**Updated January 3, 2018**

Prior Update March 1, 2004

**RugDsign: software for rug weavers**

**A note to users**

*Special Note from Al Butler:*

*With the advent of Microsoft’s Windows 10, Dave’s original RugDsign program would no longer work on 64-bit Windows 10 computers. Dave’s original program was 16-bit software which is impossible to run on a 64-bit Windows 10 computer. With Judie Yamamoto’s consent, I have recompiled Dave’s program into a 32-bit version which will run on a 64-bit Windows 10 computer. This 32-bit version is virtually the same software with no additional capabilities other than what is found in the original version. Installation instructions for the 32-bit version can be found in this document after the original installation instructions.*

RugDsign is FREEWARE. You are encouraged to give it to friends or add it to a Guild collection (with these installation and running instructions). The program is copyrighted , of course, so please don’t try to sell it. As with any complex program, whether or not written by an amateur (like me!), there are probably bugs and glitches. Please help by letting me know what problems you encounter – either in the operation of the program or in the clarity of instructions and results. E-mail me at [draup@itol.com](mailto:draup@itol.com) and I will reply ASAP. If you do encounter a problem running the program, it will help if you can give me detail on just what happened and what you were doing with the program just before the glitch occurred.

This program replaces earlier versions (Shwoosh and Diamond). Unfortunately, designs saved by the old programs cannot be read by RugDsign.

Thanks,

Dave Raup, Washington Island, Wisconsin

**16-bit Version Installation**

RugDsign will run on all Windows-based PCs *(prior to Windows 10)* and is “leanware” – meaning no elaborate blue screens with setup information, license agreements, and much copying of files requiring installation from a CD. The program was purposely written in an obsolete version of Visual Basic (VB3) that does not require a lot of the excess baggage used by newer versions of software-writing systems. Thus, RugDsign requires only two files: RUGDSIGN.EXE and VBRUN300.DLL. Both files are included in a zipped file called **RugDsign.zip,** along withthis set of instructions in MS Word (RugManual.doc).

**Procedure:**

1. Unzip RugDsign.zip using a standard WinZip or some such program.
2. Make sure that *all three* contained files end up in the same folder. This may be a newly created folder or one you already have.

Your computer may already have VBRUN300.DLL but an extra copy will

do no harm.

1. In **My Computer** or **Windows Explorer**, find and double-click **RugDsign.exe**. This will start the program.
2. For convenience, you should place a shortcut to the rug program on your desktop. To do this, **right**-click on **RugDsign.exe** (in **My Computer**), then highlight “**Send to …”** and select “**Desktop (Create shortcut).”** This should place the **RugDsign** icon on your desktop for easy access.

**32-bit Version Installation**

RugDsign will run on all 32-bit or higher Windows-based PCs *(including Windows 10)* and is “leanware” with no elaborate blue screens with setup information, license agreements, and much copying of files requiring installation from a CD. This version of the program was recompiled using Visual Basic 4.0 and does not require a lot of the excess baggage used by newer versions of software-writing systems. Thus, the 32-bit version of RugDsign requires only two files: RUGDSIGN-32bit.EXE and VB40032.DLL. Both files are included in a zipped file called **RugDsign-32bit.zip,** along withthis set of instructions in MS Word (RugManual-32bit.doc).

**Procedure:**

1. Unzip RugDsign-32bit.zip using a standard WinZip or some such program.
2. Make sure that *all three* contained files end up in the same folder. This may be a newly created folder or one you already have.

Your computer may already have VB40032.DLL but an extra copy will

do no harm.

1. In **My Computer** or **Windows Explorer**, find and double-click **RugDsign-32bit.exe**. This will start the program.
2. For convenience, you should place a shortcut to the rug program on your desktop. To do this, **right**-click on **RugDsign-32bit.exe** (in **My Computer**), then highlight “**Send to …”** and select “**Desktop (Create shortcut).”** This should place the **RugDsign** icon on your desktop for easy access.

**Running RugDsign**

The opening screen shows a simple Diamond-style rag rug. This same rug will always appear when you open the program. You can modify this design and save it with a name of your choice OR you can bring up a design you have previously saved. The program responds to mouse clicks on the menu items along the top and the several buttons down the left side of the screen.

**Menu items:**

**Exit**. This shuts down the program no matter where you are in the design process. Nothing is saved so if you want to use a design later, be sure to use the **Save File** menu item before exiting.

The following three menu items allow you to switch among three basic design modes:

**Diamond** This allows you to design simple diamond rugs wherein the principal variable is the **ratio** of the first repeat to rug width. Using the button controlling this ratio (fourth button down on the left), try various values to see the effects. You will get best results if you keep the ratio close to an integer (*e.g*., 1.97 or 3.04)

**Shwoosh** The Shwoosh factor makes the **ratio** of first repeat to rug width change as the rug is woven, producing curves.

**ZigZag** In a non-Shwoosh rug, this allows you to make the **ratio** reverse one or more times during weaving – making interesting zigzag patterns. “Reversing” in this context means making the **ratio** fluctuate around the nearest integer (*e.g.,* 1.95 to 2.05 and back to 1.95).

**Fabric** This switches to a screen showing the fabric requirements of the current rug design, including images of the banner used for cutting rag strips. For ZigZag rugs, two banners will be shown. To return to the main screen, press one of the three mode items to the left of **Fabric**. To print the fabric screen, press **Print** while the fabric screen is displayed.

**Get File** This will enable you to bring up any RugDsign file you have saved previously.

**Save File** This allows you to save a design under a file name of your choice. If you have used **Get File** to retrieve the present design, a simple OK will re-save it. Otherwise, pick a new name (and different folder, if desired).

You will notice that files saved from this program end in **DMD** – an arbitrary “extension” that stands for **D**ia**M**on**D**. You need not be concerned with this. If, in saving a file, you leave out the DMD ending the program will add it. The purpose is to enable the program to show only RugDsign files in the **Get File** routine

**Print** This will print either the image(s) and information on the design screen or the fabric screen, depending on which is displayed when **Print** is pressed.

*Note: The print may show some op-art effects (random pattern of thick and thin bands).*

**Buttons:**

The buttons down the left of the screen will allow you to change values and colors. Most are self-explanatory (I hope!). If, for example, you press the top button a small screen pops up showing a shaded number representing the current value of rug **width**. Press OK to accept this (*i.e*., no change), OR type a new number and press OK.

Some buttons give you a series of numbers, such as the **Color numbers**. In these cases, the pop-up screen shows the current series shaded. To change just one of the numbers, mouse-click anywhere in the little field containing the numbers. Having done this, you can use the mouse or cursor controls, perhaps with the Delete or Backspace keys, to change values (from the keyboard, of course). Then, pressing **OK** will save those values and change the rug image. Pressing **Cancel** will close the pop-up screen without making changes.

*Note: As you change rug parameters, you may notice that the rug image jumps to a different scale. To see this effect, try the following. On the opening screen, change LENGTH to 69; then change it again, this time to 70. If your monitor a standard 1024x768 pixel screen, you will see the image suddenly become much smaller. This is perfectly OK and the jump does not affect rug proportions or other design aspects. The reason for the scale change is to avoid problems of rounding error in screen graphics.*

**Error messages:** If you make a mistake entering data on the little pop-up screens, you may hear a beep and a nasty message will appear in the upper-left corner of the screen. These messages will tell you what you did wrong, such as typing a letter instead of a number or asking for a nonexistent color number. No harm done! Just follow the instructions in the message and try again.

On the other hand, if you get a Windows error message saying **Type mismatch** or **Path not found**, let me know. It is probably something that can be fixed if I know exactly what you were doing when the program crashed.

**References:**

Sharpee, “Diamond Rugs” *WEAVERS* Issue 29, Fall, 1995, p. 43

Sharpee, “Que Seurat, Seurat Rug” *WEAVERS* Issue 42, Winter, 1998, p. 36-37

Sharpee & Yamamoto, “Diamond Rag Rug” *HANDWOVEN* Nov/Dec 2001, p. 44-46

Yamamoto & Sharpee, “Diamond Rag Rugs” *COMPLEX WEAVERS JOURNAL* May

2002, p. 38-40