

Tile Builder Rooms- Quick Start

This is the quick start guide for those that would rather just get started and look at the manual later.

Update your Tile Builder installation via HPM. At a minimum you must have:

- Tile Builder Parent V1.4.2 or later.
- Tile Builder Storage Driver V1.3.2 or later.
- Tile Builder Rooms Module V1.0.8 or later.

1. **Install a separate instance of Tile Builder** to store your rooms and keep things organized. If you have the Advanced version, you can use the same key on multiple Tile Builder instances on the same hub.
2. **Create a new Dashboard** and authorize the Tile Builder Storage Device you selected above. Leave the dashboard open on a separate tab for now.
3. Go to your new Tile Builder instance and choose **Add Room**.
4. Wait for the screen to change and display the Tile Builder Rooms designer. **Click on the Classes tab**.
5. Select and **copy all the text** in the first box that starts with:

`/* Tile Builder Section 1 - This section controls how ALL tiles display on the Dashboard. */`

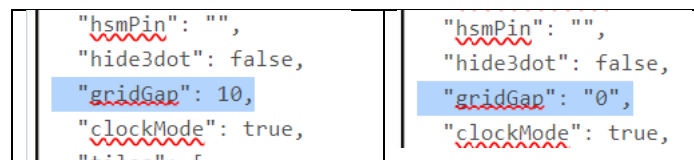
`And ends with....`

`/* Tile Builder Classes End Here */`

6. Go to your newly created Dashboard. **Click on: Gear, Advanced, CSS and paste the classes** information in here and save it.

If you are only using Rooms to build normal tiles you can skip to step 9. If you are planning on developing full Rooms or a house floor plan you must also take the following steps.

7. Still in your Dashboard window, click on **Layout**. **Change the GridGap from 10 to "0"** as shown.



8. Still in your Dashboard window, click on the **Options** menu. **Change the Column Width and Column Height to 40** as a starting point. This smaller grid allows greater control of the proportions of the rooms you create.

Column Width (blank for auto fit)	Row Height (blank for auto fit)
<input type="text" value="40"/>	<input type="text" value="40"/>

9. You can now go back to your Tile Builder Rooms screen to build and publish your first Tile\Room in the same way you do for other Tile Builder tiles.