

SpexWorld! Town

for Windows XP / Vista / Power and Intel Mac computers

Quick Start Manual

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ISBN 1-894170-07-5

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SpexWorld! Town

Getting started

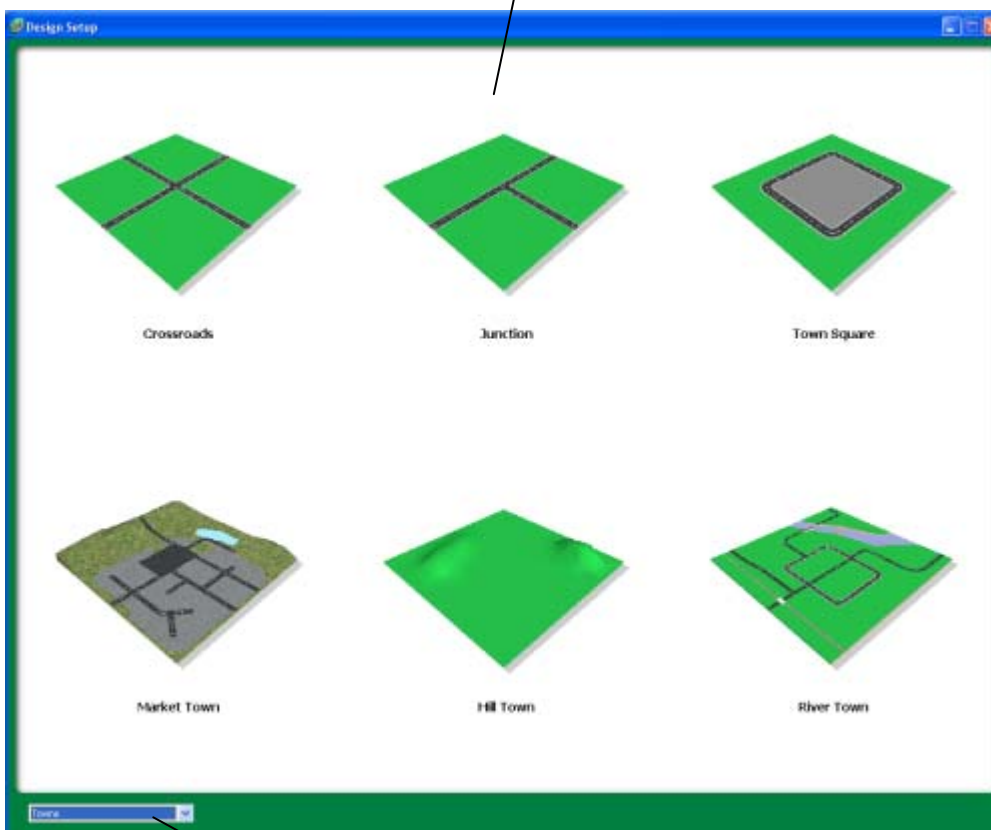
To run SpexWorld! Town go to:

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

Selecting a town to design

After loading SpexWorld! Town a selection of terrains will be displayed. Select the desired terrain by clicking on it.

Click a floor plan to select it.

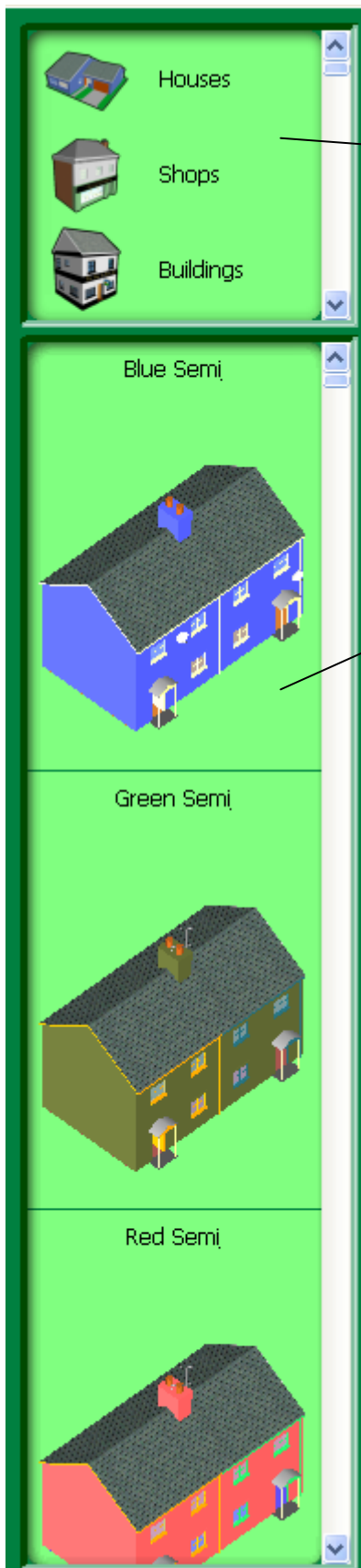


*Fig.1
Select a town area.*

Alternative towns.

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Designing a Town



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 town plan.

Using the mouse, houses and other items are dragged on to the town plan 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 town plan.

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

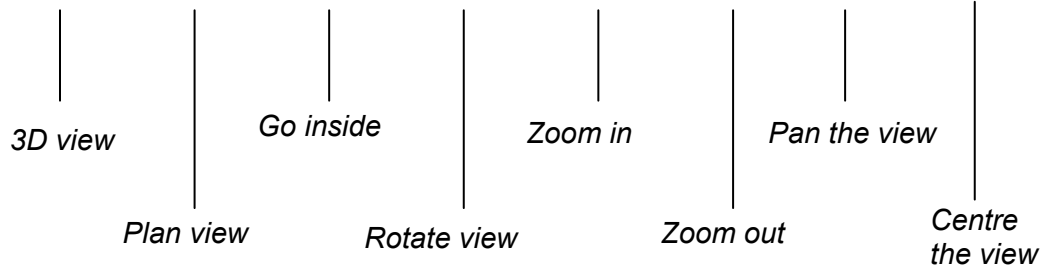
Once in the town plan an item can be moved, rotated and placed in the desired position.

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



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Toolbar



Click to toggle the lighting between night , day and twilight

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 town. 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.

Rotate view

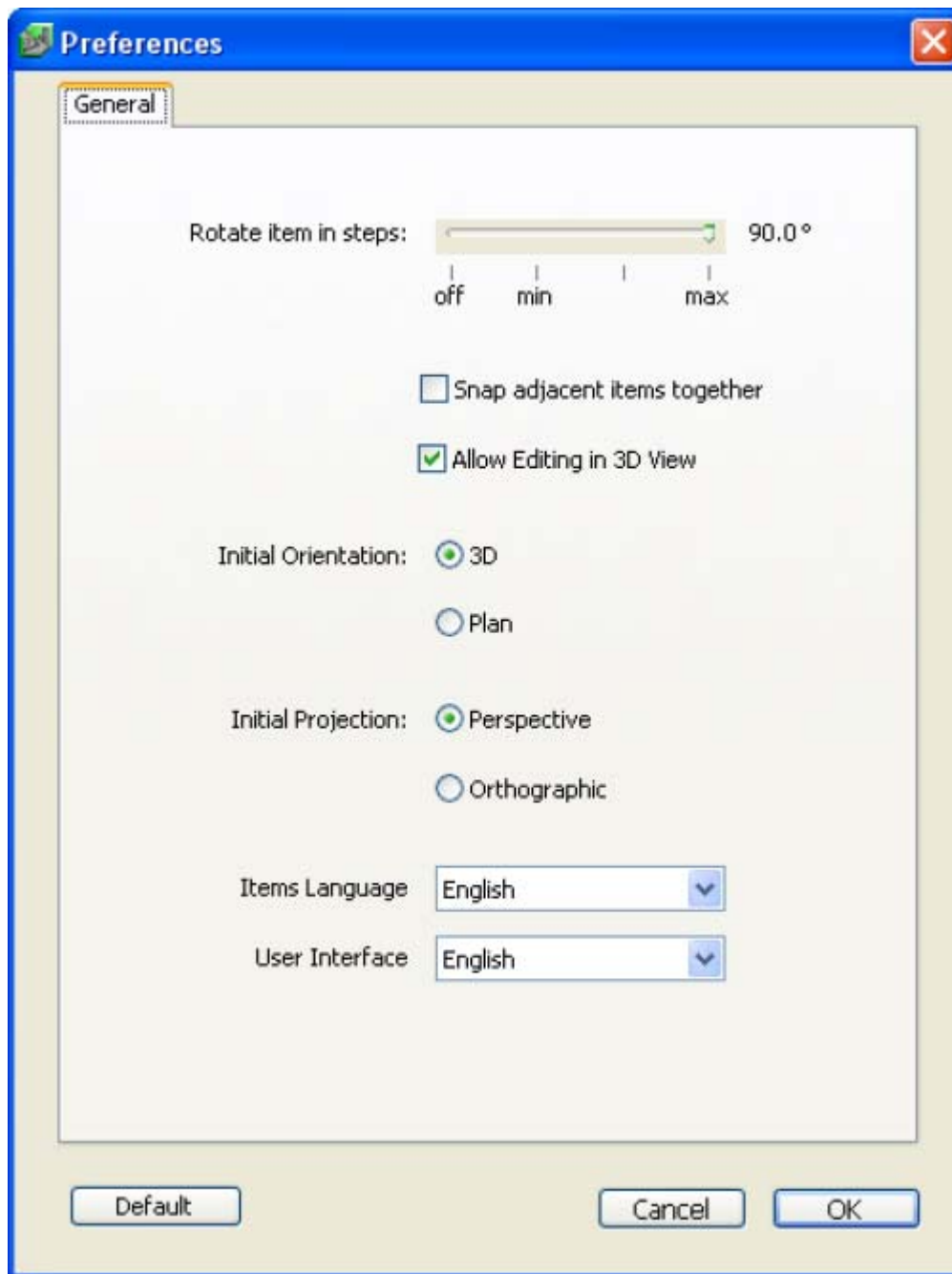
Click the button with the left mouse to rotate clockwise and the right mouse to rotate anticlockwise.

Pan the view

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

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Preferences



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 very useful when placing houses next to each other for example. The 'Snap' acts like a magnet on the item being placed.

Orientation / Projection: These options set the default views on start-up.

Language: English only at present.

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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 town:

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

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 to reveal a bounding box with green grab-handles.

Drag the grab-handles to rotate the item.