Stylishwalls Designer
version 2.0

User Manual

Access link to Stylishwalls web site
http://www.stylishwalls.cz

Access link to the Stylishwalls Designer application

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Table of content

1.Introduction....3
1.1.Presentation....3
1.2.What's new?....3
1.3.Requirements....3
a)Operating systems....3
b)Web browsers....3
c)Java version....3
d)Hardware....4
2.Starting a simulation....4
2.1.Starting the Stylishwalls Designer application....4
2.2.Loading a photo of your wall....5
2.3.Calibrate the size at the wall plane....7
3.Operations with stickers....9
3.1.Inserting a sticker in the photo....9
3.2.Changing a sticker's position....13
3.3.Changing a sticker's colour....13
3.4.Removing a sticker from the photo....13
4.Post-simulation operations....13
4.1.Saving a jpeg picture of your simulation....13
4.2.Listing the stickers used in the simulation....15
5.Helper tools description....16
5.1.Zoom icons....16
5.2.Sticker centre location icons....17

Index of illustrations

Illustration 1: Start Screen....4
Illustration 2: Read Access Warning....5
Illustration 3: Open File Dialogue....6
Illustration 4: Loaded Picture Screen....7
Illustration 5: Calibration Help Dialogue....8
Illustration 6: Measured Length Input Dialogue....8
Illustration 7: Measured Length Definition Using Mouse....9
Illustration 8: Calibration Completed Dialogue....9
Illustration 9: Prepared Simulation Screen....10
Illustration 10: Inserted Sticker Screen....11
Illustration 11: Sticker With Action Menu Screen....11
Illustration 12: Action Menu....12
Illustration 13: Textured Sticker With Action Menu Screen....12
Illustration 14: Colour Matrix....13
Illustration 15: Save Menu Screen....14
Illustration 16: Write Access Warning....14
Illustration 17: Save File Dialogue....15
Illustration 18: Simulated Sticker List Screen....16

1. Introduction

1.1. Presentation

This manual presents the Stylishwalls Designer application in its version 2.0. This application is aimed at simulating the stickers that are available and sold in our web site http://www.stylishwalls.cz. It will help our customers with the selection of decorations by giving a very realistic view of how the stickers will appear on their walls.

The simulator allows to precisely translate and rotate the stickers and to select over the 30 available sticker colours. The size calibration functionality gives the certitude that the sticker size you see on the photo is the real size of the sticker you will receive after ordering.

1.2. What's new?

This new major version brings some useful functionalities and makes the simulator much more user-friendly.

The most important change in this version is the ability to simulate stickers that have fixed coloured textures. For these stickers, the simulator displays a special action menu that does not allow to change the sticker's colour.

The action menu itself has been graphically improved to be visible even when displayed with a dark background. It now takes the same style as the other icons.

One other great improvement is the new selected sticker picture displayed in the bottom of the Library page. It allows to see the sticker you are going to add without the need to constantly look at our web site.

1.3. Requirements

a) Operating systems

The Stylishwalls Designer application has been tested under the following operating systems:

- Windows XP/Vista
- Mac OS X Snow Leopard
- Linux

b) Web browsers

The Stylishwalls Designer application runs inside your web browser. It has been tested with the following ones:

- Mozilla Firefox
- Internet Explorer
- Safari

c) Java version

The Stylishwalls Designer application uses the Java technologies and requires at least that you have the JRE 6 update 10 (Java SE Runtime Environment 1.6.0_10) from ORACLE – previously SUN – installed in your system.

Java installation files for Windows and Linux are available at http://java.sun.com. On Apple computers, Java is installed with the Mac OS X system and new versions are installed with automatic operating system updates.

d) Hardware

To run the Stylishwalls Designer application in good conditions we recommend to get at least 512MB memory installed in your computer.
The application requires a very small amount of disk space as it does not require any installation to be run. When running, it will use less than 5MB disk space. For the disk space required for Java installation, please refer to the official Java web site http://java.sun.com.
A monitor with a resolution of 1280x800 pixels or more is needed to see the whole interface with your web browser.

2. Starting a simulation

2.1. Starting the Stylishwalls Designer application

From our web site http://www.stylishwalls.cz or at the first page of this manual, you will find a link that opens a new web browser tab or window. During the first launch, a Java logo will appear during the time needed to load the program. After few seconds, you should see the application start screen below.

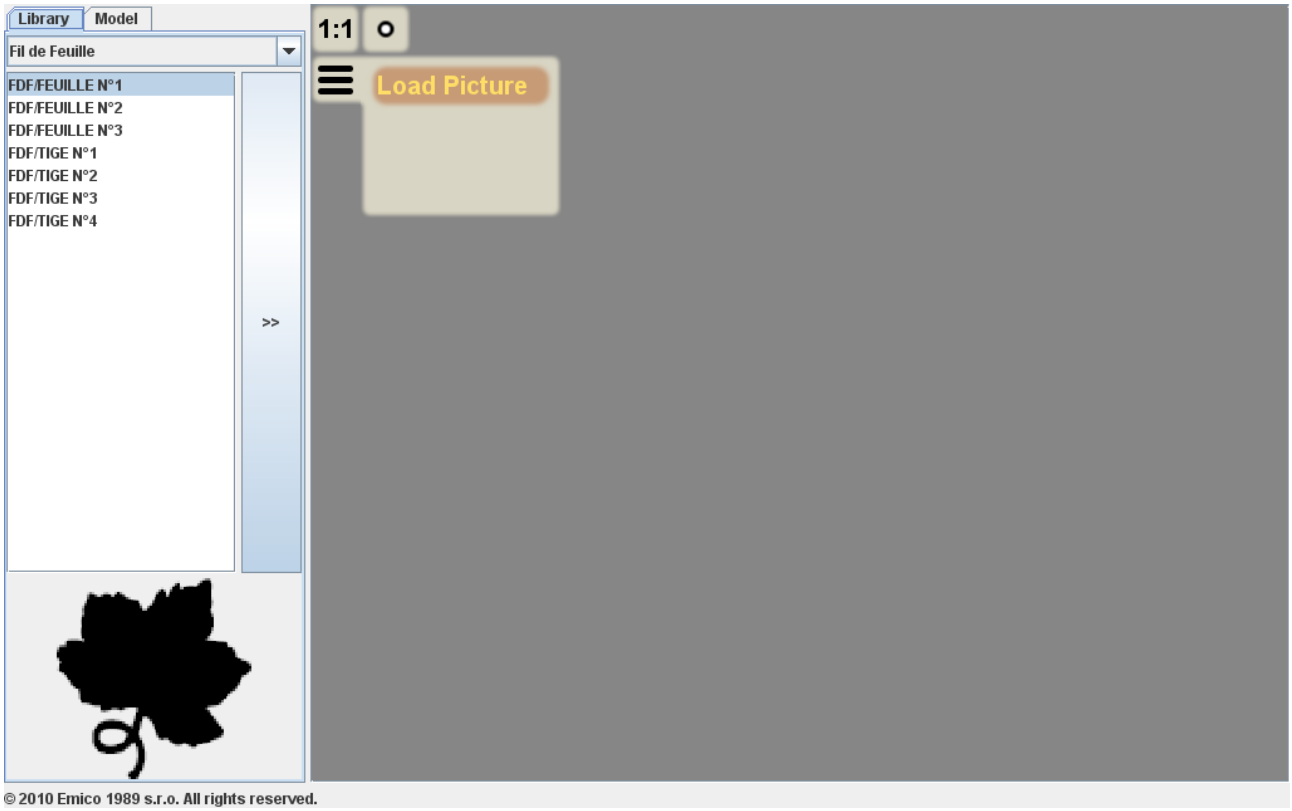

Illustration 1: Start Screen

The content of the Library tab is independent of the program version itself. It might be slightly different than what is shown in this manual but it will not impact the application behaviour.

The next step is loading of the photo of the wall in which you will virtually apply the stickers.

2.2. Loading a photo of your wall

From the start screen, click on the Load Picture menu. A dialogue will appear asking you to allow the application to access the files in your system.

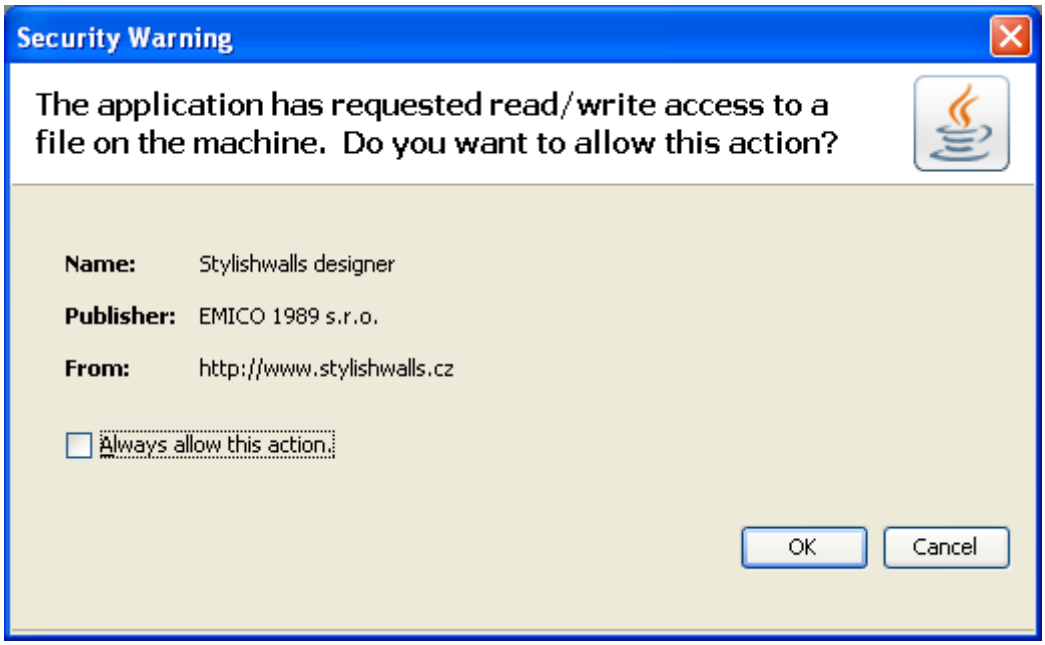

Illustration 2: Read Access Warning

This informs you that the program is going to read a file on your system. After confirmation, you will be able to select the photo you want to use as simulation background (for example a photo of a wall you want to decorate with .jpg or .jpeg extension).

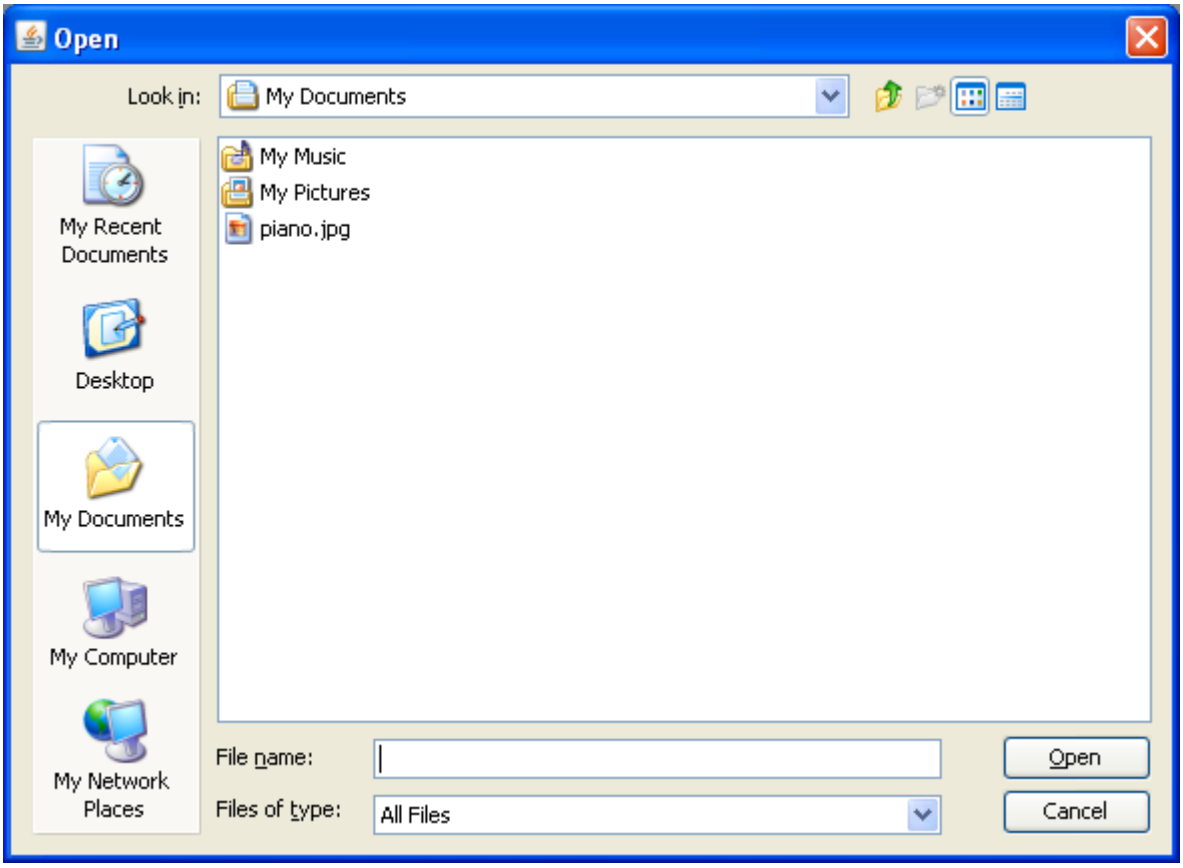

Illustration 3: Open File Dialogue

Then you should see the following screen.

Illustration 4: Loaded Picture Screen

You are now ready to go to the last preparation step: The calibration of the size at the wall plane.

2.3. Calibrate the size at the wall plane

This operation is important so that you get stickers in the photo appear with the size they will really have once applied in your wall. For this, the application needs to know the length of a reference measured at the wall plane. For example, in the loaded picture screen, we measured the length of the piano that is just touching the wall. In our case, the measured length is 131 centimetres.

To start the calibration, click on the Calibrate Size menu. The following dialogue opens.

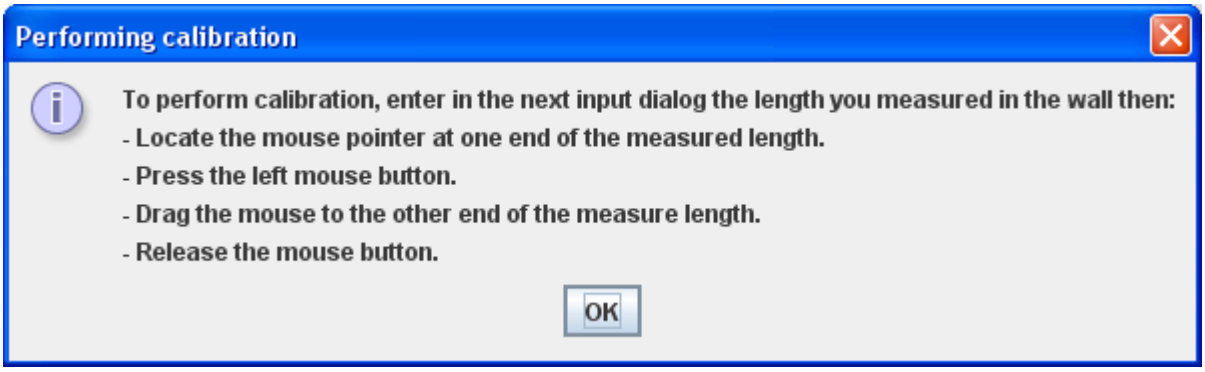

Illustration 5: Calibration Help Dialogue

Read carefully the advices in this dialogue then validate. A second dialogue appears asking you to enter the reference length.

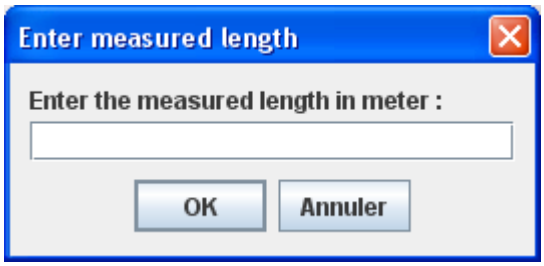

Illustration 6: Measured Length Input Dialogue

Now you should enter the length you measured in meter that is in our case 1.31. After validation, you will have to indicate to the application where starts and stops the measured reference. Follow the indications in the calibration help dialog for it. While moving the mouse, you should see in your photo a clear area between 2 greyed out zones.

Illustration 7: Measured Length Definition Using Mouse

When you release the mouse button, the calibration is done and a dialogue appears to confirm calibration is completed.

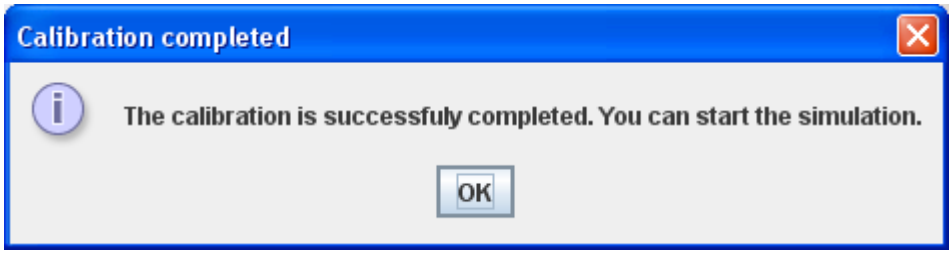

Illustration 8: Calibration Completed Dialogue

Just click on the OK button and you are ready to start with the simulation.

Notice that the reference length can be horizontal or vertical. The application allows to define vertical length just moving the mouse vertically instead of horizontally.

3. Operations with stickers

3.1. Inserting a sticker in the photo

After you loaded a photo and performed the size calibration correctly, you should see a screen similar to the one below.

Illustration 9: Prepared Simulation Screen

On the left the Library tab is used to select and insert a sticker to the photo. On the top of the tab a combo-box lists all the categories of stickers. Stickers grouped in a category are designed to be combined together and have all the same design. Each category have a different design. Because of this, most of the time, you will select the category that matches the style you are looking for and make the simulation with only stickers from one category. Mixing stickers from different categories is anyway possible.

To insert a sticker to the photo, first select the corresponding category then the sticker to be inserted. You can look at our web site http://www.stylishwalls.cz to chose the stickers and see photos of them. After this, you just need to click on the button with the >> signs. The sticker will then appear in black in the centre of the photo with its real size relative to the wall size.

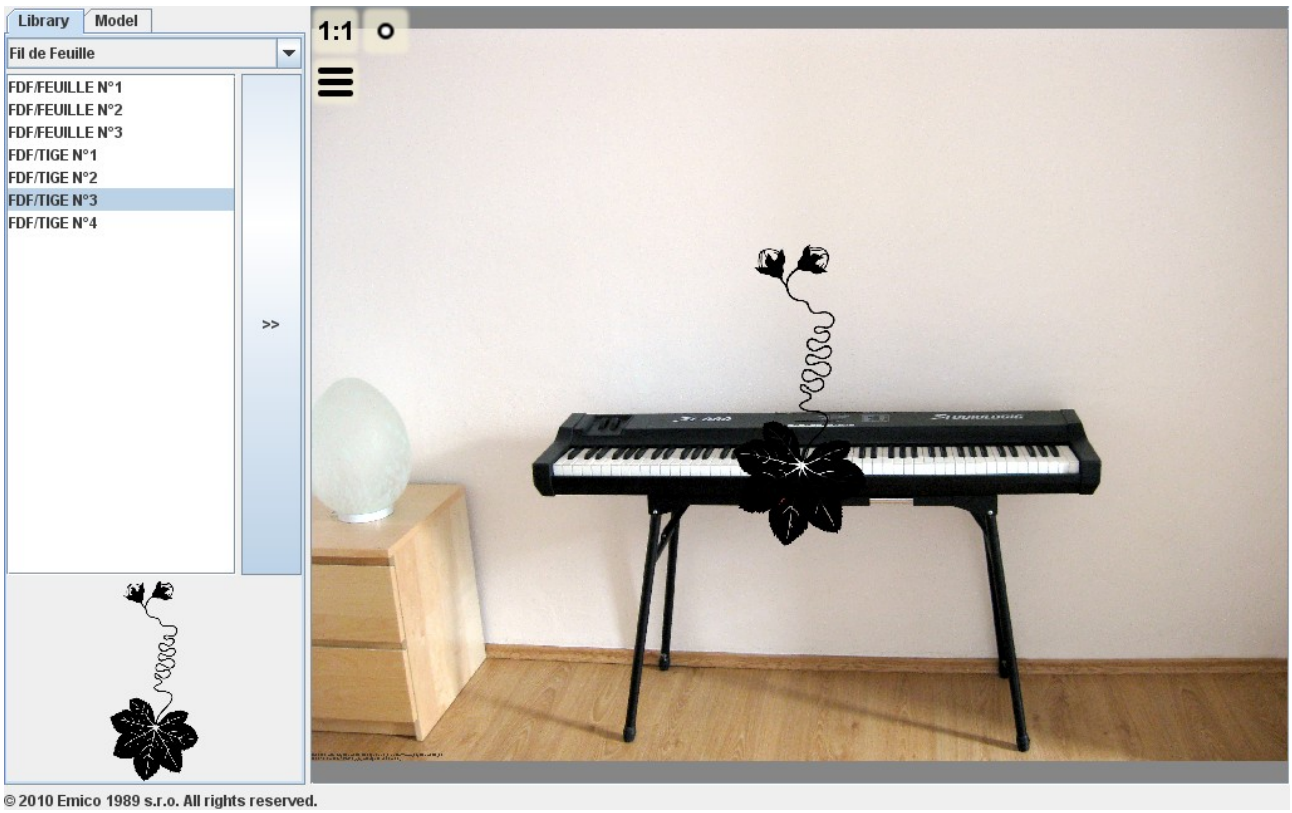

Illustration 10: Inserted Sticker Screen

Now that the sticker is shown in the photo, you can put the mouse cursor close to the sticker centre to make the action menu appear.

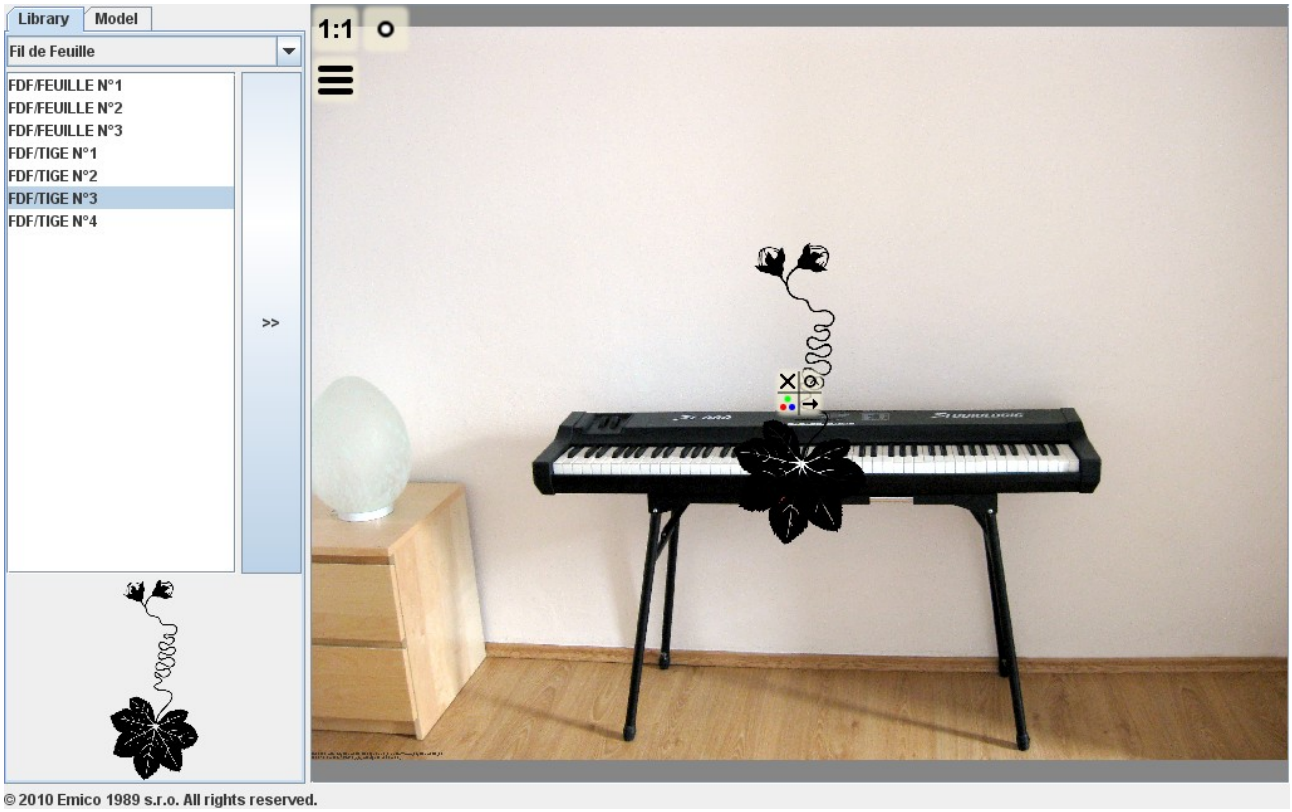

Illustration 11: Sticker With Action Menu Screen

This menu is composed of 4 zones.

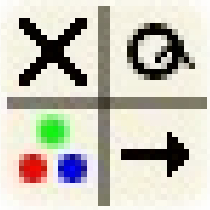

Illustration 12:
Action Menu

- On the top left is drawn a cross that allows to remove the sticker from the photo.
- On the top right is drawn a rotating arrow that allows to rotate the sticker in the photo.
- On the bottom right is drawn a strait arrow that allows to translate the sticker in the photo.
- On the bottom left are drawn 3 coloured points that allow to select the sticker's colour.

These functions are described in the following chapters.

The simulator is able to simulate stickers for which the colour is selectable and stickers that have fixed printed texture. For the textured stickers, the possibility to select the colour is disabled and a different action menu is displayed.

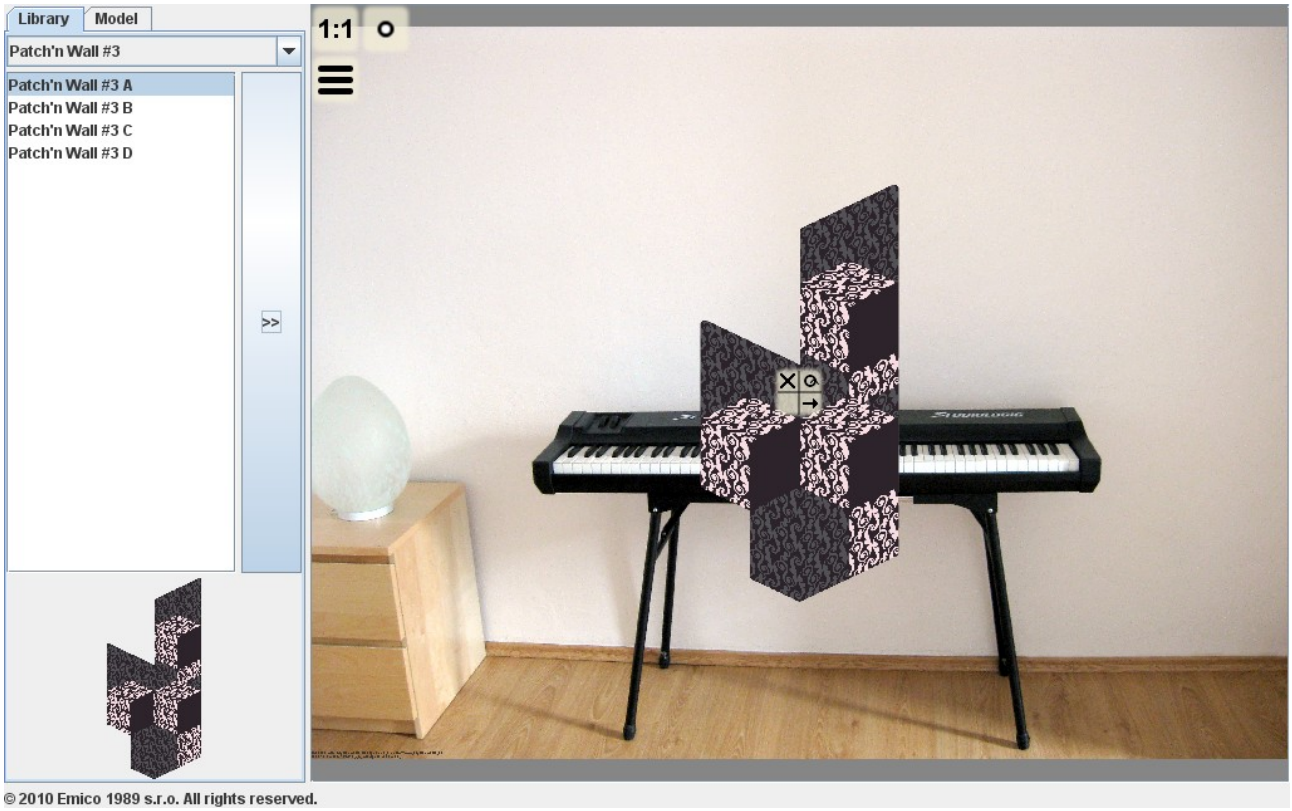

Illustration 13: Textured Sticker With Action Menu Screen

3.2. Changing a sticker's position

By pressing the left mouse button inside the top right or bottom right zone of the action menu you can rotate or translate the sticker.

To translate the sticker, just keep the mouse button pressed and move the mouse cursor. The sticker will follow the mouse cursor movements.

To rotate the sticker, keep the mouse button pressed and move the mouse cursor around the centre of the sticker. The sticker will rotate by the angle drawn by the mouse cursor.

3.3. Changing a sticker's colour

This action is available only with non textured stickers.

By pressing the left mouse button inside the bottom left zone of the action menu you can select the colour of the sticker. When you press the mouse button in this zone a colour matrix will appear.

Illustration 14: Colour Matrix

It shows the 30 colours available for each sticker. To select a specific colour put the mouse cursor on it and release the left mouse button. The sticker gets immediately its new colour.

If you decide to keep the current colour while the colour matrix is already displayed, just move the mouse cursor out of the matrix zone before releasing the mouse button.

3.4. Removing a sticker from the photo

By performing a single left mouse button click inside the top left zone the sticker will be immediately removed from the photo.

4. Post-simulation operations

4.1. Saving a jpeg picture of your simulation

By clicking on this icon, you open/close the menu that allows you to load a picture, to calibrate the picture size and, after the calibration is performed, to save your simulation as a jpeg file. The complete menu is shown bellow.

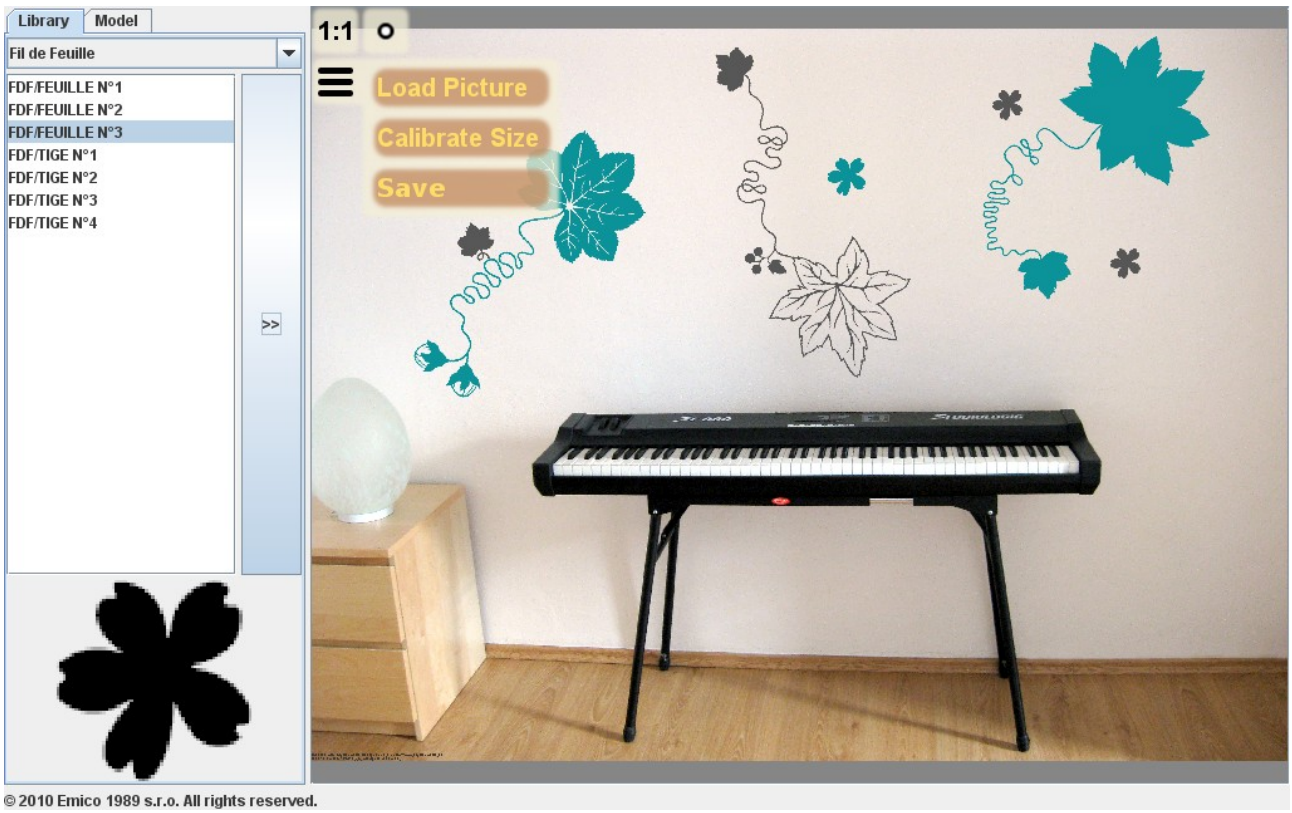

Illustration 15: Save Menu Screen

When you click the Save menu a write access dialogue appears.

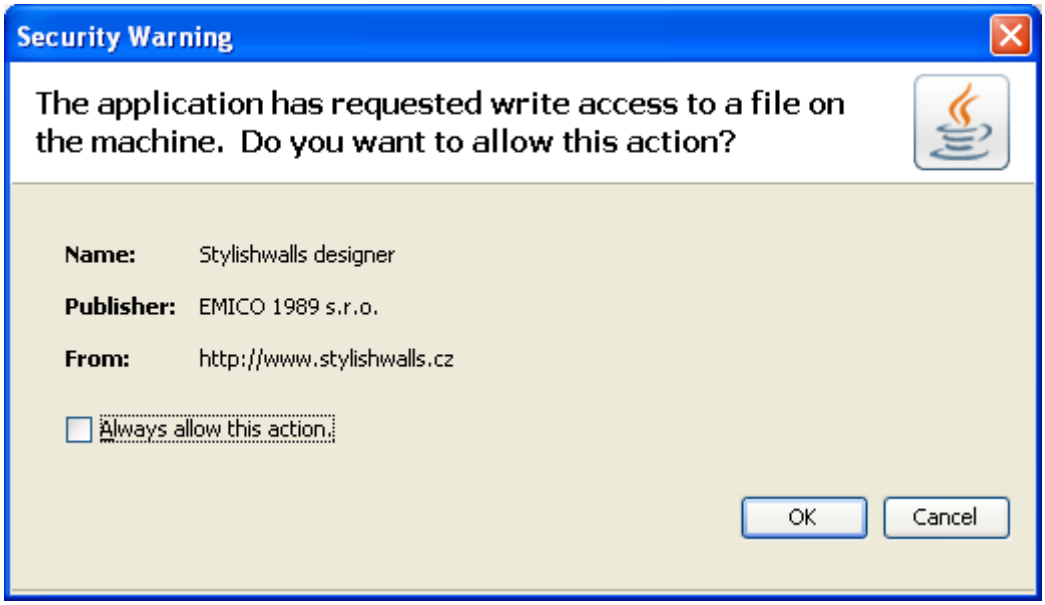

Illustration 16: Write Access Warning

Click the OK button and the save dialogue appears.

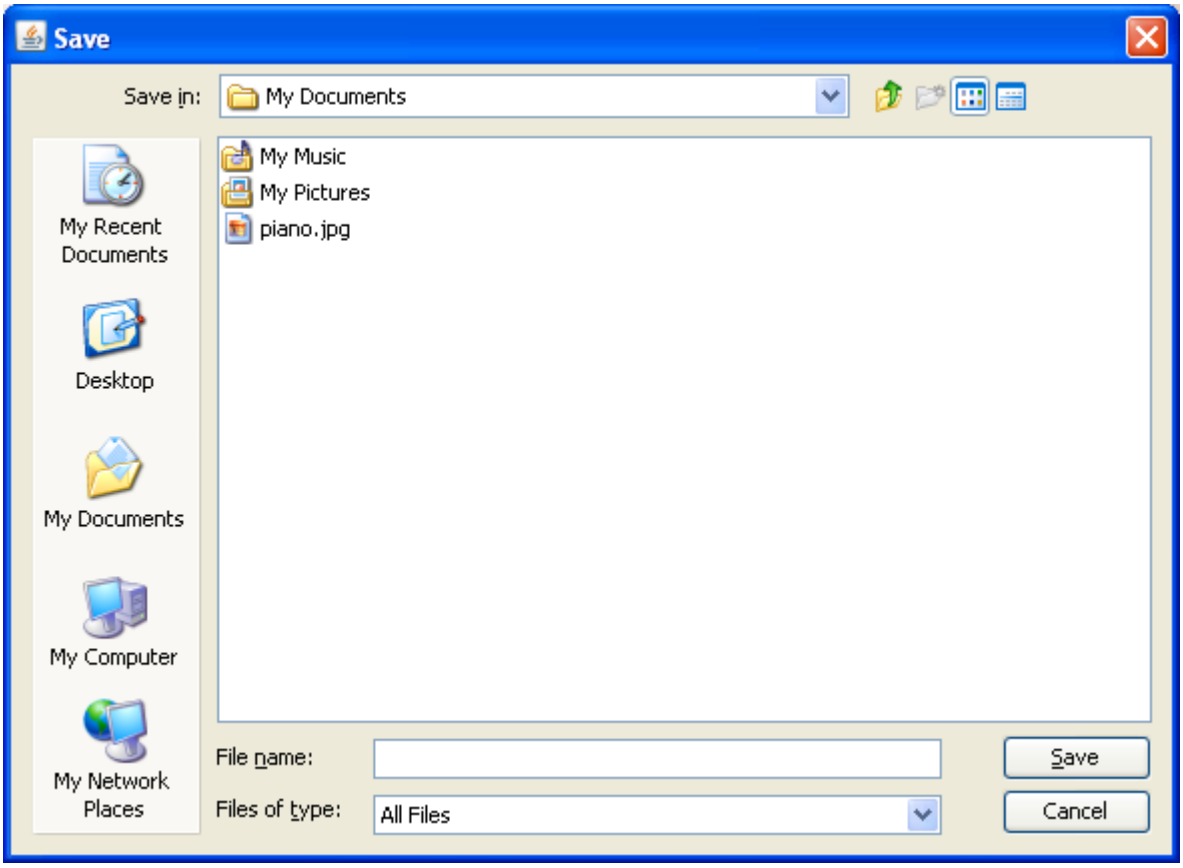

Illustration 17: Save File Dialogue

The application does not add the file extension automatically while saving. You should be careful while entering the file name that it should get the extension .jpg or .jpeg.

4.2. Listing the stickers used in the simulation

By clicking the Model tab on the left part of the interface you can get the complete list of stickers you used to compose your decoration. When you are satisfied with the decoration you created, you can use this list to make your order without any mistake. This list gives you the exact sticker references and the colour codes as they are shown in our web site.

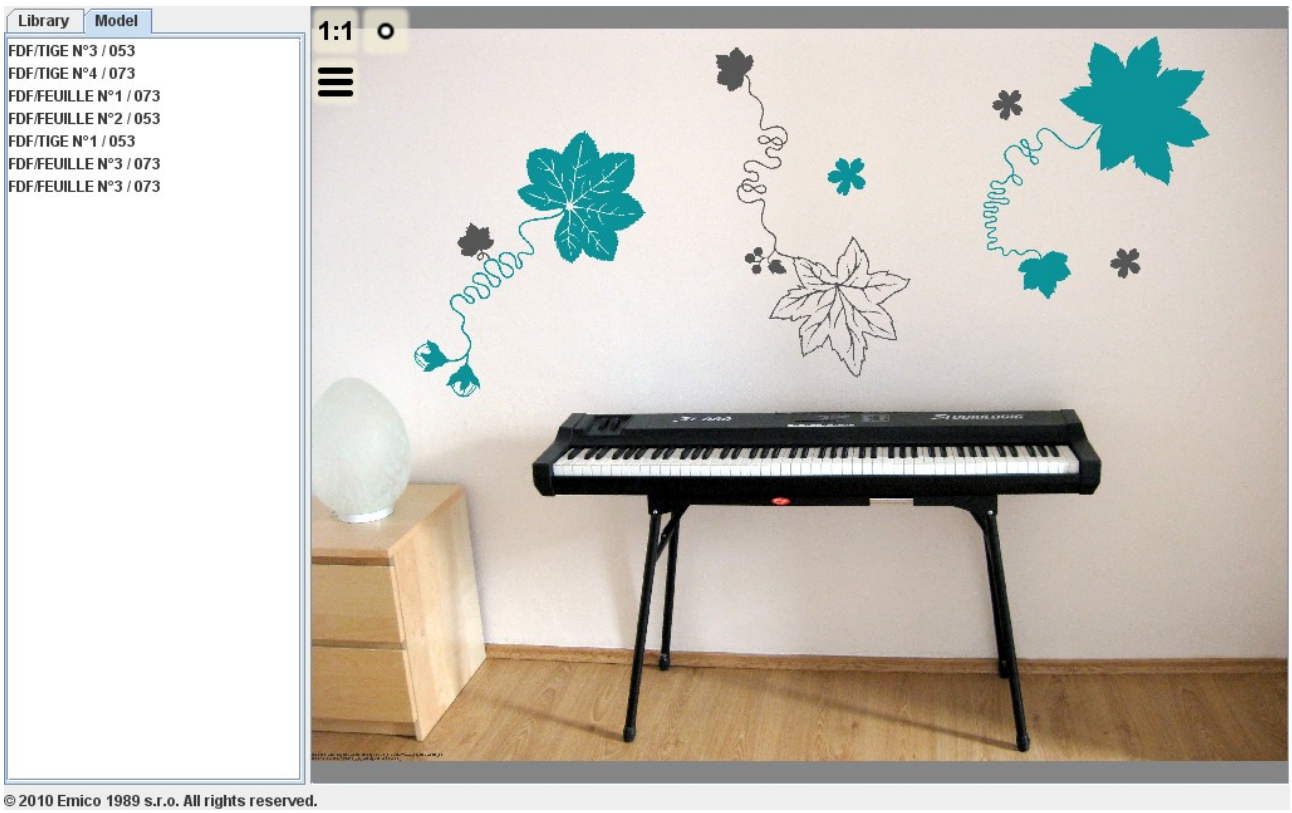

Illustration 18: Simulated Sticker List Screen

Now you should be able to use the simulator and make beautiful creations trying every possible combinations and getting original style you ever wanted. To make the simulator even more pleasant to use, we added some helper tools that are described in the following chapter.

5. Helper tools description

Some helper tools are available to simplify you the simulation. They are available through the 2 icons on the top of the graphic area. The third icon is the menu icon used to load a picture, calibrate size and save your simulation. It has already been described in the previous chapters.

5.1. Zoom icons

This icon makes the photo appear at its real size. It results in a zoom, depending on the photo resolution, that makes sticker placement much more accurate.

This icon makes the photo appear at its extended size. The photo is then displayed entirely inside the graphic area so that you can have a global view of the simulation.

5.2. Sticker centre location icons

This icon activates the display of sticker's centre. It helps finding the place where the action menu of each sticker is located. It is particularly useful when the photo is zoomed at real size as the stickers can become big compared to the available graphic area and their centre location can be difficult to find.

This icon deactivates the display of sticker's centre so that the simulation is visible in its simplest form.