



1992

by
INFOWOOD TECHNOLOGIES



Kitchen Design Tutorial



DESIGN
YOUR

KITCHEN
BATHROOM
CLOSET
CHILDROOM
&
GENERAL
FURNITURE

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Before you start

In this tutorial you can see how to design a kitchen using 1992 Version 13, how to configure the final appearance, how to place lights and how to print the project.

The principle of "1992 Version 13" is the simplicity and the ease of use. We hope that this "tour" can help you to explore and learn 1992 Version 13.

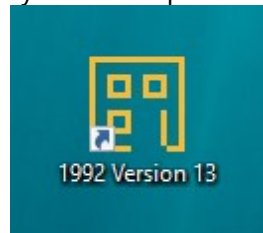
The image of kitchen



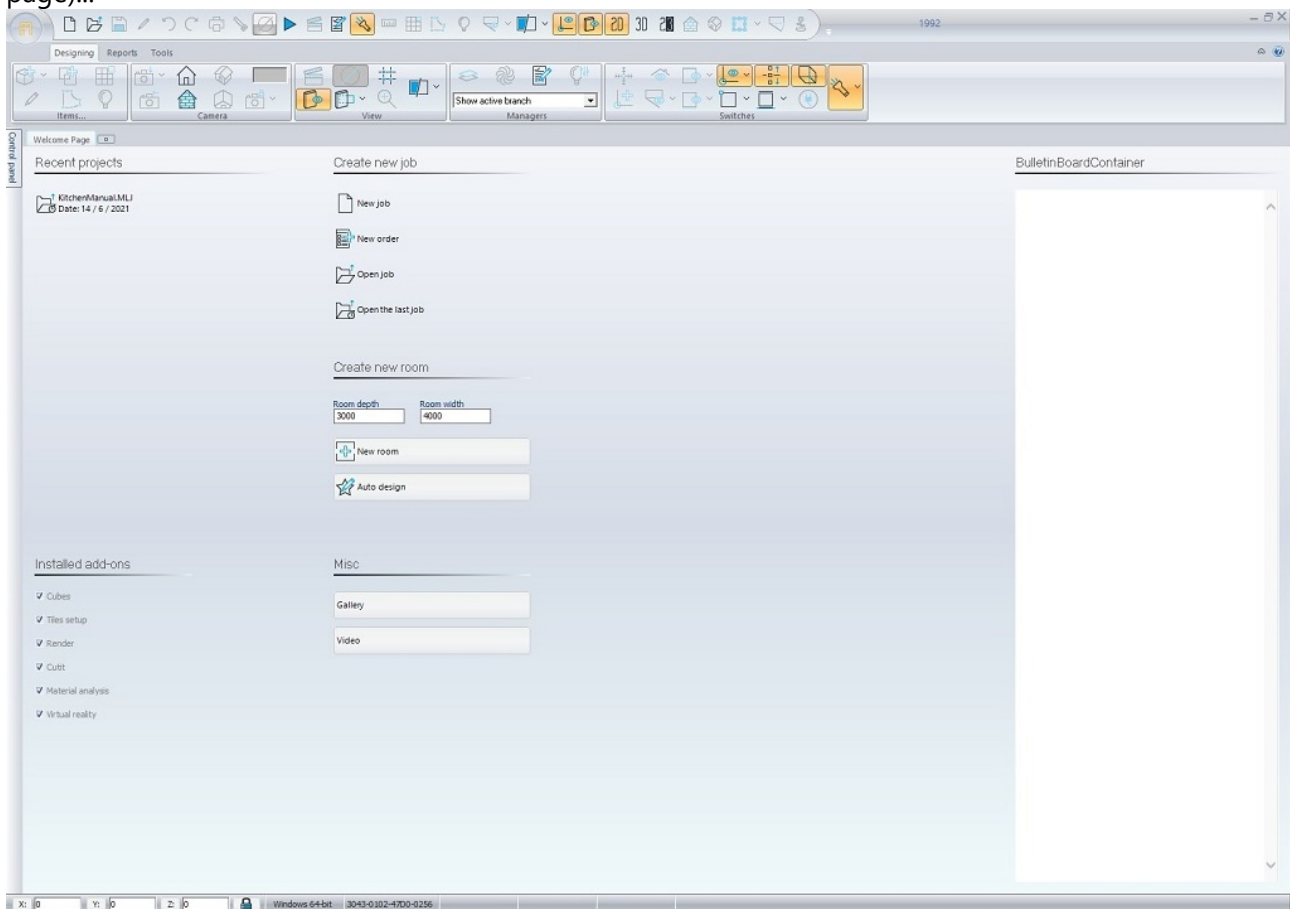
This is the kitchen that you will design in this tutorial.

Starting the program

When you install the program, you see on your desktop the following icon.











Pressing double left click in this icon, you will see the image below, the first page of program (Welcome page)...



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Command buttons

Below you will find the buttons that appear in the first page of program and an explanation of what you can do with each one.

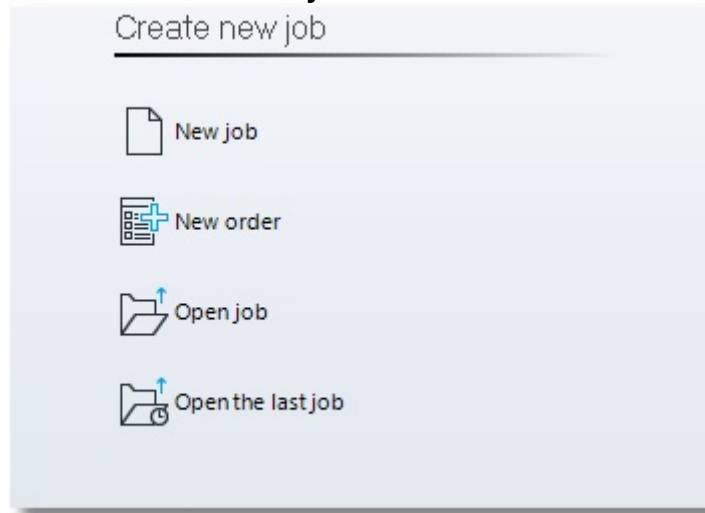
	<p>You can open and create a new job, giving the dimension of each wall separately.</p> <p>Note: the word "job" means the project which will be created.</p>
	<p>You can make a new order.</p> <p>Caution! If you select New order, you cannot see items in perspective or floorplan.</p>
	<p>You can open a saved project.</p>
	<p>You can open the last job which was working.</p> <p>Caution! The projects should be placed in the default working folder (folder Jobs)</p>
	<p>You can create a New room (the floorplan of room has square or rectangular shape, depending on the dimensions)</p> <p>By default the dimensions of New room are 3000 x 4000, you can change them and give the dimensions you want.</p> <p>Caution! All dimensions are in millimeters (mm).</p>
	<p>You can design fast and easy your kitchen.</p> <p>The program will create a floorplan with the dimensions of New room.</p> <p>Through Auto design, you can give basic information about the kitchen you want to design, for example where is located the connection of the sink, the power supplies for kitchen, for refrigerator etc. Then, choose the shape of kitchen, for example "Two walls in L shape" or "Three walls in U shape" etc, the program will give you some solutions for the kitchen, which is one or more...</p>
	<p>By clicking this button opens the window of Online help in which you can find Video on how to use it.</p> <p>Caution! In order to use this button, you should have access to Internet.</p> <p>Note: Generally, you can find our Video on Youtube, on you channel (Open Youtube and write Infowood Technologies)</p>
	<p>By clicking this button opens the folder Gallery, these images are rendered. This is by default the folder with the rendered images.</p>

Design floorplan

Create New project (job)

Starting the program you have the following choices, according to what you want to do.

- You will design a **New job**
- In this job, you can make walls.
- You should use the choice **Create new job**



- Press left click on the button **New job**



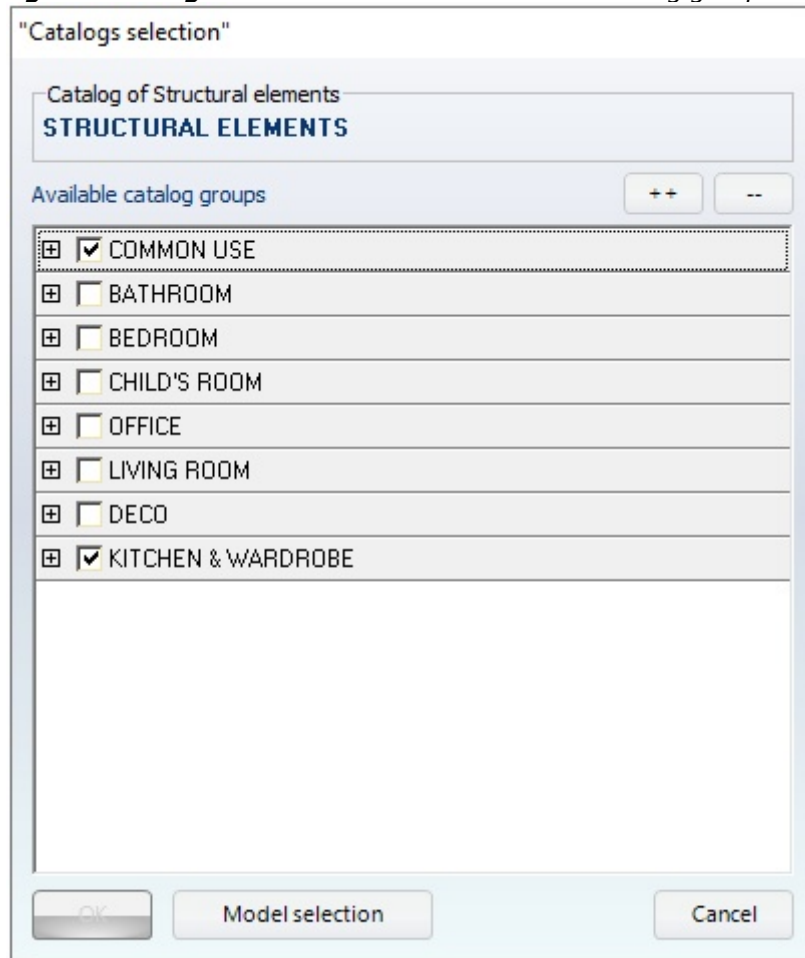
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The program will create new job.

Initially you see the window **"Catalogs selection"** with all the available catalogs⁽¹⁾ that are installed.

Choose the catalogs that you will use in your project⁽²⁾

⁽¹⁾ The word **"catalog"** or **"catalogs"** in "1992" means the available catalog groups with their items



Note:

If you choose the button **Cancel**, you start to design with the **default** catalogs.

If you want to choose all the available catalogs, please push the button above.



If you want to uncheck all the available catalogs, please push the button below.

Caution! The **"Catalog of Structural elements"** should be always the catalog **STRUCTURAL ELEMENTS**



⁽²⁾ To select more catalogs in an open project, you can see the procedure in Appendix, section 1.

- Press the button **Cancel** to start designing the floorplan.

Design walls

The mouse cursor will change to a pencil. Press the first left click to see the first wall and a control panel on the left side. ^{*(3)}

***(3) Note!** To change the position of **Control Panel**, you can see the procedure in Appendix, sector 2.

Suggestion! It is easier to design walls in **2D** and not in 3D.

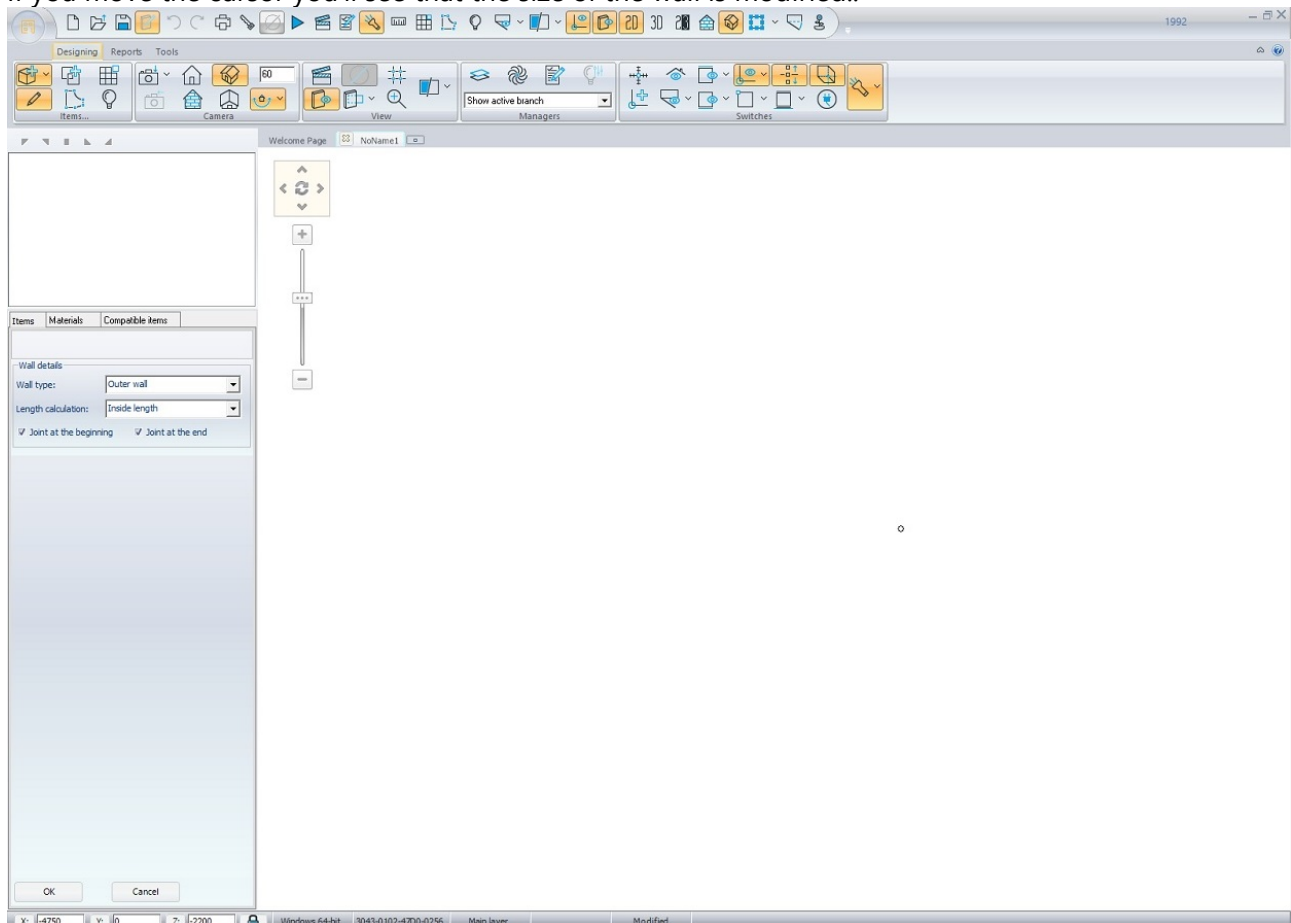
Before you start, make sure that you are in 2D or choose it from the toolbar...



Caution! DO NOT hold pressing the left button. It needs just a click to start designing walls..

- Start designing walls from **left bottom** and according to the direction of clockwise (the walls are automatically numbered and identified by ascending order for example. Wall 1 Wall 2 Wall 3, etc.).

If you move the cursor you'll see that the size of the wall is modified..



- In **Wall dimensions** in the field "**Width**" write **8000** mm (like the image below) and press **Enter** or **OK** in Control Panel.

Wall dimensions		
Length: 1930	Depth: 120	Height: 2750
<input type="text" value="8000"/>	<input type="text"/>	<input type="text"/>
Height2: 2750	Align.: 0	
<input type="text"/>	<input type="text"/>	

The first wall with length 8m is ready..

- For the second wall, in the field "**Width**" write **5500**mm and press **Enter**.

Wall dimensions		
Length: 0	Depth: 120	Height: 2750
<input type="text" value="5500"/>	<input type="text"/>	<input type="text"/>
Height2: 2750	Align.: 0	
<input type="text"/>	<input type="text"/>	

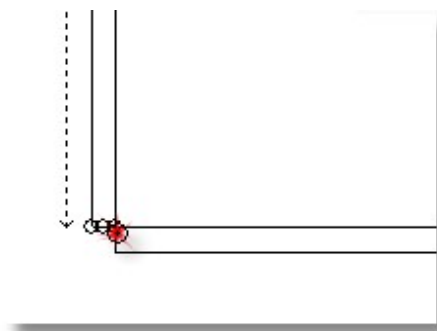
And the second wall with length 5,5m is ready.

- For the third wall, in the field "**Width**" write **8000** mm and press **Enter**.

Wall dimensions		
Length: 1930	Depth: 120	Height: 2750
<input type="text" value="8000"/>	<input type="text"/>	<input type="text"/>
Height2: 2750	Align.: 0	
<input type="text"/>	<input type="text"/>	

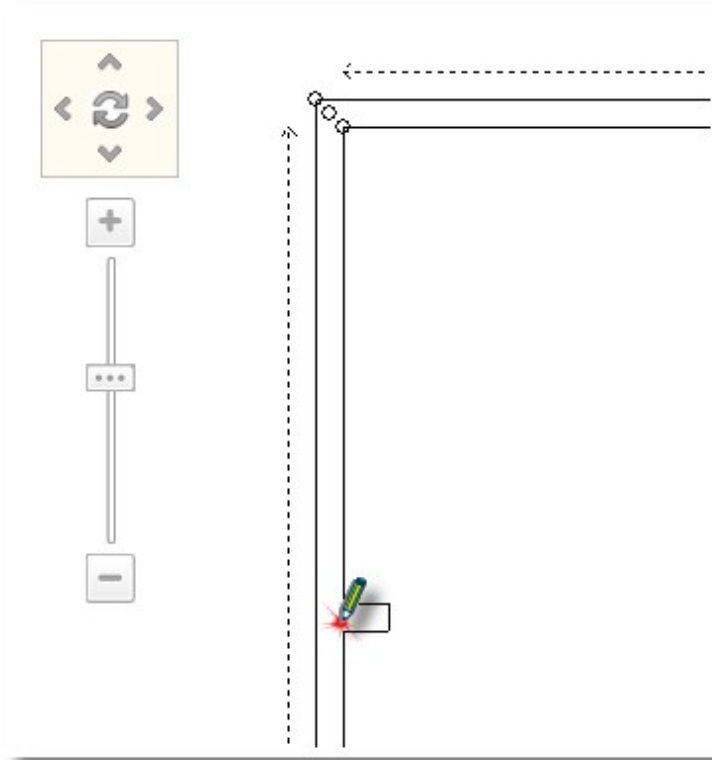
And the third wall with length 8 m is ready.

- To complete the design of wall you should make the connection of walls. When you design the last wall (**Wall 4**) to the left, press right click on mouse (just one right click) and the wall is designed free. Then press a left click in the inner point of the first wall and the join is made automatically. The angles are automatically calculated.



The cursor is still like a pencil..

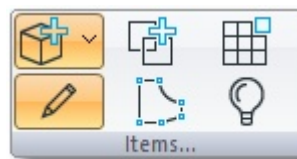
- Now you should design another wall, which will join to the Wall 1.
- Press left click on the Wall 1 and to the inner side of floorplan...



- The new wall starts and when you move the cursor, is moved over the wall 1
- This wall will be placed at 2300 mm from the right side of Wall 1. To do this, in **Control Panel**, is turned on the **Wall placement**. In the field "Right" write 2300 and press **Enter**.
- In **Control Panel**, in the field "**Width**" write **3700mm** and press **Enter**.

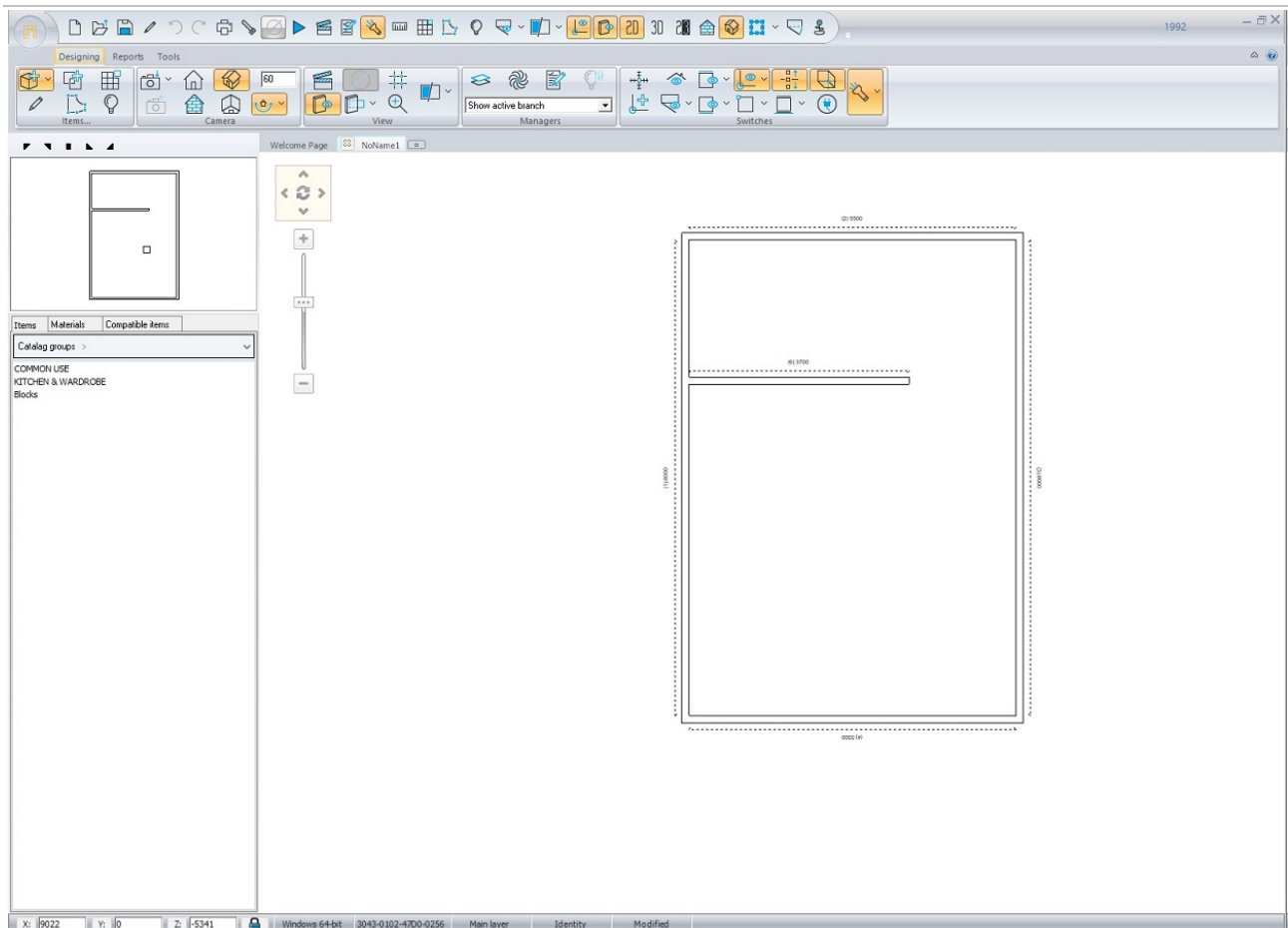
Wall dimensions		
Length: 530	Depth: 120	Height: 2750
<input type="text" value="3700"/>	<input type="text"/>	<input type="text"/>
Height2: 2750	Align.: 0	
<input type="text"/>	<input type="text"/>	

- To deactivate the wall extension press the button Escape (ESC) or the icon "Pencil" from the toolbar.



The walls of kitchen are ready now.

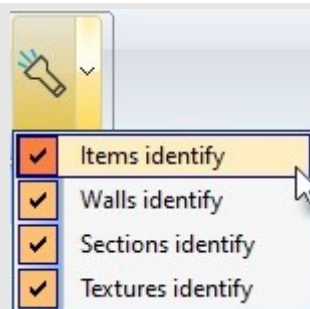
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Note: in this guide will often refer to “identify” items, walls or textures. In order to use the “identify” you should be **activated**² the icon below. You can find it at the “**Switches**” toolbar.

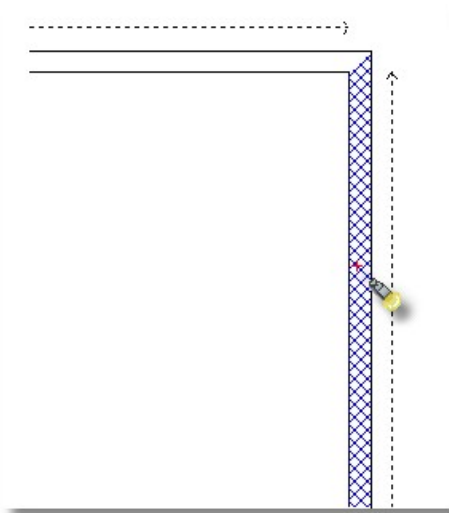
²: the command is activated when it appears in “dark background”.

You can click the arrow to see the choices below. It is recommended to check them all.



Now you will change the **Thickness** of external walls.

- Release the cursor over one of the external walls. The wall is recognized and has blue stripes...



Now, move "quickly" the cursor at the right side of the Control Panel...

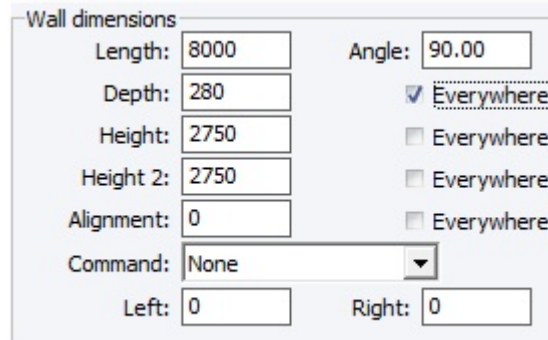
Here you can see all the characteristics of the selected wall... ..

The dialog box displays the following settings for 'Wall 3':

- Design proposal 1** (selected)
- ☒ **Apply model everywhere**
- Room dimensions:** Room depth: 0, Room width: 0
- Wall dimensions:**
 - Length: 8000, Angle: 90.00
 - Depth: 120, ☐ Everywhere
 - Height: 2750, ☐ Everywhere
 - Height 2: 2750, ☐ Everywhere
 - Alignment: 0, ☐ Everywhere
 - Command: None
 - Left: 0, Right: 0
- Tiles dimensions:**
 - Length: 8000, Left: 0
 - Height: 560, ☐ Everywhere
 - Down: 860, ☐ Everywhere
- Options:**
 - ☐ Show tiles, ☐ Everywhere
 - ☐ Use "Tile dimensions", ☐ Everywhere
 - ☐ Hide text, ☐ Everywhere
 - ☐ Show ceiling, ☐ Everywhere
 - ☐ Invisible wall, ☐ Everywhere
- Wall texture and color:**
 - Filling: [Color swatch], ☐ Everywhere
 - Outline: [Color swatch], ☐ Everywhere

Buttons at the bottom: OK, Cancel

- In **"Wall dimensions"** press in the field **"Depth"** and when is **"blue"** write **"280"**. Check the choice **"Everywhere"** to change the Depth of all walls with one move.



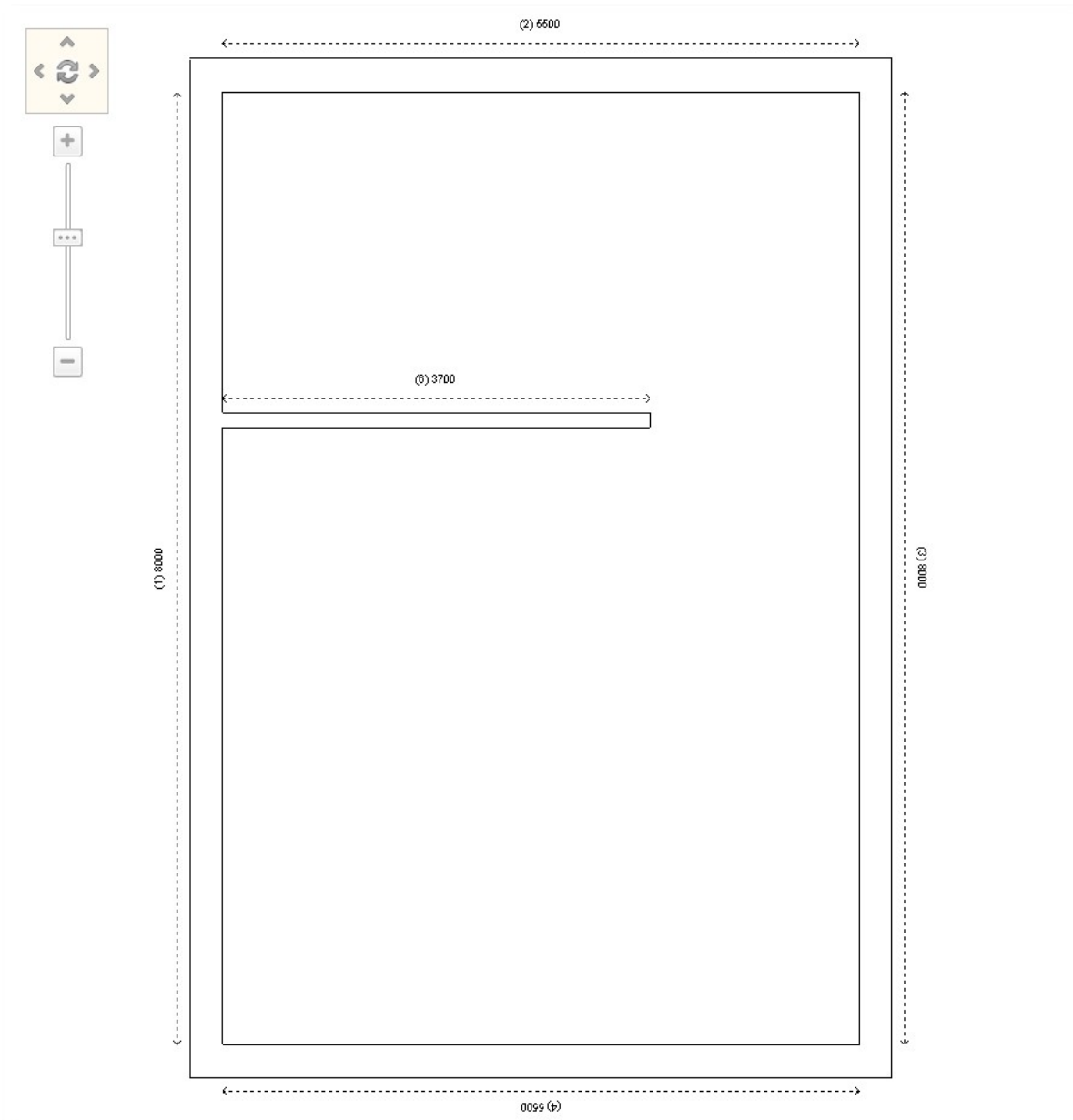
Wall dimensions

Length:	8000	Angle:	90.00
Depth:	280	<input checked="" type="checkbox"/> Everywhere	
Height:	2750	<input type="checkbox"/> Everywhere	
Height 2:	2750	<input type="checkbox"/> Everywhere	
Alignment:	0	<input type="checkbox"/> Everywhere	
Command:	None		
Left:	0	Right:	0

- Press **Enter** or **OK** from the Control Panel

OK

The thickness of walls are changed and the floorplan is as the picture above...



- Make the same procedure for the height of all walls. Choose wall, go to the Control Panel in the fields "**Height**" και "**Height2**" write **3200**. Check the choice **Everywhere** and press **Enter** or **OK**

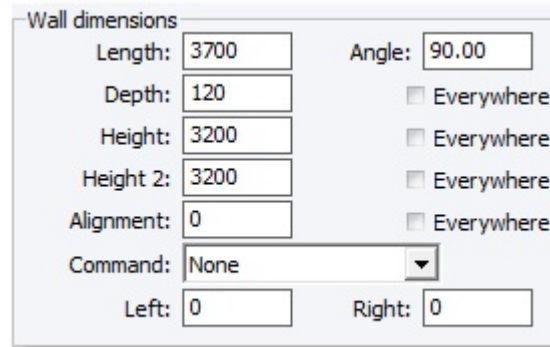
Wall dimensions

Length:	8000	Angle:	90.00
Depth:	280	<input type="checkbox"/> Everywhere	
Height:	3200	<input checked="" type="checkbox"/> Everywhere	
Height 2:	3200	<input checked="" type="checkbox"/> Everywhere	
Alignment:	0	<input type="checkbox"/> Everywhere	
Command:	None		
Left:	0	Right:	0

Note: This process changes the Height of wall that is designed in a row. So, in this floorplan will change all the external walls.

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In order to change the height of inner wall, choose it and then release the cursor over it and change the **"Height"** και **"Height2"** in 3200mm.



A dialog box titled "Wall dimensions" with the following fields and options:

Length:	3700	Angle:	90.00
Depth:	120	<input type="checkbox"/> Everywhere	
Height:	3200	<input type="checkbox"/> Everywhere	
Height 2:	3200	<input type="checkbox"/> Everywhere	
Alignment:	0	<input type="checkbox"/> Everywhere	
Command:	None ▼		
Left:	0	Right:	0

Note: You do not have to check the choice Everywhere because it is the only inner wall.

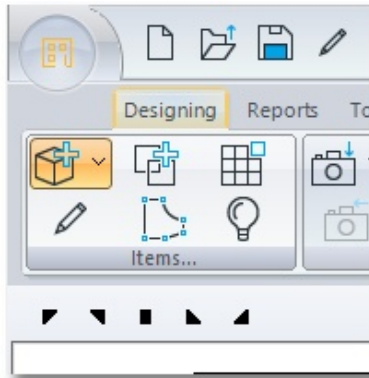
Caution! Change both fields: "Height" και "Height 2", to have the same height everywhere.

In case you should design walls with different height for example for an attic, you should change the fields "Height" και "Height 2" for each wall..

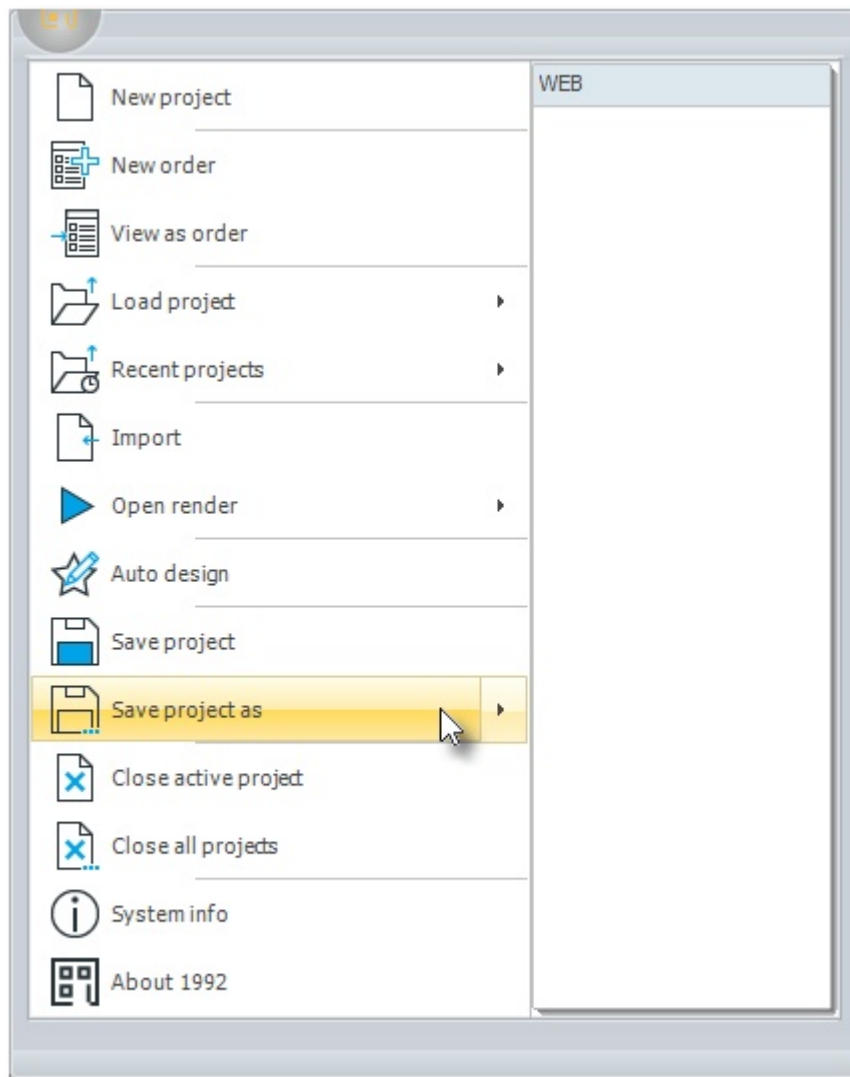
Save project

If you have designed the walls , you should save the project:

- From the main menu...

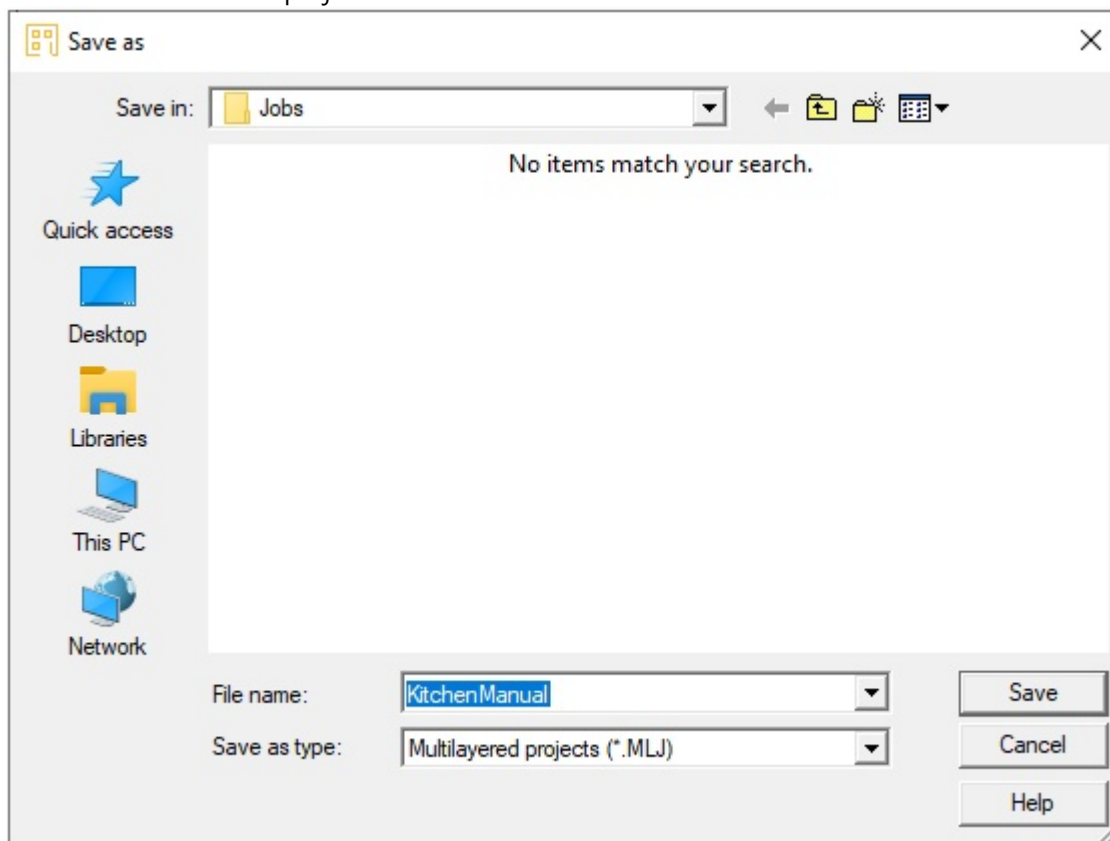


- ...choose **Save projects as...**



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- Give the name of the project in the field "**File name**" and click to **Save**



Summary

Now, you can:

- Start a new project.
- Choose a catalog or catalogs.
- Design walls.
- Save project.

Place common use in project

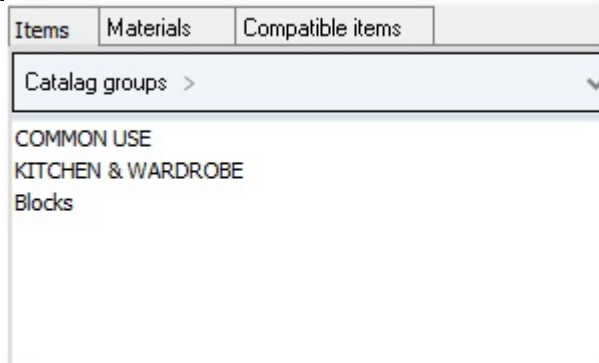
Note: The model (color) of all items that you will place, maybe is different from what you see below the pictures. Place the items and in the next section you will change the model in all catalogs. .

Place Doors/Windows

PLACE BALCONY DOOR

You are going to place three balcony doors in the kitchen:

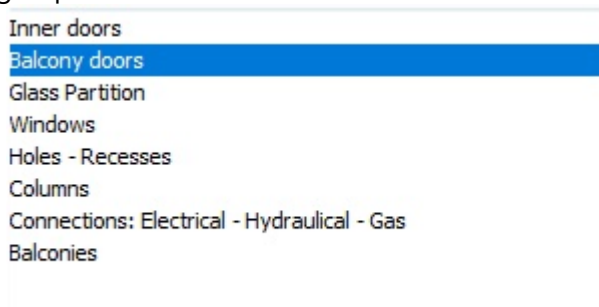
- In Control Panel you can see the catalogs groups that you selected when you start the project
- Press left click on group **"COMMON USE"**



The group is opened and you can see the contents of it...



- Press left click on group **"STRUCTURAL ELEMENTS"** to see the contents of it...



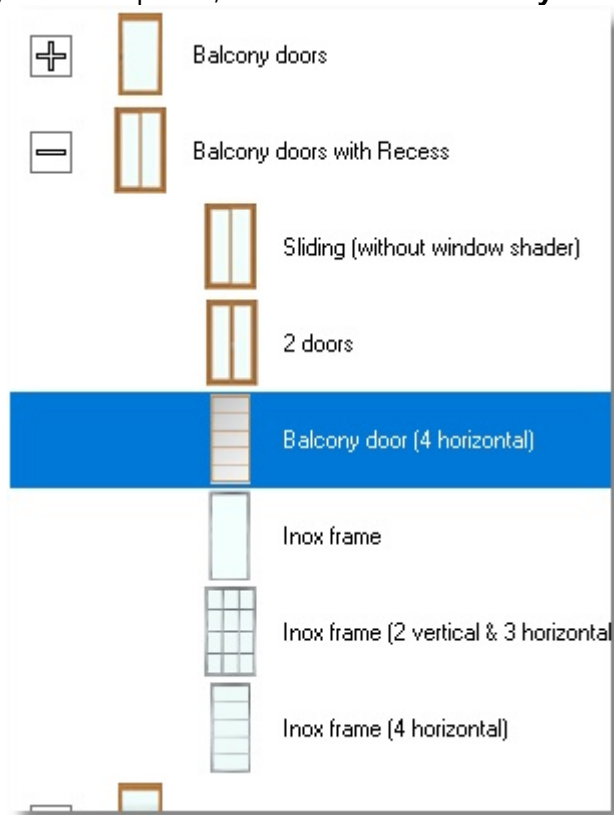
- Press left click on group **"Balcony doors"** ...



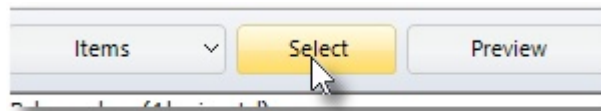
- Open the category "**Balcony doors with recess**" by clicking on the icon below...



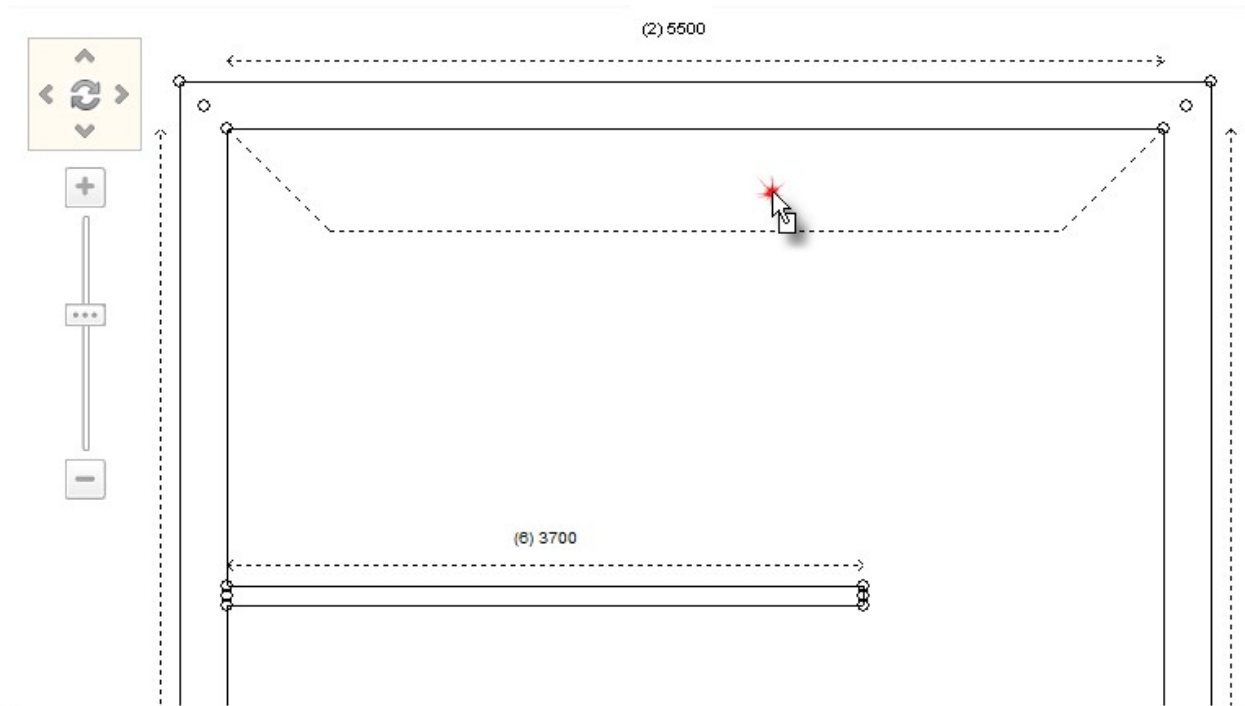
- The group balcony doors is opened, choose the door "**Balcony doors 4 horizontal**"...



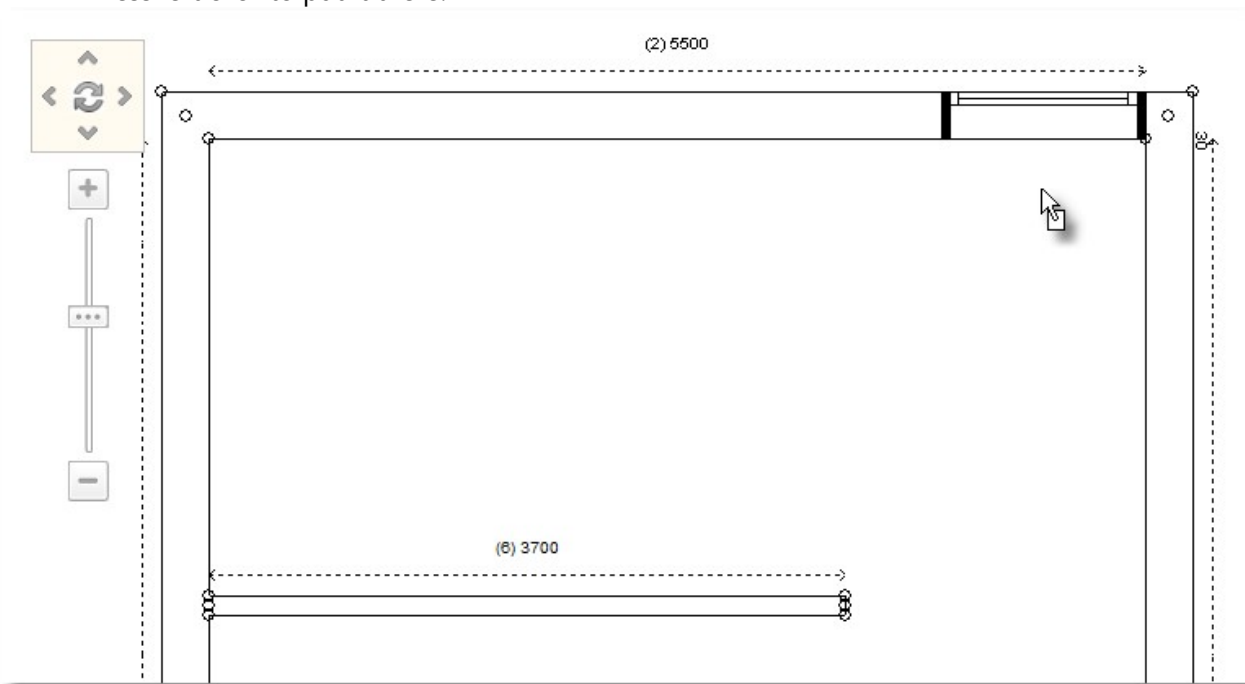
- Press the button **Select** as you see below...



- Put the cursor in front of **wall 2**, which you will place the balcony door and press left click (**you should click among the dotted lines and not on the wall**).

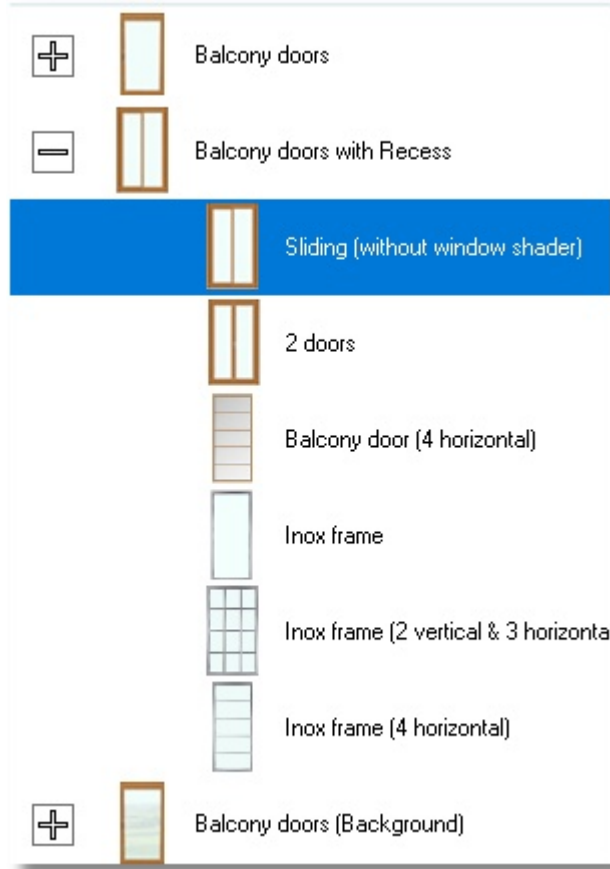


- Move the cursor to the right in order to place the balcony door in the corner of wall 2 and 3. Press left click to put it there.



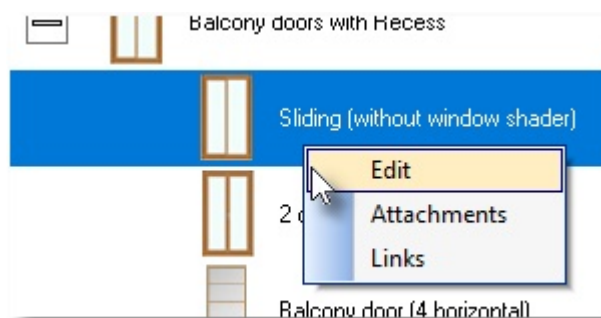
Edit dimension before place

- From Balcony doors with recess **"Sliding (without window shader)"**...

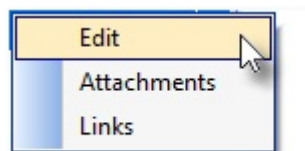


You will edit the Width of balcony before you place it

- Press **Right click** on the selected item...



- With left click choose **"Edit"**



- You will see the window **"Item edit"**
- In the field **"Width"** write 3000, in **"Height"** 2700 and press Enter...

Item edit

General

Catalog: STRUCTURAL ELEMENTS

Category: Base units

Program code: 112020001 Floorplan code: Sliding (without window)

Manufacturer code: Numeration code: 0

Description: Sliding balcony door (without window shader)

Comments:

Options

☐ Title ☐ Frame ☐ Decorative ☐ Reports ☒ Bath item

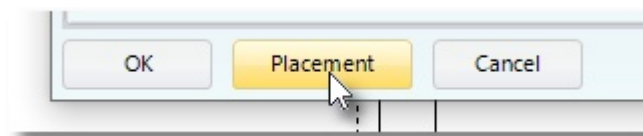
Dimensions Specifications Prices

Quantity:	1.00	Units:	By Pieces	Florplan shape:	679473
Width:	3000	Plinth height:	-1	Box shape:	679485
Width2:	0	Door width:	0	Door shape 1:	0
Height:	2700	Num of doors:	0	Door shape 2:	0
Height2:	0	Reduction:	0	Door shape 3:	0
Depth:	0	In / Out:	0	Door shape 4:	0
Depth2:	0	Alignment:	0	Door shape 5:	0
Extra:	0	Horiz. Alignment:	DC	Door shape 6:	0
Extra2:	0	Vert. Alignment:	DC	Door shape 7:	0
Worktop height:	-1	Back alignment:	DC	Door shape 8:	0
				Door shape 9:	0

OK Placement Cancel Add on Geometry edit

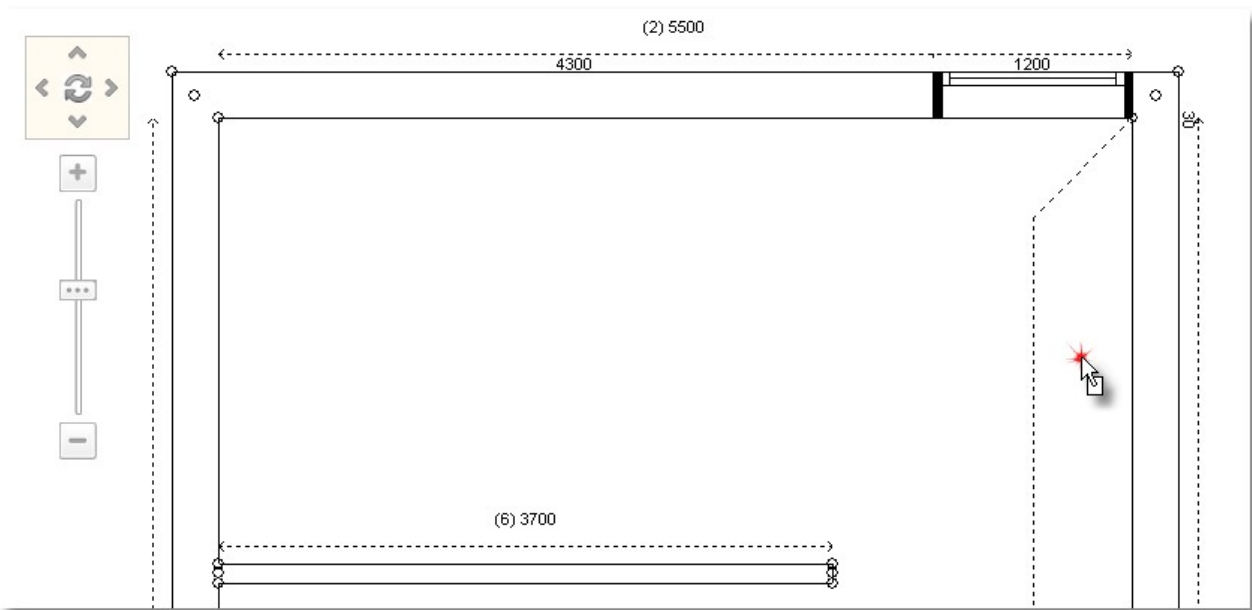
The button **"OK"** is activated now, which means that your edit is done.

- Now press the button **"Placement"** to put the balcony door...

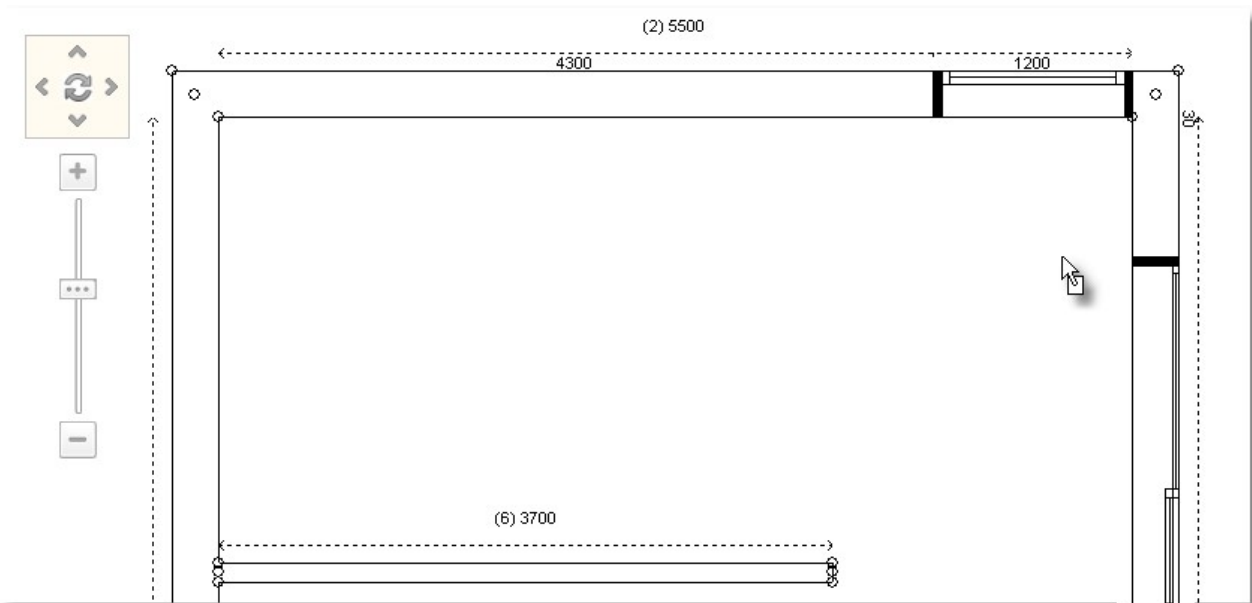


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- Put the cursor in front of **wall 3**, which you will place the balcony door and press left click (**you should click among the dotted lines and not on the wall**).



- As the item moves (the cursor looks like an arrow with square)....

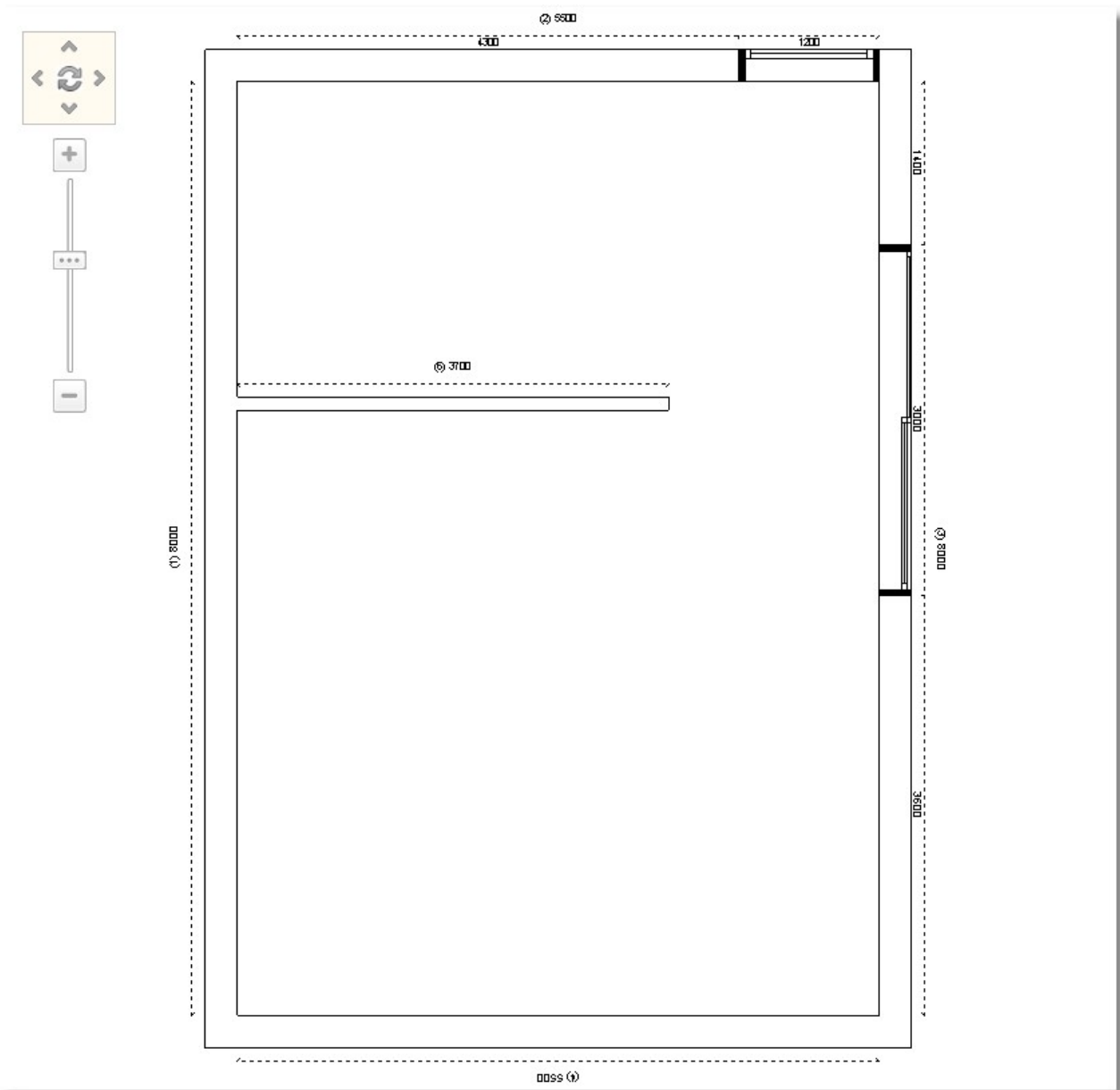


- ... move the cursor on Control Panel. In "**Item margins**" in the field "**Left**" write 1400mm.

Item margins	
Left: 2500	Right: 0
<input type="text" value="1400"/>	<input type="text"/>
Down: 0	Up: 2700
<input type="text"/>	<input type="text"/>

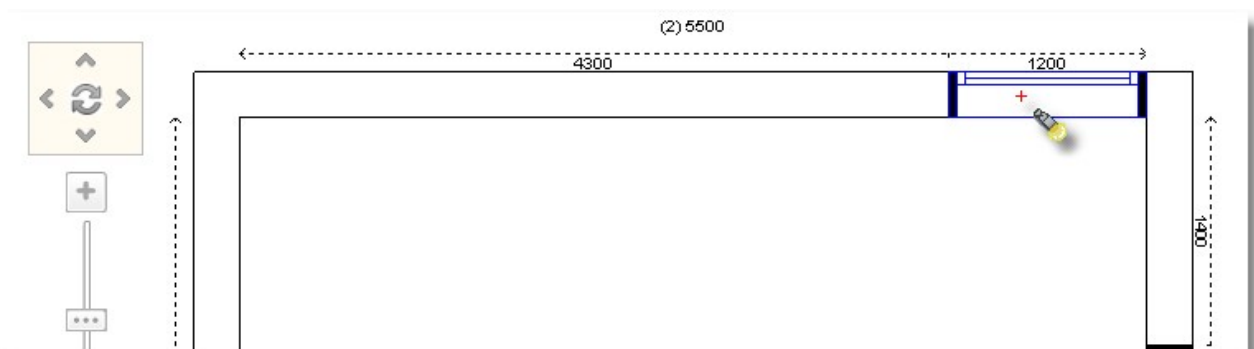
- Press **Enter** or **OK** in Control Panel

The balcony door is placed on the wall 3, at a distance of 1400mm from the right side of it.



The floorplan is as the image above...

Now you will change the dimension of first balcony door



- Leave the cursor on the balcony door of the wall 2

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The balcony door is recognized and it is showed with blue border
At the right side, in Control Panel you can see the item details

- Move the cursor on Control Panel. In “**Item dimensions**” in the field “**Width**” write 2000mm.

Items Materials Compatible items

(4) Balcony door (4 horizontal), Balcony door (4 horizontal)

Design proposal 1

☒ Apply model everywhere

Door type: (4) Balcony door (4 horizontal)

Item dimensions

Left: 4290	Right: 10
Back: 0	Front: 30
Down: 0	Up: 2700
Width: 1200	Width 2: 50
Door width: 0	Doors #: 0
Depth: 30	Depth 2: 40
Height: 2000	Height 2: 5
Extra: -280	Extra 2: 0
Worktop: 0	Plinth: 0
Reduction: 0	Angle: 0.00
Groove: 10.00	Back offset: 11
Qty: 1	

Comments

OK Cancel

- Press **Enter** or **OK** from Control Panel to complete the edit.

You will change this balcony door in order not have 4 horizontal...

- In "Item dimensions" in the field "Height 2" write "1" and press **Enter**.
- Now the balcony door is as the image below...

Door type:

Item dimensions

Left: <input type="text" value="3500"/>	Right: <input type="text" value="0"/>
Back: <input type="text" value="0"/>	Front: <input type="text" value="30"/>
Down: <input type="text" value="0"/>	Up: <input type="text" value="2000"/>
Width: <input type="text" value="2000"/>	Width 2: <input type="text" value="50"/>
Door width: <input type="text" value="0"/>	Doors #: <input type="text" value="0"/>
Depth: <input type="text" value="30"/>	Depth 2: <input type="text" value="40"/>
Height: <input type="text" value="2000"/>	Height 2: <input type="text" value="1"/>
Extra: <input type="text" value="-280"/>	Extra 2: <input type="text" value="0"/>
Worktop: <input type="text" value="0"/>	Plinth: <input type="text" value="0"/>
Reduction: <input type="text" value="0"/>	Angle: <input type="text" value="0.00"/>
Groove: <input type="text" value="10.00"/>	Back offset: <input type="text" value="11"/>
Qty: <input type="text" value="1"/>	

Comments

Control Panel Manager

Caution! In the window of Control Panel is showed

- Either catalog groups
- Either the details of item or wall (when a wall or an item is chosen).

Note: During the place of items, if you have recognized a wall or an item, you will push the button Cancel to go on catalog groups (see the second image below)

Control Panel: When you see items of catalog...

Αντικείμενα Υλικά Συμβατά αντικείμενα

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Τάβλες

01

02

Τάβλες με αποτάκια

Ράφια


Ειδικό

Αντικείμενα ▾ Επιλογή Προεπισκόπηση

Τάβλα βάθους 34

Μοντέλο: 1580

☒ Εφαρμογή του μοντέλου και στα παρελκόμενα




Control Panel: When the item is identified...

Items Materials Compatible items

Wall unit 120x48 depth 32, 2 doors

1581

☒ Apply model everywhere



Door type: ▾

Item dimensions

Left X:	-1730	Left Y:	2840
Right X:	-530	Right Y:	2840
Down:	2140	Up:	2620
Width:	1200	Width 2:	0
Door width:	600	Doors #:	2
Depth:	320	Depth 2:	0
Height:	480	Height 2:	0
Extra:	0	Extra 2:	0
Worktop:	0	Plinth:	0
Reduction:	0	Angle:	0.00
Groove:	8.00	Back offset:	20
Qty:	1		

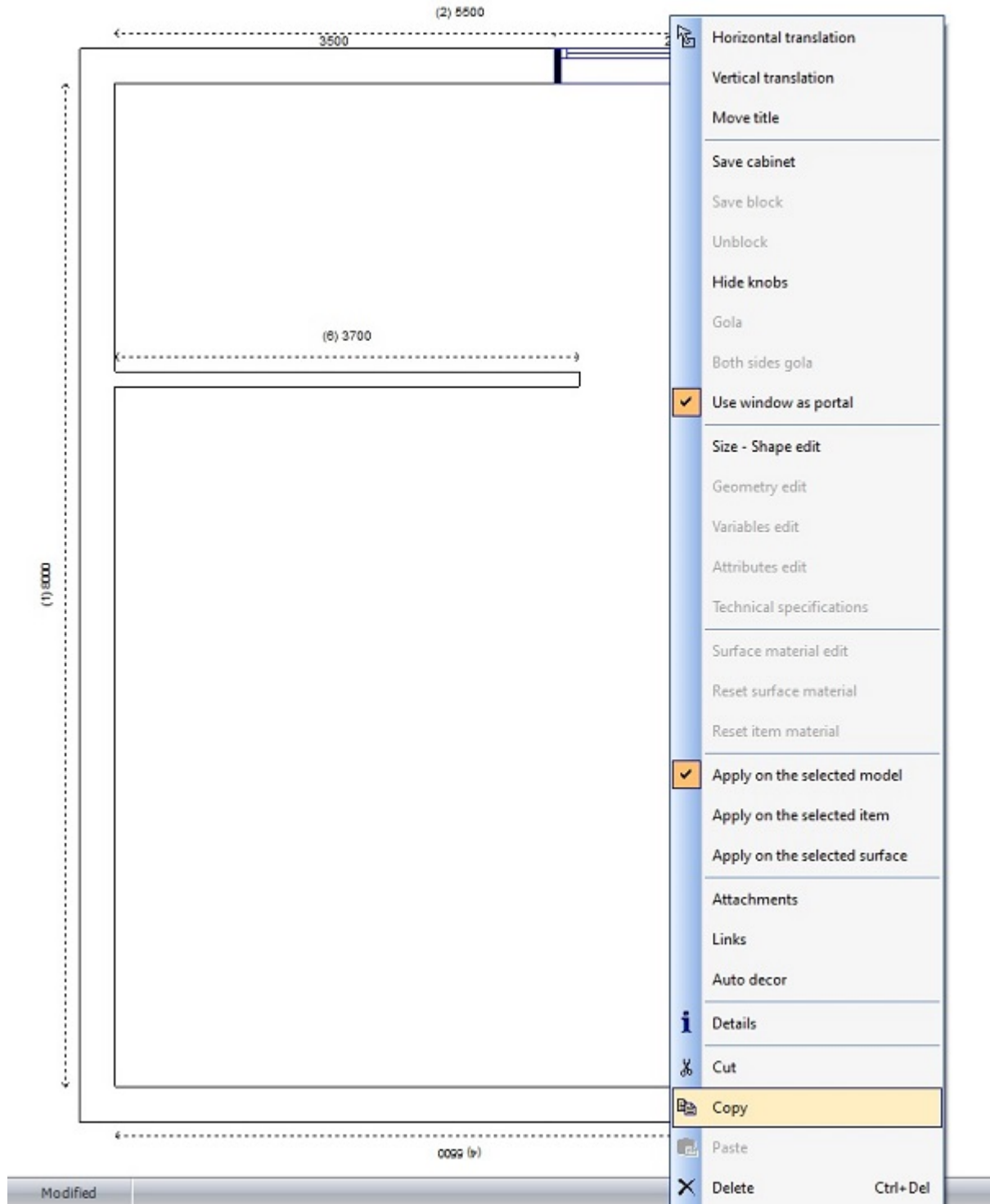
Comments

WD04.png

OK Cancel

Copy and paste item

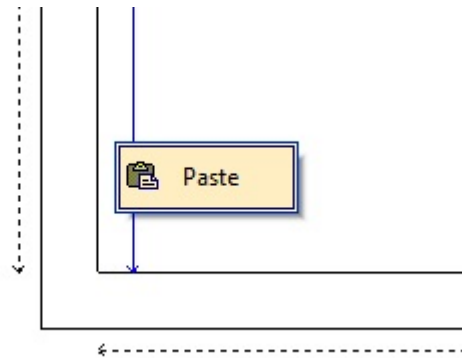
- Choose the balcony door you just edited and press **Right click**



- Then choose **Copy**

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- Next to Wall 1 press **Right click** and then **Paste**



- Place the balcony door at the Left, at a distance "0"

Item margins	
Left: 5500	Right: -2000
<input type="text" value="0"/>	<input type="text"/>
Down: 0	Up: 2000
<input type="text"/>	<input type="text"/>

- Edit the Width, write "1550"

Item dimensions	
Left: <input type="text" value="0"/>	Right: <input type="text" value="6450"/>
Back: <input type="text" value="0"/>	Front: <input type="text" value="30"/>
Down: <input type="text" value="0"/>	Up: <input type="text" value="2000"/>
Width: <input type="text" value="1550"/>	Width 2: <input type="text" value="50"/>
Door width: <input type="text" value="0"/>	Doors #: <input type="text" value="0"/>
Depth: <input type="text" value="30"/>	Depth 2: <input type="text" value="40"/>
Height: <input type="text" value="2000"/>	Height 2: <input type="text" value="1"/>
Extra: <input type="text" value="-280"/>	Extra 2: <input type="text" value="0"/>
Worktop: <input type="text" value="0"/>	Plinth: <input type="text" value="0"/>
Reduction: <input type="text" value="0"/>	Angle: <input type="text" value="90.00"/>
Groove: <input type="text" value="10.00"/>	Back offset: <input type="text" value="11"/>
Qty: <input type="text" value="1"/>	
Comments <input type="text"/>	

The placement of balcony doors is done.

PLACE WINDOW

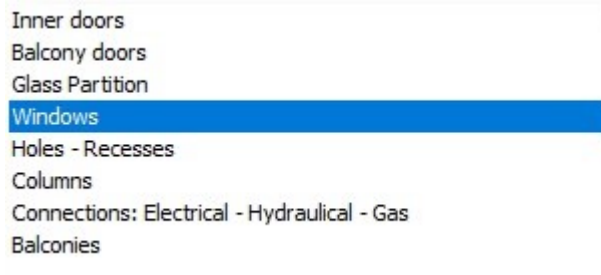
Now you will place a window.

Close the category of balcony doors and open windows ...

- In Control Panel press left click to the word "**STRUCTURAL ELEMENTS**"

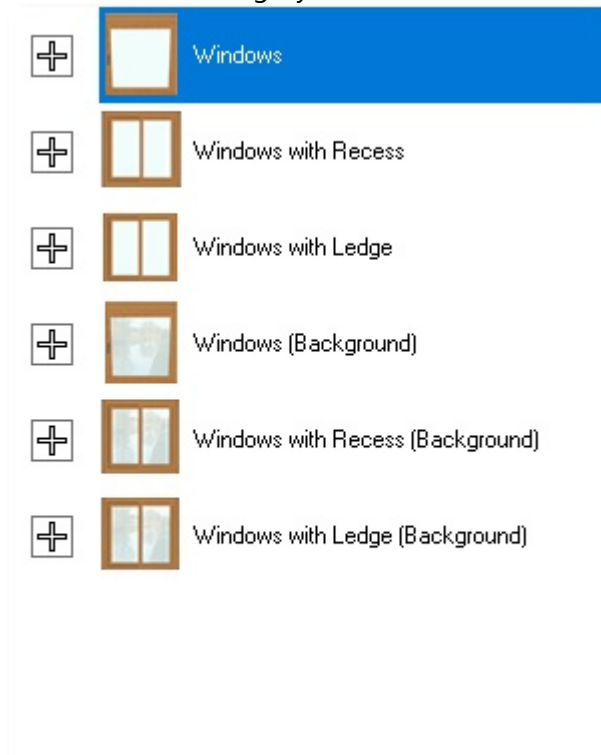


You see the Structural Elements categories



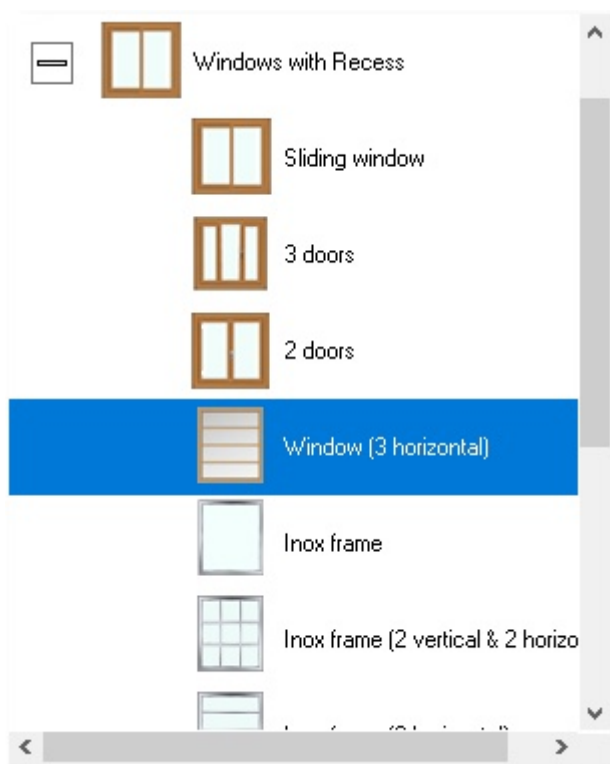
- Press left click to the word "**Windows**".

Here are the available choices of windows category



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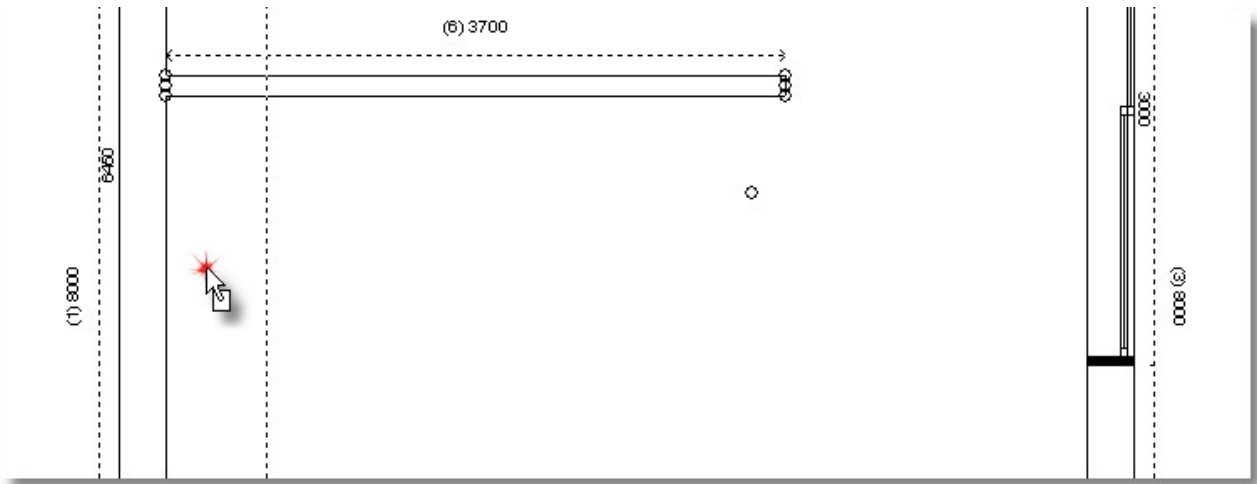
- Press left click to "+" in front of category "**Window with Recess**". Choose "**Window 3 horizontal**"



- Press the button **Select** as below...



- Place the cursor in front of the **wall 1**, which you will place the windows and press left click.



- ...move the cursor on Control Panel. In "**Items margins**" in the field "**Right**" write 2950mm and press Enter.

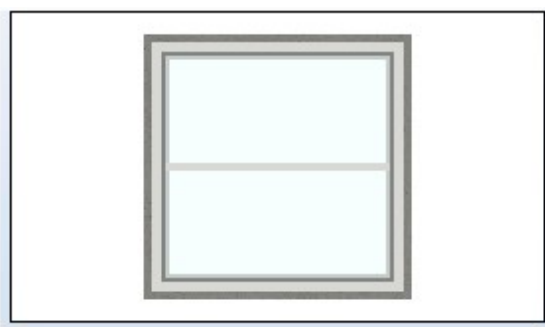
Item margins	
Left: 3080	Right: 3720
<input type="text"/>	<input type="text" value="2950"/>
Down: 950	Up: 2150
<input type="text"/>	<input type="text"/>

In this window you can edit the recess...

- Release the cursor over the window. The window is recognized and has blue stripes.
- Move the cursor on Control Panel. In "**Item dimensions**" in the field "**Height 2**" write "**2**" and press **Enter**.

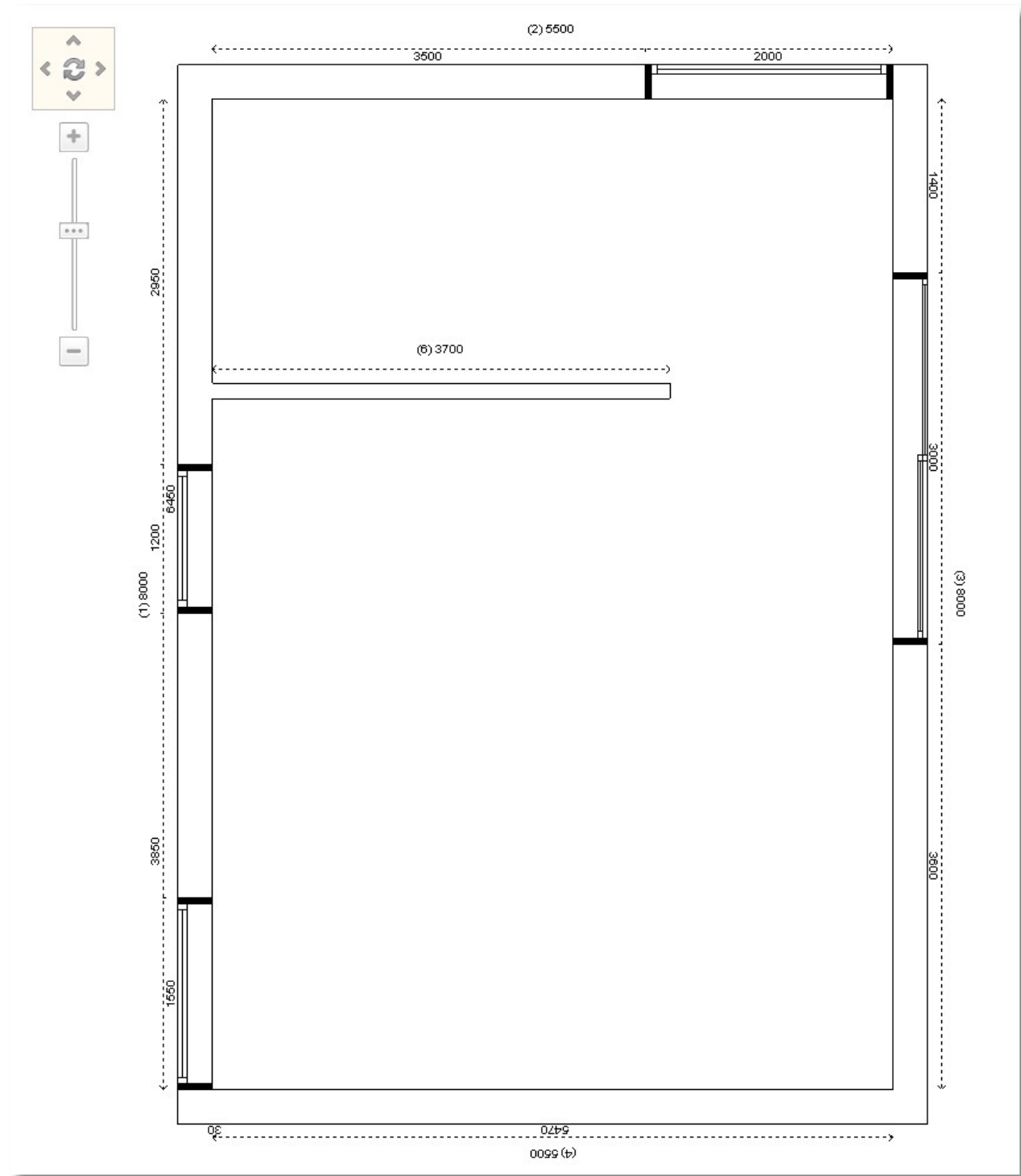
Depth: <input type="text" value="30"/>	Depth 2: <input type="text" value="40"/>
Height: <input type="text" value="1200"/>	Height 2: <input type="text" value="2"/>
Extra: <input type="text" value="-280"/>	Extra 2: <input type="text" value="0"/>

- The window is like the image below...



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The floorplan is like the image below:



- Now save your project by clicking the button **"Save"** from the first line of toolbar.



Note: another way to save the project is **"CTRL+S"** from the keyboard.

Summary

Now you can:

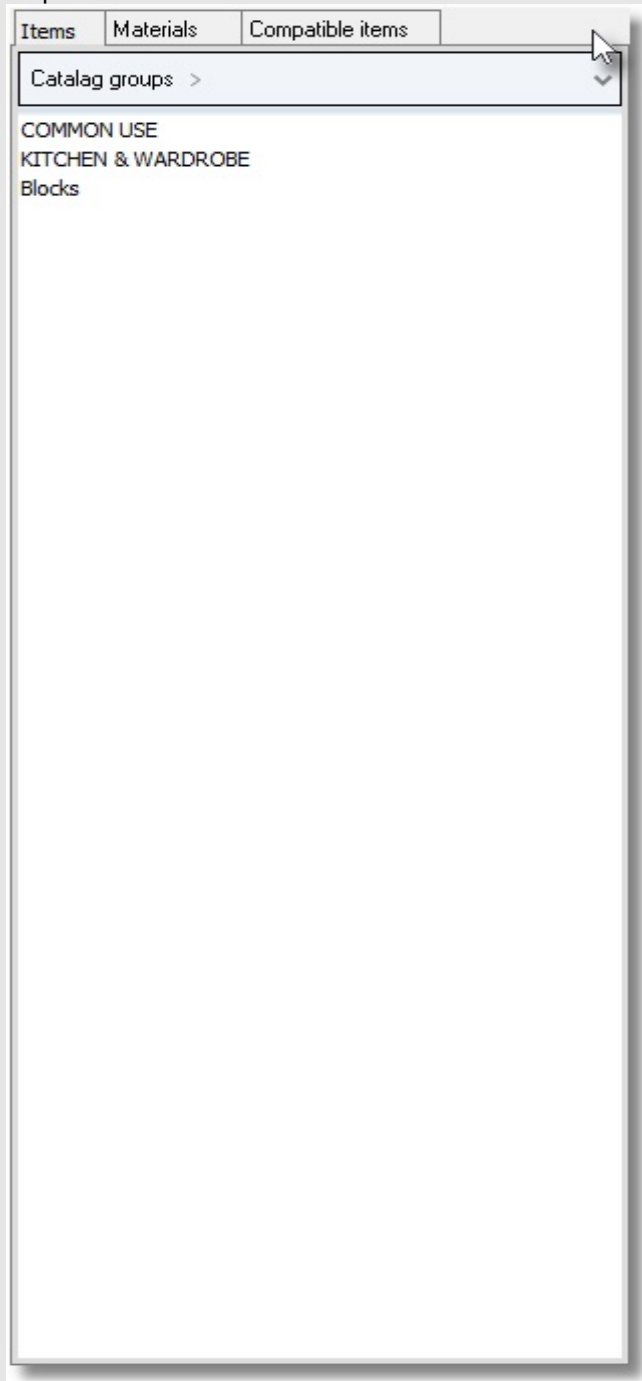
- Place common use in walls.
- Place items in particular position on the wall.
- Edit dimensions in structural elements before place.
- Edit dimensions in structural elements after place.
- Copy and paste structural elements.
- Save your project.

Place items

Place base and tall units

All items which are placed from now on, you should choose from tab **Items** of **Control Panel** on your desktop.

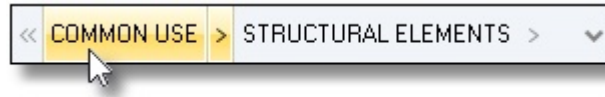
Note: The Control Panel consists of 3 tabs: Items, Materials Compatible items and it is situated from the left side on your desktop.



You can change the position of Control Panel and move it to the right side on your desktop. See details at **Appendix**, (section 1)

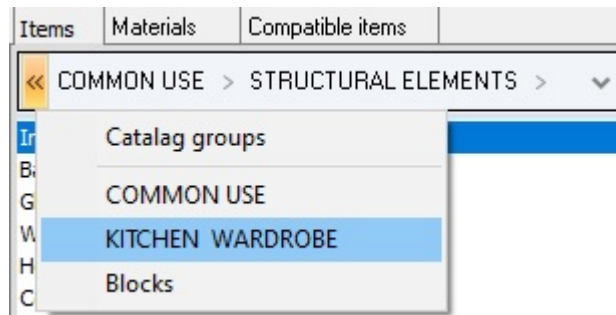
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At first you place base units on wall 1 and inner wall.



- In **Control Panel** press left click on the name of a group or a catalog, going backward until you find "**Catalog groups**" and then the group "**KITCHEN & WARDROBE**"

Note: another way is to press left click on the arrows and then choose the group "**KITCHEN & WARDROBE**"



It is showed the catalogs of the group "**KITCHEN & WARDROBE**"

UNITS
APPLIANCES
TABLES - CHAIRS
MECHANISMS - ACCESSORIES
WORKTOPS

- Press left click to "**UNITS**" to see the contents...

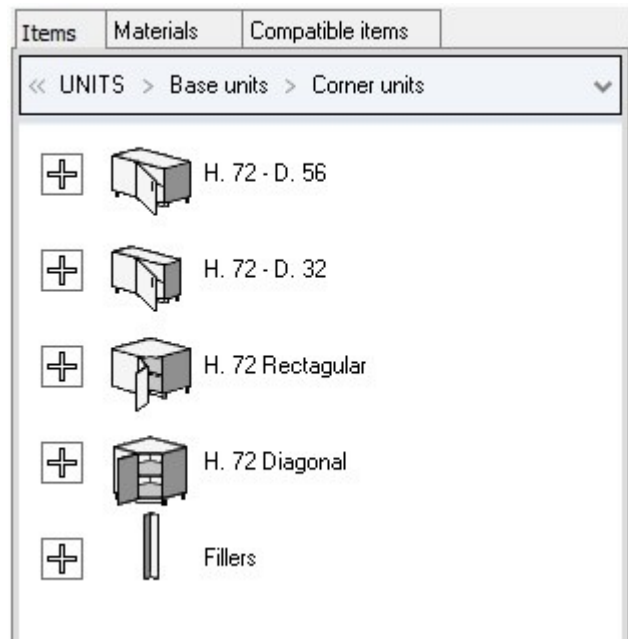
Base units
Hanged units
Mid-height base units
Tall units
Wall units
Wardrobes

- Press left click to "**Base units**" to see the contents..

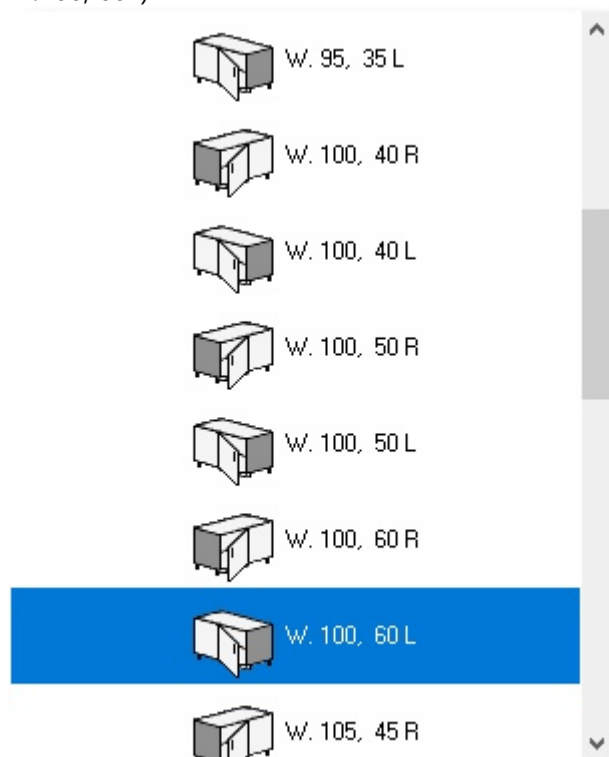
Door
Glass door
Door + Drawer
Door + Deep drawer
Drawers
Drawers + Deep drawers
Deep drawers
Corner units
Sink units
Ovens
Refrigerators
Dishwashers
Final
Bottle racks - Open shelves
Sides
Fillings
Encopassments
Wall paneling
Tables
Special construction unit
Door - Gola
Glass door - Gola
Drawers + Deep drawers - Gola
Deep drawers - Gola
Corner units - Gola
Sink units - Gola
Ovens - Gola
Refrigerators - Gola
Dishwashers - Gola
Sides - Gola
Fillings - Gola
Encopassments - Gola

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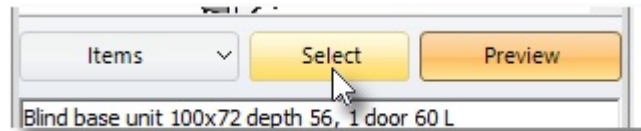
Open the group **"Corner units"** to see the contents...



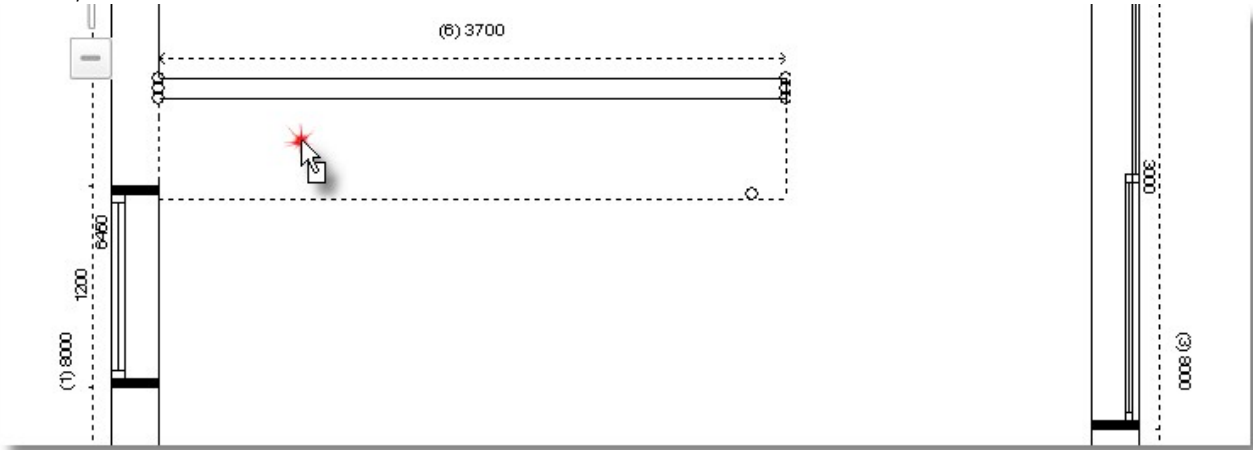
- Open the first group Y.72 – B.56. to see the dimensions of items. Choose the item with Width 1000, door width 600 left (code: W.100, 60L)



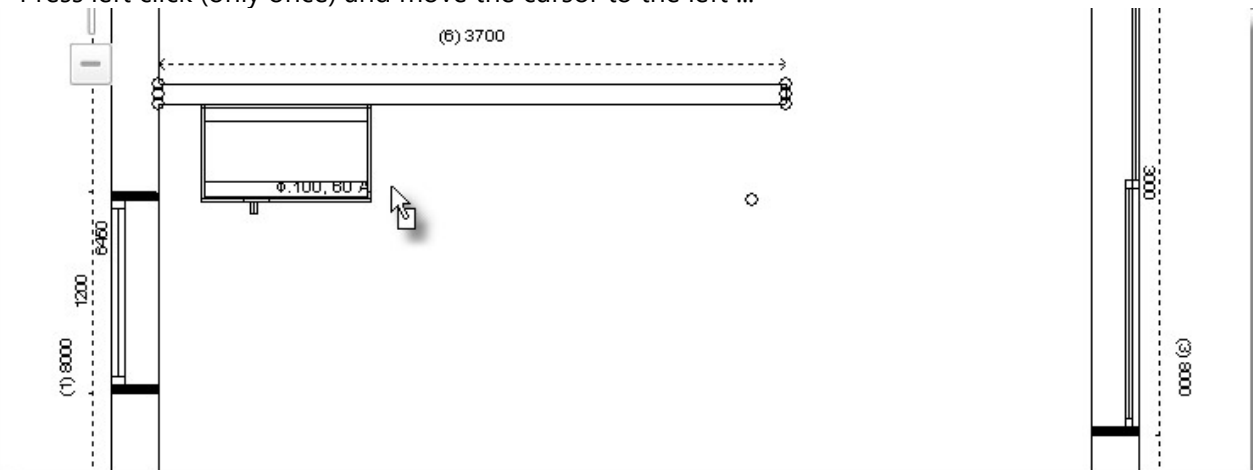
- Press the button **Select**



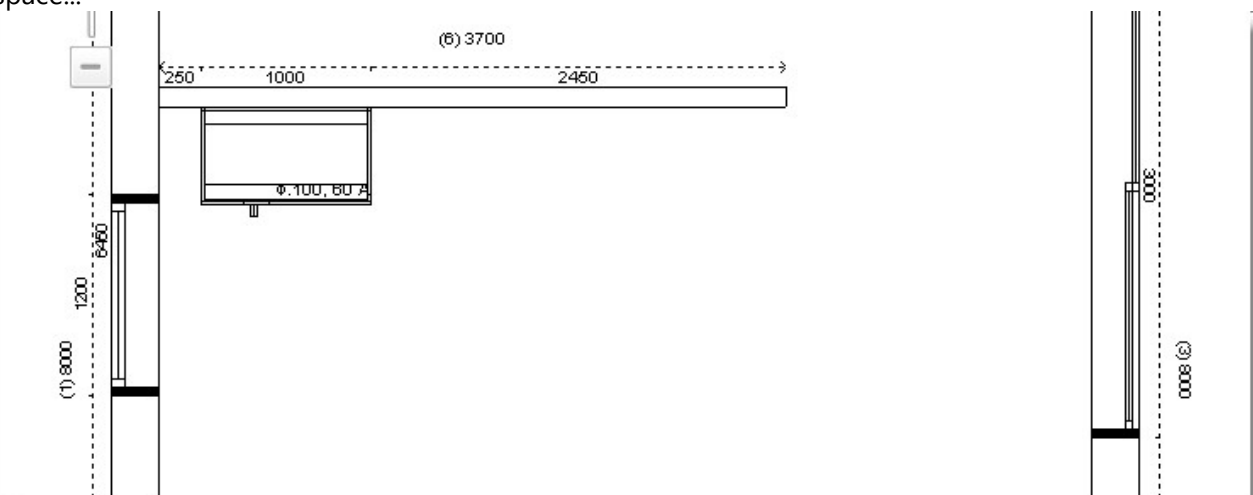
- Now, move the cursor on the inner wall...



- Press left click (only once) and move the cursor to the left ...



- Press again left click to place the item. You see on the wall the item dimension and the rest free space...

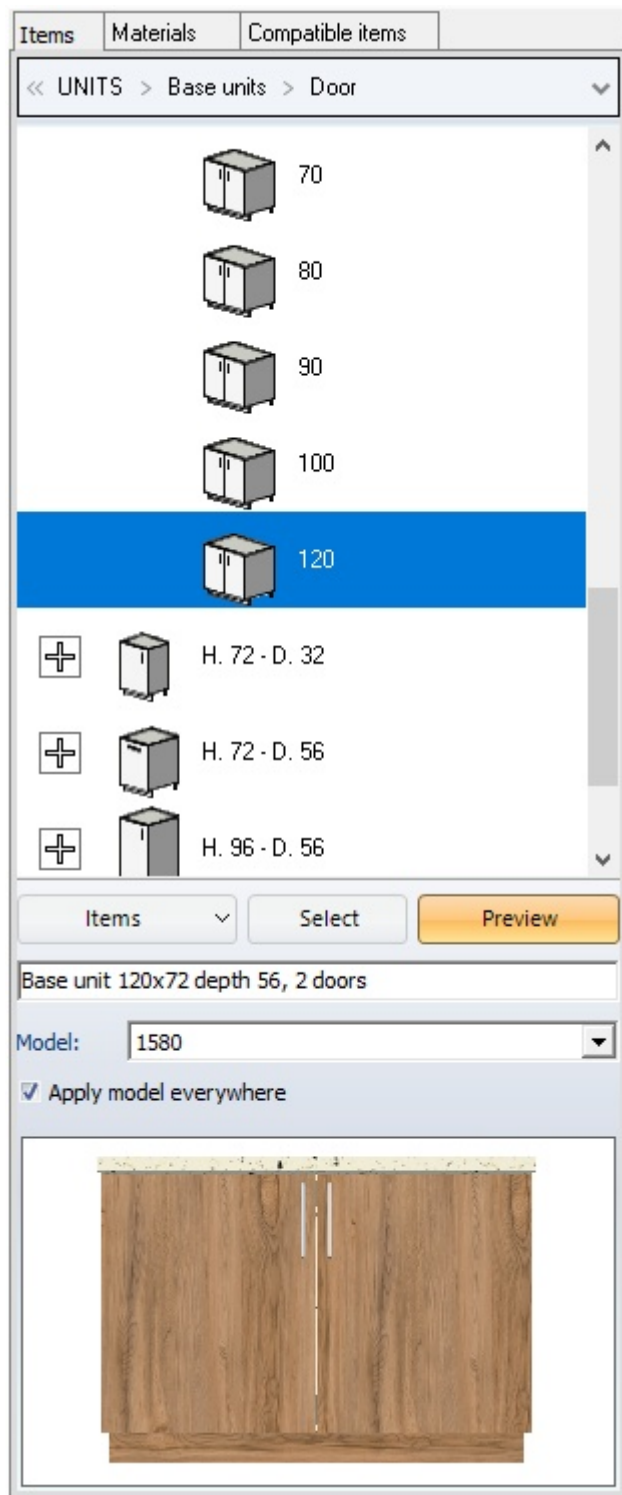


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- In **Control Panel**, choose the category **Base units** to continue the place of items...

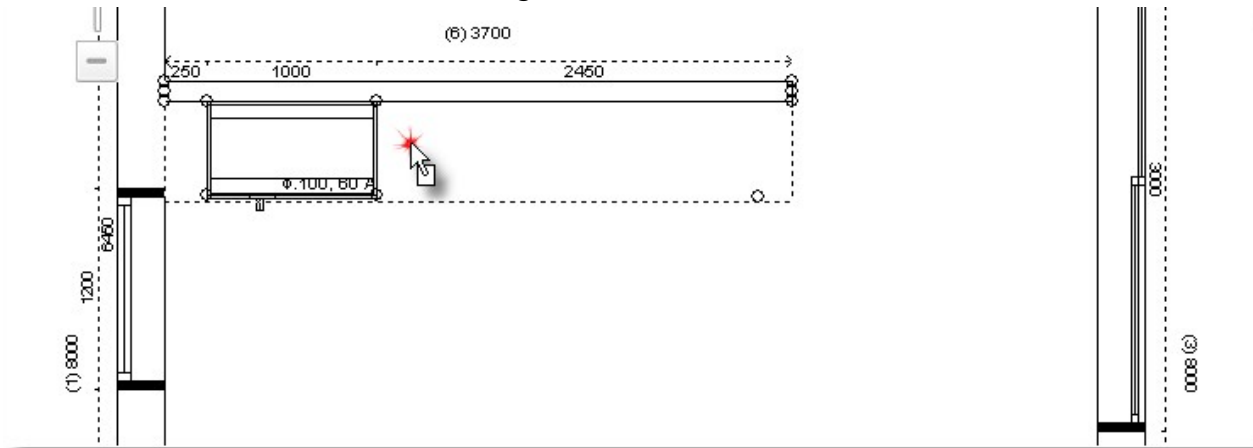


- Choose the category **Door** and then **H. 72 – D. 56** and then the item with width 1200 (code 120)

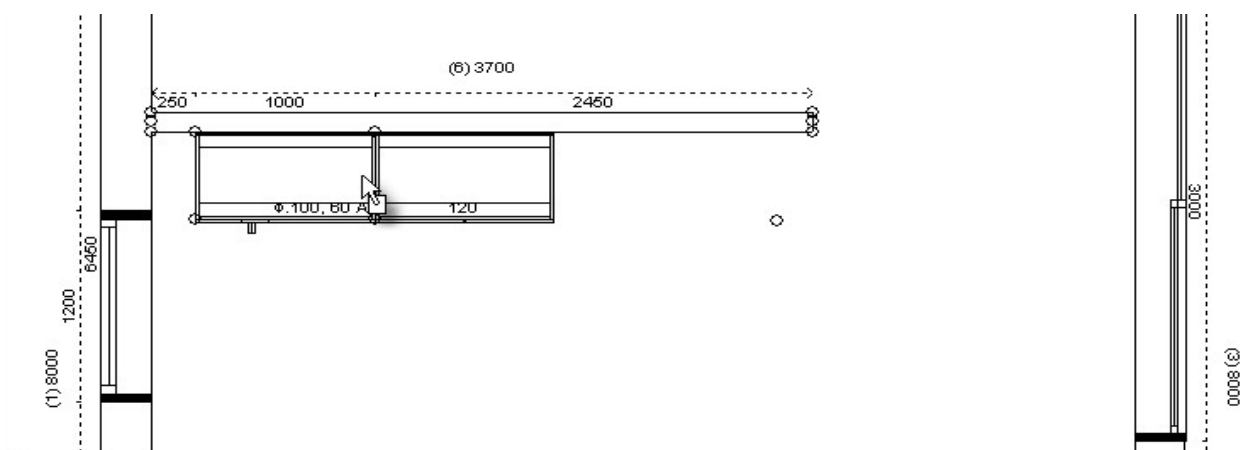


- Press **Select**

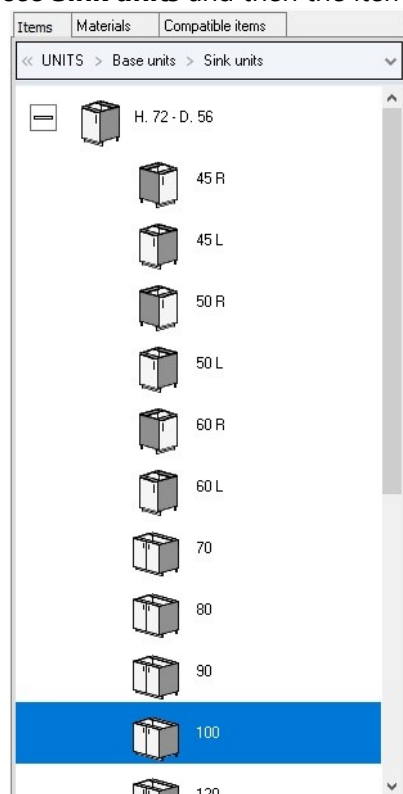
- Press left click to the inner wall, at the right side of item.



- Move the cursor to the left until the item "sticks" on the other. Here press again left click to place it.

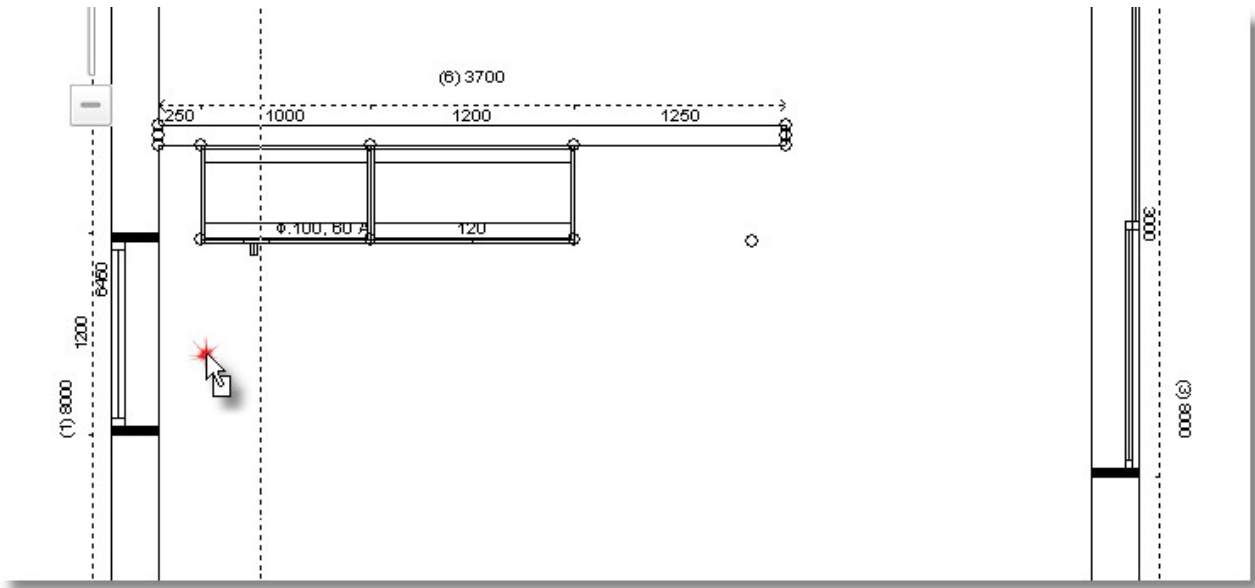


From the category **Base units**, choose **Sink units** and then the item 100



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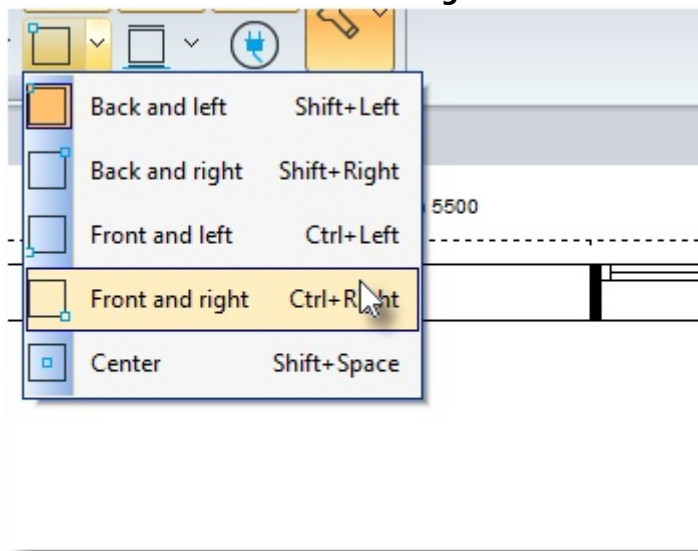
- Place it with left click on the wall 1



- In order to place precisely to the blind unit, you should change the point in which you “catch” the item.
- From toolbar “**Switches**” choose the button “**Active horizontal snap**”



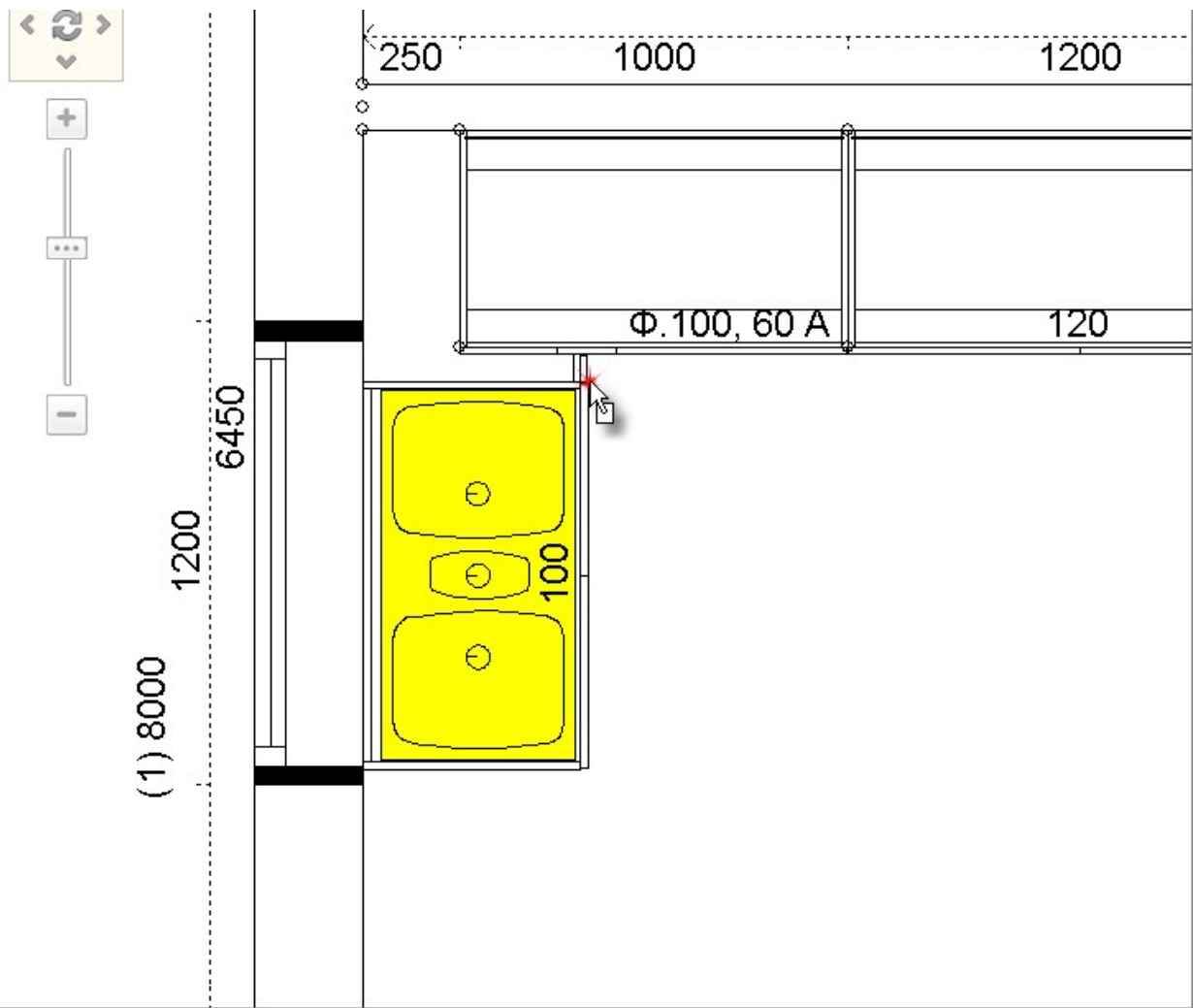
- Press the arrow of this button and choose **"Front and right"**



The cursor is moved to the front and right angle of the item

Note: Using “scroll” of the mouse, you can **zoom in** in the floorplan. Also, holding down the left click, you can move the floorplan and focus on the point you place items.

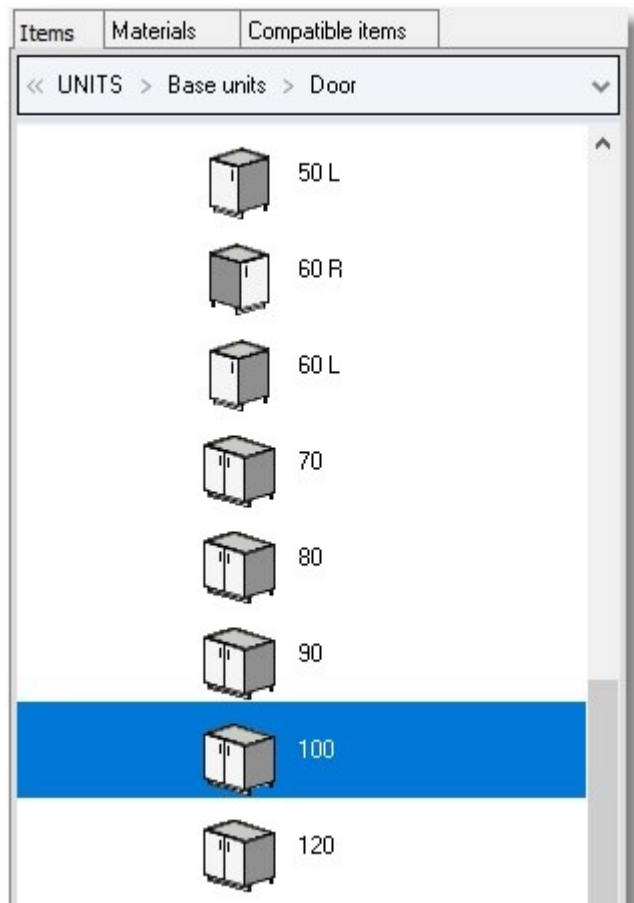
- Approach the point of the filler of blind unit and when you touch it exactly, press left click to place it.



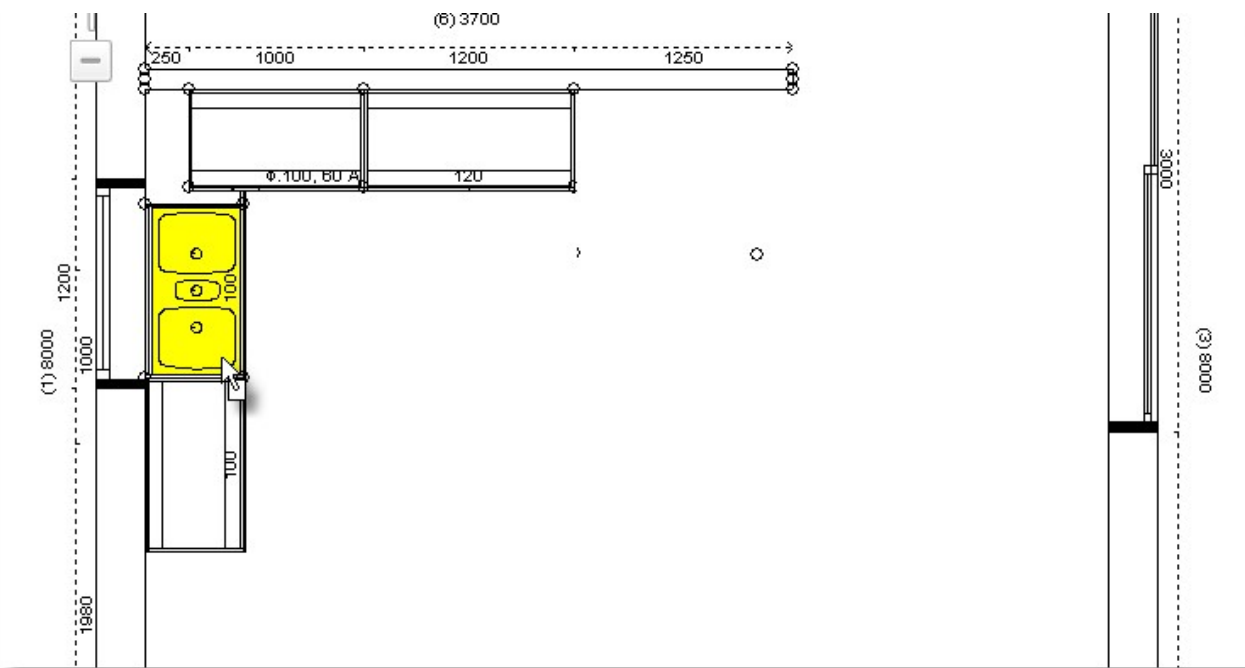
Note: Reset the "Active horizontal snap" in "Back and left"

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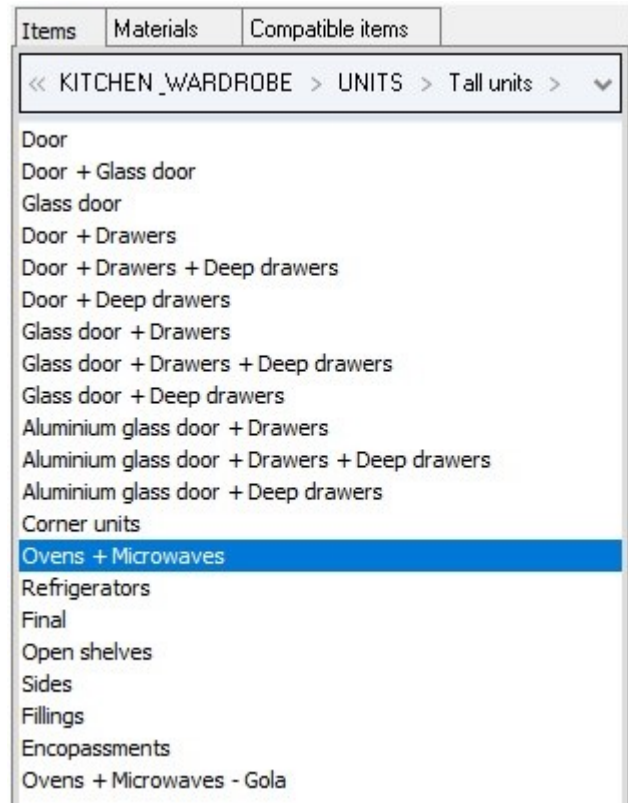
- Go on the placement with another **Base unit**, choose **Door** and size 100.



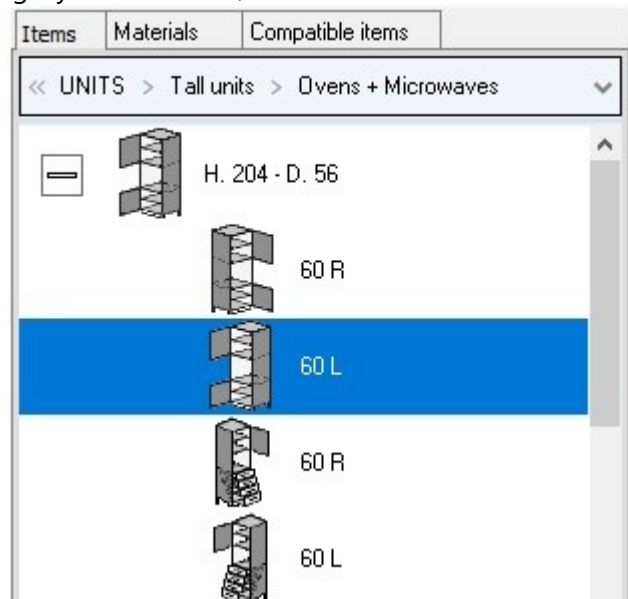
- Now place the sink at the left...



- Select now **Units** , **Tall units** and then “**Ovens + Microwaves**”



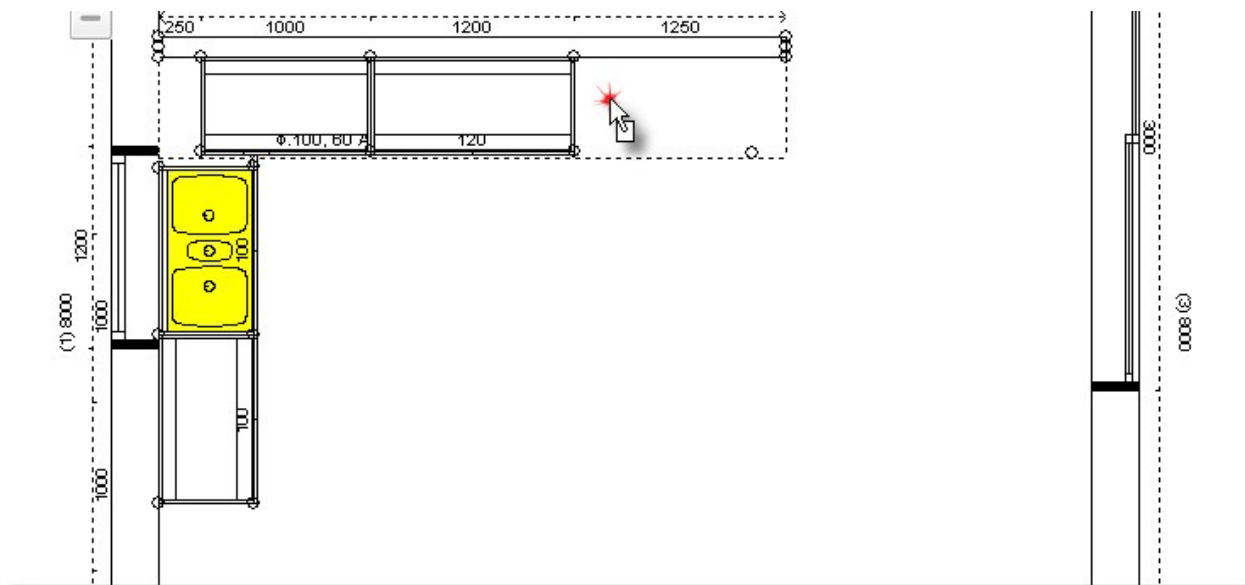
- From the first category: H.204 – D.56, choose the code 60L



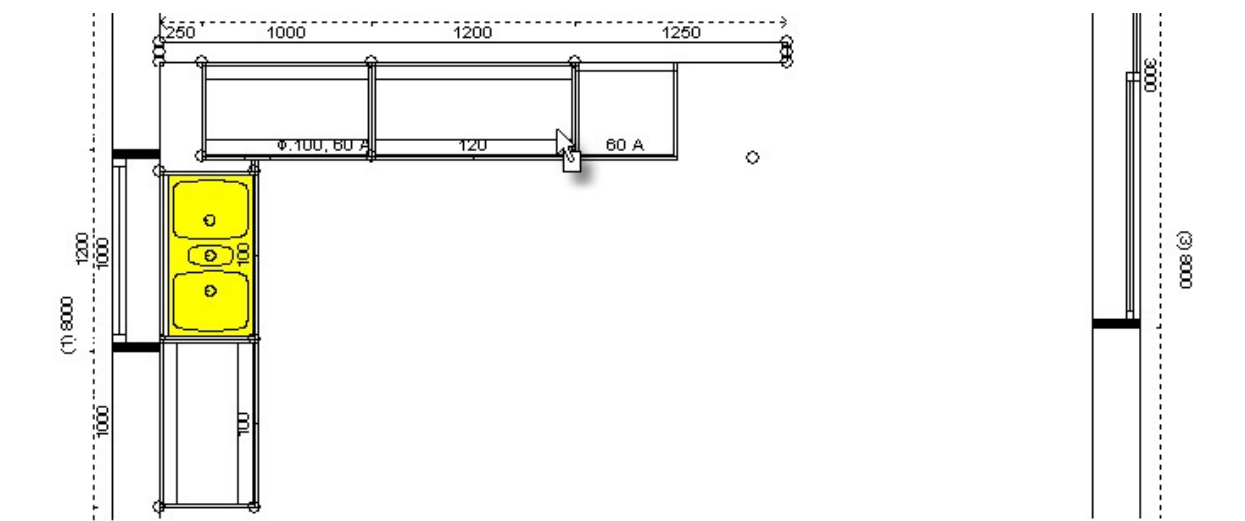
- Then push the button **Select...**

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- Place it at the inner wall, at the right side of the items...

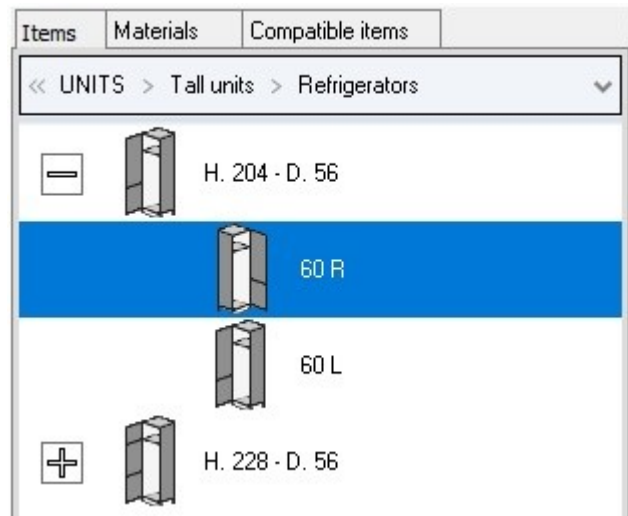


- Press left click to place it here

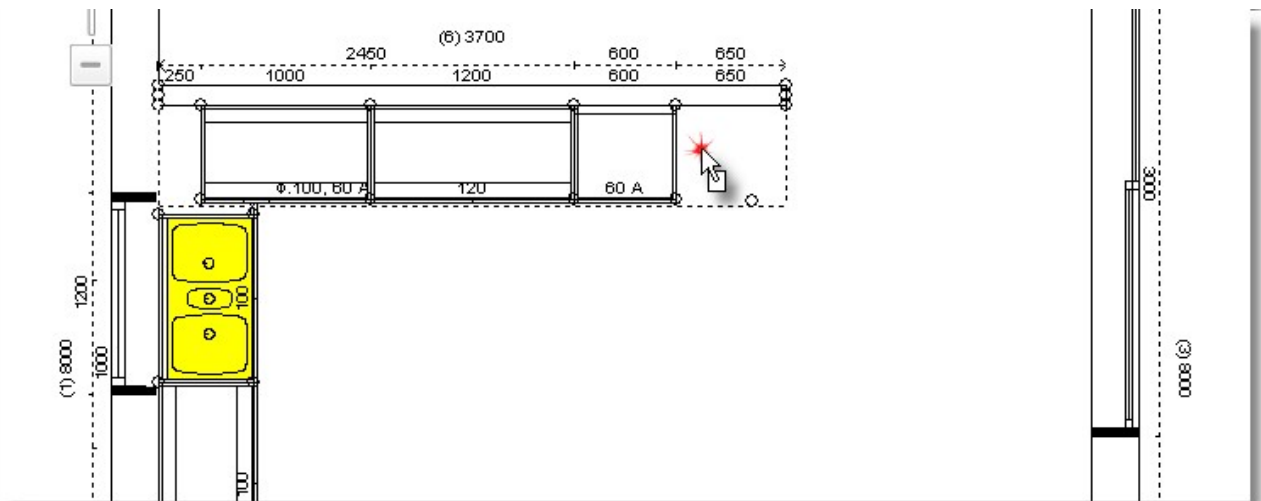


Finally, you will place a Refrigerator

- Open the categories: **Units** > **Tall units** > **Refrigerators**. Then **H.204 – D.56** and choose the code **60R**



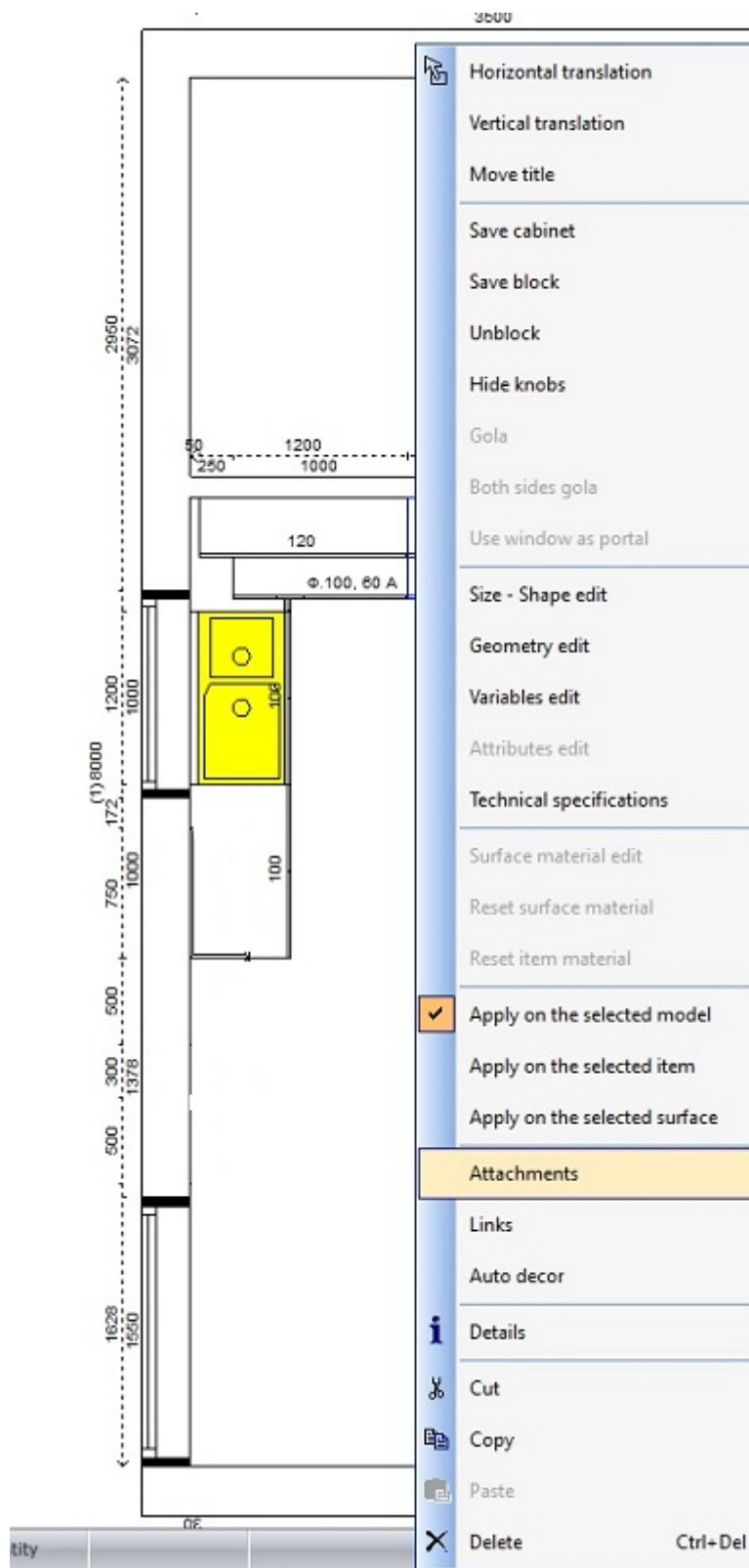
- Place the Refrigerator at the right side of the Oven...



Place attachments

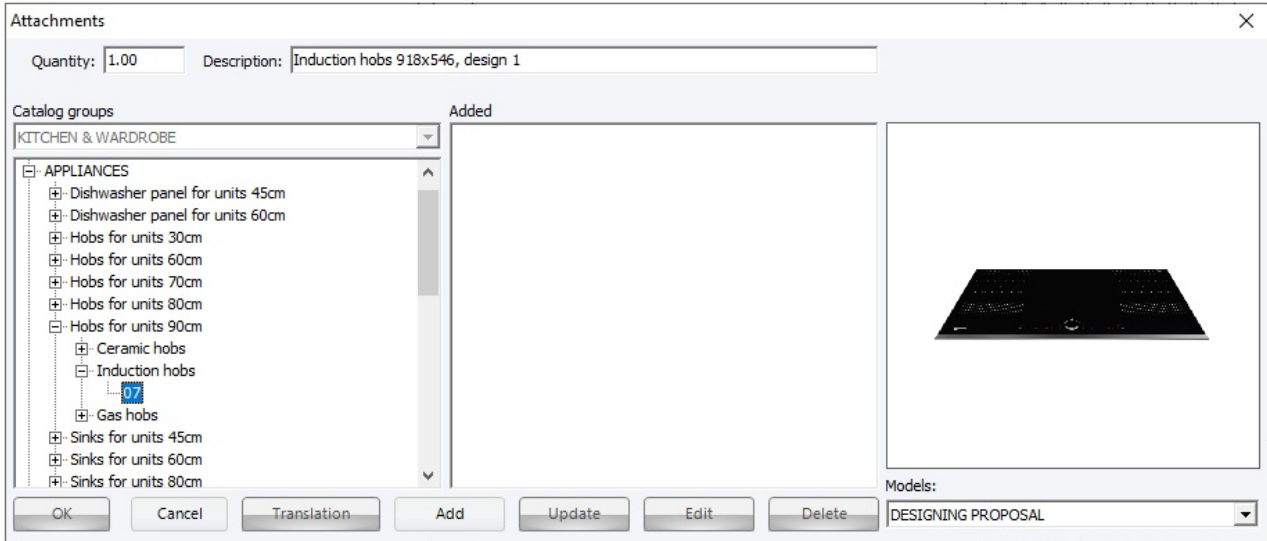
You place a hob on the base unit at the left side of oven.

- Press right click on the base unit and choose **Attachments...**

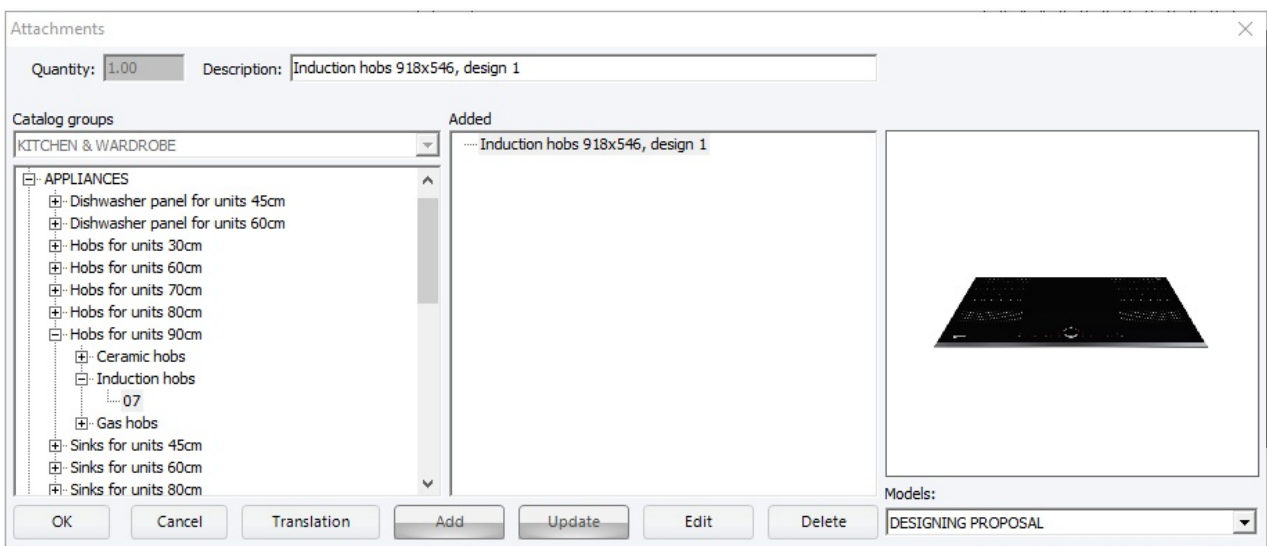


The **Attachments** are showed...

- Press left click to "+" in front of the catalog "**APPLIANCES**" and then "**Hobs for units 90 cm.**".



- Open the category "Induction hobs", choose the code **07** and push the button **Add**. In the field "**Added**" you can see the description of attachment. Press **OK** to complete the procedure.



- Save the project by clicking the icon "**Save**" ...



Or using the buttons "**CTRL** + **S**" from keyboard.

The floorplan is like the image below..



Place wall units

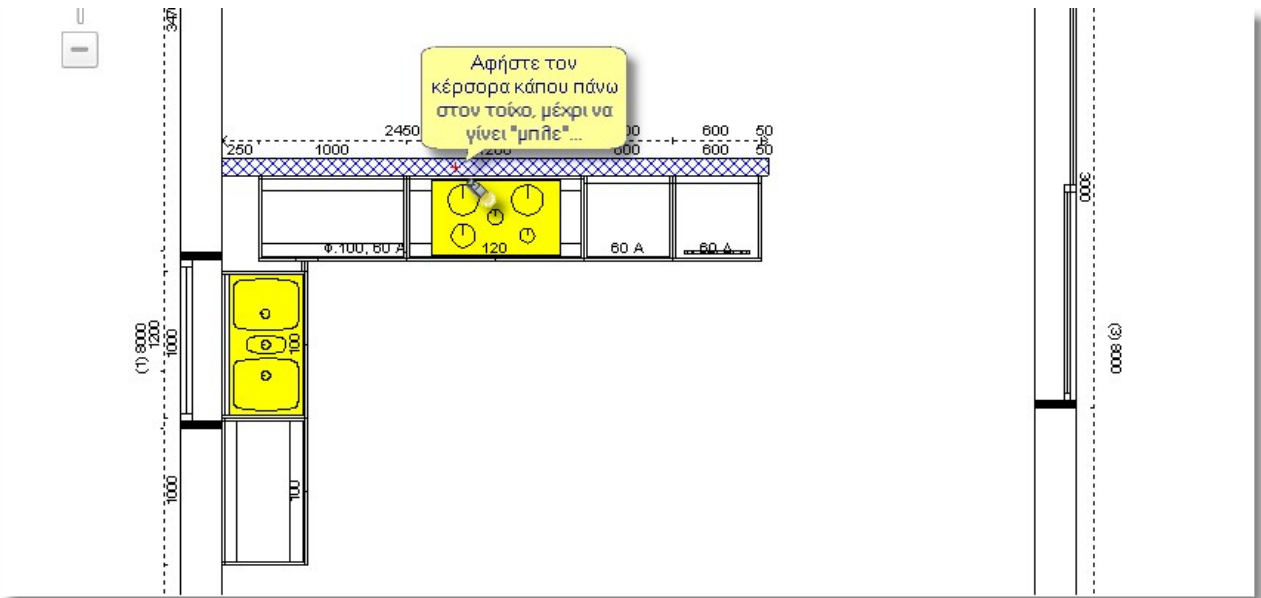
Now you will place wall units in your project.

This procedure will be done in 3D and in **Elevation**.

At first, you will place wall units in the inner wall.

In order to see the elevation, please make the steps below...

- Release the cursor on the wall until you see the "dotted lines".

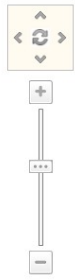


- The wall is recognized, move the cursor "quickly" to the toolbar **"Camera"** and press the icon **"Elevation"**



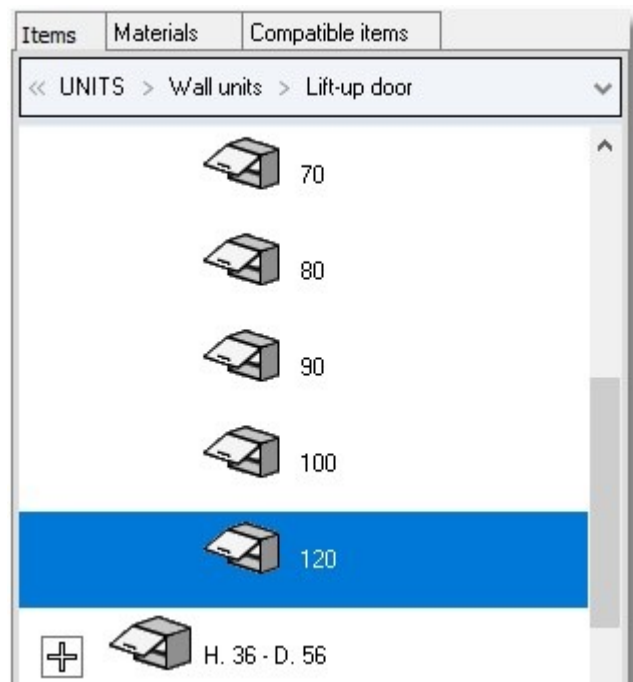
Or choose it from the toolbar above.





The image is the elevation of the wall

- From the items choose **Units > Wall units** and then open the category "**Lift-up door**".
 - Open the category with height 36 (H.36 – D32) and then the size 120





- Place it by **left click** on the wall, over the unit with hob...
- As the unit moves, "stick it" next to the oven and fix it there by left click.

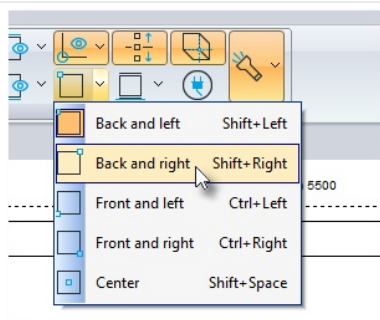




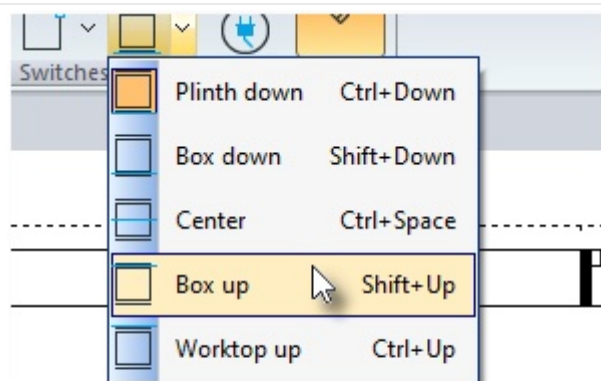
- Place another one at the left side ...

Note: To place all wall units easily, you should change the active horizontal snap and the item active vertical snap.

For the active horizontal snap choose the item at the "**Back and right**"



For the active vertical snap choose "**Box up**"

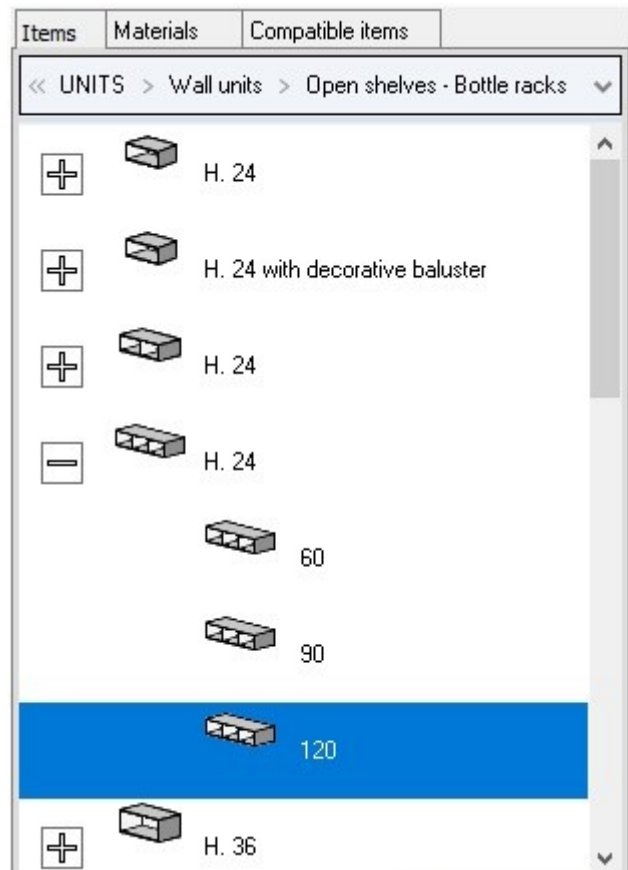


Also you should activate the icon "**Snap**"
(Left click to the icon in order to deactivate it, as it is below)

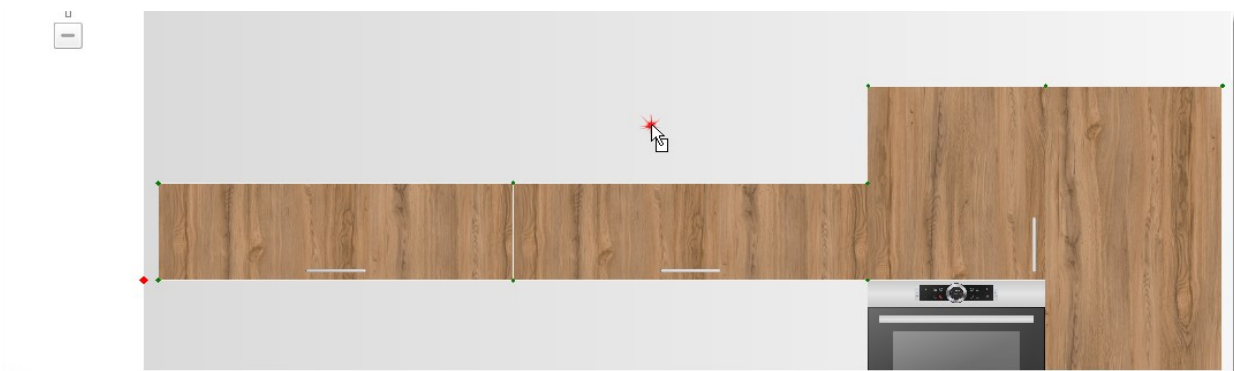


Now you will place shelves

- From **Wall units** choose the category **Open shelves – Bottle racks** and open **H.24** (*with three partitions*). Choose the code **120**



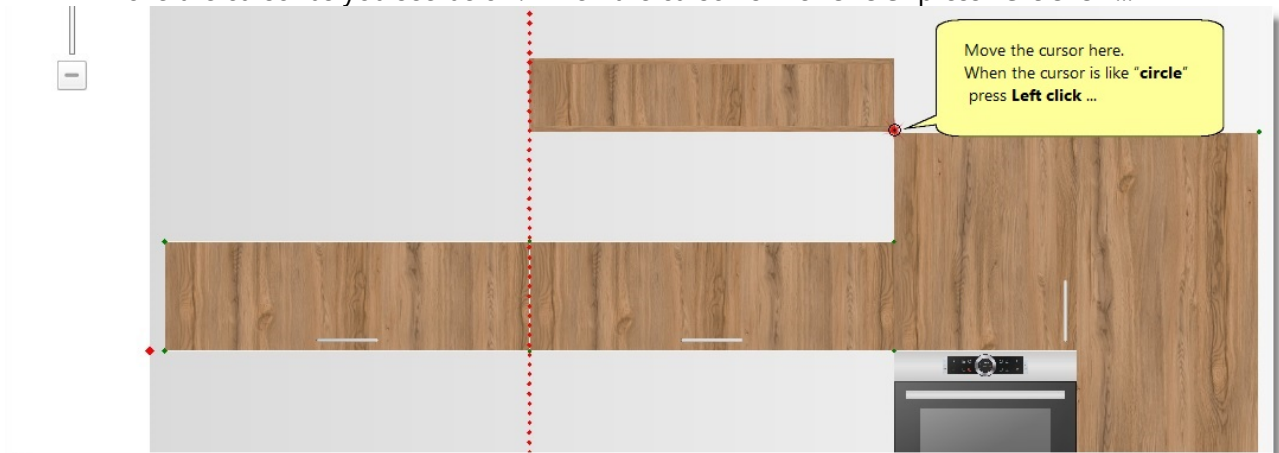
- Press the button **Select** and then left click on the wall, above the wall units...



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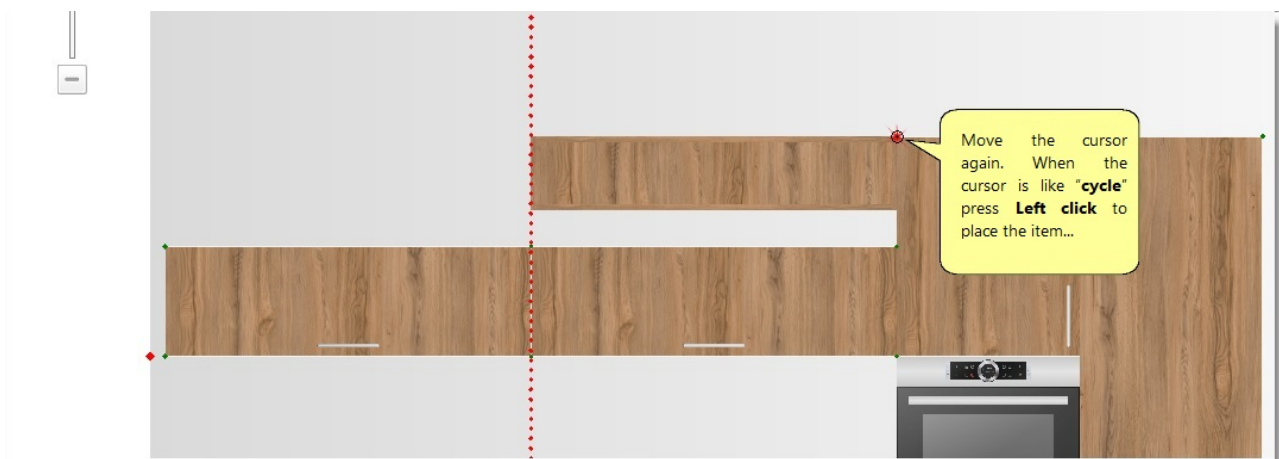
The wall unit is situated by default snap...

- Move the cursor as you see below. When the cursor is like **"circle"** press **Left click ...**



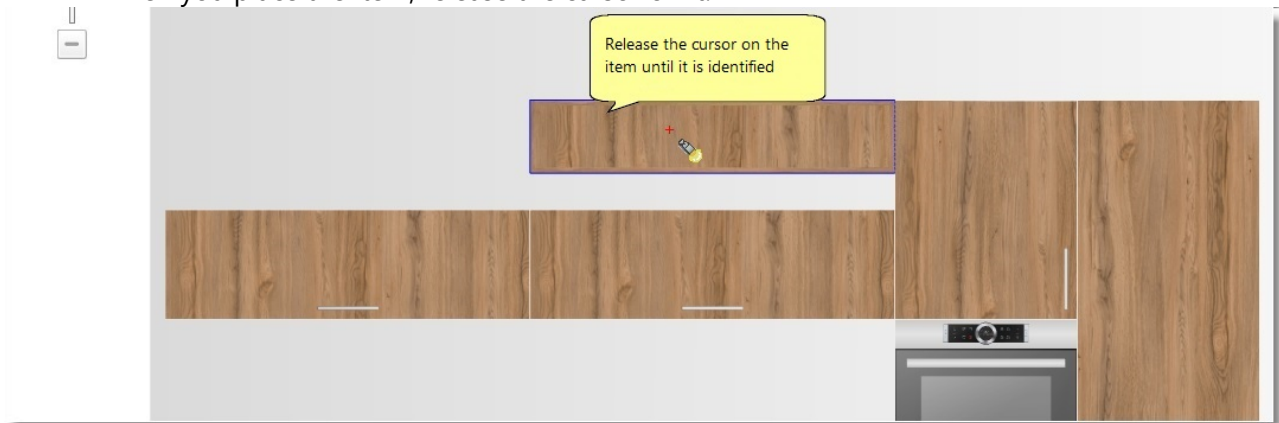
The item snap is changed and now the item moves vertically...

- Move the cursor again as you see below... When the cursor is like **"cycle"** press **Left click** to place the item...



Now you will change the height of the item

- When you place the item, release the cursor on it.



- Now the item is recognized. From Control Panel change the height to “**360**” and press **Enter**.

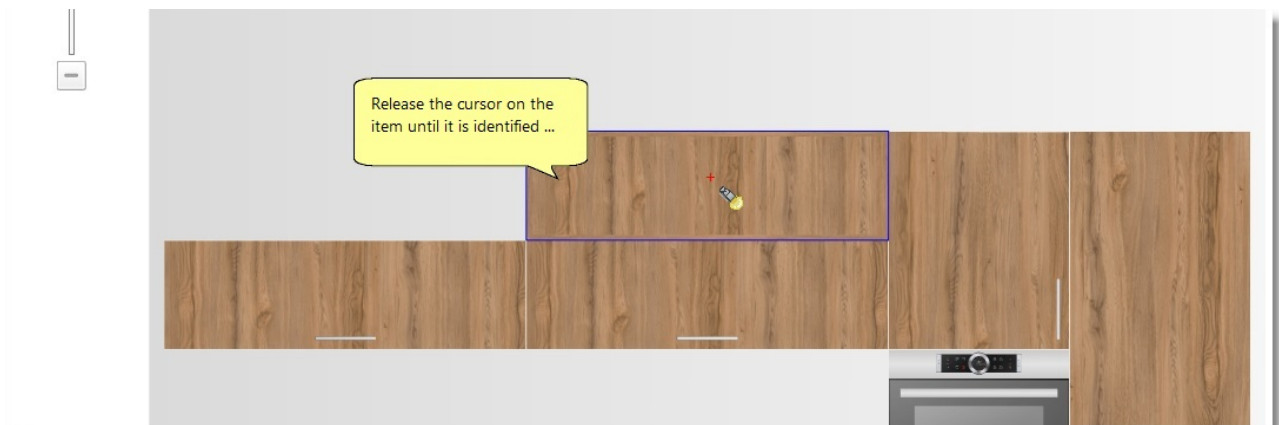
Item dimensions	
Left X:	-1730
Right X:	-530
Down:	1780
Width:	1200
Door width:	0
Depth:	340
Height:	360
Extra:	0
Worktop:	0
Reduction:	0
Groove:	8.00
Qty:	1
Left Y:	2840
Right Y:	2840
Up:	2140
Width 2:	0
Doors #:	0
Depth 2:	0
Height 2:	120
Extra 2:	0
Plinth:	0
Angle:	0.00
Back offset:	20

Comments

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When you complete the change of height, copy this item and place it next to other...

- Recognize the item

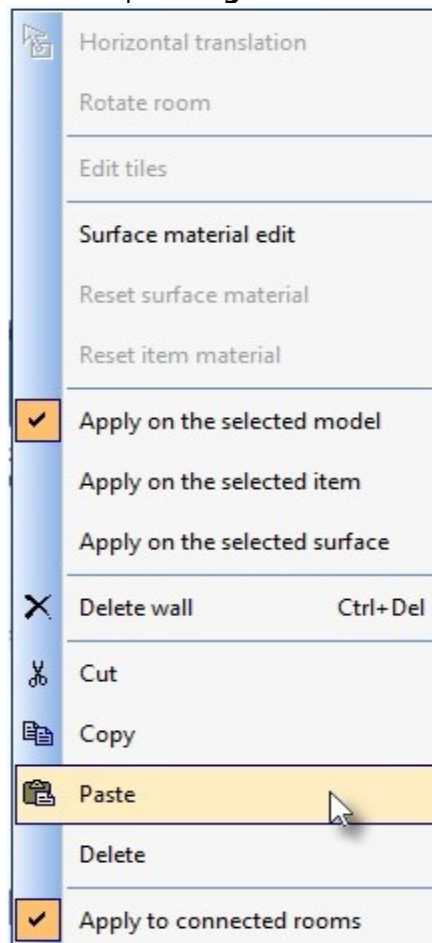


- And choose the button **Copy**. From Control Panel..

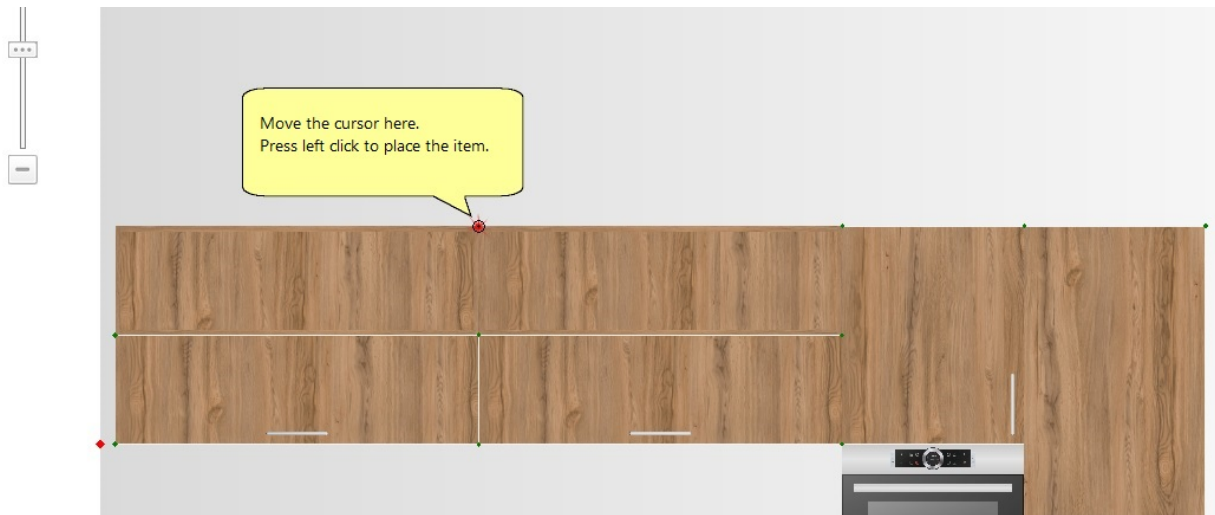


Note: another way to copy the item is to press right click and then choose **Copy**

- Now, release the cursor on the wall and press **Right click > Paste**



- Move the cursor as you see below. Press left click to place it.



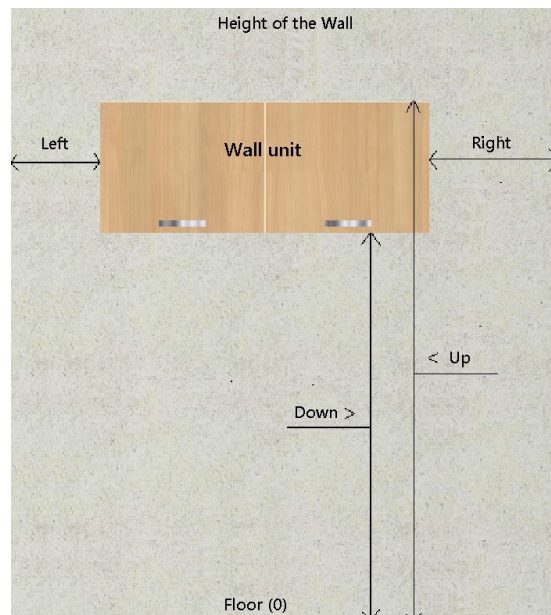
Note: Look the picture below. You can see the position of the item on the wall.

Left: the distance of the left side of item from the left side of wall

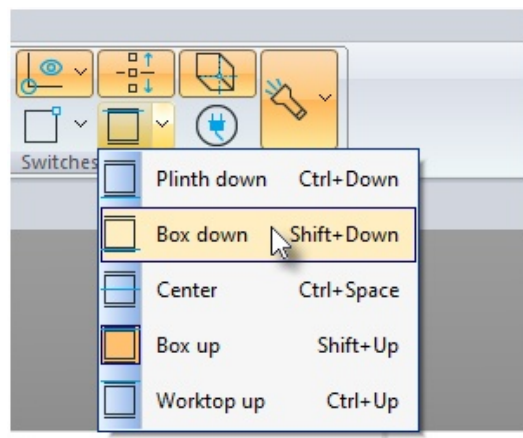
Right: the distance of the right side of item from the right side of wall

Down: the distance between the bottom side of item and the floor

Up: the distance between the top side of item and the floor



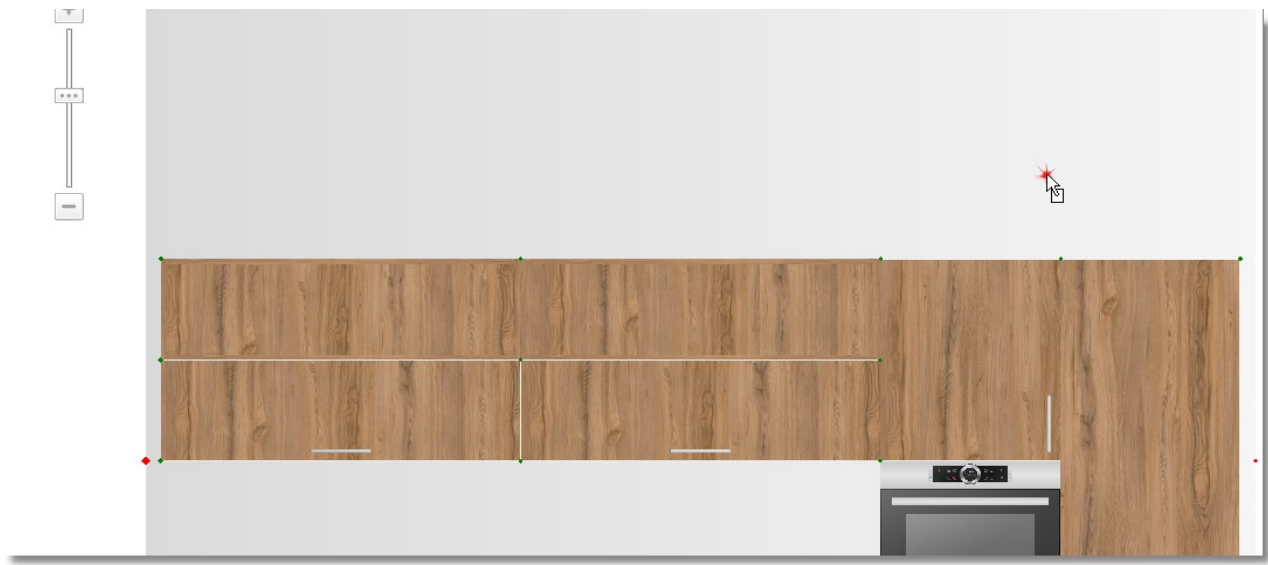
Change the Active vertical snap to "**box down**".



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Now you will place more wall units


- Choose from Control Panel **Units** > **Wall units** > **Door** the category **H.48 – D.32** and size **120**
- Press left click above the wall units ...







As the item moves, you will move the cursor from Control Panel and change the wall unit alignment, particularly, the distance between the bottom side of wall unit and the floor.

Items Materials Compatible items

120

Placement on
Island 0  F9

Item margins
X: -386 Y: 2840
Down: 1420 Up: 1900
2140

Item angle
0.00    
Wall angle: Island 0
Item angle edit (Ctrl+F9)

Options
☐ Unblock ☐ Diagonal place
☐ Free translation

Door type:

- In the field **Down** write 2140 (*it is the height of wall units*) and press **Enter**.

The alignment of wall unit is changed (it is situated in 2140)

- Now, press left click to the other point to place it ...



Do the procedure Copy - Paste to place another two wall units at the left...



When you finish the placement the elevation is as the image above...

Delete item

Choose the wall unit above the hob...



And press the button **Delete** from Control Panel.



Note: Another way to do Delete is to press right click on the item and then press Delete.

- Open **Units** > **Wall units** > **Hoods**, the category **H.36 – D.32** and choose the code **90**. Place it in the null area.



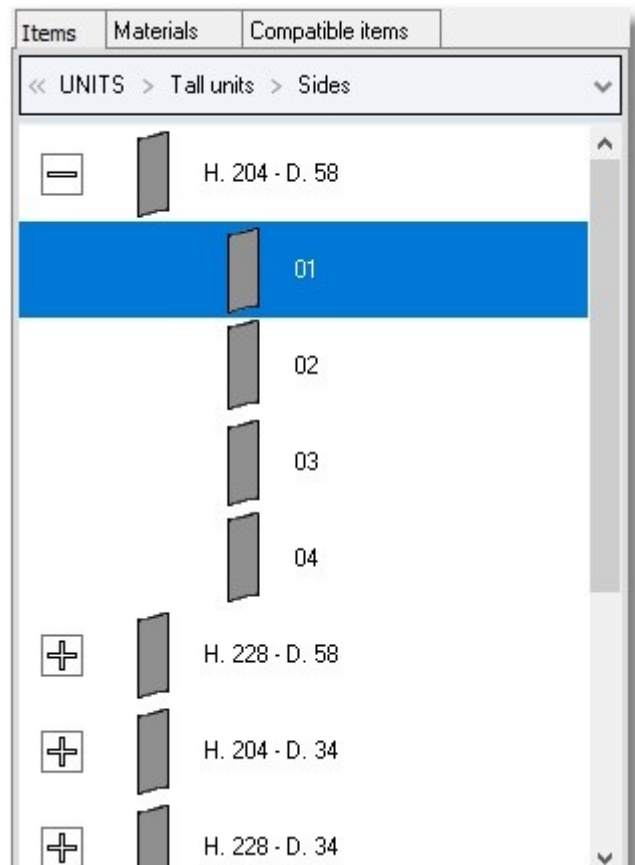
Edit the Width of hood to 1200 and press Enter.



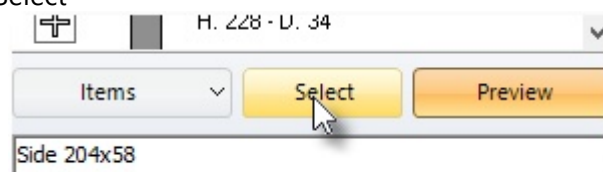
Place sides

Now, you will place sides on this wall.

- Go to **UNITS > Tall units > Sides** open the category **H.204-D.58** and choose the code **01**



- Choose the button Select

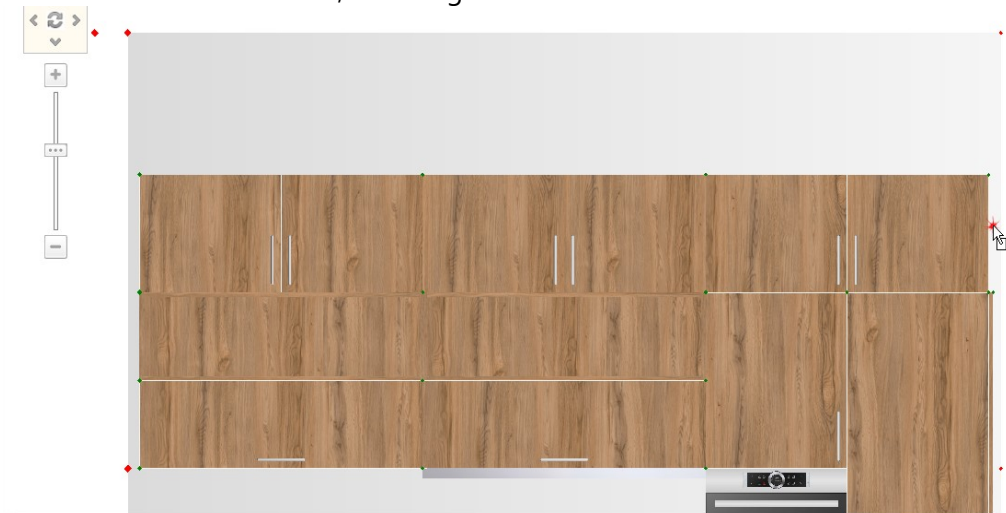




- ...and place it by clicking left at the right side of refrigerator ...
- "Stick it" to the refrigerator and press again left click to place it.

Do the same to place a side of wall unit above.

- Go to **UNITS** > **Wall units** > **Sides** open the category **H.48-D.34** and choose the code **01**
- Place it to the null area of wall, at the right side of wall unit and "stick it" next to units...



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- Change the alignment of it and either using vertical translation or writing the height in Control Panel.

The elevation of this wall is like the image below...



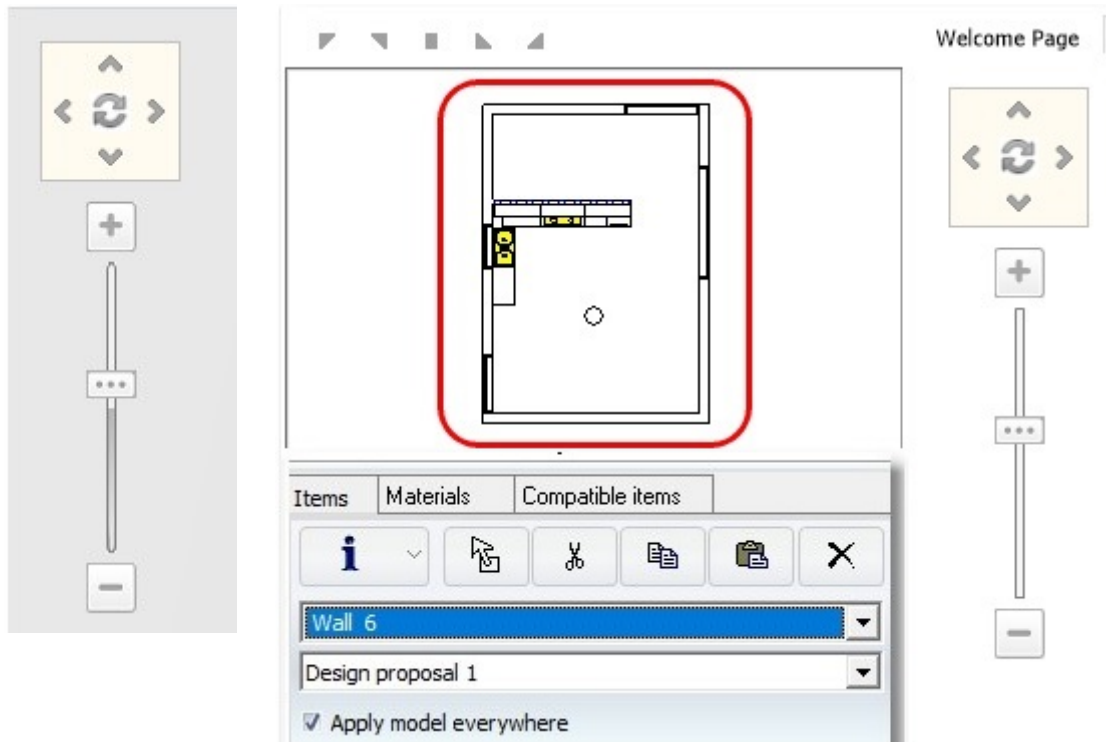
- Save your project by clicking the icon **"Save"**
Or the buttons **"CTRL + S"** from your keyboard.

Open projects – Panorama of floorplan

You will place wall units again on “wall 1” and use the elevation.

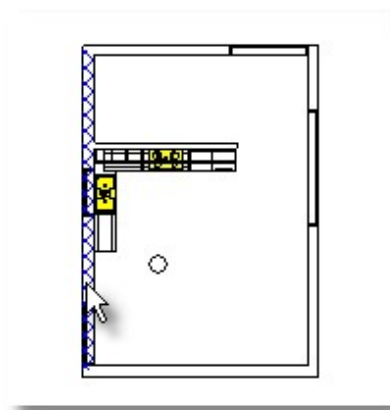
At first, you should open the **Elevation** of wall 1. You should ...

- Press at the centre of “Navigator” to open the Panorama of floorplan...



Note: In order to close the Panorama of floorplan, press again the same button in the centre of “Navigator”.

Press left click on **Wall 1** when the blue stripes are showed ...



Manage 3D

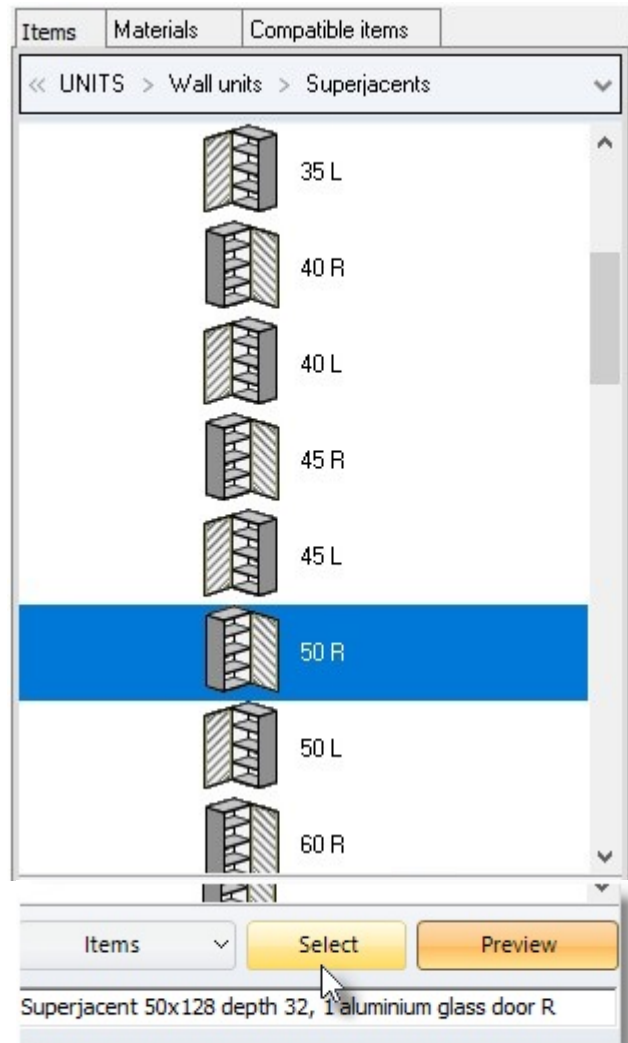
Note: You can edit the image below doing the following:

- Hold down left click and move the image right - left.
- Hold down right click or scroll and zoom-in and zoom-out the image

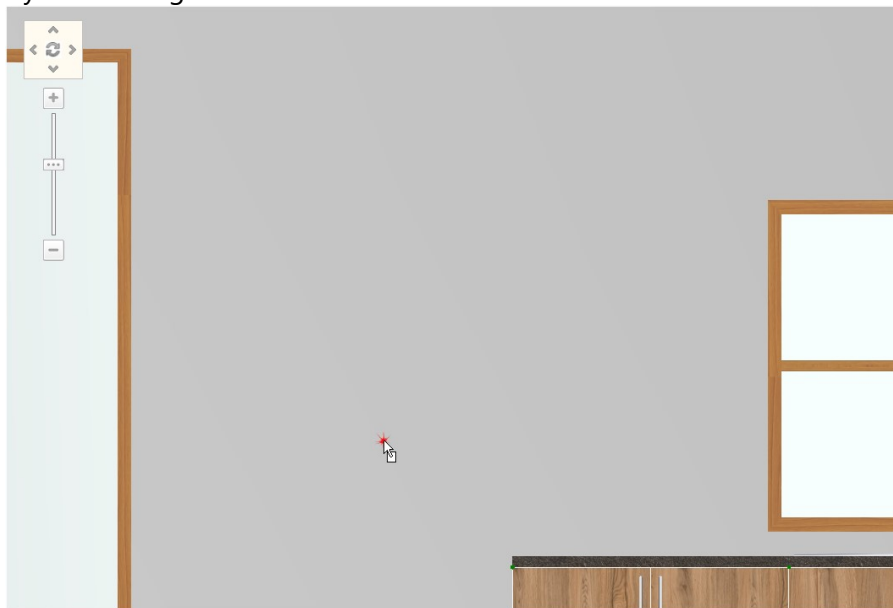
The elevation now is as the image below...



- Go to **UNITS > Wall units > Superjacent**. Open the category **H.128 – D.32** the aluminum glass door Inox and then choose the code **50R** and the button **Select**



- Place it by left clicking in the null area ...

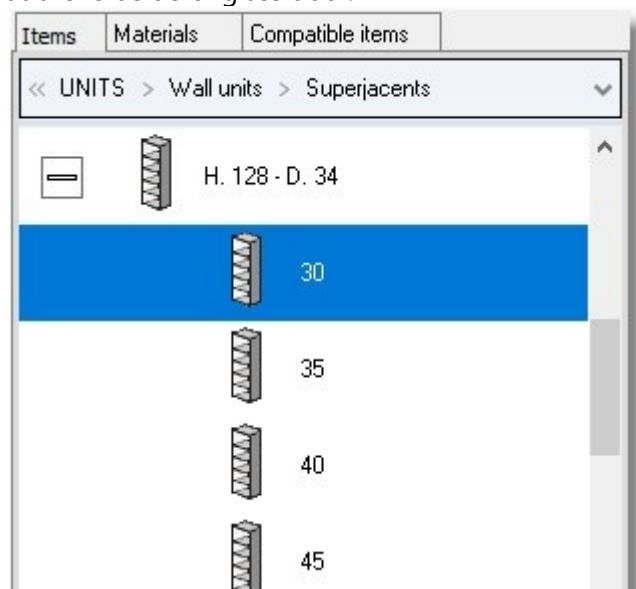


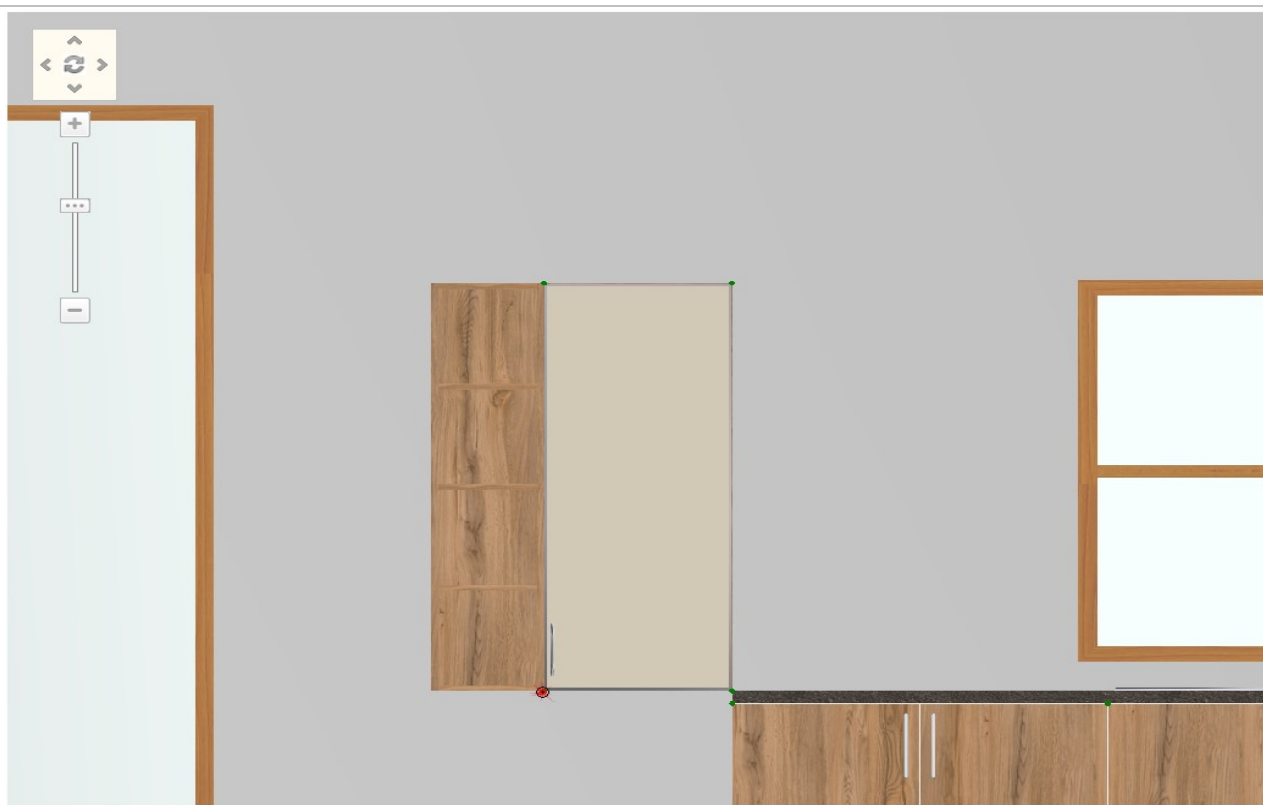
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- Move the cursor on the marker as you see below. The item aligns with the base unit. Press left click to place the item here.

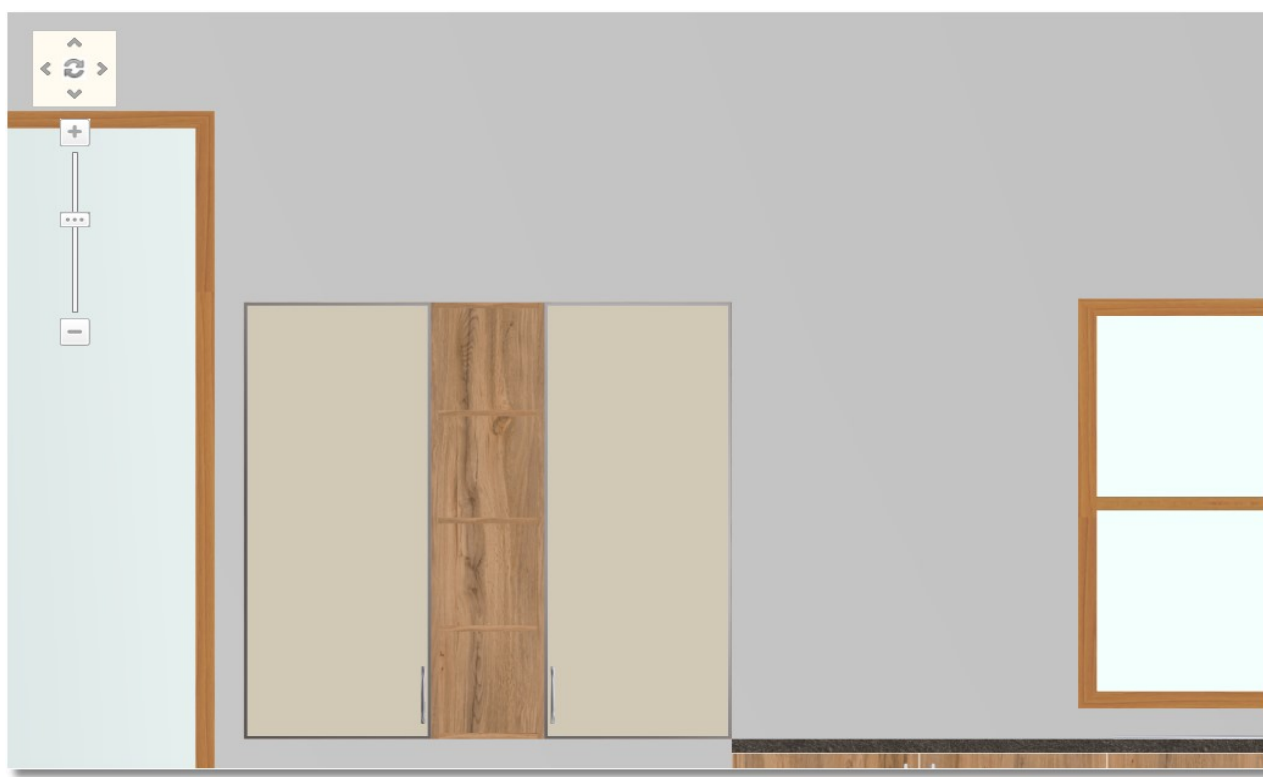


- From **Superjacent**s again, open the category **H.128 – D.34** with shelves. Choose the item with width **30** and place it at the left side of glass door.



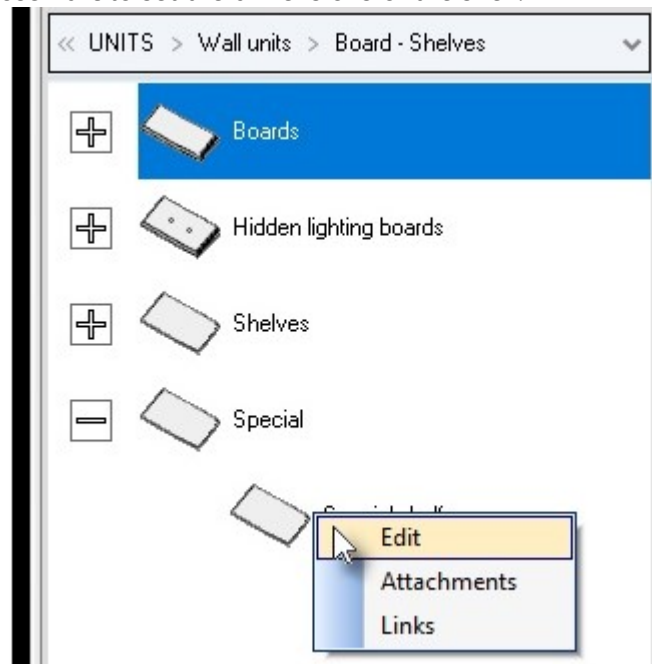


- Choose again **UNITS** > **Wall units** > **Superjacent**s. Open the category **H.128 – D.32** glass door Inox. Choose the item **50L**, press **Select** and place it at the left side of the shelf.



In order to complete the placement, place another two shelves.

- Go to **UNITS > Wall units > Board – Shelves > Special** and choose **Special shelf**. Press right click and choose **Edit** to set the dimensions of the shelf.

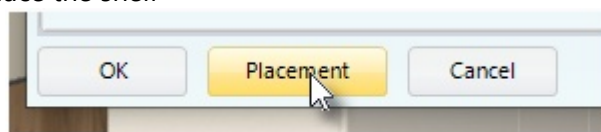


Write **Width: 750** and **Height: 60**.

Dimensions		Specifications		Prices	
Quantity:	1.00	Units:	By Pieces	Florplan shape:	1
Width:	750	Plinth height:	-1	Box shape:	0
Width2:	0	Door width:	0	Door shape 1:	0
Height:	60	Num of doors:	0	Door shape 2:	0
Height2:	3	Reduction:	0	Door shape 3:	0
Depth:	340	In / Out:	0	Door shape 4:	0
Depth2:	0	Alignment:	0	Door shape 5:	0
Extra:	0	Horiz. Alignment:	DC	Door shape 6:	0
Extra2:	0	Vert. Alignment:	DC	Door shape 7:	0
Worktop heigh	-1	Back alignment:	DC	Door shape 8:	0
				Door shape 9:	0

Press **Enter** to activate the button **OK**

- Press **Placement** to place the shelf



- To place it by left clicking on the wall above of the base units...



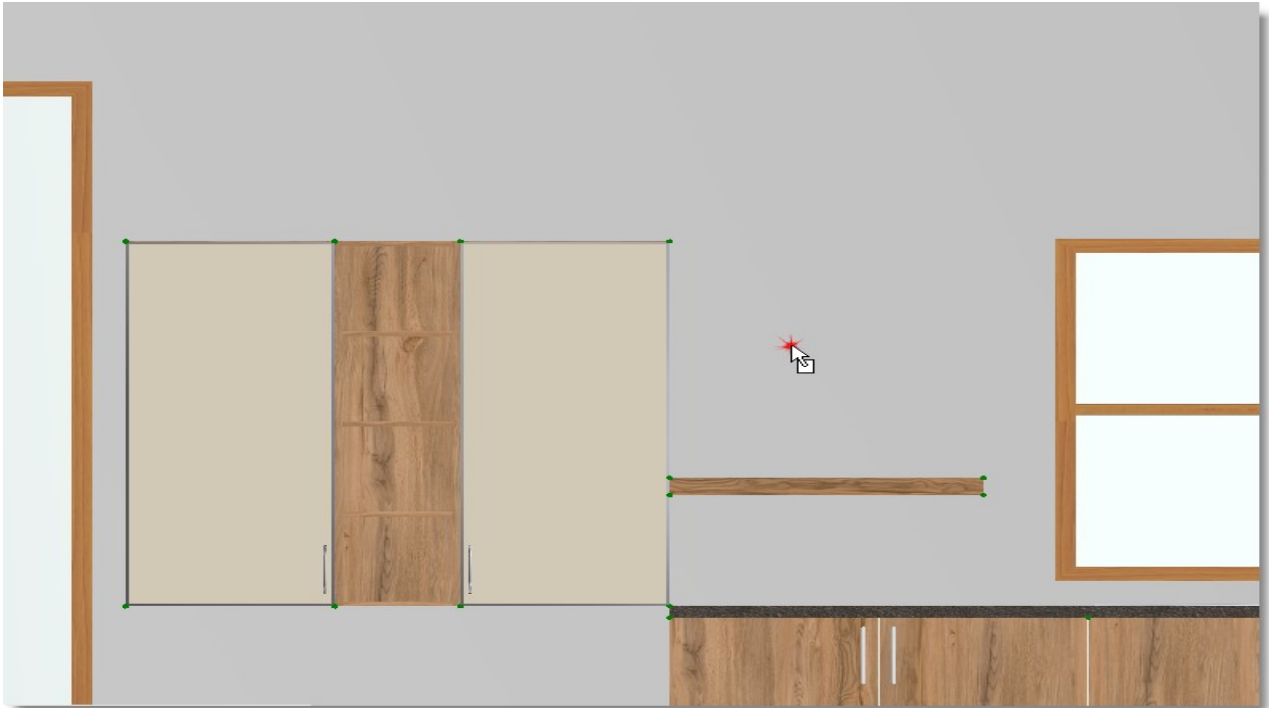
You should change the alignment of item (*the height between the bottom side and the floor*).

- As the shelf is moved, in Control Panel in the field **Down** write **1250**, press **Enter**, "stick it" next to glass door and press left click to place it.



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- Press again the button **Select** from Control Panel. The changes of the shelf are remained, place another one above this...

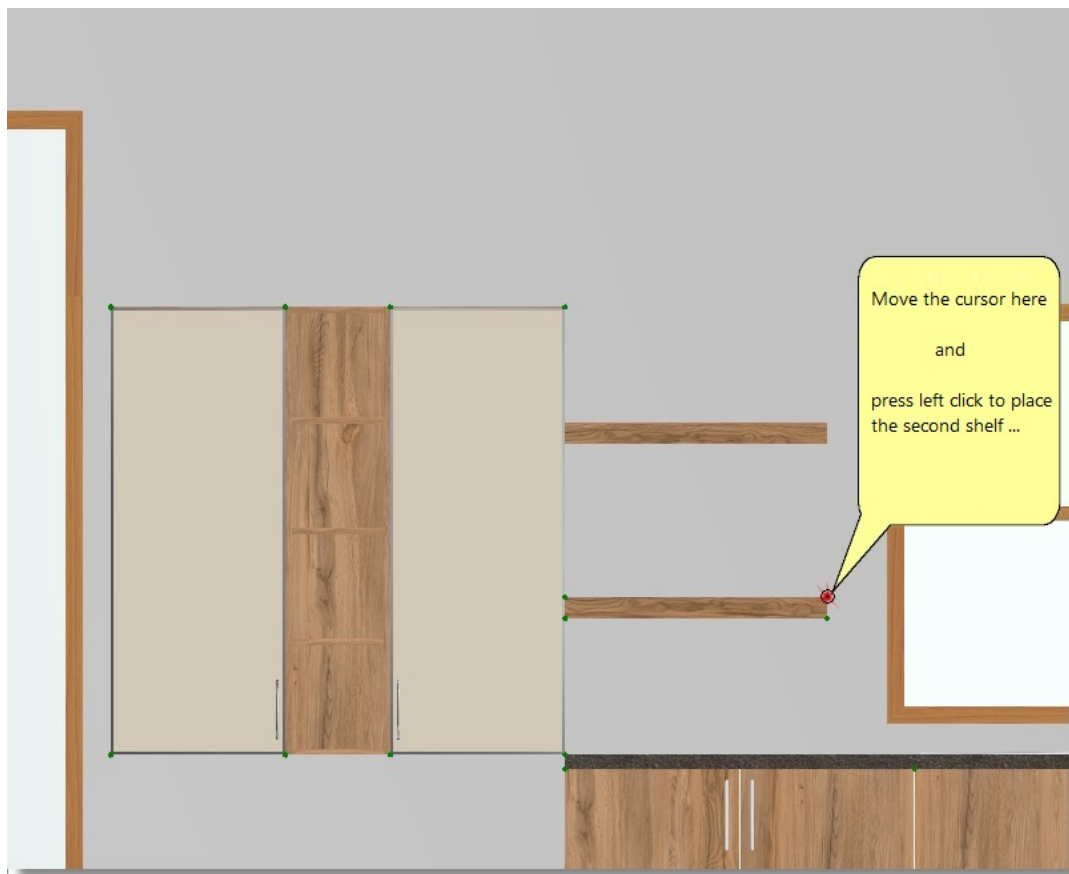


- From Control Panel, in the field **Down** write **1750** and press **Enter**

Move the cursor on the other shelf, as you see below (remember the **"Active horizontal snap"** and choose **"back and right"**. For this reason it is showed the right side of shelf...).

Press left click to place the second shelf...

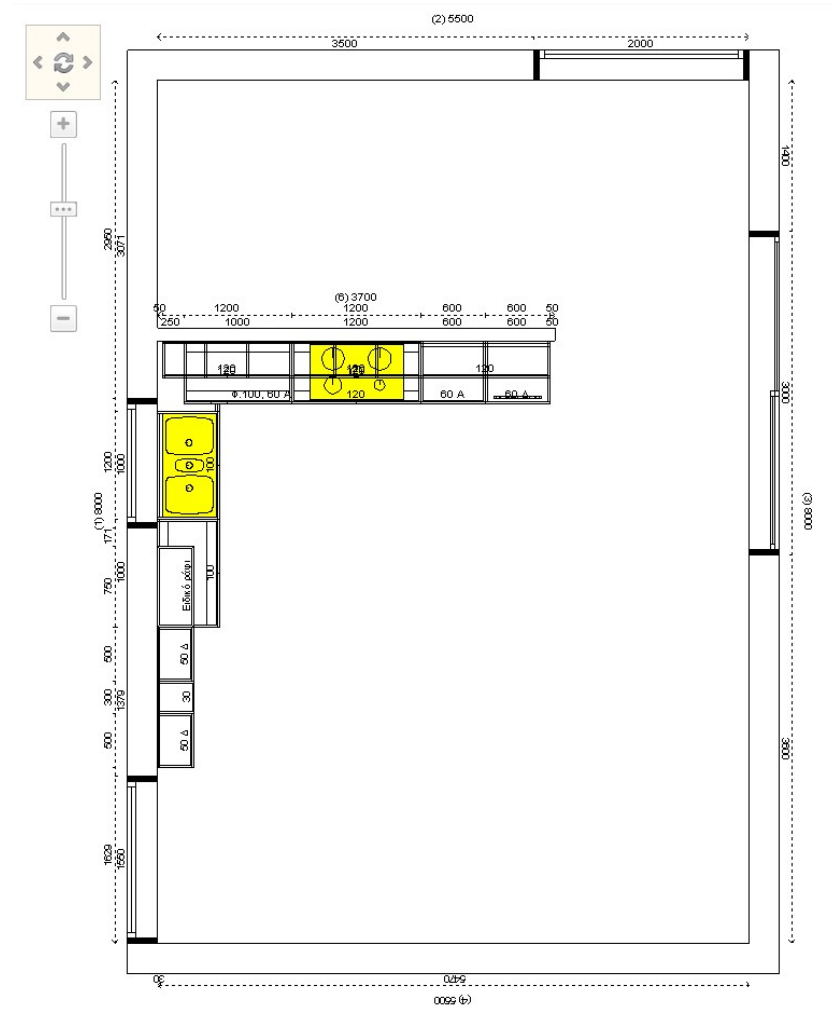
Save the project.



Place items free in floorplan

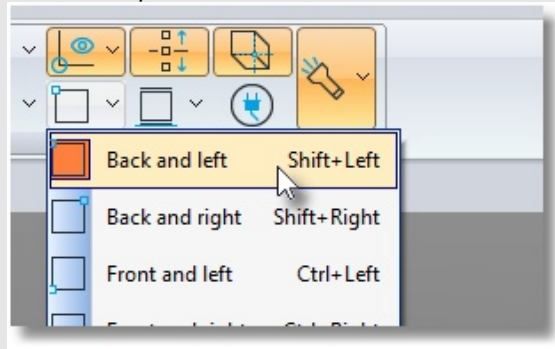
You will place now items free. This means the item will not stick to wall.
You will work to the floorplan (2D)

- Press the icon **2D** from the toolbar

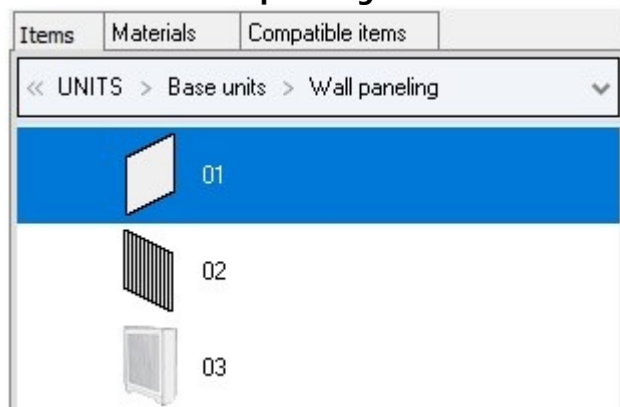


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Note: change the "Active horizontal snap" to "Back and left"



Open the catalog **UNITS > Base units > Wall paneling** and choose the code **01**



Dimensions		Specifications		Prices	
Quantity:	1.00	Units:	By square meters (Width x Heig	Florplan shape:	1
Width:	2150	Plinth height:	-1	Box shape:	0
Width2:	0	Door width:	0	Door shape 1:	0
Height:	2250	Num of doors:	0	Door shape 2:	0
Height2:	0	Reduction:	0	Door shape 3:	0
Depth:	18	In / Out:	0	Door shape 4:	0
Depth2:	0	Alignment:	0	Door shape 5:	0
Extra:	0	Horiz. Alignment:	DC	Door shape 6:	0
Extra2:	0	Vert. Alignment:	DC	Door shape 7:	0
Worktop heigh	-1	Back alignment:	DC	Door shape 8:	0
				Door shape 9:	0

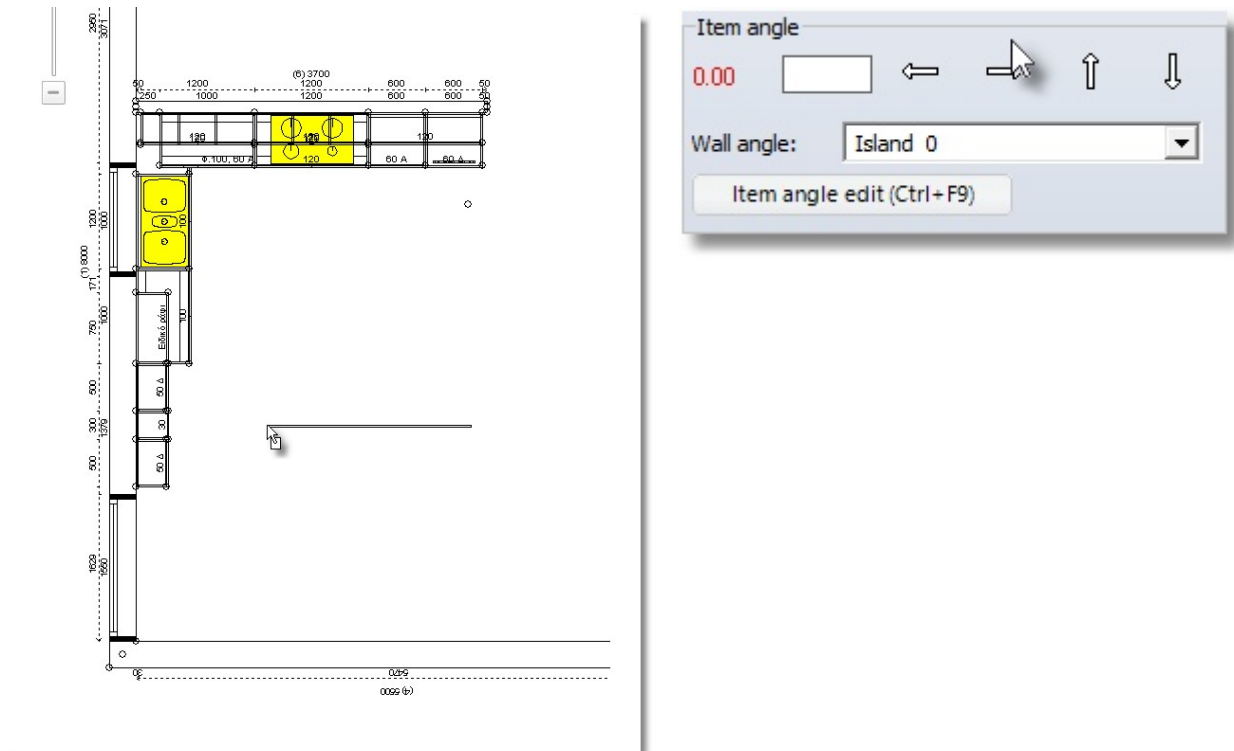
You see the window "Item edit". Write in **Width:** 2150 and **Height:** 2250

- Press **Enter** to activate the button **OK**.
- Press **OK...**



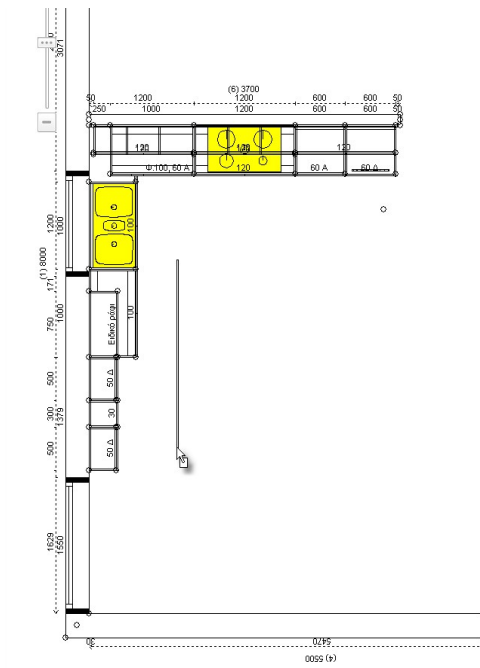
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- As the item moves, from Control Panel choose the right arrow to change the direction of it...



Note: In order to change the direction of an item as free in the floorplan, you can use the arrows from the keyboard.

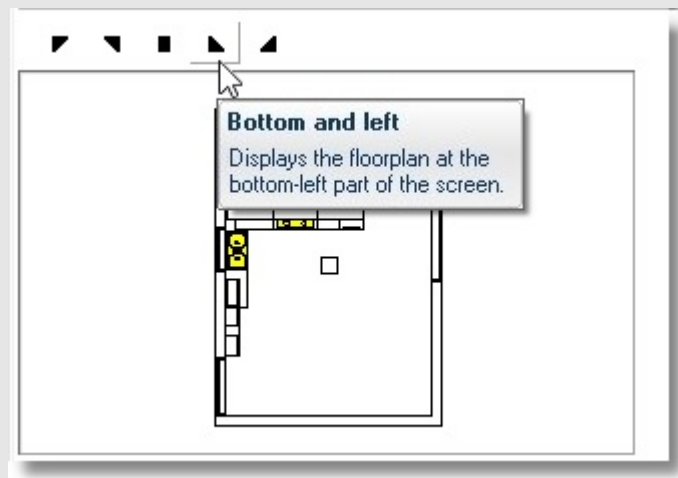
The direction of item is changed, as you see below...



You will focus on wall 1, near to wall units.

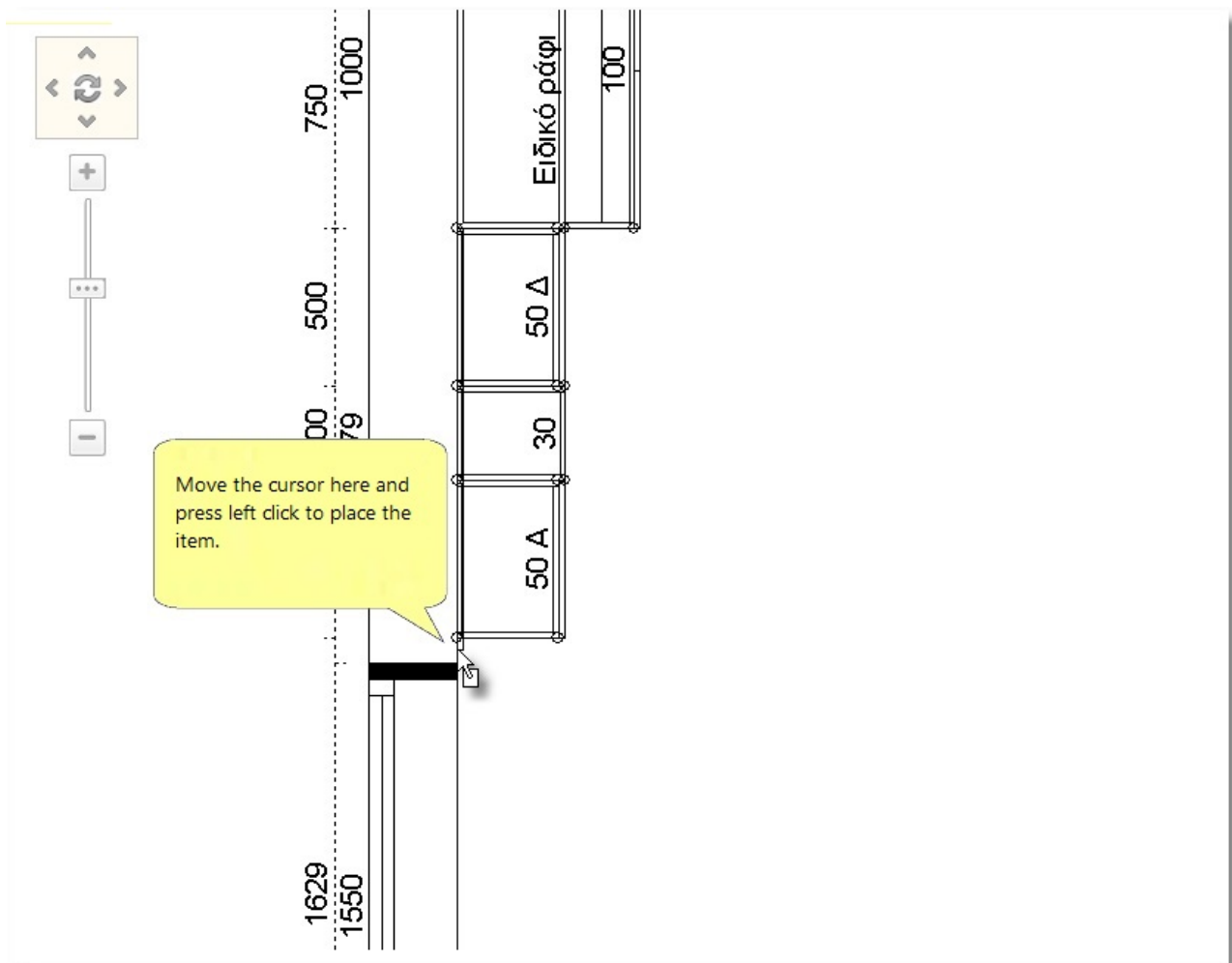
Note: An easy way to focus somewhere in the floorplan is:

- From Panorama of floorplan choose **Bottom and left**



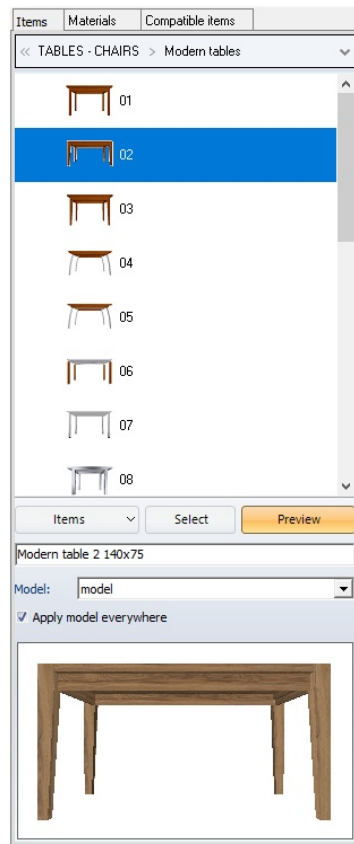
Use scroll to focus on the bottom and left side of the floorplan.

- Move the cursor as you see below and press left click

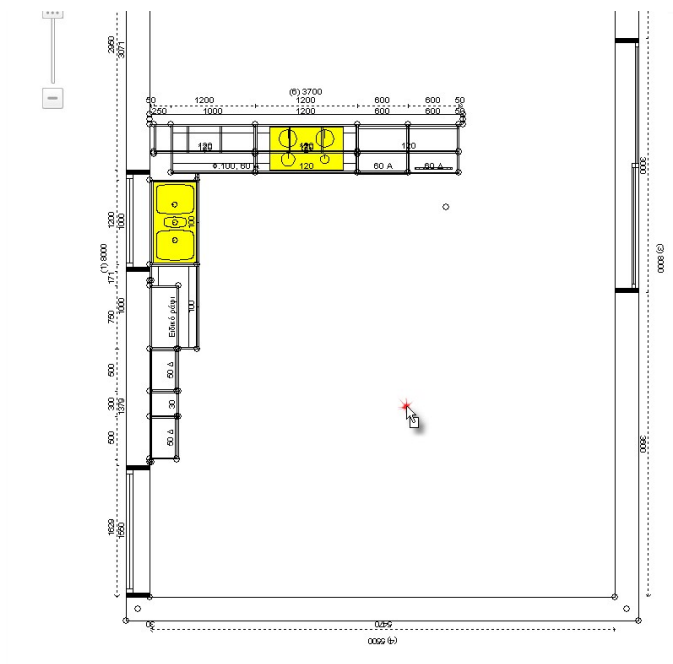


Note: Use again scroll to “zoom-out” and see the whole floorplan.

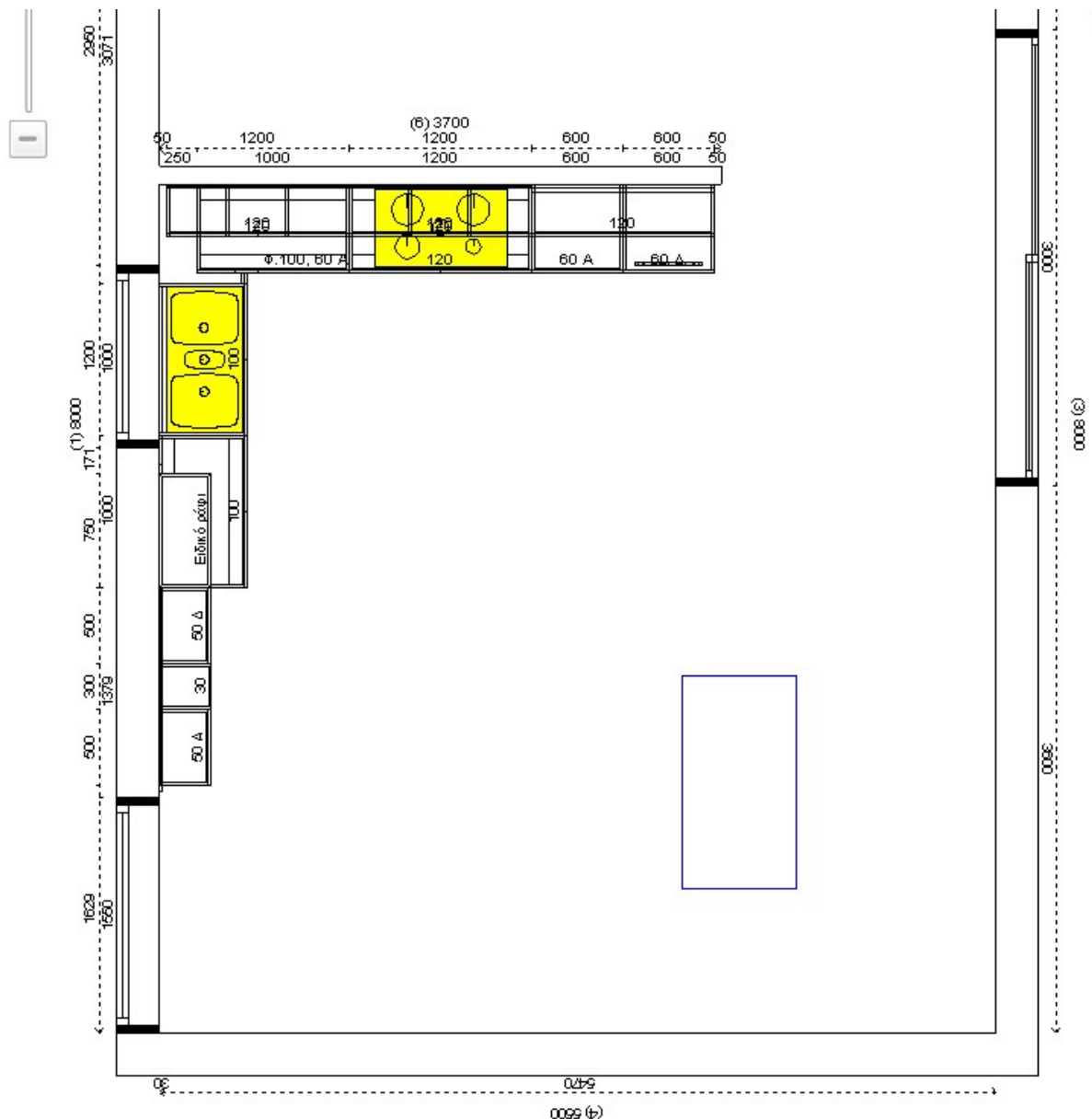
- Open the catalog **KITCHEN_WARDROBE > TABLE_CHAIRS > Modern tables** and choose the code **02**



- Press **Select** and left click to the point you see below...



- As the tables is moved, change the direction of table from Control Panel or from keyboard ...
- Press left click to place the table in the floorplan, as you see below

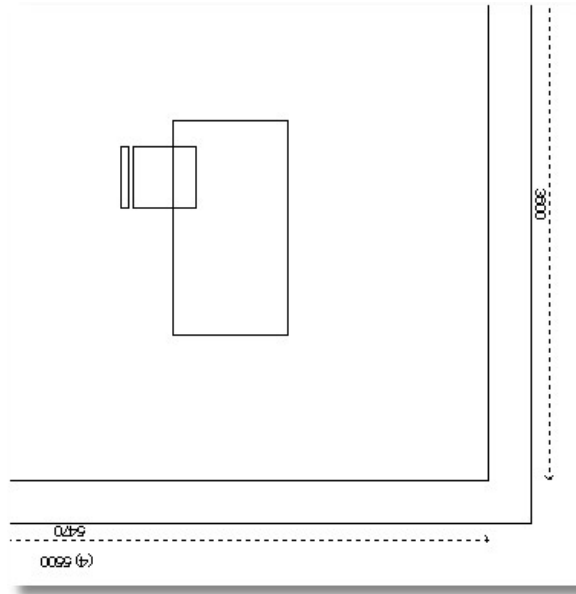


- Open the catalog **KITCHEN_WARDROBE > TABLES_CHAIRS > Modern chairs** and choose the code **28**
- As the chair is moved, change the direction of it from Control Panel or from keyboard...

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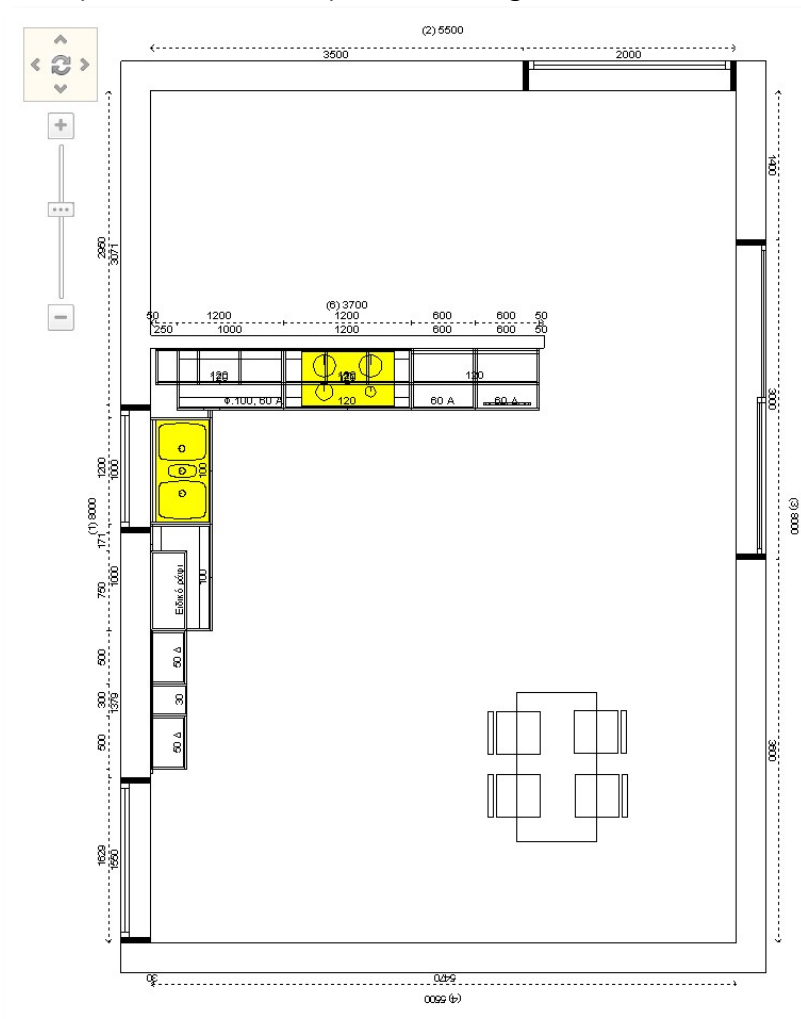
- Press left click to place the chair in the floorplan, next to the table as you see below

...



- Place other 3 chairs on the table.

When you complete the placement, the floorplan is the image below ...



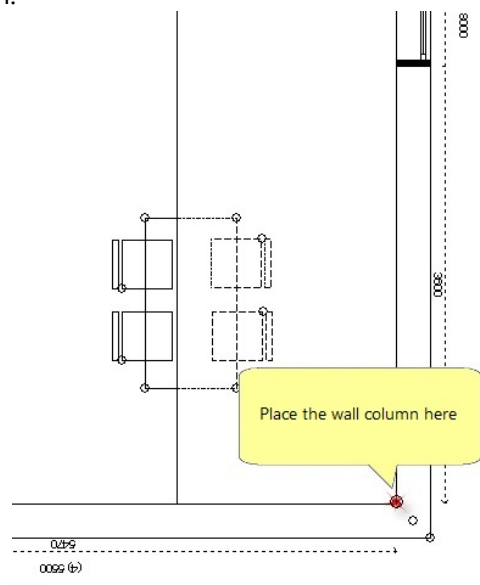
Place wall column

From **STRUCTURAL ELEMENTS** choose a wall column

- Open **COMMON USE > STRUCTURAL ELEMENTS > COLUMNS** and choose **Wall column**
- Place it somewhere in the floorplan (*away from walls and other items*) and change the dimension of it.
- Release the cursor on the column to be identified and write in Control Panel: Width: **1800**, Depth: **8000**, Height: **450**, Up: **3200**

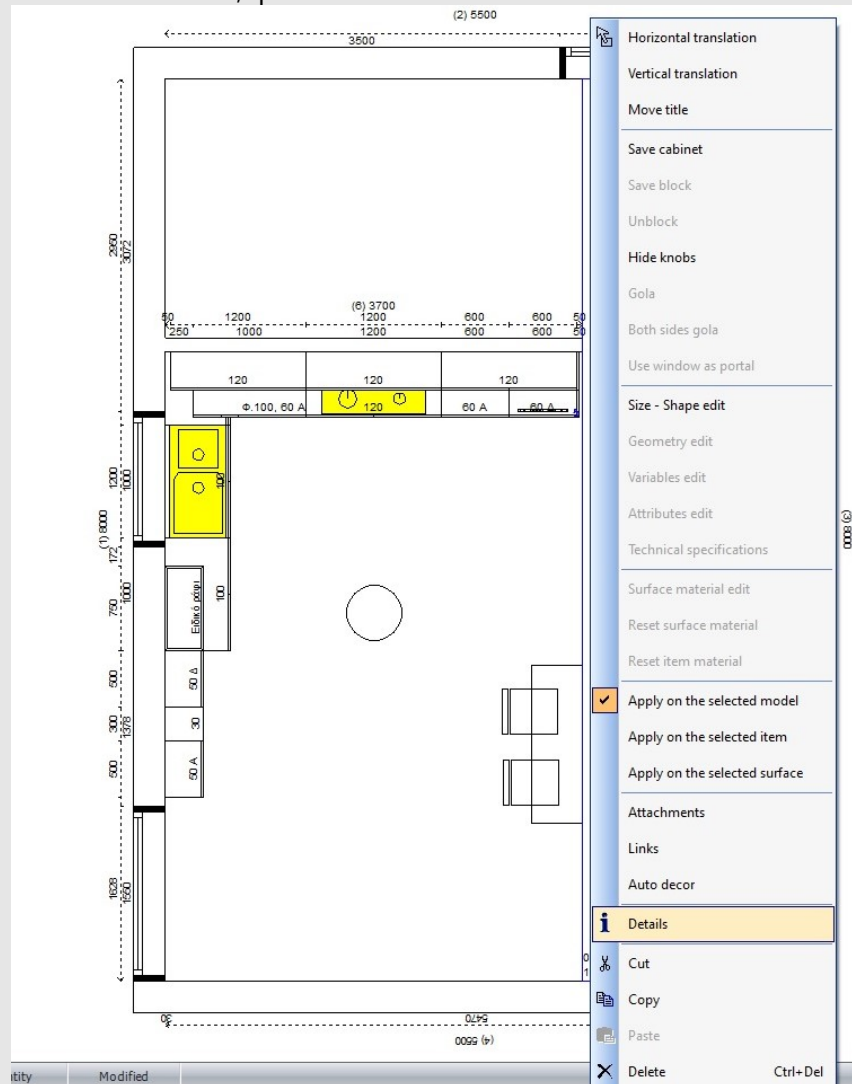
Item dimensions	
Left X:	2520
Right X:	720
Down:	2400
Up:	3200
Width:	1800
Width 2:	0
Door width:	0
Doors #:	0
Depth:	8000
Depth 2:	0
Height:	450
Height 2:	0
Extra:	0
Extra 2:	0
Worktop:	0
Plinth:	0
Reduction:	0
Angle:	180.00
Groove:	10.00
Back offset:	11
Qty:	1
Comments	

- Press **Enter** or **OK** to complete the procedure
- Press left click to "grab" the column to move it. Change the direction of it and place it at the right corner of floorplan.



Note: In order to "see" the items which are placed under the column, do the following...

- Press **Right click** on the column and choose **Details**
- In this window check **Case**, press **OK** and close the window with "x"



Item details

General Prices Shapes Specifications

Catalog: STRUCTURAL ELEMENTS

Quantity: 1.00 Category: Wall units

Program code: 1160400 Floorplan code: Κρεμαστή

Manufacturer code: Numeration code: 0

Description: Κρεμαστή

Comments:

Horiz. Alignment: DC Vert. Alignment: DC

U.M.: By Pieces Back Alignment: DC

Options

☒ Title ☒ Frame ☐ Decorative ☐ Reports ☒ Bath item

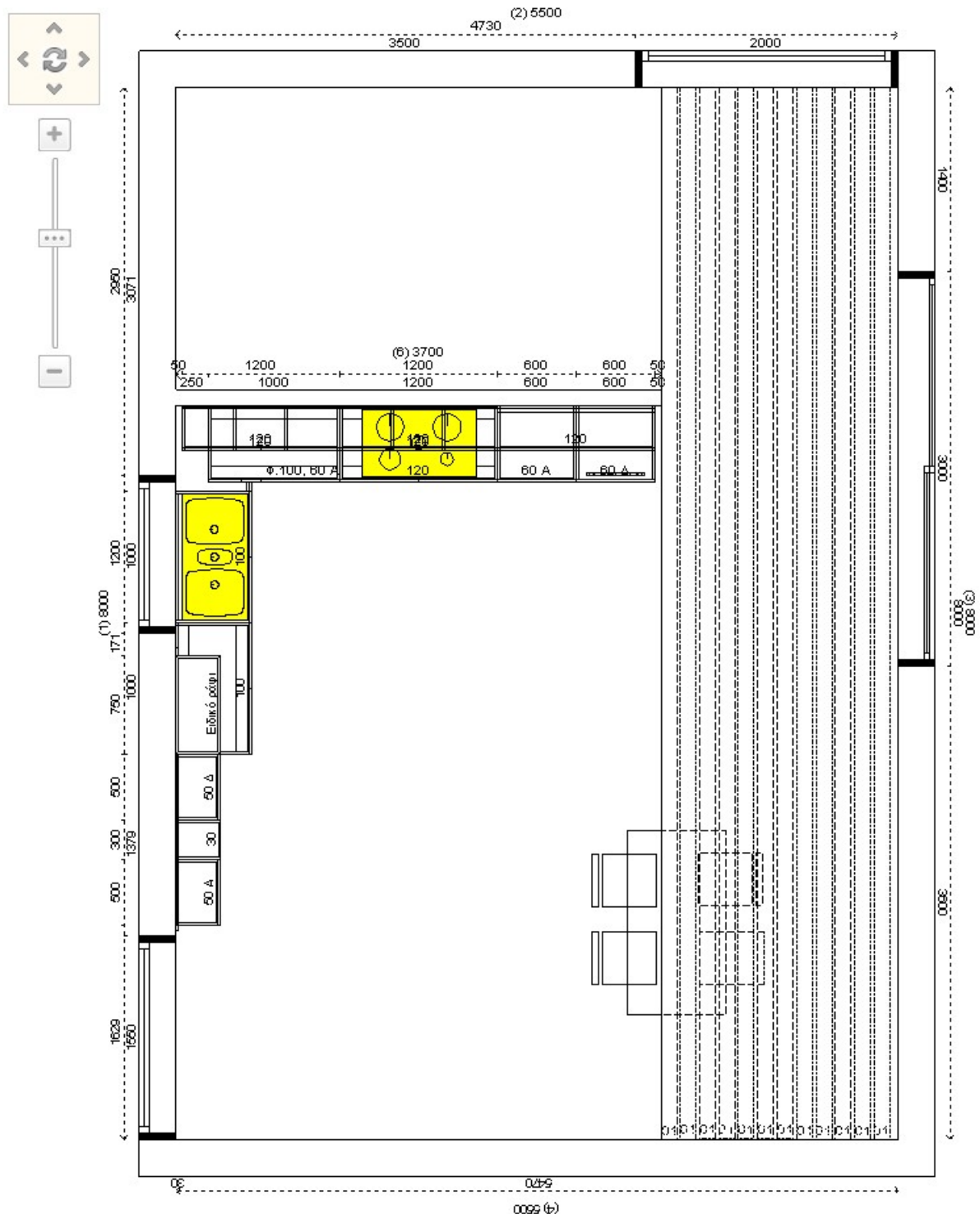
OK Cancel

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- **Copy** and **Paste** the board until you cover the width of the column ...

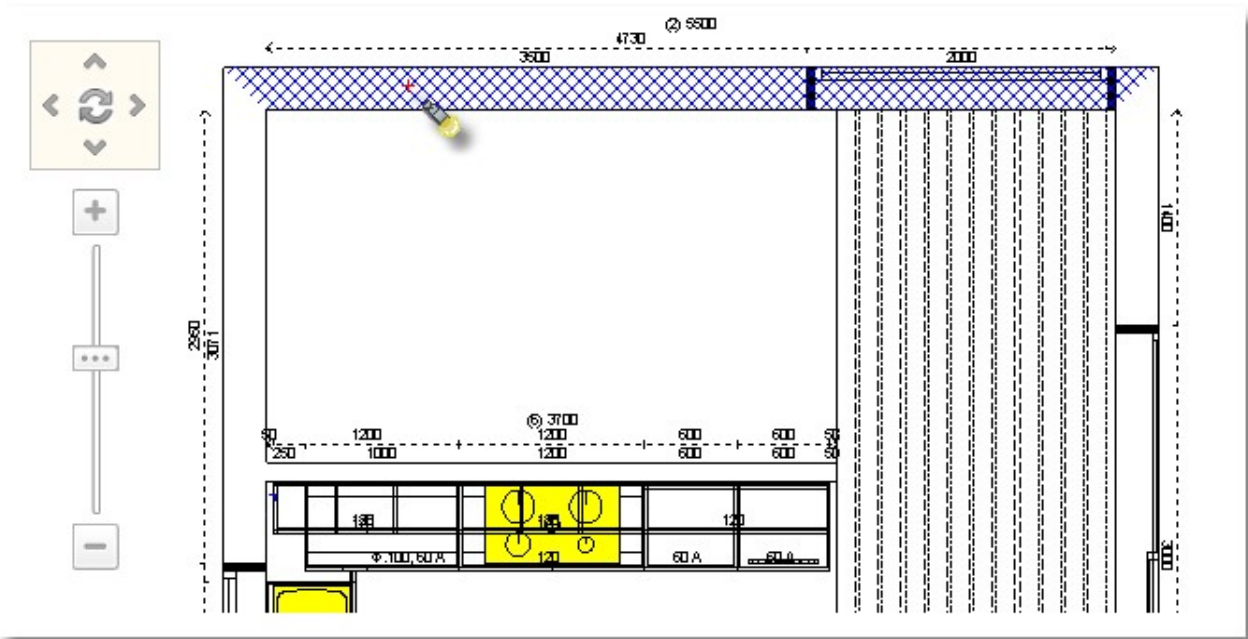
You need 12 boards (depending on how close you place them)...

The floorplan is like the image below...



Show ceiling

Now, you will show the ceiling in the project.



- Release the cursor somewhere **on the external walls**, until they are identified (*dotted lines*)

From Control Panel, in group **Options** check "**Show ceiling**" and press **Enter** or **OK**

Options

- ☐ Show tiles Everywhere
- ☐ Use "Tile dimensions" Everywhere
- ☐ Hide text Everywhere
- ☒ Show ceiling Everywhere
- ☐ Invisible wall Everywhere

Summary

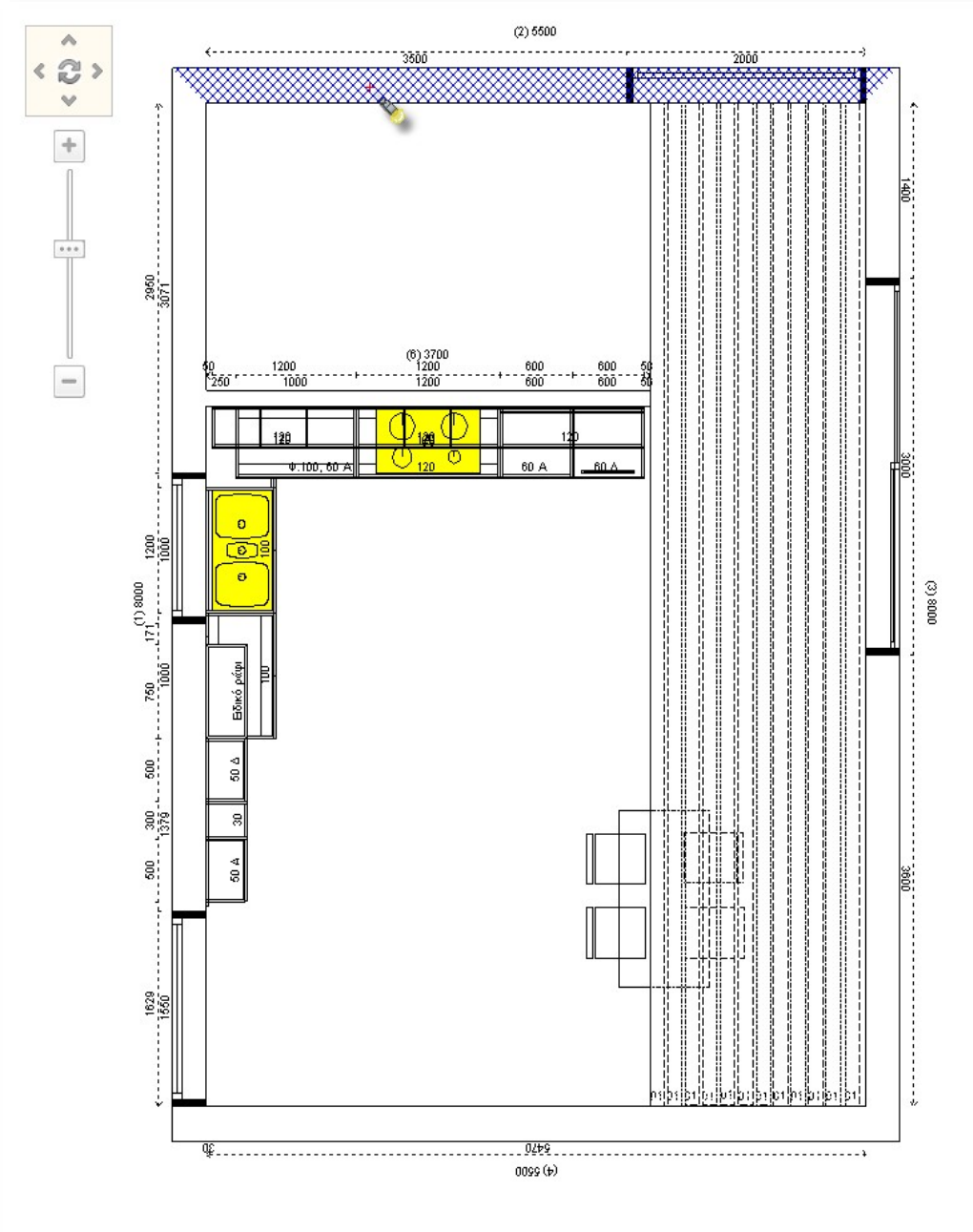
Now, you can:

- Identify items.
- Place units (base units, tall units and wall units) on the wall.
- Place sides.
- Place items free in floorplan.
- Change the direction of an item.
- Delete items in the project.
- Place attachments in item.
- Manage windows from Control Panel.
- See the elevation of wall.
- Choose other wall from Panorama of floorplan.
- Change vertical and horizontal translation.
- Change the alignment of items by height.
- Change the alignment of items.
- Show ceiling.

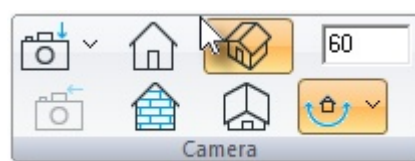
Perspective

How to get perspective

- To get perspective of this wall, release the cursor on the wall (*to be with dotted lines*)



- From toolbar of **Camera** press the button **Perspective**

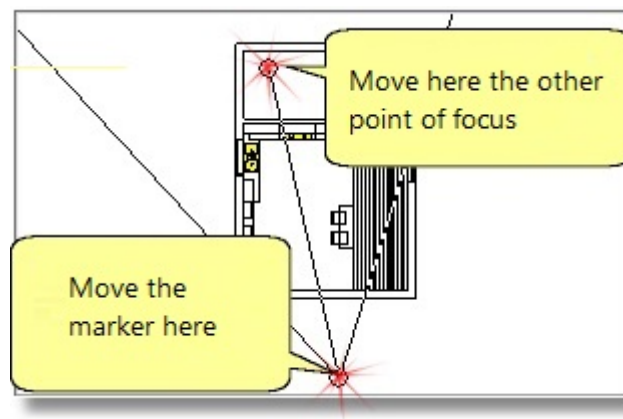


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You should see the image below



From **Panorama of floorplan** "turn" the camera to see other view of perspective ...



Note: You can set the Perspective with the help of mouse.

- You can rotate camera by holding down the left click.
- You can focus on (zoom-in & zoom-out) by holding down the right click.

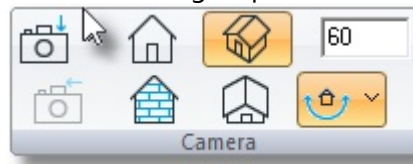
The Perspective is like the image below ...



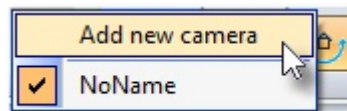
Save camera

You can save the position of camera, so you choose it easily and quickly..

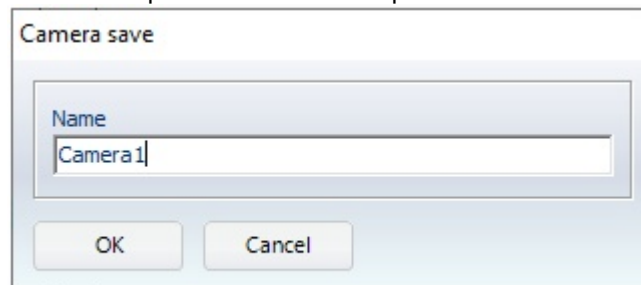
When you set camera you should do the following steps.



- Press the arrow of the button "**Save camera**" from the toolbar of "**Camera**"
- Then choose "**Add new camera**"...



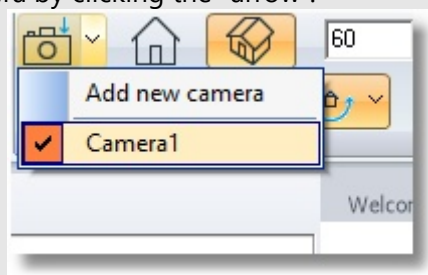
- ...and write a name for example "**Camera1**" and press OK



Note: You are not obliged to save camera's positions for each project. But this will help you to manage 3D image and to print the project.

You can save up to 5 different positions of camera.

You can see the positions of camera by clicking the "arrow".



Summary

Now, you can:

- See Perspective of wall.
- See the position of camera from Panorama of floorplan.
- Save positions of camera.

Edit model, Compatible items, Adjust 3D image

In this section you learn how to edit models (colors) to all items of the project.

Replace sides with visible sides

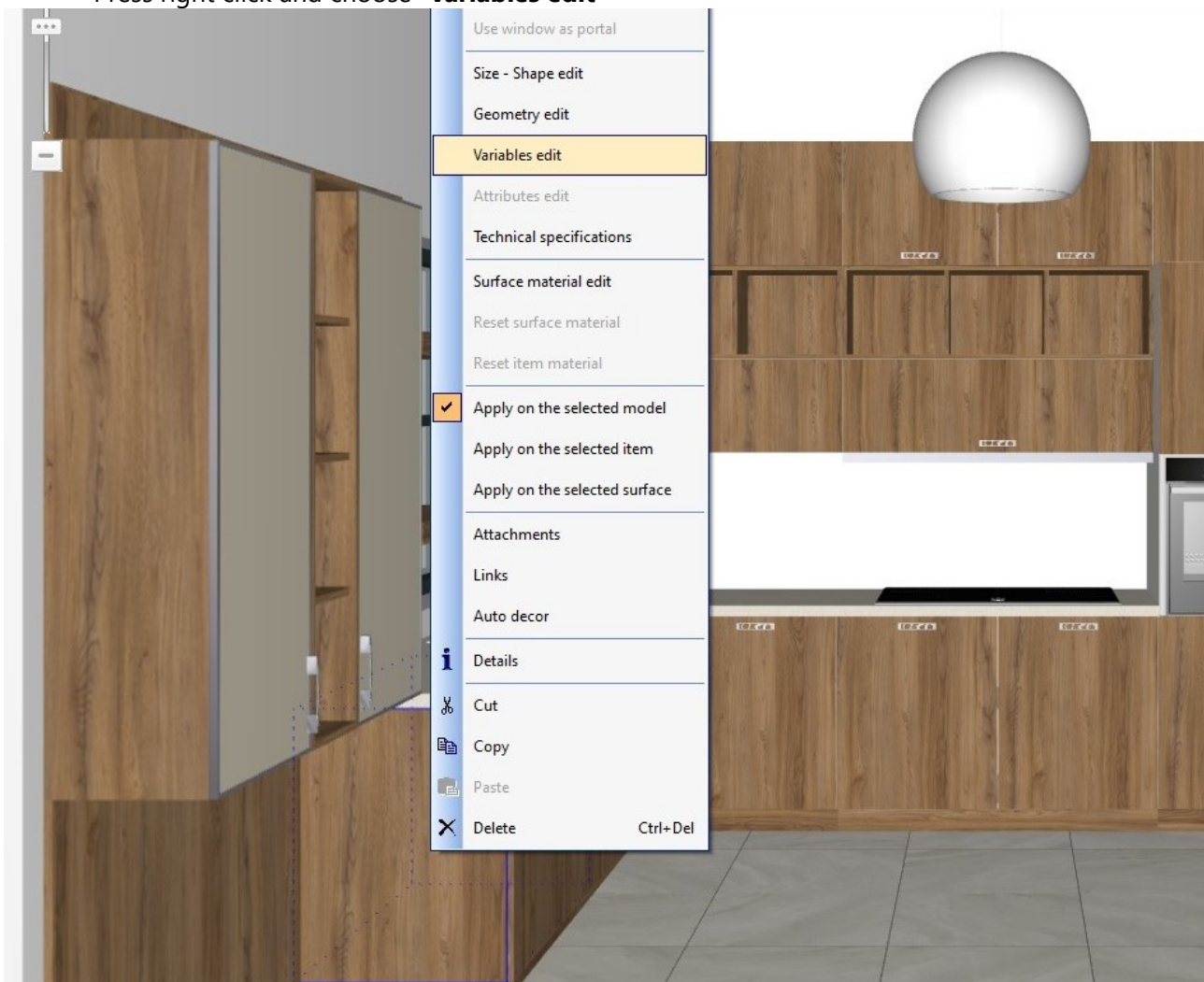
Before you start, you can see another way to change sides of kitchen ...

Caution!

This procedure is available **ONLY** for those who have the additional plug-in **CUBES**.

Otherwise, you can place sides from the catalog **UNITS > Base units > Sides**

- Release the cursor on the base unit (wall 1) to be identified.
- Press right click and choose “**Variables edit**”



In this window...

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- choose the tab "**Panel details**"
- from **Panels** choose "**Left side**"
- from **Available panels** choose "**Left visible side**"
- press the button "**Update**"
- press the button "**Apply**" to complete the change and close the window.

Opening store wizard

Description: Base unit 100x72 depth 56, 2 doors A 161

Structure: Boxed Category: Base units

Type: Normal Position: Normal

Melamine-Pvc Panel details Body Front End cap Plinth Filler Restrictions

Panels

- Left side
- Right side
- Middle side
- Horizontal dividing for door
- Back
- Bottom
- Traverses
- Shelf
- Fixed vertical shelf
- Fixed horizontal shelf
- Door

Available panels

- Left visible side
- Left side
- Left visible side
- Left side door
- Left side cutted door
- Left side for gola

Depth2: 0 Extra: 0

Height2: 0 Extra2: 0

Update

Up extension: 0

Down extension: 0

Max height: 720

Max depth: 560

Max width: 1000

Num of partitions: 1

Partition width: 1000

Extra: 0 Extra2: 0

Height: 720 Height2: 0

Depth: 560 Depth2: 0

Width: 1000 Width2: 0

Door width: 500

Partiton width calculation: Auto(Melamine)

Estimate width:

Apply Cancel Help

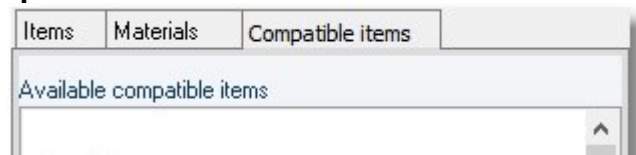


The replacement of side is done. Look the image below..

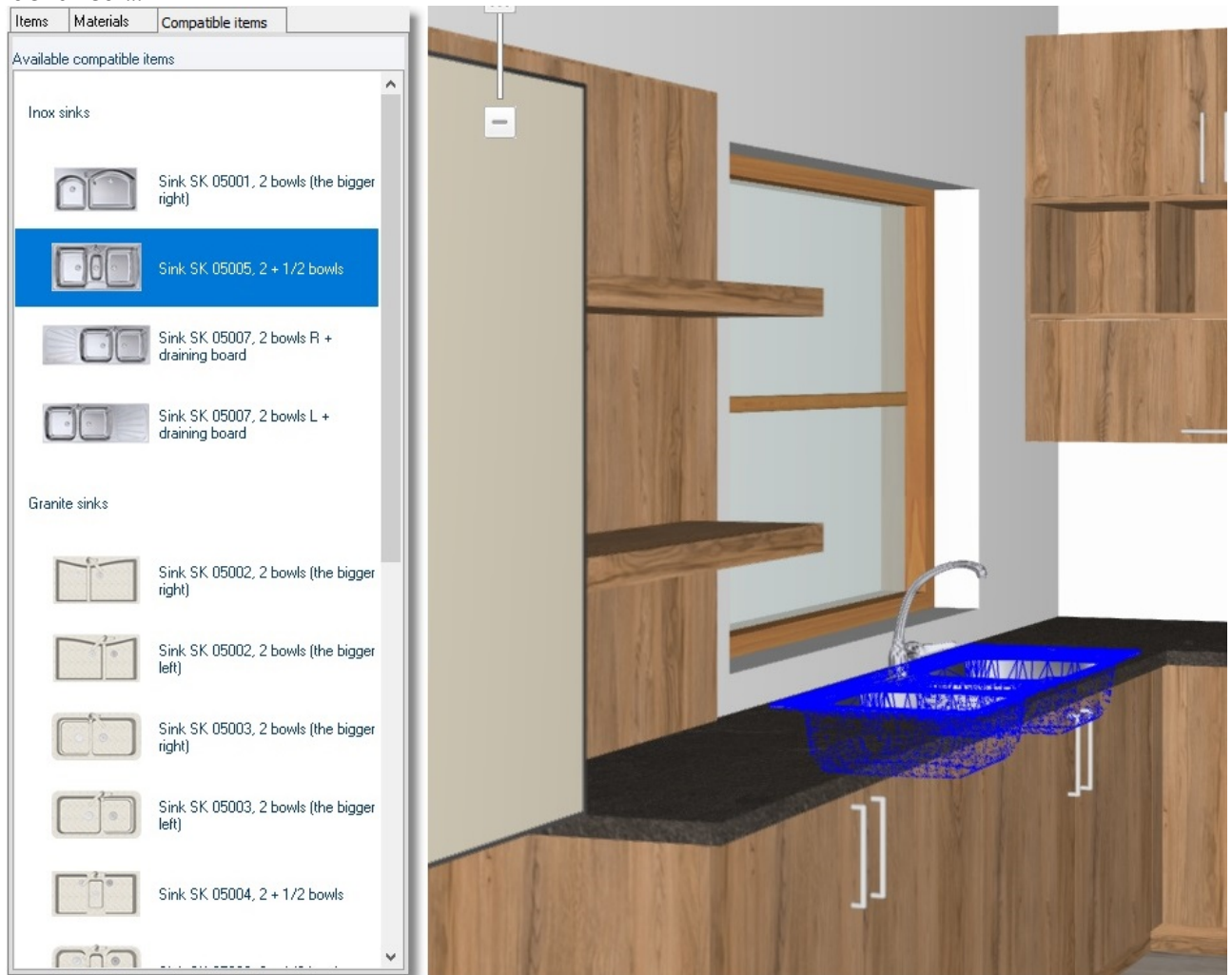
Replace items with compatible items

Edit Sink, Faucet and Oven

- Press the tab **Compatible items** from Control Panel



- As you see above, focus on sink and oven, release the cursor on the sink until the item is identified ...



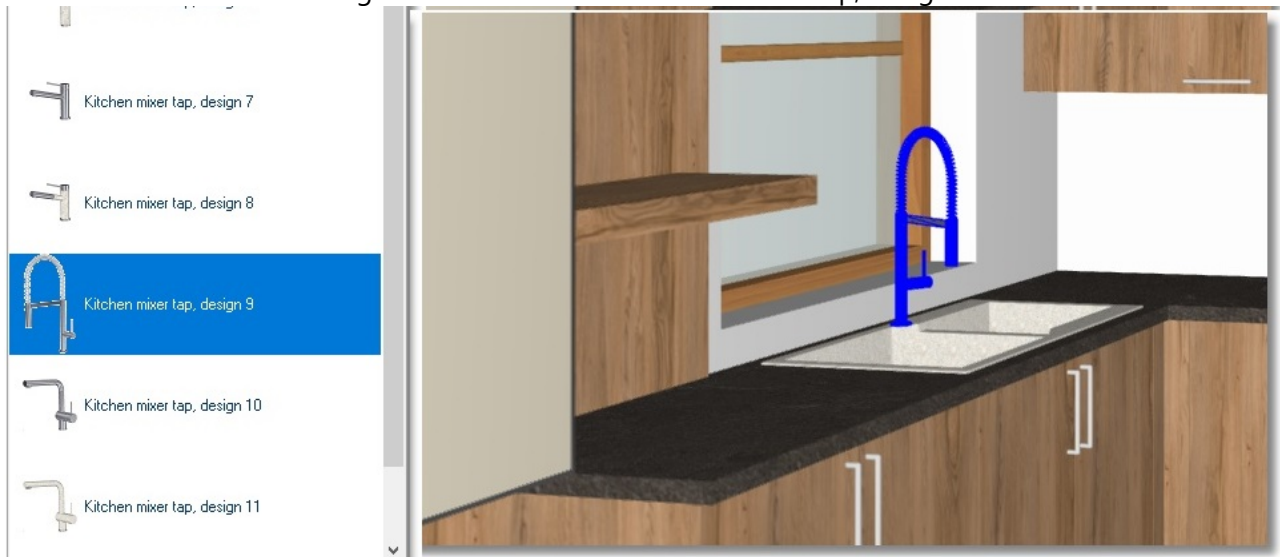
- In **Compatible items** you see other sinks that fit in the dimension of placed item.

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- Scroll down and choose the last available sink "Sink 803, 2 troughs (left)". Press left click to change it



- Do the same to change faucet and choose "Kitchen mixer tap, design 9"



- For the end change the oven.
Choose the category "Neff" and the code "Oven OV 01009, Inox"

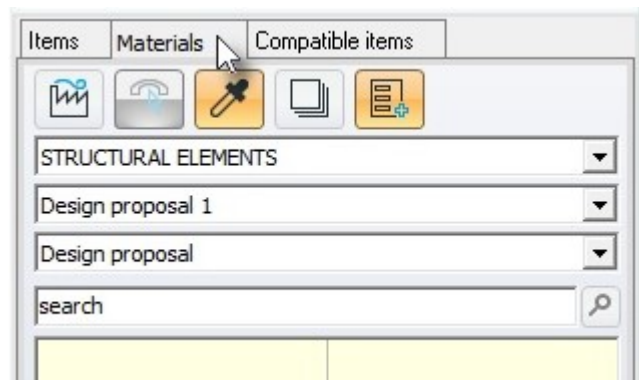


Do the same procedure in order to change items and appliances quickly from catalog KITCHEN.

Edit models

Now you will edit models of items on the project.

- Press the tab **Materials** from Control Panel



You can **search** the model according to the code or the color. Also you can make an **advanced search** and combine more choices of search.

Note!

The name of model can have letters (capital or small), numbers, null characters or symbol. If you would like to search the model according to code, it is safer to write only numbers.
The result of search would be more than one model.

Edit model on catalog DOORS

Change based on code

- From Drop Down menu, choose the catalog **DOORS**
- You see the available doors (models) for the kitchen.
- In the field "search", write the code of the model.

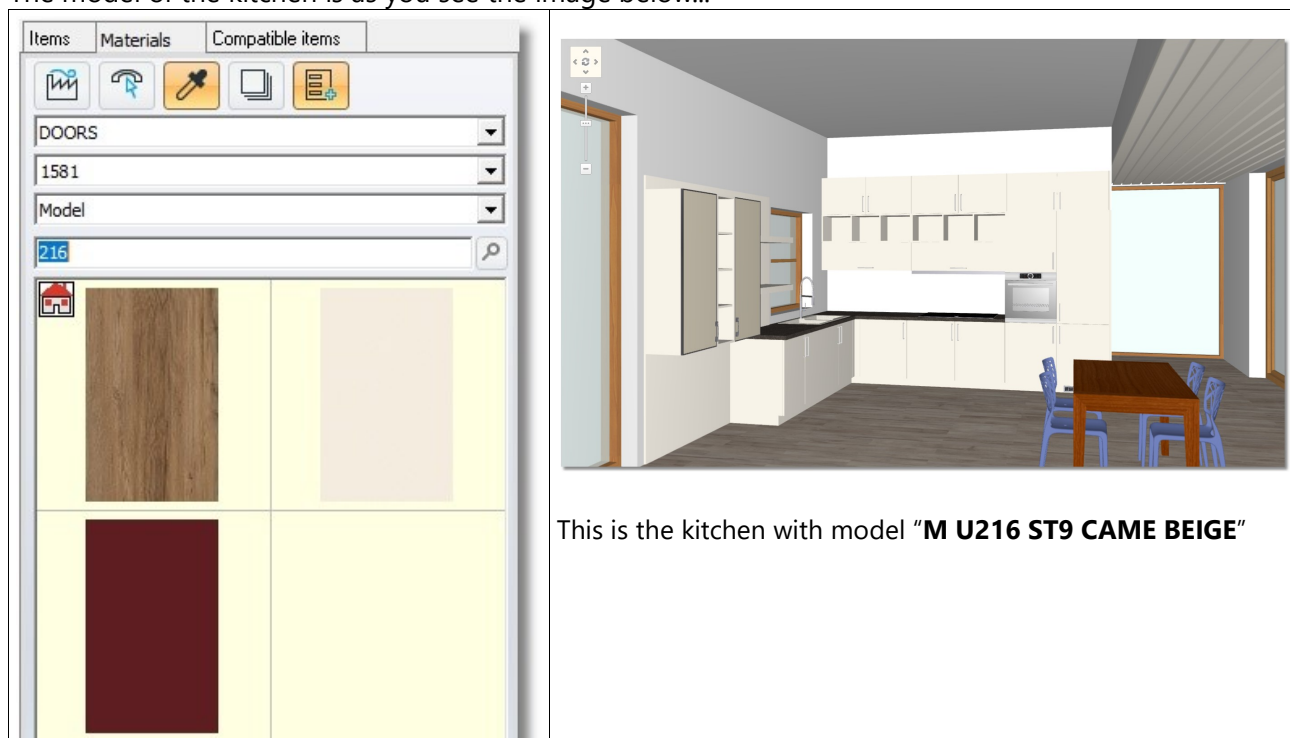
For example:

Select the model "M U216 ST9 CAME BEIGE" of *EGGER*.

In the field "search" write the "numbers" of the code, only "216" and press Enter from your keyboard.

You can see more models because they contain the number "216". You choose the first one (the whole name of model is shown at the end of the screen).

The model of the kitchen is as you see the image below...



Note: the name of model is showed at the end of the screen ...

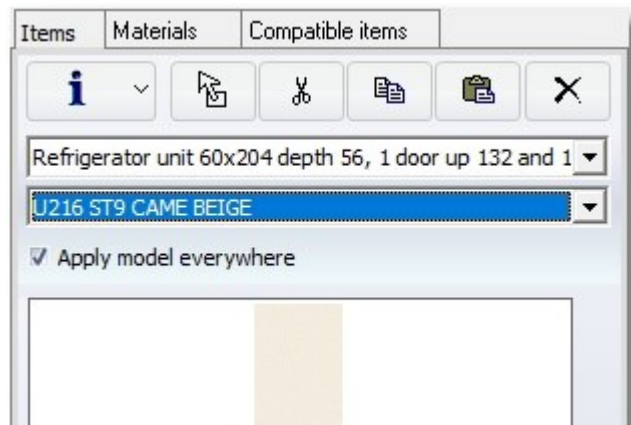
Main layer	Identity	EM U216 ST9 CAME BEIGE.PONT(EGGER_U216 ST9 Came Beige.jpg)
------------	----------	--

Now, you will change only the tall units to make them different color (second model).

Select second basic model – Method 1

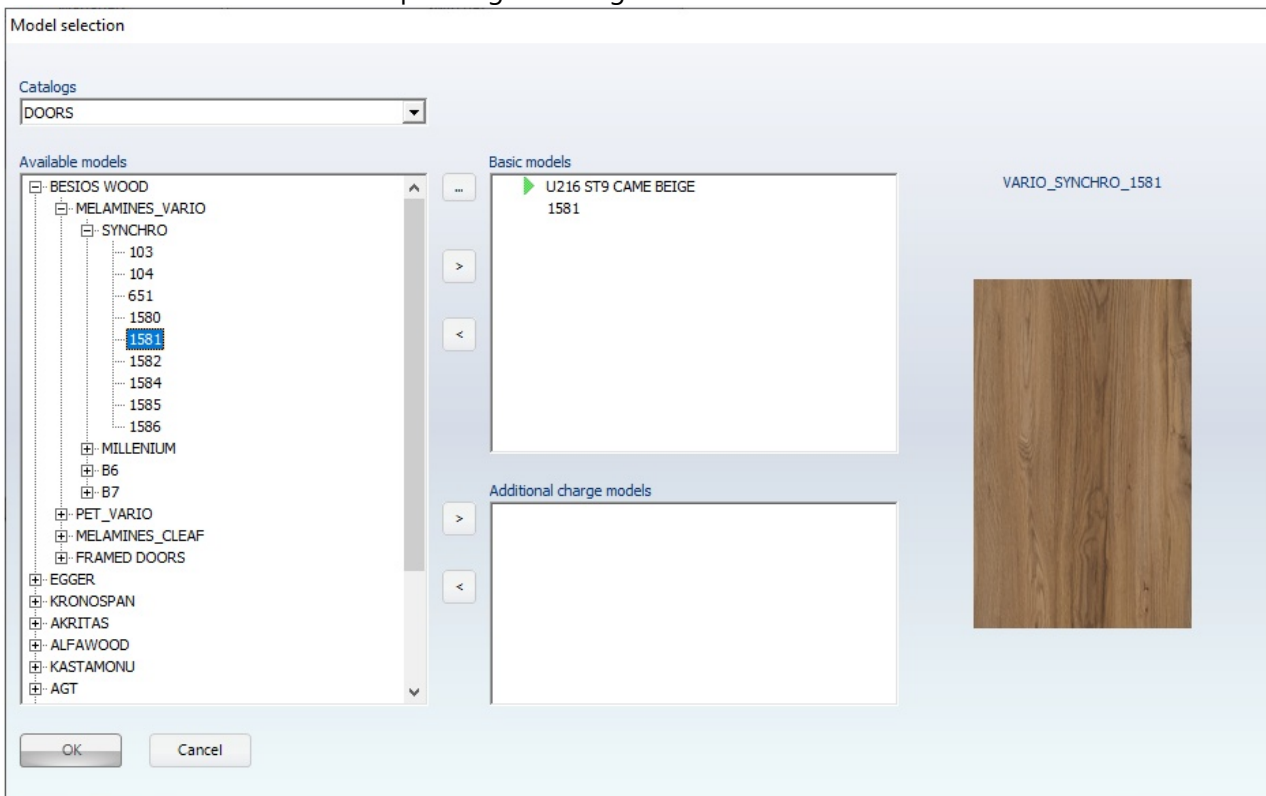
This is Method 1 to choose second model.

- Choose the tab **Items**
- Release the cursor on tall unit for example in the refrigerator.
- When it is identified, open the list and choose **Other...**



You will see the following window...

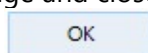
- From "**Available models**" choose "**BESSIOS WOOD - MELAMINE_VARIO**" and then "**SYNCHRO**"
- Select the model "**1581**"
- Press the arrow which is pointing to the right ...



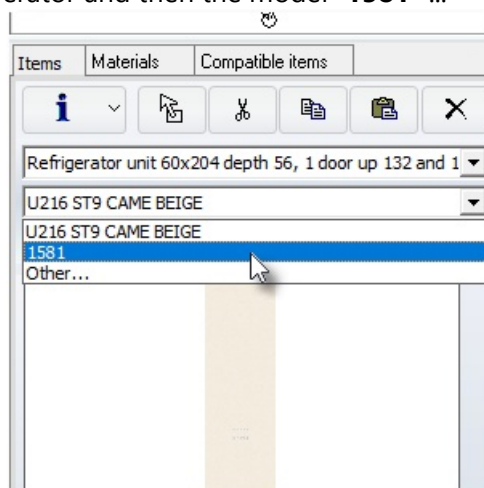


Now you see this model added to “Basic models”

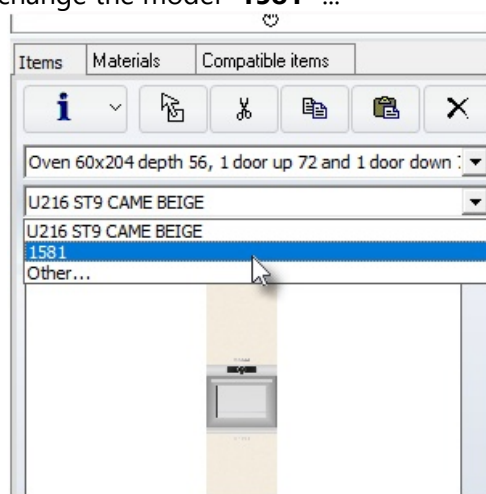
- Press the button **OK** to save the change and close the window.



- Choose again the refrigerator and then the model “**1581**” ...



- Now choose the oven and change the model “**1581**” ...



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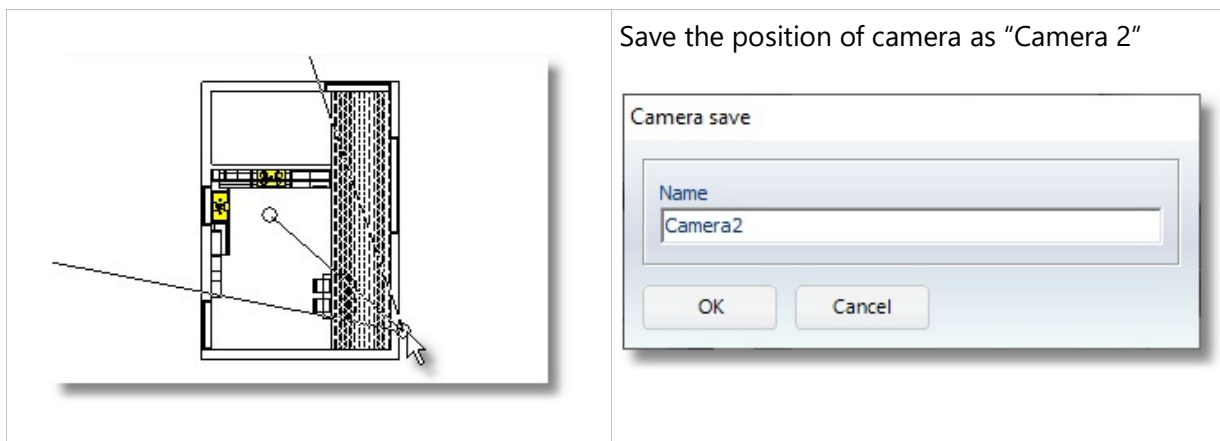
Now the kitchen is like the image below ...



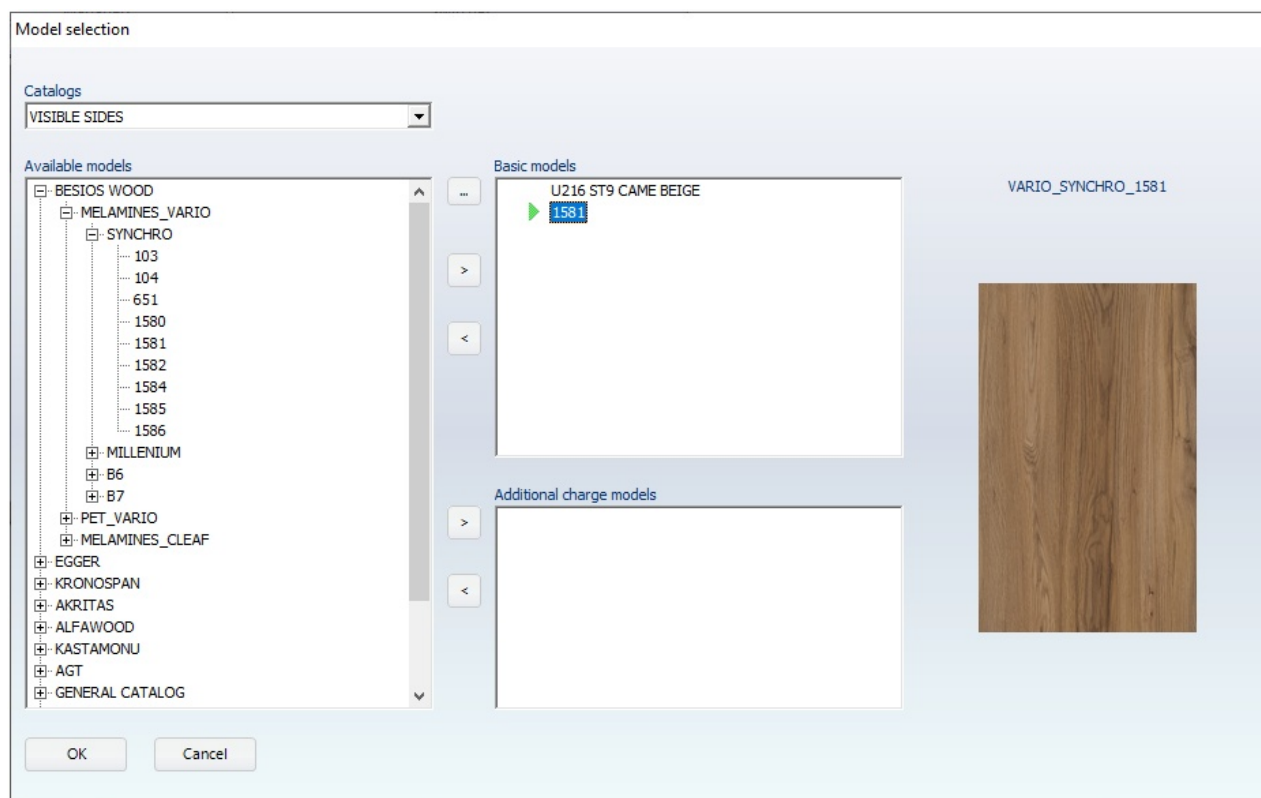
Edit model on catalog VISIBLES SIDES

As it is mentioned above, you will choose second basic model for catalog **"VISIBLE SIDES"**

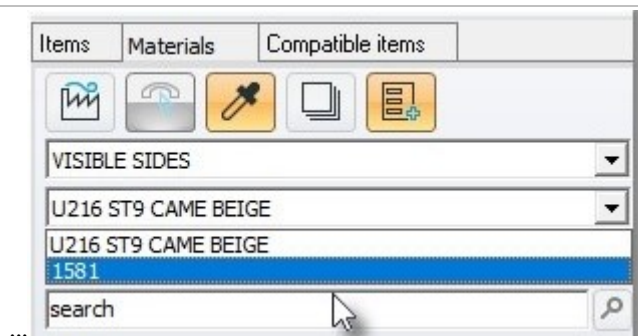
- Turn the camera to see the kitchen at the bottom right angle of floorplan.
See the Panorama of floorplan below..



- Release the cursor on the tall side, when it is identified, choose **Other** from Control Panel...
- From **"Available models"** choose **"BESSIOS WOOD - MMELAMINE_VARIO"** and then **"SYNCHRO"**
- Select the code **"1581"** and press the arrow which is pointing to the right to add this model in **"Basic models"**...
- Press the button **OK**



- Select again the tall side and from the list choose the model **"1581"**



The kitchen is as the image below ...



Select second basic model – Method 2

A second method to choose another model is the procedure of group.

- Press the buttons "**CTRL+G**" to start the procedure of group. The cursor is like an "arrow with black cross"...
- Press left click one by one the three shelves as you see below...

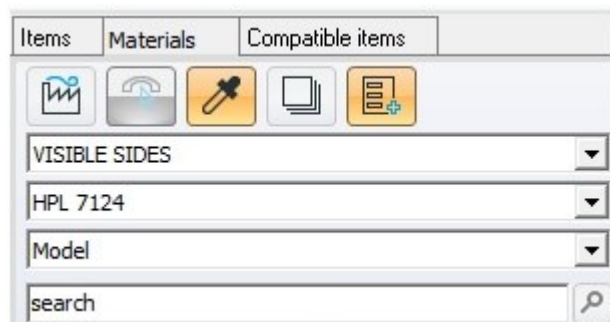
With this procedure, you select three shelves and change the color with a move.



Choose the color again from tab **Materials**

As you know there are many available sides. You can search them among suppliers. In this way you can search them easier.

Select the catalog **VISIBLE SIDES** and press the button "**Advance search**"



Now, you can see the following window and choose the criteria of search ...

- Do the following choices and press **Search**
Supplier: Praxitelis
Model grains: No grains
Color: Green

Advance search ✕

Supplier

- ☐ Besios wood
- ☐ Egger
- ☐ Kronospan
- ☐ Akritas
- ☐ Alfawood
- ☐ Kastamonu
- ☐ AGT
- ☐ General catalog
- ☐ Kanelli
- ☒ Praxitelis
- ☐ Marioglou
- ☐ Cms
- ☐ Opus 44

Material

- ☐ Chipboard
- ☐ MDF

Surface

- ☐ Melamine
- ☐ Pet
- ☐ ABS
- ☐ Super Matt
- ☐ Acrylic
- ☐ Painted - Laquered
- ☐ Veneered - Painted
- ☐ PVC
- ☐ HPL
- ☐ Aluminium
- ☐ CPL

Shape

Grain

- ☒ No grains
- ☐ Vertical grains
- ☐ Horizontal grains
- ☐ Pattern

Color

- ☐ Custom
- ☐ Black
- ☐ Blue
- ☐ Cream
- ☐ Gray
- ☒ Green
- ☐ Olive green
- ☐ Purple
- ☐ Red
- ☐ White
- ☐ Yellow

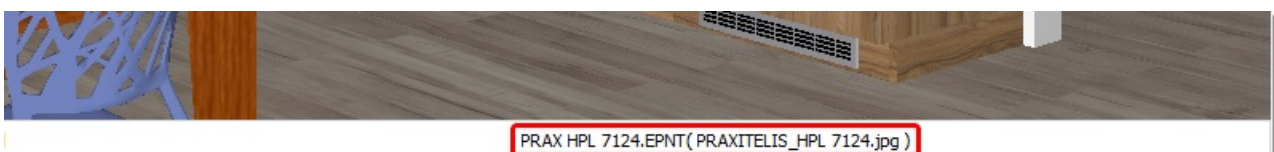
Texture

- ☐ Mat
- ☐ Sagre
- ☐ Gloss

In the window of Materials you see the results of search ...



- Choose HPL 7124 (the whole name of model is shown at the end of the screen...)



- The color is applied ONLY in the selected shelves.
- Press the button **Escape (ESC)** to deactivate the selected items.

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The kitchen is like the image below ...



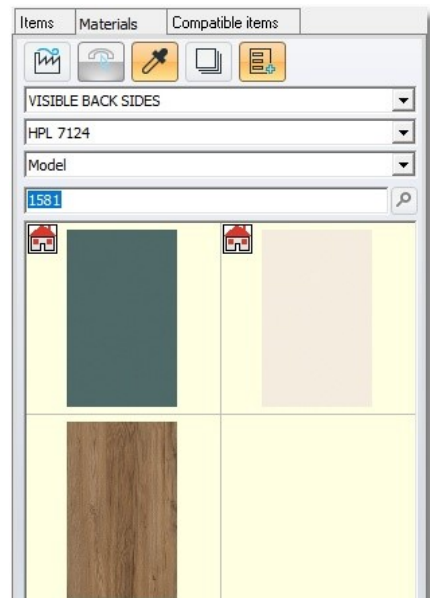
Select second basic model – Method 3

Another method to choose second color is the procedure **“Drag & Drop”**.

- Release the cursor on the **side** to be identified...
- On tab **“Materials”** you see the catalog **“VISIBLE BACK SIDES”**
- In the field search write the code **“1581”** and press Enter.

Search **“1581”**.

Holding down the color by left click ...



...and drag & drop it to the side...



“Release” the cursor ...

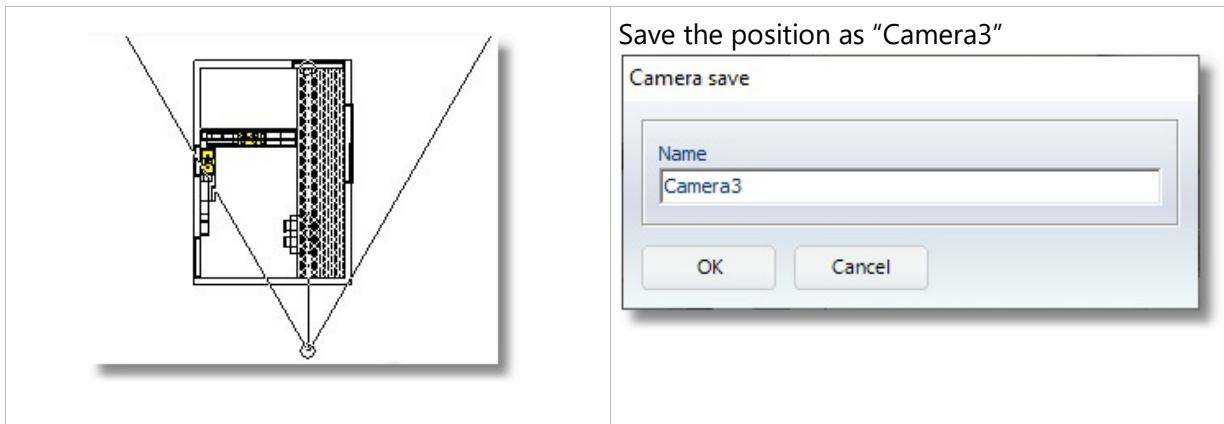
The change of model is done.



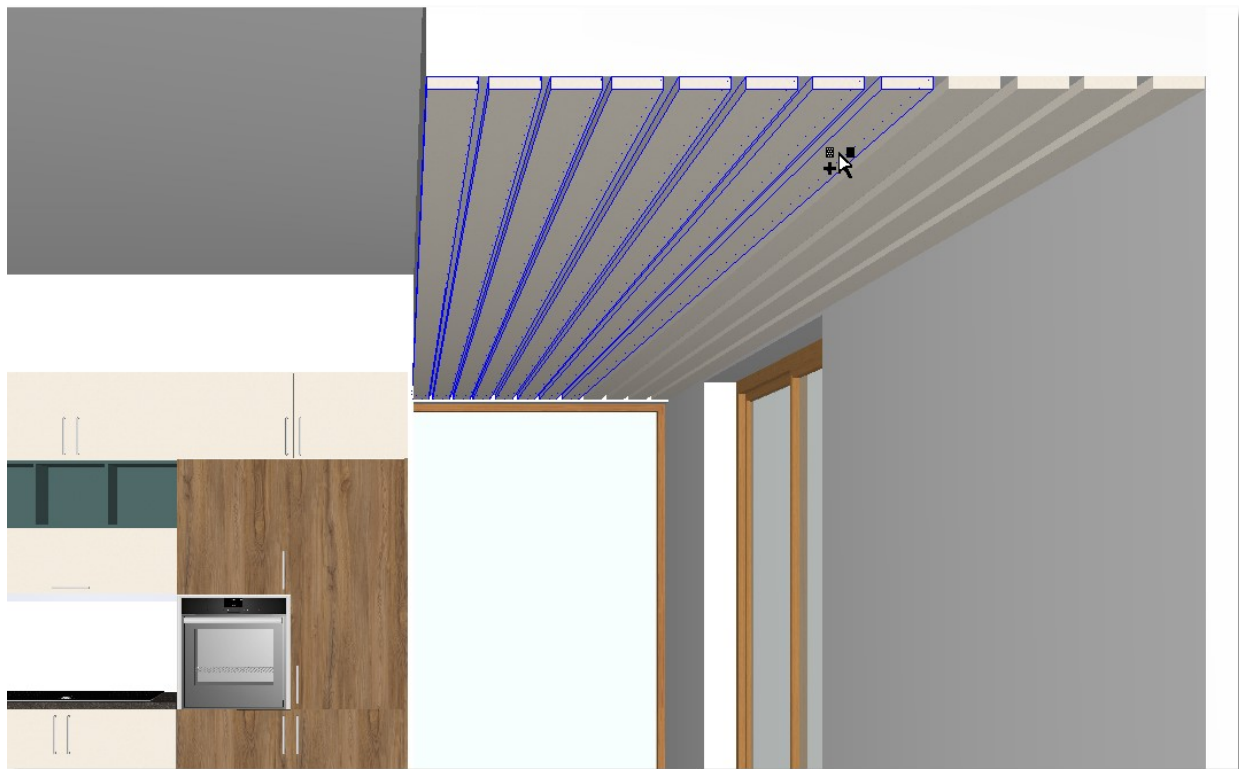
Edit model with decorative boards

Now, you edit the color in decorative boards. Give the same color as tall side and visible back side.

- Move the camera to see all boards. Look the position of camera from Panorama of floorplan...



- Press the buttons "**CTRL+G**" to group the items.
- Then by left click choose one by one the boards...



- When you choose the boards, select the catalog “**VISIBLE SIDES**”
- As you can see the available models, they are showed the selected models with the image of home.

Press on the image as you see below (*the model is “1581”*) and the boards will change all of them.



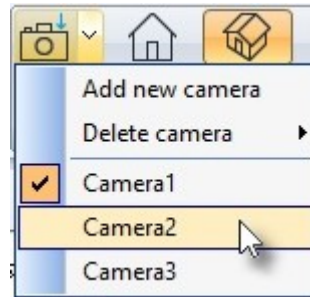
Press the button **ESCAPE (ESC)** to deactivate the selected items.

Note: When you choose to edit color, clicking the icon with home. This means you will use a model (color) that is already used. So:

- You should not add colors without a reason.
- When you need change color in items with the same color, you do not need to group the items again or to change one by one.

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- Choose "Camera 2"

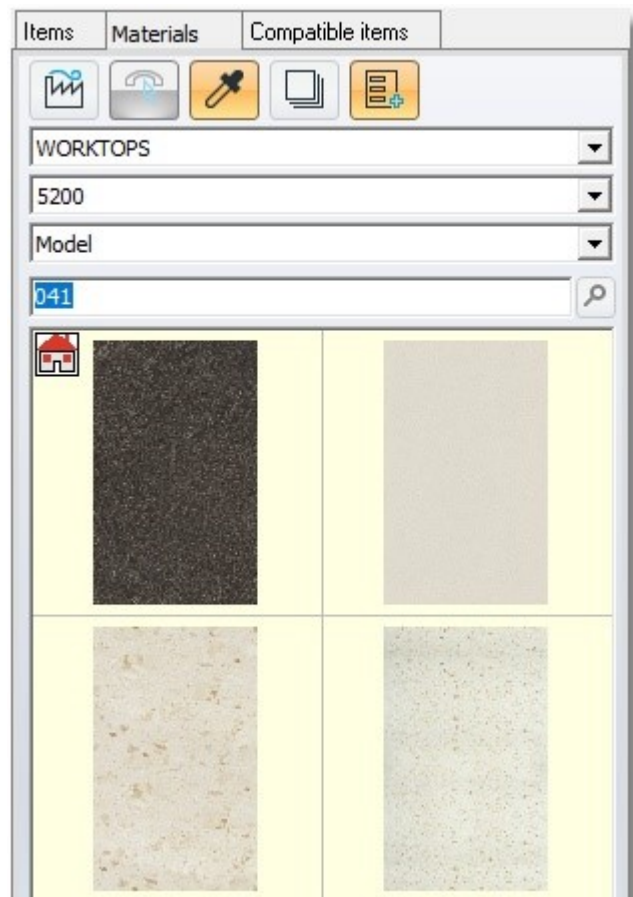


Edit model on catalog WORKTOP

- Find the catalog **WORKTOP**
- Find the code "**EWT F041 ST15 WHITE SONORA STONE**" or in the field 'search' write "041" and then Enter..

You can see more than one model with code "041"...

- You put left click as you see below...



The kitchen is like the image below...

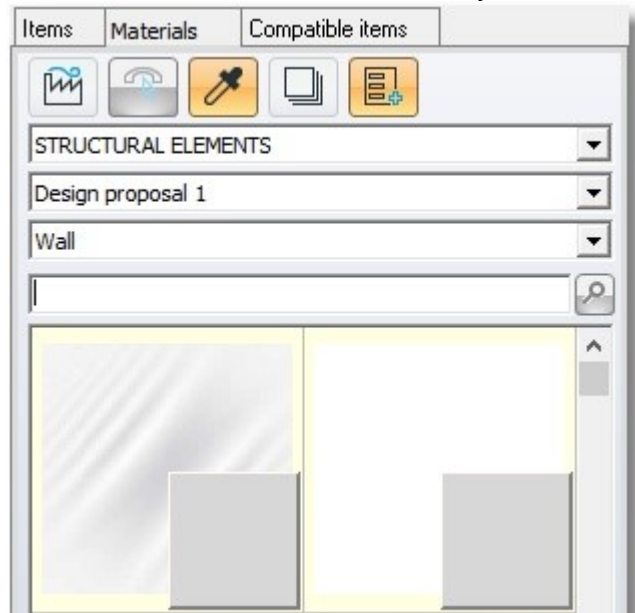


Edit model on catalog STRUCTURAL ELEMENTS

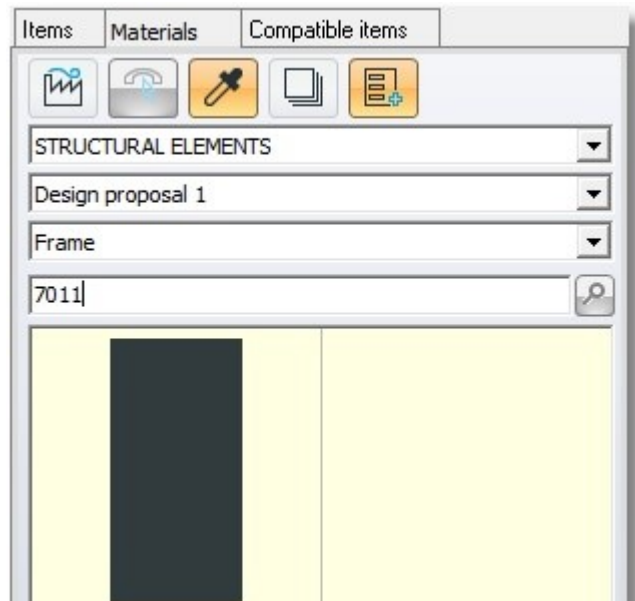
Now, you edit colors on items and on surfaces from catalog STRUCTURAL ELEMENTS (Frames, walls, floor tiles)

Choose the catalog **STRUCTURAL ELEMENTS**

- From category "**Wall**" choose the second icon, the white (*as you see below...*)

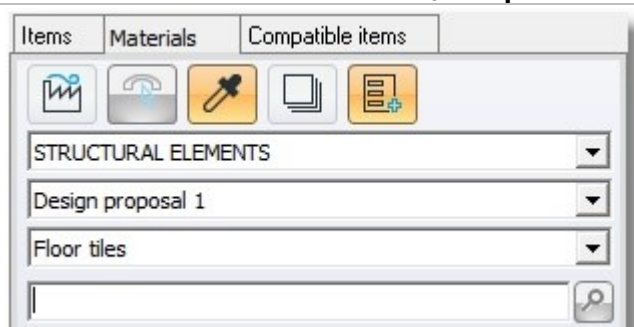


- From category "**Frame**", search the code "7011" and choose "**Z_RAL 7011**" (*as you see below...*)

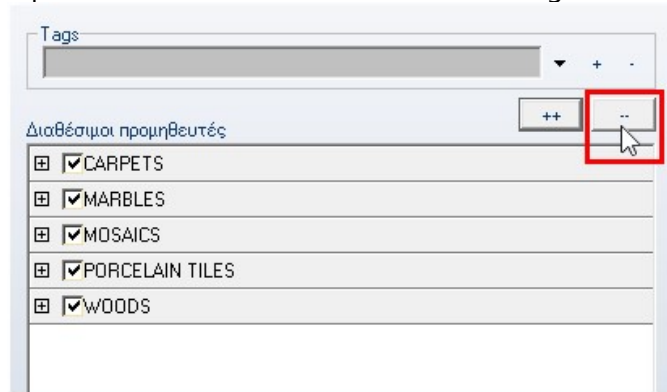


From category "**Floor tiles**" make a different search...

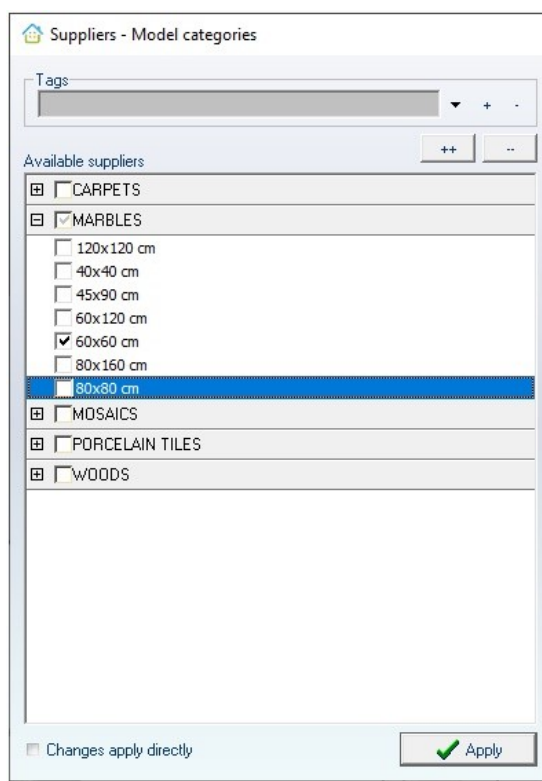
- Choose the category "**Floor tiles**" and press the button "**Suppliers**"

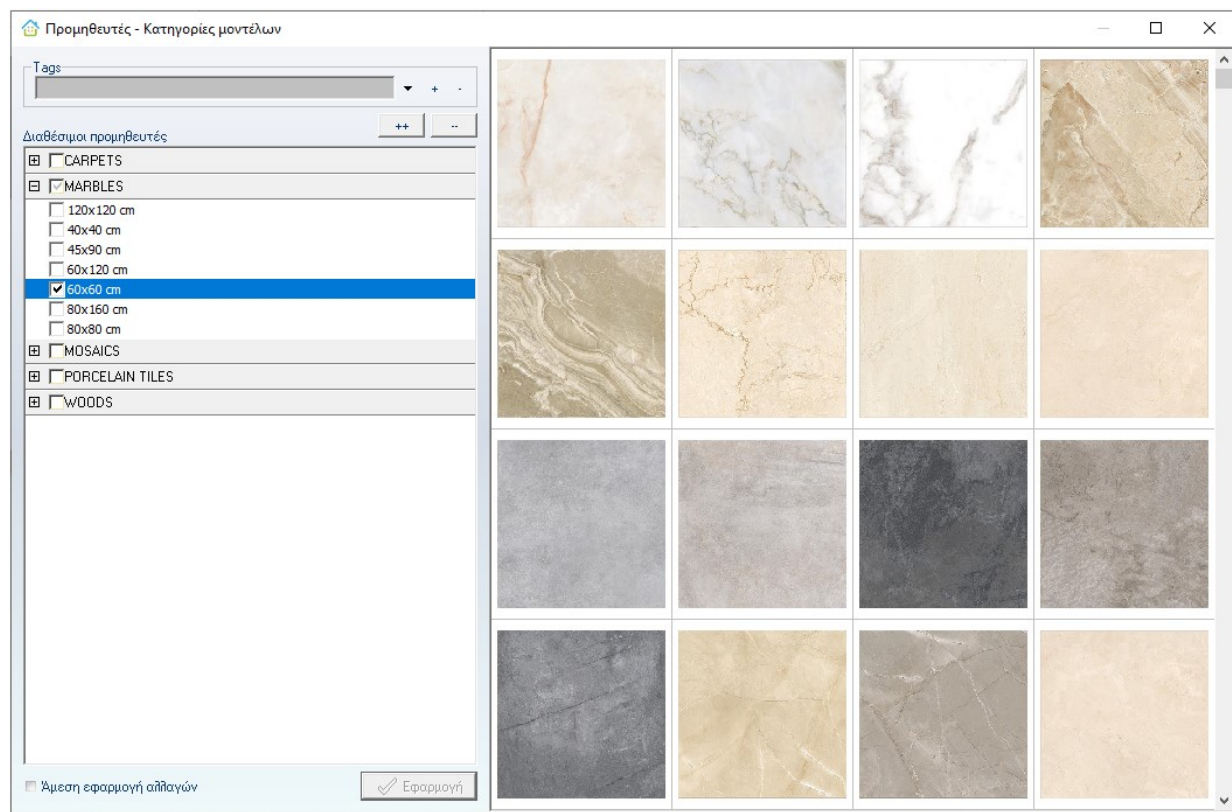


- As you see below, press the button "--" to deactivate all categories...



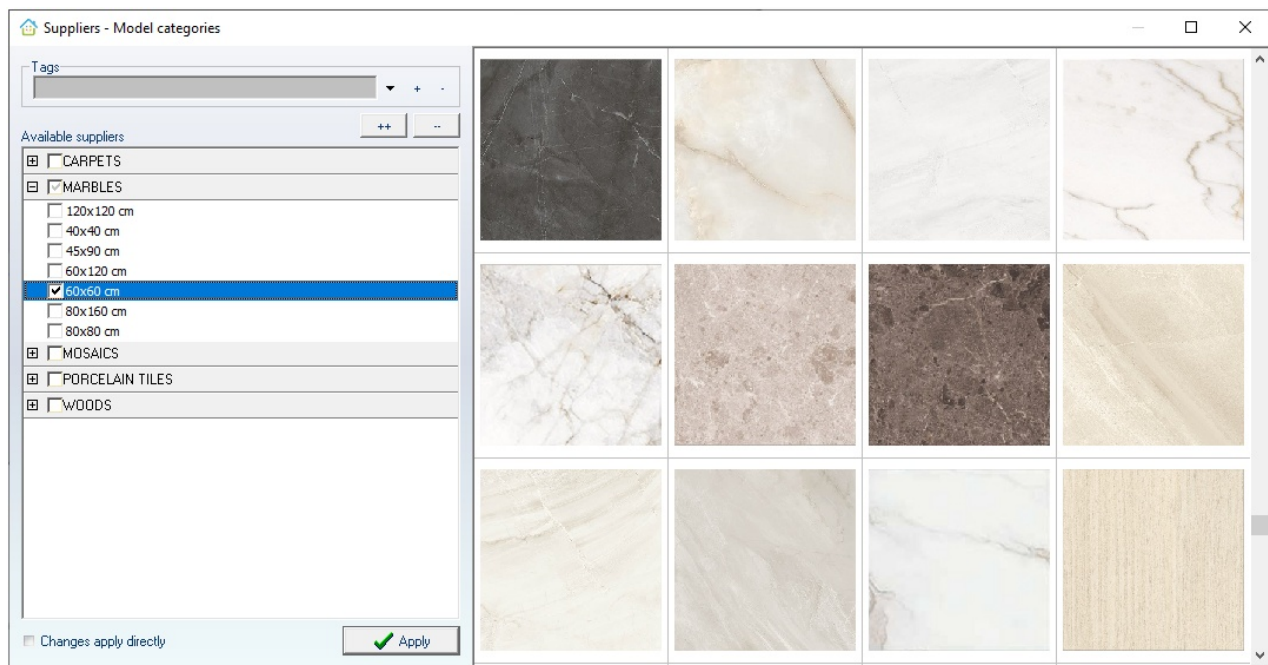
- Open the category "**MARBLES**", choose **60x60cm** and press "**Apply**"





Now, you see images with marbles 60x60...

Move to the end of the window and choose "FTL DESIGN 037" (*)...

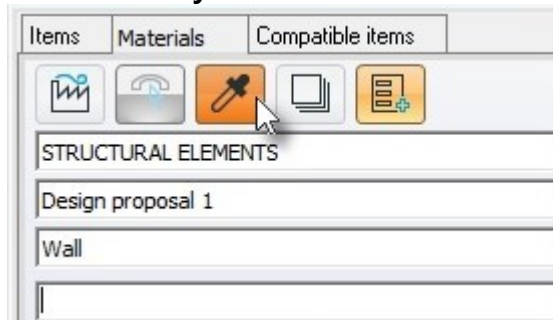


(*) The code is showed in the window of program

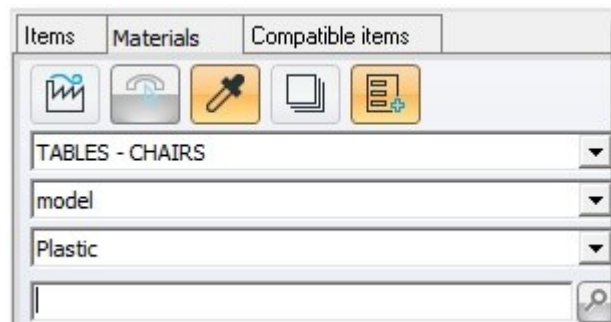
Edit model on catalog TABLE - CHAIRS

In order to complete all models, edit color to table and chairs.

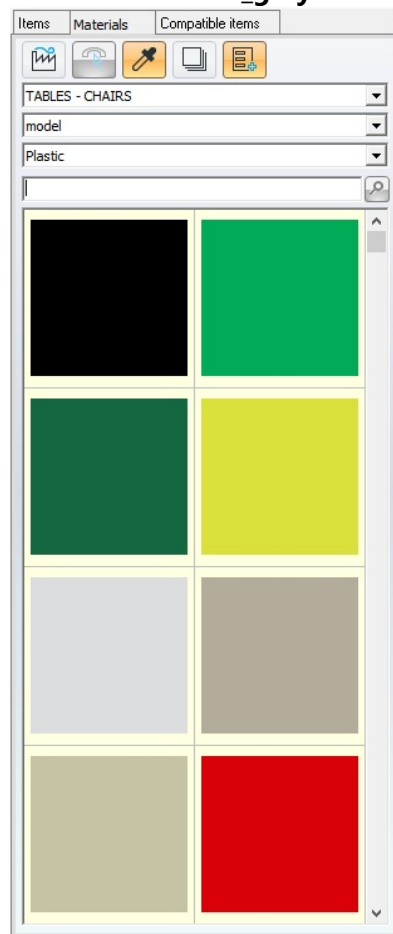
- Make sure that the **"Texture identify"** is active



- Release the cursor on a chair. When it is identified, you see on the tab Materials the catalog **"TABLE - CHAIRS"** and the texture **"Plastic"**



- From the available colors, choose the code **"14_gray"**



Now, edit the color of table.

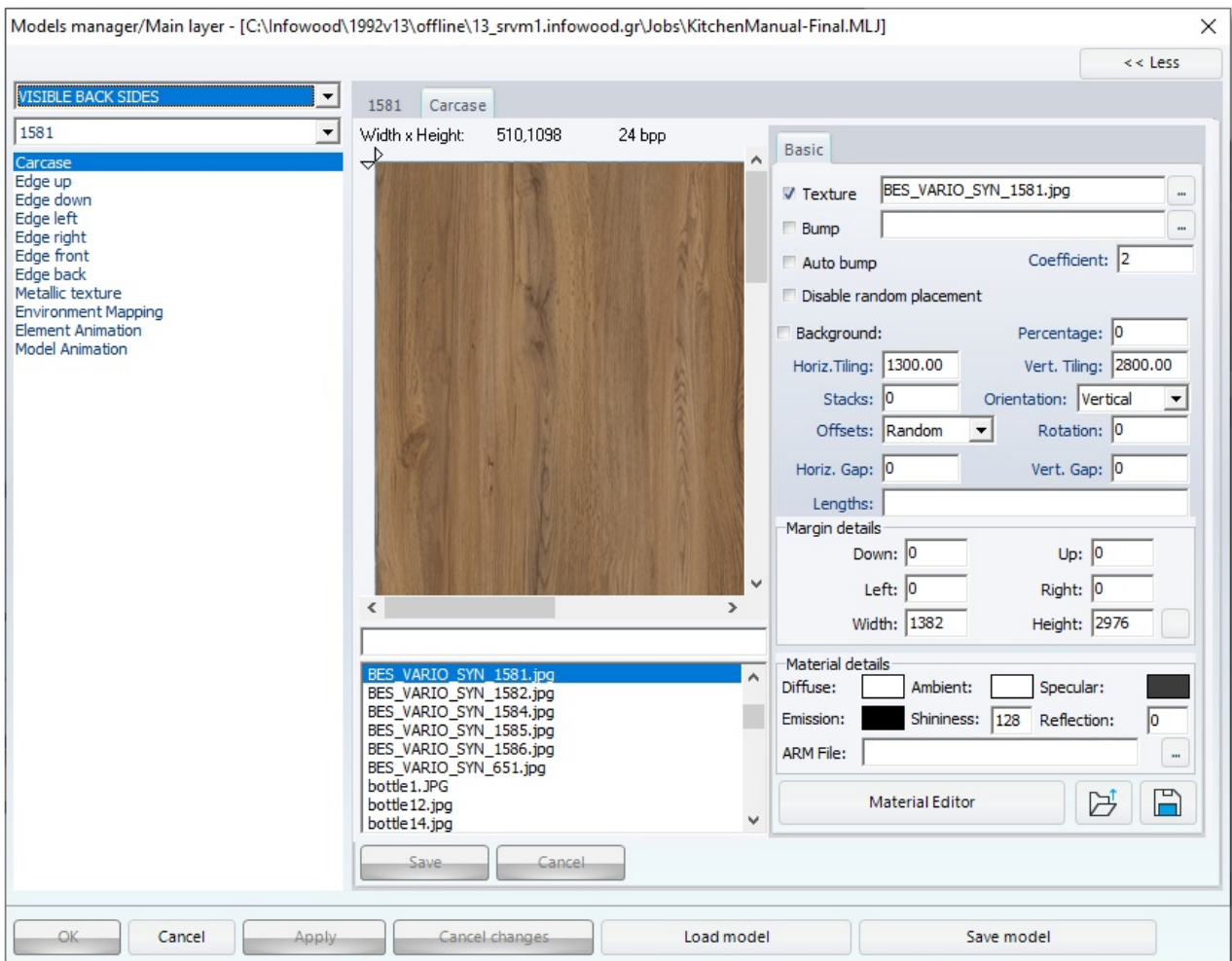
Note: There are not models on catalog **"TABLE - CHAIRS"**.

You can change the color from **"Models manager"**, using colors of other catalog.

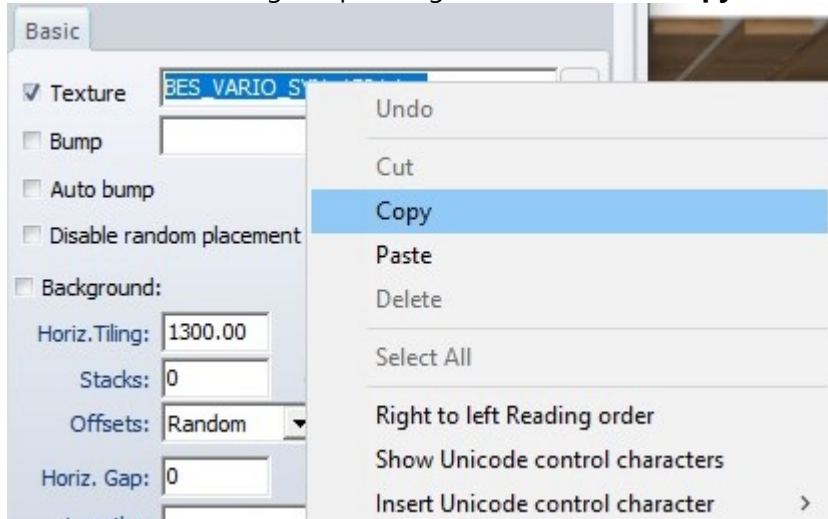
- Choose the button **"Models manager"** from toolbar **"Manager"**



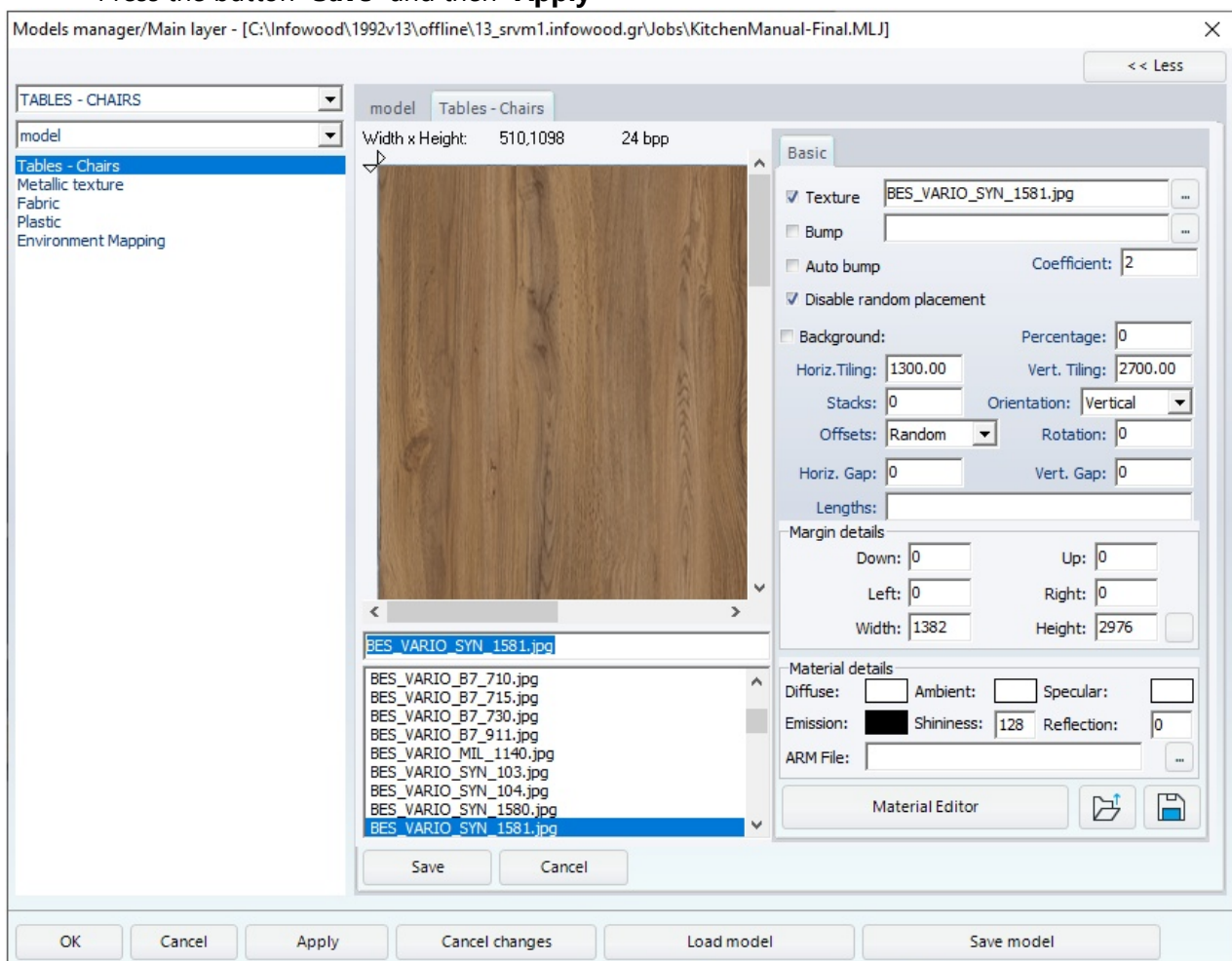
On window **Models manager**, release the cursor on the back to find exactly the color which is used ...



- Write down the name of image or press right click on it and **"Copy"**



- Release the cursor on the table to be identified and then paste the name of color (right click > Paste)
- Press the button **"Save"** and then **"Apply"**



- Close the window with **"X"**

The kitchen is like the image below ...



Summary

Now, you can:

- Replace sides (via Cubes).
- Replace appliances and items with Compatible items.
- Edit model.
- Edit second basic model with three methods.
- Edit model in an item.
- Edit model in a group of items.
- Choose models from suppliers.
- Edit color to an item from different catalog.

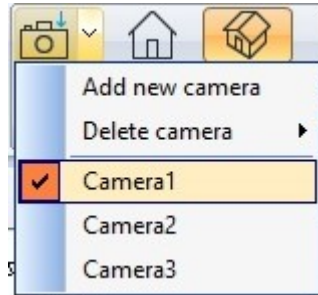
Decorative items, Mechanisms – Accessories, Knobs

Place Decorative items, Mechanisms and Accessories

Add decorative items automatic

Now you will place decorative items and mechanisms automatically.

- Choose "Camera1" from saved positions...



You see the Perspective of the wall ...

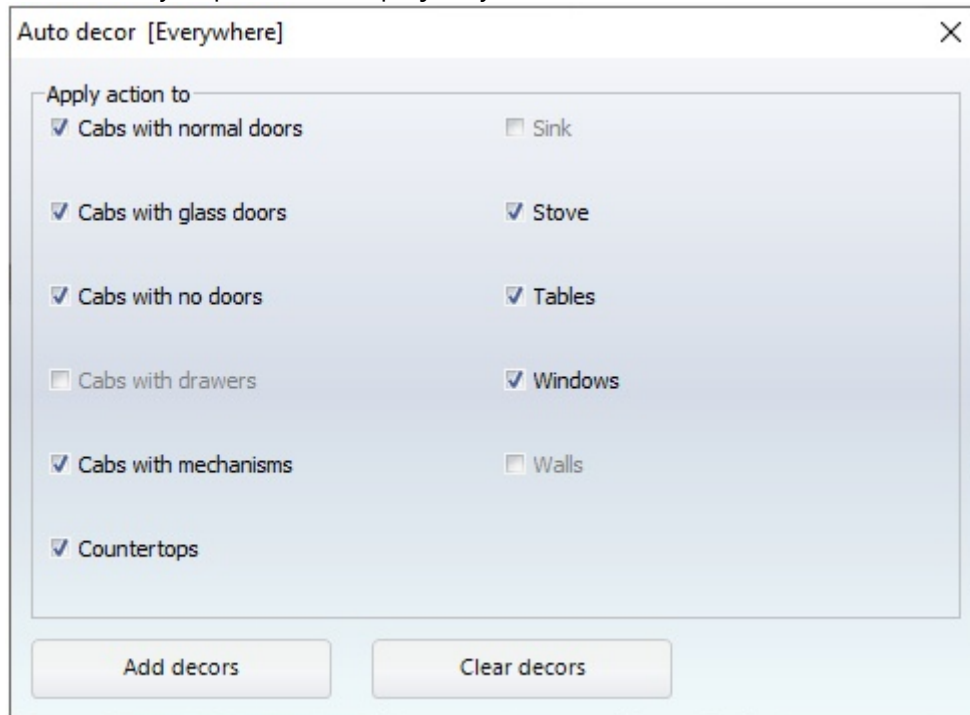
- From toolbar choose the button "**Auto add decors**"



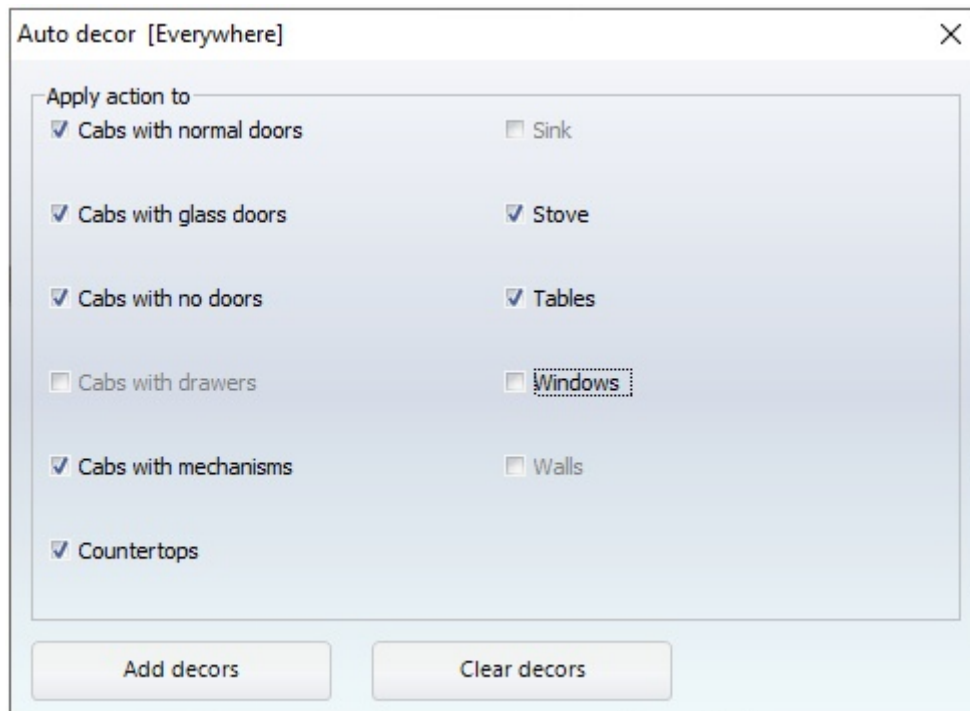
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- Open the window below.

Depending on the item you placed in the project, you see active fields ...



- Deactivate the field "Windows" in order not to show decorative items in the window (*otherwise you see a curtain on the window*)



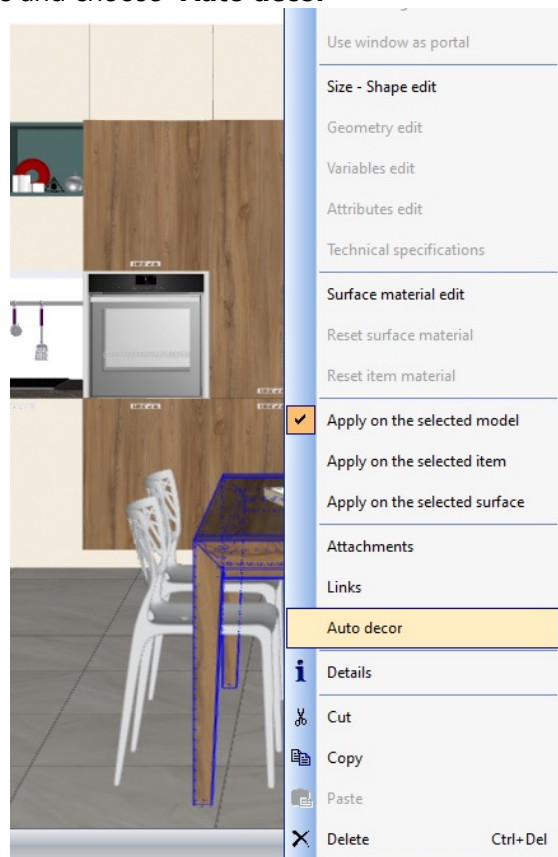
- Automatically in all active categories you see decorative items and accessories...



- If you do not like the decorative items, choose again the button "Addp decorative items" to change some or all decorative items.
- Also, you can change decorative items in particular items.

For example change the decorative items on the table...

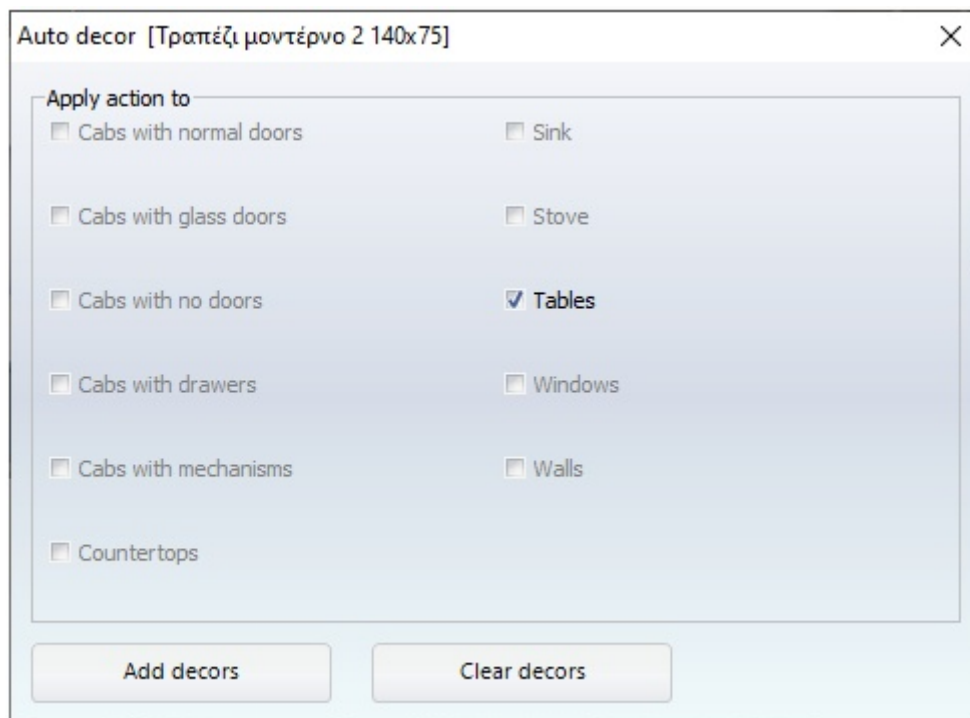
Press **Right click** on the table and choose "**Auto decor**"



You see the window below again and the field table active...

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Press Auto decor...



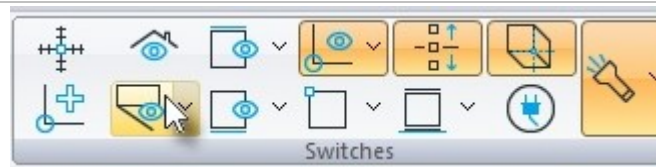
The tray on the table has changed.



Note: Doing the same procedure you can change the decorative items one by one.

With the same procedure you can place decorative items inside the units.

- From toolbar "Switches" choose "**Hide doors**"



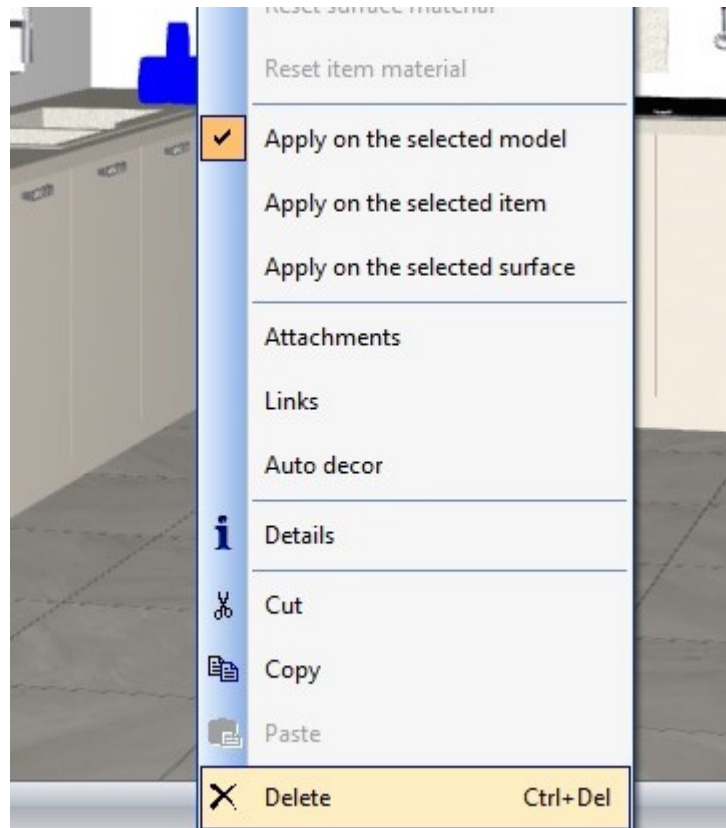
The kitchen is like the image below...



Press again Hide doors to show the doors.

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To delete a decorative item, choose right click on it and then **Delete**



Or choose the item and press the button **Delete** from tab Items...

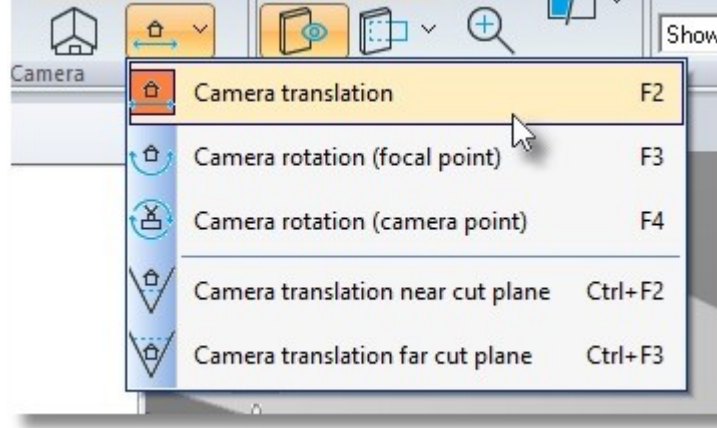


Set perspective






How to move camera

You can see the ways how to move camera in **Perspective**.

- From toolbar **"Camera"** press the arrow next to the button **"Select status of camera"**



According to command, the status of Camera will be...

Command	Icon	TWay of move
Move camera by "holding down" the left click and move the cursor up-down-left-right		
Camera translation		The camera moves up-down-left-right.
Camera rotation (focal point)		The focal point remains stable and the camera rotates around it..
Camera rotation (camera point)		The camera point remains stable and the camera rotates around it..
Move camera from "Panorama of floorplan" by holding down the left click and moving the cursor up-down.		
Camera translation near cut plane		
Camera translation far cut plane		

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Note: You can do the same with the following shortcuts:

F2: Camera translation

F3: Camera rotation (focal point)

F4: Camera rotation (camera point)

Ctrl+F2: Camera translation near cut plane

Ctrl+F3: Camera translation far cut plane

Zoom-in και Zoom-out

Holding down the left click to zoom in and zoom out.

Do the same with scroll.

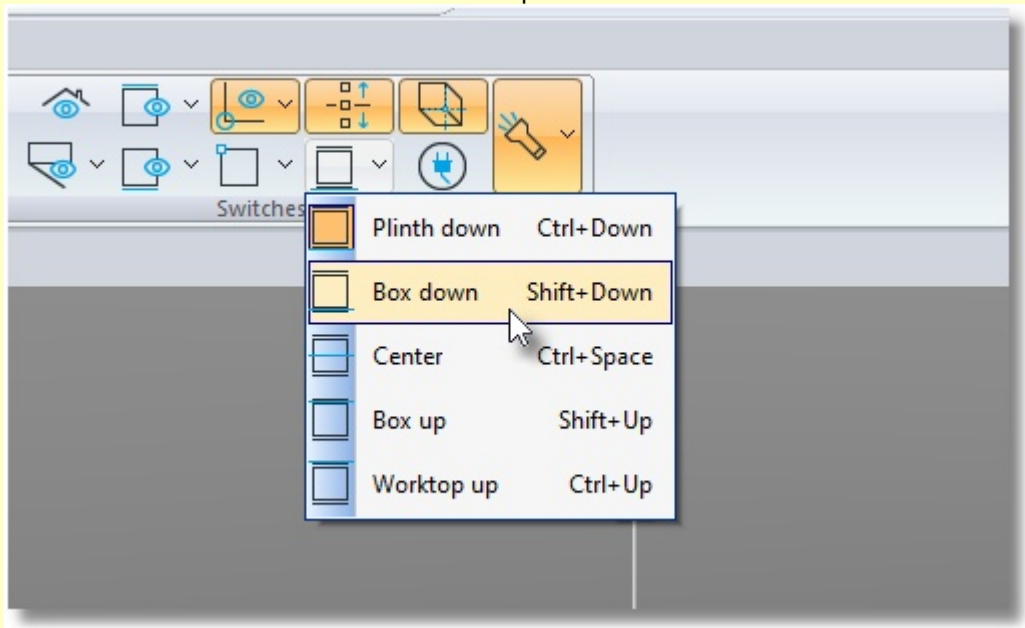
Place Decorative items manually

You can place decorative items manually, one-by-one.
You should activate "**Snap**" from "Switches"



Note: When "Snap" is active, you can align an item according to another point and simultaneously move the item to that point.

Caution! When you would like to place a decorative item for example on a worktop, on a table, on a shelf, you should watch out the "Active vertical snap" to be chosen "Box down"



So the back side of item will be placed on the surface that you choose.

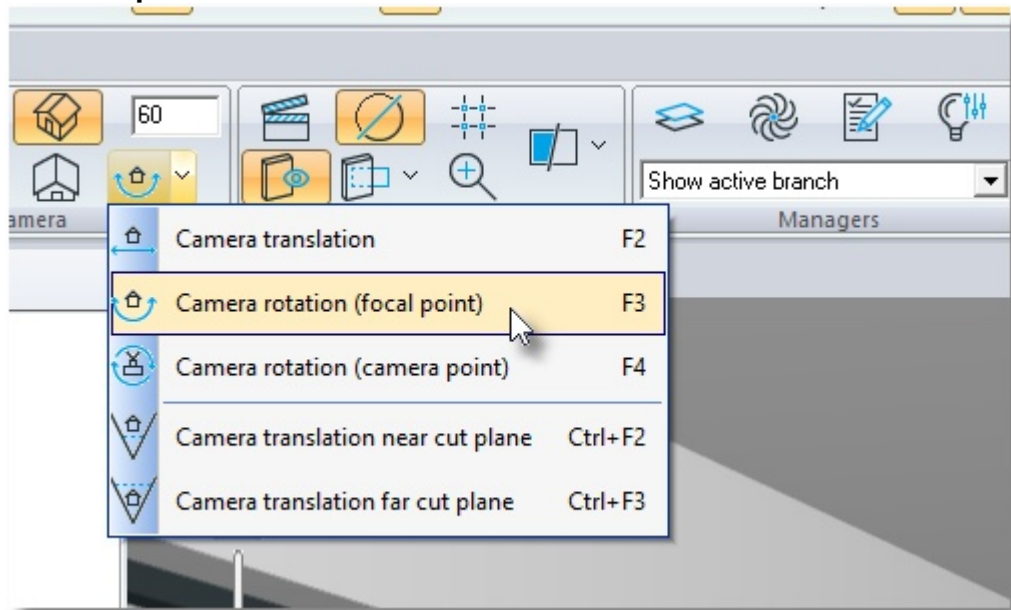


You should "turn" the position of camera in order to see the image higher and you should focus on the first wall with the shelves...

Choose the option "Camera rotation – focal point"

As you see the image below...

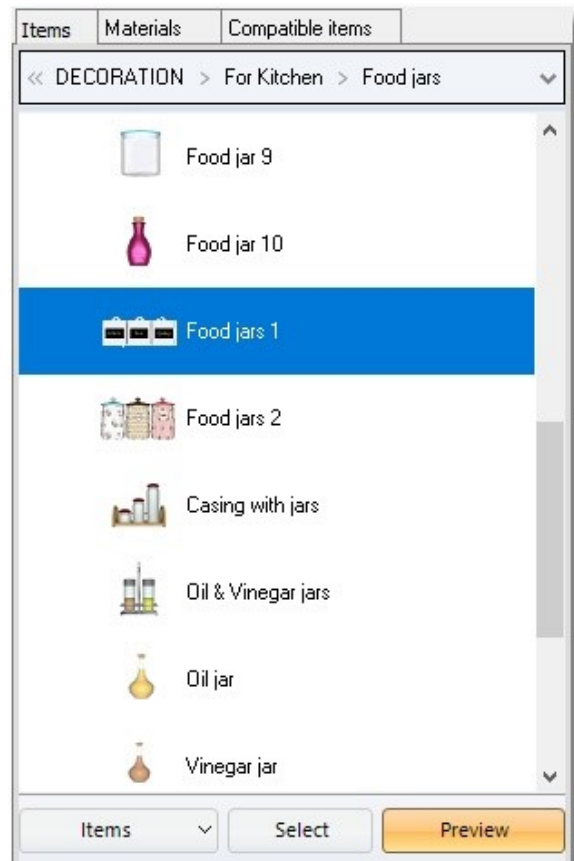
- From toolbar **"Camera"** press the arrow next to **"Select status of camera"** and then **"Camera rotation – focal point"**



- Holding down the left click and move the cursor "up"
- Then, holding down the right click and move the cursor "up"

The position of camera now rotates and the image looks higher...

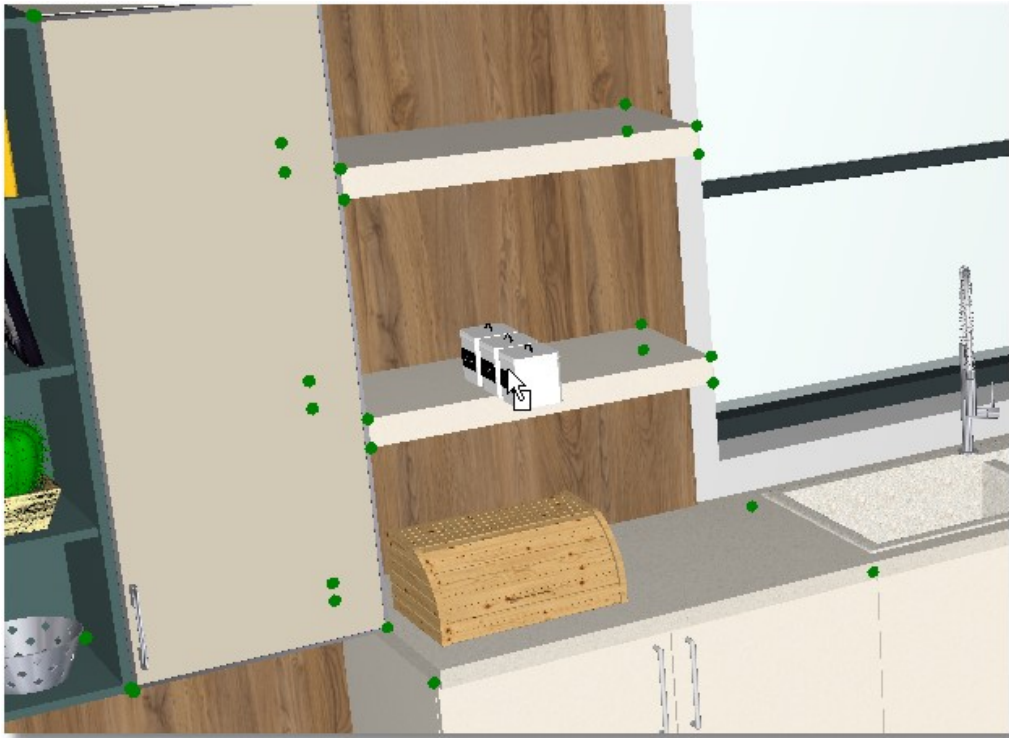
- From catalog **DECORATION > For kitchen > Food jars** choose **"Jars 1"** and then **Select...**



- Place it by left click away from walls, in a null area ...

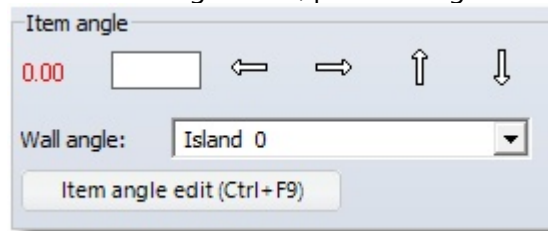


- Then move the cursor near the first shelf (the cursor must show the shelf)...

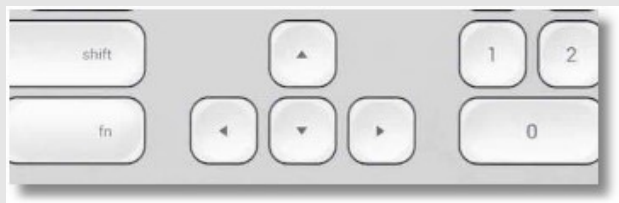


You should rotate the item ...

- From Control Panel, in the field "Angle item", press the right arrow ...



Note: You can change the direction of an item by the arrows of keyboard.



- Show again the shelf and press right click to place the jars...

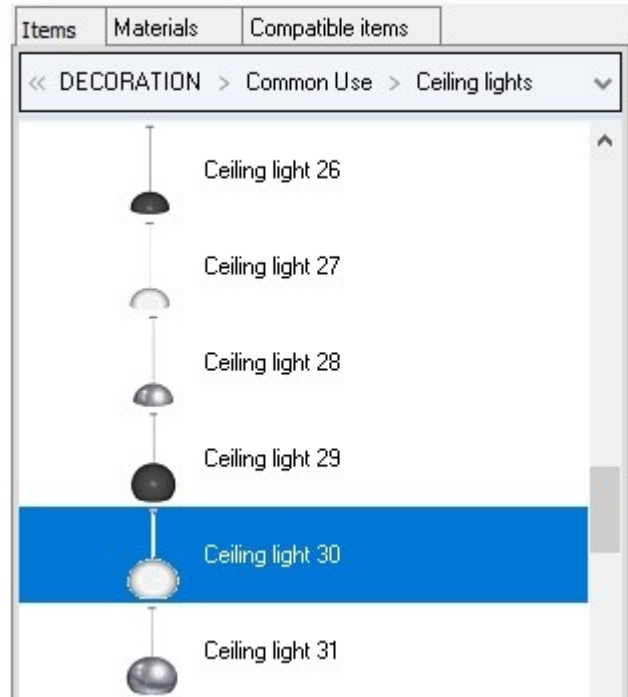


Doing the same to place "**Jar 2**" in the second shelf ...

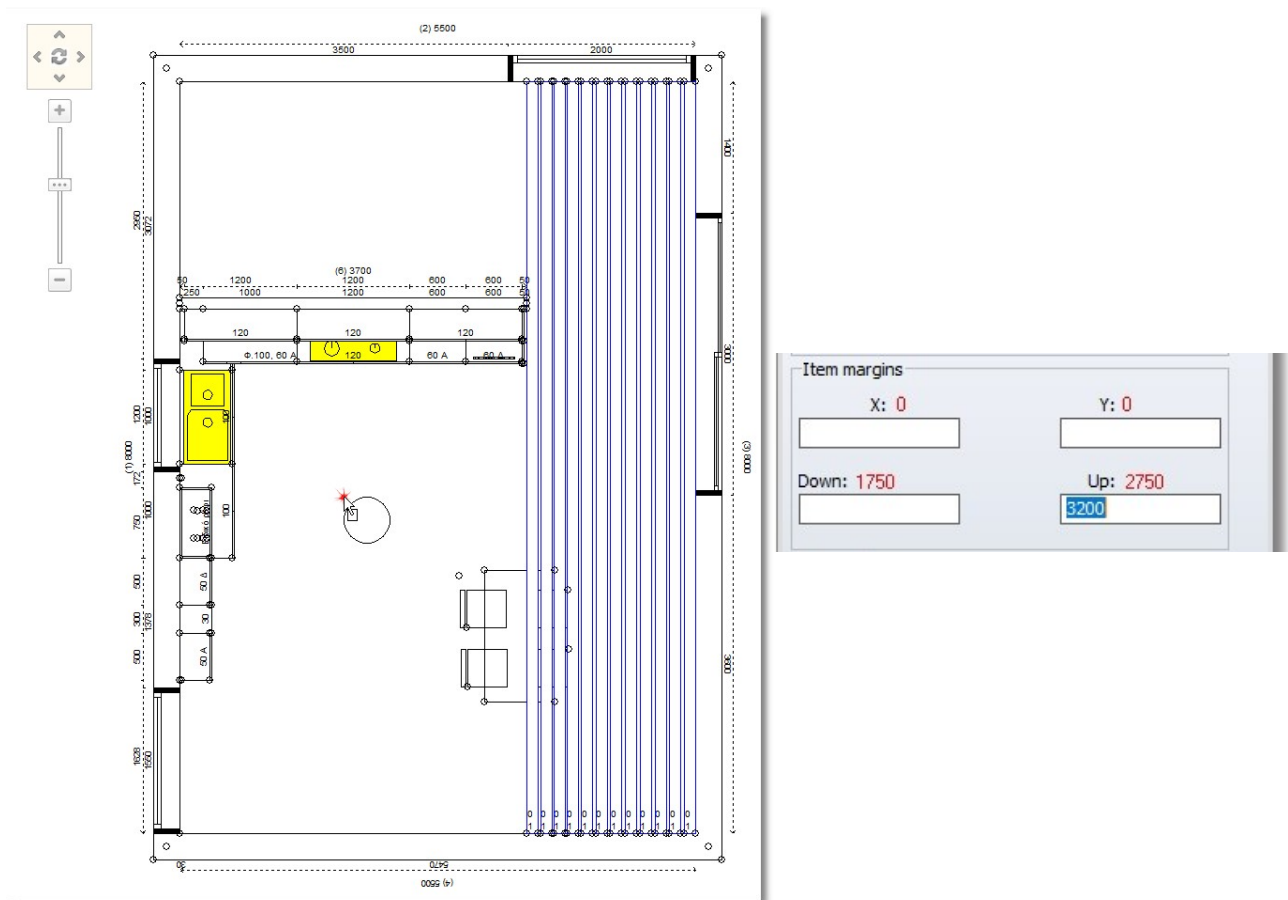


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- From catalog **DECORATION > Common use > Ceiling lights** choose "**Ceiling light 30**" and then **Select...**

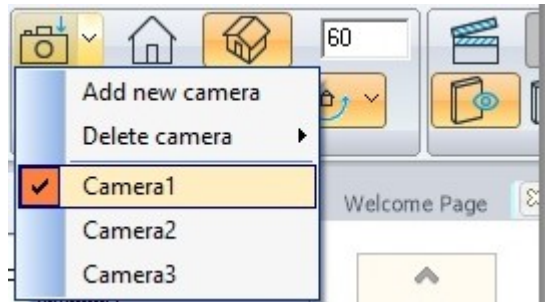


- Select **2D** to see the project in floorplan and place the ceiling light left clicking in the middle, as you see below...
- Edit the alignment, write in the field Up 3200...



- Press again **3D**

- From saved positions of camera choose **Camera1**



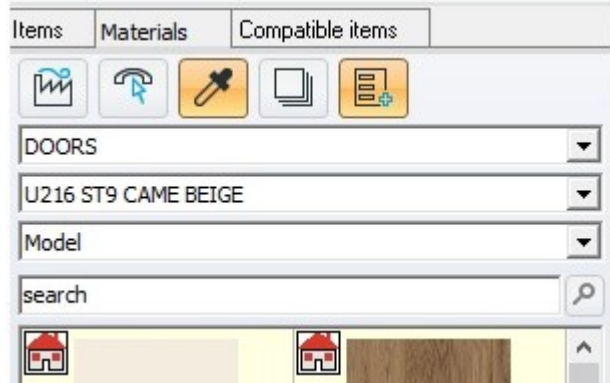
The kitchen looks like the image above...



Knobs

To complete the kitchen, you will change the knobs.

- Open the tab "**Materials**".
- Choose the catalog "**Doors**" and the model "**U216 ST9 CAME BEIGE**"



Press the button "**Knob selection**" which is active now ...



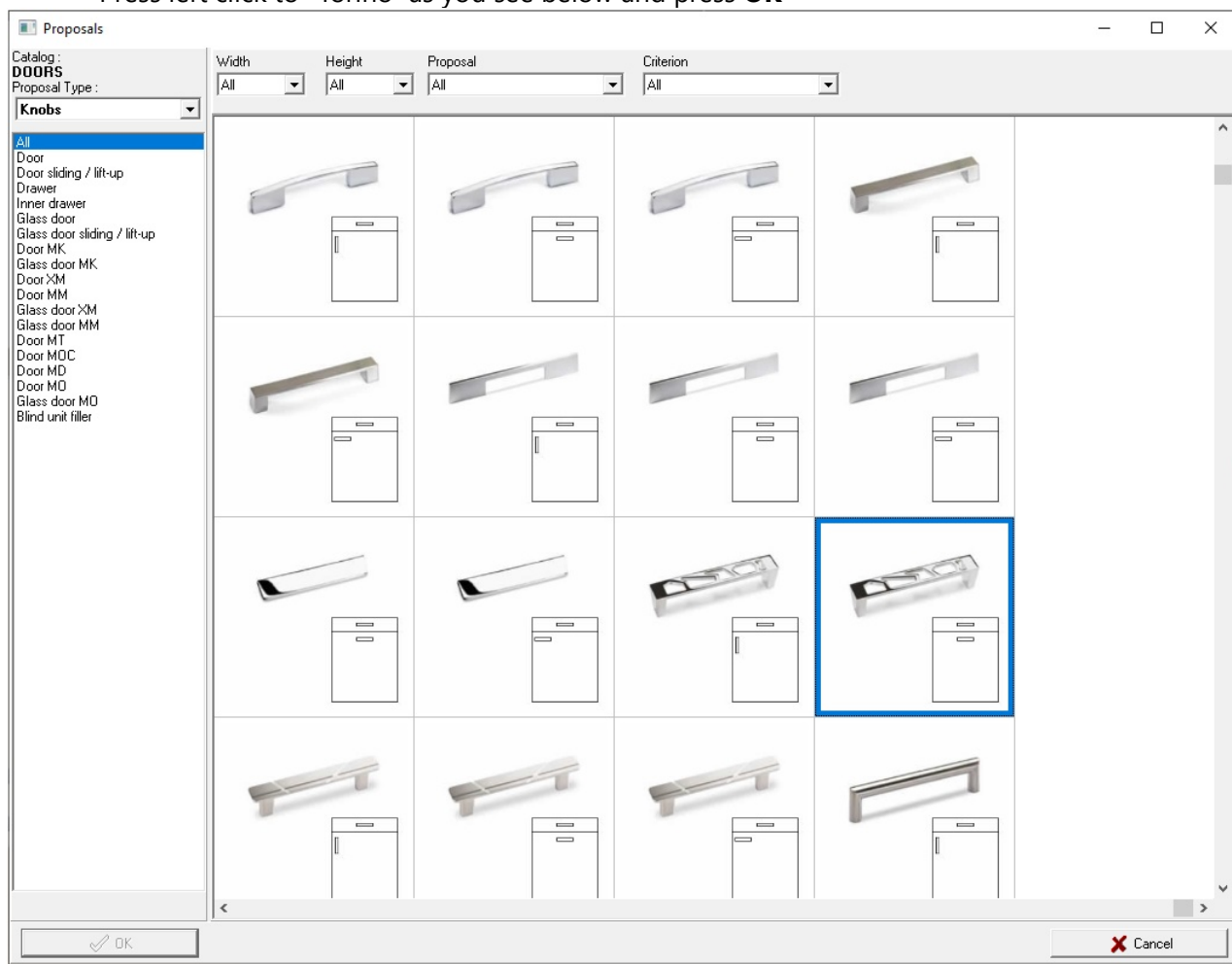
Caution! The button "**Knob selection**" is active **ONLY** when the catalog "**DOORS**" is chosen.

Note: When you have chosen more than one model in catalog DOORS, you should choose different knob for each model.

You will see the window with the available knobs...

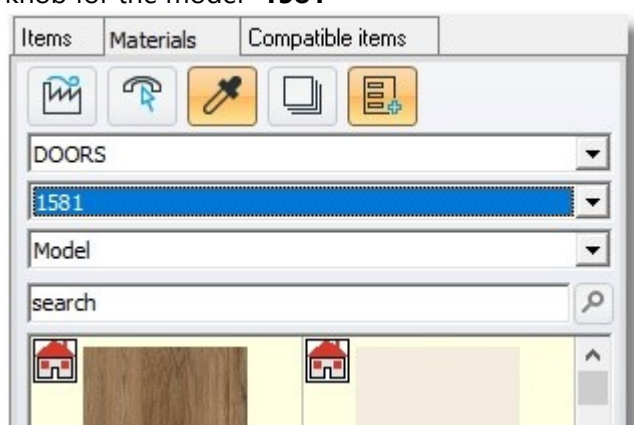
Select one to place at the centre or door...

- Press left click to "Tofino" as you see below and press **OK**

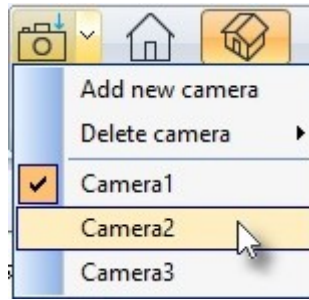


The knob will be applied for items of model "**U216 ST9 CAME BEIGE**".

- Choose the same knob for the model "**1581**"



From saved positions of camera choose "Camera2"



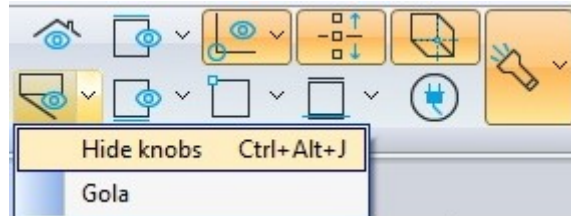
The kitchen is like the image below ...



Hide knobs

You can hide the knobs of the project.

- From toolbar **"Switches"**, press the arrow next to **"Hide doors"**
- Choose **"Hide knobs"** to hide automatically all knobs from the project.



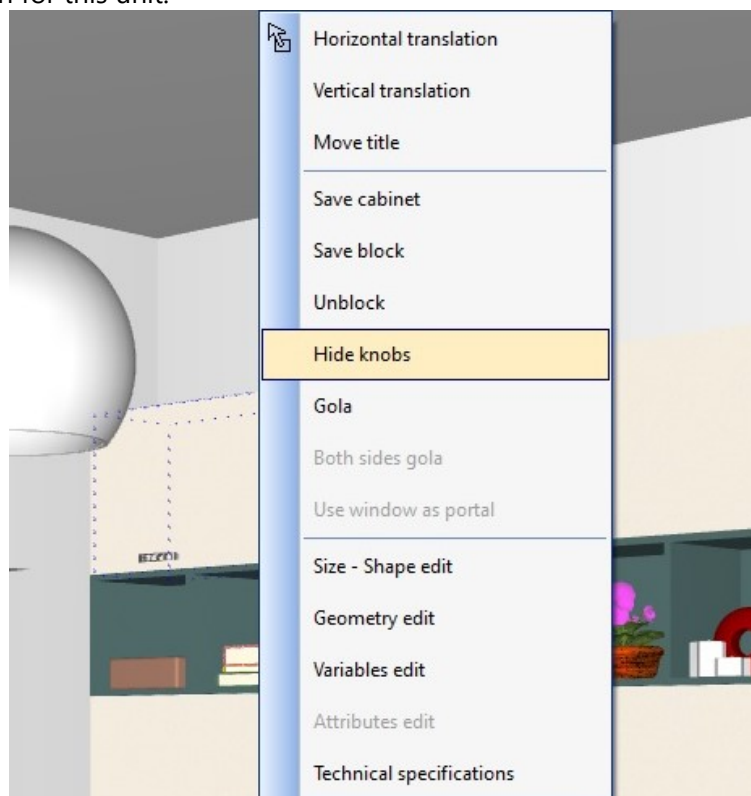
Note: the command **"Hide knobs"** hides **all** knobs from the project and not in specific units.

Hide knobs in an item

In order to hide knobs in specific units, do the following steps ...

You will hide knobs from the last row of wall units...

- Release the cursor on a wall unit and press **"Right click"** and choose **"Hide knobs"**. The knob will be hidden for this unit.



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- Hide the knobs in last row of wall units ...

The kitchen is like the image below ...



Summary

Now, you can:

- Place decorative items, mechanisms and accessories automatically in the kitchen.
- Place decorative items manually (one by one).
- Move and rotate camera setting to the perspective.
- Change knobs in model's door.
- Hide knobs for all units.
- Hide knobs in specific units.

Lights

Import lights in floorplan

You can place lights to the project to have a more realistic result.

The lights derive from: a light from decorative items or a spot light in item's kitchen (shelf, hood) or light (without item).

The lights are not integrated in an item, you should place them **only** in floorplan (**2D**) and not in perspective or elevation (3D).

The kitchen will have the following lights:

- The automatic point light (from project),
- A **Point light** from ceiling light,
- A **Directional light** which you place,
- A **Point light** from refrigerator and
- an **Area light** which you place.

- Press the button **2D** to open the floorplan of kitchen.

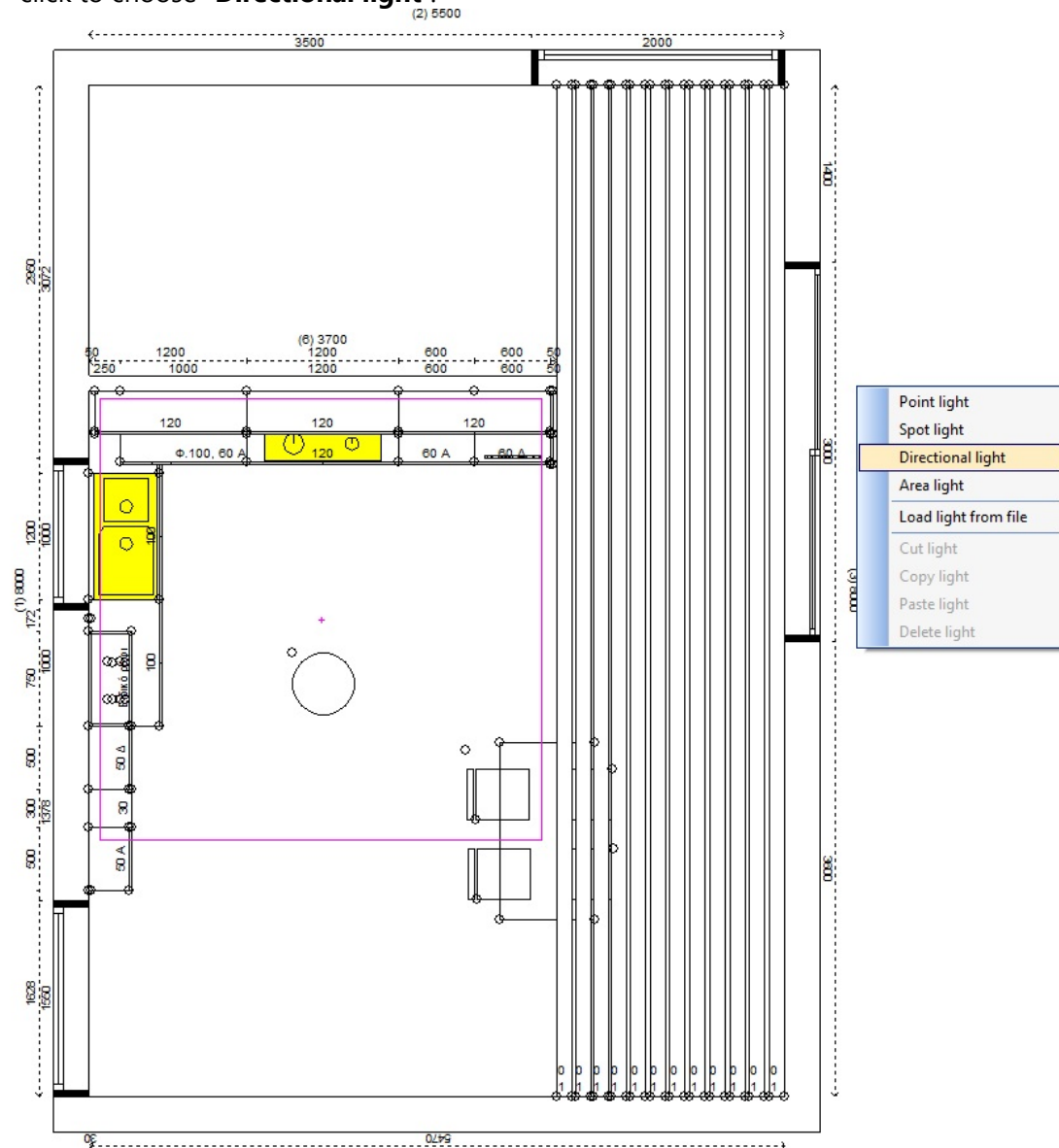


- From toolbar "**Items**" choose the button "light"



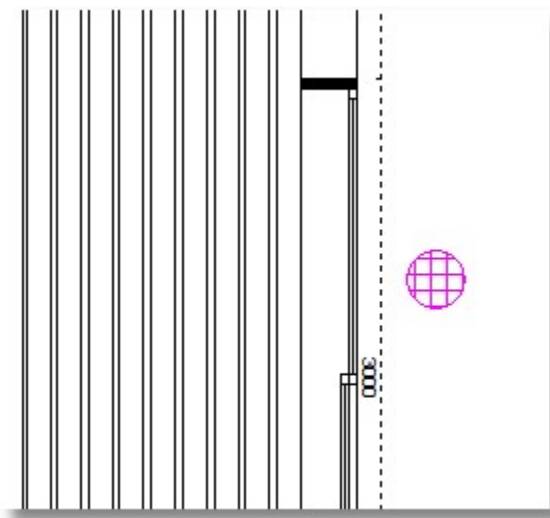
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- The cursor becomes light. Press left click at the right side of kitchen, as you see below. Press left click to choose **"Directional light"**.

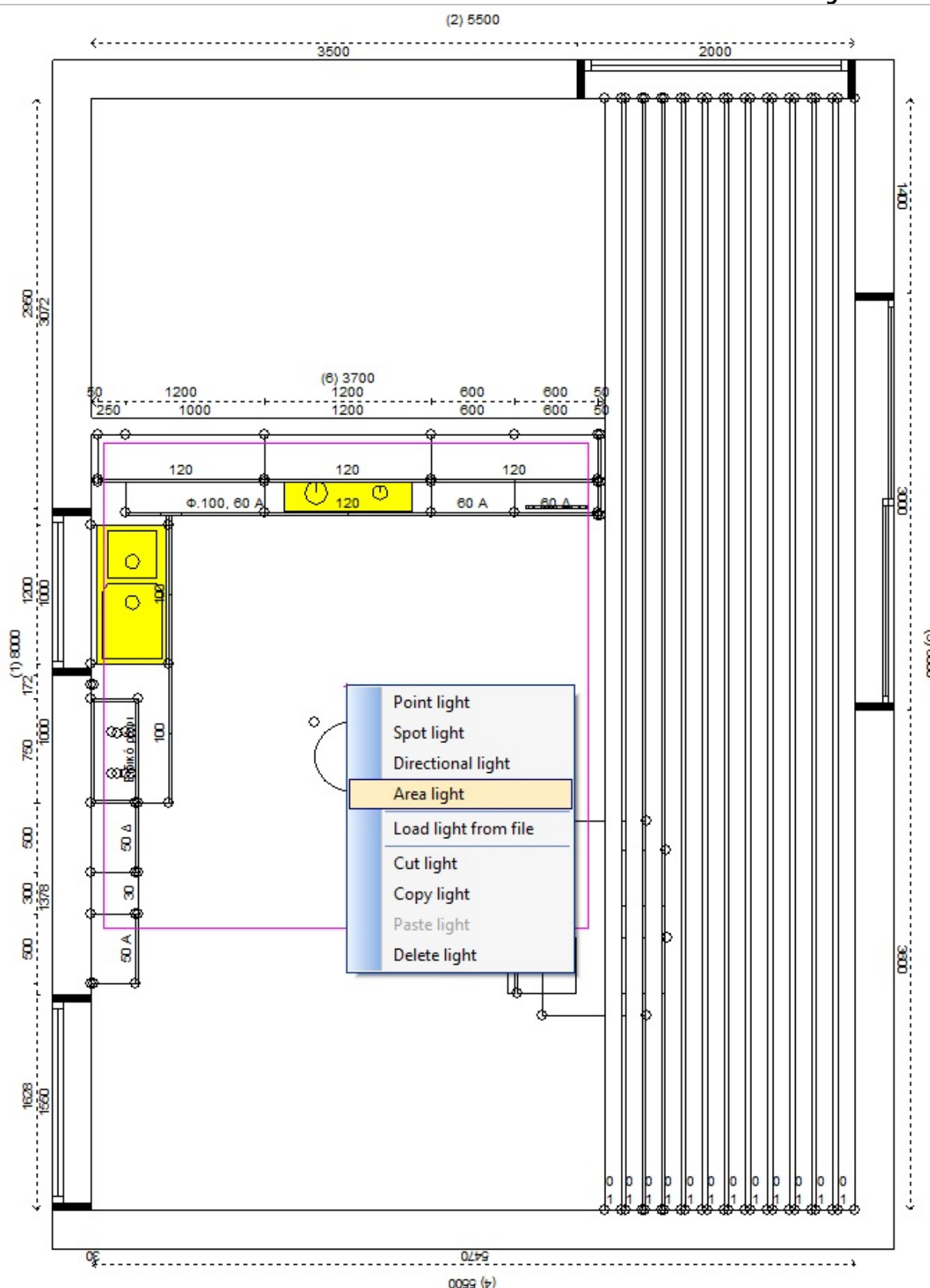


Now,

you see a "symbol"...

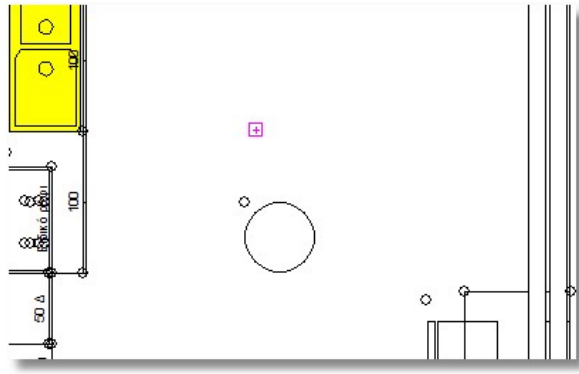


- Press left click at the centre of kitchen, as you see below. Left click to choose **"Area light"**.



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Now, you see a "cross"...



- To stop the placement of lights, press again the button light or the button **ESC(ESCAPE)** from keyboard.



Note: You do not see the "symbols" of floorplan, but the lights are situated.

- From toolbar "**Managers**" open the "**Lights manager**"



- You see the window below, choose "**Area light [2]**" and change the fields ...

Lights manager/Main layer - [C:\Infowood\1992v13\offline\13_srvm1.infowood.gr\Jobs\KitchenManual-Final.M...

Description: **Area light [2]**


Group name: Virtual Area Lights


Groups: Virtual Area Lights


Options

☒ The light is on ☒ The light cast shadows Shadow softness: 0.00 Intensity: 1.00

Colors

Ambient: 

Diffuse: 

Specular: 

Position coordinates

X: -1140.00 Y: 3199.00 Z: 1030.00

Direction coordinates

X: 0.00 Y: -1.00 Z: 0.00


Brightness of light (distance dependable)

Constant attenuation: 3.00

Linear attenuation: 0.00

Quadratic attenuation: 0.00

Area light details

File name: 

Grid width: 3500 Grid depth: 3500

OK Cancel Apply Cancel changes

- Press **OK** to complete it.

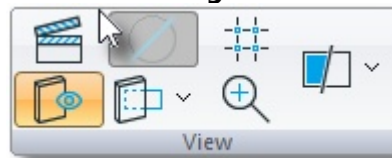
Note: The light manager, object and virtual lights (*), can be managed from Image trace or 3D Render as you see next.

(*) **Virtual lights** are the lights such as directional or area light.

Object lights are the lights of the items such as ceiling light, light of hood, refrigerator etc.

Image trace

- From toolbar **"View"** press the button **"Image trace"**.



Now you see the image below very bright.

In order to show the image more realistic you should make the following settings ...

Lights manager

Description: Auto point light ☐ Changes preview

Group name:

Group:

Options

☐ The light is on ☐ The light cast shadows Shadow softness: 0.00 Intensity: 5.00

Colors

Ambient:

Diffuse:

Specular:

Position coordinates

X: 0.00 Y: 11063.00 Z: 0.00

Direction coordinates

X: Y: Z:

Brightness of light (distance dependable)

C:

B:

A:

Point light details

Inner radius: 0 Outer radius: 0

Step 1 – Light manager



- Press left click to **Lights manager**.
- You see the window below.

Auto point light

In field **Description** is always chosen the **"Auto point light"**, regardless if you place another point light.

Note: It is recommended to place at least a Point light in the project (but not more than three because there is difficult to manipulate them), when you place a Point light, the automatic point light should be deactivated.

Generally, you cannot delete the automatic point light. When you would like to deactivate it, uncheck the field "The light is on".

- In field **"Options"** you should uncheck: **"The light is on"**, this is the way you "turn off" the light.

Lights manager

Description: Auto point light ☐ Changes preview

Group name: ...

Group: + -

Options

☐ The light is on ☐ The light cast shadows Shadow softness: 0.00 Intensity: 5.00

Colors

Ambient:

Diffuse:

Specular:

Position coordinates

X: 0.00 Y: 11063.00 Z: 0.00

Direction coordinates

X: Y: Z:

Brightness of light (distance dependable)

C:

B:

A:

Point light details

Inner radius: 0 Outer radius: 0

OK Cancel Apply Cancel changes

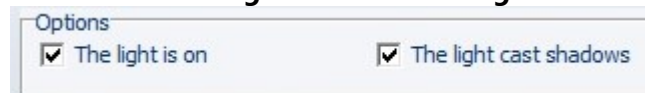
Point light [1] (Main layer)

- In field “**Description**” open the Drop Down list and choose “**Directional light [1] (Main layer)**”.



In “**Group name**” you see if the light is virtual or object light

This source of light should be checked **The light is on** and **The light cast shadows ...**



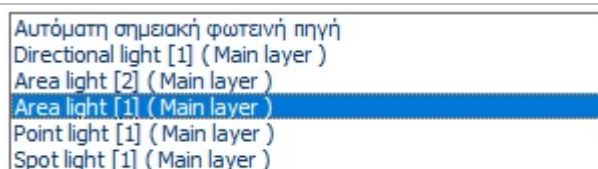
You should soften the shadow in order to show a realistic result.

- In field **Shadow softness** write '0.10'

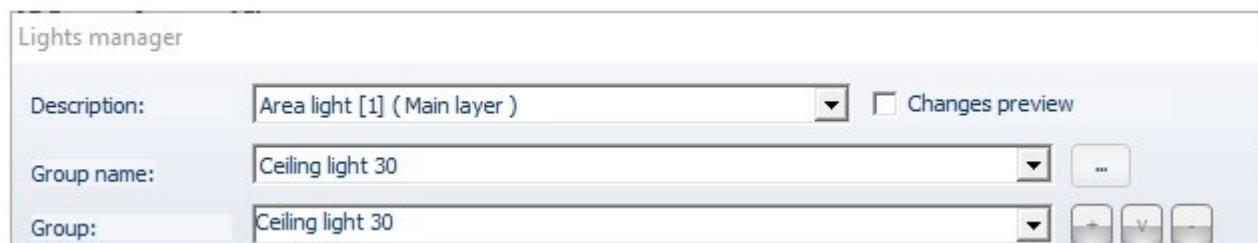
In this field you can write values from 0 to 1 (for example. 0,05 – 0,1 – 0,5 etc). The closer is the value to “0”, the more intense will be the result.

Area light [1] (Main layer)

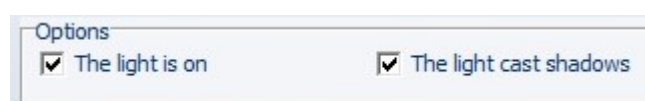
- In field “**Description**” open Drop Down list and choose “**Area light [1] (Main layer)**”.



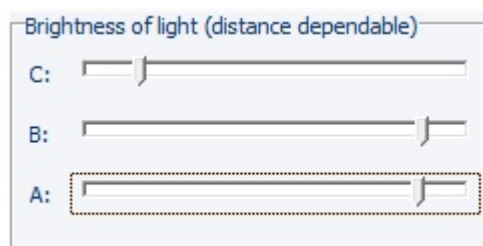
This light is the ceiling light as you see in Group name "Ceiling light 30"



- This source of light should be checked **The light is on** and **The light cast shadows ...**



- To reduce the **brightness of light** you should :
Γ: almost 1/5
B: use the left arrow from keyboard and move it 3-4 clicks
A: use the left arrow from keyboard and move it 3-4 clicks



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The window **Lights manager** will be ...

The screenshot shows the 'Lights manager' dialog box. The 'Description' field is set to 'Area light [1] (Main layer)'. The 'Group name' and 'Group' fields are both set to 'Ceiling light 30'. The 'Options' section has 'The light is on' and 'The light cast shadows' checked, with 'Shadow softness' at 0.00 and 'Intensity' at 10.00. The 'Colors' section shows 'Ambient' as black, 'Diffuse' as light gray, and 'Specular' as white. The 'Position coordinates' are X: -1270.00, Y: 2280.00, Z: 670.00. The 'Direction coordinates' are X: 0.00, Y: -1.00, Z: 0.00. The 'Brightness of light (distance dependable)' section has sliders for C, B, and A. The 'Area light details' section has a 'File name' field and 'Grid width' and 'Grid depth' both set to 100. At the bottom are buttons for 'OK', 'Cancel', 'Apply', and 'Cancel changes'.

Area light [2] (Main layer)

- In field "**Description**" open Drop Down list and choose "**Area light [2] (Main layer)**".

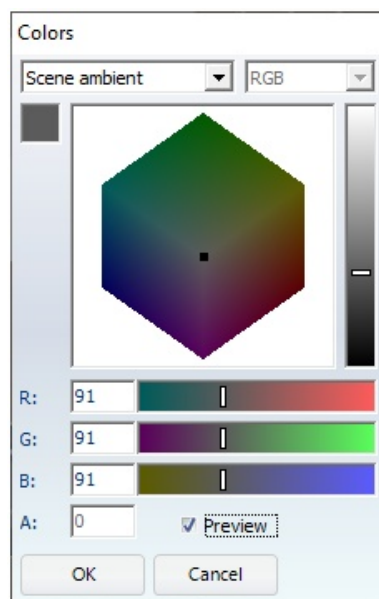
The screenshot shows the 'Lights manager' dialog box with the 'Description' field set to 'Area light [2] (Main layer)'. The 'Group name' and 'Group' fields are both set to 'Virtual Area Lights'. The 'Options' section has 'The light is on' and 'The light cast shadows' checked, with 'Shadow softness' at 0.00 and 'Intensity' at 1.00. The 'Colors' section shows 'Ambient' as black, 'Diffuse' as light gray, and 'Specular' as white. The 'Position coordinates' are X: -1140.00, Y: 3199.00, Z: 1030.00. The 'Direction coordinates' are X: 0.00, Y: -1.00, Z: 0.00. The 'Brightness of light (distance dependable)' section has sliders for C, B, and A. The 'Area light details' section has a 'File name' field and 'Grid width' and 'Grid depth' both set to 3500. At the bottom are buttons for 'OK', 'Cancel', 'Apply', and 'Cancel changes'.

Step 2 – Scene lighting

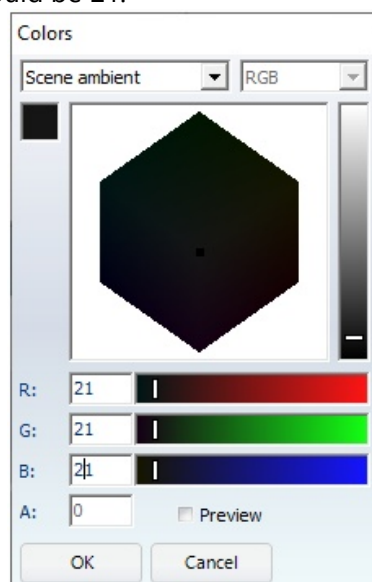
When you make the settings above, the scene will be brighter.
To reduce the intensity of brightness choose the “**Scene lighting**”



You can check **Preview** to see in real time the brightness...



For our example the fields RGB would be 21.



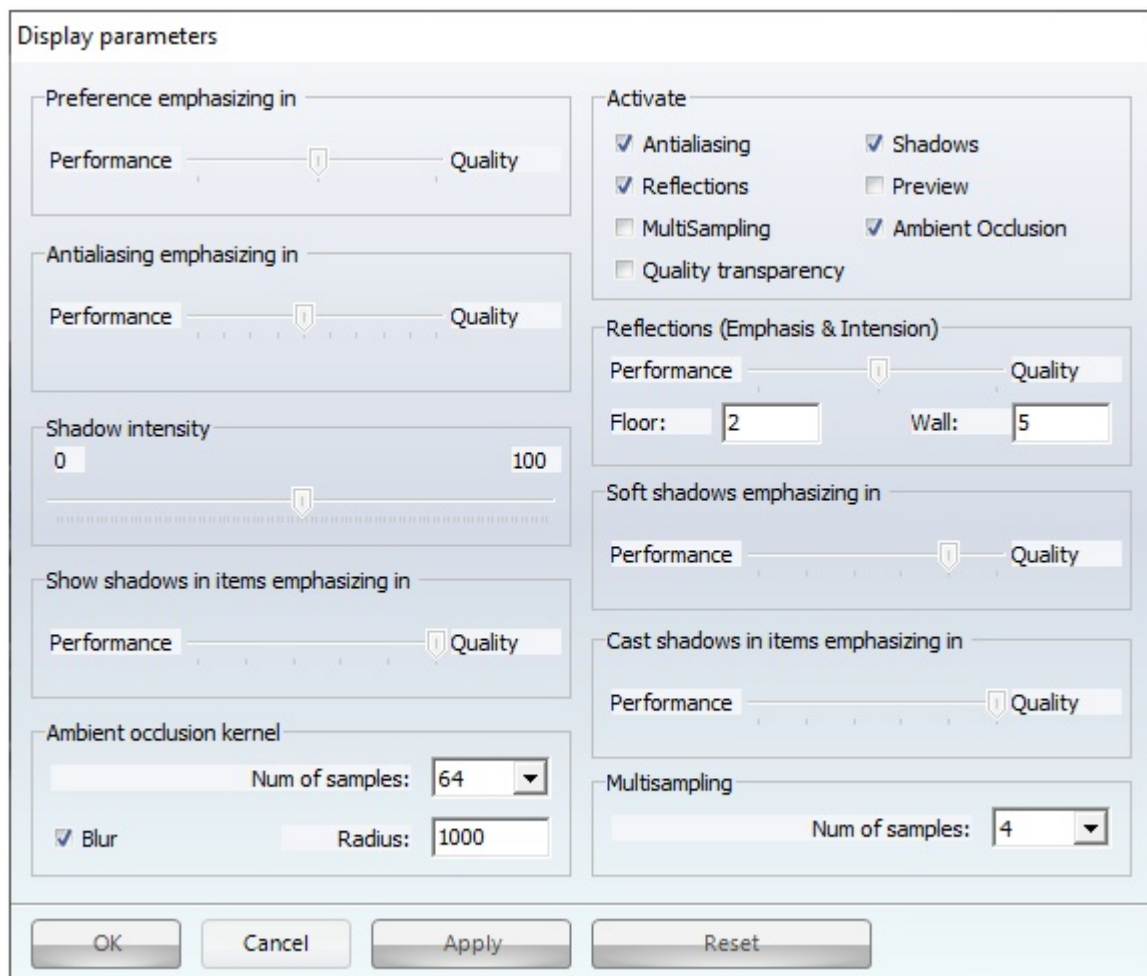
Step 3 – Special effects setting

In the last step you should activate all the special effects (shadows, antialiasing, reflections)

- Press the button **“Special effects lighting”**



In this window you should change the noted fields. The right settings are below...

A screenshot of a software window titled "Display parameters". The window is divided into several sections. On the left, there are four sliders: "Preference emphasizing in" (Performance to Quality), "Antialiasing emphasizing in" (Performance to Quality), "Shadow intensity" (0 to 100), and "Show shadows in items emphasizing in" (Performance to Quality). Below these is the "Ambient occlusion kernel" section with a "Num of samples" dropdown set to 64, a checked "Blur" checkbox, and a "Radius" input field set to 1000. On the right, there is an "Activate" section with checkboxes for "Antialiasing", "Reflections", "MultiSampling", "Quality transparency", "Shadows", "Preview", and "Ambient Occlusion". Below this is the "Reflections (Emphasis & Intension)" section with "Performance" to "Quality" sliders and "Floor" and "Wall" input fields set to 2 and 5 respectively. Further down are "Soft shadows emphasizing in" and "Cast shadows in items emphasizing in", both with "Performance" to "Quality" sliders. At the bottom right is the "Multisampling" section with a "Num of samples" dropdown set to 4. At the very bottom are four buttons: "OK", "Cancel", "Apply", and "Reset".

After all settings above, the kitchen is like the image below ...



Summary

Now, you can:

- Place virtual lights in floorplan.
- Open the window Image Trace.
- Identify lights.
- Make settings for lights.
- Change scene lighting.
- Activate special effects.

Print – Save image

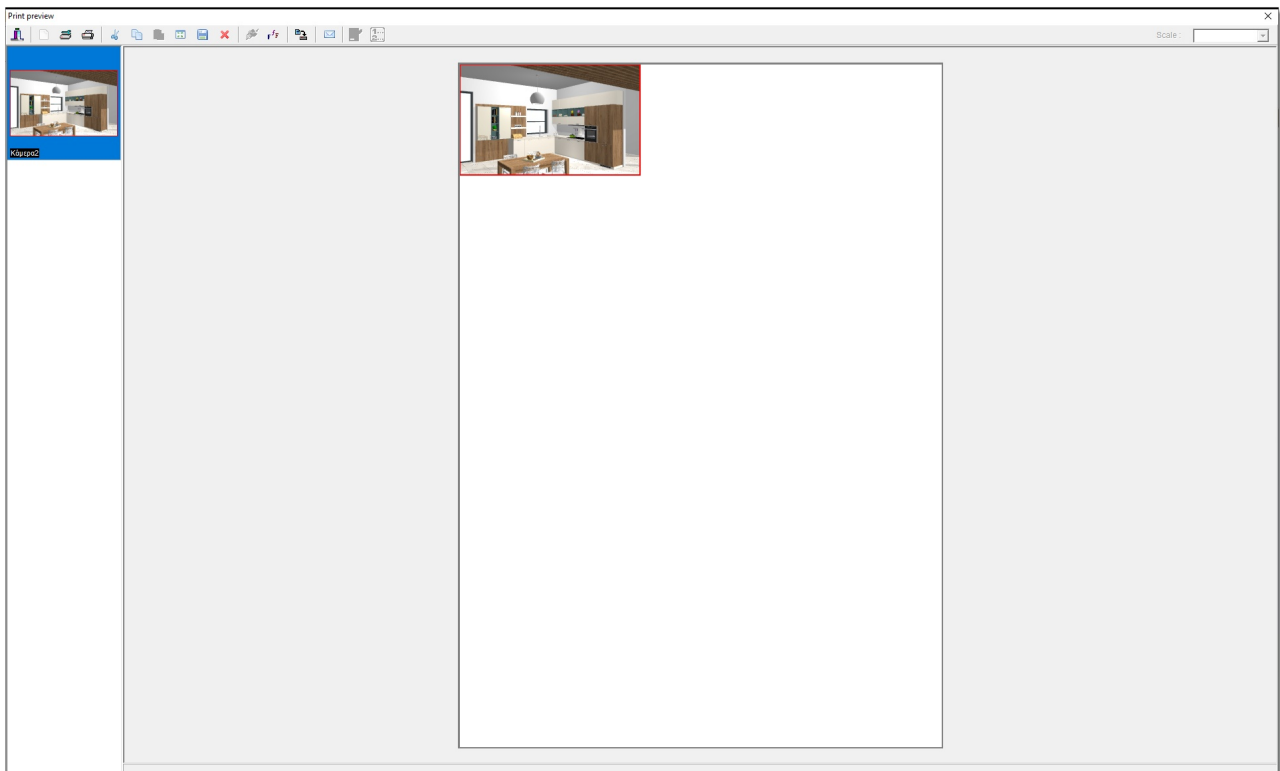
Print

Now, you can print the project or save image.

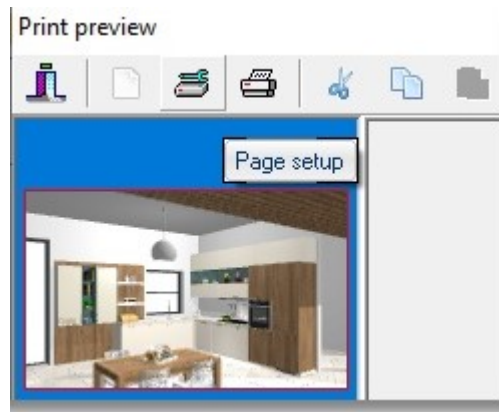
- Press the button **“Print”**



The window **“Print preview”** is opened.

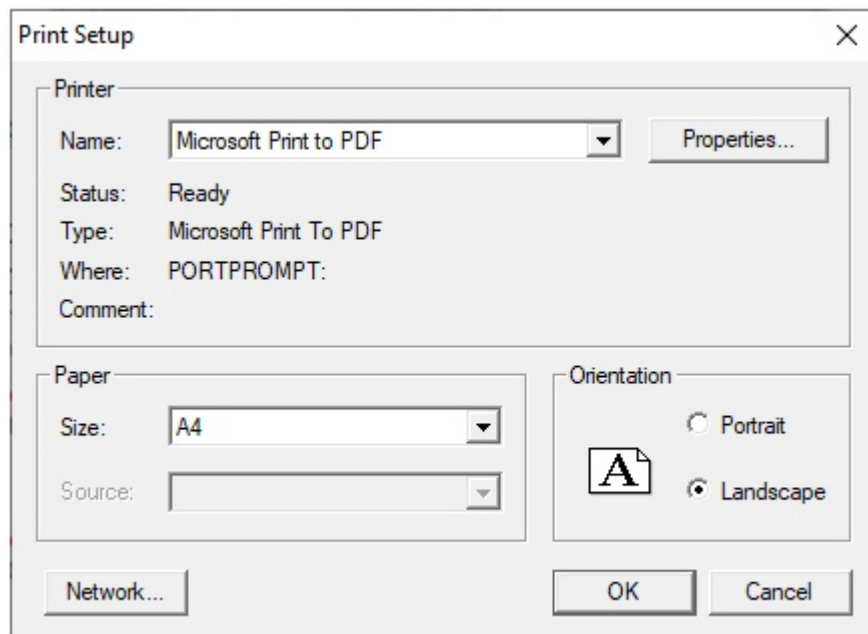


- Press the button "**Page setup**"

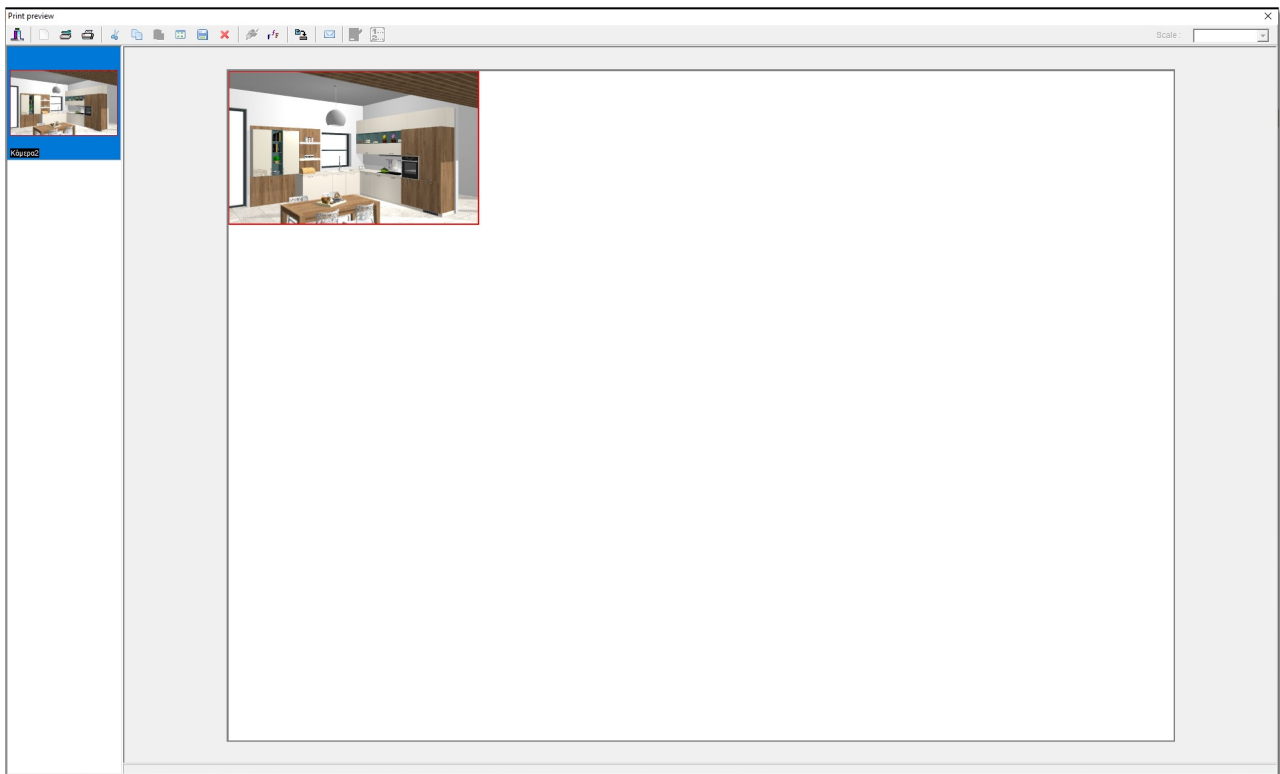


Here you can choose the printer, the paper size and the orientation.

- In the window below choose **Orientation Landscape ...**
- Press the button **OK**



- Press left click to choose the image and then **"Fit to page"** to enlarge it without being deformed.



- To print the image in default printer choose the button **"Print"**



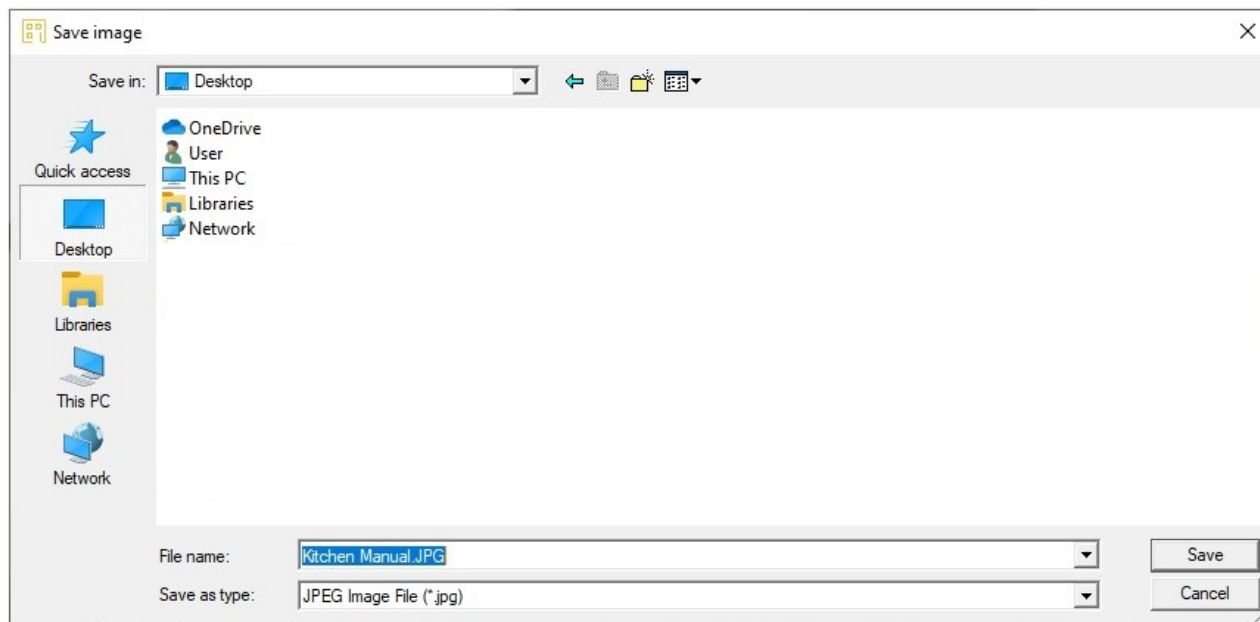
Save image

- Save the image with the button **"Save image"**

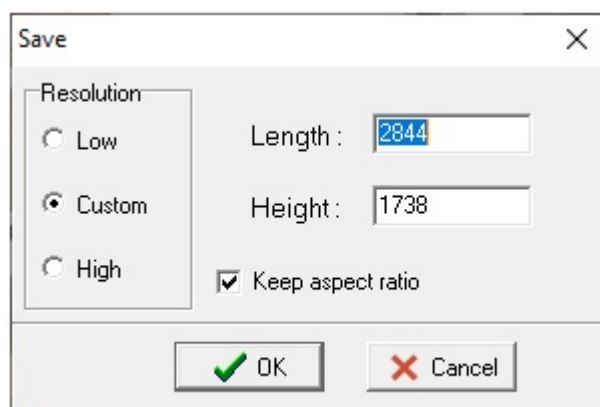


Now, the window "Save image" is opened.

- Here you give a file name, choose the file type and select the position of the file...



When you press the button **"Save"** you see the following window for the image analysis. Keep these default settings and press **OK**



The image is saved to the selected folder.

Close the window **"Print preview"** by pressing **"Exit"**



Summary

Now, you can:

- Open print preview.
- Change page setup.
- Choose printer.
- Choose paper size.
- Print the projects.
- Save the project as image.

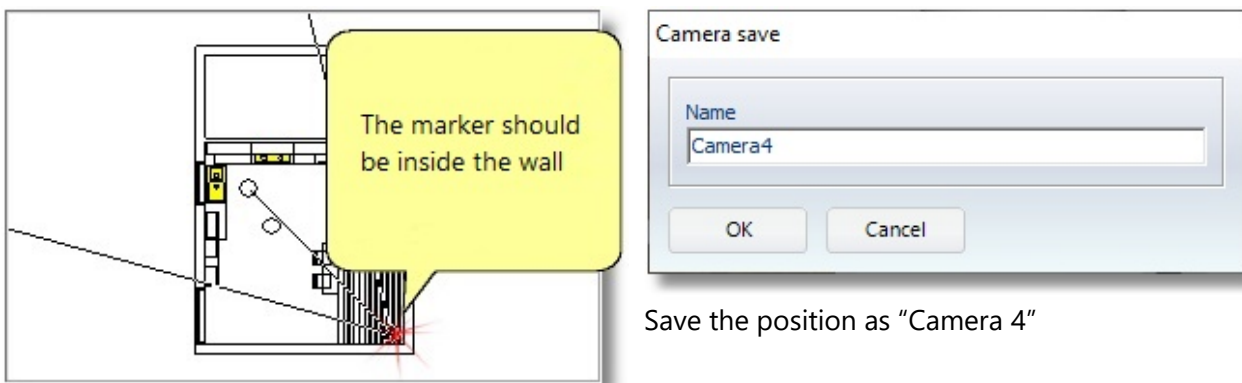
3D Render

If you own the add-on 3D Render, you can make the following settings in the kitchen...

Note: You do **not** need to make settings to Image trace for 3D Render
The new settings will be done to the window of 3D Render.

Set camera

- Move the camera in order to be inside the walls. The position of camera is like the image below...



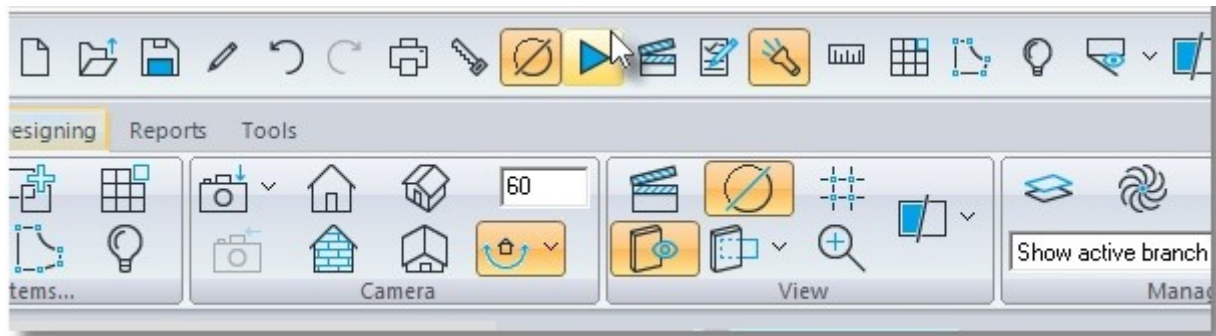
Save the position as "Camera 4"



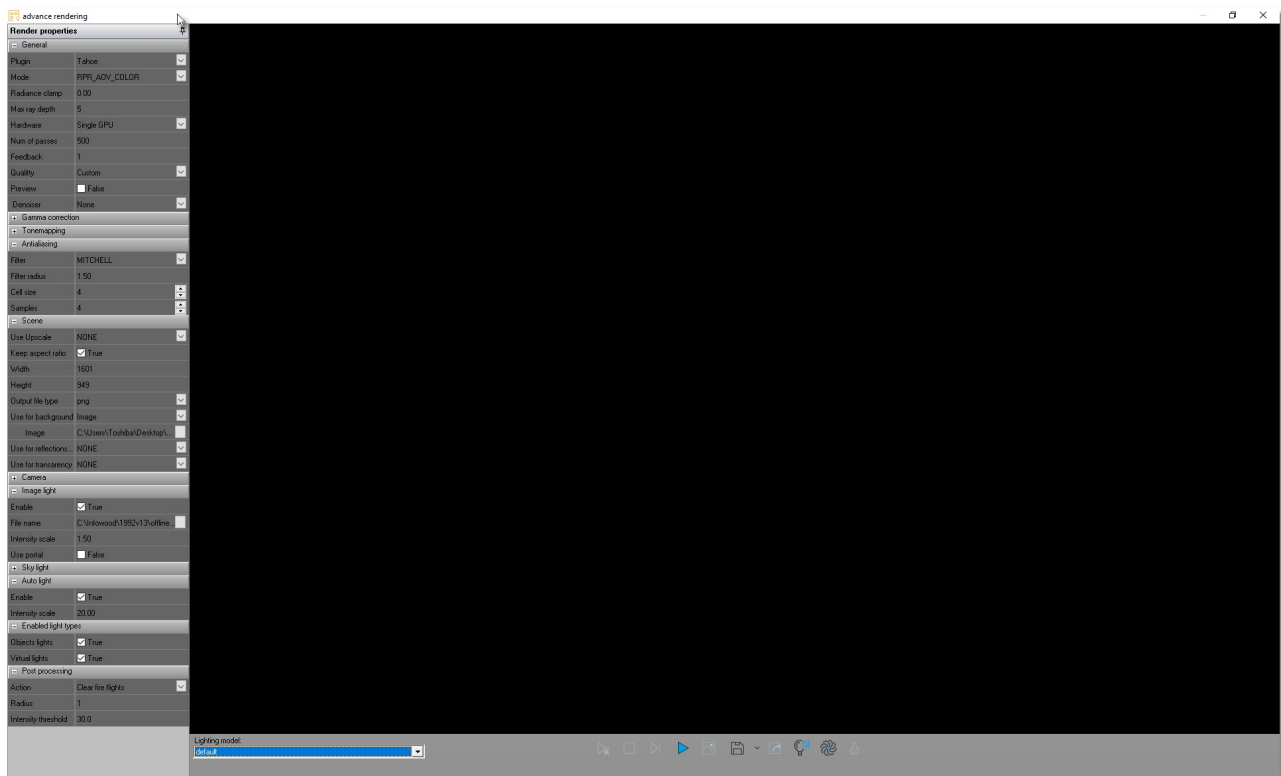
The Perspective is like the image below ...

3D Render interface

- Press the button 3D Render to open the window below ...



You see this black window ...



This is the interface of 3D Render.

Light manager settings

You should set the intensity of lights that you placed before.

Light manager

- Press the button "**Light manager**" as you see below ...



Directional light [1] (Main Layer)

For the directional light you should set the **Shadow softness** and the **Intensity**, as you see below ...

Lights manager

Description: Directional light [1] (Main layer) ☐ Changes preview

Group name: Virtual Sun Lights ...

Group: Virtual Sun Lights + -

Options

☒ The light is on ☒ The light cast shadows Shadow softness: 0.10 Intensity: 2.00

Colors

Ambient:

Diffuse:

Specular:

Position coordinates

X: 3199.00 Y: 2220.00 Z: 2846.00

Direction coordinates

X: -0.66 Y: -0.46 Z: -0.59

OK Cancel Apply Cancel changes

Area light [1] (Main Layer)

On the area light of ceiling light, you should change the **Intensity**, as you see below ...

Lights manager

Description: **Area light [1] (Main layer)** ☐ Changes preview

Group name: Ceiling light 30

Group: Ceiling light 30

Options

☒ The light is on ☒ The light cast shadows Shadow softness: 0.00 Intensity: 10.00

Colors

Ambient:

Diffuse:

Specular:

Position coordinates

X: -1270.00 Y: 2280.00 Z: 670.00

Direction coordinates

X: 0.00 Y: -1.00 Z: 0.00

Brightness of light (distance dependable)

C:

B:

A:

Area light details

File name:

Grid width: 100 Grid depth: 100

OK Cancel Apply Cancel changes

Area light [2] (Main Layer)

For the Area light at the centre of the project, you should change the **Intensity**, as you see below ...

Lights manager

Description: **Area light [2] (Main layer)** ☐ Changes preview

Group name: Virtual Area Lights

Group: Virtual Area Lights

Options

☒ The light is on ☒ The light cast shadows Shadow softness: 0.00 Intensity: 1.00

Colors

Ambient:

Diffuse:

Specular:

Position coordinates

X: -1140.00 Y: 3199.00 Z: 1030.00

Direction coordinates

X: 0.00 Y: -1.00 Z: 0.00

Brightness of light (distance dependable)

C:

B:

A:

Area light details

File name:

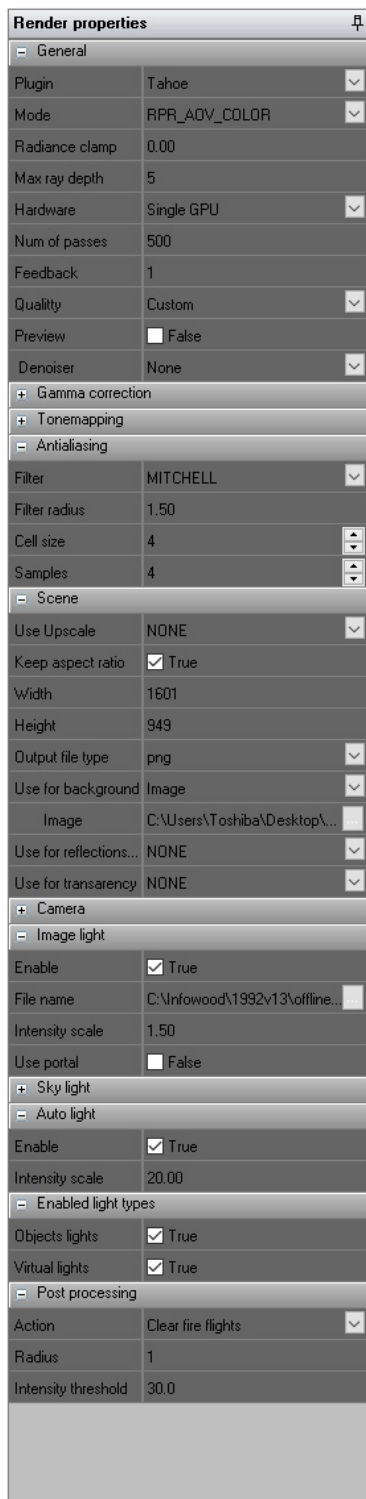
Grid width: 3500 Grid depth: 3500

OK Cancel Apply Cancel changes

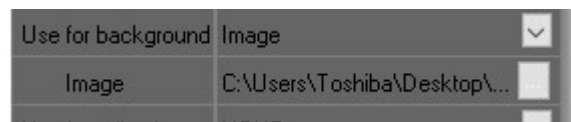
Render properties

At the left of the window you see the Render properties.

Change the field that you see below ...



In section "Scene", in field "Use for background" you can choose "Image" and place an image out of window or balcony door.

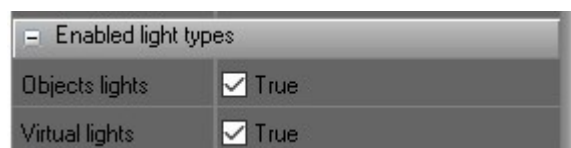


Caution! In order to see right the image you should use images with analysis for example, 2000 - 3000 pixel. The more pixel the image has, the better is the result ...

Note!

For the example, you choose "

Also, in section "Enabled light types" check **Object lights** and **Virtual lights** to activate the lights of the project.



Note: Look the 3D Render properties in detail at "www.infowood.gr/Support/Video Tutorials".

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Press the button **"Start rendering"** to start image processing...



Now, you should see the image below...



At the bottom of the window you can see the time to complete the rendering and the elapsed time.



Note: The processing rate and the elapsed time to complete the rendering depend on the graphic card and the computer processor. You can see the requirements at www.infowood.com/Support/Requirements.

When the rendering is completed you can save the final image by pressing the button **"Save the current image"**...



The kitchen is like the image below...



Summary

Now, you can:

- Manage the lights for the render.
- Choose background for the project.
- Activate Object and Virtual lights.
- Start the procedure of rendering.
- See the time of rendering.
- Save the project as real image.

APPENDIX

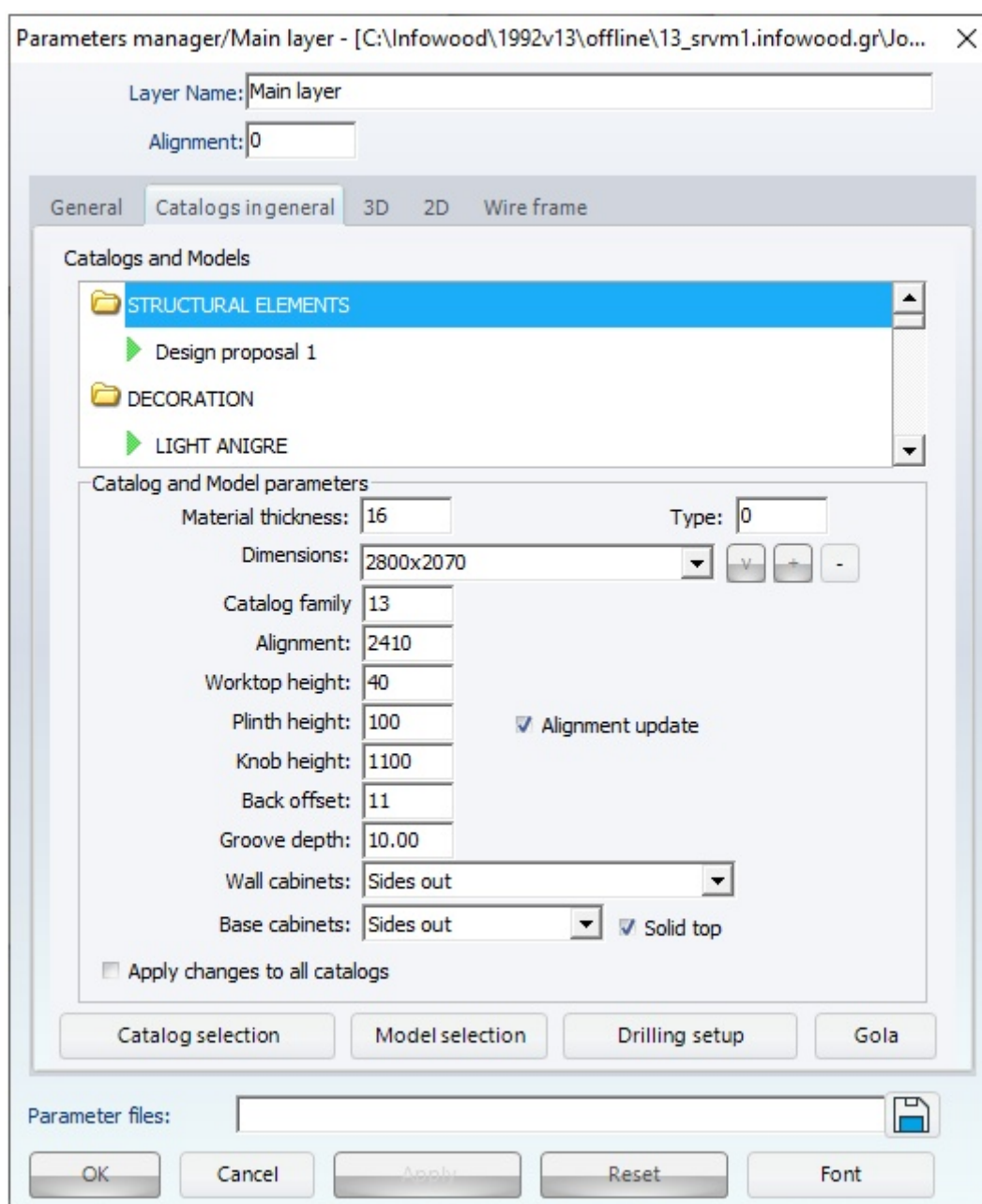
1. Choose catalogs in an open project

You can choose more catalogs in an opened project.

- From toolbar **Designing**, in group **Managers** choose "**Parameters manager**".

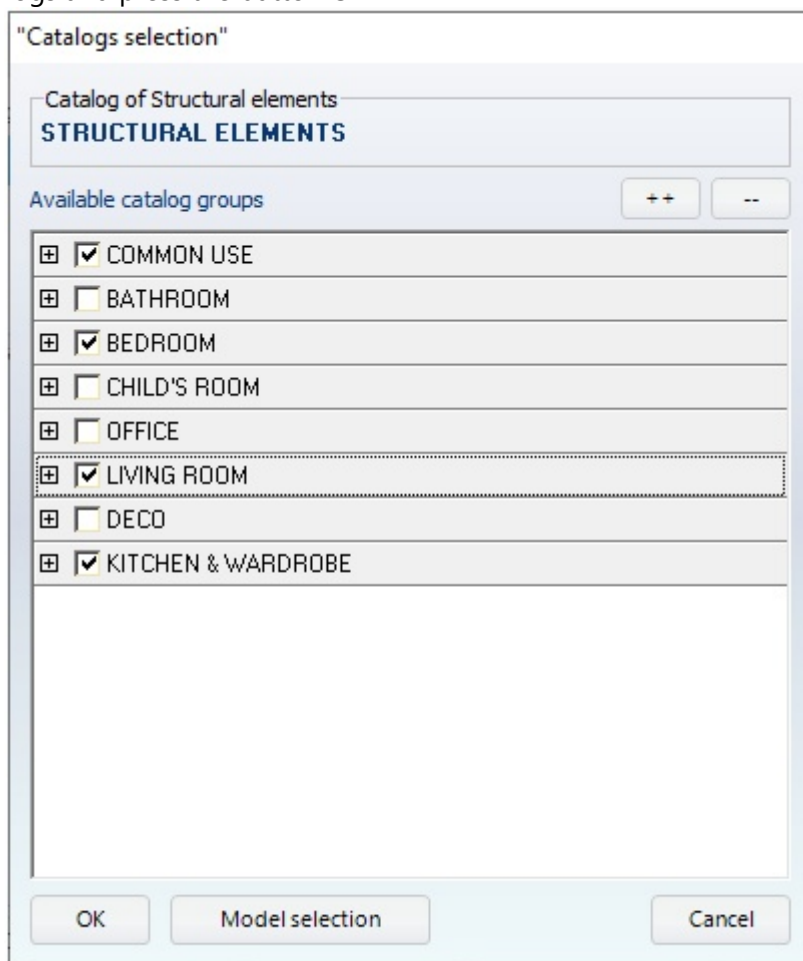


- Look the window below, in tab "**Catalogs in general**" choose the button **Catalog selection**



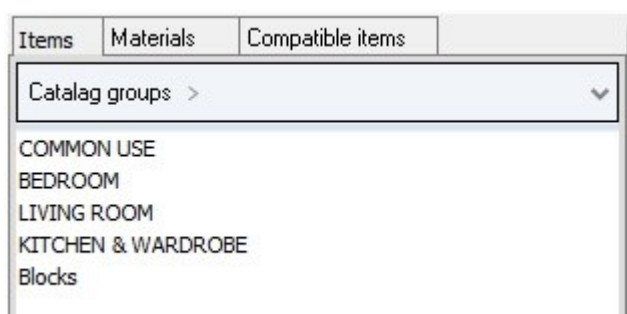
You see the window **"Catalog selection"**

- Check more catalogs and press the button **OK**



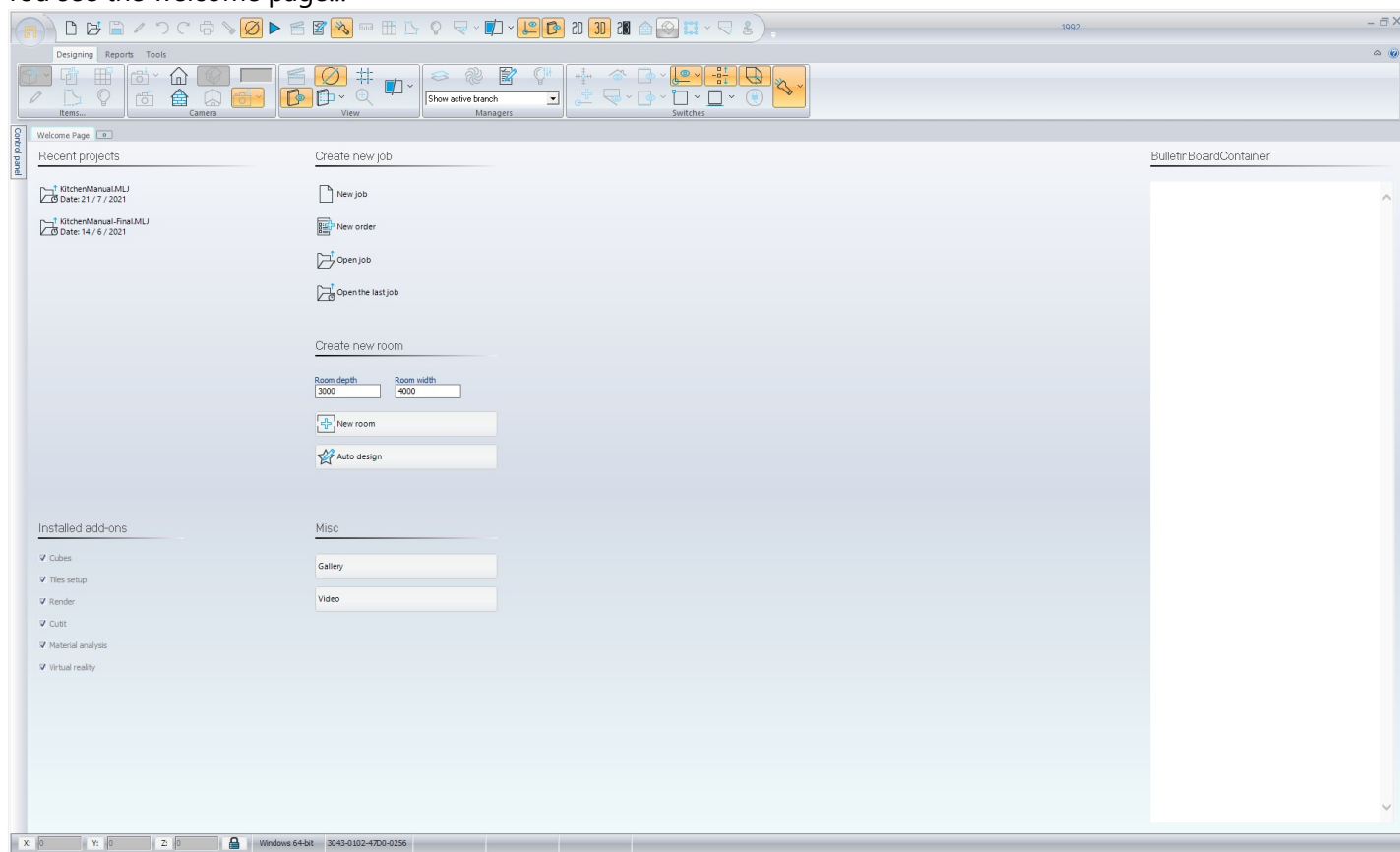
Then press again **OK** to **Parameters manager**

Now you can see more catalogs at tab Items...



2. Change the position of Control Panel

To change the position of Control Panel, you should close all the opened projects.
You see the welcome page...



Choose the button **Parameters manager**

either from shortcut toolbar...



- or from toolbar **Managers**



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You see the window **Parameters manager**, choose the tab **General...**

Then select the button **Change Control Panel position**

The screenshot shows the 'Program parameters' dialog box with the 'General' tab selected. The dialog has a title bar with a close button (X). Inside, there are tabs: 'General', 'Catalogs in general', '3D', '2D', and 'Wire frame'. The 'General' tab contains two main sections: 'General parameters' and 'Options'. The 'General parameters' section includes a dropdown for 'Initial wall' (set to 'Outer wall'), a 'Compress on save' checkbox (unchecked), and a 'Working folder' dropdown (set to '13_srvm1.infowood.gr'). The 'Options' section includes checkboxes for 'Show parameters' (checked), 'Lock wall angle' (checked), and 'Undo enabled' (checked), along with an 'Application style' dropdown (set to 'Default'). A 'Change Control panel position' button is located below the 'Options' section. At the bottom of the dialog, there is a 'Parameter files' section with a dropdown and a save icon. The bottom of the dialog features four buttons: 'OK', 'Cancel', 'Reset', and 'Font'.

Program parameters

General Catalogs in general 3D 2D Wire frame

General parameters

Initial wall: Outer wall

Ceiling thickness: 120 Tiles alignment: 860

Tiles height: 560 Tiles thickness: 5

Plinth depth: 56 Num of grid cells per region: 5

Grid cell width: 200 Marker size in pixels: 4

Snap spacing: 10 Grid area width: 25000

☐ Compress on save Automatic save every ": 10

Working folder: 13_srvm1.infowood.gr

Options

☒ Show parameters ☒ Lock wall angle ☒ Undo enabled

Application style: Default

Change Control panel position

Parameter files:

OK Cancel Reset Font




ADD-ONS


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