HOUSE INTERIOR Decore Files

HOUSE comes with decoration color schemes that you can use to set-up your text and background colors--and much more--in a flash! Files that have the **.HID** extension are *blueprint* files. They can be used to redecorate your HOUSE in a few clicks. If you use the sequence **SET**-DEC-DO-GET the HOUSE file manager will appear, with a .HID file filter, showing only HID files.   Double click on one to load it into memory.

Any time you double click a **.HID** file from the **file viewer** it will automatically load into your on-board blueprint memory...no questions asked. *You might not even notice* it 'arriving' except for the brief message you will see..."New Layout is Here!". *The SET-DEC-DO-GET sequence is not a neccessity--since you can load HID's anytime you are viewing files with the HOUSE file manager.*

Using individual blueprints from the file is easy, but first, a note about screen/video modes. If the layout was made using a different video-mode (screen size) you will get a message...Blueprint Won't Fit Current Screen. Layouts can only be used in the video mode they were saved in, i.e. VGA, SVGA. An exact match is required such as 7200 x 9600 = VGA. A HID file that is not 7200 X 9600 will not work with a typical VGA screen. That's why some of the HID's shipped with your HOUSE will not work...they were designed for screens other than the size you are using.

Once the HID blueprint file is in memory, you can *set a color scheme* by clicking the sequence **SET** - DEC - DO and then clicking *the number of the layout* you wish to use. (1-8) . When you are Redecorating, the individual blueprints will have an R beside them--as in *read*. If you are recording/saving an individual blueprint the display number will be followed by a W--as in *Write*.

HOUSE will automatically set itself with the appropriate colors, fonts, and screen size & position, as recorded in the Blueprint when you click the number of the blueprint you want to use. This takes a few seconds, since about 32 Graphical elements are changed each time, including Background colors, Text colors, Font Sizes, Font Boldness, Window Sizes, etc etc.

You can capture your own layouts as decore blueprints. Clicking **SET**-DEC-MEM and then clicking a number (1-8) will capture the current layout. Don't worry if a name is already associated with that blueprint 'slot'.. you can simply write-over-it. Click SAV in the same menu box to *store the memorized blueprints to disk* when you want to keep them permanently.

Of course, your colors and such must be set before you will want to save them.
To change an object's color within **HOUSE**, use the sequence **SET**-COL.

Right after you click COL, you will see a color chart displayed within HOUSE itself. Move your mouse around and watch the colors change in the little window up top--*(the one with the squares moving around all the time.)* Color changes in the CPU window reflect the color on your brush at the time. Click and it will freeze. Click again it will allow you to change the color. Once you have the color you like, click the chart to lock the color in, then click the label for the object you want colored that way. There are two color modes-(B)ackground and (F)oreground-text.

The **B/F** menubox function toggles between TEXT and BACKGROUND modes. Each time you click it, you'll switch color function. As usual, select a color with your mouse sweep, then click an object name in the menubox to set colors for that object...but remember TEXT OR BACKGROUND colors may change, depending upon the state of this **B/F** latch. The **HOUSE** Roof will display a message telling you which mode is currently activated--each time you click B/F, such as "Now Doing TEXT Colors..."

You can use any colors you wish but SOLID background colors should be used on some window elements, since 'graduated' or approximated (dithered) colors can have strange effects--particularly as background colors, often redering foreground text un-readable. This all sounds

complicated, but it's not...just pick your colors well.

Of course, it does take some time to get a decore 'just right'...that's why HOUSE has the pre-programmed decores. You can easily modify them to your liking and save them under a different blueprint name, keeping both.

Layouts store Foreground Color, Background Color, Font Name, Font Size, Font Boldness, for your HOUSE interior windows . Even the button fonts are saved. Your **HOUSE** location and size is also saved for instant recall.

To set fonts, click **SET**-Fnt, then select a size, boldness, or select CHG. This will allow you to change the FONT type/NAME. If you wish to set the buttons, you must change the general layout fonts first, then you are prompted.."Use Font on Buttons Also.." at which point you may choose to use the new font-type/name on the button-faces. You can then re-set a different font for your **HOUSE** windows if you like.

The best FONT is probably the WIN 3.1 font -ARIAL- for most people. Some true type fonts are awkward and slow. Arial is good for speed and clarity and is reccommended highly. Of course, you may use any font available to you in your general Windows resources. If you don't have WIN 3.1 &/or a good true type font, MS Sans Serif is an excellent choice.

A note about VGA/SVGA........

If you can operate in an SVGA high resolution video mode it is highly reccommended. HOUSE just barely squeezes into a VGA resolution screen and it was designed for SVGA or better. If your screen fonts are huge, and resolution is low (VGA or less) you may have problems with HOUSE. It was intended for use with Standard VGA modes or better. It works extremely well in SVGA 800x600 resolution or better. You can set your video modes by exiting Windows, going to the WINDOWS DIRECTORY and typing SETUP. You may need your Windows installation diskettes to add the required drivers for a video change. Of course, your monitor and VIDEO CARD must support any resolution you select. If you are unsure, don't change your Video SETUP without some assistance from a knowledgeable person.