

## **QuickStart Guide**

#### Introduction

This QuickStart Guide lays out for easy reference the most important commands and drawing tools in **3D Home Architect Deluxe 3.0**. Detailed explanations for installation plus special tips and techniques are featured in the User's Manual.

## Installation Instructions for Windows® 95 or 98

#### To Install

- Begin at the Windows desktop.
- Insert the CD into your CD-ROM drive.
- The 3D Home Architect Deluxe startup window will appear.
- Click the **Install** button and follow the on-screen instructions to install the program.

If the **3D Home Architect Deluxe** startup window does not appear automatically on screen, you can install the program manually:

- Click the Start button on the taskbar and choose Run...
- Type D:\Setup.exe in the line labeled Open. (If your CD-ROM drive uses a letter other than D, substitute that letter for D.)
- Click the OK button and follow the on-screen instructions to install 3D Home Architect Deluxe.

#### To Run

Insert the CD into your CD-ROM drive. When the **3D Home Architect Deluxe** startup window appears, choose **Run**...

If the **3D Home Architect Deluxe** startup window does not appear automatically on screen:

- Begin at the Windows desktop.
- Click the Start button, point to Programs, Broderbund Home Products, then to 3D Home Architect Deluxe 3.0.

 Click the 3D Home Architect Deluxe 3.0 menu item to start the program.

#### To Remove

- Begin at the Windows desktop.
- Click the Start button, point to Programs, Broderbund Home Products, then to 3D Home Architect Deluxe 3.0.
- Click the Uninstall menu item to remove the program.

## SmartParts™ Technology

What makes **3D Home Architect Deluxe** easier to use than the CAD programs typically employed for design is its "object-oriented" approach. Most CAD and general-purpose drawing programs create simple geometric objects like lines and arcs, then associate these to each other to create more complex entities. This program uses "objects" that are more complex and various to begin with, including information not only on how they are shaped, but what they *are*, how they relate to other objects, and what they can do. The result is what we call SmartParts<sup>TM</sup> Technology.

## **Three Key Points**

For best results in using **3D Home Architect Deluxe**, follow these three simple rules.

- Define space with walls. Before doing anything else, draw walls enclosing your home and label each room.
- Use objects for openings. To create a door or window, do not leave a hole in the wall; instead, draw the wall straight through, then add a doorway or window later.
- 3. Sketch first, fine-tune later. The program will align and dimension the plan automatically. Get the walls and rooms set first, then add openings, 3D objects, images, and electrical items. When finished, use the Materials List and PlanCheck to see what will be needed, and whether there are any obvious problems with the design.

## How to Draw and Edit Objects

**3D Home Architect Deluxe** divides all the pieces of your plan into the following six basic types of objects. The program then treats each object according to the rules that apply to its type and its relation to other types, which means members of a group can be created, moved, changed, and deleted in similar ways.

**Walls** are the building blocks of the program. They define the extent of the structure and divide the space within it.

To draw walls, click and drag with the appropriate tool. The program will align, connect, and dimension them automatically. Wall lengths will display in the status box as they are being drawn. To move, click in the center, then drag the resulting center handle. Walls can only be moved perpendicular to the direction they run. To change length, drag an end handle. To change a wall's attributes, open it to access its specifications dialog box. To delete, use the Delete command.

**Openings** in walls include doors and windows. Openings can only be placed in existing walls, and different types of openings will be created depending on the nature of the wall. For example, a doorway in an exterior wall will automatically feature a threshold, while one in an interior wall will not.

To place an opening, choose the opening type and then click in the wall where you want the opening. Like walls, these will have three handles when selected, two side and one middle. Drag the center handle to slide openings along a wall, and the side handles to change the width (notice the opening will widen on both sides). Dragging doorway side handles out from the wall will affect how the door opens, while window center handles will either change the height of the window or the depth if the window is a bay, box, or bow. Openings can be deleted using the Delete command.

**Roofs** allow you to design many industry-standard roof structures to accommodate your design. By altering settings for walls, pitch, overhang, and so on, you can match the roof to your design with precise detail.

To build a roof, either click the Roof Mode button and select the Build Roof tool, or click Build Roof on the Build menu.

**3D Objects** include cabinets, fixtures, furniture (indoor and outdoor), fireplaces, and built-in stairs. These are all objects that are independent of walls (even if attached to walls).

Some, like built-in stairs, are actually structural parts of the home, while others, like circular staircases and metal fireplaces, are treated like fixtures.

Cabinets can be placed anywhere in a plan, but will attach automatically to walls if close enough, and to each other if of the same type. Cabinets when selected have five handles: a center one for moving, three for resizing, and a fifth for rotating. The front handle points in the direction the cabinet is facing; the back does too, but will change to a rotation handle when selected. Cabinets can normally be moved only vertically and horizontally. To move freely, hold the **Ctrl** key while dragging. Delete just like openings. Fixtures and furniture are placed by selecting items from a library, and once placed can have either two handles – a center and rotate – or five, depending on whether "fixture/furniture resize" is selected in the Plan Setup dialog box under the Options menu. Once a fixture is placed in a cabinet, it can only be edited with that cabinet.

**Images** are a new object type that allows you to populate your landscape with plants, statuary, and trees. They are two-dimensional and therefore have fewer resize handles. Delete them with the Delete command.

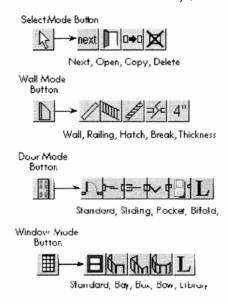
**Electrical** and **text** objects are special cases, in that their members have little or no "structural" presence. Electrical objects are simply symbols for lights, switches, outlets, and connections. Because they are only symbols rather than physical objects, they will show up only in Plan view. The same applies to text.

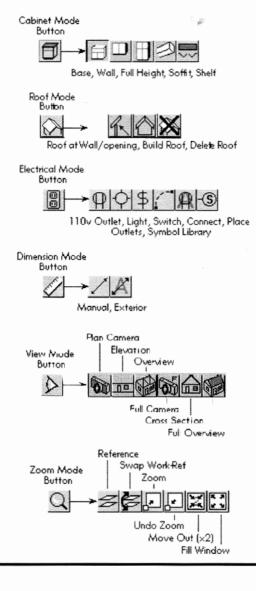
In addition to these six types of objects, the program also uses "rooms." These are the spaces defined by walls and they can be populated within fixtures and furniture. Rooms can be selected and edited individually, and the program will analyze your plan room by room, both for plan checking and creating a list of materials. Because of this, it is very important that you go through your plan and define rooms with names by double-clicking in a room while in Selection mode to bring up the Room Specification dialog box.

**Object Specifications** for most kinds of objects, including rooms, can be reached by "opening" the object. Either double-click the object, or select it, then use the Open tool or command. Each kind of object will have its own dialog box, with various editing options controlling size, display, materials, and other attributes. This is where you can fine-tune objects by selecting wall types, window trim, door styles, flooring material, color, and so on.

#### Toolbar

The most frequently used commands in **3D Home Architect Deluxe** can be selected using the toolbar that runs across the top of the program window. This bar is divided into three sections: left-hand tools, which usually set modes; right-hand tools, which belong to the mode selected on the left-hand side; and a status box. To select a mode (left-hand) tool, click the button in the toolbar once; appropriate tools will then be displayed on the right side of the toolbar, from which one may be selected. The status box will spell out the selected right-hand tool, and the buttons for both active left- and right-hand tools will appear depressed. Note that all commands are available from the menu bar, and most can also be accessed using the standard Windows Alt + key combinations. Some commands also have shortcut keys, listed in the menu.





## **Selection Mode Tools**









**Next tool**: Lets you select individual objects that are in a stack.



**Open tool**: To open a specification dialog box for an object, click the object, then click with the Open tool, or double-click with the pointer.



**Copy tool**: To copy an object, select it, click the Copy tool, and then click the plan in the location you want



**Delete tool**: To delete an object, select it, then click the Delete tool or press the Delete key.

## Wall Mode Tools





**Standard Wall tool**: To draw a standard wall, click and drag with the Standard Wall tool. Walls can only be drawn in 15-degree increments. Walls that intersect are automatically "snapped" together.



**Railings tool**: To draw railings, just click and drag as usual. Transforming a standard wall using the Wall Specification dialog box can also produce railings.



**Hatch Wall tool**: To add cross-hatching to an existing wall, click the Wall Mode button. Click the Hatch Wall tool, then click the wall.



**Break Wall tool**: To break an existing wall into two walls. Click the Wall Mode button, click the Break Wall tool, then click the wall in the location where you want the break to occur.



Thickness button: Walls can be 2, 4, 6, 8, or 12 inches thick. Click the Thickness button to togale between 2, 4, and 6 inches. For 8- and 12-inch walls, use the Build menu commands.

## Door Mode Tools







Standard Door(way) tool: To place a standard doorway, click in a wall. To create a door, first place a doorway, then select a side handle and drag in the direction the door is to open. To create a double door, stretch the width of the door to 48 inches.



**Sliding Door tool**: To place a sliding door, click in a wall. To determine which side slides, and in which track, select the appropriate side handle, then drag toward the track.



Pocket Door tool: Place and position just like a Standard door. Drag a side handle away from the wall to determine which side fits into the wall. To create a double door, stretch the width of the door to 48 inches.



Bifold Door tool: Place and position just like a pocket door. Drag a side handle away from the wall to determine which way the door folds, and from what side it opens. To create a double door, stretch the width of the door to 38 inches.



Garage Door tool: To create a garage door, click in an exterior wall.



Doorways Library tool: Opens a dialog box that gives you transoms and a variety of entryways.

# Window Mode Tools







Standard Window tool: To place a standard window, click in a wall. Dragging toward or away from the wall will decrease or increase the height of the window.



Bay Window tool: To place a bay window, click in a wall. Dragging toward or away from the wall will make the bay shallower or deeper.



Box Window tool: Place and position box windows just like bay windows.



Bow Window tool: Place and position a bow window just like a bay window. The Bow Window tool creates only five-section bows; others are available from the Build menu.



Windows Library tool: Opens a dialog box that gives you additional window choices.

## Cabinet Mode Tools







Base Cabinet tool: To create a base cabinet, click anywhere in the plan with the Base Cabinet tool. Clicking near a wall will cause the cabinet to attach to it, facing out. Placing and moving cabinets side-byside will cause the "modules" to snap together. Placing a cabinet in a corner will create a special corner cabinet. When positioning, cabinets can only be moved vertically and horizontally, unless the Ctrl kev is held down.



Wall Cabinet tool: Wall cabinets attach to the ceiling if set in the center of the room, or otherwise to the wall, and can be set above base cabinets.



Full Height Cabinet tool: Creates full height cabinets.



Soffit: Places a soffit above a wall cabinet, or attaches it to the ceiling.



**Shelf/Rod tool**: To place a shelf, click in a room against a wall.

#### **Fixtures**



To place fixtures in a plan, select the Fixtures button. This will bring up a series of nested dialog boxes in which fixtures are arranged in "item groups." Find the specific item wanted, click it and click OK, or just double-click the item, then click in the plan. For a 3D preview, click View. To go back through the hierarchy, click Back. Some fixtures, like kitchen sinks, can only be placed in existing cabinets, sized large enough to contain them.

## **Furniture**



The Furniture button works just like the Fixtures button. Select the Furniture button, search the library, select an item, click OK, and click to place it in a room.

## **Outdoor Objects**



The Outdoor Objects button lets you place 3D objects such as fences and lights. It works like the Fixtures button.

#### **Outdoor Images**



The Outdoor Images button lets you place 2D images such as trees and flowers.

## Fireplace



The Fireplace button lets you place a fireplace.

#### Stairs Mode



The Stairs mode has no right-hand tools: to create stairs select the mode, then click and drag to create

stairs going up. Holding Shift while dragging creates a down staircase. To create a landing, drag out one staircase, then a second, starting near the top of the first, then click in the gap between them. Circular staircases are available in the Fixture Library.

## **Roof Mode** Tools







Roof Section at Wall/Opening tool: Click to open the Roof Section at Wall/Opening dialog box.



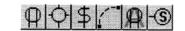
**Build Roof tool**: Click to open the Automatic Roof Designer dialog box.



Delete Roof Tool: Click to delete a roof from a floor plan, but not change any of the settings of the roof made in the Room Section at Wall/Opening dialog box.

## Electrical Mode Tools







110V Outlet tool: To place 110-volt outlets manually, click anywhere with the 110V Outlet tool. 220-volt outlets are available from the Build menu.



**Light tool**: To place a light, click anywhere in a room with the Light tool.



Switch tool: To place a switch, click near a wall with the Switch tool.



Connect tool: To connect switches, outlets, and lights first select the Connect tool, then click and drag to each item to be connected. To disconnect an item from a circuit, just click it again.



Place Outlets tool: To place outlets automatically, click in each room with the Place Outlets tool.



Symbol Library button: To place additional electrical items, like telephone and television jacks, smoke alarms, and fans, click the Symbol Library button. This library works just like those for fixtures and furniture.

#### **Text Mode**



To place text in a plan, select Text mode, then click. A Text Entry dialog box will then appear.

## Dimension Mode Tools







Manual Dimension tool: To create a manual dimension line, click and drag with the Manual Dimension tool, just as if dragging out a wall. Lines can be drawn from wall to wall, wall to opening, or opening to opening. The figures will change as objects are moved.



**Exterior Dimensions tool**: Selecting the Exterior Dimensions tool will create exterior dimension lines all around the plan automatically.

## Zoom Mode Tools Q







Zoom Mode tool: To fill the window with a certain area, drag a rectangle around it with the Zoom tool.



**Undo Zoom tool**: To undo the last zoom, click the Undo Zoom tool.



Move Out (x2): Click to reduce the magnification by half.



Fill Window tool: Click to display a whole plan in the active window.



Reference tool: To display a reference plan loaded in memory, select the Reference tool. (This will only be available if a second plan is loaded via the Show Floors dialog box.)



**Swap Work-Ref tool**: To exchange the current working and reference plans, click the Swap Work-Ref tool. (This too will only be available if a second plan is loaded.)

## View Mode Tools







Plan Camera tool: To create a three-dimensional view of part of a plan, select the Plan Camera tool, then click and drag to place the camera and establish a line of sight. The camera can be moved and rotated in Plan view to change the 3D view. Using the Open command or double-clicking the camera will open a Camera Setup dialog box, which contains settings controlling the view, such as height, movement increments, and screen redrawing. To save time while repositioning the camera with the arrow tools in the camera window, hold the Shift key. This prevents the screen from refreshing until the camera is set.



Wall Elevation tool: To create an interior wall elevation, click and drag toward the wall to be shown.



Overview tool: To create a three-dimensional view of an entire plan, click the Overview tool.



Full Camera tool: This tool shows a perspective view of an entire multistory model.



Cross Section tool: This is a three-dimensional view including roofs but of the vertical plane, and so shows width and height.



**Full Overview tool**: To create a window with a three-dimensional view of your entire plan. It provides a nonperspective, birds-eye view of the entire plan, including multiple-level designs and roofs.

# Toolbar: 3D, Elevation, and Overview Windows

The 3D, Elevation, and Overview windows have different tools available for selecting and editing objects and changing views. These include the following.



**Selection tool**: To select and drag objects, click the Selection tool and then click the object.



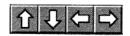
**Adjust Color tool**: To change the color of a class of objects, click the Adjust Color tool then select an object in the 3D, Elevation, or Overview windows. An Adjust Color dialog box will display.



**Zoom Mode tool**: To change magnification levels, select the Zoom Mode button, which will bring up the Zoom Mode tool.



**Rotate Camera tools**: Available only in 3D view, clicking these buttons rotates the camera left or right.



**Move Camera tools**: Available only in 3D view, clicking these buttons moves the camera in or out, left or right.



**View Angle tool**: Available only in Overview, clicking the View Angle button opens a dialog box that controls the angle of the overview.

## Walkthrough



To record a walkthrough of your plan, click the Record Walkthrough tool, and navigate with the Movie Camera tools.



When you are finished navigating, click the Stop Recording tool.

To view your recording, click Show Walkthrough on the 3D menu.

## **Applied Materials and Ground Covering**

These features let you apply realistic materials to your structure and its surrounding property, and then view the results. For example, you can apply bricks to the exterior of your house or put a lawn in your backyard. To learn more about these features, consult the User's Manual.

For on-line tutorials for some more advanced techniques with this program visit: <a href="Mailto:CountryPlans.com/3dha">CountryPlans.com/3dha</a>

For the Small Home Design Build Forum and questions about building and designing click <u>HERE</u>

**Plan Finder** is an external program that allows you to locate a specific plan by square footage, style, and room count. Once you have chosen a plan, click the Open Plan button. Plan Finder will automatically start **3D Home Architect Deluxe**.

#### PlanCheck and Materials List

PlanCheck™ determines whether the plan complies with standard building codes and practice by checking the placement of windows, doors, electrical outlets, and so on. Once activated, PlanCheck will generate a list of commands. The problem area will be highlighted on the plan. Clicking Next will show the next problem. Hold will temporarily exit to the program and allow the problem to be fixed, and Done will exit PlanCheck. This is not an official check, it is only intended to provide guidance and suggestions. Be sure to consult local builders and officials before finalizing your plans.

Materials List when activated will open a Materials window, which will contain a worksheet detailing the type and amount of materials needed for the area selected. Once the list is created, you can add your own prices to generate a bill of materials and cost estimate. The contents of the Materials List can then be exported using the TXT command on the File menu.

#### Floors and Files

**3D Home Architect Deluxe** allows only one floor plan for each file. For a multiple-story design, several files will be needed, one for each floor. To keep the files organized, the program uses the same name for each, but changes the suffix to reflect the floor. For instance, the foundation of a plan is called "plan.pl0," the first floor, "plan.pl1," the second "plan.pl2," and so on up to four floors.

The Show Floors dialog box, accessed from the Window menu, lets you control the loading and display of different floors of a plan, and also will let you "build" new floors, by copying an existing one or starting from scratch.

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