

TUTORIAL 5.3

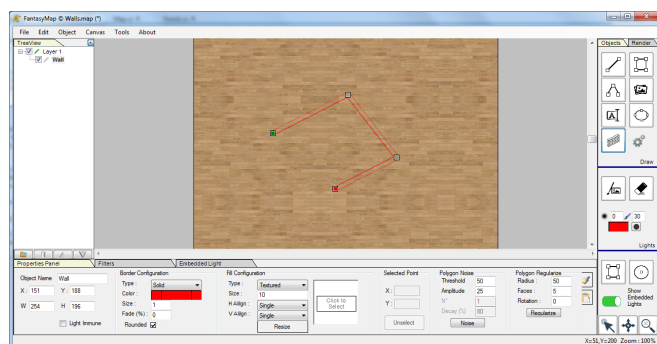
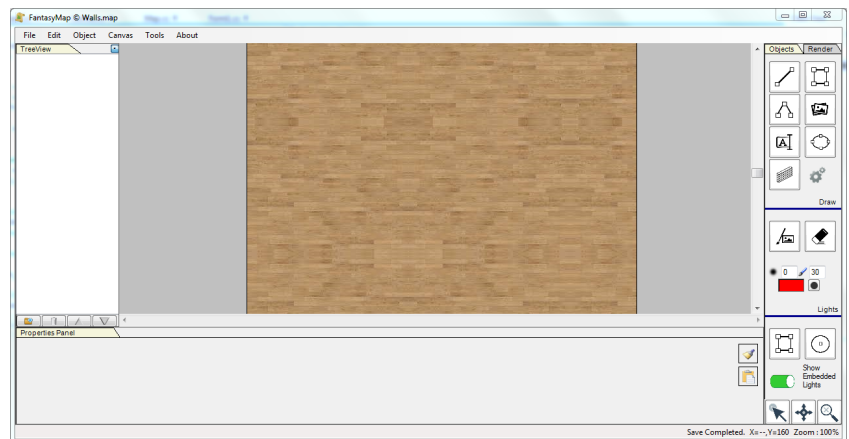
WALLS



In this tutorial we will explain how to use walls (or generic filled lines).

First of all, create an empty new map with a wooden background, as if we were building an apartment map.

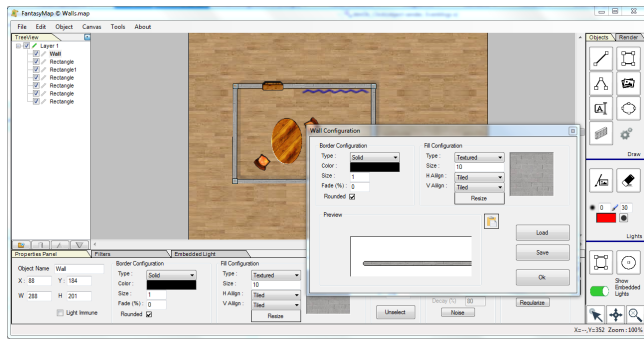
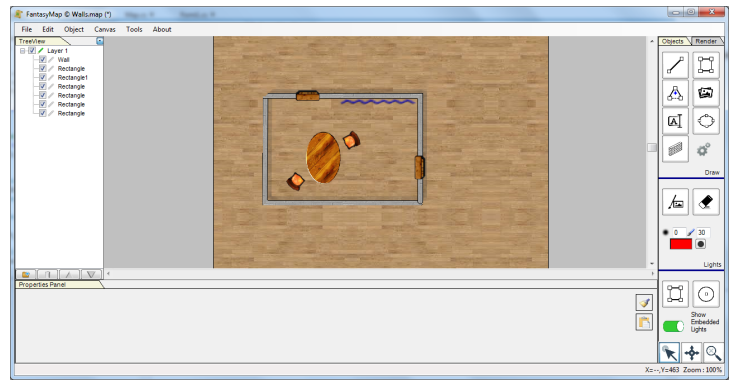
Select from the tool panel the wall utility.



Draw the wall as if you were drawing a polygon, pressing CTRL in order to insert the last point.

You'll notice that a wide transparent polygon, with red border, will appear. Use the property panel below to change fill and border style in order to transform the poly into a wall of our apartment.

Add a Drop Shadow filter to the the wall, in order to give more depth to the map, add into the room a table, two chair and a curtain. Et-voilà! the room is ready.



Select the wall you just created, and click on the wall configuration button



You'll open the wall configuration window where you can save your wall configuration, load a previously saved configuration, and test in a small preview window the result of the current configuration.

