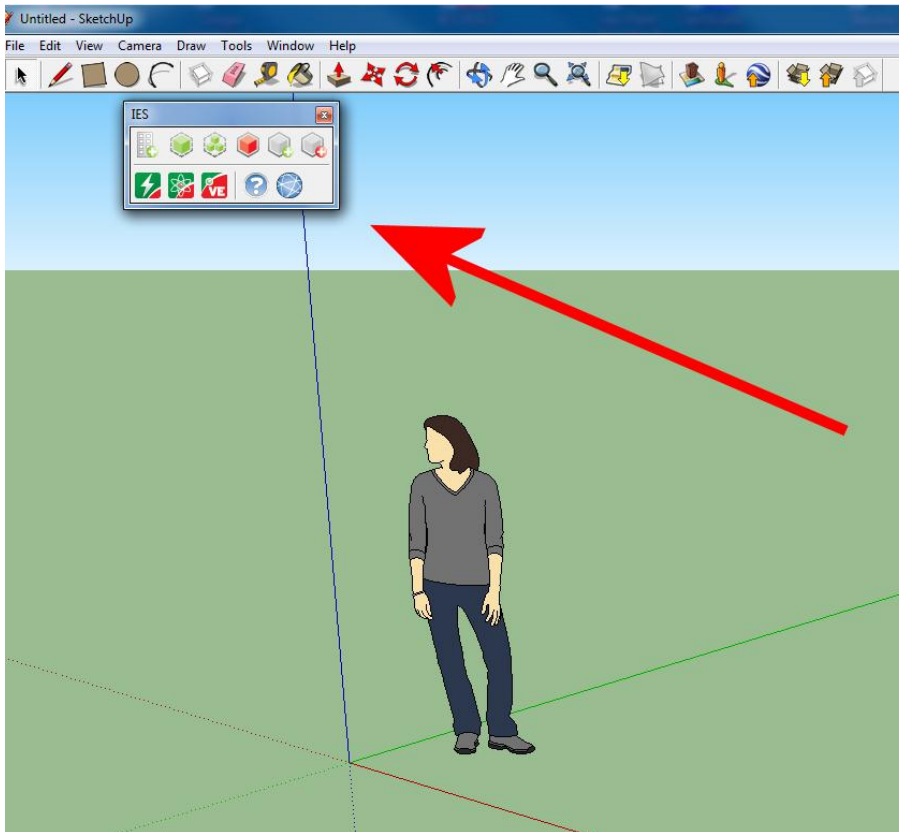


# VE Ware: Getting Started

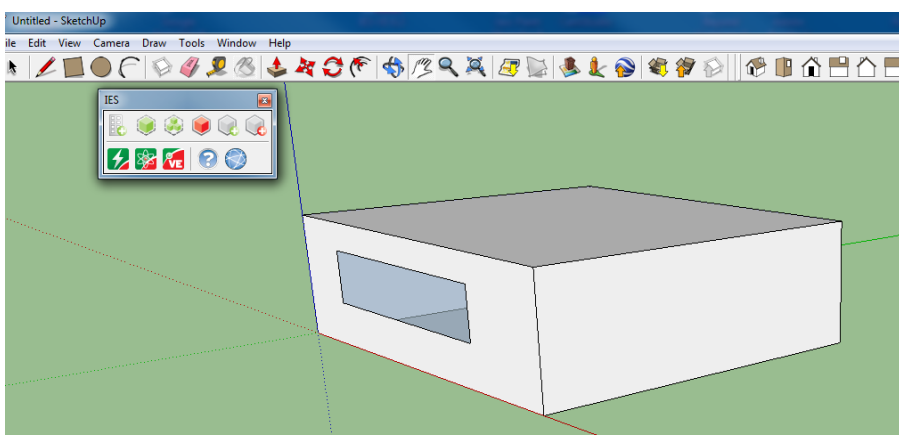
## Step 1– Start SketchUp

The first time we run SketchUp after installing the VE-Ware package we will be presented with a new toolbar. The user guide describes the function of each so we'll shall move on for the moment.



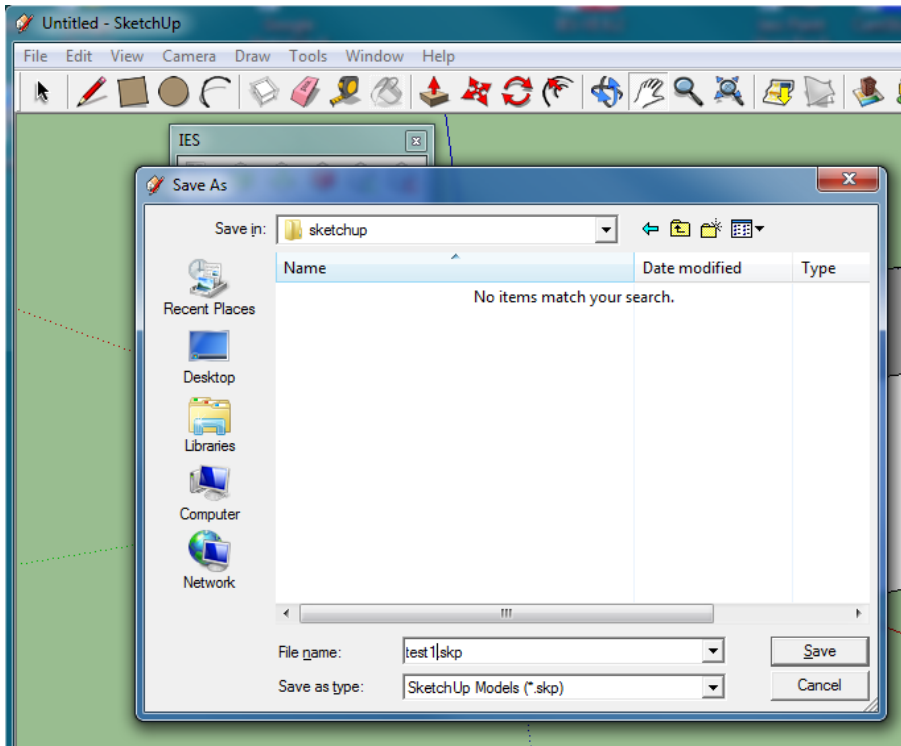
## Step 2 – Draw a room

We'll just draw a box room to highlight the process.

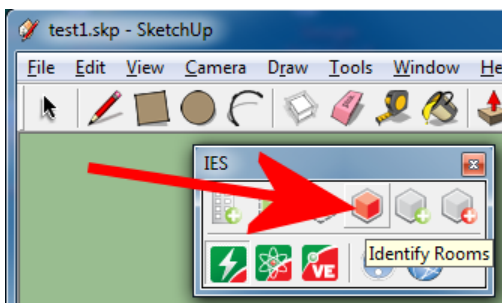


# VE Ware: Getting Started

## Step 3 - Save the model

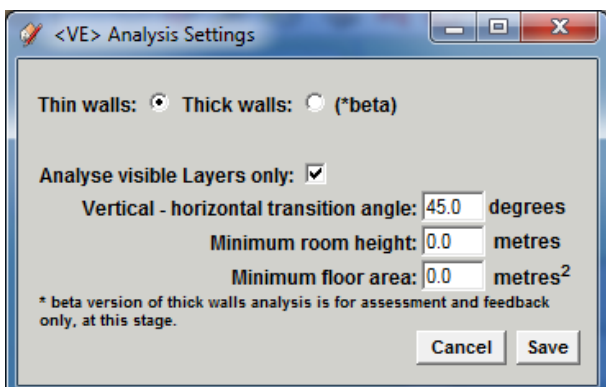


## Step 4 - Identify Rooms



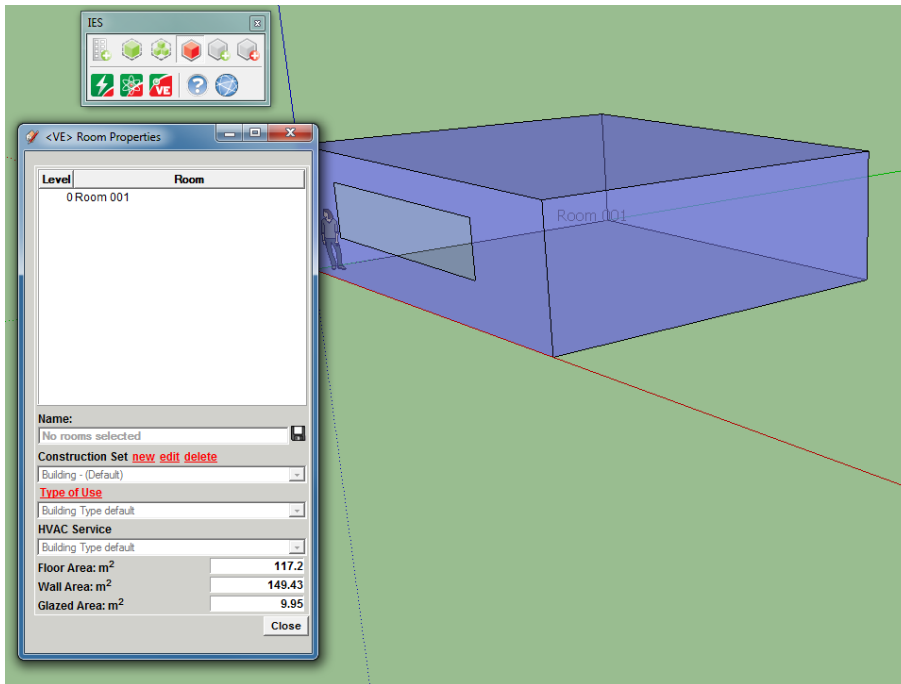
At this point the plug-in will attempt to identify individual bound rooms within the model, in this simple example this will be very fast as we only have one room.

## Step 5 – Define our settings (just accept the default values)



# VE Ware: Getting Started

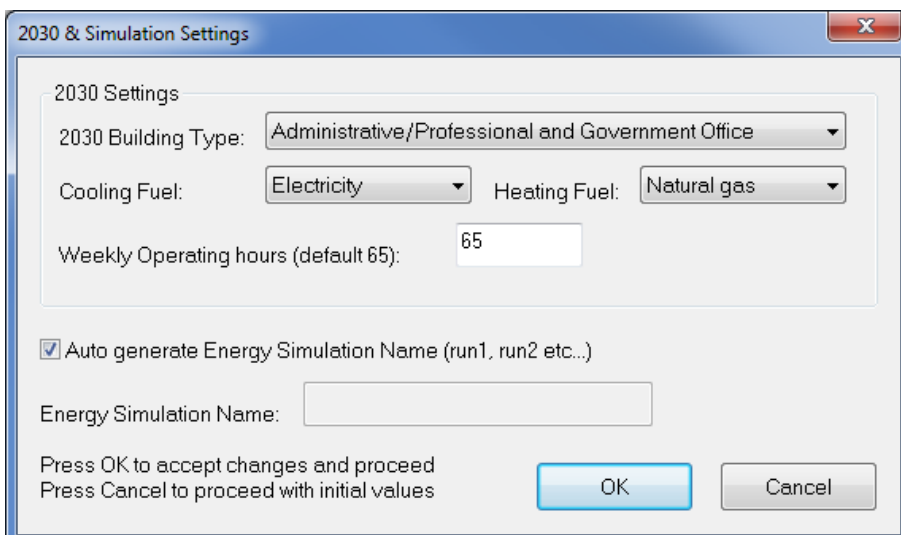
**Step 6** - Body turns blue when identified as a room



**Step 7** - Run VE-Ware!

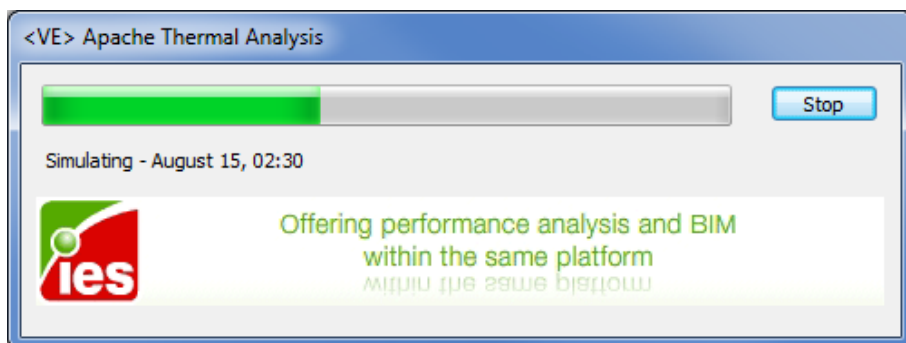


**Step 8** - Define building settings



# VE Ware: Getting Started

**Step 9** - Simulation will proceed



**Step 10** - Results are displayed

