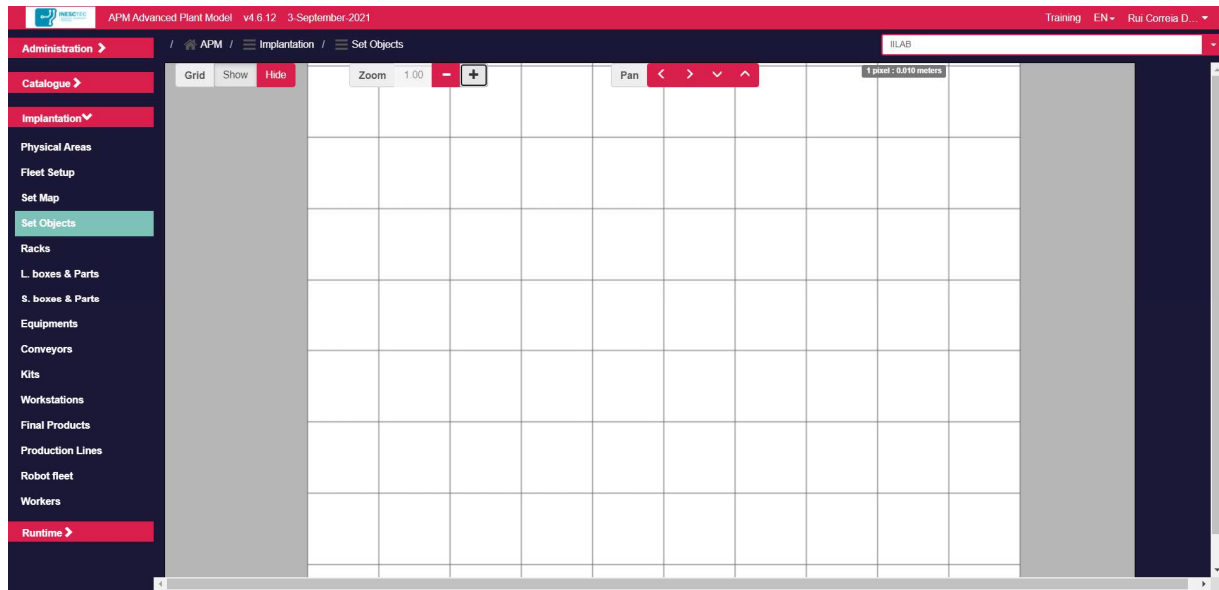The Model of a given Physical Area is built by selecting objects defined on the Catalogue and adding them to the Physical Area.
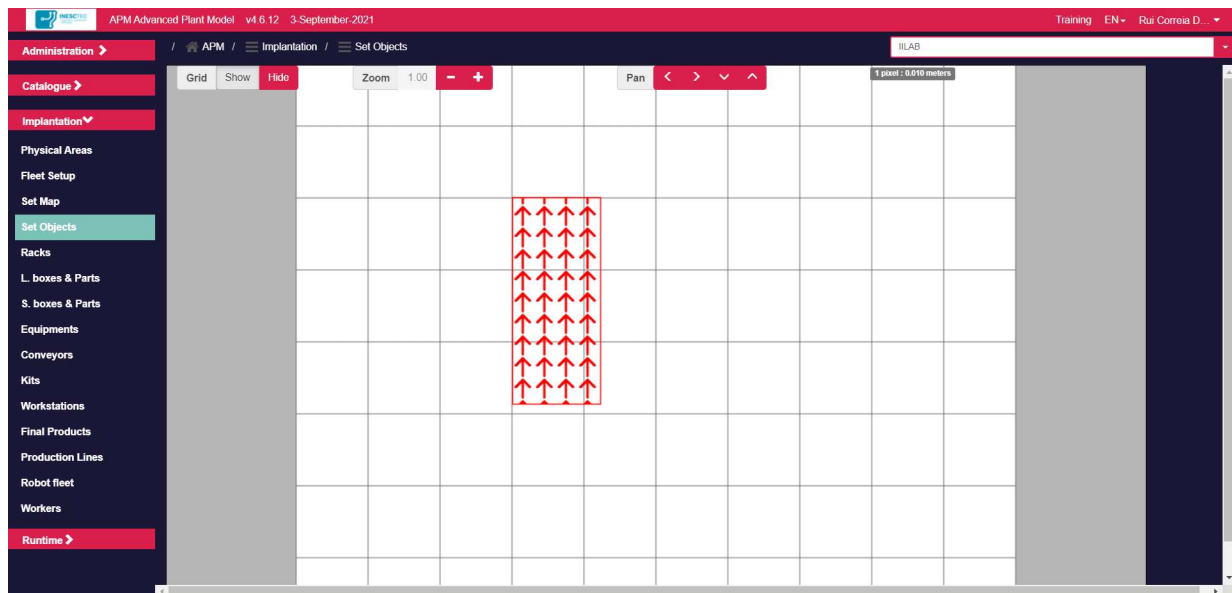
1. Go to "**Implantation / Set Objects**" (make sure you have selected your Physical Area in the top right combo box)
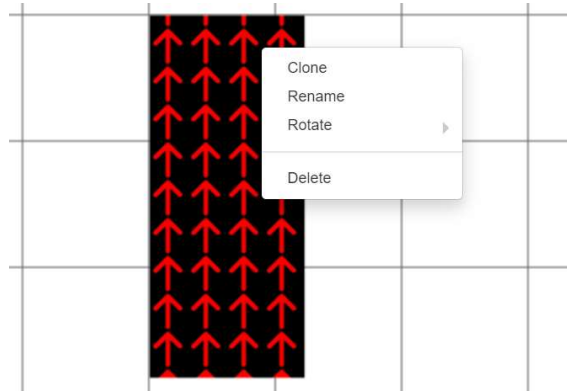

2. Press the right button in the mouse, you'll get options that let you select an object from the Catalogue
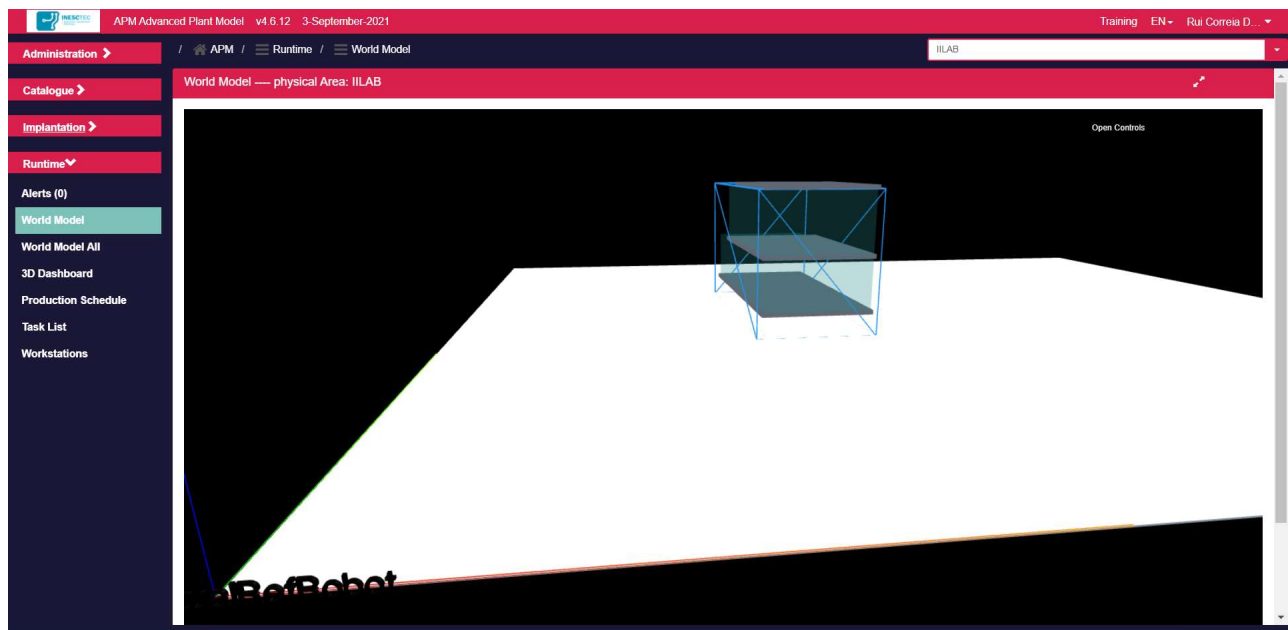

3. Select one of the objects (e.g. rack / PSA 2870x1225), a red rectangle will appear in the working space

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

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 button in the mouse and moving the mouse around
9. You can also press the right button in the mouse and move the mouse