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.