



# ViSoft® Premium

## News in Update 2010-1

### 1 NEW FUNCTIONALITY

#### 1.1 NEW 3D REALTIME VISUALISATION

We significantly improved the quality of **3D real-time visualization**. In **Advanced 3D Image Mode** sanitary objects will look much more realistic with reflections and soft shadows.

Present your customer the feeling of reality: show how objects will reflect environment, blink, and how brilliance they are.

You can switch between **3D Image Modes** on tab 3D Settings in ViSoft Preferences dialog box.

There are three **Image Quality Modes** that allows you to choose desired antialiasing setting of 3D image (the technique of minimizing the distortion artifacts).

The choice between **Performance** / **Balanced** / **Quality** let ViSoft application do changes to the settings of your graphic adapter environment for

appropriate image quality.

#### Necessary system settings:

Change your 3D graphic adapter settings inside of your **NVIDIA** or **ATI control panel** to **Application Controlled**.

*Better image quality increases time necessary for computing.*

**! We recommend to use Balanced as default.**



*In case of 3D view errors try first to do a screen refresh with a **right-click** on **ViSoft Symbol** in the upper left corner.*





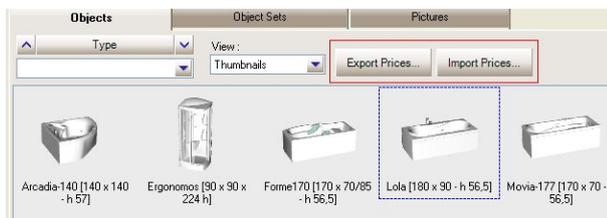
### 1.2 ANIMATION OF FURNITURE DOORS AND DRAWERS

Objects from sanitary database that allow changes can now have **animated doors and drawers**. To open or close them, point over the object and **hold down the left mouse button** while you move the mouse **forward or backward**



### 1.3 EXPORT AND IMPORT OF SANITARY PRICES

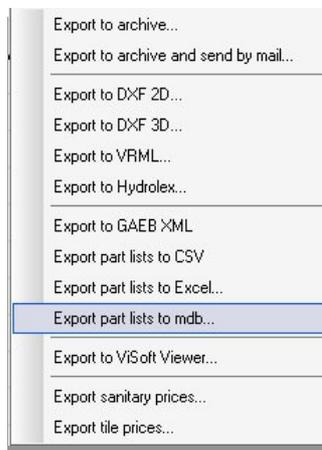
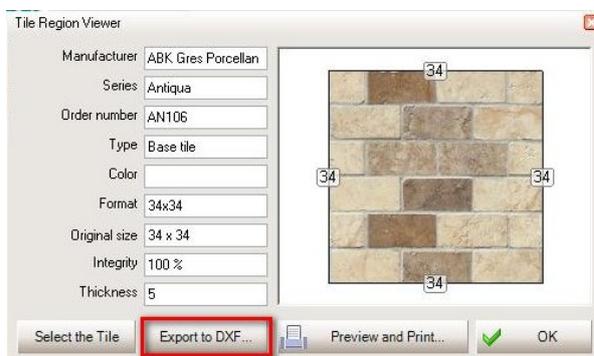
We added a possibility to export and import sanitary prices. To perform this open **Sanitary Browser** and press **Export Prices...** or **Import Prices...** button on **Objects** tab. Alternatively you can find this functionality in **File-Export** Menu.



You can find this export also in File Menu > Export > Export Sanitary prices. The dialog above will appear then.

### 1.4 EXPORTING REGIONS AS DXF FILE

For special needs (e.g.: water jet cutter) the functionality *exporting regions as DXF* was added to **Tile/Textured Region Viewer** dialog. Select option **Show tile's properties** in context menu or right mouse click holding **Ctrl** key over desired region. Press **"Export to DXF..."** button to export the region to specified folder.



After selecting the option dialog **Select \*.mdb File** appears. Dialog text field contains default path for exporting. The path can be changed by pressing **Browse** button.



## 1.5 SELECTION OF MULTIPLE PROJECTS IN PROJECTS BROWSER

There is a possibility to select multiple projects in **Projects Browser** now. It can be done both by holding left mouse button and by using **Ctrl** key. Drag and drop selected projects into other folders.

## 1.6 GAME PLAY COMPATIBLE SHORTCUTS FOR CAMERA MOVES

Keyboard shortcuts for camera moves are game play compatible now.

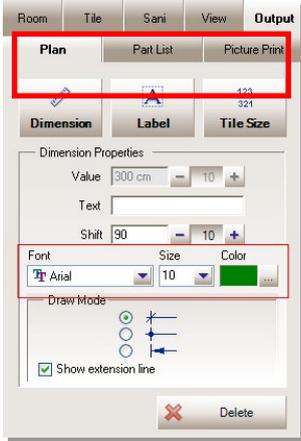
Use **shortcut "W"** to move camera forward, **shortcut "S"** to move camera backward, **shortcut "A"** for moving left, **shortcut "D"** for moving right, **shortcut "Q"** to move down, **shortcut "E"** for moving up. In Numeric Key Pad **shortcut "↑"** rotates camera up, **shortcut "↓"** is used for rotating camera down, **shortcut "←"** rotates camera left, **shortcut "→"** is used to rotate camera right.



### 1.7 FONT OPTIONS FOR DIMENSION LINES

also be deleted.

We added new options for dimension lines. Now it is possible to choose font, size, and color for dimension lines.



Standard color of dimension lines is green. Active dimension has blue line.

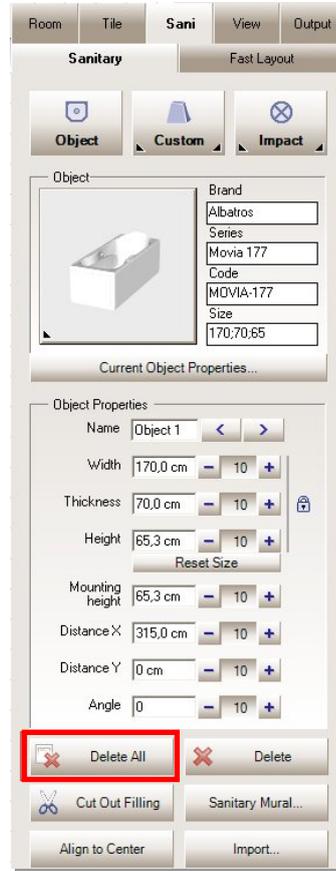
### 1.8 ZOOMING WITH MOUSE SCROLL

Zooming with mouse scroll is available now. Press **Ctrl** key and use mouse scroll: backward to zoom out and forward to zoom in. Zooming occurs in mouse cursor direction.

### 1.9 NEW FUNCTIONALITY FOR DECORATION

We here now provide a design enhancement of the decoration menu. There are new principles in filling decoration list in Tile.Place.Decoration.

1. Decoration list contains appropriate tiles for all used tiles in the project and tiles added by user.
1. Tiles that were deleted from the list will be shown again after switching to Deco tab – so that possible tiles for decoration are always available.



### 1.10 “DELETE ALL” SANITARY OBJECTS

New button “Delete All” was added to sanitary tab. The button is used to delete all sanitary objects from the project. A group containing at least one sanitary object, will





### 1.11 POSSIBILITY TO SELECT A FOLDER FOR SAVING CUSTOM APERTURES

Now user is able to select or create a new folder for saving custom aperture in **Save Custom Aperture** dialog. There is also a possibility to delete selected folder.



Pressing button **Select all** allows checking all single items in the dialog. Button **Select none** is used to uncheck all items.

### 1.13 IMPROVEMENT OF VIDEO FILE NAMING

Video files are now saved with the name of the project. Additionally videos will be saved with continued numbering. The preview picture is shown instead of camera symbol in **Media** folder.

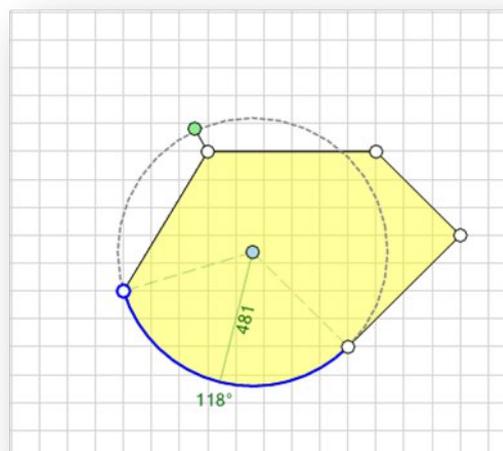


### 1.14 TECHNICAL DRAWING IMPROVEMENTS

There is a possibility to draw Free Mural and Free Divider with stepping in 15 degree angles. To perform this press **Shift** while creating the murals. In editing mode an angle is shown together with radius.

### 1.12 INTERNET UPDATE BUTTON SELECTION

Buttons **Select all** and **Select none** were added to ViSoft Internet Update dialog. In the past this option was only available in context menu.

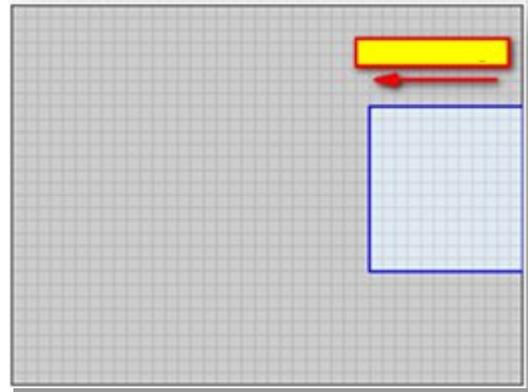
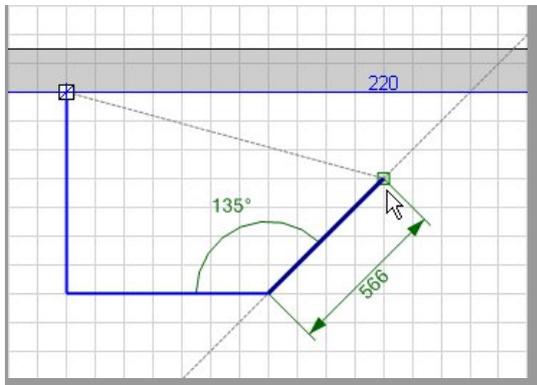


### 1.15 SHOW ANGLES AND LENGTH

Now there are shown lengths and angles while creating and editing objects with free shape (Free

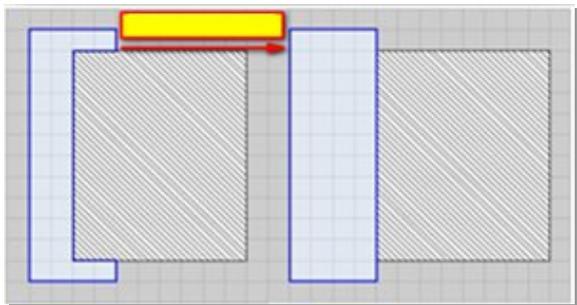


Divider, Free Mural, Free Border, Free Hollow and Hole)



### 1.16 KEEP SHAPE OF REGIONS

Original shape of regions that were put over an aperture is kept now. Region created on aperture can be resized or moved without changing its shape.



### 1.17 ALIGNMENT (LOCATION) OF REGION IS TAKEN INTO ACCOUNT WHEN CHANGING ITS SIZE

Closeness of a region to a wall edge is taken into account while it is being resized. Changes in region size occur from the side opposite to the wall edge adjoined to the region.

### 1.18 USER SELECTIONS ARE SAVED AFTER RESTARTING VISOFT APPLICATION

ViSoft now **saves many user selections** for further planning. Saved user selections are:

- ✓ Page print settings (Size, Scale, Printer)
- ✓ **Wallboard** and **Floorboard** settings
- ✓ All **joint settings**
- ✓ Export **path of mdb** files
- ✓ **PovRay** settings
- ✓ Picture size in **Save Picture** dialog
- ✓ Last chosen **custom mural** from library (only in active session)
- ✓ Last chosen **texture from library** (from where it was called)

All customized settings become default after restarting ViSoft application.

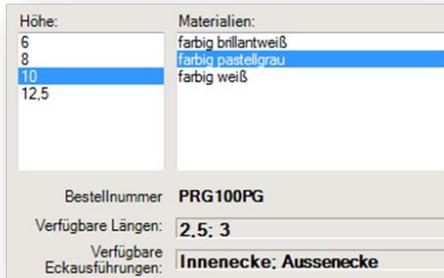
### 1.19 DEFAULT SIZE OF DIALOGS

We provided default size ViSoft dialogs. Now each dialog has predefined size; for better usage maximum size is used as default.

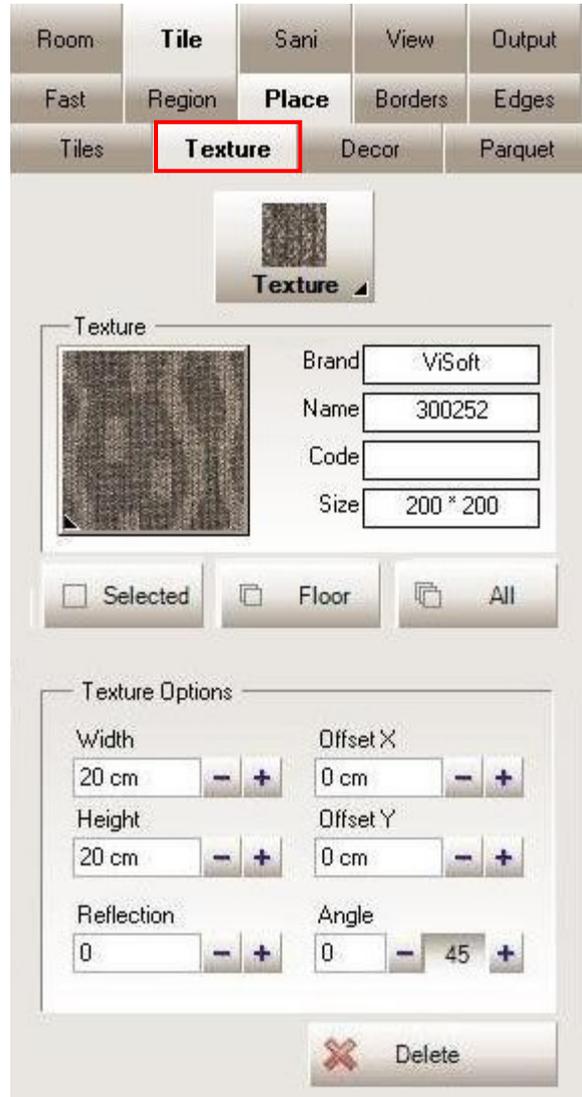


### 1.20 ARTICLE CODE IN EDGES BROWSER

**Order number** was added to **Edges Browser**. Now it is possible to see order number and description not only in Output Materials tab but also in **Edges Browser**.

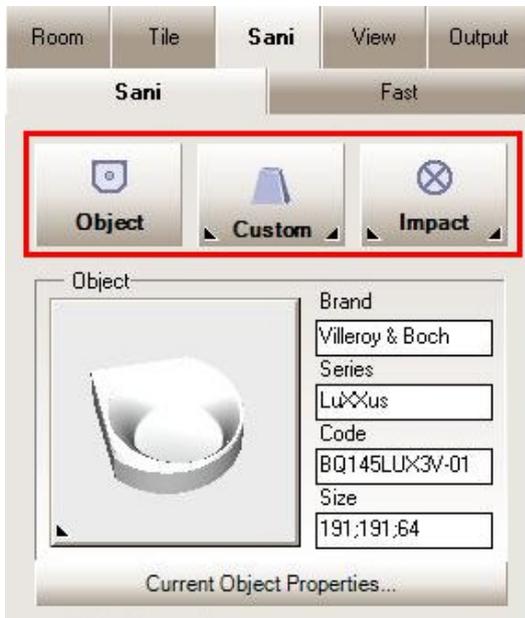


Texture was removed into a separate tab in Tile Place. Go to **Texture** tab to select a texture, review its properties, or change placed texture options.



### 1.21 CHANGES IN SANITARY USER INTERFACE

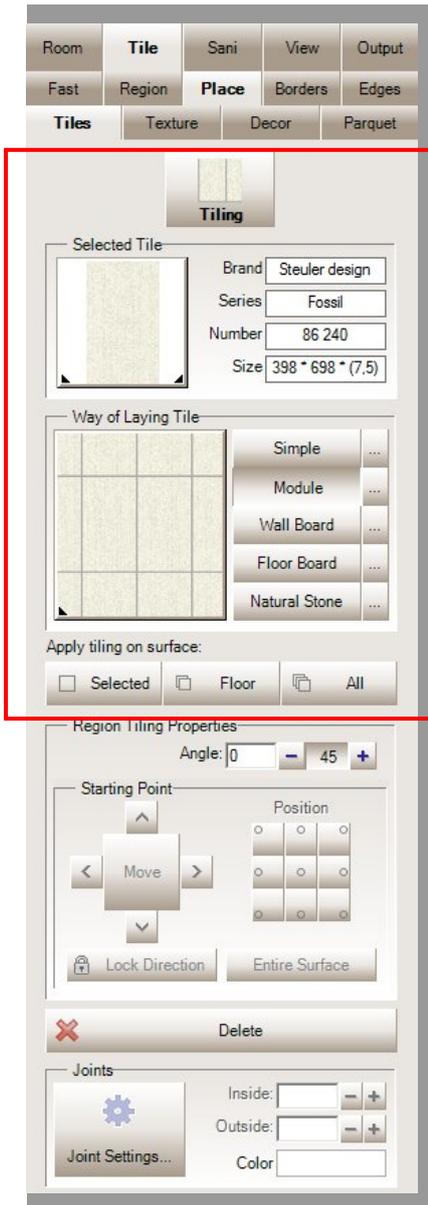
To unify Sanitary tab user interface with other ViSoft menu tabs tool buttons **Object**, **Custom**, and **Impact** are placed on the top part of the tab.



### 1.22 OWN TEXTURE INTERFACE TAB

### 1.23 CHANGES IN TILE PLACE TILES INTERFACE

The main menu **Tile>Place>Tiles** was updated to get **easier access to all available assistants**. Now all Assistants are directly available right beside the tiling preview.

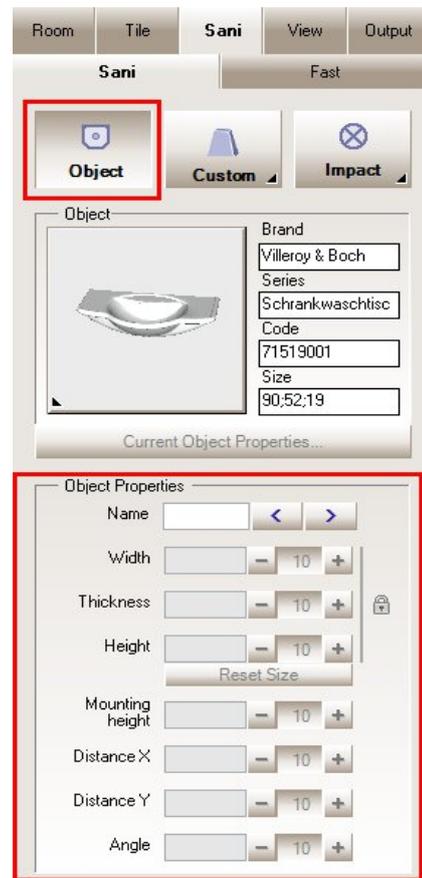


Just activate one of the desired assistants and then perform a left-click on the tiling preview or press one of the buttons with  dots:

### 1.24 PRESENTATION OF ACTIVE SANITARY OBJECTS

Following changes were made to improve representing in **Sanitary** tab for selected and current database item.

- 1) While placing a new object from **Arge Browser**, it is shown in preview and its name and series code appear beside, but menu with **Object Properties** is disabled.

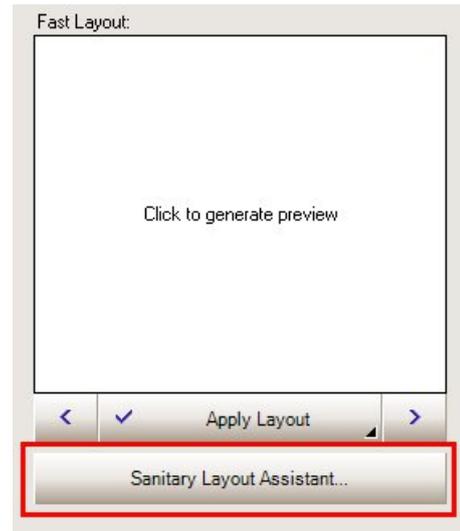


- 2) After object is placed, its properties are shown both in **Object** Infobox and in **Object Properties** menu. These info menus show always the properties of the currently selected object.
- 3) Lediglich Anschlüsse und gruppierte Objekte werden im Objekt Eigenschaftsbereich nicht näher spezifiziert.



### 1.25 NEW INTERFACE OF LIBRARY DIALOGS

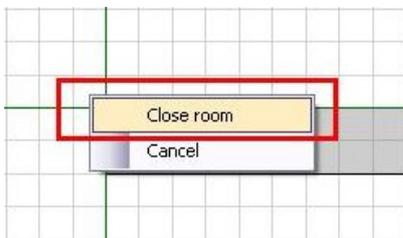
The dialogs of **Library** have a new interface. Now **Library** dialogs interface have the same style as other ViSoft dialogs.



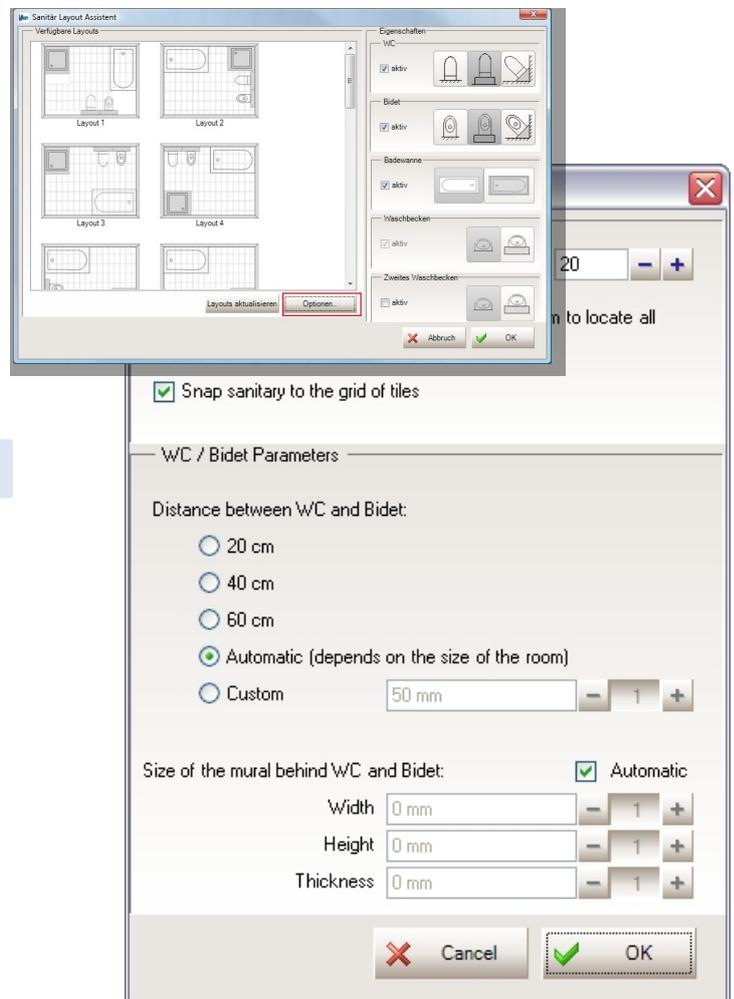
Layouts can now be influenced by options button that is available inside layout assistant window.

### 1.26 „CLOSE ROOM” IN CONTEXT MENU

We added menu item **Close room** into context menu in Wall tab Floor View. Now there is a possibility to close room using context menu while creating a wall.



There you will find options to set distances between objects, height of murals, snapping to tile grid and much more possibilities.



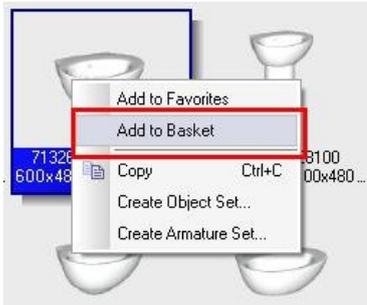
### 1.27 BUTTON “SANITARY LAYOUT ASSISTANT...”

New button **Sanitary Layout Assistant...** was added to Sanitary Fast Tab. The button opens **Sanitary Layout Assistant** dialog. Right mouse click over **Apply Layout** is another way to invoke the dialog.



### 1.28 SANITARY OBJECTS TO BASKET

Now new menu item **Add to Basket** was added to the **Arge Browser** context menu. The button allows adding objects to **Basket** instead of dragging and dropping.



done improvements to enable fast creation of images and video with big resolution. Best results can be achieved much faster.

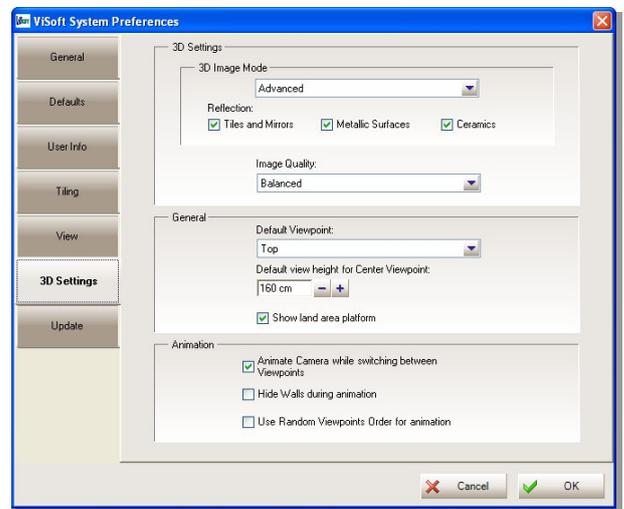
### 1.32 ADDITIONAL TAB IN SETTINGS

Inside ViSoft Application Settings (File > Preferences) you will find the new tab 3D Settings.

All 3D settings were moved into this section.

### 1.29 CHECK FOR VIEW MENU ITEM SELECTION

We provided a possibility to check View menu items. Now View menu items are checked according to current view in Open Project dialog now.



### 1.30 SHOW SANITARY DETAIL WINDOW

Perform a double click on an object within the sanitary browser. This is equal to button OK.

Property detail window of an object is available with button Properties in the tool panel below.

### 1.31 IMPROVED MEMORY ALLOCATION

Now ViSoft projects consume much less memory. This improves performance of the application as well as opening time of your projects. We have



### 1.33 PERSONAL NOTES