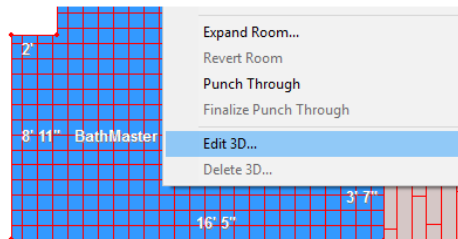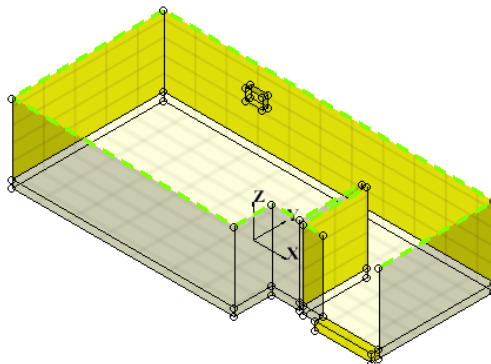# Create 3D rooms in FloorRight:

In FloorRight's 3D mode the user can extrude wall height and add Tags to calculate trim. There are tools for adding points and splitting walls in 3D. There is the Edit Tile tool the user can place different color tiles on the floor and walls. Once finished the user can print off a 3D room report. Add doors and make adjustment to the room before editing the room in 3D. Once a room is created in 3D the user cannot make any adjustments to the floor or add doors. A 3D room can be copied and pasted multiple times to save time.

1. Draw the floor of the 3D room first
   a. Add points to where your doors go or any walls that do not get tile
   b. Adding points will help with deleting specific walls that do not get tile
2. Make any changes to a room before extruding the walls in 3D
   a. Once the walls have been created doors cannot be added and walls cannot be moved
3. To go into 3D left click in the middle of the room to select it
4. Once the room is highlighted right click and choose "Edit 3D Room" at the bottom of the menu
5. In 3D mode choose the wall tile material from the material drop down
6. Select specific walls to extrude by holding shift and left clicking or left click on the floor to select all the walls to extrude
7. Once the edges are selected right click and choose extrude edges.
8. Enter the wall length and then click "OK".
9. The top edge of the wall will still be highlighted if the user needs to extrude the wall with a different material or add a tag
10. To delete specific walls like a door left click on the wall then right click and choose "Delete Face"
11. To print a 3D room report left click "File" at the top and choose "Print"
12. Choose the PDF writer or printer from the drop down and then click "OK"
13. To exit 3D mode left click "OK" at the bottom right of the screen
14. A room that has been created in 3D mode will show a 3D symbol

Definitions of the tools in 3D:

Move - Moves points and edges on a wall.

Extrude - Drags one or more edges to form new walls.

Insert Point - Adds a point to an edge.

Rectangle hole Cutter – Cuts a hole in walls or flooring material.

Line hole cutter - Cuts a non-rectangular hole in walls or flooring material.

Close line hole - Completes the last side of a non-rectangular hole.

Adjust grid - Clicks and drag to reposition the pattern grid.

Edit tile - Places additional tiles in floor/3D faces made with tiled material.