



Geoff Hamiltons 3D Garden Designer Help Index

General Description

Structure of a Garden Document:

- [Plan Window](#)
- [3D Window](#)
- [Landscape Window](#)
- [Encyclopedia Window](#)
- [Care Window](#)
- [Notes Window](#)

How To ...

Manage plant species:

- [Changing the current plant species](#)
- [View care calendar for the current plant species](#)
- [View possible diseases for the current plant species](#)
- [View and edit note text for the current plant species](#)
- [Creating and using a new set of plants](#)
- [Print Encyclopedia Window](#)
- [Print Care Window](#)

Manage plan objects:

- [Placing an object in the garden plan](#)
- [Selecting an object or group of objects](#)
- [Copy an object or group of objects](#)
- [Changing size of an object or group of objects](#)
- [Changing placement of an object or group of objects](#)
- [Changing orientation of an object or group of objects](#)
- [Changing the curvature of an object](#)
- [Flipping an object or group of objects](#)
- [Replacing a plant](#)
- [Viewing and changing properties of an object](#)
- [Viewing and editing note text for an object](#)

Commands:

- [File menu](#)
- [Edit menu](#)
- [Place menu](#)
- [Plant menu](#)
- [View menu](#)
- [Window menu](#)
- [Help menu](#)



File Menu Commands.

The *File menu* offers the following commands:

Command	Action
<u>New</u>	Create a new document.
<u>Open</u>	Open an existing document.
<u>Close</u>	Closes an opened document.
<u>Save</u>	Save an opened document using the same file name.
<u>Save As</u>	Save an opened document to a specified file name.
<u>Print</u>	Prints a document.
<u>Print Setup</u>	Select a printer and printer connection.
<u>Load on Startup</u>	Toggles the loading of the most recently opened file on start-up.
<u>Exit</u>	Exits application.

Load on Startup Command (File menu)

This command allows you to choose whether to open the last garden you were working on at startup.

If the menu item is checked, then program will load the last used document next time the program is started up.

Edit Menu Commands

The *Edit menu* offers the following commands:

Command	Action
<u>Undo</u>	Reverse previous editing operation.
<u>Redo</u>	Redo last undone operation
<u>Cut</u>	Deletes data from the document and moves it to the clipboard.
<u>Copy</u>	Copies data from the document to the clipboard.
<u>Paste</u>	Pastes data from the clipboard into the document.
<u>Paste Link</u>	Pastes from the clipboard a link to data in another application.
<u>Delete</u>	Deletes selected objects
<u>Select All</u>	Selects all the items within a document
<u>Deselect</u>	Deselects object or group of object
<u>Insert New Object</u>	Inserts and embeds an object, such as a chart or an equation in a document.
<u>Links</u>	List and edit links to embedded documents.
<u>Object</u>	Activate an embedded object for editing.

Deselect Command (Edit menu)

Use this command to deselect an object or group of objects in the *Plan Window*

Delete Command (Edit menu)

Use this command to delete currently selected objects.

Shortcuts

Keys: Del

Select All Command (Edit menu)

Use this command to select all the objects within a garden plan.

View Menu Commands

The *View menu* offers the following commands:

Command	Action
<u>Main Toolbar</u>	Shows or hides the Main Toolbar.
<u>Plan Toolbar</u>	Shows or hides the Plan Toolbar.
<u>Rulers</u>	Shows or hides the plan rulers
<u>Status Bar</u>	Shows or hides the status bar
<u>Plan Options</u>	Set garden plan view options
<u>Background</u>	Set garden plan background
<u>Month</u>	Select the month in which you would like to view your garden
<u>Camera list</u>	Show the cameras list.
<u>Set Sky</u>	Show Select Sky dialog box.
<u>Landscape Toolbar</u>	Shows or hides the Landscape Toolbar.
<u>3D Toolbar</u>	Shows or hides the 3D Toolbar.
<u>Setup Contour Lines</u>	Shows or hides the Contour Lines.

Window Menu Commands

The *Window menu* offers the following commands, which enables you to arrange multiple views of multiple documents in the application window:

Command	Action
<u>Duplicate</u>	Create a new window that views the same document.
<u>Cascade</u>	Arrange windows in an overlapped fashion.
<u>Tile Horizontal</u>	Horizontally arrange windows on screen without overlapping.
<u>Tile Vertical</u>	Vertically arrange windows on screen without overlapping.
<u>Arrange Icons</u>	Arrange icons of minimized windows.
<u>Synchronize by plant</u>	Synchronize all document views to show the same plant species.
<u>Plan</u>	Activate plan window of current document.
<u>Landscape</u>	Activate landscape window of current document.
<u>3D View</u>	Activate 3D view window of current document.
<u>Encyclopedia</u>	Activate encyclopedia window of current document.
<u>Care</u>	Activate care window of current document.
<u>Notes</u>	Activate notes window of current document.
<u>Window 1, 2, ...</u>	Goes to the specified window.

Synchronize by Plant Command (Window menu)

Use this command to set synchronization mode of document windows. Having this turned ON synchronizes all document views to show the same plant species; turned OFF, each window behaves independently of the others.

Shortcuts

Keys: CTRL+F9

Plan Command (Window menu)

Use this command to activate the *Plan Window* of the current document
See [Plan Window](#) for more information about editing a garden plan.

Shortcuts

Main Toolbar:



Keys: Alt+1

Landscape Command (Window menu)

Use this command to activate the *Landscape Window* of the current document
See [Landscape Window](#) for more information.

Shortcuts

Main Toolbar:



Keys: Alt+5

3D View Command (Window menu)

Use this command to activate the *3D View Window* of the current document
See [3D Window](#) for more information.

Shortcuts

Main Toolbar:



Keys: Alt+6

Care Command (Window menu)

Use this command to activate the *Care Window* of the current document
See [Care Window](#) for more information about the garden care window

Shortcuts

Main Toolbar:



Keys: Alt+3

Notes Command (Window menu)

Use this command to activate the *Notes Window* for the current document
See [Notes Window](#) for more information about the notes window

Shortcuts

Main Toolbar:



Keys: Alt+4

Encyclopedia Command (Window menu)

Use this command to show the *Encyclopedia Window*.

See [Encyclopedia Window](#) for more information about the plant encyclopedia.

Shortcuts

Main Toolbar:



Keys: Alt+2

Help Menu Commands

The *Help menu* offers the following commands, which provide assistance with this application:

Command	Action
<u>Index</u>	Offers you an index of topics on which you can get help.
<u>Using Help</u>	Provides general instructions on using help.
<u>Context Help</u>	Provides help on a specific application.
<u>GSP on the Web</u>	Takes you to GSPs Home page.
<u>About</u>	Displays the version number of this application.

New Command (File menu)

Use this command to create a new document.

You can open an existing document with the Open command.

Shortcuts

Main Toolbar:



Keys: CTRL+N

Open Command (File menu)

Use this command to open an existing document in a new window. You can open multiple documents at once. Use the *Window menu* to switch among the multiple open documents. See [Window 1, 2, ... command](#).

You can create new documents with the [New command](#).

Shortcuts

Main Toolbar:



Keys: CTRL+O

File Open dialog box

The following options allow you to specify which file to open:

File Name

Type or select the filename you want to open.

List Files of Type

Select the type of file you want to open: i.e. *.GRD

Drives

Select the drive you want, which will then display a file and directory list.

Directories

Select the directory required which will then display the relevant file list.

Network...

This button is available if you are running Windows for Workgroups 3.11 or Windows 95 and above. Choose this button to connect to a network location, assigning it a new drive letter.

Close Command (File menu)

Use this command to close all windows containing the active document. The program will suggest that you save the changes to your document before you close it. If you close a document without saving, you will lose all changes made since the last time you saved it. Before closing an Untitled document the Save As dialog box will be displayed. This will suggest that you name and save the document.

You can also close a document by using the *Close icon* on the document's window, as shown below:



Save Command (File menu)

Use this command to save the active document with its current name and directory. When you save a document for the first time, it will display the Save As dialog box so you can name your document. If you want to change the name and directory of an existing document before you save it, choose the Save As command.

Shortcuts

Main Toolbar:



Keys: CTRL+S

Save As Command (File menu)

Use this command to save and name the active document. The program displays the Save As dialog box so you can name your document.

To save a document with its existing name and directory, use the Save command.

File Save As dialog box

The following options allow you to specify the name and location of the file you are about to save:

File Name

Type a new filename to save a document with a different name. A filename can contain up to eight characters and an extension of up to three characters. The application adds the extension specified in the Save File As Type box.

Drives

Select the drive in which you want to store the document.

Directories

Select the directory in which you want to store the document.

List Files of Type

Select the type of file you want to save.

Network...

Choose this button to connect to a network location, assigning it a new drive letter.

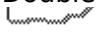
1, 2, 3, 4 Command (File menu)

At the bottom of the *File menu*, the 4 most recently opened files are listed. Selecting one of these options will enable you to open that document quickly.

Exit Command (File menu)

Use this command to end your Garden Design session. You can also use the *Close command* on the application *Control menu*. The program will prompt you to save your changes.

Shortcuts


Mouse:  Double-click the application's Control menu button.

Keys: ALT+F4

Undo / Can't Undo Command (Edit menu)

Use this command to reverse the last editing action, if possible.

Shortcuts


Main Toolbar: 

Keys: CTRL+Z or ALT+BACKSPACE

Redo Command (Edit menu)

Use this command to redo the last undone operation, if possible.

Shortcuts

Main Toolbar: 
Keys: CTRL+A

Cut Command (Edit menu)

Use this command to remove the currently selected data from the document and put it on the clipboard. This command is unavailable if there is no data currently selected.

NOTE: Cutting data to the clipboard replaces the contents previously stored there.

Shortcuts

Main Toolbar:



Keys: CTRL+X

Copy Command (Edit menu)

Use this command to copy selected data onto the clipboard. This command is unavailable if there is no data currently selected.

NOTE: Copying data to the clipboard replaces the contents previously stored there.

Shortcuts

Main Toolbar:



Keys: CTRL+C

Paste Command (Edit menu)

Use this command to insert a copy of the clipboard contents at the insertion point. This command is unavailable if the clipboard is empty.

Shortcuts

Main Toolbar:



Keys: CTRL+V

Main Toolbar Command (View menu)

Use this command to display and hide the *Main Toolbar*, which includes buttons for some of the most common commands in the application, such as *File Open*. A check mark appears next to the menu item when the *Main Toolbar* is displayed.

See [Main Toolbar](#) for help on using the *Main Toolbar*.

Plan Toolbar Command (View menu)

Use this command to display and hide the *Plan Toolbar* of currently active plan window. This toolbar includes buttons for some of the commands in the garden plan, such as *Structure*, *Decor* etc. A check mark appears next to the menu item when the *Plan Toolbar* is displayed.

See [Plan Toolbar](#) for help on using the *Plan Toolbar*.

Rulers Command (View menu)

Use this command to display and hide the *Rulers* of the currently active Plan Window. A check mark appears next to the menu item when the *Rulers* are displayed.

See Rulers for help on using the rulers.

Background Command (View menu)

Use this command to choose the background of the garden plan.

The command displays the Plan Background dialog box.

Month Command (View menu)

Use this command to select the month in which you would like to view your garden.

The command shows the Month dialog box.

3D Toolbar Command (View menu)

Use this command to display or hide the *3D Toolbar*, which includes buttons for some of the commands to control the *3D View Window*. A check mark appears next to the menu item when the *3D Toolbar* is displayed.

See [3D Toolbar](#) for help on using the *3D Toolbar*.

Landscape Toolbar Command (View menu)

Use this command to display or hide the *Landscape Toolbar*, which includes buttons for some of the most common commands for controlling the *Landscape View Window*. A check mark appears next to the menu item when the *Landscape Toolbar* is displayed.

See [Landscape Toolbar](#) for help on using the *Landscape Toolbar*.

Setup Contour Lines Command (View menu)

Use this command to display Contour Lines Properties Dialog Box.

Shortcuts

Landscape Toolbar:



Camera list Command (View menu)

Use this command to show the camera list to enable you to choose the one that you want to view from.

Set Sky Command (View menu)

Use this command to choose the *Sky* you want to be displayed.

Main Toolbar



The *Main Toolbar* is displayed across the top of the application window, below the menu bar. The *Main Toolbar* provides quick mouse access to many tools used in application.

To hide or display the *Main Toolbar*, choose Main Toolbar item from the View menu (ALT, V, T).

Click

To



Open an existing document. Program displays the Open dialog box, in which you can locate and open the desired file.



Save the active document with its current name. If you have not named the document, the application displays the Save As dialog box.



Removes selected data from the document and store it on the clipboard.



Copy the current selection to the clipboard.



Insert the contents of the clipboard at the insertion point.



Reverse the last action.

NOTE: You cannot undo some actions.



Redo the previous undo action.



Activate Plan Window for the current document.



Activate Landscape Window for the current document.



Activate 3D View Window for the current document.



Activate Care Window for the current document.



Activate the Encyclopedia Window.



Activate Notes Window for the current document.



Show Care Calendar for current plant species.



View and edit note text for the current plant species.



View a list of possible plant diseases for current plant species.



Print the active document.



Display context sensitive help for a selected object.

Plan Toolbar



The *Plan Toolbar* is displayed across the top of the plan window, below the title bar. The *Plan Toolbar* provides quick mouse access to many tools used in the plan window.

To hide or display the *Plan Toolbar*, choose Plan Toolbar item from the View menu (ALT, V, P).

Click

To



Place surface object in plan.



Place structure object in plan.



Place a fencing object in plan.



Place a decor object in plan.



Place a lighting object in plan.



Place a vehicle object in plan.



Place a camera object in plan.



Place a plant object in plan.



View and change garden plan options.



Zoom out of garden display.



Zoom into garden display.



View garden plan during day time.



View garden plan during night time.

Status Bar Command (View menu)

Use this command to display and hide the *Status Bar*, which describes the action to be executed by the selected menu item or depressed toolbar button, along with the current cursor location. A check mark appears next to the menu item when the *Status Bar* is displayed.

See [Status Bar](#) for help on using the status bar.

Status Bar

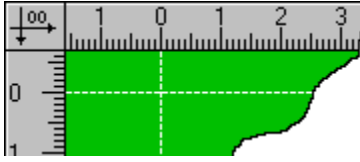


The *status bar* is displayed at the bottom of the program window. To display or hide the *status bar*, use the Status Bar command in the View menu.

The left area of the status bar describes actions of menu items as you use the arrow keys to navigate through menus. This area similarly shows messages that describe the actions of toolbar buttons as you depress them, before releasing them. If after viewing the description of the toolbar button command you do not wish to execute the command, then release the mouse button while the pointer is off the toolbar button.

The far right of the status bar shows the X and Y co-ordinate of cursor, angle, or dimensions of an object depending on the current operation.

Rulers



The *rulers* are displayed around the top and left sides of the Plan Window. To display or hide the *rulers*, use the Rulers command in the View menu. Use the left mouse button to click and drag on a ruler to add guidelines for aligning objects and the like. Drag guidelines back to a ruler to delete them.

Click and drag on the top left corner of the ruler to change the origin of coordinates.

Duplicate Command (Window menu)

Use this command to open a new window with the same contents as the active window. You can open multiple document windows to display different parts or views of a document at the same time. If you change the contents in one window, all other windows containing the same document reflect those changes. When you open a new window, it becomes the active window and is displayed on top of all other open windows.

Cascade Command (Window menu)

Use this command to arrange multiple opened windows in an overlapped fashion.

Tile Horizontal Command (Window menu)

Use this command to horizontally arrange multiple opened windows in a non-overlapped fashion.

Tile Vertical Command (Window menu)

Use this command to arrange multiple opened windows side by side.

Arrange Icons Command (Window menu)

Use this command to arrange the icons for minimized windows at the bottom of the main window. If there is an open document window at the bottom of the main window, then some or all of the icons may not be visible because they will be underneath this document window.

1, 2, ... Command (Window menu)

The Application displays a list of currently open document windows at the bottom of the *Window menu*. A check mark appears in front of the document name of the active window. Choose a document from this list to make its window active.

Index Command (Help menu)

Use this command to display the Help contents screen. From the opening screen, you can jump to step-by-step instructions for using the application and various types of reference information.

Once you open Help, you can click the *Contents* button whenever you want to return to the opening screen.

Using Help Command (Help menu)

Use this command for instructions about using Help.

About Command (Help menu)

Use this command to display the copyright notice and version number of your program copy.

Context Help Command (Help menu)

Use the *Context Help command* to obtain help on a particular part of the program. When you choose the *Toolbar's Context Help* button, the mouse pointer will change to an arrow and a question mark. Click somewhere in the application window, such as another Toolbar button, and a Help topic will be shown for the item you clicked on.

Shortcut

Main Toolbar:



Keys: SHIFT+F1

GSP on the Web Command (Help menu)

Use this command to show GSPS home page.

Title Bar

The title bar is located along the top of a window. It contains the name of the application and the document that you are working on.

To move the window, drag the title bar.

NOTE: You can also move dialog boxes by dragging their title bars.

A title bar may contain the following elements:

- Application Control-menu button
- Document Control-menu button
- Maximize button
- Minimize button



Name of the application



Name of the document



Restore button


Scroll bars

These are displayed at the right and bottom edges of the document window. The scroll boxes inside the scroll bars indicate your vertical and horizontal location in the document. You can use the mouse to scroll to other parts of the document.

Size Command (System menu)

Use this command to display a four-headed arrow so you can size the active window with the arrow keys.

To change size of the active window with arrow keys:

1. Choose this command from the active window System menu. After the pointer changes to the four-headed arrow: 
2. Press one of the *direction keys* (left, right, up, or down arrow key) to move the pointer to the border you want to move.
3. Press a *direction key* to move the border.
4. Press ENTER when the window is the size you want.

NOTE: This command is unavailable if you maximize the window.


Shortcut

Mouse: Drag the size bars at the corners or edges of the window.

Move Command (Control menu)

Use this command to display a four-headed arrow so you can move the active window or dialog box with the arrow keys.

To move the active window with the arrow keys:

1. Choose this command from the active window System menu. After the pointer changes to the four-headed arrow: 
2. Press one of the *direction keys* (left, right, up, or down arrow keys) to move the pointer with the window to the place where you want to move the window to.
3. Press ENTER when the window is in the desired location.

NOTE: This command is unavailable if you maximize the window.


Shortcut

Mouse: Drag the window title bar.

Minimize Command (application Control menu)

Use this command to reduce the program window to an icon.


Shortcut

Mouse: Click the minimize icon  on the title bar.

i\$Maximize Command (System menu)

Use this command to enlarge the active window to fill all the available space.

Shortcut

Mouse: Click the maximize icon  on the title bar; or double-click the title bar.

Next Window Command (document Control menu)

Use this command to switch to the next open document window. The program determines which window is next according to the order in which you opened the windows.

Shortcut

Keys: CTRL+F6

Close Command (Control menu)

Use this command to close the active window or dialog box.

Double-clicking a *Control menu box* is the same as choosing the *Close command*.



NOTE:: If you have multiple windows open for a single document, the *Close command* on the document Control menu closes only one window at a time. You can close all windows at once with the *Close command* on the File menu.

Shortcuts

Keys: CTRL+F4 closes a document window
 ALT+F4 closes the application window or dialog box

Restore Command (Control menu)

Use this command to return the active window to its size and position before you chose the *Maximize* or *Minimize* command.

Switch to Command (application Control menu)

Use this command to display a list of all open applications. Use this *Task List* to switch to or close an application on the list.

Shortcut

Keys: CTRL+ESC

Dialog Box Options

When you choose the *Switch To command*, you will be presented with a dialog box with the following options:

Task List

Select the application you want to switch to or close.

Switch To

Makes the selected application active.

End Task

Closes the selected application.

Cancel

Closes the *Task List box*.

Cascade

Arranges open applications so they overlap and you can see each title bar. This option does not affect applications reduced to icons.

Tile

Arranges open applications into windows that do not overlap. This option does not affect applications reduced to icons.

Arrange Icons

Arranges the icons of all minimized applications across the bottom of the screen.

Fit to size Command (Control menu)

This command will change the size of the window so that all the controls of it are visible.

NOTE: If size of document window fits the controls layout, the command is unavailable.

Paste Link Command (Edit menu)

Use this command to paste and link an object from another OLE server application. Changes made to an object in the source document will be reflected in your document.

Links Command (Edit menu)

Use this command to display a Links dialog box that lets you edit links between your document and other documents.

NOTE: This command is unavailable if you have no links in your document.

Convert object (Edit menu)

Specify a different source application for an embedded object.

See also: [Convert dialog box](#)

Links dialog box

This dialog lists the source documents for the active document and provides options you can use to change the links in linked documents.

Source File

Lists the names of source documents.

Item

Lists the sources of the links.

Type

Describes the linked item.

Status

Indicate whether the link is updated manually or automatically.

Open

Open the selected source document.

Close

The *Close button* appears in the *Links dialog box* when you firsts open it. Choosing the *Close button* cancels the command and closes the *Links dialog box*.

Change Source

Displays the *Change Links dialog box*, which you can use to redirect links to the dependent worksheet.

Update Now

Update the active dependent document with information from the selected source documents.

Automatic

Update the linked data automatically.

Manual

Update the linked data manually when you choose the *Update Now button*.

Object name (Edit menu)

This command activates an embedded object for editing. The name of this command will change corresponding with the type of the selected object.

Shortcut

Mouse: Double-click the object with the left mouse button.

Insert New Object Command (Edit menu)

Inserts and embeds an object, such as a chart or an equation in a document. The application in which the object was created becomes active on the screen.

Select the object you want to insert into your document by using the Insert New Object dialog box.

Insert New Object dialog box

This dialog inserts a new object into a document and has the following options.

Create New

Select this button to create and embed a new OLE object.

Create from File

Select this button to embed or link an object you have already created and saved using another OLE application. After you select *Create from File*, the *File box*, *Browse button*, and the *Link box* appear.

Object Type

Lists the other OLE server applications installed on your computer. Select an object type from the list if you want to create and embed an object. To embed or link an object you have already created and saved, choose *Create from File*.

Display As Icon

Select this box if you want to display the object as an icon.

File

Type the name and path of the file you want to link or embed.

Browse

Opens the *Browse dialog box*, in which you can choose the file you want to link or embed.

Link

Link the file displayed in the *File box*. (If you do not choose Link, the file will be embedded.)

Change Icon

Opens the *Change Icon dialog box* so you can select a different icon.

Change Icon Dialog Box Options

Icon

Select the icon you want to represent an embedded or linked object.

Current

Display the current icon.

Default

Display the default icon.

From File

Type the name and path of the file containing the icon you want to use, or choose *Browse* to locate the file.

Label

Enter a label for the icon.

Browse

Locate the file with the icon you want to use to represent an embedded or linked object.

Convert dialog box

In this dialog you can convert an embedded object to another application format. For example if a document has an embedded Microsoft Excel object and you don't have Excel you can convert it to a format your spreadsheet application can use.

Covert To

Select this radio button to convert the embedded object to the type of file that you specify in the *Object Type box*.

Activate As

Select this radio button to open embedded objects in the file format you specify in the *Object Type box*.

Display As Icon

Select this box if you want to display the object as an icon.

Change Icon

Opens the *Change Icon dialog box* so you can select a different icon.

Change Icon Dialog Box Options

Icon

Select the icon you want to represent an embedded or linked object.

Current

Display the current icon.

Default

Display the default icon.

From File

Type the name and path of the file containing the icon you want to use, or choose *Browse* to locate the file.

Label

Enter a label for the icon.

Browse

Locate the file with the icon you want to use to represent an embedded or linked object.

Update Command (File menu)

No help available

Save Copy As... Command (File menu)

No help available

Embedded Object Resize Bar

No help available

Print Command (File menu)

Use this command to print a document. This command presents a Print dialog box, where you may specify the range of pages to be printed, the number of copies, the destination printer, and other printer setup options.

Shortcuts

Main Toolbar:



Keys: CTRL+P

Print dialog box

The following options allow you to specify how the document should be printed:

Printer

This is the active printer and printer connection. Choose the *Setup option* to change the printer and printer connection.

Setup

Displays a Print Setup dialog box, so you can select a printer and printer connection.

Print Range

Specify the pages you want to print:

All Prints the entire document.
Prints the currently selected text.

Selection

Pages Prints the range of pages you specify in the *From* and *To* boxes.

Copies

Specify the number of copies you want to print for the above page range.

Collate Copies

Printing copies in page number order, instead of separated multiple copies of each page.

Print Quality

Select the quality of the printing. Generally, lower quality printing takes less time to produce.

Print Progress Dialog

The *Printing dialog box* is shown during the time that the program is sending output to the printer. The page number indicates the progress of the printing.

To abort printing, choose *Cancel*.

Print Preview Command (File menu)

Use this command to display the active document as it would appear when printed. When you choose this command, the main window will be replaced with a print preview window in which one or two pages will be displayed in their printed format. The Print preview toolbar offers you options to view either one or two pages at a time; move back and forth through the document; zoom in and out of pages; and initiate a print job.

Print Preview toolbar

The *Print preview toolbar* offers you the following options:

Print

Bring up the print dialog box, to start a print job.

Next Page

Preview the next printed page.

Prev Page

Preview the previous printed page.

One Page / Two Page

Preview one or two printed pages at a time.

Zoom In

Take a closer look at the printed page.

Zoom Out

Take a larger look at the printed page.

Close

Return from print preview to the editing window.

Print Setup Command (File menu)

Use this command to select a printer and a printer connection. This command presents a Print Setup dialog box, where you specify the printer and its connection.

Print Setup dialog box

The following options allow you to select the destination printer and its connection.

Printer

Select the printer you want to use. Choose the *Default Printer*; or choose the *Specific Printer option* and select one of the currently installed printers shown in the box. The installation and configuration of printer ports is done within the *Windows Control Panel*. Please consult your Windows manual for further information on how to do this.

Orientation

Choose *Portrait* or *Landscape*.

Paper Size

Select the size of paper that the document is to be printed on.

Paper Source

Some printers offer multiple trays for different paper sources. Specify the tray here.

Options

Displays a dialog box where you can make additional choices about printing, specific to the type of printer you have selected.

Network...

Choose this button to connect to a network location, assigning it a new drive letter.

Landscape Toolbar



The *Landscape Toolbar* is displayed across the top of the landscape window, below the title bar. The *Landscape Toolbar* provides quick mouse access to many tools used in the landscape window.

To hide or display the *Landscape Toolbar*, choose Landscape Toolbar item from the View menu (ALT, V, P).

Click

To



Select an area in the landscape.



Place or delete a point object in the landscape.



Invoke Area Properties dialog.



Invoke Point Properties dialog.



Show Area Properties Dialog Box.



Show Contour Lines Properties Dialog Box.

Select Area Command (Landscape Toolbar)

Use this command to select *Area* object in plan.

Shortcuts

Landscape Toolbar:



Place or delete Point Command (Landscape Toolbar)

Use this command to place or delete a *Point* object in the landscape.

Shortcuts

Landscape Toolbar:



Area Properties Command (Landscape Toolbar)

Use this command to invoke Area Properties dialog.

Shortcuts

Landscape Toolbar:



Point Properties Command (Landscape Toolbar)

Use this command to invoke Point Properties dialog.

Shortcuts

Landscape Toolbar:



Sloping Command (Landscape Toolbar)

Use this command to invoke Point Properties dialog.

Shortcuts

Landscape Toolbar:



Setup Contour Lines (View menu)

Use this command to set the contour lines properties.
This command displays the Contour Lines Properties Dialog.

Shortcuts

Landscape Toolbar:



3D Toolbar



The *3D Toolbar* is displayed across the top of the 3D window, below the title bar. The *3D Toolbar* provides quick mouse access to options used in the 3D window.

To hide or display the *3D Toolbar*, choose 3D Toolbar item from the View menu (ALT, V, P).

Click

To



Edit parameters of the current camera.



Change sky above the garden.



General description of Garden Designer

Garden Designer (hereinafter - program or application) is a computer plant encyclopedia and garden planner.

Using the encyclopedia you may select plants using various criteria like a colour, flowering time, fragrance, etc.. and then place them in your garden plan. The flowering and foliage calendar also allow you to choose plants according to when they flower and bear leaves, and by the colour of their flowers or leaves.

The encyclopedia contains information on over 1500 plants. Information is based on 25 parameters (such as form, size, colour) and each plant is illustrated with at least one colour picture.

For each plant you can define possible diseases that it might suffer from.

For each plant there is a full care calendar, indicating what gardening tasks it requires and when. Some of these are illustrated with animation sequences.

You can build up the design of your garden using simple elements, (e.g. fences, paths, ponds), and then print it out as a record.

With the help of this program you can also see what the change in flower and leaf colours will be for different months of year.

The program can also allow for garden lighting and illustrate how your garden will look at night.

Some of key components and features of the program are detailed below:

Garden planner (Plan Window) is a graphic editor, specially developed to produce plans for gardens and parks. The editor uses realistic images of garden objects to produce a birds-eye plan of your garden. The main editing features include:

- Placing/deleting objects;
- Automatic overlapping and merging of objects;
- The scaling and rotation of objects;
- The saving / loading of garden plans;
- Scrolling of garden plans;
- The smooth Zoom feature;
- Viewing the garden in different months;
- Viewing the garden at night or during the daytime;
- Guiding grid placed over the plan;
- Selective display of objects on plans;
- Compatibility with OLE 2 standards.

Encyclopedia of plants (Encyclopedia Window) containing information about all the plants in the application. It contains the following data:

- The name - Common and Latin classification;
- The appearance - (Image of size 200 * 200 pixels 256 colours);
- View from above for the garden plan of scale 1:100;
- Silhouette - a monochrome depiction 100 * 137 pixels;
- The type of plants - deciduous and coniferous trees, bushes and hedges, herbs, grasses, ferns, climbers;
- Light, moisture and temperature requirements
- Height, width and life expectancy information;
- What the plant can be used for;
- The periods of flowering and leaf bearing;
- The colour of fruits, flowers, leaves and autumn leaves;

The plant filter (Filter Window) helping to select plants based upon your selected criteria. Selection can be performed on all the information fields held by the encyclopedia.

Garden maintenance information (Care Window) listing all tasks required for the plants in your garden.


Plant care information (Care Calendar Dialog) an annual calendar for garden work required by each plant. Garden tasks are illustrated by small icons. Additional textual and graphic information is available to illustrate how to carry out this operation.

Plant diseases (Plant Diseases Dialog) lists diseases that may affect individual plants.

Notebook (Encyclopedia / Plan Notebook Dialog and Notes Window) allowing you to write comments on the garden, plants within the encyclopedia, or any individual object or plant in your garden plan.

Changing the current plant species

The current plant species is the one that was last selected in one of the document windows.

All the plant operations, obtained through the Plant menu or plant buttons ,



of the Main Toolbar, are with respect to this current species.

To change the current plant species you can select a plant object in the Plan Window or select a plant name in the Encyclopedia Window or Care Window.

Each window can retain its own current plant selection when switched between.

Alternatively, you can synchronize different windows to all show information on the last plant that you selected anywhere in the program through the Synchronize by plant setting.

For example, bringing up a plan and an encyclopedia window allows you to select various plants in your garden plan, and have the encyclopedia show the corresponding information.

To turn this Synchronize mode off, select the Synchronize by plant setting.

See Also: [Selection of an object or group of objects](#)

Viewing the care calendar for the current plant species

To view the care calendar of the current plant species:

1. Open Plant Care Dialog by using the Care Calendar command from the Plant menu.
2. View the *Care Calendar* for the current plant species.
3. Click on the *Close button*.

Viewing diseases for the current plant species

To view diseases for the current plant species:

1. Open Plant Diseases Dialog by using the Plant Diseases command from the Plant menu.
2. View the potential diseases for the current plant species.
3. Click on the *Close button*.


Viewing and editing note text for the current plant species


To view and edit note text for the current plant species:


1. Open Encyclopedia Notebook Dialog by using the Notebook command from the Plant menu.
2. View and edit the plant species note text.
3. Click on the *Close button*.


Placing an object in the garden plan

To place a new object in your garden plan:


1. To place Plant object click on the button  on the Plan Toolbar or by choosing Place item in Plant menu.


To place Surface object click on the button  on the Plan Toolbar or choose Surface item in the Place menu.

To place Structure object click on the button  on the Plan Toolbar or choose Structure item in the Place menu.

To place Fencing object click on the button  on the Plan Toolbar or choose Fencing item in the Place menu.

To place Decor object click on the button  on the Plan Toolbar or choose Decor item in the Place menu.

To place Lighting object click on the button  on the Plan Toolbar or choose Lighting item in the Place menu.

To place Vehicle object click on the button  on the Plan Toolbar or choose Vehicle item in the Place menu.

To place Camera object click on the button  on the Plan Toolbar or choose Camera item in the Place menu.

2. Choose the object properties from the object dialog.
3. Click on the *OK button*.

Changing placement of an object or group of objects.

To move an object:

With the left mouse button pressed, drag the object to the position you require.

To move group of objects:

1. Select objects which you need to move.
2. With left mouse button pressed, drag any of the objects in the group to the position that you require.

Cursor will first appear as  and then take the form of



Changing size of an object or group of objects.

To change the size of an object or group of objects:

1. Enter at change size of an object mode by selection of an object or group of objects.

NOTE: It is not possible to change the size of some objects. For the objects in question *change size of an object mode* does not exist! In this case after selection you immediately enter at rotating object mode.

2. Change the external size of an object or group of objects by dragging the handle for

changing external size. The Cursor will appear as 

Change the internal size of an object or group of objects by dragging the handle for

changing internal size. The Cursor will appear as 

NOTE: It is not possible to change external or internal sizes of some objects or group of objects. Corresponding *handles for changing the size* will not appear on these objects or groups.

NOTE: In the process of changing the size of a group, objects that can't change size, will change their position in comparison to the others, but will conserve their size.

NOTE: There are limits that can be reached when changing the sizes of objects. Changing the size of an object does not occur if the object has reached these limits. When reducing the size of a group of objects, if the cursor crosses through the opposite edge of the selected group of objects, then they will flip.

See also: Cursor shapes, Flip group of objects.

Changing orientation of an object or group of objects.


To rotate an object or group of objects:


1. Enter at changing size of an object mode by selection of an object or group of objects.

NOTE: It is impossible to change the size of some objects. For these objects *change size of an object mode* does not exist! In this case after selection, you will immediately enter at rotating object mode. Therefore you will miss item 2.

2. Enter rotating object mode by clicking the left hand mouse button on an object or on any object in a group once.

NOTE: It is impossible to rotate some objects. For these objects *rotating an object mode* does not exist! In this case after performing item 2 you will enter *change size of an object mode*.

3. To change the centre of rotation of an object or group of objects drag the handle for changing the centre of rotation. The cursor will appear like 

4. Rotate an object by dragging the handle for rotating . The cursor will appear as 

NOTE: In the process of rotating a group, objects, which cant rotate, will change their position compared to the others, but will conserve their orientation.

See also: Cursor shapes


Changing the curvature of an object.

To change the curvature of an object:

1. Enter at change curvature of an object mode by selection of an object.

NOTE: It is not possible to change the curvature of some objects. For these objects *change curvature of an object mode* does not exist! In this case after selection you will immediately enter change size of an object mode if this mode exists or at rotating object mode.

NOTE: If an object can change size and curvature, *change curvature of an object mode* coincides with *change size of an object mode*.

2. Change the curvature of an object by dragging the corresponding handle for changing curvature. The cursor will appear as .

See Also: Cursor shapes

Replacing a plant.

To replace a plant:

Use the right mouse button to select the plant, and then select Plant Object|Replace on the plant context menu.

See also: Selection of an object or group of objects

Selection of an object or group of objects

To select a single garden object:

Click on it with the left mouse button.

To select group of objects on the garden plan:

Hold down the *Shift* key whilst clicking on all desired objects.

Or..

Place the mouse cursor on an empty part of the garden, and drag out a lasso whilst holding down the left mouse button. On releasing the left mouse button, all objects within the lasso area will be selected.

Selected objects are shaded in red.

NOTE: Any objects previously selected will be deselected when a new selection is made.

To remove a selection in the garden plan use the [Deselect command](#).

See also: [Changing the current plant species](#)

Coping an object or group of objects.

To make a copy of an object or group of objects:

1. Select an object or group of objects. See [Selection of an object or group of objects](#).
2. Whilst holding down the *Ctrl* key, click and drag a copy of the selected object away from it.

or

Select the [Copy command](#) from the edit menu to copy the selected objects onto the Clipboard. Then choose the [Paste command](#) to paste objects from the clipboard into the garden plan. New objects will be pasted on top of the source objects and are selected.

NOTE: To undo the Copy operation, use the  button on the [Main Toolbar](#).

See also: [Change placement of an object or group of objects](#) and [Change orientation of an object or group of objects](#).

Viewing and changing properties of an object



To change and view properties of an object:

Use the right mouse button to click on an object, and then select Properties from the objects menu.

Alternatively, double click on the object with the left mouse button.


Printing Encyclopedia Window

To print Encyclopedia Window:

1. Open the Encyclopedia Window by clicking on the button  from the Main Toolbar or select Encyclopedia from the Window menu.
2. Choose the plant which you want to print, from the List of plants.
3. Use the left mouse button to select the  button from the *Main Toolbar*, or select Print command from the File menu the Print dialog box. will then appear.
4. Click the *Setup button* from the *Print dialog box* which will in turn bring up the Print Setup dialog box and then setup printer. Set the printer up as required then click on the *OK button* to close the *Print Setup dialog box* and accept the changes made.
5. Click on the *OK button* to print the *Encyclopedia Window*.

Printing Care Window


To print the Care Window:

1. Open the Care Window by selecting the  button from the Main Toolbar or choose Care item from the Window menu.
2. Choose the month which you want to print from by clicking on any icon in the column of the chosen month.

NOTE: All Month columns that fit on the page will be printed, not just the individual month.

3. Choose the Print Setup command from the File menu which will bring up the Print Setup dialog box . Then setup the printer as required.

NOTE: It is recommend to print with *Landscape Orientation* selected from the *Print Setup dialog* box.

4. Choose the Print Preview command from the *File menu* to display the *Care Window* as it will appear when printed.
5. Use the left mouse button to select the  button from the *Main Toolbar* or select the Print command from the *File menu* to bring up the Print dialog box.
6. Click on the *OK button* to print the *Care Window*.

Flipping an object or group of objects

To flip an object or group of objects:

1. Select the object or group of objects which you want to flip. See [Selection of an object or group of objects](#). Upon selection you enter [change size of an object mode](#).
2. Flip selected object or group of objects by dragging the corresponding [handle for changing external size](#) in the direction that you wish to flip it. When this handle crosses the line, it will connect with the two other handles, then the object or group of objects will flip.

See also: [Change size of an object or group of objects](#) and [Change orientation of an object or group of objects](#).

Viewing and editing object notes

You can view and edit object note text for any object in the Plan Notebook Dialog.



To view and edit object note text:

Use the right mouse button to click on an object, and then select the Comments command from the object type submenu.


Creation and using new set of plants

You can create a new set of plants and then use it within your own garden as a new criteria in the *Plant Filter*.

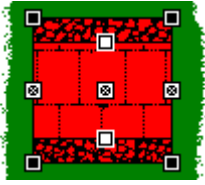
To create a new set of plants:

1. Create your garden and place the plants you want in it, that you need to use in other gardens as a new criteria in the Plant Filter.
2. Enter notes for garden by clicking on the  button from the Main Toolbar or select the *Notes* item from the Window menu, if you want to make any notes.
3. Save your garden by selecting the  button from the *Main Toolbar* or select *Save* from the File menu.

To use the set of plants in the gardens as a new criteria in the Plant Filter:

1. Open the Encyclopedia Window by clicking on the  button from the *Main Toolbar* or select *Encyclopedia* from the Window menu.
2. Open the *Plant Filter* by clicking on the Filter button.
3. Use the Additional usage button for setting additional criteria for the selected plants.

Change size of an object mode.



In this mode, single objects or a group of objects are surrounded with a chain of *handles for changing external size*





. The cursor will take the form of



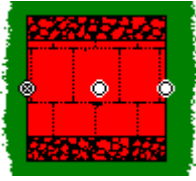
when pointing at these handles.


For some objects there may also be a chain of *handles for changing internal*


size  within them. The cursor will


take the form of  when pointing at these handlers.


Rotating object mode.



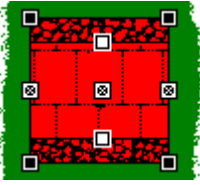
In this mode objects or groups of objects are surrounded with a chain of handles for rotating . The cursor

will take the form of  when pointing at these. A *Handle for*

changing the centre of rotation  allows you to change the centre of rotation of an object or group of an object. The cursor will take the form of


 when pointing at these.

Change curvature of an object mode.



In this mode objects are surrounded with a chain of

 handles for changing the curvature of the selected object.

The cursor will take the form of  when pointing at these handles.

Handles

A *Handle* is a small item on the selected object (normally taking the form of a square of some description). These allow you to transform that particular object. Described below are all the kinds of handles that you will find within the program:

Change size of an object mode:



Handles for changing external size. Allows you to change the external size of an object.



Handles for changing internal size. Allows you to change the internal size of an object.

Rotating object mode:



Handle for changing the centre of rotation of an object. Allows you to move the centre of rotation of an object.



Handles for rotating. Allows you to change the orientation of an object.

Change curvature of an object mode:



Handle for changing curvature. Allows you to change the curvature and length of an object.

Placing lines/strip shapes.

This mode allows you to place objects as strips or lines in the garden plan. With such objects you are able to change the curvature, resize and revolve.

NOTE: With some objects you are not able to change the sizes.

Examples

See also: [Placing an object in the garden plan](#)

Placing at ellipse shape.

This mode allows you to place objects in ellipses on the garden plan. With such objects you can both resize and rotate them.

Examples

See also: [Placing an object in the garden plan](#)

Placing a rectangle shape.

This mode allows you to place objects in rectangles on the garden plan. These objects can be altered in size and can be rotated.

Examples

See also: [Placing an object in the garden plan](#)

Examples for line/strip:



Surface object.

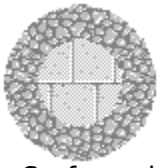


Fencing object.



Plant object.

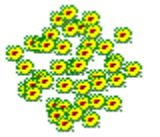
Examples for ellipse:



Surface object.

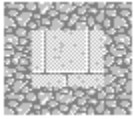


Fencing object.



Plant object.

Examples for rectangle:



Surface object.



Fencing object.



Plant object.



Plan Window

This is the main document viewing window.

It contains an editable plan of your garden, that can be viewed in day or night settings, as well as at different times of the year!

Above this window you will find the Plan toolbar which displays the actual size of your garden design. Below the *Plan Toolbar* and along the left hand side of the window are Rulers.

Use the *cursor keys* or *mouse* to move the cursor to the window area. The cursor shape will be changed according to the current operation.

See also: Placing an object in a garden plan for description of the placing procedure, Selection of an object or group of objects.

Described below are the various object types that you can place in your garden plan:



Surface object



Structure object



Fencing object



Camera object



Decor object



Lighting object



Vehicle object



Plant object



OLE objects

Surface object.



Surface object. This is an area inside the garden plan in the form of a strip, ellipse or rectangle. There are many kinds of surfaces available to you including water, gravel, lawn, stones, sand etc. with various borders and interior patterns.

Overlapping surface objects with the same border and internal patterns automatically merge. This allows the generation of complex figures from simple ones (e.g. lawns, roads, beaches and etc.).

Structure object.



Structure object. This object represents an industrial or private construction (for example buildings, houses, garages, greenhouses, sheds) as well as sports areas. They are all of a rectangular form, but can be combined with similar objects to make more complex figures. The default dimensions of sports areas correspond to common standards, but if you wish you can always rotate any structure and/or change its length, width or height.

Fencing object.



Fencing object. This object represents enclosures of various types like wooden, concrete or stone fences. You can place fencing in the form of a line, an ellipse or a rectangle and can even adjust the distance between neighbouring elements of the fence.

Decor object.



Decor object. Choose from over 40 adornments to add to your garden plan (e.g. table, chairs, barbecue). You can even change the colour of some of them!

Lighting object.



Lighting object. This is an electrical lighting object whose effect you can see when viewing the garden plan in a night time setting. You can change their power wattage and height, to vary the range of light that they spread.

Vehicle object.



Vehicle object. Choose from over 20 different vehicle types, (e.g. cars, bicycles, boats) which you could have stored in your garden. For most of them you can even choose the appropriate colour!

Plant object.



Plant object. This is one of the many plants described in the Encyclopedia Window. You can view the garden plants appearance in different months by changing the current month in the Month Combo Box shown on the *Plan Toolbar*. Before placing a plant object you can set the type of planting: single, outline or area and choose its form for instance a line, stripe, ellipse or rectangle. Furthermore, the density of planting can be adjusted.

For each plant you can view its care calendar in the Plant Care Dialog and look at the list of possible plant diseases in the Plant Diseases Dialog.

You can view a list of plant types that you have placed in your garden (and a rough count of their numbers) in the Care Window. In this window you can also check what tasks each plant needs performing on it throughout the year.

OLE objects.



OLE objects. These are embedded objects that are imported from other applications (for example a spreadsheet package). You can place and size an OLE object in any part of your garden plan. This object can be displayed as an icon. See Convert Dialog Box. For most OLE objects (not bitmaps) you can also select a standard edit window or transparent background (see No Window Background command). An OLE object is imported from a running application via the Windows Clipboard (Copy/Paste procedure) or from a file (through the Insert New Object command).

Camera object.



Camera object. This is camera inside the garden plan. You can move or rotate it to view the garden from any angle. All changes are displayed in the 3D View Window.



3D Window

This is the 3D viewing window.

It contains a 3D plan of your garden, that can be viewed in day or night settings, as well as at different times of the year!

Above this window you will find the [3D toolbar](#).

Use the *cursor keys* or *mouse* to navigate within the window area.

See also: [Plan Window](#).



Landscape Window

This is the landscape viewing window.

It contains landscape plan of your garden.

Above this window you will find the Landscape toolbar.

Use the *cursor keys* or *mouse* to edit the landscape within the window area.

See also: Plan Window.



Care Window

This window contains an alphabetically sorted list of plant species that you have placed in your garden. The left-most column contains the total number of plants of each species along with a plant type icon (tree, flower, climber, water plant, etc.). A scrollable group of columns on the right-hand side of the window contains up to four plant care icons for each month: showing what tasks should be performed on each plant in each corresponding month.

Month scroller

On the top row of the window you will see left and right arrow buttons. Use these to scroll the month columns displayed in the window.

Plant total column

Contains the total number of plants of each given species in your garden plan.

Plant name column

Contains the full name of the plant. The type of name displayed (Latin or Common) is determined by the current selection within the [Encyclopedia Window](#).

Double click on the name to view this plants information in the Encyclopedia Window.


NOTE: If you have turned on a filter in that window, you will see this plants details, but it will not appear in the list of plants in that window.

Month columns

Contains care icons for each month.

Click on an icon to view brief care information in a [Gardening Dialog](#).


NOTE: You can print a care calendar for the selected month by using the [File|Print](#) menu

entry or clicking on the  printer button on the [Main Toolbar](#). Use *File|Print Preview* to see what the output will look like. To obtain a printout of the last months in the year (e.g. December), you will need to resize your display window so that only one column month is displayed and then scroll to the required month and then print.

See also: [Print Care Window](#)



Notes Window

This window represents a simple text editor for keeping notes about your garden. The text is saved within the Garden Designer document file (a file with extension GRD). Note text can be printed on your printer, by using the File|Print menu item, or by clicking on the  printer button on the Main Toolbar. Text can be copied and pasted to and from other applications, using the standard windows clipboard commands.

NOTE: You will need to select the text that you wish to copy from the Notes Window before copying it onto the clipboard.



Encyclopedia Window

This window contains information on more than 1500 species of plants. Within the encyclopedia it is possible to retrieve information about any plant, to choose plants based on certain criteria, to look at potential diseases that each plant might suffer from, and how to take care of a given plant.

For the currently selected plant:

- To view a list of possible plant diseases use the [Diseases command](#).
- To view the care calendar use the [Care Calendar command](#).
- To add/edit your own notes on that plant use the [Notebook command](#).
- To place the currently selected plant in your garden plan use the [Place button](#).

You can print an image of the *Encyclopedia Window* using the [Print command](#). You can use the [Plant Filter](#) to select a smaller group of plants based upon certain criteria that you have set.

The various information and control fields of this window are:

List of plants

Contains all the plants that were filtered by the [Plant Filter](#). The list is ordered by the Common or Latin plant name. You can switch between Latin and Common names by using the [Latin / Common command](#) or [Latin / Common button](#). Selecting an item in the list, results in all the information fields being updated with that plants details. Having selected an item in the list you may scroll through the list using the up and down arrow keys and page buttons.

Search edit field

This appears above the list of plants. This edit field allows you to enter the first letters of a plant name to be selected within the list of plants.

Name of the current plant

This displays the *Latin* or *Common* name of the currently selected plant within the plant list

The picture of the plant

Certainly the picture is only a pale reflection of the bright colours found in nature, but it offers a general representation of the plant.

Buttons describing plant

Appearing beneath the plant picture, these buttons give you a choice of viewing the additional pictures. These show important material for the currently selected plant, if available.

See also: [Description buttons](#).

View from above

This is a representation of how the plant will look when viewed from above. This is how the plant will appear when placed within your garden plan.

Plant silhouette

This image presents a plant profile or tree skeleton, along with sizing (in metres) of the typical height and spread of that plant.

Season colour diagram

The *outer circle* shows which months the plant blooms in and the colour of its flowers. For fruits, you will also find the period in which they ripen is shown, together with the colours of their fruits at this time.

The *inner circle* indicates when the plant has foliage (including autumn leaves) and what colour its leaves are.

Plant usage buttons

Contains all possible usage of a given plant within your garden and home. Click one of the buttons to view brief usage descriptions in the [Plant Usage Dialog](#).

Place button

Click on this button to enter the [Plant Dialog](#) and place the currently selected plant within your garden.

Filter button

Click this button to invoke a [Plant Filter](#) and select a subset of plants based upon various criteria.

Latin / Common button

Press this button to switch between Common and Latin plant names in the plant list.

Scale of height of plant and size of its underground or underwater part

This slider indicates the plant height and size of its underground or underwater part (in feet or metres). The [Underground part](#) is only shown for vegetables. [Underwater part](#) is shown only for water plants. For trees its maximum height reached in Europe is indicated, for others the height during the blossoming period is shown. The plant reaches the mentioned height at maturity and under favourable conditions!

Plant width scale

This slider indicates the average width of the plant in feet or metres. The plant reaches the mentioned width at maturity and under favourable conditions. For bushes and flowers it depends on how they are pruned.

Plant Type

This information field contains a [plant type icon](#) showing the type of the currently selected plant.

Watering

This information field contains a [watering icon](#) showing how much water the currently selected plant prefers.

Lighting

This information field contains a [light exposure icon](#) to show how much light the currently selected plant prefers.

Temperature

This information field contains a [temperature icon](#) to show the level of warmth that the currently selected plant prefers.

The type of ground

This information field contains a [soil icon](#) showing the preferred soil type for the currently selected plant. If the soil in your garden is different from the one shown, you may dress your soil with various treatments to enhance conditions for these plants.

Hardiness zone range

This text field shows the range of Rheders hardiness zones in which the currently selected plant will grow. Zones are numbered from 1 to 10. Zone 1 corresponds to a sub-Arctic climate, zone 10 to a subtropical climate.

Plant Lifetime

This text field indicates the average lifetime of a plant in years. For trees its maximum lifetime under favourable conditions. For other plants it is the best growing time between division or other such renewal.



Plant Filter

Use this window to filter out unwanted plants and reduce the *Encyclopedias* plant list by selecting various criteria.

All the icons and scales in this window represent plant selection criteria. Each group of icons and each slider corresponds to single criteria (e.g. the plant watering icon group, plant lifetime slider).

Ticked icons and slider thumb positions indicate the possible properties of the selected plants. If some of icons disappear, it is as a result of no such plants being selectable with the current criteria, (e.g. selecting minimal water will cause the climber button to disappear: this is because there are no climbers that accept minimal watering!)

If you select more than one icon within a single group, then all plants with any of the ticked properties will be selected, (e.g. selecting maximum light and medium light will end up excluding all plants that don't flourish under minimal light conditions).

Another example: if you click on yellow and red in the colour selection list, then all plants with yellow or red flowers will be selected.

If icons/sliders in different groups are ticked/moved, then plants that satisfy all the selected criteria will be selected. For example, if you set the thumbs of the plant height slider in positions 1 and 3 meters, and click on AUG in the circle diagram, and then click on the Fragrant plant button, then only plants 1-3 metres tall that blossom in August and smell pleasantly will be selected!

To change the criteria on sliders, move their thumbs to the preferred position. To change the criteria of button groups, click on an icon or press the space bar when the focus frame is around it. Selected icons are indicated by a red tick mark; selected buttons are shown as a pushed down button. To deselect a button or icon, click on it again.

Use the following buttons to perform the actions described below::

OK - close the window saving the current filtering.

CANCEL - close the window and reject filtering changes made.

RESET - cancel the selection criteria and reset filtering to show ALL plants.

The following window fields control plant selection criteria:

Type group

Select plant types by selecting one or more plant type icons.

Watering group

Select plant watering conditions by checking one or more watering icons.

Lighting group

Select plant light exposure conditions by checking one or more lighting icons.

Temperature check group

Select plant temperature conditions by checking one or more temperature icons.

Soil check group

Select plant soil conditions by checking one or more soil icons.

Leaves / Flowers and Fruits / Autumn Leaves circle diagram

The various sectors of this diagram correspond to months.

The *outer circle* in Leaves / Flowers mode (red) indicates the TOTAL blossoming months and in Fruits / Autumn Leaves mode (pink) shows the TOTAL months when fruits ripen of all the currently selected plants.

The *inner circle* in Leaves / Flowers mode (green) indicates the TOTAL months of foliage and in Fruits / Autumn Leaves mode (yellow) shows the TOTAL months while foliage stays with autumn colour of all the currently selected plants.

With ALL plants selected by the filter, you will see that the database contains no plants that bloom in January!

You can select the preferred foliage, blossoming or fruit months by clicking on the month abbreviations around the edge of the circle. Selected months are indicated by a white rim. For selecting blossoming months enter *Flowers mode*, for selecting months of foliage switch to *Leaves mode* or to *Autumn Leaves mode*, for fruit months enter in *Fruits mode*. Use the Leaves / Flowers and Fruits / Autumn Leaves switch button to switch between these modes.

Leaves / Flowers and Fruits / Autumn Leaves colour selection list

This list contains 6 leaf colours in *Leaves mode*, 10 flower colours in *Flowers mode*, 8 fruit colours in *Fruits mode* and 2 autumn leaf colours in *Autumn Leaves mode*. Use the Leaves / Flowers and Fruits / Autumn Leaves switch button to switch between these modes. To select one or more flower or leaf colours click on the required colour with the left mouse button. If some colours are disabled it means that there are no such plants which have this colour, and match the other selection criteria.

Leaves / Flowers and Fruits / Autumn Leaves switch button

Click this button to switch between *Leaves, Flowers, Fruits or Autumn Leaves modes*. This allows the colour and circle diagrams to be used to select criteria for leaves, flowers, fruits or autumn leaves. The currently displayed picture on the button indicates which mode the button is in:



Flowers mode



Leaves mode



Autumn Leaves mode



Fruits mode

Plant height slider

By moving the thumbs of this slider up and down you can set the selection of plants to have a height within the indicated range. If these have not been moved, then selecting other criteria will move them automatically to show the height range within that selection.

Plant lifetime slider

Use this to choose the average lifetime of plants in the current selection. If it has not been changed, then selecting other criteria will move it automatically to show the age range of plants within that selection.

Usage buttons

This group contains buttons for all possible plant uses within your garden and home. Click on one or more buttons to select plants by usage. If you select more than one button, then the plant selection will have plants that meet at least one of the selected criteria. If some buttons are disabled, it means that the current set of selected plants does not contain any plants that have such a usage.

Additional usage button

Use this button to choose your plants from the set that you have already used when creating your garden.

To change the basic set of plants here, double click on the button with the left hand mouse button. The actual button name will vary through text in the notes of the chosen garden.

See [Creating and use new set of plants](#).


Hardiness zone slider


Using this slider you can select the range of Rheders hardiness zones that you wish your plants to be capable of living within. Zones are numbered from 1 to 10. Zone 1 corresponds to sub-Arctic climate, zone 10 to subtropical climate.

Hardiness zone map

This map shows the selected hardiness zones in a light green colour.

A light brown colour indicates an area in which no plants within the current selection are capable of growing.

Cursor shape  indicates that the Hardiness zone map can be zoomed in on by clicking on it with the left mouse button.

Cursor shape  shows that the Hardiness zone map can be zoomed out on by clicking on it with the left mouse button.

Quantity of selected plants

This field shows total number of plants satisfying your selection criteria. When you first enter this dialog box it indicates the number of plants filtered by previous use of the *Plant Filter*.

Reset button

Click this button to reset any filtering and to view all plants in the database.

Plant type icons



Deciduous trees.



Coniferous trees.



Bushes (deciduous and coniferous).



Flowers.



Bulbs.



Climbers.



Herbs and grasses.



Ferns.



Vegetable.

Watering icons



Constant watering. For plants living in wet places or growing by the edge of lakes, rivers and streams. Such plants need moisture rich soils.



Occasional watering. For plants that need watering only during dry periods, e.g. trees and lawns.



Watering not required. For plants that prefer arid conditions. They require good drainage and will not endure excess moisture.

Lighting icons



Full shade. For plants that require shade. Such plants grow badly in open places.



Half shade. For plants that grow in open sunlight, or with some shade.



Open place (Full sunlight). For light-loving plants that do not grow well in the shade.

Temperature icons



Warmth-loving plants. Plants that grow best in warm conditions.



Moderate temperature. Plants that can endure short, mild frosts.



Frost-resistant plants. Plants that can endure the hardest of frosts. Such plants don't require winter covering.

Soil icons



Sandy soil. For plants that require friable, but not rich soils.



Lime soil. For plants that love lime soil and a high pH value.



Peat soil. For plants that love friable and sour soils. Mulching soil with peat will improve its quality for such plants.



Clay soil. For plants that require dense and moisture retaining soils.



Stony soil. For plants that require good drainage.

Cursor Shapes.



Program is busy.



When pointing at an object.



When placing an object.



When pointing to or dragging the handle for centre of rotation of an object.



When pointing to a handle for rotating an object,



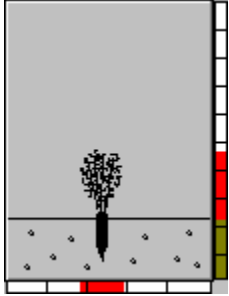
When pointing to a handle for changing the curvature of an object or indicates that the object may be moved on the plan.



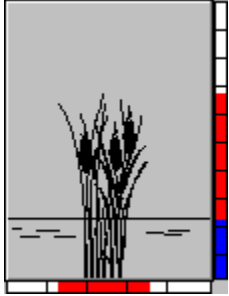
When pointing to a handle for changing external size of an object.



When pointing to handle for changing internal size of an object.



Underground part of plant



Underwater part of plant

Place menu Commands

The *Place menu* offers the following commands:

Command	Action
<u>Surface</u>	Place surface area into plan
<u>Structure</u>	Place structure object into plan
<u>Fencing</u>	Place fencing object into plan
<u>Decor</u>	Place decor object into plan
<u>Lighting</u>	Place lighting into plan
<u>Vehicle</u>	Place vehicle into plan
<u>Camera</u>	Place camera into plan

Surface Command (Place menu)

Use this command to place a surface object in your garden plan. This command displays the Surface Dialog. For more information about surface objects see Surface Object.

Shortcuts

Plan Toolbar:



Keys: Shift+S

Structure Command (Place menu)

Use this command to place a structure in your garden plan.
This command displays the Structure Dialog.
For more information about surface objects see Structure Object.

Shortcuts

Plan Toolbar:



Keys: Shift+E

Fencing Command (Place menu)

Use this command to select and place a fencing object in your garden plan. This command displays the Fencing Dialog. For more information about surface objects see Fencing Object.

Shortcuts

Plan Toolbar:



Keys: Shift+F

Decor Command (Place menu)

Use this command to select and place a decorative element within your garden plan. This command displays the Decor Dialog. For more information about decor objects see Decor Object.

Shortcuts

Plan Toolbar:



Keys: Shift+D

Lighting Command (Place menu)

Use this command to select and place a lighting object in your garden plan. This command displays the Lighting Dialog. For more information about lighting objects see Lighting Object.

Shortcuts

Plan Toolbar:



Keys: Shift+L

Vehicle Command (Place menu)

Use this command to select and place a vehicle in your garden plan.
This command displays the Vehicle Dialog.
For more information about vehicle objects see Vehicle Object.

Shortcuts

Plan Toolbar:



Keys: Shift+V

Camera Command (Place menu)

Use this command to select and place a camera in your garden plan.
This command displays the Camera Dialog.
For more information about vehicle objects see Camera Object.

Shortcuts

Plan Toolbar:



Plant menu Commands

The *Plant menu* offers the following commands:

Command	Action
<u>Care</u>	Display care information about the currently selected plant species
<u>Notebook</u>	Write/edit notes on the currently selected plant species
<u>Diseases</u>	Display a list of possible diseases for the currently selected plant species
<u>Latin / Common names</u>	Switch between Latin and Common plant names (encyclopedia view)
<u>Place</u>	Place the current plant species into your garden plan
<u>Filter</u>	Invoke the plant database filter (encyclopedia view)

Care Calendar Command (Plant menu)

Use this command to display care information for the currently selected plant species. This command displays the Care Calendar Dialog.

Shortcuts

Main Toolbar:



Keys: F2

Diseases Command (Plant menu)

Use this command to view a list of possible diseases for the currently selected plant species.

This command displays the Plant Diseases Dialog.

Shortcuts

Main Toolbar:



Keys: F4

Notebook Command (Plant menu)

Use this command to write or edit notes on the currently selected plant species.
This command displays the [Encyclopedia Notebook Dialog](#).

Shortcuts

Main Toolbar:



Keys: F3

Filter Command (Plant menu)

Use this command to bring up the plant database filter.
This command displays the Plant Database Filter.

Shortcuts

Keys: F5

Common / Latin names Command (Plant menu)

Use this command to switch between Common and Latin names of plants.

Shortcuts

Keys: F8

Plant place Command (Plant menu)

Use this command to place the currently selected plant into your garden plan.
This command displays the [Plant Dialog](#).
For more information about plant objects see [Plant Object](#).

Shortcuts

Plan Toolbar:



Keys: F9

Zoom + Command

Use this command to zoom into the current garden plan view.

Shortcuts

Plan Toolbar:



Zoom - Command

Use this command to zoom out of the current garden plan view.

Shortcuts

Plan Toolbar:



Day Command

Use this command to display the garden as it would appear in the day time

Shortcuts

Plan Toolbar:



Night Command

Use this command to show the garden as it would appear at night time

Shortcuts

Plan Toolbar:



Print Command (File menu)

In this dialog you can set the number of pages, the zoom and printing area of the plan; and then go on to print it.

This command displays the Print Dialog.

Shortcuts

Main Toolbar:



Keys: CTRL+P

Plan Options Command (View menu)

Use this command to set the garden plan view options.
This command displays the [Plan Options Dialog](#).

Shortcuts

Plan Toolbar:



Keys: F7

Month Combo Box

Use the Month Combo Box to select the month in which you would like to view your garden. By choosing a month, it is possible to see how plants will appear at this time of year with their foliage and colour variations.

Choose *All Colours* to view all the plant colours independent from the month.

No background / Window background Command (pop-up menu)

Use this command to switch between the standard window background and a transparent background for OLE objects.

NOTE: Some objects ignore this command (for example PaintBrush objects).

Reset size Command (pop-up menu)

Use this command to reset the size of an OLE object to its original size in the source document.

Comments Command (pop-up menu)

Use this command to view and edit an object's note text in the [Plan Notebook Dialog](#).

Properties Command (pop-up menu)

Use this command to view and change an objects properties in an object window.

Shortcuts

Mouse: double click on an object with the left mouse button.

Replace Command (pop-up menu)

Use this command to change the species of a currently selected plant object. This command shows the Plant Change Dialog and Encyclopedia Window simultaneously. To change the species of plant, select the appropriate plant in the *Encyclopedia* and click on the *OK* button in the *Plant Change Dialog*. To cancel the replacement, click on the *Cancel* button in the *Plant Change Dialog*.

Care View Command (pop-up menu)

Use this command to view information about the selected plant in the Care Window. This command shows the Care Window and highlights the currently selected plant object species.

Encyclopedia View Command (pop-up menu)

Use this command to view information about the selected plant object in the *Encyclopedia Window*.

This command shows the Encyclopedia Window and fills all the fields of this window with information about the selected plant species.

Care Calendar Dialog

In this dialog you can view monthly care information about the currently selected plant species. The plant care information is organised as a table, months listed in columns and rows for the various operations.

The icons show which gardening operation the currently selected plant needs in any given month. Clicking on an icon with the left mouse button displays the Gardening Dialog window with more information about this task.

Gardening Dialog

This dialog shows information about a selected garden care operation. The image on the left shows an overall view of the gardening operation, whilst the text on the right describes various steps and conditions for the operation.

If the Animate button is enabled, you can watch an animation of the image by clicking on that button. Click on the *Stop* button to stop the animation once it is running.

Encyclopedia / Plan Notebook Dialog

In this window you can view and edit notes on the currently selected plant species. Any notes you make whilst in the *Encyclopedia* are stored in a database separate to the gardening files, and can thus be viewed in any garden that you might create / load in the program.

The notes made for objects within a garden are unique to that object and are saved within the garden database file.

Click on the *Save* button to save any changes made to text and close the dialog.

Click on the *Close* button to close the dialog without saving any text changes.

Plant Diseases Dialog

This window contains information on more than 200 types of diseases. Here it is possible to retrieve information about any disease and how to take care of a given plant. Use the [Diseases Filter](#) to reduce the list of diseases.

Disease

This field contains the name of the currently selected plant disease within the [Search edit field](#).

List of diseases

Contains all diseases that were filtered by the [Diseases Filter](#). The list is alphabetically ordered. Selecting an item in the list, by clicking on it, results in all the information fields being updated with that disease's details. Having selected an item in the list you may scroll through the list using the up and down arrow keys and page buttons.

Search edit field

Appearing above the list of diseases, this edit field allows you to enter the first letters of a disease name to be selected within the list of diseases.

The picture of the disease

This field contains colour illustrations of the disease.

Buttons describing disease

Appearing beneath the disease picture, these buttons give you a choice of viewing any additional pictures and video clips that may be available.

See also: [Description buttons](#).

Descriptions

This is a description of external signs of diseases.

Prophylactics

This gives you information on how to care for infected plants, ways of preventing the selected illness as well as the actual treatments.

Encyclopedia

Show [Encyclopedia](#) with selected disease criteria. In this case the [List of plants](#) that you get are those which can be subject to the chosen disease.

Diseases Filter

Click this button to invoke the [Diseases Filter](#) and select a subset of diseases based upon various criteria.

All

Reset to *All diseases* in list of diseases.

Current

Set to all possible diseases for current plant.

All on plan

Set to all possible diseases for all plants on the plan.

Plant Usage Dialog

The *Plant Usage dialog* shows selected plant usage information.

The picture on the left illustrates the usage described in the text on the right side of the dialog.

This window pops up when clicking on a usage button in the Encyclopedia Window or double clicking on a usage button within the Plant Filter.

Plant Dialog

In the *Plant dialog* you can set placement options for a Plant object. It is possible to choose single or group planting, and to set the density and configuration of the planting.

Seeding buttons

Click on one of these buttons to select one of the following seeding types:



Single planting. Only one plant will be planted. *Spacing* and *Shape* will then be disabled.



Outline planting. Plants will be placed in a line, around an ellipse or around a rectangle in the form of a chain. This seeding type is most suited to flower beds and borders.



Area planting. Plants will fill all the space within an object.

NOTE: You cannot use these buttons for lawn plants.

Spacing slider

Use this slider to set the density of planting (the distance between neighbouring plants) in the range 0 to 3 metres.

Scaling slider

Use this slider to vary the scale of plants from 50% to 150%. The default value of scale is 100%.

Shape buttons

Click on one of the buttons to select one of following shapes of plant object:



Line/strip



Ellipse



Rectangle

To place an object with the selected properties click on the *OK* button.

See also: [Placing an object in the garden plan](#)

Surface Dialog

In the *Surface dialog* you can set the properties of a Surface object. Here you can setup garden paths with borders, lawns and ponds and then include them in your garden plan.

List of surfaces

This list contains more than 40 surface types with several different interiors and borders.

Width slider

This slider sets the width of your object. You can vary it in the range 0.5 - 20 metres.

Border slider

This slider sets the width of a border which you wish to add to your object in range of 0 to 2 metres. Setting this to zero removes the border.

Shape buttons

Upon pressing one of these buttons you can select one of the following surface shapes:



Line/strip



Ellipse



Rectangle

Place Over button

Click on this button to place the surface on top of other surface objects. Usually the overlapping surfaces are placed in the order they appear in the surface list (like objects being merged together), later items in the list on top of earlier items in the list. This button changes this order of surface overlapping. This doesn't allow you to place surface objects on top of other objects such as decor objects!!

To place an object with the selected properties click on the *OK* button.

See also: [Placing an object in the garden plan](#)

Structure Dialog

Within here you are able to choose a structure or sports area to be included on your garden plan.

In the *Structure dialog* you can also set the properties of a [Structure object](#).

Length, Width and Height sliders

Ranges of sliders are:

Length from 1 to 200 metres;

Width from 1 to 200 metres;

Height from 0 to 15 metres (height used for information purposes only)

To place an object with the selected properties click on the *OK* button.

See also: [Placing an object in the garden plan](#)

Fencing Dialog

Within this dialog you can choose the type of fencing that you require, its shape and set the spacing between neighbouring elements.

In the *Fencing dialog* you can also set the properties of a [Fencing object](#).

Shape buttons

Select one of the buttons shown below to choose the shape of the fence object that you wish to place:



[Line/strip](#)



[Ellipse](#)



[Rectangle](#)

Spacing slider

Set the distance between neighbouring fencing elements from 0 to 3 metres. A value of zero will give you a solid fencing outline.

To place an object with the selected properties click on the *OK* button.

See also: [Placing an object in the garden plan](#)

Lighting Dialog

In the *Lighting dialog* you can set the properties of a Lighting object, its power and height. By viewing the garden in night mode you can then check the placement and setting of lighting by their lighting area.

Power buttons

Here you can choose the power of your light in watts.

Height slider

The height slider indicates the lighting height above the ground: you can vary this value from 0 to 5 metres. Changing the height changes the spread of light!

To place an object with the selected properties click on the *OK* button.

See also: [Placing an object in the garden plan](#)

Plan Options Dialog

In the *Plan Options dialog* you can set various viewing options for your Plan Window: *day* or *night* time, view month, guide grid, display area and zoom factor. These are saved with your garden design.

Time slider

Use the Time Slider to set the time of day for viewing the plan (day or night). In Night mode you can view the lighting area of Lighting Objects.

Zoom Slider

Use the Zoom Slider to set the required zoom size. The slider indicates the dimension of garden area visible in the Plan Window.

Grid Slider

Using this slider you can set the size of the guide grid for your garden plan. Size 0 is off.

Months list

By choosing a month it is possible to see how plants will look at this time of the year and to view their corresponding colours.

Show icons

Tick these icons to select what is/is not displayed within your garden plan. This is useful if you want to look at only certain aspects of your garden, e.g. the flowers.



trees (higher than 1 metre),



flowers (beneath 1 metre),



paths,



structures,



fencing,



single objects (vehicle, lighting or decor objects).

A red check mark indicates that a given set of objects is visible.

Animate drawing icon



When this icon is ticked, you will see objects drawn in the *Plan Window* a layer at a time. Deselecting this gives faster drawing speeds.

Plan navigation window

The left pane shows a plan of the entire garden. The navigation frame indicates the plan area that will be visible in the *Plan Window* with the current zoom. Use the mouse or arrow keys to move this frame around within your garden plan; thus changing your view when you return to your *Plan Window*.

Garden Print Dialog

In the *Garden Print dialog* you can set the number of X and Y pages used to print out your garden plan, their relative position to your garden and the zoom factor for printed pages. Having done this you can then print straight away, or preview what the output from the program will appear like on your printer.

Printing area view

The left side of the dialog shows a miniature garden plan. The frames on it indicate the printing area divided into pages. Use the mouse or arrow keys to change the page locations relative to your garden plan.

Horizontal pages (X-direction)

This slider sets the number of pages along the horizontal direction. The range is from 1 to 7 pages.

Vertical pages (Y-direction)

This slider sets the number of pages along the vertical direction. The range is from 1 to 7 pages.

Page zoom

This slider sets the page zoom factor from 1 to 30.

Print preview button

Click on this button to get a [Print Preview](#).

Print setup button

Select this button to bring up the [Print Setup dialog](#).

Plant Change Dialog

The *Plant change dialog* allows you to change one plant species for another. Select the new plant species in the *Encyclopedia* and then click the *OK* button in the *Plant Change dialog*. To cancel the replacement operation, click on the *Cancel* button in the *Plant Change dialog*.

See also: the [Replace command](#).

Zoomed Image Dialog

This dialog box contains an image of an object increased in size.

Image name

This is the name of the displayed object.

Close

Click on the *Close* button to close the dialog.

Decor / Vehicle Dialog

In this dialog box you can set the properties for a Decor or Vehicle object.

Colour buttons

Use these buttons to choose the colour of the selected object.

To place an object with the selected properties click on the *OK* button.

See also: [Placing an object in the garden plan](#)

Object general view

This area gives a general view of an object.

View from above

This area shows how your plant will appear in your garden plan.

OK button

Press this button to **accept** changes made and close the window.

Cancel button

Press this button to **cancel** changes made and close the window.

Object type list

This list box contains different object types.

To quickly search for an item by its first letter, enter in the corresponding letter into the list box.

Plan Background Dialog

Choose one of the plan background patterns or colours in the list.
The left side of the dialog shows a sample of the background selected.
Press *OK* button to accept the selection.

Month dialog

Choose the month in which you would like to view your garden plan from the list supplied. The selected month will be highlighted. Press the *OK* button to accept the selection. The chosen month will appear in the Month Combo Box.

Diseases Filter

Use this window to filter out unwanted diseases to reduce the list of diseases by selecting various criteria.

Reset

Reset filtering to show ALL diseases.

Criterion list































This is a list of plant parts, which can be used as selection criteria.

Quantity of selected diseases

This field shows the total number of diseases satisfying your selected criteria. When you first enter this dialog box it indicates the number of plants filtered by a previous use of the *Diseases Filter*.

Description buttons

By selecting the buttons as shown below you are able to get additional pictorial information.

Button	Description
	Leaves
	Blossom
	Trunk
	Roots
	Branches without foliage
	Cone
	Edible fruit
	Group of flowers
	Branches with foliage
	General view of plant
	Landscape
	Bush
	Cereals
	Inedible fruits
	Bulb
	Needles
	Indoor plants
	Dry plant
	Insect
	Rodents
	Dry plant
	Root-Crops
	Stem
	Cabbage-head
	Vegetable
	Vegetable
	Sound
	Berry
	Lawn
	Caterpillar



House Wizard Step 1

Use this step to set up the dimensions of the building, the width and depth as well as the number of floors required.

To resize the structure, using the left mouse button drag the handles until the correct dimensions are displayed in the size boxes.

Select the relevant Radio button to select the number of floors required.

Click on the **forward** pointing arrow to move onto the next step of the Wizard.

Click on the **backward** pointing arrow to move back a step.

Click on **OK** to accept the buildings with the settings you have entered so far.

Click on **Cancel** to exit the Wizard. Any changes you have made will be lost.



House Wizard Step 2

Use this step to set the base parameters to your building, i.e. the surface surrounding your building on the ground.

Choose the relevant dimensions and texture/colour for this.

Also set the floor texture/colour for inside the building. Only needed for open sided structures.



House Wizard Step 3

Use this step to determine the height of each floor of your building. Select the floor you want to adjust from the drop down list, then move the slider to the height that you require. In this step you also set up the parameters for the external wall texture/colour.

Select the wall that you want to adjust by clicking on the relevant button so a tick is displayed across the button. Then click on the texture button. Make your choice then click on OK to apply it to the wall. Do this for each wall of your building.

Also set up any roof overhang you may have on your building. Set it to Zero, if it is flush to the walls.



House Wizard Step 4

Use this step to add the windows and doors required to your building. Select the wall, roof or base you want to add them to, by clicking on the relevant button so a tick is displayed across it. Then make the choice of which windows/doors you want to add from the display above.

To position the object, select and drag from the display onto the wall then release the mouse button. You are then free to resize/reposition the items. To reposition just click and drag to the correct location. To resize drag the relevant handle until the object reaches the desired size. If you place the wrong object on your plan you can delete it by clicking and dragging the object back to the display above.

If the object is too big to fit on the area that you have selected, the cursor will change from a circle with a line through it. Try moving your cursor around the surface of the wall as it may fit but only just. If it doesn't then you must go back and increase the size of the wall to position the window/door, then resize the object you have placed, then set the dimensions back to how they should be for the wall in question.



House Wizard Step 5

Use this step to add plants to the walls of your structure.

Choose the plant you want to use from the encyclopedia list on the right hand side of the dialog.

Choose the wall you want to add a plant to by selecting the relevant button.

From the plant icon window, found in the middle at the top of the dialog, click and drag away from it. You will notice that a segment of the plant is now connected to the mouse pointer. Release it when you have it at the correct location on the surface.

You can then reposition and resize the plant in the same way as with windows.



House Wizard Step 6

This is the final step.

Use this step to adjust the roof of your structure to meet your requirements

Select the type and orientation, the height and slope of the roof.

You can then select the textures that you want to apply to the different parts of the roof.

Tip: For a flat roof, set the height to 0 (Zero).

Once you have made the final decisions, and you are happy with all the amendments that you have made, click on the OK button to transfer the structure on to your plan. You are then free to position it at the correct location. If after placing the structure you are not happy with the result you can choose to amend it by double clicking on it to bring up the properties. This will take you through the wizard again.

Clicking on the cancel button will bring you out of the wizard and all changes you have made to the structure will be lost.



Tower Wizard Step 1

Use this step to choose the shape of the tower that you want to create, the dimensions and the colours/textures.

To set the dimensions, drag the sliders to the correct size.

To change the textures of the walls, you must first either select the wall you want to apply it to. This is done by selecting the arrow button in the wall parameters section until the wall you want to alter is facing towards you in the preview of the tower, found in the top right hand corner of the dialog. Alternatively, if you want the same texture/colour applied to all walls, click on the All Walls button.

Once you have selected the wall by either of the methods above, click on the Texture button to choose the texture/colour that you require.

Click on the **forward** pointing arrow to move onto the next step of the Wizard.

Click on the **backward** pointing arrow to move back a step.

Click on **OK** to accept the tower with the settings you have entered so far.

Click on **Cancel** to exit the Wizard. Any changes you have made will be lost.



Tower Wizard Step 2 or 

House Wizard Step 2

Use this step to set the base parameters to your tower, i.e. the surface surrounding your tower on the ground.

Choose the relevant dimensions and texture/colour for this.

Also set the floor texture/colour for inside the building. Only needed for open sided towers.



Tower Wizard Step 3

Use this step to add the windows and doors required to your tower. Select either to add them to a wall, roof or base. Click on the arrow button until the correct wall/roof segment is displayed. Then make the choice of which windows/doors you want to add from the display above.

To position the object, select and drag from the display onto the wall then release the mouse button. You are then free to resize/reposition the items. To reposition just click and drag to the correct location. To resize drag the relevant handle until the object reaches the desired size. If you place the wrong object on your plan you can delete it by clicking and dragging the object back to the display above.

If the object is too big to fit on the area that you have selected, the cursor will change from a circle with a line through it. Try moving your cursor around the surface of the wall as it may fit but only just. If it doesn't then you must go back and increase the size of the wall to position the window/door, then resize the object you have placed, then set the dimensions back to how they should be for the wall in question.



Tower Wizard Step 4

Use this step to add plants to the walls of your towers.

Choose the plant you want to use from the encyclopedia list on the right hand side of the dialog.

Choose the wall you want to add a plant to by clicking on the arrow button until the correct wall is displayed in the preview.

From the plant icon window, found in the middle at the top of the dialog, click and drag away from it. You will notice that a segment of the plant is now connected to the mouse pointer. Release it when you have it at the correct location on the surface.

You can then reposition and resize the plant in the same way as with windows.



Tower Wizard Step 5

This is the final step.

Use this step to adjust the roof of your tower to meet your requirements

Select the type and orientation, the height and slope of the roof.

You can then select the textures that you want to apply to the different parts of the roof.

Tip: For a flat roof, set the height to 0 (Zero).

Once you have made the final decisions, and you are happy with all the amendments that you have made, click on the OK button to transfer the tower on to your plan. You are then free to position it at the correct location. If after placing the tower you are not happy with the result you can choose to amend it by double clicking on it to bring up the properties. This will take you through the wizard again.

Clicking on the cancel button will bring you out of the wizard and all changes you have made to the tower will be lost.

Landscape Dialog Box

Use this dialog box to select the landscape properties of your garden.

Input Height Dialog Box

Use this dialog box to enter the height of the chosen object.

Contour Lines Properties Dialog Box

Use this dialog box to alter the properties of the contours. Choose whether you want to display just lines or use a graduated fill.

Hill Dialog Box

Use this dialog box to make a hill.

Plane Sloping Dialog Box

Use this dialog box to select sloping parameters such as *Azimuth* and *Angle*.

Area Properties Dialog Box

If you want to move a surface up or down in a selected area use the parameters Height and Bounds in this dialog box. Enter *Azimuth* and *Angle* to slope a selected area.

Point Properties Dialog Box

Use this dialog box to set up the parameters of the selected point such as *X*, *Y* coordinates and *Height*.

Textures Dialog Box

Use this dialog box to select the texture required.

Select Sky Dialog Box

Use this dialog box to choose the sky required.

Camera Dialog Box

Use this dialog box to choose the camera.

Splash Animation Dialog Box

During the process of loading, this dialog appears.

Splash Dialog Box

This dialog appears in process of loading and contains information about authors rights and company-distributor of this program.

