



## **New features**

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in CAD Decor PRO 3.3, CAD Decor 3.3  
and CAD Kitchens 7.3

## Insertion of 3D models

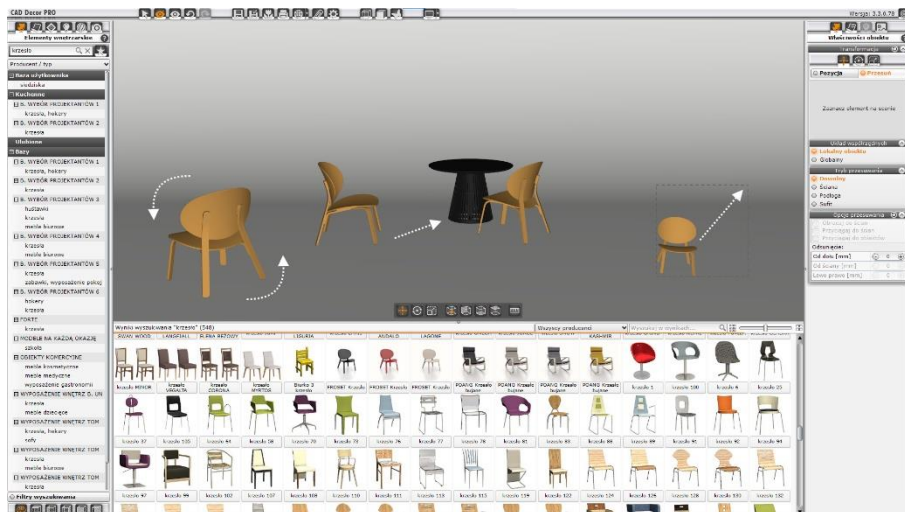


Fig. 1- insertion of 3D models

A new functionality is introduced in the visualisation window. In the left side panel, to the left of the "Materials" icon, an icon with an armchair has been added. It opens the **Interior Elements** tab (Fig. 2). The databases and the models they contain are displayed here, similar to the function available from the cad environment.

The databases can be viewed in several **sorting modes**: Manufacturer/Type, Manufacturer/Set, Standard Type and in Favorites database. The models contained in the selected folder are displayed in the bottom panel - bottom list.

A **search engine for searching models** is available - it searches the typed phrase in model names, their descriptions and manufacturer codes. Search results are displayed in the bottom panel, while the category tree in the left panel is updated. Please note that the tree displays complete categories and subcategories with at least one model from the search results in the bottom panel. A second search engine and a drop-down list with producers have also been introduced to narrow down the search results. Both elements are located in the bottom panel. Objects from the lower list can be added to the Favourites database.

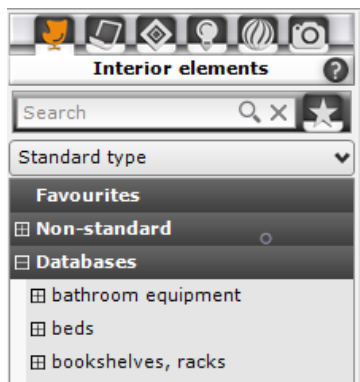


Fig. 2- interior elements tab

The function of inserting elements from the visualisation level allows you to move immediately in three dimensions. **Inserting and moving an object can be done in the following modes**: with snapping to the floor, ceiling, wall or in the free mode (Fig. 3). The free mode allows you to easily place one object on top of another, e.g. a cup on a table, a book on a bookcase, etc. When working in floor or wall snapping mode, you also have

the option to turn on the snap to wall, snap to object, or rotate to wall options. Most of the elements in the scene can be moved, the ones that are locked are highlighted in red (these are the elements that cut holes in areas, so moving them would require modifying the areas).

A new tab, **Object Properties**, has appeared in the right panel, available under the icon with an armchair (Fig. 3). Here you can select the shifting mode, define the coordinate system to which the object's transformations are to be applied, enable additional shifting options, or set the offset from other scene elements.

Two **coordinate systems** are available, relative to which objects can be transformed: local and global (Fig. 3). The local system takes the orientation of the system axes from the object. In the global system, the orientation of the axes is fixed and independent from the orientation of the object.

Added a **function bar** visible above the bottom panel in the visualization window (Fig. ,Fig. 5) in which you can set the mode of operation and the shifting mode, and enable the Measure (with its help you can measure the distance between any two points in the scene). Icons from the new bar are presented in the **list of new icons in the program** (Fig. 6).



Fig. 4 - function bar

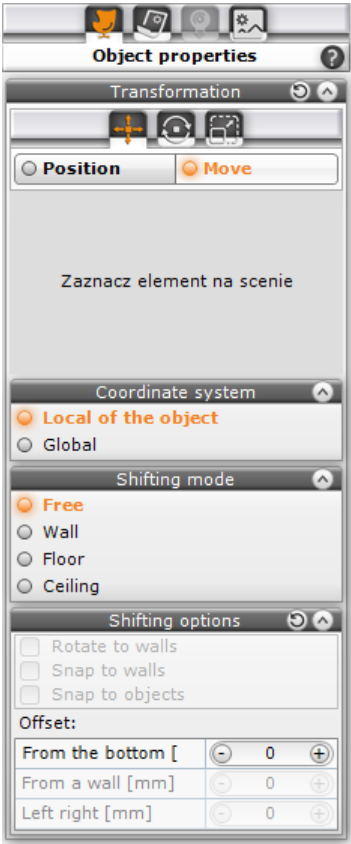


Fig. 3 - object properties tab

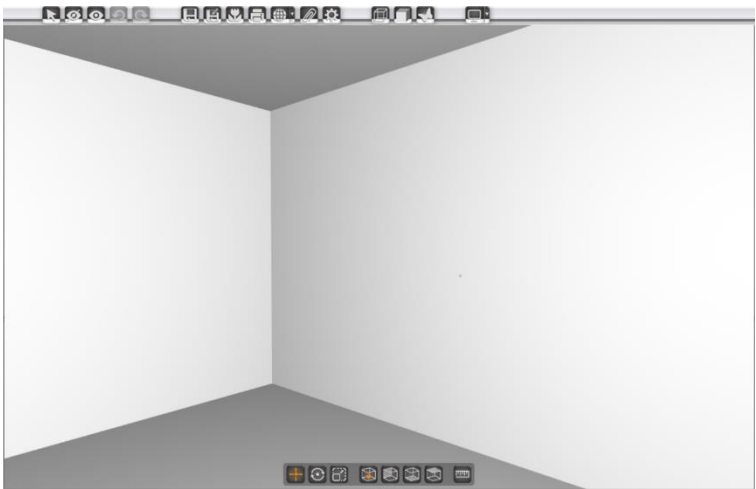


Fig. 5 - visualisation window with function bar shown



Fig. 6—list of new icons in the program

By right-clicking (PPM) on the selected object, a drop-down list appears, containing additional functions:

1. Move 2 points (CTRL+T)
2. Rotation point
3. Reset (CTRL+B)
4. Delete (Del)
5. Duplicate (CTRL+D)
6. Array (CTRL+A)
7. Mirror
8. Replace model (CTRL+R)

**Rotation point** allows you to select a point to become the axis of rotation. You can select any attraction point, including from outside the object, which allows you to rotate the object in the scene, not just around its axis.

**Array** (Fig. 7) - is an option which allows you to duplicate an object and to define the way in which copies are placed on the scene: in rows and columns (the "Rectangle" tab) or in a circle whose central point is the underlying object (the "Circle" tab). Using array, depending on the settings, you can, for example, quickly place a row of cups on a shelf or all the chairs around a round table.

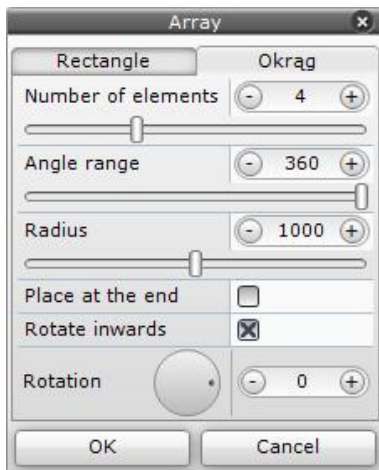


Fig. 7 - array window

**Replace model** is one of the options to swap the model with another one. After selecting this option, the "Replace model" window is displayed, showing a preview of the model. By default it says "Select an item from the list to change". After selecting the model from the lower list, a preview and description of the model are shown, while the preview appears in the scene. The change is confirmed with the button Replace. The reference point during model replacement is the centre of the object base or the original insertion point of the

object, depending on the selected shifting mode. If an object is selected in the scene, the quick model replacement can be done by double-clicking on the bottom list without activating the "Replace model" option.

When performing operations on an object, in the "Wall", "Floor" and "Ceiling" shifting modes, the default reference point is the insertion point of the object. In free mode, the reference point is the centre of the base of the object (called the gizmo point). To switch between the centre of the base and the insertion point use the keyboard shortcut CTRL+G.

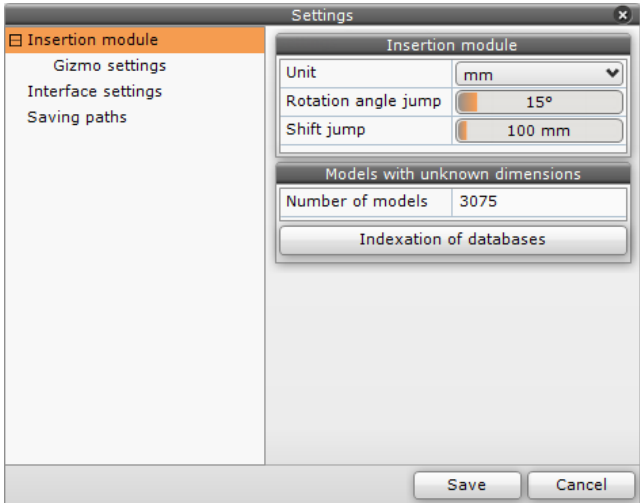


Fig. 8 - settings window

**The models in the bottom list** can be filtered by dimensions. We will provide users with a file containing the defined dimensions of the models for all databases that we officially distribute. Unspecified dimensions will remain in old databases that are no longer distributed, which some users have in their programs. Unspecified dimensions will also be in models from the user base. During filtering, the program will define and save the dimensions for such models, so that subsequent searches will take less time. For customers with large user databases, it is recommended to perform **a one-time indexation of the database** - it may take several minutes. This option is available in the "Settings" window (Fig. 8).

## Favourites Database

Frequently used models can now be added to a new database - **Favourites** - for quick and easy access.

The database can be found in the left panel in the category tree (Fig. 9). Models in the database are sorted as in other databases, i.e. Producer/type, Producer/set, Standard type.

To add an object to your favourites, simply search for it in the interior elements tab, then select it in the bottom list and click on the star in the top right corner of the image.

A star icon has appeared in the left panel next to the search engine – **Grouping of favourites** (Fig. 9). It opens a new window called **Favourites Library** (Fig. 10). In this window you can add and group elements of the database.

The upper panel of the window allows you to search for objects to be added to the database, while the lower panel displays the contents of Favourites.

Items can be grouped for better organisation and easier navigation of your Favourites. In the left bottom panel, on the category tree, you can add new groups. By default, all items are placed in the Unassigned group (Fig. 10). Once you add and select a new group, you can move items to it by dragging from the top list to the bottom list.

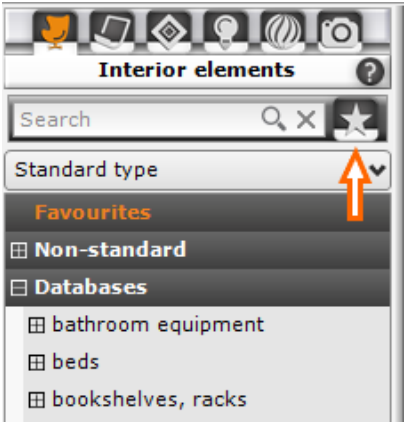


Fig. 9 - favourites, grouping of favorites

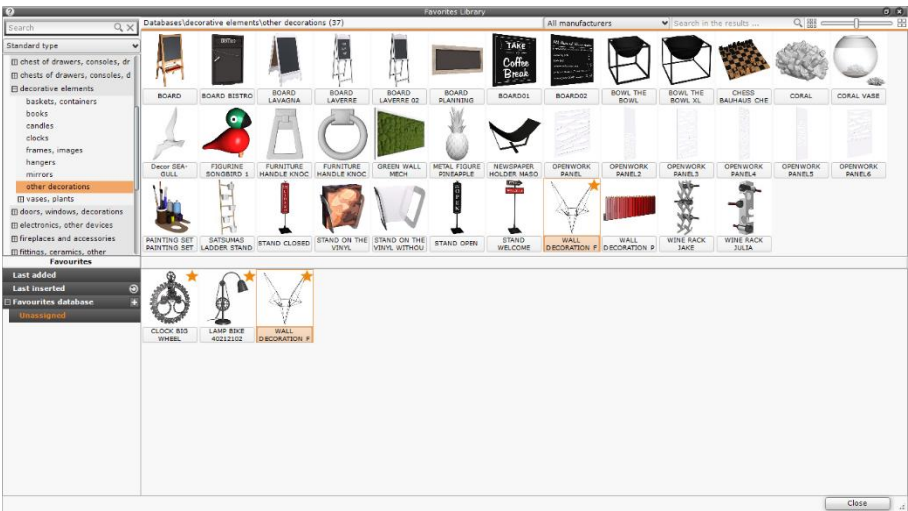


Fig. 10 - favourites library

## Changes in the Draw Walls tool

When drawing walls in CAD, selecting the **Draw Walls** tool (Fig. 11) takes the user into the environment and starts the wall contour drawing function. Previously when drawing, if the same point was selected twice, or two lines were drawn in the same direction, one after the other, an error occurred stating that the polyline was invalid. Now, if you draw two lines in the same direction after each other while drawing a wall contour, the program will automatically lengthen or shorten the first one and the walls will be generated correctly. When drawing the outline, guide lines will appear to indicate the ends of parallel segments, making it easier to draw walls of equal length and to enclose the room.

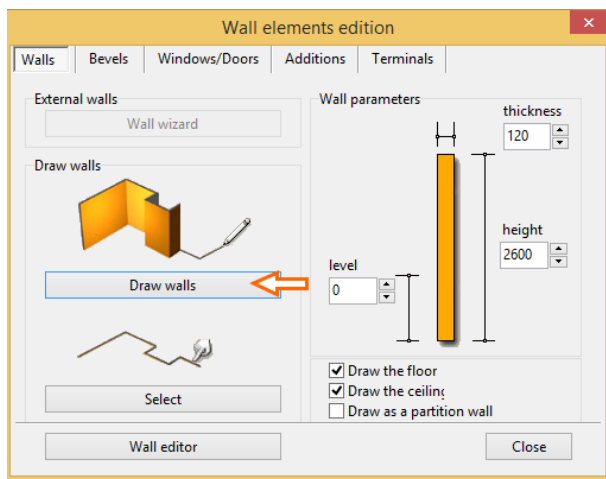


Fig. 11 - draw walls

## Other novelties

In the visualization window, the **Settings** icon has been added to the top bar (Fig. 12). It opens a window of the same name, allowing the user to customize options in the scene (Fig. 8), such as changing the unit from mm to cm, or interface settings. Here you can also find information about the number of models with unknown dimensions and a button to determine dimensions for all bases.

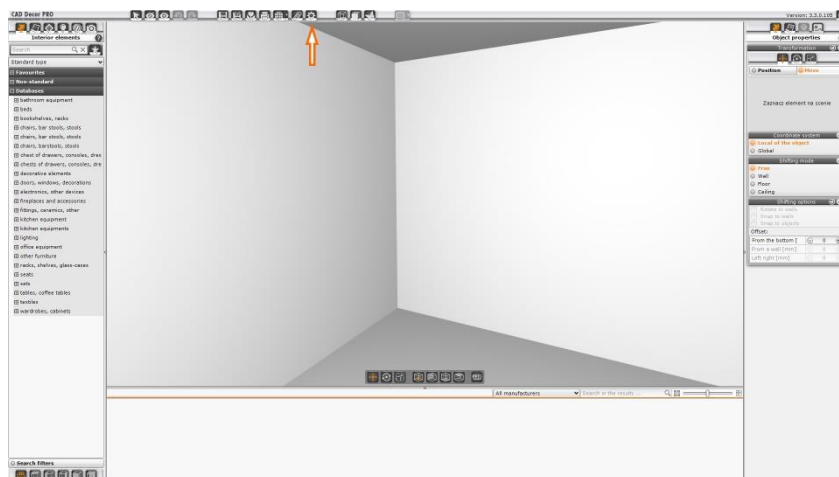


Fig. 12 - Settings icon in the visualisation window

There has been a **small change** to how materials and textures work. From now on, when you drag a material onto the scene, you will see an orange outline of the surface the material will be placed on when you release the left mouse button (finish dragging). Until now, this preview was only available when dragging paint onto walls.

**The paint interface has been unified.** It is now more accessible and consistent with the analogous tabs (materials, tiles, interior elements). Information about paint producers is available just like for material producers. An option to filter paints by colour has been added.