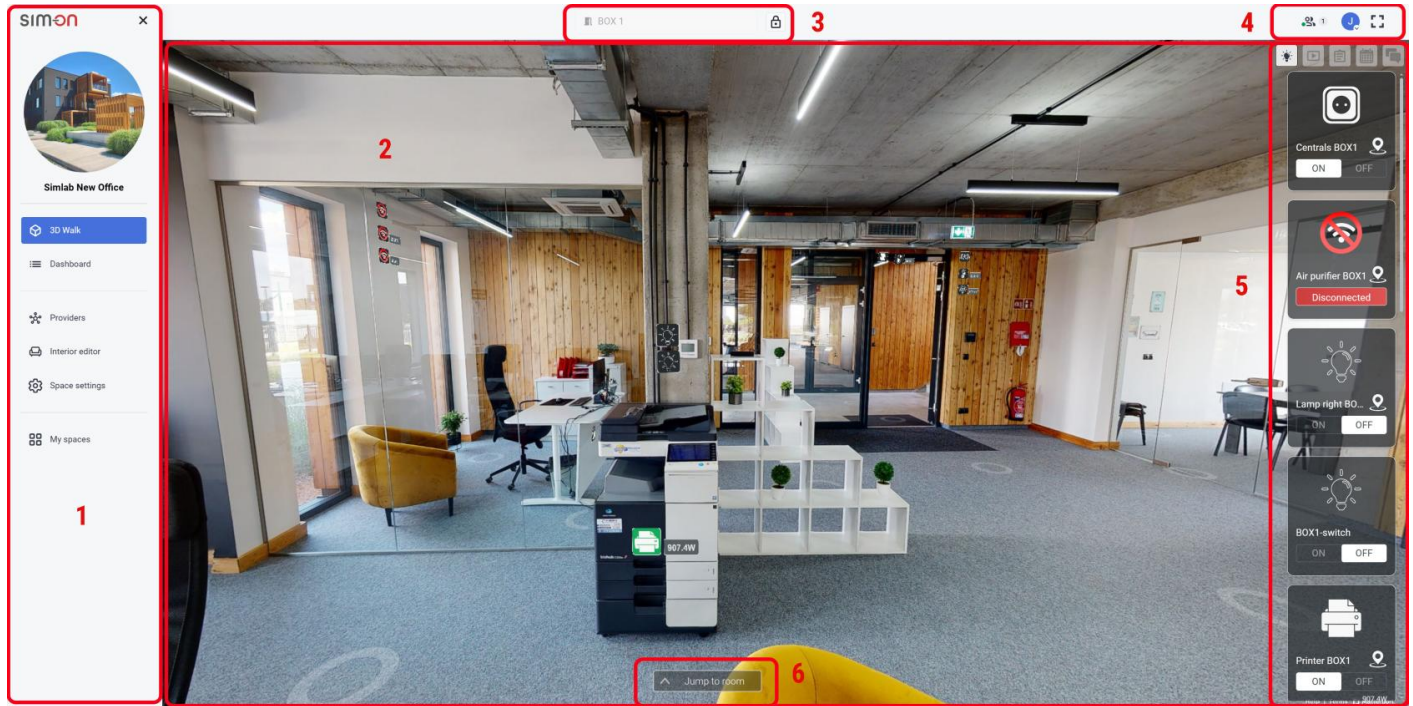







Space Overview

Quick overview of the **Project Viewport**.



1. Left Side Menu panel
2. Viewport
3. Active Space (Current Room)
4. Currently Active users / User Account / fullscreen toggle
5. Right side Quick panel
6. Room quick access

- At the top left corner there is the burger menu  that rolls out the **Side Panel**.
- Just under it, is located the [interior editor](#)  toggle.
If you've added any 3D assets to your scene, you will be able to toggle their visibility. This will change  the icon.
- In the top central part you can see the **current active space**, next to it is the  lock icon. To edit the space you need to first unlock the space editing. You can do it by "unlocking" the  **lock icon** by clicking it.
- Since the 3D View of the app uses the **Matterport Virtual Tour**, all the regular **Matterport 3D space** features are available from the bottom left corner of the viewport.

Side panel

The left side panel is the **main menu** of the app, from which all other views and features are accessible from. These are as follows:



The Matterport-supported virtual tour view of the

app. it is the central, main view of the app, used to manage and showcase the space. From here you can:

- Move around in the virtual space
- Setup rooms for swipes
- Use [Quick Access Panel](#) for various in-app operations
- Place devices within the 3D space

And many more.

To learn about all the features of the app, go through the following pages

Dashboard

≡ Dashboard **💡 Devices** 📄 Assets ▶ Scenes

Setup, edit and manage all of the [Devices](#), [Assets](#) and [Scenes](#) within the project.

See [Dashboard](#) chapter for detailed feature and functionality description

Providers

≡ Providers settings **🔗 Connections** ⬇ Import device ⋮ Device list

Manage your **Smarthome providers**. Add/remove the Hubs to the project, manage connected devices and their status.

See [Providers](#) chapter for detailed feature and functionality description

Interior Editor



Place **3D models** within the virtual space of the project to explore the possible arrangements for your space, using our **model library**.

See [Interior Editor](#) page for detailed feature and functionality description

Space Settings

☰ Space settings **🏠 General info** 🏠 Rooms 👤 Users 👤 Role templates 📅 Activity log

General project management view, mainly used by project managers to handle: users, user roles and the activities within the project.

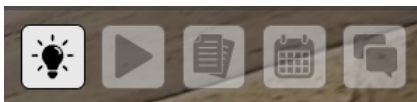
Additionally: basic **project information** and **Room manager** can be accessed from here.

See [Space Settings](#) chapter for detailed feature and functionality description

My spaces

Return to the [Home screen](#) of the app. See the available **Spaces** and **News**.

Quick Access panel



Used in tandem while in **3D Walk** to access the features of the app for smooth user experience in managing:

- Devices
- Scenes
- Assets
- Events

- Tickets

See [Quick Access Panel](#) page for detailed feature and functionality description

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