



pCon
PLANNER

New features in pCon.planner 7.1

Product Documents (2015-03-27)

Sales Features: pCon.planner 7.1 – New Functions and Improvements

Content

New Features and Enhancements in All Versions	3
1 Wall Objects: New Catalog with Outlets and Other Wall Attachments	3
2 Creating Wall Objects	4
3 Expanded Extrusion	4
4 Material Editor: New Options for Materials	5
5 Additional Updates and Enhancements in All Versions	6
5.1 Refinement of the User Interface	6
5.2 Loading Drawings in Recover Mode	6
5.3 2D Elements: Rounding Corners	6
5.4 Improved Visibility for 2D Elements in pCon.planner 7	6
5.5 Render Mode as Option for Print Preview	6
New Features and Enhancements in pCon.planner PRO	7
6 Constructing with pCon.planner: New Tools for Smart Solutions	7
7 Snapshot Tool Enhancements	8
8 Additional Updates and Enhancements in pCon.planner PRO	9
8.1 Vector Printing Improvements	9
8.2 Displaying OFML Objects in the Properties Editor	9

New Features and Enhancements in All Versions

1 Wall Objects: New Catalog with Outlets and Other Wall Attachments

Outlets, light switches, door openers: *Wall Objects* like these are a staple of nearly every wall and ought to be taken into consideration when designing the interior of existing rooms. When planning new buildings, making sure that there are enough outlets, etc. is just as important.



That importance is reflected by pCon.planner 7.1, which now lets you plan walls with a variety of predefined elements. A new *Wall Objects Catalog* includes prepared built-in and add-on objects. You can access the catalog from the *Room Elements* menu (in the *Start* tab).

The new *Wall Objects* are a permanent part of the wall and stay put even when you move the wall by means of its interactors or edit it otherwise. Just like doors, windows and other wall elements, *Wall Objects* come with their own interactors for adjusting them.

Other properties are available from the *Properties Editor*.

Go to pCon.planner online help to find all the information you need on inserting and editing *Wall Objects*:

 [pCon.planner Help: Wall Objects](#)

 [pCon.planner Help: Walls](#)

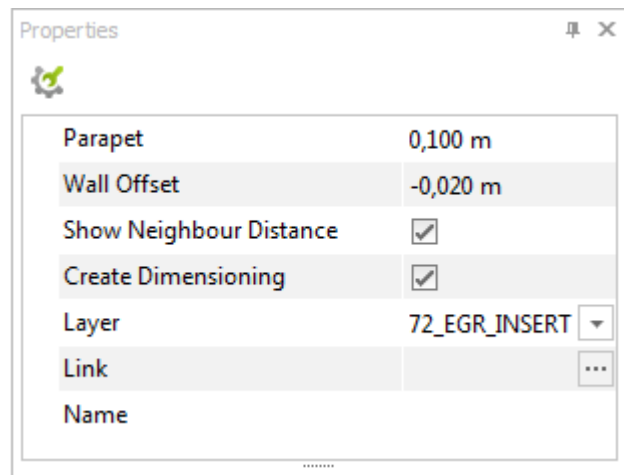
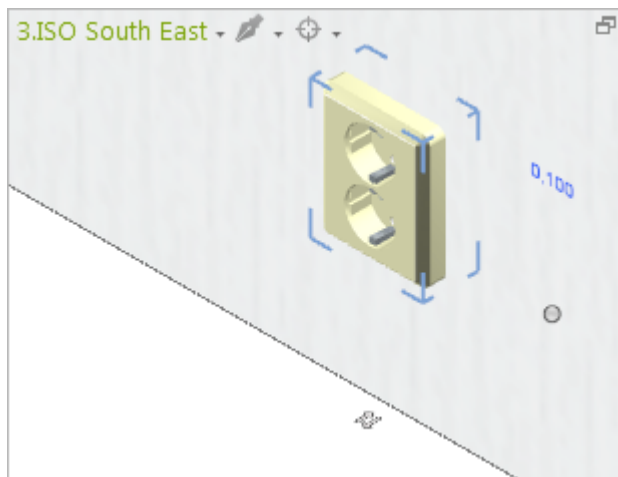


Figure 1: Socket, attached to a wall with object interactors and further editable properties.

PLEASE NOTE: You can use *Wall Objects* from the relevant catalog on walls as well as on roof pitches.

2 Creating Wall Objects



Go to the *Attach object to wall* function in the *Start* tab and select any 3D object you would like to turn into a wall object. See the help section on *Wall Objects* to see how to proceed:

 [pCon.planner Help: Wall Objects](#)

3 Expanded Extrusion

The *Extrude* command has long been part of the pCon.planner repertoire. Now, however, you can also extrude nested or overlapping 2D shapes as a unit: when you select them together, the shapes will be automatically linked into a single object during the extrusion process.

This expanded feature allows you to generate complex shapes—create a tube from two concentric circles, or use nested 2D shapes to make a plate with a grid.

 [pCon.planner Help: Extrude](#)

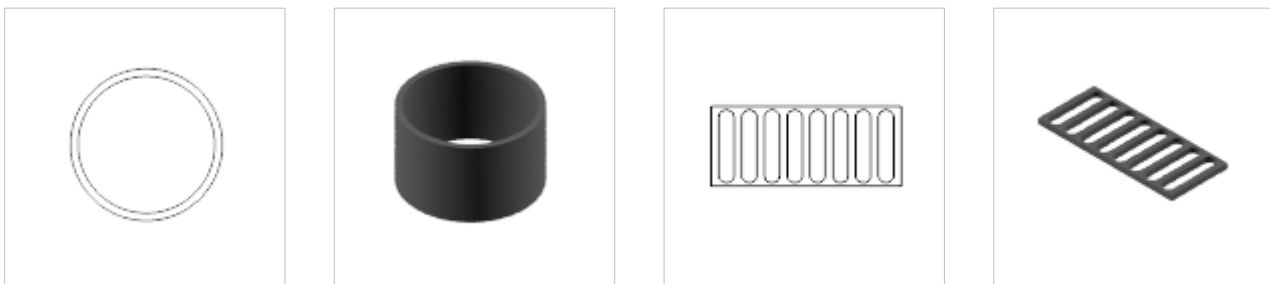


Figure 2: Create complex 3D objects with just one extrusion.

4 Material Editor: New Options for Materials

The *Material Editor* allows you to integrate a *Normal Map* that simulates shadows and surface structures.

Expanded *Normal Map* options have been introduced in pCon.planner 7.1: previously you could only adjust *Height*, *Width* and *Rotation* for the *Material* in a general way, but now you can input these values for both the *Texture* and the *Normal Map* of the *Material*.

If you want to edit a *Material* or create a new one, you can now edit the *Texture* and surface relief independently of each other, giving you even more freedom to design realistic materials.

Furthermore, users will be able to select multiple materials from the *Material Editor* at the same time. This option makes it easier for users to perform operations such as saving materials in the *Media Browser*.

 [pCon.planner Help: Material Editor](#)

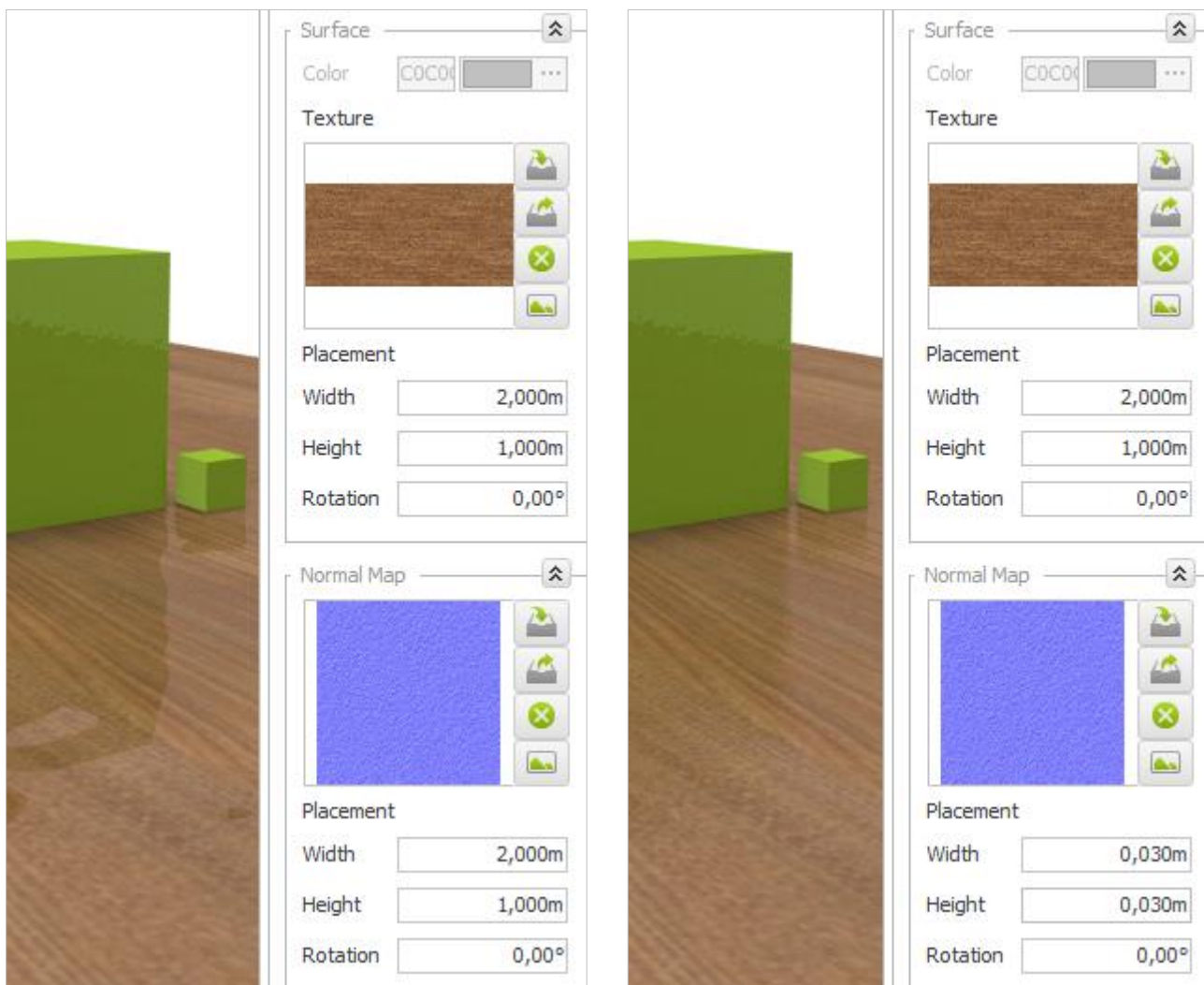


Figure 3: Results of separate scaling for a Normal Map. On the left side, a wood texture with a poorly scaled Normal Map is displayed. On the right side, Width and Height of the Normal Map have been adapted, while the settings for the Texture have not been altered. In a photorealistic image of the scene, the Material thus looks more realistic.

5 Additional Updates and Enhancements in All Versions

5.1 Refinement of the User Interface



The *Connect*, *Disconnect* and *Split Wall* operations are now available from their own drop-down menu, located in the *Room Elements* group in the *Start* tab.

5.2 Loading Drawings in Recover Mode

Opening defective DWG files using the standard method can cause pCon.planner to crash. The new *Recover* mode can prevent this from happening. The *Recover* option is located under *Purge* in the *Application Menu*. If you use this command to open an existing DWG file, the software will execute a repair routine while the file is loading.

[pCon.planner help: Application Menu](#)

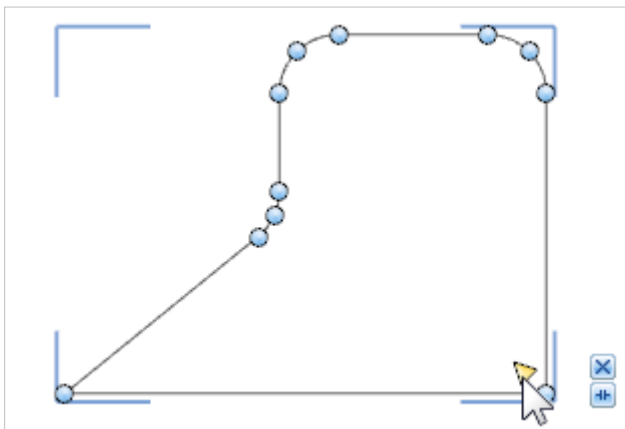


Figure 4: Rounding the edges of a polygon by clicking the interactors.

5.3 2D Elements: Rounding Corners

The new version of the program lets you round off the corners of polygons, polylines and rectangles in a few simple steps. Once you have defined the radius for the curve of a corner, you can use this value for all of the other corners simply by clicking the interactors.

[pCon.planner Help: Drawing Elements](#)

5.4 Improved Visibility for 2D Elements in pCon.planner 7

In pCon.planner 7, the visibility of images, texts, and 2D *Drawing Elements* was restricted in some 2D views. Thanks to the update, 2D elements are now automatically given a frame that highlights them in every view, making it easier to perform operations such as selecting.

For images, a new *Hide border* option is now available in the *Properties Editor*. If you deactivate this feature, a frame will be inserted along the edges of the image.

[pCon.planner Help: Drawing Elements](#)

5.5 Render Mode as Option for Print Preview

The *Render Mode* can now be set in the *Print Preview* of every edition. You can set up this mode from the *Properties Editor*.

[pCon.planner Help: Print Preview](#)

New Features and Enhancements in pCon.planner PRO

6 Constructing with pCon.planner: New Tools for Smart Solutions

Interior furnishings with cable conduits, individual solutions for built-in room features or custom-fit connectors for tabletops—the new construction tools are there for you anytime you need to make your personal planning ideas a reality.



Figure 5: Initial state of two 3D shapes



Figure 6: Following Subtract command



Figure 7: Following Merge command

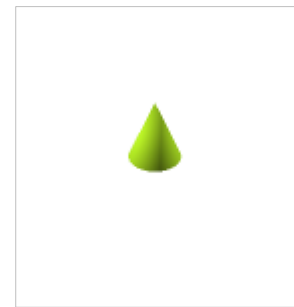


Figure 8: Following Intersect command

The new construction packet includes the functions *Subtract*, *Merge*, and *Intersect* as well as the *Follow Me* tool.

These features can be used in pCon.planner for many 2D planes and 3D objects. *Subtract* is a way to remove a plane or a 3D object from a second one. *Intersect* creates the intersection of two or more planes or solids. *Merge* generates a new object from planes or 3D objects that are touching each other.

Follow Me allows users to extrude complex objects along a path, a feature you could use, for instance, to create cable conduits.



Figure 9: Extrusion of a circle along a path as possible with the Follow Me Tool.

Go to the *Construction* section of our online help to learn exactly what the four new features can do.

[pCon.planner Help: Construction](#)



Figure 10: Chimney created with help of the new construction tools of pCon.planner PRO.

7 Snapshot Tool Enhancements

The *Snapshot Tool* now has more options for you. In addition to preparing product images the traditional way, now you can also insert images from a file and link them to the product in question. As always, you can then transfer these images to the *Article List* or to pCon.basket. The *Paste Image* option represents a third way of generating product images, allowing you to create a product image from the clipboard, for example in a *Render Style*. See the help article on the *Snapshot Tool* to learn how that works.

The *Snapshot Tool* now sports a streamlined user interface as well, offering all of the most important functions in a drop-down menu. You can also call up the corresponding commands from the context menu.

 [pCon.planner Help: Snapshot Tool](#)

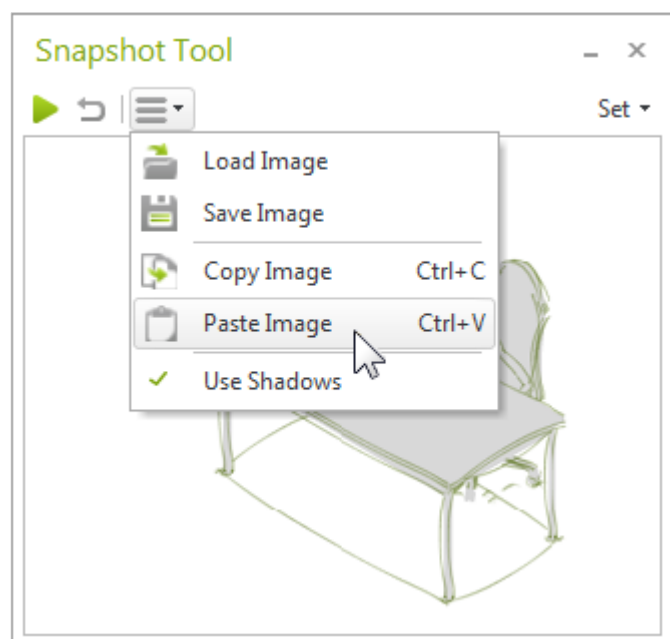


Figure 11: Creation of an alternative Article image.

8 Additional Updates and Enhancements in pCon.planner PRO

8.1 Vector Printing Improvements

Vector printing allows pCon.planner PRO users to create high-quality printouts.

Up until now, the only way to create a vector printout for isometric and orthographic views, perspective drawings, and the user's camera views was to use the *Wireframe* viewing mode. Beginning with version 7.1, you can now create a vector printout of these views in *Hidden Line* mode.

 [pCon.planner Help: Layout – Inserting and Editing Objects](#)

 [pCon.planner Help: Layout](#)

8.2 Displaying OFML Objects in the Properties Editor

In the *Properties Editor*, the *Article Number* is now highlighted, making this important information easier to see with just a quick glance.

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