MY STYLE WEDDING™

TIPS to make it even easier to use My Style Wedding

My Style Wedding is largely intuitive but it has a powerful 3D environment. In short, you'll get more out of the program if you practice – having fun and correcting a few errors along the way – until you are comfortable with all the software.

If you do make an error, you may be able to cancel the selection before completion and before the program saves your work. Most saved errors can be restored by using the tools in My Style Wedding to rebuild a deleted or changed object/element. You can create backup files at various steps in the planning (see Saving files).

Following are tips to make the process even easier. See **Let Us Know** at the end of these tips to help improve the experience of My Style Wedding for you and every other engaged couple and planner. We'll use your input to upgrade the software and to add to this tips list. So revisit Tips whenever you can.

Understanding the Live It Workspace

Take it easy, building each venue over time and thoughtfully as you complete tasks, make major purchases and receive RSVPs. Study the workspace and tools before beginning your first design.

3D Placement

3D placement: you *can* place, move, rotate, delete and otherwise edit objects in 3D but we recommend you work in 2D mode to make changes until you become proficient in the 3D mode. Use 2D to seat your guests.

To insert an object, click the object name to see it in the pane below the list. Place your cursor on the object to rotate it to all angles. Click on the object to end the rotation view.

Select the object from the list and move your cursor to the main screen to place your object. When the object is positioned, click to drop it and right click to select 'Finish' to confirm the placement.

If you want multiples of the object (a number of tables…), click to drop each copy and right click and "Finish" only when you have placed all copies.

To move, rotate, delete or otherwise edit the object, right click on it and consult the drop down menu choices. Note the small blue square and triangle on many objects. Click the square to move the object and the triangle to rotate it – especially in 3D.

Corrections

If you click a wall or other object by mistake, right click and click "Deselect All."

Deletion

To delete an object, click on it, right click and Delete or press the Delete key on your keyboard while the object is selected.

Duplication

To duplicate or copy an existing object, click on it to select, right click and choose "Duplicate". The copied object will appear on top of the original. Click to select the copy and move it to its position using the Right Click and "Move" commands or by dragging the object by its blue box.

Seating Guests 2D

Seat your guests in **2D mode**. Trying to seat them in 3D mode is extremely difficult and not recommended for first time users.

Guest Changes

To move a seated guest or change gender or age group, go to 2D, right click the guest and delete him or her. The guest's name will be restored to the guest list (left window). To change the gender or age group, go to Guests and make changes in the dialogue box. To reseat the guest, simply select in 2D mode, and drag and drop your guest into the selected chair.

Moving Objects

To move an object, click on the object, put your cursor over the blue square (a move symbol appears) and drag the object to a new position – or click to select an object and right click for the drop down menu that includes "Move". After your move, right click the object and click "Deselect All".

Paintbrush

You can use the Material Paintbrush to paint existing objects a different color or change their patterns or textures. All materials in this portion of the catalogue map (or wrap) around the surface of selected objects. If you want to insert single objects, use the Accessories tool.

Photo personalization

To insert a photo of a guest click the Personalize Guest Wizard icon to the bottom right of the 2D or 3D screen or under the Live It menu at the top and follow the wizard's steps. Use the Photo Board Wizard, next to or above the Personalize Guest Wizard, to insert other photos.

Placing Catalogue Objects

Use the **2D mode** for placing tables, guests and most other objects. This 'blueprint' mode lets you view your plan simply and many objects (such as guests) positioned in 2D will 'snap' into place. Placement in your busier 3D environment may be more difficult.

Practice

Try creating a 2D and 3D scene by entering information in the Setup Wizard and adding a few guests to the Guests list. When you have completed a practice scene, just go to Event and select, from the top menu, File and New to begin creating your actual Wedding file.

Rotating Objects

The easiest way to move or rotate an object is to click on the object in the 2D or 3D view to highlight it and show the small blue 'handles' on the object. The square blue handle is used to Move the object while the triangular blue handle will Rotate it. Hover over a handle until a symbol is displayed and click on the handle to execute the Move or Rotation. Alternatively, Use 2D to right click an object, select Rotate from the drop down menu and turn the object using your cursor. Increase the size of smaller objects for best results.

Saving files

If you are comfortable with saving files on a PC, you can go to the above 'File' menu, choose Save Settings and save files

under several names (JackJillguests, JackJill2budget) to ensure a backup file exists at every milestone of your planning process. Then, if you make an uncorrectable error, you can retreat to an earlier saved file and resume from that milestone. To change the frequency of your automatic saving, go to File / Save Settings.

Viewing

In 3D and 2D, manipulate your 2D or 3D scene by clicking buttons on the toolbar.

Zoom

Use the Zoom button function to move closer or farther from an object. Use the Zoom Window to expand or contract your whole work area.

Walking Around

Use the Walk Around button to move through the scene as though you were walking in real life.

Look Around

Use the Look Around command to stand in one place and turn your head to different views within the scene.

Camera

Use the Reset Camera command to return the camera to its starting position.

Let us know

We want to hear about any problems you have so we can fix things and make life easier for users. Let us know, for example, if objects are not snapping to appropriate positions. When we fix problems or can provide you with information, we'll email you with details or provide a fix for all users. Let us know, also if there are photos or objects you would like to have added to our Catalogues.

Go to support@mystylewedding.com with comments and requests and find fixes, additions and more information at www.mystylewedding.com

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