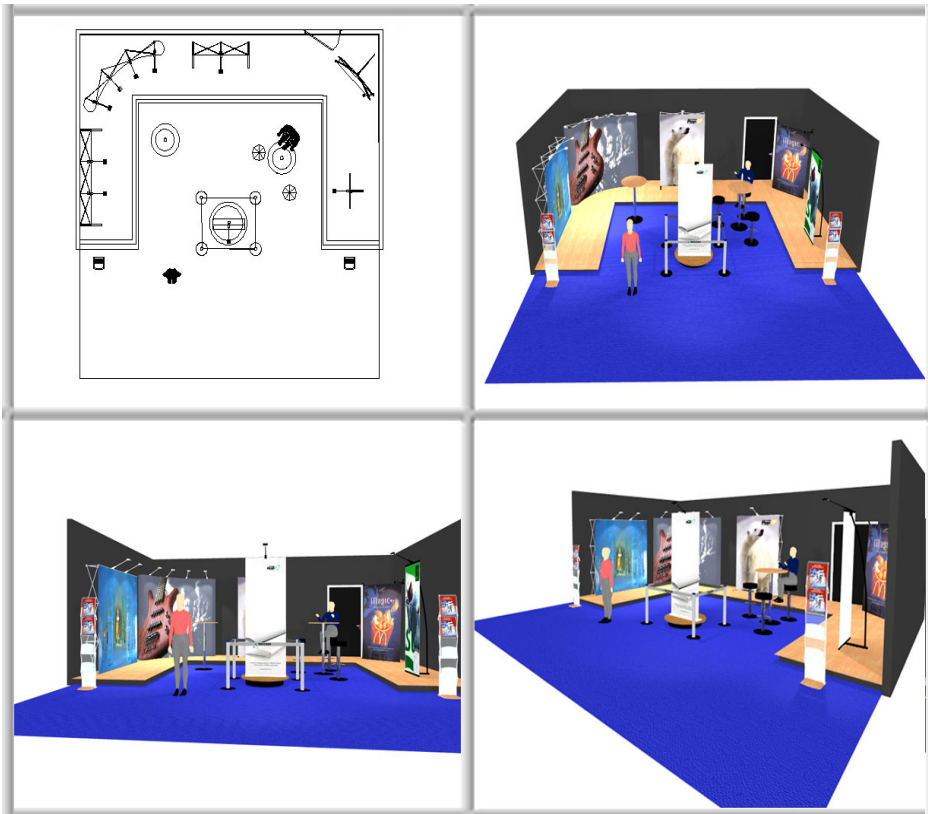


# **Portable Design**

*by expolinc*



## ***Portable Design Quick Reference***

## Welcome to the Portable Design Quick Reference

This manual provides you with instructional and reference material to help you get started easy with Portable Design. Use it initially to learn the basics of Portable Design. For specific tasks, use the Portable Design Manual, which covers all available options in our software.

This guide is not intended as a manual on how to use your computer, rather as a manual on using the Portable Design System. If you are new to computers, read the documentation that came with your computer for instructions on setting it up and using it. At the very minimum you should be familiar with working in a graphical environment, using a mouse, selecting commands from menus, etc. Keyboard skills are not required, but will enhance your speed on the system.

For further assistance, please contact Expolinc:

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## Starting Portable Design

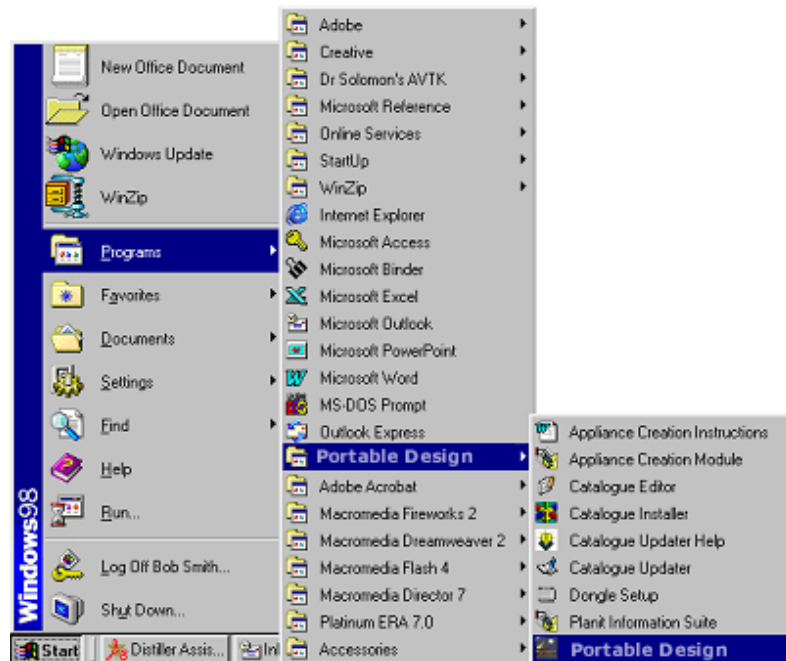
---

Move the mouse pointer over the Portable Design icon and double click.



OR

Move the mouse pointer over the **Start** button on the toolbar and click, a menu will appear, click **Programs**, then from the cascading menus click **Portable Design** then **Portable Design**



This has now started **Portable Design**.

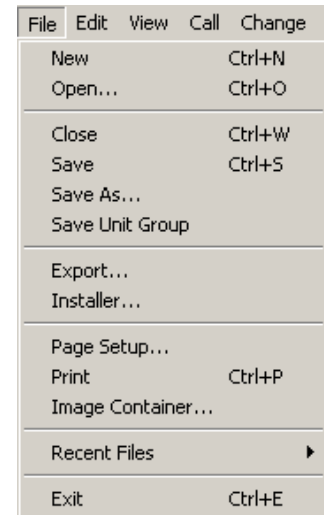
## Create a New Design

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### New

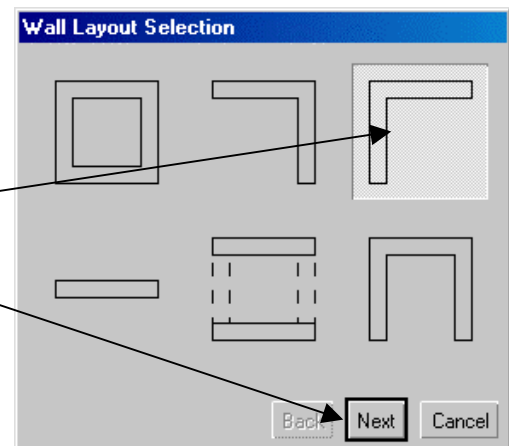
Choose **New** from the **File** menu.

Name the design and click **Save**.

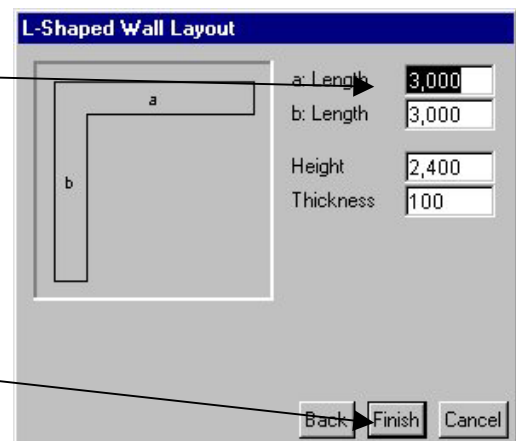


This brings up the wall layout, with the most common room configurations.

- Select the desired layout and click **Next**.



- Enter the desired dimensions. You may use the TAB key to move to a new field.



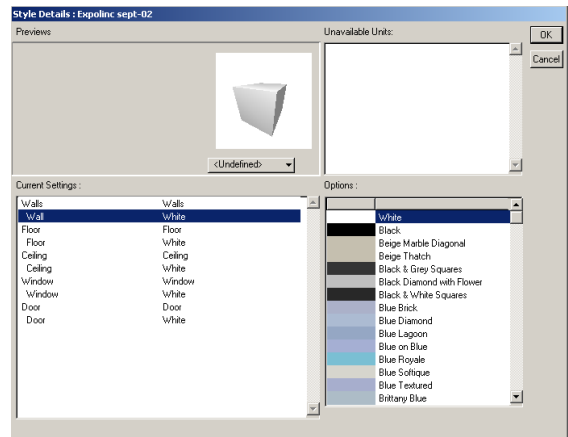
- Click **Finish** to place the walls in the room.

## Change Default Style

The **Change Default Style** command is chosen to change the default settings for inc. the walls and the floor in a design.

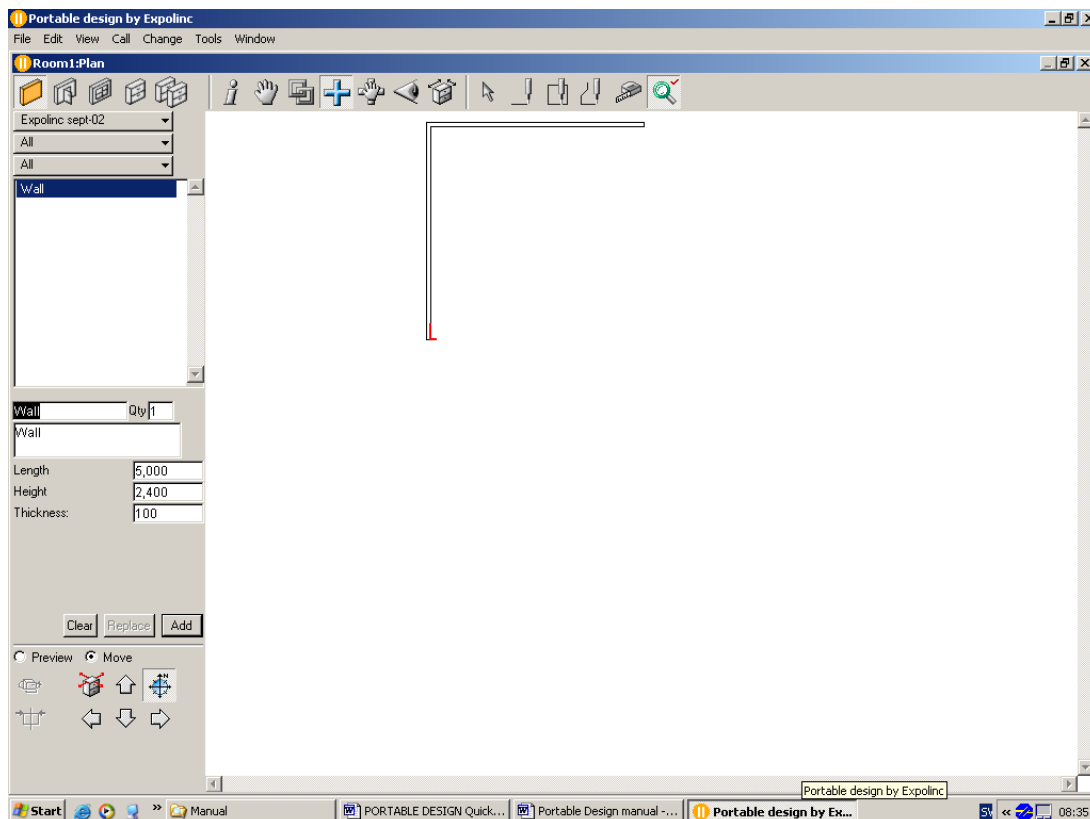
You can now select colours for the walls an floor in your design.  
Of course you can change the colours later.

- Under the headline Wall, highlight the **Wall**.
- Select colour from the menu.
- Under the headline Floor, highlight the **Floor**.
- Select colour from the menu.
- Click **OK**.



Now you should see this on your screen.

**Now you are ready to place the systems in to the design.**



## Graphical Add Palette

Choose the **Graphical Add** tool.



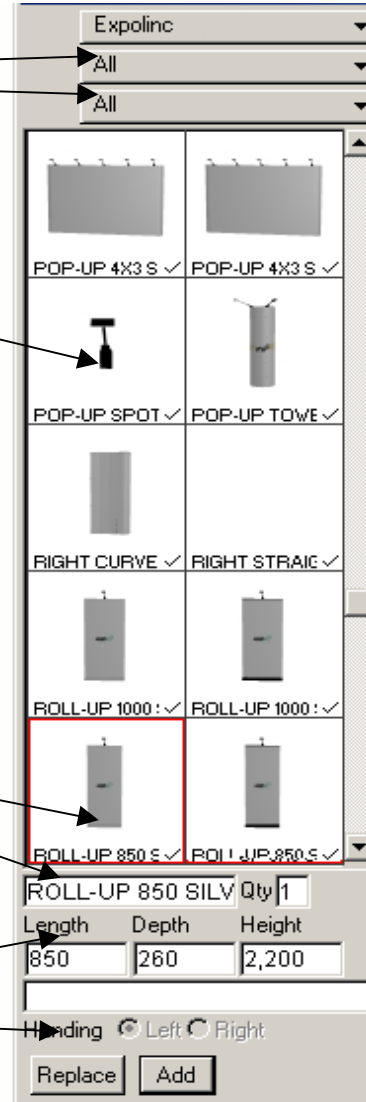
The Graphic Add Palette is a “drag and drop” planning facility.

Units to be shown can be selected by using these two buttons:

Units in the catalogue:

Currently selected unit:

Dimensions and Handling:



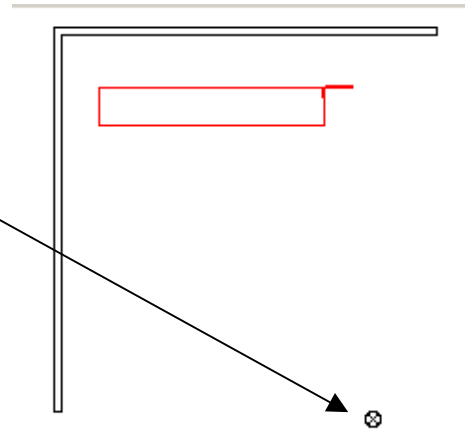
As in the standard Add Palette, it is possible to select the unit that is required by typing the unit name into the Graphic Add palette. However, instead of positioning the cursor on the plan, then adding the unit into the plan, using the Graphic Add Palette it is possible to “Drag and Drop” the unit into the plan.

- 1) Move the mouse cursor over the required unit.
- 2) Hold down the left mouse button.
- 3) Keeping the left mouse button held down, drag the mouse from the Graphic Add Palette into the Plan.

The Unit can be seen dragging into the Plan, simply drag the unit into the required position, then release the mouse button. The unit will snap to walls and other units, once in the plan the unit can be moved by dragging, or by using the mover palette.

Start to drag in the **Lighting** somewhere at the design.

Then add the Floor.



Tip.

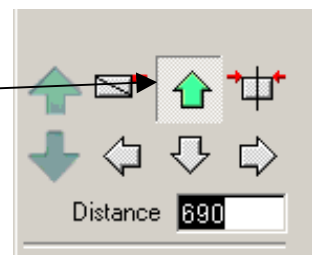
Leave the Floor Highlighted.

Choose the **Mover Mode**.



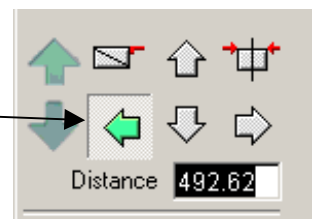
Click on the **Backward arrow**.

Accept the value by click **OK**.

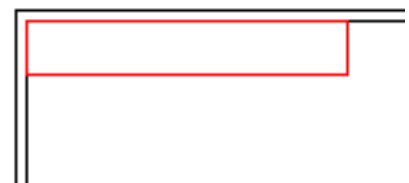


Click the **Left arrow**.

Accept the value by click **OK**.



Now you are shure the floor is right positioned in the upper left corner.



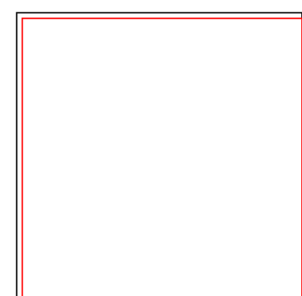
Now choose the **Info Mode**.



Set the Length and Depth to the same values as the Walls.

Length	5,000
Depth	5,000
Height	4

Now the Floor covers the complet area corresponding to the edges of the Walls.



Now continue with for inc a Pop-Up 3x3 system.

Go back to the **Graphical Add Mode**.

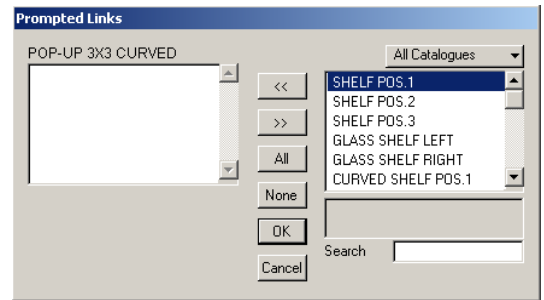


Look for the Pop-Up System in the Graphical Add Mnu and dragit to the design.

Now you have a chose of Assessories.

If you want a Shelf. Click the left arrow.

Click **OK**



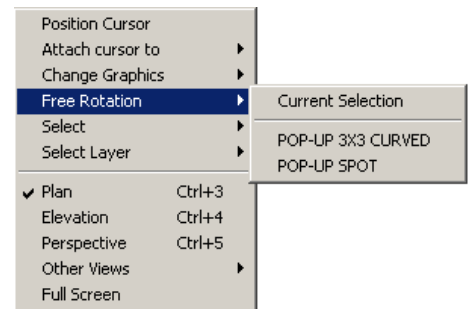
If you want to **rotate** the system do as follow:

Highlight the system you want to rotate.

Rightclick on the system.

Select **Free Rotation** from the menu.

Select **Current Selection**.



The cursor will display a circular object notifying you that you are in rotation mode. All you have to do is move your mouse clockwise or counter clockwise. Click the left mouse button to stop the rotation.

Holding the Control key down while rotating will force the object to snap to the preset snapping angle (45° By default).

Holding the Shift key down while rotating will indicate the front of the object with a blue line.



Let's have a look at this in Perspective.

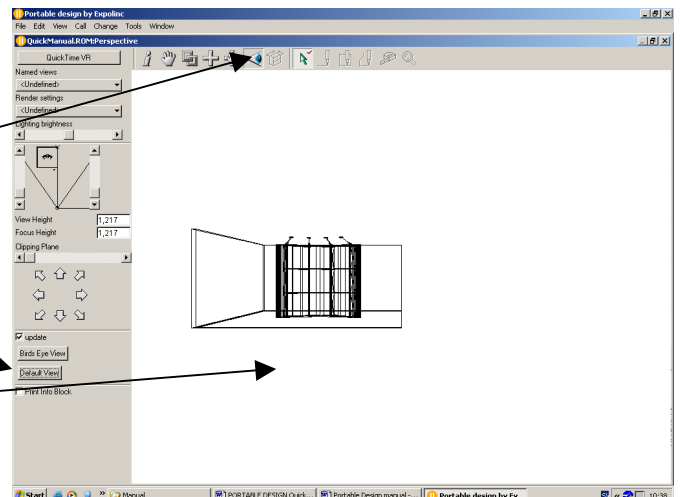
Choose **Perspective** from View menu.

Choose the **View Mode**



Click **Default View**.

Click somwere outside the designarea to unselect all items.



## Perspective View Palette

The **Perspective View** draws a three-dimensional view of the design. The Perspective View Palette contains all the necessary controls for adjusting the perspective view.

The **Named Views** and **Render Settings** are discussed previously in this chapter under **General View Palette Functionality**.

### Controlling the Perspective View

The middle of the view palette displays a miniature drawing of the plan. Superimposed on this drawing are several lines.

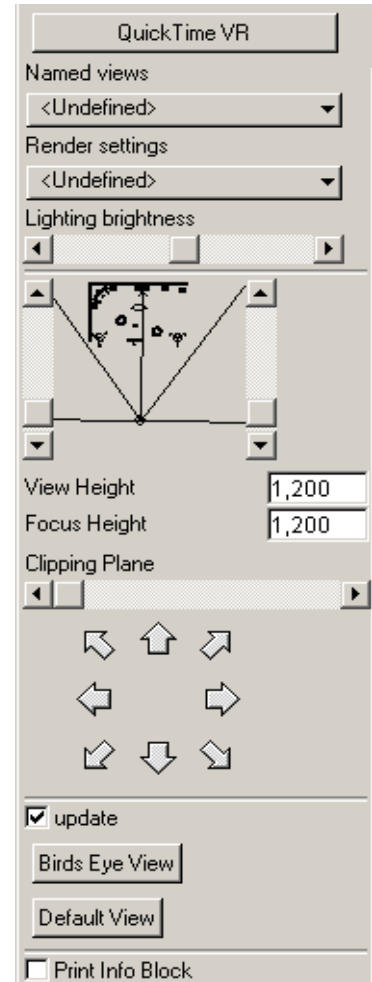
The apex of the two long lines (called the **view lines**) is marked by a small circle. This circle is referred to as the **eye point** and is the point the view is taken from.

Another line extends from the eye point dissecting the angle between the two view lines. The end of this line is marked by a cross. This cross is referred to as the **focus point** and is the point at which the eye is looking.

Portable Design draws the perspective view of the room as if you were standing at the eye point looking towards the focus point.

#### *Perspective View Palette*

The view lines mark the field of vision, i.e. how much you see of the room. The wider the angle between the view lines, the more of the design will be seen.



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In Portable Design, you control the **focus point** with the **right** mouse button. Clicking anywhere in the miniature plan with the right button will set the focus point to the point clicked.

You control the **eye point** with the **left** mouse button. Clicking anywhere in the miniature plan with the left mouse button will set the eye point to the point clicked.

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The **Field of Vision** can be changed by depressing the SHIFT key on the keyboard while clicking the mouse button. This will change the angle between the two view lines so that one of the view lines will pass through the point clicked.

The **Heights** of the eye and focus points can be changed using the scroll bars on either side of the plan drawing. The **left** scroll bar controls **the height of the eye point**. The **right** scroll bar controls the **height of the focus point**. Moving the thumb of the scroll bar up will raise the height, and moving the thumb down will lower it.

## Render Settings

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The two **View Palettes** (Plan and Perspective) have several common functions to define the rendering method used. The discussion here relates to all views.

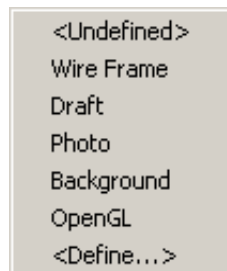
The **Render Settings** determine how Portable Design draws the current view.

The different choices have an effect on speed of drawing to the screen and printing. The simpler the option, the quicker the drawing.

### Choosing a Render Setting

**To apply a render setting to the current view, do the following:**

- Display the View Palette.
- Select Render Settings.
- Choose an option from the menu.

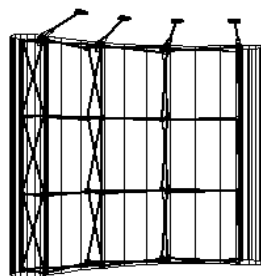


*Choosing an Option From the Render Settings Menu*

Portable Design will redraw the view using the chosen render setting.

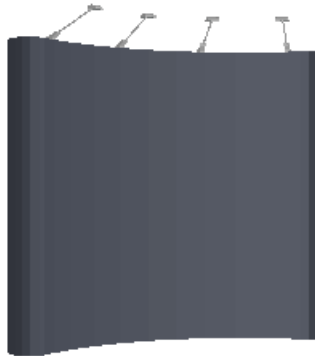
Should you wish to halt a render half way through, right click in the planning area. A box will appear, giving the option of "Continue" or "Stop". Clicking on "Continue" will allow the rendering to continue, clicking on "Stop" will stop the current render, and display the design in Wireframe render.

**Wire frame** is the fastest, but least realistic rendering mode. It draws all lines of all objects in the design.



*Wire frame perspective*

**Draft** is flat colour rendering showing no lighting effects.



*Draft Perspective*

**OpenGL** showing graphics, wood grains, textures in low resolution. No lighting shadows, and reflections effects.



*OpenGL*

**Photo** is full photo realistic rendering showing lighting effects, wood grains, textures, shadows, and reflections. This is the highest level of rendering.



*Photo Perspective*

## Creating a Named View

To name the current view, do the following:

- Display the View Palette.
- Click the arrow beside the Named Views field.
- Choose <Define...> from the menu.

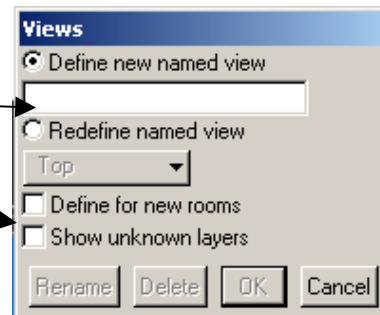


The Named Views Dialog appears:

The field at the top allows you to name the render setting. Click in the field and type a name for the setting.

The **Define for New Rooms** checkbox allows you to save the named view in preferences so that it is available in all new designs.

*Named Views Dialog*

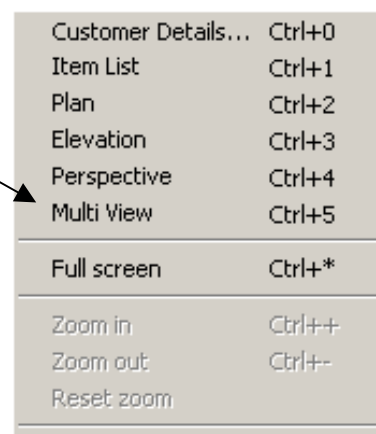


## Multi-View

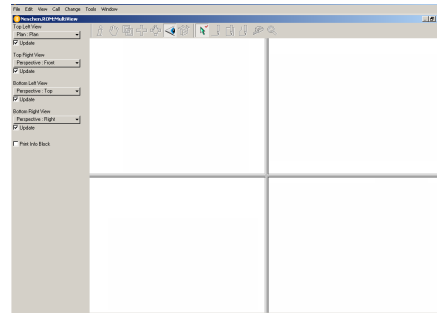
It is possible to print off upto 4 named views on one page. This is achieved by using the multi-view function.

Firstly, you will need to set up the named views that you wish to see in the multi-view. These named views can be set up from either Plan or Perspective.

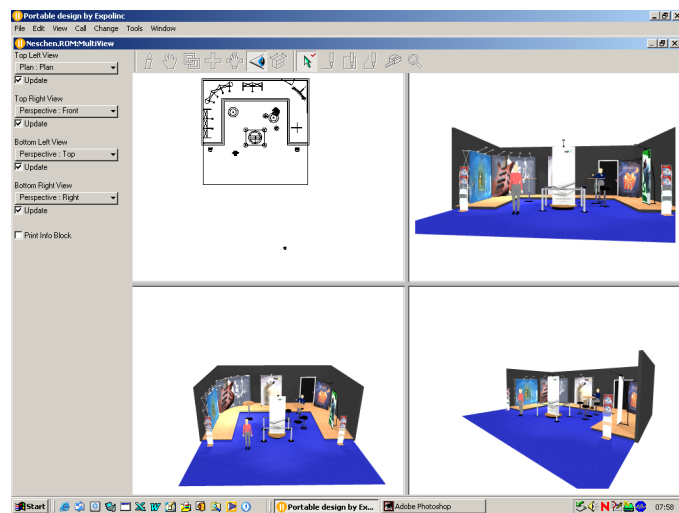
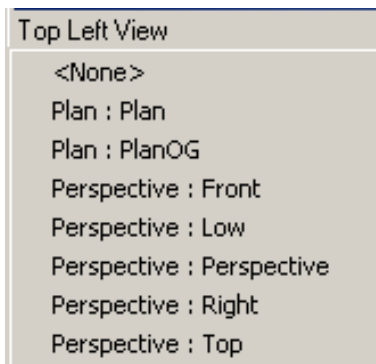
Then click on "View, Multiview".



This opens the Multi-View screen.



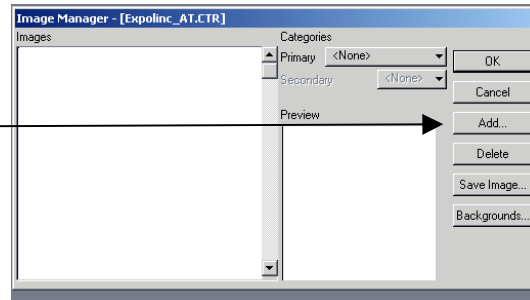
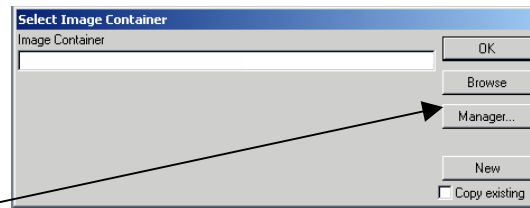
By clicking on the Pop-up menus it is possible to select which named view you wish to see in each viewing pane (top left, top right etc).



## Add customized Images to Portable Design

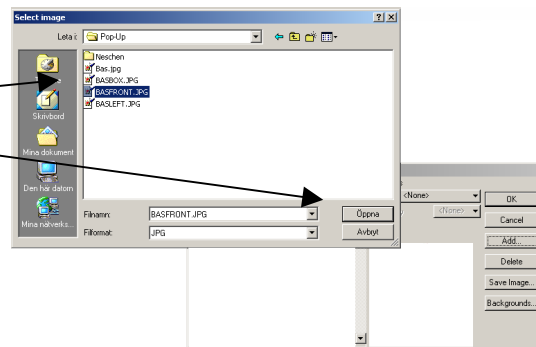
- Close every Rom file.
- Display the **File** menu.
- Choose **Image Container**.
- Click **Manager**
- Click **Add**

You can import any JPEG graphics to Portable Design such as scanned images, digital photos and downloaded images from website.

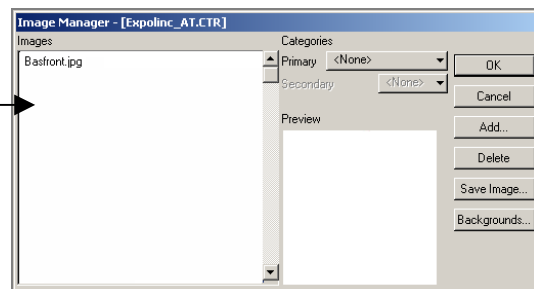


Now you can look for your images.

- Highlight the desired image and click **Open**

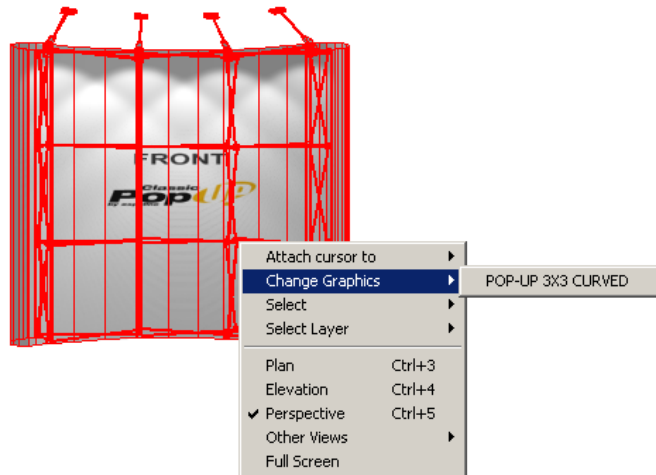


Now you can see the image listed in the image window.

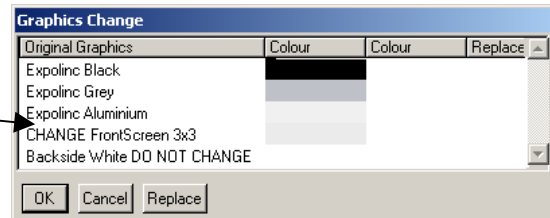


**To change graphic to one of the systems, do the following:**

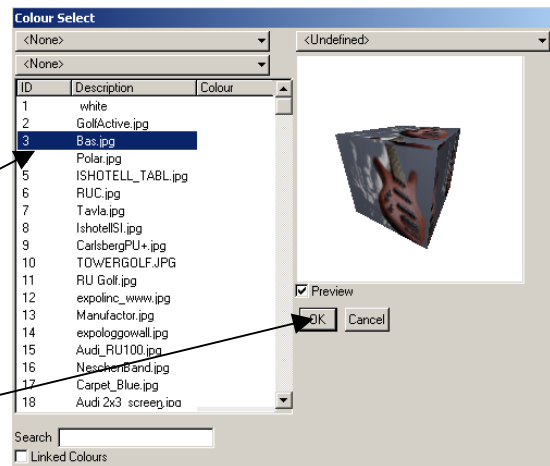
- Highlight the system by leftclick,
- Rightclick over the highlighted system.
- Select the system in the menu.



- Double click on Change FrontScreen 3x3.

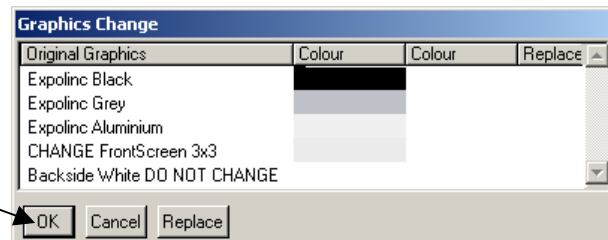


- Highlight the image you require.



- Click on the "OK" button.

Click on the "OK" button.



## Shortcut Keys

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The following **Shortcut Keys** are used in Portable Design. Using these keys can significantly increase your speed in Portable Design.

### **Function**

### **Shortcut**

#### **Keyboard**

Move between fields.....	Tab
Finish process .....	Enter
Override Angle Snapping .....	CTRL
Delete selected item(s).....	DEL
Enable/Disable numeric keypad ...	NUM LOCK

#### **Mouse Controls**

Select Single Object.....	Left mouse button
Select Multiple Objects.....	Shift + click
Area Select.....	Drag
Touch Select.....	CTRL + drag
Position Cursor.....	Right Mouse Button –or- CTRL + right mouse button

#### **Views**

Customer Details.....	CTRL + 0
Room Details.....	CTRL + 1
Item List.....	CTRL + 2
Plan.....	CTRL + 3
.....	CTRL + 4
Perspective.....	CTRL + 5
Report.....	CTRL + 6
Multi View.....	CTRL + 7
Virtual Designer.....	CTRL + 8

#### **Info Palette**

Show Info Palette.....	CTRL + SHIFT + I
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#### **Linking Palette**

Show Linking Palette.....	CTRL + SHIFT + L
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#### **Mover Palette**

Show Mover Palette.....	CTRL + SHIFT + M
Up*.....	CTRL + ALT + 8
Left*.....	CTRL + ALT + 4
Right*.....	CTRL + ALT + 6
Down*.....	CTRL + ALT + 2

\*Pressing the Cursor keys on the keyboard while holding down the CTRL key will also activate the Up, Down, Left, and Right Mover arrows.

Attach Cursor.....	CTRL + ALT + 5
Clockwise.....	CTRL + ALT + ]
Counter-clockwise.....	CTRL + ALT + [
Rotate X.....	CTRL + ALT + L

Rotate Y.....	CTRL + ALT + ;
Rotate Z.....	CTRL + ALT + ‘
Push.....	Shift + CTRL + ALT + 8
Pull.....	Shift + CTRL + ALT + 2
Slide Left.....	Shift + CTRL + ALT + 4
Shift Right.....	Shift + CTRL + ALT + 6

**Add Palette**

Show Add Palette.....	Shift + CTRL + A
Walls.....	CTRL + ALT + W
Windows.....	CTRL + ALT + P
Units/Objects.....	CTRL + ALT + U
Left Handing.....	CTRL + [
Right Handing.....	CTRL + ]

**Graphic Add Palette**

Show Graphic Add Palette.....	Shift + CTRL + G
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**View Palette**

Show View Palette.....	Shift + CTRL + V
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**Dimension Palette**

Show Dimension Palette.....	Shift + CTRL + D
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**Tools**

Pointer.....	Shift + CTRL + 8
Variable Item.....	Shift + CTRL + 9
Room Outline.....	Shift + CTRL + B
Poly.....	Shift + CTRL + 4
Ruler.....	Shift + CTRL + 6

**File Menu**

New.....	CTRL + N
Open.....	CTRL + O
Close.....	CTRL + W
Print.....	CTRL + P
Save.....	CTRL + S
Quit/Exit.....	CTRL + E

**Edit Menu**

Undo.....	CTRL + Z
Cut.....	CTRL + X
Copy.....	CTRL + C
Clear.....	DEL
Paste.....	CTRL + V
Duplicate.....	CTRL + D
Select All.....	CTRL + A

**View Menu**

Zoom In.....	CTRL + + (keypad)
Zoom Out.....	CTRL + - (keypad)

**Call Menu**

Add Floor.....	CTRL + G
Add Ceiling.....	CTRL + H

Auto Features..... CTRL + K  
Edit Worktops..... CTRL + J

**Change Menu**

Change Default Style..... CTRL + Q  
Change Selection Style..... CTRL + Shift + Q  
Rotate Cursor By..... CTRL + R  
Rotate Cursor 90°..... CTRL + 9  
Change Price..... CTRL + =  
Change graphics..... CTRL + U  
Layers..... CTRL + L  
Catalog Info..... CTRL + I