House maker

Tutorial 1 – Quick start

- Launch the app. **Building creator 1.0**

- Clic on **Generate**

  Your first house is done.

Tutorial 2 – Best view

- Build a house as tutorial 1.
- Use the arrow key to give it a spin.
- <space> to stop rotation
- <r> to reset rotation
- <-> zoom out
- <+> zoom in

Tutorial 3 – Improve your first house

- Build a house as tutorial 1.
- Press <t> to change randomly the textures
- Press <w> for next wall textures
- Press <x> for next roof textures
- Press <g> for next ground textures
- Press <d> for next doors textures
- Press <i> for next windows textures
- Press <e> to change roof style
- Press <o> to change other things
- Press <a> to change doors/windows position

Tutorial 4 – More houses!

- Build a house.
- Press <c> to build a new random house.
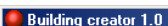
Tutorial 5 – Modify your house

- Build a house.
- Left mouse clic on screen (everywhere). You go to Main page.
- Clic on **Texture** to change every textures.
- Clic on **Drs/Win** to add/modify windows/door for every wall.
- Clic on **Others** to add other elements.
- Set ☒ **Create village** to make a village instead a complex house.
- Set ☒ **Lock roof shape on house 1** to lock the roof style.
- Set ☒ **Draw terrain** to show/hide ground.
- Set ☒ **Lock wall textures on North wall** to lock same texture for every wall.
- Set ☒ **Lock textures on house 1** to have the same texture for all houses.
- Set ☒ **Draw shadow** to draw shadows.

- Use **Current room:** `<` `>` 1 to edit every room.
- Clic on **Del current** to delete a room.

Tutorial 6 – Quick isometric tile set

- Launch the app. **Building creator 1.0**
- Clic on **Dim** to change tile size (default 80x40).
- Set ☒ **Enable tiles** to enables.
- Clic on "Generate" to build a house (note the new size!).
- Press <q> and wait a second or two.
- (In tiles room) press <s> to save this bitmap.
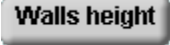
Tutorial 7 – Build a isometric tile set

- Launch the app. **Building creator 1.0**
- Clic on **Dim** to change tile size (default 80x40).
- Set ☒ **Enable tiles** to enables.
- Clic on "Generate" to build a house (note the new size!).
- Edit the house if you want.
- Press <F12> to capture the house.
- Press <c> for another house (or edit the current, as tutorial 3 – 4 – 5, then clic on "Generate").
- Press <F12> and so on.
- When you are tired, clic to return on main screen.
- Clic on **View** to view the tile set.
- Press <s> in this screen to save it as bmp.
- Clic on **Clear** to clear the actual tile set.

Tutorial 8 – More edit option

- Build a house.
- Press key 1 to 8, you see the only room selected (the shadow, if visible, show the position of other rooms).
- Left clic to go to main page.
- Edit the room.
- Clic on "Generate" to rebuild house.

Tutorial 9 – Build your own house

- Launch the app.
- Set max number of room **Number of rooms:** `-` `+`
- Set origin point **X origin** **Y origin** (upper left corner of the room).
- Set size of the floor **Floor mis.**
- Set height of the walls **Walls height**
- Set other parameter as previous tutorials.
- Clic on "Generate" to build your dream house.
Note: the rooms not edited are still randomly generated.

For info or bug report refer to: ppt061@virgilio.it
Thank you.