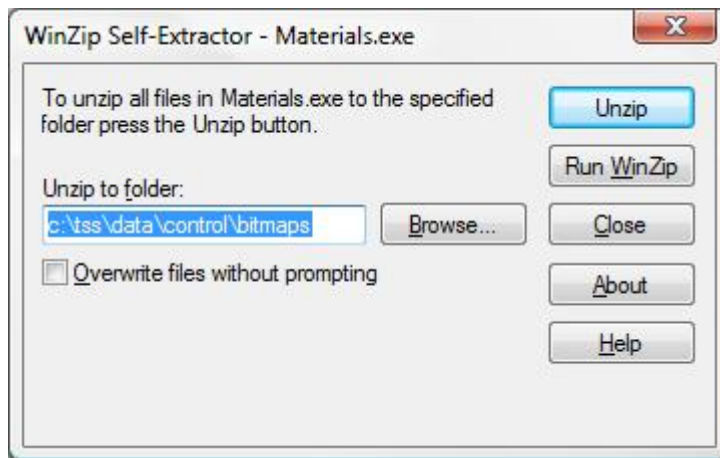


Download / Extract the Materials File.

Click on the Latest materials download link on the downloads page and save the file to your desktop for easy access.

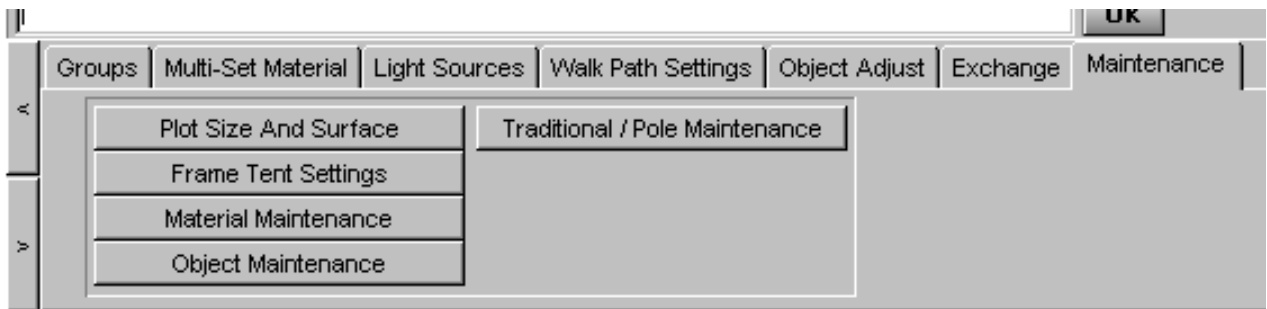
When down loaded double click on the materials.exe file. It will open a Winzip window.



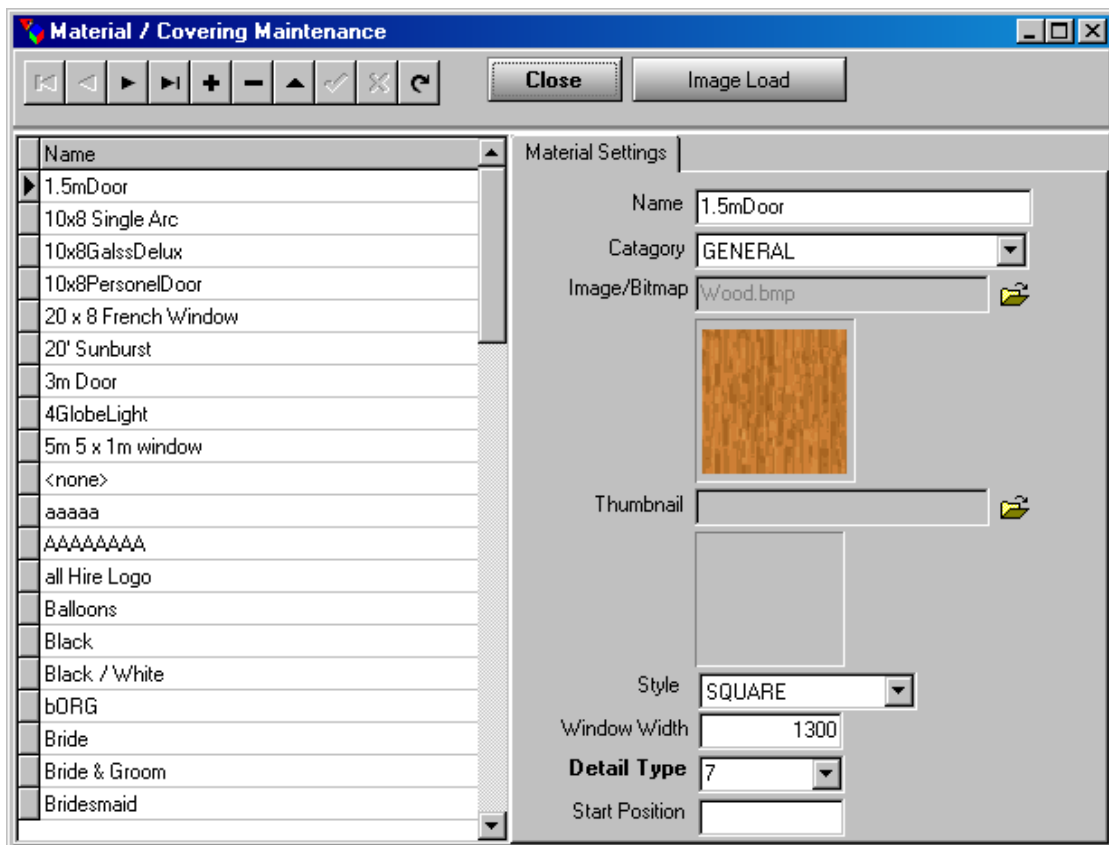
If you are using data that is not stored on the local C drive then you need to use the browse button to find your bitmaps folder on the machine with the data stored on.

Press the **Unzip** button at the top right. The file is now extracted to your bitmaps folder on the relevant drive.


To make the new bitmap available in Event CAD, go into Event CAD and open up a new or existing job. The last tab, Maintenance, should now be selected.



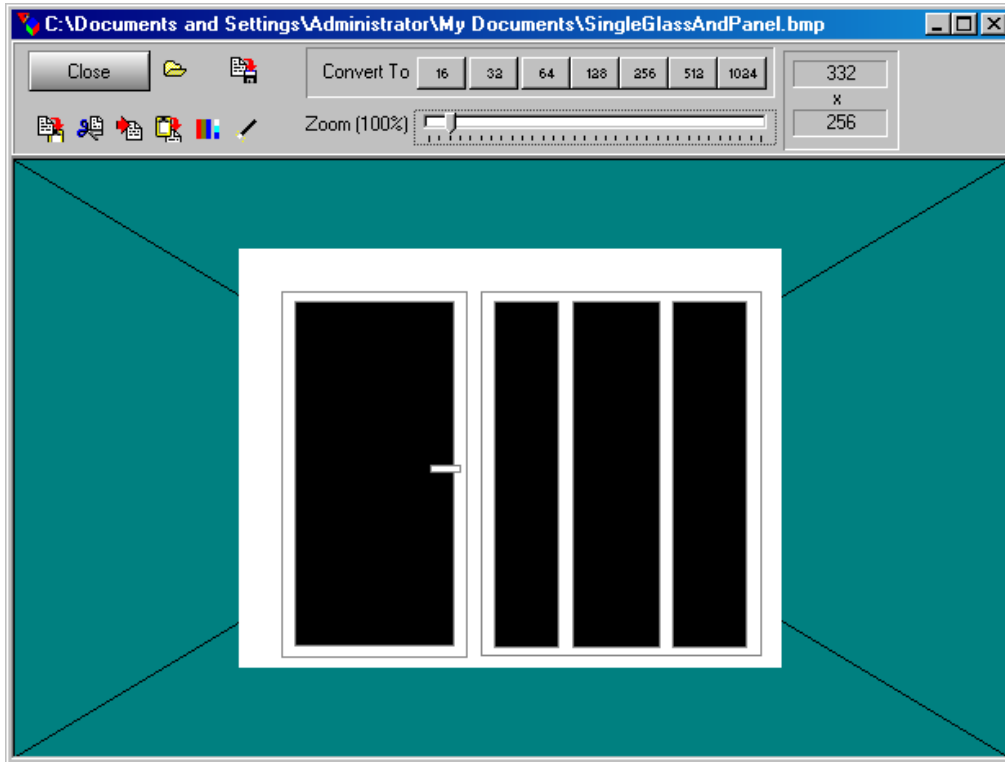
Once selected press the **Material Maintenance** button and this will bring up the following screen.



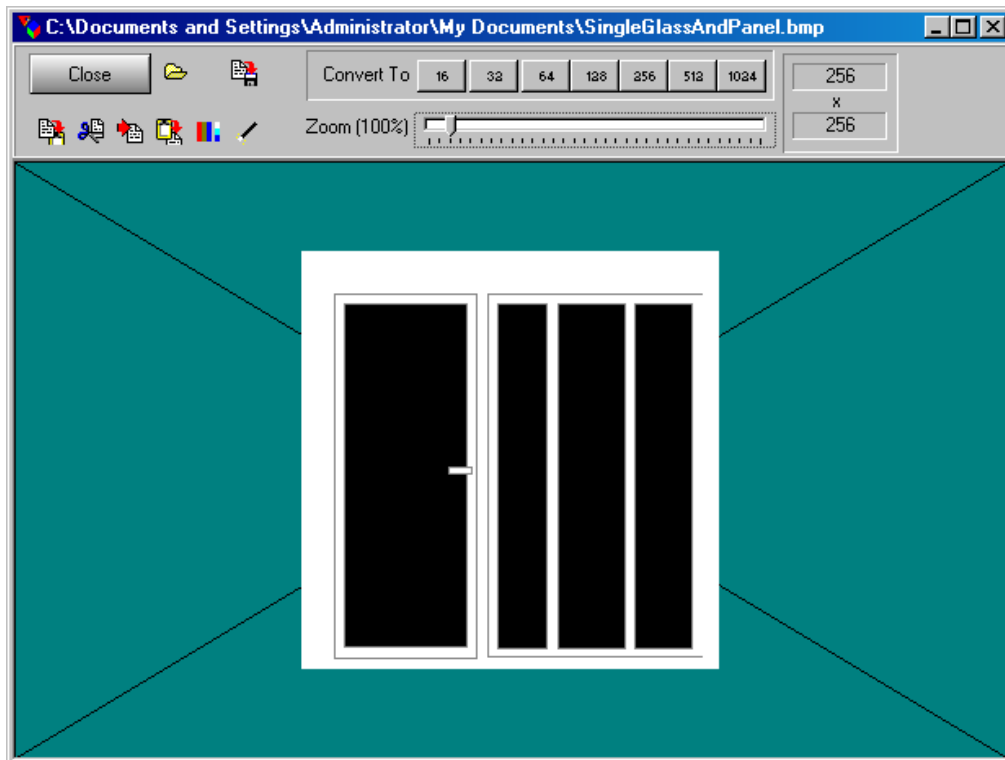
You first need to import the image (and thumbnail if required) to the Event CAD bitmaps folder.

Press the **Image Load** button and on the new screen press the  button and find the image that you have saved.

The image will be loaded and displayed by the following screen.




All images in Event CAD must be square and be one of the sizes displayed at the top of the screen in the convert to section. Pick the one that is nearest to one of the values of your original image (shown top right). Once you press the appropriate button your image will be automatically scaled to fit the Event CAD square image requirements.



The image will now look a little strange, but will be fine when it is stretched onto a wall.

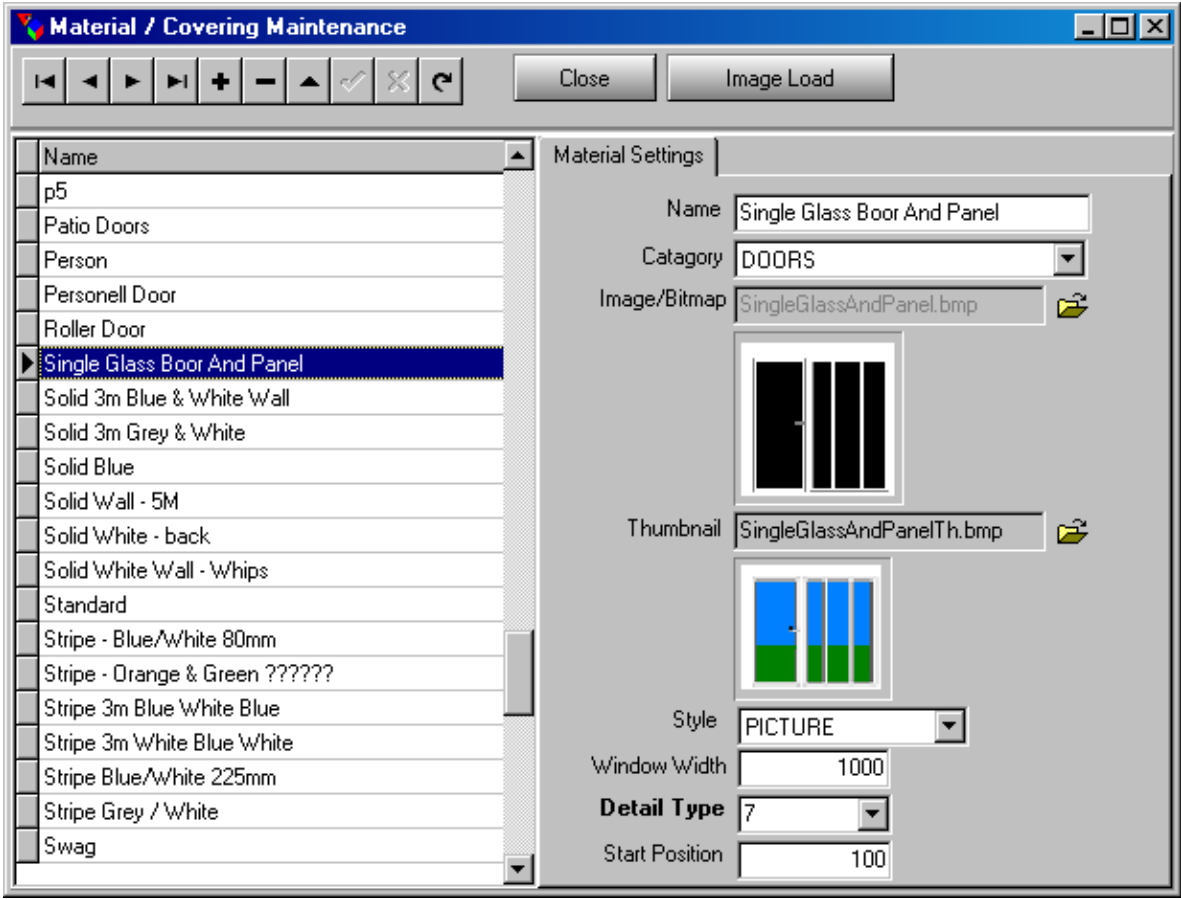


Press the  button to save the image – DO NOT ALTER THE LOCATION as this is the correct place to save the image for Event CAD’s use. You may change the name prior to saving the image if you wish.


If you have created a thumbnail you should load it now and save it. You do not need to convert the thumbnail size as it is only used for the users benefit of picking the material, this routine just serves to copy the thumbnail to the correct location for Event CAD to see it.

Now that the image / thumbnail has been converted and stored to the correct location you need to create a new material entry for it

Select the + key on the top left to select a new material.

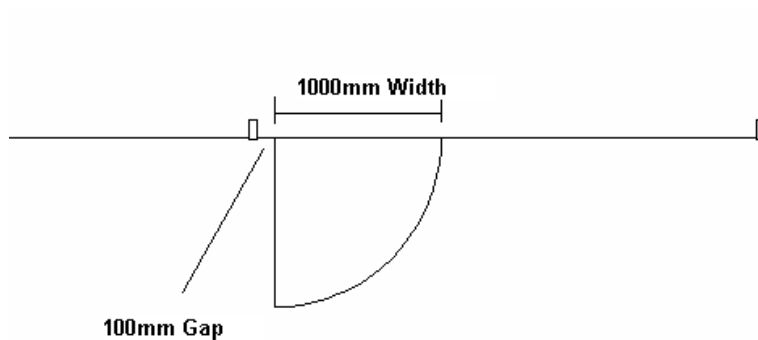


Enter the following Information

Name	Name of your new material.
Category	Select a category from the list presented to you by clicking the drop down arrow.
Image/Bitmap	Press the open folder and select your new bitmap/image.
Thumbnail	Press the open folder and select the thumbnail – The thumbnail is optional.
If you have a door or window in the image then it is important to fill out the following sections.	
Style	Select PICTURE if you wish your image to be transparent or SOLID in all other cases.
Window Width	The size in mm of the windows/doors in the image. E.g. Above the door is 1000mm wide – this is used in the 2D section to depict the door opening when the  icon is pressed.
Start Position	Distance from the left edge where the door detail will start. i.e. gap before start of door.
Detail Type	Select from the presented list.

Types	
0	None
1	Door
2	Double Window Fancy – Depicted as arched window outside of tent line.
3	Single Window Fancy – Depicted as arched window outside of tent line.
4	Sliding Door
5	Double Flat Window
6	Single Flat Window
7	Single Door

The Previous setting will depict the door in the 2D as Below

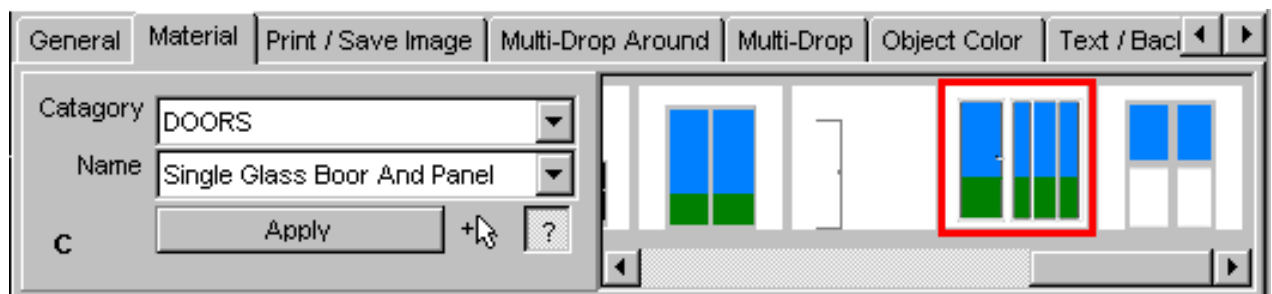


On double doors / windows Window Width Is the width of a single door / window

For linings the window width / no of windows, style and detail should be left blank.


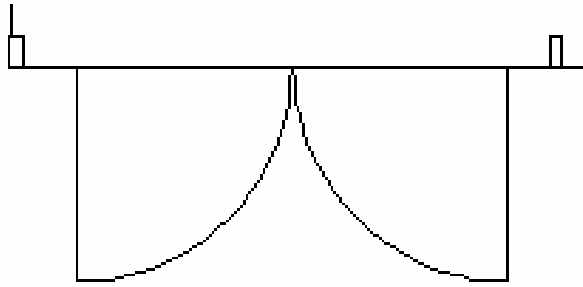
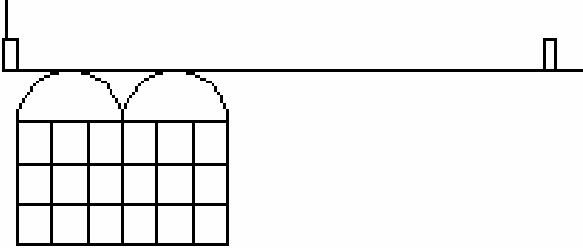
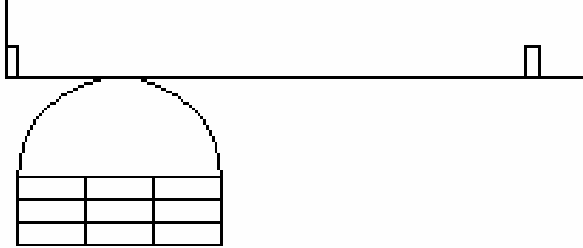
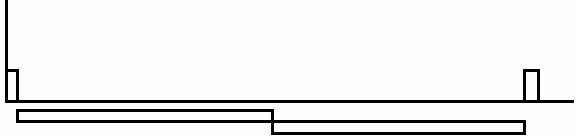
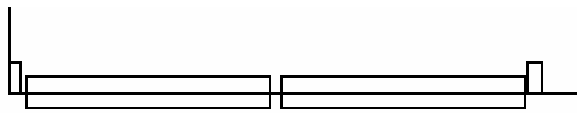
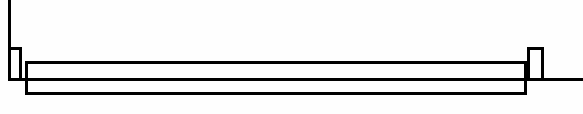
Once you have finished entering all the values press the tick on the top left to save the new material. This must also be done if you alter any of the settings on the material. **FAILURE TO DO SO WILL CAUSE EVENT CAD TO THROW AWAY ANY NEW MATERIALS OR DISREGARD ANY CHANGES.**

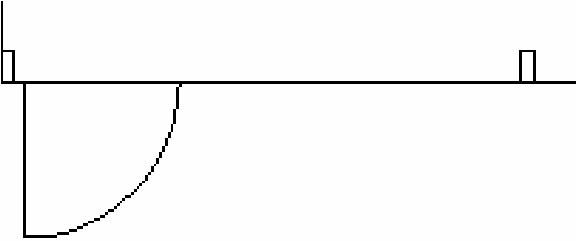
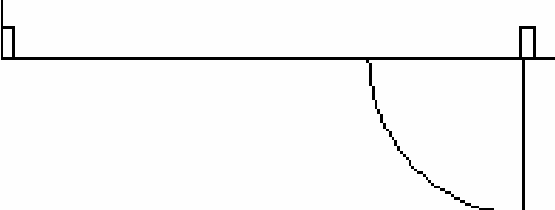
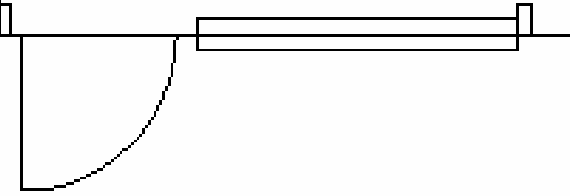
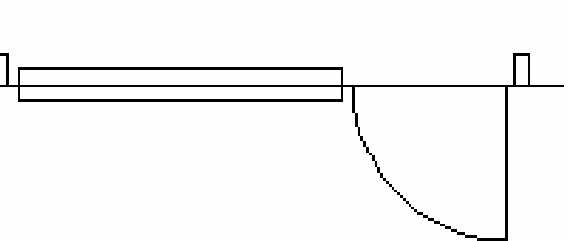
The new material is now available for use and can be selected via the material tab.



To apply the material to your wall / lining wall highlight the surface you wish to modify and double click the required thumbnail to apply this image to the surface.

Door Detail Types and Required Values

0		No Detail
1		<p>Double Doors</p> <p>Requires Start Position and Door Width.</p>
2		<p>Double Fancy Window</p> <p>Requires All Old Values – Do Not Use For New Styles.</p>
3		<p>Single Fancy Window</p> <p>Requires All Old Values – Do Not Use For New Styles.</p>
4		<p>Double Sliding Doors</p> <p>Requires Door Width.</p>
5		Double Window
6		Single Window

7		<p>Single Door Left</p> <p>Requires Start Position and Door Width.</p>
8		<p>Single Door Right</p> <p>Requires Start Position and Door Width.</p>
9		<p>Single Door Left And Windows</p> <p>Requires Start Position and Door Width.</p>
10		<p>Single Door Right And Windows</p> <p>Requires Start Position and Door Width.</p>