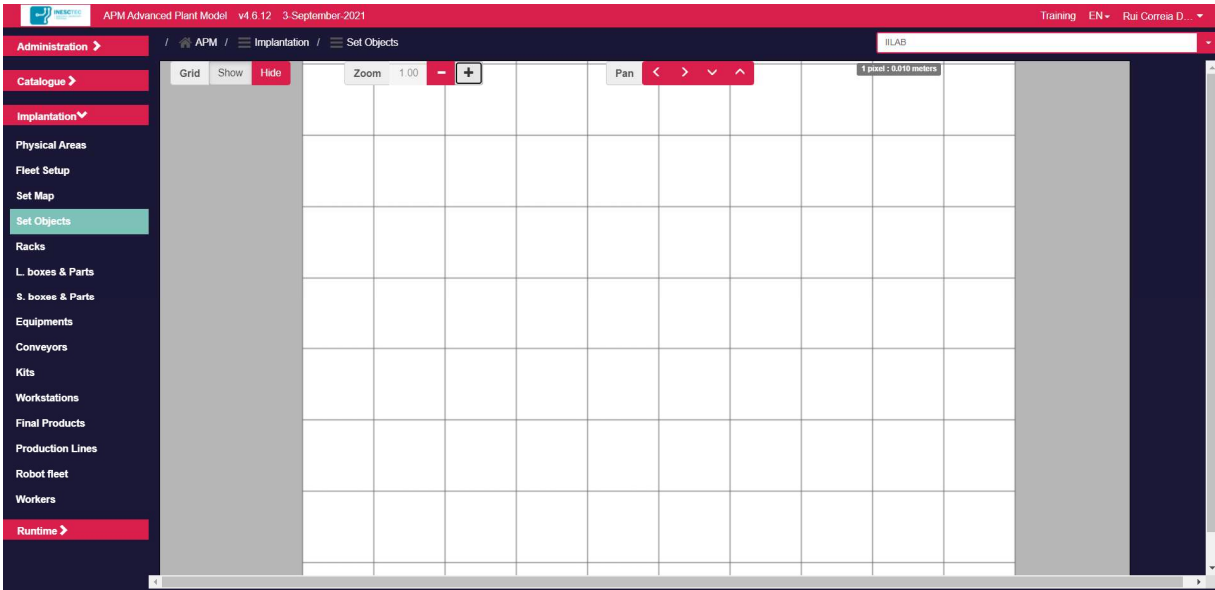


The Model of a given Physical Area is built by selecting objects defined in the Catalogue and adding them to the Physical Area.

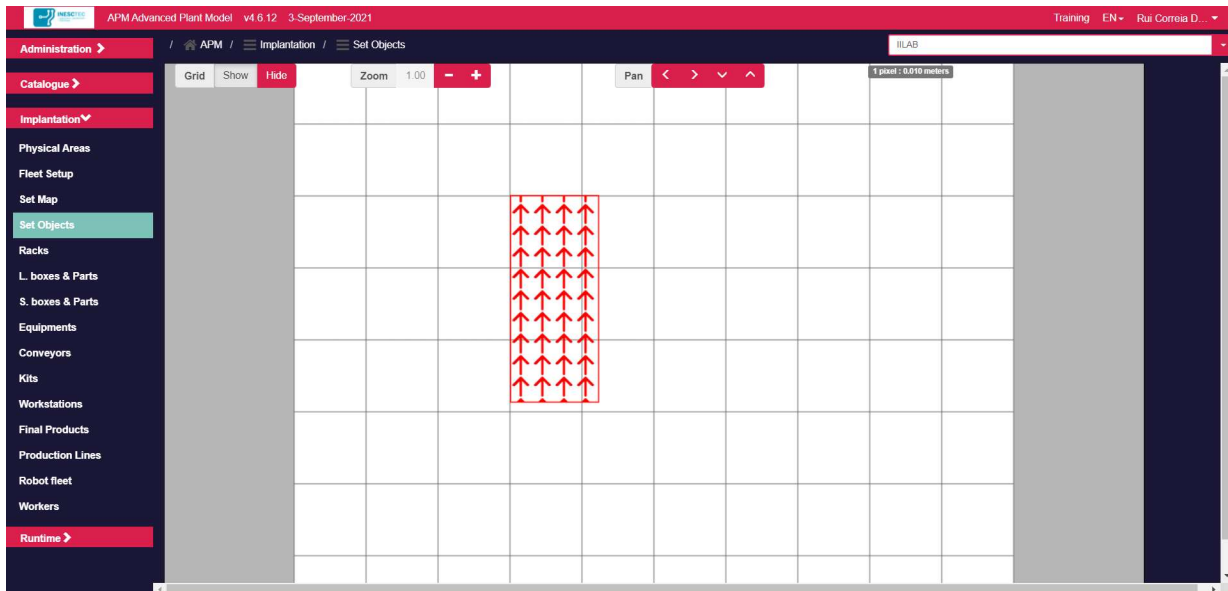
1. Go to **“Implantation / Set Objects”** (make sure you have selected your Physical Area in the top right dropdown)



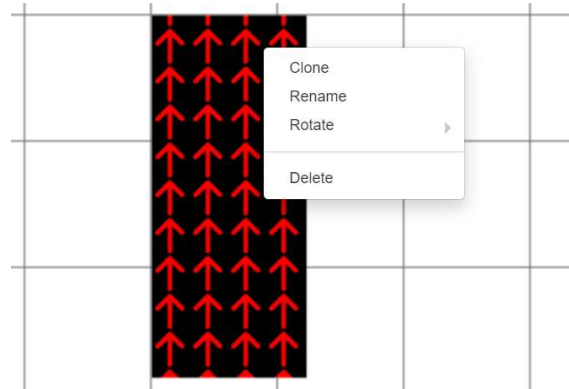
2. Press the right mouse button, you'll get options that let you select an object from the Catalogue



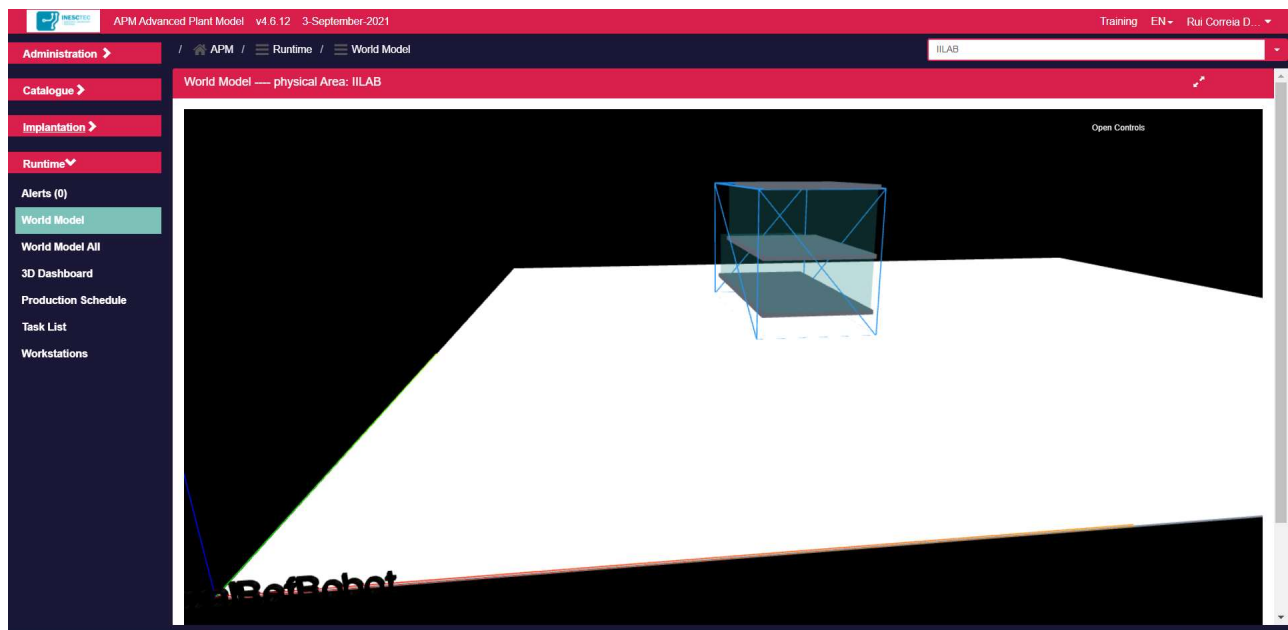
3. Select one of the objects (e.g. rack / PSA 2870x1225), a red rectangle will appear in the working space



4. You can now select the object and move it in the working area
5. You can clone, rename, rotate, or delete the object by selecting it and pressing the right mouse button



6. Go to “Runtime / World Model”, a 3D visualization of the Model created so far is shown



7. You can zoom in and out by using the mouse wheel
8. You can change the viewing perspective by selecting the left mouse button and moving the mouse around
9. You can also press the right mouse button and move the mouse (image is shifted)

