

Select a simple object

Rotation : Editing the number or using the arrows will rotate the object on the coordinates x, y (plan).

Height positioned :

Editing the number or using the arrows will change the height of placement with respect to the floor.

Distance to: Clicking on the arrow will take us to the object and we will choose the distance we want to change.

Length : The length can be changed by editing the number or using the arrows

Height : The height can be changed by editing the number or using the arrows.

Width : The width can be changed by editing the number or using the arrows.

Change textures : Here, we can also change the textures. By clicking, textures libraries and object layers will appear. This indicates what texture each layer has. We can also drag and drop from the textures library to the layer.

Exchange the drawing: only possible in certain objects

Visible/Invisible: Hide objects

Lock / Unlock: : Locks the position of the object and its dimensions.

Information: Additional information about the object

What I can do

rotation

▼

180.0

▲

height position...

▼

0.0

▲

distance to

▼

0.0

▲

width

▼

63.0

▲

length

▼

35.2

▲

height

▼

160.0

▲

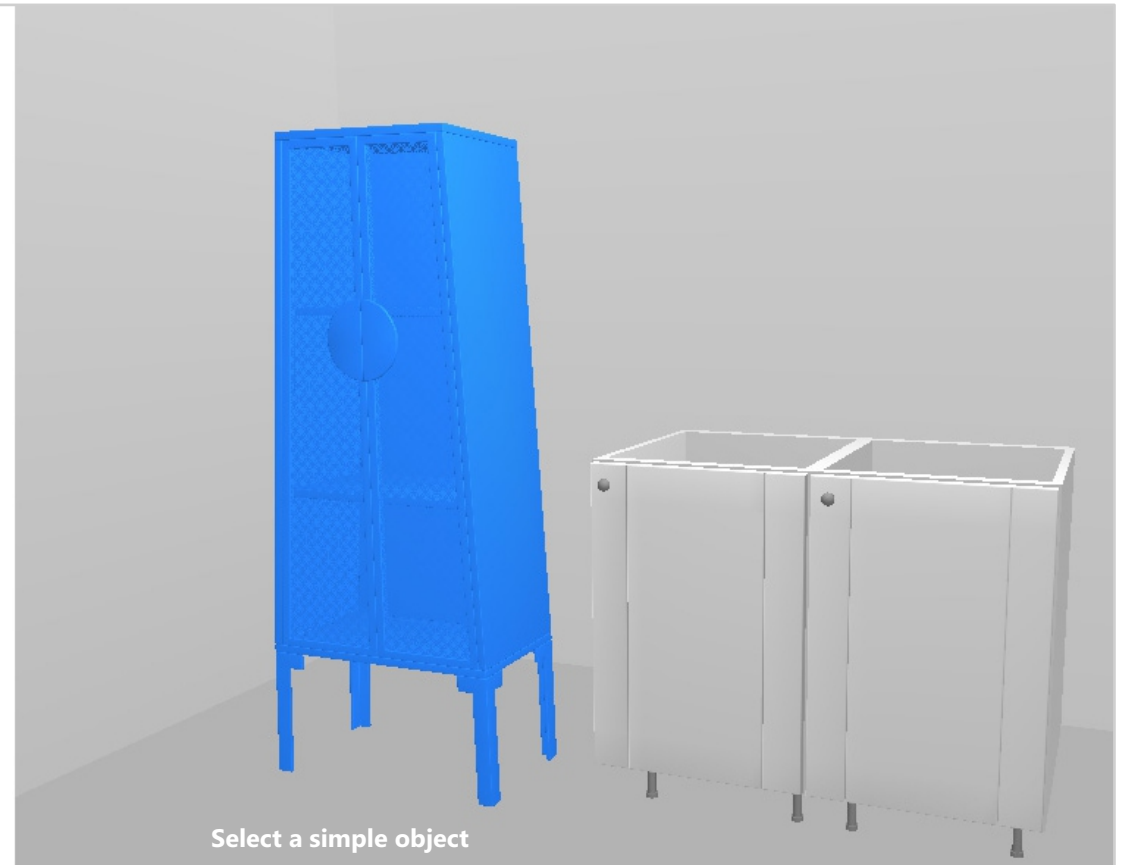
Edit / Change textures

Exchange object

Visible / Invisible

Block / Unblock

Information



Select an object with series and linked and finished objects

Rotation : Editing the number or using the arrows will rotate the object on the coordinates x, y (plan).

Height positioned :

Editing the number or using the arrows will change the height of placement with respect to the floor.

Distance to: Clicking on the arrow will take us to the object and we will choose the distance we want to change.

Length : The length can be changed by editing the number or using the arrows

Height : The height can be changed by editing the number or using the arrows.

Width : The width can be changed by editing the number or using the arrows.

Series / Option : Three options will appear:

Base units: inactive in this case

Doors: door styles will be shown

Handle: the handle units will be shown

Change color: It will appear the finishing options defined by the manufacturer

Visible/Invisible: Hide objects

Lock / Unlock : Locks the position of the object and its dimensions.

Information: Additional information about the object

What I can do

rotation

▼

180.0

▲

height position...

▼

15.0

▲

distance to

▼

0.0

▲

width

▼

60.0

▲

lenath

▼

63.7

▲

heiaht

▼

86.0

▲

Change serie

Change color

Open / Close

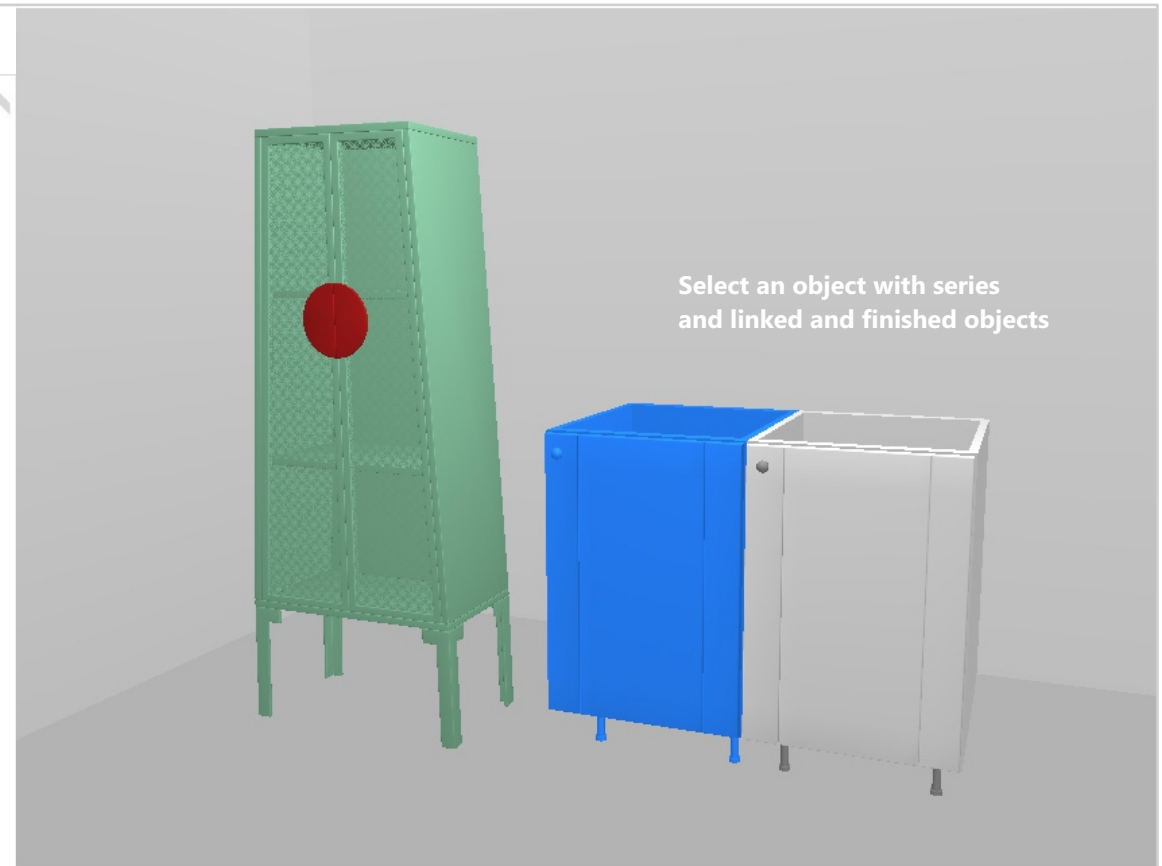
Visible / Invisible

Block / Unblock

Finish

Melamine

Information



Select several objects with series and linked and finished objects

Height positioned :

Editing the number or using the arrows will change the height of placement with respect to the floor.

Series / Option : Three options will appear:

Base units: inactive in this case

Doors: door styles will be shown

Handle: the handle units will be shown

Change color: It will appear the finishing options defined by the manufacturer

Open /close : This opens and closes the doors. (All selected objects will be changed.)

Visible / Invisible: Hide objects

Lock / Unlock : Locks the position of the object and its dimensions

Group objects: Merge several objects as if they were just one

Ungroup objects: Break the group of objects in their native

What I can do

height position... ▼ 15.0 ▲

Change serie

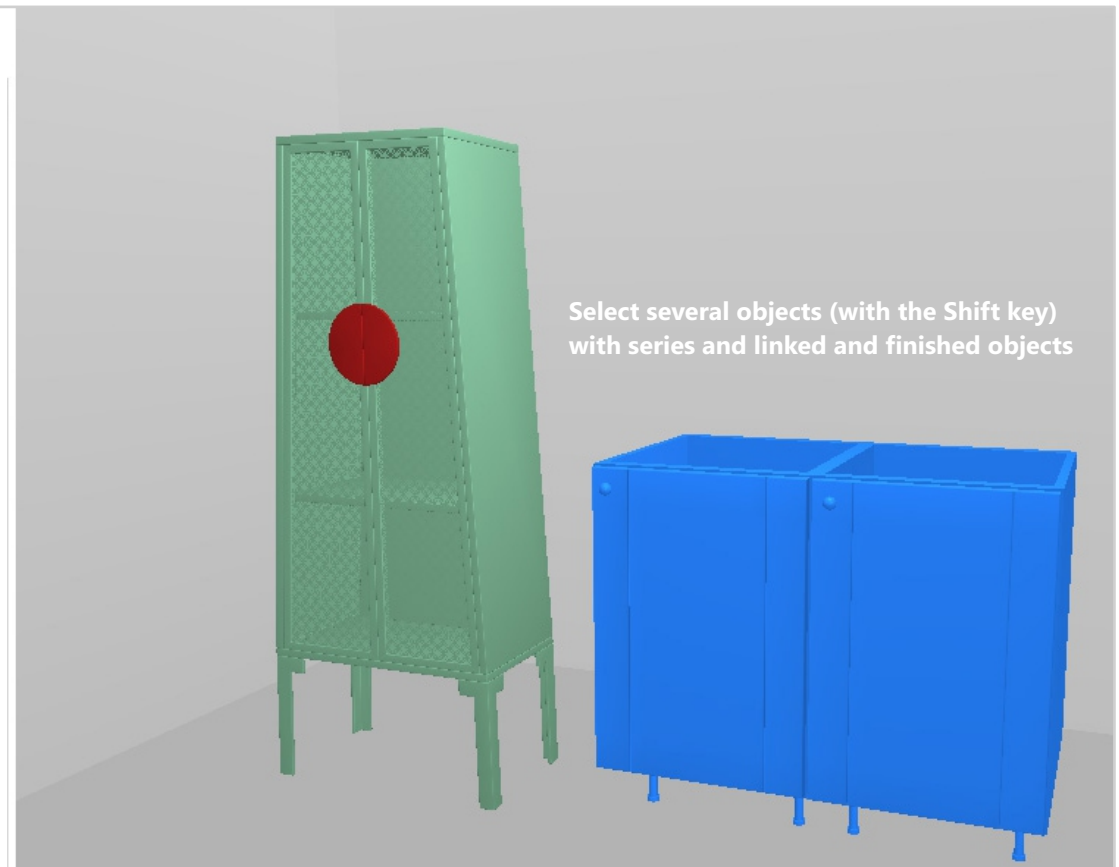
Change color

Open / Close

Visible / Invisible

Block / Unblock

Group objects



Combination of modifiers of size

Diagram showing two circles connected by a vertical line. The left circle is red, and the right circle is black. The left circle is connected to the right circle by a vertical line.

width	▼	63.0	▲
lenath	▼	35.2	▲
heiaht	▼	160.0	▲

Length and depth :

by connecting these two switches and change the data in one of them, for example the lenght, proportionally modify the depth, and vice versa

Diagram showing two circles connected by a vertical line. The left circle is black, and the right circle is red. The left circle is connected to the right circle by a vertical line.

width	▼	63.0	▲
lenath	▼	35.2	▲
heiaht	▼	160.0	▲

Height and depth :

By connecting these two switches and change the data in one of them, for example height; proportionally modify the depth, and vice versa

Diagram showing two circles connected by a vertical line. The left circle is red, and the right circle is black. The left circle is connected to the right circle by a vertical line.

width	▼	63.0	▲
lenath	▼	35.2	▲
heiaht	▼	160.0	▲

Length and Height :

By connecting these two switches and change the data in one of them, for example height; modified proportionately length, and vice versa

Diagram showing two circles connected by a vertical line. The left circle is red, and the right circle is black. The left circle is connected to the right circle by a vertical line.

width	▼	63.0	▲
lenath	▼	35.2	▲
heiaht	▼	160.0	▲

Length, depth and height :

By connecting all the switches and change the data in one of them, proportionally modify the remaining two.

What I can do

rotation	▼	180.0	▲
height position...	▼	0.0	▲
distance to	▼	0.0	▲
width	▼	63.0	▲
lenath	▼	35.2	▲
heiaht	▼	160.0	▲

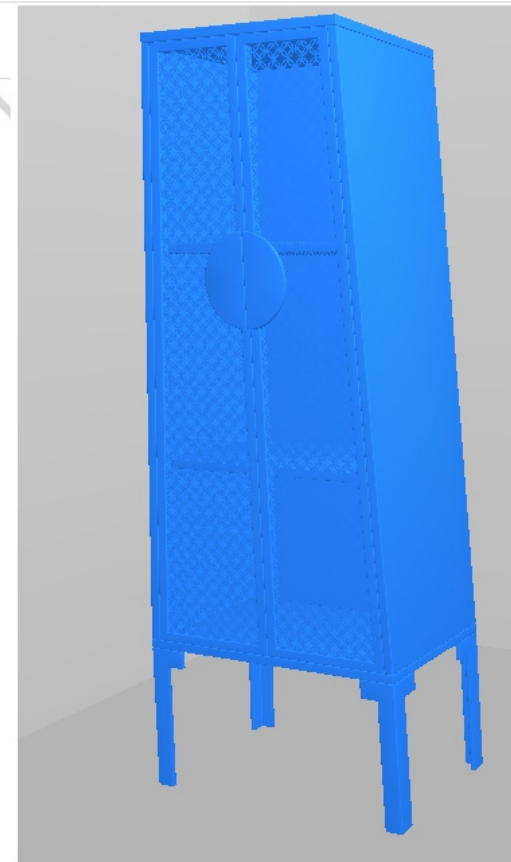
Edit / Chanage textures

Exchange object

Visible / Invisible

Block / Unblock

Information



Double click on the square brackets turns into red; they serve to lock or unlock the length, the depth or the height.