

**Buildings**

**Apartment Block**

A block of textured apartments facing West. Use the object Apartment Window to add another window section to the building in the same style.

**Apartment Window**

A textured window object that you can add as an extension to the building Apartment Block.

**Balcony**

A stone balcony with twin arches.

**Brick Apartment Block**

A high rise textured brick tower block facing South. Use the object Brick Apartment Window to add another window section to the building in the same style.

**Brick Apartment Window**

A textured window object that you can add as an extension to the building Brick Apartment Block.

**Brown Apartment Block**

A brown textured high rise tower block facing South. Use the object Brown Apartment Window to add another window section to the building in the same style.

**Brown Apartment Window**

A textured window object that you can add as an extension to the building Brown Apartment Block.

**Castle Tower**

A simple castle tower with a pointed roof.

**Concrete Apartment Block**

A textured high rise concrete building facing East. Use the object Concrete Apartment Window to add another window section to the building in the same style.

**Concrete Apartment Window**

A textured window object that you can add as an extension to the building Concrete Apartment Block.

**Concrete Pagoda**

A four sided Chinese style house with roof.

**Concrete Pagoda East Window**

An East facing window section in the style of Concrete Pagoda. This object can be used with the other Concrete Pagoda Window objects to build a house like Concrete Pagoda.

**Concrete Pagoda North Window**

A North facing window section in the style of Concrete Pagoda. This object can be used with the other Concrete Pagoda Window objects to build a house like Concrete Pagoda.

**Concrete Pagoda South Window**

An South facing window section in the style of Concrete Pagoda. This object can be used with the other Concrete Pagoda Window objects to build a house like Concrete Pagoda.

**Concrete Pagoda West Window**

A West facing window section in the style of Concrete Pagoda. This object can be used with the other Concrete Pagoda Window objects to build a house like Concrete Pagoda.

**Garden Shed**

A detailed wooden garden shed with window. Click on the door to open and close it.

**Geometric Office Block**

A dark fronted glass office block facing South. Use the object Geometric Office Window to add another window section to the building in the same style.

**Geometric Office Window**

A window object that you can add as an extension to the building Geometric Office Block.

**Glass Office Block**

A glass fronted office block facing East. Use the object Glass Office Window to add another window section to the building in the same style.

**Glass Office Window**

A window object that you can add as an extension to the building Glass Office Block.

## **Green House**

A detailed greenhouse containing soil and a sliding door. Click on the door to open and close it.

**High Rise Block**

A textured high rise block of apartments facing South. Use the object High Rise Window to add another window section to the building in the same style.

**High Rise Window**

A textured window object that you can add as an extension to the building High Rise Block.

**IBeam Horizontal EW**

An I-shaped horizontal construction girder running in the X axis (East - West).

**IBeam Horizontal NS**

An I-shaped horizontal construction girder running in the Y axis (North - South).

**IBeam Vertical EW**

An I-shaped vertical construction girder with the I shape facing East - West.

**IBeam Vertical NS**

An I-shaped vertical construction girder with the I shape facing North - South.

**Light Apartment Block**

A light colored tower block facing North. Use the object Light Apartment Window to add another window section to the building in the same style.

**Light Apartment Window**

A window object that you can add as an extension to the building Light Apartment Block.

**Light Office Block**

A light fronted tall glass office block facing South. Use the object Light Office Window to add another window section to the building in the same style.

**Light Office Window**

A window object that you can add as an extension to the building Light Office Block.

**Manhattan Apartment Block**

Block of nine Manhattan style apartments facing South. Use the object Manhattan Apartment Window to add another window section to the building in the same style.

**Manhattan Apartment Window**

A window object that you can add as an extension to the building Manhattan Apartment Block.

**Manhattan Office Block**

A gray office block facing South. Use the object Manhattan Office Window to add another window section to the building in the same style.

**Manhattan Office Window**

A window object that you can add as an extension to the building Manhattan Office Block.

**Metal Frame**

A scaffold tower of gantry objects.

**Office Block**

A low level office block facing North. Use the object Office Window to add another window section to the building in the same style.

**Office Window**

A window object that you can add as an extension to the building Office block.

**Parking Lot Block**

A multi-level parking lot facing West. Use the object Parking Lot Window to add another window section to the building in the same style.

**Parking Lot Window**

A window object that you can add as an extension to the building Parking Lot Block.

**Perspective E**

A stretch of road that appears to disappear into the East. It is designed to provide an easy, uncomplicated end to a road, by giving an impression of distance and removing the need to build the entire road. It should be resized to match any built road.

By default, the road is lined by buildings. You can remove these buildings by clearing the Building Walls check box in Actions in the Attributes palette. When you change to Play mode the buildings disappear.

**Perspective N**

A stretch of road that appears to disappear into the North. It is designed to provide an easy, uncomplicated end to a road, by giving an impression of distance and removing the need to build the entire road. It should be resized to match any built road.

By default, the road is lined by buildings. You can remove these buildings by clearing the Building Walls check box in Actions in the Attributes palette. When you change to Play mode the buildings disappear.

**Perspective S**

A stretch of road that appears to disappear into the South. It is designed to provide an easy, uncomplicated end to a road, by giving an impression of distance and removing the need to build the entire road. It should be resized to match any built road.

By default, the road is lined by buildings. You can remove these buildings by clearing the Building Walls check box in Actions in the Attributes palette. When you change to Play mode the buildings disappear.

**Perspective Simple**

A stretch of road that appears to disappear into the distance. It is designed to provide an easy, uncomplicated end to a road, by giving an impression of distance and removing the need to build the entire road. It should be resized to match any built road.

The road is lined by buildings. Perspective Simple is darker than the other Perspective road pieces and should be used with the Manhattan building objects.

**Perspective W**

A stretch of road that appears to disappear into the West. It is designed to provide an easy, uncomplicated end to a road, by giving an impression of distance and removing the need to build the entire road. It should be resized to match any built road.

By default, the road is lined by buildings. You can remove these buildings by clearing the Building Walls check box in Actions in the Attributes palette. When you change to Play mode the buildings disappear.

**Purple Apartment Block**

A small block of purple colored apartments facing East. Use the object Purple Apartment Window to add another window section to the building in the same style.

**Purple Apartment Window**

A window object that you can add as an extension to the building Purple Apartment Block.

**Red Brick Office**

A large four sided red brick office building.

**Red Brick Office East Wall**

An East facing wall section in the style of Red Brick Office. This object can be used with the other Red Brick Office Wall objects to build an office.

**Red Brick Office North Wall**

A North facing wall section in the style of Red Brick Office. This object can be used with the other Red Brick Office Wall objects to build an office.

**Red Brick Office South Wall**

A South facing wall section in the style of Red Brick Office. This object can be used with the other Red Brick Office Wall objects to build an office.

**Red Brick Office West Wall**

A West facing wall section in the style of Red Brick Office. This object can be used with the other Red Brick Office Wall objects to build an office.

**Shop Below Street**

An entrance to an underground shop.

**Shop Front**

A shop front with two doors, windows, and stairs, facing South.

This object is only partially visible from behind, so if you cannot see much when you load it, either rotate it or move the viewpoint around it.

**Shop Symmetrical**

A shop front with two windows and a door, facing South.

This object is only partially visible from behind, so if you cannot see much when you load it, either rotate it or move the viewpoint around it.

**Shop Window**

A simple shop window.

Note: Shop Window has no reverse side. If you cannot see the object properly when you drag it in from the Warehouse, move around the object or rotate it until the front becomes visible.

**Shop with Double Doors**

A shop front with double doors, facing South.

This object is only partially visible from behind, so if you cannot see much when you load it, either rotate it or move the viewpoint around it.

**Shop with Double Window**

A shop front with a double pane window, two doors and stairs.

This object is only partially visible from behind, so if you cannot see much when you load it, either rotate it or move the viewpoint around it.

**Shop with Single Window**

A shop front with a single pane window, two doors and stairs.

This object is only partially visible from behind, so if you cannot see much when you load it, either rotate it or move the viewpoint around it.

**Simple Block**

A basic block of apartments facing East. Use the object Simple Window to add another window section to the building in the same style.

**Simple Window**

A window object that you can add as an extension to the building Simple Block.

**Theater Front**

A theater front, with four entrance doors, and two side windows.

This object is only partially visible from behind, so if you cannot see much when you load it, either rotate it or move the viewpoint around it.

## **Wind Power**

A wind powered pump.

Click the tower with the left mouse button to rotate the top clockwise. Click with the right button to rotate it anti-clockwise.

You can set the following properties in Actions in the Attributes palette:

**Spin Speed:** The number of degrees the windmill blades will turn each frame, and therefore how fast they turn. The higher the number the faster the blades turn. A negative number reverses the direction.

**Turn Speed:** The number of degrees the top will turn each frame when the tower is clicked on with the mouse. The higher the number the faster the top will turn.

