

Design-A-Room

Version 2.3

for Windows 3.1

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INTRODUCTION

This is a fully functional Registered version of *Design-A-Room*. This version includes several enhancements to this program not in the Shareware version.

Design-A-Room was designed to take full advantage of the benefits of Microsoft Windows. Practically everything that you do in ***Design-A-Room*** you do with a click of a mouse - no typing in commands - no trying to remember strange key commands in order to do everything. About the only time you will need the keyboard is to type in the name of your room!

Design-A-Room lets you draw a room, put all the furniture in it, in exactly the right dimensions, and then move the pieces around to your heart's content-- without ever getting up from your chair!

Put walls wherever you want-- move them, and resize them. Put several rooms together on the same page - or put the same room on twice to see what different arrangements look like.

Design-A-Room comes loaded with 17 different wall, doors, fixtures, etc., plus 31 different furniture pieces. Couches, pianos, tables, even a pool table and fireplace.! All professionally drawn so that you know exactly what you are looking at when you view the room. You can re-size each piece to the nearest inch, so you can design your room to your exact dimentions.

The "Snap-to-Grid" option lets you quickly put your furniture and fixtures in the room. Then turn off "Snap-to-Grid" to let you arrange the pieces precisely where you want them. "Snap-to-Grid" also makes putting walls up a "snap."

The "Custom Toolbar" option lets you add up to 18 of your own icons. You can create these icons through the program.

The "Add Text" option lets you add text anywhere on the screen - even on top of other icons. Text can be added in any size using any font you have installed. Effects such as bold, italics, underline, strikethru can bu used. In addition, text can be placed in any color.

The screen size has been enlarged in the registered version of **Design-A-Room** to let you increase you room sizes - this is limited only by your screen resolution.

The dotted grid and the scales can now be turned off if desired.

Design-A-Room shows you the exact sizes of your furniture pieces, and also the exact location of each piece in the room to the nearest inch. No guessing necessary!

When you are finished with your room, you can save it to disk and print it out on any Windows 3.1 supported printer.

With **Design-A-Room** you know what your room will look like BEFORE you spend all your time and energy moving heavy pieces of furniture around!

Design-A-Room's intuitive interface makes rearranging furniture almost a pleasure!

Design-A-Room comes with the following files:

- SETUP.EXE - Installation program
- DARSETUP.EXE - Design-A-Room Setup
- DESIGN.EXE - Main program
- CUSTOM.CFG - Custom Toolbar configuration file
- DESIGN.HLP - Help file
- DESIGN.WRI - This file
- DEMO.ROM - Sample room
- README.TXT - Getting started information
- VBRUN300.DLL - Visual Basic DLL
- COMMDLG.DLL - Visual Basic DLL
- CMDIALOG.VBX - Visual Basic file
- *.BMP - Furniture, fixture, and other program icons (69 files)

Installation

To install **Design-A-Room**, open *Windows Program Manager*, and select "Run" from the

"File" menu. When prompted for the file name, type the name of the drive and directory the files are in and SETUP (example: A:\SETUP).

Setup will uncompress and copy the files to the proper directory and create a *Program Manager* Group and icon.

To start a room:

Measure the actual walls and furniture pieces of the room you want to design. This is the most critical step. The more accurate your dimensions are, the more accurate your final room will be.

When measuring, measure the length and the width, looking down from the top. When measuring odd-sized pieces, such as a grand piano, or a round table, measure the longest dimensions each way.

Start with the top wall. Click the left mouse button on the left/right wall icon to put it in the room. This will put the icon in the bottom right-hand corner of the room. Drag the wall icon close to the left-hand-side of the room. Let go of the mouse button. Then, by clicking the left mouse button just to the right of the icon, and holding the mouse mouse button down, drag the end on the wall icon to the right, watching the bottom of the screen until you get to the correct length and let go of the mouse button. Then use the mouse to drag the piece exactly into place. The numbers at the bottom of the screen will show the exact position of the upper left-hand-corner of the icon.

Repeat the above steps to add other walls, doors, windows, and other fixtures.

To change the size of the possible room (screen size):

The size of the room has been enlarged from the Shareware version. It is only limited to 100' by 100', or the screen resolution of your system.

To increase the screen resolution, it is necessary to run the *Windows* Setup program, and change your resolution from 640x480 to either 800x600 or 1024x768. You must have a monitor and video card capable of displaying this resolution to do this. You may also need the *Windows* installation disks, or the display drivers that came with your video card for the desired resolutions and colors. See your *Windows* 3.1 manual and the manual for your graphics card and monitor for information on how to change your screen resolution.

With the larger resolutions, you can "maximize" the ***Design-A-Room*** window in order to see a larger work area. It may be necessary to use the "Windows" menu in order to see and use the icon bars.

To place furniture in the room:

After you have the fixtures placed, add all of your furniture following the same procedure as above. After a piece is in place, it can be easily moved to another location by dragging it, or re-sized by dragging just outside the icon.

To move a piece of furniture or fixture:

Simply drag it to the new location with the mouse.

To re-size a piece of furniture or fixture:

Move the cursor over the desired item. Then, placing the mouse cursor just outside the furniture box, and holding the left button down, move until desired size is achieved.

To duplicate a piece of furniture or fixture:

Click on the piece of furniture with the **RIGHT** mouse button to select it. Go to the "Edit" menu and choose "Copy." Then choose "Paste." A duplicate of the piece of furniture will appear at the top corner of the room. Click on this piece of furniture and then move or resize it as necessary.

To cut out a piece of furniture or fixture:

Click on the piece of furniture with the **RIGHT** mouse button to select. Go to the "Edit" menu and choose "Cut." Then the piece can be pasted in a new location with the "Paste" command.

To delete a piece of furniture or fixture:

Click on the piece with the **RIGHT** mouse button, then go to the "Edit" menu, and choose "Delete".

To turn "Snap-to-Grid" on or off:

Go to the "Options" menu, and click on "Snap to Grid." This will turn "Snap-to-Grid" off. Clicking on it again turns it on. With "Snap-to-Grid" on, furniture and fixtures automatically "snap" to the nearest grid line as they are moved or resized. These lines are six inches apart. With "Snap-to-Grid" off, pieces can be moved to the nearest inch.

To show pieces without outlines:

Go to the "Options" menu, and click on "Show Outlines." Use "Show Outlines" to easily set up your room then turn them off to view the finished product.

Note: It is much easier to set up your room with "Show Outlines" turned on.

To turn the grid or scales on or off:

Go to the "Options" menu, and click on "Display Grid" to turn the grid on or off, or click on "Display Scales" to turn the scales on or off.

To create your own icons:

Go to the "Options" menu, and choose "Custom Toolbar." Click on a blank icon, and choose "edit." Design-A-Room will then automatically run Windows Paintbrush, and load the icon onto the screen. *Note: you must have Windows Paintbrush on your system for this option to work. This program is included with Windows 3.1, so consult your manual if it is not available.*

Click on "View", then "Zoom in," then click on the blank icon. This will enlarge the icon to a series of small squares. You can then use Paintbrush to draw your icon, using the colors at the bottom of the screen. When you are finished editing your icon, click on "View" then "Zoom out." Then

click on "File," then "Save," then "File," then "Exit."

To edit another icon, click on the desired icon file, then click on "Edit." Otherwise, click on "Done," to return to Design-A-Room.

To change the names of the icons, click on a name in the list (e.g. "Custom #1") then type the new name (e.g. "Workbench") in the box labeled "Name:." Whenever you select this icon in the future, it's new name will be shown on the screen.

The custom icons can be re-edited or changed as often as desired.

The custom icons work on the screen just as the regular ones do.

The Custom Toolbar is not shown on the screen by default. To show the Custom Toolbar, select "Custom" from the "Window" menu.

*Note: **Design-A-Room** uses the same custom toolbar for all files. Therefore, changing the icons will cause them to change in all previously saved files. Do not attempt to change the filenames of any of the **Design-A-Room** files outside of the program, as doing this will cause errors while running the program.*

To add text to your rooms:

Go to the "Text" menu, then click on "Fonts..." This will bring up the Fonts dialog box which will allow you to select the font, size, and color of your text. You can also select special effects such as bold, underline, italics, and strikethru.

Once you have selected a font, go to the "Text" menu, then click on "Add text." This will put a small, blank rectangle in the bottom right-hand-corner of the screen. Move the box into place and enlarge it by dragging the bottom right-hand-corner to the desired size. Type in your text as desired. When you are finished, you can move and re-size the text box as you would a regular icon. You can also put the text box on top of a regular icon box, if desired.

Once a text box is on the screen, you can Cut, Copy or Delete it just like an icon. Simply select the text box by clicking on it with the **RIGHT** mouse button. Then you select "Cut," "Copy," or "Delete" from the "Edit" menu. Once the text has been cut or copied, you can use the "Paste" command to place it anywhere on the screen.

Note: The "Show Outlines" command does not affect text boxes. To better see where the text box is, be sure to turn the grid on from the "Options" menu.

To save a finished room:

Go to "File" menu and choose "Save" or "Save As." "Save" will save the current room with the current filename. "Save As" will let you save the file under a different name.

Design-A-Room automatically adds the extension "ROM" to all saved room files.

To load a previously made room:

Click on the "File" menu. Choose "Open." Click on the the desired file, and then click on "OK."

*Note: This version of **Design-A-Room** introduces a new, enhanced file format. It will read files from all previous versions and, when they are saved, they will be saved in the new format.*

To start a new room:

Click on the "File menu. Choose "New."

To print the room:

From the "File" menu, choose "Print."

Note: The room will print as it appears on the screen, so to print without the outlines, grid, or scales, simply turn them off from the "Options" menu before printing.

To exit the program:

From the "File" menu, choose "Exit."

We can be reached for questions, comments, etc.

at the above address or:

by calling (513) 563-4871

by calling The Epsilon Computing Board at (513) 563-6475 (our BBS)

by Netmail to Scott Mace or Bob Mace at Net/Node 006/042 on the GT Power Network

on CompuServe (user ID: 72712,2320) or

on Internet (macers@ctrvax.vanderbilt.edu).

Call The Epsilon Computing Board for information and new programs.

Thank you for registering Design-A-Room !