

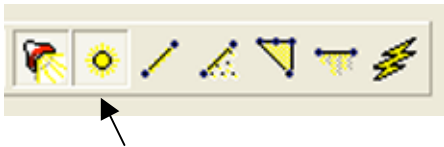
PRO Landscape 10.5 Supplement

The Lighting Toolbar

The *LIGHTING* menu in the Image Editor Toolbar contains the same options as the *LIGHTING TOOLBAR*, such as: enabling lighting, holiday light spots, holiday light strings, holiday light icicle strings, holiday light string linkables, and light polygons. The toolbar does however give you the added functionality of a *Draw Last Object Button*, in which you can left click on the button, and the last object you placed will be ready to be placed again.



Enabling Lighting Button – The enabling lighting toggle button allows you to turn the lights on and off to display or hide the lighting areas and objects in your project. Left click once on the lighting button to enable the lighting effects, and left click once again on the lighting button to end the lighting effect.



Light Spot Button – The draw light spot button when toggled down will place a light spot each time you left click your mouse. To place light spots, left click the light spot button, and begin left clicking the places you would like light spots to appear in your project. After you have placed all of your light spots, end the task by right clicking your mouse. This is particularly useful if you are placing a small amount of lights in a scattered fashion.



Light String – The draw light string button will place a continuous string of lights in a straight line. Simply left click the light string button, and left click in your project where you would like the light string to begin. Move your mouse to the ending point of the light string, and left click to end the placement of the string.



Icicle String – The draw icicle string button will place a continuous string of icicle lights in a straight line.

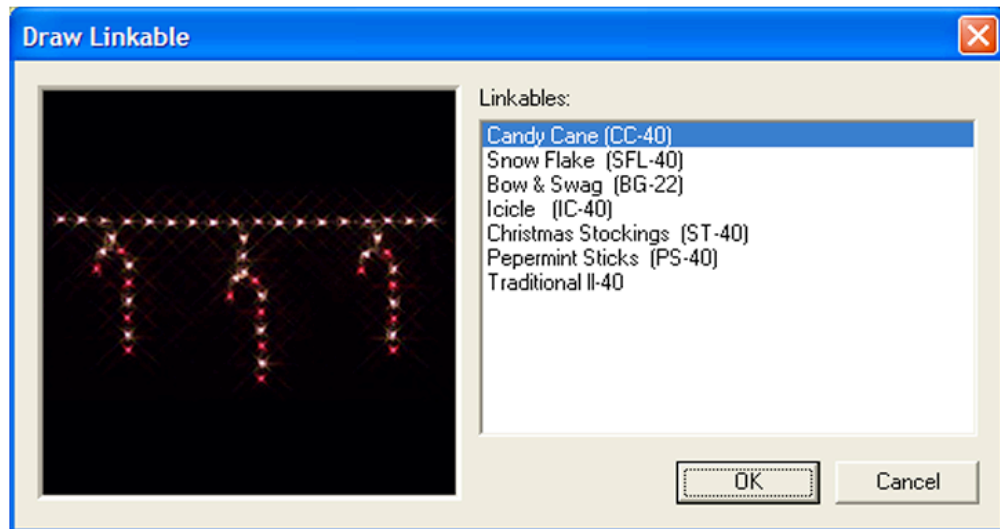
Simply left click the icicle string button, and left click in your project where you would like the icicle string to begin. Move your mouse to the ending point of the light string, and left click to end the placement of the string.



Light Polygon – The light polygon is used to create a light cast from added light fixtures. Left click on the light polygon button in the toolbar, then place your mouse at the starting point of your cast area, and left click. Outline the area for your lighting by left clicking points in your project where you want the lighting to appear, and then right click to finish.



Holiday Linkable – The holiday linkable button will launch the linkable window where you can choose which linkable to place in your project. Simply left click on the draw linkable button on the toolbar, choose your linkable in the new window by left clicking on the name next to the preview, and select OK. Then left click in your project where you would like the linkable section to begin, and then left click on the area that you would like to end your linkable.

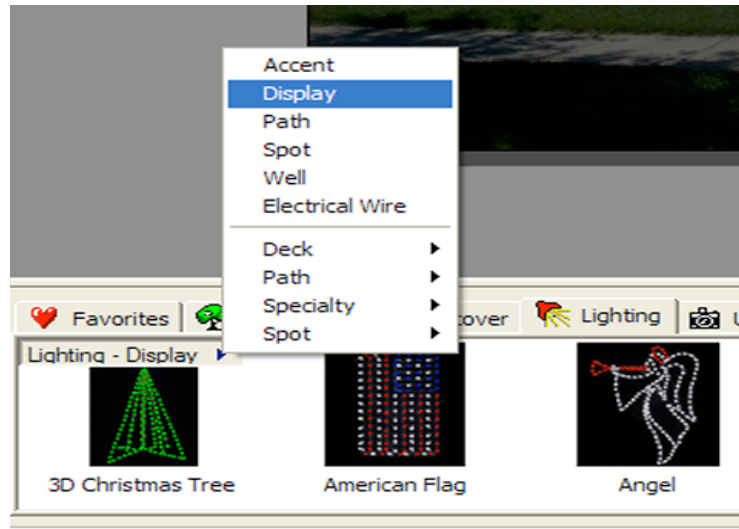


Draw Last Object – The draw last object button will have the object that you placed last ready to be placed again. For example, if you placed a Candy Cane linkable, simply press the draw last button, and the next Candy Cane linkable will be ready to be placed in

your project. This will save you the time of having to go select the same object for each position in your project.

Lighting Displays

Display Lighting – To access the holiday display images, left click on the lighting tab in your content explorer, left click again on the grey lighting box that appears in the window, then select DISPLAY. The display images will then load in your content explorer window, allowing you to choose which display to place in your project.

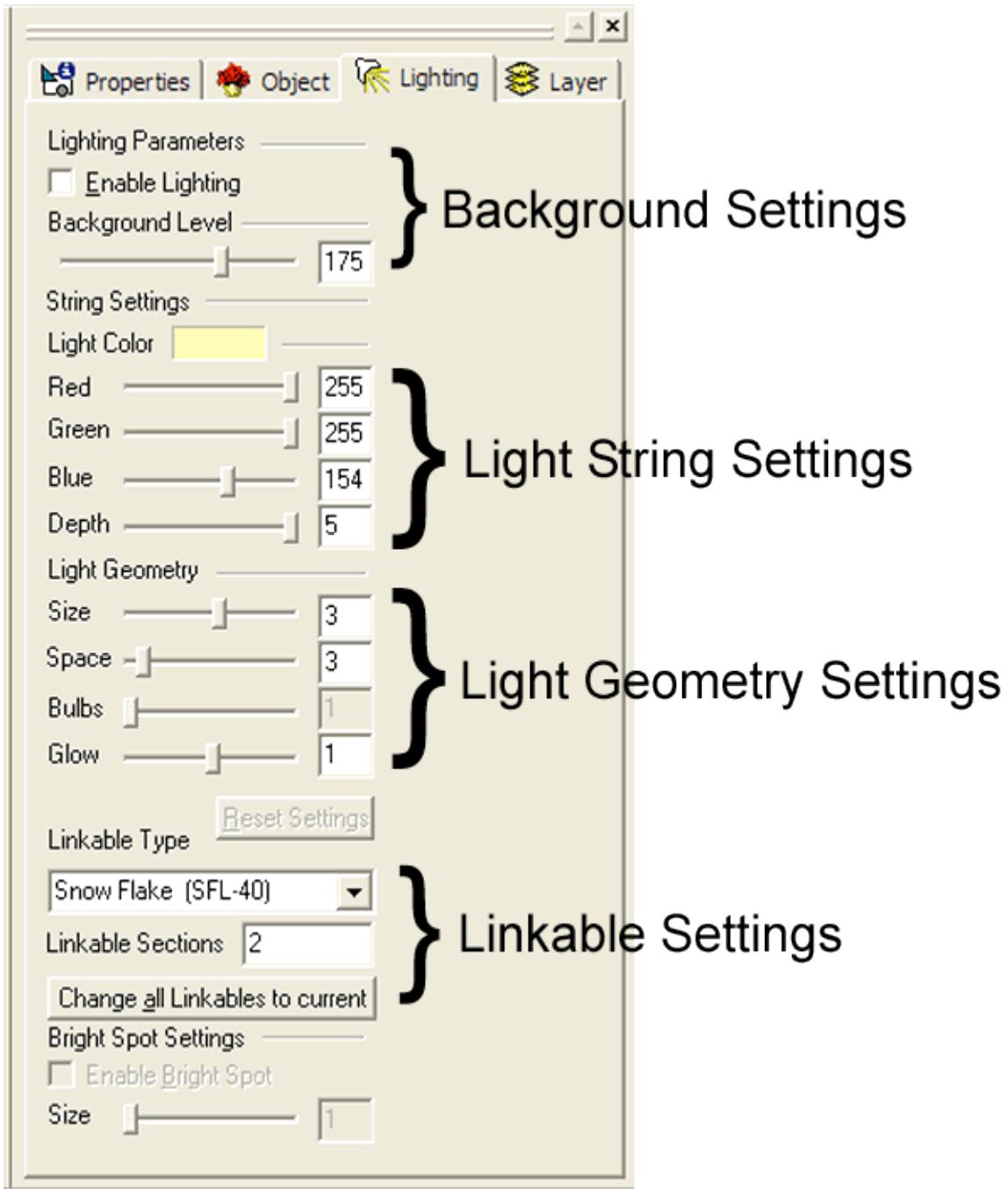


Placing a Display – To place a display in your project, drag and drop the display object into your project window. You can also hold the left mouse button down on the display and drag it into the picture rather than double clicking on it. Drag the object to the location you want it, and resize it to the desired size by dragging out the green points located around the display.



Adjusting Light Properties

Workspace Toolbar – The workspace toolbar is explained in detail on pages 123 and 124 in your PRO Landscape User Manual. The lighting tab in the workspace toolbar contains properties for all of the lighting objects.



Background Level – The background level sliders allow you to adjust the background lighting level, giving it the appearance of early evening or late at night. To make the light level lighter, move the slide to the left, or highlight the number next to the slide with your mouse and enter a smaller number. To darken the background lighting, move the slide to the right, or enter a larger number.

Light String Settings – The light strings can be adjusted for color by moving the slides for the Red, Green, and Blue color levels. For example, to make a white string of lights red, simply take out the green and blue colors by moving the slide all the way to the left on those color controls

The light color window displays the color of the light display string. The light color level can be adjusted by moving the Depth slide from the right to the left, which will take color out of the light string and give it the appearance of being white. The further left you get on the slide, the whiter the string appears.

Light Geometry Settings – Light geometry settings include the *Size*, *Space*, *Bulbs*, and *Glow* of the light string. The *Size* controls the area of output the light string has, or how far away from the bulb the light will appear. For less light area, simply move the slide to the left, for more light area move the slide to the right.

The *Space* control adjusts the amount of space between objects on the light string. For example, if you place a series of snow flake linkables, you can adjust the spacing between the snow flakes by moving the slide to the left or right on the space setting. Move it to the right for more space, or to the left to place more snow flakes on your string.

The *Bulbs*' setting allows you to control the amount of bulbs in a light string. If you place a C7 icicle light string, and would like to adjust the amount of hanging bulbs, simply move the slide to the left for fewer bulbs, or to the right for more bulbs.

The *Glow* control slide allows you to select the brightness of the light output for your light objects and strings. If you would like a more dim light effect, move the slide to the left to give off less glow, or move the slide to the right for more of a glow to your holiday lighting.

Light or Linkable Type – The linkable type window displays the linkable that you have selected in your project. This toggles depending on the type of light you have selected. Click on any of the linkables you have placed in your project, then look in the linkable type window, the name of the linkable appears, along with the number of sections placed in that row directly below it.

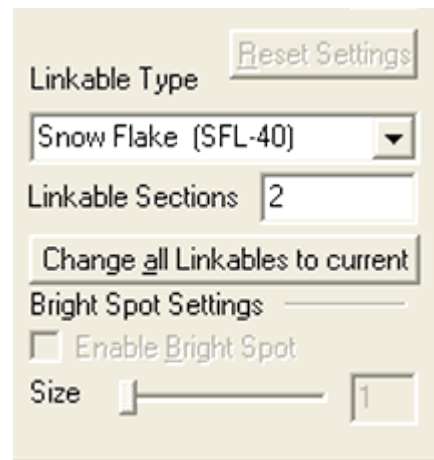
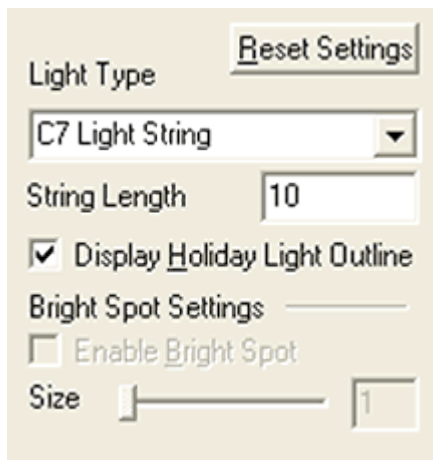
You can also change the current linkable in your project from the linkable type window. Simply click on the drop down arrow next to the linkable

type, and select from the list of linkables. The linkable you highlighted in your project will now appear as the newly selected linkable type.

Use the ***Change all Linkables to current*** button to change all of the linkables at once. If you have draped the entire house with one style of linkable such as the snow flake and your client would like to see what it would look like with icicles instead, the change is easily made. Highlight one section of snow flake linkables by left clicking on it once, the snow flake linkable shows up in the linkable type box. Select the icicle linkable from the drop down list, this will change the highlighted linkable to the icicle style, then make any necessary adjustments to the parameters for the new icicle lights. Next, with the linkable still highlighted, left click the ***Change all Linkables to current*** button, and now all the linkables in your project will change to match the highlighted linkable.

The Workspace Toolbar will also display the light string length and the number of linkable sections in your project. To display the light string length, simply left click on one of the light strings in your project. The Workspace Toolbar will display the name of the light string you selected, along with a string length in number of feet. This is where you can enter the number of feet for the light string which will go to the PRO Landscape Proposal bid. Do this for each section of light string or to create an accurate proposal for your customer.

To display the Linkable sections, left click on one of the Linkables in your project. The Linkable name is displayed in the window, next to the number of Linkables that have been placed. Place your cursor in the Linkable sections box next to the number, and enter in the number of Linkables you will use if the number is different from the displayed value. Again, do this for each section to ensure an accurate count is sent to the PRO Landscape Proposal for your customers bid.



*Note the change in appearance on the Workspace Toolbar when a light string is selected (left), versus a holiday Linkable (right).