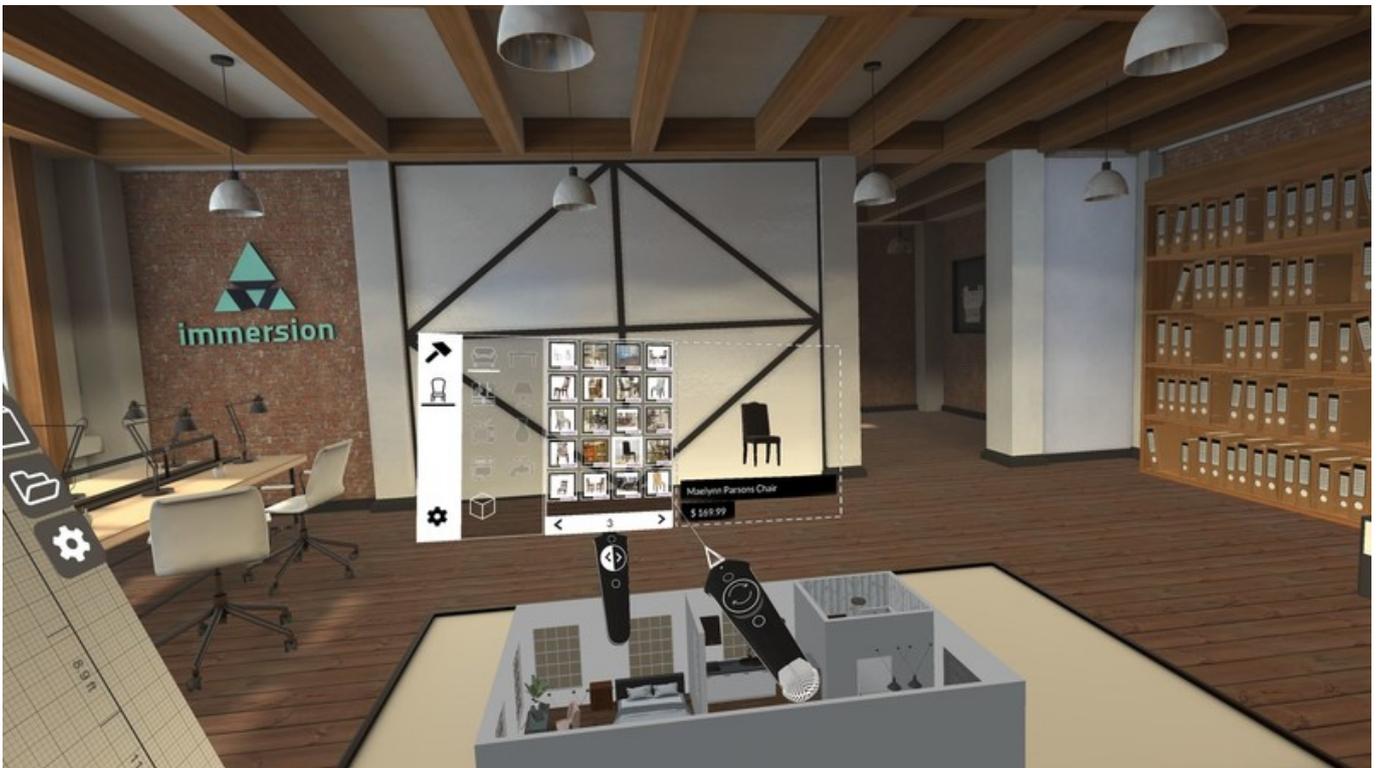

TrueScale Activation Fix



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About This Software

TrueScale is a groundbreaking interior design tool that can simultaneously create 2D floor plans, 3D mockups, and full room-scale environments in VR. With TrueScale, anyone can design their house, office or apartment in minutes, and then virtually experience it first-hand in real scale. Additionally, this particular version of TrueScale leverages Wayfair's 3D model API, enabling users to furnish their designs from a robust catalog of actual furniture and décor.

As the user creates, the app automatically generates a replicated 3D environment so that they can instantly be transported into their designs using a VR headset. By entering the real scale model, users gain a sense of depth that cannot be achieved through traditional renders, and with Vive's room-scale technology, users have the freedom to walk around and explore a design space while making changes in real time. Using VR in this stage of the design process allows the user to gain a realistic picture of the final design as opposed to relying on their imagination, blueprints or story boards.

Title: TrueScale
Genre: Design & Illustration, Early Access
Developer:
Immersion
Publisher:
Immersion
Release Date: 26 Oct, 2017

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English,French,German,Japanese,Simplified Chinese







Not precise at all, drawing walls at the right scale is a roll of dice, working area too small for my home project and cannot extend it (height is 43ft maximum be careful, cannot determine the height of walls, no garage or cars furniture, no closets doors... very limited floors and the list goes. I know it's still in development but at this stage it is very too much limited, they should not charge for a so incomplete software, at least not 20\$. I think development should focus on much more important issues than putting holiday trees for Xmas but this is just my opinion. Asked for a refund after 27 mins.. After spending 1.5 hours on a project and "saved" it multiple times, there's nothing to load... are you guys really calling a print screen "save"? because when you press save it gives you the option to take a photo, (for the Thumbnail I thought...) but nope... there's nothing there, not even the "screenshots" I took.

after encountering tons of bugs, specially with building walls and snapping to stupid places, no object resize, no 3D skyboxes once inside the model (the windows show you the studio where you're working) no ruler option (if you want to build a perpendicular wall with precision you have to build another wall on top of a wall to have the measures show up) all this and much more bugs and annoyances, and in the end you can't even save!? what a mess dude... stay away from this

. v1.012 - I'd consider this an emerging tool with potential. They appear to be focused on Interior Designers, which is cool, but the app has the potential to also be useful for VR hobbyists. As one person said in a Steam Discussion, if it could be used to make SteamVR Environments, its sales would soar. For either purpose, it needs a much larger variety of objects.

In its current form, there are significant limitations. Your project will only be one room. While you can make a more complex floorplan with multiple rooms, the doors will only be visible from one side and they will not open. There is no way to manipulate the length of a wall that has already been placed. There is no way to adjust where it attached to other walls. There is no UNDO feature.

Basically, you can spawn a room of predetermined dimensions, change the carpet and wallpaper, then add furnishings. That's it; you're done. If you want more, avoid for now and check back later.. As of today this program just doesn't have enough to do. You cannot create more than one story and the amount of assets in the program just don't cut it. It's a good beginning and I am aware it's in early access, but there just really isn't much to do in way of design.

I was hoping to be able to recreate my house to see what things might look like in different colors or having a different remodel but I cannot come close to recreating my house. Also; hopefully, in the future there will be something in here to also design your front yard and back yard but in it's current state this program should be in a programming class. Not in steam.

I hope that the developer puts more effort into this and makes it an actual design program if that does happen I will gladly repurchase and if it has a lot more content then I'd even pay more.

Currently I can't recommend it even for early access.. Tried it when it first came to early access over a year ago. It looked promising at the time, but needed a lot of work. Unfortunately, a year later there has been no progress and it is still fairly useless. Don't waste your money on this app that the devs have no intention of finishing like I did.. Limited size, good for quick easy square room.

unable to edit, stretch or reposition.

. I used it on the oculus rift with touch and room-scale.

really nice idea and i like the layout and use of it

i like the fact that you can raise the 3d worktable in order to move above the model and directly move furniture in a godlike view of the 3d platform as well as being inside the structure to move furniture

however it does need more functions: to be able to delete walls or parts of walls, be able to edit control button layout, be able to add extra levels of the structure, to be able to turn off snap-lock to furniture (try making a island bench), a save function to be able to export your design in 2d or 3d (i would like to see it be able to be 3d printed), the option to make the canvas bigger be able to add single walls in the same manner as inserting a room and then move it and rotate it into place as the measurement of walls can be temperamental.

might be a nice little gimmick to be able to put the house on land as a view out when in the 3d option (lake, hill, beach, trees)

overall it works well for a average sized single story structure and is fun to use

i do would recommend it as something to keep a eye on for future usage. This is great stuff !

But for a Software named TrueScale i expect that i can scale the Windowsize.

Dear Developer:

Please make a measurement device !

But more important a UNDO button !

Also some kind of movement for walls after placement and a DELETE WALL segment !

This is still a early access software, but if the developer continues it could be a reason to buy a vr kit !

Keep up the good Work !. I have cad diagrams and wanted to experience those plans in VR by recreating them with TrueScale in VR. For this purpose this app is unusable, frustrating and a complete waste of time. Potentially I could, maybe, have used this if I didn't care about dimensions, scale, and just wanted to play around before any actual design is agreed upon, but if you want to experience an existing 2d design in VR then this is not it.

This is just a difficult to use uncooperative mess which is better to be avoided.. Lacking features. I get better results using Tiltbrush.

App seems dead. Another zombie early access game on Steam being sold for full price.

this app is horrible. If you really want to plan your home, don't use this nightmare. 0% of precision on controllers. No wall width set option. This app should be planning on desktop, and finally on VR goggles. 1/10. It has some true potential, but as of now it has many glitches. Unfortunately it seems the developer dropped the towel already. It has been in early access for ages.. Finally, a simple, high quality home/office builder! Definitely a first build that could use some improvements, but overall, I had a great time building a floor of our new office, and it felt nice to "sit" in it afterwards! Probably won't satisfy hardcore architects... more appropriate for interior designers and or anyone who wants to build a simple home/office design. There is so much potential for this program, I really hope the devs continue to improve this, at which point I would really recommend it for everyone.

Pros

- Intuitive, easy controls
- Easy to jump from blueprint, model, to "standing inside"
- Very high quality and wide range of models
- Easy to drag and drop any items in the house
- A lot of fun to use!
- Scale of items almost perfect

Needs fixing/adding

- Copy/paste rooms
- Redo button
- Add carpet floors, only hardwood, marble and tile available
- Allow for adjusting of wall placement and thickness
- Rotating Items with thumbpad doesn't work well
- Items size should be scaleable in size, especially windows, plants etc.
- Labeling or being able to add text

. My GF and I wanted to use this VR app to design our new kitchen after tried a lot of pancake version apps. However this app failed terrible, as we could draw the kitchen-room to more than 10cm precision (in VR, which is hard, even for a steady hand), and the scale was defiantly not 1:1. No exact measurements on any of the furniture made us give up.

If the developer added support for precise drawing in 2D and allowed for custom drawings of furniture, with subsequence import in VR, then this would be an instabuy, but I can't recommend the current version.. UPDATE #2

I spent another two hours working on a more complex model, and when attempting to save, it didn't give any indication it did so. When I reloaded the software, it was gone.

You can imagine what I'm feeling right about now...

UPDATE:

- It turns out I was able to save the project afterall, but the UI didn't make that clear.
- I'm changing my review to a qualified "Recommended". Once I put my wife into her new salon space, she was thrilled. She loved it, and it make it easier for us to talk through what we need to do to get her space set up. And nothing else I've looked at so far was as easy as this was to get started. So perhaps with a few more tweaks to make this a bit easier to use, this might wind up being a no-brainer for \$20.

Original Post;

I really was hoping this would allow me to build a floorplan for my wife's new salon so we could visualize the layout and color scheme before she moves in next month; while it was easy to get started and relatively intuitive compared to more fully featured 3D floorplan builders, there were a few things about this made it impractical and/or impossible.

Critical:

- There is a "Save/Load" icon, but from what I can tell there is no way to actually save work completed. (Instead, it allows you to snap a photo; but it's not clear where these photos are stored.) I suspect this is either a bug or a bad UX issue. This makes the

hour I spent building this out a waste of time.

- The controller trackpad orientation tool should be separated from teleportation. Everytime I tried to change the orientation of a piece of furniture, I accidentally teleported out of the layout. Even with practice, I suspect the average user won't be able to get past this bad habit very quickly.

Needs improving:

- Color matching for wall paint colors needs improvement. When attempting to select a basic V stark white wall color, it always looks grey.
- When drawing walls, it would not snap into position perpendicular to the other wall; it always seemed to be askew by 5 to 10 degrees.
- Sometimes I wasn't able to draw a wall at all, and there wasn't any tool tips or guidance to show why it wasn't working.
- I couldn't figure out how to swap the orientation of a standard door (i.e. reverse the direction of swing and/or doorknob.)

Wish list:

- Allow custom colors and texture combinations for both walls and floors. The preselected patterns are limited.
- Furniture choices are way too limited.
- Need ability to create custom objects.
- Allow resizing of windows and doors. Consider how Steam VR Home allows for furniture resizing and color changes.
- Allow for desktop creation and editing. Using the controllers was slow and clunky.

I won't say whether it was worth the \$20 or not for what it is; that's always relative to the end user's needs, and eventually this may be worth way more than that. But until these issues are fixed and it's proven to be more usable it's tough to recommend to anyone who is actually attempting to use it for practical purposes.. There are a lot of issues to be fixed...

- No scaling of items
- It's possible to place items into the walls
- No measurement when place a door or window
- No default high for windows
- Impossible to change rooms or walls when they are placed once. as of V 1,0,4 I'm going to give this a thumbs up with a caveat. It's on the right track but it needs expansion and improvement. Ability to do multiple floors, split level, custom texture imprt, etc. Right now it's difficult to re-create an actual room from your memory and feel like you're there. Please listen to the community and keep improving this product. I'd play alot more for program with all the features I'm looking for, not just creating a generic room.. This is really useful for having an idea on how you can decorate and create a house! For example, if I was told that a room is 3 meters by 6 meters long, I wouldn't really have an idea on how big or small it actually is. I love that you can decorate it with actual furniture and that you can step inside to see it.

This is a software in development, so expect some features to be improved and added as time goes on. For now, I'd love it if the developers allowed for more precision while drawing the board (zooming in to allow for more precision would be the easiest way to do so!)

At any rate, it is really nice to have a much better idea on how many things you can fit inside a room with this software. While it is not as detailed as stuff like AutoCAD, it is easy to use for non-professionals and has a very good price point for it. Even a civil engineer friend showed very good interest in it after seeing it, allowing her to present better ideas for customers.

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