



# Megado Computer Dobby 2.0

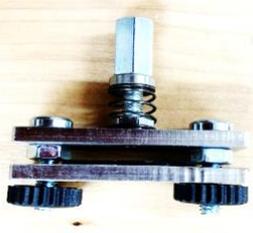
## Installation Manual



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# Overview

## Parts

A. Megado Dobby 2	
B. Manuals <ul style="list-style-type: none"> <li>a. Installation manual Dobby 2</li> <li>b. Manual Dobby 2 web interface</li> </ul>	
C. Power adapter and power cable	
D. Switch block	
E. Hardware for mounting Dobby 2 to the loom The parts are assembled in two sets: <ul style="list-style-type: none"> <li>a. 2 threaded ends</li> <li>b. 4 knurled nuts</li> <li>c. 2 barrel nuts</li> <li>d. 6 washers</li> </ul>	
F. Parts for connecting your computer using USB connection <ul style="list-style-type: none"> <li>a. USB A-B cable (only use this cable!)</li> </ul>	
<ul style="list-style-type: none"> <li>b. USB stick with drivers (don't use this stick for your weaving drafts but store it with the setup instructions)</li> </ul>	
G. Parts for connecting to the home network USB: ethernet adapter	
H. The footrest can be placed at the left or right side of the foot rail. During weaving the foot that is not used for the treading can rest on it.	
What else do you need: <ul style="list-style-type: none"> <li>• Computer or tablet with Internet browser and/or weaving software</li> <li>• A small table right next to the loom</li> <li>• Power Bar/ Surge protector</li> </ul>	

## Dobby 2 installation step by step procedure

This assembly manual contains extensive explanations prior to mounting instructions. The complete process consists of the following steps:

1. Mounting the switch block to the doobby knife (page 4).
2. Mounting Dobby 2 to the Loom (page 5).
3. Fine tuning the switch block (page 8).
4. Connecting and testing Dobby 2 (page 9).
5. Reading the general information about the electronic Dobbyb (page 16).

Choose between:

- Wireless connection with LouetWifi (page 14).
    - Optional, followed by “Connecting Dobby 2 to your home network” (page 17).
  - Connecting Dobby 2 wired using the ethernet adapter (page 19).
  - Connecting doobby using third party weaving software (page 20).
6. Activating your software and testing weaving on your doobby .

## Storing the packing box and packaging

Always save and store the box and packing material. Should it be necessary to return the doobby to the factory, then you will need it! Louët is not responsible for any damage on the computer doobby if the original packaging is not used.

## Switching from mechanical doobby to electronic doobby

If you switch from a mechanical to an electronic doobby, the mechanical doobby system must be removed first. Follow the instructions in the Megado installation manual in reverse order.

N.B. If you can't find the manual, you can download it from the Louët website.

## Switching from electronic Dobby 1.0 to Dobby 2

If you are going to use the doobby in combination with third party weaving software, the new drivers must be installed. In most cases, your computer will auto detect the required drivers, If not, you'll find the instructions for manual installation of the drivers on page 20.

<p>Use the <b>USB A-B cable</b> included with the Dobby 2. If you own a USB A-A cable from the Dobby 1.0, don't use it. It can damage the USB port of the Dobby 2 or the computer.</p>	<p><b>Don't use the USB A-A cable (Dobby 1.0)</b></p> 	<p><b>Dobby 2 USB A-B cable</b></p> 
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If the Dobby 1.0 uses a magnet on the dobbie knife, you have to remove it and replace it with the dobbie switch block. See instructions on page 4.



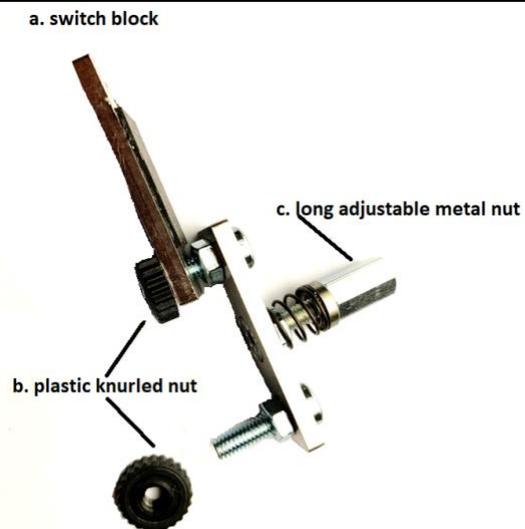
## Mounting Dobby 2 hardware

In this instruction each installation item is preceded by a general explanation. It will give you insight in the working of the dobbie.

### 1. Switch block

You will find the switch block in the hardware bag.  
For the proper functioning of the dobbie it is important that the switch block is properly installed. The long metal nut (c) on the switch block (a) is responsible for the communication between the mechanical part of the dobbie and the electronics (sensors – shown on page 8) of the Dobby 2.

- a. Switch block
- b. Plastic knurled nut
- c. Long adjustable metal nut



Dobby knife on the loom: the slanted metal strip that pulls the activated dobbie hooks down.

Dobby hooks on the loom (16 or 32 depending on the number of shafts). The shafts are moving up when the dobbie knife (d) catches the selected dobbie hooks (e).



### Mounting the switch block

1. Unscrew one of the plastic knurled nuts (b) of the switch block and loosen the other one in order to be able to slide the switch block over the dobbie knife (d). By sliding the knife slightly down to the semi-circular shaped opening, you can get reach it more easily.
2. Slide the switch block to the front over the dobbie knife, with the metal set screw pointing to the right (the outside).
3. The plastic knurled nuts are on the inside of the dobbie knife. Do not tighten the nuts too tight, but securely enough so the switch block does not move while operating the Megado.
4. Fine tuning of the switch block must be done as soon as the Dobby 2 hangs on the loom (page 8).



Switch block seen from right front (dobby is not mounted)



Switch block view from inside the knife

## 2. Mounting Dobby 2 to the Megado loom

### Overview of parts

#### Front side:

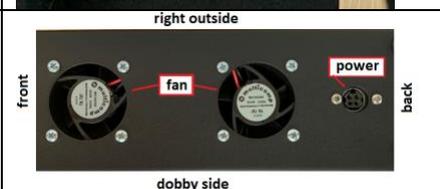
- a. On/off switch
- b. Test button: dobbie self-test (page 9)
- c. Ports for USB stick and network adapter  
The flat USB ports on the left side can be used for importing weaving patterns from a USB stick or connecting the dobbie to the wired network with the ethernet adapter.
- d. Computer USB connection port  
The square USB port at the right side can be used for connecting your computer with included USB A-B cable (page 19).
- e. Display Dobby 2  
The Dobby 2 screen is a touch screen. Tapping on a button will activate a software function.

**Please note:** The text on the display depends on the connection type and software version of the internal software.



#### Bottom side:

- f. Fans for cooling the dobbie computer
- g. Connection input for the power adapter



**Dobby side:**

**h. Solenoids**

The protruding solenoids will push on the doobby hooks to activate the shaft selection of the active weaving pick.

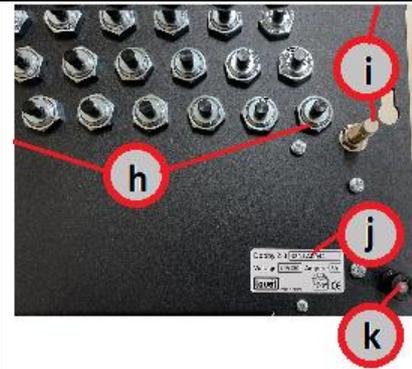
**i. Sensors**

There are two pins with plastic cap (the color may differ from the photograph). These are the sensors (i). The sensors are important in the communication between mechanical and electronic parts of the doobby.

**j. Label with serial number**

You will need the serial number for registering your doobby on the doobby website ([www.louetdobby.com](http://www.louetdobby.com)) to get updates and in case of technical problems.

**k. Adjustable spacers for fine tuning the distance between doobby and loom**



**At the loom:**

**l. Dobby knife:** pushing the pedal will move the doobby knife down, catching the selected doobby hooks (**m**). The shafts connected to the selected doobby hooks will lift.



### Preparation for mounting Dobby 2

In the hardware bag you will find two assembled sets of:

- 1 threaded end
- 1 barrel nut
- 2 knurled nuts
- 3 washers

### Important

- Use a small table next to the loom for working safely.
- When you take the dobbie unit from the loom, always place it with the wooden side on the table and the solenoids facing upwards.

### Instructions:

1. Insert the barrel nut into the hole in the side of the middle section. The slots indicate the direction of the threaded hole in the nuts. Make sure these slots are facing outwards.
2. Insert the threaded rod into the hole and screw it into the barrel nut. Turn the end by hand until it fits tight.
3. Slip on a washer, screw a knurled nut on and tighten it firmly onto the washer and place a second washer onto the end.
4. Repeat this assembly on the other side.

### Mounting Dobby 2

5. Slide the Dobby 2 over the threaded ends.
6. Slip a washer on each end.
7. Fasten it with the second knurled nut on both threaded ends.

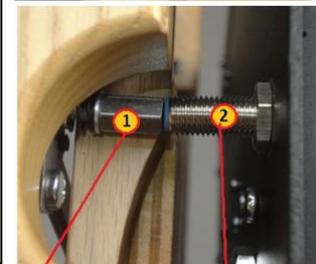


### 3. Fine tuning the switch block and dobbie position

By pushing on the treadle the switch block will move. The long metal nut on the switch block passes the sensors on the dobbie. There are two sensors on the dobbie: the top one is behind the semi-circular space and the lower one is 9 cm beneath. Whenever the switch block passes the upper sensor, the dobbie will be instructed to send the shaft selection for the next pick. When passing the lower sensor, the solenoids will deactivate. It is essential that the distance from the sensors to the switch block is properly adjusted to 1mm

#### 1. Fine tuning the switch block lining

- Check if the sensor is in line with the long metal nut (1) on the switch block.
- Check the position of the knife bar by adjusting the cable attached to the treadle (see Megado installation manual).
- Correct the height by loosening the plastic knurled nuts (3) at the back side of the switch block and slide the switch block to the correct position. The long metal nut (1) must be in line with the top sensor (2).
- Tighten the plastic knurled nuts (3)



1 stelschroef schakelblok 2 sensor  
1-Switch Block. 2-sensor

#### 2. Fine tuning the distance between the long metal nut and the sensor

- Check the distance between the end of the long metal nut (1) and the top sensor (2). It MUST be no more than 1 mm separation.
- Adjust this distance by turning the long metal nut (1). Turning clockwise the distance becomes larger, turning counter clockwise the distance becomes smaller.

#### 3. Fine tuning the distance of the lower sensor

The lower sensor is 9 cm below the upper sensor.

- Push carefully on the treadle and check if the long metal nut (1) on the switch block passes the lower sensor without touching it. Check also if the distance between the nut and the lower sensor is also maximum 1 mm.
- You can adjust the position of the computer dobbie with the adjustable spacers. If there is more space between the nut and lower sensor the spacer should be turned in more. If there is less space between the nut and sensor the spacer should be turned out.
  - First turn the outside black tube (a) a few turns loose
  - Adjust the middle black plastic knurled nut (b)
  - Tighten the black tube (a) again.
- Check the position of both sensors again. Repeat as needed



## 4. Connecting and testing the dobbie

Thanks to the separate power adapter the Dobby 2 is low-noise. The power adapter can get warm during use. This is normal. To avoid overheating it is important that there is enough space around the power adapter.

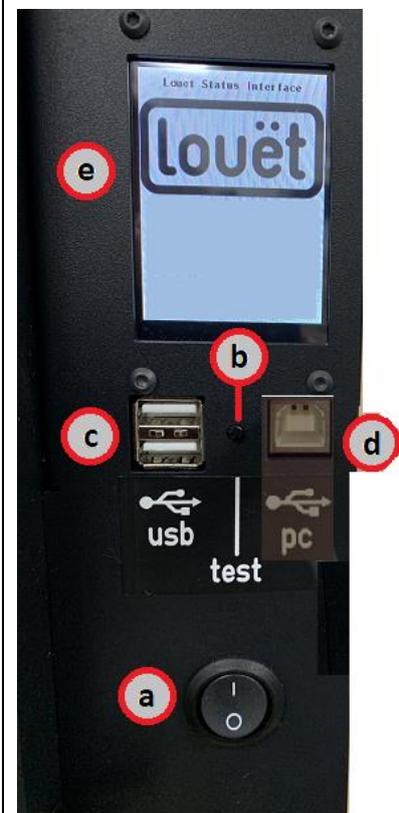
The Dobby 2 itself also has a fan that makes a soft sound during use.

### Connecting the dobbie

The connection input of the power adapter is on the bottom of the Dobby 2.



1. Make sure the on/off (a) is switched to 0 (= off).
2. The flat side of the connection plug of the power adapter must be outward-facing (to the right if you are standing in front of the loom).
3. When pushing the plug, be careful that you do not push the dobbie upwards.
4. Now plug the power cable into the power adapter and plug the power adapter into the wall socket.
5. Turn on/off switch (a) to I (= on).
6. The “Please Wait” message will appear on the dobbie display.
7. After about 1 minute the Louët status screen appears.
  - The text and layout of this screen depend on the software version and the connection type.



### Dobbie test

Run the dobbie test after the first installation or in case you are in doubt about the proper functioning of the dobbie.

1. Press on the small black button (b) above test.
2. The test starts and dobbie hooks will be pushed forward one by one.
3. Make sure all dobbie hooks respond in sequence.

You can stop the test by pressing the test button again.

# Electronic control of the Dobby 2

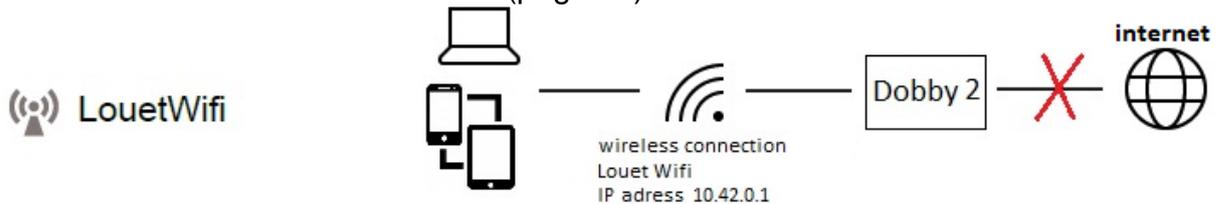
## General information

There are several ways to transfer a weaving pattern to the Dobby 2.

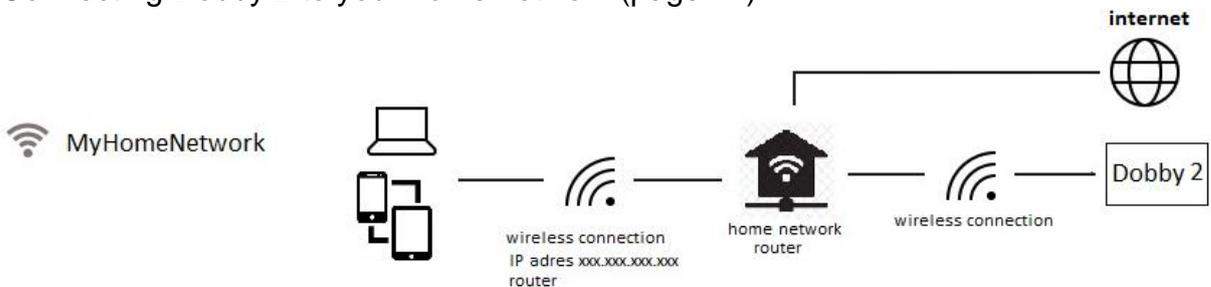
Using one connection method does not exclude another method. So, you can run both installations, and afterwards you can choose which one. However only one of the connections is active at the same time during use.

## Louët web interface software in the internal computer in the Dobby 2

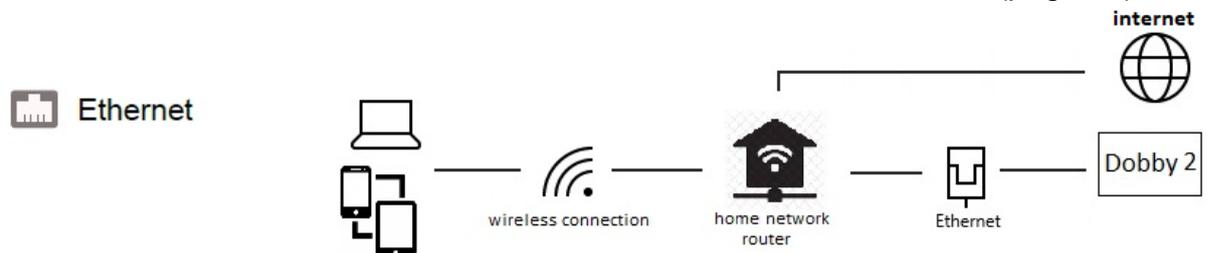
- Wireless connection with LouetWifi (page 14)



- Connecting Dobby 2 to your home network (page 17)



- Ethernet cable connection to the home network with WAN connection (page 19)



## Third party weaving software

(Fiberworks, Proweave, Pixeloom, Weavepoint, Weavelt, WinWeef etc.) (page 20)

- USB cable connection between doobby and PC using doobby driver (page 21).  
The network settings of your device will not be influenced.



## Electronic doobby dictionary

First an explanation of some of the terms you will be dealing with when making the wireless and wired connection with the Dobby 2.

- **Device:** your PC, laptop, iPad, iPhone, android tablet, etc.
- **Web browser:** the software or app you use on your device for browsing on the internet (Internet Explorer, Safari, Firefox, Google Chrome).
- **LouetWifi:** the network name of the Dobby 2 internal wifi network
- **Password:** password to get access to the doobby computer. You will need it when you enter the web interface software for the first time.  
Your home network also has a password. You will need your network password for making a connection between the doobby computer and your home network (only if you choose this option).
- **IP address:** the network address. It consists of four-digit groups, for example 10.42.1.1. You will need this address to get access to the built-in software of the doobby computer through the web browser.
- **Wireless:** network connection without using cables.
- **Wired ethernet:** network connection.
- **Router:** your home network (LAN) is connected to the internet (WAN) with a router. Each router has a unique IP address and each device connected to the router has a unique sub address. That guarantees that you will see and get the information you expect on your browser. Your router has also a name, you can find it by checking the available wireless networks.
- **Mobile hotspot:** if you use an 3G or 4G connection to the internet on your mobile phone, you can use your telephone as a mobile hotspot to connect your doobby to the internet. Consult the instructions to set up a mobile hotspot in the documentation provided by your mobile network provider. The instructions for connecting the doobby to the hotspot are the same as described in the section “Connecting Dobby 2 to your home network” on page 17.
- **Driver software** installed in the operating system of the computer makes it possible for the doobby to communicate with your third party weaving software by using the USB A-B cable.

## Dobby display

In 2019, an update of the internal doobby has been released. The instructions in this manual are for this version.

After the update the Louët status screen will have a new look.

### Connection

LouetWifi, or the name of your home network.

### IP address and Password

You will need the IP address and the doobby password for starting the doobby web interface software in your web browser. You will find the instructions for making the connection starting on page 14.

### Factory reset

All network settings will be reset and the doobby will get a new IP address. Internal storage of weaving projects is left untouched.

After a factory reset you follow the complete procedure of making the doobby network connection again. (starting "Wireless connection with LouetWifi" on page 14).

## Dobby 2 display after update 2019



## Dobby 2 first release 2018

The display of the first doobby release had a different look

Please refer to the Dobby 2 installation manual for setup instructions of the first doobby release.

A software update is available. After registering your doobby on [www.louetdobby.com](http://www.louetdobby.com) you will find information and instructions for installing this update.

The doobby web interface software is improved in this version and will get even more functionality in future updates.

## Dobby 2 display first release 2018



## Dobby 2 web interface software

One of the great advantages of the Louët doobby web interface software is that it can be updated over time to receive more extensive functionality. The first version of the web interface software was released in 2018. In a separate manual you will find the instructions for using the web interface software. In this installation instruction, we limit ourselves to the description and instructions for connecting the web browser to your device and the Dobby 2 computer via the web interface.

The Louët web interface software is built in the internal computer in the Dobby 2. The Dobby 2 can be controlled with an internet browser (such as Internet Explorer, Safari, Firefox, Google Chrome etc.) on your computer, tablet or smartphone. You don't have to install separate weaving software or drivers on your computer.



However, the built-in software in Dobby 2 is not a complete weaving design software program. It can't merge threading, tie-up, treadling into a fabric. The main function of the built-in software is to interpret the liftplan of your weaving draft. That liftplan can be made using the web interface software or can be imported from a WIF file made with third party weaving software. The first release of the doobby web interface (2018) was rather primitive. After the software update of January 2019 to version 2.1. you will get the following functions:

### Weaving

- Dobby 2 interprets the liftplan of a weaving draft.
- You can weave the liftplan in reverse direction.
- You can jump to a specified pick number.
- The number of weave picks is unlimited.
- It is possible to get a sound on changing the color and/or at the end of the loop
- Switching between pattern mode and plain weave.
- The doobby computer saves automatically the last woven pick of each draft – when you stop weaving or turn off the doobby.

### Editing

- You can make and edit liftplans.
- You can add colors to the picks from a predefined color preset.

### File management

- Save the drafts on the internal doobby computer and/or on USB stick.
- Import WIF files from your USB stick.
- Copy, rename and delete files.

### Settings

- Scanning of available Wi-Fi networks.
- Software update from USB stick.
- Preset plain weave.
- Preset color range.

### Update procedure

For the initial update procedure, you will need an internet connection. Future updates can also be done by downloading a file to a USB stick. You will get instruction on this procedure.

### Manual Louët web interface software

In a separate document you will find the user manual of the software.

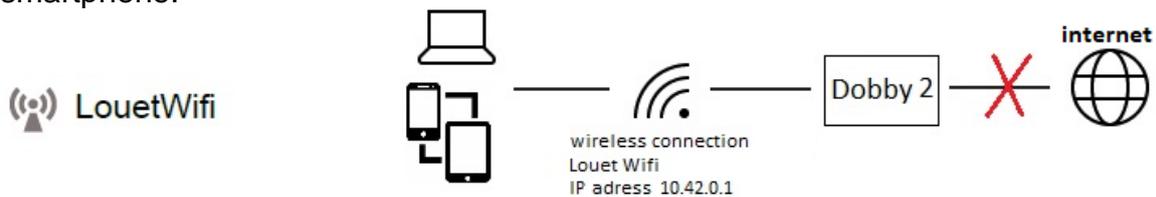
# Making a wireless dobbie connection

This is a three-step procedure:

1. Wireless connection with LouetWifi (page 14).
2. Activating dobbie web interface software (page 17).
3. Connecting Dobby 2 to your home network (page 17).

## 1. Wireless connection with LouetWifi

The wireless connection uses the same technology as the Internet, but you don't have to be connected to an existing network. This is possible because the Dobby 2 has a network receiver that allows you to connect from your computer, tablet or smartphone.



With this type of connection, you can use the web interface software for weaving with the dobbie. The instructions for using the web interface software are included in a separate user manual. After the PC, tablet or smartphone (the device) is connected to LouetWifi, the normal Wi-Fi internet connection between the device and your home network is not available. Once the dobbie is switched off, your device will automatically reconnect to the home network, depending on your device settings.

It is possible to stay connected to the internet while weaving by following the instructions on page 17 "Connecting Dobby 2 to your home network".

You will find instructions for several devices. The notifications on your device depend on the version and language of the operating system:

- iPad, iPhone
- Android tablet or smartphone
- Windows PC or laptop
- MacOS PC

### Making the wireless connection with LouetWifi

1. Turn on the Dobby 2 and wait for the Louët status screen to be displayed.
2. The initial IP address at the first start will be 10.42.0.1
3. The dobbie password is on the display below the text Password. It is a series of seven digits preceded by a capital L.
4. Connect your device to "LouetWifi". The method depends on the device you are using. You will find the instructions for connecting on the next page.



Dobby 2 display

The instructions are described for iPad/iPhone, Android tablet or smartphone, Windows and MacOS. The indications on your device may differ slightly from the instructions below. Ask someone with experience setting up network connections, if you need help. Sometimes you must try it twice.

### **Connecting iPad or iPhone wireless with Dobby 2**

The iPad is more suitable than the iPhone because the display is larger. On first generation iPads the display of the software is not optimal.

1. On your device go to **Settings** → **Wifi**
2. If Wifi is turned off, turn **Wifi on**
3. Select 'LouetWifi' in the list of available networks
  - LouetWifi is only shown when the Dobby 2 is on and the device is within the network range of the doobby
4. Type in the password shown on the Dobby 2 screen (including the capital L).
  - If the password is not visible, tap on the doobby display on "Show Password"
5. Tap Connect. When the connection is made you see LouetWifi ✓ .

### **Connecting android tablet or smartphone to Dobby 2**

1. Go to Settings.
2. Tap Network & Internet and Wi-Fi
  - On Android 6.0 choose Wi-Fi
3. If Wi-Fi is disabled, turn Wi-Fi on
4. Select "LouetWifi" in the list of available networks
  - "LouetWifi" will only be shown when the Dobby 2 is on and the device is within the network range of the doobby
5. Type in the password shown on the Dobby 2 screen (including the L)
  - If the password is not visible, tap on the doobby display on "Show Password"
6. Tap Connect

### **Connecting Windows PC or laptop wirelessly with Dobby 2**

1. Click on the network icon  or  on the task bar
2. Select "LouetWifi" from the list of available networks
  - "LouetWifi" will only be shown when the Dobby 2 is on and you are within the range of the doobby
3. Click Connect
4. Enter security key (password shown on the Dobby 2 screen, including the L)
  - If the password is not visible, tap on the doobby display on "Show Password"
5. Click Connect
6. Behind the network connection "LouetWifi" is now "connected"

### **Connecting Mac OSX wireless with Dobby 2**

1. Click on the Wi-Fi icon (  or  ) in the menu line at the bottom of the screen.
2. If Wi-Fi is disabled, select "Enable Wi-Fi"
3. Select "LouetWifi" in the list of available networks
4. Type in the password shown on the Dobby 2 screen (including the L)
  - If the password is not visible, tap on the doobby display on "Show Password"
5. Click "OK"

### **Tips for problems with connecting the network**

- In some cases, it is not possible to establish the connection directly or you get a notification that it is an unsecure network connection. You don't have to worry, just ignore this message.
- If it fails to connect after multiple attempts, the advice is to select the LouetWifi network and choose the option "forget this network". After some time the LouetWifi network appears again in the list, and often the next connection attempt will be successful.

### Next steps

- If you don't need an internet connection on your device, continue with the section 'Activating doobby web interface software' (next section on this page).
- If you need an internet connection on your device or on the doobby (i.e. to get a doobby software update) continue with the section Activating doobby web interface software (next section on this page).

## 2. Activating doobby web interface software

The Doobby web interface software can only be activated on your PC or tablet if there is a wireless or a wired connection to the LouetWifi network

Doobby display after the update 2.1

### 1. Obtain IP address

The IP address within the LouetWifi network is the network address where the doobby web interface software is located. This address (10.42.0.1) is visible on the display of the Doobby 2

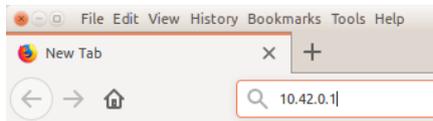


- In the first release of the Doobby 2 (2018) the IP address can be hidden. By tapping on the "Show Password"-button on the doobby it will appear.

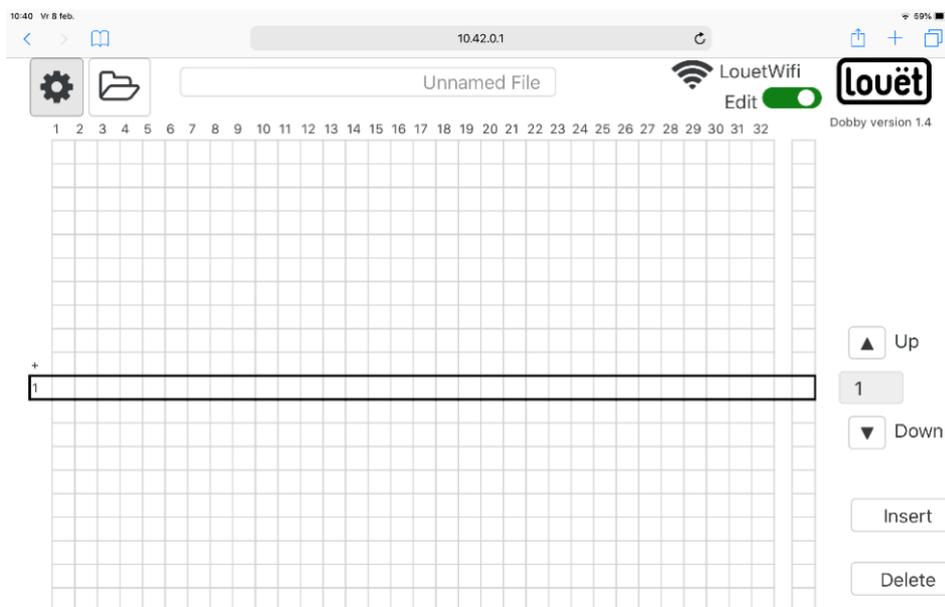
### 2. Start the doobby web browser on your device

Open your internet browser on your device

Type the IP address in the address bar of the browser (de look of the display depends on the browser you are using)



The doobby web interface page will appear on your browser

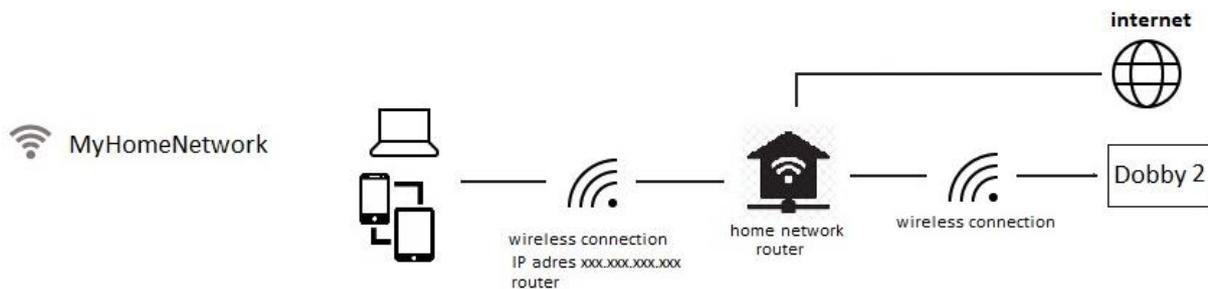


### 3. Connecting Dobby 2 to your home network

When you have connected a tablet or PC wireless to the doobby via the LouetWifi, your device is disconnected from the home network. When you turn off the Dobby 2, your device will automatically reconnect to the home network, depending on settings.

If you want to use internet functions while weaving or if you want your doobby to be connected to the internet to get a software update, you must connect the doobby to your home network.

The connection scheme looks like this:



- The Dobby 2 computer connects to the home network router,
- The web browser on your tablet connects to the Dobby 2 computer via the home network router using the IP address of your home network router.
  - You can also use the mobile hotspot of your smartphone. For information about the mobile hotspot please refer to the instructions supplied by your mobile phone provider.
- Your Dobby 2 is connected to the internet via the network router.

Once you have completed the installation below, your doobby will always connect to your home network (unless the router is disabled). Only after a **Factory Reset** or after replacing the Dobby 2 computer to another network, the connection must be rebuilt, because a new password is assigned.

Follow the instructions step by step. If you feel unsure with this technical stuff, ask for help from somebody who has a little more experience in setting up a wireless network connection.

#### Setting up wireless connection through the router

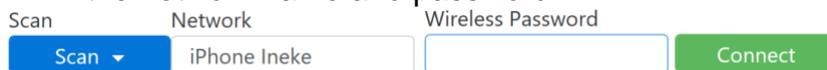
##### Preparation

1. Note the exact name of the wireless home network router
  - You can find it in the list of available Wi-Fi networks on your device).
2. Also, note the WiFi password of the wireless home network router.
  - Note upper and lower case characters in the network name and password
3. First, run the procedure for setting up the LouetWifi connection as described on page 14.

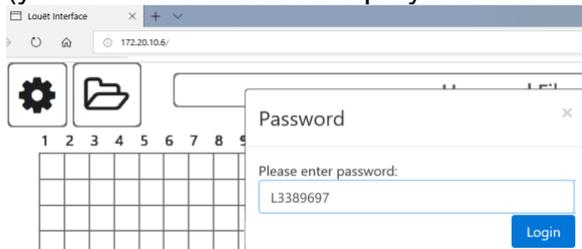
## Connecting Dobby 2 to the home network router

1. If the Dobby 2 is not ON, switch the doobby to on
2. Open on your device the web interface in the internet browser <http://10.42.1.1>
  - o If the Louët doobby web interface page doesn't appear you have to check the network settings. The Wi-Fi of your device must be connected to LouetWifi (see page 14)
3. Open Settings: activate **Settings** button in the top – left corner in the doobby web interface the
4. Click on the button **Scan**
  - o The list will display the available Wi-Fi networks
  - o Select your home network
  - o Fill in the password of home network.

Note: use exactly the upper and lower case characters in the network name and password.



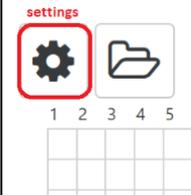
5. Tap **Connect**.
6. The Dobby 2 will restart after about 10 seconds; the Dobby 2 display shows the text **REBOOTING**
7. After some time the status screen is shown again, now with a different IP address, which usually starts with 192.xxx.xxx.xxx. The last three numbers are dependent on your network (in the picture: 192.168.11.124). If you are using the wireless hotspot of your mobile phone, the first number will be 172.xxx.xxx.xxx.
8. If you still see the address 10.42.1.1, the connection has not been established properly. This can be caused by a too weak a network signal or mismatch in network name and/or password.
9. With a weak network signal, you can connect the doobby for updates to the network using the ethernet adapter; see the description on page 21.
10. If successful, the LouetWifi network will no longer be visible in the wireless options.
11. Now open the web interface on your device again in your browser by typing the new IP address in the address bar of your browser. The IP address is on the display of the doobby (in this example 172.20.10.6)
12. The first time you must enter the Dobby 2 password (you can find it on the display of the Dobby 2).



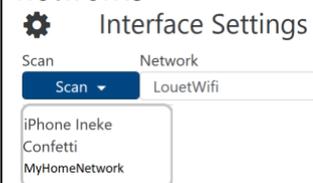
## 2.open webinterface



## 3.activate settings



## 4.Scan available networks



## 6.



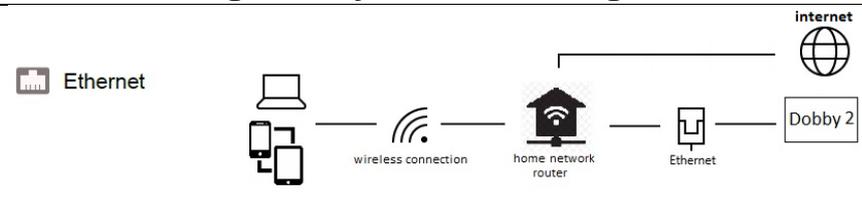
## 7.



On the next startup the doobby computer will remember the network settings and automatically reconnects with the home network.

After executing a “Factory reset” you must go through the procedure again because a new password is assigned. Start with “Making the wireless connection with LouetWifi” on page 18.

#### 4. Connecting Dobby 2 wired using the ethernet adapter



You can use this connection if you do not want to use Wi-Fi or if the Wi-Fi connection is not stable. The Dobby 2 must be accessible to a network contact (ethernet port), an access point or a router.

The scheme looks like the wireless with internet scheme. The difference is that the connection between the Dobby 2 and the home network is now wired ethernet. Your device can be wired, or wirelessly connected, if it is connected to the same router.

Use the USB ethernet adapter included with the Dobby 2. A network cable is not included. Make sure you have a sufficiently long cable, so you do not stumble over it.



##### Instructions for making the wired ethernet connection

1. If you are changing from wireless to wired connection, first attempt a factory reset.
2. Insert the USB plug of the USB ethernet adapter into one of the USB ports on the Dobby 2
3. Plug a network cable (not included) into the adapter.
4. Connect the other side of the network cable to the home network.
5. After this the IP address will change to the IP address of your home network.
6. Open the web interface on your device again in your browser by typing this new IP address (you will find it on the display of the doobby).
7. The first time you must enter the Dobby 2 password again.

#### 5. Dobby web interface: testing and user manual

The doobby web interface is described in a separate document Dobby 2 Web interface manual. Consult the website [www.louetdobby.com](http://www.louetdobby.com) for information, updates, and doobby tips.

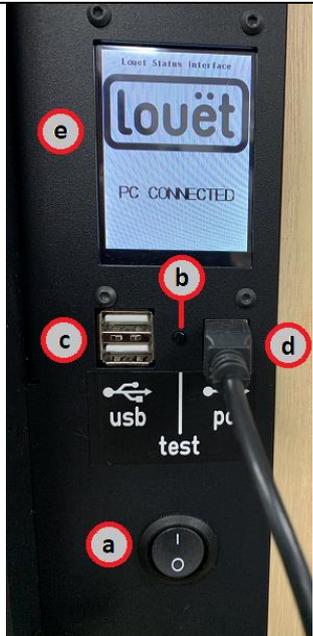
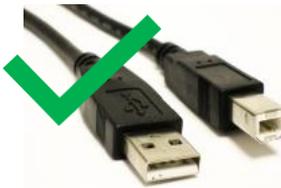
# Connecting dobbie using third party weaving software

Dobby 2 can also be controlled by third party weaving software, such as Fiberworks PCW, Pixeloom, Proweave, Weavelt, Weavemaker, WeavePoint and Winweef. The weaving software must include a module for controlling Louët-Dobby. Usually this is an option that you need to purchase extra from the software vendor. For installing and using the weaving software, follow the instructions of your software. Consult the websites of listed software makers to learn more about the possibilities of the weaving software.

For this kind of connection, you have to install drivers to create a virtual COM port using USB. These drivers regulate the communication between the devices. This installation normally runs automatically with today's computers, when you first connect the Dobby 2 to the PC. If the driver installation does not run automatically the drivers can also be installed manually (page 22). The included USB stick contains drivers for Apple Mac OSX and for Windows 8.0 and 10. Older Windows versions are not supported.

The built-in dobbie web interface software is ignored after the dobbie is connected to the PC by USB connection. The text will appear on the display "PC CONNECTED".

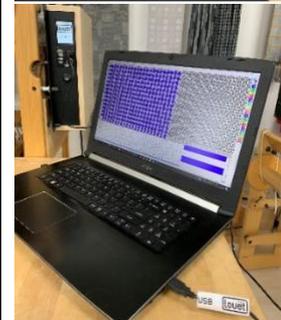
When using weaving software, the connection between the computer and the Dobby 2 must be made with the **USB A-B cable**. This type of cable is also used with printers. They are recognizable by a square plug on one side (it goes into the Dobby 2 PC input) and a flat USB connector (it plugs into the computers' USB input).

			
<p>The included USB stick contains the software drivers. Don't use this stick to store your weaving drafts, but store it with your hardware and dobbie installation guides. When you have lost this stick, you can also download the drivers from the Louët website.</p>	 <p>USB stick with drivers</p>		
<p>For connecting the Dobby 2 to the computer, use the USB A-B cable included with the Dobby 2</p>	<p>Don't use an USB A-A cable (included with old dobbie 1.0)</p> 		<p>Dobby 2 USB A-B cable included with Dobby 2</p> 
<p>Use the square PC USB port (d) to connect the dobbie A-B cable to the dobbie</p>			

## Connecting dobby with PC with weaving software

If the Dobby 2 with the USB A-B cable is connected to the computer and the computer is on, the Louët built-in web interface software is disabled and the communication will be made through the USB cable with the dobby interface provided by the weaving software on the computer.

1. Turn on the computer.
2. Connect the USB A-B cable to the Dobby 2 with the square plug in the PC input on the dobby.
3. Insert the flat plug of the USB cable into the USB port on the computer.
4. Switch the on/off switch on the Dobby 2 to I (on).
5. On the dobby information screen you will first see the text "Please wait" and after about a minute this text will be replaced with "PC CONNECTED".
  - The installation of the drivers will in most cases automatically take place without you noticing. If this does not happen, the drivers must be installed manually. This is a one-time action per computer. (see "Manually installing drivers" below).
6. Start the weaving software on your computer and select a weaving pattern.
7. Activate software weaving function.
  - The method is different for each weaving software. See the instructions of the weaving software
  - It depends on the software if the emulated comport is automatically installed. If not, read the instructions the COM port settings on the next page



## Manually installing drivers Windows

This is only necessary if the drivers are not installed automatically when connecting the computer to the dobby. After making the USB connection between PC and the dobby (switched to on) the Windows operating will automatically start searching for the driver. If it is not automatically found, follow instructions below. Put the included USB stick in a free port on your computer.



USB stick with drivers

Depending on the language, settings and version of the operating system on the computer, the instructions below may differ slightly. Ask for help from someone who has experience with computer installations.

### Manually installing Windows USB COM drivers

1. Cancel the driver searching and run the manual installation
2. Click on "Start"
3. Click on "Windows control panel"
4. Click on "System"
5. Click on "Hardware and sound"
6. Click "Device manager" → "Unknown device"
7. There will be an exclamation mark at "Weave ctr"
8. Right click on "Weave ctr"
9. Click "Update driver software"
10. Click the last option "Browse my computer for driver software" and browse to the USB stick
11. Click "Next" and the driver will be installed
12. When the driver has been installed, you will see a new unknown device at "Device manager" - "USB Serial Port". Follow the steps above again for installing the driver.
13. You are now ready to use the doobby with third party weaving software.

### COM port settings

The weaving software that is currently on the market uses a so-called virtual serial COM port to communicate with the Dobby 2. Each comport has a number. Some weaving programs allow you to select the doobby USB serial port. Sometimes it is necessary to check the "Device Manager" of your operating system for seeing which COM port number is assigned to the weave control.

#### Finding the COM port number

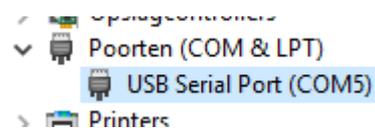
1. Go to the Windows Control Panel → Hardware → Device manager.
2. Double-click on "Ports (Com & LPT)"
3. You will find the number of the COM port listed on "USB Serial Port"
4. This number has to be entered or selected in the doobby configuration part of the weaving software.
  - You will find instructions in the manual of the weaving software.

#### Changing the COM port

If the COM port number is in use or if it is too high a number to be used in the weaving software. In that case you have to the COM port number.

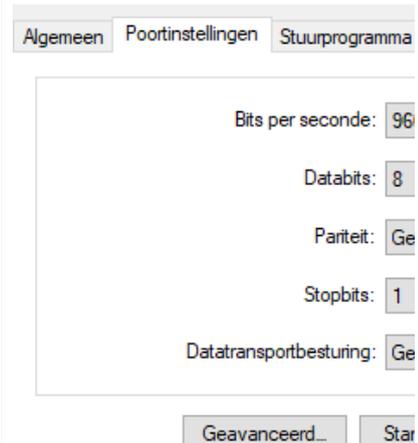
1. Go the same way as described to the Control Panel → Hardware → Device manager.
2. Double click on "USB Serial Port"
3. Click the tab "Port Settings"
4. Click Advanced
  - Select a COM port that is usable in the weaving program and click OK

Finding the COM port nr in Windows device manager



Changing the COM port in Windows device manager

Eigenschappen van USB Serial Port (COM5)



# Trouble shooting

## The Dobby 2 cannot connect to the home network

This problem can have several causes:

- The network name and password are not entered correctly. Double check network name and password watch for caps, especially as some devices auto-capitalize the first character.
- The network name and password are incorrect. Check if the name and password are the right ones for the network you want to join. Mind upper and lower case in network name and password
- The wireless signal is not strong enough. If the Dobby 2 is close to the edge of the wireless zone, the signal may be too weak to be able to properly connect to it. Detach the Dobby 2 and place it near the access point; then repeat the procedure Connecting Dobby 2 to your home network on page 17.

## There is no IP address visible in the status screen.

The doobby may be previously paired with a network which it can find no longer. This could be due to a weak access point signal or the doobby has been moved to another room or house. Perform a “factory reset” (see page 12).

## The Dobby 2 does not react to a command of the computer

Check the next items:

### Time-out

There is an automatic time-out function built into the Dobby 2. This limits the time that the solenoids can be activated. If this time-out occurs, just activate the Dobby 2 again in your weaving software or press the treadle. The solenoids will reactivate as soon as the switch block passes along the upper sensor.

### Check USB cable connection and setting

If the solenoids do not activate, there is no communication between the computer and the Dobby 2. Check if the USB cable is connected properly. If you are using weaving software, check the doobby settings in the weaving software. Close and open the weaving software and reconnect if necessary.

If you are using the USB cable connection check reset the computer. If it is still not solved, check the windows COM port settings as described in the section COM port on page 22

Try another USB A-B cable to verify if the cable is not faulty. This cable type is also used for connecting printers.

### Run the self-test

Pressing the small black button between the two USB connectors engages the self-test. The Dobby 2 will cycle through all 16 or 32 solenoids, and then it will repeat. With a 16 shaft Megado there will be a time lag before it repeats the process. This test shows the circuit board is working properly. You can stop the self-test by pressing the test button again.

### **Determine whether the Dobby 2 communicates with the computer**

With the Dobby 2 taken off the loom, switch on the power, select a pattern in the weaving software or doobby web interface. Hold a metal part like a screwdriver against the plastic top of the top sensor switch. The first “pick” should activate the related solenoids. Slide the screwdriver down to the bottom sensor. You should see all solenoids be deactivated. Slide the screwdriver back to the top sensor, where the next pick will activate. This mimics the action of the sensor block on the loom. The top sensor selects the next pick. The bottom sensor deactivates the solenoids.

If the solenoids activate according to the signals of the computer, while manipulating the screwdriver, the problem is the location of the switch block on the knife.

Solution: you need to re-adjust the location of the switch block a bit on the knife or you can adjust the position of the knife bar itself (see the loom instruction manual).

### **There are irregularities in advancing to the next pick**

Probable cause: misalignment of the switch block.

You will need to re-adjust the location of the switch block a bit on the knife or you can adjust the position of the knife bar (see adjusting the knife bar in the loom instruction manual).

### **The solenoids don't seem to have enough power**

The Dobby 2 could be too close or too far away from the loom. The solenoids produce the most power when completely extended. Check the movement of the doobby bars while a solenoid is activated.

Use the test button for this, located between the two USB connectors. Press the button for at least one second to activate the test mode. If you get the feeling that the doobby bars are extended all the way but fall back a little after the initial burst, the solenoids are too close to the loom. Release the knurled nuts of the doobby mount a little.

If the bars move properly but the knife does not catch the screws of the doobby bars, unscrew the screw heads that protrude at the inside of the doobby hooks half a turn. Otherwise, remove a washer from the doobby mount assembly at both sides. This will position the box closer to the doobby hooks.

## **Warranty and contact**

Louët has a standard warranty of two years for the electronic Dobby 2. If you still have a problem after reading this section, please contact your dealer or Louët directly.

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