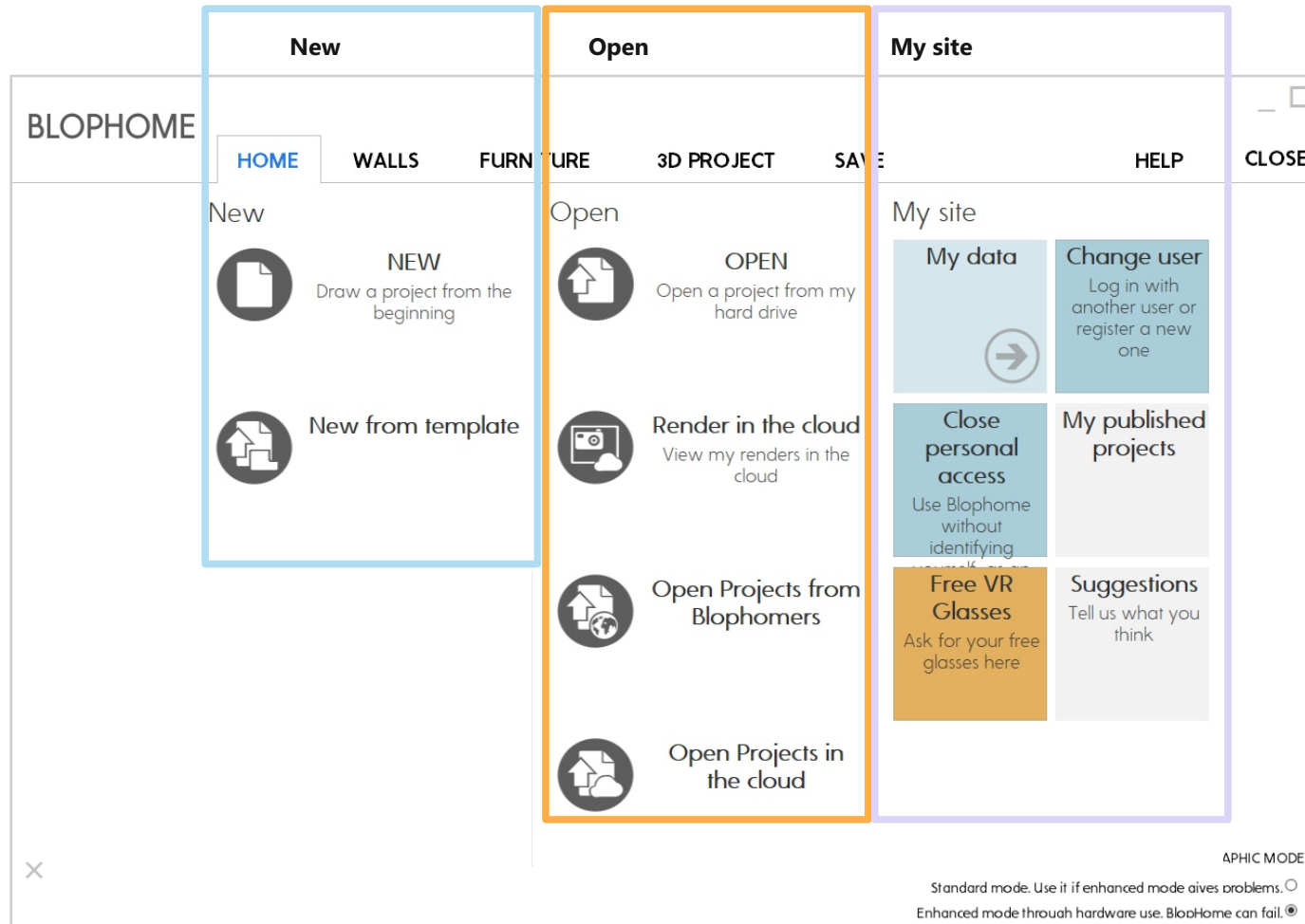


If you are not logged in blophome

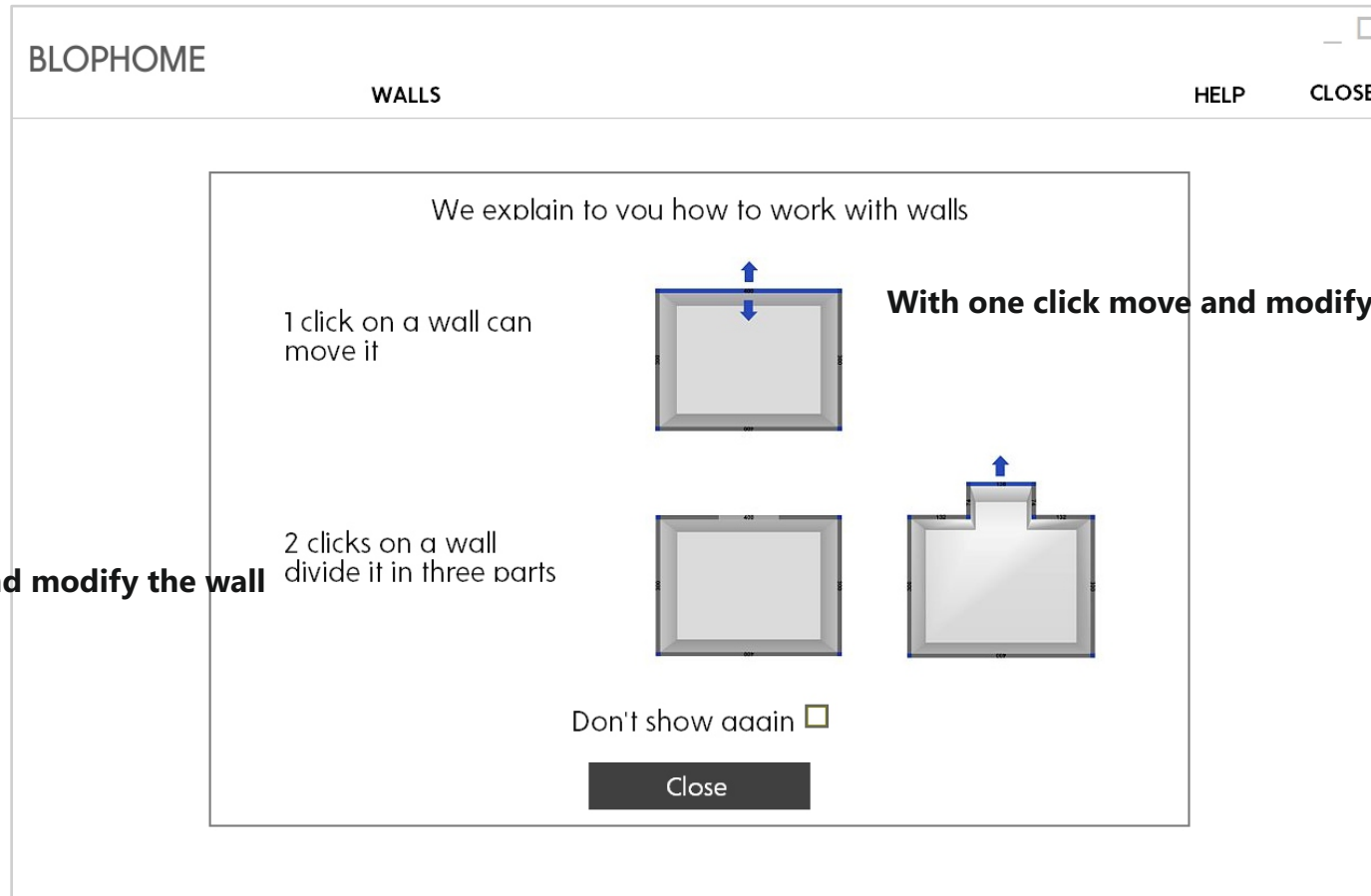
Blophome Help

How to get started

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If you are logged in blophome



With one click move and modify the wall

With 2 clicks we get in and modify the wall

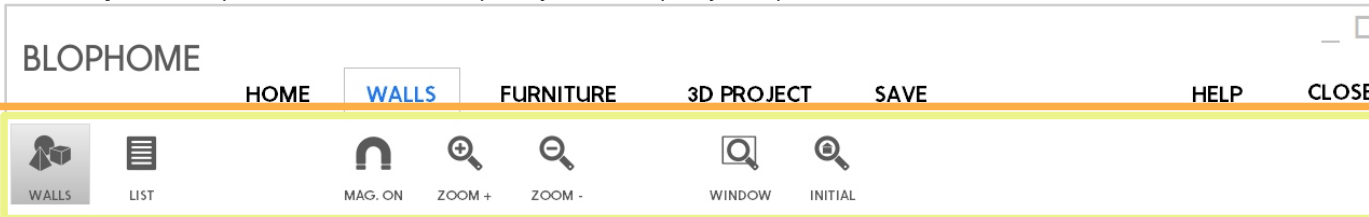
**When we start working with the application you will find this window as a default object
If you want to disconnect click: I do not want this window to appear**

BlopHome Help

How to get started

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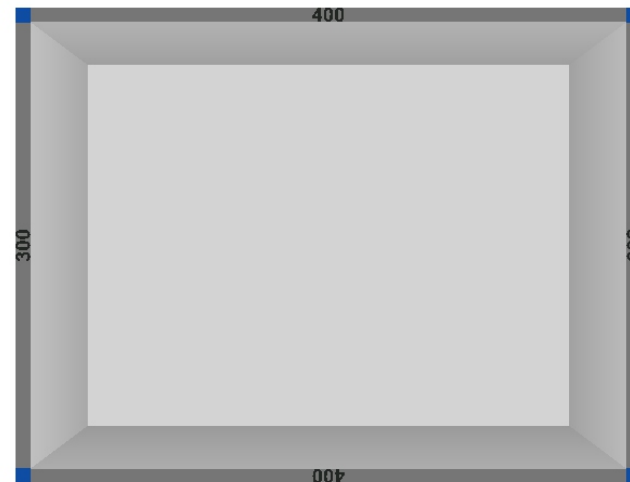
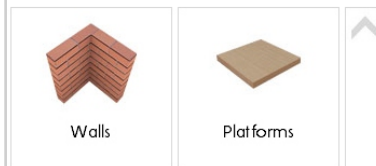
Tabs: The titles of the tabs indicate their main function -- **Home:** for a new project or to open one -- **Walls:** to give the room its shape -- **Furniture:** to insert elements, change textures or properties of the objects -- **3D Project:** to focus on perspective, high-quality render -- **Save:** to save and print or send by e-mail and print -- **Help:** Default parameters, delete temporary files and proxy setup



Icons: On each tab you will find the icons that you need to work with.

Walls and Platforms:

The walls and platforms libraries appear in this window. Drag and drop over the room.



Work zone: This is the area in which the room to be decorated appears, in the case of the walls, it allows you to modify the geometry in order to adapt it to your design.

BlopHome Help

How to get started

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Textures:

The textures libraries appear in this window. Drag and drop over the object or the room.

List of Materials:

All the objects that the room has got appear in this window

Search Object:

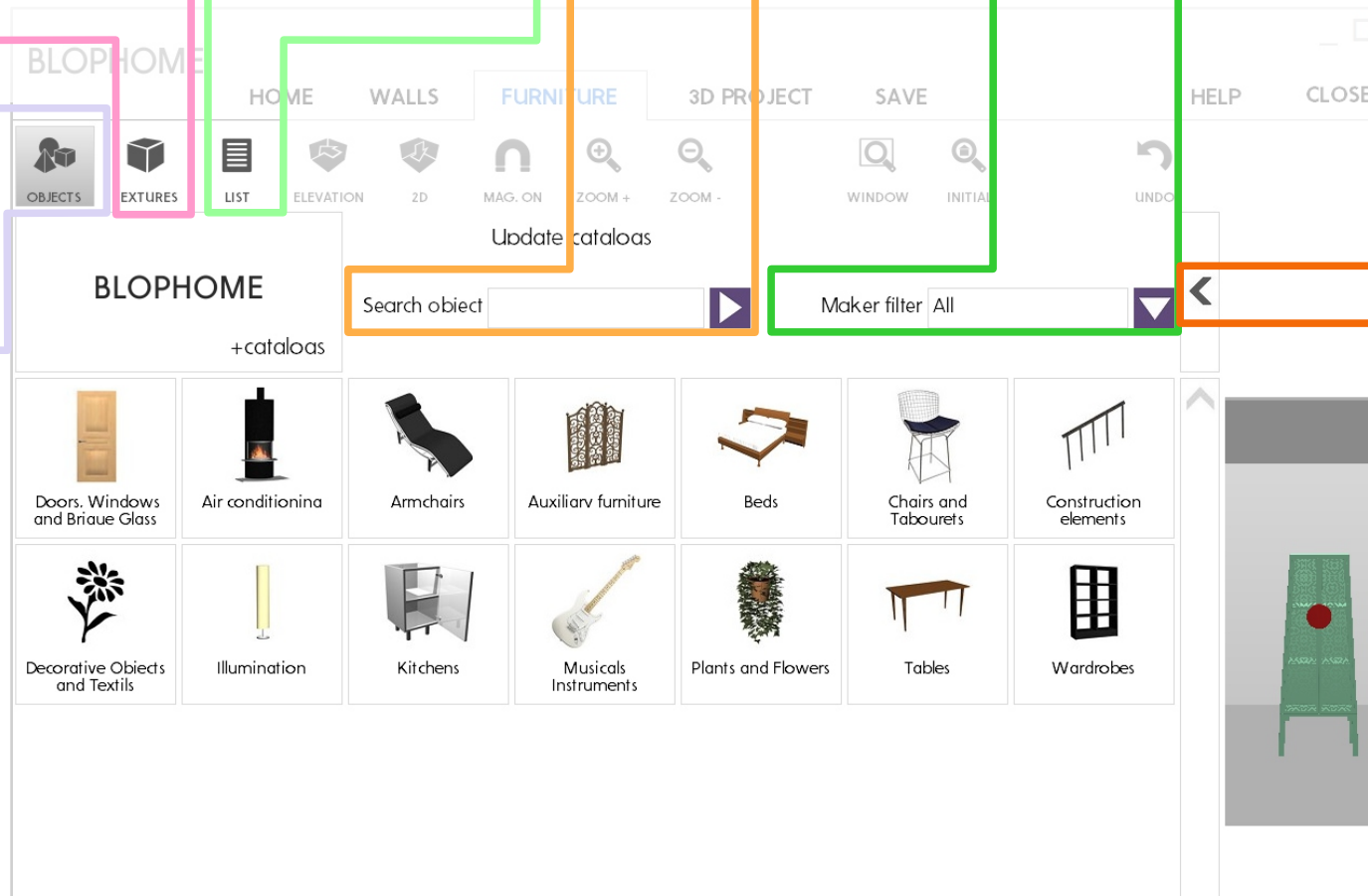
Ayuda de búsqueda textual de objeto

Maker Filter

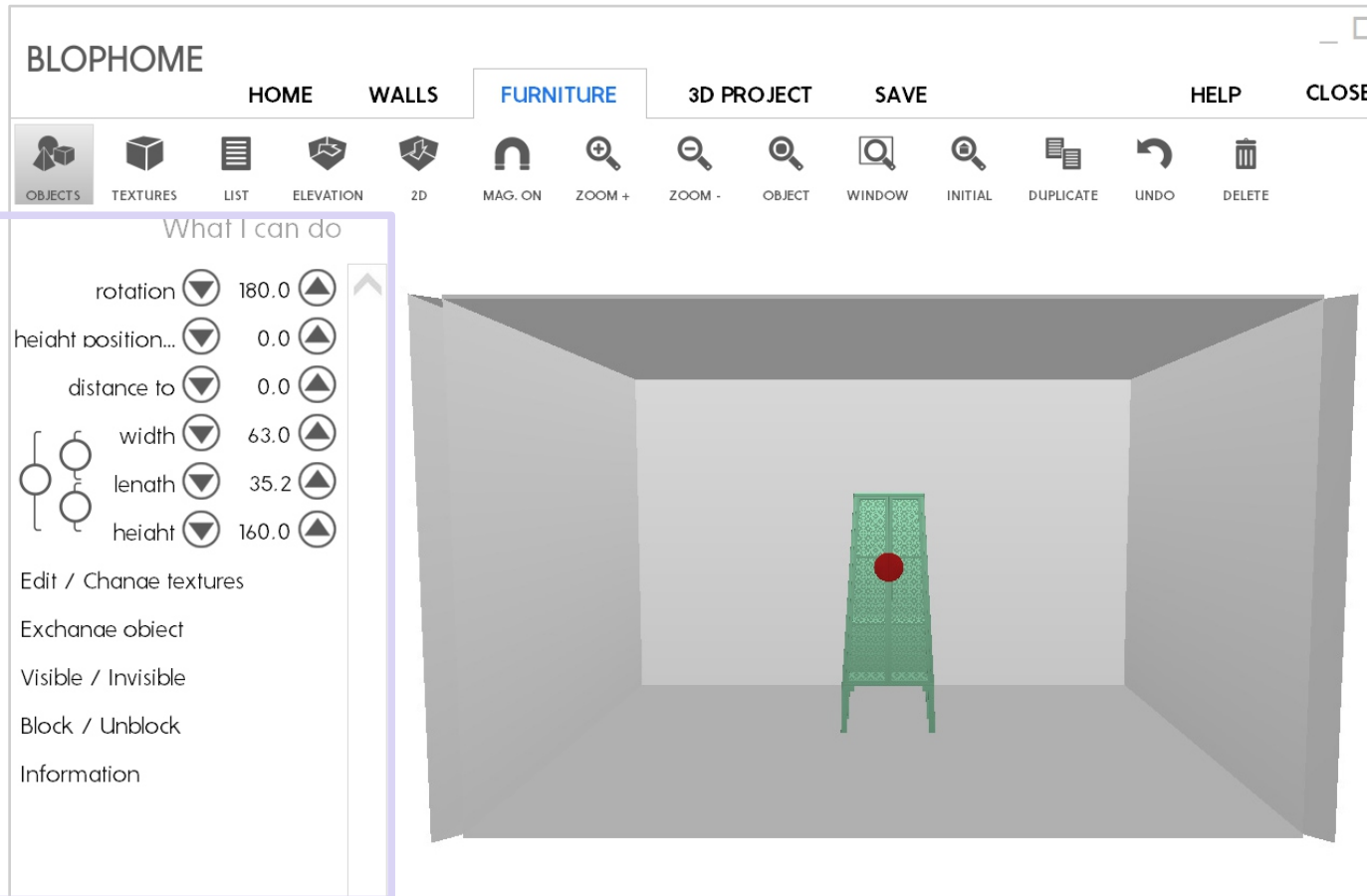
Objects Window

Objects:

The objects libraries appear in this window. Drag and drop over the room.



Maximize and Minimize



What can I do? Window

This window will appear when selecting an object in the room. It will indicate which changes we can make to the selected object.