

PRO↑100

Software for designing
Kitchens, Furniture and Interiors

QUICK START

Software guide Read me first!

Dear user,

The demo version which you are about to use is an evaluation version of our Pro100 software. When using it, because it is a demo, you will come across inactive options, but they will not hinder you from learning the program.

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 how it functions. This guide is for people unaccustomed to similar software and because of this, it may at times appear obvious and boring. We still request that you please read it anyway because most people find it helpful, and we'd like to know what you think about it.

Pro100 and the Internet: Because you can use .jpg's to texture an object, the internet is a great resource for textures. Say you want to create a room with tile. You will probably find your supplier's tile on the internet. All you have to do is save the picture to the Pro100 Texture folder to add it your job. The same with DXF and DWG files. We can add those to Pro100.

Pro100 and your suppliers: Because Pro100 can use DXF and JPG files, ask your suppliers for these files. More and more companies have these tools available for their dealers.

The Authors of PRO100

The Demo version has limited functions compared to the PRO100 complete commercial version.

With the demo version you:

- Cannot print
- Cannot save designs
- Cannot save cabinets, furniture, objects and textures to the catalog

None of these limitations occur in the complete commercial version of PRO100.

Introduction

The guide will contain expressions explained below. If you familiar with MS Windows software, 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.

The terms “Element” and “Object” are used interchangeably. The terms “Materials” and “Textures” are also used interchangeably.

You can undo any operation you are not happy with by using “Undo” from the “Edit” menu or CTL+Z. 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.

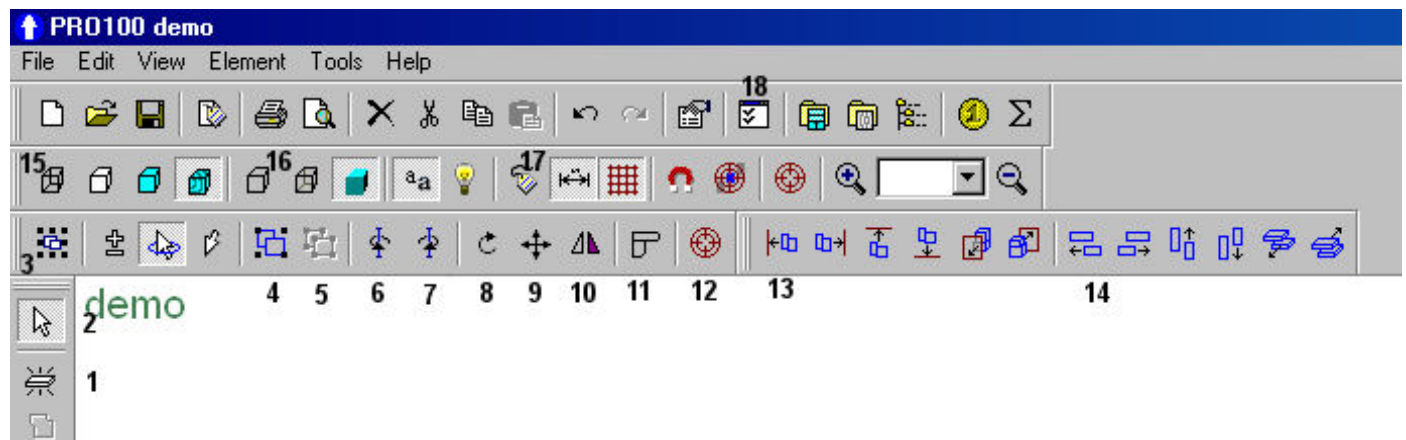
When you select a command from the menu, try to find it on the toolbar; most commands have their equivalents there. It will probably have an icon representing the command. Using the buttons from the toolbar will speed up your work up to three times.

Welcome to the program

Download the program to your desktop so you can easily find it. Double click on it to install. After you install the program you can delete the download.



Click on this icon on your desk top to start Pro100:



Pro100 Menu

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.

Click on the Perspective Tab in the bottom left of the program. 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 away from 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 cabinet

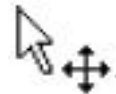
Click "Open" from the "File" menu. From the list which appears click "A1 First Cabinet" and then click "Open". A base kitchen cabinet will appear on screen. Nothing much but we'll start with small things.

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 wire frame 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 twelve foot 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 your cabinet once again if you've unselected it. Now rotate the room (left-drag outside the selected area) to view it from different perspectives. Notice what happens to the handles. They "jump" to the side closer to you. Then they 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 objects: 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 the cabinet and try to select it again by clicking on the door. What happens? Only the doors are selected, but not the rest of the cabinet. Now ungroup the two doors. Click on the one door again.

Move the door away from the cabinet. 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 or CTL+Z. 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 your hard drive as your project or add to the cabinet 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? "Wire frame" – 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 wire frame 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 wire frame 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 “Semi transparency”. 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 semi transparency for “Sketch” and everything becomes visible, the body of the furniture and structural details.

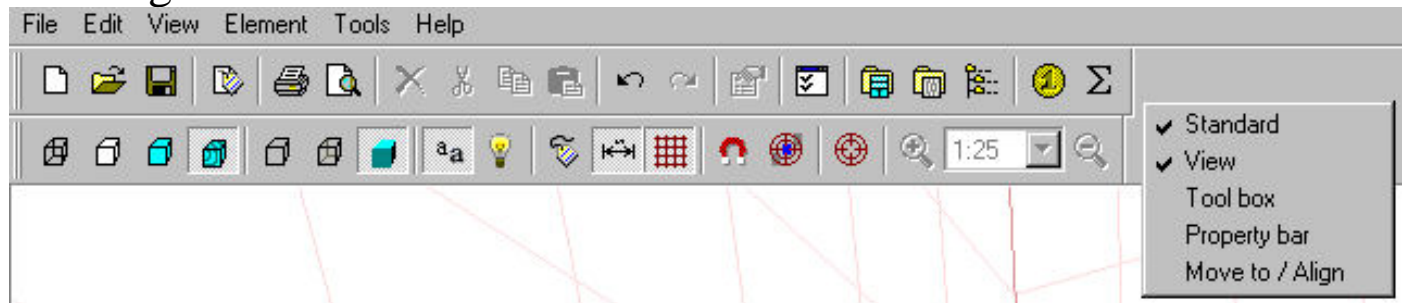
“Shading” is the last option to turn on. See for yourself what it does...

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 “Wire frame” mode since the lines are already in black, everything is semitransparent and there is nothing to shade. “Contours” in the “Sketch” mode is 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 your 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 “Semi transparency” 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. Just right click on the toolbar and click on which ever sets of tools you want to use. I like to work with all of the tools showing.



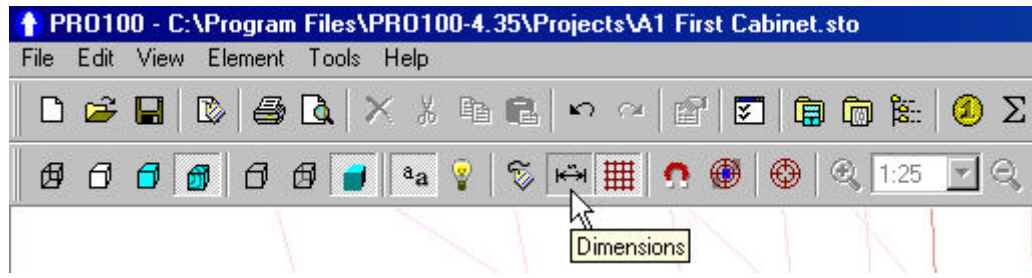
Take it or leave it

Good, and now let’s talk about views. At the bottom of the program window on the left you see the following Tabs: “Perspective”, “Axonometry”, “Plan”, “Wall N”, “Wall W”, “Wall S” and “Wall E”. 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: “Wire frame” 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” Tab.

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 the hard drive once again. But what should we do if we only want to include a cabinet or other object 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 cabinets, furniture and objects necessary for job layouts. We can insert a cabinet, furniture or objects 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 it out 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 four tabs, Cabinets, Furniture, Objects and Textures? Select something... maybe a base cabinet? No, double-clicking doesn’t work here; you have to drag the cabinet outside the catalog window. Press the left button on the cabinet 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 cabinets. Drop it, it will stay where you dragged it to. Now you can turn around, move the cabinet (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 cabinet. Drag it next to the other cabinet. If the cabinet suddenly changes to red it means it has collided with the other cabinet. They have combined creating something strange, a combination impossible to make. The program informs you about this by turning one of the objects red.

“Gentlemen, move this cabinet a bit more”

Now you have two cabinets in your room. Close the catalog window by clicking on the cross icon in its right top corner. Look around. I bet that your cabinets hang in the air as though on invisible ropes. If you haven’t done it yet you can pull them down to the floor by moving the pieces one by one. But you can also wait and let gravity do the job. Select both cabinets (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 tool bar. 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. Add a wall cabinet over the other cabinets. Now you see how easy this is. You will use these three functions most often while decorating interiors: inserting Objects from the catalog, moving it and changing the dimensions (don’t over do this one, remember that

someone will have to make the cabinets 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 "Texture 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 Texture 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. Look under Furniture => Office. Pick a cabinet with shelves. Make sure you have the Perspective tab clicked.

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 with many identical objects.

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 objects 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. 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 can also call us,

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