Écru
SOFTWARE

PRO100

Software to design furniture and interiors

QUICK START

**Software guide
Read it first!**

PRO100 Quick start

or
Guide to test demo version of
PRO100

Dear user,

The demo version which you are about to see is not the final version of our software. When using it, you will come across inactive options or ones that do not function in the way you would expect. The software has been developed on the basis of the users' wishes and this is why we would like you to let us know what you think about it and how it functions.

This guide is for people unaccustomed to similar software and this is why it may at times appear obvious and boring. But please read it anyway and let us know what you think about it.

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The Authors of
PRO100

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Demo version

Limited functions of PRO100 demo version differentiate it from the complete commercial version. With the demo version you:

Cannot print

Cannot save designs

Cannot save furniture, elements and materials to the catalog

Have streamlined furniture, elements and materials   catalog

Have a lower resolution of materials in the catalog

None of these limitations occur in the complete commercial version.

PRO100 version for furniture shops doesn't save to elements and furniture catalog–the catalog is supplied by the producer of the furniture. This is to deter shops from using furniture other than the producers' to decorate interiors.

Introduction

The guide will contain expressions explained below. If you use any software under MS Windows 95, you can go on to the next section.

Click – point the cursor to a given object (e.g. click a button) quickly press and release the mouse button. You

can left-click or right-click. If we just say "click", click the left button.

Double-click – click the left button twice in quick succession. The mouse shouldn't be moved while clicking.

Dragging – point the cursor to an object, press a suitable button and keep it pressed. Now you can, without releasing the button, move the mouse. You can drag with the right or the left button. Dragging with Shift means dragging while pressing the Shift key at the same time.

You can undo any operation you are not happy with by using "Undo" from the "Edit" menu. If you reverse too far, you can use "Redo". The program lets you undo all the commands since the beginning of your work with a project.

When you select a command from the menu, try to find it on the toolbar; most commands have their equivalents there. It will probably have an icon representing the command. Using the buttons from the toolbar may speed up you work up to three times.

Welcome to the program

After loading MS Windows 95, insert the CD-ROM in the drive. PRO100 will start after a while. It will operate only from the CD-ROM drive so don't worry, it won't leave any unnecessary files on the disk of your computer.

In the middle of the program window there is a red frame. This is the grid, which will help you get a feeling of the dimensions of the virtual room you are about to decorate. You see the virtual room from the front; the grid on the other walls, the floor and the ceiling is invisible.

Now try to **left-**drag the mouse in different directions starting with the grid (Press the left mouse button and move the mouse without releasing it). See how PRO100 rotates your virtual room? View it from different angles, through the floor, from the ceiling, through the walls. The grid on the wall you are looking through disappears as not to obscure the picture. This way you can quickly change the angle you are looking from while designing.

Now try **right**-drag **up** and **down**. This way you can move closer or further to the place you're looking at. Along with left-drag it gives you unlimited possibilities to set the angle and the distance to a place. Soon you will learn how to change this place.

Your first piece of furniture

Click "Open" from the "File" menu. From the list which appears click "first piece of furniture" and then click "Open". A kitchen cabinet will appear on screen. Nothing much but we'll start with small things.

Take a look at it from different angles and distances using left and right drag, but remember, start dragging

from an empty place on the grid not from the cabinet. Notice that while you move the mouse, the program only shows the wireframe of your cabinet and when you stop it shows the cabinet. Now select the maximum distance of looking (right-drag down) and click on the cabinet. What has happened?

The cabinet has changed to blue and handles have appeared. Handles are small squares on the corners and edges of one of the planes of the cabinet. We say you have selected the cabinet. Until you unselect, all the operations will deal with it.

Point the cursor to the cabinet, the side or the door of the cabinet surrounded by handles until it looks like this: Now you can move your cabinet. Try, you can do it with left-drag. The cabinet "obeys" the cursor and moves to wherever you want to place it.

You have probably noticed that blue squares, "shadows" of the cabinet appeared on the walls with the red grid. These are orthogonal projections of the selected object– they help you get better orientation in your 3-D project.

Now try pointing the cursor to one of the handles. It should now look like this: . It's telling you that you can change the dimensions of your cabinet. Drag it and see how easily PRO100 changes the dimensions of your cabinet (left-drag the handle) OK, you say, but how do I know what dimensions they are. It's easy to check. At the bottom of the screen on the right the dimensions of your

cabinet and cursor position are shown while you move the mouse. You will soon learn how to enter cabinet dimensions without moving the mouse.

Take it easy and don't overdo it. Who's ever seen a three-meter kitchen cabinet? You must learn to curb your imagination yourself since PRO100 will not do it for you. The only thing that limits the dimension of your furniture is the size of the room.

While manipulating your cabinet it may move from the center. You then click "Center" from the "View" menu. Isn't that simple? Remember this tip, you will need it in most projects. For this command to work, you must select the cabinet.

All right and how do you unselect? You simply click somewhere outside the cabinet. Repeat this a few times: select, unselect, it's so easy.

Moving, changing dimensions is OK., you will say

...but what about other planes?

A few words about the handles

Select you cabinet once again if you've unselected it. Now rotate the stage (left-drag outside the selected area) to view it from different perspectives. Notice what happens to the handles. First they change from blue to black and then they "jump" to the wall closer to you. Then they change the color or jump again. The handles

are "sociable" and always try to be in your proximity so that you can see them better.

This is how you can easily change the plane in which you move or the dimensions of furniture: rotate the virtual room so that the handles jump to the right planes and continue moving or changing as much as you wish. Moreover, if the handles are blue, you can force them to jump by clicking (left) on another plane of the cabinet. Check it out!

Away with symmetry, or throw out the door

Imagine you don't like cabinets with double doors. What we can do is try and throw out one door. Delete it. Destroy it.

Select your cabinet. Position yourself in front of it so that you can see both doors. And now I'll tell you a secret. The cabinet in front of you is not a simple cabinet. It is a grouped cabinet. All cabinet elements belong to one group. What does this mean? Whatever you try to do to an element of the cabinet you will do to the cabinet itself. One for all and all for one. This is why when you click on the cabinet door, you select the whole cabinet.

What should you do now? Destroy the group. Make sure that you have selected the cabinet and select "Ungroup" from the "Edit" menu. The cabinet is still selected; apparently nothing changes. But only apparently.

Unselect it now and try to select it again by clicking on the door. What happens? Only the door is selected, but not the rest of the cabinet.

Move the door away from the cabinet. Now you can see the shelves visible only while moving. You can delete the selected object in three different ways:

- click "Delete" from the "Edit" menu
- press the "Del" key
- right-click on the object and choose "Delete" from the menu which appears.

You will probably use the last way most frequently, although it seems most difficult at first, it's the fastest.

Regardless of how you did it, you've deleted the door. What now? Let's select the remaining door and grabbing it by the handle cover the empty space left after deleting the first door. Remember you don't want to drag the door, but to change its size; the edge by the hinge should remain where it is.

If something goes wrong, click "Undo" from the "Edit" menu. By clicking "Undo" several times you can even "resurrect" the deleted door.

If everything is OK., you have just created a new model of the cabinet.
Congratulations!

One last thing to do with the first cabinet

The last thing you should do is group the cabinet again. Why, you ask. Imagine that you are decorating an interior. A client is looking over your shoulder. You want to move the cabinet, but you only move the door. What a shame. Have I convinced you?

To group elements you must first select them. But how can you do it when by selecting a second element you unselect the first one (check it yourself)? There are a few ways to do it and this is the best one.

Press and hold the Shift key. The cursor now looks like this: . Guide the mouse to an empty space outside the cabinet and press and don't release the left mouse button. What you are doing is called dragging with Shift. Now when you move your mouse, a rectangle will appear on the screen. Everything in the rectangle will be selected after releasing the mouse button. The trick is to draw a rectangle containing the cabinet. Simple, isn't it?

You selected all elements of the cabinet on the screen. To group them again, choose "Group" from the "Edit" menu. You can also choose it from the menu which appears when you right-click on the selected object, it's faster.

You can save the grouped furniture to the disk as your project or add to the furniture catalog to be used when decorating. I'll tell you how to do it later.

You may believe me or not but the most difficult stage is already behind you. The rest is just discovering and learning new commands, entering figures and names exiting the program and going out for coffee. Honestly. You can easily and quickly learn this program.

I am just a mode (of displaying)

What else can I do? Nearly everything.
Take a look at the View menu. What else do we have here? "Wireframe" – we know this view from the time we tried to move the cabinet. Now you can turn it on e.g. to get structure drawing or orthogonal projection. Projections? We'll talk about them in a while. Notice that you can do anything we talked about with every view. You can work in any way you like.

Let's go on... "Sketch" – this is a type of wireframe but only of the surface. The drawing includes only visible edges; the hidden ones are invisible. This mode is excellent for showing the body of the structure, when there are no colors yet. Before you probably sketched a lot...

What else? "Colors" – something like the Sketch, but instead of white, in colors similar to the actual ones. Halfway to full-realistic visualization.

What is new and important here is the option of enabling "Contours" (see below). Try and see what it gives you. If

you still don't know, here is the explanation. If you turn it on, the edge of the furniture wireframe is drawn in black. If you turn it off, it's in a color slightly lighter than the color of the whole piece of furniture. The drawing is slightly smoother this way.

While we are here, another option that you can turn on is "Semitransparence". This means that the hidden edges become visible in a sort of blurred way. So now you understand, don't you? Try this option several times yourself and watch the drawing carefully to see what it really means. It is most useful to use semitransparence for "Sketch" and everything becomes visible, the body of the furniture and structural details.

"Shading" is the last option to turn on. See for yourself what it does...

All the three options function independently and you may use them at will in all the modes. Obviously it wouldn't make sense in the "Wireframe" mode since the lines are already in black, everything is semitransparent and there is nothing to shade. "Contours" in the "Sketch" mode are also always turned on (naturally).

We got sidetracked, so let's now go back to the grand finale. Make sure that "Contours" and "Shading" are turned on. This is the most time-consuming mode, but also the most effective one. It makes people sign contracts. If it weren't for this mode, I wouldn't persuade you to throw out your pencil... "Texture" - complete, realistic visualization with all additional effects. With

large projects you may get the feeling that you computer slowed down but it's really worth waiting. With faster computers you may work in this mode all the time, with slower ones you only do it while selecting the colors for the project.

Before you go on to the next paragraph, change the Contours and "Semitransparence" settings several times and see how that looks. It really is worth seeing.

One more thing, all the commands and options that you selected using the menu are on the toolbar for more efficiency. By moving the mouse (no clicking!) you can easily find all the necessary buttons. To make guessing easier, the buttons for commands from the View menu have drawings of cubes.

Take it or leave it

Good, and now let's talk about views. At the bottom of the program window on the left you see the following bookmarks: "Perspective" and also "Front", "Top", "Side" and "Axonometry". They correspond with the three main planes of orthogonal projections and oblique projection. By clicking on each of them you will see suitable projections. It's the best to view them in the following modes: "Wireframe" or "Sketch". By rotating the view with the mouse you can change the projection angle like in a perspective. You can exit the projection mode using the "Perspective" bookmark.

Remember these are not only commands to create project drawings. You can work with each of them like with the perspective – move, change size, delete, and rotate. Sometimes it will be easier to use views, at other times it may be simpler to see the space of the project in perspective. You will switch between views and modes intuitively.

Another advantage of using orthogonal projections is the possibility of turning dimensioning on. You will find it in the View menu or the toolbar (its worth finding!). You will then see all the dimensions of important objects (i.e. dimension of all grouped and ungrouped objects). So turn on dimensioning and try to group and ungroup different elements. Notice how this influences dimension lines.

And now....

Let's look at the catalog

At the beginning of our meeting we opened a file. We can change this file and then save it to disk once again. But what should we do if we only want to include a piece of furniture or equipment from an earlier project? This is what decorating is all about.

This is when we need the catalog. This is a place where you can keep typical furniture and elements necessary for decoration, something similar to a leaflet advertising products. We can insert a piece of furniture or equipment from the catalog to add to our project or we can add something we have created to the catalog for future use.

That's all to start off with. Let's now check out it in practice. Let's start something new. Select "New" from the "File" menu. In the window that appears, confirm the suggested dimensions of the room; it's enough to click OK.

Now select "Furniture catalog" from the "Tools" menu. We'll have to get to know better about the window that appears. Can you see miniature furniture? Select something... maybe a desk? No, double-clicking doesn't work here; you have to drag the desk outside the catalog window. Press the left button on the furniture image and as though you were to move it, drag it to the virtual room. See? From now on act as if you were moving pre-selected furniture. Drop it, it will stay where you dragged it to. Now you can turn around, move the furniture (if anything happens remember about "Center"). The catalog window does not disappear until you close it yourself. But don't do it yet. Take another piece of furniture, it could be a cabinet. Drag it next to the desk. If the desk suddenly changes to red it means it has collided with the desk. They have combined creating something strange, a desk-cabinet impossible to make. The program informs you about this by turning one of the elements red.

"Gentlemen, move this cabinet a bit more"

Now you have two pieces of furniture in your room. Close the catalog window by clicking on the cross icon in

its left top corner. Look around. I bet that your furniture hangs in the air as though on invisible ropes. If you haven't done it yet you can pull it down to the floor by moving the pieces one by one. But you can also wait and let gravity do the job. Select both pieces of furniture (remember how to draw a rectangle with Shift?), and then use "Move to". It's in the "Element" menu, in the menu following right-click on the element, or in the toolbar. Select "Bottom". The furniture drops to the floor. This is a very useful command except when you are decorating a kitchen with hanging cabinets...

Try rearranging the furniture. Don't do it thoughtlessly but try to achieve something. The cabinet over the desk, next to it or maybe under the desk? I know, it's done in such a way as to make the last move more difficult. The cabinet is too high and won't go under the top, like in reality. But this is what the handles are for. Do you prefer to make the cabinet smaller or to make the desk higher? Try both these options. Now you see how easy this is. You will use these three functions most often while decorating interiors: inserting furniture from the catalog, moving it and changing the dimensions (don't overdo this one, remember that someone will have to make the furniture afterwards!). What is left is coloring.

Oak, beech and pine will be fine

Let's now try to change the color of your furniture. But not only the color, the texture as well. This is when the

mode with textures becomes necessary. Turn it on and let's start.

I'll show you two ways. One of them is difficult and step-by-step and the other's easy, fast and effective. I'll start with the first one.

Select a piece of furniture, it could be a desk. Now click "Material catalog" from the "Tools" menu. The well-known window appears, but instead of furniture you can now see fill patterns. Drag the selected pattern onto the selected furniture and drop. And that's it. It must be simple since it's something you'll often do. Notice that to view the actual appearance of your altered piece of furniture you must unselect it first. That's all. How do you like it?

Since you've unselected, I'll show you something else. Drag another decor onto your furniture, the more it differs from the first one the better. Drop it over one of the sides of a piece of furniture (unselected). See? You will use it to match patterns to individual furniture surfaces like fronts or kitchen tops.

The step-by-step method still remains. But why complicate things if you can do them so easily? Well, sometimes a simple way is not enough. Imagine that you must match elements with grains arranged in a different direction than the ones created by simple dragging of the decor. Let's start, first of all, close the catalog window, like you've done before...

You may have noticed that both pieces of furniture you're working on are grouped. I'll quickly show you how to select an element without separating it. You've already clicked with a pressed Shift. Now try clicking with the Control (Ctrl) key. Press "Ctrl" (the cursor's changed, see?) and point it to one of the pieces. Click and you select but only the piece, not the group. You didn't have to destroy the group.

Now double-click on the selected piece. A window called "Properties" will appear. Click the Material bookmark, unless it's on top. On the left you see the present texture of the piece, on the right you can see what you're looking for. Click one of the angles signifying the direction of the texture and accept. Naturally, you will only see the difference if the decor you've selected wasn't plain.

For the coming operation you'll need to ungroup our cabinet. (Select it with Shift and click the "Ungroup")

Add one to another

We can make the wishes of any spoil client come true. "Couldn't we add one more shelf here?" Don't try persuading him that no book will fit in. Maybe he only reads pocket versions? Many pocket books. Small is beautiful.

Instead select one shelf. Now select "Duplicate" from the "Edit" menu. You must now position the newly created shelf. You can do the same thing with a piece of furniture

or even several ones. This is how you can easily create a cinema or a lecture hall.

It's a bit strange that this subunit is so short but there's really nothing more difficult to describe.

The finishing touch

You can now open files, rotate view, get closer or further, move furniture, change its dimensions, group and separate it, delete it, insert furniture from the catalog, décor and colors and also add copies of elements to the created scene.

But this is only the beginning of what you can do. You, meaning both you the user and the PRO100 software. The rest means discovering new menu commands as you go along. I won't bore you with their detailed description. This is what our Users' Manual is for. Don't read it from cover to cover. It's like a telephone directory or an encyclopedia. Look it up for useful information, and skim to see what else you can do together. I hope that PRO100 will favorably surprise you.

And remember that in addition to what you've read, the encyclopedic Users' Manual, your intuition and know-how, you also have us,

Yours,
       Technical Support Team