



Dobby 2.0 Web Interface Manual Version 2.2



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Louet Dobby 2.0 Web Interface- Software Version 2.2

General Information

The unique Louët doobby 2.0 allows you to use the electronic Dobby without commercial weaving software.

The Dobby 2.0 contains a computer that includes the software for the web interface and also storage space for weaving patterns. In order to use this software, you do not need to install any software on the computer. This software allows you to use a web browser (such as Internet Explorer, Safari, Firefox or Google Chrome) to easily display the Dobby software via a wireless connection (WiFi).

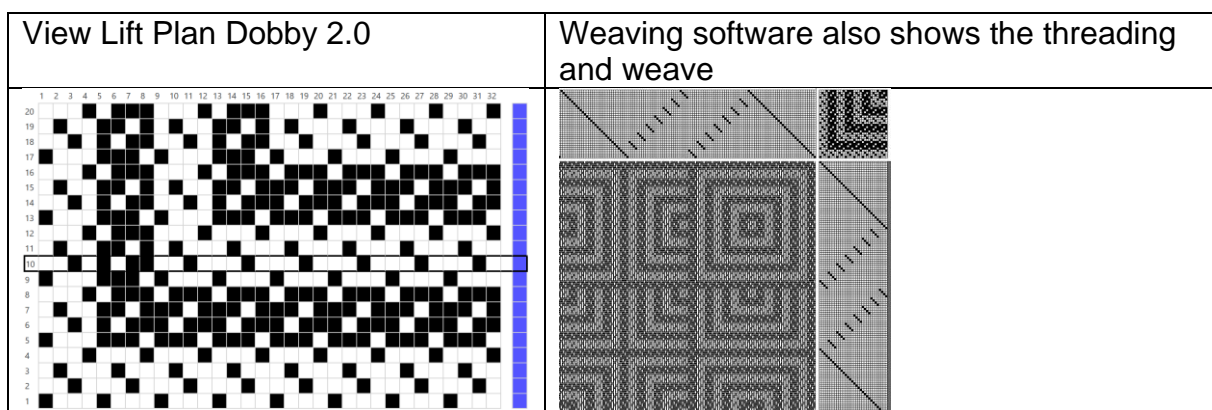
This guide contains a variety of technical terms you may be encountering for the first time. We've included a Dobby Dictionary in the back of this guide that explains the terms used.

Difference between Dobby Web Interface and Commercial Weaving Software

The main function of the built-in Dobby web interface software is to control the Dobby during weaving, which is to indicate which shaft combination should be selected for each pick of the weaving pattern. These instructions are indicated by the English term 'lift plan'.

The web interface software allows you to enter and modify a lift plan, but you can also import a lift plan that you have created using weaving software.

One of the great advantages of the web interface software is that it is independent of the computer or operating system. If new software versions are available from the Louët Dobby, you can update them directly via the Internet or through the USB stick update feature. The first version of the Dobby web Interface Software (2018) was still quite primitive. This major update in 2020 to version 2.2 has many new and improved features. In the future, the functions may be expanded further or improved.




Independent commercial weaving design software programs (Fiberworks PCW, ProWeave, PixeLoom, Weavemaker, Weavelt, Winweaving, etc.) allow you to design a weaving pattern by combining threading, and treadling sequences. With an additional driver (available for purchase separately) you can also use the independent software program to drive the Louët Dobby. For this, you will need the

USB cable that connects the Dobby to the computer. When the Dobby is connected to the computer via USB cable connection, the web interface software is temporarily deactivated. Once you unplug the USB cable from the Dobby, you can use the web interface software again.

The instructions for creating the connection can be found in the Dobby 2.0 Installation Guide and in the manual of the independent weaving software program. Although you do not need commercial weaving software to control the Dobby, this software is certainly useful for creating patterns. The advantage of the Dobby 2.0 web interface software is that you do not have to put your computer on or next to the loom and you can use the wireless (WiFi) connection.

Register your Dobby 2.0 at louetdobby.nl or louetdobby.com

<p>After registering your doobby on louetdobby.nl or louetdobby.com you will get access to the Dobby 2.0 user page. Here you can find tips, free Dobby patterns, information about software updates and ask questions. When registering, you will need the serial number of the Dobby. This is on the label under the solenoid. NOTE: <u>Write down your serial number as you will need it in any software upgrade process and its not visible when the doobby is mounted on the loom.</u></p>	
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How to Use this Manual

Step-by-Step Learning

In this manual, you will learn how to operate the Dobby web interface software step-by-step by continuing to follow the reference to the 'next step' at the end of the paragraph.

Search by Table of Contents

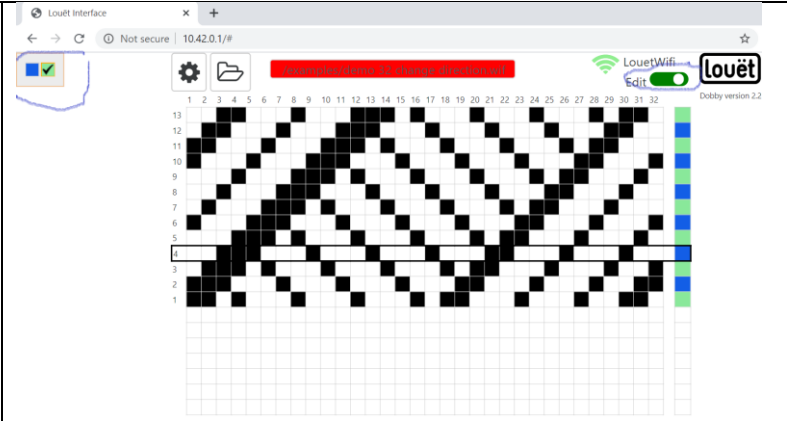
If you are looking to reference a specific topic, please consult the table of contents on page 1.

<p>Writing conventions in this manual</p> <p>In this manual, the following designations are used in the instructions:</p>					
<p>Select can be done in one of two ways:</p> <ul style="list-style-type: none"> • Touch screen: point to the object you want to select and tap • Computer: point to and click with the left mouse button 					
<p>Fill in: Type the text in</p>					
<p>Slide can be done in one of two ways:</p> <ul style="list-style-type: none"> • Touchscreen: Put your finger on the dot in the slider and slide to the right or left. 	<table border="0"> <tr> <td></td> <td>on</td> </tr> <tr> <td></td> <td>off</td> </tr> </table>		on		off
	on				
	off				

<ul style="list-style-type: none"> • Mouse: Click on the unselected part of the slider or drag with the left mouse button down the circle in the button to the desired position. 	
<p>Numbered lists indicate a series of actions you need to take</p>	<ol style="list-style-type: none"> 1. ... 2. ...
<p>Bullet lists give extra information a topic</p>	<ul style="list-style-type: none"> • ... • ...
<p>Overview of Features of the Dobby Web Interface Version 2.2</p> <p>Weave:</p> <ul style="list-style-type: none"> • Dobby 2.0 reads the lift plan of the weaving pattern • Change the direction of the active pattern • Go to a specific pick • A solenoid power activation on/off slide • Unweave history file • A sound signal at a specific interval and/or at the end of a pattern repetition, and/or at a color change. • Toggle between pattern and plain weave weaving • The computer automatically saves the last woven pick 	

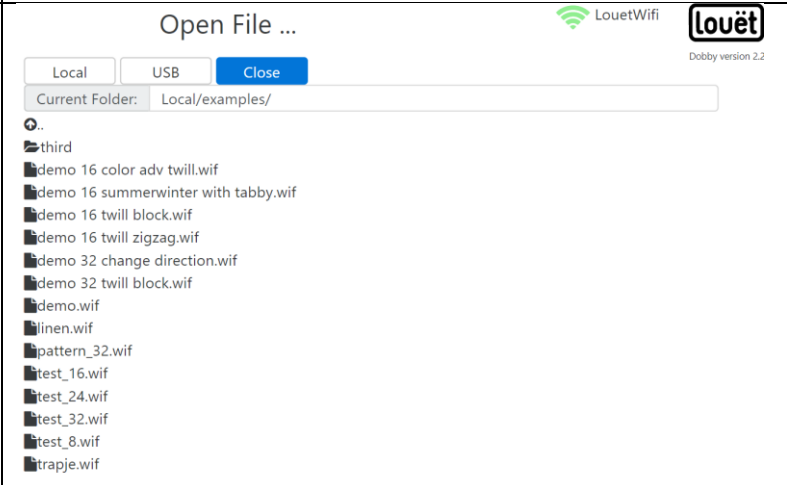
Edit: weave pattern on the fly

- Slide the Edit tab to activate edit mode
- Create and adjust weaving patterns
- Add colors to the weft from the color palette



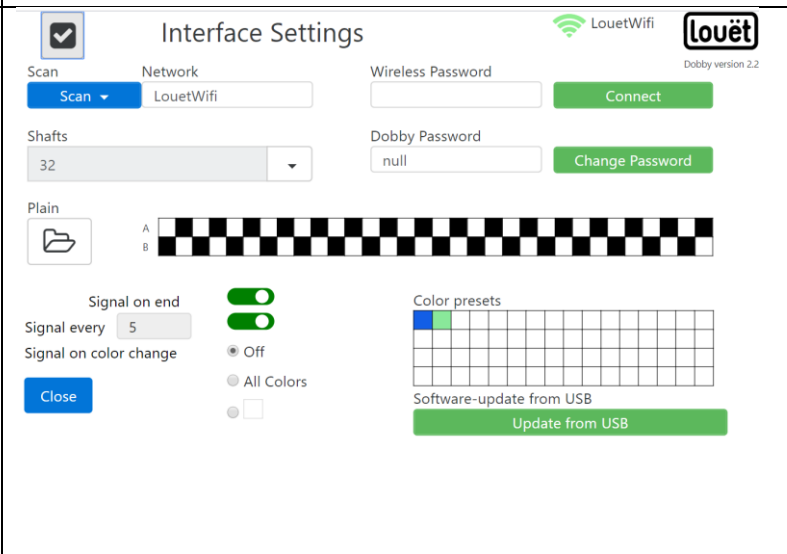
Manage files:

- Open weave files from internal storage or from USB stick
- Store weaving files on internal storage or on USB stick
- Copy, rename and delete files from internal storage






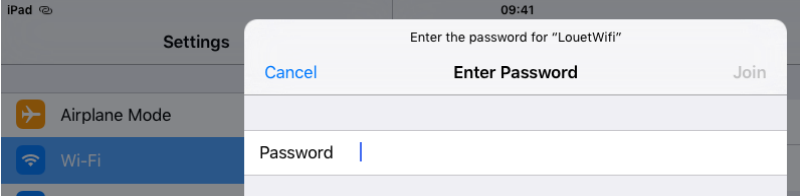
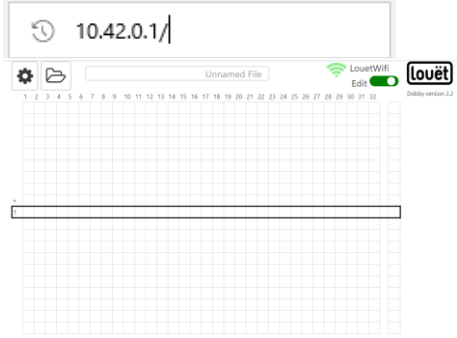
Settings:

- Find available WiFi network
- Connect to WiFi Network
- Change Dobby 2.0 Password
- Set the number of shafts in use
- Plain weave setting
- Set color palette
- Setting sound signals
- Software update from a USB stick



How to Connect your Tablet/Computer via WiFi

Below you can find brief instructions for how to activate the web interface software. For detailed instructions, refer to the 'Louët Dobby 2.0 – Installation Manual'. The latest version of this manual can be downloaded at www.louetdobby.com – Dobby 2.0 Users page. The instructions for connecting your tablet or computer to the web interface software can be found in the chapter “Make the connection to LouëtWifi”. You can connect to the Dobby computer simultaneously with multiple devices.

<h2>First Weaving session</h2> <p>Turn on the doobby computer: Switch to 1 (=ON)</p> <p>On the Dobby display, the Dobby 2.0 will show the IP address of your Dobby.</p>	
<p>Dobby display first version (2018)</p> 	<p>Dobby display after update software version 2.2</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  <p>New LouetWifi</p> </div> <div style="text-align: center;">  <p>Wirelessly connected to iPhone 'hotspot' (or any other local wifi)</p> </div> </div>
<h2>Make the connection to LouëtWifi</h2>  <p>At first usage, the IP address 10.42.0.1 will be displayed on the Dobby display.</p> <ol style="list-style-type: none"> 1. Go to your tablet or computer's wireless Network Settings 2. Select from the list of available networks Louetwifi 3. Enter the Dobby password 4. Select Connect <p>Detailed instructions for creating connections with and without internet support are provided in the Dobby 2.0 Installation Guide.</p>	
<h2>Open the Dobby web interface software</h2> <ol style="list-style-type: none"> 1. On the tablet or computer that you just connected to the Dobby, open an Internet Web browser (Safari, Internet Explorer, etc.) 2. Type the IP address of the Dobby in the address line of the browser: 10.42.0.1 3. The main screen of the Dobby Web interface software appears in the window. 	
<p>Next step: Open lift plan (page 9)</p>	

Starting Dobby Web Interface (all sessions after the first session)

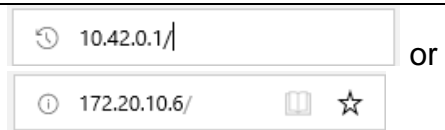
1. Turn on the doobby computer: Switch to 1 (=ON)

If you use the Louët WiFi connection without an Internet connection (IP address 10.42.0.1 on the doobby display):

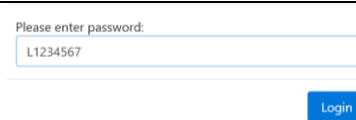
1. Use the network settings for your device's WiFi to connect to Louëtwifi (See the instructions for the 'first session').
2. You can set the network settings on your device to automatically restore the connection if both devices are turned on.

If you have set up the connection to the Internet (IP address 192. xx. xx. xx or 172. xx. xx. xx), the Dobby will automatically contact the network. If the network is not available, the text "No Connection" will appear on the Dobby display. In that case, check that the router or mobile hotspot is online. Turn off the Dobby computer and then turn it on again.

1. Open the Internet browser on the device.
2. If the web interface screen is still open from the previous session, refresh the screen.
3. Enter the IP address on the address line of the browser. (The IP address is on the display of the Dobby.)



If the device has not previously been connected via WiFi, the Dobby password will be asked for. This password is displayed on the Dobby display.



If the network connection is dropped, the text "No connection" will be displayed. Once the network is available again, the connection will be automatically restored. You may need to refresh the weaving screen by tapping the address line again. Next, you will need to reopen the weave file. The last woven pick is always remembered by the Dobby.

If the Dobby fails to reconnect, turn off the Dobby and turn it back on again after about a minute. If there is no connection to the home network, check whether other devices in your home also have a network problem.

In exceptional cases, it may be necessary to do a factory reset on the Dobby (refer to the Dobby 2.0 Installation Manual) to rebuild the network connection.

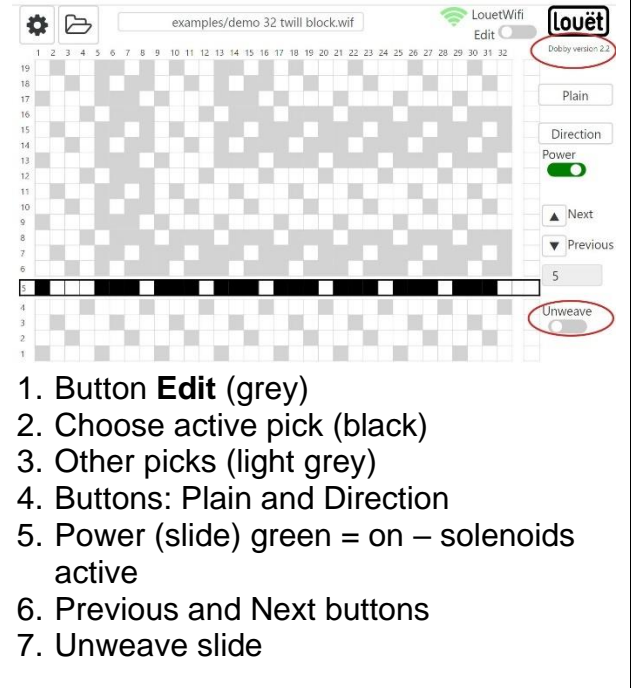

Next step: Lift Plan (page 8)

Lift Plan

The 'lift plan' is shown on the main screen of the Dobby web interface. Each line displays the shafts selected for that pick. The shaded boxes indicate which shafts go up. The line showing shaft's selected for the first pick has a dark frame around it. Each subsequent pick is shown on the lines above it.

The box pattern is not the image of the fabric! The appearance of the woven cloth is partially determined by the threading pattern.

The lift plan will look a little bit different depending on the edit mode or the weave. Both screens show a Settings button, Folder button, active file name window, WiFi connection symbol and the Louët logo with version number.

Lift plan in weave mode function: weaving (see page 13/14)	Lift plan in edit-mode function: editing weaving pattern
 <ol style="list-style-type: none"> 1. Button Edit (grey) 2. Choose active pick (black) 3. Other picks (light grey) 4. Buttons: Plain and Direction 5. Power (slide) green = on – solenoids active 6. Previous and Next buttons 7. Unweave slide 	 <ol style="list-style-type: none"> 1. Button Edit (green) 2. All programmed picks (boxes are black for shafts that rise)

With the web interface software, you can import weaving patterns (lift plans) from a pre-made pattern file, without commercial weaving software. There are also websites where you can download weaving patterns. You can import and edit the pattern if necessary.

In edit mode, you can edit the weave pattern. You can select a box (shaft to be lifted) either by clicking in the box (left mouse button) or tapping (touch screen). Click or tap the same box again and the selected box changes back to white.

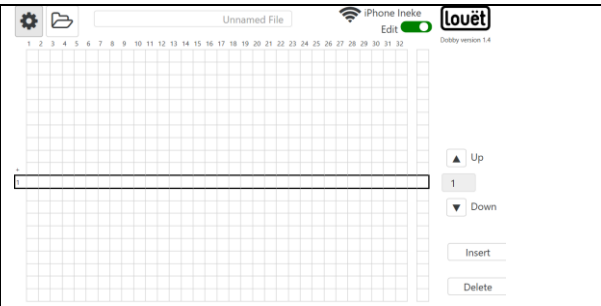
Creating and customizing a new weaving pattern is easier with a mouse than with a touch screen, so consider using your computer's internet browser to communicate with the Dobby computer (following the instructions on 6. You can have multiple devices connected to the Dobby at the same time.)

Next step: Open lift plan (page 9)

Open Lift Plan

After starting the Dobby, a blank main screen will be displayed in the 'edit mode'. This is the 'New lift plan' screen.


(waiting for confirmation of edit layout – ihow to delete a line)

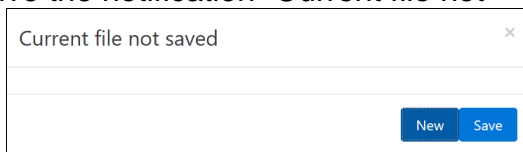


There are three ways to open a file:

- Open a New Weaving Pattern (open new lift plan)
- Storage – page 10
- Edit Lift Plan – page 11

Open a New Weaving Pattern (open new lift plan)

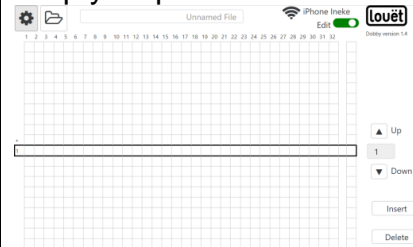
1. Select button **File**  (1)
2. Select **New** (2)
3. If there are any changes made to the open weaving file that have not yet been saved, you will receive the notification “Current file not



saved”.

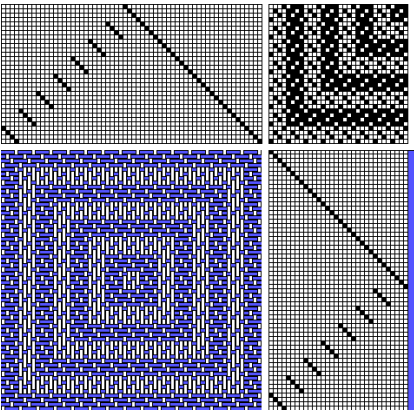
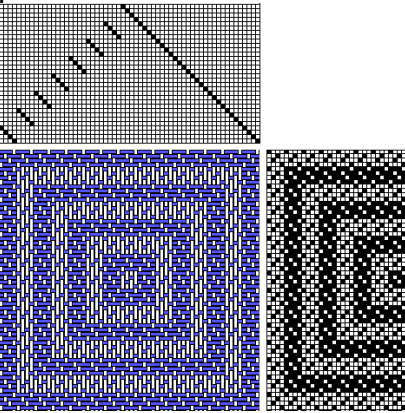
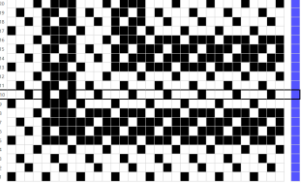
- a) Select **New** if you want to ignore the changes → An empty lift plan will open
 - b) If you want to save the changes to the open file, select **Save** → The main screen will be active again.
4. Follow the instructions on page 13

Empty lift plan





Open Lift Plan from USB Stick or Dobby 2.0 Internal Storage

Each weave pattern file in various weave pattern formats can be stored in a WIF-file. This is a computer file type that can be made and read by all weaving software. The weft pattern in the WIF-file must be stored in the lift plan format. Please refer to the manual of the weaving software how to convert a pattern into a 'lift plan' and save as a WIF-file.

<p>Display in weaving software pattern with threading and treadle mode</p> 	<p>Display in weaving software pattern converted to 'lift plan'</p>  <p>In this setting, the file as WIF-file should be stored on a USB stick to be able to open later in the Dobby web interface</p>	<p>Display in Dobby web interface</p>  <p>There are up to 20 picks shown at a time in the display, but the length of the pattern has, in principle, no restrictions</p>
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You can store WIF-files for the Dobby from a USB stick onto the Dobby computer's internal storage, or you can open the file directly from the USB stick. The advantage of using a USB stick for the weaving files is that you can better organize your files with folders. The internal storage in the Dobby computer is labeled "**Local**". It is not possible to create your own folders to organize the files.

We do not recommend using the supplied USB stick for the storage of weaving pattern files. This USB stick contains USB-serial drivers you may need to connect your computer with your weaving design software.

<ol style="list-style-type: none"> 1. If the weaving file is on a USB stick, insert the USB stick into one of the USB ports on the Dobby 2. Select File  3. Select Open 4. Select USB or Local button 5. Select sub folder (if necessary) 6. Select specific file 	
<p>If no lift plan is opened in the main screen, check the WIF-file using your weaving design software to make sure your pattern file has been converted into lift plan format.</p>	
<p>Next step, choose either:</p> <ul style="list-style-type: none"> • Edit Lift Plan (page 11) • Weaving with the Dobby (page 16) 	

Edit Lift Plan

Edit Display Overview

The main screen with the lift plan (see description on page 8) has two functions: Edit the lift plan (**edit**) and **weave**. You can switch between these two functions with the **Edit** slider. In this chapter, we discuss the edit functions.

Main screen in edit mode : Overview of the screen parts

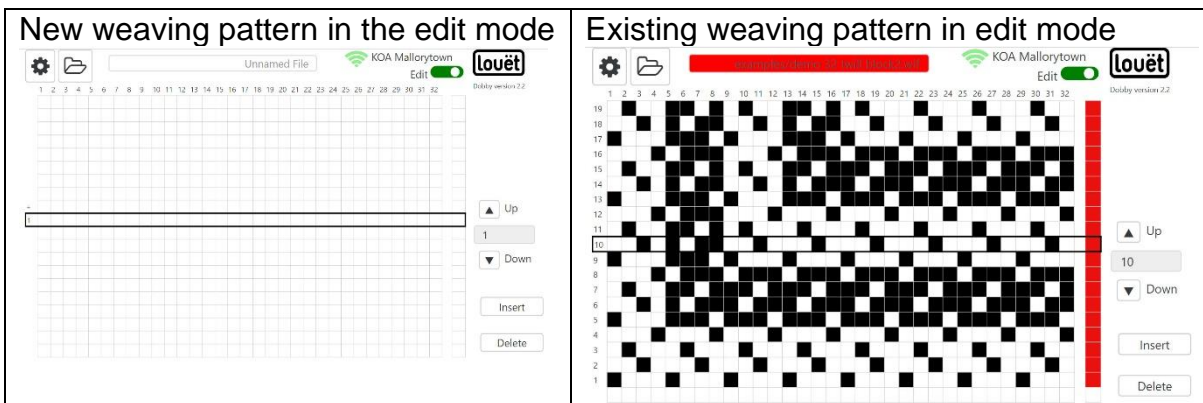
<p>a. Slide button: either edit ← → or weave</p> <p>b. Pattern file – New/Open/Save</p> <p>c. File name of current opened pattern file</p> <p>d. Open settings (see page 20)</p> <p>e. Shaft numbers</p> <p>f. Pick numbers</p> <p>g. New pick – if adding lines</p>	<p>h. Selected and not selected shafts in the pattern – black is selected (will be raised)</p> <p>i. Active pick</p> <p>j. Change active pick up or down</p> <p>k. Insert new line before the active line</p> <p>l. Delete active line</p> <p>m. Color bar indicator - weft color</p>
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Editing a pattern is easier on a computer with a mouse than on a touchscreen tablet.

You can simultaneously connect your computer's web browser and your tablet to the Dobby. Follow the instructions on page 7 to add an additional device.

Edit New or Existing Weaving Patterns


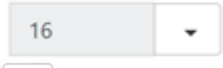

<ol style="list-style-type: none"> Open a new or existing weaving pattern (See page 8) If necessary, put the Edit button in the on position <ul style="list-style-type: none"> When starting a new weaving pattern, edit mode is activated by default. When you open an existing weaving pattern, the weaving mode, to edit you need to slide the Edit button. 	<p>On = edit mode</p> <p>Edit <input checked="" type="checkbox"/></p> <p>Off =</p> <p>weaving mode</p> <p>Edit <input type="checkbox"/></p>
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New pattern – Select number of shafts

If you do not use all shafts, you can change the number of shafts that are displayed. This is only to make the image uncluttered, when weaving it makes no difference what number is selected.

1. Select **open settings**
2. Select the number of shafts (8, 16, 24 or 32)
3. Select **close settings** to activate the Edit screen

1.  open settings
2. 
3.  close settings

Edit Weave Rule


By clicking in the boxes, you can turn the boxes corresponding to a lifted shaft on or off. This is a pattern editing rule.

The shaft numbers are displayed at the top of the screen.

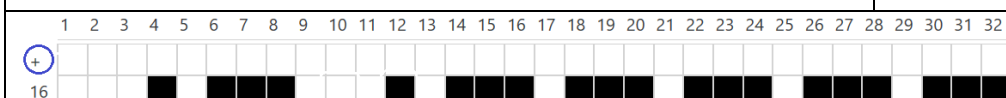
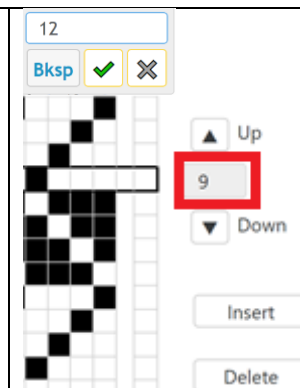
A black box marks a shaft to be lifted. In this example, pick 10 is displayed, shafts that will be lifted are: 3,5,7,8,11,15,19,23,27,31


Navigation

There are always only 20 lines of pattern on the screen. You can navigate through the pattern in different ways:

- Select button **Up** or **Down**
- Select the box with the active line number. An input screen appears. Type the line number you want, then select . You may need to put your cursor behind the last digit of the line number and select the “Bksp” button.

Note that the navigation in edit mode does not affect the active pick in the weaving mode. In weaving mode, you can navigate the same way to move to a specific pick.



<p>Inserting and removing a pick</p> <p>New line at the top: On the line with the plus you can enter the shafts you wish to raise immediately.</p>	
<p>Insert pick between two existing picks</p> <ol style="list-style-type: none"> 1. Move the active line box to the pick before you wish to insert a new pick 2. Select the Insert button as many times as needed 3. Edit the inserted pick lines 	
<p>Remove a pick</p> <ol style="list-style-type: none"> 1. Move the active line box to the pick you wish to delete 2. Select Delete button 	

Save Weaving Pattern- Save File



Save as ...

Filename: Save



Local
USB
Close

Current Folder:


The file name box displays the file name (= filename) of the open weave pattern. As soon as you make changes in the weaving pattern, the box changes to red.

Unnamed File

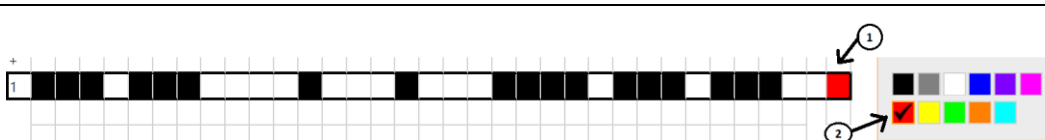

iPhone


If you just started with a new weave pattern, the text is 'unnamed File'.

1. Select 
2. Select **Save**
3. Select **Internal** or **USB** (for USB, you need to put a USB stick in one of the USB ports)
4. Optionally, select the folder where you want to save the pattern (only applicable when using a USB stick).
5. Type the file name
6. Select the **Save** button

Weft Color

You can change the color of the weft in the weaving pattern. These are shown in the color bar to the right of the weave pattern area. During weaving, you can be warned with a sound chime if the weft color changes (See page 14). Several basic colors are available when opening a new file. When opening an existing weaving pattern, the color palette displays only the colors used in the pattern.



Choose Weft Color



1. Select the square next to the lift plan area in the color bar (1) A window will appear with the available colors
2. Select the desired color (2)








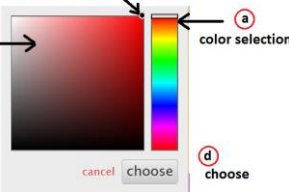

If you add a new pick line at the end of the lift plan (+) or between two existing picks (Insert), the new one automatically gets the color of the previous pick.

Edit Color Selection Scheme

You can add existing colors and colors to the color scheme.

These added colors will also be available in future new weaving patterns.

1. Select  **open settings**
2. Select one of the colors or a white box in the 'Color-preset'
3. Select a color in the color window (a)
4. In the color bar, select the color (b)
5. In the field, select the light value of the color (c). The black dot is the current color setting.
6. Select **choose**
7. Select **close settings** 

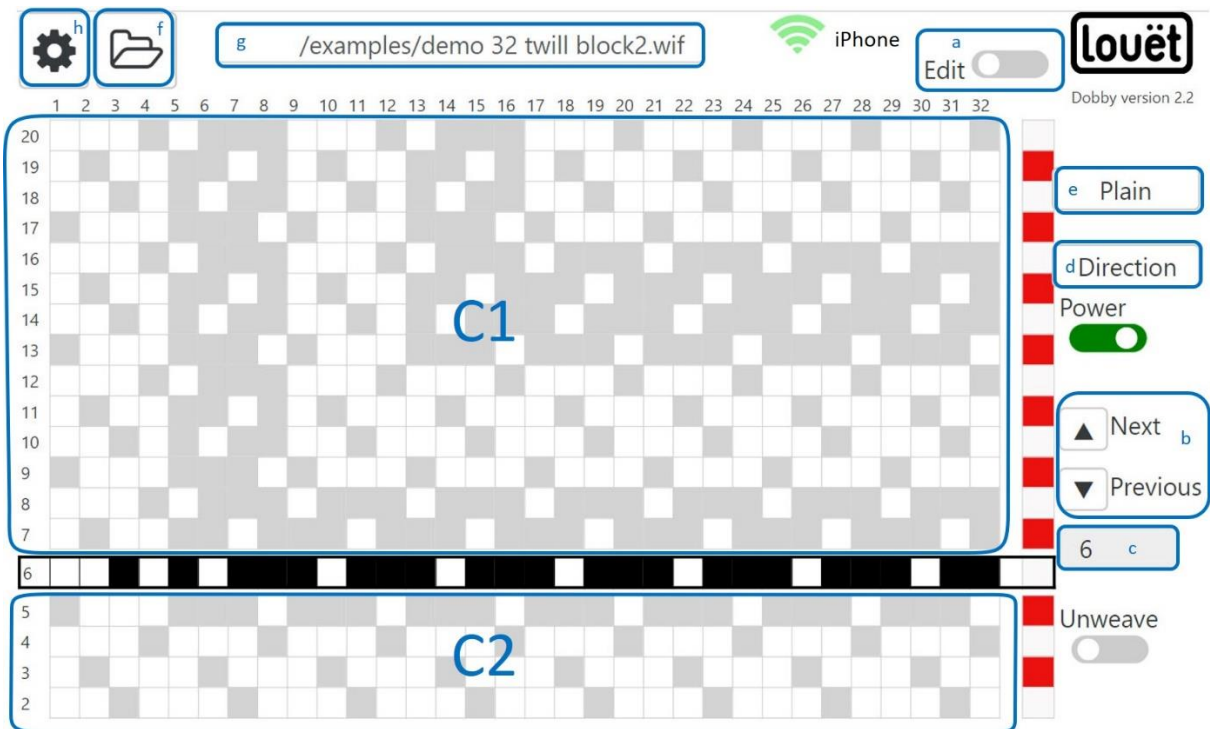
1.  **open settings**
2. 
 -  actual position color value
 -  value light-dark
 -  color selection
 -  cancel choose
 -  choose
3. 
4.  **close settings**

Weaving with the Dobby

The main function of the Dobby web interface is to weave a pattern with the Dobby. This section explains all the features.




1. The weaving process is in an endless repetition of the weave pattern. It is possible to get a sound signal at the end of every repeat.
2. You can change the active pick by:
 - Jumping to a specific pick
 - Navigating with **Previous – Next** buttons
 - Changing direction - Reverse
 - With the **Unweave** function you can unweave back 1000 picks. The history is followed exactly.
3. You can switch between a pattern and plain weave
4. You can adjust the definition of the shaft combination for plain weave

During weaving, the fans in the Dobby-box may be active, which produces a soft sound. Sound is controlled by your devices operating system. Sounds may not work as expected with Apple products due to Apple's control of sound features.

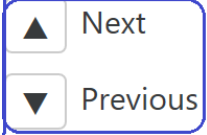



<ul style="list-style-type: none"> a. Switch between Edit – Weaving mode b. Navigate to a specific pick up and down c. C1 - Number of active picks C2 – picks that have been woven weaving history of this session (software will remember the last 1000 woven picks) d. Change the direction - reverse 	<ul style="list-style-type: none"> e. Switch to Plain or Pattern mode f. Access to File Management (Open/Save) g. File name of open weave pattern h. Open Settings screen- plain weave definition-set sound signals, number of shafts
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Enable weaving mode


<ol style="list-style-type: none"> 1. Open a lift plan weaving pattern (See page 9) <ul style="list-style-type: none"> • The weaving mode is automatically switched on • The active weaving memory has remembered the last pick of the previous weaving session. • The weft is displayed in the active weaving pattern • If you have made any adjustments in edit mode, turn off the Edit button. As a result, the Dobby enters the weaving mode. 2. Activate the solenoids by sliding the power slide on or by pressing the treadle and letting it come up again. This moves the switch block past the bottom sensor, sending a deactivate signal and then up to the top sensor activating the solenoids. 3. You will hear that the solenoids of the active weaving pick are activated 4. Press the treadle and the shed opens 5. Weave – throw your shuttle, beat, release the treadle 6. The next pick is automatically activated <ul style="list-style-type: none"> • Repeat from the 4th step ('treadle') 	<p>Off = weaving mode Edit </p> <p>On = edit mode Edit </p> <p>On = solenoids activated Power </p>
<p>Time-out If the Dobby has not been active for a minute, it goes into idle mode, where the solenoids go into the off position. This is to protect the Dobby from overheating. Either slide the power button or depress the treadle again, the active pick (which is next pick after the last woven pick) becomes active again.</p>	

Navigate

<p>Next and Previous These buttons are used to navigate to a specific pick. You can use it to go back to a pick, but if you want to go back multiple picks, the Unweave function is more efficient.</p> <p>You can skip picks or reactivate a previous pick using the Next or Previous buttons. Repeat until the desired pick is in the active weaving line.</p> <p>After weaving this pick, the pick above the weaving line will be displayed as active</p>	
<p>Go to a specific pick If you want to jump to a certain pick, use the input box to the right of the active weave area</p> <ol style="list-style-type: none"> 1. Select the box with the active pattern entry number 2. Click/Tap the pick number to highlight it or move your cursor to the last digit. Delete the number and type the pick number you wish to jump to. <ul style="list-style-type: none"> • Bksp: correction button on wrong input X – Cancel the “Go-To specific pick” action 	

- If you enter a non-existing pick number, nothing will happen.

3. Select the green ✓ to accept and activate the change of active pick position
4. The next pick depends on the set weaving direction (in the image: forward - 9 is the next pick after 8)
5. In the **History** (under the active weaving area), you see this jump back once you have woven this pick

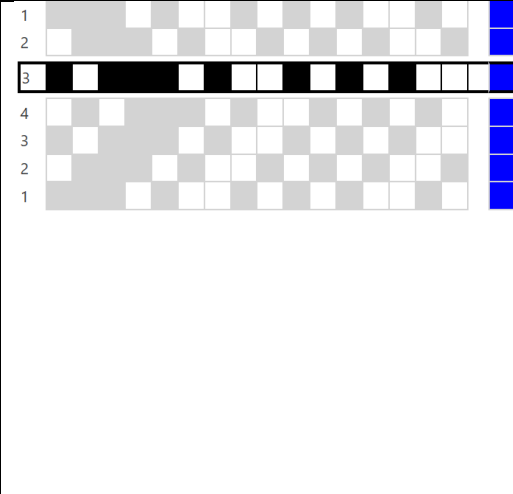


Change direction of weaving

By default, the weaving direction is forward: from the first (bottom line): Weft 1 → 2 → 3, etc.).

With the **Direction** button, you can change the order of the picks 3 → 2 → 1. You can use this if you want to weave sharp variations in your weaving (i.e. reverse a twill on a point draw).

The last woven pick is not repeated.



After selecting the **Direction** button, the pick for the last woven pick will be activated.

1. Supposing: You have in forward direction woven picks 1 → 2 → 3 → 4
 - The last woven pick is 4,
 - On the active line, pick number 5 is ready
2. Select the **Direction** button
 - The direction changes from forward to backward
 - You can see the order of the picks above the active line if you are weaving in forward or backward direction

The active weaving line will now display pick number 3.

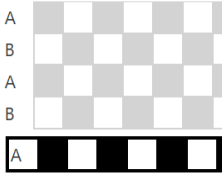

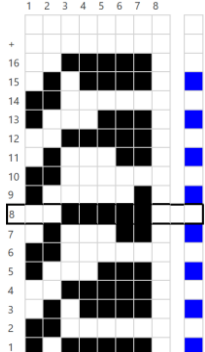



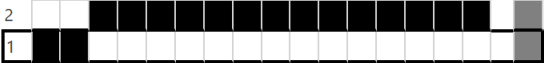



Contrast this operation with the **Unweave** function, where the last pick **is** repeated, and the history is woven back in reverse order.

Plain Weave

In addition to the weaving pattern laid out in the lift plan, you can always switch to a plain weave. This is useful when weaving a starting piece and at intersections in the weaving project. The shaft combination for weaving a plain weave is set. You can save definitions of the plain weave on the Dobby drive, so you can use them more often.

If you have a pattern with pattern picks always alternating with a plain weave pick, you can define it better in the pattern part.





Switch between plain weave and pattern picks	Plain ▼	Pattern ▼
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<ol style="list-style-type: none"> 1. Select the button Plain (this button is only visible in the weaving position) <ul style="list-style-type: none"> • In the weft part of the screen, alternating weft picks A and B of plain weave are visible • The label on the "Plain" button changes to "Pattern" 2. Select Pattern button 		
<p>Plain weave as tabby Plain weave in a tabby weaving (like summer & winter, overshot) has to be defined in your pattern.</p> <p>Pattern definition of a summer & winter including tabby The (white) tabby wefts are included in the pattern (see section editing page 11)</p>		
<p>Select and edit plain weave definition</p> <ol style="list-style-type: none"> 1. Select open settings 2. Edit the plain weave definition by selecting the boxes in the two pick lines 3. Select close settings 	<ol style="list-style-type: none"> 1.  open settings 2. Edit  <ol style="list-style-type: none"> 3.  close settings 	
<p>Save a plain weave definition</p> <ol style="list-style-type: none"> 1. Start with a new lift plan (see page 9). Enter the two plain weave pick definitions in Summer and Winter. Save this pattern. <ul style="list-style-type: none"> • Tip: Give a name starting with plain for example, "Plain 16s summer-winter" 	<p>Plain weave definition</p>  <p>Saved "Plain 16s summer-winter"</p>	
<p>Open a plain weave definition</p> <ol style="list-style-type: none"> 1. Open a weaving pattern 2. Select  open settings 3. Select Plain button 4. Choose the plain weave pattern you saved 5. Close Settings  <p>Check by switching between Plain and Pattern mode in the Weave mode. You can save several plain weave patterns and load the active pattern you wish.</p>	<p>Plain</p> 	

Sound Signal/Chimes During Weaving

You can enable sound chime at certain times during weaving, for example, to change color. It is advisable to only enable one of the signal groups.

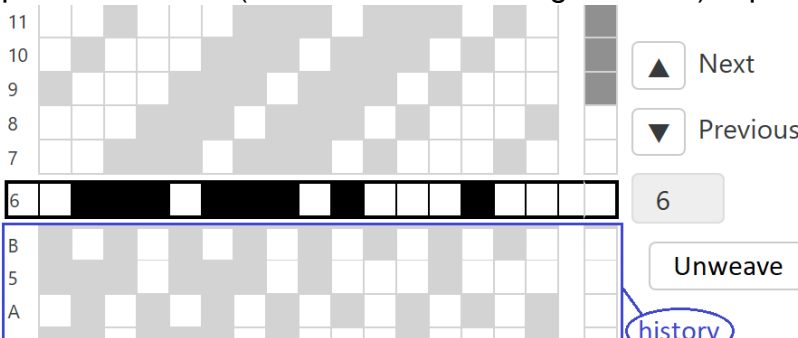
The sound is produced by the device on which the web interface is operating. So, make sure the speakers are turned on. On all Apple products, it is unfortunately not possible to produce sound signals (Apple has disabled this functionality).

<p>Set Sound signal The following settings can be switched on or off:</p> <ul style="list-style-type: none"> • Signal on end <input checked="" type="checkbox"/> Sound signal when the last pick of the weaving pattern is reached • Signal every <input type="text" value="16"/> <input checked="" type="checkbox"/> Sound signal always after 16 picks Signal on color change <input type="radio"/> Off <input checked="" type="radio"/> All Colors <input type="radio"/>  • Sound signal of choice for each color change in the color bar of the pattern or a color change to a specific color. 	<p>1.  open settings</p> <p>Signal on end <input type="checkbox"/> Signal every <input type="text" value="4"/> <input type="checkbox"/> Signal on color change <input checked="" type="radio"/> Off <input type="radio"/> All Colors <input type="radio"/> </p> <p>1. Select one or more of the signal options 1. Click the options you want to switch to</p> <p>2.  close settings</p>
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Unweave

When starting a new weaving session (when opening an existing or new weaving file), the weaving history is still empty. As soon as you weave, the lines under the active weaving area are filled with the history. The last 1000 woven picks are retained. Once the Dobby is turned off or another pattern is loaded, the history is emptied again.

When you switch to the **Unweave** function, the history is rewoven with every treadle movement. In the example below, first tabby B, then pattern 5, then tabby A, then pattern 4. After disabling the **Unweave** function, the same pick as the last extracted entry will be active. Set the last pick to pick 4, then after turning it off again the active pick that follows (in the forward weaving direction) is pick 5.



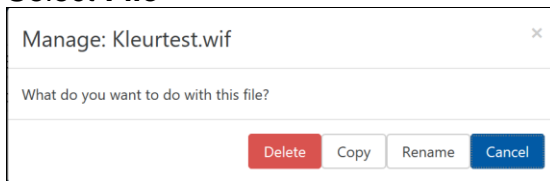
The screenshot shows a weaving interface with a grid of picks. The grid has 11 rows and 10 columns. The rows are labeled 11, 10, 9, 8, 7, 6, B, 5, A, 4. The columns are numbered 1 to 10. The grid shows a pattern of woven picks (shaded) and unwoven picks (white). The active pick is 4. Below the grid, there are controls: a 'Next' button with an upward arrow, a 'Previous' button with a downward arrow, a '6' button, and an 'Unweave' button. A blue circle highlights the 'history' label next to the 'Unweave' button.

File Management

Each weaving pattern is stored in a WIF-file. The doobby has an internal hard drive or storage (this is identified as 'Local'). It is not possible to create folders for file organization, on the Local hard drive. This storage space is mainly intended to store the current weaving file. A USB stick is more convenient to use as storage, as it allows you to create a folder layout. To create and manage the folders on a USB stick, use your PC or laptop. The web interface includes some features to manage the files in the Local folder.



File Manager in Local Folder or on USB

1. Select 
2. Select **File**



3. Select either:
 - Delete
 - Copy
 - Rename
4. Depending on what you select, you'll get another follow-up screen to enter the file name
5. Select Close to exit the file management screen

Move a File from USB → Local Folder

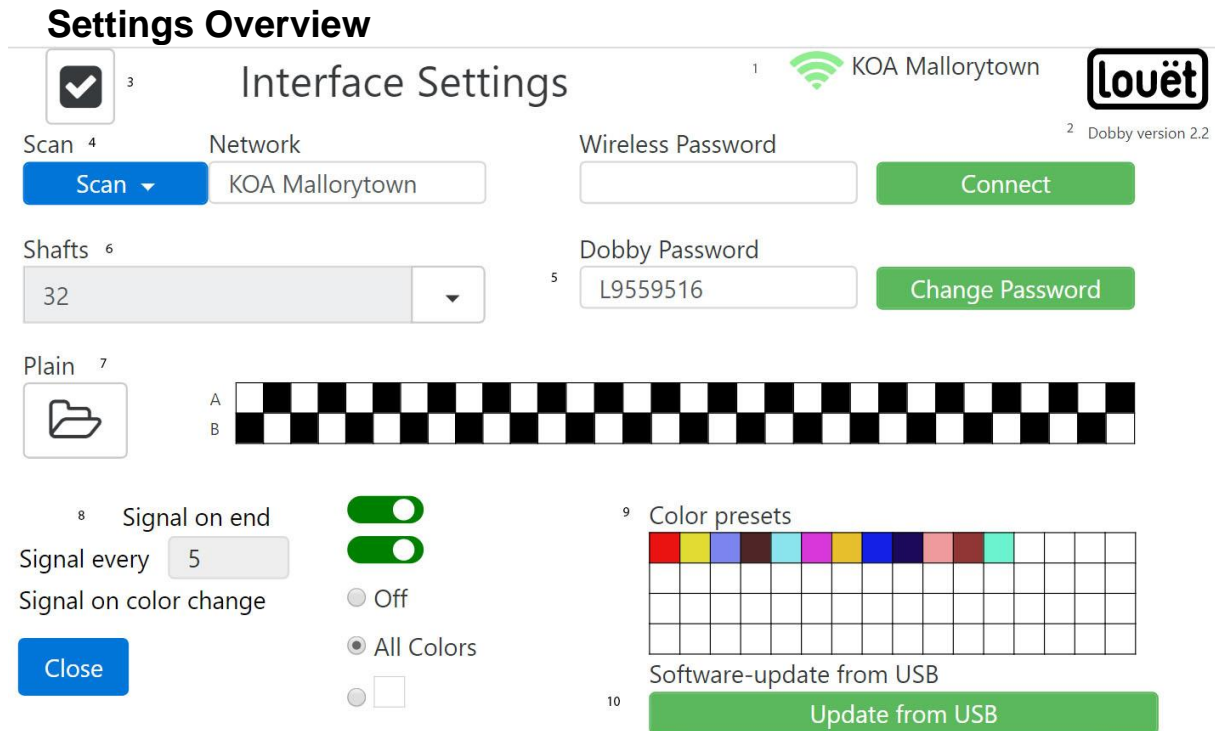
1. Open the source file from USB stick
 - Select 
 - Select **Open**
 - Select **USB**
 - Select **File** → the weaving pattern will open on the main screen
2. Select 
3. Select **Save**
 - Select Local
 - If necessary, edit the file name
 - Select **Save**
 - The newly saved file is now the active weaving file

This same procedure can also be used to copy a file from the Local folder to the USB stick, except that in step 1, select the local folder and in step 3, choose the USB folder.

Settings

The **Interface Settings** screen saves general settings for the Dobby and a number of settings that have to do with the weaving pattern.

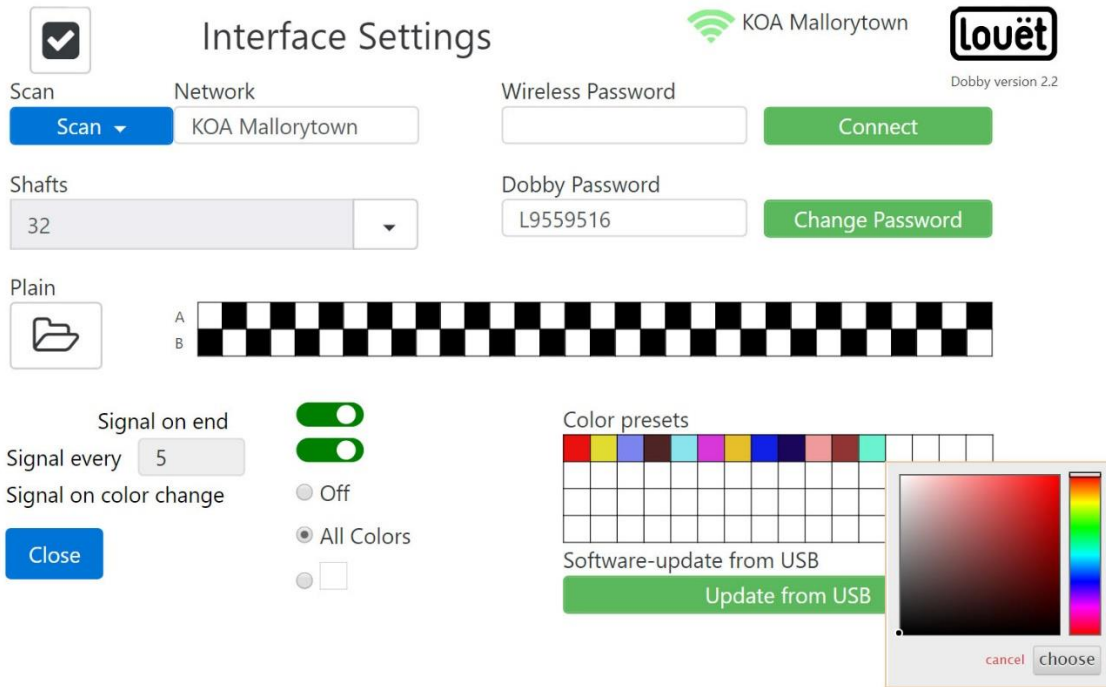
Several settings have already been discussed in this manual; you will find a reference to the page number. The settings which have not yet been discussed are explained more extensively below.



1. WiFi Connection
2. Current software version
3. Close screen settings (back to main screen)
4. **Dobby via WiFi connection with home network:** Scan / Network / Wireless Password / Connect
5. **Dobby change** password: Dobby 2.0 Password / Change Password
6. **Shafts:** Number of shafts visible in the main screen
7. **Plain:** open and change Setting plain weave
8. Set sound signals
9. Set color palette
10. Software Update from USB stick

Customize Color Palette

Inside settings, to adjust the color palette, click on a square inside the color palette. When you do, a color selection pop up appears. Select the color you want and click choose. When you are finished, close the settings window.



Software Update Process

At the time of the publishing of this manual, the only way to update the Louët Web Interface is by connecting the Dobby to the Internet. This can be done in 3 ways. Refer to the Dobby user manual and page 7.

Connecting to wired Internet – You will need access to your home router, ethernet cable, the white USB/Ethernet adapter supplied with your doobby.

1. Plug one end of your ethernet cable into a port in your router.
2. Plug the other end of your ethernet cable into the USB/ethernet adapter.
3. Plug the USB end of your the USB/ethernet adapter into one of the Dobby's USB ports.
4. If your ethernet cable is too short, move your Dobby to your router. Remember to bring the power cables for the Dobby, plug the cables in and turn on the Dobby.
5. Once steps 1-3 are complete, the Dobby will reboot and if successfully connected to your local network, it will display a new IP address - (IP address 192. xx. xx. xx or 172. xx. xx. xx)
6. Once online, send an email to product-support@louet-inc.odoo.com . Email should include your name and Dobby serial number. You will receive a return email when the update process is complete.

7. Finally, refresh your browser
8. See page 7 if you are trying to weave with the Dobby connected to the internet

Connecting to WiFi Internet

1. Open settings
2. Press the scan button to see the available local wifi connections
3. Select the local wifi network you wish to use
4. Enter the password of your local WiFi network under “wireless password”
5. Press CONNECT
6. Once steps 1-5 are complete, the Dobby will reboot and if successfully connected to your local network, it will display a new IP address - (IP address 192. xx. xx. xx or 172. xx. xx. xx)
7. Once online, send an email to product-support@louet-inc.odoo.com . Email should include your name and doobby serial number. You will receive a return email when the update process is complete.
8. Finally, refresh your browser
9. See page 7 if you are trying to weave with the Dobby connected to the internet

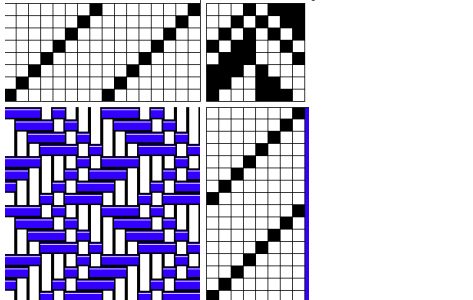
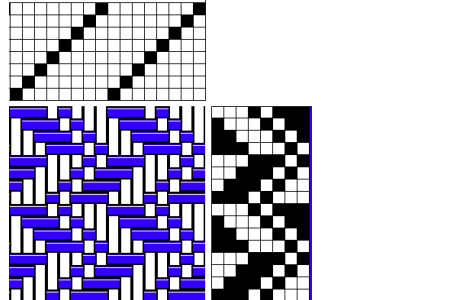


Update via USB Stick – This feature is not yet activated.

Dobby Dictionary

The functionality of the Dobby is described in the installation manual. You can download a current and comprehensive version from the Dobby 2.0 user page on www.louetdobby.nl.

Here is a glossary for the terms we use to describe the Louet Dobby functionality.

Dobby Device	PC or tablet (iPad or Android) that you use to connect to the Dobby
IP Address	<p>The address of the device on the network. This address is used to open the doobby software in a browser. The IP address appears on the display of the Dobby.</p> <ul style="list-style-type: none"> • The IP address of the Dobby 2.0 without an internet connection - is 10.42.0.1 • If you connect the Dobby to a network that also gives you internet access, the IP address will start with 192.xx.xx.xx (router home network) or 172.xx.xx.xx (mobile hotspot on a 4G mobile phone). The instructions to establish this connection can be found in the Dobby 2.0 installation manual. The latest edition can be downloaded from the Dobby 2.0 users page on www.louetdobby.com.
Weave pattern	The Dobby 2.0 needs a weave pattern in which the shaft selection is written out per pick. This is called the 'lift plan'. If you use.

lift plan	<p>In weaving software, you often find a function to turn the pattern into a lift plan. If necessary, refer your weaving software manual.</p>
	<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>Threading and Tieup plan</p>  </div> <div style="text-align: center;"> <p>Lift plan</p>  </div> </div>
Local	<p>The Local drive in the file management screens (File) of the Dobby web interface refers to the storage of weaving files on the Dobby's internal hard drive. It is not possible to create a folder structure on the Local drive. It is advised not to use this folder as a weaving archive, but only to preserve the current weaving project.</p> <p>File management can rename or delete the files.</p>
Web browser	<p>App or program you use to browse websites on the Internet. (Windows Internet Explorer, Edge, Safari, Google Chrome, Firefox, etc.)</p> <div style="text-align: right;">  </div>
WIF	<p>Weaving Interface File. This weaving draft file format is supported by all third party weaving software (ProWeave, Fiberworks, PixeLoom etc.) and is also used by Dobby 2.0., enabling you to exchange drafts between weaving software programs and the Dobby.</p> <p>Each weave pattern file with the lift plan for the Dobby are stored in a WIF-file. This is a computer file type that can be created and read by all weaving software. The weave pattern in the WIF-file must be stored in the lift plan format.</p>
Active pick	<p>The current pick is the pick marked with a black outline around the pick. In weaving mode, it is the actual pick. The active pick number is in the square at the right side.</p> <p>By entering another number in this active pick field, you can jump to another active pick.</p> 
Weaving history	<p>The weaving history contains all picks that have been woven. A woven pick is stored after pushing and releasing the treadle. The software will remember the last 1000 picks.</p>
Touch screen	<p>The screen accepts input by touching it.</p>

Troubleshooting

In the event that you experience trouble reading files.

1. We have seen cases where older USB sticks are not able to be read by the Louët Web Interface. Try a newer USB stick.
2. File names can not contain special characters – rename your file
3. If your saved file is not visible or it can't be read, make sure you have saved the file as a WIF and in lift plan format. Most weaving software automatically converts a pattern file into lift plan when the user asks to weave. You need to specifically select "Lift plan" mode. When you save the file, be sure to go "Save As" and then change the file type to WIF as the default format is that of your weaving software.
4. Patterns you download from the internet may be WIF files, but may not be in lift plan format. Use your weaving software and process above to ensure you are saving the file correctly for the Louët Web Interface to read the file.

My device screen is lagging behind the weaving.

1. This can happen if you are operating your doobby through your home network (see pages 6 & 7). The strength of the connection and refresh rate of your screen is dependant upon your home wifi strength. To resolve this issue, disconnect from your home network by clicking on the "factory reset" button. Once the doobby has rebooted, follow the instructions on page 6 to connect to the **Louetwifi** network and operate the doobby directly.