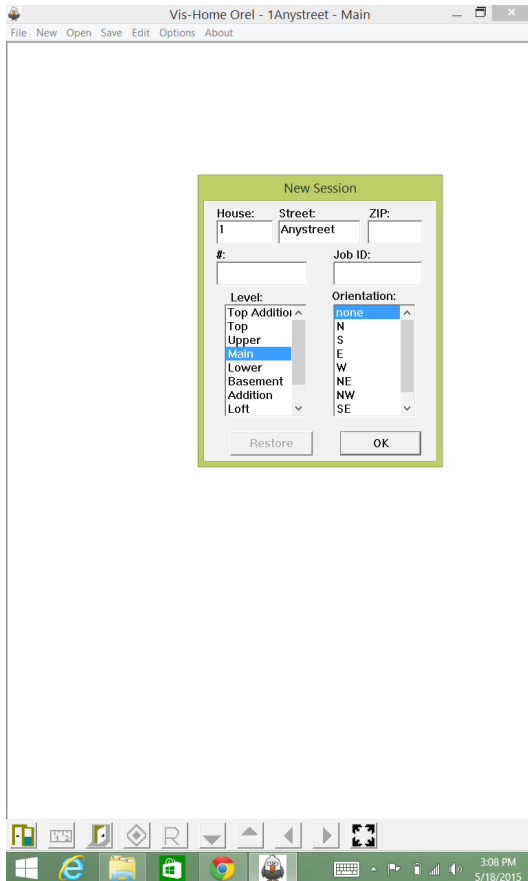


CHAPTER 1 – A Quick Run-through

1. Start Orel by clicking on the Vis-Home icon.



New Floorplan Dialog

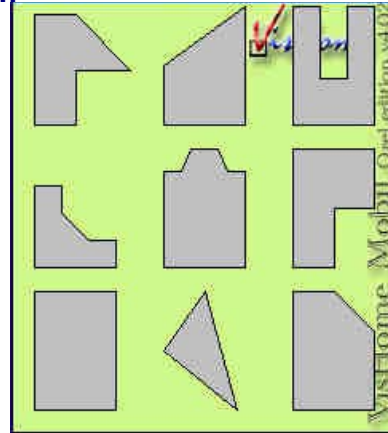
2. Bring up the keyboard by pressing the



bottom of the screen.

3. Enter the house #, street name, and level name (UPPER, MAIN, ETC).

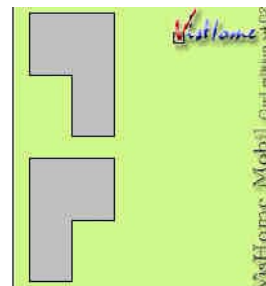
4. Select a shape that best fits the room



New Room Dialog

Click on the matching shape. Ignore orientation and proportion – we'll take care of that later.

5. Choose the orientation of the shape that best fits the room.

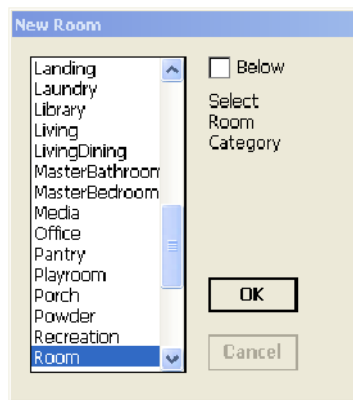


Room Orientation Dialog

Note: this will look different depending on the shape chosen at the New Room Dialog.

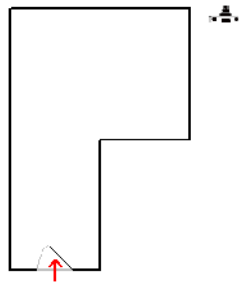
A room may be too complicated to use just one shape. You may attach another room through an “empty” door. Make sure to give both shapes the same name.

6. Name the room



Room Name Selection Dialog

Select the room type and click OK. This will take you to the Object view of that room.



Object View – New Room

7. Select the Entrance wall

Determine on which wall to place the entrance. You can cycle through the walls by putting 1 finger in the center of the screen, and rotating the other finger around the edge of the screen. Or, you can click the [arrow buttons](#):




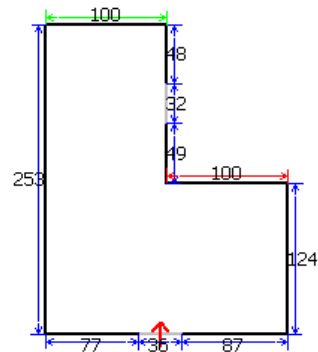
8. Set General Room Shape & Proportion

- Pull the walls to set the appropriate shape and dimensions.
- Pull the walls to match the dimensions of walls that belong to previously defined rooms.
- For rooms with diagonal walls, drag the wall corners to set the right angle for diagonal walls. If you made

a mistake, go to the **EDIT** (between **SAVE** and **OPTIONS**) menu at the bottom right of the screen and select **Unlock Angles**.

9. Go into the Dimensions View

Click on the  button, located at the left part of the toolbar, which is on the screen's bottom.



Dimensions View

9. Enter the Wall/Object Dimension

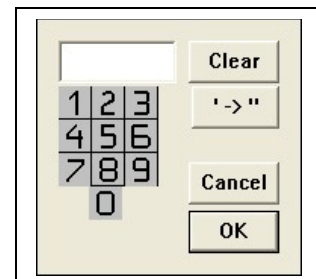
- Select a wall to change by clicking on it once. That wall's color should change to red.
- You can alter any wall/objects dimensions by:

1. Clicking on the **button bar's pull-down menu**:





and selecting an appropriate value.



2. dragging a wall with which that wall forms a corner.
3. double-clicking on the wall, and using this input box to enter dimensions:



10. Input the dimensions rest of the Walls/Objects

You should notice that once you input a wall's dimensions, it turns green. This means that the wall's dimensions are locked. If you've made a mistake, select that wall again and look at the top left of the screen.

Click on the  icon to unlock that wall – the icon should change to . You can define the dimensions of a wall object (such as a door) in the same way.

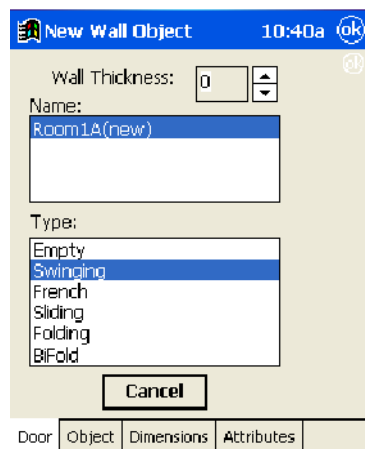
Once you've input enough dimensions for Orel to define the room, the  located at the top left of the screen should change to . Now that we have the room's dimensions, we will populate it with objects.

11. Go back to the Objects View

Click on the  button at the left of the **button bar**.

12. Create a door

Click on one of the walls to bring up the **New Wall Object** dialog box:



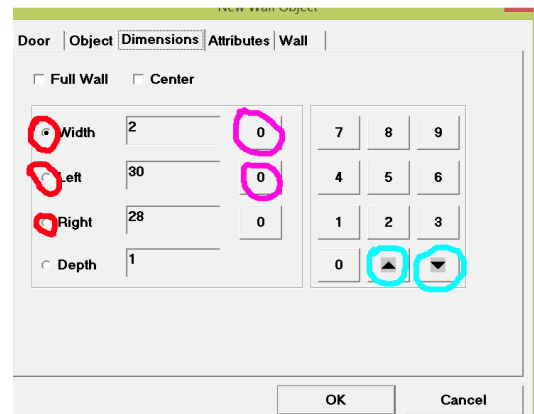
Wall Object Dialog --- Door Tab

13. Define door type

Choose what kind of door to create. You can scroll down to see more options.

14. Choose door dimension to define


Click on the **Dimensions** Tab which is just above the middle of the **button bar**. Choose 2 attributes to define by clicking on the **radio buttons**:

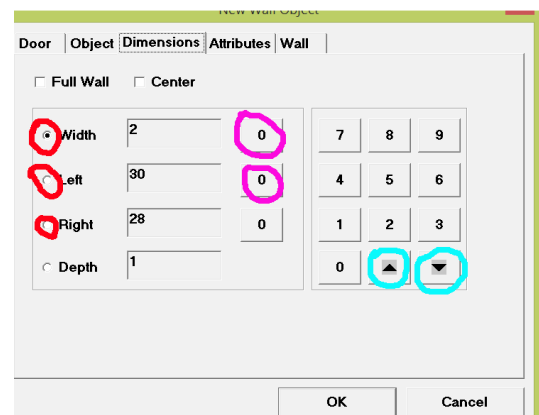


Note: the "Left" and "Right" are distances from the door's edge to the wall's edge, as if you were looking at the wall from the middle of the room

15. Define door dimensions

You can enter the dimensions by:

- **Scrolling up/down**
- **Zeroing** the value and then pressing the **keyboard button** () at the left of the **button bar** to bring up the keyboard which you can use to input the correct value.



16. Define Door Attributes

Press the **Attributes** tab at the bottom left of the screen:

New Wall Object 11:14a (ok)

☐ External ☐ Closet

Action:

Inside
Outside
Double Action

Position:

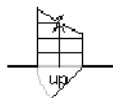
Left
Right

☒ Stair Steps: 4

Up Down Inside Outside

Door Object Dimensions Attributes

1. The **External** checkbox defines whether this door leads to outside that floorplan
2. The **Closet** checkbox allows you to automatically generate a closet behind that door.
3. **Inside/Outside** defines whether the door swings into or out of the room.
4. **Left/Right** defines whether the door is mounted on the left or right, as if you were looking at it from the center of the room.
5. **Stair** defines if there are steps beyond the door. A door w/ stairs:



6. The **Straight** pull-down box defines the direction of the staircase. This field will be blank unless the **Stair** box is checked-off.
7. **Up/Down** refers to where the staircase leads.

Inside/Outside defines whether the staircase is located inside the current room, or outside. The above example is **Up & Inside**.

17. Finish the door

Press the OK button at the top right of the screen

18. Create a new Object

In the Objects view (see step 12) click on any wall. This is identical to step 13. The Door/Objects dialog box should pop-up again

New Wall Object 10:40a (ok)

Wall Thickness: 0

Name:
Room1A(new)

Type:
Empty
Swinging
French
Sliding
Folding
Bifold

Cancel

Door Object Dimensions Attributes

19. Define the new Object

Click on the **Object** tab, you should see this:

Object:
Fireplace
Window
Bath Object
Countertop

Type:


Depth: 30

Select the Fireplace for this example. We will explore the other Objects in more detail in the next chapter.

20. Select the type of Fireplace

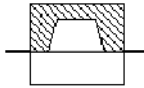
Type:
Flush
Projected
Corner
Inside

Depth: 30

Select the type of fireplace this is and define its depth by **scrolling** or highlighting the **Depth** number, pressing the **keyboard button** () at the left of the **button bar**




to bring up the keyboard which you can use to input the correct value.



Flush Fireplace Example

21. Define Fireplace dimensions


You can enter the dimensions by:

- **Scrolling up/down**
- **Zeroing** the value and then pressing the **keyboard button** () at the left of the **button bar** to bring up the keyboard which you can use to input the correct value.

22. Finish the Fireplace

Press the OK button at the top right of the screen

23. Exit into a New Room

Press the  button at the top right of the screen and press on the door through which you wish to exit.

24. Create a New Room



Create a Rectangular Room & name it "Kitchen"

25. Rotate the Room.

You can rotate rooms by putting 1 finger in the center of the screen, and rotating the other finger around the edge of the screen – this is the same process as selecting the entrance wall in step 7. Or, you can click the **arrow buttons**:



26. Lock Current Room Dimensions

Enter the "Dimensions" mode by clicking . Click the  at the top right of the screen. You've now locked the room dimensions.

27. Create a Wall Single-Sink Countertop

See 19, except now, select "Countertop" in the Object menu and select "single-sink" in the Object sub-menu.

28. Create an Island Countertop

Click and hold the stylus at the center of the room. Select "Island" and define its dimensions.

29. Bring up the Rename Room Dialog

Press the **Rename** button at the bottom-right of the cursor.



31. Delete Room

Press the **Delete** button to Delete the room. Press the **Cancel** button at the bottom-right of the cursor to return to the Object view of the room.

CHAPTER 2 – A More Detailed View

I. TOP BAR

File -

New – lets you create a new FPL

Restore – lets you restore autosaved versions of previously created FPLs

Open - lets you open a previously created FPL

Save – lets you save as the next FPL saved in that sequence – each FPL you save will have a unique name, without overwriting previously created versions

Edit –

Unlock Angles – for shapes with angled walls, this unlocks the slant of those angled walls

Reset Dimensions –

Mirror – mirror flips the the FPL

View All – changes the zoom so that you can see the entire FPL

OPTIONS-

The 'Show' dialog box has the following options:

- Show Dimensions:** A group box containing three radio buttons: ☒ All, ☐ Unlocked, and ☐ Active.
- ☐ Rooms
- ☐ Areas
- ☐ Names
- ☐ Objects
- ☐ Hide Zero Dimensions
- Default Wall Thickness:
- ☐ Imperial Dimensions
- ☒ Smart Wall: ☐ Bottom Entrance
- OK button

1. Show Dimensions – select “All”, “Unlocked” or “Active” to see which measurements are visible in the **Dimensions View** which is explored further below in the “Dimensions View Button”
2. Show Rooms/Areas/Names/Objects – select which details will show in the **Overall View** of the floorplan.
3. Hide Zero Dimensions – all wall segments with a value of “0” can not be active
4. Default Wall Thickness – set the thickness of the wall (in inches)
5. Imperial Dimensions – Toggle between having 105 inches represented as 105 or 8’9”.

6. Smart Walls – When the walls of two rooms are close to each other, this option melds those walls together. If you're having difficulty with the way the walls are being merged (typically an “inconsistent dimensions” error)
7. Bottom Entrance – everytime you enter a room, the whole plan is rotated so that the entrance to that room is at the bottom of the screen


II. Button Bar



1. **Objects View Button** (house icon) – Activates the Objects View for the Center Screen
2. **Dimensions Button** (ruler icon) – Activates the Dimensions View for the Center Screen.
3. **Exit Button** (door icon) – After pressing this button, chose a door through which to exit. If that door does not lead to a room, this will prompt the **New Room Dialog**:

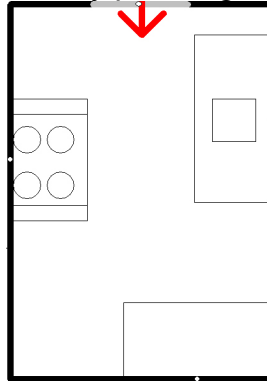


4. Still not quite sure what
5. Will Bring up “Rename Room Dialog” – very similar to “New Room” Dialog box above – but you can **RENAME** and **DELETE** the current room you’re inside
6. **UP/DOWN Arrow keys** –
7. **LEFT/RIGHT Arrow keys** –
in **OBJECT** (house icon) **VIEW** - rotate room
in on **DIMENSIONS** (ruler icon) **VIEW** – select next segment
8. **View-all Button** (four arrows pointing outwards icon) – changes the zoom so that the entire is visible

9. **Pulldown Menu** () – This will change according to what is on the center screen.

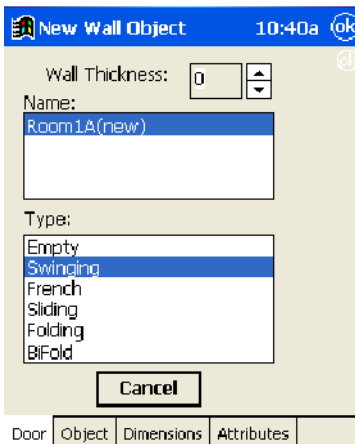
- I. **The Center Screen** - The center screen will look different depending on which view you are in. This first section describes everything in the Objects View.

A. **Objects View** – activated by pressing  button on the **button bar**



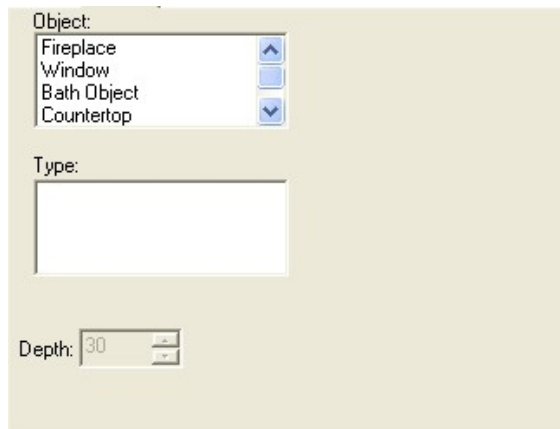
1. **Creating New Objects**

- a. Click on the desired wall to bring up the **New Wall Object Dialog Box**



- b. Select either the **Door Tab** or the **Wall Object Tab** (the **Door Tab** is default)
- c. **Door Tab** – Select one: Empty, Swinging, French, Sliding, Folding, Bifold, Halfwall

d. **OR click the Object Tab:**



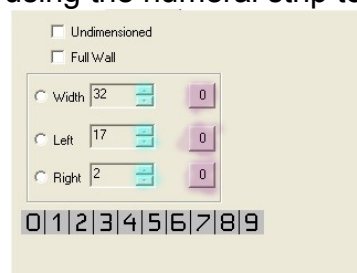
The screenshot shows a form with the following fields:

- Object:** A dropdown menu with options: Fireplace, Window, Bath Object, and Countertop. It has up and down arrow buttons.
- Type:** A large empty text box.
- Depth:** A numeric input field with the value 30 and increment/decrement buttons.

When you select the correct type of object at the top field of the form, several more specific types of that object will appear at the bottom field. You can also define the depth of some objects (all but windows) or the number of panes a window has.

e. **Dimensions Tab** – These values are determined by the distances to the left/right edge of the wall as if you were looking at that wall from inside the room:

- **Scrolling up/down**
- **Zeroing** the value and using the numeral strip to input the correct value




The screenshot shows a form with the following fields:

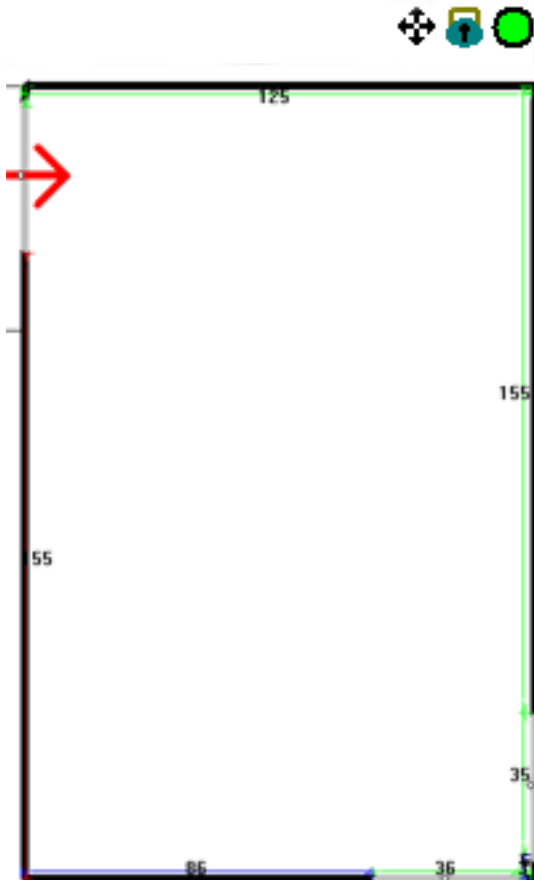
- ☐ Undimensioned
- ☐ Full Wall
- Width:** A numeric input field with the value 32 and a zero button.
- Left:** A numeric input field with the value 17 and a zero button.
- Right:** A numeric input field with the value 2 and a zero button.
- Numeral Strip:** A row of buttons labeled 0 through 9.

Alternatively, you can create an undimensioned object by checking off that option. In that case, you can manipulate the object's dimensions in the dimensions view. You can also elect to have the object cover the entire wall.

- a. **Attributes Tab** - This tab is different depending on what door/object you've chosen in the previous tabs. Here you can select the orientation of the door along with adding a staircase.


I. Center Screen – Dimensions View


You can activate the dimensions view by pressing the  button on the button bar. Something similar to this should appear:





A. Dimension Lines – the length of every object/door and wall section is defined in this section. **Blue** indicates that dimension is undefined, **green** means that dimension has been already defined and **red** indicates the dimension which is currently selected.


A. B. Status Bar (top right of screen)

 - by pressing this button, you're activating the "View All" command that is accessed via the Tools menu.

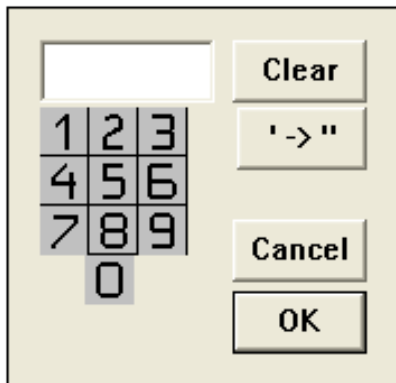
 - this button locks or unlocks a dimension. Once a dimension is defined it will be locked automatically, but can be unlocked.

 - when this button is green, it means enough dimensions are defined (locked) for the room to be set. You can now press the  button and do the next room. If this is red, there is still more work in this room.

C. Changing the dimensions – you can change any dimension, including those already defined (marked **green**) by 2 ways.

A. You can click once on the dimension, make sure it's unlocked (check the  button) and drag out the appropriate walls.

B. You can double-click on a wall and the following menu should appear:



C. Now, enter the dimensions of that section.

II. Some Common Questions

How many photos should I take?

*Main Rooms (Living, Dining, Kitchen, Master Bathroom, Rec. Room) – 2
Secondary Rooms (Den, Deck, Bathroom, Bedroom, Landing [if 2nd floor], etc) – 1*

Single Family Home	Condominium/Apartment
2 Front photos, 1 of backyard, 1 of back of house	1 Photo of the Building, 1 Photo of Courtyard (if applicable)

Always ask the realtor if they want a Laundry photo, or any additional aspects of the listing they'd like to highlight.

How do I delete a room?

Click the "R" button to bring up the "Rename Room" dialog box, described in chapter 2, section IV.

I don't see the exact shape of the room I'm in at the New Room dialog box.

Select a shape that's similar, this should take you to a screen that will have the specific shape you're looking for. If it's an extraordinary room, you may select the "free form" shape which can be manipulated by pulling its corners

in the correct places. Also, you may need to create the shape of the room from several regular shapes. Read Chapter I, steps 4-5 for details.

My stairs are too long – they're riding over a wall!

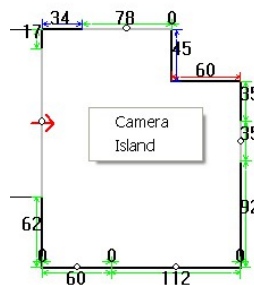
Select the doorway from which these stairs are exiting and select the attributes tab. One of the attributes is the number of steps in a stair – simply reduce that number!

The house I'm in is a two-story split-level. Should I just create 4 different floorplans for each level?

No. Ask the realtor (or the homeowner if the realtor isn't there) which levels should be combined. In most cases, you will end up with 2 floorplans for a house like that – but don't forget to indicate the stairs!

A kitchen has an island countertop (or column, or spiral staircase, or any other free-standing object) – help!

1. Go inside the room
2. click on the origin point of the countertop – hold 2 seconds-let go.
A box will pop-up; the screen should look like this:



Note: this can be done in Dimensions or Objects view modes

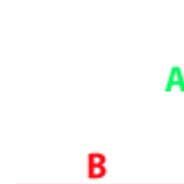
3. Select "Island"; the following menu should pop-up:

Sets the type of countertop

Sets the dimensions of the countertop

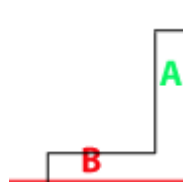
Sets the rotation of the countertop

How do I make a corner countertop between walls A & B?



- a. Create a Countertop on Wall B with its left dimension defined as zero (it doesn't matter what kind of countertop - empty, stove, etc)

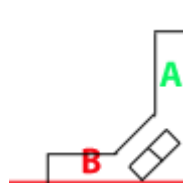
- b. Create a Countertop on Wall A with its right dimension defined as zero – Tula will automatically combine these:



- c. Click on the corner of walls A & B; a “New Object – Countertop” menu will appear.

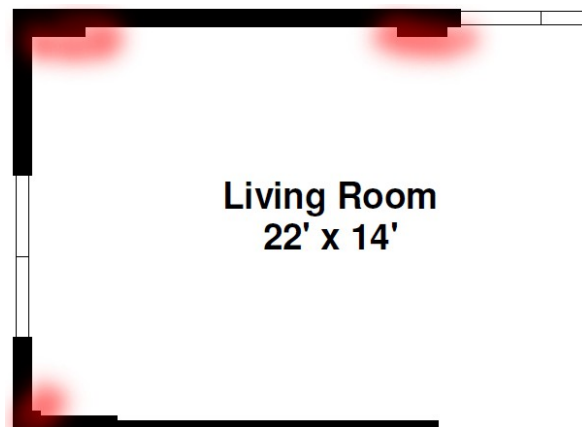
Important: make sure the “corner” box is checked at the bottom-right corner of the menu; otherwise press “cancel” and try again

- d. If you select “double sink”; the result should look like this:



You can change the depth of the corner piece (the default for which is 60) via the menu in part 3

The outline of the walls of this floorplan have small “bump-ins” (typically because of the support structure of the building) – do I have to create new rooms for every “bump-in”?



No – create an object by clicking on Objects-Structural-BumpIn to depict these “bump-ins”

The island countertop is not rectangular...it's a “T” shape, for example.

If you place an island next to any countertop (island or otherwise), Tula will automatically combine them. So use island countertops to construct any number of oddly shaped countertops.

How do I create rounded corners?

1. To “round” a corner, you must click on that corner in OBJECTS (not DIMENSIONS) view

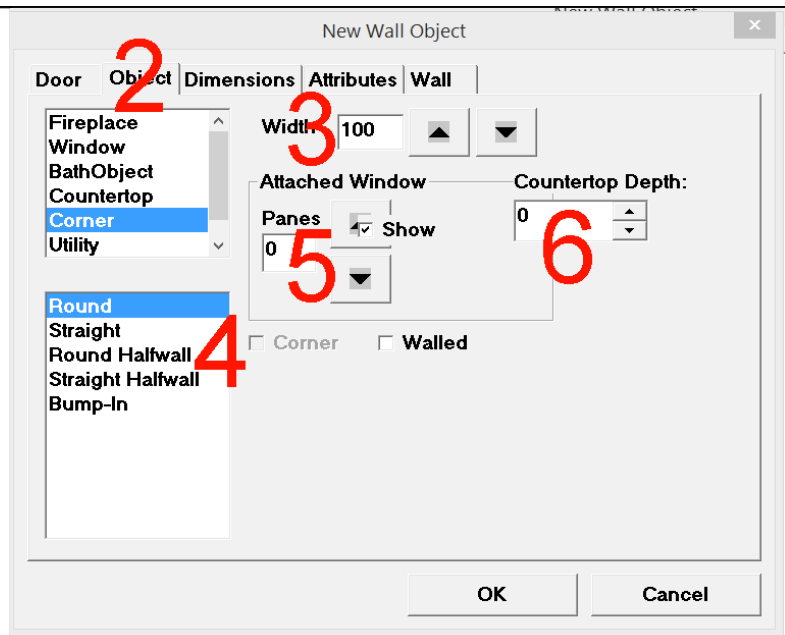
2. click the OBJECTS tab in the NEW WALL OBJECT dialog box – if CORNER is not one of the options, click CANCEL, you didn’t click close enough to the corner

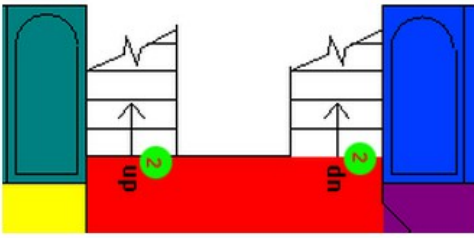
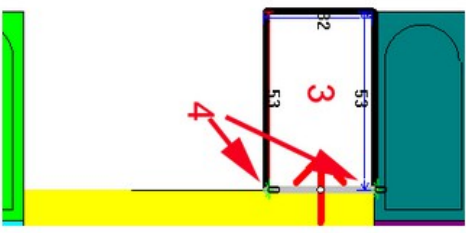
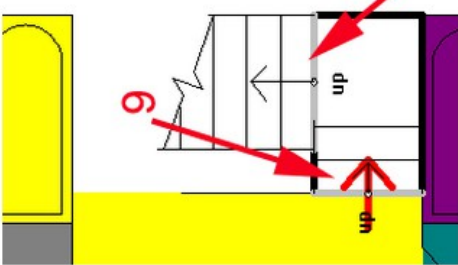
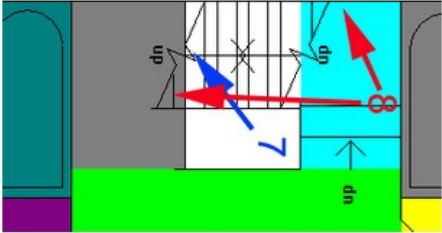
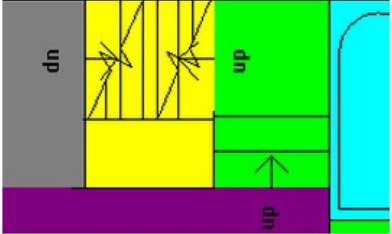
3. Alter the “Width” of the corner to determine pronounced the “rounding” is.

4. You can alter the “rounding” area by deciding if it’s “flat” (a flat wall) or “circular”, and whether it has a half-wall or bump-in

5. Amount of window panes (if any)

6. Countertop depth (if any)



	<ol style="list-style-type: none"> 1. go inside the first room of the level - it's the red room 2. un-check the "stair" to delete the 2 outside stairs
	<ol style="list-style-type: none"> 3. go through the level entrance, and create a new rectangular room called hall 4. move the walls so that the door you've walked through cover that entire wall
	<ol style="list-style-type: none"> 5. create a new door with dimensions of right:0 and width the same as the "entrance" door, and add "outside" stairs going down (or up, depending on the direction of the stairs) 6. click on the "entrance" door, and add "inside" stairs going down (or up, depending on the direction of the stairs). adjust the number of steps accordingly.
	<ol style="list-style-type: none"> 7. re-peat on opposite side of stairs 8. adjust the number of "outside" stairs so there's no overlap between the stairs and any of the currently existing rooms.
	<ol style="list-style-type: none"> 9. walk out through one of the newly created doors to create a new "hall" room to enclose the gap.

Orel crashed! What to do?

One of the new things is the "Restore" functionality which can be accessed from the "Edit" menu button at the top. By clicking "Restore" you can access auto-saved versions of the current previous floorplan - this is especially useful if Orel crashes, and you need to restore an old version of the FPL.

Orel buttons and screen icons are too small! What to do?

Open Screen Resolution by:

swiping in from the right edge of the screen,

tapping **Search**,

entering **Make text larger** in the search box,

and then tapping or clicking **Make text and other items larger or smaller**.

- Drag the slider until the items in the preview image are the size you want them to be.
- Tap or click **Apply**.

Alternative solution:

1. Click the start button
2. Click the "gear" button to go to the Windows Setting dialog box
3. Click System
4. Click Display
5. Scroll to "Advanced Display settings" and click it
5. Scroll to "Advanced sizing of text and other items" and click it
6. Click on "set a custom scaling level" - you'll see this as part of the long paragraph titled "change size of items"