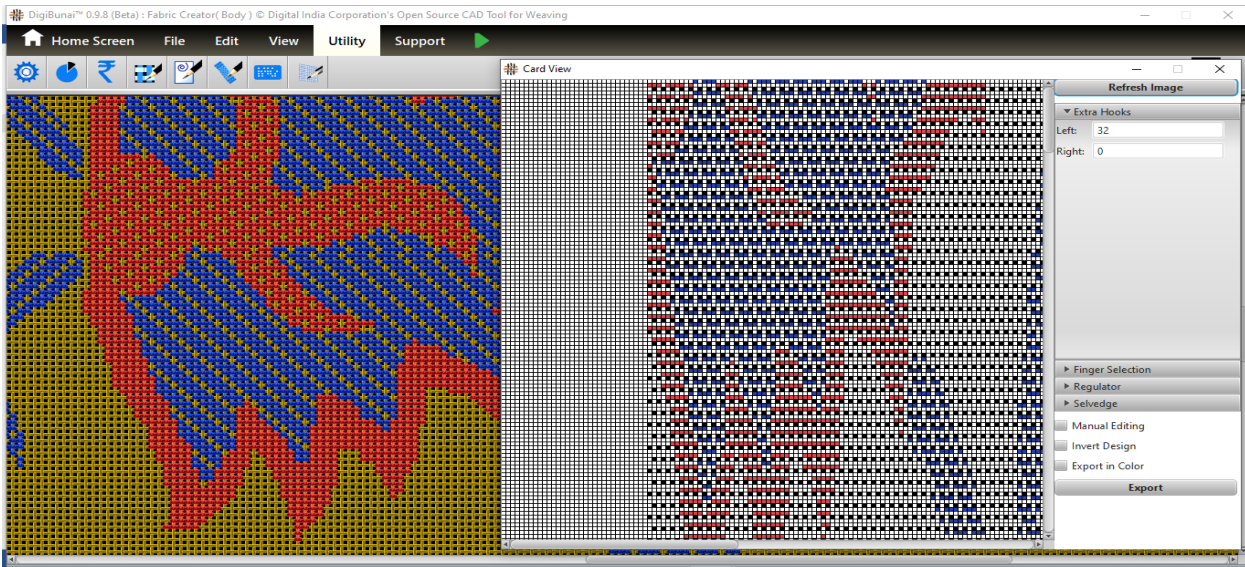
Ka dei ka application ban khein ia ka dor jong ka fabric production.

2.6 Electronic Jacquard Card

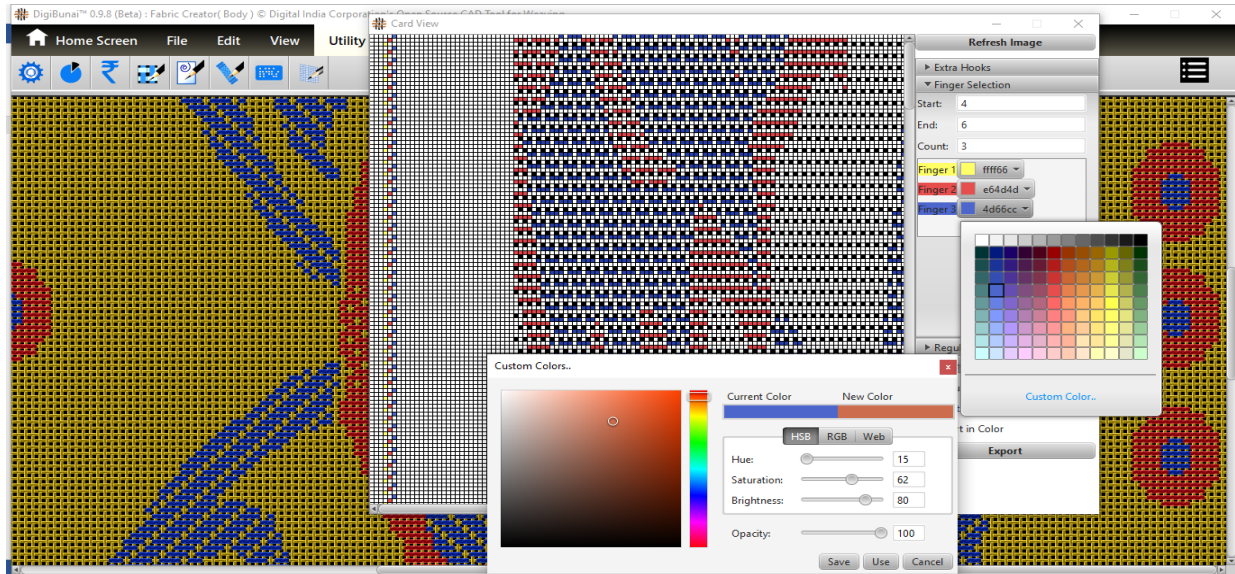
Kane ka software ka batai iaki instruction parameters ba pyndonkam ha ki design ha ka Electronic Jacquard. Kine ki instructional parameters ki long ki free hooks, weft sector, Cramming & Selvedge Pattern ki ba lah ban thep bad ka design ban generate ia ka card na ka bynta ka Electronic Jacquard. U user u lah ban generate iaka card da ka ba nion ha ka card view ha ka utility mood.



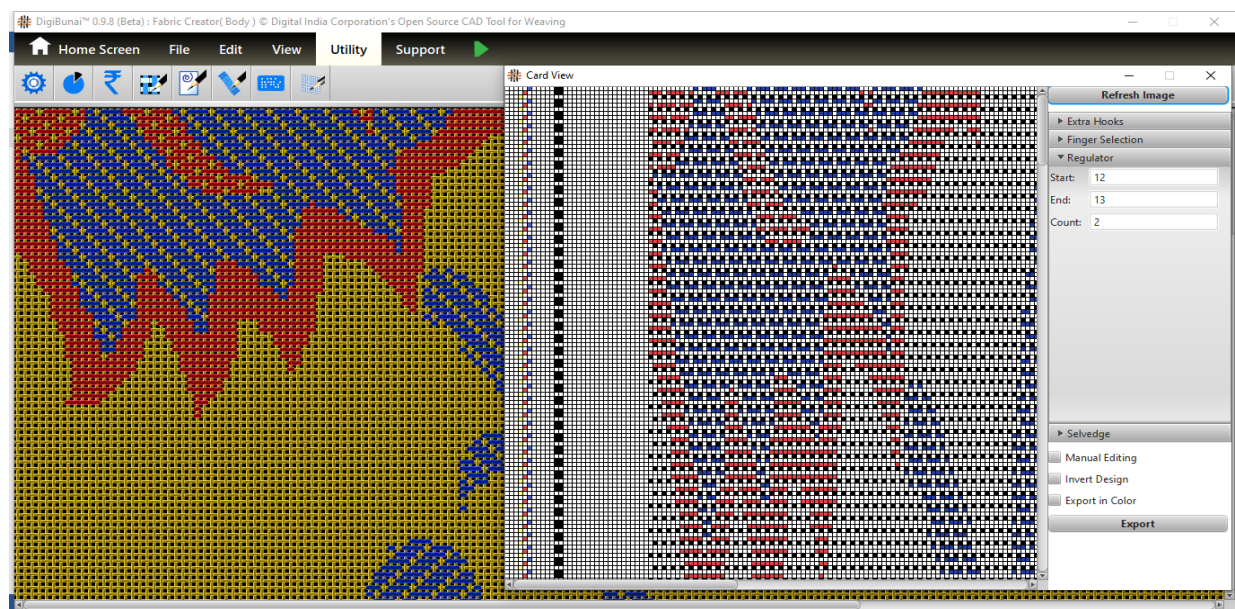
Hangne u user u hap ban sdang ban bate ia ki number of free hook ha ka liang kamon ne kadiang jong ka design. Nangta sa nion ia u Refresh Image button ban iohi ia ka free hooks bad ka design.



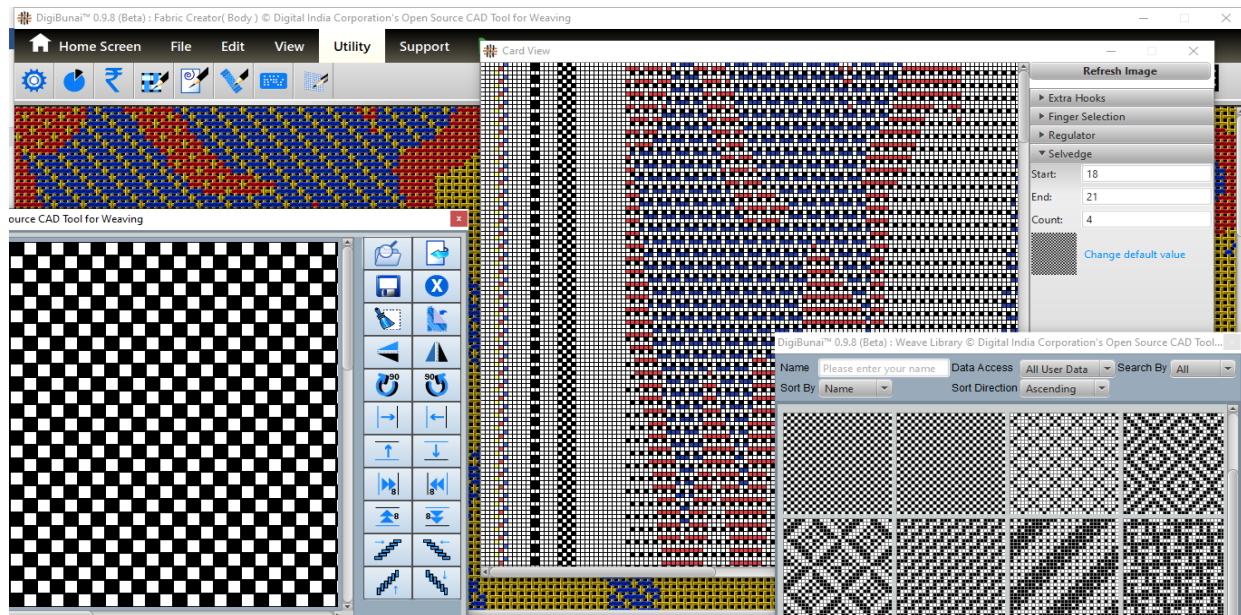
Ia ka weft insertion la jied da kaba pyndonkam Finger Selection. Hangne donkam ban batai ia ki hooks naka bynta ka weft selection bad ka rong.



Ka cramming lah ban leh da kaba nion ha u regular tab. Jied u hooks na ka bynta ban cramming nangta nion ha u Refresh Image tab.



Ha dien ba la dep leh cramming, selvedge weave assigned da kaba nion ha Selvege tab. Hangne u user u hap ban jied ia ki hooks na ka bynta ban selvedge nangta ai weave pattern ha ki hooks ba la dep leh. U user hangne u lah ban jied lane pynkylla ia ka weave (da kaba ba nion ha weave with alt key) ha kane ka window na ka bynta ban selvedge.

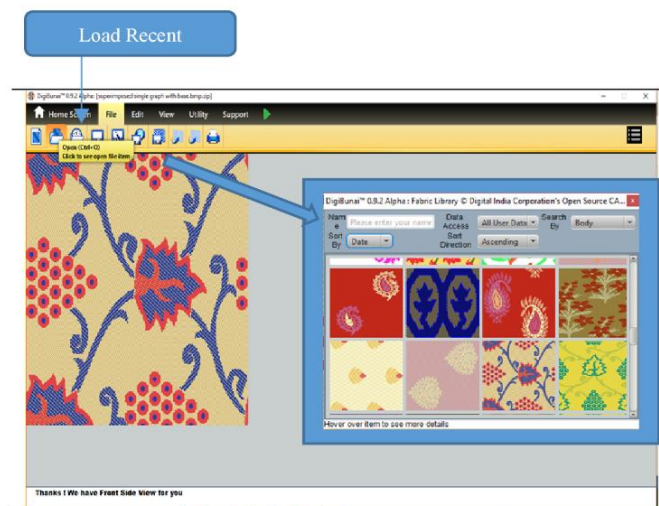


Hadien ba la dep ban pynrung ia ki parameters ba donkam bad ka design file, ka design card lah ban export ha ka colored lane ka Numeric form. Kane ka file yn export ha ka BMP format ban run ia ka Electronic Jacquard.

2.7 Library of Fabrics (File)

U user u lah ban plie ia ka fabric form ba la don lupa ha ka library na ka File -> Open

Haba u user un nion open, ka dur jong ka browser kan paw ha ka window ba la don ia ki fabrics ha ka library. Ka ai ruh ia ka lad ban wad bad ban jied lyngba ki parameters Name, Date, Type. U user u lah ban plie ia ki fabric ba la buh lypa da kaba jied ia ki fabric naka library.



Load Recent u pynlah ban plie ia ki file ba dang shu dep shna hadien ba la pynlip bad plie biang.

2.7.1 Wad

U user u lah ban wad ia ki fabric da ki kyrteng. U user u donkam ban pynrung ia ki dak sdang jong ka kyrteng ka fabric. Ki kyrteng jong ki fabrics kin sa paw hi.

2.7.2 Sort

Sort (wad) da ka tarik

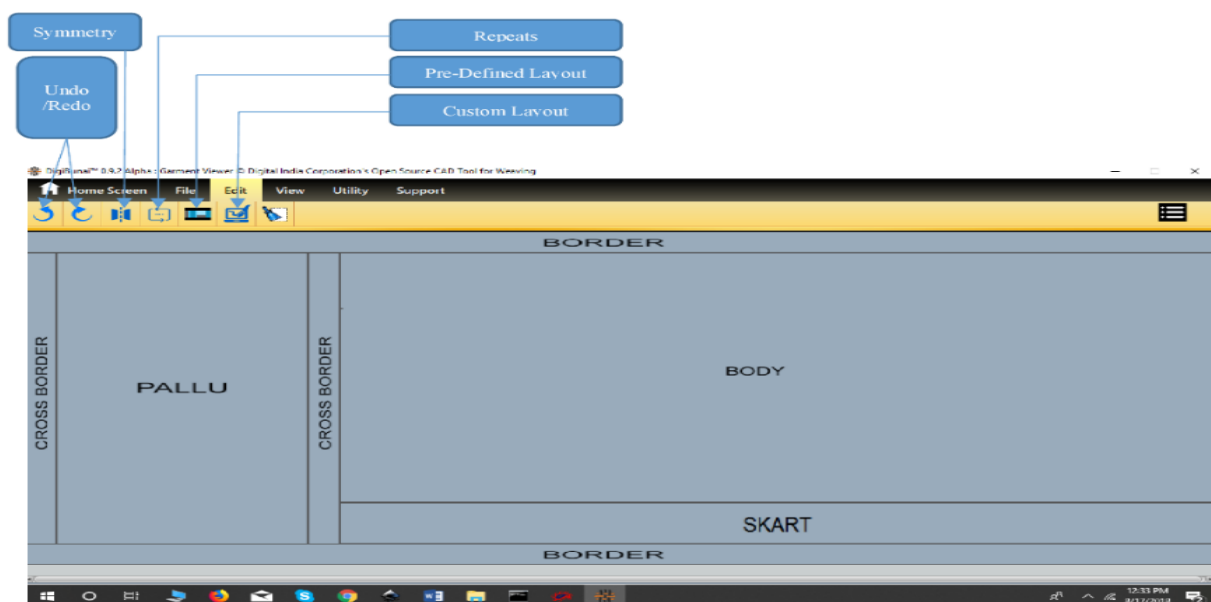
U nongpyndonkam u lah ban pynbeit ia ki fabric da ki tarik.

Sort da ka kyrteng

U nongpyndonkam u lah ban pynbeit ia ki fabric da ki kyrteng.

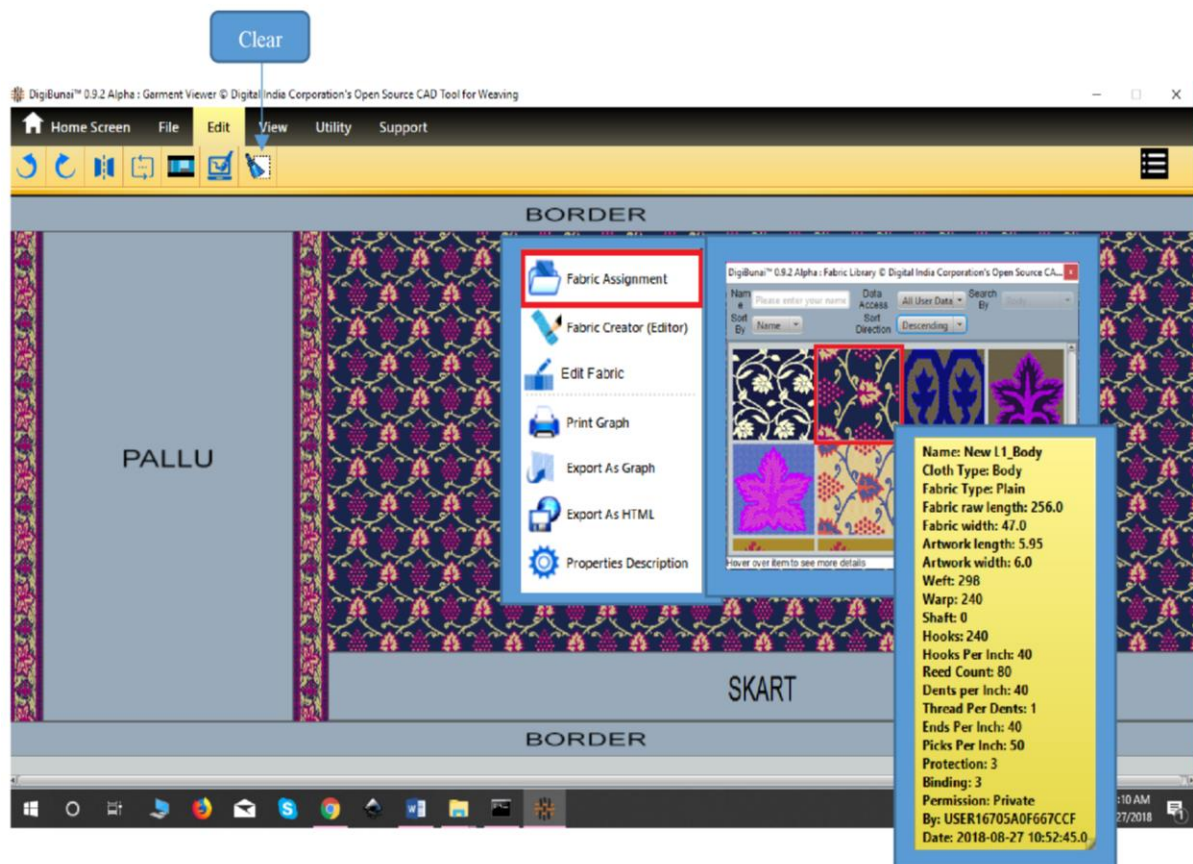
3 Garment Layout

Garment Viewer module ka dei ka jaka ba u designer u lah ban iohi ia ka design ha ka dur jong ka garment layout. U user u lah ban pyndonkam bunjait ki design, ki rong bad ki design editing functions. Ha ka edit menu u user lah ban jied ia ki template ba la dep ban don lupa jong ka garment layout katkum ka jingdonkam. .



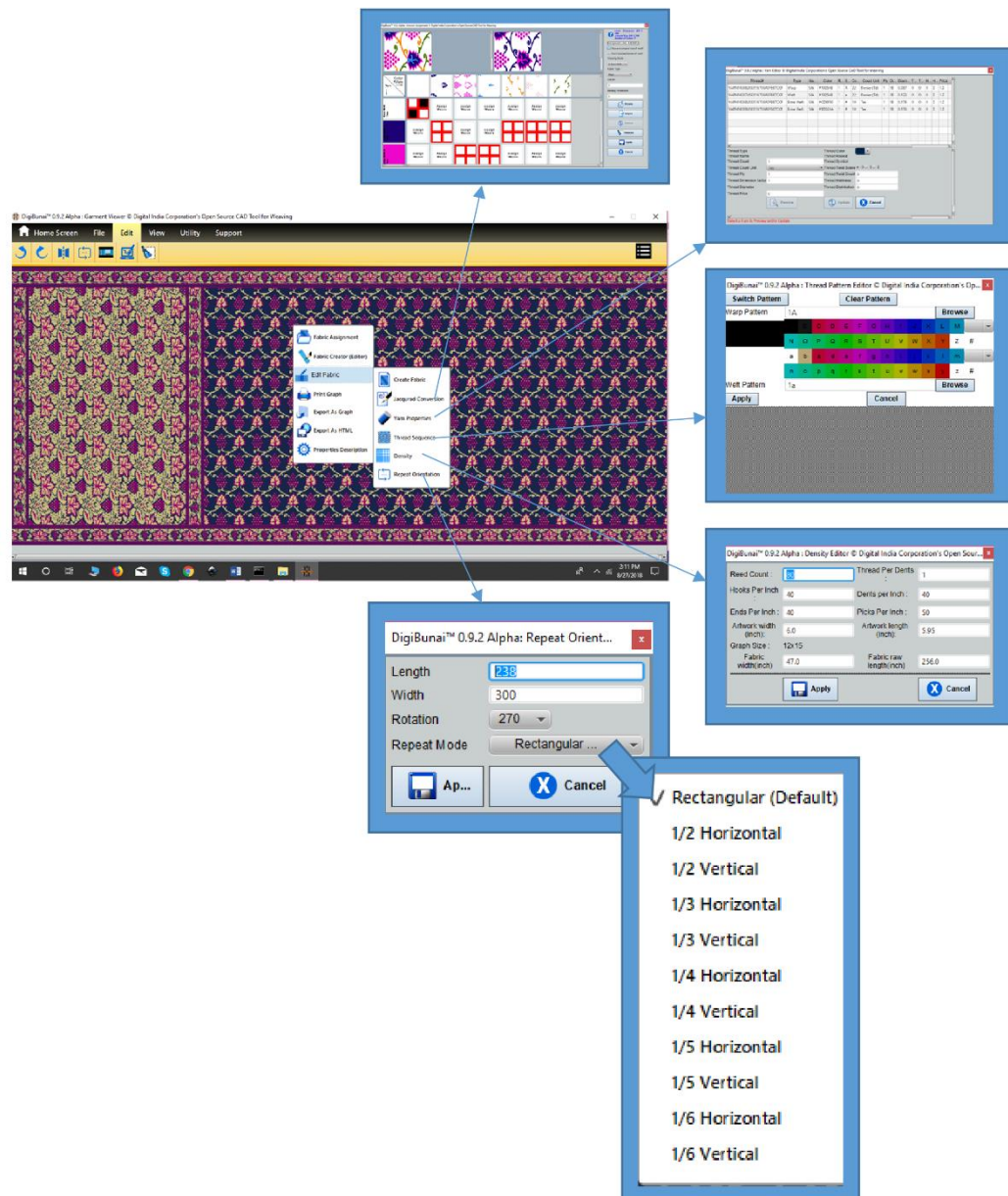
3.1 Fabric Assignment

Ha kane ka bynta u user u donkam ban buh ia ki fabric ha baroh ki bynta jong ka layout. Da kaba right click ha kano kano ka bynta, u user u lah ban jied ia ki fabric na ka library.



Fabric Assignments

Kane ka bynta ka pynlah ban pynkylla lane edit ia ki assigned fabric ha ka layout.



3.2.1 Jacquard Conversion

Kane ka bynta ka lah ban pynkylla ia ki weaves bad ki extra wefts ha ka design. Haden ba la pynkylla u user u lah ban save bad ki jingkylla (changes) kin sa paw ha ka Garment Layout.

3.2.2 Ka Properties jong u ksai

Kane ka pynlah ia u user ban pynkylla ia ki warp, weft and extra weft yarn properties ha ka layout. Haden ki count jong ki yarn, ply, twisting, hairiness factor lah ban edit.

3.2.3 Thread Sequence

Kane ka pynlah ia u user ban pynwandur na ka bynta ki various yarn colour pattern generation ha ki base fabric bad lah ban ioh ia ka effect ha ka garment layout.

3.2.4 Ka Jingrben

Density parameters ka pynpaw ia ka yarn density effect ha ka layout bad ki dimension jong ka design.

3.2.5 Repeat Orientation

Da ka ne ka feature u user u lah ban pynkylla ia ki repeat pattern jong ka design ha layout kata $\frac{1}{2}$ drop, $\frac{1}{3}$ drop bad kiwei. U user u lah ban rotate ia ka artwork ha ka layout da kaba jied ia ka angle.

3.2.6 Pynkhuid (Clear)

Clear function ka long ban clear ia ka fabric na ka layout.

3.3 Garment Layouts Creation (Edit)

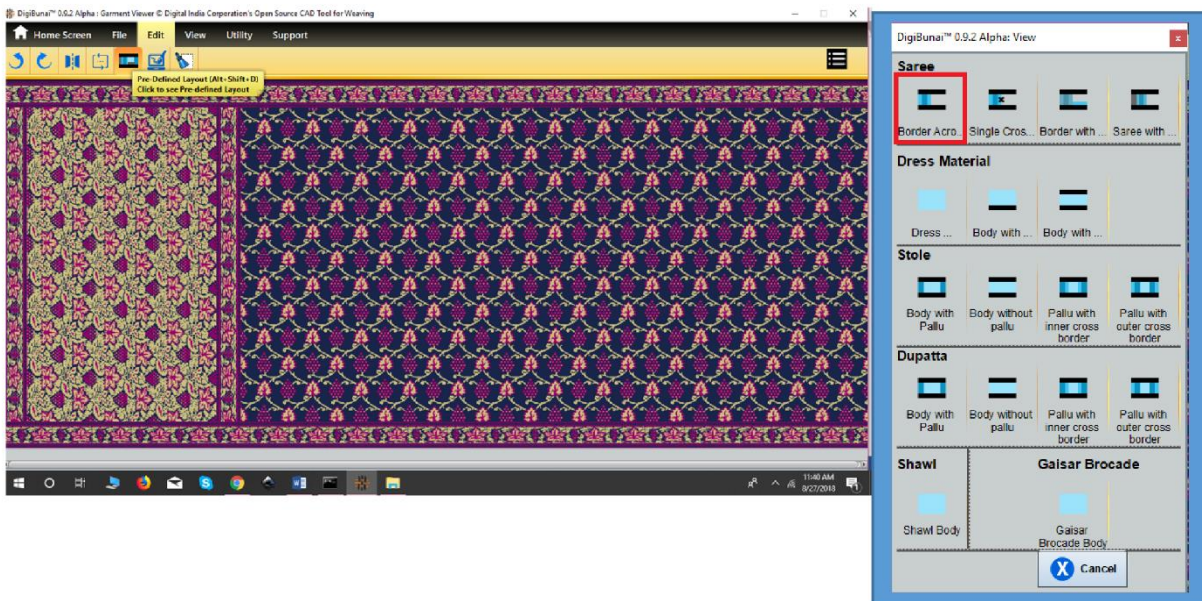
3.3.1 Ka Sari

Ha Varanasi, Ki sari ki don ia ki layout ha ki bynta jong ka sari kita ki border, cross border, pallu body.

3.3.1.1 Pre-Defined Layout

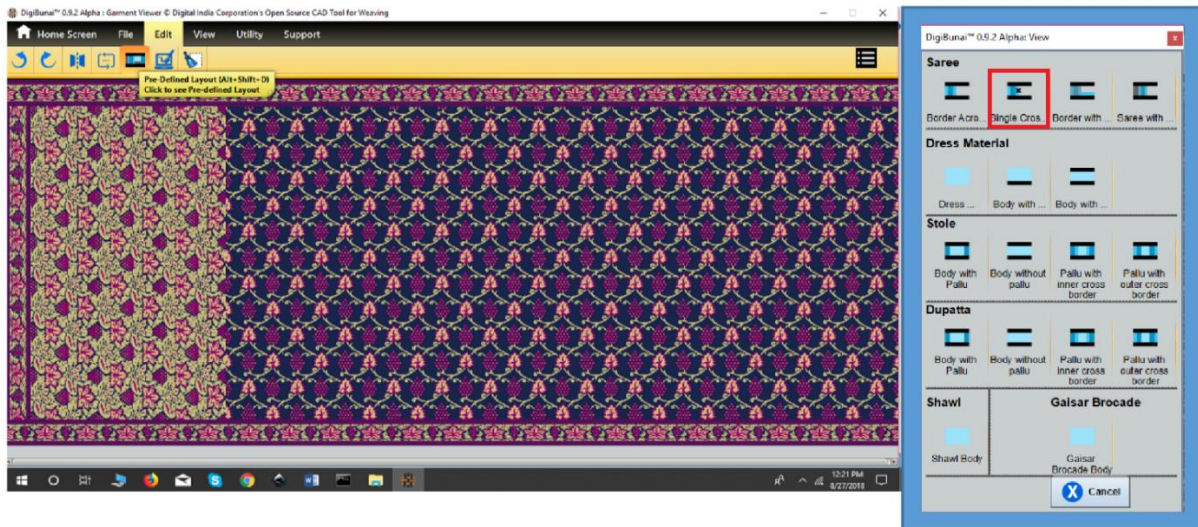
- **Border across Body and Pallu**

Ha kane ka layout border ki poi haduh ki cross border. Ki cross border ki don hapoh ki border hi.

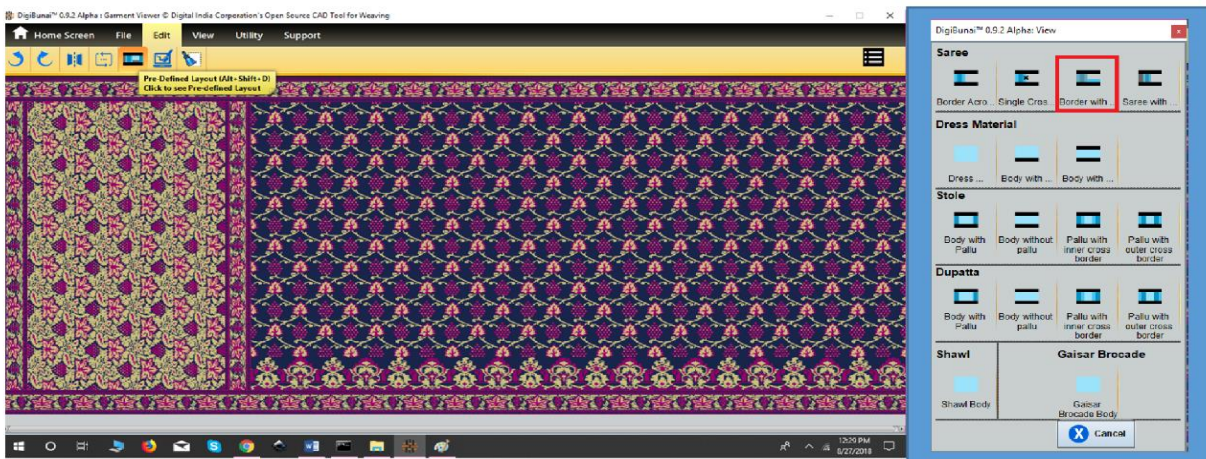


Single Cross Border

Ki sari ki don tang ki side cross border ka body ka sdang hadien ka pallu.



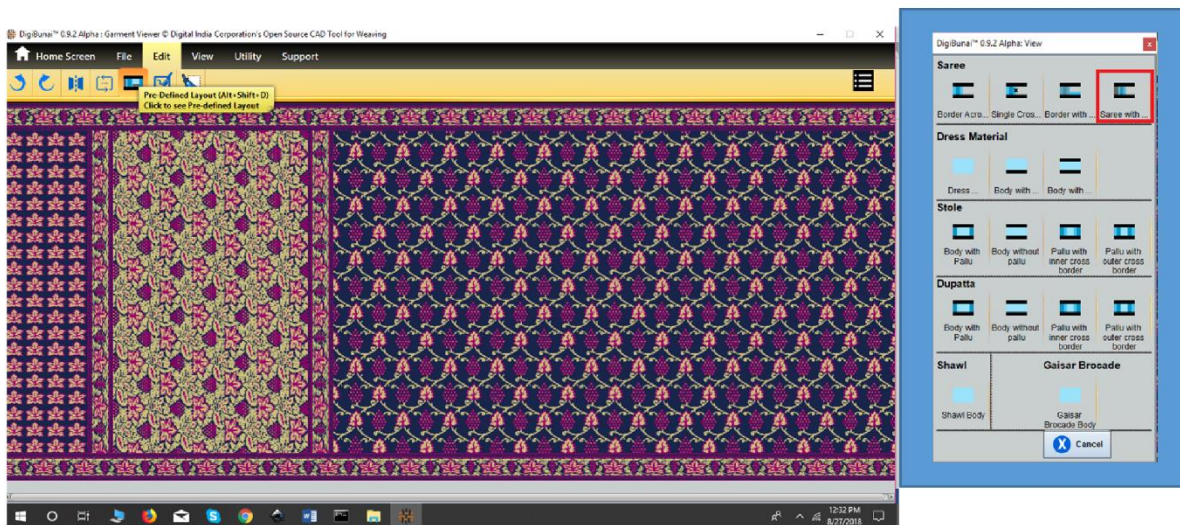
- **Border with Skirt border**



Ha ka ne ka layout ka skirt ka dei ka extra component bad ki border, cross border, pallu bad ka body jong ka sari.

▪ Saree with Blouse

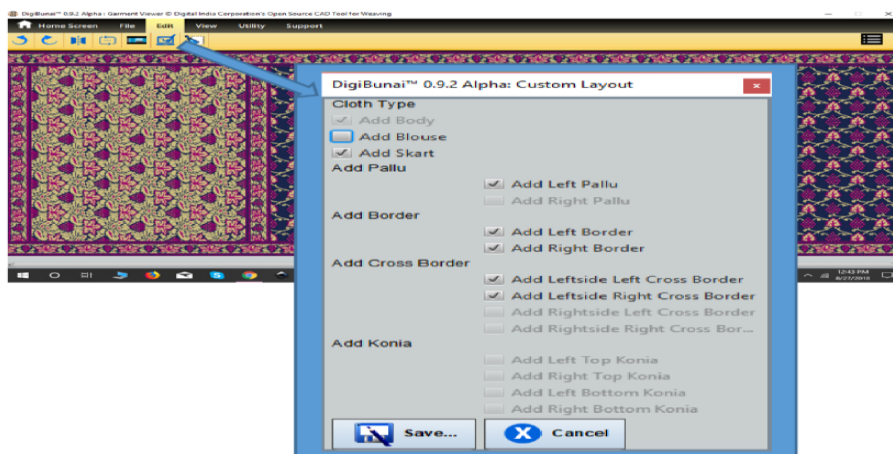
Kane ka layout jong ka sari ka don bad ka border, cross border, pallu, Body bad Blouse piece.



U nongpyndonkam u lah ruh ban pynkhreh ia ki layout jong ki garment bapher bapher kum ki Dress Material, Dupatta, Stole, Shawl bad kiwei.

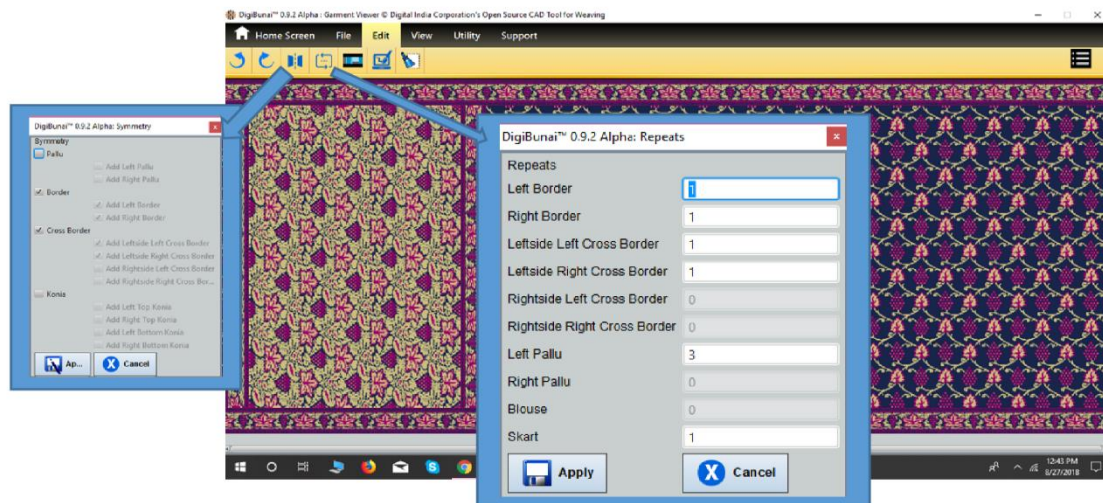
3.3.1.2 Custom layout

U user u lah ban customize ia ki components jong ka garment da ka custom layout.



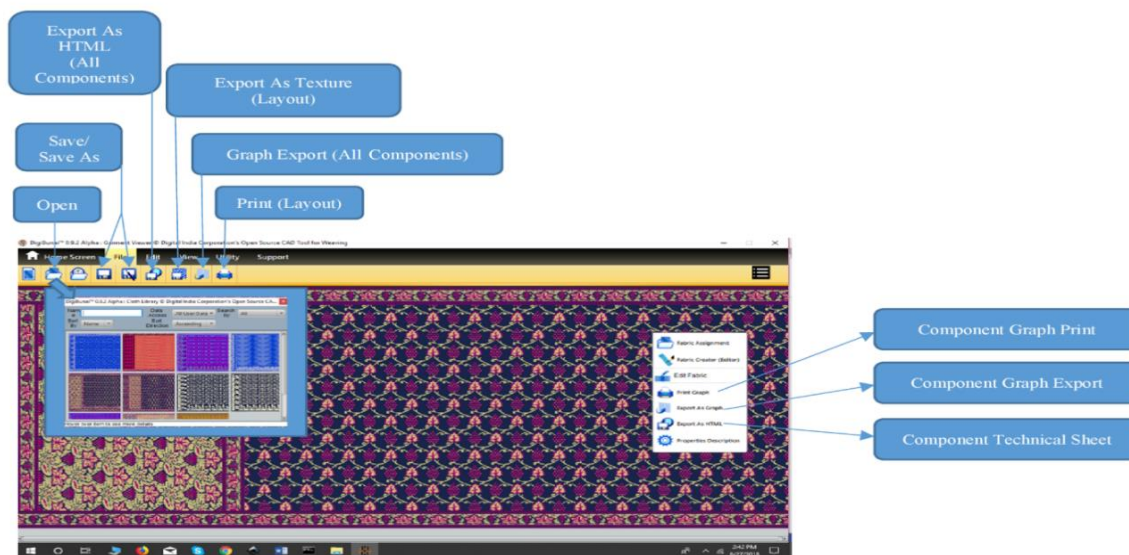
3.3.1.3 Repeat & Symmetry Setting

U user u lah ban jied ia ki garment components da ka Repeat option.Ka symmetry hapteng ki garment components lah buh da ka symmetry.



3.4 Secure Garment Layout & Output (File)

U user u lah ban jied ia ki garment components da ka Repeat option.Ka symmetry hapteng ki garment components lah buh da ka symmetry.



3.4.1 Print

U nongpyndonkam u lah ban print ia ka garment layout da kaba nion ha u print. Ka lah ruh ban print ia ki bynta la kajong kajong jong ka garment. Na ka bynta kane buh ia u mouse pointer ha ka design bad right click bad kan paw ha ka screen ‘Print Graph’.

3.4.2 Export

U nongpyndonkam u lah ban export ia ka garment texture da ka Export as texture. Ban export ia ki bynta baroh jong ka jingshna click ha u Export As HTML& Export ia ki graph jong ki garment da ka Export As texture kaba don ha ka top menu bar jong ka Garment Viewer. Ki bynta jong ka garment lah ban export la ka jong da ba nion right click ha kawei pa kawei ka bynta jong ka layout.

3.4.3 Kynshew

Iaka garment layout ba la dep shna la kynshew (save) ha ka library of garment viewer da kaba Save/Save As.

3.4.4 Plied

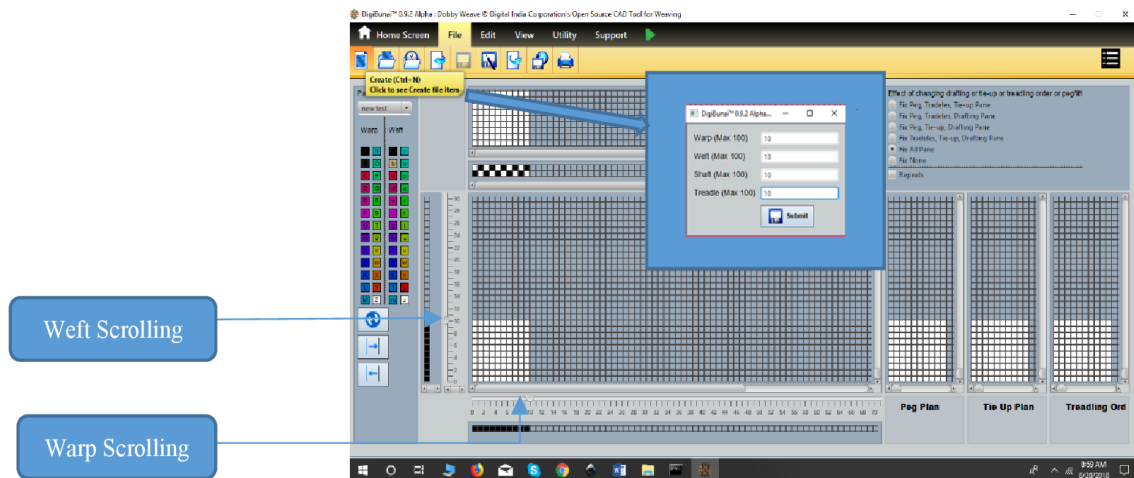
Iaka Garment layout ba la save hapoh library lah ban iohi da ka ba click open.

4 Dobby Weave

Dobby Weave ka iarap ia u user ban shna ia ki weave bapher bapher ban pyndonkam ha ka por ban shna ia ka artwork.

4.1 Shna iaka Jingthain

Ban shna ia ki weave u user u donkam ban pynrung ia ki number ban warp, weft, shaft bad treadles. Haden ba la dep ban pyndap ia kitei ki parameters ka 4 grid kan sa paw ha u user kata design grid, drafting grid, ti up grid bad peg plan grid. Don artylli ban jied ia ki jingheh jong ki weave bad ki rong ban weft bad ban warp.



4.1.1 Design to Drafting

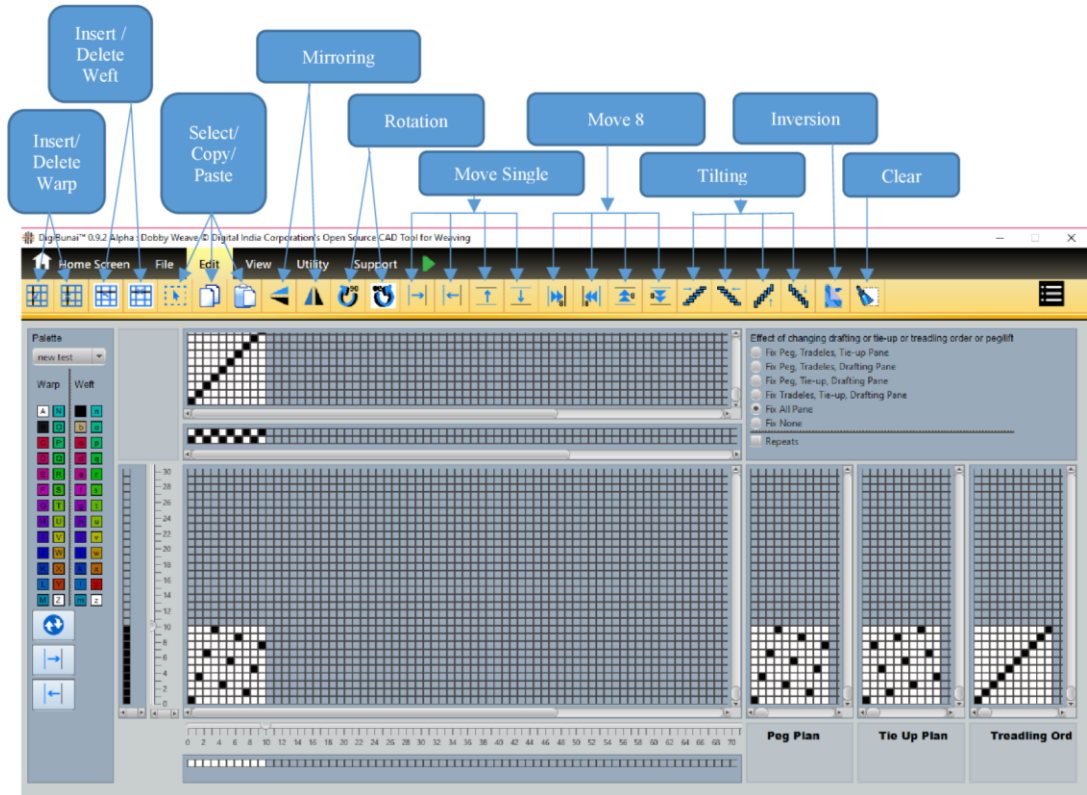
U user u donkam ban shna ia ki weave da kaba pyndap ha ka design grid. Ki lai tylli ki grid ba dang sah yn sa pyndap hi.

4.1.2 Drafting to Design

Lada u user u tip ia ka drafting design kumta u donkam ban pyndap ha ka drafting, ti up bad peg plan grid, ki design kin paw hi ha ka design grid.

4.2 Edit

Ban edit ia ki weave pattern u nongpyndonkam u lah ban leh ia kine.



4.2.1 Thep iaka Warp

Ka don ka lad/provision ba hap ban thep ia ki warp ha ka weaving pattern ba la don lupa. Kane ka warp ba thymmai kan paw ha ka liang kamon jong ka warp ba la dep jied.

4.2.2 Weng iaka Warp

Ban delete ia ka warp, u nongpyndonkam u donkam bam select nyngkong ia ka warp nangta sa click ha u delete warp option.

4.2.3 Thep iaka Weft

Ka don ka provision ban insert ia ka weft ha ka weaving pattern ba la don lypa. Ka weft kaba thymmai yn sa insert hapoh ka weft ba la jied.

4.2.4 Weng iaka Weft

Ban delete ia ka weft u user u donkam ban jied iaka weft bad sa nion ha u delete weft option.

4.2.5 Jied

Ban jied ia ka jaka ha ka weave design u user u donkam ban nion ha u select option bad ban ring ban jied ia ka bynta ka jaka ba la jied yn pyn i ha ka rongsaw.

4.2.6 Copy

U nongpyndonkam u lah ban copy ia ka jaka ba la jied ban weave bad ban pyndonkam ha kano kano ka bynta jong ka weave area.

4.2.7 Paste

U nongpyndonkam u lah ban paste ia ka jaka ba la copy ha ka weave hangno hangno ban weave. Ka jing paste kan sdang na ka jaka ba la jied.

4.2.8 Mirroring

U nongpyndonkam u lah ban mirror ia ka weave pattern (vertically lane horizontally).

- **Horizontal Mirror**

Na ka bynta ban mirror ia ki weave horizontally u nongpyndonkam u hap ban nion ha ka Mirror Horizontal icon kaba don ha ka edit menu bar.

- **Vertical Mirror**

Na ka bynta ban mirror ia ki weave vertically u nongpyndonkam u hap ban nion ha ka Mirror Vertical icon u ba don ha ka edit menu bar.

4.2.9 Pynkhiud (Clear)

U nongpyndonkam u lah ban clear ia ka weave window da kaba nion ha u clear option. Haden ba la nion clear, baroh ki windows kata drafting, peg plan, ti-up bad design window kin nym paw ei ei shuh.

4.2.10 Pynkynriah

U user u lah ban move ia ki weave pattern shi unit lane phra unit sha kadiang, kamon, sha jrong bad shapoh.

- **One Move by 1**

U user u lah ban click move left, move right, move up, move down. Ki weave pattern kin move da shi unit sha ka direction ba kwah.

- **Move by 8**

U user un nion move phra (8) unit Move left, Move right, Move up bad Move down. Ki weave pattern kin move phra unit sha ka phang ba kwah.

4.2.11 Tilt

Ki tiar ban tool ki kynriah ha man ki lain ba bud lane column jong ka weave na ka bynta u wei u ksai sha ka phang ba kwah. Ba shait pyndonkam bha kadei na ka bynta ban tilt ia ki weave sha ki phang bapher bapher.

- **Ka mon (Right)**

Khyrwait kamon ia u weave (pynkylla na u Vertical line sha u right diagonal).

- **Ka diang (Left)**

Khyrwait kadiang ia u weave (pynkylla na u vertical line sha u left diagonal).

- **Shajrong (Up)**

Khyrwait sha jrong ia u weave (pynkylla na u vertical line sha up diagonal).

- **Shapoh (Down)**

Khyrwait ia u weave shapoh (pynkylla na u vertical line sha u down diagonal).

4.2.12 Tyllun (Rotation)

- **Clock Wise Rotation**

U user u lah ban pynphai ia ka weave pattern sha ka phang kum ba ka baje ka iaid

- **Anti-Clockwise Rotation**

U user u lah ban pynphai ia ka weave pattern sha ka liang pyrshah baka baje ka iaid.

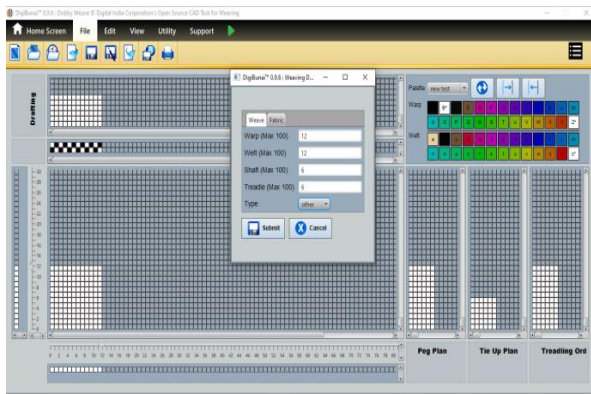
4.2.13 Inversion

Na ka bynta ban pynkylla khongpong ia ki weave pattern u user u hap ban nion ha u inversion icon ba don ha ka operation menu. Lah ban pynkylliing jaka ia ki ksai ban thain.

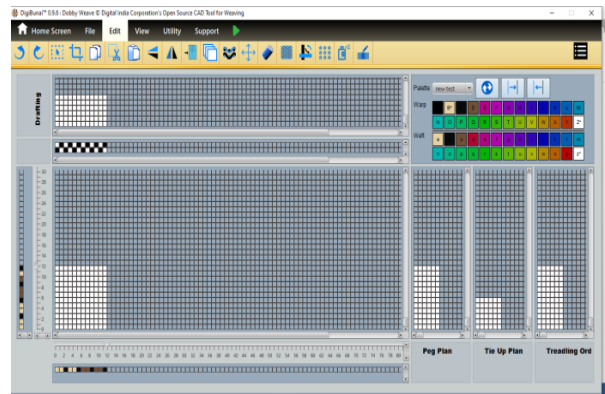
4.2.14 Double Layer Fabric

Ki arsyrtap ki Jain ki don ar thup ki warp bad ar thup ki weft ki ba la pynianoh lang ban pynlong arsyrtap ki jain. Kiba kum kine ki don arsyrtap ki ksai ki ba la thainlang bad la suhlang hajuh. Ki Jain arsyrtap ki don artylli ki ksai ban warp bad artylli ki ksai ban weft ba ki khot iaki ka khmat bad shadien.

Ka syrtap ba ha jrong la shna da ka ba suhlang ia ki ksai khmat warp bad bad ksai khmat weft, bad ka syrtap ba hapoh la suh lang ia ki back warp yarns bad back weft yarns. Ia kine ki artylli ki syrtap la pyniasoh malu mala ha kaba lah ban ithuh ba ki don la kajong lane la suh lang ha juh. Ban shna iaki jain ba arsyrtap u user u donkam ban sdang da ki paraters jong ka composite weave (Warp, Weft, Healds, etc.). Hadien ba la dep ban jied iaki parameters u user u hap ban jied ia ki ksai rong na ka bynta ban warp bad weft.

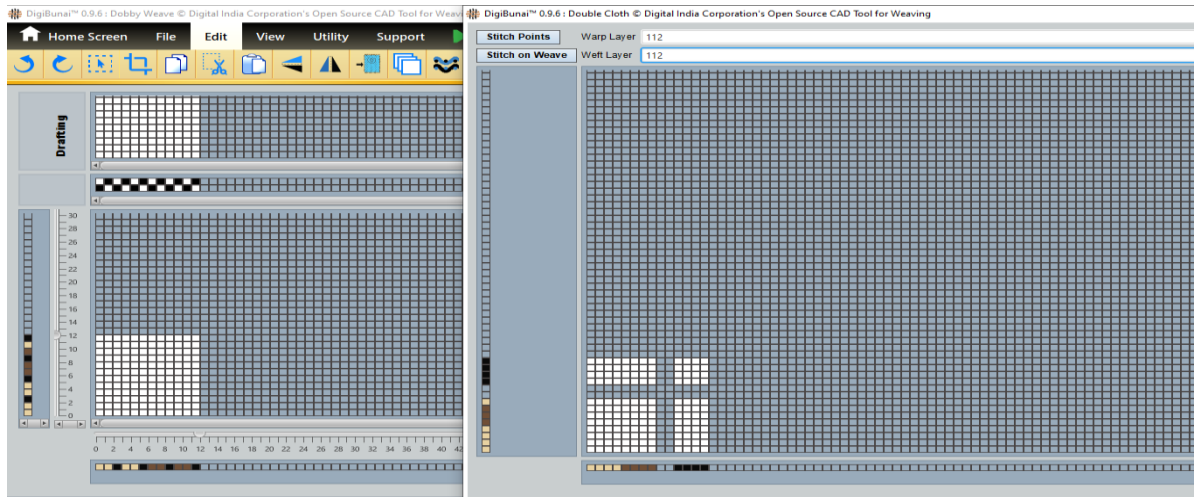


Define Weave Parameters

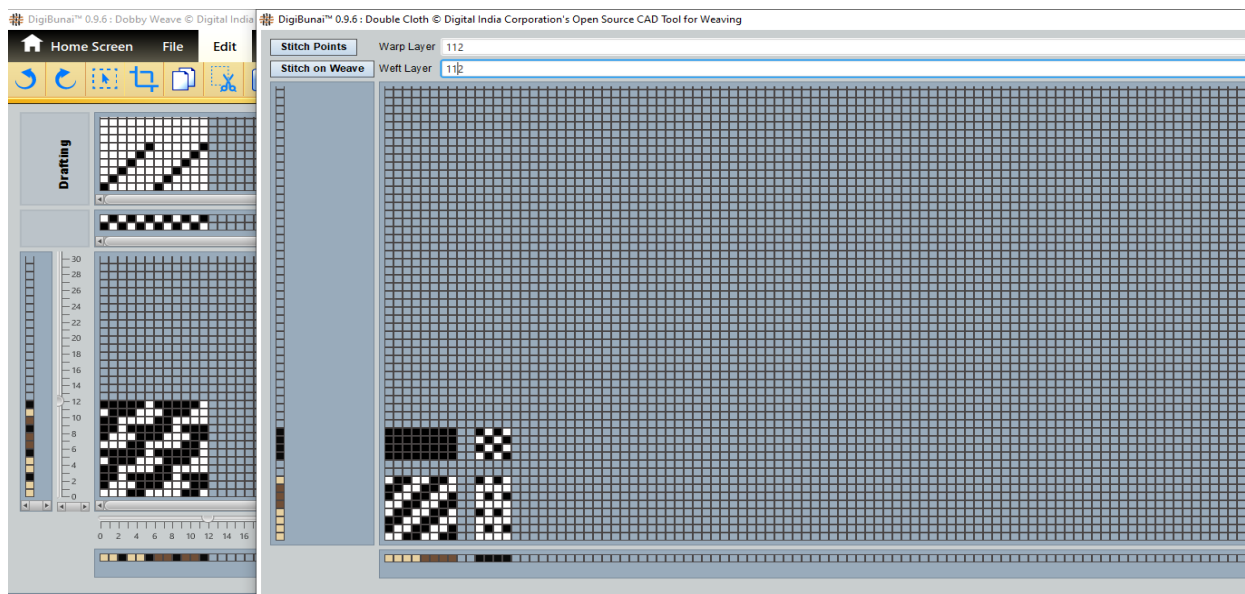


Assign Yarn Color Sequence

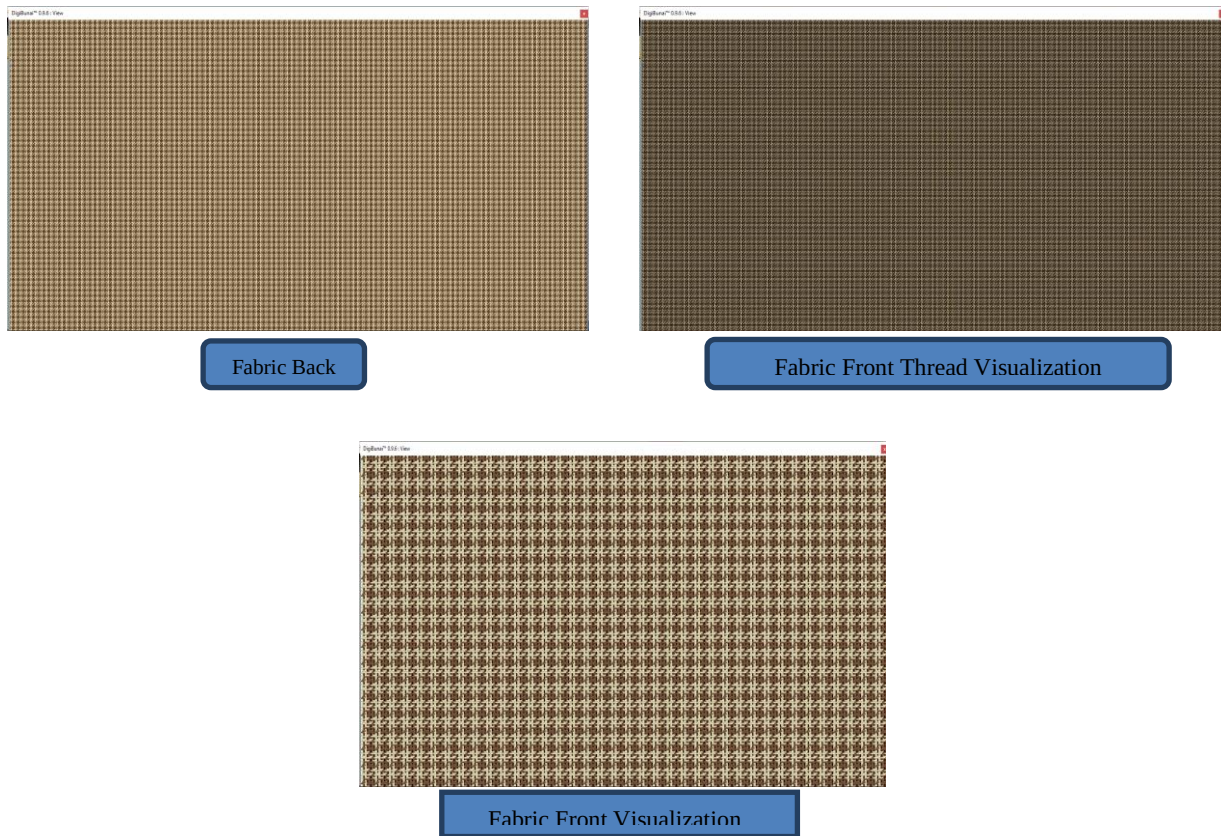
Ki batai ia ki arsyrtap fabric ba la suh lang hajuh.



Shna ia ki weave na ka bynta ki artylli ki syrtap jain bad buh dak ia ki jaka ba don lang hapdeng ka warp face thread bad back weft thread. Ki weave ba la suh lang kin paw ha ka window.



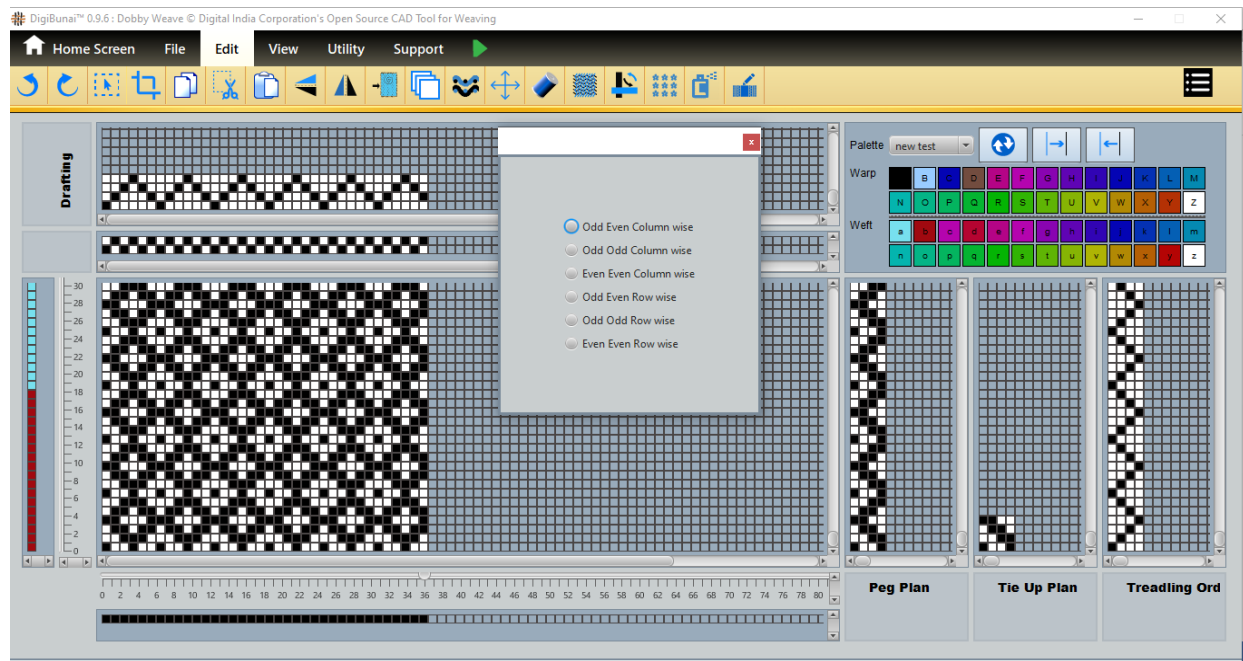
Ki fabric ba pynmih na ki input ba la thep bad ba don ha ka weave window.



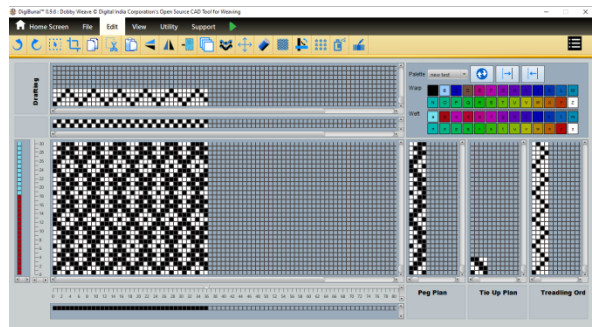
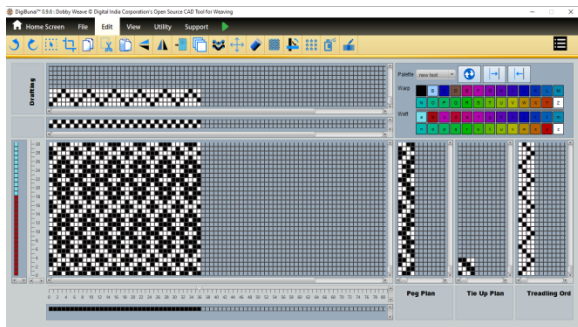
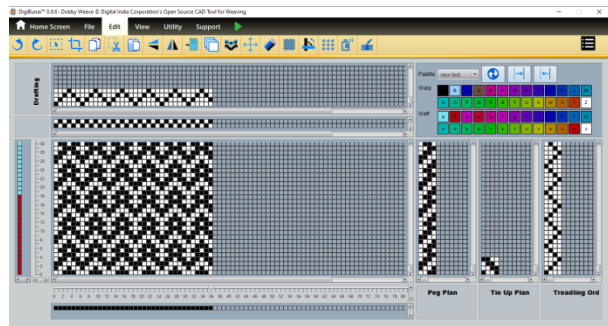
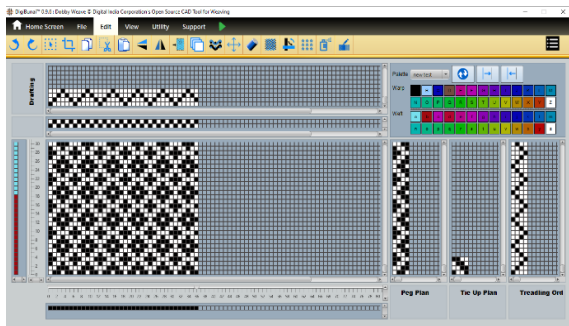
4.2.15 Multi & Complex Weave

Ka jingthain ka dei ka rukom buh ia ki warp bad weave threads ha ki jain. Ki pynlah ban don ia ki jingtreikam bad ki pynitynnad u user u lah ban shna ia bun jait ki weave pattern da ki ksai ba bun rong ban pynmih ia ki jain ba bun jait. Kat kum ka jingkylla ha ka iew bad ka jingkwah u nongthied lane kano kano ka jinglap thymmai ha ka rukom ban shna ia ki jain. Ban pynbiang ia ka jingdonkam ka iew bad kumjuh ruh ka jingkylla kaba na ka por sha ka por ki designer ki la pyrkhath ban shna ia ki weave pattern ki ba biang bad ba thymmai. Da kaba pynshong nongim ha ka jingtrei ki designer bad ka jingdawa ka iew, ka DigiBunai™CATD ka pynlah ban leh shibun ki weave pattern na kawei ka weave pattern sha kawei pat ka weave pattern.

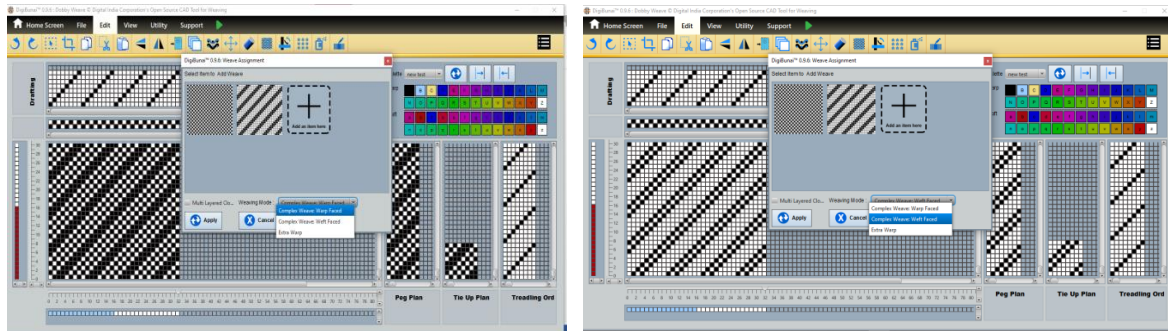
Ban pynmih shibun ki pattern na u wei u weave structure, u user u hap ban shna ia u weave ha ka window bad right click ha ka Peg Plan.



Hadien ba la nion ha ka Peg Plan u user u hap jied ban pynmih ia ki weave pattern ba kham thymmai ba hap jied naka Peg Plan.

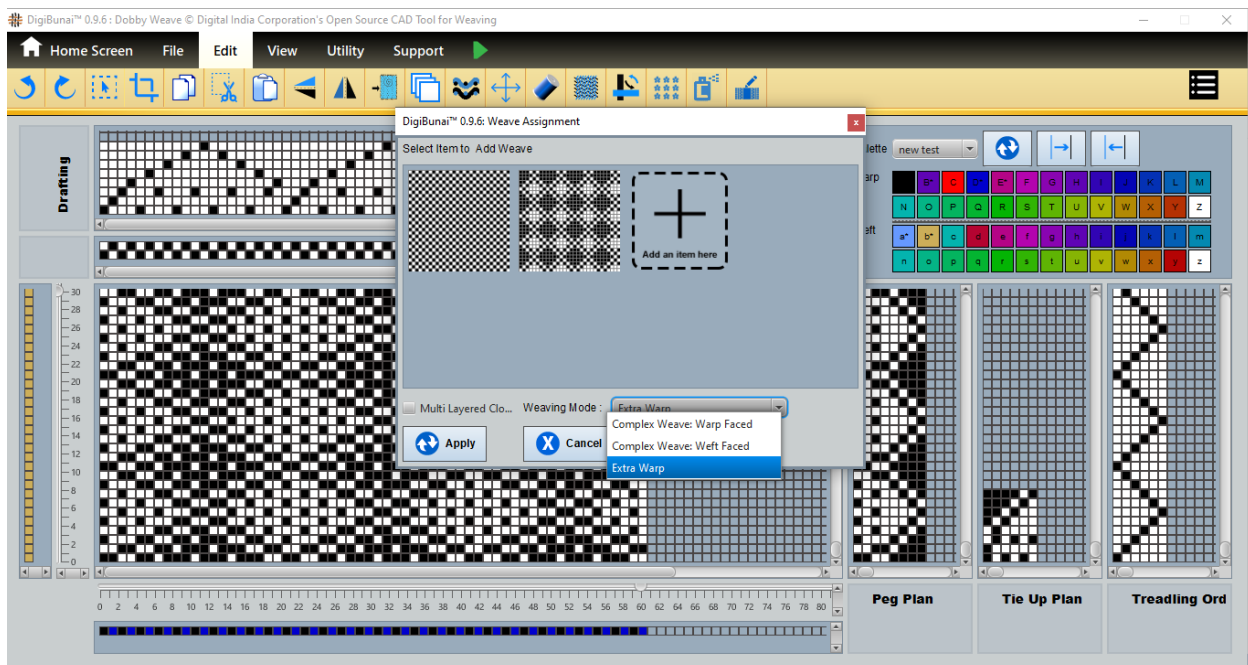


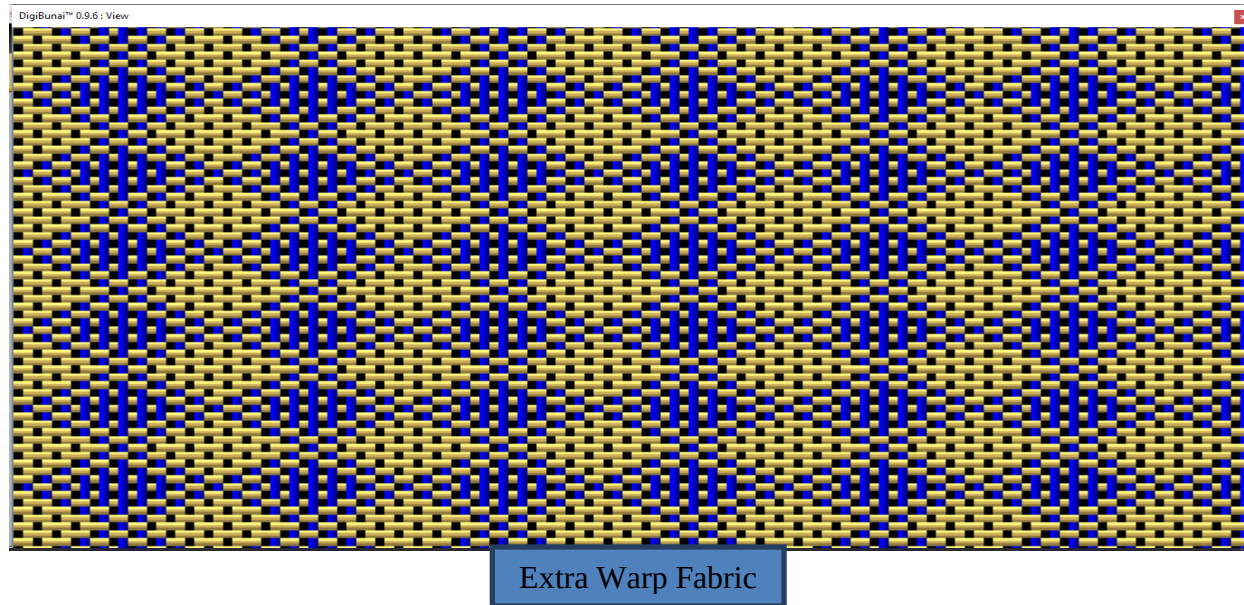
Kane ka pynlah ban generate ia ki complex weave structure da kaba pyndonkam lang ia ki ba bun jait ki weave. U user u donkam ban nion ha u **Complex Weave &** bad batai ia ka **Weaving Mode (Warp Faced/Weft Faced)**. Hadien ba la dep jied ia ka rukom weave u user u donkam ban buh sa kiwei kiwei ki weave ban generate complex weave structures.



4.2.16 Extra Warp (Dobby Patterns)

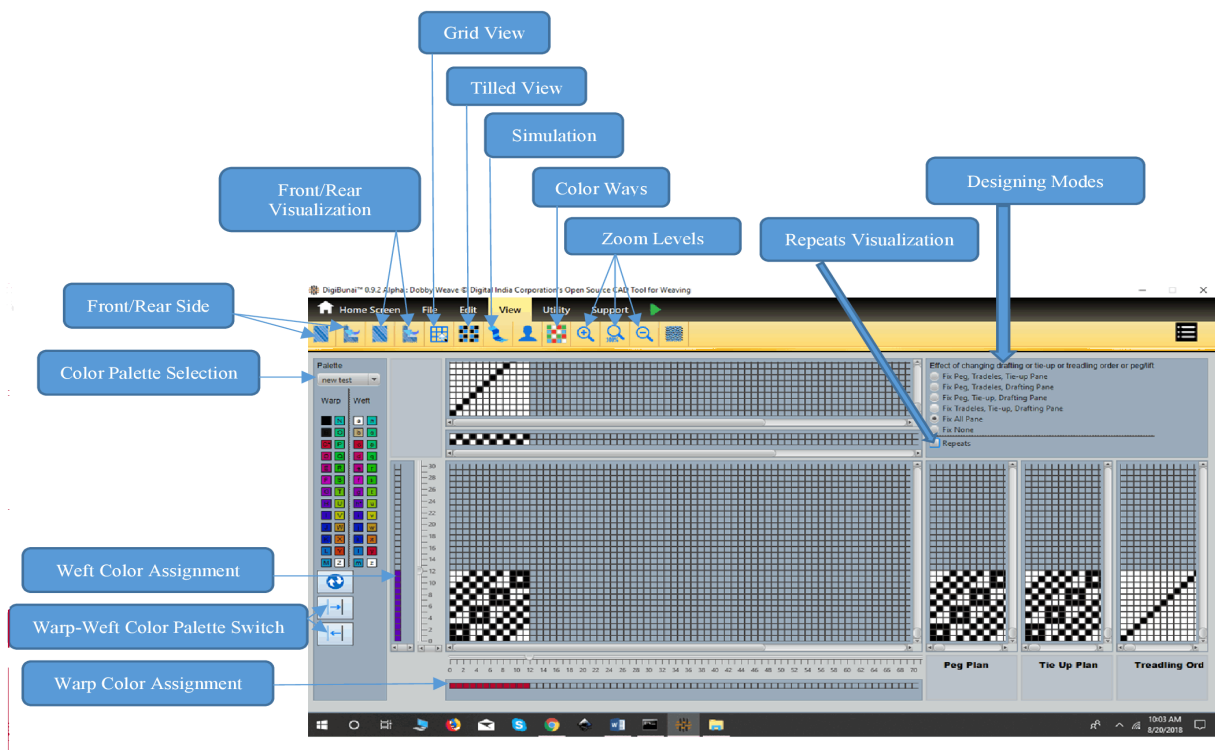
Ka jingthain Extra Warp ka sdang da ka syrtap jong ka Extra Warp ba la pynrung da ki warp thread. Ban pynmih Extra Warp design ha ka dobbie Module, u user u donkam ban nion ha complex weave bad select weaving mode “**Extra Warp**”.





4.3 Ba plie (View)

Ka View Menu option jong ka Dobby Weave Window kan ai ia ki certain operations na ka bynta ban peit ia ki weaving patterns jong ka fabric ha ki different view mode.



4.3.1 Pynheh

Zoom-In lah ban ioh da kaba nion ha u icon u ba don ha ka View menu. Weave Zoom ka pynheh ia ka size jong ka dur kaba pynpaw ia ki ksai ha ka screen bad pynlah ia u nongpyndonkam ban iohi ia ka jingthain kham shai bad kham bniah.

4.3.2 Pynrit

Zoom out Mode lah ban ioh da ka ba nion ha u icon ha ka View menu.

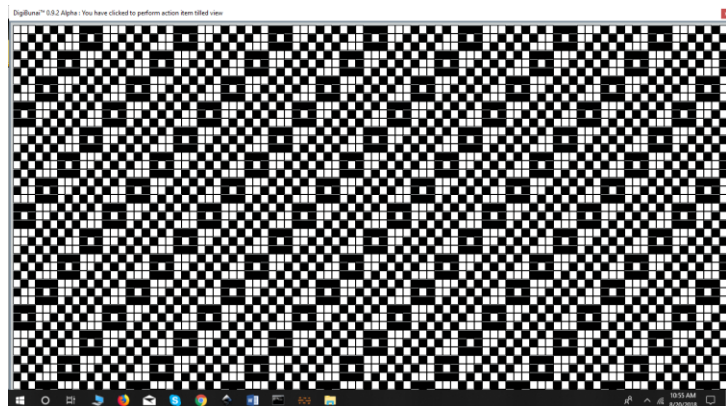
Weave Zoom Out ka pynrit ia ka size ka dur kaba pynpaw ia ki ksai ha ka screen bad pynlah ia u user ban da iit bniah ia ki jingthain kiba heh.

4.3.3 Normal

Normal Mode lah ban ioh da kaba nion ha u icon ha ka View menu. Kane ka pynlah ia u user ban pynneh ia ki weave zoom ha normal level.

4.3.4 Tiled View

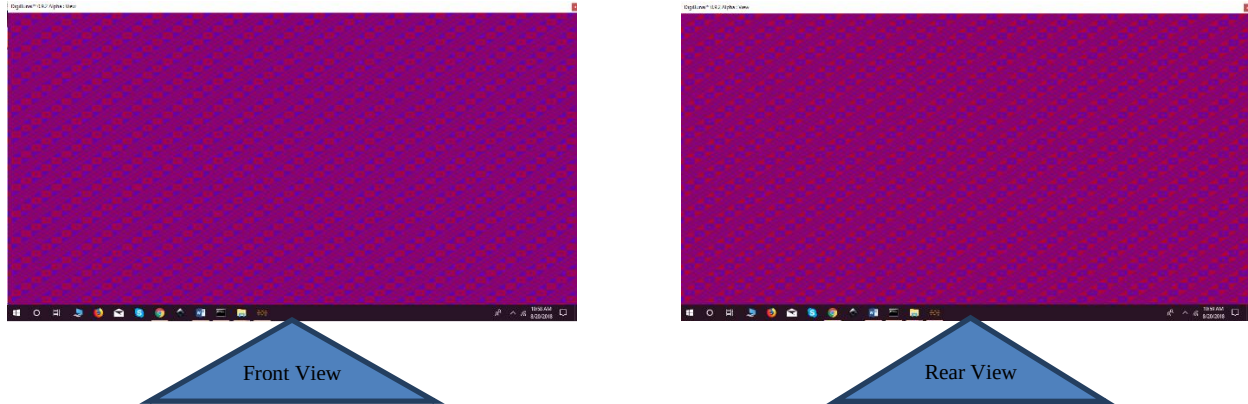
U nongpyndonkam u lah ban iohi ia ki jain ha ka View menu. U nongpyndonkam u lah ban pyntikna da kaba pyni ia ki weave repeats ha ka Tilled View.



Tilled View

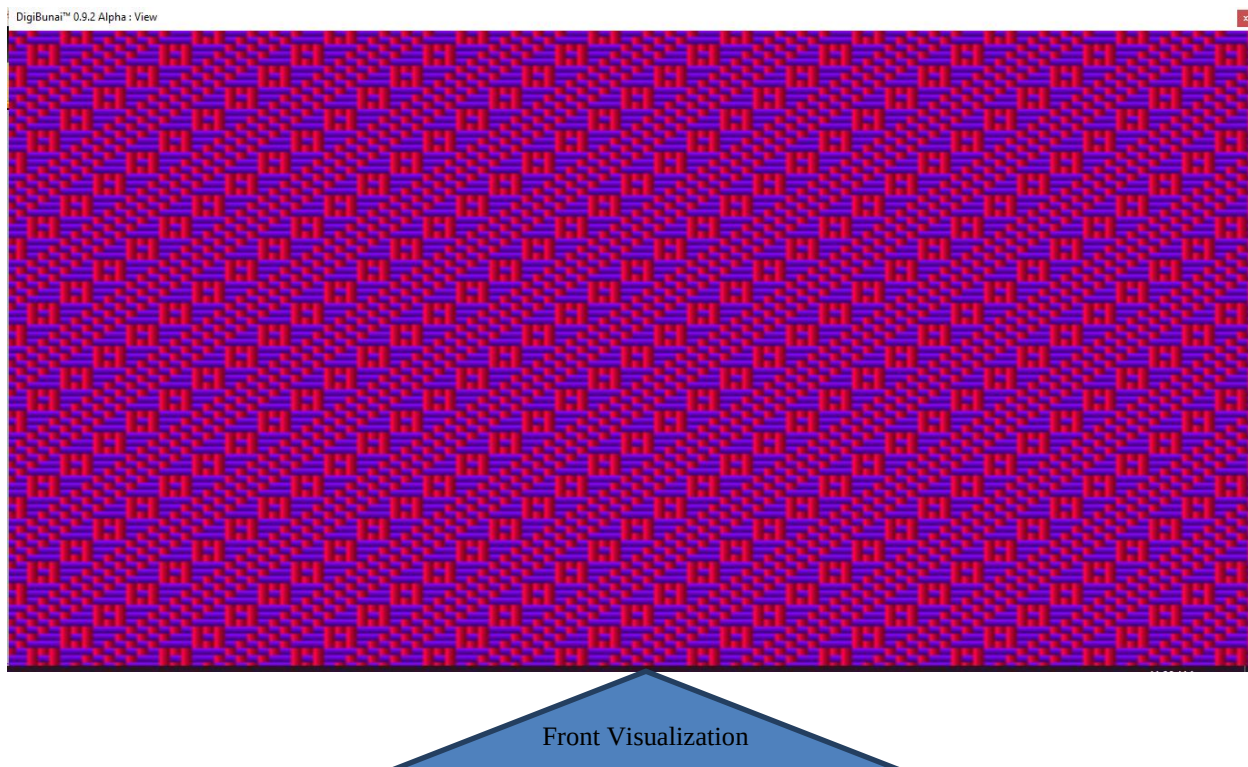
4.3.5 Na shakhmat bad na shadien ka side View

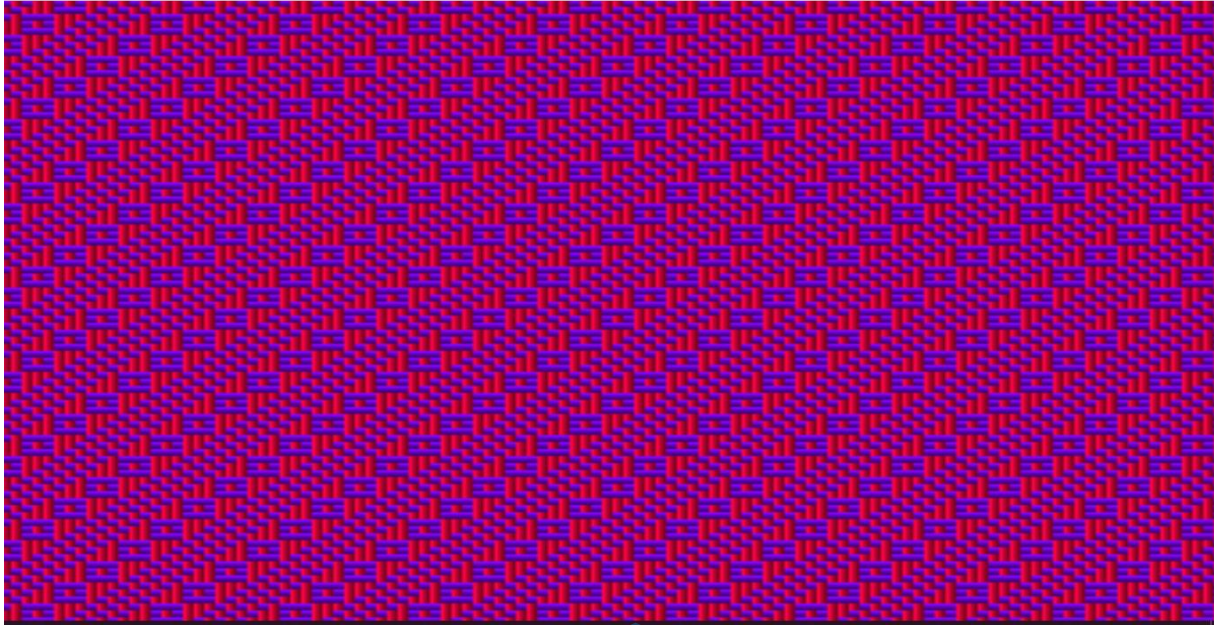
U nongpyndonkam u lah ban iohi ia ka Front & Rear view jong ka jain bad ki jingthain ha ka View Menu.



4.3.6 Na shakhmat bad na shadien ka Visualization

U nongpyndonkam u lah ban iohi ia ki thread interlacement visualisation jong ka jain ba la shna bad ki jingthain.

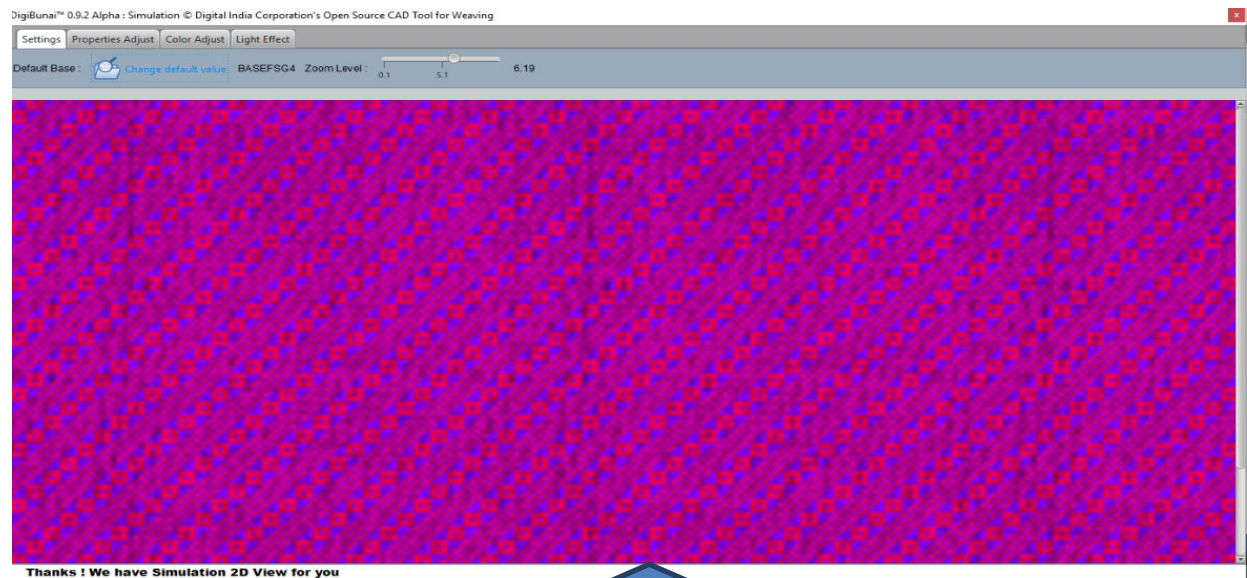




Rear Visualization

4.3.7 Ban plie ia ka Simulation

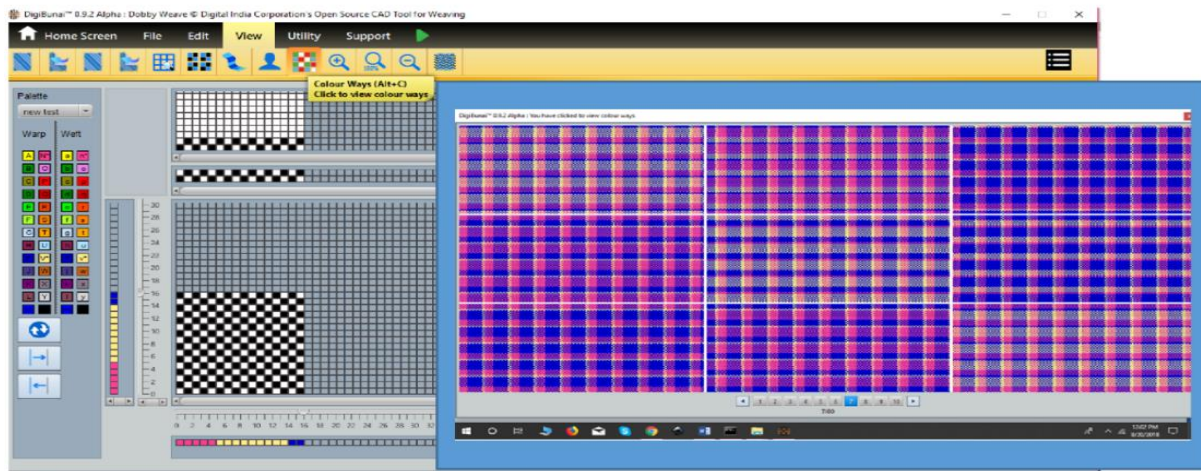
U nongpyndonkam u lah ban iohi ia ka simulation jong ka fabric ha ka View menu.



Fabric Simulation

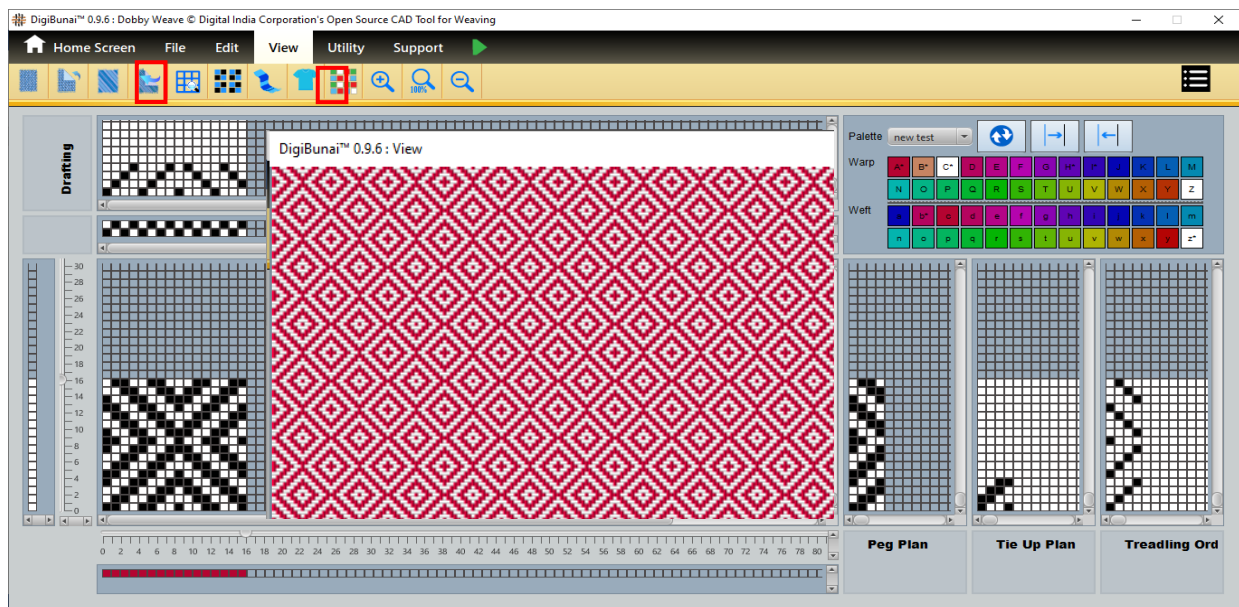
4.3.8 Ki lad ban ai rong

U nongpyndonkam u lah ban iohi ia ki jain bad ki rong bapher bapher jong ki warp bad weft yarn ha ka view menu ha ka dobby weave.



4.3.9 Pattern Rendering

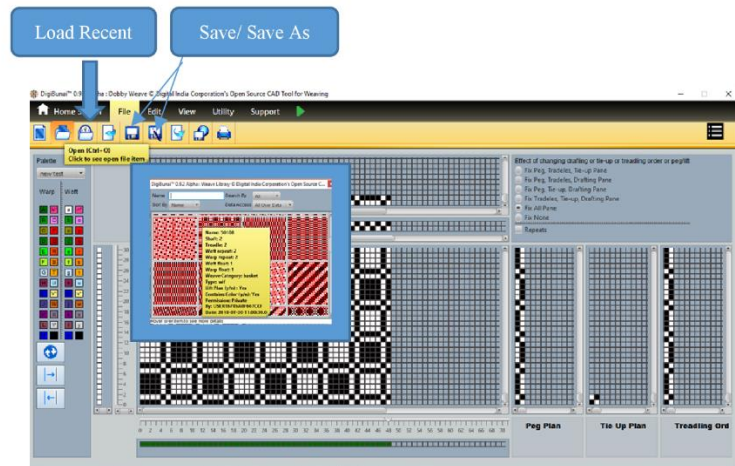
U nongpyndonkam borabor u kwah ban visualize ia ka jingshna ha ka computer ha kaba kut jong ka product. Kane ka application ka pynlah ban iohi ia kine ki jingshna ha ka 2D objects. Ka jaka kaba ki pattern donkam ban buh ha ka 2D object da kaba pyniakhlad ia ka background. Haba ia kane ka jaka la identify (ithuh), nangta generate fabric ban buh ha kane ka jaka.





4.3.10 Secure iaka Weave ba shna & Weave Library (File)

Kane ka ai lad ban save ia ki weave ba la dep shna bad ki jain ha ka Dobby Weave Library.



4.4.1 Kynshew/kynshew kum

Na ka bynta ban save ia ki weave ba la don lupa bad ki kyrteng thymmai ha ka library u user u hap ban nion ha u **Save As** icon ha ka File menu, kane kan save ia ki jingthain bad ki kyrteng thymmai ha ka library.

Na ka bynta ban save ia ki weave ha ka database library ba la pynkylla u user u hap ban nion ha u save icon ha ka File Menu.

4.4.2 Plied & Load ia kiba dang shen

U nongpyndonkam u lah ban plie ia ki weave na ka library da kaba nion ha Open icon ha ka File Menu. Hadien ba la nion ha open icon ka window kan pyni ia ki jingthain sha u user.

Open Weave window ka ailad ia u user ba un wad ia ki weave bad ban pynbeit ia ki weave file kum:-

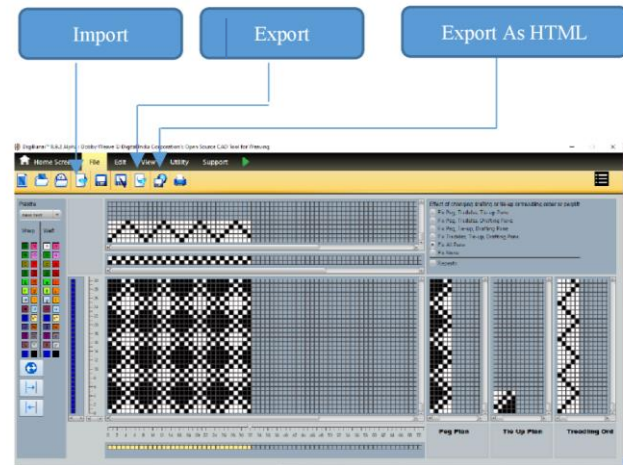
- **Kyrteng** – kane ka pynlah ia u user ban pynbeit ia ki weave da ki kyrteng.
- **Tarik** – Kane ka pynlah ia u user ban pynbeit ia ki weave da ki Tarik ha ka por ba update ne ha ka por ba la save khatduh.

4.5 Import & Export

Dobby Weave ka ailad ia u nongpyndonkam ban import ia ki weave ‘wif’ file ki ba don ia ki jingtip bad ki jingthain. Da kaba nion ha import icon ha ka file menu. Hadien ba la dep nion ha import icon ka file kan plie ha ka dialogue box ban jied ia ki WIF file.

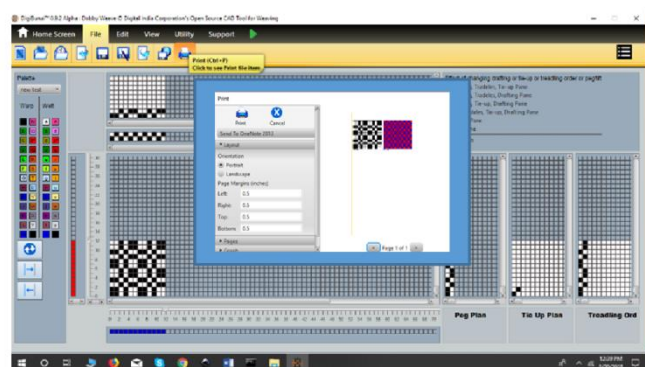
Dobby Weave ka pynlah ia u nongpyndonkam ban export ia ki weave ha ‘wif’ file format. Ki weave ba la dep shna la export da ki Peg plan, Draft, Treading Sequence da kaba nion ha ‘Export As HTML.’

U nongpyndonkam u lah export ia ki weaving information da ka ba nion ha Export icon ha ka File menu.



4.6 Print (File)

Bad ki fabric front side, da ka ba nion ha ‘Print’.

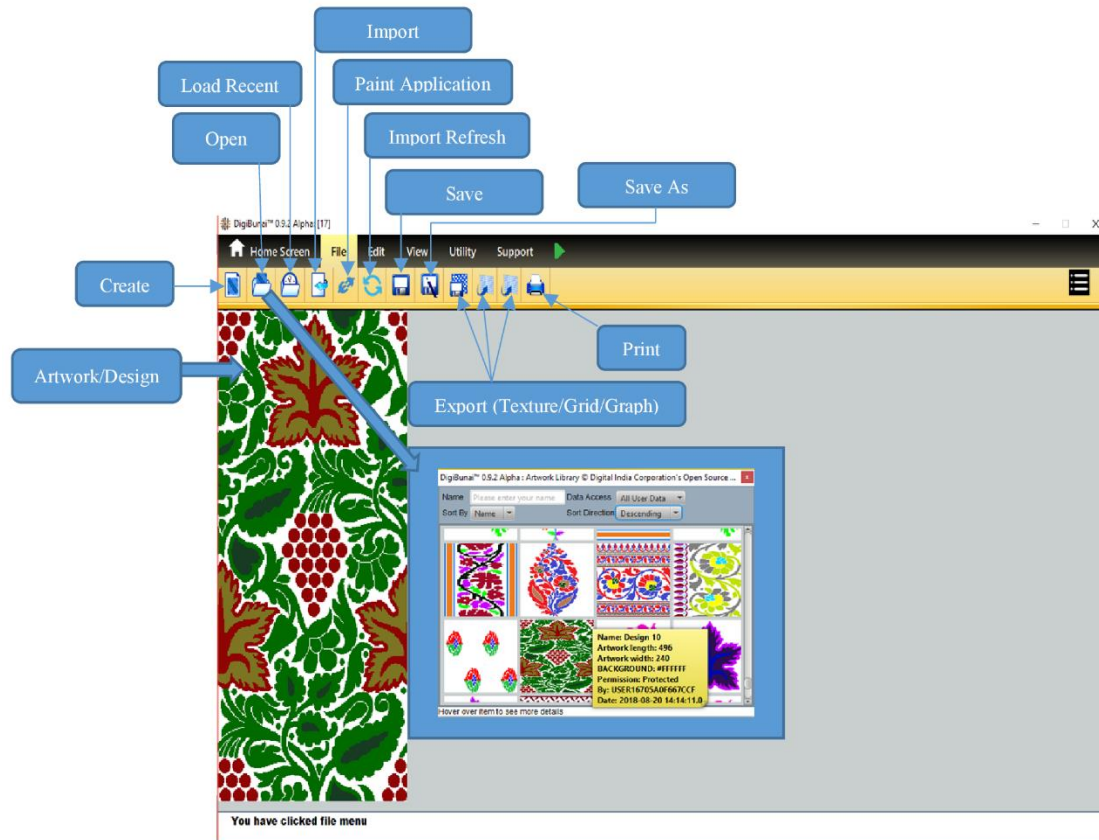


4.7 Kaba pynrung ha Fabric creator

Lada u user u move ia ka doobby weave sha ka fabric Creator ki weave ba la dep jied yn assigned sha ki base jong ki fabric.

5 Artwork Designer

Ka artwork editor ka iarap ia u user ban shna bad edit ia ka artwork. Ka jingtrei kam la ai sha ka artwork, na ka bynta ka CAD features u user u donkam ban switch sha ka design editor. Ki basic feature ki long kumne:



5.1 Shna size

Lada u nongpyndonkam u kwah ban shna ia ka artwork bathymmai, ka design editor kan plie da kaba right click ha 'Create'. Ka jaka ban leh kan paw ha ka screen.

5.2 Sketch/Design Import

Lada u nongpyndonkam u don ia ka hard copy jong ki sketch/Design import application hadien ba la dep scan. Artwork Designer ka ailad ia ki user ban import ia ka png bad jpg file ki ba kynthup ia baroh ki dur ki ba don ruh ia ki jingtip. Hadien ba la nion ha import icon, ka dial kan paw na ka bynta ban jied ia ka png bad jpg file format. Ka design ka la biang na ka bynta ban thain.

5.3 Design Secure & Library

5.3.1 Kynshew/kynshew kum

U nongpyndonkam u lah ban save ia ka Design/Artwork sha ka library da ka Save & Save As option.

5.3.2 Plied

Hadien ba la click ha u Open icon ha ka File Menu ka Window kan sa paw (pop up), kaba pyni ia ki saved designs ha ka Artwork Designer module. Ka Open design/artwork window ka ai ia ki searching bapher bapher bad ki sorting option na ka bynta u user ban wad ia ka artwork filtering ha ka file name kaba pyni ia ka artwork kaba ia kajuh bad ka search filter. Ka Sorting ka shah ban pynbeit ia ka artwork file ha ka katkum kine

- **Kyrteng** – Kane ka iarap ia u user ban pynbeit ia ka artwork katkum ki kyrteng.
- **Tarik** – Kane ka pynlah ia u user ban pynbeit ia ki weave da ki Tarik ha ka por ba update ne ha ka por ba la save khatduh.

Um ka nuksa lada u user u saved khaduh ia ka the artwork file mynnin te da kane ka option u lah ban plie shi syndon ia ka file khlem da wad na ka library.

5.3.3 Load Recent

U nongpyndonkam u lah ban plie ia ki Artwork/design ba dang shu save ha ka File menu.

5.4 Paint Application

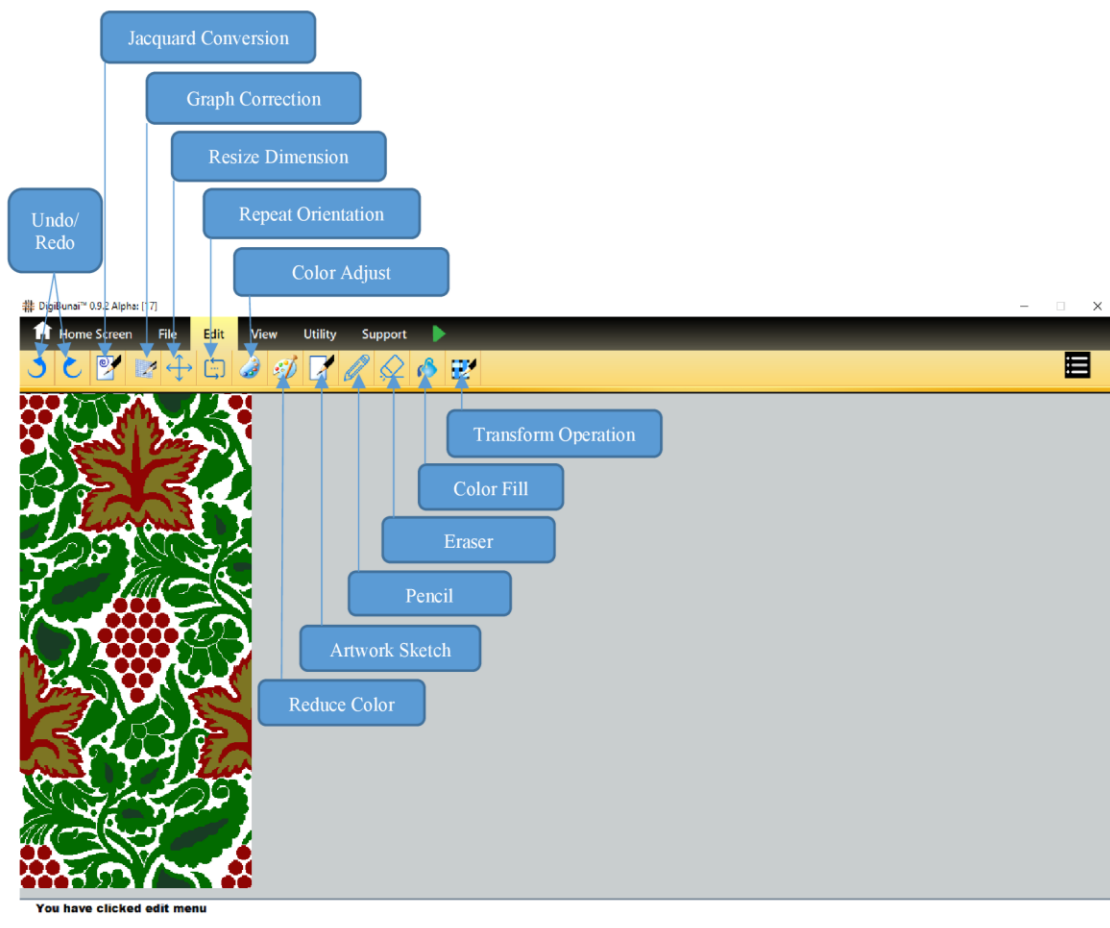
Artwork Designer kan ai ia ki lad sha u nongpyndonkam ba un edit ia a design lane ka artwork ha ki paint software.

5.5 Import Refresh

U nongpyndonkam u lah ban edit ia ka design la ne ia ka artwork da ka Arahne paint lane Ms paints save bad nion import refresh icon ha ka Artwork Designer. Kan plie kum ka design artwork ba la dep edit. Hadien ba la nion ia u import Refresh, ka artwork kan plie bad baroh ki jing airing ba la dep edit kin trei kam ha ka DigiBunai™

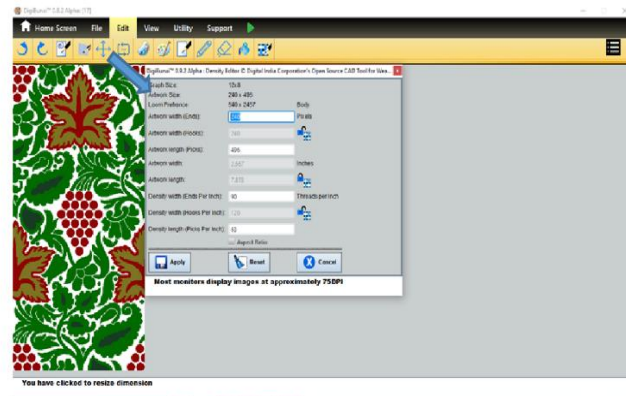
5.6 Edit

Ka edit menu ka ai ia ki jingtreikam bapher bapher ban pynkylla ia ka design ba la dep scan sha ka jacquard design.



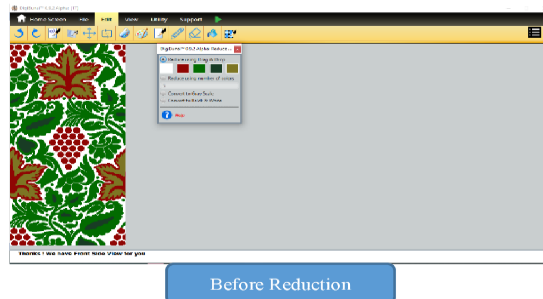
5.6.1 Resize

U nongpyndonkam u lah ban pynkylla ia ia ka jing jrong bad ka jing heh jong jong kano kano Artwork/Design da kaba pyndap ia ki number ha ka jingheh bad jing jrong jong ka text field kat kum ka jing kwah. Na ka bynta ban pynkylla ia ka dur u user u hap ban nion bad bad thep button. U user u lah ban pynkylla ia ka EPI (end per inch) bad PPI (picks per inch) jong ka artwork design hadien ba la pyntikna ia ka jingheh.

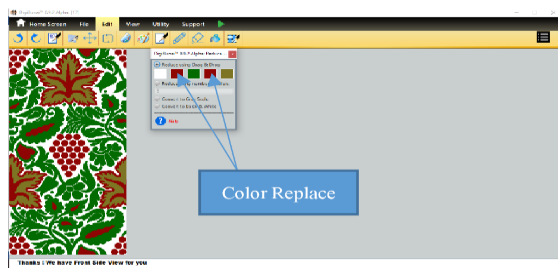


5.6.2 Pynduna iaka rong

Hadien ba la dep ban import ia ka dur, katno tylli ki rong ha ka dur la niew naka bynta ban pynduna ia ki rong ha ka Design/Artwork. U user u lah ban thep da ki number ban pynduna la ne ban ring da ka wei ka dur halor jong kawei pat la da u kwah ban pyn kylla ia ka rong da kawei pat ka rong. Na ka bynta ban pynkylla ia ka dur u user u hap ban nion Aply Button.

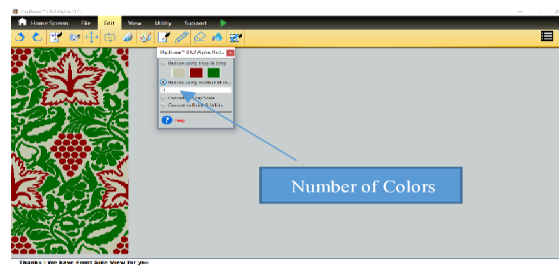


Before Reduction



Color Replace

Color reduce by Dragging



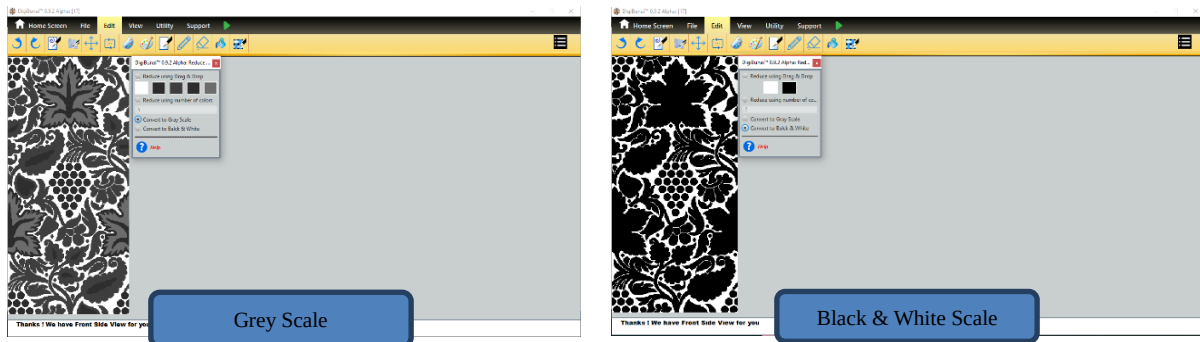
Number of Colors

Color reduce by Number

5.6.3 Pynkylla sha ka Grey Scale/ ba iong & ba lieh

U nongpyndonkam u lah ban pynkylla ia ka Artwork/Design sha ka Gray scale format da kaba peit ha ka Gray Scale icon button.

U nongpyndonkam u lah ban pynkylla ia ka Artwork/Design ba iong bad ba lieh format da kaba ai ban pynkylla da u ba iong&ba lieh button.



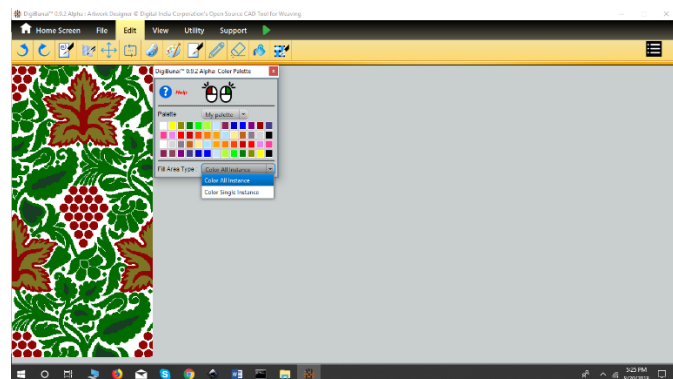
5.6.4 Undo & Redo

U nongpyndonkam u lah ban wan phai biang sha ka bynta ba la dep leh da k aba nion Redo.

5.6.5 Pyndap rong

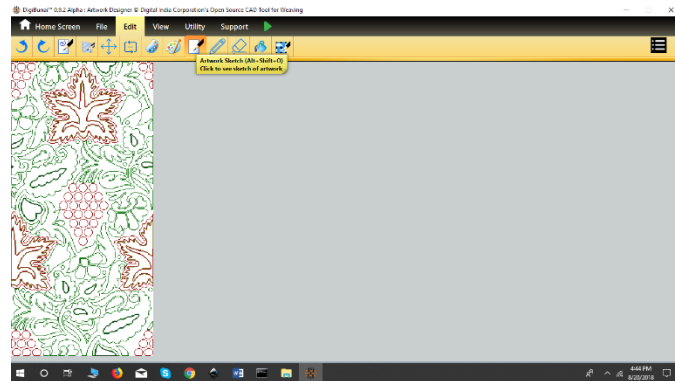
U nongpyndonkam u lah ban airong ia ka design ha ka close area la ne ka existing design color bases.

Na ka bynta ka ne pyndonkam da ka 'Single Instance' na ka bynta ka close area ban ai rong ha ka artwork lane design lane 'Color All Instances' la pyndonkam ban pynkylla ia ka rong kaba la don lupa ha ka design.



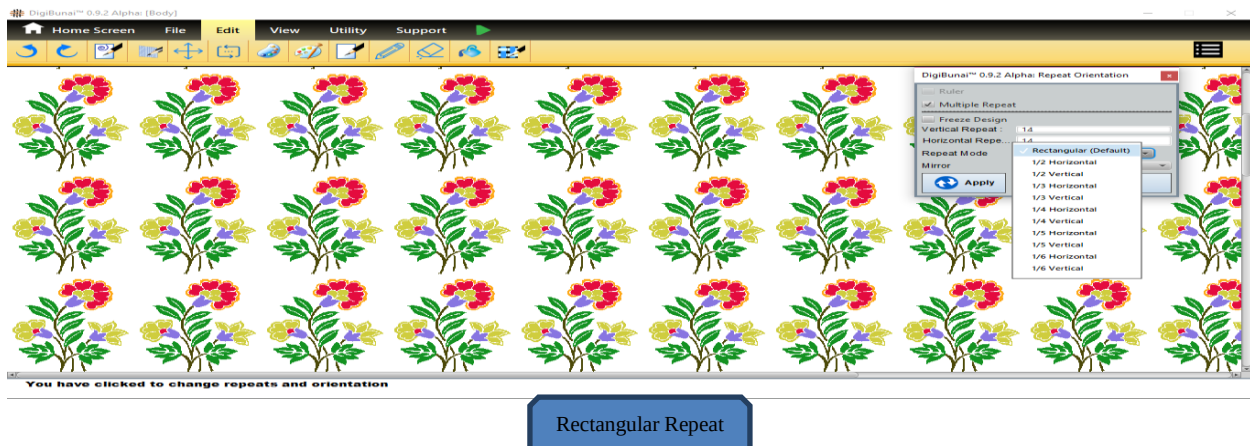
5.6.6 Artwork sketch

U nongpyndonkam u lah ban pynkylla ia ka design ba la dep airong sha ka boundary da kaba nion ha ka Artwork Sketch.

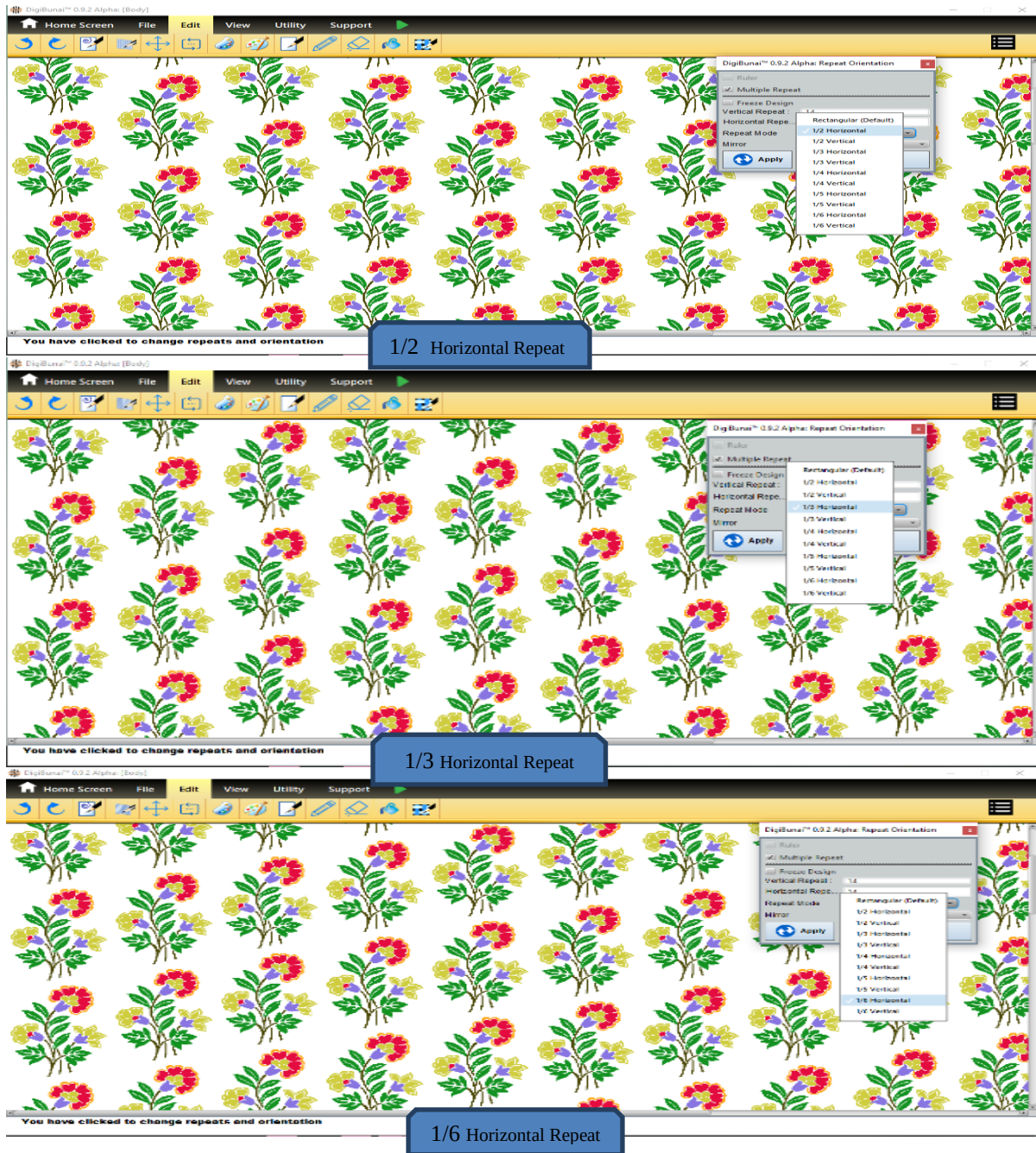


5.6.7 Repeat orientation & Modes

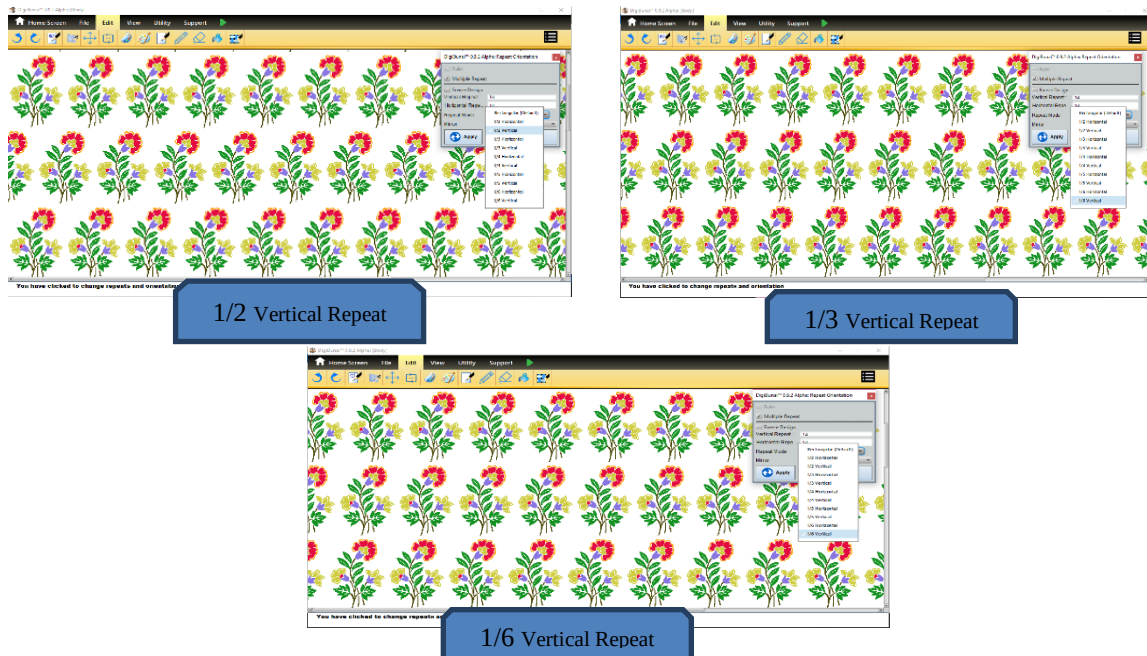
U nongpyndonkam u lah ban peit ia ki repeat artwork/design da ka leh repeat orientation (number of vertical bad horizontal) Hangne u user u lah ban peit ia ki design ha la ki jong ki jing ki Repeat mode.



5.6.7.1 Horizontal Modes



5.6.7.2 Vertical Mode

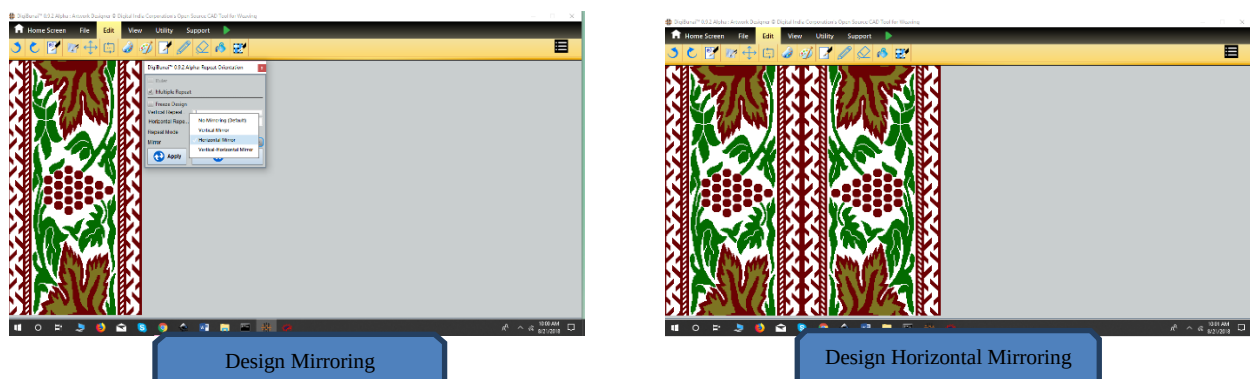


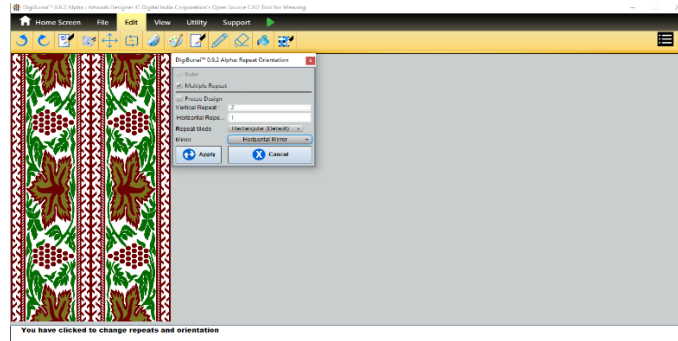
5.6.8 Design Mirroring with Repeats

U nongpyndonkam u lah ban mirror iaka design vertically lane horizontally.

Horizontal Mirroring with Design Repeats

Na ka bynta ban mirror ia kano kano ka design horizontally u user u hap ban nion ha ka Mirror Horizontal icon ba don ha ka edit menu bar.

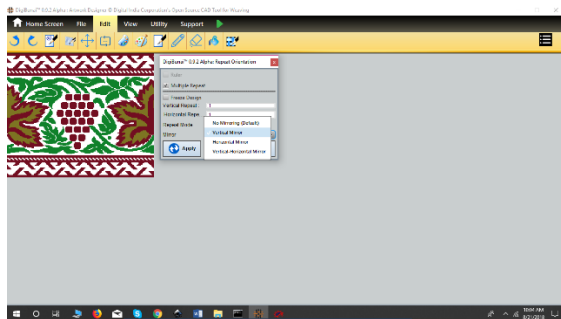




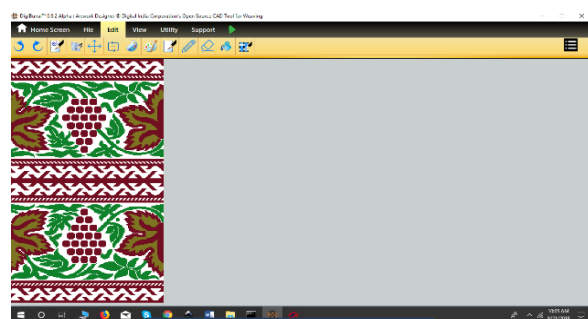
Design with Horizontal Mirroring with Vertical Repeats

▪ Vertical Mirroring with Design Repeats

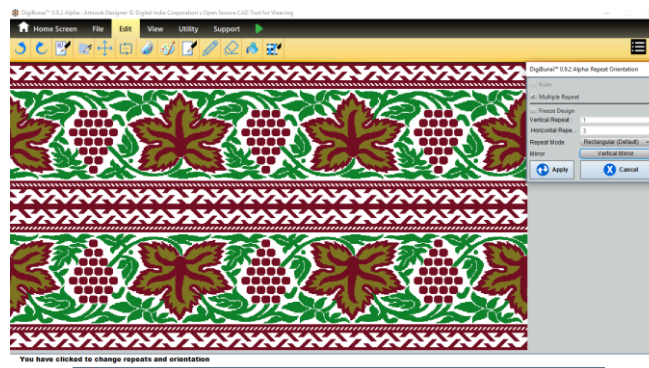
Na ka bynta ban mirror ia kano kano ka design vertically u user u hap ban nion ha ka Mirror Vertical icon ba don ha ka edit menu bar.



Design Mirroring



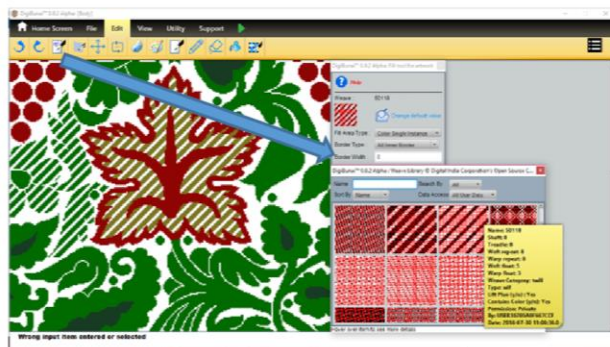
Design Vertical Mirroring



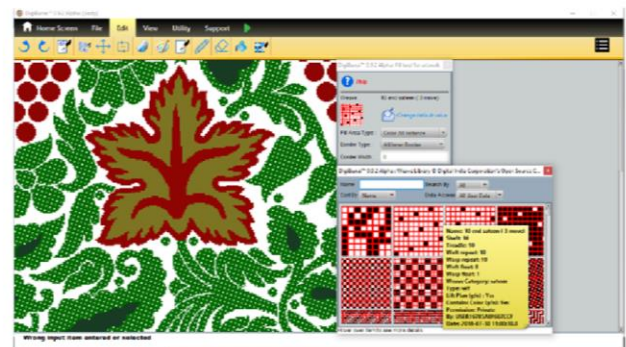
Design Vertical Mirroring with Horizontal Repeats

5.6.9 Jacquard Conversion

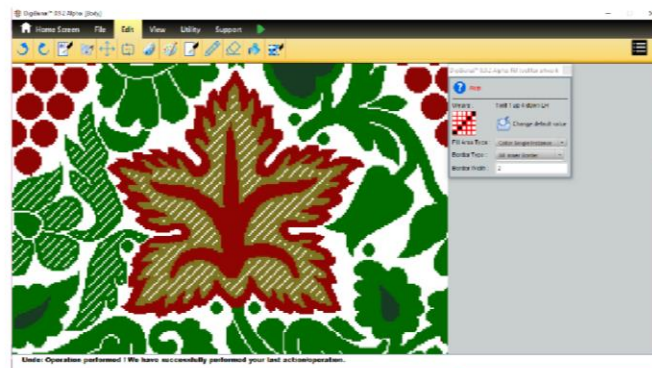
La pyndonkam ban pyndap iaki weave pattern bapher bapher ha ka solid colour filled design. U user u lah ban pyndap iaki weave ha ka design. Hangne ‘Colour All Instance’ la pyndonkam n aka bynta ki weave pattern bad ‘Colour Single Instance’ naka bynta ka close area. Ka jing iada ia ki design boundary ha ka por ba thain la leh da ka width protection.



Close Area Weave Filling



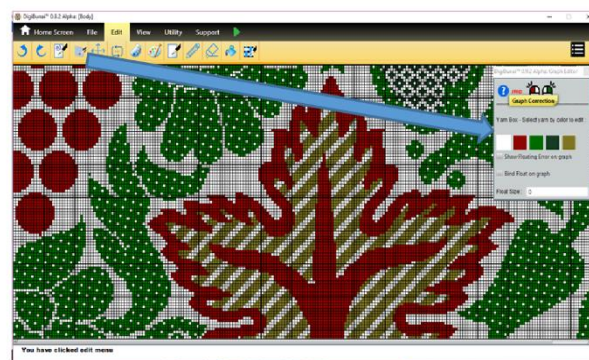
Color wise Weave Filling



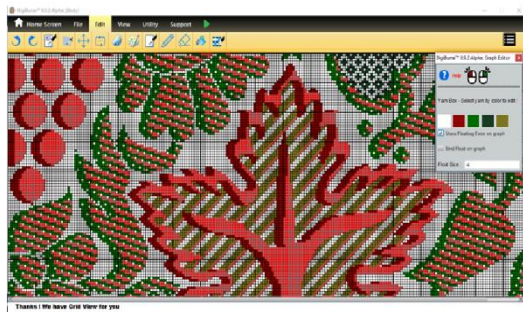
Border Protection

5.6.10 Graph correction

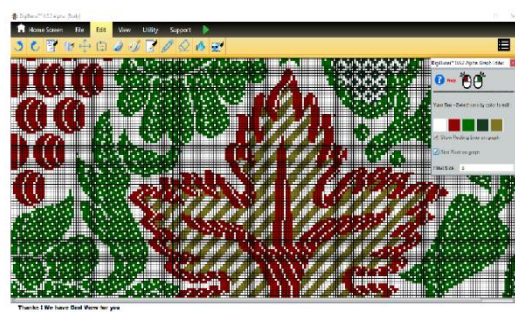
Ka jingpynbeit ha ka Design/Artwork ha ka graph la leh ha ka graph correction. U nongpyndonkam u lah edit ia ka design da ki rong ki ba la don lupa. Haden ba la dep ban ai Float size yn ioh i ia ki floats bad ki floats kin neh hi ka graph.



Graph Corrections



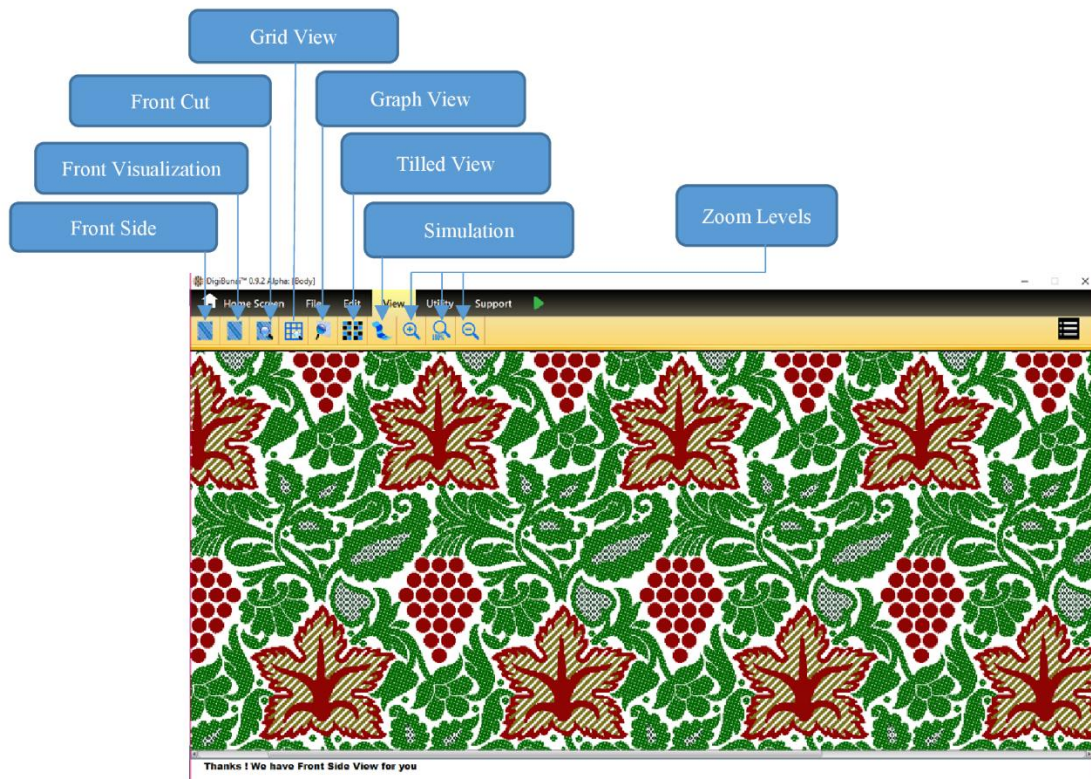
Float Findings



Float Bindings

5.7 Jacquard Design Visualization (View)

U jacquard design ba la dep shna u pynlah ban ioh I ha ki bynta bap her bapher. Kine ki pynlah ha ka ban pynwanur khatduh ia ka design.

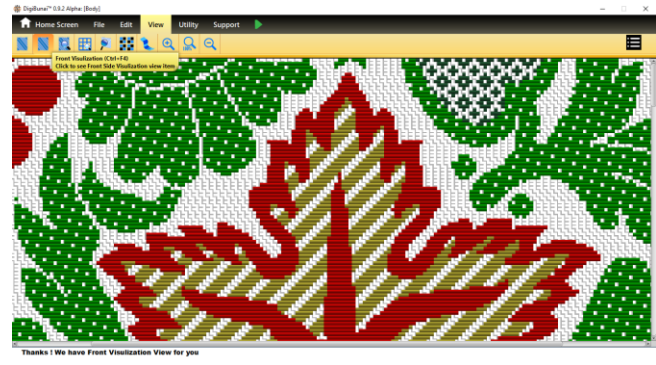


5.7.1 Ka Side ban na shakhmat

Ka pyn I iaka design k aba la dep design. U nongpyndonkam u lah ban peit bad edit iaka design ha ka Front side lyngba jong ka edit.

5.7.2 Ka Visualization ban a shakhmat

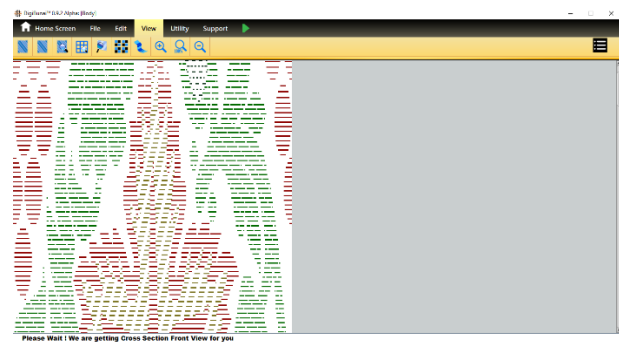
U nongpyndonkam u lah ban iohi ia ki ksai kum ka visual effect ha ka front visualization jong ka artwork/design ba don ha ka view menu.



Front Visualization

5.7.3 Ka Cut ban na shakhmat

U user u lah ban ioh I ia ki rong ba la ai la kajong ha khmat jong ka artwork/design ha ka view Menu.



Front Cut

5.7.4 Zoom Levels

Pynheh

Zoom in jong ka artwork/design lah ban ioh da kaba nion ha u icon u ba don ha ka View Menu. Zoom in ka pynheh iaka size jong ka pixel kaba represent ia u ksai ha ka screen ka ne ka pynlah ia u nongpyndonkam ba un lah ban ioh I ia ka design/artwork ban kham shai bad kham beit.

Pynrit

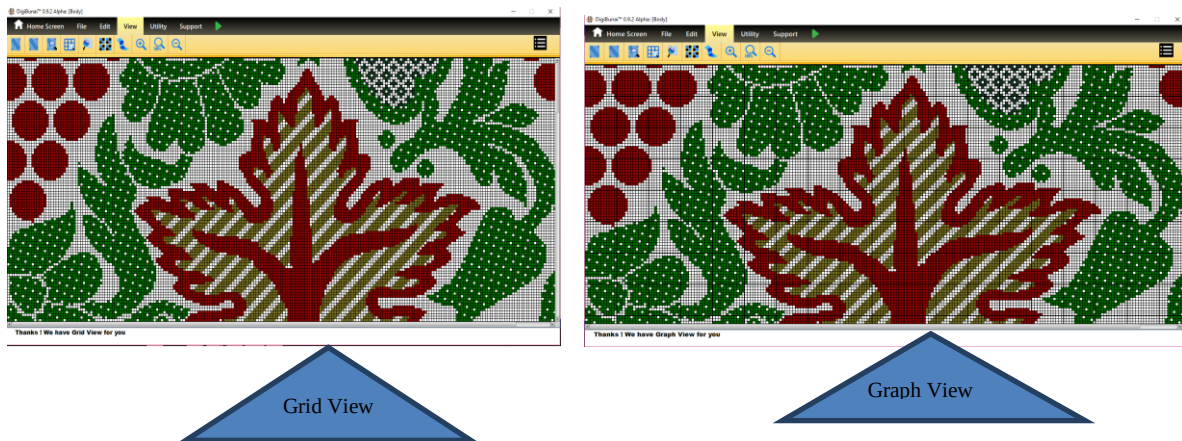
Zoom out jong ka artwork/design lah ban leh da ka ba nion ha u icon ha ka View Menu. Zoom out ka iarap ban pynrit ia ka jingheh ka dur kaba pynpaw ia ki ksai ha ka screen bad ka pynlah ia u nongpyndonkam ba un peit bniah ia ki design ki baheh.

Normal

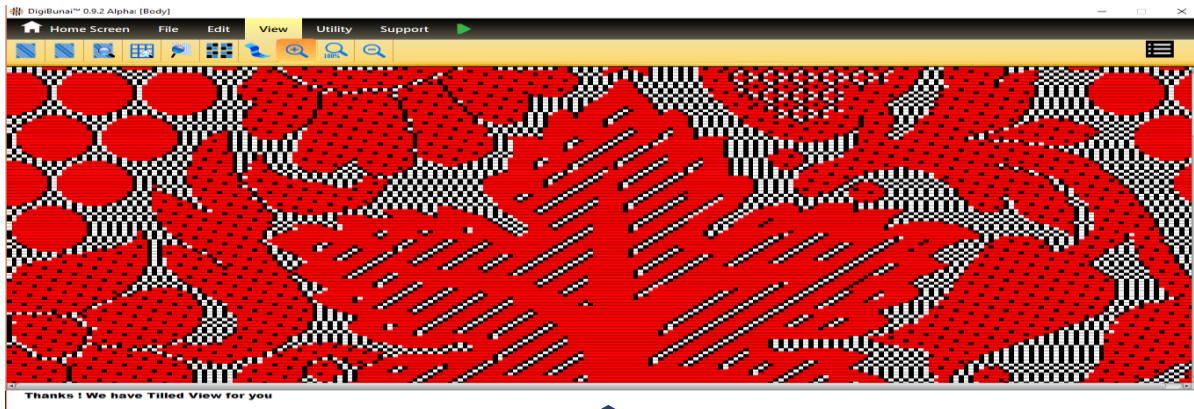
Normal view jong ka design/Arwork lah ban leh da ka ba nion ha u icon ha ka view Menu. Kane ka ai lad ia u nongpyndonkam ba un lah ban phai biang sha ka zooming level ka ba don naduh bas dang.

5.7.5 Grid & Graph View

U user u lah ban peit ia ka Grid& Graph jong ka artwork/design ha ka view menu.



5.7.6 Tilled View



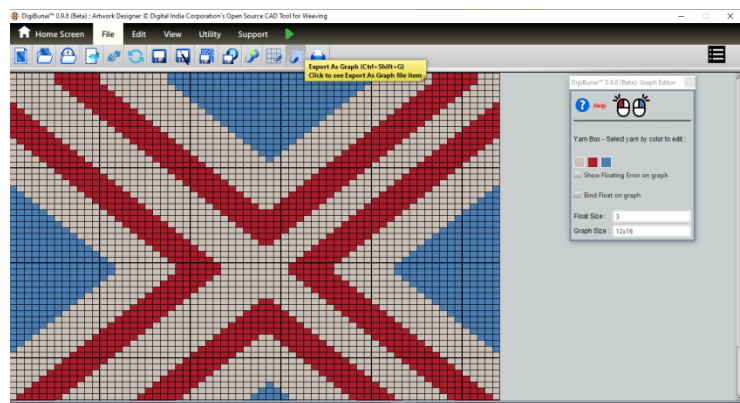
Tilled View

5.7.7 IKAT Effect

Ka jingmut 'Ikat' la shim naka ktien Malay-Indonesian 'mangikat' kaba mut ban bat lane ban khum. Ka dei ka rukom ring ksai ha ka ba ia u ksai la teh bad la aining bad ha ba la thain halor jong ka jain. U ksai Ikat lah ban ithuh na kiwei pat ki ksai ha ka jain naka daw jong ka jinglah jong ki ban nym kylla rong wat haba la airong shwa ban thain.

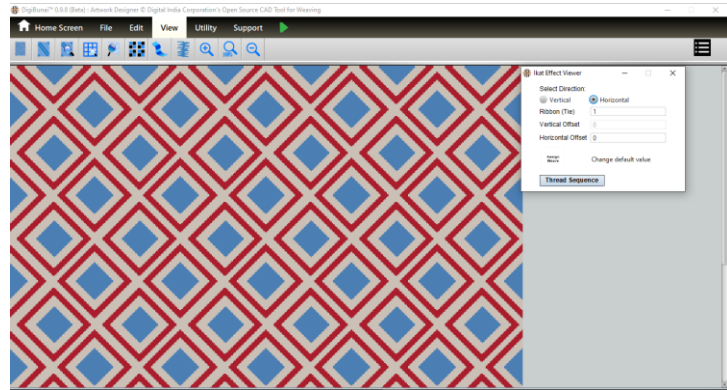
Lah ban pyntreikam ia IKAT da ka ba define ia ki offset value ha ki phang Horizontal (Weft wise) & Vertical (warp wise) direction. Ia ki offset value ba la jied da u nongpyndonkam ka pyn I ia ka jing rung jong ka rong ha ki jaka ba teh ia ki ksai.

Ha ka ba sdang u nongpyndonkam u hap ban shhna ia ka design ha ka Graph. Ia ka Graph lah ban export da ka 'Export as Graph' ba don ha ka file menu.

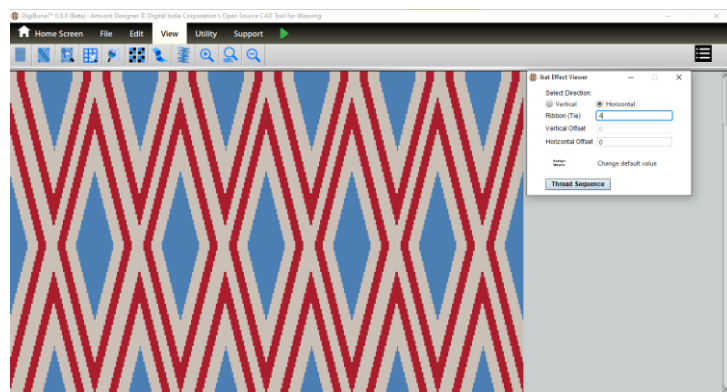


U nongpyndonkam u donkam ban nion ha ka View IKAT Effect.

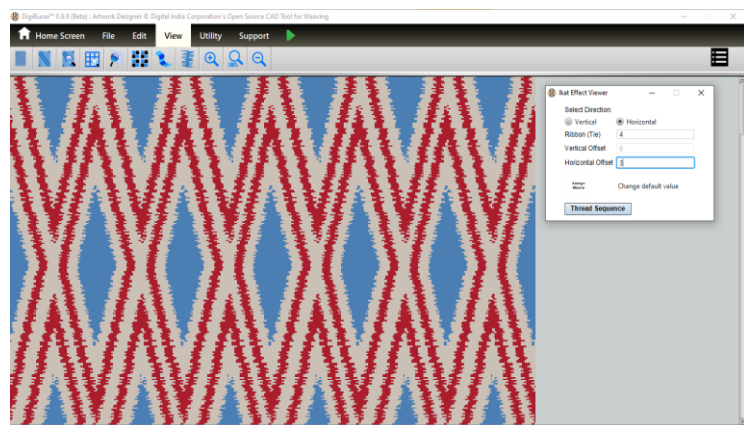
Ai ia ka jait IKAT (WARP IKAT/WEFT IKAT). Na ka bynta ka WARP IKAT jied Vertical direction & horizontal direction naka bynta ka WEFT IKAT



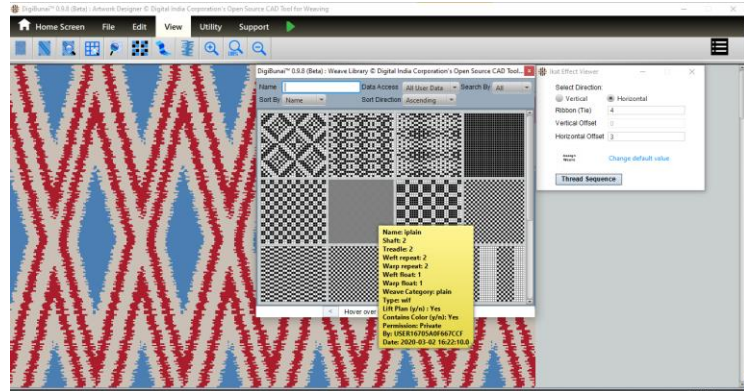
La da u nongpyndonkam u ai Weft IKAT (Horizontal Direction) ka computer kan kylli ia ki number jong ki ksai ba dei ban the ha ka horizontal direction.



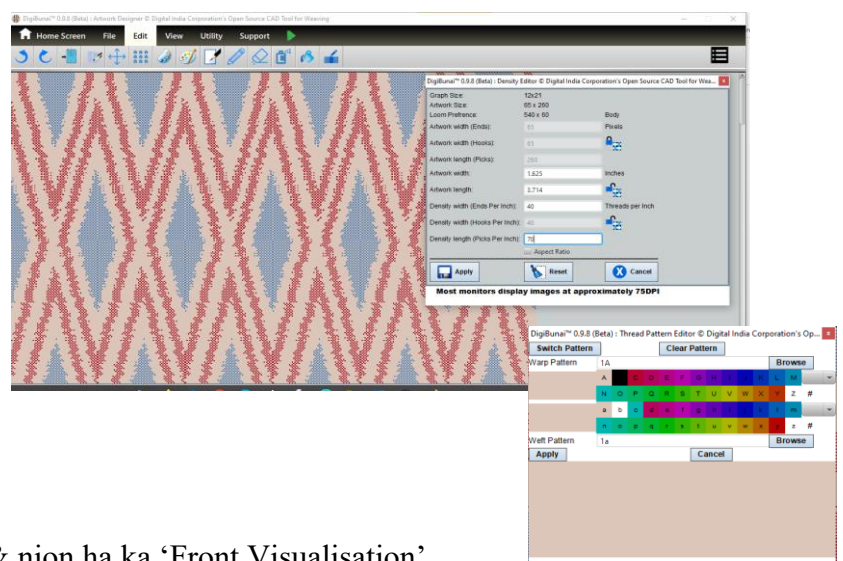
Ha dien ka ta u nongpyndonkam un ai ki offset value ha ka jinglah jong ka rong ban ngam ha ki jaka the jong ki ksai



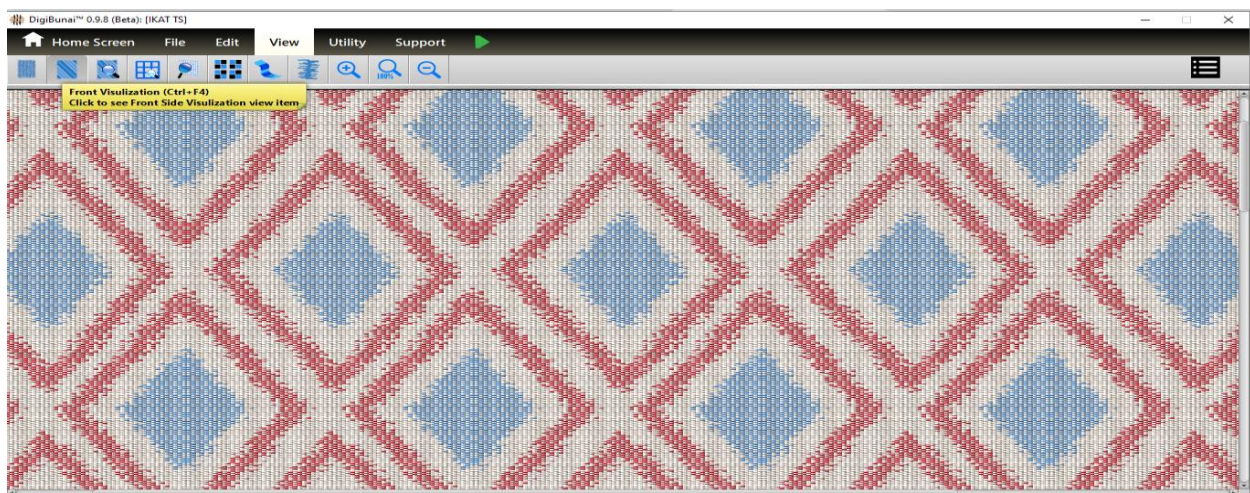
Jied ia ki Weave Pattern & Thread sequence ha ka Warp & Weft direction.



Nang ta edit ia ka yarn density da kaba ai ‘Resize Dimension’ ha ka ‘Edit’ Menu.



Ai ia ka window ha ka ‘View Mode’ & nion ha ka ‘Front Visualisation’



IKAT Fabric Viusualization

Ka jain ba la dep shna lah ban export (Export as Texture) lane print na ka File Menu.

Ki parameters ban shna ia ka jain da ka IKAT lah ban shim n aka ‘Export As HTML’ na ka File menu.

Digital India Corporation (Media Lab Asia)

Name	null
Artwork Category	null
Fabric raw length	3.467 inch
Fabric width	1.161 inch
Ends	65
Picks	260
Ends Per Inch	56 / inch
Picks Per Inch	75 / inch
Ikat Effect Type	Weft Ikat Effect
Tie Threads	4
Weave	iplain 2x2
Artwork width	65 pixel
Artwork length	65 pixel
Warp Sequence	#DED2C6
Weft Sequence	#DED2C6
Graph Size	12x16
Design Colors	#CAC0B6 #AA1D2C #4B7EB3

This is computer generated, So no signature required

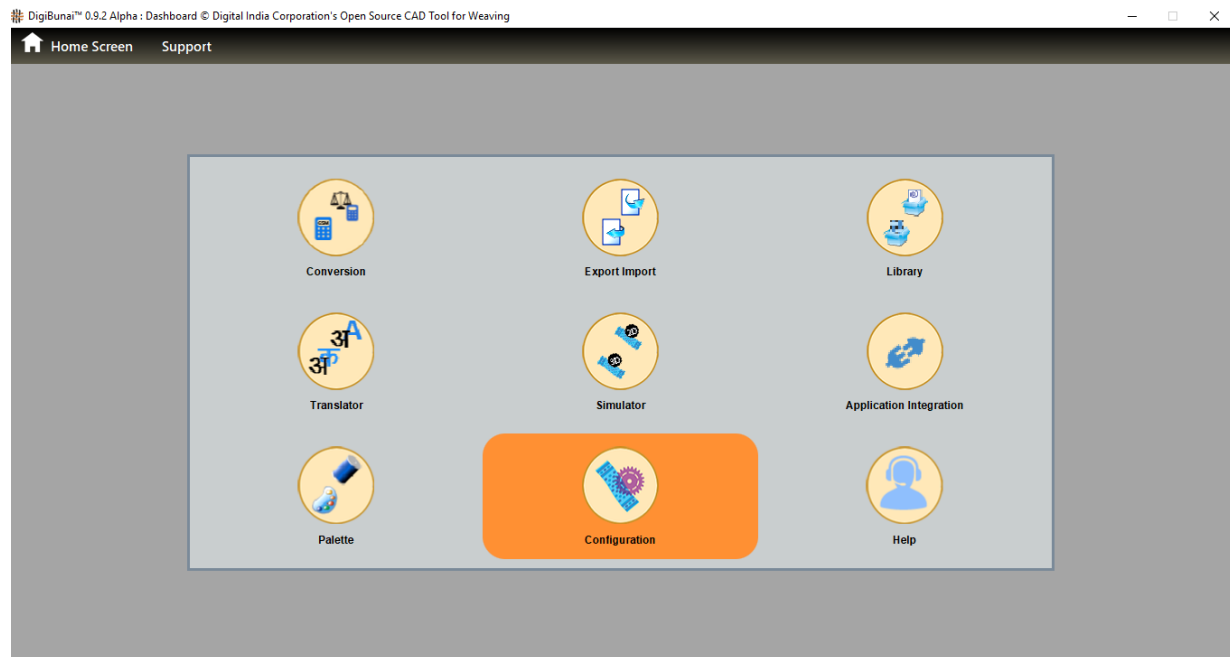
Ka Technical Sheet jong ka IKAT Fabric

5.8 Export & Print

Ka Artwork Designer ka lah ruh ban export ia ka texture jong ka design, export design ha ka graphical form & export ia ka design ha ka grid form. U user u lah ban print ia ka design hadien ba u la plie ha ka screen. Hangne kumno ban print ia ka deign kin paw.

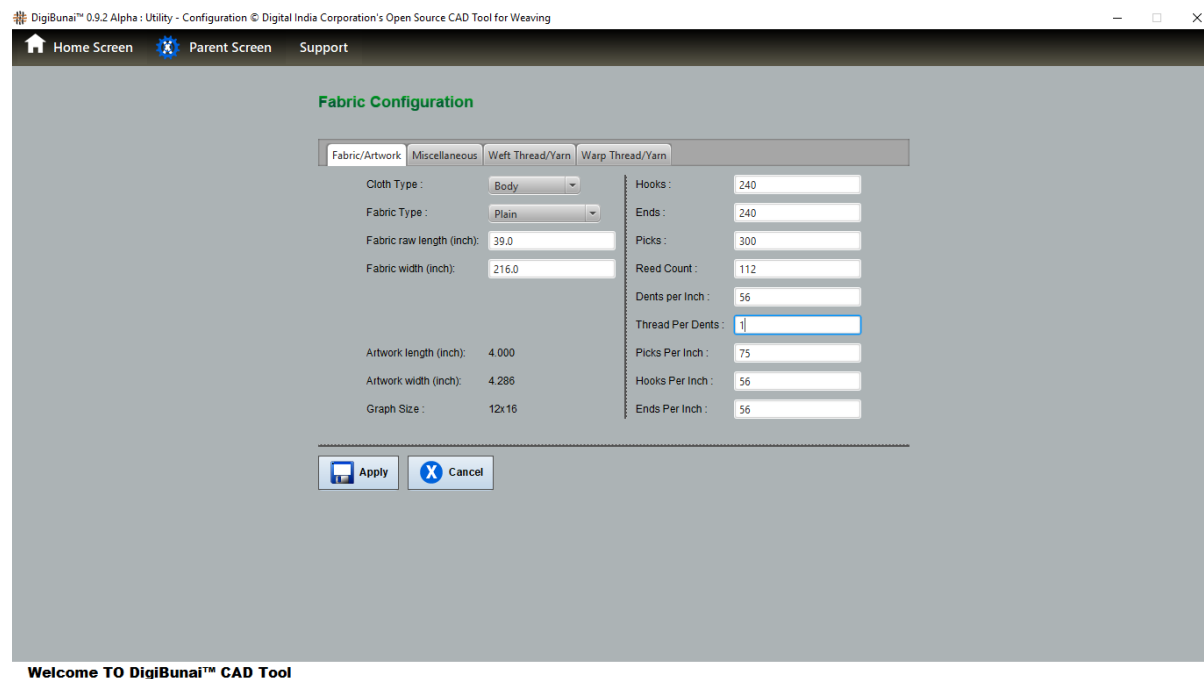
6 Configuration (Utility)

U nongpyndonkam u lah ban buh iaki parameters shwa ban shna ia ki jain. U user u lah ban ai kyrteng iaki ksai, ka rong ksai. User can set fabric construction parameters before creating fabric. threat count, threat count unit, threat diameter factor, thread twist, twist scence, hairiness, threat ply, crimp, thread pattern bad loom waste ha ka warp thread.



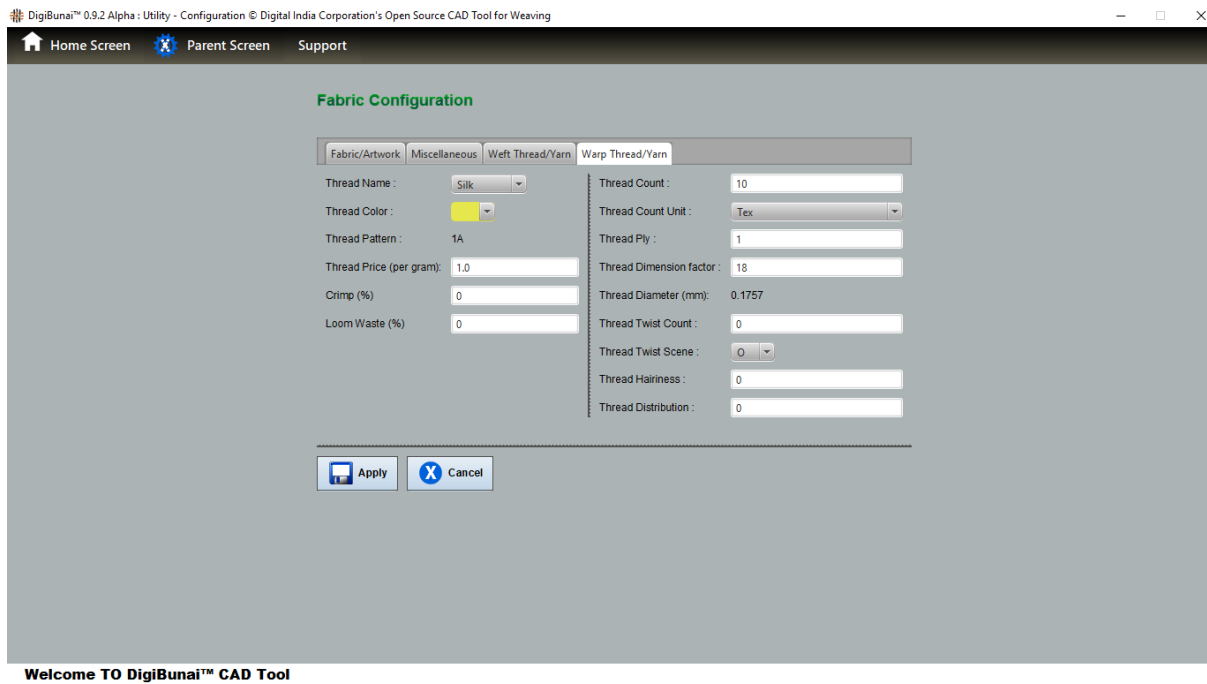
6.1 Fabric/Artwork

U nongpyndonkam u donkam ban da batai ia ka Jacquard Design Dimensions, Fabric Dimension, Construction parameters (Yarn Count, Denting Order, Yarn Density).



6.2 Warp Thread

Ia kane la pyndonkam ban buh ia ki parameters jong ka warp yarn ha software. Kine ki jingtip ki pynlah ban generate fabric simulation, ka jingkein ia ka jingdonkam ksai bad ka dor jong ka product..



6.2.1 Ka kyrteng u ksai

Ka kyrteng jong u ksai donkam ban jied da u user kata silk, cotton bad kiwei kiwei.

6.2.2 Ka rong u ksai

U nongpyndonkam u donkam ban jied ia ka rong u ksai na ba sdang

6.2.3 Ka jingniew (count) ia u ksai

Ka jingdonkam ksai ka donkam ha ka jingheh jong ki ksai. Ka jingdon jong ki kai ka pyni ia ka jingkhia shi unit.

6.2.4 Kaba niew ia ka Unit jong u ksai

Ka thread unit count kata denier, text bad kiwei.

6.2.5 Diameter Factor u ksai

Diameter factor ka shaniah ha ki jait ksai.

6.2.6 Thread Twist

Ka pyn I ia ki twist ha ka shi meter.

6.2.7 Twist Sense

Ka ne ka pynshai ia ka twist sense kata S, Z lane 0 kamut ymdon twist.

6.2.8 Thread Hairiness

Ka pyni ia ka hairiness jong u ksai.

6.2.9 Thread Ply

Ka batai ia u yarn ba don bad u ksai.

6.2.10 Ka dor u ksai (Shi gram)

U user u donkam ban pyndap ia ka dor jong u yarn.

6.2.11 Crimp

Ka crimp ka iapher katkum ki jait yarn.

6.3 Weft Thread

Ka ne ka mood la pyndonkam ban buh ia ki parameters jong ka weft yarn ha ka software. Ki ne ki pynlah bangenerate fabric simulation, ka jingkhein ia ka jingdonkam ia ki yarn ban weft bad ka dor jong ka jain.

DigiBunai™ 0.9.2 Alpha : Utility - Configuration © Digital India Corporation's Open Source CAD Tool for Weaving

Home Screen Parent Screen Support

Fabric Configuration

Fabric/Artwork	Miscellaneous	Weft Thread/Yarn	Warp Thread/Yarn
Thread Name :	Silk	Thread Count :	10
Thread Color :	Blue	Thread Count Unit :	Tex
Thread Pattern :	1a	Thread Ply :	1
Thread Price (per gram):	1.0	Thread Dimension factor :	18
Crimp (%)	5	Thread Diameter (mm):	0.1757
Loom Waste (%)	3	Thread Twist Count :	0
		Thread Twist Sense :	0
		Thread Hairiness :	30
		Thread Distribution :	0

Apply Cancel

Welcome TO DigiBunai™ CAD Tool

6.3.1 Ka kyrteng u ksai

Ka kyrteng u ksai u user u donkam ban iathuh kata Silk lane Cotton bad kiwei.

6.3.2 Ka rong u ksai

U nongpyndonkam u donkam ban pyntikna ia ka rong jong u ksai naduh kaba sdang.

6.3.3 Ka jingniew ia u ksai

Ka jingdon jong ki ksai ka shong ha ka jingheh jong u ksai. Ka jingdon jong ki ksai ka pynpaw ia ka jingkhia k aba shi unit.

6.3.4 Kaba niew ia ka unit jong u ksai

Ka unit thread count kata denier, Tex bad kiwei.

6.3.5 Thread Diameter Factor

Diameter factor ka shong ha ki jait ksai.

6.3.6 Thread Twist

Ka pyni ia ka twist ha ka shi meter.

6.3.7 Twist Sense

Ka batai ia ka twist sense kata S,Z lane 0.

6.3.8 Thread Hairiness

Ka pyni ia ka jinglong hairiness jong u ksai.

6.3.9 Thread Ply

Ka pyn I ia jingdon ki ply ha u ksai.

6.3.10 Ka dor u ksai (Shi gram)

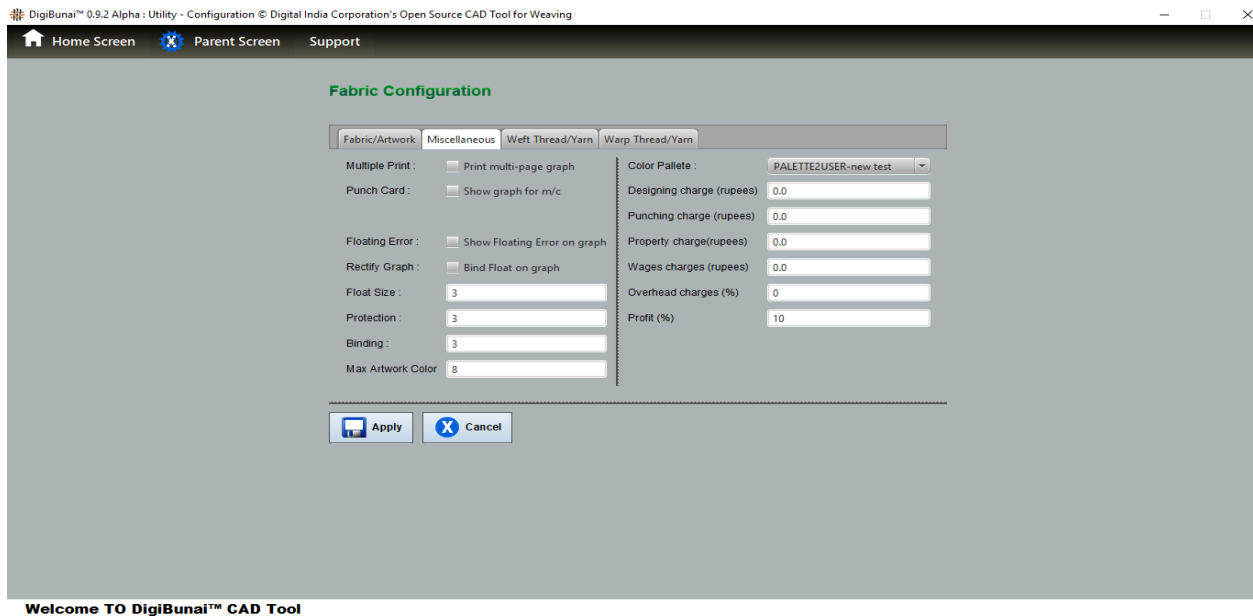
U user u donkam ban pyndap ia dor jong u yarn..

6.3.11 Crimp

Ka crimp ka shong ha ki jait yarn.

6.4 Miscellaneous Other Settings

U nongpyndonkam u lah ban buh multiple print, multiple repeat bad ka punch card na ka bynta ka machine. U user u lah ruh ban buh protection, binding, floats size, floating error, vertical repeat bad horizontal repeat, colour palate (pantone colour bad web colour), designing charges, punching charges, properties charges, wages charges, overhead charges, percentage change profit bad ka max colour ba pyndonkam ha ka artwork



7 Support Modes

U nongpyndonkam u lah ban pyntylla ia ki yarn count, linear measure, bad ka jingkhia ha ki unit bapher.

7.1 Conversion

7.1.1 Yarn Count

U nongpyndonkam u lah bsn pyntylla iaki yarn count na kawei ka uniot sha kawei pat.

7.1.2 Linear Measure

U nongpyndonkam u lah ban pyntylla na kawei ka unit sha ka wei pat ha ka linear conversion.

7.1.3 Weight

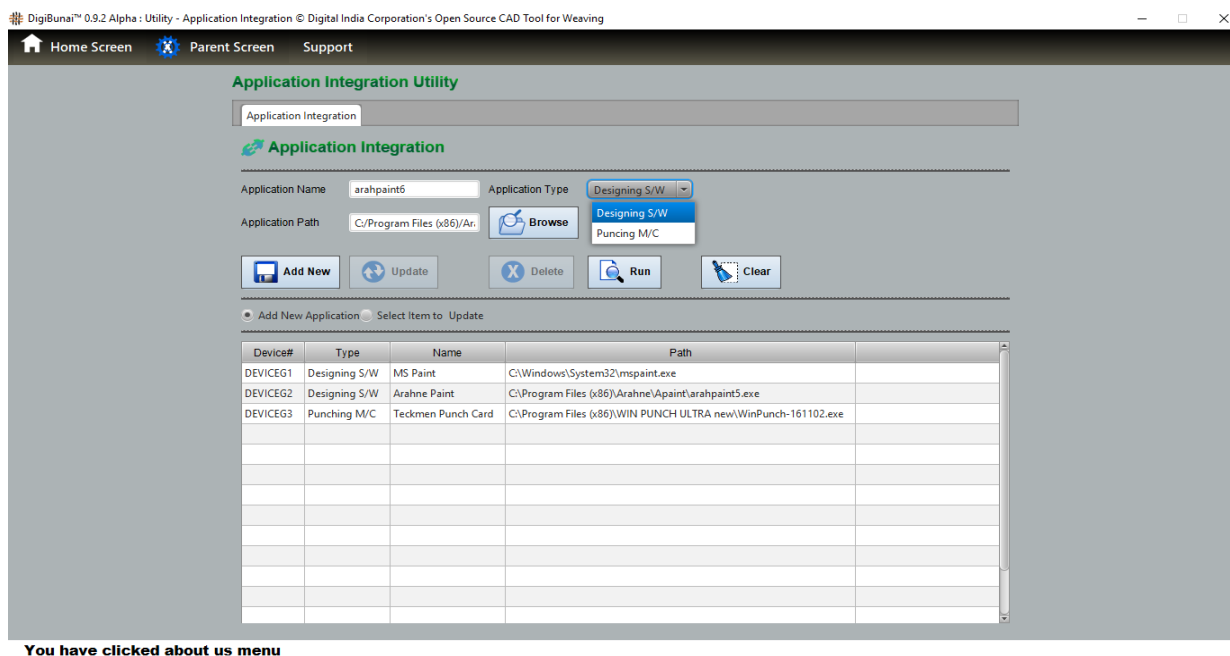
U nongpyndonkam u lah ban pynkylla ia ka unity jong ka jingkhia na kawei ka unit sha kawei pat.

7.1.4 GSM Conversion

U nongpyndonkam u lah ban khein ia ka GSM jong ka jain.

7.2 Application Integration

U nongpyndonkam u lah ban ai da kawei ka application ha ka DigiBunai™ da kaba buh ia ka setting name, application type bad ka application part.



7.2.1 Ka kyrteng u Application

. user u hap ban ai kyrteng ia ka application k aba un buh thymmai.

7.2.2 Ki jait Application

Ka jait application donkam ban batai..

7.2.3 Application path

Ka lynti ban buh ia ki integrated appliction la pyn I ha ka window.

7.3 Simulator

Man la u nongpyndonkam u kwah baka design kan lah ban paw ha ka jain. Na ka bynta kane DigiBunai TM ban buh bunjait ki fabric structure ban lah ban buh ia design ha ki jain.

DigiBunai™ 0.9.2 Alpha : Utility - Simulator © Digital India Corporation's Open Source CAD Tool for Weaving

Home Screen Parent Screen Support

Simulator Utility

Simulator

Simulator

Simulator Name: Banarasi Kaghua Sari Simulator Fabric Type: Plain

Picks Per Inch: 75 Ends Per Inch: 100

Resolution: 1280x960 Dots Per Inch: 100

Default Yarn: YARNG1 Path:

[Change default value](#) [Browse](#)

[Add New](#) [Update](#) [Delete](#) [Preview](#) [Clear](#)

[Add New Simulator](#) [Select Item to Update](#)

Simulator#	Name	Type	EPI	PPI	DPI	Yarn
BASEFSG1	Banarsi Kadhua Sari	Plain	120	70	75	YARNG1
BASEFSG2	Cutwork Dress Material	Fekuwa-CutWork	60	60	150	YARNG1
BASEFSG6	Jari Jangla	Kadhua	80	50	150	YARNG1
BASEFSUSER2	PPL1	Binding-Irregular	60	63	75	YARNG1
BASEFSG3	Satin Brocad	Plain	100	48	150	YARNG1
BASEFSG4	Satin Brocad Dress Material	Plain	60	48	150	YARNG1
BASEFSG5	Satin Tanchoi Dress MAterial	Tanchoi	78	48	150	YARNG1
BASEFSG10	User Base Cotton	Plain	100	100	75	YARNG1
DEVICEUSER12	Yo Yo PPL	Tanchoi	60	63	75	YARNG1

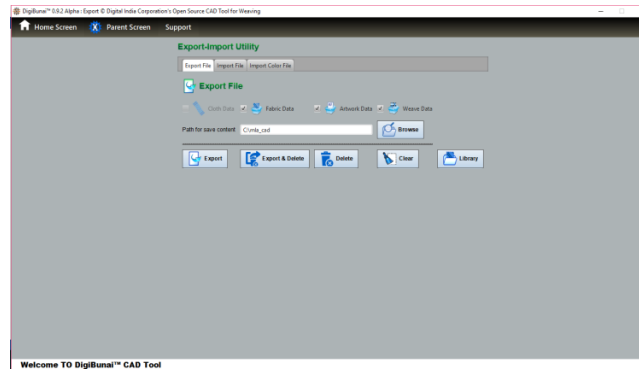
You have clicked contact us menu

7.4 Import/Export

Ban export ia ki file donkam ban specified da u user bad ki import file donkam ban buh ha ka ja ka ba u user ban export ia ki data (weaves, Fabrics, and Garments) naka application. Kine ki files yn pyndonkam ha ki application ha kiwei ki computer system.

7.4.1 Data Export

Ka ne ka pynlah ia u nongpyndonkam ban export ia ki fabric kynthup ia ki file ba kyrshan ia ki artwork bad weaves. Ban iada ia ki design u user u lah ban weng noh ia ki data n aka system hadien ba la export sha ka external drive. Na ka bynta ban export, u nongpyndonkam u hap jied Utility Module-Export/Import.



7.4.1.1 Fabric Data

Ka ne ka pynlah ban export ia ki fabrics jong u nongpyndonkam sha ka external drive.

7.4.1.2 Artwork Data

Ka ne ka ailad ban export ia ki artwork jong u nongpyndonkam.

7.4.1.3 Weave Data

Ka ne ka ailad ban export ia baroh ki weaves jong u nongpyndonkam.

7.4.1.4 Export

Export option kan export ia ki data sha ka external drive bad ban buh copy ruh ia ki data base.

7.4.1.5 Export & Delete

Ka ne kan export ia ki data sha ka external drive bad ban weng ia ki data u user na ki data base. Ka ne ka iarap ia ki to ki user ki ba kwah ban nym buh data ha ka system.

7.4.2 Data Import

Ka ne ka pynlah ban import ia ki data ba la export da u nongpyndonkam. U nongpyndonkam un buh ia ki data ha ka external drive bad ban import ha kano ka no ka por ba donkam.

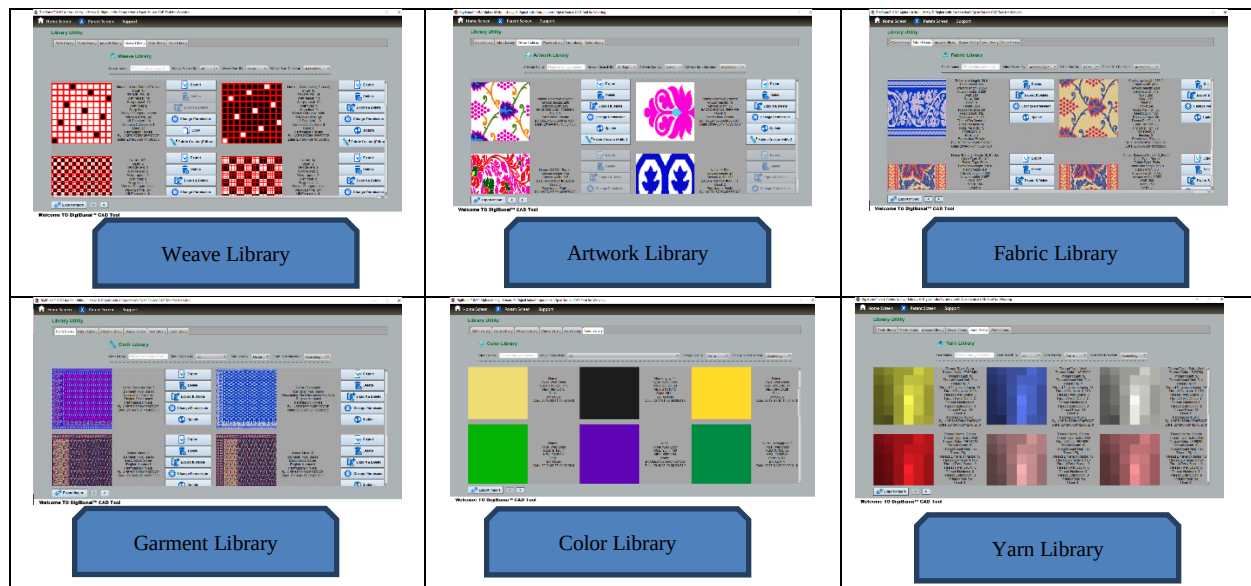


Na ka bynta ka jingshngain ki don ki nongpyndonkam ki bym ieh ia ki data ha ka system. Ki lah ban export ia ki data bad ban import ha kano kano ka por ba donkam.

Ban import, u nongpyndonkam u hap jied Utility Module Export/Import.

7.5 Library

U nongpyndonkam u lah ban peit iaka jingshna ia ka artwork, weave, fabric, karong bad ka jain. U nongpyndonkam u lah ban export, delete, update bad pynkylla ia ka artwork, weave, fabric, color and cloth.



7.5.1 Sorting

U nongpyndonkam un pynbeit ia ki kyrteng la ne Tarik ha ka library.

7.5.2 Wad

U nongpyndonkam un wad da ka kyrteng ha ka library. U nongpyndonkam un wad ia ki weaves, design bad fabrics.

7.5.3 Update

U nongpyndonkam u lah ban update artwork, weave, color bad fabric ha ka library.

7.5.4 Change Permission

U nongpyndonkam u lah ban pynkylla permission public, private bad iada ia ka artwork, weave, fabric bad rong ha ka library.

7.5.5 Export

U nongpyndonkam u lah ban export ia ki weaves, design bad fabric.

7.5.6 Weng noh

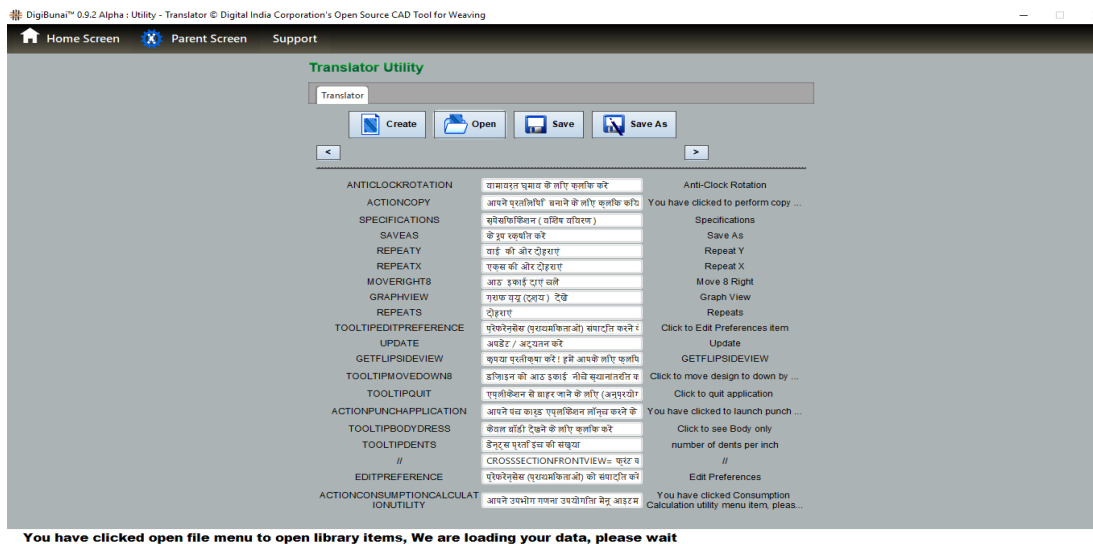
U nongpyndonkam u lah ban weng noh ia ka artwork, weave, fabric bad ki jain naka library.

7.5.7 Export & weng noh

U nongpyndonkam u lah ban export bad delete ia ki artwork library, weave library, fabric bad cloth library.

7.6 Translator

U nongpyndonkam u lah ban pyntylla ia ki kyrteng jong ki software naka ktien English sha ka Hindi.



7.6.1 Shna

U nongpyndonkam u lah ban shna la ka ong ka language library.

7.6.2 Plied

U nongpyndonkam u lah ban plie ia ka Language library.

7.6.3 Kynshew

U nongpyndonkam u lah ban save ia la ka jong ka language library.

7.6.4 Kynshew kum

U nongpyndonkam u lah ban plie ia ka language library, edit bad save ha la ka kyrteng.

7.7 Ka Jingiarap

Ka ne ka bynta ka batai ia ka software, ki jingpyntbit, bad ki jingdonkam ban pynmih ia ki jain.

7.7.1 Ka Jingiarap ban ialam

Ka pyni ia ki jingthoh ban iarap kumno ban tip ia ka rukom trei kam jong ka software

7.7.2 Video ban ialam

Ka pyn I Ia ki training videos jong ka software

7.7.3 Ka jingkyrshan

7.7.3.1 Technical Information

Technical specification na ka bynta jong ka software.

Operating System: Windows & Linux

RAM: 4GB

Processor: Core i5

Graphics Card: 4 GB dedicated

Java: Java 7

Flash Player: Flash Player

Database Engine: MySQL 5.x

7.7.3.2 Shaphang Software

DigiBunai™ ka iarap ia ki nong thain jain ban shna ia ka digital artwork bad pynkylla ia ia ki saree design. DigiBunai™ ka dei kaba nyngkong ka Open Source software naka bynta ban Jacquard bad bad doobby weaving. DigiBunai™ la customized ia ki Banarasi Saree ki ba don ia ki garment ki bapher.

7.7.3.3 Contact Us (ban call ia ngi)

Digital India Corporation (Formerly Media Lab Asia)
(Section 25 Company under the Ministry of Electronics and IT (MeitY), GoI)

Mumbai (Corporate)

Address: Samruddhi Venture Park, Central MIDC Road #2, 4th Floor, Andheri (East), Mumbai, Maharashtra, 400093

Phone: +91-22-2831-2930/ 31

Fax: +91-22-2837-9158

Website: <https://dic.gov.in/>

New Delhi Office

Address: 6 CGO Complex, Lodhi Road, New Delhi -110003 (India)

Phone: +91-11-24360199 / 2431756

7.7.3.4 Product Support (jingiarap)

Phone: +91-11-26443266 (CAD support team)

Email: satyavir@digitalindia.gov.in & ashish@digitalindia.gov.in

Web Portal: <https://digibunai.dic.gov.in/>

7.7.3.5 Sign Out

Phi donkam ban nion ha ka sign out Button ban khang noh ia ka application.