

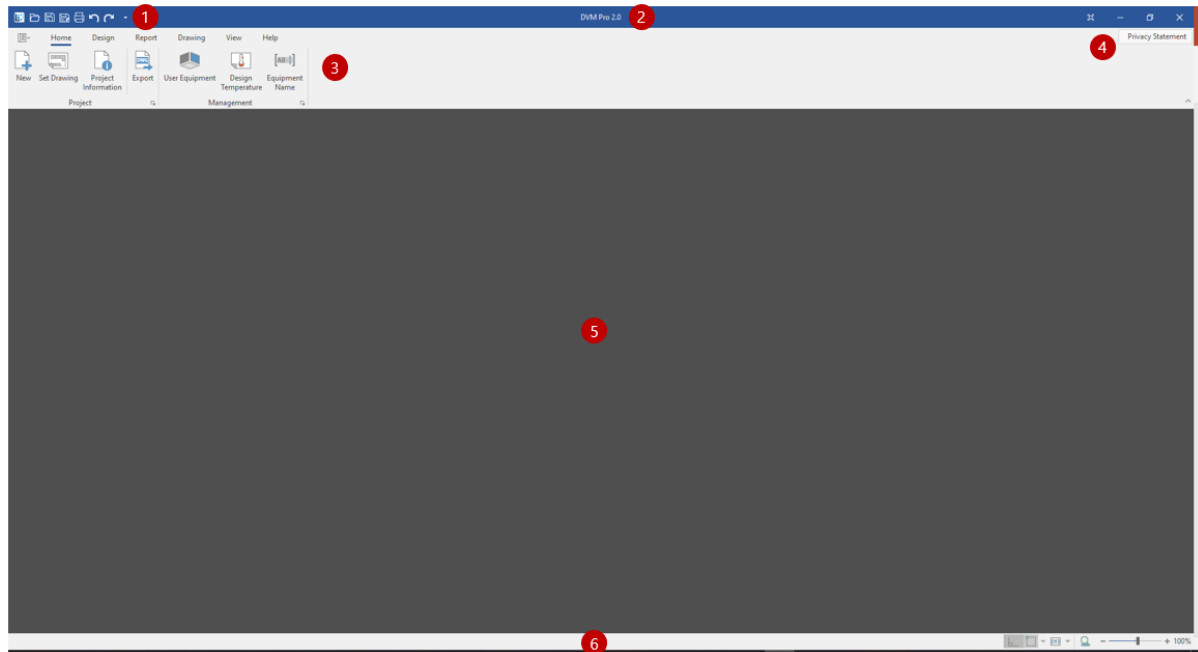


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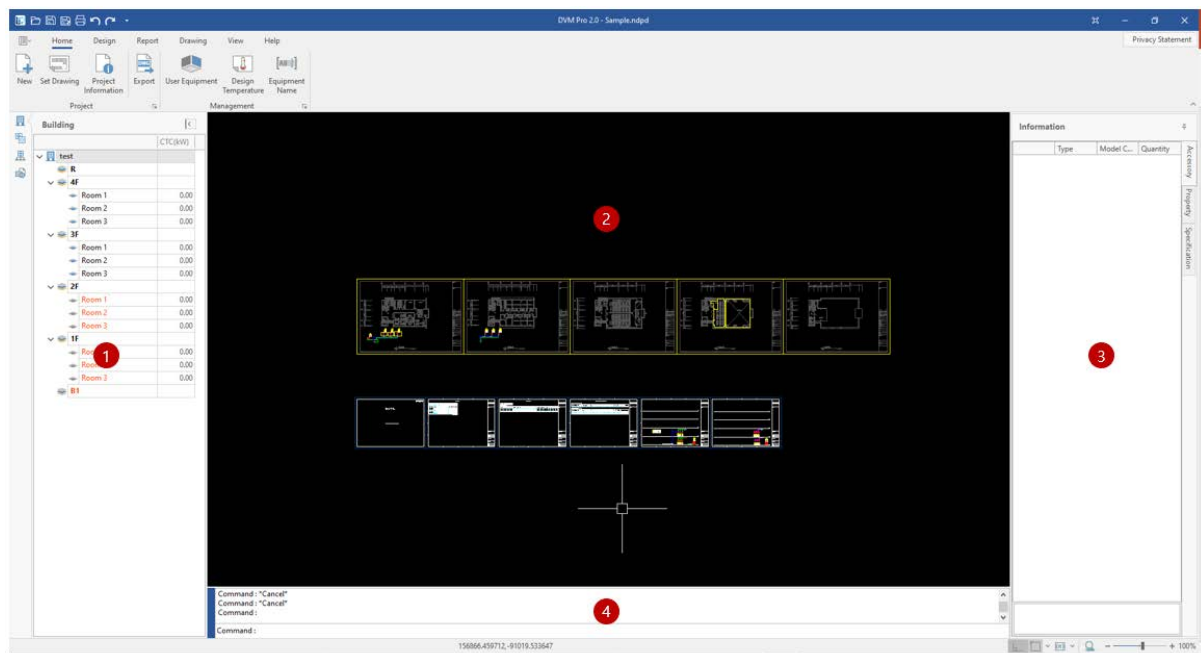
# 1. Window Composition

## 1.1. First window after running the program





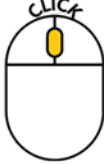

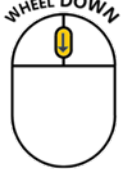
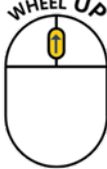
- ① Quick Menu : It is a frequently used menu and consists of Open, Save, Save As, Print, Undo, and Redo functions.
- ② Title Bar : You can check the name of the program and the project file currently being designed.
- ③ Ribbon Menu : It is a menu bar that provides easy and intuitive access to the program's functions and consists of File, Home, Design, Report, Drawing, View, and Help.
- ④ Privacy Statement : You can check the contents of the privacy policy.
- ⑤ Design Area : If there is a project under design as the design area of the program, the design window and drawing area are activated.
- ⑥ Status Bar : When moving the mouse, check the mouse coordinates on the drawing, orthogonal, snap, and zoom in and out functions.

## 1.2. The window in which the project is being designed.



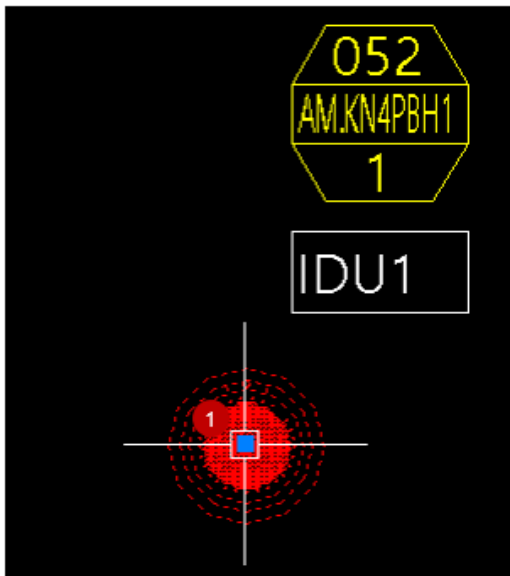
- ① Design Tab : It includes the space tab to check the space information (floor, room) of the project under design, the equipment tab to search for and select indoor units, outdoor units, and piping materials, the system tab containing overview of active system, equipment and system check function and the block tab to manage user's drawing blocks
- ② Drawing Window : You can design the system air conditioner on the architectural drawing designated as the drawing area.
- ③ Information Tab : It consists of the Accessory tab to set the accessories of the indoor and outdoor units of the project under design, the property tab to check and set the properties of the selected object, and the specification tab to check the specifications of the selected indoor/outdoor units.
- ④ Command Window : You can execute the function by entering a command.

## 2. Mouse Actions

| Description |  | Description     |   |
|-------------|--|-----------------|---|
| Selection   |   | Context Menu    |   |
| Pan         |   | Move/ Placement |   |
| Zoom Out    |  | Zoom In         |  |

### 2.1. Selections

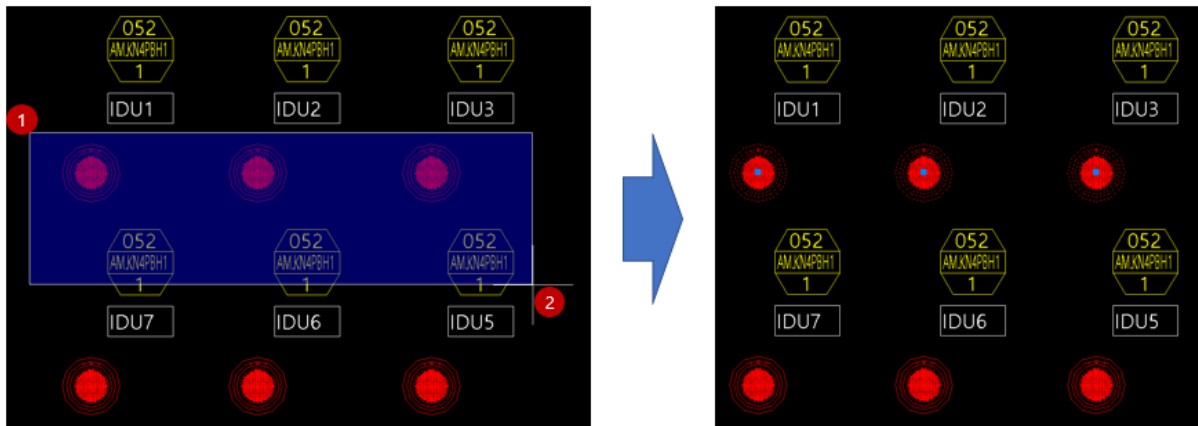
#### 2.1.1. Individual Selection



When you move the mouse to the object to select and click the left mouse button, it is added as a selection object.

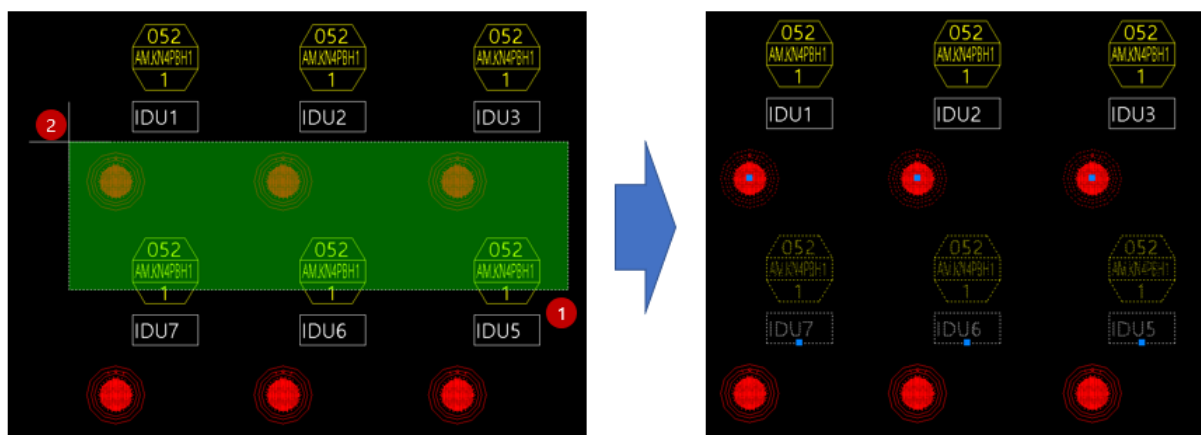
## 2.1.2. Multiple Selection

### 2.1.2.1. Window Selection



If you select the upper left point and the lower right point, objects included in the selection area are added as selected objects.

### 2.1.2.2. Cross Selection



If you select the lower right point and the upper left point, all objects included in the selection area and intersecting are added as selected objects.

## 2.1.3. Deselect

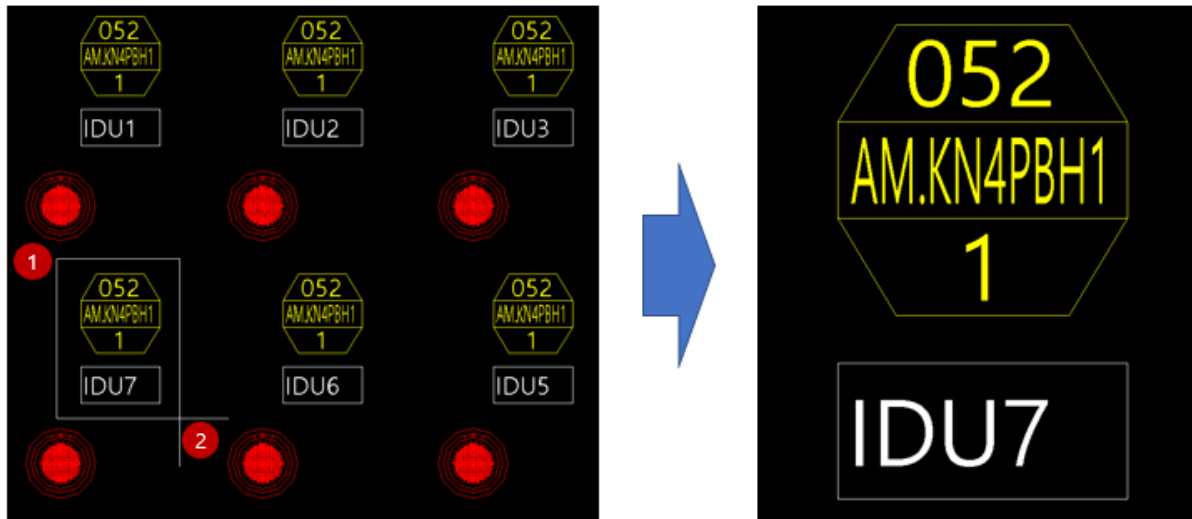
Press ESC key to deselect all selected objects.

## 2.2. Zoom In/Out

### 2.2.1. Screen Magnification

Command : ZOOM

#### 2.2.1.1. Two Points



> **Command Window**

> Specify a corner point or [Extents(E)/Scale(S)/Object(O)] : Click ①

> Specify the other corner point : Click ②

#### 2.2.1.2. Extents

> **Command Window**

> Specify a corner point or [Extents(E)/Scale(S)/Object(O)] : Input E

All objects present in the drawing are enlarged or reduced to fit the view.

#### 2.2.1.3. Scale

> **Command Window**

> Specify a corner point or [Extents(E)/Scale(S)/Object(O)] : Input S

#### > Enter Scale Ratio : Input Scale

In the current view state, it is enlarged or reduced by the entered scale.

#### 2.2.1.4. Object

##### > Command Window

##### > Specify a corner point or [Extents(E)/Scale(S)/Object(O)] : Input O

##### > Select objects : Select objects in drawing

The selected objects are zoom in or out to fit the view.

#### 2.2.2. Zoom In

Command : ZOOMIN

Each time the function is executed, the view is enlarged in its current state at a certain rate.

#### 2.2.3. Zoom Out

Command : ZOOMOUT

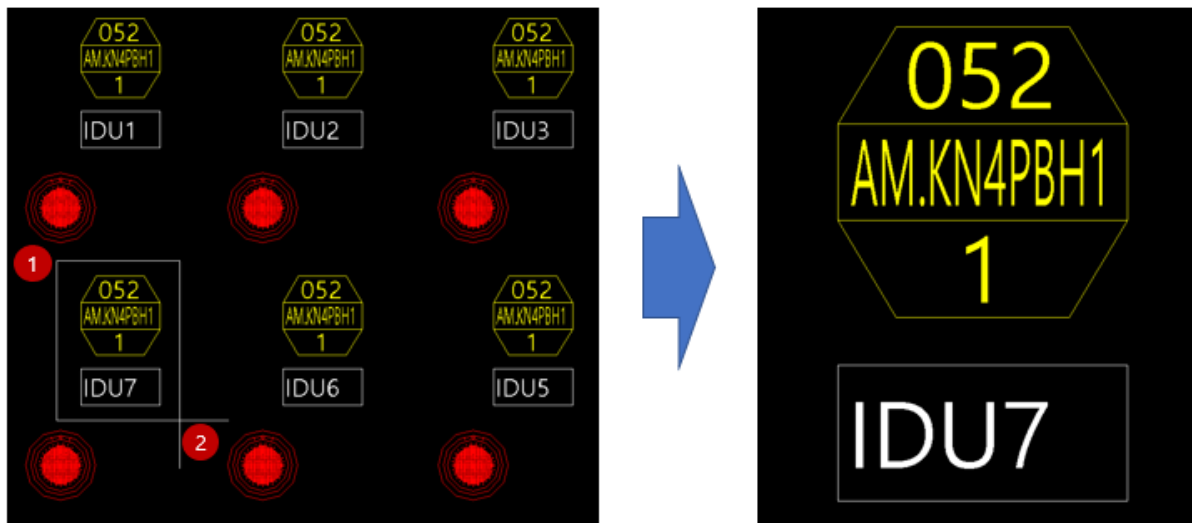
Each time the function is executed, the view is reduced from its current state at a certain rate.

#### 2.2.4. Mouse Wheel Zoom

Move the mouse over the drawing and rotate the wheel button up to zoom in based on the current cursor, and roll the wheel button down to zoom in on the current cursor.

### 2.2.5. Space Expansion

Command : ZOOMRECT



> **Command Window**

Specify a corner point : Click ①

Specify the other corner point : Click ②

The area of the two points you specify is enlarged to fit the view.

### 2.2.6. Fit To Window

Command : ZOOMALL

When the function is executed, all objects are enlarged and reduced to fit the view.

## 2.3. Screen Movement

If you move the mouse over a drawing while holding down the wheel button, the drawing moves in the direction it moves.

## 2.4. Delete

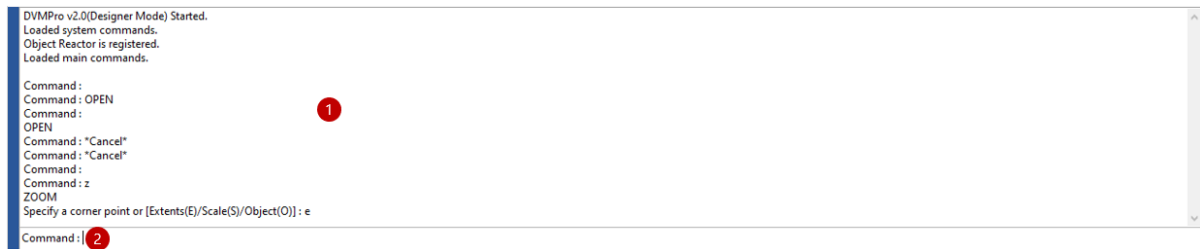
### 2.4.1. Use the Delete key

Objects selected using the selection function are deleted by pressing the Delete key. (However, objects with locked layers are not erased.)

### 2.4.2. Using the ERASE command

After executing the Erase command, select the objects to be deleted from the drawing and press the Enter key to delete the selected objects. (However, objects with locked layers are not erased.)

## 2.5. Command Window



- ① Command History Window : Displays the history of executed commands.
- ② Command Input Window : You can input commands.