
PinARt User Guide

OKDK7

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1 Welcome to PinARt

PinARt lets you place photos, paintings, and posters on your real walls using Augmented Reality. See exactly how art will look at real-world print sizes — from a 4x6” snapshot to a 94x48” panoramic mural — before you print or hang anything.

Add custom frames and mats with precise widths and colors, drag art between adjacent walls, capture photos and videos of the result, and export a detailed PDF report of every piece in your layout.

2 Getting Started

2.1 Requirements

PinARt requires an iPhone or iPad Pro with a **LiDAR Scanner**:

- iPhone 12 Pro and later Pro models
- iPad Pro (2020 and later)


The LiDAR Scanner provides reliable wall detection and accurate real-world sizing, even on blank or low-texture walls where camera-only AR often struggles.

2.2 Subscription Plans

PinARt is free to download with core features available at no cost. Two optional subscription plans unlock additional capabilities:

Feature	Free	PinARt Basic	PinARt Pro
Place images	1	Up to 4	Unlimited
Photo Library source	Yes	Yes	Yes
Files & URL sources	No	Yes	Yes
Frame & Mat sizing	Yes	Yes	Yes
Frame & Mat colors	No	Yes	Yes
Take Photo	Yes	Yes	Yes
Record Video	No	Yes	Yes
PDF Export	No	No	Yes

Feature	Free	PinARt Basic	PinARt Pro
Level Tool	No	No	Yes
Level Grid settings	No	No	Yes

Features that require a subscription show a  icon. Tapping a locked feature opens the **Upgrade** screen where you can subscribe or restore a previous purchase.

You can manage your subscription at any time from **Settings > Manage Subscription**, or from iOS Settings > Apple Account > Subscriptions.

2.3 Installation and Permissions

1. Download **PinARt** from the App Store.
2. Open PinARt on your device.
3. Grant the required permissions when prompted:

Permission	Required	Purpose
Camera	Yes	AR scene rendering and wall detection
Photo Library	Yes	Importing photos and saving captures
Microphone	No	Audio during video recording only

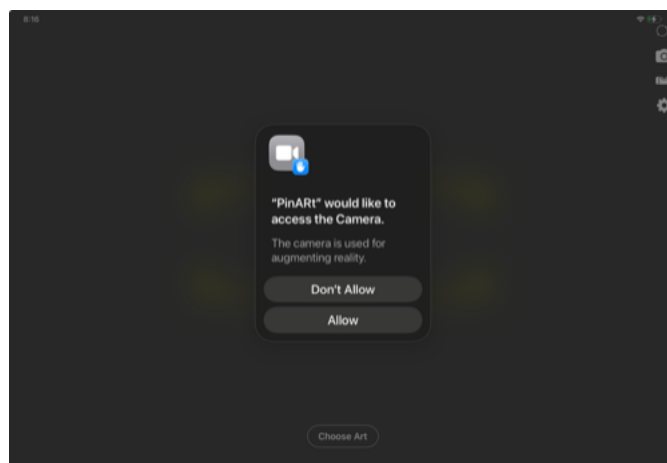


Figure 1: Permission prompts on first launch

2.4 Your First Session

When you first open PinARt, the AR **coaching overlay** appears and guides you to scan your surroundings. Slowly pan your device left and right to help ARKit detect walls and surfaces.

Once a wall is detected, the coaching overlay disappears and two things happen:

1. The **focus square** — a yellow square indicator — appears on the wall, showing exactly where art will be placed
2. The **Choose Art** button appears at the bottom center of the screen

The focus square tracks your device movement and snaps to detected wall surfaces. Its size adjusts based on distance: it appears at natural scale when you stand 0.7 to 1.5 meters from the wall.

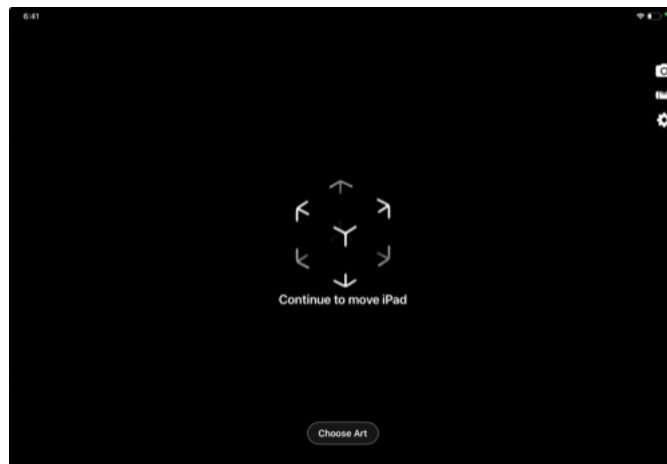


Figure 2: Coaching overlay guiding wall detection





Figure 3: Focus square on a detected wall with Choose Art button visible


3 Placing Art on Walls

3.1 Step 1: Choose a Photo

Tap the **Choose Art** button at the bottom of the screen. An action sheet appears with three ways to import an image:

Option	Description	Subscription
Photo Library	Opens the iOS photo picker to select from your device	Free
Choose File 	Opens the Files app to pick from iCloud Drive, Dropbox, or other file providers	Basic+
Enter URL 	Shows a text field where you enter a web address to download an image	Basic+

Free users can place 1 image at a time. Basic subscribers can place up to 4, and Pro subscribers have no limit.

Options that require a subscription display a  icon next to their name. Tapping a locked option opens the **Upgrade** screen where you can subscribe. Once subscribed, the lock icon disappears and the option becomes available immediately.

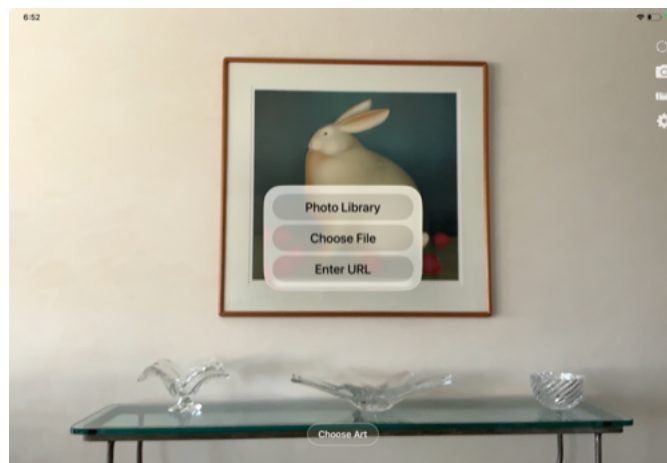


Figure 4: Photo source action sheet

When using **Enter URL**, enter the full image address (e.g., <https://example.com/photo.jpg>)

and tap **Load**. PinARt downloads the image and opens the Dimensions dialog. If the download fails or the URL does not point to a valid image, the status bar shows: “**COULD NOT LOAD IMAGE**”.

3.2 Step 2: Set the Print Size

After selecting a photo, the **Dimensions dialog** appears as a frosted glass card anchored above the Choose Art button. The fields are pre-filled with the default dimensions from Settings. If you have not changed the defaults, PinARt uses a median print size (30 x 20” / 75 x 50 cm) as the starting point.

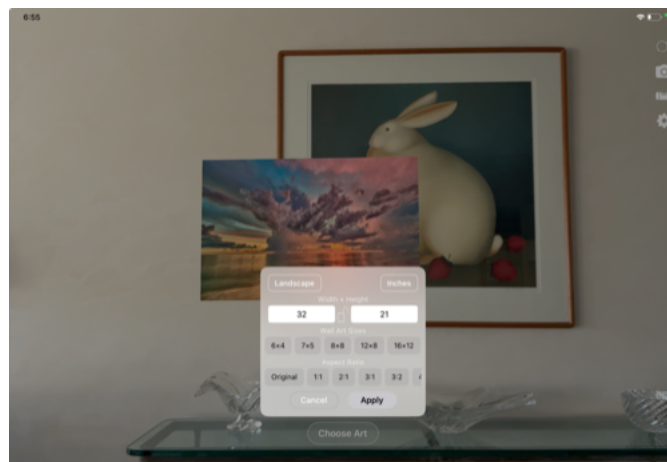


Figure 5: Dimensions dialog with preset sizes and aspect ratios

3.2.1 Orientation and Units

The top row has two pairs of toggle buttons:

- **Landscape / Portrait** — controls whether the wider dimension is horizontal or vertical. Square images default to Landscape.
- **Inches / Centimeters** — sets the unit for all dimension displays. Your choice is saved and remembered across sessions.

3.2.2 Width and Height

Below the toggles, two numeric input fields show the current width and height. Between them is a **padlock icon** that controls the aspect ratio lock:

- **Locked** (closed padlock, white) — changing one dimension automatically adjusts the other to maintain the current aspect ratio. The *dominant* dimension stays fixed: width in Landscape, height in Portrait.
- **Unlocked** (open padlock, dimmed) — width and height can be edited independently.

The default lock state for new photos is set in Settings.

3.2.3 Wall Art Sizes

A horizontal scrolling row of preset print sizes. PinARt includes these standard sizes:

Inches	Centimeters	Aspect Ratio
6 x 4	15 x 10	2:3
7 x 5	18 x 13	5:7
8 x 8	20 x 20	1:1
12 x 8	30 x 20	2:3
16 x 12	40 x 30	3:4
18 x 12	45 x 30	2:3
24 x 16	60 x 40	2:3
24 x 24	60 x 60	1:1
30 x 20	75 x 50	2:3
32 x 24	80 x 60	3:4
36 x 24	90 x 60	2:3
40 x 30	100 x 75	3:4
48 x 32	120 x 80	2:3
60 x 40	150 x 100	2:3
72 x 48	180 x 120	2:3
94 x 48	240 x 122	—

All sizes are listed in landscape orientation (width >= height). Selecting **Portrait** swaps the dimensions automatically.

Tap any preset to apply it. The matching preset is automatically highlighted when you open the dialog or when your manually entered values match a preset.

3.2.4 Aspect Ratio

A second scrolling row shows common aspect ratios:

- **Original** (matches the photo's native aspect ratio)
- **1:1, 2:3, 3:4, 4:5, 5:7, 9:16**

Selecting a ratio adjusts the dimensions while keeping the dominant dimension intact.

3.2.5 Apply or Cancel

- **Apply** — places the photo on the wall at the selected size. The photo appears at the focus square position.
- **Cancel** — dismisses the dialog without placing anything.

You can also tap the dark backdrop outside the card to dismiss (same as Cancel).

3.3 Step 3: Photo Appears on the Wall

After you tap **Apply**, the photo is placed on the detected wall at the focus square position. PinARt constrains all art to vertical surfaces — photos always hang perfectly flat against the wall.

The status bar briefly displays the dimensions (e.g., 16 x 20") for 5 seconds.

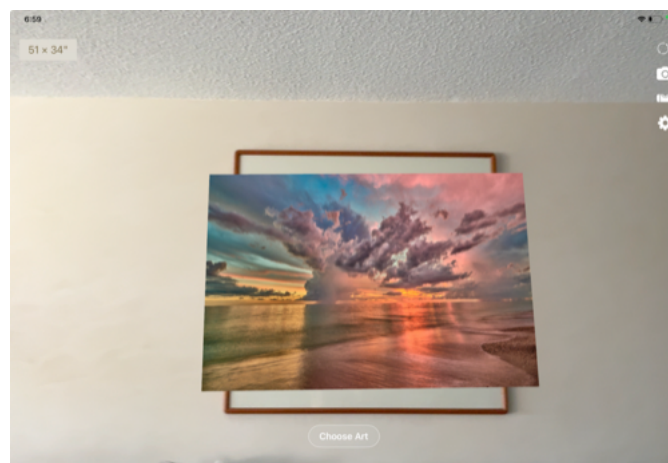


Figure 6: Photo placed on a wall showing dimensions in the status bar

You can place multiple photos by tapping **Choose Art** again. Each photo is independently positioned, sized, and framed.

4 Interacting with Placed Art

PinARt uses intuitive touch gestures to manipulate placed photos. Here is a complete reference:

Gesture	Action
Tap on a photo	Selects it and shows its dimensions for 5 seconds
Tap on empty wall (with a photo selected)	Moves the selected photo to the tap location
One-finger drag	Moves the photo along the wall surface
Two-finger pinch	Resizes the photo (maintains aspect ratio)
Two-finger pan	Slides the image within the frame (adjusts crop)
Long-press	Opens the action menu

4.1 Selecting a Photo

Tap any placed photo to select it. The status bar shows the current dimensions — for example, 16 x 20" or Overall 20 x 24", Art 16 x 20" if the photo has a frame and mat.

4.2 Dragging Along a Wall

Touch a photo with one finger and drag to move it across the wall. The drag activates after a 30-point displacement threshold to prevent accidental moves. PinARt uses ray-plane intersection math to keep the photo locked precisely to the wall surface as you drag — no jitter or floating.

4.2.1 Dragging Between Adjacent Walls

When you drag a photo near the edge of a wall, PinARt detects adjacent walls within 10 cm. The photo automatically transitions to the new wall, adopting its orientation while staying perfectly level. This lets you easily arrange art across a corner or around a room without lifting your finger.



Figure 7: Dragging a photo from one wall to an adjacent wall. Step 1



Figure 8: Dragging a photo from one wall to an adjacent wall. Step 2

4.2.2 Wall Boundary Clamping

PinARt prevents photos from extending past wall edges. When you drag art near the boundary of a detected wall — or near a ceiling, floor, or perpendicular side wall — the photo stops at the edge. The clamping accounts for the full dimensions including any frame and mat.

4.3 Resizing with Pinch

Pinch with two fingers to resize. The aspect ratio is always maintained. During the pinch, the status bar shows live dimensions that update in real time as you scale.

If the photo has a frame and mat, only the photo itself resizes — frame and mat widths stay constant. The frame and mat planes are recalculated around the new photo size.

After you release the pinch, wall boundary clamping is enforced to keep the resized art within the wall.

4.4 Adjusting the Crop with Two-Finger Pan

When your photo's aspect ratio differs from the print size (for example, a 16:9 photo in a 4:5 frame), PinARt crops the image to fill the frame. You can control *which part* of the image is visible by **panning with two fingers**.

- **Pan horizontally** to slide the image left or right within the frame
- **Pan vertically** to slide the image up or down

The panning range is limited to the available image area — you cannot pan past the edges of the original photo. The sensitivity is calibrated to match the projected plane size on screen, so the image moves naturally under your fingers.

The crop position is preserved across all operations: dragging, resizing, wall transitions, and session recovery.

4.5 Action Menu (Long-Press)

Long-press any placed photo to open the action menu with five options:

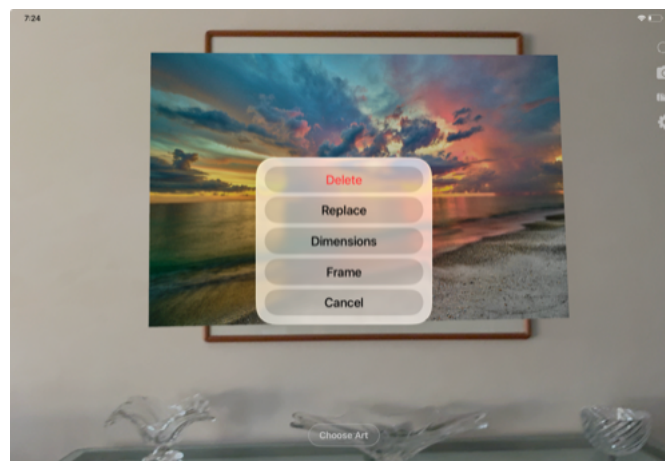


Figure 9: Long-press action menu with Delete, Replace, Dimensions, and Frame options

4.5.1 Delete

Removes the photo from the scene entirely, including its frame and mat.

4.5.2 Replace

Opens the photo source selection (Photo Library, Choose File, Enter URL) to choose a new image. The new photo replaces the current one, keeping the same position, dimensions, and frame/mat settings. The crop resets to center.

4.5.3 Dimensions

Reopens the Dimensions dialog for this photo, pre-filled with its current size, orientation, unit, and aspect lock state. You can change any setting and tap **Apply** to resize in place.

4.5.4 Frame

Opens the Frame & Mat dialog (see next section).

4.5.5 Cancel

Dismisses the action menu without changes.

5 Frame and Mat

PinARt lets you add a decorative frame and mat (matboard/passepartout) to any placed photo. Changes preview live in AR as you adjust the settings.

5.1 Opening the Frame Dialog

Long-press a photo, then select **Frame** from the action menu. The Frame & Mat dialog appears as a frosted glass card.



Figure 10: Frame and Mat dialog showing frame width slider, mat controls, and color swatches

5.2 How Frames and Mats Work

The frame and mat are layered behind the photo as separate planes:

Layer	Position	Description
Frame	Behind mat	Outermost border
Mat	Behind photo	Inner border between frame and photo
Photo	Front	The image itself

The overall dimensions equal the photo size plus twice the mat width plus twice the frame width (accounting for all four sides).

5.3 Frame Controls

5.3.1 Frame Width

A slider sets the frame width. The slider is **tinted to match the current frame color** so you can see at a glance which color you are working with.

Unit	Range	Step Size
Inches	0 to 10"	0.25"
Centimeters	0 to 20 cm	1 cm

The unit is read-only in this dialog — it matches whatever you set in the Dimensions dialog or Settings. The current value is displayed numerically next to the slider (e.g., 0 . 5, 1 . 25, 2).

5.3.2 Frame Color

Tap the color swatch next to the frame slider to open the full **Color Picker** (described in the next section). The default frame color is black.

Note: Changing frame and mat colors requires a **PinARt Basic** or **Pro** subscription. Free users can adjust frame and mat widths but color swatches are dimmed. Tapping a dimmed swatch opens the Upgrade screen.

5.4 Mat Controls

The mat has identical controls: a color-tinted width slider and a color swatch. The default mat color is white.

5.5 Overall Dimensions

The dialog shows the overall dimensions including the frame and mat. For example, if your art is 16 x 20" with a 1" mat and a 0.5" frame, the display reads:

Overall 20 x 24", Art 16 x 20"

This helps you verify the framed piece will fit your wall space.

5.6 Apply or Cancel

- **Apply** — finalizes the frame and mat. Wall boundary clamping is enforced to keep the framed art within the wall.
- **Cancel** — reverts to the original frame and mat settings (or no frame if there was none before).



Figure 11: A photo with a dark frame and white mat placed on a wall

6 Color Picker

The Color Picker provides precise color selection for frames and mats. It appears when you tap a frame or mat color swatch.

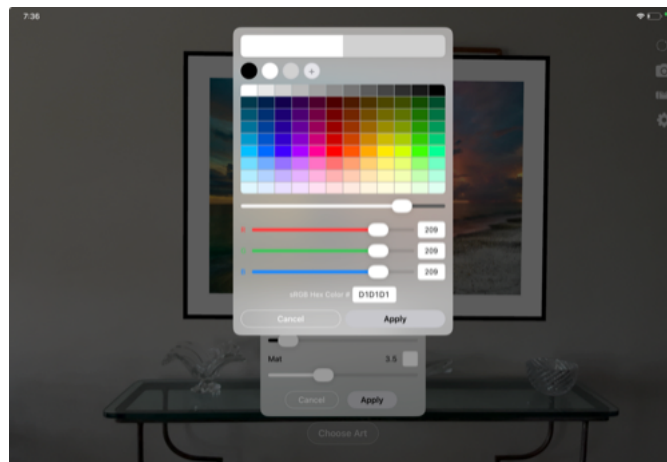


Figure 12: Color Picker with grid, brightness slider, RGB sliders, and presets

6.1 Color Preview

At the top, two circles show the **old color** (left) and the **new color** (right) side by side, so you can compare your selection against the original.

6.2 Color Presets

Below the preview, a horizontal scrolling row provides quick access to saved colors:

- **Black** and **White** are permanent presets (always available)
- **Custom presets** that you have saved appear after the permanent ones
- Tap the **+** button at the end to save the current color as a new preset
- **Long-press** any custom preset to delete it (a confirmation alert shows the hex code, e.g., “Delete Color Preset? #2C3E50”)
- You can save up to **10 custom color presets**

Custom presets persist across sessions and can also be managed from Settings.

6.3 Color Grid

The main selection area is a discrete grid with **9 rows and 12 columns**:

- **Top row**: greyscale gradient from white to black
- **Rows 2–9**: hues across 12 columns with varying saturation and brightness levels, from muted pastels to vivid saturated colors

Tap any cell to select that color. The RGB sliders and hex field update immediately.

6.4 Brightness Slider

Below the grid, a horizontal slider adjusts the brightness of the selected grid color. Slide left for darker shades, right for lighter tints.

6.5 RGB Sliders and Hex Code

Three individual sliders for **Red**, **Green**, and **Blue** (each ranging 0 to 255) let you fine-tune the color numerically. Each slider has a text field showing its current value.

All numeric fields use a custom number pad instead of the standard keyboard. The pad includes a **Done** button (bottom-left, below the 7 key) to dismiss the keyboard. You can also tap anywhere on the card outside a text field to dismiss the keyboard.

Below the RGB sliders, the **sRGB Hex Color** field shows the 6-character hex code (e.g., 2C3E50). You can type a hex code directly to set an exact color. The field enforces the following rules:

- Only valid hexadecimal characters are accepted (digits 0–9 and letters A–F)

- Input is automatically converted to uppercase
- Maximum length is 6 characters
- When you finish editing, the value is left-padded with zeros if shorter than 6 characters (e.g., 2C3 becomes 002C30)

6.6 Portrait Only

Note: The Color Picker is available in **portrait orientation only** on iPhone. If you rotate to landscape while the Color Picker is open, it closes and the status bar shows: **“ROTATE TO PORTRAIT TO EDIT COLORS”**. Rotate back to portrait to reopen it.

6.7 Apply or Cancel

- **Apply** — confirms the selected color and returns to the Frame dialog
- **Cancel** — discards the color change

7 Capture and Export

PinARt lets you capture photos, record videos, and export a PDF summary of your art layout.

7.1 Capture Menu

Tap the **camera button** (top-right corner) to open the capture menu:

Option	When Available	Subscription	Description
Take Photo	Always	Free	Captures an AR scene snapshot
Record Video 🔒	Always	Basic+	Records an AR video with audio
Export PDF 🔒	When art is placed	Pro	Generates a detailed art allocation report



Figure 13: Capture menu action sheet

7.2 Taking a Photo

1. Select **Take Photo** from the capture menu.
2. A brief **white flash** confirms the capture.
3. The **Save/Share bar** appears at the bottom of the screen — a dark rounded container with two buttons:
 - **Save** (down-arrow icon) — saves the photo to your Photo Library. A “PHOTO SAVED” confirmation appears in the status bar.
 - **Share** (up-arrow icon) — opens the iOS share sheet to send via Messages, Mail, AirDrop, or any other sharing option.
4. Tap anywhere **outside** the bar to dismiss it and discard the capture.



Figure 14: Photo capture with Save/Share bar at the bottom

7.3 Recording Video

1. Select **Record Video** from the capture menu.
2. **First time only:** iOS shows a ReplayKit permission dialog. Grant permission. PinARt handles the warm-up automatically — it absorbs the first recording with the permission dialog visible, discards it, and starts a clean recording after a 0.5-second delay.
3. During recording:
 - All UI elements are **hidden** for a clean video (no buttons, status bar, focus square, or level overlay visible)
 - A transparent overlay covers the screen
 - **Tap anywhere** to stop recording
4. After stopping, the Save/Share bar appears with the recorded video.
 - **Save** stores the video to your Photo Library (“VIDEO SAVED” confirmation)
 - **Share** opens the iOS share sheet



Figure 15: Clean recording in progress — only the AR scene is captured

7.4 Exporting a PDF

The **Export PDF** option appears in the capture menu only when you have art placed in the scene. It generates an **Art Allocation Report** — a detailed document listing every placed piece.

The PDF uses a two-column table layout on US Letter pages:

Left Column	Right Column
Art image (with frame/mat if present)	Properties and specifications

For each art item, the properties include:

- **Art #** — item number
- **Overall dimensions** — total size including frame and mat (if present)
- **Art dimensions** — photo size in your selected unit
- **Orientation** — Landscape or Portrait
- **Aspect Ratio** — matched to standard ratios (e.g., 2:3, 3:4, 4:5)
- **Frame** — width, color as HEX code (e.g., #000000), and RGB values (e.g., RGB 0, 0, 0)
- **Mat** — width, color as HEX code, and RGB values

The PDF automatically paginates across multiple pages when needed, with column headers repeated on each page. It opens in the iOS share sheet so you can save, print, email, or AirDrop it.



Figure 16: Example PDF export showing art images with dimensions and frame specifications

8 Level Tool

The Level tool helps you hold your device perfectly level and centered for capturing straight photos or evaluating placement symmetry.

8.1 Activating the Level

Note: The Level tool requires a **PinARt Pro** subscription. Tapping the level button without a Pro subscription opens the Upgrade screen.

Tap the **level button** (between the camera and settings buttons in the top-right corner). When active:

- The button tints **green**
- The **Choose Art** button hides to give you a clear view
- A full-screen transparent overlay appears over the camera feed

Tap the level button again to deactivate.



Figure 17: Level tool active showing grid, level line, and angle display

8.2 What the Level Shows

8.2.1 Grid Lines

A configurable grid overlays the camera feed. The grid uses **dual-stroke contrasting lines** — a wider dark line (black at 30% opacity) behind a thinner light line (white at 50% opacity) — so the grid is visible against both light and dark backgrounds.

The default grid is 3 x 3 (the classic rule-of-thirds grid). You can change it to any size from 1 x 1 to 20 x 20 in Settings.

8.2.2 Horizontal Level Line

A horizontal line across the screen tilts with your device, showing exactly how level the camera is. This line shifts vertically based on your device pitch.

8.2.3 Center Reference Dashes

Small dashes at the left and right edges of the screen mark the vertical midpoint. When the level line aligns with these dashes, your device is both level and vertically centered.

8.2.4 Angle Display

At the top center, the current tilt angle is displayed in degrees (e.g., 0.0° , 1.3°). The readout uses a monospaced font for easy reading.

8.3 Color Coding

The level line and angle display use three colors:

Color	Condition	Meaning
Green	Angle < 0.5° AND vertically centered	Perfectly level and centered
Yellow	Angle < 0.5° but not centered	Horizontally level but device pitched up or down
Red	Angle >= 0.5°	Device is tilted — not level

8.4 Configuring the Grid

In Settings, under the **Level Grid** section:

- **Long side** — number of divisions along the longer screen dimension (default: 3, range: 1 to 20)
- **Short side** — number of divisions along the shorter screen dimension (default: 3, range: 1 to 20)

The grid columns and rows swap automatically when you rotate between portrait and landscape orientation. Changes apply immediately if the level overlay is currently active.

9 Settings

Tap the **gear button** in the top-right corner to open the Settings dialog.



Figure 18: Settings dialog showing Art and Level Grid sections

9.1 Art Section

9.1.1 Units

Toggle between **Inches** and **Centimeters**. This affects all dimension displays, slider increments, and input fields throughout the app.

9.1.2 Default Width and Height

Set the default dimensions applied to new photos. The width and height fields work the same as in the Dimensions dialog, with a **padlock** between them to control the default aspect ratio lock state. New photos inherit this lock state.

9.1.3 Frame and Mat Custom Colors

Your saved color presets appear in a horizontal scrolling row. You can:

- **Tap** a custom preset to edit it (opens the Color Picker with a Delete option)
- **Long-press** a custom preset to delete it

The permanent black and white presets cannot be deleted.

9.2 Level Grid Section

Note: Level Grid settings require a **PinARt Pro** subscription. Without Pro, the controls appear grayed out and cannot be changed.

9.2.1 Long Side and Short Side

Two stepper controls (with - and + buttons) adjust the grid divisions:

- **Long side:** 1 to 20 (default: 3) — divisions along the longer screen dimension
- **Short side:** 1 to 20 (default: 3) — divisions along the shorter screen dimension

Changes update the level overlay immediately if it is currently active.

9.3 Language

PinARt supports **in-app language switching** — you can change the display language without changing your device language or restarting the app. A **globe icon** and a horizontal scrolling row of language buttons appear below the Level Grid section.

9.3.1 Supported Languages

Button Label	Language
English	English
Deutsch	German
Español	Spanish
Français	French
Italiano	Italian
Polski	Polish
Русский	Russian
Українська	Ukrainian

Each button shows the language name in its **native script**. The currently selected language is highlighted (filled button), while unselected languages show as outlined buttons.

9.3.2 How Language Selection Works

- **Default:** PinARt uses your device language if it is one of the 8 supported languages. Otherwise, it defaults to English.
- **Changing:** Tap any language button to select it. The change takes effect when you tap **Save**.
- **Scope:** The in-app language setting affects all PinARt text — button labels, status messages, dialog titles, and menu options. System UI elements (such as the AR coaching overlay and iOS permission dialogs) follow your device language setting, not the in-app selection.

9.4 Subscription

Below the language selector, the subscription section adapts to your current plan:

- **Free users** see an **Upgrade PinARt** button that opens the Upgrade screen (see below), plus a **Restore Purchases** button to recover a previous subscription.
- **Subscribers** see their current plan name (e.g., “PinARt Basic”), a **Manage Subscription** button that opens the iOS subscription management screen, and a **Restore Purchases** button.

9.4.1 Upgrade Screen

The Upgrade screen shows a side-by-side comparison of PinARt Basic and PinARt Pro:

- A **Monthly / Yearly** toggle at the top switches between billing periods. Yearly plans offer a discount compared to monthly.
- Each tier is presented as a card listing included features with a green checkmark (✓) and excluded features with a grey mark (X).
- The **Pro** card is visually highlighted with a blue border.
- Tap the **Subscribe** button on either card to purchase through the App Store. Subscriptions auto-renew until cancelled.
- A **Restore Purchases** button at the bottom recovers a previous subscription on a new device or after reinstalling.

9.5 Save or Cancel

- **Save** — saves all settings changes
- **Cancel** — discards changes

Tap the backdrop outside the dialog to dismiss (same as Cancel). The keyboard shifts the dialog up automatically if a numeric field is active.

10 Session Recovery

PinARt automatically saves your AR session so you can resume where you left off after interruptions or app relaunches.

10.1 What Gets Saved

When you switch away from PinARt (background, phone call, lock screen), the app saves:

- **AR world map** — the 3D spatial map of your scanned environment
- **All placed art** — including each photo's image (as JPEG), world position and orientation, print dimensions, crop offsets, frame/mat widths and colors, size unit, orientation, and aspect lock state

Saving only occurs when the AR mapping status is sufficiently established (. mapped or . extending).

10.2 Brief Interruptions

When you briefly leave the app (phone call, app switch, lock screen) and return:

1. Your placed art remains visible in the scene
2. ARKit attempts to **relocalize** — matching the live camera feed to the saved world map
3. If relocalization takes more than **10 seconds**, PinARt restarts the AR session using the saved world map to speed recovery
4. If a second 10-second timeout passes without success, the status bar shows: **“COULD NOT RESTORE — STARTING FRESH”**

During successful recovery, art positions snap into place once ARKit relocalizes.

10.3 Full App Relaunch

If the app was terminated by the system (memory pressure, device restart):

1. On launch, PinARt detects the saved world map and shows: **“RESTORING PREVIOUS SESSION...”**
2. The AR session starts with the saved world map
3. Once tracking stabilizes (returns to normal quality), all art is recreated from the saved state — with exact positions, dimensions, crops, and frame/mat configuration
4. The status bar shows: **“SESSION RESTORED (X art items)”**

10.4 Starting Fresh

To clear the saved session and start over:

- Tap the **Restart** button in the status area
- Or select restart from any error dialog

This removes all placed art and deletes the saved world map and object data. After restarting, the button is temporarily disabled for 5 seconds while the AR session re-initializes.

11 Tips and Best Practices

11.1 For Best AR Tracking

- **Lighting** — AR works best in well-lit environments. Avoid very dim rooms or harsh directional lighting that creates strong shadows.
- **Scanning** — when you first open the app, slowly scan the room by panning your device left and right. If walls are not detected quickly, the status bar will suggest: “TRY MOVING LEFT OR RIGHT”.
- **Distance** — stand 1 to 2 meters (3 to 6 feet) from the wall for optimal placement accuracy. The focus square scales naturally at distances between 0.7 and 1.5 meters.
- **Surfaces** — LiDAR detects most walls reliably, but textured walls (paint, wallpaper, brick) track better than perfectly smooth, reflective, or glass surfaces.

11.2 For Best Results

- **Set dimensions first** — use the Dimensions dialog to pick your exact print size before fine-tuning placement. Use the preset sizes — they match standard print and frame sizes from most print shops.
- **Lock the aspect ratio** — enable the padlock when you want proportional resizing, or unlock it for custom dimensions.
- **Try different frames** — experiment with frame widths and colors using live AR preview. The color-tinted sliders help you see which slider controls which element.
- **Use the Level** — activate the Level tool when capturing photos for clients or social media. Green means the shot is perfectly straight.
- **Step back to capture** — move 2 to 3 meters away before taking a photo or recording video to show art in the full room context.
- **Use PDF export** — generate an Art Allocation Report to share with print shops, framers, or clients. It includes every dimension, color, and specification they need.

11.3 Planning a Gallery Wall

- Place multiple photos to try different arrangements
- Use consistent frame and mat settings across all pieces for a cohesive look
- Drag photos between walls to compare placement options
- Long-press and select **Dimensions** to adjust individual sizes
- Export the PDF as your reference document for ordering prints and frames

12 Troubleshooting

The focus square does not appear. Slowly pan your device left and right to help ARKit detect walls. The coaching overlay will guide you. Make sure you are pointing at a flat vertical surface in a well-lit room. The status bar may show “FIND A WALL TO PLACE AN ART” — keep scanning until a wall is detected.

The status bar shows “CANNOT PLACE PHOTO — Try pointing at a wall.” The focus square is not currently on a detected vertical surface. Move your device until the focus square appears solidly on a wall, then try placing again.

Art appears to float or drift from the wall. This indicates tracking degradation. Try scanning the room more thoroughly, or restart the experience (the restart button in the status area). Moving slowly and steadily helps ARKit maintain tracking.

The photo appears cropped. When the image’s aspect ratio does not match the selected print size, PinARt crops the image to fill the frame. Use **two-finger panning** to adjust which portion is visible. Alternatively, select the **Original** aspect ratio in the Dimensions dialog to match the image’s native proportions.

Pinch-to-zoom changes my crop position. Resizing recalculates the crop to fill the new dimensions. After pinching, use two-finger pan to re-adjust the crop position if needed.

Video recording does not start. The first time you record in a session, iOS displays a ReplayKit permission dialog. Grant permission and PinARt will automatically start a clean recording. If recording fails, the status bar shows: “RECORDING FAILED” followed by the error. Try again or restart the app.

Session recovery did not restore my art. Recovery depends on similar lighting and camera angles to the original session. If the environment has changed significantly (furniture moved, different lighting), relocalization may fail. In that case, start a fresh session and re-place your art.

The level shows yellow instead of green. Yellow means the device is horizontally level (not tilted) but the camera is pointed slightly up or down — the level line is not centered on the reference dashes. Adjust the vertical pitch of your device until the display turns green.

The app says my device is not supported. PinARt requires an iPhone or iPad Pro with a LiDAR Scanner. Standard iPhone models and older iPads without LiDAR are not supported.

13 Contact Us

If you have questions or concerns about this Privacy Policy or the App's data practices, please contact:

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