

Editor Manual



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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.

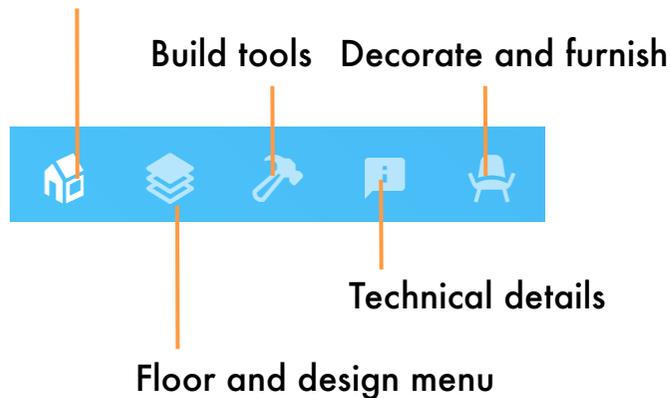
Labels above the interface: Sidebar, Zoom, New/Undo/Redo, Save, Camera view, Canvas, Export 2D

The screenshot displays the floorplanner.com interface. On the left is a sidebar with categories: 'create spaces' (draw room, draw wall, draw surface), 'place structural units' (place doors, place windows, place structurals), and 'background settings'. The top toolbar includes icons for home, layers, undo, redo, save, go to 3D camera, and export 2D image. A zoom control is located below the save button. The main canvas shows a 2D floor plan with rooms labeled 'Küchen', 'Living', 'Hallway', 'Toilet', and 'Bedroom'. Dimensions are shown in meters (e.g., 1.92 m, 3.53 m, 5.95 m, 4.48 m, 7.90 m, 3.62 m, 16.98 m). Annotations include: 'Drag a wall to enlarge the room' pointing to a wall in the living area; 'Select a piece of furniture to edit or find similar items' pointing to a table in the living area; and 'Click a room to change its properties' pointing to the bedroom. On the right, labels point to '2D / 3D view' (pointing to the 2D/3D toggle), 'View settings' (pointing to the view style icons), and 'Display style' (pointing to the 2D/3D toggle). At the bottom left, a unit selector shows 'm' and 'ft' with a search icon, and a label 'units / tape measure' points to it.

2 The Sidebar: Home

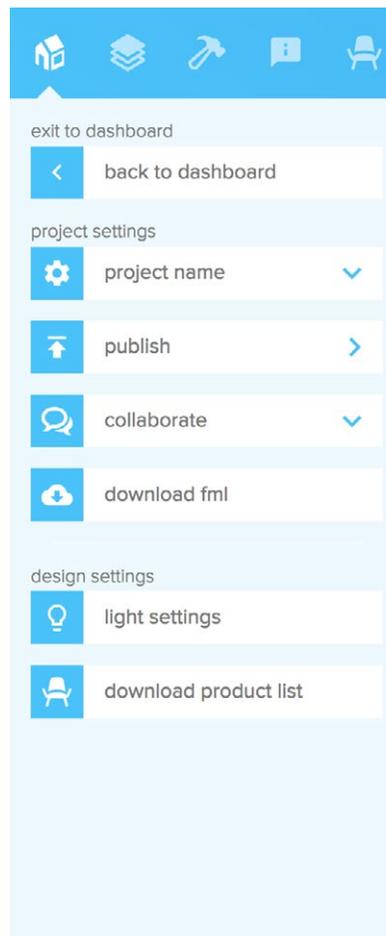
The sidebar is where all the tools can be found to:
-manage your project and floors
-create and detail your floorplan
-decorate and furnish your rooms.

Exit to dashboard / Project actions



Project settings

The options that show up here are depending on your project level. Level II (shown here) gets download FML and collaborate. Level III gets embed and sharing options.



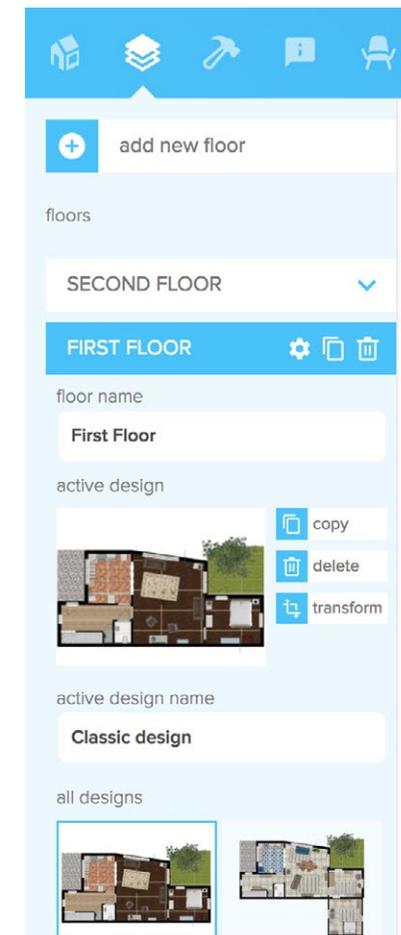
Exit to dashboard

Collaborate via link

Download fml

Floor menu

Projects from level II you can have multiple floors and designs. They can be created and managed in your floor menu. See floor menu, page 19)



Add a floor

The active floor

The active design

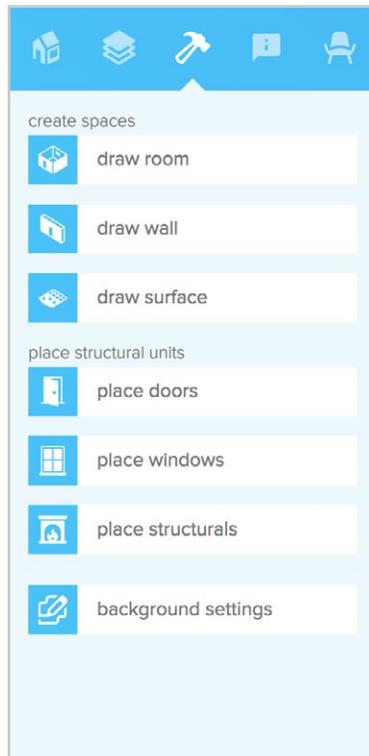
All designs in this floor

2 The Sidebar

The sidebar is the main area where all the tools can be found to create and detail your floorplan and interior design.

Build

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

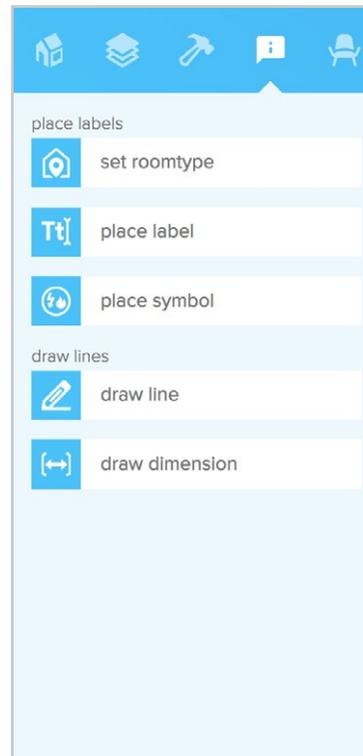
Windows

Structures

Background drawing
(to trace a floorplan)

Information

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



Room types

Tekst

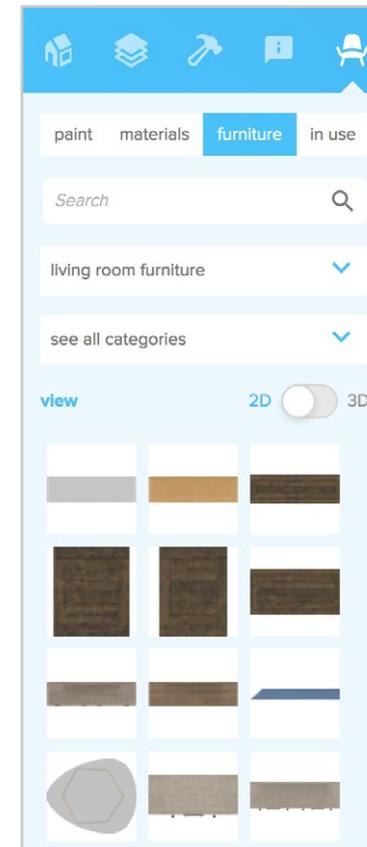
Symbols / Icons

Lines

Dimensions

Decorate & Furnish

Apply paint or materials to your walls or floor. Search our huge library of furniture to furnish plan.

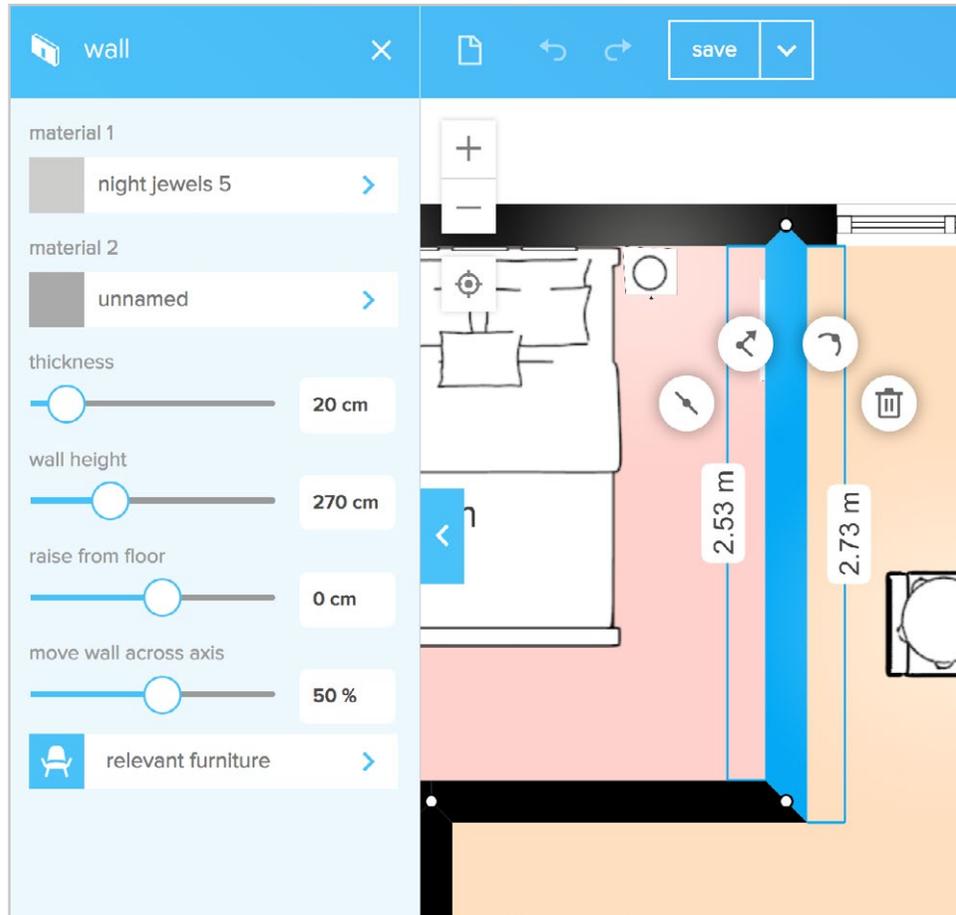


color, material, furniture,
and stuff that's used in
this design

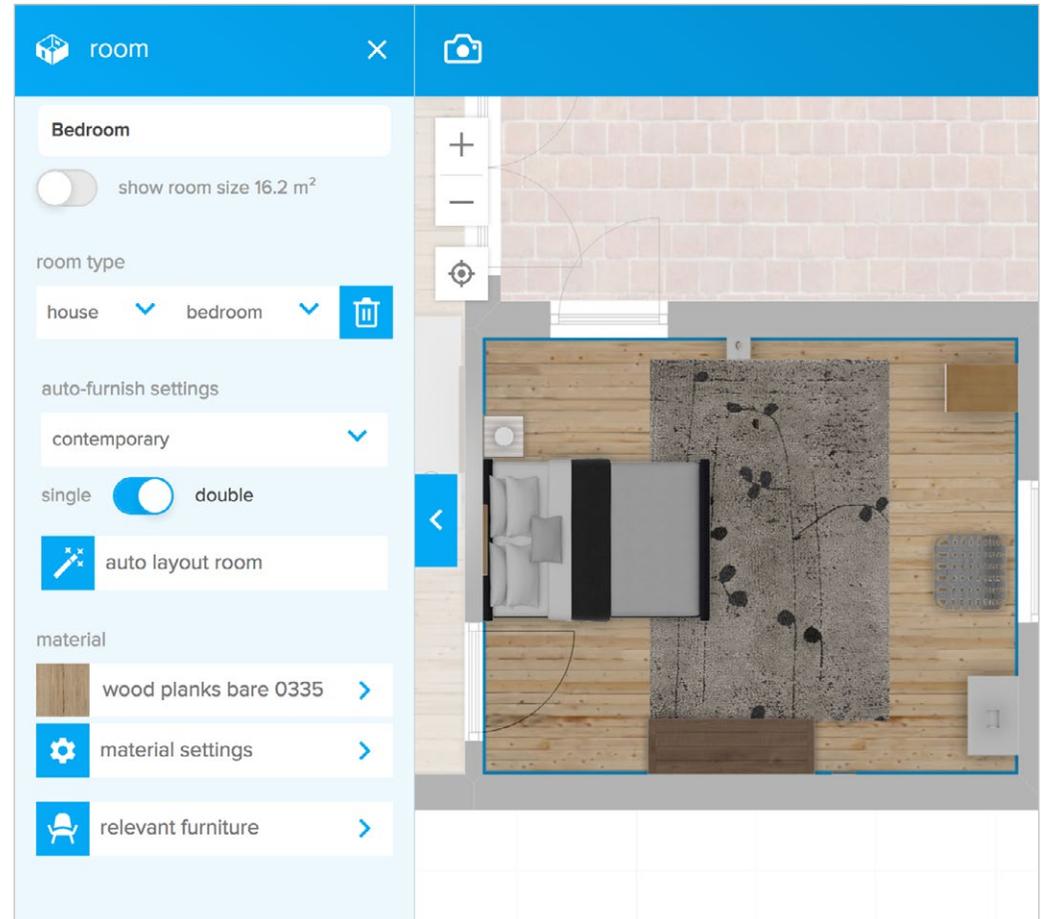
Search through our
libraries of items
by category

2 The Sidebar for selected objects (wall / room / furniture)

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.



When you've selected a room, the sidebar will show info about the room. You can edit the room label. You can show the total area. You can auto-furnish your room. You also see which materials are applied to this room and find furniture relevant to this room type.



3a Canvas, 2D view

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

Main navigation

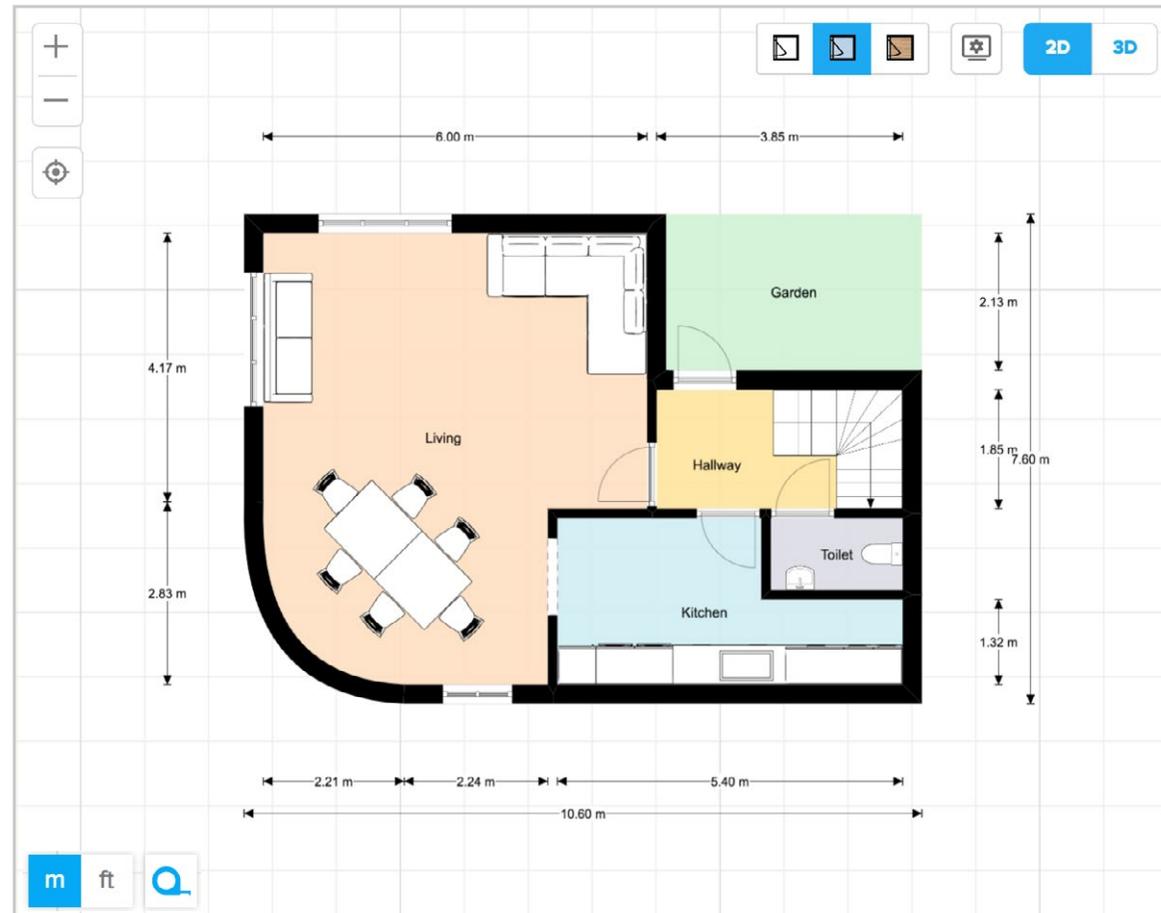
To pan, click and drag your left mouse button on an empty space in the canvas, or on empty spot on a surface. You can also press your **spacebar** to pan.

Use your mousewheel to zoom in and out.

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.



2D View settings

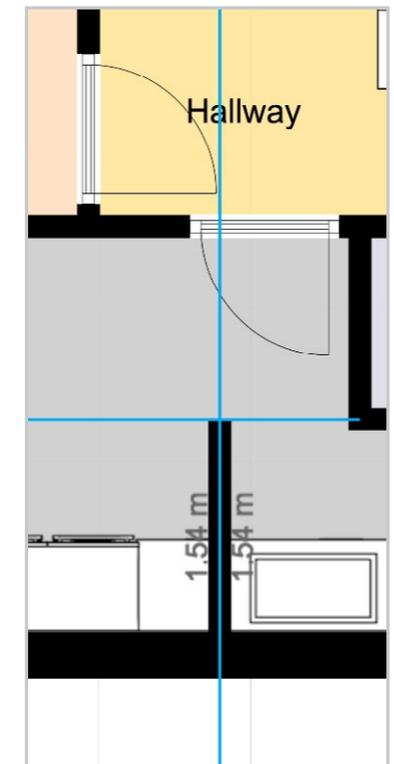
See this page



Interactive Snapping

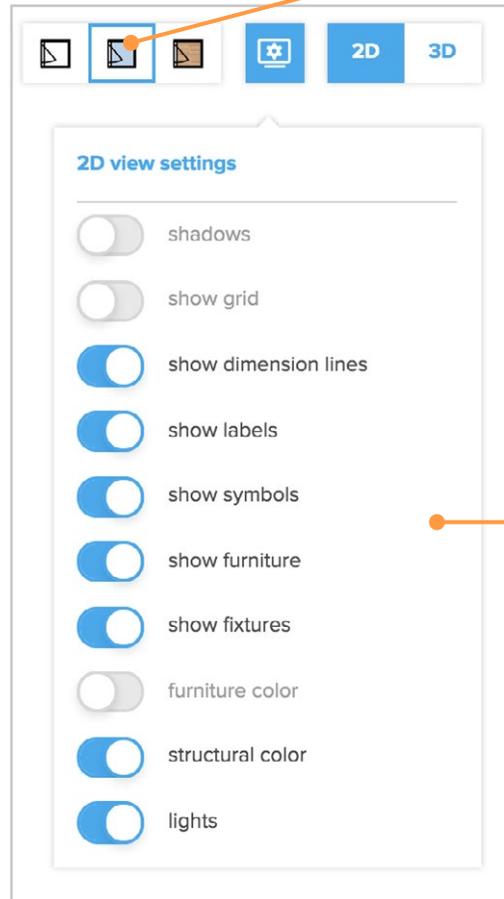
When drawing or dragging items you will often snap to other items in your canvas.

Hold **S** to temporarily disable snap.



3b Canvas, View settings

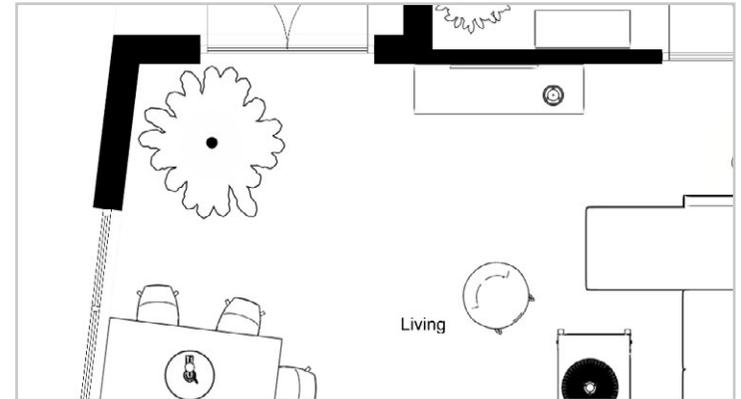
There are several options to change the appearance of your plan in 2D and the amount of information you want to display.



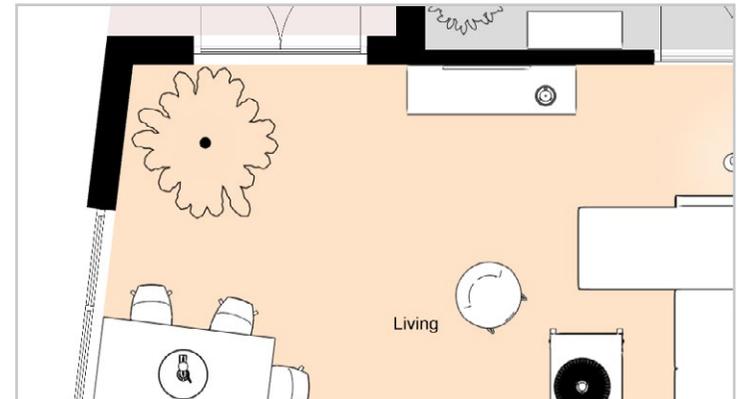
Set 2D view:



Black and white
All surfaces appear in white. All furniture as black and white outlines



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 dropshadow. Lights cast light.



Toggle any elements on or off.

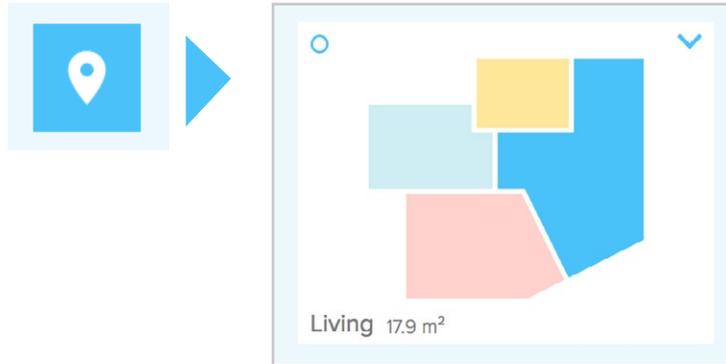
Set units to Meter or Feet



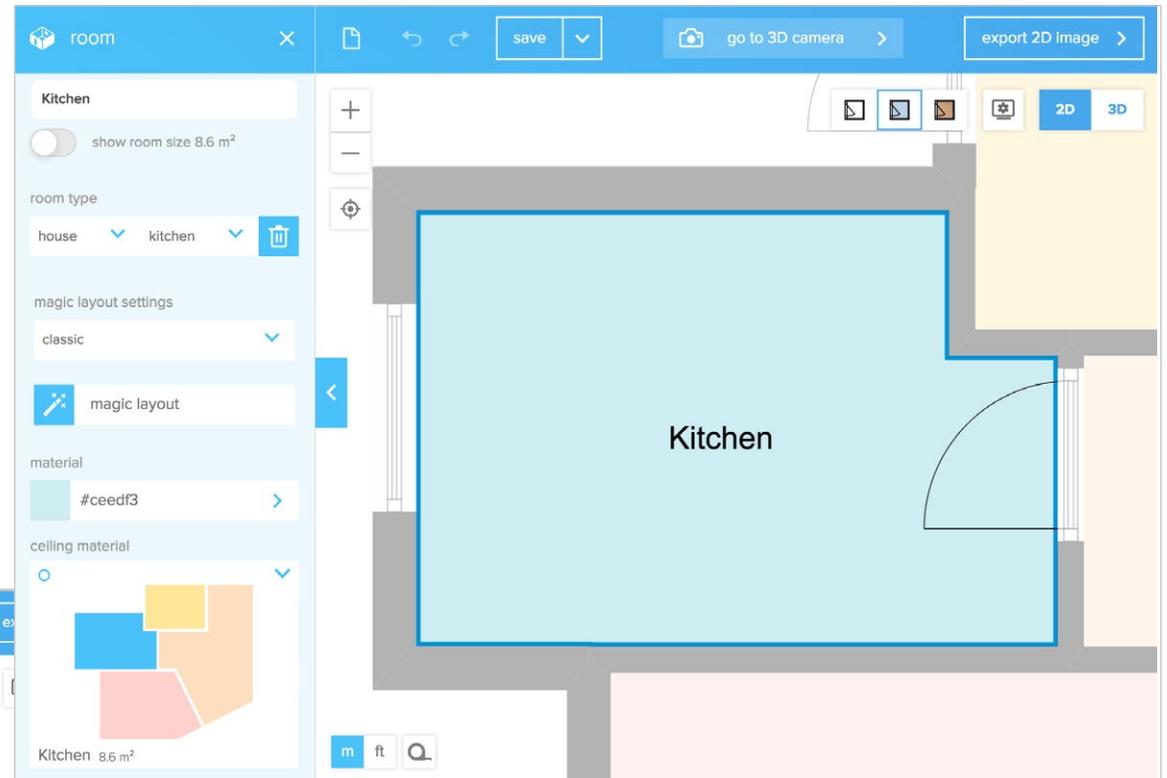
Tape measure To measure a distance

3c Minimap

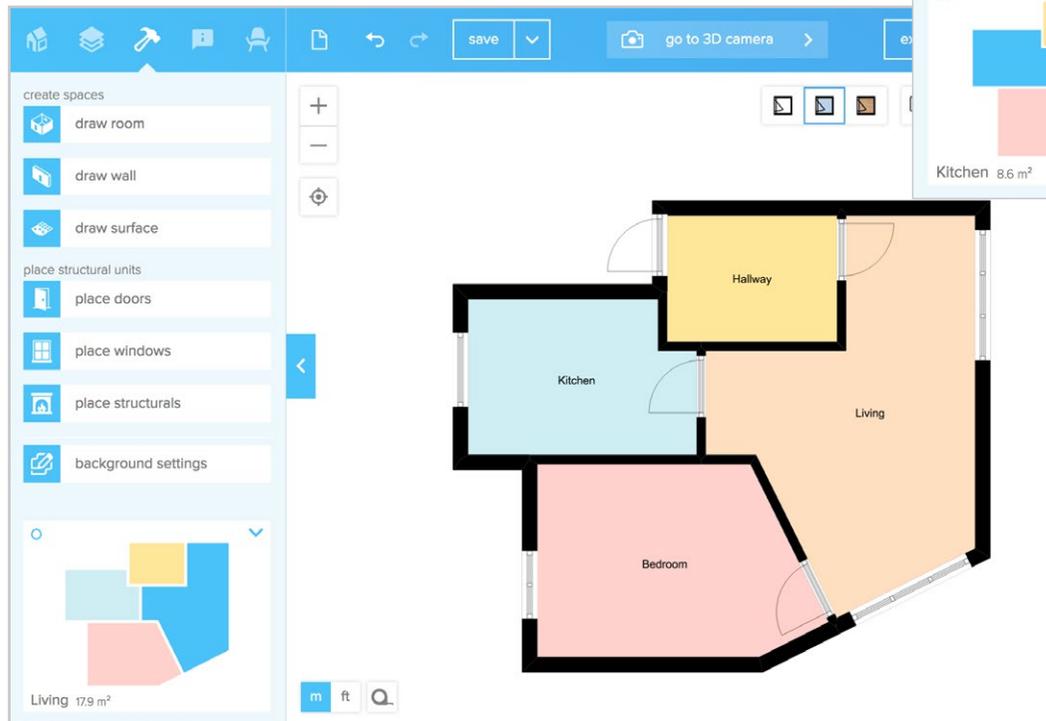
The minimap is a useful navigation tool to quickly jump between rooms in your floorplan. Find it in the bottom of the in the sidebar.



If you mouseover an area you'll see the type and area size of the room.



Tip: if you double-click a room on the minimap you will zoom into that room and select it directly, to apply a room type, a material, or use our magic layout tool to furnish this room.



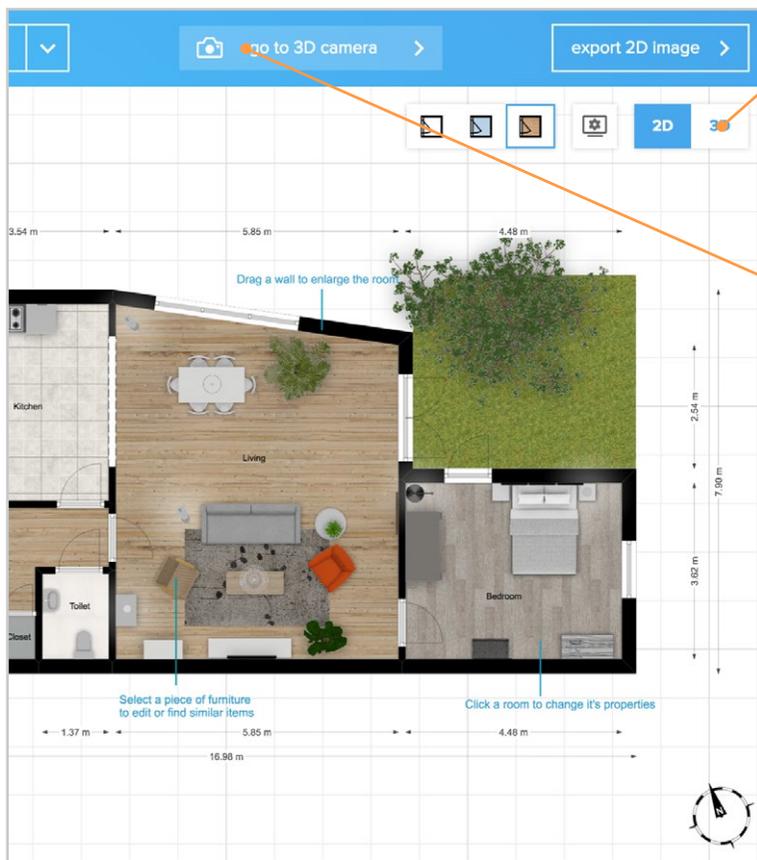
4a 3D View: Orbital and walkthrough

Switch between 2D and 3D view

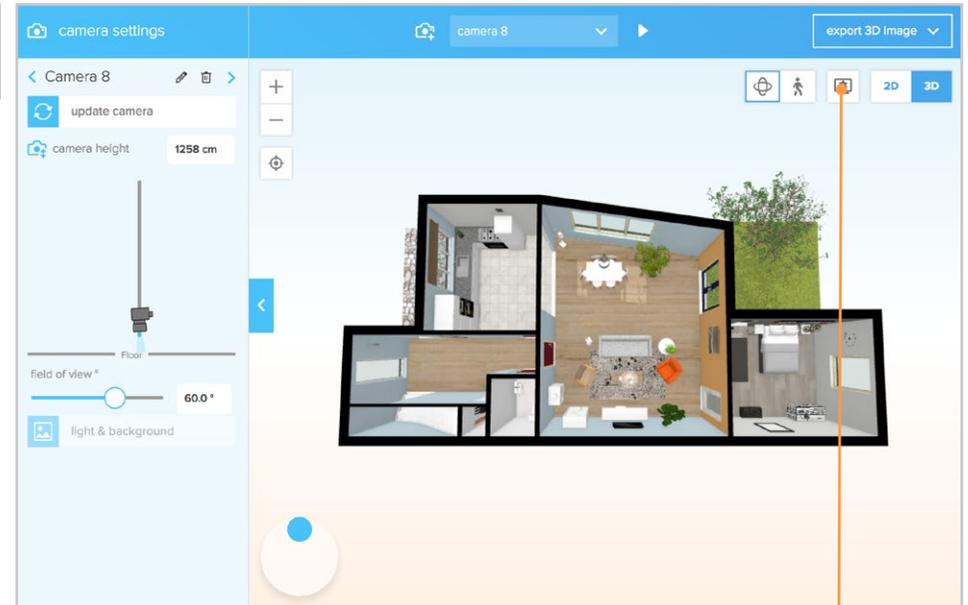


Switch from 2D to 3D view

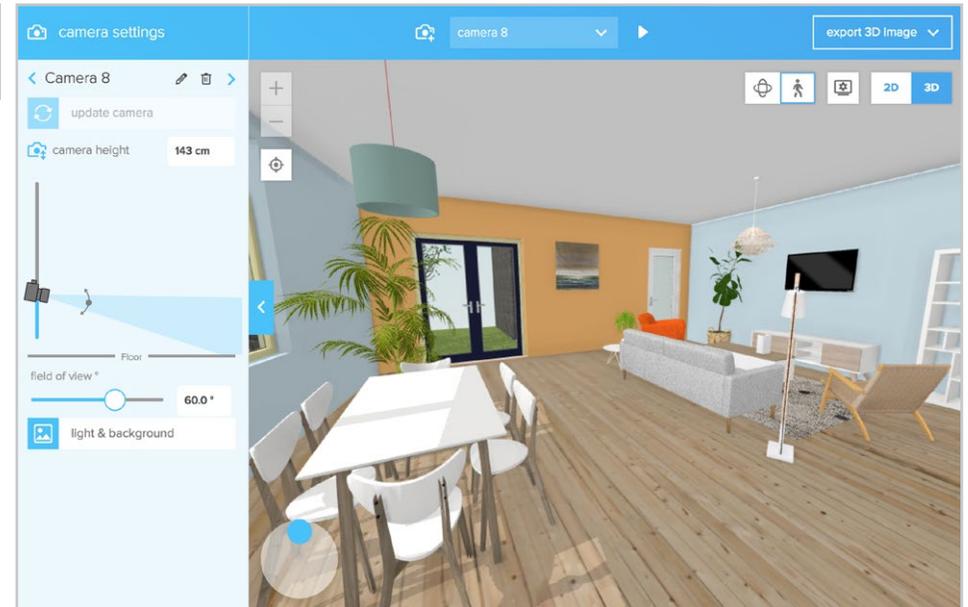
Click the camera or 3D button to go to the 3D view mode. Here you can view your plan from above (orbital mode) or from eye-level (walkthrough mode)



Camera in orbital mode

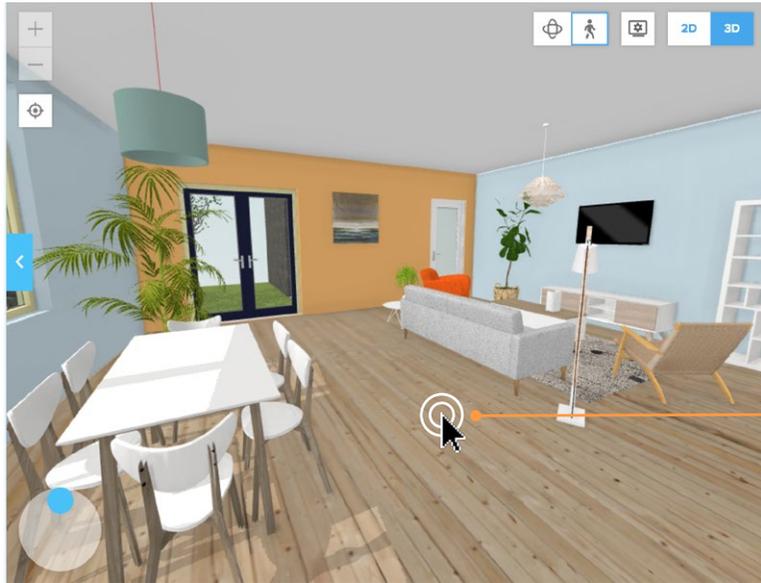


Camera in walkthrough mode



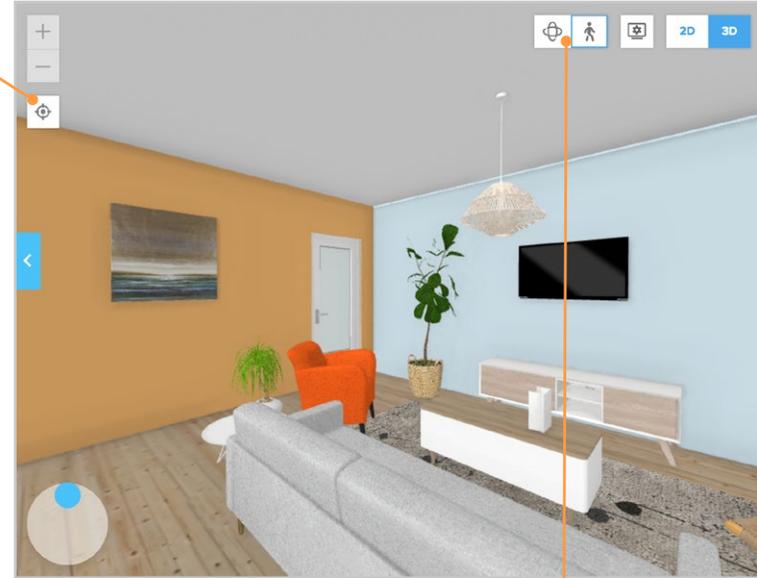
4b 3D view: How to navigate

Once you're in the camera (or 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.

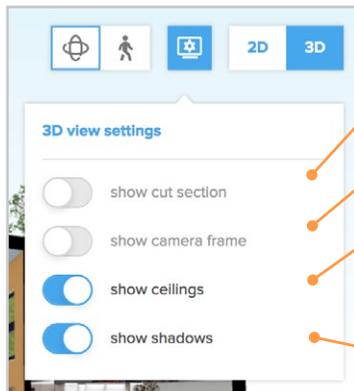


You can reset your view to top-view orbital by pressing this button:



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

3D View settings

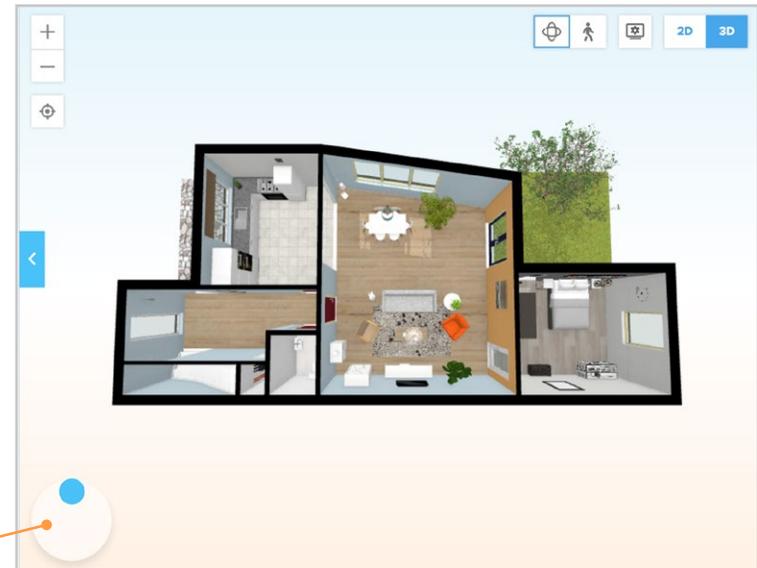


Hide walls, doors and windows above a chosen height.

Display the camera frame applied for renders

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.

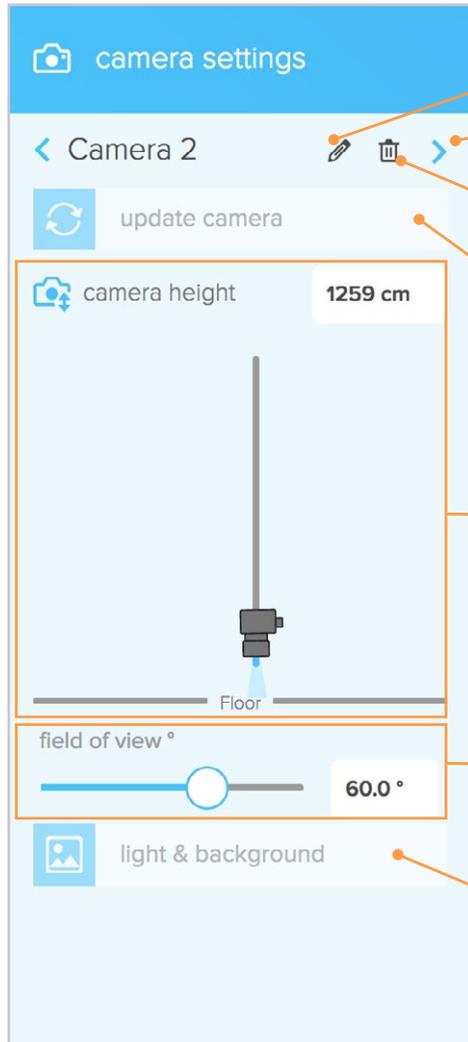


4c 3D view: Adding cameras

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.



In the side bar you can handle the active camera

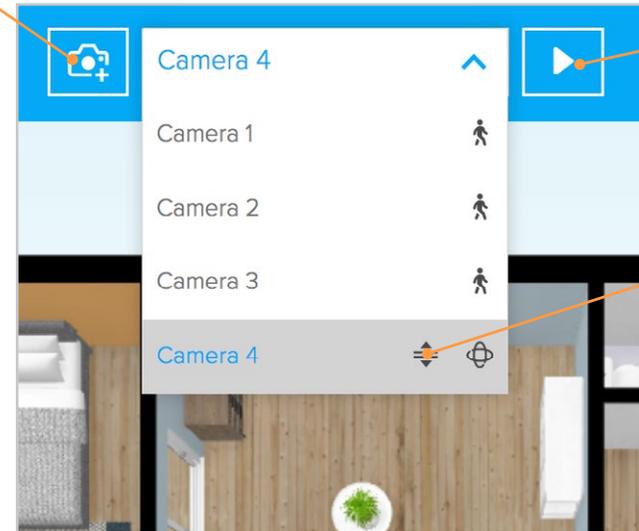


- Rename your camera
- Switch to next/previous camera
- Remove active camera
- Update the last changes to the current camera.
- Change the camera height and vertical angle
- Change the camera field of view.
- Change light and scenery image

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.

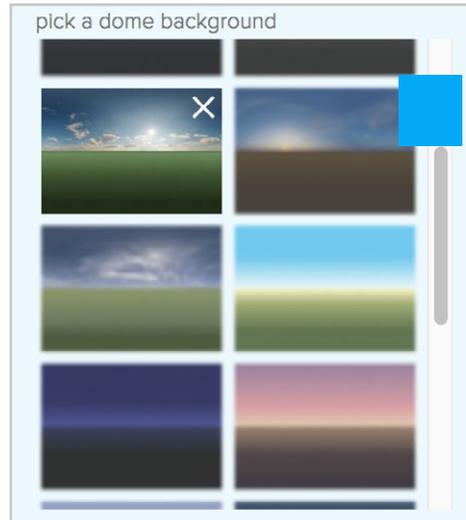


Drag your active camera up or down to change the order.

4d 3D view: Scenery image

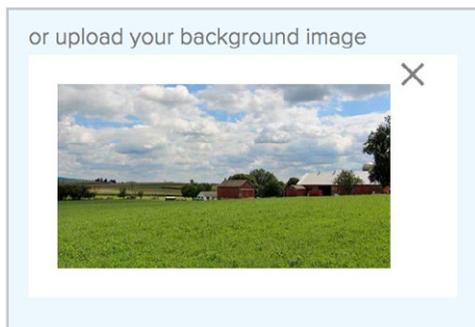
For each camera you can upload a scenery image, or select one of the default sceneries we have. This will show up outside your windows.

1) Standard sceneries



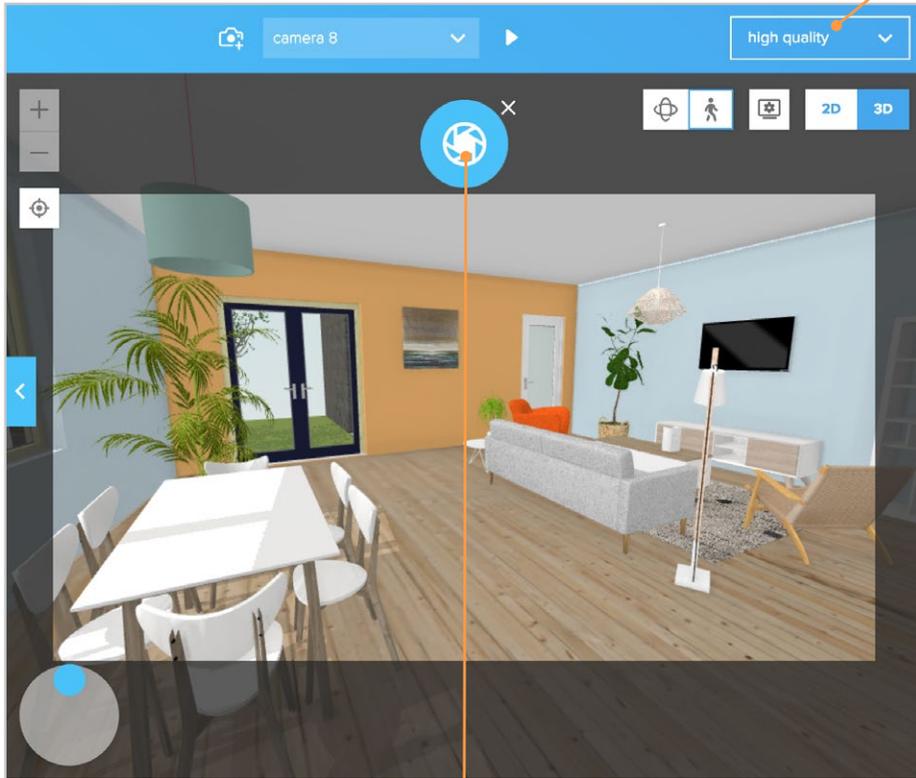
2) Upload your own scenery. Click on Add image in the bottom of the sidebar

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

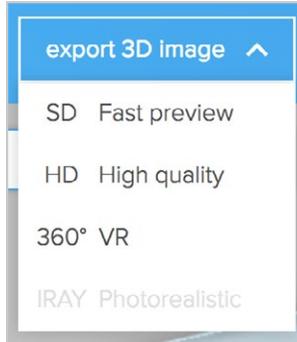


4d 3D view: Create a render

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



The export levels are:



for all project levels

for level II projects

for level III projects

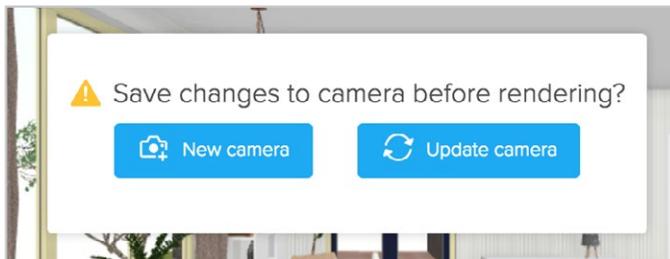
for level IV projects



SD render
960 x 540 pixels

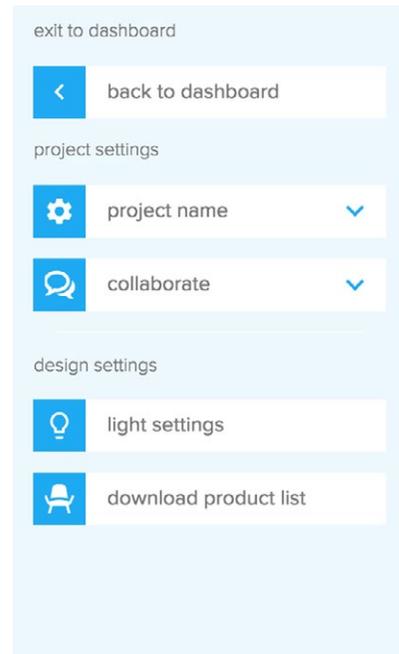


HD render
1920 x 1080 pixels



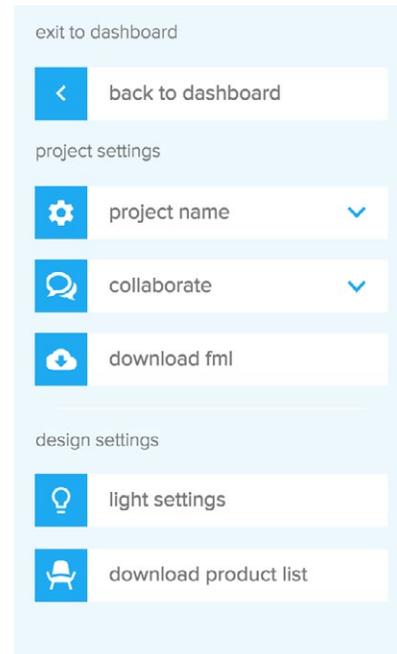
5a Project Settings: Levels

Level I



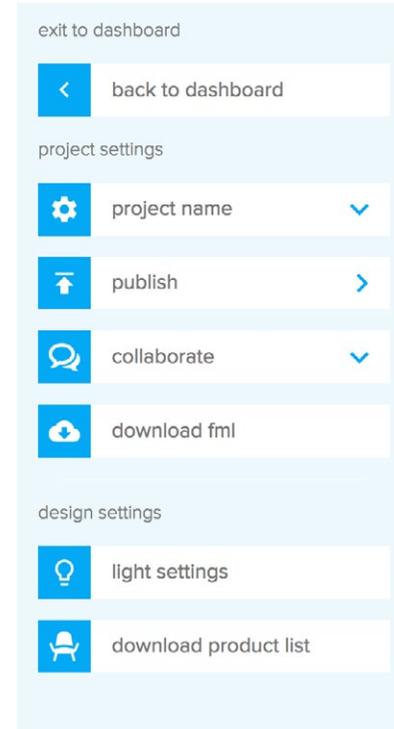
Export options
2D: SD; JPG,PNG
3D: SD
Publish: None
Download: Products list

Level II



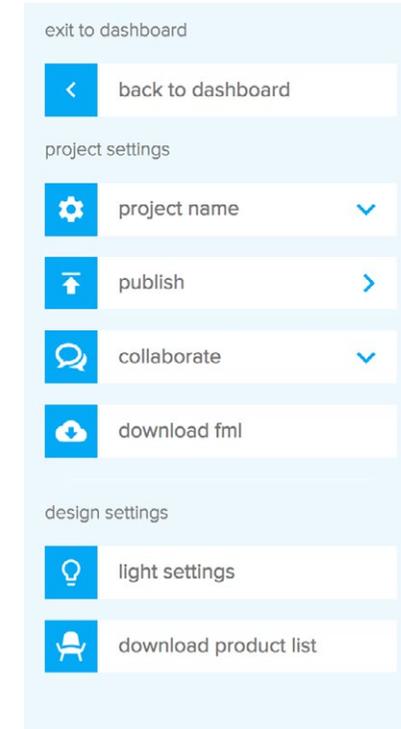
Export options
2D: HD; JPG,PNG,PDF
3D: HD
Publish: None
Download: FML, Products list

Level III



Export options:
2D: HD; JPG,PNG,PDF
3D: SD,HD,360 VR
**Publish: Viewer, Spaceplanner
Embedded viewer**
Download: FML, Products list

Level IV

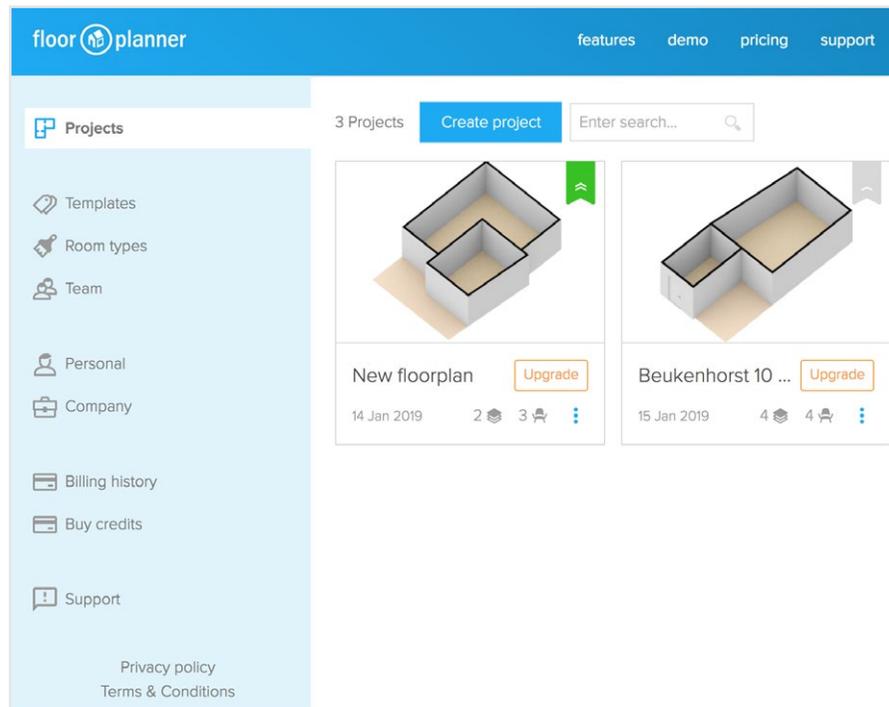
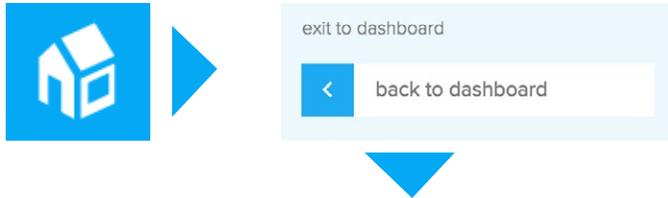


Export options:
2D: HD; JPG,PNG,PDF
3D: SD,HD,360 VR,IRAY
**Publish: Viewer, Spaceplanner
Embedded viewer**
Download: FML, Products list

5b Project Settings: Exit, Rename & Collaborate

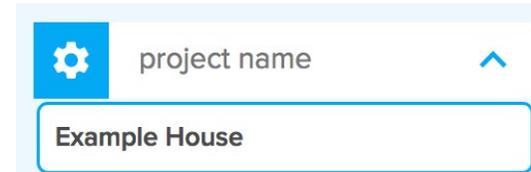
Exit

Go back to your Dashboard here, to see your project overview, account settings, billing info etc.



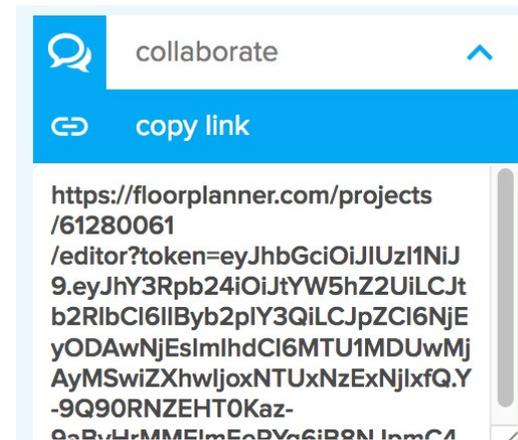
Project Name

Rename your project here.



Collaborate

The Collaborate option lets you give someone else the option to edit your project for 14 days. He or she gets full control over the project in the editor, without need of a floorplanner account. Any changes saved will be saved to the original project.



5c Project Settings: Share

You can share your plan in a Viewer or as a Spaceplanner.

Share in a viewer as a separate page or embedded in a website. Someone can view each floor in 2D and 3D and zoom in and out, but can't add any furniture, modify or save anything.

enable public access

viewer url

<https://floorplanner.com/projects>

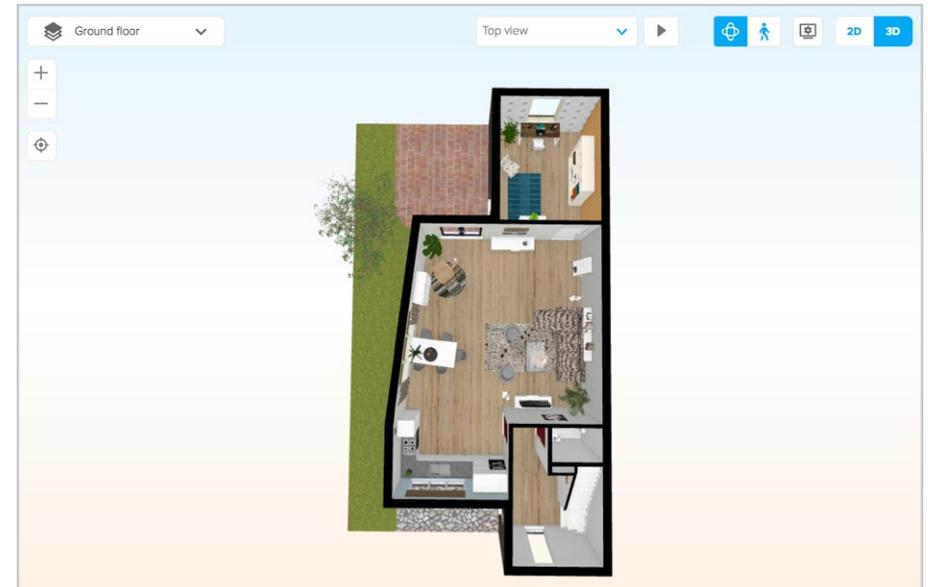
embed code

```
<iframe width="420" height="315
```

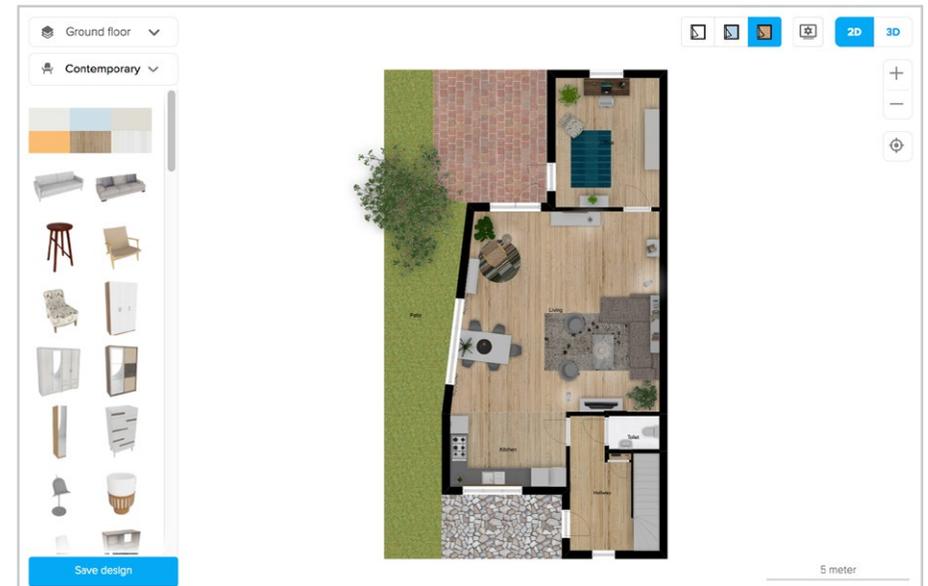
spaceplanner url

<https://floorplanner.com/projects>

send spaceplanner invitation



To share the project in a viewer it must be set to public

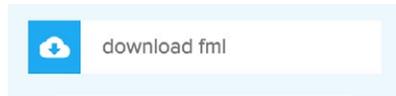


Share in a Spaceplanner:
Let someone play around with the plan and furnish it with a limited set of furniture.
A link to the plan is sent by chat or by email.
The original plan is not changed when a user saves a layout, the user receives a copy by email.
(no need for a floorplanner account)

5d Project Settings: Download and Light Settings

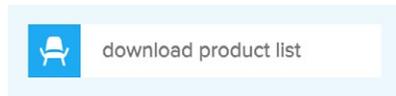
Download FML

For level 2 and higher you have the option to download an FML format. This can be used for some real estate platforms like Funda. You can also use this as a local backup of your plan.



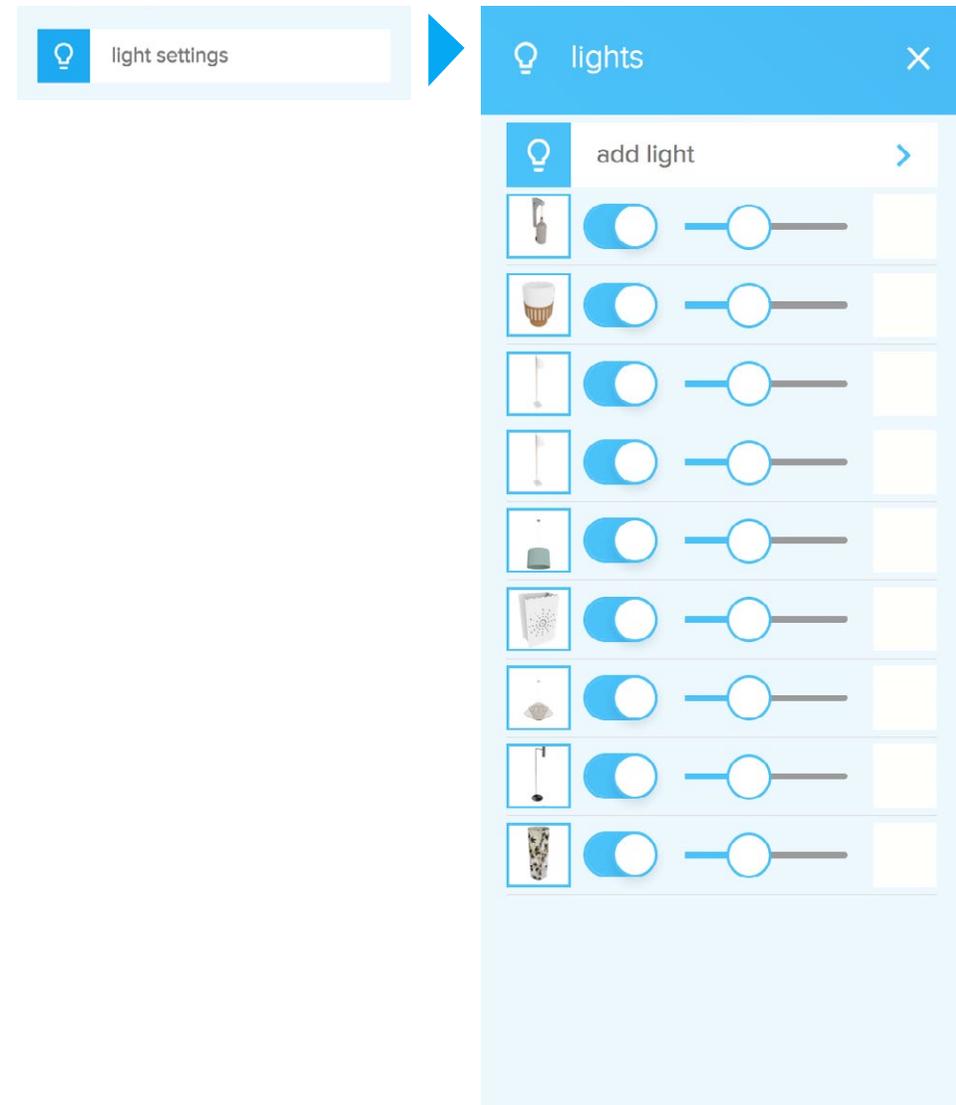
Download Product list

For the active design you can download a product list from this location



Light settings

Control your light settings in here, for the lighting in your 3D exports



6a The Floor menu

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

Add a new floor
Start a brand new floor here

Floor settings
Set the ceiling height or change the floor sequence.

Duplicate the floor
Copy your entire floor to reuse the layout

Remove floor
Including all designs in this floor

Rename your floor

Duplicate your design

Rotate or flip your design

Retrieve older versions

Rename your design

Add a new design
Each floor can have multiple designs, variants in the interior design or floor layout.

Floors & Project levels

Upgrade your project level to store more floors and designs in your project.

Level	# Floors	# Designs / floor
I	1	1
II	5	10
III	5	10
IV	many	many

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



interior in urban style



interior in industrial style

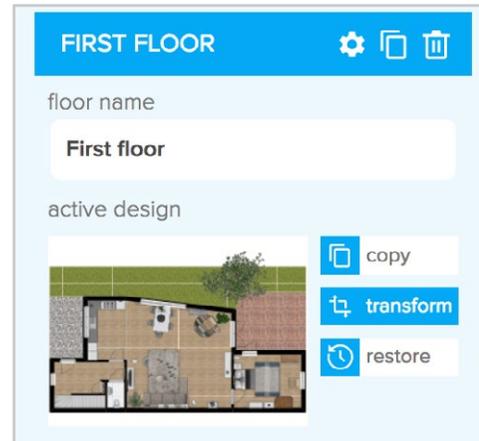


interior in contemporary style

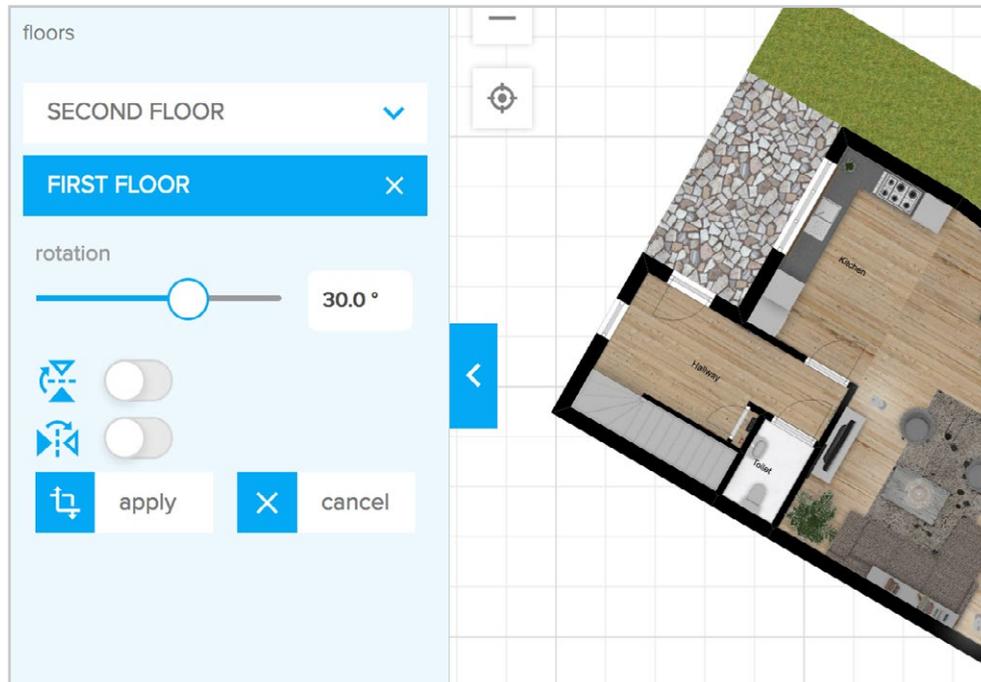
6b The Floor menu: Design actions

In the floor menu there are several useful actions to perform on a design level.

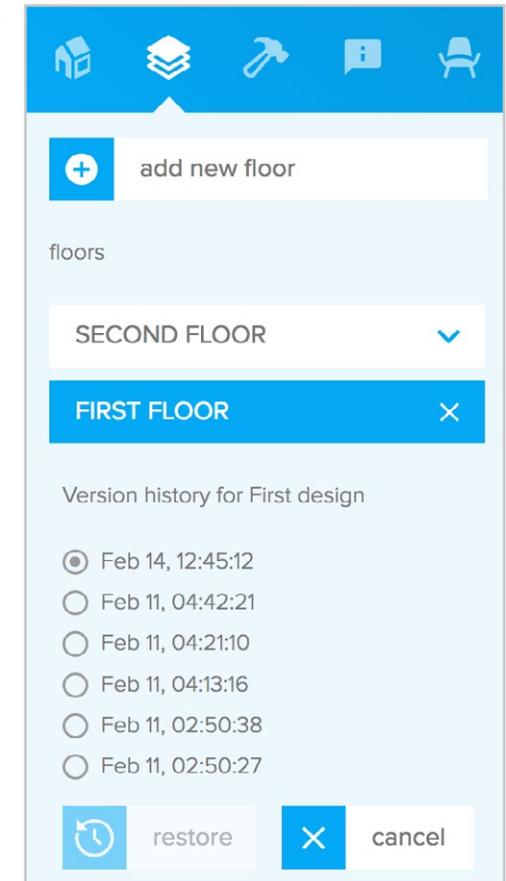
1) Click on the design in the floor you want to change



2) Click the transform button to rotate or mirror the entire design.



3) Click the restore button to retrieve a previously saved version.



7a 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.



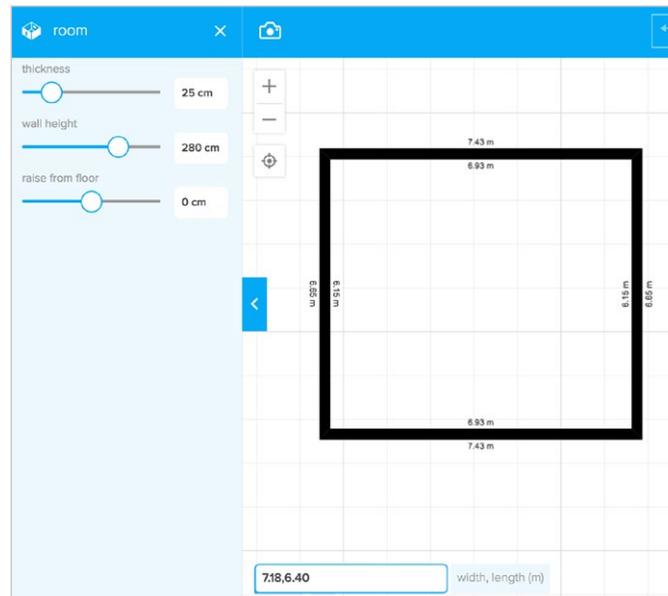
draw room

thickness 15 cm

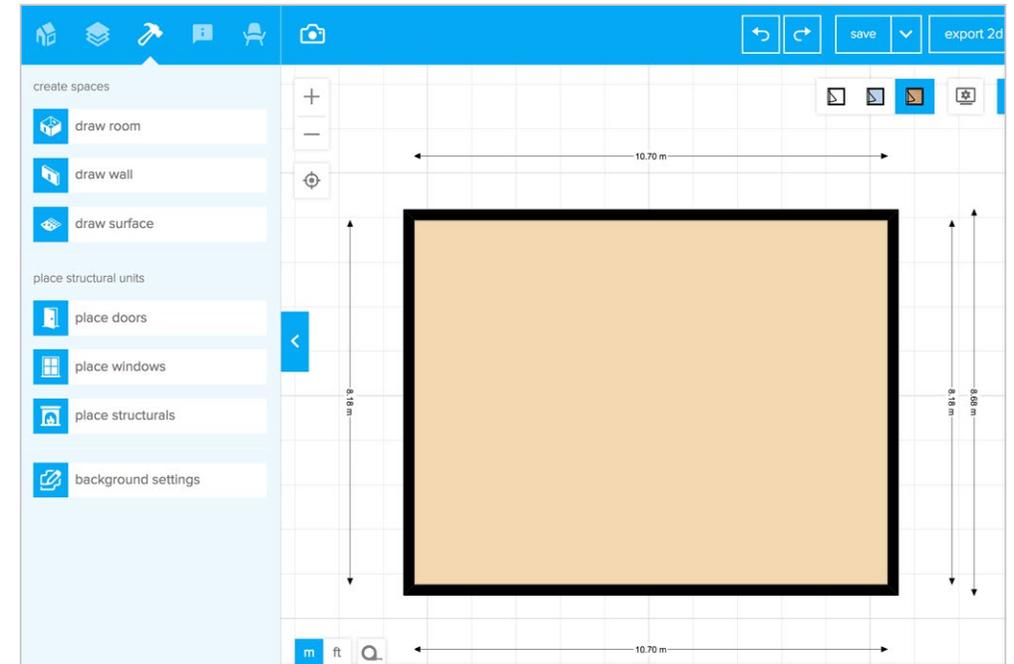
wall height 280 cm

0.25, 2.8 thickness, height (m)

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.



7a 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.



draw wall

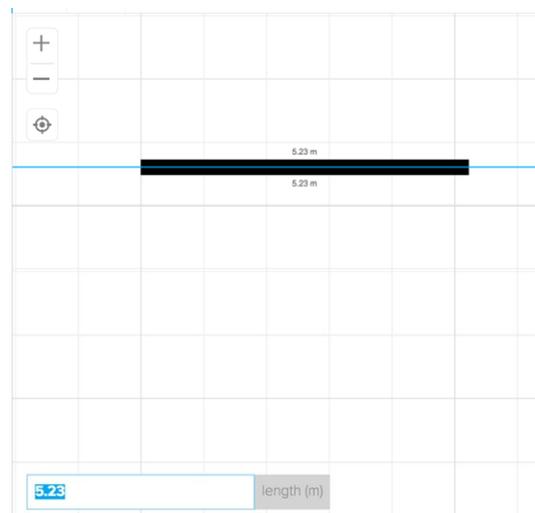
thickness

wall height

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

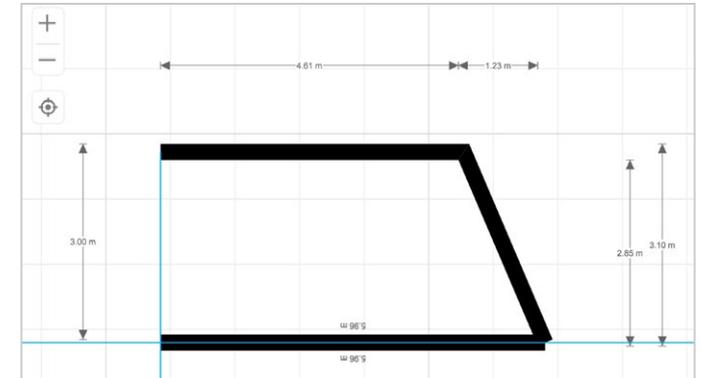
Release where you want your wall to end or type in your desired length and press Enter.

Tip: the blue circle indicates your wall thickness.



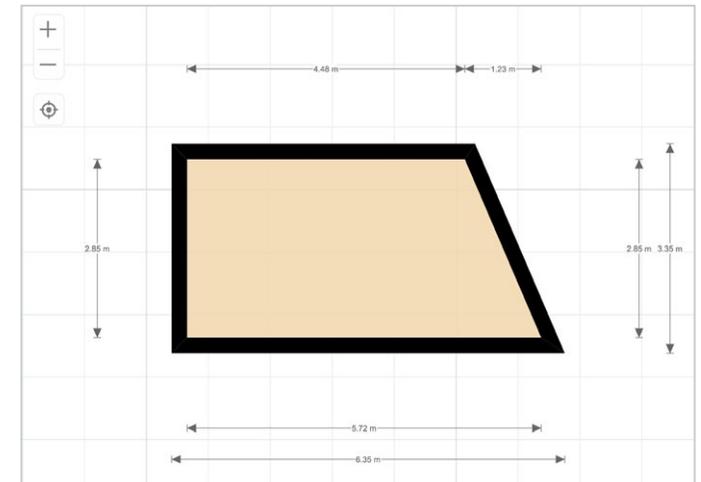
3) Repeat this to any corner of your room.

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

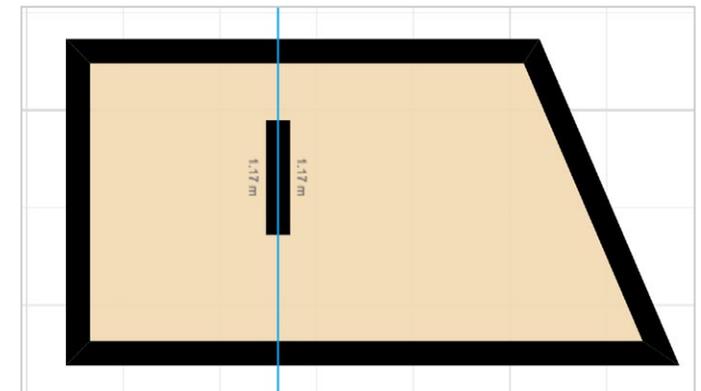


4) Close the room by starting on the starting point. A room surface will appear.

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.

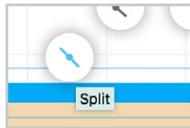


7a Build: Walls and Rooms

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

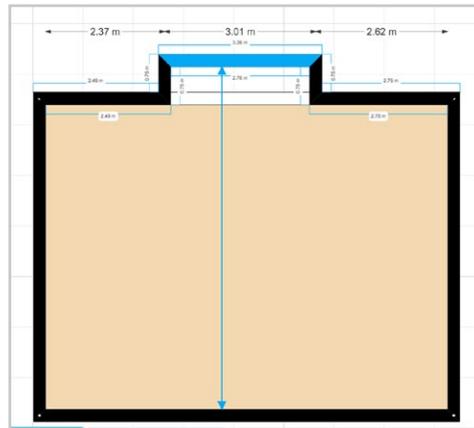
1) Click on a wall segment, and press this icon to split the wall



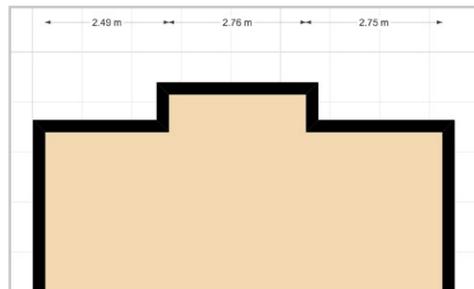
2) Click a bit further on a wall segment, and press this icon to split the wall again



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

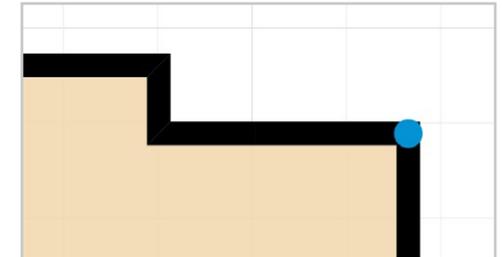


Tip: the blue arrow indicates the distance to the opposite wall. While you are dragging, you can type in the size this distance should have, and confirm by ENTER. That's a quick way to get an exact dimension.

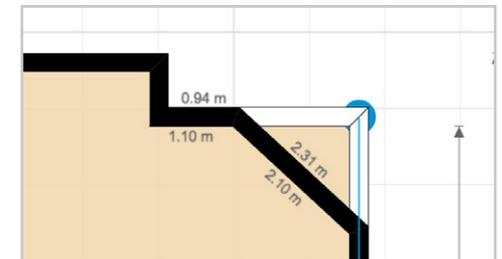


Create a wall on an angle

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

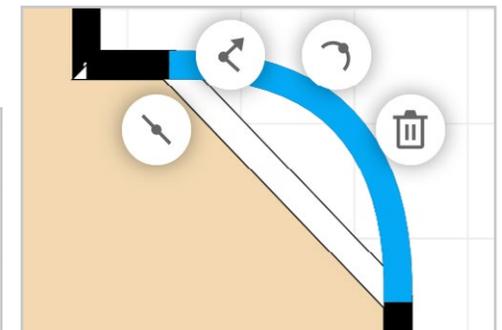
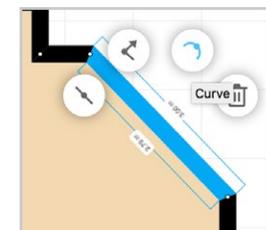


2) Release the corner wherever you want.



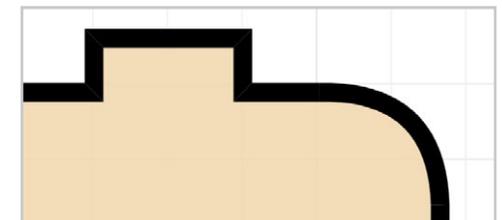
Create a curved wall

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.

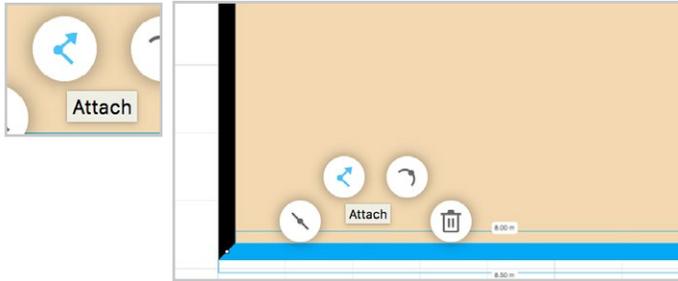
Tip: to uncurve the wall, click the curve icon again and move your mouse. The wall will snap to a straight line.



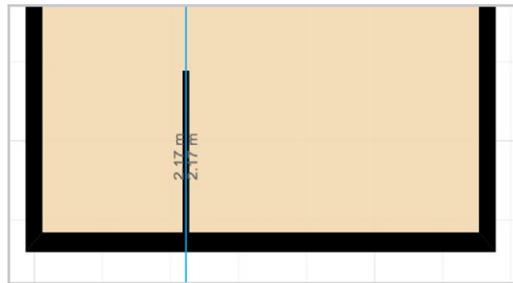
7a Build: Walls and Rooms

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.

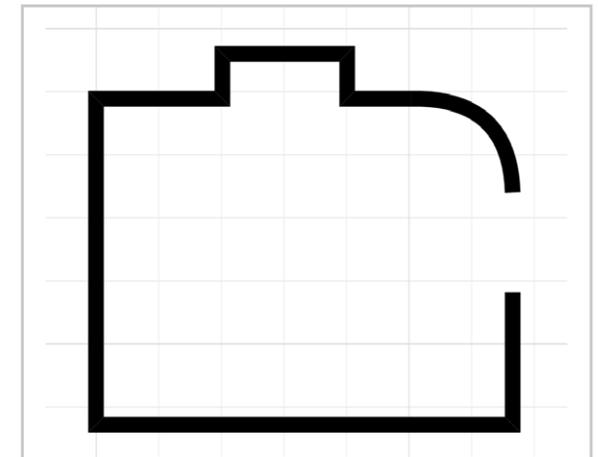
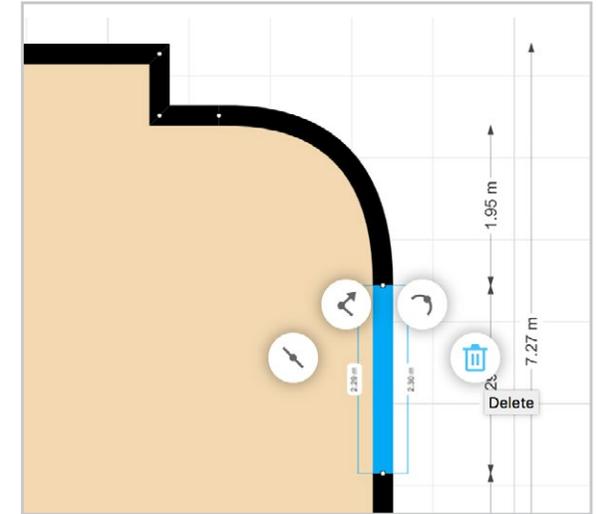


Removing a wall segment

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.

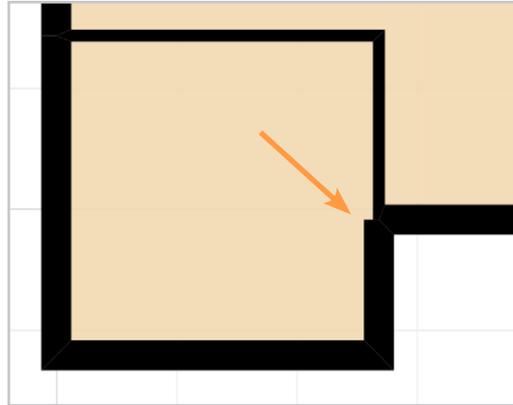


7a Build: Walls and Rooms

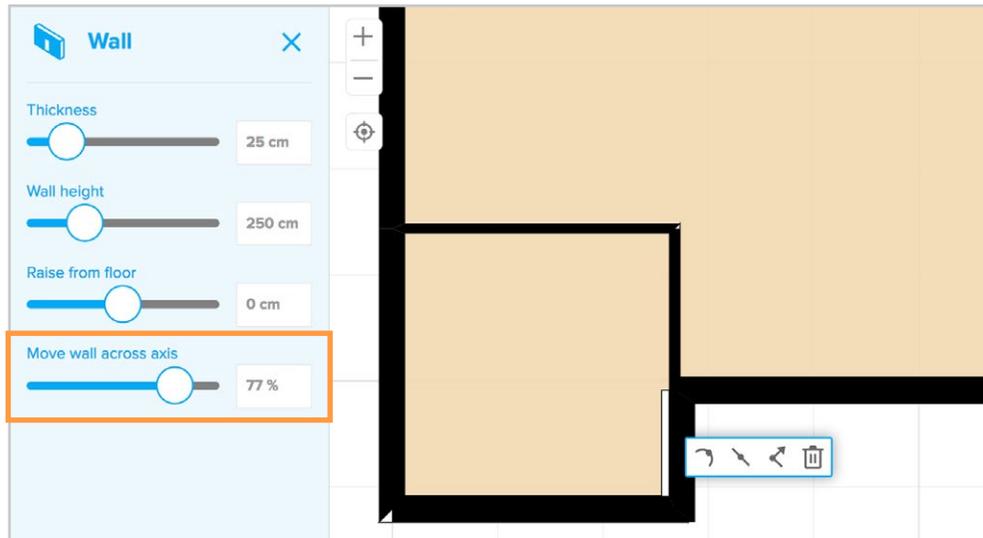
When working with different wall thicknesses, you may encounter situations when the wall inside a room jumps due to this thickness difference. To solve this, we've introduced an option to move the wall perpendicular to the axis.

Move wall across axis

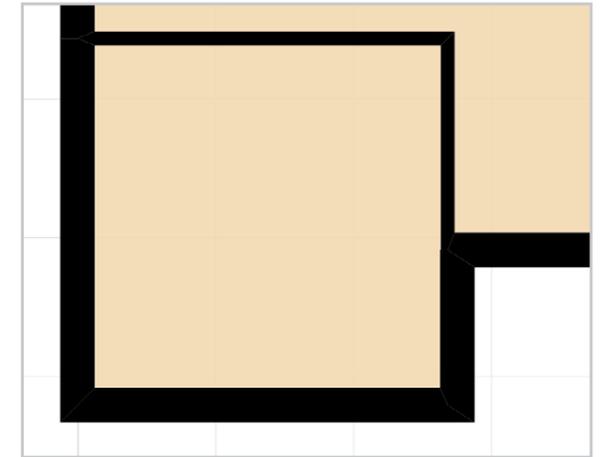
1) Click on the thickest wall segment that creates a jump.



2) Move the slider called *move wall across axis*



3) Then hit Escape or click the cross to exit the wall menu.
Your change will be applied.

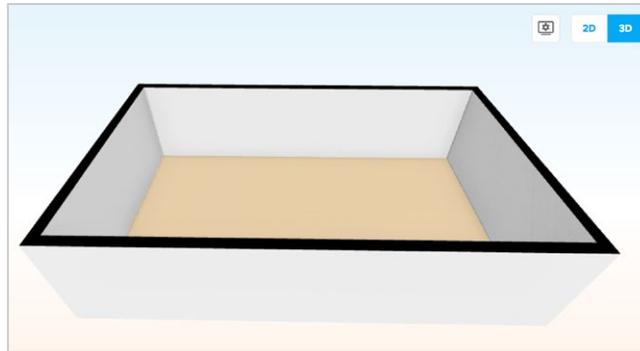


7a Build: Walls and Rooms: Create sloped walls

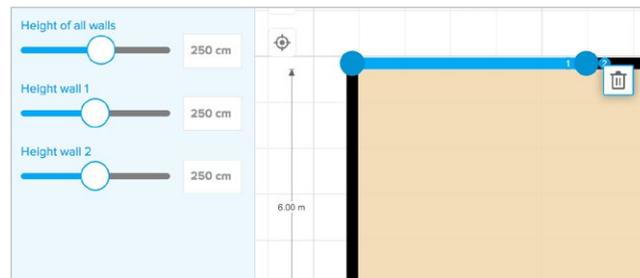
Drawing sloped walls is done by adjusting the height of wall corners

Drawing room

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

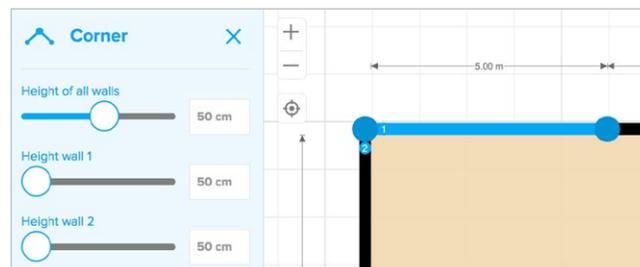


2) Click in the canvas and drag your mouse in the direction you want your wall.

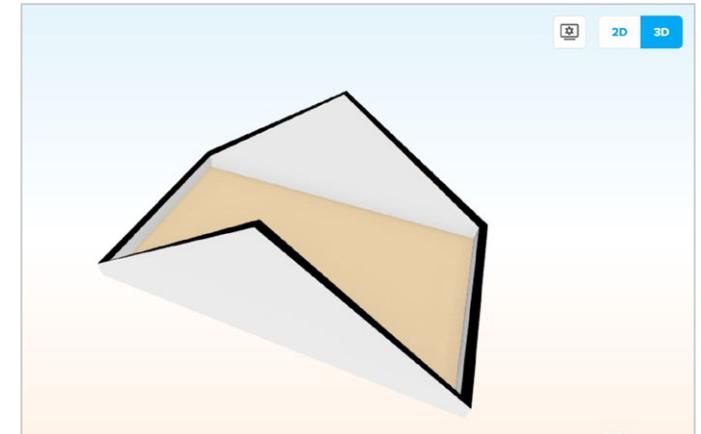


3) Repeat this to any corner of your room.

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

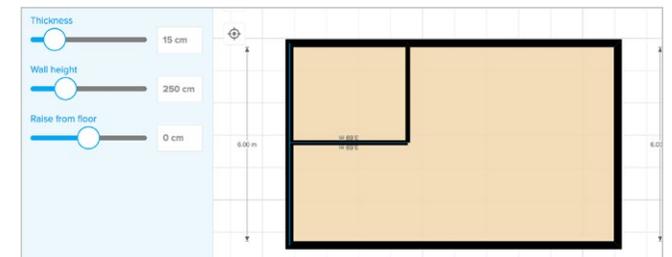
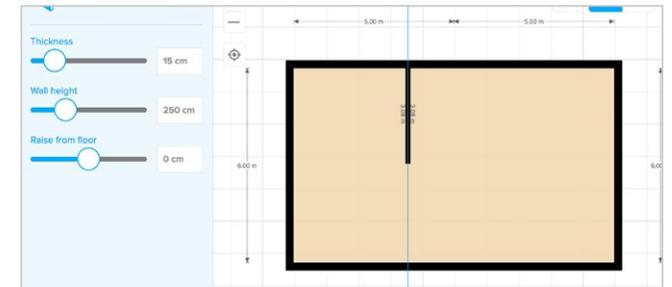


4) View 3D to see the result

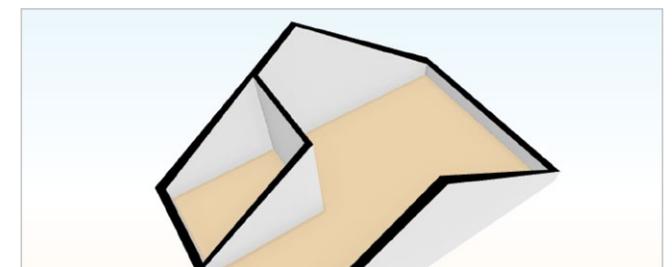


5) After setting the correct slope for the exterior walls, use the wall by wall tool to create your inner rooms.

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.



4) View 3D to see the result



7b Build: Surfaces

To create a surface without walls, we have a 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

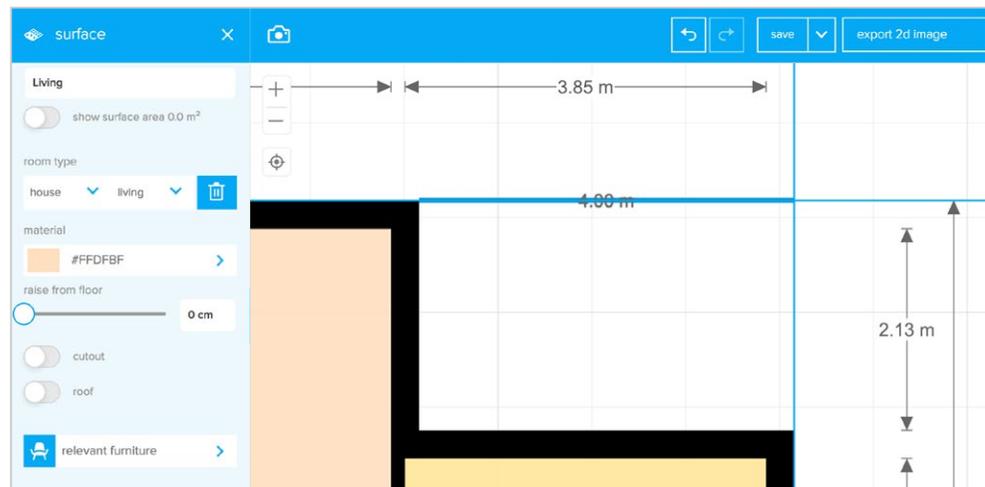


NB: You can setup the surface properties before or after you draw the surface:

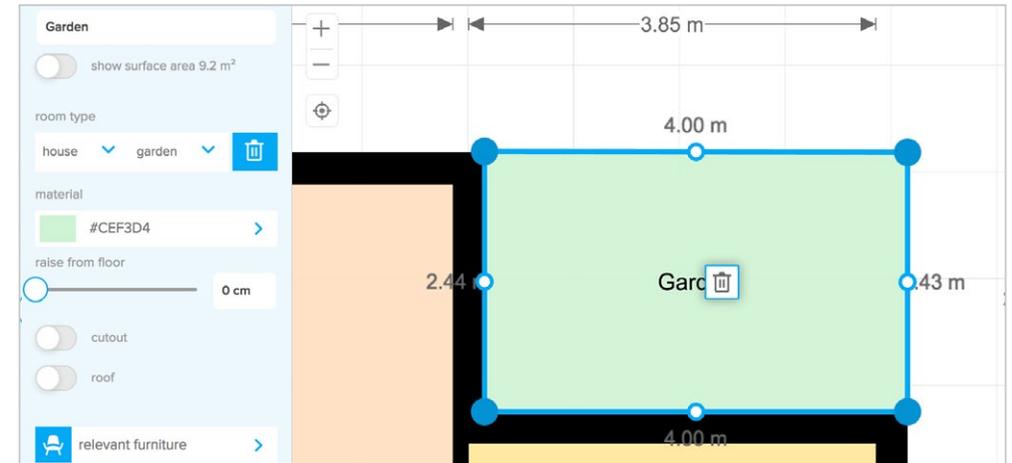


2) Click and drag on each spot in the canvas where you want a surface corner.

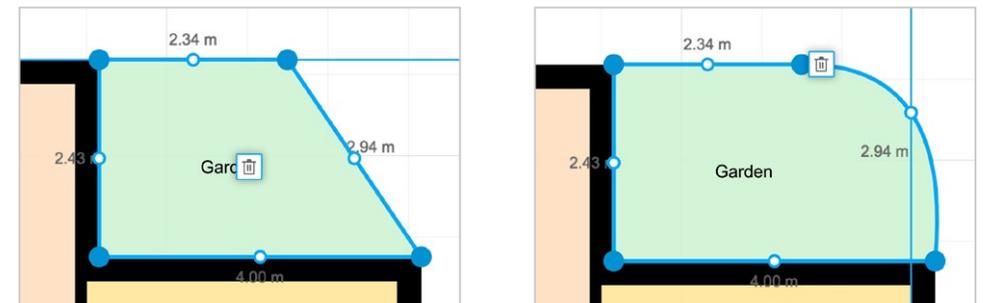
Tip: To have an exact edge length, type in the desired size and hit ENTER.



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.

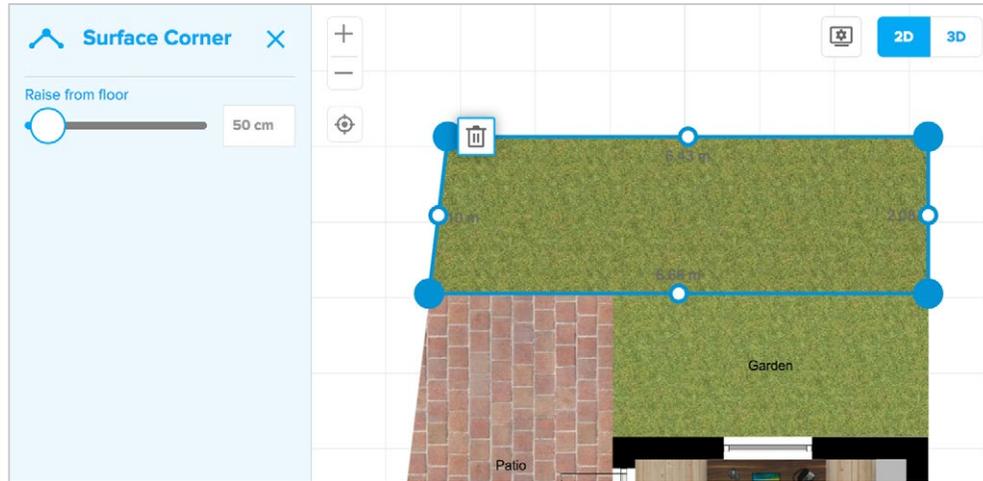


7b Build: Surfaces: sloped and elevated surfaces

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.

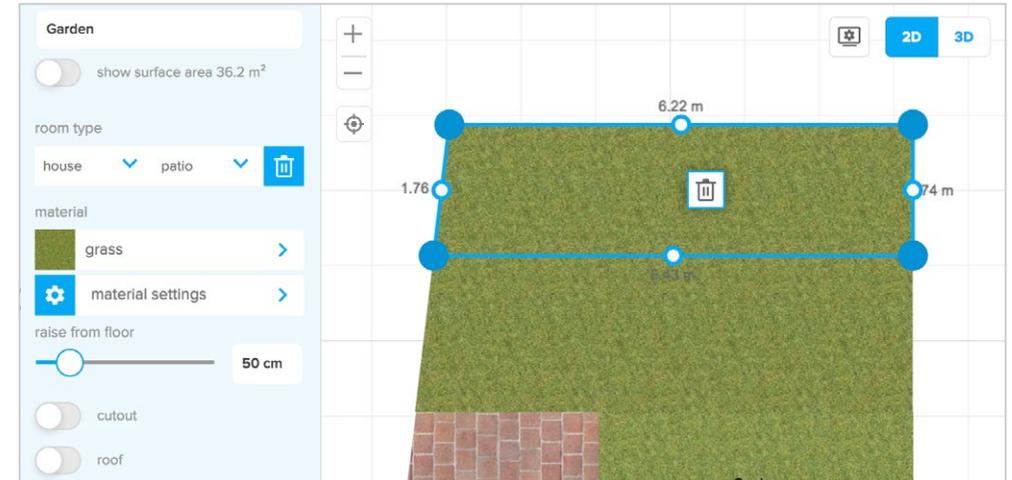


Click 3D to check out how it looks



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.

7b Build: Surfaces: cutouts

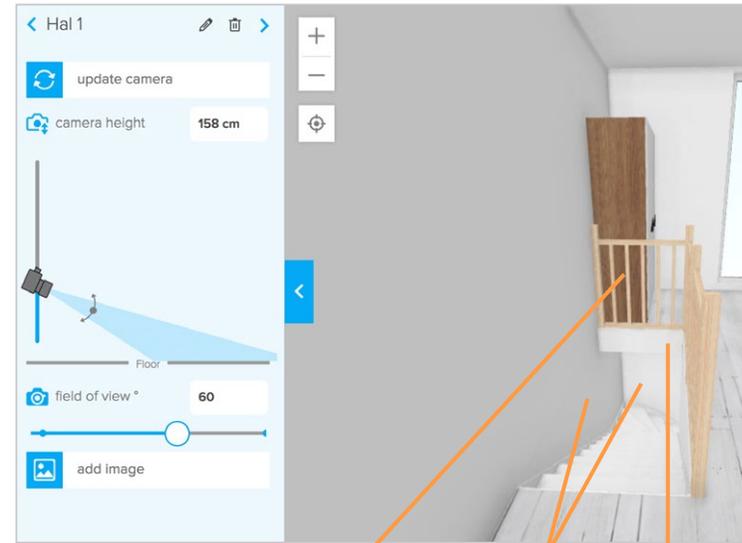
With surfaces you can create a hole in the floor to have for instance a staircase coming up from the floor below.

Draw a cutout surface

Draw a custom surface for the hole you need in the floor. Then toggle the cutout switch to have it create a hole in the floor below.



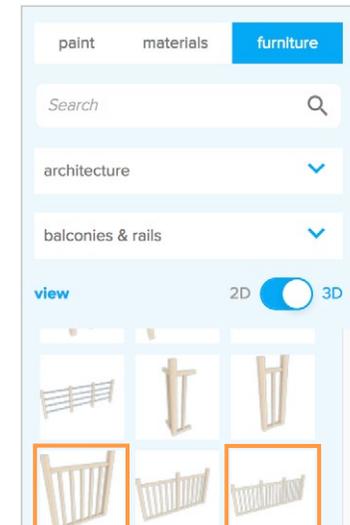
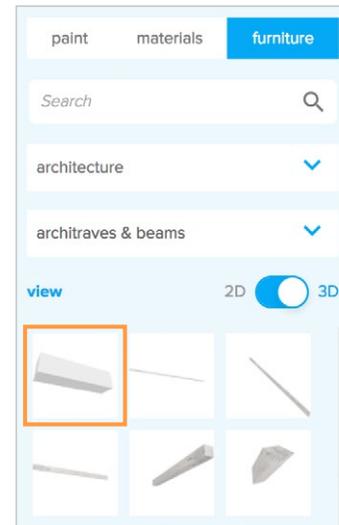
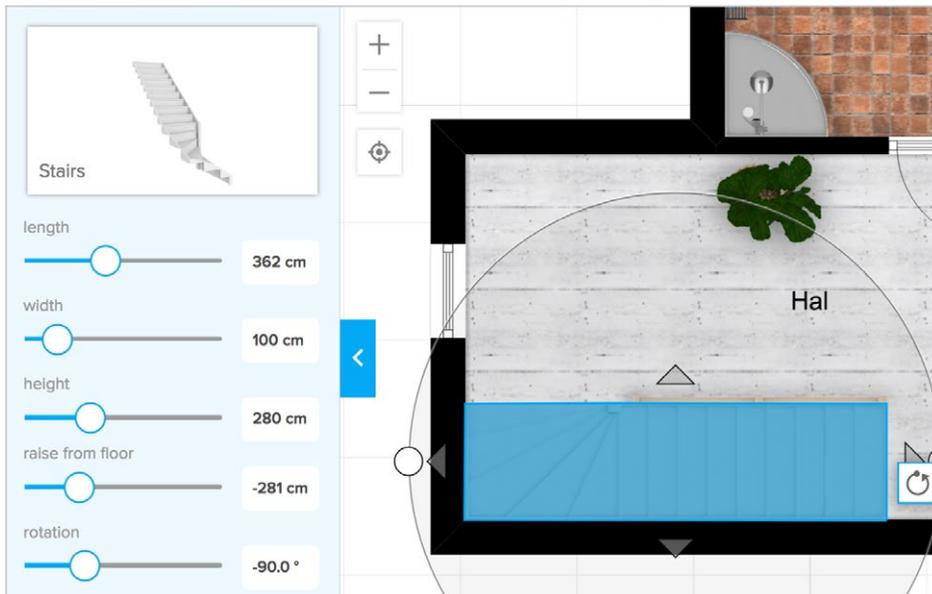
In 3D you will have a staircase leading downwards.



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

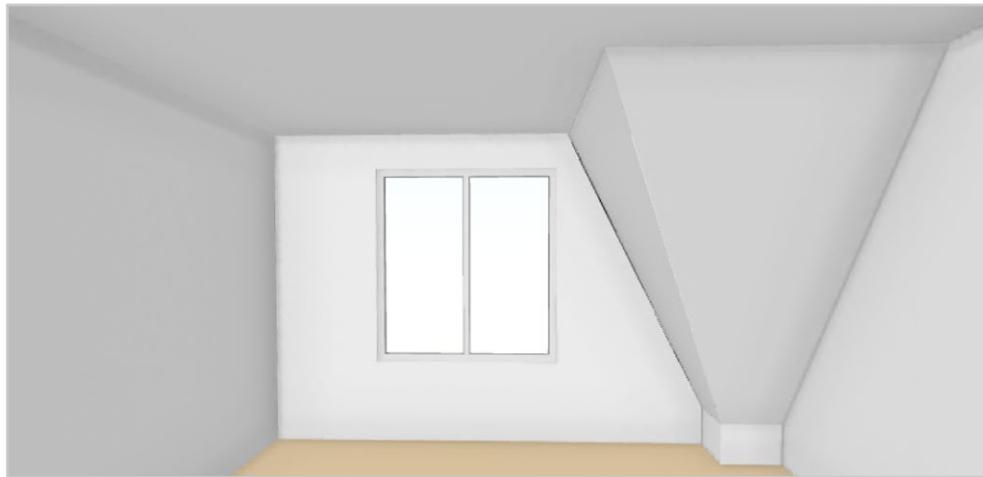
We added stair railings, and some resized and lowered beams, from the decorate architecture section (see below), to make it look real.

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

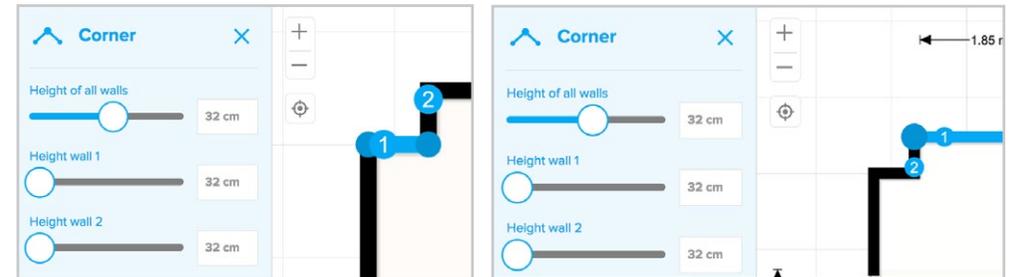


7b Build: Surfaces: sloped ceilings

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



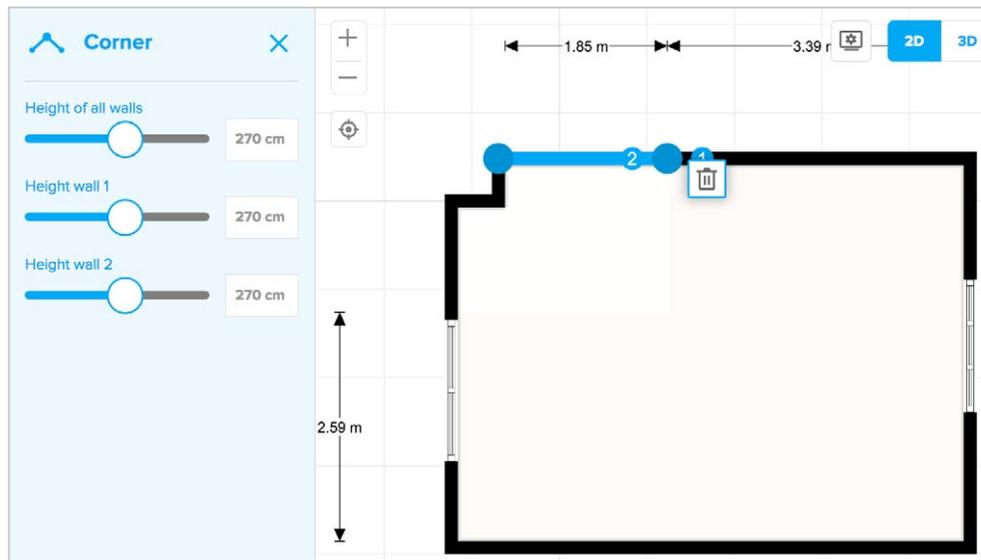
2 Lower the wall corners where necessary.



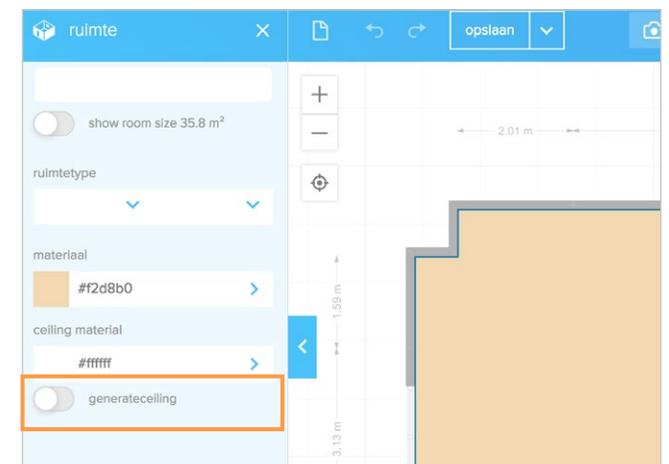
3 Check the 3D view: you see that the automatic ceiling is showing up incorrectly.



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



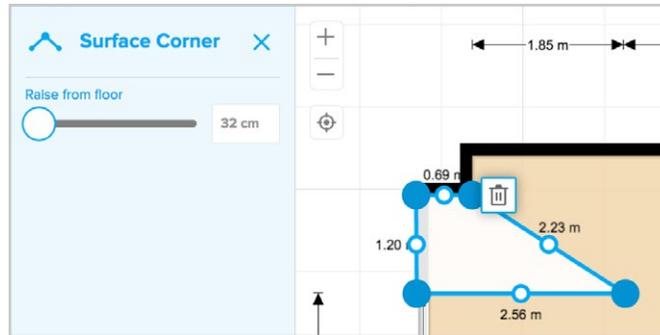
4 Go back to 2D. Select your room and toggle off the generated ceiling in the sidebar.



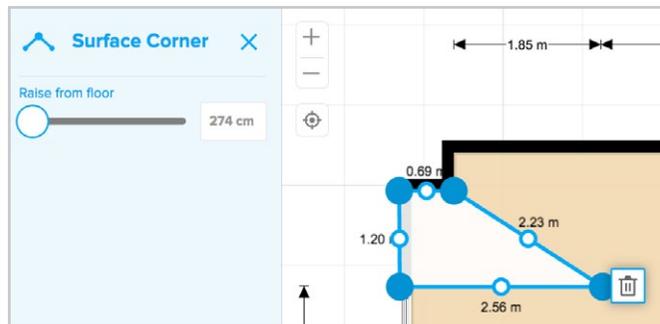
On the next page we'll show how you can draw this ceiling so it shows up correctly.

7b Build: Surfaces: sloped ceilings

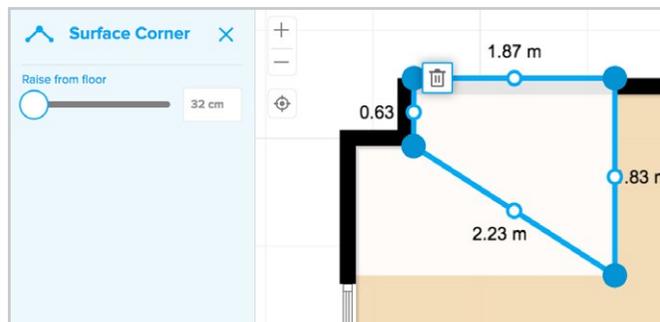
5 Draw the first sloped ceiling surface. Click the corners that should be low, and set the elevation.



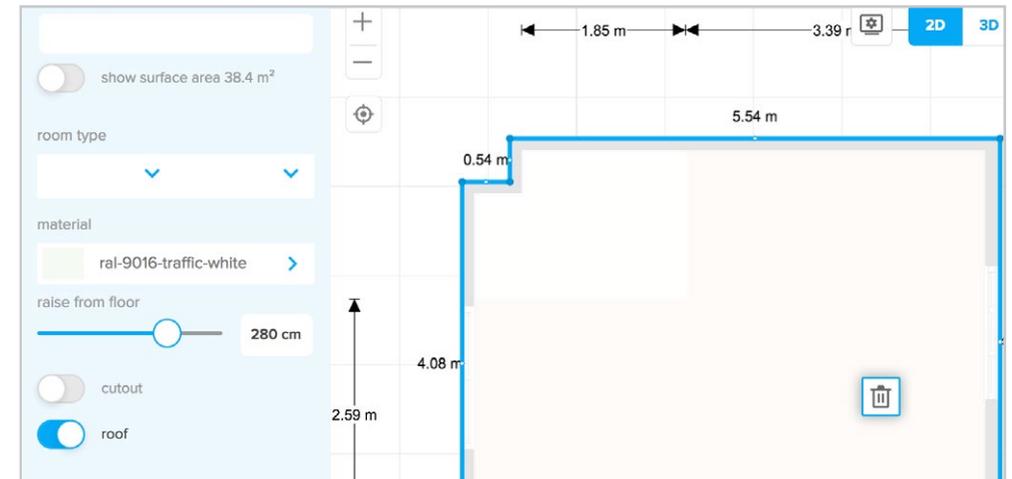
6 Do this for the high corners too.



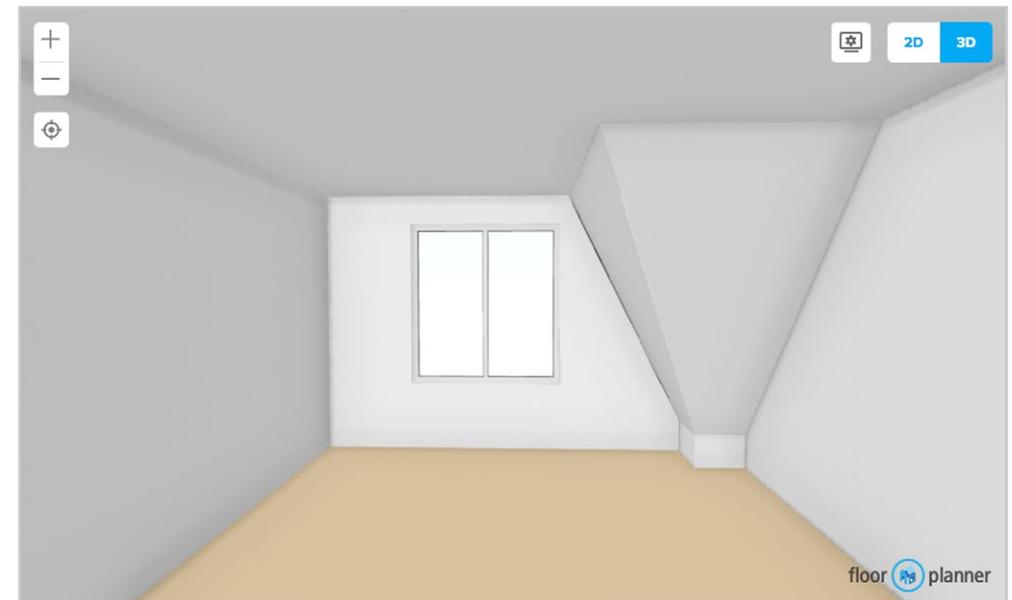
7 Draw the second sloped ceiling surface. Click the corners and raise them to the desired height.



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.

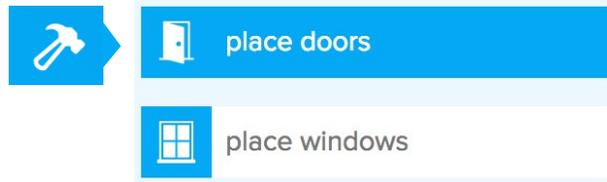


7c Build: Doors and Windows

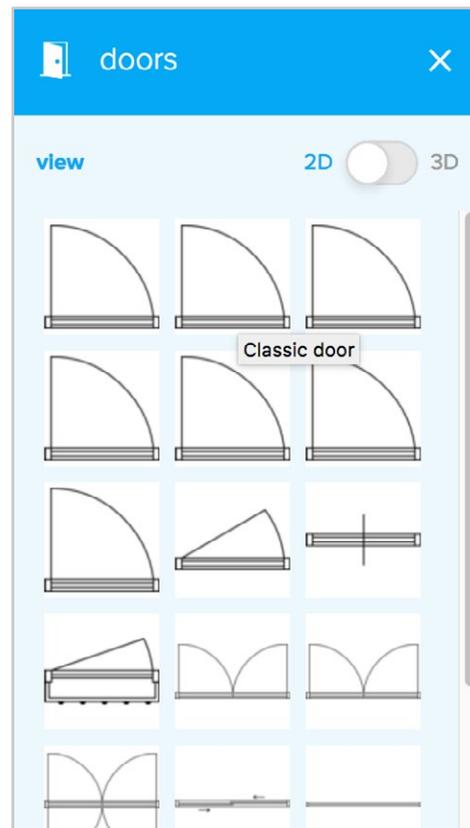
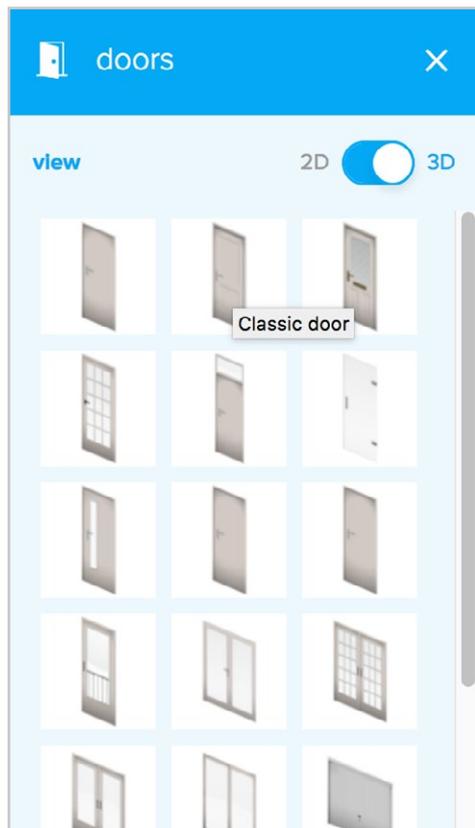
Doors and windows are placed on a wall, and can be modified in size. They work in the same way.

Adding doors/windows

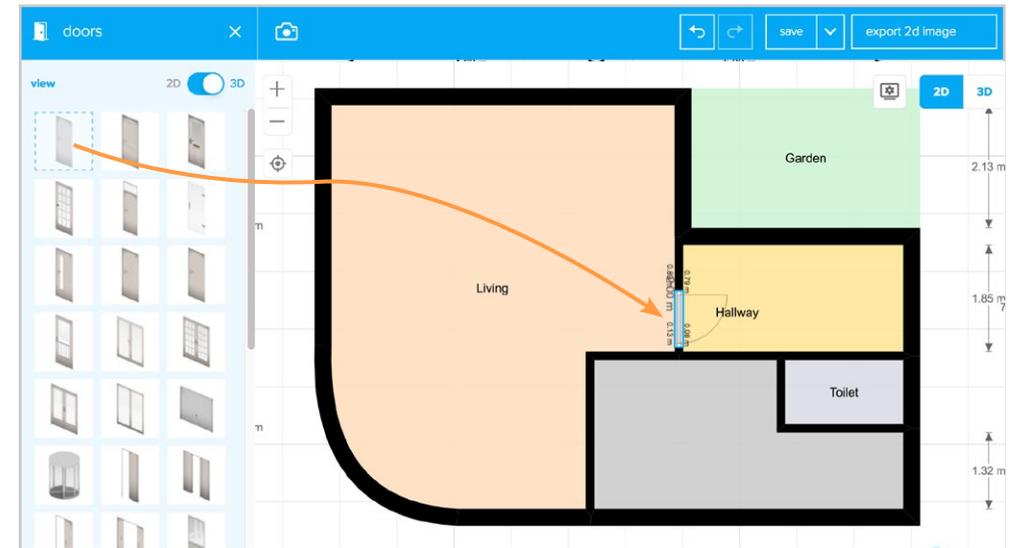
1) Click on the doors or windows button



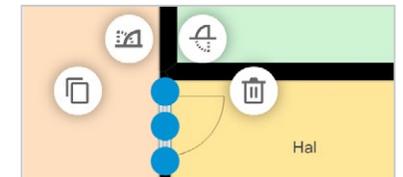
2) You can view the list of doors or windows in 2D top view or 3D view.



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

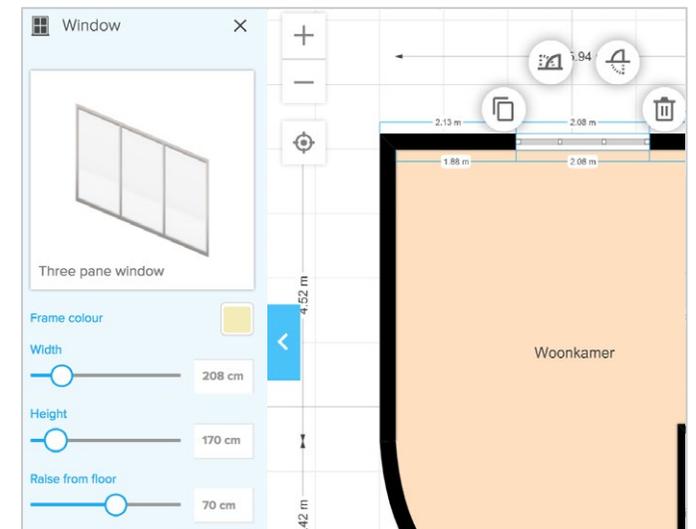


4) Click the door or window to adjust the wall side, hinge side and an option to duplicate and remove.



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.



7d Build: Structures

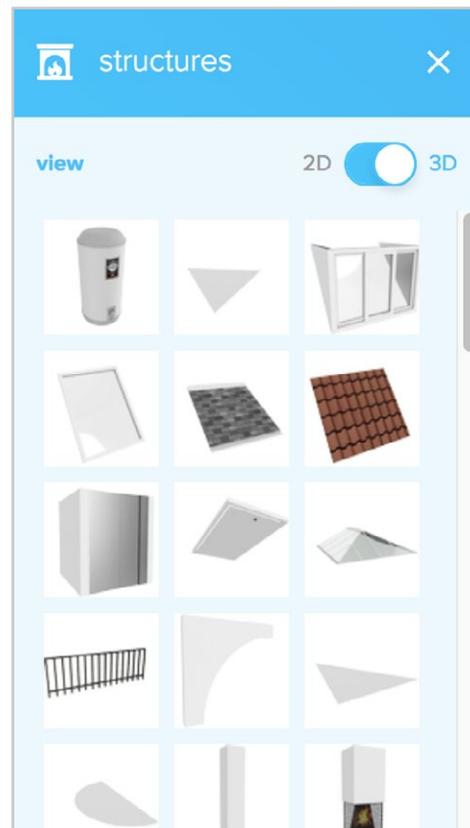
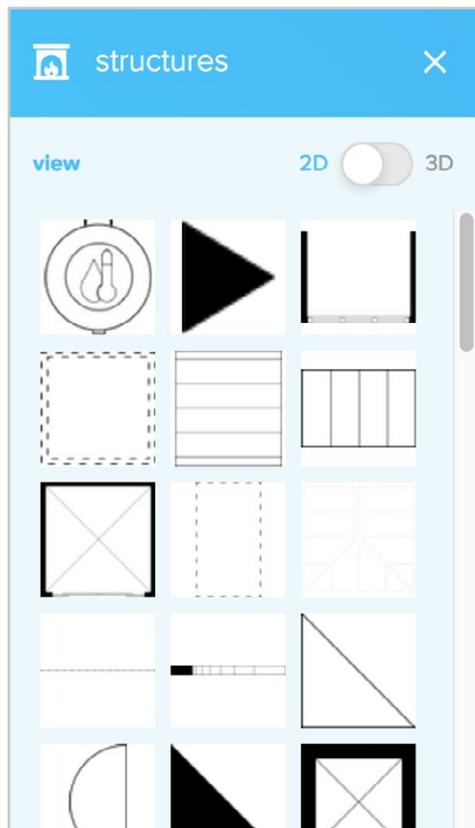
The structures library has a selection of objects that can be used as architectural elements in your plan.

Adding structures

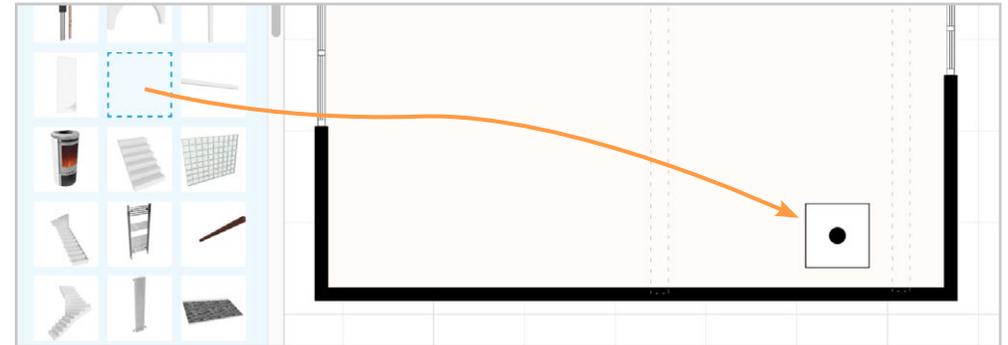
1) Click on the structures button.



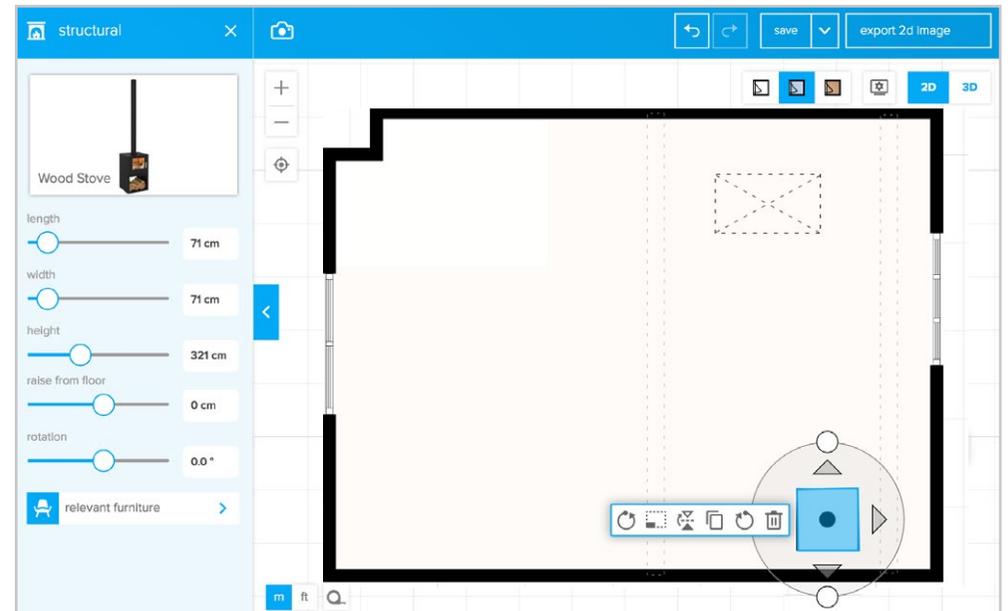
2) You can view the list of structures in 2D top view or 3D view.



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

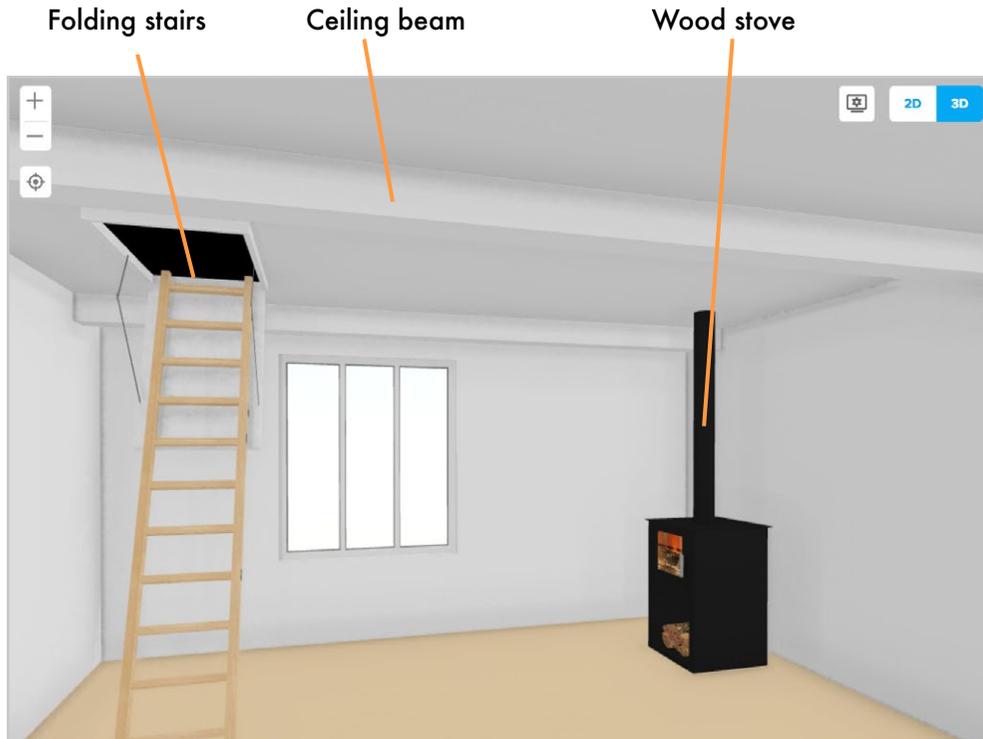


4) Click the item to adjust the dimensions, rotate or mirror the object.

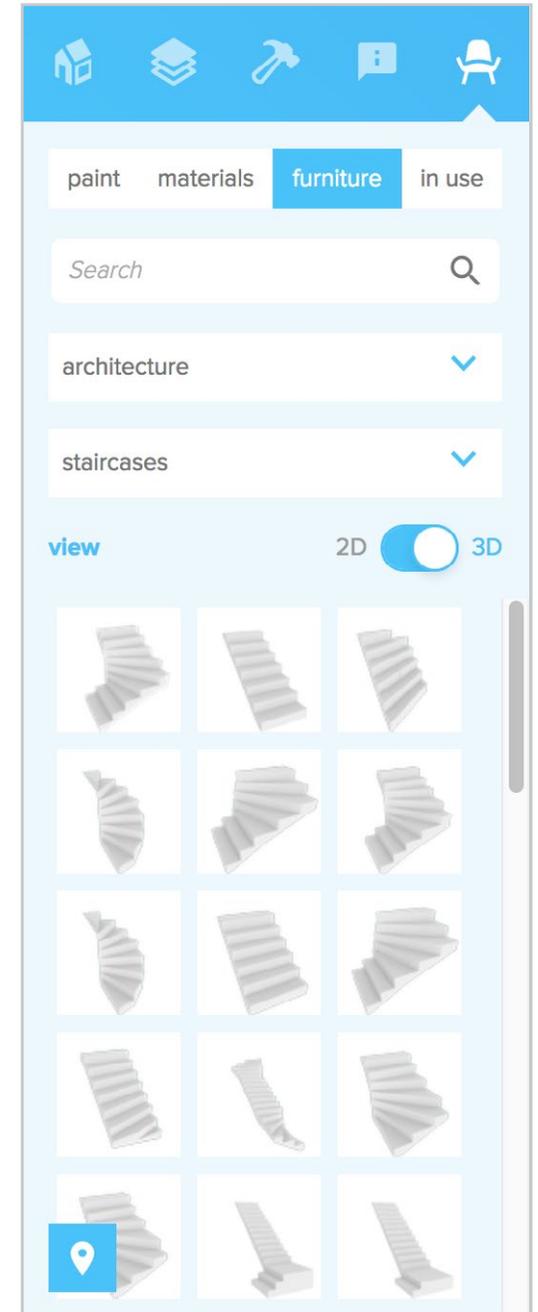


7d Build: Structures

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.



7e: 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.

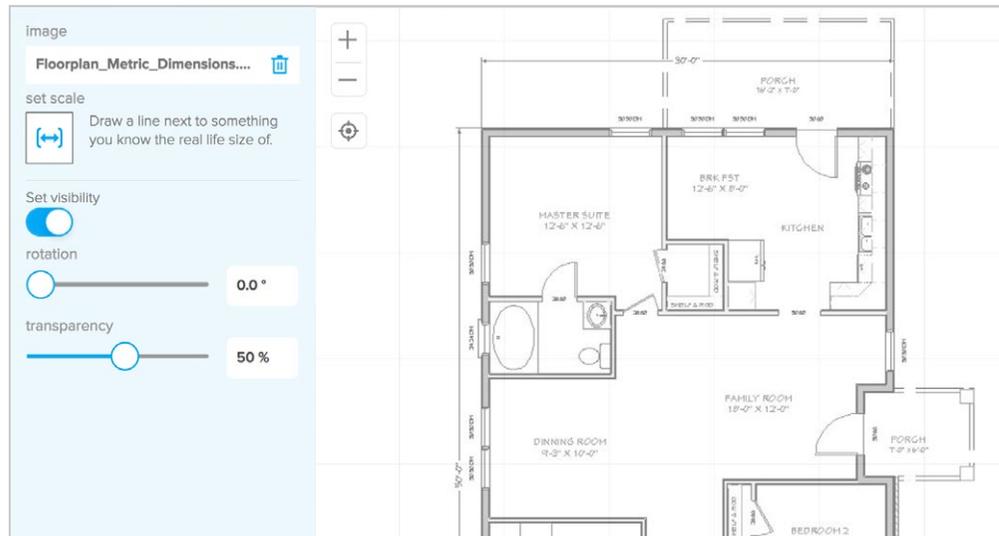
1) Click on the Build icon and select the Background settings button



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



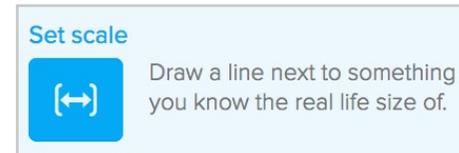
3) Navigate to your file and upload it. It has to be a PNG JPG or PDF image. You'll see these options:



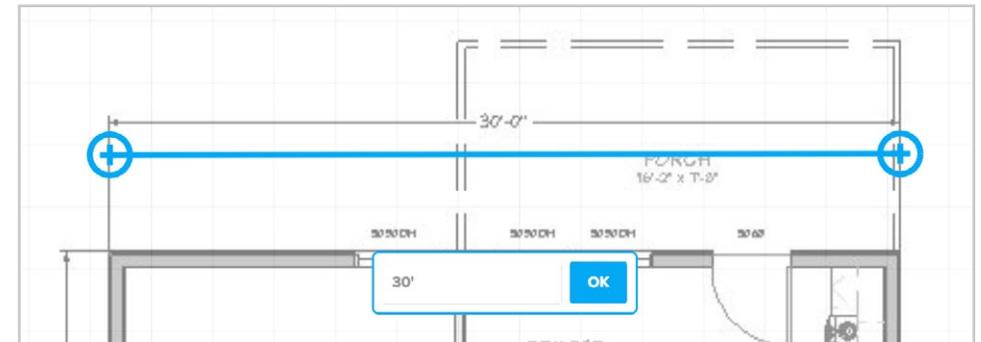
4) First rotate the image if necessary so most of the walls are horizontal and vertical. Set your units to meter or feet in the bottom left corner.



Click Set scale to scale your drawing.

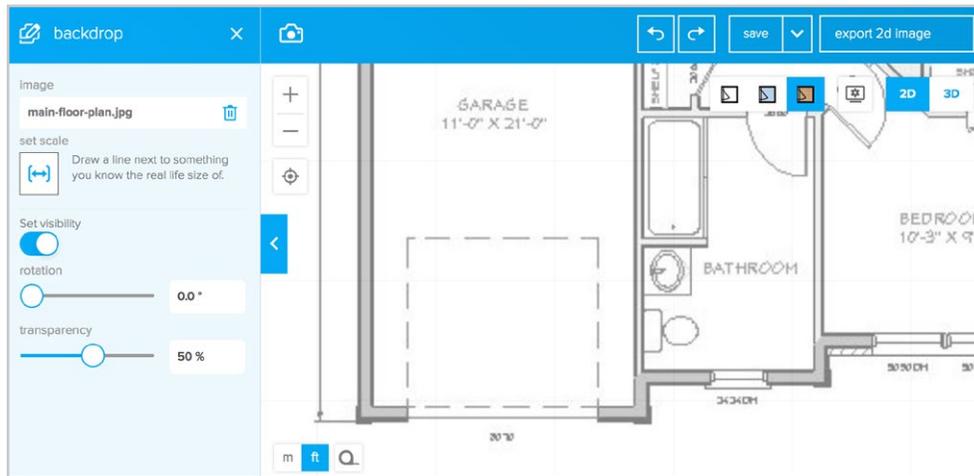


5) Zoom in to something in your plan of which you know the distance. Click on both sides of this element to draw a line and enter the distance and press OK.



7e: 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.



8a 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.

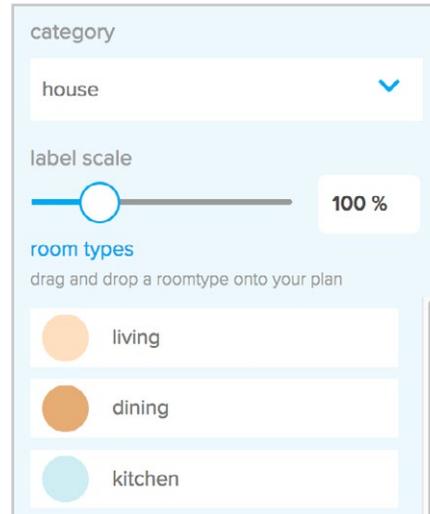
Applying room types

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

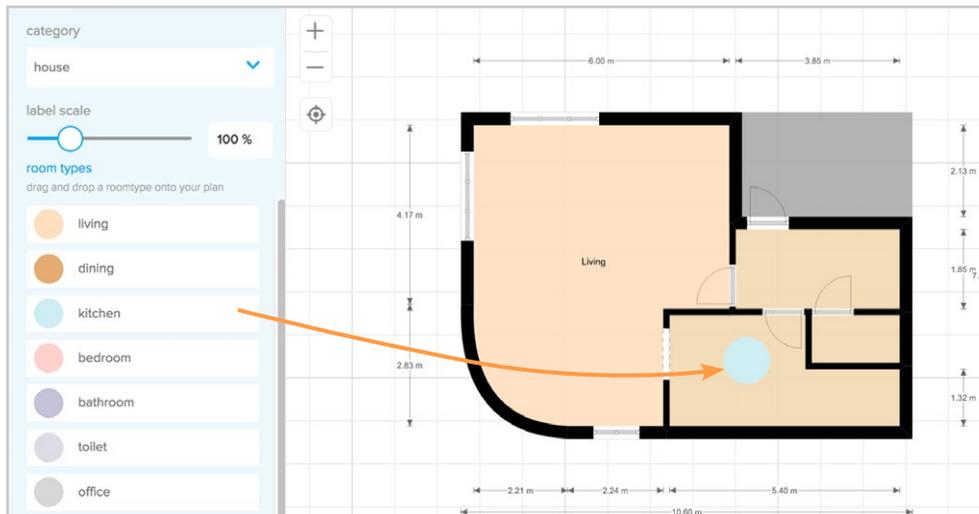


2) You can select a set of room types.

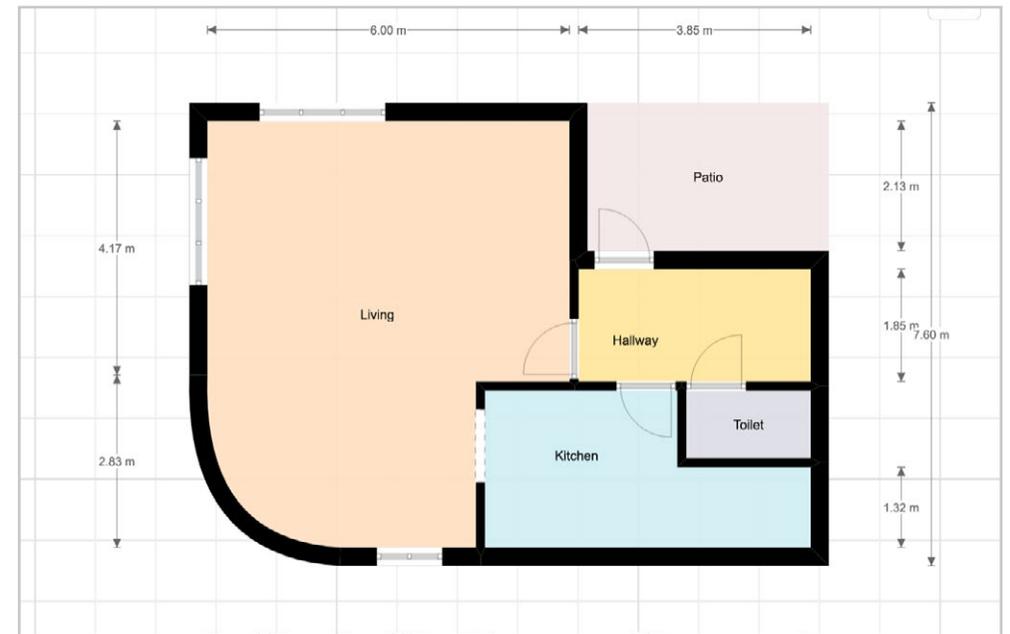
Tip: with a Pro account you can create your own set of room types that you frequently need.



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



4) Apply as many room types as you need.

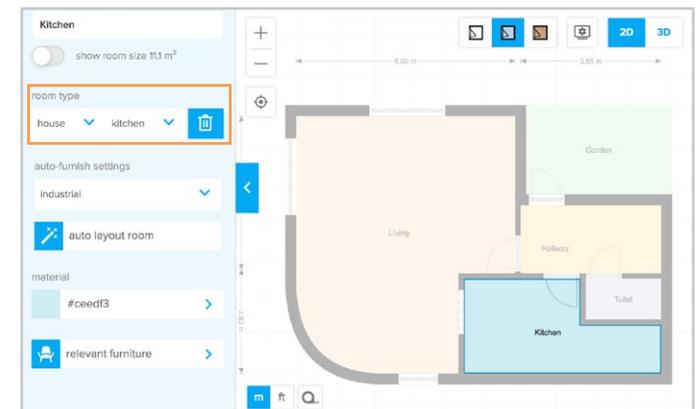


5) You can set the size of roomtypes to make readability even better.



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 50



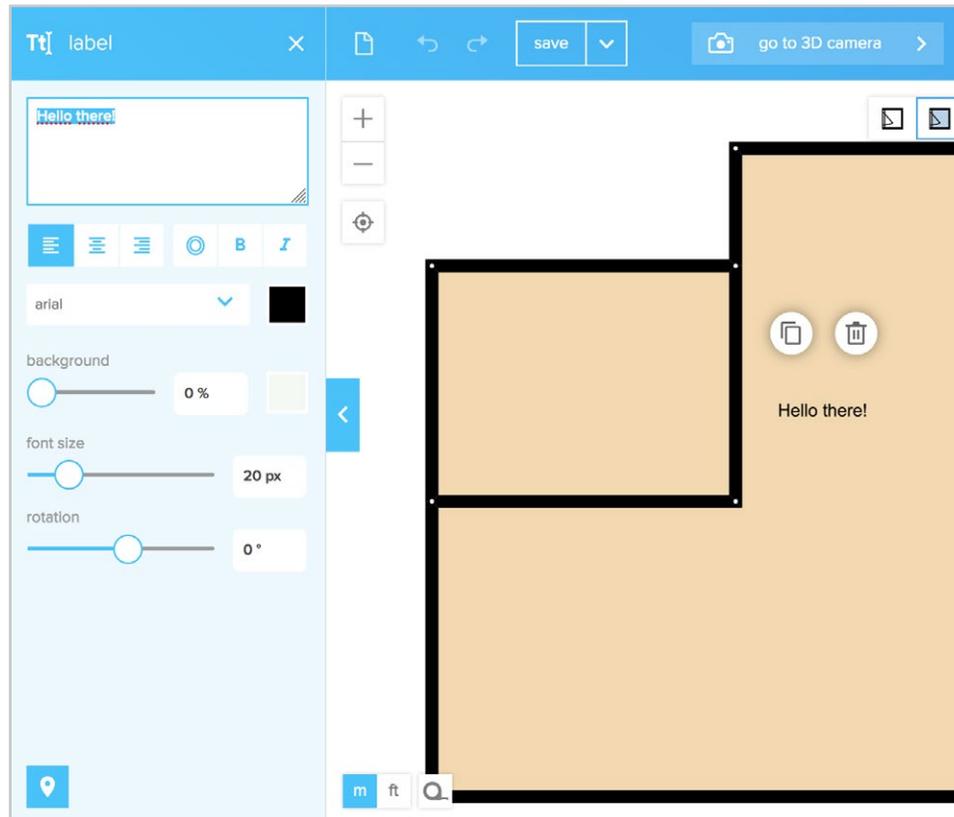
8b Information: Text Label

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

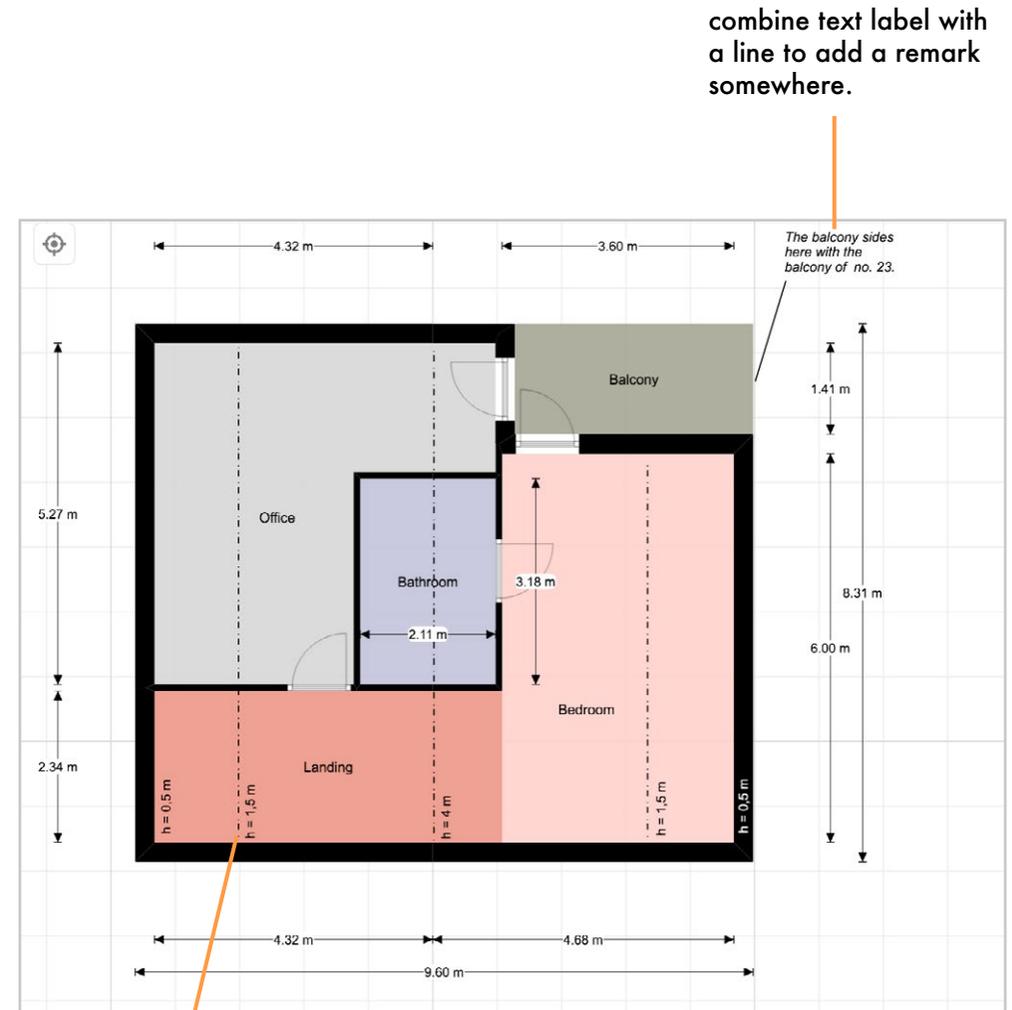
1) Go to the info section and click on the room-types button.



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



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

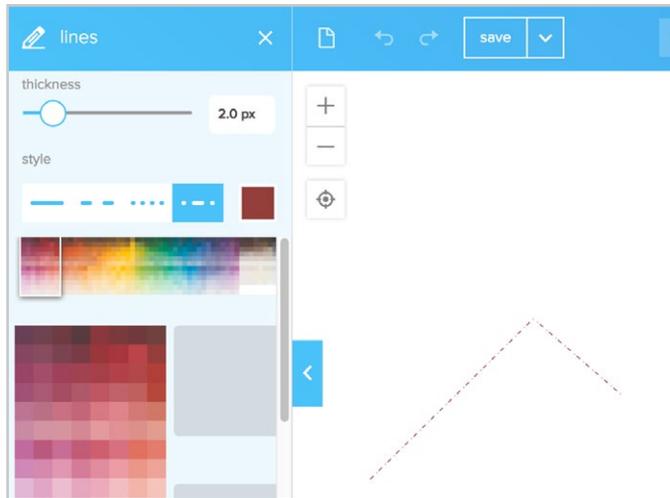
8d Information: Lines

You draw lines to indicate something in your plan.

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



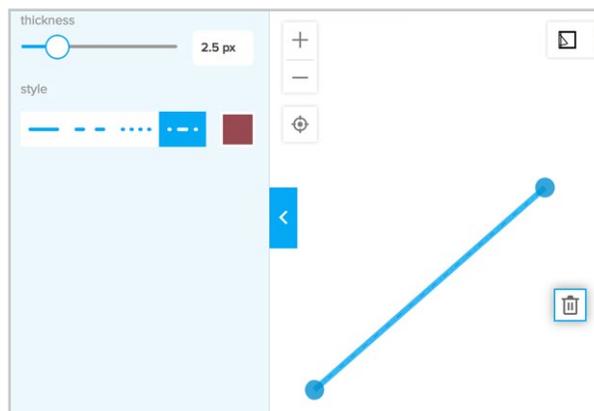
2) You can setup the line appearance in the side bar. Then click, drag and release in your canvas to draw your line.



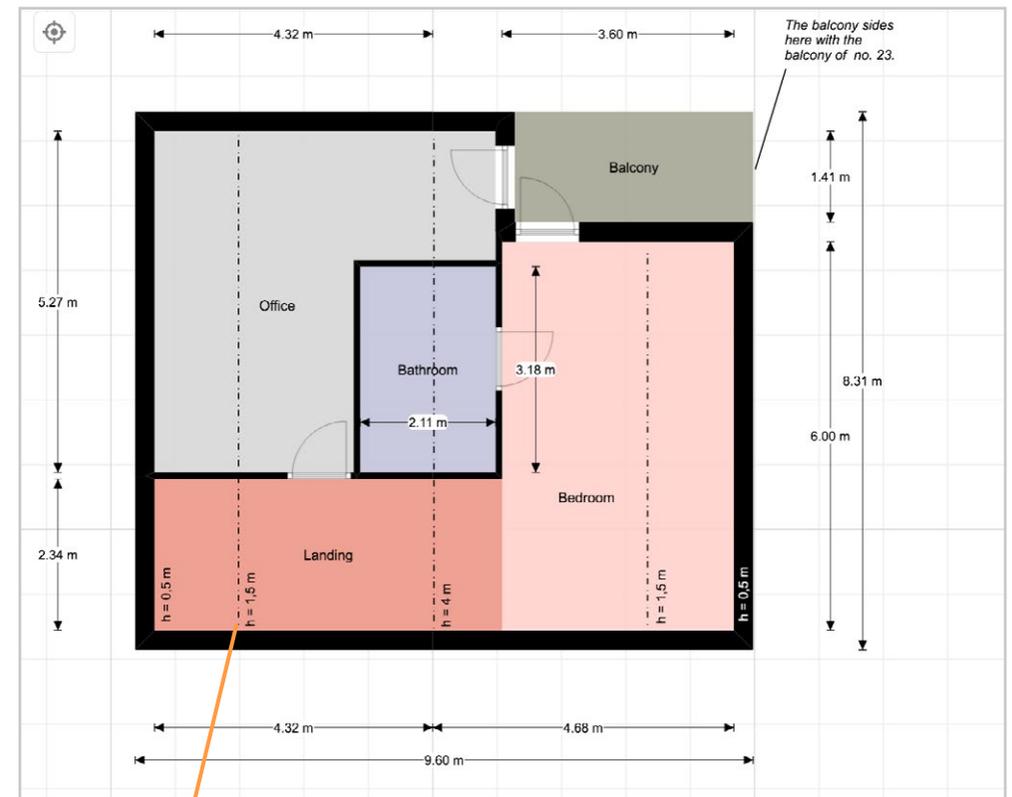
Tip: type in the length you want your line to be while you are dragging your mouse, and hit **ENTER**



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 dashed-dotted line to indicate the height of a sloping ceiling.

8e 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.

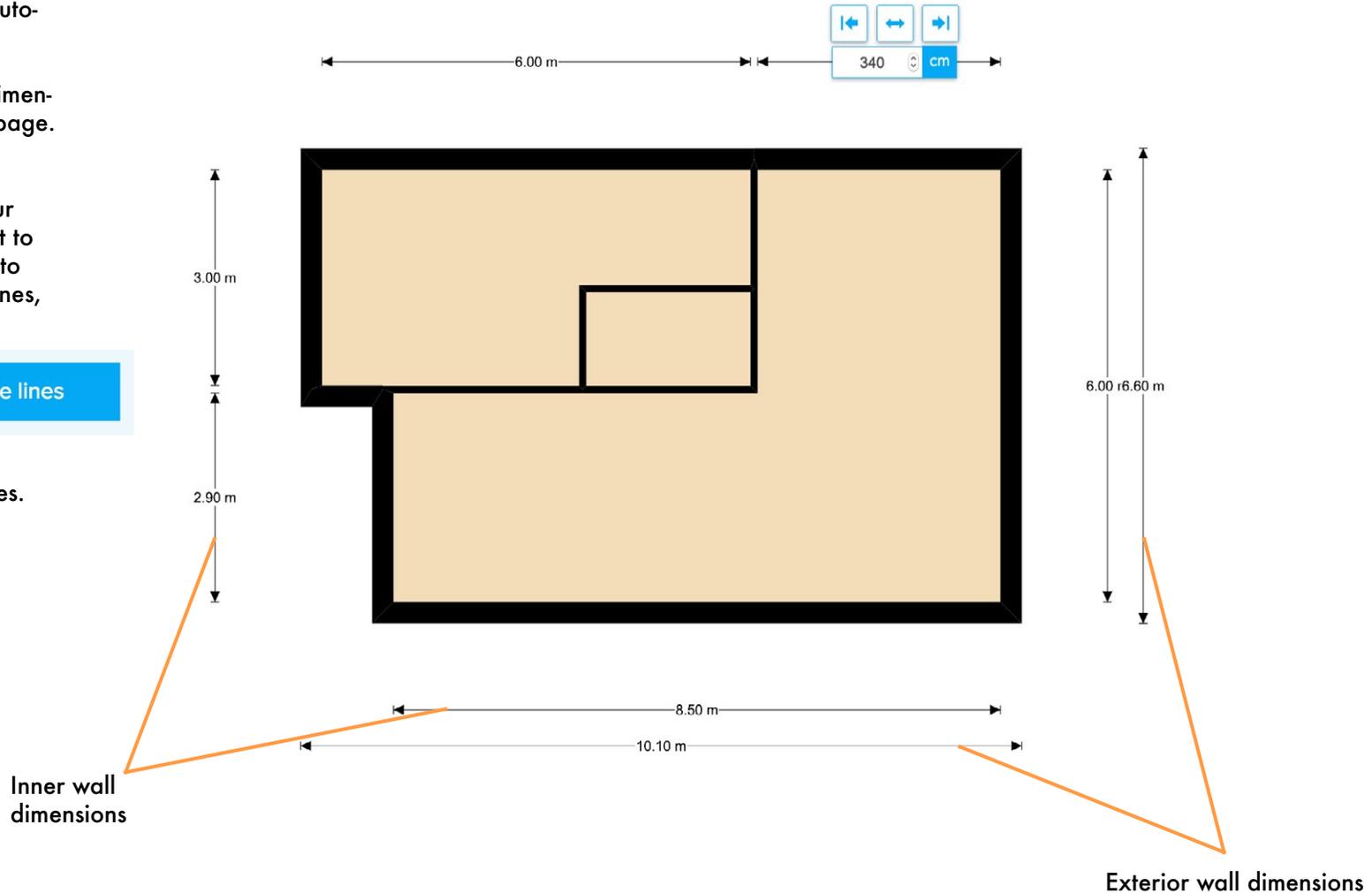
If you're done with your plan, and you just want to change some of the auto generated dimension lines, then press

 convert to separate lines

to convert them all to separate dimension lines.

See page 44

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.



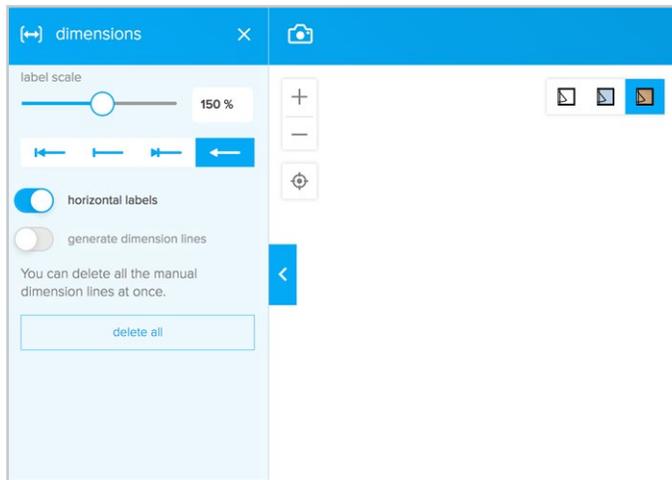
8e Information: Custom Dimension lines

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

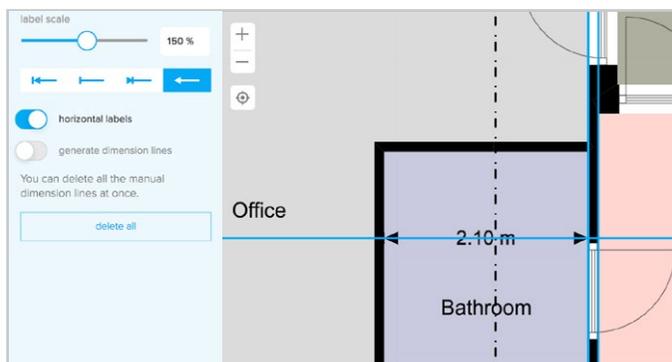
1) Go to the details section and click on the line button or hit d



2) Set up your dimension appearance in the sidebar.



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

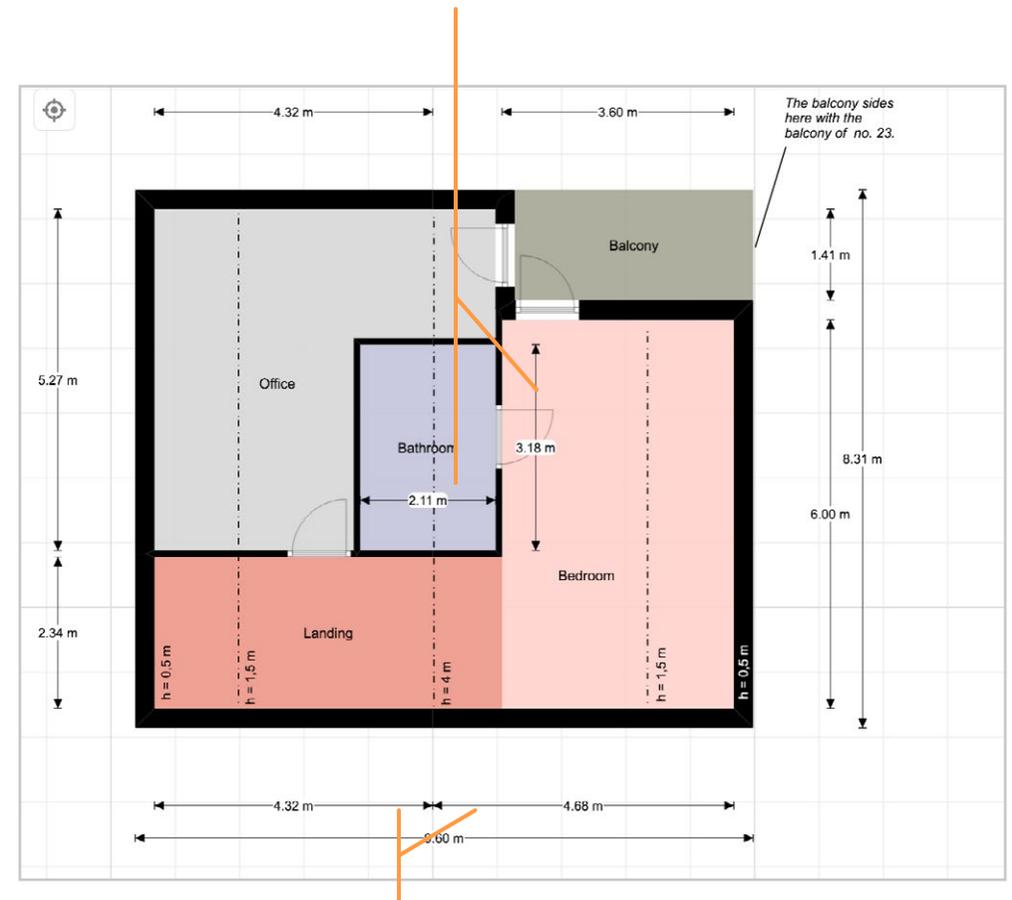


Tip: type in the length you want your line to be while you are dragging your mouse, and hit Enter to confirm.



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.

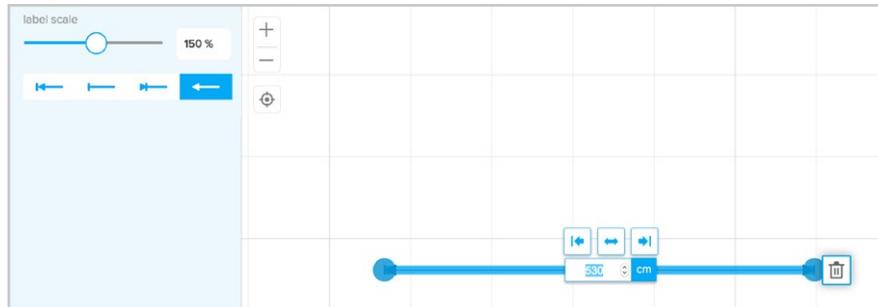
8e Information: Custom dimension lines

You can change custom dimension lines after you draw them.

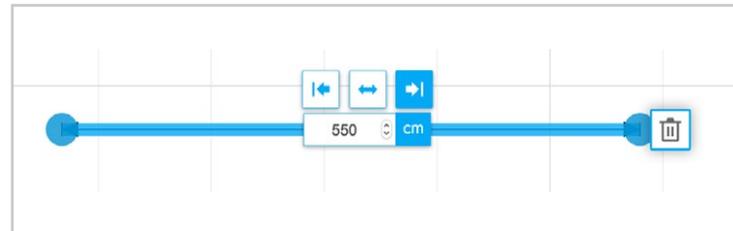
Edit a custom dimension line

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

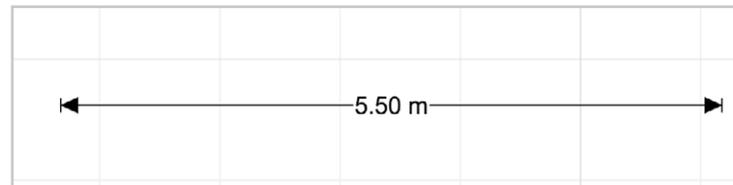
Tip: You can distinguish a custom dimension line from a generated dimension line by the blue dots on either side and the presence of a trashbin.



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 its new position.



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



8l: 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**



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

label scale

150 %

horizontal labels

generate dimension lines

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

convert to separate lines

You can delete all the manual dimension lines at once.

delete all

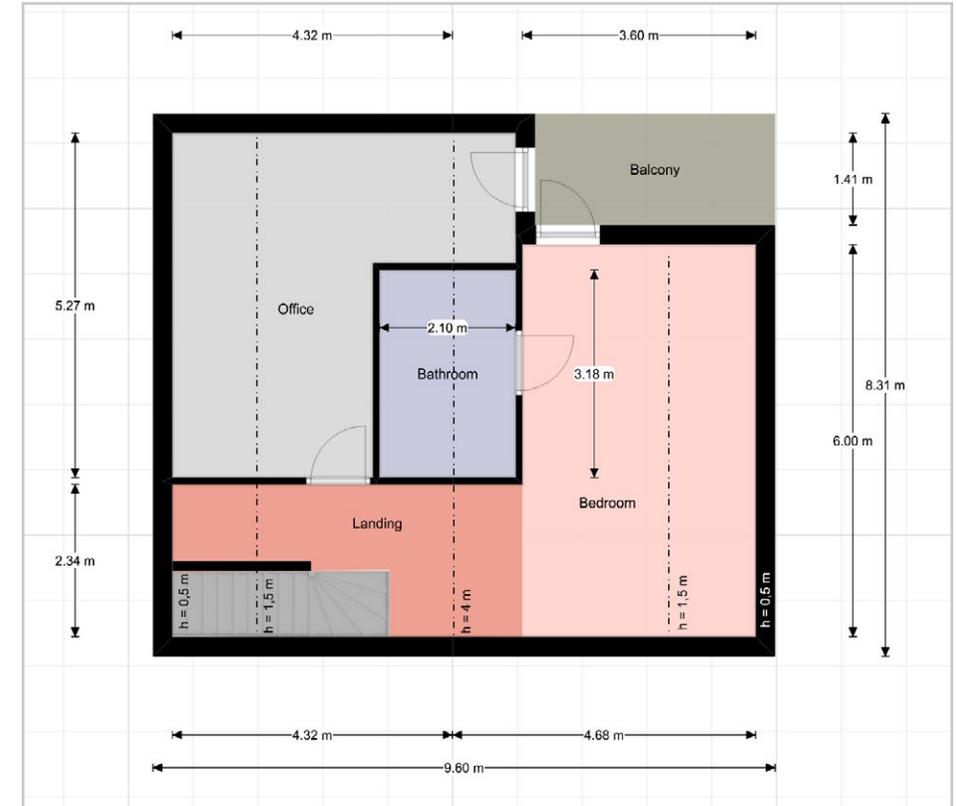
3) You can toggle to show them horizontal or aligned to the dimension

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

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

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.



9a Decorate: Colors

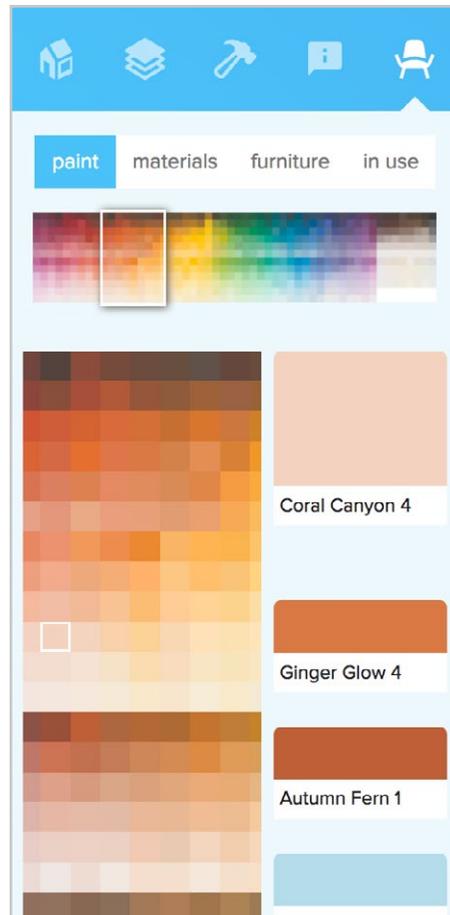
Make your floorplan alive! You can apply colors or materials to rooms, surfaces and walls.

Apply colors

1) Click the decorate icon and choose paint.

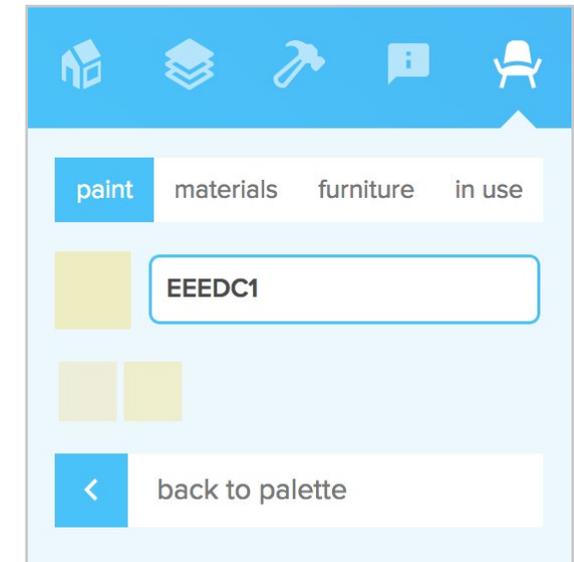


Find colors by picking a hue, then drag a tint of the list below and drop it on a room, wall or surface.



Pick your own color

Click on the # button and enter or 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.



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

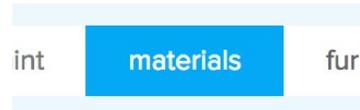


With every colour you get a set matching color suggestions.

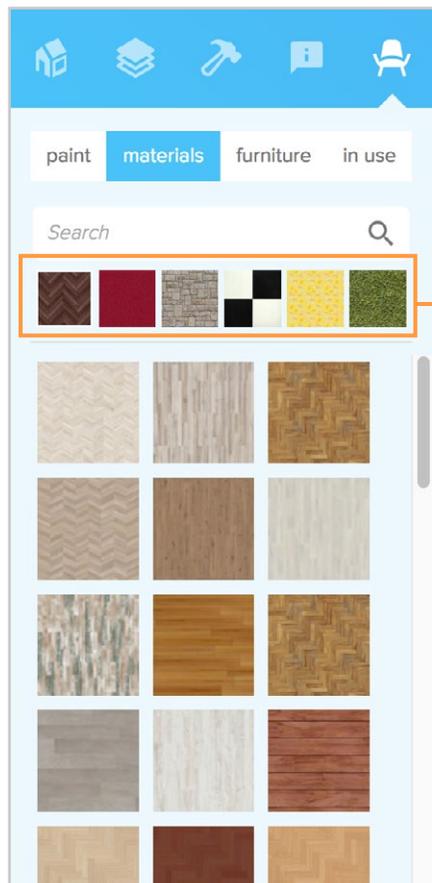
9b Decorate: Materials

Apply materials

1) Click the decorate icon and choose materials.



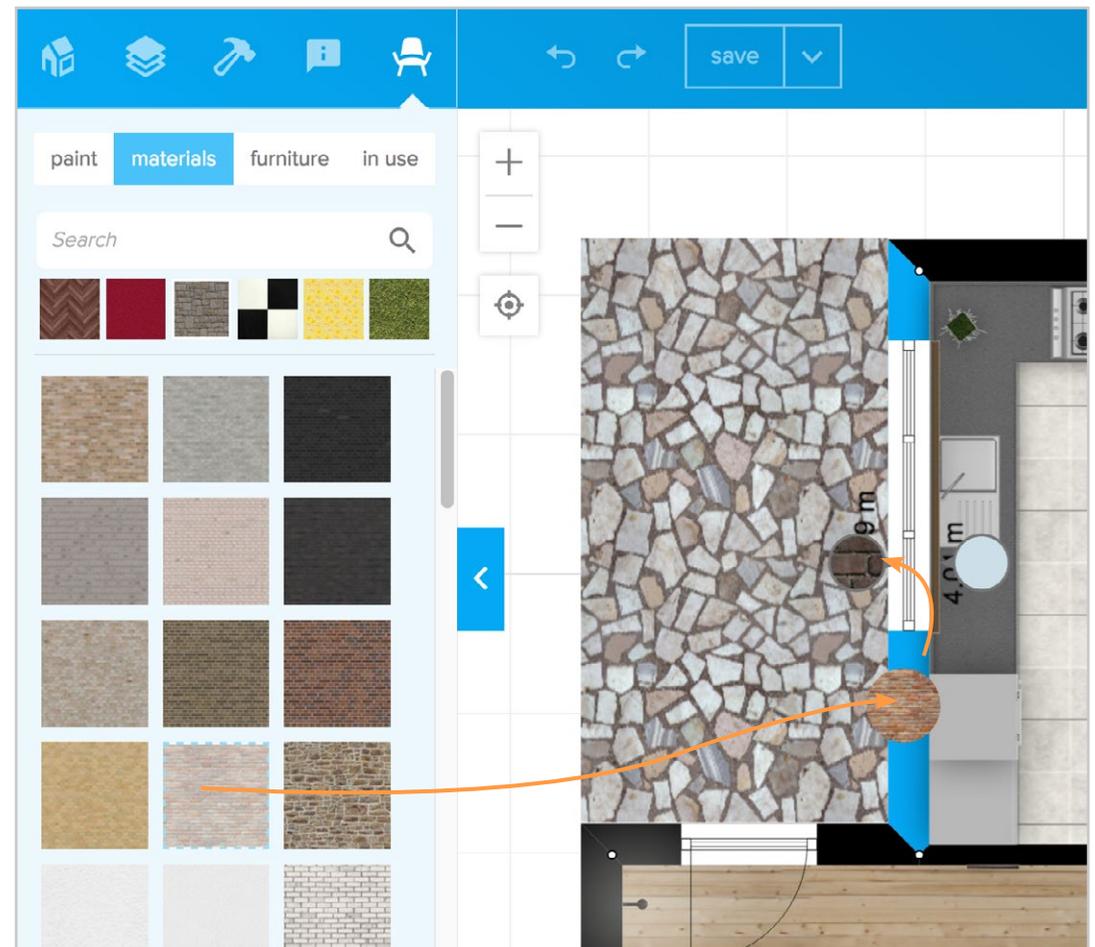
2) Select one of the icons to choose a material category:



Wood
Carpet
Stone
Tiles
Wallpaper
Outdoor materials

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

4) 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.



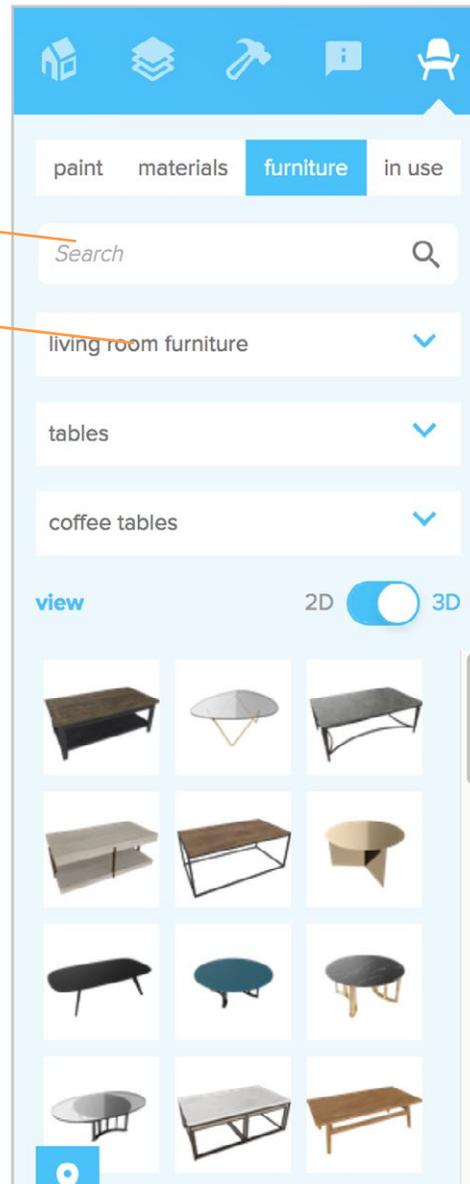
9c Decorate: Furniture

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.

1) Click on the furniture tab



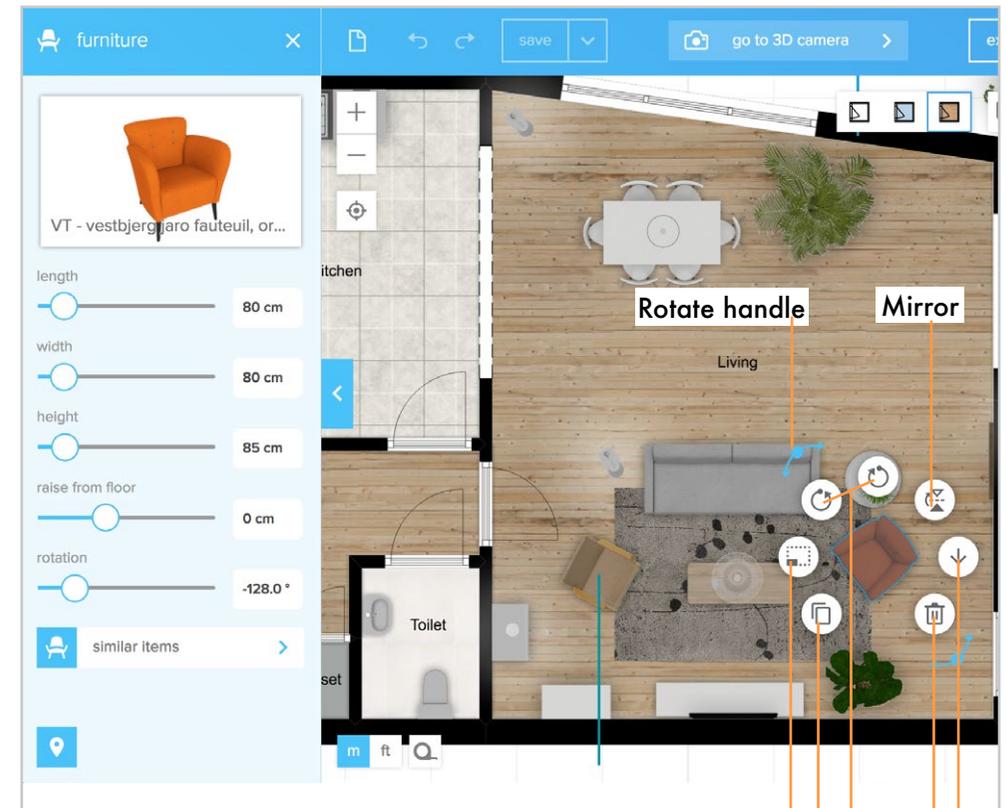
2) Specify a search, like table or glass



3) To narrow your search findings, select a category, and subcategory, or just scroll through the list.

4) Drag and drop an item into your plan.

5) After you select this item, you can find and edit it's properties in the side bar.



Click this icon to easily scale it by surrounding handlers.

Scale

Duplicate

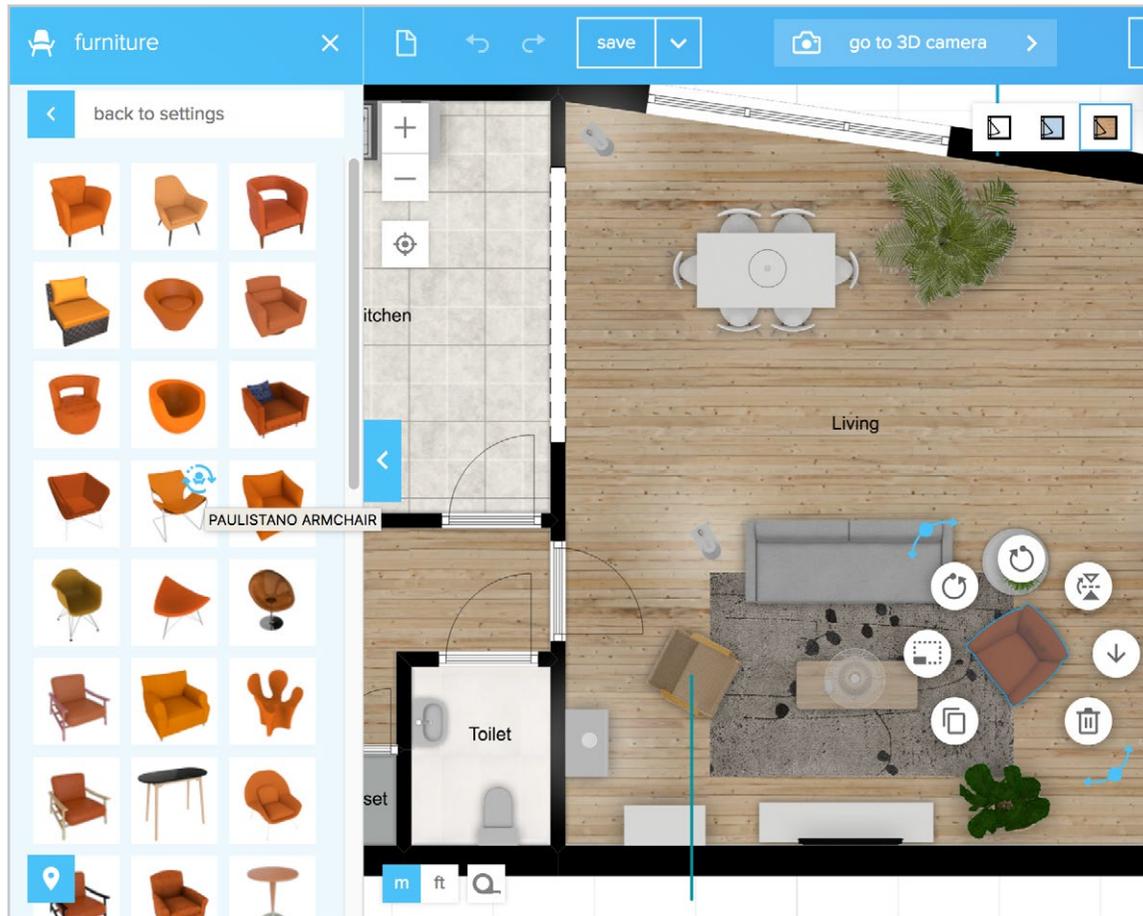
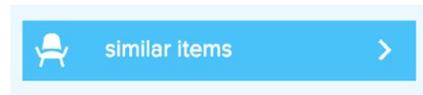
Delete

Rotate 90°

Drop item on surface below

9c Decorate: Furniture

6) By choosing "relevant furniture", you will get a list of items similar to this one. as displayed below.



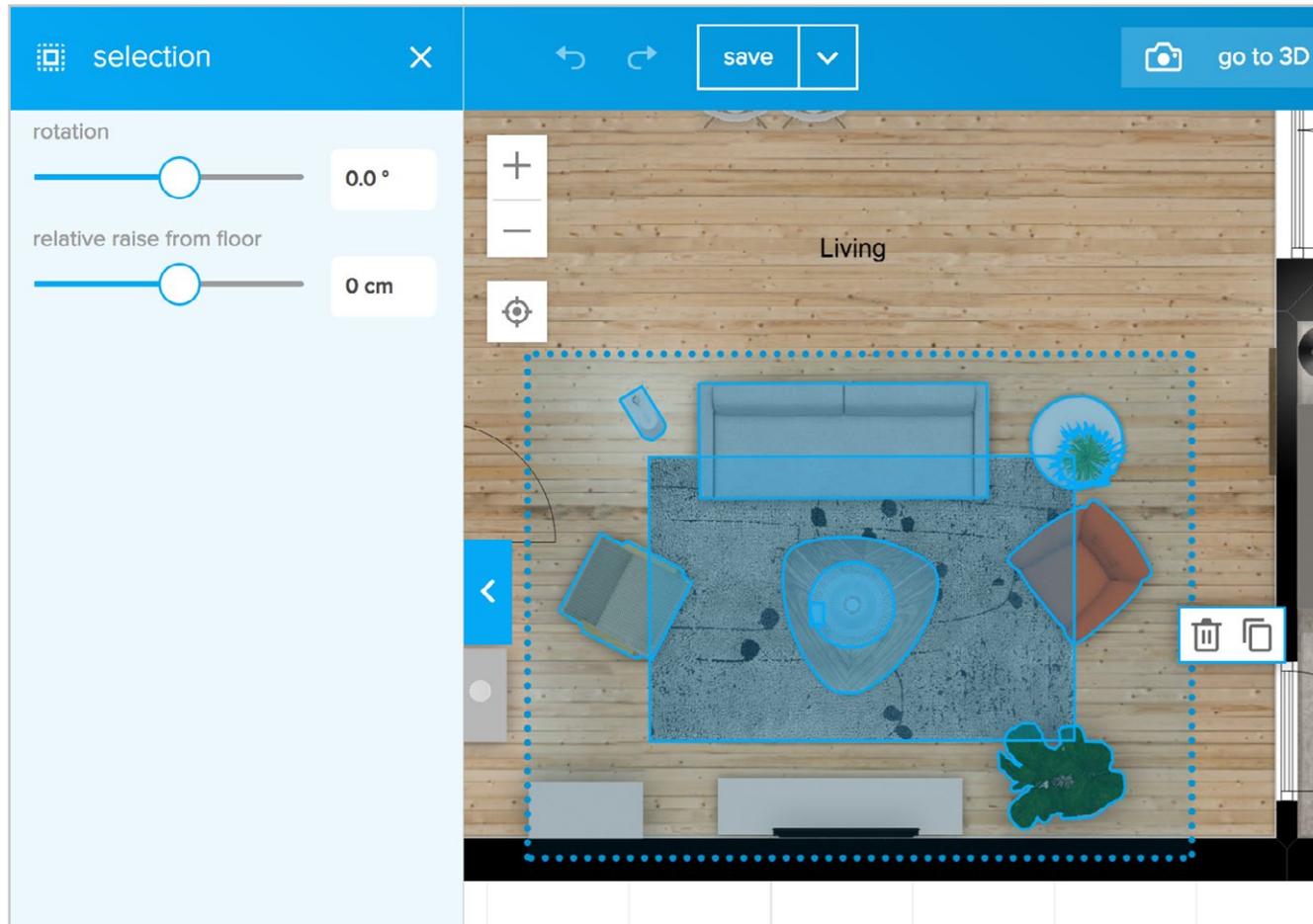
just click on a thumbnail to replace the item with the one in the sidebar

9c: Decorate: Selecting Furniture

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

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 add.



Selected groups you can:

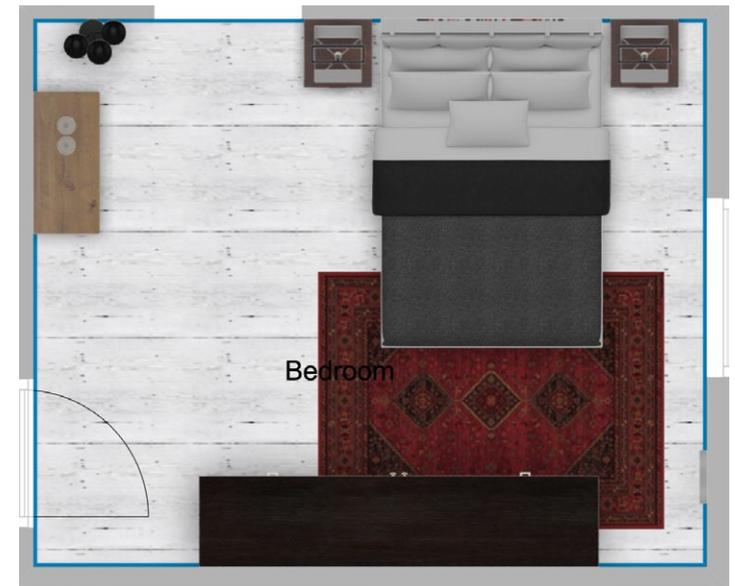
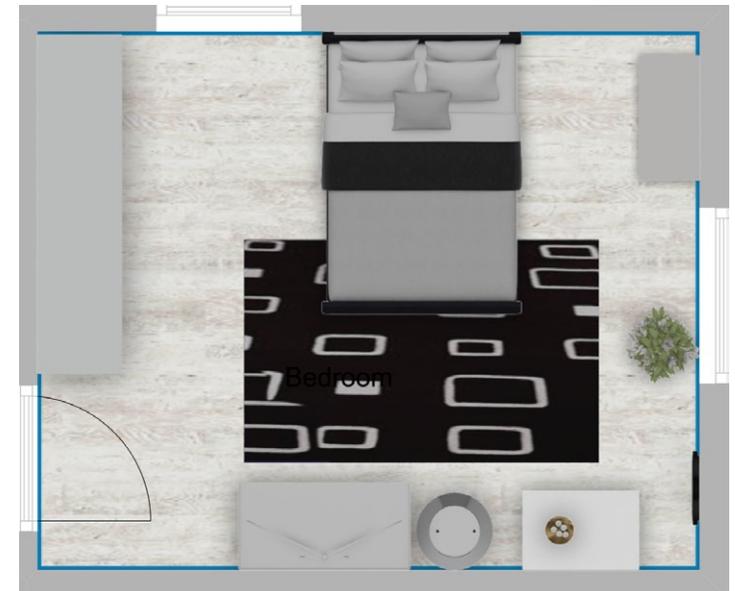
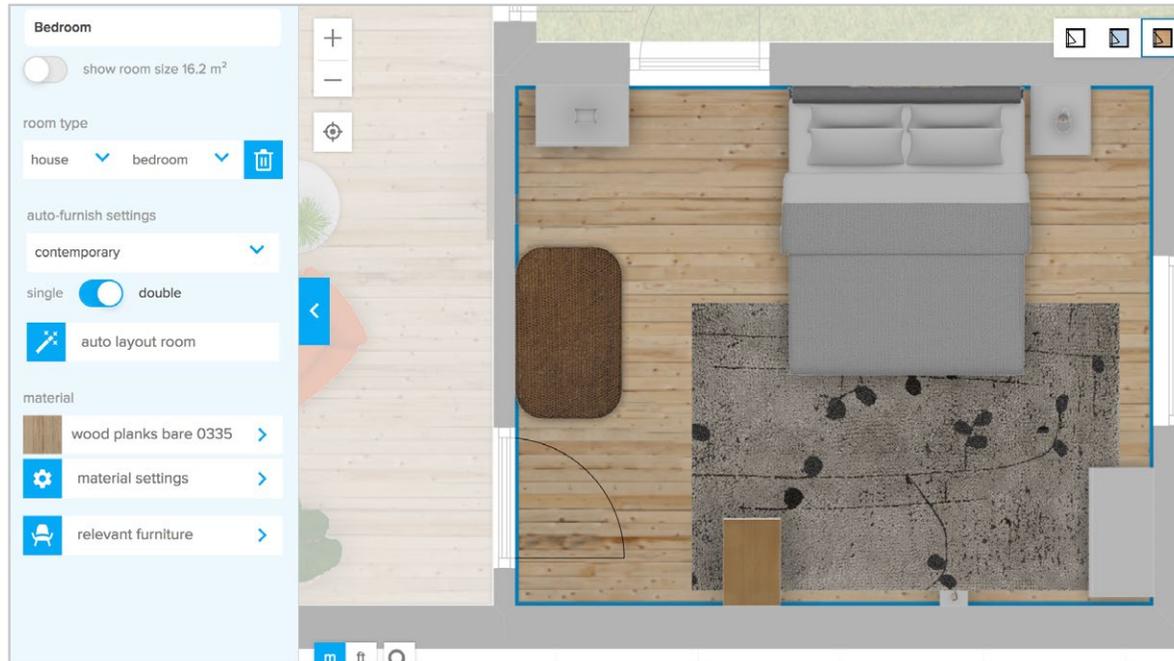
- delete
- duplicate
- move
- rotate
- give a relative raise

Tip: to select items that you can't see, use the rectangle selection by holding SHIFT.

9d: Auto-layout

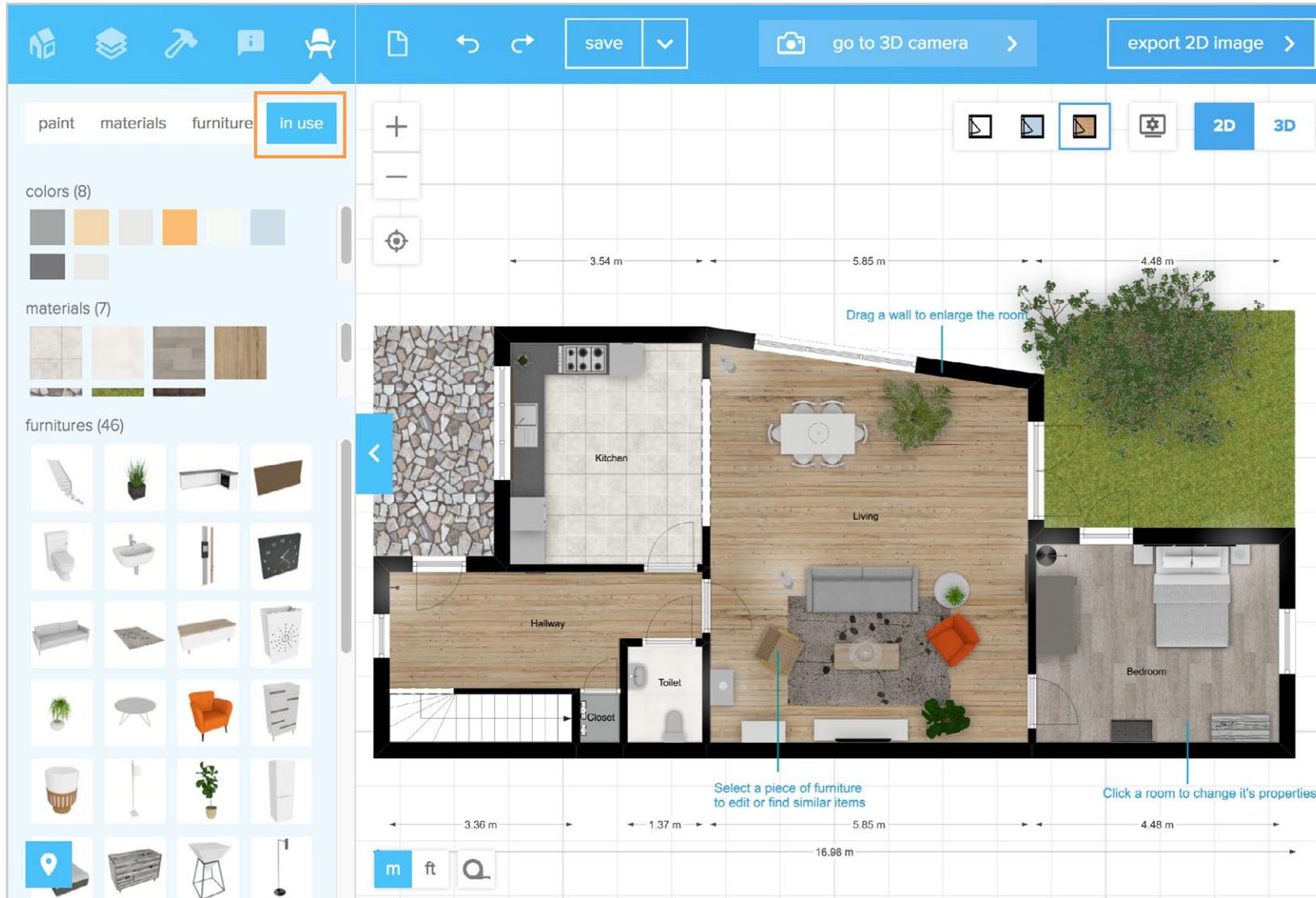
A very quick way to furnish a room is our auto-layout feature.

After you applied a room type to your room, you can select it and you will see an option to have Floorplanner create an automatic furniture arrangement in a selected style.



9e Decorate: Items in use

Click the *in use* tab to see all colors, materials and items used in this design.



10a: Export 2D

You can export your plan to a 2D plan. Exports will be sent to an email address. Available formats are JPG, PNG or PDF.

Choose Export 2D image to open the export options.



All options are listed below. Make sure you use a working email address!

export

scope: whole project | **current design**

title:

format: jpg | png | **pdf**

orientation: **landscape** | portrait

images per sheet: one | all

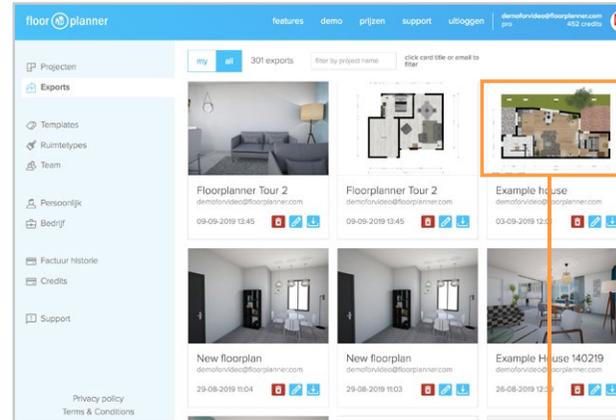
ratio/paper size: **a4** | a3 | a2 | letter

scale bar: yes | **no**

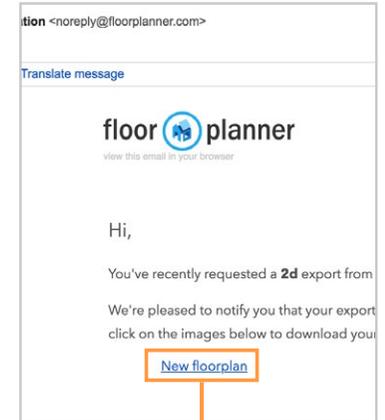
Export in 2D: **scale to fit** | 1:50 | 1:100 | 1:200 | 1:500

Export in 3D: top view

send email to: your@email.com export



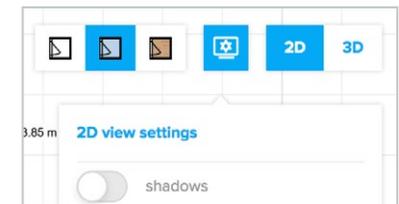
Export tab in Dashboard



export in your email



The export will show as your current view 2D settings.



10b: Export 3D

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

export

scope: whole project | **current design**

title:

format: jpg | png | **pdf**

orientation: **landscape** | portrait

images per sheet: one | all

ratio/paper size: **a4** | a3 | a2 | letter

scale bar: yes | **no**

Export in 2D: scale to fit: 1:50 | 1:100 | 1:200 | 1:500

Export in 3D: southwest

send email to: your@email.com  export

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

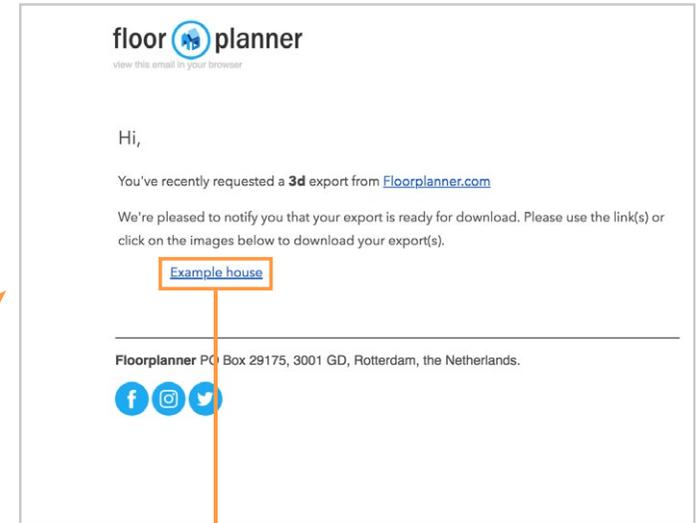
3D view settings

show cut section

show camera frame

show ceilings

show shadows



* for each floor, only the default design will be exported

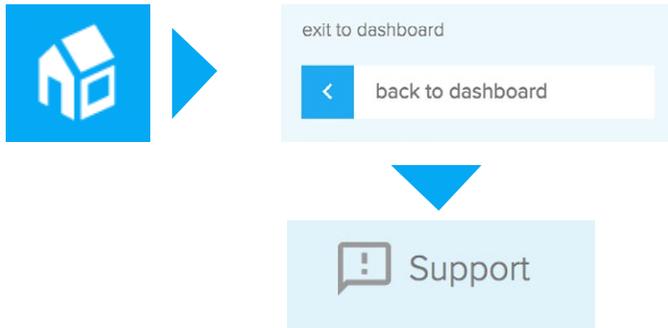
11: Keyboard shortcuts

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

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
Hide/show drawing		While tracing background image	Tape measure		In 2D view
PAN (move canvas)		In any 2D mode			

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.

12: More help



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

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

If you are still in need of some guidance using floorplanner: We also have a series of Youtube movies with which you can learn how to use floorplanner. Go to youtube.com/floorplanner

