Starting a New Drawing

 Menu: File|New   <Ctrl>+<N>

To start a new drawing if another drawing is currently open, click the [New] button on the Standard toolbar, press <CTRL> + <N> or select File|New.

Using the Snap and Grid

The Snap and Grid are drawing aids that can help you position objects accurately and give you a sense of scale while drawing. The Grid is a set of vertical and horizontal lines that is displayed in your drawing area. The Snap is an option that makes your pointer "snap" to points on the drawing grid.

You can use the Grid and Snap together, or use the Grid on its own without the Snap. You can also control the spacing between Grid lines and the Snap angle.

You can turn the Grid and/or Snap on and off as needed during your drawing session.

{button ,AL(`Snap and Grid',0,`',`')}   See Also

Displaying Area Value

FloorPlan 3D automatically calculates and displays the area value of the rooms in your drawing. If you don't want the area value shown in each room you can turn it off.

You may turn on and off displaying the room name as well.

To display or hide area value and room name:

1. Select Tools|Options. The Options dialog opens.
2. In the Environment tab of the Options dialog, select the Display area value check box, or/and Display room name check box.
3. Click [OK].

Note: These parameters turn on or off displaying the area value or room name all over the project. You may also specify these settings for each room. See Room Properties for details.

Turning the Snap On

To turn the Snap on:

1. Select Tools|Options and make sure the Environment tab is displayed.
2. In the Snap group of the Options dialog, select the Snap to Grid check box.
3. Click [OK].

{button ,AL(`Snap and Grid',0,`',`')}   <u>See Also</u>

Turning the Grid On

To turn the Grid on:

1.   Select Tools|Options and make sure the Environment tab is displayed.
2.   In the Grid group of the Options dialog, select the On check box.
3.   Click [OK].

Tip:

You can toggle the Grid on and off quickly by clicking on the Views toolbar.

{button ,AL(`Snap and Grid',0,`',`')}   See Also

Changing the Snap Angle

By default, your pointer snaps to the drawing grid at 15-degree angles when the Snap is on.

To change the Snap angle:

1. Select Tools|Options.
2. In the Angle box, type the desired Snap angle value.
3. Click [OK].

{button ,AL(`Snap and Grid',0,`',`')}   See Also

Changing the Grid Spacing

You can change the spacing between Grid lines both vertically and horizontally.

To change the spacing between Grid lines:

1. Select Tools|Options.
2. In the X Spacing box, specify the distance you want between the horizontal lines.
3. In the Y Spacing box, specify the distance you want between the vertical lines.
4. Click [OK].

{button ,AL(`Snap and Grid',0,`',`')}   See Also

Defining Floor Locations

Menu: Tools|Locations…

When you create or insert an object in your model, that object is assigned to a specific floor location (e.g., Ground Floor). This lets you to create more than one floor level if desired. By default, FloorPlan 3D has two pre-defined locations: the Ground Floor and Second Floor location. You can add and delete locations as needed, as well as change the definition of a location. You do this from the **Floor Location Settings** dialog.

Generally, the settings in this dialog determine how high your walls will be on a particular location, how high up your windows will be on the walls, and where the ceiling will sit.

To access the Floor Location Settings dialog:

• Click the [Locations] button on the Views toolbar, or select Tools|Locations.

In the following picture, click on an area of the **Floor Location Settings** dialog for information about that area.
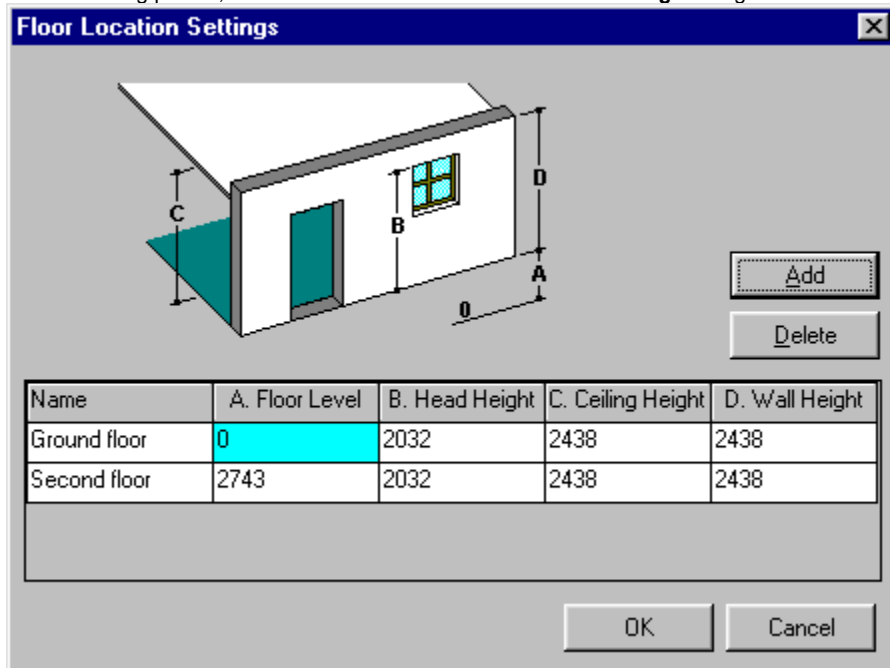
{button ,AL(`Floor Locations',0,`',`')}   See Also

Name

The label that identifies a specific floor location.

Floor Level

The height of the floor above the ground assuming the ground is 0.

Head Height

The distance from the floor to the top of the windows.

Ceiling Height

The distance from the floor to the underside of the ceiling.

Wall Height

The total height of the location's walls from the floor to the top of the walls.

Add button

Lets you create a new floor location.

Delete button

Deletes a selected floor location.

Adding a New Floor Location

By default, there are two pre-defined floor locations: the Ground Floor and Second Floor. If you want to create additional levels (e.g., a third story) you must create a new floor location so objects can be assigned to the correct location.

To add a new floor location:

1.   Click the [Locations] button, or select Tools|Locations.
2.   In the Floor Location Settings dialog, click [Add]. A new location called <Default> is added to the list.
3.   Specify a name, floor level, head height, ceiling heightl and wall height for the new location.
4.   Click [OK].

{button ,AL(`Floor Locations',0,`',`')}   See Also

Deleting a Floor Location

You can remove a location from the locations list in the **Floor Location Settings** dialog provided there are no objects on that location.

To delete a location:

1. Click the ![icon] [Locations] button, or select Tools|Locations.
2. In the Floor Location Settings dialog, select the location to delete.
3. Click [Delete].

{button ,AL(`Floor Locations',0,`',`')}   See Also

Changing a Floor Location's Definition

You can change a floor location's name, floor level, head height, ceiling level, or wall height.

**To change a floor location's definition:**

1. Click the [Locations] button, or select Tools|Locations.
2. In the Floor Location Settings dialog, click the value you want to change. The selected field is highlighted in blue.
3. Type the desired value.
4. Press <ENTER>.
5. When you've completed your changes, click [OK].

{button ,AL(`Floor Locations',0,`',`')}   See Also

Knowing the Current Location

When you draw or insert objects, you should always be aware of which floor location is current since objects are always assigned to the current location.

- To see which location is current, look in the Location toolbar.
- To change the current location, simply select the one you want from the Location Settings drop box.
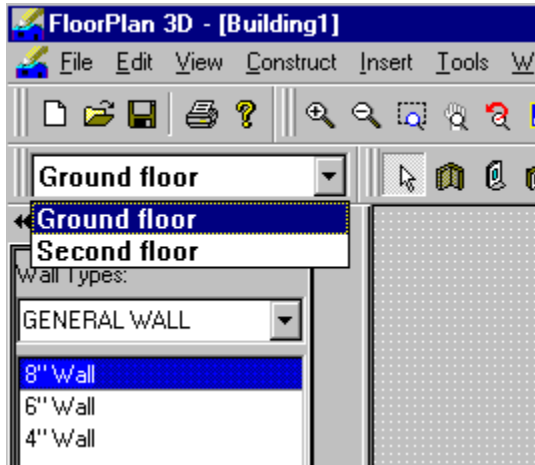
{button ,AL(`Floor Locations',0,`',`')}   See Also

Zooming and Panning

While designing, you can zoom in on the entire drawing or a selected portion of it. You can also move the display of the drawing around on the screen so you can focus on a particular area. This is called panning.

{button ,AL(`Zooming and Panning',0,`',`')}   <u>See Also</u>

Zoom In

 Menu: View|Zoom|In

Use Zoom In any time you want to zoom in closer to your drawing.

To zoom in:

• Click the [Zoom In] button on the Zoom toolbar, or select View|Zoom|In.

{button ,AL(`Zooming and Panning',0,`',`')}   See Also

Zoom Out

Menu: View|Zoom|Out

Use Zoom Out to create a more distant view.

To zoom out:

1. Click the [Zoom Out] button on the Zoom toolbar, or select View|Zoom|Out.

   {button ,AL(`Zooming and Panning',0,`',`')}   See Also

Zoom Window

Menu: View|Zoom|Window

Zoom Window lets you zoom in on a particular area of your drawing dragging a box around that area.

To zoom in on an area:

1. Click the [Zoom Window] button on the Zoom toolbar, or select View|Zoom|Window.
2. Using your mouse, draw a rectangle around the area you want to zoom in on.

{button ,AL(`Zooming and Panning',0,`',`')}   See Also

Zoom Dynamic

Menu: View|Zoom|Dynamic

Zoom Dynamic lets you zoom in on a selected area by placing a selection window over the desired area and resizing the selection window if needed. Or if you prefer, you can resize the selection window first, then place it over the desired area.

To zoom in on a particular area:

1. Click the [Zoom Dynamic] button on the Zoom toolbar, or select View|Zoom|Dynamic.
2. Move your pointer to position the selection window over the general area you want to zoom in on.
3. Click the left mouse button once to anchor the selection window. If you move your pointer around, you'll notice the window resizes.
4. Make the selection window the desired size. If you need to reposition the window, simply click the left mouse button again.
5. Click the right button to zoom in on the selected area.

{button ,AL(`Zooming and Panning',0,`',`')}   <u>See Also</u>

Zoom Extents

 Menu: View|Zoom|Extents

Use Zoom Extents to display your entire drawing in the drawing area. This is particularly useful after you've been zooming and panning.

To zoom to the extents of your drawing:

• Click the [Zoom Extents] button on the Zoom toolbar, or select View|Zoom|Extents.

{button ,AL(`Zooming and Panning',0,`',`')}   See Also

Zoom Previous

Menu: View|Zoom|Previous

Use Zoom Previous to return to the view you were in before zooming to the current view.

To return to the previous view:

- Click the [Zoom Previous] button on the Zoom toolbar, or select View|Zoom|Previous.

{button ,AL(`Zooming and Panning',0,`',`')}   See Also

Panning

Menu: View|Pan

Panning is simply shifting the model display around on the screen. Use Pan when you want to bring a particular area of your drawing into the central view.

To pan:

1. Click the [Pan] button on the Zoom toolbar, or select View|Pan.
   Your pointer becomes a hand icon.
2. Click any spot in the drawing area. Keep in mind that you have to be able to move your pointer in the direction you want to pan, as well as indicate the distance you want to pan.
3. Move your pointer in the direction you want to pan. For example, to move the left side of your model to the center of the drawing area, move the pointer to the right. As you move your pointer, a stretchable line appears indicating the direction you are panning.
4. When the stretchable line is the desired length, click again.
   The view is shifted.

Note:

The Pan remains active until you select another task to perform.

{button ,AL(`Zooming and Panning',0,`',`')}   See Also

Design Guidelines

The following are suggested guidelines for completing a total design project:

1. Open a new drawing.
2. Draw the exterior walls of your model.
3. Draw the interior walls of your model.
4. Insert doors, windows and openings.
5. Insert columns, balustrades and stairs (if applicable).
6. Add a roof.
7. Finish the model with appliances, furniture, plumbing fixtures, etc.
8. Add text and dimensions.
9. Print out the drawing.
10. View a material list.

You create your model in the drawing area using tools selected from menus or toolbars. You draw and insert objects using your mouse. Everything is a simple, point-and-click operation. All objects are linked to a database so you can keep track of everything that's in your model, as well as customize objects to suit your specific drawing requirements. Automatic, adjustable dimensioning helps you position items accurately.

Objects are assigned to locations (Ground Floor, Second Floor, etc.) so you can organize them and have them appear at the correct level in your model. You can view and work on individual locations as needed, or view them all once to see your entire model.

Editing Objects

Often, when you have drawn or inserted objects, you will want to move, rotate, align, or remove them. To be able to edit an object, you need to select it first. Once you've selected the object, you can easily edit it. Moving and rotating objects, for example, is done by simply dragging with your mouse. To edit an object, you must be in Edit mode.

{button ,AL(`Editing Objects',0,`',`')}   See Also

Switching to Edit Mode

You need to be in Edit mode when you want to select and edit objects. Normally, you're in Edit mode after finishing a command. If, however, you're currently in a command, or aren't sure what mode you're in, and you want to edit something, you can just click the [Select] button on the Insert toolbar. This puts you in Edit mode.

{button ,AL(`Editing Objects',0,`',`')}   <u>See Also</u>

Selecting Objects

You can select single objects, multiple objects, and groups of objects. When you select an object, it is highlighted in another color. Also, if the object you select is a block, like a fridge or cabinet, small points called "grips" appear on the object. Positioning your pointer over these grips lets you move and rotate the object.

- To select an individual object, simply click on it.
- To select multiple objects, press <Shift> and click on the objects you want to select.
- To select objects of a certain type, select Edit|Select by Object Type. The **Select By Object Type** dialog allows you to select all object of the selected type.
- To select all objects, select Edit|Select All.
- To select a group of objects (e.g., a wall with a door in it), draw a rectangle around them with your pointer from right to left. This is called crossing.

{button ,AL(`Editing Objects',0,`',`')}   See Also

Selecting Objects by Type

Menu: Edit|Select By Object Type

You can use the Select by Object Type command to select all objects in your drawing of a certain type. For example, you can select all doors in your design or all hinged doors.

To Select Objects by Type:

1. Select Edit|Select by Object Type.
2. In the Select by Object Type dialog, choose the category of objects you want to select. You can select an entire category of objects or select a particular type of object.
3. Click [OK] to select all objects of the specified type.

Select All

Menu: Edit|Select All   <Ctrl>+<A>

Use the Select All command to select all objects in your drawing.

Selecting Objects by Crossing

Crossing is a method of selecting a group of objects that are close to each other (like a bed and night table, for example). When you select objects by crossing, you draw a rectangle around the objects with your pointer.

You draw the rectangle from right to left by selecting two, opposite diagonal corners (the rectangle stretches out as you drag away from the first point picked). To create the rectangle, you drag from corner to corner. You do not have to enclose the objects completely for them to be selected. Anything touching and contained within the selection window will be selected.

{button ,AL(`Editing Objects',0,`',`')} See Also

Moving Objects

To move an object:

1. Select the object.
2. Position your pointer over one of the object's square grips to change your pointer to the Move pointer.

The Move pointer

3. With your pointer as the Move pointer, click (and hold down) the mouse button and drag the object to the desired location.
4. Release the mouse button when the object is in position.

{button ,AL(`Editing Objects',0,`',`')}   See Also

Aligning Objects

FloorPlan 3D's Align in Plan and Align Vertically tools let you quickly line up one object with another.

To align objects, you first select the anchor object (the object you are aligning to), then the object(s) to align to the anchor. You then select the appropriate Align tool.

Objects align to either the center or the selection box of the anchor object (the selection box is the rectangular border that appears around objects when you select them).

{button ,AL(`Editing Objects',0,`',`')}   See Also

Aligning Objects in Plan View

Menu: Edit|Align in Plan|Left/Right/Top/Bottom

You can align an object to the left, right, top, bottom, or center of another object. To align objects you have to first select them, then choose the appropriate Align tool.

Note:

When aligning objects horizontally, you can't align them so that they sit on top of each other.

To align objects horizontally:

1. Make sure all objects that you want to align are visible in the current view.
2. Select the object you want to align to. This is referred to as the anchor object.
   When you select an object, it is highlighted and surrounded by a selection box.
3. Press <SHIFT> and select the object(s) you want to align to the anchor object.
   The object you are aligning (moving) is referred to as the target object.
4. Right-click in the drawing area and select Align in Plan from the local menu, or select Edit|Align in Plan.
5. Select the appropriate option from the Align in Plan sub-menu.
   - To align the left side of the target object's selection box to the left side of the anchor object's selection box, select Left.
   - To align the right side of the target object's selection box to the right side of the anchor object's selection box, select Right.
   - To align the top of the target object's selection box to the top of the anchor object's selection box, select Top.
   - To align the bottom of the target object's selection box to the bottom of the anchor object's selection box, select Bottom.
   - To align the center of the target object to the top/bottom center of the anchor object, select Center TB.
   - To align the center of the target object to the top/bottom center of the anchor object, select Center LR.

{button ,AL(`Align H/V',0,`',`')}   See Also

Aligning Objects Vertically

Menu: Edit|Align Vertically|Top/Center/Bottom

You can align an object to the top, bottom, or center of another object. When you use one of the Align Vertically options, the results are only apparent in 3D view because what you are really doing is adjusting the object's distance from the floor.

Note:

Be careful when using an Align Vertically tool, especially if you're using it in plan view. You won't see a change in plan view.

To align objects vertically:

1. Make sure all objects that you want to align are visible in the current view. You may want to switch to 3D view so you can see the results immediately.
2. Select the object you want to align to. This is referred to as the anchor object.
   When you select an object, it is highlighted and surrounded by a selection box.
3. Press <Shift> and select the object(s) you want to align to the anchor object.
   The object you are aligning (moving) is referred to as the target object.
4. Right-click in the drawing area and select Align Vertically from the local menu, or select Edit|Align Vertically.
5. Select the appropriate option from the Align Vertically sub-menu.
   - To align the top of the target object's selection box to the top of the anchor object's selection box, select Top.
   - To align the bottom of the target object's selection box to the bottom of the anchor object's selection box, select Bottom.
   - To align the center of the target object to the center of the anchor object, select Center.

{button ,AL(`Align H/V',0,`',`')}   See Also

Rotating Objects

To rotate an object:

1. Select the object by clicking on it.
   You know the object is selected if it is highlighted in another color. You know it can be rotated if a triangular grip appears on the object (usually on a corner).
2. Position your pointer over the object's corner grip to change the pointer to the Rotate pointer.

The Rotate pointer
3. Click and hold down your left mouse button and move your pointer in a circular motion to rotate the object.
4. Release the mouse button when the object is at the correct rotation.

{button ,AL(`Editing Objects',0,`',`')}   <u>See Also</u>

Deleting Objects

Menu: Edit|Delete

To delete an unwanted object from your drawing:

1. Select the object.
2. Do one of the following:
   - Press <Delete>.
   - Right-click and select Delete from the local menu
   - Select Edit|Delete.

{button ,AL(`Editing Objects',0,`',`')}   See Also

Printing

Menu: File|Print...   <Ctrl>+<P>

The Print command uses the standard Windows print routine. When you print your drawing, it will fill whatever size of sheet you have in your printer (assuming you're set to print to that size).

To print your drawing:

1   Make sure your printer is on and ready to print.
2   Click the [Print] button on the Standard toolbar, or select File|Print.
3   In the Print Setup dialog, make sure you're set to the right printer.
4   Click [OK].

What is FloorPlan 3D?

FloorPlan 3D is an easy-to-use, Windows-based program designed to help you create a complete and customized building design. Simple point-and-click operations, and automated features make designing a snap. You can draw many different styles of homes or buildings and add finishing touches as you go along.

Automatic dimensioning that adjusts as you build or change your model ensures accuracy and saves you valuable time. FloorPlan 3D keeps track of the materials you use through its built-in database and can automatically generate a materials list when you are finished. Various tools let you create different views of your model at any time during the design process.

{button ,AL(`program',0,`',`')}   See Also

What Can I Do With FloorPlan 3D?

FloorPlan 3D offers a variety of features that let you complete a total design project quickly and easily. With it you can:

- Create a customized building design using your mouse.
- Create different floor levels.
- Automatically insert doors, windows, stairs, columns, and roof.
- Finish your model with items like cabinets, furniture, appliances, and plumbing fixtures.
- Create shaded, rendered, and wireframe views of your model.
- Create and print out various views of your model including plan, elevation, and 3D views.
- Create views similar to real photos.
- Add text and dimensions.
- Generate an automatic material list complete with quantities and prices.

{button ,AL(`program',0,`',`')}   See Also

Who Should Use FloorPlan 3D?

FloorPlan 3D is for anyone interested in designing or renovating a house or other building. Consumers can use it to design their custom dream home. Renovators, architects, and builders can use it to quickly sketch out and present ideas to clients.

{button ,AL(`program',0,`',`')}   See Also

What Do I Need to Know?

You need only a few basic computer skills to be able to use FloorPlan 3D. You should be able to:

- Use a mouse.
- Make selections from menus.
- Open and save files.

You do not need to know Computer-Aided Design (CAD), or even be familiar with the building industry. FloorPlan 3D is so easy to learn you can master it in only a few hours.

{button ,AL(`program',0,`',``)}   See Also

Drawing Walls

Drawing walls in FloorPlan 3D is just like drawing lines on a piece of paper. However, when you draw walls in FloorPlan 3D, you are doing more than just drawing lines on the screen. You are using an actual wall from the database. This makes your design more realistic and lets you generate an accurate materials list.

It is generally easiest if you create the layout of your exterior walls first, then add your interior walls. You can choose from a number of different wall types in the database, including stud and brick walls. You can even draw invisible walls to separate an area into different parts.

You draw walls by simply pointing and clicking with your mouse. As you draw, auto-dimensioning appears alongside the wall, which adjusts as you move your pointer. This lets you know automatically how long the wall is and helps you create the wall at the correct length.

Like all other objects in FloorPlan 3D, walls are assigned to specific locations (e.g., Ground Floor location). This is what allows you to create multiple levels and insert objects on the correct level.

Automatic Floors and Ceilings

When you draw a wall layout, FloorPlan 3D automatically creates floor and ceiling surfaces for you.

Automatic Cleanup

When you draw a wall that intersects another wall, FloorPlan 3D automatically "cleans up" the intersection so the two walls are joined together smoothly.

{button ,AL(`Walls',0,`',`')}   See Also

Drawing a Wall

Menu: Construct|Walls

To draw a wall:

1. From the Location toolbar, select the floor to which you want to assign the wall.
2. Click the [Walls] button, or select Construct|Walls.
3. Select the wall type you want to use from the database (if not already selected).
4. Select a start point for the wall by clicking the left mouse button.
5. Move your pointer in the direction you want the wall to run and watch the auto-dimensioning as the wall stretches.
6. When the wall is the desired length, click the left mouse button to select the wall's end point. The wall is complete.
7. You have the following options:
   - To finish the wall and exit the task, press <ENTER> or <Spacebar>, or right-click and select Finish from the menu.
   - To continue the wall you just drew, simply move your pointer to stretch the wall, then select the next end point.
   - To draw a new wall elsewhere, repeat steps 3 - 6.
   - To cancel the task, press <ESC> or right-click and select Cancel from the menu.

{button ,AL(`Walls',0,`',`')}   See Also

Drawing an Invisible Wall

The FloorPlan 3D database contains an invisible wall type. You can use invisible walls to separate areas where you want to use different floor or ceiling textures.

For example, if your kitchen and dining room are really one big room (i.e., not separated by a wall), but you want ceramic tiles in the kitchen and hardwood flooring in the dining room, you can separate the two areas by drawing an invisible wall between them. What you're really doing is creating two separate rooms whose floor and ceiling surfaces can be controlled separately.

To draw an invisible wall, simply select the Walls tool and choose the invisible wall type from the INVISIBLE WALL category in the database.

Adjusting Walls

When you move or stretch a wall, any walls attached to that wall are moved/stretched also and dimensions update automatically.

To move or stretch a wall:

1. Select the wall.
2. Position your pointer over the wall until the pointer changes to the Move pointer.

**The Move pointer**
3. Drag the wall in the desired direction.

{button ,AL(`Walls',0,`',`')}   See Also

Stretching Walls

You can stretch an individual wall that has at least one end that's not attached to another wall (i.e., the wall end is exposed).

To stretch a wall:

1. Select the wall by clicking on it.
2. Place your pointer over the wall end you want to stretch.
   The pointer changes to the Stretch pointer.
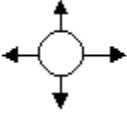
3.   Hold down the left mouse button and drag to extend the wall.
4.   When the wall is the desired length, release the mouse button.

{button ,AL(`Walls',0,`',`')}   <u>See Also</u>

Changing Wall Properties

Wall properties include the following:

- General information (name, description, price, etc.).
- Material settings.
- Dimensions for height and width.
- Base level and external base level measurements.
- Baseboard dimensions.

Certain properties are editable, while others are non-editable. The number of non-editable properties depends on whether you are editing a wall locally (in your drawing) or globally through the database. If adding a new wall to the database, all properties are editable.

{button ,AL(`Walls',0,`',`')}   See Also

Displaying/Hiding Walls

You can temporarily hide all existing walls or all walls on a selected location using the Display Filter feature.

To display/hide walls:

1. Click the [Display Filter] button on the Views toolbar, or select View|Display Filter.
2. From the Sort By drop box in the View Display Filter dialog, choose Element.
   - To display/hide all walls on all locations, click the light bulb icon next to the Walls option. If the light bulb is lit (yellow), the walls are currently displayed. If the light bulb is not lit (white), the walls are currently hidden from view.
   - To display/hide walls on a specific location, expand the filter tree below the Walls option and click the light bulb icon next to the desired floor location.
3. Click [OK].

{button ,AL(`Walls',0,`',`')}   See Also

Displaying/Hiding Floors

When you draw a wall layout, FloorPlan 3D automatically creates floor surfaces for you. You can temporarily hide all existing floor surfaces or floor surfaces on a selected location using the Display Filter feature.

To display/hide floor surfaces:

1. Click the ![icon] [Display Filter] button on the Views toolbar, or select View|Display Filter.
2. From the Sort By drop box in the View Display Filter dialog, choose Element.
   - To display/hide all floors on all locations, click the light bulb icon next to the Floors option. If the light bulb is lit (yellow), the floors are currently displayed. If the light bulb is not lit (white), the floors are currently hidden from view.
   - To display/hide floors on a specific location, expand the filter tree below the Floors option and click the light bulb icon next to the desired floor location.
3. Click [OK].

Displaying/Hiding Ceilings

When you draw a wall layout, FloorPlan 3D automatically creates ceiling surfaces for you. You can temporarily hide existing ceiling surfaces on a selected location using the display filter feature.

To display/hide ceiling surfaces:

1. Click the ⬚ [Display Filter] button on the Views toolbar, or select View|Display Filter.
2. From the Sort By drop box in the View Display Filter dialog, choose Element.
   - To display/hide all ceilings on all locations, click the light bulb icon next to the Ceiling option. If the light bulb is lit (yellow), the ceilings are currently displayed. If the light bulb is not lit (white), the ceilings are currently hidden from view.
   - To display/hide ceilings on a specific location, expand the filter tree below the Ceiling option and click the light bulb icon next to the desired floor location.
3 Click [OK].

Displaying/Hiding Floor Levels

Use the Display Filter feature to hide and display selected floor levels. You may, for example, want to hide the ground floor level temporarily while working on the second floor level, then display them both when you're finished.

To display/hide a floor level:

1   Click the [Display Filter] button on the Views toolbar, or select View|Display Filter.
2   Make sure Location is selected in the Sort By drop box.
3   Click the light bulb icon to the left of the floor level you want to display or hide.
   • If the light bulb is lit (yellow), the floor level is currently displayed.
   • If the light bulb is not lit (white), the floor level is currently hidden.
4   Click [OK].

Inserting Doors, Windows and Openings

You insert a door, window or opening by making a selection from the database, then positioning the object with your mouse.

A door is considered an opening with or without a door leaf attached to it. A window is considered an opening with or without a window in it. If you want to create just a plain opening with no door leaf or window, use the Door or Window command and select an opening from the database.

{button ,AL(`Door_win',0,`',`')}   <u>See Also</u>

Inserting a Door

  Menu: Construct|Doors

To insert a door or opening:

1. From the Location toolbar, select the floor to which you want to assign the door.
2. Click the [Doors] button, or select Construct|Doors.
3. Select the door you want to insert from the database. The image of a door is attached to your pointer.
4 Move your pointer to position the door in the desired wall. Watch the auto-dimensions on either side of your pointer as it touches the wall. They tell you how much distance is on either side of the door as you are trying to insert it in the wall.
5. When the door is in position, click the left mouse button to insert it.
6. You have the following options:
    - To insert the same door in another wall, simply repeat steps 4 and 5.
    - To finish and exit the task, press <Enter> or <Spacebar>, or right-click and select Finish from the menu.
    - To exit the task, press <Esc> or right-click and select Cancel from the menu.

{button ,AL(`Doors',0,`',`')}   See Also

Displaying/Hiding Doors

You can temporarily hide all existing doors or the doors on a selected location using the display filter feature.

To display/hide doors:

1. Click the ⬛ [Display Filter] button on the Views toolbar, or select View|Display Filter.
2. From the Sort By drop box, choose Element.
   - To display/hide all doors on all locations, click the light bulb icon next to the Doors option. If the light bulb is lit (yellow), the doors are currently displayed. If the light bulb is not lit (white), the doors are currently hidden from view.
   - To display/hide doors on a specific location, expand the filter tree below the Doors option and click the light bulb icon next to the desired floor location.
3. Click [OK].

{button ,AL(`Doors',0,`',`')}   See Also

Changing a Door's Properties

Door properties include the following:

- General information (name, description, price, etc.)
- Material settings
- Dimensions for opening height and width
- Dimensions for frame width and depth
- Door swing type
- Door leaf style
- Door leaf dimensions

Certain properties are editable, while others are non-editable. The number of non-editable properties depends on whether you are editing a door locally (in your drawing) or globally through the database. If adding a new door to the database, all properties are editable.

{button ,AL(`Doors',0,`',`')}   See Also

Inserting a Window

 Menu: Construct|Windows

You can insert windows and window openings in the visible walls.

To insert a window or opening:

1. From the Location toolbar, select the floor to which you want to assign the window.
2. Click the [Windows] button, or select Construct|Windows.
3. Select the window you want to insert from the database. The image of a window is attached to your pointer.
4. Move your pointer to position the window in the desired wall. Watch the auto-dimensions on either side of your pointer as it touches the wall. They tell you how much distance is on either side of the window as you are positioning the window in the wall.
5. When the window is in position, click the left mouse button to insert it.
6. You have the following options:
    *   To insert the same window in another wall, repeat steps 4 and 5.
    *   To finish and exit the task, press <ENTER> or <Spacebar>, or right-click and select Finish from the menu.
    *   To exit the task, press <ESC> or right-click and select Cancel from the menu.

{button ,AL(`Windows',0,`',`')}   See Also

Displaying/Hiding Windows

You can temporarily hide all existing windows or the windows on a selected location using the display filter feature.

To display/hide windows:

1. Click the [Display Filter] button on the Views toolbar, or select View|Display Filter.
2. From the Sort By drop box in the View Display Filter dialog, choose Element.
   - To display/hide all windows on all locations, click the light bulb icon next to the Windows option. If the light bulb is lit (yellow), the windows are currently displayed. If the light bulb is not lit (white), the windows are currently hidden from view.
   - To display/hide windows on a specific location, expand the filter tree below the Windows option and click the light bulb icon next to the desired floor location.
3. Click [OK].

{button ,AL(`Windows',0,`',`')}   <u>See Also</u>

Changing a Window's Properties

Window properties include the following:

- General information (name, description, price, etc.)
- Material settings
- Dimensions for opening height and width
- Composition (frame, sash, sill, etc.)
- Number of panes of glass

Certain properties are editable, while others are non-editable. The number of non-editable properties depends on whether you are editing a window locally (in your drawing) or globally through the database. If adding a new window to the database, all properties are editable.

{button ,AL(`Windows',0,`',`')}   See Also

Creating Multiple Levels

In FloorPlan 3D, adding levels to your design is a snap. The key is assigning the walls to the correct location.

There are three ways to create additional levels:

- Do a direct copy of a selected floor (the floor below the story you're adding, for example).
- Draw walls by tracing the walls of an existing location.
- Draw walls from scratch.

When you select a new floor location from the Location toolbar (e.g.,, Second Floor if you want to create a second story), you are prompted to select one of the above techniques.

{button ,AL(`New Level',0,`',`')}   See Also

Inserting Columns

Menu: Construct|Columns

You can insert any rectangular or round column in your model by simply positioning it with your pointer and clicking to anchor it in position.

To insert a column:

1. From the Location toolbar, select the floor to which you want to assign the column. If the column will span more than one floor location, assign it to the location where the bottom of the column will be.
2. Click the [Columns] button, or select Construct|Columns.
3. Select the column type you want to insert from the database. An image of the column is attached to your pointer.
4. Move your pointer to position the column in the desired location, then click to insert it.
5. You have the following options:
   - To exit the task, press <Enter> or <Spacebar>, or right-click and select Finish from the menu.
   - To insert the same column in another location, repeat step 4.
   - To cancel the task, press <Esc> or right-click and select Cancel from the menu.

{button ,AL(`Columns',0,`',`')}   <u>See Also</u>

Displaying/Hiding Columns

You can temporarily hide all existing columns or the columns on a selected location using the <u>Display Filter</u> feature.

To display/hide columns:

1. Click the [Display Filter] button, or select View|Display Filter.
2. From the Sort By drop box in the View Display Filter dialog, choose Element.
    - To display/hide all columns on all locations, click the light bulb icon next to the Columns option. If the light bulb is lit (yellow), the columns are currently displayed. If the light bulb is not lit (white), the columns are currently hidden from view.
    - To display/hide columns on a specific location, expand the filter tree below the Columns option and click the light bulb icon next to the desired floor location.
3. Click [OK].

{button ,AL(`Columns',0,`',`')}   <u>See Also</u>

Changing Column Properties

Column properties include the following:

- General information (name, description, priceSpecifying_an_Object_s_Pricing_Information, etc.)
- Material settings
- Height, width and depth for rectangular columns
- Height and diameter for round columns

Certain properties are editable, while others are non-editable. The number of non-editable properties depends on whether you are editing a column locally (in your drawing) or globally through the database. If adding a new column to the database, all properties are editable.

{button ,AL(`Columns',0,`',`')}   See Also

Inserting Stairs and Steps

Menu: Construct|Stairs

You can automatically create any length of stairs or steps in a few simple steps. Here is a brief look at what you do:

- Position the stairs with your mouse and click to anchor the bottom.
- Rotate the stairs in the direction you want them to run by moving your pointer.
- Stretch the stairs to the desired length by moving your pointer.
- Click, once the length is correct, to specify where the top of the stairs are (or where the landing is if you are creating an L- or U-shaped staircase).

You always assign the stairs to the location where the bottom of the stairs will be and draw the stairs from the bottom up. If you are creating stairs that run up to the next floor, you do not have to calculate the length of the stairs. When you stretch the stairs, they change color   to let you know that you have reached the floor above. FloorPlan 3D automatically cuts the hole in the floor above (provided that you've actually created some walls on the location above).

You can create a single, straight run of stairs or continue and rotate the stairs to create an L- or U-shape. If creating an L- or U-shaped staircase, FloorPlan 3D automatically creates the landing. You can also create circular stairs.

Like all objects in FloorPlan 3D, staircases and steps are part of the database, meaning you can choose the type you want to insert, and change their properties to suit your needs. By default, stairs and steps include balustrades, so you do not have to insert those separately (you can choose not to include them if you want).

{button ,AL(`Stairs',0,`',`')}   See Also

Inserting a Straight Run of Stairs or Steps

You can insert a straight run of stairs or steps in a couple of mouse clicks. You always draw stairs from the bottom up. If the stairs run to the floor above, FloorPlan 3D lets you know when you've reached that floor and won't let you go any further. This means you don't have to calculate the length of the stairs ahead of time.

To insert a straight run of stairs or steps:

1. From the Location toolbar, select the floor to which you want to assign the stairs. This is the location where the bottom of the stairs will be.
2. Click the [Stairs] button on the Insert toolbar, or select Construct|Stairs.
3. Select the stair/step type you want to insert from the database. An image of a set of stairs is attached to your pointer. Don't worry about the length of the stairs right now. You'll be able to change the length in the next few steps.
4. Position the image in the area where you want to insert the stairs by moving your pointer. The red line on the image indicates the bottom of the stairs.
5. Click to anchor the base of the stairs.
6. Rotate the image if necessary (in the direction you want the stairs to run) by moving your pointer in a circular motion.
7. Stretch the stairs to the desired length by moving your pointer (you can stretch in both directions to make them shorter or longer). If the stairs run to the floor above, the color of the stairs changes when you've reached the floor above to let you know you can't go any further.
8. Click to anchor the entire set of stairs/steps.
9. Press <Enter> or <Spacebar>, or right-click and select Finish from the menu.

{button ,AL(`Stairs',0,`',`')}   See Also

Inserting L- or U-Shaped Stairs

Menu: Construct|Stairs

There isn't much difference between creating a straight run of stairs and an L- or U-shaped set of stairs. You always draw stairs from the bottom up. Generally, you should know how many steps you want in the lower section of the staircase (the section below the central landing) so you can create the landing at the right spot. You don't really need to know the length of the upper section of the staircase if it runs to the floor above because FloorPlan 3D lets you know when you've reached that floor and won't let you go any further.

Basically, you draw the lower section of the stairs first, rotate the pointer in the direction you want to the upper section to run, then draw the upper section.

To insert an L- or U-shaped staircase:

1. From the Location toolbar, select the floor to which you want to assign the stairs. This is the location where the bottom of the stairs will be.
2. Click the [Stairs] button, or select Construct|Stairs.
3. Select the stair/step type you want to insert from the database. An image of a set of stairs is attached to your pointer. Don't worry about the length of the stairs right now. You'll be able to change the length in the next few steps.
4. Position the image in the area where you want to insert the stairs by moving your pointer. The red line on the image indicates the bottom of the stairs.
5. Click to anchor the base of the stairs.
6. Rotate the image if necessary (in the direction you want the lower section to run) by moving your pointer in a circular motion.
7. Stretch the stairs to the desired length by moving your pointer (you can stretch in both directions to make them shorter or longer). Remember that you are only drawing the bottom section of the staircase right now.
8. Click to anchor the entire bottom section.
9. Move your pointer in the direction you want the upper section of the staircase to run. As you rotate, a landing is automatically created.
10. Stretch the upper section to the desired length. If this section runs up to the next floor, the image changes color when you've reached the floor above to let you know you can't go any further.
11. Click to anchor the upper section of the staircase.
    - To finish the staircase and exit the task, press <Enter> or <Spacebar>, or right-click and select Finish from the menu.
    - To add another section above the one you just drew, repeat steps 9-11.

{button ,AL(`Stairs',0,`',`')}   See Also

Inserting Circular Stairs

You can insert a circular staircase with just a couple of mouse clicks. As with the other stair types, you draw circular stairs from the bottom up. If the stairs run to the floor above, FloorPlan 3D lets you know when you've reached that floor and won't let you go any further. This means you don't have to calculate the length of the stairs ahead of time.

To insert a circular staircase:

1. From the Location toolbar, select the floor to which you want to assign the stairs. This is the location for the bottom of the stairs.
2. Click (Stairs) on the Insert toolbar, or select Construct|Stairs.
3. Select the circular stairs you want to insert. An outline of a set of stairs is attached to your pointer. Don't worry about the length of the stairs right now. You'll be able to change the length in the next few steps.
4. Position the image in the area where you want to insert the stairs by moving your pointer. The red line on the image indicates the bottom of the stairs.
5. Click to anchor the base of the stairs.
6. Stretch the stairs to the desired height by moving your pointer in a circular motion. The Height field in the Inspector Bar indicates the current height of the staircase.
7. Click to anchor the entire set of stairs/steps.
8. Press <Enter> or <Spacebar>, or right-click and select Finish from the local menu.

Changing Stair Properties

Stair properties include the following:

- General information (name, description, price, etc.)
- Material settings
- Stair dimensions
- Balustrade information

Certain properties are editable, while others are non-editable. The number of non-editable properties depends on whether you are editing a staircase locally (in your drawing) or globally through the database. If adding a new staircase to the database, all properties are editable.

{button ,AL(`Stairs',0,`',`')}   See Also

Displaying/Hiding Stairs

You can temporarily hide all existing stairs or stairs on a selected location using the <u>display filter</u> feature.

To display/hide stairs:

1. Click the [Display Filter] button on the Views toolbar, or select View|Display Filter.
2. From the Sort By drop box in the View Display Filter dialog, choose Element.
    - To display/hide all stairs on all locations, click the light bulb icon next to the Stairs option. If the light bulb is lit (yellow), the stairs are currently displayed. If the light bulb is not lit (white), the stairs are currently hidden from view.
    - To display/hide stairs on a specific location, expand the filter tree below the Stairs option and click the light bulb icon next to the desired floor location.
3   Click [OK].

{button ,AL(`Stairs',0,`',`')}   <u>See Also</u>

Inserting Balustrades

Menu: Construct|Balustrades

You insert balustrades in FloorPlan 3D in much the same way that you insert walls - by selecting a start point, rotation and end point with your mouse. This means you can insert a balustrade of any length in just a couple of mouse clicks.

Note:

You can insert only horizontal balustrades (balustrades for stairs are inserted when you insert stairs).

To insert a balustrade:

1. From the Location toolbar, select the floor to which you want to assign the balustrade.
2. Click the [Balustrades] button, or select Construct|Balustrades.
3. Select the balustrade type you want to use from the database.
4. Click the point you want to serve as the balustrade's start point.
5. Move your pointer in the direction you want the balustrade to run. The balustrade image stretches as you move your pointer.
6. When the balustrade is the desired length, click the left mouse button to select the balustrade's end point. The balustrade is inserted.
7. You have the following options:
   - To finish and exit the task, press <Enter> or <Spacebar>, or right-click and select Finish from the menu.
   - To cancel the task, right-click and select Cancel from the menu.

{button ,AL(`Balustrades',0,`',`')}   See Also

Changing Balustrade Properties

Balustrade properties include the following:

- General information (name, description, price, etc.)
- Material settings
- Newel post height
- Newel post distance above top rail
- Newel spacing
- Balustrade options and options for including (or not including) newel posts, newels and bottom rail

Certain properties are editable, while others are non-editable. The number of non-editable properties depends on whether you are editing a balustrade locally (in your drawing) or globally through the database. If adding a new balustrade to the database, all properties are editable.

{button ,AL(`Balustrades',0,`',`')}   See Also

Displaying/Hiding Balustrades

You can temporarily hide all existing balustrades or the balustrades on a selected location using the display filter feature.

To display/hide balustrades:

1. Click the 🖼️ [Display Filter] button, or select View|Display Filter.
2.   From the Sort By drop box in the View Display Filter dialog, choose Element.
   - To display/hide all balustrades on all locations, click the light bulb icon next to the Balustrades option. If the light bulb is lit (yellow), the balustrades are currently displayed. If the light bulb is not lit (white), the balustrades are currently hidden from view.
   - To display/hide balustrades on a specific location, expand the filter tree below the Balustrades option and click the light bulb icon next to the desired floor location.
3. Click [OK].

{button ,AL(`Balustrades',0,`',`')}   <u>See Also</u>

Adding a Roof

Menu: Construct|Roofs

Creating a roof is very simple in FloorPlan 3D because the program does almost everything for you. All you have to do is select the Roof command and the program automatically places a roof over your exterior wall layout.

FloorPlan 3D puts roofs on by location. This means that if you have a ground floor wall layout that is different from the second floor wall layout, you must use the Roof command while on the Ground Floor location, then use it again while on the Second Floor location.

Initially the roof is always a hip roof, but you can change hip ends to gable ends very easily. You can also control the materials used for the roof as well as its dimensions (slope, thickness and overhang distance). You control all of these things through the database.

{button ,AL(`Roof',0,`',`')}   See Also

Inserting an Automatic Roof

By default, FloorPlan 3D automatically places a hip roof over your exterior wall layout. If you want to create a gable roof instead, you can change hip ends to gable ends after the roof has been inserted.

To insert a roof:

1. From the Location toolbar, select the floor containing the wall layout you want to put a roof over.
2. Click the [Roof] button on the Insert toolbar, or select Construct|Roof.
3. Select the desired roof surface type from the database.
4. Click on in the database area.
   A hip roof is automatically inserted over your walls.

{button ,AL(`Roof',0,`',`')}   <u>See Also</u>

Creating a Gable Roof

The Roof command always places a hip roof on your model, but you can change it to a gable roof. You do this by selecting the hip ends on either end of the roof's apex and replacing them with gable ends using settings in the database.

Tip:

You may find it easier to complete this task if you hide the walls beneath the roof using the display filter. This makes picking the roof edges easier.
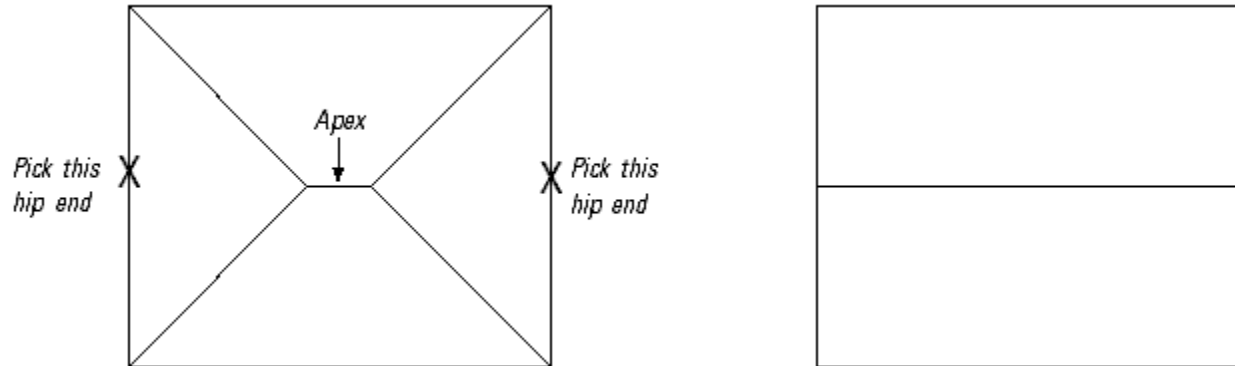
To convert a hip roof to a gable roof:

1. Select a hip end to change by clicking on its outermost edge.
2. Right-click the hip end and select Edit Properties from the local menu.
3. In the dialog, select the Size tab.
4. From the Roof Type drop-down box, choose Gable.
5. Click [OK]. The hip end is converted to a gable end.
6. Repeat the above steps for other hip ends.

{button ,AL(`Roof',0,`',`')}   See Also

Changing Roof Properties

You change roofs one edge at a time.

Roof properties include the following:
- General information (name, description, price, etc.)
- Materials for the roof and fascia
- Dimensions for slope, thickness and overhang distance

Certain properties are editable, while others are non-editable. The number of non-editable properties depends on whether you are editing a roof locally (in your drawing) or globally through the database. If adding a new roof to the database, all properties are editable.

{button ,AL(`Roof',0,`',`')}   See Also

Displaying/Hiding the Roof

You can temporarily hide an existing roof using the display filter feature.

To display/hide the roof:

1. Click the [Display Filter] button, or select View|Display Filter.
2. From the Sort By drop-down box, choose Element.
   - To display/hide the roof on all locations, click the light bulb icon next to the Roof option. If the light bulb is lit (yellow), the roof is currently displayed. If the light bulb is not lit (white), the roof is currently hidden from view.
   - To display/hide the roof on a specific location, expand the filter tree below the Roof option and click the light bulb icon next to the desired floor location.
3. Click [OK].

{button ,AL(`Roof',0,`',`')}   <u>See Also</u>

Inserting Symbols, Cabinets, and Site Boundaries

Once you've got the basic structure of your model completed, you can add a variety of finishing touches to make your design look more true-to-life.

You can insert:

Symbols (appliances, furniture, plumbing fixtures, etc.)
Cabinet work
Site information

All finishing items are located on the Insert toolbar.

{button ,AL(`Finishing',0,`',`')}   See Also

About Symbols

Any object that you insert instead of draw (walls, stairs, and balustrades are drawn) is called a symbol. Symbols are representations of objects that you can use in any floor plan. Examples include appliances, furniture, and plumbing fixtures.

Symbols are part of your database. You can control the individual properties of a symbol in the database. If inserting a fridge, for example, you can specify its height, width, and even the length of its handles before inserting it.

Symbols can be found on your Insert toolbar. All you need to know before inserting a symbol is the category the symbol belongs to.

{button ,AL(`Symbols',0,`',`')}   See Also

Inserting a Symbol

Menu: Insert|Appliances/Furniture/Plumbing/Electrical/Accessories

Symbols include items like appliances, furniture and plumbing fixtures.

To insert a symbol:

1. From the Location toolbar, select the floor you want to assign the symbol to.
2. Click the button representing the general category that contains the symbol you want to insert, or choose it from the Insert toolbar (for example, if you are inserting a fridge, choose the Appliances category).
3. Select the symbol you want to insert from the database. An image of the symbol appears on the screen.
4. Move your pointer to position the symbol in the desired spot.

Tip:

If inserting the symbol against a wall, notice that when you touch the wall, the back of the object snaps to the wall. In most cases, this is a helpful positioning feature. If, however, you don't want the back of the object against the wall, you can always insert it that way for now and rotate it or move it later.

5. Click to insert the symbol.
6. You have the following options:

To finish the task, press <Enter> or <Spacebar>, or right-click and select Finish from the local menu.

To cancel the task, press <Esc> or right-click and select Cancel from the menu.

{button ,AL(`Symbols',0,`',`')}   See Also

Changing Symbol Properties

Most symbols have the following properties:
- General information (name, description, price, etc.)
- Material settings
- Dimensions (height, width, etc.)

Some symbols have additional properties that control their appearance or composition. A refrigerator, for example, has properties that control the size of its handles.

Certain properties are editable, while others are non-editable. The number of non-editable properties depends on whether you are editing a symbol locally (in your drawing) or globally through the database. If adding a new symbol to the database, all properties are editable.

{button ,AL(`Symbols',0,`',`')}   See Also

Displaying/Hiding Symbols

You can temporarily hide all existing symbols or the symbols on a selected location using the display filter feature. You display/hide symbols by category (e.g., furniture, appliances).

To display/hide symbols:

1. Click the [Display Filter] button, or select View|Display Filter.
2. From the Sort By drop box, choose Element.
    *   To display/hide all of a certain symbol type (e.g., Furniture) on all locations, click the light bulb icon next to the appropriate symbol option. If the light bulb is lit (yellow), the symbols are currently displayed. If the light bulb is not lit (white), the symbols are currently hidden from view.
    *   To display/hide a symbol type on a specific location, expand the filter tree below the appropriate symbol option and click the light bulb icon next to the desired floor location.
3   Click [OK].

{button ,AL(`Symbols',0,`',`')}   See Also

Using the Style Manager

Menu: Tools|Style Manager…

The Style Manager is a dialog that helps you manage the items in your database. With the Style Manager you can:

- Add items to the database.
- Update items in the database.
- Delete items from the database.

When you install FloorPlan 3D, the database contains a variety of items including walls, cabinets, and other symbols. If you add new symbols or styles to a drawing, those items are added to the current drawing but not the database. For more information on adding symbols to a drawing see: Adding a New Object to the Database for a Single Drawing. The Style Manager allows you to place new items from your drawing into the database.

Add/Update—allows you to update the database with the elements you have created in your drawing.

Delete—click this button to remove the selected element from the database.

Restore—restores the default database (recreates all deleted styles).

{button ,AL(`adding objects',0,`',`')}   See Also:

Adding an Item to the Database

When you add new symbols or styles to a drawing, or update existing styles, those items are added to the current drawing but not the database. If you want these items available for use in other drawings, you must add them to the database.

To add an item to the database:

1. Make sure the drawing containing the items you want to add is open. For information about adding items new see: Adding a New Object to the Database for a Single Drawing.
2. Select Tools|Style Manager to open the Style Manager dialog.
   In the Style Manager dialog, the items in the active drawing are listed to the right and the items in the database are listed to the left.
3. In the Styles in Drawing group, select the item you want to add to the database.
4. Click [Add/Update]. The item is added to the Styles in Database group.
5. Click [Close] to exit the Style Manager.

{button ,AL(`adding objects',0,`',`')}   See Also:

Deleting an Item from the Database

Using the **Style Manager** dialog you can remove items from your database. When you remove an item, you cannot recover it without restoring the default database.

To delete an item:

1. Select Tools|Style Manager.
2. In the Styles in Database group, select the item you want to delete from the database.
3. In the Style Manager dialog, click [Delete]. The item is removed from the database.
4. Click [Close] to exit the Style Manager.

{button ,AL(`adding objects',0,`',`')}   See Also:

Database Tools

Menu: Tools|Database…

The Database command provides tools for compacting or repairing the database.

{button ,AL(`Database Tools',0,`',`')}   <u>See Also:</u>

Compacting Your Database

Over time, the structure of your database can become fragmented. This can result in wasted disk space and poor performance. FloorPlan 3D allows you to compact (defragment) your database. If you never add or remove items from your database, the database should not require compacting.

To compact the database:

1. Select Tools|Database.
2. In the Database Tools dialog, click [Compact database].
3. Click [X] in the upper right corner to close the dialog.

Tip:

If you frequently add, update, or delete database items, you should compact the database regularly.

{button ,AL(`Database Tools',0,`',`')}   <u>See Also:</u>

Repairing Your Database

Your database can become damaged for a variety of reasons. For example, the power might go out while the program is writing to the database. You can repair this damage.

To repair the database:

1. Select Tools|Database.
2. In the Database Tools dialog, click [Repair database].
3. Click [X] in the upper right corner to close the dialog.

{button ,AL(`Database Tools',0,`',`')}   <u>See Also:</u>

Inserting Cabinets

Menu: Insert|Cabinets

Cabinets are considered to be symbols since they are objects found in the database. However, they are not inserted in the same way as true symbols. You can insert a single cabinet or stretch to create a run of cabinets, just like when you create stairs.

Note:

This procedure applies to immovable wall or floor cabinet types like kitchen and bathroom cabinets. It does not apply to free-standing cabinet types like hutches and entertainment centers. These types are found under the Furniture category and are inserted as regular symbols.

To insert a single cabinet or run of cabinets:

1. From the Location toolbar, select the floor you want to assign the cabinet to.
2. Click the [Cabinets] button on the Insert toolbar, or select Insert|Cabinets.
3. Select the cabinet type you want to insert from the database. An image of the cabinet appears on the screen.
4. If you are inserting a single cabinet and not a run, right-click now and select Single Cabinet from the local menu. This option is a toggle between single cabinets and a run of cabinets.
5. Position the cabinet in the desired spot using your pointer. If inserting a run of two or more cabinets, this will be the starting end of the run.
    - If inserting a single cabinet, click to insert it.
    - If inserting a run of two or more cabinets, click to anchor the starting end of the run. Stretch the cabinets to the correct length with your pointer. When the run is the correct length, click again to anchor the whole run of cabinets. If you want you can continue stretching in another direction (around a corner, for example).
6. You have the following options:
    - To finish and exit the task, press <ENTER> or <Spacebar>, or right-click and select Finish from the menu.
    - To cancel the task, press <ESC> or right-click and select Cancel from the menu.

{button ,AL(`Cabinets',0,`',`')}   See Also

Changing Cabinet Properties

Cabinet properties include the following:

- General information (name, description, price, etc.)
- Material settings
- Dimensions (height, width, depth)
- Single or double-sided option
- Backsplash, toe space, nosing options
- Filler panel and countertop options
- Door and drawer styles

Certain properties are editable, while others are non-editable. The number of non-editable properties depends on whether you are editing a cabinet locally (in your drawing) or globally through the database. If adding a new cabinet to the database, all properties are editable.

{button ,AL(`Cabinets',0,`',`')}   See Also

Displaying/Hiding Cabinets

You can temporarily hide all existing cabinets or the cabinets on a selected location using the display filter feature.

To display/hide cabinets:

1.   Click the [Display Filter] button on the Views toolbar, or select View|Display Filter.
2.   From the Sort By drop box, choose Element.
   - To display/hide all cabinets on all locations, click the light bulb icon next to the Cabinets option. If the light bulb is lit (yellow), the cabinets are currently displayed. If the light bulb is not lit (white), the cabinets are currently hidden from view.
   - To display/hide cabinets on a specific location, expand the filter tree below the Cabinets option and click the light bulb icon next to the desired floor location.
3   Click [OK].

{button ,AL(`Cabinets',0,`',`')}   See Also

Inserting a Site Boundary

Menu: Insert|Site Information

The site boundary is the legal property boundary. It shows the shape and dimensions of your building lot as well as the building setbacks from the boundary lines.

You can choose from four lot shapes in the FloorPlan 3D database: rectangular, square, L-shaped, and pie-shaped lots. Each lot boundary has default dimensions, but you can add a new site boundary to the database to suit your particular project.

Tip:

You can add trees and site symbols (e.g., North arrow) to your site. Simply select the Site Information tool and choose the appropriate item from the database.

To insert a site boundary:

1. Click the [Site Information] button on the Insert toolbar, or select Insert|Site Information.
2. Select the site boundary you want to insert from the database. An image of the boundary is attached to your pointer.
3. Position the boundary by moving your pointer, then click to insert it.

{button ,AL(`Site',0,`',`')}   See Also

Changing Site Properties

Site properties include the following:

- General information (name, description, etc.)
- Color settings
- Control over size and shape of site boundary
- Option for including text along with site boundary

Certain properties are editable, while others are non-editable. The number of non-editable properties depends on whether you are editing a boundary locally (in your drawing) or globally through the database. If adding a new boundary to the database, all properties are editable.

{button ,AL(`Site',0,`',`')}   See Also

Displaying/Hiding the Site Boundary

You can temporarily hide an existing site boundary using the display filter feature.

To display/hide the site boundary:

1. Click the [Display Filter] button, or select View|Display Filter.
2. From the Sort By drop box, choose Element.
3. Click the light bulb icon next to the Site option. If the light bulb is lit (yellow), the site boundary is currently displayed. If the light bulb is not lit (white), the site boundary is currently hidden.
4. Click [OK].

{button ,AL(`Site',0,`',`')}   <u>See Also</u>

Plan View

Menu: View|Plan View

This comand allows you to display the plan view of your model. Use the [View|Plan View Palette](#) to bring the [Plan View Palette](#) in View and get access to the database of the construction elements.

3D View

Menu: View|3D View

This comand allows you to display the 3D view of your model. Use the 3D View Palette to adjust the camera parameters and watch your building from different sides or take a tour through it.

If the palette is hidden use the View|Plan View Palette or View Internet Palette to bring it in view and then click on the 3D View tab.

Creating Different Views

By default, you create your design in a plan view. FloorPlan 3D offers several different 3D viewing options to help you better visualize your design.

You can:

- Switch between plan view and 3D view at any time.
- View the model at 45-degree angles in 3D view .
- Create front, back and side elevations .
- Create shaded, rendered and wireframe views in 3D .
- Walk through your model .
- Create a Camera View .
- Create a Photorealistic image .
- Save views and call them up again when you want .
- View two or more views at the same time .
- Turn certain items on and off.

These options will give you a good idea of what your building will really look like, and may even inspire new ideas as you go along.

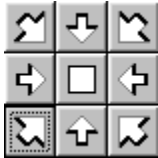{button ,AL(`Views',0,`',`')}   See Also

Viewing in 3D

You can switch between a 2D plan view and 3D view at any time. You can choose to view your model from a front left, back left, front right, or back right perspective as well as create front, back, and side elevation views. You can also "walk through" your model. All 3D viewing is done while in 3D View mode.

To switch to a 3D view:

1. Select the 3D View tab on the left window pane.
2. Make sure the button in the viewpoint area has a pair of binoculars on it. If it has a pair of feet on it, click it to toggle to View mode.
3. Click the appropriate arrow. For example, to view your model from a front, left 3D viewpoint, click the front, left arrow.

To switch back to Plan View, select the **Plan View** tab on the left pane.

Tip:

You can display your model in views other than the default shaded view while in 3D.

{button ,AL(`Views',0,`',`')}   See Also

Back elevation view

Right side elevation view

Plan view

Front elevation view

Left side elevation view

Back, left 3D view

Back, right 3D view

Front, left 3D view

Front, right 3D view

Changing the Display While in 3D (Render Mode)

The default view when you view your model in 3D is a shaded view.

FloorPlan 3D offers two other display types for 3D viewing: wireframe and rendered. The Wireframe option lets you see through objects as it shows you all the lines that make up each object. The Rendered option applies materials, textures, and shading to your model.

These options are available as menu selections on the View|Render Mode sub-menu as well as buttons on the 3D View pane's lower button pad.

{button ,AL(`Views',0,`',`')}   <u>See Also</u>

Creating a Shaded View

 Menu: View|Render Mode|Shaded

When viewing in 3D in either a wireframe or rendered view you can switch to a shaded view by clicking on the [Shaded] button on the 3D View pane's lower button pad, or choosing View|Render Mode|Shaded.

{button ,AL(`Views',0,`',`')}   See Also

Creating a Rendered View

 Menu: View|Render Mode|Rendered

When viewing in 3D you can switch to a rendered view by clicking the [Rendered] button on the 3D View pane's button pad, or choosing View|Render Mode|Rendered.

{button ,AL(`Views',0,`',`')}   <u>See Also</u>

Using the Display Filter

Menu: View|Display Filter

The Display Filter feature lets you control which items are displayed at a given time.

To access the Display Filter feature:

• Click the [Display Filter] button on the Views toolbar, or select View|Display Filter.

When choosing items to display or hide, you can sort by element or location.

• To sort by location, choose **Location** from the **Sort By** box. To sort by element choose **Element** from the **Sort By** box.

• To turn an entire floor on or off, sort by location then click the light bulb icon to the left of the floor level you want to turn on/off. If the light bulb is lit (yellow), the floor is currently displayed. If it is not lit (white), the floor is currently hidden.

• To turn a specific item on or off, such as furniture or text, sort by element, then click the light bulb icon to the left of the item you want to turn on/off (if you want to turn all instances of the item on/off) or expand the filter tree below the item to choose a specific location. If the light bulb is lit (yellow), the item is currently displayed. If the light bulb is not lit (white), the item is currently hidden.

• To automatically expand the entire filter tree, click [Expand All].

• To automatically turn everything on, click [Show All].

• To automatically hide everything, click [Hide All].

{button ,AL(`Display Filter',0,`',`')}   See Also

Viewing Two or More Views at the Same Time

Menu: Window|New View

The New View command puts the current view into a new window so you can create a new view and either toggle between views or display them all on the screen at the same time using Tile or Cascade. Toggling, tiling, and cascading are standard Windows functions that you access from the Window menu.

To display a plan view on top of a 3D view:

1. View the model in plan view.
2. Select Window|New View. A new window appears containing the Plan View. Notice that a colon and number appear after the drawing name. For example, if your drawing is called abc.bmf, the name in the new window says abc.bmf: 2, indicating that you are in the same drawing but creating a new view (the original view becomes abc.bmf: 1).
3. Create the desired 3D view.
4. Select Window|Tile. The 3D view window appears above the plan view window.

{button ,AL(`Views',0,`',`')}   <u>See Also</u>

Saving Views

   Menu: View|Save View….

You can save any view that is currently on the screen and call that view up again when you want. When you save a view, you give it a name and description to help you identify it for future use.

To save a view:

1. Select View|Save View.
2. In the Name box of the Views dialog, type a name for the view (Plan View, Front Elevation, etc.).
3. In the Description box, type a brief description of the view if needed.
4. Click [OK].

{button ,AL(`Views',0,`',`')}   See Also

Restoring Views

Menu: View|Restore View…

You can call up any view that you have saved at any time. When restoring a view, you can choose to have the view come up in a new window. This means you could then toggle between the current view and the restored view, or view them both at the same time.

To restore a view:

1. Select View|Restore View.
2. In the List of saved views box, select the view you want to restore.
3. If you want the restored view to appear in a new window, select the New Window check box.
4. Click [OK].

{button ,AL(`Views',0,`',`')}   See Also

Creating a Camera View

A Camera View is just like a snapshot of your model that you would take with a camera. You can position your "camera" any way you want (change its location, height, angle, tilt angle, etc.). You can also zoom and pan. Your model view adjusts automatically in the drawing window to reflect the position of the camera. Once you've achieved the view you want, you can save it to a file and call it up again whenever you want. You create Camera Views while in 3D View mode.

To create a Camera View:

1. Go into 3D view mode (select the 3D View tab on the left window pane).
2. Position the camera in the desired location by clicking on the appropriate spot in the display window in the Camera View area. To position and rotate the camera at the same time, click and hold down your mouse button in the desired spot, then move your pointer to rotate. Release the mouse button.

Click on an area in the Camera View area below for information on that area.
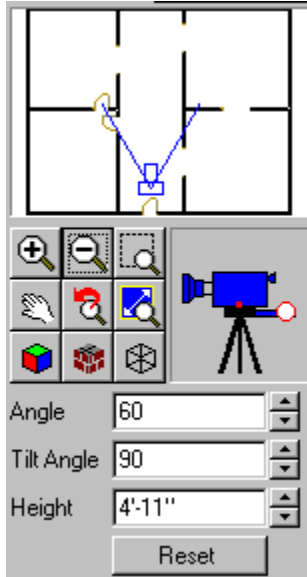
To return to a plan view, select the **Plan View** tab on the left window pane.

{button ,AL(`Views',0,`',`')}   See Also

Adding Text and Dimensions

Text lets you and others know what's what at a glance. You can create any type of text label you want and insert it anywhere on your drawing. You may, for example, want to label all the rooms in your design. You can even control the appearance of the text (font, size, etc.). Each time you create a label, it is stored in a list in the **Insert Text** dialog so you can re-use it at any time.

Dimensions are labels that FloorPlan 3D puts on walls to show their length. Dimensions update themselves as you change the objects they are associated with. FloorPlan 3D provides several options for controlling the appearance of dimensions so you can create your own dimension style. For example, you might prefer to have the dimension text inside the dimension line instead of above it.

By default, dimensions are not visible, but you can turn them on at any time.

{button ,AL(`Text and Dimensions',0,`',`')}   See Also
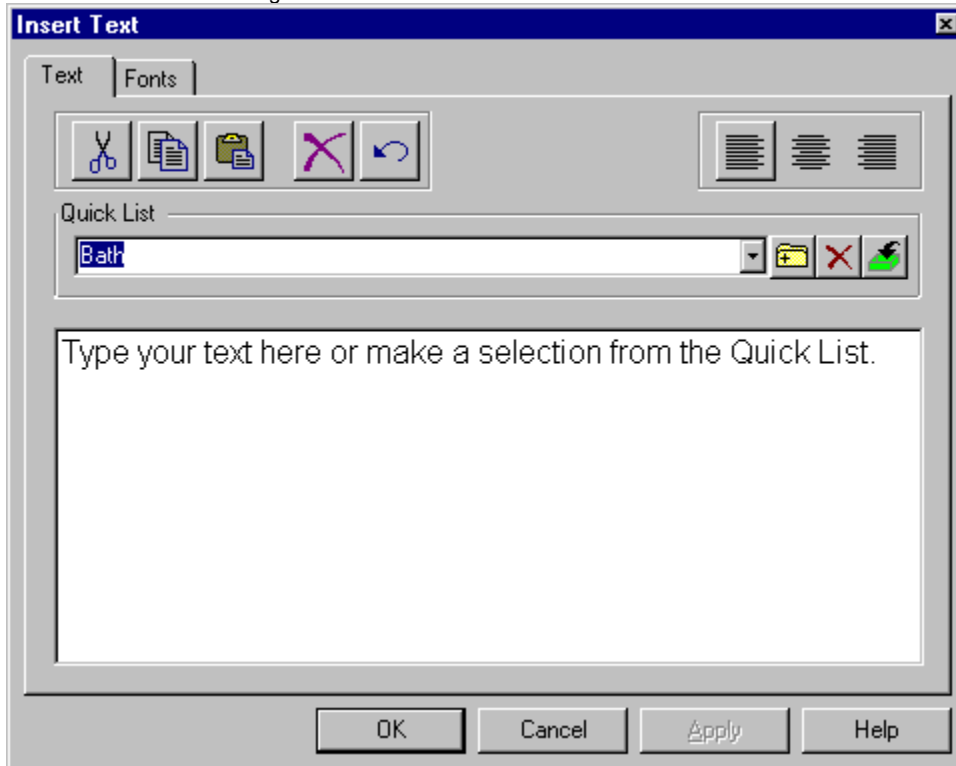
Inserting Text

Menu: Tools|Text

To insert a text label:

1. Click the [Text] button on the Tools toolbar, or select Tools|Text.

2. Type your text in the text window or make a selection from the Quick List. If making a selection from the Quick List, click [image] next to the Quick List box to insert the label in the text window.

Click on an area in the dialog below for more information on that area:

Insert Text

Text | Fonts

Quick List
Bath

Type your text here or make a selection from the Quick List.

OK | Cancel | Apply | Help

3. Click [OK]. A rectangle appears attached to your pointer. The rectangle gives you an idea of how much space the text will take up.

4. Position the rectangle by moving your pointer, then click to insert the text.

{button ,AL(`Text',0,`',`')}   See Also

Editing Text

You can make changes to text before or after inserting it. You can change the content, justification, and font properties of text.

If you haven't inserted the text yet, make your changes directly in the **Insert Text** dialog before inserting it.

If you want to make changes to text that's already been inserted in your drawing, double-click it, or select it and then right-click it and select Edit Properties from the local menu. This takes you to the **Insert Text** dialog.

{button ,AL(`Text',0,`',`')}   See Also

Changing the Justification of Text

You can change the justification of text before or after you insert it. You can choose either a left, right, or centered justification. By default, text is left-justified.

To change the justification of text:

1. If you are changing the justification of text that's already been inserted, double-click it, or select it and then right-click it and select Edit Properties from the local menu (otherwise go to the next step).

2. In the Insert Text dialog, click the appropriate justification button.

3. Click [OK].

{button ,AL(`Text',0,`',`')}   <u>See Also</u>

Editing Text Content

You can change the content of a text label before or after inserting it.

- To change the content of a text label before inserting it, simply make changes in the text window of the **Insert Text** dialog.

- To change the content of a text label that you've already inserted in your drawing, double-click it, or select it and then right-click it and select Edit Properties from the local menu. This takes you to the **Insert Text** dialog.

{button ,AL(`Text',0,`',`')}   <u>See Also</u>

Changing Font Properties

A number of properties make up a font. These include font name, style, color, size, and pitch.

You can change the font (or individual font properties) used for text before or after you insert the text.

To change the font:

1. If you are changing the font of text that's already been inserted, double-click it, or select it and then right-click it and select Edit Properties from the local menu (otherwise, go to the next step).
2. In the Insert Text dialog, select the Fonts tab.
3   Make the desired font property selections. These are outlined below:
    *   **Font Name**. Name of the font. The default is Arial.
    *   **Style**. Regular, bold, italic, bold italic, etc.
    *   **Color**. Text color. Click the color box to bring up a **Color** dialog.
    *   **Size**. Size of the text (measured in drawing units).
    *   **Fixed Pitch**. If enabled, characters are spaced equally.

{button ,AL(`Text',0,`',`')}   <u>See Also</u>

Displaying/Hiding Text

You can temporarily hide text from your drawing using the display filter feature.

To display/hide text:

1. Click the [Display Filter] button, or select View|Display Filter.
2. From the Sort By drop box in the View Display Filter dialog, choose Element.
   - To display/hide all text in your drawing, click the light bulb icon next to the Text option. If the light bulb is lit (yellow), the text is currently displayed. If the light bulb is not lit (white), the text is currently hidden from view.
   - To display/hide the text on a specific location, expand the tree below the Text option and click the light bulb icon next to the appropriate floor location.
3. Click [OK].

{button ,AL(`Text',0,`',`')}   See Also

Viewing Dimensions

Menu: Tools |Dimensions…

By default, dimensions are not visible. You can, however, turn them on whenever you want using the display filter feature or by making a selection in the **Dimension Settings** dialog.

When you turn dimensions on, you'll see that each individual wall is dimensioned. If a wall contains an opening, it will have two sets of dimensions: one set on either side of the opening showing the length of wall to each side of the opening, and an overall dimension showing the total length of the wall including the opening. You'll also notice overall dimensions on each side of your exterior wall layout. Each overall dimension shows the total length of a particular side of the house or building.

To display dimensions using the display filter:

1. Click the [Display Filter] button, or select View|Display Filter.
2. From the Sort By drop box, choose Element.
   - To display/hide all dimensions (on all locations), simply click the light bulb icon next to the Dimensions option. If the light bulb is lit (yellow), the dimensions are currently turned on. If the light bulb is not lit (white), the dimensions are currently turned off.
   - To display/hide dimensions on a specific location, expand the filter tree below the Dimensions option by clicking the plus sign (+), then click the light bulb icon of the desired location.
3. Click [OK].

To display dimensions through the dimension settings dialog:

1. Click the [Dimensions] button on the Tools toolbar, or select Tools|Dimensions.
2. Select the Display Dimensions check box on the General page of the Dimension Settings dialog.
3. Click [OK].

{button ,AL(`Dimensions',0,`',`')}   See Also

Changing the Dimension Style

To change your dimension style, click the [image] [Dimensions] button on the Tools toolbar, or select Tools|Dimensions.

- To change the general appearance of the dimension (dimension line, extension lines, arrows, or text location), select the **General** tab.

- To change the way dimensions work around openings and interior walls, select the **Walls** tab.

- To change the font, style, size or color of the dimension text, select the **Fonts** tab.

{button ,AL(`Dimensions',0,`',`')}   See Also

Changing General Dimension Settings

The **General** page of the **Dimension Settings** dialog lets you control the basic components of your dimensions: the dimension line, extension lines, arrows, and text location.

To change general dimension settings:

1. Click the [Dimensions] button on the Tools toolbar, or select Tools|Dimensions.
2. In the Dimension Settings dialog, select the General tab.

Click on an area in the dialog below to view information about that area.
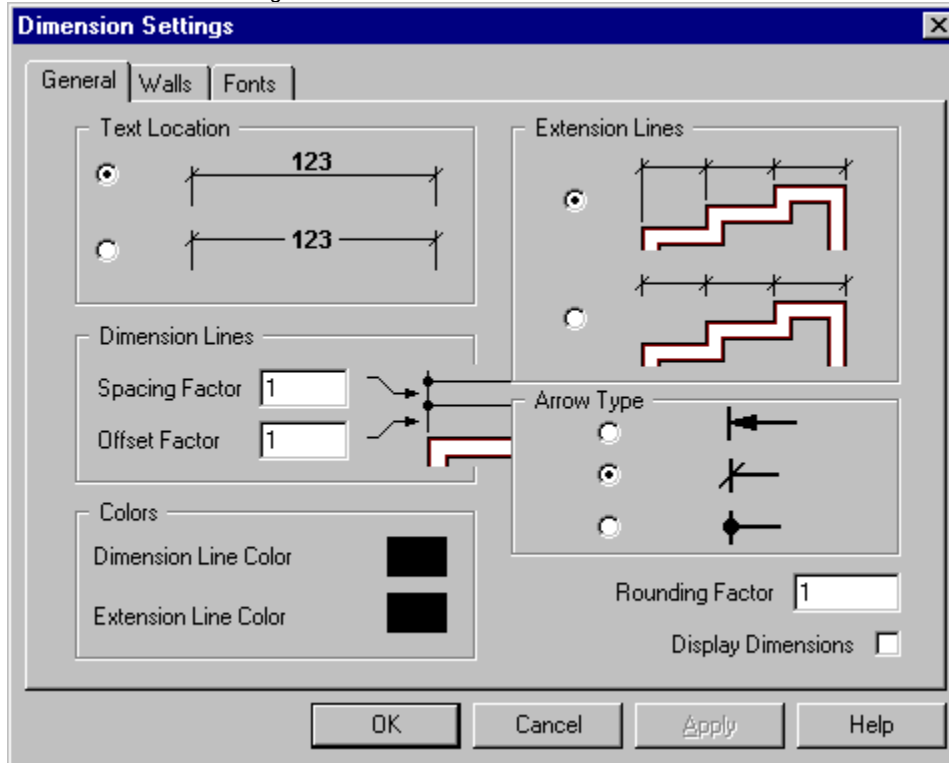
{button ,AL(`Dimensions',0,`',`')}   See Also

Changing Dimensioning Around Walls and Openings

The **Walls** page of the **Dimension Settings** dialog lets you control the way dimensions work around openings and interior walls.

To change wall dimension settings:

1. Click the ![Dimensions icon] [Dimensions] button on the Tools toolbar, or select Tools|Dimensions.
2. In the Dimension Settings dialog, select the Walls tab.

Openings
- To dimension to the center of openings, select the first option in the **Openings** group.
- To dimension to the outside edges of openings, select the second option in the **Openings** group.
- If you do not want to dimension to openings at all, clear the **Enable** check box in the **Openings** group.

Interior Walls
- To dimension to the center of interior walls, select the first option in the **Interior Walls** group.
- To dimension to the outside edges of interior walls, select the second option in the **Interior Walls** group.
- If you do not want to dimension to interior walls at all, clear the **Enable** check box in the **Interior Walls** group.

{button ,AL(`Dimensions',0,`',`')}   See Also

Changing the Style of Dimension Text

The **Fonts** page of the **Dimension Settings** dialog lets you control the style and size of dimension text.

To change font settings:

1. Click the [Dimensions] button on the Tools toolbar, or select Tools|Dimensions.
2. In the Dimension Settings dialog, select the Fonts tab.

Click on an area in the dialog below for more information on that area.
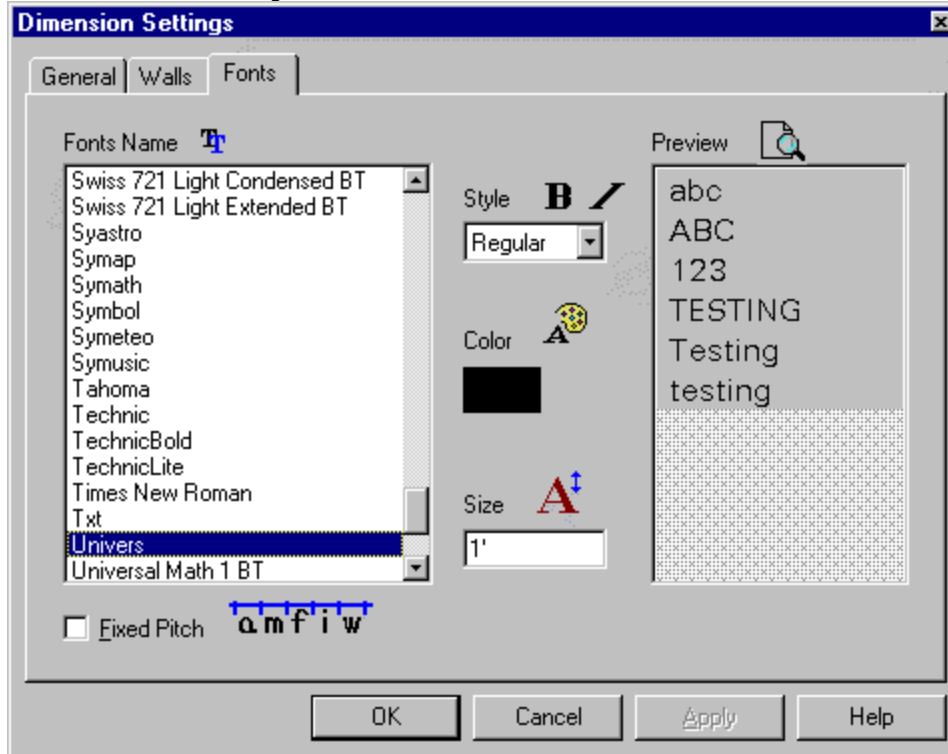
{button ,AL(`Dimensions',0,`',`')}   See Also

Viewing a Material List

Menu: Tools|Material List…

You can view a material list complete with material descriptions, prices, and quantities in a single mouse click.

Note:

There are no default prices set for materials in the database. If you want accurate pricing in your material list, you should either set the unit prices for materials in your database or specify the unit prices in the material list.

To view a materials list:

1. Click the [Material List] button on the Tools toolbar, or select Tools|Material List.
2. You have the following options:
    *   To exit the dialogwire, click [Exit].
    *   To turn off the list`s gridlines, click [Gridlines].
    *   To change the font used for your material list, click [Font].
    *   To print the material list, click [Print].
    *   To save the material list in the CSV format, click [Save As…].

{button ,AL(`Material list',0,`',`')}   See Also

Changing the Appearance of a Material List

You change the appearance of a material list directly in the **Material List** dialog. You can turn the gridlines off and change the font.

- To turn the gridlines off, click the [Gridlines] button.
- To change the font used for the material list text, click [Font], then make your selections from the **Font** dialog.

Note:

If you want to change the actual information represented in the material list, such as unit prices or descriptions, you can do this directly in the **Material List** dialog by double-clicking the field containing the information you want to change. This does not change the information in the database (it only changes it for the current material list). If you want the changes to be reflected in your database, make the changes in your database, then view the material list again.

{button ,AL(`Material list',0,`',`')}   See Also

Printing a Material List

You can print your material list directly from the **Material List** dialog.

To print your material list:

1. Click [Print] in the Material List dialog.
2. In the Print dialog, select the appropriate printer, then click [OK].

{button ,AL(`Material list',0,`',`')}   See Also

Measuring Distances

Menu: Tools|Measure…

You can measure the distance between any two points using the interactive Measure feature. Once you've selected the first point, watch the distance measurement on the screen adjust as you move your pointer away from the first point.

To measure distance:

1. Click the [Measure] button on the Tools toolbar, or select Tools|Measure. A small box with the message "Pick Point" appears at the top, left corner of your screen.
2. Choose the first point of the distance you want to measure.
3. Move your pointer in the direction you want to measure.
4. Watch the running distance measurement in the Measure box at the top, left corner of your screen.
5. Click to exit the task.

Customizing Objects

Every object that you draw or insert in FloorPlan 3D is linked to the database. The database contains the definitions for each object. Different types of information make up the definition of an object. These types of information can generally be divided into the following categories:

- General information (description, supplier, price, unit for counting)
- Material information (materials and colors used to display objects)
- Dimension information(length, width, height, etc.)

Many objects also include detail information. For example, a door will have information about the type of door leaf used, and a refrigerator will have information about its handles.

These various types of information give you full control over the size and appearance of objects in your drawing, and can determine how objects are represented in your material list.

You can add new objects to the database as well as change some of the properties of existing objects. In addition, you can import 3DS files into FloorPlan 3D and use the measurement from those files to create new custom objects in your database.

Note:

Any additions or changes you make to the database apply to the current drawing only. In other words, these changes/additions will not be available when you open new or other existing drawings.

{button ,AL(`Properties',0,`',`')}   See Also

Changing the Properties of an Object

Menu: Edit|Properties…

Every object in the database has both editable and non-editable properties. You can edit objects locally in your drawing or globally through the database. If you edit an object locally, the changes you make apply to that single object only. If you edit an object globally, the changes you make apply to all occurrences of that object.

Editable properties include material (texture) and color settings as well as certain dimension settings. If you are editing an object globally through the database, you can also change the Description, Price, Unit and Supplier.

Non-editable properties include the Name and certain dimensions.

If you want to create an object with a name or dimensions that are different from those of any existing objects, you have to add a new object to the database.

- To change the properties of an object in your drawing, double-click it, or select the object, right-click it and select Edit Properties from the local menu.

Note:

When you choose to edit the properties of an object in your drawing, changes apply to that selected object only. You can't edit the Name, Description, Supplier, Price, Unit, or certain dimensions.

- To change the properties of an object through the database, select it in the database then click the [Properties] button in the database.

When you choose to edit an object, you are taken to that object's property pages. Standard property pages are the **General**, **Material** and **Dimensions**, (or Size) pages. Certain objects will have additional property pages depending on their composition and appearance. If a field is grayed out on a property page, you know that it is a non-editable property.

{button ,AL(`Properties',0,`',`')}   See Also
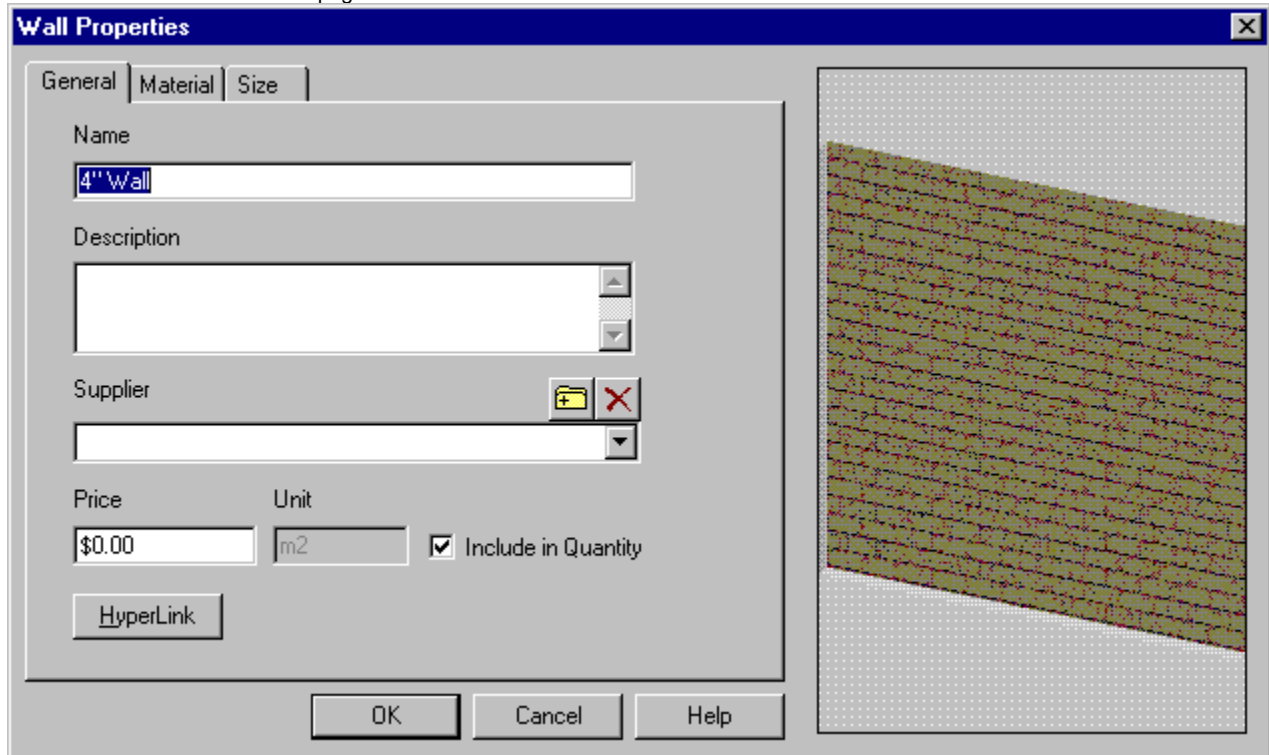
Specifying General Properties

When adding a new object to the database, you can control all general properties of that object (name, description, supplier, unit price, whether or not it is quantifiable). When editing an existing object, you can edit all general properties except the name.

The information on the **General** property page is reflected in the material list.

Click on an area on the **General** page below for more information on that area:

{button ,AL(`Properties',0,`',`')}   See Also

Specifying an Object's Description

By default, no descriptions are provided for objects in the database because usually the name is enough to easily identify an object. However, you may want to specify a description for objects in your drawing to provide more information about them. Descriptions appear in your material list, so if an object does not have a description specified for it in the database, that field will be blank in the material list.

Note:

You can only change the description for objects globally through the database.

To change/specify an object's description:

1. Select the object in the database, then click the [Properties] button.
2. In the object's Properties dialog, select the General tab.
3. In the Description box, type the description.
4. Click [OK].

{button ,AL(`Properties',0,`',`')}   See Also

Specifying an Object's Pricing Information

By default, the price of every object in the database is set to $0.00 because prices obviously vary according to the area your location and supplier. If you want accurate pricing information in your material list, you have to set the unit price for every type of object (material) used in your drawing.

In addition to setting a price, you should specify a unit for counting the object. For example, doors are priced per door, while walls are usually priced per foot.

Note:

You can only change the pricing information for objects globally through the database (not locally).

To set an object's price:

1. Select the object in the database, then click the ![Properties] [Properties] button.
2. In the object's Properties dialog, select the General tab.
3. In the Price box, type the object's unit price including cents (e.g., 129.00).
    In the Unit field you may see   the unit that is use to quantify (count) the object.
4. If you want the supplier to be listed in your material list, type the supplier's name in the Supplier box.
5. Click [OK].

{button ,AL(`Properties',0,`',`')}   See Also

Specifying Supplier Information

You may want to provide supplier information for an object to complement the pricing information. Supplier information appears in material lists, so if an object has no supplier listed in the database, this field will be blank in the material list.

Note:

You can only change the supplier information for objects globally through the database.

To specify supplier information for an object:

1. Select the object in the database, then click the [Properties] button in the database.
2.   In the object's Properties dialog, select the General tab.
3.   In the Supplier box, type the supplier information. Generally, the supplier's name is sufficient.
4.   Click [OK].

{button ,AL(`Properties',0,`',`')}   See Also

Making an Object Quantifiable

You can choose whether or not you want a specific item to be included in the material list (by default, all items are included).

1. Select the object in the database, then click the [Properties] button in the database.
2. Select the General tab of the object's property pages.
3. Select the Include in Quantity check box if you want the item to be extracted for the material list. If you do not want to include the item in your material list, clear this check box.
4. Click [OK].

{button ,AL(`Material list',0,`',`')}   See Also

Specifying an Object's Material Setting

Every object in the database can have a texture or color assigned to it to make it look more realistic when inserted and viewed in your drawing. For example, a brick wall can have a brick texture assigned to it to make it look like a real brick wall (instead of just a shaded surface) when you view your drawing in 3D. Material settings also determine what color objects will be displayed in when you're in plan view.

Material settings are especially important when creating a <u>rendered</u> or <u>photorealistic view</u>.

Most objects have two or more material settings - one for every component that makes up the object. A cabinet, for example, will have individual material settings for the cabinet body, the countertop and the door leaf.

Material settings consist of the following:
- A surface property selection (e.g., wood or glass) that determines the general appearance of the object's surface (glass is shiny, wood is more dull).
- A texture or color assignment.

You can change the material/color setting of a selected object in your drawing or make a change globally through the database. If changing the color/material setting globally for an object, the change applies to all occurrences of that object.

To set/change an object's material setting:

1. Select the object whose material setting you want to change either in your drawing or in the database. If you select an object in your drawing, only that individual object will be changed.
   - If changing an individual object in your drawing, double-click it, or select it then right-click it and select Edit Properties from the local menu.

   - If changing the color/material setting globally through the database, click the ![icon] [Properties] button in the database.
2. In the object's Properties dialog, select the Material tab.
3. You have a few different options. Following is a sample Material property page.
   Click on an area in the dialog below to get more information on that area.
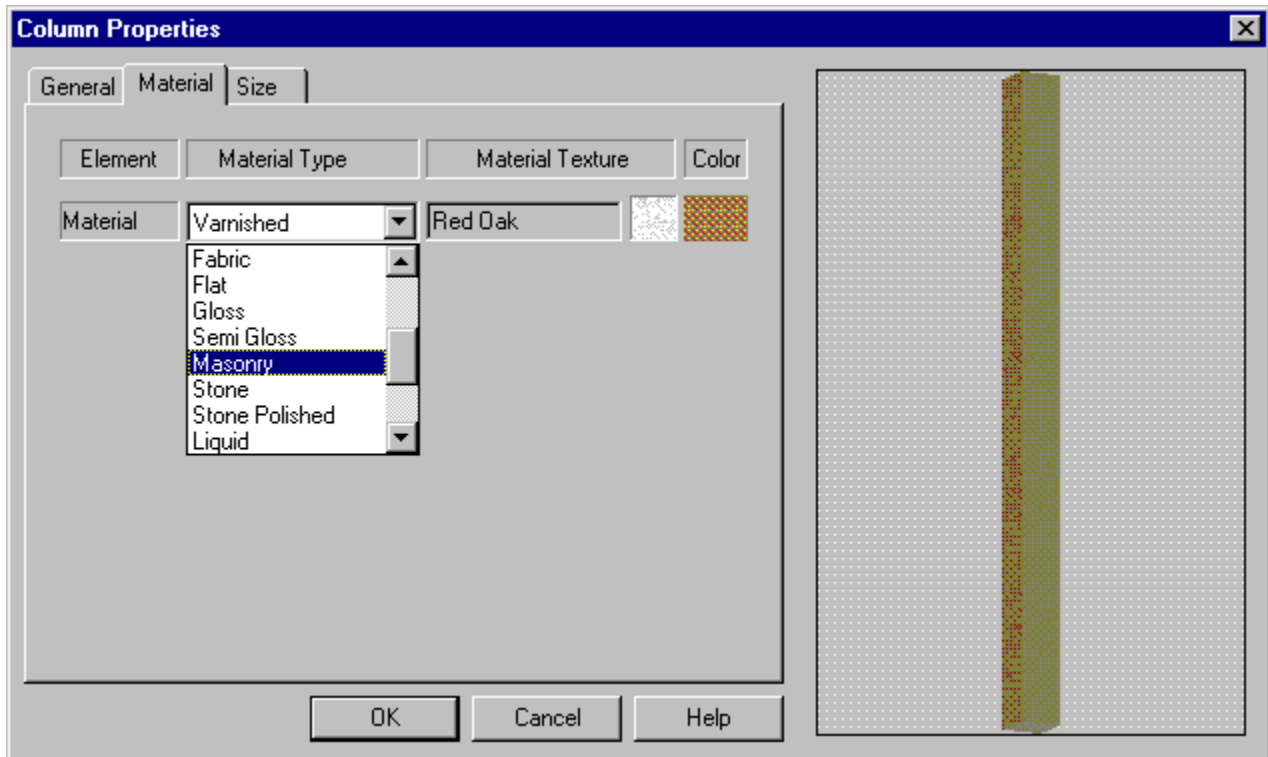
4. Once you've made your selections, click [OK].

{button ,AL(`Properties',0,`',`')}   <u>See Also</u>

Specifying an Object's Dimensions and Composition

Every object in the database has some settings that determine its measurements. For example, a cabinet has measurements for its height, width, and depth. The available settings vary depending on the object. For most objects you'll find these settings on an object's **Size** or **Dimensions** property page in the database. Some objects have additional property pages that determine its composition and/or appearance.

You can't change most dimensions of objects that already exist in the database, although some objects have one or more dimensions that are "editable". However, you are free to control all dimensions if you are adding a new object to the database.

Note:

Certain types of objects cannot be added to the database. For example, you can't add a new light or chair to the database because these types of objects have permanently fixed dimensions.

The following sections describe how to define dimension, composition, and detail properties. They are written with the assumption that you are adding a new object to the database or importing measurements from a 3DS file .

Click the object below that you want to change:

- Wall
- Door
- Window
- Stairs
- Balustrade
- Column
- Roof
- Cabinet
- Symbol
- Light coming from a lighting object
- Site boundary
- Tree

{button ,AL(`Properties',0,`',`')}   See Also

Specifying a Wall's Dimensions

When <u>adding a new wall to the database</u> you can specify its height, width, base level, and external base level. You can also control the height and thickness of the baseboards that are inserted with the wall.

To specify the dimensions for a new wall:

1. In the Wall Properties dialog, select the Dimensions tab.
2. Following are the descriptions of the fields available:
   Wall Width.   Thickness of the wall.
   Wall Height.   Total height of the wall.
   Base Level.   Level at which the wall sits relative to the floor surface.
   External Base Level.   Level at which the external portion of an exterior wall sits relative to the floor level.
   Baseboard Height.   The distance from the top of the baseboard to the bottom of the baseboard.
   Baseboard Width.   The thickness of the baseboard.
   Reset to Location Defaults.   Resets the wall height to the height specified in the floor location settings.
   Wainscot. For inside walls adds a wainscot for the bottom half of the wall.
   Chair Rail. For inside walls adds a chair rail along the middle line of the wall.

{button ,AL(`Wall Properties',0,`',`')}   <u>See Also</u>

Specifying Door Opening Dimensions

If adding a new door to the database, you can control the height and width of a door opening, frame width, and depth.

To specify door opening dimensions:

1. In the Door Properties dialog, select the Opening tab.
   - To change the width of the door opening, type the desired width in the **A** field.
   - To change the height of the door opening, type the desired height in the **B** field.
   - To change the frame width, type the desired width in the **C** field.
   - To change the frame depth, type the desired depth in the **D** field.
   - If the door has panels (e.g., bi-fold door) and you want to specify the number of panels it has, type the desired number in the **# of Panels Horiz.** field (this field is not present if the door does not have panels).
   - To change the percentage the door is open when viewing the model in 3D, type the desired percentage value in the **Percentage Open** field.
2. Click [OK].

{button ,AL(`Door Properties',0,`',`')}   See Also

Specifying the Door Swing

You can specify the door swing direction for any hinged (swinging) door. You can choose either a left, right, or double swing. The option you choose determines the hinged side of the door.

To change a door's swing:

1. In the Door Properties dialog, select the Opening tab.
    There are three options (0, 1, and 2) shown at the bottom of the dialog.
2. Click on the option representing the desired door swing.
3. Click [OK].

{button ,AL(`Door Properties',0,`',`')}   See Also

Specifying the Door Leaf Style

The FloorPlan 3D database has a number of different door leaf styles to choose from. You can also choose not to have a door leaf at all. You can specify the leaf style for a new or existing door.

To specify a door's leaf style:

1. In the Door Properties dialog, select the Door tab.
   All the available door leaf styles are shown at the bottom of the dialog. The first option (option 0) is no leaf, meaning the door would just be an opening.
2. Click on the desired door leaf style. You can use the scroll bar beneath the options to view the entire row of door leaf styles.
3. Click [OK].

{button ,AL(`Door Properties',0,`',`')}   See Also

Specifying Door Leaf Dimensions

If adding a new door (with leaf) to the database, you can control one or more dimensions of the leaf depending on its type (a door leaf with panes of glass would have more dimension settings than a solid door leaf with no panes of glass). This versatility lets you create practically any door leaf style.

To specify a door leaf's dimensions:

1. In the Door Properties dialog, select the Door tab.
    The dimension settings in the dialog vary according to the type of door leaf used.
2. Using the diagram provided in the dialog as a guide, fill in the fields that determine the dimensions of the door leaf and its components (if applicable).
3. Click [OK].

{button ,AL(`Door Properties',0,`',`')}   See Also

Specifying a Window's Overall Dimensions

When adding a new window to the database, you can control its overall height and width. Some window types have additional measurements you can set. For example, you can control the height of the upper panel of a double-hung window as well as specify how many panels you want across the window.

To specify a window's overall dimensions:

1. In the Window Properties dialog, select the Size tab.
    *   To change the overall width of the window, type the desired width in the **A - Overall Width** field.
    *   To change the overall height of the window, type the desired height in the **B- Overall Height** field.
2. If other options exist (e.g., Upper Panel width, # Panels Across), you can change those now if you want.
3. If you want to make changes to the pane dividers in your window, make the appropriate selections from the drop boxes at the bottom of the property page. Here are your options:
    *   Vertical - Single.   Creates a single divider member vertically.
    *   Vertical - Double.   Creates a thicker divider member vertically.
    *   Vertical - Mullion.   Inserts a mullion in the vertical divider.
    *   Horizontal - Single.   Creates a single divider member horizontally.
    *   Horizontal - Double.   Creates a thicker divider member horizontally.
    *   Horizontal - Mullion.   Inserts a mullion in the horizontal divider.
4. Click [OK].

{button ,AL(`Window Properties',0,`',`')}   See Also

Specifying the Dimensions of Window Components

When adding a new window to the database you can control practically every aspect of its composition. For most windows you can control the frame, sash, sill, and glazing measurements. Some also include mullion measurements.

To change the measurements of a window's components:

1. In the Window Properties dialog, select the Components tab.
2. Using the graphic supplied in the dialog as a guide, make the desired changes in the various fields.
3. Click [OK].

{button ,AL(`Window Properties',0,`',`')}   <u>See Also</u>

Controlling a Window's Panes

 When <u>adding a new window to the database</u> you can control the number of panes both horizontally and vertically (for example, a window can have 2 panes across and 4 panes down).

To control the number of panes in a window:

1.   In the Window Properties dialog, select the Panes tab.
2.   In the # of Panes Horizontal field, type the number of panes you want to go across the window.
3.   In the # of Panes Vertical field, type the number of panes you want the window to have vertically.
4.   Click [OK].

{button ,AL(`Window Properties',0,`',`')}   <u>See Also</u>

Specifying Stair Dimensions

When adding a new staircase to the database, you can control various dimensions including stair width and tread run.

To specify stair dimensions:

1. In the Stair Properties dialog, select the Size tab.
2. Using the diagram provided on the property page, fill out the various dimension fields.
3. Click [OK].

{button ,AL(`Stair Properties',0,`',`')}   See Also

Specifying Stair Balustrade Information

Balustrades are automatically inserted when you insert stairs. When adding new stairs to the database you can choose the balustrade side or choose not to have a balustrade at all. You can also control various balustrade measurements such as the newel post height and newel spacing.

To specify balustrade information for a staircase:

1. In the Stair Properties dialog, select the Balustrades tab.
2. You have the following options:
    - To specify the height of the balustrade from the floor to the top rail, type a value in the **A** field.
    - To specify the spacing between newels, type a value in the **B** field.
    - To specify the distance from the top rail to the top of the newel post, type a value in the **C** field.
    - To specify the distance between the bottom rail and the floor, type a value in the **D** field.
    - To include a newel post, select the **Newel Post** check box.
    - To include newels, select the **Newels** check box.
    - To include a bottom rail, select the **Low Rail** check box.
    - To specify which side(s) you want a balustrade on (if any), make a selection from the **Balustrade Side** drop box. If you don't want any balustrades, choose **None** from this box. If you want the program to automatically put a balustrade on any side that is not against a wall, choose **Auto** from this box.
3. Click [OK].

{button ,AL(`Stair Properties',0,`',`')}   See Also

Specifying Balustrade Dimensions

When adding a new balustrade to the database you can control the height of newel posts, the spacing between newels, the distance between the top rail and top of the newel posts, and the distance between the lower rail and the floor.

To specify balustrade dimensions:

1. In the Balustrade Properties dialog, select the Size tab.
2. You have the following options:
   - To specify the railing height from the floor to the top rail, type the desired height in the **A** field.
   - To specify the spacing between newels, type the desired value in the **B** field.
   - To specify the distance between the top rail and tops of the newel posts, type the desired value in the **C** field.
   - To specify the distance between the lower rail and the floor, type the desired value in the **D** field.
   - To include a newel post, select the **Newel Post** check box.
   - To include newels, select the **Newels** check box.
   - To include a bottom rail, select the **Low Rail** check box.
3. Click [OK].

{button ,AL(`Balustrade Properties',0,`',`')}   See Also

Specifying Column Dimensions

When adding a new column to the database you can control the height, width, and depth of a rectangular column and the height and diameter of a round column.

{button ,AL(`Column Properties',0,`',`')}   See Also

Specifying the Dimensions of a Rectangular Column

If adding a new rectangular column to the database you can control its height, width, and depth. You can also make the column run from floor to ceiling automatically.

To specify the dimensions for a rectangular column:

1. In the Column Properties dialog, select the Size tab.
2. You have the following options:
   - To change the depth of the column, type the desired value in the **A** field.
   - To change the width of the column, type the desired value in the **B** field.
   - If you want the column to run from floor to ceiling on the location it's on, select the **Auto Adjust Floor to Ceiling** check box. Otherwise, uncheck this box and specify the desired height in the **C** field.
3. Click [OK].

{button ,AL(`Column Properties',0,`',`')}   See Also

Specifying the Dimensions of a Round Column

If adding a new round column to the database you can control its height and diameter. You can also make the column run from floor to ceiling automatically.

To specify the dimensions of a round column:

1. In the Column Properties dialog, select the Size tab.
2. You have the following options:
   - To change the diameter of the column, type the desired value in the **A** field.
   - If you want the column to run from floor to ceiling on the location it's on, select the **Auto Adjust Floor to Ceiling** check box. Otherwise, clear this check box and specify the desired height in the **C** field.
3. Click [OK].

{button ,AL(`Column Properties',0,`',`')}   <u>See Also</u>

Specifying Roof Dimensions

You can control a roof's slope, surface thickness, and overhang distance.

When you select a roof, you can only select one portion of it at a time. Therefore, if you want to change the slope, thickness, or overhang of a roof, you should remove the existing roof and create a new roof in the database with the correct dimensions or change the roof's dimensions in the database then re-insert it. Otherwise you will have to make changes to every portion of the existing roof.

To change a roof's dimensions:

1. In the Roof Properties dialog, select the Size tab.
2. You have the following options:
   - To change the roof's slope (incline), choose either **Degrees** or **X in 12** from the **Slope** drop box, depending on how you normally refer to a roof's slope. Then, type the desired value in the **Slope** field.
     For example if you want a 23-degree slope, choose **Degrees** from the drop box and type 23 in the edit box.
     If you want a 5 in 12 slope, choose **X in 12** from the drop box and type 5 in the edit box.
   - To change the overhang distance, type the desired value in the **B - Roof Overhang** field.
   - To change the thickness of the roof surface, type the desired thickness in the **C - Roof Thickness** field.
   - To change the roof edge to a gable end (if editing an existing roof), choose **Gable** from the **Roof Type** drop box.
3. Click [OK].

Specifying Cabinet Dimensions

When adding a new cabinet to the database you can control its height, width, and depth. Some cabinet types, like corner cabinets, have additional measurements that determine the size of each portion of the cabinet.

To specify a cabinet's dimensions:

1. In the Cabinet Properties dialog, select the Size tab.
2. Use the graphic provided in the dialog as a guide in filling out the available fields.
3. Click [OK].

{button ,AL(`Cabinet Properties',0,`',`')}   <u>See Also</u>

Specifying Cabinet Details

Cabinet details are properties that determine the general appearance of a cabinet. You can control whether it is a single-sided or double-sided cabinet, which components it has (e.g., backsplash), and the door and/or drawer style.

To change cabinet details:

1. In the Cabinet Properties dialog, select the Cabinet Details tab.
2. Click on an area in the dialog below for information about that area:

Cabinet Properties

| General | Material | Size | Cabinet Details |

Cabinet
Cabinet Side
One Side ▾
Leaf Side
One Side ▾

Has
☑ Backsplash
☑ Toe Space
☑ Nose

Change To
☐ Filler Panel
☐ Countertop

◯ Door Style   ◯ Drawer Style

5   6   7   8

◀ ▬▬▬▬▬▬▬▬▬▬ ▶

OK   Cancel   Help
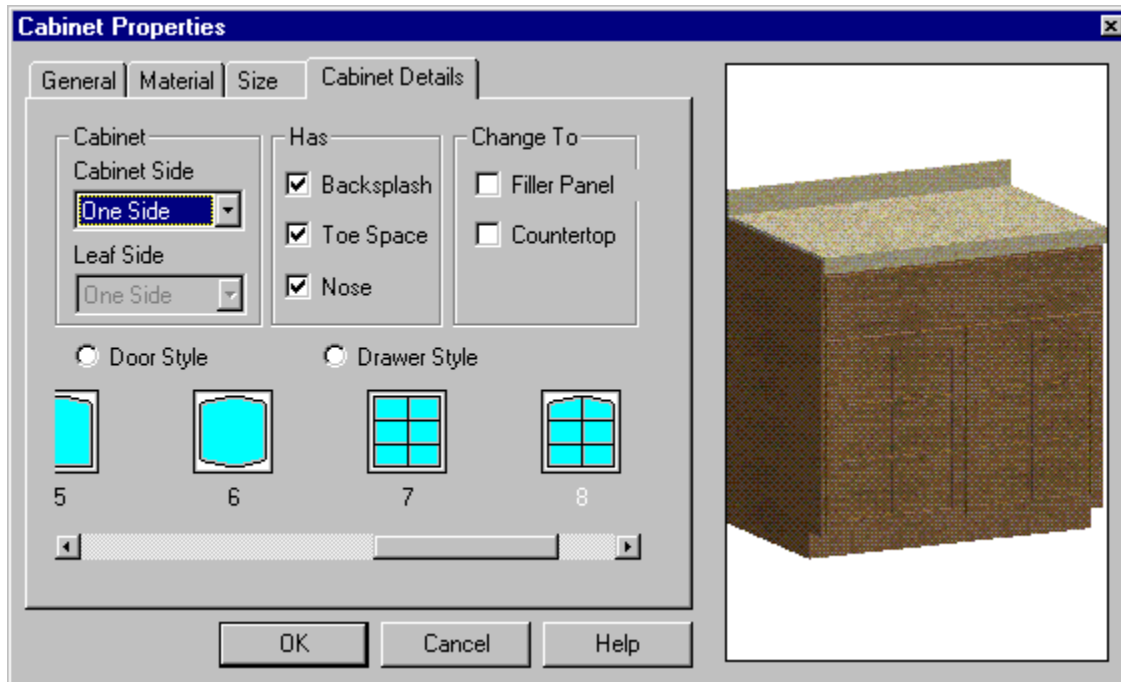
3.   Click [OK].

{button ,AL(`Cabinet Properties',0,`',`')}   See Also

Cabinet Side

Choose either One Side or Both Sides. A one-sided cabinet is the type you would attach to a wall. An example of a two-sided cabinet is a kitchen island.

Leaf Side

Choose to have a door leaf on either One Side or Both Sides for a two-sided cabinet.

backsplash option

Select this check box if you want a backsplash.

Toe Space option

Select this check box if you want toe space (the recessed area between the bottom of the cabinet and the floor).

Nose option

Select this check box if you want nosing (the portion of a countertop that projects over the top edge of the cabinet).

Filler Panel option

Select this check box if you want the cabinet to be a filler member between the wall and a cabinet or between two cabinets. Filler panels can be stretched.

Countertop

Select this check box if you want the cabinet to be a countertop only.

Door Style

Enable this button then click on the desired door leaf style. You can use the scroll bar at the bottom of the dialog to see all the available door leaf styles.

Drawer Style

Enable this button, then click on the desired drawer style. You can use the scroll bar at the bottom of the dialog to see all the available drawer styles.

Help Topics

Menu: Help|Help Topics   <F1>

Provides a complete reference of the features of FloorPlan 3D. Use it to find topics by browsing the **Contents** tab, entering keywords in the Index tab, or doing a complete text search in the **Find** tab.

Internet Web Link

Menu: Help|Internet Web Link

If you have Internet access, select Help|Internet Web Link to visit Floorplan.com, the FloorPlan 3D Web site.

About FloorPlan 3D

Menu: Help|About FloorPlan 3D

Display information about your copy of FloorPlan 3D. Display the version number and date, license agreement, and copyright information.

Exit

Menu: File|Exit

Closes FloorPlan 3D.

Undo

Menu: Edit|Undo   <Ctrl>+<Z>

Reverses the last action you performed. If the command is grayed-out, there is no action that can be undone.

Redo

Menu: Edit|Redo   <Ctrl>+<Y>

Use this command to redo an action that has been undone. This command becomes available only after you have used the Undo command.

Grid Toggle

Menu: View|Grid Toggle

The View|Grid Toggle command shows/hides the grid in the drawing space. Check Grid Toggle to make the grid visible.

{button ,AL(`Grid',0,`',`')}   See Also

Viewing Plan View Palette

Menu: View|Plan View Palette

Use the View|Plan View Palette to bring the Plan View Palette in view.

You may use the View|Plan View or View|3D View toggle to switch from the plan view to 3D view when the palette is hidden.

Viewing Internet Palette

Menu: View|Internet Palette

Use the View|Internet Palette to bring the Internet Palette in view.

You may use the View|Plan View or View|3D View toggle to switch from the plan view to 3D view when the palette is hidden.

Internet Palette

FloorPlan 3D provides you with on-the-fly access to the Internet via the Internet palette (View|Internet Palette). When activated, the FloorPlan 3D Internet palette actually launches Microsoft Internet Explorer enabling you to gain access to the vast stores of information on the computers comprising WWW (World Wide Web). You can open the Internet Palette by selecting View|Intenet Palette or by clicking the Internet tab on the window at the left of the FloorPlan application window. The toolbar of the FloorPlan 3D Internet palette provides a number of the basic options available in the main window of Microsoft Internet Explorer:

Back—Goes back to the previous Web page.

Forward—Goes forward to the next page (provided you have viewed it just previously).

Home Page—Goes to the Home Web Page.

Down arrow (1)—Opens a dropdown menu whose items are the links to several TurboCAD favorites. The last item, Options, lets you gain access to the Internet Options dialog where you can specify an address of a desirable Web page and also can change some options of Microsoft Internet Explorer.

Stop—Stops opening the file that you've just clicked to open.

Refresh—Refreshes the display of the current Web page.

Favorites—Goes to your favorite Web page.

Down arrow (2)—Opens a dropdown menu that is a list of your favorite Web pages.

Print—Prints the contents of the current Web page.

Fonts—Sets up the currently selected font size.

Down arrow (3)—Opens a dropdown menu where you can select a preferable font size.

Internet Options

Current—choose to restore the current URL (containing the page that you have displayed in the Internet Palette).

Default—choose to display the path to the index.html file Internet folder of the directory where you have installed FloorPlan.

Blank—choose to keep the URL field blank.

IE Options…—brings up the Internet Properties dialog to set up the Internet browser options.

Plan View Palette

Click on an area in the Plan View Palette area below for information on that area.
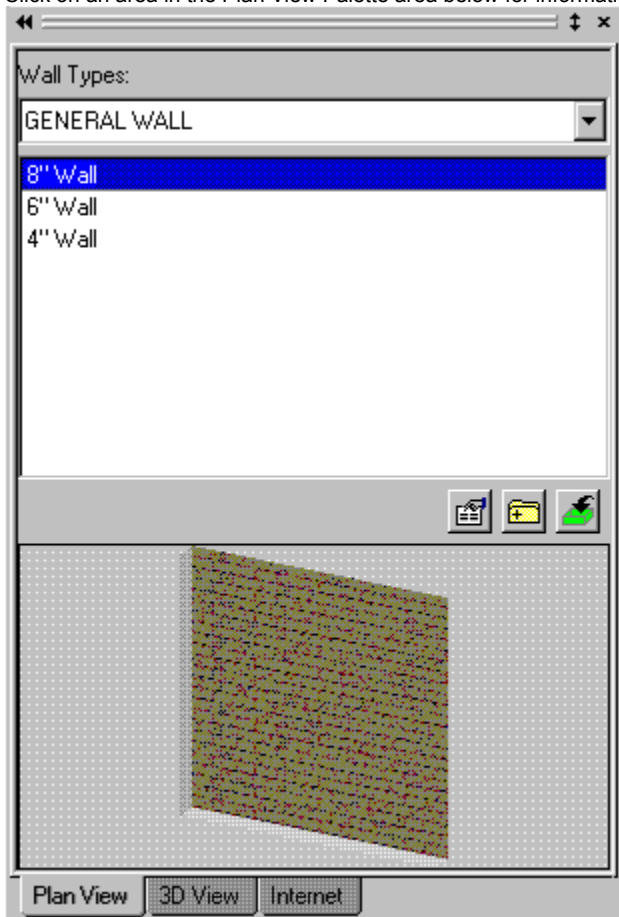
See Changing the Properties of an Object for detailed information about object properties.

{button ,AL(`environment settings;Viewing in 3D',0,`',`')}   See Also

Object Types List Box

When you create objects using the Construct or Insert menu the type list for the selected menu item appears in the Object Types list box. Choose the desired type and you will get the list of objects in the database area below.

Database Area

You can choose an object to be inserted in the Database Area. There are the list of objects that are available for the current object type in the Object Types list box above.

Properties button

Click the Properties button to bring up the Properties dialog for the selected object.

Add New button

Use the Add New button to create a new object using the selected one as a base.

Insert button

Use the Insert button to place the selected object on your drawing.

Object Preview

You will see the preview of the selected object in this area.

3D View Palette

Click on an area in the 3D View Palette area below for information on that area.

Angle   60

Tilt Angle   100

Height   4'-11"

Reset

Plan View   3D View   Internet
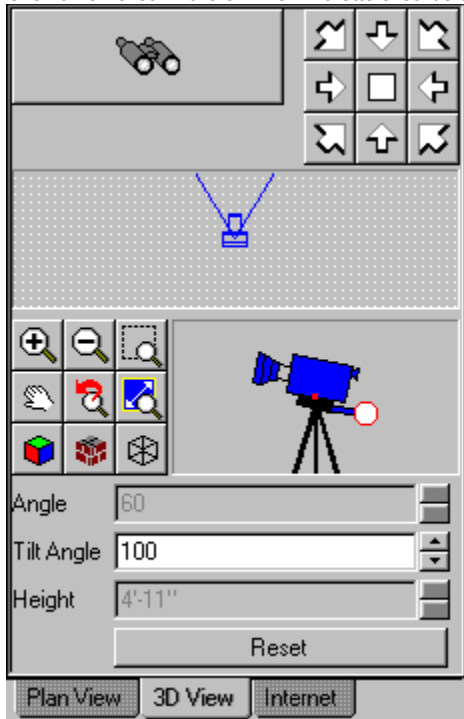
See <u>Viewing in 3D</u>, <u>Creating a Camera View</u>, <u>Walking Through Your Model</u> for detailed information about 3D Palete controls.

{button ,AL(`environment settings;Viewing in 3D;2D/3D Views',0,`',`')}   <u>See Also</u>

Binoculars/Footprints button

The binocular/footprint button allows you to switch between the View and Walk states. The binocular button indicates you are in View State. The View State gives you an isometric view of your model, and the Walk State lets you take a tour through it.

Arrows Button Pad

In the View State the arrows allow you to get the appropriate view of your model. In the Walk State the viewpoint arrows change their appearance and become the walk through arrows. You may then move through your model.

Camera Location Window

Allows you to position and rotate the camera using the mouse.

Camera View Button Pad

The buttons of the Camera View Button Pad let you control the display in 3D. You can use various Zoom modes, pan, and choose shaded, rendered or wireframe Render mode.

Alternate Tilt Angle control

Allows you to change the angle your camera is tilted at using the mouse.

Angle Field

Shows the included angle in the view (the larger the angle the wider the view).

Tilt Angle Field

Shows the angle your camera is tilted at (straight ahead, up or down).

Height Field

Shows the height of the camera above the floor level.

Reset Button

Resets the Angle, Tilt angle and Height values to the defaults.

Room Properties

A room is a closed contour that you get while drawing walls. If you click within the room area it becomes selected and you can bring up the Room Properties dialog using the Edit Properties options of the local menu.

You can choose the Room Name, turn on and off displaying the room name and room square. You can define the room allowance and then compare it with the actual costs in the Material list. You can also edit the properties of walls, ceiling and floor related to the room.

Click on an area in the Room Properties dialog below for information on it.

{button ,AL(`Properties',0,`',`')}   See Also

Room Name

By default FloorPlan assigns the default names Room(0), Room(1), etc. to the new-created rooms.
  You can enter here the room name or choose the appropriated one from the drop-down list box.

Display Room Name

If this option is checked the room name is displayed on your drawing within the room area.

Square

You can see the room square size in this field.

Display Area Value

If this option is checked the room square value is displayed on your drawing within the room area.

Room Allowance

You can specify here your estimated cost for the room design. When you finish the room design, you can see the result of comparing this value with the actual costs in the Material List (Tools|Material List…), Comment/Room Allowance column.

Walls Properties

Click the Walls Properties button to bring up the Wall Properties dialog where you can change some wall properties. You can then apply them either to the walls of some rooms, or to all the rooms on the current floor.

Ceiling Properties

Click the Ceiling Properties button to bring up the Ceiling Properties dialog where you can change some ceiling properties. You can then apply them either to the ceilings of some rooms, or to all the rooms on the current floor.

Floor Properties

Click the Floor Properties button to bring up the Floor Properties dialog where you can change some floor properties. You can then apply them either to the floors of some rooms, or to all the rooms on the current floor.

Applying Walls, Ceiling and Floor Properties to the Rooms

When you click the Walls, the Ceiling or the Floor buttons in the Room Properties dialog the Properties dialog appears. You can adjust the properties of the walls, the ceiling and the floor of the current room.

If you wish to set the properties that you have already adjusted to the other rooms you can use the Apply To tab of the Properties dialog.

To apply the properties to other rooms:

1. Check the types of the properties that you want to apply (Material, Size, Base Level) in the Apply control group.
2. Select the room that you wish to apply properties to from the "Select from the list" list box.
3. Click Add. The name of the room will appear in the Apply to list box.

    If you want to apply the properties to all the rooms in the current floor, click Add the whole floor button. All room names of the current floor will appear in the Apply to list box.

4. Click [OK] to finish.

Ceiling Property

Choose the property for the ceiling shape.

Flat—create the flat ceiling.
Cathedral—create the vaulted ceiling.

Material Library

Use the Material Library dialog to view the list of available textures and to assign a texture to an element (if you bring up the Material Library dialog from the Properties dialog). Note that you can view the assigned texture only in the 3D Rendered mode. You can change the name and scale of a texture. It is possible to add an existing true color bitmap as a new texture, using the Browse and the Add buttons. You can delete only the textures that were added manually.

Click on an area in the Material Library dialog below for information on it.
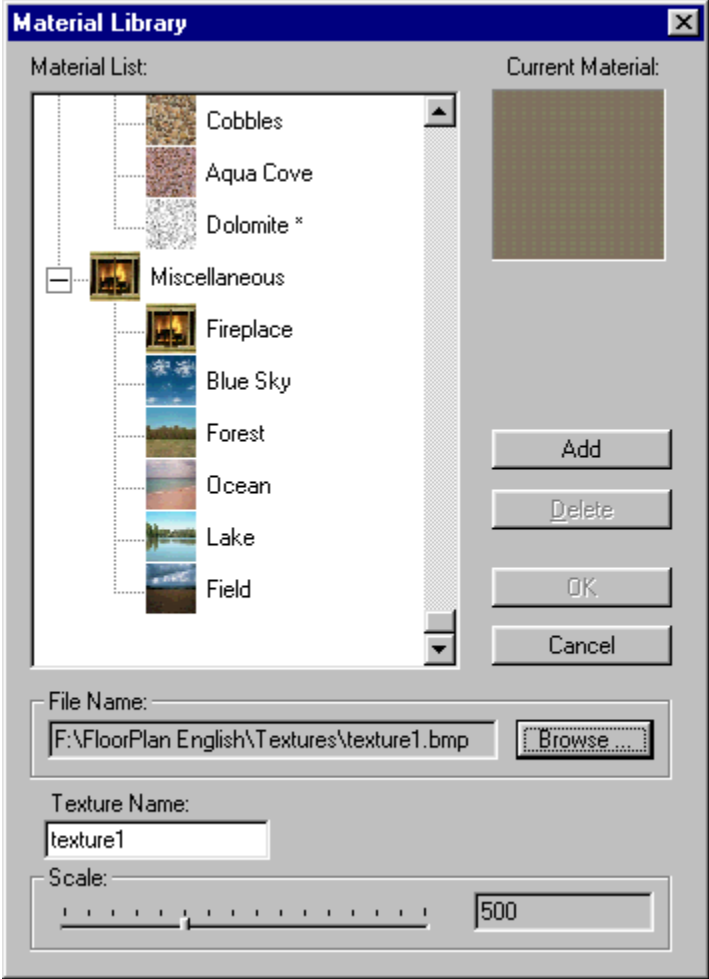
Material List

Click "+" to expand the branch. Select the texture name to edit.

Current Material

This is the preview of selected material.

Add Texture

Depending on the control name:

Click Edit to expand the Material Library dialog, or

Click Add to add the new texture (create it from the file true color bitmap, or

Click Save Changes to accept the changes you have made.

Delete
Click to delete the custom texture.

OK

 Close the dialog and choose the selected material.

Cancel
  Click to close the dialog and discard the changes you made.

File Name
  Shows the path to the file to use as a new texture.

Browse

Click this button to browse for the new texture file location.

Texture Name

Enter or edit the texture name.

Scale

Drag the slider to change the texture scale.

Specifying Site Boundary Dimensions

When adding a new site boundary to the database you can control the shape and size of your lot boundary as well as the building setback values.

You can add new property lines (bearings) or change the length or angle of existing property lines. You can also change the setback from each property line.

To specify a site boundary:

1. In the **Site Properties** dialog, select the **Lot Boundary** tab.
2. Choose the lot line you want to change from the **Peg No.** drop box. If you want to open the boundary so you can add a new property line, click [Open]. You'll notice the **Bearing** box says **New**.
3. Your options are listed below:
   - To change the length of the bearing, type the desired length in the **Length** field.
   - To change the angle of the bearing, specify it in the **Angle** field using the degree/minute/second format.
   - To change the distance of the setback line from the property line, type the desired distance in the **Setback** field.
   - To change the side of the property line the setback line is on, choose either **Left** or **Right** from the **Setback Side** drop box.
   - To change the arc angle of the property line, specify it in the **Angle** field in the **Arc** group using the degree/minute/second format.
   - To change the direction of the arc of the property (if an arc angle has been specified), choose either **Left** or **Right** from the drop box next to the **Angle** field.
   - If you don't want to include any site measurement text with the boundary, clear the Annotate Lot Line check box (by default, it is selected).
4. Once you've defined a property line, you have the following options:
   - If you're adding a new property line, click [Add] to add it to the boundary.
   - If you're changing an existing property line, simply choose the next property line you want to change (if any) from the **Peg No.** drop box.
   - If you've opened the boundary and want to close it, click [Close].
5. Once all your property lines are defined and the boundary is closed, click [OK].

{button ,AL(`Site',0,`',`')}   See Also

Specifying Tree Dimensions

When adding a new tree to the database, you can make it virtually any size or shape. You can even remove a tree's trunk to simulate a bush. When specifying dimensions for a tree, you can control the dimensions of the trunk and main part individually to get the result you want.

To specify the dimensions for a new tree, select the **Tree Page** tab in the **Tree Properties** dialog.

The following is a description of each field on the **Tree** page.

Height.   The height of the bushy part of the tree.

Lower Radius.   The radius of the bottom of the bushy part of the tree. The smaller the radius, the thinner the bottom will be.

Upper Radius.   The radius of the top of the bushy part of the tree. The smaller the radius, the thinner the top will be.

Overall Width.   The diameter of the widest part of the tree.

Lower Offset.   The cut-off line of the bottom of the bushy part of the tree in relation to the lower tip of the bushy part.

Upper Offset.   The cut-off line of the top of the bushy part of the tree in relation to the upper tip of the bushy part.

Trunk Height.   The distance from the ground to the underside of the bushy part of the tree.

Top Trunk Radius.   The radius of the upper portion of the trunk. The larger the radius, the wider the top of the trunk will be.

Btm. Trunk Radius.   The radius of the bottom of the trunk. The larger the radius, the wider the bottom of the trunk will be.

{button ,AL(`Site',0,`',`')}   See Also

Specifying Symbol Dimensions

When adding a new symbol to the database, you can control all its dimensions to suit your needs. In most cases, symbol dimensions are controlled through the symbol's **Size** property page. Some symbols have additional properties that determine some aspect of their composition or appearance. For example, a refrigerator has a property page dedicated to the dimension of its handle.

Note:

Certain types of objects cannot be added to the database. For example, you can't add a new light or chair to the database because these types of objects have permanently fixed dimensions.

{button ,AL(`Site',0,`',`')}   See Also

Adding a New Object to the Database for a Single Drawing

Although the FloorPlan 3D database contains a variety of different objects, there will probably come a time when the object you want to insert is not in the database. Adding a new object to the database is fairly simple. You start by selecting an existing object in the database that is similar in some way to the object you want to add (that way the new object will be put in the correct category). Then, you specify the properties (name, price, dimensions, etc.) for the new object.

Note:

Certain types of objects cannot be added to the database. For example, you can't add a new light or chair to the database because these types of objects have permanently fixed dimensions.

To add a new object to the database:

1. Activate the command you would use to insert the object.
2. Select an appropriate category for the new object in the database.
3. Select an existing object that is similar in some way to the new object. (For example, if you're adding a new hinged door, select an existing hinged door).
4. Click the [Add] button in the database.
5. Specify the desired properties for the object, starting with the **Name** on the **General** property page.

Note:

You only have control over an object's name when you are adding a new object to the database. Once an object has been added to the database, you can't change its name.

6. When you've specified the new object's properties, click [OK].

{button ,AL(`Customizing Object',0,`',`')}   See Also

Working With Other Programs

FloorPlan 3D includes an Export DXF option for exporting to external CAD programs as well as an Import DXF option for importing DXF drawings into FloorPlan 3D.

In addition to DXF files, you can also import FP3 and 3DS files. FP3 files are designs created and saved in FloorPlan 3D version 3; 3DS files are custom objects created outside of FloorPlan.

With FloorPlan 3D, it is possible to export your designs to virtual reality VRML files. These VRML files can opened in your Internet browser, allowing you to walk through a model of your design.

You may save the Material list (Tools|Material list) in the CSV format, clicking [Save As…] in the Material List panel.

{button ,AL(`Exporting and Importing',0,`',`')}   See Also

Exporting to a DXF file

By default drawings are always saved in *.bmf (building model file) format in FloorPlan 3D. If you want to be able to open a FloorPlan 3D drawing in another CAD program, you have to save it as a *.dxf file, which is a standard file format used in most CAD programs.

To save your drawing in *.dxf format:

1 Select File|Export…

2 In the **Save As** dialog, make sure **DXF Files** (*.dxf) is the selection in the **Save as type** drop box.

3 Type a name for the drawing in the **File Name** field.

4 In the **Save In** drop box, choose the directory where you want to save the file. By default, *.dxf files are saved in the **FloorPlan 3D|Documents** directory.

5 Click [Save]. A dialog opens telling you the *.dxf file has been created.

6 Click [OK].

{button ,AL(`Exporting and Importing',0,`',`')}   See Also

Importing a DXF File

You can import DXF files to use as tracing layers, allowing you to quickly trace over existing DXF plans. You can also trace over any of the 1,001 HomeStyles plans located on the CD-ROM in the HomePlans folder.

To import a DXF file:

1. Select File|Import.
2. In the Open dialog, make sure the **Files of Type** box is set to DXF Files.
3. In the **File name** box, enter the name of the DXF file you want to open and click [Open]. The Import DXF dialog is displayed.
4. Select the Scale for the imported file.
    - If the unit of the DXF file is one inch, choose the Inches radio button;
    - if the unit is one millimeter, choose the Millimeters radio button.
    - Otherwise enter a numeric scale factor in the **Custom:** edit box.

    FloorPlan 3D always uses millimeters for its internal units, so the number you should enter should be the length of the DXF file's unit in millimeters. Verify that the extents of the DXF file are reasonable for the scale you have selected.
5. If you are attempting to align the DXF file to an existing FloorPlan 3D file, enter appropriate X and Y values in the **Origin** edit boxes.
6. Click [OK].

{button ,AL(`DXF',0,`',`')}   See Also

Removing DXF Tracing Layers

Menu: Edit|Delete Tracing Layer

To remove the DXF tracing layers previously attached to a FloorPlan 3D file:

• Select Edit|Delete Tracing Layer.

{button ,AL(`DXF',0,`',`')}   See Also

Displaying/Hiding DXF Tracing Layers

You can temporarily hide tracing layers from your drawing and display them again when you want using the display filter feature.

To display/hide tracing layers:

1. Click the [Display Filter] button, or select View|Display Filter.
2.   To display/hide a specific layer, expand the tree below the Tracing Layers option and click the light bulb icon next to the appropriate layer name.
3.   Click [OK].

{button ,AL(`DXF',0,`',`')}   See Also

Importing FP3 File

You can import FP3 files created and saved in FloorPlan 3D version 3.

To import the FP3 file:

1. Select File|Import. The Open dialog appears.
2. In the Open dialog, make sure the **File of Type** box is set to FloorPlan v3.
3. Enter the name and location of the FP3 file you wish to import.
4. Click [Open]. The FP3 file opens on your screen.

Importing a New Custom Object from a 3DS File

You can create new custom objects by specifying their geometry and materials from an external file generated by any program that produces files in the 3DS format.

To import a new custom object and add it to the database:

1. Select the category to which you would like to add the object. You can select from Cabinets, Appliances, Furniture, Plumbing, Electrical, and Accessories.

2. Select the corresponding "CUSTOM…" entry from the list of categories and click (Add New).

3. Specify the desired properties for the object, starting with the **Name** on the **General** tab.

Note:

You only have control over an object's name when you are adding a new object to the database. Once an object has been added to the database, you cannot change its name.

4. Select the **Custom Object** tab.

5. Choose the 3DS source file by typing in the file name in the **Source File** box, or browse for the file by clicking the [Browse] button.

6. Change the Subcategory if you want to add the object to a different one.

7. Change the names of the materials used by the object by highlighting and then clicking on the material names in the **Material names** box. As you highlight the material names, the preview window will show only the parts of the object that use that material.

Note:

You can assign different materials to the object at any time by going to the **Materials** tab of the dialog.

8. Select the **Size** tab.

9. Set the scale of the imported object, choosing **Inches**, **Millimeters**, or enter the length of the source file's distance unit in millimeters in the **Custom** box.

10. If the object is not originally saved with the Z axis up, choose the **X** or **Y** radio button, as appropriate.

11. Verify the **Width**, **Depth**, and **Height** values, or scale the object by changing these values.

12. Set the desired distance off of the floor for the object.

13. Change the **Snap Edge**, depending upon which edge you want to snap to the wall.

14. When you've specified all of the new object's properties, click [OK].

Exporting to a VRML File

FloorPlan 3D allows you to export your designs to virtual reality files. You can then open these VRML files in your Internet browser and walk through a model of your design.

There are two commands available for exporting to a VRML file: the Export command, and the Radiosity VRML command. Radiosity VRML takes into account the affects of light and shadow in your model.

To export a VRML file using the Export command:

1. Select File|Export. The Save As dialog opens.
2. Make sure VRML Files is selected in the Save As type box.
3. Type a name for the drawing in the File Name box.
4. In the Save In box, select the directory where you want to save the file.
5. Click [Save]. The file is saved.

To export using the Radiosity VRML command:

1. Select File|Radiosity VRML. The Output VRML File dialog opens.
2. Click [Modify] and make any changes to the settings.
3. Click [Continue] to proceed with the export.
4. The Photorealistic Image Generation dialog opens, indicating the progress of the export.
5. When the export is complete, a VRML preview window will open.

It may take some time for the picture to appear in the preview window, depending on the complexity of the exported file. When the virtual image is generated, you can walk through it using the arrows as navigation tools.

If the space is dark, you must add light sources to your design and generate a new Radiosity VRML file.

Controlling Your Screen Environment

You can control your screen environment in the following ways:

- Select a different unit of measure to work in
- Turn toolbars on and off
- Turn the Status bar on and off
- Turn the Inspector Bar on and off
- Change the background color or pattern of the drawing area
- Turn the Plan View Palette on and off
- Turn the Internet Palette on and off

{button ,AL(`Screen',0,`',`')}   See Also

Selecting a Unit of Measure

The default unit of measure is Inches. If you wish to use a different unit of measure (like centimeters) while designing your model, you should select it in the **Options** dialog before starting your design.

To select a unit of measure:

1. Select Tools|Options.
2. In the **Options** dialog, select the **Environment** tab.
3. From the **Unit of Measure** drop box, choose the unit of measure you want to use.
4. Click [OK].

{button ,AL(`environment settings',0,`',`')}   <u>See Also</u>

Turning Toolbars On and Off

Menu: View|Toolbars…

You can turn each of the toolbars on and off as desired. This means you can choose how many and which toolbars are displayed on the screen at any time.

To turn Toolbars on and off:

1. Select View|Toolbars.
2. In the **Toolbar Display** dialog, select the check boxes of the Toolbars you want to be displayed, and clear those you do not want displayed.
3. Click [OK].

{button ,AL(`desktop',0,`',`')}   <u>See Also</u>

Turning the Status Bar On and Off

Menu: View|Status Bar

The status bar (located at the bottom of the screen) tells you which tool is currently selected and displays prompts related to the current task.

To turn the Status Bar on and off:

1. Select the View menu.
   - If the Status Bar option is checked, it is currently on.
   - If the Status Bar option is unchecked, it is currently off.
2. You can toggle the Status Bar on and off by clicking on the Status Bar option.

{button ,AL(`desktop',0,`',`')}   See Also

Turning the Inspector Bar On and Off

Menu: View|Inspector Bar

The Inspector Bar (located at the bottom left of the screen, above the Status Bar) allows you to enter precise values to specify length and direction of walls and other objects.

To turn the Inspector Bar On and Off:

1. Select the View menu.
   - If the Inspector Bar option is checked, it is currently on.
   - If the Inspector Bar option is unchecked, it is currently off.
2. You can toggle the Inspector Bar on and off by clicking on the Inspector Bar option.

{button ,AL(`desktop',0,`',`')}   See Also

Inspector Bar

The Inspector Bar is a dockable toolbar. It is located at the bottom left of the screen, above the Status Bar, and allows you to enter precise values to specify length and direction of walls and other objects. You can also bring up the Floor Location Settings and the Dimension Settings dialogs.
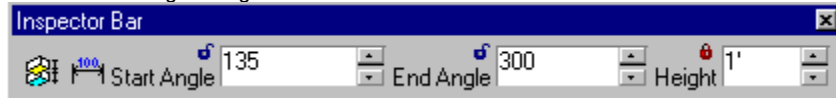
To make an Inspector Bar field editable, click this field. You can then type any value and use the vertical spin control to increase or decrease it. Click the small lock symbol in the upper left corner of the field to lock the value, make it unchangeable. The lock symbol changes its color to red in this case.

The fields that appear in the Inspector Bar depends on the object you have chosen to insert or edit.

You can, for instance, enter the value into the Length and Angle field to define the wall position. And if you choose the Circular Staircase you can define the Start Angle, the End Angle and the Height values.

{button ,AL(`desktop',0,`',`')}   See Also

Changing the Background Color or Pattern

You can change the background color of your drawing area or choose a patterned background like a sky or forest.

To change the background color of your drawing area:

1. Select Tools|Options.
2. In the **Options** dialog, select the **Textures** tab.
   - To select a color for your background, click the Background option's Color box and make a selection from the **Color** dialog.
   - To select a pattern for your background, choose one from the **Texture** drop box.
3. Click [OK].

{button ,AL(`environment settings',0,`',`')}   <u>See Also</u>

Glossary

Click on a term below to view its definition.

backsplash
baluster
balustrade
beam angle
bearing
BMF

Camera View
ceiling level
crossing

database
dimensions
display filter
DXF

fascia
field angle
filler panel
floor level

gable roof
glazing thickness
grid

head height
hip roof

LM
leaf
location
lumen

material list
mullion

newel post
nose

overhang

Pan
pocket door
point distribution
properties

radiosity
raytrace
render mode
rendered view

sash
setback

backsplash

The rear, vertical section of a countertop that attaches to the wall and prevents water from running down behind a cabinet.

baluster

A vertical member that supports a stair rail.

balustrade

A railing comprised of balusters, top rail, bottom rail and newel posts. Used along stair landings, porches, decks and balconies. Also called a banister.

bearing

The horizontal direction of a property line measured from a reference direction and expressed in degrees.

BMF

Building Model File. Extension given to FloorPlan 3D files.

Camera View

A feature that lets you capture a perspective view of your model from any height and angle.

crossing

A method of selecting objects where you draw a rectangle around the objects from right to left with your cursor.

database

A collection of data files.

dimensions

Labels indicating the length or width of objects.

display filter

A feature that allows you to show and hide selected locations or selected objects on a location.

DXF

Drawing Exchange File format used for translating files among different CAD programs.

fascia

A horizontal roof edge to which you would attach a gutter.

filler panel

A strip of wood or other member used to fill a gap between two cabinets or between a cabinet and a wall.

gable roof

A roof that rises upward from two sides of a building. Compare to hip roof.

glazing thickness

The thickness of glass.

grid

A set of horizontal and vertical lines at a set spacing.

hip roof

A roof rising from all sides of a building. Compare to gable roof.

lite

A pane of glass in a window or door.

location

A grouping of information on a specific layer (floor level).

material list

A list of materials complete with quantities and prices.

mullion

A thin, non-structural bar dividing window frames.

newel post

The end post to which a stair rail is fastened.

nose

The molded piece that projects over the front edge of a countertop.

overhang

The part of the roof that extends over the side wall.

Pan

Moves the display around on the screen.

pocket door

A door that rolls on an overhead track into a frame hidden in the wall.

properties

Things like name, colors, dimensions, and materials that define an object.

render mode

The display type while viewing your model in 3D. Choose from shaded, wireframe, or rendered.

rendered view

A display type (while in 3D) where your model is displayed complete with textures, colors, and shading.

sash

A frame that holds one or more panes of glass. Set in the window frame.

Snap

A drawing aid that makes your cursor snap to predefined points on a drawing grid.

setback

The distance a building is located from the front, side, and rear property lines.

shaded view

A fully shaded color view of your model (while you're in 3D).

sill width

The width of a window sill member.

site boundary

The perimeter of the building site.

slope

The ratio of roof rise to run.

symbol

A reusable drawing object comprised of two or more other objects (e.g., fridge).

toe space

A recessed area between the bottom of a cabinet and the floor.

windowing

A method of selecting objects where you draw a rectangle around the objects with your cursor from left to right.

wireframe view

A display type (while in 3D) where you can see all the lines that make up objects and therefore see through objects.

Zoom Dynamic

Lets you zoom dynamically. Select a specific area to zoom in on and control the size of the selection window.

Zoom Extents

Creates a view where your entire drawing is visible on the screen.

Zoom In

Creates a closer view.

Zoom Out

Creates a more distant view.

Zoom Previous

Returns to the previous view.

Zoom Window

Zooms in on an area you select by windowing.

Angle

The included angle of the view (the larger the angle, the wider the view).

Height

The height of the camera. By default, this value is the same as the height of the current location.

Save View

Saves the Camera View under a specified name.

Restore View

Displays a saved Camera View.

Reset

Resets the Angle, Tilt Angle, Height, to the defaults.

Walking Through Your Model

FloorPlan 3D's Walk Through feature lets you take a tour through your model. You can walk in any direction you like, at whatever pace you want using the Walk Through buttons.

You use the Walk Through feature while in 3D View mode.

To walk through your model:

1. Make sure you are in 3D View mode (select the 3D View tab on the left window pane).
2. Click the button with the binoculars on it to toggle from View mode to Walk mode. You know you are in Walk mode if you see a pair of feet on the button.
   The viewpoint button arrows change to walk through arrows:

3.   Click the appropriate arrows to move through your model.
   - To return to regular 3D view, click the View/Walk toggle button again.
   - To switch to a plan view, select the **Plan View** tab on the left window pane.

{button ,AL(`Views',0,`',`')}   <u>See Also</u>

Walk forward and rotate left.

Walk forward.

Walk forward and rotate right.

Walk left.

Walk right.

Walk backward and rotate left.

Walk backward.

Walk backward and rotate right.

Creating a Photorealistic Image

Menu: View|Photorealistic Image|Generate…

A photorealistic image resembles a real photograph. It includes colors, textures, light, and shadows. You can control all of these elements to get the exact "picture" you want. Colors and textures are set in the database through an object's property pages. Sunlight and shadows are determined by sun position settings in the **Options** dialog. Indoor lighting is determined by the lighting symbols you have in your drawing.

You create a photorealistic view while in 3D View mode by making a simple menu selection.

To create a photorealistic view:

1. Go to 3D View mode (select the **3D View** tab in the left pane).
2. Using either the viewpoint buttons or the Camera View feature, create the 3D view you want to capture. For example, if you want to create a photorealistic view of the living room, position yourself inside or near the living room and set up the view so you can see the objects inside the room.

You may create photorealistic images either in VRML(*.wrl) and bitmap (*.bmp) format. You can control the output of the image through the **Options** dialog before generating it. You can also load saved images as well as print them.

To generate the Photorealistic image in bitmap format, FloorPlan 3D uses the processes of radiosity and raytracing. These two techniques work together to calculate light distribution in your model by reading surfaces, shapes, textures, colors, and lights.

To create a photorealistic image:

1. Select File|Radiosity VRML… to create a *.wrl file,

or View|Photorealistic Image|Generate (for 3D view only) to create a *.bmp file.

The Output VRML File or Output Bitmap File dialog opens.

2. By default, the image is written to a file called output.wrl or output.bmp. It is stored in your FloorPlan 3D|Documents directory.
   - If you want to use a different file name or store the file in a different directory, click the [Browse] button and specify the desired file name and/or directory.
   - If you want to change the sun position settings shown in the **Output Bitmap File** dialog, click [Cancel] and select Tools|Options, then the **Sun Position** tab of the **Options** dialog.
   - If you want to change the settings for the output of the photorealistic image (e.g., size, quality, brightness, or Time Out factor for the radiosity process), click [Modify]. This takes you to the **Photorealistic** page of the **Options** dialog. For VRML files you can specify quality, brightness and timeout factors). See Factors Affecting Photorealistic Images for details).
3. Click [OK] in the Output VRML File or Output Bitmap File dialog.

   The Photorealistic Image Generation dialog opens.

Step 1 (the preparation for export to a file) lasts up to a minute or so. Then, the generation process goes into its second stage (radiosity).

The radiosity process (Step 2) can take up to a few minutes, depending on the number of surfaces and lights in the view. You can stop the radiosity process at any time by clicking [Stop]. If you do this, however, the finished image file may be diminished in quality. It is recommended that you wait until the radiosity process has finished. When the radiosity is complete (or you click Stop), the image generation goes into its third and final stage (raytracing and bitmap file generation).

Note:

If you click [Stop] during the raytracing process (Step 3), you will cancel the task completely.

After a brief pause, the image is generated in a separate window.

{button ,AL(`Photorealistic',0,`',`')}   See Also

Factors Affecting Photorealistic Images

Several factors affect the way a photorealistic image turns out. It's a good idea to consider each of these factors before generating an image so you can get the result you want.

Sun Position

The position of the sun affects the intensity of the sun. The sun's position is controlled by the Time of Day and Location in the World factors.

Windows

The more windows a room has, the more possible it is for light to come into the room.

Also, the position of windows has an impact on the amount of light that enters the room. For example, if a window is positioned so that there is direct sun coming through it, the result would be dramatically different than that of an ambient light coming through the window.

Lights

The more lights that are in the scene, the brighter the scene could become. The higher the intensity setting of a light, the brighter the light will be.

Light distribution plays an important role in the way light appears in a room. A light source with point distribution casts the light out in all directions and is therefore harder to control than a light with spot distribution (where you can control the direction and fall-off of the light).

Materials

The color of materials affects the way color is reflected in a room. If the image has taken on the color of a particular material, it usually means that the material's color is too bright and should be darkened. The darker the color, the less light that is reflected into the room.

Different material types reflect light differently. A shiny or smooth surface will reflect more light than a dull, rough surface.

Photorealistic Settings

The higher the quality level selected, the more light that will be distributed throughout the scene.

The brightness level in the photorealistic image settings determines the overall brightness of the scene. It works like the exposure of a camera. If there is a lot of light in the scene, the brightness level should be decreased. If there is very little light in the scene, the brightness level should be increased.

{button ,AL(`Photorealistic',0,`',`')}   See Also

Troubleshooting a Photorealistic Image

Your photorealistic images may not turn out the way you want them to every time. Here are some common problems associated with photorealistic images.

Click on a problem to view possible solutions.

- The image turned out black.
- The image is not bright enough.
- The image is too bright.
- The colors didn't turn out as expected.

{button ,AL(`Photorealistic',0,`',`')}   See Also

The Image Turned Out Black

If your photorealistic image turned out black, try the following:

- Check the Time of Day setting on the **Sun Position** page of the **Options** dialog. There is no sun after sunset.
- Check the **Location** setting on the **Sun Position** page of the **Options** dialog. It may be night time in that part of the world.
- Change the angle from North on the **Sun Position** page of the **Options** dialog.
- Check if there are lights present in the scene.
- Increase the **Quality** level on the **Photorealistic** page of the **Options** dialog.
- Increase the **Brightness** level on the **Photorealistic** page of the **Options** dialog.

{button ,AL(`Troubleshooting',0,`',`')}   See Also

The Image Is Not Bright Enough

If your photorealistic image is not bright enough, try the following:

- Change the Time of Day setting on the **Sun Position** page of the **Options** dialog so it is closer to noon.
- Change the angle from North on the **Sun Position** page of the **Options** dialog.
- Add more lights to the scene.
- Increase the intensity of the lights.
- Increase the **Quality** level on the **Photorealistic** page of the **Options** dialog.
- Increase the **Brightness** level on the **Photorealistic** page of the **Options** dialog.

{button ,AL(`Troubleshooting',0,`',`')}   See Also

The Image is Too Bright

If your photorealistic image turned out too bright, try the following:

- Change the Time of Day setting on the **Sun Position** page of the **Options** dialog so it is farther away from noon.
- Change the angle from North on the **Sun Position** page of the **Options** dialog.
- Remove some lights.
- Turn down the intensity of lights.
- Decrease the **Brightness** level on the **Photorealistic** page of the **Options** dialog.

{button ,AL(`Troubleshooting',0,`',`')}   See Also

The Colors Didn't Turn Out as Expected

The color of objects affects the way color is reflected in a room.

Check the color setting for objects. If the image has taken on a color of a material, the material's color is probably too bright and should be darkened. The darker the material color, the less color that will be reflected into the room.

{button ,AL(`Troubleshooting',0,`',`')}   See Also

Controlling Photorealistic Image Output

You can control the following elements of your photorealistic image output file:
- Image size.
- Image quality.
- Image brightness.
- Raytracing and radiosity.
- Directory and file name for saving the file.
- The maximum time allowed for the radiosity process.

To control the output file of your photorealistic image:

1. Select Tools|Options.
2. Select the **Photorealistic** tab.
3. Click on an area in the dialog below for information on that area:

4.   Click [OK] and proceed with generating the photorealistic image.

{button ,AL(`Photorealistic',0,`',`')}   See Also

Output Size

Choose a pre-defined size from the Output Size box or select Custom in this box and specify the desired width and height in the Width and Height boxes.

Image Quality

Choose from 1 to 5 with 5 being the highest quality image.

Raytrace

A process that reads all the objects, textures, shapes, colors and lights in your model to produce a higher-quality image with reflections and accurate shadows. Complements the Radiosity technique.

Radiosity

Technique for calculating light distribution. Complements the Raytrace technique.

Filename

Default name and location under which the photorealistic image file will be saved.

Save as Default

Saves the settings you've specified as the defaults.

VRML Files Options

Enable Gravtiy, Enable

Changing the Sun Position

Photorealistic images include sunlight and shadows, even if you're creating an interior image (the sun shines through windows). You can change the sun position to change how sunlight and shadows are cast on your model.

To change the sun position:

1. Select Tools|Options.
2. Select the **Sun Position** tab.
3. In the **Location** box, choose the appropriate country and city.
4. Choose the appropriate month, day and time of day.
5. If you are in Daylight Savings time, select the **Daylight Savings** check box.
6. In the North, Angle from <0, 1, 0> box, specify the direction in which your model is facing (angle from true north). For example, if your model is facing west, type 270. If it is facing east, type 90.
7. If you want to save these settings as the default, click the [Save as Default] button.
8. Click [OK].

{button ,AL(`Photorealistic',0,`',`')}   See Also

Creating Thumbnails

You may turn on creating a thumbnail for saved view for further using in the Find File dialog.

Create thumbnails for all views—Check this box to turn on thumbnails creating.

Type—Choose the type of the file for thumbnail.

Width, Height—Set the thumbnail size in pixels.

Bits per pixel—Choose the color palette (from black and white to true color).

Loading a Saved Photorealistic Image

Menu: View|Photorealistic Image|Load Image…

The Load Image command lets you open a saved photorealistic image.

To load a saved photorealistic image:

1. Select View|Photorealistic Image|Load Image.
2. In the **Open** dialog, select the image file you want to load.
3. Click [Open].
    The image is loaded in its own window.

{button ,AL(`Photorealistic',0,`',`')}   See Also

Printing a Photorealistic Image

Menu: View|Photorealistic Image|Print Image...

You can print any saved photorealistic image file. To print an image you have to open it first.

To print a photorealistic image:

1. Select View|Photorealistic Image|Print Image.
2. In the **Open** dialog, select the file you want to print, then click [Open].
3. In the **Print** dialog, make sure the correct printer is selected, then click [OK].

The image is sent to the printer.

{button ,AL(`Photorealistic',0,`',`')}   <u>See Also</u>

Creating a New Level by Copying

An easy way to create a new floor level is to copy the walls of an existing floor level. This is a simple, one-click operation. It is ideal when the wall layout of the new level is similar to the wall layout of an existing location.

Once the new level has been created you can remove and move walls on the new level if needed.

Note:

This command copies walls, doors and windows. Other objects like symbols are not copied.

To create a new level by copying:

1. From the Location toolbar, select the floor you're creating walls for. For example, if you want to create a second story, choose **Second Floor** from the drop box. If the new location doesn't exist in the list, you have to add a new location.

Ground floor	▼
Ground floor	
Second floor	

2. In the **Start New Location** dialog, choose the **Copy selected floor to next** radio button.
3. From the Location toolbar, choose the floor level you want to copy.
4. Click [OK].
   The walls of the existing floor level are copied to the new level. You can see the result in 3D view.

{button ,AL(`New Level',0,`',`')}   See Also

Creating a New Level by Tracing

If you don't want to copy walls from an existing floor level to create a new level, you can trace some or all the walls of an existing level instead. This technique is ideal when the wall layout of the new level is similar in some way to the wall layout of the level you're tracing. When you select this option the walls of the level you're tracing appear grayed on the screen so you know which walls belong to the existing level and which walls are the ones you are drawing for the new level.

To create a new level by tracing:

1. From the Location toolbar, select the floor you're creating walls for. For example, if you want to create a second story, choose **Second Floor** from the drop box. If the new location doesn't exist in the list, you have to add a new location.

Ground floor	▼
Ground floor	
Second floor	

2. In the **Start New Location** dialog, choose the **Use selected floor level to trace** radio button.
3. From the Location toolbar, choose the floor level whose walls you want to trace.
4. Click [OK].
   The walls of the existing floor level that you selected are grayed.
5. Draw the walls for the new level using the existing wall layout as a guide.

{button ,AL(`New Level',0,`',`')}   See Also

Creating a New Level from Scratch

If you want to create a new level without using the wall layout of an existing level, you can create the walls from scratch. When you choose this option, all existing objects are hidden from view while you draw the new walls.

This option is also ideal if you want to create a separate building (a detached garage, for example) from the main one in your drawing and have the ability to control the display of that new structure separately.

To create a new level from scratch:

1. From the Location toolbar, select the floor you're creating walls for. For example, if you want to create a second story, choose **Second Floor** from the drop box. If the new location doesn't exist in the list, you have to add a new location.

2. In the **Start New Location** dialog, choose the **Start level from scratch** radio button.

3. Click [OK].
   All objects are hidden from view.

4. Draw the walls for the new level.

{button ,AL(`New Level',0,`',`')}   See Also

Changing the Ground Plane Color

When you view the exterior of your model in 3D, you can see a ground plane in the background. You can change the color of this ground plane as desired.

To change the color of your ground plane:

1. Select Tools|Options.
2. In the **Options** dialog, select the **Textures** tab.
3. Click the **Ground Plane** option's **Color** box.
4. In the **Color** dialog, select a color for your ground plane, then click [OK].
5. Click [OK] in the **Options** dialog.

{button ,AL(`Ground Plane',0,`',`')}   See Also

Changing the Dimensions of the Ground Plane

When you view the exterior of your model in 3D, you can see a ground plane in the background. You can change the length and width of this ground plane if desired.

To change the dimensions of your ground plane:

1. Select Tools|Options.
2. In the **Options** dialog, select the **Textures** tab.
3. In the **Ground Plane Dimensions** group, specify the desired length and width for the ground plane in the **Length** and **Width** fields.
4. Click [OK].

{button ,AL(`Ground Plane',0,`',`')}   See Also

Changing Floor and Ceiling Textures

By default, there are no textures assigned to floor or ceiling surfaces. Applying textures to floors and ceilings can make your design more interesting and visually appealing. You can change the default setting for all floors and ceilings as well as change the setting for individual floor and ceiling surfaces.

When you draw walls and view your drawing in 3D, you'll notice that by default, floors and ceilings have no texture applied to them. They only have a gray color assigned to them. You can change the default texture settings for floors and ceilings to any textures or colors you want.

To change the default floor or ceiling texture:

1. Select Tools|Options.

2. In the **Options** dialog, select the **Textures** tab.

    - To change the default color or texture for floors, click the Floor option's **Color** box and select a color from the **Color** dialog, or click the **Texture** box and make a selection from the **Material Library** dialog.

    - To change the default color or texture for ceilings, click the Ceiling option's **Color** box and select a color from the **Color** dialog, or click the **Texture** box and make a selection from the **Material Library** dialog.

3. Once you've made your selections, click [OK].

{button ,AL(`materials',0,`',`')}   See Also

Surface Properties

Determine the "shininess" of an object. Glass is very shiny while wood is more dull.

Click here to select a material from the Material Library.

Click here to select a color from the Color palette.

Disabling Auto Insert

By default, you are in Auto Insert mode when inserting objects. This means that as soon as you pick the command to insert an object, you can go right ahead and insert it in your drawing. If you would prefer to click an Insert button before inserting something, you can disable the Auto Insert mode.

To disable the Auto Insert mode:

1. Select Tools|Options.
2. In the **Options** dialog, select the **Environment** tab.
3. Clear the Auto Insert check box.
4. Click [OK].

{button ,AL(`Auto Insert',0,`',`')}   See Also

Inserting Objects with Auto Insert Disabled

If you <u>disabled the Auto Insert mode</u>, you have to click the [Insert] button in the database once you've activated a command to be able to insert an object.

{button ,AL(`Auto Insert',0,`',`')}   <u>See Also</u>

Leaf styles for doors and drawers.

Creating a Wireframe View

Menu: View|Render Mode|Wireframe

When viewing in 3D, you can switch to a wireframe view by clicking the [Wireframe] button on the Camera View button pad, or choosing View|Render Mode|Wireframe.

{button ,AL(`Views',0,`',`')}   See Also

Stretching Filler Panels

If you have inserted a cabinet as a filler panel, you can stretch it by selecting it, then placing your cursor over its end grip and dragging in the direction you want to stretch.

You know you are in Stretch mode when your cursor is a Stretch cursor:

Stretching Balustrades

You can stretch a balustrade once you've inserted it by selecting it, positioning your cursor over its end grip, and dragging in the direction you want to stretch.

You know you are in Stretch mode if your cursor is the Stretch cursor.

tilt angle

The angle your camera is pointed at (straight ahead, up or down).

beam angle

The angle off the axis of a spot light where the luminous intensity drops to 50 percent.

field angle

The angle off the axis of a spot light where the luminous intensity is cut off.

LM

Abbreviation of lumens. See also lumen.

lumen

The unit of luminous flux.

luminance

The luminous intensity of a surface in a given direction per unit of projected area.

point distribution

The distribution of luminous intensity equally in all directions.

spot distribution

The distribution of luminous intensity in a narrow beam. It is defined by a beam angle and field angle.

Specifying the Properties of Lights

All the lighting objects in your database have a unique property page which determines the light's type, color, and intensity. You can even specify how you want the light to be distributed from the lighting object.

The properties on this special page also play a part in photorealistic image generation if the image includes lighting.

To set a light property, select the **Properties** tab in the **Wall Light Properties** dialog.

Click on an area in the dialog below for more information on that area:
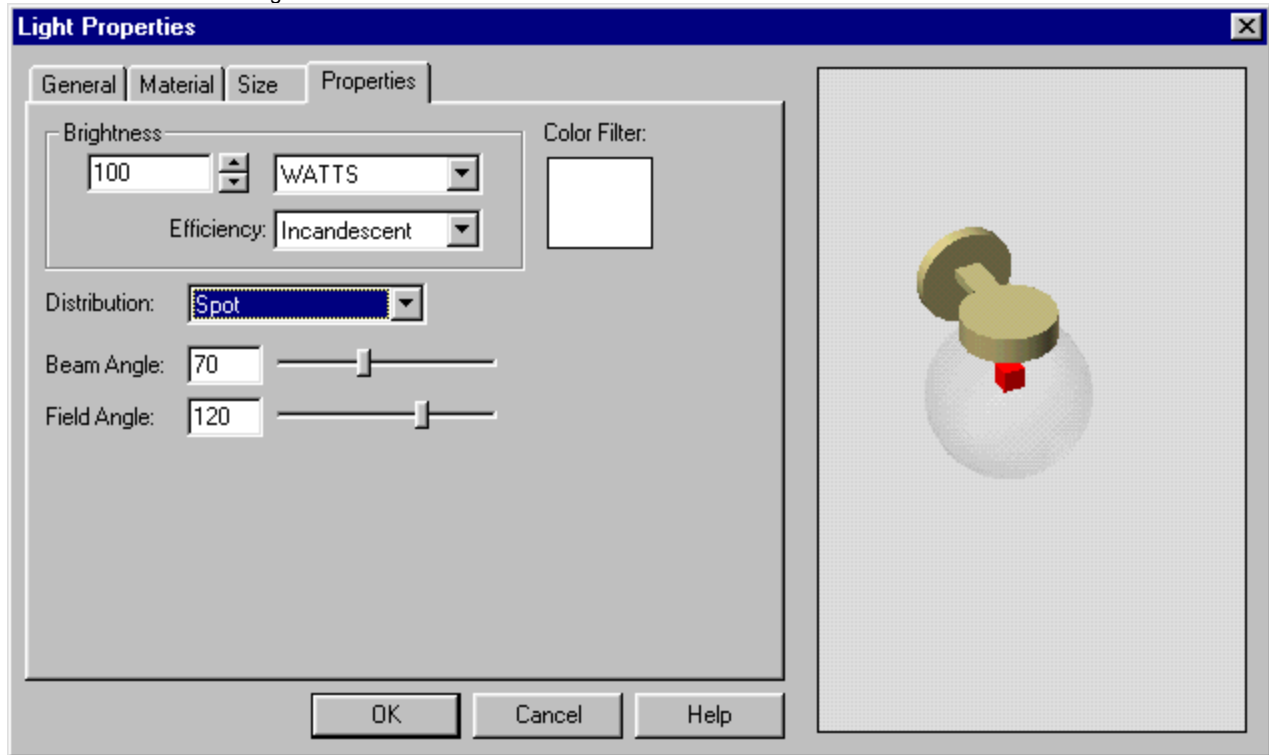
{button ,AL(`lights',0,`',`')}   See Also

Color Filter

The color of the light. Click here to display the **Color** dialog.

Distribution

How the light is emitted. Point distribution means the light is distributed equally in all directions. Spot distribution means the light is distributed in a narrow beam with varying levels of intensity. Spot distribution is defined by a beam angle and field angle.

list box

This lists the surfaces that make up the lighting object and tells you each surface's luminance value and whether or not light can pass through it. Double-click a surface name to change its properties.

Specifying Environment Settings

Environment settings control the way your drawing area looks and acts while you are drawing.
Select a unit to draw in from the Unit of Measure drop box. Uncheck the Auto Insert box only if you prefer to click an

Insert button before inserting an object (as opposed to being able to insert it right away after choosing a tool).

Unit of Measure—choose the unit of measure to use from the drop-down list box.

Precision—set the desired number of decimal digits to display when show square values.

Auto Insert—if this box is checked, the Auto Insert Mode is on. This means you can insert an object just after you acivate its command (and select the desired one in the database pane). If Auto Insert is disabled, you have to click an Insert button before inserting an object.

Show front end—this checkbox enabling/disabling the start-up screen when you launch FloorPlan 3D.

Display room name—check to enable room names displaying all over the project. You may turn off displaying the room name for certain room (see Room Properties).

Display area value— check to enable room square values displaying all over the project. You may turn off displaying the room name for certain room (see Room Properties).

Show Grid—check to display the grid in the drawing area.

X-Spacing, Y-Spacing—you may set the spacing along the X or Y-axis correspondingly.

Snap to grid—When Snap to grid is on, the cursor seems to adhere to the nearest grid point.

Angle—You may enter the angle increment that you want you cursor to snap at.

{button ,AL(`Options',0,`',`')}   See Also

Specifying Texture Settings

The **Textures** page of the **Options** dialog lets you control the following:
- Drawing area background (choose a color or image).
- Ground plane color.
- Default floor texture or color.
- Default ceiling texture or color.
- Ground plane dimensions.

The [Save as Default] button saves the settings you've made as the default settings.

{button ,AL(`Textures',0,`',`')}　See Also

Unit of Measure

The unit you use to draw in and display dimensions in. Choose from Feet/Inches, MM, CM, or Meters.

Auto Insert

If this check box is selected, you can automatically insert an object once you have activated its command. If this check box is cleared, you have to click the [Insert] button in the database area to be able to insert the object.

Display Area Value

If this check box is selected, an area value is displayed in each room. The area value is displayed using the unit of measure that is specified in this dialog. For example, if the unit of measure is set to feet and inches, the area value is expressed as square footage.

Display Room Name

If this check box is selected, a room name is displayed for each room. You can set or change the room name using the Room Properties dialog.

Grid area

The Grid is a set of horizontal and vertical lines that covers your drawing area. It is a visual aid that can help you position objects easily and accurately. The X spacing is the distance between the grid's horizontal lines, while the Y spacing is the distance between the vertical lines.

If you want you can make your cursor "snap" to the grid by selecting the **Snap to Grid** check box in the **Snap** group.

Snap group

Selecting the **Snap to Grid** check box makes your cursor "snap" to pre-determined points on the Grid. The Angle is the increment at which the cursor snaps.

Save as Default button

Click this button to save the settings you've made on this page as the defaults.

Filter Tree

The filter tree lists all floor locations and elements. Click a plus sign [+] to expand the tree.

A lit (yellow) light bulb icon indicates the item is currently displayed. An unlit (white) light bulb icon indicates the item is currently hidden from view.

Click the light bulb to toggle an item on and off.

Sort By

Choose **Location** from the **Sort By** drop box to list items by location. Choose **Element** to list items by element.

Expand All

Click the [Expand All] button to automatically expand the filter tree completely.

Show All

Click the [Show All] button to automatically display everything in your drawing.

Hide All

Click the [Hide All] button to automatically hide everything in your drawing from view.

Alternate tilt angle control

Click and drag the camera handle for tilt angle control.

Camera location window

This window displays a plan view of your model when you're in 3D View mode. The blue camera icon indicates the current position of the camera. You can move the camera by simply clicking in this window.

Text Location

Choose whether you want the dimension text to appear above the line or inside the line.

Spacing

The spacing between dimension lines (if there is a set of two dimension lines, for example).

Offset

This is the offset of the dimension lines from the objects being dimensioned.

Dimension Line Color

Click the colored box to choose a color for the dimension line.

Extension Line Color

Click the colored box to choose a color for the extension lines (the vertical marks at the ends of dimension lines).

Extension Lines

Choose the first option for adjustable extension lines or the second option for fixed (non-adjustable) extension lines.

Arrow Type

Choose either arrows, ticks, or dots for the arrow style.

Rounding Factor

The factor for rounding dimension values.

Display Dimensions

Select this check box to turn all dimensions on. Clear the check box to turn them off.

Font Name

Choose a font from the list to use for your dimension text.

Style

Choose from Regular, Bold, Italic, etc.

Font Color

Click the colored box to choose a color for dimension text.

Font Size

The size of the dimension text.

Fixed Pitch

Select this check box if you want fixed spacing between dimension text characters.

Preview window

Displays sample text using the current font selections.

Removes selected text from the text window and puts it on the Clipboard.

Copies selected text in the text window to the Clipboard.

Pastes text from the Clipboard in the text window.

Deletes selected text in text window.

Reverses the last cut, copy, or paste you performed.

Aligns (justifies) text to the left.

Gives text a centered justification.

Aligns (justifies) text to the right.

A list of saved text labels.

Adds a text label you've typed in the **Quick List** box to the Quick List.

Deletes a selected Quick List item from the list.

Inserts a selected Quick List item into the text window.

Text appearing in this text window will be inserted.

Brightness

Choose a value from the first drop box, then either WATTS or LUMENS in the second drop box. For example, if you want to use a 100-watt bulb, choose 100 in the first box and WATTS in the second box.

From the **Efficiency** drop box, choose either **Incandescent**, **Halogen**, or **Fluorescent** lighting.

Brightness factor

The brightness of the finished image. Outdoor shots will have a higher brightness factor than indoor shots.

Browse button

Click the [Browse] button to select a different directory or file name.

Both

Enables both radiosity and raytracing (recommended).

Displays the name of the selected texture.

If adding a new object to the database, type the name for the new object here as you would like it to appear in the database and in the material list.

Type a detailed description of the object as you would like it to appear on the material list.

Type the name of the supplier that will be supplying the material.

Type the unit price for the material.

Select a unit for the price information. For example, doors are priced per door, while walls are generally priced per square foot.

Select this check box if you want to include the current material in the material list.

Click this button to add a supplier to the list.

Click this button to delete a selected supplier from the list.

Click this button to bring up the Define Hyperlink dialog and specify hyperlink parameters.

Time Out

The maximum number of minutes that you will allow the radiosity process to run.

Show Front End

Clear this check box to disable the start-up screen.

Leaf

A part of a door, gate, or shutter that slides or is hinged.

No Help Information For This Item

There is no further information for this item.

Options

Menu: Tools|Options

Displays the **Options** dialog where you can set options relating to the drawing environment and rendering.

Open

    Menu: File|Open…   <Ctrl>+<O>

Displays the **Open** dialog, which allows you to open an existing FloorPlan 3D (bmf) file.

Close

Menu: File|Close

Closes the current drawing. If you've made changes since you last saved your file, you are prompted to save the file before closing.

Save

Menu: File|Save   <Ctrl>+<S>

Saves your drawing under the name displayed in the Title Bar. If you have not previously saved this file, the **Save As** dialog opens.

Save As

Menu: File|Save As…

Saves a new drawing with a name that you specify. When you save a file with a new name you create a copy of the file while keeping the original file intact.

Print Setup

Menu: File|Print Setup…

Opens the **Print Setup** dialog which allows you to change the printer and printer properties such as paper size.

Export

Menu: File|Export...

Opens the **Export** dialog which allows you to save your drawing in either a DXF or VRML format.

Import

Menu: File|Import...

Opens the **Import** dialog which allows you to import a DXF file or a file from FloorPlan version 3.

Find File

Menu: File|Find file…

Displays the **Open** dialog, which allows you to open an existing FloorPlan 3D (bmf) file. When you select the bmf file the names of the saved views and their thumbnails are displayed.

Recent Files

Menu: File|*Recent file name*

The last four files you saved are listed here. To open a recent file, click its filename or type the number that appears before the filename.

Cascade

Menu: Window|Cascade

Arranges all open windows in layers so that you can see each window's Title Bar. You can activate a window by clicking its Title Bar.

Tile

Menu: Window|Tile

Displays all open windows as equal-sized windows on the screen.

Active Window

Click the name of the window that you want to make active.

Creating Hyperlinks

You can attach Hyperlinks to any drawing object in FloorPlan 3D. Hyperlinks can attach a wide variety of resources to your drawing. You can hyperlink to Web sites, HTML pages, text files, and Microsoft Word and Excel files. If possible linked items are opened in the Internet Palette. If the Internet Palette does not support the item type, the item will be opened in its native program.

Tip:

Hyperlinks to unsupported file types will fail if their native program is not available.

{button ,AL(`Hyperlinks',0,`',`')}   See Also:

Defining a Hyperlink

You can define a hyperlink for any object in your drawing. You can define it for one instance of the object, for all instances of that object in the drawing, or you can use the Style Manager to add it to the database so it's available for all drawings.

To define a hyperlink for one instance of an object:

1. In Plan View, select an object in your drawing. For example, select an appliance.
2. Right-click and, from the local menu, select Edit Properties.
3. In the **General** tab of the **Properties** dialog, click [Hyperlink]. The **Define Hyperlink** dialog opens.
4. In the **Hyperlink** box, type a name for the hyperlink. This name is for you reference so you can select any name.
5. In the **File Path or Web** box, type the full path to the Web Site or file to which you want to link.
6. Click [OK].

To define a hyperlink for all instances of an object in a drawing:

1. In the database window select an object.
2. Click the [Properties] button.
3. In the **General** tab of the **Properties** dialog, click [Hyperlink]. The **Define Hyperlink** dialog opens.
4. In the **Hyperlink** box, type a name for the hyperlink. This name is for you reference so you can select any name.
5. In the **File Path or Web** box, type the full path to the Web Site or file to which you want to link.
6. Click [OK]. Now, any instance of that object that you add to your drawing will have the Hyperlink specified. To update the object in the database so that the hyperlink is attached to that object when used in other drawings, see Using the Style Manager .

{button ,AL(`Hyperlinks',0,`',`')}   See Also:

Activating a Hyperlink

Once a hyperlink is defined for an object you can activate it at any time.

To activate a hyperlink:

1. Select the object that contains the hyperlink.
2. Right-click and from the local menu select Goto Hyperlink.

{button ,AL(`Hyperlinks',0,`',`')}   <u>See Also:</u>

Technical Support

Free online technical support is available 24 hours a day at http://www.floorplan.com. Please visit the Support section of the FloorPlan.com web site for access to online support resources, including forums, tips and tricks and updates. If you need further assistance, the support section of the floorplan.com web site also includes current information for contacting Technical Support via email or by telephone. To contact technical support via phone, call 1-505 994 8705. The first 5 minutes are free (after answered), then $5 per 5 minute increments thereafter. Prior to contacting Technical Support, please refer to the Technical Support Checklist .

Additional information can be found at our corporate web site. Go to http://www.imsisoft.com and select Support Services to access current resources and information, including:

- Product Support
- Customer Service
- Product Registration Codes
- Software Installation Instructions

Technical Support Checklist

You may already have the information you are looking for. Before calling, check your User Guide thoroughly. To receive the fastest response to your technical questions, please be in front or your computer with your software running, and be prepared to provide the following information before you call or send e–mail:

- The type of computer and Windows version you are using.
- The name, version number, and other information about your specific version of the product. (To find this information, select Help|About FloorPlan 3D from the Help menu.)
- The exact sequence of events that created the problem. (Verify that you can reproduce the problem by following the same series of steps.)
- The exact wording of any error messages.
- Steps you've taken to find the answer to your question, including resources used.
- The results of any steps you have undertaken to resolve the problem.

Radiosity VRML

Menu: File|Radiosity VRML...

Opens the Output VRML file dialog that allows you to specify parameters of the photorealistic image and start the process of its generation. See Creating a Photorealistic Image for detailed information.

{button ,AL(`Photorealistic',0,`',`')}   See Also: