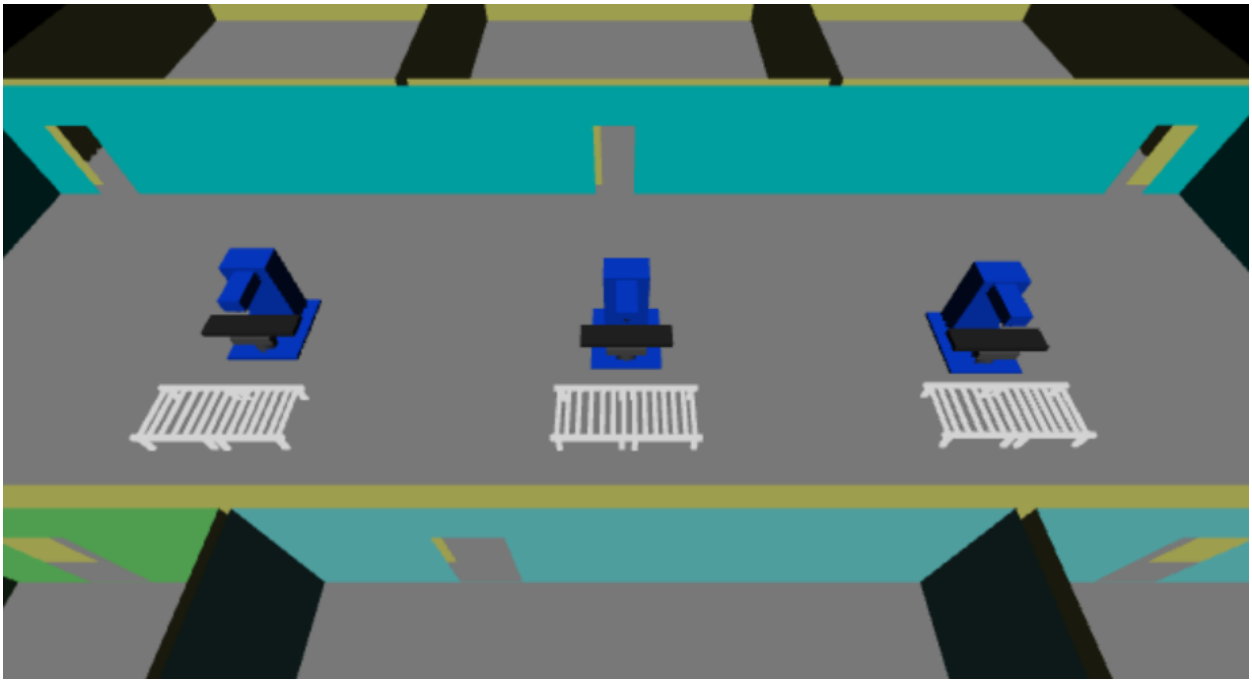
Device Layouter for Web

First Step Manual



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Sept. 30, 2019

Contents

1 Introduction....3
2 User Registration....5
3 Room Creation....9
4 Device Addition....17
4.1 Adding Free Box....17
4.2 Adding New Device from Device Tab....25
4.3 File Save as Free User....27
5 Inquiries....29

Chapter 1 – Introduction

1 Introduction

This document explains what you can do as a free user. It starts from user registration. Finally, you will understand how you operate basic features.

Chapter 2　User Registration

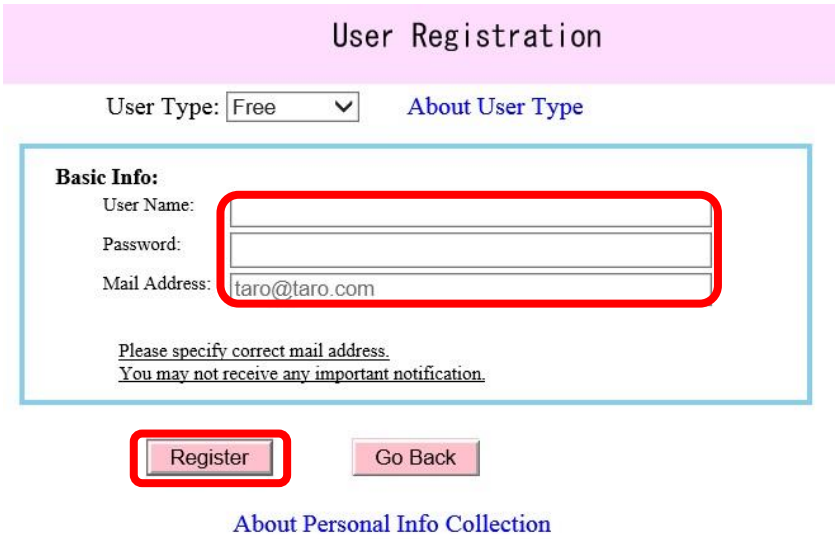
2 User Registration

Log in page has a link to register a new user.

(1) Select <English> button to change the language to English.

(2) Select [New Registration] button.

(3) [User Registration] page opens.



Specify basic information, and press <Register> button.

If the user name is duplicated, an error message is shown. Go back to User Registration page and try the other name.

We will keep your mail address to send important notifications such as system maintenance.

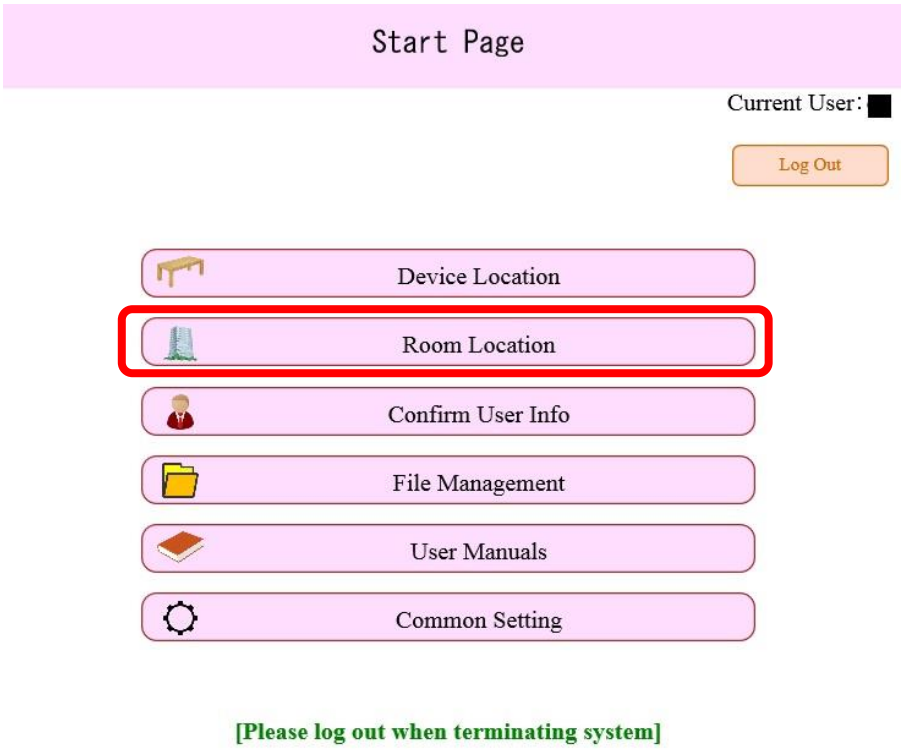
Chapter 3　Room Creation

3 Room Creation

We will start from log in as a user who is already registered.

(1) Specify User Name and Password, and then press <Login> button.

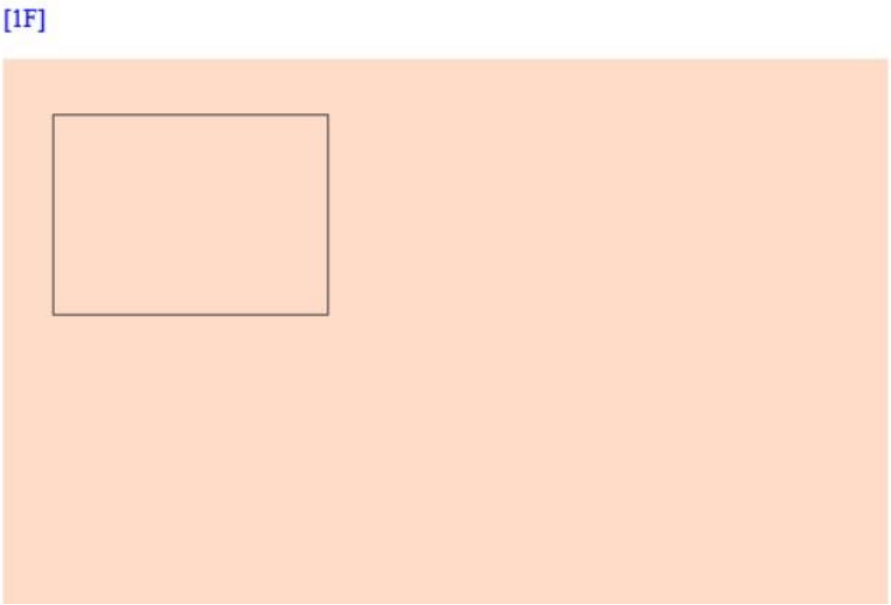
(2) [Start Page] opens.



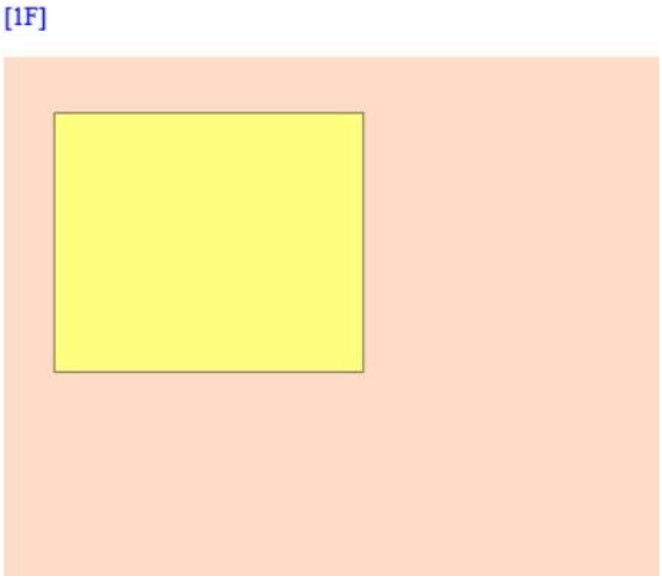
(3) Press [Room Location] button.

Room Layouter opens. The floor on the first floor is drawn, but no room exists.

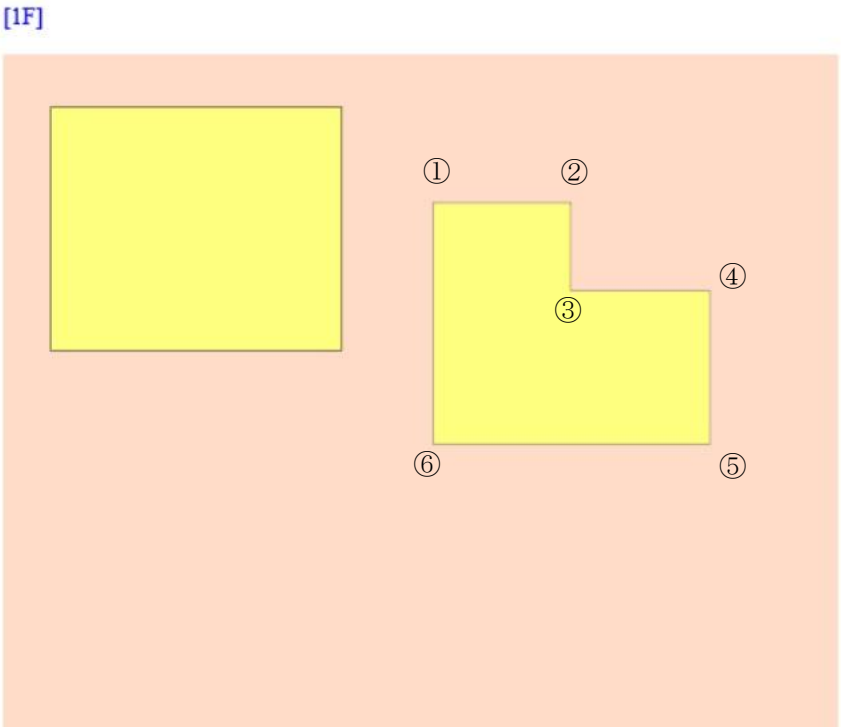
(4) Left click on the floor, and move your mouse pointer to the bottom right.
A temporary room is shown. The size changes along the current mouse location.



(5) Left double click where you want.
A new room is created. The top left is at the left click point, and the bottom right is at the left double click point.

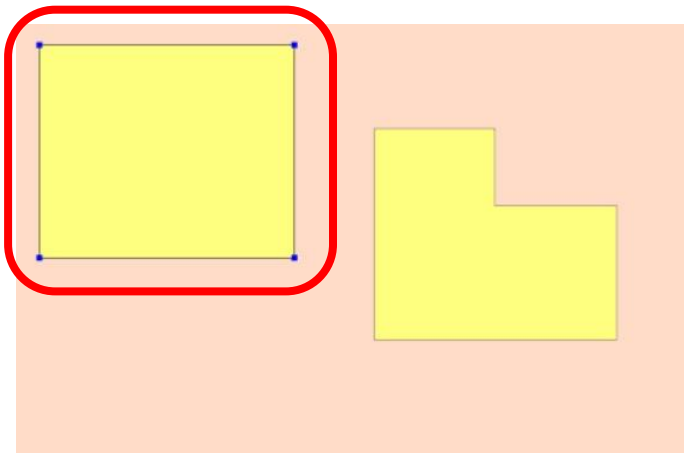


(6) Do left clicks sometimes, keeping Shift key pressed. And finally left double click at the last vertex. A new polygon room is added.
When you create a new room, select vertices clockwise.



(7) When you change existing room's location or delete a room, press Space key once, so that you can switch to Modification mode.
The current mode is shown at the bottom of Room Layouter window.

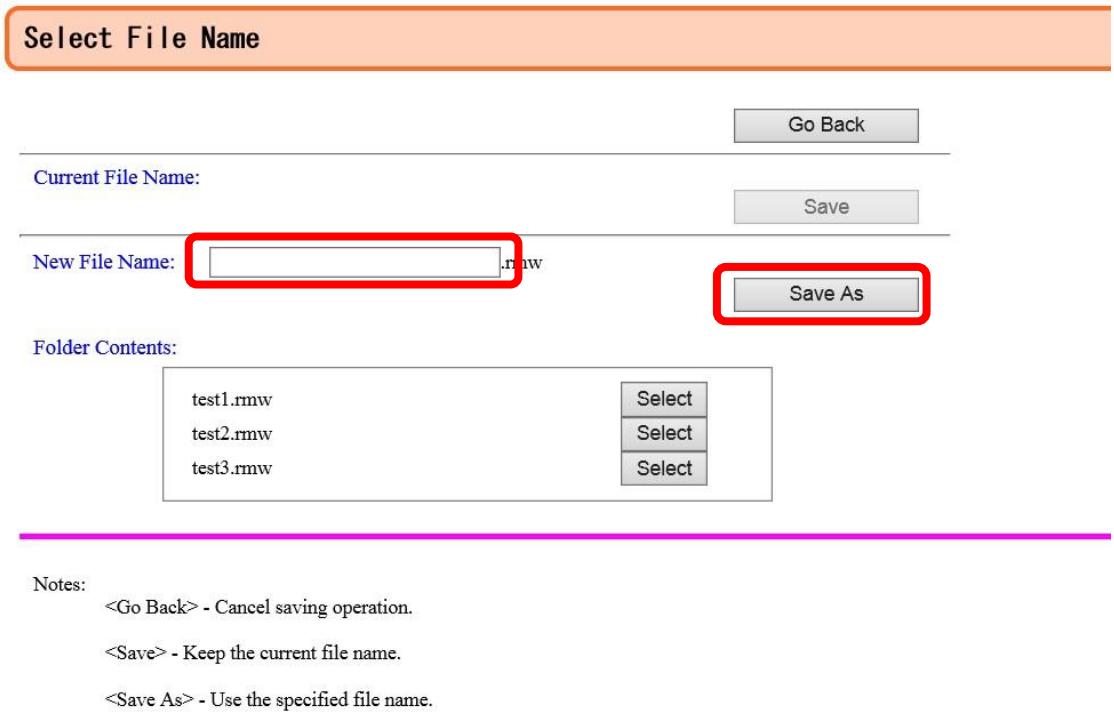
(8) Left click on a room in Modification mode. The clicked room changes to be selected, and its vertices changes to be highlighted in blue.



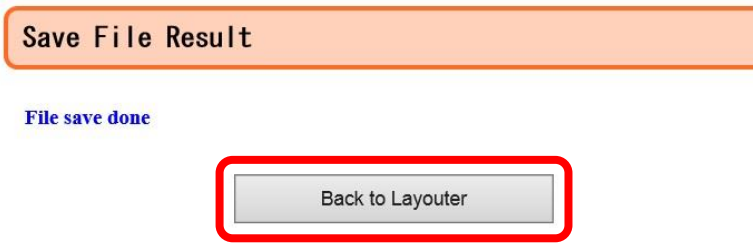
(9) Now, you can move the room by left drag, and delete it by pressing Delete key .

(10) Once you finalize your room creation, select [Application]-[Save] from the main menu.

(11) Specify a new file name and press <Save As> button on [Select File Name] page.



(12) [Save File Result] page opens, and the saving result is notified.



(13) Press <Back to Layouter> button.

Now, you go back to Room Layouter.

(14) Select [Application]-[Exit] from the main menu.

This is the end of room creation.

Chapter 4 Device Addition

4 Device Addition

4.1 Adding Free Box

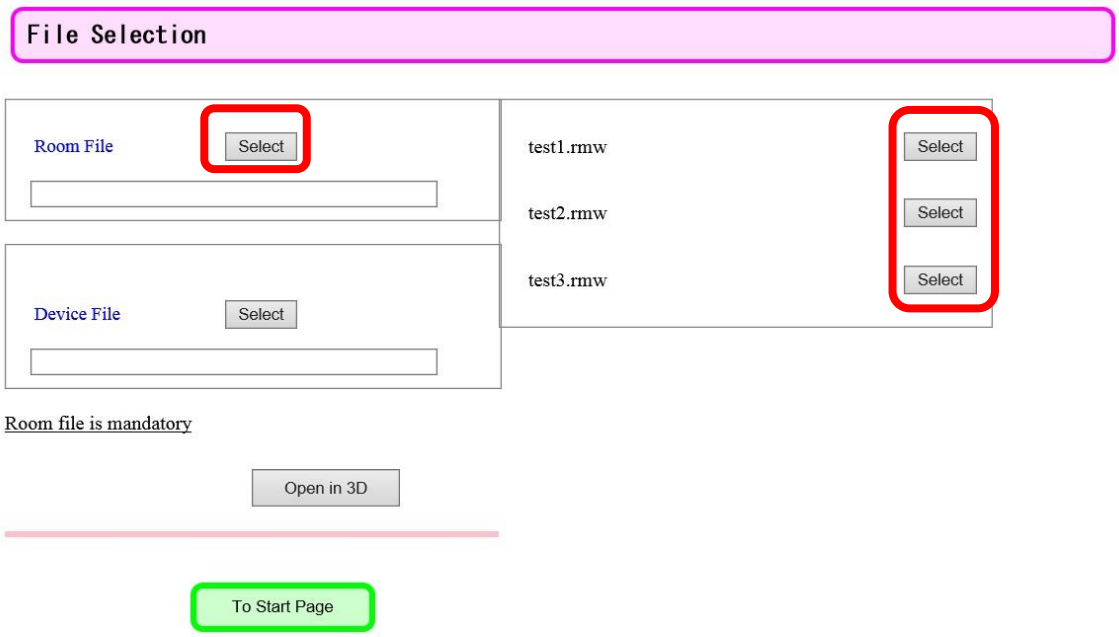
Let's add some devices using the created room layout file. Now, we will see how we add free boxes.

Free Box is rectangular solid, whose size and color can be modified by users. It can be substitutes for furniture, such as beds, desks, and refrigerators.

(1) Press <Device Location> button on [Start] page.

[File Selection] page opens.

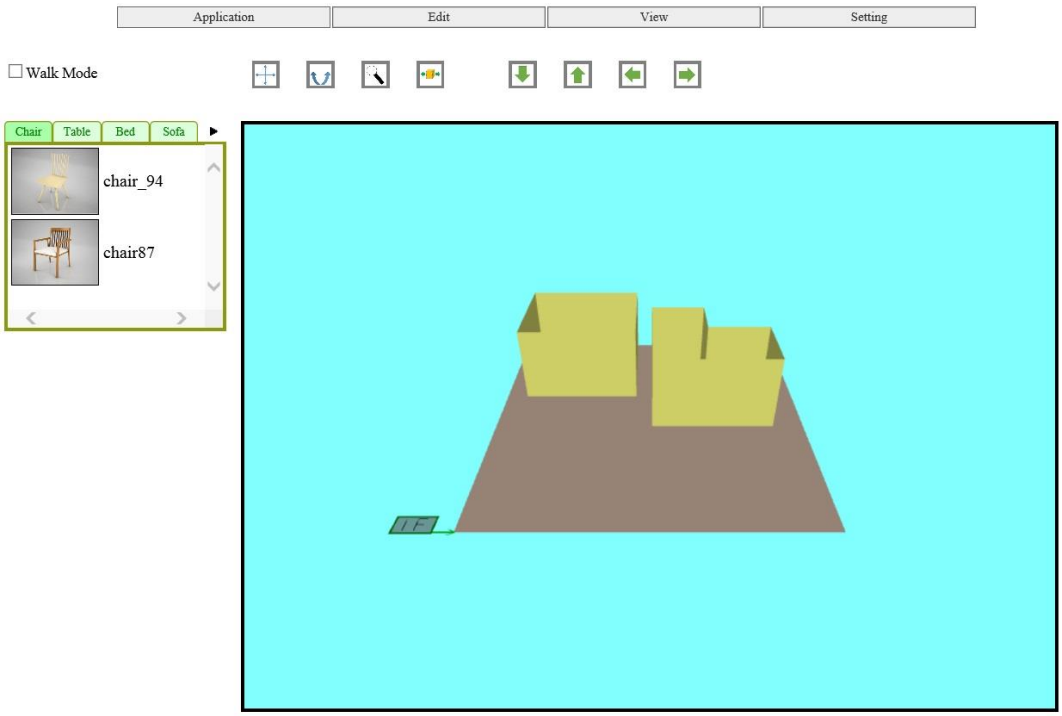
(2) Press <Select> button at Room File. You will see all the available room files at the right of the window.



(3) Press <Select> button at the right of a file you want to specify.
The room file name is added at Room File text box.

(4) Press <Open in 3D> button.
Status strings are shown along the progress. Please wait for a while. Finally, Device Layouter opens.

```
Initializing Class->Start
Initializing Class->Finish
Loading Device Geometry->Start
Loading Device Geometry->Finish
Loading Building Data->Start
Loading Building Data->Finish
Loading Room Info->Start
```



(5) Try view change by keyboard and mouse operations.

Middle drag is to change the camera location to the upper / lower or left / right.

Up / Down arrow key is to change the camera location to the forward / backward.

Numeric keys are to change the camera direction. 8 / 2 is to the upper / lower, and 4 / 6 is to the left / right.

(6) Try view change by icons.

You have some icons for view change at the top of Device Layouter window.

Move camera to the upper / lower / left / right.

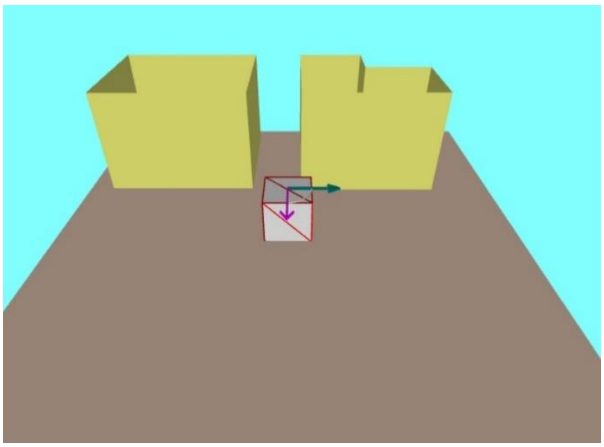
Move camera to the left / right.

Move camera to the forward / backward.

These are to specify directions after you select one of icons.
You can also use left drag.

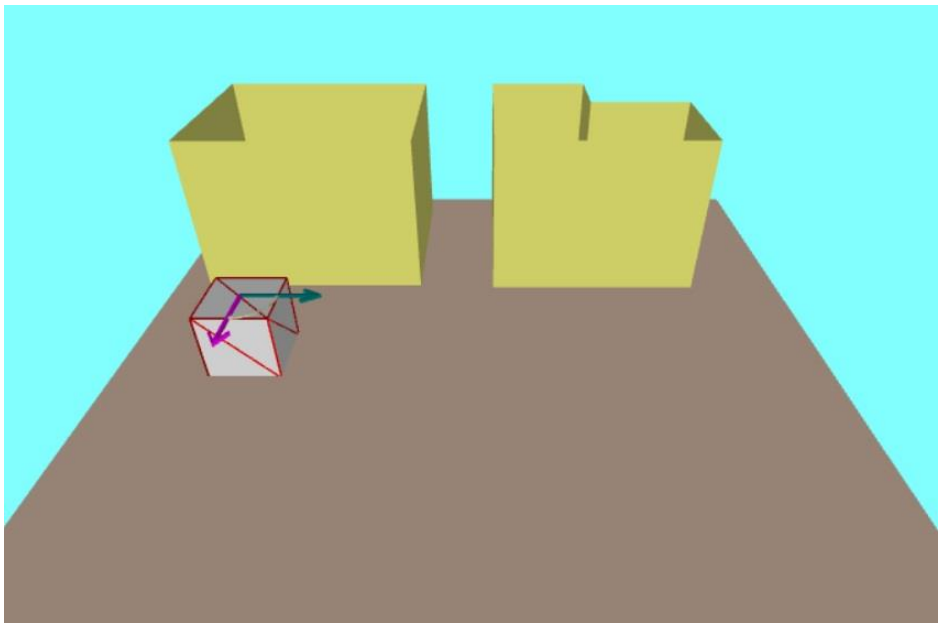
(7) Select [Edit]-[Add Free Box] from the main menu.
A new free box is added at the center of the current floor with the default size and color.

(8) Left click on the added free box.
Device manipulator is shown at the free box location.

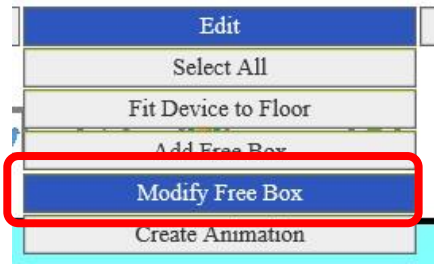


(9) Start left drag from the free box location.

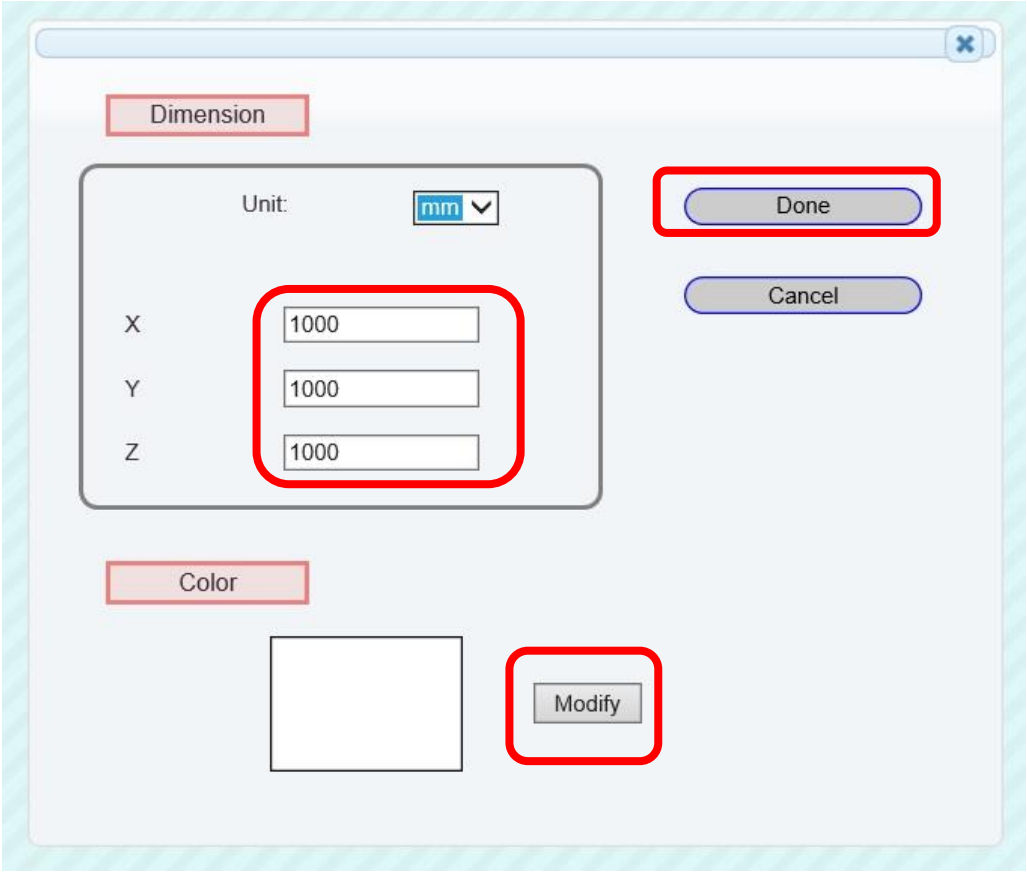
You can move selected free box as you want.



(10) Select [Edit]-[Modify Free Box] for the main menu, keeping a free box selected.

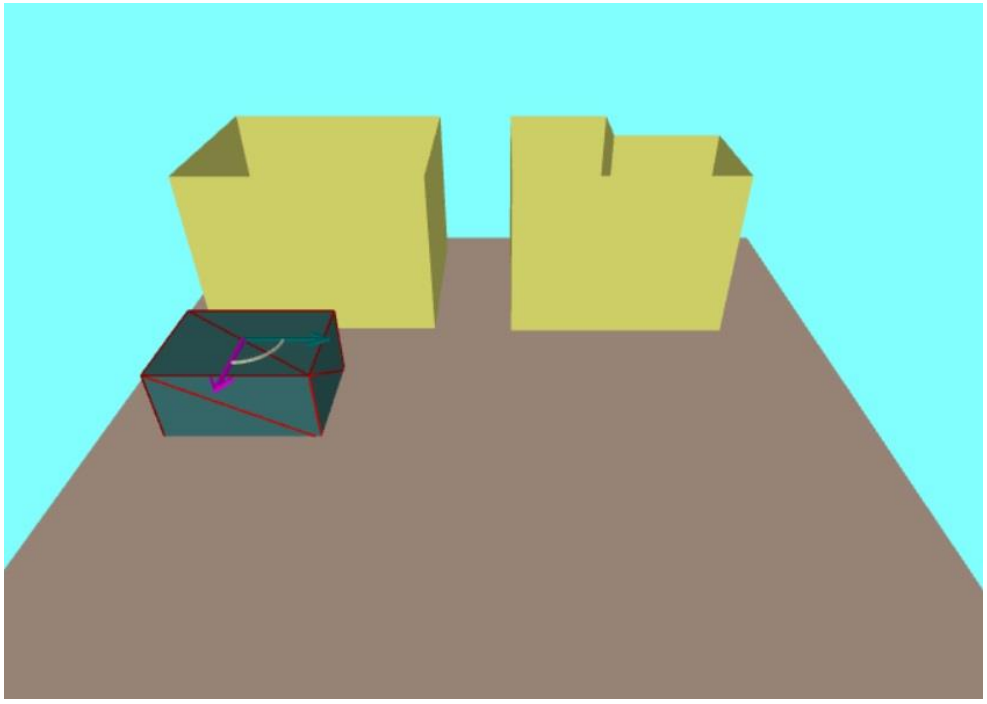


Free Box Setting dialog box opens.

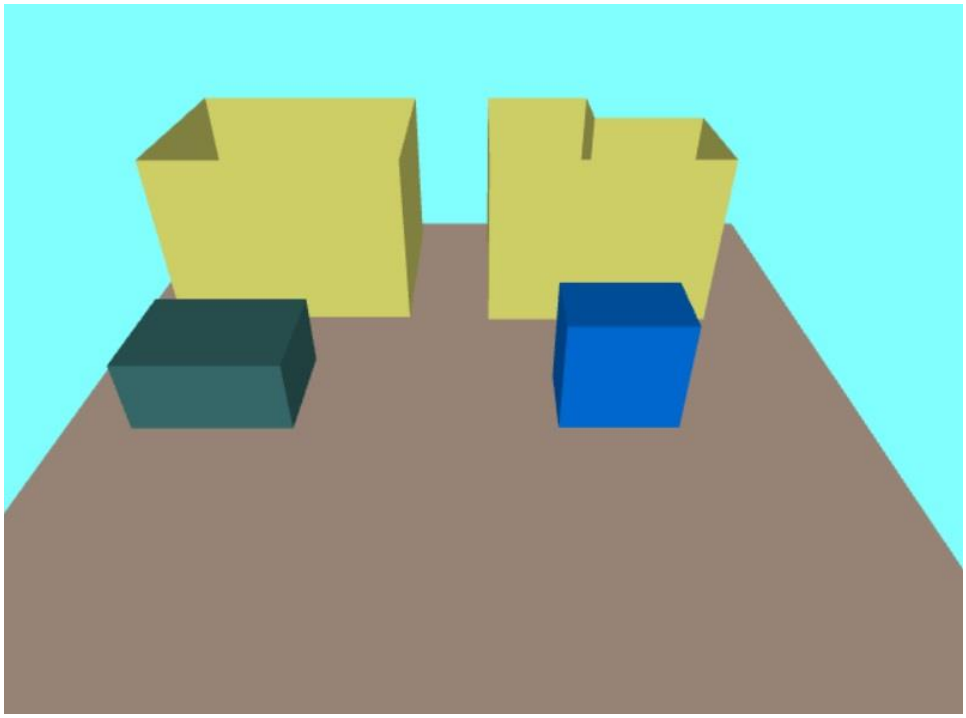


You can specify its coordinates for X, Y, Z, and also its color. You will use the following color dialog to select a color.

Once you finalize your setting, press <Done> button. The size and color settings are applied to free box.

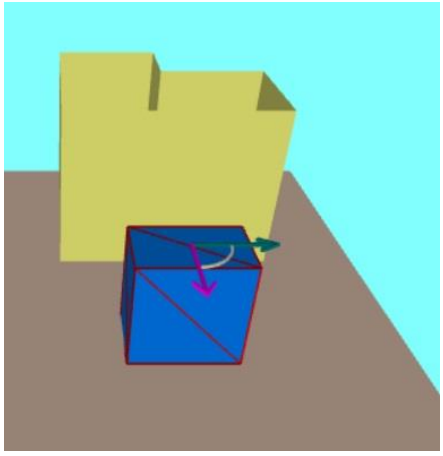


(11) Add another free box, by the same operation.



(12) Left click on a free box.

The free box changes to be selected. It is highlighted in red, and device manipulator is shown.



(13) Left double click on a manipulator arrow

Manipulator setting dialog opens.

(14) Specify 30 as Angle, and press <Apply> button.

The selected free box rotates 30 degrees.

(15) Specify -15 as Angle, and press <Apply> button.

The selected free box changes to be rotated in -15 degrees.

As you already tried, you can specify exact location or angle by device manipulator.

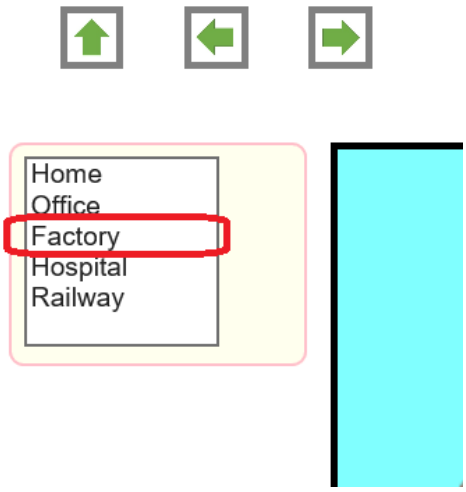
4.2 Adding New Device from Device Tab

Now, you see how you can add new devices from Device Tab.

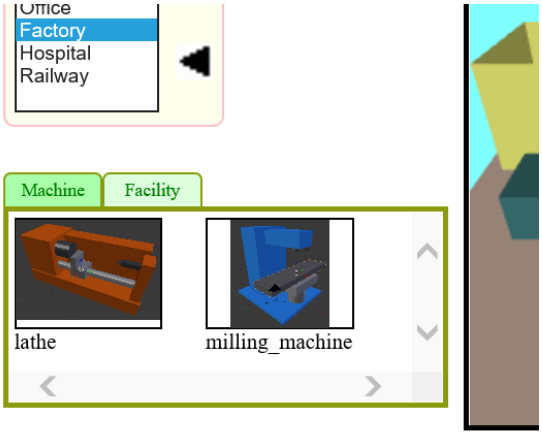
You can add your own 3D data to Device Tab. You can also customize tab pages and images on each tab page.

Where, we are going to see how you add a device which is already available on Device Tab.

(1) Select <Factory> from device tab page list at the left of the page.



You will see two tabs, which are [Machine] and [Facility].

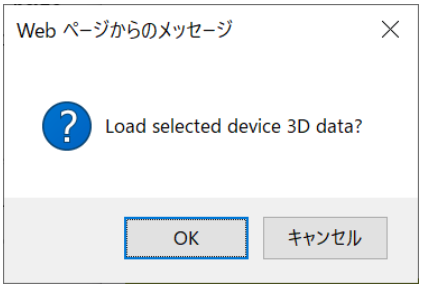


(2) Press Space key once.

Now, you change to Creation mode. When you add a new device from Device Tab, you need to be in Creation Mode.

(3) Select any item in Machine page

Confirmation dialog box for device load opens.

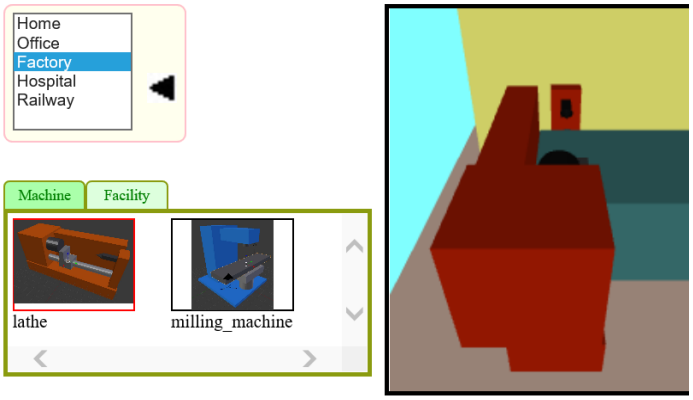


(4) Press <OK> button

(5) Move mouse pointer to the floor.

The selected device is highlighted in red on the page at the same time.

Now, you can add the device by moving your mouse pointer to the floor.



(6) Left click at a location on the floor.
The selected device is added to the floor.

(7) If necessary, change location or angle for the device.

4.3 File Save as Free User

Free user is not allowed to save device layout files, though room layout files can be saved.

Chapter 5 – Inquiries

5 Inquiries

If you have any inquiry, please contact the following address.

Support@realinite.co.jp