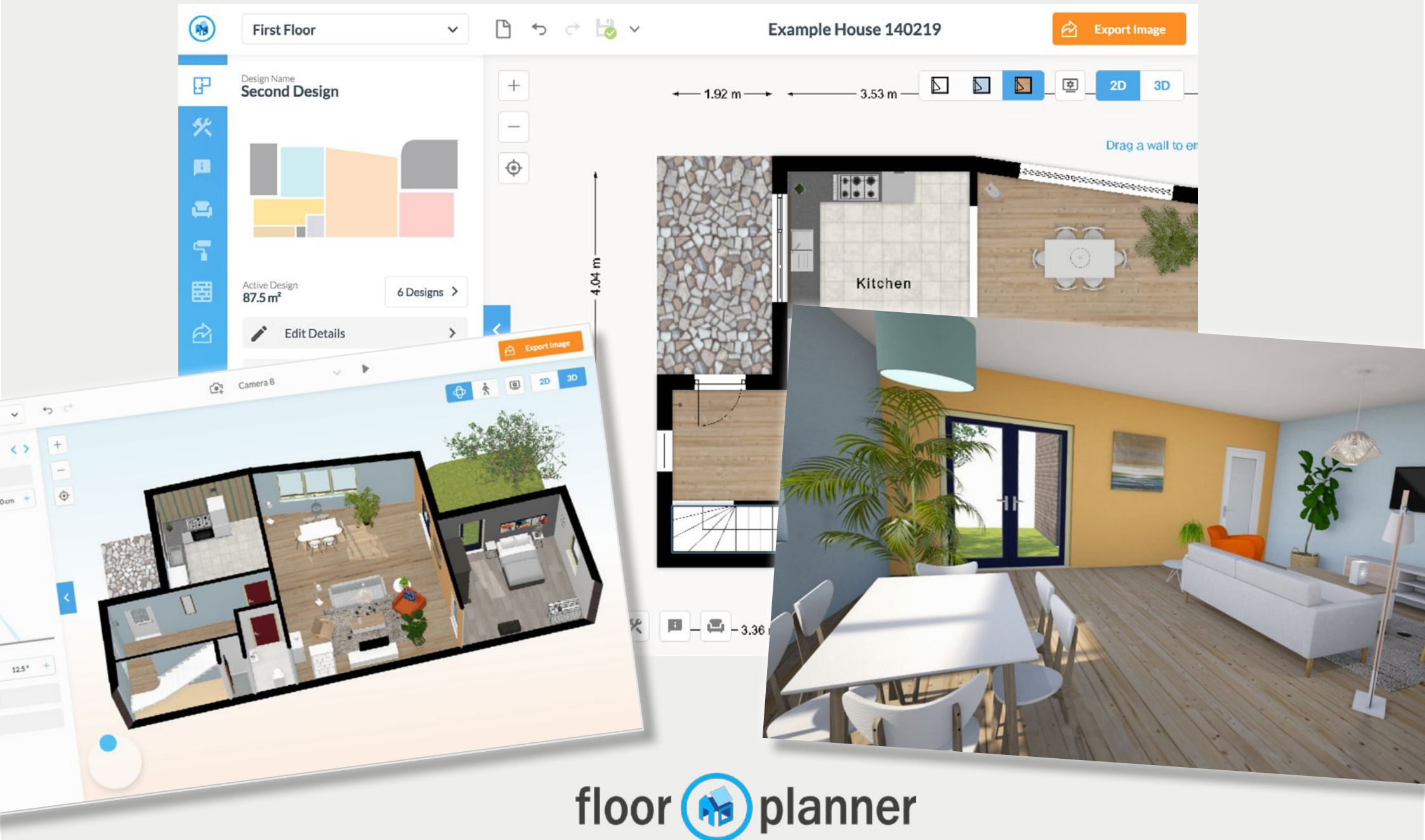


# Editor Manual



# Floorplanner Editor Manual

## 1 Overview

## 2 Sidebar

## 2D 3 Canvas

- a 2D view
- b View settings
- c Selecting multiple objects

## 3D 4 3D view

- a Orbital and walkthrough mode
- b How to navigate
- c Edit in 3D
- d Adding cameras
- e Scenery image
- f Create a render
- g Create a VR 3D tour



## 5 Floor & Design menu



## 6 Build tools:

- a Draw Rooms and walls
- b Draw Surfaces
- c Doors and Windows
- d Structures
- e Background drawing



## 7 Information tools:

- a Room types
- b Tekst
- c Symbols
- d Lines
- e Dimension lines



## 8 Furniture library



## 9 Paint



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## 11 Roomstyling

- a Magic Layout
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- 11 a Export 2D
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# 1 Overview

Below you see the floorplan editor. In this tool you draw your floorplan, add doors, windows, and other architectural elements. You can label your rooms and add furniture.

Exit to dashboard

Sidebar

tools

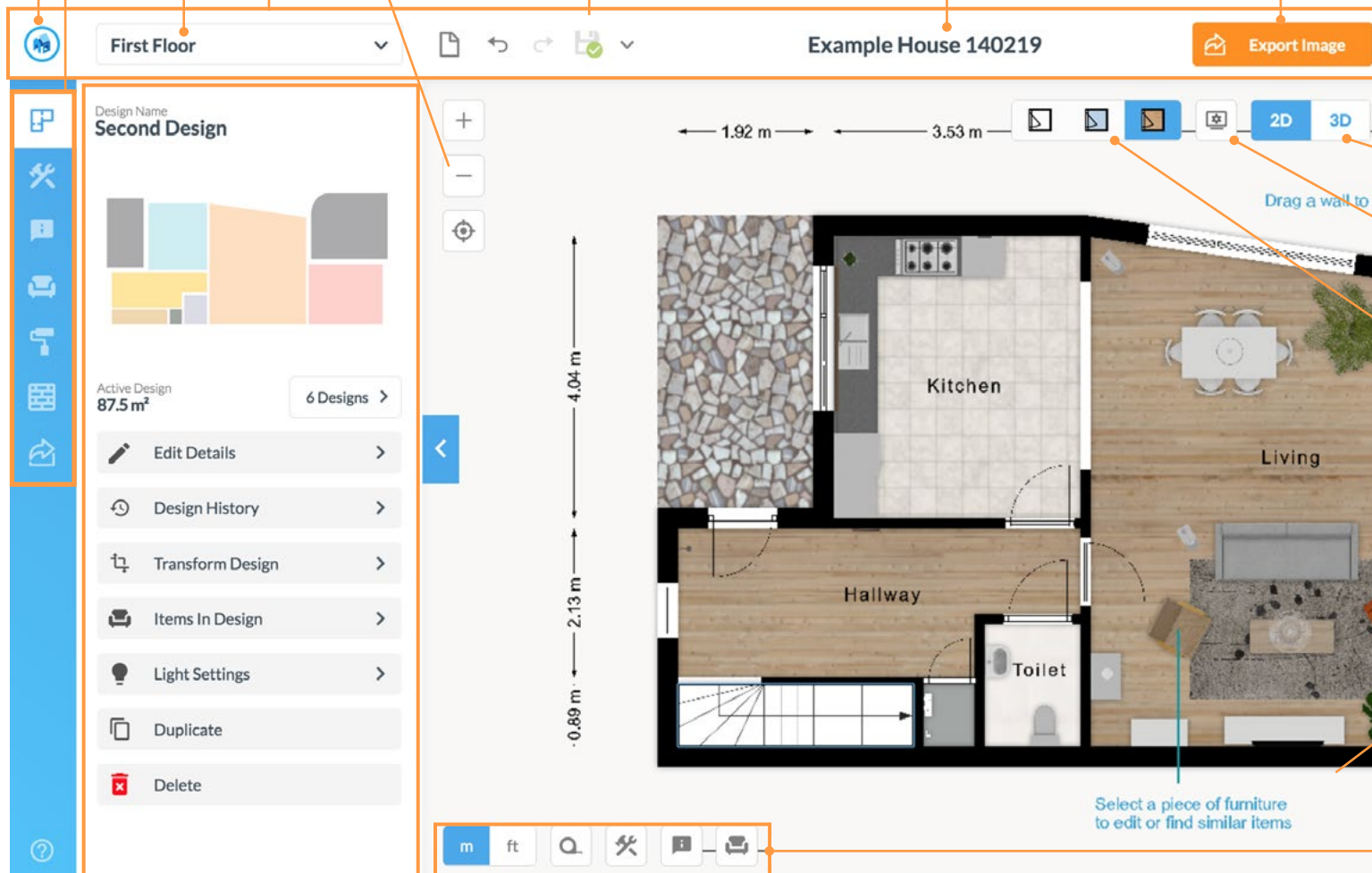
floors

zoom

new/undo/redo/save

project name

Export 2D/3D



Top Bar

2D / 3D view

View settings

Display style

Canvas

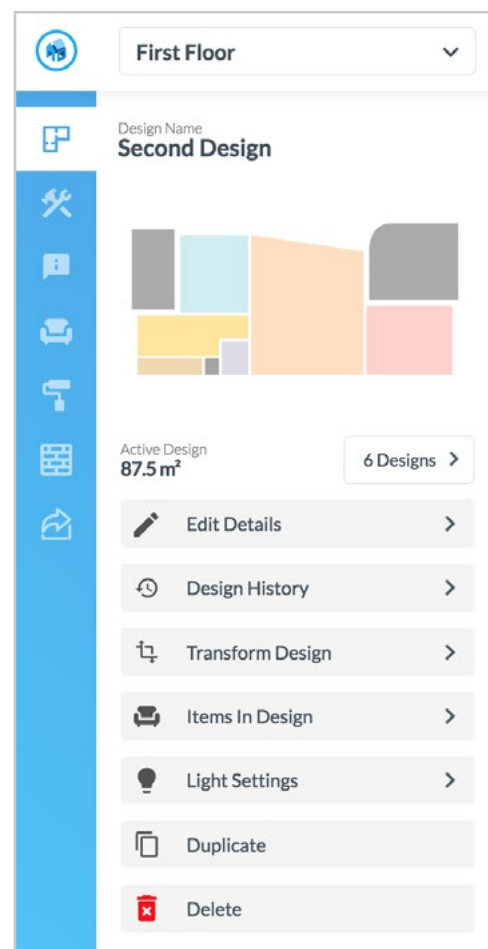
units / measure / lock

# 2 Sidebar

The sidebar is the main area where all the tools can be found to create and detail your floorplan and interior design. It will also provide info and options to the item which is selected.

## Floor and Design overview [more on page 19](#)

This shows the characteristics of this design and actions you can perform on the active design.



Floor menu

Minimap

All designs in this floor

Rename, make default

Restore older version

Rotate/Flip/Set origin

All items in plan

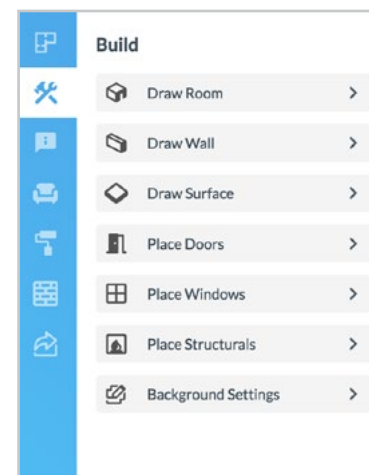
Setup your lighting

Duplicate design

Delete design

## Build [more on page 20](#)

You start with drawing your actual floorplan in the build section. All tools are here to create the walls, windows, doors and structures.



Draw Rooms

Draw Walls

Draw Surfaces

Doors

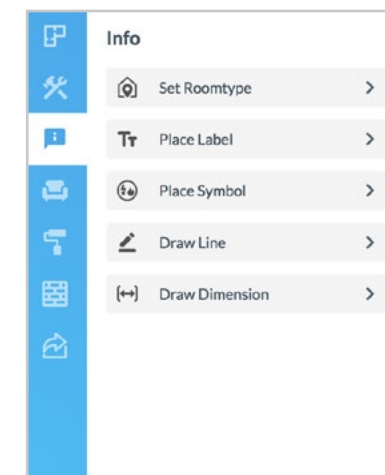
Windows

Structures

Background drawing  
(to trace a floorplan)

## Information [more on page 39](#)

Add usefull information and make your plan easy to read. Label your room types, add dimensions, text, symbols and lines.



Room types

Text

Symbols/Icons

Lines

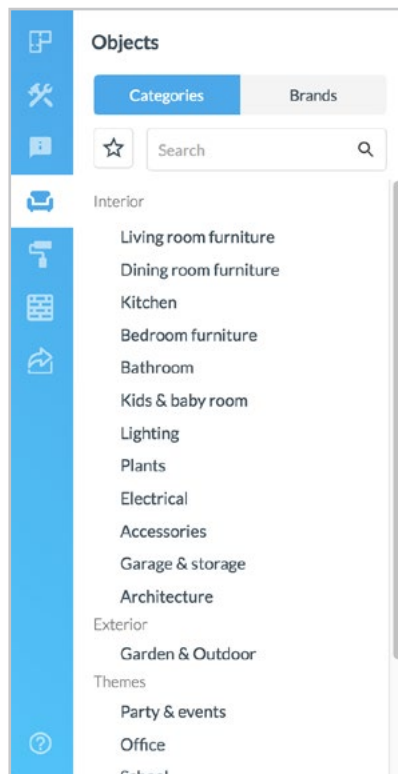
Dimensions

## 2 Sidebar

The sidebar is the main area where all the tools can be found to create and detail your floorplan and interior design. It will also provide info and options to the item which is selected.

### Furniture [more on page 47](#)

Furnish your plan with the huge amount of furniture, decorative items, architectural and professional items.



Categories or brands

Enter search term

Select categories and sub categories

Filter on brand and color

Scroll through results

Create favourite list

drop into your plan

### Paint [more on page 51](#)

Colour your rooms, walls, ceilings and openings



Choose a hue range

Get colour suggestions

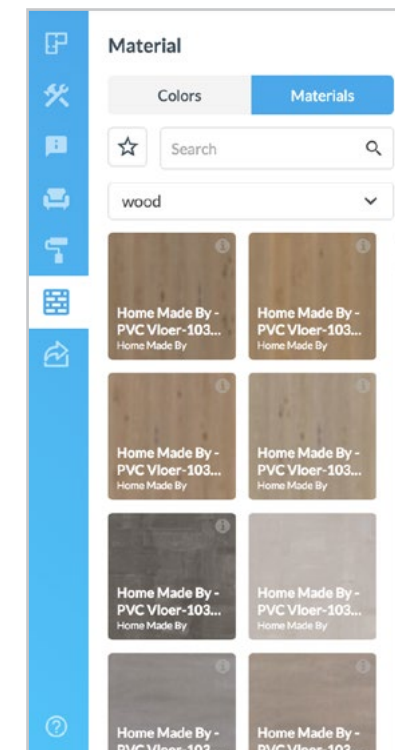
Enter colour hexcode

Create favourite list

and more..

### Materials [more on page 53](#)

Apply indoor and outdoor materials to your flooring, walls and ceiling.



Enter search term

Select material category

Scroll through results

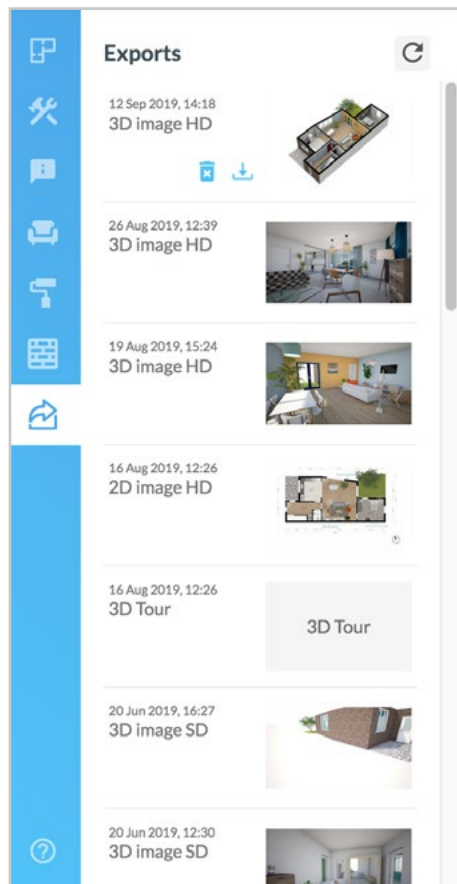
Create favourite list

## 2 Sidebar

The sidebar is the main area where all the tools can be found to create and detail your floorplan and interior design. It will also provide info and options to the item which is selected.

### Exports [more on page 55](#)

Find all your exports here.



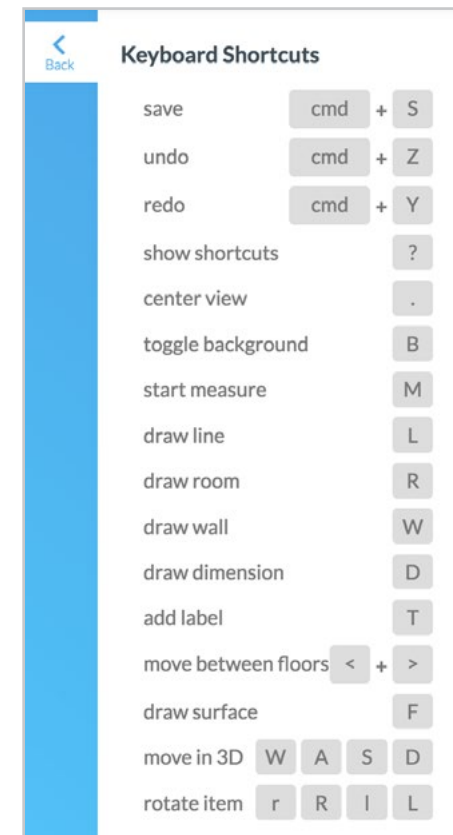
Scroll through your most recent exports.

Download from here.

Delete undesired results.

### Shortcuts [more on page 57](#)

Never underestimate the power of your keyboard. Find useful shortcuts in here.



## 2 Sidebar for selected objects (wall)

When you've selected a wall, the sidebar gives info and options to customize each side. also the thickness, height and raise of the segment. (see more on page 28)

**Wall**

Side 1 Side 2

Dimensions 10.3 m<sup>2</sup> Front View

wall finish Moroccan Sands 3

Settings

Relevant Furniture

*Tip: double-clicking on an object will bring you directly in this settings menu so you can go right away an change the dimensions*

*Icons for the most important modifications can be found around the object*

**Wall settings**

Custom label  ☐ Show in 2D

Thickness  Wall height

Raise from floor  Move wall across axis

Here you can quickly find some objects to place on your walls

## 2 Sidebar for selected objects (rooms)

When you've selected a room, the sidebar will show info about the room and options to customize. (See more on page 53 and 54).

Assign a room type to this room      Select a material or color

Back 1 step

Tip: doubleclicking on an room will bring you directly in this settings menu so you can go right away an change the dimensions and position.

Room settings

Custom label  ☒ Show in 2D

☐ Show surface area 16.2 m²

☒ Generate ceiling

ceiling Pure Brilliant White

Select a style-collection to furnish your room

Use Magic Layout to have floorplanner propose a layout for your room for the roomtype and in the roomstyle which you applied. (see page 53)

Create a styleboard from the materials and objects which you used in this room to communicate your preference. (see page 54)

## 2 Sidebar for selected objects (furniture)

When you've selected a piece of furniture, the sidebar will show info about this item. You can also select and edit multiple objects at once (see page 49).

Item Name  
**Double Store Bed In Pumice Brushed Cotton**

☆

Dimensions  
**142cm x 190cm x 80cm**

Icons for the most important modifications can be found around the object as well as in the sidebar.

Back 1 step

Tip: doubleclicking on an object will bring you directly in this settings menu so you can go right away and change the dimensions and position.

Settings

Variants

Similar Items

Item Name  
**Double Store Bed In Pumice Brushed Cotton**

Custom Label

Show in 2D

Length: 190 cm

Width: 142 cm

Height: 80 cm

Raise From Floor: 0 cm

Rotation: -180°

Item Name  
**Double Store Bed In Pumice Brushed Cotton**

Double Store bed

Double Store bed in megan raspberry...

Find colour / material variations of the selected product.

Design Within Reach  
**Vella Queen Bed, Warm Grey**

Vella Queen Bed, Warm Grey

Vella Cal King Bed, Warm Grey

Similar items show items that are related to or similar to the selected object.

# 3a Canvas, 2D view

In your canvas you draw walls, rooms, lines etc. Other items can be dragged and dropped.

## Main navigation

To pan, click and drag your left mouse button on an empty space in the canvas, or on empty spot on a surface. You can also press your **spacebar** to pan.

Use your mousewheel to zoom in and out or these buttons.

## Selecting and deselecting

Click on objects to select them. This will activate the sidebar, and give some handlers and buttons and info in the canvas. Click anywhere in the canvas to deselect,

or press **esc** on your keyboard.

## Keyboard Shortcuts

Press **?** to see a list of shortcuts. At the end of this manual there is a more extensive list.



**Set units**  
to Meter or Feet

**Tape measure**  
To measure a distance

**Lock/unlock items**  
Lock structurals, information or furniture

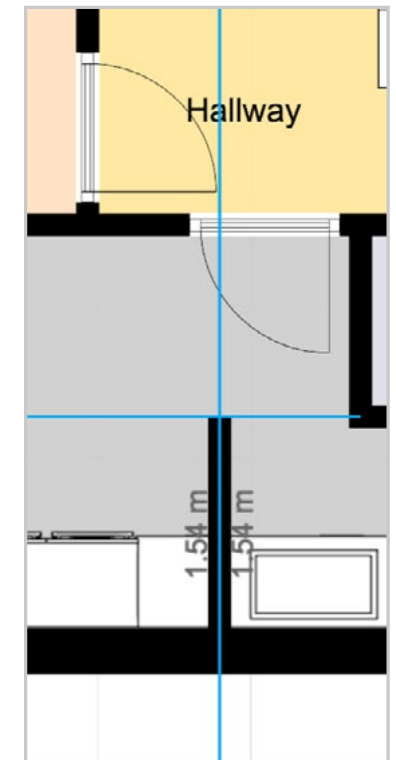
## 2D View settings

See the next page

## Interactive Snapping

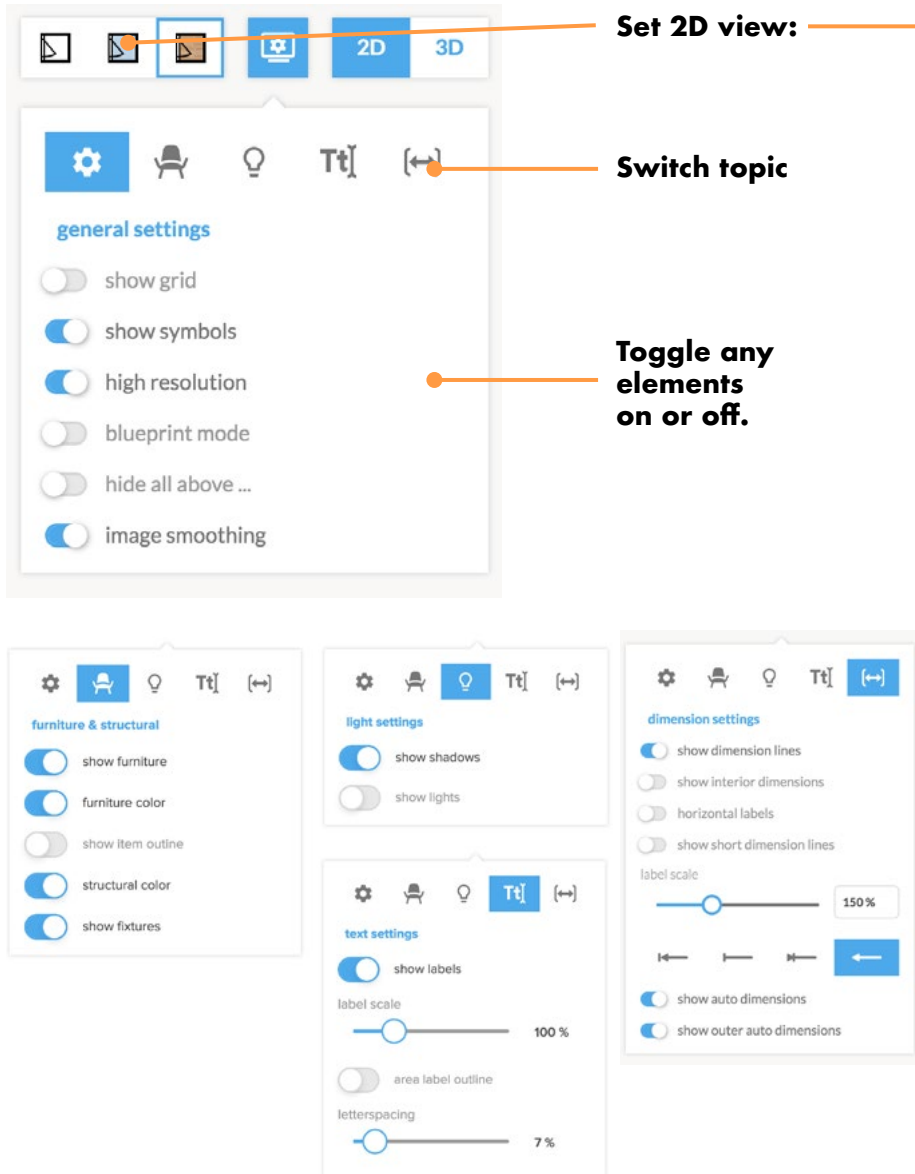
When drawing or dragging items you will often snap to other items in your canvas.

Hold **S** to temporarily disable snap.



### 3b Canvas, View settings

There are several options to change the appearance of your plan in 2D and the amount of information you want to display.



## Black and white

All surfaces appear in white. All furniture as black and white outlines. Shows the grid by default, but you can turn that off.



## Colored outline

All surfaces appear in plain color.  
All furniture as black and white  
outlines



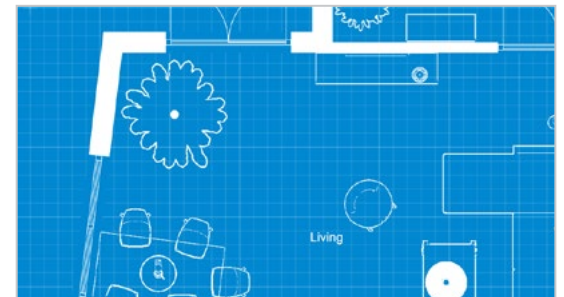
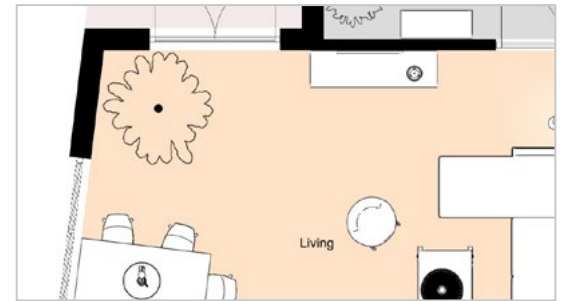
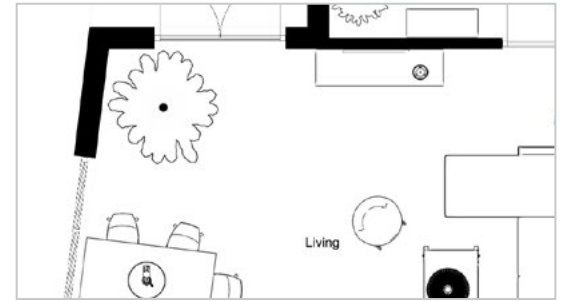
## Material and shadows

All surfaces appear in selected materials.  
All furniture in their real materials.  
Walls and furniture have a light drop-shadow.  
Lights cast light.

 blueprint mode

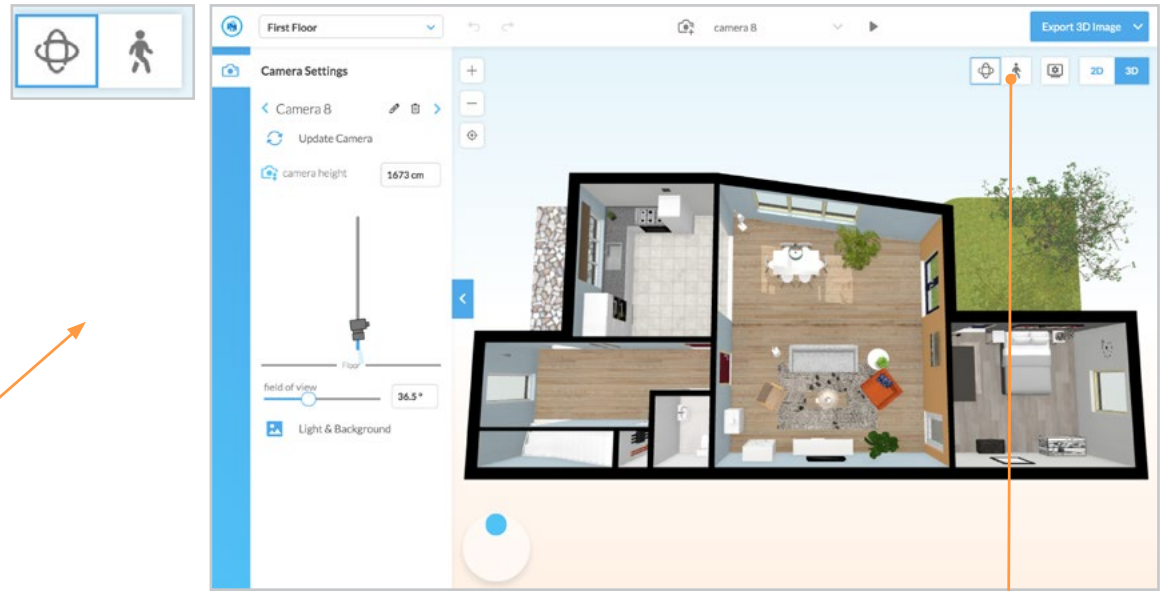
## Blueprint mode

In this mode you can give your floorplan a look of an actual old fashioned blue-print; making everything appear in white outlines on top of a blue background. This colour can be changed in a template (Pro feature)

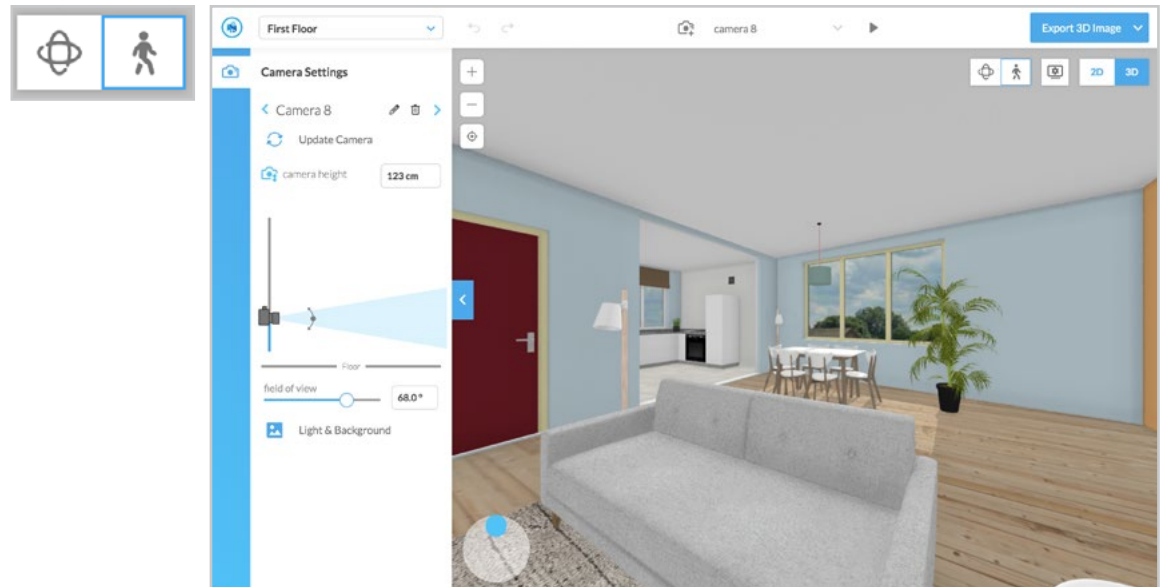


# 4a 3D View: Orbital and walkthrough

## Camera in orbital mode



## Camera in walkthrough mode



## Switch from 2D to 3D view

Click the **2D** **3D** button to go to the 3D view mode. Here you can view your plan from above (orbital mode) or from eye-level (walkthrough mode)



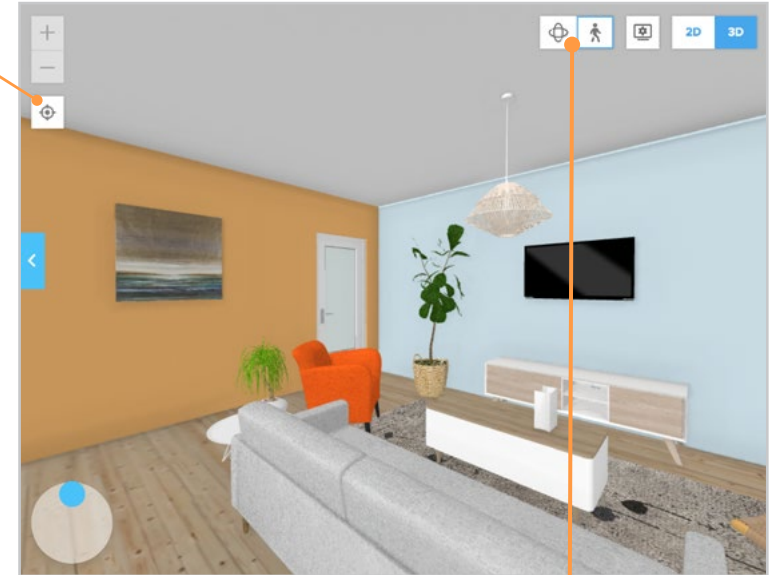
## 4b 3D view: How to navigate

Once you're in the 3D mode, here's how you can change your camera position:




Double-click on a surface  
moves your camera to  
that position.

This button places  
your camera to the  
center of the room  
on eye-level.

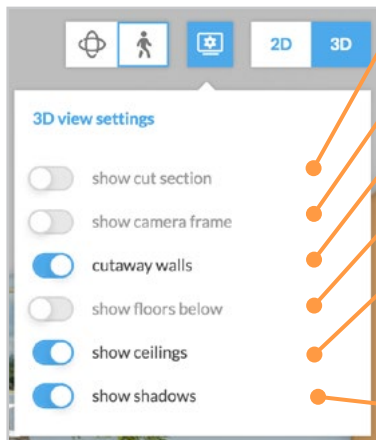


You can reset your view  
to top-view orbital by  
pressing this button:



Tip: you can also use your arrow keys  to shift the camera position to the front, back, right, or left.

### 3D View settings



Hide walls, doors and windows above a chosen height.

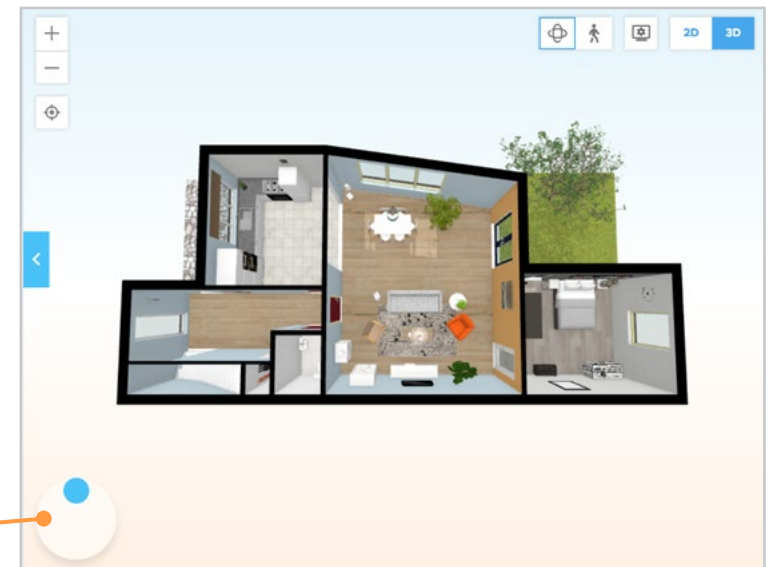
Display the camera frame applied for renders

Hide the closest walls in view to see inside rooms

Show all floors underneath the current floor

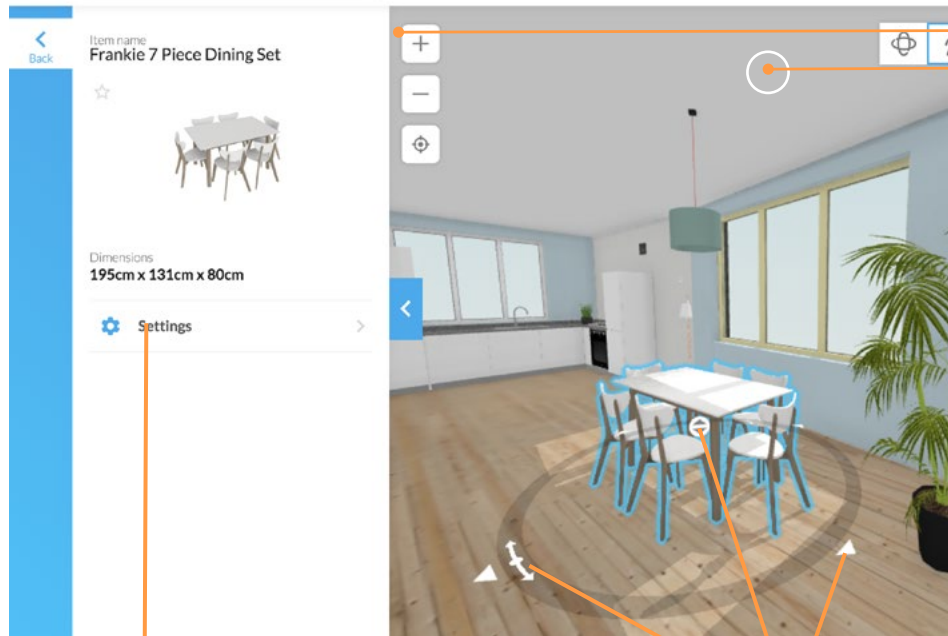
Show/Hide automatically generated ceilings  
Tip: if you have different wall heights this can give problems. Better use custom surfaces with an elevation in that case.

Show/hide shadows. NB: you can change the shadow direction with this element.

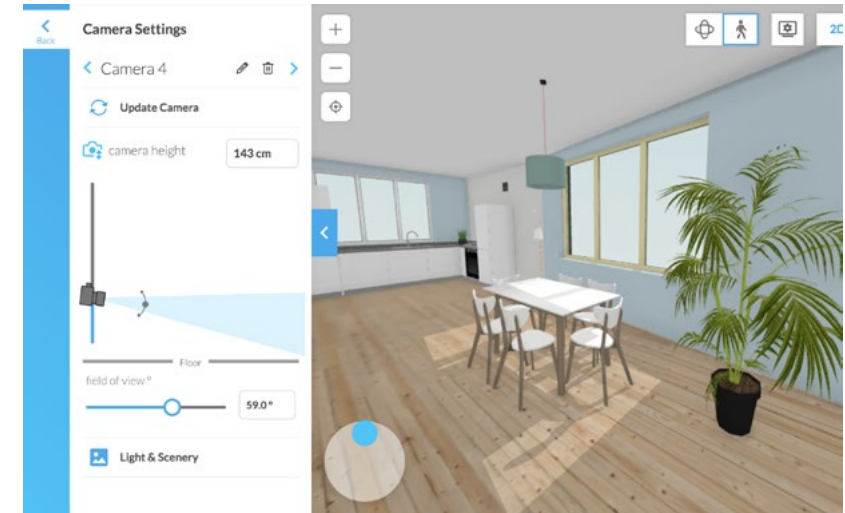


# 4c 3D view: Edit objects

In 3D you can select and edit some objects.



Click anywhere else in 3D or click the cross to deselect the object and go back to camera mode.



Click the settings icon for control over the objects dimensions and position.

Click and drag the handlers to move or rotate the object in 3D.

Length	Width
<input type="button" value="-"/> 131 cm <input type="button" value="+"/>	<input type="button" value="-"/> 195 cm <input type="button" value="+"/>
Height	
<input type="button" value="-"/> 80 cm <input type="button" value="+"/>	
Raise from floor	Rotation
<input type="button" value="-"/> 0 cm <input type="button" value="+"/>	<input type="button" value="-"/> -180° <input type="button" value="+"/>
tilt	
<input type="button" value="-"/> 0° <input type="button" value="+"/>	

# 4d 3D view: Adding cameras

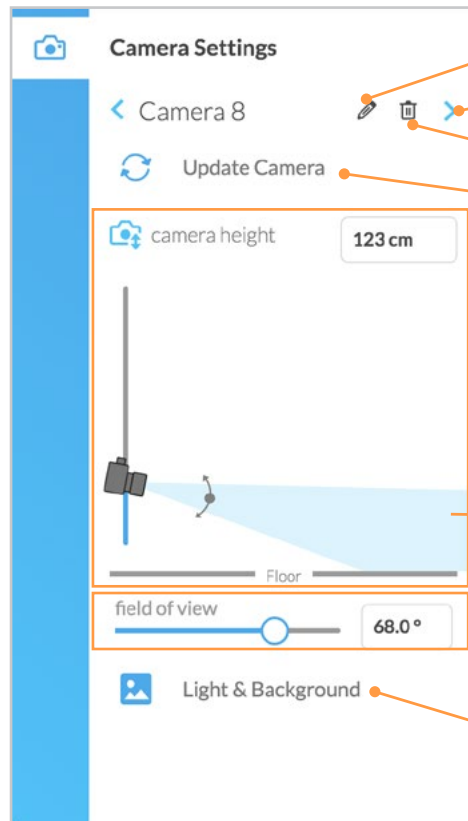
Per floor you can add multiple cameras. This way you can save different views. Furthermore you can easily jump from viewpoint to viewpoint. You can use them for a flythrough presentation of your house.



Your list of cameras will be used in:

- 3D Viewer
- 3D Spaceplanner
- 3D VR Tour

In the side bar you can handle the active camera



Rename your camera

Switch to next/previous camera

Remove active camera

Update the last changes to the current camera.

Change the camera height and vertical angle

Change the camera field of view.

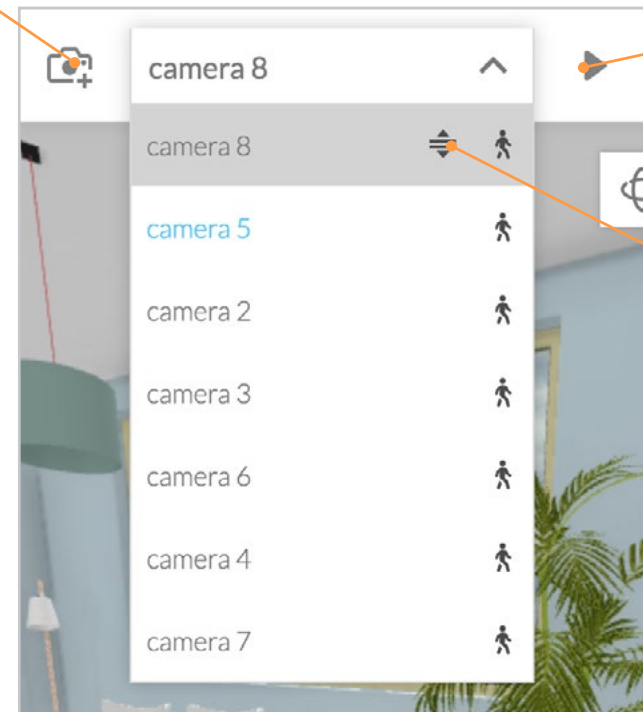
Change light and scenery image

Create a new camera with the current view.

Click the dropdown to see all the cameras you have in the active floor.

Click the play button to start the fly-through presentation. This button will also show up in the view-mode of your project.

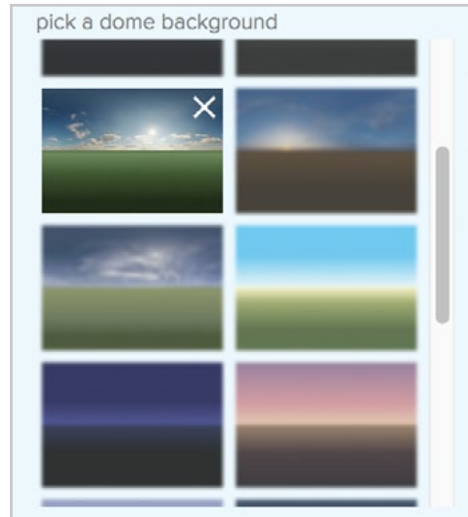
Drag your active camera up or down to change the order.



## 4e 3D view: Scenery image

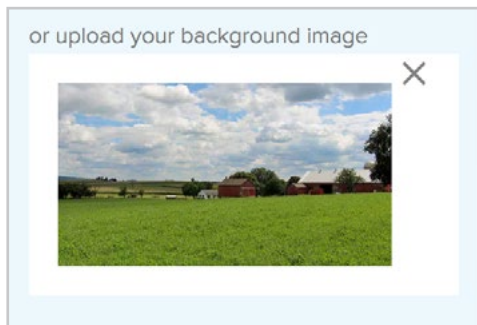
For each camera you can upload a scenery image, or select one of the default sceneries we have. This will show up outside your windows.

### 1) Standard sceneries



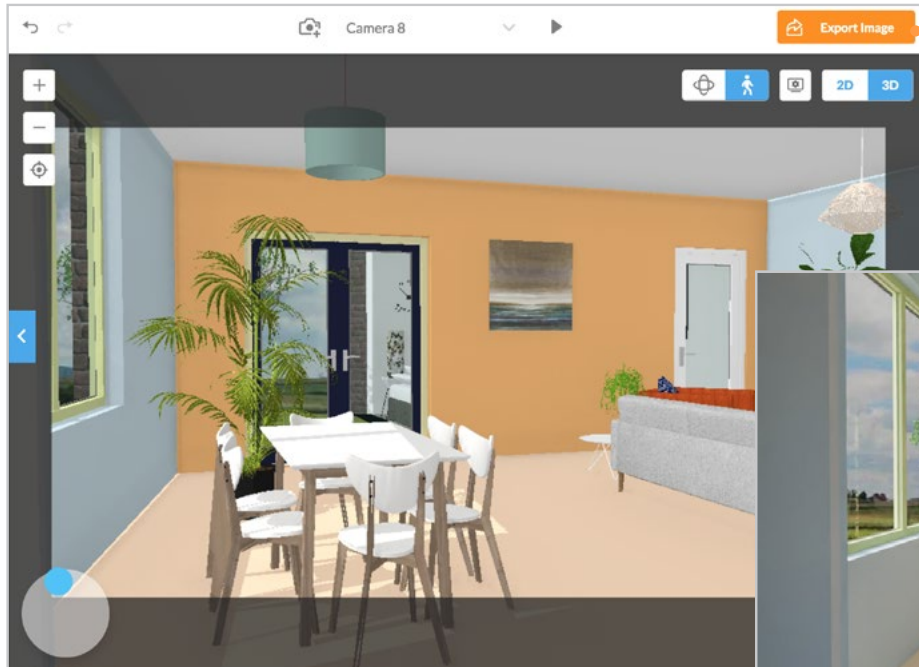
### 2) Upload your own scenery. Click on Add image in the bottom of the sidebar

**NB:** It has to be a .jpg image. Best is to use images in a 16:9 ratio, on a high resolution.



## 4f 3D view: Create a render

*With a camera you you can create a photorealistic image.  
There are several render quality levels you can get.,  
depending on which level your project is.*



Open the export menu (see page 56)



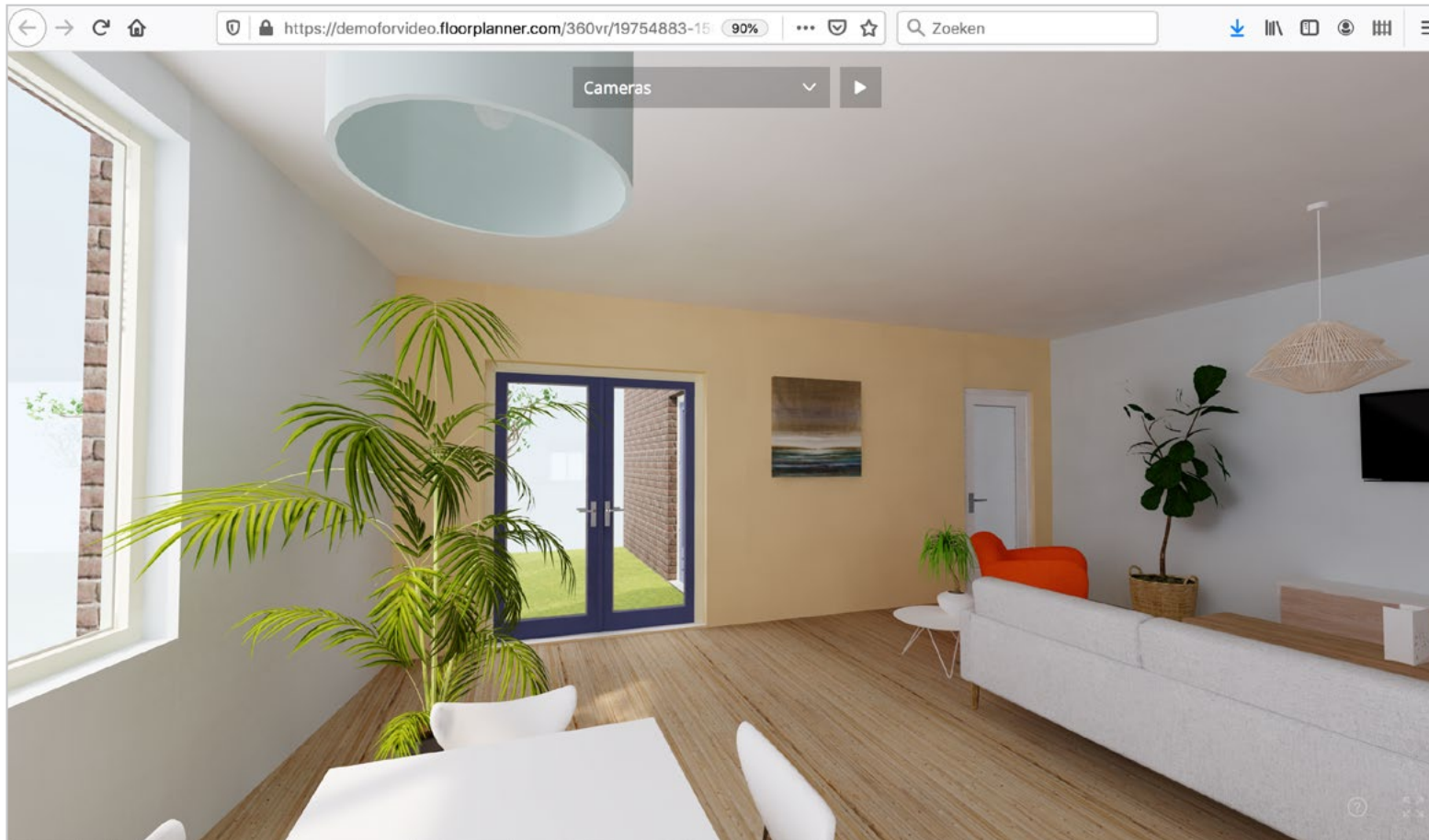
SD and HD exports of the example plan

# 4g 3D view: Create VR 3D tour

*With our VR 3D tour you can provide a fully interactive tour through your space. You can virtually walk through your rooms and move your view in any direction.*

You share a link that can be viewed in a browser on any device.  
Your list of 3D cameras will be displayed, with which a viewer can start his or her viewpoint. From there, you can move your view in all directions and walk around by clicking in the direction you want to move.  
View an example [with this link](https://demoforvideo.floorplanner.com/360vr/19754883-15)

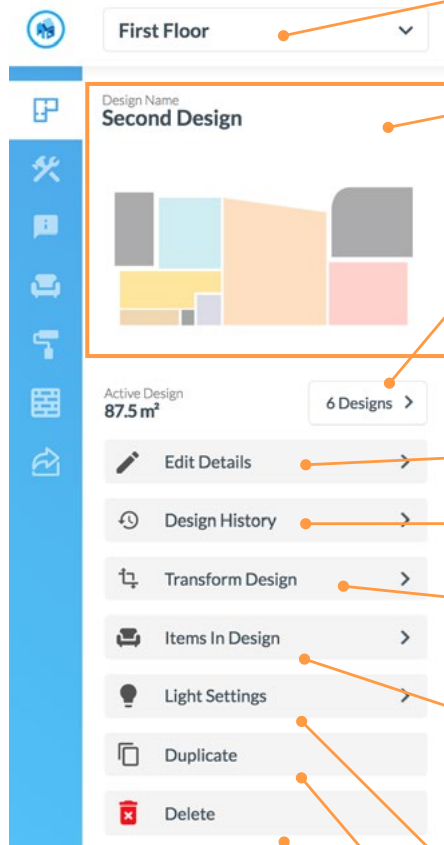
The surface / product materials and light settings are “baked” into the VR model, to make it very realistic.



# 5 The Floor & Design menu

Buildings usually have multiple floors. Each floorplanner project represents one house or another kind of property. The floor & design menu is the place where you can add and manage your floors and designs.

## Design menu



### The active design

Use the minimap to navigate directly to a room in your plan.

### All designs

Each floor can have multiple designs, variants in the interior design or floor layout. Access your designs here, or start a new design.

Rename design or make it the default design of this floor

Retrieve older versions

Rotate or mirror the entire design, and change the origin point.\*

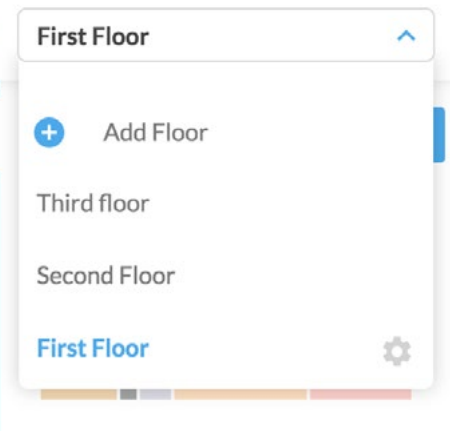
View all items and materials used in this plan. Including the light settings and an option to download this list.

Setup you lighting

Duplicate design

Delete design

\* the origin point is used to align your floors nicely above eachother.



### Floor menu

Start a brand new floor here. Rename, remove, duplicate, rearrange your floors and change the ceiling height under settings.

### Floors & Project levels

Upgrade your project level to SD or higher to have more floors and designs in your project.

Tip: you can switch between floors very quickly with your keyboard:



## What do you use designs for?

You can add a design and create duplicates of a floor layout. This way you can play with the interior syle or interior layout in each floor like in the example below.



interior in urban style



interior in industrial style



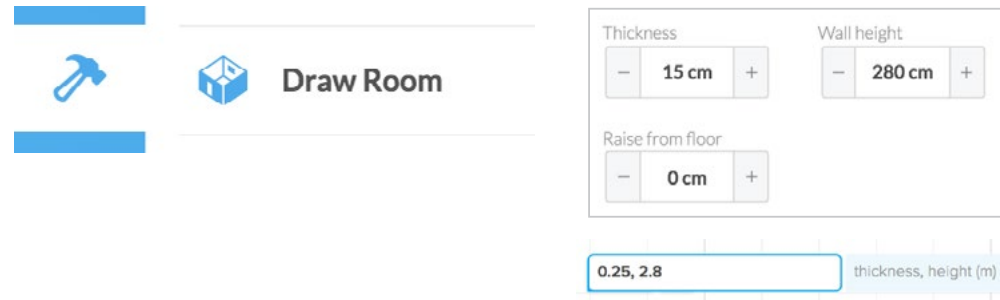
interior in contemporary style

# 6a Build: Walls and Rooms

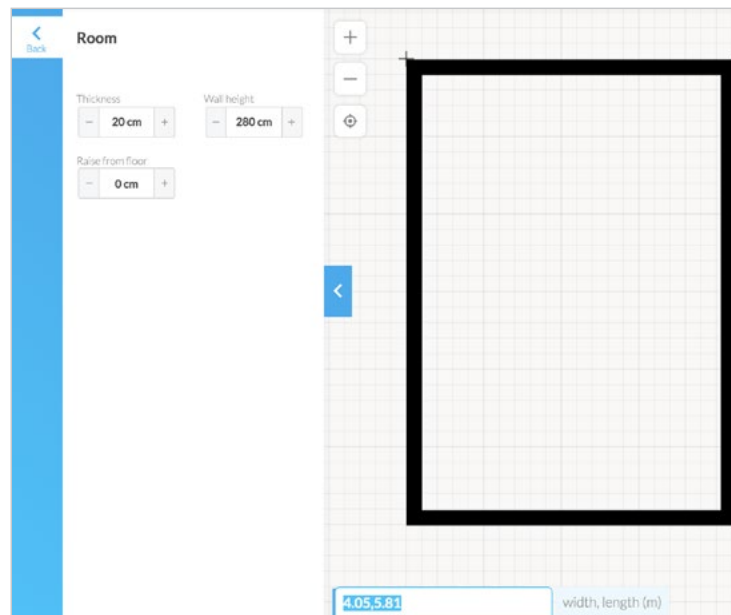
In floorplanner you can draw your floorplan by drawing room by room, or wall by wall. You can draw quicker room by room.

## Draw Room

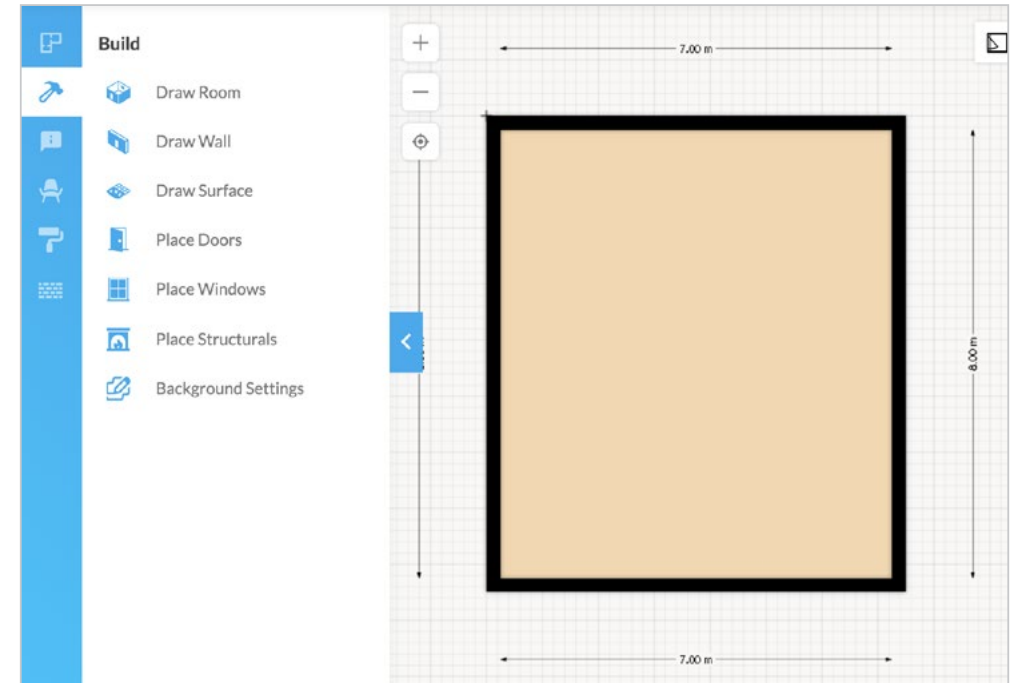
1) Go to the build section, click the draw room icon and setup your wall thickness and height in the sidebar or by typing.



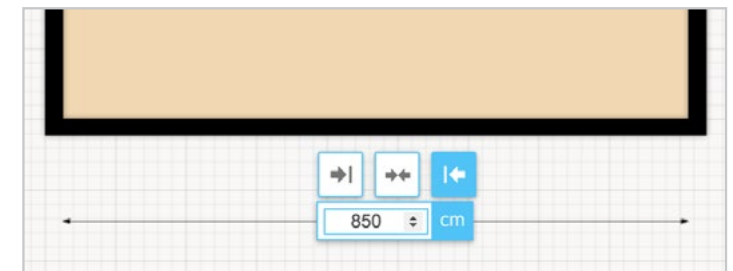
2) Click in your canvas and drag your mouse towards the direction and size you want your room to be.



3) Release your mouse. You'll get automatic dimensions showing the interior room dimensions and exterior dimensions.



4) You can click the inner dimensions to set the exact room size. Click the arrows to indicate which wall should move.



# 6a Build: Walls and Rooms

Drawing wall by wall is less quick but lets you draw any shape you want. A space enclosed by walls becomes a room, and is given a floor and ceiling surface automatically.

## Draw Wall by Wall

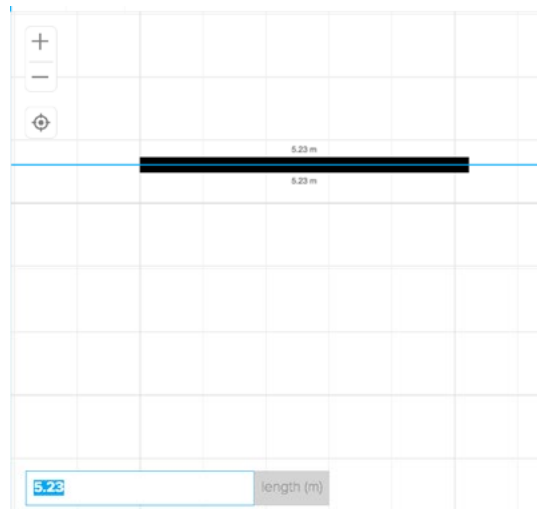
1) Go to the build section, click the draw wall icon and setup your wall thickness and height.



2) Click in the canvas and drag your mouse in the direction you want your wall.

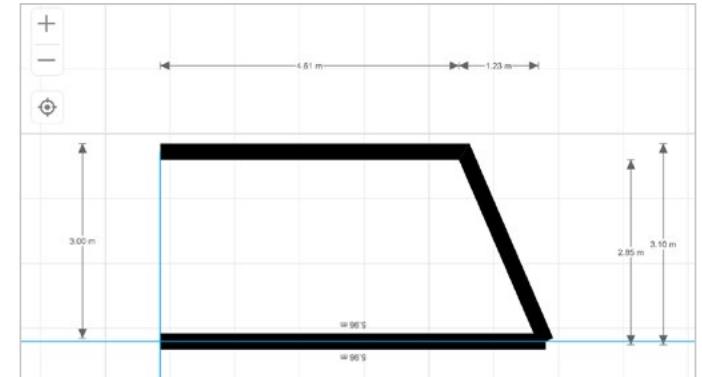
Release where you want your wall to end or type in your desired length and press Enter.

*Tip: the blue circle indicates your wall thickness.*



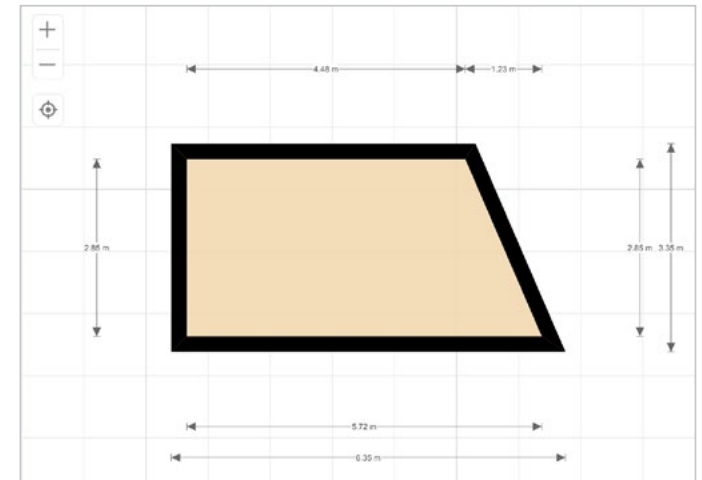
3) Repeat this to any corner of your room.

*Tip: guidelines will help you find the end of a room or vertical or horizontal direction*

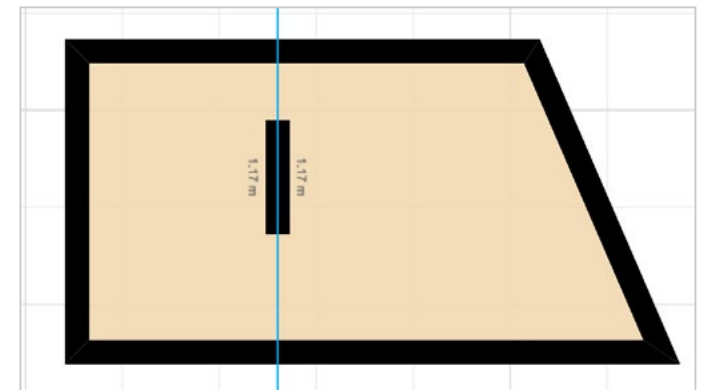


4) Close the room by starting on the starting point. A room surface will appear.

*NB: Keep in mind that wall thickness affects the wall length when going around a corner.*



You can also use this tool to draw separate wall segments.

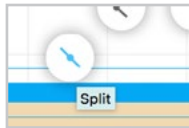


# 6a Build: Walls and Rooms

Walls are very interactive elements. You can adjust your room shape by splitting and dragging walls or wall corners. In a few examples we explain the basic functionality.

## Create an alcove

1) Click on a wall segment, and press this icon to split the wall

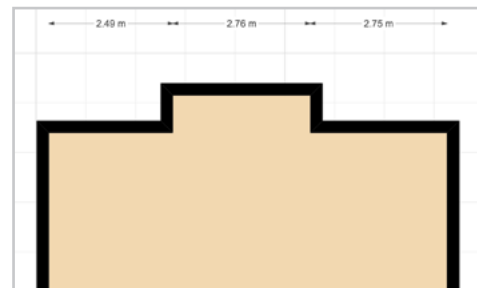
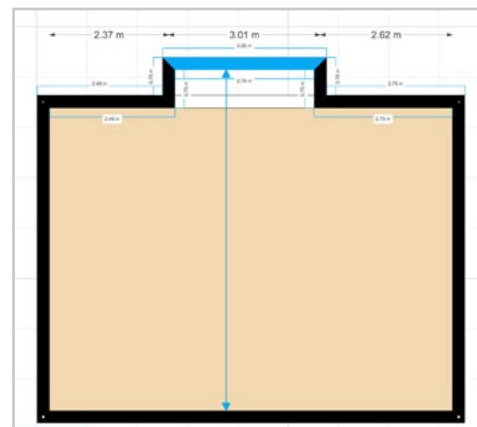


2) Click a bit further on a wall segment, and press this icon to split the wall again



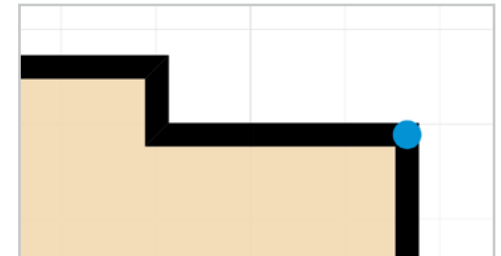
3) Now you can click and drag the new wall segment in the middle. Release your mouse to form your alcove.

*Tip: the blue arrow indicates the distance to the opposite wall. While you are dragging, you can type in the size this distance should have, and confirm by ENTER. That's a quick way to get an exact dimension.*

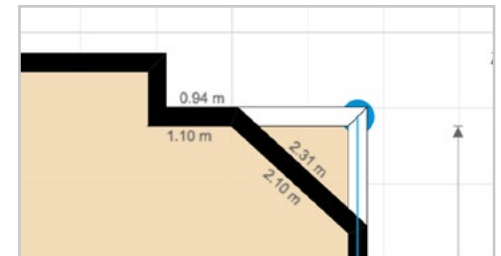


## Create a wall on an angle

1) Move your mouse over a wall corner, click and drag it to change the wall angle.

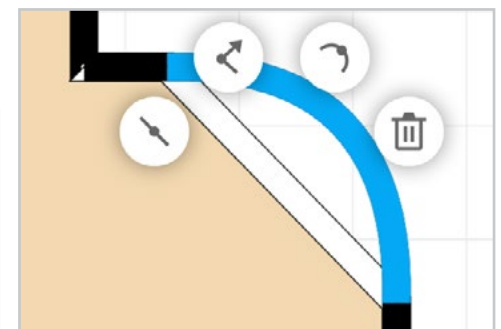


2) Release the corner wherever you want.

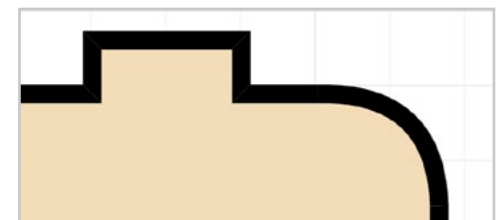


## Create a curved wall

1) Click a wall segment. Then click the curve icon and move your mouse to curve the wall.



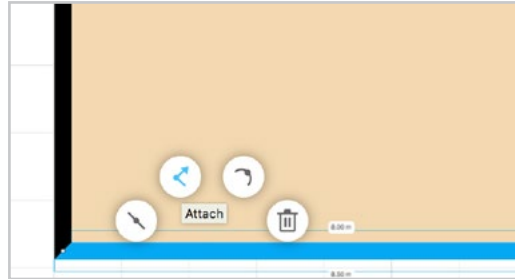
2) Release your mouse when you're satisfied with the curve.  
*Tip: to uncurve the wall, click the curve icon again and move your mouse. The wall will snap to a straight line.*



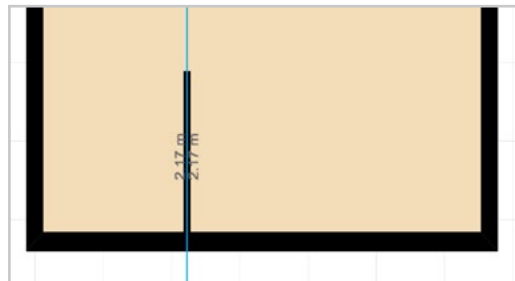
# 6a Build: Walls and Rooms

## Draw wall from point

1) click on a wall segment where you want to start a wall. Then click the third icon.

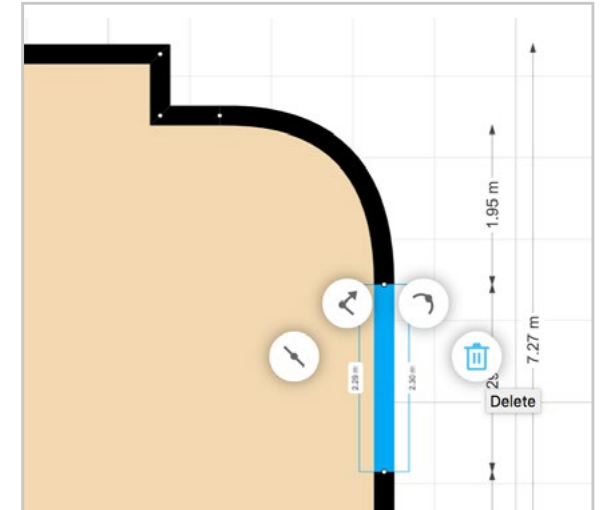
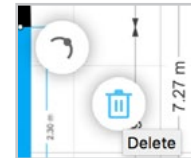


2) Move your mouse to where you want your wall to end and click again.

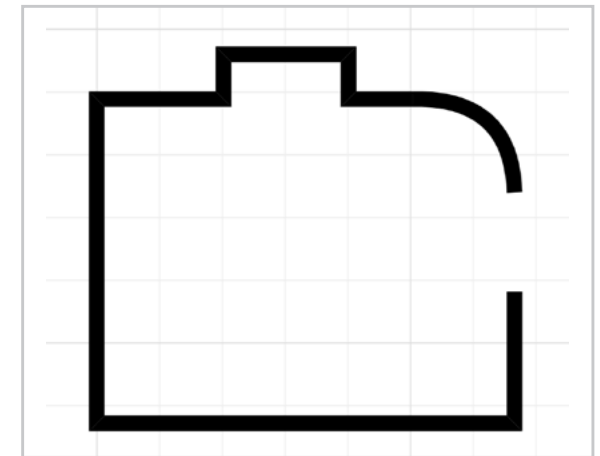


## Removing a wall segment

1) Click on a wall segment, and press the fourth icon to remove the segment.



2) If the space is not enclosed anymore by this action, the floor will disappear. If two rooms are connected this way, the two separate floors merge into one.

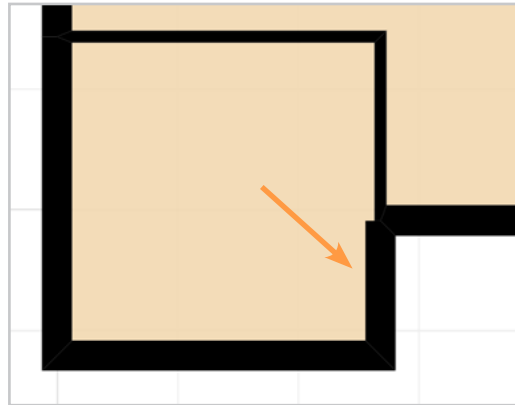


# 6a Build: Walls and Rooms

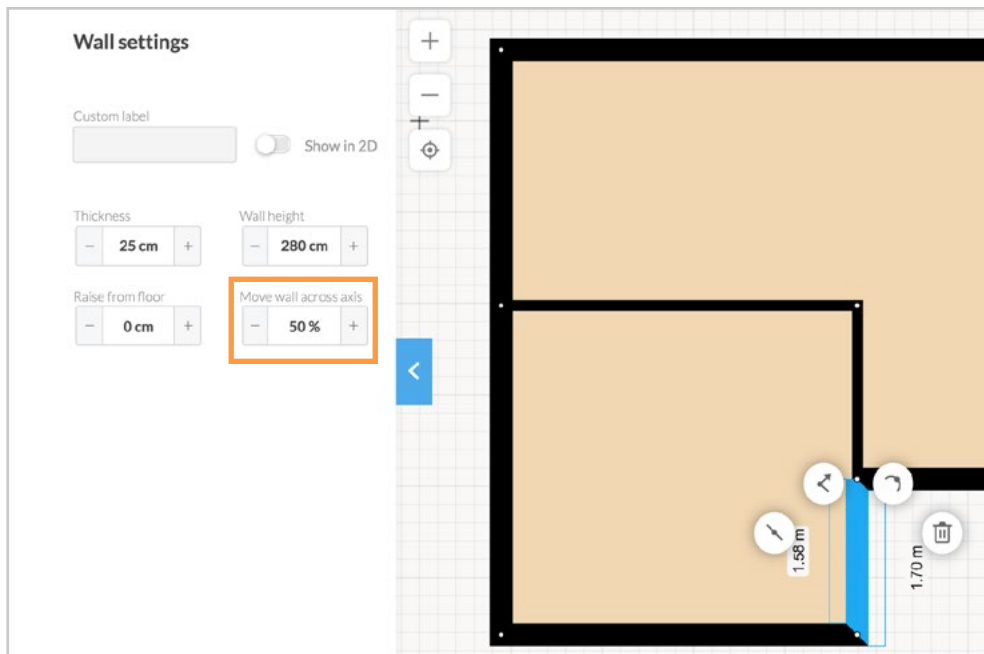
When working with different wall thicknesses, you may encounter situations when the wall inside a room jumps due to this thickness difference. To solve this, we've introduced an option to move the wall perpendicular to the axis.

## Move wall across axis

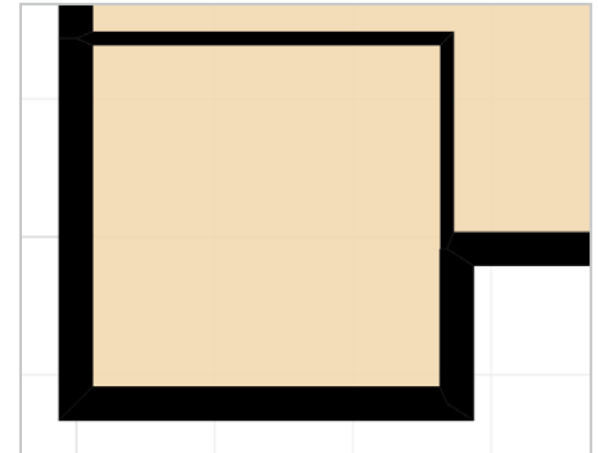
1) Double-click on the thickest wall segment that creates a jump to enter the wall settings.



2) Use the stepper called *move wall across axis* to align the thick wall with the thin wall.



3) Then hit **esc** or click back to exit the wall menu. Your change will be applied.

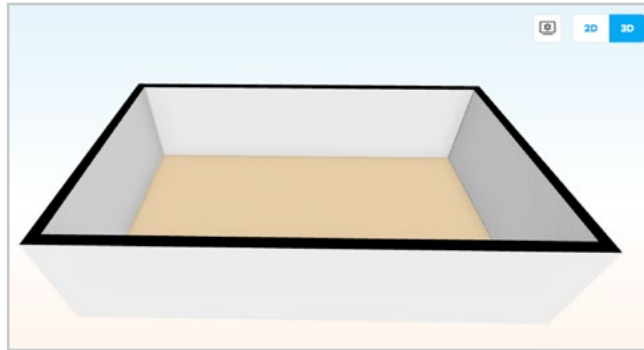


# 6a Build: Walls and Rooms: Create sloped walls

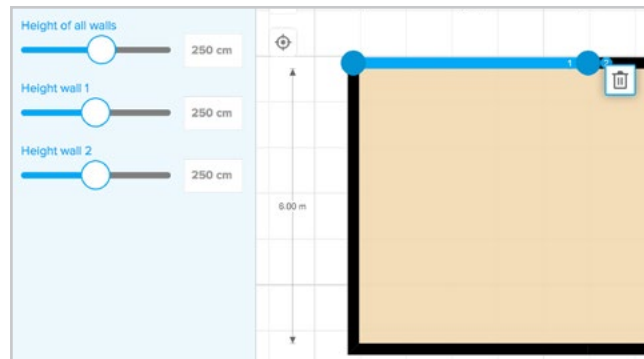
Drawing sloped walls is done by adjusting the height of wall corners. In this example we draw a gable roof with an inner room.

## Drawing room

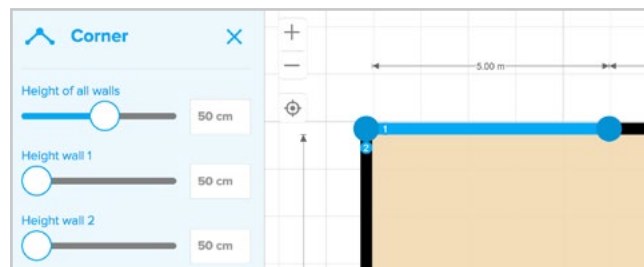
1) First draw the exterior walls of your floor plan.



2) Click on a wall segment and split the wall. Select the joint you just made, and set the desired height in the sidebar. Note that you can set the height for all walls segments connecting to this joint together or each individually

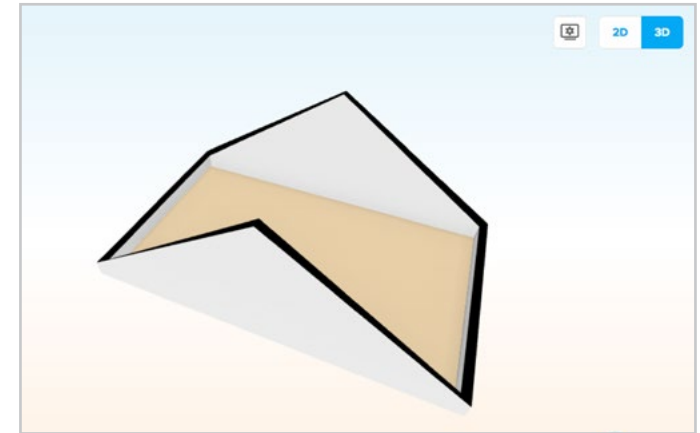


3) Repeat this for any corner of your room. Then move the 2 notch-corners to the desired position.



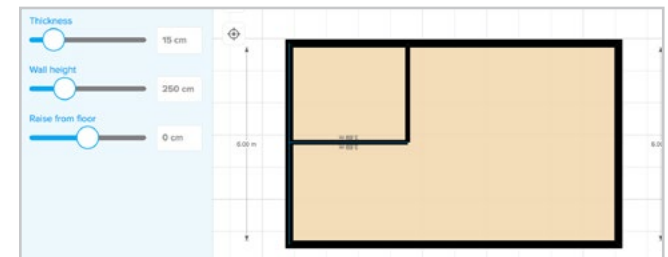
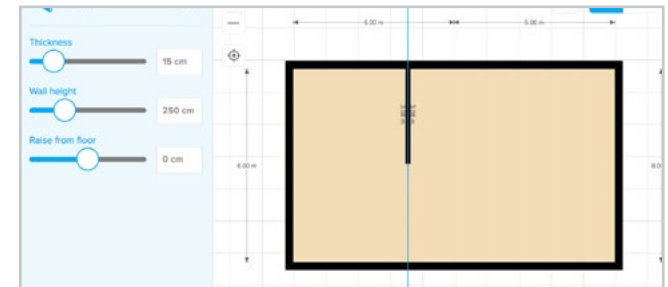
*Tip: guidelines will help you find the centre of a wall, and to align the notch-corners with each other.*

4) View 3D to see the result.

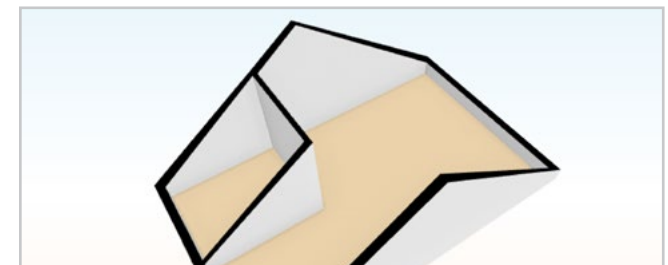


5) After setting the correct slope for the exterior walls, use the wall by wall tool to create your inner rooms.

*Tip: Start and end each room on an exterior wall if possible. The walls you draw will inherit the wall height at the point where you connect with the exterior walls.*



5) View 3D to see the result

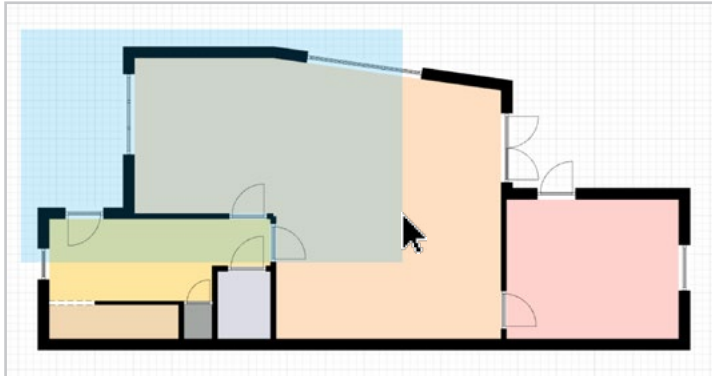


# 6a Build: Selecting multiple walls or rooms

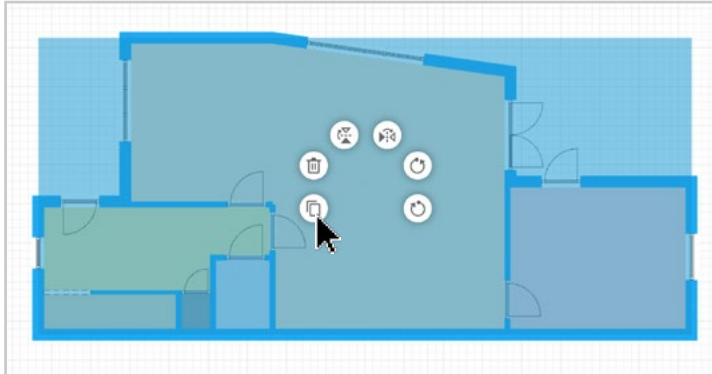
You can select multiple walls or rooms at once to remove, duplicate, rotate or mirror.

1) First hold **shift** and drag a rectangular area around the walls you want to select.

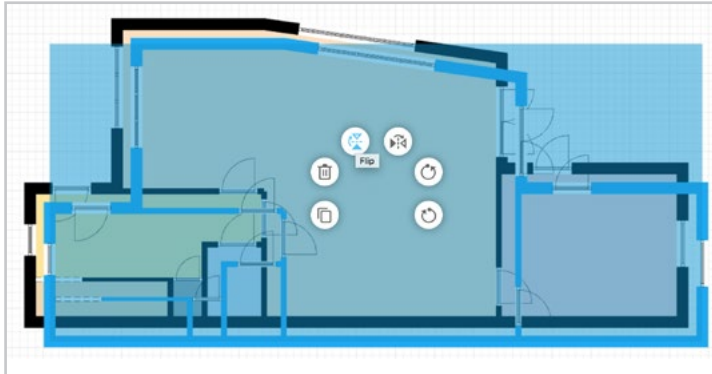
*NB: Make sure there are no furniture objects in the rectangle, or they will be selected instead.*



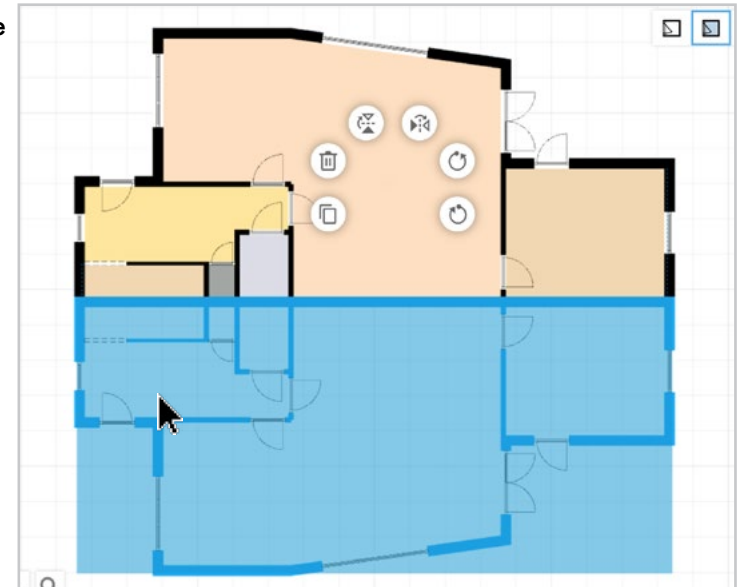
2) Now the walls and rooms are selected. You see a bunch of icons.



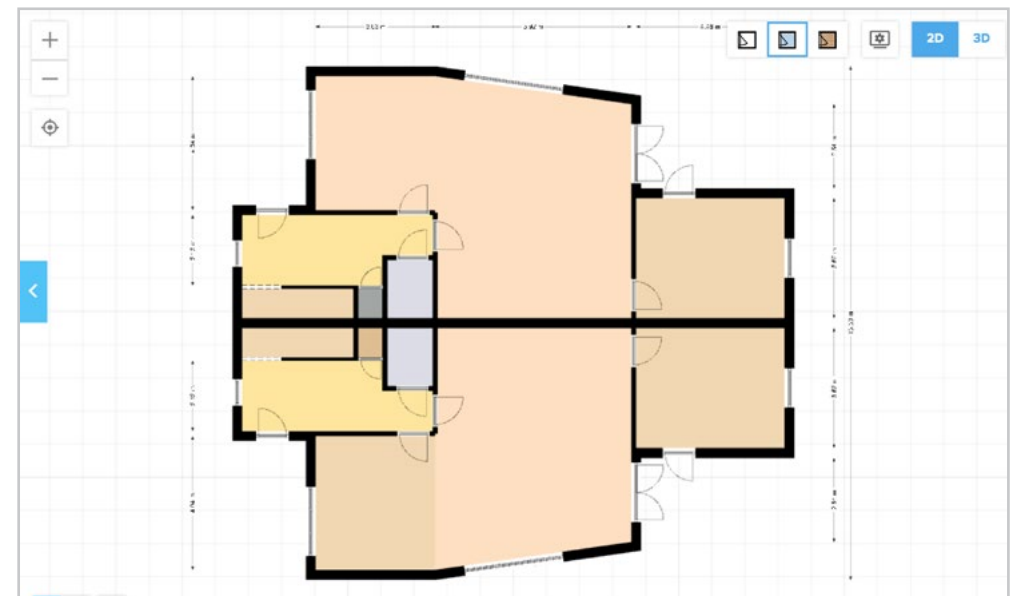
3) In this example we duplicate and mirror the selection.



4) After mirroring the selection, drag the selection into place. Use the snapping guidelines to connect the walls properly and avoid errors.



5) Click anywhere else in the canvas to finalize the position of your selection.

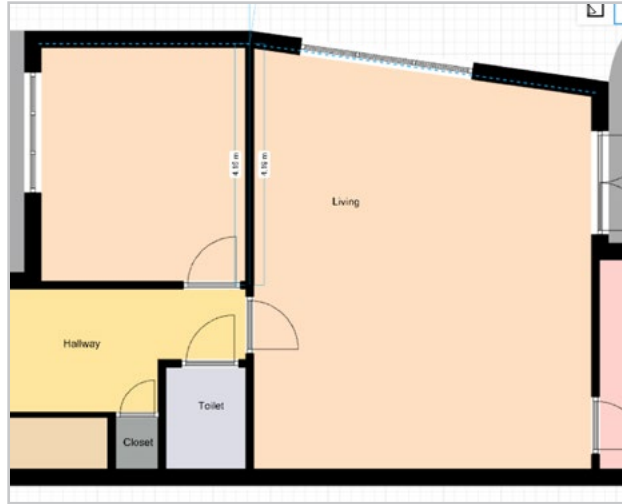
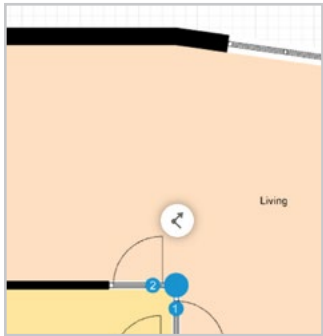


# 6a Build: Invisible walls

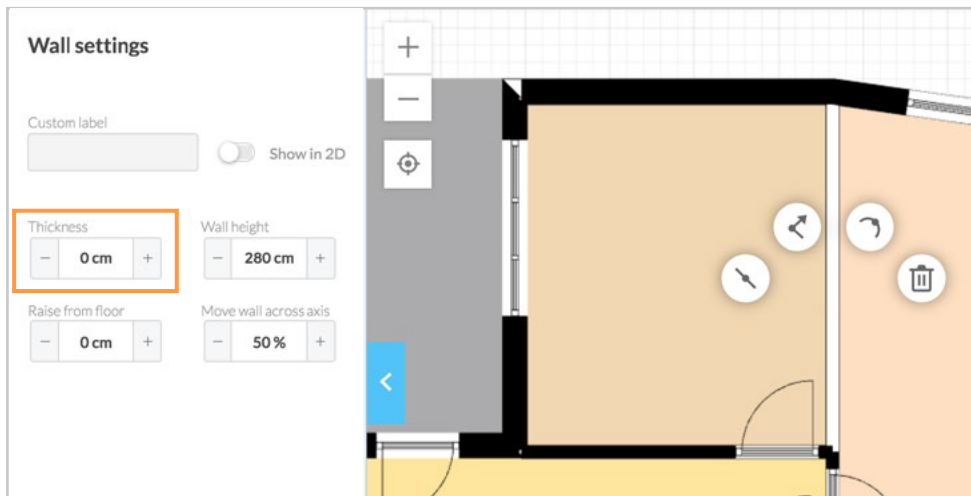
A special option is to make walls invisible. This can be applied to give rooms an area division for instance if you need a living room with an open kitchen.

## Creating an invisible wall division.

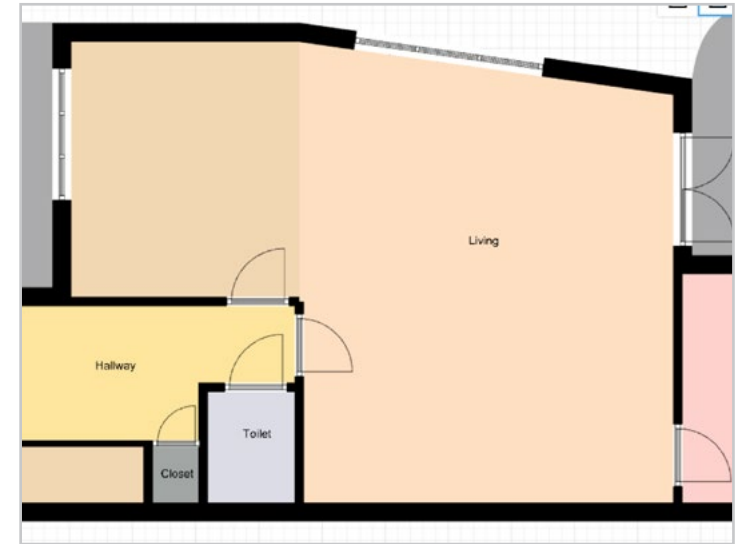
1) Draw a wall where you want to split a room in 2



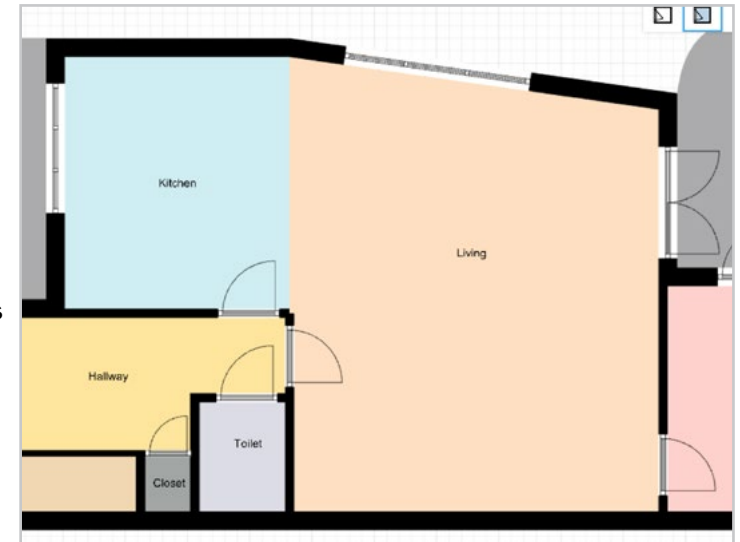
2) Double-click the dividing wall and set the thickness stepper to 0



3) Now the space is divided in 2.  
The invisible wall will show neither in 2D nor in 3D, but it is still selectable in 2D.



4) You can apply a roomtype and an area size to both spaces now.

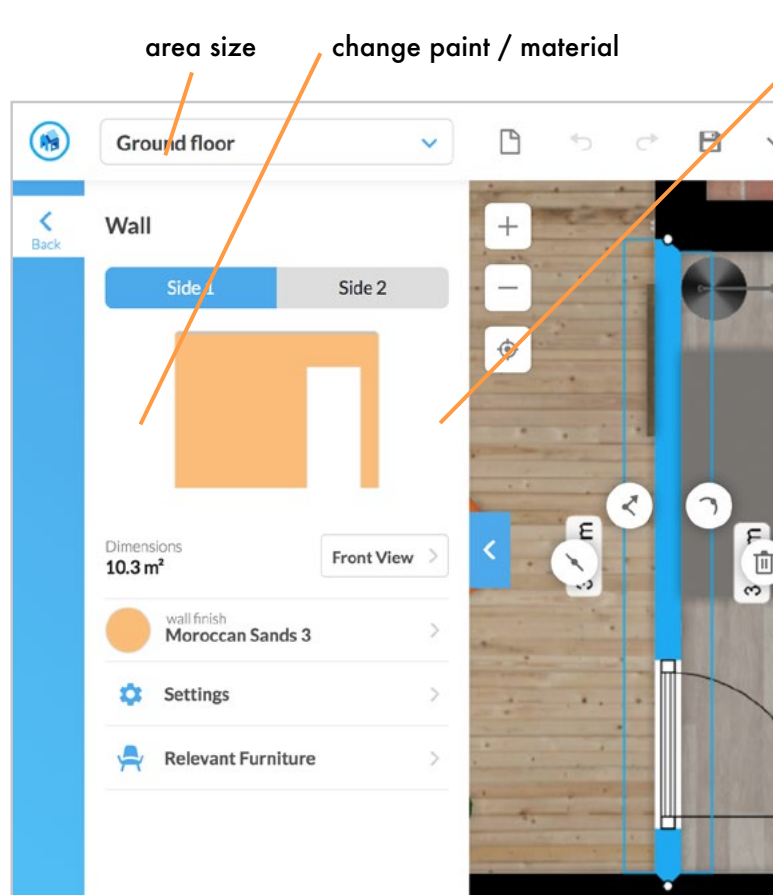


Also, our Magic-layout feature will work for both spaces, the 0-wall will be recognized as an open side of the space.

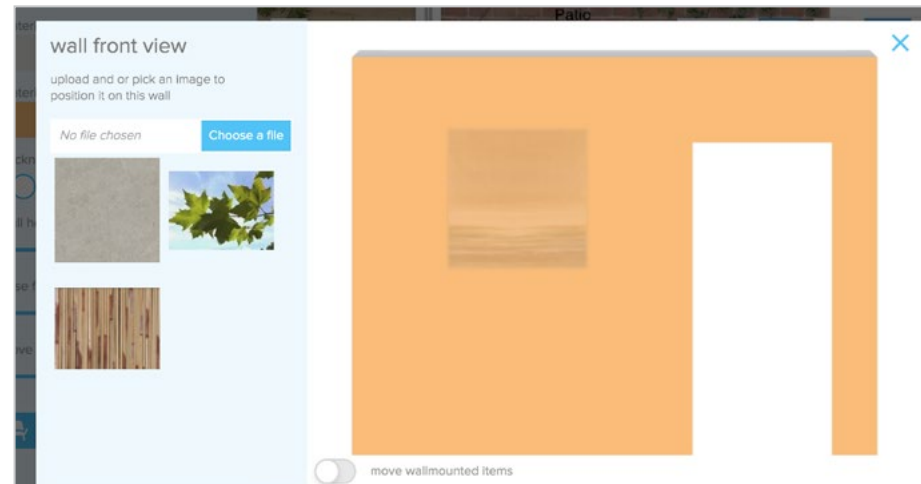
*Tip: you can also use invisible walls to create a room with 1 open side, or to open up an inner wall temporarily to enable a view into a room in 3D camera mode.*

# 6a Build: Wall view

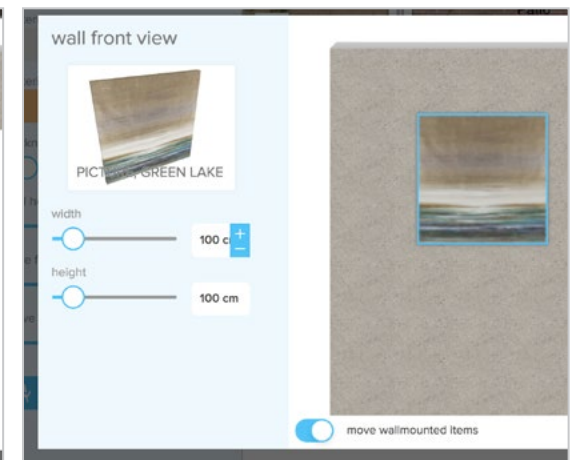
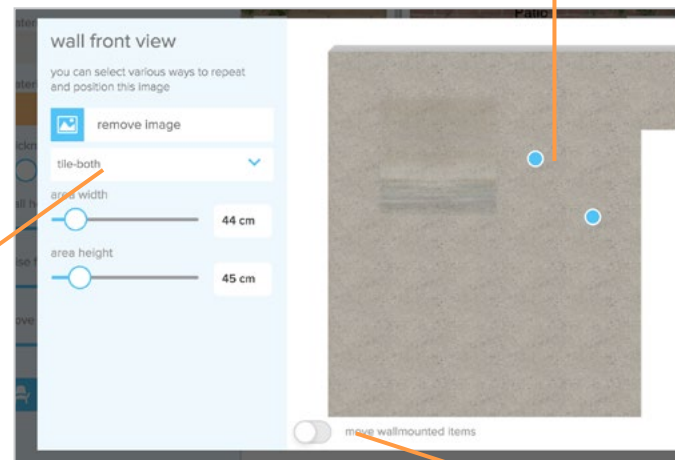
When you've selected a wall segment, the sidebar will show info about this item. You can edit the wall size properties. You also see which materials are applied to this wall, or can upload your own image on the wall.



You can choose your own image to use as wall art, to tile or stretch over the entire wall, or use as a wall art.



Use the blue dots to resize the image.



Choose the type of stretching / tiling you want to apply

you can select various ways to repeat and position this image

- free
- no-stretch
- ✓ fill
- contain
- tile-horizontally
- tile-vertically
- tile-both

In this view you'll find this toggle to rearrange your wall-mounted items more easily.

# 6b Build: Surfaces

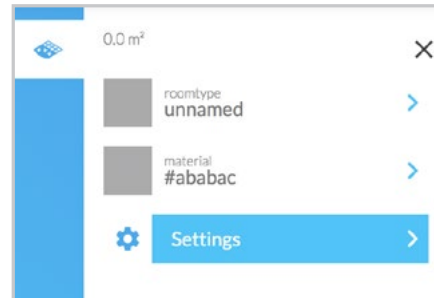
To create a shape without walls, we have the surface tool. You can create surface shapes for various purposes. For instance for outdoor spaces, for areas within your room, to create sloped surfaces like roofs or to create a hole in a floor (for downward stairs).

## Draw a surface shape

1) Go to the build section and click draw surface



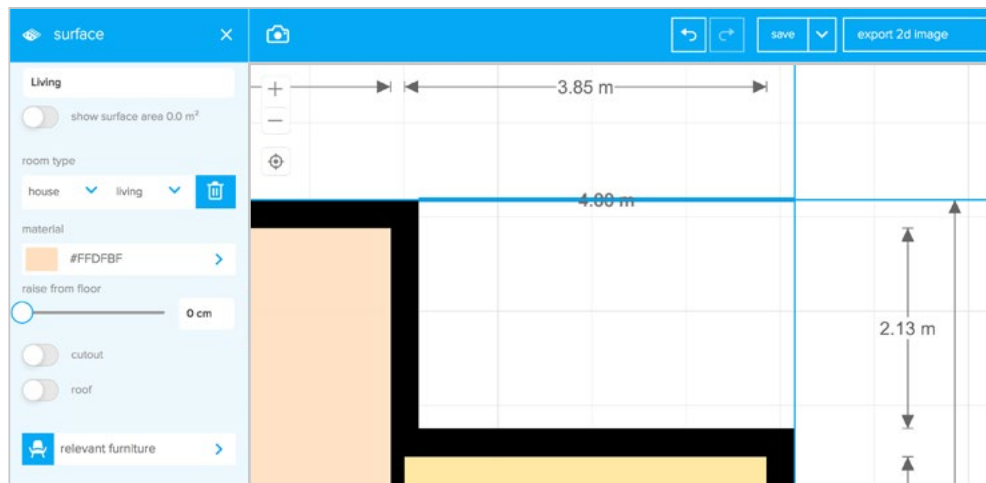
Draw Surface



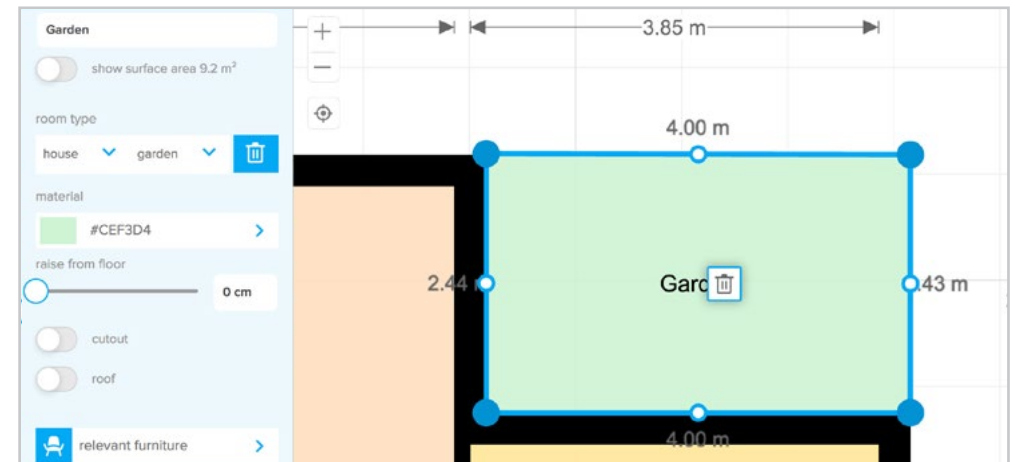
NB: You can setup the surface properties before or after you draw the surface in the sidebar.

2) Click and drag on each spot in the canvas where you want a surface corner.

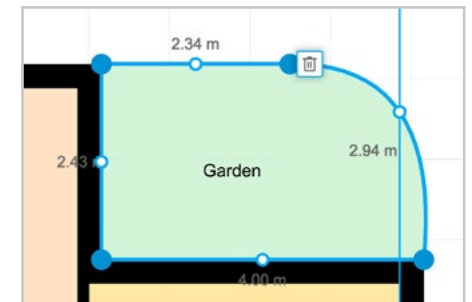
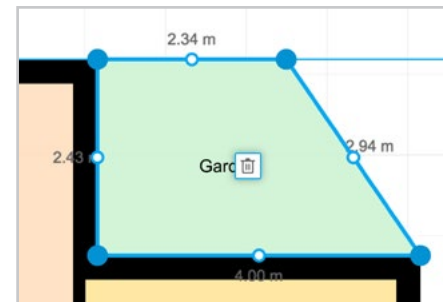
Tip: To have an exact edge length, type in the desired size and hit ENTER.



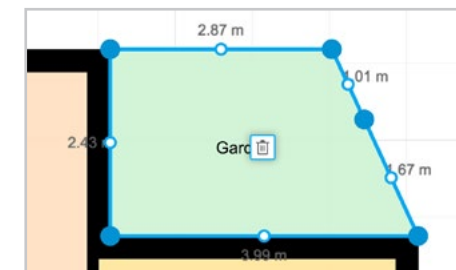
3) To finish your surface, on the first point or press ESC on your keyboard.



4) You can drag edges and corners to reshape your surface, or drag the white dots to create a curved edge.



5) Click on a surface edge to add a corner. Click on a corner to remove it or edit its height.

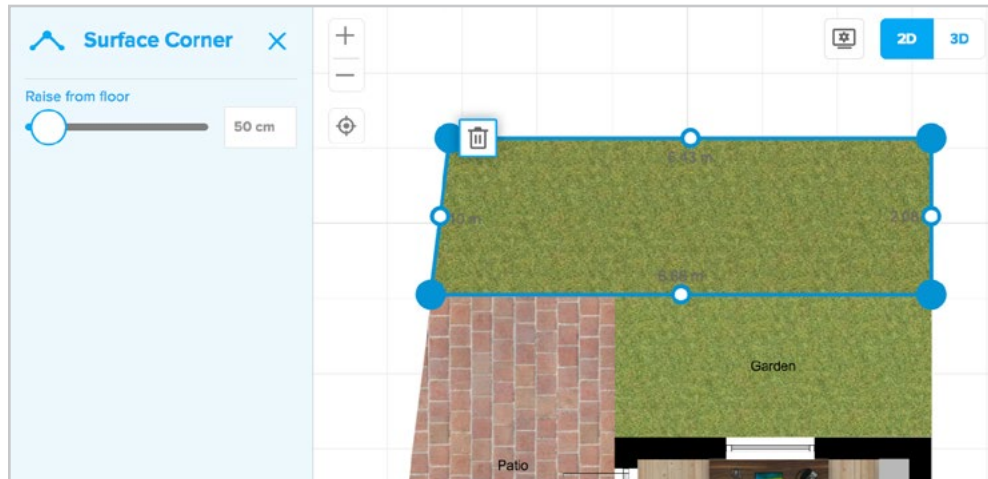


## 6b Build: Surfaces: sloped and elevated surfaces

Surfaces are drawn by default on floor level. In some cases you want a surface at a higher level, or a sloped surface. For instance for gardens, for custom ceilings or roofs.

### Sloped surface

Click the surface shape you drew. Then click on each corner that should have an elevation and move the raise slider in the sidebar.

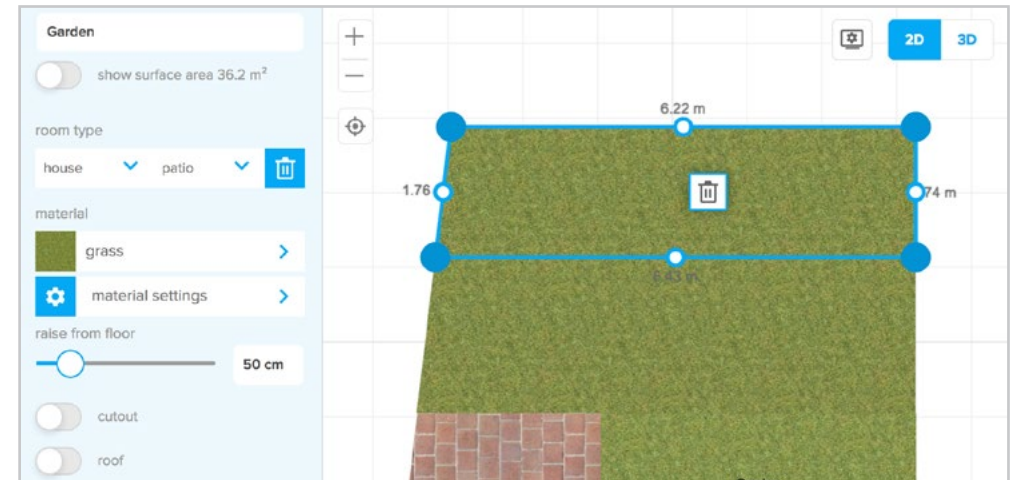


Click 3D to check out how it looks



### Elevated surface

Click the surface shape you drew. Use the raise slider in the sidebar to raise the entire surface to the desired height.



Click 3D to check out how it looks



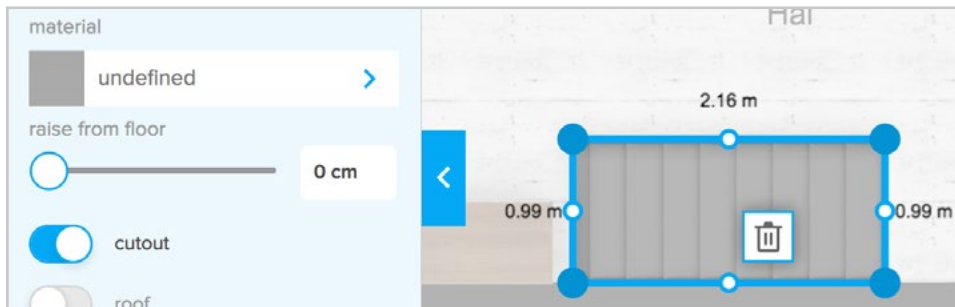
*Tip: divide your sloped surfaces in parts to make sure the 3D geometry will display correctly. Use separate rectangles or triangles next to each other for each section that has a slope.*

## 6b Build: Surfaces: cutouts

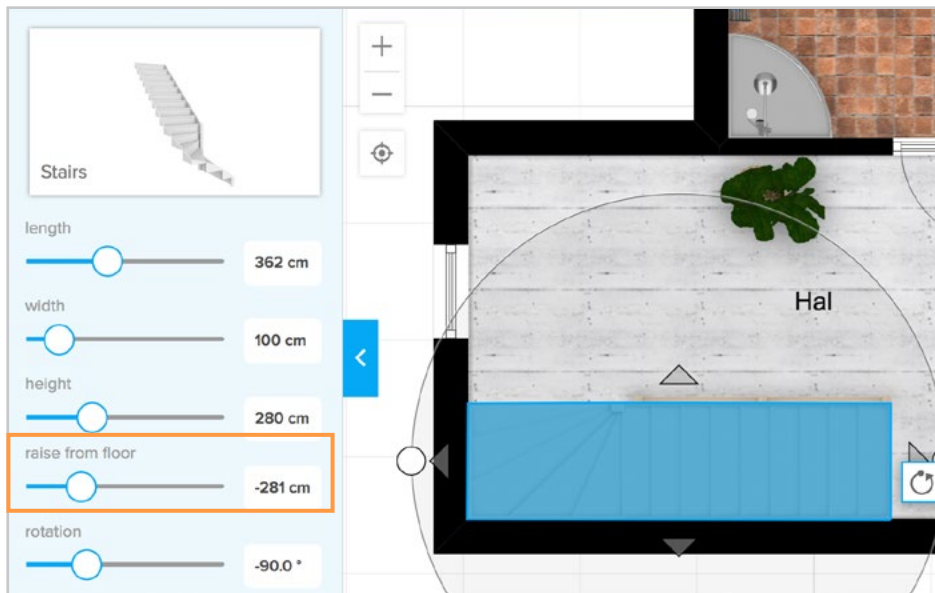
With surfaces you can create a hole in the floor to have for instance a staircase coming up from the floor below.

### Draw a cutout surface

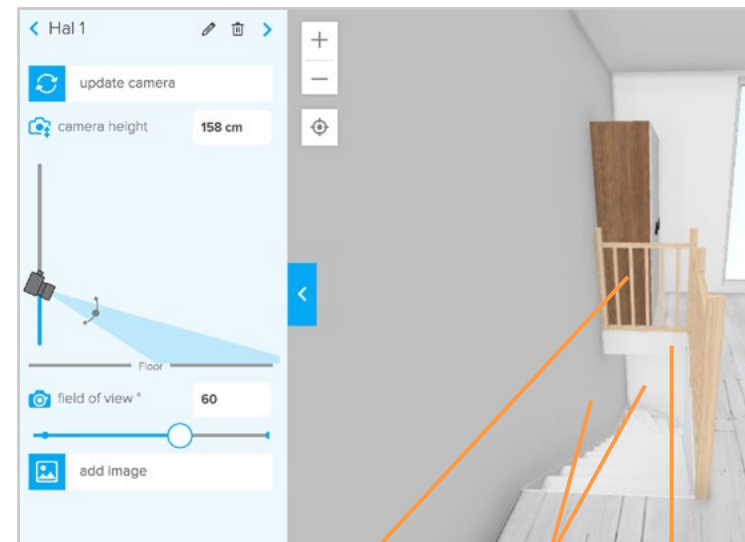
Draw a custom surface for the hole you need in the floor. Then double-click the surface to enter the surface settings and toggle the cutout switch to have it create a hole in the floor below.



If you placed a staircase, you can lower it below floor level.

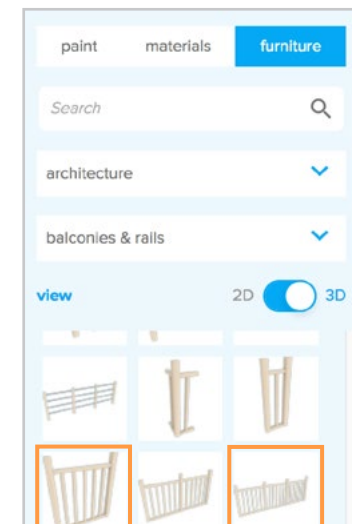
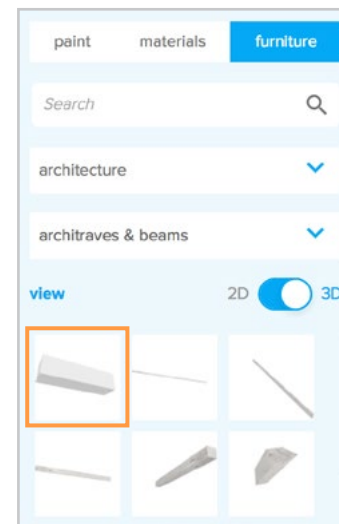


In 3D you will have a staircase leading downwards.



Tip: note that in this plan, also the walls have a negative raise.

We added stair railings, and some resized and lowered beams, from the decorate architecture section (see below), to make it look real.

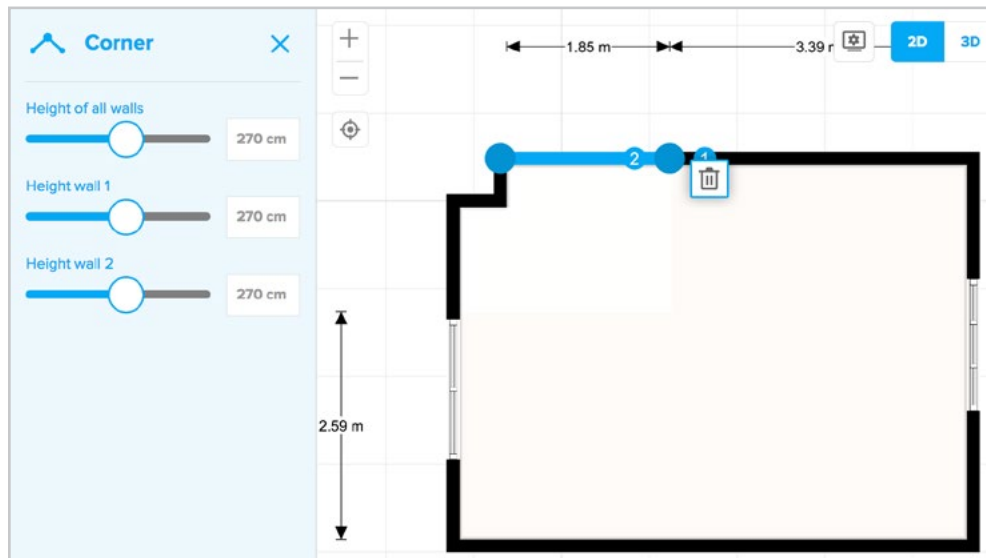


## 6b Build: Surfaces: sloped ceilings

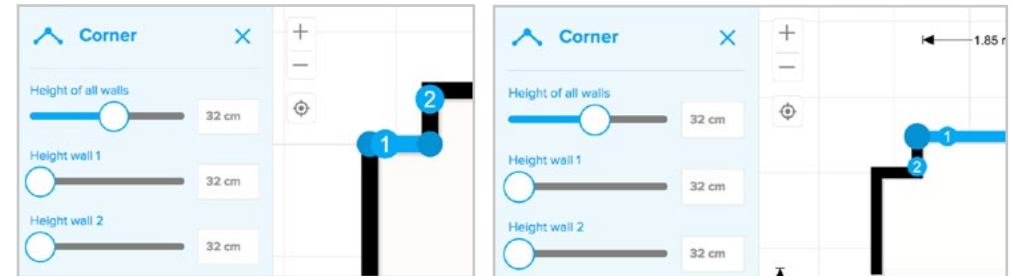
Follow these steps to create a sloped ceiling in your room with a correct ceiling surface.



1 Draw a room, split the walls where they should start to go downwards.



2 Lower the wall corners where necessary.

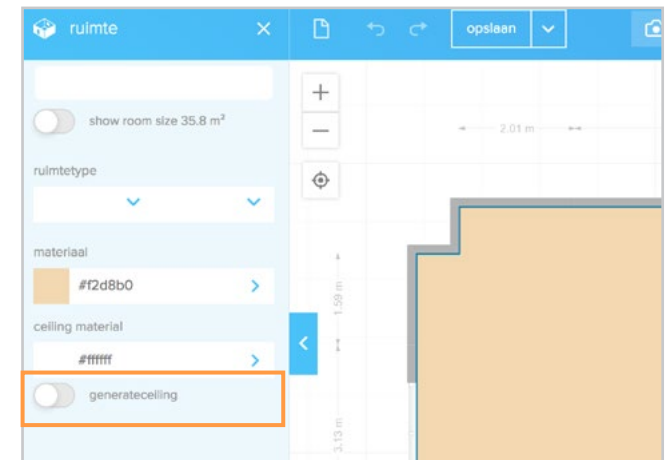


3 Check the 3D view: you see that the automatic ceilings is showing up incorrectly.



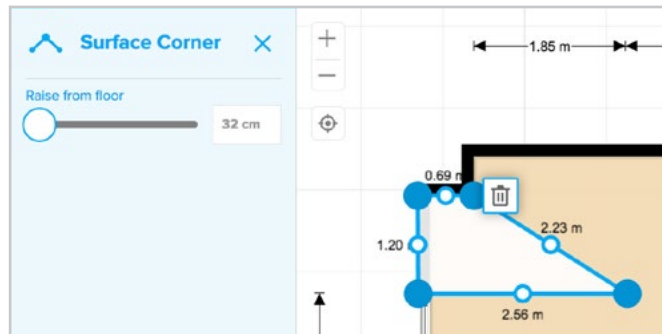
4 Go back to 2D. Select your room and toggle off the generated ceiling in the sidebar.

On the next page we'll show how you can draw this ceiling so it shows up correctly.

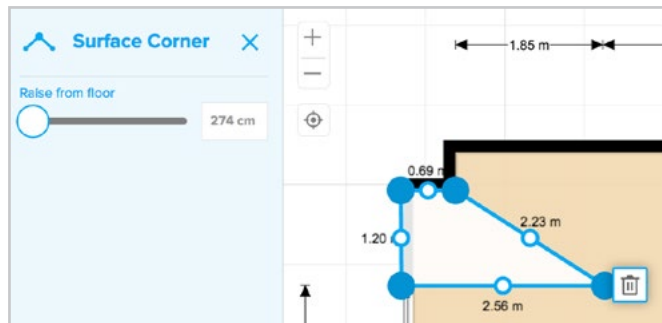


## 6b Build: Surfaces: sloped ceilings

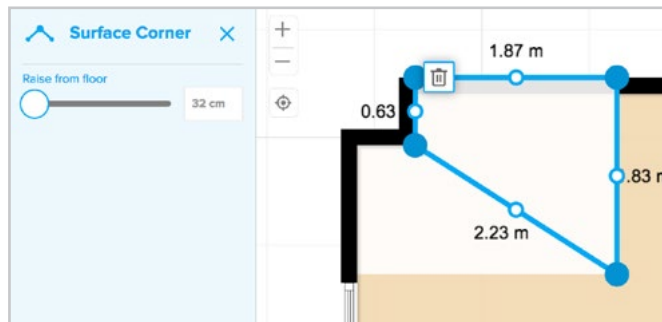
5 Draw the first sloped ceiling surface. Click the corners that should be low, and set the elevation.



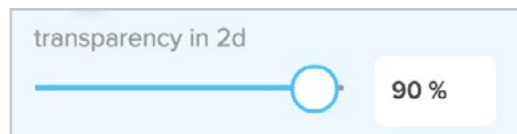
6 Do this for the high corners too.



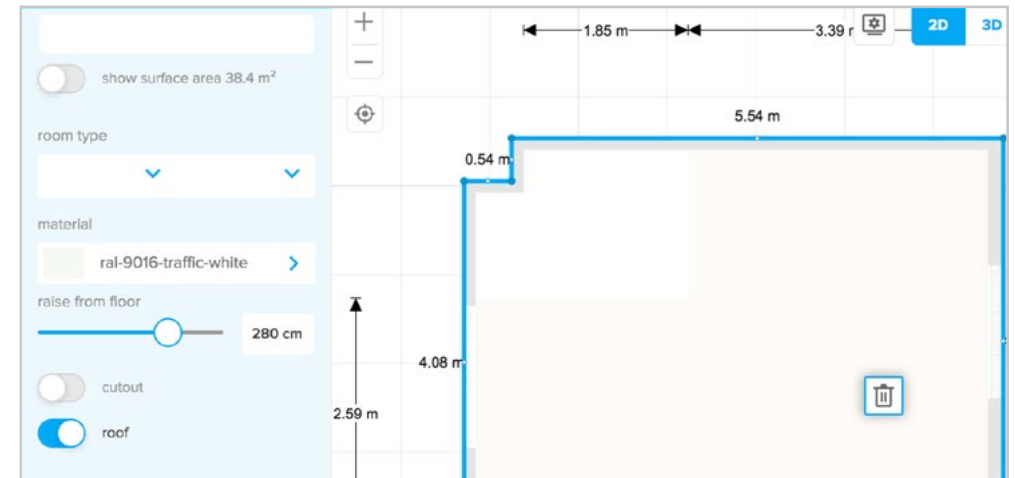
7 Draw the second sloped ceiling surface. Click the corners and raise them to the desired height.



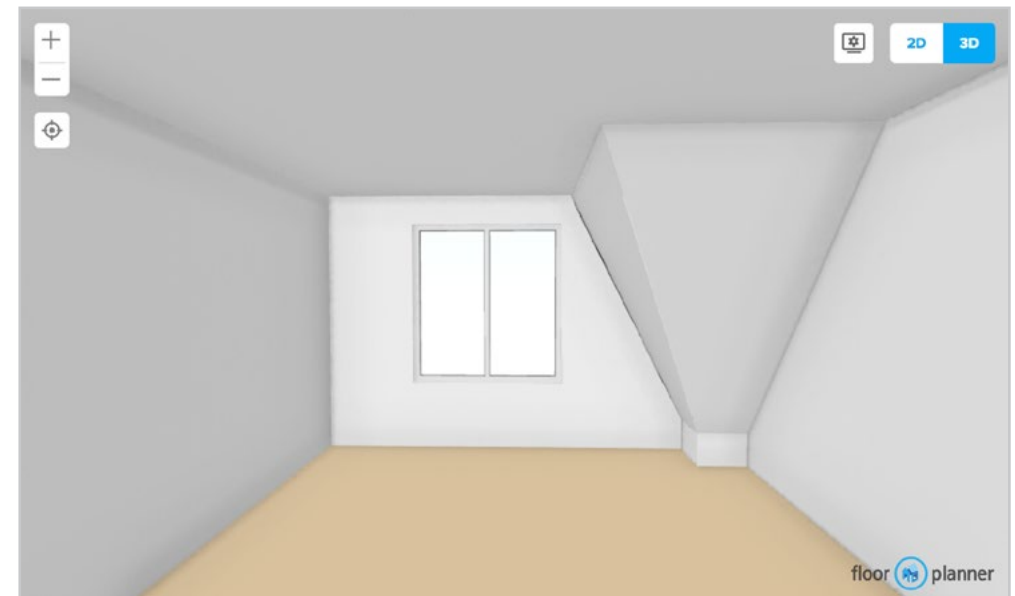
**Tip:** Set the 2D transparency to 90% to be able to view items below the ceiling surfaces.



8 Now we'll create the ceiling surface manually. Draw a surface covering the entire room. Select it and give it an elevation at your wall level. Mark it as a roof to show above other elements in 2D.



9 Click the camera icon or 3D icon to see if the ceiling displays correctly.

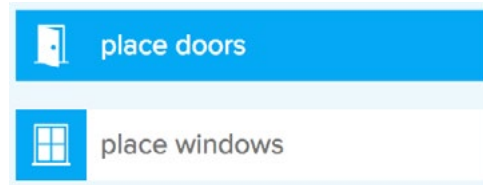


# 6c Build: Doors and Windows

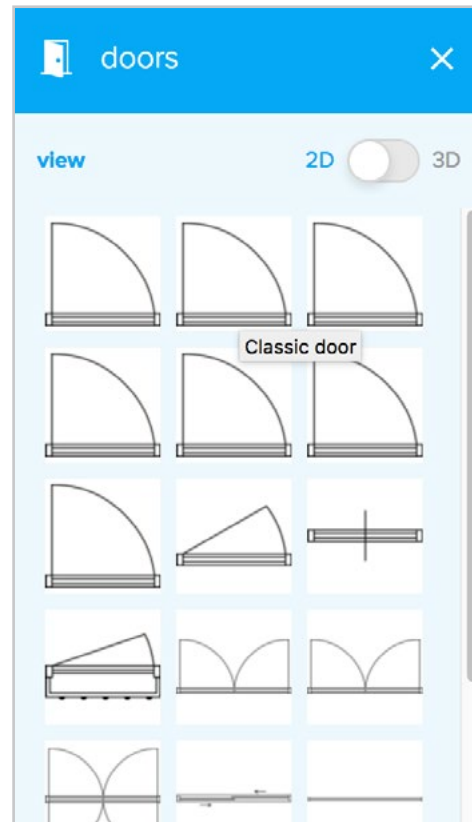
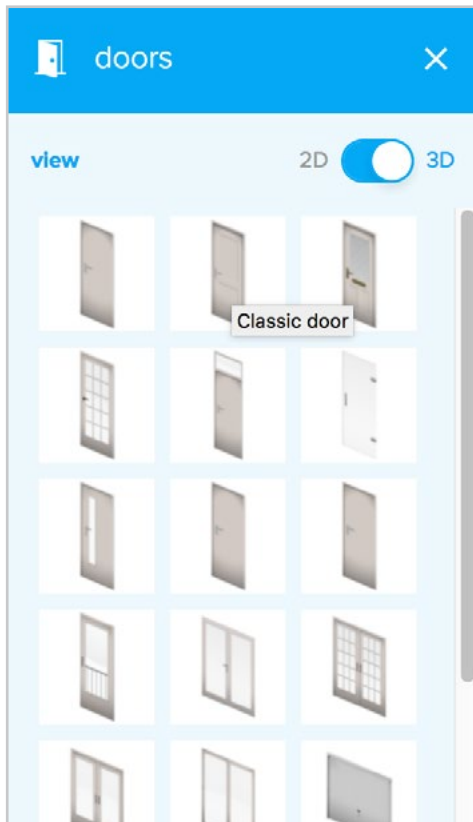
Doors and windows are placed on a wall, and can be modified in size. They work in the same way.

## Adding doors/windows

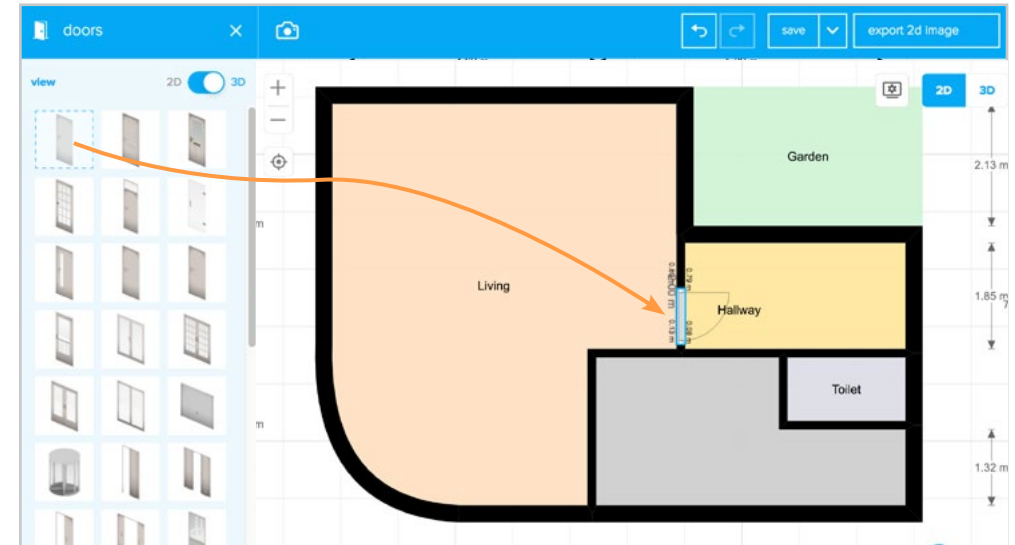
1) Click on the doors or windows button



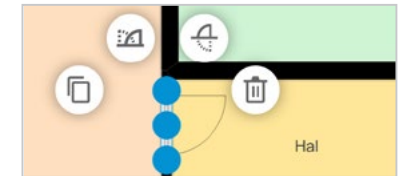
2) You can view the list of doors or windows in 2D top view or 3D view.



3) From the list, drag and drop your door or window onto a wall.

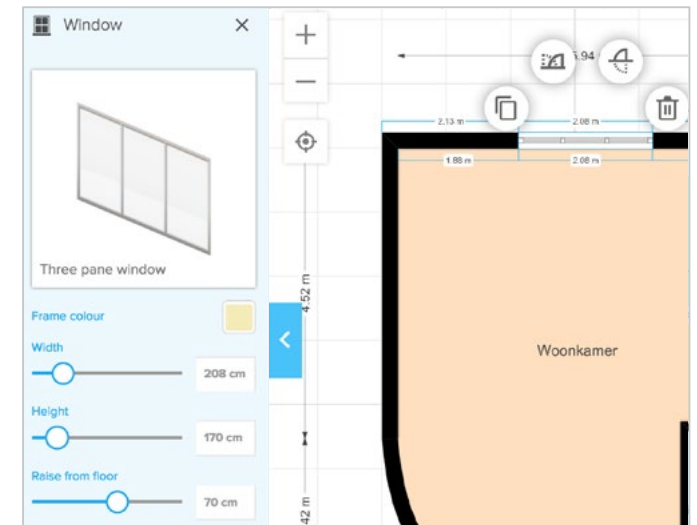


4) Click the door or window to adjust the wall side, hinge side and an option to duplicate and remove.



5) Set the width, height and raise from the floor in the side bar.

You can also pick a color for the window frame door frame and door.



# 6d Build: Structures

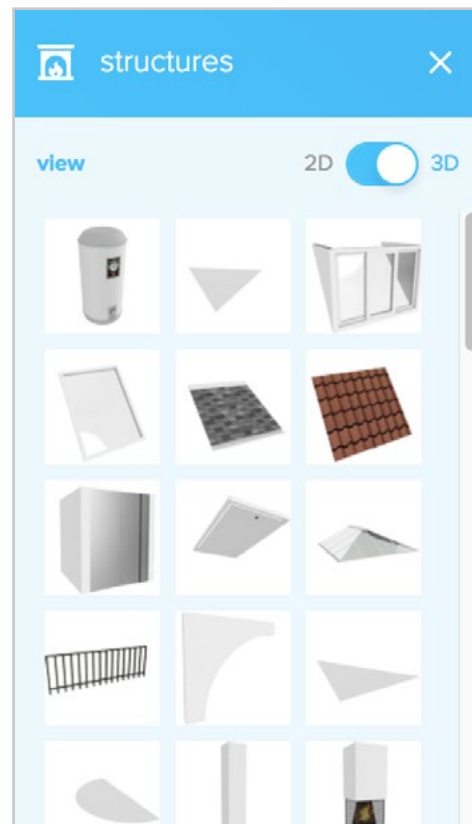
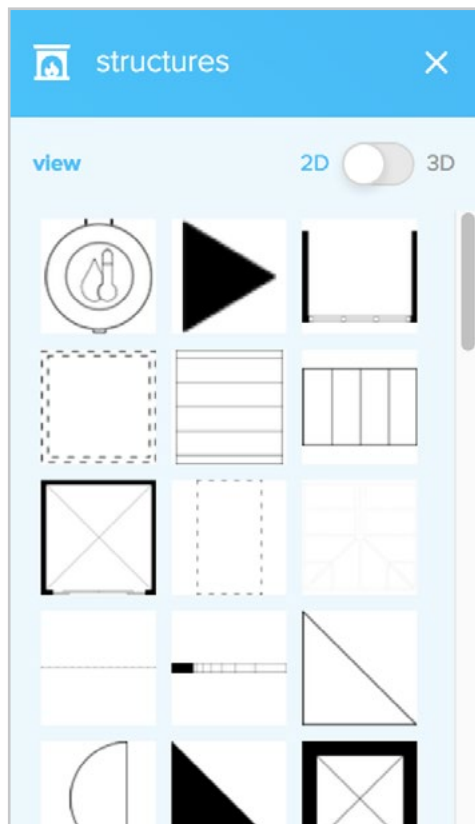
The structures library has a selection of objects that can be used as architectural elements in your plan.

## Adding structures

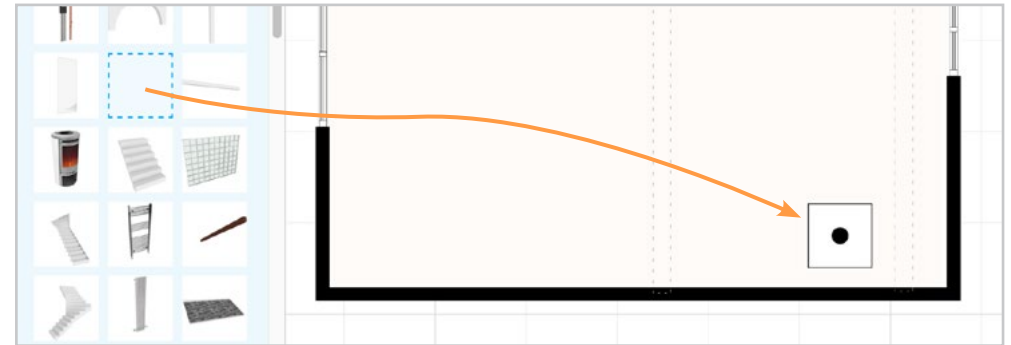
1) Click on the structures button.



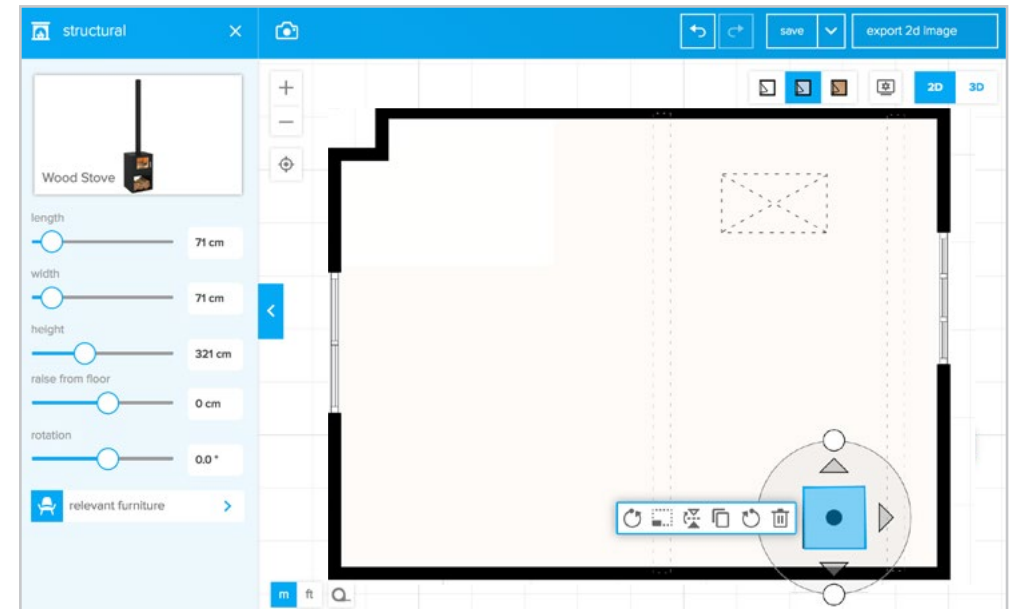
2) You can view the list of structures in 2D top view or 3D view.



3) From the list, drag and drop your element into your plan.

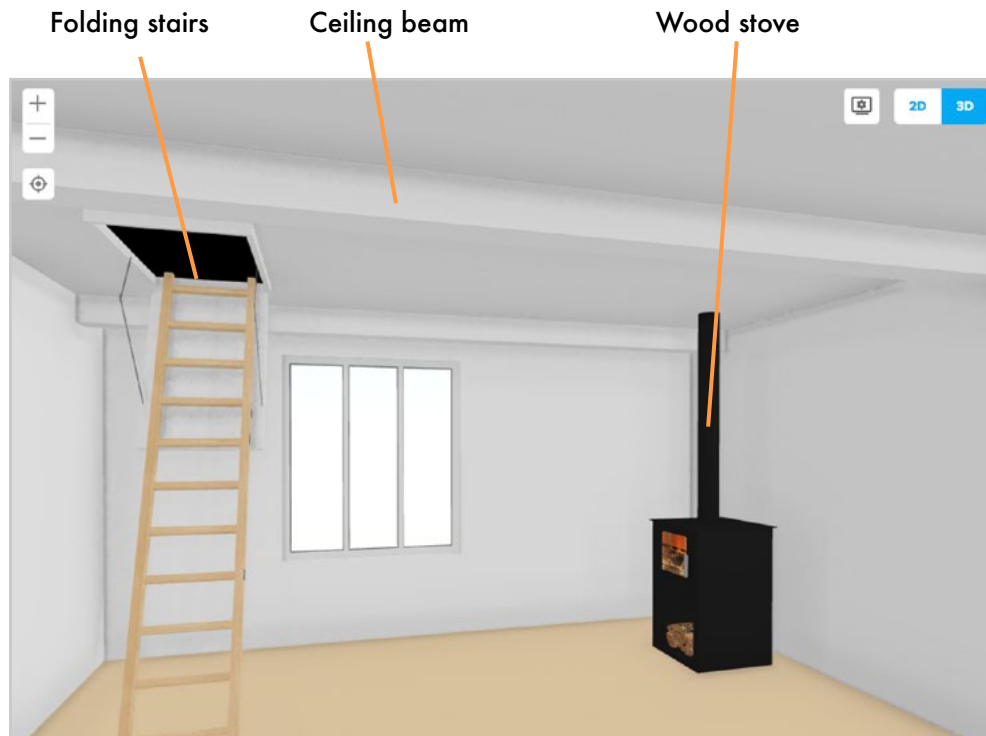


4) Click the item to adjust the dimensions, rotate or mirror the object.

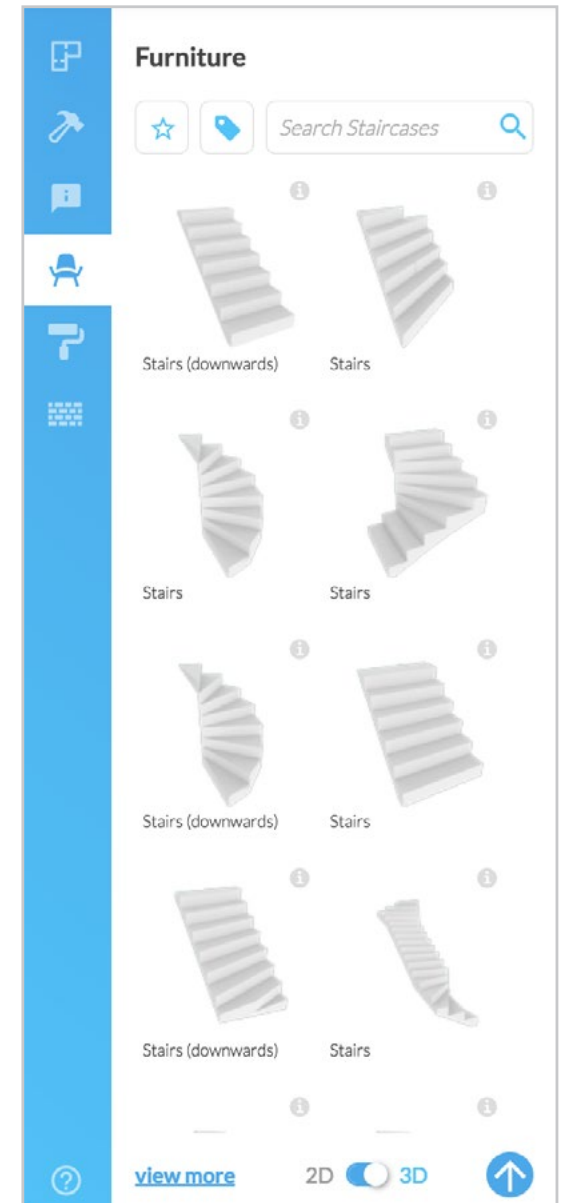


# 6d Build: Structures

5) Check in 3D or camera view your plan. In this example we used several elements from the structures set:



*Tip: the Structures is a selection of often used elements. We have much more architectural items in our furniture library divided in categories and subcategories. Search the architecture collections on for instance staircase or fire-place and you will get a lot more results.*



# 6e: Build: Background image

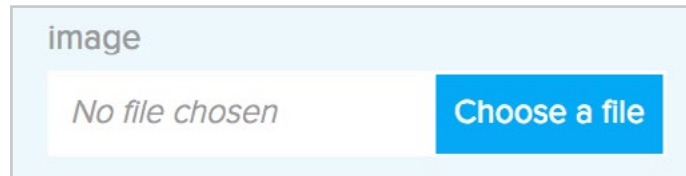
If you have an image of your floorplan already, you can upload it and trace it to draw your floorplan quicker and more accurate.

1) Click on the Build icon and select the Background settings button

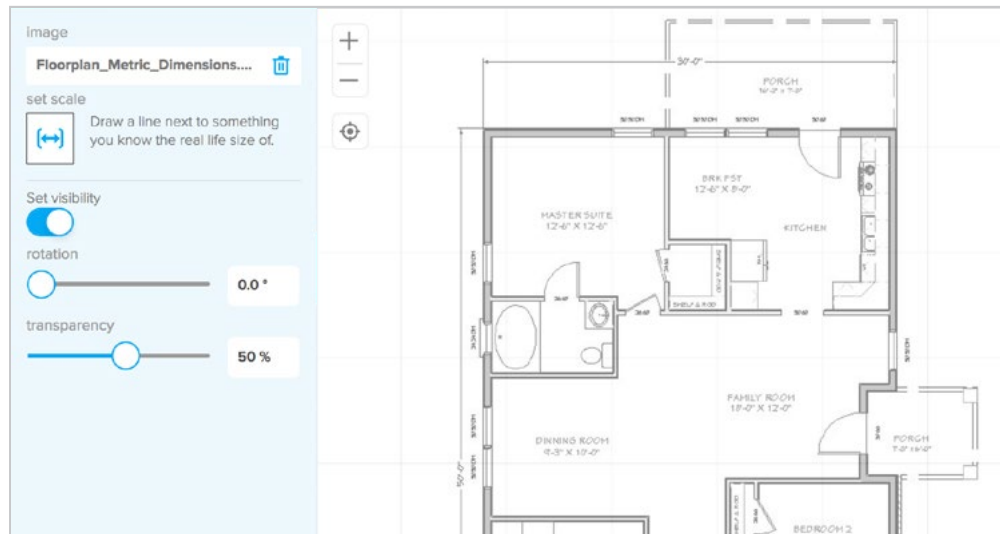


background settings

2) Click "Choose a file" to add your drawing



3) Navigate to your file and upload it. It has to be a PNG JPG or PDF image. You'll see these options:



4) First rotate the image if necessary so most of the walls are horizontal and vertical. Set your units to meter or feet in the bottom left corner.



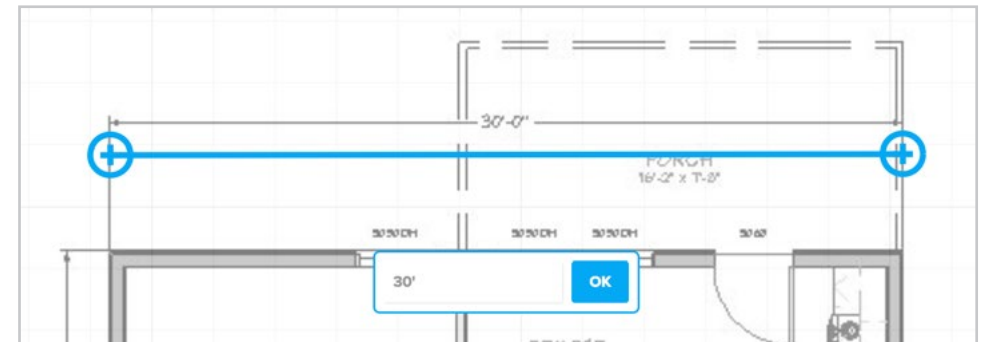
Click Set scale to scale your drawing.

Set scale



Draw a line next to something you know the real life size of.

5) Zoom in to something in your plan of which you know the distance. Click on both sides of this element to draw a line and enter the distance and press OK.

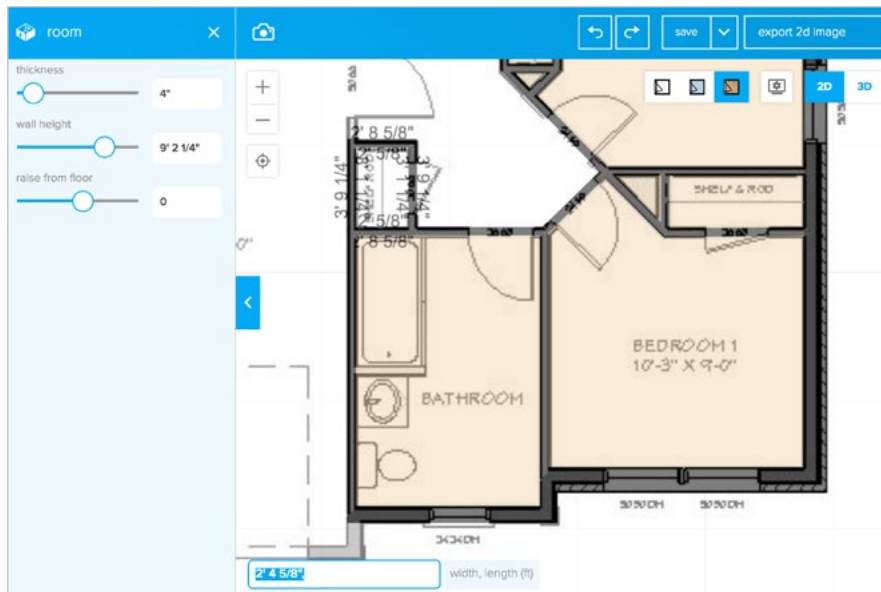


## 6e: Build: Background image

6) Now your background is scaled. Zoom out to start tracing.



7) Click the room tool and set your wall thickness to correspond to the wall thickness of your interior walls. Then start out by tracing the drawing room by room. Proceed after that with setting exterior wall thickness.



*Tip: quickly hide/show your background image while you are tracing it by pressing*

**B**

# 7a Information: Roomtypes

A floorplan with roomtypes assigned to each space is better readable. These roomtypes can also help you to find furniture for each room.

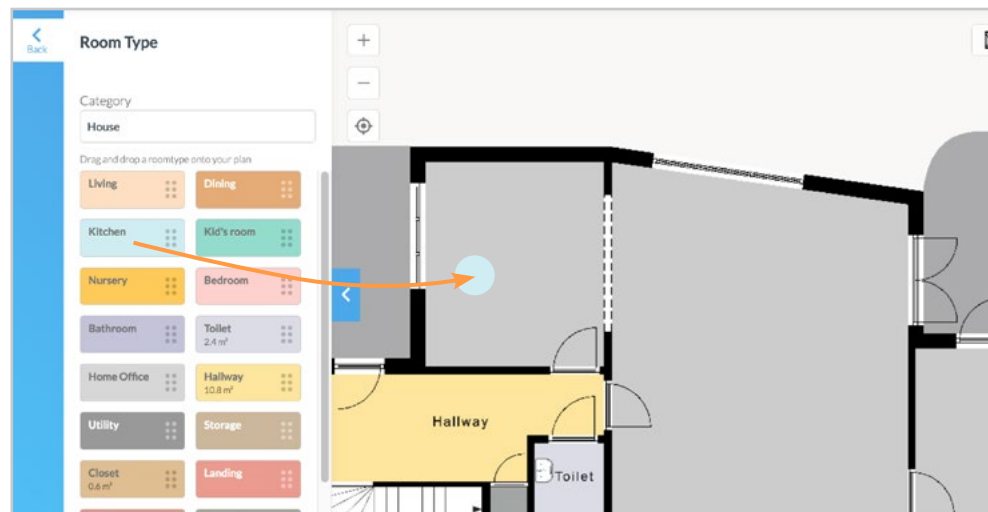
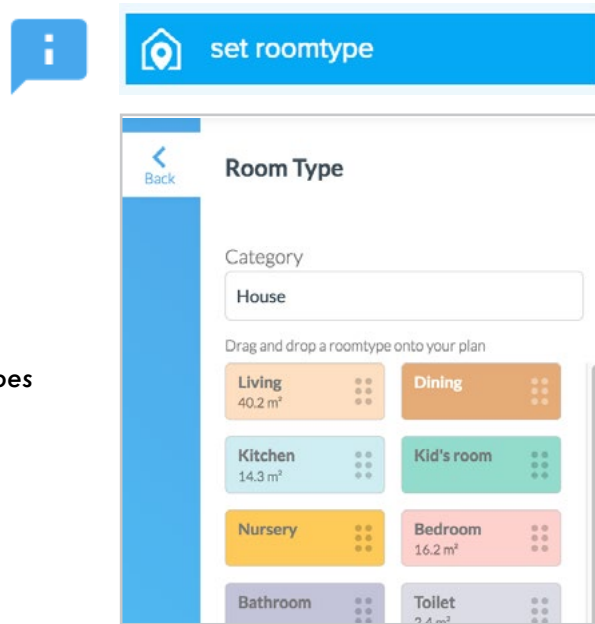
## Applying room types

1) Go to the information section and click on the roomtypes button.

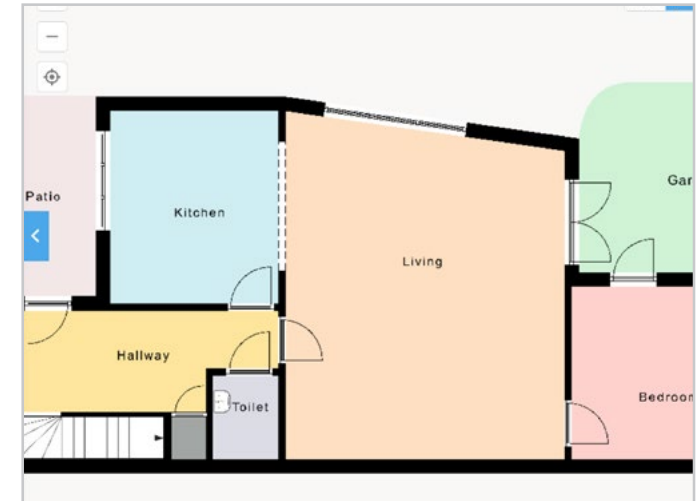
2) You can select a set of room types.

*Tip: with a Pro account you can create your own set of room types that you frequently need.*

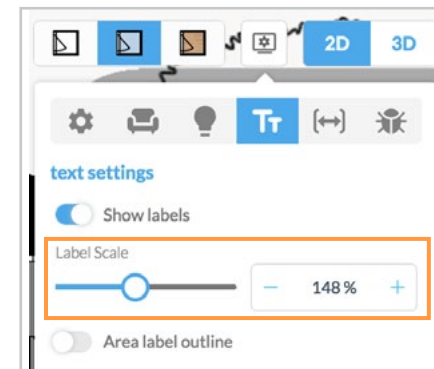
3) From the list, drag and drop your roomtypes onto the room surfaces.



4) Apply as many room types as you need.

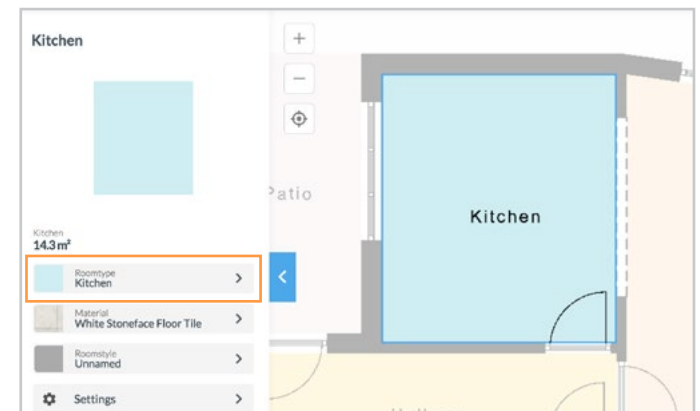


5) You can set the size of roomtypes to make readability even better.



6) If you select a room you'll find that you can change or remove a room type in the side bar.

Find out how room types can be more useful on page 54



# 7b Information: Text Label

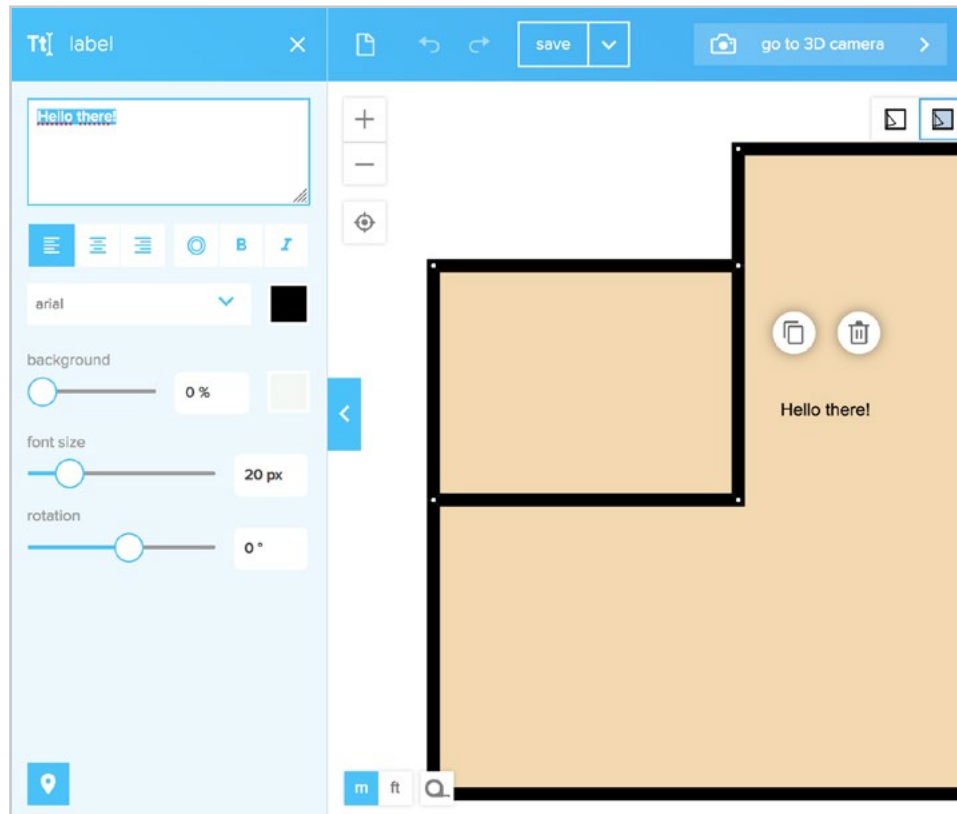
You can use a text label to add comments, or extra information to a plan. Text can be colored, rotated etc.

1) Go to the information section and click on the place label button.



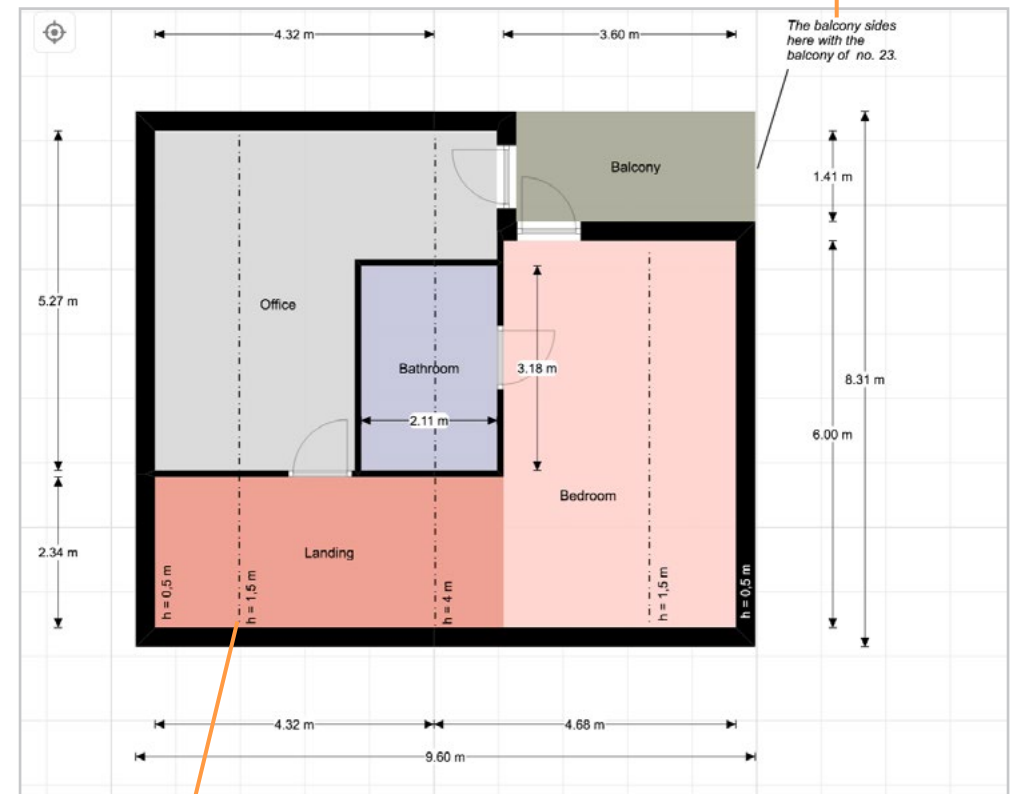
Tt place label

2) Your text label appears directly in your plan and you can type and format your label in the sidebar.



In the example we'll show where you can use text labels

combine text label with a line to add a remark somewhere.

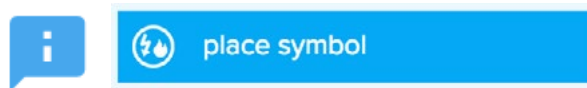


Use a rotated text label with a dashed line to indicate the height of a sloping ceiling.

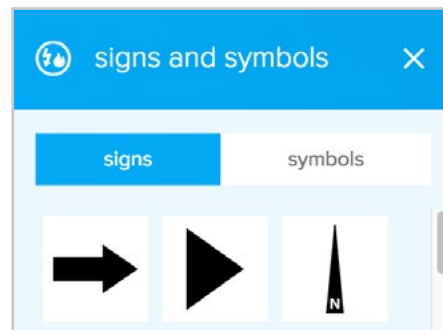
# 7c Information: Icons and Symbols

We have a library of symbols for electric plans, plumbing plans etc, and also a set of icons to make legends, create emergency plans or other purposes like wayfinding.

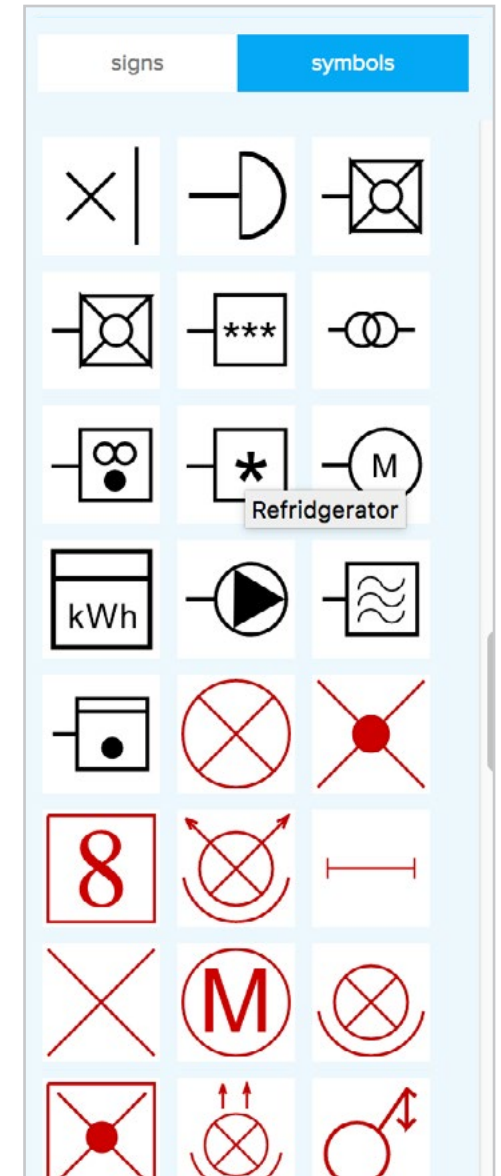
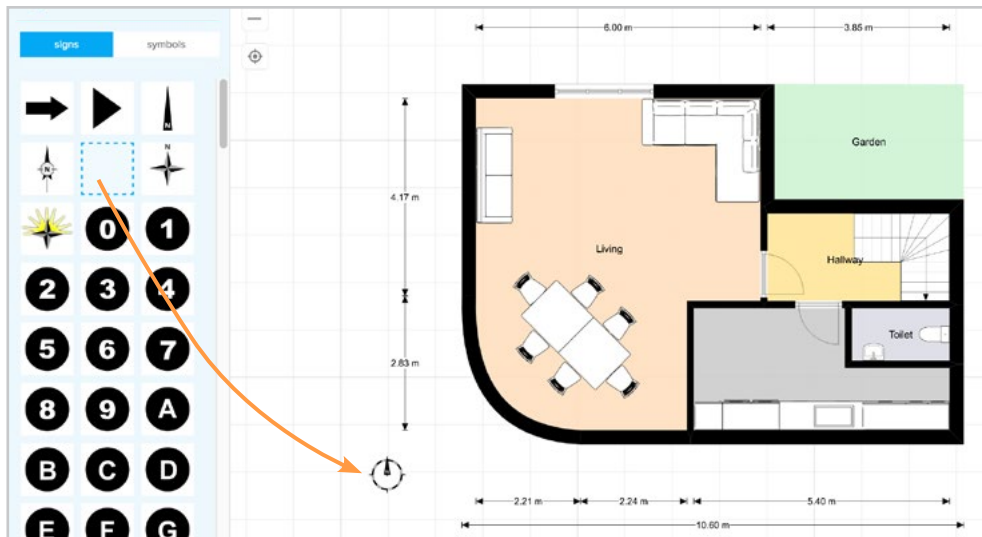
1) Go to the information section and click on the symbols button.



2) Select the set of icons you need.



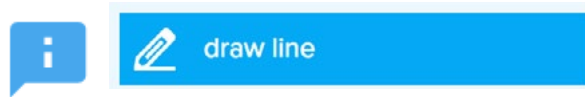
3) From the list, drag and drop your icon into your plan.



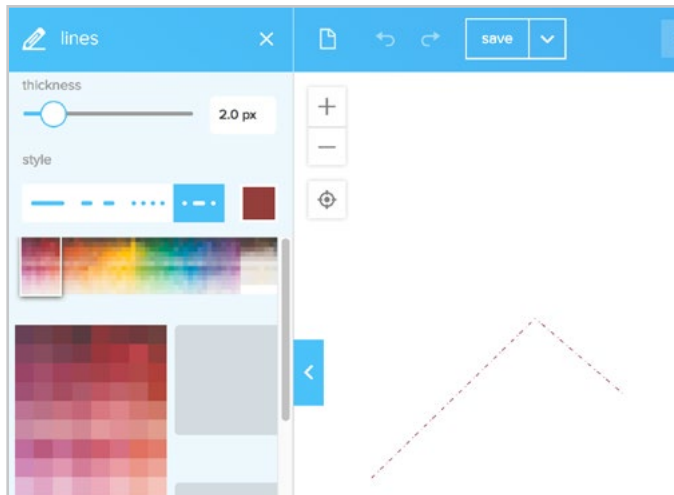
# 7d Information: Lines

You draw lines to indicate something in your plan.

1) Go to the info section and click on the line button or hit **L**



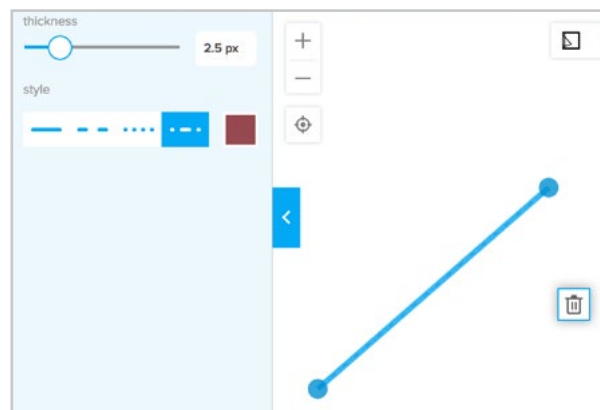
2) You can setup the line appearance in the side bar. Then click, drag and release in your canvas to draw your line.



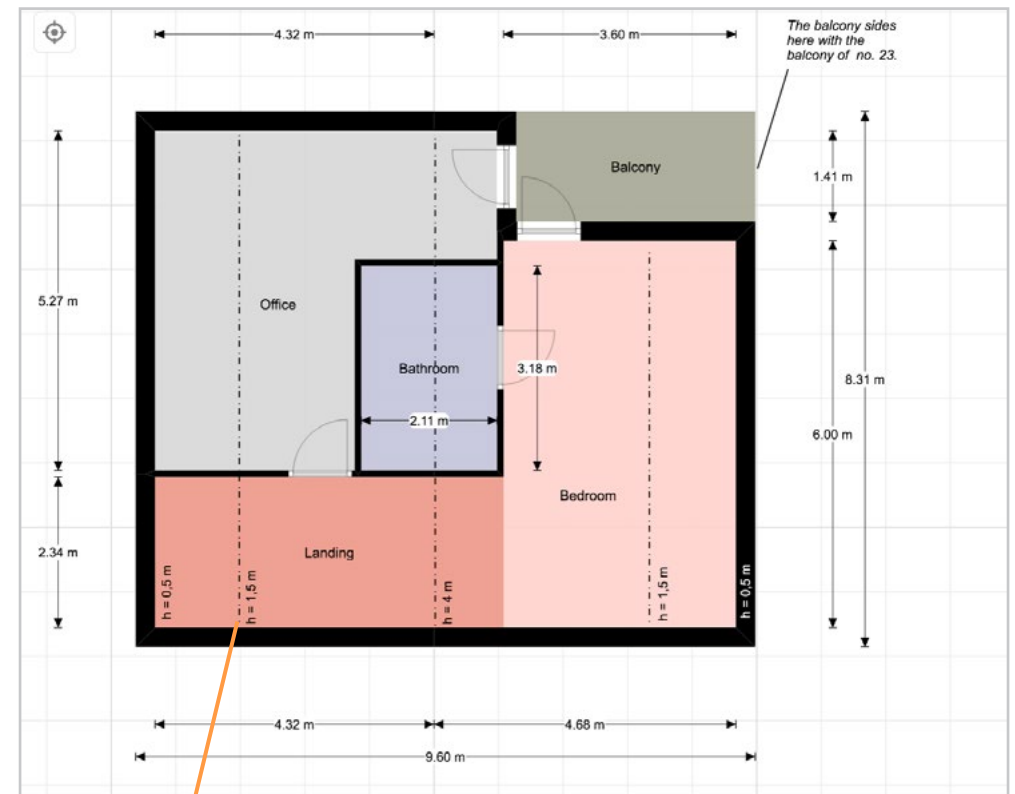
Tip: type in the length you want your line to be while you are dragging your mouse, and hit **ENTER**



3) Select a line to remove it with the trash bin, or change its appearance in the side bar.



In an example we'll show where you can use lines



Use a dashdotted line to indicate the height of a sloping ceiling.

# 7e Information: Dimension lines

Floorplanner generates automatic dimensions around your walls. This will give you direct control over the size of your rooms, but also decrease the time you need for getting a dimensioned floorplan.

Mostly the auto generated dimensions will suffice. But sometimes you miss one or you want to alter the automatic dimension lines.

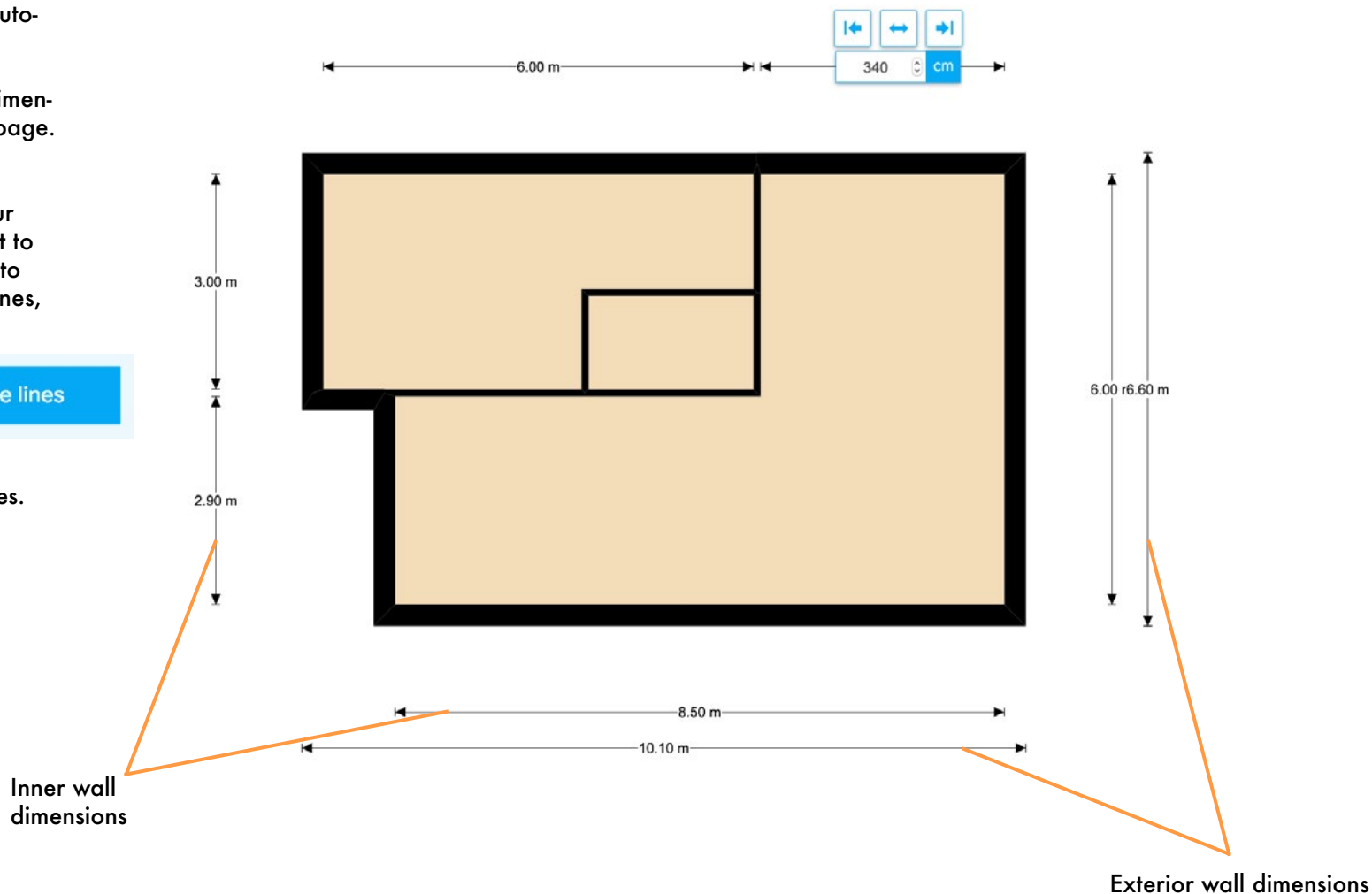
For adding a custom dimension line, see the next page.

If you're done with your plan, and you just want to change some of the auto generated dimension lines, then press

 convert to separate lines

to convert them all to separate dimension lines.

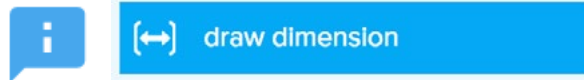
You can change the room size by clicking on a dimension line and typing the size you need. Use one of the arrow buttons to indicate which wall to move.



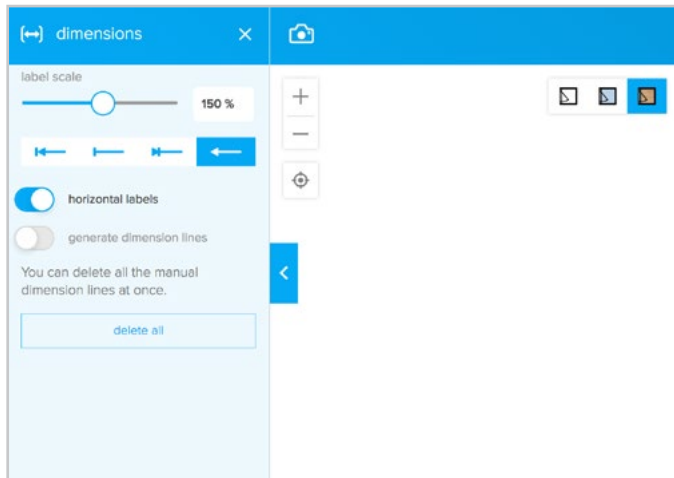
# 7e Information: Custom Dimension lines

You draw custom dimension lines if the automatic dimension lines don't show up where you want them to.

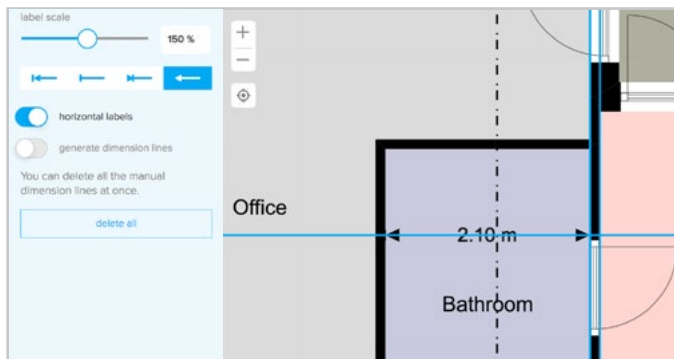
1) Go to the information section and click on the line button or hit d



2) Set up your dimension appearance in the sidebar.



3) Draw a dimension line by click, drag and release in your canvas.

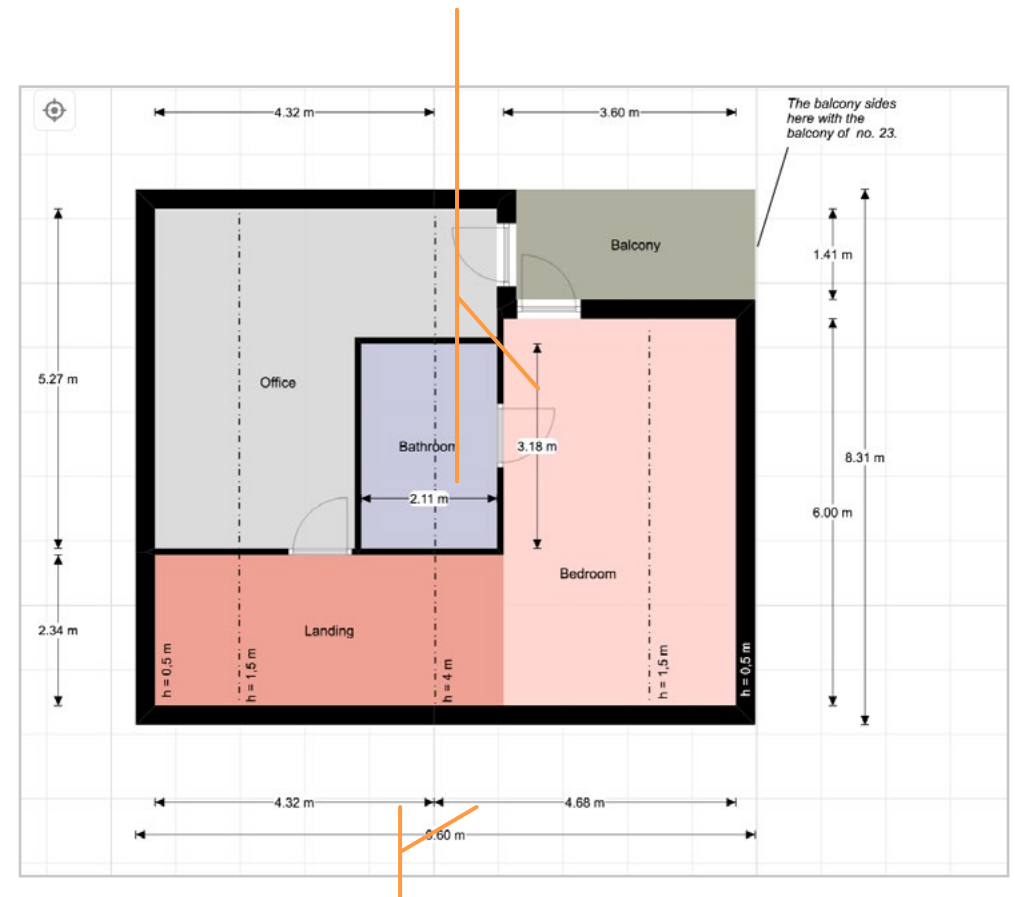


Tip: type in the length you want your line to be while you are dragging your mouse, and hit Enter to confirm.



In the example we show where you can use custom dimension lines to supplement the automated dimension lines.

Dimensions of rooms that don't appear as auto-dimensions, can be drawn as a custom dimension line.



Some dimension lines like this one, you would want to merge. First convert your generated dimensions to separate dimension. (see page ...) Then you can delete one and modify the other.

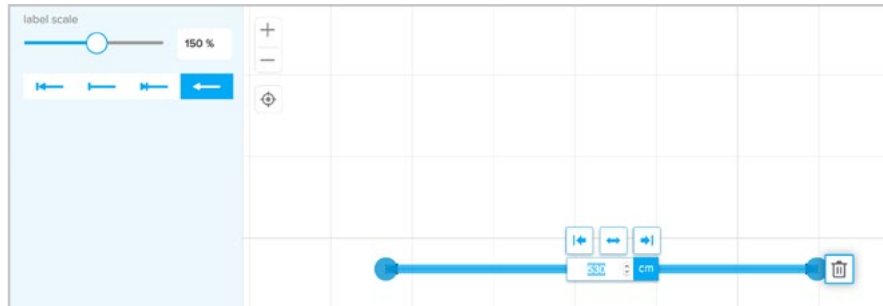
# 7e Information: Custom dimension lines

You can change custom dimension lines after you draw them.

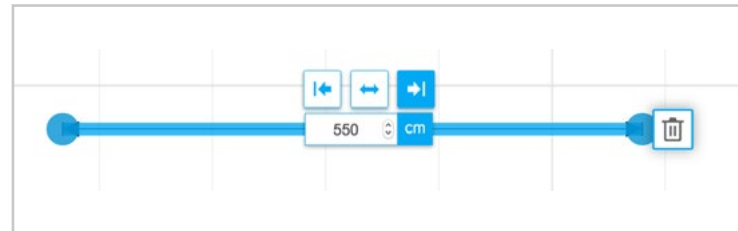
## Edit a custom dimension line

1) Click on the dimension line you want to change. Select the dimension value to edit.

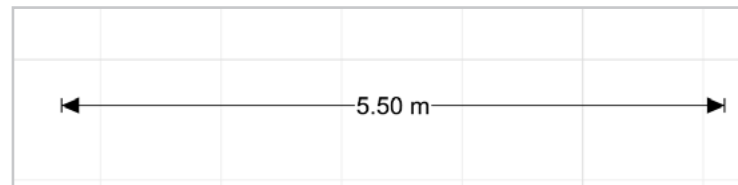
*Tip: You can distinguish a custom dimension line from a generated dimension line by the blue dots on either side and the presence of a trashbin.*



2) Type in the size you want the dimension line to be. Then click on one of the arrows buttons to move one of the arrowhead to it's new position.



3) Your dimension is altered. You can also use the blue dots to move the line.



# 7l: Build: Dimension Settings

Floorplanner generates automatic dimensions around your walls. You can convert them to editable

1) Go to the details section and click on the line button or hit **D**



draw dimension

2) You can change the size and appearance of your dimensions in the top.

label scale

150 %



3) You can toggle to show them horizontal or aligned to the dimension

☐ horizontal labels

☒ generate dimension lines

4) You can toggle this switch on and off to see which dimensions are auto-generated.

You can convert the generated dimension lines to separate dimension lines.

convert to separate lines

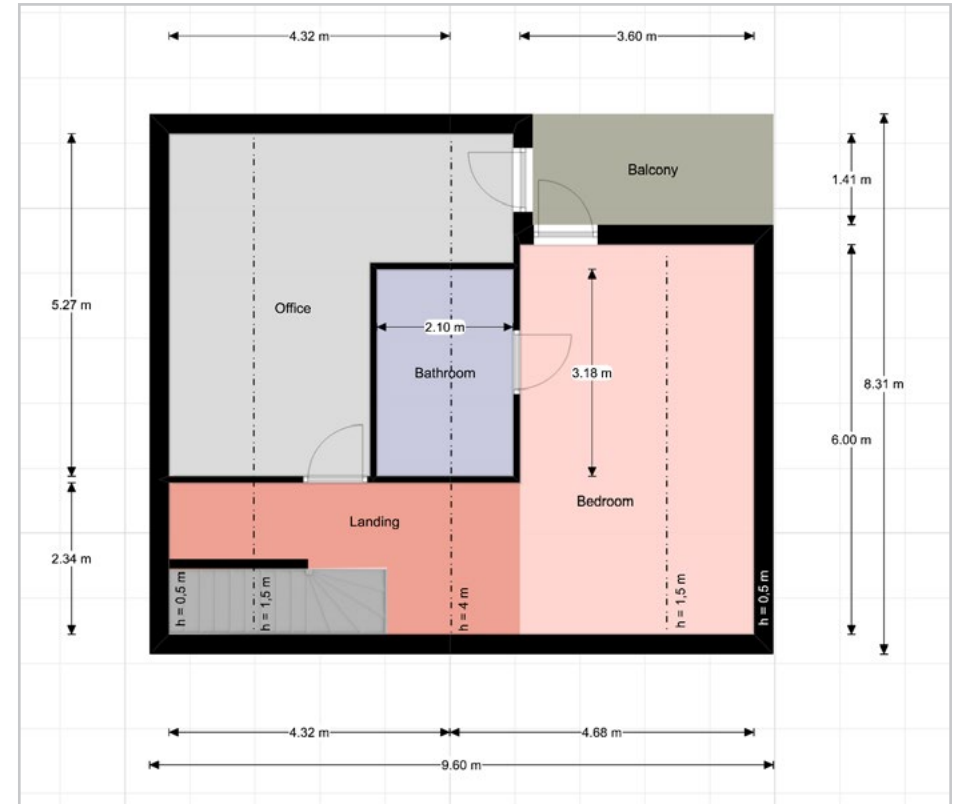
5) Convert your generated dimensions to custom dimensions with the blue button

You can delete all the manual dimension lines at once.

delete all

6) You can also delete all dimensions at once.

*Tip: Once the dimensions are converted to separate lines, you can select move and remove or modify them without affecting your rooms.*



# 8 Furniture Library

We have a huge library of furniture items in floorplanner. You can find the items you need by doing a search, or by selecting a category to refine and sub category to refine your search.

Click on the furniture icon

Search by category or brand

Browse your favorites

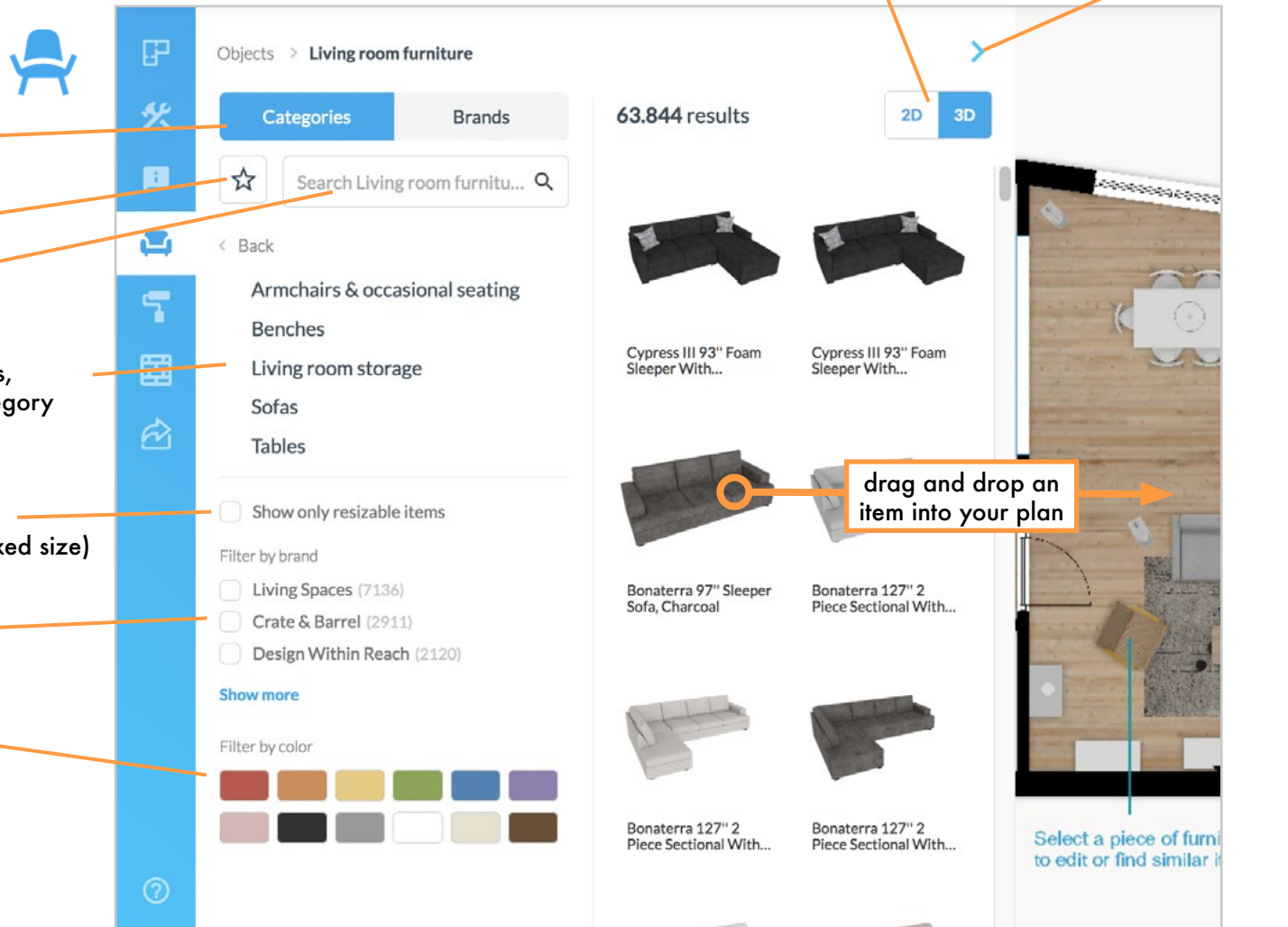
Specify a search, like table or glass

To narrow your search findings, select a category, and subcategory

Only items that can be resized (most branded items have a fixed size)

Filter by brand

Filter by colour



# 8 Furniture Library

When you select an item in your plan, you can find and edit its properties in the side bar.

Item Name  
**Boutique Delft Blue Jumper**

Dimensions  
90cm x 90cm x 85cm

Settings

Similar Items

Rotate handler

Scale

Mirror

Rotate 90°

Delete

Drop item on surface below

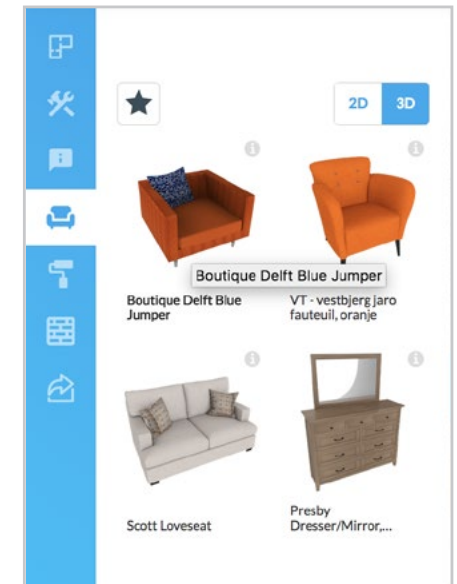
Click this icon to easily scale it by surrounding handlers.

Doubleclick the item or select Settings to resize the object, give it a custom label or alter the height and vertical position.

## Favourites

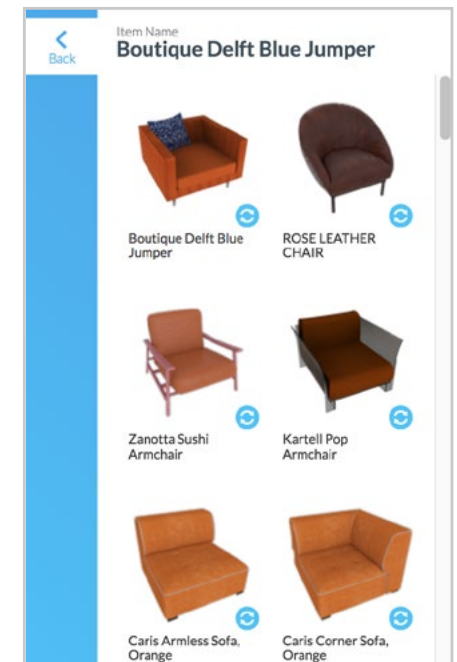
In the thumbnails in the sidebar you can click the star to add this item to your favourites.

You can see all favourites in this tab. These will show in every project in your account. If you have to draw a lot of plans, creating a list of favorites will help you speed up your workflow.



## Similar items

By choosing "similar items", you will get a list of items similar to the selected items. Use the blue icon to swap.



# 8 Furniture - Group selection

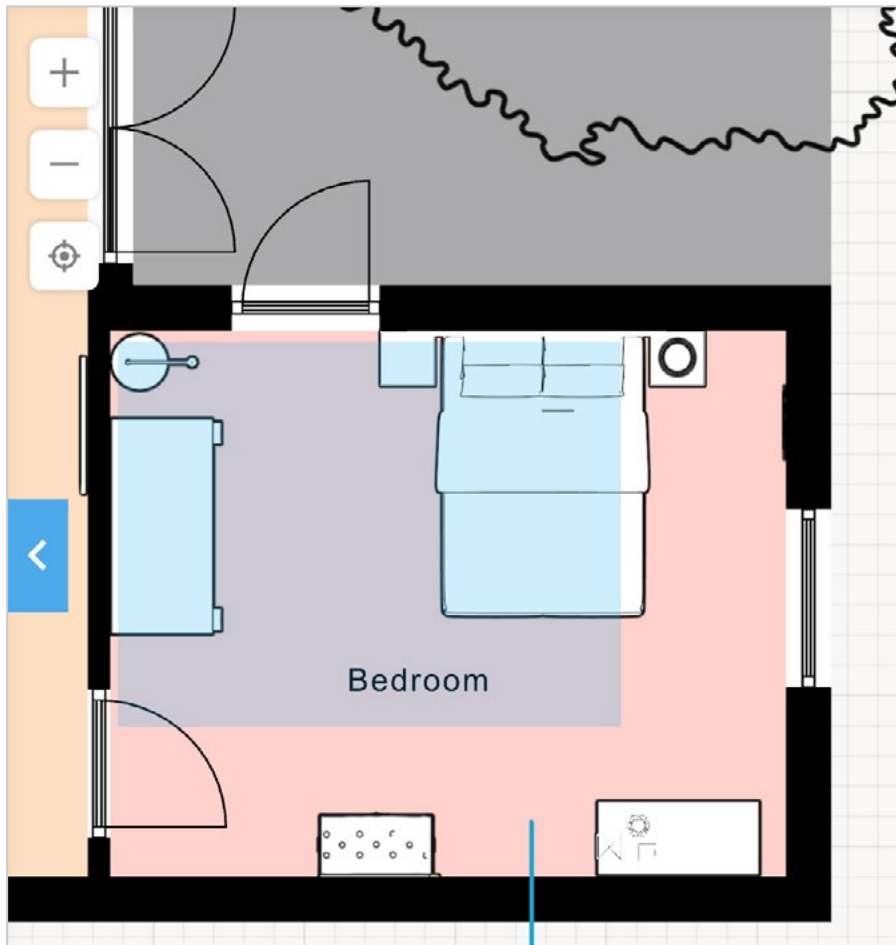
You can select multiple pieces of furniture to perform quick actions on all of them.

## Select multiple items

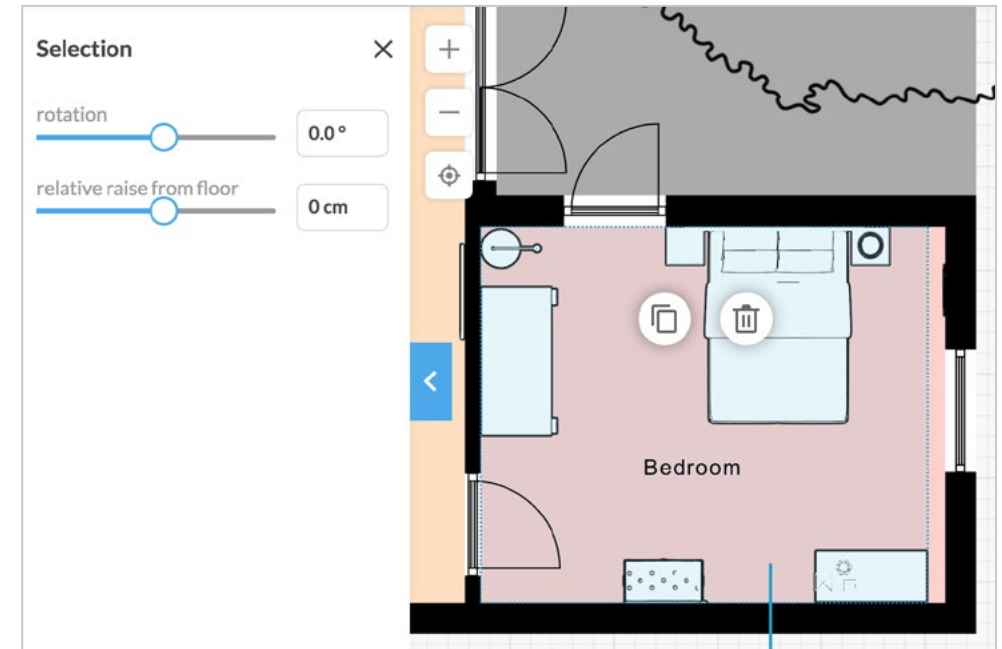
There are 2 ways

1) Just click on multiple items after each other to make a temporary group.

2) Hold **SHIFT** and drag a rectangle around the items you want to select.



3) The selection is made



Selected groups you can:

- delete
- duplicate
- move
- rotate
- give a relative raise

# 9 Paint

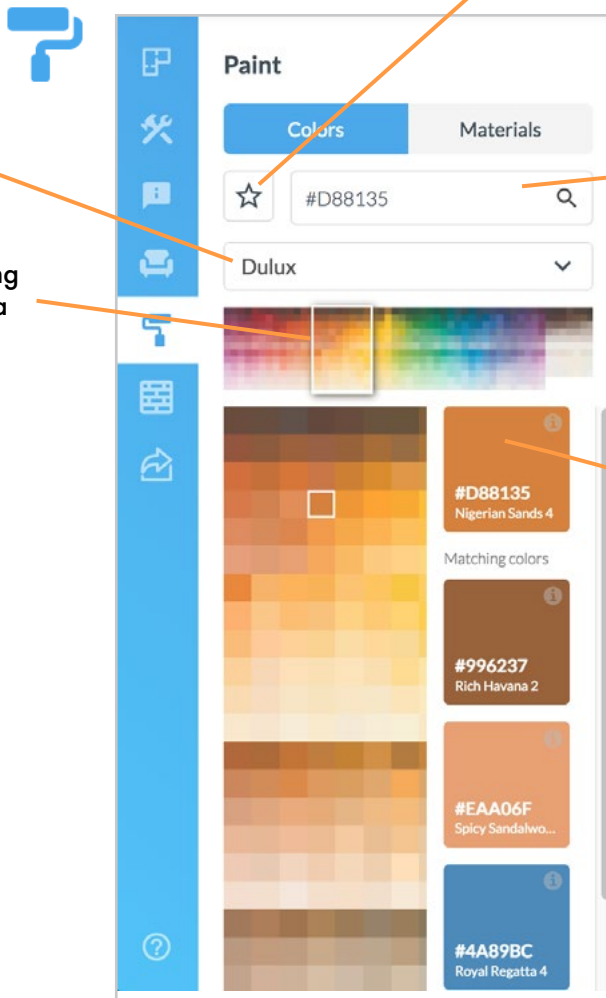
Make your floorplan alive! You can apply colors or materials to rooms, surfaces and walls.

## Apply colors

1) Click the paint icon

2) Select a Paint suppliers' colour set.

3) Find colors by picking a hue range, entering a hexcode.



### Mark as favourites

Check the star for colours that you want to use more often in your plans. (pro & plus feature)

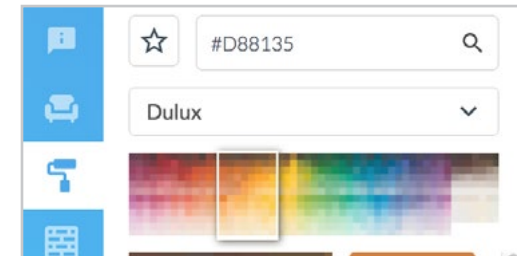
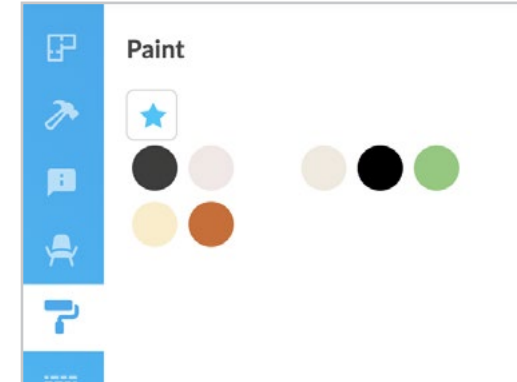
### Pick your own color

Paste or type an RGB hexcode to generate a custom color. Hit Enter to add the color below. You can drag and drop that on a room, wall or surface.

Then drag a tint of the list below and drop it on a room, wall, surface or opening element.

With every colour you get a set matching color suggestions.

NB: for rooms and surfaces, colors will only show in 2D when one of these two icons are set in the 2D view settings.



# 9 Paint - Hatch patterns

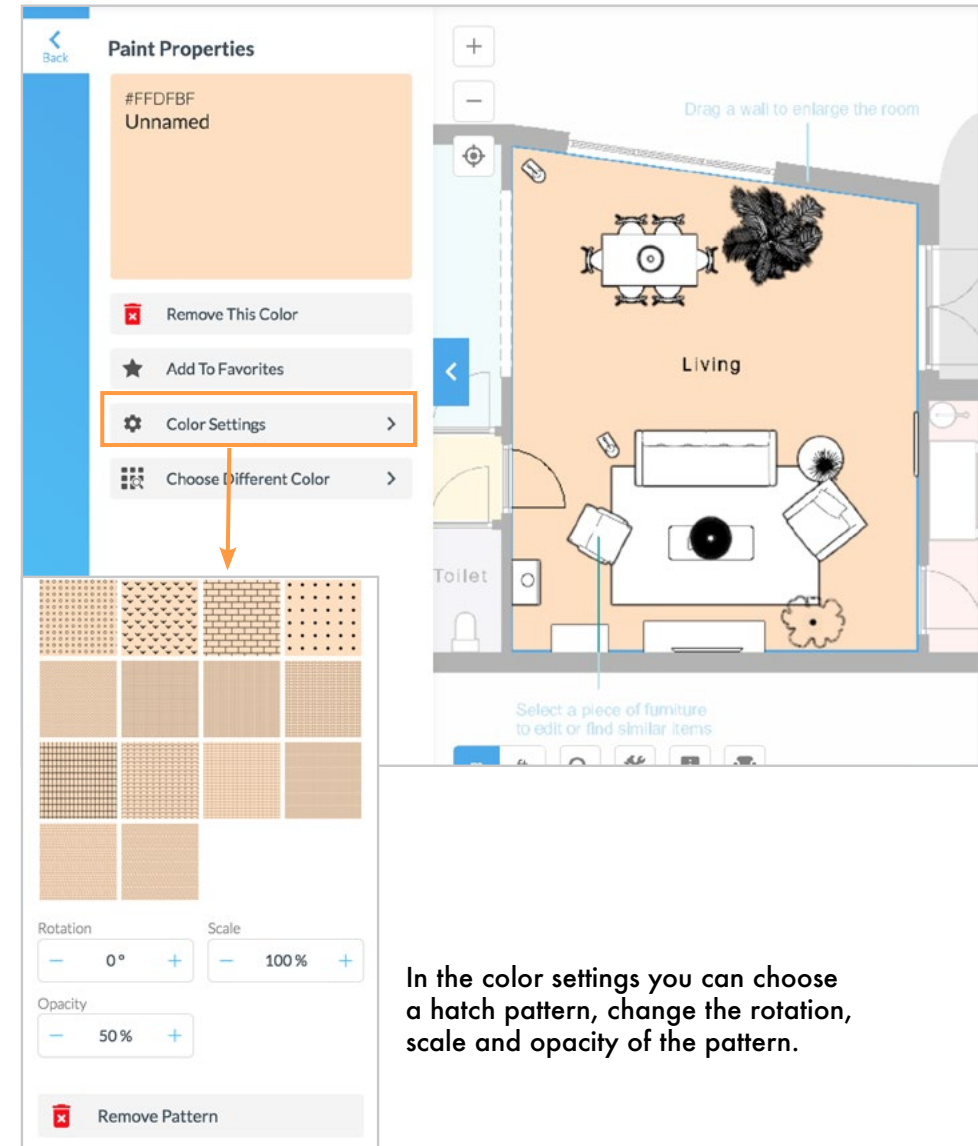
A special option with colours on rooms and surfaces is to add a hatch pattern.

1) Apply a colour to a room or surface area, click the room area and select materials.



2) Click Paint, scroll to the bottom of the sidebar where you can click the pattern button:

3) Choose a pattern. Hatch patterns will only show in this 2D viewmode:



In the color settings you can choose a hatch pattern, change the rotation, scale and opacity of the pattern.

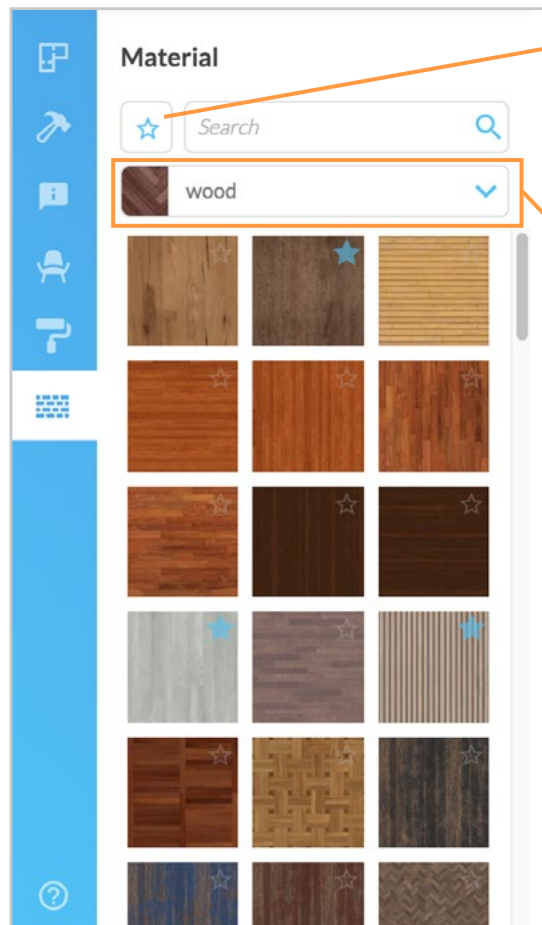
# 10 Materials

## Apply materials

1) Click the materials icon



2) Scroll through the list, or do a search on the selected category



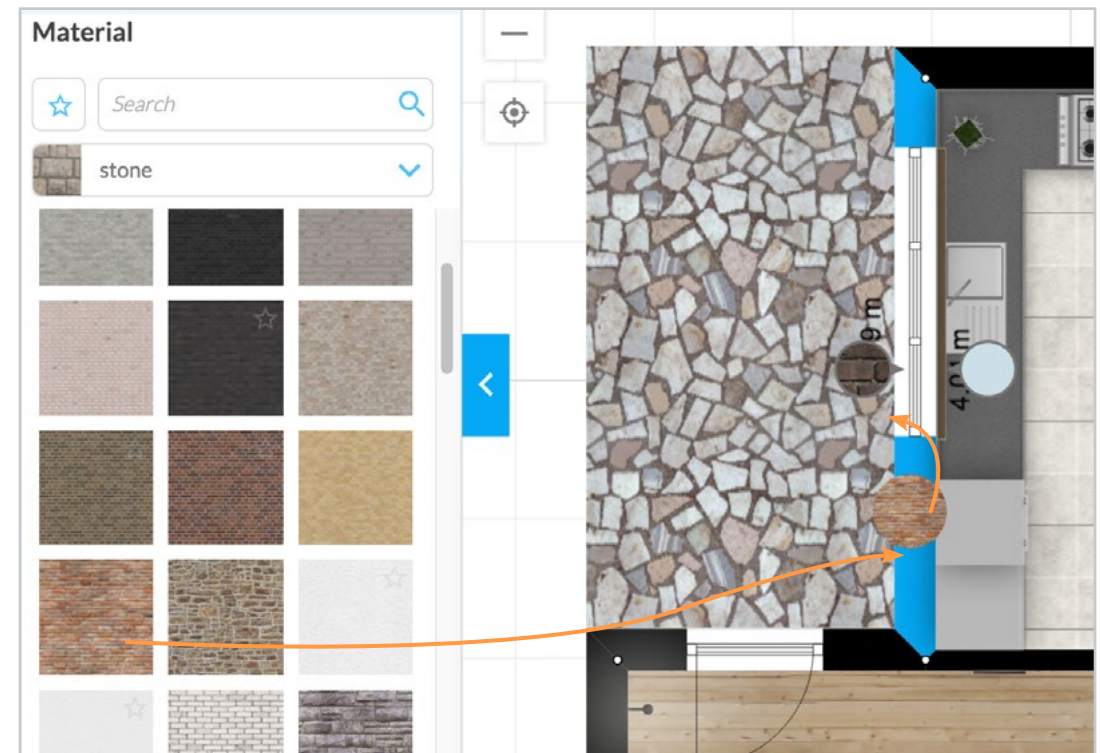
or select from your favourites.

Wood  
Carpet  
Stone  
Tiles  
Wallpaper  
Outdoor materials

NB: for rooms and surfaces, materials will only show in 2D when this icon is set on in the 2D view settings.



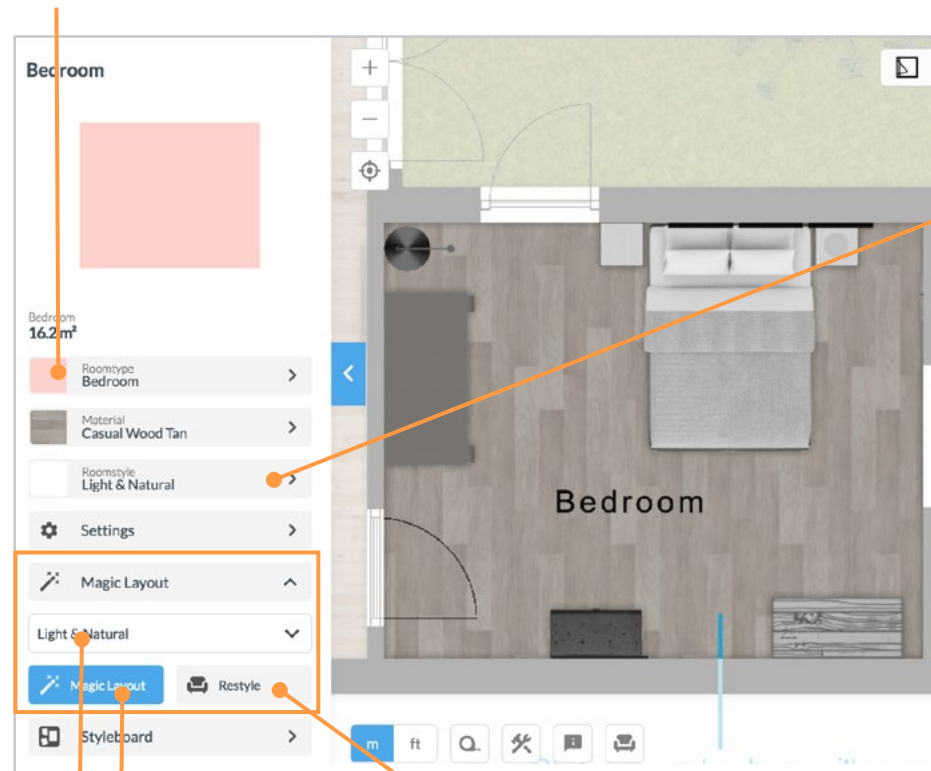
3) Drag the material and drop it on top of a room or surface. To color a wall: you hold it over a wall segment. Then drop it on either of the circles appearing next to it.



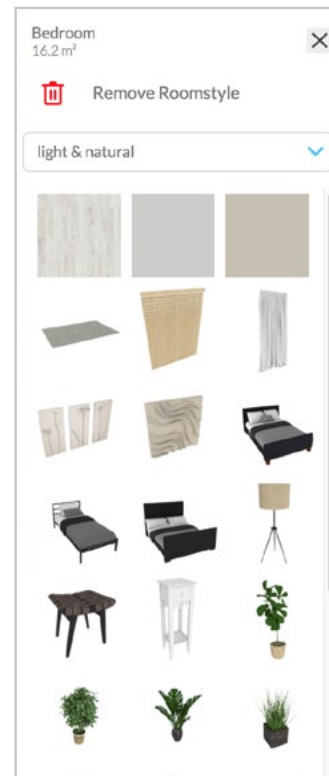
# 11: Magic-layout

A very quick way to furnish a room is our magic-layout feature.

1) Apply a room type to your room



Tip: Click this button to pick a room style and see all items belonging to the selected style collection, to further furnish your rooms in that style manually.



2) Select a roomstyle.

3) Press Magic Layout to have floorplanner suggest a layout for this room in the selected style.

4) You can then even switch styles and choose restyle to have the layout stay, but the furniture and materials swapped with those from another roomstyle



Magic layout bedroom in style "Lena"



Magic layout bedroom in style "Blue black and White"

# 12 Styleboard

Our Styleboard tool is meant to create and communicate a style idea of a room. For each room you can have one separate styleboard. When you open the styleboard of a furnished room it is already filled with the objects and materials which were placed in that room.

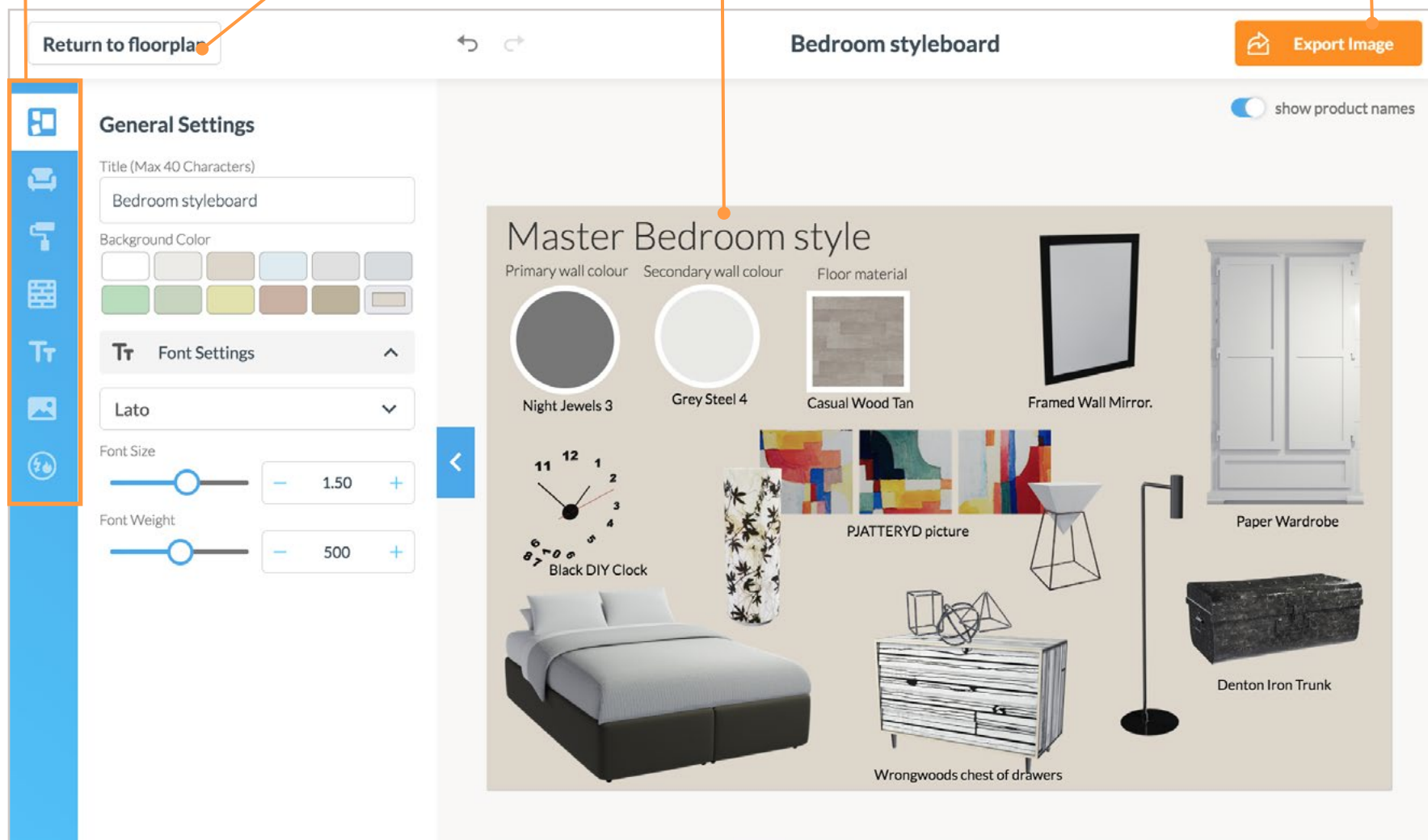
Apart that, you can add elements from our library, or add your own text and images and symbols and reposition and scale each item.

Your styleboard toolset

Back to your floorplan

Rearrange / modify your styleboard element

Export this image



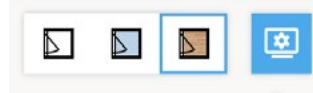
# 11a: Export 2D

You can export your plan to a 2D plan  
Available formats are JPG, PNG or PDF.

Choose Export image to  
open the export menu.

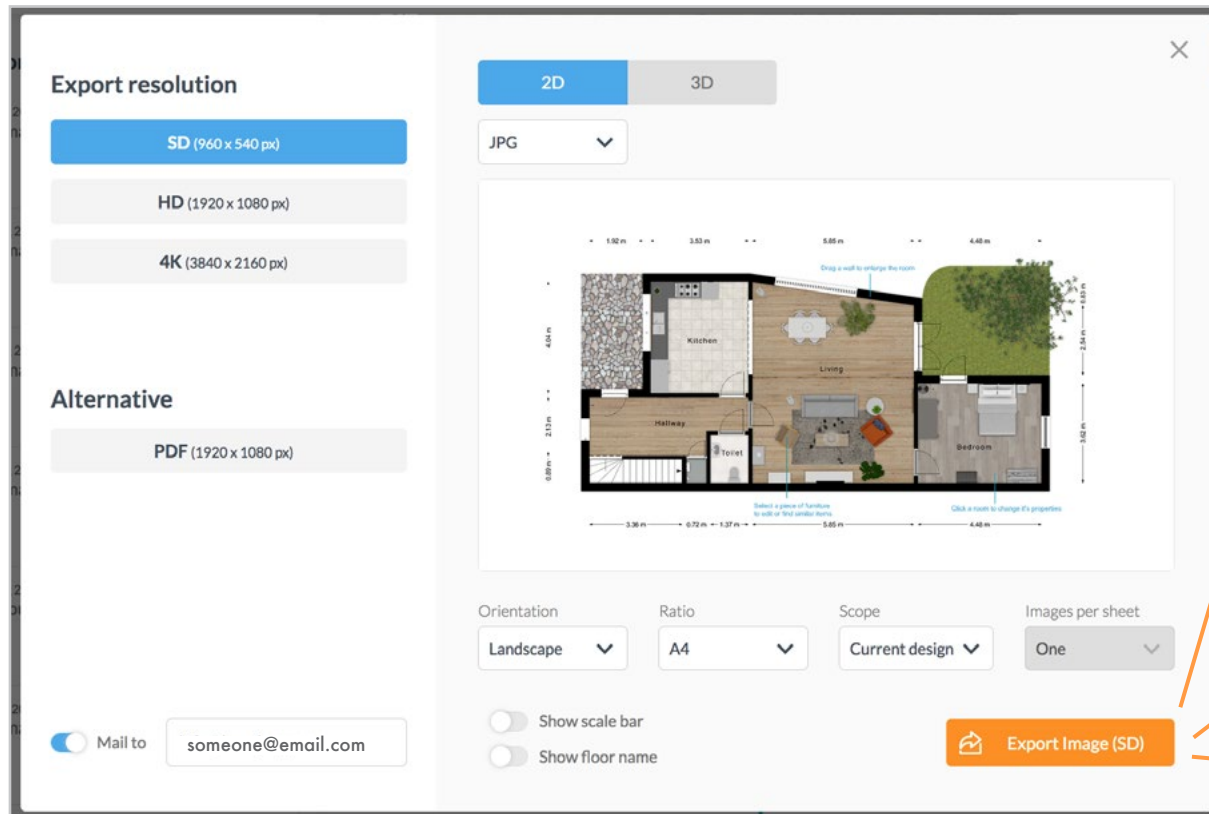


tip: Play around with our  
view options (see page 11)

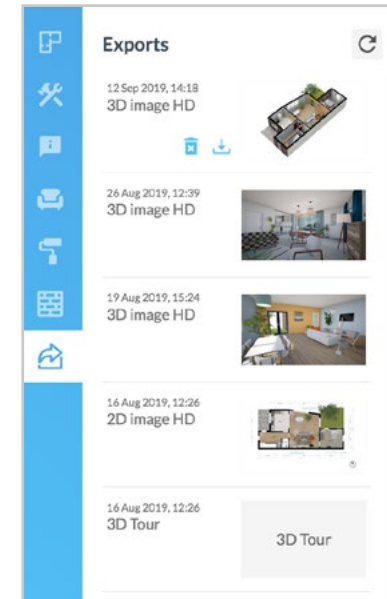


All options are listed below.

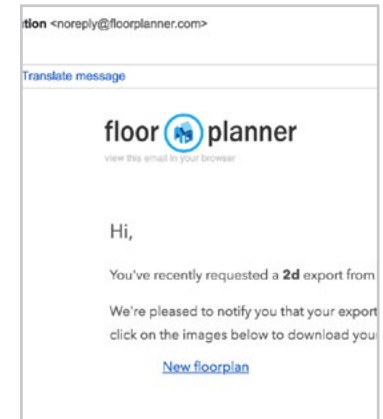
choose 2D or 3D



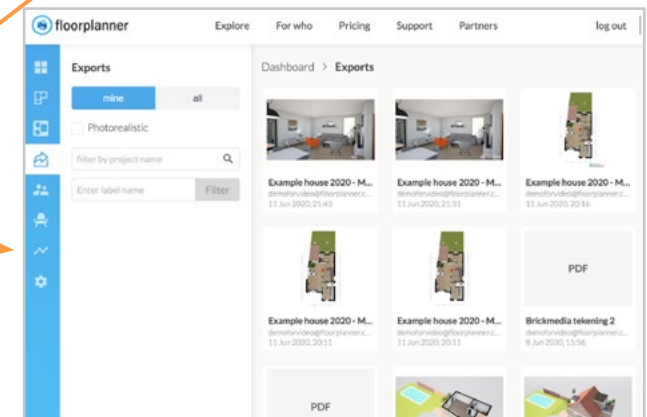
Export tab in Sidebar



Export a link to the image  
to an email address

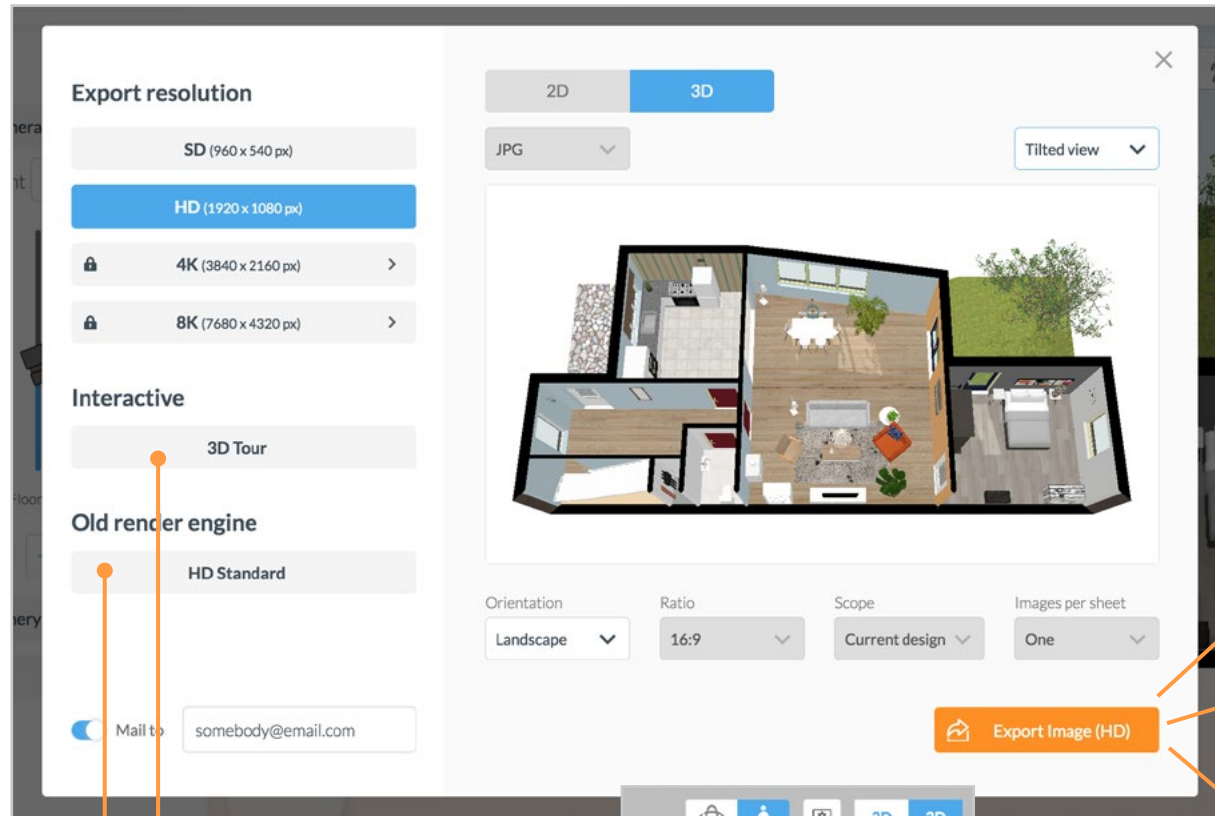


Export tab in Dashboard



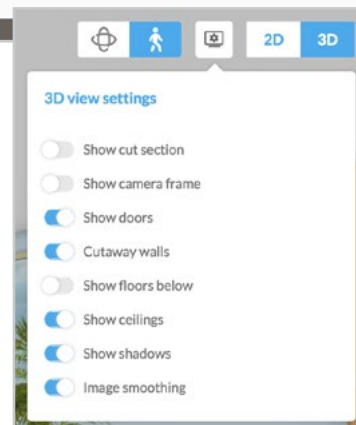
# 11b: Export 3D

You can export your plan to a 3D overview image, for the current plan  
Exports will be sent to an email address. Available formats are JPG, PNG or PDF.



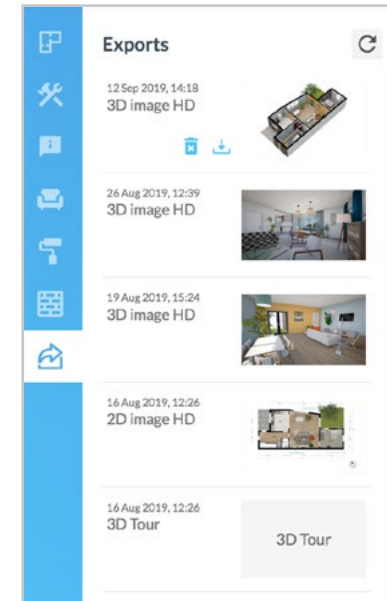
3D Tour creates a VR tour in which you can walk through all the rooms of your design. Accesible via link

If you opt for the old render engine you can export 3D images for all floors in your project at once. For each floor, only the default design will be exported.

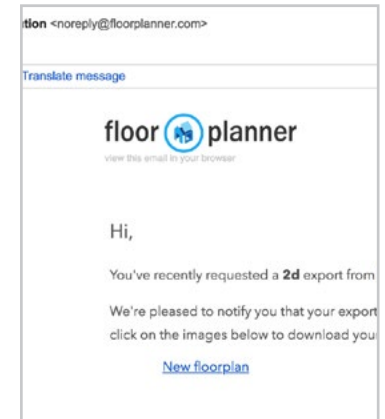


The export will show as in your current view 3D settings.

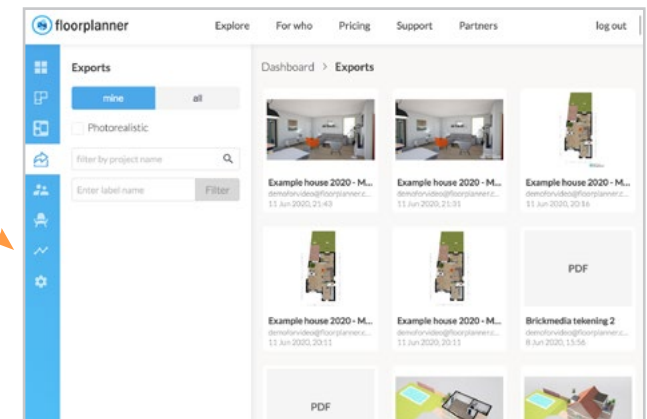
Export tab in Sidebar



Export a link to the image to an email address




Export tab in Dashboard



# 12: Keyboard shortcuts

Learn to use these shortcuts to speed up your drawing. Some shortcuts are essential for drawing.

 : Show all shortcuts in sidebar

Function	Key(s)	Mode	Function	Key(s)	Mode
Exit mode		Drawing or selected item	Draw wall		In 2D view
Delete items	or	While item is selected	Draw room		In 2D view
Disable snap		Hold while drawing or moving stuff	Draw surface		In 2D view
Move around		In Camera or 3D view	Add text		In 2D view
Move item 1 step		While item is selected	Draw dimension		In 2D view
Rectangle select		Click and drag mouse in canvas*	Draw line		In 2D view
*if you drag a rectangle around walls only you will select multiple walls and rooms. If there is furniture in the rectangle, only furniture will be selected.					
Hide/show drawing		While tracing background image	Tape measure		In 2D view
PAN (move canvas)		In any 2D mode	Show/hide minimap		In 2D view
Center view		In any 2D mode	Switch between floors		any mode in editor
Rotate item 5°		While item is selected	Copy/paste design	+	To the active floor In floor menu
Rotate item 15°		While item is selected	Copy/paste walls	+	In canvas (drag into position)
Save	+	any mode in editor	Copy/paste furniture		In canvas (drag into position)
Undo / Redo	+  /	any mode in editor			

Tip: Get accustomed to hold 1 hand on your mouse, keep the other on your keyboard. Also, typing in values is usually quicker than using the sliders.

# 13a: Troubleshooting

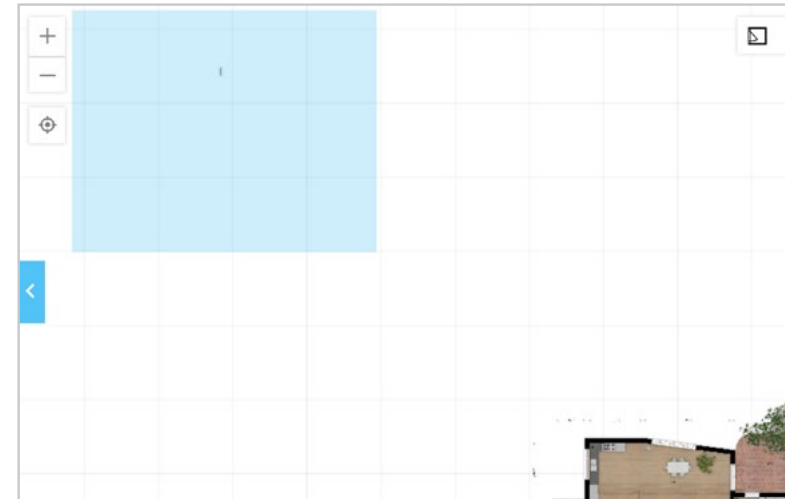
*Sometimes undetectable items lying far away can give trouble zooming or getting your exports nicely on a page.*

## Finding outliers

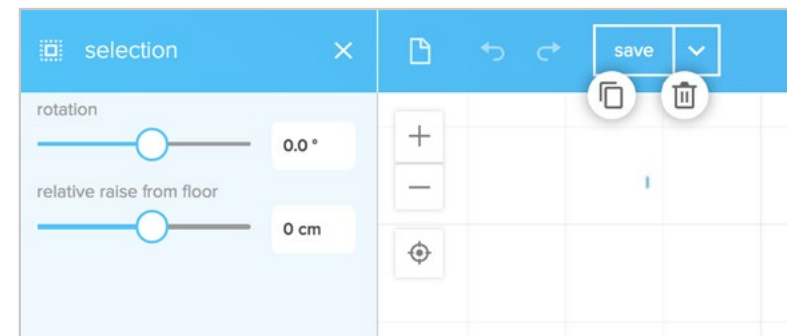
1) To remove items lying far off that you can't see, click zoom all



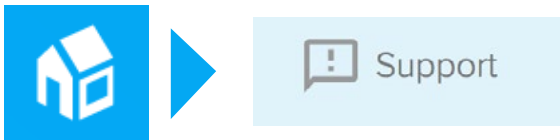
2) Then drag a rectangle around the area where you suspect the outlier while holding **SHIFT**



3) Then click the trashbin to remove the item

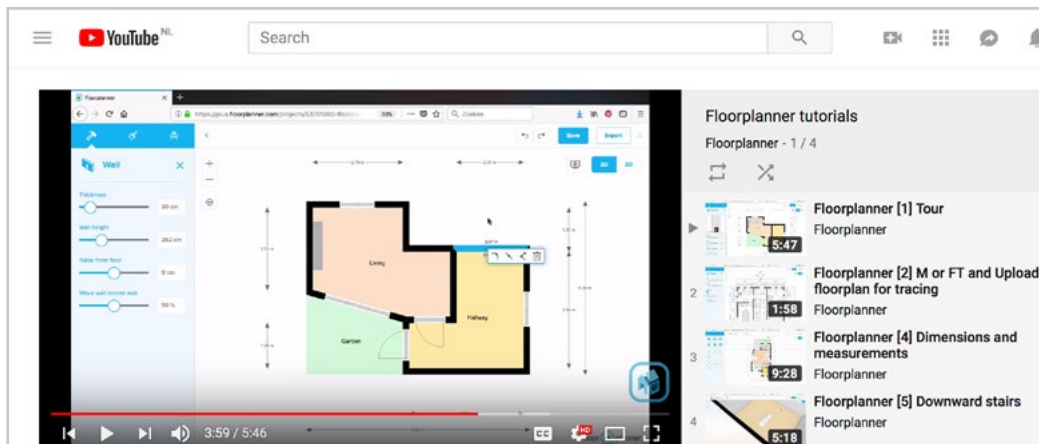


# 13b: More help



Any questions still unanswered?  
Try our contact form: [floorplanner.com/contact](https://www.floorplanner.com/contact)

If you are still in need of some guidance using floorplanner: We have a weekly webinar and a series of Youtube movies with which you can learn how to use floorplanner. Go to [youtube.com/floorplanner](https://youtube.com/floorplanner)



## Contact us

Hi, we'd love to hear from you. If you have any questions please let us know via the form below.

Please write it in English