

▶ VIDEO EDITION

Premium 2016



Editorial



Dear ViSoft Premium user,

This year we ship our yearly Update earlier than usual. As always we have received a great amount of suggestions and improvement ideas from you. We thank you for your openness and the positive spirit in developing Visoft Premium.

The Update 2016 includes partly small, partly more extensive news and improvements.

Possibly the biggest news is our brand new Virtual Reality solution ViSoft VR. With the help of the ViSoft Live module you can now show your customer his project in 3D! More information about ViSoft VR on page 5.

Some of the other newly developed features that we'd like to point out in particular are the Automatic Exposure for Photo Tuning, the automatic Update Manager, Room Mirroring, the Help Tooltips as well as the possibility to import 3D-models from SketchUP.

I am looking forward to your feedback. Working together we can get a giant step closer to the ViSoft Premium you wish to have for your daily planning and customer presentation.

We wish you success and a lot of fun with the new Update 2016!

Handwritten signature of Rainer Nissler in blue ink.

Rainer Nissler,
Head of development and CEO of ViSoft GmbH
Email: rainer.nissler@visoft.de

Acknowledgment:

As always my thanks go out to our inventive, effective and actively contributing development team. Same goes for the tireless data integration team and the attentive testing team.

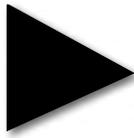
Content

News in Update Video Edition is very simple:

Within the content just click on the chapter which you are interested in and you will automatically jump to the selected page.

If you want to see an extended explanation of the function, click on the arrow and the selected ViSoft Premium video will start.

**Click on this arrow
on top of a page to
start the particular video**



New functions: Direct. Quick. Easy.

New Features	4
ViSoft VR	5
Photo Tuning Auto Exposure	8 ▶
Photo Tuning Queue	9
Update Manager	10 ▶
Update Manager / Auto Update	11
Update Manager / Restricted Tiles	12
Displacement Mapping	13
Pyramid-shaped roof	14
Output plan 'Ceiling'	15
Help tooltips	16
Room mirroring	17 ▶
Support expiration date	18
Editing the size of symbols	19
SketchUp Import	20 ▶
Additional Features	21
Watermark Photo Tunings	22
Adjust the summary table in Output	23
Placing borders in hollows	24
Sanitary objects and profiles saved from previous session	25
Placing of groups in 2D	26
Placing and modification of apertures in 3D	27
Better displaying of Wall working area	28
Customize the drawing style of walls and murals in 2D	29
Adjust logo position in Output	30
Material Library	31
Placing borders in 3D	32
Placing profiles in 3D	33
Quick rooms in Basket Browser	34
Adjust level of detail for sanitary objects in Output	35
Additional dimensions displayed when placing and editing objects in 2D	36
Visible sanitary during moving tiles	37

New Features



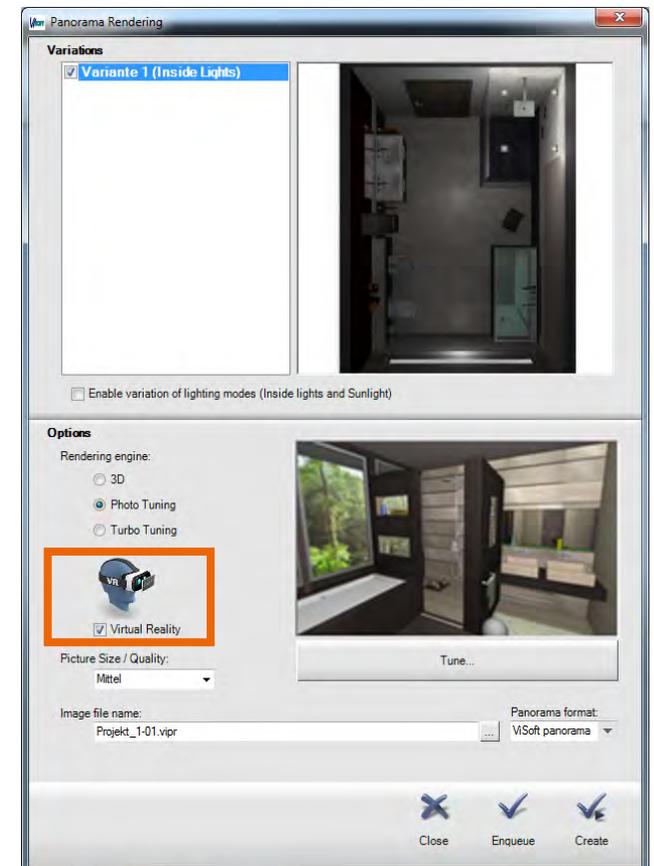
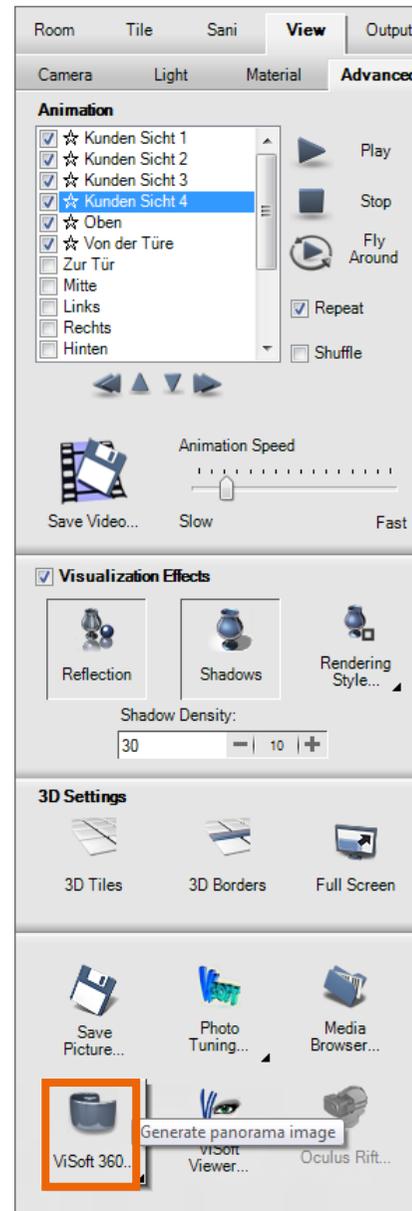
How do I use ViSoft VR-panoramas on my smartphone?

General instructions

With ViSoft Premium 2016 you can generate a Virtual Reality-Panorama from any project with the ViSoft Live module. Select "ViSoft 360 – Generate panorama image" in the "View", "Advanced" menu. Mark the checkbox "Virtual Reality" and select which rendering engine you would like to use. We recommend to use of Photo Tuning, of course you can use the ViSoft Premium real-time visualization also. Select the rendering quality and start rendering.

Digital multi-room solution or individual project presentation

The ViSoft VR-App applies to two different areas of application, therefore it will be provided with more functionality in the near future. On one hand, you can create a digital multi-room situation, which enables you to build your own 3D showroom. On the other, you can present your customer his individual project in an exclusive way. Both ways, we recommend to become familiar with the app and your VR glasses, so you can introduce your clients appropriately to this new technology.





Using your VR panoramas with Android devices

1. Download the ViSoft VR app from the Google Play Store. If the app is not displayed to you in the Play Store, your smartphone is not ready for Android 4.4, which is a minimum requirement to run the app.



The following smartphone models support Android 4.4 or higher:

- a. Samsung Galaxy S4 or higher
- b. Sony Xperia Z1 or higher
- c. LG G 2 or higher
- d. HTC One M7 or higher
- e. Huawei 6P or higher

2. Create your VR-panorama as described above and connect your Smartphone with your PC by cable.

3. Go into the “Media Browser” in ViSoft Premium, in the menu “View”, “Advanced”. Select your newly created VR-Panorama with a right click and select the option “Open containing folder”.

4. Copy your VR-Panorama on your Smartphone into the folder “Android/data/ com.visoft.visoftvr/files/Panoramas”.

5. By default, this folder contains a 3D-panorama called “default.vipr”. This project is the project that will be displayed first after you start the app. If you like, you can replace this project by a project of your own with the same name. One project in this folder has to be named “default.vipr”, otherwise only a grey background is displayed at program start.

6. Restart ViSoft VR. Your panorama is now ready to discover!

7. The Panorama database of ViSoft VR is dynamically filled with projects from our ViSoft 360-cloud. If you want to avoid that, in order to show only your own projects, please switch your phone to flight mode.



Using your VR panoramas with iPhones – available from mid-June

1. Download the ViSoft VR app from Apples App Store. If the app is not displayed to you in the App Store, your iPhone is not ready for iOS 8.0, which is a minimum requirement to run the app. Therefore you need the iPhone 4S or higher.



2. Create your VR-panorama as described above. Connect your iPhone with your PC or Mac by cable and start iTunes.

3. Open your iPhone in iTunes and select the menu option „Apps“.

4. Scroll down to the “File Sharing” section. Select ViSoft VR from the list.

5. Select the “Panoramas” folder in the list of ViSoft VR Documents and click the “Save to...” button. Select a folder where you want to store this folder on your PC or Mac.

6. Navigate to that folder with the Finder (explorer) and open the “Panoramas” folder. Add your own panorama to this folder.

8. By default, this folder contains a 3D-panorama called “default.vipr”. This project is the project first displayed after the program start. If you like, you can replace this project with a project of your own with the same name. One project in this folder has to be named „default.vipr“, otherwise only a grey background is displayed at program start.

9. Return to iTunes and click the „Add...”-button. Select the Panoramas folder and click „Add“

10. Restart ViSoft VR. Your panorama is now ready to discover!

11. The Panorama database of ViSoft VR is dynamically filled with projects from our ViSoft 360-cloud. If you want to avoid that, in order to show only your own projects, please switch your phone to flight mode.

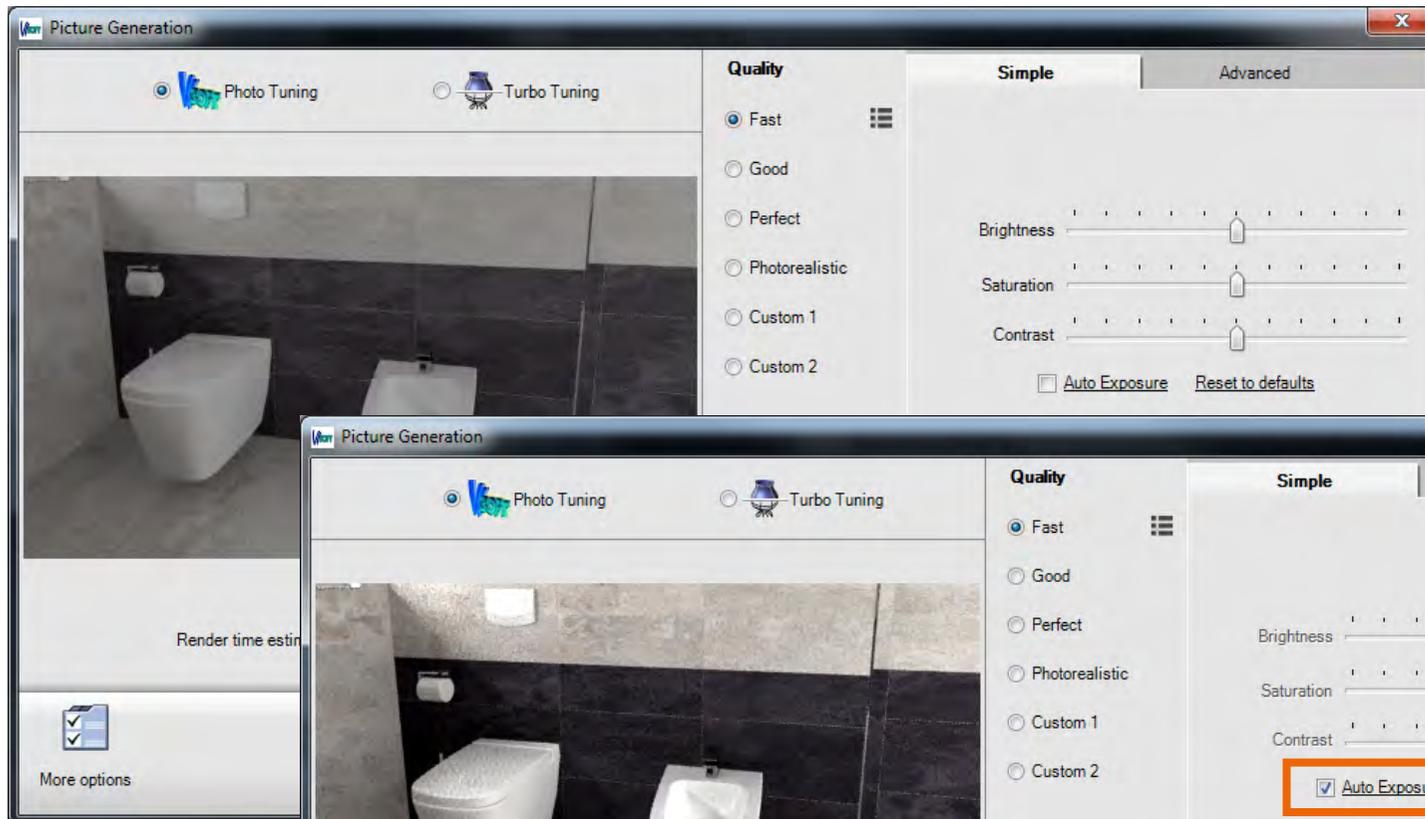
About the ViSoft VR-App:

Should you have any questions concerning functionality or future developments please contact our hotline:

+49 7031/4916599 or support@visoft.de

Photo Tuning Auto Exposure

VIDEO



This function automatically improves the quality of pictures by correcting contrast, light, shadows and highlights.

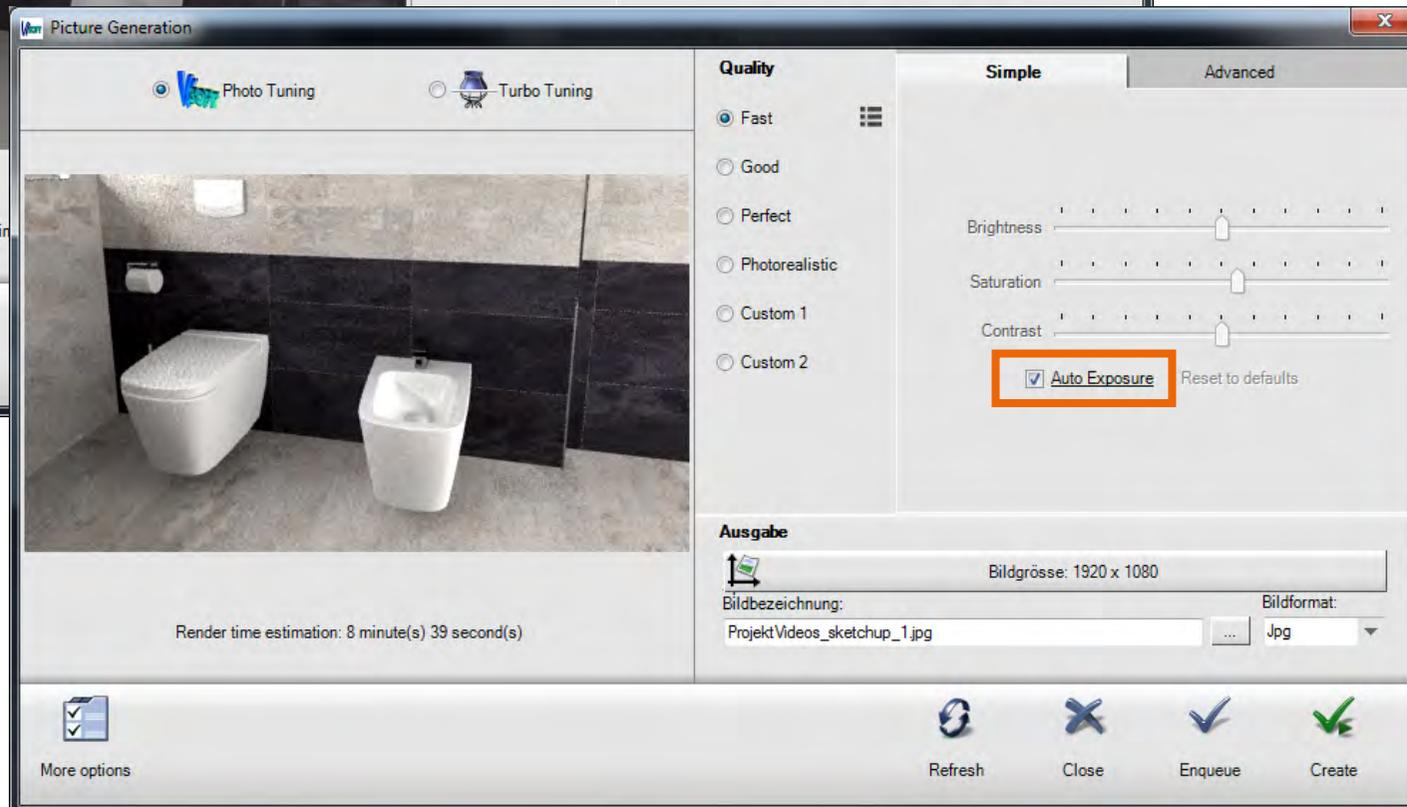
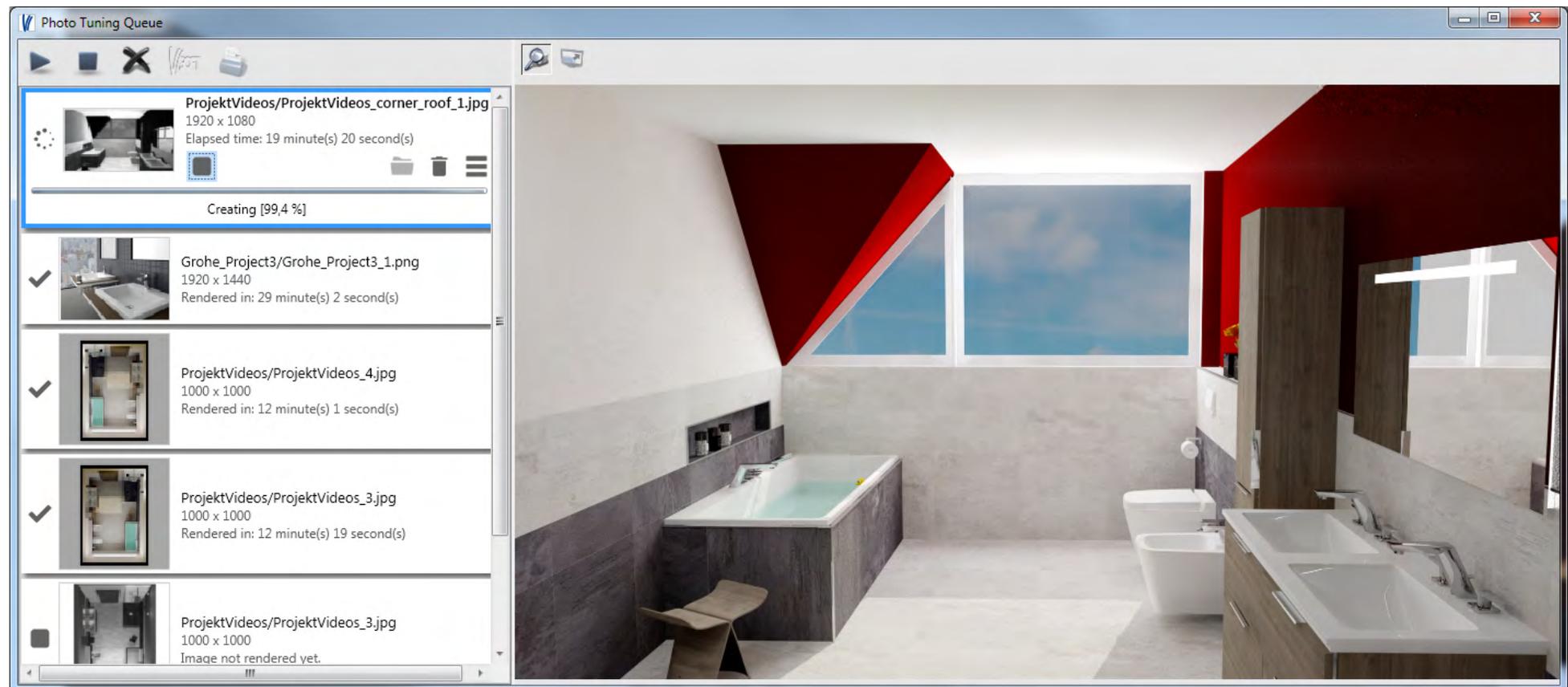


Photo Tuning Queue

The list of rendering tasks was moved to the left, preview pictures were added. The newest task is on top of the list. Tasks can be selected and deselected by checking the box in front of the task. They can also be sorted by drag and drop.

Other functions like 'Create', 'Stop', 'Pause', 'Delete' and 'Open containing folder' are available for the active task which is marked with a blue box. To see more functions, use the context menu or click on the button 'More Actions'. Move the mouse over the task to see the tooltip with additional information about the image.

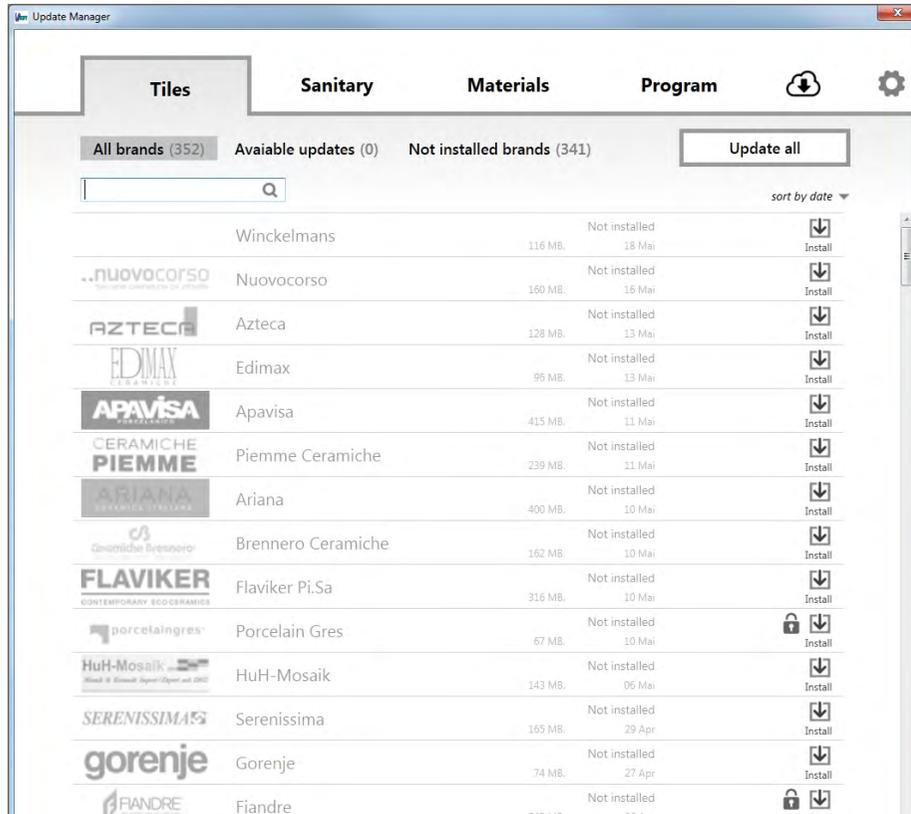


Update Manager

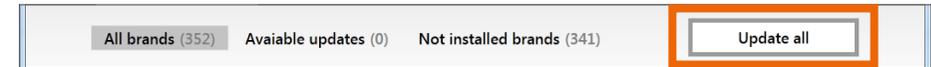
VIDEO



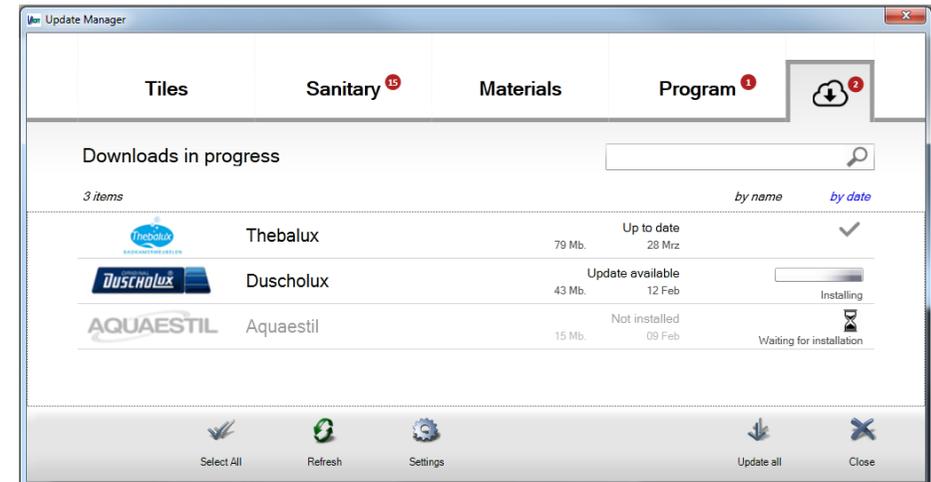
We highly improved the database manager – update your tiles, sanitary and material database with ease and just as you need it.



You can update all databases by selecting 'Update all'.



Selected updates will be shown in 'Current Tasks' tab.



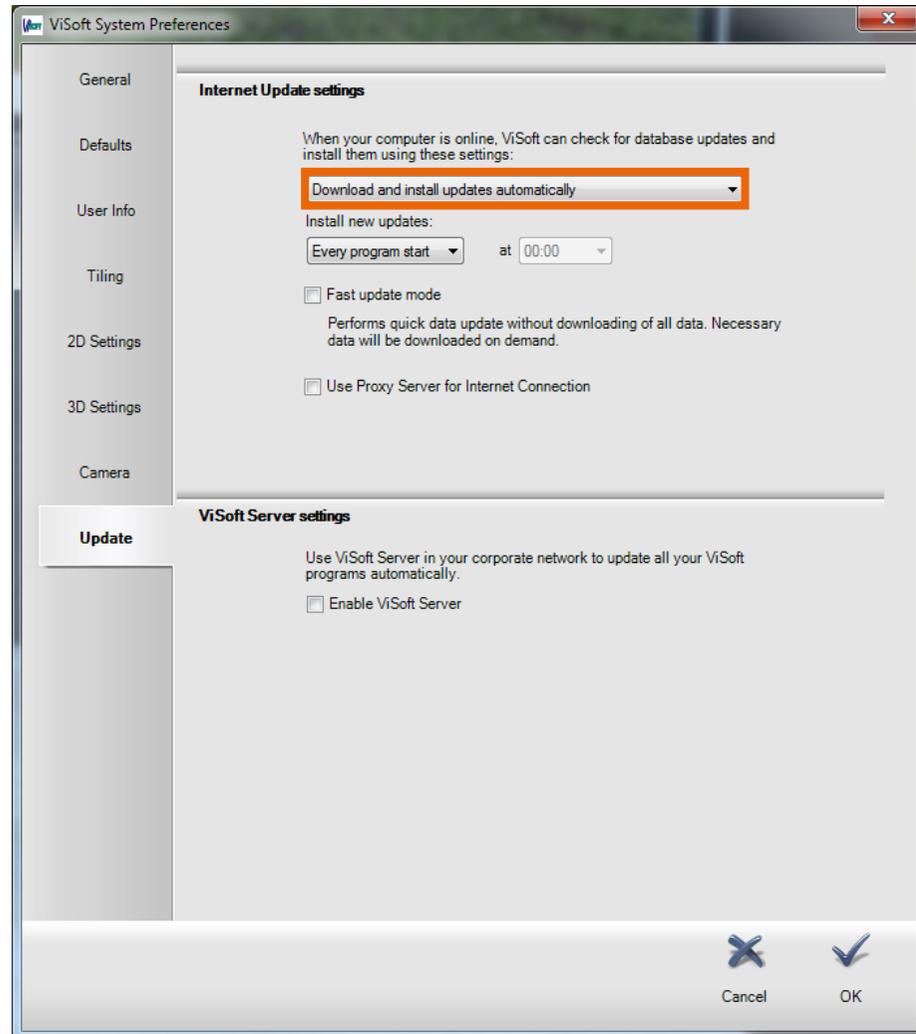
10



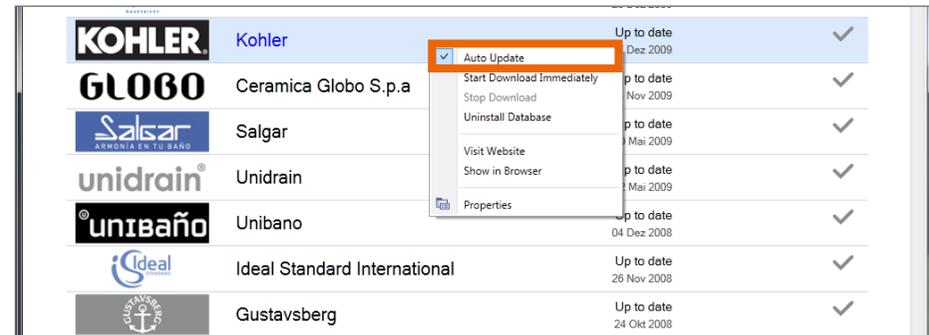
Click on the icons **Update** or **Install** for your preferred manufacturer and it will be installed or updated, just after restarting ViSoft Premium or your PC.

Update Manager / Auto Update

If you prefer to update all data as soon as they are available, check "Auto Update" in the ViSoft Premium System Preferences. You can also set a specific time when updates should be downloaded and installed on a regular basis.



A right click in the Update Manager selects single manufacturers for the „Auto Update“.



Update Manager / Restricted Tiles

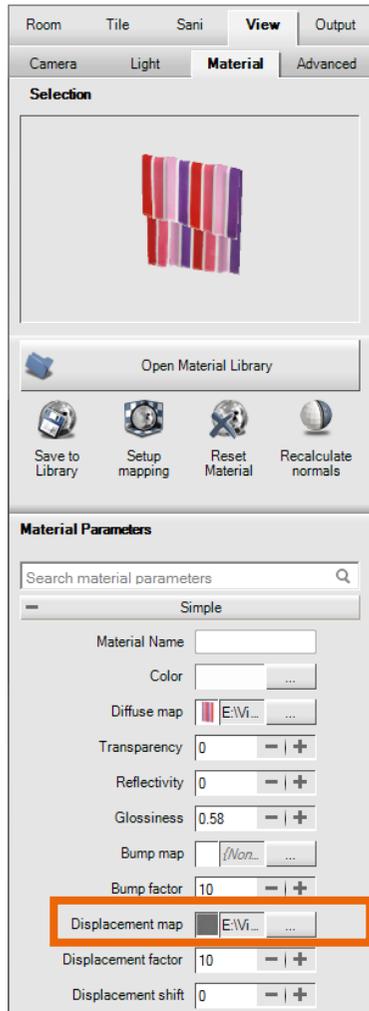
We list now new data of restricted tile manufacturers in the Update Manager. They are available for download after the manufacturer gave you the permission.

The screenshot shows the 'Update Manager' application window. The 'Tiles' tab is selected, showing a list of tile manufacturers. The interface includes a search bar, a 'sort by date' dropdown, and an 'Update all' button. The list of manufacturers is as follows:

Brand	Status	Size	Last Update	Action
Brennero Ceramiche	Not installed	162 MB.	10 Mai	Install
Flaviker Pi.Sa	Not installed	316 MB.	10 Mai	Install
Porcelain Gres	Not installed	67 MB.	10 Mai	Install (Restricted)
HuH-Mosaik	Not installed	143 MB.	06 Mai	Install
Serenissima	Not installed	165 MB.	29 Apr	Install
Gorenje	Not installed	74 MB.	27 Apr	Install
Fiandre	Not installed	249 MB.	26 Apr	Install (Restricted)
Grazia Ceramiche	Not installed	62 MB.	26 Apr	Install
Vives	Not installed	1157 MB.	26 Apr	Install

Displacement Mapping

Displacement mapping allows you to create additional 3-dimensional details on any surface in order to make your images more realistic. You will find the according details in the View/Material/Material Parameters menu.



You can also add a displacement map to Custom Objects and Tiles in their properties.

Please be aware of the fact that using displacement effects comes with an increased rendering time.

Please note that this feature is available only for the 64-bit version of ViSoft.

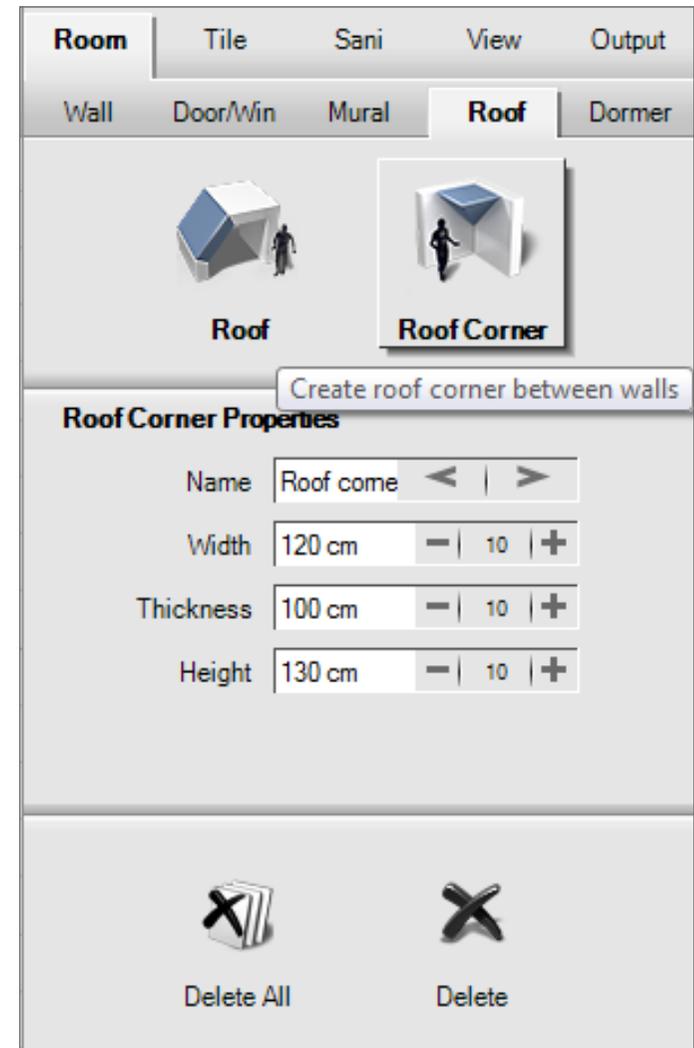


Pyramid-shaped roof

You can now add pyramid-shaped roof constructions to your project.

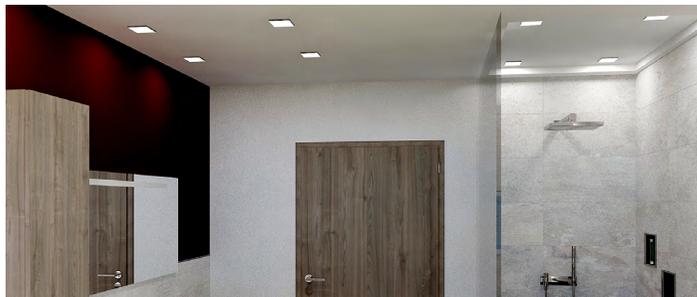
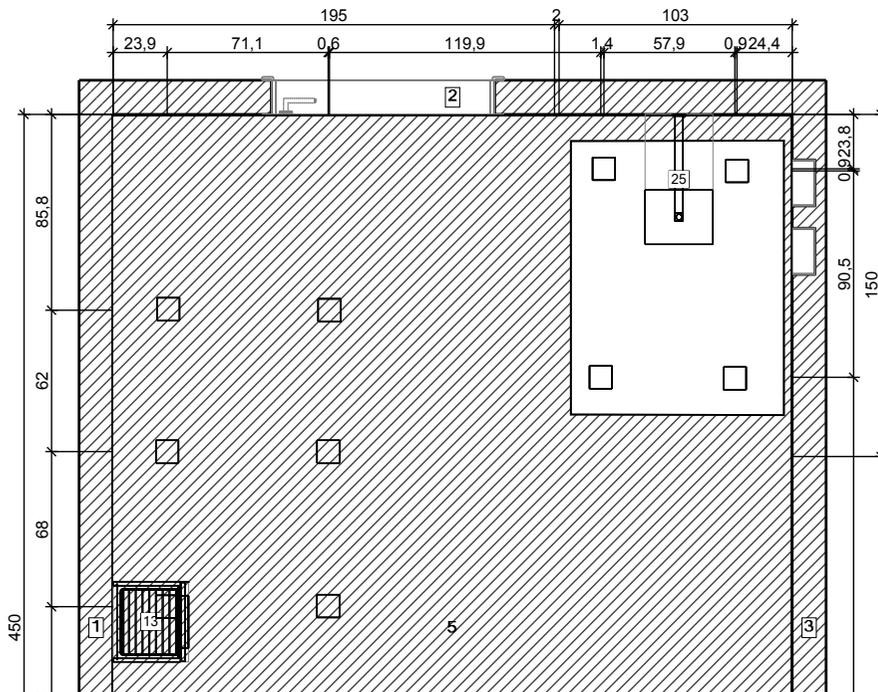


You can place it by using the 'Roof Corner' button in the 'Roof' menu.

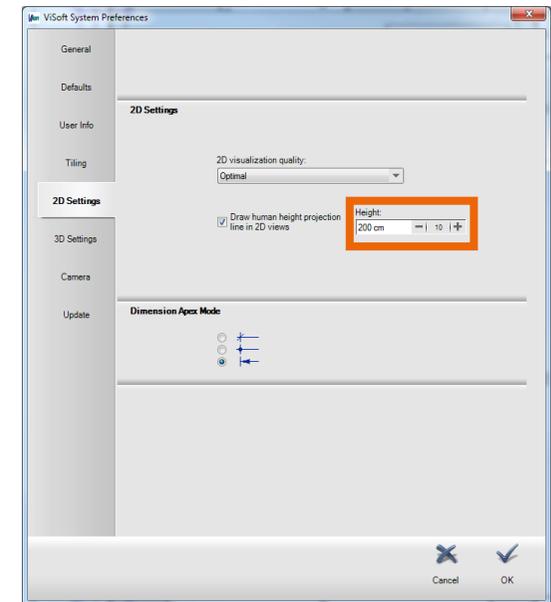


Output plan 'Ceiling'

The output plan 'Ceiling' shows the structural design of the ceiling. It can also be used as a light plan and can automatically be dimensioned.

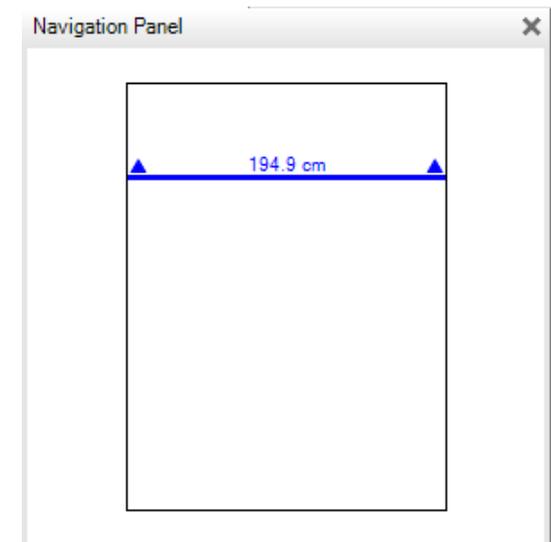


Objects will be displayed on the Ceiling plan if they are mounted above the height defined in the 'System Preferences/2D Settings'.



15

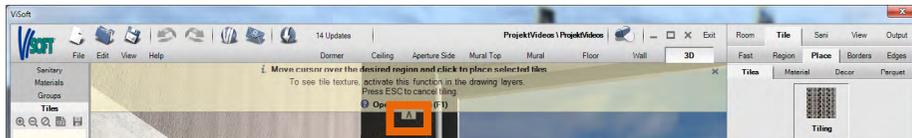
In your Navigation Panel you can also adjust this height by moving the elevation line. Objects will appear or disappear depending on which height you choose. Enter a precise height by clicking on the displayed value.



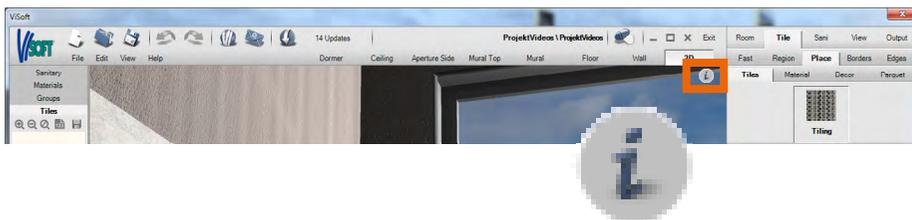
Help tooltips

With this update we introduce help and tips suggesting your next step to finish the current task. The hint that is shown is triggered by the tool you are using at the time. You can show more information or open the Help File, which is always available by pressing the 'F1' button.

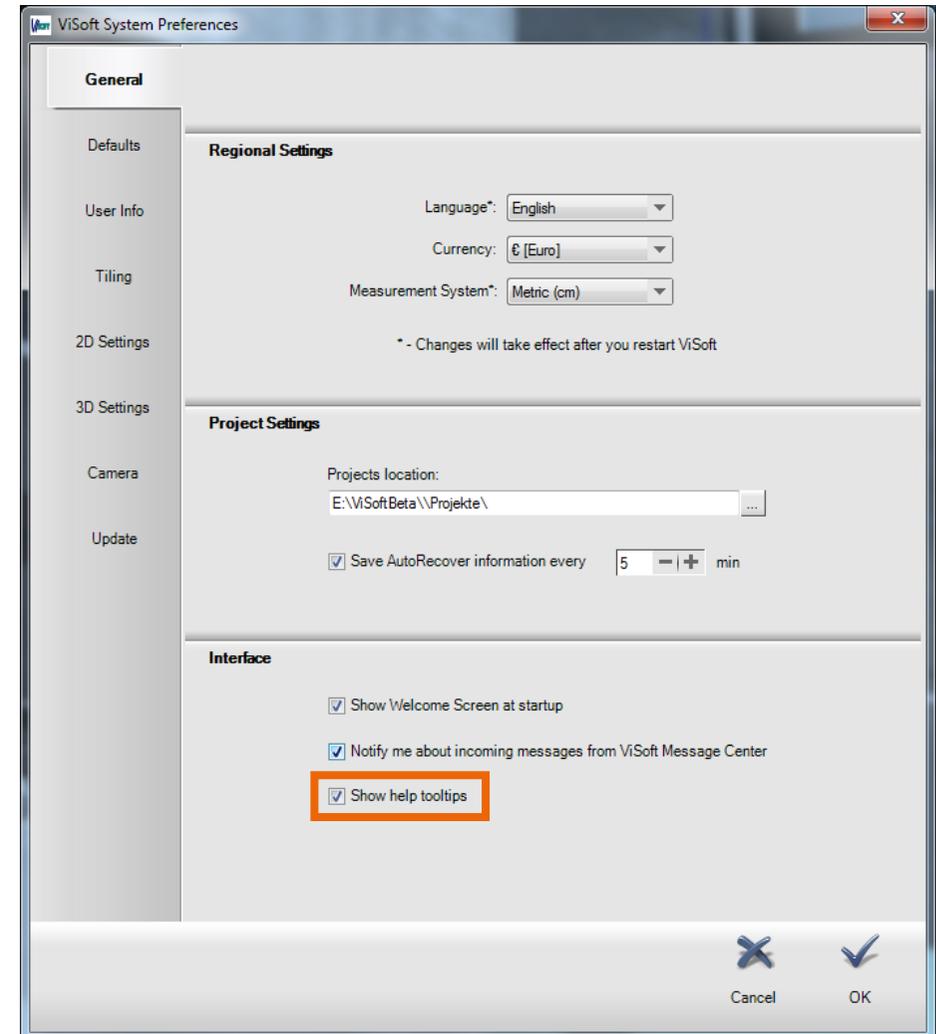
Show/hide extended tip by clicking on the arrow button.



After closing the tip with the cross button in the top right corner, you can always show the help and tips again with the info button.



If you feel that you don't need the help and tips, you can disable them completely in the system preferences at the end of the general settings.

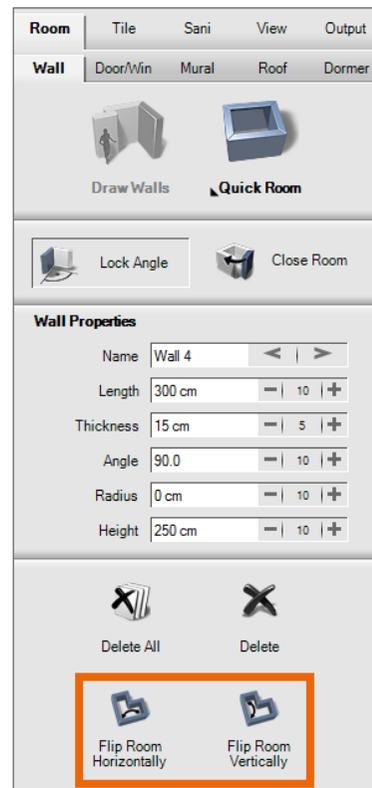


Room mirroring

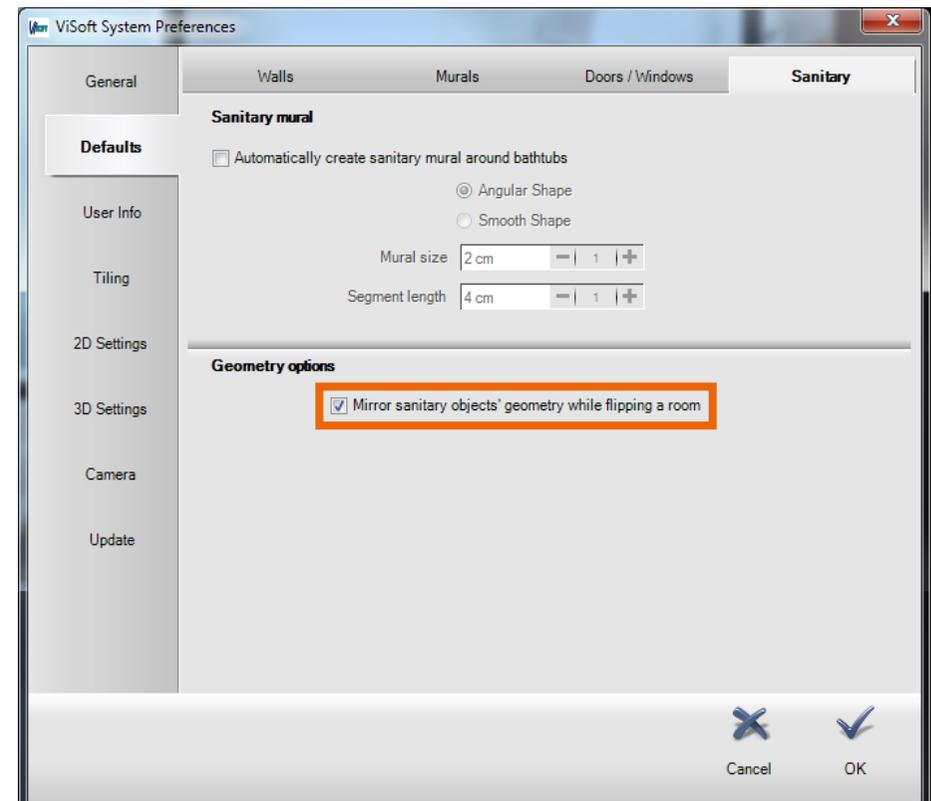
VIDEO



Mirror any room with a single click. Use the buttons 'Flip Horizontally' or 'Flip Vertically' to mirror the room. Save your project first if you want to keep the original layout.

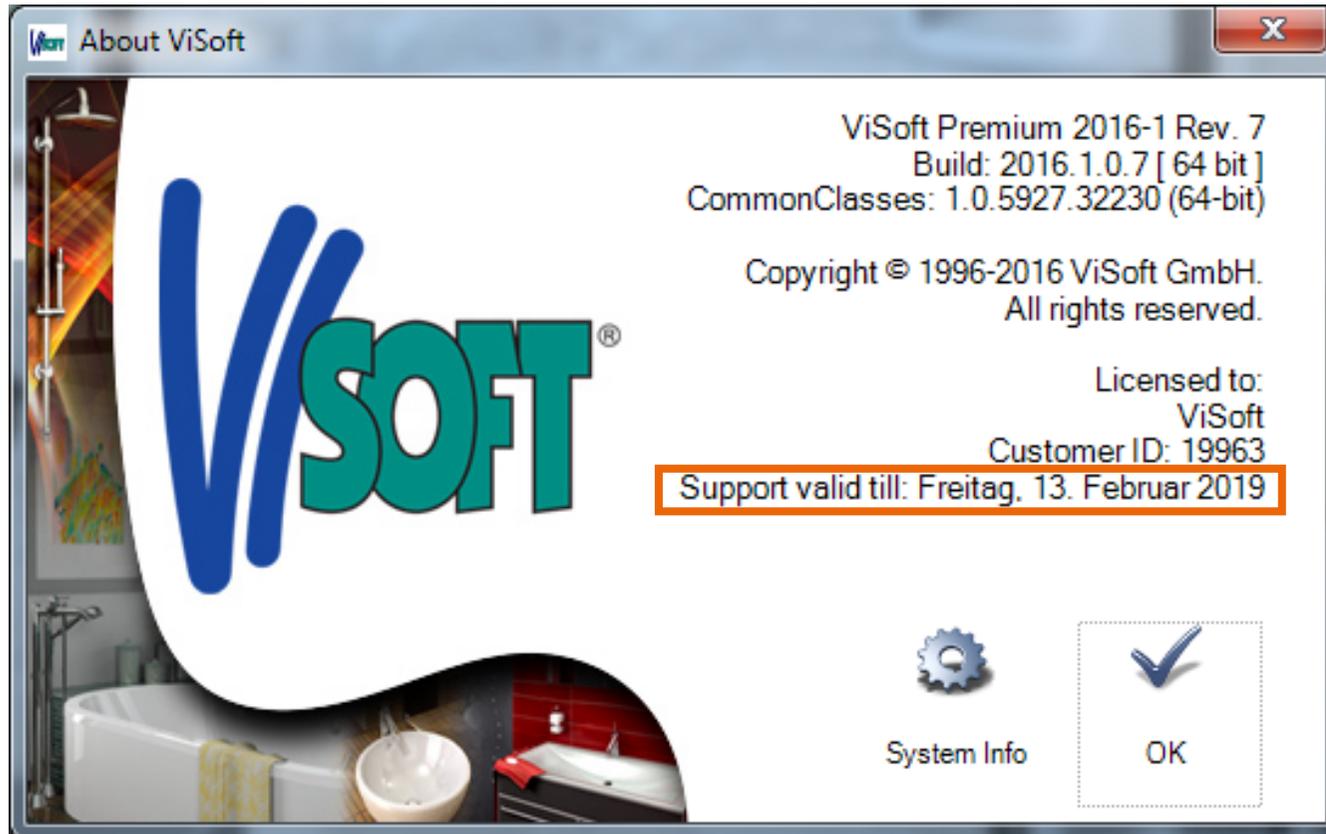


In order not to interfere with the right order numbers, by default sanitary objects are not mirrored. So ViSoft Premium does not create objects that do not exist in reality. To enable mirroring these objects too, check this option in System Preferences/ Defaults/Sanitary/Geometry options.



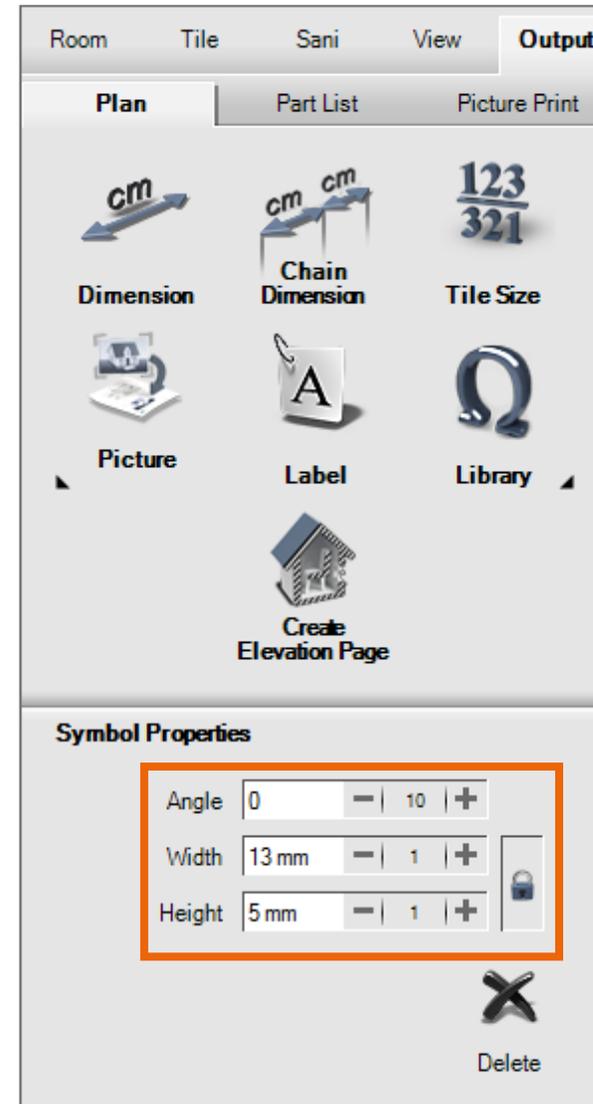
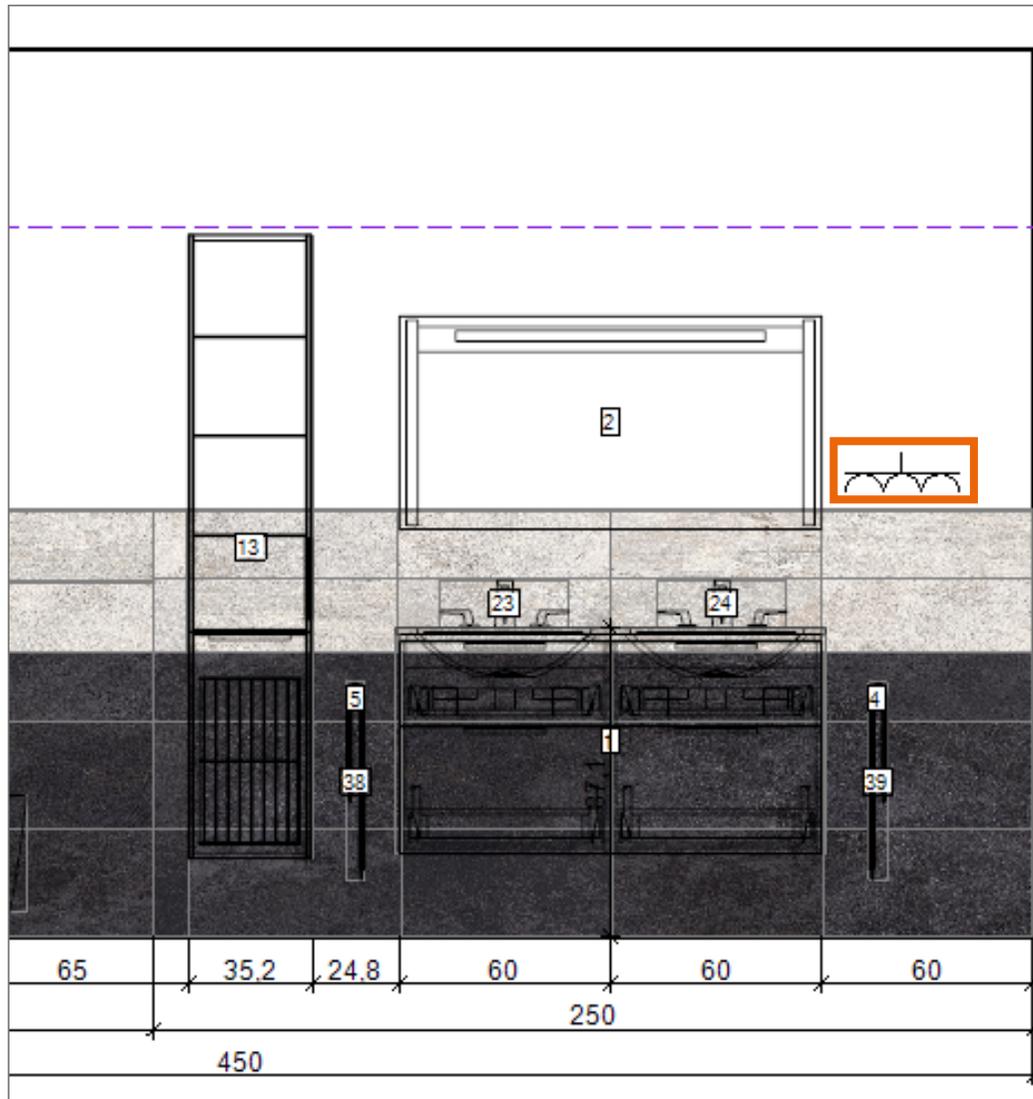
Support expiration date

Find your support expiration date after clicking the "About..." button in the "Help" menu.



Editing the size of symbols

Adjust the size of symbols in your output plans. Just change the values of width/height in the 'Symbol Properties'.

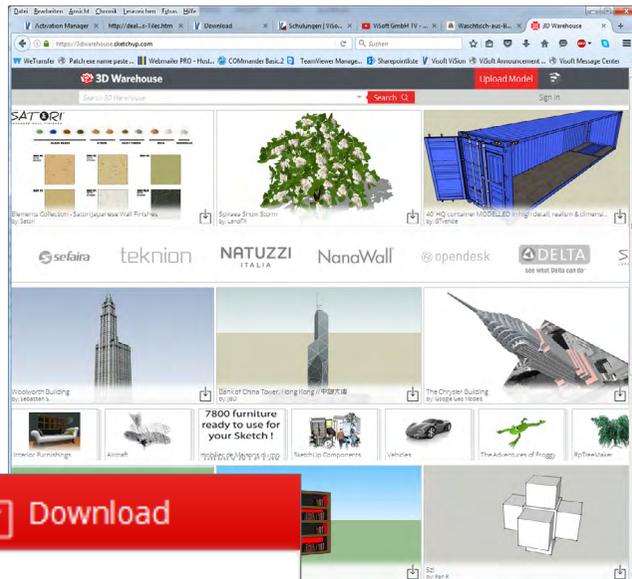


SketchUp Import

VIDEO



You can now profit from all the possibilities of 3D Warehouse - the world's biggest free 3D objects online library: 3dwarehouse.sketchup.com.



Download

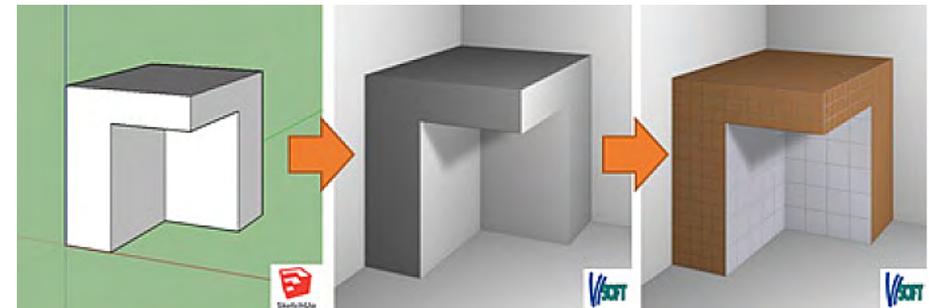
- SketchUp 2015 Model (274.3 kB)
- SketchUp 2014 Model (274.3 kB)
- SketchUp 2013 Model (274.2 kB)
- SketchUp 8 Model (274.2 kB)
- Collada File (68.9 kB)

Just download a file and put it into ViSoft Premium by drag and drop.

You can also download .skp files and import them. Do this by using the path "File/Import/Import 3D object" or the button "Import 3D object" in the sanitary menu.

SketchUp applications are available to create your own 3D elements and constructions.

In ViSoft Premium you can use the option 'Convert into mural' in the object's context menu to tile and texture imported model's surfaces in the same way as the built-in ViSoft construction elements.



20

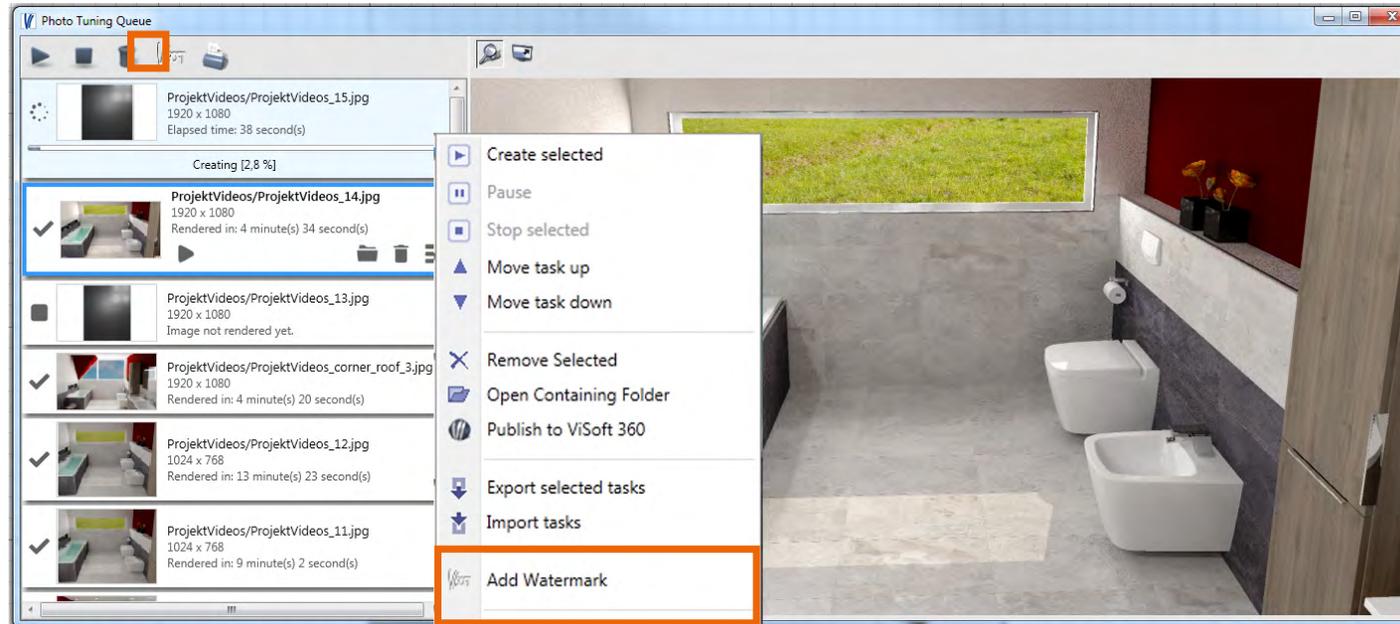


- Grouping
- Save to Library...
- Divide into parts
- Convert into mural**

Additional Features

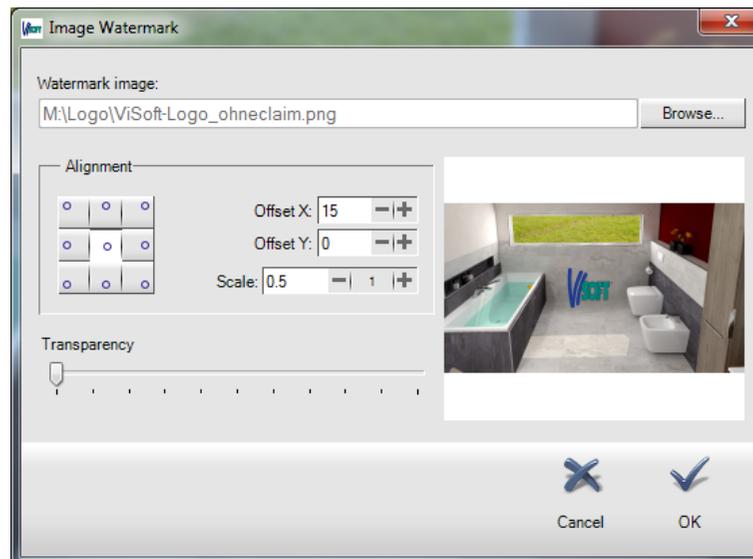


Watermark Photo Tunings



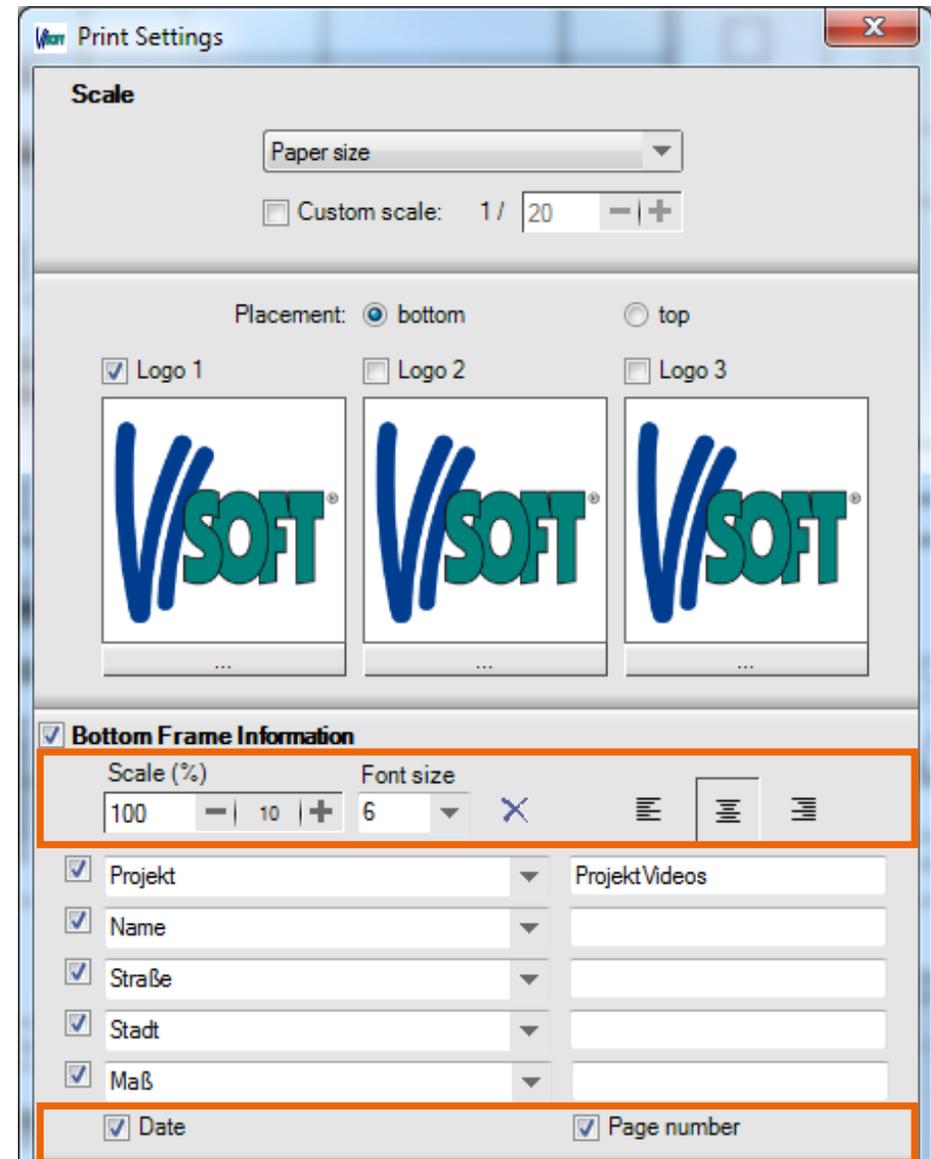
You can now add a watermark to Photo Tunings. This can be done in the Photo Tuning queue dialogue. Click the button "Add Watermark" and browse for your logo. Then select the area where you want to place the watermark.

22



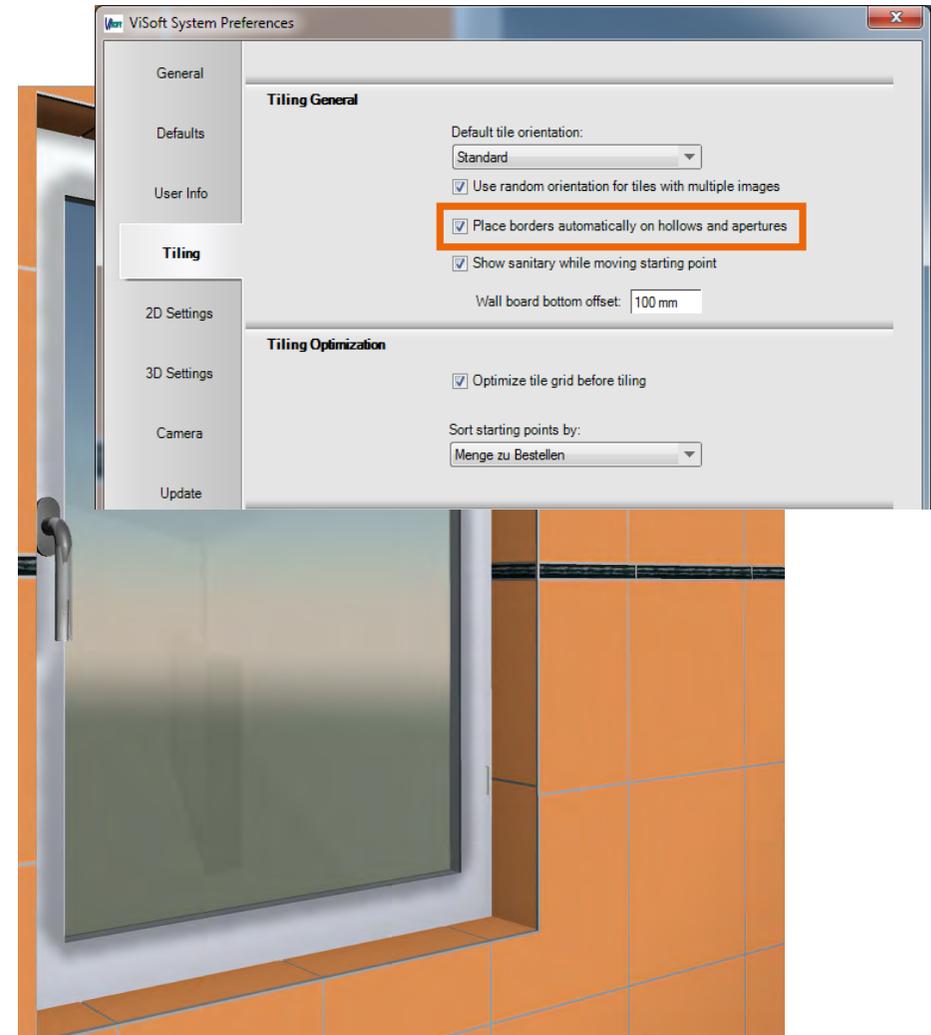
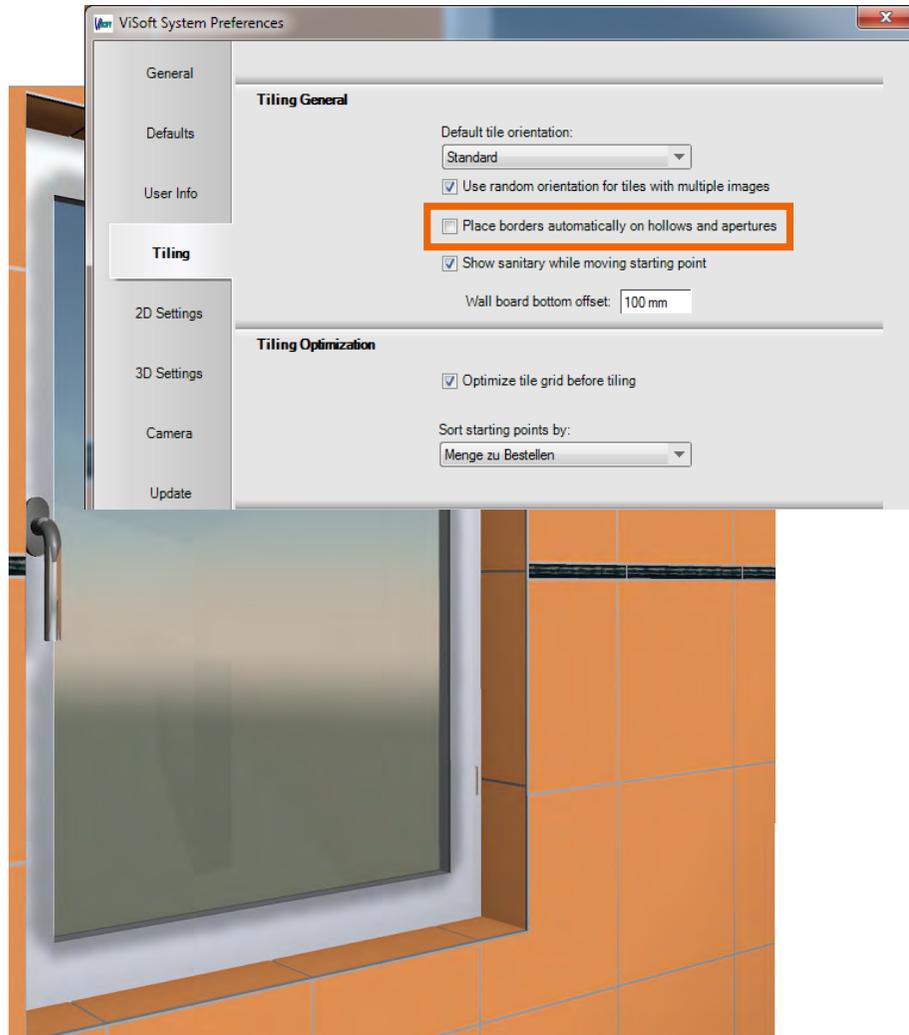
Adjust the summary table in Output

You can now adjust the summary table of your project. Adjust the scale, font size and position of the summary table according to your preferences. Additionally, you can also add the date and page number to your output plans.



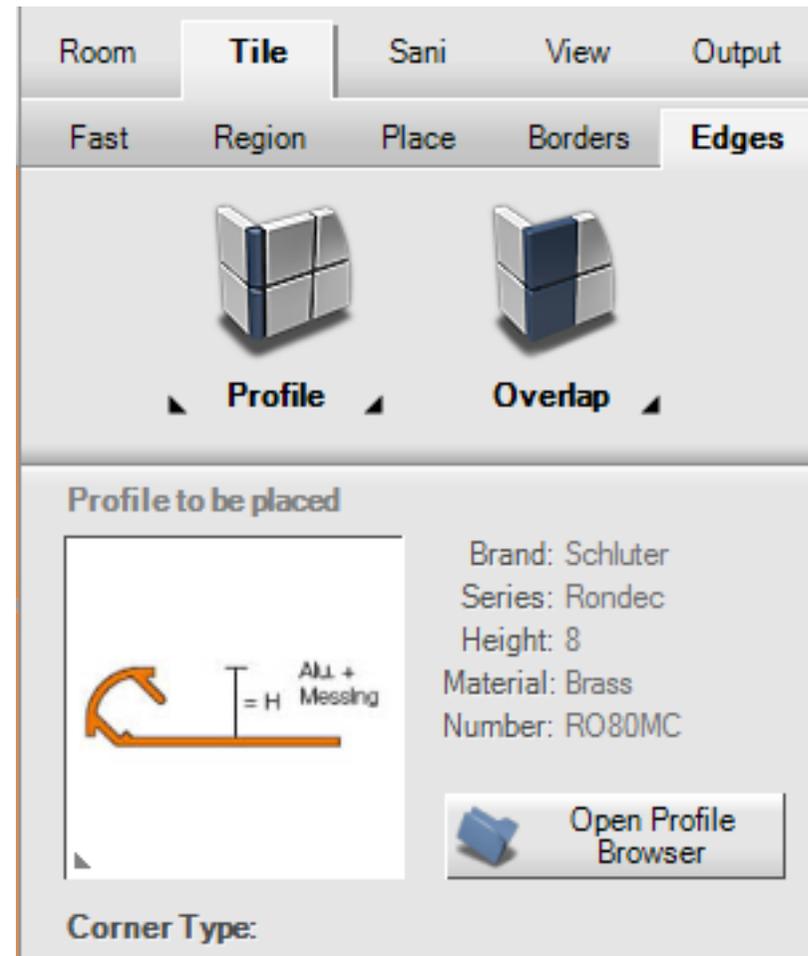
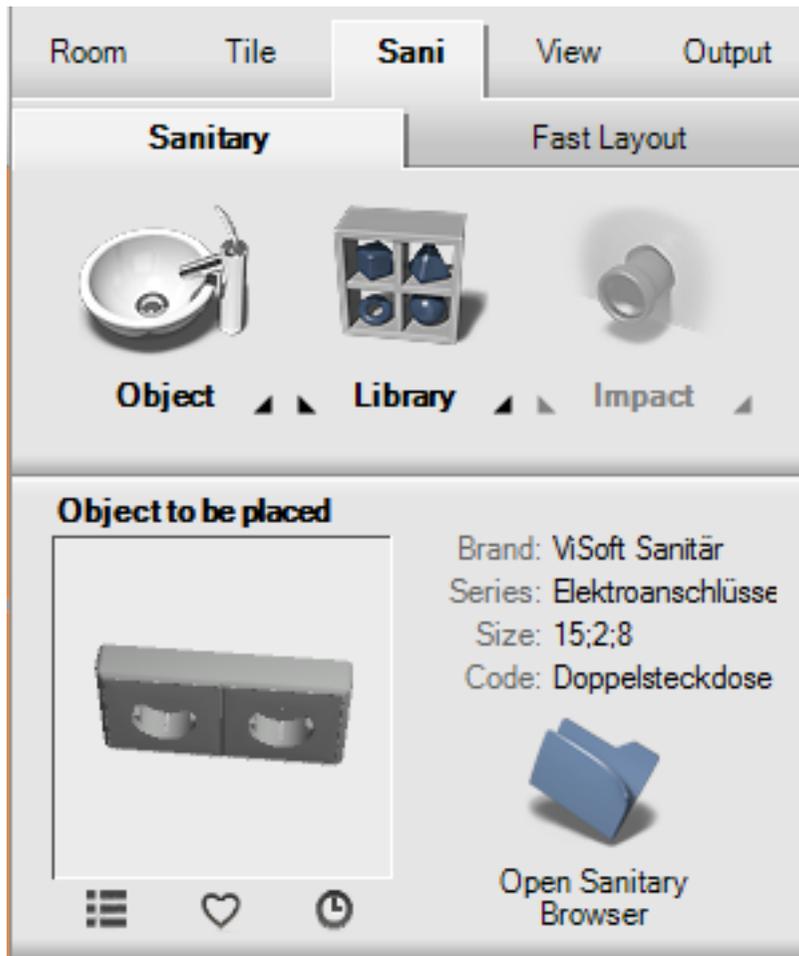
Placing borders in hollows

You can now make general rules how the tiling of borders in hollows is to be done. If you like to have borders in hollows, check 'Place borders automatically on hollows and apertures' in the ViSoft Preferences, Tiling Menu and press the 'Shift'-key when placing the border.



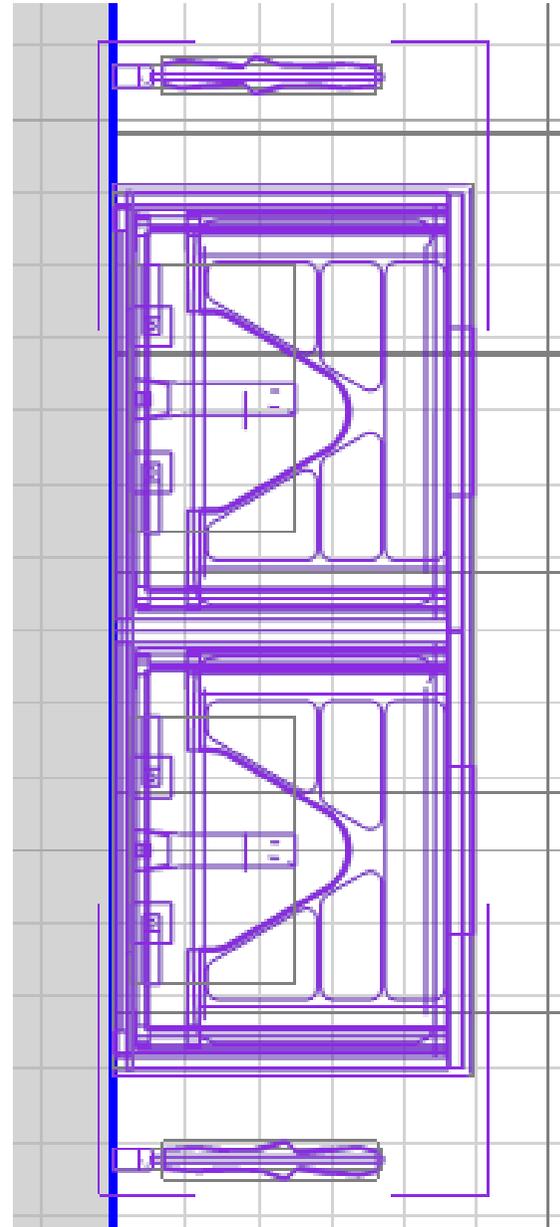
Sanitary objects and profiles saved from previous session

The sanitary object or profile that you placed last is saved for further use. Even after restarting ViSoft, it will be possible to use the object or profile from your previous session.



Placing of groups in 2D

The outlines of object and mural groups are now more detailed. Not only the outlines of the whole group are displayed, but the properties of the single objects in the group are displayed with outlines.

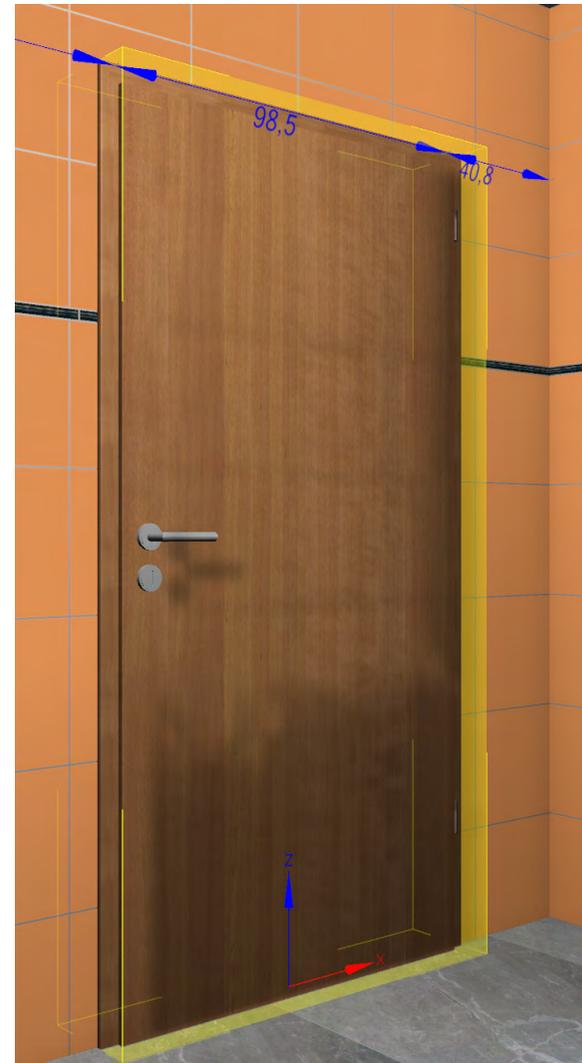


Placing and modification of apertures in 3D

You can now place and edit all doors, windows (including corner windows) and other apertures in 3D.



After placing, the position can be adjusted by dragging the objects along the 3-dimensional axes – as known from sanitary objects.

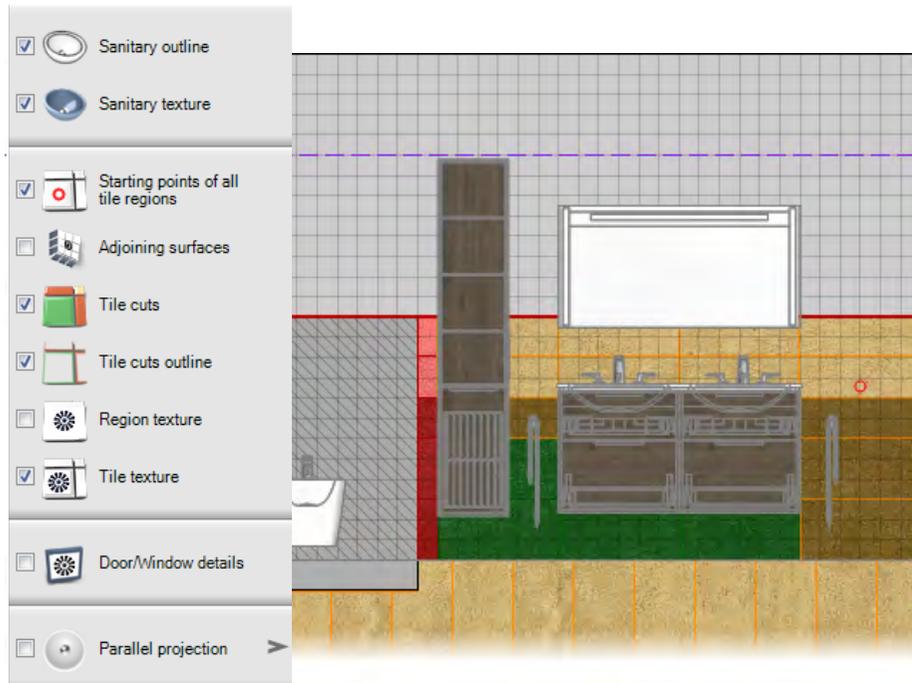
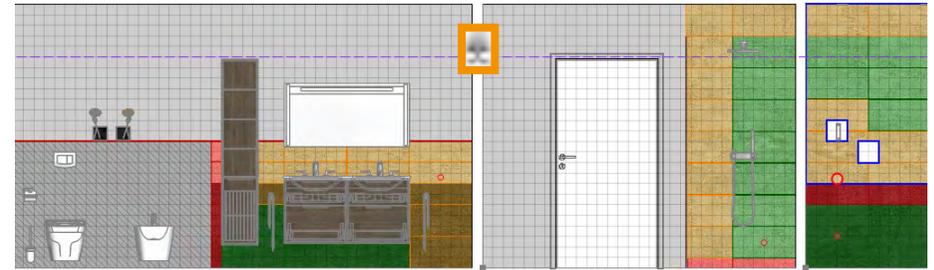


Better displaying of Wall working area

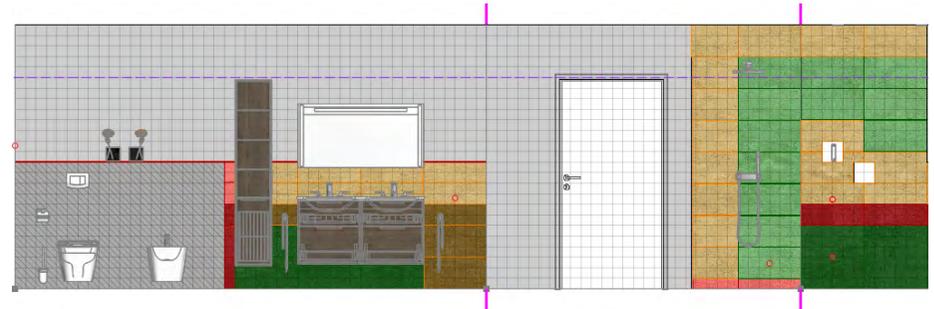
The following improvements were made for a better usability and displaying in wall working areas:

- Changed order of drawing layers “Tile texture” and “Tile cuts”
- Tile textures are visible with “Tile texture” and “Tile cuts” enabled
- Tile cutting is shown for all regions not only for the selected one
- Fade out-effect added for “Adjoining surface” layer

Walls are now shown as a continuous region. To display walls as separated areas click between them.

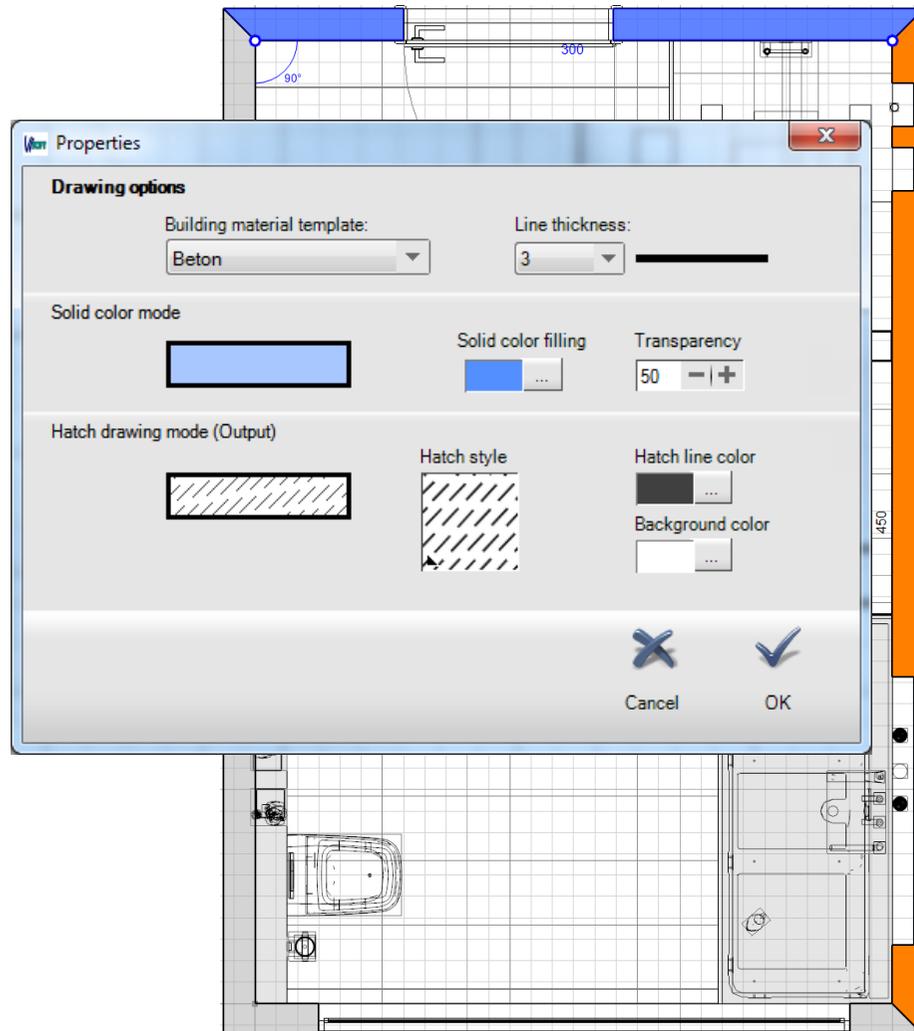


To display walls as one area again, click on the pink line.

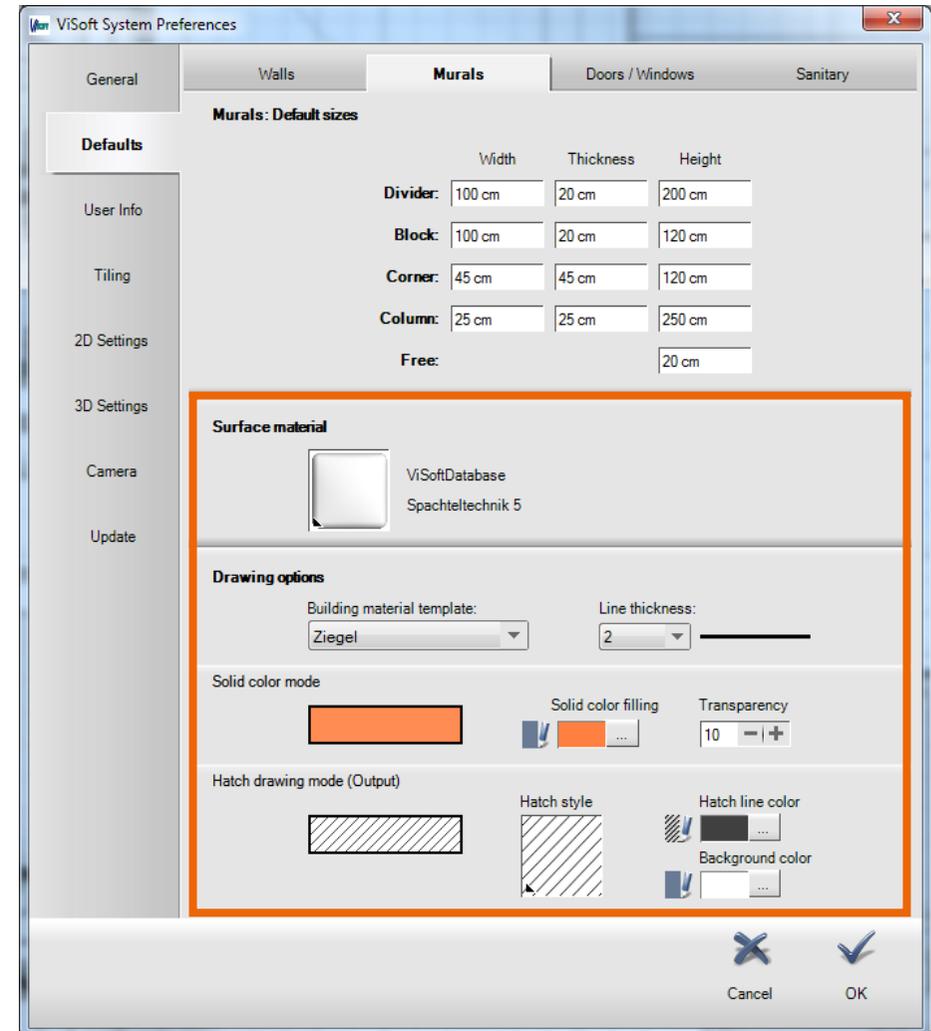


Customize the drawing style of walls and murals in 2D

You can now adjust the appearance of each wall and mural in 2D. For changing drawing options, color, line thickness or hatch style select a wall or mural, open the context menu and go to Properties.

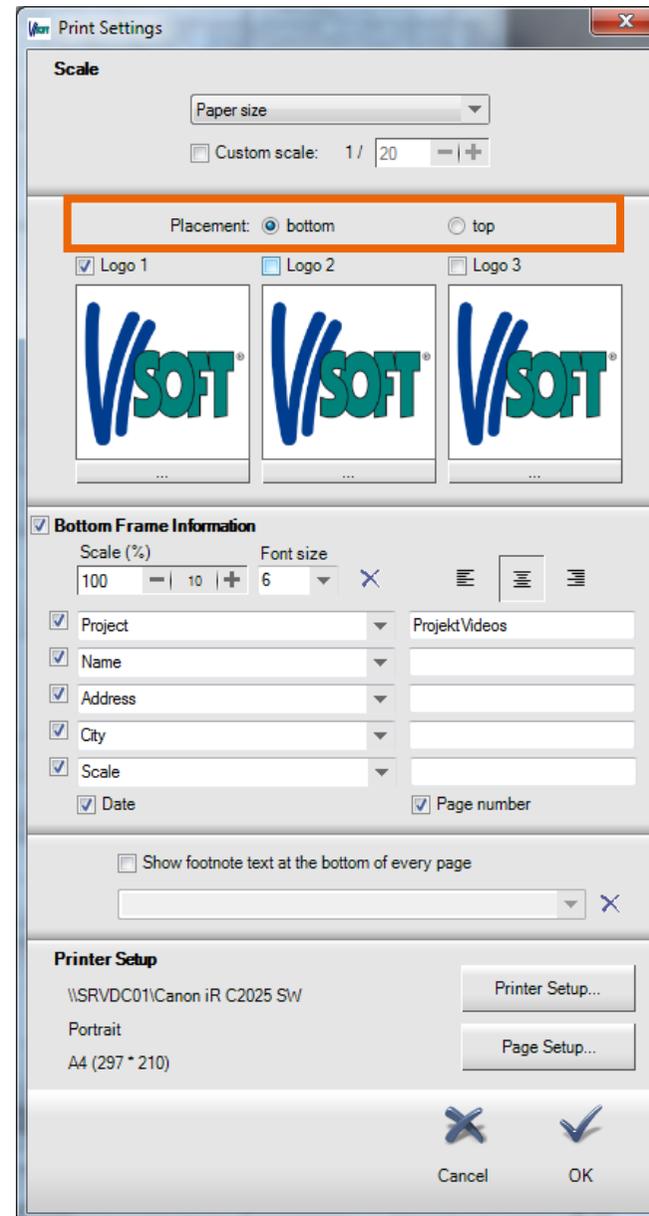


You can also set the default drawing options for new walls and murals. Go to the ViSoft System Preferences, select Defaults and go to the Walls\Murals menu.



Adjust logo position in Output

You can now adjust the position of your logo in the output. It can be placed on the bottom of the site or on top of it.



Material Library

Unification of Material Library with Tile and Sani Browsers. You can find all functions you got used to: View, Search, Properties. Drag&Drop of content directly from the library to your project or use a simple double-click on the selected material/texture to place it to any surface in your project.

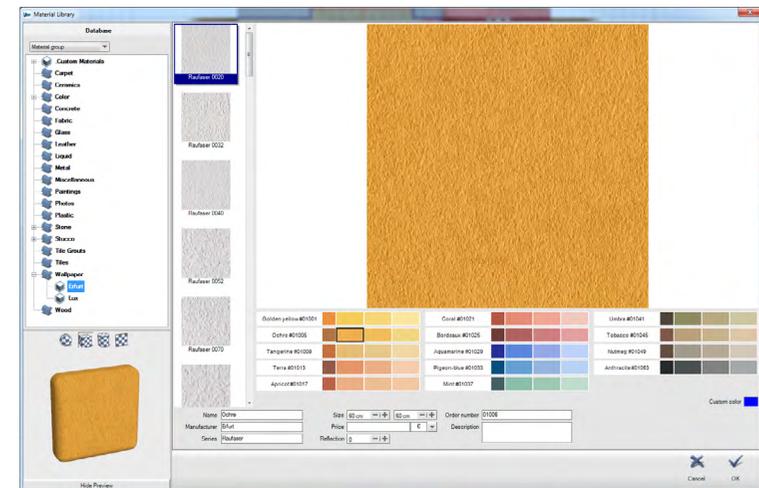


You have a possibility to add your own materials and textures to the custom folder and customize their view, size and properties. Different types of previews will help you to arrange types of contents.



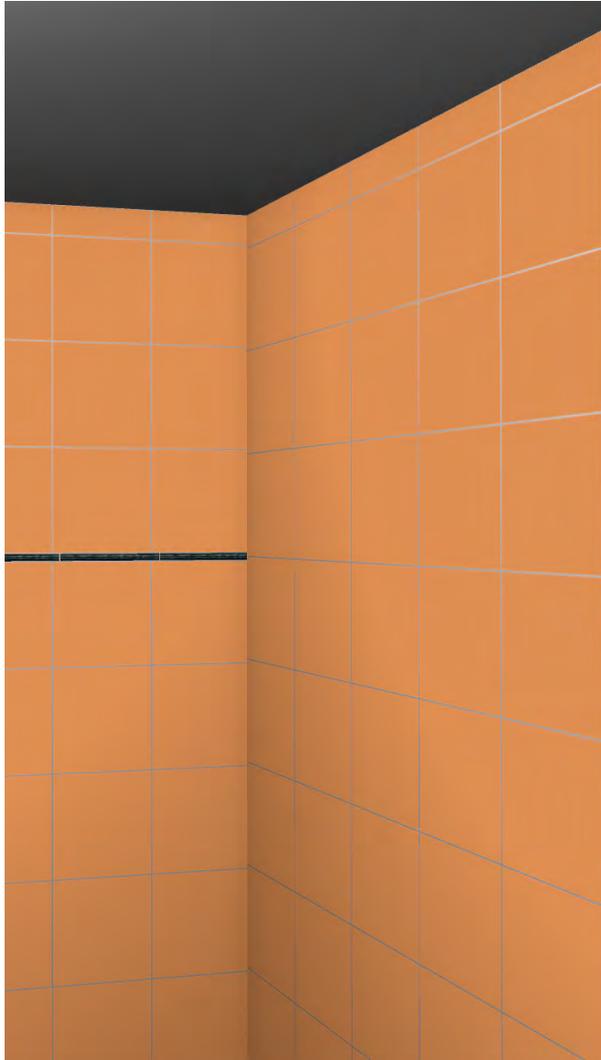
In the Material Library you can find a huge variety of different Erfurt Wallpapers with an easy to use color selection and classification.

31



Placing borders in 3D

Borders can be placed in 3D now.



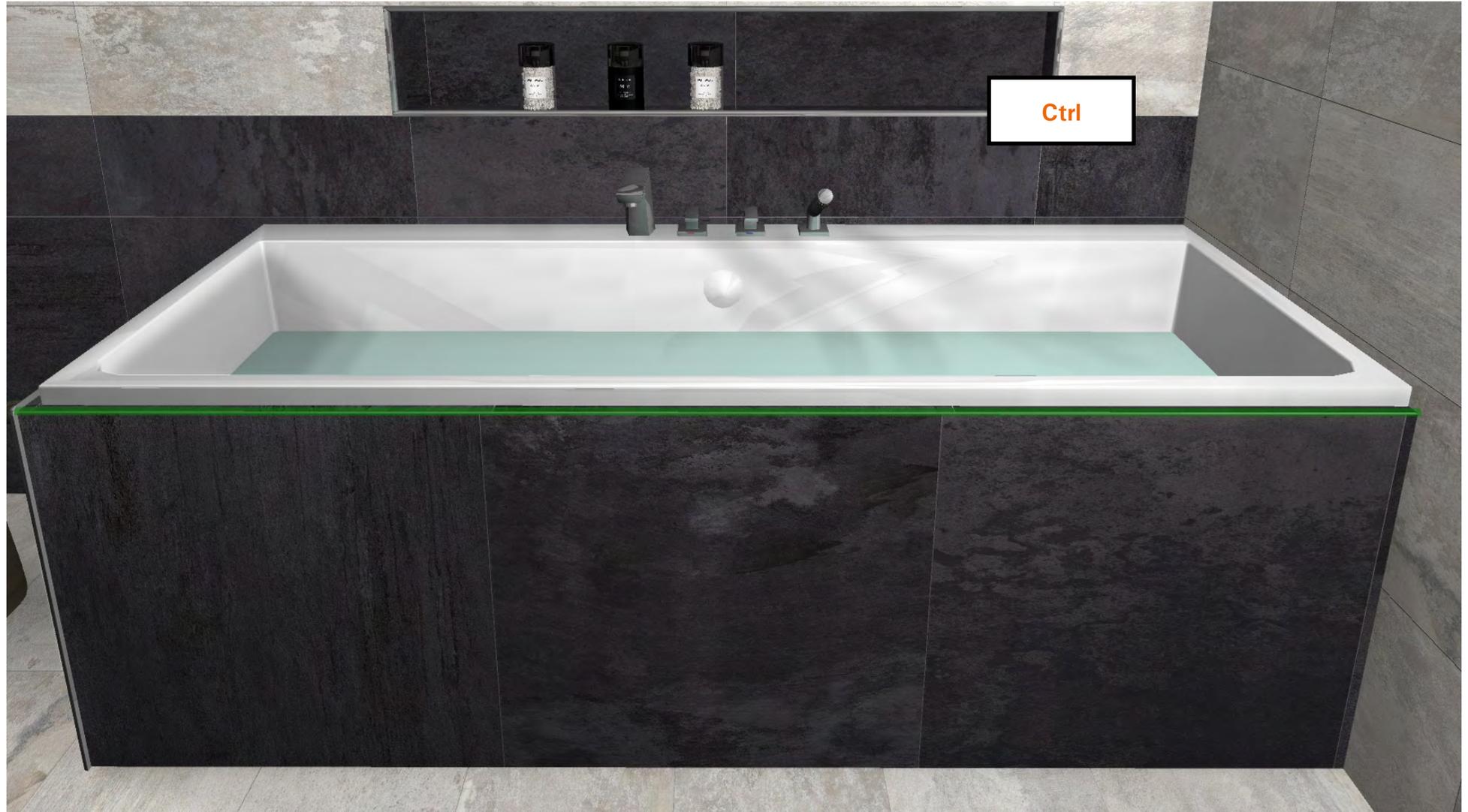
Use the SHIFT-key to place the borders on all walls at once.



Placing profiles in 3D

Edges or profiles can be placed in 3D now.

Use the CTRL-key to place them one by one.



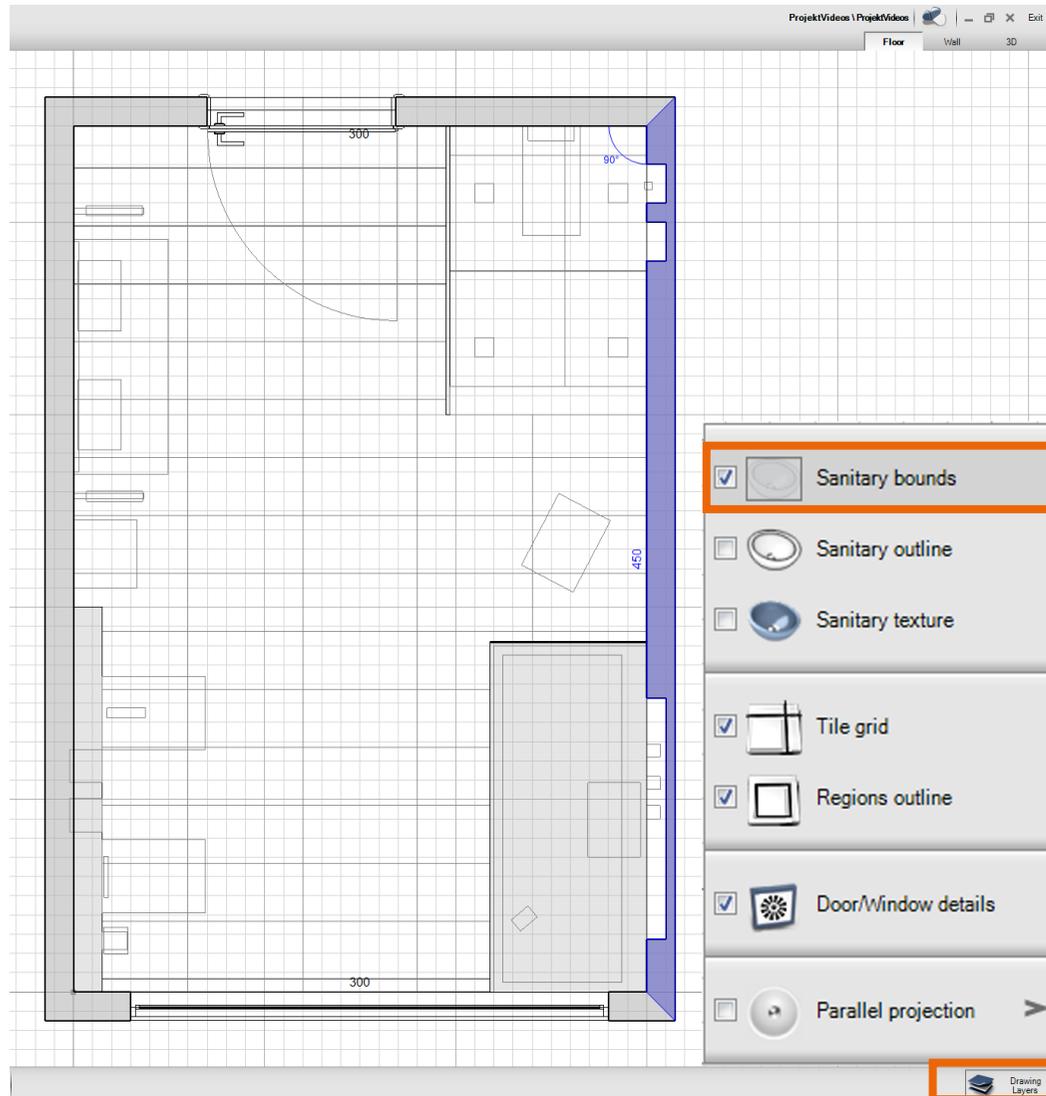
Quick rooms in Basket Browser

Create quick rooms directly from the basket browser by a simple Drag&Drop to the floor plan or a double click.



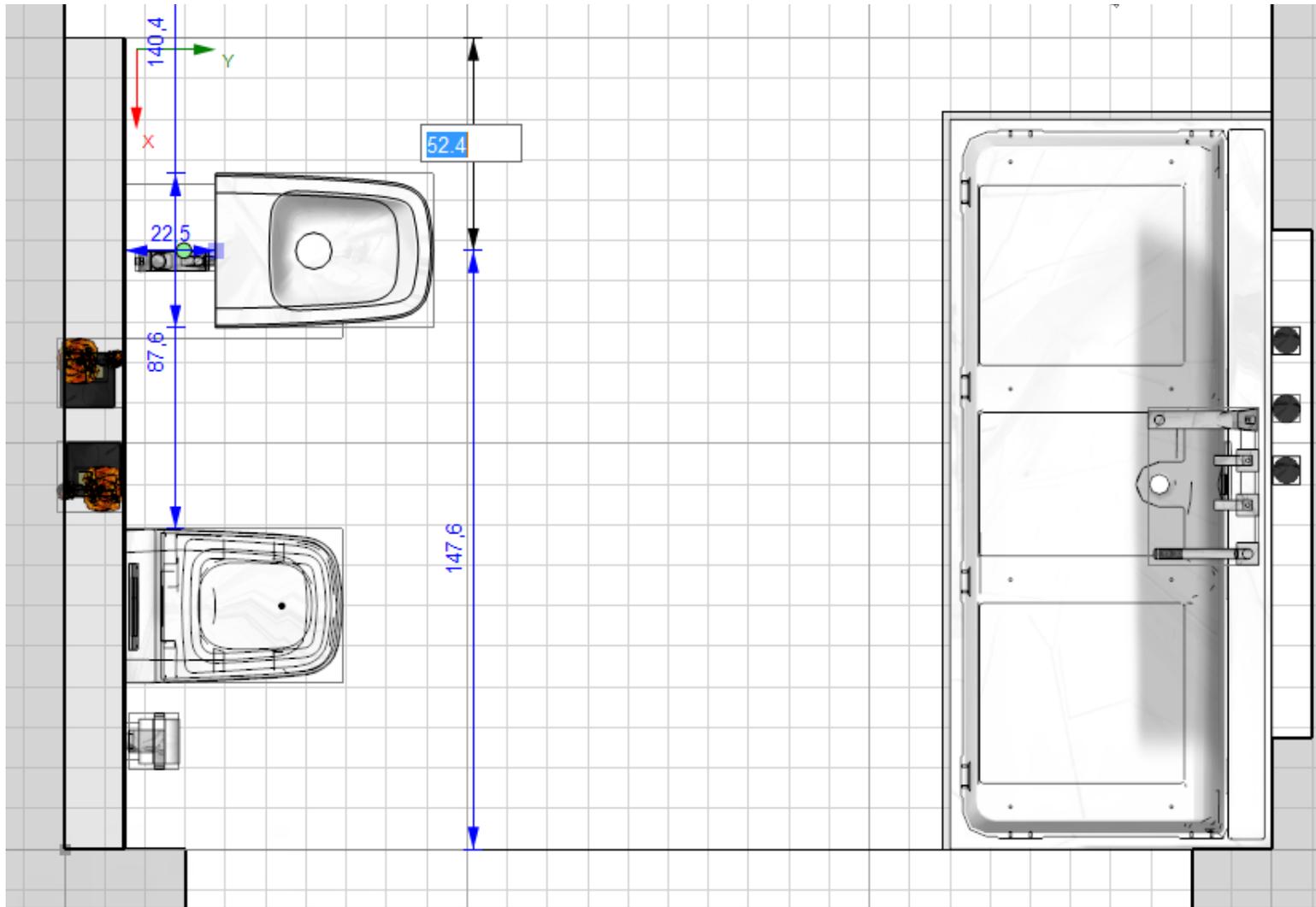
Adjust level of detail for sanitary objects in Output

If you want to show only the outlines of sanitary objects in the Output plan, activate the drawing layer 'Sanitary bounds'.



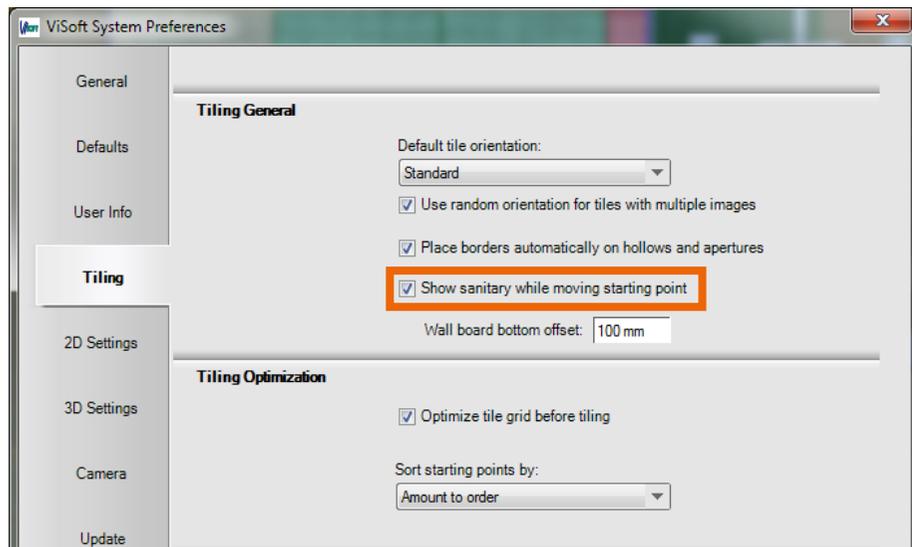
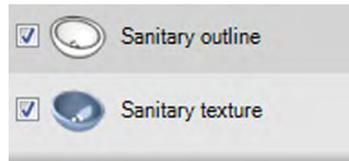
Additional dimensions displayed when placing and editing objects in 2D

You can see additional dimensions to the nearest walls and objects while placing/editing an object in 2D. All dimensions can be edited by clicking on them and entering the exact value.



Visible sanitary during moving tiles

It is possible to see the sanitary outline and texture while moving the starting point. To make it visible enable 'Sanitary outline' and 'Sanitary texture' in the drawing layers and select the option 'Show sanitary while moving starting point' in the System Preferences.



You can see the result below:

