

## Advanced Software Solutions for the Glazing & Home Improvement Industry

vsHome Overview - Introduction & Main Menu



## vsHome Main Menu

The basic screen layout for vsHome allows you to step through the main processes of product creation by using the Main Menu bar positioned along the left hand side of the screen;

## All Customers This screen displays all customers stored in vshome. You can create new contracts as well as import and export existing contracts. All Customers Customer The Customer screen displays all the details for the currently selected Customer customer. Fill in customer details, installation address and order details. Survey This Survey screen can be used to add surveyor details and extra costs onto Products to the current contract. **Products** Create new products and import products into the current contract. You Survey Data can also share the product to the vsHome AR app from here. Visualisation This screen features the Visualisation Tool which can be used to attach the Visualise model onto a backdrop image of the clients home. Finance The finance screen shows a breakdown of the price for the customer Finance including discounts, payment schedules and finance provider options. Reports The Reports screen is used to created sales and survey reports. You can Reports view them in vsHome or email, print and export to your PDF viewer.

## The Top Toolbar

There are a number of icons along the top toolbar of the vsHome screen;

|   | Touchscreen Keyboard: Activate or deactivate onscreen keyboard  |
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|   | Preferences: Contains the default settings used by every project in vsHome, settings such as which materials are available to use and what discounts are available.     |
| ŝ | Current Job Settings: Contains any settings which will only affect the current contract. If you are not in a contract the Current Job Settings button will be inactive. |
| 2 | Help: Contains help documents for vsHome outlining the main features. For more detailed 'How to' documents please visit our <u>Support Portal</u> .                     |