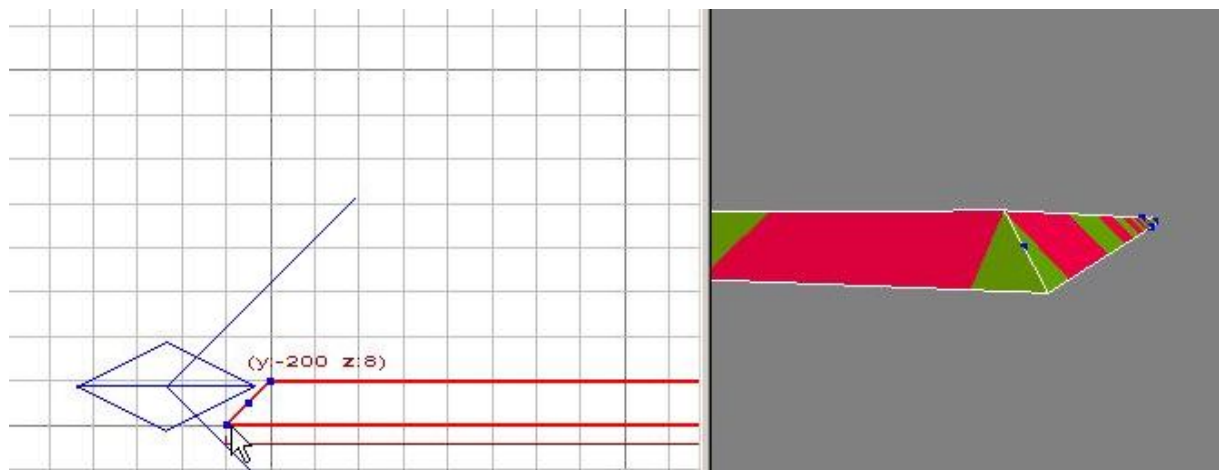
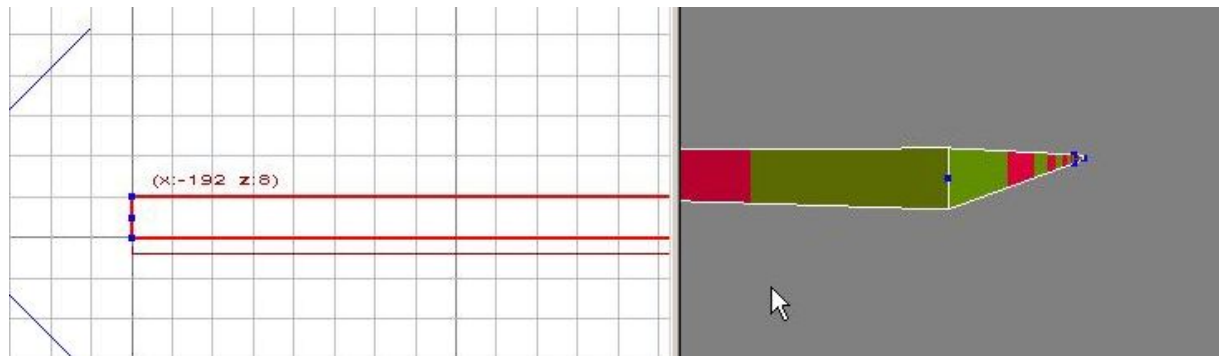
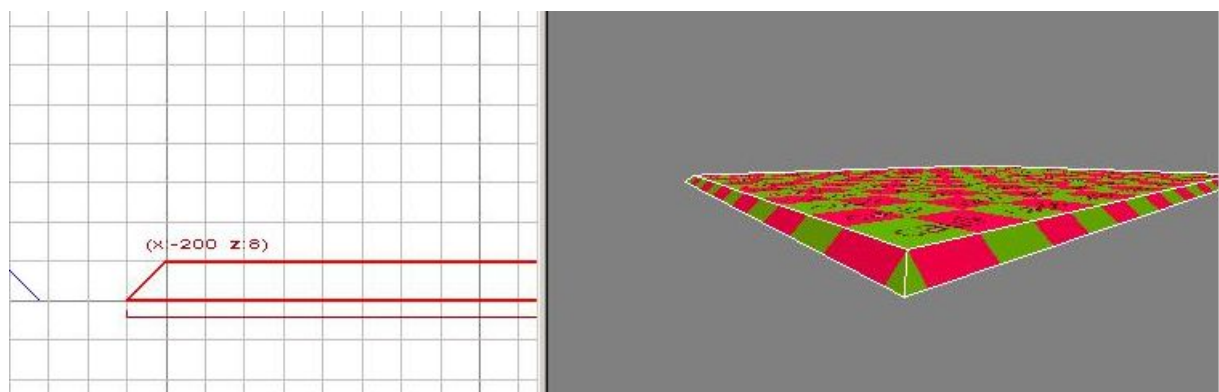


A basic room

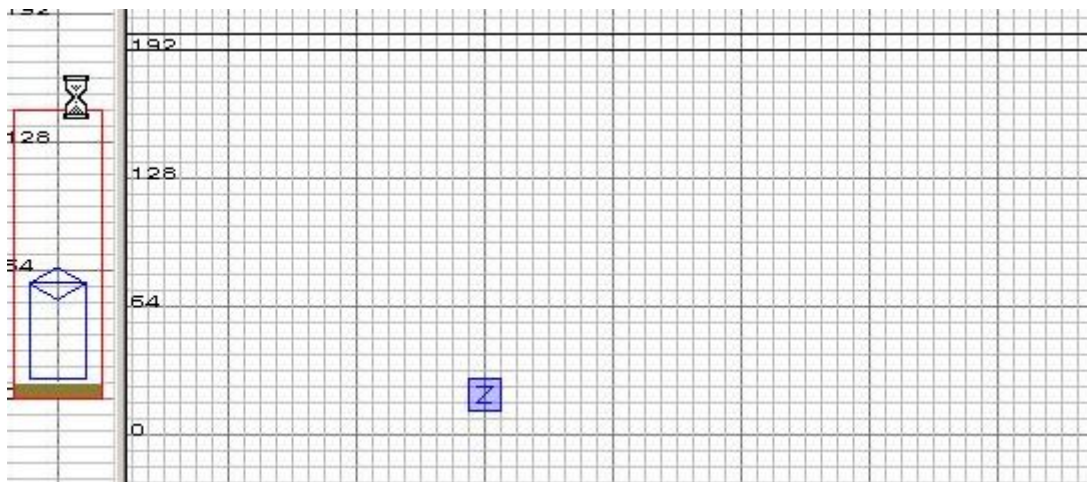
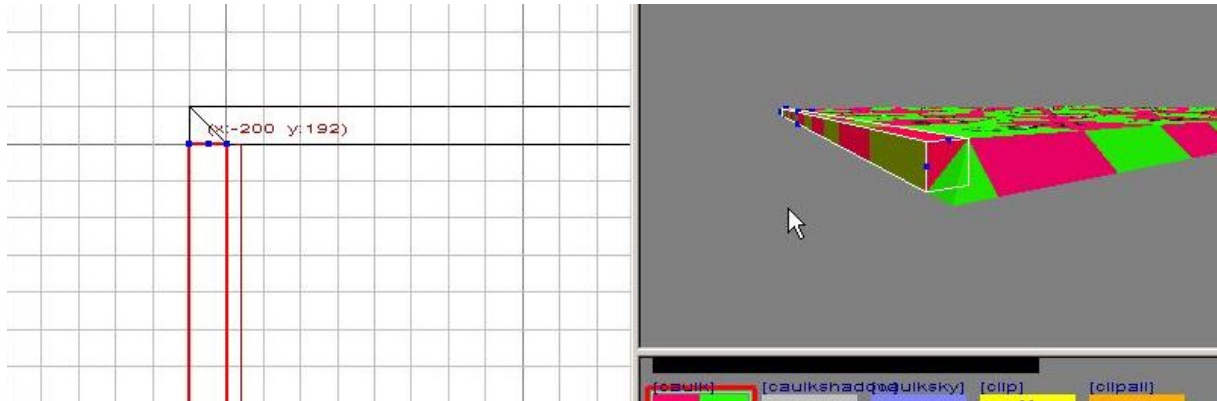
Ok we have made a floor for our room, now we need to add some walls and a roof, First we need to mitre the floor, things fit better when they are mitred so with your brush selected push "E" on the keyboard, some little blue dots appear, hold ctrl and push "Tab", this changes the grid view to "xz Front", zoom in to one end and move the bottom blue dot out one square.



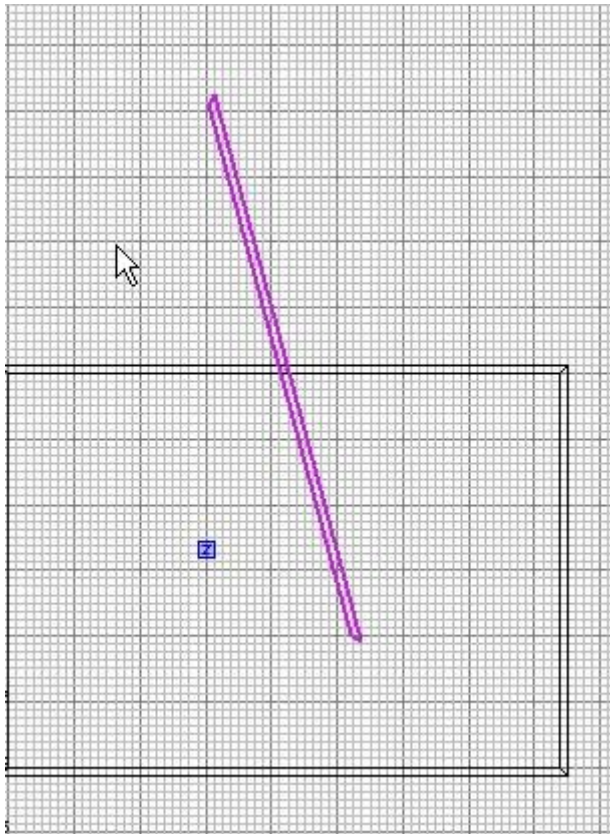
Now hold the right mouse button and slide the grid over until you get to the other end of the brush, repeat the procedure moving the blue dot in the other direction, hit ctrl tab again to bring up the "yz side" view, do the same thing and then hit E to remove the blue dots, Cool!, A mitred floor.



Now lets make a few walls, deselect the brush, ctrl tab back to top view and draw another brush the same length along one side, using the small grid on the left hand side pull the brush up until it's about 144 units high, now mitre all the corners.



With the wall still selected push the space bar, this will copy the brush and deselect the original, in the main grid window put the cursor within the brush and drag it over to the opposite end of your floor brush, hit the R key and it turns purple, you can now rotate it around till it faces the other way, Voila! Two walls! Save, Now copy it again and drag and rotate until you have all four walls, you will need to correct the sizing of two of them, but then you knew that.



Now deselect the wall, select the floor and copy that, drag it up to the ceiling, rotate it and place it in the right spot, you now have a basic room. Save as test or something. Lets decorate it.

