

Getting started with ARCHITouch3D

Main functions

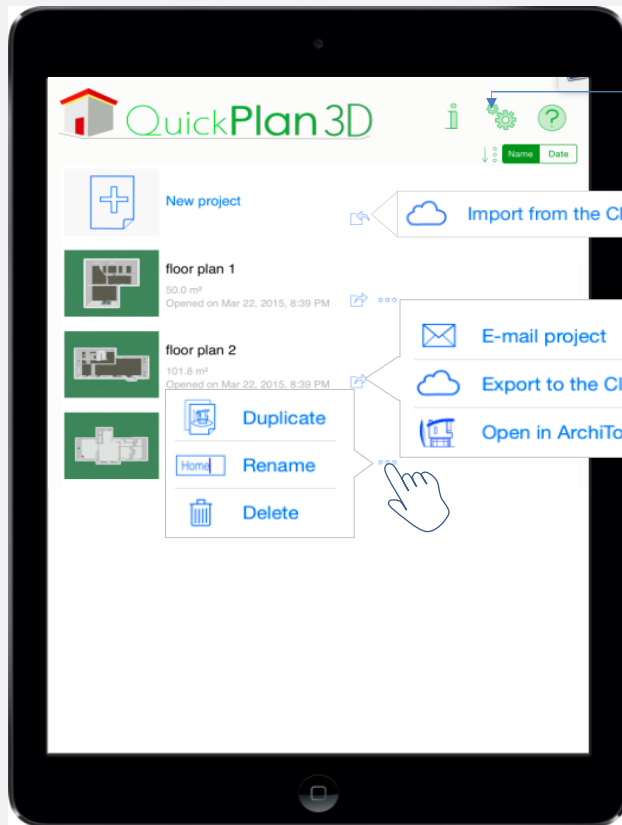
- Select a line
- Precise adjustment of dimensions
- Moving a slab building
- Move the entire view when moving an item
- Changing swing directions
- What to do when an opening hides a wall
- Thickness of exterior walls and interior walls

Projects

Settings

Plan 2D

- Adding interior walls
- Cut / detach the interior walls
- Adding a straight staircase
- Slab / floor openings
- Adding furniture



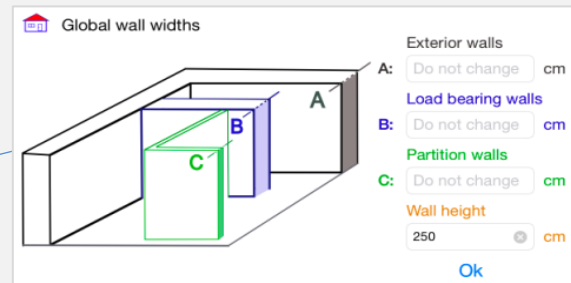
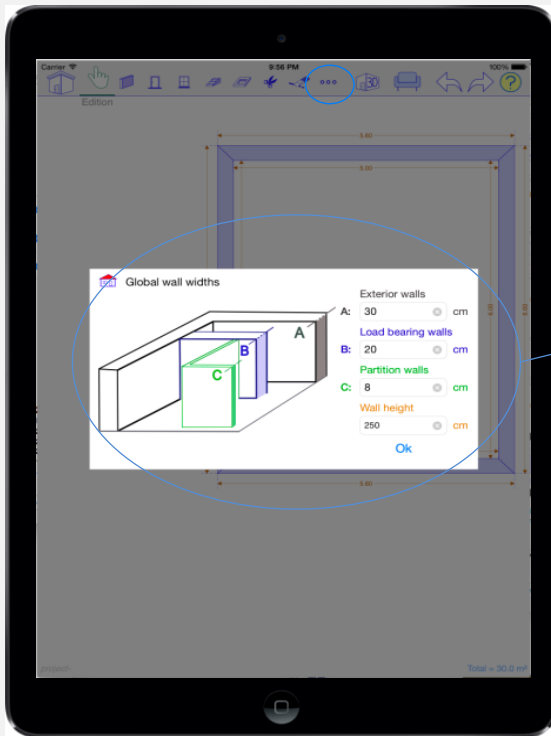
settings

E-mail: Save a project, **or** share it with others,
or use it on another iPad **or** to the **cloud** (iOS8)

Create a CAD project based on this floor plan and transfer it
into App ArchiTouch 3D

Models available as examples

2D design

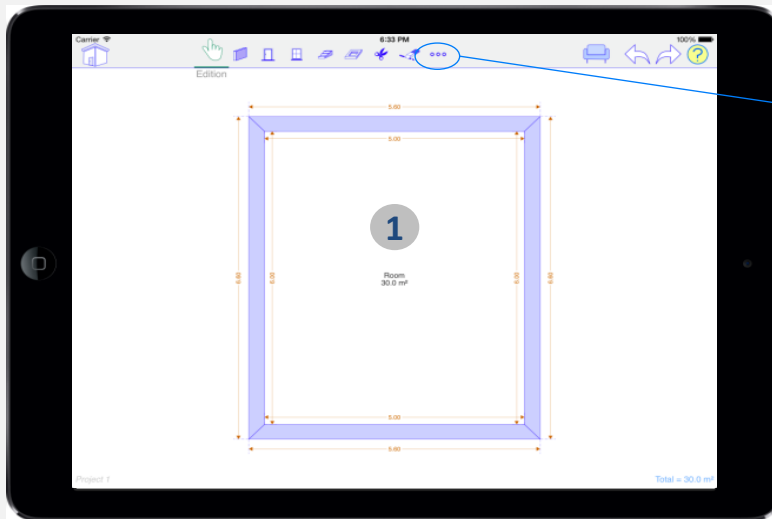


This box is displayed when the project is first created
you can change the values at any point using

Options: ○ ○ ○



2D design



Options: ○○○



Wall widths

Change all wall widths in one operation



3D Appearance

Choose textures for 3D aspect



Select the whole plan

You can then rotate the plan



Surfaces.

Display room areas



Generate plans

Create plan images in photo album or a PDF file



Settings

Principles

The floor plan design starts from slab **1** created with new projects.

This slab represents the **envelope** of the house.

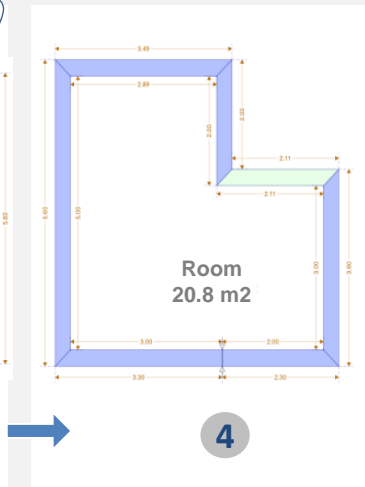
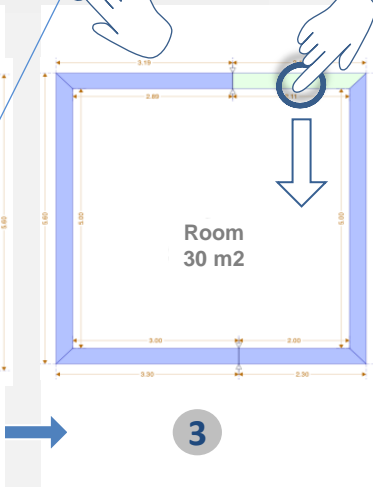
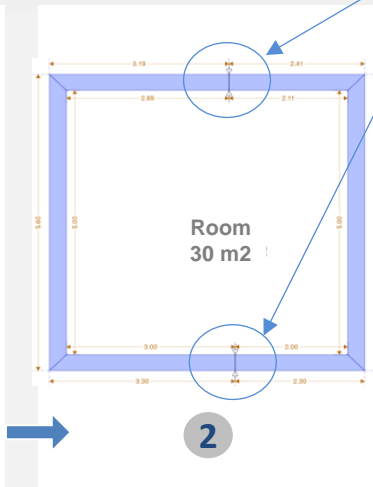
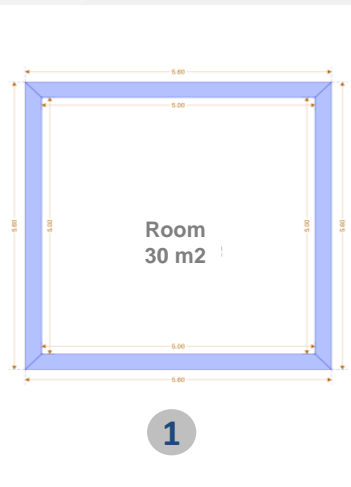
To design your project, move, stretch or cut the walls, without separating them


(Details on next page).

2D design



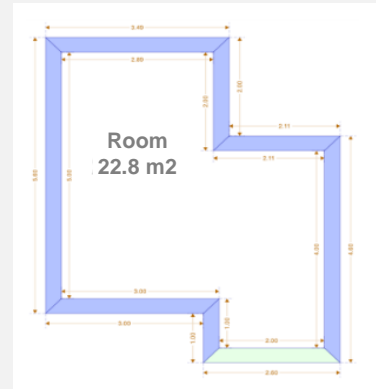
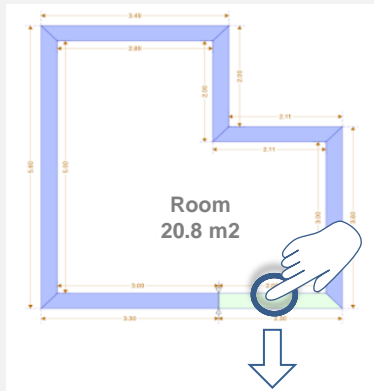
2:29 PM



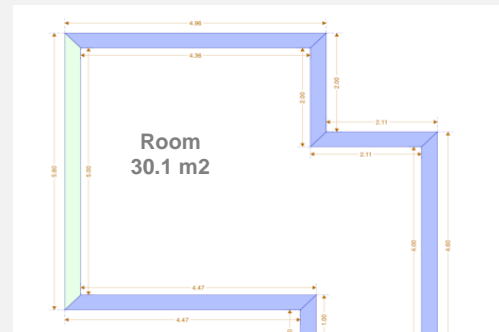
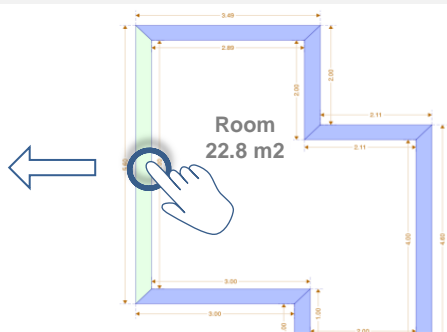
- 1 Initial slab
- 2 Use  to place cut marks on walls
- 3 Move selected wall
- 4 Room surface is automatically computed.





Another example




Enlarge the slab

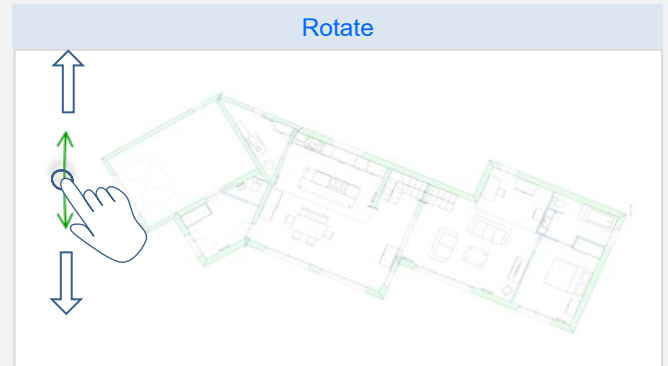
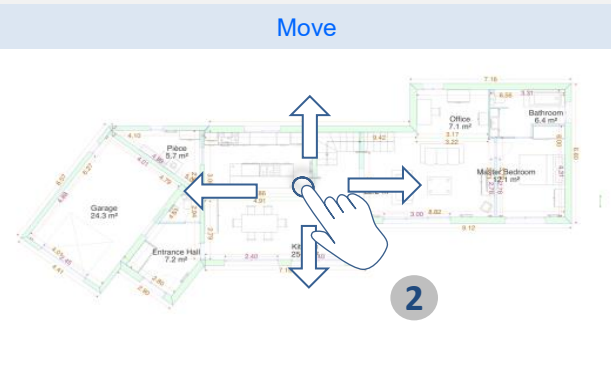
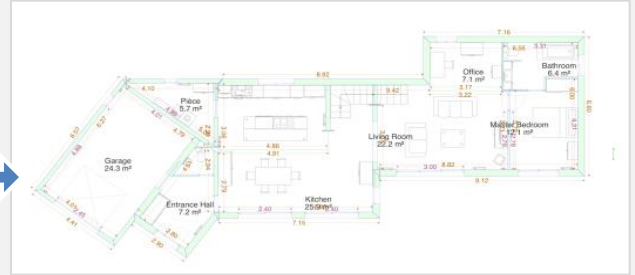
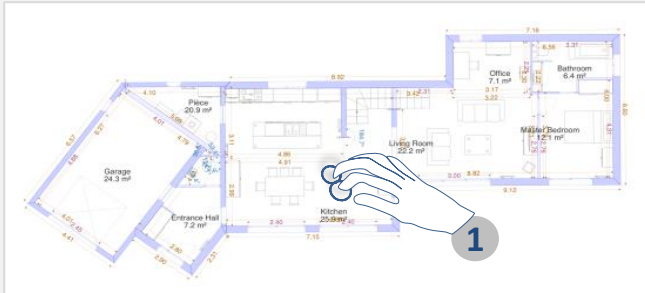


Info: 1-Double Tap on  or outside the building, the menu becomes orange 

2-The movement of the wall is **slowed**, adjustment of dimension becomes accurate.

3-Double tap on  or outside the building to clear precise mode.

Moving the entire building



1 Touch and hold the interior of the building with 2 fingers to select it

or

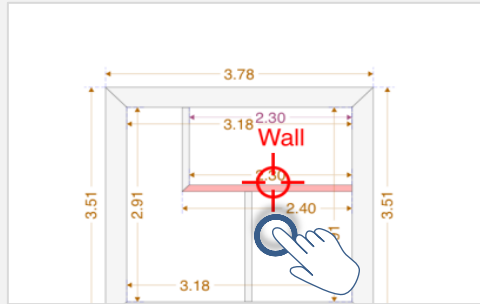
ooo



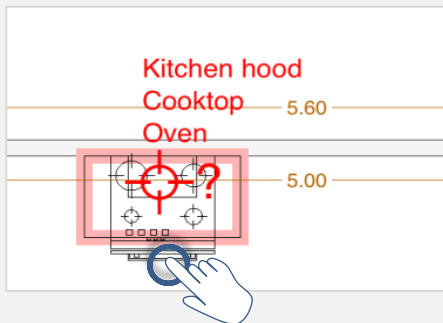
Select the whole plan
You can then rotate the plan

2 Move the entire building with one finger, rotate it with arrow

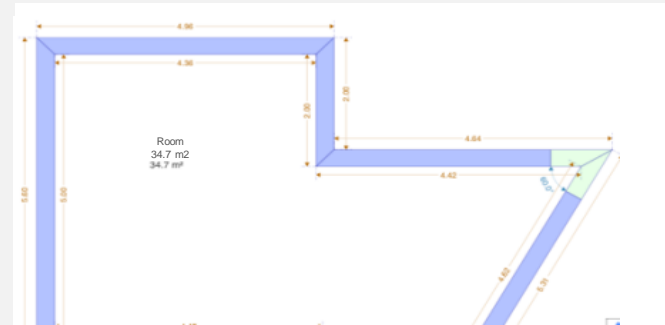
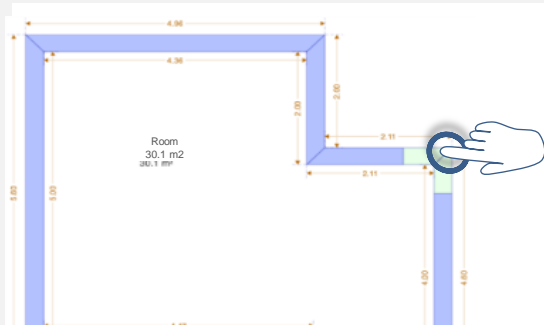
Delete objects



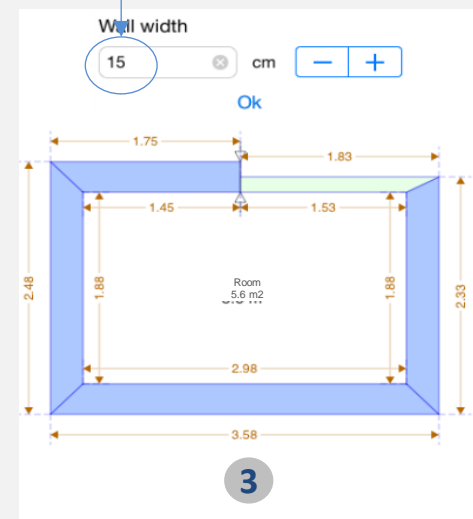
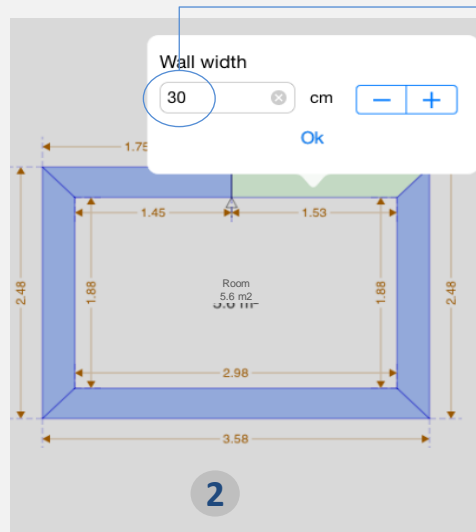
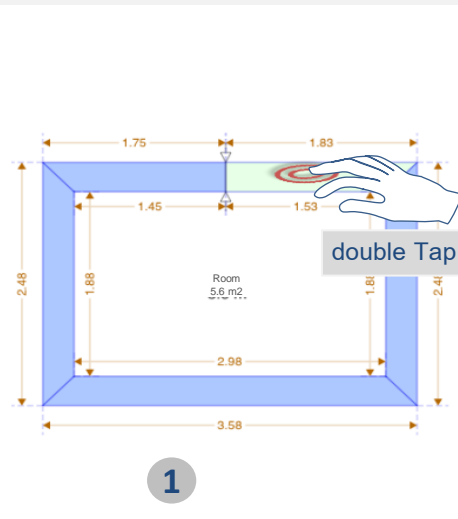
Delete superposed items



Moving a wall by an angle



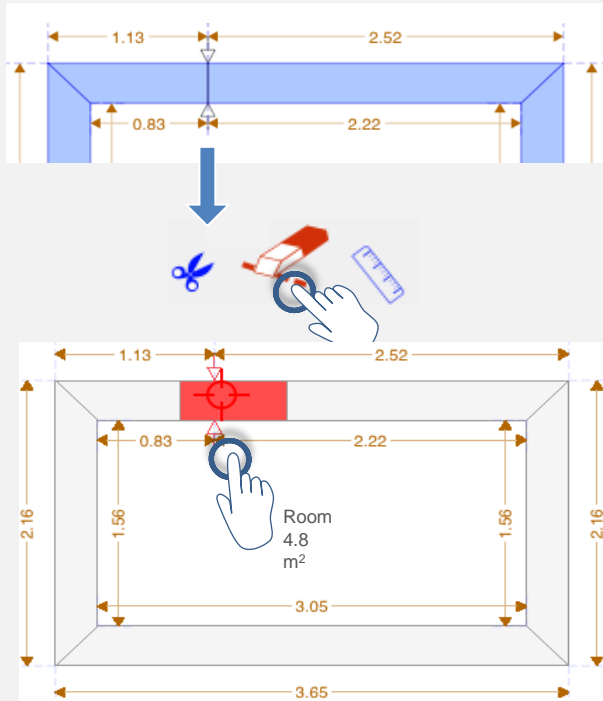
Change a wall width



Clear cuts on exterior and interior walls

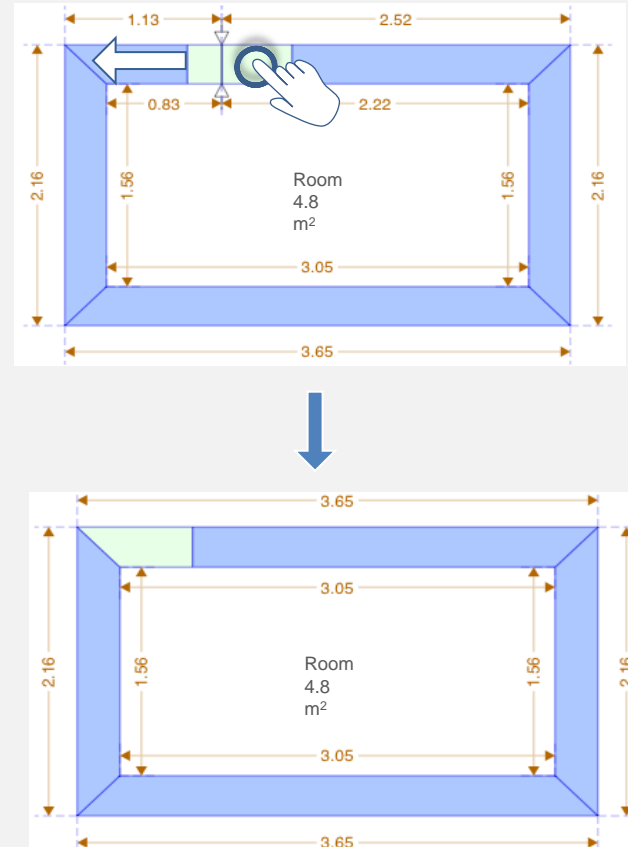


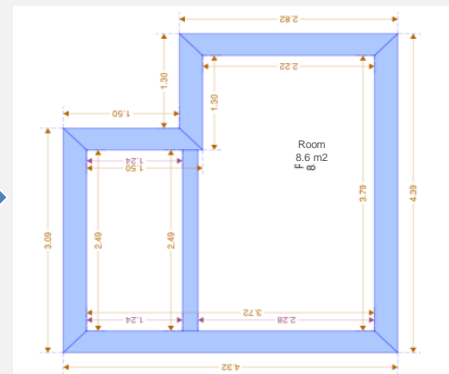
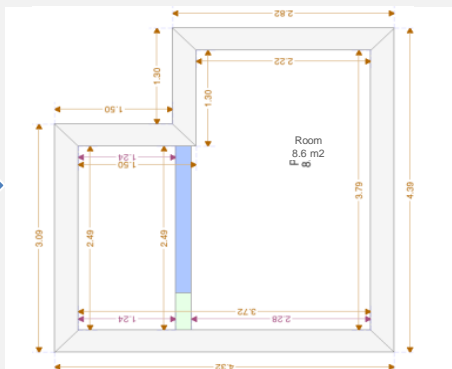
Method A



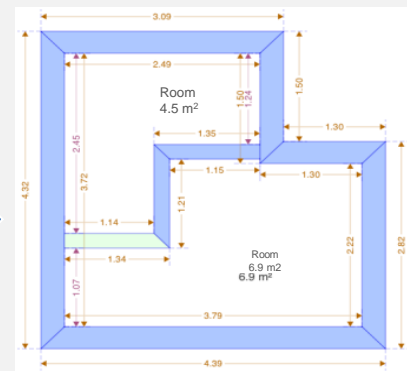
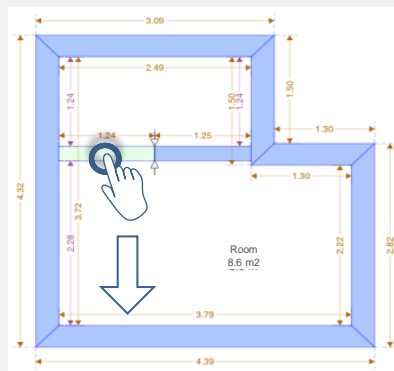
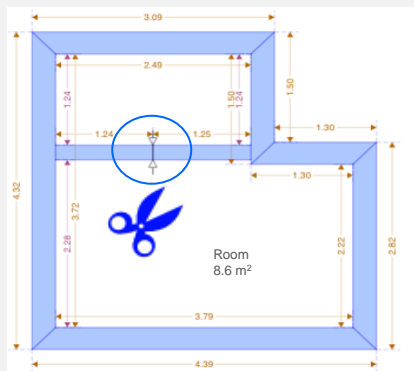
Info: the pointer is above your finger to avoid delete errors

Method B

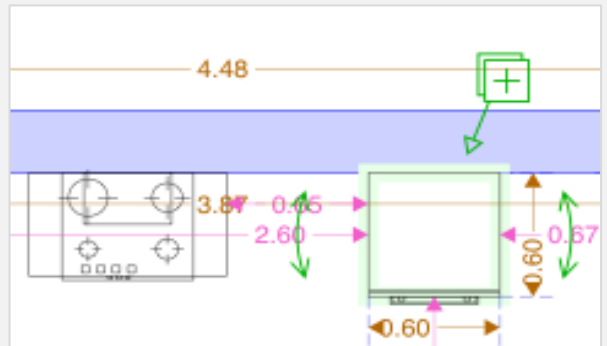
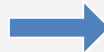
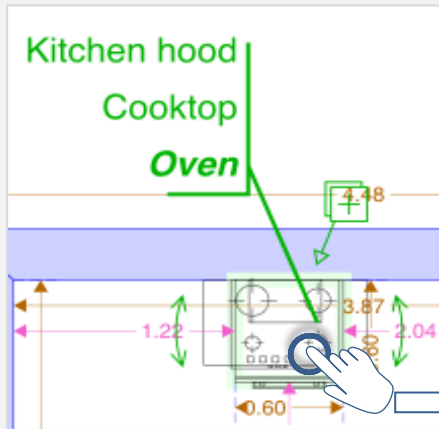
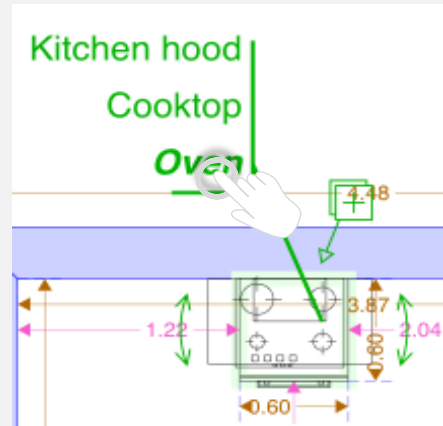
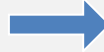
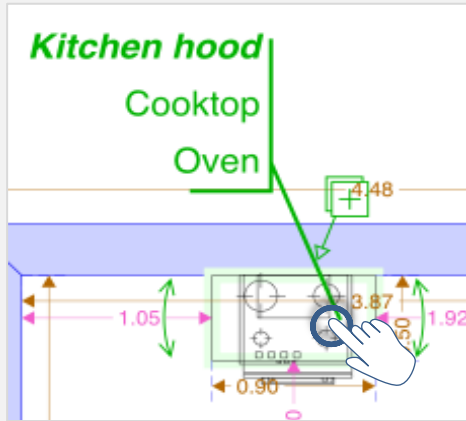




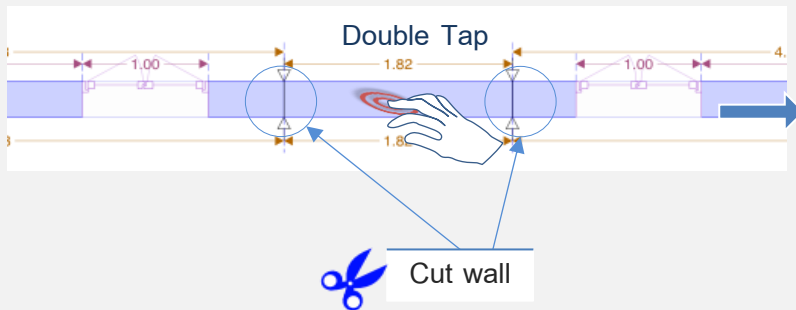
Change the interior walls



Select and move superposed items



Change of wall color



Wall width

30 cm

Exterior material

Brick

Wood

Ok

To modify all the walls in the building:

Options: ☐ ☐ ☐

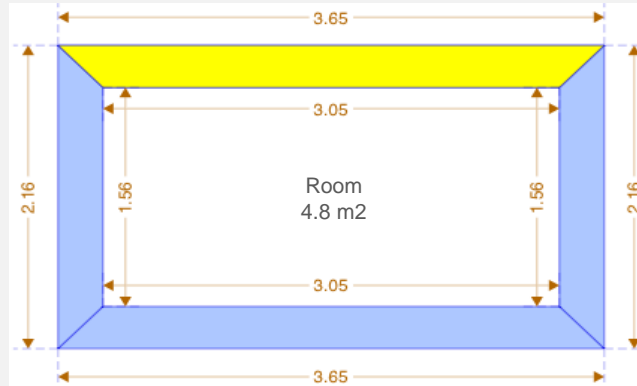


3D Appearance

Choose textures for 3D aspect



Unlimited undo and redo



Info: the concerned object becomes yellow during a few seconds.

To view this help again, Refer to the Help topic: ?

- PDF help file and videos available on Website: www.quickplan3d.com

For any question : www.quickplan3d.com/support

Touch and drag the end of a line to increase or decrease its length or change its angle

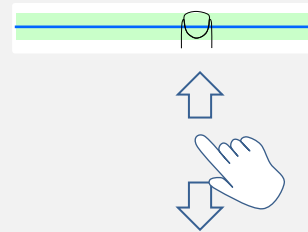
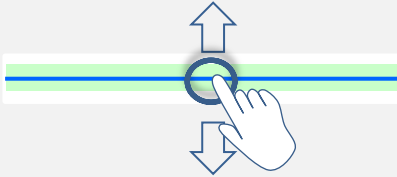


Touch and drag the line to move it vertically (relative to its axis)



Double tapping clear space with another finger when moving an item will deactivate the positioning guides (angle/alignment). The item will be displayed in yellow to indicate this change.

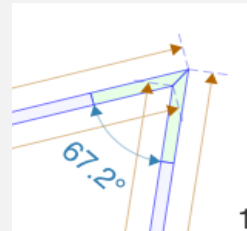
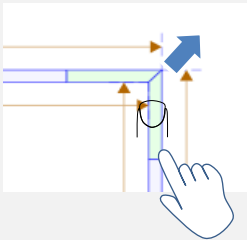
Improve your view when moving items




1 Tap the line to select it

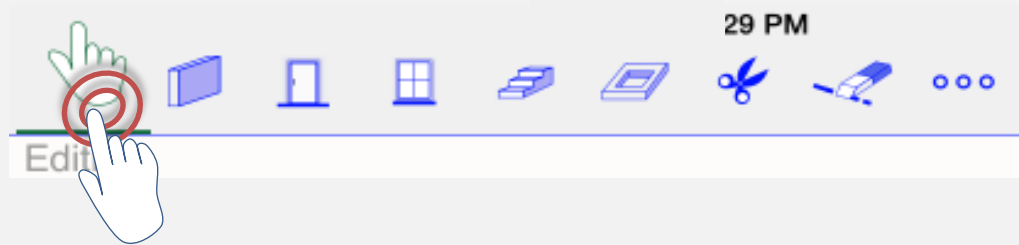
2 Touch close to the selected item to activate the virtual finger pointer

Displaying angles



90° and 180° angles are not
labelled

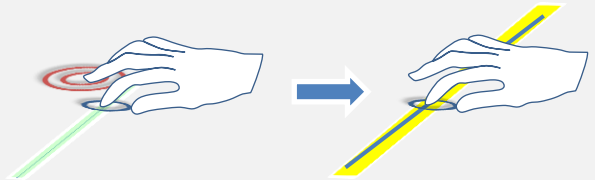
Double tap: on  **or** outside the building for design plans



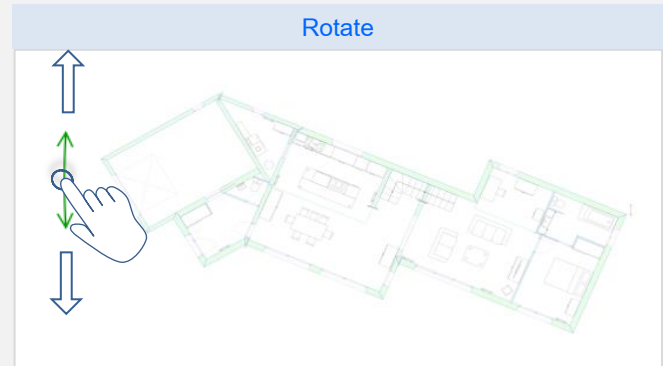
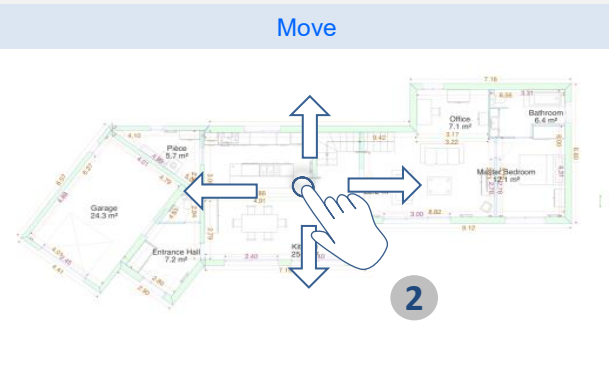
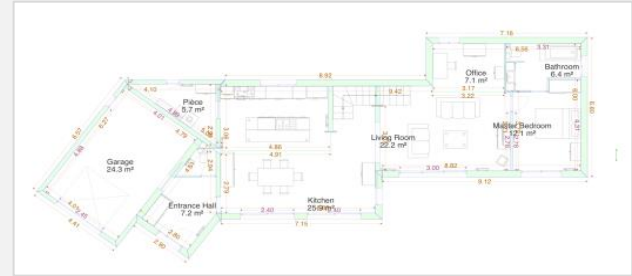
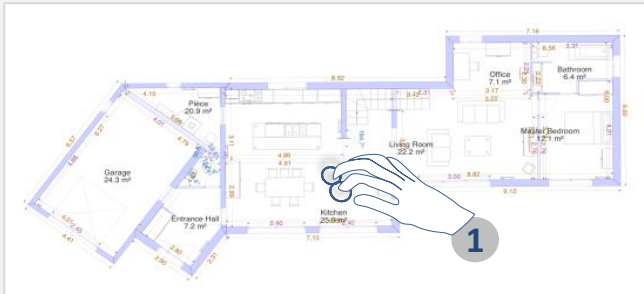
reduces movement speed

If necessary

deactivate the positioning guides
(see page 1)



Moving the entire Floor plan



1 Touch and hold the interior of the building with **2 fingers** to select it

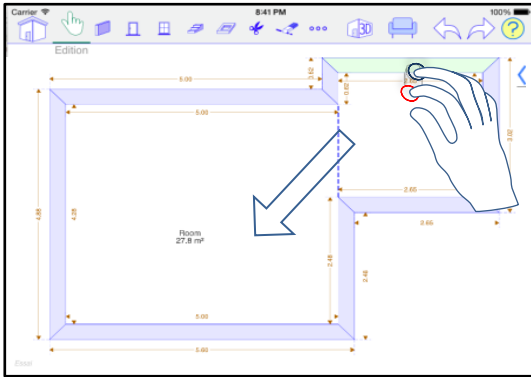
or

ooo



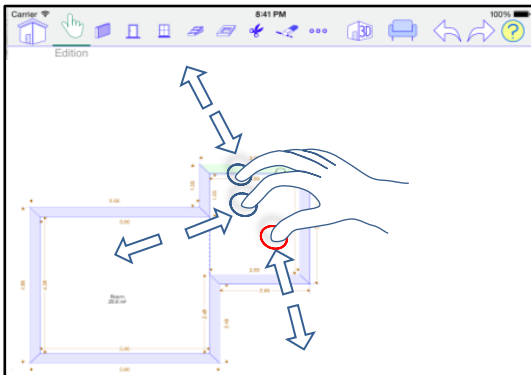
Select the whole plan
You can then rotate the plan

2 Move the entire building with **one finger**, rotate it with **arrow**



- 1 Keep your first finger on the item you want to move
- 2 Use a **second finger** to move the entire view at the same time

Ensure you move the entire view instead of the item

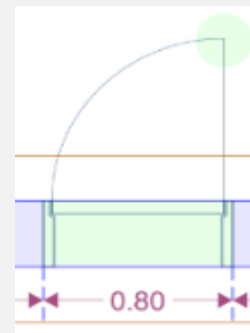
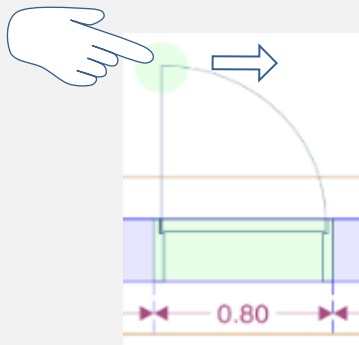
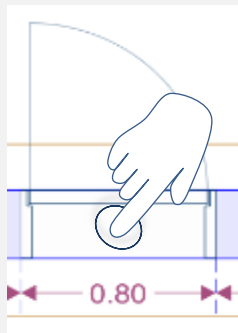


You can also **increase** or **reduce** the size of the design by using a **third finger** near to the second

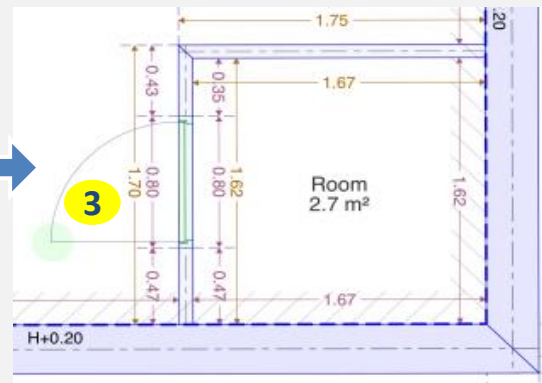
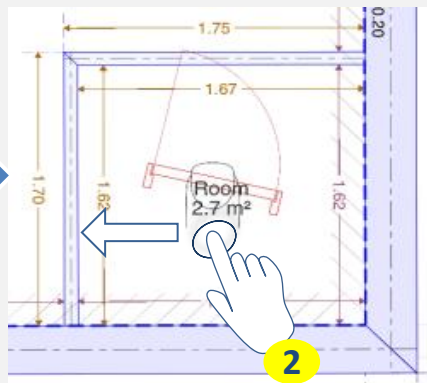
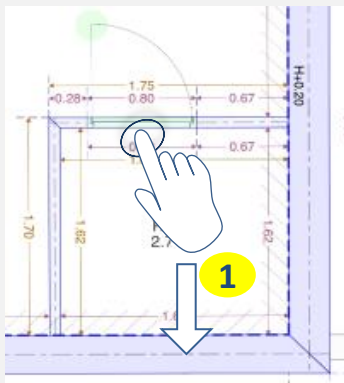


Changing swing directions

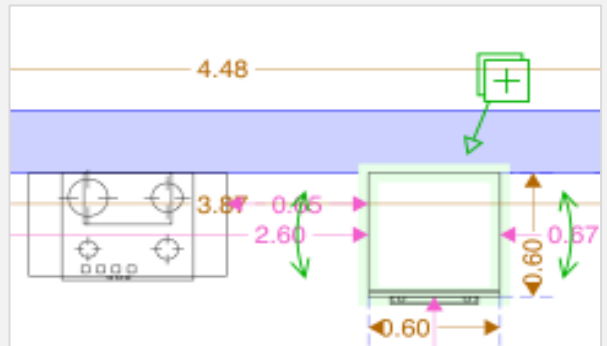
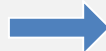
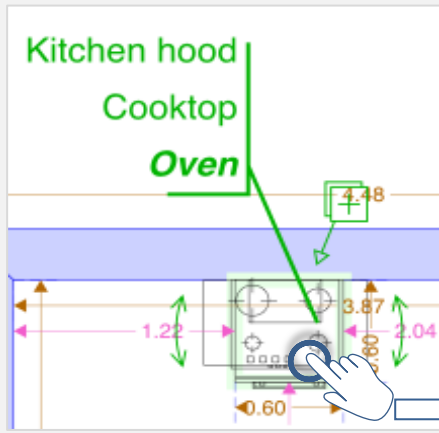
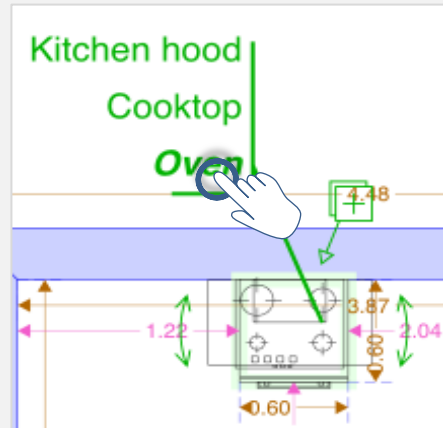
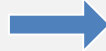
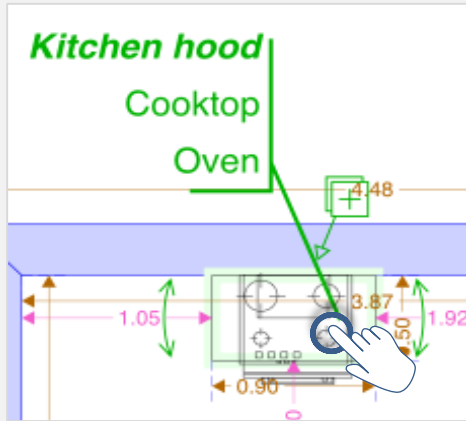
for doors or windows: **left, right, inward, outward**



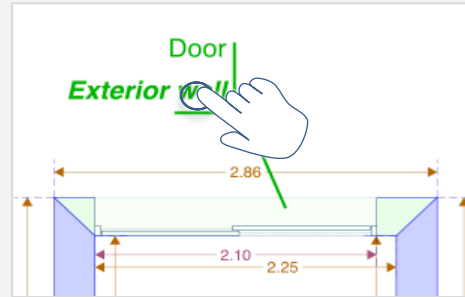
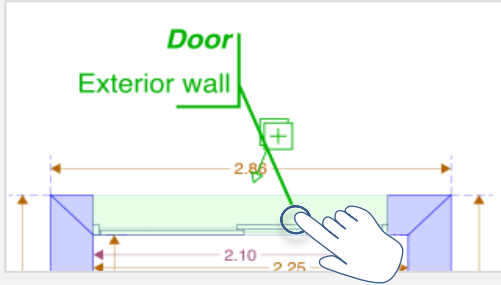
Moving openings to another wall: doors or windows



Select and move superposed item



What to do when an opening hides a wall

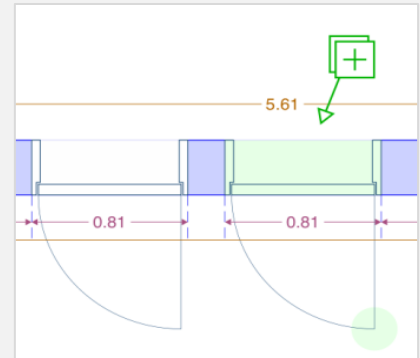
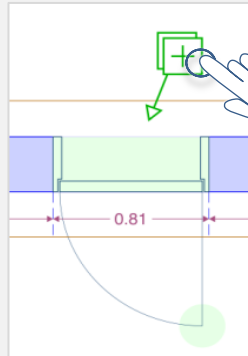
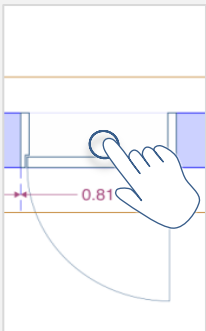


1 Tap on the opening

2 Select “**exterior wall**”

3 Move the wall with **one finger**

Duplication of doors and windows

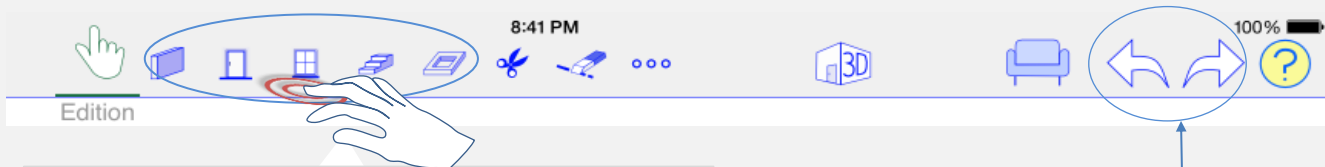


1 Tap on the opening

2 A 2nd opening is added



Double tap one of the 4 functions



Window style

Width
A: 80 cm

Height
H1: 120 cm

Floor to bottom H0: 90 cm

Casement ☒ Sliding ☐ Other ☐

Shutters
None ☐ Leaf ☒ Sliding ☐ Roller ☐

Standard

Single leaf casement window

Double leaf casement window

Triple leaf casement window

Quadruple leaf casement window

Asymmetric

Dual leaf window, small left panel

Dual leaf window, small right panel

Single left

Single right

Single on both

Dual left

Dual right

Dual on both

One left, two right

Two left, one right

Exterior opening ☐


Ok

Undo or redo
(unlimited)

The item will be displayed in
yellow



Double tap
on an exterior wall



Wall width

30 cm

Exterior material

Brick

Wood

Ok

To modify all the walls in the building:

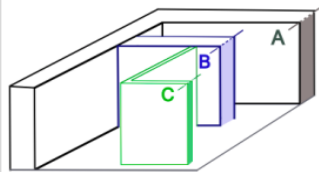
Options:



Wall widths

Change all wall widths in one operation

Global wall widths



Exterior walls

A: cm

Load bearing walls

B: cm

Partition walls

C: cm

Wall height

250 cm

Ok

Thickness of interior walls

Double Tap on an interior wall



Interior wall type

Partition wall

Height can be limited

Load bearing wall

Virtual wall

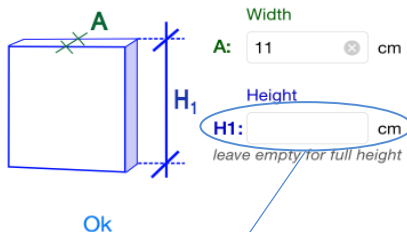
No wall, convenient room separator

Railing

Railing height is mandatory

Sloped wall

Defined by two heights



Enter a value to create a low wall

Interior wall type

Partition wall

Height can be limited

Load bearing wall

Virtual wall

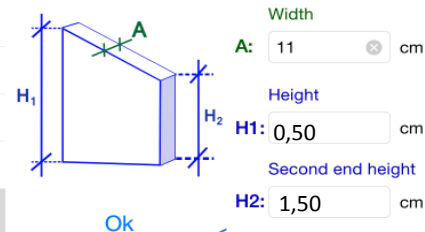
No wall, convenient room separator

Railing

Railing height is mandatory

Sloped wall

Defined by two heights



Interior wall type

Partition wall

Height can be limited

Load bearing wall

Virtual wall

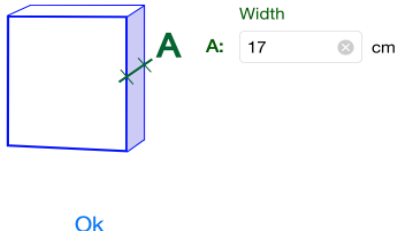
No wall, convenient room separator

Railing

Railing height is mandatory

Sloped wall

Defined by two heights



Interior wall type

Partition wall

Height can be limited

Load bearing wall

Virtual wall

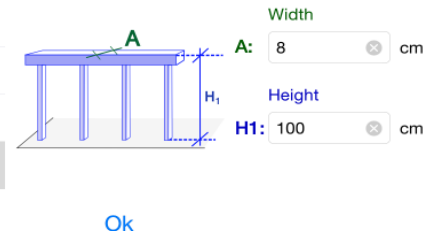
No wall, convenient room separator

Railing

Railing height is mandatory

Sloped wall

Defined by two heights

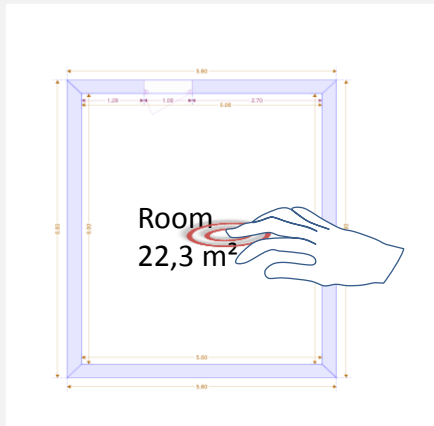


Virtual wall

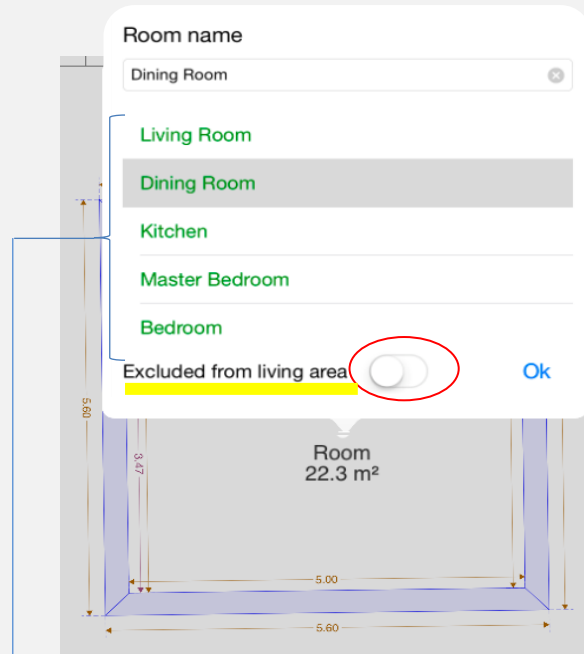
No wall, convenient room separator



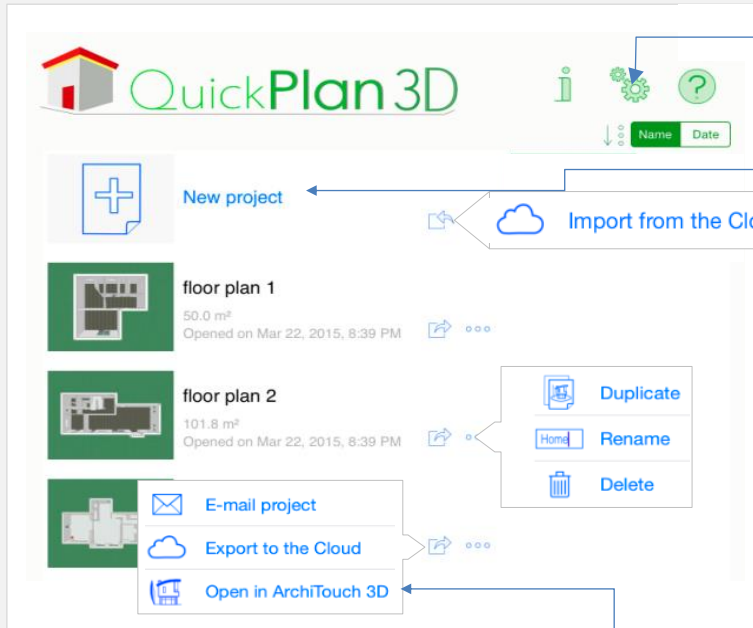
provides information about the surface area and division of rooms



Double tap
on the room label



Enter the name or choose from the predefined list



Settings

Create a floor plan with furniture and view 3D (Tap to open)

Models available as examples

E-mail:

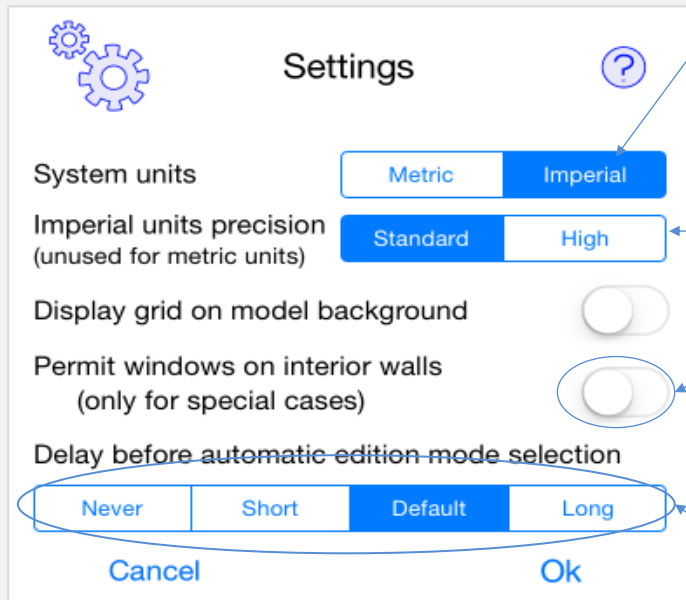
save a project,
or share it with others,
or use it on another iPad
or export to the cloud (iOS8)

Create a CAD project based on this floor plan and transfer it into App ArchiTouch 3D



Settings

Working parameters



The Settings dialog box contains the following elements:

- System units:** A button group with 'Metric' and 'Imperial'. 'Imperial' is selected.
- Imperial units precision (unused for metric units):** A button group with 'Standard' and 'High'. 'Standard' is selected.
- Display grid on model background:** A toggle switch that is currently turned off.
- Permit windows on interior walls (only for special cases):** A toggle switch that is currently turned off.
- Delay before automatic edition mode selection:** A button group with 'Never', 'Short', 'Default', and 'Long'. 'Default' is selected.
- Buttons:** 'Cancel' and 'Ok' buttons at the bottom.

To enter imperial units:

*1' 2" 3/4 or: 4.5" becomes 4" 1/2
14.75" becomes 1' 2" 3/4*

Standard precision provides short and convenient dimensions (1").
High precision displays 1/4 "

Allows **windows** to be placed on interior walls

Configure the period of time before **Edition** mode is reactivated after using one of the following options:



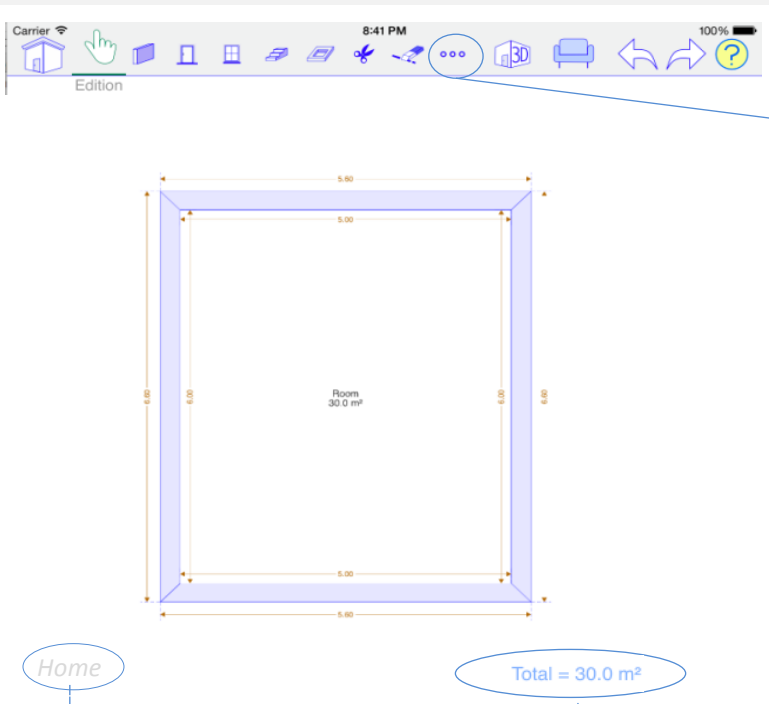


Plan 2D

Basic design principles

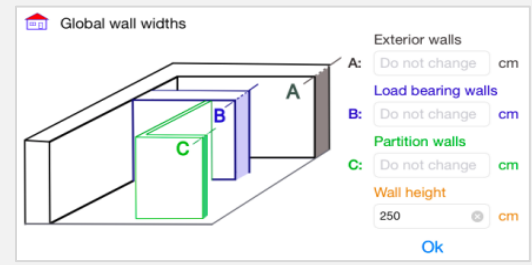
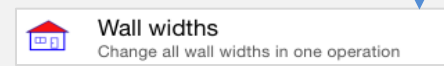
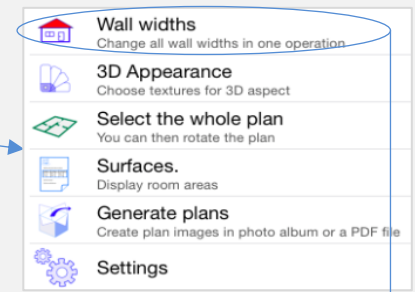


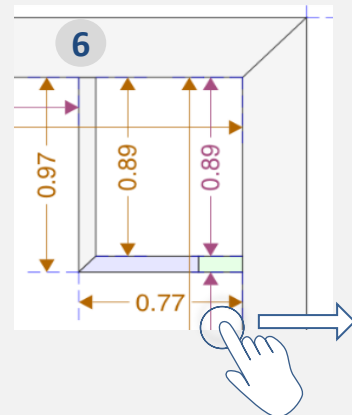
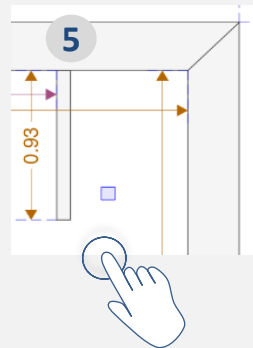
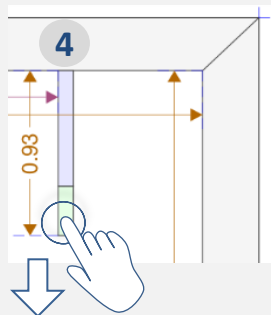
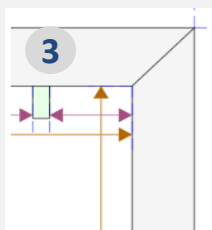
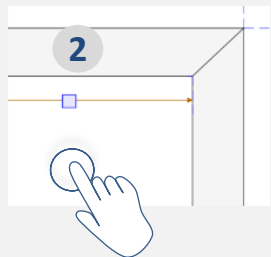
The exterior walls determine the edge of the building. Therefore, they cannot be **separated**, but can be **cuttable** to create the required shape.



Project name:

Interior surface information:

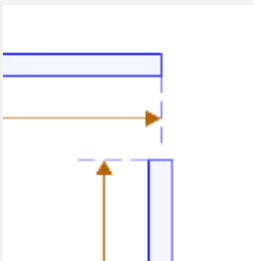
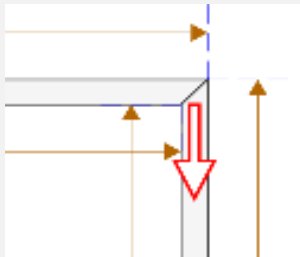




- 1 **Select** the “add wall” option
- 2 **Touch** the interior of the building to define the starting position
- 3 **Lift** your finger from the screen when the starting point of the wall is reached
- 4 **Touch** the screen, the wall will be created:
move your finger to determine the wall length, lift your finger when complete
- 5 **Touch** the screen in the same place to continue the wall, or elsewhere to create another new wall
- 6 **Repeat** steps 2 and 3



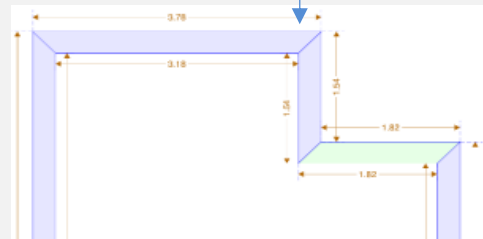
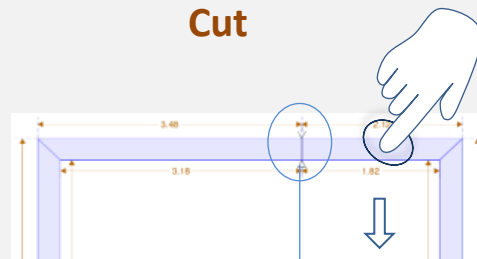
Detach



Only valid for interior walls

Or

Cut

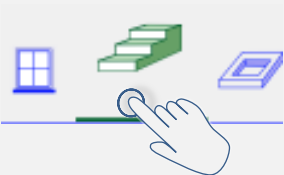


Valid for both interior and exterior walls

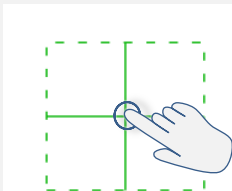
Info: the « Cut » can be used with other items
such as stairs, floor openings etc.



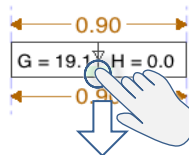
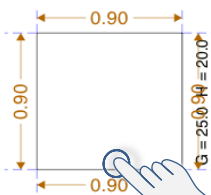
1



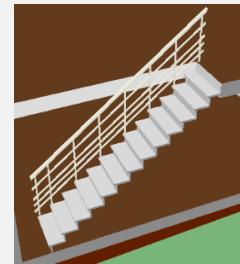
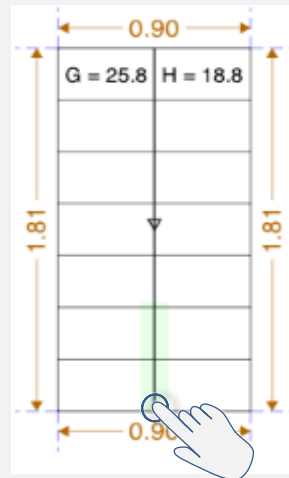
2



3



4



1

Select



2

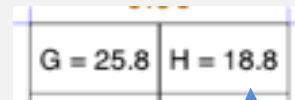
Touch the screen to position the green cross at the starting point, then lift your finger

Touch the screen to continue the staircase

3

Move your finger to determine the required staircase length, then lift your finger to complete the process

4



Rise height

Going: distance between two steps (edge of nosing to edge of nosing)

Note: Stairs height is automatically set to reach above level.



Plan 2D

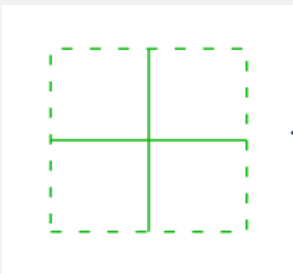


Adding a winder stairs

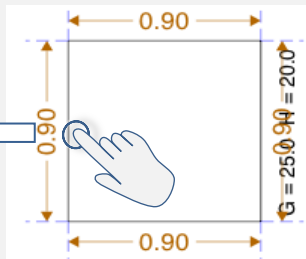


Solution A

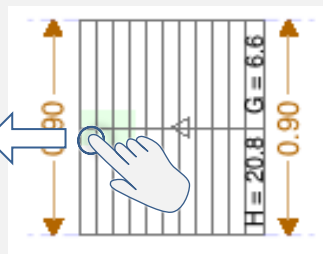
1



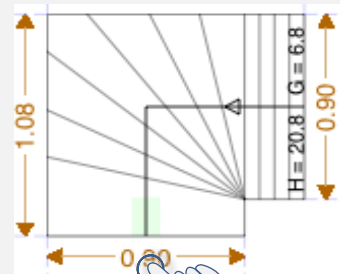
2



3



4



1

Select



2

Create a straight staircase

After lifting your finger, **touch** the screen in the **same place**

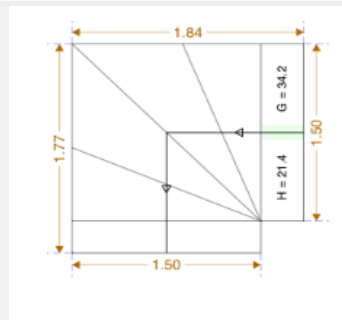
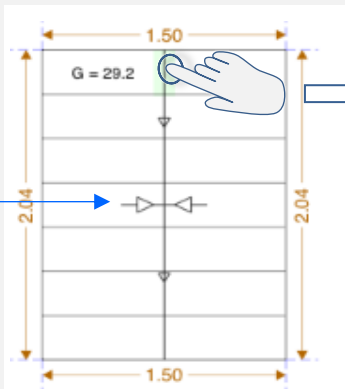
3

Move your finger to create the size of winder that is required, then **lift your finger**. Repeat if necessary.

4

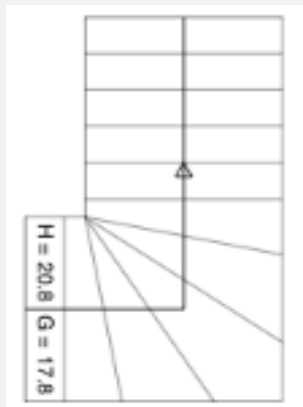
Solution B

cut

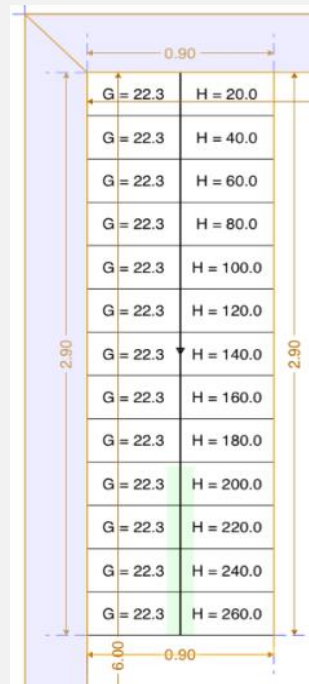
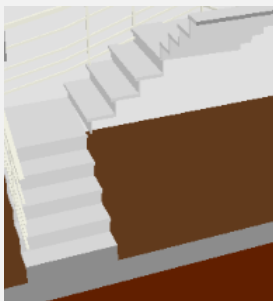
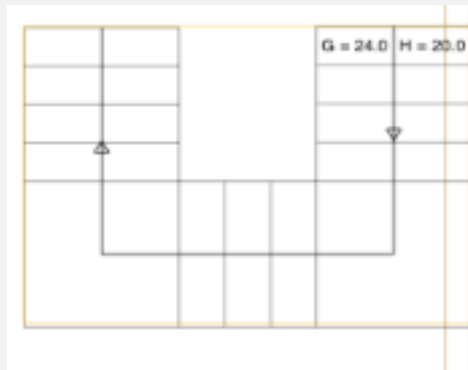




Winder



With landings



Zoom

Select the staircase

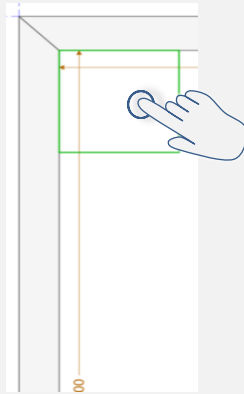
The values for all steps will be displayed



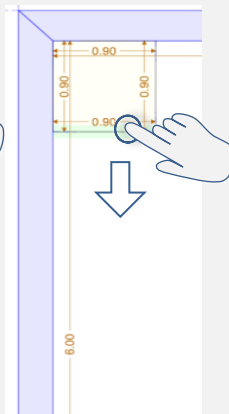
1



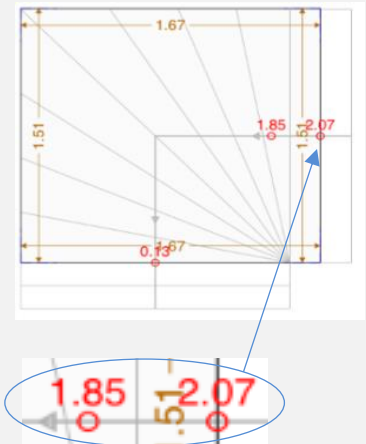
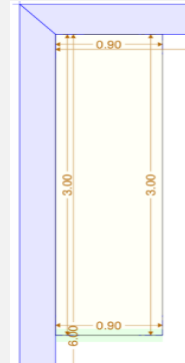
2



3



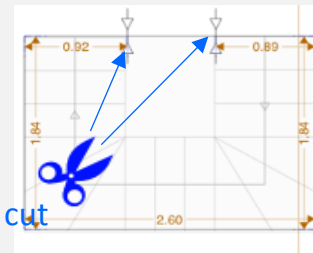
4



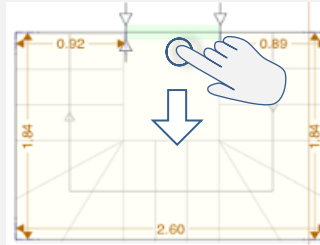
Height between the staircase step and the slab (in red if the previous step is limited)

Example floor opening cut out

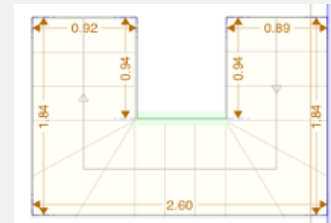
1

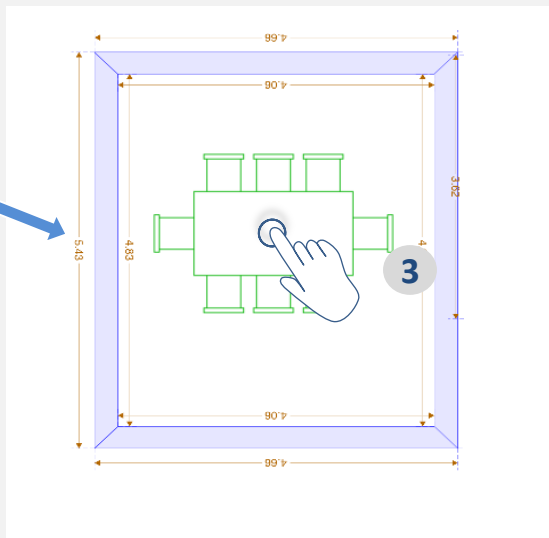
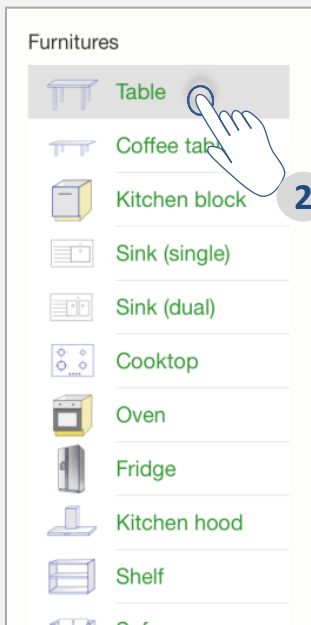
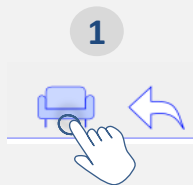


2



3

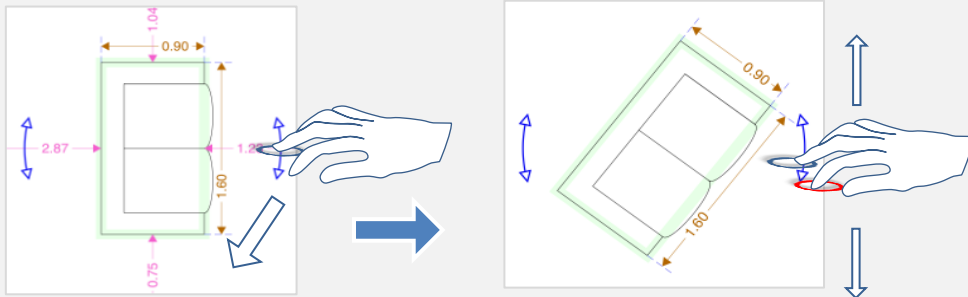
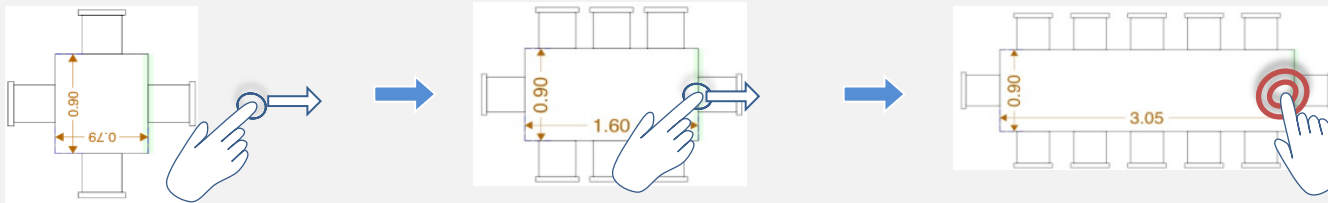




- 1 Open the furniture choice panel,
- 2 Tap the type of furniture you want to add,
- 3 Place your finger where you would like to position the furniture.

Furniture will automatically align itself with the nearest wall

Info: overlaying multiple items of furniture at different heights is possible



During rotation, you can put a second finger on the screen to temporarily translate the object,

Double Tap
to open the dialog box



Kitchen hood

Width cm

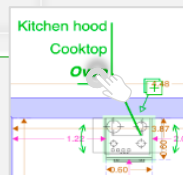
Depth cm

Height cm

Height from floor to bottom

cm

Ok

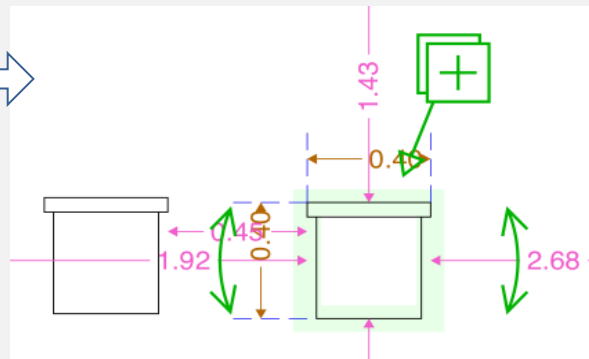
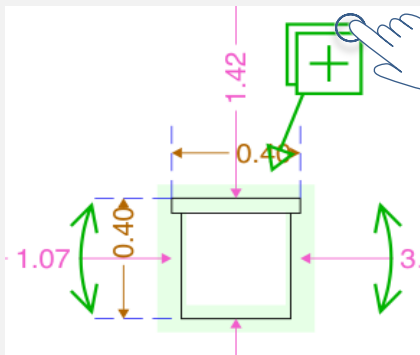
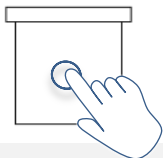


Tip: to resize furniture that has been placed on top of other furniture, you select items and move it

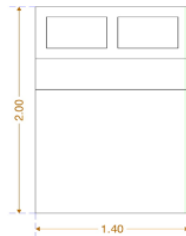
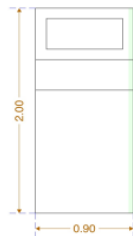
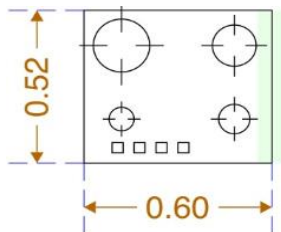
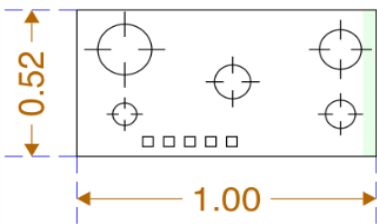
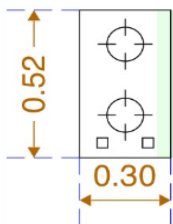


Plan 2D

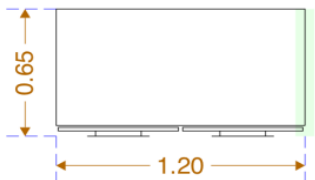
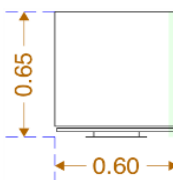
Duplicate furniture



Examples of automatic furniture modification



Kitchen block



Fridge

