



User Guide

Welcome to the Middle Atlantic Designer 3D Layout Software package. This package has been designed to make it easy to create a technical furniture layout and video wall using solution from Middle Atlantic Products.

Please read through this manual for a full understanding of how this software works, and to understand the full capabilities.

IF YOU READ NOTHING ELSE, READ THIS:

- Products are added by double clicking on them in the catalog.
- In order to manufacture a console, we need the drawing in addition to a quote/parts list.
- Technical support is available to any user of this software package:
 - o designersupport@middleatlantic.com
 - o 800-266-7225

System Requirements

Minimum system requirements:

- PC with 1.5 GHz or faster processor
- 1 GB RAM
- MS Windows XP or later version
- OpenGL Compatible Video Card
- 130MB free space on hard disk

Optimum operation requirements:


- PC with 2 GHz or faster processor
- 2 GB RAM
- MS Windows XP or later version
- OpenGL Compatible Video Card
- 130MB free space on hard disk

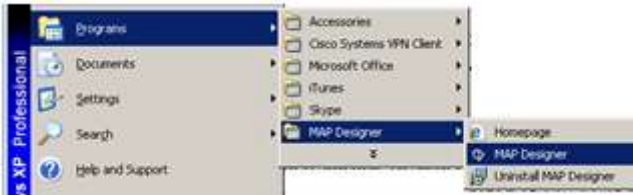


User Guide

Starting Designer

After downloading and installing Designer, it can be launched in one of 2 ways:

- Double clicking on the icon on your desktop 
- Going to Start>>Programs>>MAP Designer>>MAP Designer



Customer Information

When starting Designer, you will be prompted to complete information on the design that you are starting. This can be updated at any point by selecting File>>Room Properties from the menu bar

A screenshot of the "Project Info" dialog box in the software. It contains several text input fields for "Company Name", "Name", "Address", "City, State, Zip Code", "Phone", "Fax", "Email", and "No. Operators". There is also a larger text area for "Comments". At the bottom of the dialog are "OK" and "Cancel" buttons.

Room Size

Then you will be prompted to set the size of the room (in inches). This can be updated at any point in one of two ways:

- Double clicking on any point of the drawing area that does not have an item placed in it
- Selecting File>>Room Properties from the menu bar

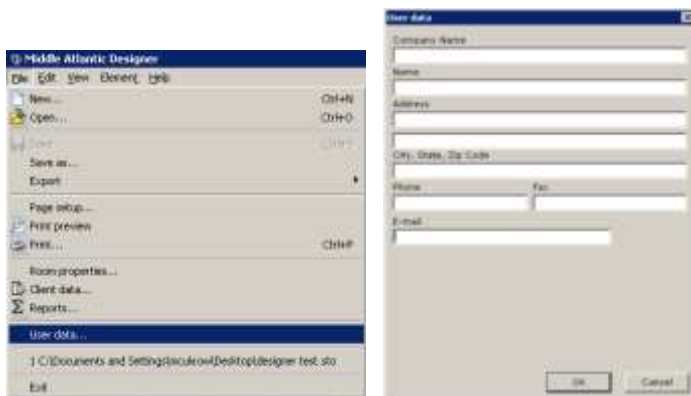


User Guide



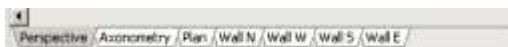
User Data – Enter the first time only

The first time using Designer, it is important to add your information. This will appear on the drawing when it is printed, and on the Quote. This information only needs to be added one time, and can be updated as needed. To do this, go to File>>User Data and enter your information.



Views

There are different views, which are on tabs across the bottom of the screen. You can view, and update any view at any time. These views are:



- Perspective - 3D view that can be rotated by folding down the left mouse button anywhere on the drawing area that does not have an item placed in it and then moving the mouse.
- Axonometry - 3D view isometric view
- Plan view – 2D View
- Wall N – 2D View
- Wall W – 2D View
- Wall S – 2D View
- Wall E – 2D View



User Guide

Zoom

There are two ways to zoom:

- Using the scroll wheel on the mouse
- Holding down the right mouse button and moving the mouse up (to zoom in) or down (to zoom out)

Quick Notes Before Beginning

- The first bay/desk is added to the screen by double-clicking on it the product catalog. NOT by dragging and dropping them
- Additional bays, or desks, can be added by double clicking or dragging and dropping.
- The program has been designed to guide you in selecting on the products and accessories that fit together. When an item on the screen is selected (it will turn blue), only them items that attach to it will be shown in the product catalog

Products

A number of different product series are offered in the Designer software. They can be accessed using the drop down in the upper right hand corner of the screen:





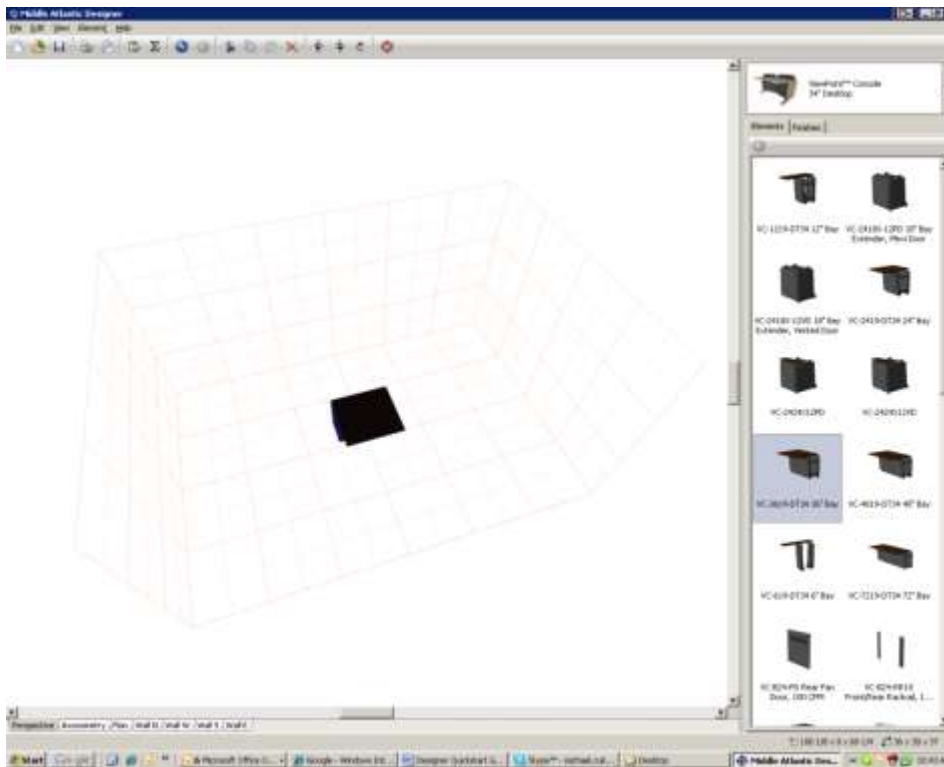
User Guide


Starting your design – Adding a console or desk

Once you have the project information and room size set, it is now time to start the design. You can work in any view that you feel comfortable with, and change views at any point. Regardless of which view you update, all views are kept up to date.

To begin, first select the product series that from the product drop down.

Select the first bay by double clicking on it. It should now appear in the drawing area. Now that this bay is on the screen, as long as it is still selected (it will appear blue) you will only see the products in the product selection area that can attach to it, including bays, wedges, monitor mounts, etc. All bays and wedges are added to the right. Bays can be added to the left by dragging them over.



To add an accessory such as a monitor mount, extender bay, etc., drag it over and place it where desired. It can be placed whenever the  symbol is not present.

To add another Row of bays, click anywhere on the drawing area where now other product is present, and you will see all of the product options available.

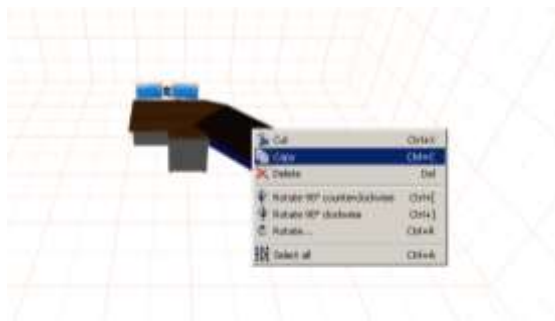
User Guide

To change the color of the worksurface, select the 'Finishes' tab and double click on the color you have selected. This can be changed at any time.



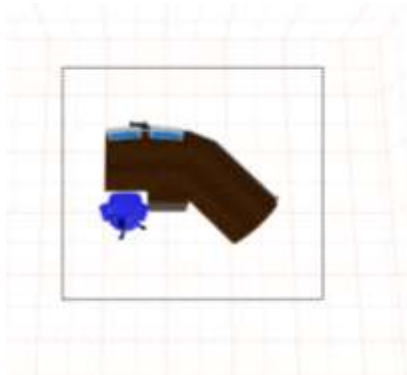
Duplicating a row of desks/consoles

To duplicate a row of consoles/desks, right click on any part of and select 'copy'. Then clicking on an unused part of the drawing space, right click again and select 'paste'. This will copy all of the elements



of the row of desks.

If you wish to capture additional elements, such as a chair, etc. then you can use the 'rubber banding' technique. To do this, first press and hold down the 'shift' key on the keyboard, and then, after positioning the mouse in an area of the drawing without any items on it, hold down the left mouse button and drag the lines around the items you wish to copy. Once all of the items have been selected, you can then right click, select 'copy', and then right click again and select 'paste'.

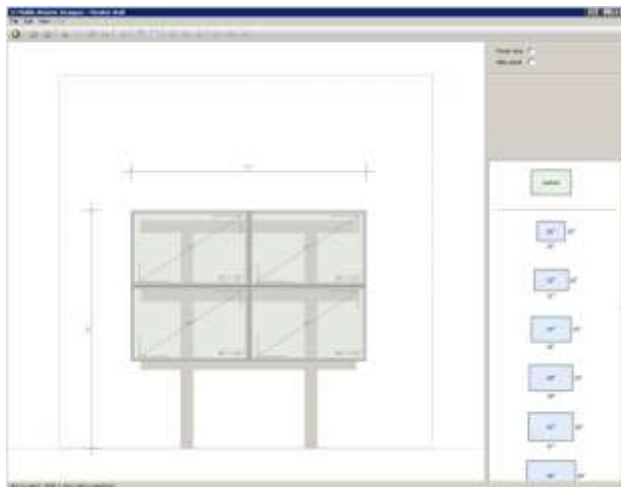


To remove a component, such as a monitor mount, select it and press the 'Delete' key.

Adding a VisionFrame Monitor Wall

To add a VisionFrame[™] Monitor Wall, first select it from the Product Drop Down menu. Then double click on the Monitor Wall icon.

Once it is on the screen, it can be edited by double clicking on it.



In the editor you can place the monitors anywhere on the wall. You can delete monitors by selecting the monitor, and then pressing the 'delete' key on your keyboard.

Monitors can be added using the default sizes on the right hand side, by left clicking and dragging them over. Monitor dimensions can be modified to match actual dimensions using the controls on the upper right hand corner of the screen. You can also change from a Flat to Articulating mount here, as well as change the orientation from Landscape to Portrait.

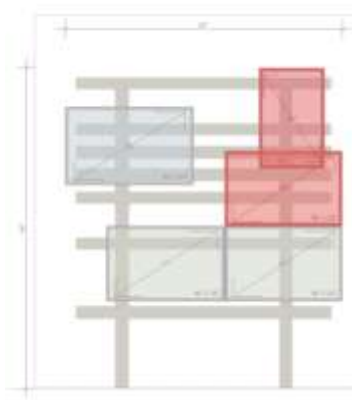


User Guide

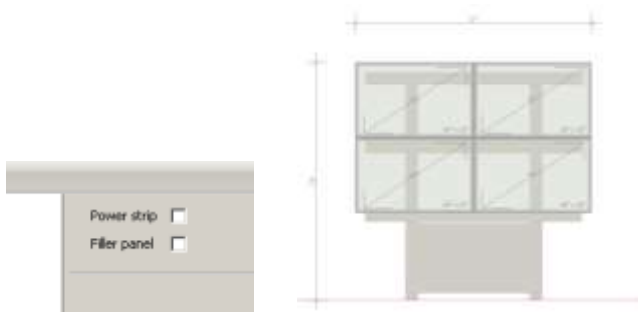
Width	<input type="text" value="31"/>
Height	<input type="text" value="20"/>
Diagonal	<input type="text" value="32"/>
Flat	<input checked="" type="checkbox"/>
<input type="checkbox"/> Change orientation	

When creating a Monitor Wall, the structure behind it will change. This is for representation and pricing calculation purposes only; the final design will be determined by Middle Atlantic prior to shipping.

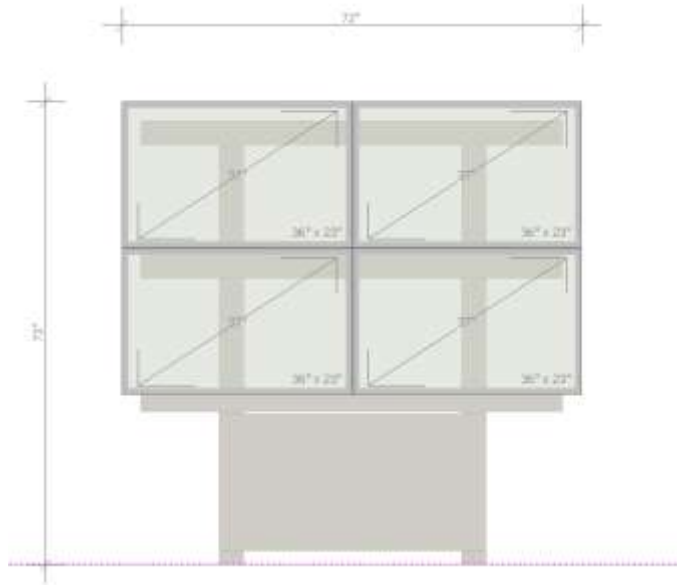
There is a visual alert to any potential conflicts. This is represented when the monitors turn red.



You can also add a power strip and Filler panel, by selecting them in the upper right hand corner of the screen. The power strip will be selecting from one of two types, depending on the size of the wall. The Filler panel will be selected to fit the bottom opening of the Video wall.



Dimensions for the overall size of the wall will be provided on the left hand side and top of the drawing.



To exit the Monitor Wall editor, click on the green arrow button on the upper left hand side of the



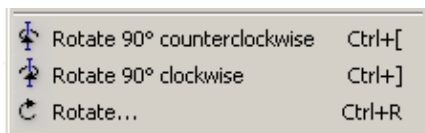
screen.

Duplicating a Layout

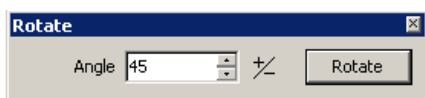
To duplicate a row of consoles/desks, or a video wall, right click on it, select 'copy', and then 'paste'.

Changing the angle

To change the angle of an element/configuration, right click on it, and select from one of the following:



Rotate allows you to select the precise angle to rotate.





User Guide



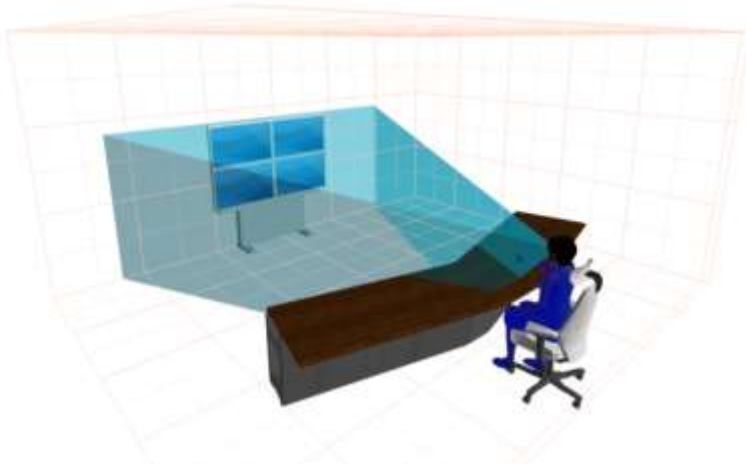
User Guide

Ergonomic Line of Sight Tool

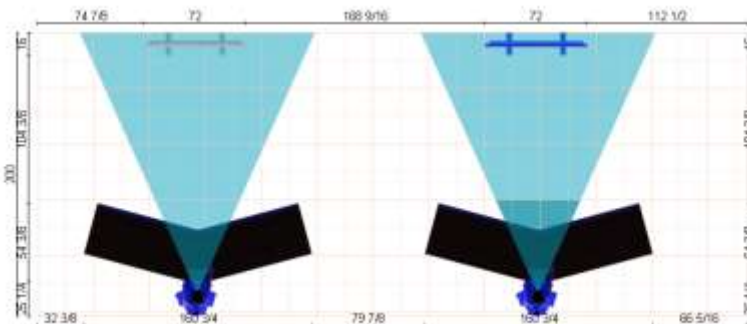
Designer will provide a view to determining whether ergonomic sight lines are optimal. To use this tool, add a chair to the drawing, and then add a sitting man.



You will then see the optimal sight lines projected as a 3D Rectangular cone.



To toggle this view off, click anywhere else on the screen. To toggle this on, select the man/woman. To select multiple operators to see multiple cones, hold down the shift key while 'rubber banding' the two operators by holding down the left mouse button. When this is toggled on, it will be printed, exported as a .jpg or .dxf file.





User Guide

Reports

To view reports, select the sigma icon from the menu



This will provide a Quote and Specifications report.

The quote can be exported as a .csv for editing in excel, and a .pdf.

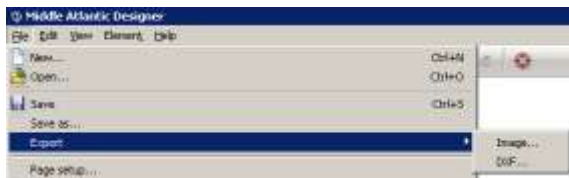
The Specifications can be exported as a .rtf for editing in Word, and a .pdf.



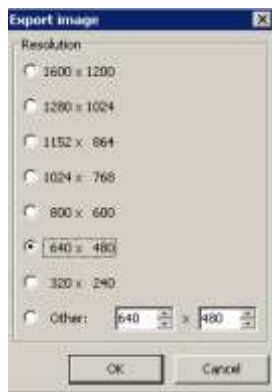
User Guide

Export

The drawings can be exported as a .jpg for use in presentations, or as a 2D or 3D .dxf for use in any CAD package. To do this, go to File>>Export



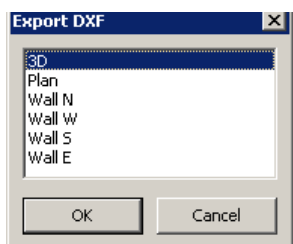
When exporting as a .jpg image resolution can be set.



If the ergonomic sight lines are turned on (by clicking on the person, if added to the drawing), then they will be a part of the drawing when exporting as a .jpg or a .dxf.

When exporting as a .dxf, it can be done as a 3D or 2D drawing.

When exporting as a .dxf, please be patient. Larger drawings can take several minutes, during which the software will not respond.





User Guide

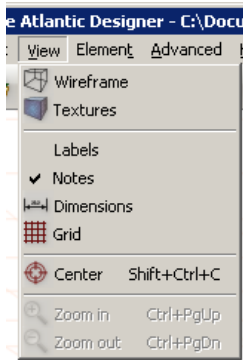
When opening the .dxf in AutoCAD, or an AutoCAD viewer, or other AutoCAD compatible product, it may be necessary to 'zoom to extents' to see the drawing on the screen.



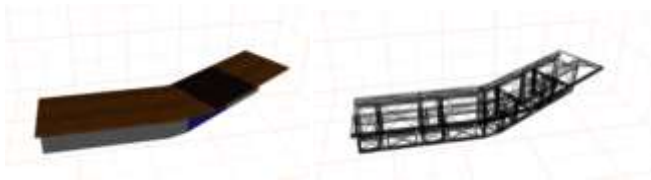
User Guide

View Menu

The View Menu contains useful tools.



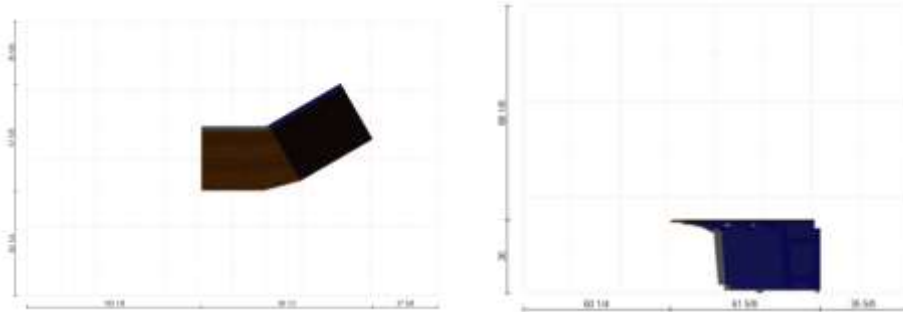
The 'Textures' view, which shows all finishes, is set as the default. Some users, however, may prefer to operate in a Wireframe view.



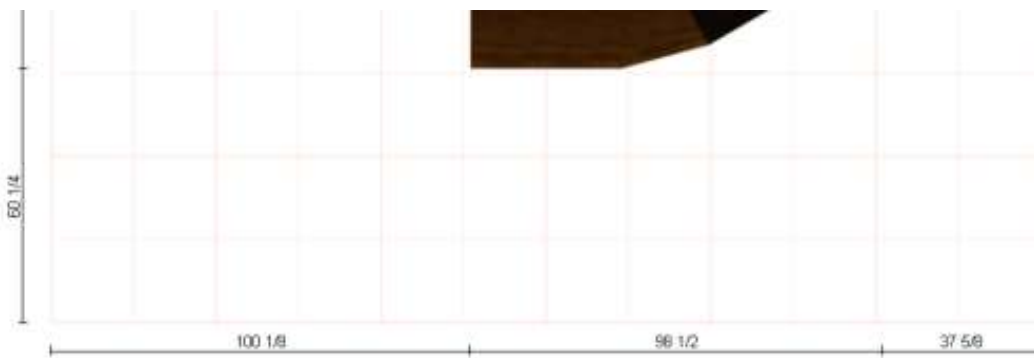
'Labels' will show part numbers for all elements.



'Dimensions' will provide dimensions in any 2D view.



Dimensions are provided by measuring from one point to the next.



'Grid' will turn the drawing grid on or off.

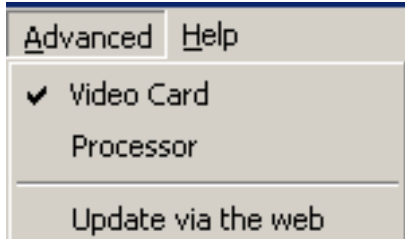
'Center' will center the drawing on the screen.

'Zoom in' and 'Zoom out' can also be accomplished using the scroll wheel on the mouse, or by right click and moving the mouse.



User Guide

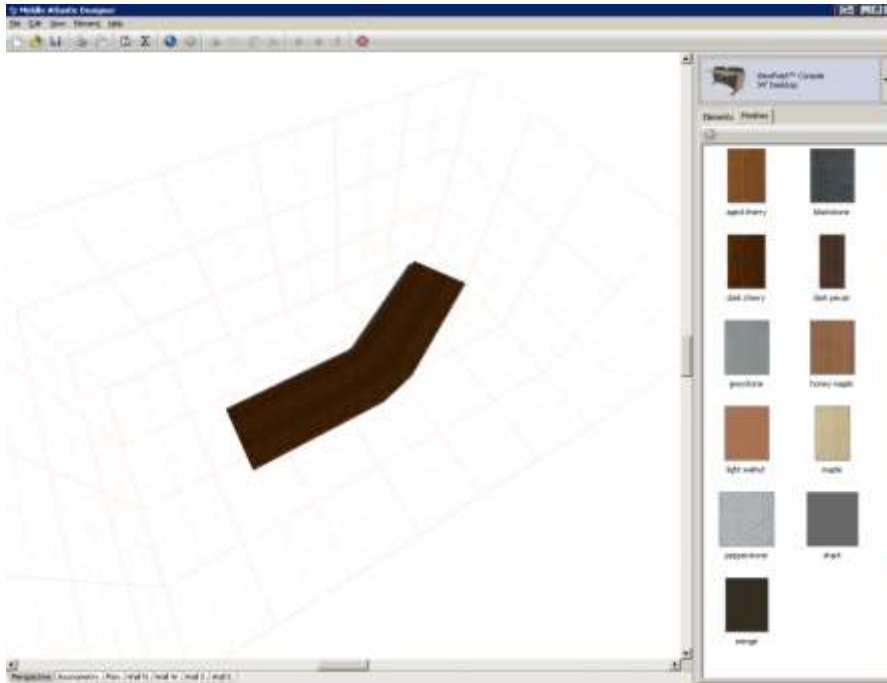
Advanced Menu



If you have a powerful video card, the software may run more quickly if 'Software' is chosen. In most cases, however, leaving the default 'OpenGL' setting is recommended.

Changing the color

To change the color of any console or desk, first select any element in the drawing, ensure the correct product category is selected in the product drop down, and then go to the Finishes tab.



Double click on any finish, and all appropriate surfaces will be updated.



User Guide

The room

In order to better represent the environment that the system will be installed into, the software provides accessories and colors to help approximate it.

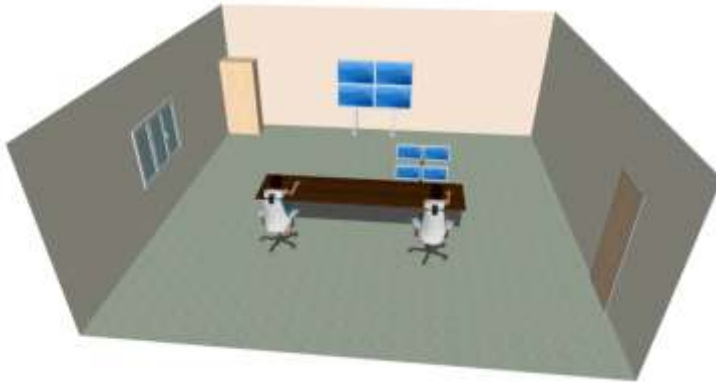
First, select 'Other' from the Product Drop Down.

The double click on any items that you wish to add, such as a bookcase, window or door.

These items can be moved on the screen.

The 'Wall' can be resized to mimic obstructions in the room, such as a post or closet.

The color of the floor, walls and ceiling can be modified by selecting the 'Finishes' tab.



When the Design is Complete

To receive a quote, or to place an order, the drawing will need to be submitted. This will allow us to:

- Optimize the work surface
- Optimize the Monitor Wall



User Guide

Support

Support is available by:

- Phone: 800-266—7225, from 8AM to 8PM Monday through Friday
- E-mail: designersupport@middleatlantic.com

Thank you for selecting Middle Atlantic Products!