

# Vedic Vaastu

The Ultimate Vaastu Software

## USER MANUAL



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## CHAPTER 1

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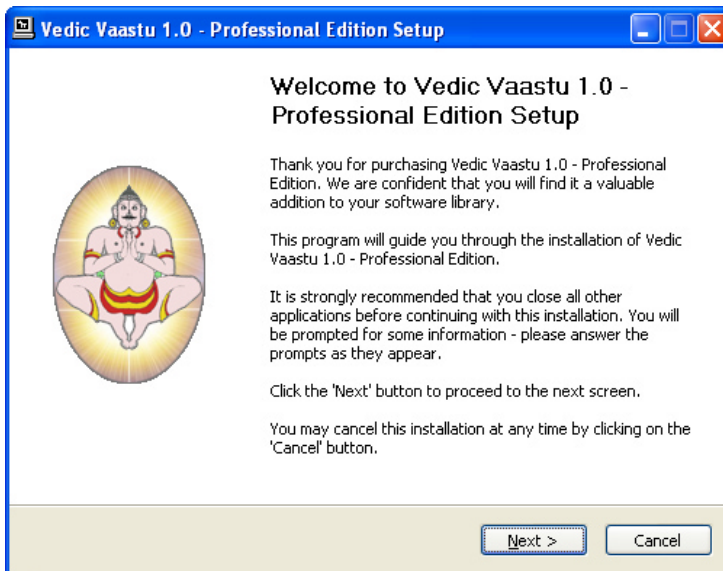
# INSTALLATION

### Windows : System Requirements

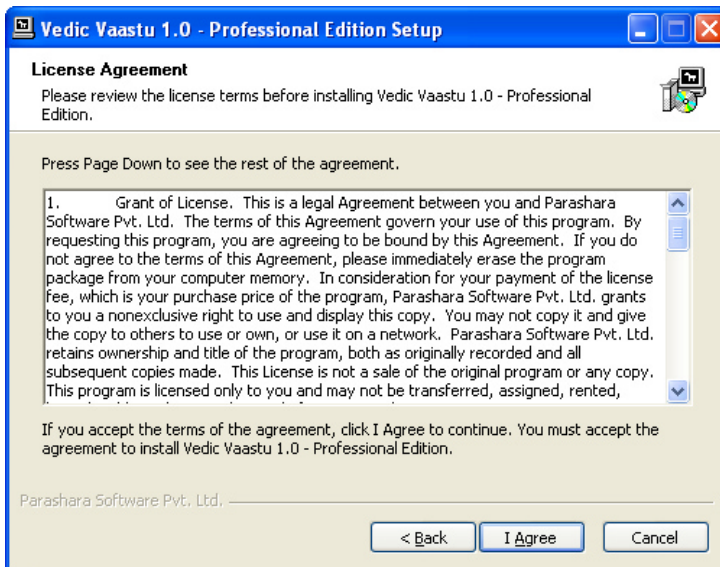
CPU	:	Pentium4 or higher, Recommended – Core2 duo 2.0 GHz or higher
Hard Disk	:	250 megabytes of free hard disk space
CD Drive	:	A CD drive to load Vedic Vaastu in the computer.
Monitor resolution	:	Color Monitor with 16-bit color and 800x600
Operating System	:	Windows XP, Vista, Windows 7
RAM	:	1 GB, Recommended - 2 GB

### Installation procedure

1. Insert the 'Vedic Vaastu' CD in the CD Drive, and the program installation will start automatically.
2. Follow the instructions of the installation program.
3. On the WELCOME screen, click on 'Next' to proceed.



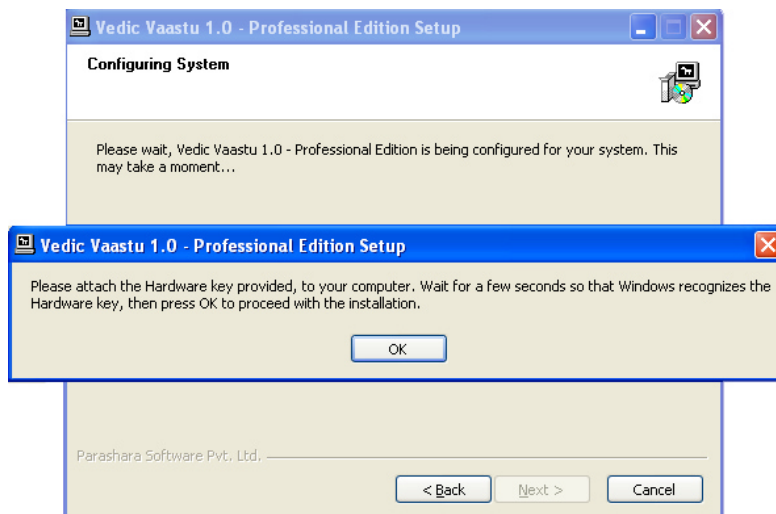
4. Please read the Licensee Agreement carefully. To install 'Vedic Vaastu', you must accept the agreement and click 'I Agree' to continue.

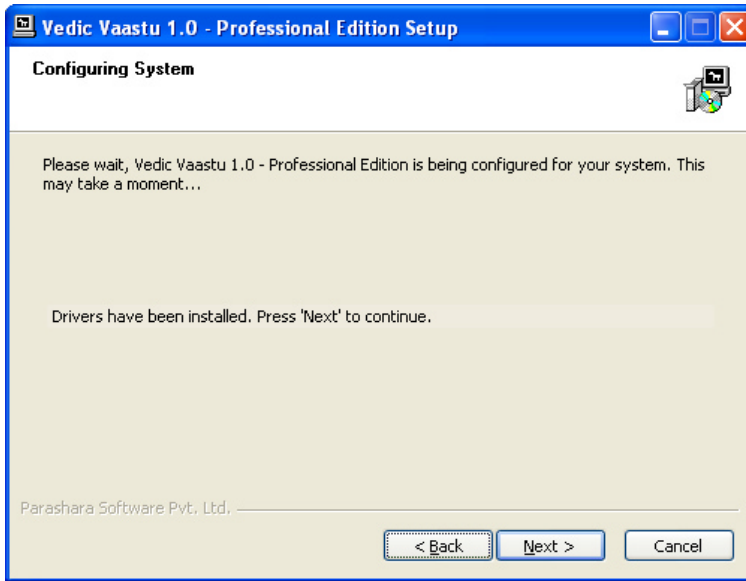




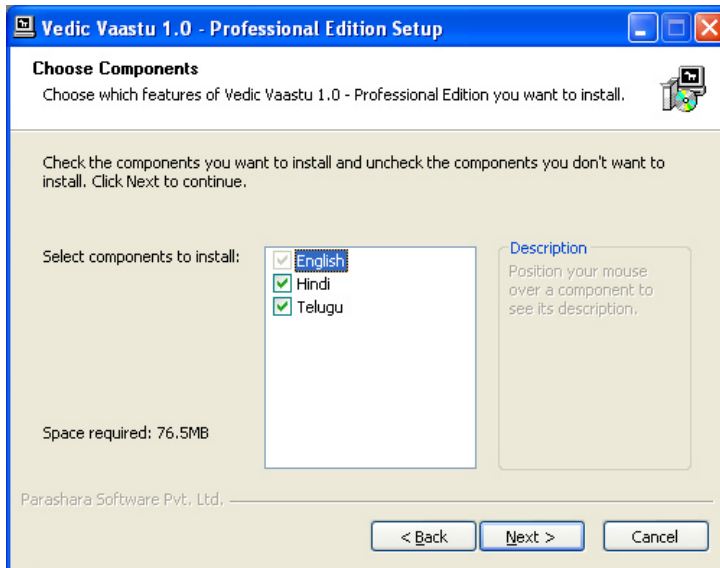
5. The program is now in the process of installing and updating the Device driver. Next, you will be prompted to attach the Hardware Key (provided with the program) to your computer. Wait a few seconds to allow the computer to recognize the key and then click on OK.

The 'Next', button will then be activated once the driver installation is complete. Click on 'Next' to continue.

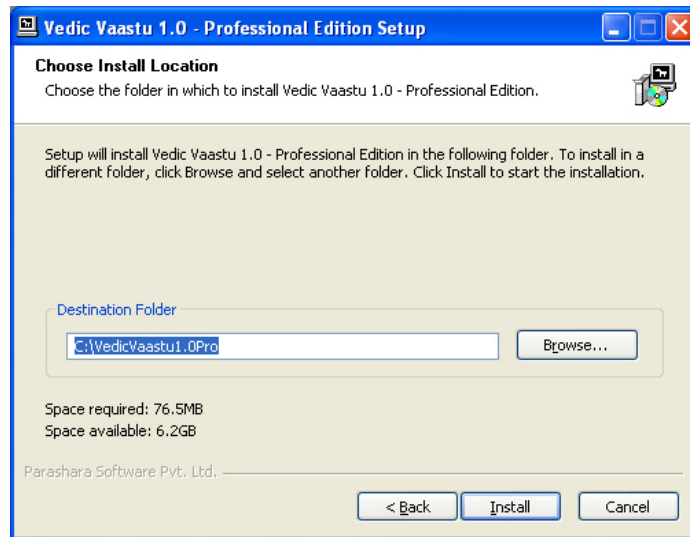




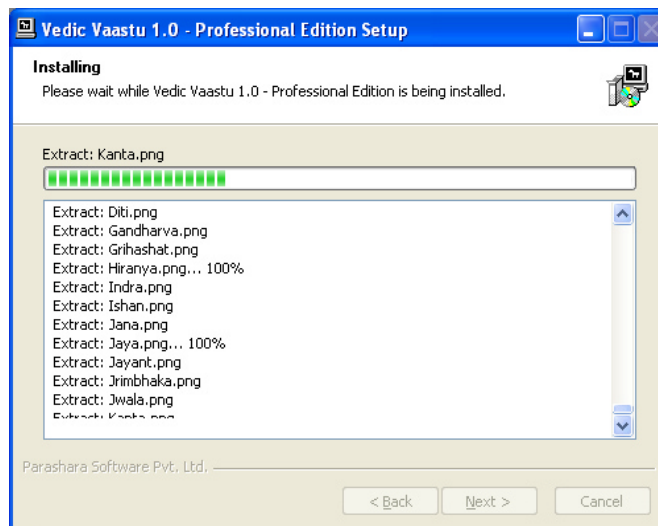
- The next window allows you to choose whether you want to install all the available languages or only a selected few. English language would be installed by default.

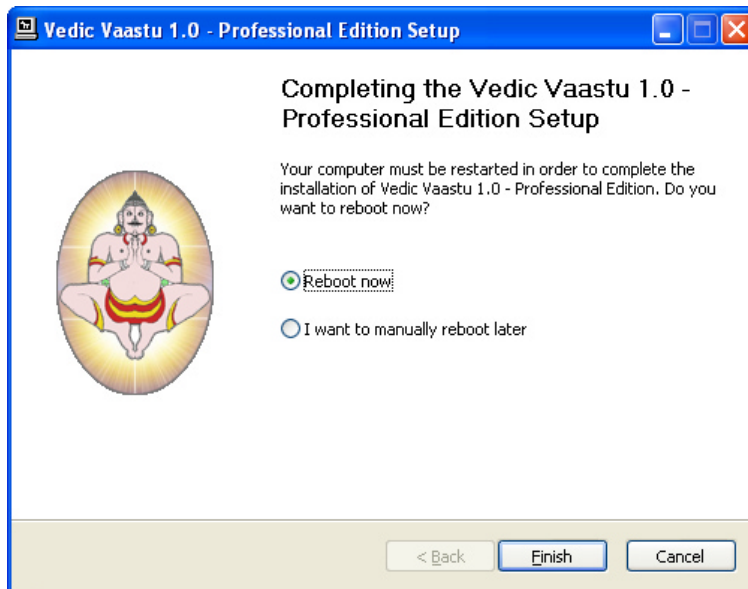


7. You can install the program in the folder already selected. Alternatively, you can select a different path by clicking on 'Browse'. We strongly recommend that you install the program in the default folder.



8. The Installation has now been started. While the installation is in process, a progress bar updates you about the progress of the installation and displays the file names as they are being installed.





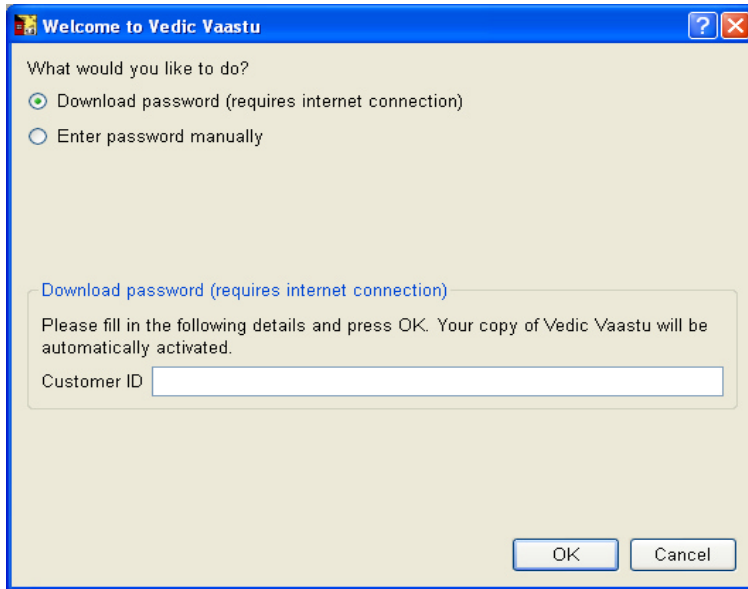
9. The next window shows that the installation has been successful. Click on 'Finish' to complete the set up process. It is recommended that you restart your system.

### **Activating 'Vedic Vaastu'**

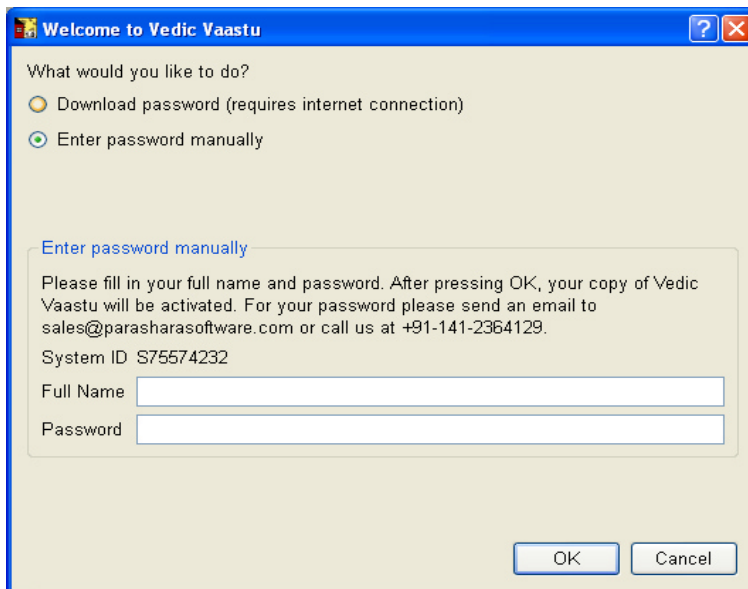
After launching 'Vedic Vaastu' for the first time, you will need to activate it with a password.

- a. If your computer is connected to the Internet, the program will be automatically activated.
- b. If the computer is not connected to the Internet or the program cannot detect the internet connection, then a screen will appear offering alternate ways to activate your software.

If you select the first option 'Download password' (internet connectivity is essential for this) then you need to enter your customer ID. Click on OK. 'Vedic Vaastu' will attempt to automatically activate itself by contacting our webserver. If this fails for whatever reason, the earlier screen will reappear. Please use the 'Enter password Manually' option.



c. Alternatively, if internet based activation is not desired or not possible, you can enter the password manually by selecting the 'Enter password Manually' option. You may call or e-mail Parashara Software to request your password. You need to provide your name and System ID when you email. If you call, please make sure you have this screen up and ready.



Please do not fill in any information prior to contacting Parashara Software. Please e-mail your System ID #, the name of the program (Vedic Vaastu 1.0) and the full name under which the software was purchased to sales@parasharasoftware.com. You can also obtain your password by calling us at +91 141 2364129 or +91 141 2362084 between 10 am to 6 pm Indian standard time. You will receive your name and password. Enter the name and password exactly as given. The password is case-sensitive. If your password is not accepted, it is most likely due to a typo in either name or password.

Your software is now fully functional.

**Enjoy!**



## CHAPTER 2

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# USING BASIC FUNCTIONS OF VEDIC VAASTU

### Configuring Vedic Vaastu

There are a few settings that dramatically influence the way the property layout and auspiciousness grid is calculated and displayed. Because you may have a strong preference one way or the other, we will explain right away the most important settings.

### Selecting the Vaastu grid Area

Classical base of a Vaastu grid: The Vaastu Purush Mandal, a cosmic diagram of the subjugated purusha with his head towards the northeast and his feet towards the southwest, is actually a metaphysical representation for architectural and planning purposes. The number of squares in the Mandal follow a geometric progression of 1, 4, 9, 16, 25, 36, 49, 64, 81 and goes on till 1024 (which is the square of 32 and generally used for town-planning). The usual numbers for residential structures are 64 or 81 (Ekasheeti Pada). This Mandal provided a useful grid for the Sthapati to assign specific locations to different rooms and also helped him in determining their relative proportions. In earlier days, the measurements were made in anthropomorphic units like angula (finger) or hasta (hand). Each of the gods was assigned a specific pada, with Brahma occupying the center and 32 deities placed in the peripheral squares according to their importance.

The positions of the different gods in the Mandal are the basis for related activities in the house. For example, as Agni, the god of fire inhabits the southeast corner, that is considered the ideal place to have a kitchen. Brahma, the supreme one who inhabits the center, is also representative of the dimension above

ground level. This portion is therefore left open to sky as a courtyard - a very practical way of ensuring adequate light and ventilation in a house.

Vaastu specialists adopt different approaches when they draw the Vaastu grid cells on the property shape. The Vaastu Grid Area can be set in three ways. You can go to 'Options Menu' > 'Calculation Options' > 'Vaastu Grid Area'. This setting will be used as default setting for all the layouts that you work upon.

In case you wish to customize a particular layout and choose some other method to draw a grid, you can do so by clicking on the 'Status Bar' > 'Layout Options' > 'Vaastu Grid Area' that you see at the bottom of the screen.

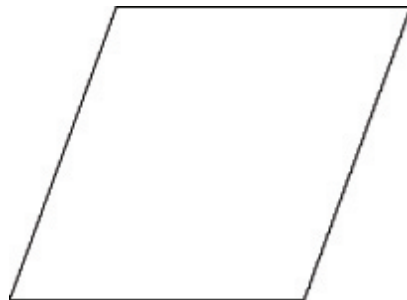
Customizing of the working layout is also possible at the initial data entry level. On the Data Entry screen, where you select the Vaastu Category, there is a button called 'Options' on the left hand lower side. Clicking on this leads to a screen where you can set the method for drawing the Vaastu grid. Please note that this customized setting will be applicable to this particular layout only.

You can choose from any one of three methods to determine the placement of the Vaastu grid. Please note that for perfect square and perfect rectangular property shapes, the following three options will give the same result. This option is useful when the property shape is not a perfect square or a perfect rectangle.

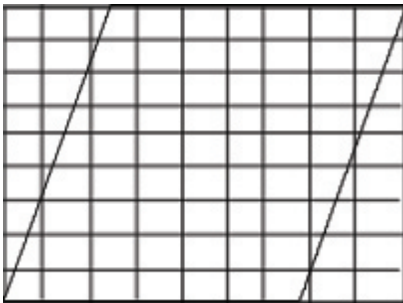
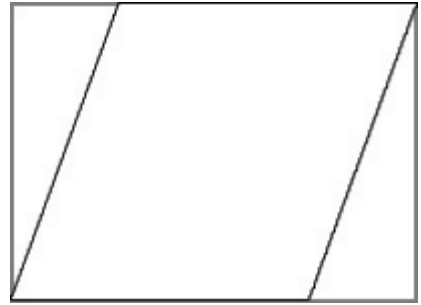
### ***Largest Circumscribed rectangle***

This is the preferred option of vaastu specialists, who believe that if a property is not a perfect rectangle, then a hypothetical rectangle inclusive of the property area should be considered for placement of vaastu grid. Although the name assigned to this method contains the word rectangle, this method can be used for all property shapes including those that have extensions or cuts of any ratio or proportion.

To understand this better, we should take a bird's eye view of the property.

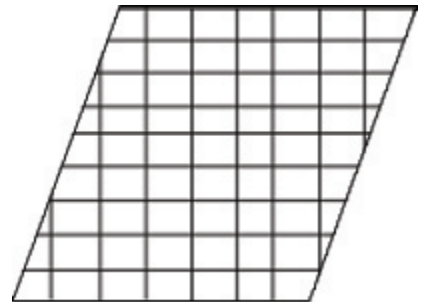


A largest possible rectangle is circumscribed over the property shape. This rectangle covers the entire property area and in addition, the area which would have been a part of the property had the property been a perfect square or a perfect rectangle in shape.



The Vaastu grid is drawn on this circumscribed rectangle.

The Vaastu padas, which lie beyond the periphery of the actual property shape, are considered to be missing. In this method we take into consideration only those padas, which fall within the boundary of the actual property shape.



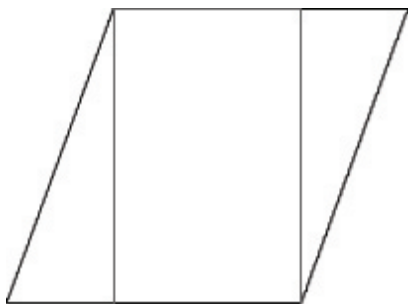
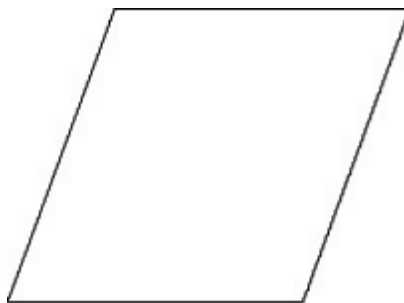
The advantage of this method is that padas are awarded a proportionate space in the grid. The disadvantage of this method is that depending on the property shape, many padas may get excluded.

### ***Largest Inscribed rectangle***

This is the preferred option of vaastu specialists who believe that if a property is not a perfect rectangle, then a hypothetical rectangle drawn within the property area should be considered for placement of vaastu grid. Although the name

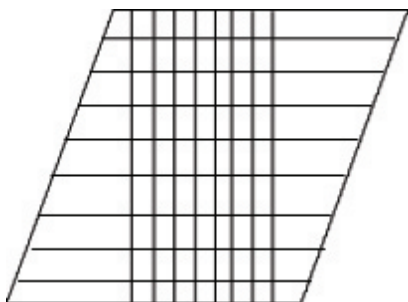
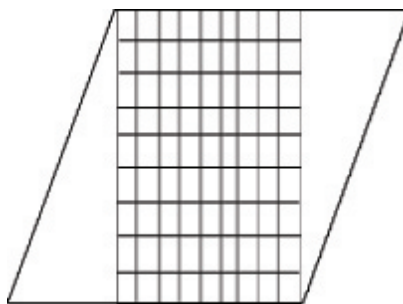
assigned to this method contains the word rectangle, this method can be used for all property shapes including those that have extensions or cuts of any ratio or proportion.

To understand this better, we should take a bird's eye view of the property.



A largest possible rectangle is inscribed within the property boundary.

The Vaastu grid is drawn on this rectangle. The Vaastu padas, which lie on the outer periphery of the rectangle, can then be optionally stretched to include the area of extension on their respective sides.



In this method we take into consideration all the padas and simply increase the area covered by the padas, which lie adjacent to the extended property area not covered by the largest possible rectangle drawn by us at the first level. So, here the outer periphery padas occupy a greater area.

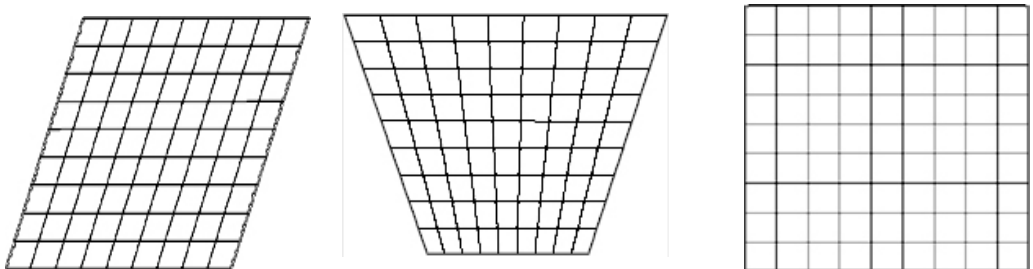
The disadvantage of this method is that depending on the property shape, the rectangular grid area may at times be very small and the peripheral padas may be disproportionately bigger as compared to the other padas. The advantage is that no pada gets excluded.

### ***Actual Plot Shape***

This method can be adopted for properties that have four sides only. The area under consideration is the actual property shape area. No extensions or cuts are considered in this method. Unlike largest circumscribed rectangle, we do not include any additional area while drawing the Vaastu grid. No pada is excluded or extended in this method. Consequently all the four directions and the four cardinal directions find their proper place on the property super imposition. In this method, any direction tilt variation is not reflected by a tilt of the grid. If the direction tilt exceeds 45 degrees, in that case, the direction Tilt indicator points to another side of the property.

There is one disadvantage in the Actual Plot Shape method. When the property shape is not very close to a square or rectangle, some of the padas get squeezed up due to space limitations, while others get stretched out.

Here are a few examples of Actual Plot Area for Rhombus, Goumukhi and square shaped properties.



## Selecting the Direction/Grid consideration

Knowledge of direction is very relevant in order to apply the tenets of Vaastu shastra on a plot of land. In earlier days, the procedure was very elaborate. Today, it has become very much easier to fix the directions with the help of a magnetic compass.



A compass is an example of a free-floating magnet. The face of the compass generally highlights the cardinal points of north, south, east and west. The earth's force field can be observed by the needle deflection of the compass. It is a navigational instrument for determining direction relative to the magnetic poles of the earth. It consists of a magnetized pointer (usually marked on the North end) free to align itself with the magnetic field of the earth. The inclination of the earth field is  $90^\circ$  at the North magnetic pole and  $-90^\circ$  at the South magnetic pole. A typical compass that is allowed to swing only in the horizontal plane will point in random directions at either the South or North magnetic poles.

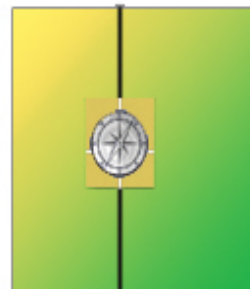
### *How to ascertain the direction tilt of your property*

In order to ensure a flawless identification of directions, we should follow some basic rules of application. The magnetic needle of the compass is very sensitive and while using it, we should ensure that it is placed away from other magnetic fields, electronic or iron objects, which may cause it to malfunction.

1. Draw a line perpendicular to the front facing boundary of the property starting from the center.

2. Draw two lines perpendicular to each other, and forming perfect 90 degree angles on a flat plank of wood. Treat the perpendicular line (Point 1.) as a reference line and place the plank parallel to the reference line. Now move the plank so that both the vertical lines coincide.

3. Place the compass on the plank at the crossing point of the two lines. Tap it gently to dislodge the needle in case it is stuck.



4. The magnetic needle will waver and settle to point in one direction. This is the North direction of the property.

5. When the North is not straight in the property, but has shifted by a small degree to the reference line, then the axis is considered to be tilted. A tilt up to 7 degrees is normally ignored.

*Note: In Vedic Vaastu software, the side marked as 1 is treated as the Property facing side. The North direction side is assumed to be the opposite side of the Property facing side. In case you have the north angle available in reference to your front wall, kindly adjust it by 180 degrees to match the hypothesis observed by the software.*

*How to apply the property direction tilt consideration in the program layout*

Once you have fixed the direction of the property, in reference to north, you have to select between different approaches by clicking on the Options Menu > Calculation Options which opens a window displaying the various options for consideration of the direction tilt while drawing the Vaastu grid cells on the property shape.

The selected options in the Options Menu > Calculation Options > Direction/Tilt consideration is the setting, that will be used as default setting for all the files that you work upon. In case you wish to customize a particular file and choose some other method to indicate the direction in the grid, you can do so by clicking on the Status Bar > Layout Options > Direction Tilt Consideration that you see at the bottom of the screen.

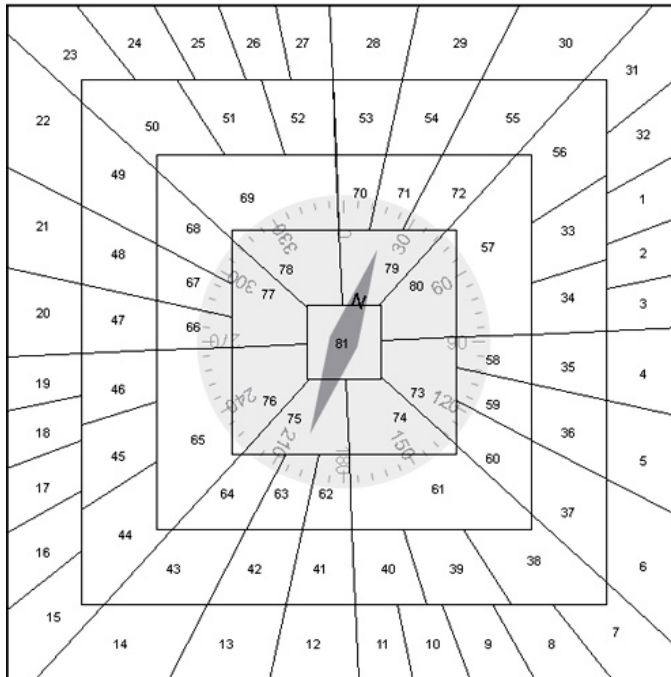
Customizing of the working file is also possible at the initial data entry level. On the Data Entry screen, where you select the Vaastu Category, there is a button called 'Options' on the left hand lower side. Clicking on this leads to a screen where you can set the method for indicating the direction while drawing the Vaastu grid. Please note that this customized setting will be applicable to this particular file only.

Let us now elaborate on the three types of tilt considerations. Vedic Vaastu allows you to choose from any one of three methods to determine the direction tilt of the Vaastu grid. Please note that for properties having all the sides perfectly aligned to their respective directions, the following three options will give the same result.

## Best Fit

The Best Fit method has been derived from the ancient classic Vaastu Vidya. According to this, the best fit tilt direction method, which is generally used for Ekasheetipada Trikona Vaastu or Ekasheetipada Vrita Vaastu can be applied with equal ease to Ekasheetipada Rectangular Vaastu.

The deity pada allocation generally used in the ekasheetipada system (considering zero degree north) has been kept intact, and the available area for all the directions has been allocated equally. Consequently all the four directions and the four cardinal directions find their proper place on the property super imposition. The grid is drawn concentrically with 32 padas in the outermost periphery, 24 in the second, 16 in the third, 8 in the fourth and 1 pada in the core. No pada has been excluded. The padas in the concentric rectangles are also intact, in as much as that the respective deities have been placed in their individual positions.

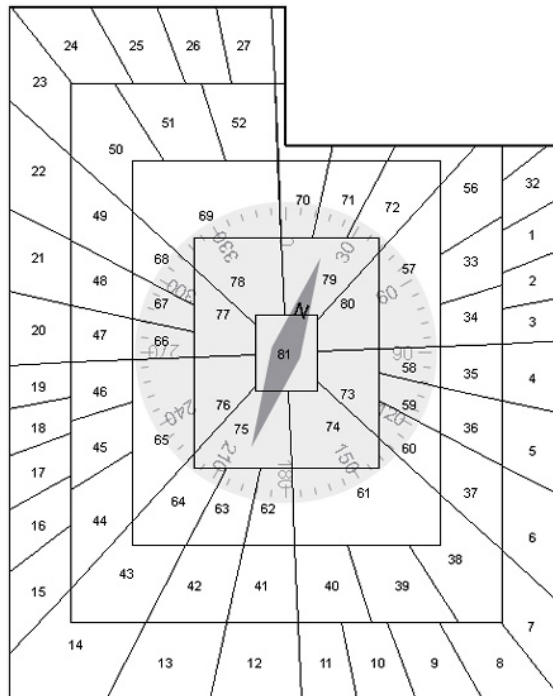


*Image of Best Fit Consideration (Square shape Property and North direction tilted by 20 degrees)*

This is one of the most scientific approaches to draw a Vaastu grid (when the north angle is deviated from its natural position), because of the following:

- a. All the directions have been given equal weightage. This is in tandem with the universe where all the directions occupy an equal span.
- b. All the ekasheetipada deities have been assigned their due position based on the direction.
- c. All the eighty one padas have been retained (when there is no cut or extension in the property) and consequently, there is no loss of padas.
- d. This method has been inspired from the ancient Vedic Vaastu classics.

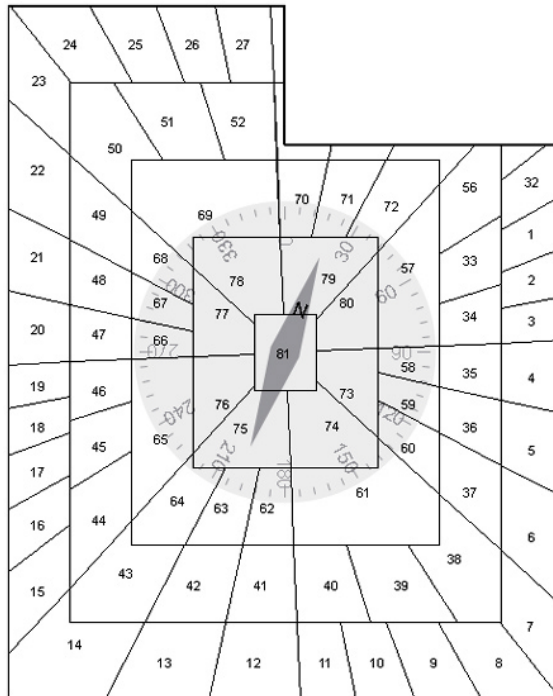
It may be noted that the results will vary if we consider a property with an extension or cut, depending on whether we have chosen the circumscribed, inscribed or actual plot area options for vaastu grid drawing. So, here we need to relate this to the various options for the Vaastu Grid area individually.



***Image of Best Fit Consideration (Property with Cut in the NE and North direction tilted by 20 degrees)***

## **Largest Circumscribed Rectangle Best Fit Grid consideration**

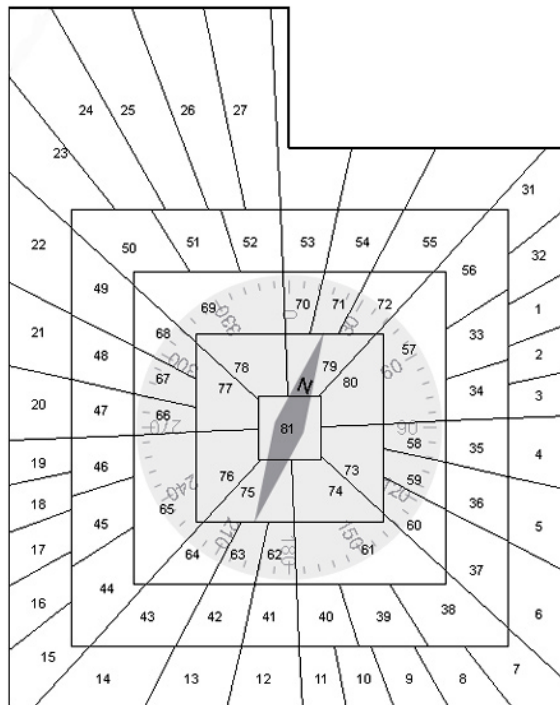
A largest possible rectangle is circumscribed over the property shape. This rectangle covers the entire property area and in addition, the area which would have been a part of the property had the property been a perfect square or a perfect rectangle in shape. The Vaastu grid is drawn concentrically on the circumscribed rectangle, with 32 padas in the outermost circle, 24 in the second, 16 in the third, 8 in the fourth and 1 pada in the core, keeping the north angle deviation in consideration. The Vaastu padas, which lie beyond the periphery of the actual property shape are considered to be missing. In this method we take into consideration only those padas, which fall within the boundary of the actual property shape.



***Image of Circumscribed Best Fit Consideration  
(Property with Cut in the NE and North direction  
tilted by 20 degrees)***

### **Largest Inscribed Rectangle Best Fit Grid consideration**

A largest possible rectangle is inscribed within the property boundary, without considering the tilt of the north angle at this level. The Vaastu grid is drawn concentrically on the inscribed rectangle, with 32 padas in the outermost circle, 24 in the second, 16 in the third, 8 in the fourth and 1 pada in the core, keeping the north angle deviation in consideration. The Vaastu padas, which lie on the outer periphery of the inscribed rectangle can optionally be stretched to include the area of extension on their respective sides.

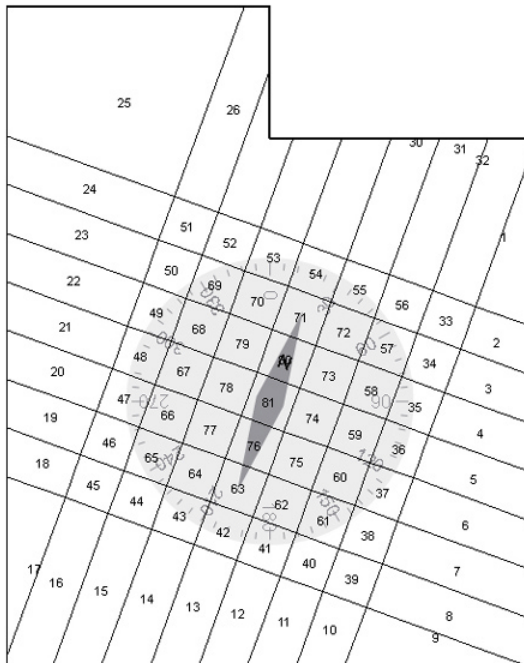


***Image of Inscribed Best Fit Consideration (Property with Cut in the NE and North direction tilted by 20 degrees)***

## Compress Fit

This is one of the simpler approaches to draw a Vaastu grid (when the north angle is deviated from its natural position). Here, all the ekasheetipada deities have been assigned their due position based on the direction. All the eighty one padas have been retained (when there is no cut or extension in the property) and consequently, there is no loss of padas.

A largest inscribed rectangle is drawn within the assigned property area, considering the north angle deviation. The Vaastu grid is drawn length wise and breadth wise to make up the  $9 \times 9 = 81$  cell grid. The Vaastu padas, which lie on the outer periphery of the rectangle can optionally be stretched to include the area on their respective sides. In this method, the span of the directions is unequal depending on the north angle deviation degree.



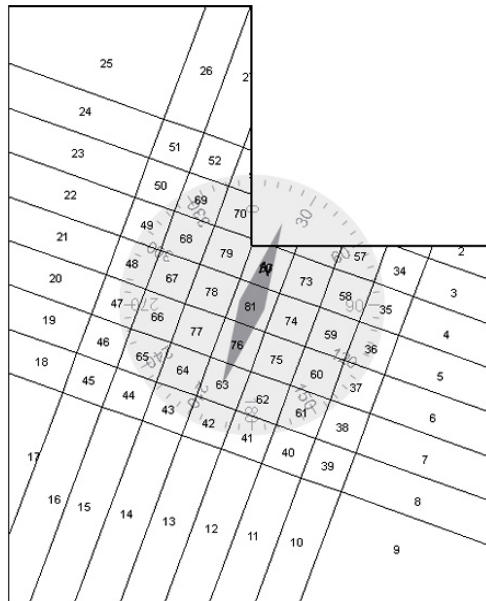
*Image of Compress Fit Consideration (Property with Cut in the NE and North direction tilted by 20 degrees)*

Here we need to relate this to the various options for the Vaastu Grid area.

### **Largest Circumscribed Rectangle Compress Fit Grid consideration**

A largest possible rectangle is circumscribed over the property shape. This rectangle covers the entire property area and in addition, the area which would have been a part of the property, if the property had been square or rectangle in shape. This is the assigned area for the Ekasheetipada grid.

A largest inscribed rectangle is drawn within this assigned area, considering the north angle deviation. The Vaastu grid is drawn length wise and breadth wise to make up the  $9 \times 9 = 81$  cell grid, within this inscribed rectangle. The Vaastu padas, which lie on the outer periphery of the rectangle can optionally be stretched to include the area on their respective sides. In this method, the span of the directions is unequal depending on the north angle deviation degree. In this method we take into consideration only those padas, which fall within the boundary of the actual property shape.

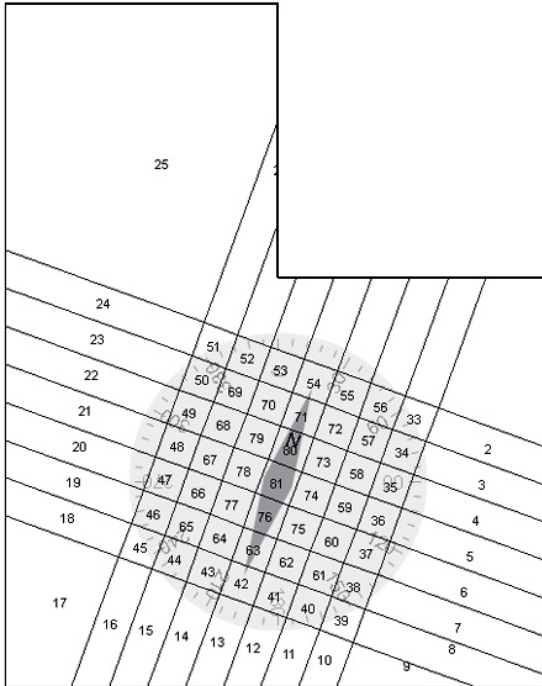


***Image of Circumscribed Compress Fit Consideration  
(Property with Cut in the NE and North direction  
tilted by 20 degrees)***

## **Largest Inscribed Rectangle Compress Fit Grid consideration**

A largest possible rectangle is inscribed within the property boundary, without considering the tilt of the north angle at this level. This is the assigned area for the Ekasheetipada grid.

A largest inscribed rectangle is drawn within this assigned area, considering the north angle deviation at this level. The Vaastu grid is drawn length wise and breadth wise to make up the  $9 \times 9 = 81$  cell grid, within this inscribed rectangle. The Vaastu padas, which lie on the outer periphery of the rectangle can optionally be stretched to include the area on their respective sides. In this method, the span of the directions is unequal depending on the north angle deviation degree.



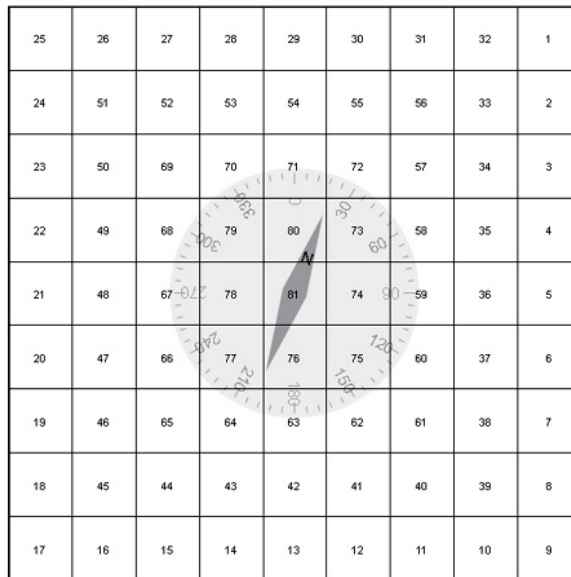
*Image of Inscribed Compress Fit Consideration  
(Property with Cut in the NE and North direction  
tilted by 20 degrees)*

## Zero Tilt

The Zero Tilt method works on the assumption that the north direction is not deviated from the central position of its respective side. So, the tilt consideration is limited to a 90 degree span.

This implies that if the tilt angle is within the range of +45 degrees and -45 degrees of the 0 degree North compass needle, it will be treated as though there is no deviation in the north angle. If the tilt angle is within the range of 45 to 135 degree, then the north is uniformly considered to be deviated by 90 degrees. Similarly, if the tilt angle is within the range of 135 to 225 degree, then the north is uniformly considered to be deviated by 180 degrees. Lastly, if the tilt angle is within the range of 225 to 315 (-45) degree, then the north is uniformly considered to be deviated by 270 degrees.

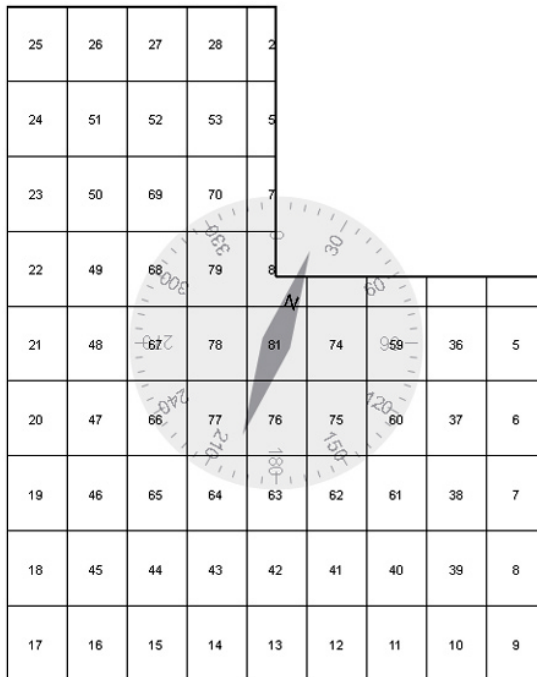
The padas of the grid are drawn with 9 cells length wise and 9 cells breadth wise to make up the 81 cell grid. Here we need to relate this to the various options for the Vaastu Grid area.



*Image of Zero Tilt Consideration (Square shape Property with North direction tilted by 20 degrees)*

## Largest Circumscribed Rectangle Zero Tilt Grid consideration

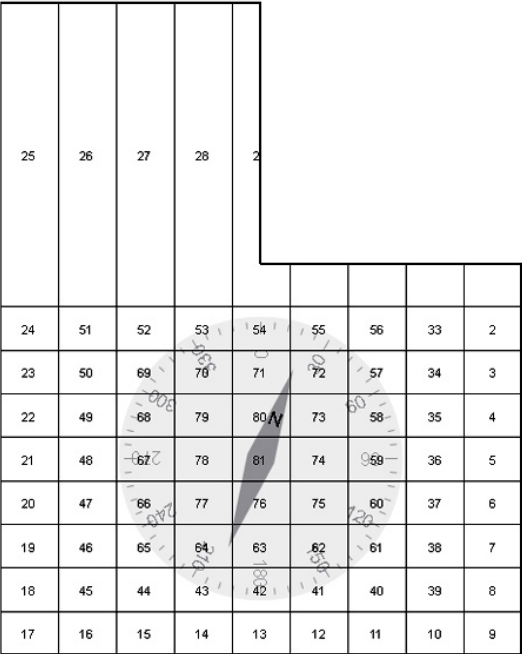
A largest possible rectangle is circumscribed over the property shape. This rectangle covers the entire property area and in addition, the area which would have been a part of the property had the property been a perfect square or a perfect rectangle in shape. The Vaastu grid is drawn on this circumscribed rectangle using the above zero tilt method. In this method we take into consideration only those padas, which fall within the boundary of the actual property shape.



*Image of Circumscribed Zero Tilt Consideration  
(Property with Cut in the NE and North direction  
tilted by 20 degrees)*

**Largest Inscribed Rectangle Zero Tilt Grid consideration**

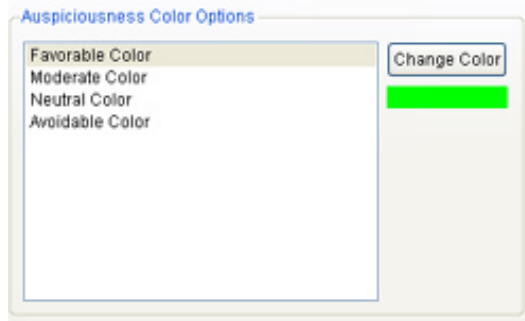
A largest possible rectangle is inscribed within the property shape. The Vaastu grid is drawn on this inscribed rectangle using the above zero tilt method. The Vaastu padas, which lie on the outer periphery of the rectangle can optionally be stretched to include the area on their respective sides.



*Image of Inscribed Zero Tilt Consideration (Property with Cut in the NE and North direction tilted by 20 degrees)*

## Setting the color preference for auspiciousness levels

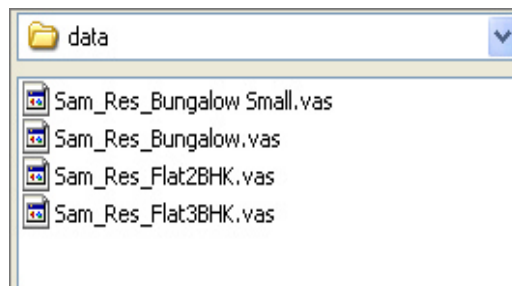
You can select unique colors to denote Favorable, Moderate, Neutral and Avoidable auspicious direction levels for object and entity placements. This can be done in the 'Options Menu' > 'Color Options'.



## Opening an Existing Layout

Vedic Vaastu allows you to store and retrieve layouts on your hard drive. To open a Layout that has been saved previously, there are three ways to do this:

Opening layouts with the Open dialog: If you wish to open a layout by using its layout name (example: Moti Bhawan.vas) click on the 'File Menu', and select 'Open'. The program will show you the Open dialog, where all available layouts are listed. By default, the dialog box will take you to the default directory. Double click the layout name to open the same.

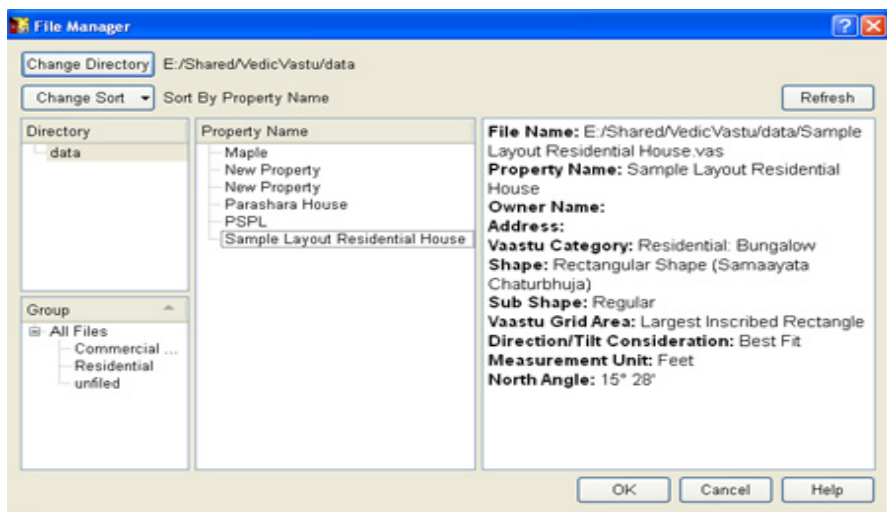


## File Manager<sup>#</sup>

Vedic Vaastu allows you to store and retrieve files on your hard drive. It also supports arranging your charts in 'groups' which makes it easy to organize your files. To open a file that has been saved previously, click on the File Menu, and select File Manager. The program will show you the File manager screen, in which all available directories, groups and their individual layouts are listed by name. By default, the dialog box will take you to the default directory. Double click the file name to open the file.

All available directories are listed in the Directory section. You can remove a directory or create a new sub directory by right clicking on the particular directory name.

Files can be assigned to groups listed in the Group section. To create a new group, right click on 'All Files' or any existing Group name in the 'Group' section. Next click on 'Create new group' and assign it a name. Now when you right click on any individual file in the middle column, you will get the option - Assign to Group with the group name showing up in the sub menu. Once you have assigned the file to a group, it will start showing up under the relevant group additionally. Groups can be deleted or renamed by right clicking on the group name. To delete a file, right click on the file name and select the delete option.



When a Property name is selected, it's File name, Property name, Owner name, Address, Category, Shape, Sub shape, Vaastu grid area, Direction tilt consideration, Measurement unit and North angle tilt details will be displayed in the right most panel of the File Manager window.

The Change Sort button allows you to change the sort criteria. The Change Directory button allows you to browse through other directories in case you have .vas files stored elsewhere and you need to access them.

Opening last used layouts: At the bottom of the File menu, the four last closed layouts are listed. Simply select one of the names that appear there to open that layout's file.

## **Creating a New Layout**

To create a new layout file, click on the File menu and select 'New'. The Data Entry screen appears. This screen contains all the different fields of information to be specified to calculate a layout image. Let's take a look at the different fields and how to fill them out.

## **Select Vaastu Category**

Please select any one Vaastu Category from the list provided on this screen. There are four broad Vaastu Categories: Residential, Commercial, Industrial and Religious. The comprehensive list is as follows:

**Residential: Bungalow**

**Residential: Multi-Storey Plot**

**Residential: Flat**

**Commercial: Office**

**Commercial: Shop/Showroom**

**Commercial: Hotel/Resort/Club**

**Commercial: Hospital/Nursing Home<sup>\$</sup>**

**Commercial: Educational Institute<sup>\$</sup>**

**Industrial: Cottage Industry**

**Industrial: Small Scale Industry**

**Industrial: Large Scale Industry<sup>\$</sup>**

**Religious: Temple<sup>\$</sup>**

**Religious: Ashrama/Matha<sup>\$</sup>**

**Data Entry**

### Select Vaastu category

Please Select the Vaastu Category and fill in property details

**Vaastu Category**


- ☒ Residential: Bungalow
- ☐ Residential: Multi-Storey Plot
- ☐ Residential: Flat
- ☐ Commercial: Office
- ☐ Commercial: Shop/Showroom
- ☐ Commercial: Hotel/Resort/Club
- ☐ Commercial: Hospital/Nursing Home
- ☐ Commercial: Educational Institute
- ☐ Industrial: Cottage Industry
- ☐ Industrial: Small Scale Industry
- ☐ Industrial: Large Scale Industry
- ☐ Religious: Temple
- ☐ Religious: Ashrama/Matha

**Property Details**

Property Name

Owner Name

Property Address



Options Notes <Back Next> Cancel Help

#### *Property Name*

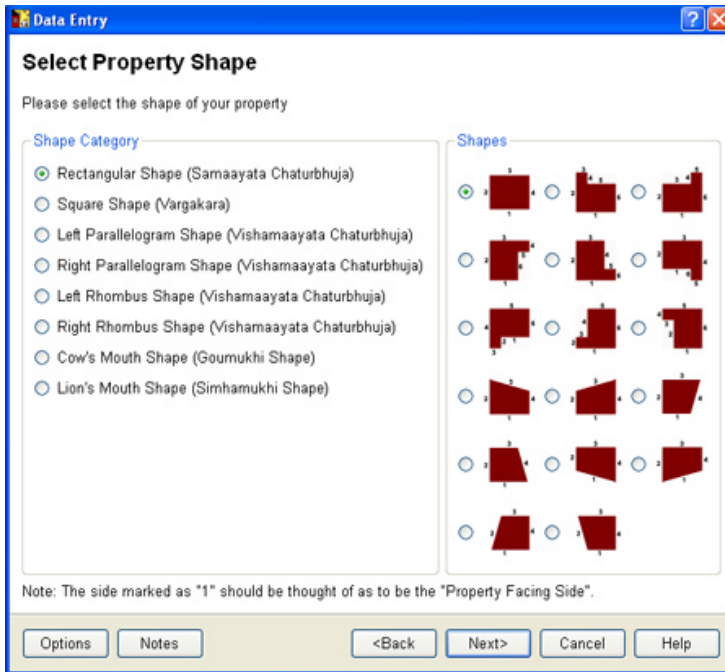
Enter the Property name for easy recall. This field is mandatory. The name specified here would be the name with which your layout is saved by default. If you leave this field blank, by default your layout will be saved as 'New Property'.

#### *Owner Name*

Enter the name of the owner. This field is not mandatory.

#### *Property Address*

The property address can be entered here. This field is also not mandatory. Click on Next to proceed to the next screen.



## Select Property Shape

This window contains all the Property Shapes supported in the program. The Property shapes have been segregated into the following categories.

1. Rectangular Shape (Samaayata Chaturbhuj)
2. Square Shape (Vargaakar)
3. Left Parallelogram Shape (Vishamaayata Chaturbhuj)
4. Right Parallelogram Shape (Vishamaayata Chaturbhuj)
5. Left Rhombus Shape (Vishamaayata Chaturbhuj)
6. Right Rhombus Shape (Vishamaayata Chaturbhuj)
7. Cow's Mouth Shape (Goumukhi Shape)
8. Lion's Mouth Shape (Simhamukhi Shape)


Once you make a selection from the Shape Category frame, a series of images with all possible shape combinations pertaining to the category selected by you will appear in the Shapes frame. Check the radio button next to the image, which is closest to your property design. Click on Next to proceed to the next screen.

# Define Property Dimensions

Here you need to define the dimensions for the property sides.

Please enter the size of each side of the property

Selected Shape



Property Dimensions

Side 1	<input type="text" value="20.00"/>	Feet
Side 2	<input type="text" value="20.00"/>	Feet
Side 3	<input type="text" value="20.00"/>	Feet
Side 4	<input type="text" value="20.00"/>	Feet

Road Indication

Side 1	<input type="text" value="Road Present"/>
Side 2	<input type="text" value="Road Absent"/>
Side 3	<input type="text" value="Road Absent"/>
Side 4	<input type="text" value="Road Absent"/>

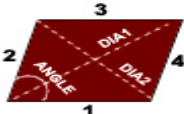
## Define Sides

Consider the front side of your property as Side 1 and proceed in a clock wise manner. For cases where the property sides are equal to opposite sides, the corresponding figures will automatically appear once you enter the information in the indicative field.

## Define Diagonals/Angles

If you select a property shape where the angles are not exactly 90 degrees, then you will need to define either the angle or the diagonals so that the property shape can be drawn accurately.

Selected Shape



Property Dimensions

Side 1	<input type="text"/>	Feet
Side 2	<input type="text"/>	Feet
Side 3	<input type="text"/>	Feet
Side 4	<input type="text"/>	Feet

☒ Diagonal ☐ Angle

Dia1	<input type="text"/>	Feet
Dia2	<input type="text"/>	Feet

In the Property Dimensions section, there are two radio buttons. Select Diago-

Selected Shape

Property Dimensions

Side 1  Feet

Side 2  Feet

Side 3  Feet

Side 4  Feet

☐ Diagonal
 ☒ Angle

Degree   Minute

Left Angle

nal and enter the length of the diagonals, ensuring that the two diagonal lengths are not interchanged by mistake. Look at the property image to ascertain which is Diagonal1 and which is Diagonal2. Please note that if an incorrect value is entered in this field, the program will show an error message stating that it is unable to draw the property image.

Alternatively, select the Angle radio button, and enter the dimension of the Left Angle in degrees and minutes in the relevant field. Please note that if an incorrect value is entered in this field, the program will show an error message stating that it is unable to draw the property image.

### Road Indication

You will also need to specify the sides that have a road lying adjacent to it. Click on Tab button on your keyboard to indicate that you have finished entering the information. A proportionate Property Outline will appear under the property representation section.

Road Indication

Side 1

Side 2

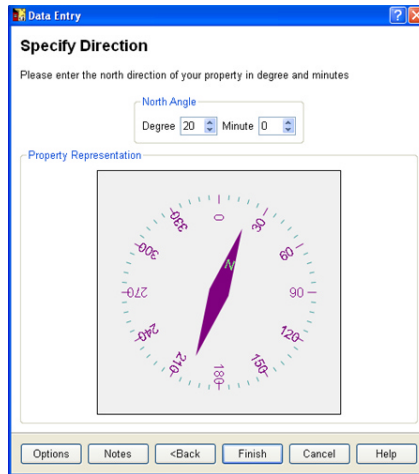
Side 3

Side 4

Click on Next to proceed to the next screen.

## Specify Direction

The colored image in the backdrop of the compass denotes the shape of the property. The objective is to establish the exact tilt degree of your property in



reference to the north direction. You can do this in either of the following ways. Enter the exact value in degrees and minutes in the box provided and press the Tab key to view the Compass needle direction. Or place the pointer on the edge of the north needle edge and drag the needle to change the direction. The degrees and minutes field will get updated automatically.

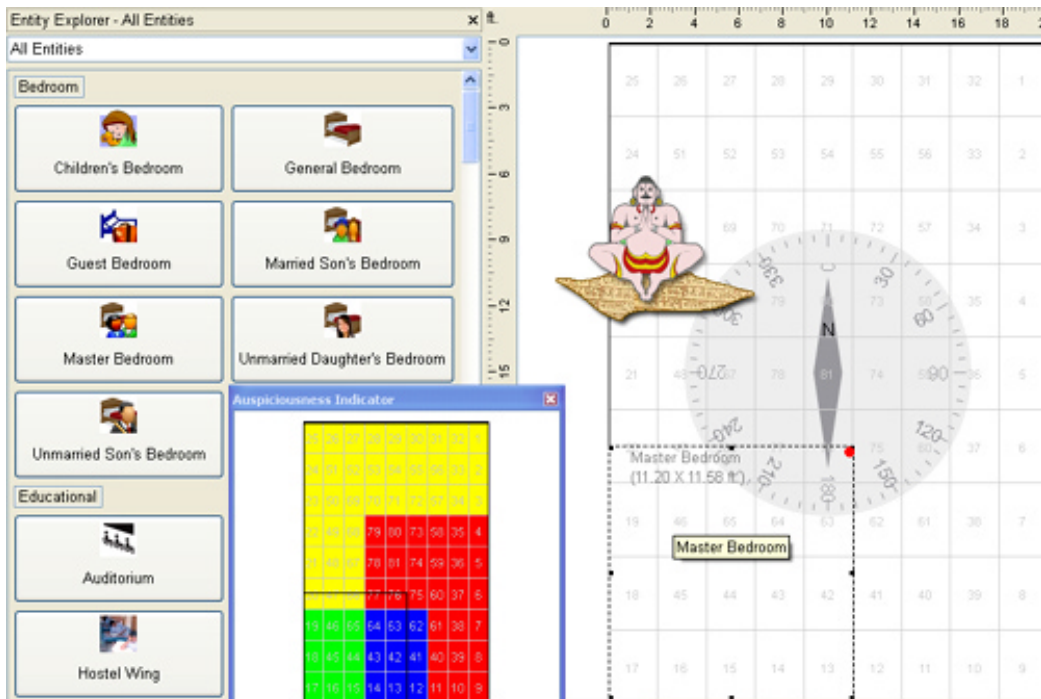
Click on Finish. The Property Layout will be displayed on your Worksheet.

## Designing a Property layout

### Placing Entities

When the Property Layout is displayed on the screen, you will see an Entity Explorer on the left side of the screen. The Entities have been categorized under different groups. You can choose to display any particular group of entities or All Entities according to your preference. The entities will also be displayed as per the Vaastu category.

Placing your cursor on the Entity image in the Entity Explorer will display the name of the Entity in question. Click on the Entity that you wish to place. An Auspiciousness Indicator Window will come up immediately indicating the auspiciousness levels and act as a guide for correct Vaastu placement of the Entity. Click on the Property Layout and the Entity will be placed there. Please note that the Entity will be placed on the Property Layout in the form of a



blank rectangle with the Entity Name on it.

Any selected Entity can be moved around, by dragging it. In case you know the exact place in which you wish to place the Entity, you can right click anywhere on the Entity and access the Move window where you can enter the exact X and Y coordinates for placement.

## Removing Entities

To delete a placed Entity, select the Entity and right click on it. A submenu will come up and you need to click on 'Remove'

You can also delete it by selecting it and then clicking on the Delete key on your keyboard.

## Resizing Entities

To re-size an Entity, you have to select it first. When you move the cursor over the corners or side center points marked by black dots, it will change to a double sided arrow that can be dragged to increase or decrease the size arbitrarily. The

status bar at the bottom will automatically update the size, as you keep fine tuning it.

In case you know the exact size in which you wish to have the Entity, you can right click anywhere on the Entity and access the Re-size window where you can enter the exact size.

## **Designing an Entity layout<sup>#</sup>**

### **Placing Objects<sup>#</sup>**

To place an object, the Entity Layout has to be open on the screen.

There are three ways of accessing the Entity Layout.

#### *From the Plot mode*

You can double click on the Entity in question and the Entity mode screen will open up.

#### *From the main Menu*

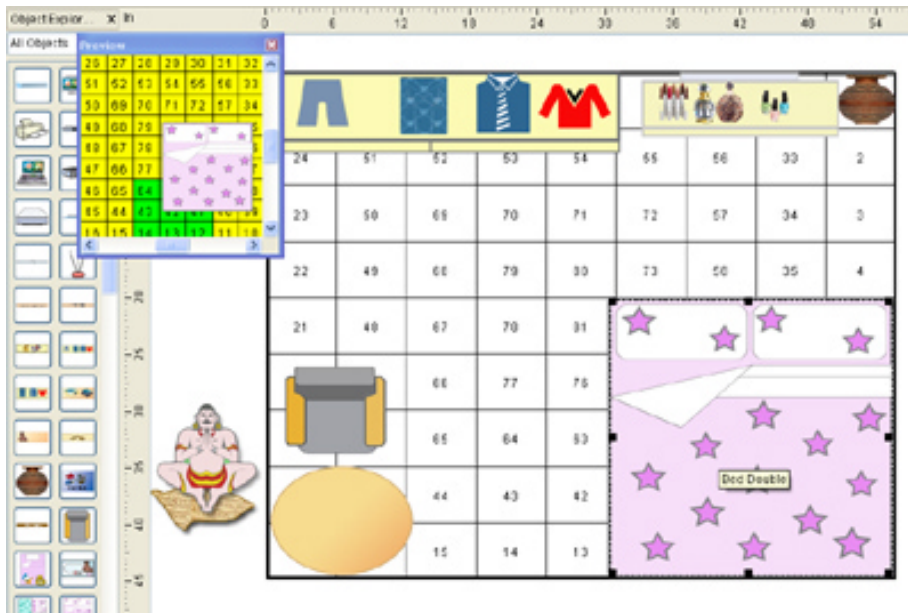
You can select an Entity by clicking on it. Now go to View Menu > Entity mode to switch from the Plot mode to the selected Entity mode.

#### *From the Tool Bar<sup>#</sup>*

When the Entity Layout is displayed on the screen, you will see the Objects Explorer on the side of the screen. The Objects have been categorized under different groups. You can choose to display any particular group of objects or All Objects according to your preference.

Placing your cursor on the Object image in the Object Explorer will display the name of the Object in question. Click on the Object that you wish to place. An Auspiciousness Indicator Window will come up immediately indicating the auspiciousness levels and act as a guide for correct Vaastu placement of the Object. Click on the Entity Layout and the Object will be placed there.

A selected Object can be moved around, by dragging it. In case you know the exact place in which you wish to place the Object, you can right click any-



where on the Object and access the Move dialog where you can enter the exact X and Y coordinates.

## Removing Objects<sup>#</sup>

To remove a placed Object, select the Object and right click on it. A submenu will come up and you need to click on 'Delete'.

You can also remove a placed Object, by selecting it and clicking on the Delete key on your keyboard.

## Resizing Objects<sup>#</sup>

To Re-size an Object, you have to select it first. When you move the cursor over the corners or side center points marked by black dots, it will change to a double sided arrow, that can be dragged to increase or decrease the size arbitrarily. The status bar at the bottom will automatically update the size as you keep fine tuning it.

## Rotating Objects<sup>#</sup>

Select the Object you wish to rotate. When you move the cursor over the

corners marked by black dots, it will change to a circular arrow that indicates that the object can be freely rotated.



In case you know the exact angle of rotation, you can right click anywhere on the Object and access the “Rotate” window where you can enter the exact angle degree.

The program has been designed so that objects do not extend beyond the boundary line of the entity. When an object is placed close to the side or the corner, at times there is insufficient space to allow the rotation without crossing the boundary. In such cases, there is no response from the program when we use the rotate cursor. For such cases, you should shift the object to the centre, rotate it to the desired angle and then move it back to the desired position.

### **Placing an object over another object<sup>#</sup>**

An object can be placed over another object. To bring the object from back to front or vice versa, you can select the object that needs to be shifted. Right click anywhere on the Object and access the Bring to Front or Send to Back functionality.

### **Saving a Layout**

If you followed the previous instructions about creating a new layout, you should now have a layout on the screen, in the Entity or Object mode depending upon the level of operation. The title of the Window will show the name [New Property.vas] in box brackets or the name that you entered as property name during the data entry process.

To save the layout, click on the File menu and select Save. A dialog box will come up and you can choose the folder and specify the layout name. The layout will be saved with a .vas extension. This can also be done through the standard toolbar.

If the data was saved before, then simply select the Save command from the File menu and the information will be saved.

## Editing a Layout

Now you know how to create a new layout file, and how to save it. Let's see how we change the data for a layout that was entered already. Click on the Edit menu, and select Layout Data. The same form that is used for entering a new data comes up, and you can alter the data as you wish. Click on Finish to accept the changes, and the layout image will automatically be recalculated. Kindly note that if you make any change to the shape, the dimensions will be lost and you will have to re-specify them.

## Printing a Layout

Vedic Vaastu allows two kinds of printouts: a complete Report available under the Reports menu, as well as printouts of the various screens.

### *Printing from the Reports menu*

The individual reports under the Reports menu can be printed by simply clicking on the Print button at the end of each report page. The Print to PDF button allows you to print the Report as a PDF file.

For users of the Personal Edition, the individual reports can be accessed through the Print Menu > Select Model feature.

### *Printing from the Print menu*

The pre designed report models<sup>##</sup> under the Print menu can be printed by selecting a model and clicking on the 'View and print' button at the bottom of the Model Print window.

### *Printouts from the Screen*

Virtually everything that can be shown on the screen can also be printed. Even though the screens are designed to be used interactively, the program allows you to print them. Click on the 'File' menu, and select 'Print screen' to print the current screen. Because the proportion of the screen is different from the proportion of a sheet of paper, the program has to improvise a little to make it look nice. Therefore, not every screen printout will fill the page, or make efficient use of the much larger space available on paper.



## CHAPTER 3

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# USING OTHER FUNCTIONS OF VEDIC VAASTU

### Switching between Plot and Entity Layouts

The program allows you to switch from Plot mode to Entity mode in the following manner.

#### *Switching from Plot mode to Entity mode*

You can double click on the Entity in question and the Entity mode screen will open up. You can select an Entity by clicking on it. Now go to View Menu > Entity mode to switch from the Plot mode to the selected Entity mode.

Alternatively, click on the Plot mode to Entity mode icon available in the Standard Tool Bar.



#### *Switching from Entity to Plot mode*

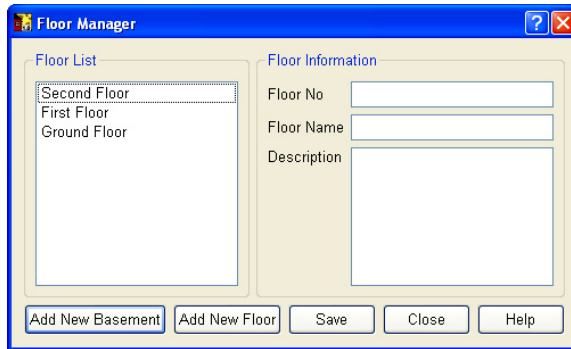
Go to View Menu > Plot mode to switch from the Entity mode to the Plot mode. The F9 key can also be used as a shortcut.



Alternatively, click on the Plot mode to Entity mode icon available in the Standard Tool Bar.

### Saving multiple floor layouts for plot layout

Vedic Vaastu allows you to store and retrieve multiple floor layouts in the same layout file. The Floor Manager screen in the File Menu facilitates this action. The Floor Manager displays a Floor List on the left side and the Floor Information including the Floor Name and Description on the right side. Select a floor



from the Floor list and the relevant information will be displayed.

Please note that the Floor no. is automatically assigned by the program with the lowest floor being 0 followed by 1,2 and so on. The basement is numbered as -1, -2 and so on.

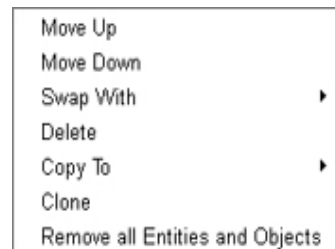
Right clicking on the selected Floor name opens a submenu that allows you to do the following.

*Move up:* The selected floor/basement is moved one level above its present position in the Floor list.

*Move down:* The selected floor/basement is moved one level below its present position in the Floor list.

*Swap with:* The selected floor/basement can exchange its position with any of the other floors listed in the Floor list.

*Delete:* The selected floor/basement is deleted from the Floor List. Please note that the Floor list cannot be left blank. So, the Floor no. 0 cannot be deleted. In case you wish to change the layout of Floor no. 0 or delete it all together, you can use the Move up or Swap command to change its position and then use the delete command. Also, the floor/basement that



is currently open or active on your working area also cannot be deleted as long as it is open. In order to delete it, you need to open some other floor on your screen first.

*Copy to:* The selected floor/basement and its entity and object layout can be copied to any other floor /basement of your choice from the existing floors/basements available in the Floor List. Please note that you will lose the previously designed entity object layout of the floor /basement (that you are copying to) and it will become a replica of the floor/basement that you have been copying from.

*Clone:* An exact copy or clone is made of the selected floor/ basement and a new floor/basement is created. You can then assign it a name and fill in its relevant description.

*Remove all Objects and Entities:* The selected floor/basement is rendered blank and all the objects and entities placed on it are removed.

To add a new floor or basement, click on Add Basement or Add Floor respectively. Enter the Floor Name and Description. Clicking on Save will complete the process. Now when you select an entry from the Floor List, you can see all the corresponding details on the right simultaneously.

You can switch between floors by clicking on the Floor tab in the Status Bar that appears at the bottom of your screen.

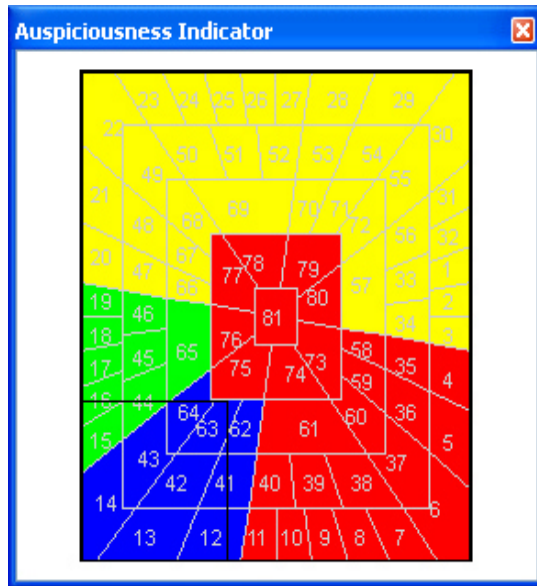
## **Auspiciousness Indicator Window**

When your screen is in the Plot mode, and you have selected an Entity from the Entity Explorer, an Auspiciousness Indicator window appears on the screen in a miniature mode. The Favorable, Moderate, Neutral and Avoidable areas will be color filled. You will know the exact auspicious area for the placement and can move the Entity accordingly. This window will disappear when the Entity is deselected. A small colored dot indicating the auspiciousness level will continue to be displayed on the entity. The program allows you to choose the position where you want to display the auspiciousness indicative colored dot on the entity. It can be in the center, or any of the corners. You can display it in one or more of the five position options that can be set in the Options Menu>Display

Options> Indicate Auspiciousness in corner.

The window will reappear if you re select the Entity. You can set your preference for the Auspiciousness Indicator in the Options menu/Display options by selecting any one of 'Always show, Automatic Show and Never show'.

*Always Show:* The Auspiciousness Indicator will show on the screen the first time you select any entity on your work screen layout. Thereafter, the window will continue to remain on your screen, even when the object is de-selected. The auspiciousess area will be automatically refreshed whenever another entity or object is selected.



*Automatic Show:* The Auspiciousness Indicator will show on the screen only when you select any entity on your work screen layout. Thereafter, the window will disappear when the object is de-selected. It will automatically reappear when another entity or object is selected.

*Never Show:* The Auspiciousness Indicator will not show on the screen at all, irrespective of whether any entity or object is selected on your work screen layout.

## Tool Bar

The standard toolbar helps identify and use the various options through easily recognizable icons and their descriptions. It is displayed just below the Main menu.

This entire toolbar could become a floating window by double-clicking on the control bar at the far left end of this toolbar. This toolbar can be restored to its original position by clicking in the gray bar at the top and dragging it back to



the top of the screen. Push the top of the window up to the bottom of the menu bar. Hiding of standard toolbar is possible through the View menu. The Standard Tool Bar consists of the following:



**File:** Opens new layout data entry dialog



**Open Layout :** Opens or finds a Layout file



**Save:** Saves active layout file with current name, location and file format.



**Print Layout:** Prints the active Layout displayed on the screen



**Cut:** Cuts the selected layout, entity or object



**Copy:** Copies the selected layout, entity or object



**Paste:** Pastes the selected layout, entity or object



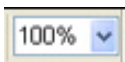
**Full Screen:** Switches from normal to full screen mode and vice versa



**Plot mode:** Switches from Entity mode to plot mode



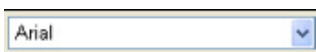
**Entity mode:** Switches from Plot mode to entity mode



**Zoom:** Enlarges or reduce the display of the active layout



**Direction Indicator:** Shows/ hides Direction Indicator on layout backdrop.



**Font:** Select or Change the font of the text.



**Font size:** Adjust the font size of text



**Bold:** Display text in bold



**Italics:** Display text in italics



**Underline:** Underlines text

## Status Bar

The Status Bar is located at the bottom of the Property Layout and Entity Layout screen and displays the values pertaining to the current status of the Entity or Object that has been selected in terms of the following. Some other property related information like Direction tilt, Vaastu grid consideration etc. is also available here. The facility to switch to some different option is also available here.

It may be noted here that any Options related customization done through the Status Bar is Layout specific and limited to the layout in question. It will not be automatically followed for other individual layouts. This will also take preference over changes made done directly through the Options Menu Tab window. Let us look at each one of the components of the Status Bar.

**Name:** Name of Entity or Object. Example: Library, Table

**Size:** Size of Entity or Object (length, breadth). Example: 15.50,11.25 feet

**Position:** Position of Entity or Object. Example: 69.50,28.50 feet The x and y

Name: Corridor	Size: 13.53, 8.86 ft.	Pos: 12.04, 15.12 ft.
----------------	-----------------------	-----------------------

North: 65° 0'	Layout Options ▾	Floor: Ground Floor
---------------	------------------	---------------------

coordinates of an object (see Figure) determine its position as displayed on the Status Bar at the bottom of the screen.

For rotated objects and objects that are not rectangular, the x and y coordinates are determined by assuming a circumscribed bounding rectangle over the object and assigning the same.



**Direction:** Direction of Property in reference to the North degree needle. Example: 30 degree North The North degree angle is always specified in reference of side opposite front facing side.

**Layout Options:** The Measurement Unit, Vaastu Grid Area and Direction Tilt consideration status is indicated here.

**Floor:** All the different floors in the layout are listed here and this feature allows easy navigation between floors. If there is only one floor saved, then there will be a single entry termed Ground Floor or a name of your choice.

### ***Explorer Tool Box***

The Tool Bar is positioned on the left side of the screen in the Plot and Entity Layout mode. It consists of the Entity Explorer and the Object Explorer.

### **Entity Explorer**

The Entity Explorer is visible in the Plot mode. The Entities have been categorized into pertinent groups and the option to view Group wise or All Entities is available. If the cursor is moved over the icon, the name of the entity can be displayed. Single click on an Entity in the Explorer and then click anywhere inside the Property Layout to place it there.

Clicking on the Cross sign next to Entity Explorer hides the Tool Bar from the screen.



**Entity Explorer**



**Object Explorer##**

# Object Explorer##

The Object Explorer is visible in the Entity mode. The Objects have been categorized into pertinent groups and the option to view Group wise or All Objects is available.

If the cursor is moved over the icon, the name of the object can be displayed. Single click on an Object in the Explorer and then click anywhere inside the Entity Layout to place it there.

Clicking on the Cross sign next to Object Explorer hides the Tool Bar from the screen.

## Context Menu: Right Click Options

### Right Click on Entity

Right clicking on an Entity image in a plot layout brings up a small popup menu. This menu has a number of commands, appropriate for the item you clicked on. This includes the following:

#### *Cut Command*

The Cut Command allows you to cut the selected entity.

#### *Copy Command*

The Copy Command allows you to copy the selected entity.

#### *Paste Command*

The Paste Command allows you to paste the selected entity.

#### *Remove Command*

The Remove Command allows you to delete the selected entity.

#### *Move Command*

A Move command allows you to move the entity by defining the exact X and Y

Cut
Copy
Paste
Remove
Move
Resize
Rotate
Change Entity Name Position
Flip Horizontal
Flip Vertical
Options

coordinates. The keyboard arrow keys can also be used for moving entities.

*Resize Command*

The Resize command allows access to the Resize dialog, where you can enter the exact size of the Entity.

*Change Entity Name position*

If the Entity name is being displayed on the Entity, then this feature allows you to change its location within the entity area. This requires that Entity Name > Show is selected from the Options menu > Display Options

*Flip Horizontal Command*

The Flip Horizontal Command allows you to flip the selected entity horizontally.

*Flip Vertical Command*

The Flip Vertical Command allows you to flip the selected entity vertically.

*Options Command*

The Options command leads you directly to the Options menu tab screen with easy access to the Calculation, Display, Explorer, Color, Print, Report and Font options.

**Right Click on Objects**

Right clicking on an Object image in an Entity layout brings up a small popup menu. This menu will have a number of commands, appropriate for the item you clicked on. This will include the following :

*Cut Command*

The Cut Command allows you to cut the selected object.

*Copy Command*

The Copy Command allows you to copy the selected object.

*Paste Command*

The Paste Command allows you to paste the selected object.

Cut
Copy
Paste
Remove
Move
Resize
Rotate
Send To Back
Bring To Front
Flip Horizontal
Flip Vertical
Options

### *Remove Command*

The Remove Command deletes the selected object.

### *Move Command*

A Move command allows you to move the object by defining the exact X and Y coordinates. The keyboard arrow keys can also be used for moving entities.

### *Resize Command*

The Resize command allows access to the Resize dialog where you can enter the exact size of the object.

### *Rotate Command*

The Rotate Command allows you to rotate a selected object to the exact angle degree.

The rotation angle values are relative and not absolute. The angle value entered by you will be relative to the current position. For instance if the object is placed at a 0 degree angle and you enter the angle degree as 15, then the object will rotate 15 degrees clockwise. If you once again enter 15, then the resulting position of the object will actually be 30 degrees clockwise rotated from original position. Now if you wish to restore it to the original position, you need to enter -30 or 330 to get the 0 degree position. In short, negative values can also be entered.

Notes: The program has been designed so that objects do not extend beyond the boundary line of the entity. When an object is placed close to the side or the corner, at times there is insufficient space to allow the rotation without crossing the boundary. In such cases, there is no response from the program when we use the rotate command. For such cases, you should shift the object to the centre, rotate it to the desired angle and then move it back to the desired position.

### *Flip Horizontal Command*

The Flip Horizontal Command allows you to flip the selected object horizontally.

### *Flip Vertical Command*

The Flip Vertical Command allows you to flip the selected object vertically.

### *Bring to Front and Send to Back Commands*

This functionality is useful for objects placed on top of one another. To move the object from back to front or vice versa, you can select the object that needs to be shifted and use the appropriate command.

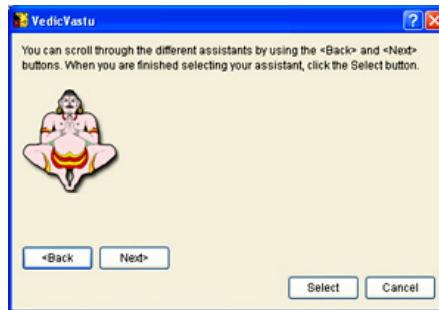
### *Options Command*

The Options command leads you directly to the Options tab screen with easy access to the Calculation, Display, Explorer, Color, Print, Report and Font options.

### **Right Click on Vaastu Assistant**

The right click functionality allows you to do two things. You can choose to hide the Vaastu Assistant from here. If you like, you can change the Vaastu Assistant image to one from a choice of three alternatives.

Hide
Choose Assistant...
Options



## **Shortcuts**

Ctrl+N = New layout  
Ctrl+O = Open layout  
Ctrl+M = Floor Manager  
Ctrl+S = Save layout  
Ctrl+F4 = Close layout  
Ctrl+Q = Exit program  
Ctrl+L = Last closed Layouts  
Ctrl+C = Copy

Ctrl+C = Paste  
Ctrl+Shift+C = Copy layout  
F11 = View layout in Full screen mode  
F9 = View layout in Plot mode  
F1 = Manual  
Arrow keys = Move selected object or entity



## CHAPTER 4

# PRINTING THROUGH VEDIC VAASTU

### Printing Layout Pages

Before proceeding for printing, please check the current printer settings by opening the Print Options under the Options menu. On this screen, select the paper size and the margins.

Calculation Options	Display Options	Explorer Options	Print Options	Color Options
<b>Margins</b>				
Top Margin	0.75	Inch		
Bottom Margin	0.75	Inch		
Left Margin	0.75	Inch		
Right Margin	0.75	Inch		
<b>Page Size</b>				
		A4		
		Width	8.26	
		Height	11.69	

In case you have not installed any printer under Windows, printing a page from Vedic Vaastu may not be possible. To add a printer, click on the Start button at the bottom left corner of the screen and then select Settings > Printers. A new dialog will open with an icon Add Printer. Double click on this icon and follow the instructions to add a new printer.

Any of the Plot or Entity<sup>#</sup> layouts can be printed on a printer. Click on Print Screen under the File menu to send the current screen to the printer.

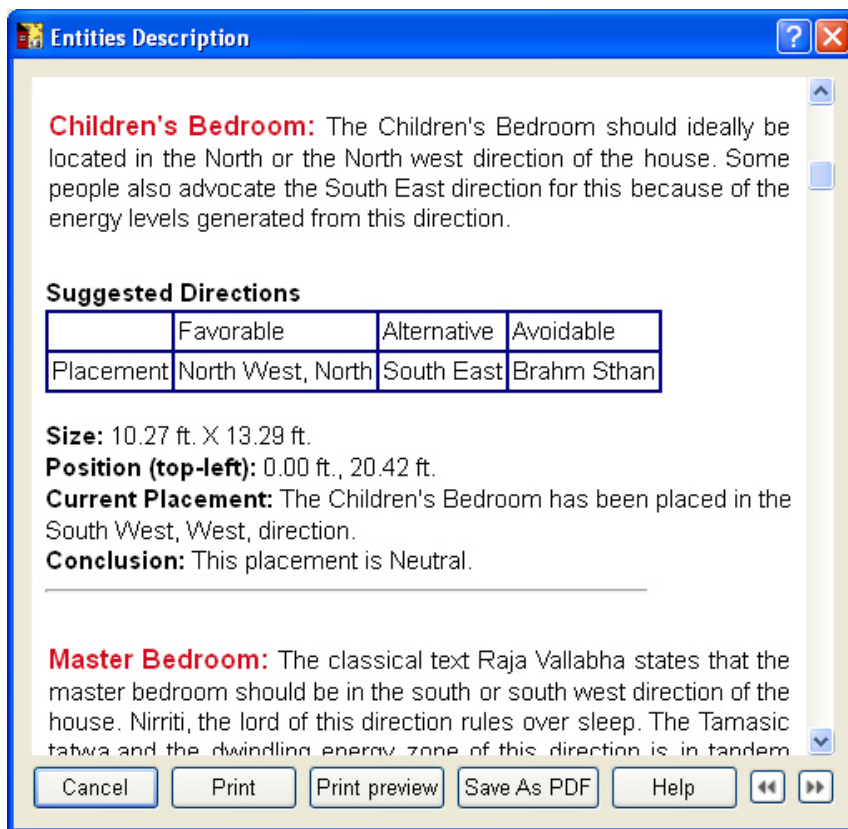
### Printing Reports Menu Printouts

The Reports under the Reports menu can be printed by simply clicking on the Print button at the end of the Report. The Print to PDF button allows you to

print the Report as a PDF file. For users of the Personal Edition, a limited number of individual reports can be accessed through the Print Menu > Select Model feature.

## Printing a Set of Pages (Model Printing)

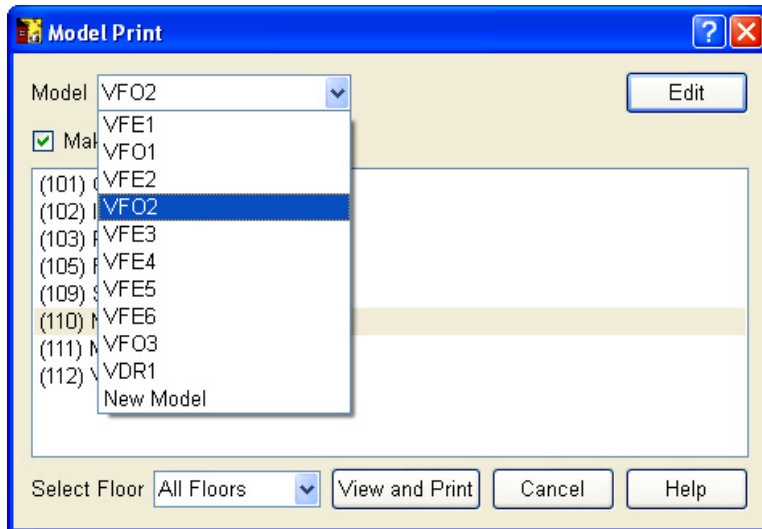
Vedic Vaastu allows the user to select from a pre-organized set of printouts<sup>##</sup>, called 'Models', or to make customised set of printouts.



### *Editing or Making a New Model<sup>#</sup>*

The Select Model screen under the Print menu can also be used to edit or add a new printout to the existing set of printouts. Open the Select Model screen by clicking Select Model in the Print menu.

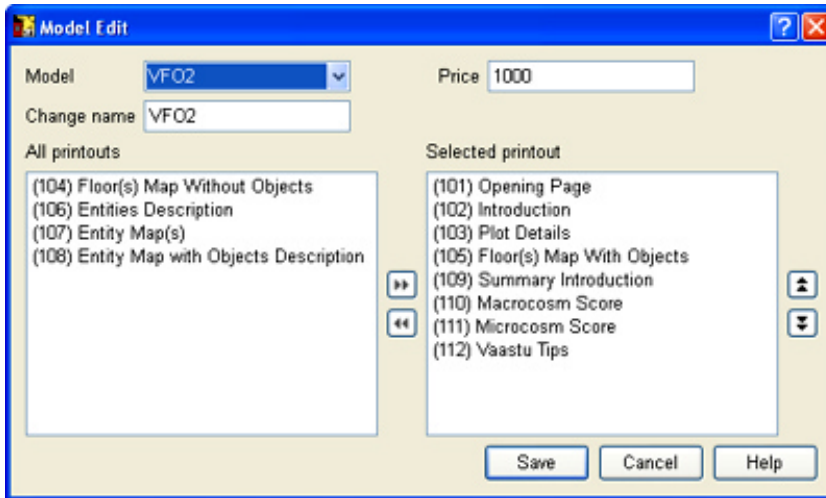
To edit an existing model, select the model you wish to edit and press Edit button. If you wish to change the name of the model and price, you can do so in the box Change name or price.



To add a new model, select the entry New model and press Edit button. A new screen will come up. Assign a name to the model in the box Change name and in case you want to sell the report, give a selling price of the model in the Price box.

The screen displays all the available printouts on the right side and the printouts selected for the model on the left side. If you notice, each printout has been given a unique number.

To add a printout to the model, click on the printout number listed under the Available printouts and click on the right facing arrow.



*To remove* a printout, click on the printout number in the selected printouts list and click on the left facing arrow. You can also select multiple printouts and remove them simultaneously.

*To insert* a printout in between already selected printouts, select the printout under selected printouts after which you wish to add a new printout. Now select the printout number in the list of available printouts and click on the right facing arrow to insert the printout in the model

Click *Save* to save the model. Click *Cancel* to close the dialog without saving the changes that you have made.

## List of Models

### Model: VFE1

#### Contents:

Opening Page  
Introduction  
Property Details  
Floor(s) Map without Objects

### **Model: VFO1#**

#### **Contents:**

Opening Page  
Introduction  
Property Details  
Floor(s) Map with Objects

### **Model: VFE2**

#### **Contents:**

Opening Page  
Introduction  
Property Details  
Floor(s) Map without Objects  
Summary Introduction  
Macrocosm Score  
Vaastu Tips

### **Model: VFO2#**

#### **Contents:**

Opening Page  
Introduction  
Property Details  
Floor(s) Map with Objects  
Summary Introduction  
Macrocosm Score  
Microcosm Score  
Vaastu Tips

### **Model: VFE3**

#### **Contents:**

Opening Page  
Introduction  
Property Details  
Floor(s) Map without Objects  
Entities Description  
Summary Introduction

Macrocosm Score  
Vaastu Tips

**Model: VFE4**

**Contents:**

Opening Page  
Introduction  
Property Details  
Floor(s) Map without Objects  
Entities Description  
Entity Map with Objects Description  
Summary Introduction  
Macrocosm Score  
Vaastu Tips

**Model: VFE5<sup>#</sup>**

**Contents:**

Opening Page  
Introduction  
Property Details  
Floor(s) Map without Objects  
Entities Description  
Entity Map(s)  
Summary Introduction  
Macrocosm Score  
Microcosm Score  
Vaastu Tips

**Model: VFE6<sup>#</sup>**

**Contents:**

Opening Page  
Introduction  
Property Details  
Floor(s) Map without Objects  
Entities Description  
Entity Map with Objects Description  
Summary Introduction

Macrocosm Score  
Microcosm Score  
Vaastu Tips

**Model: VFO3#**

**Contents:**

Opening Page  
Introduction  
Property Details  
Floor(s) Map with Objects  
Entities Description  
Entity Map with Objects Description  
Summary Introduction  
Macrocosm Score  
Microcosm Score  
Vaastu Tips

**Model: VDR1#**

**Contents:**

Opening Page  
Introduction  
Property Details  
Floor(s) Map without Objects  
Floor(s) Map with Objects  
Entities Description  
Entity Map with Objects Description  
Summary Introduction  
Macrocosm Score  
Microcosm Score  
Vaastu Tips



## CHAPTER 5

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# MENU REFERENCES

The menu reference gives a systematic description of all commands available from the menus. It is meant to be used as complimentary information to the earlier chapters. The menu bar contains the following menus.

**File**

**Edit**

**View**

**Reports<sup>#</sup>**

**Tutorial<sup>\*</sup>**

**Options**

**Print**

**Tools<sup>#</sup>**

**Window**

**Help**

By selecting any of these any of these you will get a list of submenus for that particular menu. Later on we will explain in detail the purpose of each of the submenus. Here is a quick introduction to each of the main menu items.

### **File**

This menu contains all the functions that are related to saving layout information to the disk, retrieving it and entering new data. The file menu allows you to open more than one layouts at a time, and each layout's data will be displayed in a separate window.

### **Edit**

This menu contains all the functions used for changing layout information. This can be Layout data, Copying a layout and Astrologer specific settings. The Delete submenu option can be used to remove objects or entities from

the layout.

## **View**

From this menu you can select view layout modes and other features that you want displayed.

## **Reports<sup>#</sup>**

This menu contains detailed Reports that you can view and print. These reports can also be printed as a PDF file. For users of the Personal Edition, the individual reports can be accessed through the Print Menu > Select Model feature.

## **Tutorial<sup>\*</sup>**

This section contains some personalized Vedic Vaastu lessons in the form of an extensive tutorial. The lessons have been organized systematically and are presented in a lucid language. This is almost a complete tutorial with a rich introduction and a lot of material for Vaastu related principles. Details and interesting facts about the Ekasheetipada deities can also be viewed here.

## **Options**

This menu contains all the options that you can change to customize the behavior of the program.

## **Print**

It contains all the standard Report printouts<sup>##</sup> and the tool to design your own report models.

## **Tools<sup>###</sup>**

It contains some useful tools to help you search for or export layouts; access statistics on groups of layouts; calculate the Aayadi score for the layout and send Emails directly through this menu. The Accounting Tool is a very handy tool for viewing and printing a record of reports printed through the program over a specific period.

## **Windows**

This menu allows you to tile or cascade all the layouts open at a time. You can

also switch to any of the open layouts through this menu.

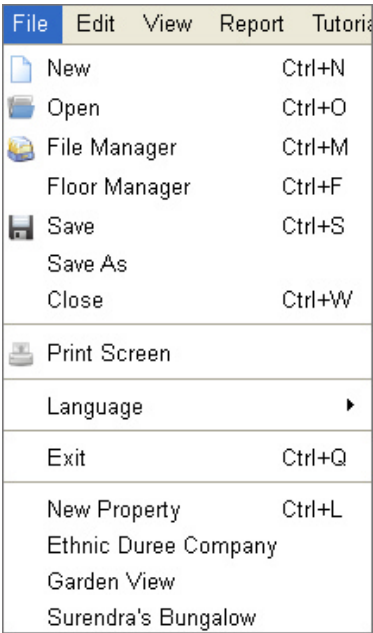
**Help**

You can access an Online Manual through this menu.

**The File Menu**

When you select File you will get a pull down menu with the following sub menu items. At the end of the sub menu items, you can see the names of the four most recently used layouts for easy access.

When you run this program for the first time, there will only be some sample layouts for you. To create your own layouts, you have to click on New under the File menu to create a new layout.



**New**

This option leads you to a Data Entry Window where you have to enter the following details.

**Data Entry**

**Select Vaastu category**

Please Select the Vaastu Category and fill in property details

**Vaastu Category**


- ☒ Residential: Bungalow
- ☐ Residential: Multi-Storey Plot
- ☐ Residential: Flat
- ☐ Commercial: Office
- ☐ Commercial: Shop/Showroom
- ☐ Commercial: Hotel/Resort/Club
- ☐ Commercial: Hospital/Nursing Home
- ☐ Commercial: Educational Institute
- ☐ Industrial: Cottage Industry
- ☐ Industrial: Small Scale Industry
- ☐ Industrial: Large Scale Industry
- ☐ Religious: Temple
- ☐ Religious: Ashrama/Matha

**Property Details**

Property Name

Owner Name

Property Address



### *Select Vaastu Category*

Check any one Vaastu Category from the list provided on this screen.

**Property Name:** Enter the Property name for easy recall. This field is mandatory. The name specified here will be the name by which your layout is saved. If you leave this field blank, by default your layout will be saved by the name “New Property”.

**Owner Name:** Enter the name of the owner. This field is not mandatory.

**Property Address:** The property address can be entered here. This field is also not mandatory.

**Options:** The Options button on the lower left side allows you to set the

Vaastu Grid Area, Direction Tilt consideration and Measurement unit options.

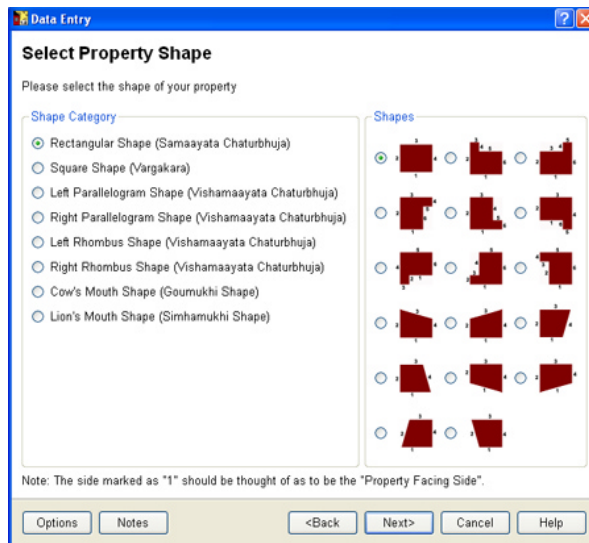
Notes: The Notes button allows access to a screen/dialog, where you can store any kind of text along with the layout. That could be the owner's address, comments on the layout, or anything else that is useful to you. The Print button allows you to print the same.

Click on Next to proceed to the next screen.

## Select Property Shape

This window contains all the Property Shapes supported in the program. The Property shapes have been segregated into the following categories.

1. Rectangular Shape (Samaayata Chaturbhuja)
2. Square Shape (Vargaakar)
3. Left Parallelogram Shape (Vishamaayata Chaturbhuja)
4. Right Parallelogram Shape (Vishamaayata Chaturbhuja)
5. Left Rhombus Shape (Vishamaayata Chaturbhuja)
6. Right Rhombus Shape (Vishamaayata Chaturbhuja)
7. Cow's Mouth Shape (Goumukhi Shape)
8. Lion's Mouth Shape (Simhamukhi Shape)



Once you make a selection from the Shape Category frame, a series of images with all possible shape combinations pertaining to the category selected by you will appear in the Shapes frame. Check the radio button next to the image, which is closest to your property design. Click on Next to proceed to the next screen.


## Define Property Dimensions

Here you need to define the dimensions for the property sides.

### *Define Sides*

Consider the front side of your property as Side 1 and proceed in a clock wise manner. For cases where the property sides are equal to opposite sides, the corresponding figures will automatically appear once you enter the information in the indicative field.

Please enter the size of each side of the property

Selected Shape	Property Dimensions	Road Indication
	Side 1 <input type="text" value="20.00"/> Feet	Side 1 <input type="text" value="Road Present"/>
	Side 2 <input type="text" value="20.00"/> Feet	Side 2 <input type="text" value="Road Absent"/>
	Side 3 <input type="text" value="20.00"/> Feet	Side 3 <input type="text" value="Road Absent"/>
	Side 4 <input type="text" value="20.00"/> Feet	Side 4 <input type="text" value="Road Absent"/>

### *Define Diagonals/Angles*

If you select a property shape where the angles are not exactly 90 degrees, then you will need to define either the angle or the diagonals so that the property shape can be drawn accurately.

In the Property Dimensions section, there are two radio buttons. Select 'Diagonal' and enter the length of the diagonals, ensuring that the two diagonal lengths are not interchanged by mistake. Look at the property image to ascertain which is Diagonal1 and which is Diagonal2. Please note that if an incorrect value is

Selected Shape

Property Dimensions

Side 1  Feet

Side 2  Feet

Side 3  Feet

Side 4  Feet

☒ Diagonal ☐ Angle

Dia1  Feet

Dia2  Feet

entered in this field, the program will show an error message stating that it is unable to draw the property image.

Alternatively, select the 'Angle' radio button, and enter the dimension of the Left Angle in degrees and minutes in the relevant field. Please note that if an incorrect value is entered in this field, the program will show an error message stating that it is unable to draw the property image.

Selected Shape

Property Dimensions

Side 1  Feet

Side 2  Feet

Side 3  Feet

Side 4  Feet

☐ Diagonal ☒ Angle

Degree Minute

Left Angle

### Road Indication

You will also need to specify the sides that have a road lying adjacent to it. Click on Tab button on your keyboard to indicate that you have finished entering the information. A proportionate Property Outline will appear under the property representation section.

Click on Next to proceed to the next screen.

Road Indication

Side 1  Road Present

Side 2  Road Absent

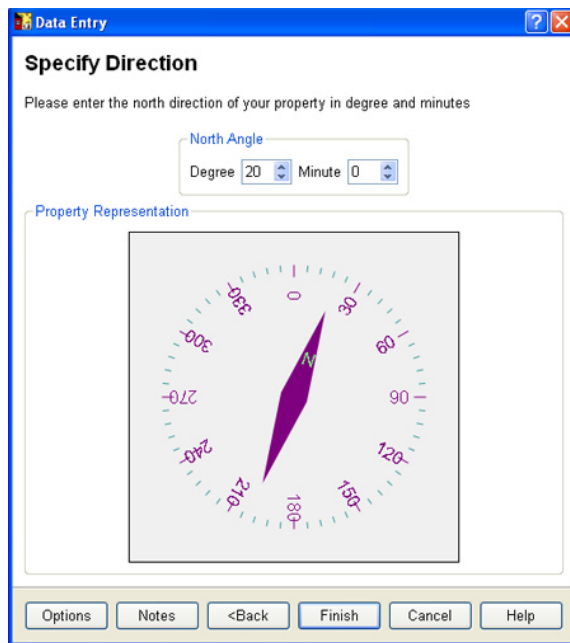
Side 3  Road Absent

Side 4  Road Absent

## Specify Direction

The colored image in the backdrop of the compass denotes the shape of the property. The objective is to establish the exact tilt degree of your property in reference to the north direction. You can do this in either of the following ways. Enter the exact value in degrees and minutes in the box provided and press the Tab key to view the Compass needle direction. Or place the pointer on the edge of the north needle edge and drag the needle to change the direction. The degrees and minutes field will get updated automatically.

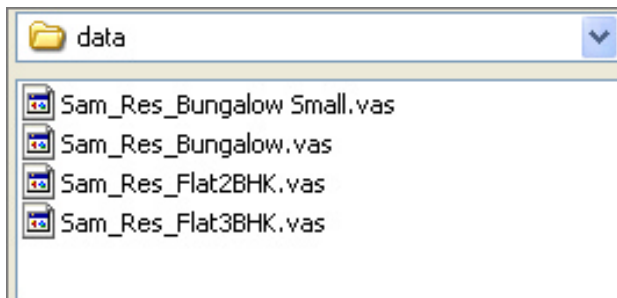
Click on Finish. The Property Layout will be displayed on your Worksheet.



## Open

This option is used to open a previously saved layout. It lets you load in layouts that you have saved in the hard drive. If you wish to open a layout by using its layout name (example: Motibhawan.vas) click on the File Menu, and select Open. The program will show you the File Open dialog where all available

layouts are listed. By default, the dialog box will take you to the default directory. Double click the layout name to open the same.



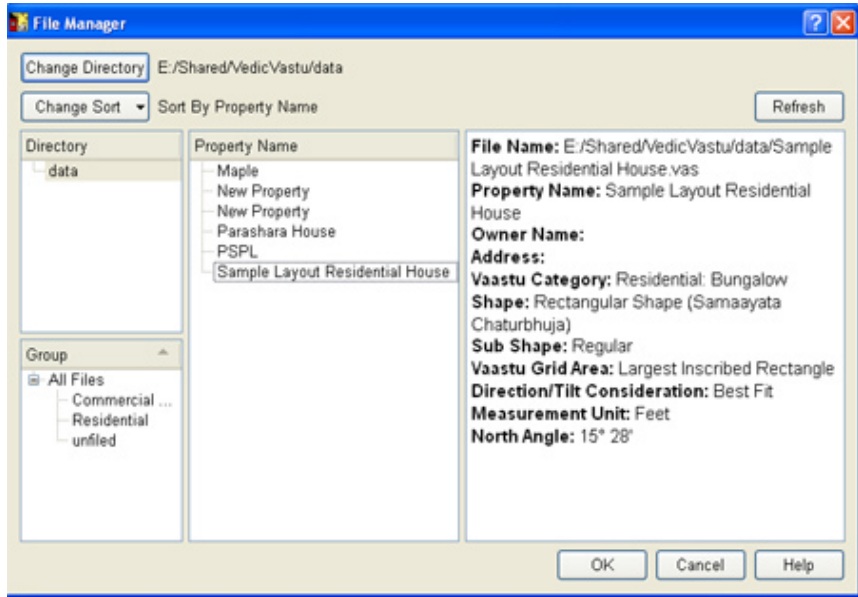
## File Manager<sup>#</sup>

Vedic Vaastu allows you to store and retrieve files on your hard drive. It also supports arranging your charts in 'groups' which makes it easy to organize your files. To open a file that has been saved previously, click on the File Menu, and select File Manager. The program will show you the File manager screen, in which all available directories, groups and their individual layouts are listed by name. By default, the dialog box will take you to the default directory. Double click the file name to open the file.

All available directories are listed in the Directory section. You can remove a directory or create a new sub directory by right clicking on the particular directory name.

Files can be assigned to groups listed in the Group section. To create a new group, right click on 'All Files' or any existing Group name in the 'Group' section. Next click on 'Create new group' and assign it a name. Now when you right click on any individual file in the middle column, you will get the option - Assign to Group with the group name showing up in the sub menu. Once you have assigned the file to a group, it will start showing up under the relevant group additionally. Groups can be deleted or renamed by right clicking on the group name. To delete a file, right click on the file name and select the delete option.

When a Property name is selected, its File name, Property name, Owner name,



Address, Category, Shape, Sub shape, Vaastu grid area, Direction tilt consideration, Measurement unit and North angle tilt details will be displayed in the right most panel of the File Manager window.

The Change Sort button allows you to change the sort criteria. The Change Directory button allows you to browse through other directories in case you have .vas files stored elsewhere and you need to access them.

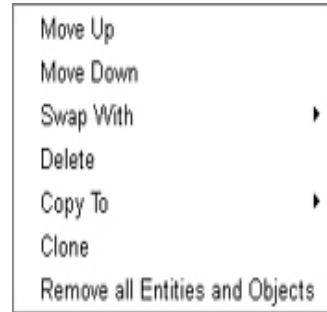
Opening last used layouts: At the bottom of the File menu, the four last closed layouts are listed. Simply select one of the names that appear there to open that layout's file.

## Floor Manager

Vedic Vaastu allows you to store and retrieve multiple floor layouts in the same layout file. The Floor Manager screen in the File Menu facilitates this action. The Floor Manager displays a Floor List on the left side and the Floor Information including the Floor Name and Description on the right side. Select a floor from the Floor list and the relevant information will be displayed.

Please note that the Floor no. is automatically assigned by the program with the lowest floor being 0 followed by 1,2 and so on. The basement is numbered as -1, -2 and so on.

Right clicking on the selected Floor name opens a submenu that allows you to do the following.



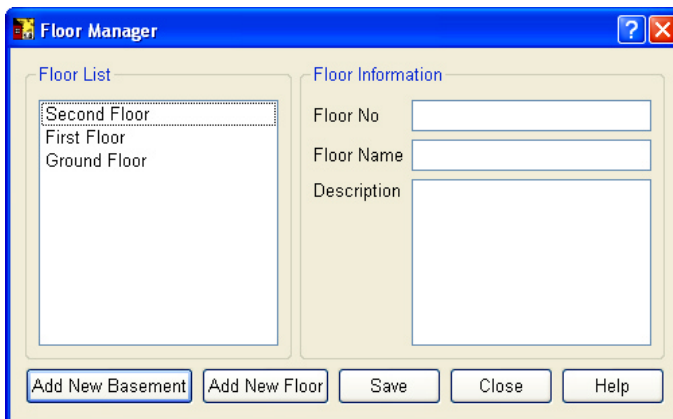
*Move up:* The selected floor/basement is moved one level above its present position in the Floor list.

*Move down:* The selected floor/basement is moved one level below its present position in the Floor list.

*Swap with:*

The selected floor/basement can exchange its position with any of the other floors listed in the Floor list.

*Delete:* The selected floor/basement is deleted from the Floor List. Please note that the Floor list cannot be left blank. So, the Floor no. 0 cannot be deleted. In case you wish to change the layout of Floor no. 0 or delete it all together, you can use the Move up or Swap command to change its position and then use the delete command. Also, the floor/basement that is currently open or active on your working area also cannot be deleted as long as it is open. In order to delete it, you need to open some other floor on your screen first.



*Copy to:* The selected floor/basement and its entity and object layout can be copied to any other floor /basement of your choice from the existing floors/basements available in the Floor List. Please note that you will lose the previously designed entity object layout of the floor /basement (that you are copying to) and it will become a replica of the floor/basement that you have been copying from.

*Clone:* An exact copy or clone is made of the selected floor/ basement and a new floor/basement is created. You can then assign it a name and fill in its relevant description.

*Remove all Objects and Entities:* The selected floor/basement is rendered blank and all the objects and entities placed on it are removed.

To add a new floor or basement, click on Add Basement or Add Floor respectively. Enter the Floor Name and Description. Clicking on Save will complete the process. Now when you select an entry from the Floor List, you can see all the corresponding details on the right simultaneously.

You can switch between floors by clicking on the Floor tab in the Status Bar that appears at the bottom of your screen.

### **Save**

This option is used to save layout information. All layouts are saved with a .vas extension. If you entered new data or if you changed the existing data, you may want to store any changes made through this Save feature.

### **Save As**

With this option you can save the layout information you are working on under a different layout name. This is useful when you wish to make multiple designs for the same property.

### **Close**

This command closes the current layout.

### **Print Screen**

Any of the property or entity# layouts displayed on the screen can be printed

with the help of this function. Please refer to Chapter 4: Printing through Vedic Vaastu for more details on printing from the program.

**Language**

Select the language of the software through this function.

**Exit**

Before the program quits, it will check if there are any unsaved layouts. You will be prompted for each unsaved layout.

**The Edit Menu**

This menu contains all the functions that relate to editing Layout Data, copying it to a Word file or storing and retrieving the contact details of multiple Vaastu specialists for Report printing purposes.

Edit	View	Reports	Tutorial
Layout Data			
Notes			
Select All		Ctrl+A	
Cut		Ctrl+X	
Copy		Ctrl+C	
Paste		Ctrl+V	
Copy Layout		Ctrl+Shift+C	
Vaastu Specialist			

**Layout Data**

If you wish to edit any changes in the Layout data pertaining to Vaastu category, property shape, property dimension or property direction, you can do so from here. The Data Entry Window will come up with all the values previously entered by you. These can be edited as per your requirement. This is exactly like entering the data for a new layout, except for the fact that the fields are not blank. For more details you can read Chapter2: Using Basic Functions of Vedic Vaastu > Creating a new layout

## **Notes**

The Notes form allows you to store any kind of text along with the layout. That could be the owner's address, comments on the layout, or anything else that is useful to you. The Notes can be displayed on the worksheet. The Print button allows you to print the same.

## **Select All**

This feature allows you to select all the entities if the worksheet area is in the Plot mode and all objects if the worksheet area is in the entity mode.

## **Cut**

The Cut feature allows you to cut the selected layout, entity or object.

## **Copy**

The Copy feature allows you to copy the selected layout, entity or object.

## **Paste**

The Paste feature allows you to paste the selected layout, entity or object.

## **Copy Layout**

This feature allows you to copy the layout and paste it in any application in the form of an image.

## **Vaastu Specialist**

You can set the details of a large number of Vaastu specialists in the program. Click on the Vaastu Specialist button. Under the heading Vaastu Specialist, you can save any number of different names and details. Clicking on Add New gives you access to a blank window, where all the relevant details like name, address, phone, fax, email and website can be entered and saved. This name and address is printed in case you choose to print the opening page in a Vedic Vaastu report. You can also set the most frequently used Vaastu specialist as default by clicking on the check box.

## The View Menu

This menu allows you to decide all the features that you want displayed by checking or un-checking the relevant entry.

### Full Screen

The screen layout can be viewed in a full screen mode with no other menu or tool bar visible. This is a read only mode and no editing or addition is possible in this mode. Please note that only the the Plot mode can be viewed in this mode.

### Plot Mode

The Layout can be seen in the Plot Mode by checking this feature. The program has to be in this mode if you wish to place new or make changes in existing entities. The Entity Explorer is visible on the left side of the screen in this mode.

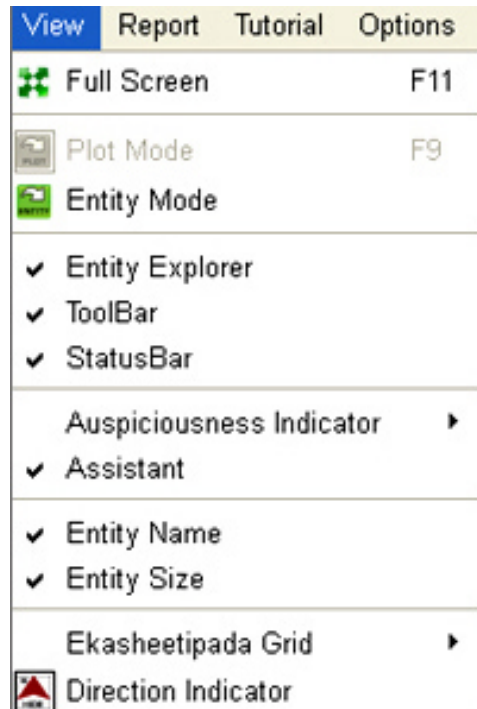
### Entity Mode

The Layout can be seen in the Entity Mode by checking this feature. The program has to be in this mode if you wish to place new or make changes in existing objects. The Object Explorer is visible on the left side of the screen in this mode.

### Entity Explorer

The Entity Explorer is visible in the Plot mode, when this feature is checked. The Entities have been categorized into pertinent groups and the option to view Group wise or All Entities is available.

If the cursor is moved over the icon, the name of the entity can be displayed. Single click on an Entity in the Explorer and then click anywhere inside the Property Layout to place it there. Clicking on the Cross sign next to Entity





Explorer hides the Tool Bar from the screen. Entity Explorer preferences can be set from the Options Menu/Explorer Options.

## Object Explorer##

The Object Explorer is visible in the Entity mode, when this feature is checked. The Objects have been categorized into pertinent groups and the option to view Group wise or All Objects is available.

If the cursor is moved over the icon, the name of the object can be displayed. Single click on an Object in the Explorer and then click anywhere inside the Entity Layout to place it there. Clicking on the Cross sign next to Object Explorer hides the Tool Bar from the screen. Object Explorer# preferences can be set from the Options Menu/Explorer Options.

## Tool Bar

The standard toolbar helps identify and use the various options through easily recognizable icons and their descriptions. It is displayed just below the Main menu.



This entire toolbar could become a floating window by double-clicking on the control bar at the far left end of this toolbar. This toolbar can be restored to its original position by clicking in the gray bar at the top and dragging it back to the top of the screen. Push the top of the window up to the bottom of the menu bar. Hiding of standard toolbar is possible through the View menu. The Standard Tool Bar consists of the following:



**File:** Opens new layout data entry dialog



**Open Layout :** Opens or finds a Layout file



**Save:** Saves active layout file with current name, location and file format.



**Print Layout:** Prints the active Layout displayed on the screen



**Cut:** Cuts the selected layout, entity or object



**Copy:** Copies the selected layout, entity or object



**Paste:** Pastes the copied layout, entity or object



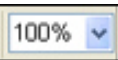
**Full Screen:** Switches from normal to full screen mode and vice versa



**Plot mode:** Switches from Entity mode to plot mode



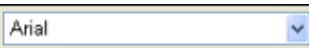
**Entity mode:** Switches from Plot mode to entity mode



**Zoom:** Enlarges or reduce the display of the active layout



**Direction Indicator:** Shows/ hides Direction Indicator on layout backdrop.



**Font:** Select or Change the font of the text



**Font size:** Adjust the font size of text



**Bold:** Display text in bold



**Italics:** Display text in italics



**Underline:** Underlines text

## Status Bar

The Status Bar is located at the bottom of the Property Layout and Entity Layout screen and displays the values pertaining to the current status of the Entity or Object that has been selected in terms of the following. Some other

Name: Corridor	Size: 13.53, 8.86 ft.	Pos: 12.04, 15.12 ft.
----------------	-----------------------	-----------------------

property related information like Direction tilt, Vaastu grid consideration etc. is also available here. The facility to switch to some different option is also available here.

It may be noted here that any Options related customization done through the Status Bar is Layout specific and limited to the layout in question. It will not be automatically followed for other individual layouts. This will also take preference over changes made done directly through the Options Menu Tab window. Let us look at each one of the components of the Status Bar.

**Name:** Name of Entity or Object. Example: Library, Table

**Size:** Size of Entity or Object (length, breadth). Example: 15.50,11.25 feet

**Position:** Position of Entity or Object. Example: 69.50,28.50 feet The x and y coordinates of an object (see Figure) determine its position as displayed on the Status Bar at the bottom of the screen.

For rotated objects and objects that are not rectangular, the x and y coordinates are determined by assuming a circumscribed bounding rectangle over the object and assigning the same.



**Direction:** Direction of Property in reference to the North degree needle. Example: 30 degree North The North degree angle is always specified in reference of side opposite front facing side.

**Layout Options:** The Measurement Unit, Vaastu Grid Area and Direction Tilt consideration status is indicated here.

**Floor:** All the different floors in the layout are listed here and this feature allows easy navigation between floors. If there is only one floor saved, then

there will be a single entry termed Ground Floor or a name of your choice.

## **Auspiciousness Indicator**

This menu allows you to decide whether and how the auspiciousness indicator Window should show on the screen, when the entity or object is selected.

## **Assistant**

Instant Vaastu guidance is available through this feature. You can choose to have it show up automatically for a short while, or for it to always be displayed, or for it to stay hidden.

## **Entity Name**

The Entity Name for all placed entities starts showing up on the layout when the screen is in the Plot mode.

## **Entity Size**

The Entity Size for all placed entities starts showing up on the layout when the screen is in the Plot mode.

## **Ekasheeti pada grid<sup>#</sup>**

The Ekasheeti pada grid display options can be set up to hide or show the grid with or without numbers on the layout when the screen is in the Plot or Entity mode.

## **Direction Indicator<sup>#</sup>**

The Direction Indicator indicates the direction and direction tilt degree of the layout.

## **The Reports Menu<sup>#</sup>**

This menu contains the Reports that you can see on screen for a particular property layout. You can also print the individual report pages from here. The report comprises of a Opening page, Introduction, property details, floor map (with<sup>#</sup> or without objects), entity description, entity map, map and object<sup>#</sup> description<sup>#</sup>, summary, score pages and some handy Vaastu tips. To view the report, click on Print Preview. Click on Print to take a printout of the same. Click on Save as PDF to save a PDF copy of the report.

Reports	Tutorial	Options	Print	Too
Opening Page				
Introduction				
Property Details				
Floor Map (Without Objects)				►
Floor Map (With Objects)				►
Entity Description				►
Entity Map				►
Entity Map and Objects Description				►
Summary				►
Vaastu Tips				

For users of the Personal Edition, the individual reports can be accessed through the Print Menu > Select Model feature.

## The Tutorial Menu<sup>\*</sup>

This section contains some Vedic Vaastu lessons in the form of an extensive tutorial. The lessons have been organized systematically and are presented in a lucid language. This is almost a complete tutorial with a rich introduction and a lot of Sanskrit shlokas and quotations that make interesting reading. The Vaastu Tutorial comprises of the following chapters. It starts with an extensive Table of Contents.

Tutorial	Options	Print	Tools	Window	Help
Table of Contents					
Introduction and Significance of Vaastu Shastra					
Objectives and Basic Principles					
Types of Vaastu					
Plots					
Residential Vaastu					
Summary of Vaastu Rules					
Jyotish and Vaastu					
Vaastu Remedies					

## *Chapter I: Introduction and Significance of Vaastu Shastra* \*

This chapter introduces the user to the basics of Vaastu science in reference to the four Vedas, Ramayana, Mahabharata, Ashtadhyayi, Artha shastra, Jain and Buddha classics, Aagama, Tantras, Puranas and Brihat Samhita that are the exponential classics for Vaastu shastra.

The founder fathers of Vaastu Shastra, the legend and history of the Vaastu purush and the Ekasheetipada Vaastu Mandal have also been discussed here. Details and interesting facts about the Ekasheetipada deities, Rekha devis and Directional Divine Entities lends a classical base to the learning process. The Ekasheetipada deities have been graphically displayed along with a brief write-up about each one of them.

## *Chapter II: Vaastu Shastra: Objectives and Basic Principles* \*

As the name implies, this chapter throws light on the objectives and basic principles of Vaastu shastra. Gravitational Force, Magnetic Force and Solar Energy are the three natural forces which exercise and endless power amidst the interplay of creation, evolution and destruction. The Pancha Mahabhootas - Space (Aakash), Air (Vaayu), Fire (Agni), Water (Jala) and Earth (Prithvi) have also been elaborately discussed here.

The principles of Macrocosm and Microcosm as applicable to Vaastu shastra have also received due significance. The use of the magnetic compass for flawless identification of directions has been explained also.

Last but not the least, a section on Aayadi Garbha ganana or Aayadi calculation has also been included.

## *Chapter III: Types of Vaastu* \*

Residential, Commercial, Industrial and Religious types of Vaastu have been discussed in detail in this chapter.

Residential Vaastu includes Vaastu for Leaf thatched Huts, Wooden Houses, Temporary Houses and Concrete Houses. Commercial or Business Vaastu includes Vaastu for Shop, Showroom, Office, Hotel, Resort, Club, Hospitals,

Nursing Homes and Educational Institutions. Industrial Vaastu includes Cottage and small scale industries, Mills, Workshops and Industries.

Religious Vaastu includes Temple, Gurudwara, Ashram, Math, Sthanak, Bodh Vihar, Dharamshala, Guest house, Community center, Wells, tanks, ponds and Lakes.

#### *Chapter IV: Plots* \*

This chapter sheds light on various different aspects like choosing the right property, the pros and cons of the property, the slope of the property, removal of inauspicious items from the soil, the neighboring environment, classification of property shapes, extensions or cuts in the directions and corners, the trees on or close to the property and consideration of road vedha.

#### *Chapter V: Residential Vaastu* \*

This chapter looks at the different rooms that are constructed in Residential vaastu as explained in the classical texts as well as in the contemporary context. The use of wood, trees, plants, door placements, energy areas, location of Windows, Balconies, Wells, Borings, Underground Tanks, Drainage, and height of a house have also been considered.

#### *Chapter VI: Summary of Vaastu Rules* \*

This chapter contains a summary of the 50 golden principles of Vaastu for new construction, renovation or vaastu correction.

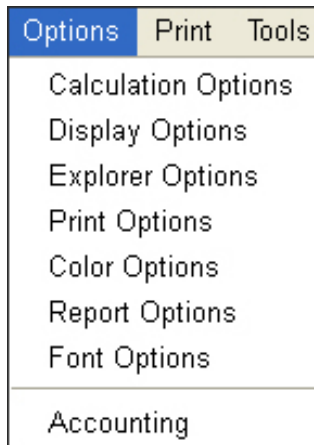
#### *Chapter VII: Jyotish and Vaastu* \*

This chapter establishes the relationship between Jyotish and Vaastu and explains the role of Jyotish in arriving at proper and auspicious muhurtas for Vaastu related activities like laying the foundation stone, starting construction, door installation, kalash chakra shuddhi, house warming etc.

It also elaborates the procedure for conducting the House Warming Puja.

#### *Chapter VIII: Vaastu Remedies* \*

This chapter discusses some common Vaastu problems and the possible Vaastu doshas and remedies related to them.



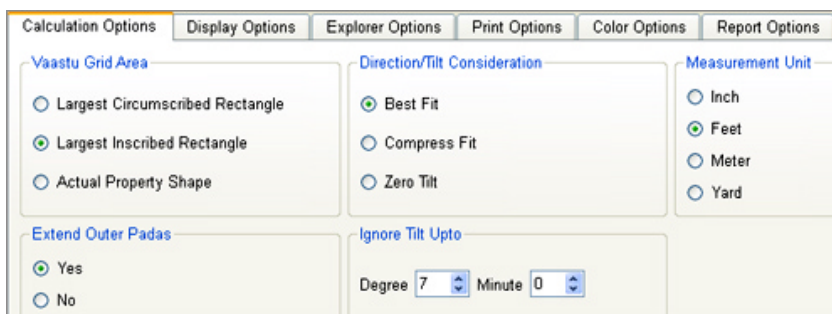
## The Options Menu

When you select this menu, you will see the following submenu items. All these items are combined in one single tabbed dialog for convenience and easy access. The Options dialog box is resizable and you can customize the size by placing the cursor to the corner of the box and dragging it to the required size. It can be dragged and located anywhere on the screen. The program will save the size and location last selected and you will find it exactly like that when you open the program the next time.

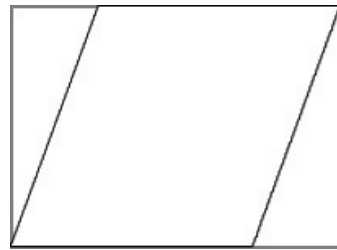
## Calculation Options

### Vaastu Grid Area

Vaastu specialists adopt different approaches when they draw the Vaastu grid

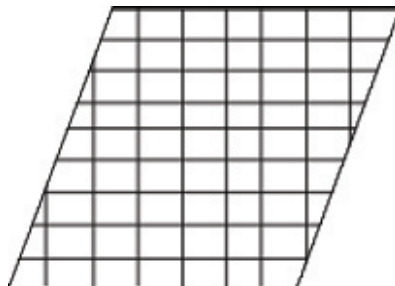
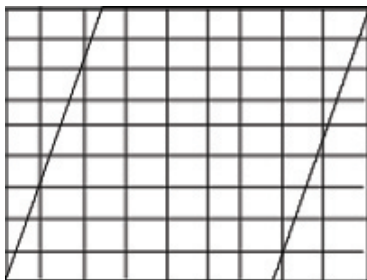


cells on the property shape. We can choose from any one of three methods to determine the placement of the Vaastu grid. Please note that for perfect square and perfect rectangular property shapes, the following three options will give the same result. This option is useful when the property shape is not a perfect square or a perfect rectangle.



### *Largest Circumscribed rectangle:*

This is the preferred option of vaastu specialists who believe that if a property is not a perfect rectangle, then a hypothetical rectangle inclusive of the property area should be considered for placement of vaastu grid. Although the name assigned to this method contains the word rectangle, this method can be used for all property shapes including those that have extensions or cuts of any ratio or proportion.

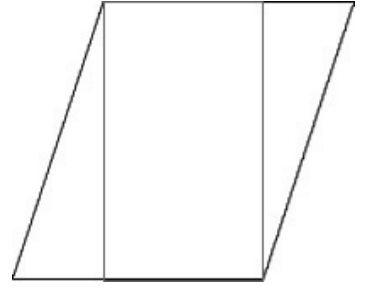


To understand this better, we should take a bird's eye view of the property.

A largest possible rectangle is circumscribed over the property shape. This rectangle covers the entire property area and in addition, the area which would have been a part of the property had the property been a perfect square or a perfect rectangle in shape. The Vaastu grid is drawn on this circumscribed rectangle.

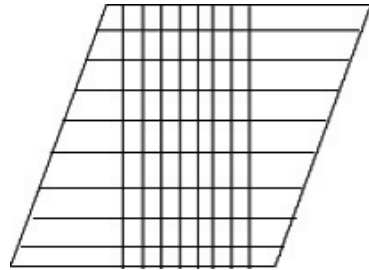
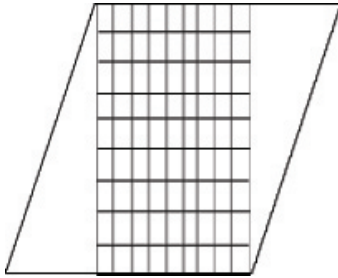
The Vaastu padas, which lie beyond the periphery of the actual property shape are considered to be missing. In this method we take into consideration only those padas, which fall within the boundary of the actual property shape.

The advantage of this method is that padas are awarded a proportionate space in the grid. The disadvantage of this method is that depending on the property shape, many padas may get excluded.



#### *Largest Inscribed rectangle:*

This is the preferred option of vastu specialists who believe that if a property is not a perfect rectangle, then a hypothetical rectangle drawn within the property area should be considered for placement of vastu grid. Although the name assigned to this method contains the word rectangle, this method can be used for all property shapes including those that have extensions or cuts of any ratio or proportion.



To understand this better, we should take a bird's eye view of the property. A largest possible rectangle is inscribed within the property boundary. The Vastu grid is drawn on this rectangle. The Vastu padas, which lie on the outer periphery of the rectangle can be left as it is or stretched to include the area of extension on their respective sides as preferred. In this method we take into consideration all the padas.

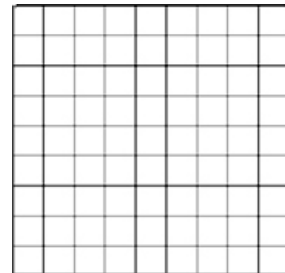
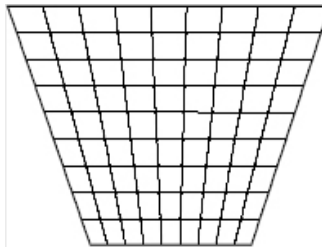
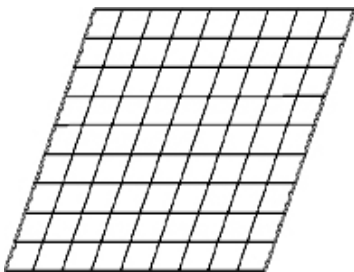
The disadvantage of this method is that depending on the property shape, the rectangular grid area may at times be very small. If the outer padas which lie adjacent to the extended property area not covered by the largest possible rectangle drawn by us at the first level, are optionally extended, then the peripheral padas may be disproportionately bigger as compared to the other padas. The advantage is that no pada gets excluded.

### *Actual Plot Shape:*

This method can be adopted for properties that have four sides only. The area under consideration is the actual plot shape area. No extensions or cuts are considered in this method. Unlike largest circumscribed rectangle, we do not include any additional area while drawing the Vaastu grid. No pada is excluded or extended in this method. Consequently all the four directions and the four cardinal directions find their proper place on the property super imposition. In this method, any direction tilt variation is not reflected by a tilt of the grid. If the direction tilt exceeds 45 degrees, in that case, the direction Tilt indicator points to another side of the property.

There is one disadvantage in the Actual Plot Shape method. When the property shape is not very close to a square or rectangle, some of the padas get squeezed up due to space limitations, while others get stretched out.

Here are a few examples of Actual Plot Area for Rhombus, Goumukhi and square shaped property.



## Direction/Tilt consideration

Let us now elaborate on the three types of tilt considerations. Vedic Vaastu allows you to choose from any one of three methods to determine the direction tilt of the Vaastu grid. Please note that for properties having all the sides perfectly aligned to their respective directions, the following three options will give the same result. For more details read Chapter 2: Using Basic Functions of Vedic Vaastu > Configuring Vedic Vaastu

### ***Best Fit***

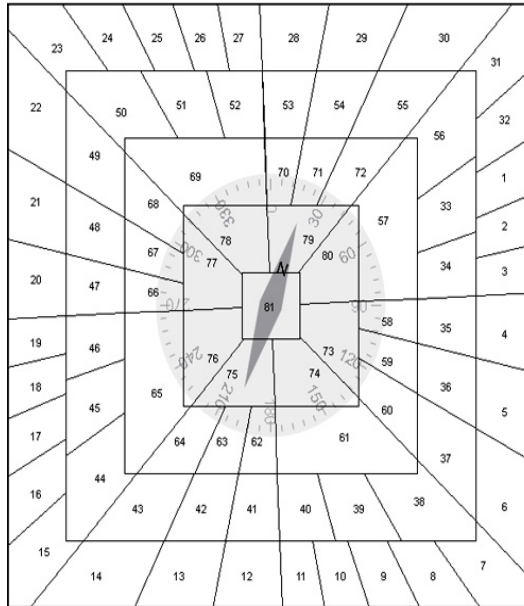
The Best Fit method has been derived from the ancient classic Vaastu Vidya. According to this, the best fit tilt direction method, which is generally used for Ekasheetipada Trikona Vaastu or Ekasheetipada Vrita Vaastu can be applied with equal ease to Ekasheetipada Rectangular Vaastu.

The deity pada allocation generally used in the ekasheetipada system (considering zero degree north) has been kept intact, and the available area for all the directions has been allocated equally. Consequently all the four directions and the four cardinal directions find their proper place on the property super imposition. The grid is drawn concentrically with 32 padas in the outermost periphery, 24 in the second, 16 in the third, 8 in the fourth and 1 pada in the core. No pada has been excluded. The padas in the concentric rectangles are also intact, in as much as that the respective deities have been placed in their individual positions.

This is one of the most scientific approaches to draw a Vaastu grid (when the north angle is deviated from its natural position), because of the following:

- a. All the directions have been given equal weightage. This is in tandem with the universe where all the directions occupy an equal span.
- b. All the ekasheetipada deities have been assigned their due position based on the direction.
- c. All the eighty one padas have been retained (when there is no cut or extension in the property) and consequently, there is no loss of padas.
- d. This method has been inspired from the ancient Vedic Vaastu classics.

It may be noted that the results will vary if we consider a property with an extension or cut, depending on whether we have chosen the circumscribed, inscribed or actual plot area options for vaastu grid drawing. So, we need to relate this to the various options for the Vaastu Grid area individually.

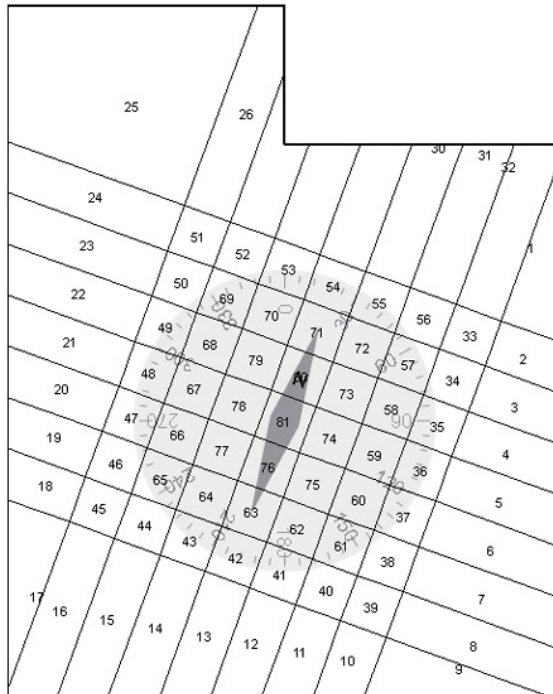


***Image of Best Fit Consideration (Square shape Property and North direction tilted by 20 degrees)***

## Compress Fit

This is one of the simpler approaches to draw a Vaastu grid (when the north angle is deviated from its natural position). Here, all the ekasheetipada deities have been assigned their due position based on the direction. All the eighty one padas have been retained (when there is no cut or extension in the property) and consequently, there is no loss of padas.

A largest inscribed rectangle is drawn within the assigned property area, considering the north angle deviation. The Vaastu grid is drawn length wise and breadth wise to make up the  $9 \times 9 = 81$  cell grid. The Vaastu padas, which lie on the outer periphery of the rectangle can optionally be stretched to include the area on their respective sides. In this method, the span of the directions is unequal depending on the north angle deviation degree.



*Image of Compress Fit Consideration (Property with cut in NE direction and North direction tilted by 20 degrees)*

## Zero Tilt

The Zero Tilt method works on the assumption that the north direction is not deviated from the central position of its respective side. So, the tilt consideration is limited to a 90 degree span.

This implies that if the tilt angle is within the range of +45 degrees and -45 degrees of the 0 degree North compass needle, it will be treated as though there is no deviation in the north angle. If the tilt angle is within the range of 45 to 135 degree, then the north is uniformly considered to be deviated by 90 degrees. Similarly, if the tilt angle is within the range of 135 to 225 degree, then the north is uniformly considered to be deviated by 180 degrees. Lastly, if the tilt angle is within the range of 225 to 315 (-45) degree, then the north is uniformly considered to be deviated by 270 degrees.

The padas of the grid are drawn with 9 cells length wise and 9 cells breadth

25	26	27	28	29	30	31	32	1
24	51	52	53	54	55	56	33	2
23	50	69	70	71	72	57	34	3
22	49	68	79	80	73	58	35	4
21	48	67	78	81	74	59	36	5
20	47	66	77	76	75	60	37	6
19	46	65	64	63	62	61	38	7
18	45	44	43	42	41	40	39	8
17	16	15	14	13	12	11	10	9

*Image of Zero Tilt Consideration (Square shape Property with North direction tilted by 20 degrees)*

wise to make up the 81 cell grid. Here we need to relate this to the various options for the Vaastu Grid area.

## Measurement Unit

The program allows you to enter the length of the side in any one of the following measurement units: inches, feet, meter and yard.

## Extend Outer Padas

The program allows you to extend or not extend the outer padas upto the property boundry line in cases where the Largest Inscribed Rectangle is the method selected to draw the Vaastu grid.

## Ignore Tilt upto

The program allows you to ignore north angle tilt upto the degree specified by you, as per your preference and practice.

## Display Options

These are all the options related to the way the various features or elements are displayed.

*Entity Border Thickness:* You can choose either to have a thin or a thick border for the Entity periphery.

*Indicate Auspiciousness in corner:* You can decide whether you wish to have this indication show up in all or any of the corners enumerated here.

Calculation Options	Display Options	Explorer Options	Print Options	Color Options	Report Options	Font Options
<b>Entity Border Thickness</b> <input checked="" type="radio"/> Thin <input type="radio"/> Thick	<b>Entity Name</b> <input checked="" type="radio"/> Show <input type="radio"/> Hide	<b>Indicate Auspiciousness in corner</b> <input type="checkbox"/> Top-Left Corner <input checked="" type="checkbox"/> Top-Right Corner <input type="checkbox"/> Bottom-Right Corner <input type="checkbox"/> Bottom-Left Corner <input type="checkbox"/> Center	<b>Ekasheeti Pada Grid</b> <input type="radio"/> Show Grid <input type="radio"/> Show Grid With Cell Number <input checked="" type="radio"/> Hide	<b>Direction Indicator</b> <input type="radio"/> Show <input checked="" type="radio"/> Hide		
<b>Entity Border Color</b> <input type="button" value="Change Color"/> <div style="background-color: black; width: 100px; height: 15px; margin-top: 5px;"></div>	<b>Entity Size</b> <input checked="" type="radio"/> Show <input type="radio"/> Hide	<b>Auspiciousness Indicator</b> <input type="radio"/> Always Show <input checked="" type="radio"/> Automatic Show <input type="radio"/> Never Show	<b>Startup Vaastu Tip</b> <input checked="" type="radio"/> Show <input type="radio"/> Hide	<b>Assistant</b> <input checked="" type="radio"/> Show <input type="radio"/> Hide		

*Entity Border Color:* The border color can be set as per your preference.

*Entity Name, Entity Size, Assistant, Start up Vaastu Tip, Ekasheeti pada Grid# with or without numbers, Direction Indicator#, Auspiciousness Indicator:* You can decide whether to show or hide these.

## Explorer Options

*Entities/Objects#:* These can be displayed either according to the active category or the entire range of available entities and objects

*Explorer Icon size:* The program allows you to select from Small, Large, and Large with name.

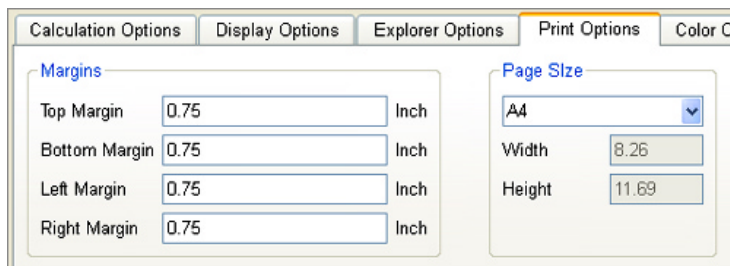


## Print Options

This menu allows you to set the Printing related preferences.

*Margin:* The Top, Bottom, Left and Right margins in the Print Layout can be set here.

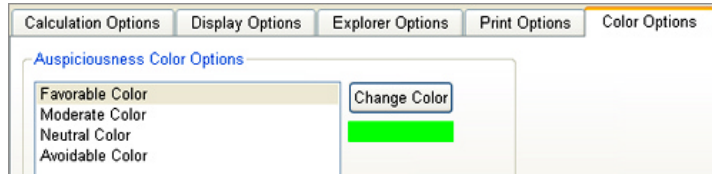
*Page Size:* You can select from A3, A4 and Letter size.



## Color Options

Here you can specify various color options.

You can select unique colors to denote Favorable, Moderate, Neutral and Avoidable auspicious directions for object and entity placements.



## Report Options

Here you can specify various report related options.

### *Report Border##*

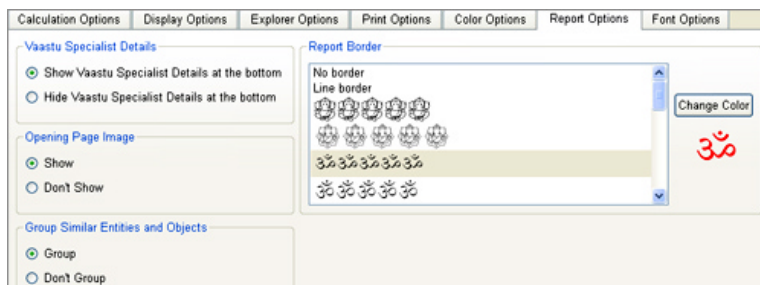
You can decide whether to have a border for every page of the report or not. A vast range of beautiful borders are available for your selection.

### *Vaastu Specialist Details*

You can decide whether to show or hide the Vaastu Specialist Details at the bottom of each page of the report.

### *Opening Page Image*

You can decide whether to show or hide the image on the opening page of the report. This will be specially useful for users who use printed stationery for their reports and have some pre printed image in place.



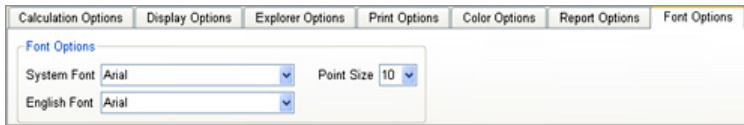
### *Group Similar Entities and Objects*

You can decide whether similar objects in the same entity can be grouped together in the Report. In the same way, you can choose to group similar entities in the Report.

## Font Options

You can select the font for the various screens by setting the System Font, English Font, and Point size.

### *System Font*



All the text in various screens uses this system font. You can also specify the point size for this font.

### *English Font*

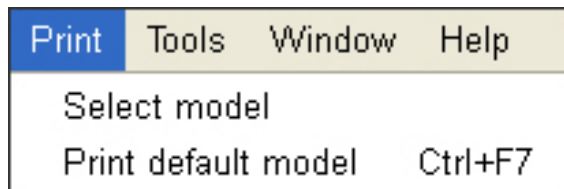
This selection allows you to select from a range of English fonts to display the English text.

## Reset to Default Options

You can revert to the default options of the program by clicking on this Reset to Default Options.

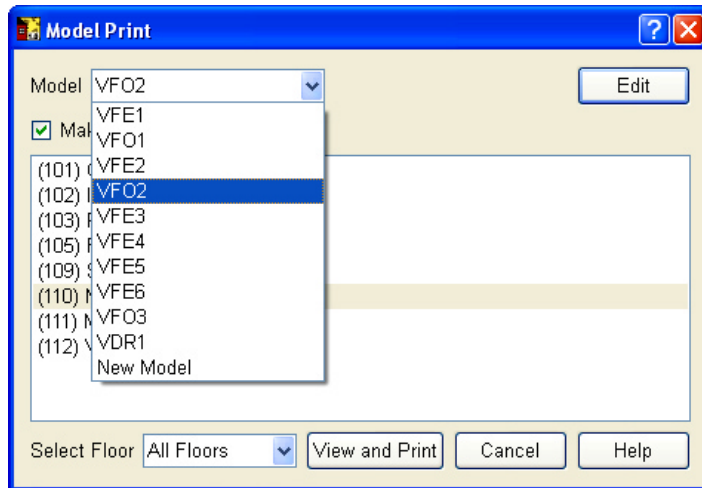
## The Print Menu

This menu lets you print a set of pages at once.



## Select Model

Vedic Vaastu allows the user to select from a pre-organized set of printouts<sup>##</sup>, called 'Models', or to make customised set of printouts.



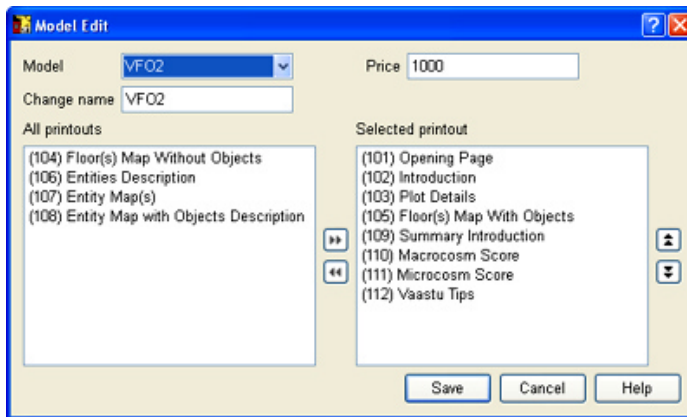
### *Editing or Making a New Model<sup>#</sup>*

The Select Model screen under the Print menu can also be used to edit or add a new printout to the existing set of printouts. Open the Select Model screen by clicking Select Model in the Print menu.

To edit an existing model, select the model you wish to edit and press Edit button. If you wish to change the name of the model and price, you can do so in the box Change name or price.

To add a new model, select the entry New model and press Edit button. A new screen will come up. Assign a name to the model in the box Change name and in case you want to sell the report, give a selling price of the model in the Price box.

The screen displays all the available printouts on the right side and the printouts selected for the model on the left side. If you notice, each printout has been given a unique number.



To *add* a printout to the model, click on the printout number listed under the Available printouts and click on the right facing arrow.

To *remove* a printout, click on the printout number in the selected printouts list and click on the left facing arrow. You can also select multiple printouts and remove them simultaneously.

To *insert* a printout in between already selected printouts, select the printout under selected printouts after which you wish to add a new printout. Now select the printout number in the list of available printouts and click on the right facing arrow to insert the printout in the model

Click *Save* to save the model. Click *Cancel* to close the dialog without saving the changes that you have made.

# The Tools Menu

This menu contains some useful tools to help you search for or export layouts; access statistics on groups of layouts; calculate the Aayadi score for the layout, get information about suitable property facing directions and send Emails directly through this menu. You can also view and print a complete record of all reports printed within a specified period through the Accounting feature .

Tools	Window	Help
Search for Layout		
Layout Statistics		
Export Layout Data		
Aayadi Calculator		
Facing Directions		
Email		
Accounting		

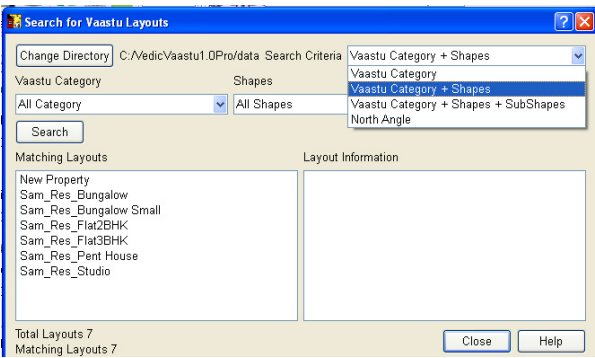
## Search for Layout<sup>\$</sup>

The Search for Layout is a handy tool to search among the saved layouts.

Change Directory: This button allows you to browse through other directories in case you have .vas files stored elsewhere and you need to access them.

Search Criteria: There are four possible criteria for searching - Vaastu Category, Vaastu Category + Shapes, Vaastu Category + Shapes + Sub Shapes and North Angle.

The corresponding fields will appear depending on the search criteria selected by you. Select the appropriate alternative from the drop down list for each field. Then click on the ‘Search’ button. The Search results of Matching Layouts will be displayed on the left hand side list box. Selecting any layout from this list will display its information in the adjacent box.



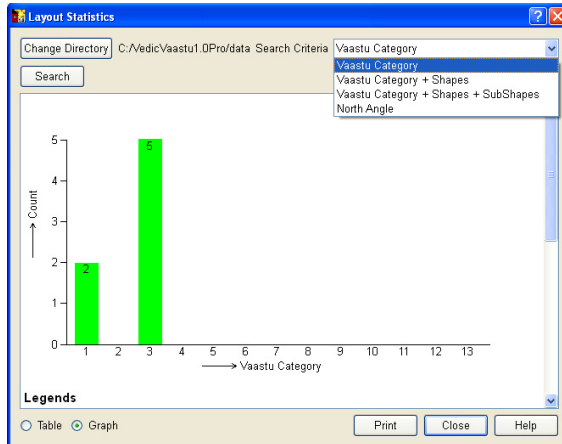
## Layout Statistics<sup>§</sup>

This feature is very handy as it allows you to view statistics based on the Search criteria.

**Change Directory:** This button allows you to browse through other directories in case you have .vas files stored elsewhere and you need to access them.

**Search Criteria:** There are four possible criteria for searching - Vaastu Category, Vaastu Category + Shapes, Vaastu Category + Shapes + Sub Shapes and North Angle.

The corresponding fields will appear depending on the search criteria selected by you. Select the appropriate alternative from the drop down list for each field. Then click on the 'Search' button. The statistical results will be displayed in the Result area in the form of a Table or Graph depending on which radio button you have checked in the dialog.



## Export Layout Data<sup>§</sup>

This feature allows you to export all the layout data and save it in a html file at a location specified by you.

## Aayadi Calculator<sup>§</sup>

The Ayadi calculator is a very handy tool for determining the auspiciousness quotient of the mother wall of the house under construction. Where necessary, appropriate modifications can be made and evaluated to get the desired auspicious measurements. The calculator automatically converts the measurement to hasta and angul units for calculation purposes.

**Aayadi Calculation**

The Aayadi calculation is a matrix of architecture and astrological calculations that are done to check the energy suitability of the plot and its relationship with the owner. It is made up of a set of six criteria: Aaya, Vyaya, Amsha, Nakshatra, Yoni and Vara-tithi, which are applied to dimensions of the building and its astrological associations. The Aayadi calculation ensures that the vibration of a structure is not harmful to human habitation. The purpose of this exercise is to ascertain the longevity of the house as also the suitability to its owner. This information supports the fullness of the Vaastu effect.

**Your property dimensions are:**  
Length: 20.00 Feet  
Breadth: 30.00 Feet

We are giving below the Aayadi Garbha and Longevity consideration for your house.

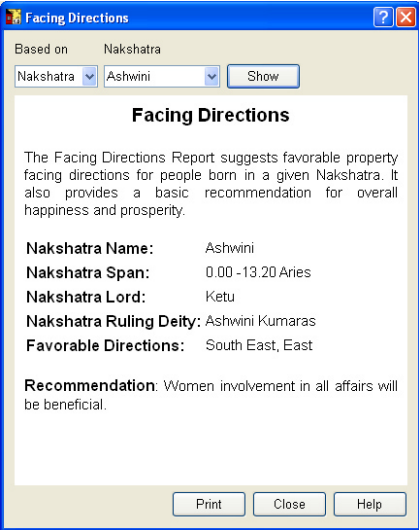
Aavadi Garbha Calculation: The Avadi Garbha

## Facing Directions<sup>\$</sup>

The Facing Direction window indicates the favorable property facing direction based on the birth nakshatra of an individual along with a general recommendation.

## Email<sup>\$</sup>

Email feature in the Tools menu opens a window from where you can send an email directly. The attach button allows you to attach files by browsing the system. When you click on Email for the first time, the SMTP Settings dialog will open up. The followings fields will have to be filled up.



The Facing Directions window displays a report for the Nakshatra Ashwini. It includes fields for Nakshatra Name, Span, Lord, Ruling Deity, and Favorable Directions, along with a general recommendation.

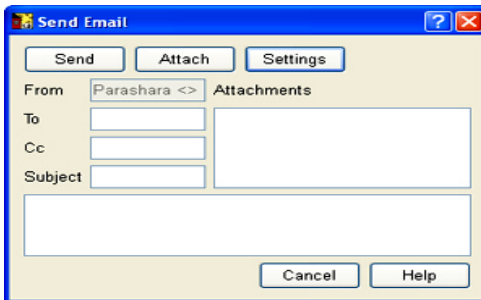
Facing Directions	
Based on	Nakshatra
Nakshatra	Ashwini
<b>Facing Directions</b>	
The Facing Directions Report suggests favorable property facing directions for people born in a given Nakshatra. It also provides a basic recommendation for overall happiness and prosperity.	
<b>Nakshatra Name:</b>	Ashwini
<b>Nakshatra Span:</b>	0.00 -13.20 Aries
<b>Nakshatra Lord:</b>	Ketu
<b>Nakshatra Ruling Deity:</b>	Ashwini Kumaras
<b>Favorable Directions:</b>	South East, East
<b>Recommendation:</b> Women involvement in all affairs will be beneficial.	

*From:* Enter your Sender Name

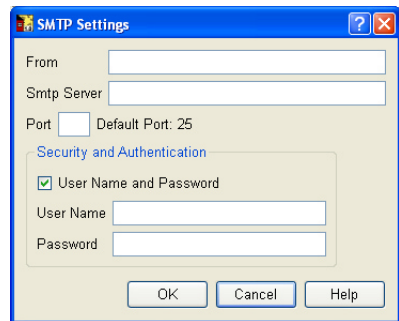
*SMTP Server:* Enter your IP or SMTP Server name.

*Port:* Enter your SMTP server Port number. The default port is 25.

*User Name and Password Check Box:* If your SMTP server requires authentication, then please check this box and enter the User Name and Password in the respective fields.



The Send Email window contains fields for From (Parashara <>), To, Cc, Subject, and Attachments. It also has buttons for Send, Attach, Settings, Cancel, and Help.



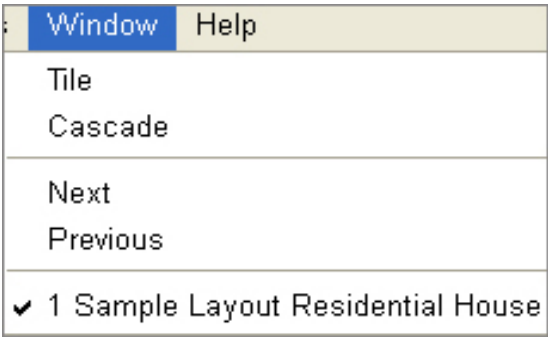
The SMTP Settings window contains fields for From, SmtP Server, Port (Default Port: 25), and a Security and Authentication section with a checked box for User Name and Password, and fields for User Name and Password. It also has buttons for OK, Cancel, and Help.

## Accounting<sup>#</sup>

This option allows a user to view and print a complete record of all reports printed within a specified period. The report can be shown, Vaastu Specialist wise, Model wise or Language wise.

# The Window Menu

This menu allows you to tile or cascade all the layouts open at a time. You can also switch to any of the open layouts through this menu. (Lets refer files as layouts wherever applicable).



## Tile

To display all the open layouts in a tile form.

## Cascade

To display all the open layouts in cascade form.

## Next

This allows you to navigate between layouts and move to the next opened layout.

## Previous

This allows you to navigate between layouts and move to the previous opened layout.

## Listed Layouts

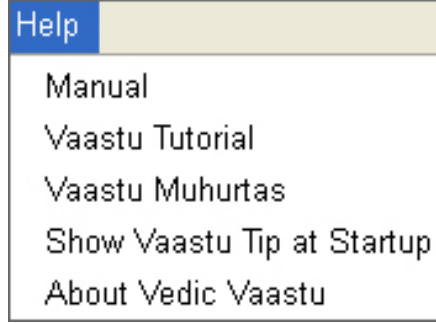
Click on any of the listed layouts to switch to that layout. All open layouts will be listed here.

# The Help Menu

## Manual

Click on Manual to read help on any topic.

## Vaastu Tutorial\*



This section contains some Vedic Vaastu lessons in the form of an extensive tutorial. The lessons have been organized systematically and are presented in a lucid language. This is almost a complete tutorial with a rich introduction and a lot of Sanskrit shlokas and quotations that make interesting reading. The Tutorial comprises of the following chapters.

### *Table of Contents*

*Chapter I: Introduction and Significance of Vaastu Shastra*

*Chapter II: Vaastu Shastra: Objectives and Basic Principles*

*Chapter III: Types of Vaastu*

*Chapter IV: Plots*

*Chapter V: Residential Vaastu*

*Chapter VI: Summary of Vaastu Rules*

*Chapter VII: Jyotish and Vaastu*

*Chapter VIII: Vaastu Remedies*

## Vaastu Muhurtas

Gives you access to a service for online calculation of Vaastu related muhurtas like Laying Foundation stone, Door Installation, House warming etc.

Muhurta Date (11/23/2010 6:59:00 PM)

Print Report

Muhurta Event: Griha Pravesh/Housewarming						
Location : Jaipur, Rajasthan, India						
Date Range: 9/10/2010 to 12/9/2010			Daily Time range: 07:00:00 AM to 07:00:00 PM			
Native Information:						
Name: Kalpana Mehta (Sun Sign: )						
Lagna: Virgo		Moon Sign: Pisces		Nakshatra: Uttara Bhadrapada		Tara:

Date	Hindu Month	Vikram Samvat	Shak Samvat	Muhurta Day	StartTime	End Time
11/23/2010	Margshirsha	2067	1932	Tuesday	11/23/2010 6:59:00 PM	11/23/2010 7:00:00 PM

Muhurta Details (Advanced)						
Rekha	0	Transit Sun Sign		Transit Jupiter Sign		
Muhurta Data				Start Time		End Time
Moon Sign		Taurus		11/21/2010 1:07:00 PM		11/23/2010 8:00:00 PM
Lagna		Gemini		11/23/2010 6:59:00 PM		11/23/2010 9:13:00 PM
Nakshatra		Mrigasira		11/23/2010 7:59:00 AM		11/24/2010 7:56:00 AM
Tithi		Krishna Dwitiya		11/22/2010 10:49:44 PM		11/23/2010 10:17:49 PM
Yoga		Siddha		11/23/2010 2:22:20 AM		11/24/2010 12:43:20 AM
Karana		Gara		11/23/2010 10:36:38 AM		11/23/2010 10:17:49 PM
Sun rise/set				11/23/2010 6:52:22 AM		11/23/2010 5:32:36 PM

Muhurta Score : 450						
Auspiciousness Information						
	Chandra Shuddhi		Tara Shuddhi		Lagna Shuddhi	
Native	Auspicious				Auspicious	

Auspicious Yoga Information						
Yoga Name		Yoga Start/End at		Yoga Start/End Time		
Amrit Yoga		Complete Muhurta Period				
Dwipushkar Yoga		Complete Muhurta Period				
Adal Yoga		Complete Muhurta Period				
Jupiter Kendra/Trine Yoga		Complete Muhurta Period				
Venus Kendra/Trine Yoga		Complete Muhurta Period				

Inauspicious Yoga Information						
Yoga Name		Yoga Start/End at		Yoga Start/End Time		
Jaimitra Dosha		Complete Muhurta Period				

Kumbha Chakra Shuddhi - No

Note:

Kindly note that Day Light Savings Time (DST) has not been considered in the times displayed above. In case your location is observing DST on the specified date, you are advised to adjust the time accordingly.



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September 10, 2010 Rahu Kalam: 10:30 AM to 12:00 PM is without date new

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Muhurta Event: Griha Pravesh/Housewarming

Location : Jaipur, Rajasthan, India

Date Range: 9/10/2010 to 12/9/2010      Daily Time range: 07:00:00 AM to 07:00:00 PM

Native Information:

Name: Kalpana Mehta (Sun Sign: )

Lagna:      Moon Sign:      Nakshatra:


Datewise Muhurta Summary (#AJ76957Muhurtasearch)								
Date	Hindu Month	Vikram Samvat	Muhurta Day	Tithi	StartTime	End Time	Score	
10/8/2010	Aswini	2067	Friday	Shukla Pratipada	10/8/2010 7:00:00 AM	10/8/2010 7:07:00 AM	370	<a href="#">Show Details</a>
10/13/2010	Aswini	2067	Wednesday	Shukla Shashthi	10/13/2010 7:52:00 AM	10/13/2010 8:33:00 AM	370	<a href="#">Show Details</a>
10/13/2010	Aswini	2067	Wednesday	Shukla Shashthi	10/13/2010 11:23:00 AM	10/13/2010 12:11:00 PM	330	<a href="#">Show Details</a>
11/22/2010	Margshirsha	2067	Monday	Krishna Pratipada	11/22/2010 7:00:00 AM	11/22/2010 7:38:00 AM	390	<a href="#">Show Details</a>
11/23/2010	Margshirsha	2067	Tuesday	Krishna Dwitlya	11/23/2010 9:32:00 AM	11/23/2010 10:10:00 AM	330	<a href="#">Show Details</a>
11/23/2010	Margshirsha	2067	Tuesday	Krishna Dwitlya	11/23/2010 10:53:00 AM	11/23/2010 12:30:00 PM	430	<a href="#">Show Details</a>
11/23/2010	Margshirsha	2067	Tuesday	Krishna Dwitlya	11/23/2010 12:30:00 PM	11/23/2010 2:00:00 PM	430	<a href="#">Show Details</a>
11/23/2010	Margshirsha	2067	Tuesday	Krishna Dwitlya	11/23/2010 2:00:00 PM	11/23/2010 2:51:00 PM	360	<a href="#">Show Details</a>
11/23/2010	Margshirsha	2067	Tuesday	Krishna Dwitlya	11/23/2010 4:13:00 PM	11/23/2010 5:03:00 PM	360	<a href="#">Show Details</a>
11/23/2010	Margshirsha	2067	Tuesday	Krishna Dwitlya	11/23/2010 5:03:00 PM	11/23/2010 6:59:00 PM	370	<a href="#">Show Details</a>
11/23/2010	Margshirsha	2067	Tuesday	Krishna Dwitlya	11/23/2010 6:59:00 PM	11/23/2010 7:00:00 PM	450	<a href="#">Show Details</a>
11/25/2010	Margshirsha	2067	Thursday	Krishna Chaturthi	11/25/2010 8:34:00 AM	11/25/2010 10:39:00 AM	110	<a href="#">Show Details</a>
11/25/2010	Margshirsha	2067	Thursday	Krishna Chaturthi	11/25/2010 10:39:00 AM	11/25/2010 12:22:00 PM	200	<a href="#">Show Details</a>
11/25/2010	Margshirsha	2067	Thursday	Krishna Chaturthi	11/25/2010 12:22:00 PM	11/25/2010 1:31:00 PM	230	<a href="#">Show Details</a>


Show Vaastu Tip at Startup

The program supports a wide range of Vaastu tips which are randomly displayed when the program starts.

About VedicVaastu

Shows information about the software and its developers.


**Vaastu Tips**



Lighting a Lamp in the south is auspicious but no Yagya should be performed there.

☒ Always Show at Startup

Next Tip

Close

## Feature Availability in Different Editions of Vedic Vaastu

Feature Name	Personal	Commercial	Professional
Residential: Bungalow	Yes	Yes	Yes
Residential: Multi Storey Plot	Yes	Yes	Yes
Residential: Flat	Yes	Yes	Yes
Commercial: Office	Yes	Yes	Yes
Commercial: Shop/Showroom	Yes	Yes	Yes
Commercial: Hotel/Resort/Club	No	No	Yes
Commercial: Hospital/Nursing Home	No	No	Yes
Commercial: Educational Institute	No	No	Yes
Industrial: Cottage Industry	Yes	Yes	Yes
Industrial: Small Scale Industry	Yes	Yes	Yes
Industrial: Large Scale Industry	No	No	Yes
Religious: Temple	No	No	Yes
Religious: Ashrama/Matha	No	No	Yes
Supported Shapes	8	8	8
Supported Sub-shapes	40	40	40
Plot Mode (Macro Vaastu)	Yes	Yes	Yes
Entity Mode (Micro Vaastu)	No	Yes	Yes
Auspiciousness Indicator	Yes	Yes	Yes
Vaastu Assistant	Yes	Yes	Yes
Startup Tips	Yes	Yes	Yes
File Manager	No	Yes	Yes
Floor Manager	Yes	Yes	Yes
Vaastu Specialist	Yes	Yes	Yes
Full Screen Mode	No	Yes	Yes
Elasheeti Pada Grid Display options	Always On	Can be Controlled	Can be Controlled
Direction Indicator	Always On	Can be Controlled	Can be Controlled
Report Borders	2	17	17
Printing to PDF	Yes	Yes	Yes
Vaastu Tutorial	Yes	No	Yes
Model Creation & Editing	No	Yes	Yes
Calculation Options	Yes	Yes	Yes
Display Options	Yes	Yes	Yes
Explorer Options	Yes	Yes	Yes
Print Options	Yes	Yes	Yes
Color Options	Yes	Yes	Yes
Report Options	Yes	Yes	Yes
Font Options	Yes	Yes	Yes
Accounting	No	Yes	Yes
Vaastu Tools	No	No	Yes
Inbuilt Emailing Feature	No	No	Yes

## **Upgrade Features in Different Editions of Vedic Vaastu**

### **Personal to Commercial Edition**

All Features of Personal Edition

Plus Micro Level support

Plus File Manager

Plus Full Screen Mode

Plus Control over Ekasheeti Pada Grid Display Options

Plus Control over Direction Indicator

Plus Additional Reports

Plus 15 Report Borders

Plus Model Creation & Editing

Plus Accounting module

Less Vaastu Tutorial

### **Commercial To Professional Edition**

All Features of Commercial Edition

Plus 6 Extra Vaastu Categories with Microlevel Support

Plus Vaastu Tutorial

Plus Advanced Vaastu Tools

Plus Inbuilt Emailing Feature

### **Personal To Professional Edition**

All Features of Personal Edition

Plus 6 Extra Vaastu Categories with Microlevel Support

Plus Micro Level support

Plus File Manager

Plus Full Screen Mode

Plus Control over Ekasheeti Pada Grid Display Options

Plus Control over Direction Indicator

Plus Additional Reports

Plus 15 Report Borders

Plus Model Creation & Editing

Plus Accounting module

Plus Vaastu Tutorial

Plus Vaastu Tools

Plus Inbuilt Emailing Feature

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