

## Introduction into the Use of VRAME Box

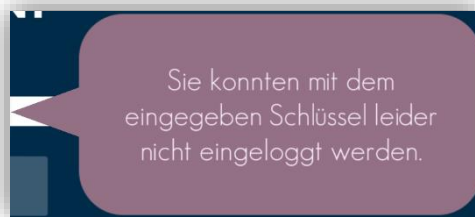
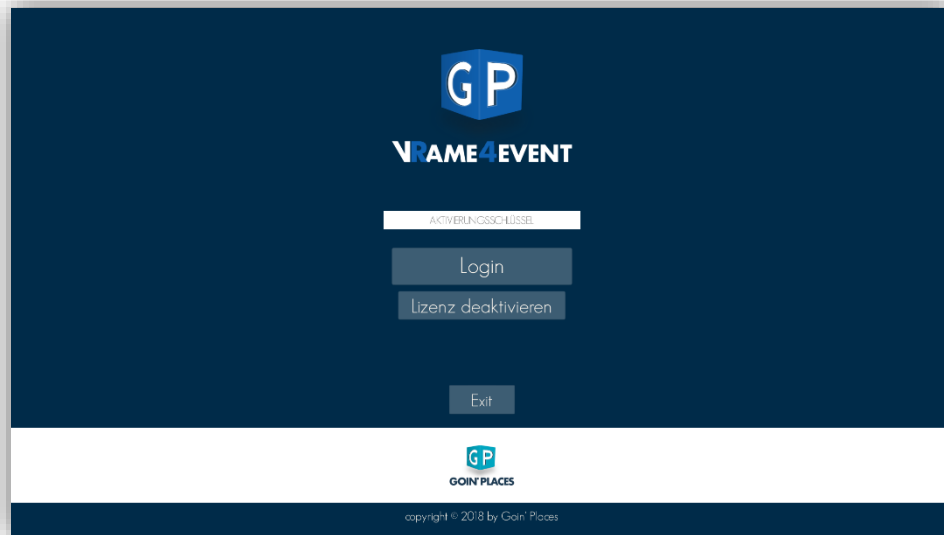


# VRAME4EVENT

## Introduction

### Start VRAME Box

When starting the App you will see a Splash-Screen which automatically leads to the Login-Mask.



Please enter your licence key sent to you and click on login. Should you not have received the key, please contact your partner at Goin'Places GmbH. In case of a mistake you can try again.

**NOTE:** Entering a licence key is not required in the demo version.

## VRAME Box-Userinterface

After successful login you are transferred to the main mask. It is here where rooms are created, adapted and exported into VRAME for further use.



You will find all operating elements on the right edge of the screen. At the top you will find the two tabs ,Raum' (room) and ,Objekte' (objects). Upon start the ,Raum' tab is active. The contents of the two tabs is different in the upper area.



## Description of the Functions

### Free creation of a room



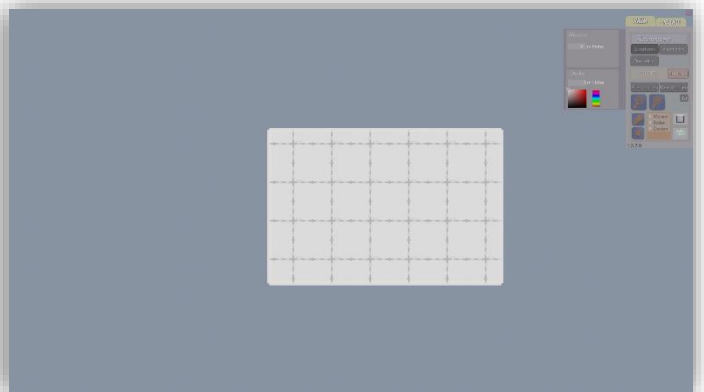
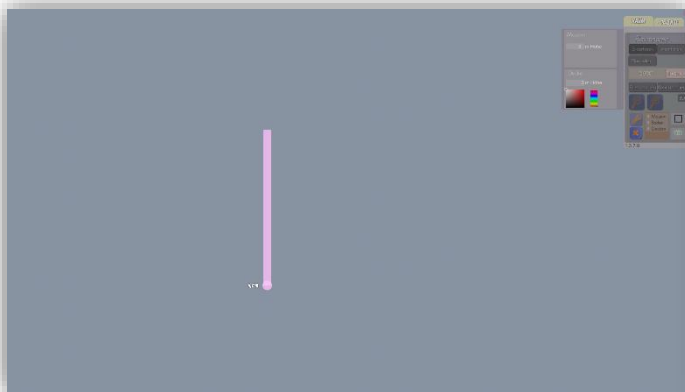
To create a room in a free mode, select if you want to build only the floors, only the walls, only the ceiling or a combination of those options. When activating the option ,Mauern' (*walls*) the entry field for the height of the wall will appear on the left. It is possible to enter a different ceiling height.

Please note that planning a floor is indispensable when further planning is done in VRAME.



Upon entry of the height of the wall, hit the ,build' button. This activates the build mode.

Click into the free area with the left mouse key to put the first mark into your planned room. Put in further marks with the left mouse key. It is not required to mark the first point to finish the room. Just click the right mouse key. This ends the building mode.



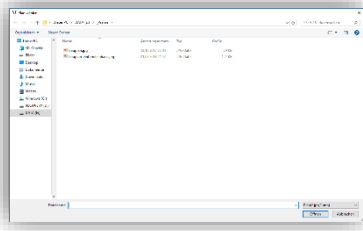
To put in further walls or rooms, just reactivate the building mode and continue creating the room until the plan meets your expectations.

To delete a wall, you must mark it and press ,clear' on your keyboard.

## Creating a Room using a Construction Plan

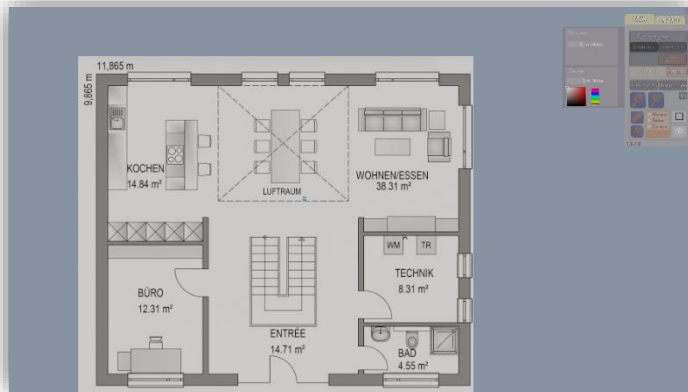
Plan laden

If you want to do your planning by using an existing construction plan, it must first be imported as a graph. To do this, click the button ‚Plan laden‘ (*load plan*).



This will bring you to the data file dialogue window. In this window you select the previously saved image file of your planning. Mark the data file and upload it by clicking on the ‚Öffnen‘ (*select*) button.

*Default folder: Documents/goinplaces/box/plans*



The imported building plan is now visible. To load the plan in the correct scale, you will be requested to mark two points.

This is done with the left mouse key.



Subsequently you will be asked to enter the really measured distance to indicate the distance between the two points marked. Finish this procedure by using the ‚enter‘ key. This might change the size of the plan on the screen.

By using the button ‚Plan Ein / Aus‘ (*plan on/off*) you can display or hide the construction plan.



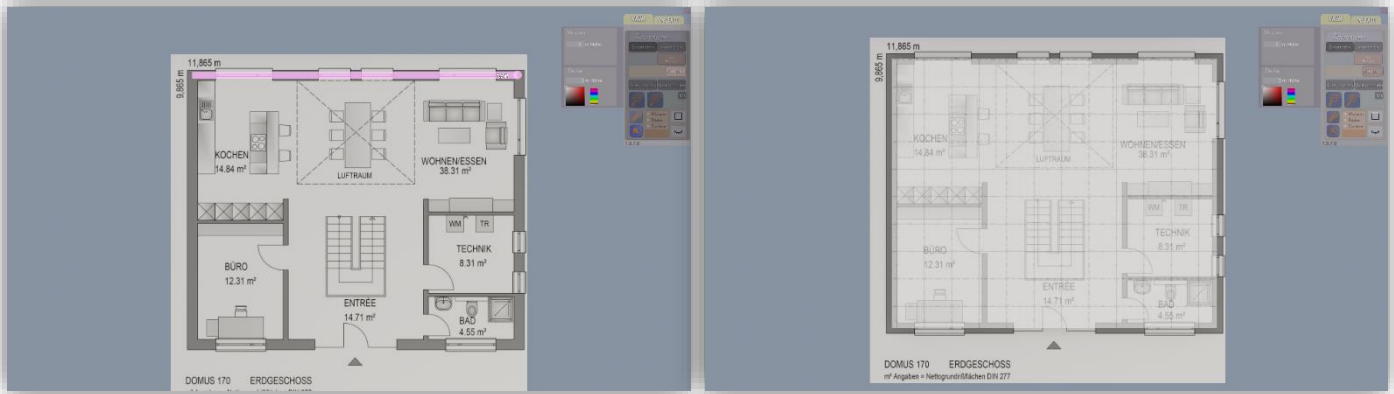
Use the zoom-buttons in the control area to display the plan in the desired size. By using the keys ‚W-A-S-D‘ on your keyboard you can move the plan.

Now you can start placing walls on the imported construction plan as you can do in the free mode.

**NOTE:** Start with the outside walls. To do this, tick the boxes for walls, for floor and for ceiling and insert the height of the wall and/or ceiling in meters.

Activate the building mode and draw the outside walls directly on the construction plan. Once the floor plan is ready, end the building mode by using the right mouse key.

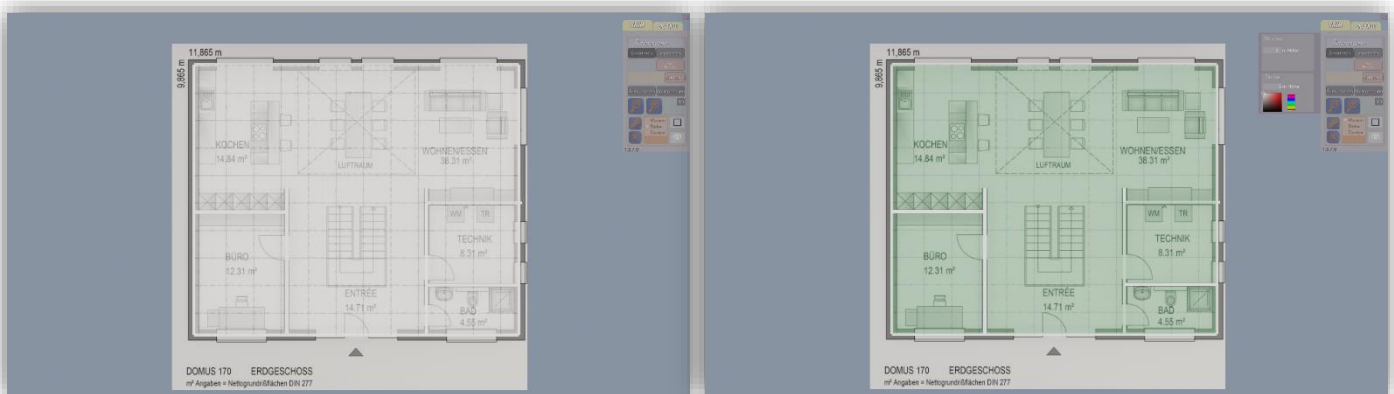
When moving the wall, the real dimension of the wall is shown.



The next step is to draw the inside walls. Only activate the check boxes for the walls and draw the inside walls.



In most cases it is easier to hide the ceiling by clicking this button. To hide walls and floors click the “eye”-button below.



Should the inside rooms have a different floor from the rest of the area, you can now adapt the floors individually. To do this, activate the option ‚Böden‘ (*floor*) and draw the floors of the rooms. You will note that the cursor is drawn to the corner points.

## Adding Details: Splitting Walls



To split a wall, first click on the ,split' button. As soon as the split mode has been activated it will be lighted. The cursor now functions as the splitting tool.

To split a wall, mark the desired point with the left mouse key. Set a second point with the left mouse key. To end this mode, click at any point of the screen with the right mouse key.

Now mark the piece of wall to be deleted with the left mouse key and delete by pressing the clear button on your keyboard. You have now marked one passage.



## Adding Details: Windows and Doors

In the current version of VRAME Box you can place a selection of windows and doors. Scope and functionality will be extended in the coming versions.



To place a window or a door first activate the tab ,Objekte' (*objects*). Then select the object to be placed in the dropdown menu.

Select if you want to place a door or a window and choose the corresponding model.

Click the ,build' button to place the desired object in a wall.



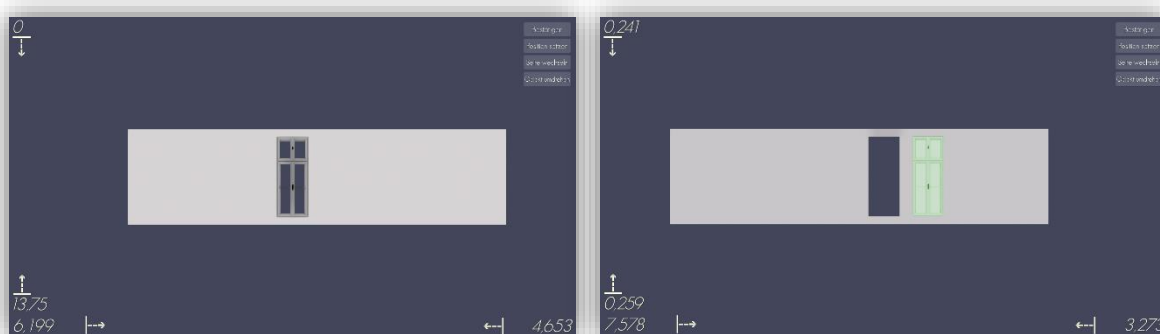
The walls and windows that have been placed are marked in the plan.

Once the window has been placed, the wall view is displayed.

Here you will see the exact position of the window in the wall. By using the keys ,A' and ,S', the wall can be moved.

Click the button ,Position setzen' (*set position*) if you want to change the position. By keeping your finger on the left mouse key you can then move the window freely on the wall and see the correct measures at the same time.

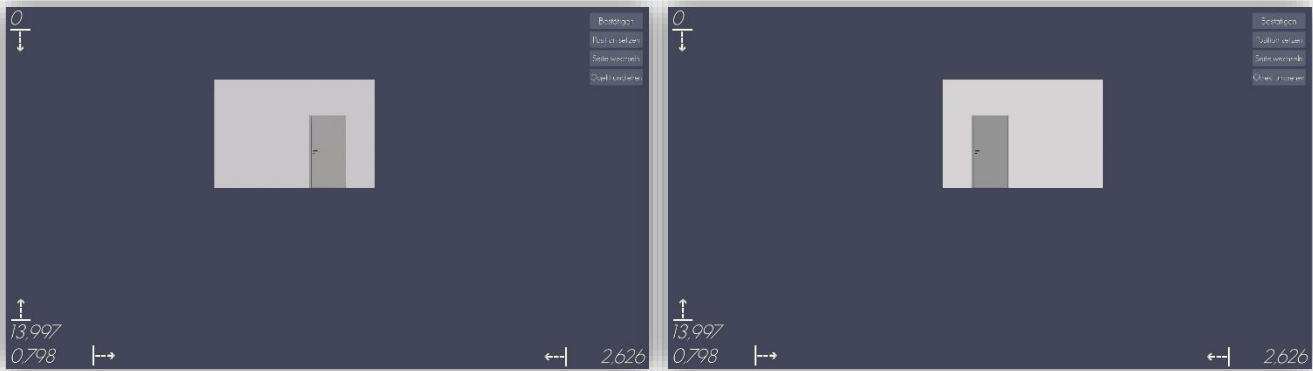
Once the window has been placed correctly, let go of the left mouse key and click the ,Bestätigen' (*confirm*) button. The window has now been placed and you return to the ground plan view.



Doors are placed in exactly the same way. The only difference is that they are always fixed to the floor once you confirm the position.

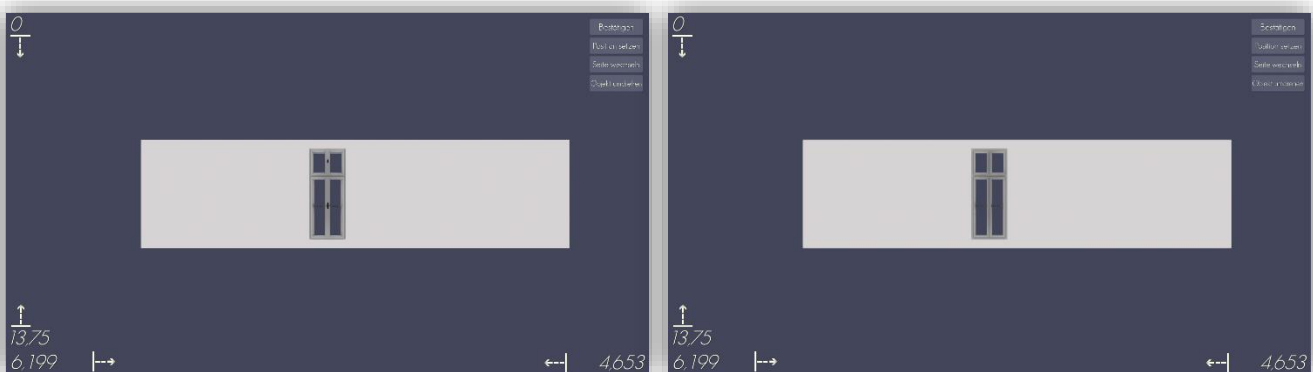


In the wall view you can select from which side you want adapt the wall. To do this, click the button ‚Seite wechseln‘ (*change sides*).



You can also change the direction of an object by clicking the button ‚Objekt umdrehen‘ (*turn around object*).

In this way you can be sure that the inside of an object is directed inwards. Please note also that an object, once placed, cannot be changed afterwards.



## Adding Details: Colours and Textures

Walls and floors can be textured and coloured. To do this, mark the floor or the wall you wish to colour or texture. By clicking the left mouse key on the selection, the details for textures and colours are displayed.

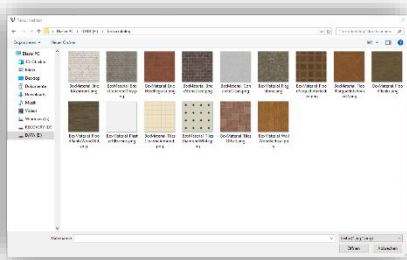


Before choosing a texture you have to decide if it is a 'simple' (e.g. photo) or a recurring texture.

By using the sliders, 'Tiling' and 'Offset' the size and the position of the texture on the x- and y-axis can be changed independently. Additionally the sliders' ranges can be changed/entered.

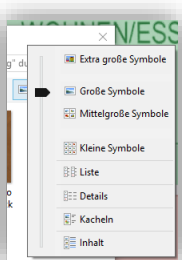
Likewise the rotation of a texture and its transparency can be adjusted with a slider.

By clicking, 'Glas' (glass) you can transform a wall or a floor into a glass surface.



To load a texture, click the button, 'Lade Textur' (load texture). A dialog window opens. In the basis version you will find a file with texture samples. Mark the desired texture and upload it with, 'select'.

*Default folder: Documents/goinplaces/box/textures*



To make it easier to see the textures it is recommended to set the view of the images to, 'big' in the data window.

## Change of View to 3D Mode



To get a 3D view from the planning mode, click the button 3D view. This is where you can look at your planning in a 3D mode. By using the zoom key you can change the distance to the object, by clicking the turn button your plan will turn until you activate the turn button again.

Alternatively, the angle of view can be changed by clicking the left mouse button. Zoom in and out with the mouse wheel. To move the camera position (up/down/left/right) click the third mouse button (MacOS: alt + left mouse button).

Selectable surfaces are marked by an orange frame and can be altered by clicking the right mouse button.

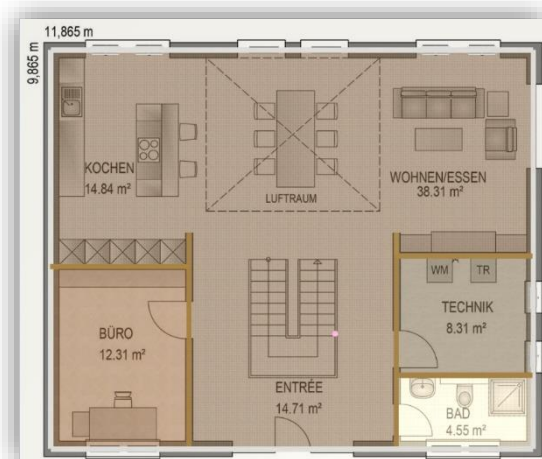
You can choose between the following editing types: changing/deleting textures and colours. With an active 'Raum' (room) tab ceiling, walls and/or floors can also be hidden in the 3D mode.



## Setting the Start Point for VRAME



When continuing the planning in VRAME it is necessary to set a start point by clicking the button 'Startpunkt' (start point). It determines the start position of the camera in the 3D mode in VRAME.



The start point is shown as a pink dot in the planning.

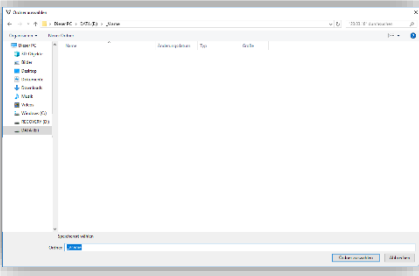
If no start point is set, this is done automatically, however, the automatically generated point might be outside the room in case of certain room shapes. This is why manual setting is recommended. The position can be reset at any time.

## Saving and Loading of Plans



When continuing the planning in VRAME or just for being able to continue planning later on, you can export your planning and import it again.

Give the planning a name in the indicated field and click the button ,Exportieren' (*export*).



The dialogue window then allows you to select a location for saving. This will then also be the location where you will find the planning for the import into VRAME: Confirm saving by clicking the ,select' button.

*Default folder: Documents/goinplaces/box/projects*

The loading of a room is done in analogy to the export. To do this, click the button ,Importieren' (*import*) and select the desired file in the dialogue window. Confirm your selection by clicking ,open'.

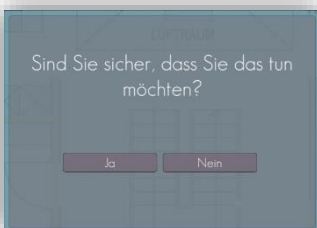
**NOTE:** Import is not possible in the demo version.

## Deleting Plannings



There are two different ways to delete a planning.

By clicking on ,Alles löschen' (*delete all*) the entire planning including all details will be deleted. Clicking on ,Raum löschen' (*delete room*) will delete a room created on a plan, but not the building plan itself. Planning can be continued immediately with the same building plan.



A confirmation prompt will prevent you from deleting a planning unintentionally.

## Exiting VRAME Box



To exit VRAME Box, click on the red X in the right top corner of the screen.

Should you have further questions or suggestions concerning the VRAME Box, please contact your partner at the GoIn'Places GmbH. We look forward to your feedback and suggestions.