

# SpexWorld! Playground

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*for Windows XP / Vista / Power and Intel Mac computers*

## Quick Start Manual

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# SpexWorld! Playground

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## Contents

Getting started	3
Budget	3 / 6
Charts and Spreadsheet	6
Equipping a Playground	4
Preferences	7 / 8
Toolbar	5
TIPS	9

# SpexWorld! Playground

## Getting started

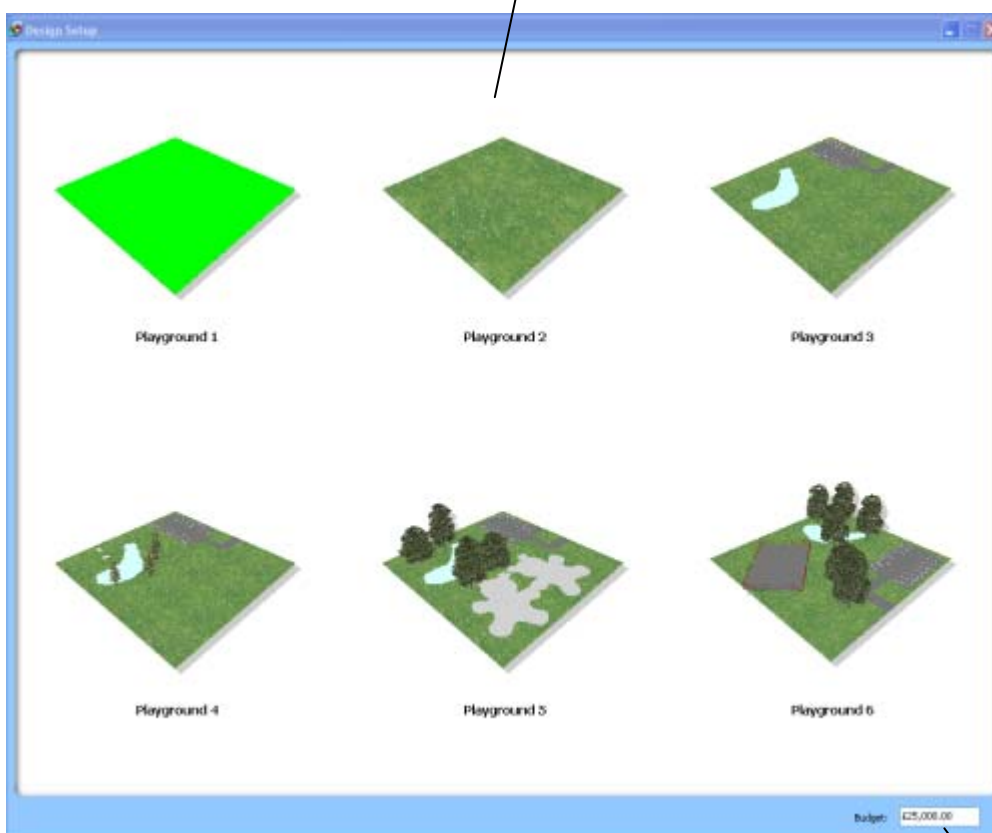
To run SpexWorld! School go to:

START>Program Files>AspexSoftware>SpexWorlds! Click on 'Playground'

## Selecting a playground to design

After loading SpexWorld! Playground a selection of play areas will be displayed. Select the desired area by clicking on it.

*Click a floor plan to select it.*



*Fig.1  
Select a playground*

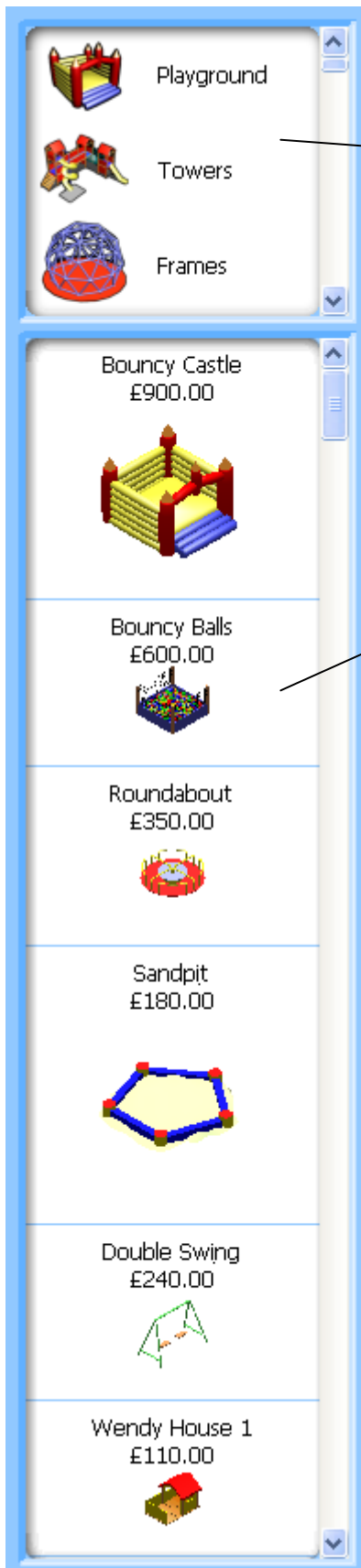
*Change the available budget*

## Budget

SpexWorld! Playground allocates a budget by default, which represents the money you have available to spend. You can change this by simply entering a new amount, but once the budget is set and the room plan is selected, the budget cannot be changed.

# SpexWorld! Playground

## Equipping the Playground



*Click to select the desired group of items, scroll up and down to see all the different groups.*

*Use the mouse to drag items on to the playground.*

Using the mouse, items of play equipment are dragged on to the playground from a graphical list of items on the left.

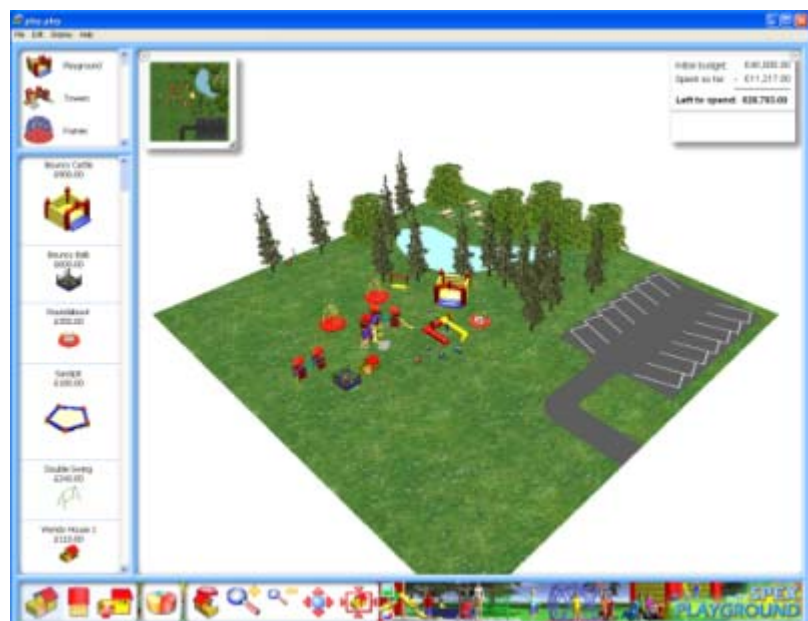
The different groups of items are selected in the top window and the items in that group are shown in the bottom window.

Drag items from the bottom window into the play area plan.

Items can be dragged into the play area when either the plan-view or the 3D view of the play area is being displayed.

Once in the play area an item can be moved, rotated and placed in the desired position.

TIP: It is easier to place items accurately when the plan view is being displayed.



# SpexWorld! Playground

## Toolbar



3D View

Go inside

Rotate view

Zoom out

Centre  
the view

Plan View

Charts and  
spreadsheet

Zoom in

Pan the view



Click to toggle the lighting between night and day

Click to change toolbar colours

Most of the buttons on the toolbar are self explanatory, for example, click the 3D-view button to display the 3D view, and the Plan-view button to display the plan view.

TIPS:

### Go-inside

The Go-inside button changes the display to place the user inside the playground. Press the ARROW KEYS to walk forward and backwards and to turn left and right. Press the 'A' and 'Z' keys to look up or down.

### Charts and Spreadsheet

Click the button to display a chart, a new toolbar will appear which enables you to display other charts and the spreadsheet.

### Rotate view

Click the button with the left mouse to rotate clockwise and the right mouse to rotate anticlockwise.

### Pan the view

Click the Pan button then drag the view with the mouse. The Pan is active for one mouse drag operation.

# SpexWorld! Playground

## Budget and colours

Click the on-screen buttons to display the budget window and the colour windows.



Initial budget:	£40,000.00
Spent so far:	- £12,892.00
<b>Left to spend: £27,108.00</b>	
Item Added	
Big Tower:	£775.00

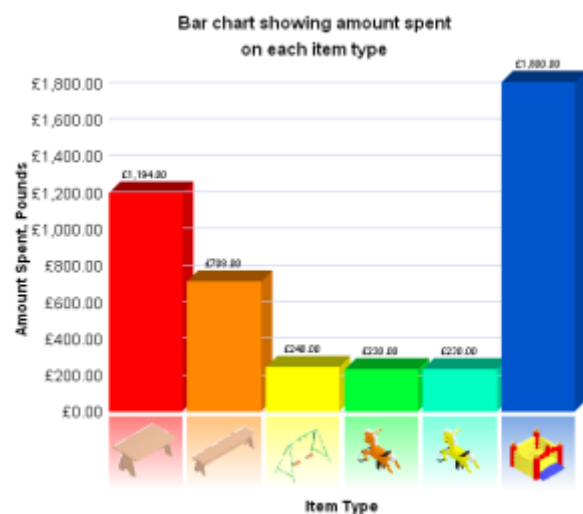
## Budget window

This window displays the current state of the budget and lists the initial budget and the amount left to spend as well as the amount spent on the last item.

## Charts and Spreadsheet

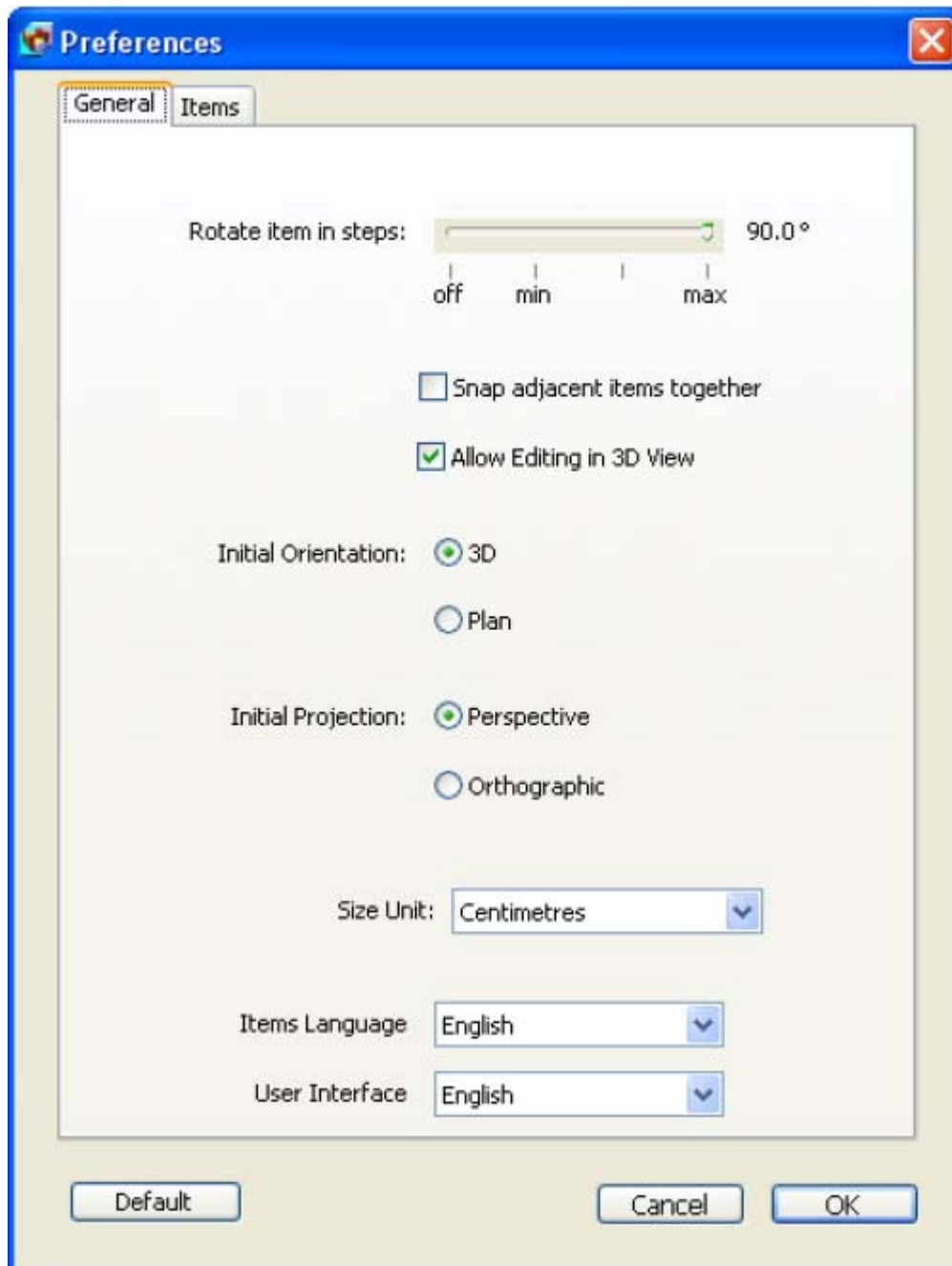
The charts and spreadsheet can be displayed at any time and reflect the items of play equipment included in the design. The spreadsheet can include images of the items as well as item names and a CSV file can be saved for use in a real spreadsheet.

Spex Spreadsheet				
Item	Name	Number	Price Each	Cost
	Beech Bench	12	£59.00	£708.00
	Beech Table	6	£199.00	£1,194.00
	Bouncy Castle	2	£900.00	£1,800.00
	Double Swing	1	£240.00	£240.00
	Orange Horse	1	£230.00	£230.00
	Yellow Horse	1	£230.00	£230.00
<b>Total</b>				<b>£4,402.00</b>



# SpexWorld! Playground

## Preferences (general)



**Rotate Item in Steps:** Recommended setting is 90 degrees which makes it easier to align items when they are being rotated. Switching this option off allows for smooth rotation of an item but makes it harder to line them up precisely.

**Snap adjacent items together:** When selected this snap option makes it easier to place items next to each other exactly. This is useful when placing a tunnel next to an existing tunnel for example. The 'Snap' acts like a magnet on the item being placed.

**Orientation / Projection:** These options set the default views on startup.

**Language:** English only at present.

# SpexWorld! Playground

## Preferences (Items)

Currency: Pounds

Exchange Rate: 1.00 Pounds per Pound

Environment	Group	Item Name	Price
Playground	01Playground	Bouncy Castle	£900.00
Playground	01Playground	Bouncy Balls	£600.00
Playground	01Playground	Roundabout	£350.00
Playground	01Playground	Sandpit	£180.00
Playground	01Playground	Double Swing	£240.00
Playground	01Playground	Wendy House 1	£110.00
Playground	01Playground	Wendy House 2	£110.00
Playground	01Playground	See Saw	£90.00
Playground	01Playground	Slide	£130.00
Playground	01Playground	Hopscotch	£10.00
Playground	02Towers	Activity Center	£2,300.00
Playground	02Towers	Small Activity ...	£1,200.00

Default

Default Cancel OK

### Changing prices

All the items have a default price which appears on screen and in the charts and spreadsheet. Prices can be changed individually by clicking on the price of an item in the preference window above and entering a new value. The new price is saved for use in subsequent Spex sessions. Click default to re-establish original prices.

# SpexWorld! Playground

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## TIPS

SpexWorld! Programs are intuitive and most of the operation is straightforward and easy to get to grips with. The following tips however, answer the most commonly asked questions:

### **Walking around the playground:**

Click the Go-Inside toolbar button to go inside the playground.

Press the ARROW KEYS to walk forwards and backwards and turn corners.

Press the A and Z keys to look up or down.

### **Rotating items**

Select an item of play equipment to reveal a bounding box with green grab-handles. Drag the grab-handles to rotate the item.