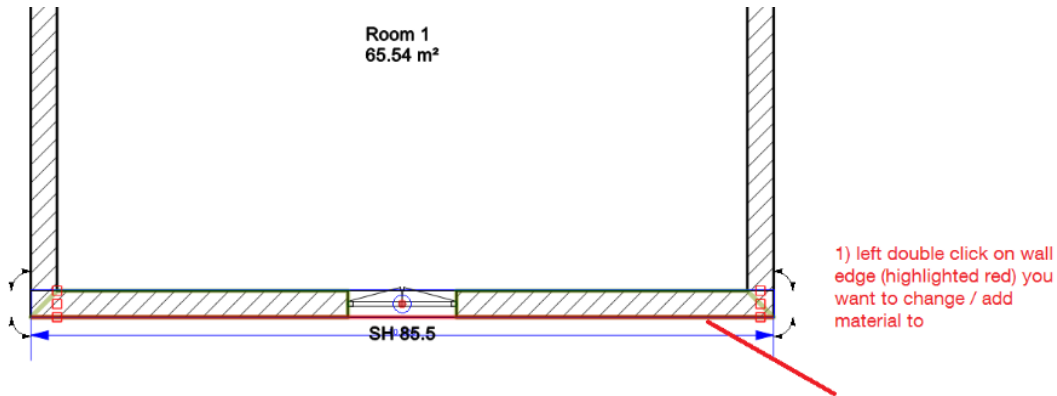


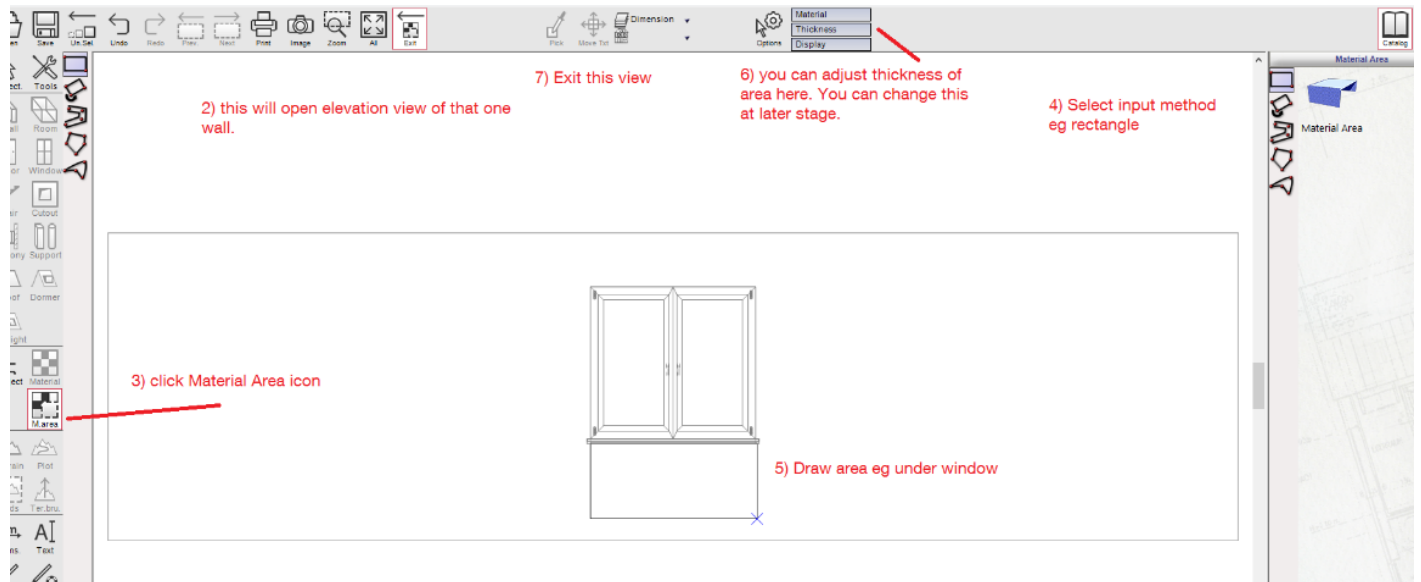
Material Area



Below steps will open up editor allowing you to add a material area to anywhere on wall. Note that the icon display is different to yours (Arcon Evo) but functions in same way



Below view will open



After exiting, go to 3D - you see area under window. To edit area, just go back to 2D mode and double click wall again to display above.

in 3D mode, you can apply texture to area e.g. below

