

Installing appliances and sinks

07/2025

Built-in appliances and sinks can be integrated into the planning in the same way.

There are various options for this:

- 1.) Install a built-in appliance or sink from the catalogue range.
- 2.) Plan the built-in appliance or sink as a dummy.
- 3.) Use a built-in appliance or sink as a separate texture.

1.) Install a built-in appliance or sink from the catalogue range:

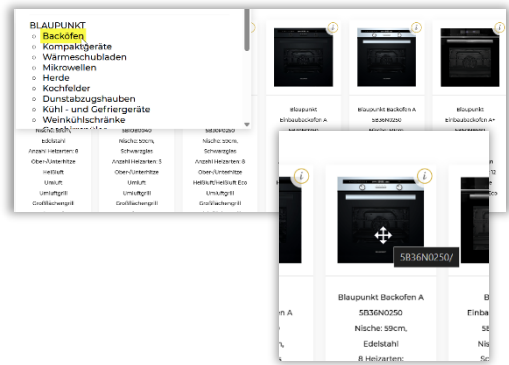
- a) Select the item into which the appliance or sink is to be installed using the mouse until it is highlighted in yellow.



- b) Select the placement area in which the appliance or the sink is to be installed using the mouse until it turns red.
(The placement area is now in coupling mode).



- c) Then select the appliance or the sink from the catalogue range via the article search and click on with **just one mouse click**.
(DO NOT drag it into the planning!)
 The appliance or sink is then linked directly to the placement area and installed!



2.) Plan the built-in appliance or sink as a dummy:

- a) Select the item into which the appliance or sink is to be installed using the mouse until it is highlighted in yellow.



- b) Select the placement area in which the appliance or the sink is to be installed using the mouse until it turns red.
 (The placement area is now in coupling mode).



- c) Now select the appliance or sink via the dummy bar at the bottom of and **DRAW** onto the red placement area **with the left mouse button held down** at!
The appliance or sink is then linked to the placement area and installed!



3.) Use a built-in appliance or sink as a separate texture:

- a) Select the item into which the appliance or sink is to be installed using the mouse until it is highlighted in yellow.



- b) Select the placement area in which the appliance or the sink is to be installed using the mouse until it turns red.
(The placement area is now in coupling mode).



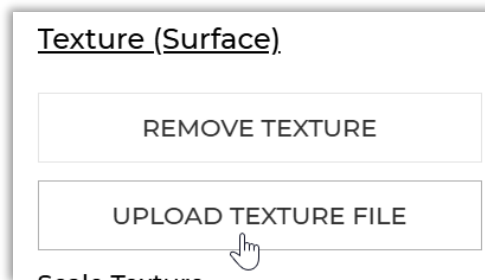
- c) Now select the placeholder for your own texture via the dummy bar at the bottom (first symbol) and **DRAW** to the red placement area **with the left mouse button held down** at !



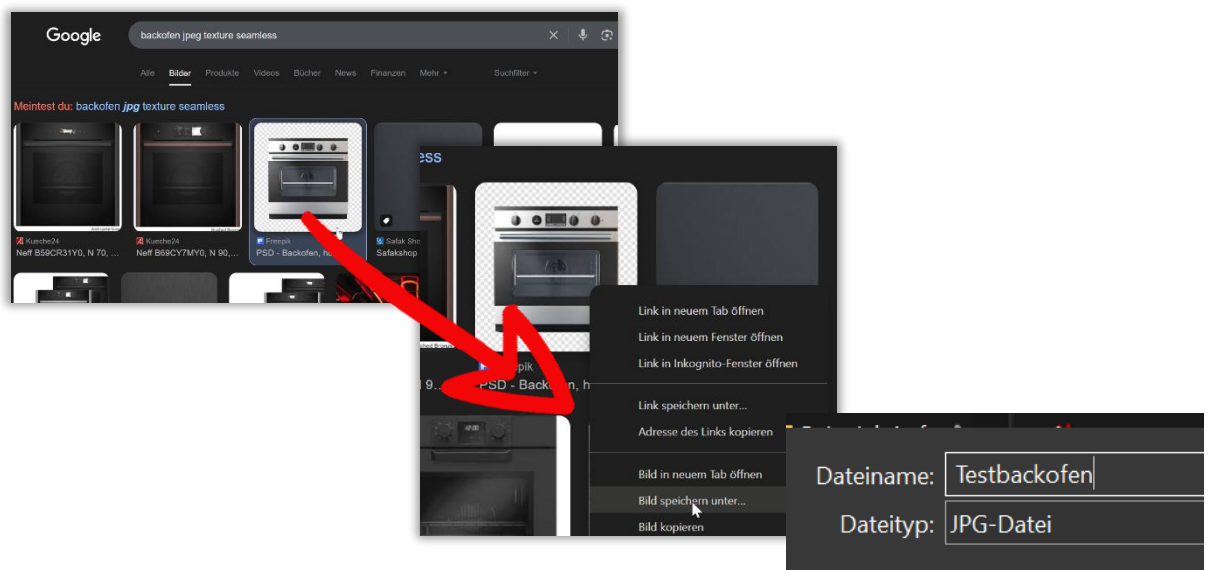
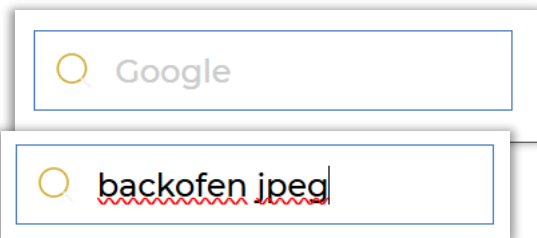
The placeholder is then linked to the placement area and installed!



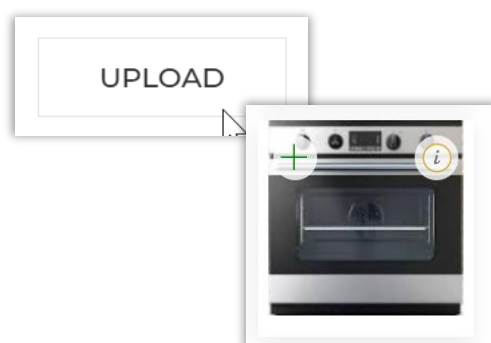
- d) Then click on the placeholder and assign your own texture via the colour fan.



- e) To do this, select from the texture library or download a new texture as a JPEG from the Internet.



- f) Then upload to the texture library and click with the mouse.



g) The texture is then placed on the placeholder.

