Revision History

20100309: Initial Draft
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1. **Introduction**
   This document provides instructions for installing and using the EasyBeadPatterns software.

2. **Resources**
   The following is a list of websites that may contain useful information for your system:

<table>
<thead>
<tr>
<th>Title</th>
<th>Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>Java FAQ for Mac OS X</td>
<td><a href="http://developer.apple.com/java/faq/">http://developer.apple.com/java/faq/</a></td>
</tr>
</tbody>
</table>

3. **Acronyms and Abbreviations**
   The following acronyms and abbreviations are used within this document:

<table>
<thead>
<tr>
<th>Acronym</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>JRE</td>
<td>Java Runtime Environment</td>
</tr>
<tr>
<td>OS X</td>
<td>Operating System 10</td>
</tr>
</tbody>
</table>

4. **Compatibility**
   EasyBeadPatterns is being developed and tested on the following Windows Platforms:
   - Apple OS X 10.6.2
   - Microsoft Windows 7

   No explicit guarantees are made that EasyBeadPatterns will run correctly on your computer. In order to decrease the probability that you will experience issues using EasyBeadPatterns, it is suggested that you read and follow all installation instructions as detailed.
5. Special Notation
Throughout this document, shorthand notation will be used in order to improve readability. All special notations are described in this section.

5.1. Menu Bar Notation
When describing features that are accessible from the program’s menu bar, the following notation will be used:

File → Tools → Options

This is equivalent to saying:

Select ‘File’ from the menu bar.

In the menu that appears, select “Tools”.

In the menu that appears, select ‘Options’.

6. Installation

6.1. Java Runtime Installation
Prior to installing EasyBeadPatterns, it is necessary to download and install the latest Java Runtime Environment (JRE)

6.1.1. Microsoft Windows Instructions
Download and install Sun Microsystems Java Runtime Environment (JRE). The latest version of JRE for Windows can be downloaded from the following website:


At the time this document was drafted, the latest JRE version was Version 6 Update 18.

6.1.2. Apple OS X Instructions
Update Apple’s Java Runtime Environment (JRE) using the automatic update feature of Mac OS X. You can also download the JRE manually from the following website:


At the time this document was drafted, the latest JRE version was Version 5.0 Release 5 for both Intel and PPC.
6.2. EasyBeadPatterns Installation

6.2.1. Microsoft Windows Instructions
Copy the file easybeadpatterns.exe to your computer. At this time, there is no installer for the Windows version of EasyBeadPatterns.

http://easybeadpatterns.com/easybeadpatterns.exe

6.2.2. Apple OS X Instructions
Install the program by mounting the disk image and copying EasyBeadPatterns.app to your Application folder.

http://easybeadpatterns.com/EasyBeadPatterns.dmg
7. User Interface

7.1. Desktop

Once the EasyBeadPatterns application has been started, the program’s desktop will appear. This is the interface in which you will use for editing your patterns. By default, there will be an empty Loom stitch pattern with 40 rows and 40 columns.
7.1.1. Pattern Properties Panel (Upper Left)
The Pattern Properties panel allows you to manually edit the properties of the current pattern. The Stitch, number of Columns, and number of Rows can all be adjusted real-time. The Pattern Properties panel will also indicate the total number of beads as well as the number of unique beads in the pattern.

![Pattern Properties Panel](image)

7.1.2. View Properties Panel (Middle Left)
The View Properties Panel provides a Zoom control to zoom in and out of the pattern.

![View Properties Panel](image)

7.1.3. Shopping List Panel (Lower Left)
The Shopping List panel provides a listing of all beads, and their respective quantities, that are contained within the current pattern.

![Shopping List](image)
7.1.4. **Selected Bead Panel (Upper Right)**

The Selected Bead Panel displays the currently selected bead. The selected bead will be used for all drawing performed on the pattern. A different bead may be selected using the Available Palettes Panel.

![Selected Bead Panel]

7.1.5. **Available Palettes Panel (Lower Right)**

The Available Palettes Panel allows you to select between different bead palettes. A bead may be selected by clicking on it with the mouse.

![Available Palettes Panel]

In addition to allowing you to select beads, the panel provides you with the ability to filter by name, description or color. Entering “Silver” into the filter would narrow the displayed beads to those that contain the word “Silver” in their ID or description.

Pressing the “Filter By Color” button allows you to filter beads whose colors are similar to a selected color.
7.1.6. Toolbar

The toolbar provides you with quick access to commonly used features.

There are three basic types of buttons available in the toolbar.

**FILE** buttons allow you to open, create, save, import or export patterns.

**MODE** buttons set the desired editing mode for the current patterns.

**ACTION** buttons perform a specific action on the pattern when pressed.

### 7.1.6.1. File Buttons

The following **FILE** buttons are available in the toolbar:

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="New" /></td>
<td><strong>New</strong>: Creates a new pattern and discards the current pattern.</td>
</tr>
<tr>
<td><img src="image" alt="Save" /></td>
<td><strong>Save</strong>: Saves the current pattern to a file (.ptnx).</td>
</tr>
<tr>
<td><img src="image" alt="Open" /></td>
<td><strong>Open</strong>: Opens a pattern from a file (.ptnx).</td>
</tr>
<tr>
<td><img src="image" alt="Import Picture" /></td>
<td><strong>Import Picture</strong>: Allows you to import a picture to a pattern. For additional details, refer to section 8.1 - <em>How do I create a Pattern from a picture?</em></td>
</tr>
<tr>
<td><img src="image" alt="Export Image" /></td>
<td><strong>Export Image</strong>: Allows you to save a pattern as an image file (.jpg, .png, etc.)</td>
</tr>
</tbody>
</table>
### 7.1.6.2. Mode Buttons

When a **MODE** button is pressed, there are no immediate effects to the pattern. Each button sets the editing mode, allowing you to click or drag the mouse within the pattern to perform a specific action such as adding a bead. The following **MODE** buttons are available in the toolbar:

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Add Beads" /></td>
<td><strong>Add Beads:</strong> When selected, allows you to add individual beads to the pattern.</td>
</tr>
<tr>
<td><img src="image" alt="Remove Beads" /></td>
<td><strong>Remove Beads:</strong> When selected, allows you to remove individual beads from the pattern.</td>
</tr>
<tr>
<td><img src="image" alt="Replace Beads" /></td>
<td><strong>Replace Beads:</strong> When selected, allows you to “globally” replace all beads in the pattern of a specific type/color with the currently selected bead.</td>
</tr>
<tr>
<td><img src="image" alt="Select Bead" /></td>
<td><strong>Select Bead:</strong> When selected, allows you to set the currently selected bead by clicking on a bead within the pattern.</td>
</tr>
<tr>
<td><img src="image" alt="Fill Beads" /></td>
<td><strong>Fill Beads:</strong> When selected, allows you to “flood-fill” empty areas in the pattern.</td>
</tr>
<tr>
<td><img src="image" alt="Draw Line" /></td>
<td><strong>Draw Line:</strong> When selected, allows you to draw a line of beads.</td>
</tr>
<tr>
<td><img src="image" alt="Draw Square" /></td>
<td><strong>Draw Square:</strong> When selected, allows you to draw a square of beads.</td>
</tr>
<tr>
<td><img src="image" alt="Draw Oval" /></td>
<td><strong>Draw Oval:</strong> When selected, allows you to draw an oval of beads.</td>
</tr>
<tr>
<td><img src="image" alt="Draw Triangle" /></td>
<td><strong>Draw Triangle:</strong> When selected, allows you to draw a triangle of beads.</td>
</tr>
<tr>
<td><img src="image" alt="Draw Diamond" /></td>
<td><strong>Draw Diamond:</strong> When selected, allows you to draw a diamond of beads.</td>
</tr>
<tr>
<td><img src="image" alt="Insert Column" /></td>
<td><strong>Insert Column:</strong> When selected, allows you to insert a column into the pattern. An empty column will be inserted to the location you select. All beads in the pattern will shift accordingly. This mode will not work with Rosette pattern.</td>
</tr>
<tr>
<td><img src="image" alt="Insert Row" /></td>
<td><strong>Insert Row:</strong> When selected, allows you to insert a row into the pattern. An empty row will be inserted to the location you select. All beads in the pattern will shift accordingly. For Rosette patterns, all rows will be added to the outer edge of the pattern.</td>
</tr>
<tr>
<td><img src="image" alt="Remove Column" /></td>
<td><strong>Remove Column:</strong> When selected, allows you to remove a column from the pattern. The selected column and all beads within that column will be removed. All other beads in the pattern will shift accordingly. This action will not work with Rosette pattern.</td>
</tr>
<tr>
<td><img src="image" alt="Remove Row" /></td>
<td><strong>Remove Row:</strong> When selected, allows you to remove a row from the pattern. The selected row and all beads within that row will be removed. All other beads in the pattern will shift accordingly. For Rosette patterns, all rows will be removed from the outer edge of the pattern.</td>
</tr>
</tbody>
</table>
7.1.6.3. Action Buttons

When a **ACTION** button is pressed, the effects are immediate to the pattern. The following **ACTION** buttons are available in the toolbar.

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Undo]</td>
<td><strong>Undo</strong>: When this button is pressed, the last action you performed will be undone.</td>
</tr>
<tr>
<td>![Redo]</td>
<td><strong>Redo</strong>: When this button is pressed, the last action you “undid” will be redone.</td>
</tr>
<tr>
<td>![Shift Left]</td>
<td><strong>Shift Left</strong>: When this button is pressed, all beads in the pattern will be shifted to the left. Any beads that are shifted outside of the pattern will be lost. This action will not work with Rosette pattern. <em>[Lost beads can be recovered with an Undo action]</em></td>
</tr>
<tr>
<td>![Shift Right]</td>
<td><strong>Shift Right</strong>: When this button is pressed, all beads in the pattern will be shifted to the right. Any beads that are shifted outside of the pattern will be lost. This action will not work with Rosette pattern. <em>[Lost beads can be recovered with an Undo action]</em></td>
</tr>
<tr>
<td>![Shift Up]</td>
<td><strong>Shift Up</strong>: When this button is pressed, all beads in the pattern will be shifted up. Any beads that are shifted outside of the pattern will be lost. This action will not work with Rosette pattern. <em>[Lost beads can be recovered with an Undo action]</em></td>
</tr>
<tr>
<td>![Shift Down]</td>
<td><strong>Shift Down</strong>: When this button is pressed, all beads in the pattern will be shifted down. Any beads that are shifted outside of the pattern will be lost. This action will not work with Rosette pattern. <em>[Lost beads can be recovered with an Undo action]</em></td>
</tr>
<tr>
<td>![Flip Horizontal]</td>
<td><strong>Flip Horizontal</strong>: When this button is pressed, the pattern will be “flipped” horizontally.</td>
</tr>
<tr>
<td>![Flip Vertical]</td>
<td><strong>Flip Vertical</strong>: When this button is pressed, the pattern will be “flipped” vertically.</td>
</tr>
<tr>
<td>![Rotate Clockwise]</td>
<td><strong>Rotate Clockwise</strong>: Rotates the beads within the pattern clockwise by 90 degrees. Rosette Patterns will be rotated by 45 degrees.</td>
</tr>
<tr>
<td>![Rotate Counter-Clockwise]</td>
<td><strong>Rotate Counter-Clockwise</strong>: Rotates the beads within the pattern counter-clockwise by 90 degrees. Rosette Patterns will be rotated by 45 degrees.</td>
</tr>
</tbody>
</table>
8. Quick Reference

8.1. How do I create a Pattern from a picture?

Press the Import Picture button, or select File → New (Import Picture)

In the dialog that appears, select the Stitch type, Palette and number of colors. Select the image that you want to import. Finally, specify the width and the height of the pattern. Enabling Auto-Scale will allow the program to automatically calculate the height based on the image dimensions. Dimensions may be specified as Beads, Inches or Centimeters. Press OK and the picture will be imported to a new pattern.

8.2. What should I do if I find something that doesn’t work correctly?

Email me at easybeadpatterns@gmail.com with a description of what occurred. Please be sure to include what Operating System you are using. If an error is detected by the software, it will provide you with additional text that you can copy and paste into the email which may help me troubleshoot the issue.