



## **Color Editor Manual**

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**Warp & Weave**  
Color courage for weavers

## Color Editor Manual

### The Color Editor: Overview

It's time to meet the Color Editor! This is a tool developed by Kris Bruland, creator of Handweaving.net, and which he has kindly made available to our students for use with the drafts for our classroom.

On Handweaving.net, you can use the Color Editor with any draft you choose, with a low-cost subscription. [You can subscribe here.](#)

The Color Editor allows you to see how your yarn colors will interlace in the draft you plan to use. It is NOT a substitute for weaving samples, but it's a quick and easy way to test color combinations before you start winding a warp.

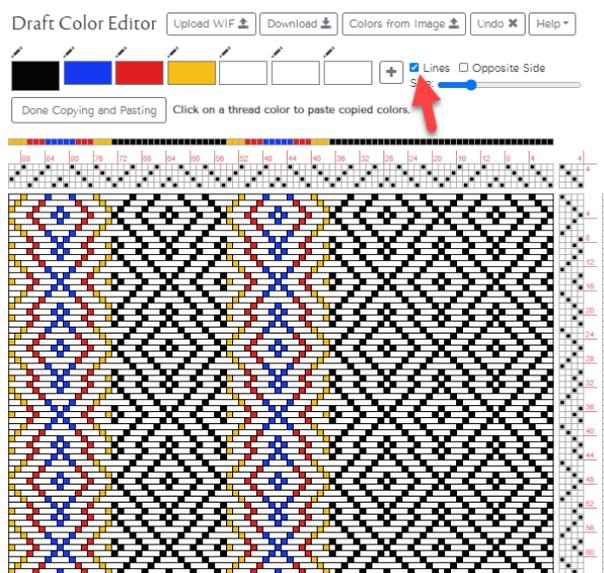


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### Show/Hide Lines

The Lines checkbox simply indicates whether or not horizontal and vertical lines should appear in the draft drawdown. These lines should ALWAYS be kept off when testing colors as they change the appearance of the color mixtures.

#### With Lines





## Color Editor Manual

### Without Lines



## Changing the size of the draft

To change the size of the draft, use the Size slider bar to increase or decrease the draft image.



If the treading disappears, it only means that the draft image doesn't all fit on the screen. Use the scroll bar at the bottom of the browser window (or your finger if on a mobile device) to scroll right or left to view the whole image.

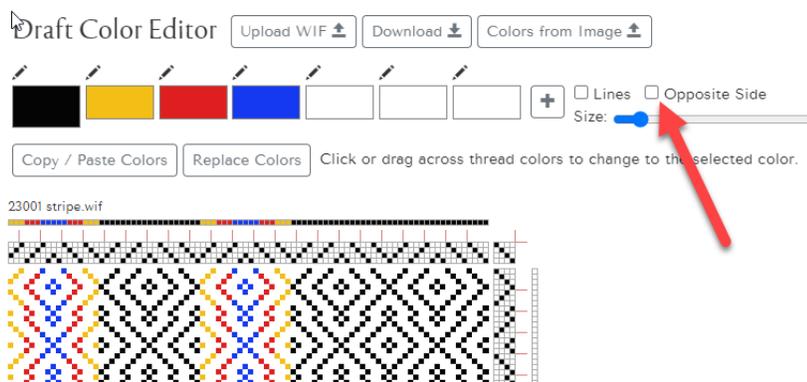


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### Opposite Side

The Opposite Side checkbox determines if you are looking at the front of the draft/fabric or the reverse side.

#### Regular view



#### Opposite Side





## Color Editor Manual

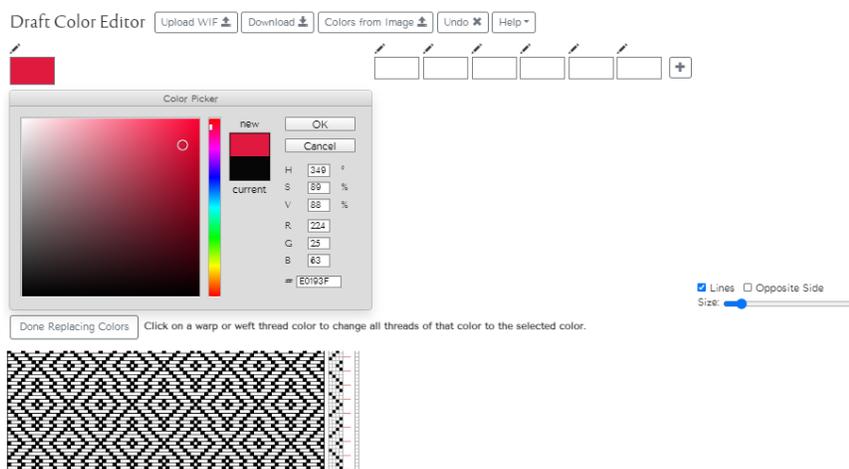
### Selecting a Color Palette

Before changing the colors in the draft, you will need to select the colors you want in your color palette. There are two ways to select colors:

#### Select colors manually



Click on the pencil icon above one of the colored (or white) squares. This will bring up a Color Picker selection box.



Select a new color by using the color gradients and sliders, or by entering the HSV, RGB, or hex (#) code for the color you want. The Color Palette selection will not update until the Ok button is clicked. To hide the Color Picker box without changing anything, click the Cancel button.

Repeat the process by clicking each one of pencils above colored (or empty/white)

## Color Editor Manual

boxes and selecting a color until the Color Palette is loaded with all of the colors you want to use in your draft.

If you need more colors, use the + button to add more blank color boxes.

When a color is selected, the box will increase in size. In the example below, the Cyan is the color currently selected.



## Selecting Colors from an Image

Another method of setting up the Color Palette is to use an image from your computer. For example, you could take a photo of the stash yarns you plan to use. Or if you're thinking of buying some yarns to supplement your stash, grab a screenshot of the vendor's yarn palette, or download photos of the vendor's yarns. You could also select colors from any image you have saved on your computer – a photograph, for example.

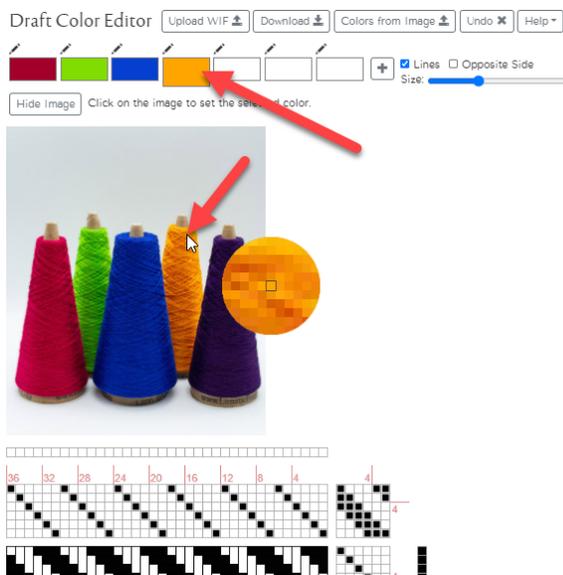
Once you have selected an image, click on the Colors from Image button.



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A selection window will appear that will allow you to navigate to the folder that contains your image.

Once selected, the image will appear on the web page. (Note: the image is not actually uploaded to a server or web page. Once you refresh or leave the page, the image will no longer be available and you'll have to upload it again.)



Click on a rectangle color box to select a color palette option. Then click anywhere in the uploaded image to select a color. Each time you click in the image, it will replace the currently selected color with the one from the image.

Note: If you are having trouble selecting the exact color to match your yarns, you can use the image selector to grab a color, and then click the color box's pencil to bring up the Color Picker in order to fine-tune the color.

Once you have selected your colors, you can use the Hide Image button to close out the uploaded image. This is helpful if your image is large or if you no longer need it.



## Color Editor Manual

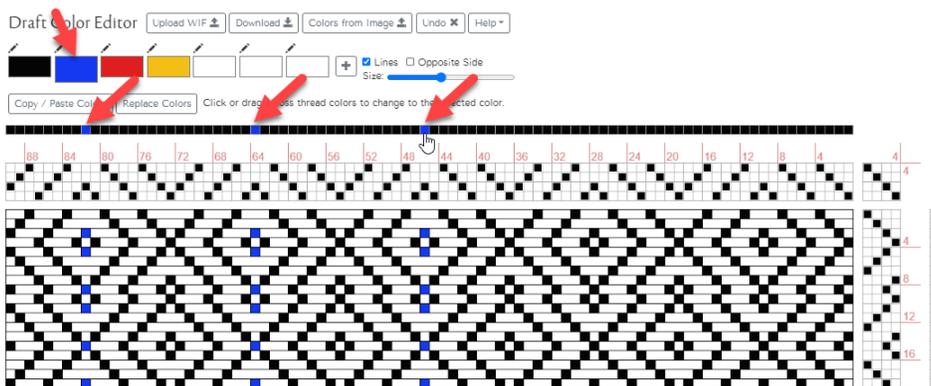
Once closed, there will be a “Show Image” button that appears so you won’t need to re-upload the same image again.



## Changing a Single Thread Color

To change the color of a single thread, select a color by clicking on the colored rectangle. The size of the box will increase, indicating that is the selected color.

Then click on a single box above the threading or to the right of the treading. This will immediately change a single thread of warp or weft in the draft.



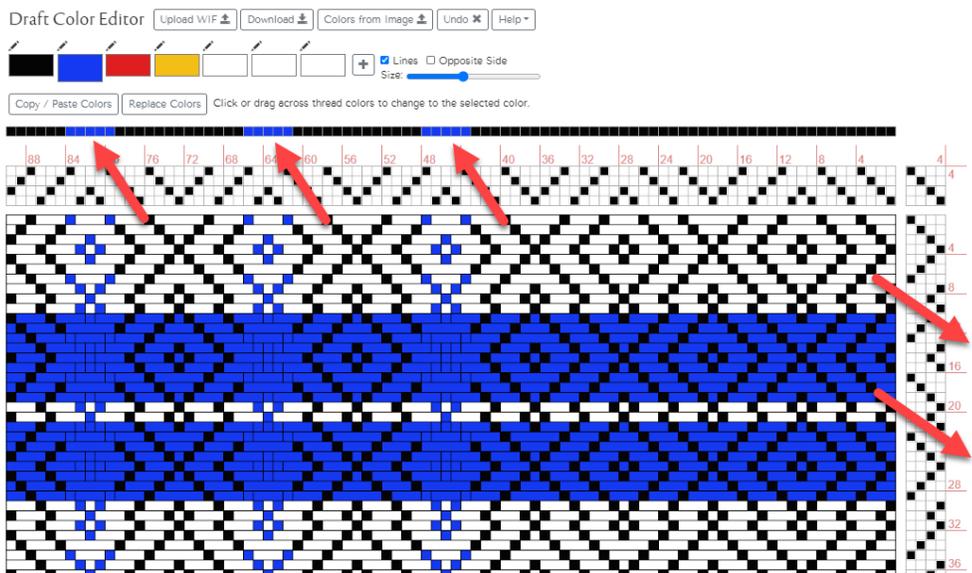
In this example, three of the threads were changed individually by clicking on the color in the threading box. It doesn’t matter in which order you replace the colors, and you can always replace each with a new color. If you click in the wrong box, click the Undo button or type “z” or “ctrl z” to start over. Refresh your page to start COMPLETELY over.

## Color Editor Manual

When changing colors in the draft, if you find it difficult to click on the small boxes (see red arrows), use the Size slider bar to adjust the size of the draft image on the screen.

### Changing the Color of Multiple Threads

If you want to change sections of the threading or treadling, instead of clicking on each of the boxes the easier method is to click and drag. Select a color, click on a single box in the threading or treadling and, without releasing your mouse button, drag the mouse across the squares until you have covered the section you want to change. Then you can release the mouse button. The colors will update immediately as you are dragging the mouse.



In this example, both warp and weft threads were changed to blue using the



## Color Editor Manual

click-and-drag method.

### Replacing All Threads of the Same Color

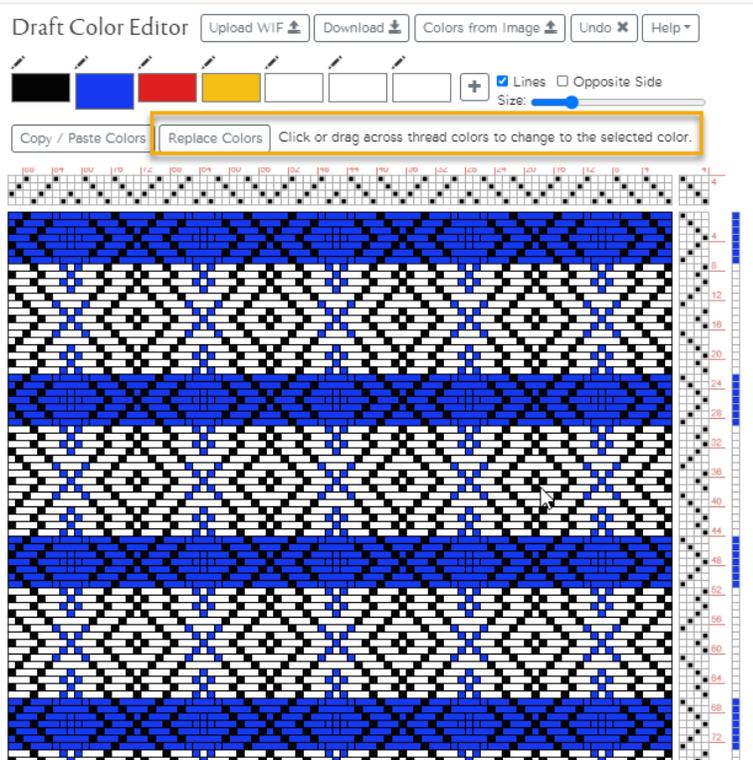
In some instances, you may want to replace all of one color with another color so you get a better visualization of what your finished project will look like. This is simple to do by using the Replace Colors button. (Notice how the instructions above the drawdown say “Click or drag across thread colors to change to the selected color.”)

If you click on the button, it changes to say “Done Replacing Colors” and the instructions above the drawdown change to “Click on a warp or weft thread color to change all threads of that color to the selected color.”

Before:



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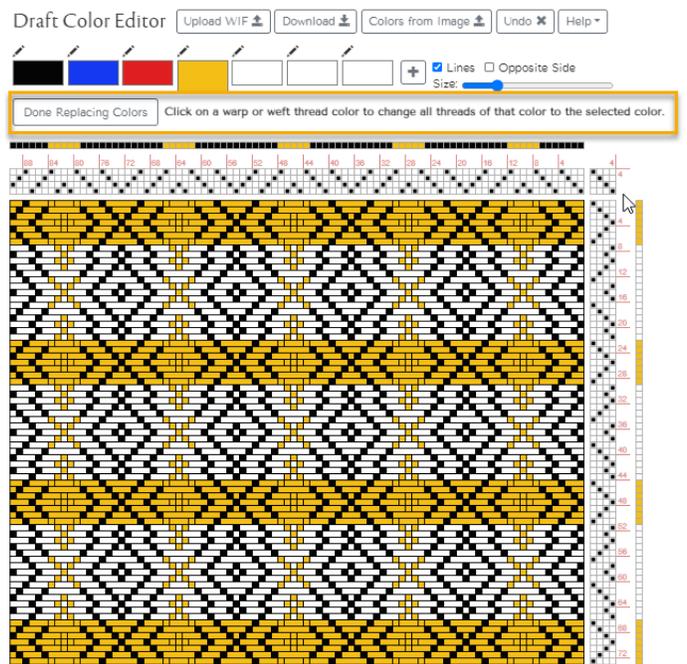


For this example, the blue warp color will be changed to yellow. By selecting the color in the Color Palette and clicking on any one of the blue boxes in the warp, all the blue threads will change to the new color. This works for changing weft colors as well, as seen in the example below.



## Color Editor Manual

After:



The Replace Colors / Done Replacing Colors button is a toggle switch so you are able to quickly alternate between the two modes – replacing a single color (including dragging to select a range of colors) and replacing all of one color.

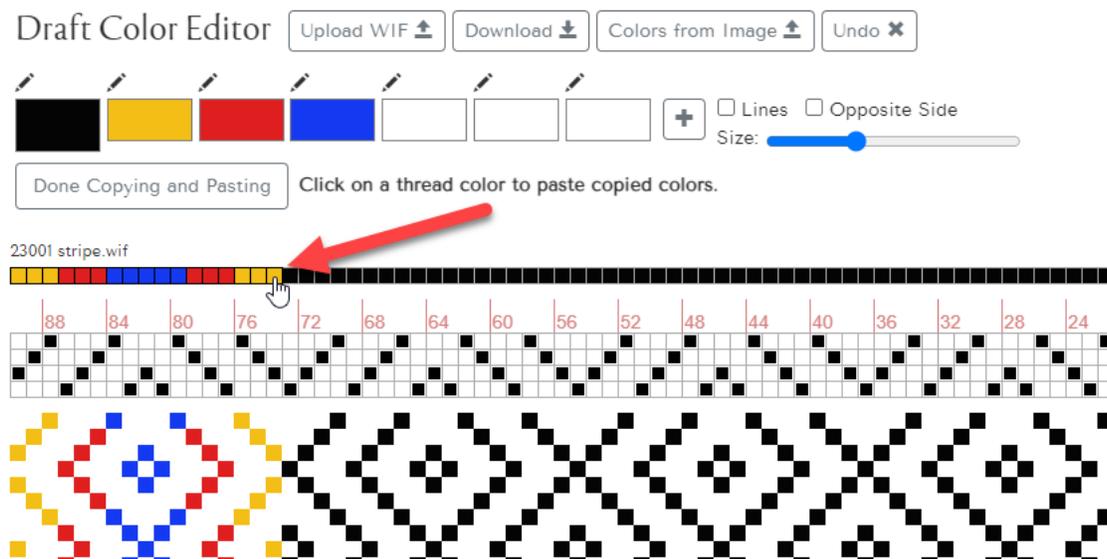
## Copy/Paste Colors

For more complex color updates where there is a repeating pattern, the Copy/Paste Colors option is helpful. To use this, create your first color pattern by using the palette colors. Click the Copy/Paste Colors button and select a range of drawdown tiles. In the example below, the section containing the yellow, red, and blue colors was selected – there's a black border around them that you'll be able to see better on your computer.



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The button will change to “Done Copying and Pasting” and a message appears to “Click on a thread color to paste copied colors.”



As you hover over the drawdown boxes, the pattern will show as a repeat inside the box to help you decide where to place it. Click to update the thread colors with the repeat.

## Download the Draft WIF file or Drawdown Image file

Once you have updated your draft to the colors you selected, use the Download button at the top of the screen to save your changes in a WIF file that you can work on later or as a PNG (photo) file.

Note: the draft you changed is not stored on a server or website. Once you refresh or leave the page, the image will no longer be on the screen, so you must manually save



## Color Editor Manual

your draft changes before you refresh or leave the page if you want to keep them.

Draft Color Editor



A prompt will appear asking if you want to save the Draft WIF or the Drawdown Image (as a PNG photo):

Download Draft ×

Would you like to download the draft, drawdown (in the current size), or colors?

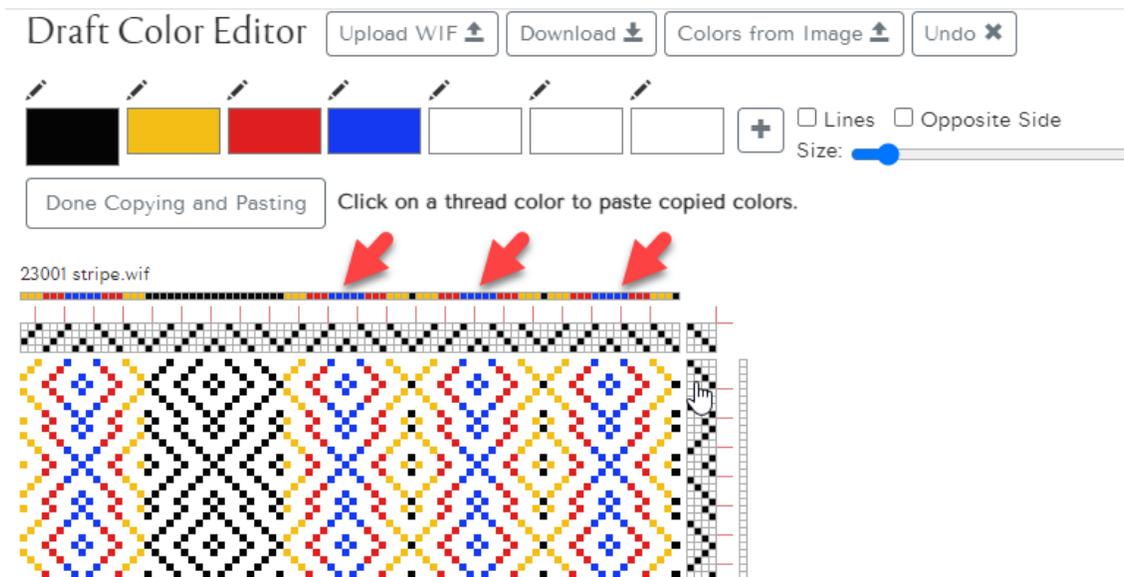


WIF is a file format specifically for computer or device applications that edit weaving drafts. WIF files cannot be read by regular software such as browsers, PDF readers, etc. If you don't have weaving software, you can only open this file from inside Color Editor. If you save your color changes as a WIF file, you can upload it back into Color Editor to continue working on it. If you change the threading or treadling in your own weaving software, you cannot upload that changed draft back into the class.

The saved Drawdown Image will be the same scale as is currently shown on your screen, so you may want to use the Size slider to zoom in or out before downloading.



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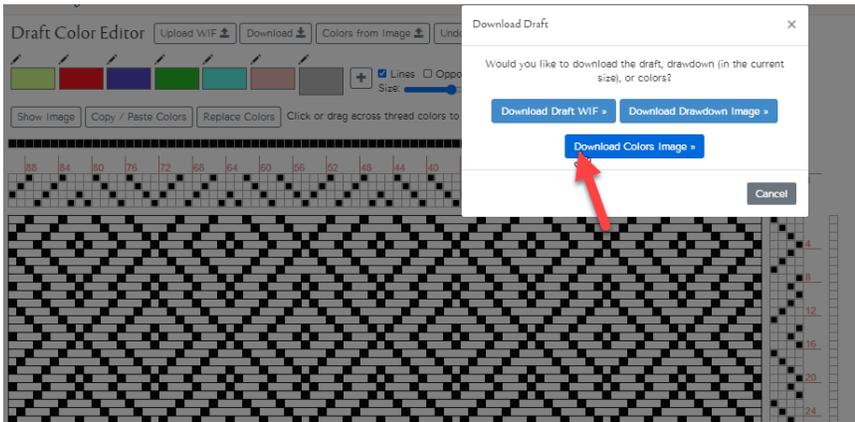
As you can see, some black warp threads were replaced with yellow and so on, and that first sequence was copied to the other end of the draft. You can even “turn the corner” to the weft and place the same sequence along the vertical line of weft threads. Continue to place the same color block in other areas of the draft by sliding that selection along the warp or weft to place it, and then click it into place until you click the “Done Copying and Pasting” button to turn off the feature and return to the standard color selection.

## Download (Save) the Color Palette

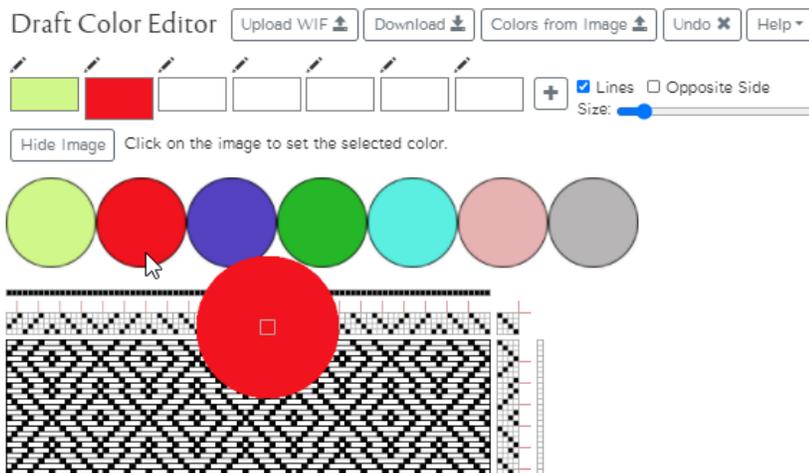
Once you’ve set up your palette, you can save an image of it to use again by clicking the Download button and selecting Download Colors Image. To use this palette again, simply use Colors from Image to upload the saved image, and use it to set up your palette in the Color Editor.



## Color Editor Manual



Colors from Image used to upload the image just downloaded:



## Upload a WIF file

You can **ONLY** upload the WIF files downloaded from the class. If you want to upload and edit your own designs, you'll need to purchase a subscription to Handweaving.net and [follow this link](#) to use the Color Editor there.



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Draft Color Editor

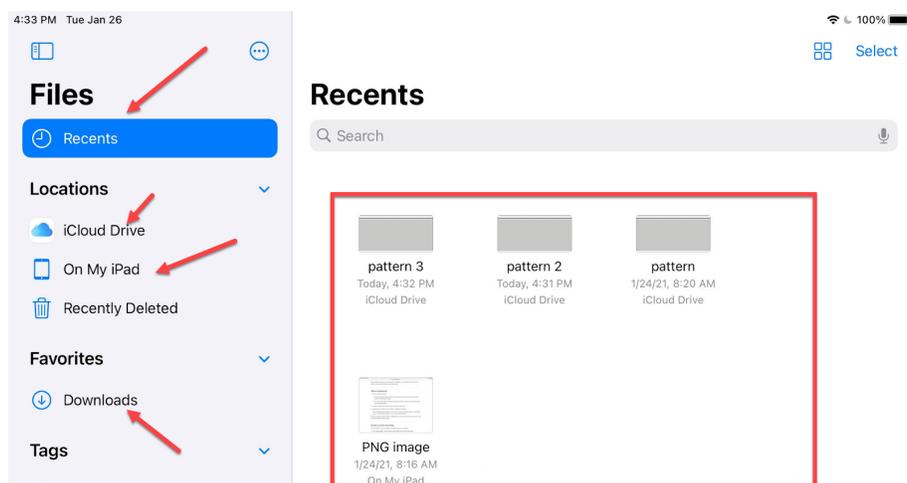


## Where are my files? (iPad)

### Where to Find Your Downloaded Files on an iPad

#### Your iPad has a Files “app”

You’ve probably never noticed the blue file folder icon on your iPad – you can find everything you need to work with our class in it!



In the Files “folder,” you’ll see all the locations your files might possibly land when you take photos and download PNG and WIF files:

1. “Recents”, which is displayed, contains just that. The pattern files reside on the iCloud and can be found in that folder, and the PNG image shown above resides in the Downloads folder, and they are simply

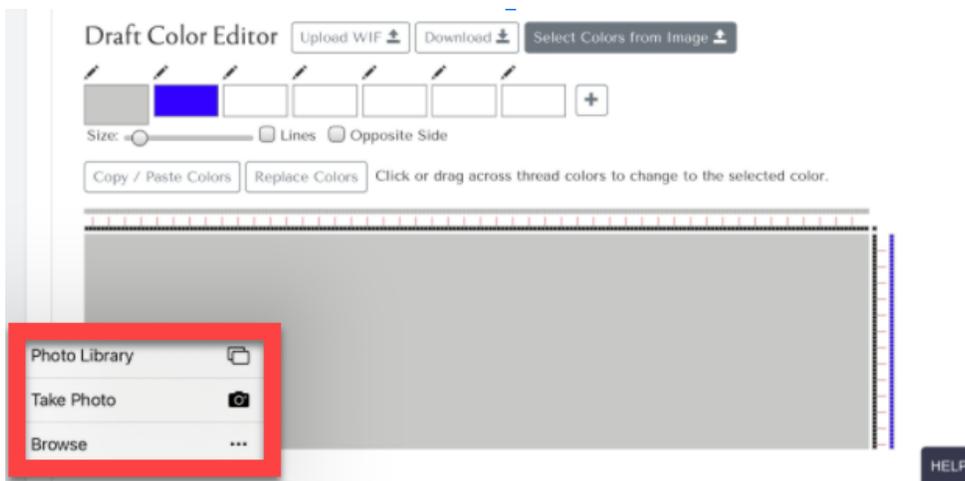
## Color Editor Manual

displayed here in Recents for your convenience.

2. Your iCloud Drive – this contains everything you have saved to the iCloud – depending on your Settings, it is likely where all of your photos and files are stored.
3. On My iPad – files you have specifically saved locally (not in the Cloud) to your iPad
4. Downloads – the mysterious place your Downloaded PNG images have collected!

## How to Select Colors from Image on an iPad

1. Click the Select Colors from Image button in Color Editor
2. Select from the locations that pop up, circled in Red below
3. See above for file locations you'll find when you click Browse.



If you use an iPhone to take pictures, you can sync those photos to your Photo Library on your iCloud. Read more about how to link your devices here:

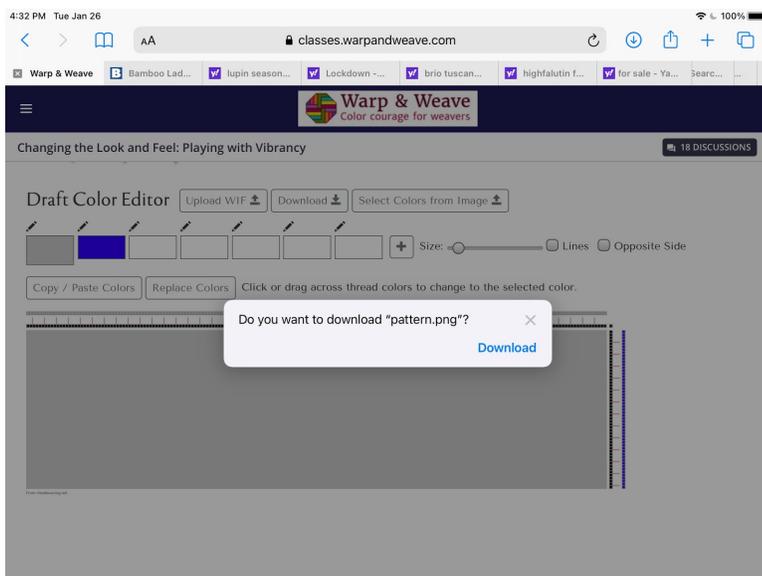
<https://support.apple.com/guide/mac-help/sync-photos-to-your-device-mchl4af095d3/mac>

## Color Editor Manual

You can also take a photo right from this spot with your iPad and it will be uploaded into Color Editor and Saved in your Photos.

### Downloading PNG images from Color Editor

1. Click the Download button in Color Editor, and click Download to save the image. It looks like nothing happened – bit don't fear, your file has been saved!



2. Navigate to your Files – it's a Blue folder "app" on your iPad home screen.
3. Click the Browse button to locate your Downloads location:
4. Recents is displayed first, and you'll likely find your files there. If not, click the Browse folder icon at the bottom of the screen to get to the Downloads folder, and then select your WIF file there.

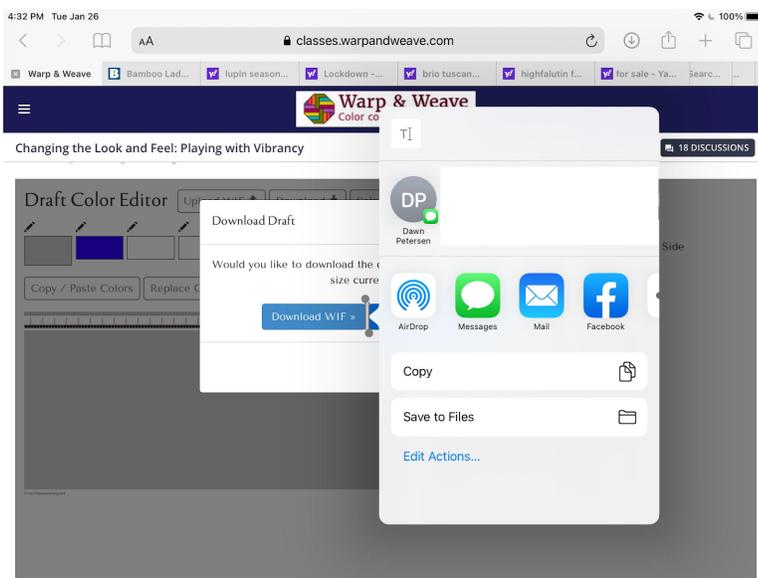
#### PRO TIP:

You can bypass saving to the Downloads folder and Save your WIF or PNG

## Color Editor Manual

downloads to the Files folder, or even to a new Folder inside Files that you can create and name as you like.

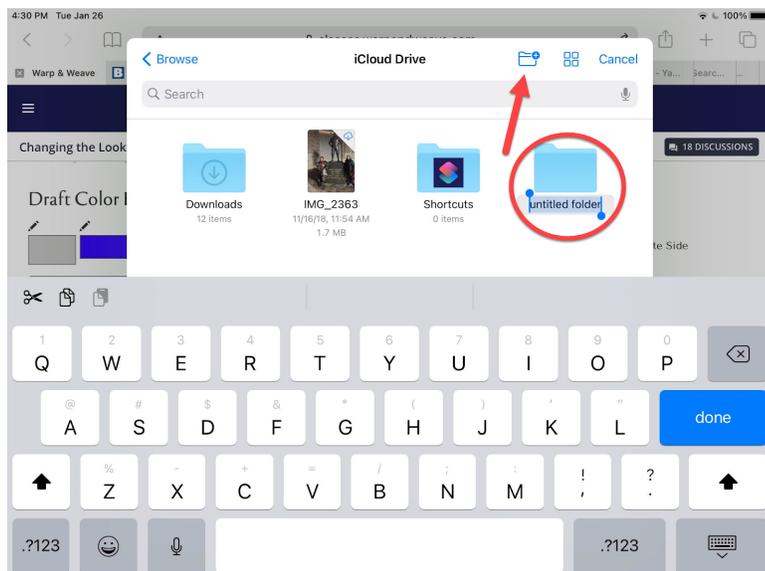
1. Instead of clicking Download after you select Download either WIF or PNG, click and hold on the blue Download WIF or Download PNG button and you'll get a new popup:



2. Click or tap Save to Files
3. Once you're in Files, you can click on the folder icon in the top right to create a new folder – name it and Download your files here!

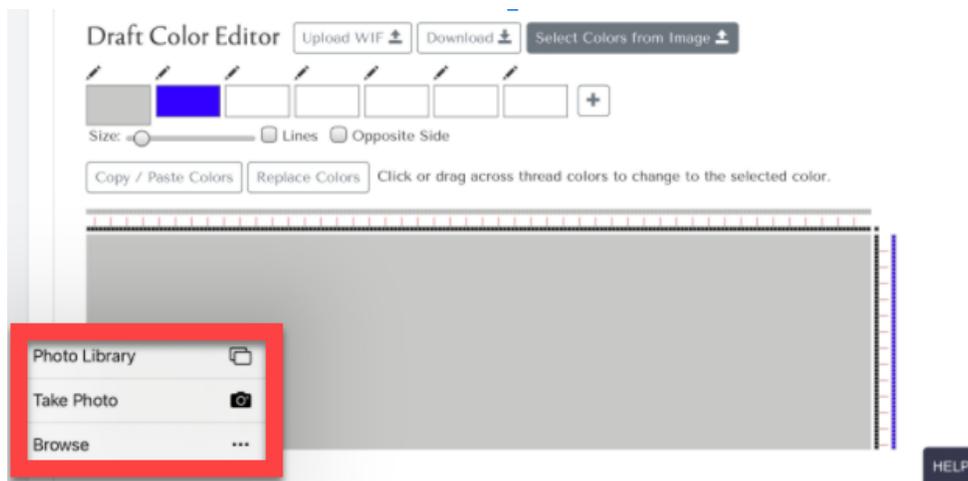


## Color Editor Manual



### Uploading WIF files from your iPad

1. When you click the Upload WIF button in Color Editor, you're presented with the same choices as Select Colors from Image:



2. Click the Browse button to locate your Downloads location:
3. "Recents" is displayed first, and you'll likely find your files there. If not, click the Browse folder icon at the bottom of the screen to navigate



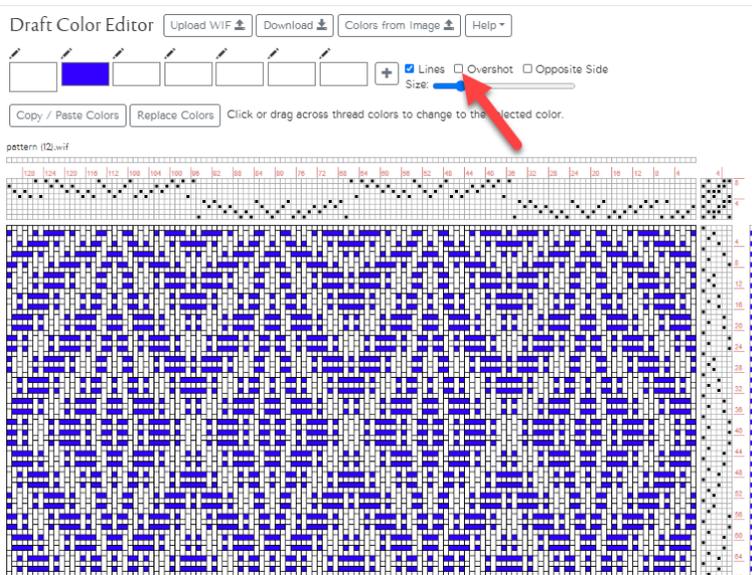
## Color Editor Manual

to Downloads, or to Files and the folder you've created.

### Overshot Simulator

When you upload an overshot draft into the color editor, you can toggle the simulator by clicking the Overshot button. When you do, you'll see the draft with the tabby picks removed. Note: The Overshot button is only available when an Overshot WIF is loaded.

Before







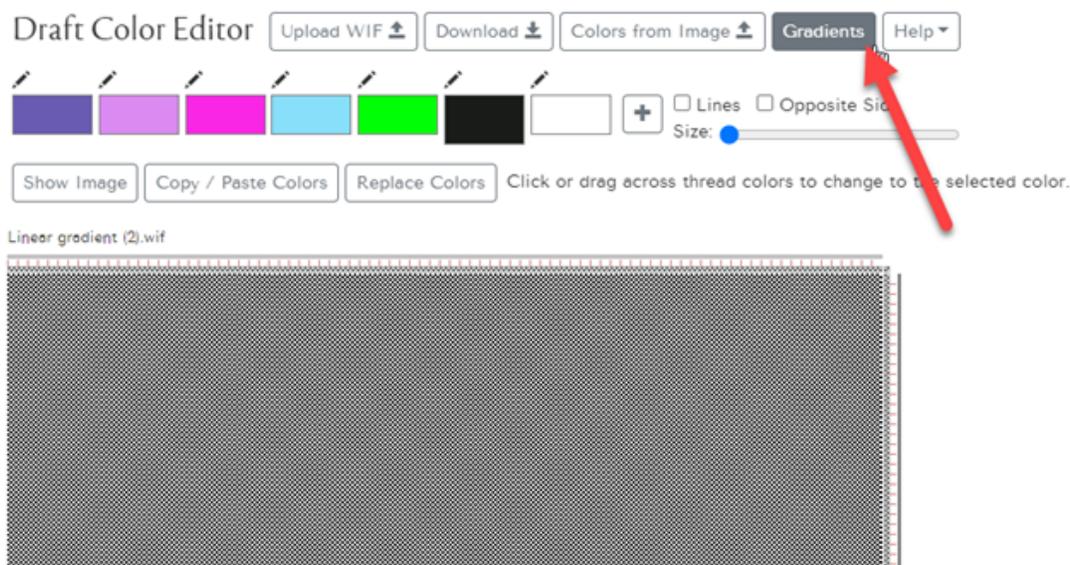
## Color Editor Manual

### Introduction to the Gradients Editor

Color Editor now offers a Gradients tool to help you design four different types of gradients in your warp, weft, or both: Linear, Curved, Fibonacci, and Alternating Stripes. It's a little mini-Color Editor inside Color Editor, and features some of the same Tools you already know, like Show Lines and the Size slider.

### Activate the Gradients Editor

Make sure your color palette is set up in the draft of your choice, and click the Gradients button to activate the tool.



This starts the Gradient editing process.

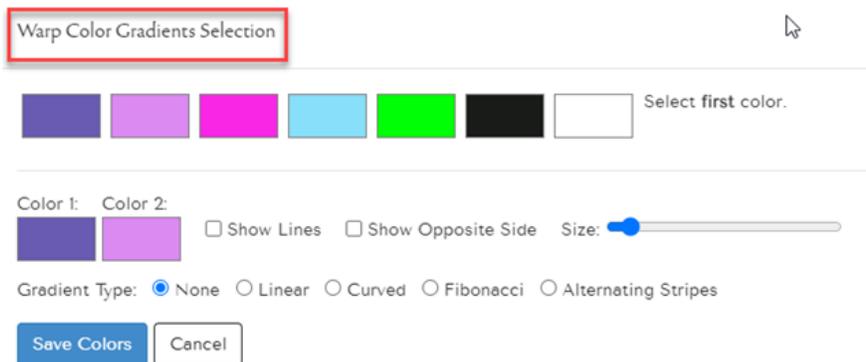
## Color Editor Manual

### Select where to place your gradient

After you've clicked the Gradients button, you get the following three options:



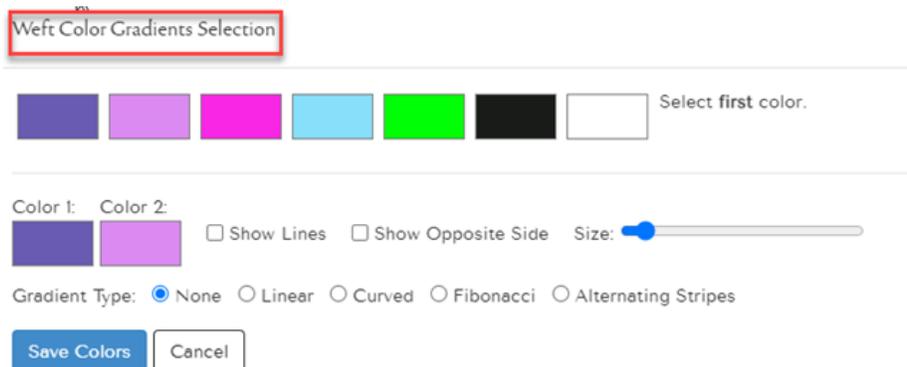
Select All Warp to create your desired gradient across the whole warp. If you do that, the Gradients popup will come up with “Warp Color Gradients Selection” in the top left to indicate that you are editing the warp, as in the screenshot below.



Select all Weft to create your desired gradient down the whole weft. If you do that, the Gradients popup will come up with “Weft Color Gradients Selection” in the top left to indicate that you are editing the weft, as in the screenshot below.



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Click and drag across thread colors to select a gradient range within your draft to just insert a section of gradient in warp and/or weft.

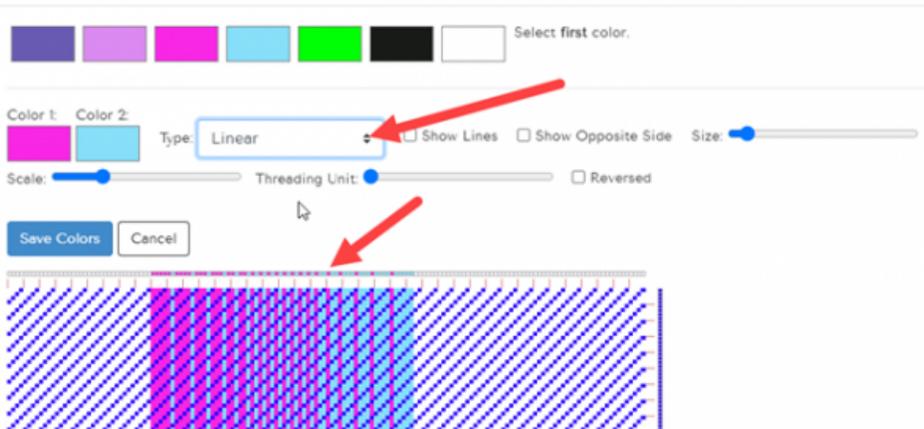


Your inserted gradient section will only appear in the Gradient window after you have selected your Gradient type. Linear is selected in the image below:



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Warp Color Gradients Selection

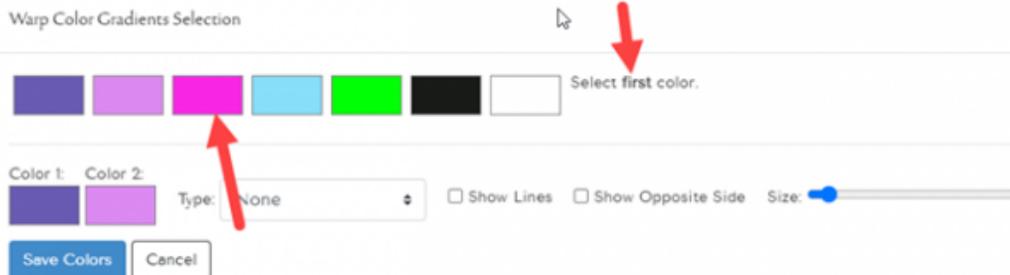


Note – you can only work on one Gradient type at a time.

Once you select the Warp, Weft, or a Range of threads in the draft, the Gradients box opens: *(in this lesson, All Warp has been selected and that's noted in the top left corner of the Gradients window.)*

## Step One: Select Your Gradient Colors

The first step is to Select the first color for your gradient:



1. Click on the color in the first row to select it. It will appear in the second row as Color 1.

Notice how the option has now changed to Select second color, and that the first



## Color Editor Manual

color has been changed to pink, as in the screenshot below.



2. Click on your second color choice in the top row. In this case, the cyan (turquoise) has been selected.



Notice now how the cyan is now Color 2 in the second row of colors, and that your option changed to Select first color again – that indicates that both colors have been selected. You can change colors as many times as you like, and try different combinations.

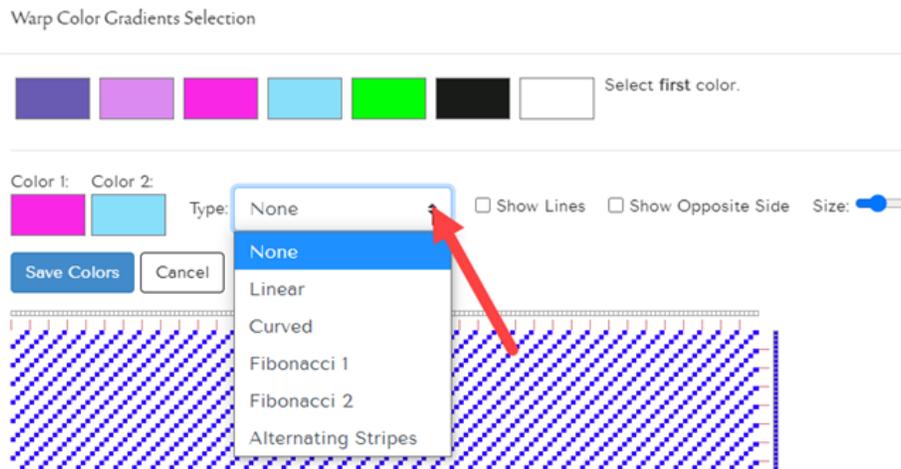
## Color Editor Manual

### Step Two: Select your Gradient Type

Here's where the options change depending on which Gradient type you select.

Your next step is to choose which type of Gradient you want to work on – Linear, Curved, Fibonacci, or Alternating Stripes. Choose the radio button that corresponds to the type of gradient you want to create.

Click the Type dropdown arrow to select the option that corresponds to the type of Gradient you'd like to create:

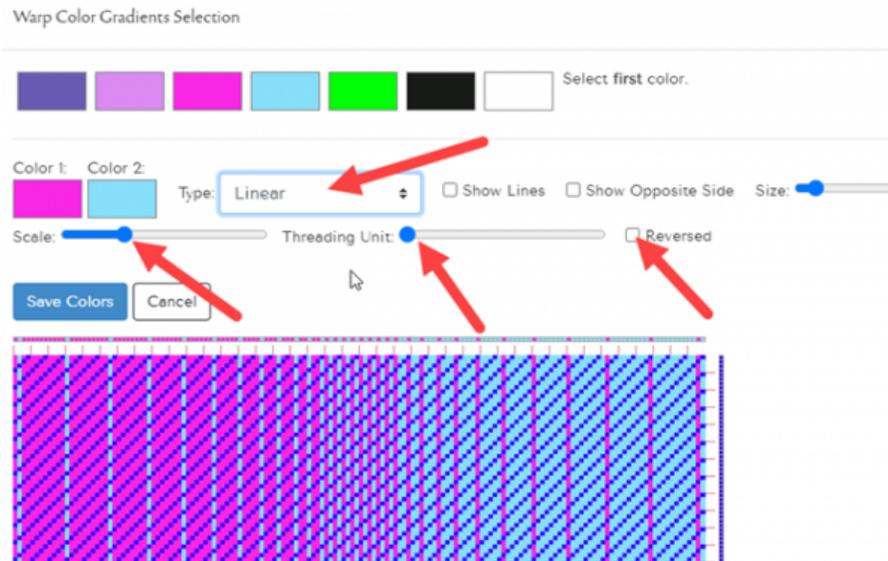




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### The Linear Gradient

When you select Linear gradient in the drop-down list, these options are available:

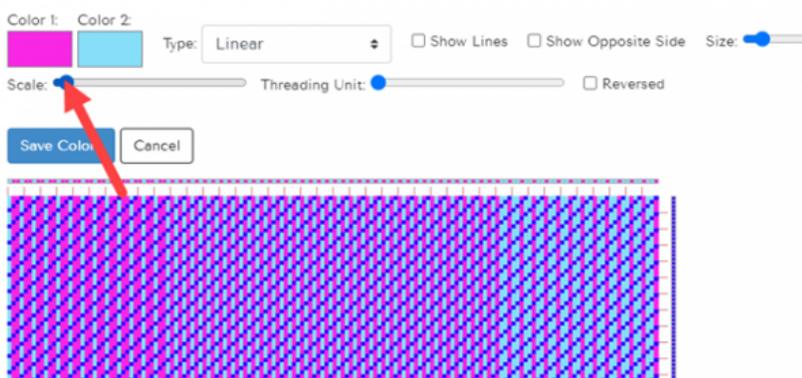


You can see that your Gradient is already happening in the draft. From this point, you can change colors as described above, or play with how the gradient works.

### Changing Scale

Scale changes the rate of change in the gradient – slow vs. quick change.

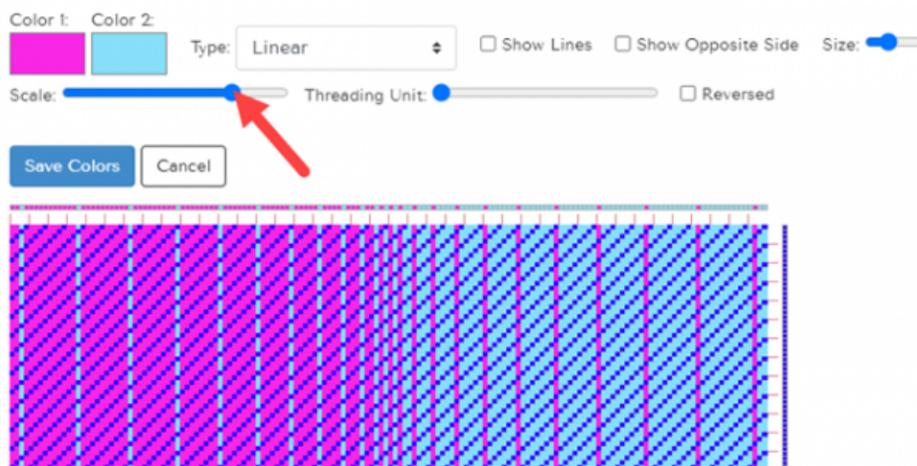
Here is the pattern at a small scale – the colors transition slowly:





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Here's the pattern with the scale increased:



At a larger scale, the rate of change is faster than the smaller scale shown in the first image.

## Changing the Threading Unit

Threading Unit is the number of threads in each group. At the lowest Threading Unit size, each colored “stripe” in the gradient is a single thread wide. As the Threading Unit size increases, each stripe becomes a multiple of the Threading Unit size in width. So at a Threading Unit size of two, every stripe is a multiple of two threads in width (2,4,6,8, etc.), at a Threading Unit size of three, every stripe is a multiple of three threads in width (3,6,9, etc.), and so on.

The Threading Unit size can't be set directly but is easy to see by counting the number of threads in the narrowest stripes.

Below, the Threading Unit in pink went from one (above) to two (below) and the cyan is adjusted proportionally:



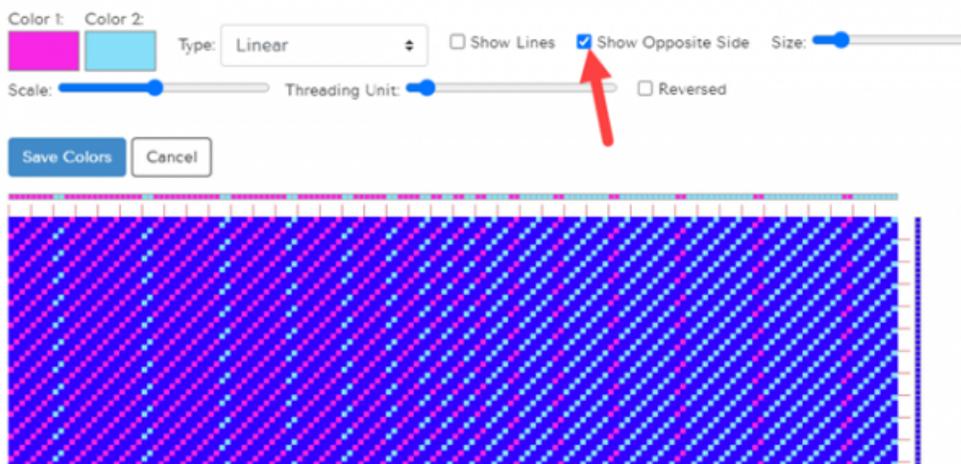
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You can play with scale and multiplier to find a design that pleases you.

### Show Opposite Side

Show Opposite Side does just that. In twills or complex drafts, it's always a good idea to look at the other side of the fabric, and in the case of this 1/3 twill, the front side is warp dominant and the back is weft dominant.



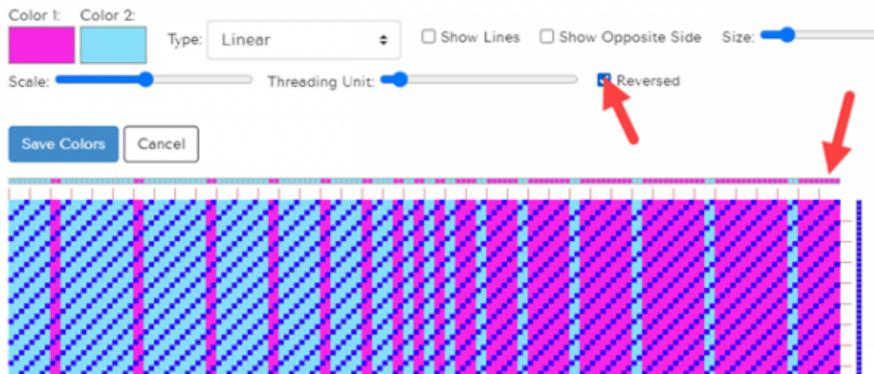
### “Reversed” Check Box

Reversed changes the order in which Color 1 and Color 2 appear from start to finish..

Notice now that the warp begins with the pink.



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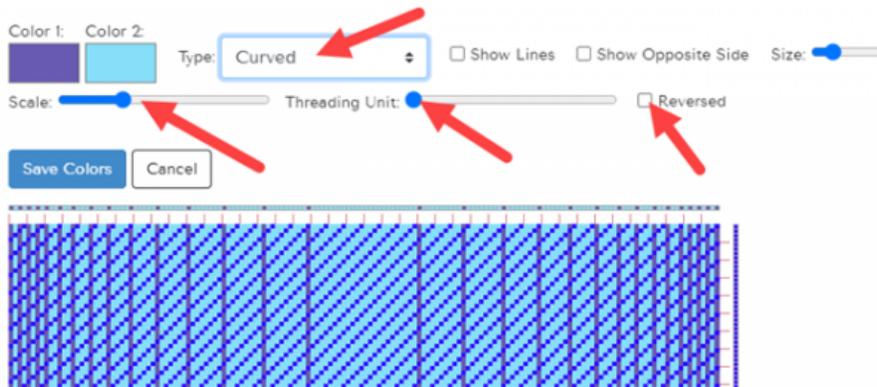
When you're happy with your Gradient, click the Save Colors button to return to the regular Color Editor window, where your gradient is now loaded and ready for you to save or change as you like.

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### Curved Gradient

Curved gradients are called that because they create the illusion of a curve. When Color 1 is a dark color and Color 2 is a light color, the gradient gives the illusion of a curved cylinder, with the cylinder rising out of the two-dimensional cloth. You can control the “height” of the cylinder using the Scale slider.

When you select the Curved gradient the drop-down list, these options become available:



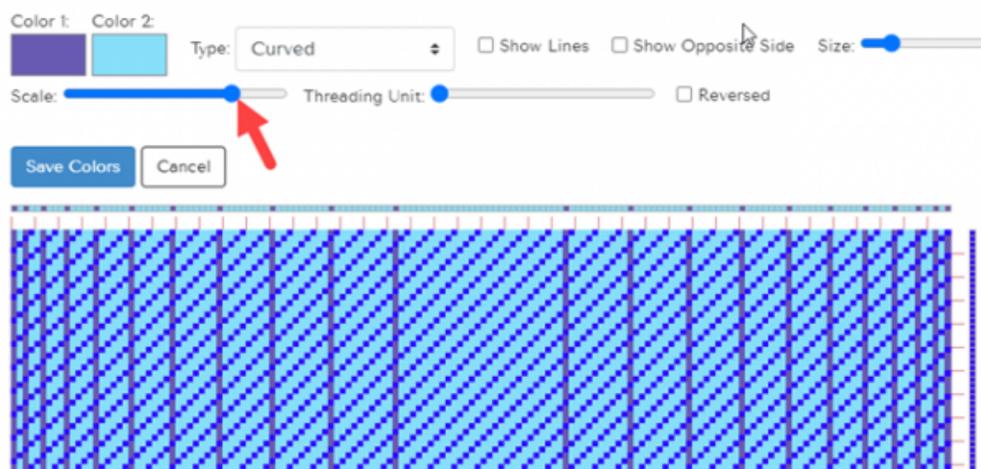
You can see that your Gradient is already happening in the draft. From this point, you can change colors as described above, or play with how the gradient works.



## Color Editor Manual

### Changing Scale

Scale changes the rate of change in the gradient – slow vs. quick change. Here's the pattern with the scale increased:



At a larger scale, the rate of change is slower than the smaller scale shown in the first Scale image. As the scale gets smaller, the curve appears shallower, and the curved area appears smaller. Eventually, when the scale gets really small, the curve flattens out and the fabric appears almost flat again as shown in the first image.

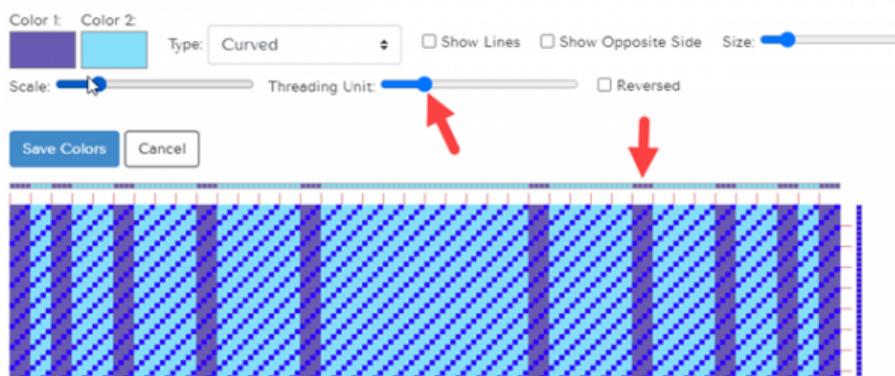
### Changing the Threading Unit

Threading Unit is the number of threads in each group. At the lowest Threading Unit size, each colored “stripe” in the gradient is a single thread wide. As the Threading Unit size increases, each stripe becomes a multiple of the Threading Unit size in width. So at a Threading Unit size of two, every stripe is a multiple of two threads in width (2,4,6,8, etc.), at a Threading Unit size of three, every stripe is a multiple of three threads in width (3,6,9, etc.), and so on.



## Color Editor Manual

The Threading Unit size can't be set directly but is easy to see by counting the number of threads in the narrowest stripes. In the image below, the threading unit (seen in Color 1) is four.



## Show Opposite Side

Show Opposite Side does just that. In twills or complex drafts, it's always a good idea to look at the other side of the fabric.



## “Reversed” Check Box

Reversed changes the order in which Color 1 and Color 2 appear from start to finish.



## Color Editor Manual

Notice now that the warp begins with the light blue:



When you're happy with your gradient, click the Save Colors button to return to the regular Color Editor window, where your gradient is now loaded and ready for you to save or change as you like.



# The Fibonacci Gradients

When you select the Fibonacci gradient the drop-down list, stripes form that follow the Fibonacci sequence of numbers. The Fibonacci sequence is created by starting with the numbers 1,1 and then adding the two previous numbers to get the next number in the sequence: 1,1,2,3,5,8,13,21,34, etc. It is often used for creating stripes because the proportions between stripes in the Fibonacci sequence approximate the Golden Mean, creating pleasing proportions. We won't discuss this topic further here, but Google "Fibonacci" and "Golden Mean" if you are curious!

## Fibonacci 1 Gradient

A demo video can be found at the bottom of the lesson.

When you select the Fibonacci 1 gradient the drop-down list, the sequence interleaves two Fibonacci sequences of Color 1 and Color 2, increasing the Fibonacci numbers of Color 1 from right to left and the Fibonacci numbers of Color 2 from right to left. If the sequence gets cut off (if there's a partial number on the ends), it gets put on the right or left sides, equally, so the thread counts always cross in the center.

Here's an example of how this works. The blue thread counts increase from right to left, and the red thread counts increase from left to right.

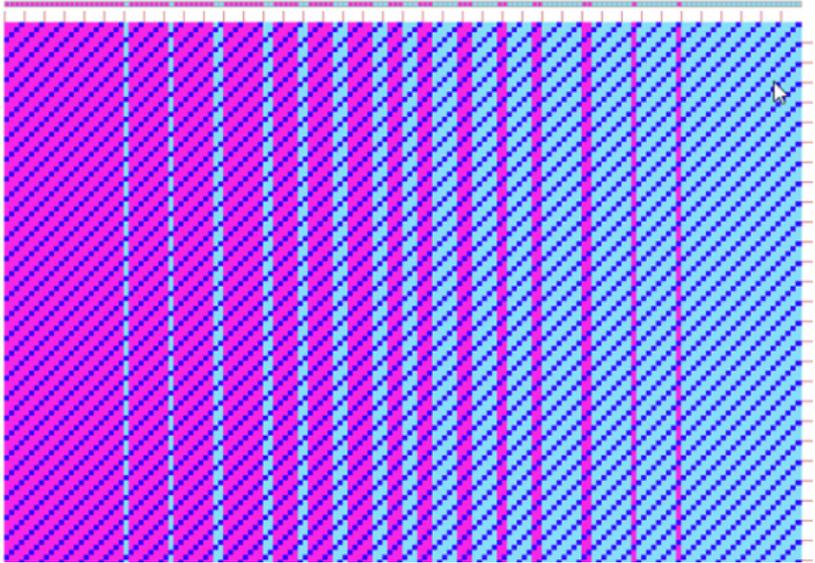
1 21 1 13 2 8 3 5 5 3 8 2 13 1 21 1

This all sounds complicated, but fear not: you don't have to delve into the mathematical depths to take advantage of its beauty! Here's an example of a



## Color Editor Manual

finished Fibonacci 1 gradient:



Once you've selected Fibonacci 1, these options become available:



You can see that your Gradient is already happening in the draft. From this point, you can change colors as described above, or play with how the gradient works.



## Color Editor Manual

### Changing Scale

Scale for Fibonacci 1 expands the number of times each of the stripes is repeated.

The default is one, as shown in the above example.

In the image below, the scale has been increased to 2:



If you are a numbers geek, here's exactly how it works:

If the scale is 2, then each sequence of stripes is repeated twice (except the first two thin stripes, which are always 1 even at larger scales).

Here's a numeric example where the scale is 2:

**1 2 1 2 1 2 2 3 2 3 3 8 3 8 5 5 5 5 8 3 8 3 13 2 13 2 21 1 21 1**

But again, you don't need to know that unless you're a numbers buff.

### “Reversed” Check Box

Reversed swaps the order of Color 1 and Color 2 in the Gradient. Notice how the warp now starts with pink.

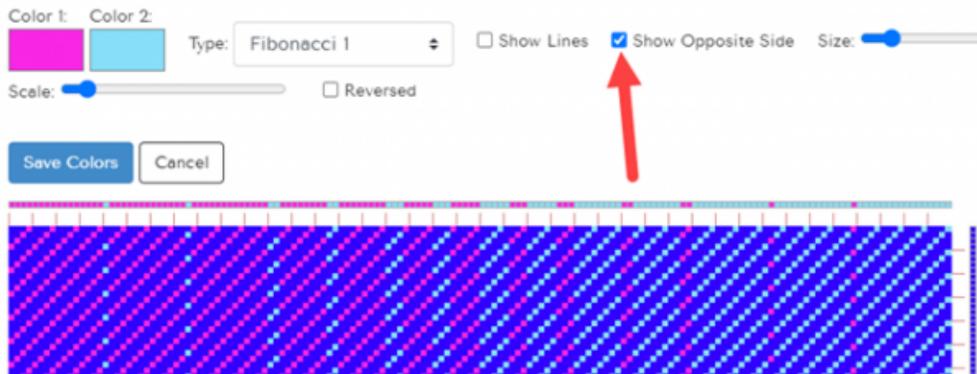


## Color Editor Manual



### Show Opposite Side

Show Opposite Side does just that. In twills or complex drafts, it's always a good idea to look at the other side of the fabric.



When you're happy with your Gradient, click the Save Colors button to return to the regular Color Editor window, where your gradient is now loaded and ready for you to save or change as you like.



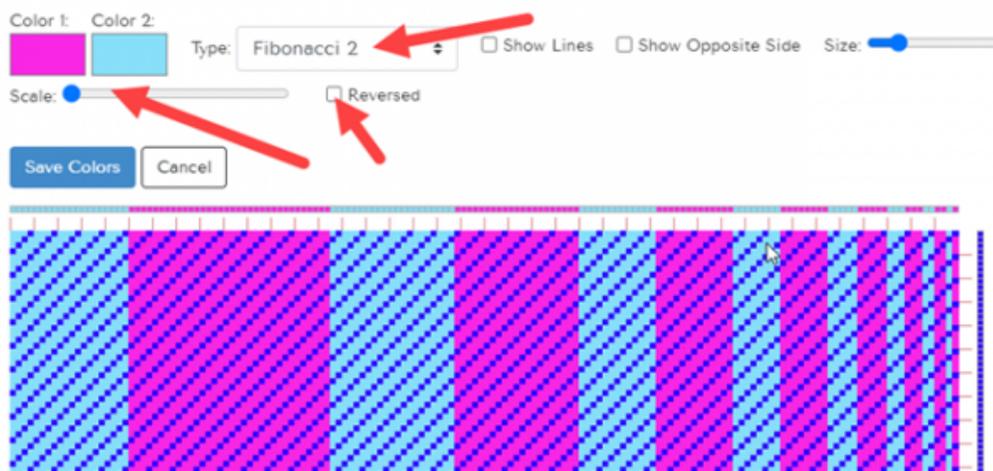
## Color Editor Manual

### Fibonacci 2 Gradient

The Fibonacci 2 gradient creates stripes in the Fibonacci sequence:

1,1,2,3,5,8,13,21,34, etc. where each number is created by adding the two previous numbers together. The numbers alternate between Color 1 and Color 2.

When you select the Fibonacci 2 from the drop-down list, the following options become available:



You can see that your Gradient is already happening in the draft. From this point, you can change colors as described above, or play with how the gradient works.

### Changing Scale

Scale increases or decreases the number of threads in each group by multiplying the base Fibonacci sequence by a constant number. At the smallest scale, the stripes follow the basic Fibonacci sequence 1,1,2,3,5,8, etc. At the next largest scale setting, all the numbers are multiplied by two, and the stripes progress in width from 2,2,4,6,10,16, and so on.

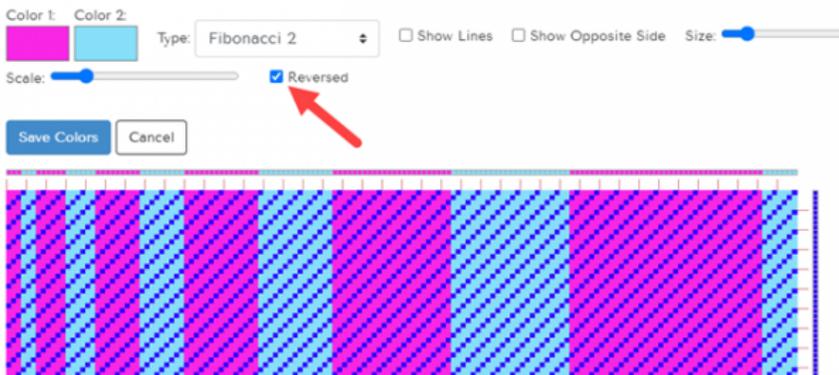
## Color Editor Manual

In the image below, the scale has been increased:



### “Reversed” Check Box

Reversed changes the order of the Fibonacci sequence from left to right (small to big stripes) to right to left.



### Show Opposite Side

Show Opposite Side does just that. In twills or complex drafts, it’s always a good idea to look at the other side of the fabric.



## Color Editor Manual



When you're happy with your Gradient, click the Save Colors button to return to the regular Color Editor window, where your gradient is now loaded and ready for you to save or change as you like.

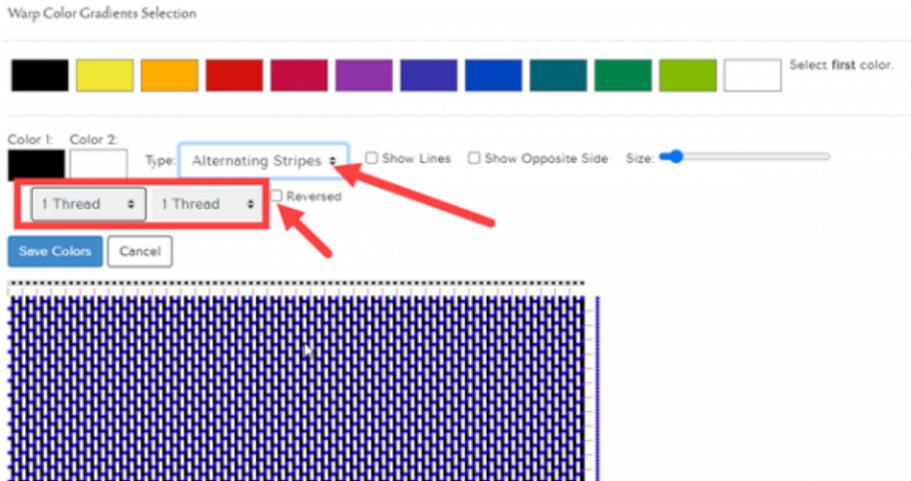
## Alternating Stripes “Gradients”

The Alternating Stripes gradient generator is used to create striped gradients and other striped patterns where you manually set the color for each stripe. It creates the basic pattern for each stripe, but you need to change the colors for the stripes yourself.

When you select the Alternating Stripes gradient radio button, these options become available:

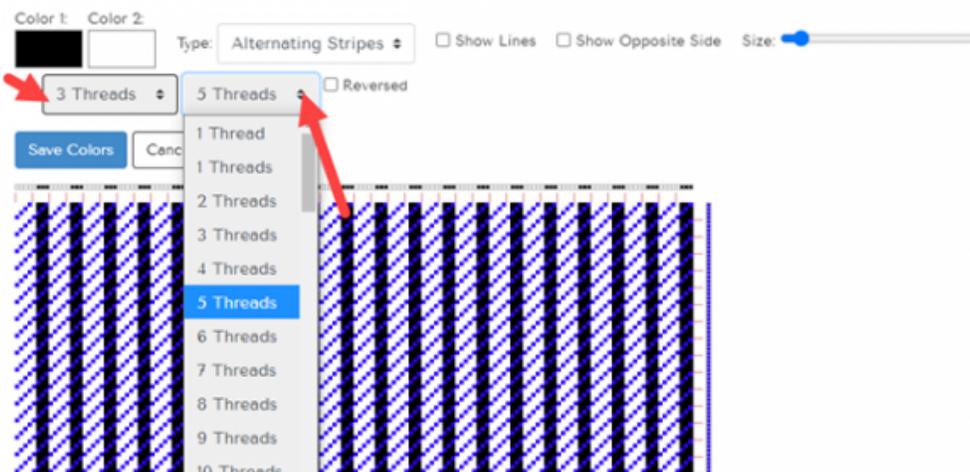


## Color Editor Manual



### Changing the Threading Unit

This gradient's default is one thread of Color 1 followed by one thread of Color 2. Use the up/down arrows in the Thread boxes to change that ratio. In the example below, Color 1 is now three threads alternating with five threads of Color 2:



### “Reversed” Check Box

Reversed changes the order in which Color 1 and Color 2 appear from start to finish..



## Color Editor Manual

Notice now that the warp begins with the white:



## Show Opposite Side

Show Opposite Side does just that. In twills or complex drafts, it's always a good idea to look at the other side of the fabric.



When you're happy with your Gradient, click the Save Colors button to return to the regular Color Editor window, where your gradient is now loaded and ready for you to save or change as you like.