Editor Manual

floor planner

Floorplanner Editor Manual

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.

Sidebar   Zoom

Floor menu   Camera view

Canvas   Undo / Redo   Save   Actions

Exit to Dashboard

Ground floor

Save   Export options

2D   3D

2D / 3D view

View settings

Display style

6.00 m   3.85 m

2.13 m

Garden

4.17 m

Living

1.85 m
7.60 m

Hallway

2.83 m

Toilet

Kitchen

1.32 m

2.21 m   2.24 m   5.40 m

10.60 m

2a 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.
Use your mousewheel to zoom in and out.

Selecting and deselecting

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

or press esc on your keyboard.
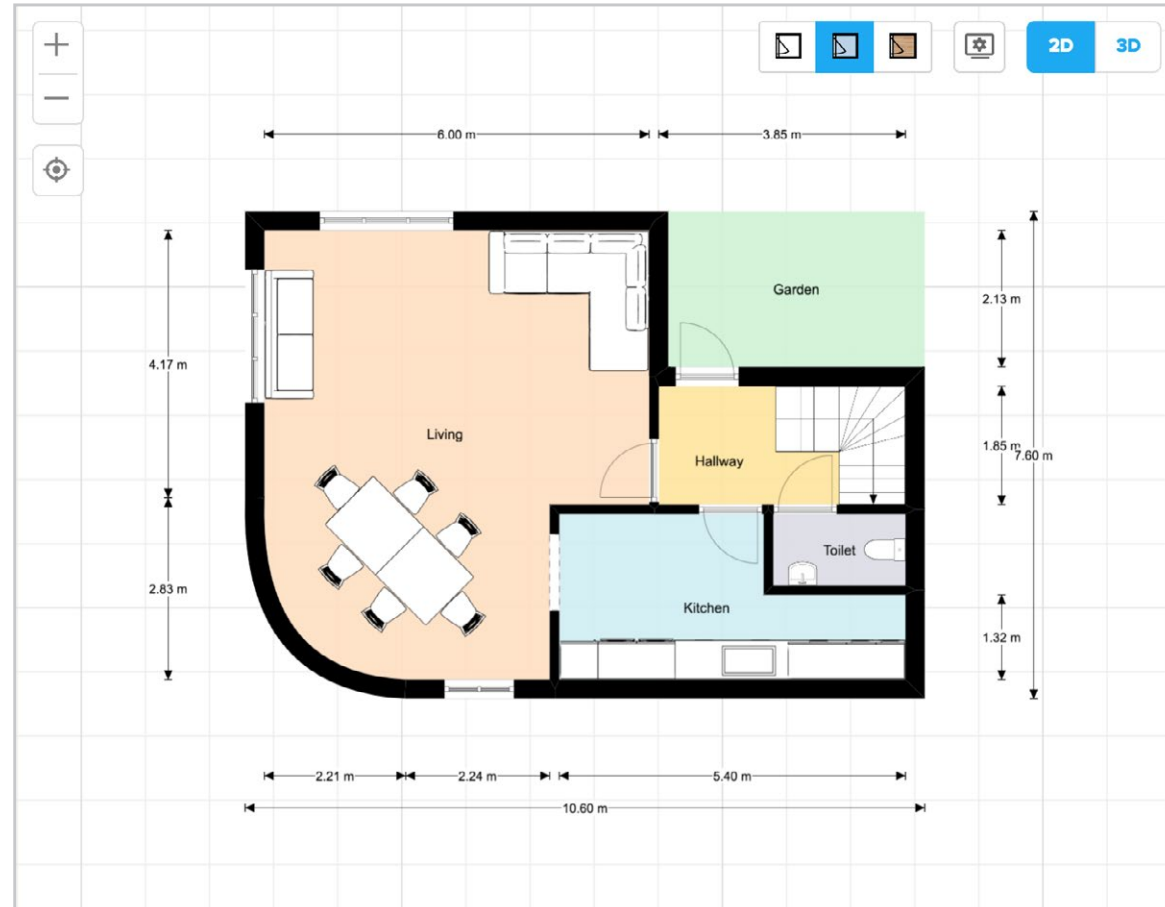
2D View settings

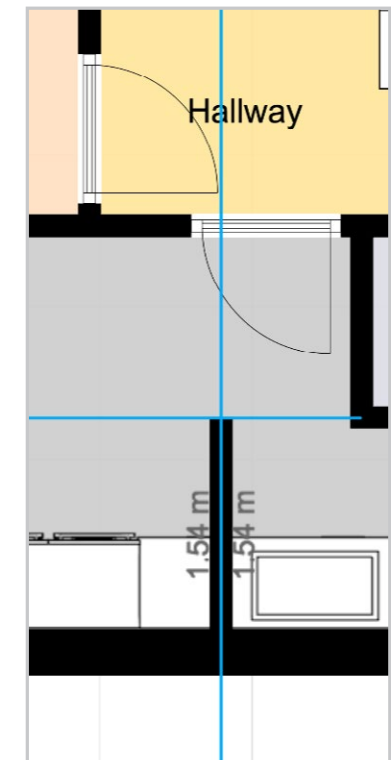See this page

Interactive Snapping

When drawing or dragging items you will often snap to other items in your canvas.
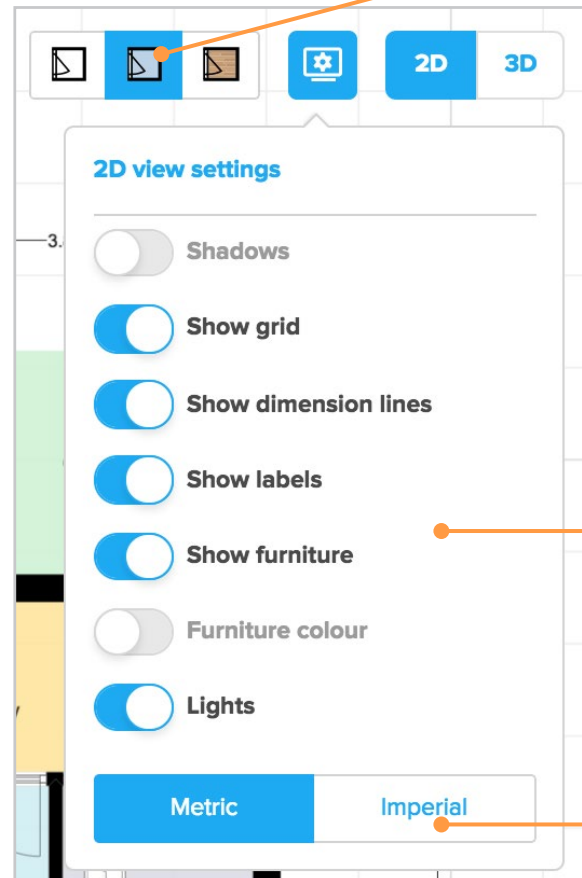
Hold S to temporarily disable snap.

2b Canvas, View settings

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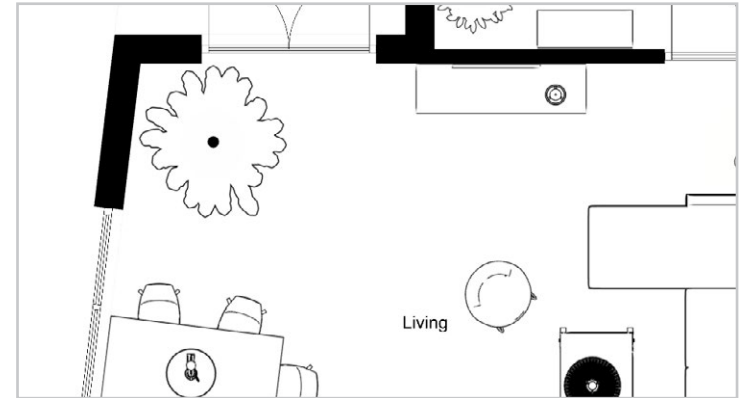
Set 2D view:

2D view settings

- Shadows
- Show grid
- Show dimension lines
- Show labels
- Show furniture
- Furniture colour
- Lights

Metric | Imperial
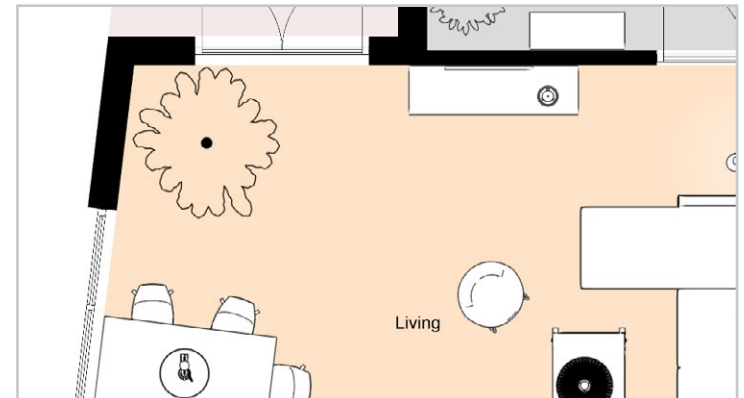
Toggle any elements on or off.

Set units
to Meter or Feet

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 seleced materials. All furniture in their real materials. Walls and furniture have a light dropshadow. Lights cast light.
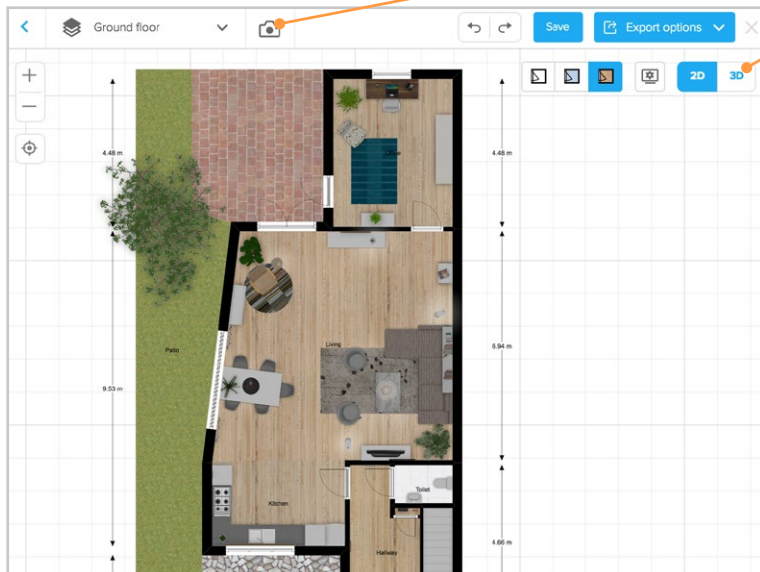
3a 3D View: Orbital and walkthrough

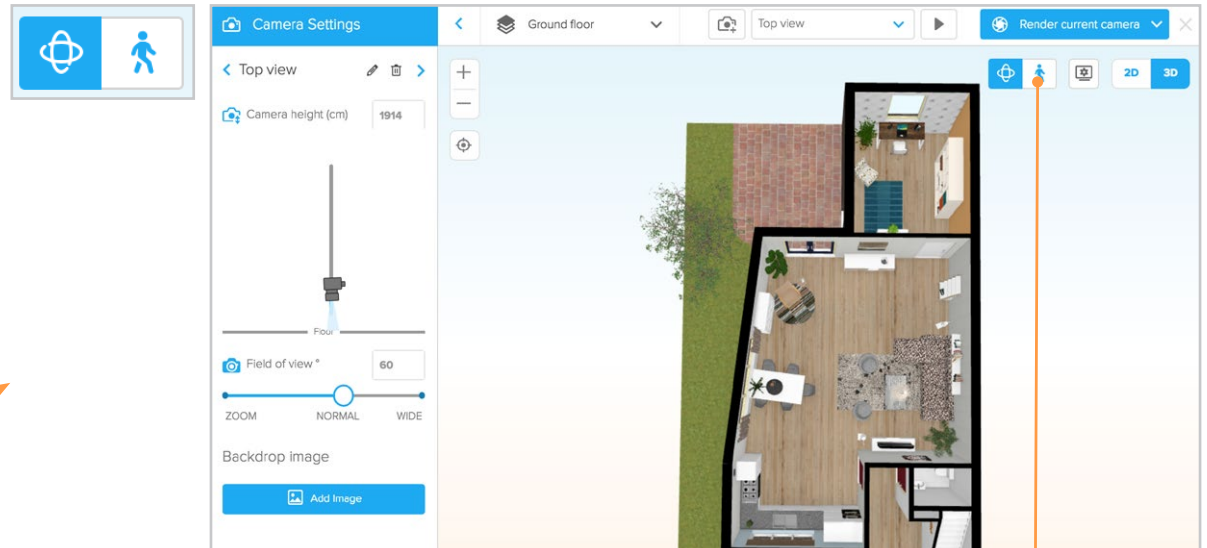*In floorplanner you can get view the plan in 3D*
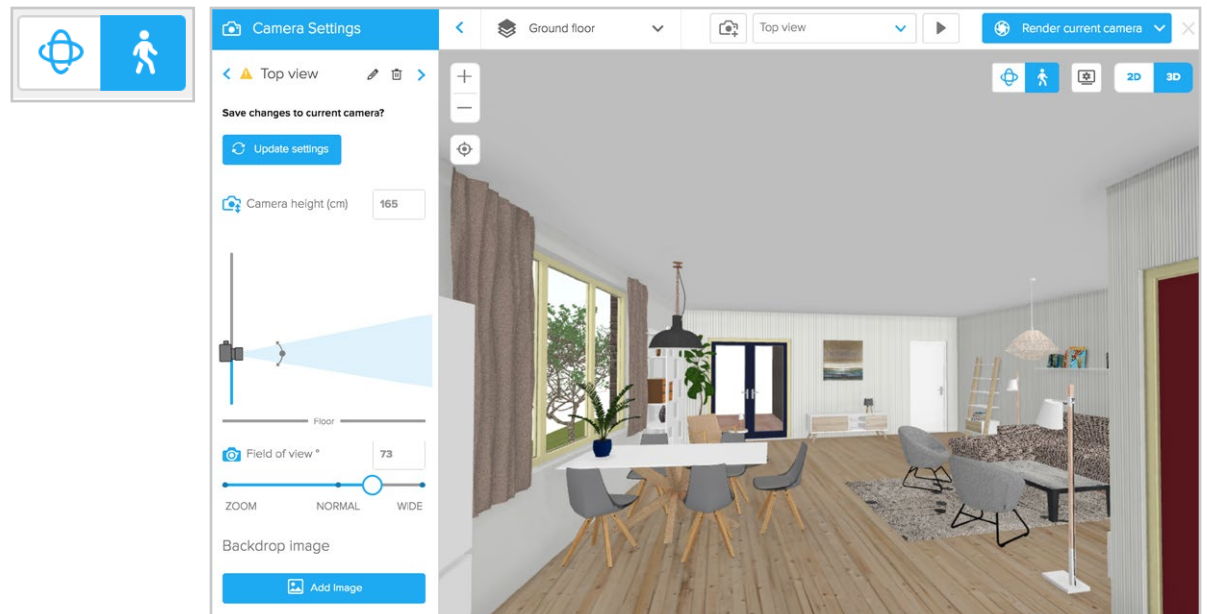

Switch from 2D to 3D view

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
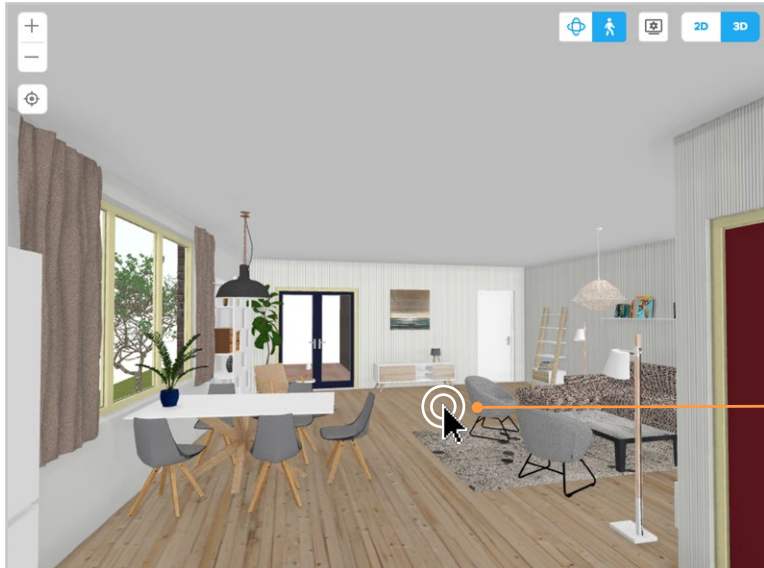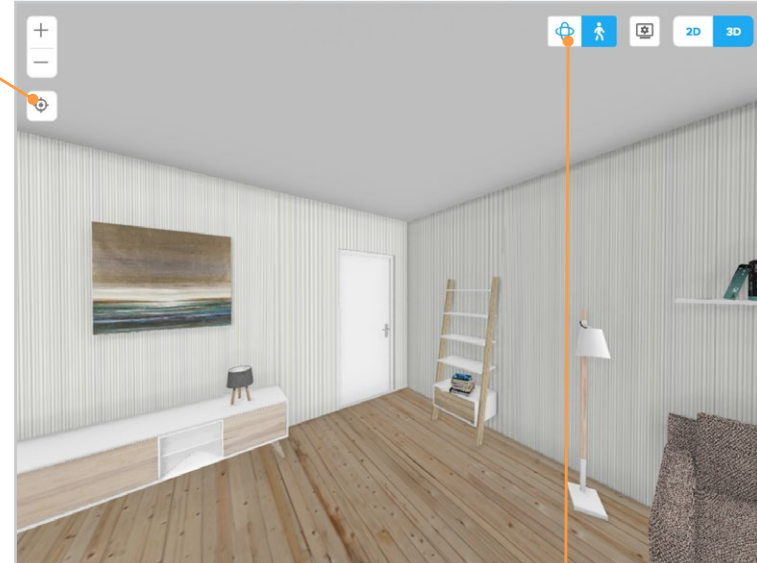

Camera in walkthrough mode

3b 3D view: How to navigate

Once you're in the camera (or 3D) mode, here's how you can change you camera position.

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

Double-click on a surface

moves your camera to that position

Tip: you can also use ▲ ◄ ▼ ► *to shift the camera position to the front, back, right, or left.*

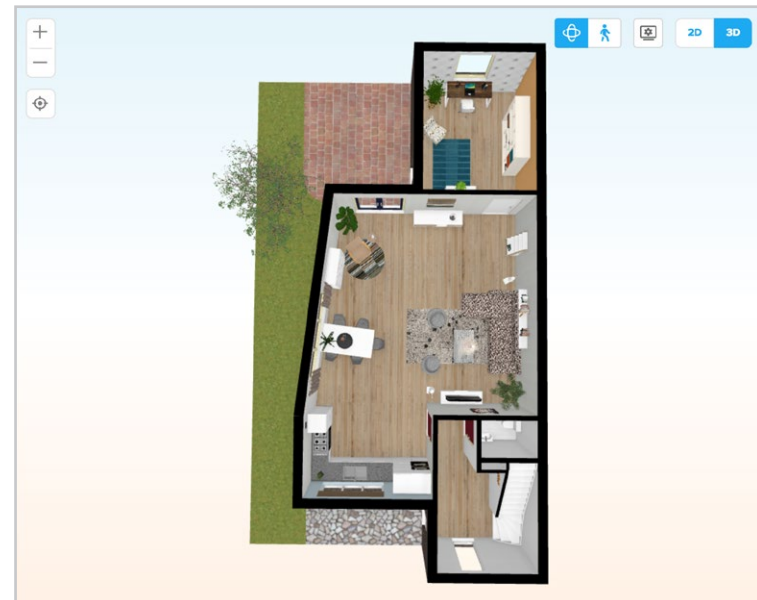You reset your view to top-view orbitla by pressing this button:

3D View settings
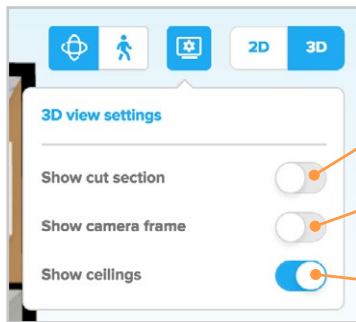
Hide walls, doors and windows above a chosen height.

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.

3c 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

Camera Settings

Top view

rename your camera

Switch to next/previous camera

remove active camera

Save changes to current camera?

Update settings

Update the last changes to the current camera

Camera height (cm) 165

Change the camera height and vertical angle

Floor

Field of view ° 73

ZOOM   NORMAL   WIDE

Change the camera field of view.

Create a new camera with the current view.

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

Top view

Top view

Living 1

Living 2

Office 1

Office 2

Outside back

Outside front

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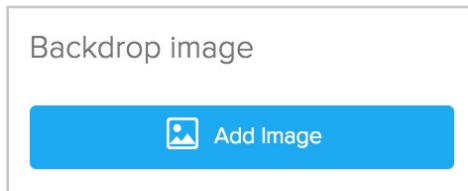This button will also show up in the view-mode of your project.

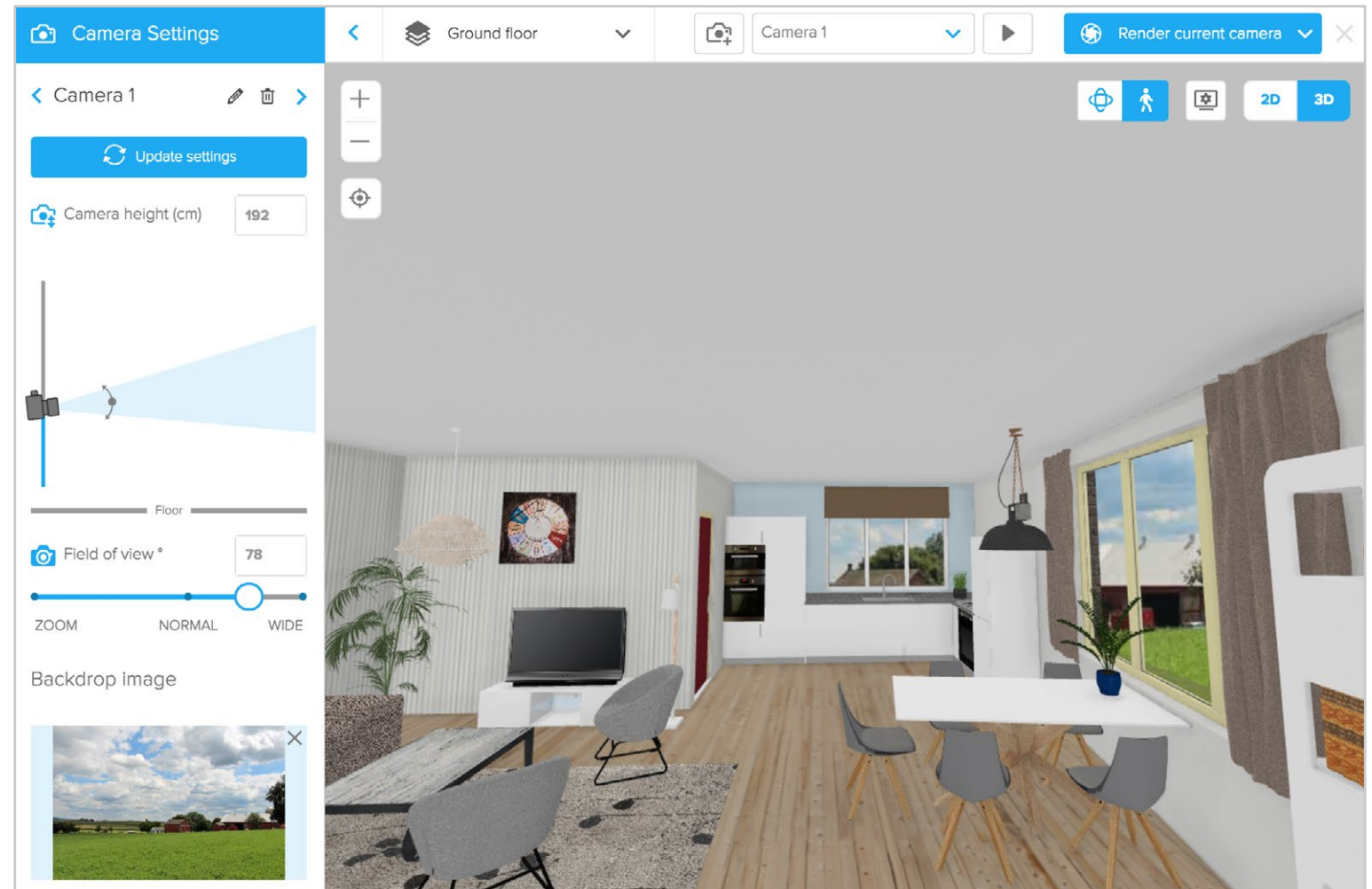Drag your active camera up or down to change the order.

3d 3D view: Scenery image

For each camera you can upload a scenery image. This will show up outside your windows.

Click on Add image in the bottom of the sidebar
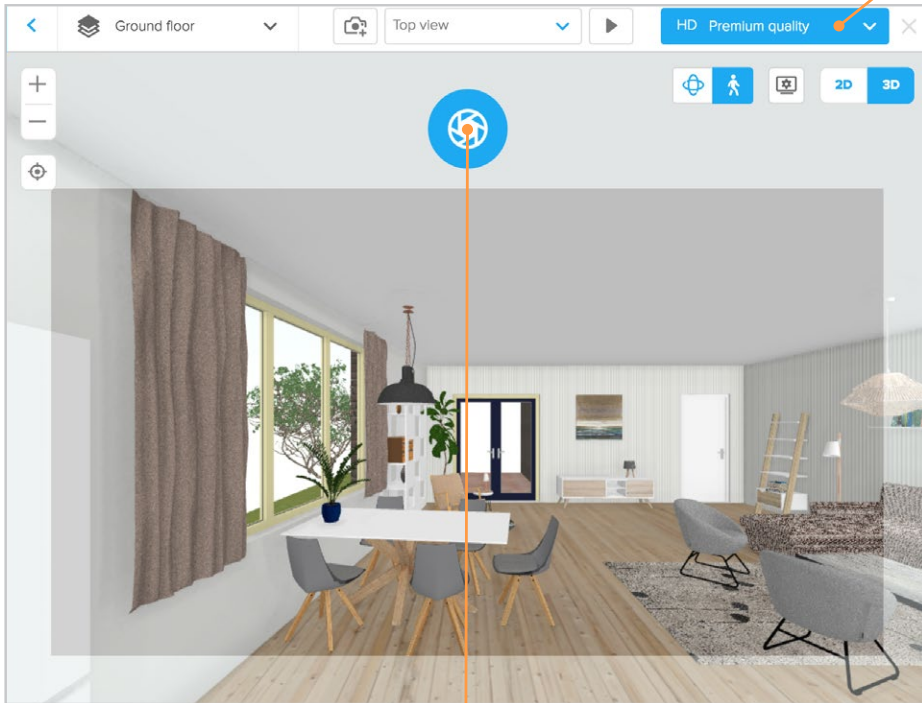
Backdrop image

🖼 Add Image

It has to be a .jpg image. Best is to use images in a 16:9 ratio, on a high resolution
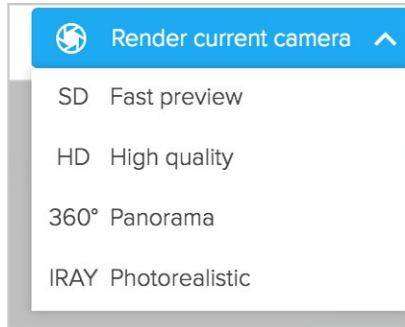
3d 3D view: Create a render

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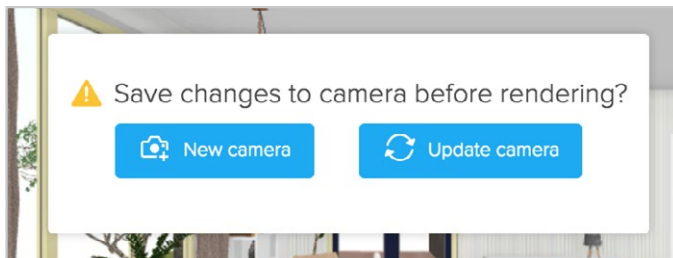depending on which level your project is.

The export levels are:

Render current camera ⌄		
SD	Fast preview	for free accounts
HD	High quality	for pro accounts
360°	Panorama	coming soon
IRAY	Photorealistic	coming soon

SD render
960 x 540 pixels

HD render
1920 x 1080 pixels

Save changes to camera before rendering?

New camera   Update camera
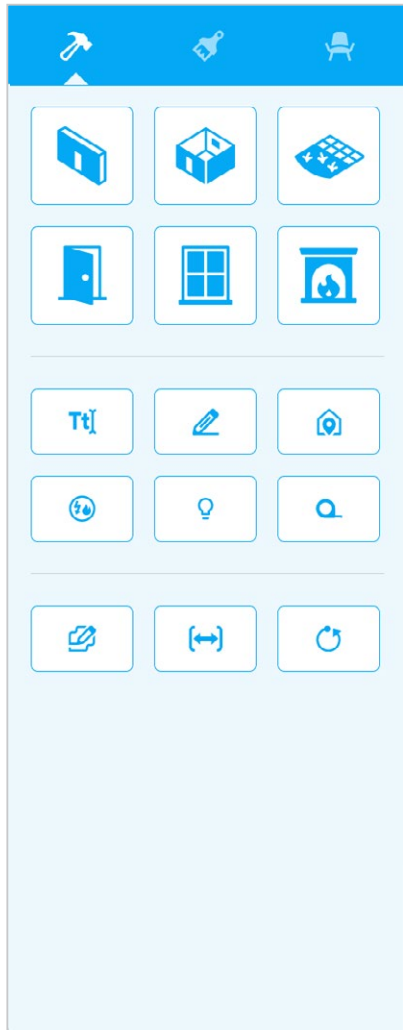
4 The Sidebar: Build, Decorate, Furnish

The sidebar is the main area where all the tools can be found to create and detail your floorplan and interior design. There are 3 tabs, or modes: Build, Decorate and Furnish
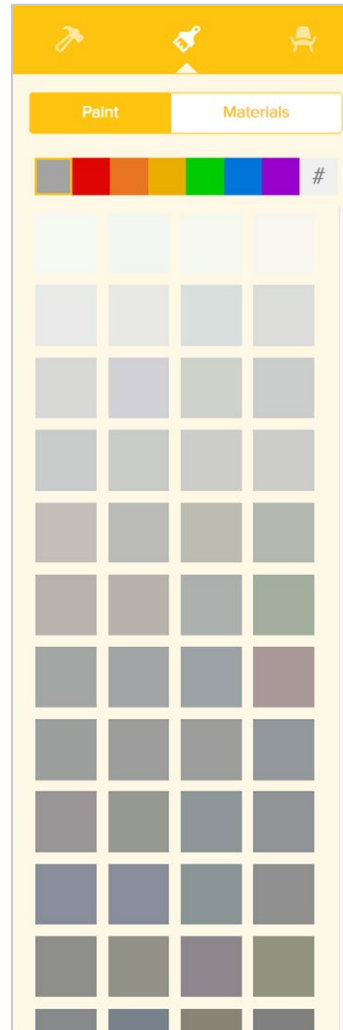
Build

Draw walls
Draw rooms
Surfaces
Doors
Windows
Structures

Tekst
Lines or Dimension lines
Room labels
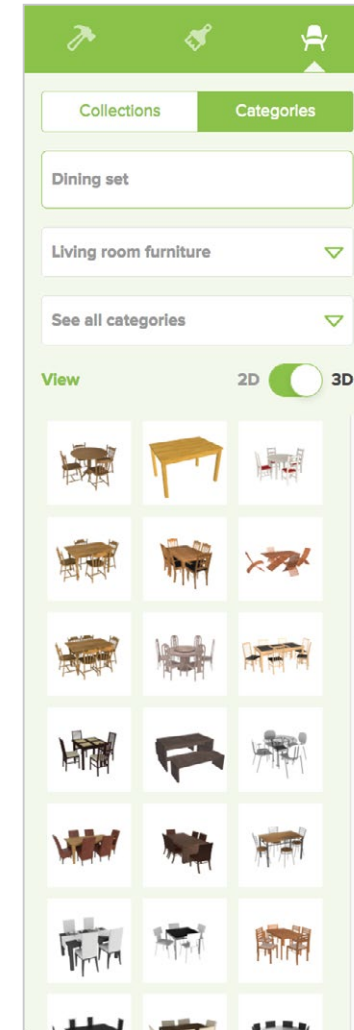Symbols and Icons
Light
Tape Measure

Background drawing
Dimension settings
Rotate / Mirror plan

Decorate

Find colors or materials, and apply them to a room, wall or surface.

Furnish

Search through our libraries of items by category or use our premade style collections.

4 The Sidebar for selected objects (wall)

When you've selected an item, for instance a wall segment, the sidebar will show info about this item. In build mode, you can edit the wall size properties.

Switching the side bar to decorate mode will show the colors or materials applied to this wall segment.
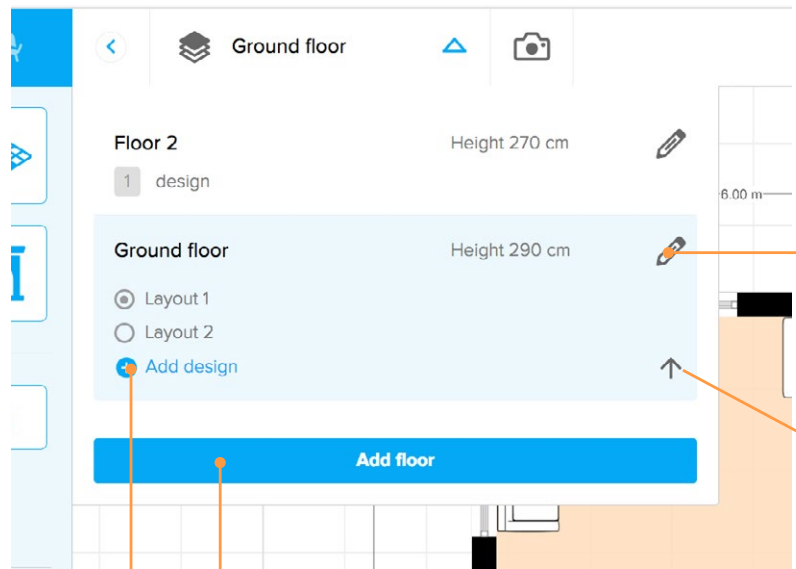
Clicking on the furnish icon will show wall related furniture. You can drag and drop these on your wall.
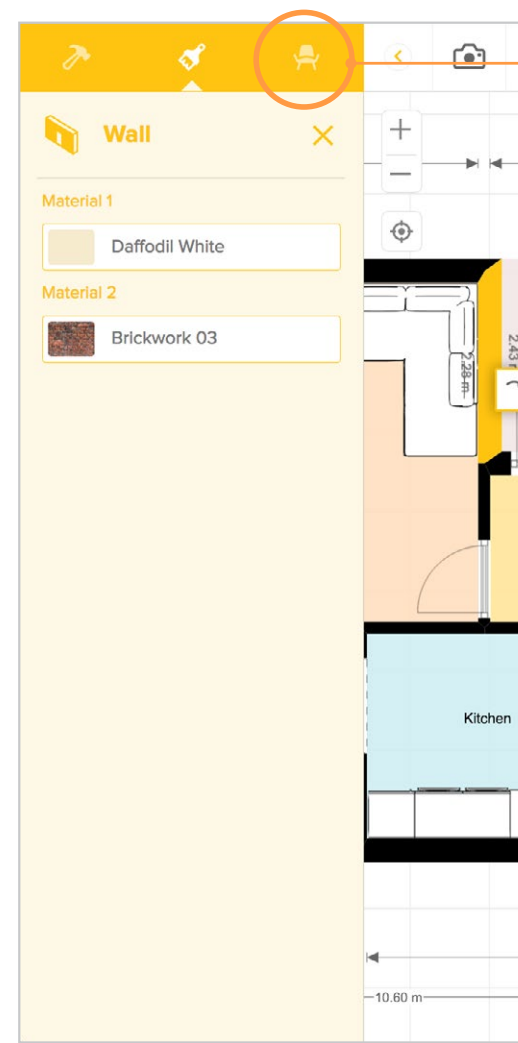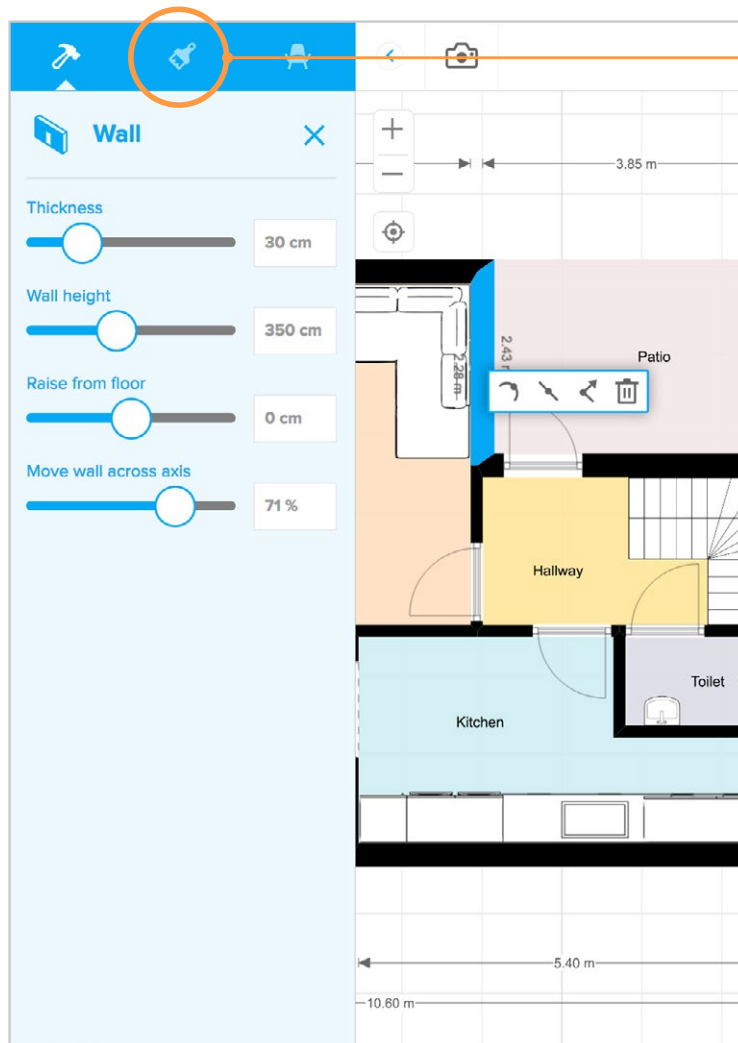
5 The Floor menu

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.
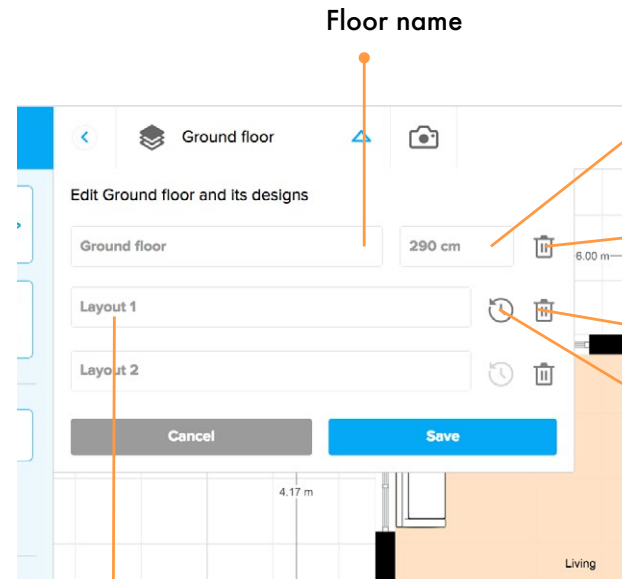
Floor name

Change the default wall height for all walls in this floor. This applies to all walls you draw in this floor and all walls you've drawn in each design in this floor.

Ground floor

Floor 2   Height 270 cm

1   design

Ground floor   Height 290 cm

◉ Layout 1
○ Layout 2
⊕ Add design

Add floor

Edit Ground floor and its designs

Ground floor   290 cm

Layout 1

Layout 2

Cancel   Save

4.17 m

Living

Remove floor and all designs in it.

Remove floor and all designs in it.

Show version history of this design. Did you break anything in your last save? Then you can use this to retrieve an earlier version.

Move floor up or down

Design name

Add a new floor
You can start a floor from scratch or you can duplicate a floor you already drew in this project.

Add a new design.
Each floor can have multiple designs, variants in the interior design or floor layout.
You can start a design from scratch or you can duplicate a design you already drew in this project.

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. See also the chapter on furniture collections

*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 wall by wall, or room by room. A space enclosed by walls becomes a room, and is given a room surface automatically.
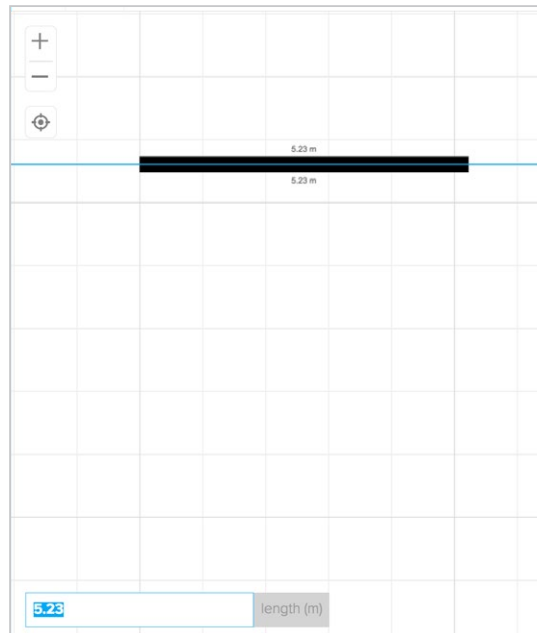
Draw Wall by Wall

1) Click the draw room icon and setup your wall thickness and height.

Wall   ✕

Thickness

25 cm

Wall height

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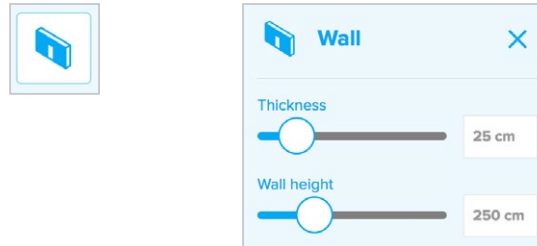
2) Click in the canvas and drag your mouse in the direction you want your wall.

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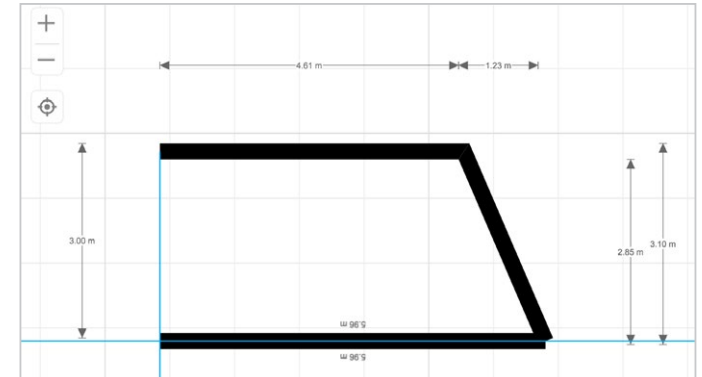
4) Close the room by starting on the starting point. A room surface will appear.

NB: Keep in mind that wall thickness affects the wall length when going around a corner.
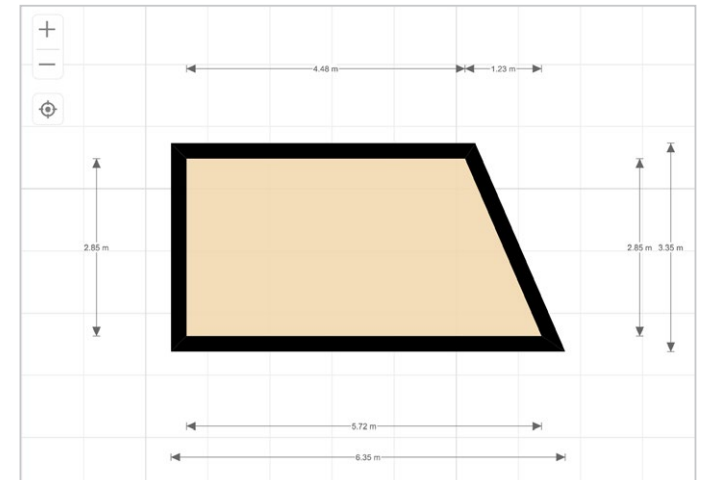
You can also use this tool to draw separate wall segments.
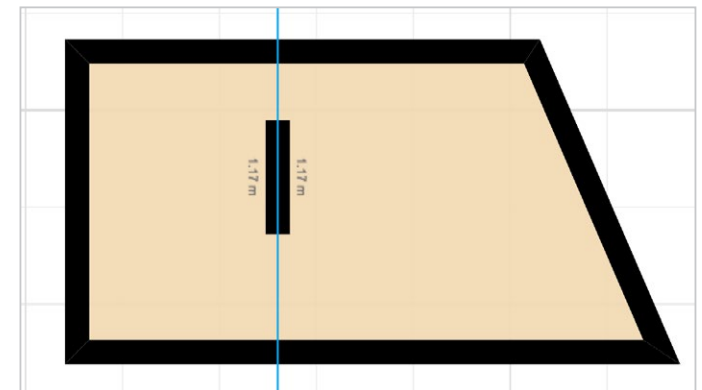
6a Build: Walls and Rooms

You can draw quicker room by room.

Draw Room

1) Click the draw room icon and setup your wall thickness and height.
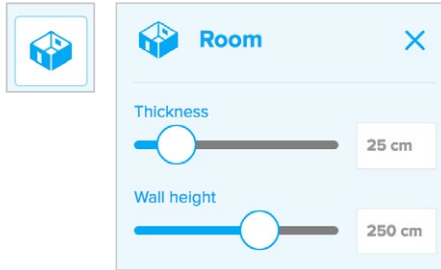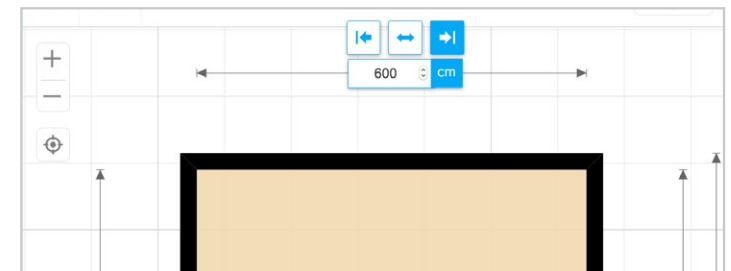

2) Click in your canvas and drag your mouse towards the direction and size you want your room to be.
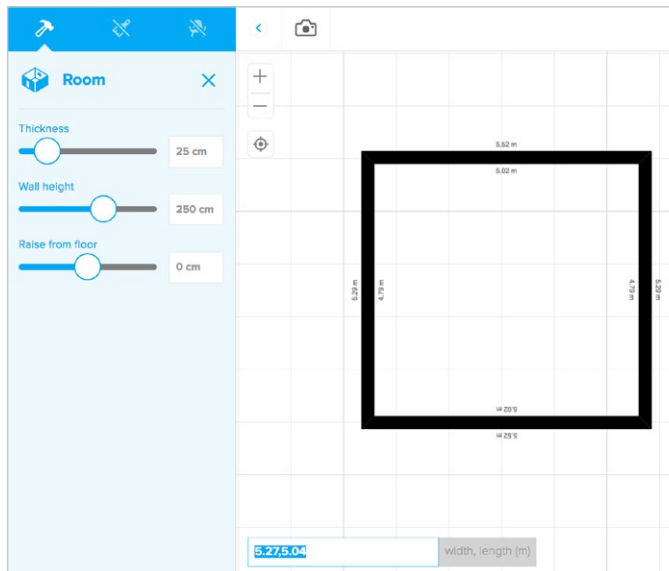
3) Release your mouse. You'll get automatic dimensions showing the interior room dimensions and exterior dimensions.
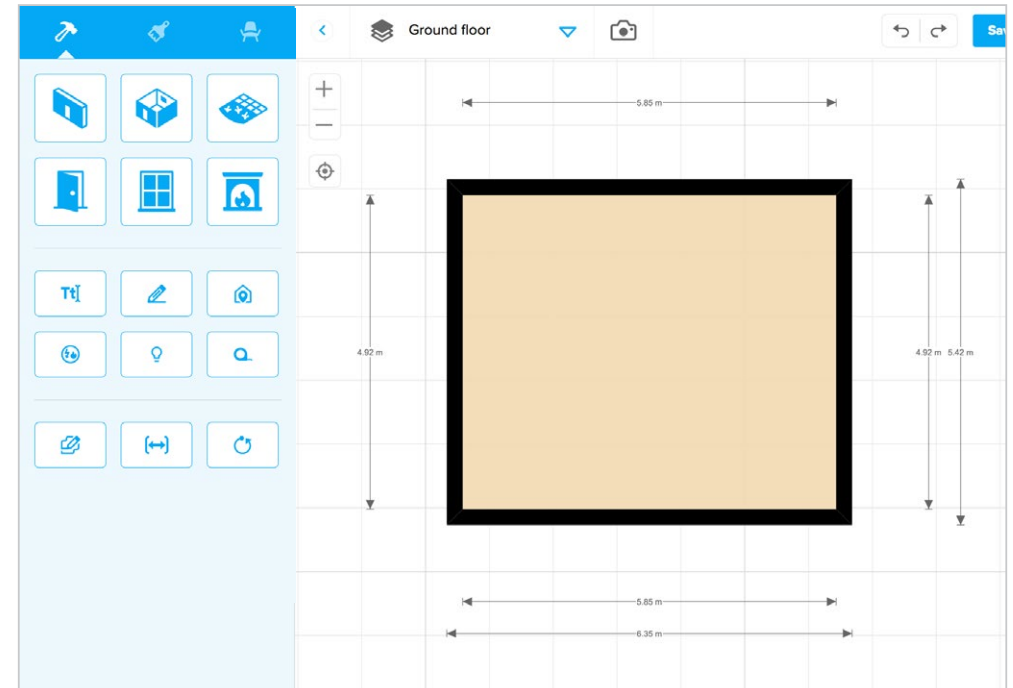
4) You can click the inner dimensions to set the exact room size. Click the arrows to indicate which wall should move.

6a Build: Walls and Rooms

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
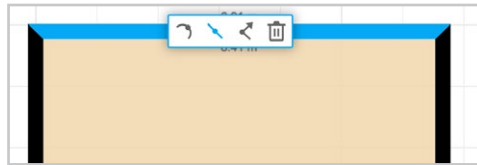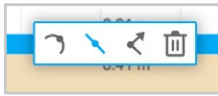
2) Click a bit further on a wall segment, and press this icon to split the wall again
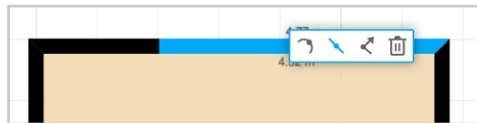
3) Now you can click and drag the new wall segment in the middle. Release your mouse to form your alcove.
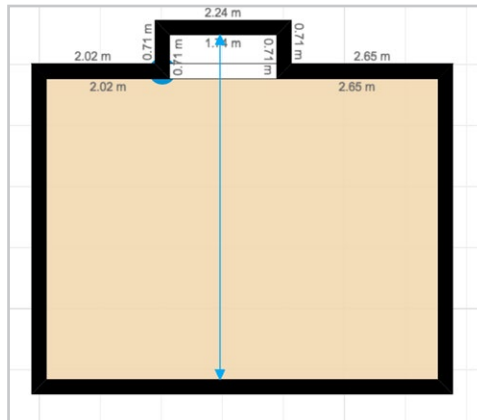
Tip: the blue arrow indicates the distance to the opposite wall. While you are dragging, you can type in the size this distance should have, and confirm by ENTER. That's a quick way to get an exact dimension.
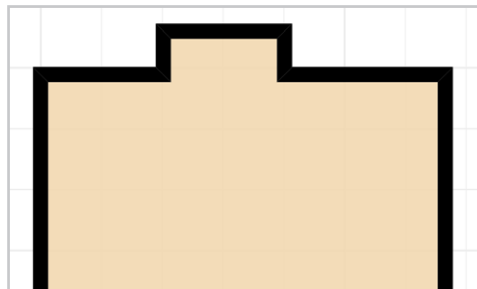
Create a wall on an angle

1) Move your mouse over a wall corner, click and drag it to change the wall angle.
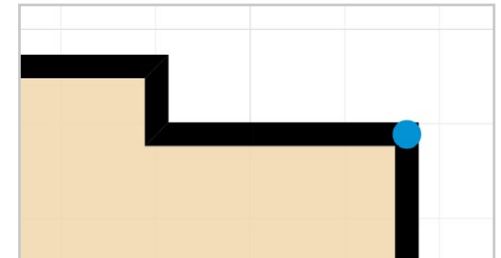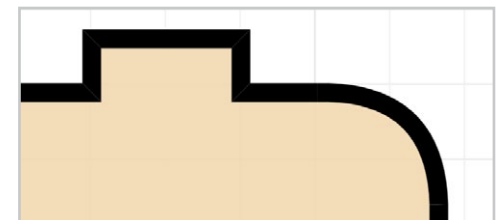
2) Release the corner wherever you want.
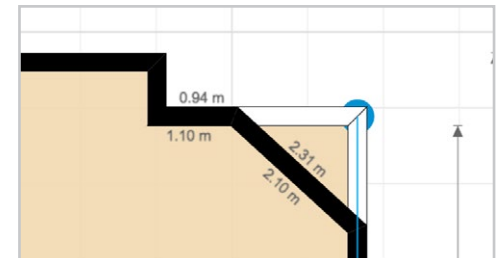
Create a curved wall

1) Click a wall segment. Then click the curve icon and move your mouse to curve the wall.
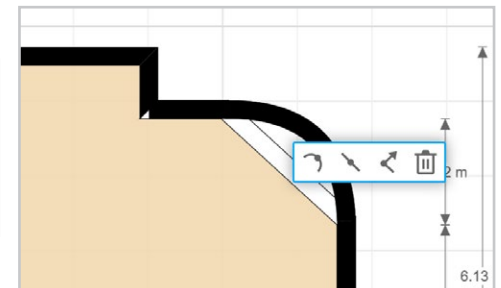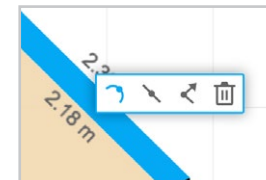
2) Release your mouse when your satisfied with the curve.
Tip: to uncurve the wall, click the curve icon again and move your mouse. The wall will snap to a straight line.
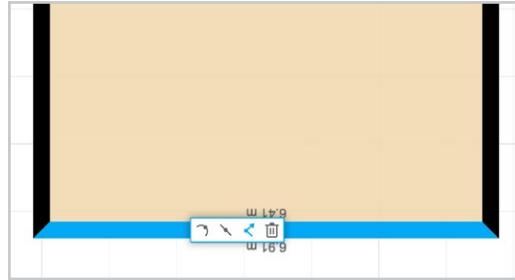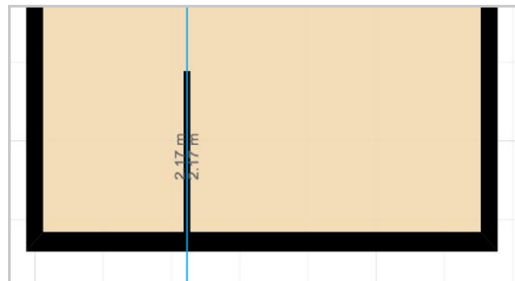
6a Build: Walls and Rooms

Draw wall from point

1) click on a wall segment where you want to start a wall. Then click the third icon.
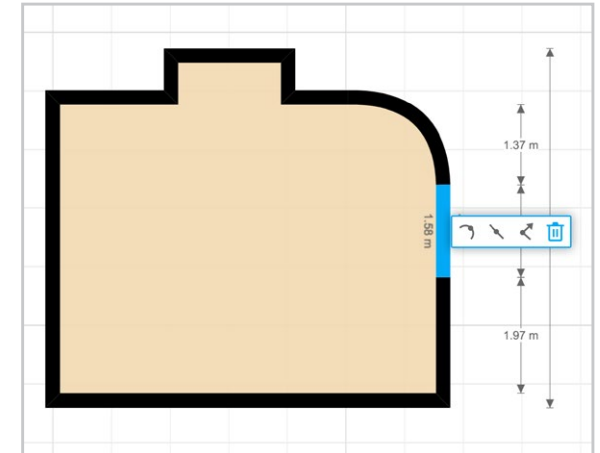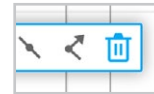
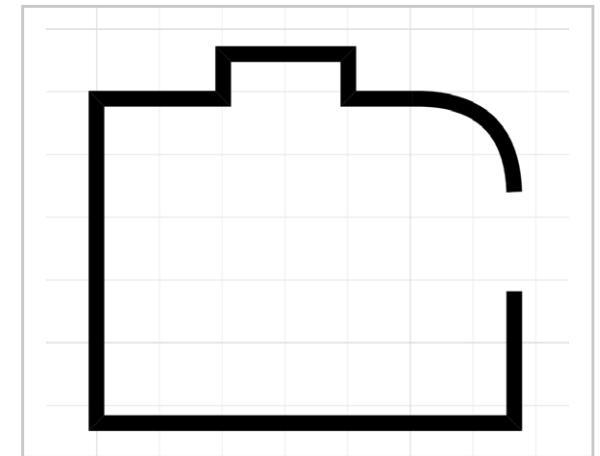2) Move your mouse to where you want your wall to end and click again.

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.
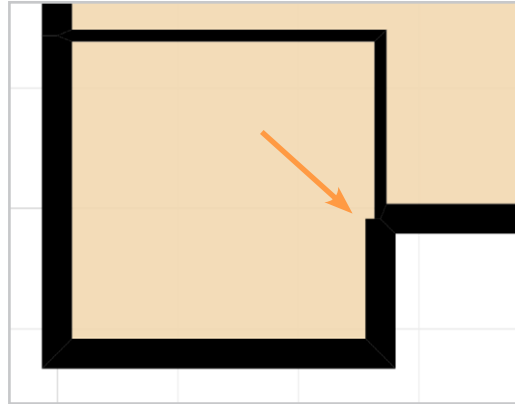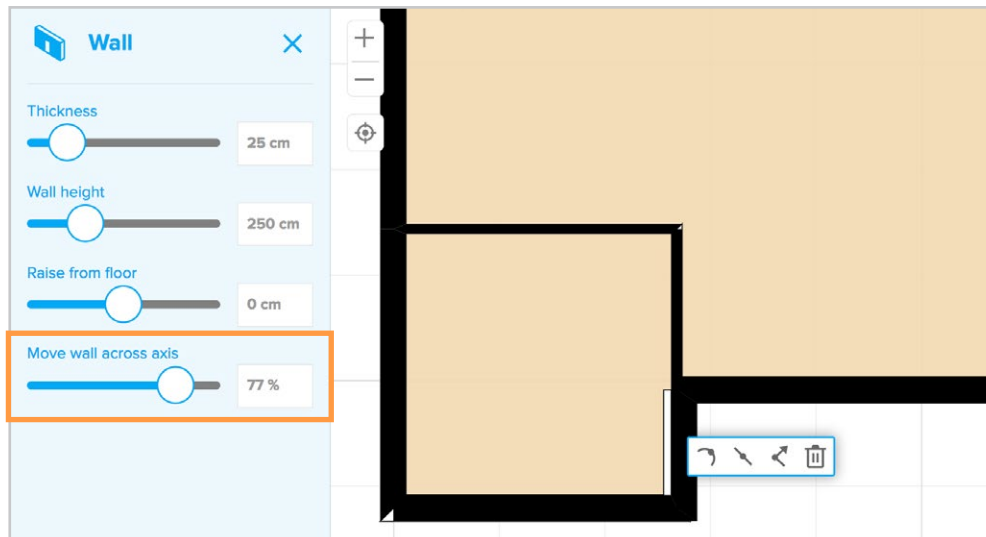
6a Build: Walls and Rooms

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.
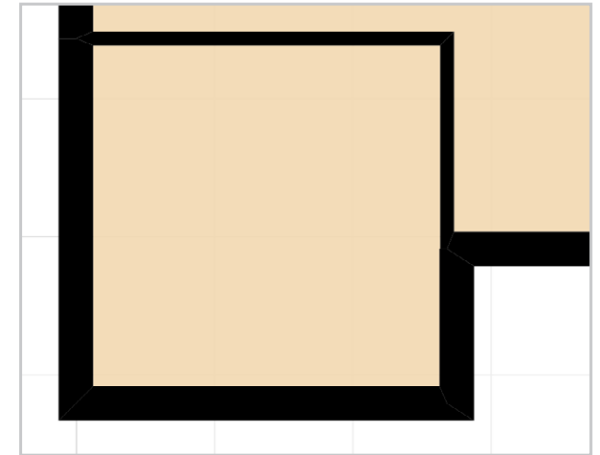
Move wall across axis

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

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

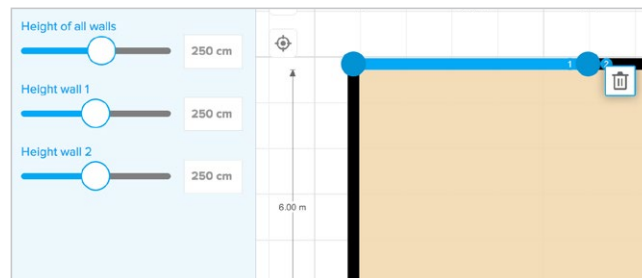2) Move the slider called *move wall across axis*

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

Drawing room

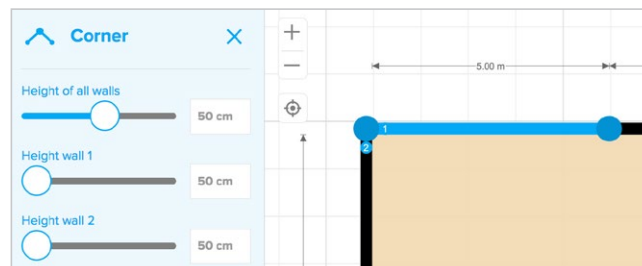1) First draw the exterior walls of your floor plan.
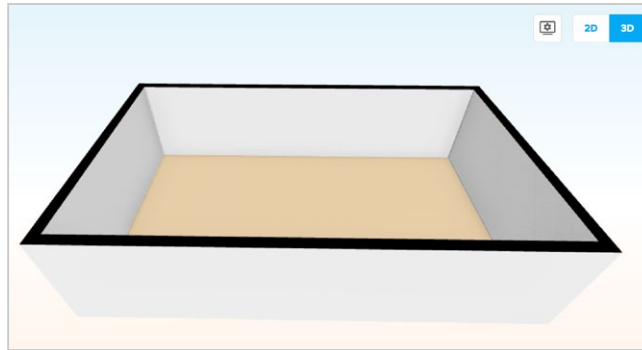
2) Click in the canvas and drag your mouse in the direction you want your wall.
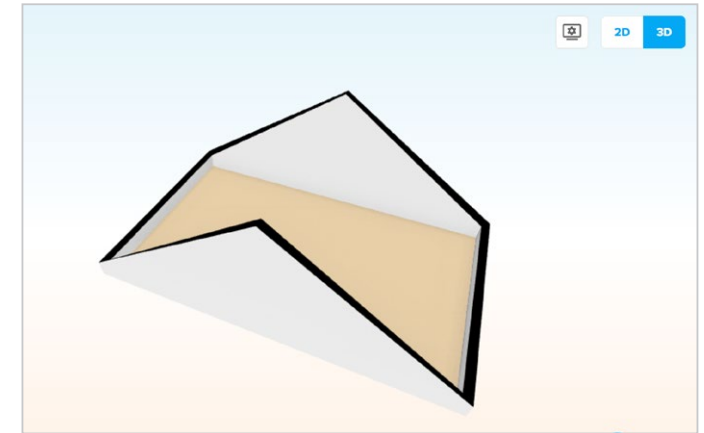

3) Repeat this to any corner of your room.

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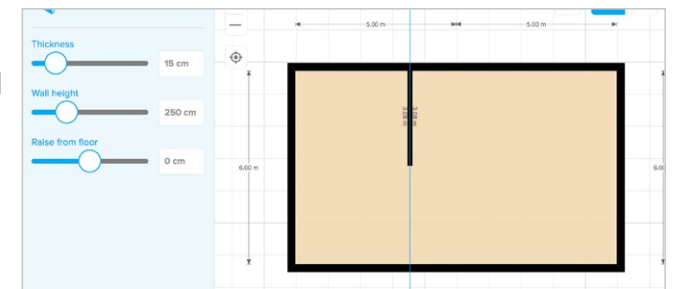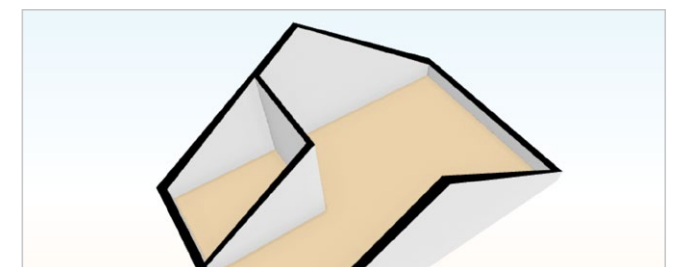

4) View 3D to see the result

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 walls if possible. The walls you draw will inherit the wall height at the point where you connect with the exterior walls.
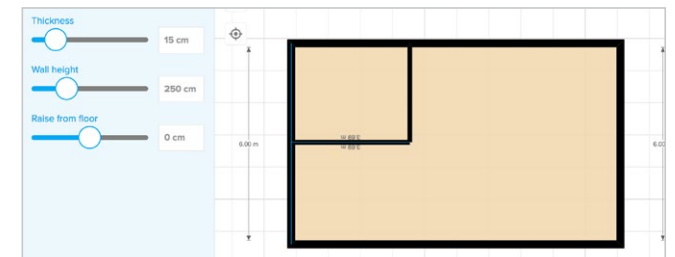

4) View 3D to see the result

6b 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).
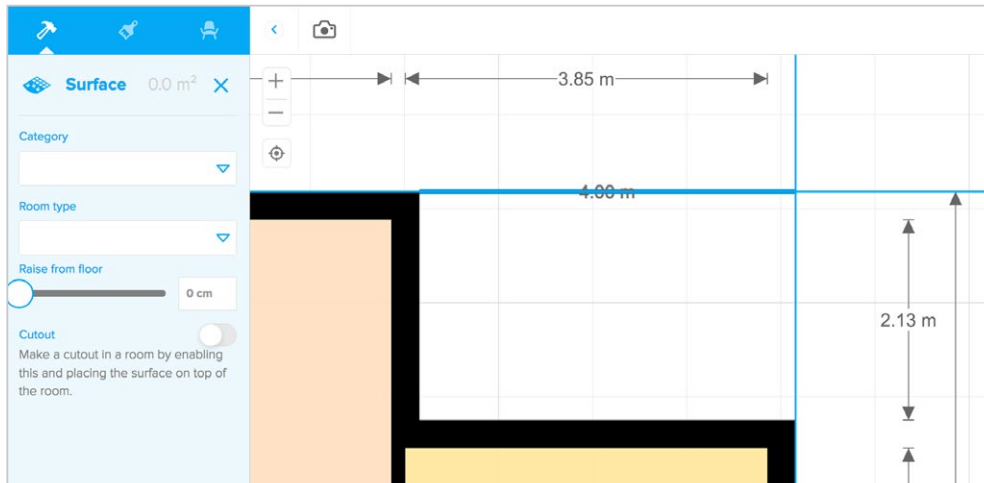
Draw a surface shape

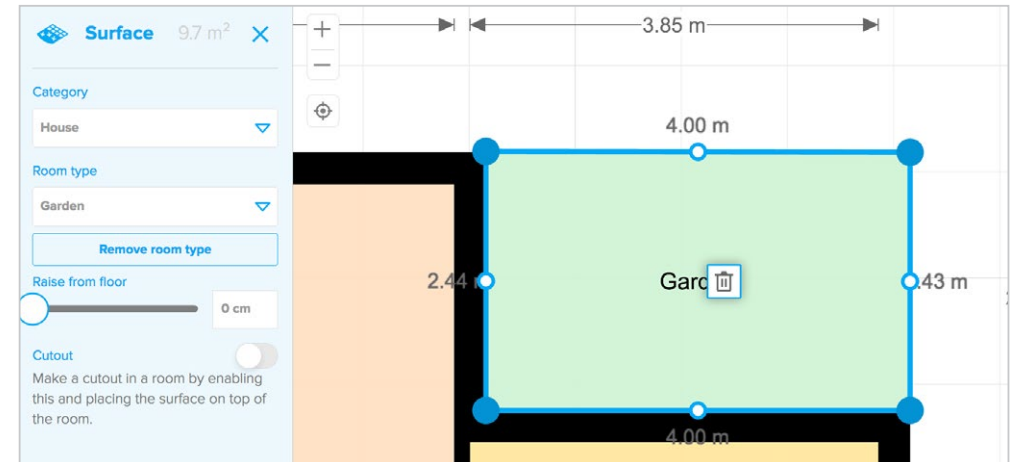1) Click the surface room icon and choose your surface type you want to draw (optional)
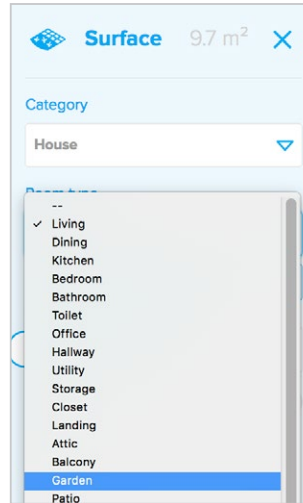
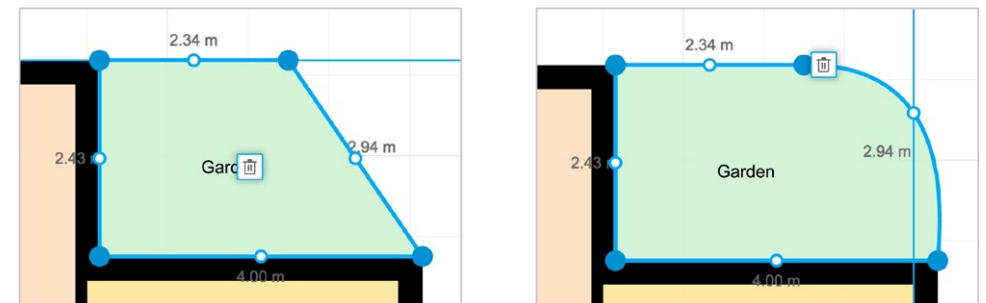2) Click and drag on each place in the canvas where you want a surface corner.

Tip: To have an exact edge length, type in the desired size and hit ENTER.
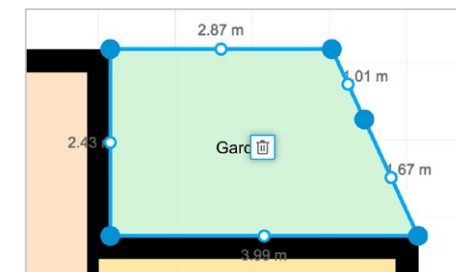
3) To finish your surface, on the first point or press ESC on your keyboard.

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 or edit the height.
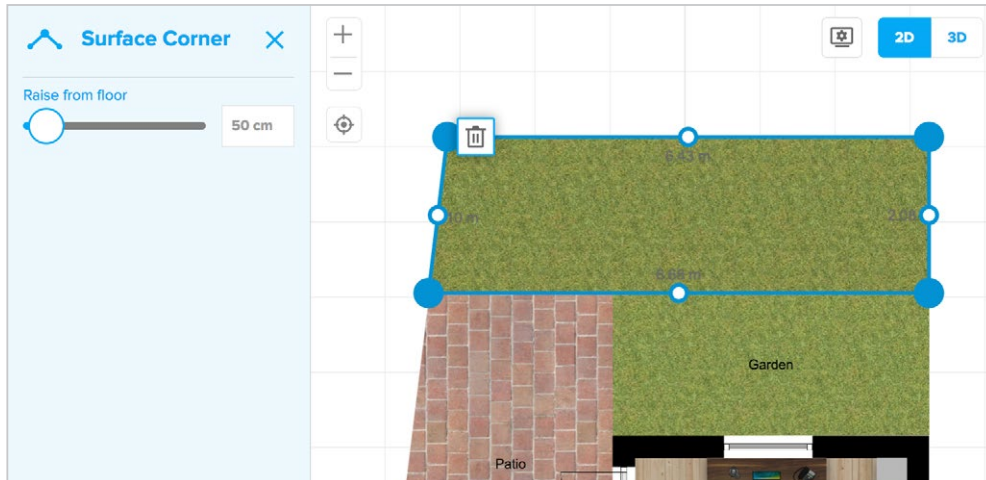
6b Build: Surfaces: sloped and elevated surfaces

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

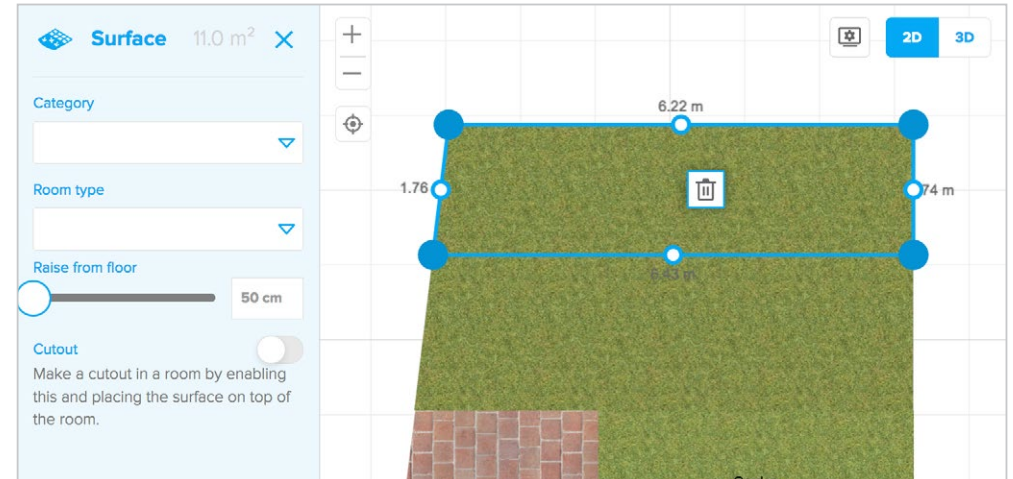

Click 3D to check out how it looks

Elevated surface

Click the surface shap 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.
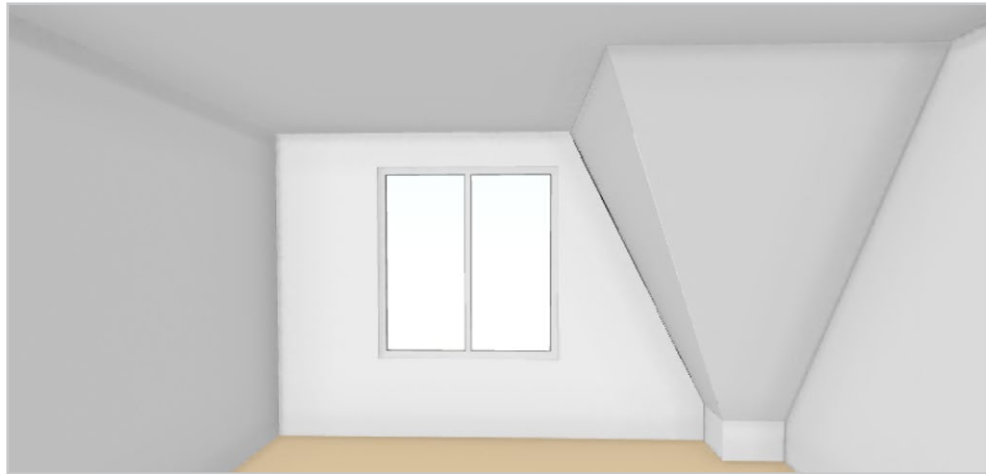
6b Build: Surfaces: cutouts

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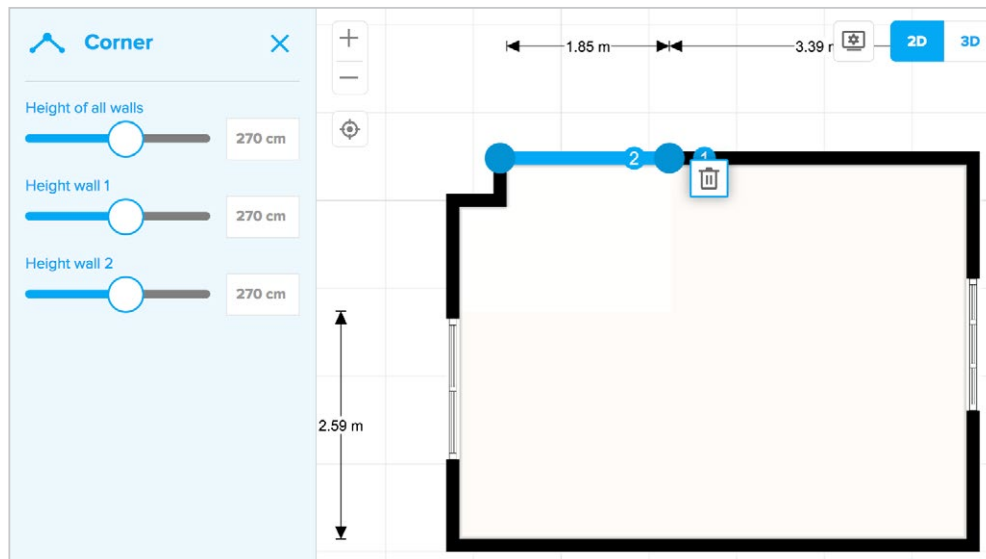to have for instance a staircase coming up from
the floor below.*

more will follow
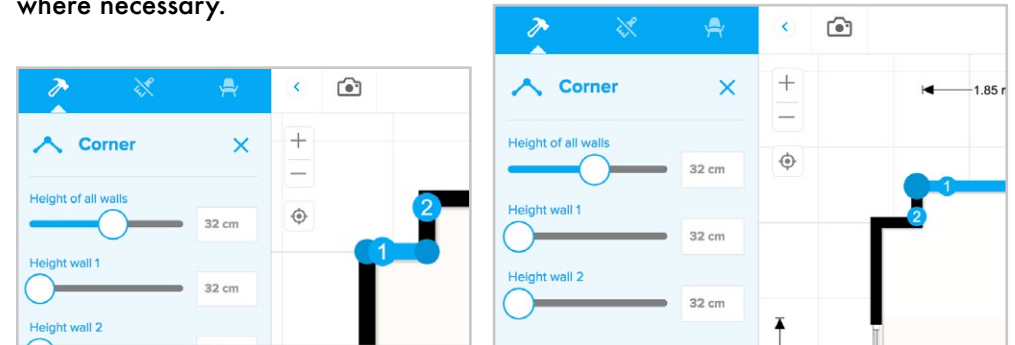
6b Build: Surfaces: sloped ceilings

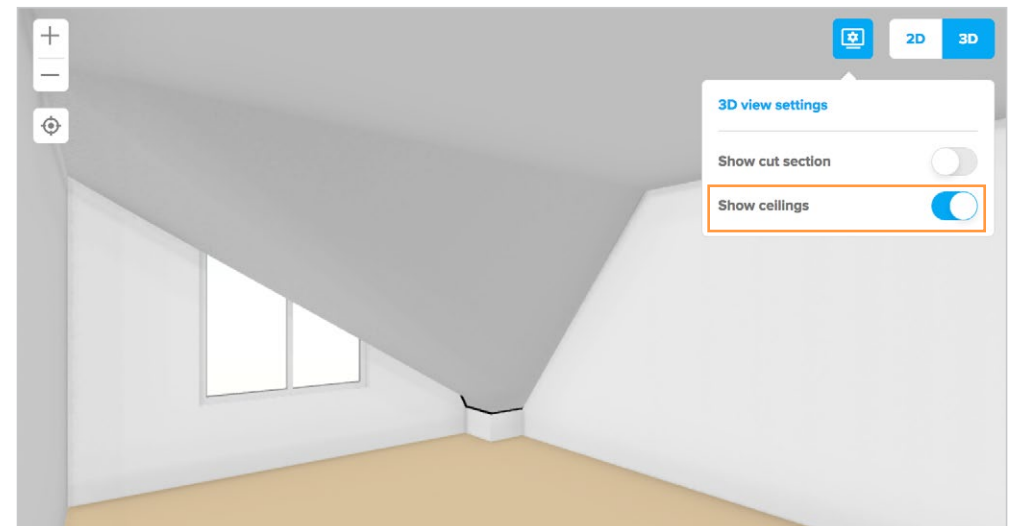*Follow these steps to create a sloped ceiling in your room with a correct ceiling surface.*

2 Lower the wall corners where necessary.

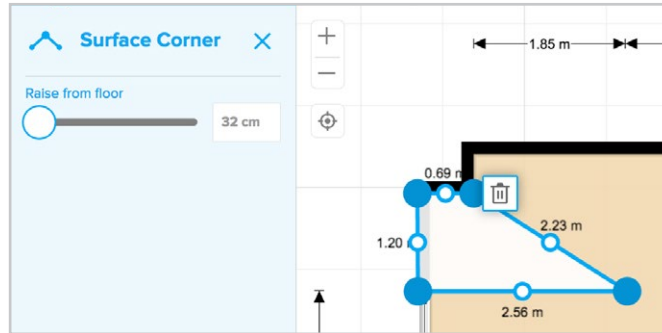**1 Draw a room, split the walls where they should start to go downwards.**

3 Check the 3D view: you see that the automatic ceilings is showing up incorrectly. Check this option off in the 3D view settings. We'll draw them manually.
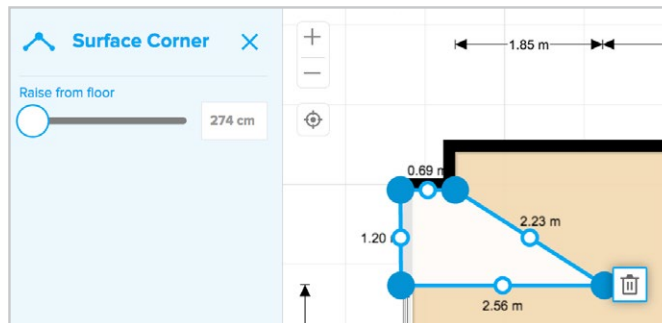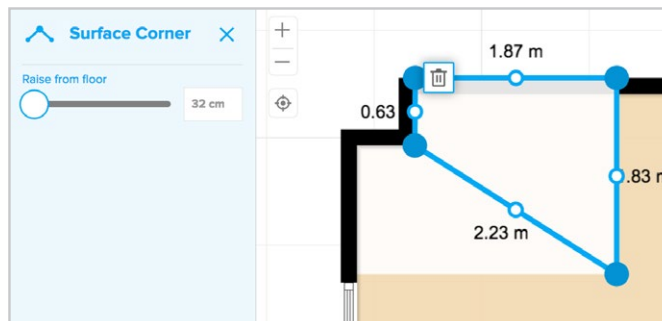
6b Build: Surfaces: sloped ceilings

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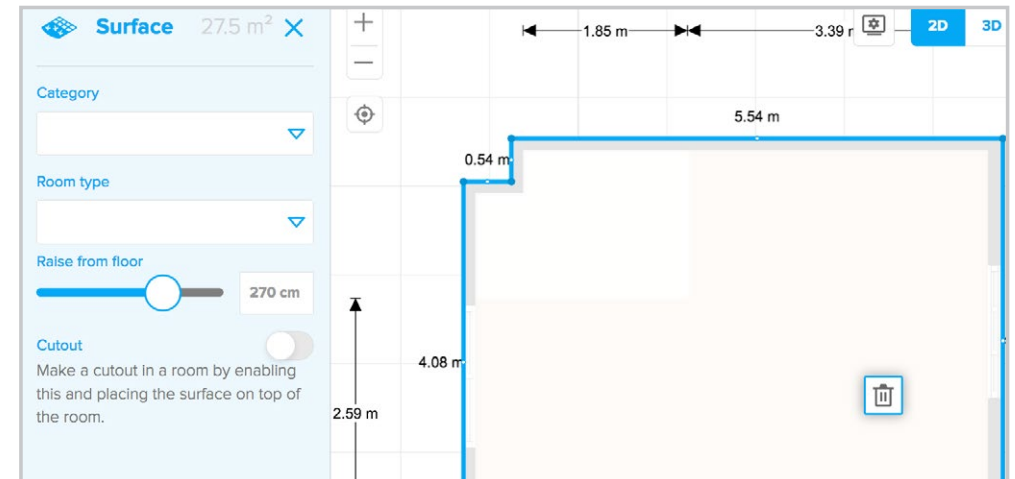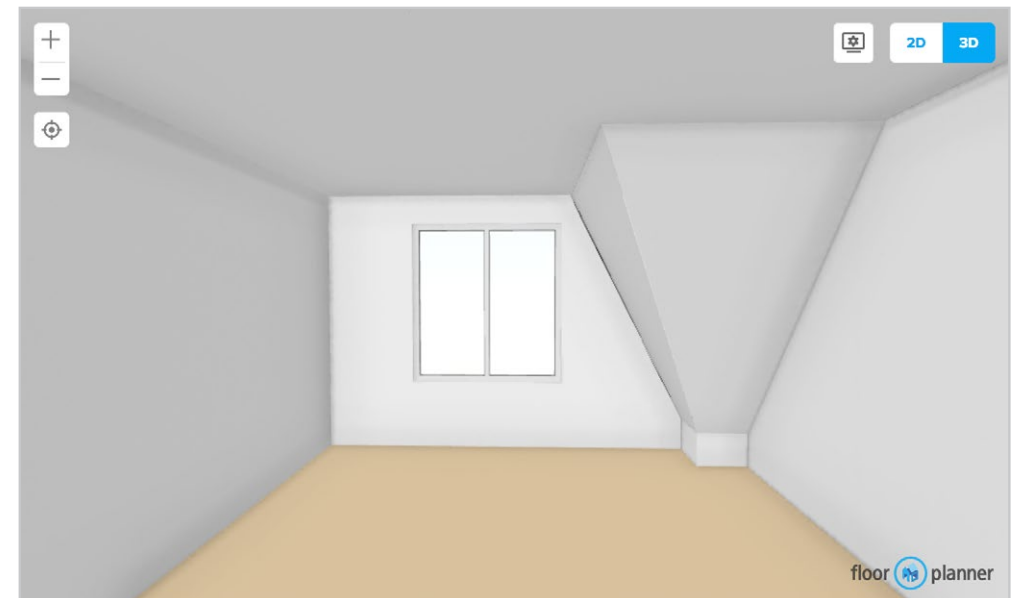

Do this for the high corners too.

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

6 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.
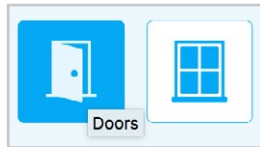

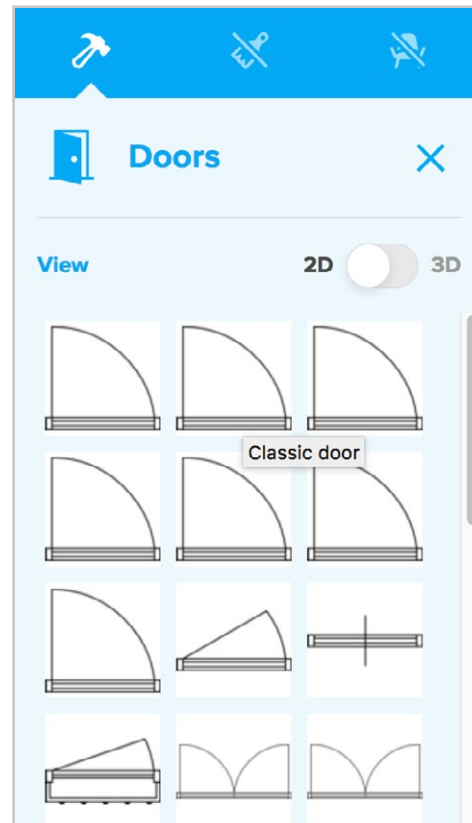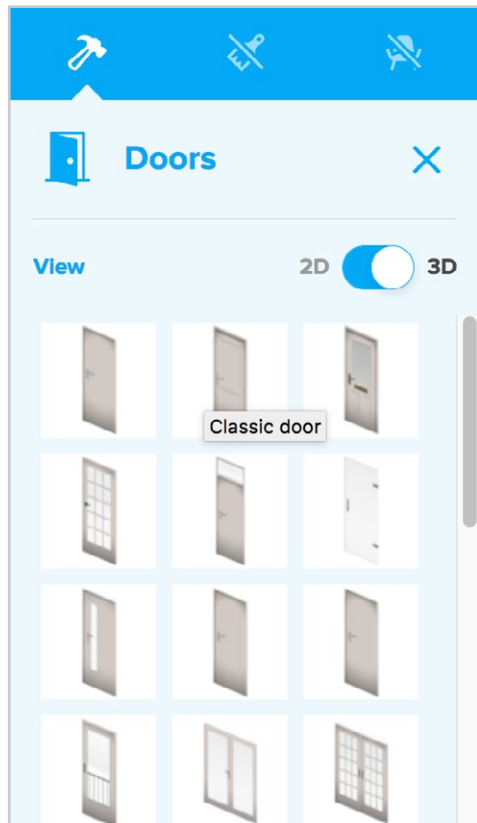7 Click the camera icon or 3D icon.

6c Build: Doors and Windows

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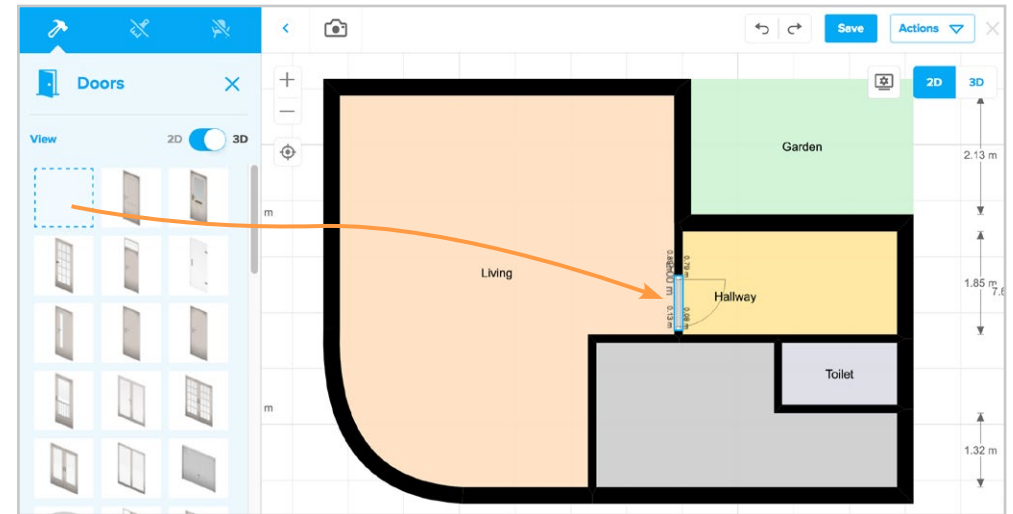*They work in the same way.*

Adding doors
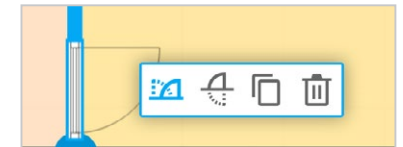
1) Click on the doors or windows icon

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.
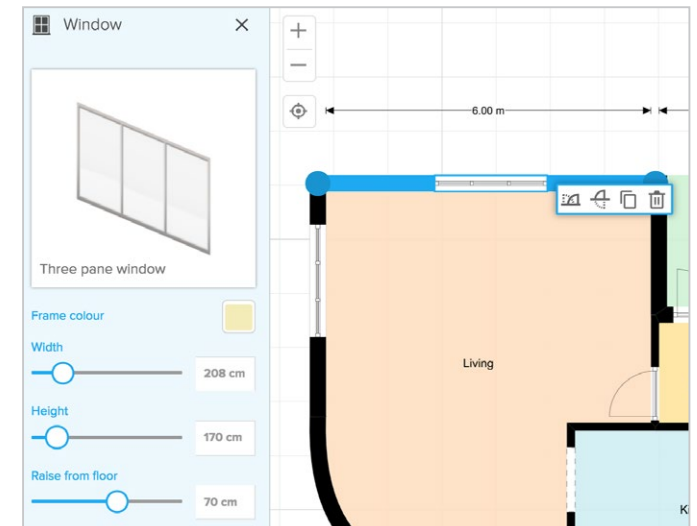

4) Click the door or window to adjust the wall side, hinge side and an option to duplicate and remove.

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

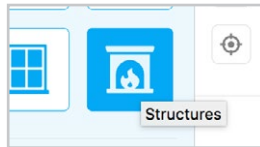You can also pick a color for the window frame door frame and door.
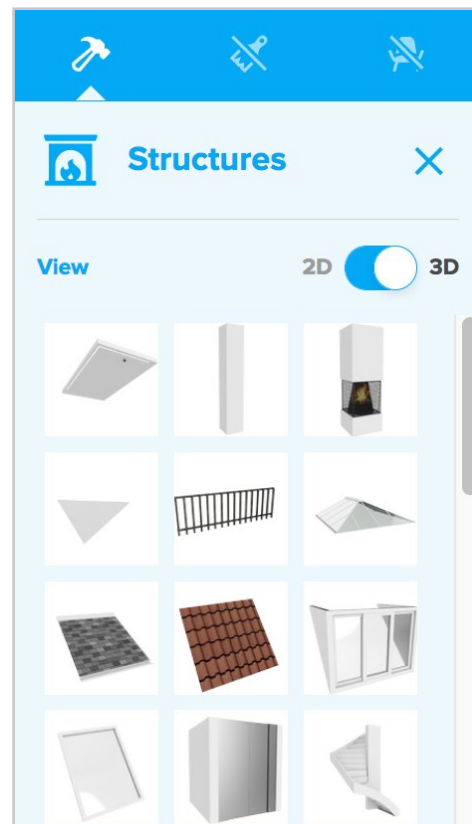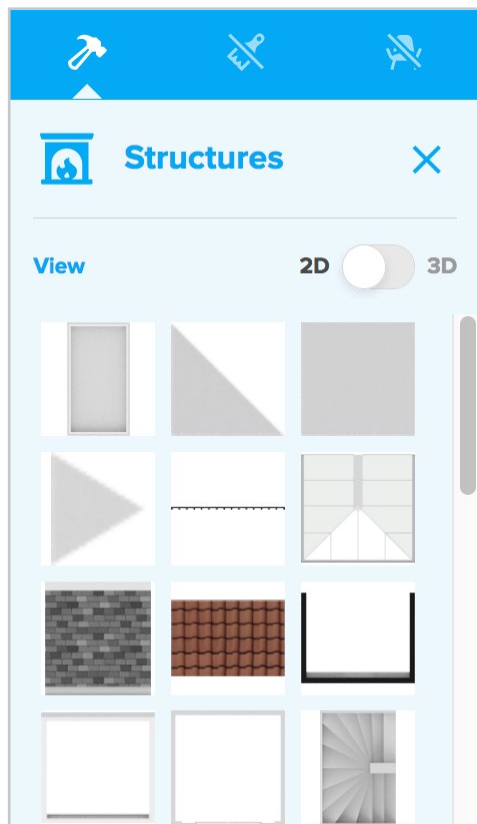
6d Build: Structures

The structures library has a selection of objects that can be used as architectural elements in your plan.
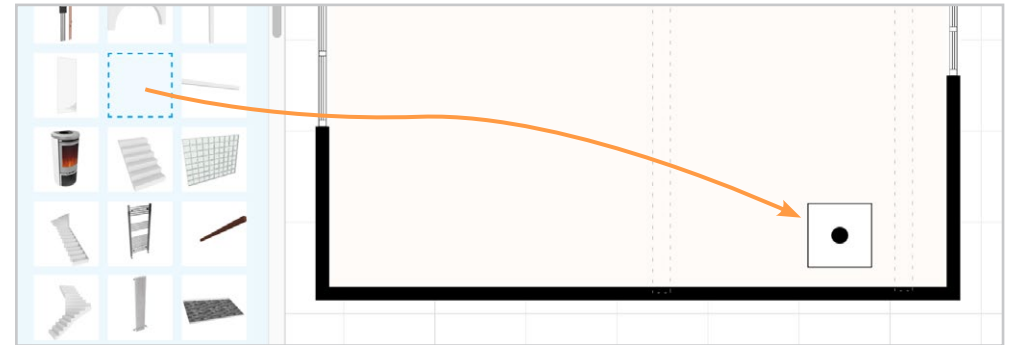
Adding structures
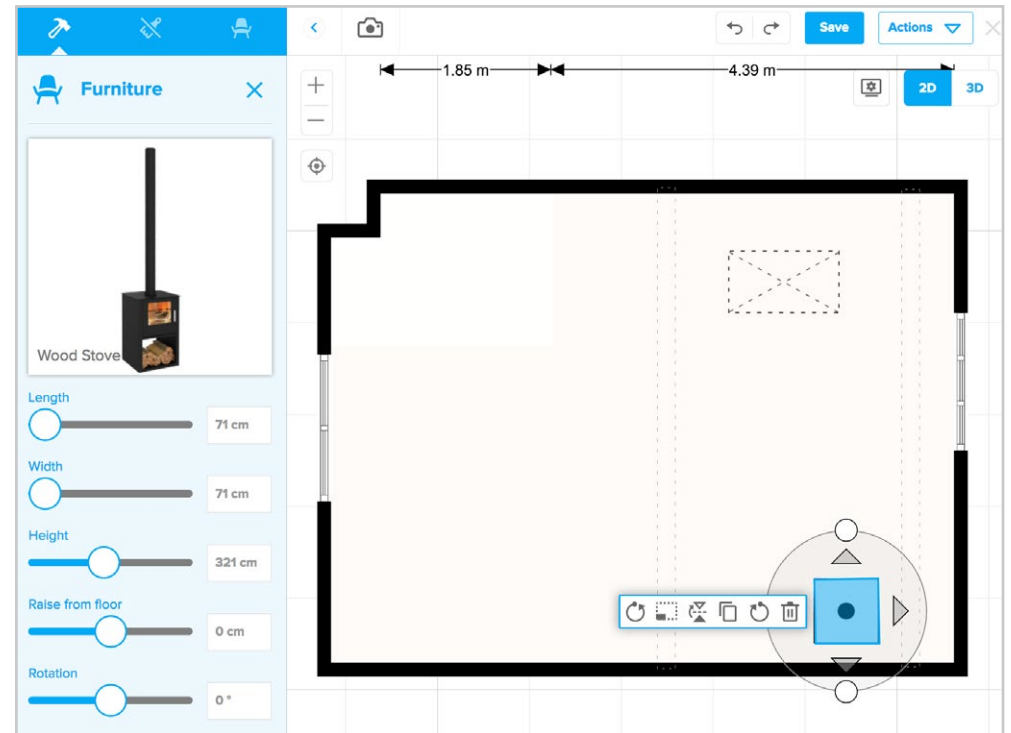
1) Click on the structures icon

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

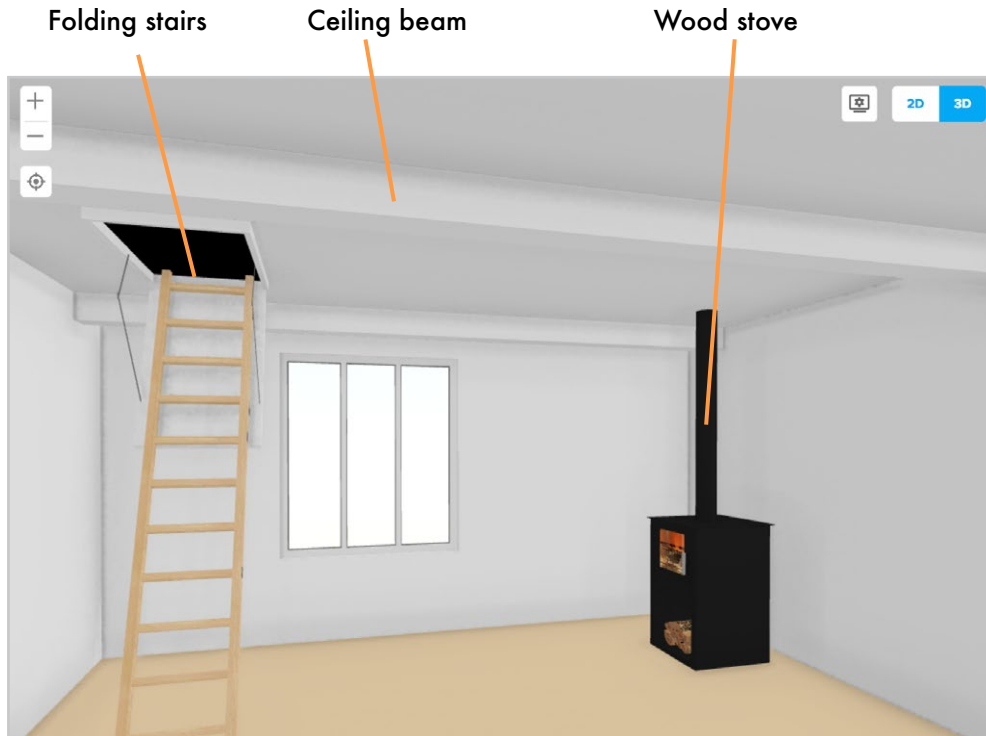3) From the list, drag and drop your element into your plan.

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:

Folding stairs   Ceiling beam   Wood stove

Tip: the Structures is just a selection. We have much more achitectural items in our furniture library divided in categories and subcategories. Search the architecture collections on for instance staircase or fireplace and you will get a lot more results.
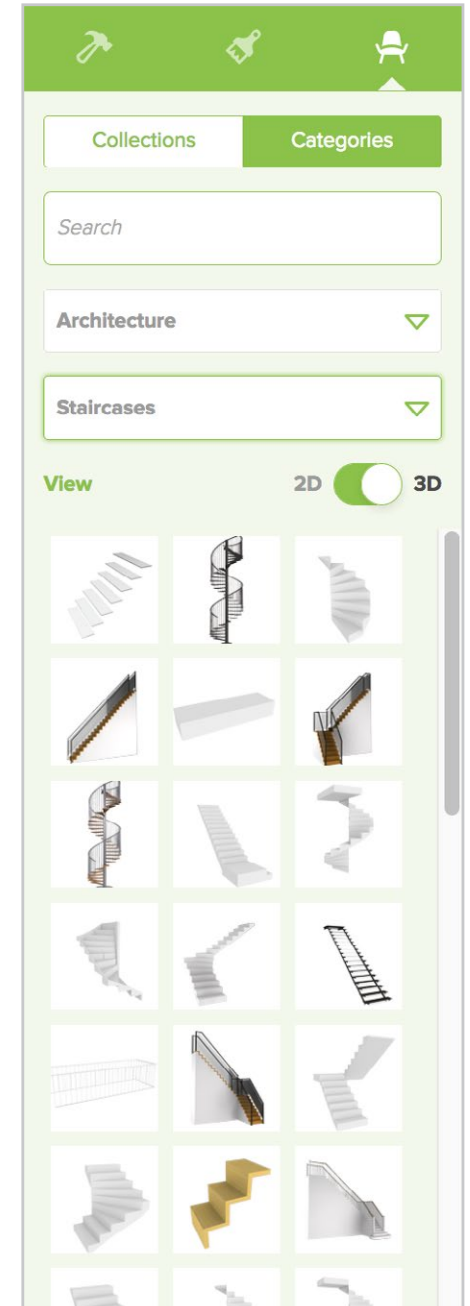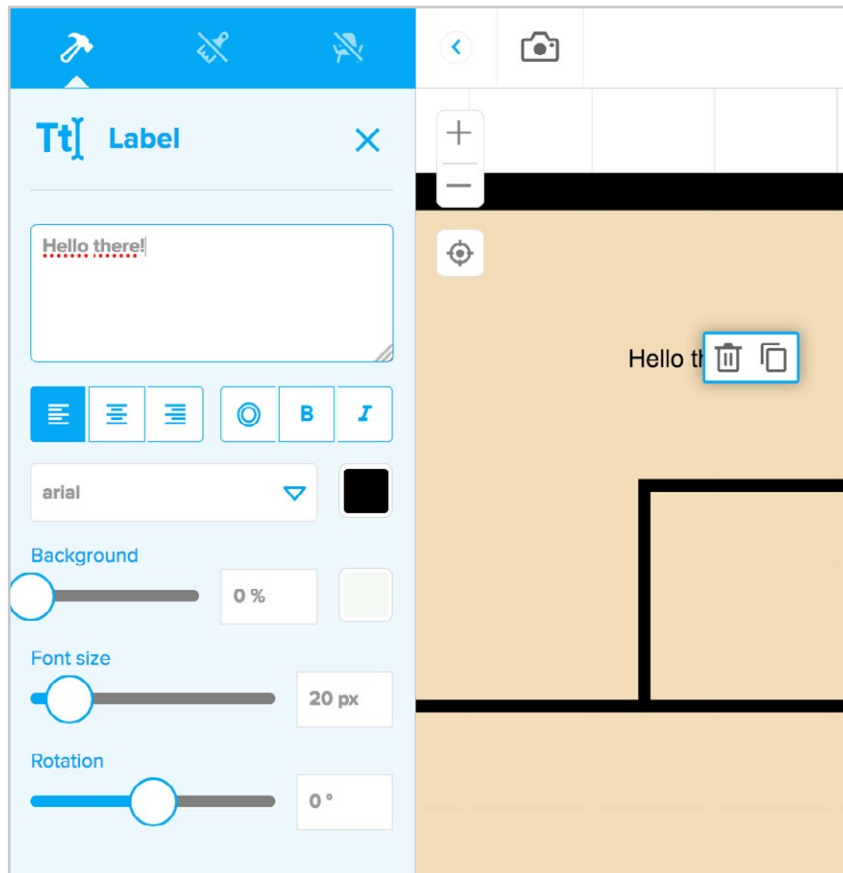
6e Build: Text Label

You can use a text label to add comments, or extra information toe a plan. Text can be colored, rotated etc.
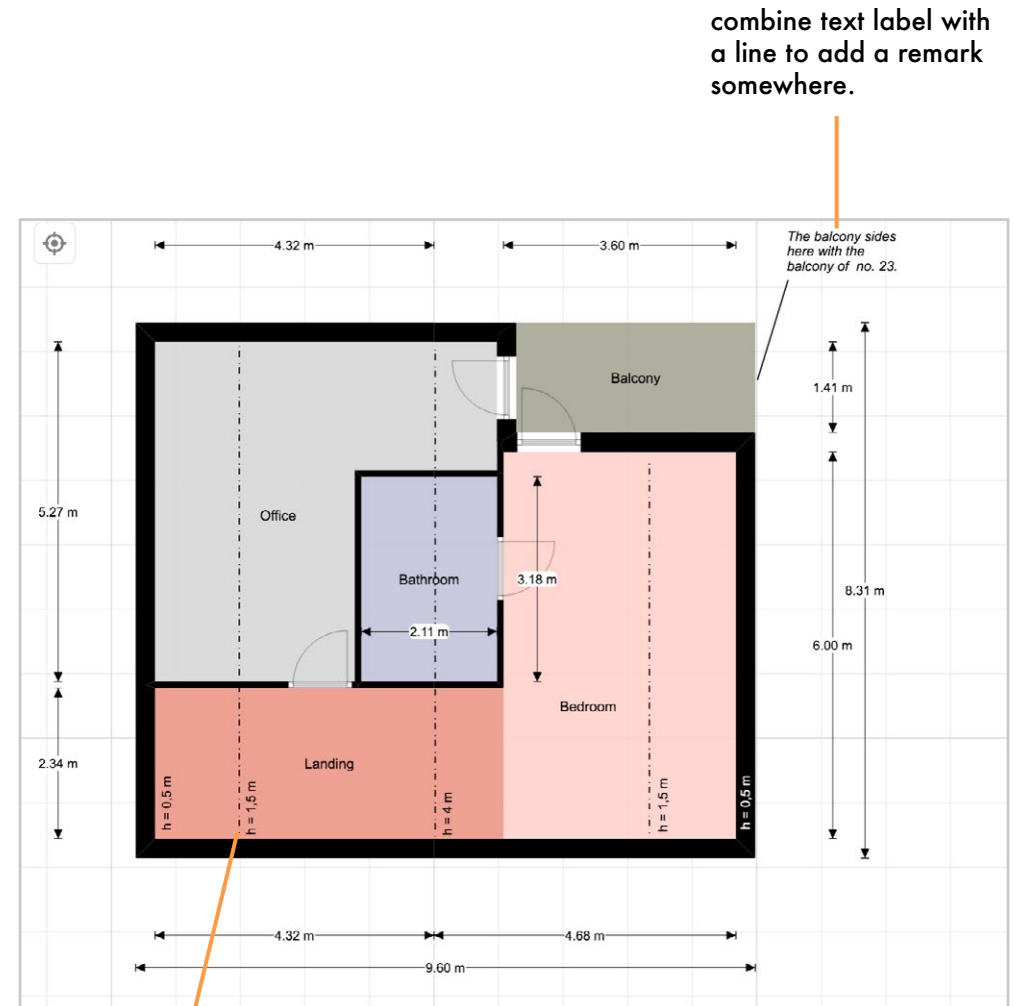
In the example we'll show where you can use text labels

1) Click on the text label icon

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

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

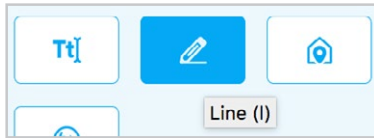*The balcony sides here with the balcony of no. 23.*

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

6f Build: Lines

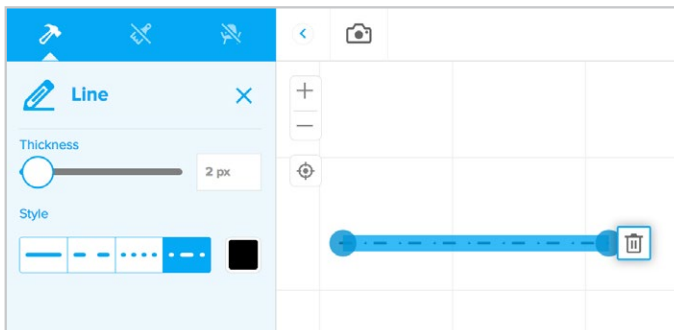*You draw lines to indicate something in your plan.*

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

1) Click on the line icon or hit l

Tt[✏️ 🏠

Line (l)

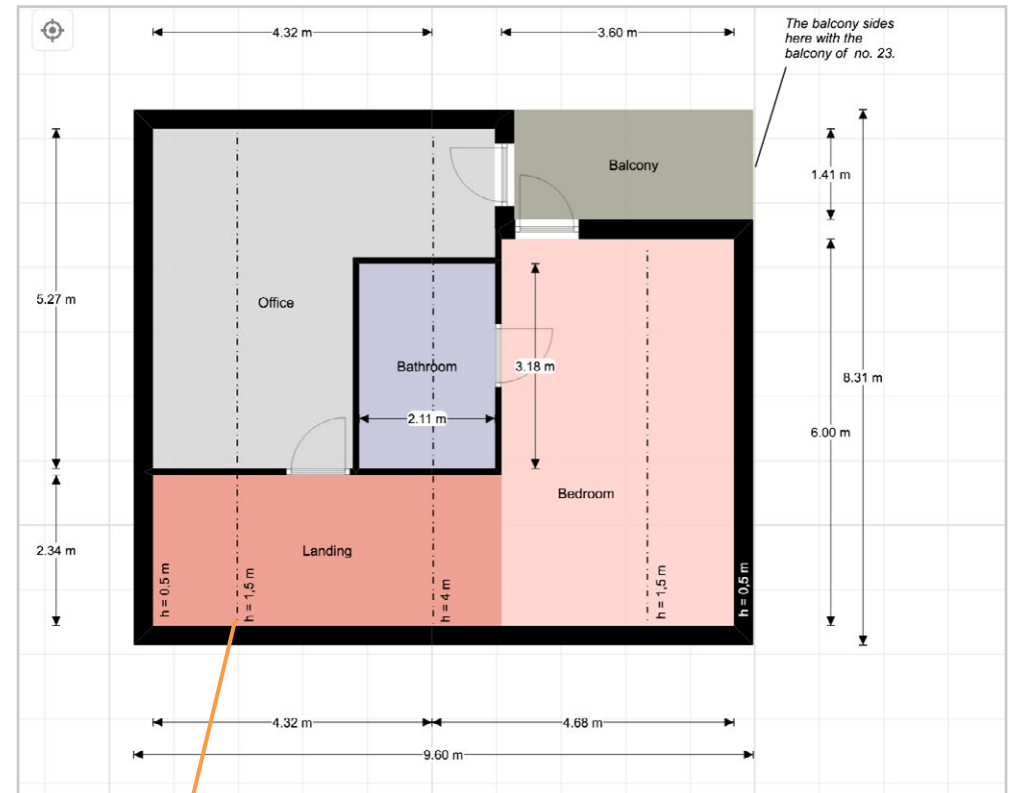2) You can setup the line appearence the side bar. Click, drag and release in your canvas to draw your line.
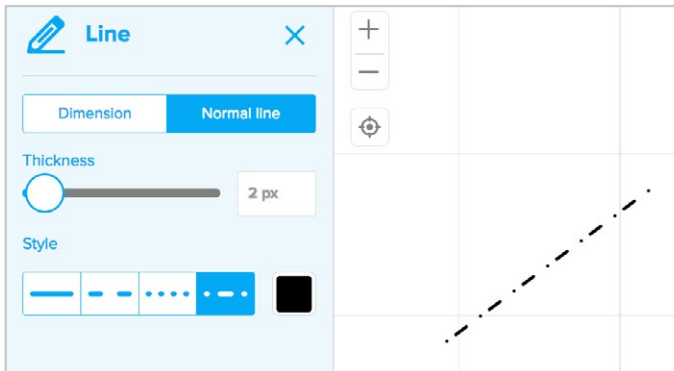
✏️ **Line** ✕

＋
－
⊕

Dimension | Normal line

Thickness

○───────── 2 px

Style

▬ | ▬ ▬ | ▪▪▪▪ | ▬ ▪ ▬ | ⬛

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

1.59 | length (m)

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

✏️ **Line** ✕

＋
－
⊕

Thickness

○───────── 2 px

Style

▬ | ▬ ▬ | ▪▪▪▪ | ▬ ▪ ▬ | ⬛

🗑️

The balcony sides here with the balcony of no. 23.

4.32 m | 3.60 m

Balcony

1.41 m

5.27 m

Office

Bathroom

3.18 m

2.11 m

8.31 m

6.00 m

Bedroom

2.34 m

Landing

h = 0,5 m | h = 1,5 m | h = 4 m | h = 1,5 m | h = 0,5 m

4.32 m | 4.68 m

9.60 m

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

6g Build: Dimension lines

Floorplanner generates autmotic dimensions around your walls. This will give you direct cntroll over the size of your rooms, but also decrease the time you need for getting a dimensioned floorplan.
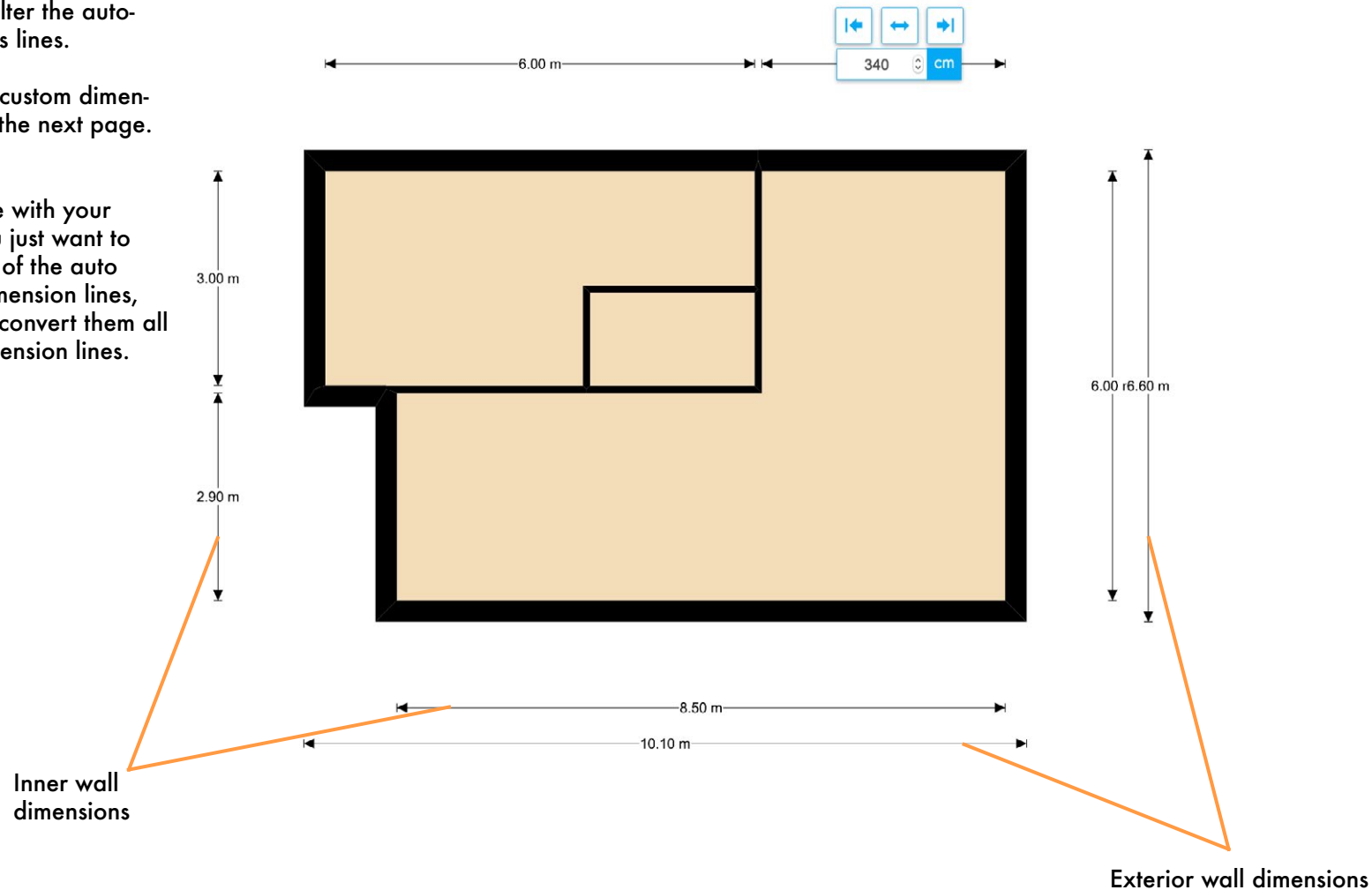
Mostly the auto generated dimensions will suffice. But sometimes you miss one or you want to alter the automatic densions lines.

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 you can convert them all to custom dimension lines.

See page 35

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.
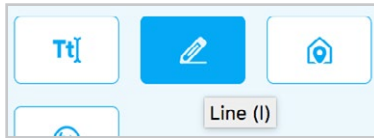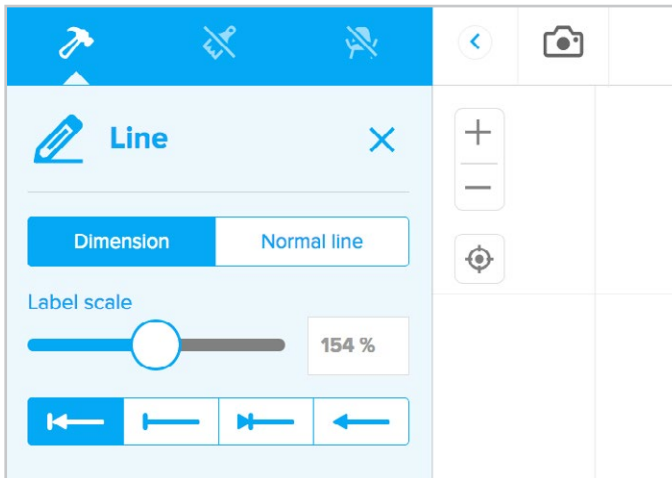
340 cm

6.00 m

3.00 m

2.90 m

6.00 r6.60 m

8.50 m

10.10 m

Inner wall dimensions

Exterior wall dimensions

6g Build: Custom Dimension lines

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

In the example we show where you can use custom dimension lines to supplement te automated dimension lines.
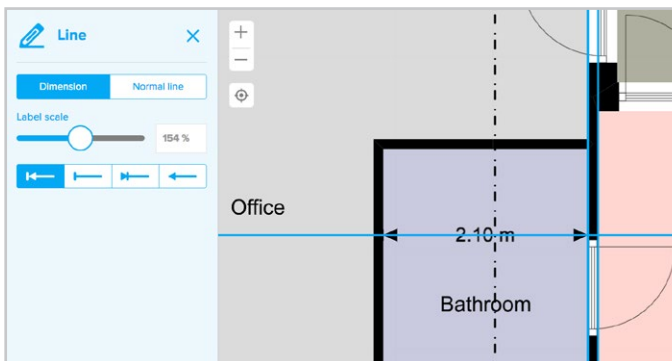
1) Click on the line icon or hit l

2) Select Dimension in the side bar

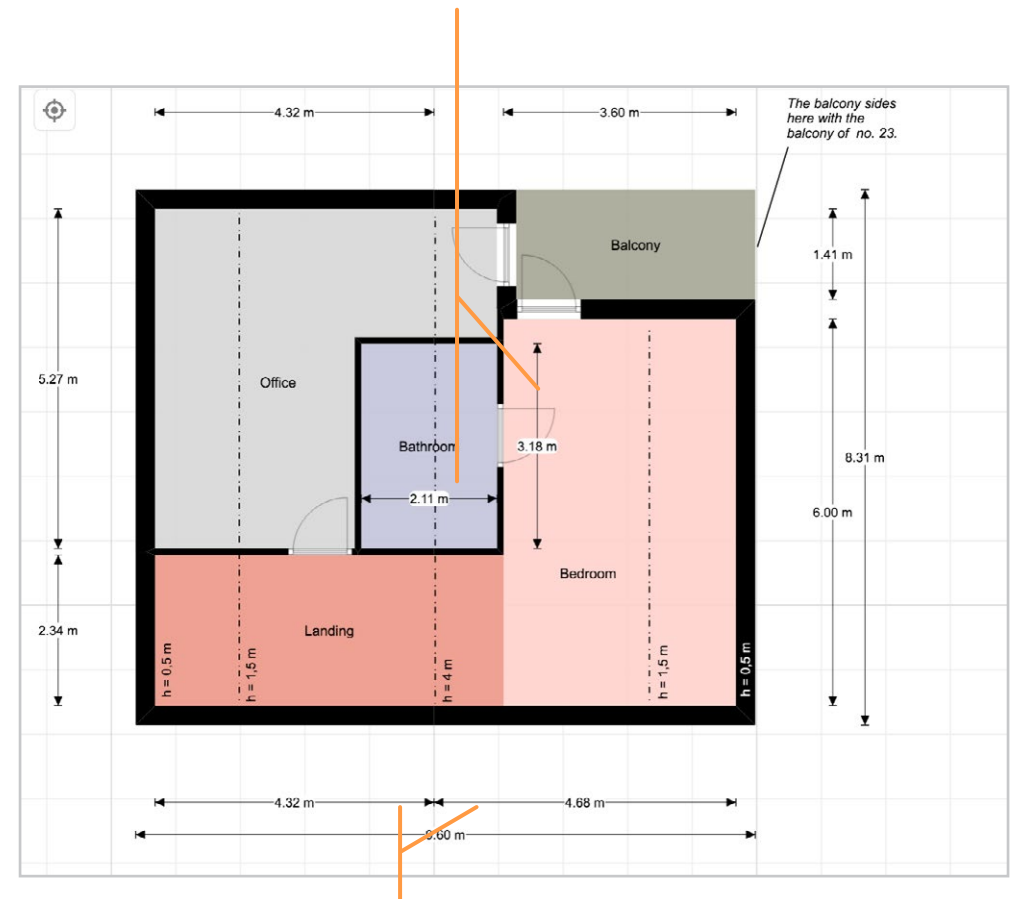3) Draw a dimension line by click, drag and release in your canvas.

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

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.

6g Build: 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.*
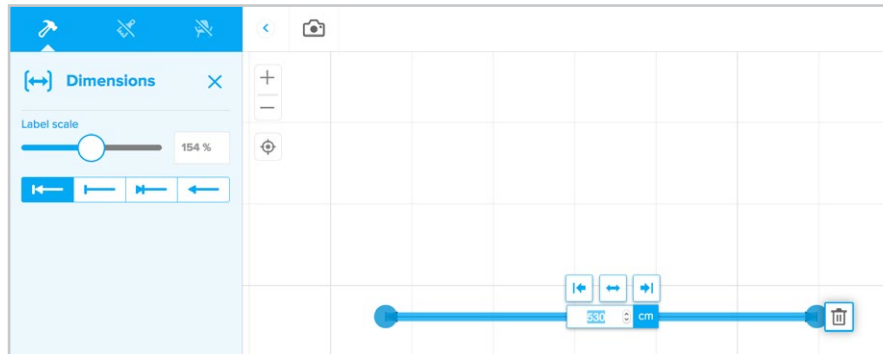
2) Type in the size you want the
dimension line to be. Then click on
one of the arrows buttons to move
one of the arrowhead to it's new
position.
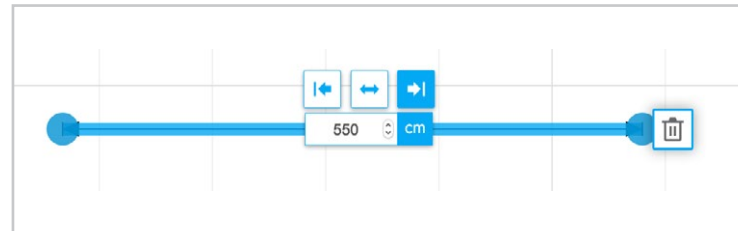
3) Your dimension is altered.
You can also use the blue
dots to move the line.
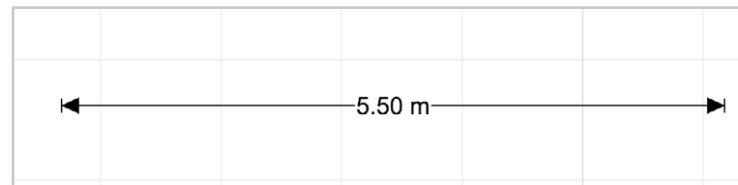
6h Build: Roomtypes

*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
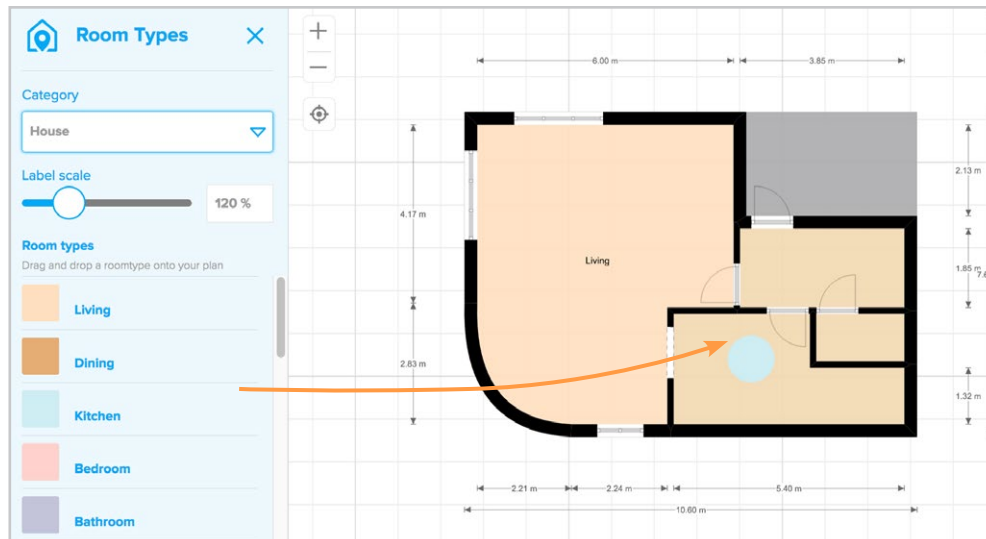
1) Click on the
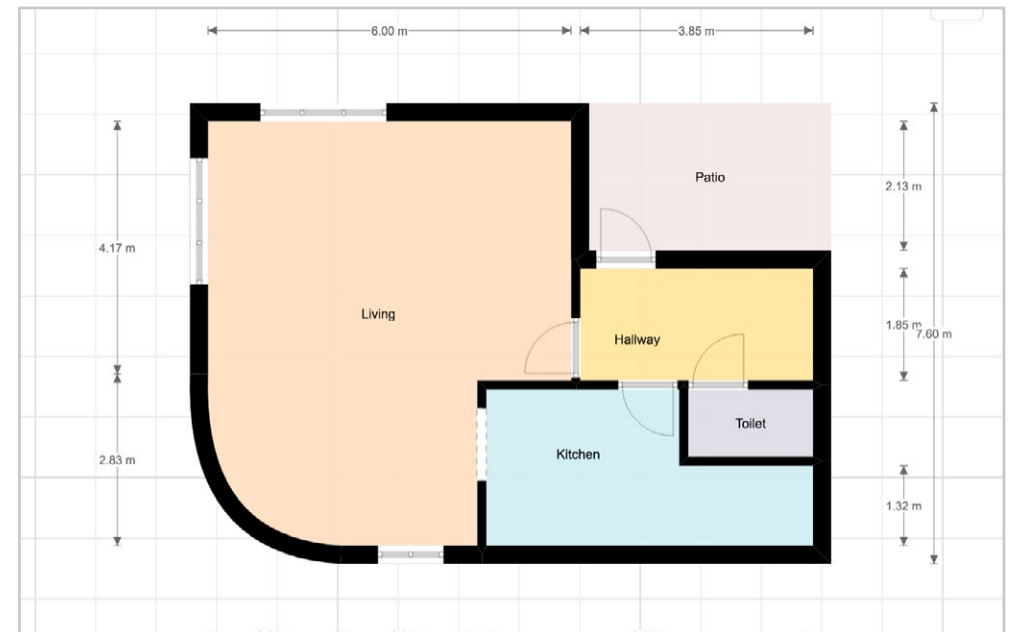roomtypes icon
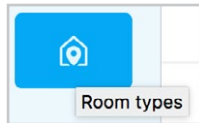
2) You can select
a set of room types.

*Tip: with a Pro account you can
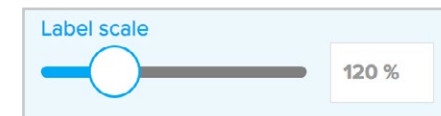create your own set of room types
that you frequently need.*
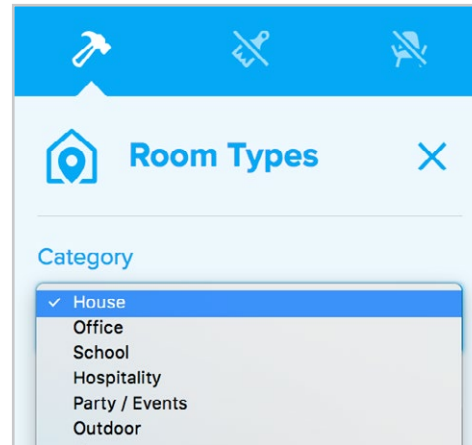
3) From the list, drag and drop
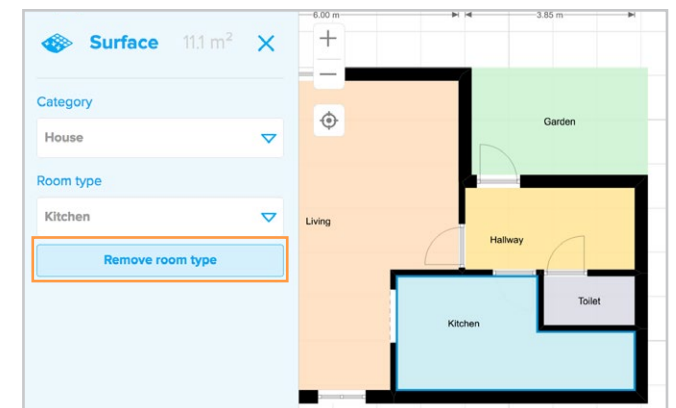your roomtypes onto the room
surfaces.

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 surface
you'll find that you can
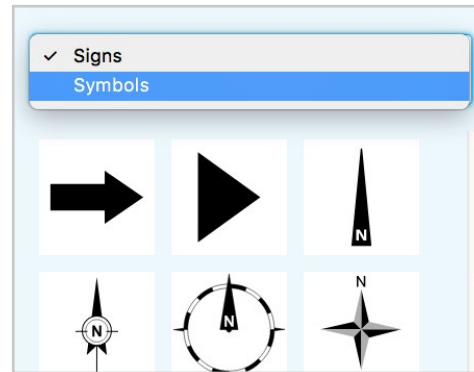remove a room type in
the side bar.

6i Build: 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.
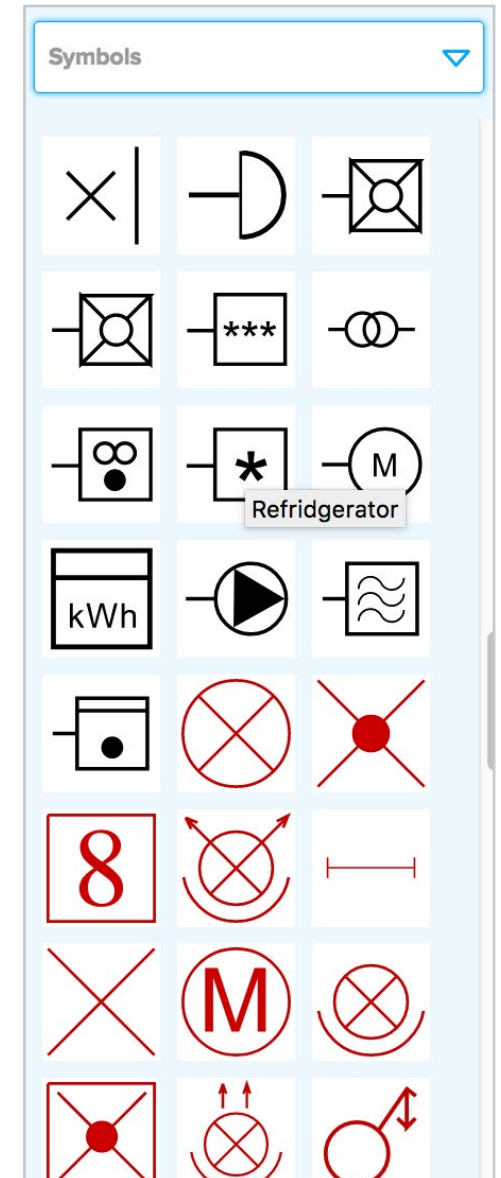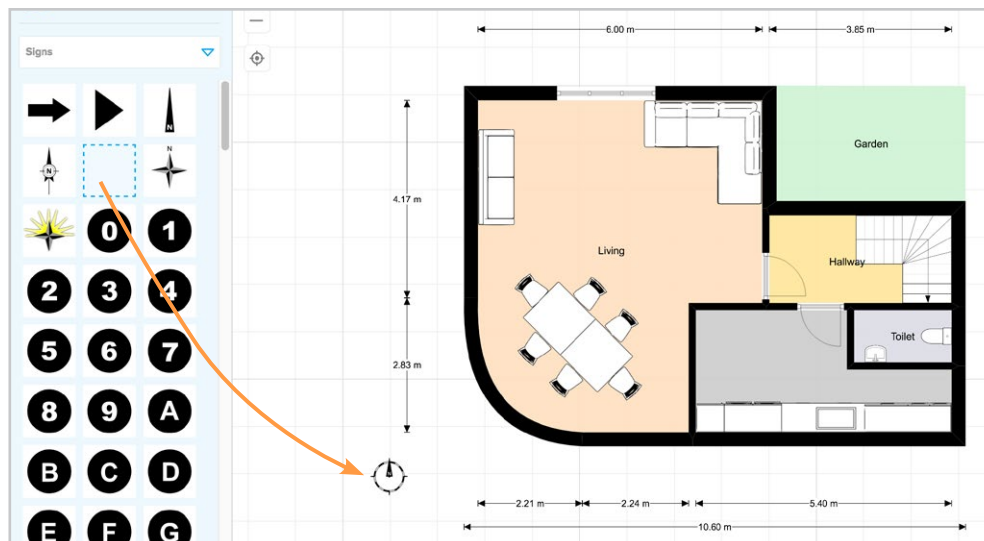
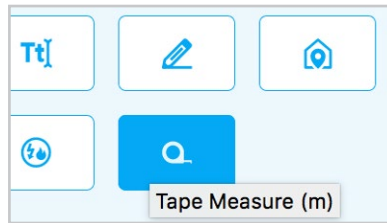1) Click on the icon
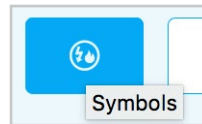
2) Select the set of icons you need.

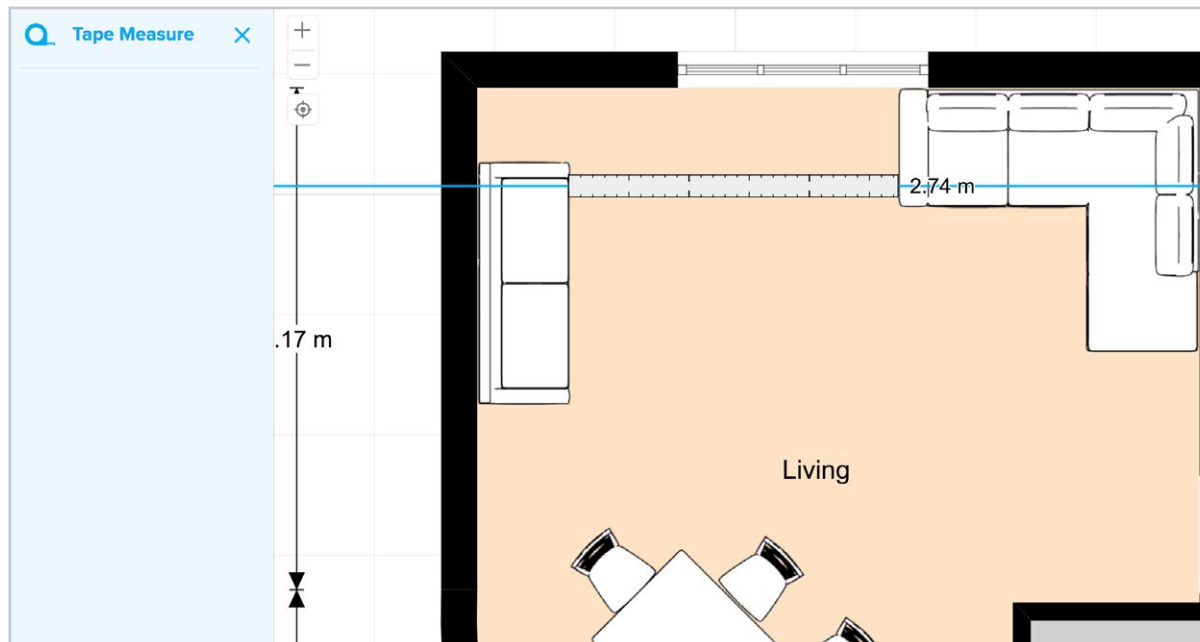3) From the list, drag and drop your icon into your plan.

6j: Build: Tape Measure

To measure a distance of anything in your plan, use the tape measure.

1) Click on the icon

2) Click and drag anywhere in your plan to measure a distance.
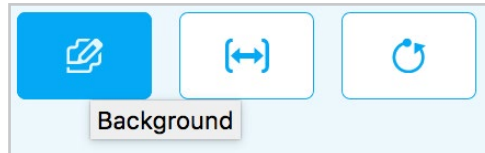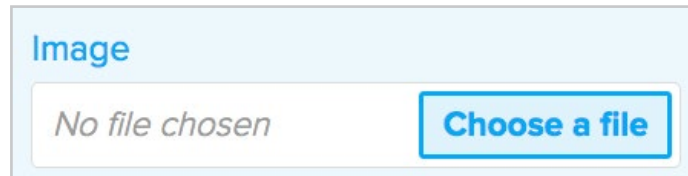
*Tip: hold **s** to disable snapping*

6k: 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.
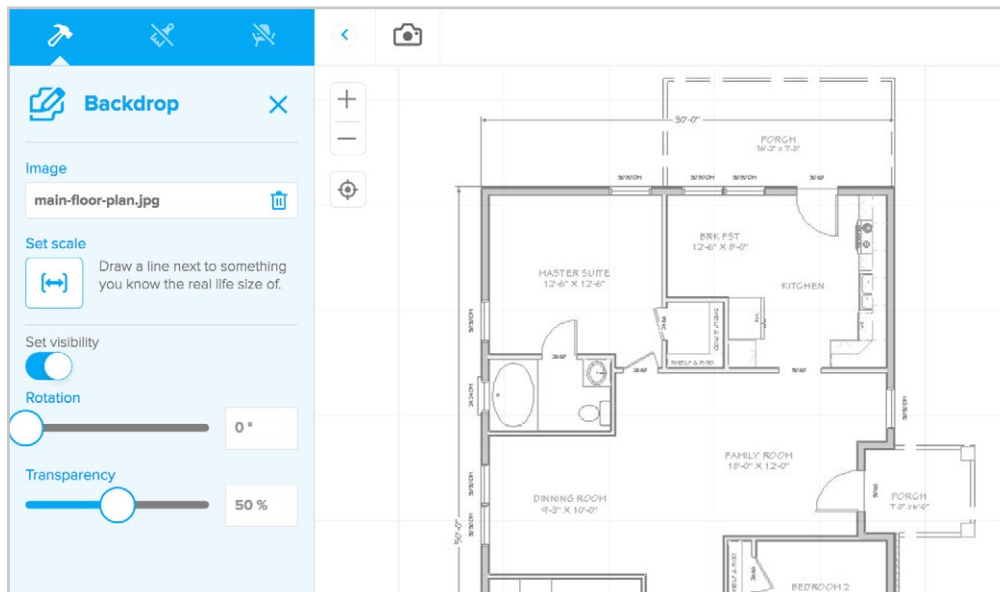
1) Click on the furniture tab

Background

2) Click upload to your drawing
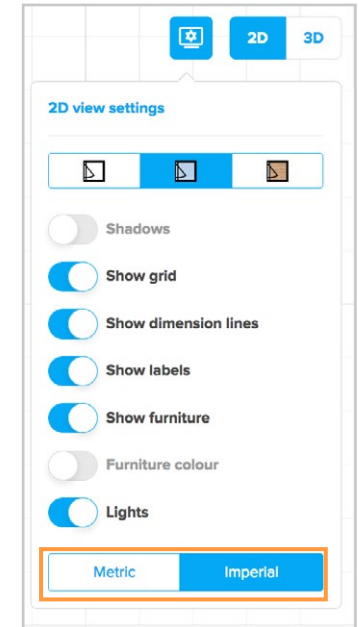
Image

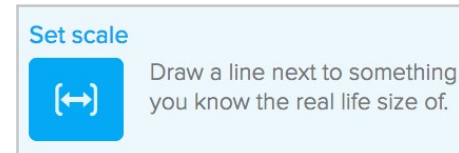No file chosen   **Choose a file**

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 view settings.

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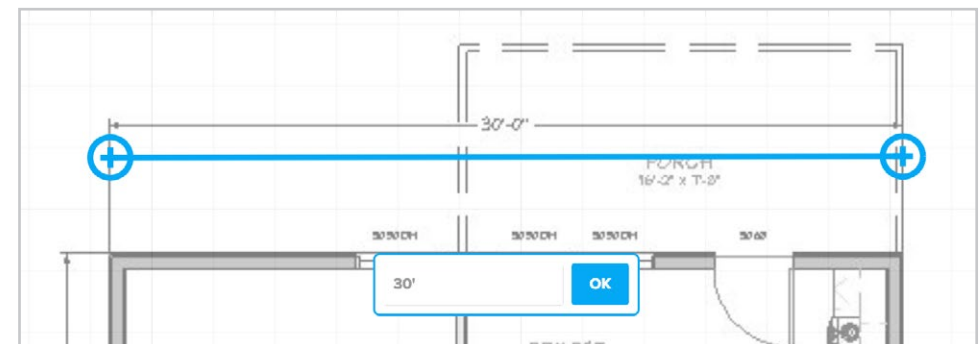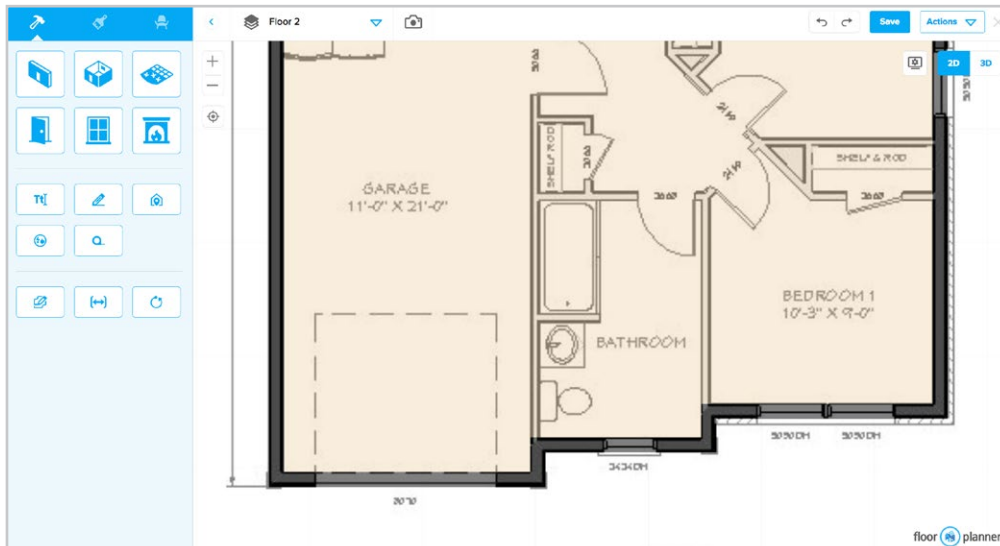
6) Now your background is scaled. Zoom out to start tracing.
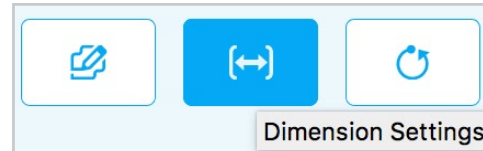

7) Click the room tool and set your wall thickness to correspond to the wall thickness of your exterior walls. Then start out by tracing the exterior walls. Proceed after that with your interior walls.
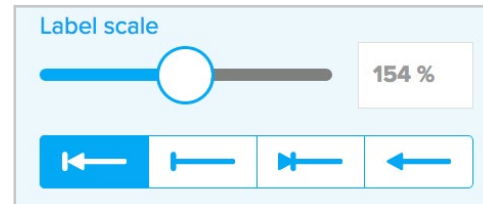
6I: Build: Dimension Settings

Floorplanner generates autmotic dimensions around your walls. D

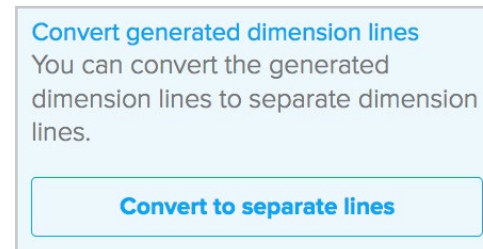1) Click on the Dimension settings icon

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

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

4) Convert your generated dimensions to custom dimensions with the blue button
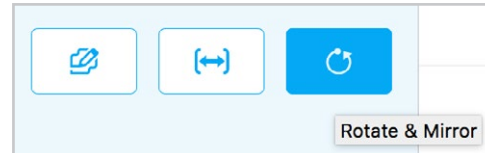
Convert generated dimension lines
You can convert the generated dimension lines to separate dimension lines.

Convert to separate lines

5) Now you can select and remove or modify the dimensions without affecting your rooms.
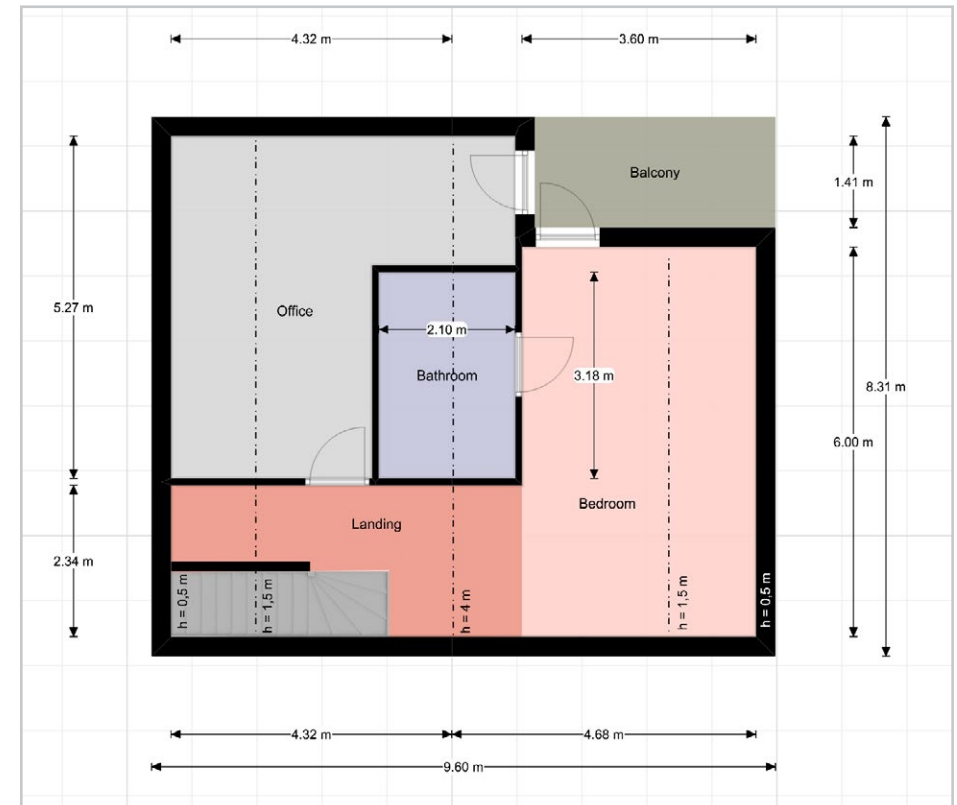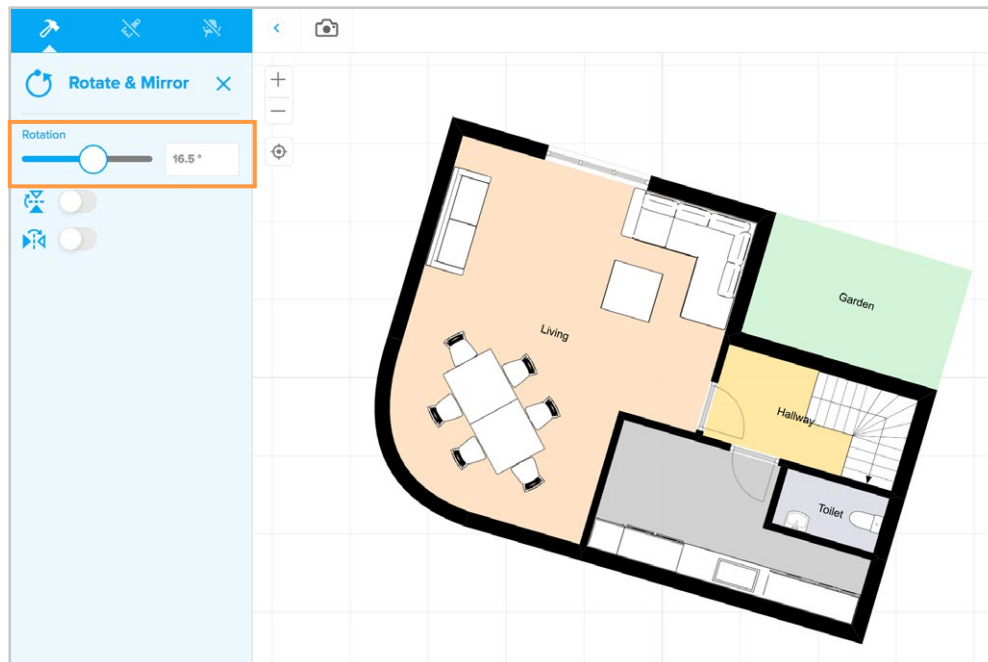
6m: Build: Mirror or Rotate entire plan

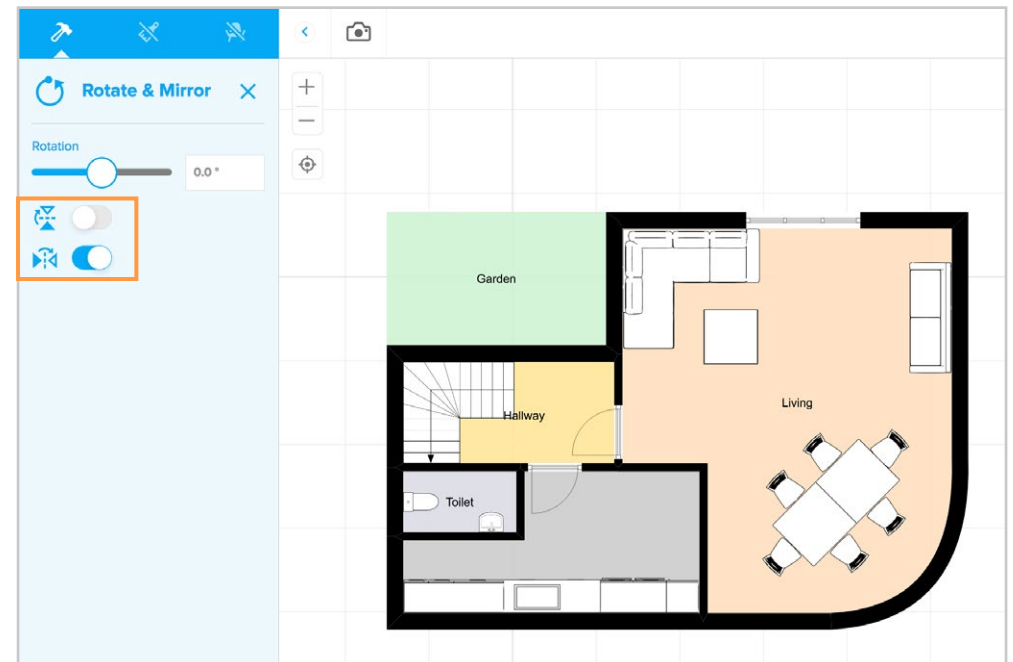*At any time you can rotate or mirror your entire plan.*

1) Click on the Rotate icon

2) Use the slider or text input step-per to rotate your plan.

3) Use the toggles in the bottom to mirror the entire plan vertically or horizontally.
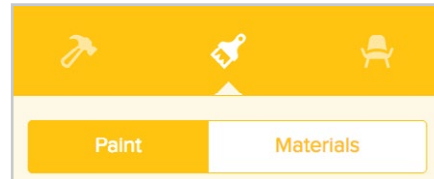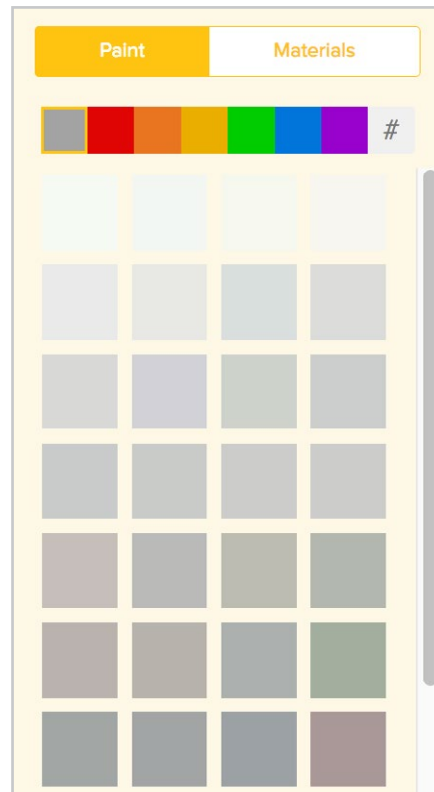
7a Decorate: Colors

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

Apply colors

1) Click the paintbrush icon to open the decorate mode and choose Paint.
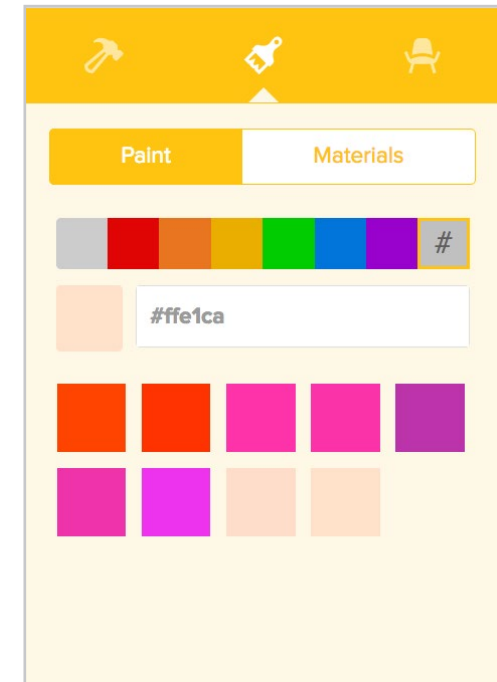
Find colors by picking a hue, then drag a teint of the list below and drop it on a room, wall or surface.
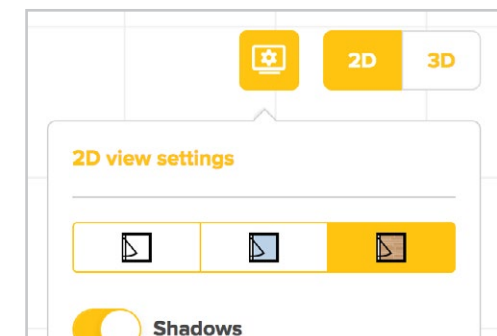
Pick your own color

Click on the # button and enter or paste a RGB hexcode to generate a custom color. You can drag and drop that on a room, wall or surface.

#ffe1ca

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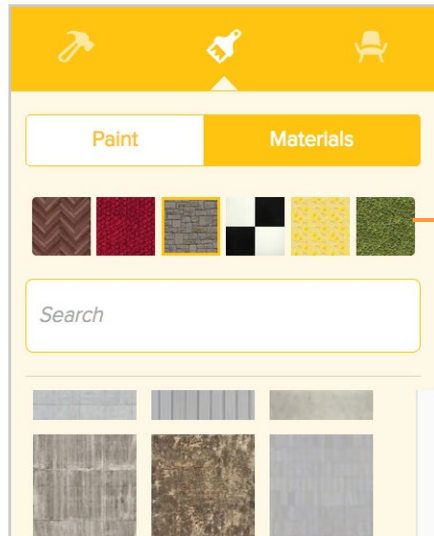
2D view settings

Shadows

7b Decorate: Materials

Apply materials

1) 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.
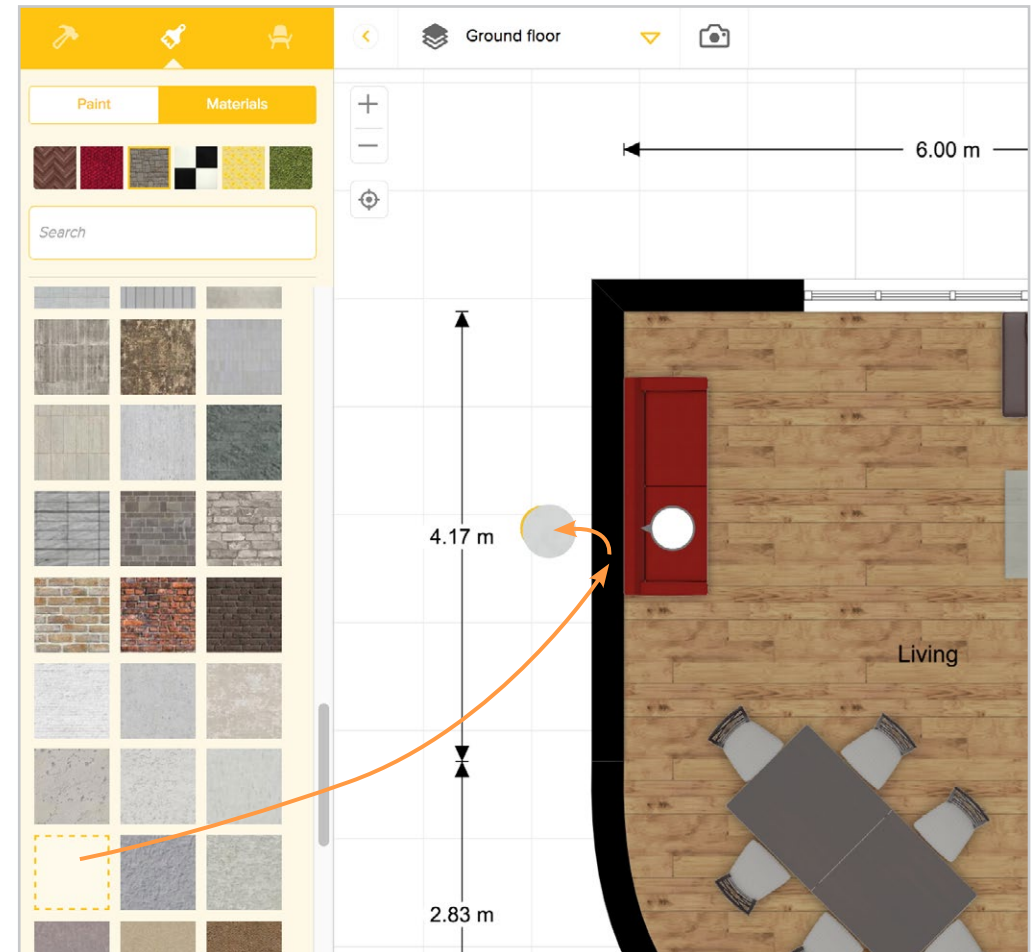
8a: Furniture library

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.

1) Click on the furniture tab

2) Specify a search, like table or glass

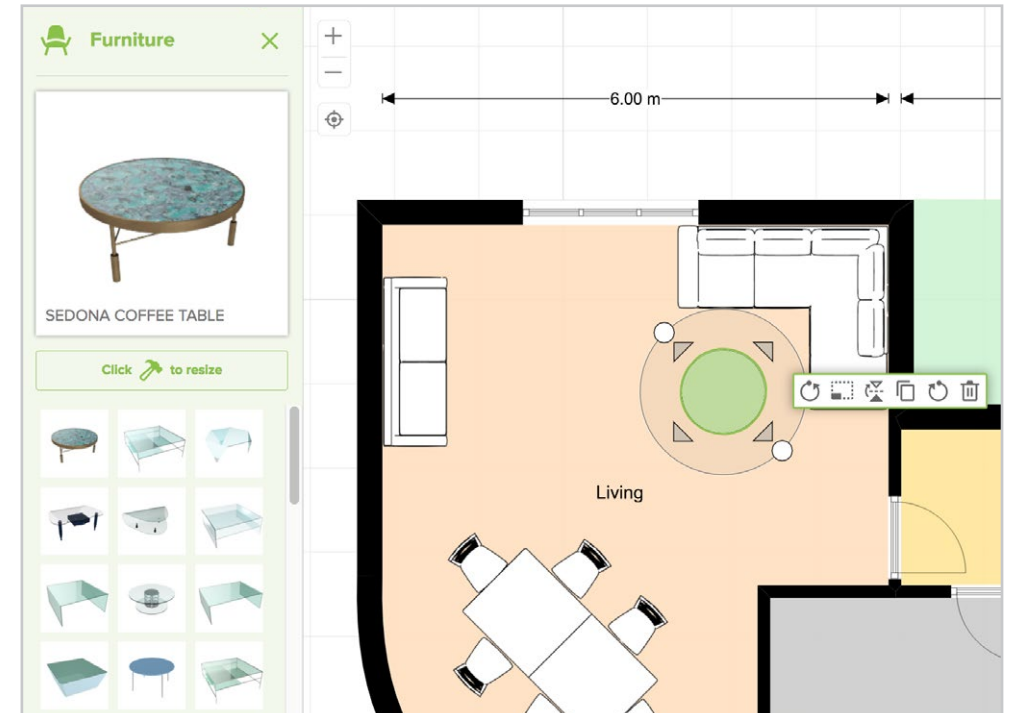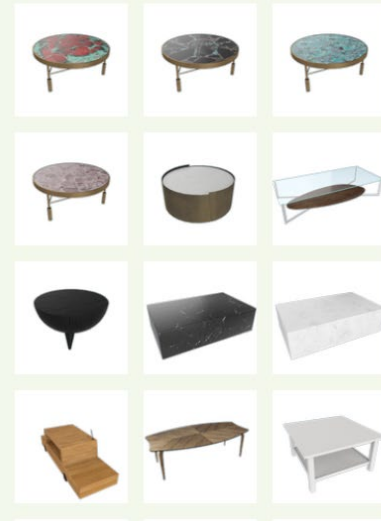3) To narrow your search findings, select a category, and subcategory, or just scroll through the list.

4) Drag and drop an item into your plan.

| Collections | Categories |

Search

Living-room furniture

Tables

Coffee tables

View 2D 3D

Furniture ✕

SEDONA COFFEE TABLE

Click to resize

6.00 m

Living

5) After you select this item, you can find related items in the side-bar, or click
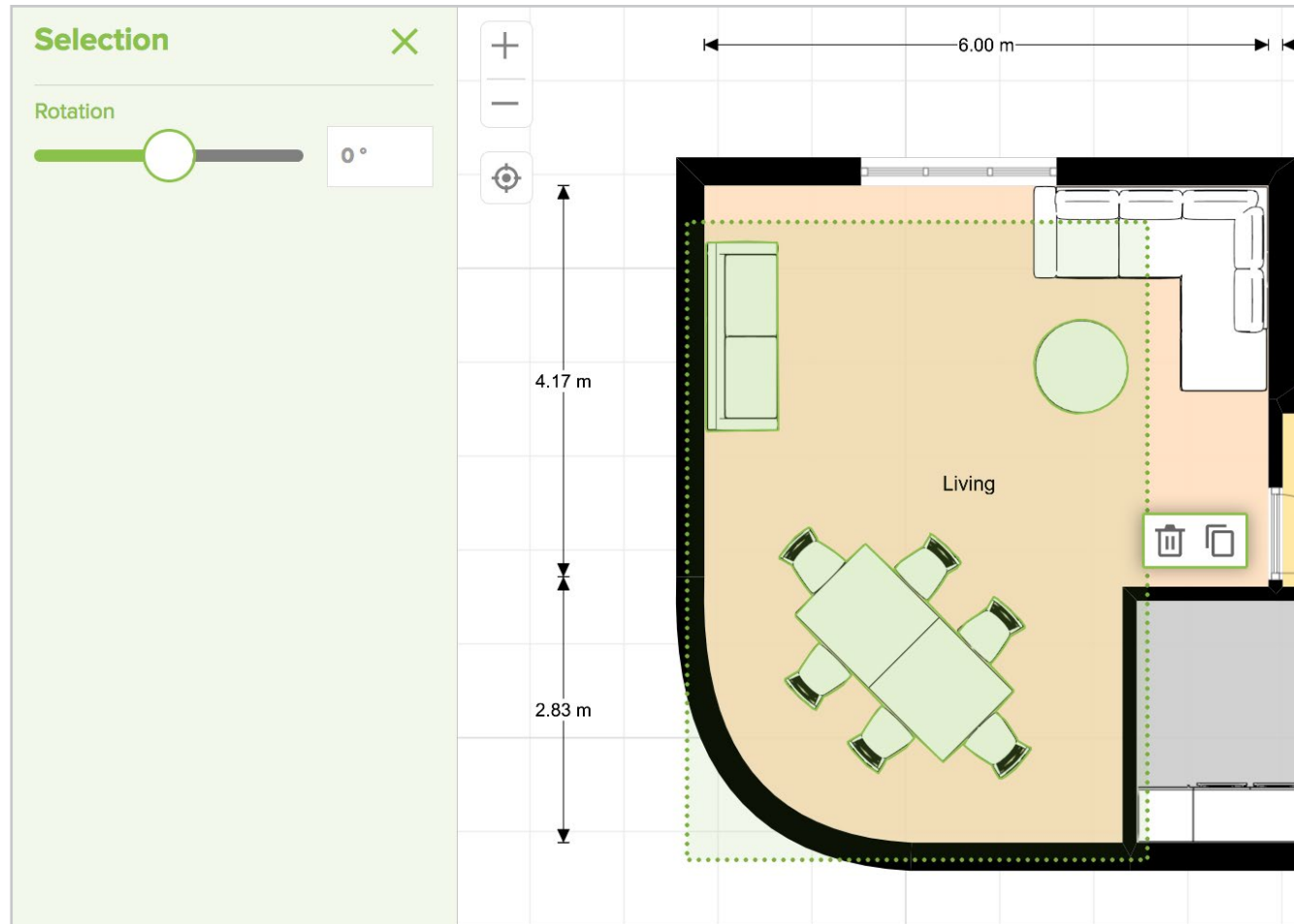
Click to resize

to edit the dimensions.

8b: 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 mulitple items after each other to make a temporary group.
2) Hold Shift and drag a rectangle around the items you want to add.

Now you can delete, or duplicate this group, or move it by dragging the rectangle, or rotate them with the slider.

Selection ✕

Rotation

0°

6.00 m

4.17 m

2.83 m

Living

9 Project Actions

When your floorplan is ready, there are several ways you can present or share it with others. These can be found under the Actions button.

1) Click on action button.
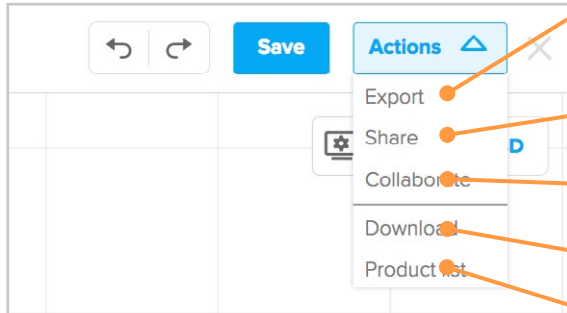
a: Export to 2D or 3D

b: Share a link to your floorplan, embed it in a website, or make it private

c: Collaborate on your plan with someone else

d: Download your plan as a .FML file

e: Get a list of products that you used in your plan.

9 a: Project Actions: 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.

Export

Scope	Whole project / **Current design**
Title	(toggle on)
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	(toggle on) **Scale to fit** / 1:24 / 1:48 / 1:64 / 1:96
Export in 3D	(toggle off) Top view ▽
Send email to	your@email.com

Export

Floorplanner System Notification <noreply@floorplanner.com>
to nico ▾

English ▾ > Dutch ▾ Translate message

floor 🐘 planner
view this email in your browser

Hi,

You've recently requested a **2d** export from Floorplanner.com

We're pleased to notify you that your export is ready for download. Please use the link(s) or click on the images below to download your export(s).

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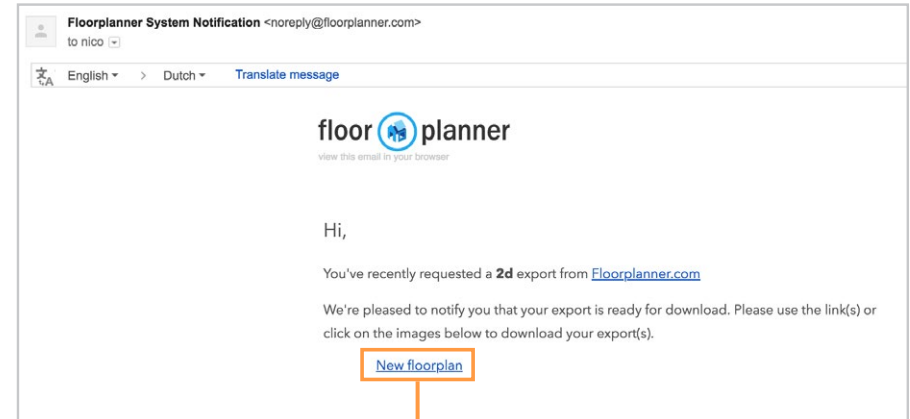
The export will show as your current view 2D settings.

⚙ | **2D** | **3D**

2D view settings

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

The export will show as in your current view 3D settings.
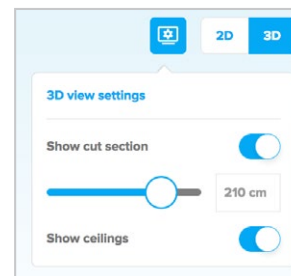
9 c: Project Actions: Share

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.
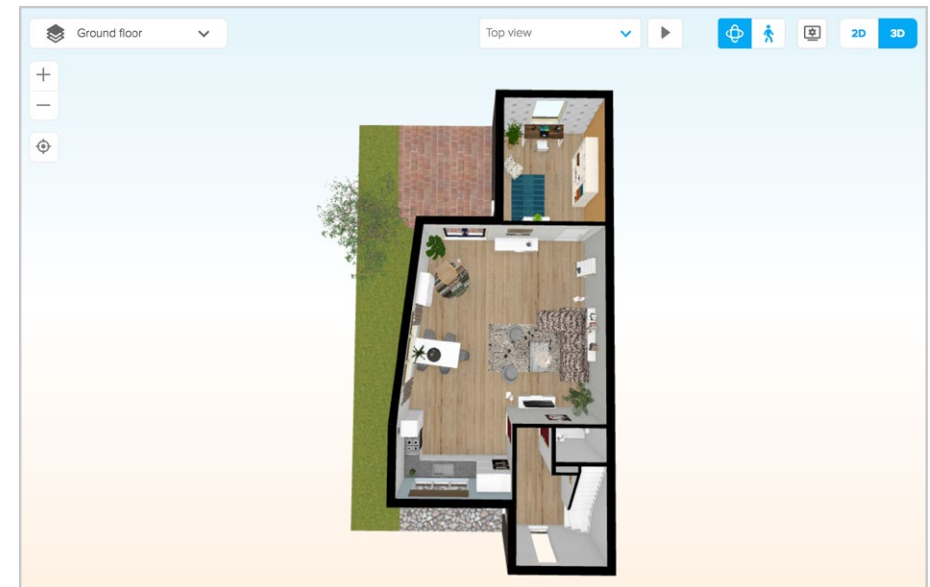

To share the project in a viewer it must be set to public
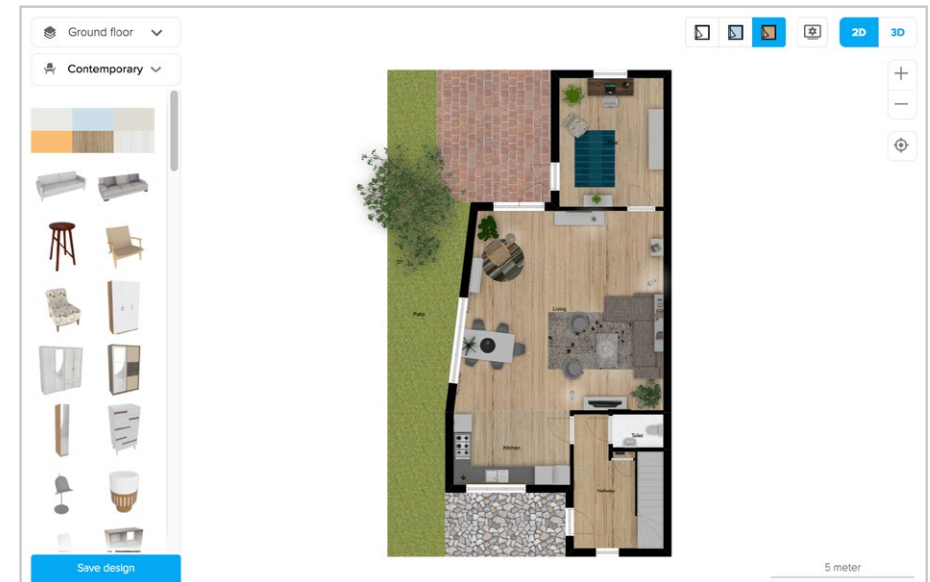
Share in a Spaceplanner:
Let someone play around with the plan and furnish it with a limited set of furniture.
A link to the plan is sent by chat or by email.
The original plan is not changed when a user saves a layout, the user receives a copy by email.
(no need for a floorplanner account)

9 d: Project Actions: Collaborate

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

Collaborate

Allow other Floorplanner users to edit your project for 14 days.

URL

Generate

10: Keyboard shortcuts

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

Function	Key(s)	Mode
Exit mode	`esc`	Drawing or selected item
Delete items	`del` or `backspace`	While item is selected
Disable snap	`s`	Hold while drawing or moving stuff
Move around	`◄` `►` `▼` `▲`	In Camera or 3D view
Move item 1 step	`◄` `►` `▼` `▲`	While item is selected
Rectangle select	`shift`	Click and drag mouse in canvas
Hide/show drawing	`b`	While tracing background image

Function	Key(s)	Mode
Draw wall	`w`	In 2D view
Draw room	`r`	In 2D view
Draw surface	`f`	In 2D view
Add text	`t`	In 2D view
Draw dimension	`d`	In 2D view
Draw line	`l`	In 2D view
Tape measure	`m`	In 2D view

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.

11: More help

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
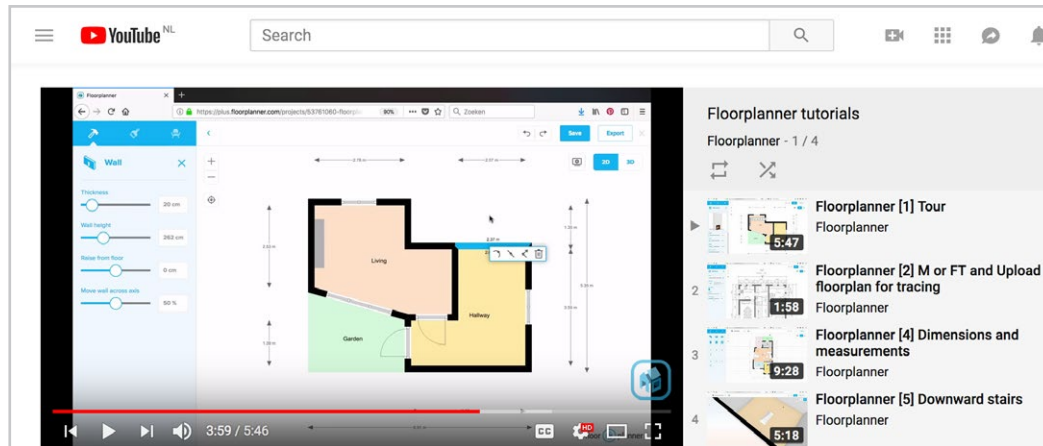
Any questions still unanswered?
Try our contact form: floorplanner.com/contact