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.
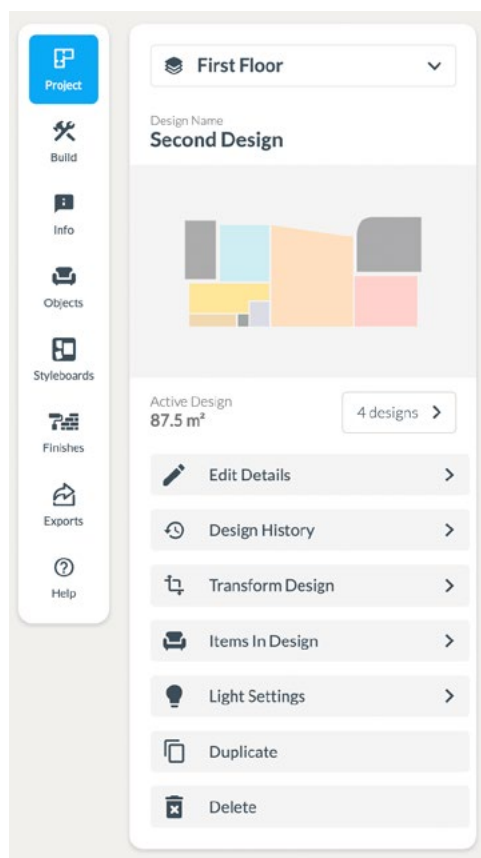
Exit to dashboard

Tools

Sidebar

Top Bar

new/undo/redo/save

zoom

project name

Export 2D/3D

< Dashboard

Project
Example House 140219

Export Image

Project

Build

Info

Objects

Styleboards

Finishes

Exports

Help

First Floor

Design Name
Second Design

Active Design
87.5 m²   4 designs >

Edit Details   >
Design History   >
Transform Design   >
Items In Design   >
Light Settings   >
Duplicate
Delete

2D   3D

2D / 3D view

View settings

Display style

1.92 m   3.54 m   5.85 m   4.4

Drag a wall to enlarge the room

Kitchen

Living

4.04 m

2.13 m

0.89 m

Hallway

Toilet

Bedro

Canvas

Select a piece of furniture
to edit or find similar items

Click a ro

3.36 m   0.72 m 1.37 m   5.85 m   4.4

m   ft   Q   ✕   💬   🛋

units / measure / lock

2 Sidebar

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

Project menu   [more on page 20](#)

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

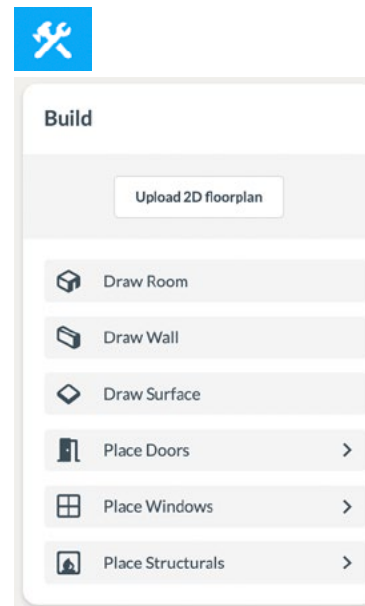| Element	Description
First Floor	Floor menu
Minimap	Minimap
4 designs	All designs in this floor
Edit Details	Rename, make default
Design History	Restore older version
Transform Design	Rotate/Flip/Set origin
Items In Design	All items in plan
Light Settings	Setup your lighting
Duplicate	Duplicate design
Delete	Delete design

Build   [more on page 21](#)

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

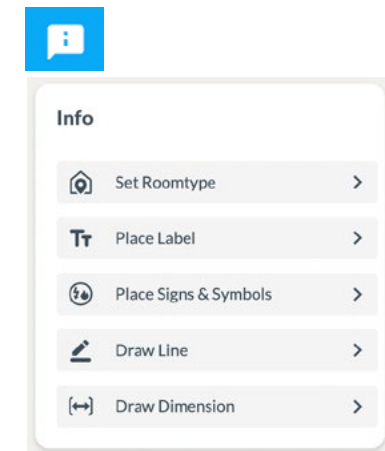| Element	Description
Upload 2D floorplan	Background drawing *(to trace a floorplan)*
Draw Room	Draw Rooms
Draw Wall	Draw Walls
Draw Surface	Draw Surfaces
Place Doors	Doors
Place Windows	Windows
Place Structurals	Structures

Information   [more on page 40](#)

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

Element	Description
Set Roomtype	Room types
Place Label	Text
Place Signs & Symbols	Symbols/Icons
Draw Line	Lines
Draw Dimension	Dimensions

2 Sidebar

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

Objects

Furnish your plan with the huge amount of furniture, decorative items, architectural and professional items.
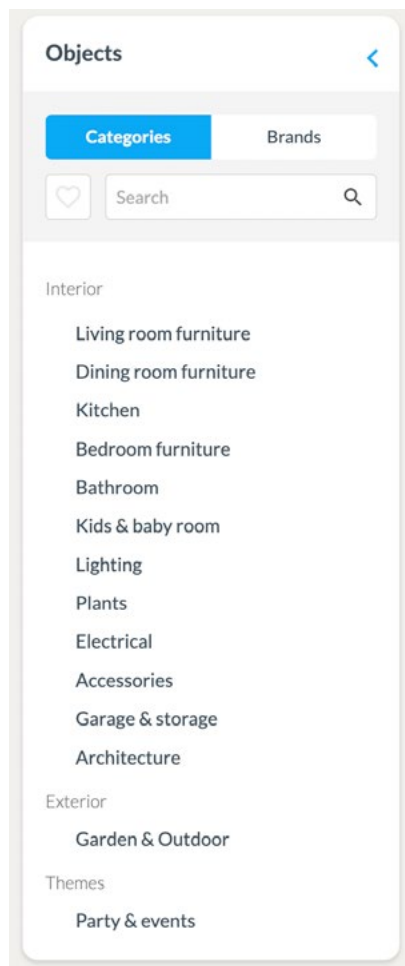
Categories or brands
Your favourites
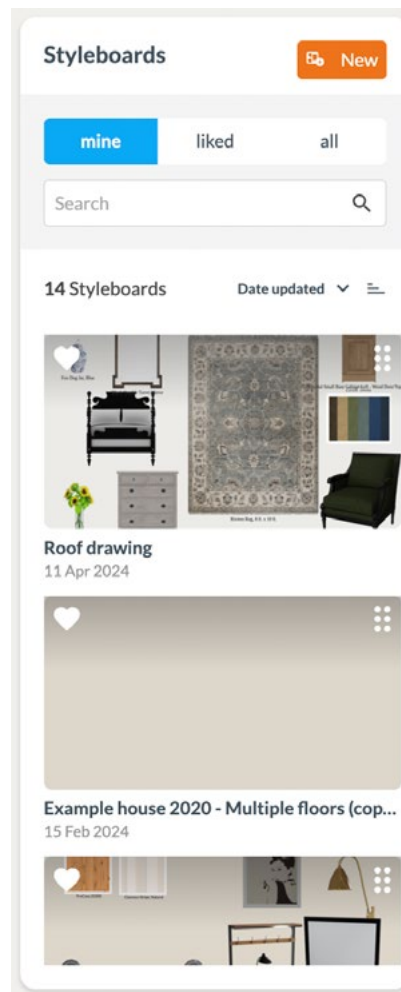Search

Select categories
and sub categories

Filter on brand
and color

Scroll through results

Create favourite list

drop into your plan

Styleboards

Create or pick a styleboard to quickly furnish your rooms in a certain style.

Start a new one

Pick an existing

Search

Scroll though
styleboards

drop on top
of a room

Finishes

Apply colors or materials to your flooring, walls ceiling, and exterior.
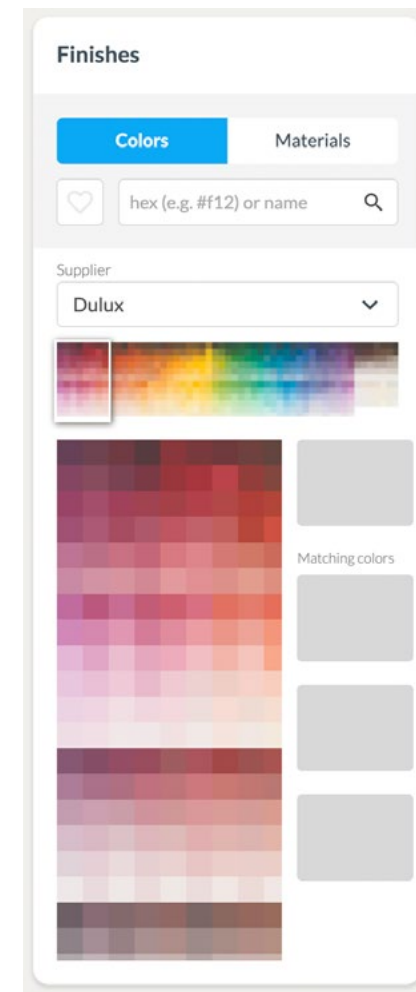
Colors or Materials
Your favourites
Search

Select category /
supplier

Select color range

Scroll through results

drop into your plan.

2 Sidebar

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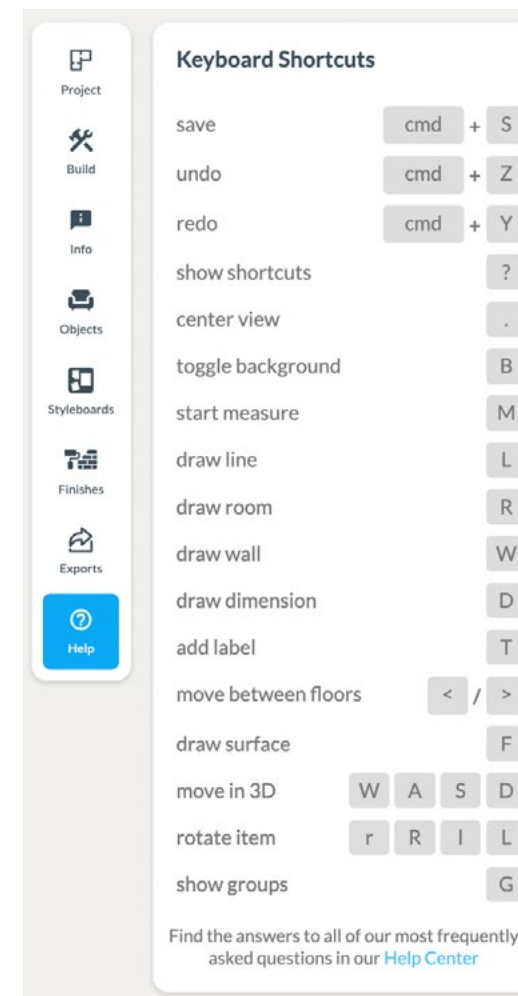
Exports

Find all your exports here.
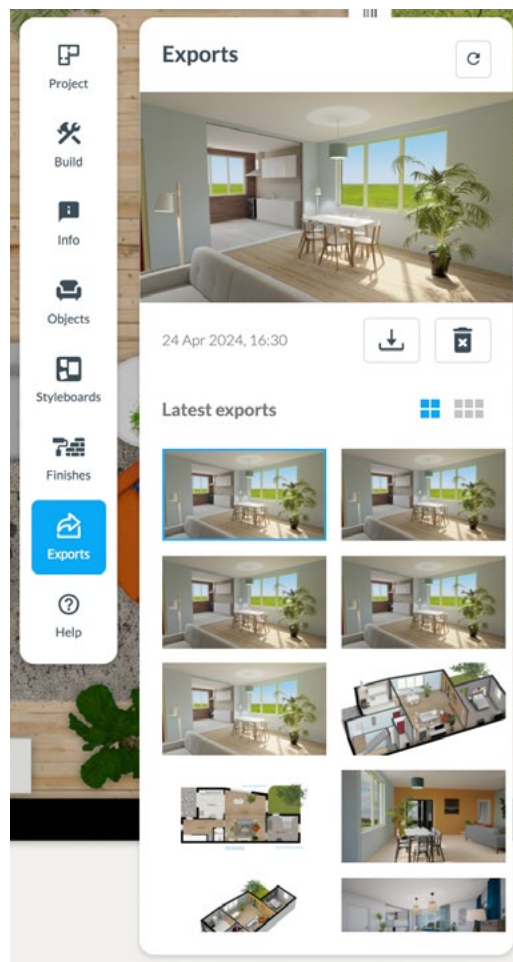
Scroll through your most recent exports.

Download from here.

Delete undesired results.

Shortcuts
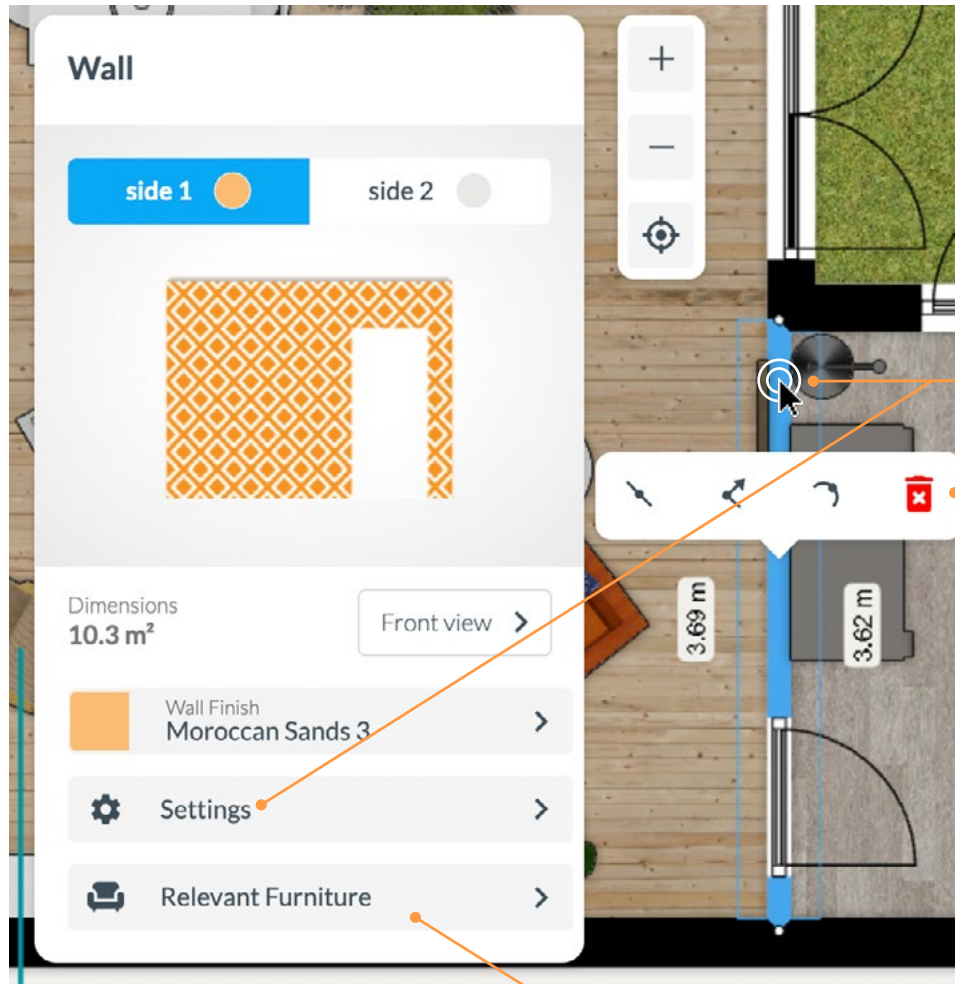
Never underestimate the power of your keyboard. Find useful shortcuts in here.
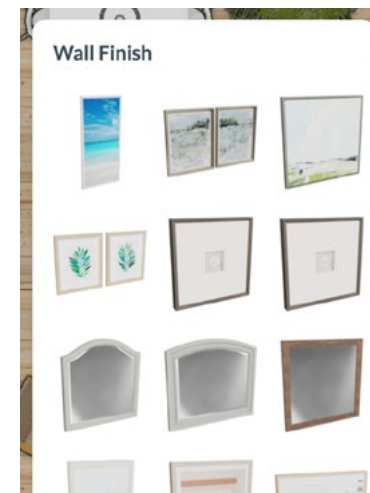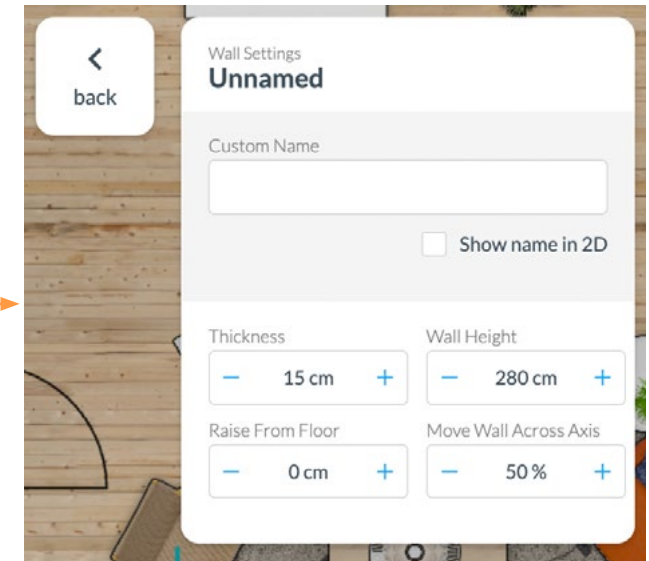
2 Sidebar for selected objects (wall)

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

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

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

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

Wall

side 1   side 2

Dimensions
10.3 m²   Front view >

Wall Finish
Moroccan Sands 3   >

⚙ Settings   >

🛋 Relevant Furniture   >

< back

Wall Settings
Unnamed

Custom Name

☐ Show name in 2D

Thickness   Wall Height
− 15 cm +   − 280 cm +

Raise From Floor   Move Wall Across Axis
− 0 cm +   − 50 % +

Wall Finish

2 Sidebar for selected objects (rooms)

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

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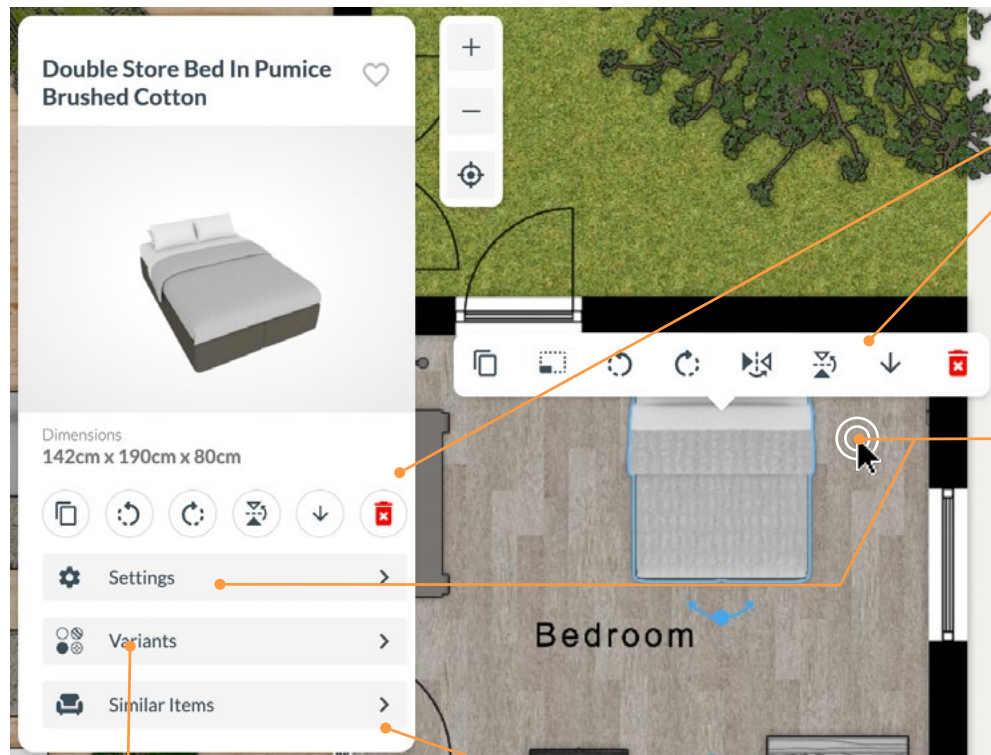
Selecte a material or color

Back 1 step

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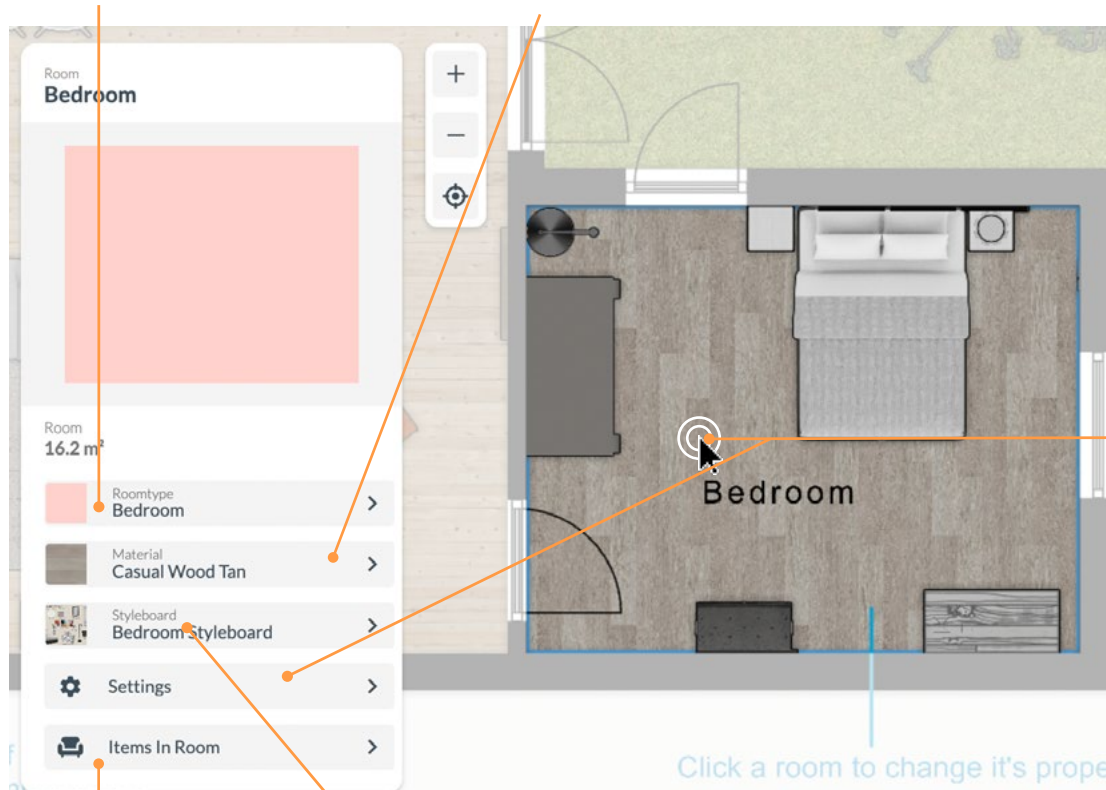

Get a list of all items in this room

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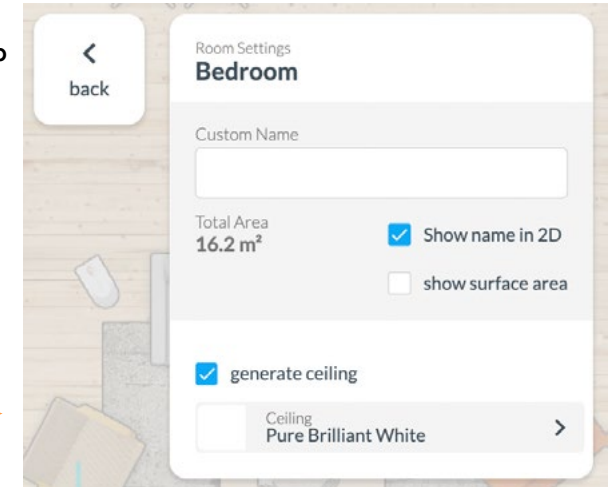
2 Sidebar for selected objects (furniture)

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

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

Back 1 step

Tip: doubleclicking on an object will bring you directly in this settings menu so you can go right away an change the dimensions and position.
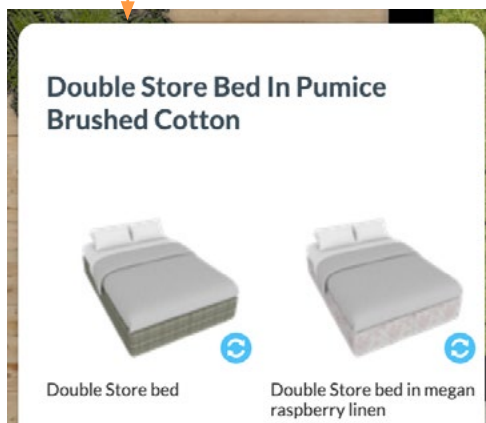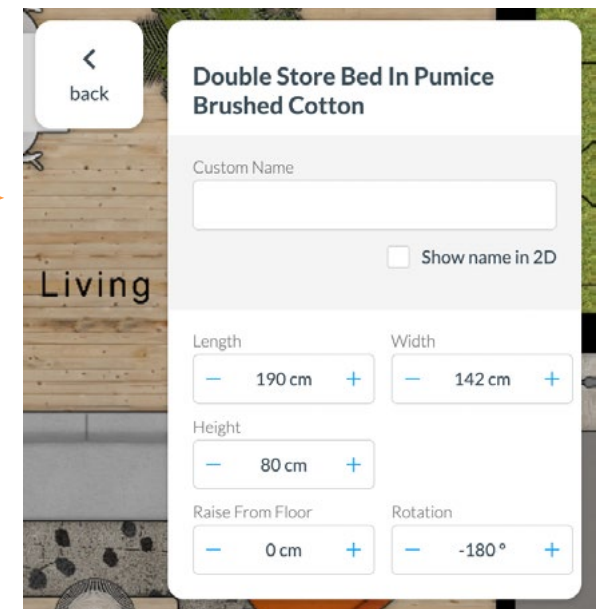
Find colour / material variations of the selected product.
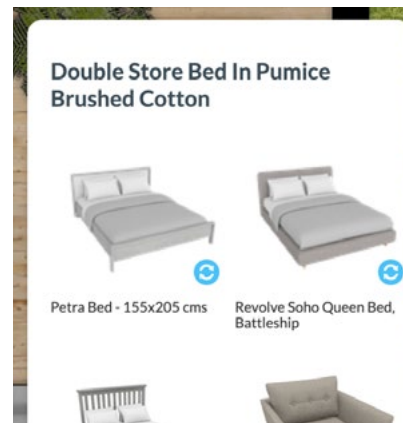
Similar items show items that are related to or similar to the selected object.

3a Canvas, 2D view

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

2D View settings

See the next page

Main navigation

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

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

Selecting and deselecting

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

or press esc on your keyboard.

Interactive Snapping

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

Hold S to temporarily disable snap.

Keyboard Shortcuts

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

Set units
to Meter or Feet

Tape measure
To measure a distance

Lock/unlock items
Lock structurals, information or furniture
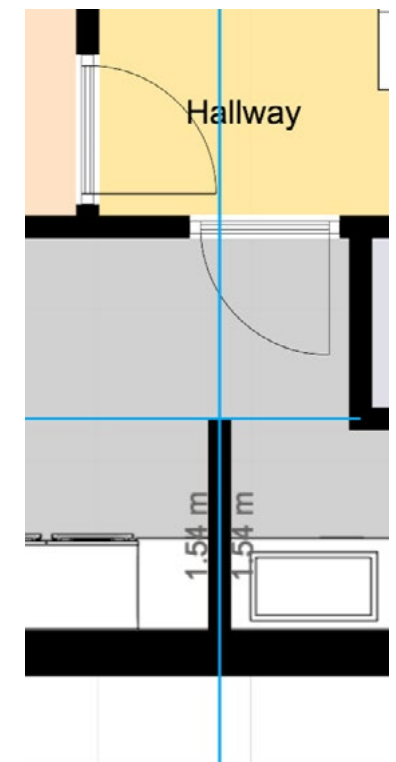
3b Canvas, View settings

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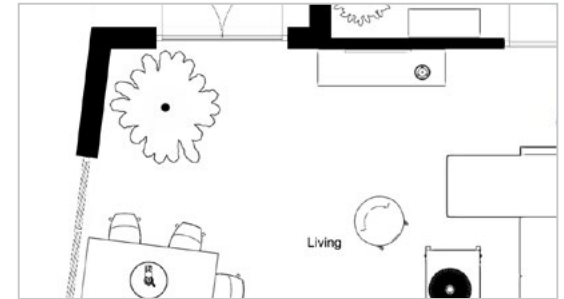
Set 2D view:

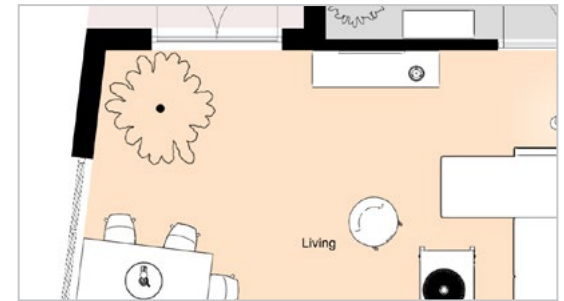Switch topic

Toggle any elements on or off.

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

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

Material and shadows
All surfaces appear in seleced materials. All furniture in their real materials. Walls and furniture have a light dropshadow.
Lights cast light.

blueprint mode

Blueprint mode
In this mode you can give your floorplan a look of an actual old fashioned blueprint; making everything appear in white outlines on top of a blue background. This colour can be changed in a template (Pro feature)
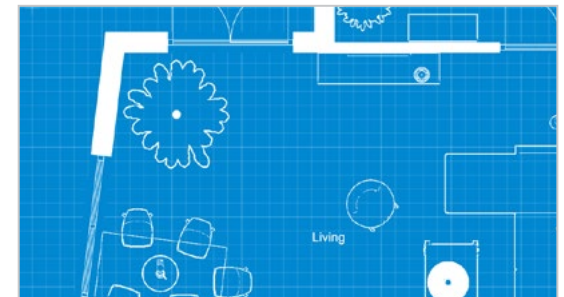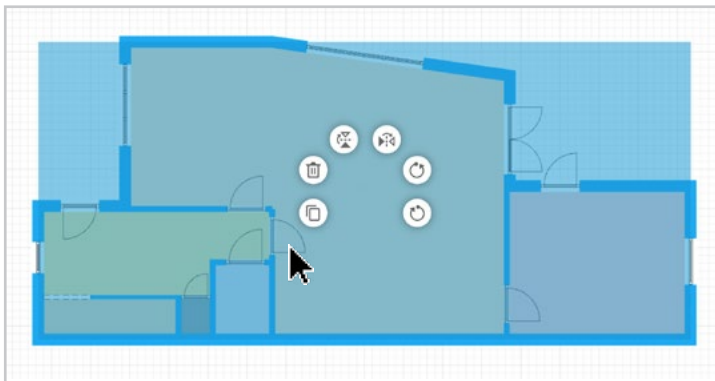
3c Selecting multiple objects

You can select multiple objects at once to move, remove, duplicate, rotate, mirror or edit elseways collectively.
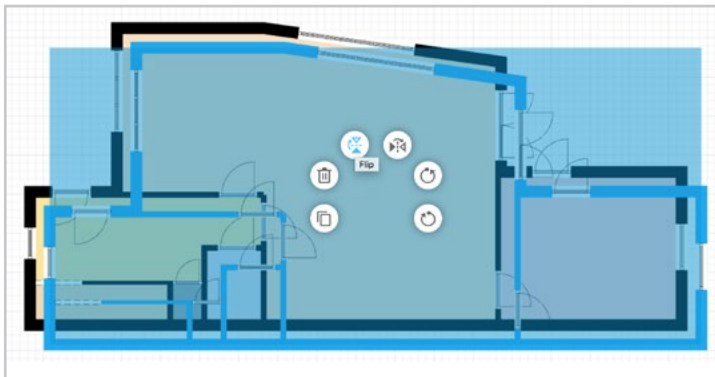
1) First hold `shift` and drag a rectangular area around the items you want to select.
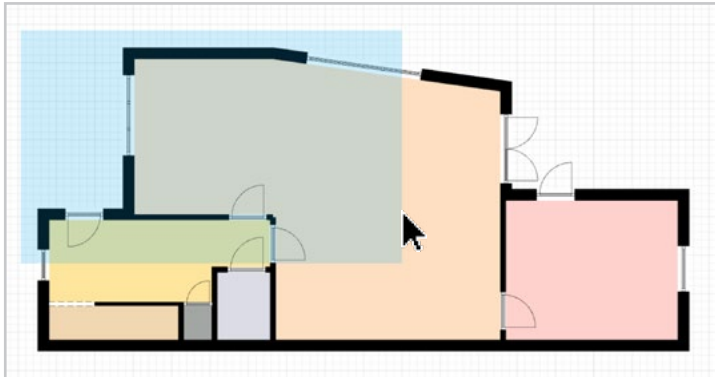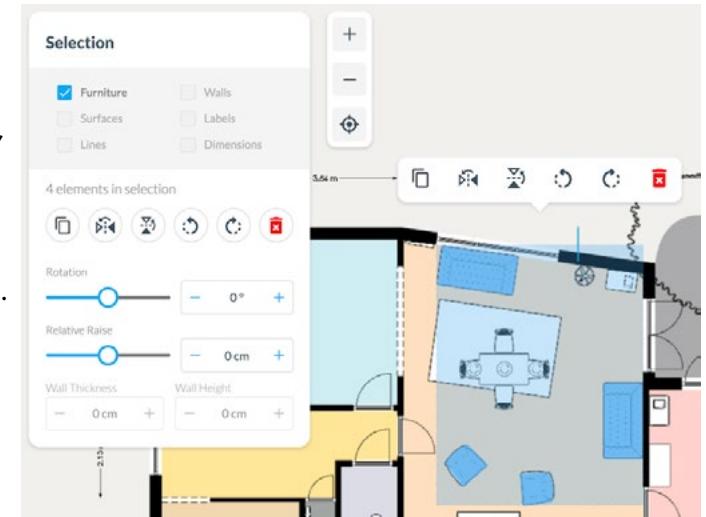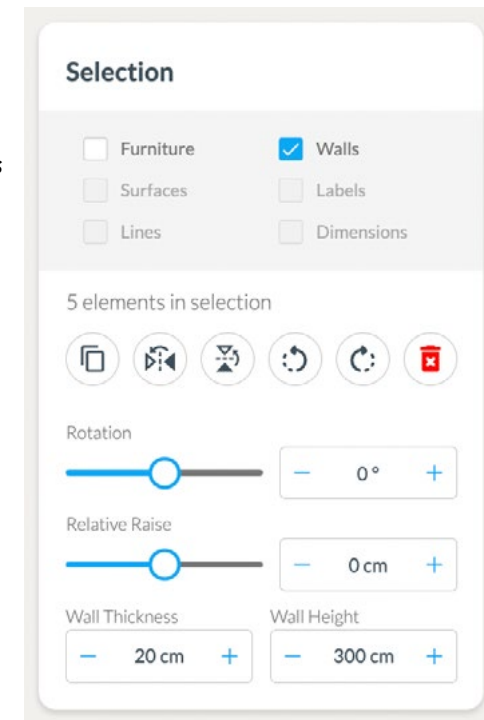
2) Now the items inside the rectangle are selected.

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

Tip 1: instead of dragging a rectangle, you can also click multiple objects one by one while holding `shift` *to add the to your selection.*
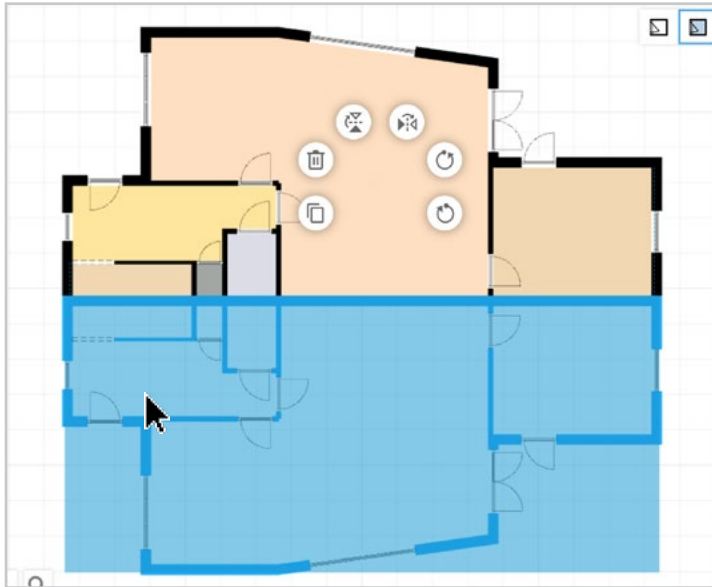
Tip 2: in the sidebar you can limit your selection to only walls or only furniture etc.

3c Selecting multiple objects

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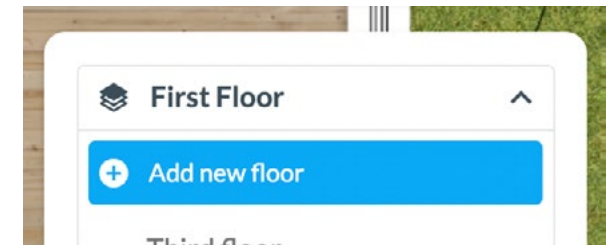

Tip 3: With a selection you can press

`CMD` + `C`

to copy. Open a new floor/design and press

`CMD` + `V`

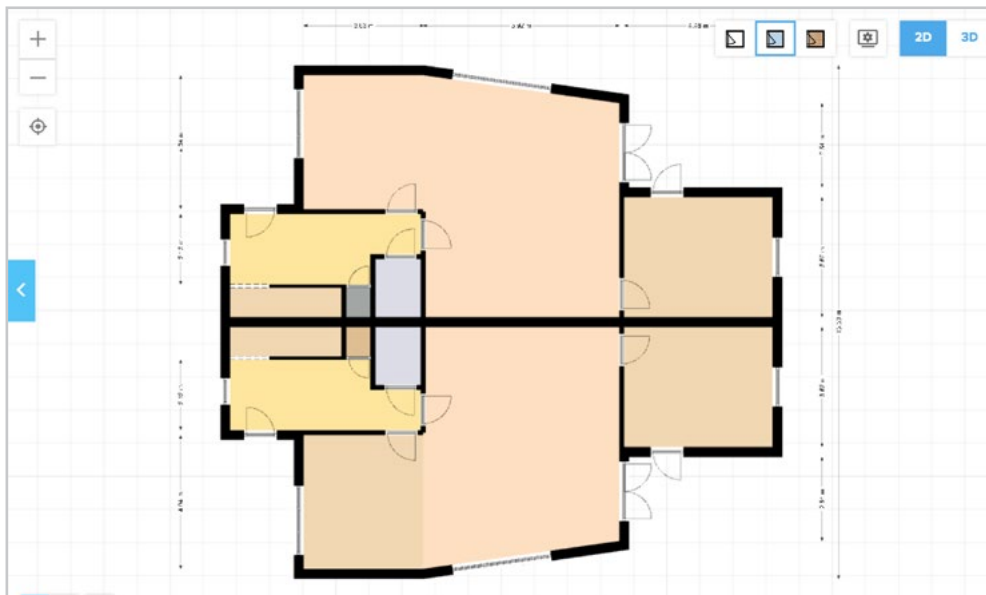*to paste the selection to a new floor/design.*

add new floor in floor menu (page 23)

add new design in design menu (page 23)

5) Click anywhere else in the canvas to finalize the position of your selection.
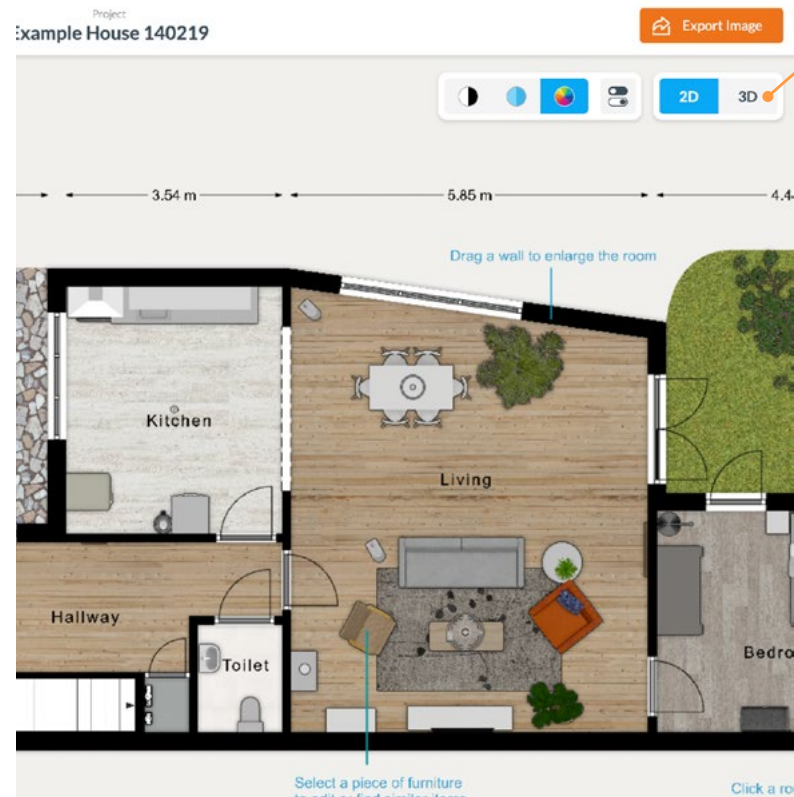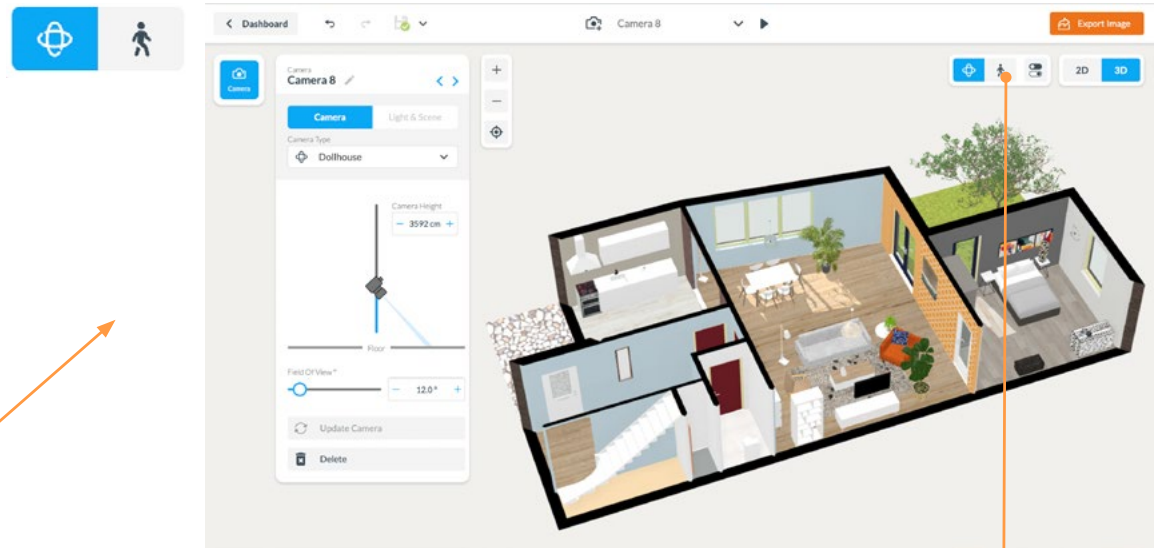
4a 3D View: Dollhouse and First Person

Nearly all drawing is done in 2D. In 3D you can view the interior, exterior and create nice visuals to present your space.
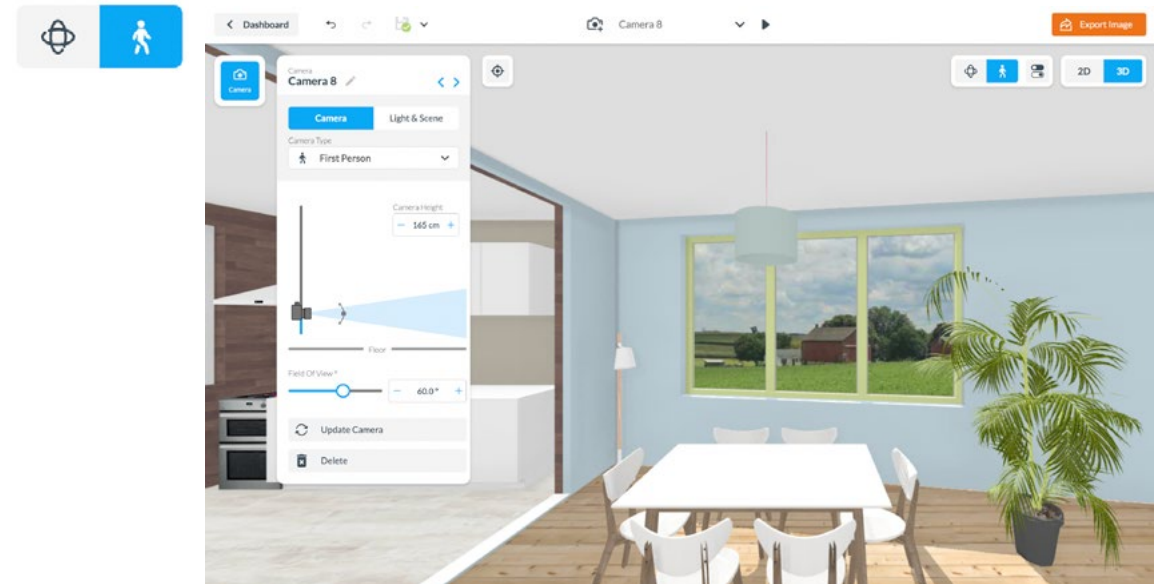
Switch from 2D to 3D view

Click the [2D] [3D] button to go to the 3D view mode. Here you can view your plan from above (dollhouse mode)
or from eye-level (first person mode)

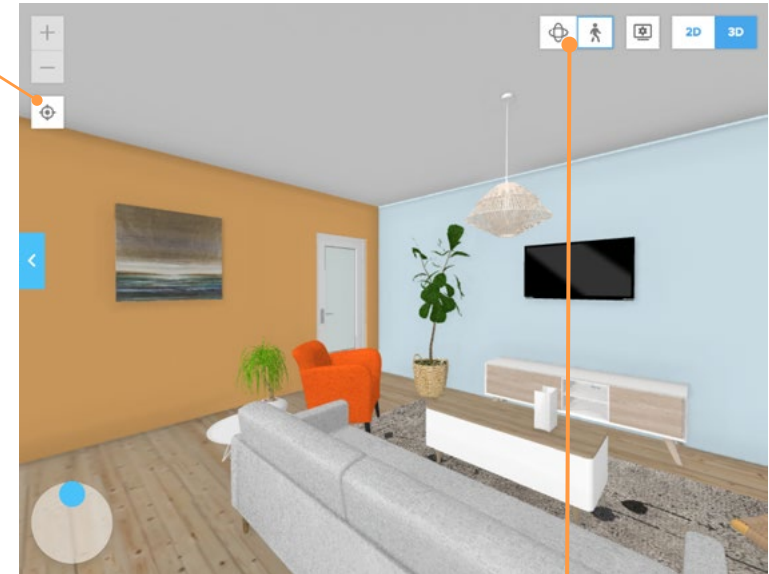**Camera in dollhouse mode**

Camera in first person mode

4b 3D view: How to navigate

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

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

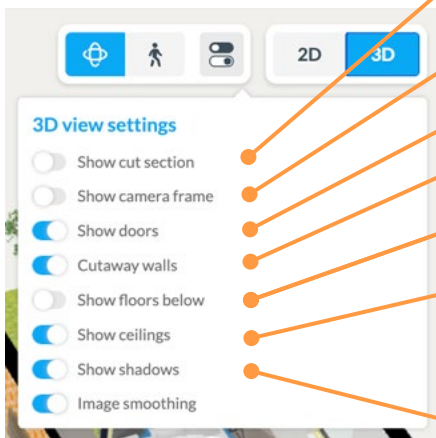Double-click on a surface moves your camera to that position.

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.
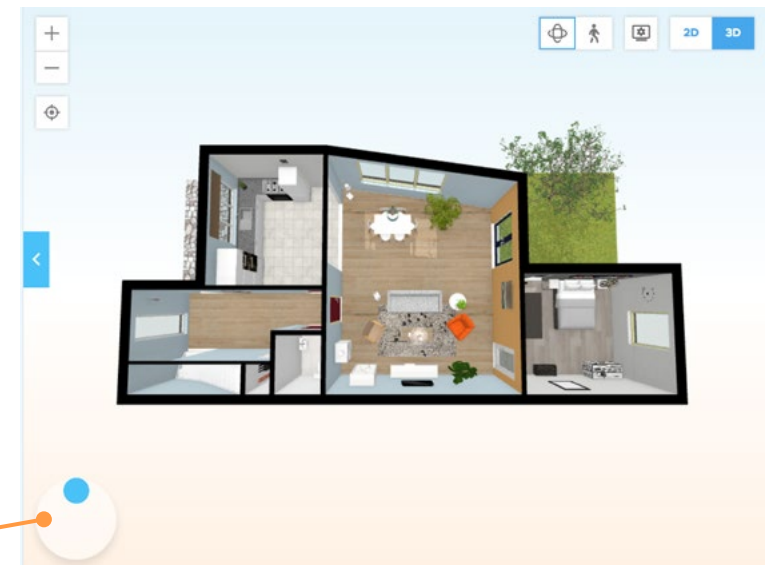
Display the camera frame applied for renders

Show / hide doors

Hide the closest walls in view to see inside rooms

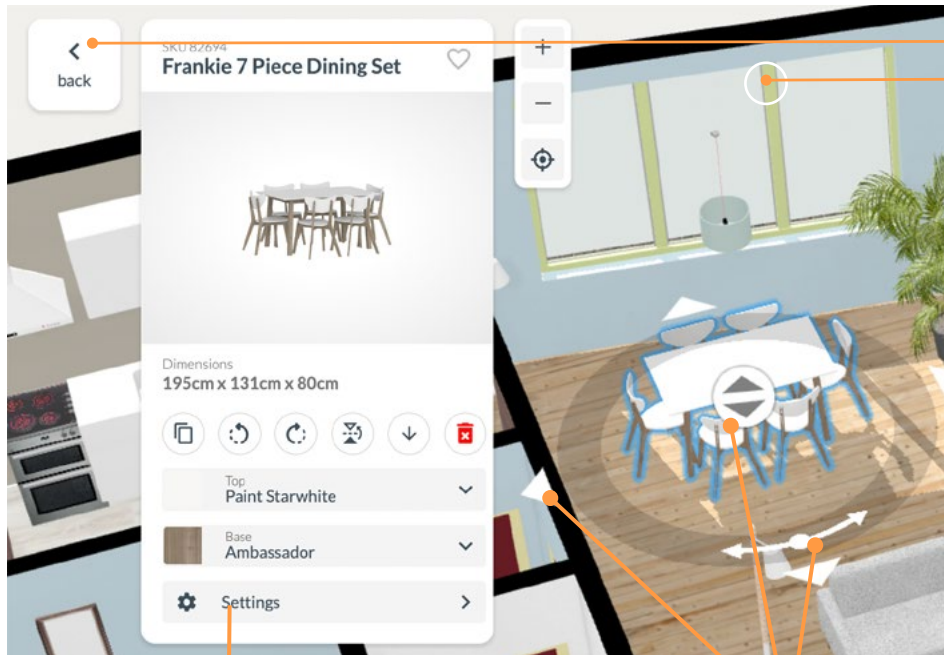Show all floors underneath the current floor

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

Show/hide shadows. NB: you can change the shadow direction with this element.
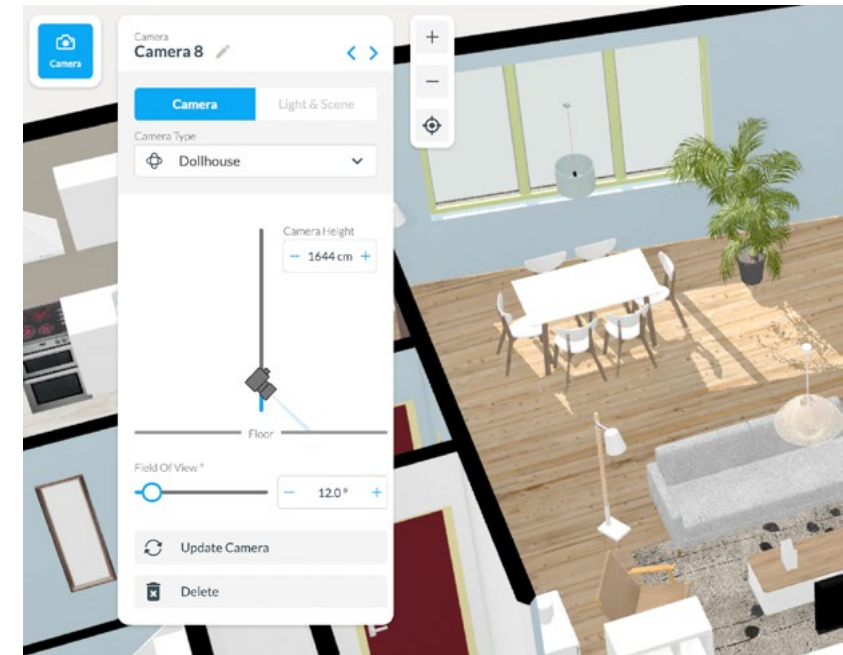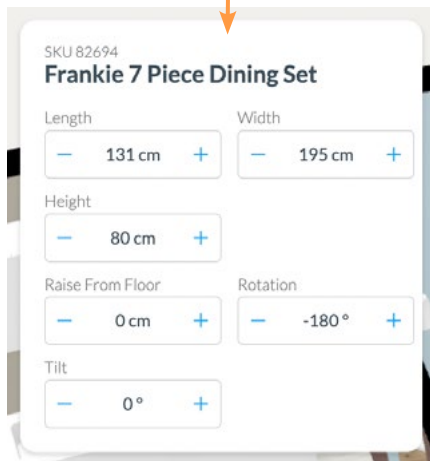
4c 3D view: Edit objects

In 3D you can select and edit some objects.

SKU 82694
Frankie 7 Piece Dining Set

Dimensions
195cm x 131cm x 80cm

Top
Paint Starwhite

Base
Ambassador

⚙ Settings

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

Camera
Camera 8

Camera | Light & Scene

Camera Type
Dollhouse

Camera Height
— 1644 cm +

Floor

Field Of View °
— 12.0 ° +

Update Camera

Delete

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

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

SKU 82694
Frankie 7 Piece Dining Set

Length
— 131 cm +

Width
— 195 cm +

Height
— 80 cm +

Raise From Floor
— 0 cm +

Rotation
— -180 ° +

Tilt
— 0 ° +

4d 3D view: Adding cameras

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

Your list of cameras will be used in:
-3D Viewer
-3D Spaceplanner
-3D VR Tour

In the side bar you can handle the active camera

Hide the sidebar

Rename your camera

Switch to next/previous camera

Change light and scenery image

Change camera type

Change the camera height and vertical angle

Change the camera field of view.
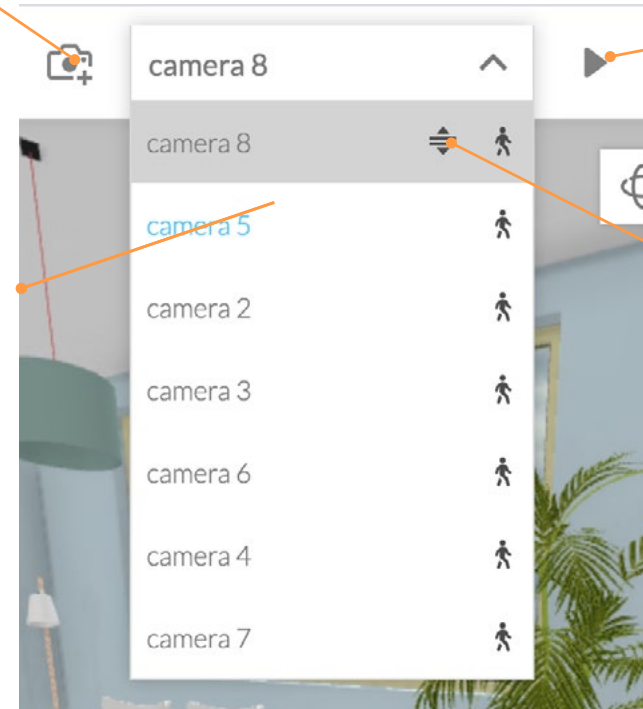
Update the last changes to the current camera

Remove active camera

Create a new camera with the current view.

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

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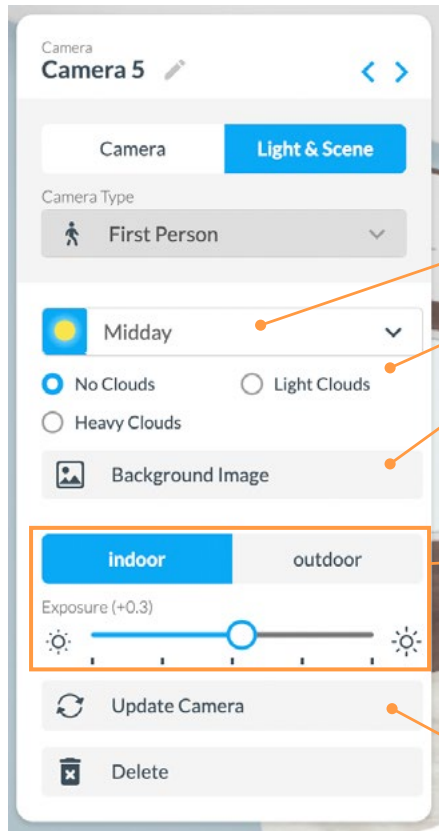This button will also show up in the view-mode of your project.

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

4e 3D view: Light and Scene

For each camera in First-person view you can customize the light and scene settings.

1) Click on Light and Scene

2) Create your scene

Floorplanner has dynamic 360° sceneries. Just pick a time of day, a weather type and a landscape.

a) Set the time of day to change the brightness and altitude of the sun.

b) Set the type of weather

c) Pick a pre-made land-scape to apply as a 360° skyline.
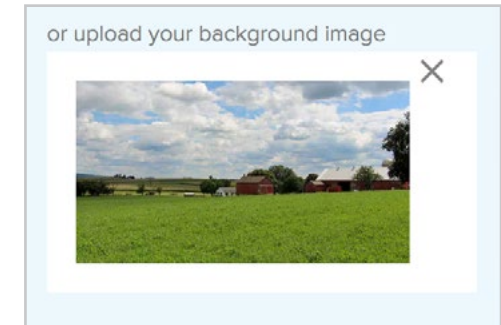
d) Choose the correct lighting setting.

>> See next page for the result

Don't forget to update your camera before returning to 2D!!!

or upload your own scenery. This will be are non-dynamic, flat image

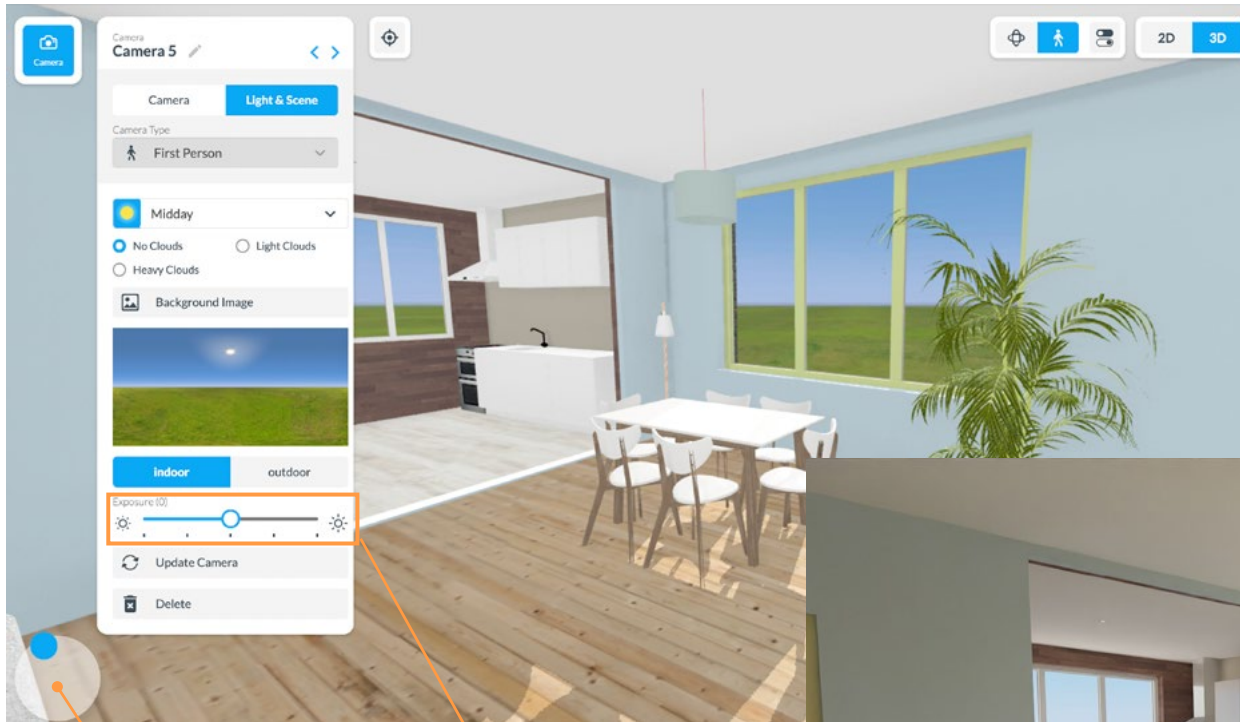*NB: It has to be a .jpg image. Best is to use images in a 16:9 ratio, on a high resolution.*

If you want a white background, you can find the STUDIO option in the bottom.

4e 3D view: Light and Scene

Here you see an example of the scene, and the light settings.

3D preview

*Upgrade your project for better quality exports, or for a 3D tour (VR).

Result of HD export*

Use this to adjust the sun direction.

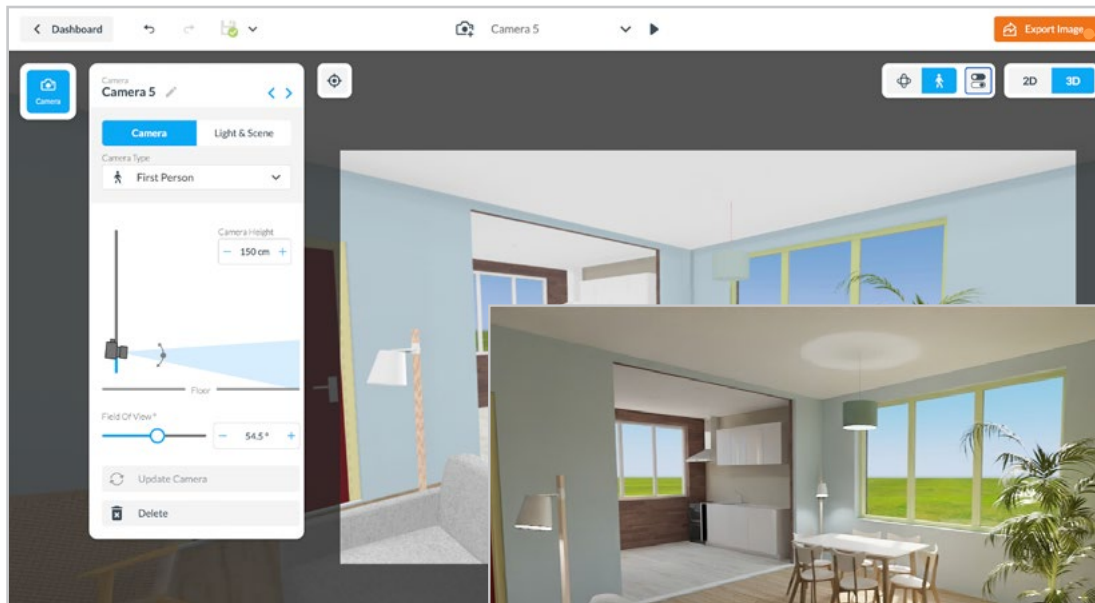This will set the brightness of your render.

Low exposure   High exposure

4f 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 the level of your project.

Open the export menu (see page 56)

SD export

HD export
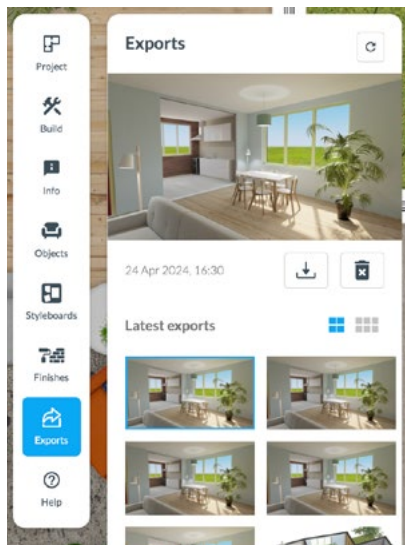
4K export

8K export

You can find all your exports in the sidebar in the 2D view

4g 3D view: Create VR 3D tour

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

You share a link that can be viewed in a browser on any device.
Your list of 3D cameras will be displayed, with which a viewer can start his or her viewpoint. From there, you can move your view in all directions and walk around by clicking in the direction you want to move.
View an example with this link

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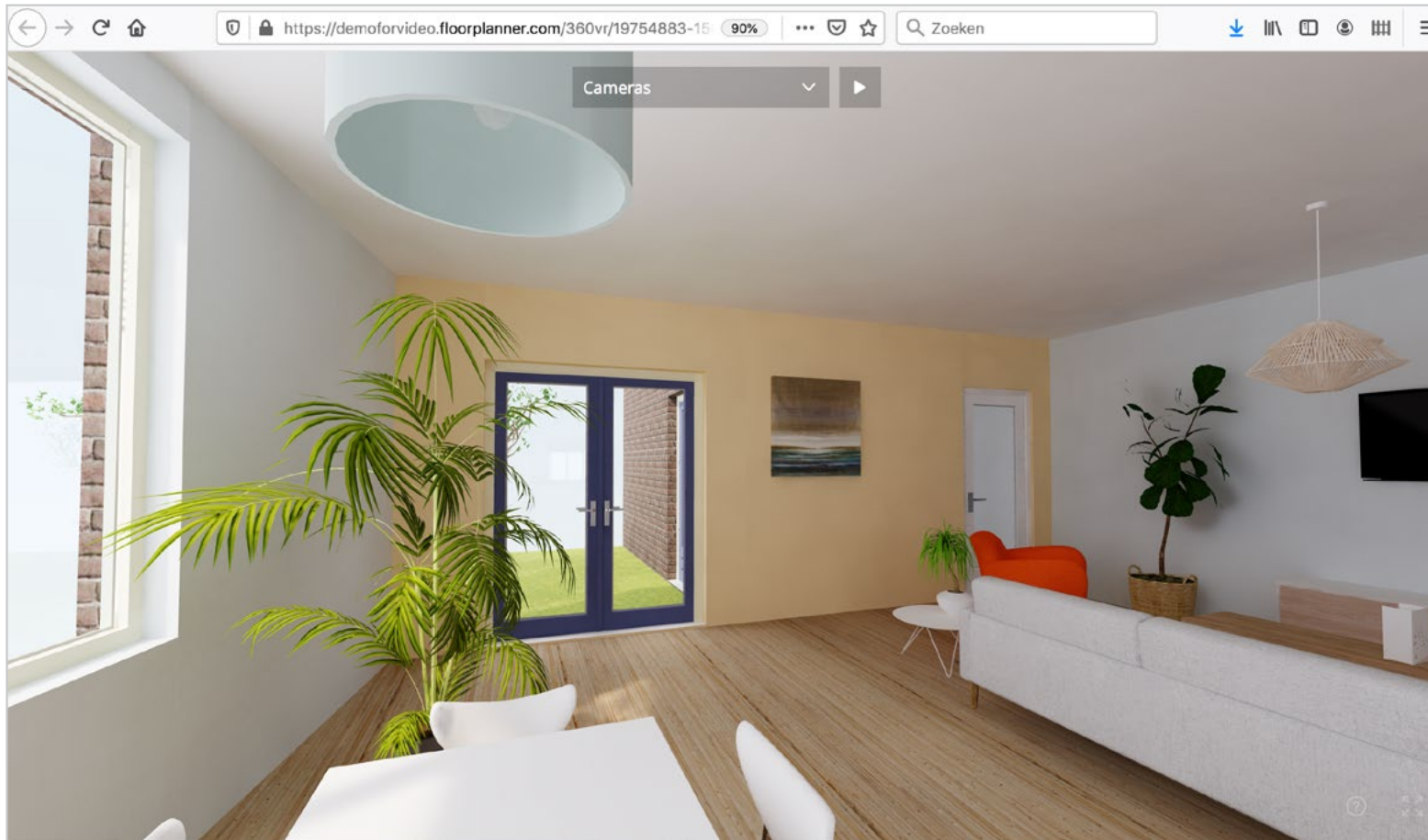
floor planner

5 The Project menu

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

Floors & Project levels
Upgrade your project level to **SD** or higher to have more floors and designs in your project.

Project menu
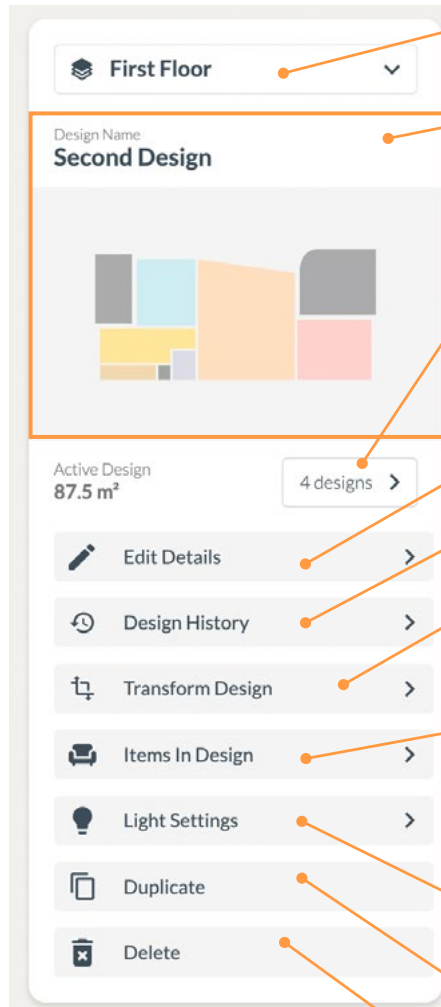
The active design
Use the minimap to navigate directly to a room in your plan.

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

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

Rename design or make it the default design of this floor

Retrieve older versions

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

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

Setup you lighting

Duplicate design

Delete design

Tip: you can switch between floors very quickly with your keyboard: [<] [>]

What do you use designs for?

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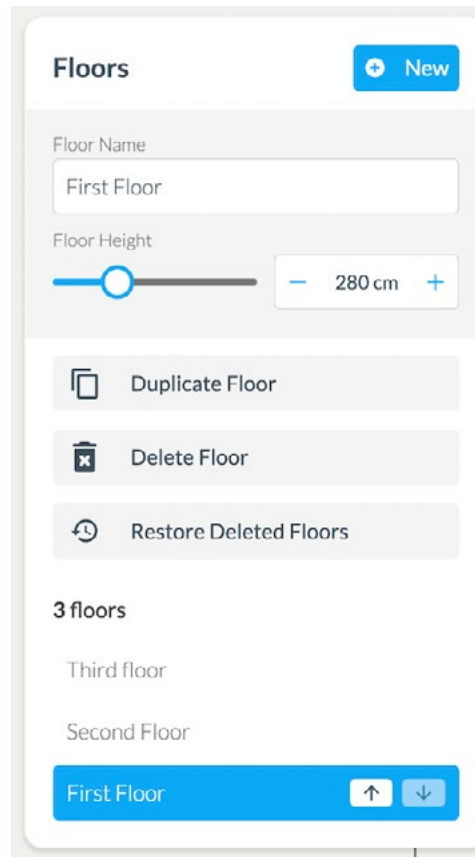

| interior in urban style | interior in industrial style | interior in contemporary style |

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

5a The Floor menu

5b The Design menu

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

Design menu
Per floor you can have multiple design variants.
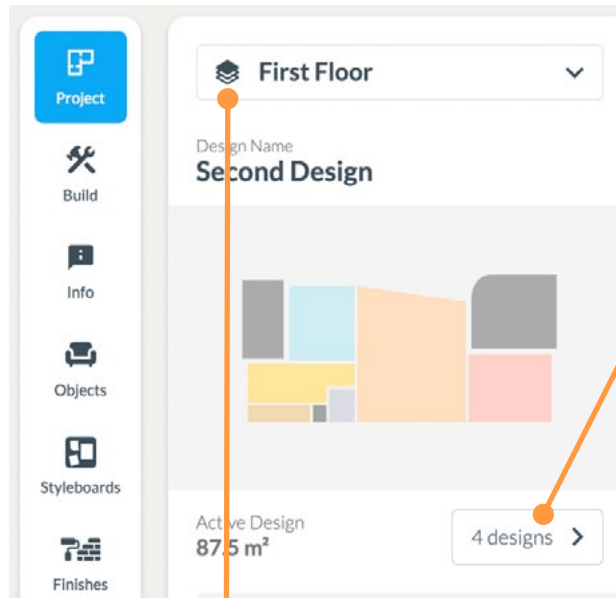
Floor menu
Start a brand new floor here. Rename, remove, duplicate, rearrange your floors and change the ceiling height in the extended menu.
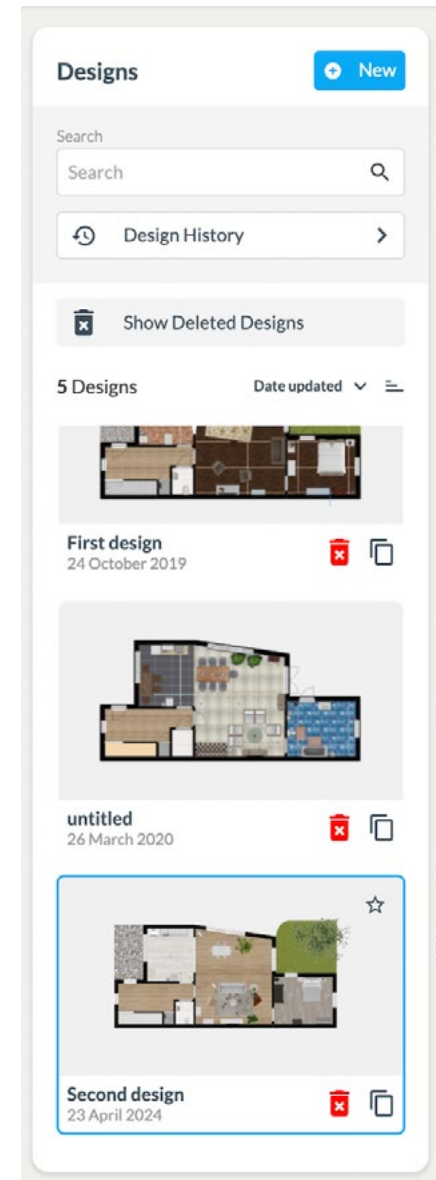
6a: Build: Tracing a 2D floorplan image

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 press the upload button

2) Navigate to your file and upload it. It has to be a PNG, JPG or PDF image. Then click the Edit button.
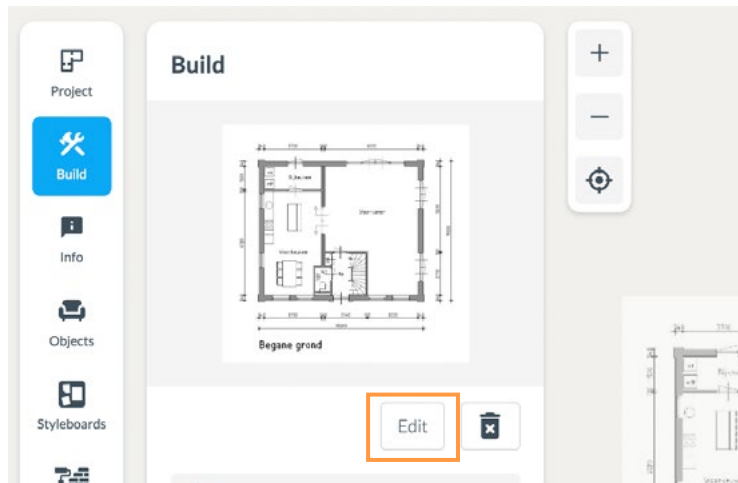
3) Click on Settings First rotate the image if necessary so most of the walls are horizontal and vertical and choose to have your plan in landscape or portrait.
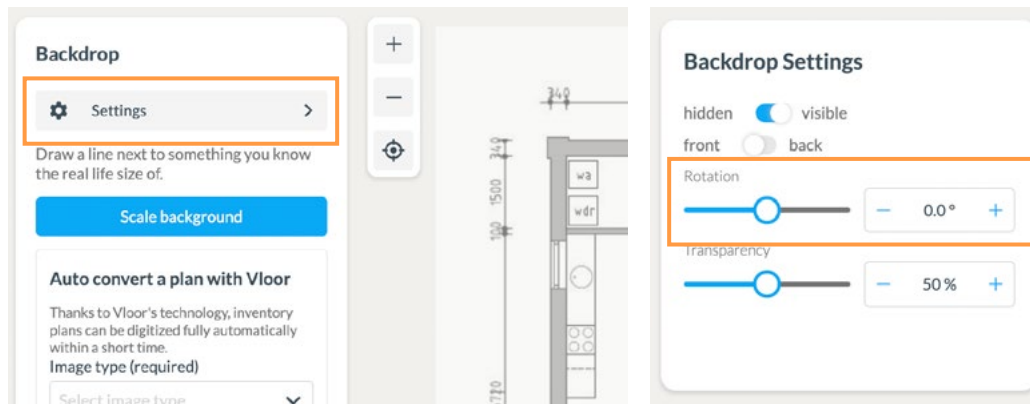
4) Set your units to meter or feet in the bottom left corner.
Click Scale background to scale your drawing.

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.
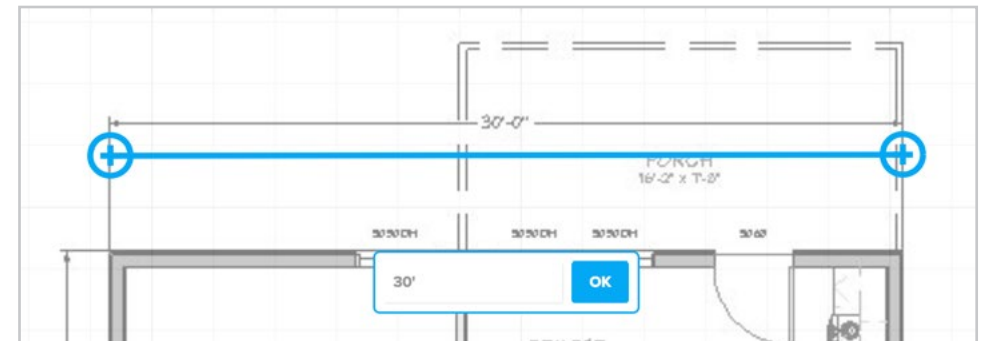
To get more accuracy, you can repeat this step once more. Now your background is scaled. Zoom out to start tracing. (see next page)

6a: Build: Tracing a 2D floorplan image

When your background is scaled you can trace it wall by wall or room by room. Click the Build icon. Make sure to set your wall thickness to match the walls in the background image (as indicated by the blue circle)
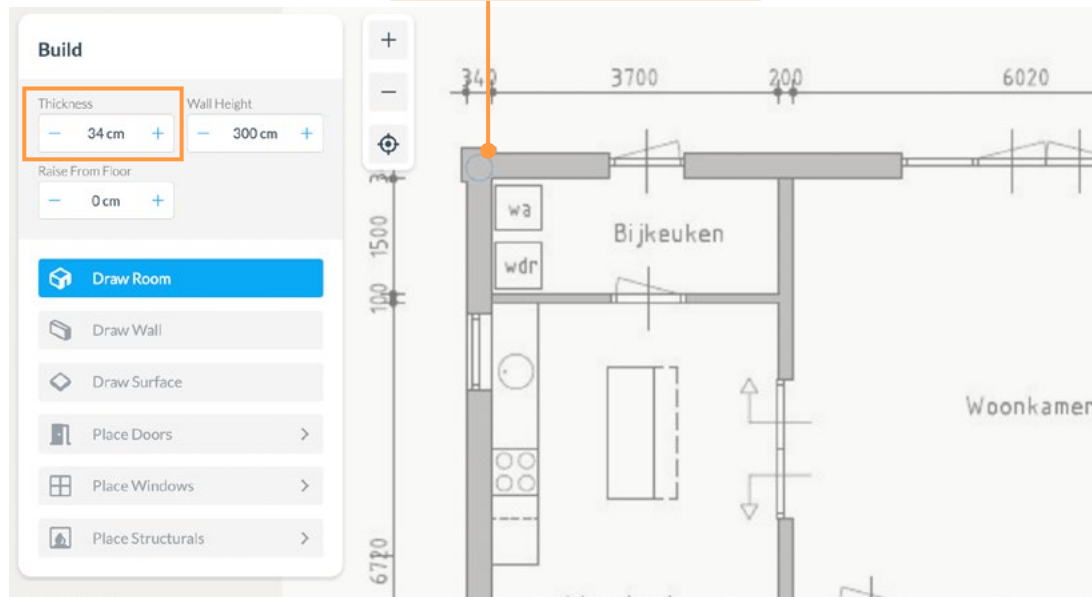
Start out with the exterior walls. Proceed after that with your interior walls.
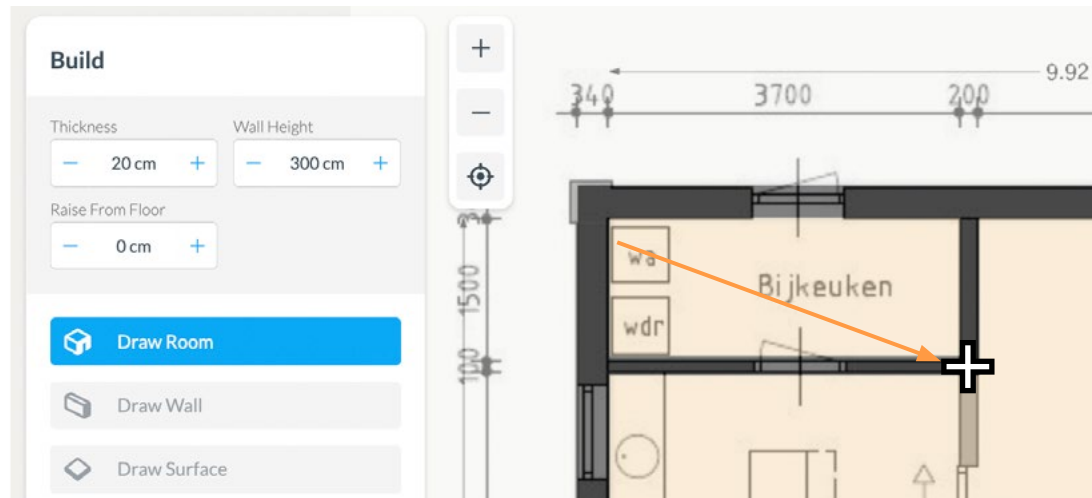
Tip: quickly hide/show your background image while you are tracing it by pressing

B

Backdrop

⚙ Settings   >

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

Scale background

Auto convert a plan with Vloor

Thanks to Vloor's technology, inventory plans can be digitized fully automatically within a short time.

Image type (required)

Select image type ⌄

Current balance	294
Cost per conversion	2
New balance	292

Convert

3rd party service.
More info can be found in the marketplace

If you don't have much time, you can also use our Vloor partner service to have your floorplan image converted in a Floorplan for 2 credits.

6b Build: Walls and Rooms

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

Draw Room

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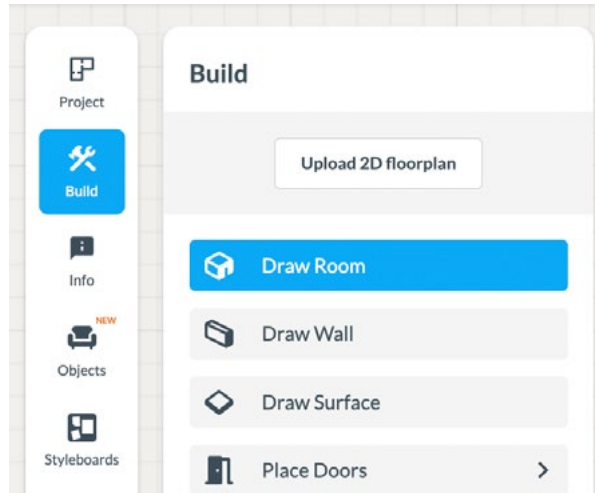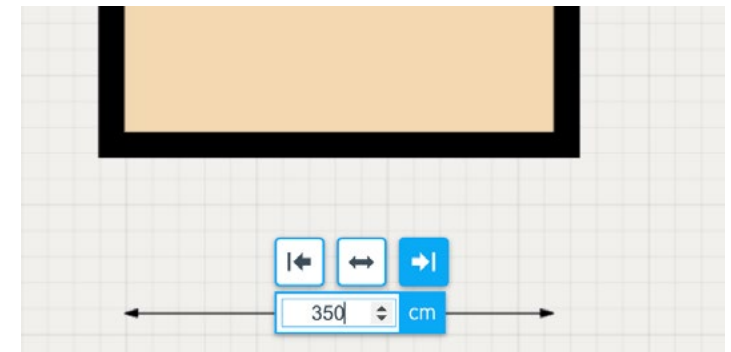

2) Click in your canvas and drag your mouse towards the direction and size you want your room to be.
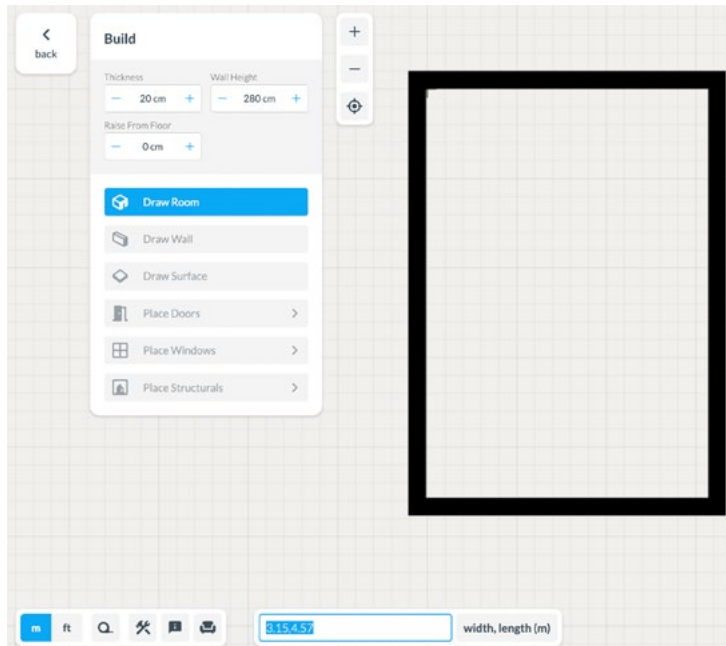
3) Release your mouse. You'll get automatic dimensions showing the interior room dimensions and exterior dimensions.
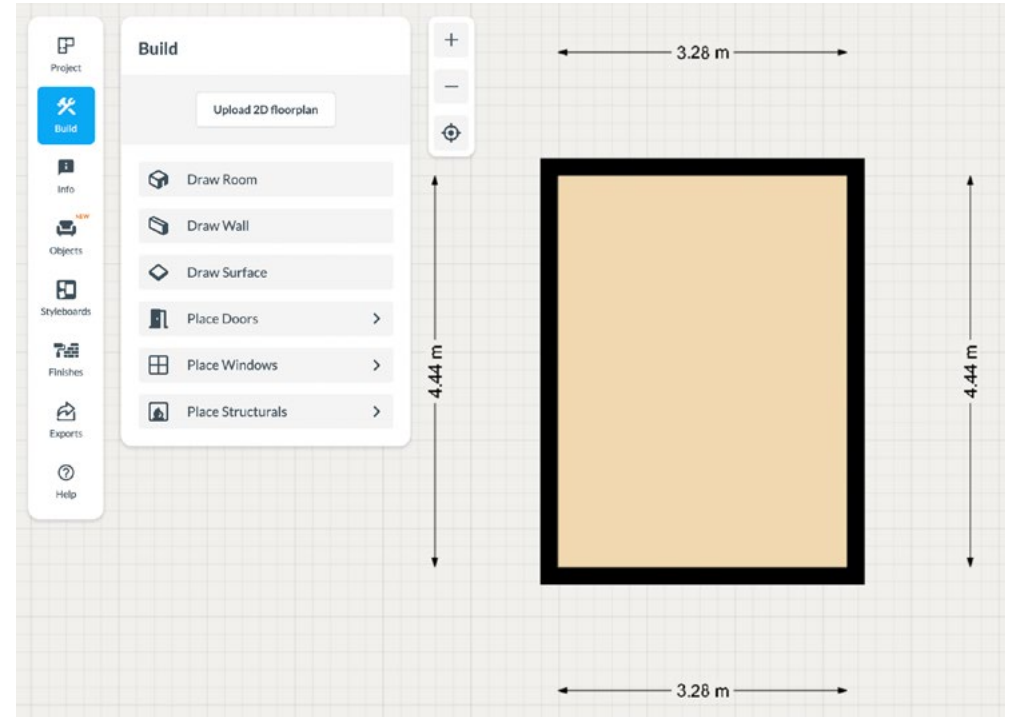
4) You can click the inner dimensions to set the exact room size. Click the arrows to indicate which wall should move.

6b Build: Walls and Rooms

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

Draw Wall by Wall

1) Go to the build section, click the draw wall icon and setup your wall thickness and height.
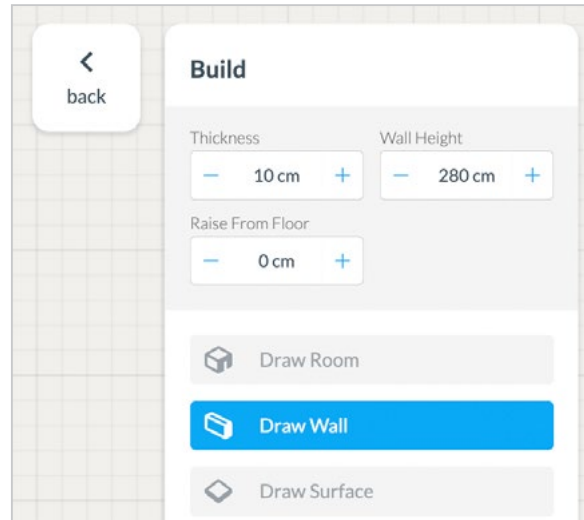
2) Click in the canvas and drag your mouse in the direction you want your wall.

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

Tip: the blue circle indicates your wall thickness.
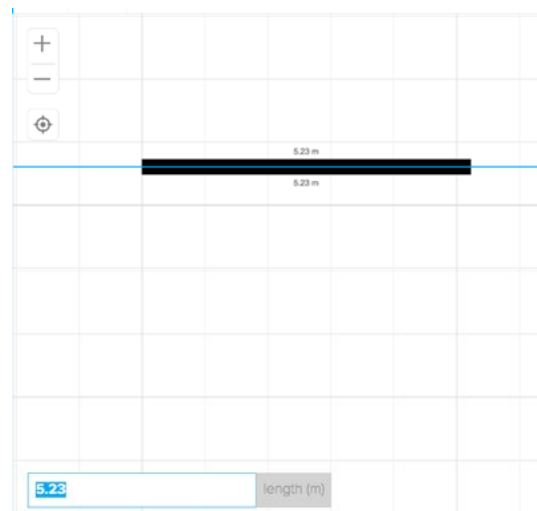
3) Repeat this to any corner of your room.

Tip: guidelines will help you find the end of a room or vertical or horizontal direction
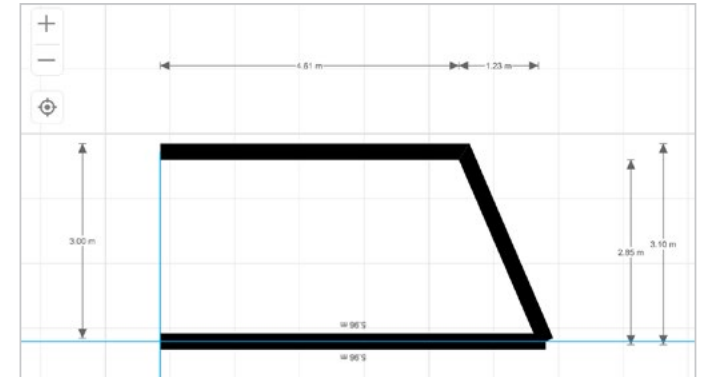
4) Close the room by starting on the starting point. A room surface will appear.

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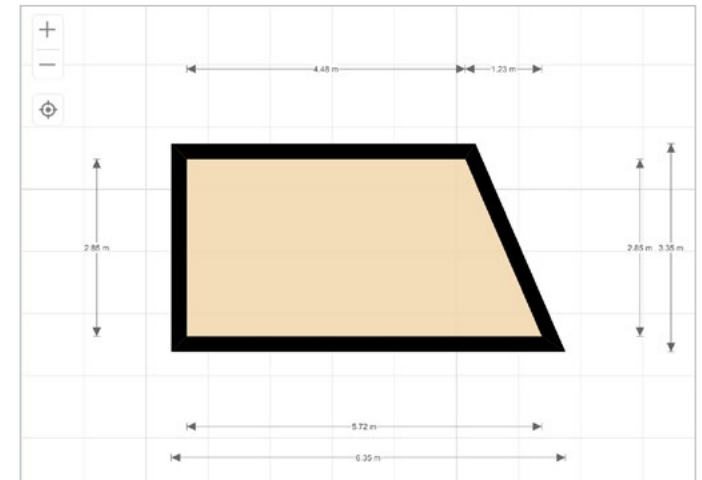
You can also use this tool to draw separate wall segments.
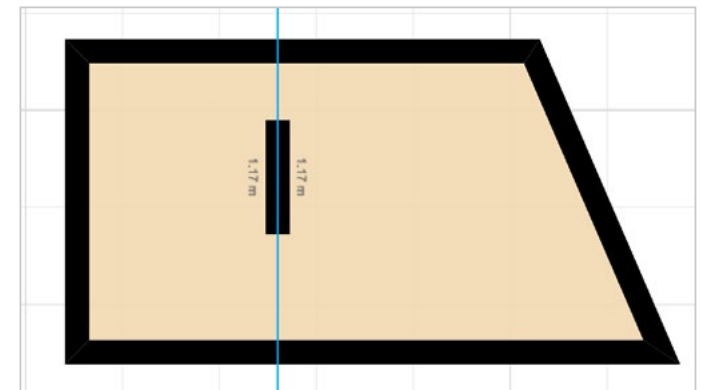
6b Build: Walls and Rooms

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.
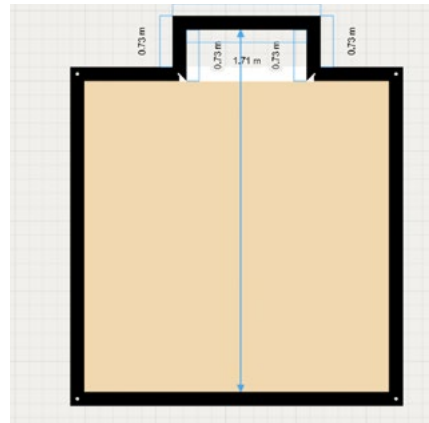
Create an alcove

1) Click on a wall segment, and press this icon to split the wall
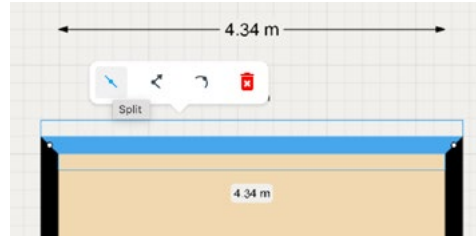
2) Click a bit further on a wall segment, and press this icon to split the wall again
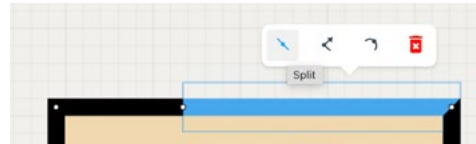
3) Now you can click and drag the new wall segment in the middle. Release your mouse to form your alcove.

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.
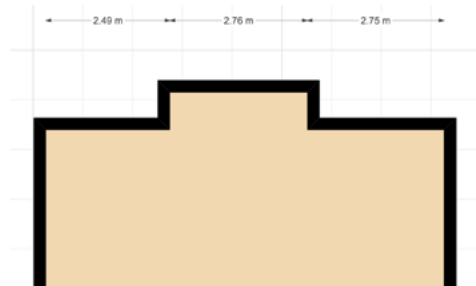
Create a wall on an angle

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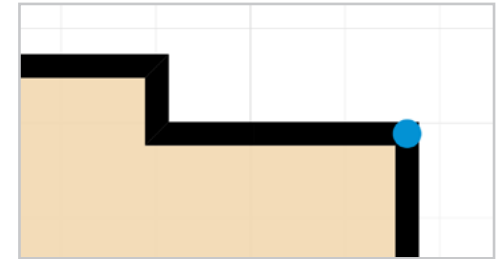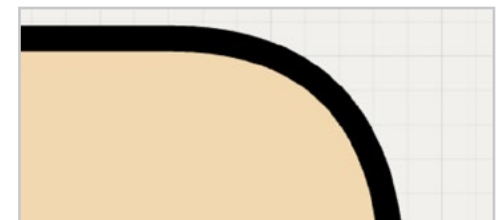
2) Release the corner wherever you want.
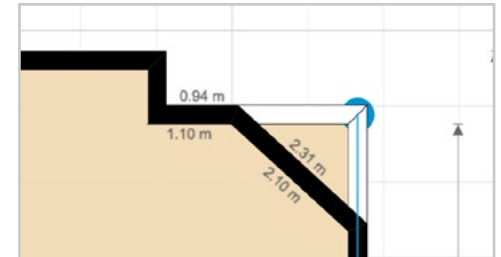
Create a curved wall

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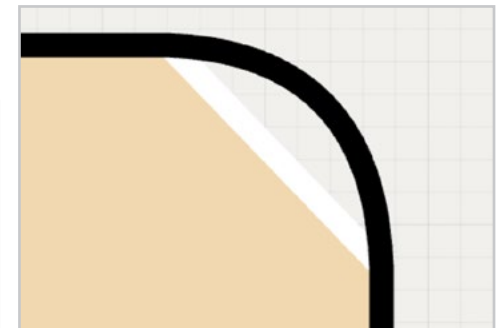
2) Click in the canvase again when your satisfied with the curve.
Tip: to uncurve the wall, click the curve icon again and move your mouse. The wall will snap to a straight line.
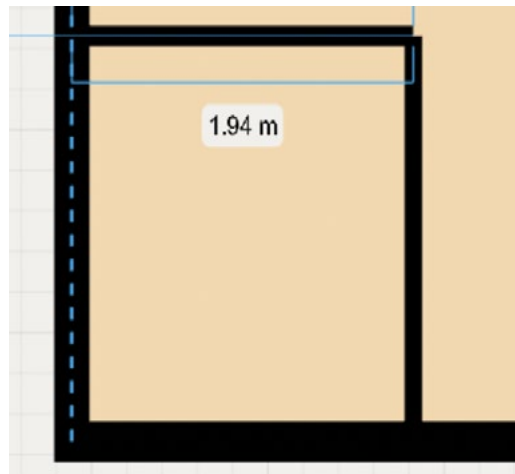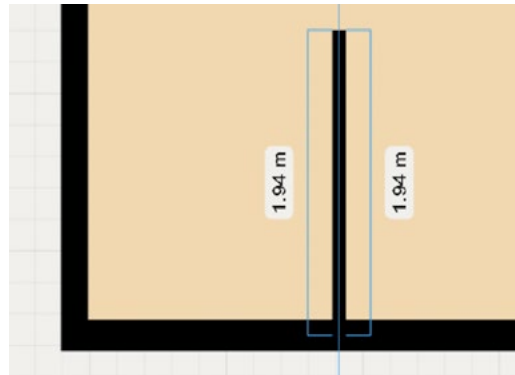
6b Build: Walls and Rooms

Draw wall from point

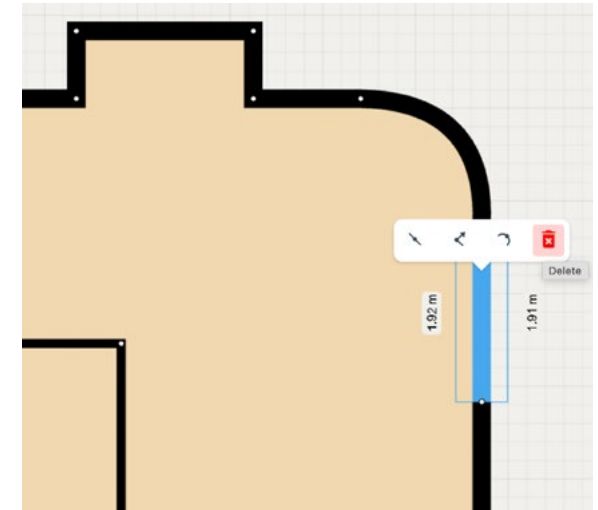1) click on a wall segment where you want to start a wall. Then click the third icon.
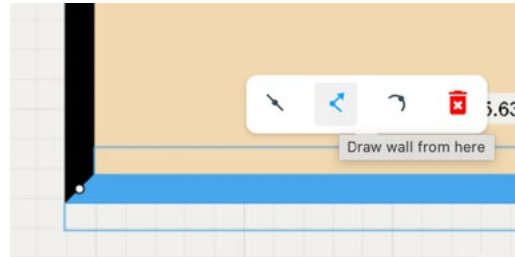
2) Move your mouse to where you want your wall to end and click again.
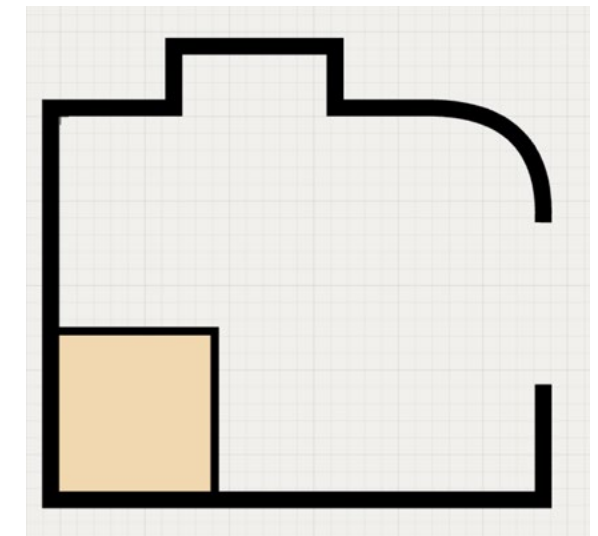

Removing a wall segment

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.
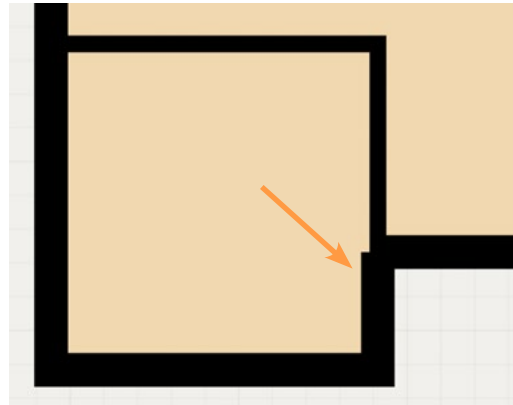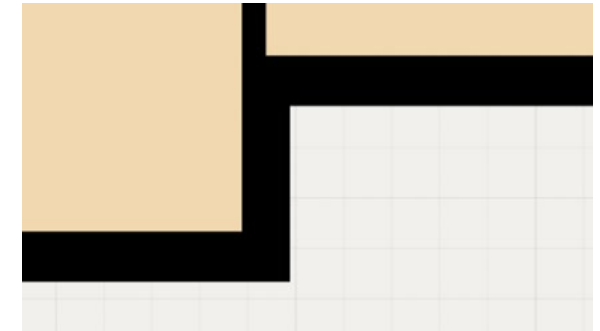
6b Build: Walls and Rooms

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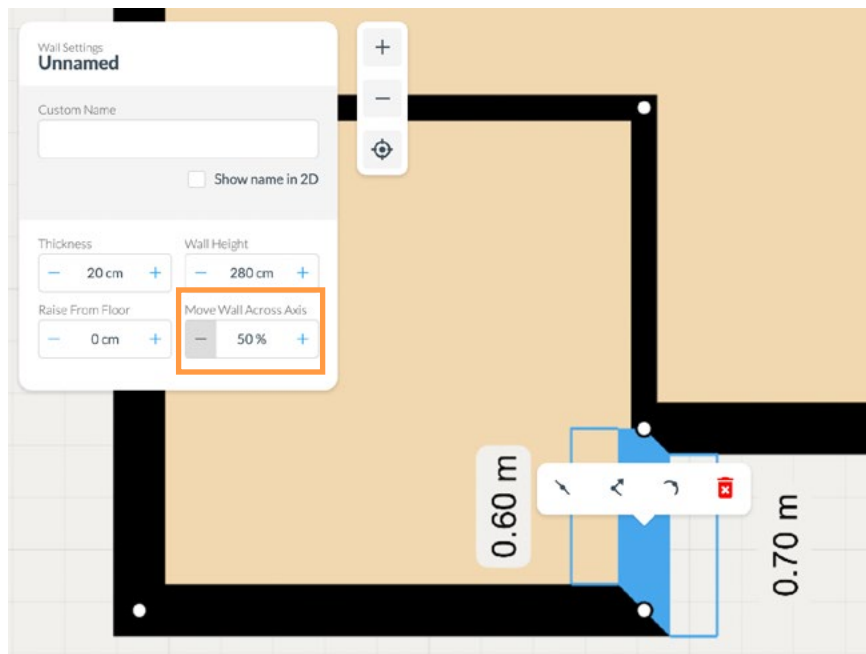
Move wall across axis

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

3) Then hit [esc] ‹ Back

or click back
to exit the wall menu.
Your change will be applied.

2) Use the stepper called *move wall across axis* to align the thick wall with the thin wall.
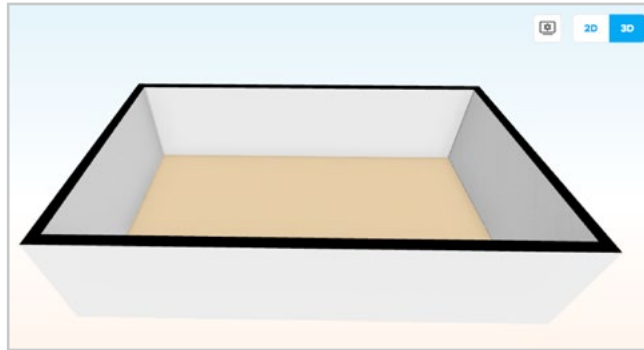
6b Build: Walls and Rooms: Create sloped walls

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

Drawing room

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

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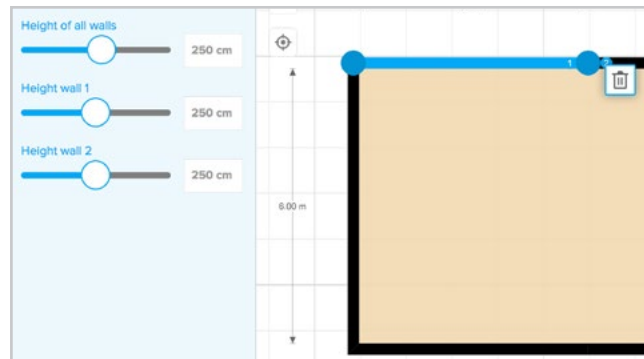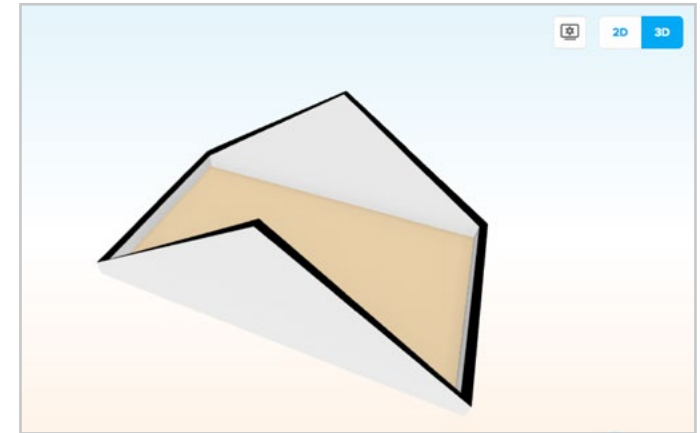

3) Repeat this for any corner of your room. Then move the 2 notch-corners to the desired position.
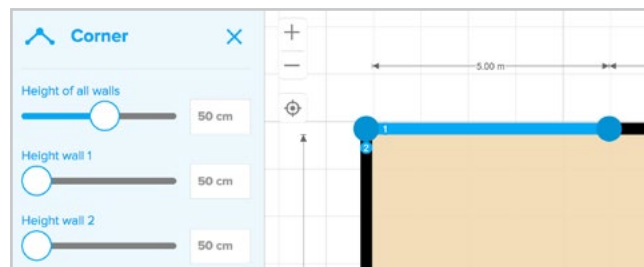
Tip: guidelines will help you find the center of a wall, and to align the notch-corners with each other.
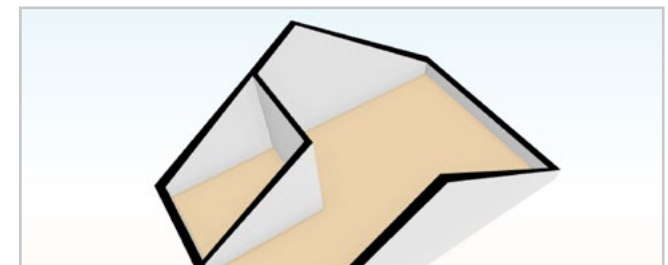

4) View 3D to see the result.

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

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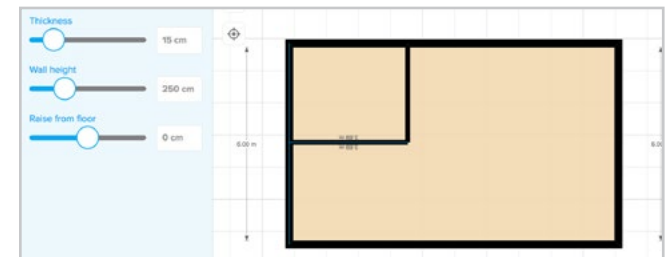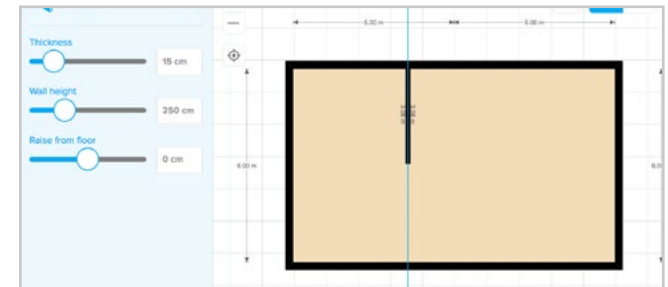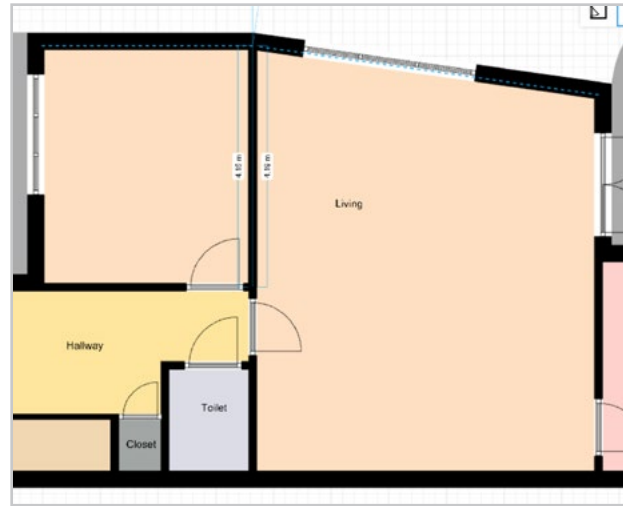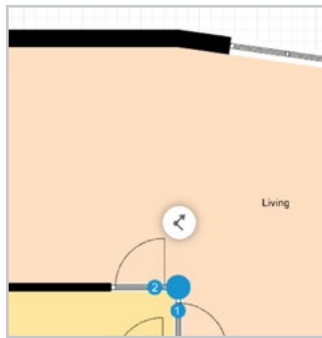

5) View 3D to see the result
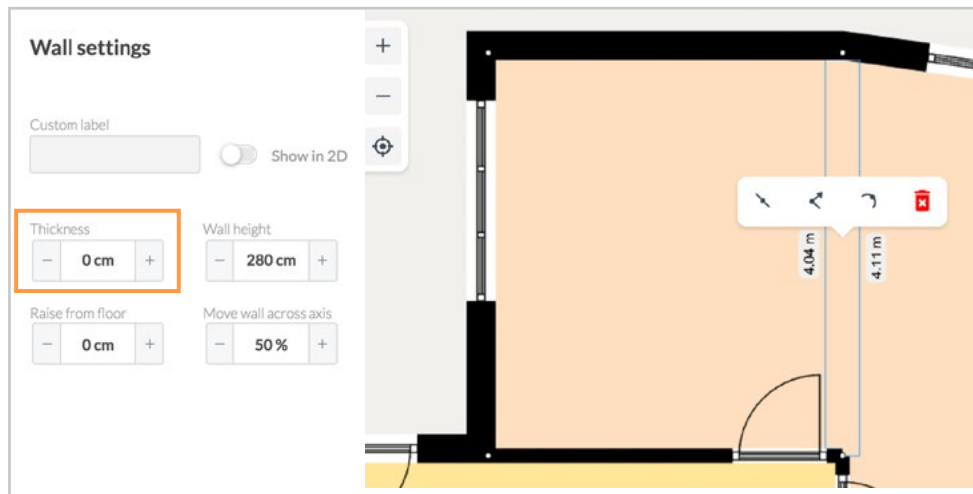
6b Build: Invisible walls

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

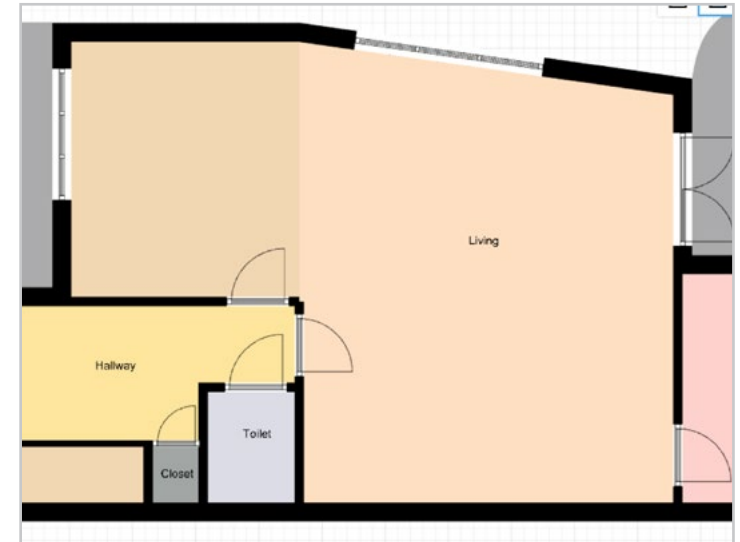## Creating an invisible wall division.

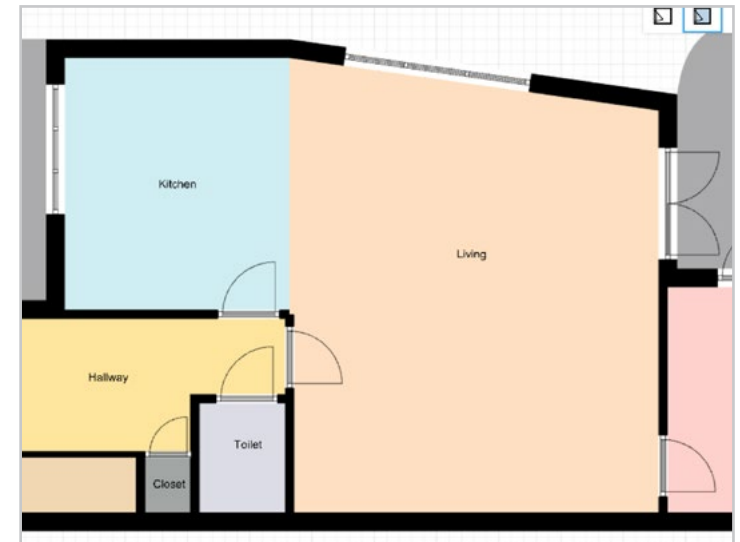1) Draw a wall where you want to split a room in 2

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

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

4) You can apply a roomtype and material and show the area size for both spaces now.

Also, you can apply a different styleboard and use Magic-layout feature in both spaces, the 0-wall will be recognized as an open side of the space.
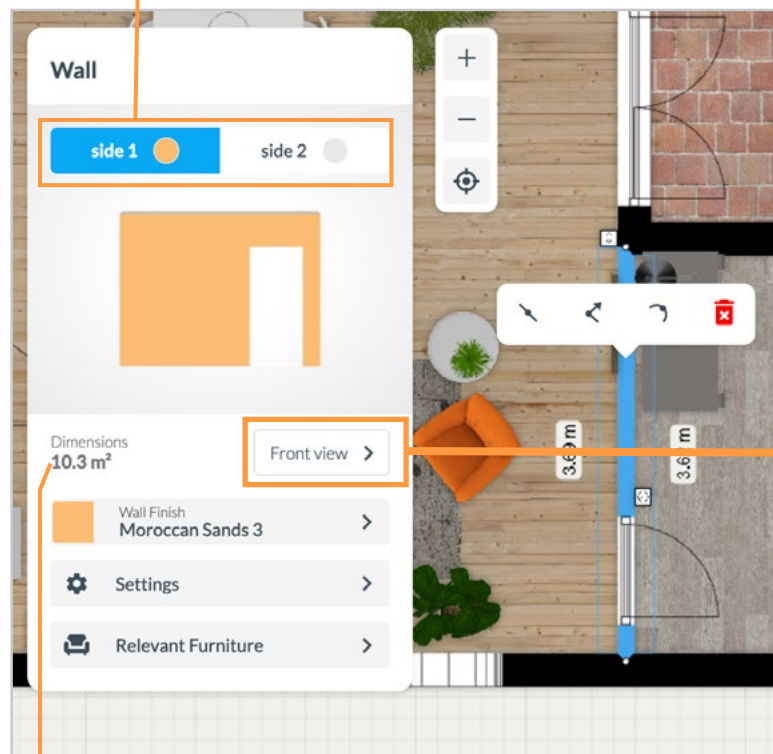

Tip: you can also use invisible walls to create a room with one open side, or to open up an inner wall temporarily to enable a view into a room in 3D camera mode.

6a Build: Wall front view

Select a wall segment and the sidebar will show info about this item. See which materials are applied to this wall, and use the
Front view to get a better look, upload your own image on the wall or position your the wall items.

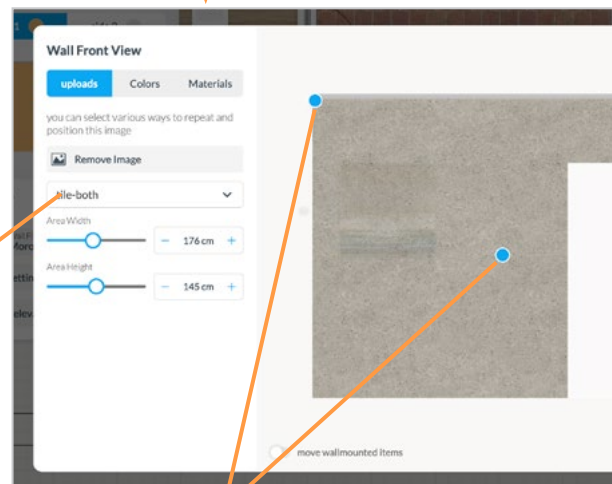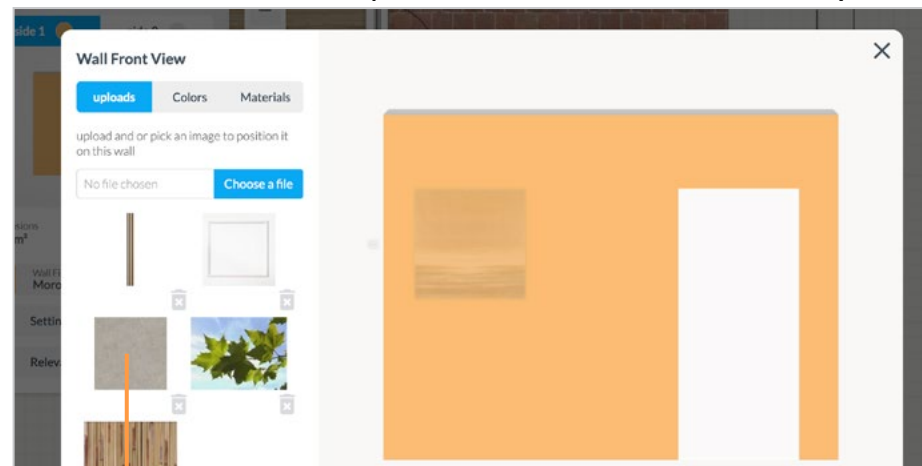## Wall sidebar

pick a wall side

area size

Front view

Upload your own image to use as wall art, to tile or stretch over the entire wall, or use as a wall art. Or pick a color or material from the library

Choose the type of stretching / tiling you want to apply

Use the blue dots to resize the image.
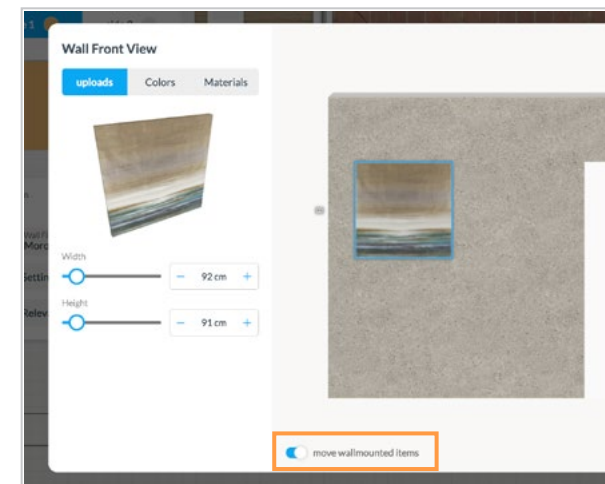
In this view you'll find this toggle to rearrange your wall-mounted items more easily.
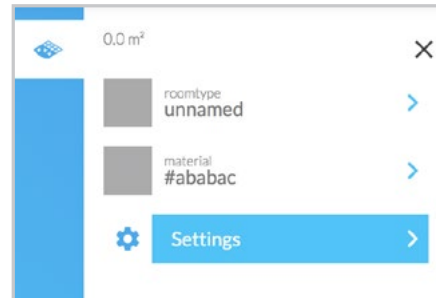
6c Build: Surfaces

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

Draw a surface shape

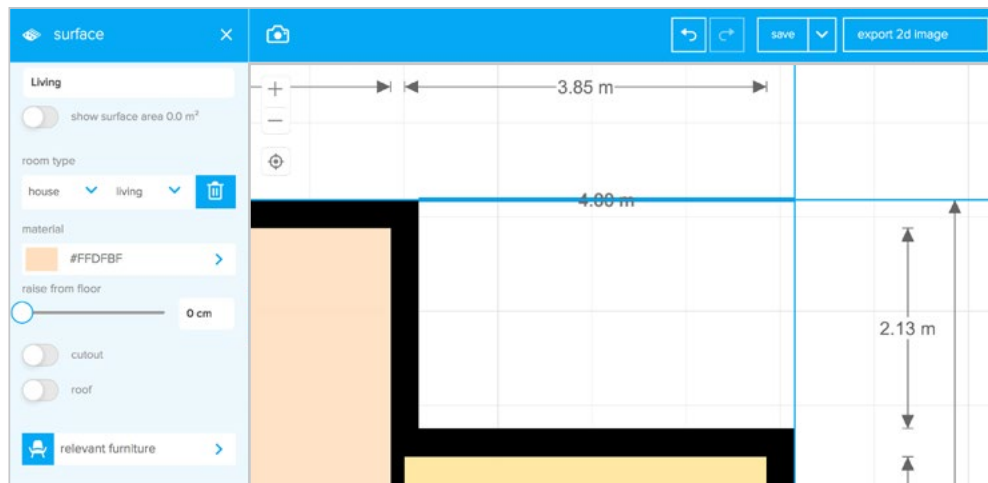1) Go to the build section and click draw surface
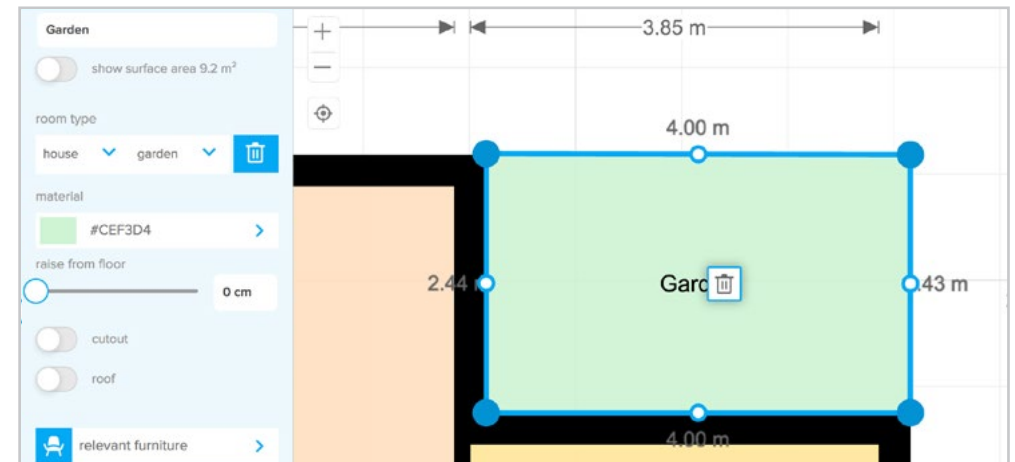

Draw Surface

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

2) Click and drag on each spot in the canvas where you want a surface corner.
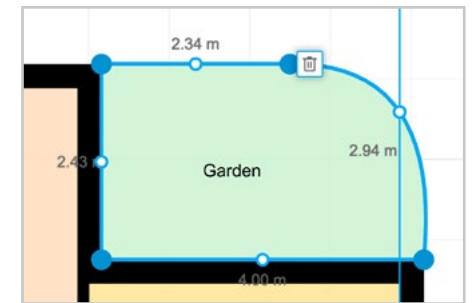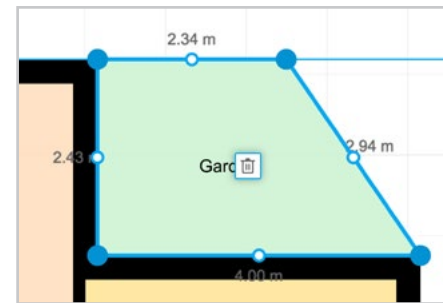
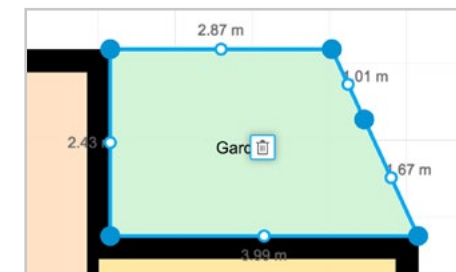*Tip: To have an exact edge length, type in the desired size and hit ENTER.*

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

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

5) Click on a surface edge to add a corner. Click on a corner to remove it or edit its height.
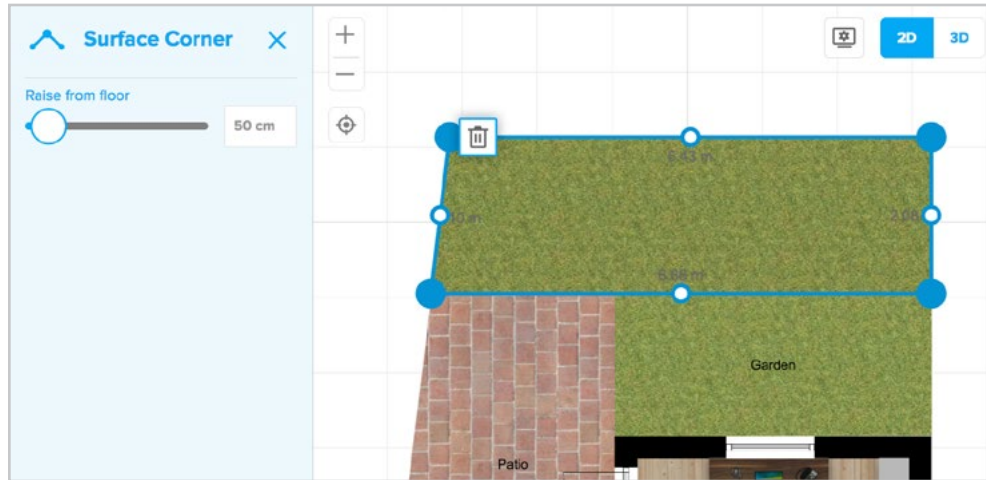
6c Build: Surfaces: sloped and elevated surfaces

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
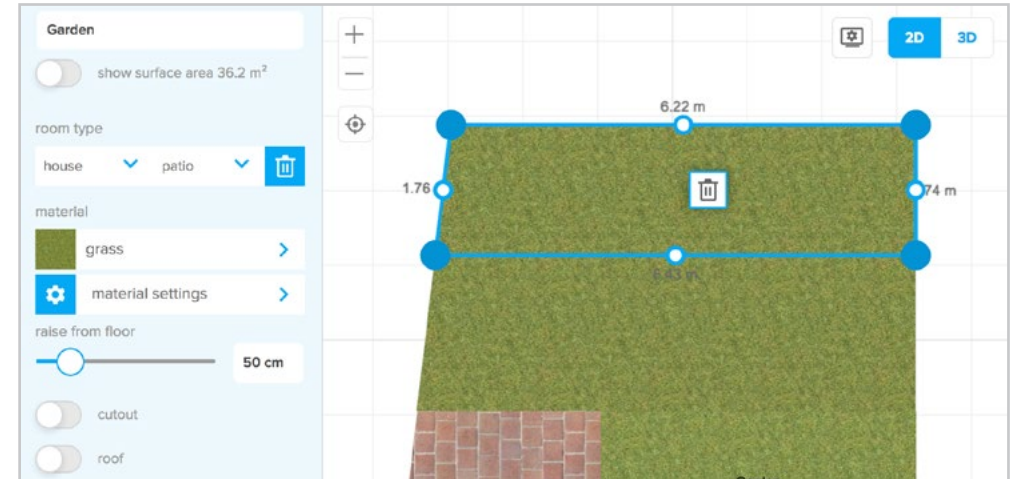

Elevated surface

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.

floor planner

6c Build: Surfaces: cutouts

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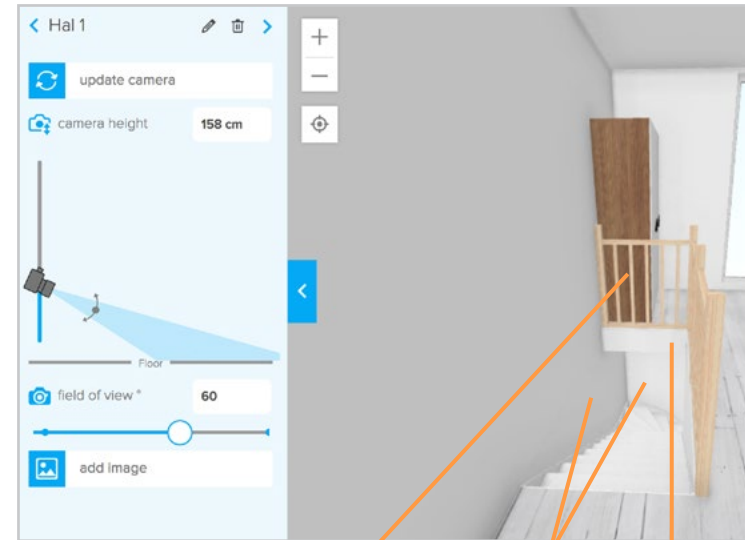
Draw a cutout surface

Draw a custom surface for the hole you need in the floor. Then double-click the surface to enter the surface settings and toggle the cutout switch to have it create a hole in the floor below.
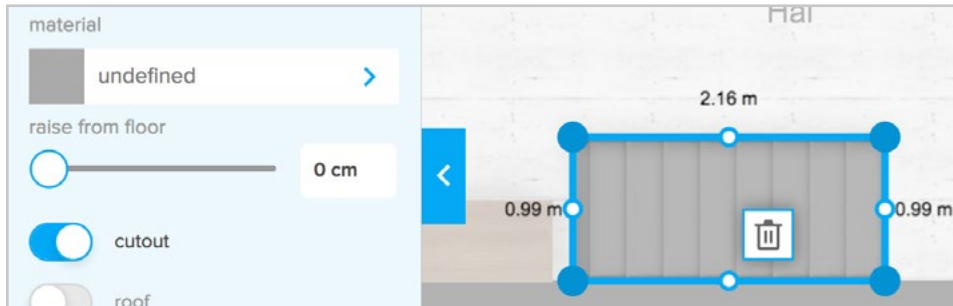
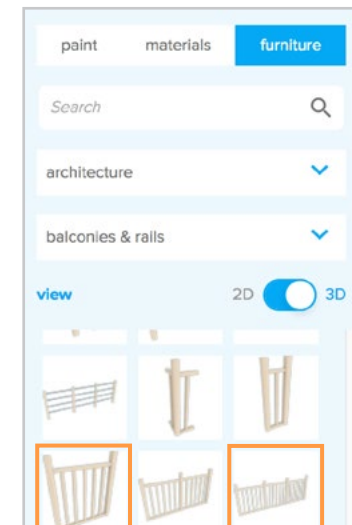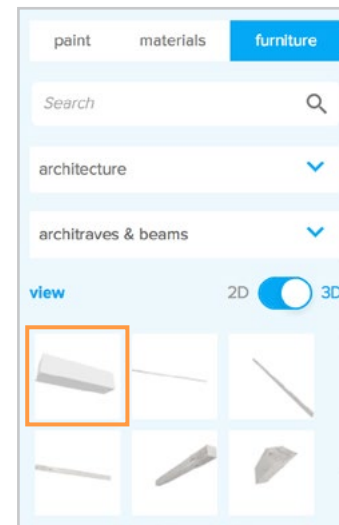If you placed a staircase, you can can lower it below floor level.
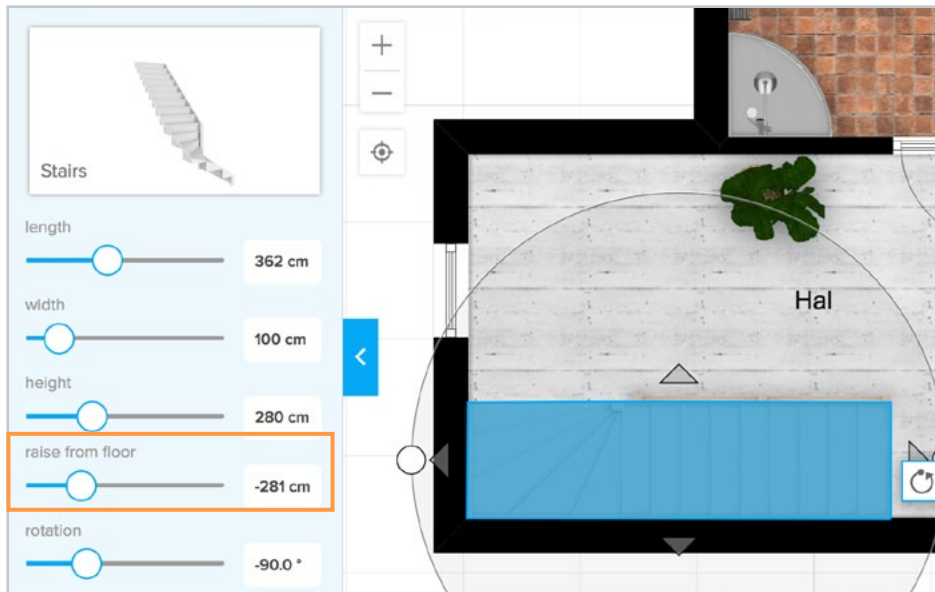
In 3D you will have a staircase leading downwards.

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

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

6c Build: Surfaces: sloped ceilings

Follow these steps to create a sloped ceiling in your room with a correct ceiling surface.
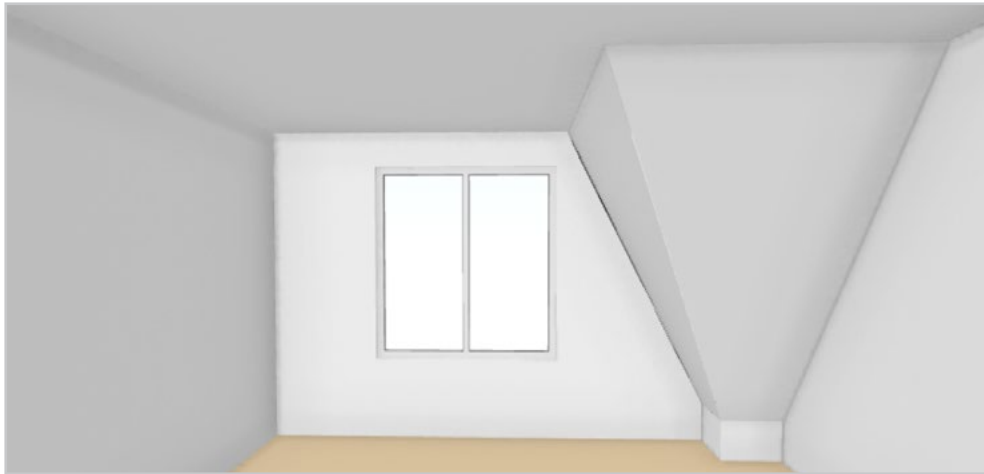
1 Draw a room, split the walls where they should start to go downwards.
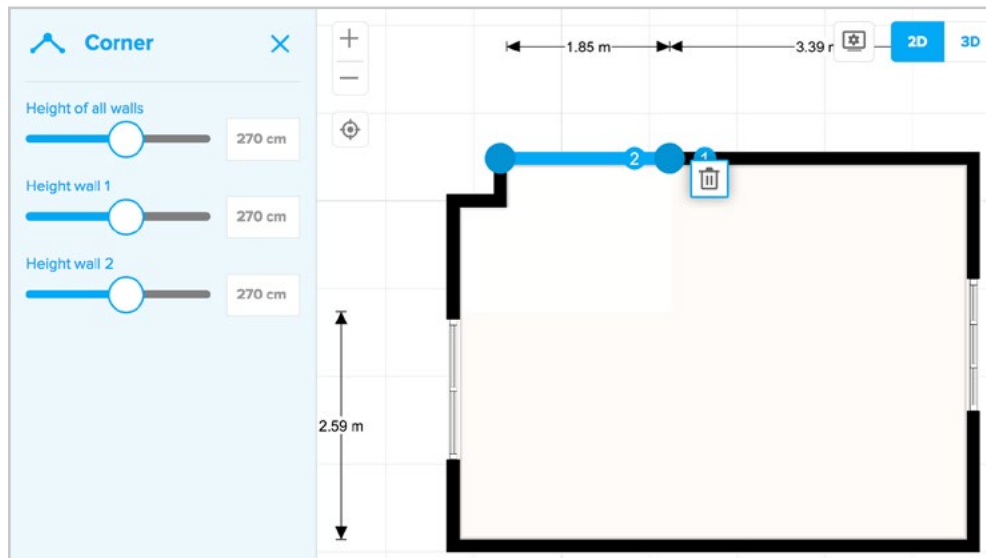
2 Lower the wall corners where necessary.
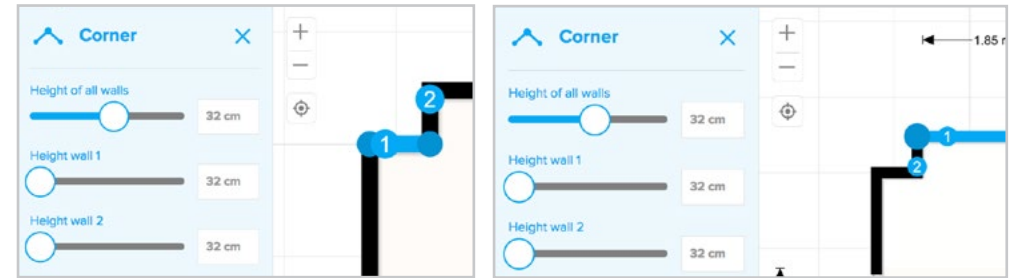
3 Check the 3D view: you see that the automatic ceilings is showing up incorrectly.

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

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

6c Build: Surfaces: sloped ceilings

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

6 Do this for the high corners too.
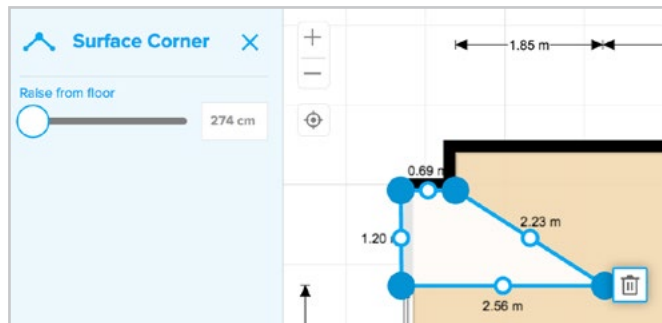
7 Draw the second sloped ceiling surface. Click the corners and raise them to the desired height.
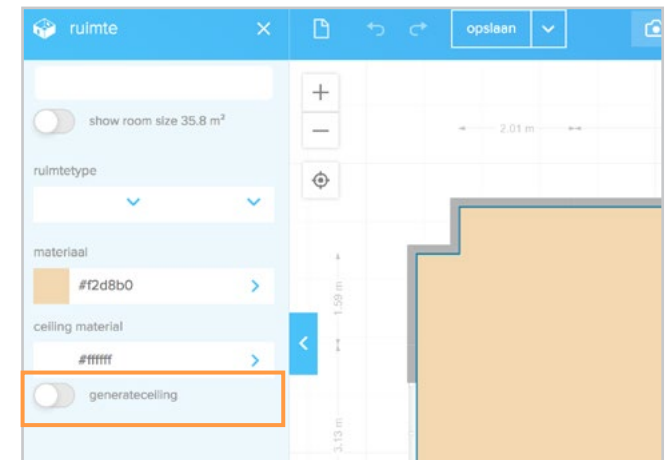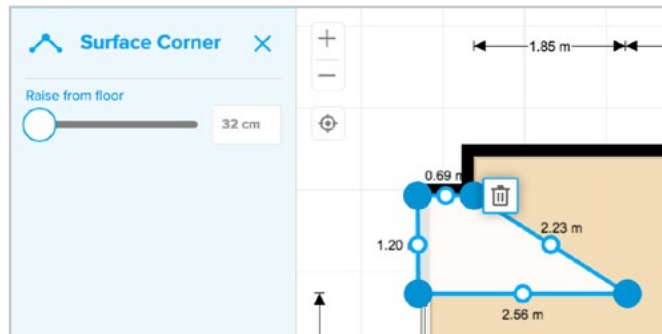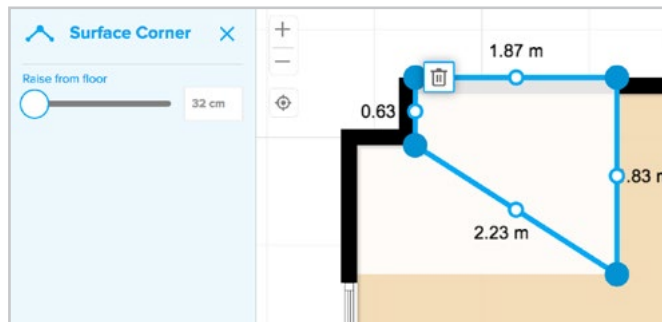

Tip: Set the 2D transparency to 90% to be able to view items below the ceiling surfaces.
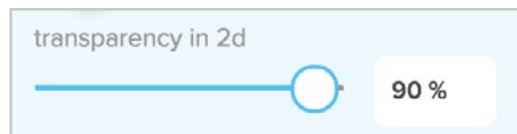
8 Now we'll create the ceiling surface manually. Draw a surface covering the entire room. Select it and give it an elevation at your wall level. Mark it as a roof to show above other elements in 2D.
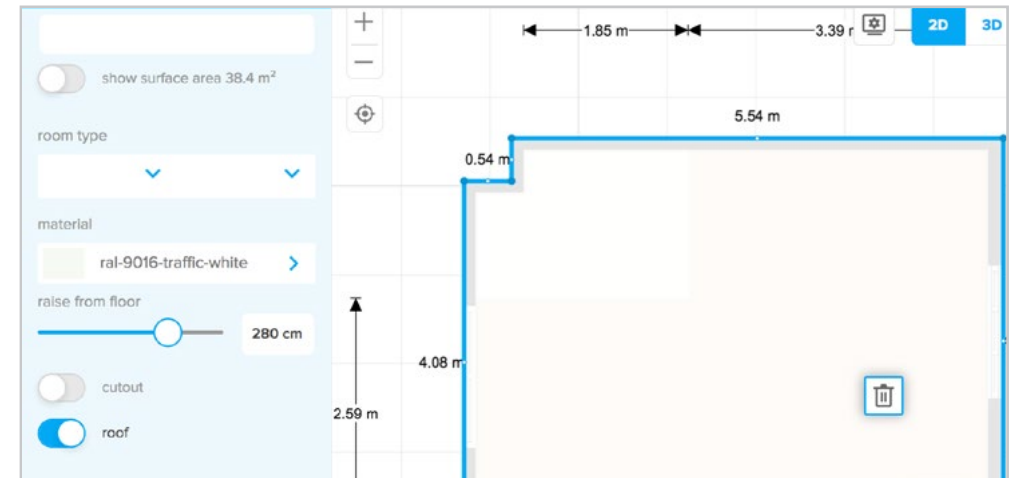
9 Click the camera icon or 3D icon to see if the ceiling displays correctly.
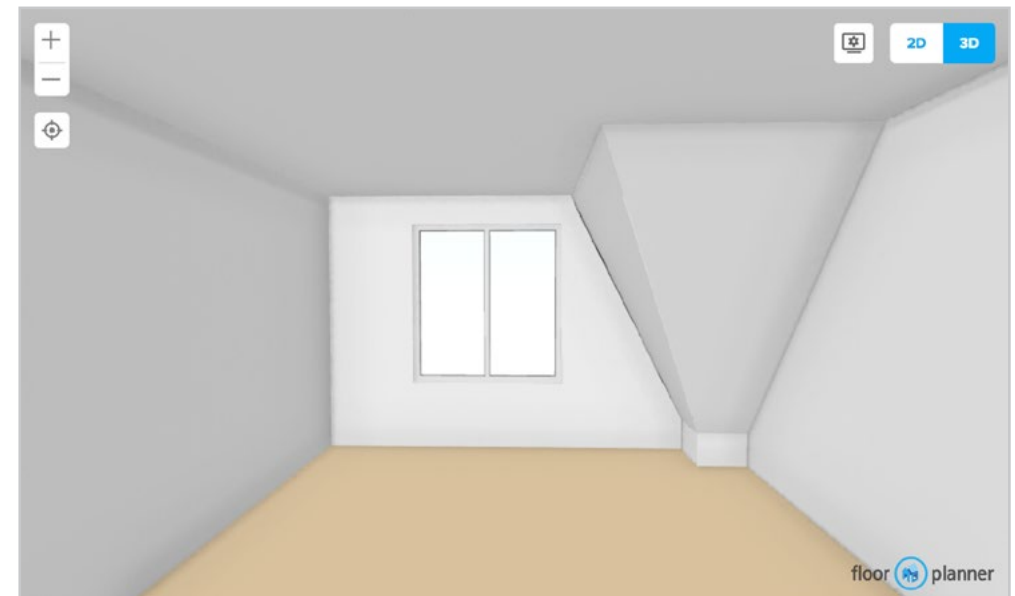
6d Build: Doors and Windows

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
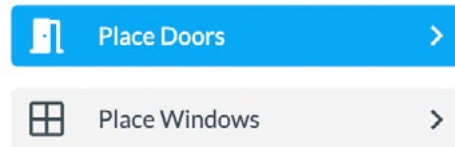
2) You can view the list of doors or windows in 2D top view or 3D view.
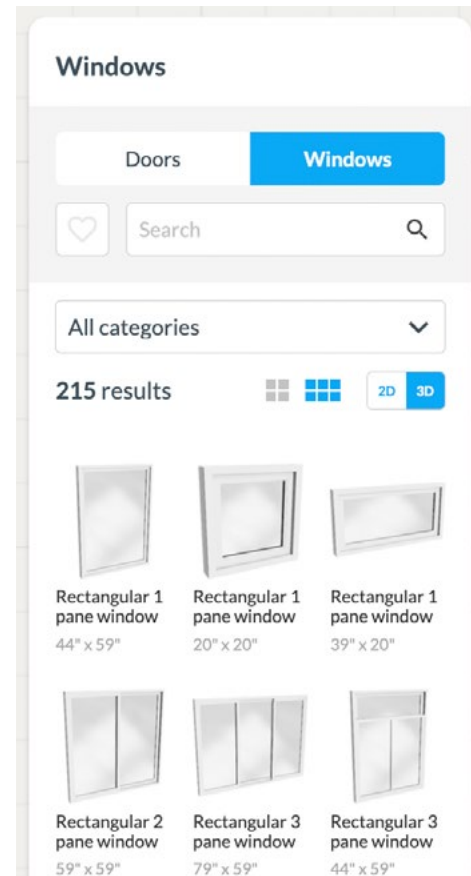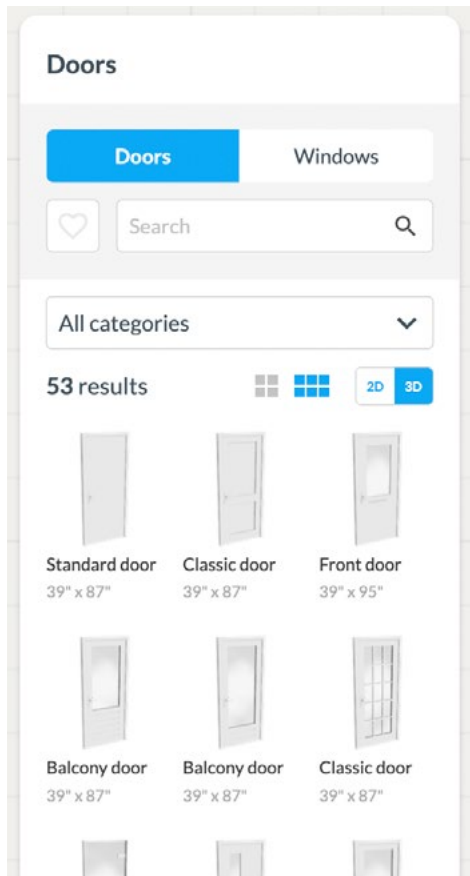
3) From the list, drag and drop your door or window onto a wall.
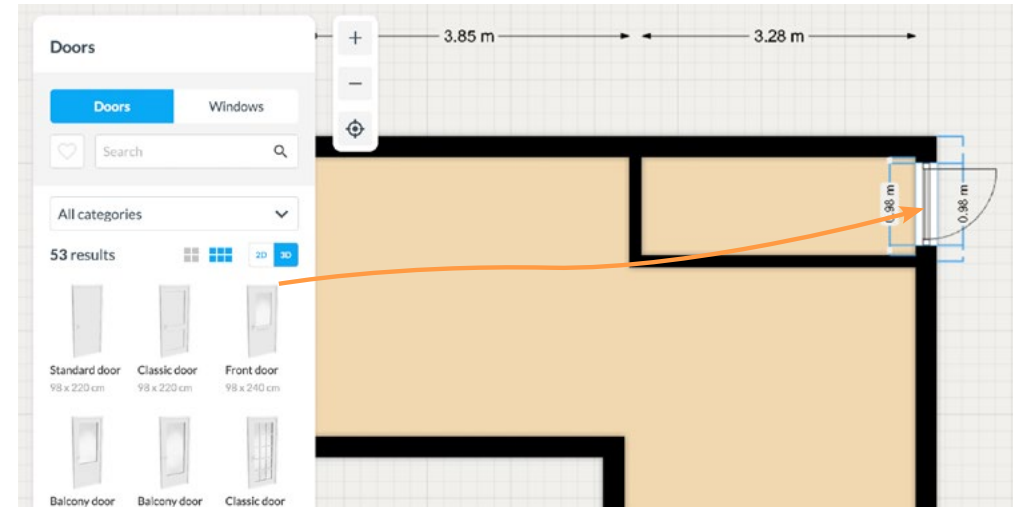
4) Click the door or window to adjust the wall side, hinge side and an option to duplicate and remove.

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 and door threshold and apply that to all doors.
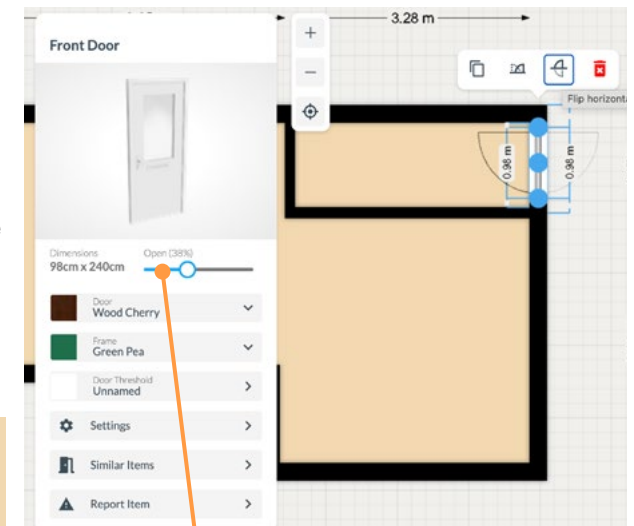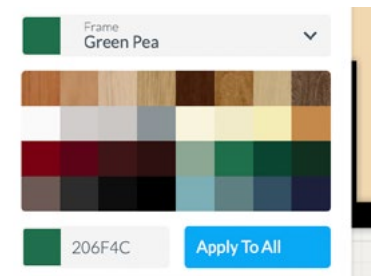
You can even open the door which will show in your 3D view / 3D exports

6e Build: Structures

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

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

Adding structures

1) Click on the structures button.

Place Structurals
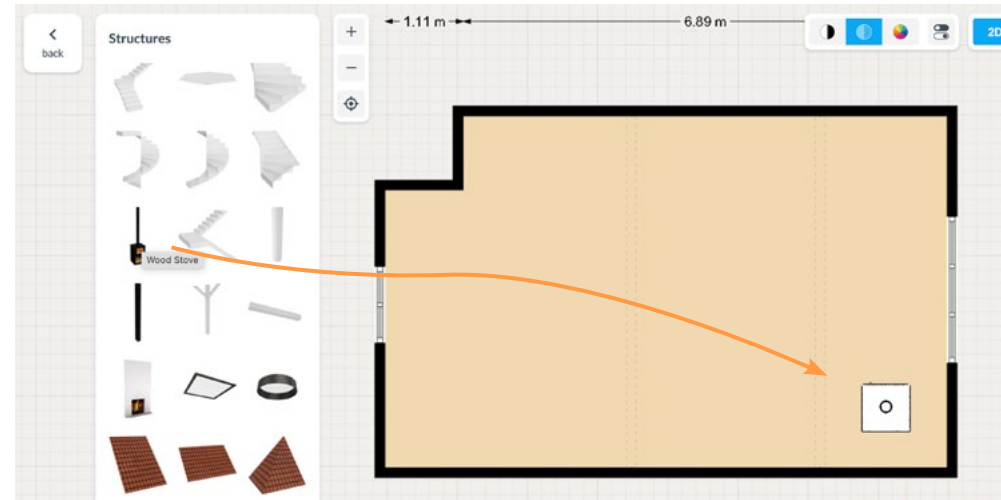
4) Click the item to see more options
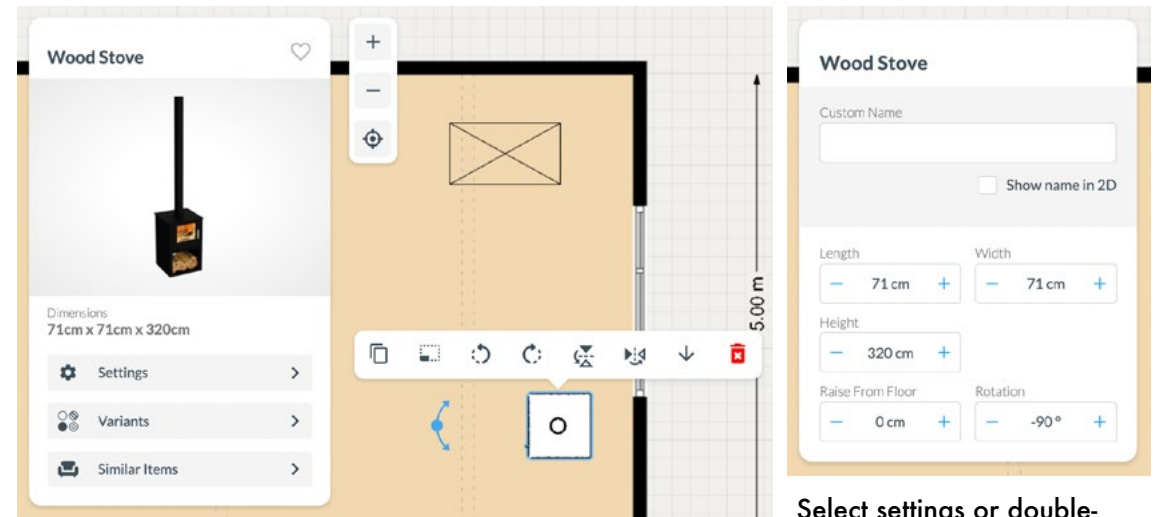
Select settings or double-click to adjust the dimensions, rotate or mirror the object.

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

6e Build: Structures

Check your plan in 3D. Here we used several elements from the structures set:

Folding stairs   Ceiling beam   Wood stove

NB: *the Structures is a selection of often used elements. We have much more achitectural items in our object library divided in categories and subcategories. Search the architecture collections on for instance staircase or fireplace and you will get a lot more results.*

2D appeareance

In 2D view settings, you can choose to turn off structural colour to make them show in outlines (like stairs and columns)
Also ceiling elements like beams will be less visible with this setting.

ceiling beam

folding stairs
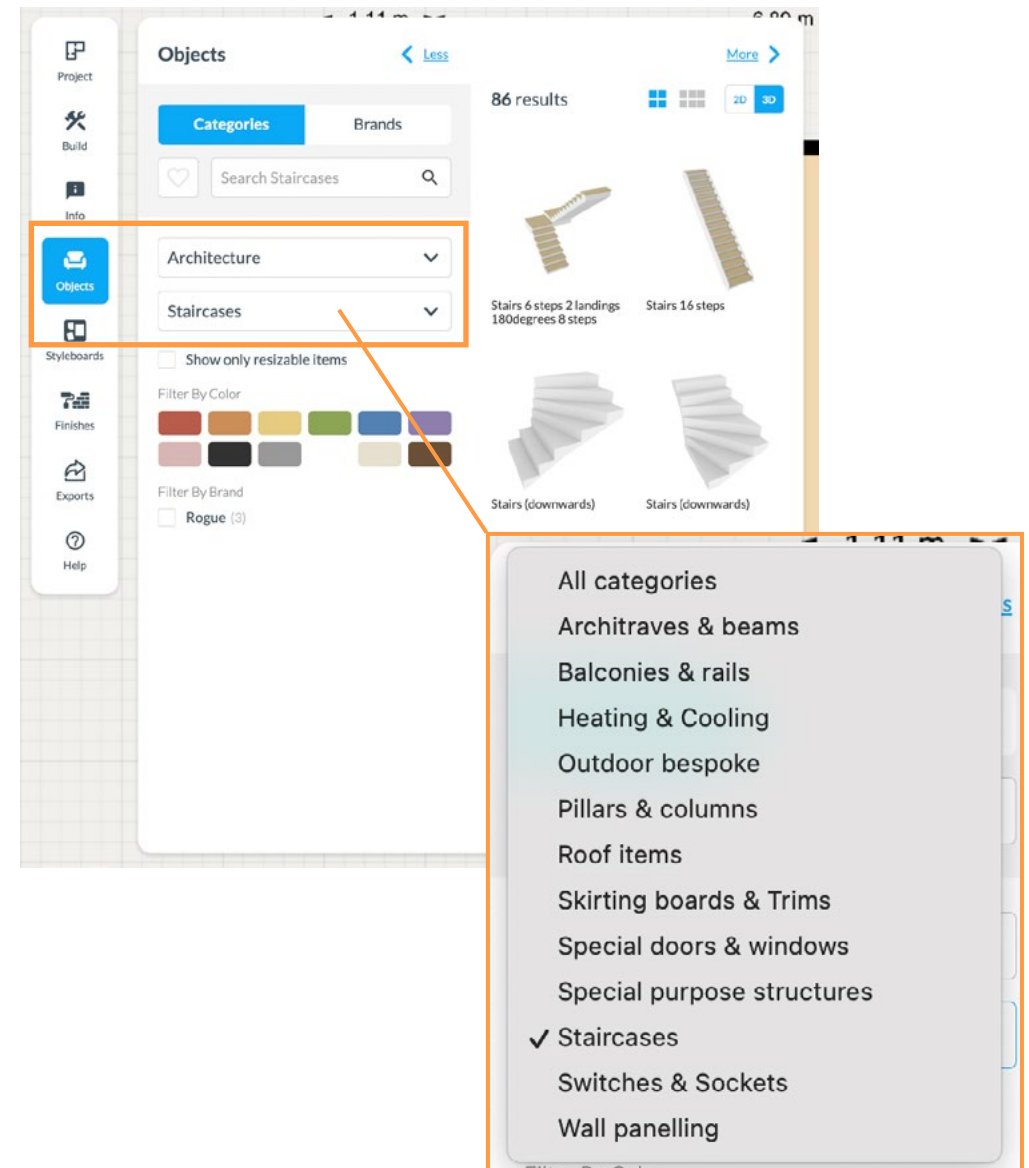
7a Information: Roomtypes

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

Applying room types

1) Go to the information section and click on the roomtypes button.
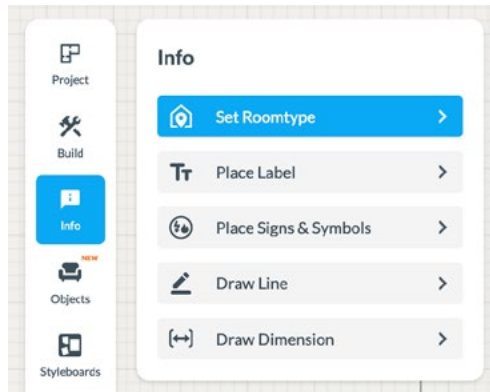
2) You can select a set of room types.

Tip: with a Pro account you can create your own set of room types that you frequently need.
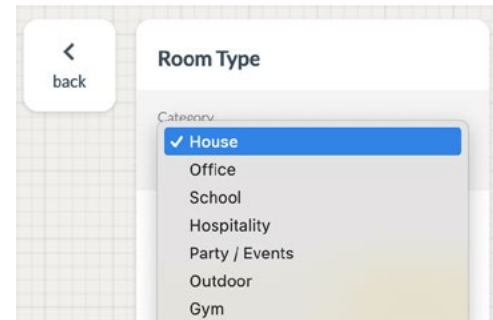
3) From the list, drag and drop your roomtypes onto the room surfaces.
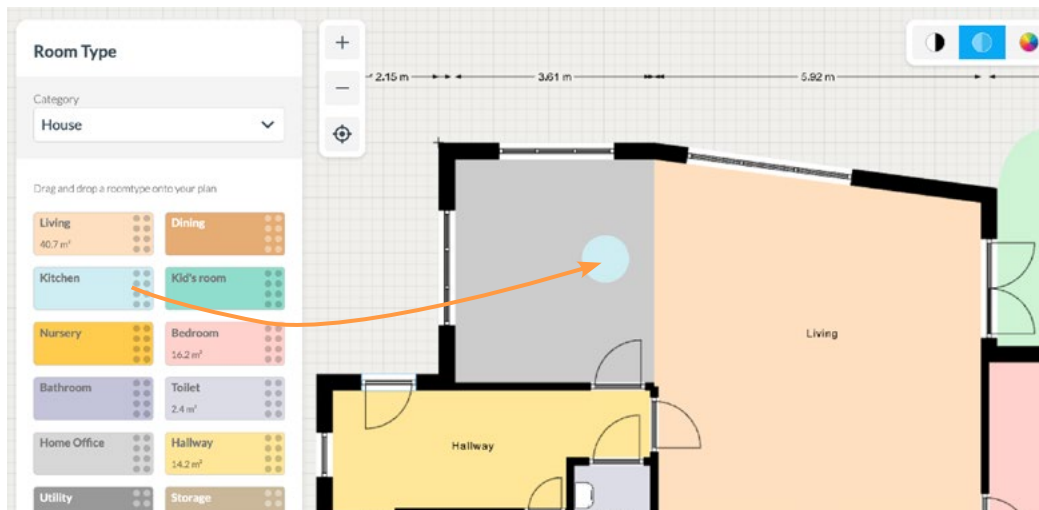
4) Apply as many room types as you need.
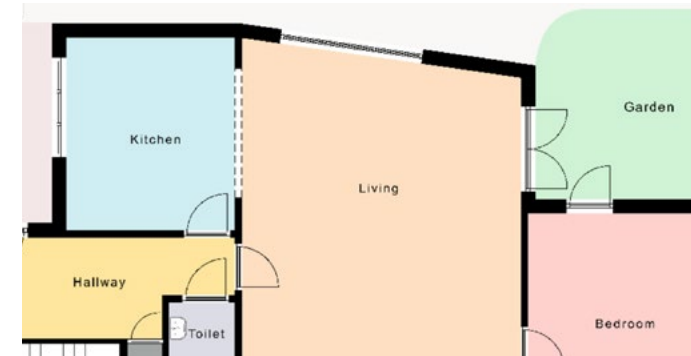
5) You can set the size of roomtypes to make readability even better.
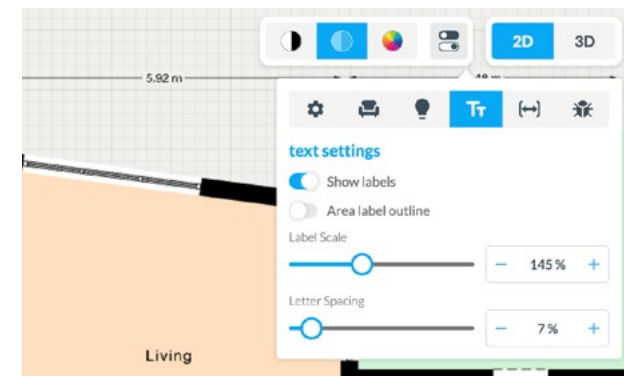
6) If you select a room you'll find that you can change or remove a room type in the side bar.

Find out how room types can be more useful on page 54
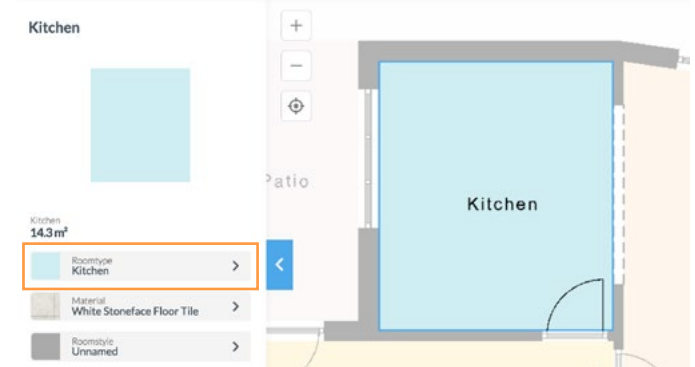
7b Information: Text Label

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

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

Info	
Project	
Build	
Info	

- Set Roomtype →
- **Place Label** →
- Place Signs & Symbols →
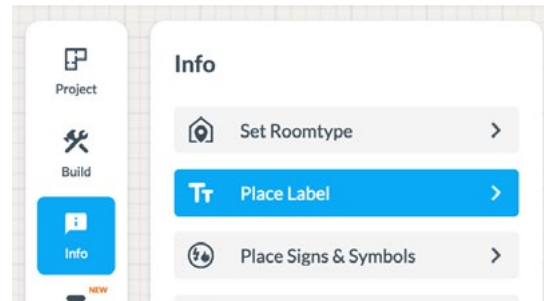
2) Your text label appears directly in your plan and you can type and format your label in the sidebar.

Label

Hello world!

Font
arial

Font Color   Background Color

Font Size   Letter Spacing
− 20 px +   − 0 % +

Rotation
− 0° +

Hello world!
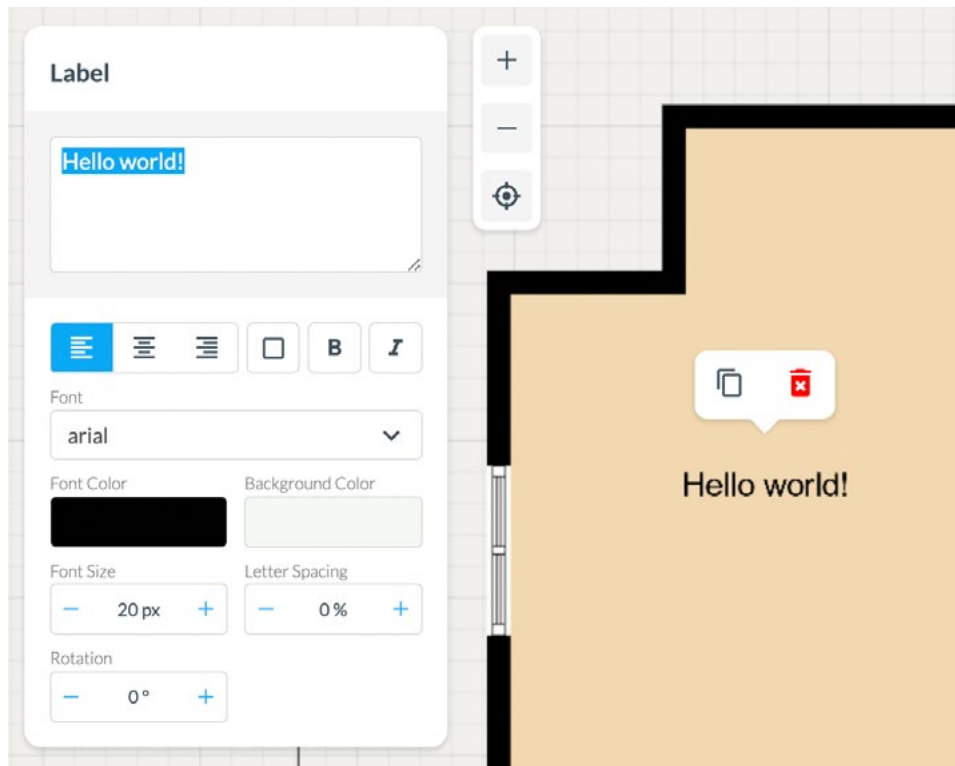
In the example below we'll show where you can use text labels

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

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

h = 400   h = 173

h = 251

elevated part 50 cm

Attic   h = 173

h = 336
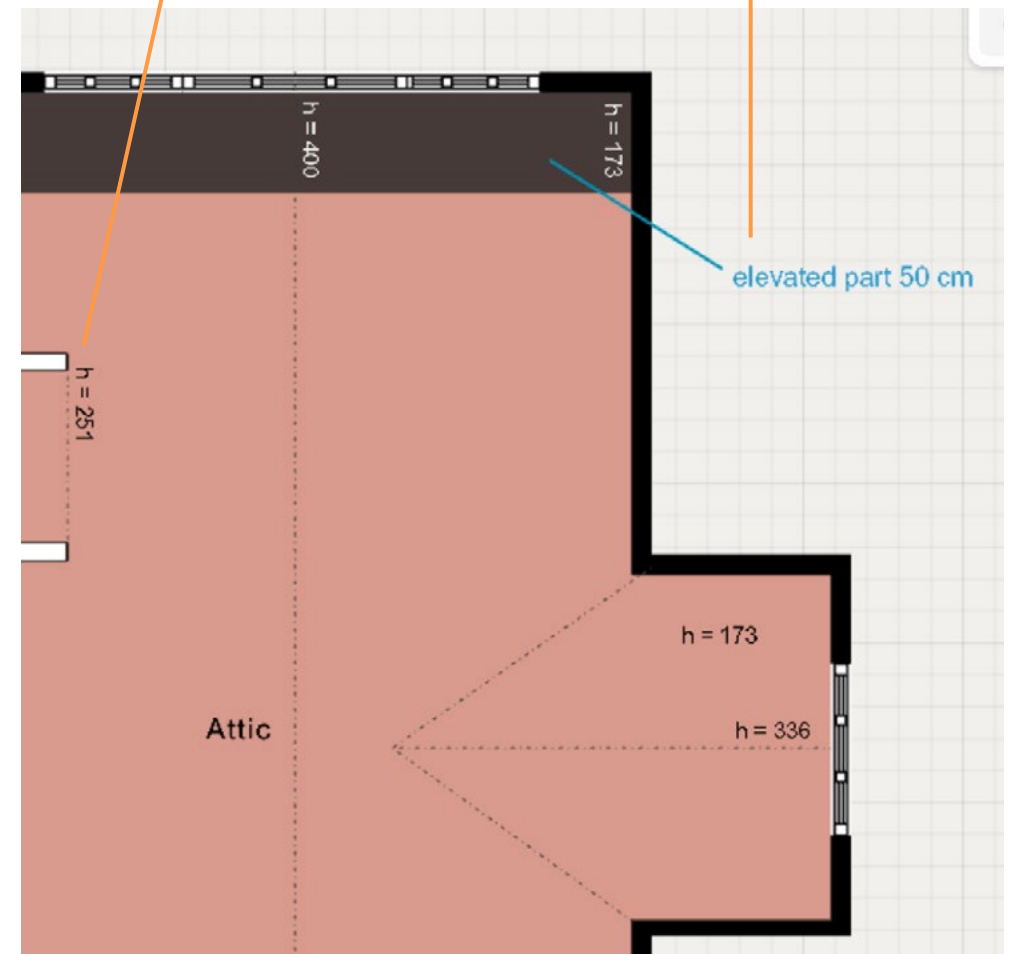
7c Information: Icons and Symbols

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

1) Go to the information section and click on the symbols button.
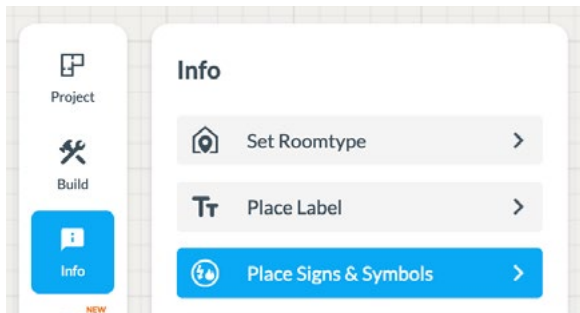
2) Select the set of icons you need.
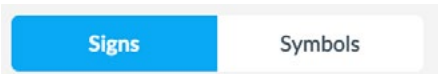
3) From the list, drag and drop your icon into your plan.
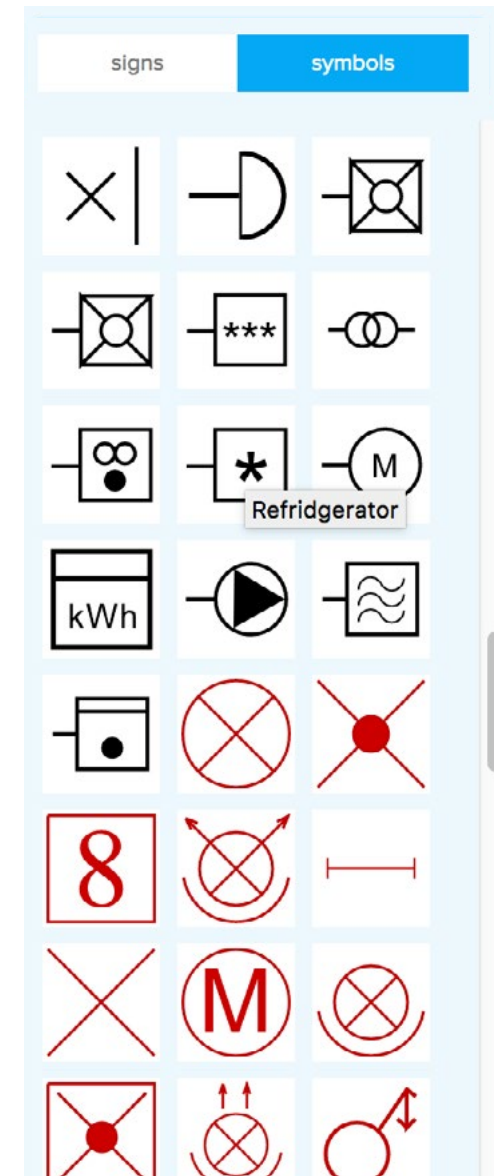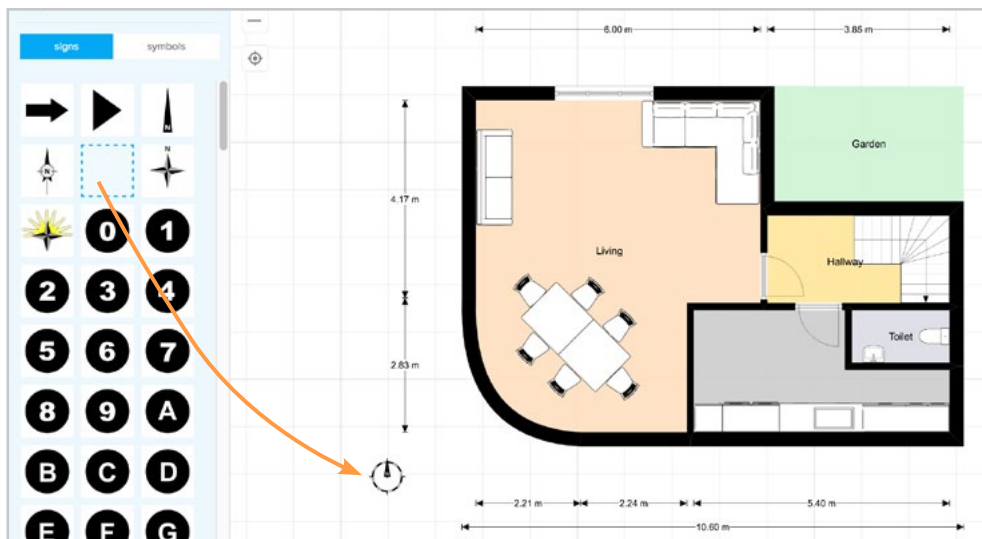
7d Information: Lines

You draw lines to indicate something in your plan.

1) Go to the info section and click on the line button or hit L
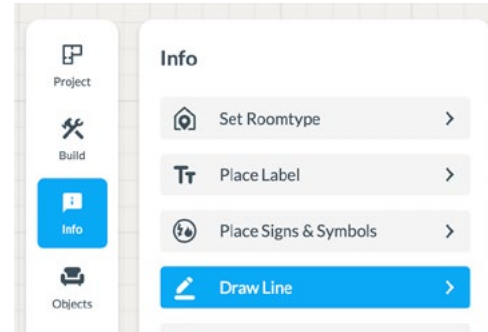
2) You can setup the line appearence in the side bar. Then click, drag and release in your canvas to draw your line.
The snap-lines will help to find perpendiculars, but these can be overruled by pressing S
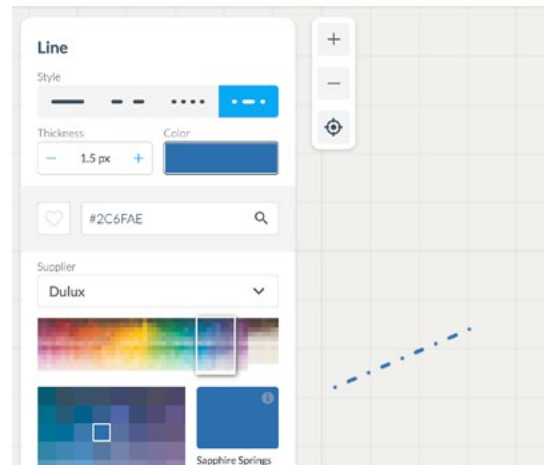
Tip: type in the length you want your line to be while you are dragging your mouse, and hit ENTER

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

In the example below we'll show where you can use lines

to indicate a boundary of an area

to point a text comment to an element

To indicate a change in the ceiling height
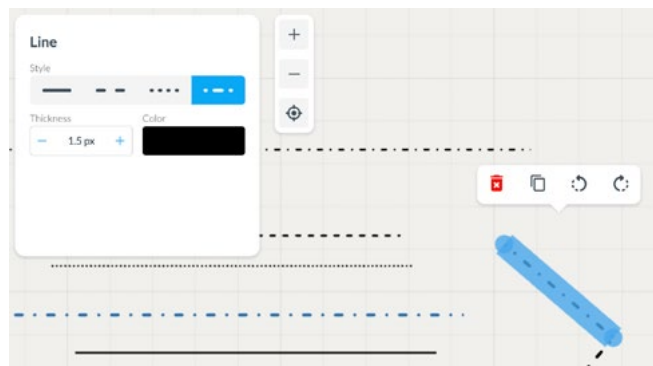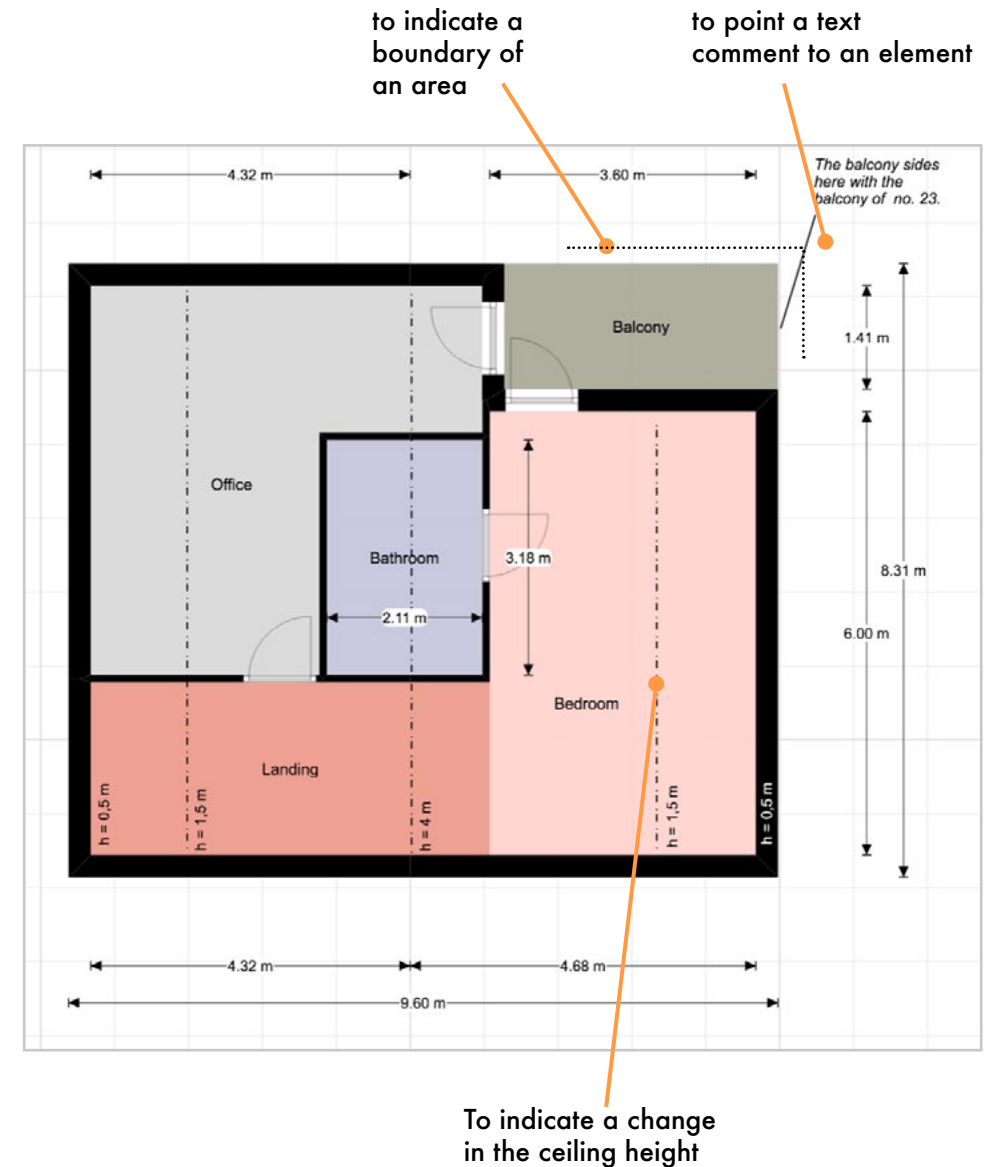
floor planner

7e Information: Dimension lines

Floorplanner generates automatic dimensions around your walls.
This will give you direct controll over the size of your rooms, but also
decreases 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 dimensions lines.

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

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

⟳ convert to separate lines

to convert them all to separate dimension lines.

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

|← ↔ →|

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
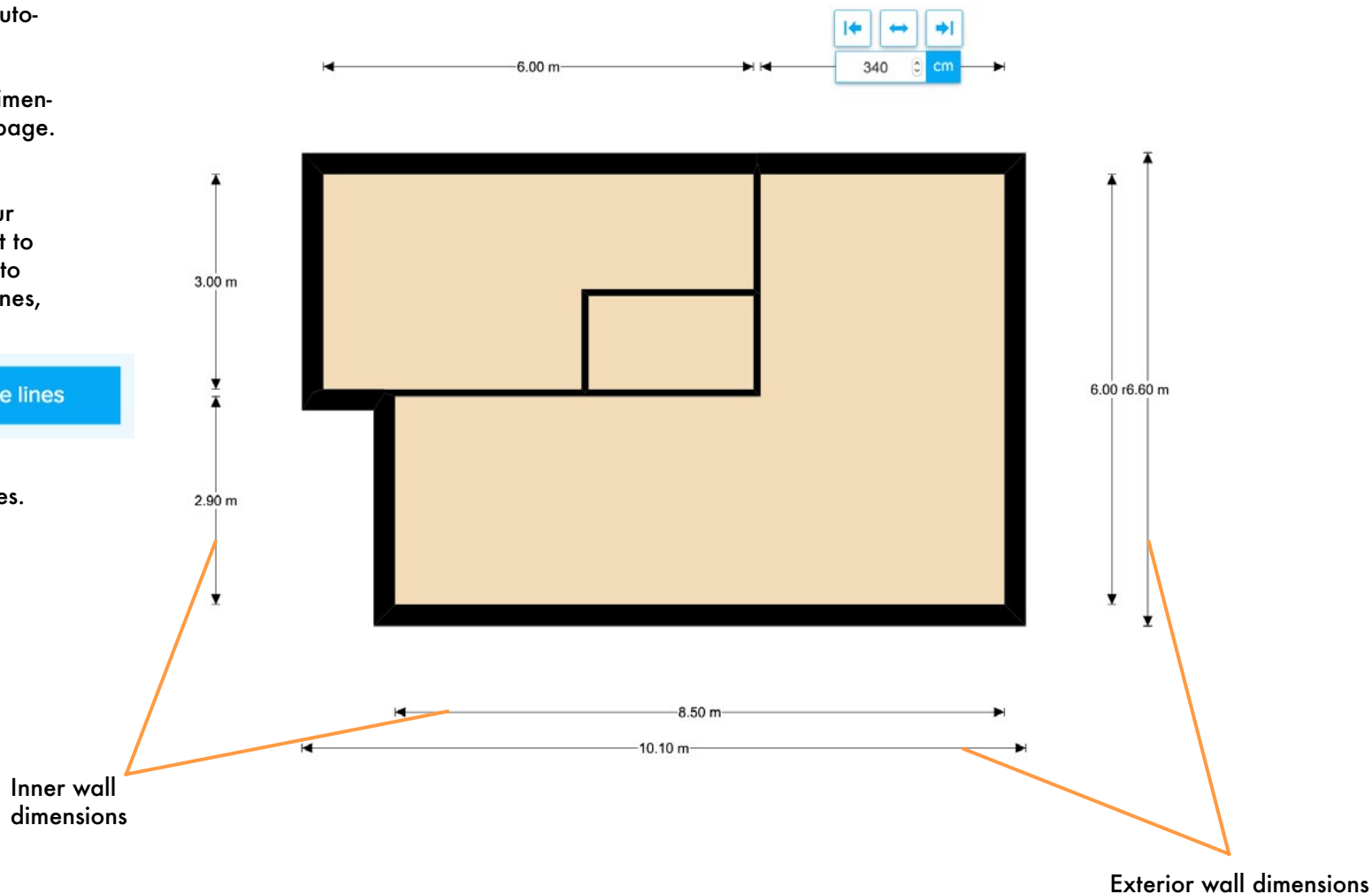
7e Information: Custom Dimension lines

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

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

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

Dimensions of rooms that don't appear as auto-dimensions, can be drawn as a custom dimension line.
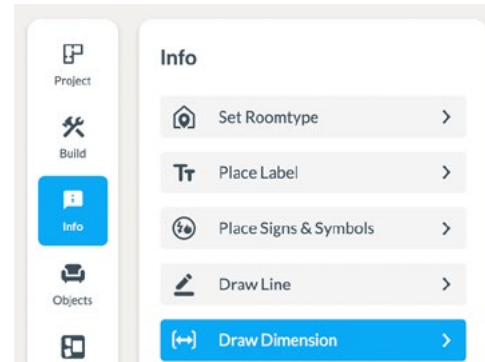
2) Draw a dimension line by click, drag and release in your canvas.
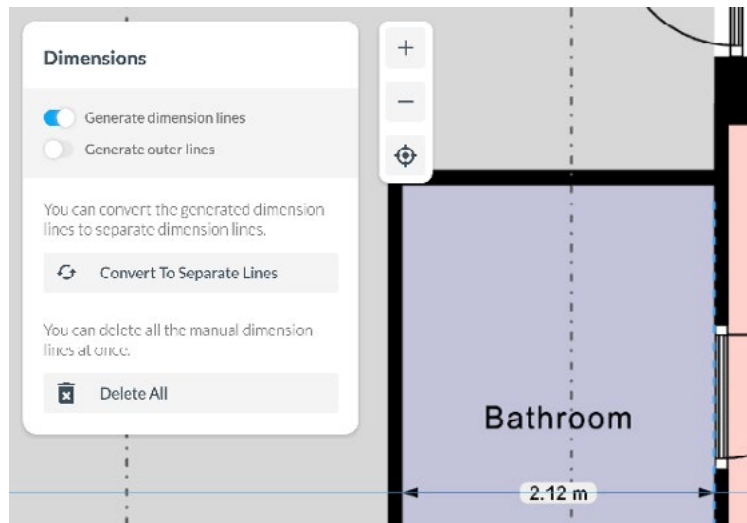
Tip: type in the length you want your line to be while you are dragging your mouse, and hit Enter to confirm.
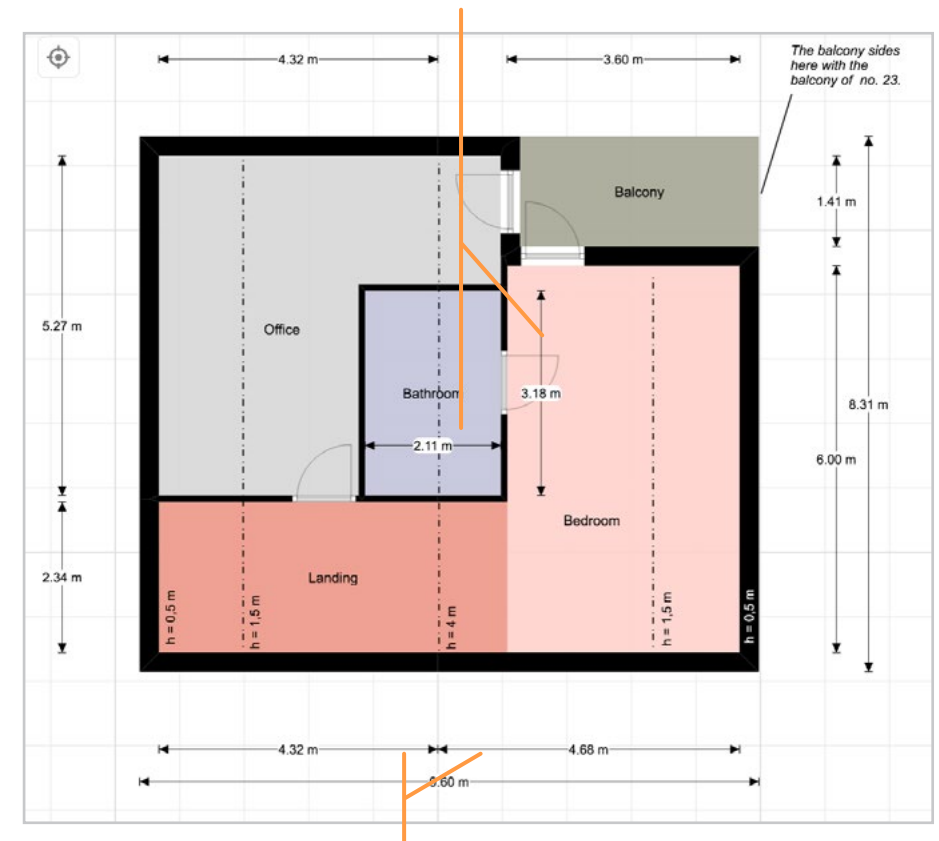
Some dimension lines like this one, you would want to merge. First convert your generated dimensions to separate dimension.

Then you can delete one and modify the other.

7e Information: Custom dimension lines

You can change custom dimension lines after you draw them.

Edit a custom dimension line

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

Tip: You can distinguish a custom dimension line from a generated dimension line by the blue dots on either side and the presence of a trashbin.
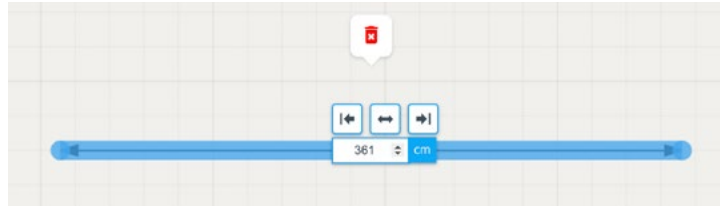
2) Type in the size you want the dimension line to be. Then click on one of the arrows buttons to move one of the arrowhead to it's new position.
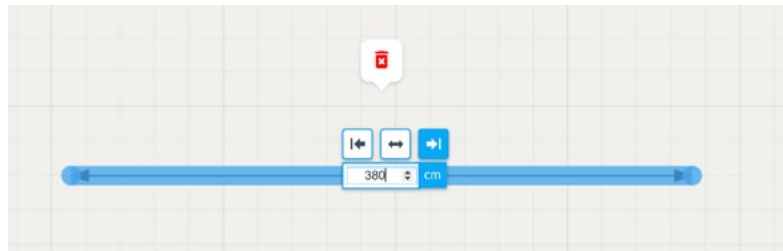
3) Your dimension is altered. You can also use the blue dots to move the line.
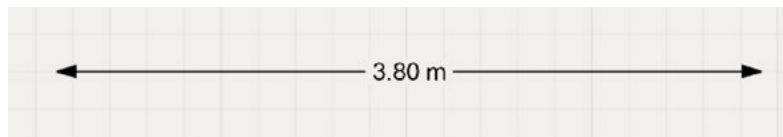
7I: Build: Dimension Settings

Customizing your dimension appearance in 2D view Settings

Hide all dimensions at once for a clean looking plan

Toggle this switch on and off to see which dimensions are auto-generated.

Hide the exterior dimensions

Label scale
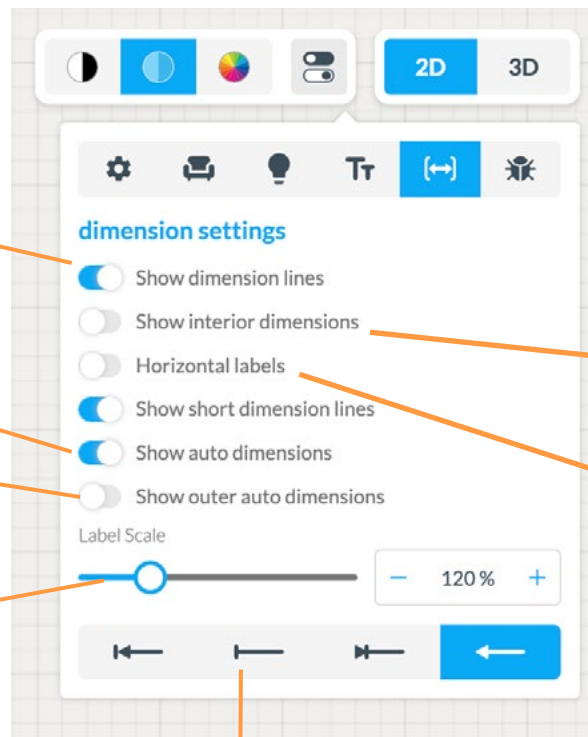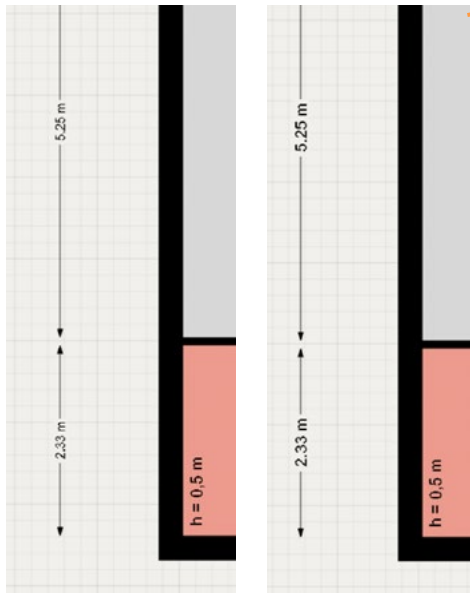
Arrowheads
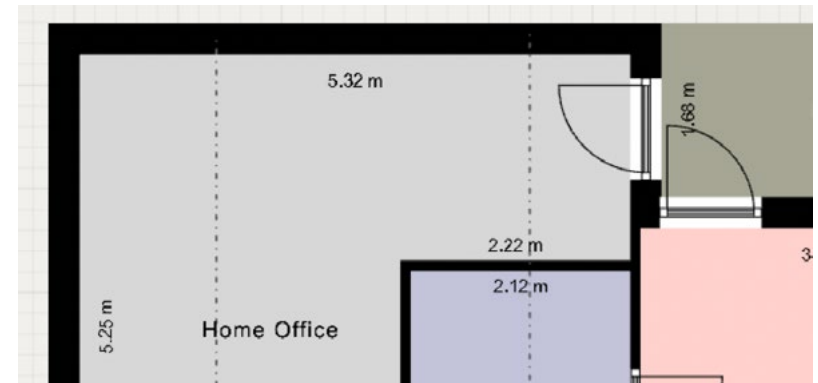
to show dimensions next to the walls

to show labels horizontal or aligned to the dimension

dimension settings
- Show dimension lines
- Show interior dimensions
- Horizontal labels
- Show short dimension lines
- Show auto dimensions
- Show outer auto dimensions

Label Scale 120 %
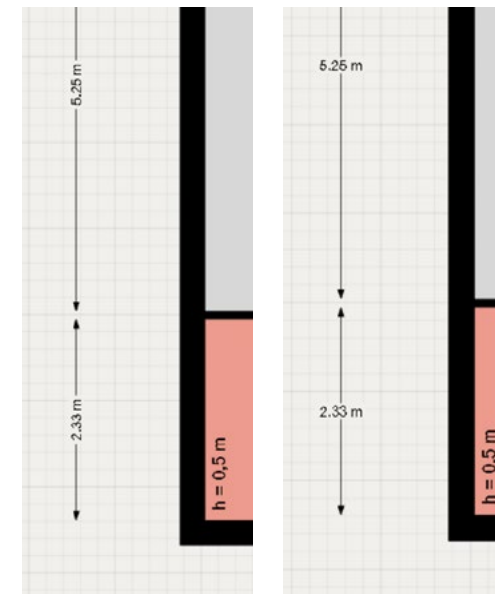
8 Furniture Library

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

Click on the furniture icon

Search by category or brand

Browse your favorites

Specify a search, like table or glass

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

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

Filter by colour

Filter by brand

enlarge search window

more columns

2D / 3D view

drag and drop an item into your plan

8 Furniture Library

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

Item Name
Boutique Delft Blue Jumper

Dimensions
90cm x 90cm x 85cm

Settings

Similar Items

Rotate handler

Scale

Mirror

Living

Rotate 90°

Duplicate   Delete

Drop item
on surface
below

Item Name
Boutique Delft Blue Jumper

Custom Label

Show in 2D

Length   Width
− 90 cm +   − 90 cm +

Height
− 85 cm +

Raise From Floor   Rotation
− 0 cm +   − -128° +

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

Click this icon
to easily scale it
by surrounding
handlers.

Favourites

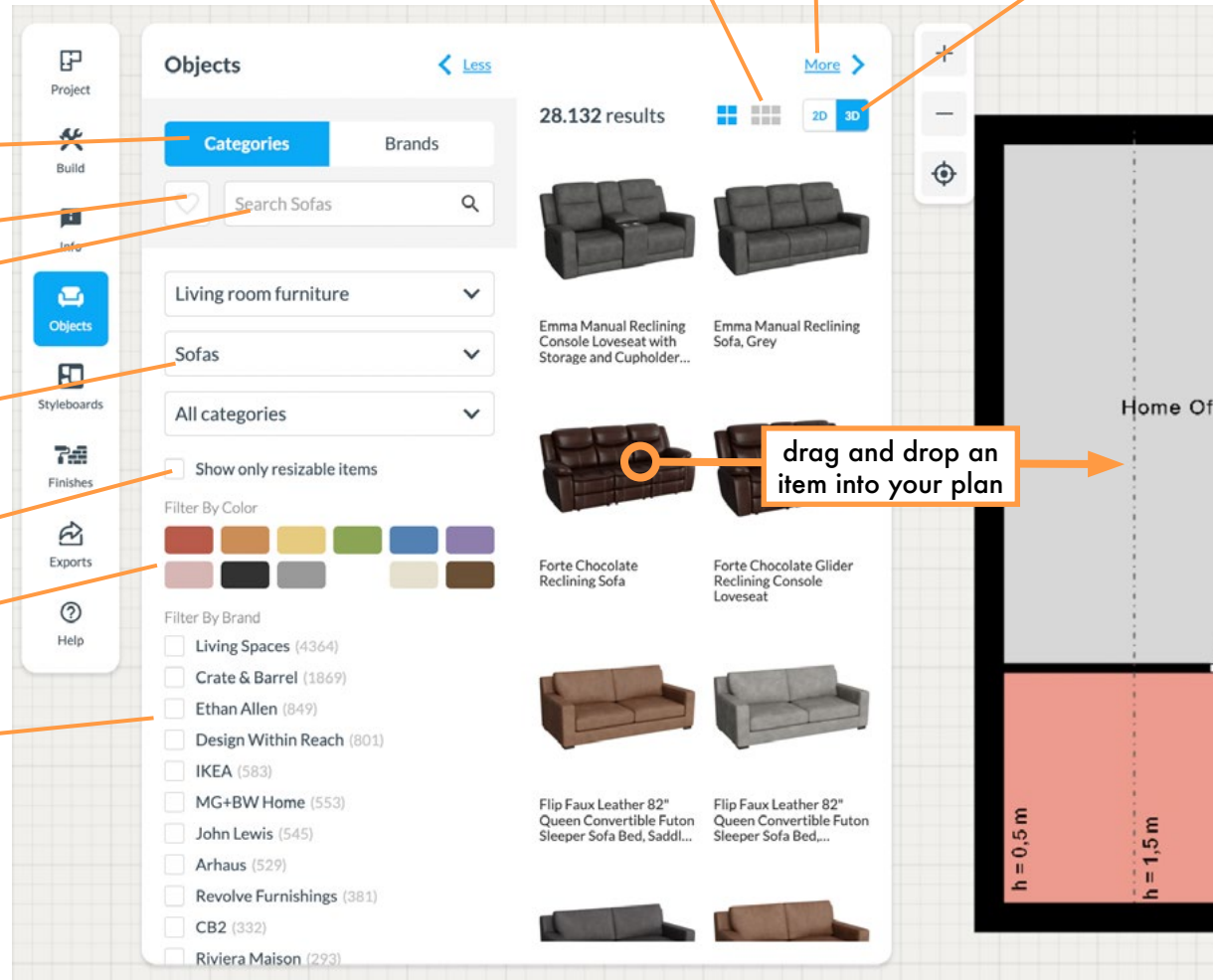In the thumbnails in the sidebar you can click the star to add this item to your favourites.

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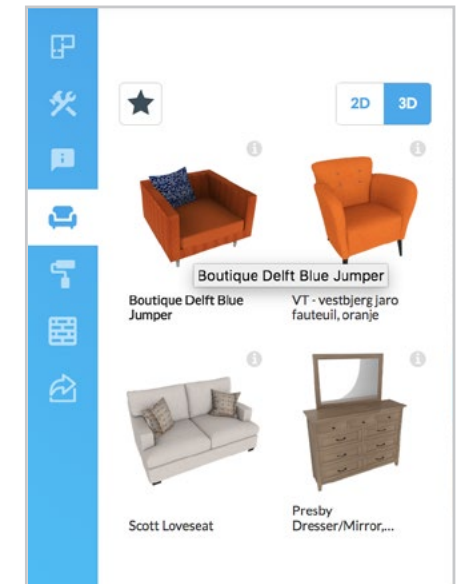
Similar items

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

9 Paint

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

Apply colors

1) Click the finished icon

2) Select a Paint suppliers' colour set.

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

Mark as favourites

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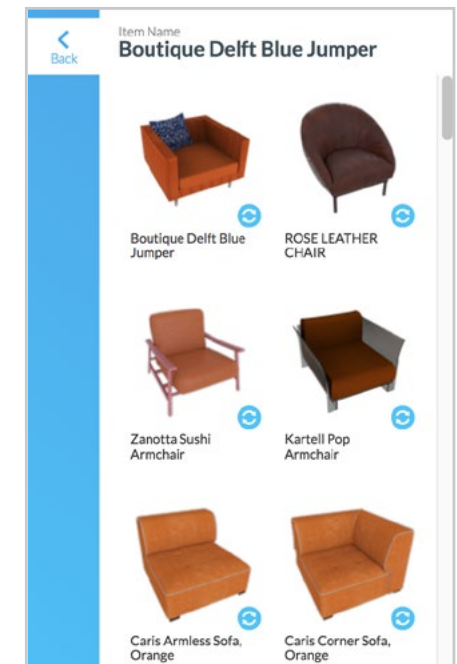
Pick your own color

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

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

With every colour you get a set matching color suggestions.

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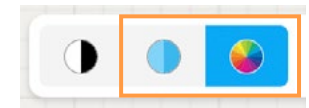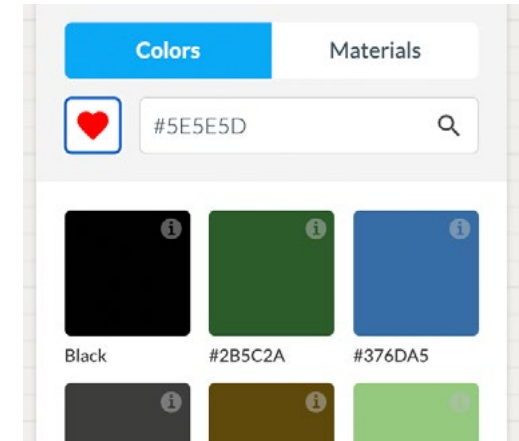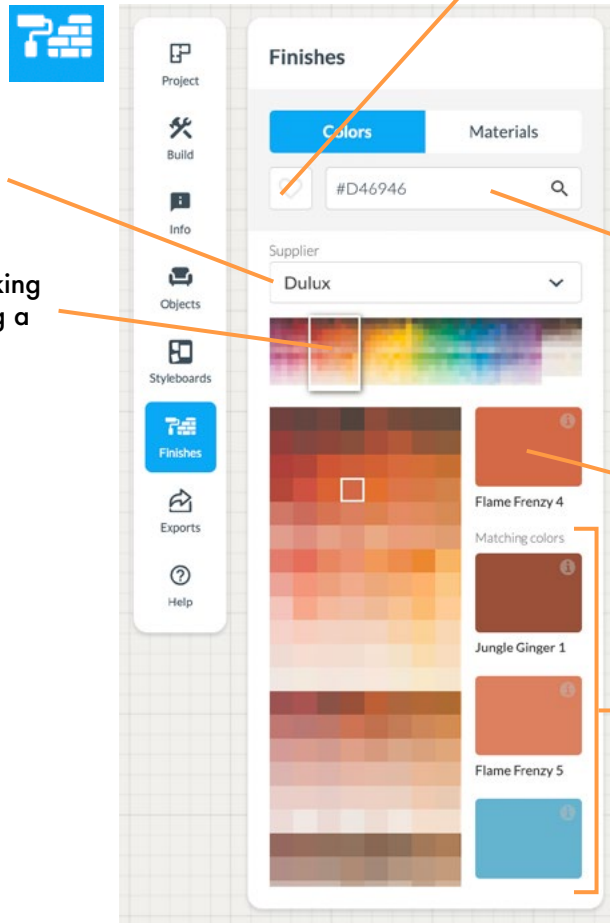
9 Paint - Hatch patterns

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

1) Apply a colour to a room or suface area, click the room area and select materials.
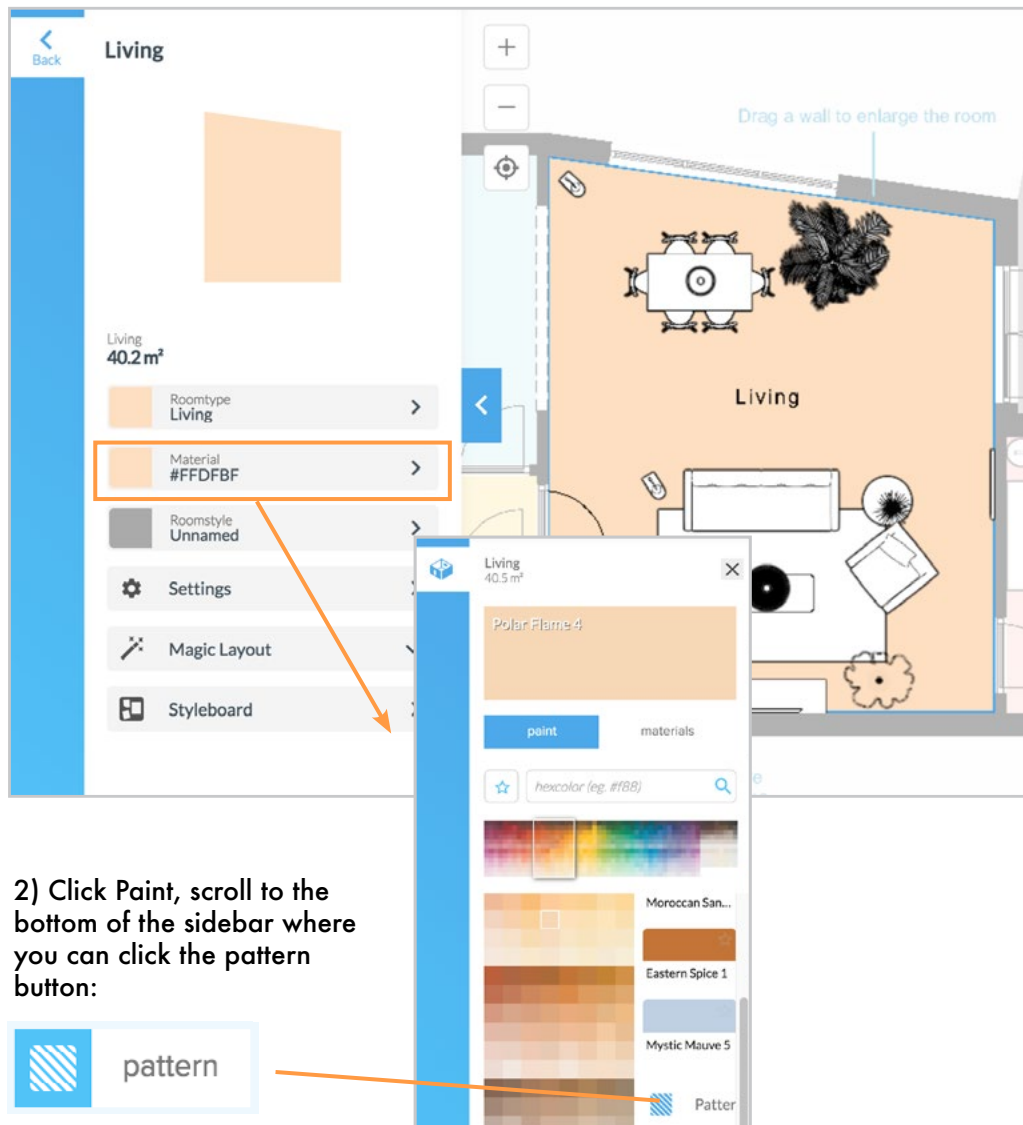
2) Click Paint, scroll to the bottom of the sidebar where you can click the pattern button:

3) Choose a pattern. Hatch patterns will only show in this 2D viewmode:
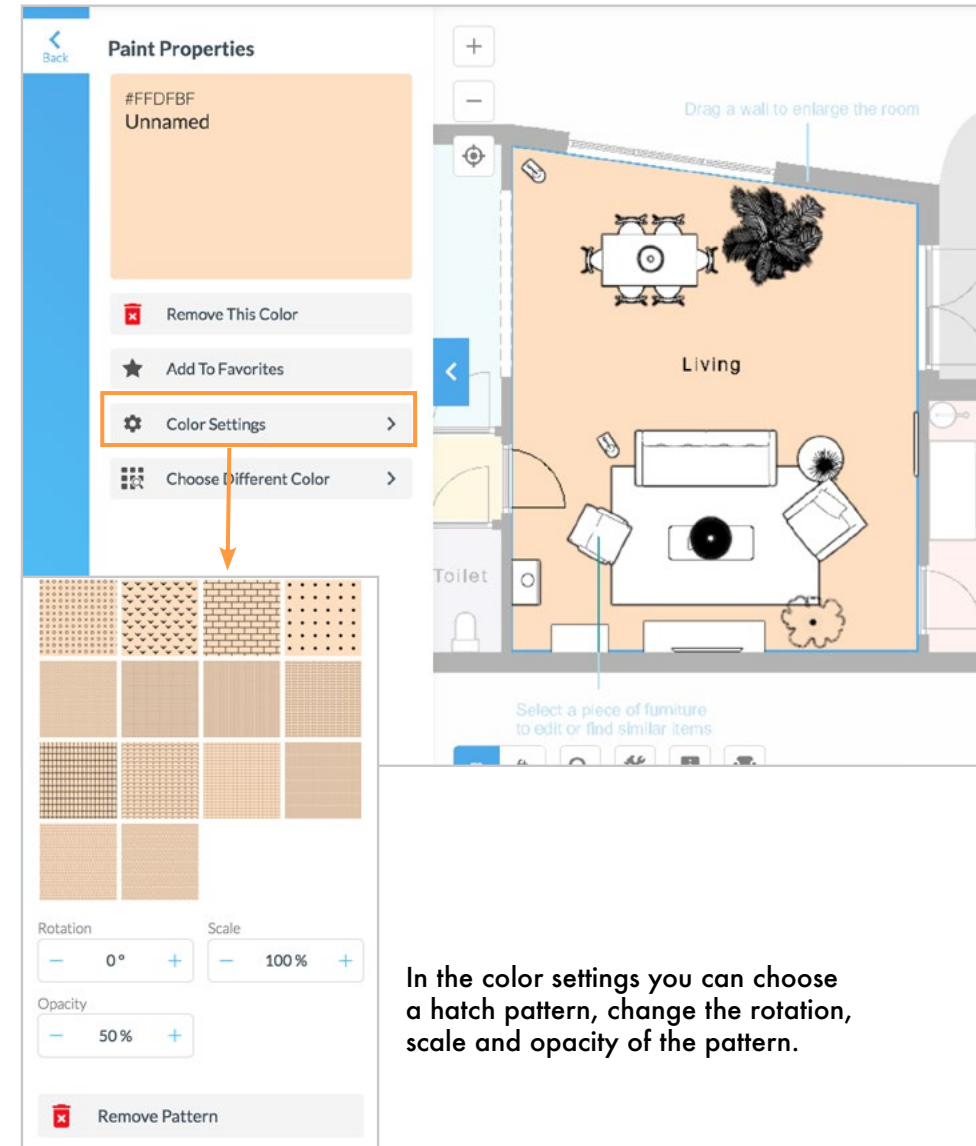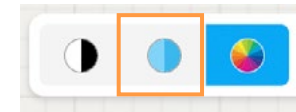
In the color settings you can choose a hatch pattern, change the rotation, scale and opacity of the pattern.

10 Materials

Apply materials

1) Click the finishes icon

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

or select from your favourites.
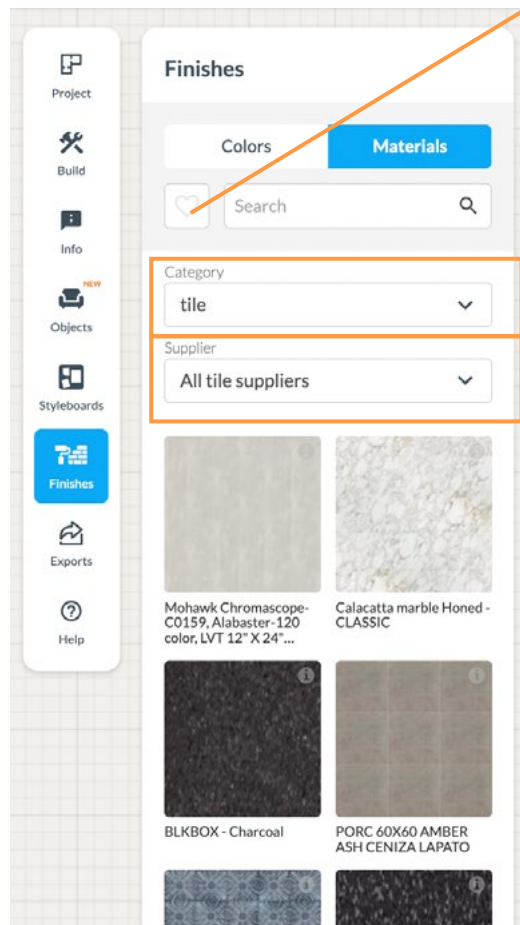
Wood
Carpet
Stone
Tiles
Wallpaper
Outdoor materials

Suppliers

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

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

11: Magic-layout 🪄

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

**1) Apply a room type
to your room**

2) Select a roomstyle.

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

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

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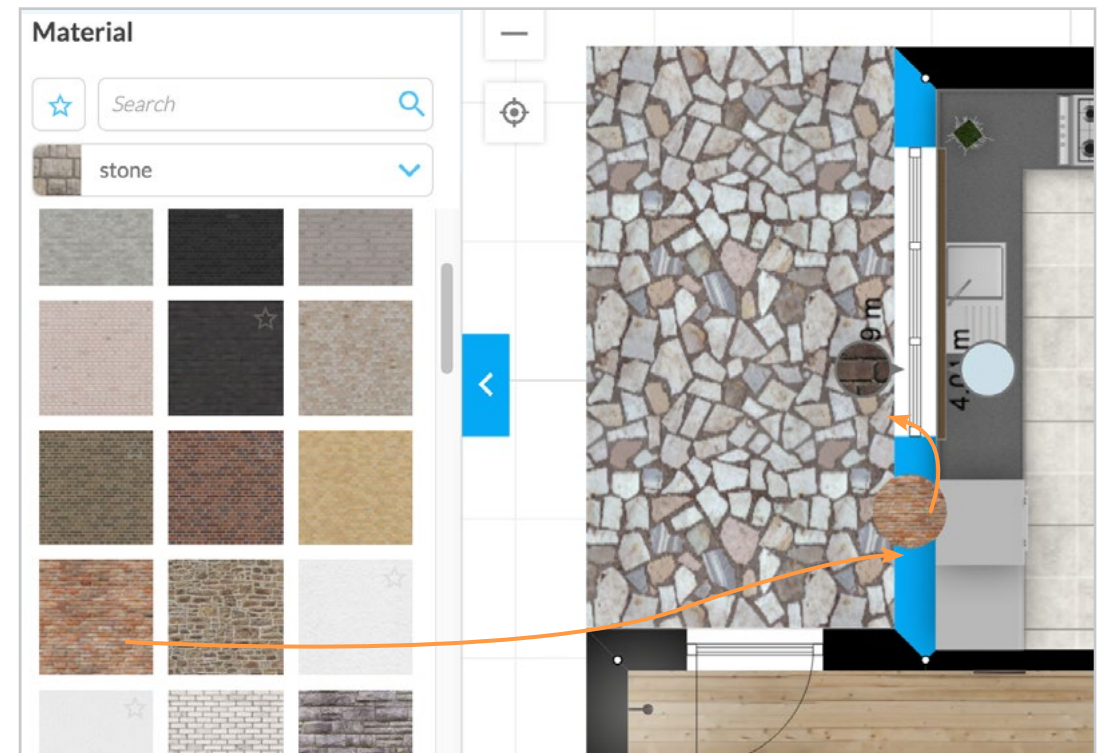styles and choose *restyle*
to have the layout stay, but
the furniture and materials
swapped with those from
another roomstyle**

Magic layout bedroom in style "Lena"

Magic layout bedroom in style "Blue black and White"

12 Styleboard 🔲

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

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

Your styleboard toolset   Back to your floorplan   Rearrange / modify your styleboard elements   Export this image
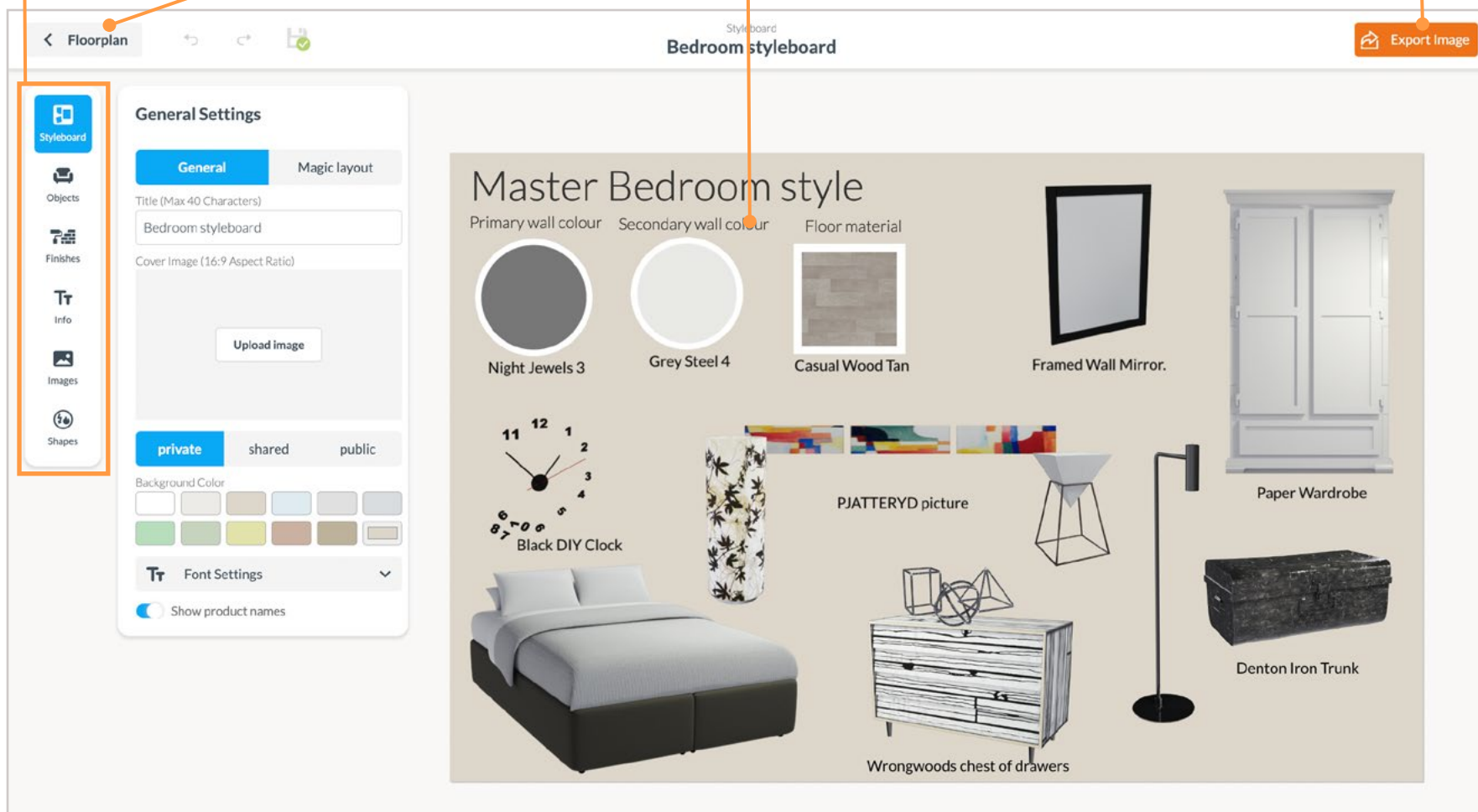
11a: Export 2D

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

Choose Export image to
open the export menu.

Export Image

Export tab in Sidebar

Export a link to the image
to an email addresss

All options are listed below.

choose 2D or 3D
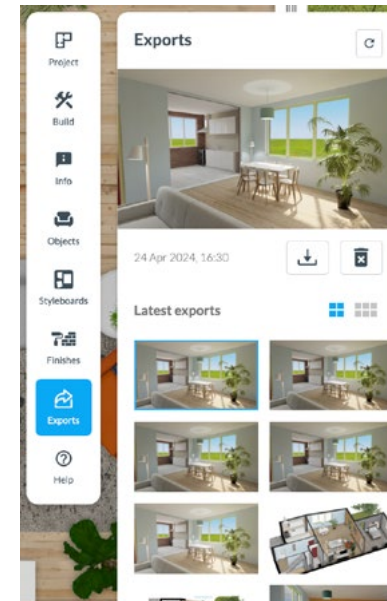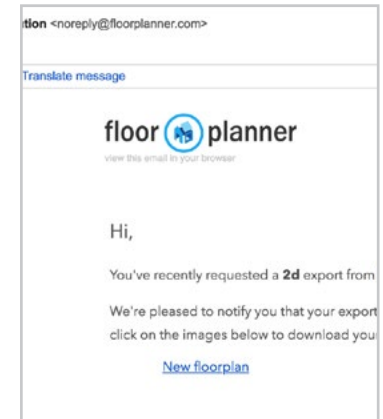
Export tab in Dashbaord
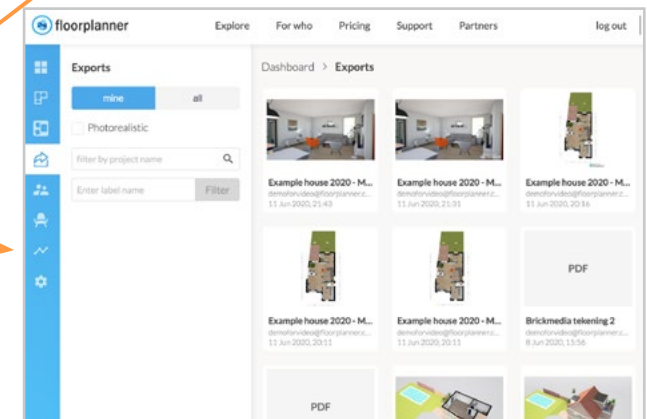
11b: Export 3D

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

Export tab in Sidebar
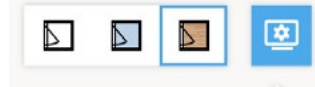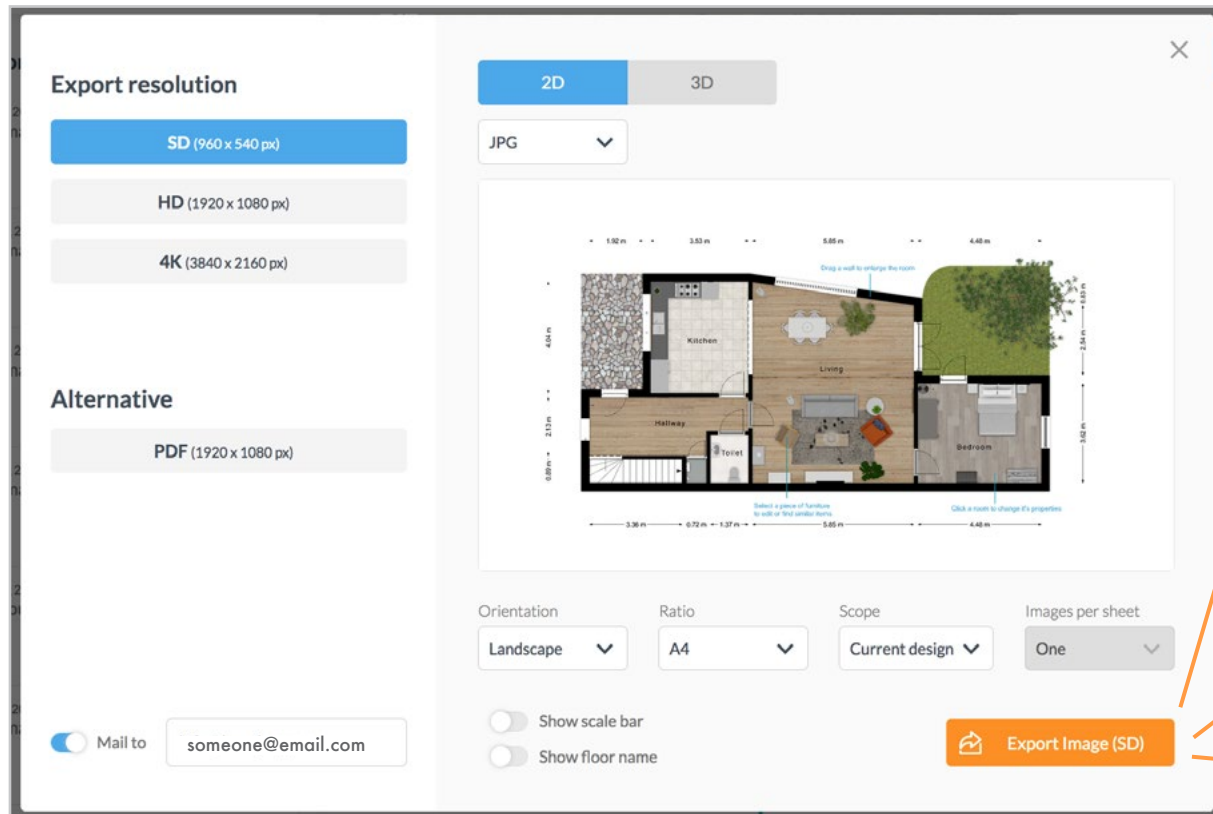

Export a link to the image
to an email addresss

Export resolution

SD (960 x 540 px)

HD (1920 x 1080 px)

4K (3840 x 2160 px)

8K (7680 x 4320 px)

Interactive

3D Tour

2D | **3D**

JPG

Current angle

This is a low quality preview. Export image to render this view in higher quality.

Mail to | demo@floorplanner.cor

Export Image (4K)

2D | **3D**

3D view settings

Show cut section

Show camera frame

Show doors

Cutaway walls

Show floors below

Show ceilings

Show shadows

Image smoothing

Export tab in Dashbaord

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

The export will show
as in your current
view 3D settings.
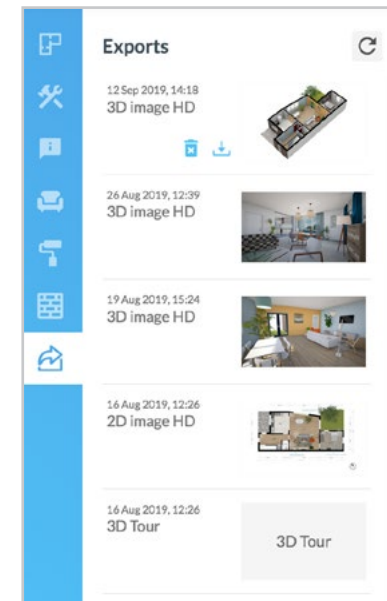
If you opt for the old render engine you
can export 3D images for all floors in
your project at once. For each floor, only
the default design will be exported.
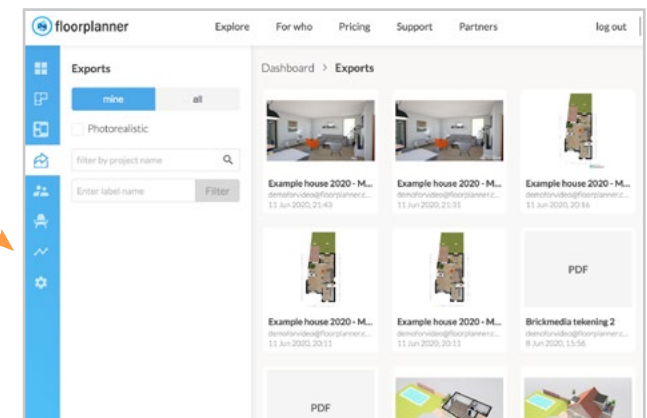
12: Keyboard shortcuts

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

`?` : *Show all shortcuts in sidebar*
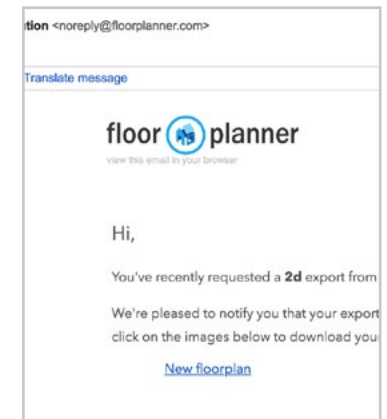
Function	Key(s)	Mode
Exit mode	esc	Drawing or selected item
Delete items	del or backspace	While item is selected
Disable snap	s	Hold while drawing or moving stuff
Move around	◄ ► ▼ ▲	In 3D mode
Move item	◄ ► ▼ ▲	While item is selected. Hold shift to move in steps of 10 cm/4 inch
Switch 2D/3D view	/	
PAN (move canvas)	spacebar	In 2D and 3D
Center view	.	In any 2D mode
Rotate item 5°	r l	While item is selected
Rotate item 15°	R L	While item is selected
Save	CMD + s *	any mode in editor
Undo / Redo	CMD + z / y	any mode in editor
Switch between floors	< >	In 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.

Function	Key(s)	Mode
Draw wall	w	In 2D view
Draw room	r	In 2D view
Draw surface	f	In 2D view
Add textlabel	t	In 2D view
Draw dimension	d	In 2D view
Draw line	l	In 2D view
Use tape measure	m	In 2D view
Hide/show drawing	b	While tracing background image
Rectangle select	shift	in 2D view. Click and drag in canvas**

*** all items in the rectangle will be selected after which you can filter the selection and create groups.*

Function	Key(s)	Mode
Select all	CMD + a *	
Copy/paste design or selection	CMD + c CMD + v *	Into the active floor or design
Show groups	g	In 2D view

*CTRL + C for windows keyboards
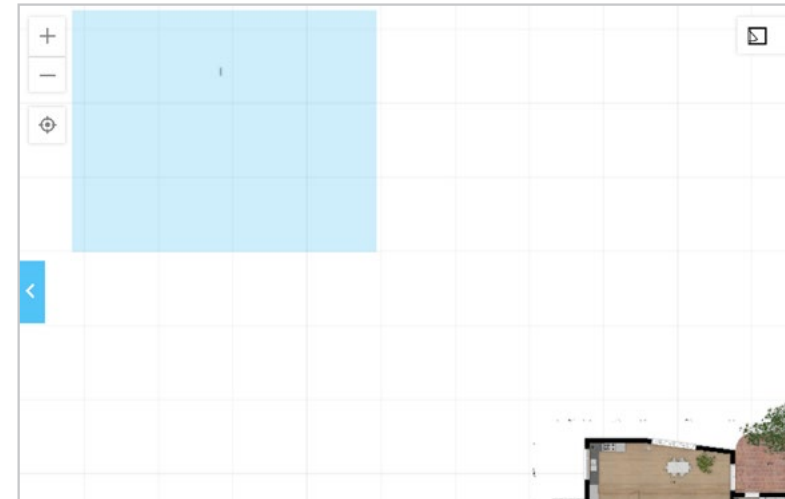
13a: Troubleshooting

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

Finding outlyers

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

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

3) Then click the trashbin to remove the item