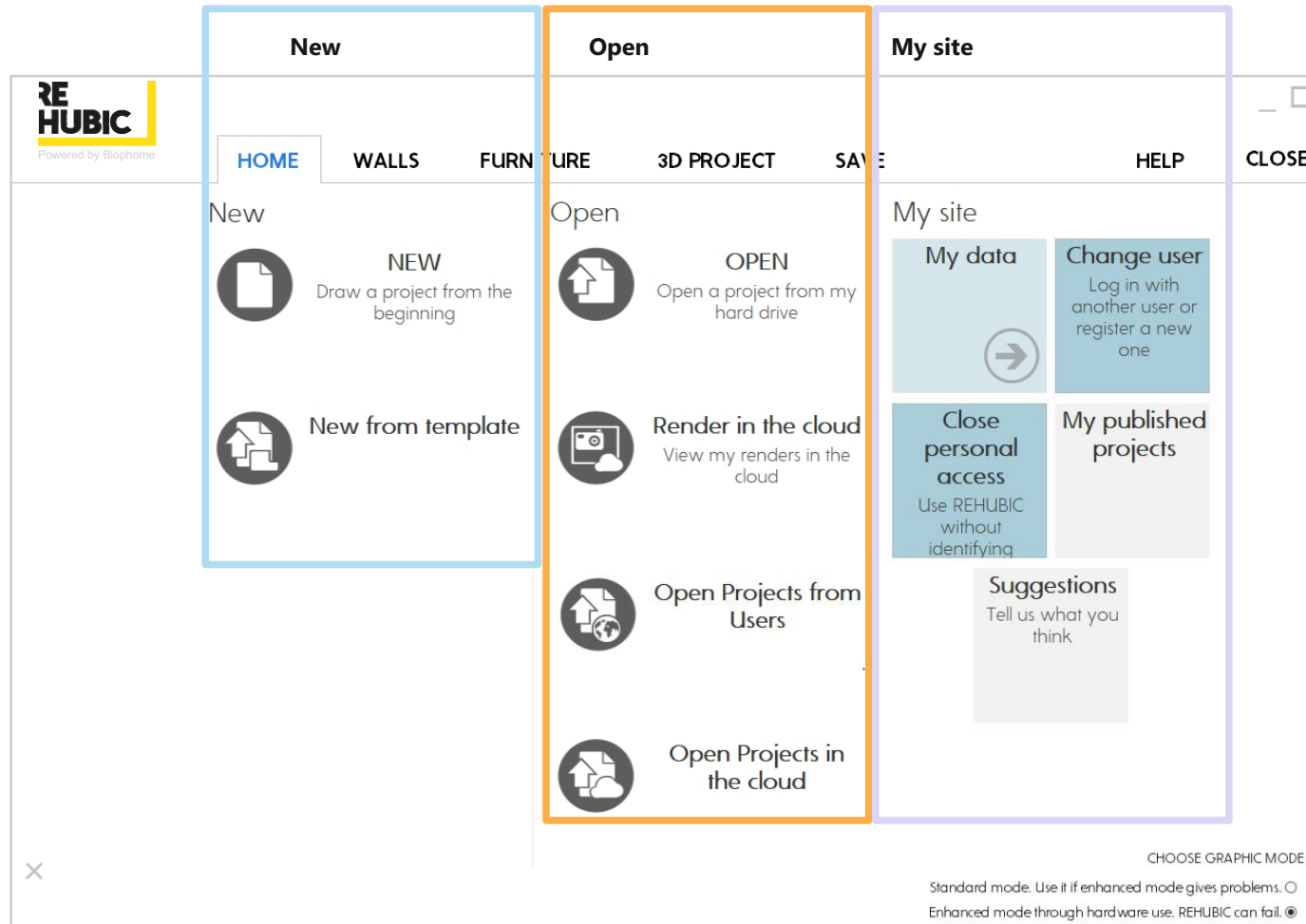
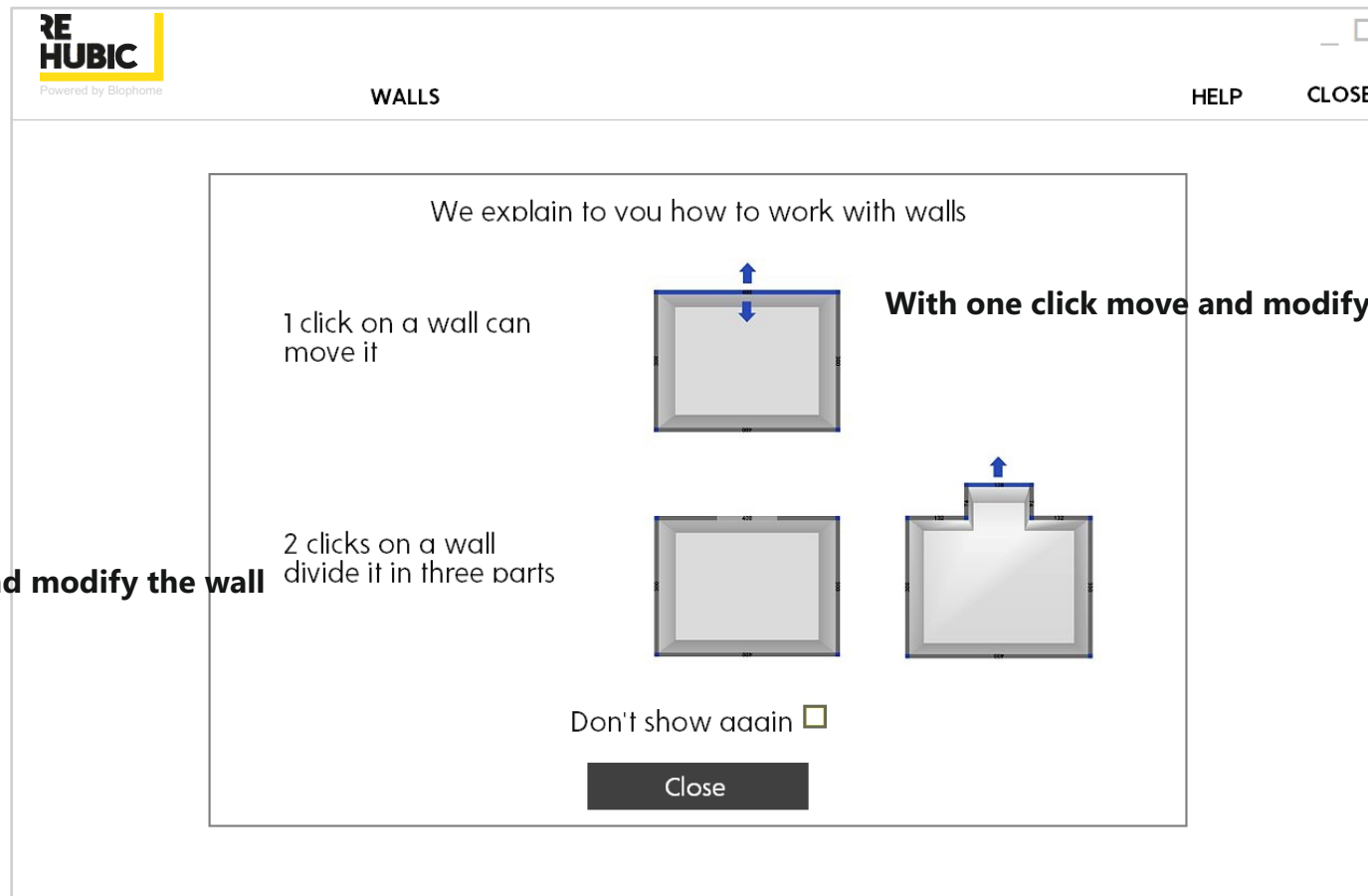


**If you are not logged in REHUBIC**



If you are logged in REHUBIC

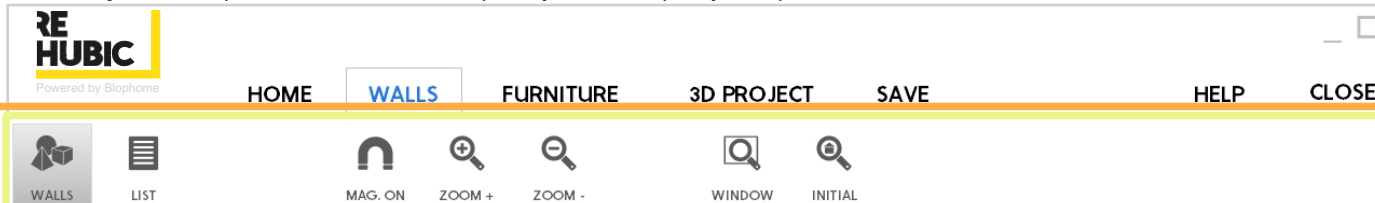


**With one click move and modify the wall**

**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**

**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



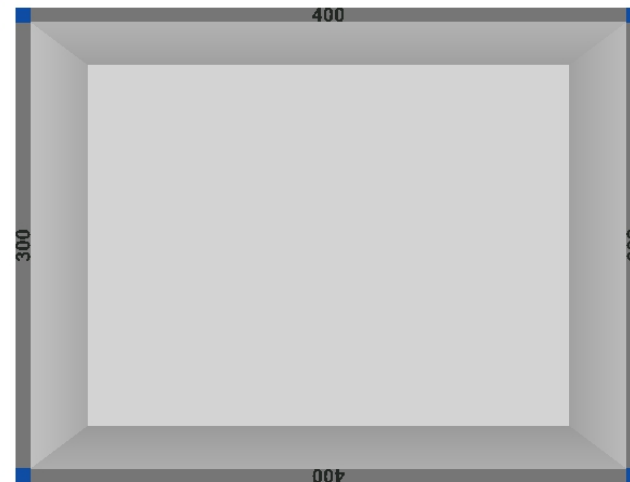
### Walls and Platforms:

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



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

**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.



### 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:

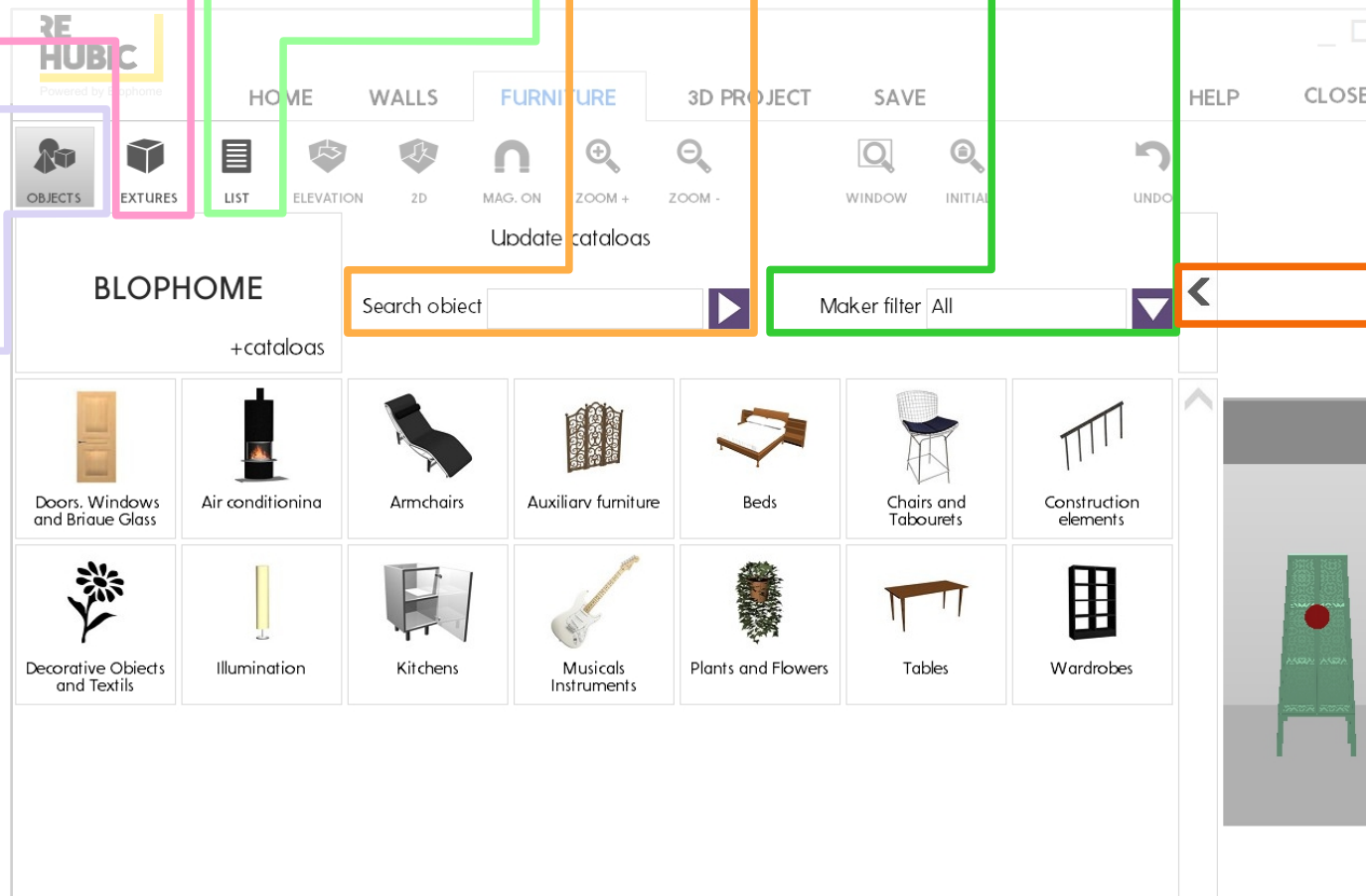
Ayuda de búsqueda textual de objeto

### Maker Filter

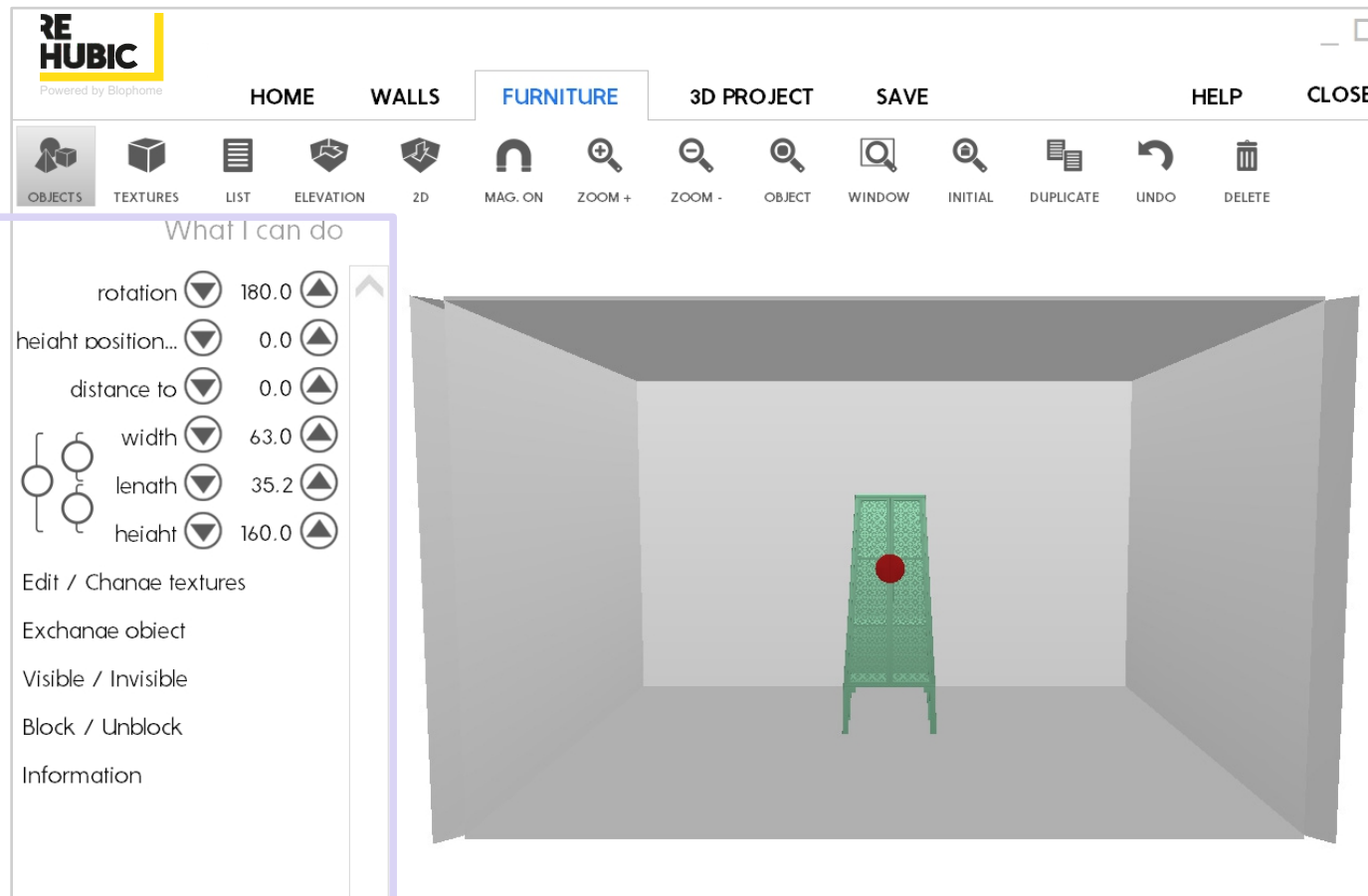
### Objects Window

#### 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.