



## Viewing SoftPlan web3d

Once the model has been published, it can be explored on the web3d page SoftPlan created. The web3d page provides several display options and navigation controls for viewing both the exterior and interior of the model.

### Using the SoftPlan web3d Camera Controls







There are two modes for using the web3d camera controls: *Orbit House* (  ) and *Walk* (  ). *Orbit House* mode is used for orbiting the camera around the model to view the exterior of the house while *Walk* mode is used for moving the camera through the interior of the model at a preset height. Use the Mode bar in the top menu to switch between *Orbit House* mode and *Walk* mode.




#### Note:

When using the *Rooms* command to enter a room of the house, the model will switch to *Walk* mode automatically. When using the *Initial View* command or one of the *View Direction* commands to exit to the outside, the model will switch to *Orbit House* mode automatically.

#### Movement Buttons

Use the following movement commands on the web3d page screen to control the camera:

- *Walk Forward* – Hold the  button to walk the camera forward.
- *Walk Backward* – Hold the  button to walk the camera backward.
- *Turn Left* – Hold the  button to turn the camera left.
- *Turn Right* – Hold the  button to turn the camera right.
- *Elevation Up* – While in *Orbit House* mode, hold the  button to move the elevation of the camera up.
- *Elevation Down* – While in *Orbit House* mode, hold the  button to move the elevation of the camera down.

- **Tilt Up** – While in *Walk* mode, hold the  button to tilt the camera up.
- **Tilt Down** – While in *Walk* mode, hold the  button to tilt the camera down.
- **Initial View** – Click the  button to return the camera to its initial position. The initial position of the camera in the web3d viewer is roughly based on the position of the camera in SoftPlan at the time of publishing.

## Device Specific Options



If available, the orientation sensor in your phone or tablet can be used to control the direction you are looking.



If available, you can use a compatible virtual reality headset to enter a VR display of the model. Using Oculus devices, pushing forward on the joystick will walk you in the direction you are looking. Tapping left or right on the joystick will rotate your current view left or right. Use the A and B buttons or the X and Y buttons to exit the model. When VR functionality is enabled, a section of VR options becomes available in the web3d menu.

## Touch Screen Navigation

Use the following touch screen commands on your device to control the camera:

- **Walk Forward** – Use one finger in the center of the screen to walk the camera forward. Alternatively, you can spread two fingers apart from the center of the screen to walk forward.
- **Walk Backward** – Pinch two fingers together toward the center of the screen to walk the camera backward.
- **Turn Left** – Use one finger near the left side of the screen to turn the camera in that direction.
- **Turn Right** – Use one finger near the right side of the screen to turn the camera in that direction.
- **Elevation Up** – While in *Orbit House* mode, use one finger near the top of the screen to move the elevation of the camera up.
- **Elevation Down** – While in *Orbit House* mode, use one finger near the bottom of the screen to move the elevation of the camera down.

- ***Tilt Up*** – While in *Walk* mode, use one finger near the top of the screen to tilt the camera up.
- ***Tilt Down*** – While in *Walk* mode, use one finger near the bottom of the screen to tilt the camera down.

## PC Keyboard Navigation

Use the following keyboard commands on your PC to control the camera:

- ***Walk Forward*** – Hold the ↑ key to walk the camera forward.
- ***Walk Backward*** – Hold the ↓ key to walk the camera backward.
- ***Turn Left*** – Hold the ← key to turn the camera left.
- ***Turn Right*** – Hold the → key to turn the camera right.
- ***Elevation Up*** – While in *Orbit House* mode, hold the **SHIFT** key and the ↑ key to move the elevation of the camera up.
- ***Elevation Down*** – While in *Orbit House* mode, hold the **SHIFT** key and the ↓ key to move the elevation of the camera up.
- ***Tilt Up*** – While in *Walk* mode, hold the **SHIFT** key and the ↑ key to tilt the camera up.
- ***Tilt Down*** – While in *Walk* mode, hold the **SHIFT** key and the ↓ key to tilt the camera down.
- ***Walk Left*** – While in *Walk* mode, hold the **SHIFT** key and the ← key to walk the camera to the left.
- ***Walk Right*** – While in *Walk* mode, hold the **SHIFT** key and the → key to walk the camera to the right.




## PC Mouse Navigation

Use the following mouse commands on your PC to control the camera:

- ***Walk Forward*** – Move the mouse wheel forward to walk the camera forward.
- ***Walk Backward*** – Move the mouse wheel backward to walk the camera backward.
- ***Look Around*** – Hold the left mouse button and move the mouse to look around.

- ***Pan Left and Right*** – While in *Walk* mode, hold the right mouse button and move the mouse in the desired direction to pan the camera left and right.

## Other Commands

- ***VR*** – Click the  button to enable or disable VR functionality.
- ***Help*** – Click the  button to open a window of helpful instructions.
- ***Full Screen*** – Click the  button to enter and exit full screen.

## Using the SoftPlan web3d Menu

The SoftPlan web3d page provides a menu of quick commands and display options for viewing the model. Use this menu to enter rooms, play animations, change the appearance of the model, and more.

### View Direction

The ***View Direction*** section of the menu provides *Front*, *Back*, *Left*, and *Right* buttons for quickly changing the direction that the camera views the model's exterior.


### Rooms

The ***Rooms*** section of the menu provides buttons for quickly entering rooms of the model. Note that the rooms that are available to enter had to be selected for inclusion during the publishing process.

### Animations

The ***Animations*** section of the menu provides buttons for viewing various animations of the model that were created in SoftPlan. Note that the animations that are available to view had to be selected for inclusion during the publishing process.

### Note:

To stop an animation that is playing, press the  button in the top menu.

### Virtual Reality Options

If available, the ***Virtual Reality Options*** section of the menu provides options for controlling VR functionality in the web3d viewer.

- **Display On Screen** – If you have a PC-based VR system, enable this item to display the image in the VR headset on your PC monitor.
- **Use Native Scale** – Enable this item to use the native scale of your VR screen.
- **Quality Scale** – Use this item to control the visual quality of the web3d model in your VR system. A lower quality scale displays a grainier image but yields faster framerates while a higher quality scale displays a crisper image but yields slower framerates. PC-based VR systems can use a higher quality scale on larger models, but standalone VR systems might need to reduce the quality scale to create a better overall experience.

## Project Information

The **Project Information** section of the menu provides information such as the project’s name and model type.

## Display

The **Display** section of the menu provides display options for customizing the appearance of the model and the user’s viewing experience.

- **Walking Height** – Use this item to set the elevation of the camera while in *Walk* mode. As you “walk” through the model, the camera will reference this height.
- **Textures** – Use this item to specify if textures will appear on surface faces of the model.
- **Edges** – Use this item to specify if edges will appear on surface faces of the model.
- **Monochrome** – Use this item to specify if surface faces will only display as one color or multiple colors.