

What's New V 11

Preferences:

Reverse mouse scroll wheel zoom direction

Assign mouse scroll wheel Middle Button as Fine tune

Pricing Method (Manufacturing/Design)

Display- Display Long Name

Parameters:

Adjust door hinge location for Upper Valance

Adjust door hinge location for false front backer

Lock top drawer in drawer bank

More Pricing Markups/Discounts (double)

Automatic Text Tag for Upper Room Molding

Layout/ Modifications:

Slope front cabinets from the plan view

Slope multiple base cabinets of diff depth from floor plan

Slope multiple uppers of diff depth from floor plan

Vault multiple uppers of diff height from elevation

Assign a cabinet number

Display cabinet name on elevation

Move cabinet name on elevation

Unequal paired door size

3D Objects can block out wall space plus additional clearance

Copy/Paste 3d objects

Extended stile on Euro Fillers

Modify corner back support clearance on the fly

Ceiling follows sloped wall with simple layout

Print all or selected room views in a job

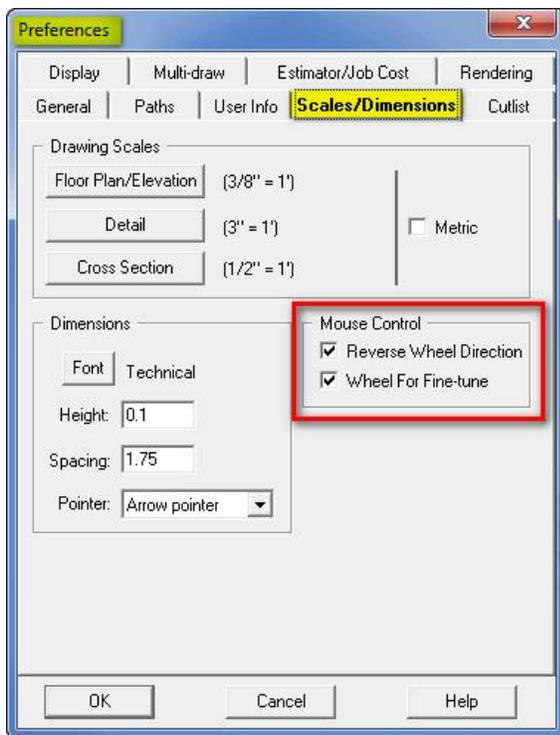
Email all or selected room views in a job

CAD

Preferences:

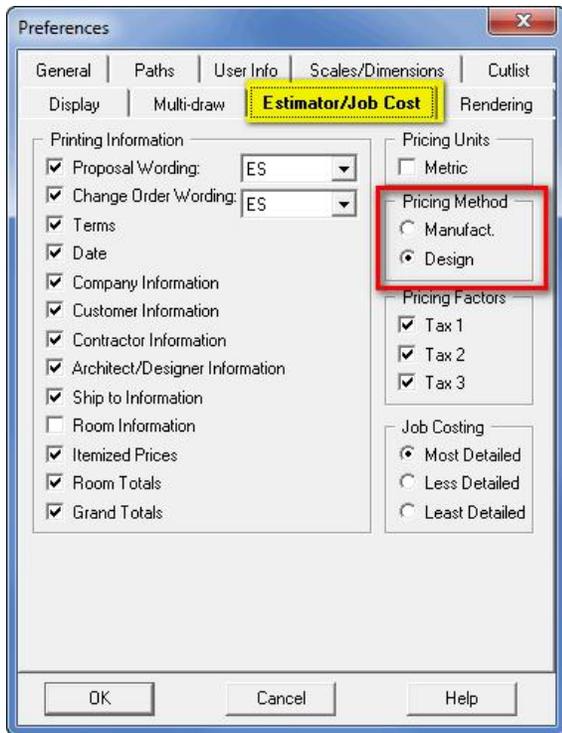
Reverse mouse scroll wheel zoom direction: The zoom function using the mouse scroll wheel has been made consistent between views and can be adjusted. To change the direction of zoom when using the scroll wheel, go to File - Setup - Preferences – Scales/Dimensions. A check in the box: Reverse Wheel Direction will change it from prior versions.

Assign mouse scroll wheel Middle Button as Fine tune:



To use the depressed mouse scroll wheel as a method to fine tune dimensions to your rounding off value, put a check in the 'Wheel For Fine-tune' box. Leaving the box unchecked will allow the middle button scroll wheel to Pan a view as before.

Pricing Method (Manufacturing/Design): Select either Manufact. or Design pricing method to apply tax rates differently.



Manufact method is what the Manufacturing and Cabnetware Drafter programs historically have used for assigning taxes. The Design method is the way the discontinued Cabnetware Design program charged tax. The essential difference in these two methods is: Manufacturing method allows taxes to be assigned to various items and accessories in each room based on the setup of the price list and accessories. The taxes will be calculated on all or some the various items and markup/discounts assigned to the items. The Design method will calculate taxes on the room sub-total values after the room subtotal type of markup/discount. Both methods can be useful.

Here is an illustration of the different methods. The first one is the Manufacturing method. Note how the taxes are based on the first room subtotal that has disparate items either taxed or not.

Room Name: Small test room

Door Style: 5-pc Shaker H
Upper Door Style: 5-pc Shaker H
Exterior Material: Cherry Ext
Interior Material: 3/4" SHOP BIRCH

Items	Quantity		Price
Base	3	lineal feet	778.03
DRAWER Boxes	1		24.49
DOORS	6.16	square feet	410.92
DRAWER Fronts	1.49	square feet	132.90
FINISHED ENDS	1		15.00
Bench Tops	11.81	square feet	118.06
Counter Edge Details	9.83	lineal feet	9.83
Counter Back Splashes	1.89	square feet	1.91
DB30-4	1		250.00
W1240	2		300.00
Room Total:			\$ 2041.14

Page 2

CABNETWARE TECHNICAL SUPPORT

10% Door Markup 54.38

10% Retail Discount
5% Dealer Discount
13% Contractor Disco

Subtotal:	\$ 2095.52
	-209.55
	-104.78
	-272.42
Subtotal:	\$ 1508.77
tax 3	49.35
9 % TAX	188.60
Tax 2	32.90
Bid Total:	\$ 1779.62

Proposal good until: February 29th, 2016

The second method is the Design method. Note how the taxes are applied to the second subtotal after each room subtotal discount is assigned.

Room Name: Small test room

Door Style: 5-pc Shaker H
Upper Door Style: 5-pc Shaker H
Exterior Material: Cherry Ext
Interior Material: 3/4" SHOP BIRCH

Items	Quantity		Price
Base	3	lineal feet	778.03
DRAWER Boxes	1		24.49
DOORS	6.16	square feet	410.92
DRAWER Fronts	1.49	square feet	132.90
FINISHED ENDS	1		15.00
Bench Tops	11.81	square feet	118.06
Counter Edge Details	9.83	lineal feet	9.83
Counter Back Splashes	1.89	square feet	1.91
DB30-4	1		250.00
W1240	2		300.00
			=====
Room Total:			\$ 2041.14

Page 2

CABNETWARE TECHNICAL SUPPORT

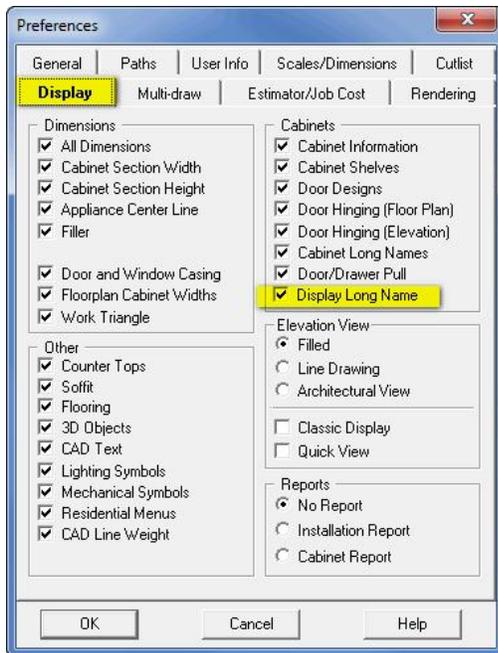
10% Door Markup 54.38

10% Retail Discount
5% Dealer Discount
13% Contractor Disco

Subtotal:	\$ 2095.52
	-209.55
	-104.78
	-272.42
Subtotal:	\$ 1508.77
tax 3	45.26
9 % TAX	135.79
Tax 2	30.18
=====	
Bid Total:	\$ 1720.00

Proposal good until: February 29th, 2016

Display- Display Long Name: This preference is for displaying the cabinet name on elevation views. This can also be turned on/off in View Display Options. This will affect both named custom cabinets and Catalog Cabinets on elevation. The pre-existing Cabinet Long Names setting affects Catalog cabinet names on floor plan as always.

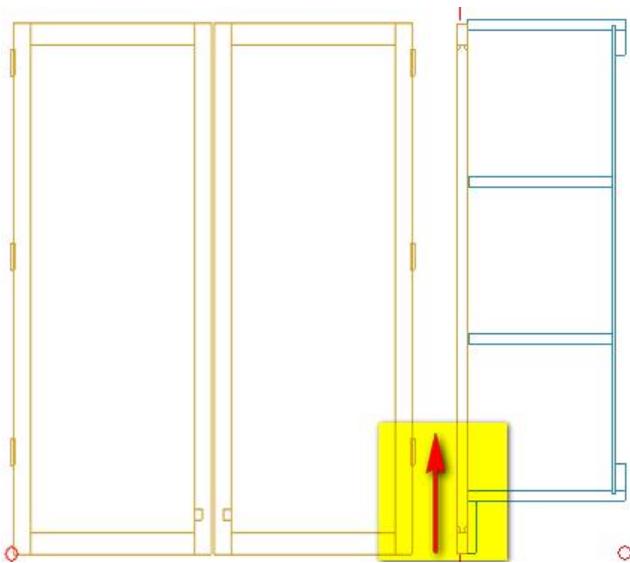
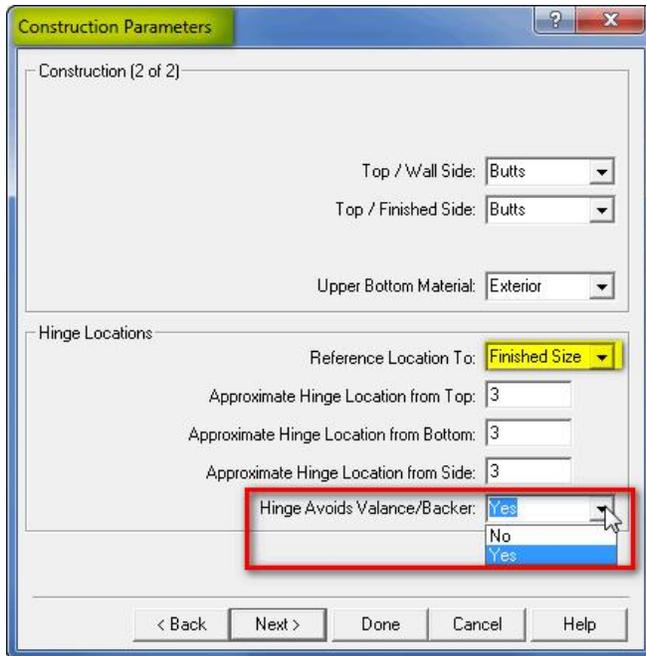


Parameters:

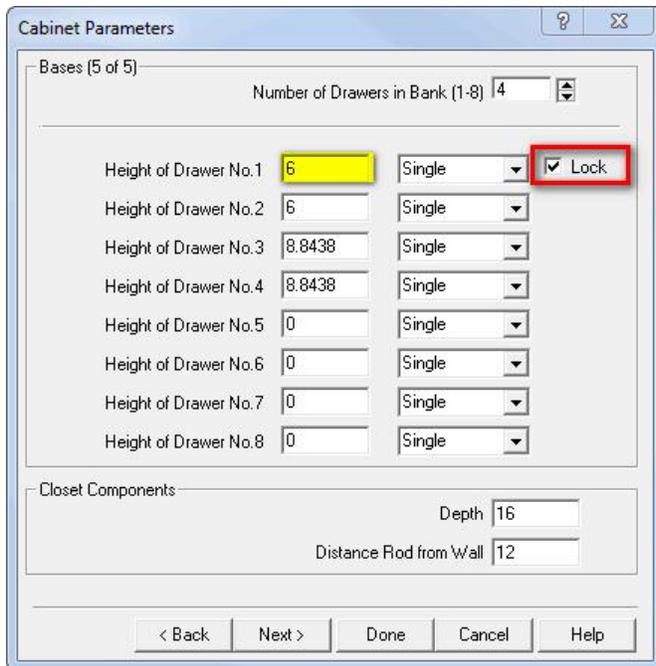
Adjust door hinge location for Upper Valance:

Adjust door hinge location for False Front Backer:

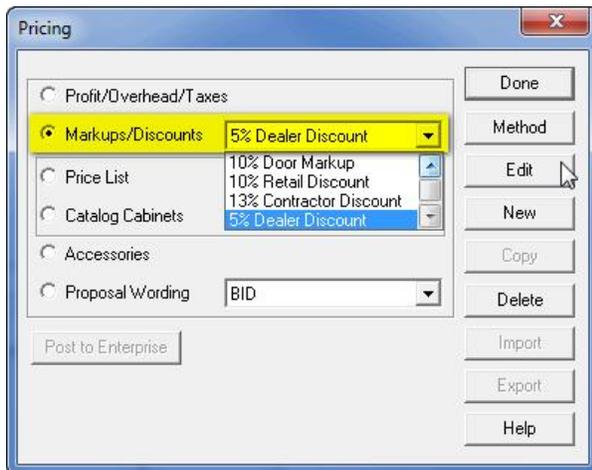
This parameter is only in the Euro program and will be used if you reference the hinge from the Finished Door Size instead of the Opening. It will read the upper valance or false front backer width on a door only base, and your overlay/reveals and adjust the hinge up or down base on your hinge template in CNC.



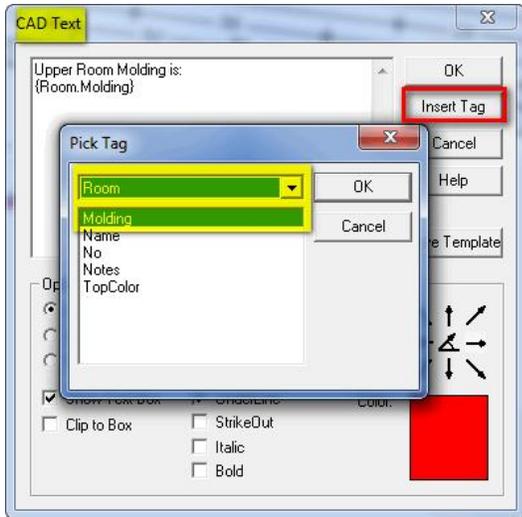
Lock top drawer in drawer bank: This setting in the Cabinet parameter file will force the top drawer in a drawer bank to use the entered value. This will be the case if the default drawer bank doesn't add up correctly due to a cabinet height change or if the drawer bank drawer quantity is changed. This can be overridden with section modify .



More Pricing Markups/Discounts: The number of Markups/Discounts in File – Setup - Pricing has been doubled to 26.

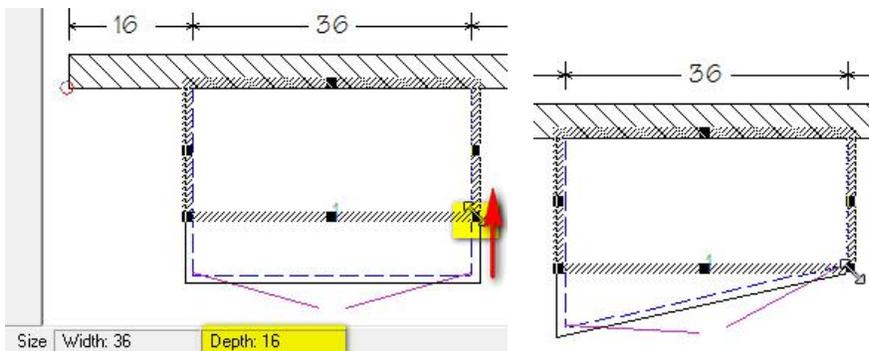


Automatic Text Tag for Upper Room Molding: This text tag, when used in a text box, will display the Upper Room Molding selected in Room Defaults – Hardware/Other or Pick User Graphics – Molding...Upper Room.

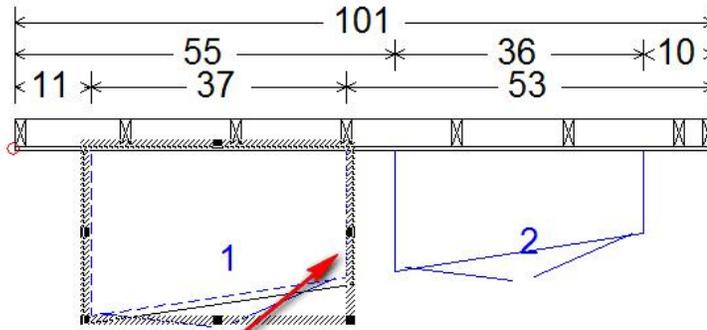


Layout/ Modifications:

Slope front cabinets from the plan view: This is intended for single section wide cabinets at this time. Select the cabinet, grab one of the front corners and move it towards or away from the wall. The depth readout will show in the Status bar.



The cabinet side depth can be modified in Cabinet modify. If the cabinet has been sloped using the handles, the Stretched Front box will be checked. The left end depth will show in the Depth box and the Right Depth will be available too. Unchecking the Stretched Front box will make the cabinet rectangular again at the depth of the left side.



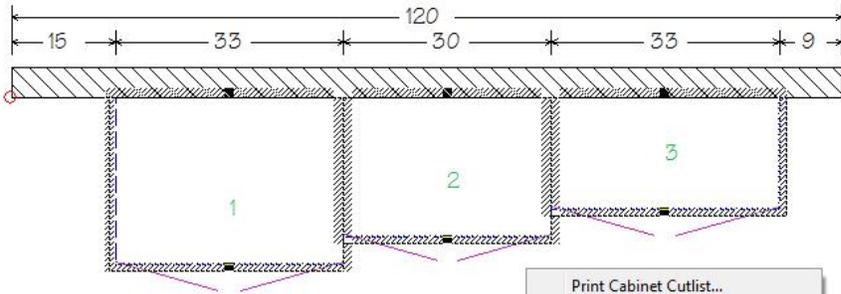
The sloped shapes show in Multi Cross Section and go to CNC.



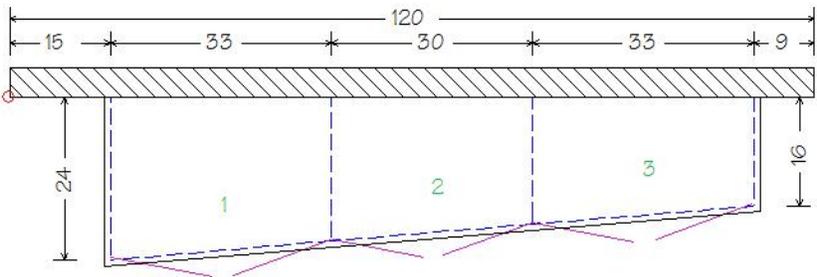
Slope multiple base cabinets of diff depth from floor plan:

Slope multiple uppers of diff depth from floor plan:

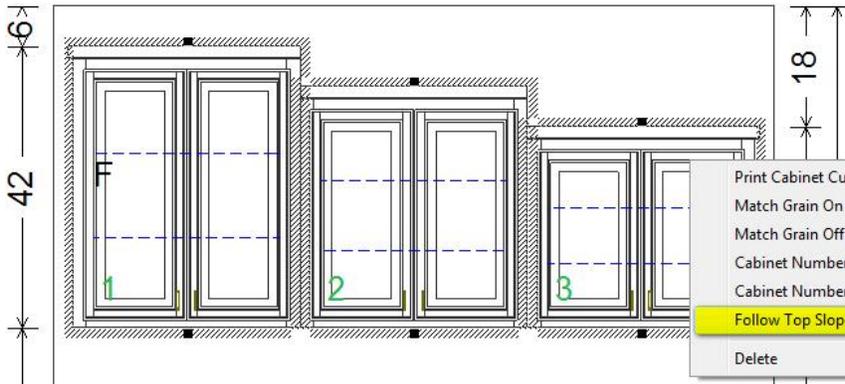
Select two or more cabinets of different depth from the floor plan view. Choose Follow Front Slope from the <RB> menu.



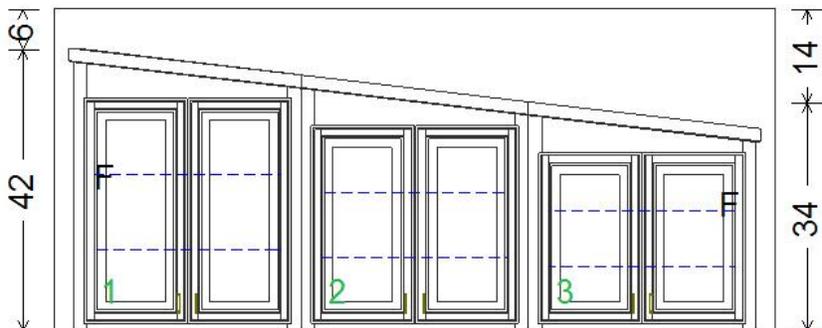
- Print Cabinet Cutlist...
- Match Grain On
- Match Grain Off
- Cabinet Number Lock On
- Cabinet Number Lock Off
- Follow Front Slope
- Delete



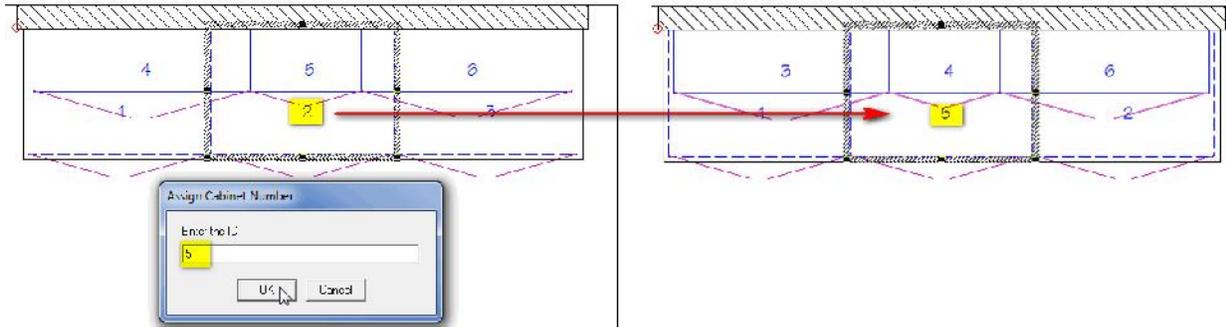
Vault multiple uppers of diff height from elevation: Select a group of modular uppers on an elevation view. Choose Follow Top Slope from the <RB> menu.



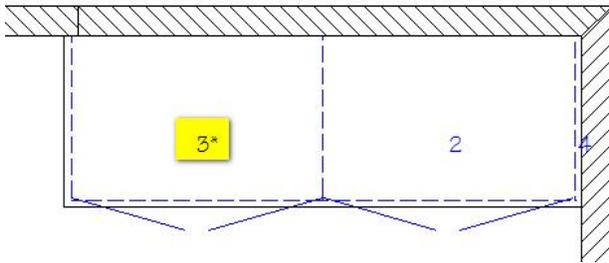
- Print Cabinet Cutlist...
- Match Grain On
- Match Grain Off
- Cabinet Number Lock On
- Cabinet Number Lock Off
- Follow Top Slope
- Delete



Assign a cabinet number: Select a cabinet and choose Cabinet Number Lock from the <RB> menu. Enter a number for the cabinet. The number can only be used once per room.

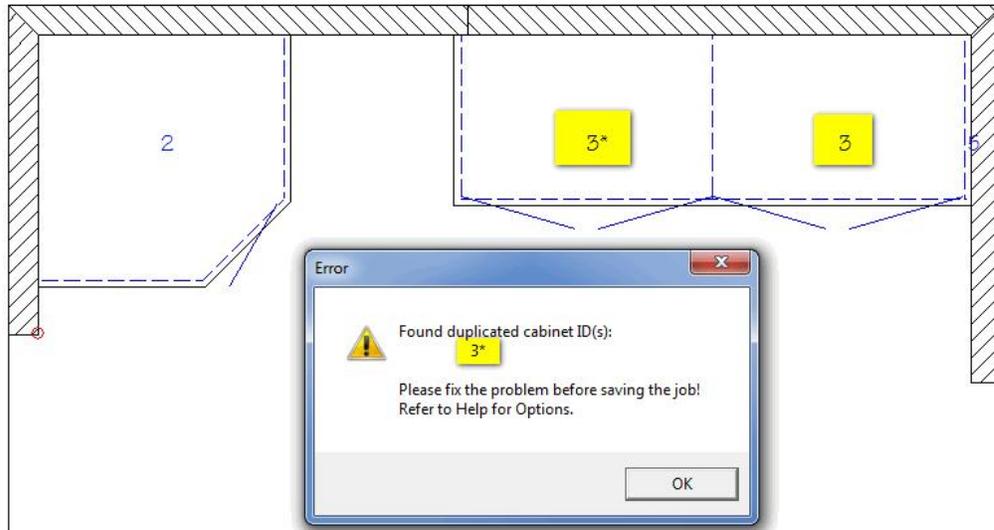


If you assign a cabinet number an * symbol will show next to the cabinet number or name if you have Mark Edited Cutlist checked on.

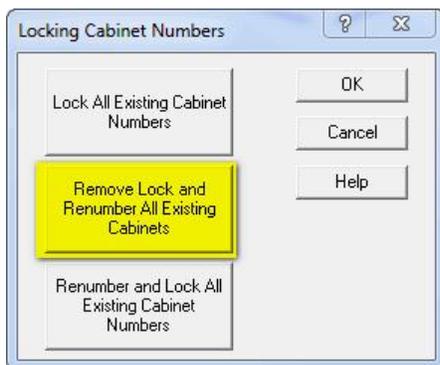


There is a potential for missing sequences or duplicated ID numbers if you lock cabinet numbers and also use the Cabinet Starting # in room defaults.

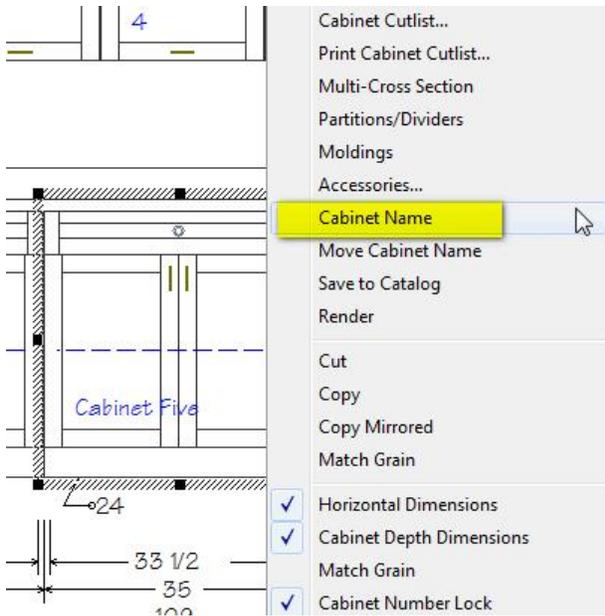
If you have a duplicated number there will be a warning when you need to save the job. It will show the duplicated number and you will need to fix it. The reason behind this is when you change the room start number, the program adds the start number to any unlocked cabinet. Depending on how many cabinets are in the room and the start number you select, you can end up with missing numbers or duplicates. Missing numbers are fine. Duplicated numbers need to be taken care of so the cutlist and S2M center aren't confusing.



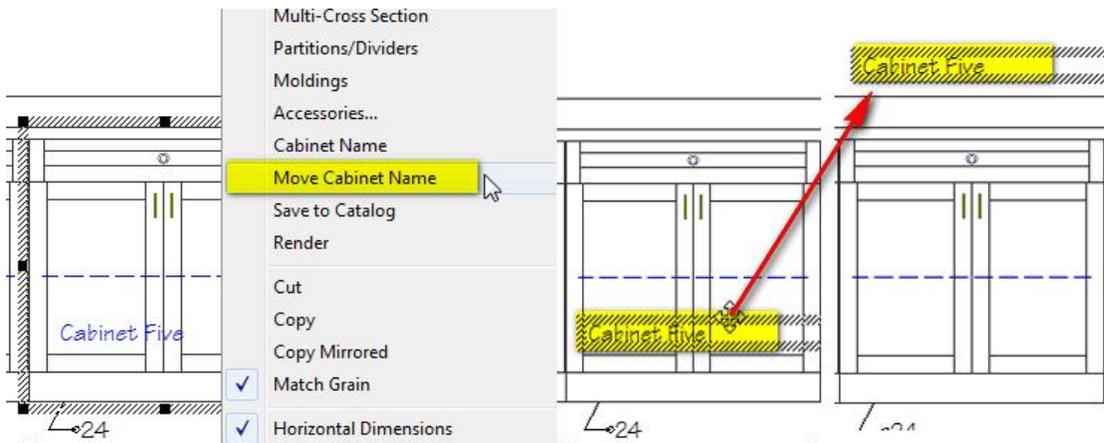
The options for fixing it include: Remove the number lock; start the starting room numbering at a point higher than the locked cabinet or set the starting number back to 1. Remember you can unlock everything easily by choosing Cabinet Number Locking from the Options menu and selecting Remove Lock. You can also group select cabinets and choose Cabinet Number Lock Off from the <RB> menu.



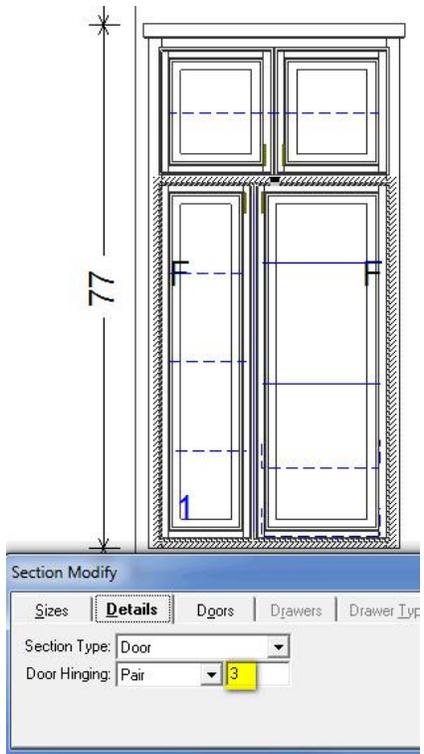
Display cabinet name on elevation: If you put a cabinet name on from either elevation or floor plan, it will show on the views. The cabinet names can be suppressed on the elevation view by unchecking the Display Option – Display Long Name.



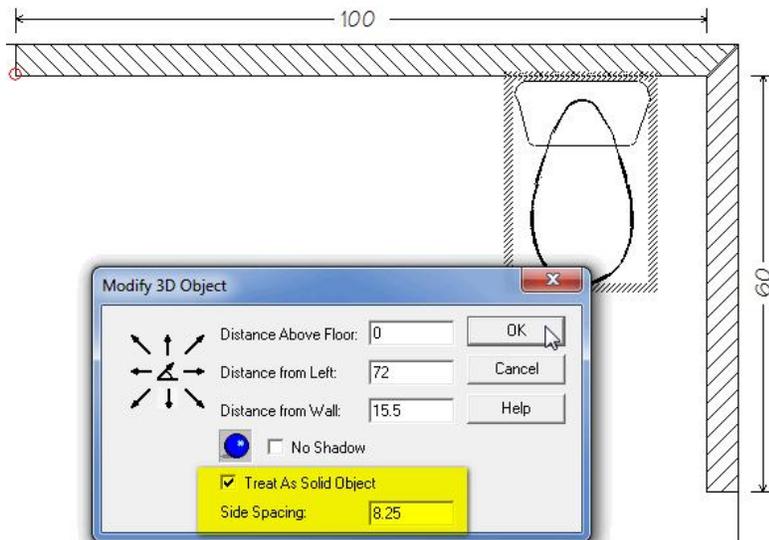
Move cabinet name on elevation: Select the cabinet with a name. Choose Move Cabinet Name from the <RB> menu and select the name and drag it to the desired position.

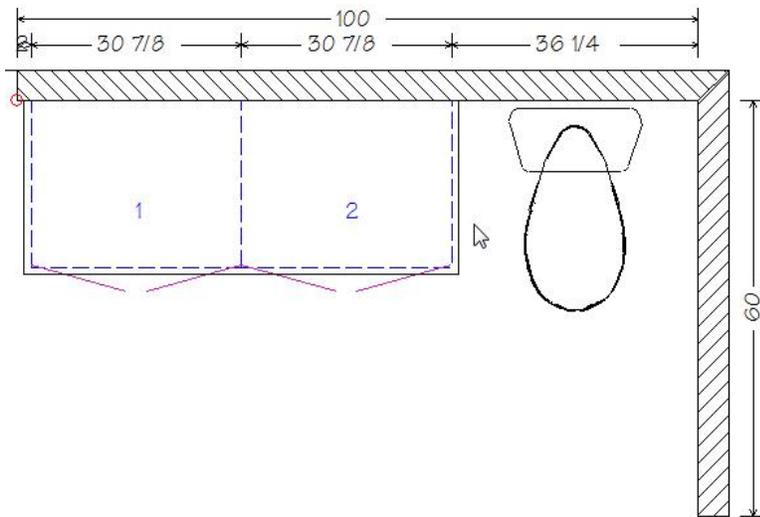


Unequal paired door size: Enter a value next to the Pair or Pair w/Mullion option in Section Modify – Details. The number affects the left door of the pair. A negative number increases the size.



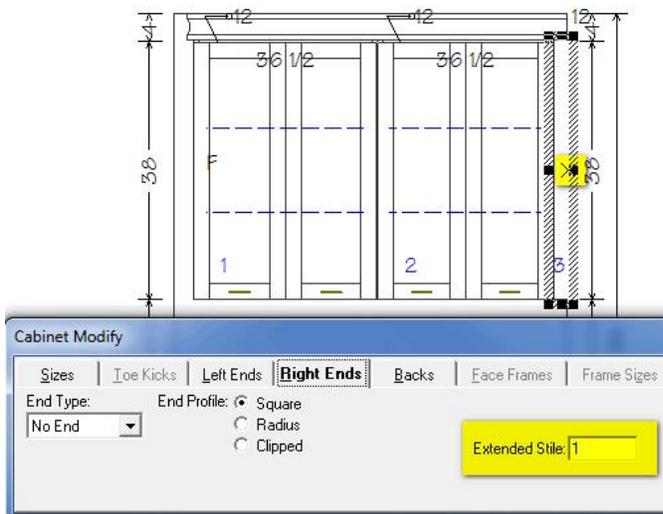
3D Objects can block out wall space plus additional clearance: Place your 3d object on a wall or referenced from a wall. Select it and choose Modify from the <RB> menu. Check the box, Treat as Solid Object and put a value in for clearance if desired. When you fill or place a cabinet next to the 3d object, it will not lay over the top of it.



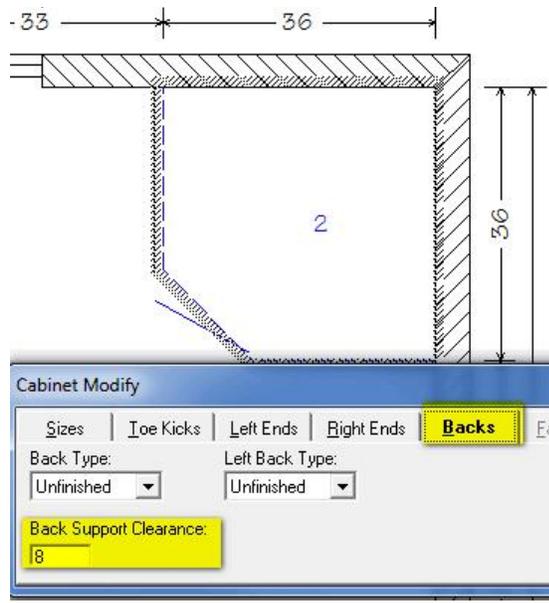


Copy/Paste 3d Objects: Select the 3d object after it's placed. Choose Copy from the <RB> menu then Place, from the <RB> menu, when clicking on the floor plan or elevation. The attributes of the 3d object, except rotation, will be retained for the placed object. Ctrl + c /Ctrl + v can also be used.

Extended stile on Euro Fillers: Select the filler and in the Cabinet Modify dialog enter a value for Extended Stile on the Left or Right end if it's set as No End or Unfinished. The value will be added to the cutlist size and an X will be displayed on the elevation.



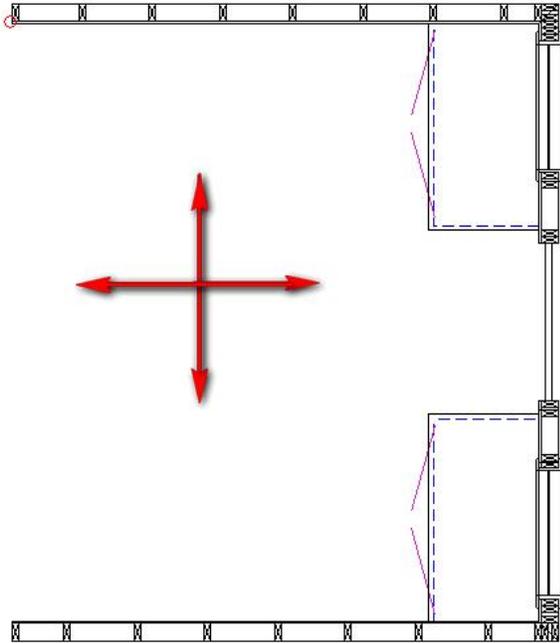
Modify corner back support clearance on the fly: The construction parameter, Corner Back Support Clearance, can be modified via Cabinet modify. This will be available for Diagonal corner, Corner Sink and Lazy Susan cabinets.



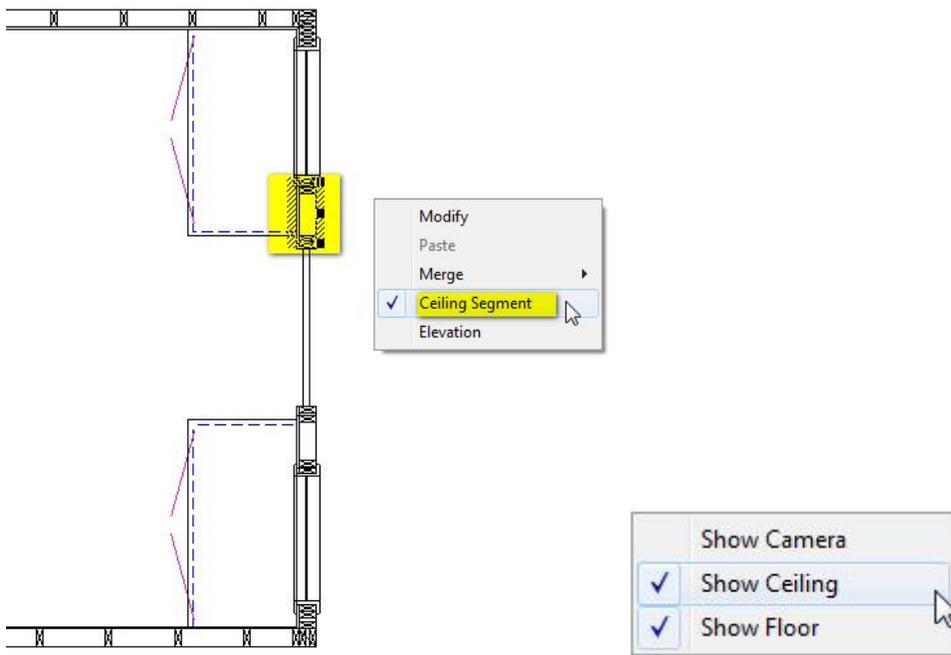
Ceiling follows sloped wall with simple layout: The ceiling can follow sloped wall segments to a limited degree with certain layouts. This is phase one of future enhancements allowing more complete ceiling design.



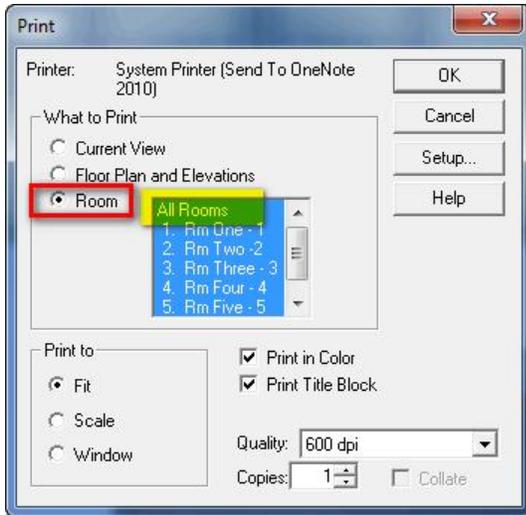
A few limitations at this time include the room needs to be oriented North / South, East/ West on the screen. The end walls can't be sloped if the middle wall is sloped. The end walls should be perpendicular to the slope wall for best results



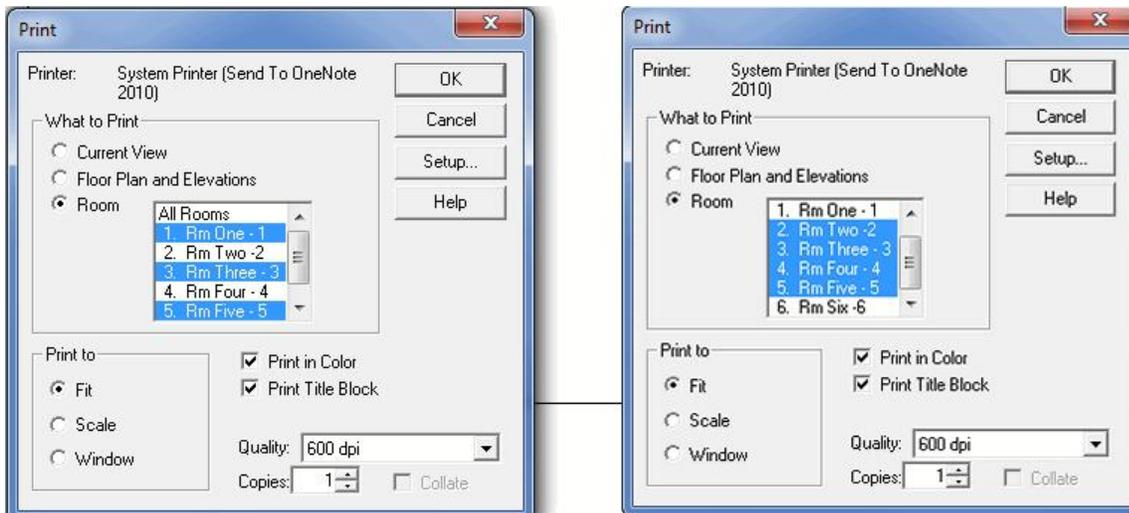
If the various wall segments need to have part of the sloped ceiling suppressed, you can toggle it on or off with a <RB> menu choice. You can also turn off the ceiling in the 3d view with the existing <RB> menu click when in a 3d view.



Print all or selected room views in a job: Choose File Print or the Print icon. Select the Room radio button. If you select All Rooms, all the rooms in the job will be selected for printing.



You can use the standard Windows Ctrl + Select to select specific rooms, or Shift + Select to select a range of rooms to print.



Here are a few general guidelines for printing multiple rooms

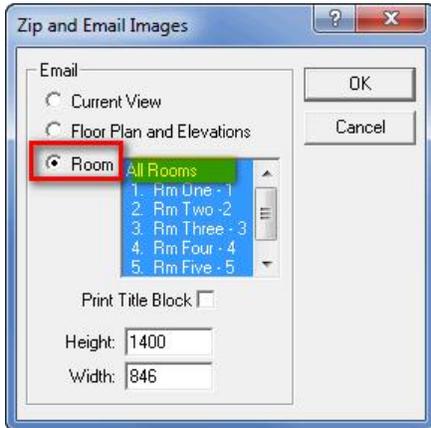
The printing should use the current room view display options settings for all rooms printed. For detailed rendered elevations the Preferences need to be set on non Quick view/ non Classic display.

If you switch to Classic Display in the room, that view is used for all rooms.

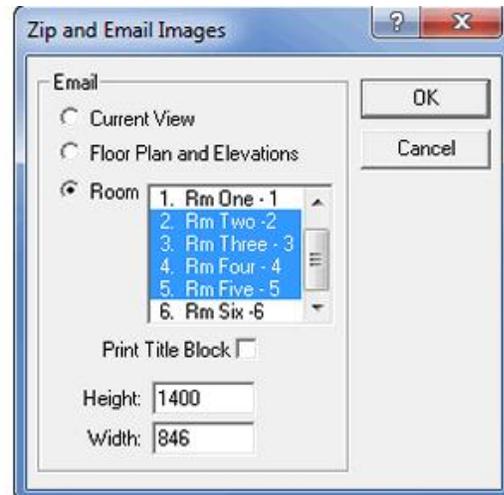
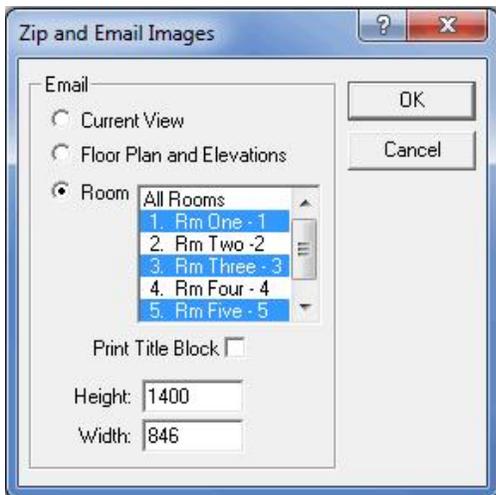
If you switch to Quick view in the room and the Preferences are set to non- Quick View or Non Classic, the detailed render view is used.

If the preferences are set to Quick View and you switch to non- Quick view in the room, Quick view is used for all rooms.

Email all or selected room views in a job: Choose File – Email Room Images. Select the Room radio button. If you select All Rooms, all the rooms in the job will be selected for emailing.



You can use the standard Windows Ctrl + Select to select specific rooms, or Shift + Select to select a range of rooms to email.



The emailing should use the current room view display options settings for all rooms emailed. For detailed rendered elevations the Preferences need to be set on non Quick view/ non Classic display.

If you switch to Classic Display in the room, that view is used for all rooms.

If you switch to Quick view in the room and the Preferences are set to non- Quick View or Non Classic, the detailed render view is used.

If the preferences are set to Quick View and you switch to non- Quick view in the room, Quick view is used for all rooms.

CAD

Move line
Modify line length
Modify line direction
Modify line attributes
Trim line
Extend line
Join line
Offset line, distance and quantity
Line Bore line type

Move circle
Modify Circle radius
Modify circle color
Modify circle line weight
Modify circle line style
Delete Circle

Move Arc
Modify arc radius with dialog
Modify arc line style

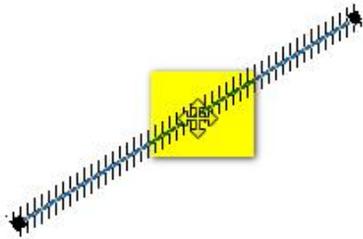
Move poly line
Move poly line segments
Move poly line nodes
Break poly line

Move polygon
Modify polygon shape
Modify polygon color
Modify polygon line style
Border color when filled
Solid fill on floor plan
Delete polygon
Revision Cloud polygon

Move rectangle/square
Modify rectangle size
Modify rectangle color
Border color when filled
Solid fill on floor plan

Modify filled rectangle fill pattern
Delete rectangle

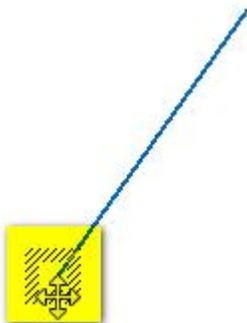
Move line: To move a line, select it. With the four headed arrow showing, press and move the mouse to where you want the line to move to.



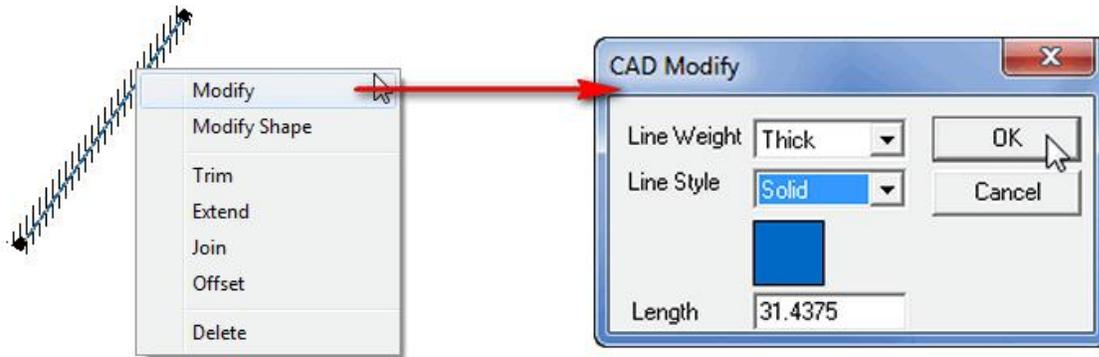
Modify Length: To change the line length, select the line and move the mouse over an end point. When the two headed arrow appears, press and move the mouse to change the line length.



Modify Direction: To change the direction of the line, click near the end point and select and move the highlighted point.



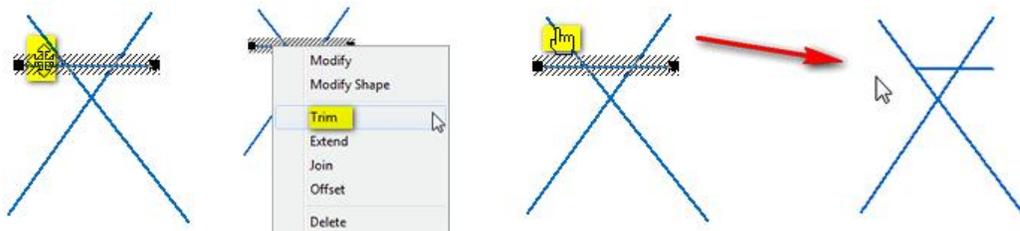
Modify Attributes: To modify the lines attributes, select the line and choose Modify from the <RB> menu.



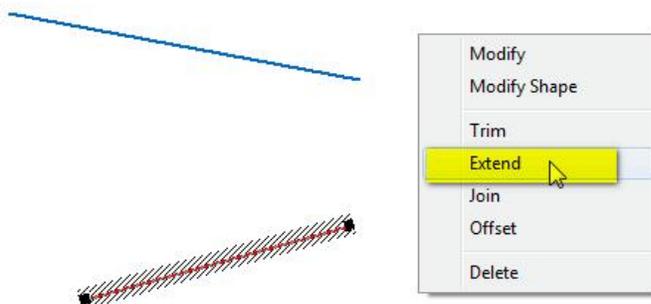
You can change the Line Weight, (Thin, Medium, Thick), Line Style, (Solid, Dashed, Center, Pointer), Color and Length via an entry box.

Lines can be Trimmed, Extended, Joined and Offset by way of the <RB> menu options. The concept is to select the line or section of the line and then choose what you want to do.

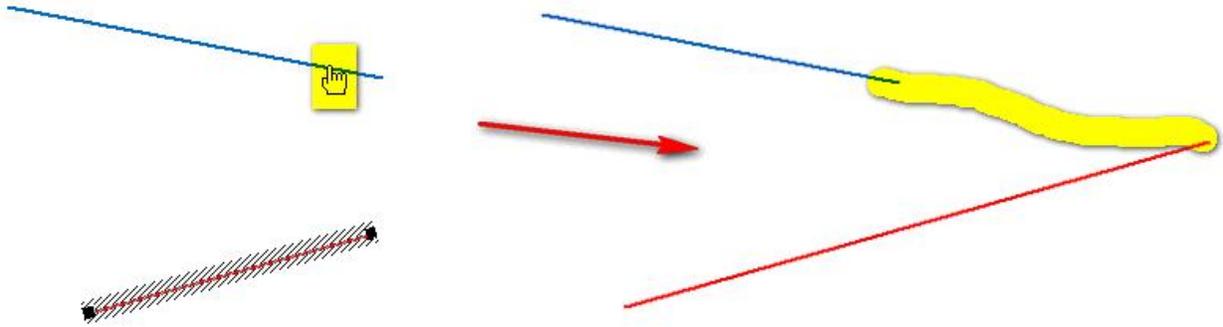
Trim. Select the section of the line you intend to trim (remove). Choose Trim from the <RB> menu. Select the segment of a line you want the previously selected line segment to be trimmed to. The segment should be removed.



Extend: To extend means to force the line to meet with the projection of another line some distance away. Select the line you want to extend. Choose Extend from the <RB> menu.



Choose the line you want to extend to. The previously selected line will extend to where the second line would meet it.

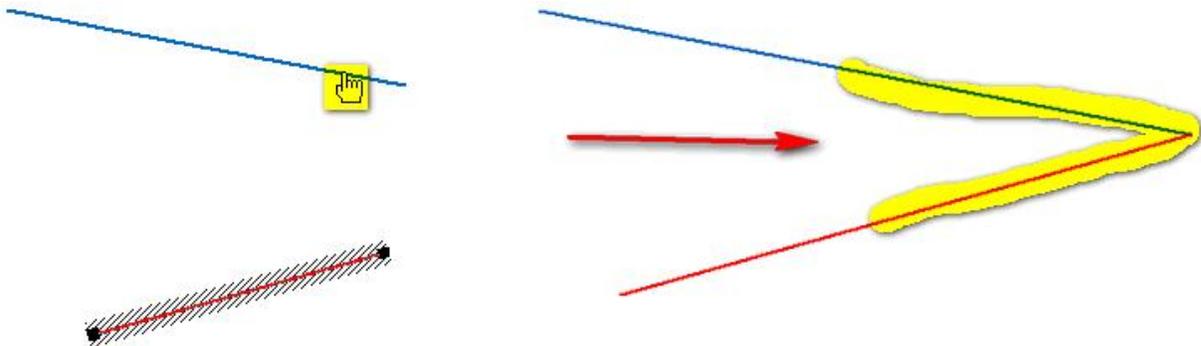


Join: Join is similar to extend but it will connect the two lines together where they meet.

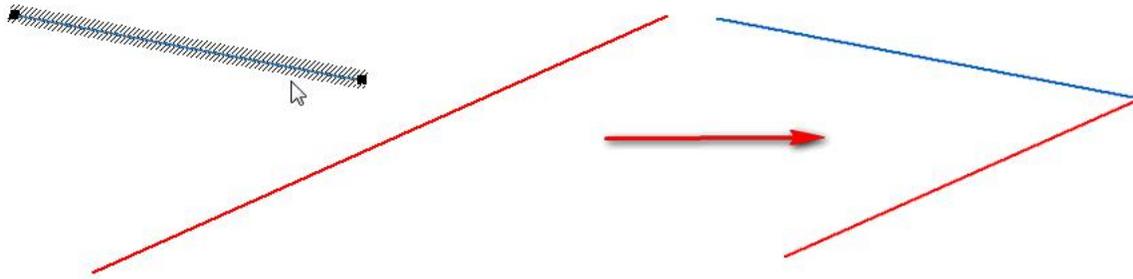
Choose one of the lines you want to join. Select Join from the <RB> menu.



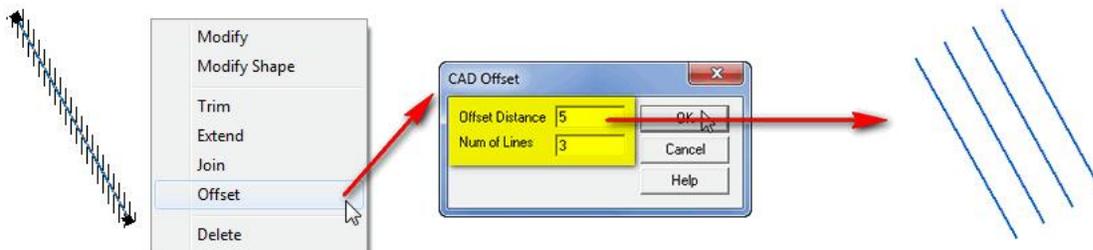
Select the other line you want to join to. The lines will meet at the ends.



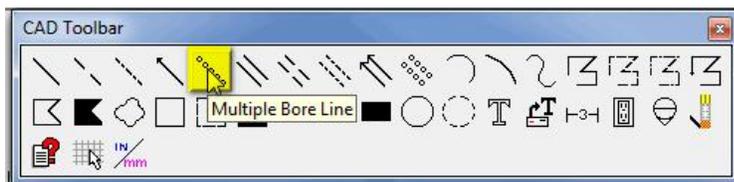
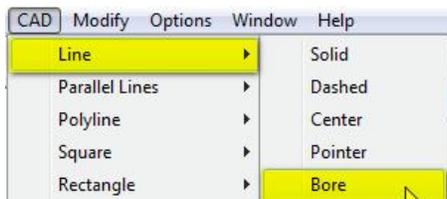
Join is also useful for extending and trimming two lines at one time. Select the two lines that will intersect. They will connect and trim at the intersection. These will remain separate lines and not become a poly line.



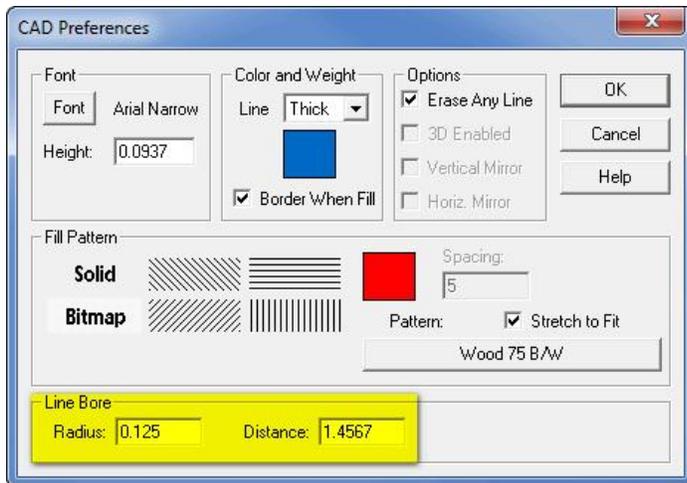
Offset: The offset feature is used to duplicate a line parallel to the existing line. Select the line and choose Offset from the <RB> menu. Enter a value for the offset distance and the number of lines. A negative number can be used for the offset distance to offset the lines to the other side of the line.



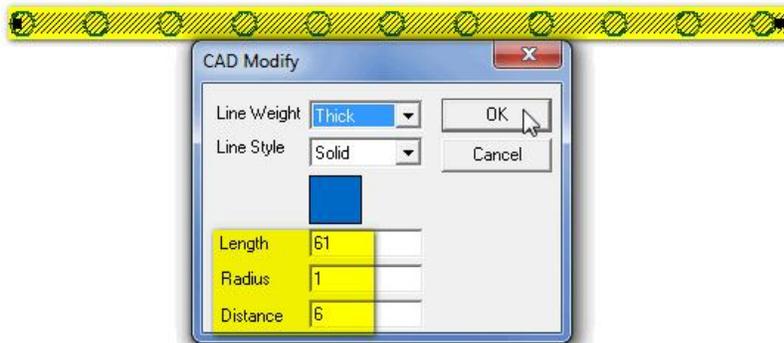
Line Bore: The Line Bore line type is used for drawing a line of regularly spaced circles. Select the Line Bore option from the CAD Lines menu or the CAD toolbar.



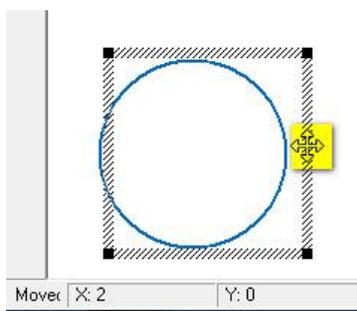
Draw the line segment for the line bore. The radius and spacing value is initially derived from the CAD Preferences.



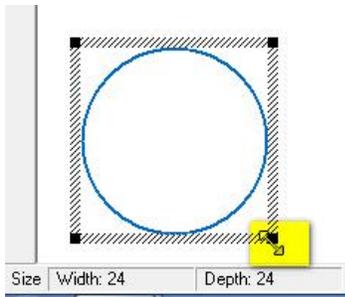
The radius and spacing values as well as other attributes, can be changed by selecting the line bore and choosing Modify from the <RB> menu.



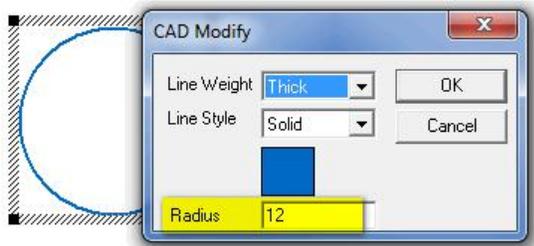
Move circle: To move a circle, select it and grab the surrounding rectangle when the four headed arrow shows. Drag it and the status bar reads out the distance moved from the prior location.



Modify Circle radius: There are two ways to modify the radius of a circle after it's drawn. Select the circle and change the size of the surrounding rectangle with a handle. See the size in the status bar at the bottom of the window.



Select the circle and choose Modify from the <RB> menu, or double click it with the mouse. Change the Radius value.



Modify circle color:

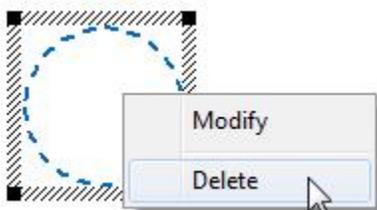
Modify circle line weight:

Modify circle line style:

Select the circle and choose Modify from the <RB> menu or double click. Change the attributes.



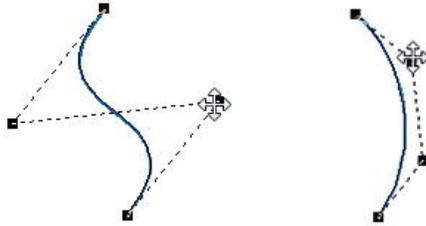
Delete Circle: To delete a circle, select it and choose Delete from the <RB> menu, press the delete key on the keyboard or use CAD Erase



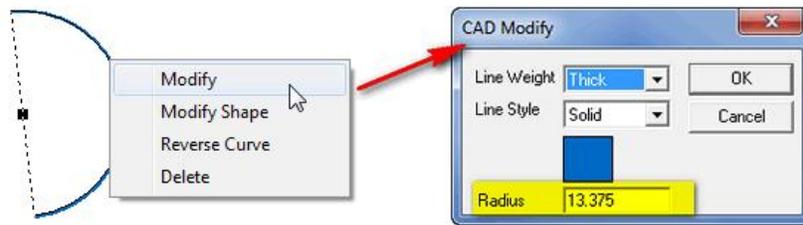
Move Arc: To move an Arc, select it and grab the four headed arrow at the focal point. Move the mouse and the Arc moves.



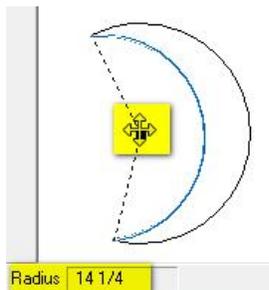
To move a Curve or S-Curve, select it and grab any of the nodes when the four headed arrow appears. Move the mouse and the curve moves.



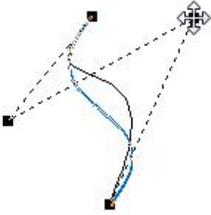
Modify arc radius with dialog: Select the arc and choose Modify from the <RB> menu or double click it. Enter a radius value.



You can also adjust the radius by selecting the arc, press and hold the Ctrl key on the keyboard and grab the four headed arrow at the focal point and move the mouse. The radius value will show in the Status bar readout.



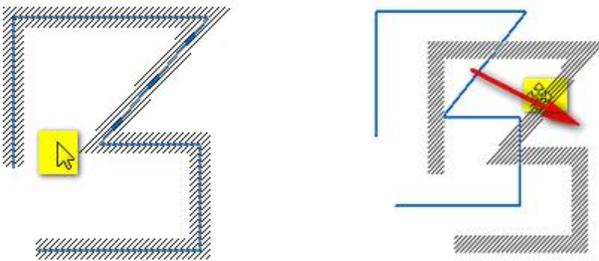
The Curve and S-curve can be modified in shape by selecting the curve, press and hold the Ctrl key, grab the four headed arrow at one of the nodes and drag it.



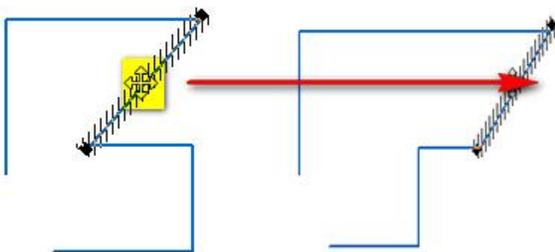
Modify arc line style: Select the Arc and choose Modify from the <RB> menu or double click. The Line Style can be changed along with other attributes.



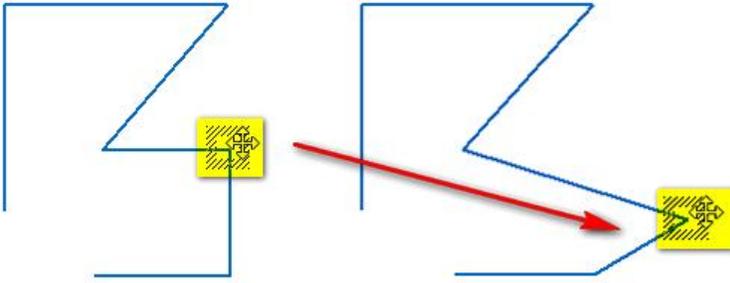
Move poly line: To move a poly line, select a point in the general center area of the poly line, not on a line or end point. When the whole poly line highlights, click and hold the mouse when the four headed arrow appears. Move the mouse and the poly line will move.



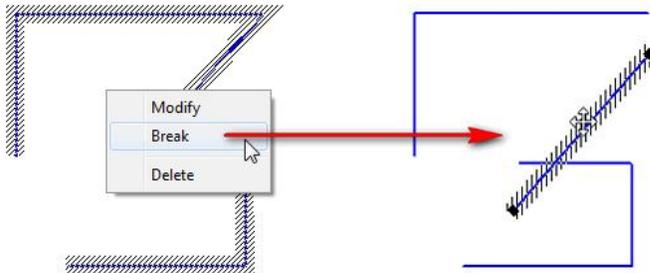
Move poly line segments: To move a segment of a poly line, select the line and when the four headed arrow shows, press the mouse button and move the mouse to move the line. It will drag the connected segments with it.



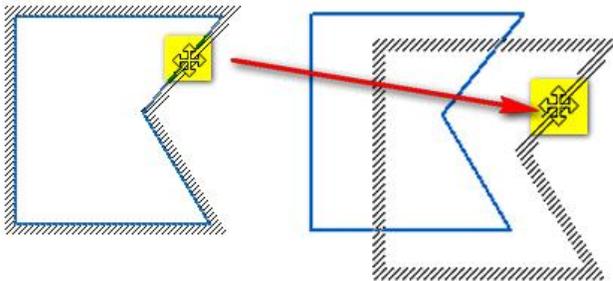
Move poly line nodes: To move the end point of a poly line segment in any directions, select the end point and when the four headed arrow appears, press the mouse button and move the mouse to move the point. The connected poly line segment move with it.



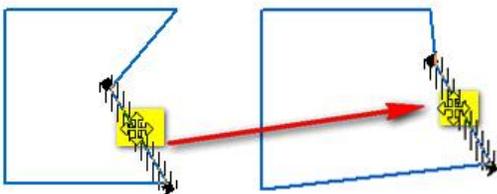
Break poly line: To break a poly line into line segments that can then be modified independently, click on the poly line. Choose Break from the <RB> menu.



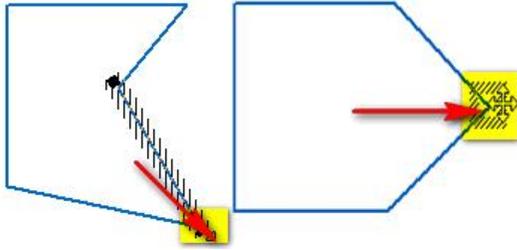
Move polygon: To move a polygon, select the central area of the polygon. When it's highlighted move the mouse cursor over and edge. When the cursor becomes a four headed arrow, press the mouse button and drag the mouse to move the polygon.



Modify polygon shape: To modify the shape of the polygon, select an edge, press the mouse button down when the four headed arrow appears and move the mouse. The edge and connected segments move.

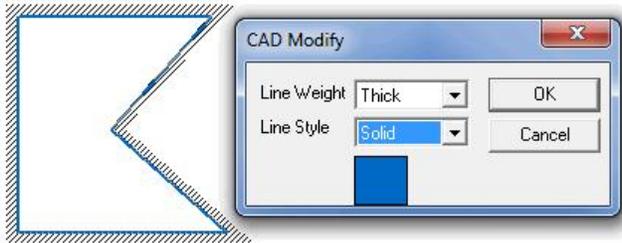


You can shape the polygon by moving the ends of a segment or a common node. Select the item and move the arrow cursor.

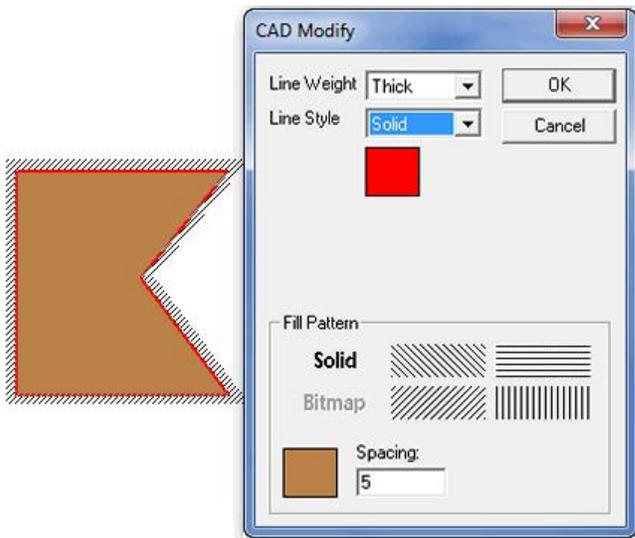


Modify polygon color:

Modify polygon line style: The solid or dashed polygon's attributes can be changed by selecting the polygon and choosing Modify from the <RB> menu or double clicking.



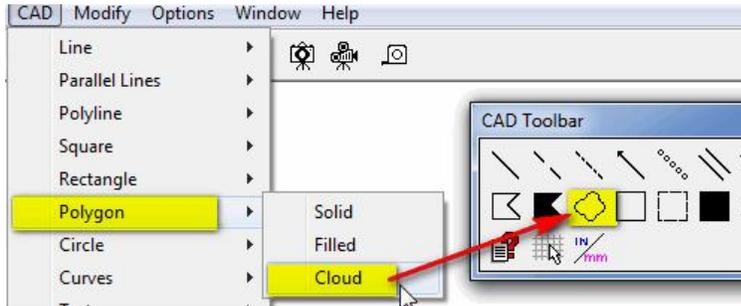
Border color when filled: The polygon's attributes can be changed by selecting the polygon and choosing Modify from the <RB> menu or double clicking. The border color, fill pattern, color and hatch spacing can be modified.



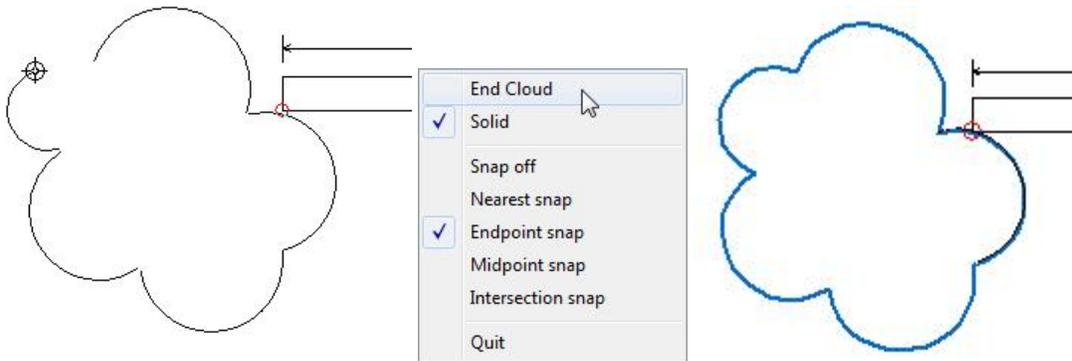
Solid fill on floor plan: Select the Solid color from CAD preferences and then the filled polygon. A Bitmap will not fill on floor plan.

Delete polygon: Select the polygon and choose Delete from the <RB> menu or hit the Delete key.

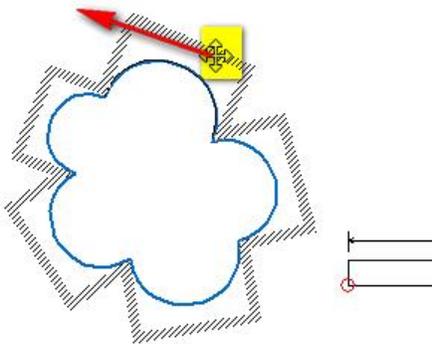
Revision Cloud polygon: Select the Cloud from the CAD – Polygon menu or the CAD toolbar.



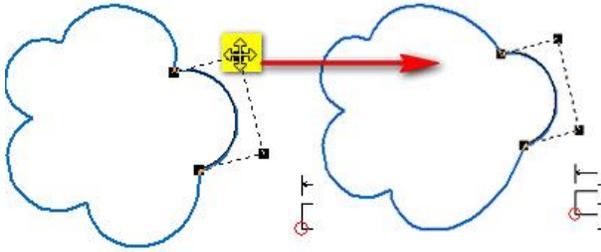
Draw the cloud with a series of connected curves. The curves snap together on each mouse click and before the last curve is drawn, choose End Cloud from the <RB> menu to complete it.



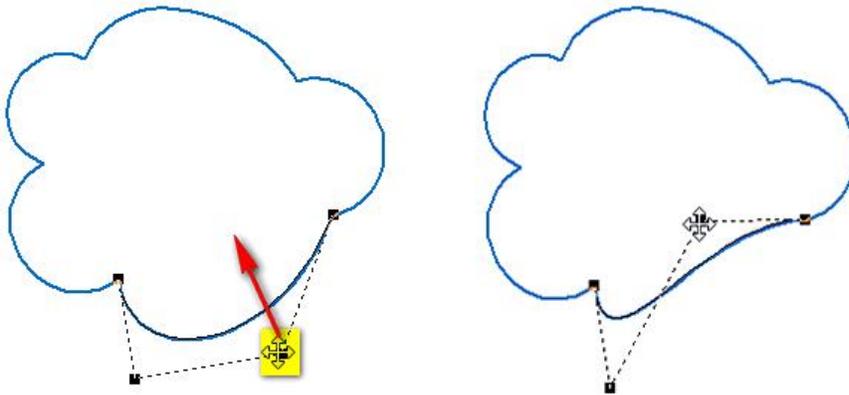
The cloud can be moved by selecting it in the central area and when it's highlighted grab the four headed arrow and move the mouse.



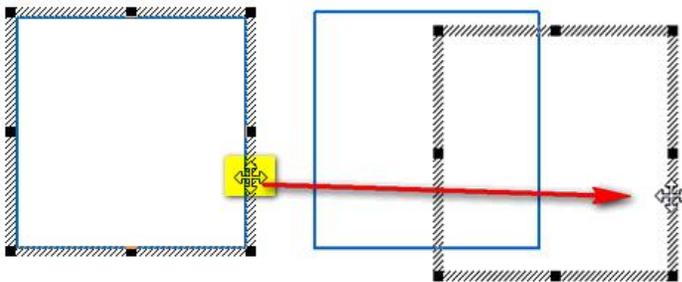
The cloud shape can be modified by selecting a curve and grabbing one of the nodes. Move the curve to reshape the cloud.



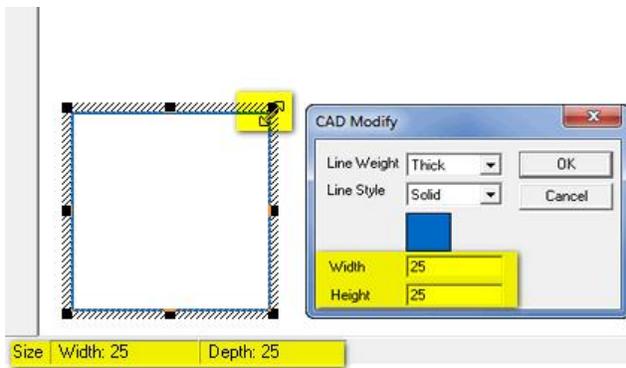
Each curve of the cloud can be shaped. Select the curve then press Ctrl on the keyboard and select one of the curves nodes and move it.



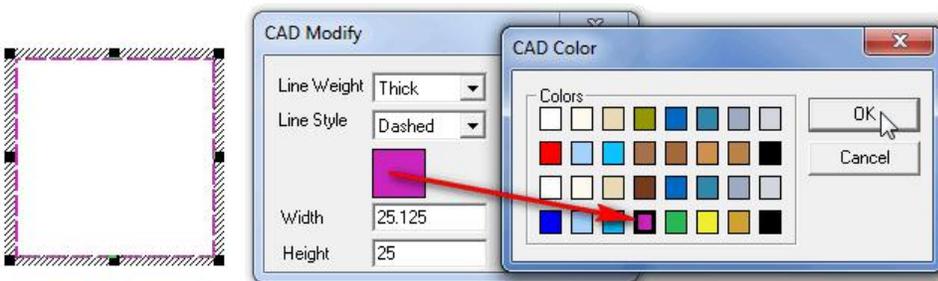
Move rectangle/square: To move a rectangle or square (the square is a rectangle), select the rectangle. When it's highlighted move the mouse cursor over and edge. When the cursor becomes a four headed arrow, press the mouse button and drag the mouse to move the rectangle.



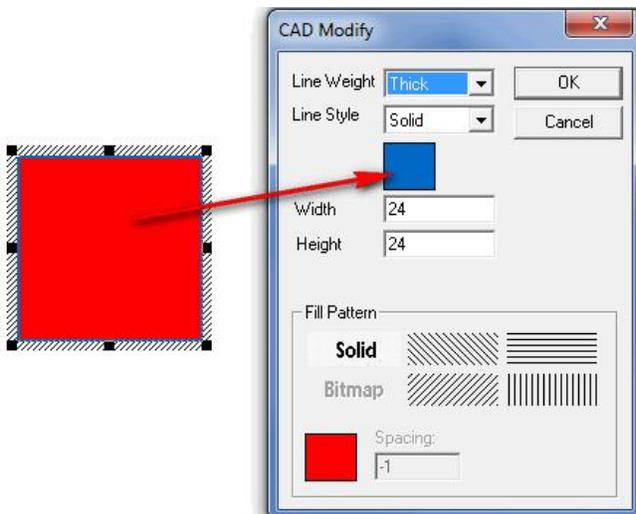
Modify rectangle size: To modify the rectangle size, select the rectangle and when the cursor is on one of the handles on the edge, press and hold the mouse button as you drag the mouse to change the size. You can see the size in the Status bar. You and also double click the rectangle and adjust the size using the dialog box values.



Modify rectangle color: To modify the rectangle color, select it and choose Modify from the <RB> menu or double click it. Click in the color block and choose a color.

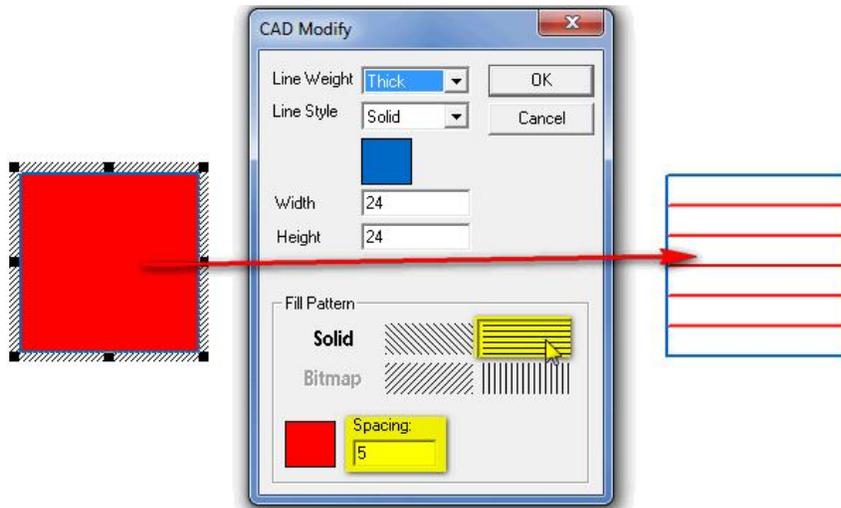


Border color when filled: To have a border on a filled rectangle, choose the color in CAD Preferences or choose it after the filled rectangle is drawn.



Solid fill on floor plan: You can now have a solid filled rectangle on the floor plan view. Select a fill color in CAD Preferences or select it after the filled rectangle is drawn. A bitmap filled rectangle won't fill.

Modify filled rectangle fill pattern: Select the rectangle and choose Modify from the <RB> menu or double click it. Select the pattern and spacing if desired.



Delete rectangle: To delete a rectangle, select it and choose Delete from the <RB> menu or press the Delete key on the keyboard. CAD Erase will remove the rectangle also.

Notes on 3D Enabled:

With 3D Enabled checked on, (CAD Preferences -elevation only), many of the CAD features are unavailable because they can't be rendered. The items that are available will show in the 3D View when used on the wall elevation.

Don't use a Filled Bitmap unless 3D Enabled is ON. And only use the filled bitmap on an elevation view. Otherwise the filled bitmap won't show.

A polyline drawn on an elevation with 3D Enabled on will be broken into line segments.

Notes on Moldings:

When a new molding is started, 3D Enable is on and only the Line is available. This is because the polyline doesn't show in 3D. Set the Snap Grid Size in CAD Cursor Control to a useful value so when clicking the endpoints the lines snap together.

When modifying the curves remember the rules: To adjust the curve or arc height, hold Ctrl and move the nodes.

To draw blocking or unseen lines, turn off 3D Enabled so the other CAD types are available.