News in Update 2010-2 (version 4.0)

History changes from version 2.0:

- *Point 1.19 (The Warehouse Module) added.*

- *Point 1.16 (Internet updates news and ViSoft Message Center) updated.*

- *Point 2.15 (More realistic sanitary objects preview pictures) updated.*

History changes from version 3.0:

- *Point 1.6 (Possibility to place and modify sanitary objects in 3D) updated.*

- *Point 1.11 (Watermark in Save Picture dialog) updated.*

- *Point 1.18 (Rendering styles) updated.*

- *Point 1.10 (Additional Symbols for sanitary connection points) deleted.*

- *Point 1.18 (The Warehouse Module) updated.*

1. NEW FUNCTIONALITY

1.1. New light planning and lighting modes

New approach for calculating count of luminaries is used now in **ViSoft Premium 2010-2**. Count of luminaries is calculated according to the room requirements, so amount of luminaries substantially decreased for simple rooms. In **VIEW-LIGHT** you can play with new Lighting modes: Nightlight (artificial sources of light are used) and Daylight (light from windows doors…). Place doors, windows, holes into room, set Daylight mode and you can see portal lights - light from doors, windows in 3D. In 2D view portal light is shown by yellow arrows in **VIEW-LIGHT**. As result lights in **ViSoft Premium 2010-2** are more realistic.

1.2. Calculating amount of tile grout (joint filler)

From this version we provide information of calculated amount of tile grout in material list in output (**OUTPUT-PARTLIST-MATERIAL**). Information contains name of grout, its brand, order number, amount, amount to order, price. Amount is shown in kg.

1.3. Automatic calculation of new Viewpoints

Try new viewpoints that are available in list of viewpoints in **VIEW-ADVANCED** that are calculated automatically: **Side view of washbasin**, **Side view of washbasin armature**, **Top view of washbasin**, **Side view of toilet**, **Top view of toilet**, **Sitting on the toilet**, **Side view of bidet**, **Side view of bidet armature**, **Sitting in the bath**, **Top view of bath**, **From the door**, **To the door** and some fun **Cat view from the door**.

1.4. Hiding objects in 3D

Now you have possibility to hide any object in **3D**. Just move mouse pointer to the object, invoke context menu and select **"Hide object"**. You can hide all objects you want and return them any time simply selecting **"Show hidden objects"** from context menu in **3D**. You have great possibility to store objects visibility permanently in custom saved viewpoints.

1.5. Extending export part lists to Excel

From this version after exporting part lists to Excel file you will have new sheet "Regions". It contains information about tile used in this region, amount of grout, its square.

1.6. Possibility to place and modify sanitary objects in 3D

With new functionality, now it's easier to place sanitary object into your room. Working in **3D** mode just choose object from **Arge Browser**, move mouse pointer to final location you want to place object and left mouse click. If you want to change mounting height of object while placing – use key "Shift". While placing object in **3D** distances to other walls and murals are shown. There is the possibility to snap sanitary objects to wall tiles, to the top or side of sanitary objects and murals. Press button "Snap" on Placement Options and your object is snapping to tiles and vertical red borders (show snap distance to other objects, murals, walls). If you want align object to surface – activate this functionality pressing button "Align to surface" or using key "Alt". Also you can modify placement of sanitary objects in **3D** by double mouse click on object and moving it to the new location.

1.7. Internet link to sanitary manufacturers

Now you can visit official site of manufacturers of sanitary objects clicking on its link in **Manufacturer Properties** dialog box. In Arge Browser select needed manufacturer and click **Properties** in its context menu to open **Manufacturer Properties**.

1.8. Size of selected region is available now

Now information about size (square) of selected region is available in **TILE-REGION**. Value is shown in sqm.

1.9. Keyboard shortcuts to work with numeric increments

Use key **Ctrl/Shift/Alt** and press **"+" / "-"** buttons that surrounds button with current increment on all numeric controls to increase or decrease current value by 1. For example, if you create a region with **Width**=50cm, but 49cm is needed, use key **Ctrl** with button **"-"** near value of region width to decrease this value by 1.

1.10. Watermark in Save Picture dialog

New functionality allows to add watermark picture in **Save Picture** dialog. It could be helpful to avoid the theft of someone's idea.

1.11. Export ViSoft scene to 3D format and import 3D-object

ViSoft Premium 2010-2 presents a good solution for exporting created project to 3D format (Autodesk 3D Studio (*.3ds) , WaveFront Object (*.obj)). Just click **File -> Export -> Export to 3D Format**. Also you have a possibility to import 3D-objects from 3D Studio, Maya, COLLADA, DirectX, Blitz3D, WRML97 by clicking **File -> Import -> Import 3D Object**.

1.12. Showing object in Browser

Now you have very useful possibility to open **Arge Browser** from object context menu. Place some object into room, open its context menu and click "**Show object in browser"**. **Arge Browser** will be opened on specified manufacturer position. You can use this functionality while working in **2D** and **3D** modes.

1.13. Advanced rendering of sanitary objects in preview windows

From this version **ViSoft** uses pre-generated cubemap for the best visualization of chrome and ceramics in **3D** object view windows. It means chrome and ceramics looks better then ever in preview windows now.

1.14. Informing about your support time expiration

New functionality allows to be informed about your support time expiration. According to **ViSoft** activation date you will get a message "Your support time will expire in…" if your support time will expire in 10 days.

1.15. Internet updates news and ViSoft Message Center

ViSoft Premium 2010-2 has a powerful solution that provides you information about available Internet updates, other news and communication service. If there are some internet updates or fresh news available – you will get a message. To see incoming messages, just click on mail picture on main top panel or in the **Help** menu click **ViSoft Message Center**. News is visible also in **ViSoft Welcome Screen**.

1.16. Tiles animation on Living Wall

Go to **Tiles Browser** and select some tile with running **Living Wall** – you will see animation of tiles such as animation of sanitary objects. There are 3 modes of animation: Flat, Cube, Region. Also you can Zoom tile on **Living Wall** during animation.

1.17. Rendering Styles

Enjoy with new rendering styles – **Sketch, Drawing, Grayscale and Sepia**. To change style you should go to **VIEW-ADVANCED -> Rendering Style**. Use **Drawing** style and your room in **3D** view looks like it was drawn by hand. Play with Line Distortion, Thickness, Intensity and Color Brightness to feel Hand Drawing power. You can build your room using any of these styles in real time.

1.18. The Warehouse Module

The **Warehouse Module** enables you to administer your tiles in store very comfortable. It is possible to assign a **warehouse storing ID** to every single tile in the database.

All necessary modules and files for warehouse application come already with the installation of **ViSoft Premium**. There is no need for a separate setup.

Just start *ViSoft Warehouse module* from *Start*->*All programs*->*ViSoftCreative*).

More Information concerning usage of warehouse module are available from **ViSoft GmbH** via E-Mail. If you are interested just write an email to: **hotline@visoft.de**.

2. Improvements:

2.1. Browser shortcut in every menu

Now there is possibility to open Browsers with shortcut **"B"** working with next tabs: **SANI-SANITARY, TILE-PLACE-TILES, TILE-PLACE-DECOR, TILE-PLACE-PARQUET, TILE-BORDERS, TILE-EDGES**. For example, if you press key "B" on **SANI-SANITARY** – **Arge Browser** will be opened, on **TILE-BORDERS** – **Tiles Browser** will be opened. To close any Browser you can use key "**Esc**" as usual.

2.2. Navigation Panel

There are several improvements. Now **ViSoft Premium 2010-2** allows resizing of **Navigation Panel** and saving its location. Visible working area in **2D**-view is shown on Navigation Panel as red rectangle. Also you can see status of invisible murals. New icons appear on **Navigation Panel** while moving mouse over it, indicating possibility to rotate or move camera. To rotate camera use left or right mouse button.

2.3. Direct input of value in filter field

There is good possibility to type value directly in search filter field. For example, open **Tiles Browser**, select some manufacturer and type 20x20 into Format filter to search all tiles with specified size.

2.4. Button "Media Browser…" in output menu

Button "**Media Browser**…" is added to **OUTPUT-PICTUREPRINT**. It's a direct link to **Media** tab of **Project Browser**. Projects tab is also improved. There are two windows: Pictures and Video on the right side, they contain generated pictures and video of selected project.

2.5. Possibility to change page header of output pages

From this version you can change page header that is printed on page. This functionality is available for all plan pages in **OUTPUT-PLAN**. To change header select needed page and click **Rename** in its context menu.

2.6. Preview of all objects while placing in 2D

Now there are previews for all objects while placing: door, window, roof, dormer, etc. Preview is shown in all placing modes.

2.7. More properties are available for adjusting while editing objects in 2D

2.8. All controls are available in low resolutions

In case of low resolution, interface will resize some controls in the way that all of them will be visible. Minimum good resolution is set as 1024*768.

2.9. Functionality of undo/redo is available while editing of free murals, regions etc. in 2D.

2.10. Possibility to specify segments length while creating Sanitary Mural with Smooth shape.

2.11. Human height projection is drawn in all 2D modes

Check in "**Draw human height projection line in 2D views**" and specify value of its height on tab page **View** in **ViSoft System Preferences** dialog box and this line will be drawn in all **2D** views. It's more comfortable while building murals, roofs, tiling etc.

2.12. Viewpoint height is adjustable with keyboard shortcuts E+Q in 3D top view.

2.13. New Interface design

Main application interface design is changed according to new corporate style. All panels, tabs, controls and icons are revised.

2.14. Enumeration of sanitary objects and tiles in output

There are some improvements with enumeration of sanitary objects and tiles in **OUTPUT**. All objects in a project have a unique ID for output now. Also font is adjustable.

2.15. More realistic sanitary objects preview pictures

There is a possibility to generate photo-realistic pictures of sanitary objects using **Photo Tuning** module. Now such **ViSoft** databases as ViSoft Sanitary, ViSoft Kitchen, ViSoft Decoration and ViSoft Decoration Advanced are already regenerated. Just visit **Arge Browser** and feel difference. Also it is possible to generate pictures with transparent background.

2.16. Improvements which make 3D updating process faster.

New Product:

ViSoft PhotoTuning

New photo-realistic rendering solution for ViSoft

Now you have exclusive possibility to create colourful, detailed, eye catching, realistic pictures of interior designs for your customers.

Mental ray render engine is integrated as the photo-realistic rendering solution for ViSoft. This render engine generates images of outstanding quality and unsurpassed realism. It combines the physically correct simulation of the behavior of light with full programmability for the creation of any imaginable visual phenomena.

Press button **Photo Tuning** in **OUTPUT-PICTURE PRINT** to generate pictures like this.

ViSoft Server

Network solution for ViSoft

ViSoft Premium 2010-2 presents new powerful module for customers which have local network with several **ViSoft** licenses. Now you have exclusive possibility to manage your network **ViSoft** applications with **ViSoft Server**. Server will have all databases and browsers. You can organize your **Task Manager** to install custom updates to special users or to all of them in auspicious time automatically. Create users with special permissions under **ViSoft Server**. Each user can install updates from **ViSoft Server** using **Help -> ViSoft Network Updates** according to his permissions. Send them messages.
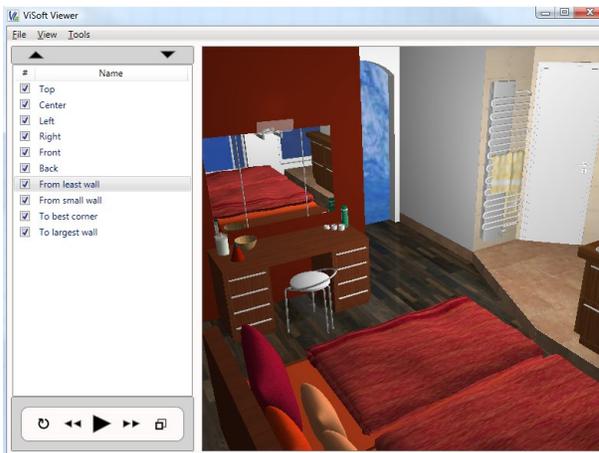
Help your local network users with super functionality – **Remote Control**. You can see and control user pc remotely. Also you have a possibility to see **Log** files (operations and time they have been executed).

ViSoft Viewer

ViSoft Viewer is standalone multilanguage application that provides possibility to show **ViSoft** projects without full **ViSoft Premium** installation.

You will be able to present projects simultaneously on many computers or to send a project directly to your customer who can download the **ViSoft Viewer** directly from **ViSoft** Website.

ViSoft Viewer enables to review project in **3D**, switch between viewpoints, review animation. There is also possibility to set **3D** settings you prefer while reviewing project in **3D**. In **ViSoft Premium 2010-2** on main menu **File** point to **Export** and click **Export to ViSoft Viewer…** to export opened project into **ViSoft Viewer** file format.

Please contact ViSoft office or your regional manager for more detailed information.