

Warnings:

If you are in this part of the program and have not authorized the program yet, and your PC is not connected to the Internet, some parts of the program will be nonfunctional and you will not be able to carry out certain operations.

Furthermore, it will not be possible to save any work that you carry out.

For these reasons, we recommend that you authorize the program before any further work.

The program will either ask you to perform this step or you may perform the authorization using the button in the main part of the program "Analysis of Persons" - tool bar.



Click on this and authorize your program.

Your computer must be connected to the Internet to perform the authorization.

If your authorization failed, shut the program down, then connect the Internet cable to your PC and restart the program.

If you want to work in the program section



"Structure Tuning,"

check if you have entered all people in the project who inhabit the space (will inhabit it).

Individual persons must be added right at the beginning of the project in the main part of the program



"Analysis of Persons."

And save in this part of the program under the respective project name, such as the Novak Family

and then go to the program section



"Structure Tuning"

Personal data or persons can be supplemented, eliminated or modified later in the left menu under the click-button symbol.



"Persons"

If you are located in the program section - "Feng Shui Analysis and Structure Tuning,"

you can get to the "Analysis of Persons" section using the button on the top right bar



All additional support for this program, including this guide, can be found on the website

www.fengshui.sk under the sections "Support," "Videos," etc.

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- Drawing of the structure's floor plan using the program without the underlying picture

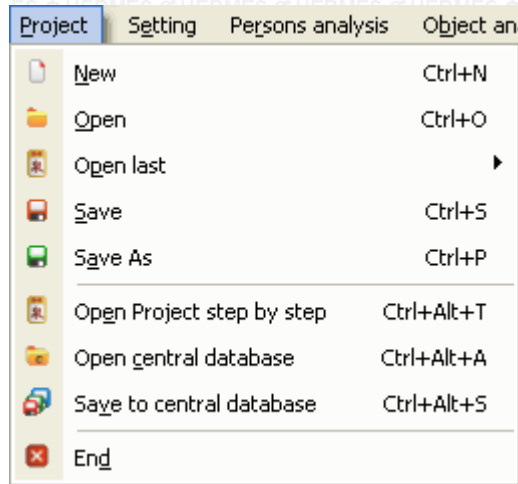
- 1. STEP** Inserting the structure's floor plan image
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FIRST PROGRAM RUN (back)

If you have launched the program for the first time, see the [Step by Step project](#) for a better understanding of the program


You can run the project like this

in the main program section "**Analysis of Persons**," go to the text bar and tick off **Project**



It is the project of an apartment with certain levels treated.

This is a sample project, therefore if you make some changes, keep them under a new name so that the initial project remains the same.

When the project loads, go to the
 "...**Structure Tuning**" section

At the start of this project the program will ask you which project step you want to choose.

These are the gradual steps described, and about which this guide will notify you during your work.

To see the whole project already furnished, you are advised to choose the project step "**Our apt furn orig state.**"


Recommendation:

If you want to subsequently open another project step, you can do this using the button

 "**Open Project**"

However, if you have several programs open or your computer has a **small operating memory**, it is better shut the entire program off before this step. Then restart the program and again select "**Open Project Step by Step**" and select a different project step when starting the project.

Then go to the left tool bar and click on the

 "Furnishing" button.

This step will launch individual furnishing levels at the top of the tool bar.

Gradually click on individual buttons - furnishing levels

(buttons of this level may be found on the top bar and the bar below).

If the "info" button is located

 „info“, at the appropriate level or in the respective window,

click on it and read the texts that explain how to work with the appropriate section or inform you about this area.

This button is very important, therefore always click on it whenever you notice it.

CONTINUATION:

Gradual work on the project



Gradual work on the Structure's Feng Shui project [\(back\)](#)

If you have a prepared image of the structure's floor plan in your computer in the Bmp/Jpg format

Continue in Section [1. STEP](#)

Drawing of the structure's floor plan using the program [\(back\)](#)

Drawing the floor plan **without the underlying image.**

If you do not have the floor plan of your apartment/house/office available, you can draw this floor plan yourself.

How to do it?

There are two ways:

1. First, gradually draw the perimeter wall and then the individual rooms directly in the program.

You can adjust the dimensions on the right bar.



When drawing, we recommend that you direct your plan so that the magnetic north of the Earth is somewhere in the top of the screen - workspace.

2. Click on the drawing tool – Auxiliary graphics (button showing a pencil)



The program will switch to a simple graphical "Auxiliary Graphics" mode.

This mode has more uses:

1. in this mode you can make necessary comments and observations in the main project and individual tuning plotters using the tool – button depicting an "A"
2. you can add the drawings of necessary elements to the tuning sketch
3. you can prepare - simulate different situations or a graphic analyses of space, rooms, land, etc.
4. you can prepare the structure's supporting floor plan
5. you can try different positions - tilting of energy rosettes and entrances to the house or rooms

Later, if you have the sketch or your new design is ready in terms of dimensions, disposition, including the optimum placement of windows and doors, and it means that the design dispositions are balanced according to your liking, you can go to the Main Program section using the button depicting a



"Blue Harp" - Tuning.

Move your sketch roughly to the center of the workspace and start tracing it using the tools on the left tool bar.

Do it gradually from the perimeter wall to the doors. More info below in this guide (**in STEP 1**).

If you have traced the space, click on the loop tool "**Display Manager,**" which can be found on the top bar



Display manager

Go to the "**Auxiliary Graphics**" text and click on it. This will hide the plan you drew in the auxiliary graphics mode.

This section will be after every launch; you can turn it off again or remove it if you no longer need it. **Now you need** to place your plan **towards the center of the workspace.**

However, do not do this by moving it like in the previous section; this time the program will help you with it.

With the mouse, click on the perimeter wall. **The tool bar will appear** on the right bar called Space Tuning; click the first tool - a button showing



"Place in the Center"

After clicking, your traced plan will move to the required position in the center of the workspace.

This procedure continues in the same way as if you were inserting an image of the structure's floor plan into the program.

The difference is that you **do not use tools (do not click on tools) "Tune," "Crop" and "Edit Dimensions."**

If you have selected one of the above mentioned ways and complied with the structure's drawing so that the North is located somewhere in the upper

part of the screen, you will now **continue** in **guide part 7. STEP**

In this section, click on the button only once



to show the North wall symbol.



1. STEP (back)

Inserting the structure's floor plan image.

Move the mouse to the center of the workspace.

Click with the right-mouse button and select

Insert floor plan

and choose one of the options

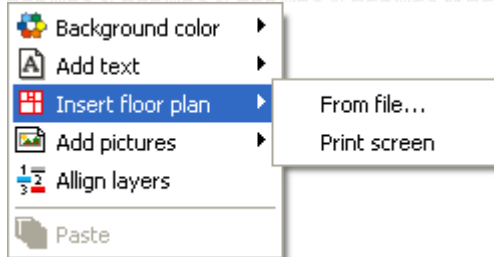
1 From the file

2 Print screen

3 From image

Open the file with prepared image in the (Jpg/Bmp) format,

click on it and press "Open"



floating menu

How to get the floor plan image

Options:

0. You can insert an experimental apartment floor plan from the "floor plan image" file, or you can obtain it on our website in the Support section.

1. Scan the floor plan sketches of the apartment/house/office/... and proceed as described above

2. Take pictures of the floor plan sketches with a camera or mobile phone and proceed as described above

3. Draw the plan sketch on millimeter paper and continue as in the previous steps

4. Assemble an apartment floor plan by drawing in this program


5. Draw the apartment floor plan sketch in another program, use the Prt Scrn function and load the image in this program


6. Obtain the image from another website. For example, a website offering new apartments or houses. Log on to a specific floor plan selected by you. If possible, have it enlarged. Use the Prt Scrn function and load the image in this program

You can also obtain the floor plan image using a:

 Scanner

 Camera

 Mobile phone

 Draw by assembling rooms

Function Prt Scrn

When taking a picture of the floor plan, make sure you capture the floor plan perpendicular to the sketch and try to make the wall plane as straight in regard to the plane of shooting as possible.

CONTINUATION: 2. STEP



2. STEP (back)

If you have inserted floor plan image, you have noticed that the workspace display in the right menu changed to the tool display. You will now start using these tools as necessary, or gradually from left to right. A guide with a hint will appear by clicking on a tool. The Tools Menu appears whenever you click with the mouse click on some image or object located on the workspace. If no object is displayed on the workspace, the menu with information about the current workspace appears. If you want to see the Tools menu, click the image workspace; the plan shall be indicated squares around. Now you can start working with the floor plan image as necessary. Tools and their order are chosen according to the possible sequences and levels of the original image's preparation. A gradual hint will start by clicking on the first button - tool.

If you want to use any of the tools, always make sure you have an image selected, which means that the image has squares along the perimeter. You can achieve this by clicking on the image. Then you can choose any function -button.

CONTINUATION:

Continue in the right menu window by clicking on the tool



Adjust to the workspace/Place in the center



3. STEP (back)



Adjust to the workspace/Place in the center

This tool contains a number of functions

1. first it adjusts the size of the image loaded by you (cadastral map or the structure's floor plan) to the workspace
2. at the same time, it places the image or the structure's drawn graphics in the center of the workspace

If you draw the floor plan object without tracing, remember to always click on this tool after completing the perimeter wall's outline. This tool shall ensure that the drawn outline is moved to the center of the workspace and then you can outline individual rooms

CONTINUATION:

Continue in the right menu window by clicking on the second tool.



Strengthen



4. STEP (back)



Straighten

You can use this second tool if you need to straighten the floor plan picture to a horizontal plane. The program also contains other instruments to straighten the picture, which you can use now.



Guiding lines

1 - Tool - Guiding Lines: you can drag out the guiding lines from the top or left "ruler bar."

You can drag them out by going with the mouse to the ruler bar that lines the workplace on the left or on top.

Note that the mouse cursor has changed to a double arrow. Now click and hold the left mouse button. Then drag towards the workspace.

A red dashed line will appear on the workspace, which you can position in the desired place.

When you release the left mouse button, the guiding line will remain in the workspace. After de-selecting, this guiding line will change color to blue. When you click on this guiding line with the mouse again, its color changes to red, which means that you can work with it. This means positioning it as necessary. Furthermore, if the guiding line is dashed red, go over it and the mouse cursor will change to a double arrow.

Click on the right mouse button to display the floating menu with its other options.

(Location - From Left, From Right, To Center)

(Location - From Above, From Below, To Center)

(Remove guiding line)

(Remove all lines)



Other mouse guiding lines

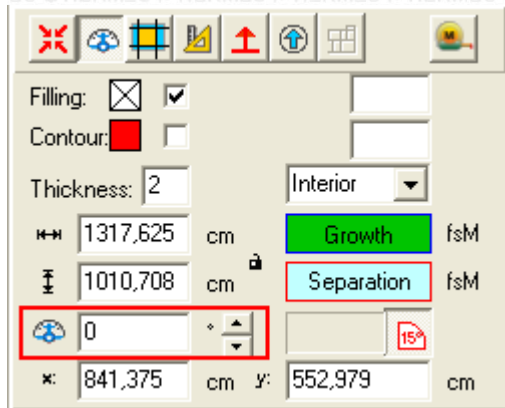
2 - Tool - Mouse guiding lines - Projection cross

This instrument can be found in the left menu bar. If you click - turn on the function of this tool and go with the mouse to the workspace, you will see that an auxiliary projection cross has appeared that helps when tracking or drawing. If you want to turn off the display of this tool, click on its button again.

The guiding line shows the horizontal or vertical workspace plane.

If you used guiding lines, click on the image or drawn graphics with the mouse to run the right menu, being the tool display menu.

Straighten



By clicking on the arrows next to the input angle field, you can gradually rotate the image so that one of the floor plan walls can be in a horizontal plane (guiding line plane).

CONTINUATION:

Continue in the right menu window by clicking on the third tool.

Crop



STEP 5 (back)

Crop

This third tool will help you to **cut out** the floor plan image as close to the structure's perimeter walls as possible.

As you have noticed, the entire area became black after clicking on this tool, the image is inverted.

Now orient yourself and with your eyes select the part of the image you want to use for further work.

Move the mouse to the corner of, for example, the floor plan, click with the left mouse button, hold it and drag over the floor plan across to the opposite corner.

Then let go of the left mouse button. The area to be cut out (maintained for further use) is now white.

When you clicked on the lateral opposite corner and the white area was created, move the mouse to the centers of each side, being the border of white and black areas.

The mouse indicator will change, press and hold the left mouse button. Now you can pull drag to increase or decrease the white surface.

In this way you will adjust the cutting to make it as close to the floor plan border/perimeter walls/land borders as possible. Note: do not delete the protruding parts, such as balconies or terraces. The white area should also include these objects.

You can move the white area through the center as needed.

Finally, click on the white surface with the right mouse button where the selected object is located and select the Complete/Finish function


The image is now deprived of the excess area.

CONTINUATION:

Continue in the right menu window by clicking on the fourth tool

Adjust the dimensions



STEP 6 (back) **Adjust the dimensions**

The fourth tool will help you to manually adjust the floor plan image size and aspect ratios to the scale of 1:100

If you clicked on this tool, the image moved to the upper left corner.

Through a proportionate dragging from the corners or sides of the image and checking the dimensions on the upper and left rulers, you will enlarge or reduce the image to the required real size.

Finally, click on the image with the right mouse button and select the Complete/Finish function

Consequently, the picture returns to the center of the area.

CONTINUATION:

Continue in the right menu window by clicking on the fifth tool.

**Determining the North wall****STEP 7 (back)****Determining the North wall**

Rotate the floor plan image to its North wall.

If you have straightened the image in the previous steps,

this fifth tool will help you rotate the floor plan image so that you have the North wall always facing up.

The wall directed to the North, being at an angle of less than +45 or -45 degrees with the magnetic axis of the Earth is the North wall and it should be facing up.

**A mark indicating the direction of the North wall**

After the first click on this tool the program will display the North wall mark

When you repeatedly click on this tool, the North wall direction mark remains in its place and the floor plan image is rotated by 90 degrees in a clockwise direction after each subsequent click.

If you reach the required rotation of the floor plan, stop clicking.

CONTINUATION:

Now continue in the left menu window by clicking on the tool for rendering the structure's perimeter wall object.

**Perimeter wall outline****STEP 8 (back)**

Here you start to work with the objects.

With the Feng Shui systems, it is **important** to identify **the center of the house/apartment/space** and the **centers of individual rooms**. It is simple with basic shapes, such as square and rectangle. The center is the intersection of the opposite corners. **But in the vast majority of apartments and houses**, you will encounter various irregularities of the **apartment/house or room floor plan**.

And here you will hit a problem because the correct identification of the entrance and all the subsequent calculations/divisions/analyses and the resulting recommendations/corrective measures are derived from the correctly determined center of the structure.

You will not have to deal with this problem anymore; this program will automatically determine the correct center of any drawn floor plan for you.

Through this program you can even find where the center of your country/region/city/town is located.

But now we continue

**Structure's Perimeter wall outline**

With this instrument you can trace or draw your floor plan of the structure. Trace as precisely as possible.

Click on this tool.



The structure's outlines - Polyhedron: click on any of the corners on the perimeter wall of the floor plan and start tracing. This means click on the left mouse button, release, and drag the mouse over the pad, towards the opposite corner as needed. At the corner, click on the left mouse button, release, and drag the mouse to another corner. When you come to the last corner or point of the object, click on the left mouse button, release, and then click on the right mouse button and **select the Complete/Finish or Cancel function**. The Complete/Finish function will close and render the required shape. The Cancel function deletes the drawn shape.

If you have forgotten to highlight any of the points, or if you inserted more points than necessary, the addition or removal of points is possible by moving the mouse to the nearest point you want to adjust. Click on the right mouse button to roll out the floating menu and select one of the offered options
Add Point
Delete point
or Cancel Selection

CONTINUATION:

Continue in the left menu window by clicking on the tool for rendering the inner outlines of the structure's perimeter walls.

Internal room wall outline



STEP 9 (back)

Internal room wall outline

Now **trace or draw the outlines of the room walls (room after room)**. Trace as precisely as possible. Click on this tool.



If you have clicked on this tool, the "Room Selection" tool has appeared in the right of the workplace. First, notice that there are 2 types of tools, while the selected - active one has red outlines.



Use the Rectangle tool if the room has a regular shape and only 4 walls.



Use the Rectangle Tool if the room has an irregular shape or more than 4 walls.

If the object or room consists of regular and irregular forms at the same time, when working use the tool that can be found in the right menu – a button with a triangle and 15 degrees symbol. Default stepping is set to 15 degrees. If you tick it off, stepping will be set to 1 degree. This means that you can draw any wall angle. If you want to continue using 15 degrees, click on the button again. This button will help you in drawing 15, 30, 45-degree angles, etc.

By clicking on one of the tools you will enable the relevant function

Then you specify the name of the room you are going to render.

The offer menu contains the most common names of rooms. It is important that you render them now with the names closest to the room names in the analyzed space, or with names corresponding with the use of rooms.

Warning: The program starts to control the space at this level.

If you have selected the name of the room, move the mouse to the corner of the room in your sketch corresponding to the name.

If you have selected the **"rectangle"** rendering tool, press the left mouse button, hold it and drag the mouse to the opposite corner of the room. When you get to the opposite corner with the mouse, let go of the left mouse button.

The room is rendered.

If you have selected the **"polyhedron"** tool, draw as when drawing the perimeter wall outlines.

Continue like this until you render all rooms - of an apartment/house, etc.

Correction, adjustment, change to the shape and dimensions:

If you need to adjust the size of the room or the drawn shape, first you must select - highlight it, which means clicking on a particular object.

If you click on it, the object will be highlighted so that, inter alia, squares with blue outlines will appear around the object, located a few millimeters from the object in the center of the individual sides and in the corners. Move the mouse to the squares situated alongside or in the corner of the room or the drawn shape - object. Press the left mouse button, hold it and drag the mouse in the desired direction. When you reach the desired size, let go of the left button and the object will be rendered.

Click anywhere in the blank area and the object will be de-selected. If this does not work, click on the black arrow in the upper left corner (central unmarking).

CONTINUATION:

Continue in the left menu window by clicking on the tool for rendering the perimeter wall outlines of other spaces.



Perimeter wall outline of other spaces



STEP 10 (back)



Perimeter wall outline of other spaces

Now trace or draw the wall outlines of the other spaces. Trace as precisely as possible.

Click on this tool.



If you have clicked on this tool, the **"Other Room Selection"** tool has appeared in the right of the workplace.

First, notice that there are 2 types of tools, while the selected - active one has red outlines.



Use the Rectangle tool if the room has a regular shape and only 4 walls.



Use the Polyhedron Tool if the room has an irregular shape and more than 4 walls.

By clicking on one of the tools you will enable the relevant function

Then you specify the name of the space that you are going to render.

The offer menu contains the most common names of spaces.

It is important that you render them now with the names that clearly correspond to the type of space in the analyzed structure.

Warning: The program already controls the space.

Select the specific space from the list and start tracing.

The method is the same as when tracing rooms.

CONTINUATION:

Continue in the left menu window by clicking on the window outlines tool



Window outlines



STEP 11 (back)



Window outlines

Now place or draw the **window outlines**. Trace as precisely as possible.

Click on this tool.

If you have clicked on this tool, the **"Window Selection"** tool has appeared in the right of the workplace.

Here you see several types of windows. It is important to select roughly the correct type of the window.

If the window consists of two parts, such as the classic window, **render each glass pane separately**.

If the window consists of more than two parts, render all the individual window parts.

Controls:

If you click on the window-type button, the window description text will appear automatically.

If you click on the Window Description text, the button for the specific window type is automatically turned on.

Now start rendering the individual windows. Remember to switch between the types of windows as necessary.

On the floor plan sketch, move the mouse to the corner of one of the windows,

press the left mouse button, hold it and drag to the opposite corner of one of the window parts.

When you get to the opposite corner with the mouse, let go of the left mouse button.

The first part of the window is rendered.

Continue like this until you render all windows in the apartment/house, etc.

If you do not need to change the type of window, such as the classic to the French window, **continue rendering other windows** of the same type.

If it is necessary to insert, for example, a **French window**, click on this type of window and continue rendering as in the case of the classic window.

Warning: The program already controls the space, therefore it is important to maintain the estimated types of windows the way you have them in the space.

 This is what the drawn window outline looks like

CONTINUATION:

Continue in the left menu window by clicking on the door outlines tool



Door outlines



STEP 12 (back)



Door outlines

Now place or draw the outlines of doors and door holes - passages. Trace as precisely as possible. Click on this tool.

If you have clicked on this tool, the "Door Selection" tool has appeared in the right of the workplace.

Here you see several types of doors. It is important to select roughly the correct type of doors.

If the door consists of two parts, such as double doors, render each wing separately.

If the doors are sliding, render the door passage part separately and the cavity or space where the door slides in separately as well.

Make sure that when rendering the doors you have clicked on the correct type of doors and their approximate design.

This means that if the doors are full, you have clicked on the button with full doors, if the doors are glass, click on those corresponding to the type of glazed doors, etc.

Draw the main entrance door first.

Draw the doors of rooms second.

Draw the back entrance door third.

Draw the Balcony, Loggia, Terrace doors fourth.

Of course, if your space contains them.

Controls:

The program offers "Main Entrance Doors" first. Choose the type, such as full doors, and start rendering.

After rendering the main door, the program itself will mark "room doors (openings, transitions)" in the text part.

Select the door design again, for example, glazed design, individually based on what doors you have in the room.

Now start rendering each door, remember to always select the design as appropriate. The program does not assign them automatically; it only applies the type that you selected last.

On the floor plan sketch, move the mouse to the corner of the structure's main entrance door,

press the left mouse button, hold it and drag to the opposite corner of the door wings.

When you get to the opposite corner with the mouse, let go of the left mouse button.

The doors, or the first part, will be rendered.

Continue like this until all the doors rooms in the structure and on its periphery are rendered.

Warning:

The program already controls the space, therefore it is important to maintain the estimated type of doors the way you have them in the space.

 This is what the drawn door outline looks like

CONTINUATION:

Congratulations, you have drawn your floor plan.

This is the first big step on the road to tuning the structure under feng shui principles.

Visually inspect the entire floor plan project so that you can save it and back it up.

VISUAL INSPECTION:

1 If you have all the rooms that the space contains.

2 If you have drawn the spaces adjacent to the apartment. We do not mean the adjacent apartment, but some apartments have, for example, elevator shafts nearby (on the perimeter wall), as well as boiler rooms, warehouses, installation shafts, etc.

If you draw a house, it may be the septic tank, treatment facility, swimming pools, etc. These objects are mentioned in the offer with the names of rooms.

3 If you have all the windows

4 If you have all the doors and transitions.

CONTINUATION:

Project saving



Project saving 1 (back)

If everything is OK, save the project, i.e. click on the



"Save project" button



"Save the project under a different name."

For example, select the title of **"Our apartment floor plan"** and select **Save**.

Now you have saved the floor plan you have prepared and you can return to it at any time.

Before you continue, again click on



"Save the project under a different name."

But now, choose, for example, the title **"Our apartment guidance."**

So now you will continue to work, but in the "Our apartment floor plan guidance" [file](#).

Technical note:

After each Saving you must allow the project editing.

Now, every time you save or open a semi-finished or finished project, you need to perform this step.

If your program contains this option, in the **right menu** under the heading **"Space Tuning"** there is a **tick-off square** with the text **"Enable Editing."** Click on an empty square and the program will switch from the project display mode to the project editing mode and a green tick will appear in the square.

Technical note:

If you work in the **"Structure Analysis and Tuning"** program section – graphic section, and you have saved your project using the red or green disk button and wish to continue working, we recommend the following step:

For Win XP and other Win OS the following applies:

If you work in the "Structure Analysis and Tuning" program section – graphic section, Turn the entire program off, then restart it and you may continue to work.

This step is necessary because for each program, the Win OS defines a limited working space (about 200 Mb) and does not free/ clean this memory.

By performing this step, Win OS will free/clean the unused memory and you can continue to work on the project without concerns.

Now you can continue:

You will enter the angle of the Earth's magnetic axis

CONTINUATION:

Before you click on the following tool, read the next step, **STEP 13**

First click on the red perimeter wall

You will continue in the right menu window with the sixth tool.



Rosette (direction of the Earth's magnetic axis)



STEP 13 (back)

**Rosette (direction of the Earth's magnetic axis)**

This sixth tool will insert a **24 entrance analysis rosette onto the structure's floor plan**.

Click on it and wait until the program prepares the positions.

If the program has already rendered the rosette, you can keep working.

In the right tool bar, go to the angle input window.

With this tool you determine the rotation of the Earth's magnetic axis in relation to the image - structure's plan floor plan sketch.

The simultaneous 24 entrance color analysis rose rosette with the determination of the cardinal points is displayed above the floor plan image. **At the beginning, this rosette is in the angle position of 00 degrees - North is in the middle on top.**

The floor plan image is located in the center of the workspace, the rosette is in the center of the floor plan.

This means that if the shape of the structure is complex (with missing parts or perspectives), the rosette is already in the middle - the center of the floor plan's gravity.

Using the Lo pan compass or normal compass, or using the input plotter (which can be printed out from this program), **target the angle** that the magnetic axis of Earth forms **with the North wall of your apartment/house/office...**

This targeted angle can be maximum +45 degrees (45 degrees East) or maximum -45 degrees (45 degrees West).

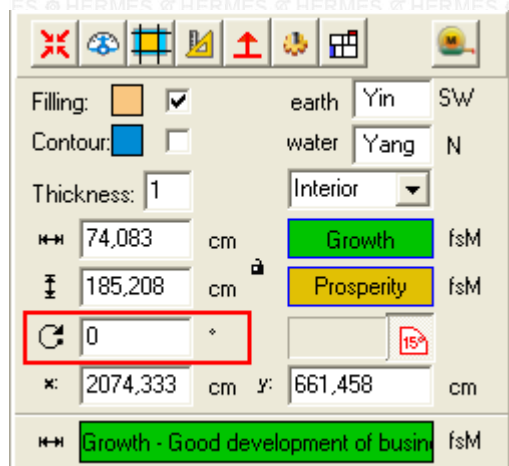
This means that the North wall is the one forming the smallest angle with the magnetic north.

If you do not have a compass and cannot target the magnetic axis of the Earth, save your project, de-select the program, go to www.fengshui.sk, and select Support in the left menu. In this section you will find a simple procedure for targeting the North-South axis of the structure via satellite.

The accuracy of the measured results in the stated method is 1-2 degrees (depending on your skills).

Insert the measured angle in the window, in a limited extent, and press Enter.

The rosette will rotate itself towards the entered data.



The structure is not rotated anymore (floor plan image) in this tool, but the simultaneous 24 entrance analysis rosette is rotated instead

(this means that the rosette is now the selected and unmarked object).

Now, if you have entered the correct angle of rosette rotation, you can visually see where the individual cardinal points are located in the space. Therefore, you can tell which room is directed at which cardinal point.

You are also able to determine at which cardinal point **something protrudes**, or **something is missing**, such as the loggia, etc.

CONTINUATION:**Missing sections and perspectives**

STEP 14 (back)



Missing sections and perspectives

With the seventh tool, you can determine the absent parts or perspectives that the structure contains (if it contains them). This tool also contains help containing the rules to determine what is the perspective and what is a missing part.

When the help opens, you can read the basic rules immediately.

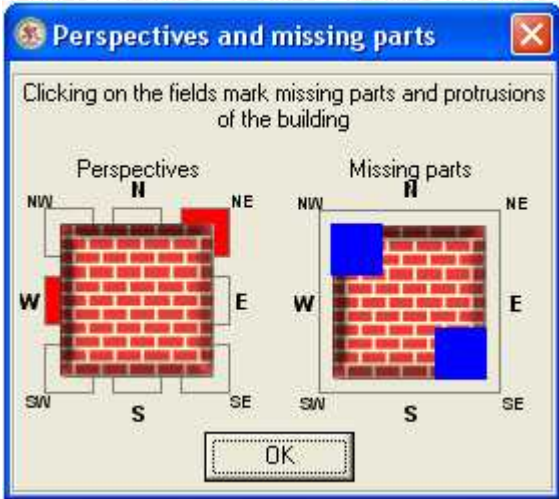
If you want to know more, type a word in the text field for searching a topic in the Help section, in this case "missing," click on the button "Search Topic" and "Search in Textbook." You will get to further information.

Consequently, if your space contains a missing part - parts, or perspective or more of them, highlight them on the tab with bricks directly in the cardinal point in which they are located and click "OK."

If your area does not contain them, do not highlight anything and de-select the window

If this window is located on the screen, the program cannot continue.

Menu



CONTINUATION:



Rosette - Execute the project



STEP 15 (back)



Rosette - Execute the project

This instrument can be found in the sixth place.
For guidance, in the sixth place the original



Rosette button changed to a new one, being .. **Rosette - Execute the project**

If you are sure that everything you have done so far is OK and nothing is missing, click on this tool.
The program will begin the process of recognizing the structure.
The program does exactly the same as when you are viewing an apartment you want to buy.

Some rooms can have more doors, therefore the program may ask you during this process which door to the room is the main one or the most commonly used to enter the room.

That is, if such a room(s) (with multiple doors) is **present** in the structure, a window will be launched in which the **room with entrances** is shown and **the whole structure** is on the bottom left.

The current room is always in grey in the picture of the whole structure for easier visual orientation in the area.

Go to the room drawn in the middle of the window, select the door that you consider to be the main one (most used) and click on it.

The doors will be highlighted. Then click on "OK." The program will ask if you have selected the right door; if yes, click on "OK" again.

In your project contains more rooms with multiple entrances, the program will ask until all options are exhausted.

This process can take a long time, therefore be patient.

The program is making preparations, **preparing calculations** and graphic basics **for rendering the all the necessary feng shui positions.** It is also preparing to render **all tuning plotters.**

Project saving 2 (back)

Now it is important to save the project.

Click on the button showing a **red disk**



"Save"

The program saves your project under the original name, in this case it is **"Our apartment guidance."**

You can save the project throughout the work, but we will remind you just in case.

Now you have saved the project entitled **"Our apartment guidance."**

The project, which you have prepared, is saved at this level and you can return to it at any time.

So until now you have separately saved these levels of one project.

1 "Our apartment floor plan"

2 "Our apartment floor plan guidance."

Project saving 3 (back)

Before you continue, save your project **again, but now under another new name.**

click on the **green disk** button



"Save the project under a different name."

But now choose, for example, the title of **"Our apt furn orig state."** ("Our apartment furnishing original state").

So now you will continue to work, but in the **"Our apartment furnishing original state" file.**

After each Saving you must allow the project editing.

Now, every time you save or open a semi-finished or finished project, you need to perform this step.

If your program contains this option, in the **right menu**, under the heading **"Space Tuning"**, there is a **tick-off square** with the text **"Enable Editing."** Click on an empty square and the program will switch **from the project display mode to the project editing mode** and a green tick will appear in the square.

Now you can continue:

After completing this process the program has prepared a so-called structure tree.

This tree can be found on the bottom of the right menu.

By clicking on the square with the **+** symbol you can gradually open the tree.

The tree contains the following levels:

1. Entire space - structure

2. Individual rooms of the structure

With the "Sprocket" button, you have the option of



"button" running the complete processing of all plotters at once.

This process takes 1-3 minutes.

You do not need this processing at this stage, therefore do not click on this button.

At this point we only wanted to notify you about this option.

CONTINUATION:



Furnishing



STEP 16 (back)



Furnishing

Click on the furnishing button

to display the furnishing buttons in the top menu bar.

The first button is



Acquisition (Description - structure's resume)

Click on it and **fill in the forms that appeared.**

WARNING:

Please familiarize yourself thoroughly with the following text

and with the follow-up STEP 17 **section as well.**

It is because after furnishing your space the way you have it furnished in reality,

you will go to the **"Balancing and adjustment of space" section.**

Before this step it is appropriate to **save the original state furnishing project,**

and then create a new project – by saving under the new name **"Adjustment and tuning"**

At the end of this guide section you have an explanation.

Continue:

The individual furnishing levels and their order is deliberately chosen according to the possible sequences and levels of the structure's furnishing.

Of course, you can choose any level and in any order.

An empty bar is located under the furnishing elements level.

If a specific furnishing or equipping group has further sub-levels, they will appear in this bar.

In the top furnishing bar, select/click on a button, for example,



"Furniture," and **in the text FURNITURE will appear in the right menu**

Buttons for individual subgroups will appear in the bar below; go to, for example, the



"Heating and air conditioning" button

The upper right menu contains

a tree of furnishing groups with the name of the selected group

below this tree there is the part:

MATERIAL, DESIGN

from left to right

SYMBOL

DESIGN

This part contains a tree of the individual ITEMS

CONTROLS:

Furnishing groups tree, for example:

HEATING AND AIR CONDITIONING

+ Radiators

+ Boilers

+ Fireplaces

+ etc.

Each contains subgroups

For example, open "Fireplaces"
it contains subgroups
- Electric Fireplaces
- Ethanol Fireplaces
- Gas Fireplaces
-etc.

if you click on one of them, the texts with the names of the individual items will appear in the **"ITEMS"** tree below.

In the **MATERIAL - DESIGN** section, which is above this part (under the SYMBOL name), the first selected item will be shown. In this case it is a "pump."

If you click on another item in the items tree, such as "electric fireplace," the image will change into the symbol that corresponds to the name of the item.

The right menu in the **MATERIAL- DESIGN** section, is multi-functional.

There can be SAMPLE, PREVIEW or MATERIAL.

This window can have the moving function.

This function, for example, serves for the visual viewing of individual color shades in the selected color group located in the text in ITEMS tree section.

The unfolding menu of materials, colors, etc. can also be displayed under this window.

Using this menu, you can assign the material type - wood massif and shade to the selected item, such as furniture.

Or if the furniture, item, wall, curtain, bed linen, etc. are in a certain color, you can also assign the color and shade.

The program checks all furnishing elements and items, their set values, up to the room level - its inhabitants and the positions of a certain element's location in the structure and the room.

Therefore, if you want the program to find all possible mistakes, deficiencies and their combinations, furnish your space exactly as you have it in real life.

Go to such extremes, such as the location of the photos, even if they were on a refrigerator or in a cabinet drawer.

Prior to the furnishing of the space, we recommend that you **look at all the levels** of furnishing elements in order to obtain an approximate overview of what the program contains.

If you go **step by step**, meaning in order in which the individual furnishing element buttons are placed (this order is selected deliberately), you should not leave out any level or important furnishing element, along with its color or material.

Project saving 4 (back)

So now you can start furnishing, **remember** to continuously **save your project** during work.

For saving, use only the **"Save"** red disk button now,



"Save" meaning that you save the project under the name

"Our apartment furnishing original state."

If you are choosing premises to buy or lease, you may not start furnishing immediately, but first run the analysis of the premises that will tell you the positives or negatives of the space, meaning what this specific space could bring you.

You can then decide what to do next.

If the space analyzed by you and its parameters come out as satisfactory in relation to you, you should not feel satisfied with this initial positive analysis.

Spaces hide other dangers that can be, or may not be eliminated or adjusted.

The reason to continue is to see if other parameters that the space generates based on its layout, or enables when furnishing, comply with your requirements or the principles of sound housing and feng shui.

It is therefore appropriate to be thoroughly familiar with the space.

If the space is foreign, it is appropriate to have photographs of this area and then follow them when further furnishing in the program.

Additional aid during the work with the program is available under the Info button



Info

Such a button can be found at different levels in the entire program.

There are different types of texts, from the control method for the individual program sections to the informative and warning texts relating to space tuning and adjustment.

This button is very important, therefore always click on it whenever you notice it.

CONTINUATION: STEP 17



STEP 17 (back)

Gradually furnish your space.

After completing the furnishing or achieving the level of space furnishing selected by you, you can click on the button that can be found on the top bar - depicting Scales: **"Space Balancing."**



"Space Balancing." (Control Adjustment Balancing)

Just in case, save your project again using the "Save" red disk



"Save"

The program saves your project under the original name, such as **"Our apartment furnishing original state."**

Now you have saved the original state project.

We will continue working in the next program section entitled



"Space Balancing."

Here you will make **changes and adjustments**, which is actually a new state.

Project saving 5 (back)

Therefore it would be appropriate to save the project again under a new name.

So click on the **green** disk button



"Save the project under a different name."

But now, choose, for example, the title **"Our apartment adjustment and tuning."**

So now you will continue to [work, but in the "Our adjustment and tuning" file.](#)

After each Saving you must allow the project editing.

Now, every time you save or open a semi-finished or finished project, you need to perform this step.

If your program contains this option, in the **right menu**, under the heading **"Space Tuning"**, there is a **tick-off square** with the text **"Enable Editing."** Click on an empty square and the program will switch from the project display **mode** to the project editing **mode** and a green tick will appear in the square.

Now you can continue:

This additional saving under a new name ensures that you have saved the project

of the original placement of people, the arrangement and placement of furnishing elements, colors and materials.

And a new name will ensure the saving of changes and adjustments that you will gradually perform.

Later you will use this gradual saving to compare what effect the performed changes had on the inhabitants individually and the family as a whole. **That is the original and the new state.**

So until now you have separately saved these levels of one project that you can return to any time.

- 1 **"Our apartment floor plan"**
- 2 **"Our apartment guidance."**
- 3 **"Our apartment furnishing original state."**
- 4 **"Our apartment adjustment and tuning."**

So now you will continue to **work**, but in the "Our apartment adjustment and tuning" file.

If your project already contains **furnishing elements** and you want to furnish or balance, or you are **newly starting the program** and want to **get to the Furnishing section**, or you have used **any of the Save icons** in the program, you can **get to the Furnishing - Balancing section** again using the



"Furnishing" button.

located in the left menu bar under the **Door** symbol.

Now you can continue.

Click on the Scales button



"Space Balancing."

Throughout the program you will start inspecting the different project levels, from the position of the inhabitants to the placement level of the furnishing elements, their materials and colors.

The program shows a problem and you are trying to eliminate or remove it using movement, correct directing, selection of a more appropriate material, color, etc.

This program section is done in steps again.

The individual control levels and their order is deliberately chosen according to the possible sequences and levels.

Of course, you can select any level and in any order.

If you go step by step, meaning in the order in which the individual levels are placed (this order is deliberately chosen), you should not leave out any level or no important information.

The program guide ends at this point, you can de-select it.

Additional aid during the work with the program is available under the Info button

 **Info**, or in the preview videos on the web site.

(back)