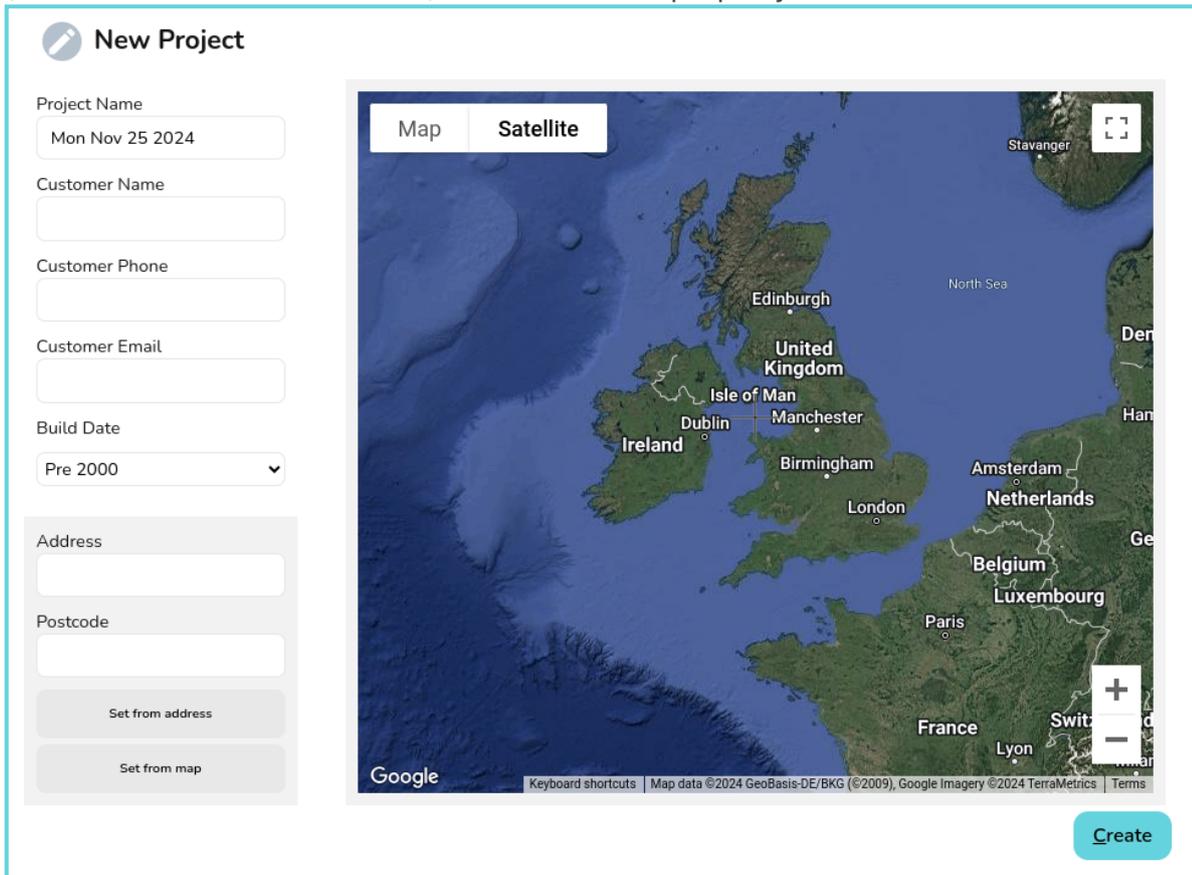


PRO: Importing floor plans

A step by step guide to the importing plans feature in Heatpunk.

This feature is only accessible with a Heatpunk Pro subscription.

1. Click 'New Project' to launch a project as standard, setting the customer details, build date (affects ventilation rates used) address for the property.



The screenshot shows the 'New Project' form in Heatpunk. The form is titled 'New Project' and includes the following fields:

- Project Name: Mon Nov 25 2024
- Customer Name: [Empty field]
- Customer Phone: [Empty field]
- Customer Email: [Empty field]
- Build Date: Pre 2000 (dropdown menu)
- Address: [Empty field]
- Postcode: [Empty field]

Below the address and postcode fields are two buttons: 'Set from address' and 'Set from map'. To the right of the form is a map of Europe, showing the United Kingdom, Ireland, France, Germany, and the Netherlands. The map is titled 'Map' and 'Satellite'. A 'Create' button is located at the bottom right of the map area.

2. Choose your material palette: select from your own user or team palettes, Heatpunk defaults or start from fresh with the blank project palette to set the construction type (u-values) for all the building elements.

Choose Your Palette

Manage Palettes

No Presets Blank project Start without palette	Heatpunk Building Regs 2022 - Limit New Dwellings 12 Materials	Team Team 1 19 Materials
User 06/11/24 25 Materials	User 1 31 Materials	User 13/08/24 24 Materials

3. Set default ceiling height and the floor name

Level Description

Fill out the details for this level. Add or edit the level name, and enter the default ceiling height.

Floor Name

Room Ceiling Height mm

4. Once at the start, on the building stage in the plans task, click on the 'Plan' Icon on the left hand side of the page:



5. Choose a PDF file to upload:

Upload Plan

Please upload the file containing the architectural plan you wish to take measurements from.

Once you're done, resize the reference length included to scale the image appropriately. To set a new scale, click the length pop up and enter your desired sizing.

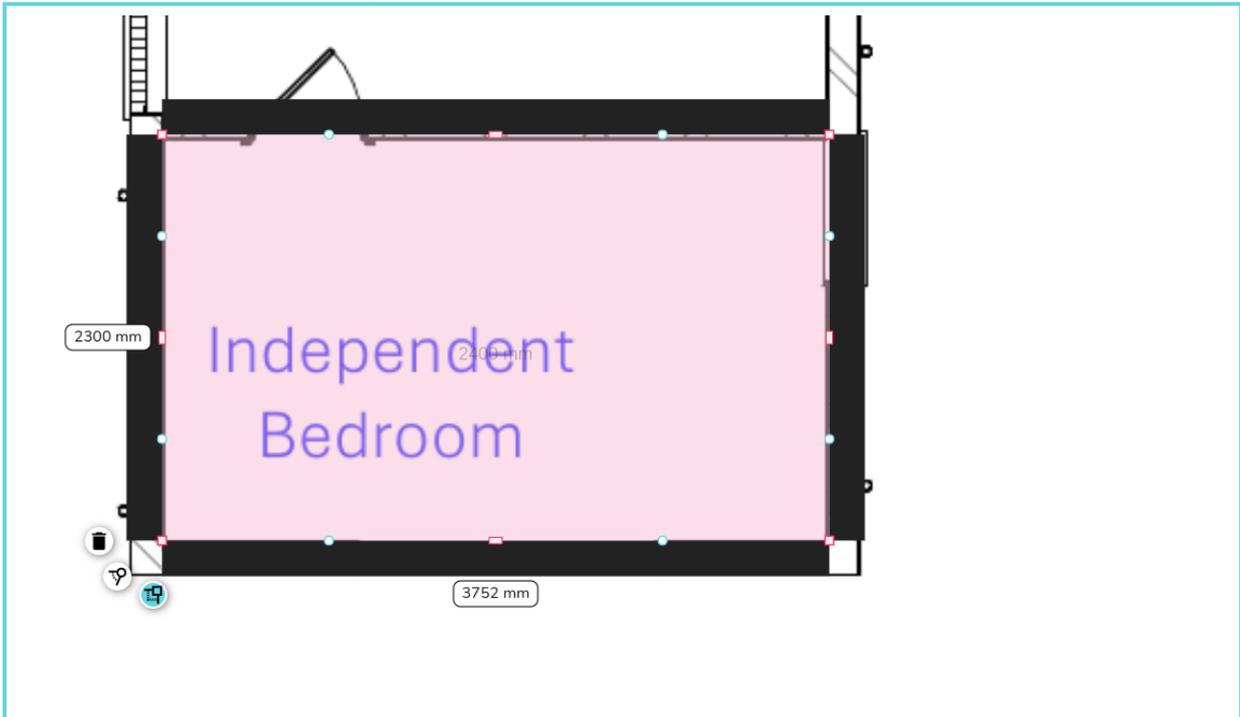
Files must be in .pdf format

File	Page Number
<input type="button" value="Choose file"/> No file chosen	<input type="text" value="1"/>

6. Use the purple reference length bar to set the scale: drag the reference length bar over to the plans scale or an object of known length. Set the size to match and then click on the dimension to enter the relevant value. Ex: below the scale represents 5m, I've set the purple ref length bar against it and set it's dimensions to 5m.



7. Start adding in the rooms: you can drag on your rooms as you normally would in Heatpunk, but now you can overlay them onto the background plans. Once you've aligned the walls will automatically scale to be the correct size.



- Continue adding rooms to build up your floor plans. Clicking to the side of rooms, or on walls will turn off the transparency and allow you to see the rooms as normal to select wall type, room type, etc. Clicking a holding for 2 sec on the room will turn it back to the transparent mode so you can see the plans behind again.



- Once you've done your ground level, you can add in a level above. When you add a new level, click the 'Plan' button to import the relevant PDF.
- Once your plan is uploaded you will need to align this with the rooms below. To do this, double click on the plans to select them, once selected you can move them. As you move the plans they will become transparent allowing you to see the outline of the rooms below. This should allow you to line up the plans correctly.
- Then it is just a case of checking your scale is still correct (if the two PDF's have the same scale it should already be correct), and then continuing to create your plans.
- Once you've finished, you can set wall types, room types, add windows, doors and existing rads before proceeding to the heat pump task.

Revision #5

Created 25 November 2024 10:07:06 by Angus Baker

Updated 17 June 2025 14:48:21 by Daisy