

Rosetta Wall Designer Manual

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Introduction

Getting Started

Thank you for downloading the Rosetta Wall Designer (RWD). Contained in this guide are instructions on how to create walls using the RWD and how to use the other features the RDW offers. This guide will cover the basic functions of the RWD, but please feel free to experiment and try things not addressed in this guide. If you are looking for a specific word or phrase, try using 'finding' the word(s) by using ctrl + f and typing in the word you would like to find.

The RWD can be broken down into three parts: the Main Menu, the Grid, and the Totals Menu (Fig. 1).

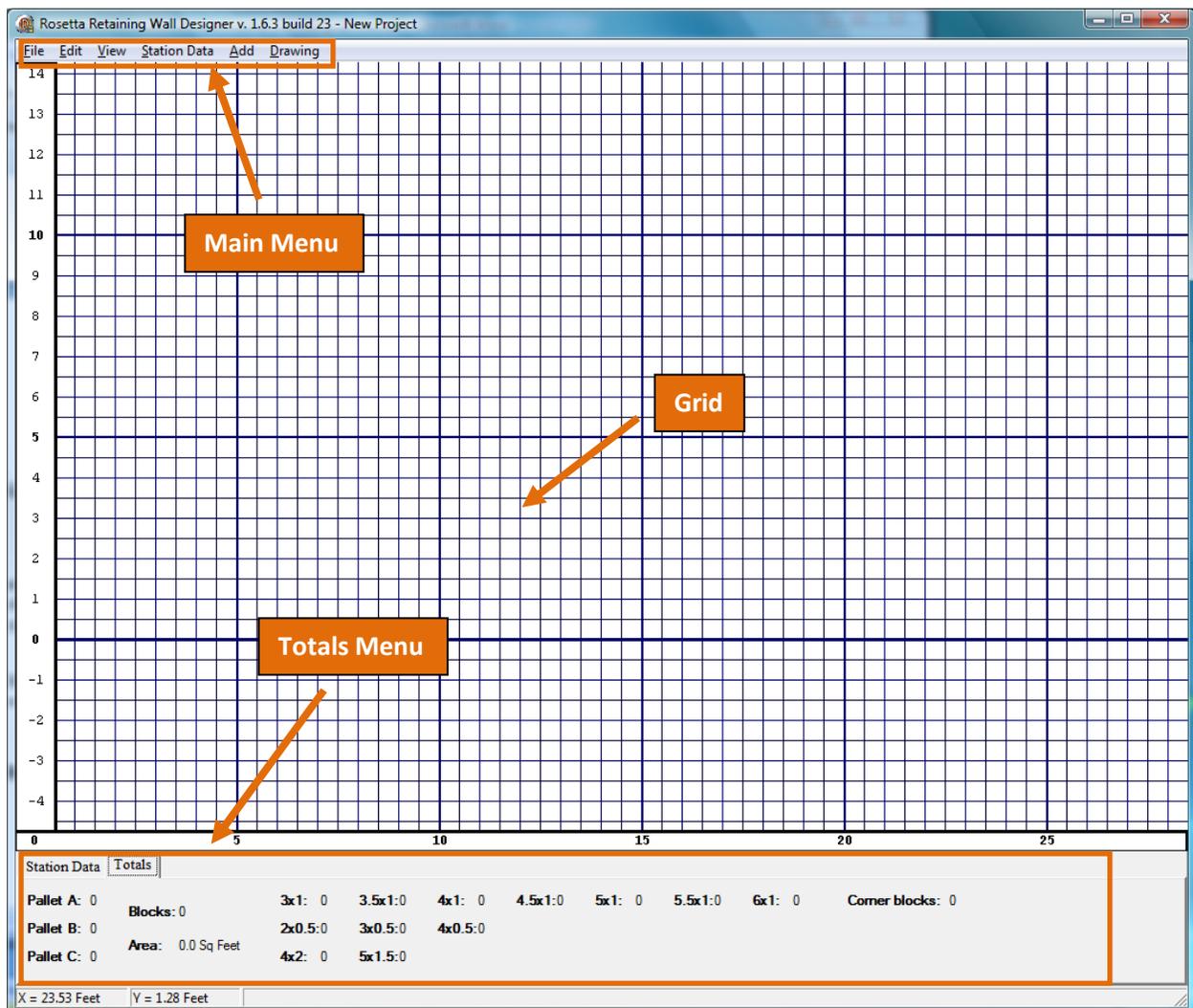


Fig. 1

The Grid (where walls are built) and Totals Menu will be discussed in Part I, while the Main Menu will be discussed in Part II.

Mouse Controls

It is best to use the RWD with a mouse that has a trackwheel. The basic controls for this program are:

Left Click: Select objects (click and hold to drag) or menu items.

Right Click: Click and hold move on the grid.

Track Wheel: Zoom in and zoom out.

Part I: Designing a Wall

Building a Wall

The purpose of the RWD is to allow the user to quickly and easily build a virtual wall that can be replicated in the real world. A wall is comprised of blocks and blocks can be put on the stage of the RWD in three ways. A block can be added by individual blocks, by whole pallets (A, B or C) or by a premade pattern (Fig. 2).

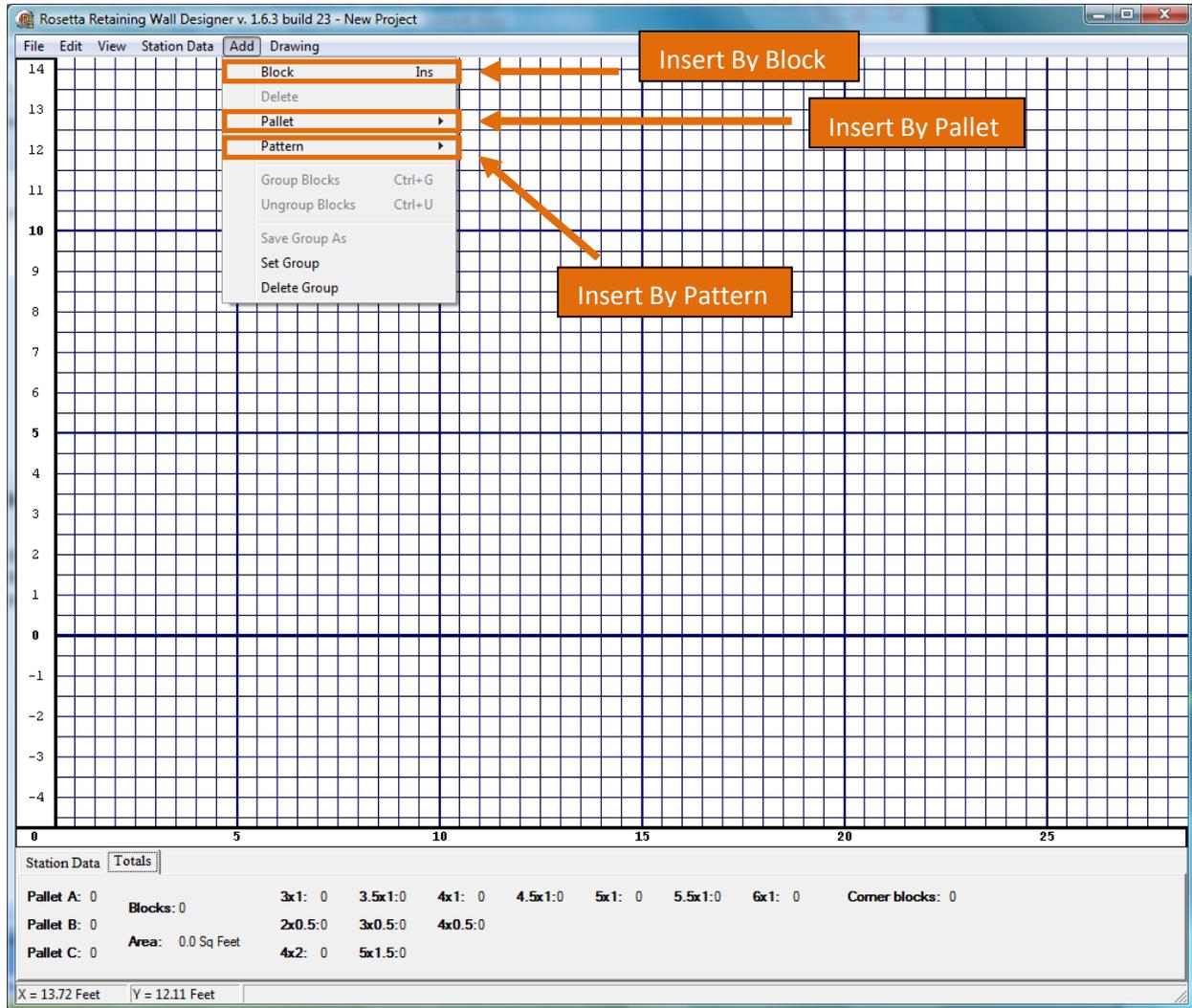


Fig. 2

As shown in Fig. 2, to insert a block, click ADD on the Main Menu and then select your choice.

Outlining a Wall

The grid is incremented in feet and can be used as a guideline for building a wall. However, if a wall is an odd shape, or if more specific guidelines are needed, the RWD provides a drawing tool to make an outline of a wall.

This section focuses on just one item in the drawing dropdown menu, the remaining items are discussed in Part II, under ‘The Drawing Menu.’ When a wall is not a perfect rectangle it will be necessary to use the ‘Freeform Line’ option from the drawing dropdown menu (Fig. 3).

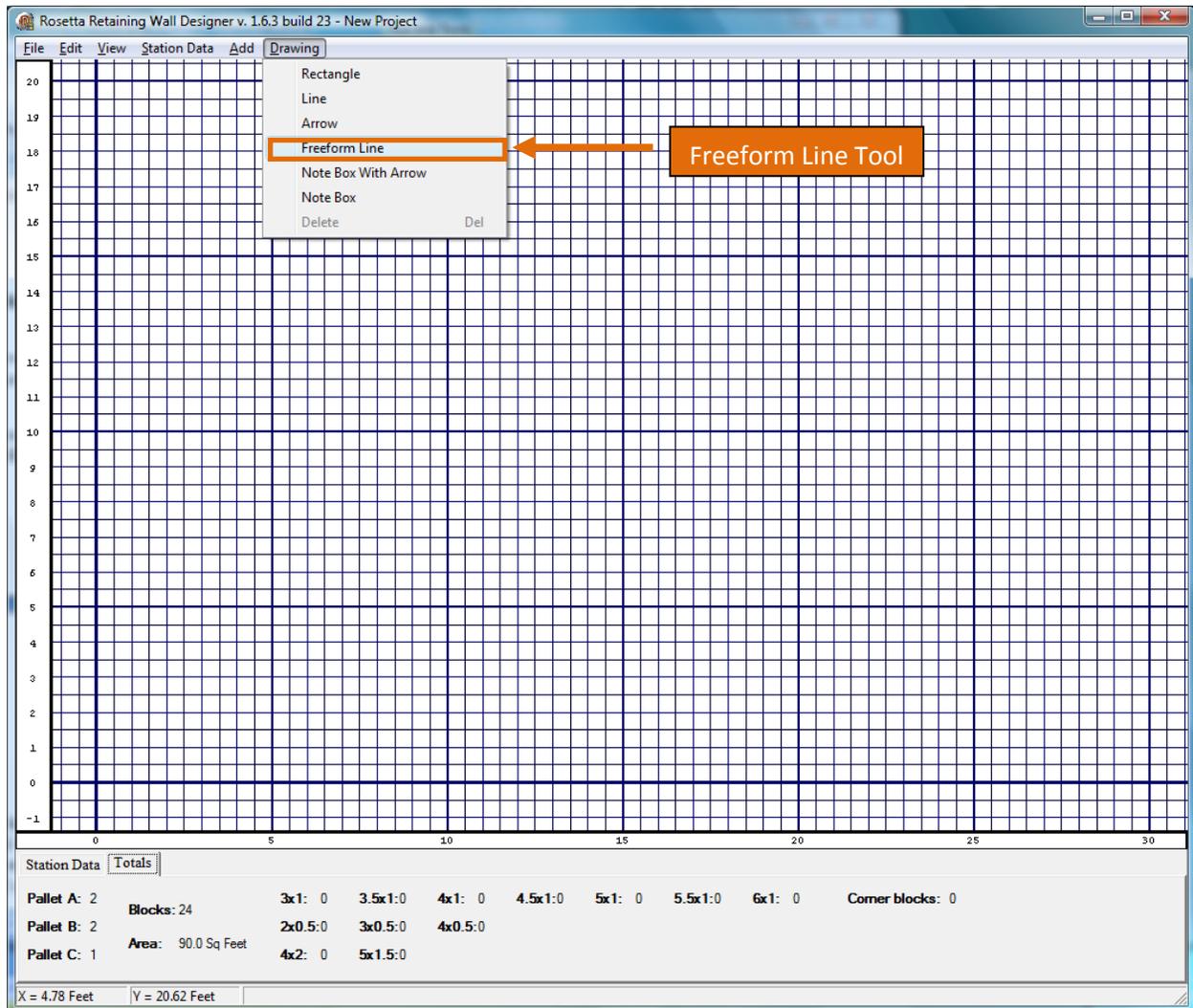


Fig. 3

After ‘Freeform Line,’ has been selected, the first left mouse button click will be the starting point of the outline. After the first click, the line continues to follow the mouse cursor until the left mouse button is clicked again (Fig. 4). This can be repeated until the desired outline is complete. When no more lines are necessary, quickly double-click at the position that the wall should end.

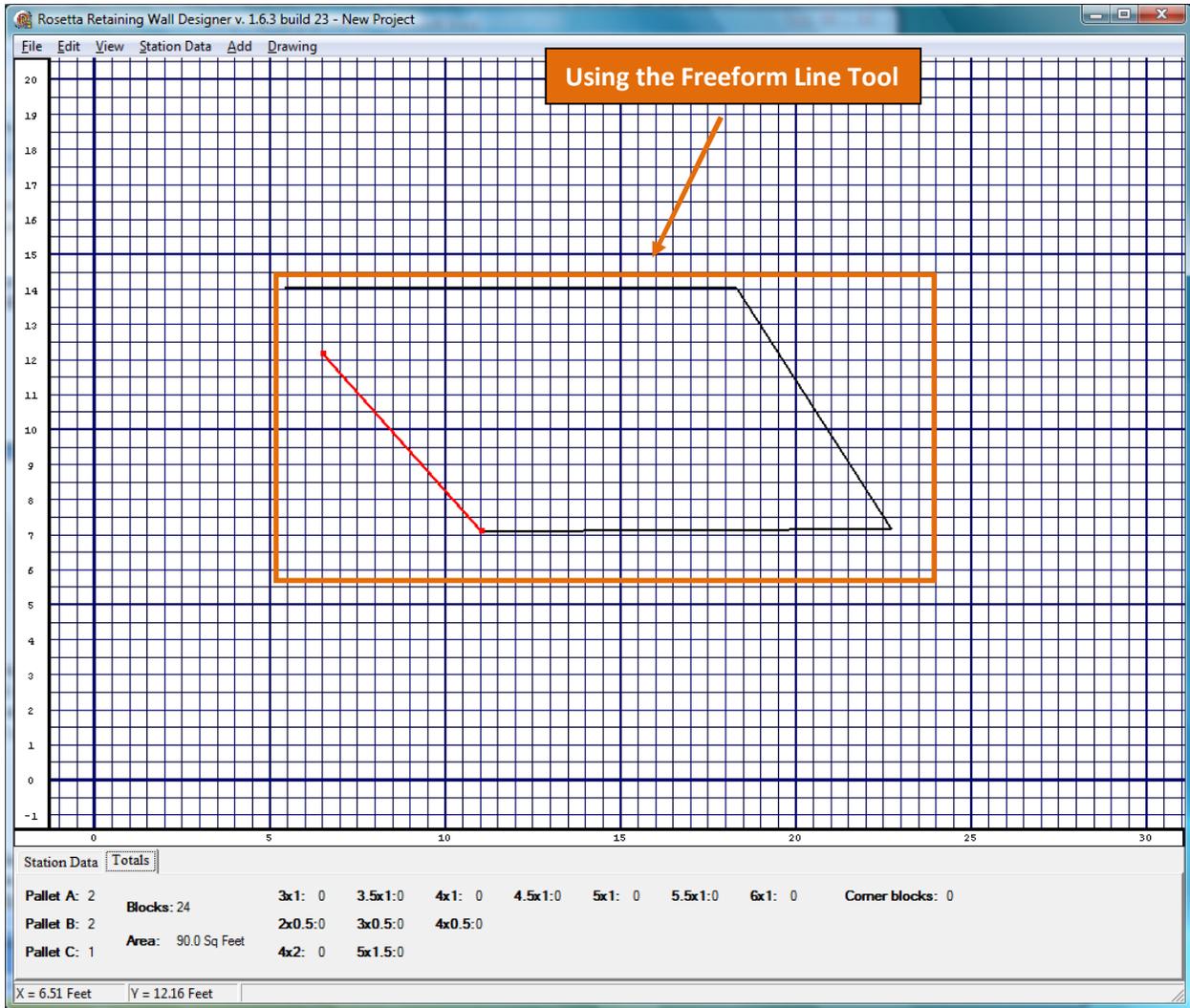


Fig. 4

NOTE: Show and Hide Gridlines - It can become difficult to distinguish between an outline that was drawn and the gridlines. Once an outline is completed, clicking on 'View' in the Main Menu bar and then clicking on 'Show Grid' from the dropdown menu will take away the gridlines (Fig. 5). Repeat the process to restore the gridlines.

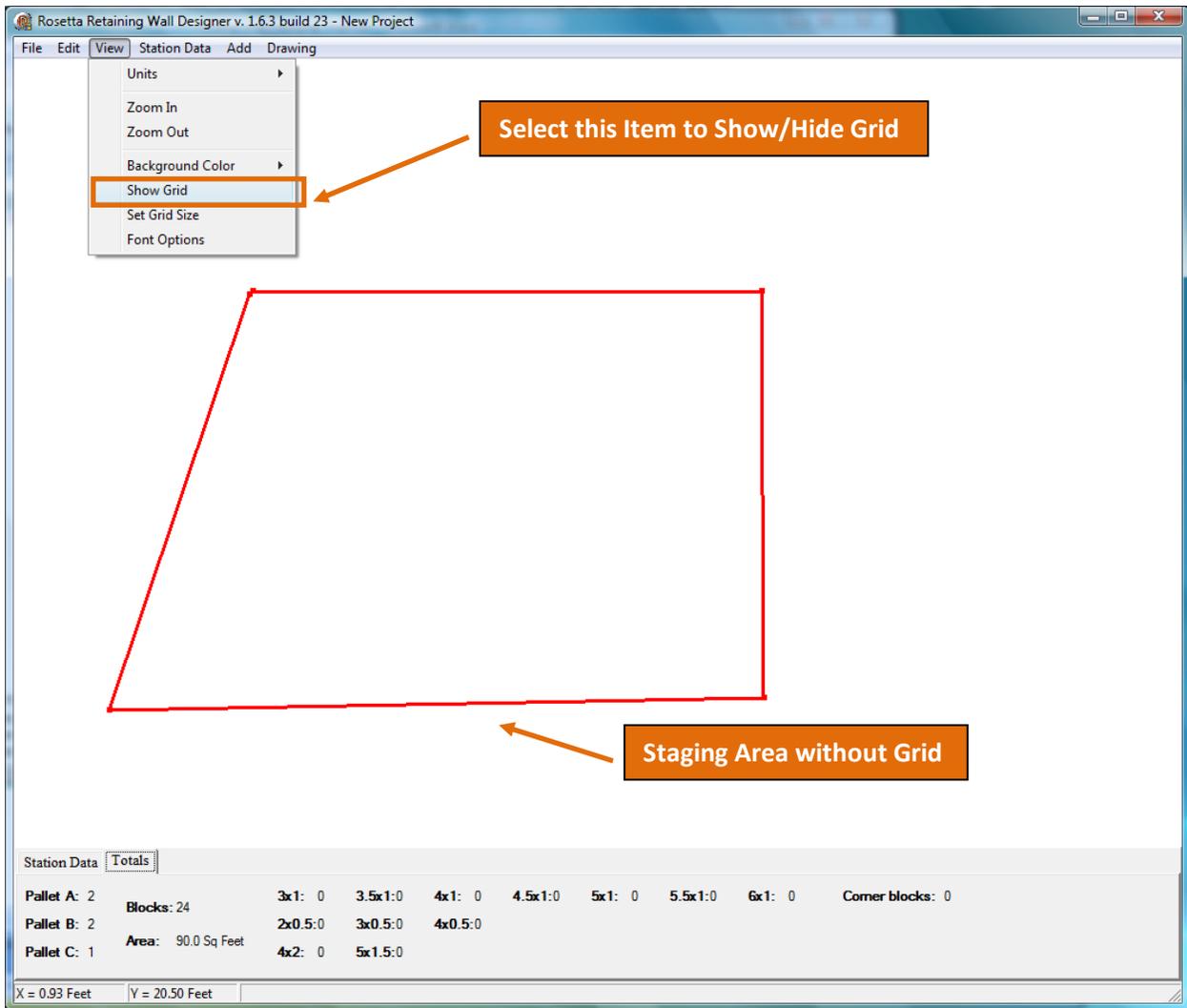


Fig. 5

NOTE: Deleting Outlines - To delete a shape that was drawn, it must be selected. A shape with red lines is selected, a shape with black lines is not selected (Fig. 6). Once the shape is selected press the 'Del' key (not be confused with the 'Backspace' key) to delete the shape.

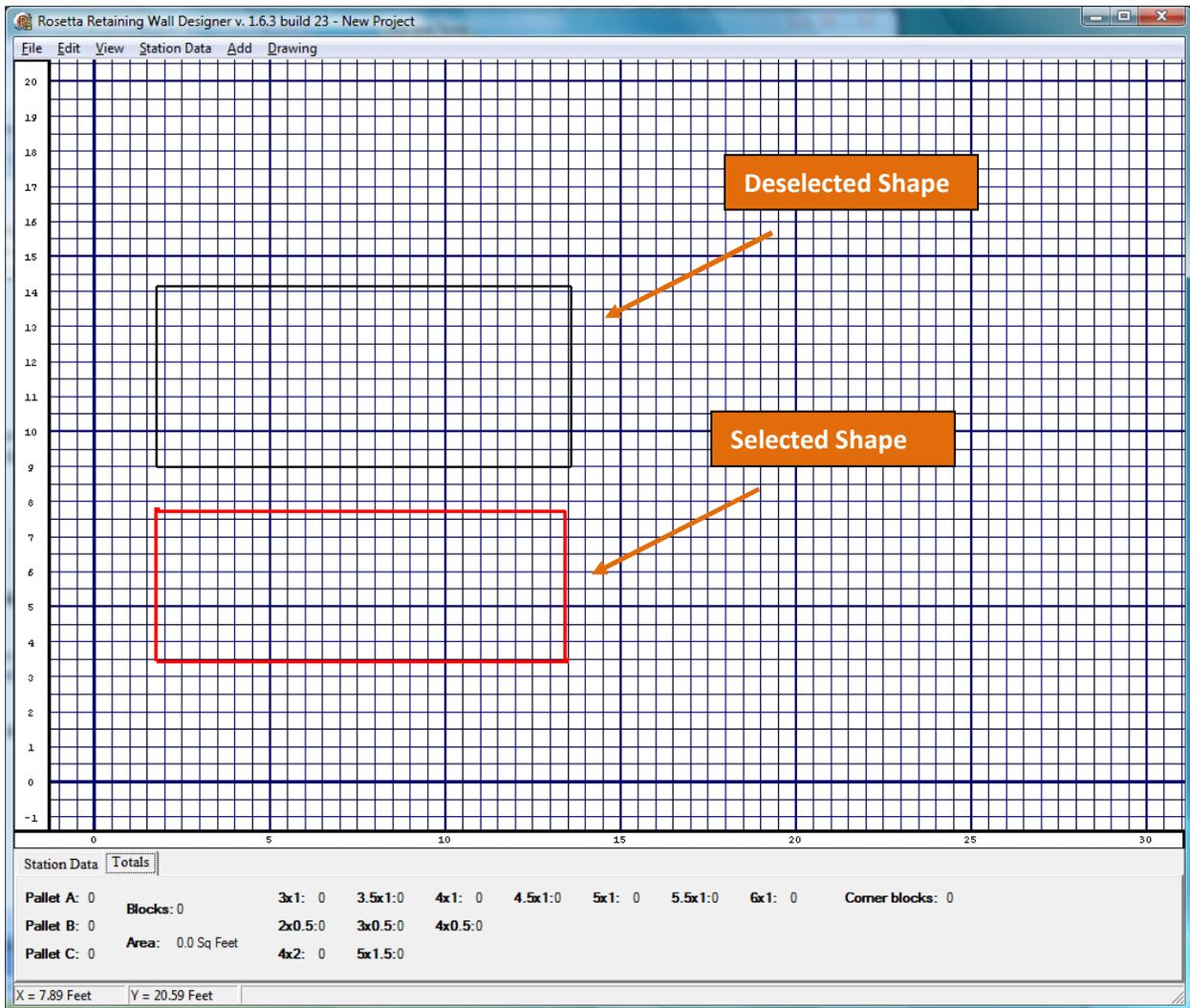


Fig. 6

Adding Blocks by Pattern

The most common way to add blocks to the grid is by 'Pattern.' Several patterns have been preset into the RWD. These patterns make a good foundation to work from and they all fit together (much like legos).

To add a pattern to the grid select 'Add' from the Main Menu. Next select 'Pattern' from the dropdown menu and select the dimensions of the pattern to be used (Fig. 7).

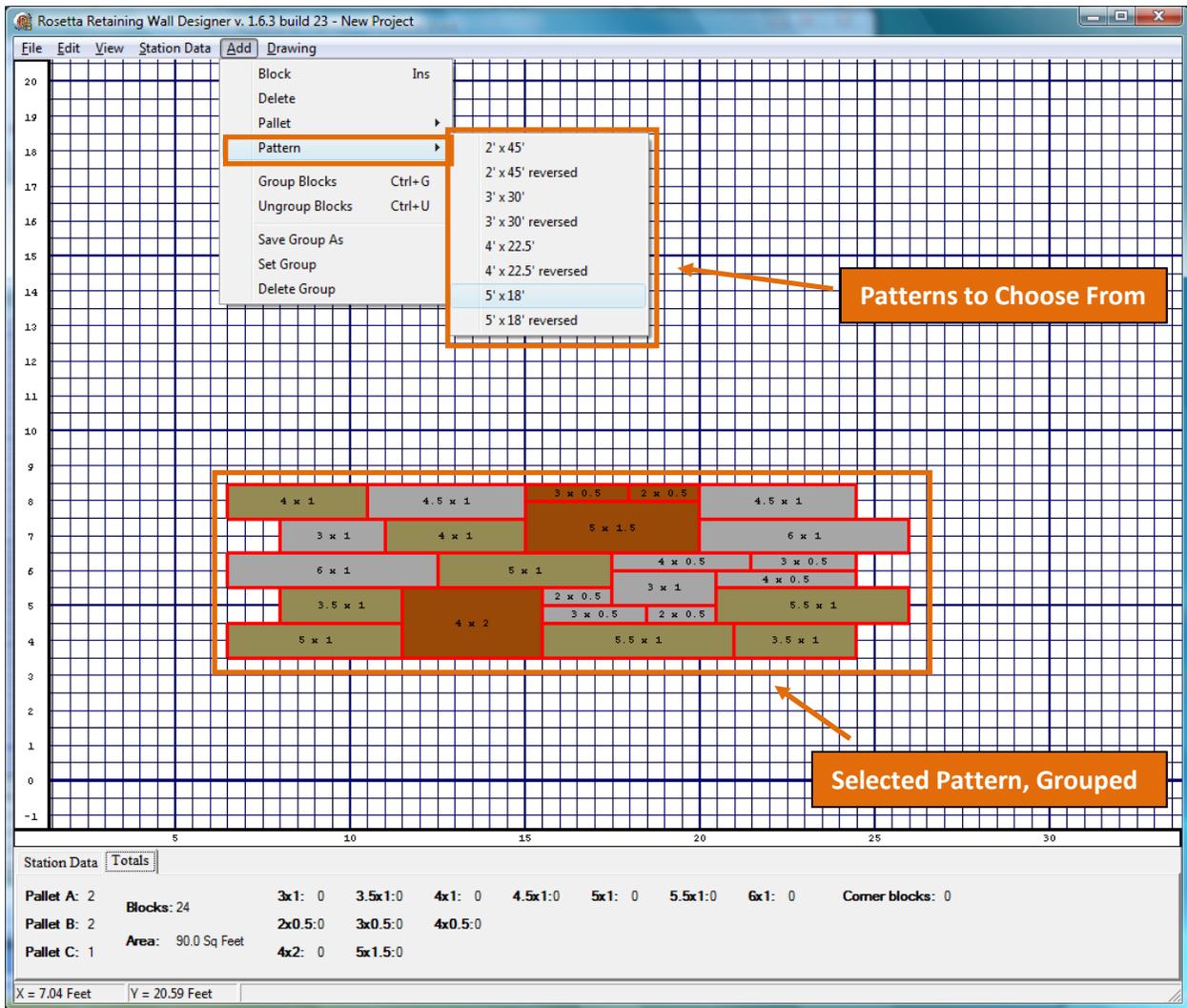


Fig. 7

Additional patterns can be placed on the grid in the same fashion. A pattern that is placed on the grid can be moved by performing a click and hold with the left mouse button then moving the group of blocks to the desired location.

NOTE: Grouping and Ungrouping Blocks – When the pattern is placed on the grid, all of the blocks are 'Grouped' together. This means they will move as one unit. Blocks may be 'Ungrouped' by clicking with the right mouse button on the group of blocks and selecting 'Ungroup Blocks' from the popup menu. A group can also be 'Ungrouped' by selecting 'Add' from the Main Menu, and then selecting 'Ungroup Blocks.' Once ungrouped, a click anywhere on the stage will unselect the group of blocks and then individual blocks can be moved.

In order to 'Group' blocks all of the blocks to be grouped must be selected. 'Grouping' blocks is done in the same way as ungrouping. Right click on the group of blocks, and select 'Group blocks' (using the Main Menu works as well).

NOTE: Selecting Multiple Blocks – After blocks have been ungrouped, only one at a time may be selected. To select multiple blocks, hold the control (Ctrl) key while left clicking on the blocks to be grouped (Fig 8). The blocks that have a red border can now be moved together, but they will be ungrouped when they are deselected (by clicking on the grid or not holding Ctrl while selecting another block). To keep the blocks grouped even when not selected, follow the instructions for grouping blocks above.

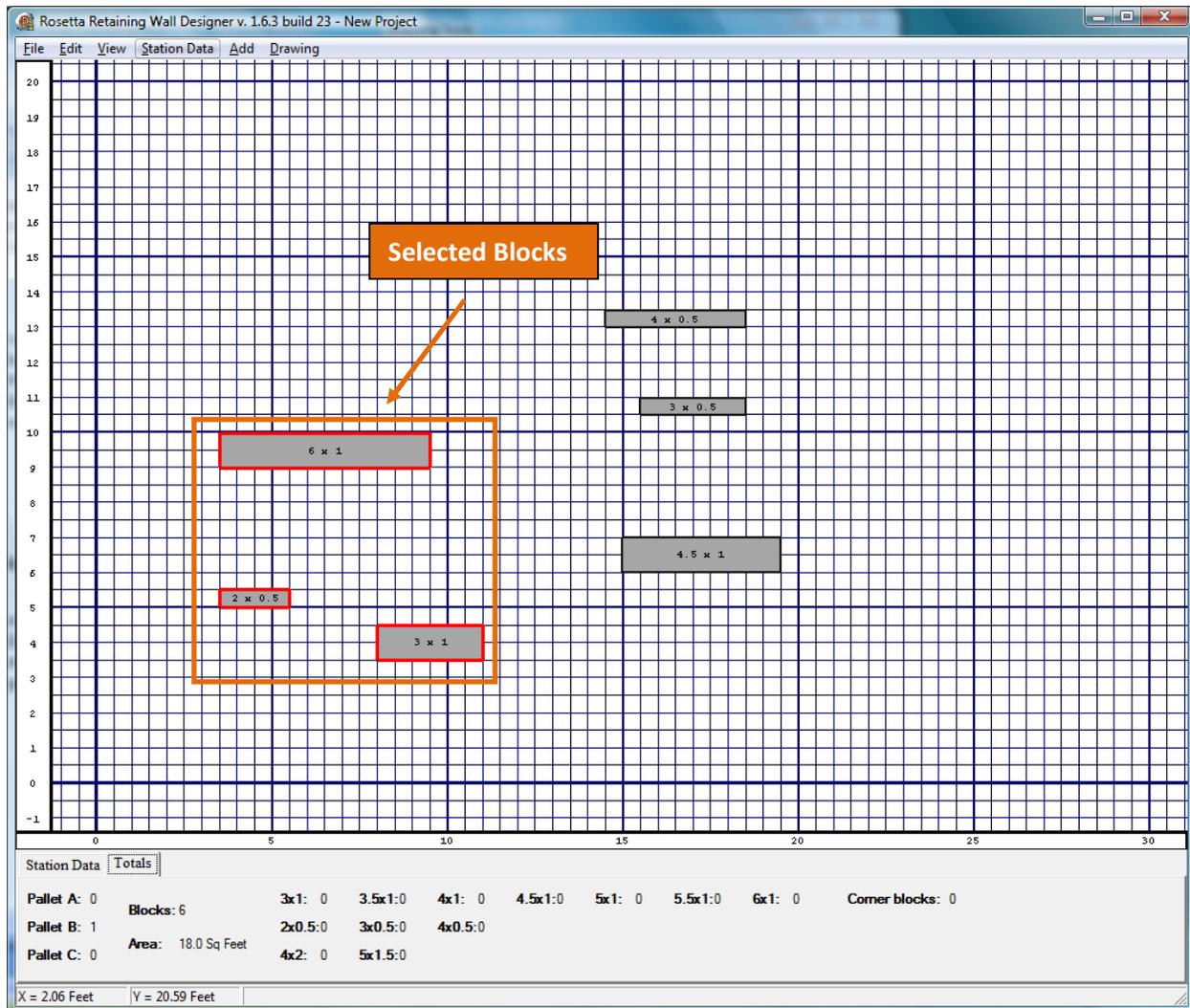


Fig. 8

Adding Blocks by Pallet

Blocks can also be added to the grid by the pallets they are physically delivered on. This is useful because the goal is always to have very few (hopefully zero) remaining blocks. To add a pallet, select 'Add' from the Main Menu and then select 'Pallet.' You can now select from

pallets 'A,' 'B,' or 'C' (Fig. 9). The pallet selected will be added to the top right hand corner of the grid.

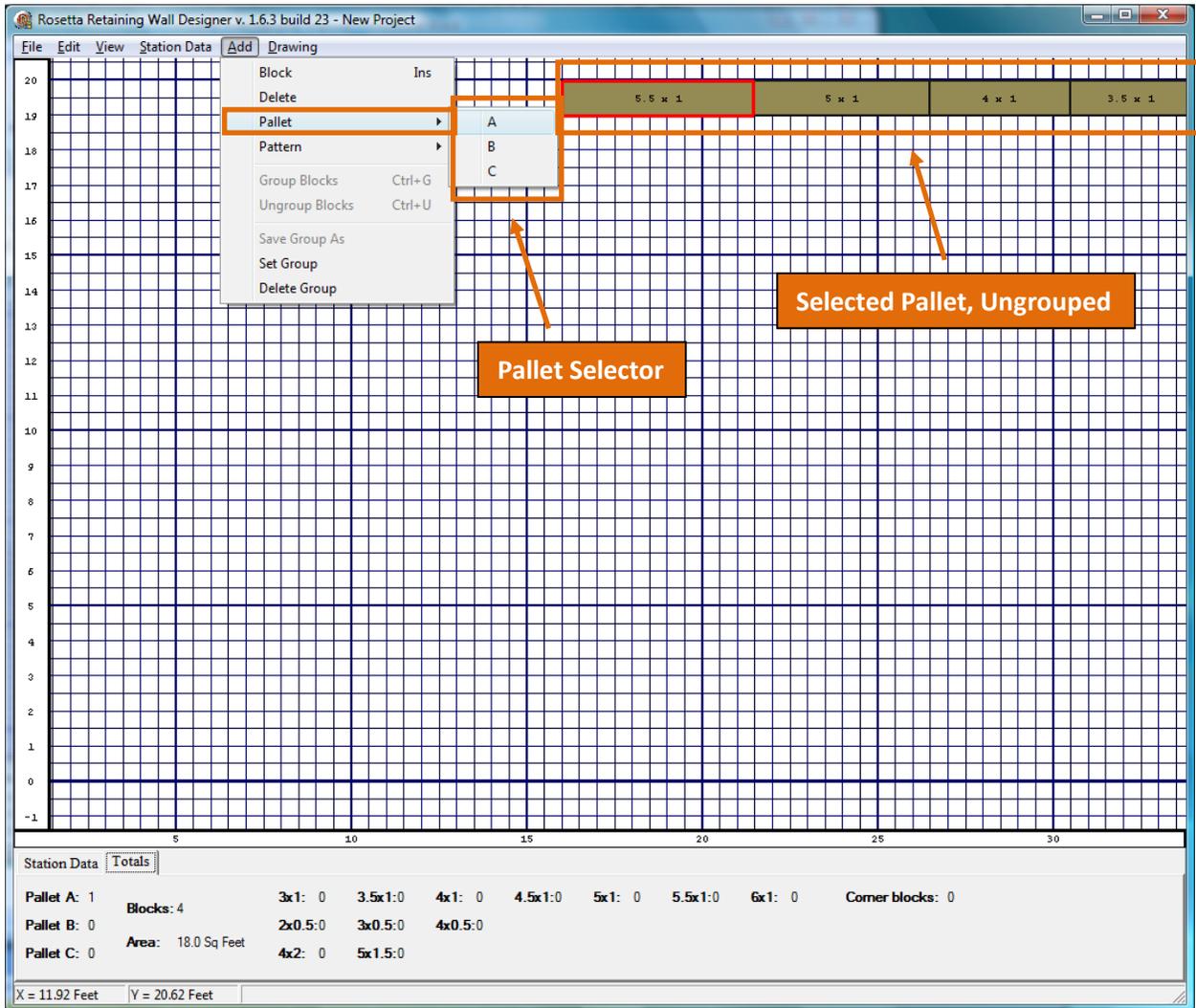


Fig. 9

Adding Individual Blocks

Individual blocks can be added to the grid by selecting 'Add' from the Main Menu and then selecting 'Block.' A pictorial list of blocks in a pop-up window will appear (Fig. 10). Any block selected will appear in the top right hand corner of the grid. The block can then be clicked and dragged into position.

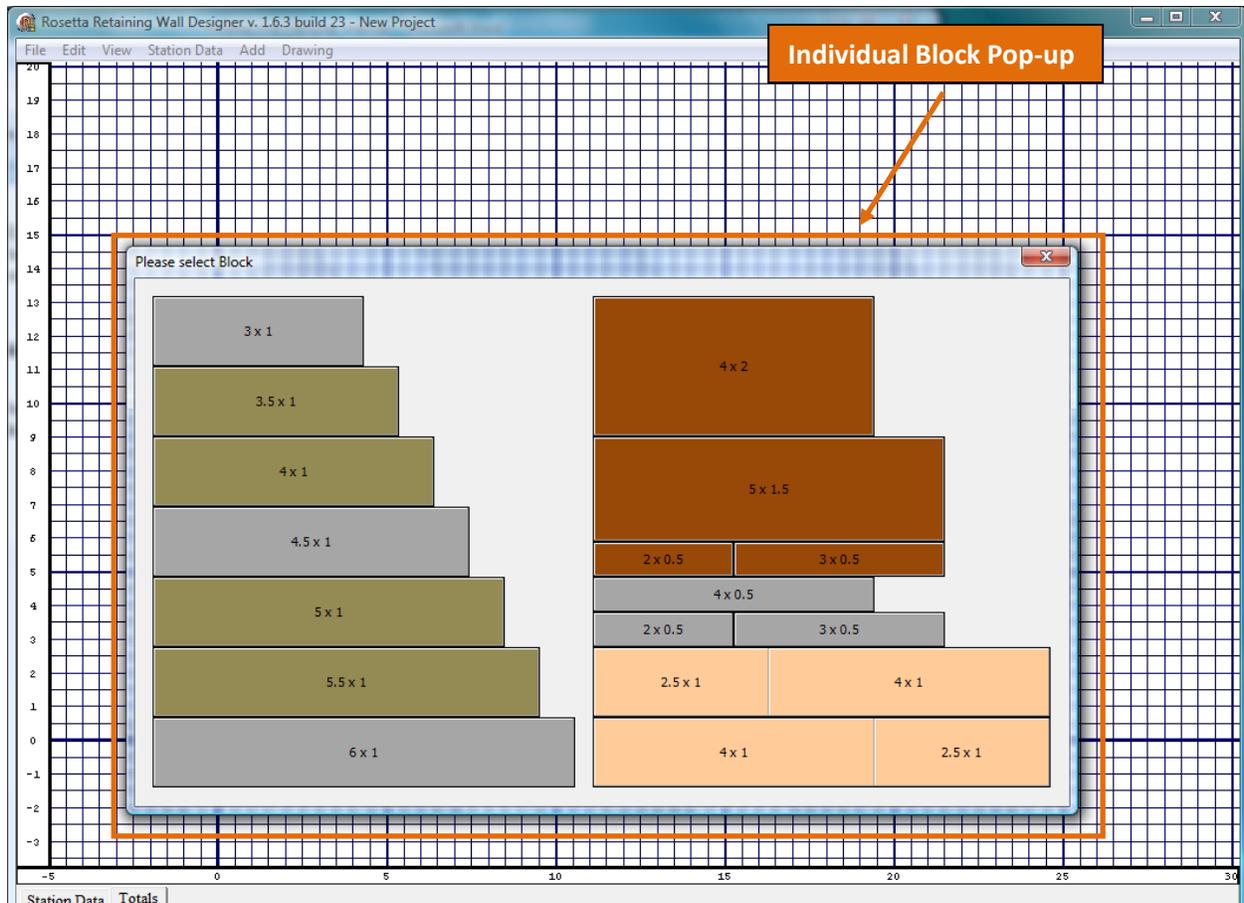


Fig. 10

NOTE: Deleting Blocks – Highlighted blocks can be deleted by pressing the ‘Delete’ (Del) key, or by selecting ‘Add’ from the Main Menu and the selecting ‘Delete.’ All blocks can be deleted from the grid at once by selecting ‘Station Data’ from the Main Menu and then selecting ‘Clear.’

Adding Corner Blocks

When designing a wall with corners, corner blocks will need to be used. A corner block can be selected by following the procedure for Adding Individual Blocks (above). The last two blocks on the bottom right hand side of the pop-up window are corner blocks (Fig. 11).

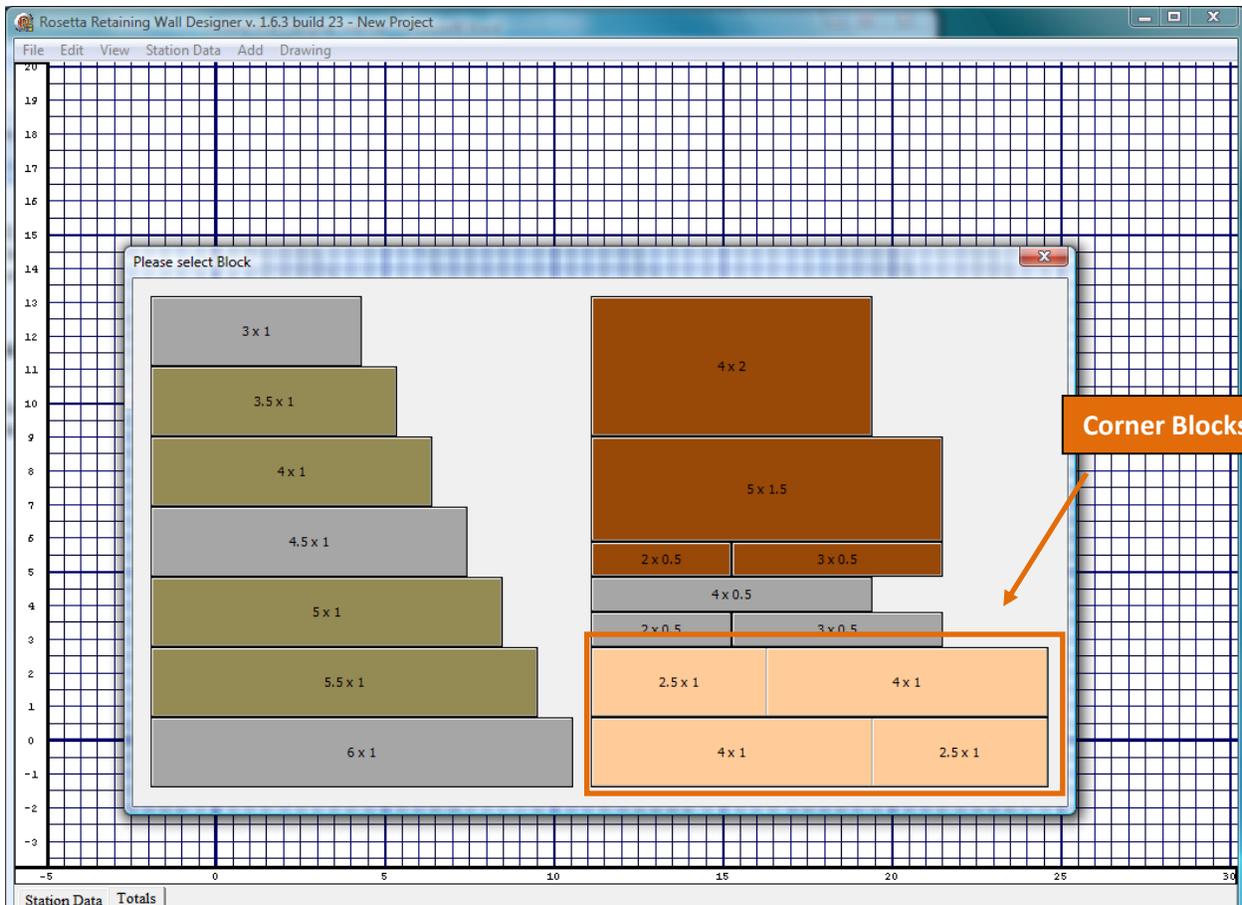


Fig. 11

When building a wall on the Grid with corner blocks, a 3-D image is being projected onto a 2-D plane. A corner must be imagined. Fig. 12 Demonstrates how to use a corner blocks in the RWD.

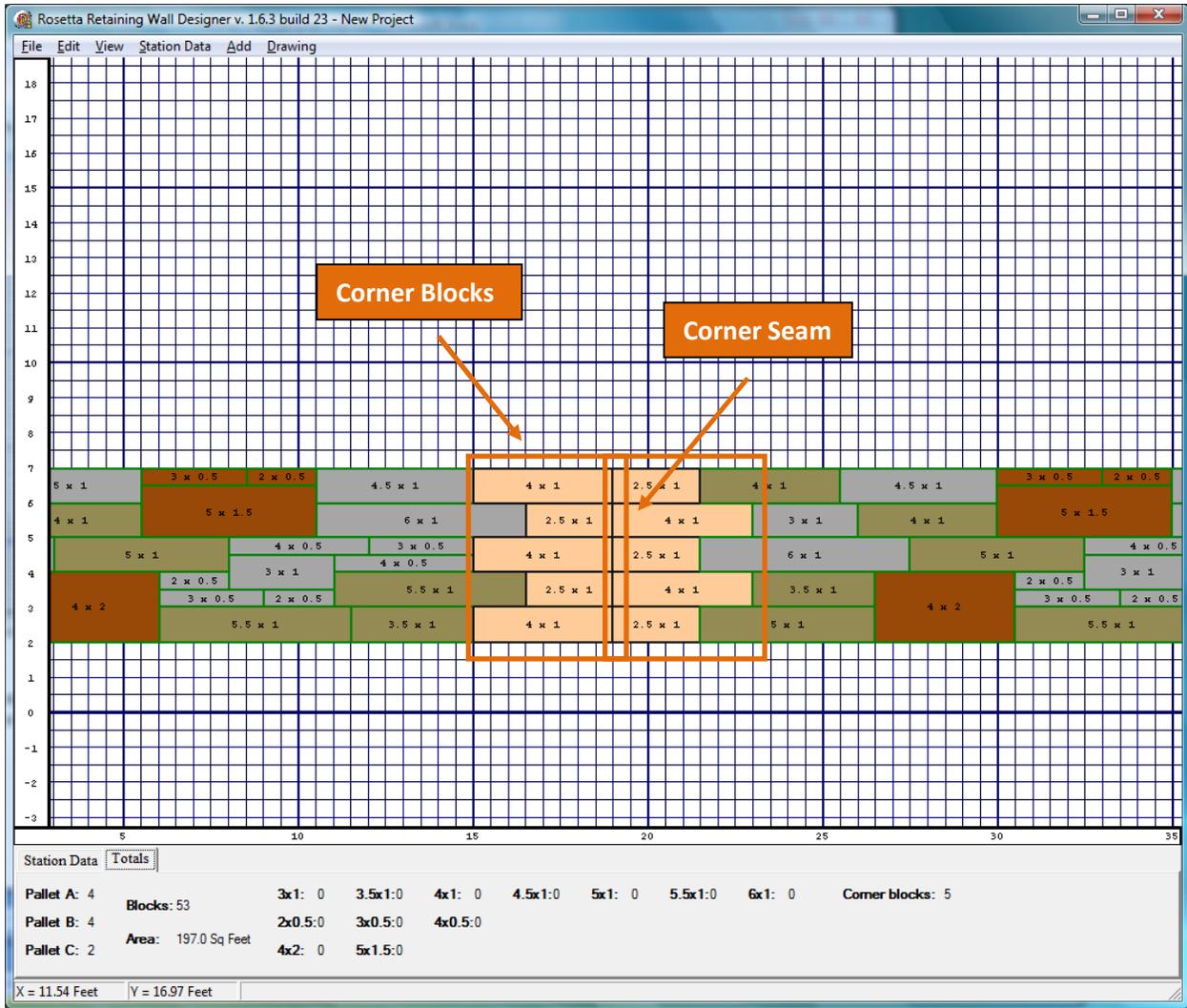


Fig. 12

Part II: Menus and Features

The Drawing Tools

To access the 'Drawing Tools', it must be selected from the Main Menu. The 'Drawing Tools' all match their name on the menu. Once a tool is selected, it is activated by left clicking on the grid. There is no need to hold down the mouse and drag the shape. When the desired shape has been achieved, simply click again and the cursor will release the shape.

The View Menu

The 'View' menu (located on the Main Menu bar) manipulates how the RWD looks and feels. The units that the Grid is measured by can be changed from Standard to Metric. Zooming in and out can be accomplished here if a mouse does not have a track wheel. The background color of the Grid can be changed depending on the user's preference. As mentioned above, the Grid can be hid and unhid under the View menu as well. A specific grid size can be set if such restrictions are needed. And lastly the font of the gridlines, blocks and note boxes can be adjusted when 'Font' is selected.

The Edit Menu

In the 'Edit' menu (located on the Main Menu) actions performed on the Grid can be undone and redone. The keyboard shortcuts for these actions are: 'Ctrl + z' for Undo and 'Shift + Ctrl + z' for Redo.

The Totals Menu

The Totals menu displays how many of each type of block is currently on the Grid. When a pallet has been put on the Grid, the individual blocks get compiled into the pallet totals (on the left hand side). The total square footage of the wall is also represented (Fig 13).

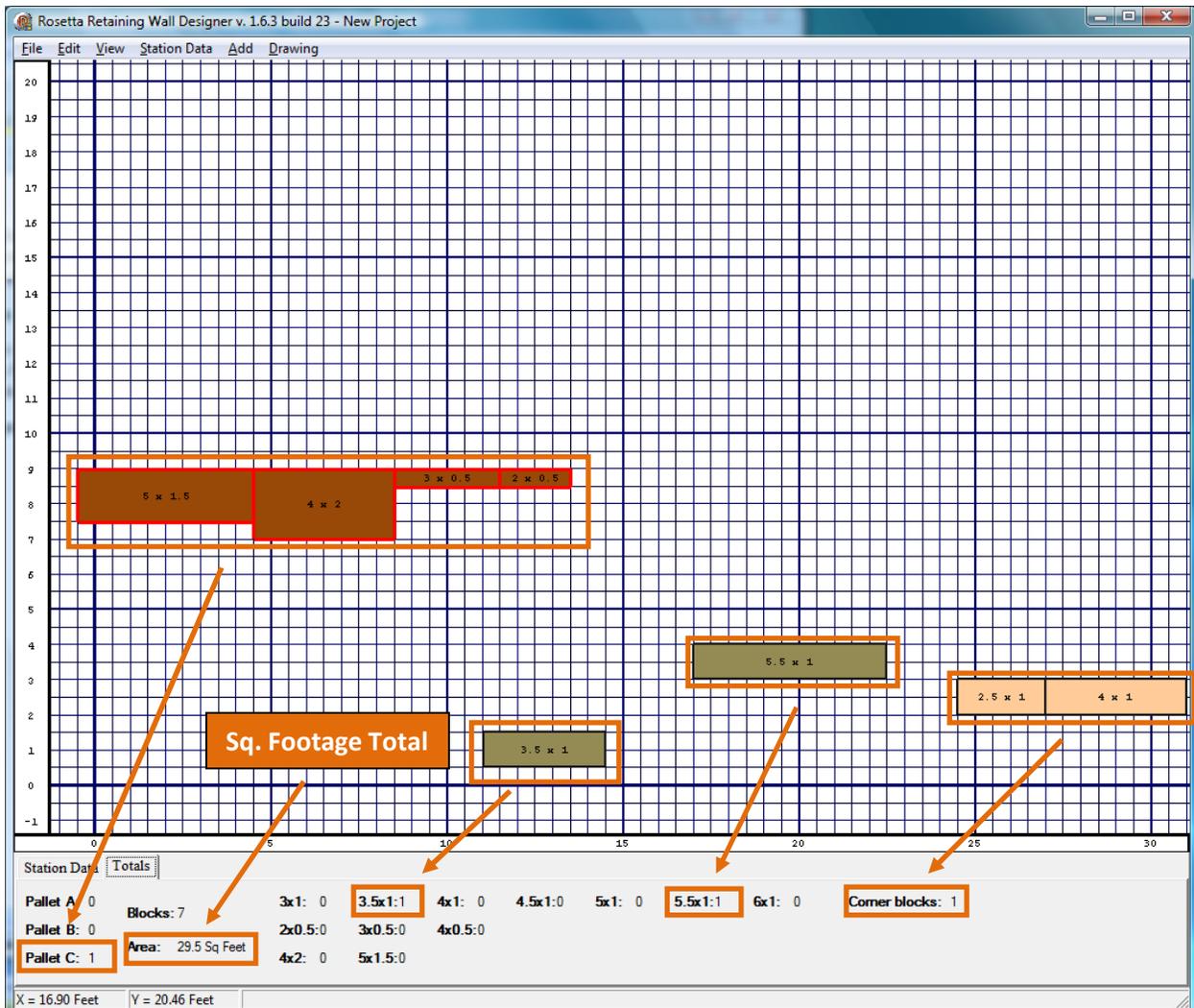


Fig. 13

The File (Management) Menu

Under the 'File' Menu (located on the Main Menu) are the options that allow a user to manage multiple projects. A new project can be started or a previous project can be reopened. Information about a project can be stored by selecting the 'Project Data' option. Projects can also be saved to a default location ('Save Project') or they can be saved to a specific location ('Save Project As...'). The 'Export to DXF format' option allows a user to export a project to CAD. A wall can be printed ('Print Wall') on one page, or it can be printed in user defined foot sections.