



Edit Mode

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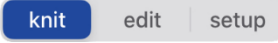
knitCompanion Modes


Every project has its own Main Knitting page so you can have many projects going at once and never lose track!

knitCompanion provides three modes for you to work with:

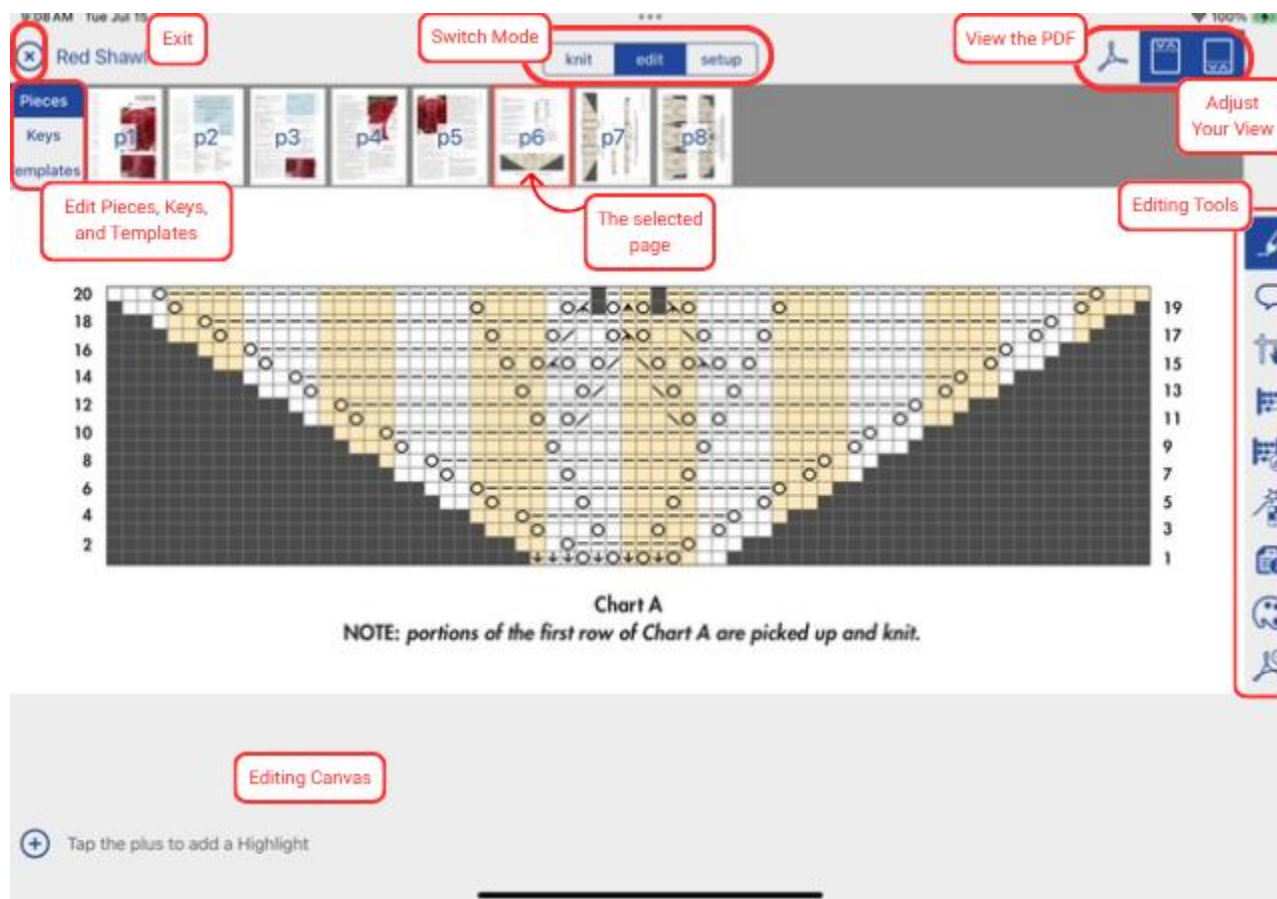
1. **Knit:** Where you will be knitting your project. *See the Getting Started guide for more information.*
2. **Edit:** Customize your project using tools to add highlights and notes, customize markers and counters, add project info, etc. **Edit** is covered in this guide.
3. **Setup:** Overcome challenges such as joining charts together, adding row reminders, repeats, and shaping. Setup is also where you add a one-tap marker. *See the Setup guide for more information.*

You can switch between Knit, Edit, and Setup modes anytime.

- Tap  to change the mode.
- This guide covers Edit Mode.
- Access to Edit Mode requires a subscription or that the project was created using a kCDesign.
- To enter Edit Mode, tap **Edit** .
- Because of the smaller width of the phone screen or when using slide over and split

screen, use the Mode button  to switch between Knit, Edit, and Setup.

Main Knitting Page – Edit Mode



In Edit Mode, you can customize your project using the tool buttons show on the right.


- Long tap a tool button for help.
- Switch to Knit Mode to see all edits you made on the pattern.
- Edits are page specific. If you add a highlight or a note to page 1, they do not show on page 2.
- Switch pages to edit several pages. For example, to add highlights to multiple pages, select a different page at the top.
- Edits can be made on Pieces, Keys, and Templates.

Pro Tip: It is easy to tell that you are in Edit Mode, there are tool buttons on the right.

Highlights

A highlight is useful to mark sizes or other important information.



- Tap the **Highlight** button and then tap  to highlight anything on any page.
- Place the highlight, adjust the size, and then use the Color Picker to select your color.

See the Working with Color guide for more information on the Color Picker.

A highlight can be copied  or deleted .

Pro Tip: If you have multiple highlights on a page, how do you know which highlight is selected? When you tap a highlight, the red handles indicate the selected highlight.

Notes

Make notes as you work on a pattern. You can add general project notes, popup notes, and type notes directly on a page.

Project Info Notes




Project Info notes appear in the bottom panel of the Main Knitting page.

See the Getting Started guide for more information.



Text and Popup Notes

- Tap the **Notes** button and then tap  to add a note.
- Select Popup or Text


Pro Tip: If you have multiple notes on a page how do you know which note is selected when in Edit Mode? When you tap a note, the selected note is colorful while the other notes are grey.

Popup Note

Adds a note with a tappable button that displays the note in Knit Mode.

- Place the note, enter the text, and then use the Color Picker to select your color.

See the Working with Color guide for more information on the Color Picker.



- The note can be deleted .
- You can even make an audio recording for the note.

Text Note

Type your note directly on the page.

- Place the note, enter the text, and then use the Color Picker to select your Back and Text colors.

See the Working with Color guide for more information on the Color Picker.

- The note can be deleted .
- Made a typo, no worries. Tap  to fix it.

Customize Markers



Every page has two markers by default:

- Row Marker
- Stitch Marker

These markers are accessible on each page when you are on the main knitting page.

- Marker settings are unique for each page so you can have different marker choices for each page. Need a different height marker on different pages, not a problem!
- Markers always stay in place as you zoom and scroll.
- Don't want to see the Row Marker and/or Stitch Marker on a page? You can turn them off. See below.
- To set your preferred defaults, tap the X at the top left and select Settings.

See the Settings guide for more information.

Caution! Remember that if you turn these markers off, you will not see them on that page until you turn them back on.

Row Marker

Your row marker will be either the *Row Slider* or a *One-Tap Marker*. Here we will discuss the Row Slider.

See the Set Up Mode guide for information on the One-Tap Marker.

Row Slider

The Row Slider appears on pieces with no visible rows defined. This marker slides up and down.

To customize the Row Slider:

1. Toggle to define whether to show this slider.
2. Use the Color Picker to select your color.

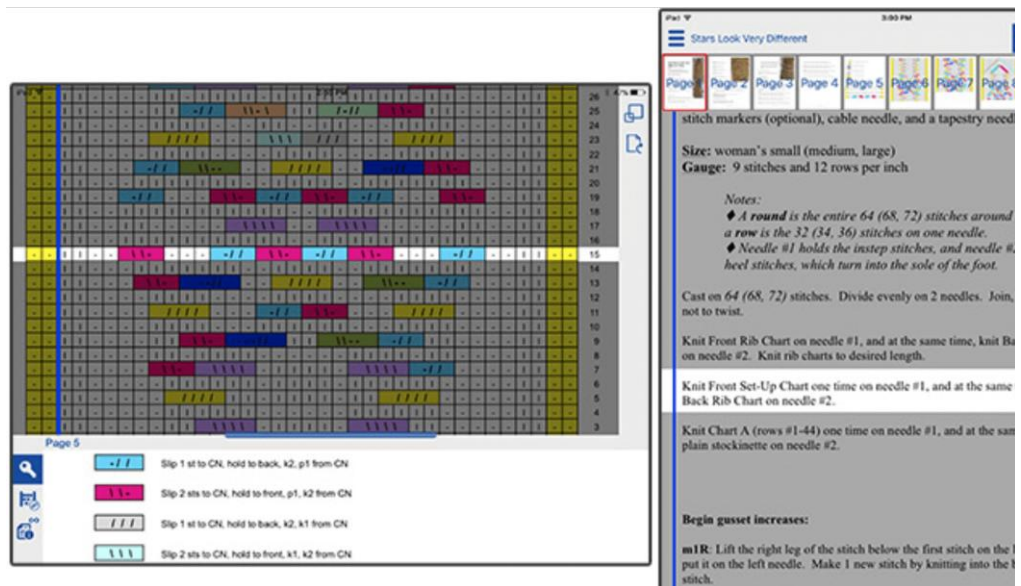
See the Working with Color guide for more information on the Color Picker.

3. Adjust the width of the Row Slider to match the row.

Use on text or charts. You can adjust the width to fit perfectly on a chart row.

4. Toggle to define whether to invert the Row Slider.

Inverted markers are an extremely popular option and are unique to knitCompanion. Inverted markers make it very easy for your eye to stay on track and make working color charts a breeze.



Adjust the color of the inverted marker within Settings – Markers & Colors.

See the Settings guide for more information.

Stitch Slider

The Stitch Slider slides side to side. Use the Stitch Slider to keep your place anywhere on the page.

To customize the Stitch Slider:

1. Toggle to define whether to show this slider.
2. Use the Color Picker to select your color.
See the Working with Color guide for more information on the Color Picker.
3. Adjust the width of the Stitch Slider.

Customize Simple Counters

Every project has its own counters. These are called Simple Counters and are the six colored counters shown at the bottom right on the main knitting page.

- Counters can be customized for each of your projects.
- By default, counters start at 0 and count up.
- To use a counter, tap on it to adjust the number.
- To frog or reset the counter back to zero, long tap (aka touch and hold) on a counter.



To customize a counter:

1. Tap the **Simple Counter** button.
The six counters are shown in a list on the left; count1, count2, etc.
2. Select a counter from the list.
3. **Name:** Change the name of the counter to differentiate what you are counting for each counter.
4. **Color:** Use the Color Picker to select the color. Each counter can be a different color.
See the Working with Color guide for more information on the Color Picker.

5. **Direction:** Set the direction for the counter. Counters can count up or down. The default is to count up as 1, 2, 3.

Pattern example: If the pattern says to decrease from 101 stitches to 95 stitches you can set the direction to count down and tap it each time you decrease.

Pro Tip: In Knit Mode a dot appears above the counter to indicate it counts up or below to indicate it counts down.

6. **Min / Max:** Set the minimum and maximum for the counter.

For example, if the counter has a *down* arrow with a minimum of 1 and maximum of 3, each tap of the counter will count 3, 2, 1, 3, 2, 1, etc.

Pattern example: If the pattern for a row says to repeat from * to * 3 times, you can keep track of the number of times you complete the repeat on each row. Set the direction of the counter to up with a minimum of 1 and maximum of 3. The counter will count 1, 2, 3 on the first row. Then on the next row it starts back at 1. So, you can count 1, 2, 3, 1, 2, 3 automatically without extra fiddling or reset.

7. **Count By:** Designate how to count by (Apple Only)

Example: Count by 2 counts as 0, 2, 4, 6, 8...

Pattern example: If the pattern says to increase 2 stitches each row until you have 10 increased stitches, you can use **count by**. Set to count by 2 and then you can tap once per row and count both increased stitches with that one tap.




8. **Loop to Min:** (currently not available on Android).


If the count is greater than 1, you can specify to loop to the min/max.
This is useful when handling upper and lower bounds when incrementing by anything that does not equally divide into the looped amount.

For example, if counts 0 – 10 by 2 and loop min/max is:

ON, it will count 0, 2, 4, 6, 8, 10, **0, 2, 4**...

OFF, it will count 0, 2, 4, 6, 8, 10, **1, 3, 5**...

You can add a counter , delete a counter , and reset a counter  for your project.

You can view these counters in large format. In Knit Mode, tap the Simple Counter  button at the bottom left.

Linked Counters



Linked Counters are designed for simple fabric patterns that are not written out and do not have a one-tap marker. For simple fabrics such as garter or stockinette, you may not have a one-tap marker. In such instances, Linked Counters work best.

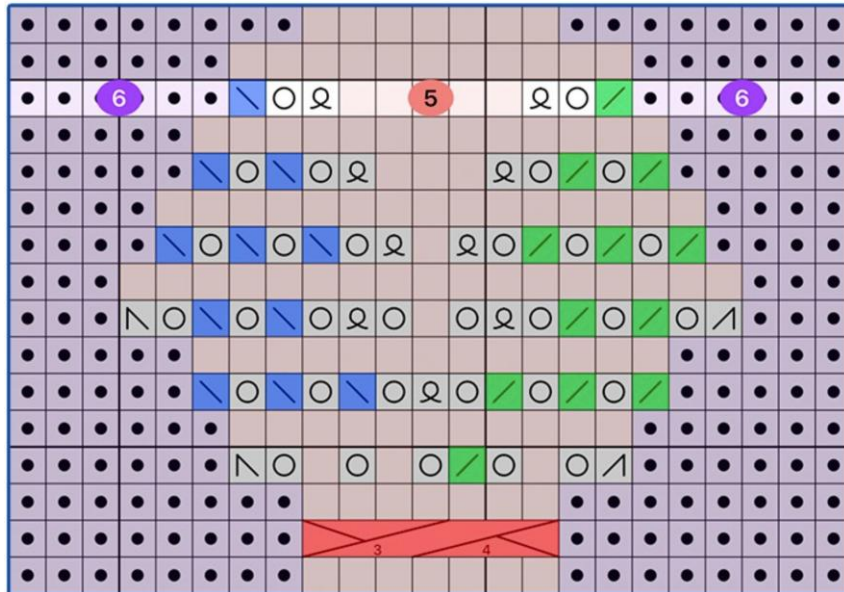
See the Smart Counters guide for more information.

Magic Markers



Magic Markers find, color, and count stitches in your chart. No need to hunt for all the k2tog; select a sample stitch, tap the wand, and Magic Marker finds the rest!

See the Magic Markers guide for more information.



1. Color-code stitches

Want your ssk blue and your k2tog green? Or, would you like to make all 2×2 left cables blue and 2×2 right cables red? Magic Markers can do this!

2. Count stitches

Are there long stretches of knits or purls between “action”? Magic Markers can count how many stitches there are in a long stretch and automatically display the count. No more counting!

3. Change colorwork colors

Make your colorwork chart match your chosen knitting colors. Find each color (or symbol in place of color) and apply your own color choice.

See the Working with Color guide for more information.

Project Information



Project Info provides project notes, a project timer, a ruler, calculators, and the option to link videos to your project. These are unique for each project.



Project Notes

- Tap to add notes. Notes can be added to every project.
- Project notes can be anything you like, such as who you are knitting this project for, the yarn and needles you are using, information about your swatch, etc.
- Once you add a project note, you can view the note anytime when knitting by tapping the Project Info button.




Project Timer


- The project timer runs automatically while you are in Knit mode.
- Each project has its own timer so you can track the time spent knitting each project.
- To customize the time for a project, tap the Timer button and adjust the hours and minutes as needed.



Video links included in a pattern's PDF may be added to your project.

Be sure to use a direct link for the video (e.g., youtube.com,youtu.be, etc). Links in your pattern that are not for videos will launch directly in your browser

1. Tap the **PDF swoosh** at the top right to view the PDF.
2. Find and the link.
3. Tap the **Video** button and then tap  to add a video.
4. Name your video.
5. Paste the link into the Link field.
6. You can now play and pause the video, bring it Full Screen, or make it PIP.

The video can be deleted  .

Working with Color



knitCompanion supports unlimited colors. You can:

- pick from recently used colors.
- create new colors using the color wheel.
- name your colors for easy re-use.

See the Working with Color guide for more information.



Have you joined a mystery KAL? As each clue arrives, add the new clue to your existing project.

Adding pages to an existing project

1. Place the new PDF into your knitCompanion.
2. Open the project you would like to add pages to and switch to Edit Mode.

3. Tap  .

4. Pick the PDF from your list of PDFs.

The new PDF must be in your knitCompanion local directory to add it to your project.

5. By default, all pages are selected (indicated by the red numbers).

Use the buttons to the right to select just the pages you need.

Best Practice: Tap to deselect all pages and then tap to toggle the selection for the new page.

6. Tap **Add Selected Pages**. The selected pages are added to your existing project.

Added pages

Once you add pages to your PDF:

- Your selected pages are added after the existing pages.
- Scroll through the pages at the top from side to side, to see the new pages.