

Home Design Software : User Guide

Features:

This software can be used to design houses. The rooms with its furniture can be set up by the user as per his/her choice.

Getting Started:

On opening the software a wing appears with three radio buttons.

1. User Guide
2. Get Started
3. Quit

On clicking '**User Guide**' it the User Guide which you are currently reading opens.

On clicking '**Quit**' the software closes.

On clicking '**Get Started**' a new window opens.

Account:

For new users press '**New**' to create an account.

- 1) Enter your name, date-of-birth, UserName and password in the space provided.
- 2) Confirm your password by re-entering it in the space for confirm password.
- 3) Select '**sign up**'.

A new window for designing rooms opens up.

For Existing users enter '**Existing**'. In the new window opened, enter your UserName and password.

A new window for designing rooms opens up.

Design Window:

The design window is comprised of many parts

- A. Toolbar at top
- B. Radio Buttons of Furniture and Walls on the bottom left of the screen
- C. An area where rooms appear at centre
- D. Object Area
- E. Editing Radio buttons at bottom right

1. **Toolbar at top:** The toolbar contains various menus like **File, Edit, View and Settings.**

The **File** menu contains various options like **open, save, save as** and **print.**

The **open** option opens a new file, the **save** options saves the current file, the

print option prints the current file with the help of a printer and the **save as** option

save the current file with another name.

The edit menu contains function **scale.**

The **View** menu contains **2D** and **3D** option.

The **2D** option is by default selected. On selecting the **3D** option a new window

opens from which the current 2D design is displayed in 3D.

The **Settings** option does not contain anything. It is there to fill up the lack of any other menus.

2. **Design Space :** This is the area where all the current design is displayed. Each object can be moved around by dragging to the desired position.

3. **Radio buttons of Objects** : It has various radio buttons like **Bed, Chair, Sofa, Table**

Walls. On selecting any button various designs of the object appear on the right.

On clicking any design and clicking once more at the desired position in the Design

Window the object is placed.

4. **Object Area** : In this are various designs appear and a scroll bar is on the farther right of this area to browse.

5. **Editing Buttons** : These buttons are used to modify the room design which is displayed

in the design window. There are options like **Scale, Rotate, Clear** and **Delete**.

The Scale option

On selecting **Rotate**, a small window appears where the angle of rotation should be

given in positive degrees to rotate the object clockwise.

On selecting an object and clicking **Delete** the object is removed from the design window.

On pressing **Clear**, the entire set of objects present in the design area is removed.

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