

2D Floorplans

Canvas Features and Options

Canvas Features

The Canvas Grid

On the canvas you can see an arrangement of little dots, these make up a placement grid. You can alter the spacing between the grid points from View > Grid Settings on the menu bar at the top of the page.

Objects you draw can be aligned with this grid. Right Click on the canvas and either put the tick next to 'Snap To Grid' or remove the tick, this switches on and off the Snap To Grid feature.

If snap to grid is on and the space between the dots is 2 mm then the shape being moved will jump every 2 mm if the Snap to grid is off the shape can be moved in really small measurements.

You can also show or hide the canvas grid by Right Clicking on the canvas and either put the tick next to 'Show Grid' or remove the tick, this displays or hides the grid.

The Canvas Guide Lines

On the canvas you can see an arrangement of lines, these make up the canvas Guide Lines. You can alter the spacing between the Guide Lines from View > Guide Line Settings on the menu bar at the top of the page.

The guide lines also have default settings that depend on the scale selected.

Objects you draw can be aligned with the guide lines. Right Click on the canvas and either put the tick next to 'Snap To Guidelines' or remove the tick, this switches on and off the Snap To Guideline feature.

There is more flexibility in the guidelines in comparison with the snap to grid feature. The guide lines will only snap to if your object is close enough to the line.

You can also show or hide the Guide Lines by Right Clicking on the canvas and either put the tick next to 'Show Guidelines' or remove the tick, this displays or hides the lines.

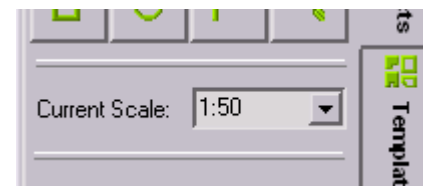
Canvas Scale

All measurements on the canvas are expressed in Millimetres. E.g. 1000mm = 1 meter.

If the canvas scale is set to 1:50 then each Guideline box would represent 1 Square meter, if you change the scale to 1:100 the Guidelines will re-adjust themselves to keep the 1 Square meter to one Guideline box.

Selecting the scale also automatically adjusts the default wall/line widths. And the scale is set by selected from the dropdown selector on the Drawing Objects Side Tab.

External Wall	Internal Wall	
Size 4 / 11 Point	Size 3 / 8 Point	1:50 Scale
Size 3 / 8 Point	Size 2 / 5 Point	1:100 Scale
Size 2 / 5 Point	Size 1 / 2 Point	1:200 Scale
Size 1 / 2 Point	Size 0 / 0 Point	1:300 Scale



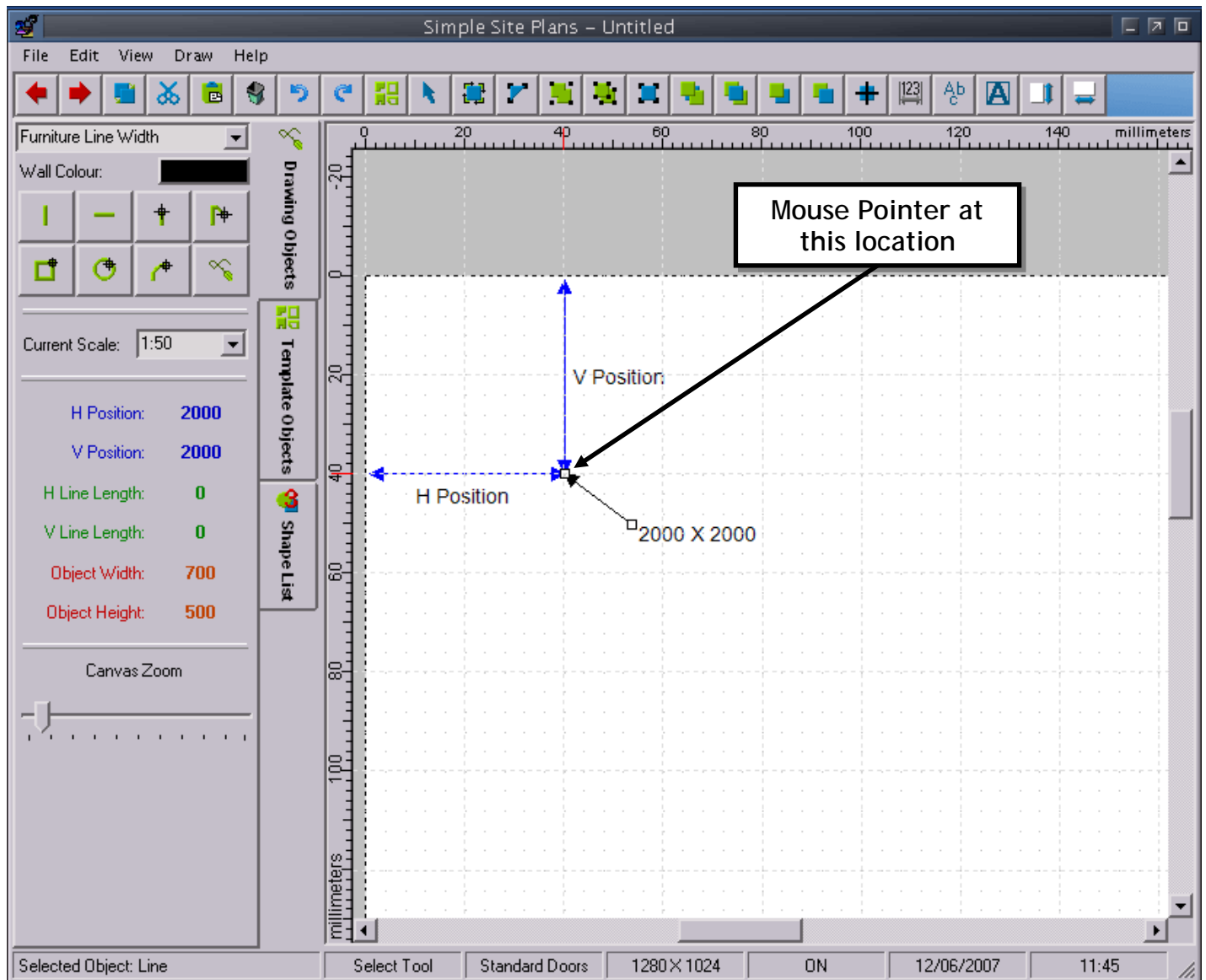
Canvas Co-ordinates

All co-ordinates are measured from the top left corner of the canvas or the object the co-ordinates are also colour coded, the values are shown on the Drawing Objects side tab

Blue

- H Position (Horizontal position)
- V Position (Vertical Position)

This represents the location of the mouse pointer in relation to the top & Left of the canvas

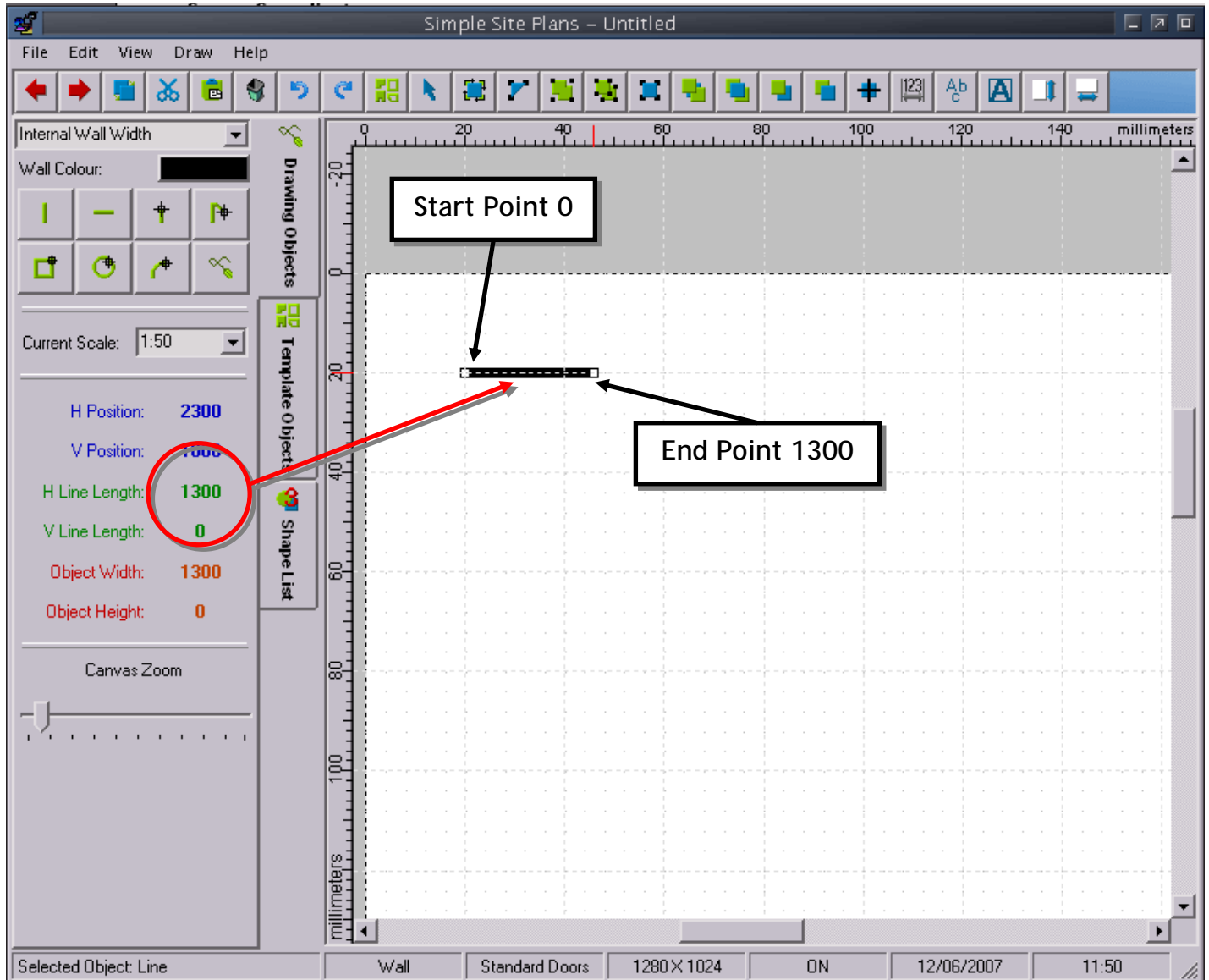


The H position & V Position values change as you move the mouse, giving you constant mouse location feedback.

Green

- H Line Length (Horizontal Line length)
- V Line Length (Vertical Line Length)

This represents the length of the line being drawn and the value is displayed from when the mouse is first clicked this would be 0 and then to the point where the mouse is released would be the length value, in the example below this is 1300

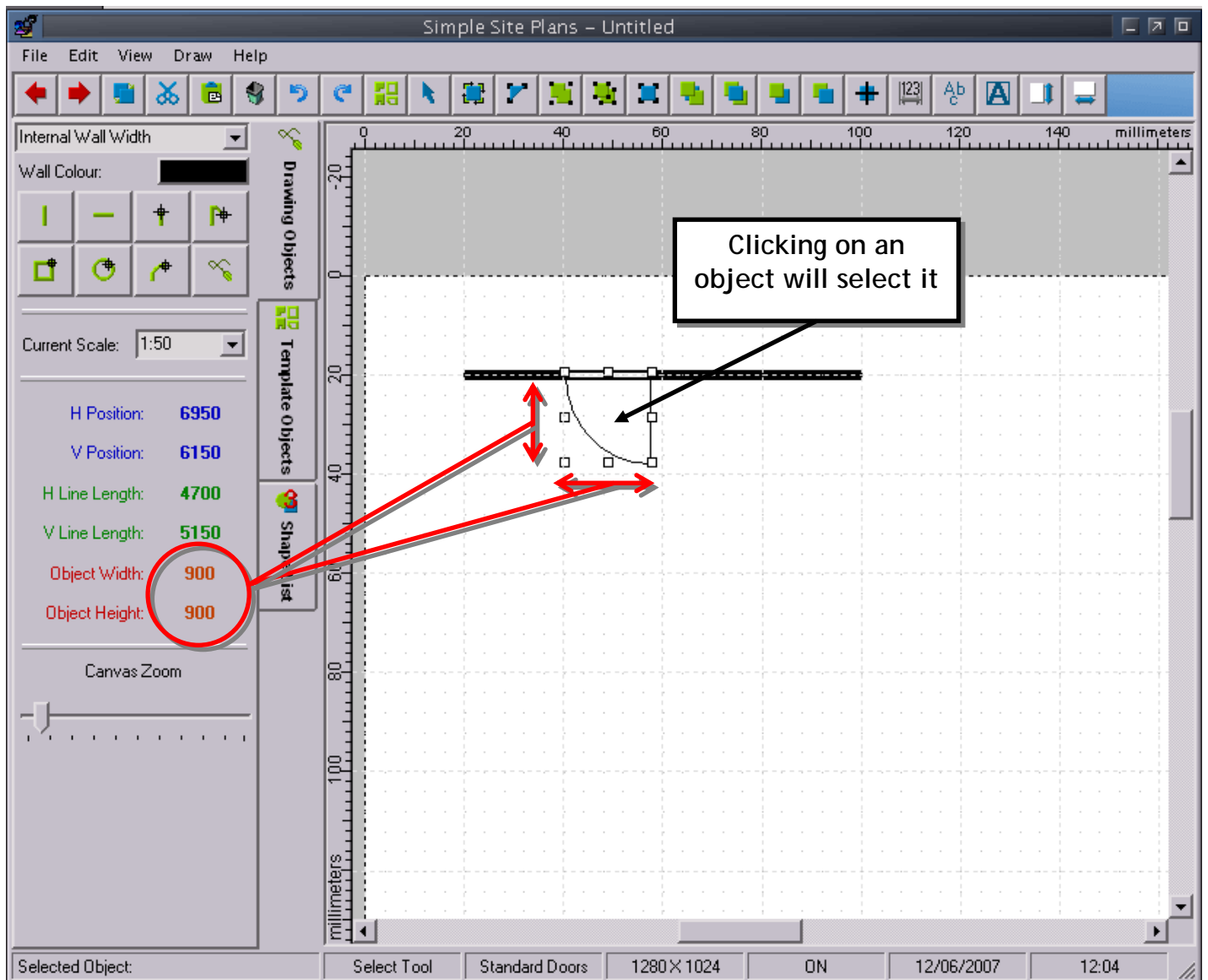


The same happens if you are drawing a vertical line or a diagonal line. The H Line Length & V Line Length values change as you move the mouse, giving you constant Line Length feedback.

Red

- Object Width
- Object Height

This represents the Height & width of the selected object.

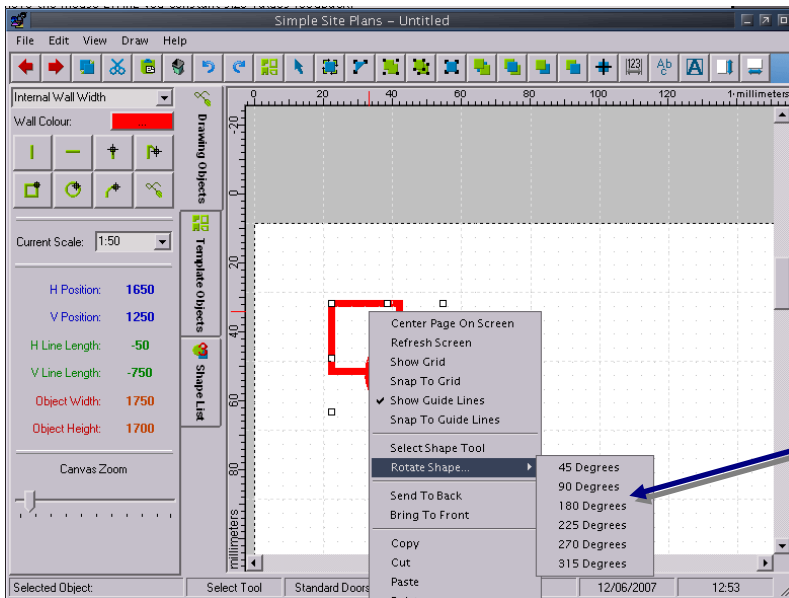


When you first click on the object the values are displayed, when you resize an object/shape the values change as you move the mouse giving you constant size values feedback.

Rotating Shapes

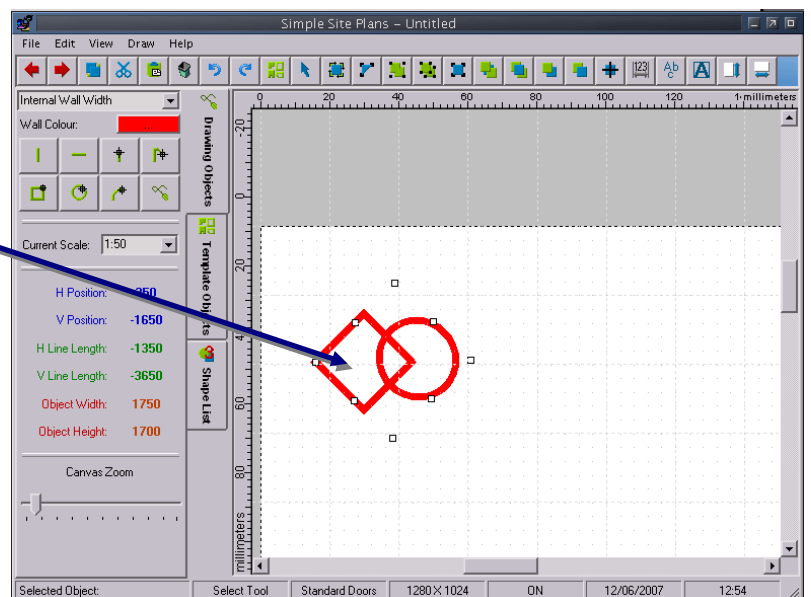
All shapes and imported objects (pictures etc) can be rotated.
There are two methods for rotating objects

Select the object or group of objects and right click. The popup menu will appear and from 'Rotate' option you can select the value to be rotated in degrees.




Select from the menu the value to rotate

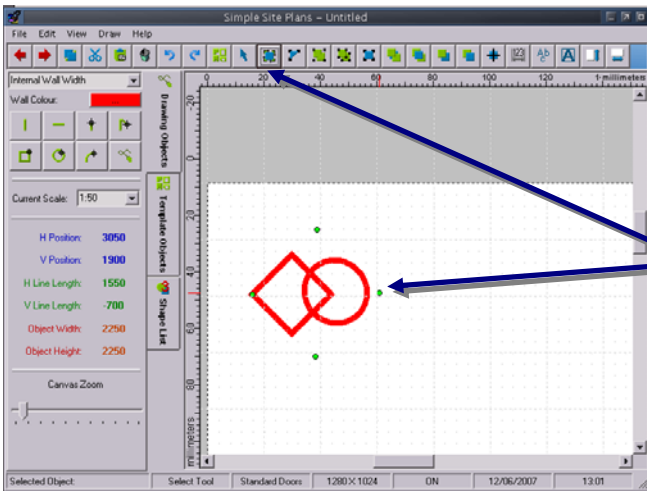
Objects Rotated 45 deg.



Alternatively you can use free rotate.

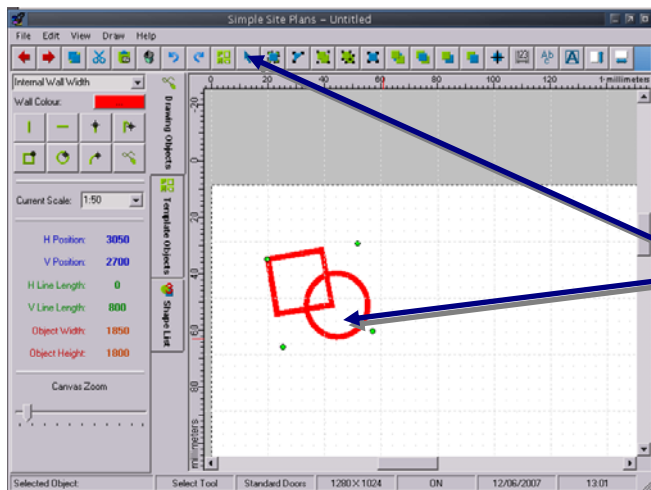
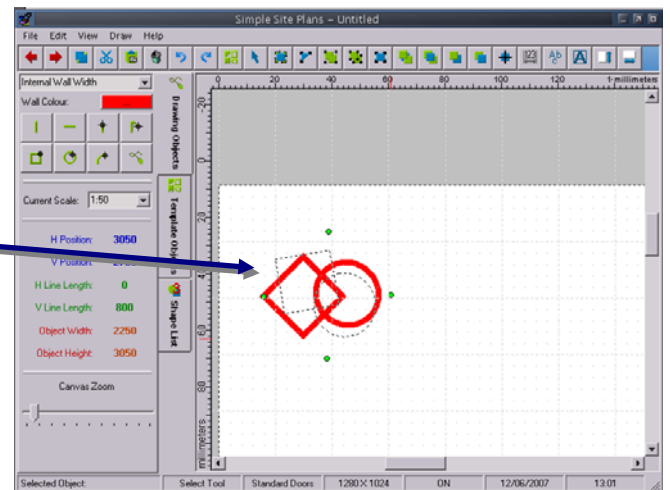
Select the object or group of objects and click the Rotate button on the tool bar.


 The Rotate Object Button.



1. Select Object
2. Click Rotate Button
3. Green Handles Appear Around The Shape

Place The Mouse Over One Of The Handles And Move The Mouse Up/Down Or Left/Right To Rotate As Required
Note The New Position Outline As You Rotate.



New Shape Position.
To Revert Back To Normal Select Mode Click The Select Button  On The Tool Bar.

Line Options

There is a number of formatting option available for Lines & Shapes.

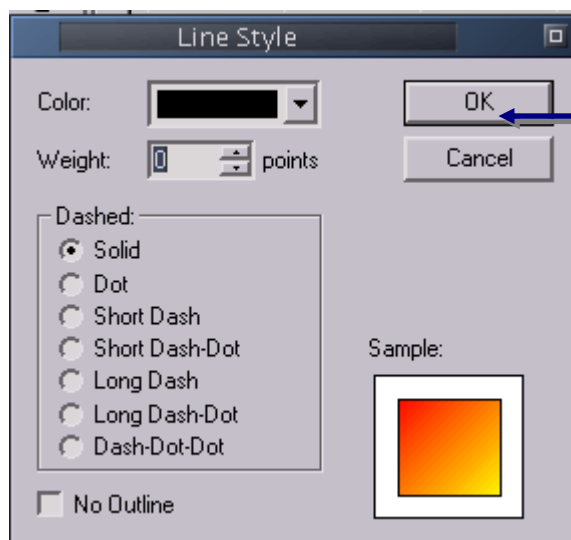
Select the Line to format and right click. From the menu move your mouse to 'Line'

There are two Options

- Options
- Arrows

'Options' open the Line Style popup window and you can choose:

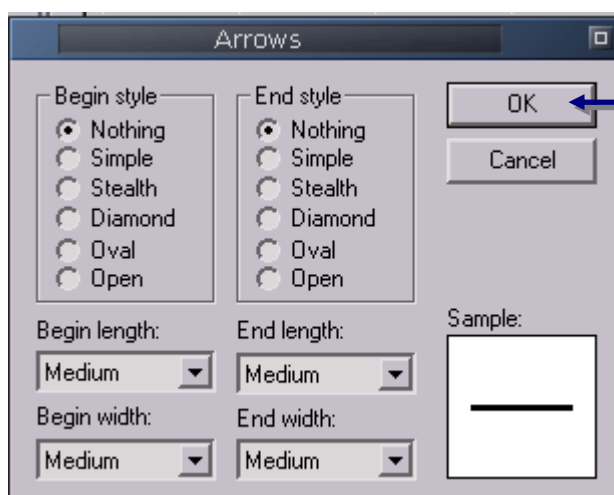
- The line colour
- The line Thickness (Weight)
- The Style Of The Line (Dashed)



Make Your Selection And Click OK

The No Outline option is for shapes like rectangles this allows you to have a shape filled with colour or a picture and have no outline (border)

'Arrows' opens the Arrows popup window and you can choose an arrow head of various styles for the beginning & end of the line.



Make Your Selection And Click OK

Fill Options

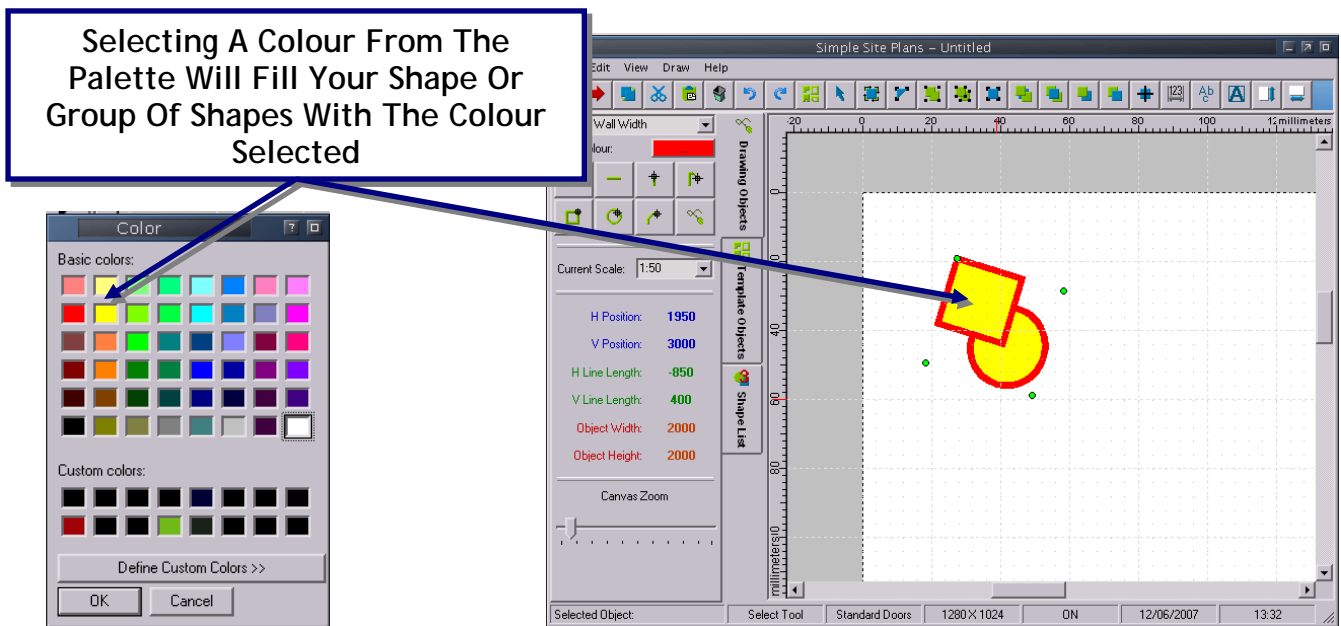
There is a number of Fill options available for Shapes.

Select the shape to fill and right click. From the menu move your mouse to 'Fill...'

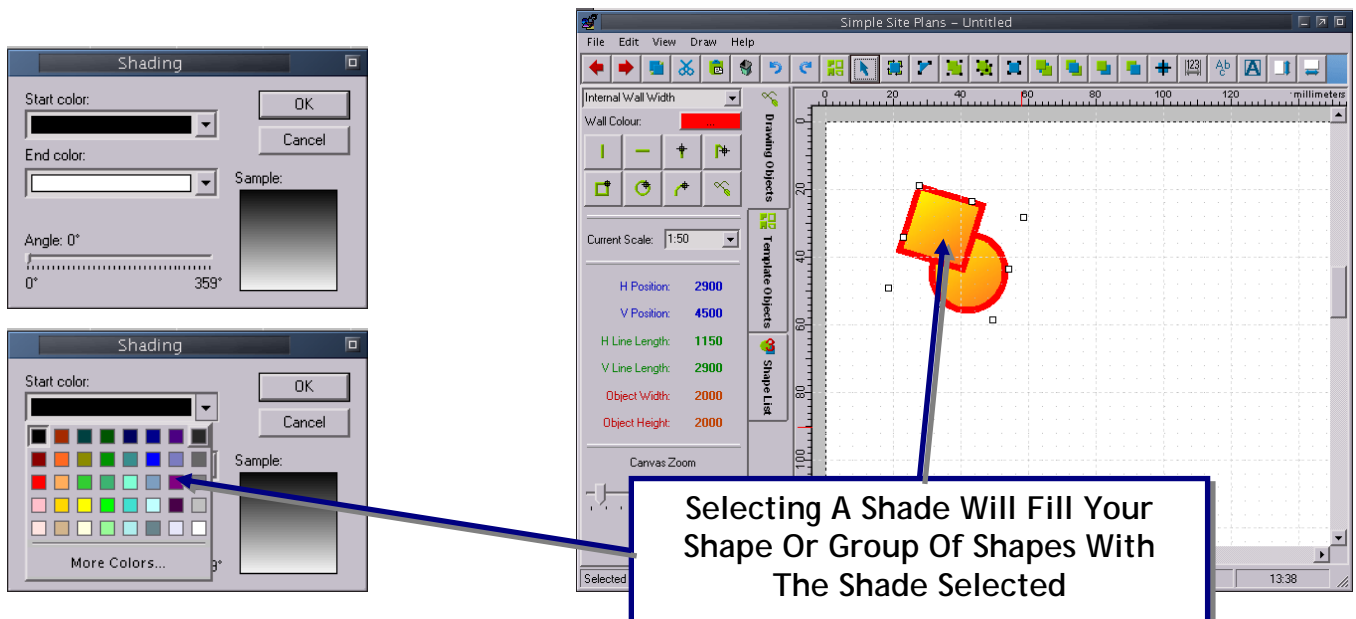
There are Four Options

- Colour...
- Shade...
- Pattern...
- Texture...

Colour will show a standard windows colour selection palette.

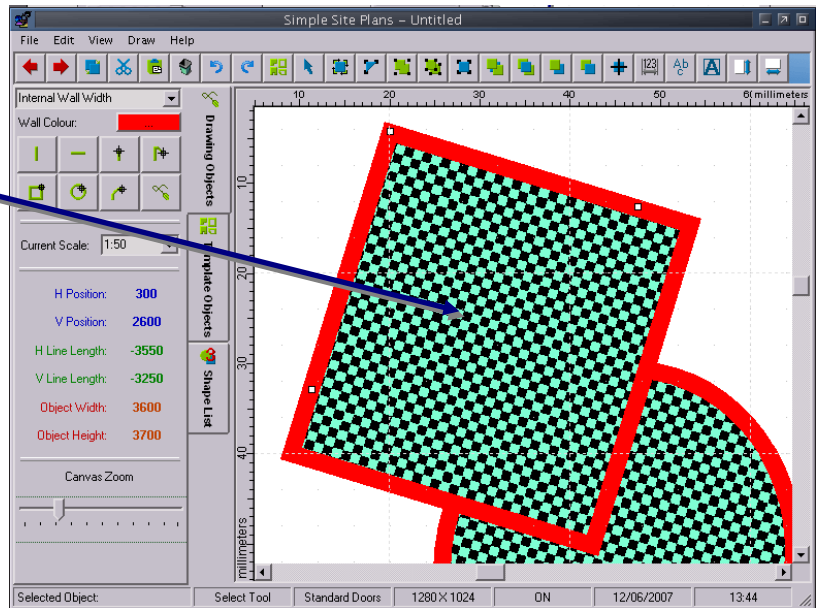
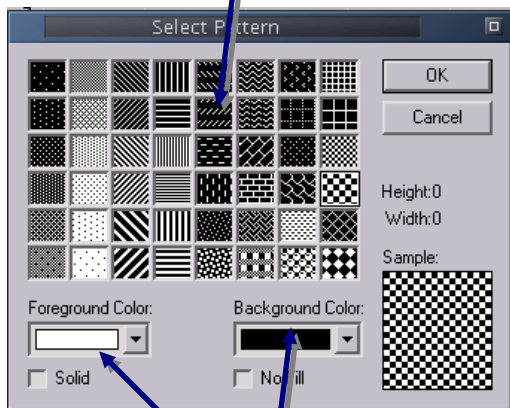


Shade will show the shape colour gradient window.



Pattern will allow you to fill a shape with one of the pre-defined patterns

Choose The Pattern And Click OK.
The Selected Shape Or Group Of
Shapes Will Be Filled In With The
Selected Pattern.



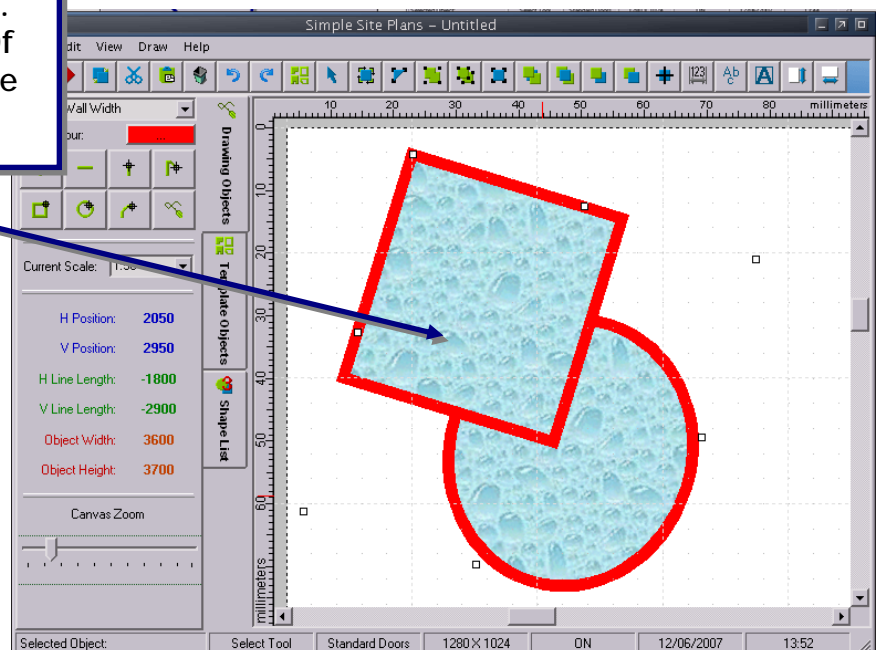
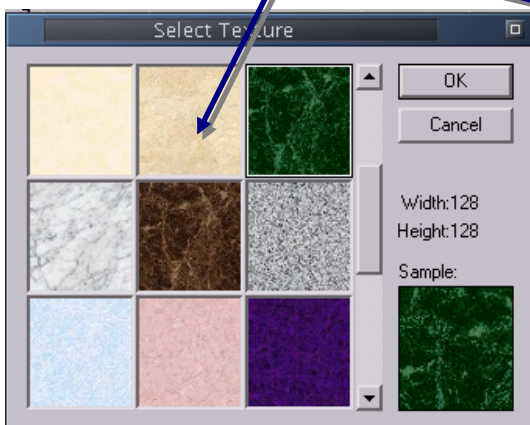
The Colour For The Pattern Can Be
Set Here

Points to note about patterns.

You must remove the Tick out of Solid (default is ticked) and there must be no tick in the No Fill option

Texture will allow you to fill a shape with one of the pre-defined Textures

Choose A Texture And Click OK.
The Selected Shape Or Group Of
Shapes Will Be Filled In With The
Selected Texture.



Shadow Options

There are number of Shadow options available for Shapes.

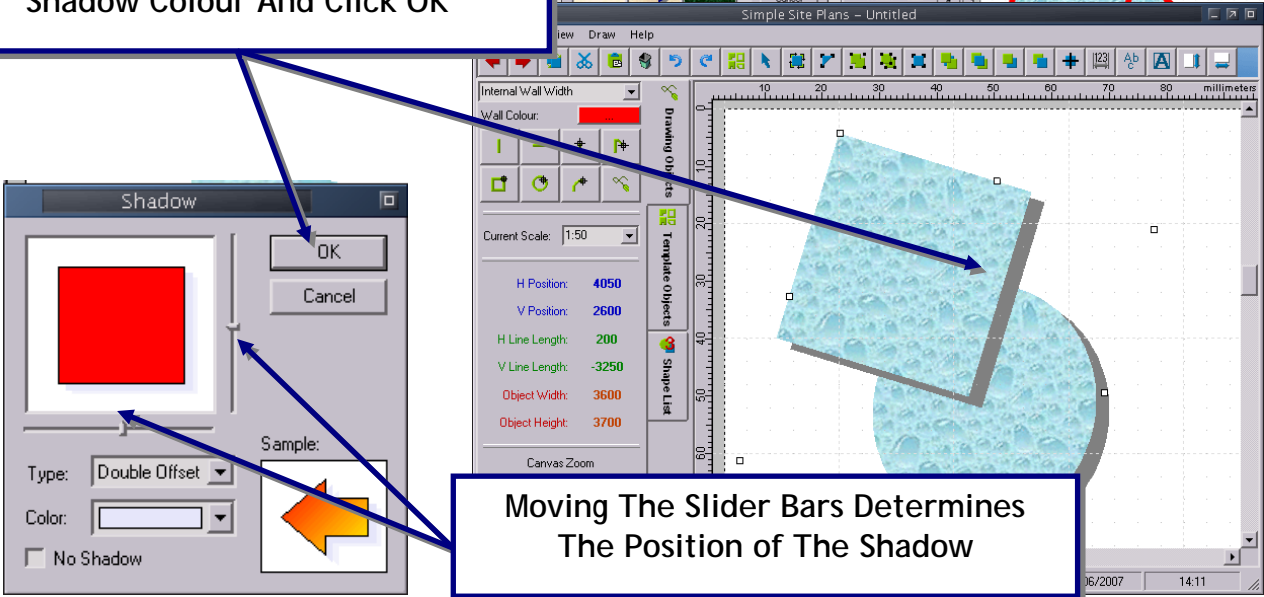
Select the shape to create a shadow for and right click. From the menu move your mouse to 'Shadow...'

There are Two Options

- Options...
- Lens Effects...

Options will allow you to create a shadow for the selected shape.

Select The Type Of Shadow And The Shadow Colour And Click OK



Moving The Slider Bars Determines The Position of The Shadow

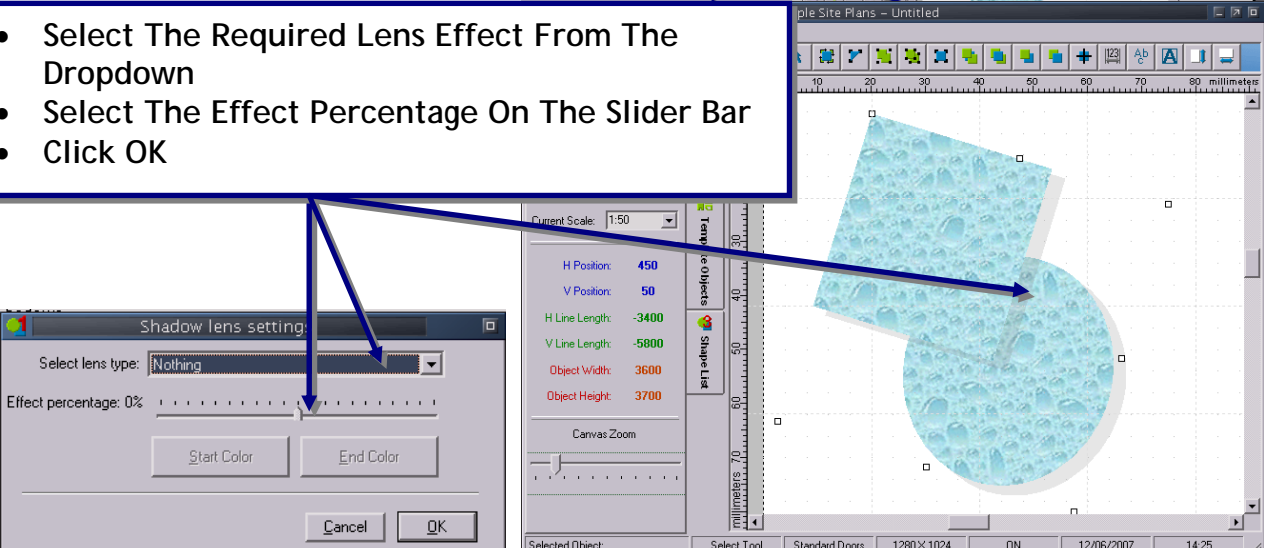
The image shows a software interface with a 'Shadow' dialog box open. The dialog box has a 'Type' dropdown set to 'Double Offset', a 'Color' dropdown, and a 'No Shadow' checkbox. A red square is shown in the preview area. A blue box with text 'Select The Type Of Shadow And The Shadow Colour And Click OK' has arrows pointing to the 'Type' and 'Color' dropdowns and the 'OK' button. Another blue box with text 'Moving The Slider Bars Determines The Position of The Shadow' has arrows pointing to the 'Sample' area and the 'OK' button. The background shows a software window with a drawing area containing a blue textured shape and a shadow. A properties panel on the left shows various dimensions and scale settings.

Points to note about Shadows.

You must remove the Tick out of No Shadow (default is ticked)

Shadow Lens Effects allows you to format the applied shadow (for example make the shadow transparent)

- Select The Required Lens Effect From The Dropdown
- Select The Effect Percentage On The Slider Bar
- Click OK



The image shows a software interface with a 'Shadow lens setting' dialog box open. The dialog box has a 'Select lens type' dropdown set to 'Nothing', an 'Effect percentage' slider set to 0%, and 'Start Color' and 'End Color' buttons. A blue box with text 'Select The Required Lens Effect From The Dropdown' has an arrow pointing to the 'Select lens type' dropdown. Another blue box with text 'Select The Effect Percentage On The Slider Bar' has an arrow pointing to the 'Effect percentage' slider. A third blue box with text 'Click OK' has an arrow pointing to the 'OK' button. The background shows a software window with a drawing area containing a blue textured shape and a shadow. A properties panel on the left shows various dimensions and scale settings.

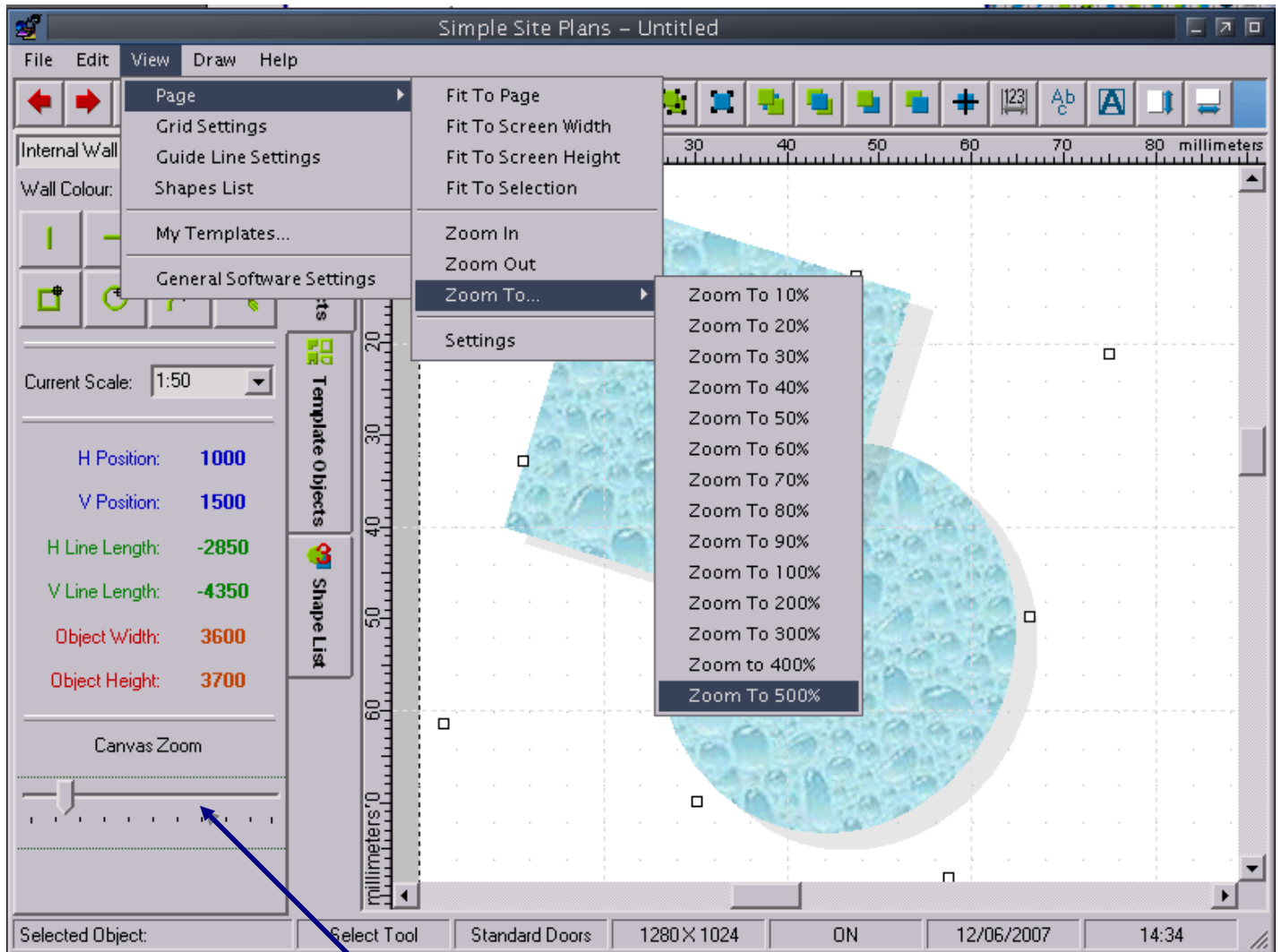
Canvas Zoom

You can zoom in and out of the canvas. There are two methods for zooming the canvas.

On the Menu at the top of the screen select View > Page > Zoom

From Zoom Select either Zoom In, Zoom Out or a percentage value.

You can also select fit the canvas to the page, the screen width, the screen height and the selected object



Canvas Zoom Slider

Alternatively use the mouse and drag the Canvas Zoom slider on the Drawing objects Side tab.

You can also centre the canvas on screen and alter the page orientation

✚ Centre the canvas on the screen regardless of the zoom setting.

📄 Set the page orientation as landscape.

📄 Set the page orientation as portrait.

The Status Bar

At the bottom of the screen there is a status bar that indicates the following.

- The Currently Selected Object.
- The Last Button Pressed On The Tool Bar
- The Last Template object Selected
- The Current Screen Res/Size
- Auto Backup (On or Off)
- The Date
- The Time.

