Sweeps

Assigning sweeps to a room

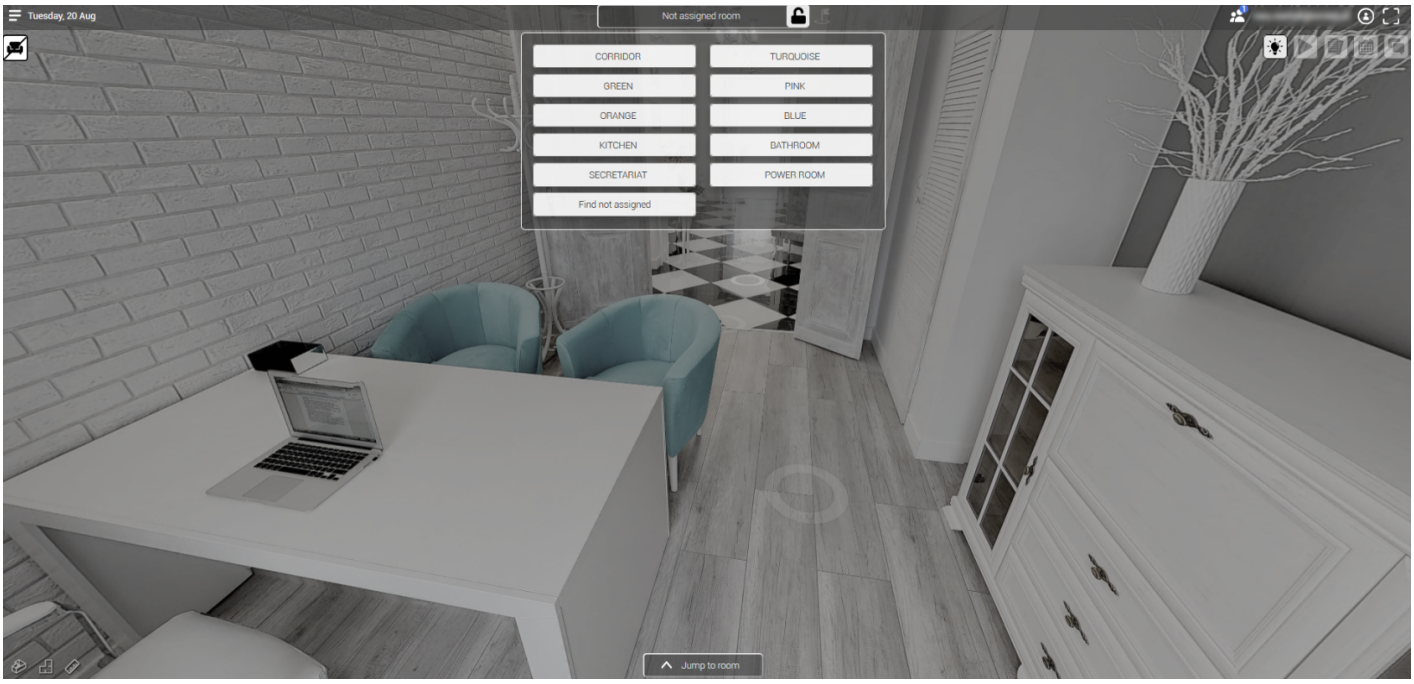
To place **devices** within the 3D space of **Virtual Tour**, first we need to **define the rooms** within the 3D space by assigning them to "**sweeps**".



> '**Sweep**' as in a full Matterport camera rotation - **A spot** in the **Matterport Space** where a user can **stand** and **look around** (*This includes 3D scan locations and 360º Views*)

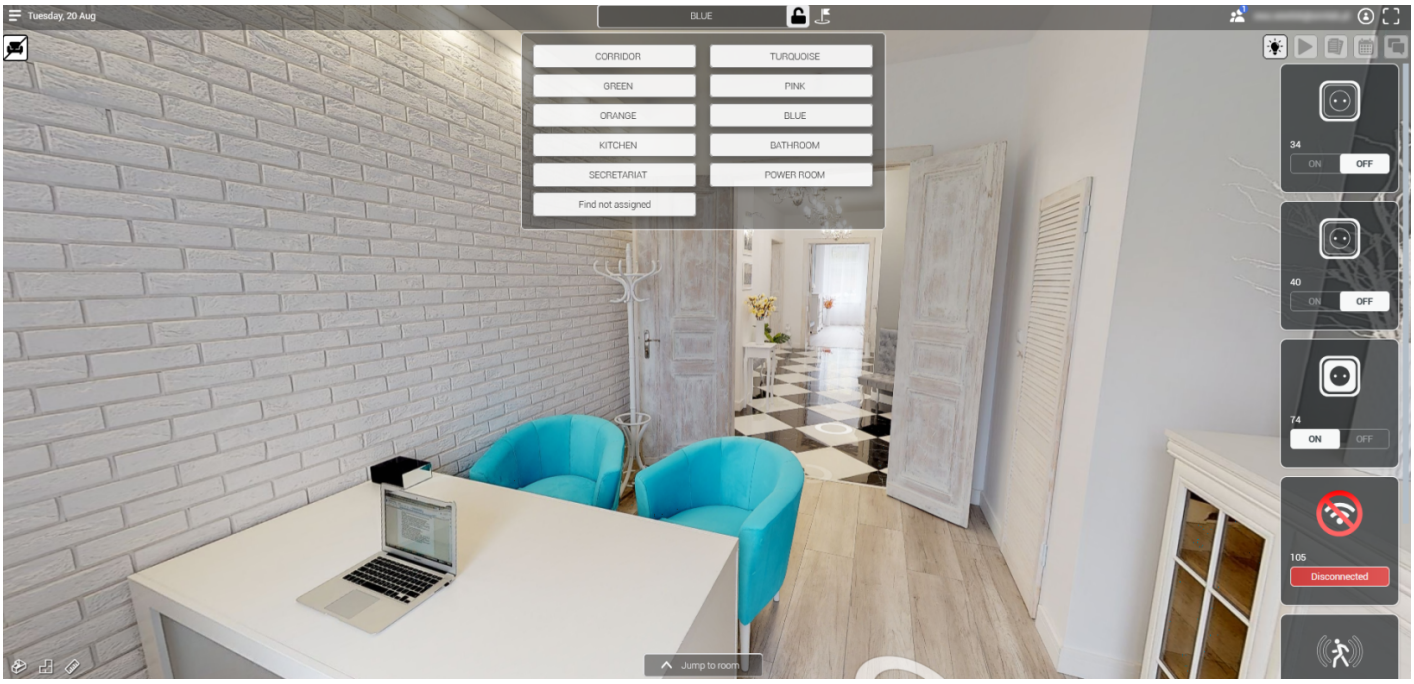
To assign sweeps, we need to be in the **3D Walk** view. Click on the burger men

On the top section of the viewport, we will see "**Not assigned room**" and a **closed lock** icon. To assign the sweep to the room, click on the lock icon to **unlock** it, allowing you to edit the space.



Make sure you know in which room you're in and select it from the list. Before assigning the sweep to the room, the colors are faded (*this is an indicator that a given sweep does not belong to any*

room). Once you assign the sweep to the room you should see the view in the full color. Repeat the process until all the sweeps in the area are assigned to the corresponding room.



> After assigning al the sweeps to the room some devices (*if set up before*) might appear on the right panel. Now, the last step is to rename them (*if necessary*) and add their locations

You can assign all the sweeps in the project the same way. To finish you need to lock editing by clicking the **lock** 🔓 icon again.

> After assigning the sweeps to more rooms you'll be able to use the "**Jump to room**" feature located at the bottom of the viewport. Available rooms (*the ones that you assigned the sweeps to*) won't be greyed out and if you click on any of the rooms, you'll be transported to the nearest assigned sweep within the selected room

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