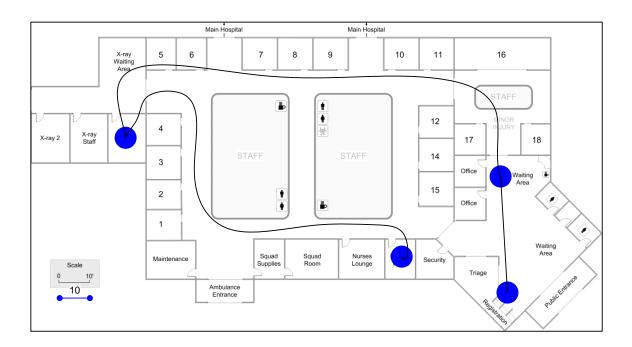
Spaghetti Wizard Tutorial

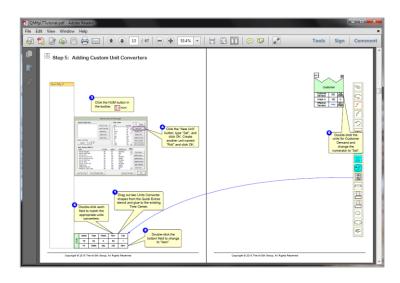
This tutorial will guide you through the steps to generate a spaghetti layout using the Spaghetti Wizard.



Viewing/printing eVSM Tutorial:

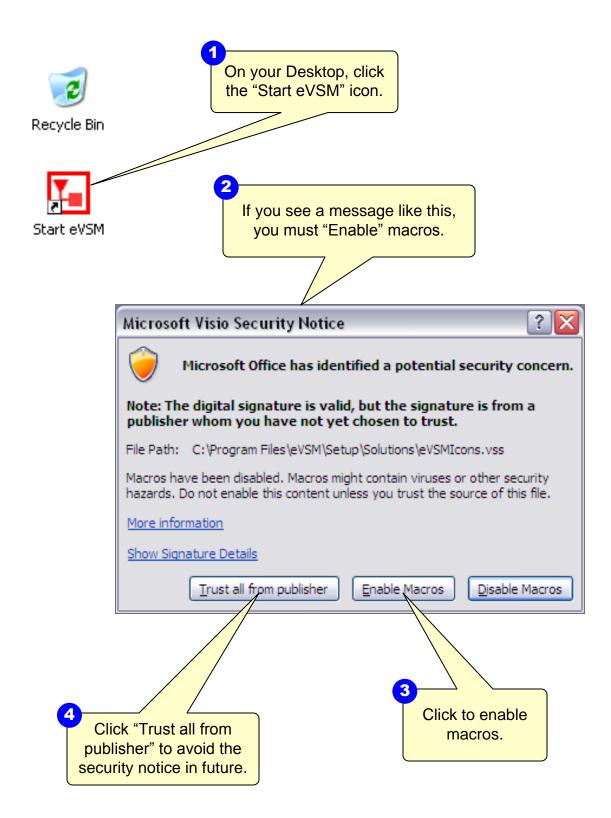
This tutorial is designed for two page layout. If printing, you will need double-sided print.

For on-screen viewing, save the PDF file to your PC and then open it in Acrobat Reader (not in a web browser). In the Acrobat menus, click "View>Page Display", make sure "Show Cover Page in Two Page View" is checked and then select "Two Page View".

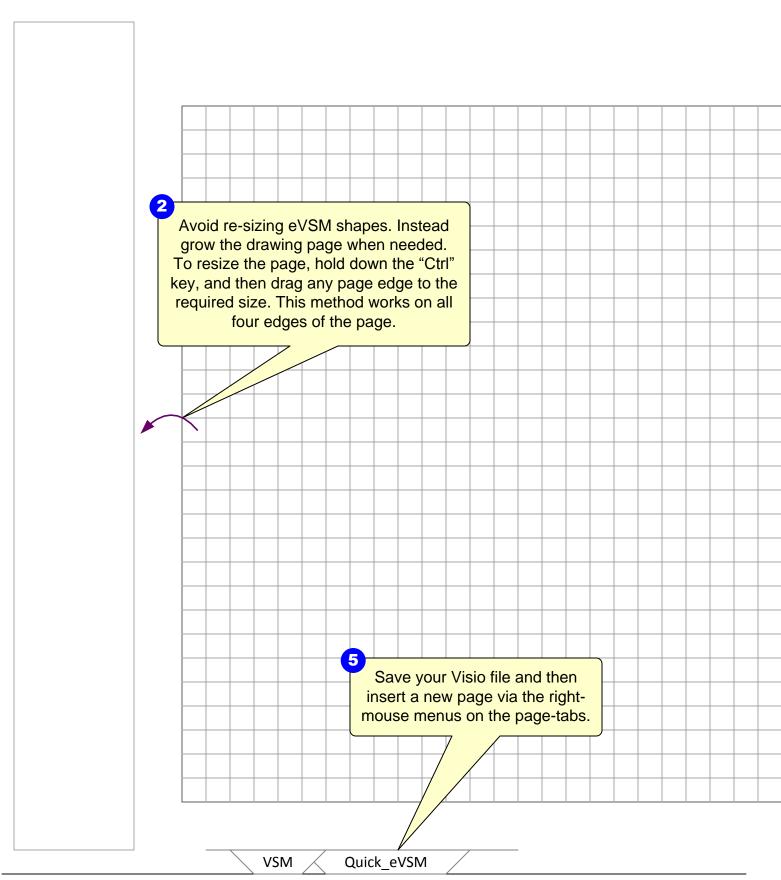




Step 1: Start eVSM

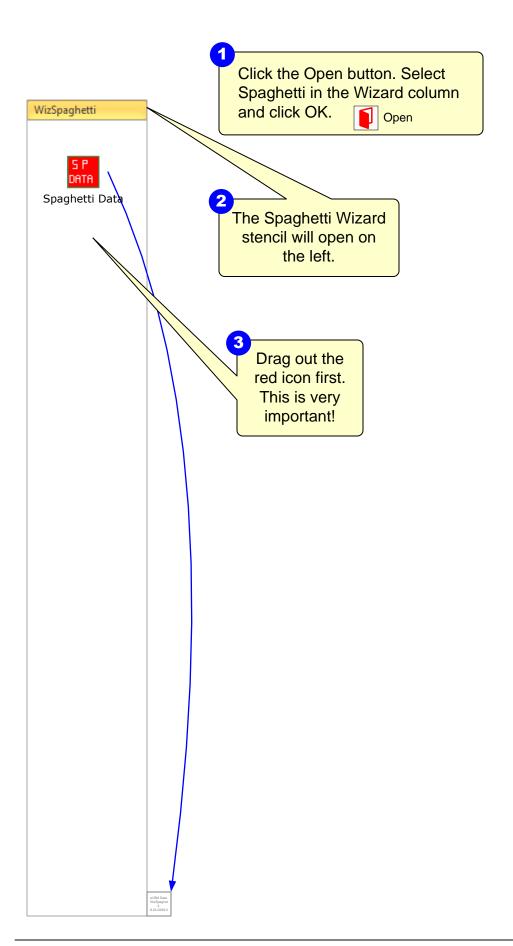


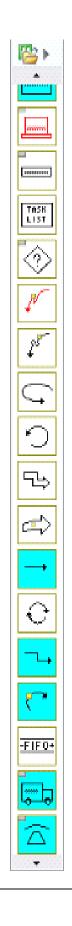
Step 2: Learn eVSM Basics



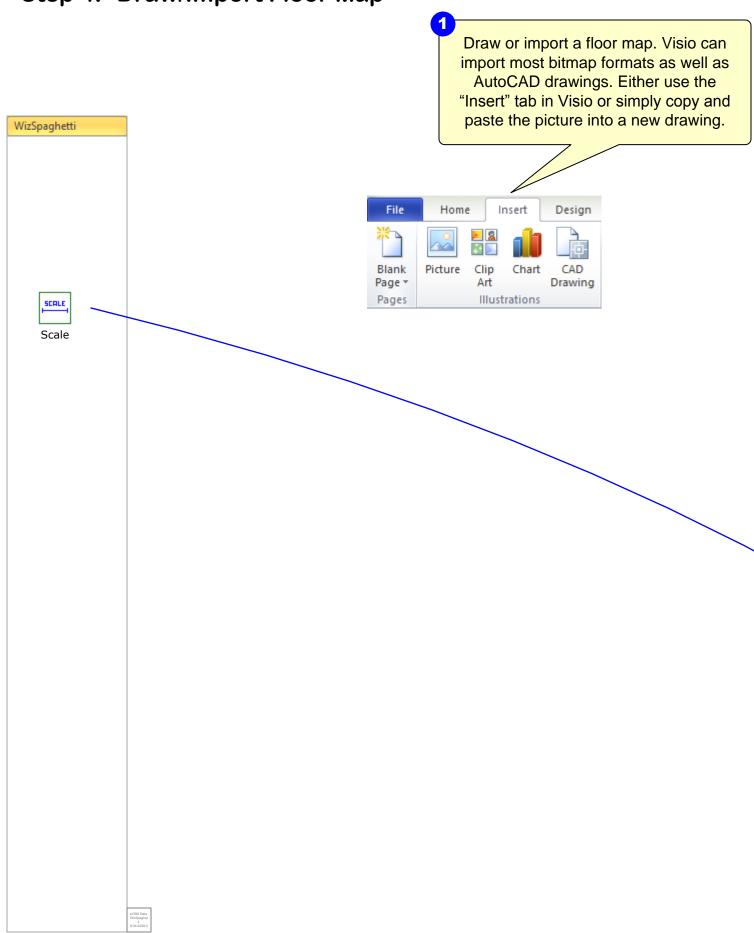
eVSM Help resources are available in the Learn module of the toolbar. Hover over each one to see what they do. TASK LIST 3 Blue icons in the main stencil represent families of shapes. Drag out the Transport icon. () () () Use the shape's right-mouse menus to turn it into a car -FIFQ+

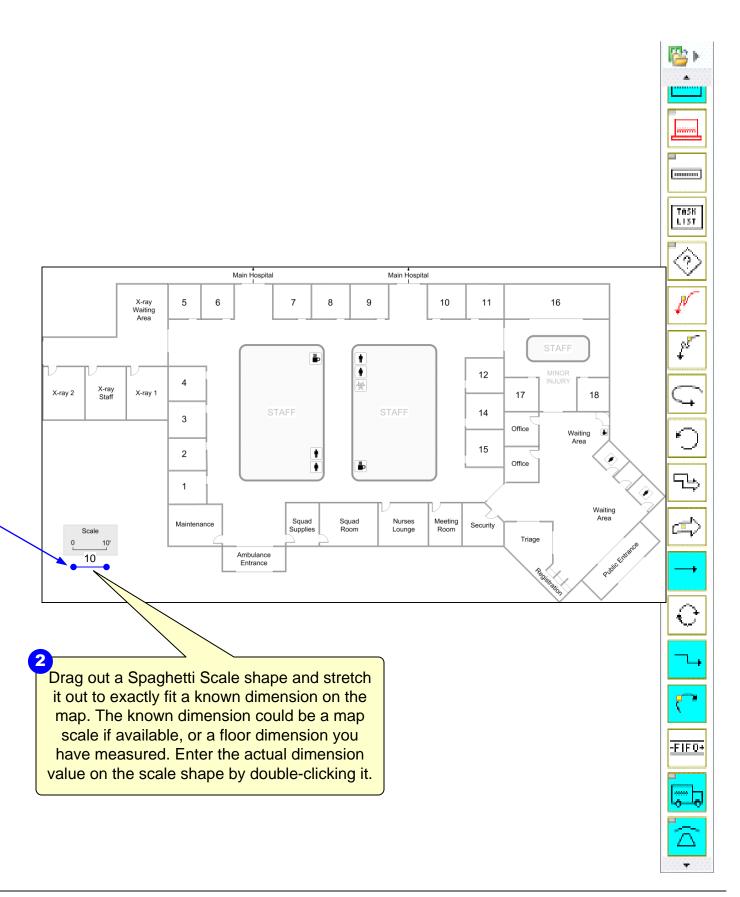
Step 3: Initiate the map for the Spaghetti Wizard



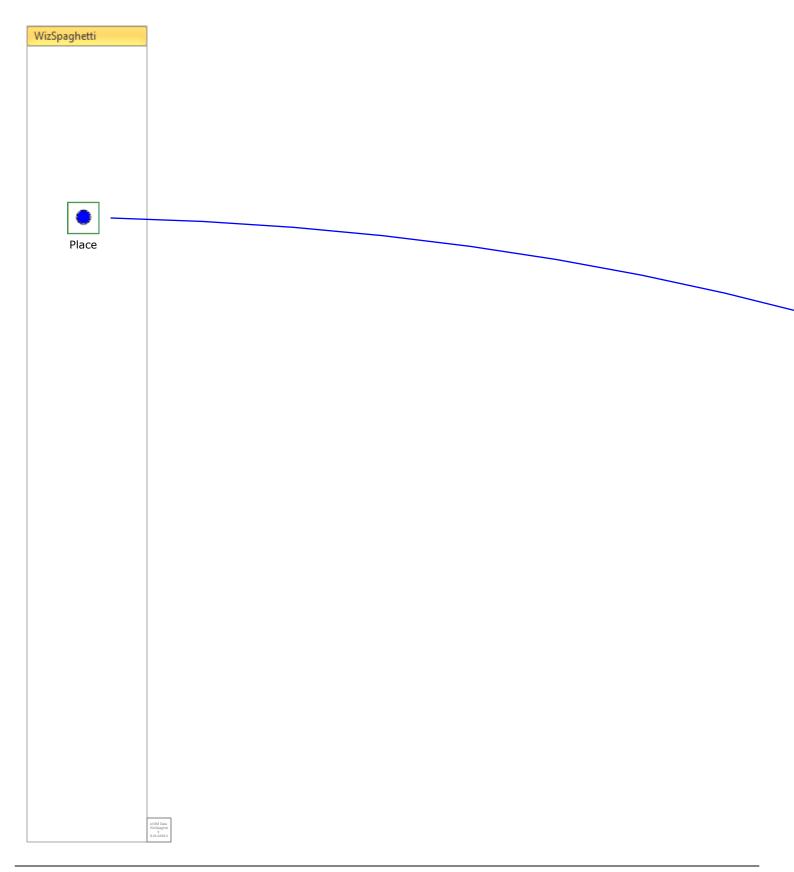


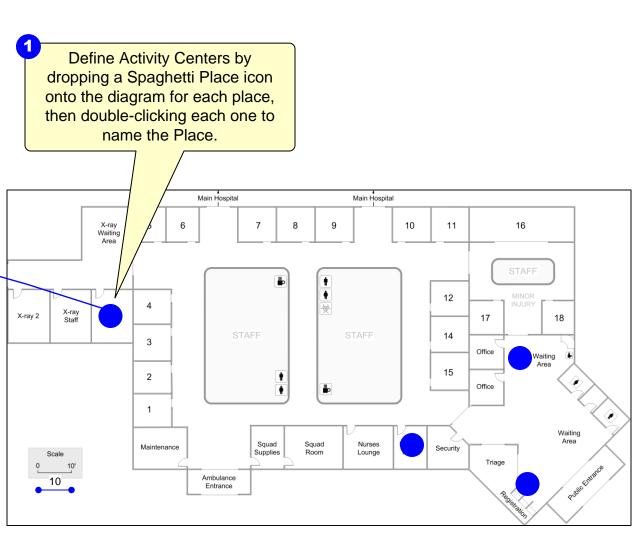
Step 4: Draw/Import Floor Map





Step 5: Add Spaghetti Places

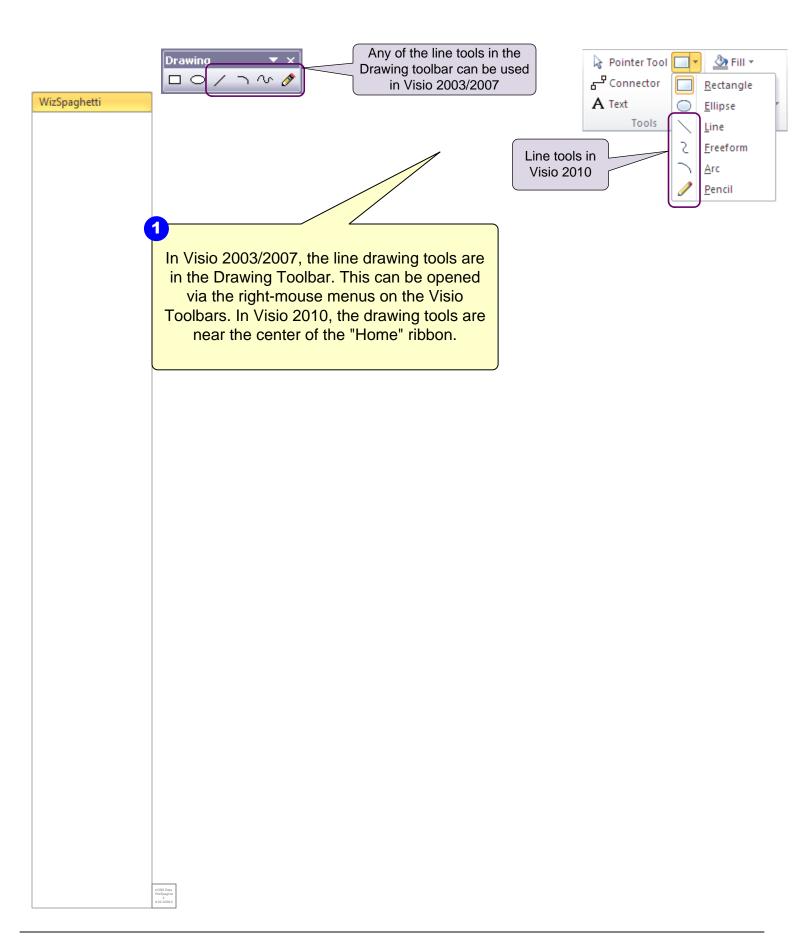


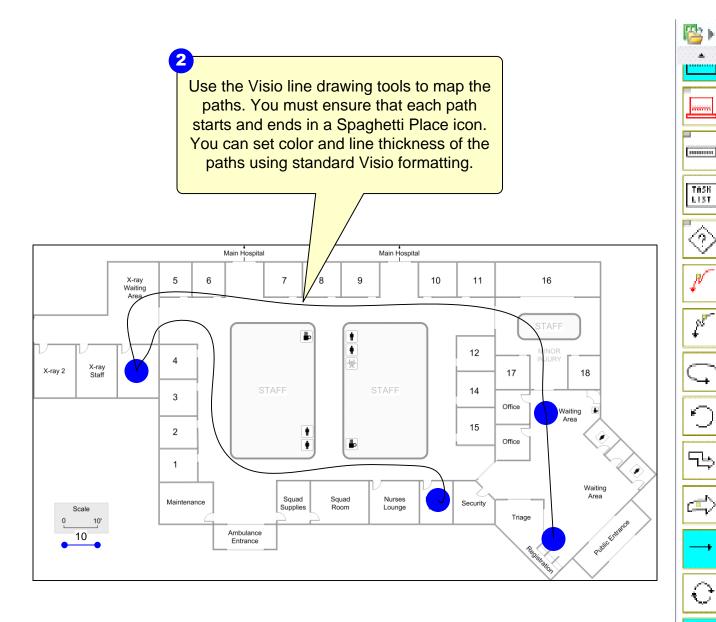


.....

TASK LIST

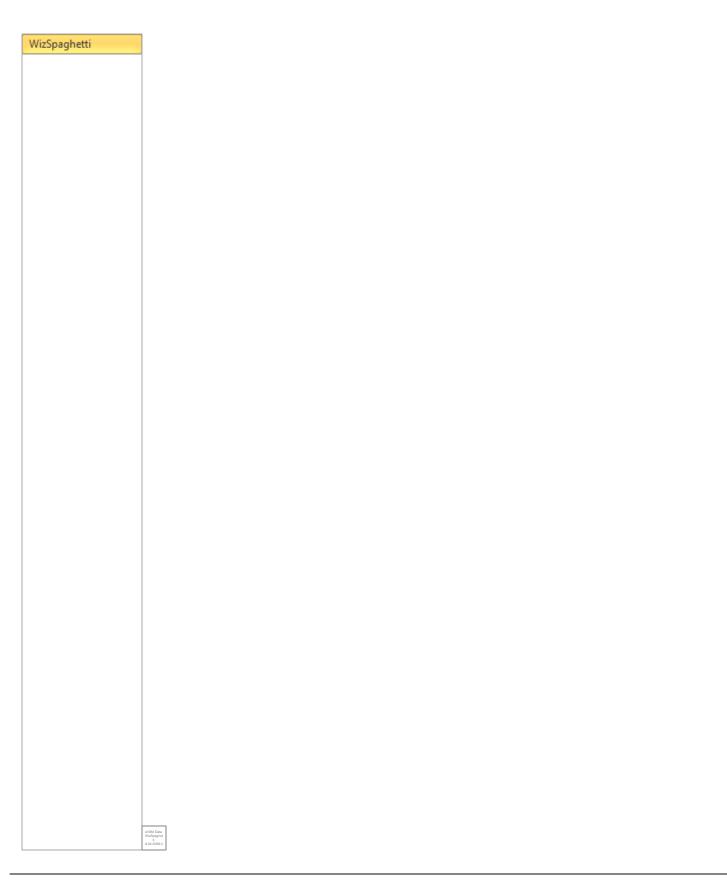
Step 6: Draw Spaghetti Paths





-FIFQ+

Step 7: Create Spaghetti Report



Click the Solve button. eVSM will create a spreadsheet report of the paths. Note that the Solve button recreates the Excel report, it DOES NOT update it.

