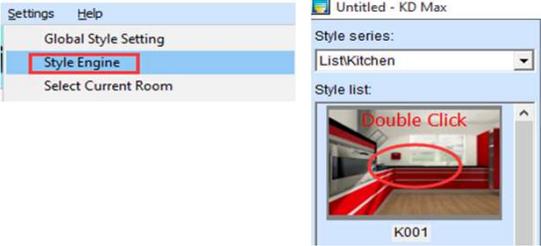
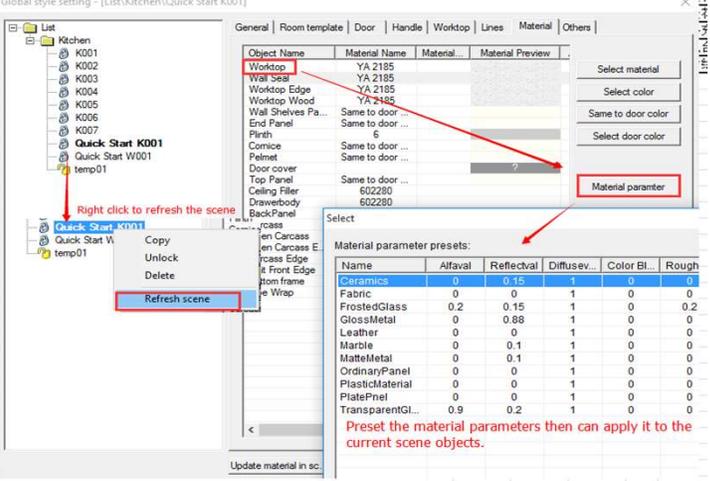
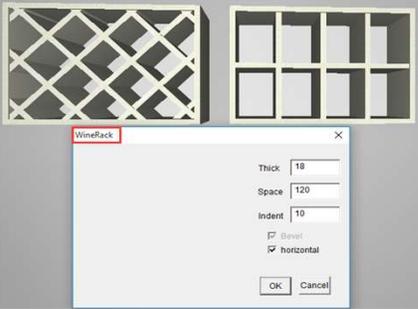
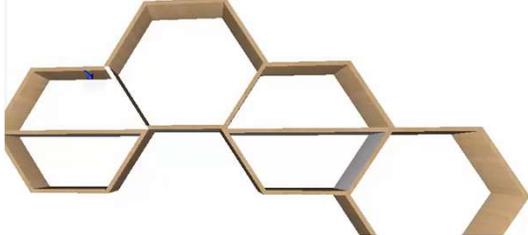
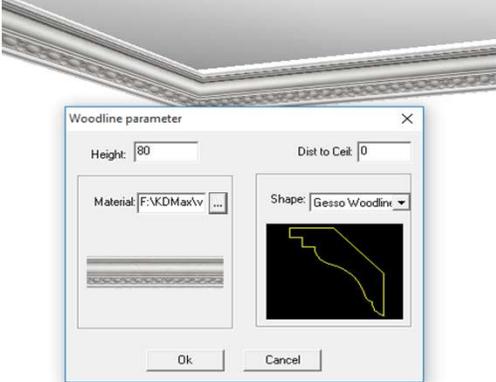
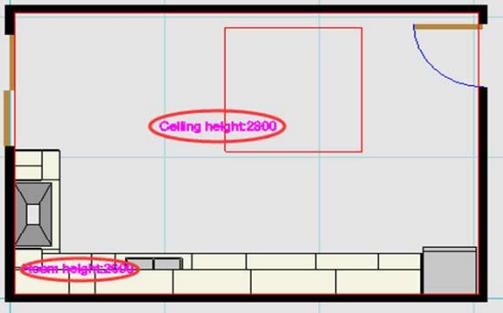
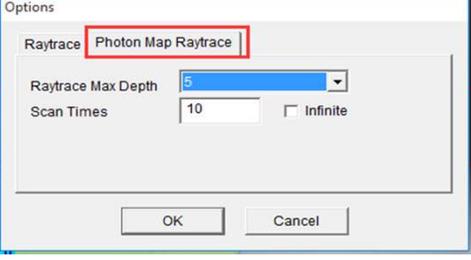
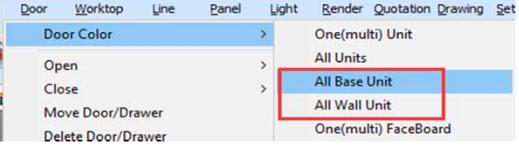


No.	Function	A brief introduction	Notes																																																																								
1	Style Engine	Double click the style will apply the template settings to the current scene.																																																																									
2	Material Parameter & Refresh	Preset material parameters and quick apply it to the objects such as Worktop Plinth or Door Cover. Do not need to set the objects one by one.	 <table border="1" data-bbox="959 653 1333 863"> <thead> <tr> <th>Name</th> <th>Alfaval</th> <th>Reflectval</th> <th>Diffusev..</th> <th>Color Bl...</th> <th>Rough</th> </tr> </thead> <tbody> <tr> <td>Ceramics</td> <td>0</td> <td>0.15</td> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>Fabric</td> <td>0</td> <td>0</td> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>FrostedGlass</td> <td>0.2</td> <td>0.15</td> <td>1</td> <td>0</td> <td>0.2</td> </tr> <tr> <td>GlossMetal</td> <td>0</td> <td>0.88</td> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>Leather</td> <td>0</td> <td>0</td> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>Marble</td> <td>0</td> <td>0.1</td> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>Mattelmetal</td> <td>0</td> <td>0.1</td> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>OrdinaryPanel</td> <td>0</td> <td>0</td> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>PlasticMaterial</td> <td>0</td> <td>0</td> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>PlatePnel</td> <td>0</td> <td>0</td> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>TransparentGl...</td> <td>0.9</td> <td>0.2</td> <td>1</td> <td>0</td> <td>0</td> </tr> </tbody> </table> <p data-bbox="976 856 1328 890">Preset the material parameters then can apply it to the current scene objects.</p>	Name	Alfaval	Reflectval	Diffusev..	Color Bl...	Rough	Ceramics	0	0.15	1	0	0	Fabric	0	0	1	0	0	FrostedGlass	0.2	0.15	1	0	0.2	GlossMetal	0	0.88	1	0	0	Leather	0	0	1	0	0	Marble	0	0.1	1	0	0	Mattelmetal	0	0.1	1	0	0	OrdinaryPanel	0	0	1	0	0	PlasticMaterial	0	0	1	0	0	PlatePnel	0	0	1	0	0	TransparentGl...	0.9	0.2	1	0	0
Name	Alfaval	Reflectval	Diffusev..	Color Bl...	Rough																																																																						
Ceramics	0	0.15	1	0	0																																																																						
Fabric	0	0	1	0	0																																																																						
FrostedGlass	0.2	0.15	1	0	0.2																																																																						
GlossMetal	0	0.88	1	0	0																																																																						
Leather	0	0	1	0	0																																																																						
Marble	0	0.1	1	0	0																																																																						
Mattelmetal	0	0.1	1	0	0																																																																						
OrdinaryPanel	0	0	1	0	0																																																																						
PlasticMaterial	0	0	1	0	0																																																																						
PlatePnel	0	0	1	0	0																																																																						
TransparentGl...	0.9	0.2	1	0	0																																																																						
3	WineRack	Create bevel or horizontal wine rack with customized parameter.																																																																									
4	Model Design	Draw a closed area in 2D and extrude the shape. Use this function can make different decoration wall and decoration cabinet.																																																																									
5	Ceiling Line	Create ceiling line with different shape and material.																																																																									

6	Optimize "Replace" function	<ol style="list-style-type: none"> Optimize the display panel of the Replace function Appear the same type of the replaced cabinet. 	
7	WallUnit Lights	Optimize the display panel of the WallUnit Lights and add IES model option.	
8	Optimize "ReplaceHandle" function	According to the cabinet style to present the handle type.	
9	Bar Counter	<ol style="list-style-type: none"> Add front edge and wall seal option; Install leg from product library. 	

10	Ceiling Height	Display the ceiling height with words.	
11	Door Painting	Allow the door which has moulding can add or delete door painting.	
12	VR undo function	Redo and undo operation in VR, except the Light setting/After opening light/After changing style/After changing room sturcture.	
13	Photon Map Raytrace	Make the light rendering effect more real.	
14	All Base/Wall Unit	Change the door color (style) of all the base unit or wall unit with one click.	
15	Ceiling Block	Add 21 picces ceiling block	