

TSim-X

User Guide Ver. 3.1



Hypersoft srl – curtains@hypersoft.it



Introduction

TSim-X is a computer application designed for anyone involved in interior design and that want to get immediate photorealistic simulation of curtains and accessories. In particular, significant care was used to obtain the possibility of draping the fabric as if the user moved with his own hands. At the same time it is tried not render complex use, so as to allow an easy use even by non-expert users of computer graphics.

Technical requirements

To get the best performance from Tsim-X, it is suggested to use recently produced computer with the following characteristics:

- Processor i3 1.8 GHz or higher,
- 2 GB of RAM memory,
- Operating System Windows Vista , Windows 7 or Windows 8,
- At least 10 GB of free disk space ,
- NVIDIA GeForce with at least 512 MB dedicated.

This latter feature is particularly important if you want to get the best performance video simulation (speed, fluidity and verisimilitude to reality).

Installation

TSim-X is equipped with security coding generated during initial registration.

This requires that the computer is connected to the Internet.

If this is not possible at the moment, the application checks for 30 days.

At the end of this time, **TSim-X** will stop waiting for the connection.

Proceed by running the installation program and following the directions suggested in the display. At the end, starting for the first time **TSim-X**, the window in which to enter the registration code assigned at the time of purchase appears.

Enter the code.





Press the **Register** button. After a few seconds the window disappears and **TSim-X** is ready to be used.

Description

The main screen is developed horizontally to make better use of the space offered by the new display with 16:9 ratio. On the left are the tabs **Create**, **Modify**, **Groups** and the save buttons.

To the right there are the **Select** box to **Select an object**, the **General Properties** box of the selected object, the **Cloth Properties** box, the **Cloth Animation** frame, active for roller blinds, Roman shade, Austrian shade and panel curtains. Finally there is the **Anchors** box. During draping process is possible generate fabric anchors and then manipulate its.

In the lower part of the screen there is the line that simulates the position of the floor.

Create

Selecting this tab will make the features of generation of the various elements of the simulation that the user wants to accomplish.



Add cloth. Pressing this icon activates the window for selecting the type of curtain you want to generate.

In Section 1) **Choose cloth's style** appear the following options:



Simple. Select a curtain with flat linear suspension, side anchors and free from curl.



Folded. Lets get a free cloth with the possibility of folding selectable from 1x (no fold) and 3x (three times the width of the drawing). The suspension is linear.



Anchored. Create a cloth suspended in a number of points. When you select this type is automatically activated the **Use automatic anchors**. In this way, according to the width, generates a number of fixings optimal for a harmonious creation of the curtain. If it is unchecked, you can manually set the **Anchors number** with the appropriate field.



Horizontal Panel. Generates three flat surfaces are mounted horizontally overlapping that open towards the first element to the left. There is the option **Open panels on the right** which, if checked, allows the movement to the right.



Curled Band. Select the possibility of ruffled bands typical of the curtains fixed to the glass with rods (rod pocket and shirred curtains). This element would be difficult to achieve with the manual drapery and therefore is offered with an automatic function.



Roller Blind. Create a curtain with a cloth wound tight at the top. Normally is created with the roller that is wound in the front. Otherwise, you can select the option **Roll backways**.



Roman Shade. Create a stretched cloth with horizontal folds.



Austrian Shade (without option Roman shade). Create a curtain with folds and soft draping scallops equally spaced determined by the field **Number of anchors**.

In section **2) Define some properties** you can choose the amount of cloth for waving (only for Folded and Anchored) and the **Anchors number** to suspend it (only for Anchored and Austrian Shade without Fully anchored Row). Clicking on the button  to the right of **Texture Image** you can choose, even before the creation of the curtain, which texture associate to it. In fact, doing so appears all the textures available on your computer.

If you have already chosen a texture, the button  becomes visible to eventually eliminate it, and then build a neutral curtain. There is then, alternatively, the possibility to choose a basic **Texture colour**. In fact, pressing the button  you access the basic colors palette.

At the end of the selection, pressing the **Cancel** button you abort the operation, while clicking on **Apply and draw** you close the window and see a crosshair. Starting from the point where you press the left mouse button, holding it down and moving the mouse itself, you draw a red rectangle that represents the future position and size of the curtain to simulate. Release the button to start the simulation and the curtain will appear as previously defined and drawn

Properties of the single curtains

Once you have a curtain you can access its **General Properties** placed in the box on the right of the screen.

The **Object Name** field displays the name of the currently selected one and which is normally automatically assigned when creating in the format "part type + progressive number" (eg Cloth 2 or Accessory 3). This name is however editable by typing a custom name to make the corresponding part most easily recognizable (eg Right Cloth).

If you want to vary the texture you selected when creating curtain, or to attribute it if you have not done before, just click in the **Image** window located under the displayed **Object name** of the currently selected object. By doing so it appears all the textures available on your computer. Just click on the desired one and then

the **Open** button at the bottom right to see the corresponding texture applied to the curtain.

In **Image** box 2 buttons appear for editing the currently selected texture:



By clicking this icon will bring up the Windows colour palette to allow the selection and/or the change of the basic colours.



This icon gives access to the **Tweak the texture style** window for the geometric management of the texture. The left side shows the **Image** preview as it is stored in the file. On the right side there is the **Style of application** pane that allows the choice of 3 options:

- **Fully adapt** that uses the selected texture going to fill the entire space for the selected curtain. This is also the mode that the program adopts in the process of creating a new curtain;
- **Align on a side** with the option of **Alignment – Align to: Left**. In practice, the texture is placed on all the height available and applied in width from the left side. If its size is not enough then is repeated laterally to cover the entire area of the curtain. If you use the **Keep the other side constant** option, the texture, instead of being repeated, is "stretched" to fill the entire space available.
Align on a side with the option of **Alignment – Align to: Bottom**. In practice, the texture is inserted over the entire width available and applied in height starting from the bottom side. If its size is not enough then is repeated vertically to cover the entire area of the curtain. If you use the **Keep the other side constant** option, the texture, instead of being repeated, is "stretched" to fill the entire space available.
- **Constant Size with repetition**. In the scene, there may be multiple curtains with the same fabric, and you may want that the corresponding texture has the same proportions regardless of the size of each of them. Choosing this option is adopted a constant size of the texture that can be repeated for the various curtains in the scene.

The frame **Texture repetition**, available with **Align on a side** and **Constant Size with repetition**, provides a very powerful feature. In fact, it is often difficult to have the image of the fabric in the right proportions to fit the size of the curtain you just drew. That's from the available texture, you can use the **Repetitions Multiplier** that will play as many times as indicated by the number entered. The number can be changed using the arrows located to the right, or by directly. In dependence on the characteristics of the design of the fabric, to obtain the best result, put side by side the adjacent texture or put its overturned. 4 combinations are possible to **Tile** or to **Flip Horizontally** or **Vertically**. A case that often occurs is that in which the texture contains a geometric pattern and is approximately $\frac{1}{4}$ the size of the curtain. In this case it may be appropriate to choose the multiplier x 4 with options **Horizontally: Tile** and **Vertically: Flip**, so to eliminate the effect of discontinuity. Some attempt varying multiplicative factor and policy is sufficient to obtain good results.

If the element on which you are working is a two dimensional image, then you can use the **2D Colour** section to act no longer as before on the geometry of the image itself, but on that of the texture to it (eg you want to modify the characteristics of the overlapped fabric of a curled curtain already dimensionally fixed). Once you select a two-dimensional element, then is available the **2D Colour** section, clicking inside the box, appear all the textures available on your computer. Just click on the desired one and then the **Open** button at the bottom right to see the corresponding texture applied to the current element.

Even in the **2D Colour** there are the same possibilities of modification that there are in the **Image** section (to which reference is made for a detailed description), with the difference that act on the texture superimposed to the element and not on its basic geometry.

Just below the window that shows the preview of the current texture, there is the cursor **Depth position** to vary the position of the whole curtain than the direction perpendicular to the view

plane. By acting on the slider with the mouse by holding and moving it to the right or left, the selected object will move closer to you or farther respectively. This feature is useful when you work with more clothes and/or objects and you want to respect his position order.

Similarly, varying the **Transparency** of the selected object is going to change this characteristic, obtaining a more or less accentuated display of the background. In particular, through the cursor by holding the mouse pointer while holding down the left mouse button, moving it to the right will increase transparency by making more visible the background, while moving it to the left will decrease the transparency to make invisible the background. The adjustment of **Transparency** is valid for both the curtains and two-dimensional objects.

There is also the possibility to vary the **Cloth Properties** through the cursor placed in the box. By varying the **Stiffness** is going to change the consistency of the fabric, obtaining a more or less "stiff" reaction to the stress it must be struck. In particular, through the cursor by holding the mouse pointer while holding down the left mouse button, moving it to the right will increase the weight stiffening the curtain, while moving it to the left will decrease the weight making it more flexible.

If you select a **Roller Blind**, a **Panel**, a **Roman** or **Austrian Shade**, you activate the **Opening percentage** cursor placed in the **Cloth Animation** box in the lower right. In particular, through the cursor by holding the mouse pointer while holding down the left mouse button, moving it to the right curtain will move progressively to fully open, while moving the slider to the left will move in the opposite direction until it is completely closed.

You can then change the position of the **Line of the floor** to coincide with that of the image used as a background. Click for the first time with the left mouse button on the horizontal line placed at the lower end of the screen to select it, then, with the mouse pointer on it ever since, holding down the left mouse button, move it up or down until to coincide with the floor of the background.



This feature is useful when you simulate puddled curtains.



2D Add. Pressing this icon opens the **Choose a texture to apply**. Through this interface you can choose any two-dimensional element to use as a component part of the setting to be simulated. The two-dimensionality prevents later manipulation, but not resizing, adjusting the transparency and eventual texture to it superimposed. The two-dimensional objects lend themselves admirably to represent all elements of high complexity graphics that serve accompanying the scene. For example: pipes, rods, finial drapery rods, bows, ribbons, valances, ruffles, etc. Select the image by clicking on it and click the **Open** button at the bottom right. This will close the window and see a crosshair. Starting from the point where you press the left mouse button, holding it down and moving the mouse itself draw a rectangle that represents the future position and size of the object being previewed. When you release the button, the object will appear in the drawn dimension.



Background Add. Pressing this icon opens the **Choose a texture to apply**. Through this interface you can choose an image to use as the background of the scene. Select the image by clicking on it and click the **Open** button at the bottom right. This will close the window and the picture appears as background.

Modify

Selecting this tab will make the features to modify the various elements previously created.



Move. Pressing this icon will activate the movement mode of objects in the scene. Moving the mouse pointer over one of them shows the outline with a blue frame. Clicking inside, the frame turns orange, indicating that the object can be moved. While

holding down the left mouse button move the mouse, it also moves the object. When you release the button, the object is fixed in its last position. Clicking on another object you pass to it the orange selection frame to gain access to its displacement. The selection of objects to be moved can also be done using the selection window placed in the top right, scrolling through the list that appears by clicking on the downwards arrow.



Delete. This icon is used to delete one of the objects in the scene. Moving the mouse pointer over one of them shows the outline with a blue frame. Clicking inside, the frame turns orange, indicating that the object can be deleted. Once you select the object, press the delete icon. In doing so, a prompt for confirmation appears. Clicking **Yes** runs its elimination, conversely clicking **No**, the operation is canceled. The selection of objects to be deleted can also be done using the selection window placed in the top right, scrolling through the list that appears by clicking on the downwards arrow. In particular, if you want to erase the background, from the **Select**, choose background of the scene, then click the icon .



Clone. This icon enables the creation of a curtain and drape identical in size to the one selected. This function is very useful when preparing complex compositions. It is enough to select the curtain that will be the sample and press the icon immediately to obtain an identical copy. This feature is also usable with the two-dimensional elements.



Change All. Pressing this icon you change texture of all the curtains of the scene with a single operation. This feature is especially useful if you are working with a scene in which there are many clothes. In fact, pressing this icon opens the **Choose a texture to apply**. Select the image by clicking on it and click the **Open** button at the bottom right. This will close the window and

the scene with the same texture appears with the same proportions applied to all the curtains there. The two-dimensional elements are not changed.



2D Resize. Pressing this icon activates the resize mode of two-dimensional objects. To use this function, first press the move icon , then select the object. Moving the mouse pointer over one of them shows the outline with a blue frame. Clicking inside, the frame turns orange, indicating that the object is selected.

The selection of properties to resize can also be done using the selection box at the top right, scroll through the list that appears when you click on the arrow down. After locating the object to resize, press the icon , holding down the left mouse button and moving the mouse to the right or to the left, you will respectively increase or decrease the horizontal size. To change the vertical dimension is also simply hold the shift key  on the keyboard. Moving the mouse down increases the height, while decreases by moving upward. To return to the moving function press the icon .



Draping. Pressing this icon activates mode of draping of clothes in the scene. To use this function, first press the moving icon , then select the curtain. Moving the mouse pointer over one of them shows the outline with a blue frame. Clicking inside, the frame turns orange, indicating that the object is selected.

The selection of the cloth to manipulate can also be done using the selection window placed in the top right, scrolling through the list that appears by clicking on the arrow downwards. After identifying the curtain to drape, press the icon . The cloth will appear dotted with white dots showing the positions that can be changed. Moving the mouse pointer over one of these, it turns blue and is surrounded by a circle to improve visibility. At this point, if you press the left mouse button and move the mouse, so you move that point of the cloth that will now appear in red as representative

of an **anchor**. So an anchor it is curtain point that takes a position relative expressly desired by the user and which obliges the fabric does not move. An anchor can be moved, placing above the mouse cursor and moving it while holding down the left button. The movement of the mouse allows the drapery in the various directions of the plane (top, bottom, right, left), to place or move the anchor in the direction perpendicular to the plane of the scene (depth) during the operation of draping, press and hold also the shift key  on the keyboard. Moving the mouse to the right decreases the distance between the anchor and the operator, while increases, ie goes deep, away from the operator, by moving it to the left. This behavior can be controlled via the **anchors** pane placed in the lower right. Moving in the way just described the position of the anchor, you will see the cursor position in the **Depth offset** between -10 and +10. The same operation can be done after selecting an anchor and holding the shift key  on the keyboard, even grabbing him by acting directly on the cursor with the mouse and moving it left or right while holding down the left button. You will see either move the cursor in the **Depth offset**, the actual position of the anchor is selected.

Moving the draping along the axis perpendicular to the plane of the display lets you choose whether draping by passing the retained flap, or in front of, or behind the curtain itself.

While placing the anchors may be necessary to eliminate them. To this end, you can delete the selected simply by pressing the right mouse button. If the still just placed is difficult to select, it is possible to use the key **Last**  placed in the pane **Remove anchors** in the lower right. Here there is also the button **All**  that in one fell swoop remove all anchors positioned by the user (not the ones generated automatically at the time of creation).

To exit the function of draping press the move icon .



Mirror. This icon allows the immediate reversal of the curtain selected with respect to its vertical axis. This function is

very useful when preparing compositions with clothes draped in a symmetrical manner (eg , a window with 2 doors and draped curtains with tie-backs attached to the side). It is enough to select the curtain that will be the sample and press the icon **Clone**  and then flips to immediately obtain a symmetrical copy.

Groups

Selecting this tab will make the features for the construction of complex curtains composed of several elements and the subsequent ability to resize them simultaneously with a single command. If in a group are one or more elements capable of functionality of opening (roller blinds, panel, Roman or Austrian shade), by changing the percentage of opening will act on all those elements. Items grouped maintain their individuality if you want to change their physical parameters: position, transparency and rigidity. In this case, even if it is part of a group, it must select the single element before proceeding to its variation.



Group objects. First of all, to use this feature, you must select the items you want to group. Hover the mouse over one of them shows the outline with a blue frame. Clicking inside, the frame turns orange, indicating that the object is selected. You can repeat the same operation by holding down the ctrl key  on the keyboard, for all the elements to be grouped, including any two-dimensional elements, to operate a multiple choice. At the end of the selection, pressing the icon **Group objects**, you get a single composition of which will be able to operate globally as if it were a single element.



Cut off objects. This icon allows the decomposition of a group previously aggregated into individual elements. To use this feature, select the group. Moving the mouse pointer over one of its

elements is evident the outline with a blue frame. Clicking inside, the frame turns orange, indicating that the group is selected.

At this point, clicking on the **Cut off objects** icon, automatically will break down the entire group in the individual elements that composed it.



Resize objects. This icon invokes the function that allows you to vary in proportion to the size of a single item or an entire group. To use this feature, select the item or the group. Hovering the mouse over it you highlight the outline with a blue frame. Clicking inside, the frame turns orange, indicating that the selection operation has occurred.

At this point, clicking on items **Resize objects**, **Group resize** box appears allowing you to enter a percentage value or change it with the arrow keys located immediately to the right. With the arrow pointing upwards increases the value, while with that facing down, it decrements. The number entered is the **Relative percentage** compared to the current condition shown, so values over one hundred increases the size, while below it decreases.

At the end, to enable the operation you must press the **Resize** button.

This function is very useful in case of replacement of the background image. Indeed, in this case with great probability will be necessary to adapt to new dimensions of the windows.

This occurs when you retrieve a model from the library of **TSim - X** and you place it on a new background.



Change All. Pressing this icon will change texture to the selected group. In contrast with this function in the **Modify** section, here are including the two-dimensional elements if they are in a group. Pressing this icon opens the **Choose a texture to apply** windows. Select the image by clicking on it and click the **Open** button at the bottom right. This will close the window and appears the same group but with the new texture.

Save & Load

With **TSim-X** you can save 3 different types of documents:

- **Scene:** everything that appears in your work environment including background, two-dimensional objects and textures of the curtains. When a scene is reloaded it is again possible to proceed to its modification;
- **Model:** everything that appears in your work environment with the exception of the texture of the curtains. A model is editable when it is loaded in any object. Model is useful for storing their own types of curtains without characterize them with a particular fabric.
- **Image:** the snap-shot of what appears on screen. Is saved in JPG format and therefore can only be modified with photo-editing programs. This saving mode is useful for printing or distribute the results of own work.

To access these functions using the icons at the bottom left.



New Scene. By pressing this icon, if the environment is not already empty, a message appears prompted to save the current scene to possibly carry out its storage. At the end of the working environment is completely empty to start with a new job.



Save Document. By pressing this icon, appears the ability to choose whether to save as a **scene** or as a **model**. Depending on the choice of the operator, the program automatically sorts the file in the corresponding **Scene** or **Modelli** folder. Appearance of the save dialog box will be visible to previews of all the scenes or models in the folder. Type the **file name** and press **Save**.



Save Image. By pressing this icon, the window for saving in the **Immagini** folder appears. Type the **file name** and press **Save**. The scene shown on the video is saved as an image in JPG format.



Load Document. By pressing this icon, the dialog box to

select the folder from which to draw the desired document appears. You will see the previews of all the existing scenes or model. If the working environment is not empty, the message of previous saving request appears. In case you want to load a model, open the **Modelli** folder, select the file and press the **Open** button. But if you want to load a scene, open the **Scene** folder, choose the file and press the **Open** button.



Import Document. Creating complex scenes can be useful, reuse scenes or parts of them, or you can call archived models. By pressing this icon, the dialog box to select the folder from which to draw the desired document appears. You will see the previews of all the existing scenes or model. If you want to load a model, open the **Modelli** folder, select the file and press the **Open** button. But If you want to load a scene, open the **Scene** folder, choose the file and press the **Open** button. In both cases, all the elements contained in the imported document are inserted into the current scene, with the exception of the background that remains the one already displayed.



Information. Through this icon displays the program version and license conditions.

Print Image

To print from **TSim-X** you must have previously generated the snap-shot of the scene using **Save Image**. Once generated the image, you simply call the **2D Add** function of the **Create** menu. Go to the folder **Documents\Tsim-X Data\Salvataggi\Immagini** and click with the right mouse button on the image to print. Choose the **Print** item and proceed with the operation.

Custom elements

The archives of **TSim-X** are open and use standard graphic formats. So the user can manage their two-dimensional elements (images): background, component, object, furniture , etc.



For the use of own files we give you some suggestions:

Background - do not exceed in the size of the frames. A size of 1024 x 768 is enough for a good quality. The accepted limit is up to 2048 for the larger size. Supported formats are: .Tif, .Bmp, .Png and .Jpg .

Fabric - Fabrics are the elements most difficult to recover especially if are characterized by large and non-repetitive patterns. The best way to store them is to use a digital camera with a good lens that does not distort the contours and photograph the entire cloth suspended from above, and well-pressed uniform with a white background, especially if the fabric is transparent (Using a projection panel is the better way).

If you are unable to record the entire cloth is also essential to maintain the aspect ratio, so using any photo editing program (eg Paint Shop) save at actual size. If we take a cloth of 300 x 200 cm, we can resize it precisely with these measures, but limiting ourselves to a resolution of 3 (three) pixels/cm to generate not a big size file. Even such low resolution will be enough to achieve an excellent qualitative result.

Objects - Objects in user (pipes, rods, finial drapery rods, bows, ribbons, valances, ruffles, etc) Typically have the problem of having a background that does not allow the transparency effect. Once you have obtained the image (from camera or scanner), use a photo editing program to proceed to cut off the contour of the object. We give you some tips to get the result using Paint Shop:

- Open the image file,
- From the Level menu, choose encrease background level,
- Use the selection wand to identify the parts to be deleted,
- Delete to erase selections in the interior (eg, loops , rings, etc.),
- Save the image with the File function, Export PNG optimization, taking care to select the tab Transparency, Alpha Channel option.

Even in this case should not exceed the file size: not more than 1024 pixels for the larger dimension with a resolution of about 50



pixels/cm.

The storage location is as follows:

Documents\Tsim-X Data\Textures...

Inside there are three folders **Bastoni**, **Sfondi**, **Tessuti**, precisely arranged to store Rods, Backgrounds and Fabrics. If you save your files in these folders, you can use automatically in **TSim-X**.

They even give some tips to get the same result using a web application.

- Go to **<http://pixlr.com/editor>**,
- Choose **Open an image from computer** and upload the image to change,
- Use the wand selection, located between the **Tools** on the left side, in order to identify the parts to be deleted,
- Before deleting the selection on the right side of the screen you will find the **Layers** dialog. Double-clicking on the small icon of a padlock of the layer called **Background**, the padlock will disappear, leaving room for a check: Make sure that the check mark remains visible otherwise the image disappears. At this point you can delete the selection you created earlier: instead of the background removed you will see a white/gray checkerboard that represents the transparent area of the image.
- Delete to delete the selections in the interior (eg, loops , rings, etc.),
- Save the image with the File, Save, PNG format in the folder **Documents\Tsim-X Data\Textures\Bastoni**.

Create curtain with ruffled header

One of the great potential of **TSim-X** consists in the capability of create curtain with very complex ruffled header. Indeed, it is frequently the case in which the curtain has a header with a particular design that would not be possible to reproduce with the normal functionality of draping of **TSim-X**. The ability to combine 2D and 3D elements helps us to solve even complex



situations. This chapter provides tips for getting the best results in the realization of this goal.

- First photograph from close range with a good detail the header you want (in the case of a long header it only takes a segment because it will then multiply by **TSim-X**) possibly with neutral fabric or better yet white.
- Cut out and save as **.png** the desired object. This is described in the previous chapter **Custom elements**. It should create a special folder to collect this type of item: **Documents\TSim-X Data\Textures\Bastoni\Header**.
- Open **TSim-X** and load the background to work on.
- Draw your own curtain, leaving space at the top for header.
- Using **2D Add** to load the image of the element previously photographed taking care to draw a rectangle that covers the area where to place the header without worrying about the possible deformation of the image. Make any changes in size and position of the rectangle until it matched perfectly with the fabric of the below curtain. The size can be retouched with the functions **2D Resize**.
- Resize header using the multiplication function that can be called with the icon . In the **Image** section, select the following combination of options: **Align on a side**, **Align to: Bottom**, and **Keep the other side constant**. Then choose a multiplier (2, 3, etc.) with **Horizontally** and **Vertically Tile** and see the result. With a few attempts you will quickly reach the desired effect.
- Now you can concentrate on the fabric and suppose you want to use a fabric with vertical stripes. Initially combine it with the cloth of the below curtain using the multiplier capable of maintaining the correct proportions (eg a multiplier x 3). Then you work on header with button , but in the **2D Colour** section. Select the same fabric used for the curtain, and set the following combination of options: **Align on a side**, **Align to: Bottom**. Choose a multiplier (1, 2, 3, etc.) with **Horizontally**



and **Vertically Tile** and see the result. With a few attempts you get the alignment of the rows of the header with those of the below curtain.

- At this point, just connect the header to the cloth of the curtain using the Group similar items. Then you can change the fabric with just one click using the **Group objects** .

In simpler manner it can be managed a fixed valance by retracing the same steps above without group it to the curtain, but taking care to position it correctly adjusting the right depth in order to overcome the underlying curtain.



General License Terms

1. Single user version

If the Hypersoft product purchased is in single user version, the user has the right to use one copy of the included software program (the SOFTWARE) on a single terminal connected to a single computer (ie, with a single CPU). You may not install the SOFTWARE on a network or otherwise use it on more than one computer or terminal at the same time.

You may not lend the he SOFTWARE, lease or transfer it to another user.

2. Copyright and property intellectual rights

The SOFTWARE is owned by the Hypersoft or its suppliers and is protected by copyright laws in force in Italy, by international treaty provisions and all applicable national laws. As a result, the user is required to treat the SOFTWARE like any other copyrighted material (eg. a book or a music disc), except that, if the software is reproducible, (a) you can make one copy of the SOFTWARE solely for archival requirements, or (b) install the SOFTWARE on a single hard disk provided you keep the original solely for archival needs. You may not reproduce in any case the manual/s or still all written materials accompanying the SOFTWARE.

3. Other restrictions and obligations

You may not translate, reverse engineer, decompile, or disassemble the SOFTWARE. If this software is updated, any transfer of the Product must include the update and all previous versions.

Subject to the requirement of paragraph 1., the user will still hold harmless Hypersoft, its suppliers and associated companies, in the case of lawsuits, directed by third parties, arising out of the user himself or otherwise relating to its breach of the obligations imposed by this contract or shall reimburse Hypersoft, its suppliers or associated companies, of all sums paid by way of damages, attorneys' fees and litigation as well as the associated costs, including attorney fees.

4. Limited warranty

The Hypersoft warrants that the SOFTWARE will perform substantially in accordance with the manual/s and the written materials accompanying the product for a period of 90 days from the date of purchase.

Any implied warranties on the SOFTWARE are limited to 90 days.

Every other aspect of the product is guaranteed in accordance with and within the limits of Articles 1490 CC and later.

5 . Customer protection

The responsibility of Hypersoft and your exclusive remedy shall be, at the discretion of the Hypersoft, (a) return of the price paid , or (b) repair or replacement of the Product or the SOFTWARE, provided that they are returned with a copy to the Hypersoft of the original invoice of purchase.

This warranty is void if failure of the SOFTWARE resulting from an accident,



Hypersoft srl – curtains@hypersoft.it

abuse or misapplication. Any replacement SOFTWARE will be warranted for the remaining original warranty period and in any case for not less than 30 days.

Disclaimer of other Warranties. The Hypersoft disclaims all other warranties, express or implied, including, among others, warranties of merchantability and fitness for a particular purpose, with regard to the SOFTWARE and the accompanying written materials.

Limits of responsibility. In no event shall Hypersoft or its suppliers be liable for any damages (including, without limitation, damages for loss of business profits, business interruption, loss of information or other pecuniary loss) arising out of the use or inability to use Hypersoft product, even in the case that the Hypersoft has been advised of the possibility of such damages.

In any case, the responsibility of Hypersoft under this contract will be limited to an amount corresponding to the price actually paid for the SOFTWARE.

All expenses incurred by Hypersoft will be counted for the purpose of reaching an amount corresponding to the limit of liability stated above.

6. Amendments to the contract

Any changes to this contract must be approved in writing by Hypersoft .

7. Termination of the contract

This agreement will be rescinded if a party so violates the predictions from 15 (fifteen) days from receipt of the formal notice in writing by the defaulting party.

The resolution will be automatic in the case of violation of the estimate referred to in paragraph 5 above.

The termination of the contract you will be returned to the Hypersoft of the SOFTWARE and all copies of the SOFTWARE, the update and the manuals mentioned above.

8. Applicable law

This Agreement is governed by Italian law.

Anyone wishing to ask questions in order to this Agreement, or by contacting the Hypersoft for any reason, please write to: Hypersoft srl, via Ravenna 29 , 44124 Ferrara, Italy, curtains@hypersoft.it



Summary

Introduction.....	3
Technical requirements.....	3
Installation.....	3
Description.....	4
Create	4
Properties of the single curtains	6
Modify.....	10
Groups.....	14
Save & Load	16
Print Image.....	17
Custom elements.....	17
Create curtain with ruffled header	19
General License Terms	22
Summary	24