REHUBIC Help

List of icons and what they do

Add Wall: Click and a partition wall will automatically appear in the room. We can change it or move it.

Add Platform: Click, drag and drop. This allows us to create platforms. Once positioned, we can change its shape, size or height.

Catalogs: click to see the object libraries

Textures: click to see the texture libraries

Items list: click to see all objects standing on the room

Elevation: An interchangeable icon for edition the walls coatings to room

3D View / 2D View: An interchangeable icon to see the room in 3D (perspective) or 2D (plan).

Magnet On / Magnet Off: This indicates that currently the objects will be attached to the walls by default. If we click on the objects, they will break free and will not be attached to the walls.

Realistic render: The icon to obtain a high quality render.

Views: click to retrieve any view on which has made a perspective

Zoom + : Clicking on this will expand the view incrementally.

Zoom - : Clicking on this will reduce the view incrementally.

Object Zoom: click to do a frame on the view of the object selected

Zoom Window : Mark the area we want to see close up with 2 points

Zoom Initial : Clicking on this will leave it in initial zoom

Duplicate : Duplicates the selected object

Undo : The icon for undoing actions

Delete : Delete the selected object

Redo : The icon for remake actions.