3. Scanning & measuring rooms (LiDAR & AR)

Each room is measured one at a time and automatically joins onto your floor plan.

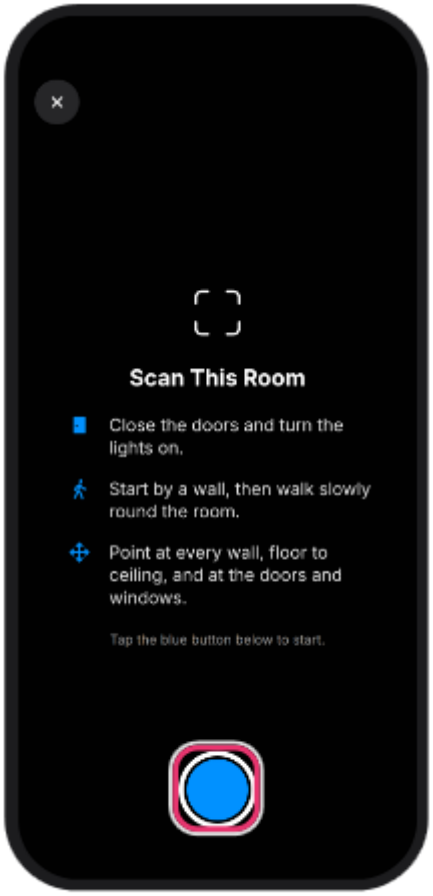
Tips for a clean scan

- **Close internal doors and turn on lights:** Open doors can cause LiDAR to merge two rooms into one
- **Ignore furniture:** Sofas, tables, and kitchen units are automatically filtered out—only walls, doors, windows, and radiators are sent to Heatpunk
- **Keep the phone held up between rooms:** Moving with the camera upright helps the app track your position so the next room snaps neatly beside the previous one

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Method A: Scanning with LiDAR

1. Stand close to a wall, point the phone at it, and tap the `round blue button` at the bottom.
2. Walk slowly around the perimeter (roughly one step per second), sweeping the camera from **floor to ceiling** across every wall, door, and window.
3. **Mark radiators (optional):** Tap directly on any radiator on your screen while scanning to place a marker on the nearest wall.
4. Once you have scanned all walls (and at least 3 walls are detected), tap the `round blue button` again to finish and open the Room Steps.



Scan This Room: the round blue button starts the scan

> **Warning:** Tapping `X` at the top left immediately ends the current scan without asking for confirmation, and the room you are scanning will not be saved.

Method B: Measuring with AR Measure

1. Move your phone slowly over the floor until the dotted grid appears.
2. Aim the centre ring at a floor corner and tap `Corner`. Repeat around the room, then aim back at the **first corner** and tap `Corner` again to close the room.
3. **Set Ceiling Height:** Switch to the `Height` tab, aim where a wall meets the ceiling above a corner, and tap `Set` (or tap `Same as last room`).
4. **Add Doors, Windows & Radiators:** Use the `Door`, `Window`, and `Radiator` tabs at the bottom to aim and tap opposite corners or edges for each opening or radiator.
5. Tap `Done` at the top right (use `Undo` at the top if you misplace a point).



AR Measure: aim the ring, then tap Corner

Moving between rooms & troubleshooting

- **Next room or floor:** After completing a room's steps, tap `Next Room` to keep scanning, or tap `More` > `Next Floor` when a floor is finished
- **Rescan or add a missed room:** Tap `...` > `Rescan Room` or `...` > `Add a Missed Room`

Expand the sections below for information on issues while scanning

What if the phone loses its place during a scan?

A phone call, screen lock, or switching to another app can cause the phone to lose track of its position. Your previously completed rooms remain saved, though the room you were actively scanning must be measured again.

1. **Find your place:** The screen displays a photo of where your last scan finished. Walk back there and point the camera at the walls of a room you already scanned until the phone buzzes and `Scan This Room` reappears.
2. **Or tap `Place by Hand`:** If the phone cannot re-lock onto a previous room, tap `Place by Hand` at the bottom and scan the room as normal.

3. **Drag the room into place:** After scanning, the floor plan opens so you can drag the room into position (it snaps automatically to surrounding walls). Use `Turn` to rotate it, or `Line Up Door` to align a shared doorway, then tap `Place` at the top right.

Common messages while scanning or measuring

LiDAR Scan messages:

- **"Your phone is hot. Give it a minute to cool down.":** Stop between rooms for a minute to let the device cool down, then carry on
- **"The phone is low on memory. Finish this room soon.":** Stop the current scan soon so the room saves properly
- **"This room is taking a while.":** Stop here and scan the remainder of the space as a separate room
- **"That scan is of a room already on this floor.":** Walk into the next unmeasured room before starting the scan
- **"The scan stopped." / "The phone lost its place." / "This scan got too big.":** Your previously completed rooms are saved—scan the current room again

AR Measure messages:

- **"Move your phone slowly over the floor":** The app has not detected the floor plane yet—keep moving the camera slowly
- **"Get closer / Aim at the floor":** Move nearer to the corner and angle the camera lower
- **"More light, or aim at something with a pattern":** Turn on more lights—plain, shiny floors are difficult for the camera to track
- **"That wall would cross another":** The corner was placed in the wrong spot—tap `Undo` and try again
- **"Point back at the last corner you placed":** The phone lost tracking—aim back at the previous corner to re-lock

Still Need Help?

Contact Support: If you've got further questions, get in touch with our support team at **help@heatpunk.co.uk** (UK) or **help@heatpunk.ie** (IE). *If you are experiencing a bug, to help us look into your issue faster, please include the email address of your account, the name of the project and screenshots of any unexpected behaviour.*

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