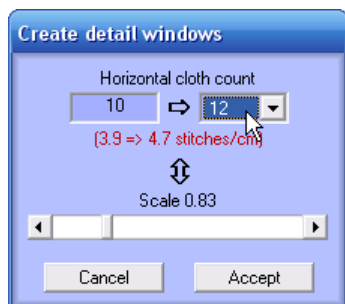


myriaCross editor – lesson 24 : Multiple Cloth Count

Preamble

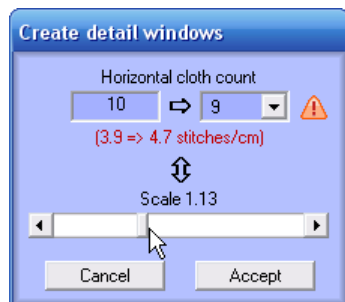
The cloth count is set for the whole pattern. Please note that detail windows at a scale of 1.5 or 2 have, by the way, a cloth count or respectively 2/3 and half the pattern cloth count. *myriaCross editor* version 1.61 allows choosing a scale between 0.4 and 2.5 with a step of 0.01 ; for instance, you must choose a scale of 0.83 (10/12) to get a 12 count detail window in a 10 count pattern.

Choosing a scale



Click on menu option *Edit / Select more / Create or remove detail windows / Create detail windows...*

The horizontal cloth count for current pattern shows at top left. Choose the horizontal cloth count for the detail windows you are about to create in top right list (this list contains count values that will lead to a scale greater or equal to 0.4 and lower or equal to 2.5). Read the computed scale below then press **Accept** to create windows or **Cancel** to abort creation.

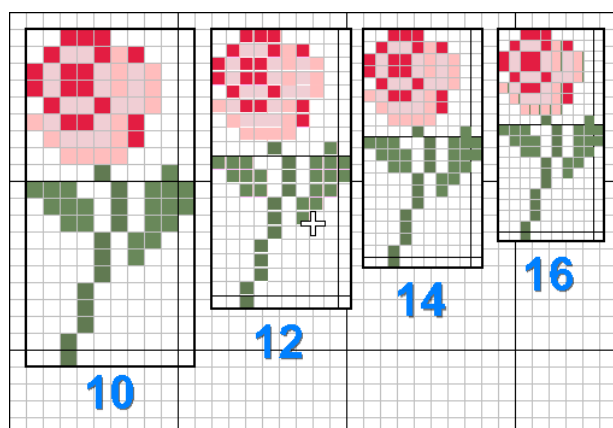


You can also choose a scale using the slider below. The corresponding (and possibly rounded) target cloth count will show in top right list.

Should the scale lead to less than 3 count, more than 40 count or to a decimal count, a flashing warning sign would appear. Whatever the way you set the scale, the displayed value will be retained to create detail windows.

⚠ Should the vertical cloth count for current pattern be different from the horizontal cloth count, it would be scaled in created detail windows to preserve the aspect ratio.

Example



Here is a 10 count pattern.

Leftmost flower is the original one.

First detail window's scale is 0.83 (10/12) to get 12 count.

Next detail window's scale is 0.71 (10/14) to get 14 count.

Last detail window's scale is 0.63 (10/16) to get 16 count.

Conclusion

This feature allows you to show different sizes of the same pattern depending on the cloth resolution. A future version may allow defining a different cloth resolution for some pattern areas. I must first figure out how to do so.