Planit

The Smart Guide to CABINET VISION DESIGN

Contents

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Planit Canada Inc.

468 Main,

Hudson, Quebec, J0P1H0

Toll Free: 1-888-824-1474

FAX Number: 866-875-9075

Internet Address:

https://planitcanada.ca

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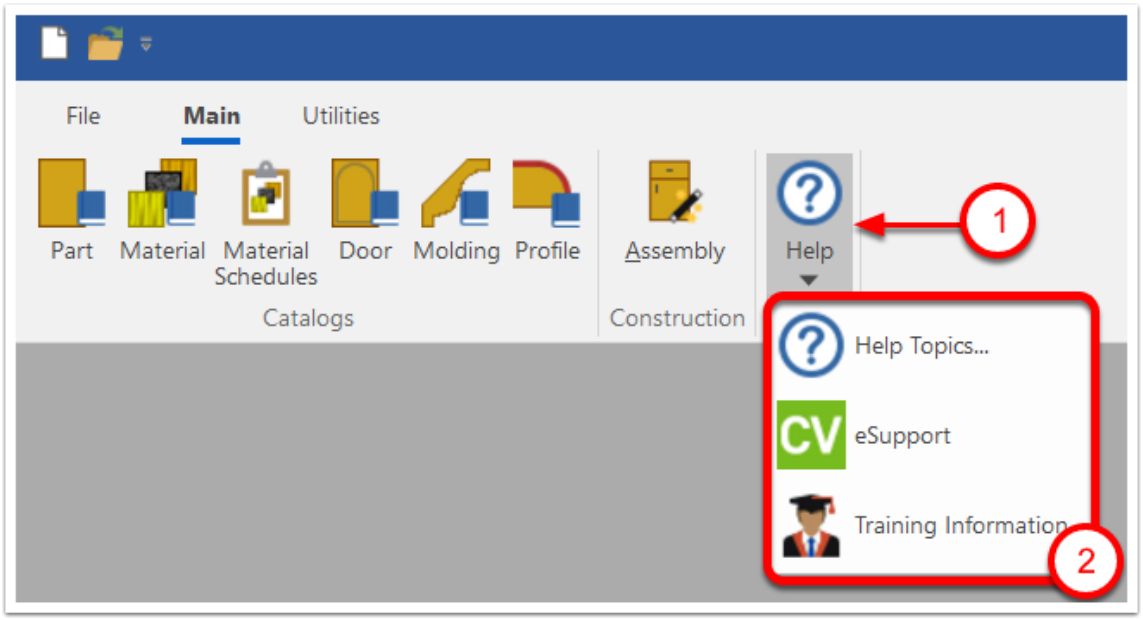
Technical Assistance

There are several ways to get assistance for CABINET VISION:

CABINET VISION Help System

Help File

To open the Help File in CABINET VISION click on “Help” button and then click on “Help Topics…”



Also, you may press the F1 key on your keyboard while using CABINET VISION to see Help on the area you are using.

eSupport

CABINET VISION has a full-service website with a “Wiki” section, training videos and Technician moderated “Forums.” You can also ask your questions directly on the eSupport website.

To access eSupport, go to http://esupport.verosoftware.com.

By Telephone

The Planit Canada Technical Support lines are open Monday through Friday, between the hours of 8am to 7pm, Eastern.

To submit a support request, go to: https://planitcanada.ca/training-support

CABINET VISION Training Seminars

CABINET VISION offers a full range of training courses for all levels of user. These one to three-day courses are set in small groups, and provide you with individual attention in a hands-on, distraction free, environment.

We highly recommend you take advantage of this opportunity and plan on attending a training seminar near you as soon as possible, so that you may begin to take full advantage of CABINET VISION.

To see the upcoming events, go to: https://planitcanada.ca/events/

Welcome

Congratulations on the purchase of CABINET VISION. You have purchased the premier engineering program, for the Cabinet industry, on the market today.

The design philosophy for CABINET VISION is to "Keep the simple things simple and make the complex things possible."

CABINET VISION is based on solid modeling principles. This means that you get to work with real three-dimensional Parts on screen as you do in your shop. You work with a realistic 3D solid model of the Parts, Assemblies, objects, and Rooms that you build. What you see is what you get.

CABINET VISION was designed as a "rule-based" system with a fully parametric, formula-based capability added in.

What this means is, that you teach CABINET VISION how you build items through a series of "Managers" and "Editors". And CABINET VISION will follow the rules you specify for the items you manufacture. While the fully parametric, formula-based capability allows you to write formulas for those items that don't always follow the rules.

User Created Standards are also available to add, modify or delete Parts for special circumstances. User Created Standards utilize a built-in programming language which allows you to enhance or override the normal standards found in CABINET VISION. These UCS's are fully integrated into CABINET VISION at run time and become an integral part of CABINET VISION.

You could start using CABINET VISION to design Jobs as soon as you have it installed on your computer, as CABINET VISION comes pre-set with sample Assembly Construction Methods, sample Doors and Drawer Fronts, sample Drawer box and Roll Out Construction Methods and sample Materials and Material Schedules. However, it is also true that those Jobs probably would not be built to your own Construction, Methods or Materials. Therefore, you will have some preliminary setup work to do to customize CABINET VISION to your way of doing things. Don't let this setup intimidate you; it is not necessary to setup everything in advance before starting to use CABINET VISION. Setup can be done a little at a time as you go.

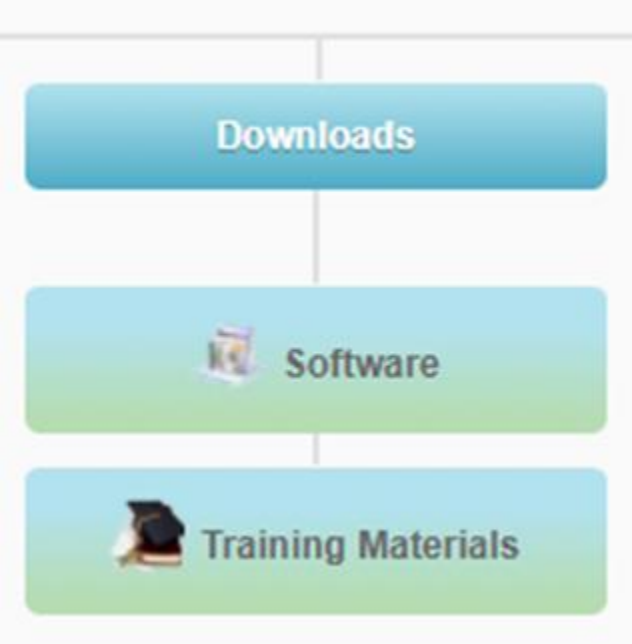
This Quick Start Guide is designed to get you going in the proper direction.

Download Cabinet Vision

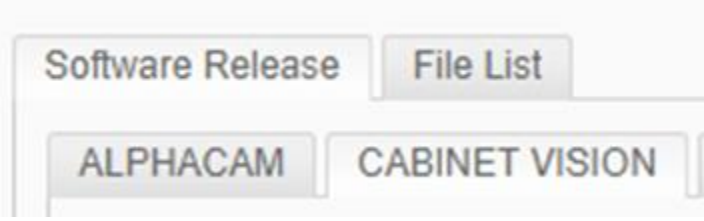
To download the latest version of the software for installation login to the Customer Portal (go to https://customers.ps.hexagonmi.com/)

Tip: *Your login information can be found in the welcome email you received from Planit Canada.*

Find the "Download" header and under that you will see a button called "Software". When you click "Software" it will navigate you to another location.



The next page displayed will show you all the products you have available to you in alphabetical order. To find the CABINET VISION download, click on CABINET VISION on the ribbon bar.



When clicked the menu will change revealing all active versions of CABINET VISION. Older versions (Sunset Version's) can be found by clicking on the "File List" Option. In this case however we want to download the latest version of the software.

After Clicking on CABINET VISION, you will see the latest version of CABINET VISION at the top of the list along with the current build of that version. It is important to revisit this every few weeks to check the current build versus the build you have installed on your computer to ensure you are up to date.

Move your cursor over the Filename and the whole text will highlight. Click the button and the download will start. Please be aware, some internet browsers may stop near the end of the download and scan the software stopping it from fully downloading. This means you must be vigilant that the internet browser or some antivirus software does not stop the download by clicking continue when asked.

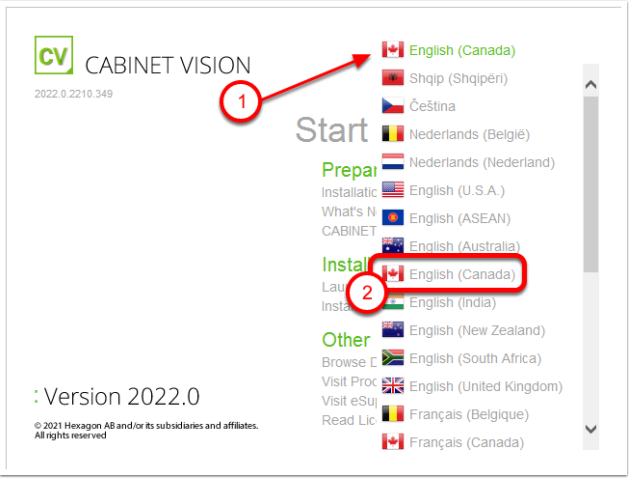
Software Installation

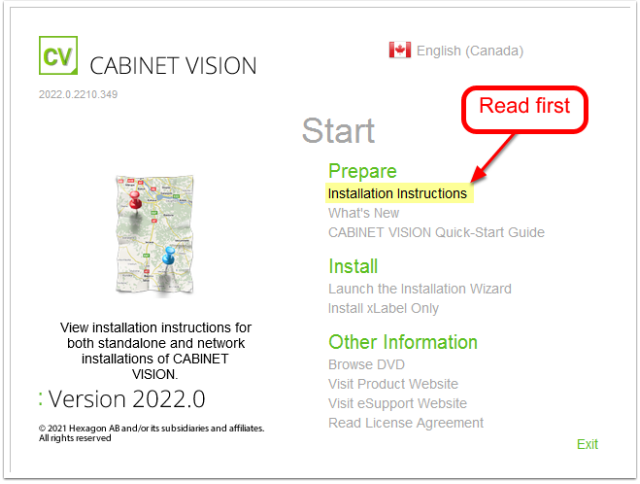
Before you start the installation process, you will need to “Exit” (Close) all running applications. Closing all running applications prior to installing any new program will ensure that you get a “Clean” installation. Having other applications running in the background could potentially interfere with the installation process.

The most common problems with the installation of software are caused by anti-virus software running in the background. It is recommended to disable your antivirus protection before installing CABINET VISION.

Simply run installation EXE that you downloaded from the Customer Portal.

The first screen that will come up should look something like this. Change the language to English (Canada) then click on “Installation Instructions” and carefully read document that opens.





Follow these instructions for proper installation.

Preliminary Setup

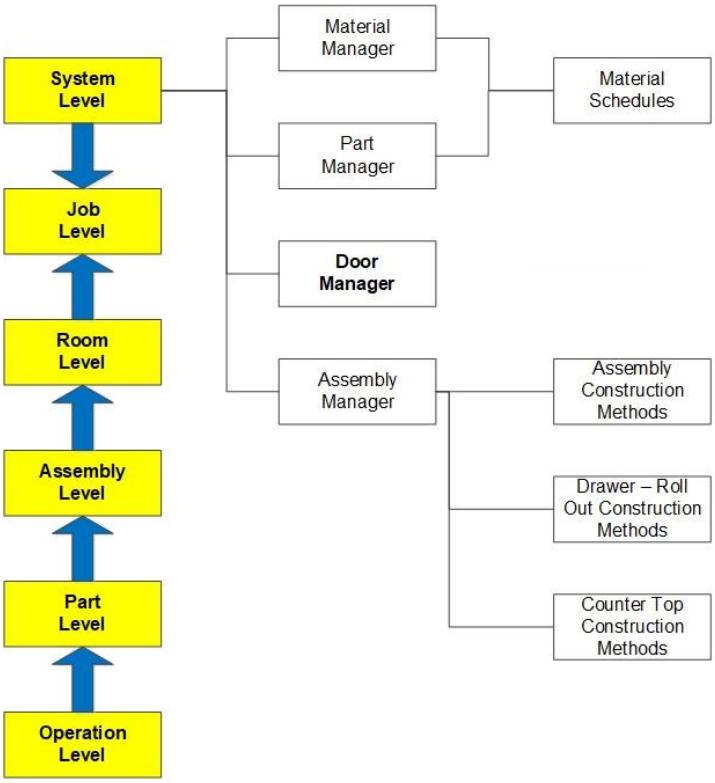
Now that you've successfully installed CABINET VISION 2022, whether it is the network version or a stand-alone computer, you will probably be ready to get started drawing some Jobs.

The following is the minimum setup you will need to do to create a real Job with CABINET VISION. Of course, practice Jobs may be created using the Construction, Materials, and Catalogs that come pre-set.

- Enter enough Materials into the Material Manager to build Assemblies, Door and Drawer fronts, Drawer boxes, and Roll Outs.
- Create "Material Schedules" to use the Materials you entered.
- Create at least one Door.
- Create at least one Drawer Front.
- Create at least one "Drawer Box Construction Method." And possibly one "Roll Out Construction Method."
- Create at least one "Assembly Construction Method."

Before you Begin

The MOST important thing to learn about CABINET VISION is its hierarchical structure. In other words, you must learn the way that the different levels of CABINET VISION work and interact with each other.



When starting a Job, CABINET VISION copies the System Files into the Job Level and they become part of the Job file. Changes made at any level of a Job will only affect that level and will have no effect on System Level settings unless you wish them to. Changes made in one Job will not affect any other Job. Changes made in one Room will have no effect on any other Room. Changes made to one Assembly will have no effect on any other Assembly. Changes made to one Part will have no effect on any other Part. And finally, changes made to one Operation will have no effect on any other Operation. When CABINET VISION looks for instructions on building your Assembly it starts at the lowest level and works its way up. When CABINET VISION finds the instruction(s) it is looking for it stops and does not look any higher. If changes are made to an Assembly and then changes are made at the Room Level all Assemblies in the Room will use the Room level changes except the Assembly that had changes made at the Assembly Level.

Example:

If the Doors for one Assembly were changed, at the Assembly Level, and then the Doors for the Room were changed, at the Room Level, to a different Door Style, all Assemblies in the Room would use the Room Level Door changes, except for the Assembly that had its Door Style changed at the Assembly Level.

System Level:

The System level includes all the menus that are accessed from the opening screen of CABINET VISION. For example, the Assembly Manager, Material Manager, and Door Catalog are all accessed from the System level of CABINET VISION. Changes made at the System level have far reaching effects. System level changes will change future Jobs that are created after the change is made. Some (Door Manager, bold in Figure 1) System level changes will even affect Jobs that are in existence before the change is made.

Job Level:

This level of CABINET VISION is much narrower than the System level. Changes made at the Job level will not reach beyond the current Job.

Room Level:

Changes made at the Room level are even narrower than Job level changes. Room level changes do not affect other Rooms in the same Job.

Assembly Level:

Changes to an Assembly are very narrow changes. No other Assembly in the Room or Job will be affected. In fact, once an Assembly Level change has been made, Room changes that apply to the same parameters will have no effect on that Assembly.

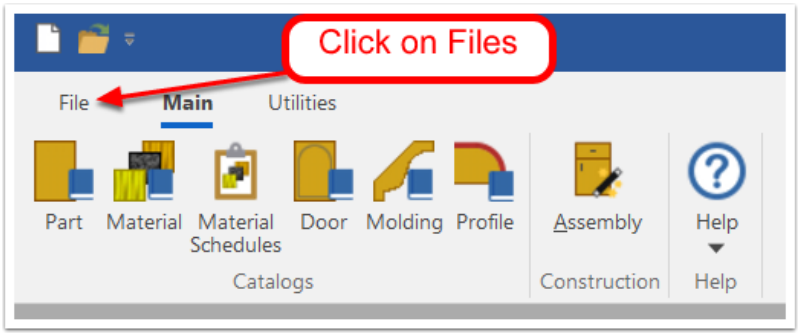
Part Level:

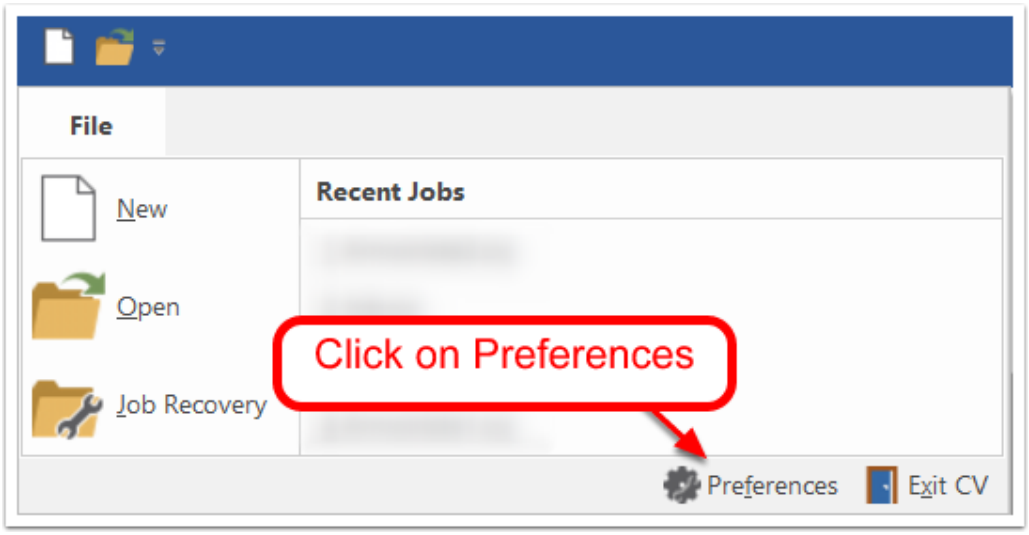
Changes at the Part level will have the most limited reach of all types of changes in CABINET VISION (except for Operation changes). The only Part that will be affected is the one on which this change is made. Other Parts, including other Parts of the same Assembly, will not normally be altered by a Part level change on another Part.

Setting up System Preferences

After installing Cabinet Vision on a new computer, the first time you open the software you should set the System Preferences.

To open the System Preferences window, from the Splash Screen click on the File Menu then click on Preferences button.

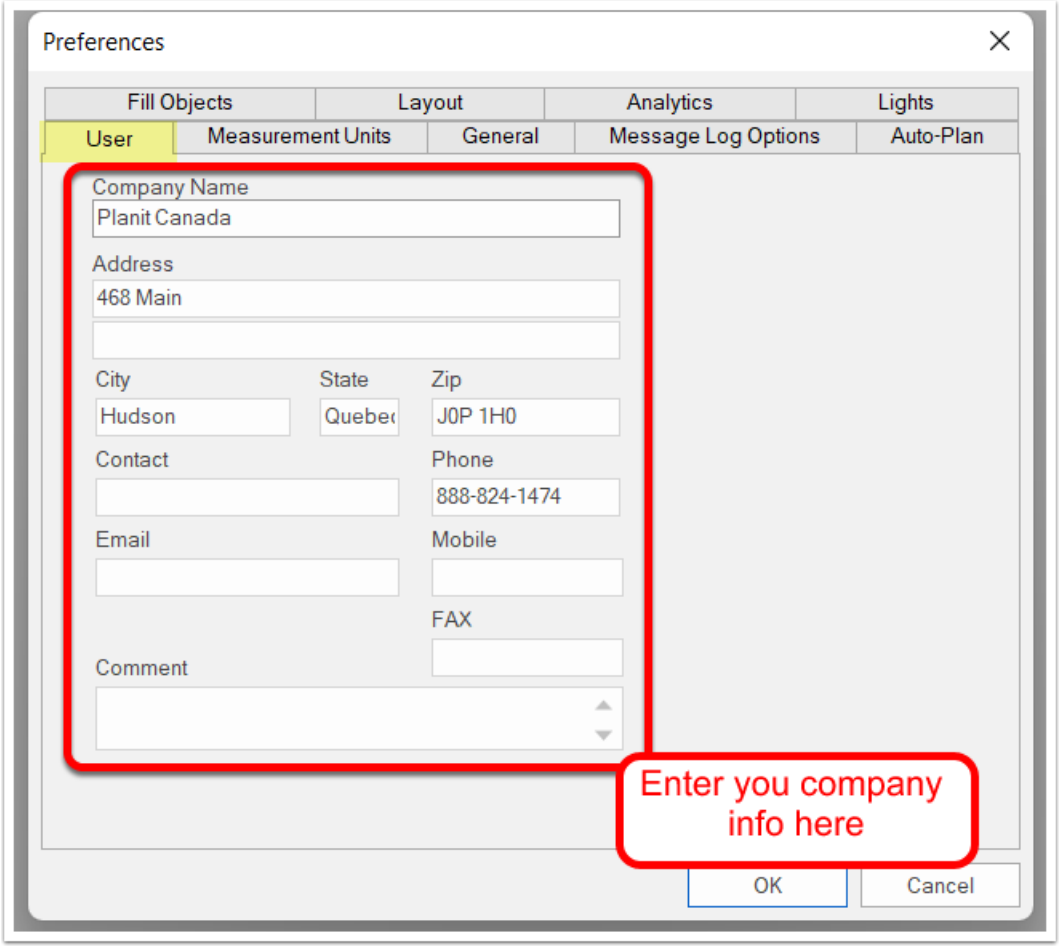




Below we will review some of the System Properties you should set to have an optimal experience working with Cabinet Vision. Those are suggestions and you can of course have a different setup for your workstation.

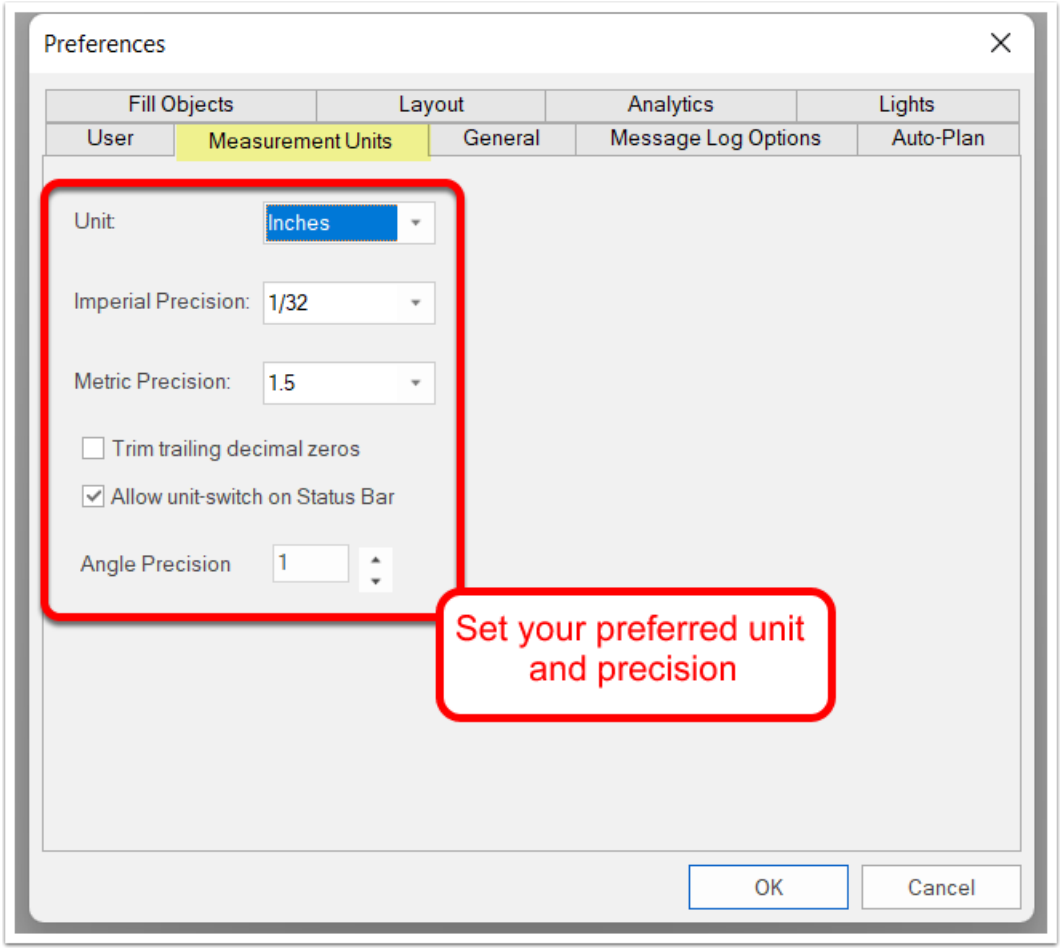
User Tab

you can enter your company info into the “User” Tab. Cabinet Vision will use the info from this form to automatically add your company name, address and phone number on the title blocks.



Measurement Units Tab

This is where you can choose the default unit and precision. Keep in mind you will still be able to switch unit and precision anytime in Cabinet Vision. For example, you could draw a kitchen in imperial and decide to print the shop drawings in metric for manufacturing.

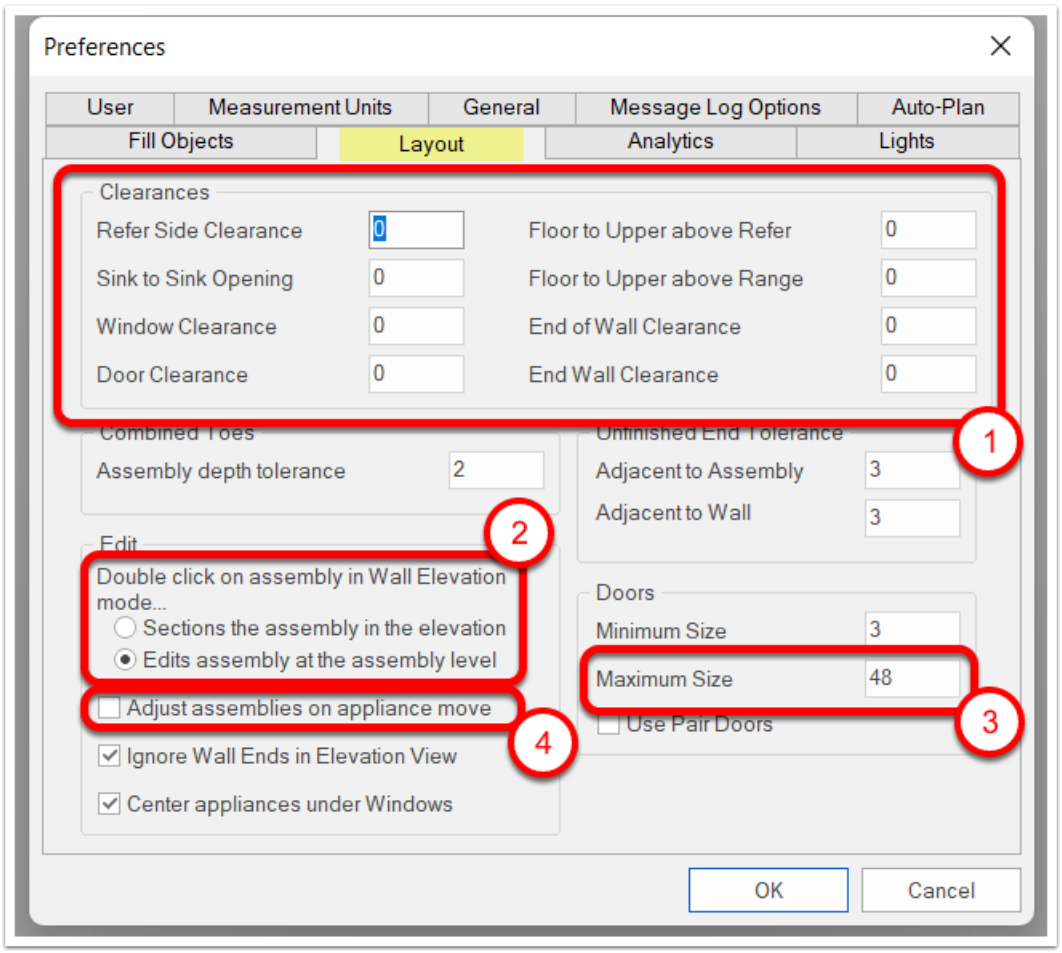


Layout Tab

Here you can set your preferences for the way you want to create your room and cabinet layout when drawing a project.

Below are some recommended settings:

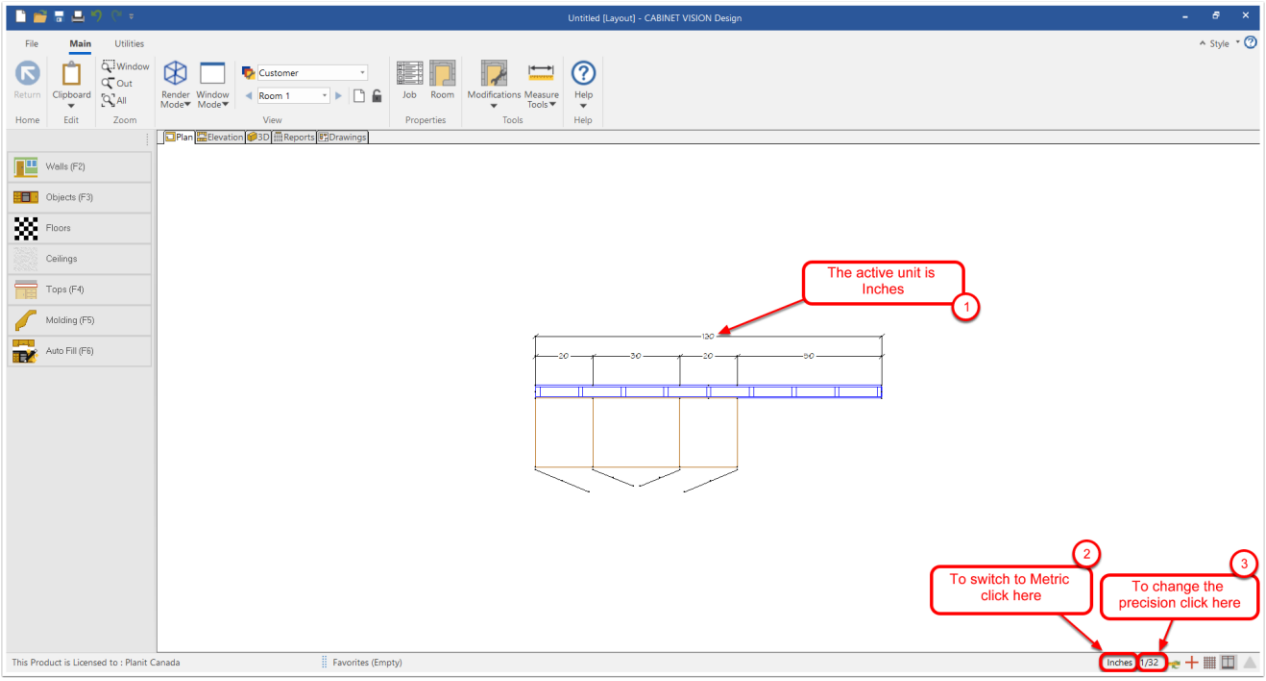
1. Set all 'Clearances' to 0 (zero) to enable full control of appliance and furnishing placement in the job
2. Increase 'Maximum' Door Size – Set this value to 48”, Cabinet Vision will use this size to decide when it should split the face of your cabinet (It’s not uncommon to have doors bigger than 30” for upper flip cabinets)
3. Choose 'Edit' settings - Double click on assembly in wall elevation mode (people prefer to section at assembly level but you can try both ways)
4. Uncheck 'Adjust assemblies on appliance move' (this will prevent Cabinet Vision from resizing your cabinets if you decide to move an appliance)


Preferences
User
Measurement Units
General
Message Log Options
Auto-Plan
Fill Objects
Layout
Analytics
Lights
Clearances
Refer Side Clearance
0
Sink to Sink Opening
0
Window Clearance
0
Door Clearance
0
Floor to Upper above Refer
0
Floor to Upper above Range
0
End of Wall Clearance
0
End Wall Clearance
0
1
Combined Toes
Assembly depth tolerance
2
Unfinished End Tolerance
Adjacent to Assembly
3
Adjacent to Wall
3
2
Edit
Double click on assembly in Wall Elevation mode...
Sections the assembly in the elevation
Edits assembly at the assembly level
Doors
Minimum Size
3
Maximum Size
48
3
Use Pair Doors
Adjust assemblies on appliance move
4
Ignore Wall Ends in Elevation View
Center appliances under Windows
OK
Cancel

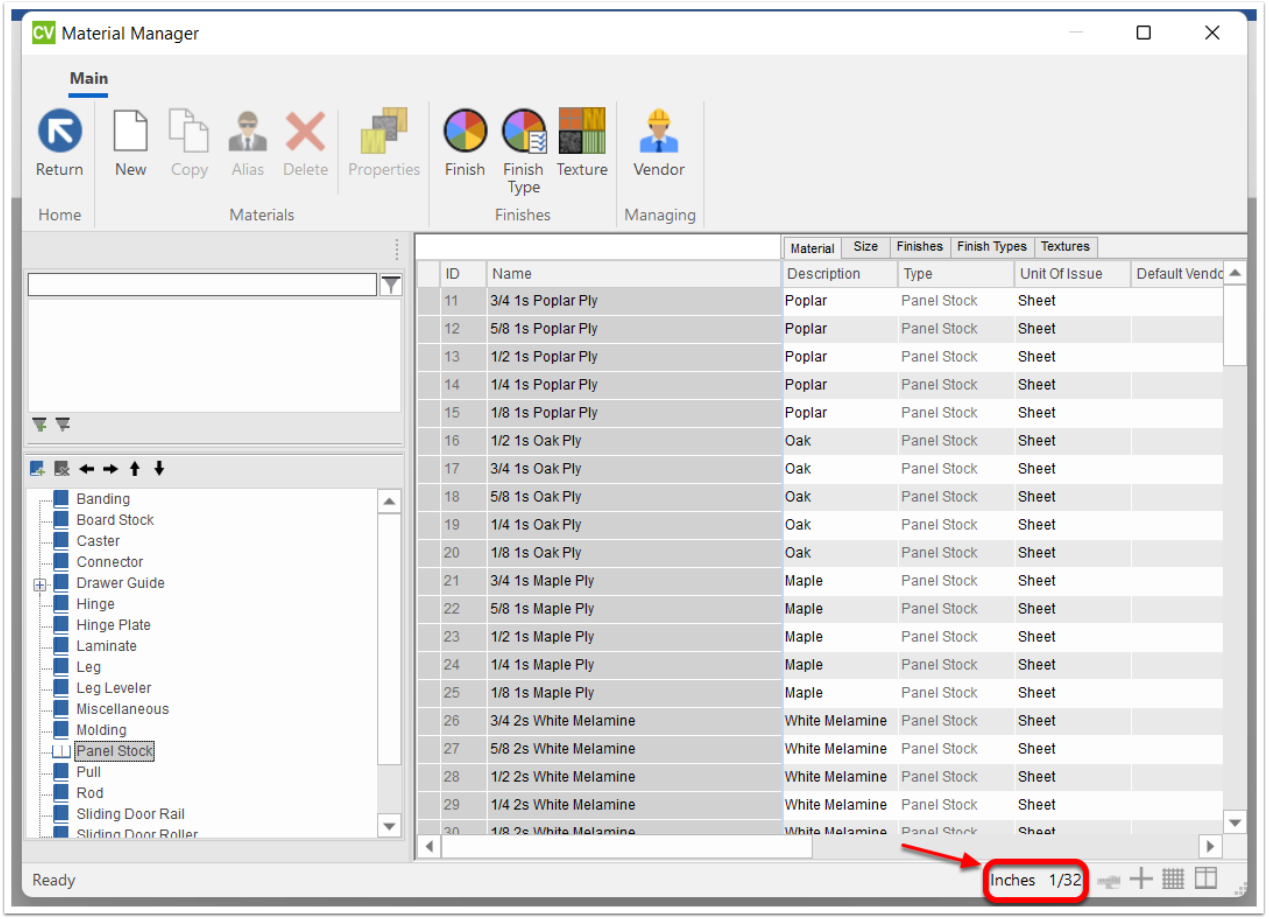
How to toggle between Inches (Imperial) and Metric Units

When working in Cabinet Vision you can switch between inches and metric units at any given time.

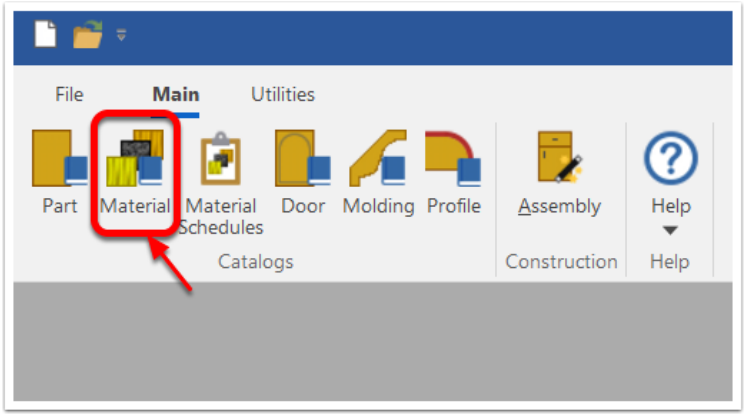
When drawing a project to toggle unit, click on Inches/MM button in the status bar at the bottom right of your Window



You can also switch unit in the system menus when setting up materials and, doors and constructions by clicking on Inches/MM button in the status bar at the bottom right of your active window.



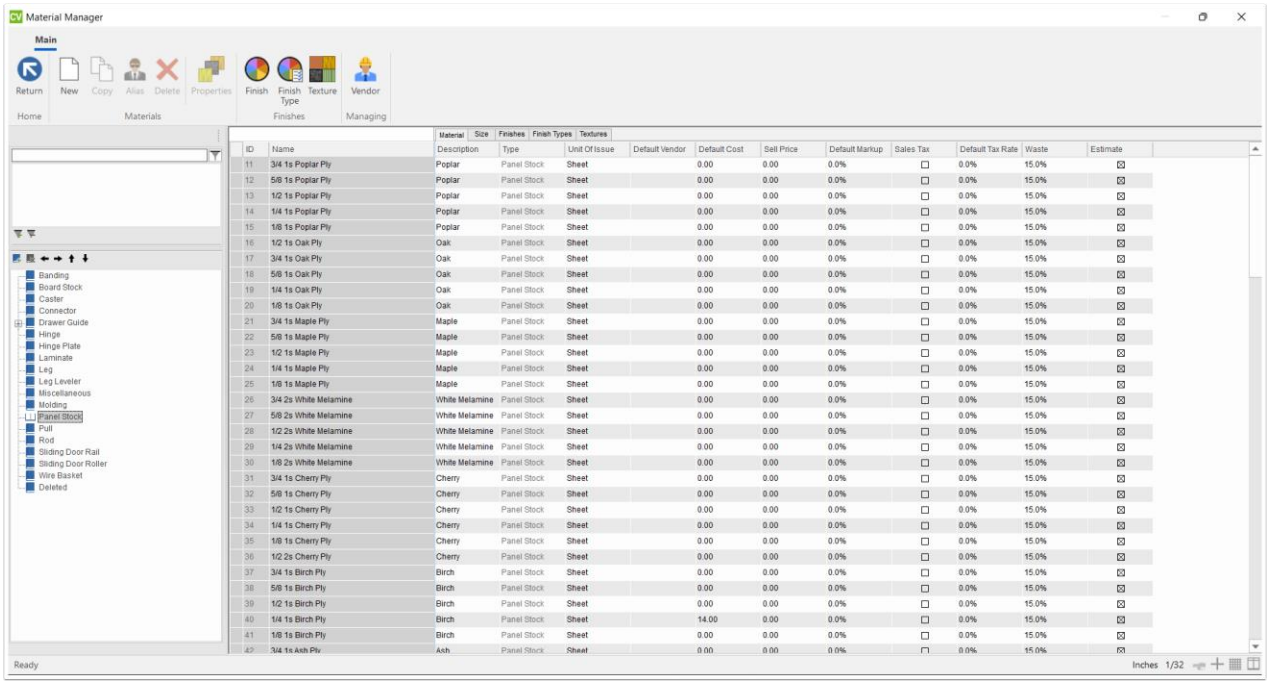
Material Manager



The Material Manager is the “warehouse” where your Materials are stored. Any Material that is to be used in a Job for building Cabinets, Closets, Doors, Drawer Fronts, Drawer Boxes, Roll Outs, etc. must first be entered at the Material Manager.

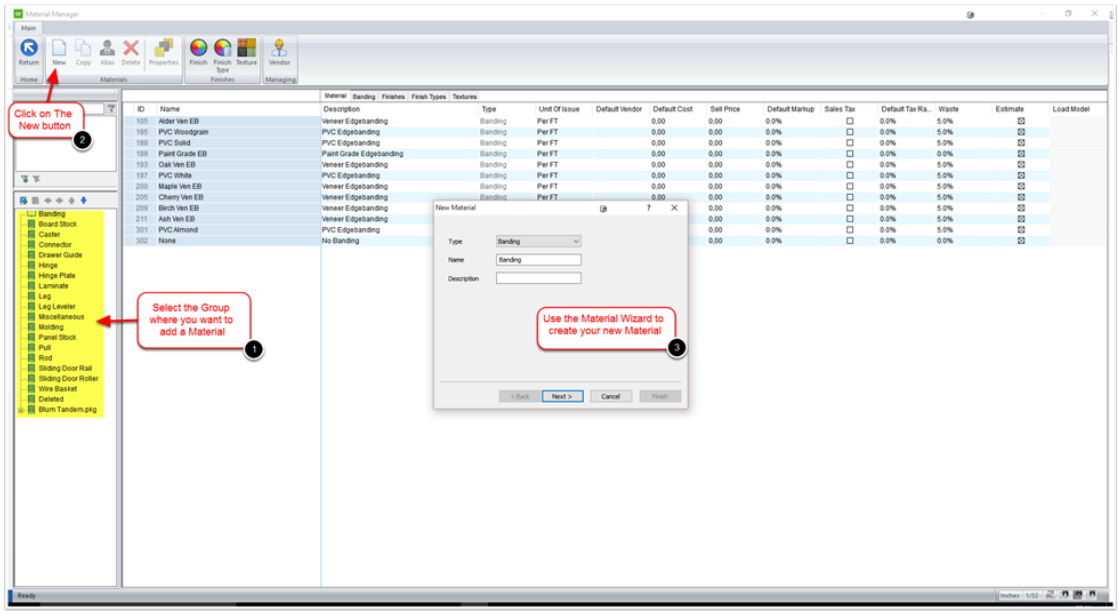
To start the Material Manager, start CABINET VISION then click on “Material”.

There is no limit to the number of Materials you can enter within the Material Manager other that the size of your hard drive.



How to add a New Material

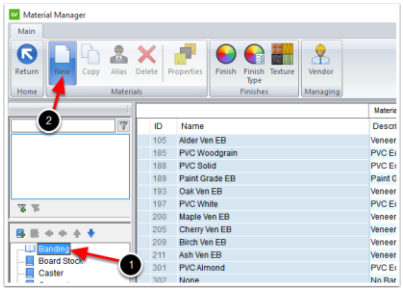
To enter a new Material into the Material Manager, click on the “Category” in the sidebar you would like to add the Material to, and then click on the “New” option in the ribbonbar. Now simply define the Material to suit your needs.



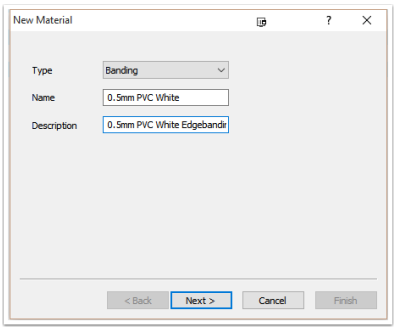
Example

Add a new banding “0.5 PVC White Edgebanding”

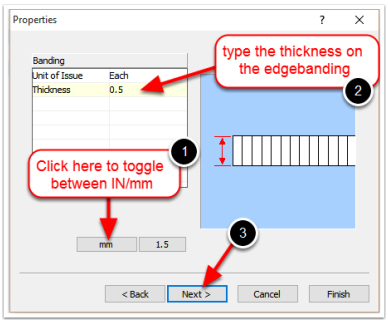
Select the Group Banding and click on the New option.



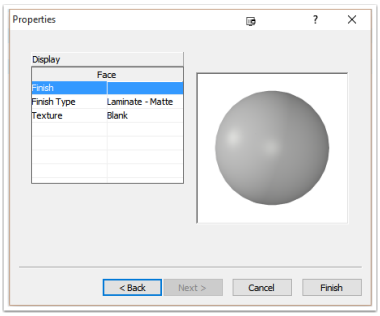
Select the Type Banding in the list, type “0.5mm PVC White” in name field and “0.5mm PVC White Edgebanding” in Description field. Click Next to go to the next Window of the Wizard.



Toggle between imperial and metric, specify the thickness of the Banding (0.5mm) then click Next.

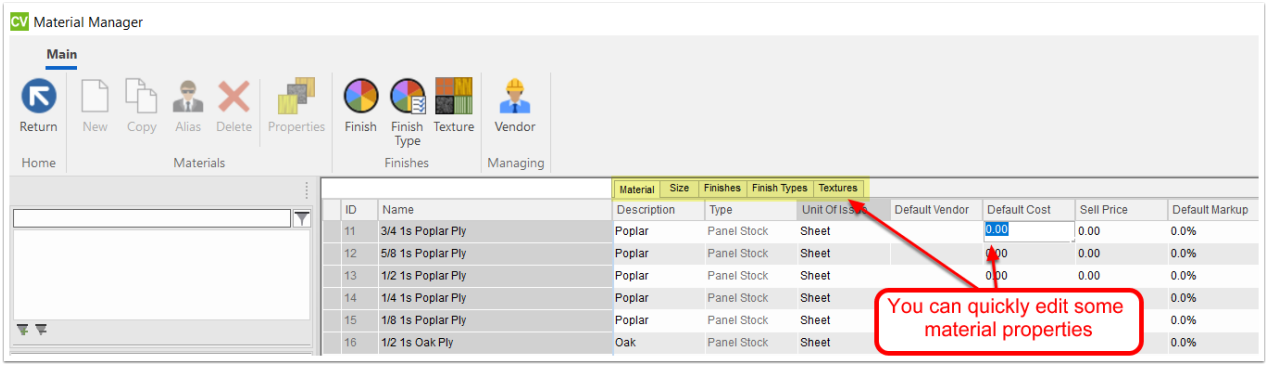


Select “White” for Finish, “Laminate –Matte” for Finish Type, “Blank” for Texture then click Finish



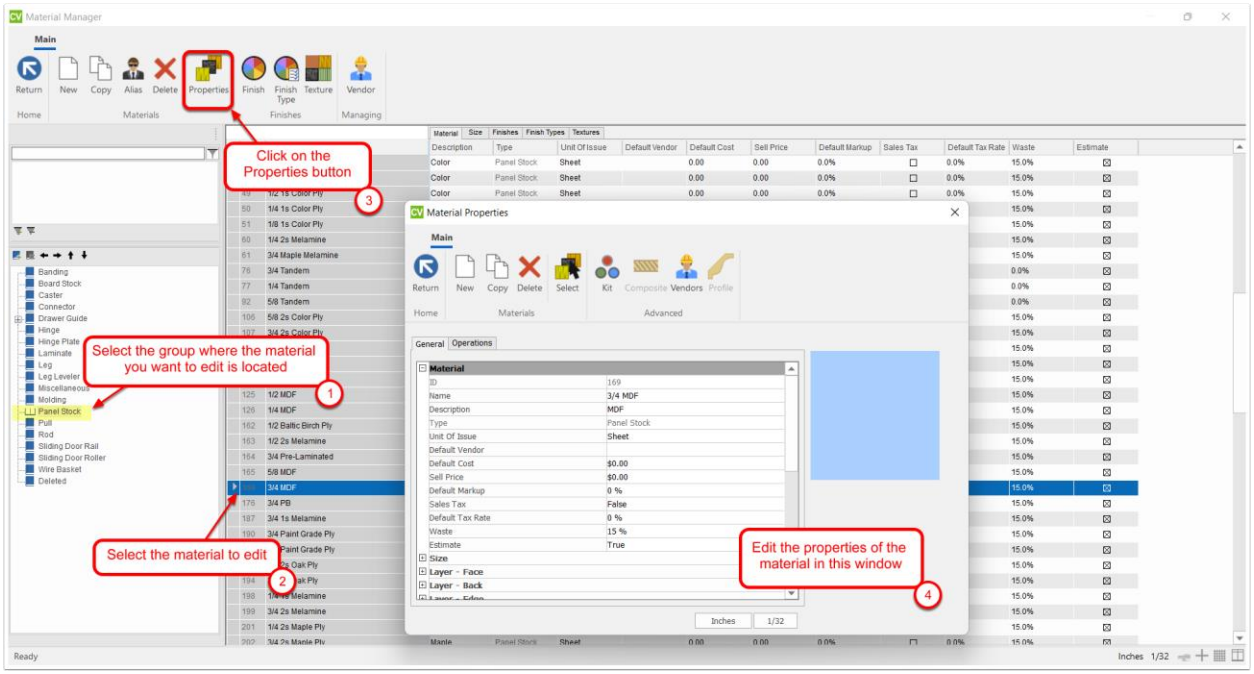
Material Properties Tab

On the “Material” tab you can quickly edit some basic Properties like the name, cost and thickness of the Material.


Material Manager
Main
Return
New
Copy
Alias
Delete
Properties
Finish
Finish Type
Texture
Vendor
Home
Materials
Finishes
Managing
Material
Size
Finishes
Finish Types
Textures
ID
Name
Description
Type
Unit Of Issue
Default Vendor
Default Cost
Sell Price
Default Markup
11 3/4 1s Poplar Ply Poplar Panel Stock Sheet 0.00 0.00 0.0%
12 5/8 1s Poplar Ply Poplar Panel Stock Sheet 0.00 0.00 0.0%
13 1/2 1s Poplar Ply Poplar Panel Stock Sheet 0.00 0.00 0.0%
14 1/4 1s Poplar Ply Poplar Panel Stock Sheet 0.0%
15 1/8 1s Poplar Ply Poplar Panel Stock Sheet 0.0%
16 1/2 1s Oak Ply Oak Panel Stock Sheet 0.0%
You can quickly edit some material properties

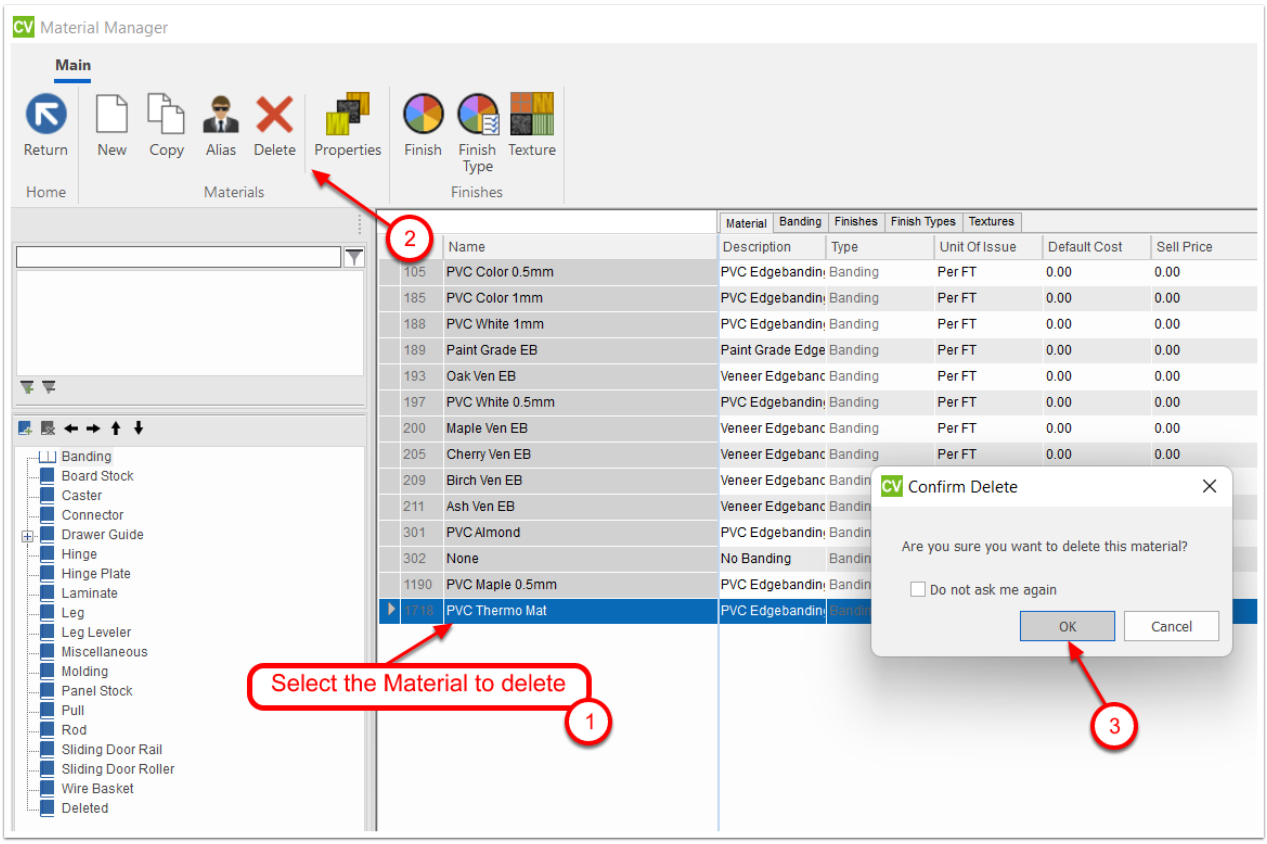
How To Edit an Existing Material

Click on the Material you would like to change, and it will become the active Material, then simply edit the fields for that Material. Make sure to check each tab for any special Material Properties. You may find it easier to simply click the Properties option in the ribbon bar (or double click the Material ID) to edit its Properties in the Property Editor.



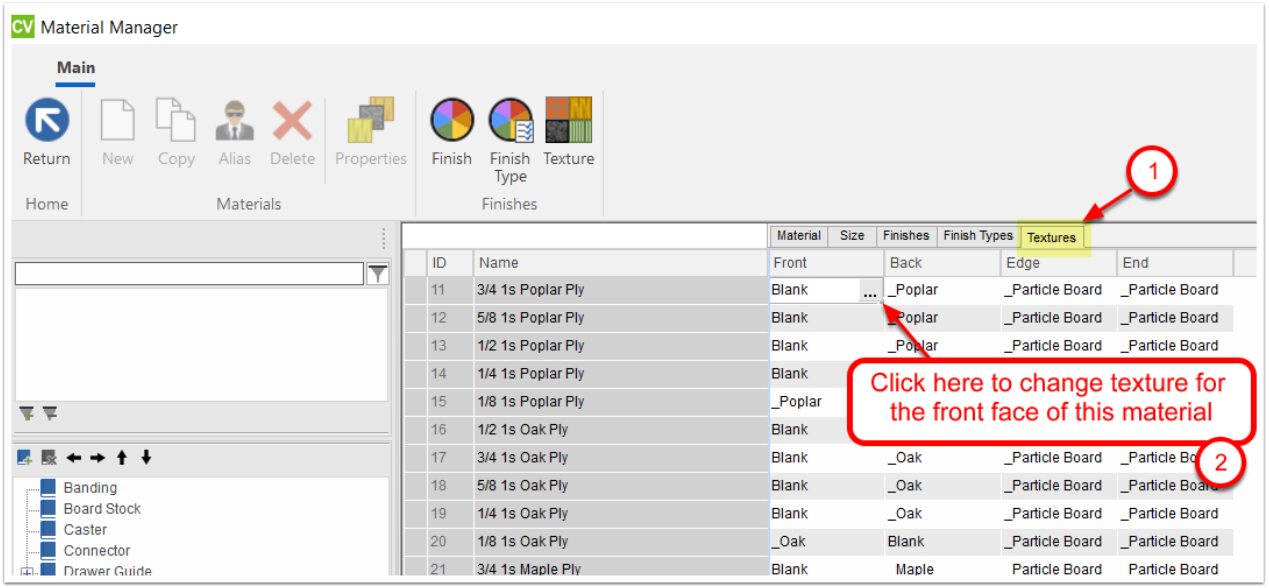
How To Delete a Material

Click on the Material you would like to delete then click the “Delete” option in the ribbon bar.

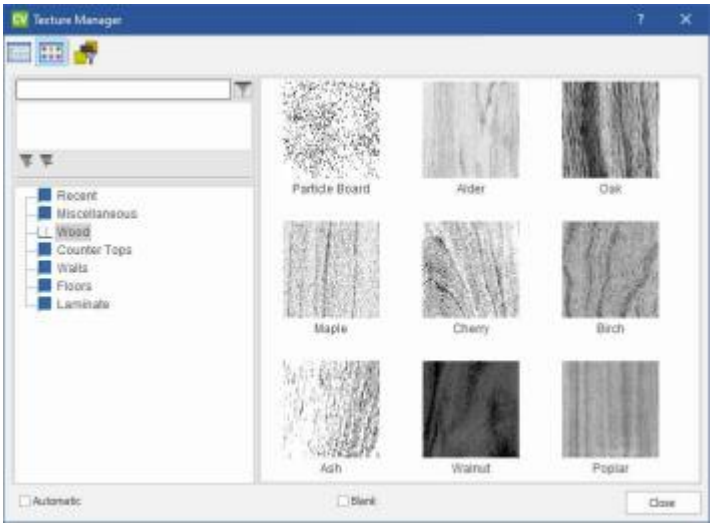

Material Manager
Main
Return
New
Copy
Alias
Delete
Properties
Finish
Finish Type
Texture
Home
Materials
Finishes
2
Material
Banding
Finishes
Finish Types
Textures
Name
Description
Type
Unit Of Issue
Default Cost
Sell Price
105 PVC Color 0.5mm PVC Edgebandin Banding Per FT 0.00 0.00
185 PVC Color 1mm PVC Edgebandin Banding Per FT 0.00 0.00
188 PVC White 1mm PVC Edgebandin Banding Per FT 0.00 0.00
189 Paint Grade EB Paint Grade Edge Banding Per FT 0.00 0.00
193 Oak Ven EB Veneer Edgebanc Banding Per FT 0.00 0.00
197 PVC White 0.5mm PVC Edgebandin Banding Per FT 0.00 0.00
200 Maple Ven EB Veneer Edgebanc Banding Per FT 0.00 0.00
205 Cherry Ven EB Veneer Edgebanc Banding Per FT 0.00 0.00
209 Birch Ven EB Veneer Edgebanc Bandin
211 Ash Ven EB Veneer Edgebanc Bandin
301 PVC Almond PVC Edgebandin Bandin
302 None No Banding Bandin
1190 PVC Maple 0.5mm PVC Edgebandin Bandin
1718 PVC Thermo Mat PVC Edgebandin Bandin
Banding
Board Stock
Caster
Connector
Drawer Guide
Hinge
Hinge Plate
Laminate
Leg
Leg Leveler
Miscellaneous
Molding
Panel Stock
Pull
Rod
Sliding Door Rail
Sliding Door Roller
Wire Basket
Deleted
Select the Material to delete
1
Confirm Delete
Are you sure you want to delete this material?
Do not ask me again
OK
Cancel
3

Material Textures

On the Textures tab, you can select a Texture for the Face, Back, Edge, and End of the Material you are working on. To select a texture simply click on the field for the portion of the Material you want to set and click the action button.



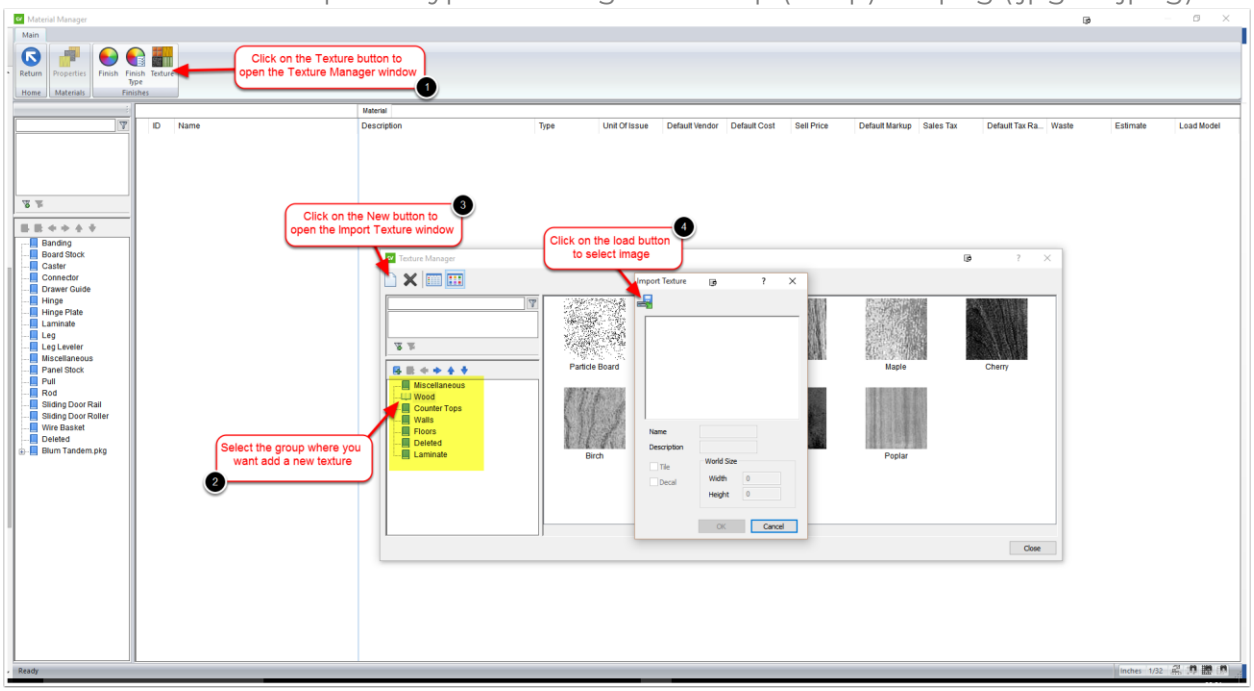
The Texture Manager will appear. Simply click on the Texture you would like to select for the Material.



Texture is important as CABINET VISION uses a “visual” cut list. What you see is what you get. If a Material in a Job is the wrong Material, you can see it straight away because it will have the wrong texture.

How to add a new Texture

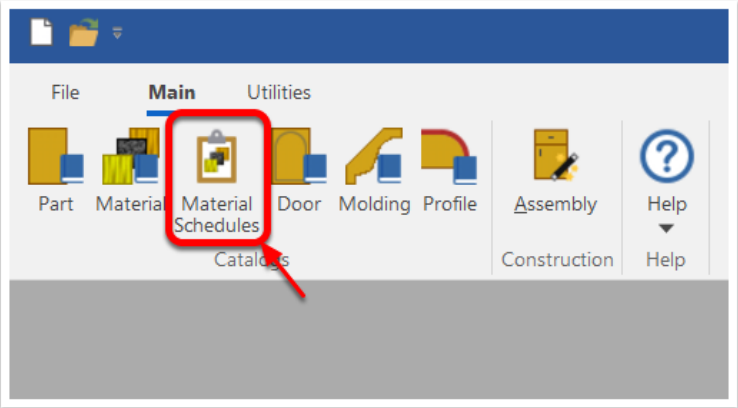
Cabinet Vision can import 2 types of images: Bitmap (.bmp) or Jpeg (.jpg or .jpeg)



Following are the Texture Properties to specify when you import a new texture:

- Name - The Name of the Texture.
- Description - The Description of the Texture.
- Tile - If enabled instructs the System to repeat Texture at the specified World Width/World Height across the surface it is being applied to.
- Decal - If enabled this will instruct the System to not blend the Finish with the Texture.
- World Width - The Width the image should represent in a real-world dimension.
- World Height - The Height the image should represent in a real-world dimension.

Material Schedules



Material Schedules are predefined lists of Parts and the Materials used for those Parts. Material Schedules make it quick and easy to change Materials for whatever you are working on. While you could click on every Part of every Assembly and change Material for the Part, it's much quicker and easier to change the Material Schedule used for the Room or the Assembly.

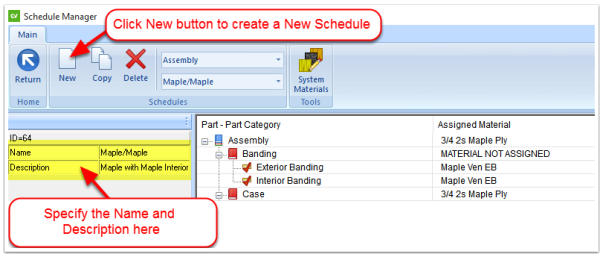
Want to change the Materials used for a Room or a single Assembly? Just go to Properties for the Room or the Assembly and change the Assembly Material Schedule. Want the Doors to be made from a different Material? Just go to Properties and change the Material Schedule for the Doors. Want to change the Hinges? Just go to Properties and change the Hinge Schedule you are using.

How to add a new Material Schedule for Assemblies

You will notice that when you expand a branch (by clicking the + symbol beside a branch, you will expand that branch to see the underlying levels), there are names of specific Assembly Parts. For each Assembly Part, you need to select a Material that will be used in this Schedule.

First, click the New option in the Ribbon bar.

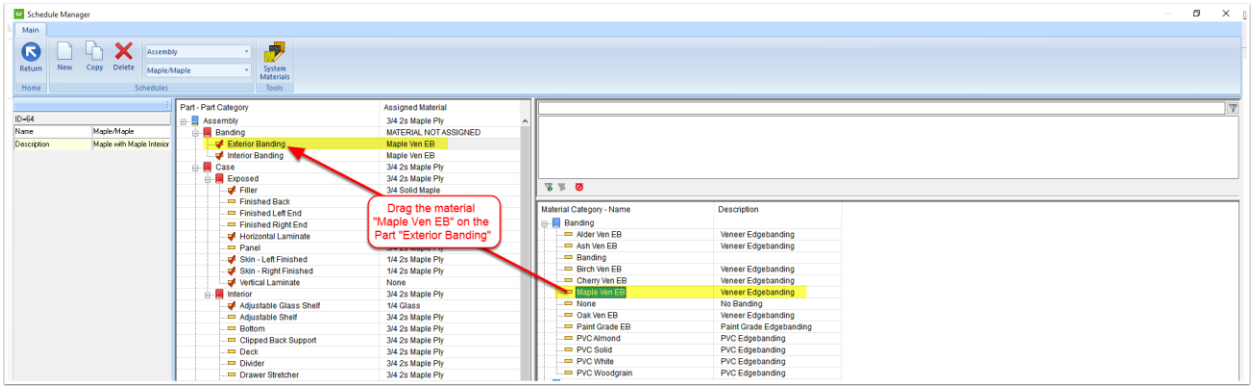
In the sidebar type in a Name for the new Material Schedule. The name should reflect the Materials that you will be selecting for this Schedule so that you can identify the Schedule by the name alone. The Description field is simply for any additional details that you wish to include.



Next, you should go down the Part List and make sure to assign Materials to every Part. In this example, we will first click the + symbol to expand the Banding line.

When the Banding line is expanded, you will see a list of the types of banding that are available to you (Exterior Banding, Interior Banding).

To choose a Material for Exterior Banding, click on the words Exterior Banding and then browse to and select a Material from the Material List. At this point you can either drag and drop the desired Material onto the Part or you can click the assign << button to assign a Material to a selected Part.

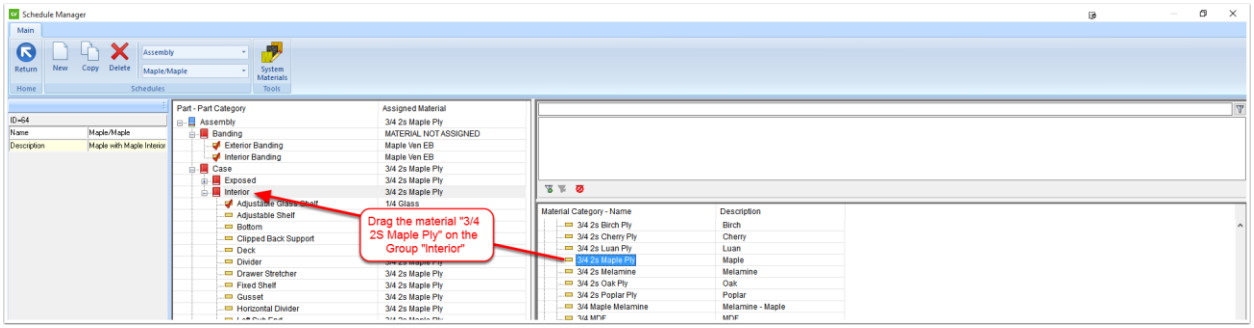


Then, repeat the process for Interior Banding.

Next, click the + symbol next to Case and then the + symbol next to Interior so that you can select Materials for the internal case Parts of the Assembly.

You should notice that there is a Material selected for Assembly, for Case and for Interior. However, there is no single Cabinet Part called "Assembly," or "Case," or "Interior." Actually, these are Parent lines for all of the Parts that appear underneath. Any Parts that appear in the list which have a red check mark beside them have been changed to something other than the Material that is selected for the parent. The benefit of having a Part that matches the parent's Material is that changing the parent Material will also change the "child." Therefore, you can make a single change to the parent line and subsequently change all of the "children" under it without going through the tedious process of changing each Part's Material. The only changes that you would have to then make individually would be any Parts that do

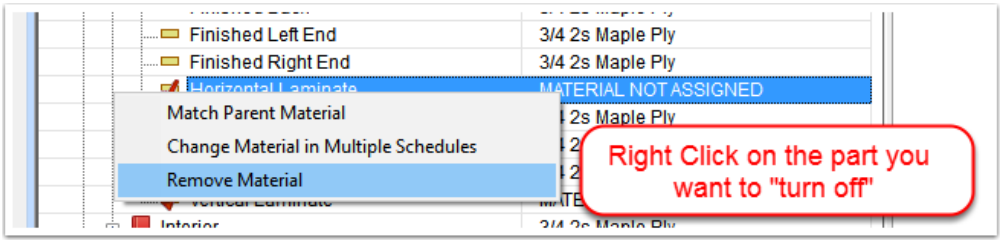
not match the parent. If you want a Part to follow the parent's Material, simply right-click on that Part and click Materials | Match Parent.



Finally, you should repeat the process for every Part that is listed in the Material Schedule until they are all assigned a proper Material.

There are many Parts in the Schedule that you may never use in a Job. For example, if you build Frameless Cabinets, the Face Frame Parts will have Materials assigned but will not appear in a Job unless your Construction Method calls for them. For these types of Parts, you should choose the Material that you would use if you ever did put that Part into a Job.

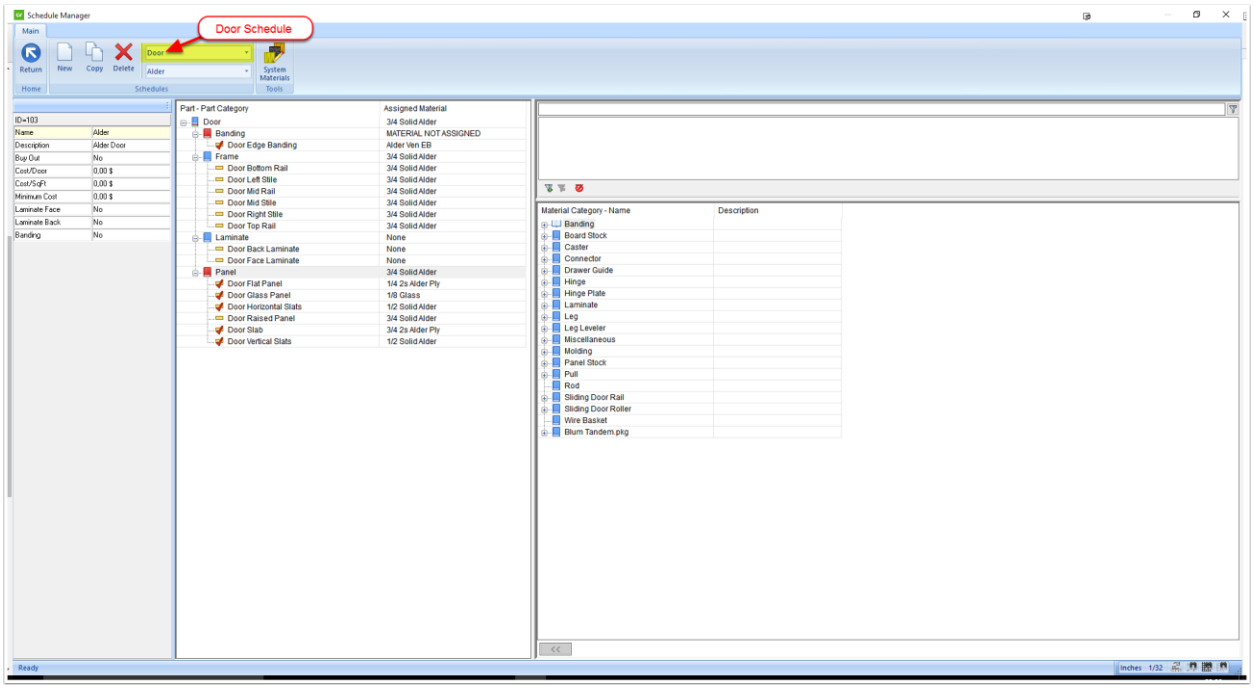
There is only one way to "turn off" Laminate or Banding for a particular Job, and that is to Right Click on the Part and Select the Option “Remove Material”.



Your Material Schedules are very flexible. When you are in a particular Job that is similar to the normal Schedule with some minor changes, you can modify the Schedule inside that Job and it will not reach beyond that Job.

How to add a new Material Schedule for Doors

Every Door or Drawer Front must have at least one Material Schedule assigned to it. Door and Drawer Front construction is set up in the Door Catalog. Also, you will assign Material Schedules to your Door from the Door Catalog.



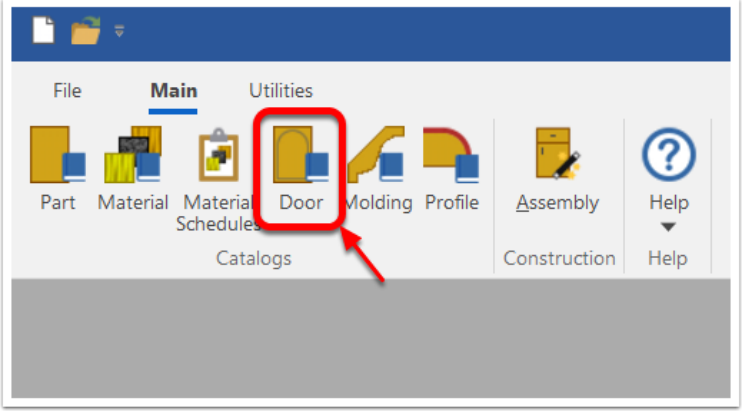
The functions to create a new schedule and assign a material to a part are the same as for Assemblies.

The following Properties are available for Doors:

- ID - The ID number for the selected Material Schedule.
- Name - The Name of the selected Material Schedule.
- Description - The Description of the selected Material Schedule.
- Upcharge - The "Upcharge" value will only be added in a Rate Table that uses the Bid Method "Use Part Catalog Pricing". This value is a Percentage Upcharge you charge above your Standard Part Catalog Price as entered in the Part Manager when this Material Schedule is in use.
- Buy Out - Enable this option you Buy-Out the Door rather than building it yourself. This will tie in to your Reports and Bids.
- Cost/Door - This option will simply add the entered amount as a flat rate per Door. This value will only be added in a Rate Table that uses the Bid Method "Use Door Catalog Pricing."
- Cost/SqFt (SqM) - This option will multiply the entered amount by the total area of the Door. This value will only be added in a Rate Table that uses the Bid Method "Use Door Catalog Pricing."
- Minimum Cost - This option will allow you to set a minimum Door cost for the Door when using this Material Schedule. Note that total door cost is Door + Mat + Profile (Inside Edge + Outside Edge + Raised Panel + Custom Route). This value is only for the Material cost so if the Material "Add Per Door" and the Material "Add Per SqFt" is less than "Min Cost" it will use Min Cost for the Material cost. In other words... the Door Cost and Profile Costs will be added to this Minimum Cost.
- Laminate Face - Instructs Solid to apply the Material assigned to the Door Face Laminate Part to your Door.

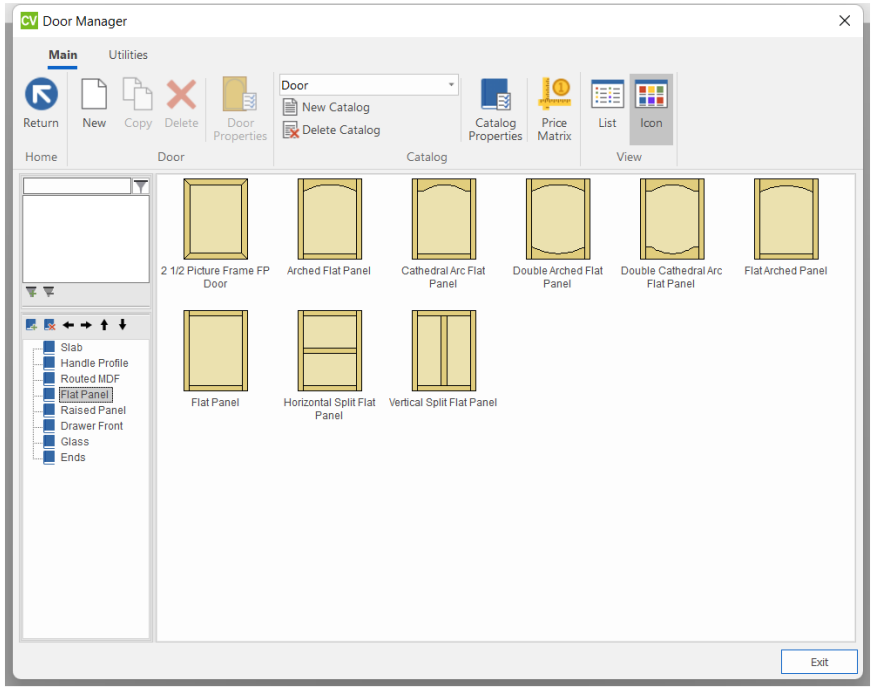
- Laminate Back - Instructs Solid to apply the Material assigned to the Door Back Laminate Part to your Door.
- Banding - Instructs Solid to apply the Material assigned to the Door Edge Banding Part to your Door.

Door Manager



Starting the Door Manager

While CABINET VISION comes with several sample Doors and Drawer fronts, you will need to setup your own Doors and Drawer fronts before starting your first real Job. To start the Door Manager simply click on the “Door” option from the CABINET VISION opening screen ribbon.



From the opening screen of the Door Manager you can via the ribbon create a New Door Style, Copy the current Door Style and rename it to something else or you can

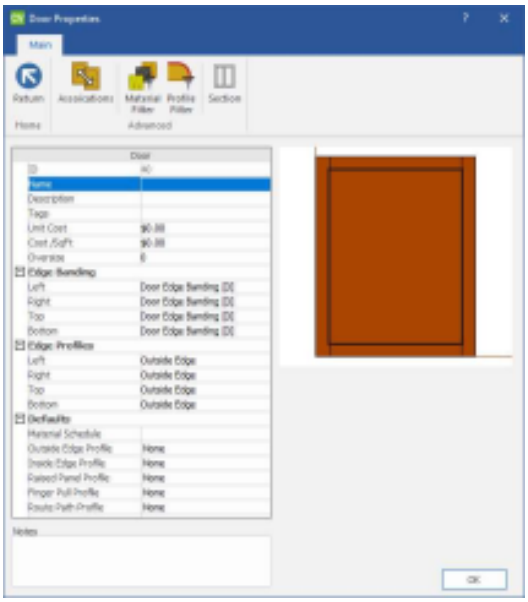
Delete the current Door Style. Once you select which option you want everything you do from that point on is for the selected Door style.

How to create a door?

Select a Category to store the Door in Click on the New option in the ribbonbar Run through the New Door Wizard

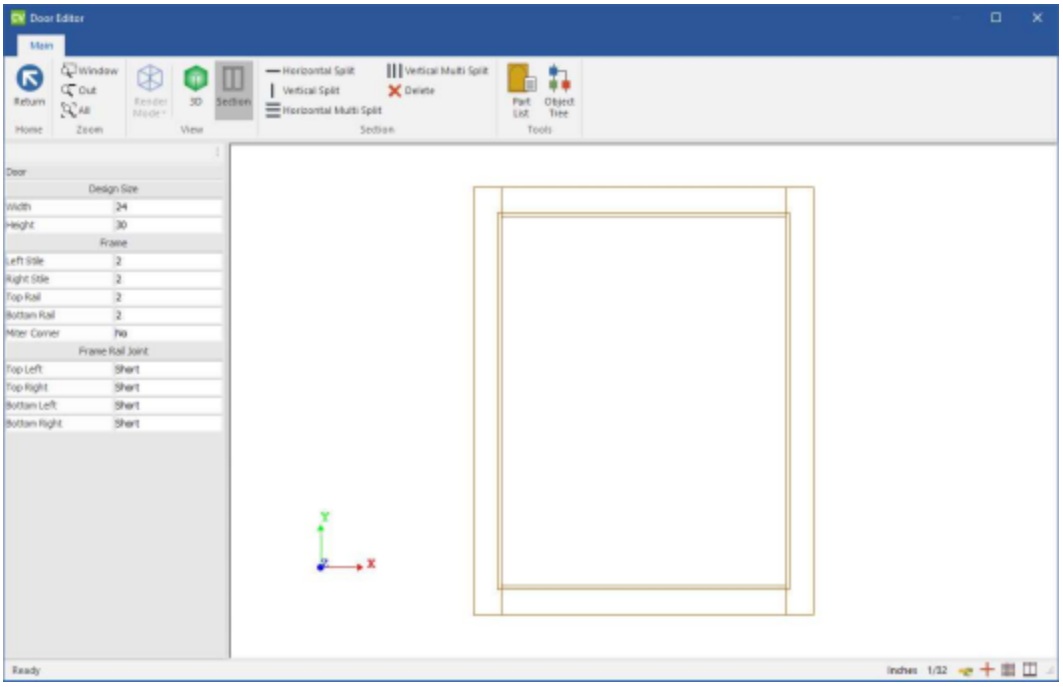
Door Construction

To setup how an individual Door is constructed first select the Door you wish to work. Click on the Properties option in the ribbonbar.



The Door Properties screen is where you control the general Properties for your Door Style.

Click the Section option to control the construction of our Door.



The idea behind this screen is that you would add Stiles and Rails, if that were the type of Door you are working on, and then you would click on each Part one at a time and make sure that they are the size you would cut them if you were going to make this size Door. CABINET VISION will use these sample Part sizes to give you the correct cut-list for whichever size Doors your Job requires. When entering the sample Part sizes, you should enter finished Part sizes not rough-cut Part sizes. The exception being, that some Parts have an “Extra” box, so you can add in an extra amount to the Part.

If you are buying your Doors you don’t need to worry about the Parts being the correct size. Just make the Door look like the Door you want and give it the correct name.

The first step would be to click in the middle of the Door and select the “Type” of panel for this Door. By selecting “Raised” as the Panel type, you have done two things. First you have instructed CABINET VISION that you want the panel to be a Raised Panel “Type” Panel, and second you have instructed CABINET VISION that you want to make this Panel out of whatever Material selected for “Raised Panel” in the Door Material Schedules.

The second step would be to size the Stiles and Rails by clicking on them and changing the size in the sidebar. To add Mid Stiles and Rails, simply click on the appropriate tool.

The next step would be to click on each Part of the Door and check the Part sizes to make sure they are the size you would cut them if you were making a Door this size.

At any time, you can click the Part List option in the ribbon to see all Part sizes for the Door.

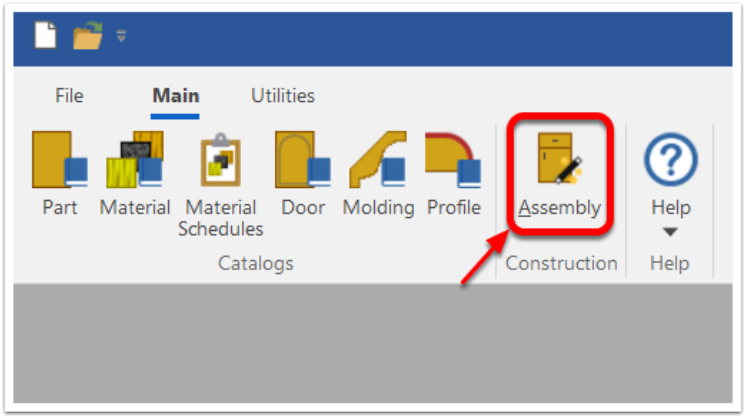
Inside Edge Profile

If you are making your own Doors, you need to understand what an inside edge is and what it does. The shape of the inside edge cut is not as important as the depth of the cut. This is because the shape of the inside edge cut is merely decorative while the depth of the cut can be used by CABINET VISION to size your Door Parts.

If you are making a Door with a frame around it and you are using cope and stick Construction for the Door, you will not be able to get your Door Parts to size correctly until you have selected an inside edge profile to use with that Door that has a “width” equal to the “depth” of your Door cutters. This is because CABINET VISION can add the width of an extended inside edge profile to each end of the Top Rail, Mid Rail, Bottom Rail, and any Mid Stiles, for the cope and stick.

CABINET VISION comes pre-set with some sample inside edge profiles. However, if you can't find one in the list, that matches the depth of your Door cutters. You will need to create your own that does match the depth of your Door cutters before you will be able to get your Door Parts to size correctly.

Assembly Construction



The Assembly Wizard is the utility that you will use to “teach” Solid the way you build your assemblies. The answers you will give in the wizard will create a set of rules that your assemblies will follow when they are constructed.

You are not limited to a certain number of Construction Methods; therefore, you may create as many different methods as you may need

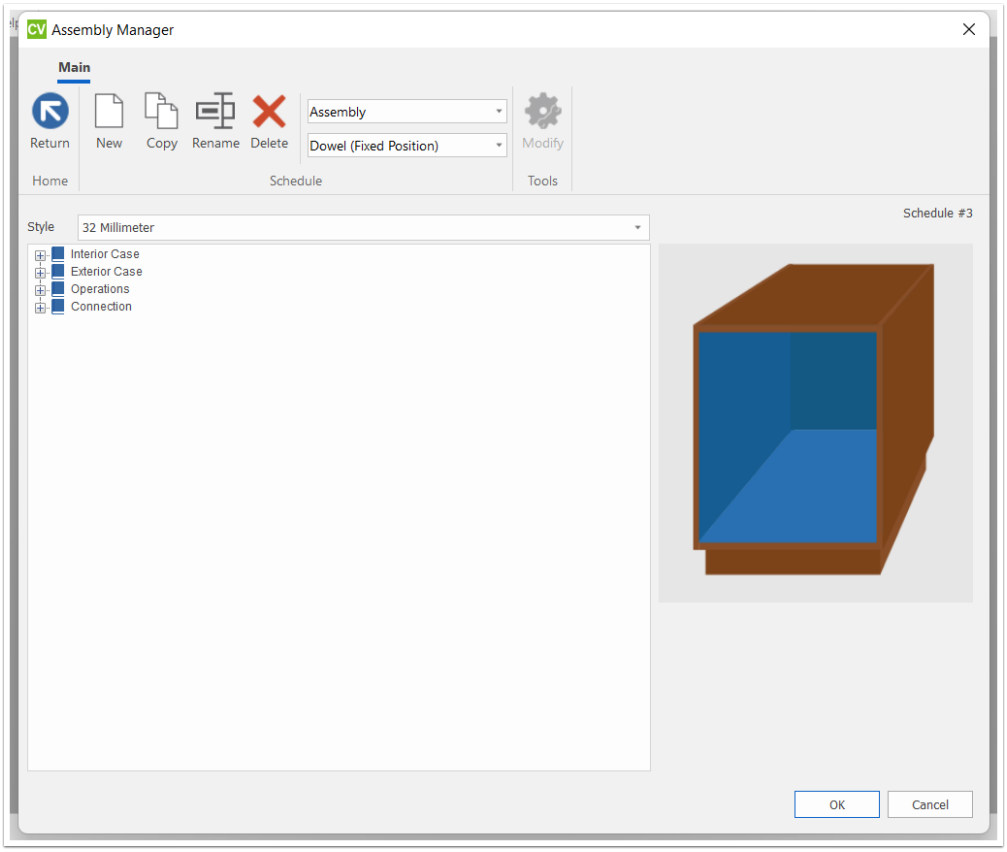
How to setup your Construction Methods

Setting up your Construction method(s) for Cabinets, Closets, Drawers, Roll Outs, and Counter Tops is done in the Assembly Manager. By answering a series of simple questions that are used to teach CABINET VISION the “Rules” of how you build Assemblies.

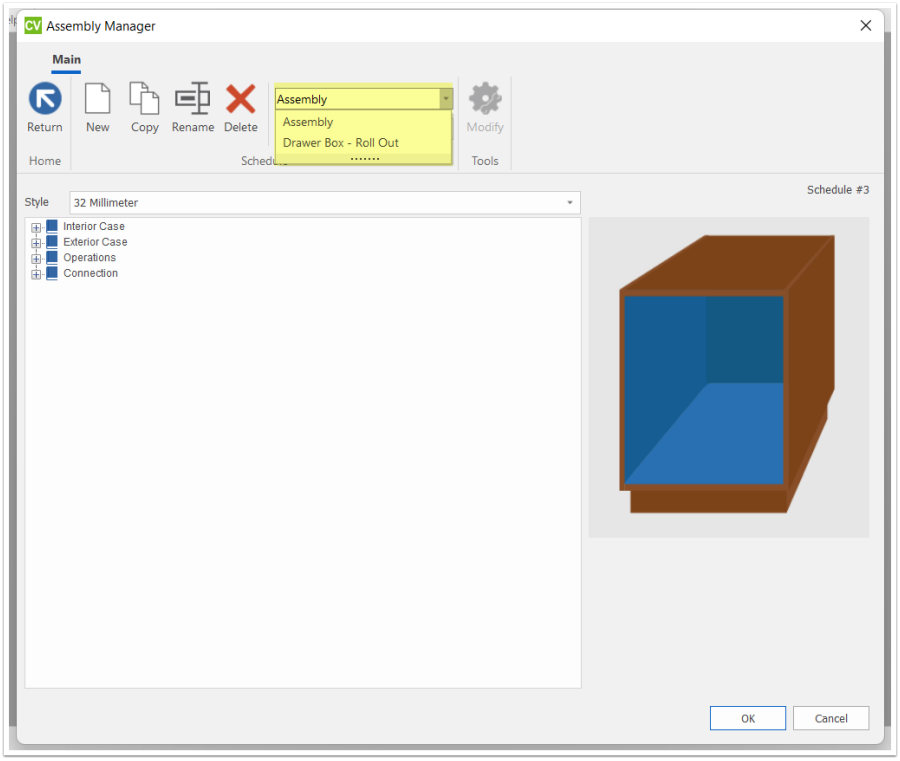
Starting the Assembly Manager

To start the Assembly Manager, from the opening screen of CABINET VISION, click on “Assembly”.

This will start the Assembly Manager and bring up a screen that looks something like this.



The first thing you need to do in here is determine which type of Assembly you wish to work with.


Assembly Manager
Main
Return
New
Copy
Rename
Delete
Assembly
Assembly
Drawer Box - Roll Out
Modify
Home
Tools
Schedule #3
Style
32 Millimeter
Interior Case
Exterior Case
Operations
Connection
OK
Cancel

The topmost combo box allows you to pick from the following two Assembly Types:

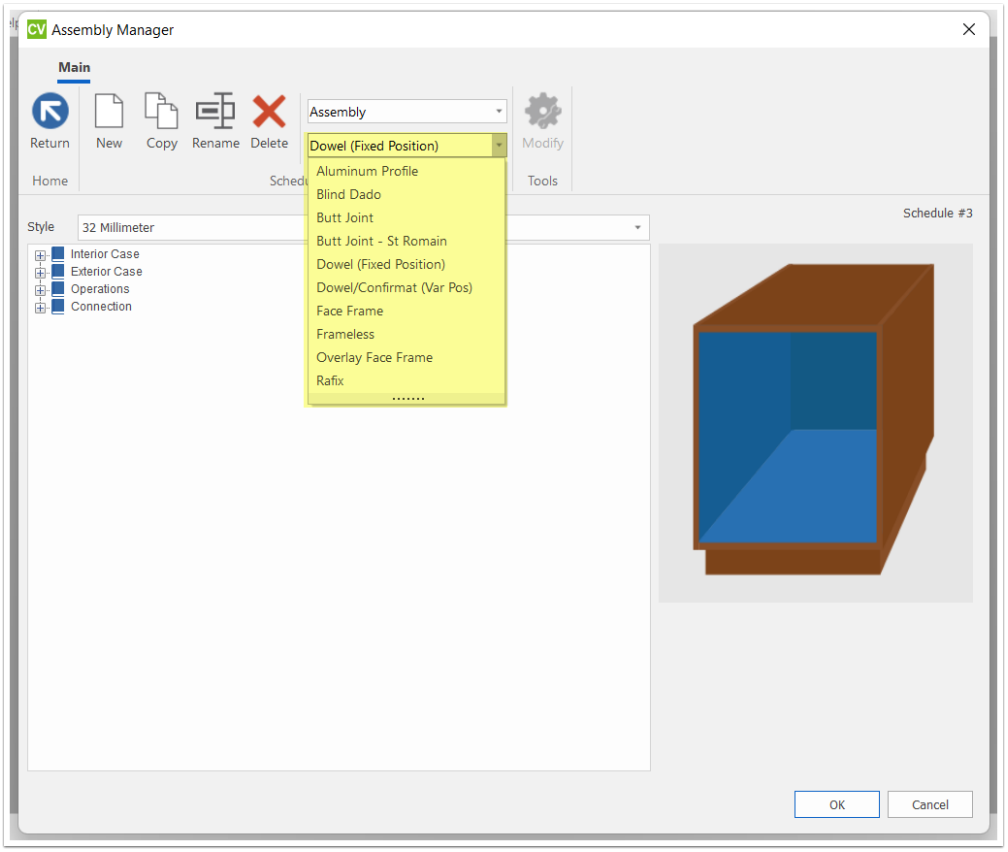
Assembly – Cabinet and/or Closet (covered immediately below)

Drawer Box – Roll Out (covered later in this guide)

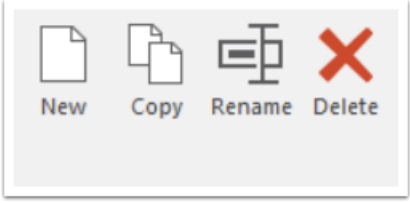
When you first install CABINET VISION it comes with several sample Construction Methods including one called “Face Frame” and one called “Frameless”. These are just names. Both Construction Methods have the same questions in them. It’s all in how you answer the questions that determines how a Construction method will build Assemblies. If you had answered the questions the same, they would build Assemblies the same, even though they have different names.

There is nothing to stop you from building frameless Assemblies using the “Face Frame” Construction method, or building “Face Frame” Assemblies with the “Frameless” Construction” method; other than the fact that the Assemblies might look strange if you did.

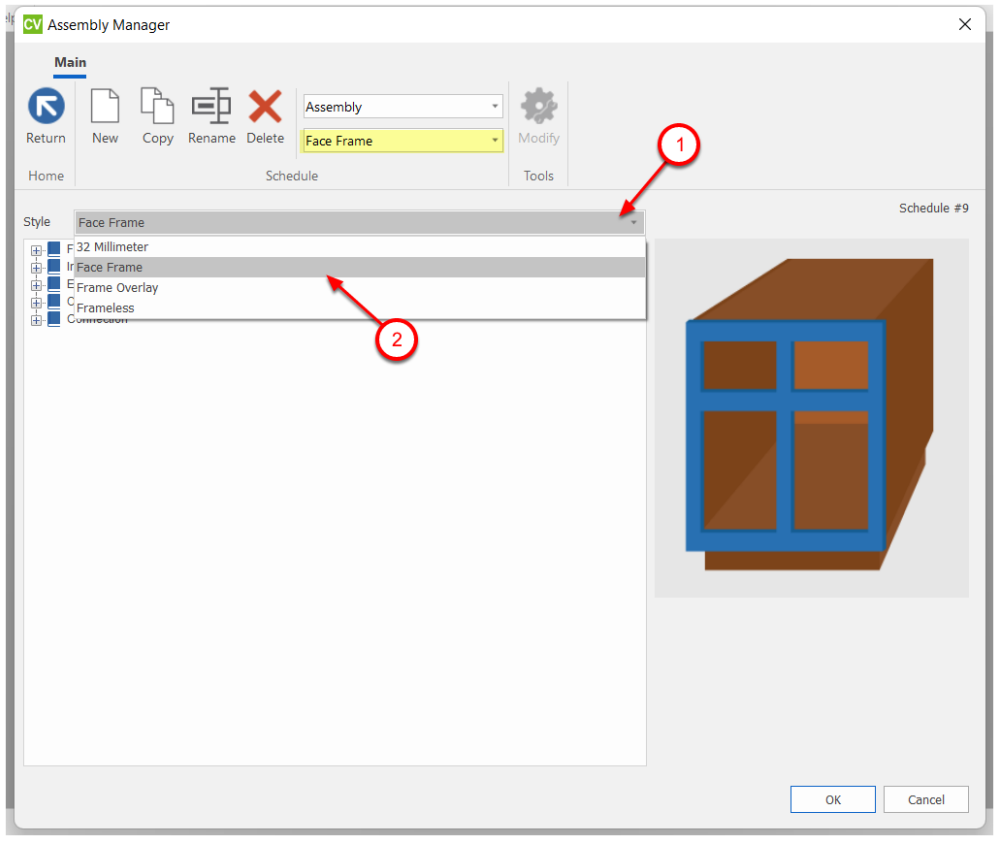
The lowermost combo box in the ribbonbar allows you to change the Construction Method that you are working on. If you click on the combo box, you will see a list of the Construction Methods you currently have. There is no limit to the number of Construction Methods you can create.



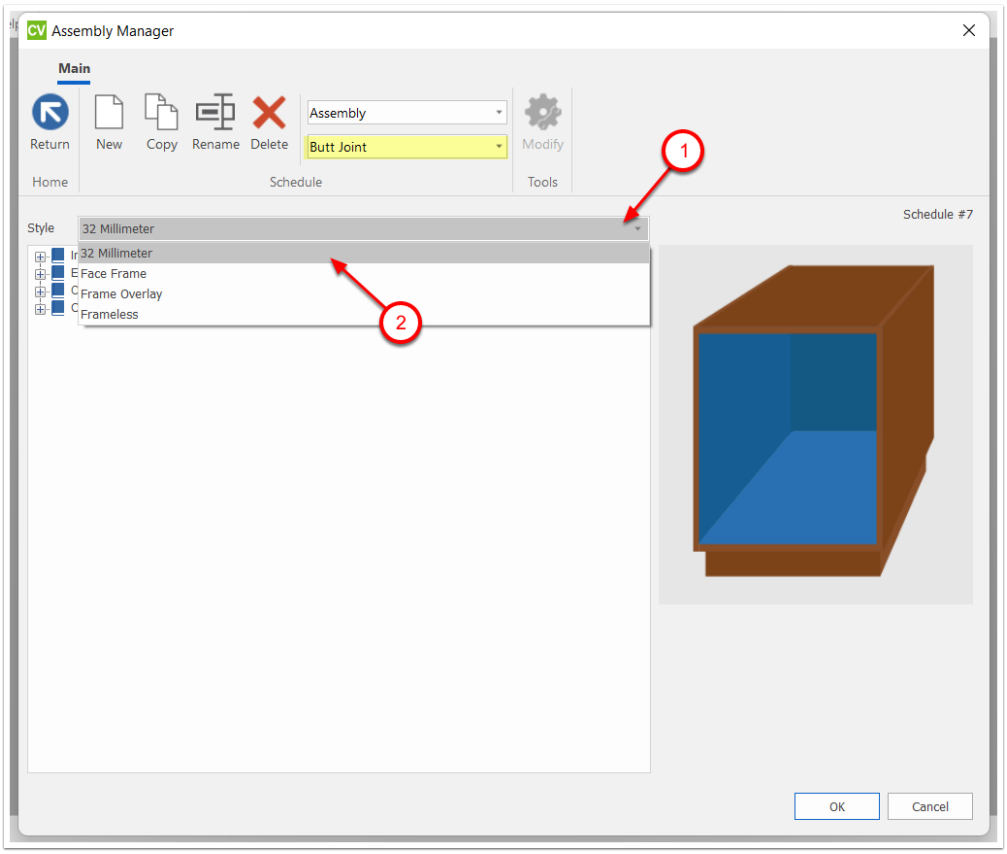
There are four other important options in the ribbonbar. The first is used to create a New Construction Method; the second is used to Copy the selected Construction Method"; the third is used to Rename the current Construction Method", and the fourth is used to Delete the current Construction Method."



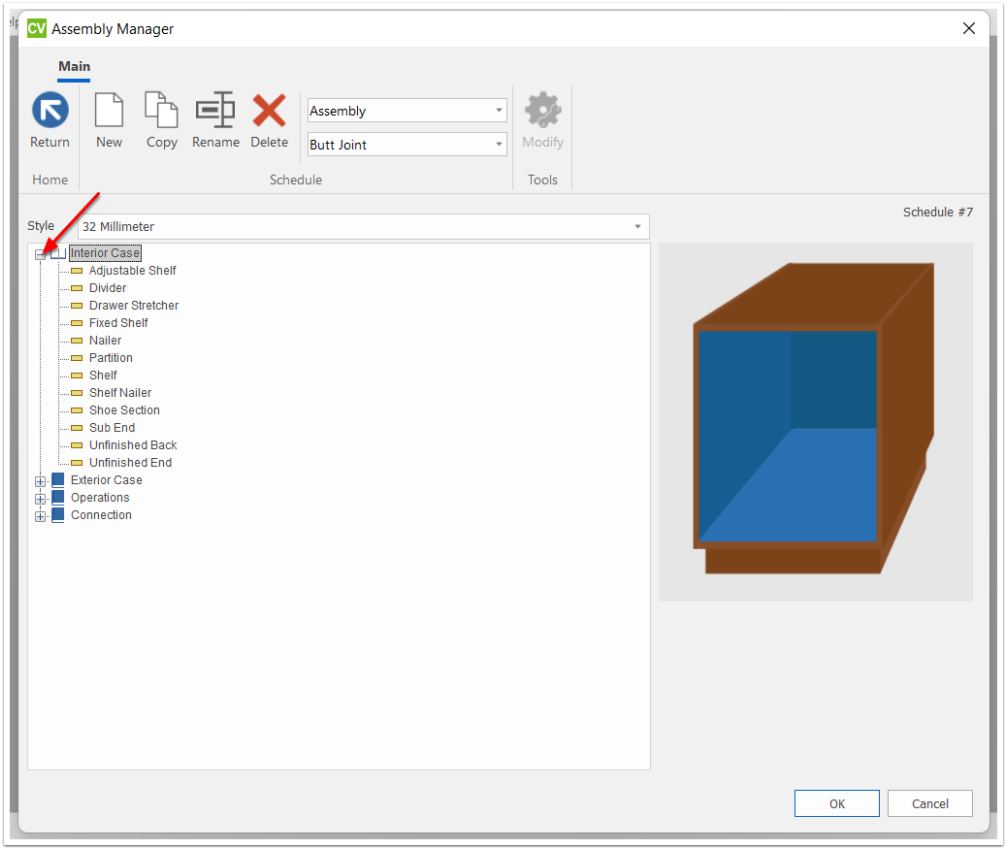
If you are setting up a Face Frame Construction Method, you would want to go to the Construction Style combo box and select Face Frame. This will display the Face Frame questions as you run through the Construction Method.



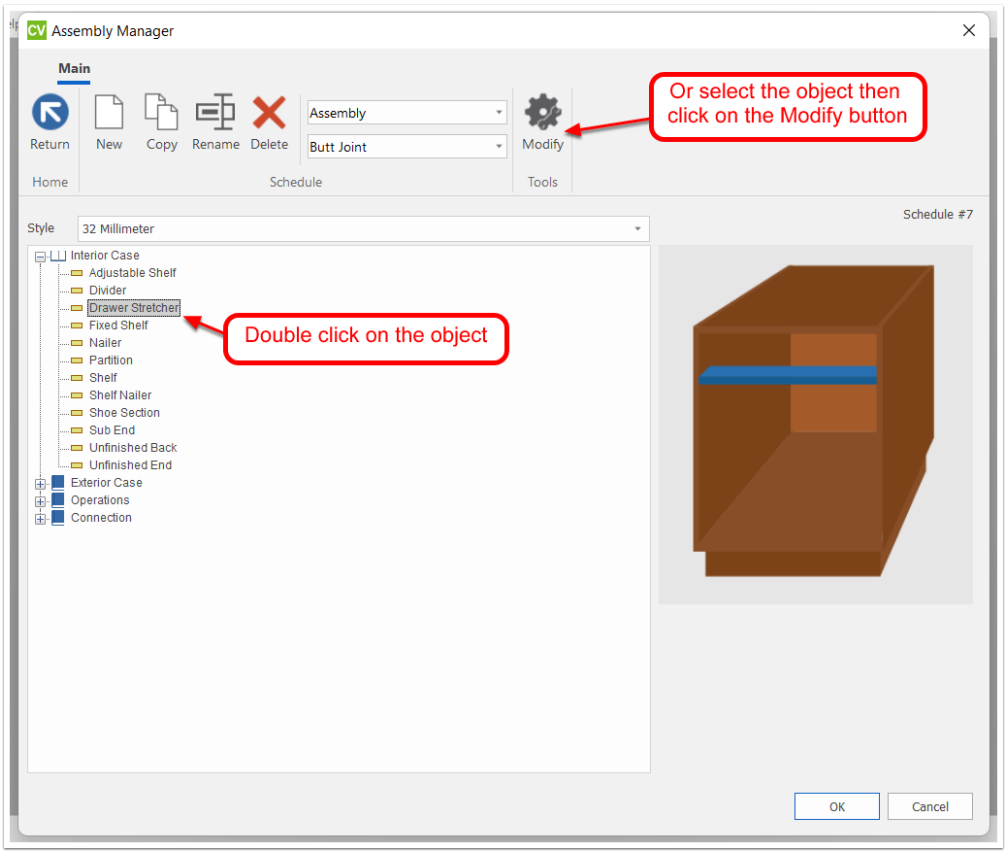
If you are setting up a Frameless Construction Method, you would want to go to the Construction Style combo box and select Frameless or 32mm. This will cause the Face Frame questions not to be displayed, even though they are still there. Remember: All Construction Methods have the same questions in them; some questions may simply be hidden to avoid confusion.

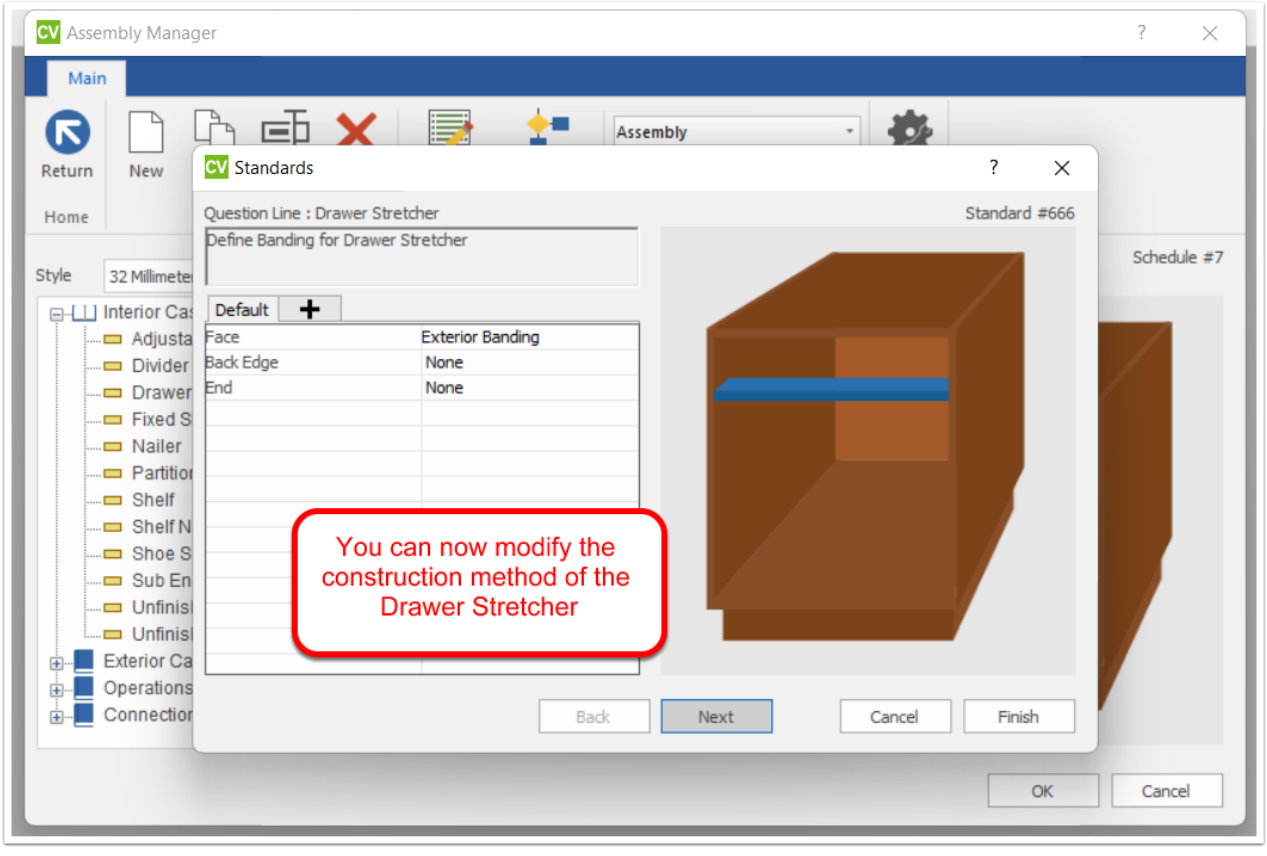

Assembly Manager
Main
Return
New
Copy
Rename
Delete
Assembly
Butt Joint
Modify
Home
Schedule
Tools
1
Schedule #7
Style
32 Millimeter
32 Millimeter
Face Frame
Frame Overlay
Frameless
2
OK
Cancel

To navigate through the Assembly Manager, simply click the + symbol beside the Object that you want to expand. In the below, the + symbol beside Interior was clicked to show the Objects in the Interior section.



To run the through the Construction Method for an object (such as Drawer Stretcher), simply double-click on that object or click that object and then click the Modify option in the ribbonbar.


Assembly Manager
Main
Return
New
Copy
Rename
Delete
Assembly
Butt Joint
Modify
Home
Schedule
Tools
Or select the object then click on the Modify button
Style
32 Millimeter
Schedule #7
Interior Case
Adjustable Shelf
Divider
Drawer Stretcher
Fixed Shelf
Nailer
Partition
Shelf
Shelf Nailer
Shoe Section
Sub End
Unfinished Back
Unfinished End
Exterior Case
Operations
Connection
Double click on the object
OK
Cancel


Assembly Manager
Main
Return
New
Home
Assembly
Standards
Question Line : Drawer Stretcher
Standard #666
Define Banding for Drawer Stretcher
Default
Face
Exterior Banding
Back Edge
None
End
None
Schedule #7
You can now modify the construction method of the Drawer Stretcher
Back
Next
Cancel
Finish
OK
Cancel

Use of Breakout

When answering the questions of the wizard, it will affect all types of cabinets by default. But you can create exceptions for the various types of cabinets and have a method of their own for each of them.

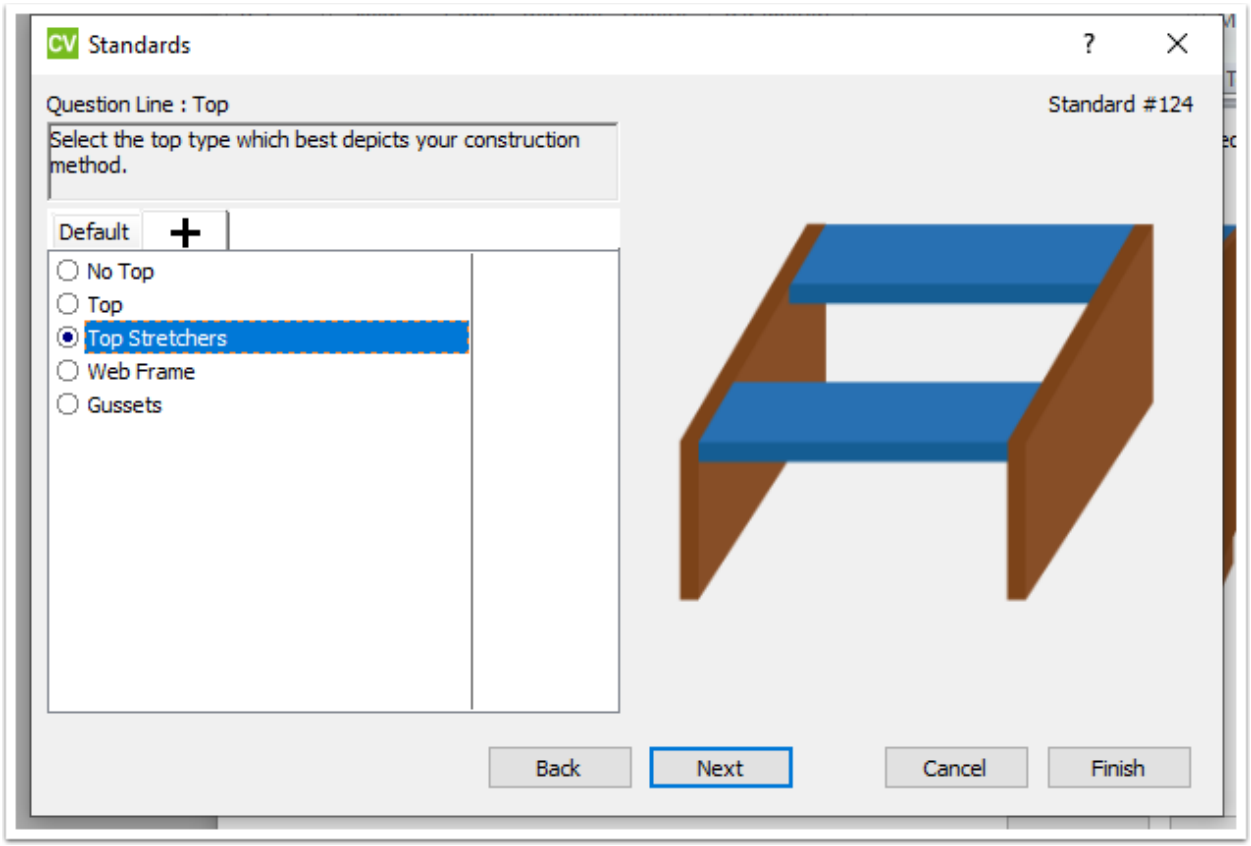
The Wizard allow you to add branches to deal with exceptions by Cabinet Type (Base, Wall, Tall, Vanity, Corner45, etc.).

Example of the use of a Breakout:

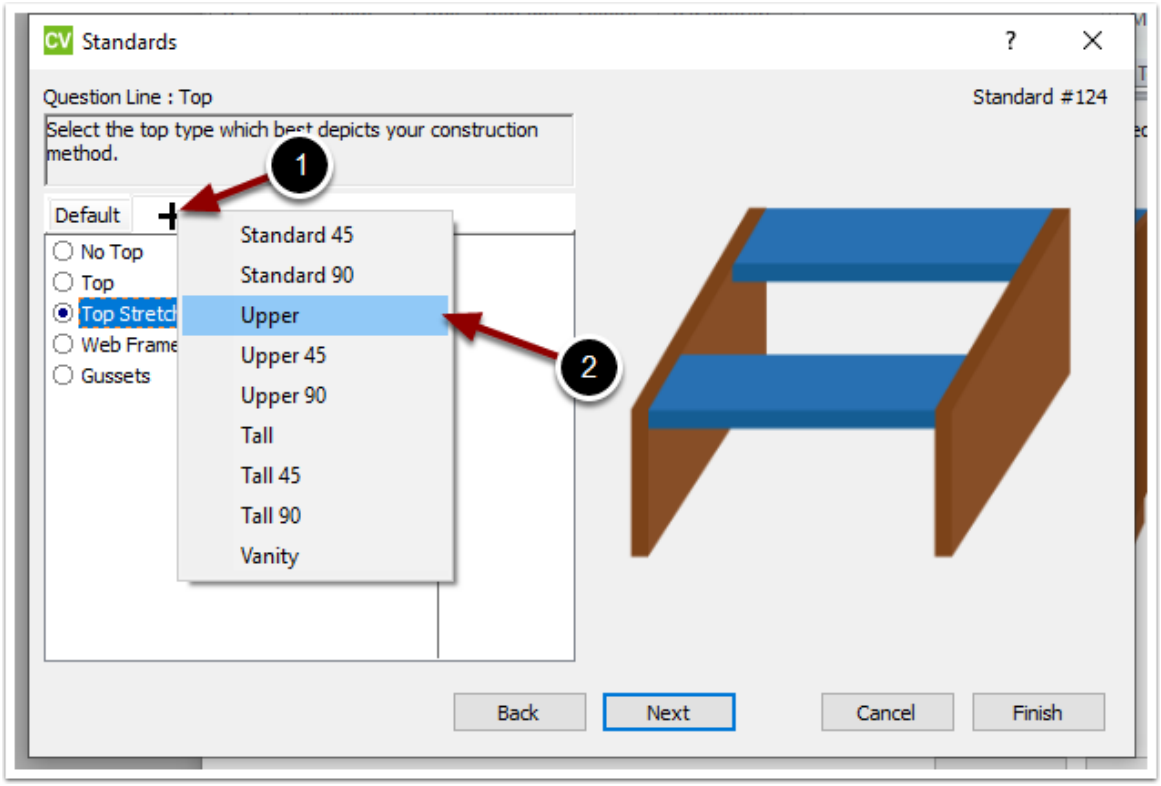
A classic example of the need to add a breakout is when the Top type is different between Base Cabinets and Upper and Tall Cabinets. In this example, we use Stretchers in Base Cabinets and a full Top in the Upper and Tall Cabinets.

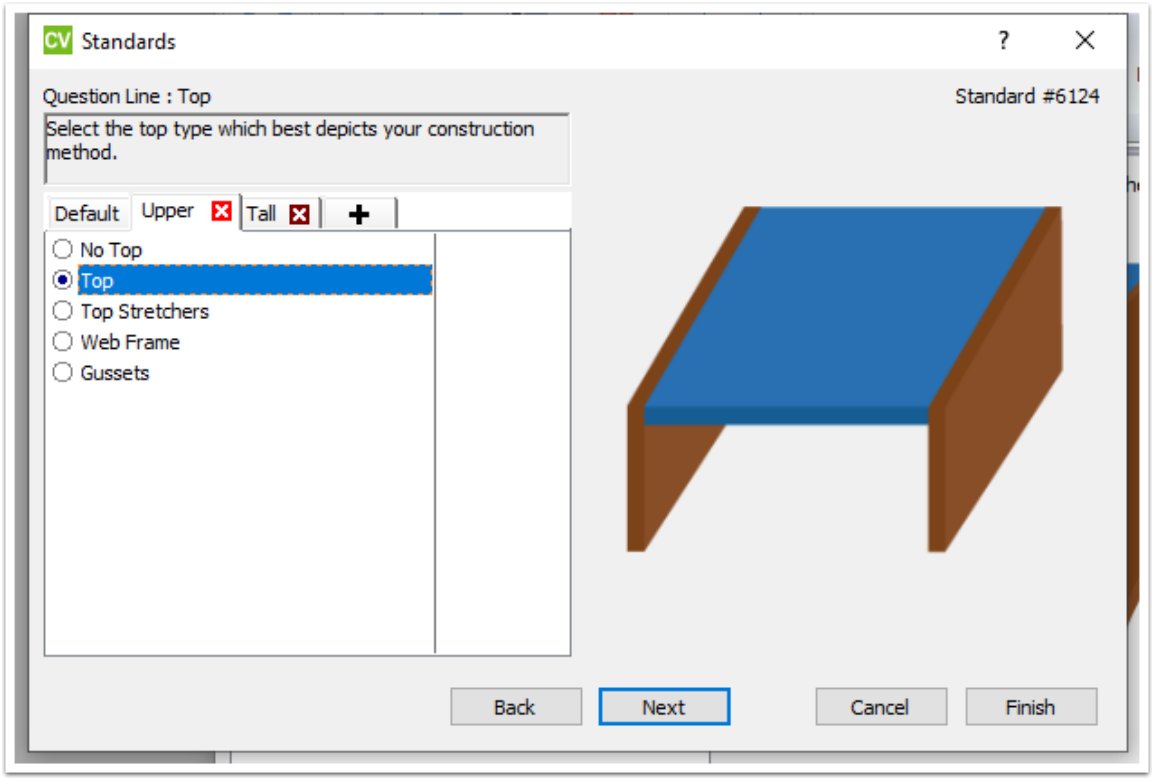
First, expand Exterior Case and then click on Top to select that branch. Either click the Edit Selected Branch tool or double click Top to run the wizard for Top.

Then, the question under Top will ask what type of Top should be used in this Construction Method. As you will see below, Top Stretchers has been selected.



To add a breakout, we need to click on + Tab. Then, we click on the Upper branch and we will choose Full Top from the choices in the wizard and we will then complete all of the subsequent questions related to Tops.





Finally, we should repeat this process of adding a breakout for every type of Cabinet that uses a Top type other than Top Stretchers.

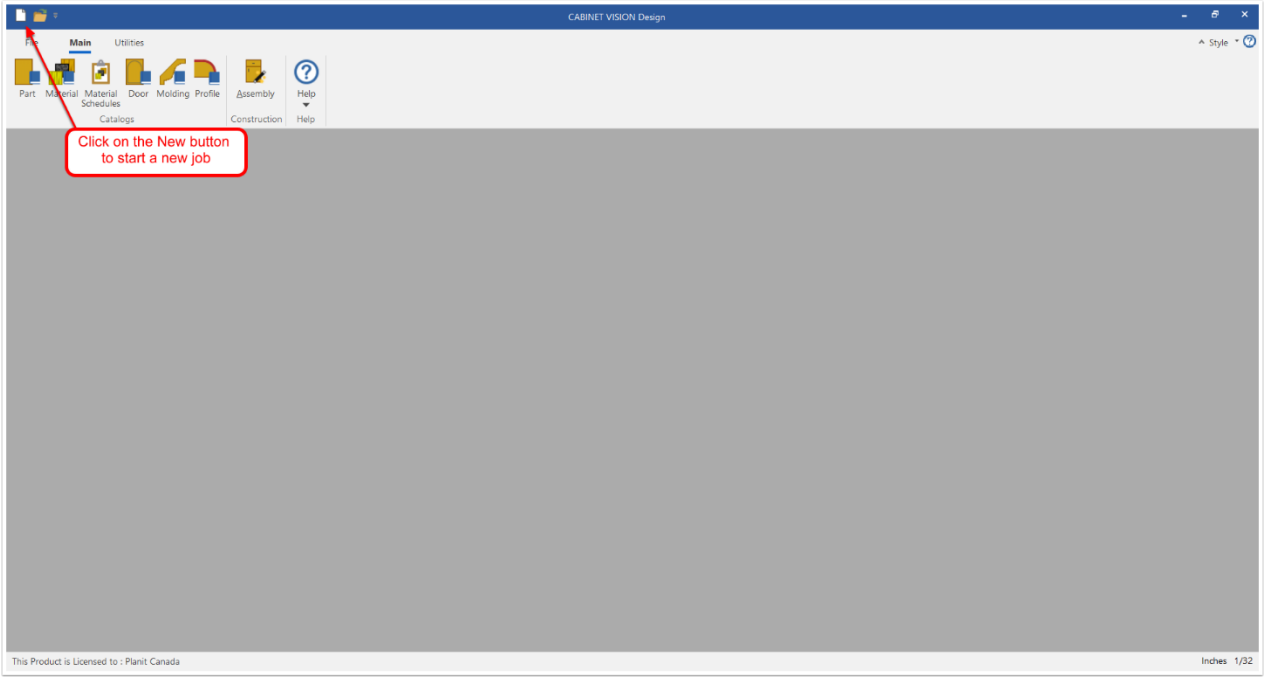
Tip: *Test your Construction Method in a Job. The easiest way to begin testing a Construction Method is to create a Job with a Cabinet of each type (Base, Upper, Tall, Corner 45, Corner 90, Vanity, etc.). Make sure that the overall size of each Cabinet is one that you can easily work out a cut list for comparison. Also make sure that you are using a valid Material Schedule for this Job and that each part of each Cabinet is made out of the correct Material.*

The way that you answer the questions as you go through the Construction Method will determine what questions are asked later in the Construction Method.

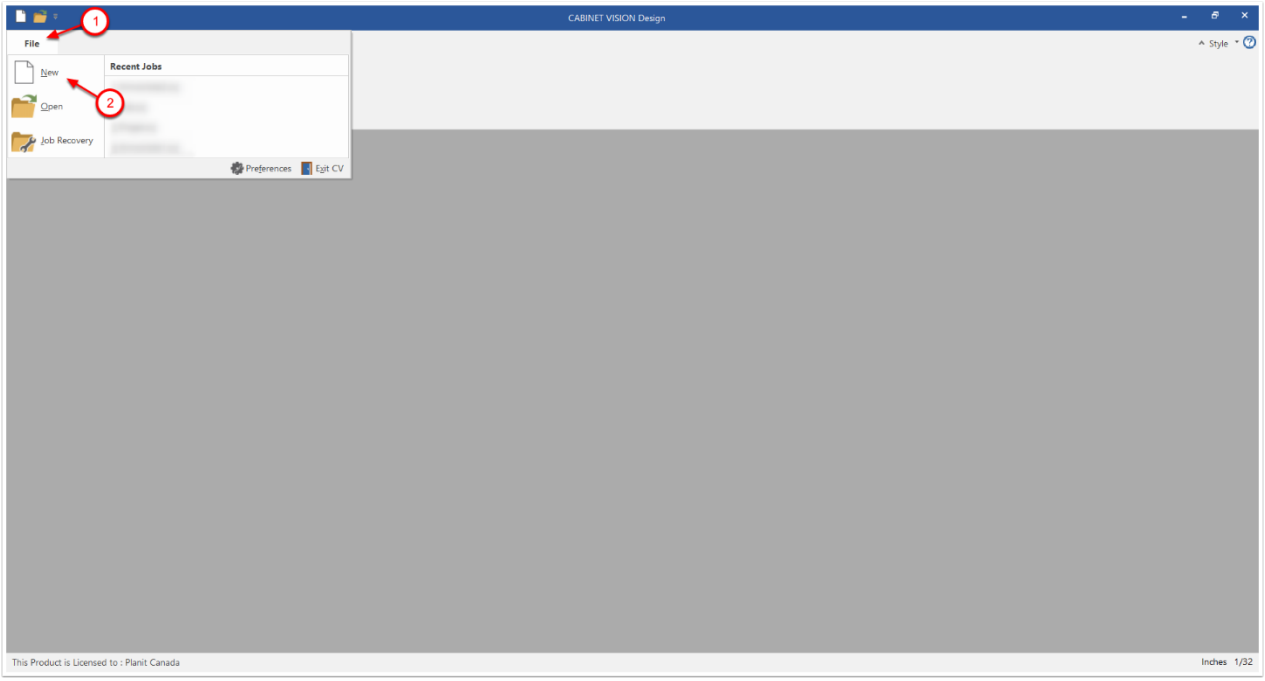
As you configure a new Construction Method, answering questions and selecting joints, you may not see the “exact” joint that you produce. Don’t let this throw you off, just select the answer that is the closest to what you do. And when you are finished, CABINET VISION will build your Assemblies 99% correctly. You may have one or two things you will need to tweak later, but you will be very close.

Starting a New Job

When you start CABINET VISION your opening screen should look like below. Click on the New Button to start a new job.



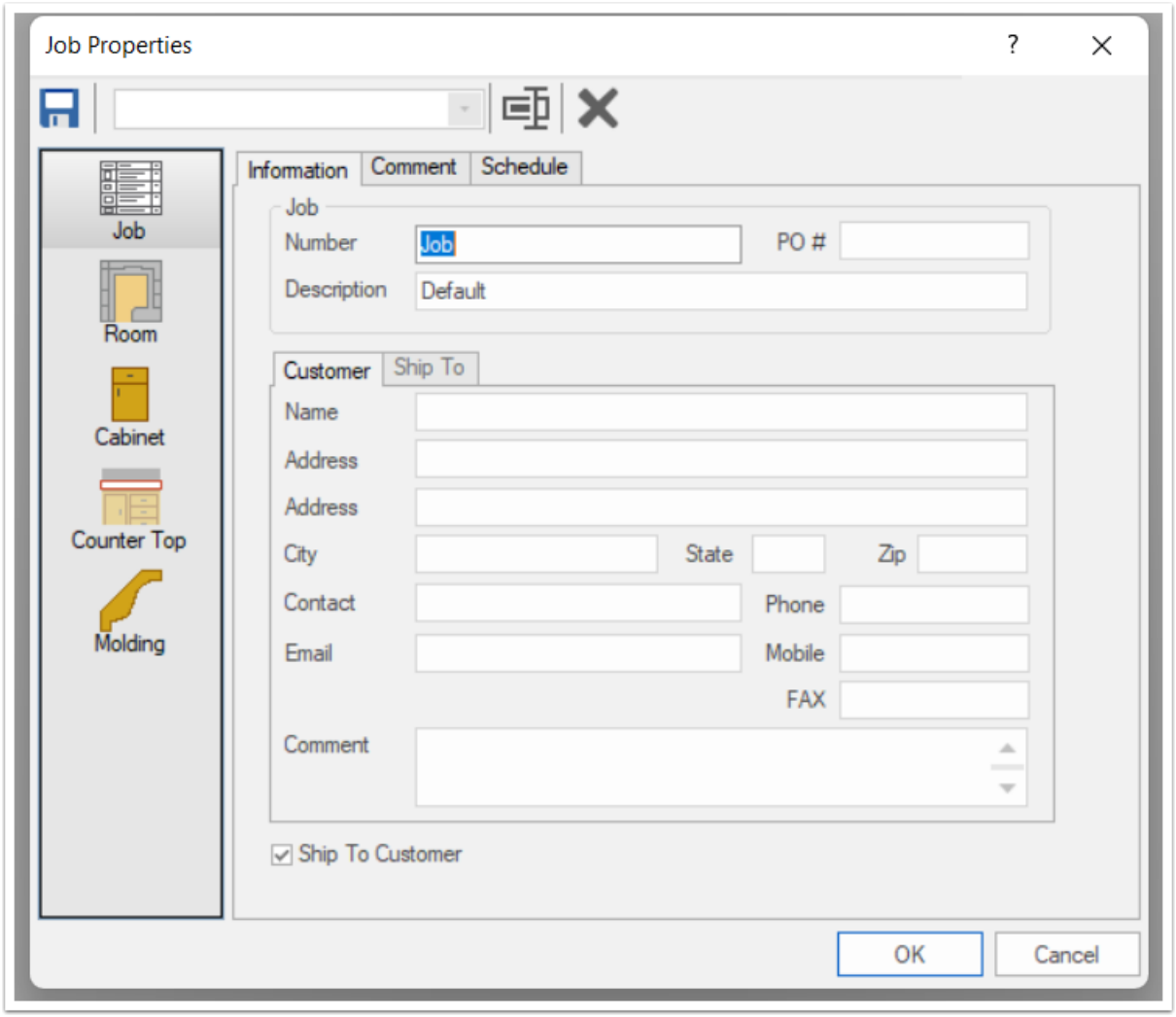
Another way to start a new job is by clicking on the File Menu then select New.



Before starting a real Job, there are some things you will want to consider. Do you have the Materials you are going to use for this Job entered in the Material Manager? Have you setup Material Schedules to use those Materials? Do you have the Door style you are going to use setup in the Door Catalog? What about the Drawer Boxes and Roll Outs? Do you have a Construction Method that is setup correctly? If the answer to any of these questions is no, then read the previously covered section called “Preliminary Setup”.

The “Job Properties” Screen

Clicking on the File option then New will open the Job Properties screen. The Job Properties screen is used to tell CABINET VISION what options you want to use for this Job.



There are five tabs that you will want to check every time you start a Job:

The “Layout” Tab – Located in the Room Category

The “Layout” Tab – Located in the Cabinet and/or Closet Category

The “Construction” Tab – Located in the Cabinet and/or Closet Category

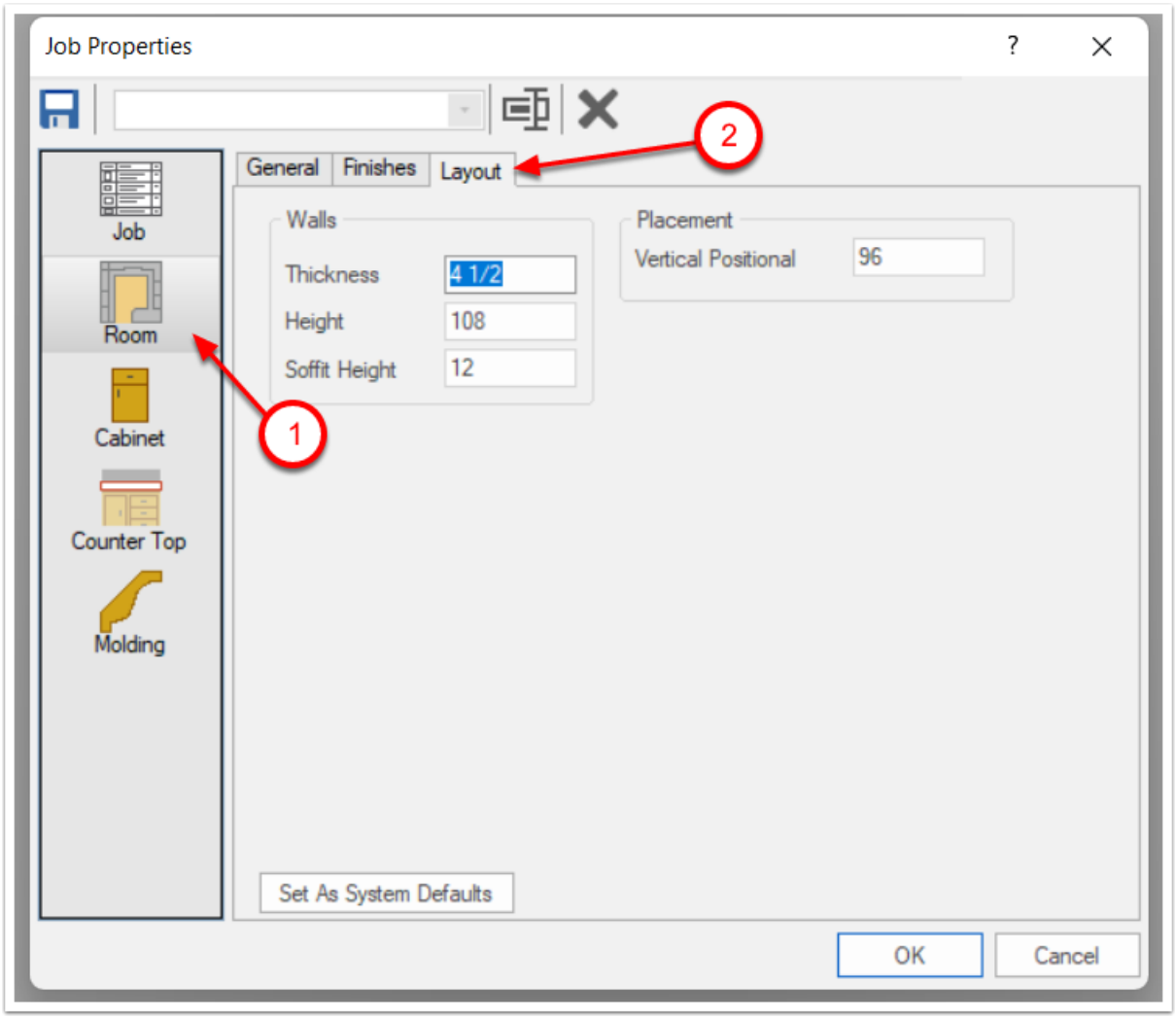
The “Materials” Tab – Located in the Cabinet and/or Closet Category

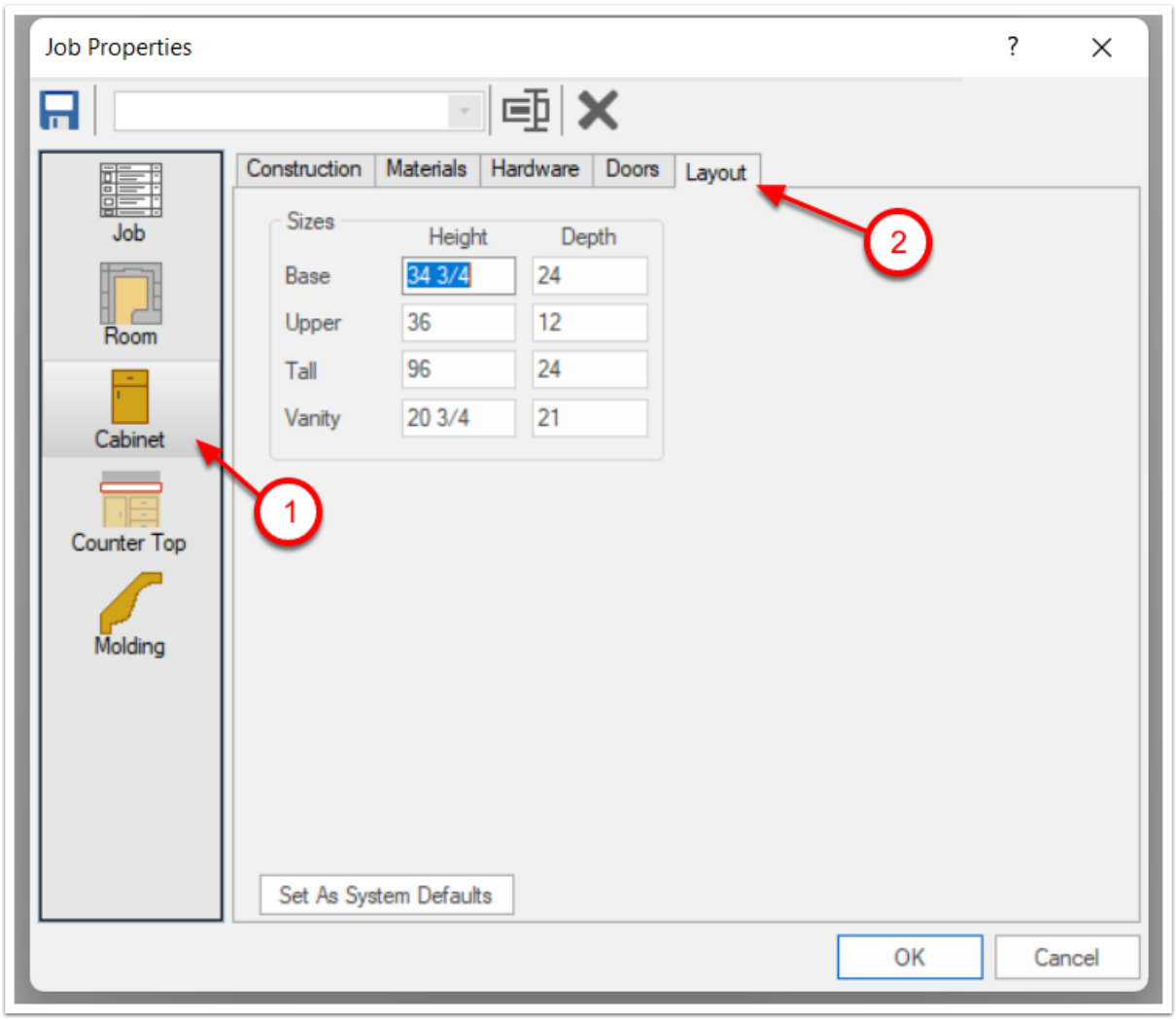
The “Doors” Tab – Located in the Cabinet and/or Closet Category

The “Hardware” Tab – Located in the Cabinet and/or Closet Category

The “Layout” Tabs

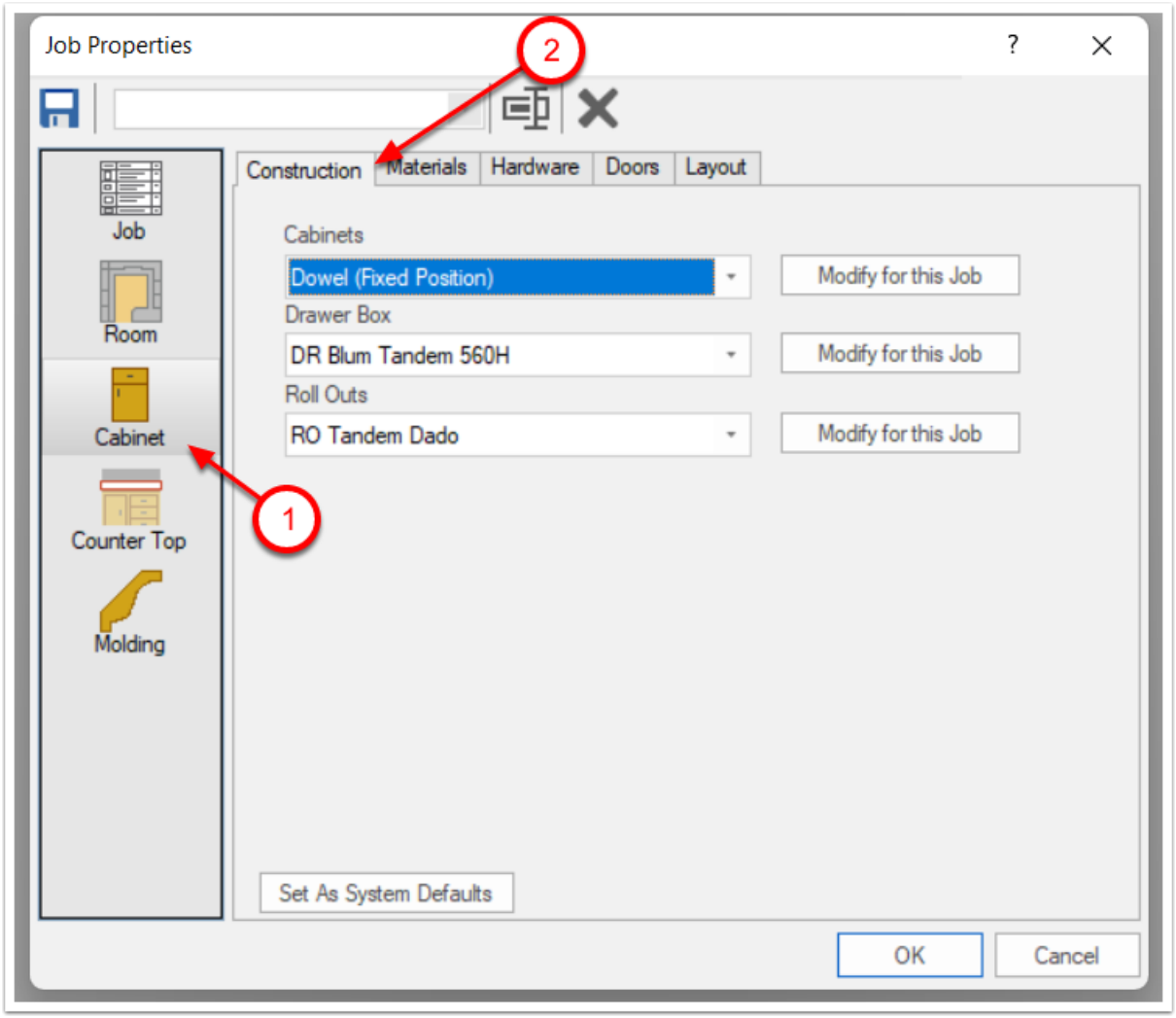
The “Layout” tab is used to set the starting “Wall” and “Soffit” heights for your Job. And to set what the starting “Heights” and “Depths” that Cabinets and/or Closets placed on a Wall will be.




Job Properties
Job
Room
Cabinet
Counter Top
Molding
Construction
Materials
Hardware
Doors
Layout
Sizes
Height
Depth
Base
34 3/4
24
Upper
36
12
Tall
96
24
Vanity
20 3/4
21
1
2
Set As System Defaults
OK
Cancel

The Construction Tab

The “Construction” tab is used to select the starting Construction method to use for your Cabinets and/or Closets, Drawer Boxes and Roll Outs.



To change the Construction Method for this Job, click on the drop down under Cabinets and/or Closets.

The Cabinet “Construction Method” works in conjunction with the “Construction Style” to determine how your Cabinets will be built. There are four Construction Styles for Cabinets: Face Frame, 32 mm, Frameless and Frame Overlay. These are tied to your Construction Method and configured in the Assembly Manager.

Face frame Cabinets are Cabinets with a Face Frame. If you are using the Face Frame Construction Style, then Doors and your Drawer fronts will be sized using the “Overlays” assigned to the Hinge you are using for the Job.

32mm and Frameless will not have Face Frames. The only difference between 32mm and Frameless is 32mm will line your hardware up with the line boring holes, while

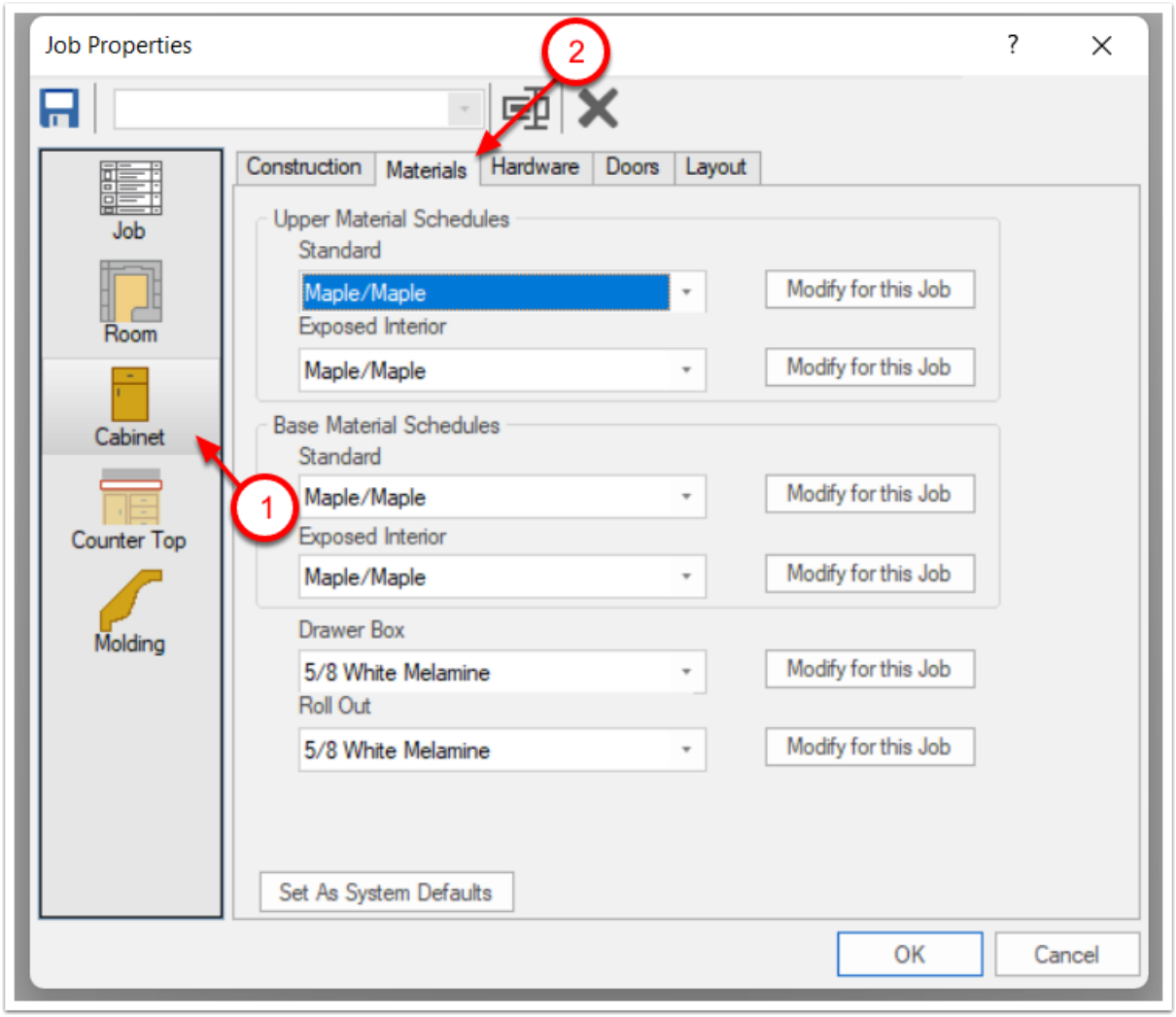
Frameless will not display or use line boring holes. If you are using the 32mm or Frameless Construction Style, your Doors and your Drawer fronts will be sized using the “Reveals” you have set in your Construction method and the ‘Overlays” assigned to your Hinges will be ignored.

Frame Overlay is a Face Frame Cabinet with frameless style Doors so that when you look at it, it appears to be a European Style Cabinet. However as soon as you open the Doors you realize it is a Face frame Cabinet. If you are using the Frame Overlay Construction Style your Doors and your Drawer fronts will be sized using the "Reveals" you have set in your Construction method and the 'Overlays" assigned to your Hinges will be ignored.

To change the Drawer Box used for this Job, click on the drop-down arrow under Drawer Box. Of course, the same process holds true for Roll Out Construction.

The Materials Tab

The Materials tab is used to select the Materials used to construct your Cabinets and/or Closets, Drawers and Roll Outs.

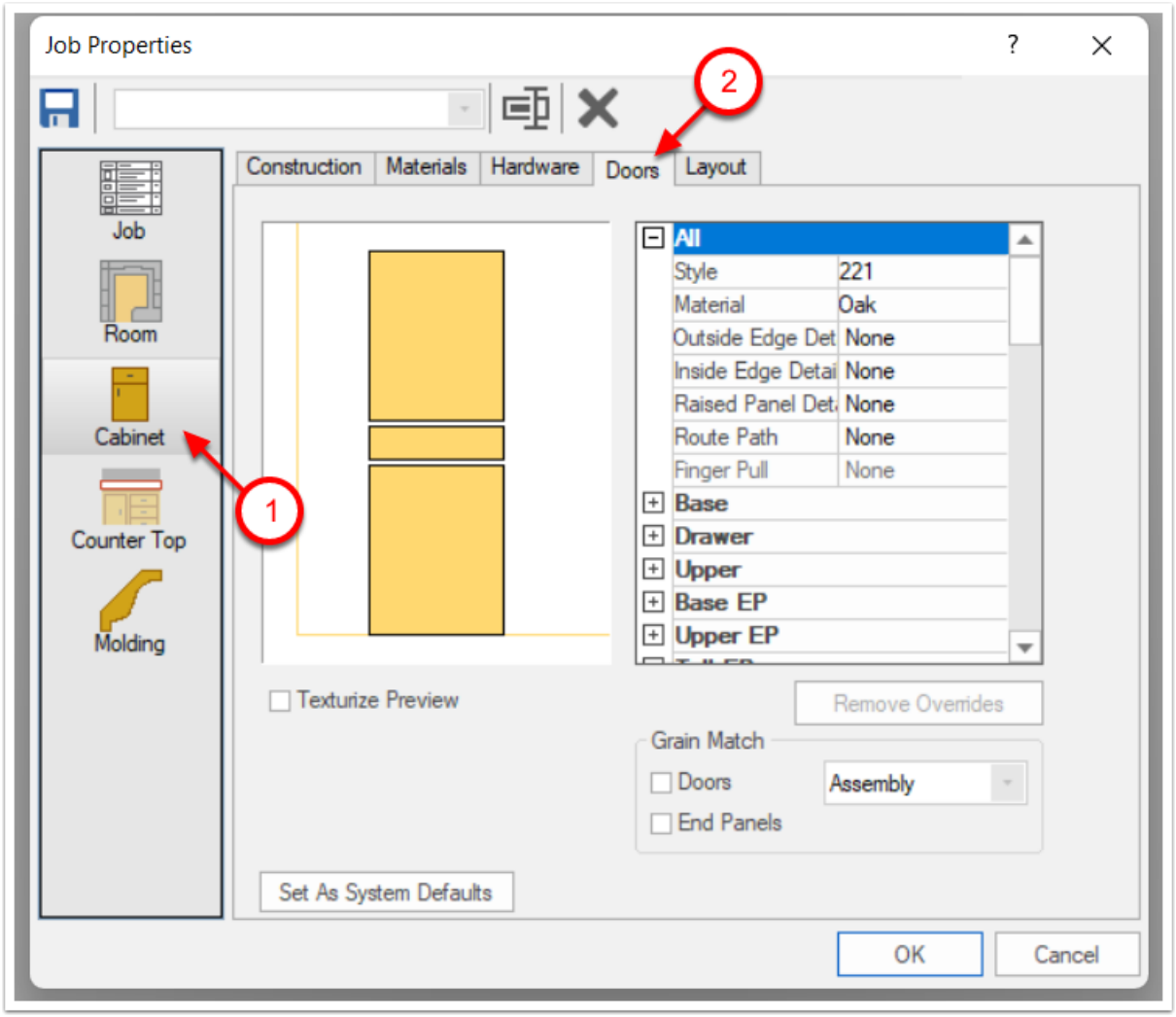


To change the Material Schedule used for this Job click on the drop down next to "Material Schedule", then select the Material Schedule to use.

Note that the “Exposed Interior” Material Schedules are alternate Schedules that are applied when a Cabinet is changed to have a “Finished Interior” at the Assembly level. This can be found in the Properties/Case menu for an Assembly in the Section Editor.

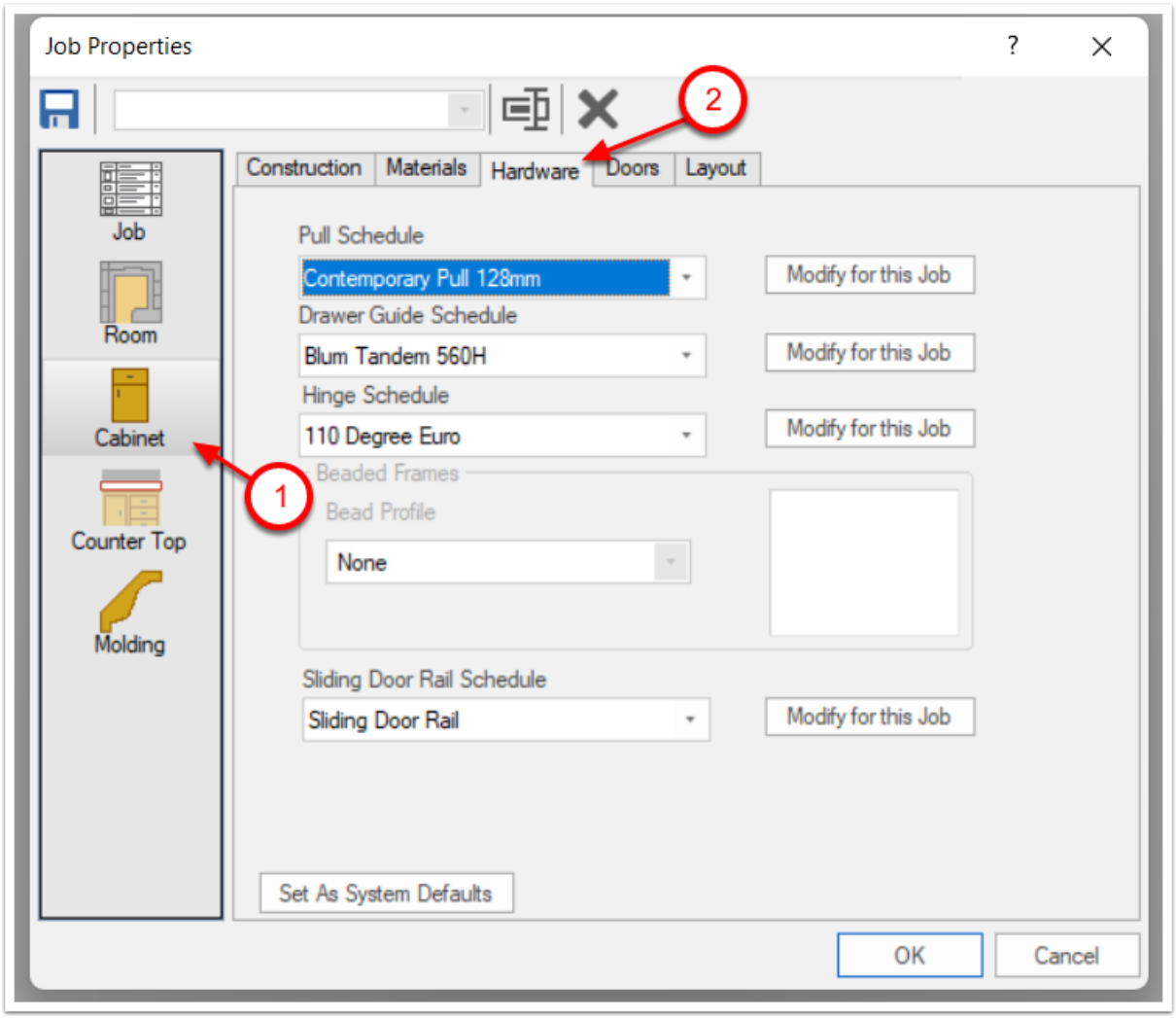
Doors Tab

The Doors tab is used to select the Door Styles used on your Cabinets and/or Closets.



Hardware Tab

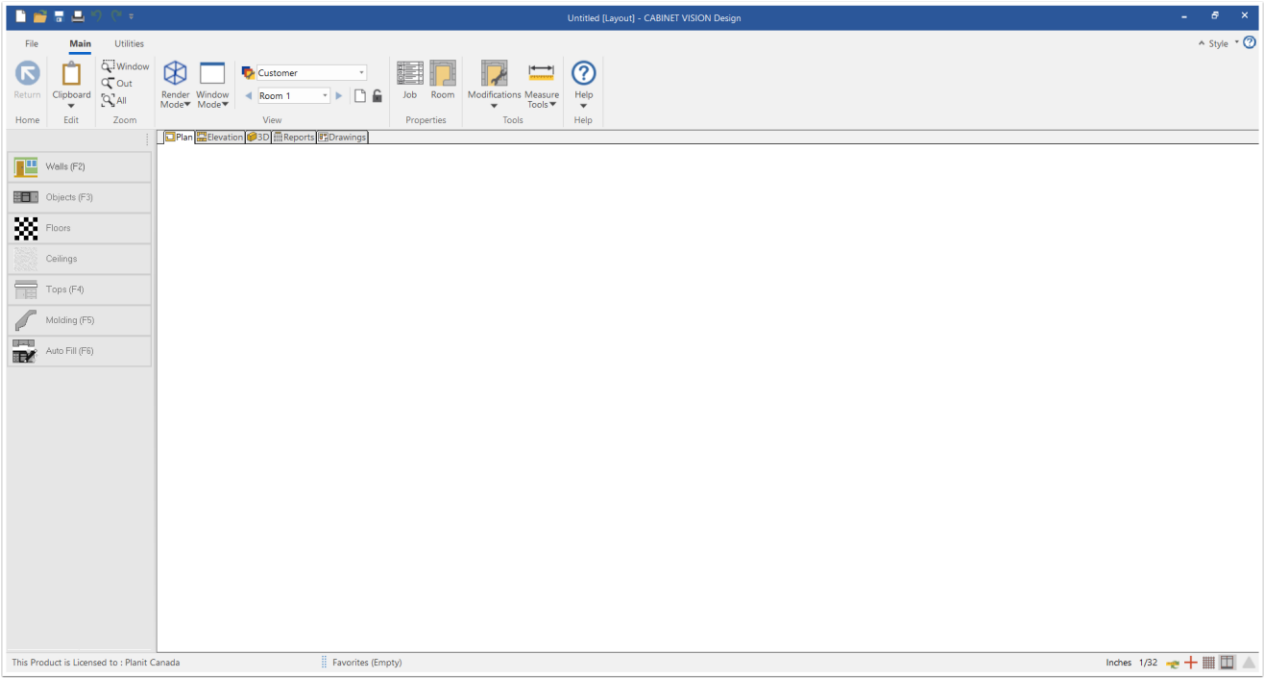
The Hardware tab is used to set the “Pull Schedule”, “Drawer Guides Schedule”, “Hinge Schedule”, “Wire Basket Schedule”, “Closet Rod Schedule” and the “Sliding Door Rail Schedule” to start the Job with.



Once you have checked each tab and are satisfied that everything is set correctly click on “OK” to start the Job.

The Layout Opening Screen

This will bring you to the layout portion (Room Level) of CABINET VISION. Your screen will look something like this.

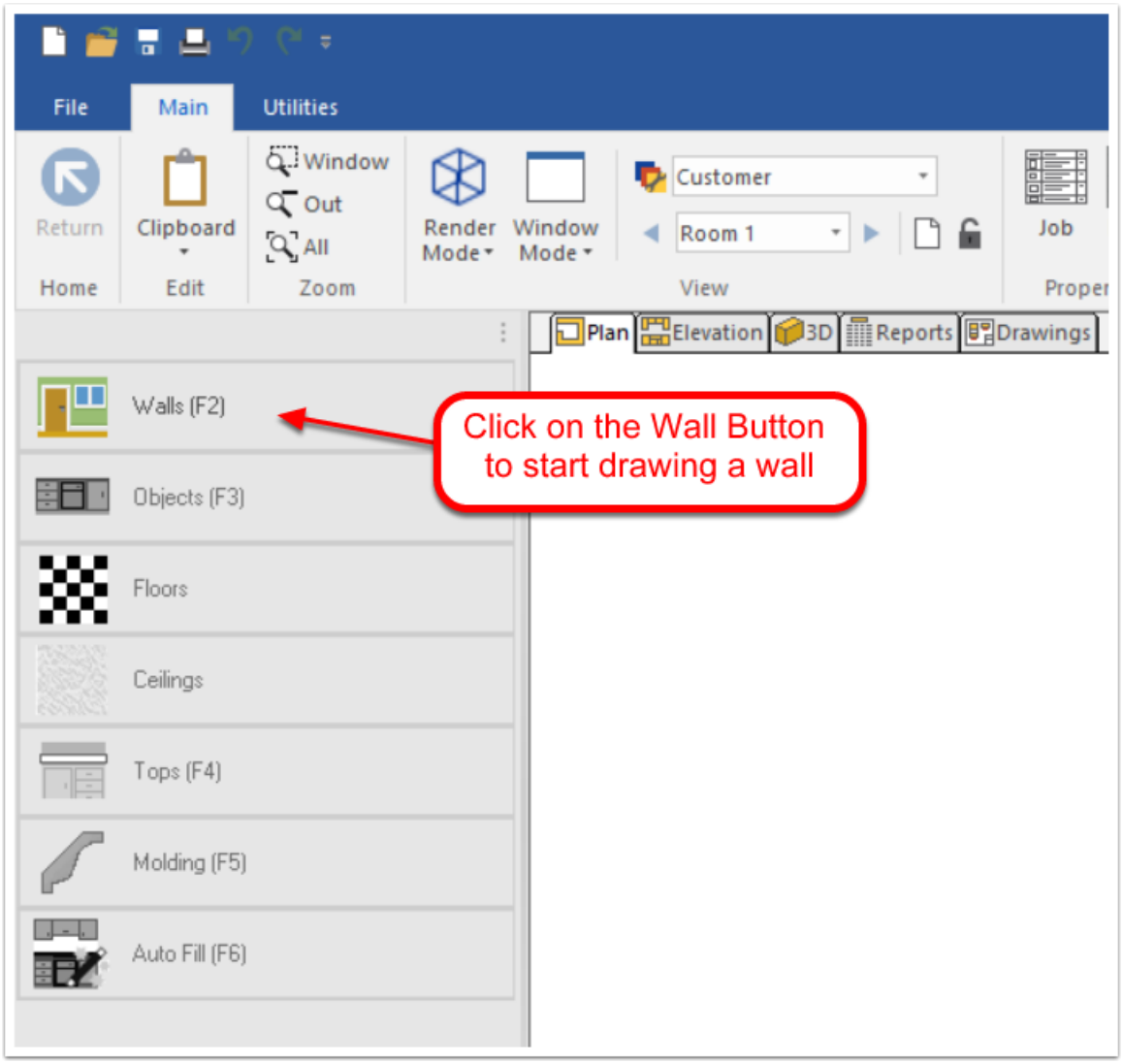


Drawing Walls

Before you can begin to place anything in your design you must draw Walls. Everything in CABINET VISION is attached to a Wall. If you wish to place something and not have a Wall showing, there is a type of Wall called a “Peninsula Wall” that you can use.

Notes on drawing Walls

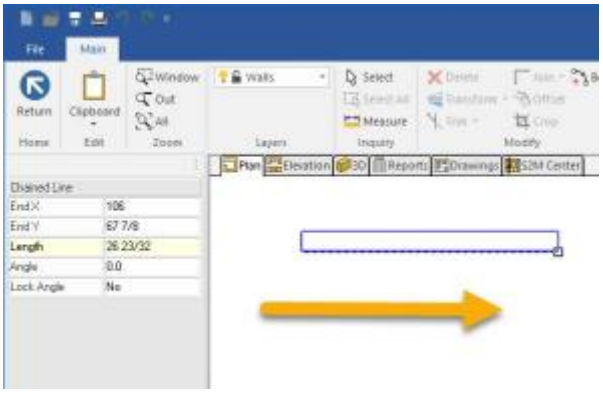
Walls can only be drawn while in the Floor Plan view. To start drawing Walls you can press F2 or you can click on the “Walls” button in the sidebar.



When drawing Walls it is normal to work in a clockwise direction. Also, try to work around the center of the Room. The center of the Room is marked by the intersection of two light blue lines, if the grid is active. The reason for working around the center of the Room is that when you go to 3D and rotate your drawing it rotates around the center of the Room. If you are too far off center, it makes it a little harder to center your 3D view. If you do get the Room way off center, CABINET VISION has an option under the “Modifications” drop-down called “Center Room”, this option is only available from the Floor Plan view.

To draw a Wall you just click on the Walls button and then move your mouse into the working area. Once in the working area, place the cross-hair where you want the

left end, of the first Wall to start and click. You then move your mouse in the direction you want the Wall and when you have approximately the length you want, click again and CABINET VISION will draw the Wall.



To stop drawing Walls, right click your mouse or press ESC on your keyboard.

Sizing a Wall

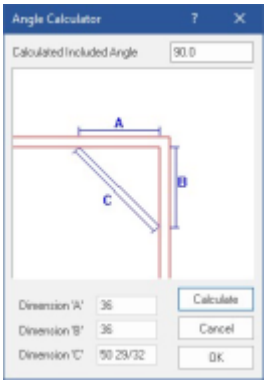
There are several ways to size the length of a Wall. The two easiest ways are:

1. Once you have anchored the left end of the Wall and you have moved your mouse in the direction you want the Wall to go, let go of the mouse and just type in the length of the Wall on your keyboard and press enter. Then repeat the same process for the next Wall.
2. When drawing Walls sketch out the design of the Room like you would with a pencil and a piece of paper. Don't worry about the length of the Walls; just sketch the layout of the Room. Once you have drawn the layout of the Room. Go back and click on each Wall one at a time and type in the length on your keyboard and press enter.

To Draw an Angled Wall

Drawing a Wall on any increment angle, like a 45-degree angle, is simple. Once you have one end of the Wall anchored and you move your mouse to stretch the Wall, just move your mouse around in a circle and CABINET VISION will lock in on every 45 degrees. Or whatever angle you have set under "CV Button" – "Preferences" and then the "Tools" Tab.

To draw a Wall on an odd angle once you have one end of the Wall (cannot be the first Wall drawn) anchored and you move you mouse to stretch the Wall, press the "F3" function key on your keyboard to bring up the Angle Calculator. Type in the three measurements and then click on "Calculate", if this looks correct click on "OK" and CABINET VISION will "Lock" the angle for you.



To Draw a Curved Wall

There are several methods of drawing a Curved Wall. The following discusses drawing a Curved Wall with the Arc by Chord Method. Before you can draw a curved Wall with the Arc by Chord Method you will need three (3) measurements. These measurements may be taken from the Job site using a string and tape measure.

Chord length

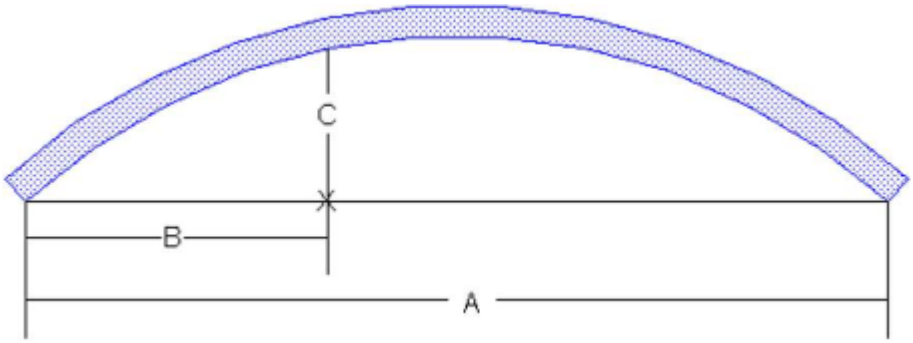
The “Chord Length” is the measurement from one end of the Wall to the other, labeled “A” in the figure below.

Chord position

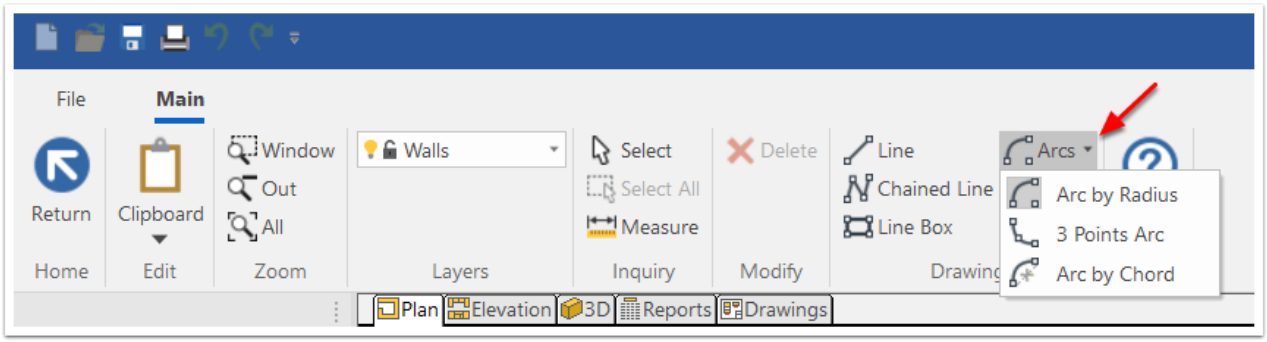
The “Chord Position” is a mark anywhere on a line running from one end of the Wall to the other and measured from the left end of the Wall, labeled “B” in the figure below.

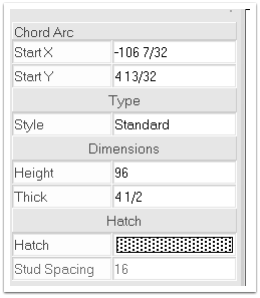
Chord to Wall

The “Chord to Wall” is the measurement from the “Chord Position” to the Wall, measured at a 90degree angle. This measurement is taken from the same location on the end-to-end line as the “B” measurement is taken from, labeled “C” in the figure below.



To draw a curved Wall with CABINET VISION click on the “Walls” button, then click the Arcs > Arc by Chord option in the Ribbon bar.





After you have selected curved Wall as the Wall type, move your mouse into the working area. Once in the working area, place the cross hair where you want the left end of the curved Wall to start and click to anchor the left end of the Wall.

Then move your mouse in the direction you want the Wall to go, and when you have the approximate length you desire, let go of the mouse and type in the “Chord Length” on your keyboard and press enter.

This will move you to the “Chord Position” information box. Move your mouse to ensure that the “Chord Position” information box is active and then type in the chord position measurement on your keyboard and press enter.

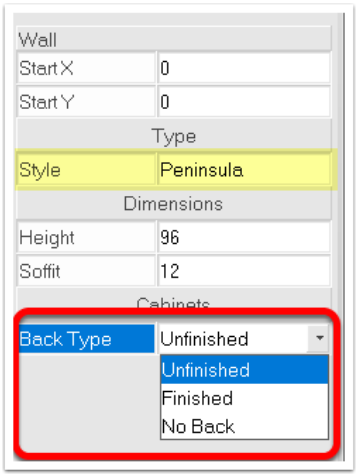
This will move you to the “Chord to Wall” information box. Move your mouse to ensure that the “Chord to Wall” information box is active, and then type in the chord to Wall measurement and press enter.

CABINET VISION will draw the curved Wall.

Peninsula Walls

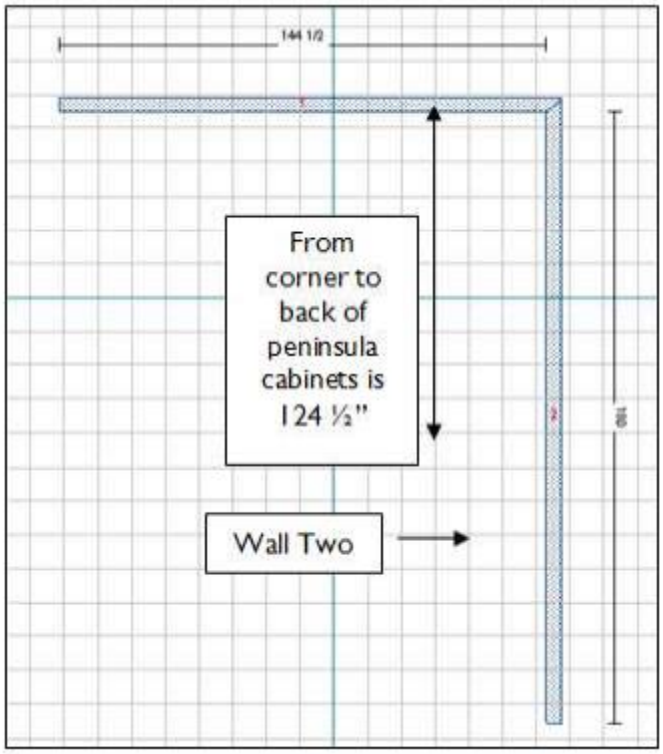
Peninsula Walls are used where you don't want a Wall to show. For example: They are used for peninsula Cabinets, Cabinets coming off another Wall with no Wall behind them. They can also be used for island Cabinets or Assemblies that are out in the middle of the Room somewhere. Also, used when dressing up your design, say placing a table and chairs in the dining Room.

CABINET VISION will automatically place a finished back (made from whatever Material you picked in your Material Schedule) on the back of any "Assembly" placed on a Peninsula Wall. If you want your Assembly Backs configured differently you can change the Wall's Back Type Property from the sidebar.



Peninsula Wall Placement Tip

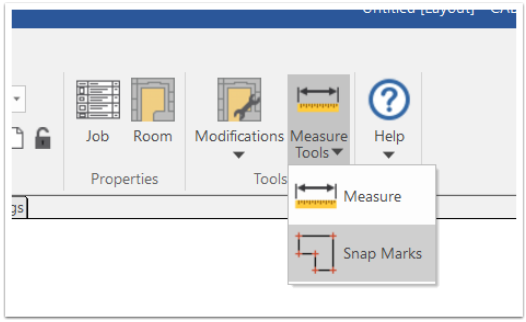
In the picture below let's say you want to come out from Wall #2 124 ½" from the corner to the back of Cabinets running out into the Room with no Wall behind them. In this case, you would draw a "Peninsula" Wall.



To ensure that the starting position of the peninsula Wall is 124 ½" from the corner you would want to use the "Snap Marks" option and the "Snap to Marks" tool to place a snap mark in line with Wall #2 and 124 ½" down the Wall. You would then use this snap mark to align your crosshair when you draw the peninsula Wall.

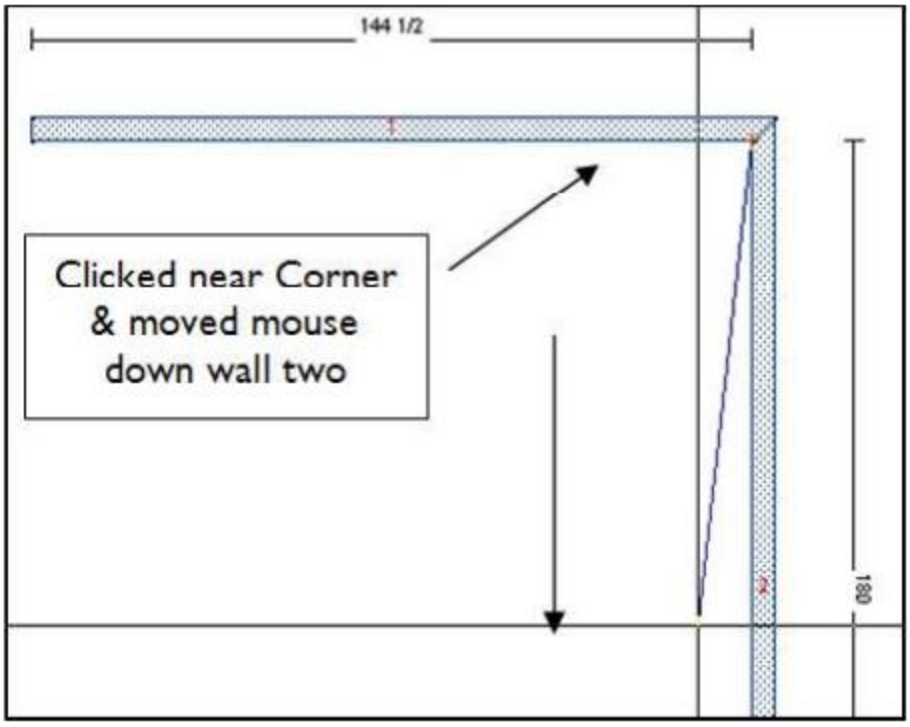
In the statusbar menu click on the Snap to Marks tool.

Next click the “Measure Tools” option in the Ribbonbar and select the “Snap Marks” option.



The Measure tool allows you to measure from one place on the screen to another and the “Snap Marks” tool allows you to place “Snap” or “Tick” marks on screen. You can then use those “Snap” marks to align things you draw.

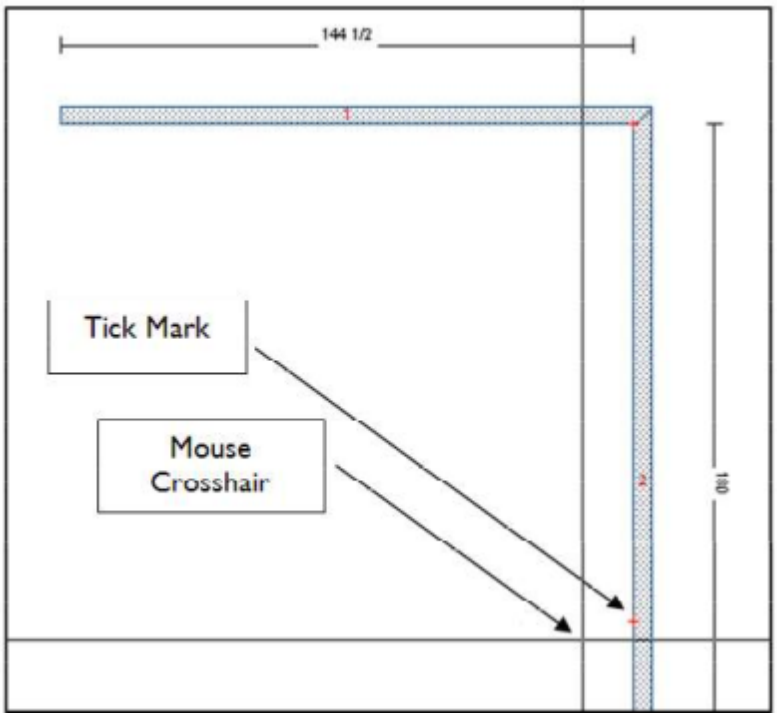
Make sure “Snap Marks” is selected then place your mouse near the corner, and when you click the mouse it will jump and lock to the corner, because you have object snapping turned on. You would then move your mouse down to Wall #2.



In the sidebar, the “Horizontal” position box becomes active. You would, in this scenario, want to place a “Tick” mark at 0” horizontally and 124 ½” vertically. So, type in 0” and then press the “Tab” key, slowly, two times. This will move the active window to the “Vertical” information box, then type in 124 ½” and press the enter key and CABINET VISION will place a tick mark. Then click the right mouse button to release the crosshairs.

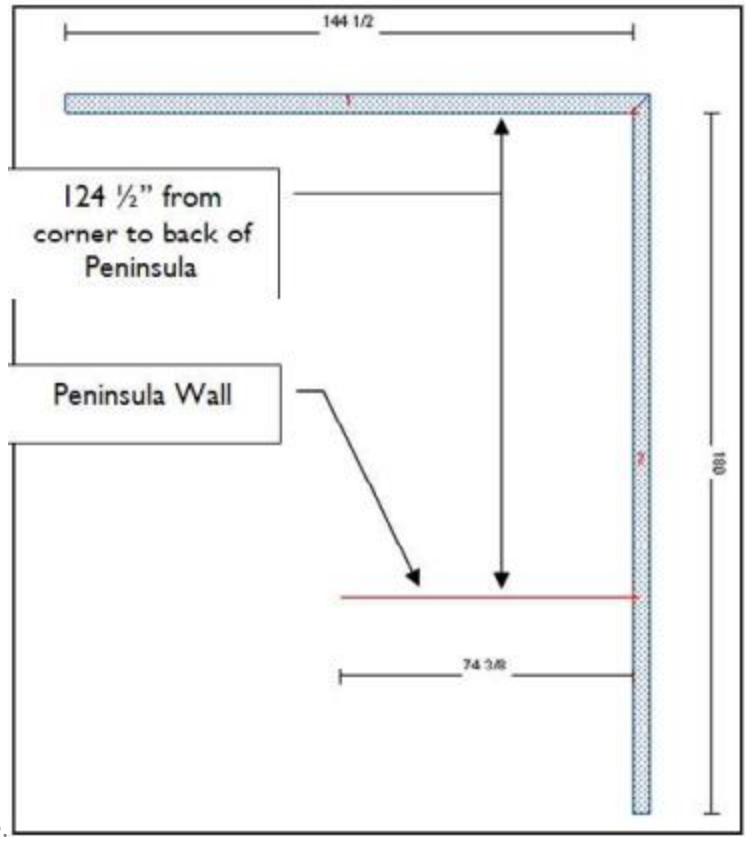
You can now use this tick mark to align your peninsula Wall. To leave the Snap Marks tool, click on the “Return” option.

Now, in the sidebar, click on Walls and change the “Style” of Wall to “Peninsula”. Then move your mouse near the snap mark you placed and when you click, the mouse will snap to the mark.



Now draw the peninsula Wall as you would any other Wall. When you are done, the peninsula Wall will show in floor plan view as a thin red line. In 3D it will not show a

Wall but any Assemblies placed on this Wall will automatically have the Walls specified back type.



Placing Objects

Once you have at least one Wall drawn you can begin to place objects into your Job. These objects can be cabinets, store fixtures, furniture pieces, appliances, closet components, or anything you can imagine. CABINET VISION stores these objects for you in Catalogs.

Catalogs

CABINET VISION comes preloaded with at least three Catalogs of objects. You should have an “Appliance” Catalog, a “Custom Cabinet” and/or “Custom Closet” Catalog, and a “Furnishing” Catalog. You can purchase other Catalogs, download them from eSupport, or you can create your own as needed.

Appliance Catalog

In the “Appliance” Catalog you will find an assortment of appliances you can place in your design. There are sinks, faucets, refrigerators, ranges, cook tops, dishwashers, trash compactors, ovens, microwaves, vent-a-hoods, washers/dryers, and assorted small appliances.

Custom Cabinet Catalog

In the “Custom Cabinet” Catalog you will find some sample Base, Vanity, Wall and Tall Cabinets. These form the basis of what you will use to create your own objects, and eventually your own Catalogs of objects.

Custom Closet Catalog – Only Available with Closet Add-On Purchase

In the “Custom Closet” Catalog you will find some sample Assemblies, Verticals, Horizontals, and Decorative items. These form the basis of what you will use to create your own objects, and eventually your own Catalogs of objects.

Furnishing Catalog

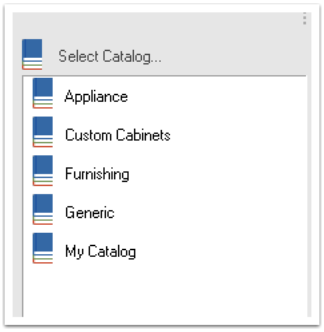
In the “Furnishing” Catalog you will find windows, assorted Doors and openings, bath fixtures, assorted electrical components, assorted lamps, dishware, furniture, etc.

Placing an Object

Placing an object into you design is simple, you just drag* it from the library into the working area of your screen. Move it next to a Wall, and click.

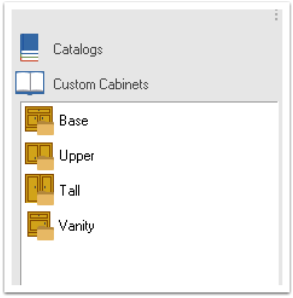
Once you have at least one Wall drawn. Click on the “Objects” button to access your libraries. If you don’t see the “Objects” button, click on the “Return” option until you do.

Clicking on “Objects” should bring up a window something like Figure 12.



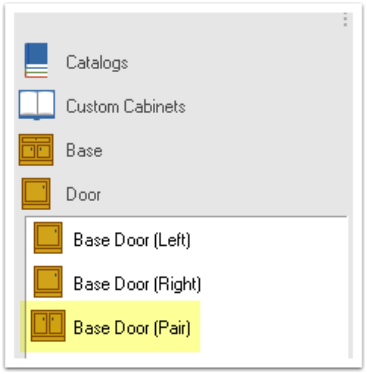
*Click and hold down the left button while moving mouse.

To open a Catalog, just click on it. In the image below the “Custom Cabinets” Catalog has been selected. Your screen should look something like the picture below.



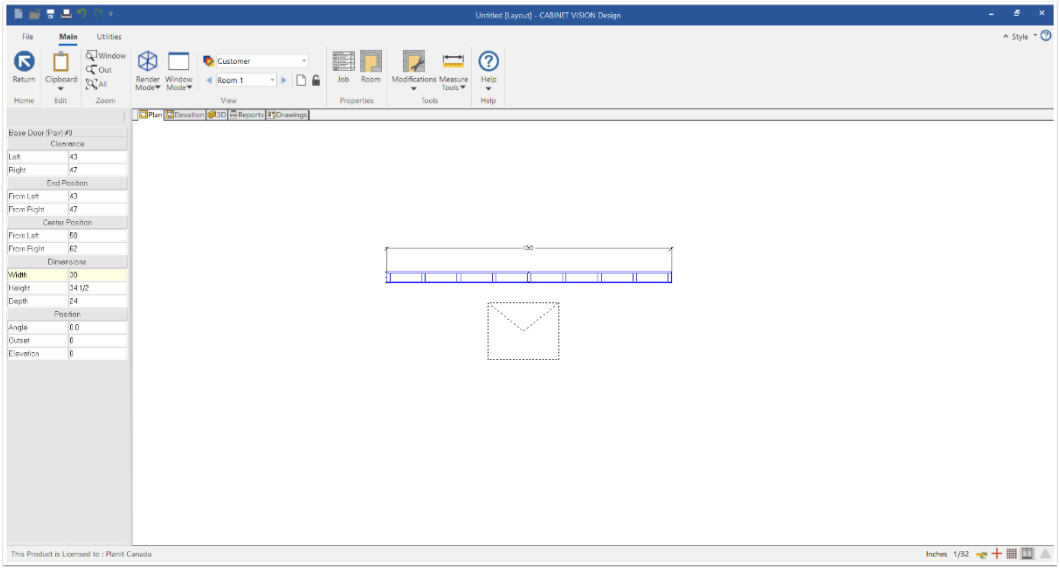
You may have different categories than the ones pictured.

Now click on “Base Cabinets” to access the Base Cabinets.



Let’s place a Base Door (Pair) on the Wall. Click on the Base Door (Pair) and then drag it into the working area. When you release the mouse button you will get a phantom Object (dotted outline) that looks like an envelope.

The wide Part of the flap indicates the back of the Assembly and the point, points toward the front of the Assembly.



Base Door (Pair) #0	
Clearance	
Left	0
Right	64
End Position	
From Left	0
From Right	64
Center Position	
From Left	15
From Right	79
Dimensions	
Width	30
Height	34 1/2
Depth	24
Position	
Angle	0.0
Outset	0
Elevation	0

You will note in the sidebar, information boxes containing positional and sizing information. Included in the positional information will be:

Clearance is the clearance from the end of the object to any other object, on the same Wall.

End Position is the distance from the end of the object to the end of the Wall it is placed on.

Center Position is the distance from the center of the Assembly to the end of the Wall it is placed on.

Width is the Width of the Object.

Height is the Height of the Object.

Depth is the Depth of the Object.

Angle is the angle of the object in relation to the Wall it is placed on.

Outset is the distance from the back of the object to the Wall it is placed on; this can be a negative number.

Elevation is the distance from the bottom of the Assembly to the floor.

You can access this positional and sizing information before or after the object has been placed. Example: To set the position of the left end from the left end of the Wall before the object is placed. Press the tab key, until the information box you want to change is activated, you can then type in the position that you want and press the enter key to apply it or you can press tab again and move to the next information box.

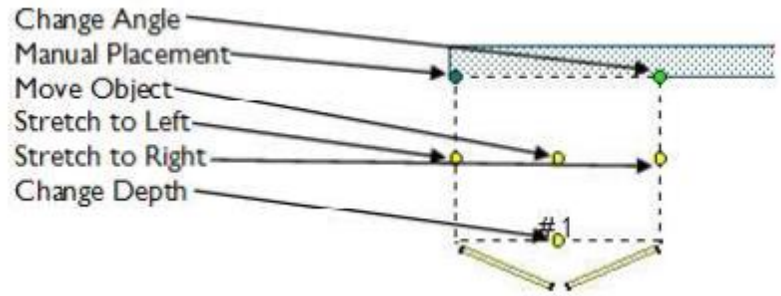
When you have changed everything you want, press enter to place and size the object.

Be sure to completely let go of the mouse while typing in numerical values. If the mouse moves, the numbers will be reset and you will lose any typed values...

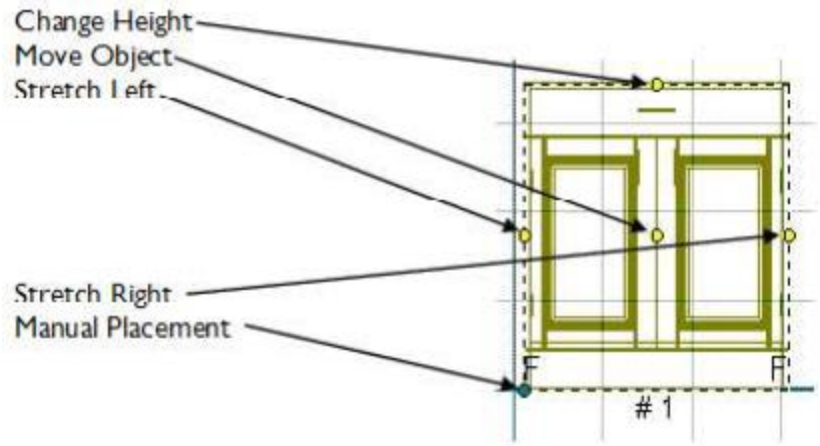
Sizing & Position Handles

When you click on an object in ether floor plan view or elevation view, you will see sizing and position handles appear. You can use these handles to size the object or to move the object around.

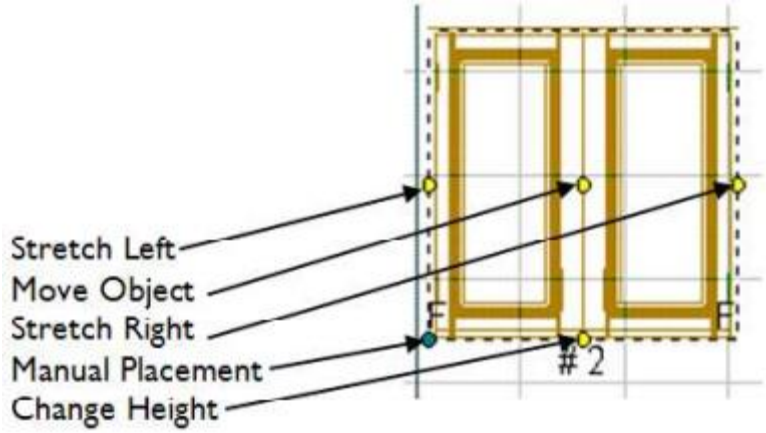
In floor plan mode you will have:



In elevation mode for a “Base” object you will have:



In elevation mode for a “Wall” object you will have:



The sizing handles can save you time. Example: When changing the width of an object if you type the width into the width information box, then when you press Enter, CABINET VISION doesn't know which way you want to stretch the object. So, it brings up a screen asking you which way to stretch it. This adds extra steps to sizing an object. By grabbing the stretch left or stretch right handles it activates the width information box and when you type in the width, CABINET VISION will not ask you which way you want to go as you have already told it by grabbing the stretch left or stretch right handle.

Manual Placement

Manual placement allows you to place an object into a space that already contains an object.

Each object on a Wall takes up a certain space; a Base object takes up a Base space, a Wall object takes up a Wall space, a Tall object takes up a Base and a Wall space. If you tried to place an object into a space that already contains an object, CABINET VISION will not let you. However, there are times when you may need to do this to complete your design, so CABINET VISION has a placement option called "Manual Placement".

Example you want to place a Hood appliance under a Hood Cabinet. Since the Hood Cabinet is taking up the Wall space CABINET VISION doesn't want to let you place the Hood appliance in the same area. So just before you click to place the Hood appliance hold down the "Ctrl" key and it will go right in.

To manually place an object, you can place the object somewhere on the Wall that doesn't already contain an object. Then click on that object, to activate it, grab the manual placement handle and move it anywhere you please.

Or if you don't have space to place it beforehand, drag the object out of the Catalog, move the object to where you want to place it and hold down the "Ctrl" key on your keyboard as you click to place it. CABINET VISION will let you place an object anywhere you please if you hold down the "Ctrl" key while placing it.

Manual placement should be used with care. You could end up designing something that won't fit in the space you have available if you're not careful. Or you could even cause CABINET VISION to crash when two objects overlap in the same space.

Here's an alternate method: For the Hood example, you may take the Wall Cabinet to the Assembly Level (right click the Cabinet and click "Edit") and then go to the front orthographic view (the smiley Face). Then click the "Objects" button in the sidebar. Find your Hood appliance and place it anywhere that you like. Overlapping objects will not cause problems when placed inside the orthographic view.

For placing objects in the middle of a Room, to create an island, a dining area, or the dreaded whatever, use a peninsula Wall, don't manually place them. Not only is it

hard to line them up when you manually place them, but they are attached to the last Wall you worked on. When you view an elevation of that Wall you will see objects stacked on top of, and overlapping each other. So, draw a “Peninsula” Wall and place your object on it. It will make it easier to line them up and you won’t have objects overlapping each other on your elevation drawings.

Placing Corner Objects

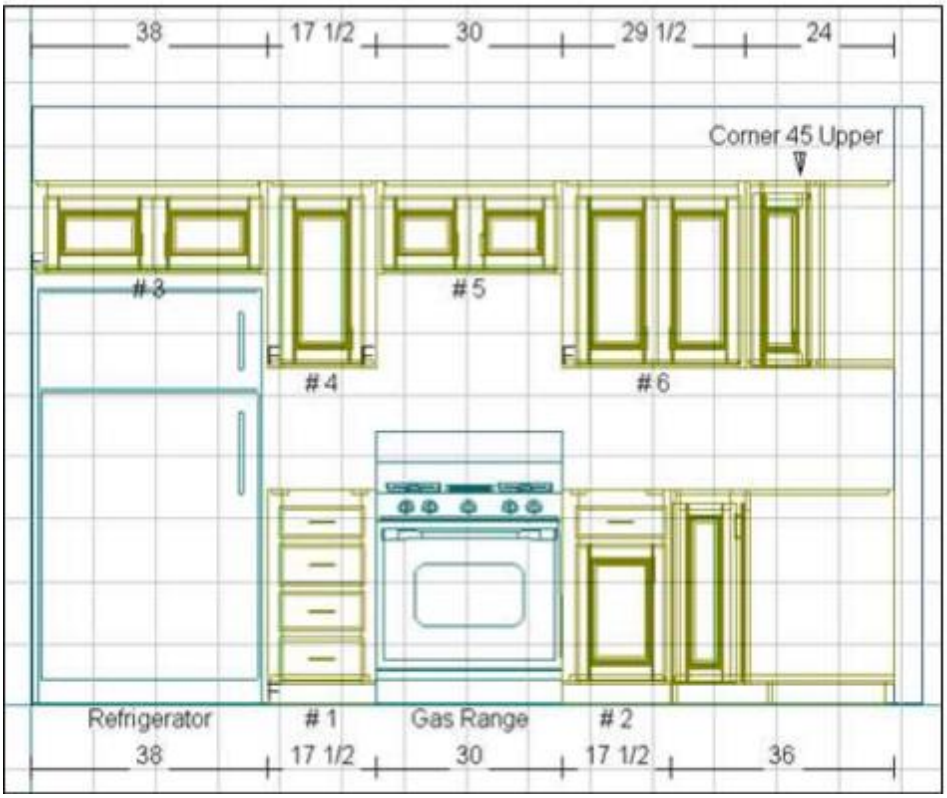
Every object in CABINET VISION is attached to a Wall, corner objects are no different. However, since they fit in the corner you must pick one of the two Walls making up the corner, as the Wall to attach them to. The right-hand Wall that makes up the corner is the Wall to attach them to. When placing a corner object if you let it touch the left Wall and not the right Wall, it will not go in. However, if you let it touch the right-hand Wall and not the left it will go right in.

Combining Objects

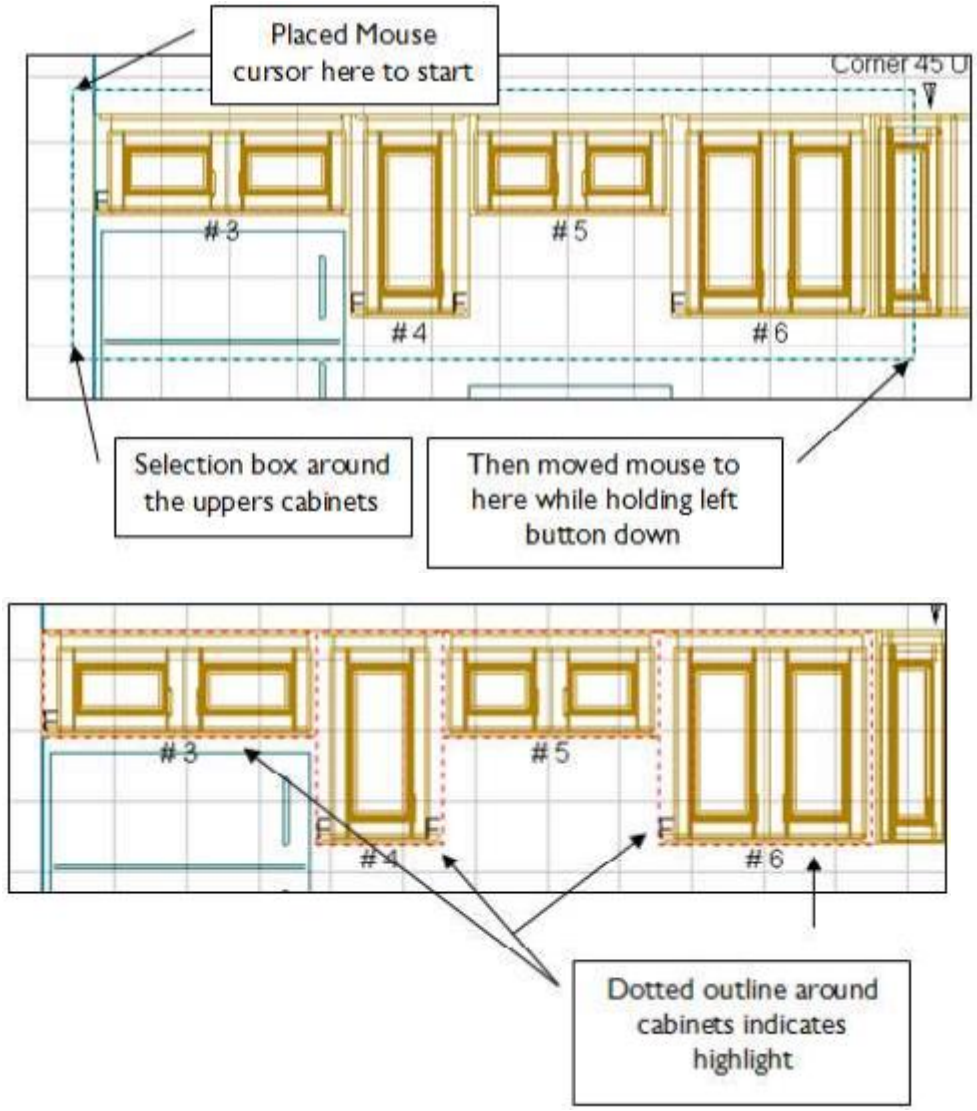
If you want one big Cabinet, place it, stretch it, and then section it into what you want. Don't place a bunch of small Cabinets and then combine them, as you will lose your sectioning. The exception to this rule is combining different height objects.

Example: Let's say you're designing a Face Frame Job and you want to "gang build" the Cabinets. The best way to do the Walls over the range would be to place several small objects and then combine them to make a combination Wall Cabinet.

The following image shows several individual Cabinets above the refrigerator and range.

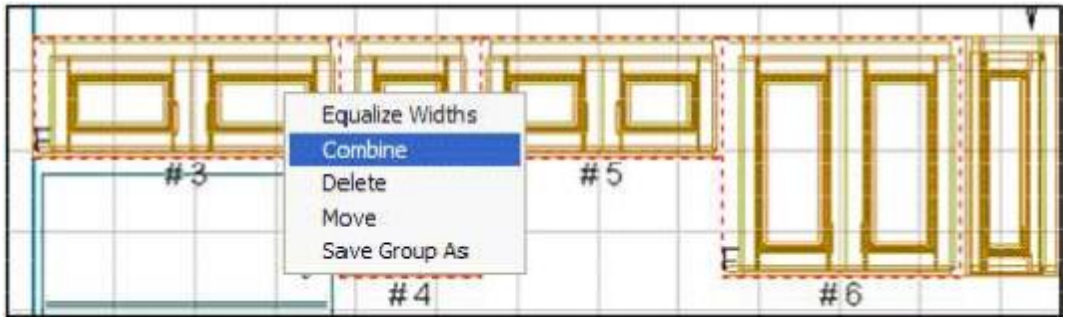


To combine these Cabinets into one, place your mouse cursor above and to the left of the leftmost Wall Cabinet. Then hold down the left mouse button while drawing a selection box around the Walls Cabinets you wish to combine as shown in the image below.

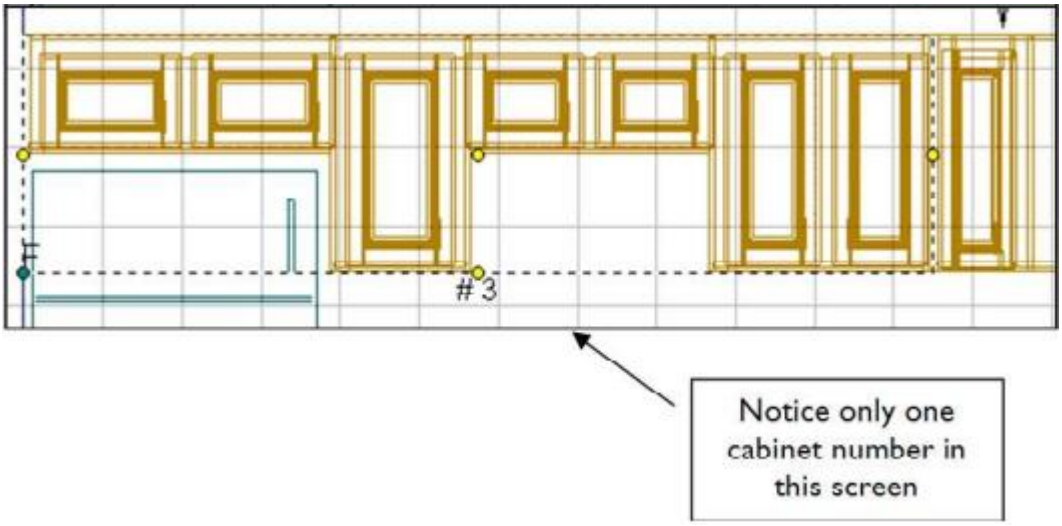


When you release the left mouse button CABINET VISION highlights the Wall Cabinets.

Next right click inside the Highlight, and you will be presented with a drop down menu.



Select “Combine” and CABINET VISION combines the Cabinets together into one large Cabinet. The drawing and the cut-list will show only one Cabinet.



You can then “Section” the individual openings of this Cabinet to suit your design.

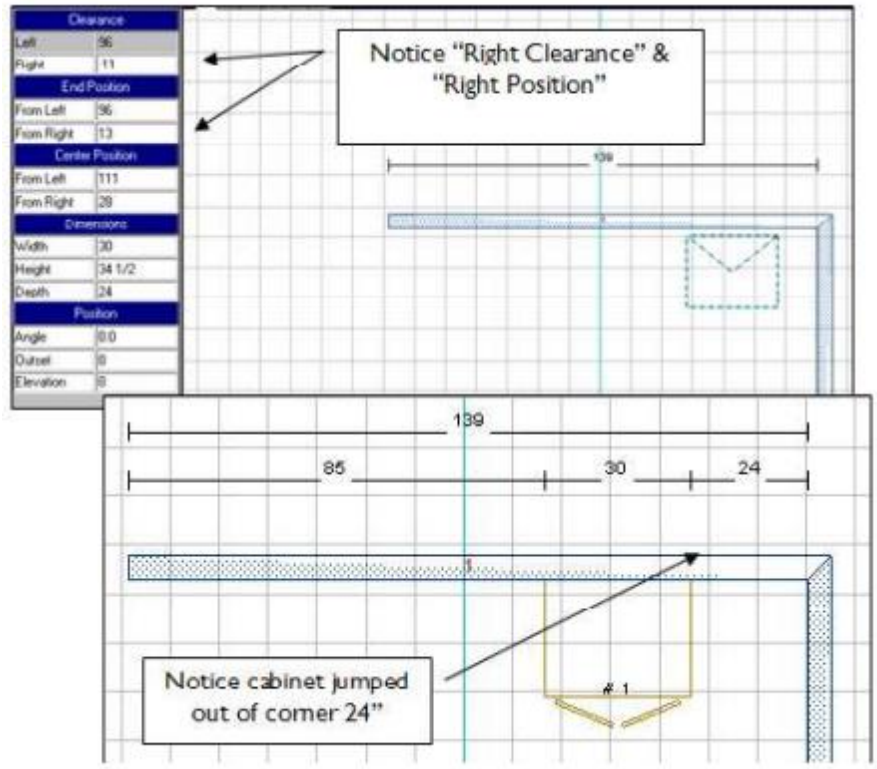
Blind Corner Cabinets

(Extended & Return Ends)

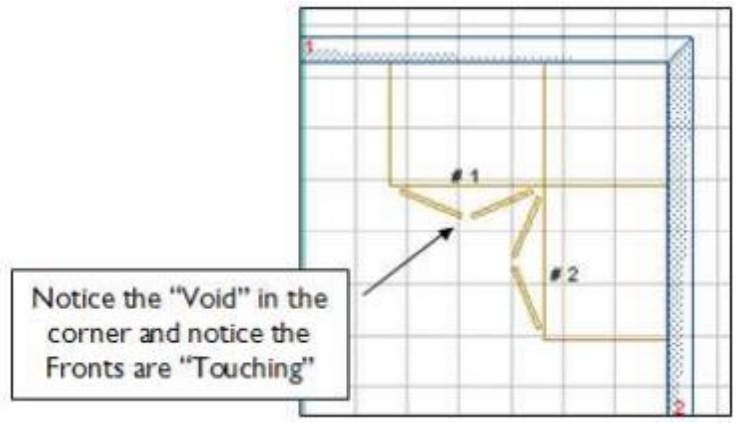
For those of you who build with extended or blind corner Cabinets. This section will show you the correct way to do this type of Cabinet.

For the Extend option to function properly you must leave a void in the corner equal to the Cabinets Depth.

To achieve this accurately: Reference the image below...Drag a Base Cabinet out and move it near Wall #1. Release the mouse button and move the phantom toward the corner along Wall #1. As you do this, the right clearance will start counting down toward 0". When it passes 0" the clearance will change to a negative number, the right position should remain a positive number. When the left clearance is a negative number, click and the Cabinet will "jump" out of the corner, by the "depth" of the Cabinet you are placing. A 24" deep base Cabinet in the Case of the image below.



To complete the process, you would do the same thing on the other Wall creating a Cabinet Depth void in the corner.



Right click in the void in the corner and you will get a drop-down menu.

Click on "Extend Left End" or "Extend Right End" and CABINET VISION will make one Cabinet have an extended end and the other Cabinet a return end, per how you have your Construction Method configured. This is the correct way to do blind-corner Cabinets.

Right Clicking

Right clicking your mouse in different areas and on top of different objects will bring up a drop-down menu with options that depend on what it was you right clicked on. Try right clicking on different objects, Walls, Assemblies, or out in the middle of the Room and see what happens.

View Tabs

The View Tabs are used to change the view you are looking at and to go to “Reports” and “Drawings”.

The first button is “Plan” view.

The second button is “Elevation” view.

The third button is “3D” view.

The fourth button is “Reports” view.

The fifth button is “Drawings” view.

The sixth button shown here is “S2M Center” view.

Click on each one after you have something laid out to see your different views.

Order of Operations When Laying Out

There is an order to doing things that will make working with CABINET VISION more pleasant.

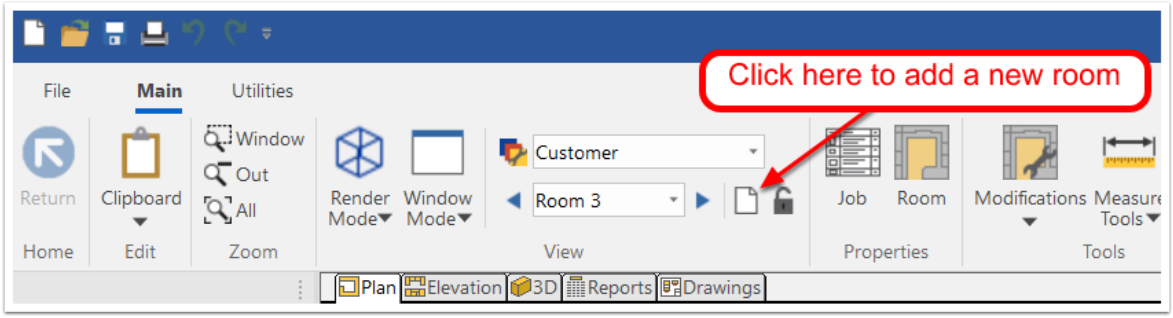
When placing Assemblies, it is a good idea to place them like you would install them. Work from the corners out.

Always size an Assembly before sectioning or editing it. Always shape an Assembly before sectioning or editing it. Always (well, almost always... See the Combining Objects topic for the exception to this rule) combine Assemblies before sectioning or editing them.

Adding a New Room

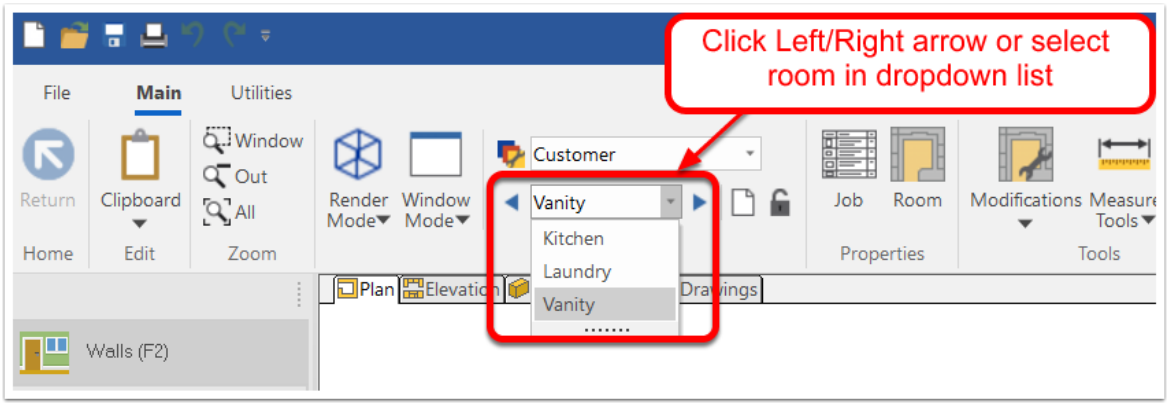
It's not a good idea to do several Rooms of Assemblies all in the same Room. It is a better idea to separate Rooms for different parts of the Job. This allows you to get separate 3D views of each section of the Job and, it allows you to filter Rooms in the "Report Center" and in "Bidding".

Adding a new Room is simple, while in Plan View, just click "New Room" option.



Changing Rooms

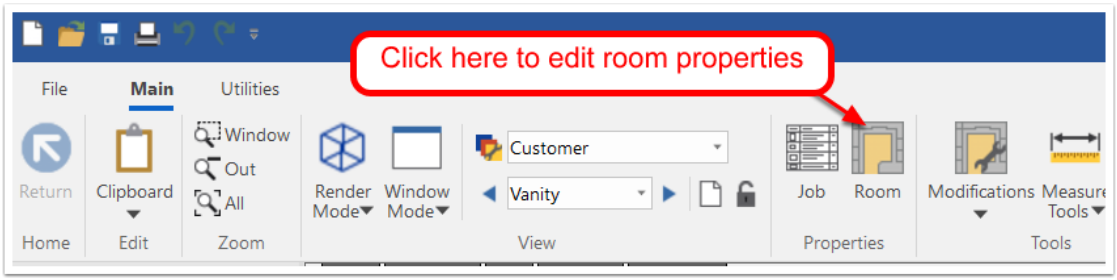
Changing to a different Room is also very simple; while in Plan View, just click in the "Room" information box at the top of your screen. Then select the "Room" you would like to work in from the list.



Room Properties

Just as a Job has Job Properties, each Room has Properties. You can change the Materials for this Room; you can change Door styles for this Room; you can change Hardware for this Room, etc.

To change the Properties for a Room you must be in “Plan” or “Elevation” View; then, just click the “Room” option.

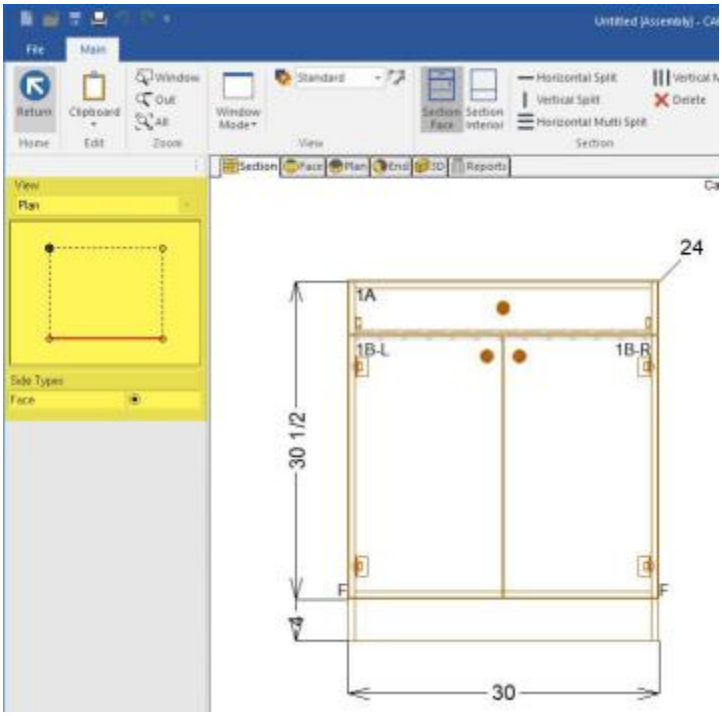


There are lots of things that you change with Room Properties and the other options. Explore your options by clicking on everything in sight to see what it does. This is the very best way to learn a new software application.

The Section Editor

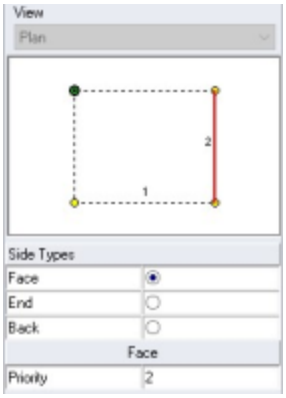
Side Selector

In the Assembly Section Editor, the side selector is visible for all Assemblies (See image below).

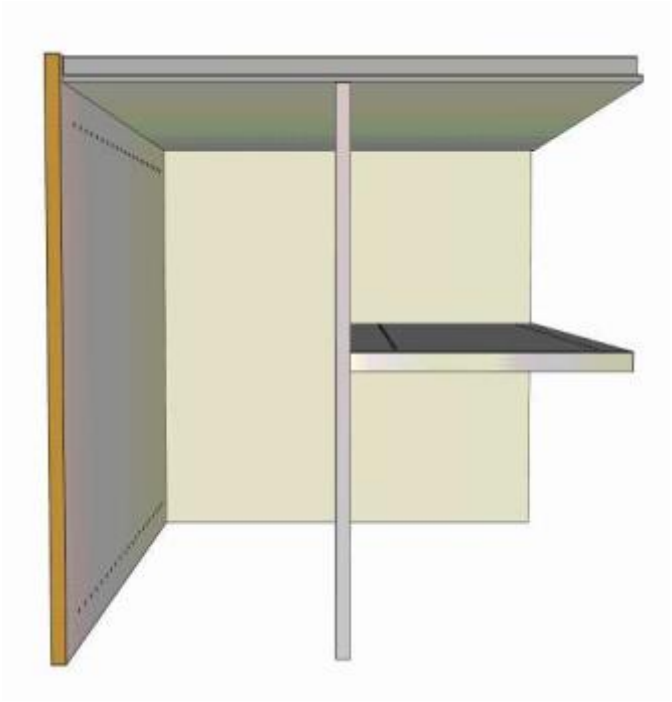


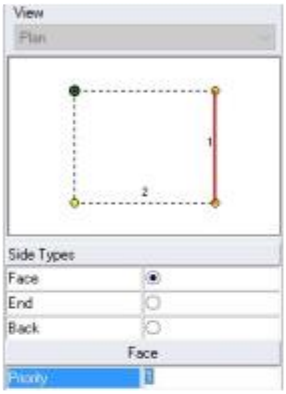
The side selector is used to change the attributes of any side of the Assembly. A popular use is to add a second Face to the Assembly either on a side or on the back.

When you add a second Face to the Assembly, the side selector allows you to give priority to either Face. The Face with a priority of 1 has a “higher” priority than the Face with a priority of 2. Therefore, sectioning of Face #1 will run through the entire Assembly but sectioning of Face #2 will terminate when it runs into a Part from Face #1.



In the picture to the left you can see that the right side of this cabinet has been changed to a face with a priority of 2. This means that sectioning on the original face of this cabinet will have priority over the side face. Notice in the picture below how a partition placed in the Priority 1 Face goes through the entire depth of the cabinet while a partition from the Priority 2 Face ends at the first partition.

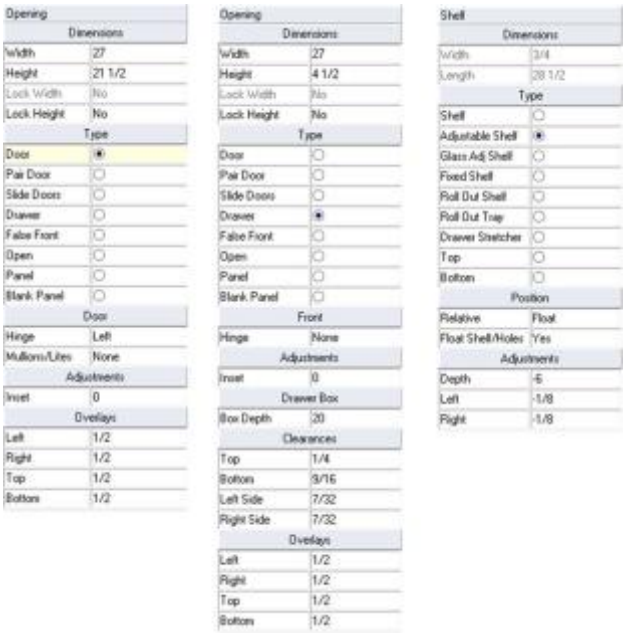




In the picture to the left, you can see that the right side of this cabinet has been changed to a face with the priority of 1. This is the same cabinet as in the previous example with the exception that the original face has been given a priority of 2 and the side face has been given a priority of 1.

Notice in the picture below that the partition placed in the side face now goes through the cabinet and terminates the partition from the lower priority face. Compare this to the example on the previous page

Section Editor Sidebar

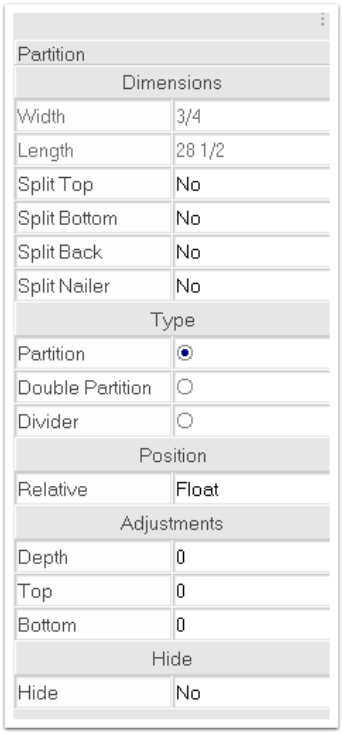


Above, you will see the sidebar that appears when you click on a Door, Drawer Front, or a Shelf in the Section Editor. The left picture (marked Door sidebar) shows the options that will appear in the sidebar of the Section Editor when you click on a Door or opening from the Section Face view.

The center picture (labeled Drawer sidebar) shows the options that appear when you click on a Drawer Front from the Section Face view.

In the picture on the right (labeled Shelf sidebar) you will see the options that appear when you click on a Shelf in the Section Case view.

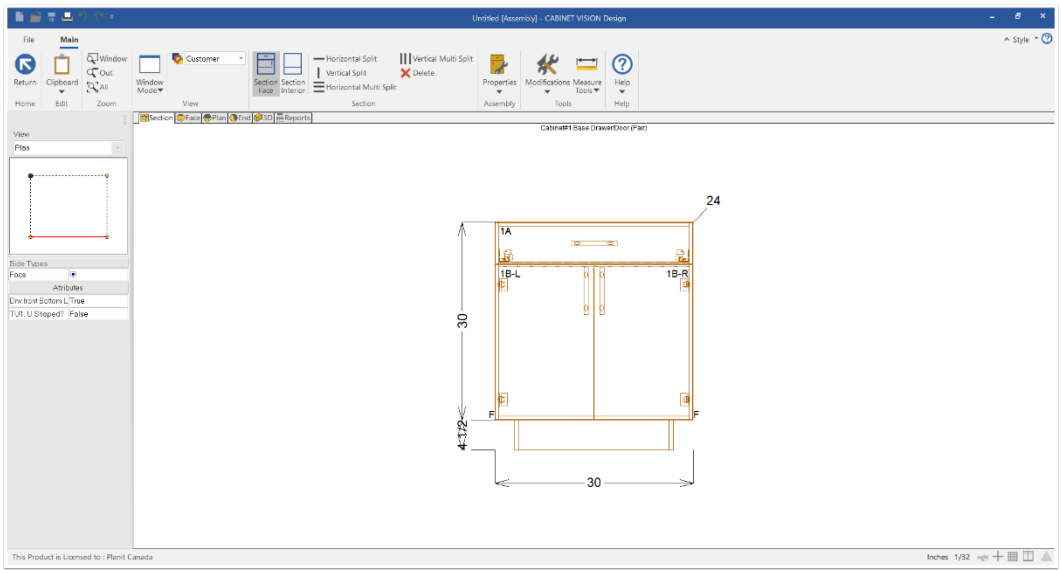
Below is a view of the options that will appear when you click on a Partition in the Section Case view.



Partition	
Dimensions	
Width	3/4
Length	28 1/2
Split Top	No
Split Bottom	No
Split Back	No
Split Nailer	No
Type	
Partition	◉
Double Partition	○
Divider	○
Position	
Relative	Float
Adjustments	
Depth	0
Top	0
Bottom	0
Hide	
Hide	No

Overview of Section Editing

Changes to an Assembly are best made at the Section Editor. Editing performed at the Section Editor allow the Assembly to retain its intelligence or logic as the Assembly's overall dimensions are changed. To get to the Section Editor from either the Floor Plan View or the Elevation View, either double-click the Assembly or right-click the Assembly and click Edit or Section. The Section Editor may also be accessed by going to the Order Entry page and then right-clicking on an Assembly in the Assembly list and then clicking Edit.

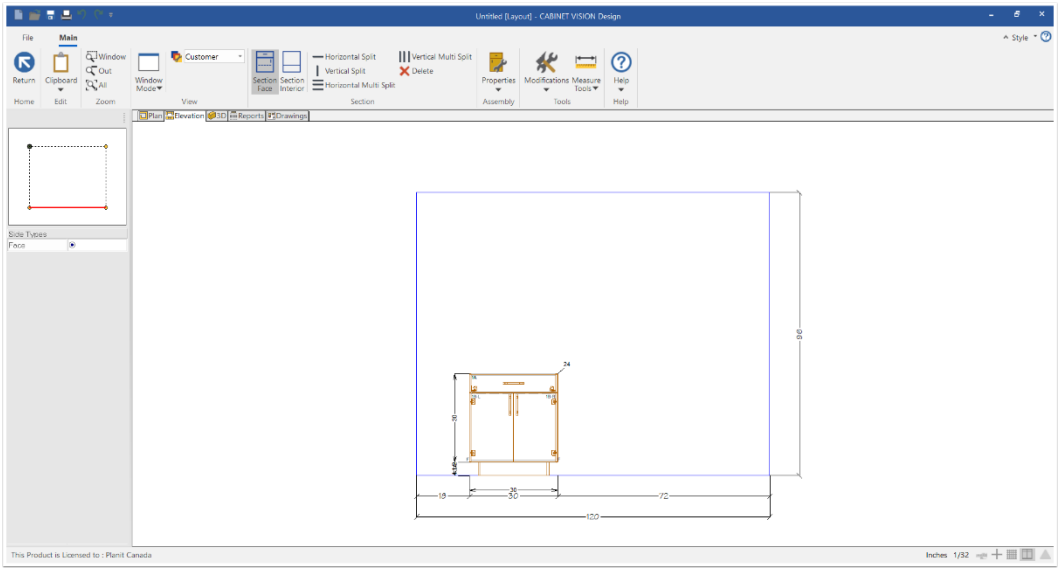


Note that changes made in the Section Editor will only apply to this Assembly. Likewise, if changes are made to an Assembly in the Section Editor and then changes are made to the Room Level Construction, the overrides on this Assembly may prevent the Room Level changes from affecting this Assembly.

Using the Section Option

This is an alternate way to get to the section view. From the floor plan view, right-click the Assembly and click Section. This will take you to the same Assembly section view with one small difference. You will be sectioning directly in the elevation of the Wall where this Assembly sits

If you Right Click and select Section from the Elevation View you will also be able to Section Edit Assemblies live on the Elevation Wall.



To section a different Assembly from the same Wall, simply click on the desired Assembly in the Elevation. Another alternative is to double-click an Assembly from the Elevation View. This will allow live Section Editing directly on the Wall.

Section Editing of an Assembly Face allows for re-configuring of the Face as needed. Typically, this includes modification, creation, or deletion of a Door, Drawer, false front, opening, or panel. Editing at this level retains logic to respond to changes in the overall size or position of the Assembly. Since Section Editing occurs at the Assembly level, the changes made here will not reach beyond this specific Assembly. However, the Assembly may be saved to the library and reused in its current configuration.

Sectioning Options

These are the options used to edit the Assembly in either the Section Face view or the Section Case view. The tools are very intuitive; they do exactly what they look like.

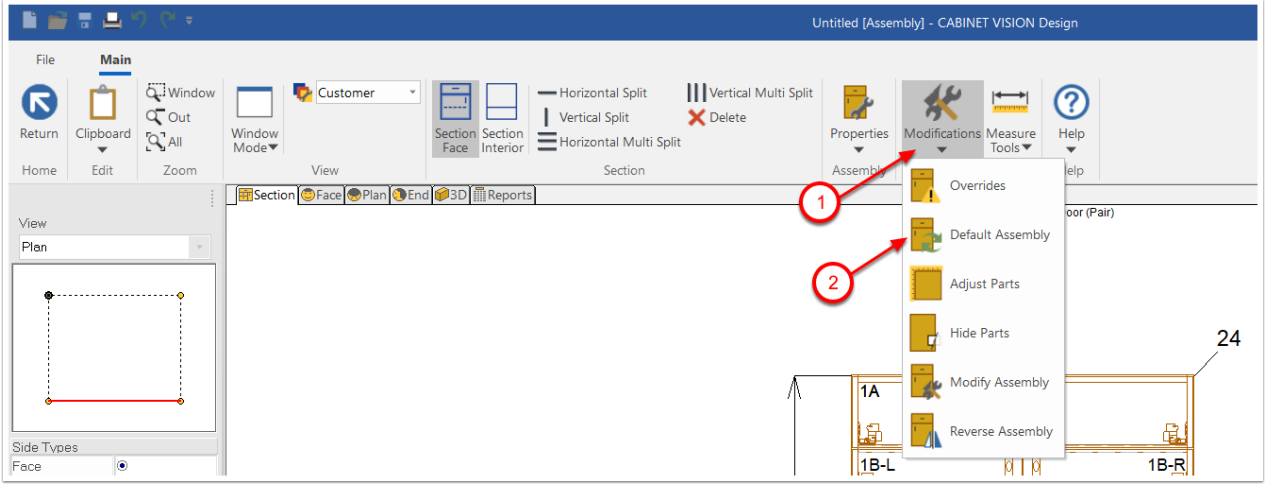
The Horizontal Split option creates a horizontal split in the Assembly

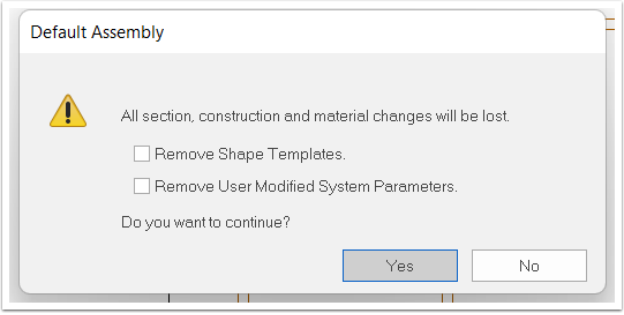
The Horizontal Multi Split option creates multiple horizontal splits in the Assembly.

Example of Section Editing

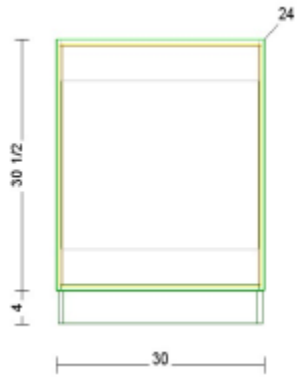
Start with the Std Base Cabinet from the Custom Cabinet Catalog. Take that Cabinet to the Section Face View.

Default the Assembly; this is accomplished by clicking on the “Modifications” drop-down then clicking the “Default Assembly” option. You will then see the following warning message; simply click Yes.

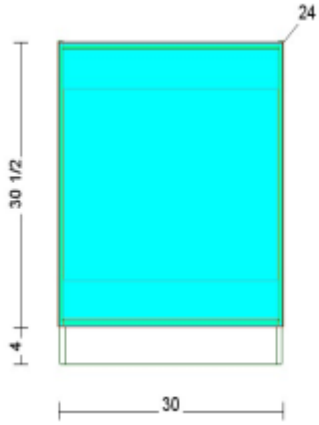




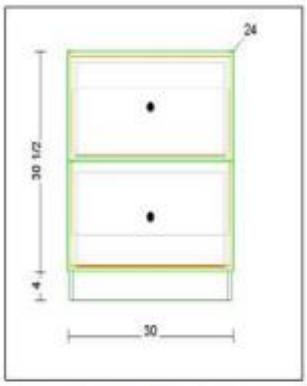
You should have a Cabinet that resembles the picture below.



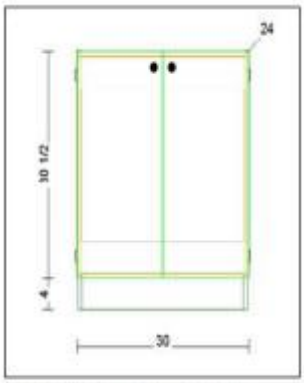
Click in the main opening of the Cabinet to select it for editing. The selected area will change color as in the picture below.



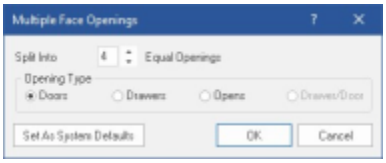
Click one of the Split Multiple options to create more than one split in Doors and drawers. Choose the number of openings and their type.

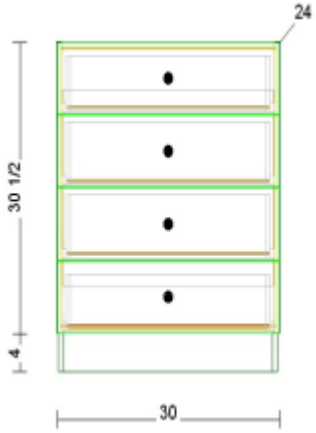


Click the Single Horizontal Split Button to create a drawer over a drawer.

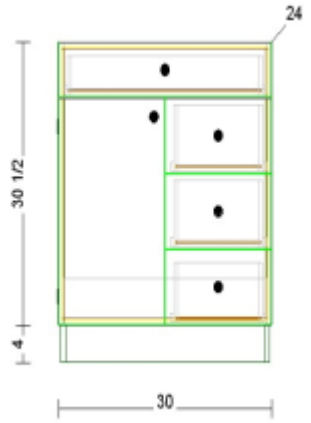


Click the Single Vertical Split Button to create a door beside a door.

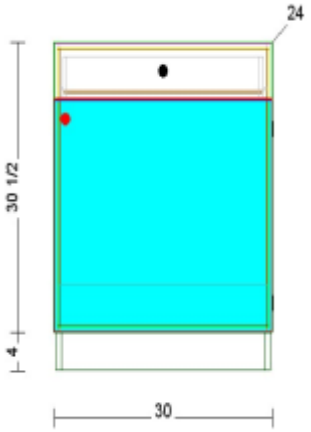




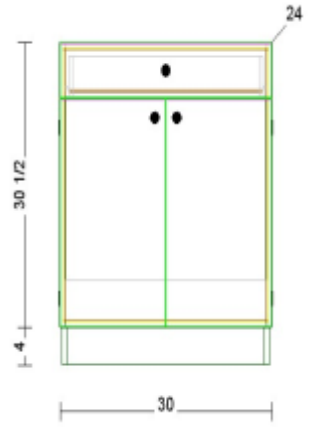
Some Cabinets require multiple steps to create. For example, the next Cabinet (pictured below) requires three steps to create.



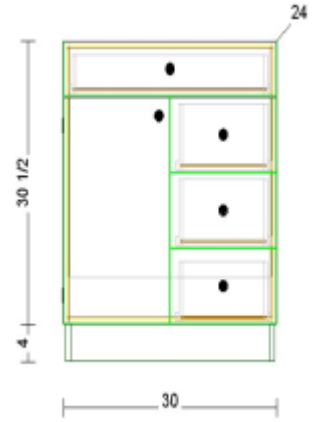
First Step: Divide the Face opening into two sections; in this case, it will be a Drawer above a Door. Use the Split Horizontal option.



Second Step: Divide the single Door into two Doors. Use the Split Vertical option.



Third Step: Divide the right Door into three drawers. Use the Split Multiple Horizontal option.



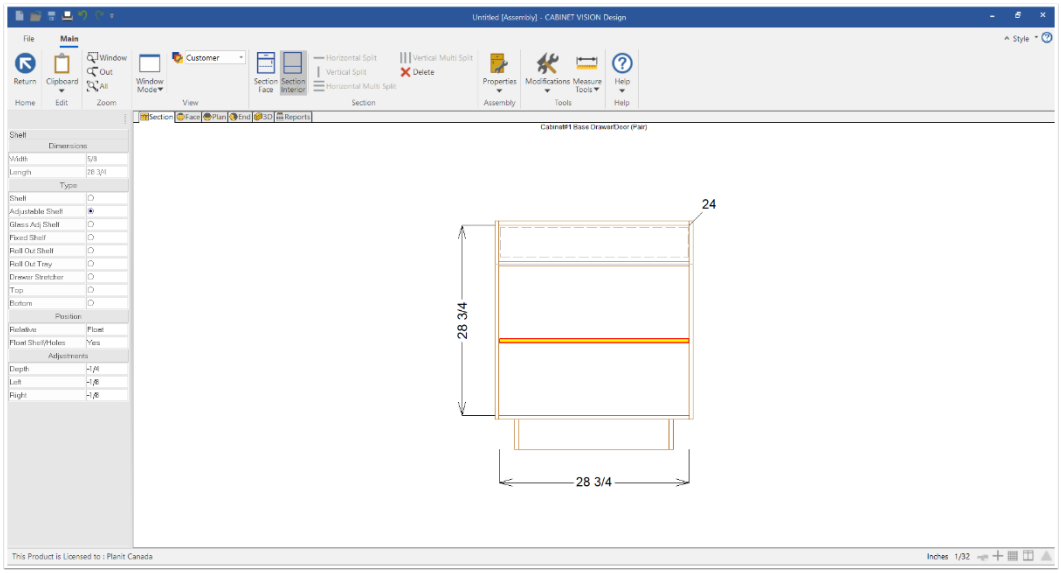
Editing Interiors

Editing of the Assembly interior is normally independent of the Face configuration. However, there is a method of transferring logic from Face Parts to Case Parts (see Section Face/Section Case Logic Transfer in the next section). As a “general rule,” you want to edit the Face of the Assembly first and then edit the Case. As with any “general rule,” there are certainly exceptions.

To switch to the Section Case View from the Section Face View, click the Section Interior option (Highlighted below).

The same editing tools are available for Case editing as in Face editing: Single and Multiple Split options for both Horizontal and Vertical Divisions.

Below is an example of the Case View of an Assembly with a shelf added. This was achieved by clicking in the Case opening and then clicking the Split Horizontal option.

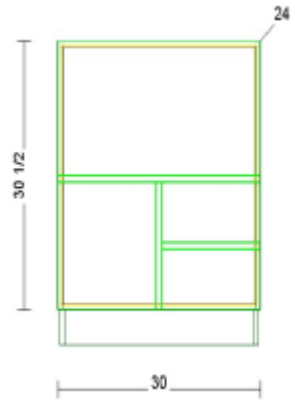


Notice that after the shelf has been added, it has been highlighted by clicking on it. This gives you the opportunity to set what type of division it is. In the sidebar, the Adjustable Shelf type has been selected. This Adjustable Shelf could be changed to any of the listed Types by simply selecting it.

To delete a shelf or other Assembly Part, simply click on that Part to select it and then click the Delete option (red X) in the ribbon bar to delete that Part.

As with editing the Face of an Assembly, when adding Partitions and Shelves inside the Case, the order in which things are added is extremely important.

Like the example used in Face editing, the following Cabinet requires three steps to create.

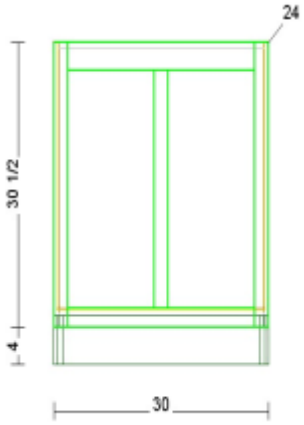


This Cabinet was sectioned by first splitting the opening one time horizontally (Shelf). Second, the bottom section was split once vertically (Partition). Finally, the bottom right section was divided once horizontally (Shelf).

Section Face/Section Case Logic Transfer

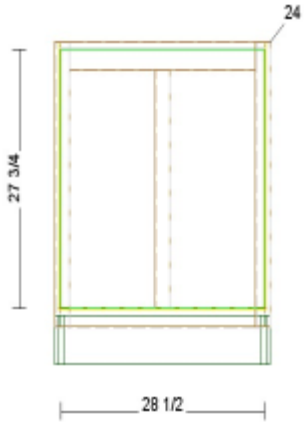
Interior Parts may be added to an Assembly in a way that associates them to corresponding Parts of the Face of the Assembly. It is important if you wish for the Face logic to transfer to the Case Parts that you follow the correct order of operation.

First: Edit the Cabinet Face to have the desired divisions. On the example Cabinet below, there is only one division, a Mid Stile. Our goal in this example is to place a Partition behind the Mid Stile and to have the Partition's location related to the



location of the Mid Stile.

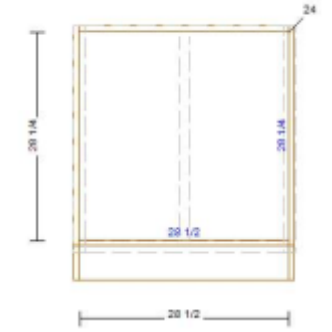
Second: Go to the Section Interior view by clicking the Section Interior option.

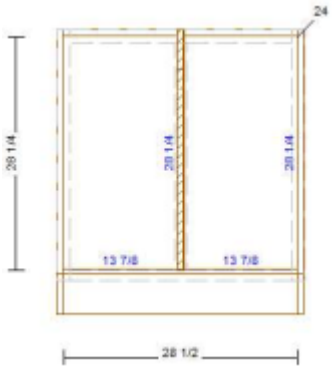


Third: Make sure that no Part of the Cabinet is selected. You can insure that nothing is selected by clicking somewhere outside of the Cabinet itself.

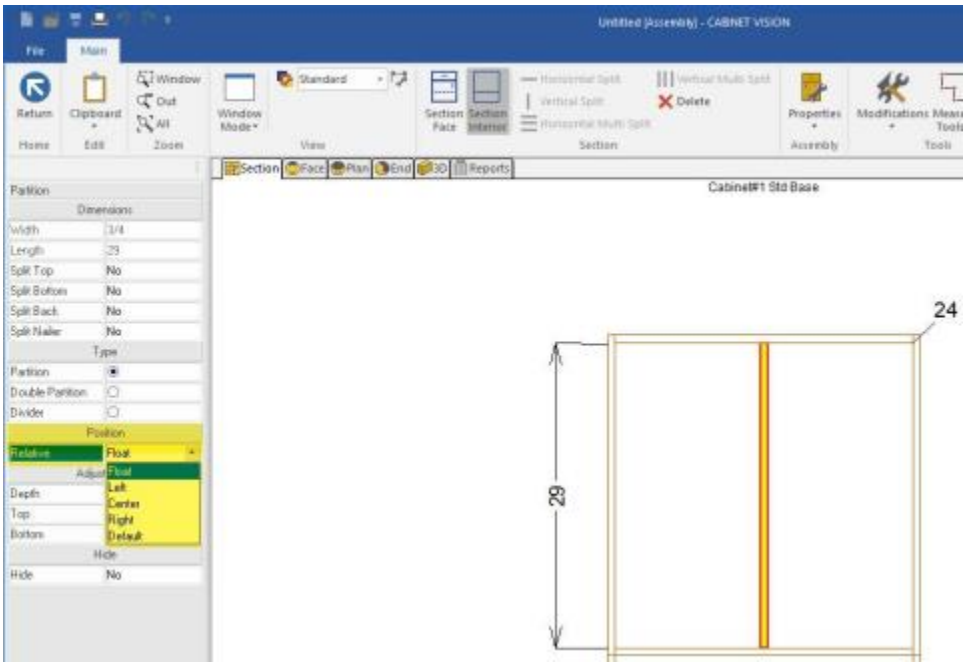
Fourth: For our example Cabinet, we want a Partition that is centered behind the Mid Stile. Therefore, the next step is to click the Split Vertical option. The option will then change focus (it will appear highlighted).

Fifth: Place your mouse in the space between the two dashed lines that represent the location of the Mid Stile and click one time (see pictures below).





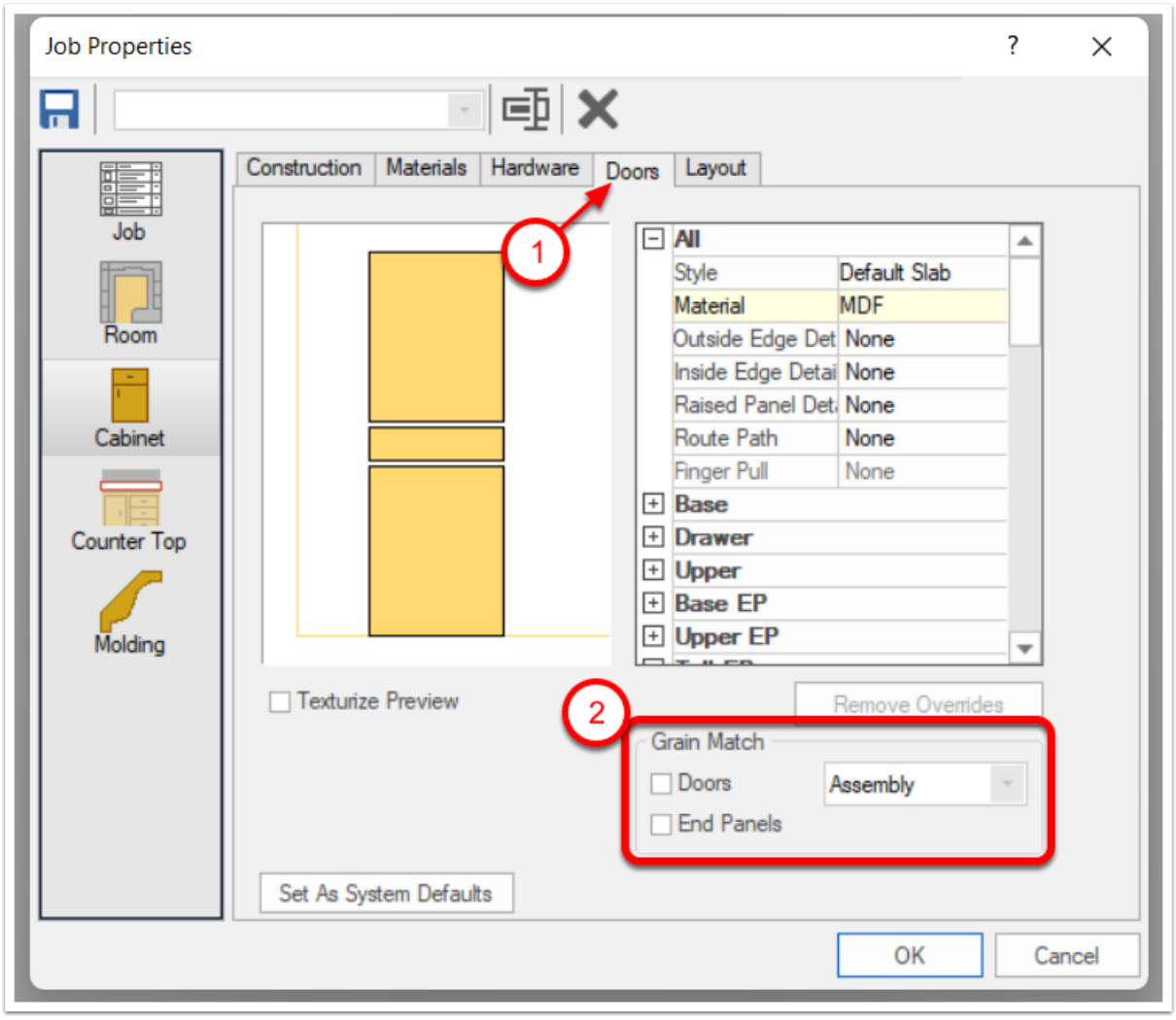
Sixth: Click on the Partition and it will change color to indicate that it is selected. In the sidebar, you can now select how that Partition needs to relate to the Face frame.



The relative position may be set to center (the Partition is centered behind the Mid Stile), Left (the Partition is flush with the left side of the Stile), Right (the Partition is flush with the right side of the Stile), or float (the Partition can be manually set to any other position). Note: Float removes the association between the Partition and the Mid Stile.

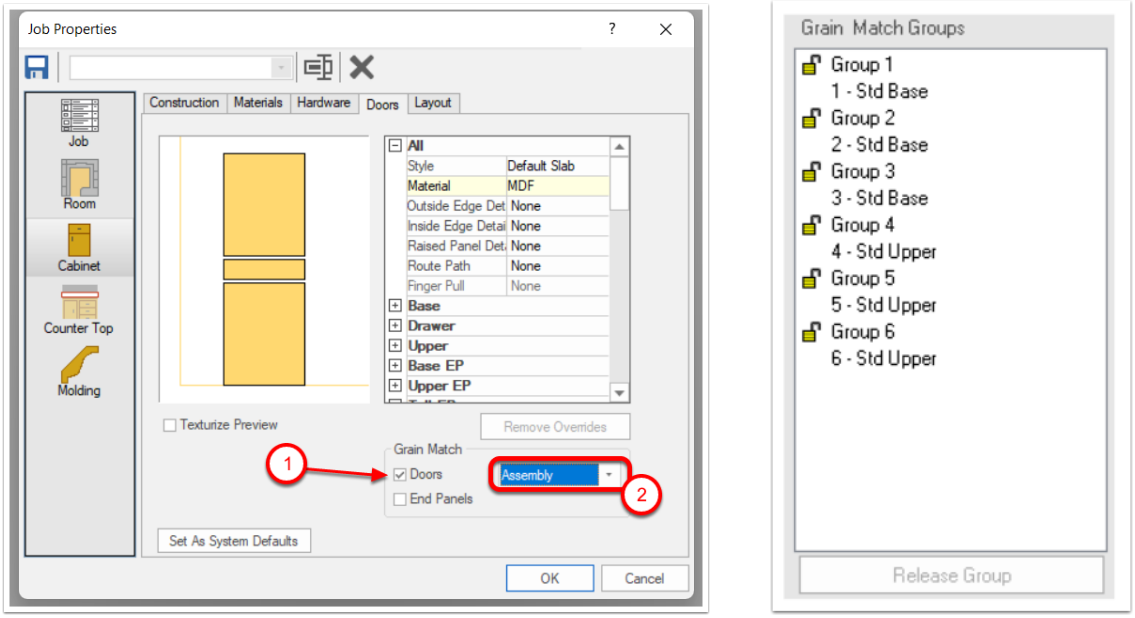
Grain Match

Grain matching will appear in a few places, one being when you start a job and select your doors

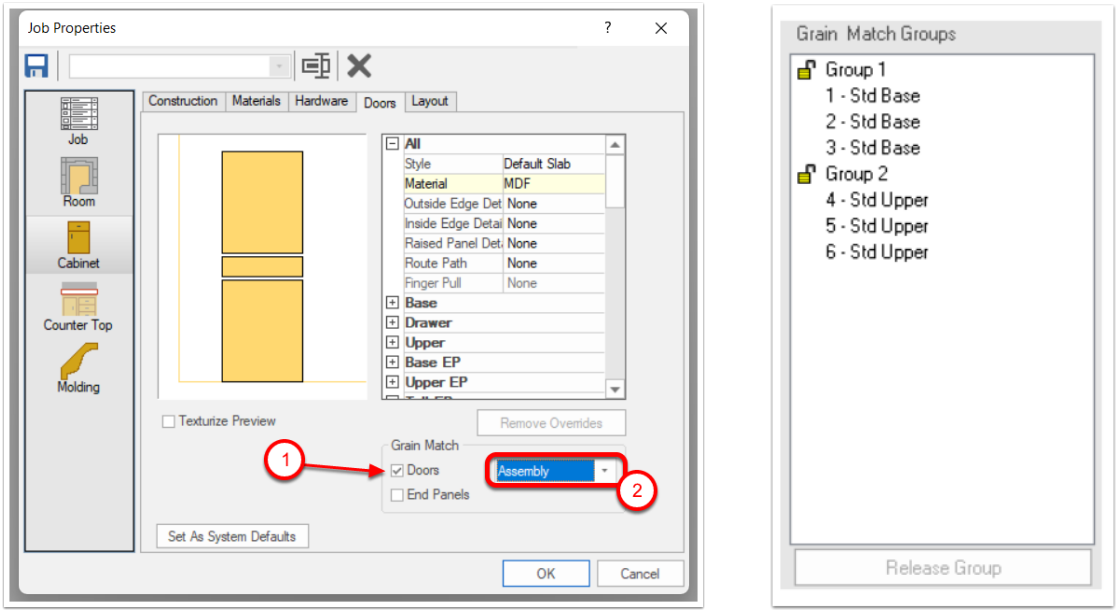


You have the option to grain match by Assembly or by Auto Group.

Grain matching by Assembly will put each Assembly is in its own group. It means doors from each assembly will be cut together with the best of the capability within the limitations of the sheet size.

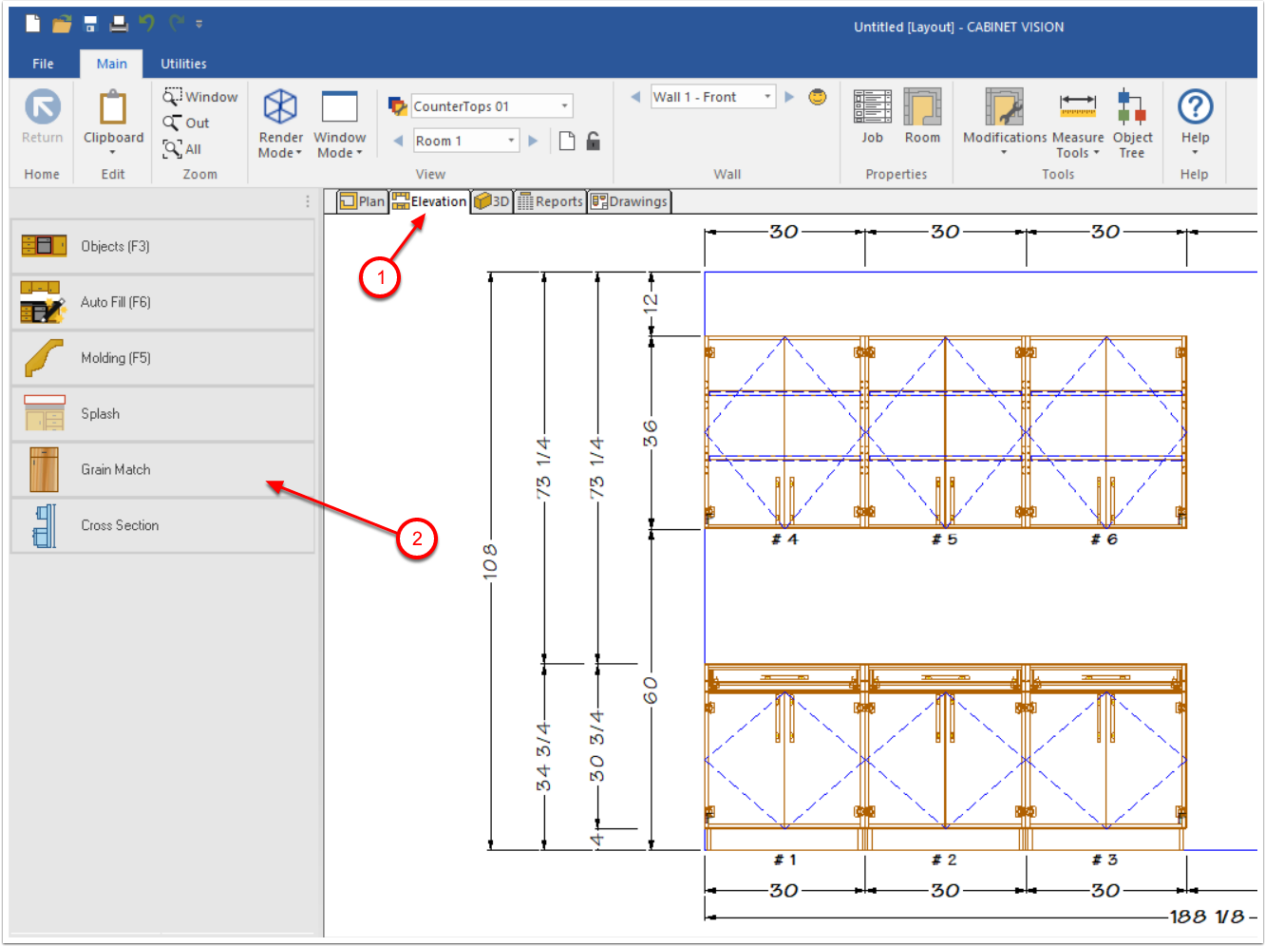


Grain matching by Auto-Group will put adjacent Assemblies together in the same group. It means doors from adjacent Assemblies will be cut together with the best of the capability within the limitations of the sheet size

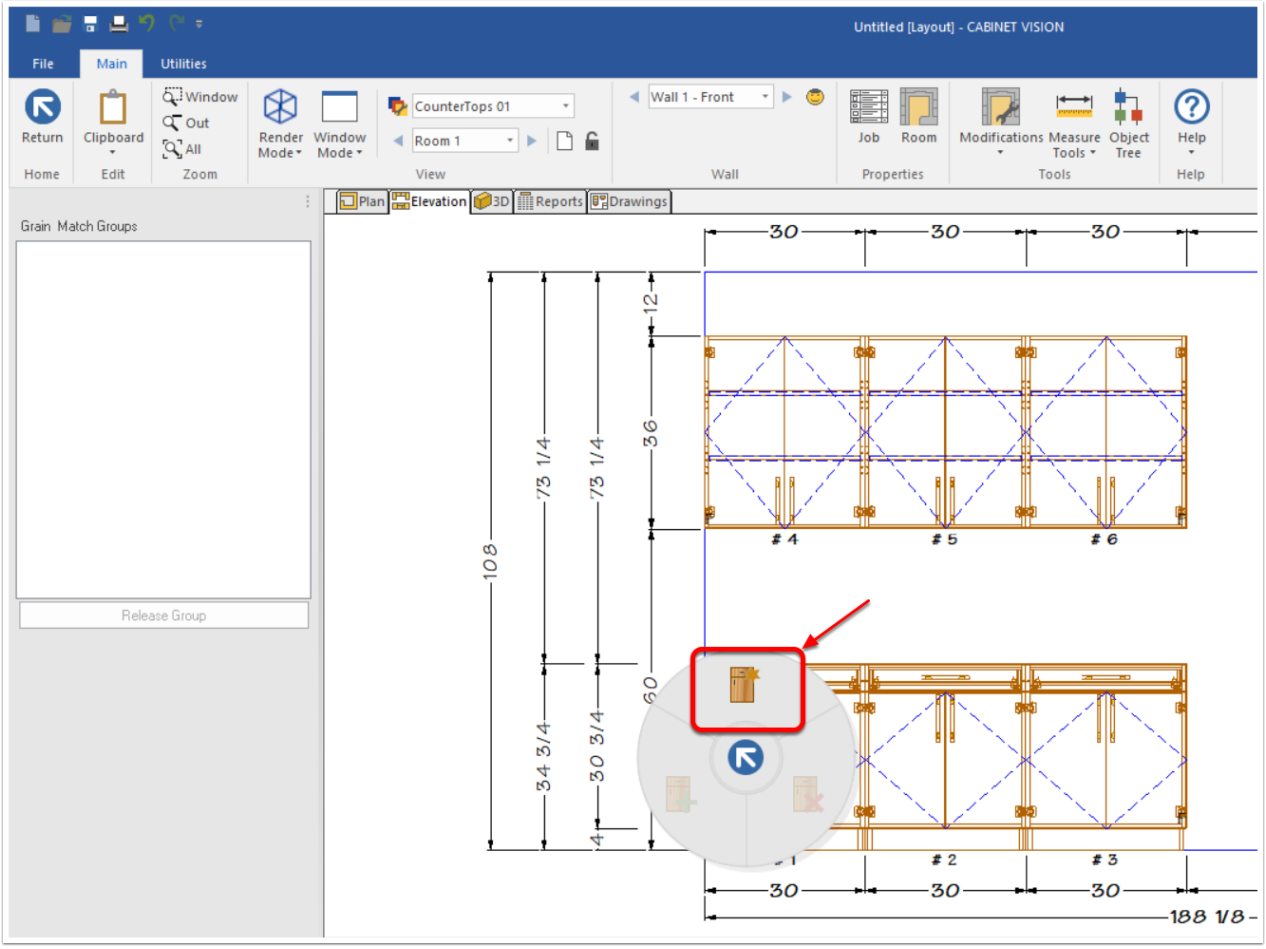


You can also turn this off and grain match manually for specific assemblies only from the Elevation view.

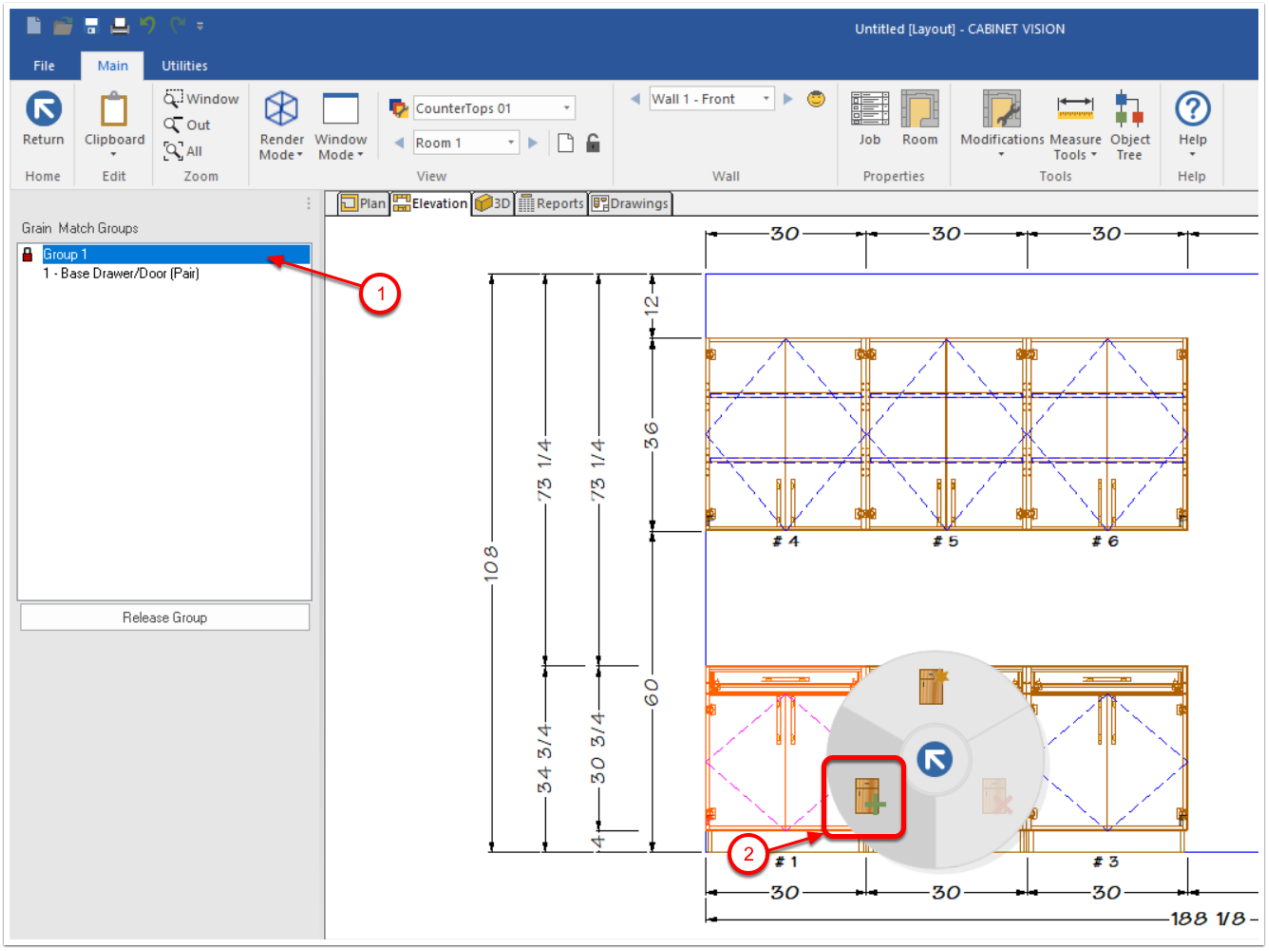
When you go to the elevation view you can manage the grain matching by clicking on the Grain Match button on the left sidebar.



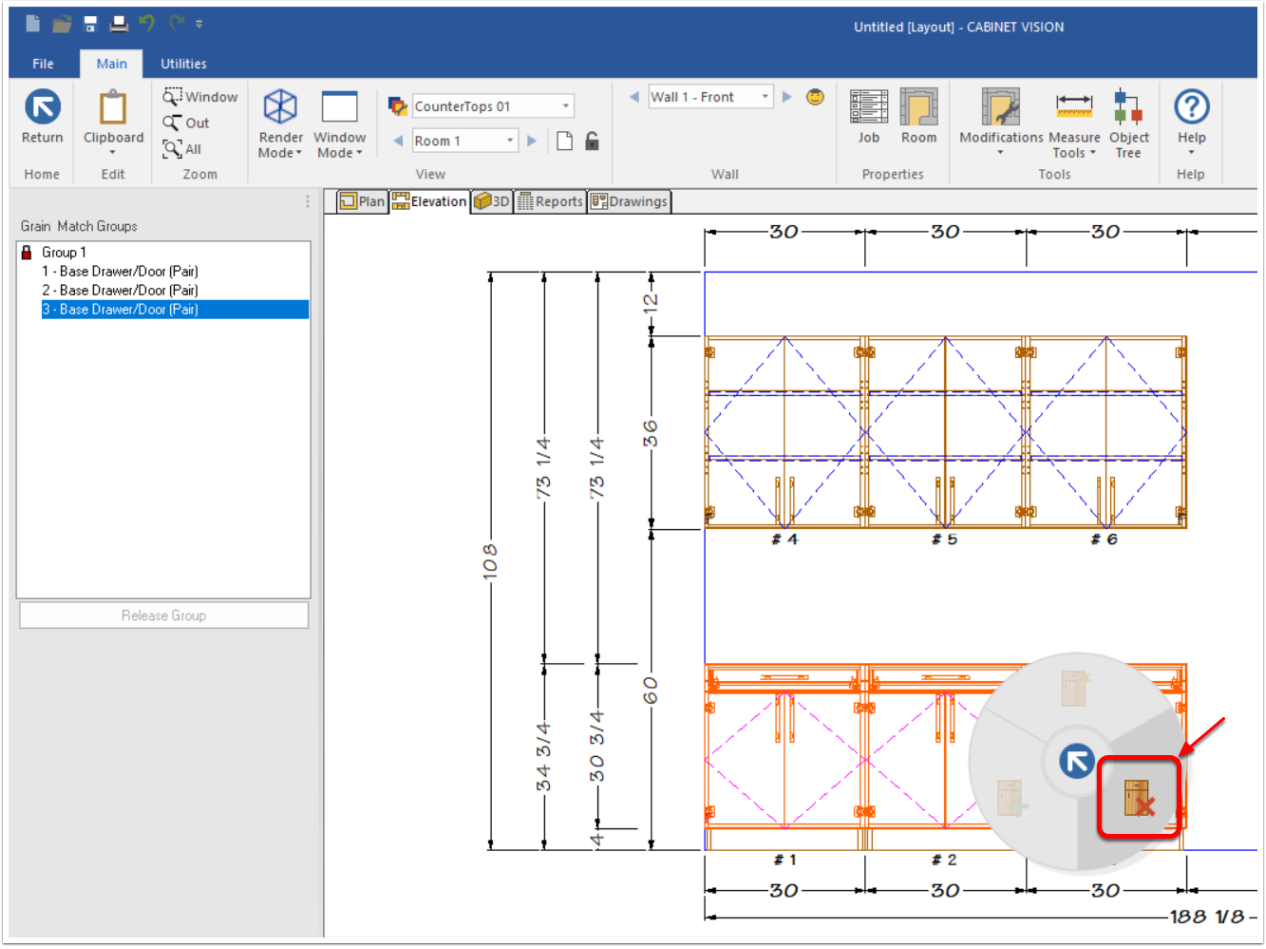
To create a new group right click on an Assembly in Grain Match mode and click on the Create Group button.



To add an Assembly to an existing group on the left sidebar select the group the assembly will be added, right click on an Assembly and click on the Add to Group button.

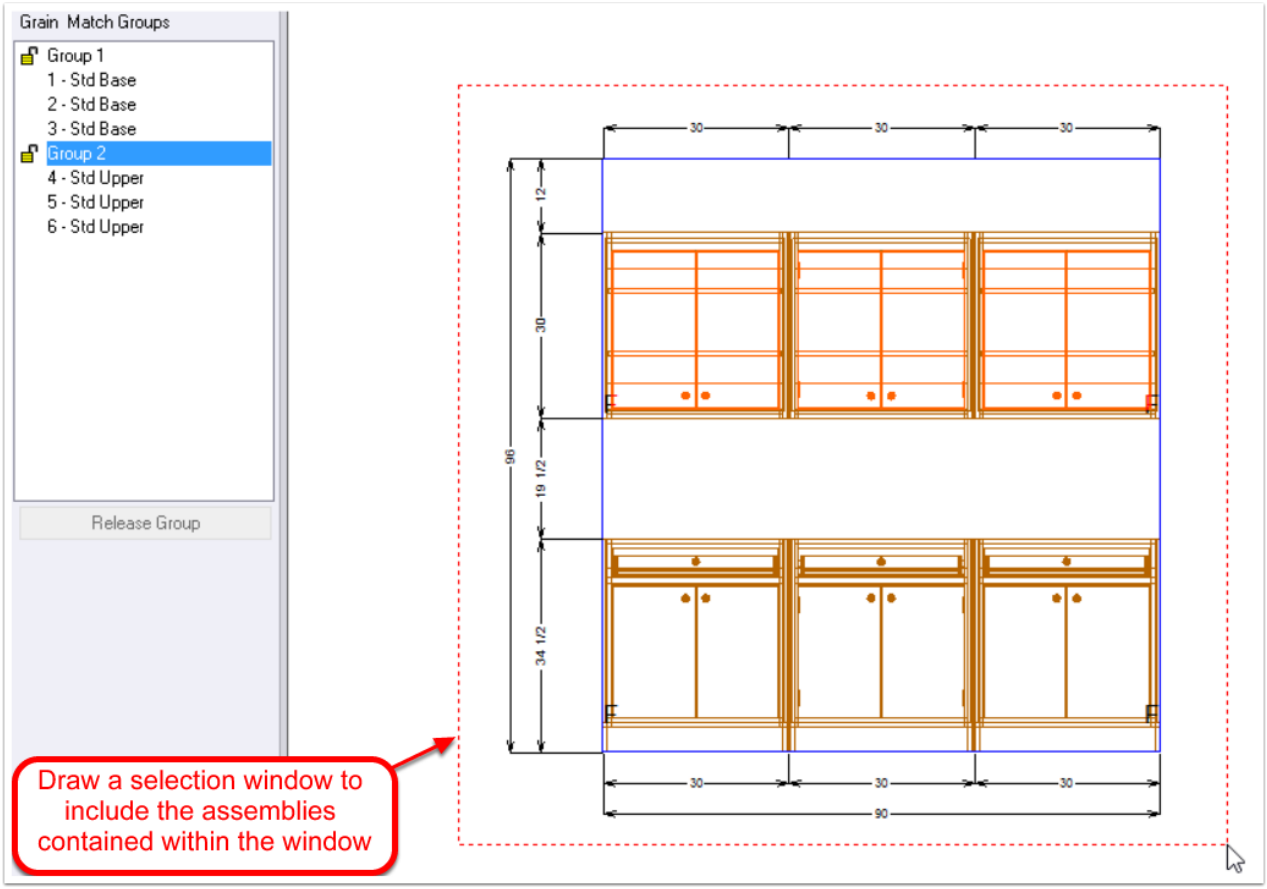


To remove an Assembly from a group right click on the Assembly and click on the Remove Matching button.



You can create new groups with multiple Assemblies using a selection window to include the assemblies contained within the window.

All adjacent Assemblies will be added to the same group

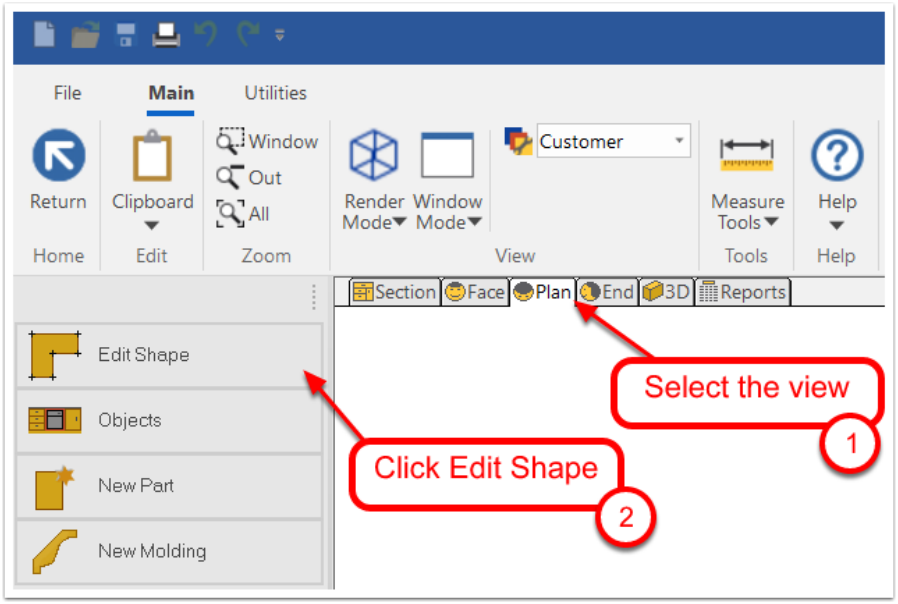

Grain Match Groups
Group 1
1 - Std Base
2 - Std Base
3 - Std Base
Group 2
4 - Std Upper
5 - Std Upper
6 - Std Upper
Release Group
Draw a selection window to include the assemblies contained within the window
30
30
30
12
30
96
19 1/2
34 1/2
30
30
30
90

Cabinet Shaping

You can shape an Assembly if the Assembly requires a custom shape. The shaping can be done in any of the three orthographic views or it can be done at the Plan or Elevation view of the Room level. The view that you choose to edit the shape from must be the view that represents the unique shape.

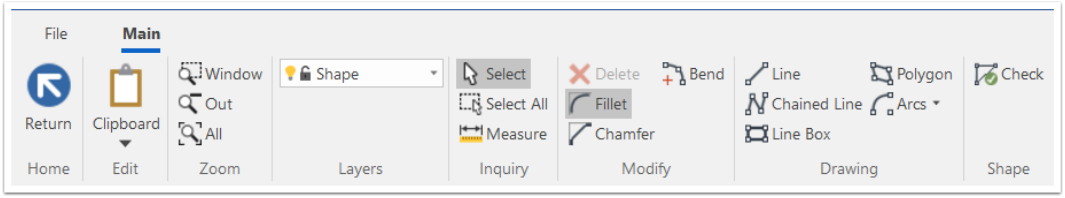
First, double click on the cabinet you want to modify

Select the view from where you want to Edit the shape then click on Edit Shape button in the side bar.



Now you can modify the outside shape of your object using the Shape Editor.

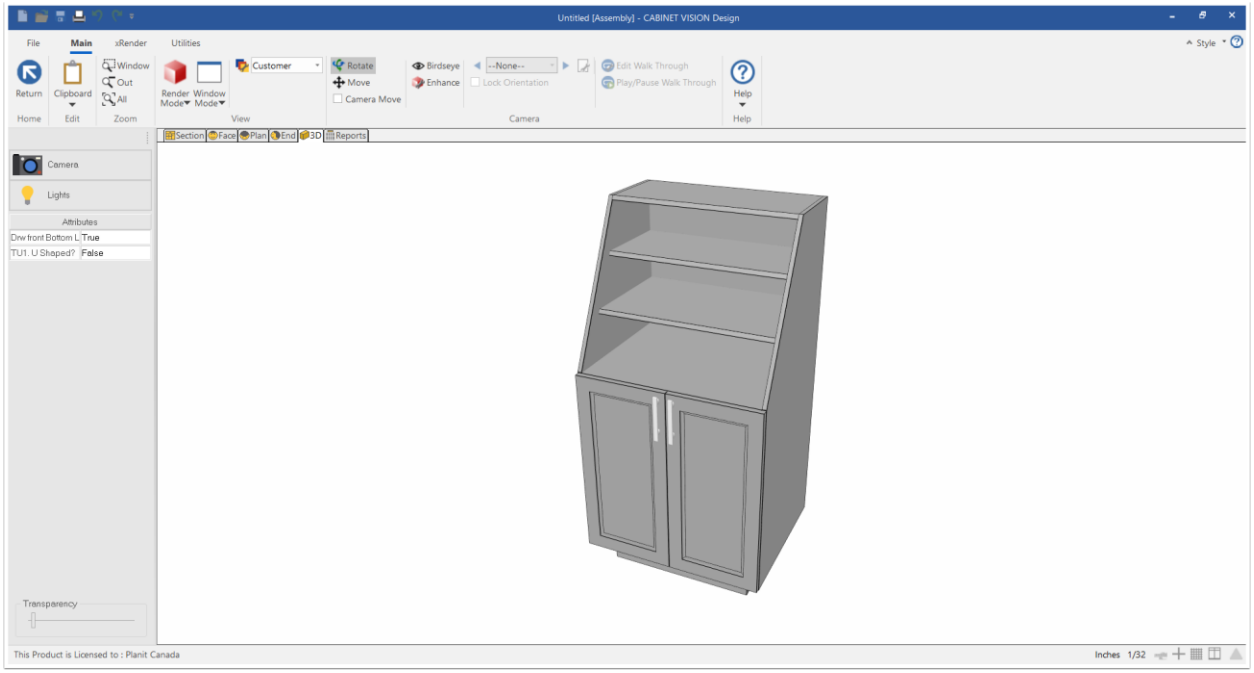
The Shape Editor consists of several tools designed to allow editing of the shapes of Assemblies, Parts, and Operations. All tools within each Shape Editor work the same, yet not all Shape Editors contain all the tools shown. The Shape Editor will not appear until you are in the "shape edit mode" for the object you are working on. Typically, a right click on the item produces a menu with the "Edit Shape" option. Selecting this option will cause the Shape Editor to display.



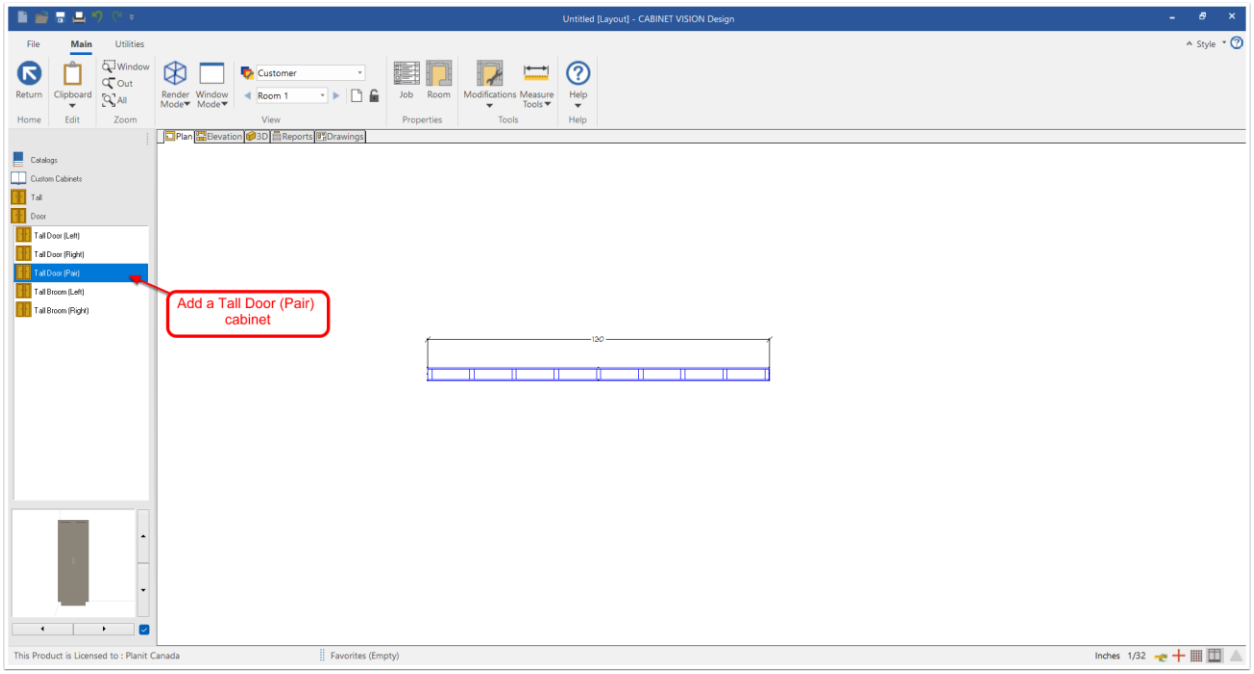
You can easily draw the new shape of your object with the CAD tools.

Example of Cabinet Shaping

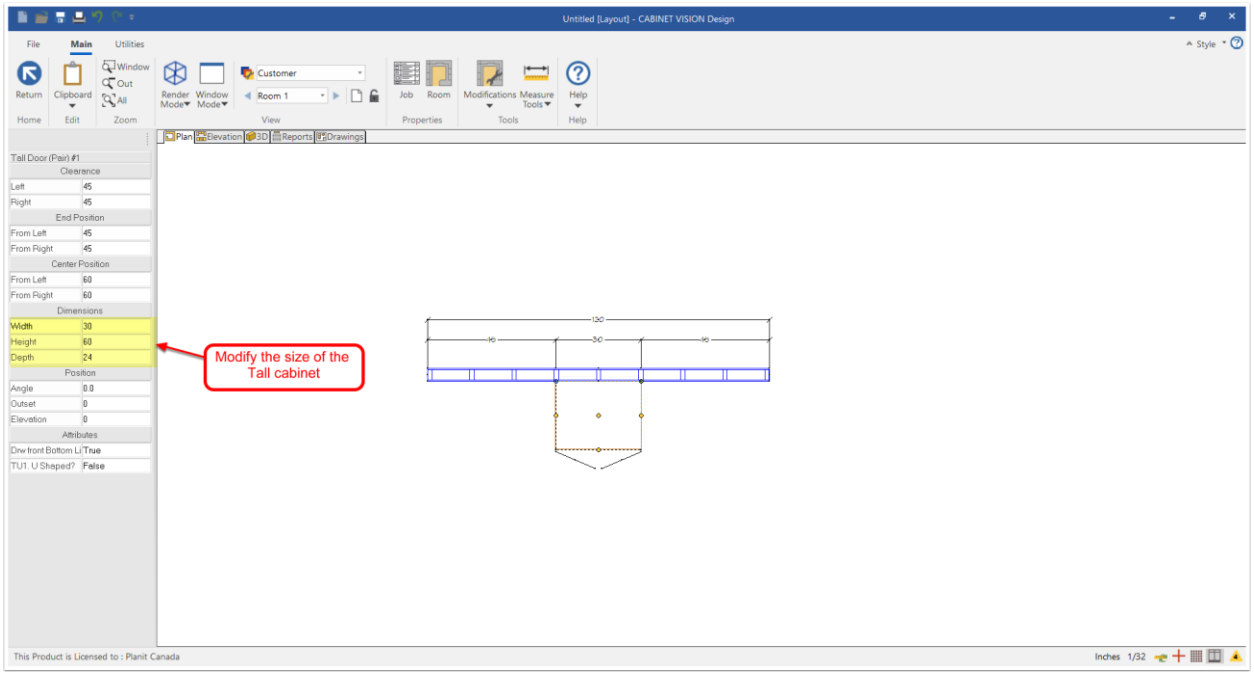
In the example below we will shape a 60x30x24 Tall Assembly



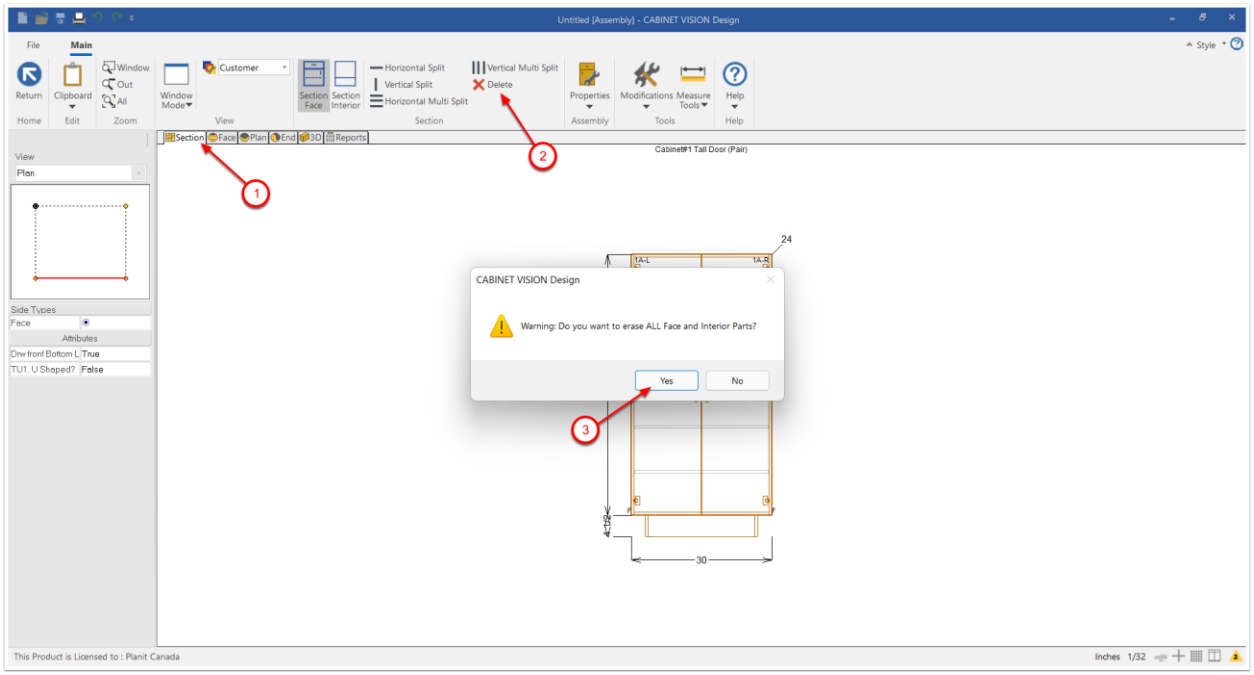
Add a Tall Door (Pair) assembly. You can find it in the Custom Cabinets Catalog/Tall.



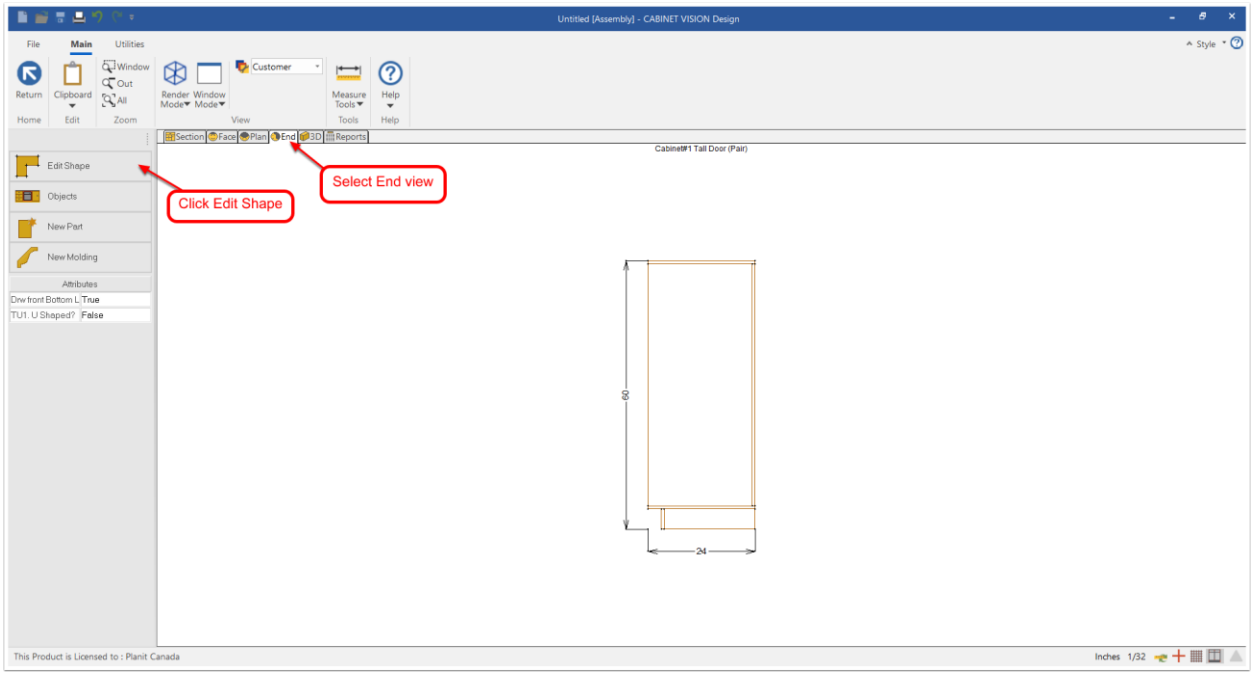
Change the size of this assembly: 60H x 30W x 24D.



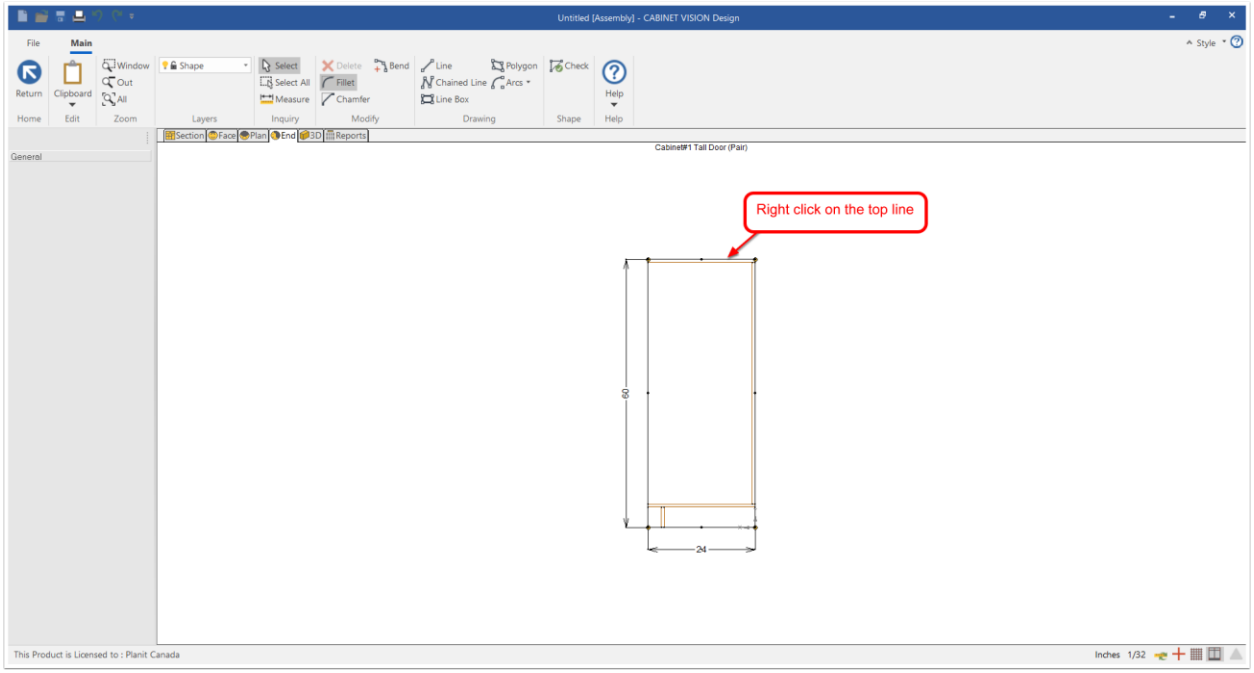
Double click on the Assembly to go to the Cabinet Edition. Select the Section view and click on the Delete button then click Yes. We will only keep the case.



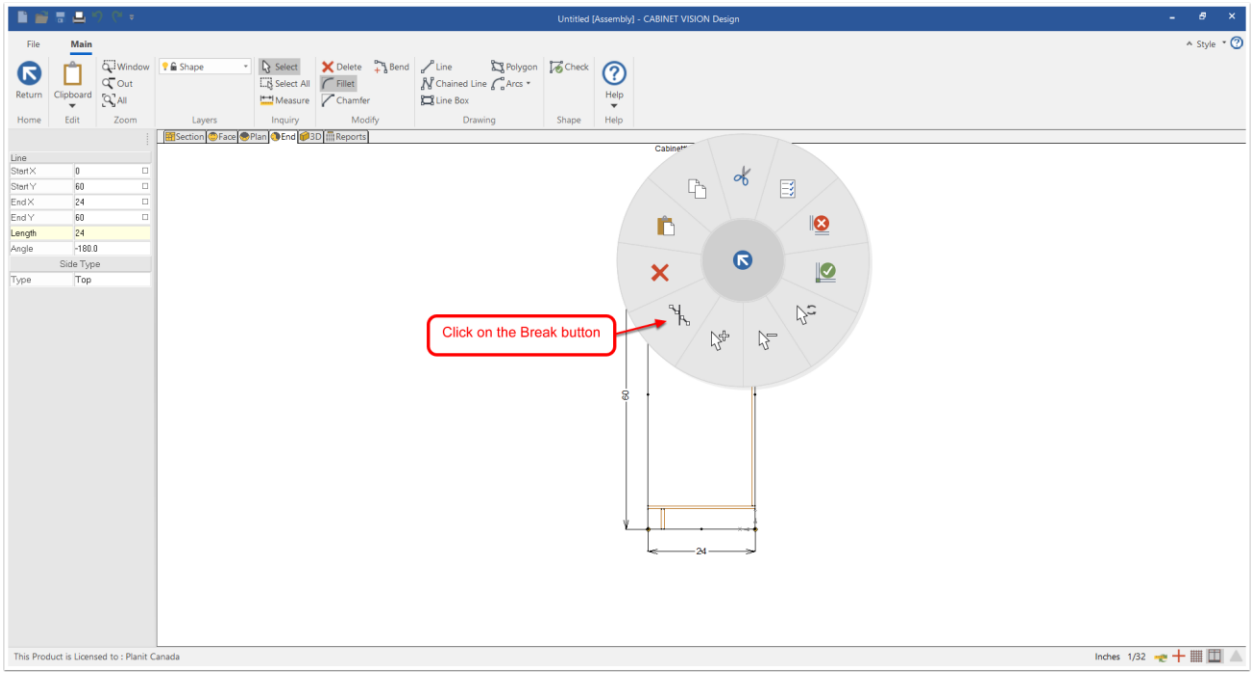
Click on the End view and click on the Edit Shape button to open the Shape Editor.



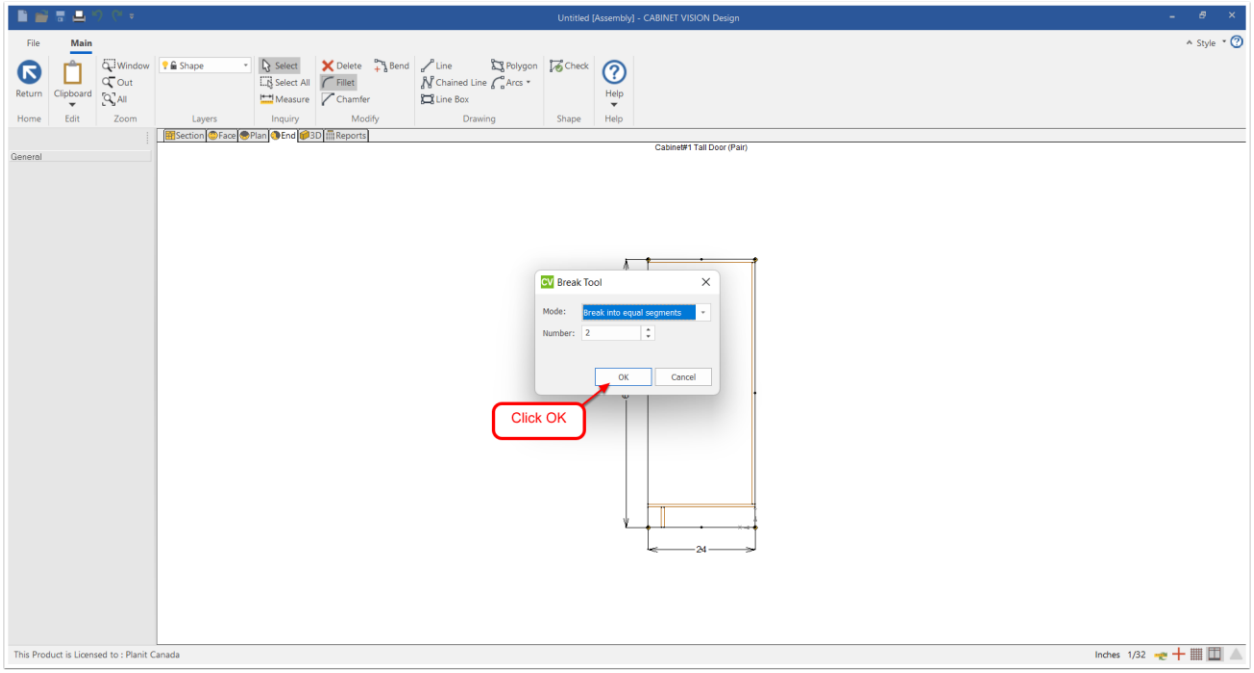
Right click on the Top line of the assembly



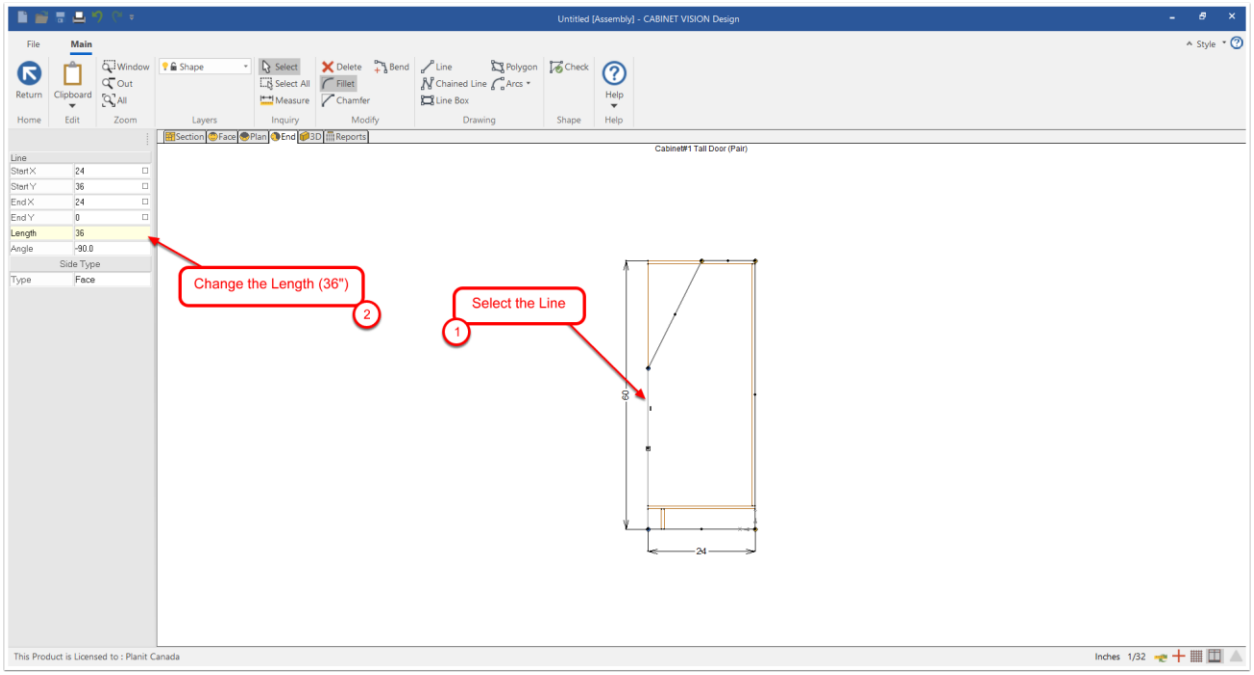
Click on the Break button



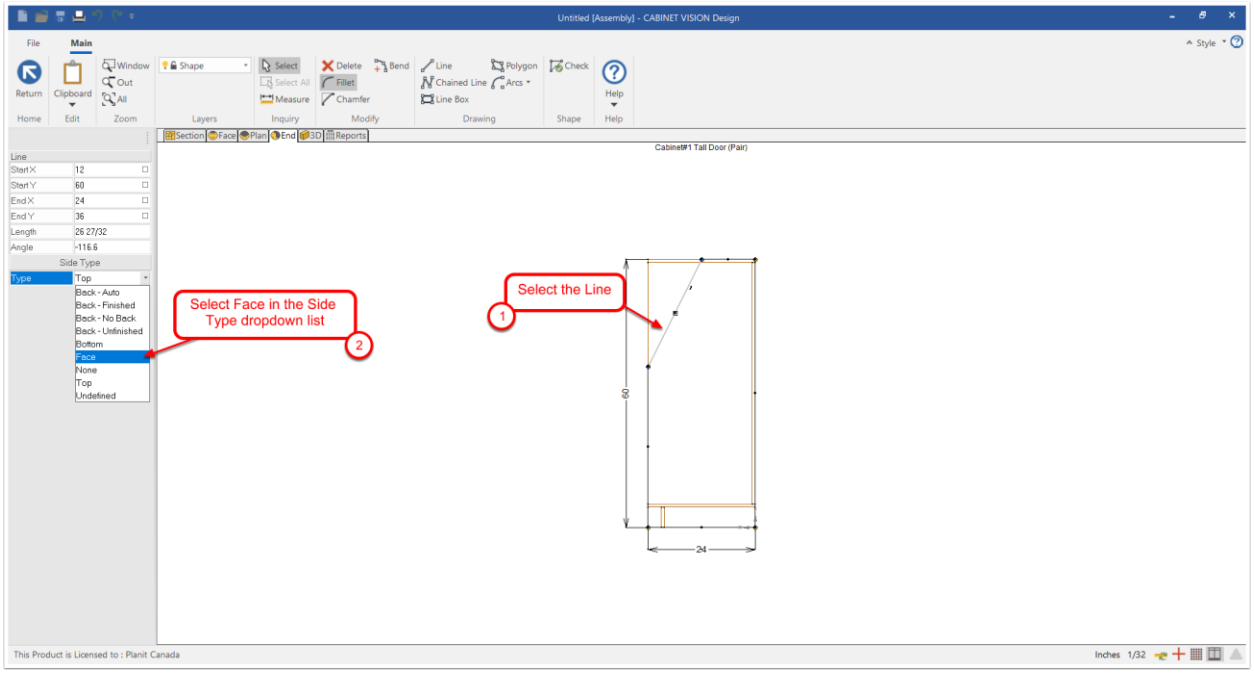
Click OK to break the Top line



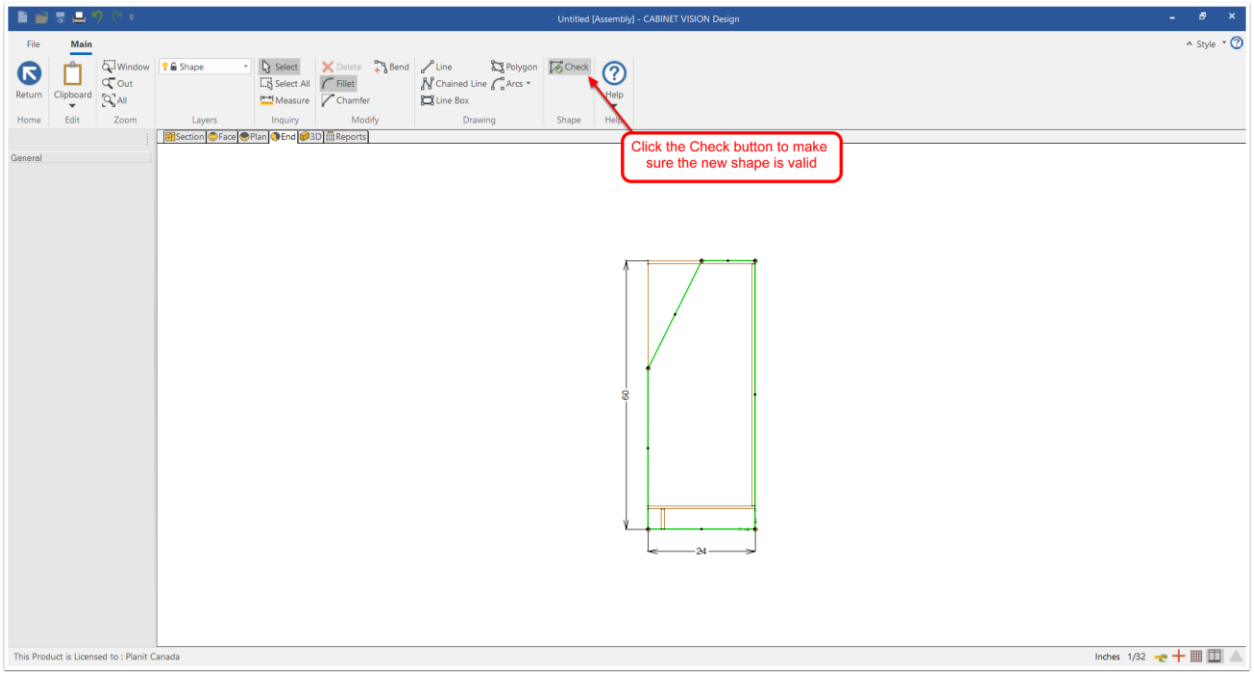
Select the Front line and change the length for 36".



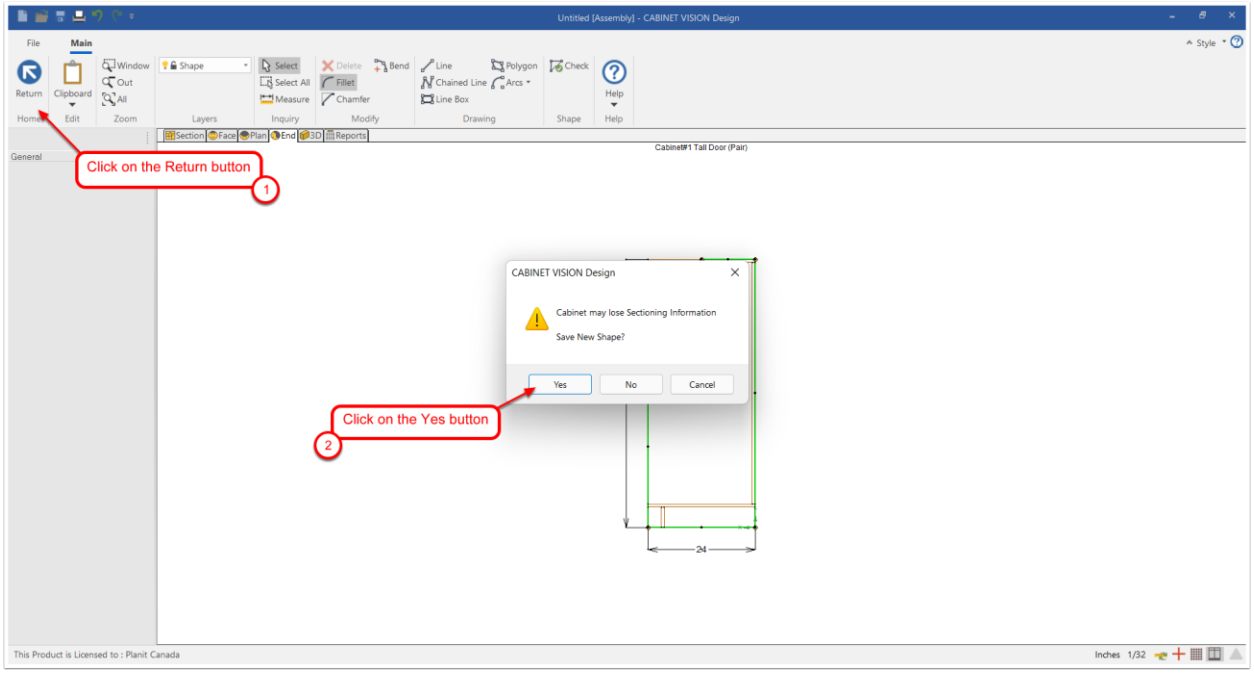
Click on the angled line and change the Side Type to Face in the dropdown list.



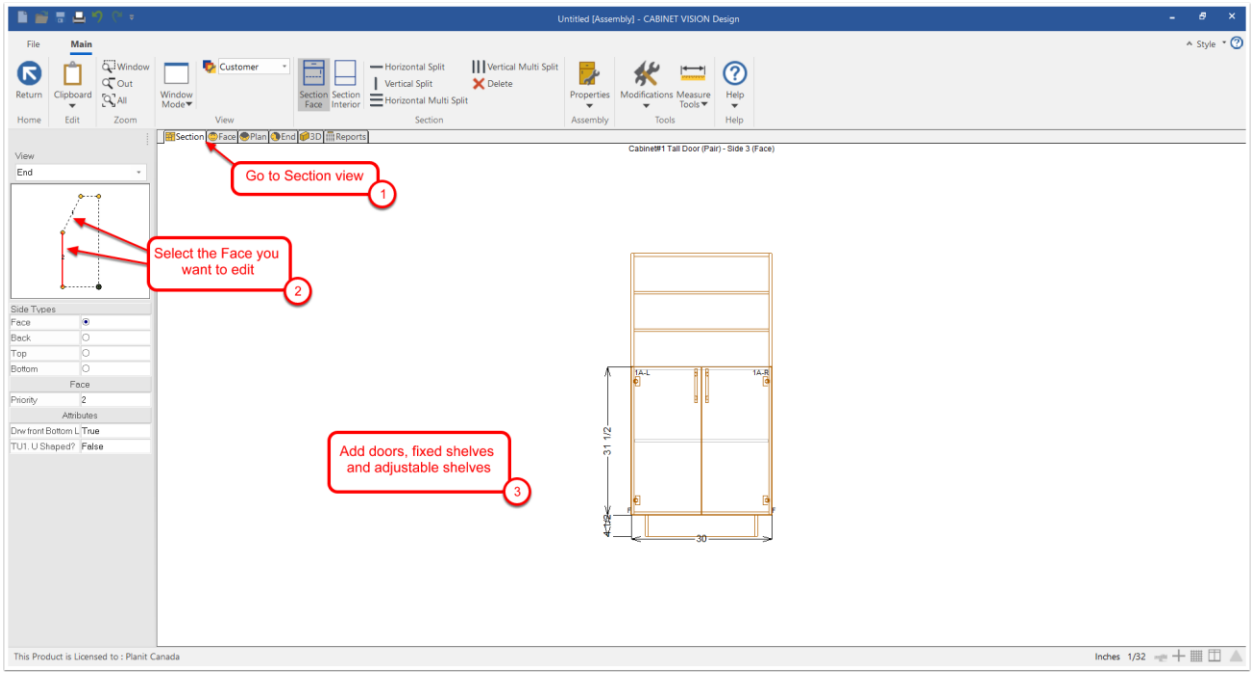
Click on the Check button to make sure there's no Issue with this new shape.



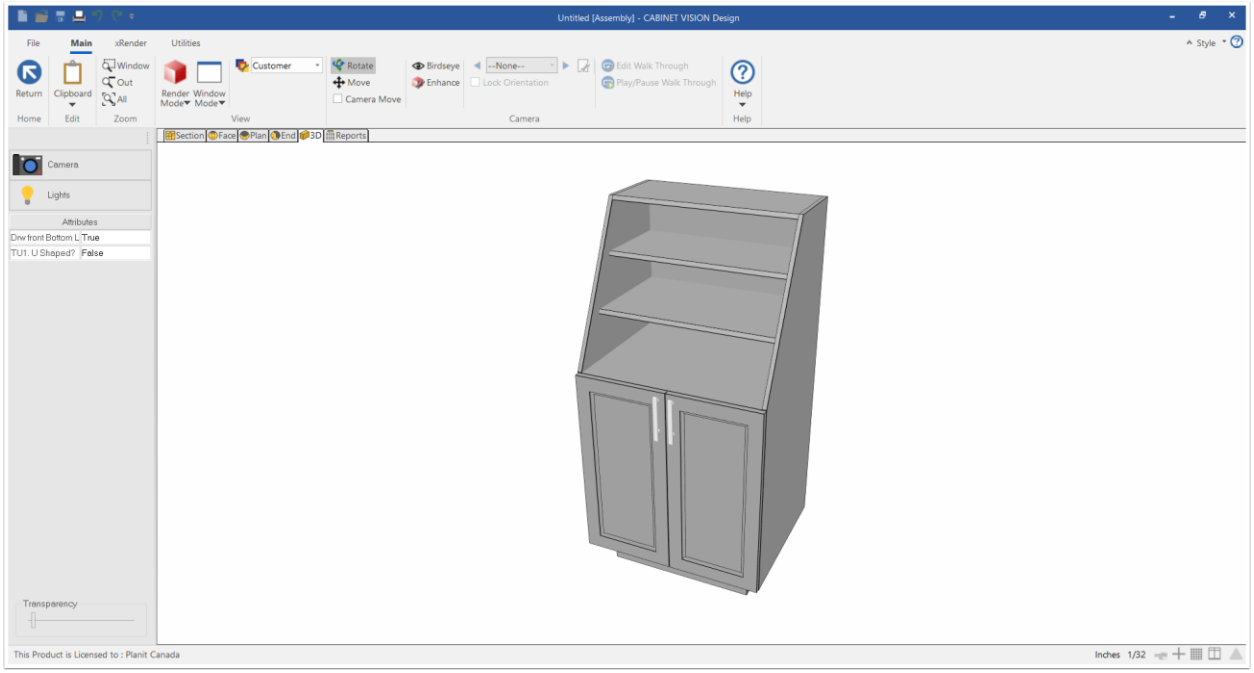
Click on the Return button and click Yes to save the new shape



Go back to the Section view to add all the missing parts (doors, fixed shelves, etc.)

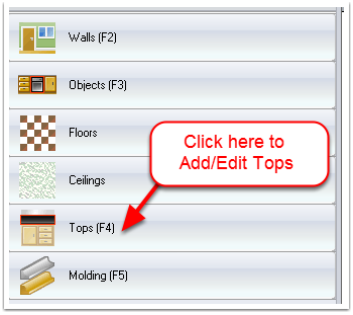


Go to the 3D view and check the shaped Tall cabinet.

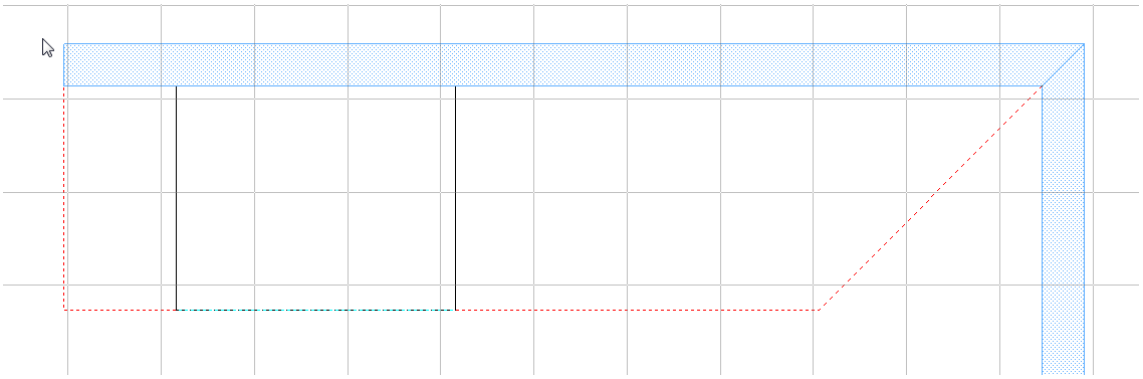


Counter Top

To create a counter top click on the Top button on the sidebar from the Plan View.

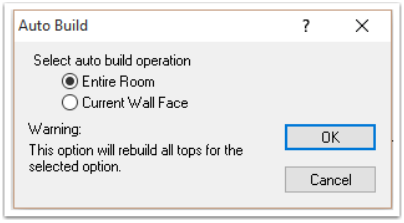


After selecting this feature, you will see your Room, with an outline around your Assemblies that are classified as Base or Vanity and a red dashed outline that appears to be a Counter Top on one of the Walls. This red outline represents the Wall that is active. The active Wall is the Wall that the Counter Top is attached to in the hierarchy of Solid. If you draw a Counter Top with an active Wall other than the Wall the Counter Top is on, and later delete the Wall that was active, you will lose that Counter Top even though it appeared to be attached to a Wall that still exists. Always give thought to which Wall should be the active Wall when creating your Counter Tops.

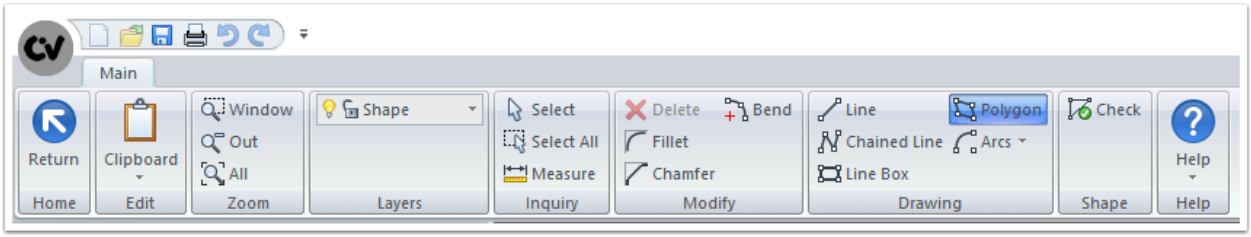


To change the active Wall, simply click in front of the Wall that you would like to be active. This works equally well on Wall faces and Wall backs.

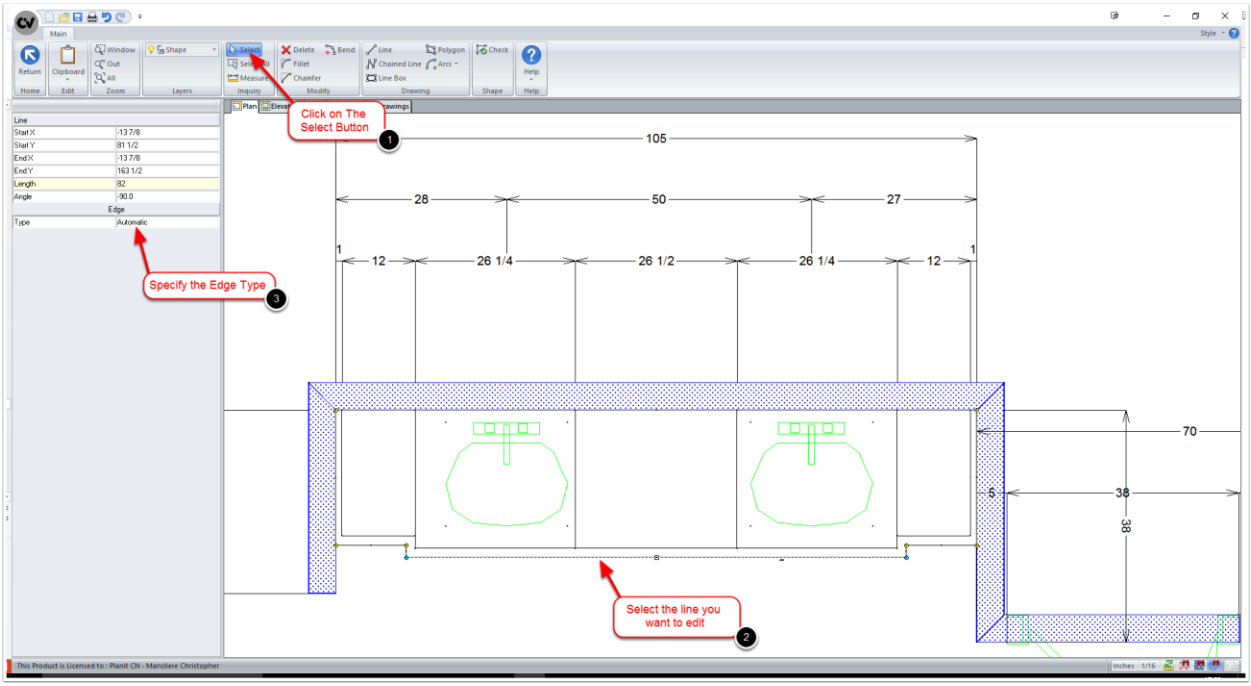
Creating Counter Tops for your Job requires choosing whether you would like to use the AutoBuild Tops sidebar button or build the Counter Tops using the New Top sidebar button. Simple plans, are easily accomplished using the AutoBuild feature. Click the AutoBuild button, then choose whether you wish the Counter Tops built for the entire Room, or just a single Wall. If you choose the single Wall option, be sure that you have selected the correct Wall as the active Wall.



If you choose to use the New Top method, you will see the same outline with a reference to the active Wall as shown above, however, you will be required to use the Counter Top Shape Editor that will appear in the ribbon bar.

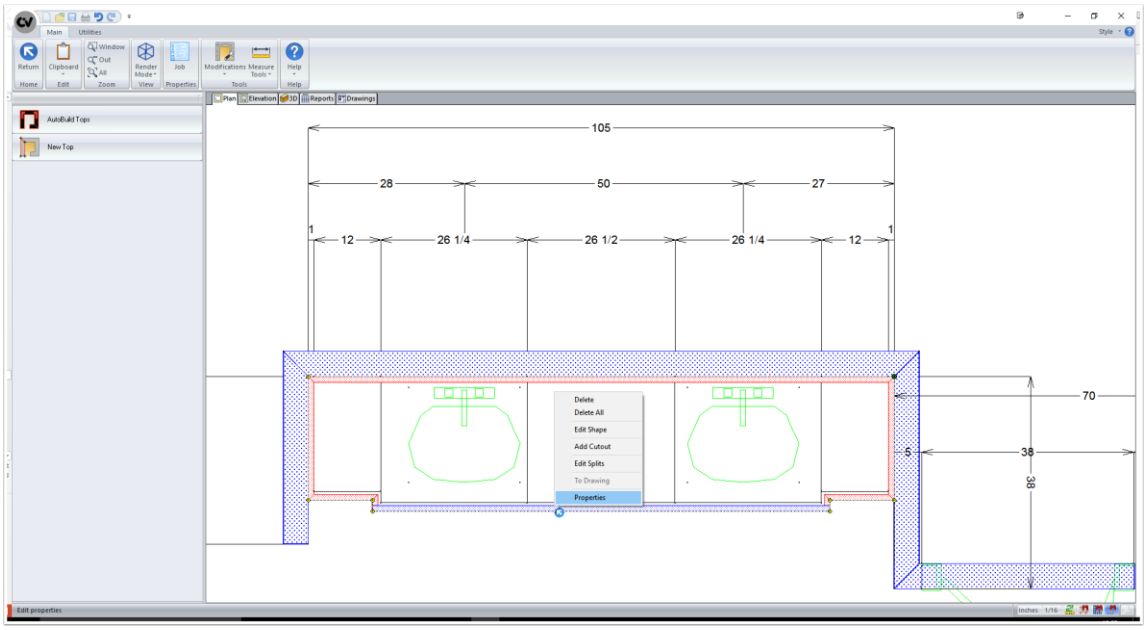


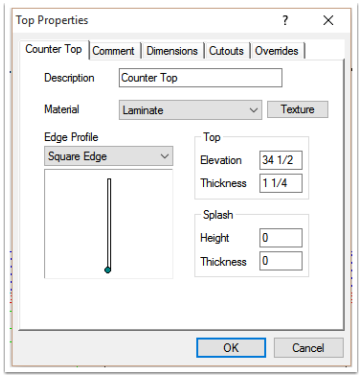
Simply use the CAD tools to draw your top. Once you have the outline of your counter you should select each segment and assign a type of edge (Finish, Unfinished, Profile, Splash, etc.).



Click on the Return button to save the shape of your top and return to the main menu of the Top.

You can modify the properties of the top (Elevation, Profile Type, Texture, etc.) by right clicking on the outline of the Top you want to modify.

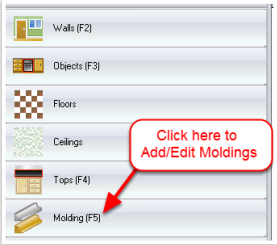




It is possible to use both methods in a Job, however, if you choose to do so, you must build using the AutoBuild feature before building any Counter Tops by the New Top feature.

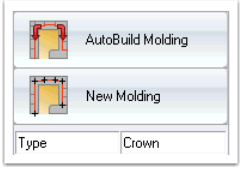
Molding

First, you must be in the correct view for drawing the type of Molding that you want to draw. Some Molding may be drawn in either (Floor Plan or Elevation) view. In Floor Plan View, you may draw or edit Crown, Light Rail, Base Board, Chair Rail, or Ceiling Molding. In Elevation View, you may draw or edit Crown, Scribe, Chair Rail, or Casing.



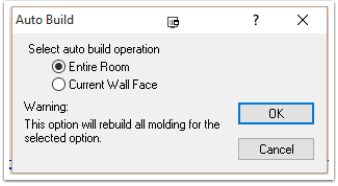
In the following example, we are drawing Molding from the Plan view.

First, click the Molding button. You will see the Molding view.

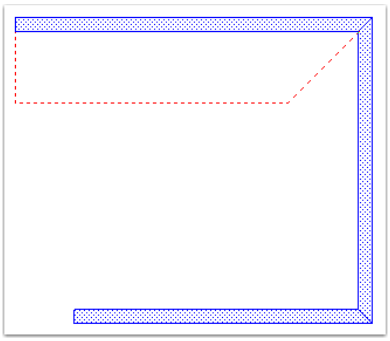


The easiest way to create the desired Molding is to select the type in the Molding Type pull down and then click the AutoBuild Molding button.

Next, you will be asked to select whether to fill the Room with Molding or simply fill the current Wall face.

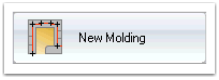


The current Wall face is represented by a red dotted line running around the perimeter of the Wall. The top Wall in the image below is the current Wall face.

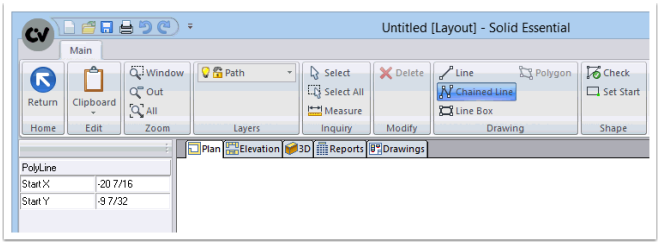


Manually Drawing Molding:

If you wish to manually draw the Molding in the Room, click the New Molding button instead of the AutoBuild Molding button.

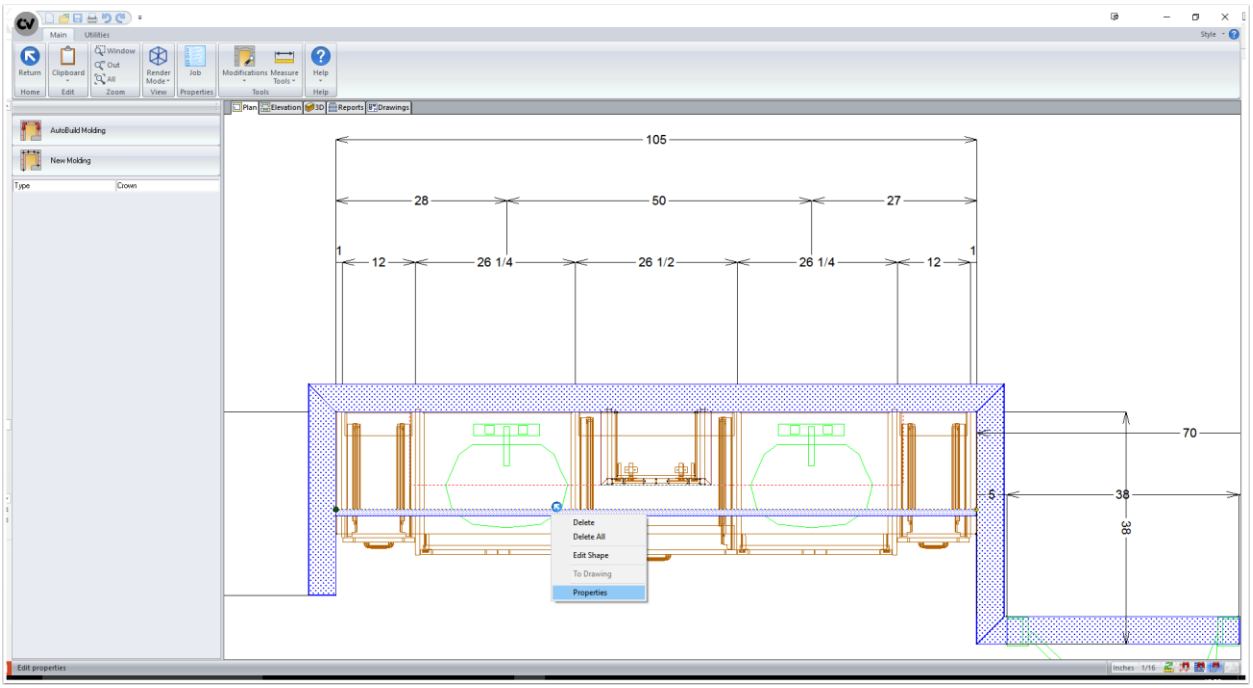


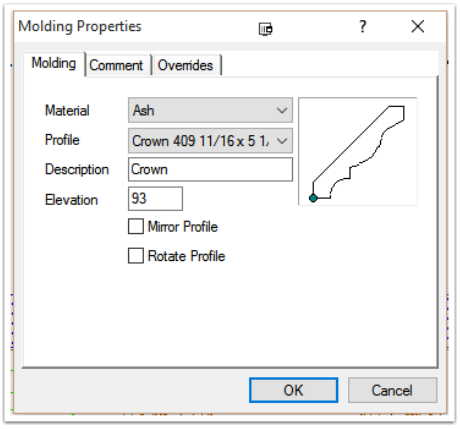
This will open the Molding Editor where you can place the Molding in the desired position



Click on the Return button to save the shape of the molding and return to the main menu of the Molding.

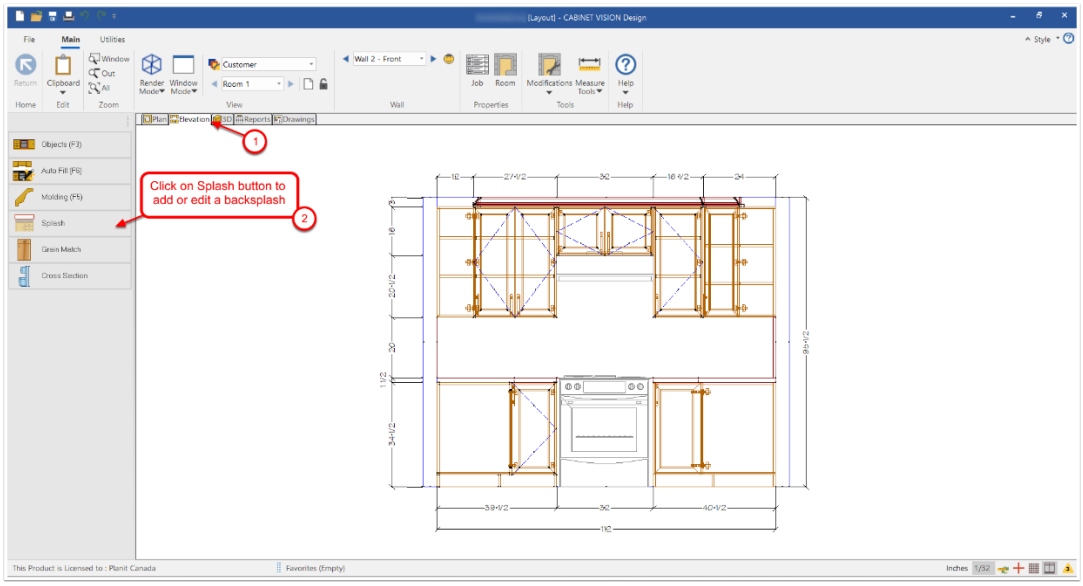
You can modify the properties of the molding (Elevation, Profile Type, Material, etc.) by right clicking on the outline of the Molding you want to modify.


105
28
50
27
1
12
26 1/4
26 1/2
26 1/4
12
1
70
5
38
38
Delete
Delete All
Edit Shape
To Drawing
Properties

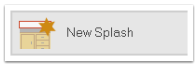

Molding Properties
Molding
Comment
Overrides
Material
Ash
Profile
Crown 409 11/16 x 5 1,
Description
Crown
Elevation
93
Mirror Profile
Rotate Profile
OK
Cancel

Backsplash

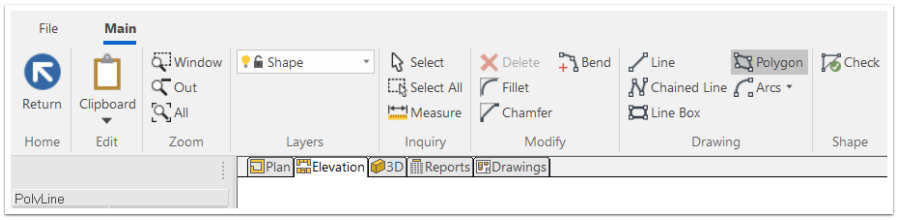
Adding a backsplash is similar to the Top function. You can add a splash only from the Elevation view. Click on Splash in the sidebar menu.



New Splash:

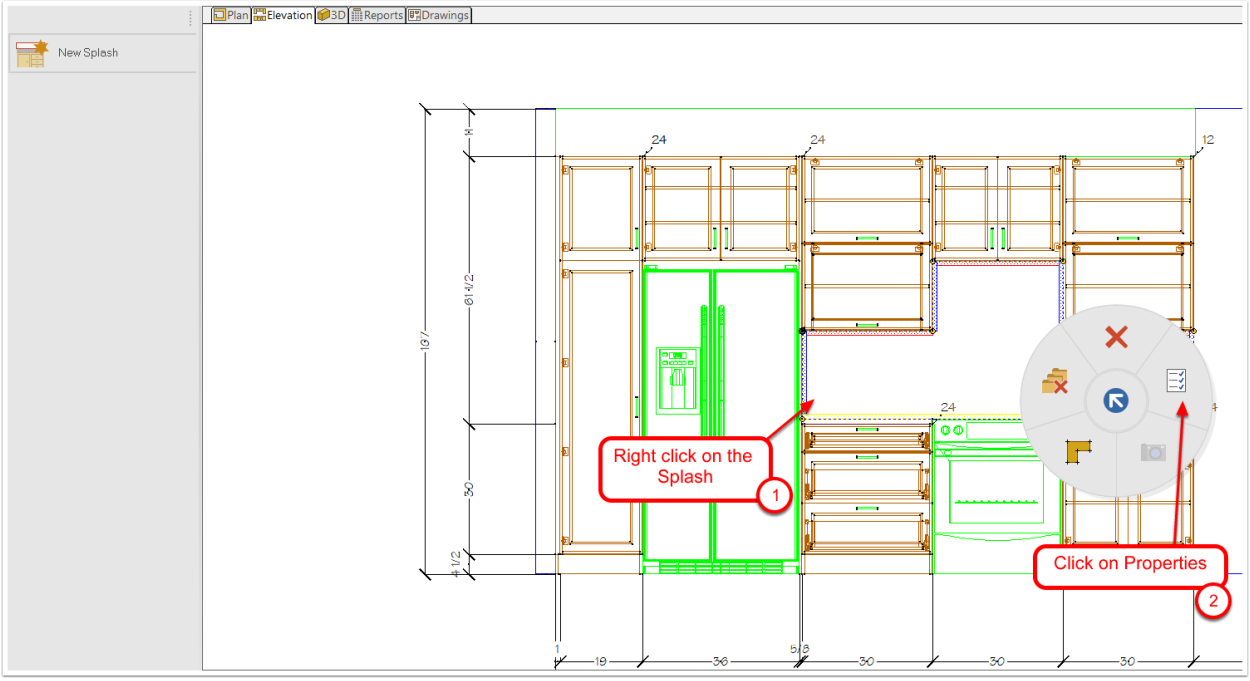


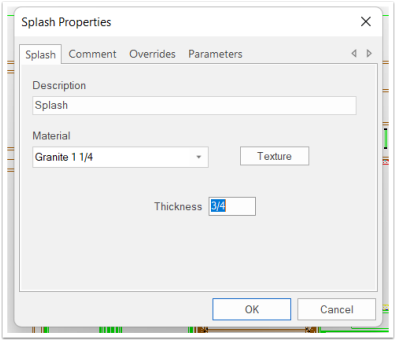
This button allows you to add a new Splash to your Wall. This option brings you into the Shape Editor. Simply define the boundary of your Splash.



When you are done drawing the shape of your backsplash click on the Return button in the ribbon bar and return to the main menu of the Splash.

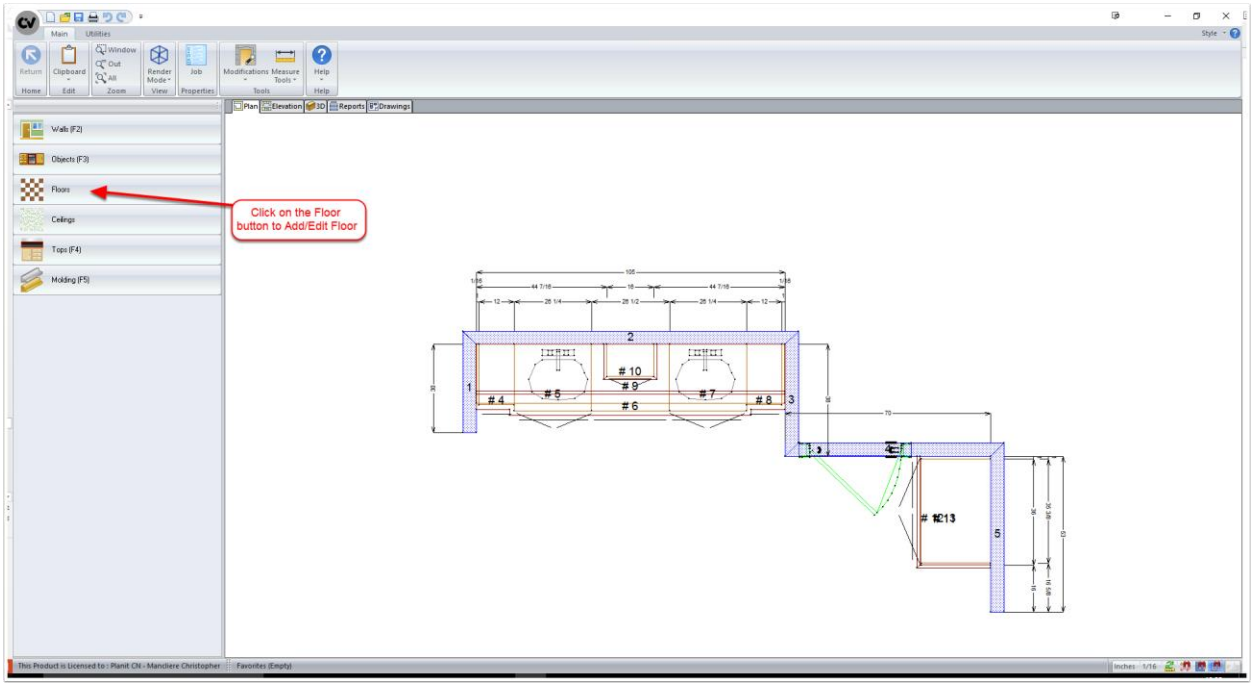
You can edit the properties of a Splash (Material, Texture, Thickness, etc.) by right clicking on it and selecting the option Properties.


New Splash
Plan
Elevation
3D
Reports
Drawings
Right click on the Splash
1
Click on Properties
2

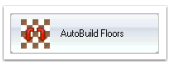

Splash Properties
Splash
Comment
Overrides
Parameters
Description
Splash
Material
Granite 1 1/4
Texture
Thickness
3/4
OK
Cancel

Floor

Adding a floor is similar to the Top and Molding function. You can add a floor only from the Plan view. Click on Top in the sidebar menu.

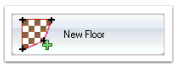


AutoBuild Floor:

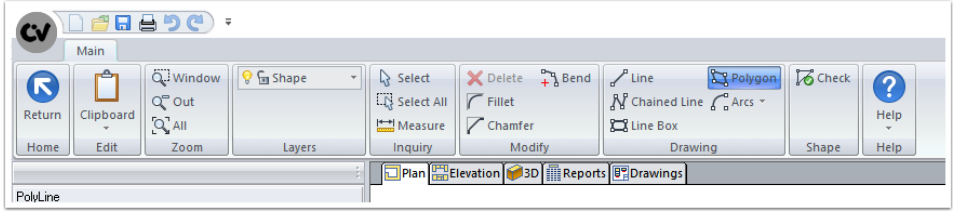


Click this option to have Solid automatically build a Floor for you. Solid will evaluate your overall Room size and Build a Floor sized for it. You can also use this option to rebuild a Floor you have modified back to the default.

New Floor:

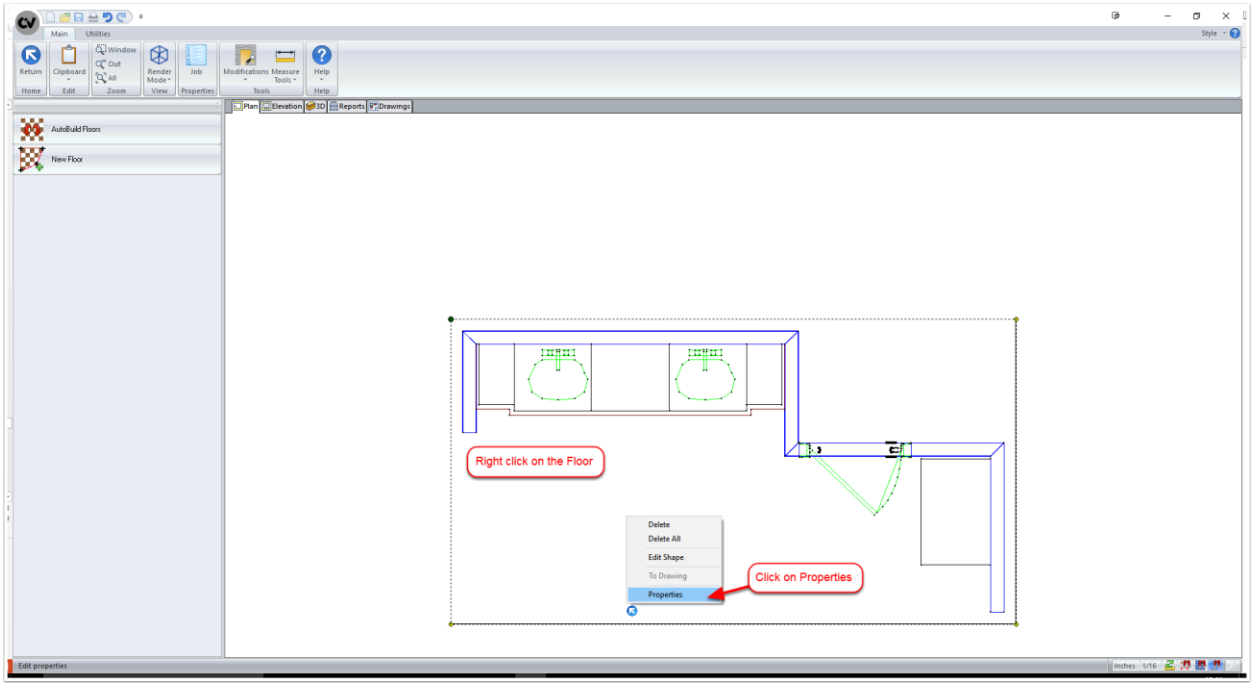


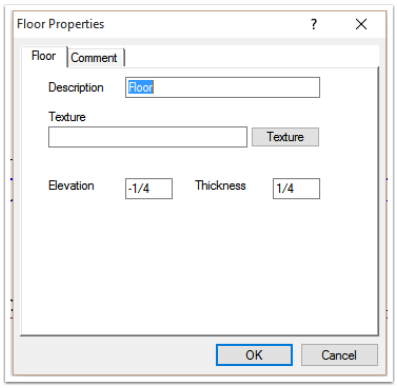
This button allows you to add additional manual Floors to your Room. This option brings you into the Shape Editor. Simply define the boundary of your Floor(s).



When you are done drawing the shape of your floor click on the Return button in the ribbon bar and return to the main menu of the Floor.

You can edit the properties of a floor (Texture, Elevation, etc.) by right clicking on it and selecting the option Properties.





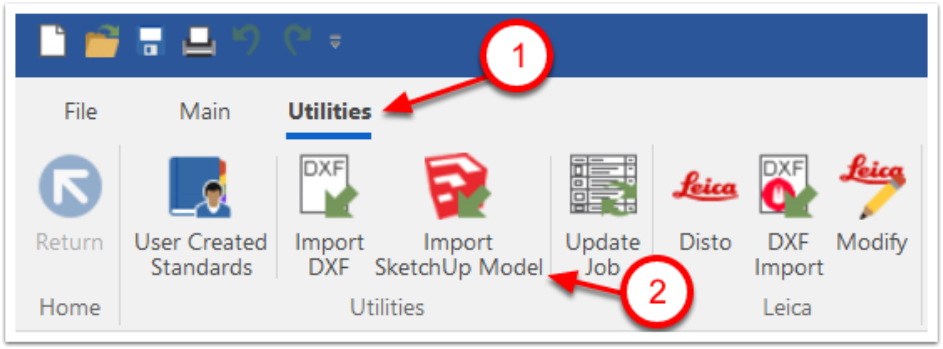
Import 3D Models

Objects Imported with this method are not machinable and are only useful as visual representations inside Cabinet Vision. Cabinet Vision currently supports the import of 3D DEXF files and SketchUp version 2020 and earlier files.

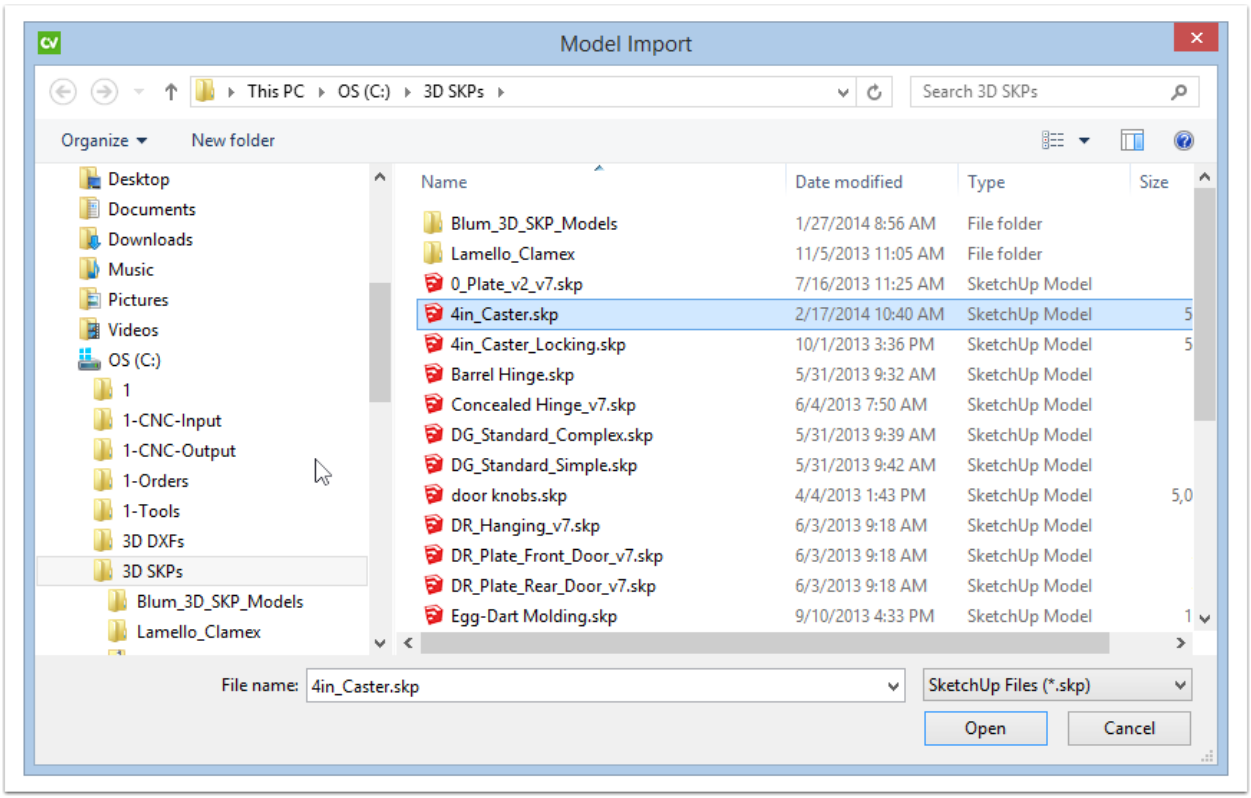
To download Sketchup models compatible with Cabinet Vision, go to:

https://3dwarehouse.sketchup.com

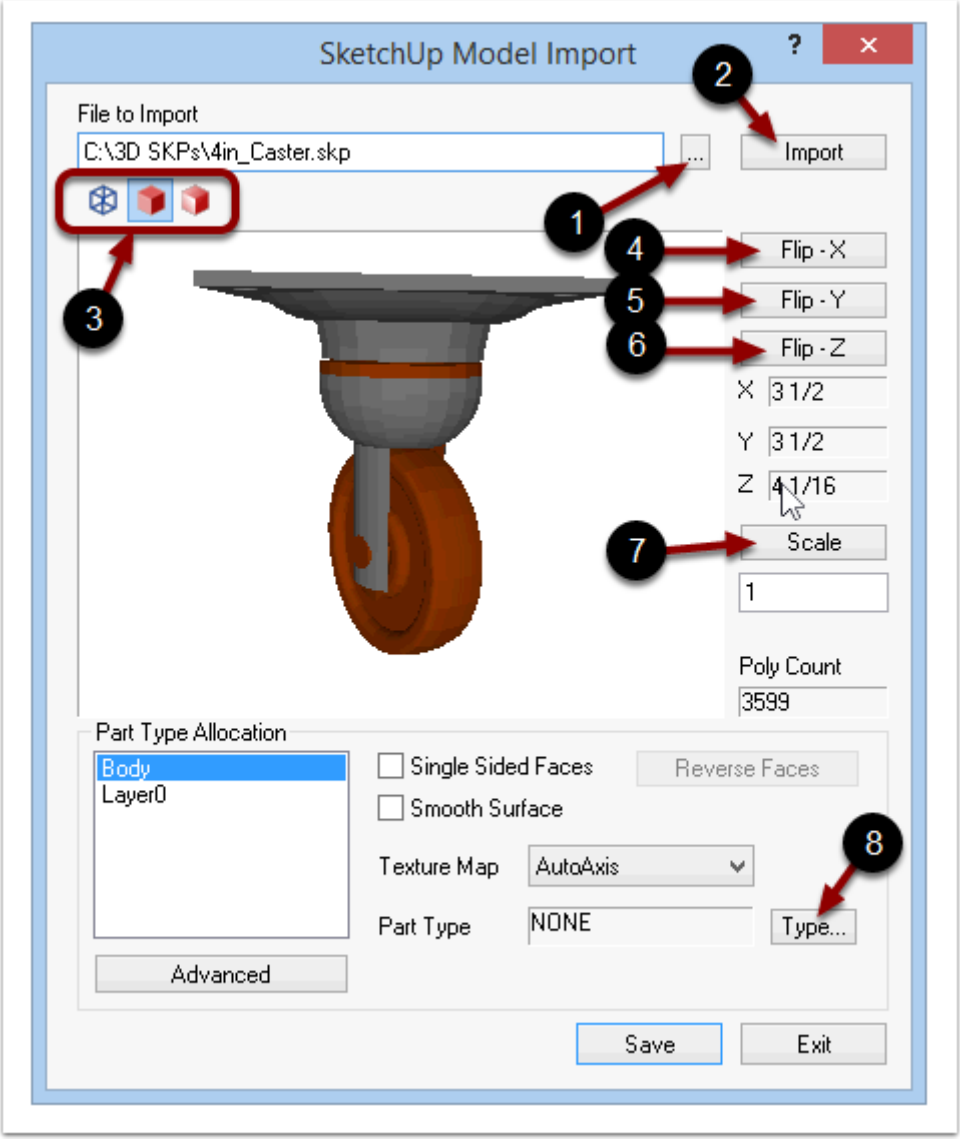
This is a great place to download models of appliances, decorative objects or hardware.



When you click on the Import DXF or Import Sketchup Model button Cabinet Vision will open the Select File Window. Find the .DXF or .SKP file that you want to import, click on that file and then click Open.



Once you selected the .DXF or .SKP file it will be imported and you will see it in the Sketchup Model Import Window.



Following are the options in the SketchUp Model Import window:

- **1 - Browse and Select** - The Browse and Select button brings up the Windows Browse window that allows you to select the SketchUp Model you would like to import.
- **2 - Import** - The Import button will Import the SketchUp Model selected by the Browse and Select button.
- **3 - Line Mode** - Displays the Imported SketchUp Model in wire frame. This is the default Preview Window view.
- **3 - Fill Mode** - Displays the SketchUp Model Part with the selected Part Types Finish (Exterior or Interior).
- **3 - Solid Render Mode** - Displays the SketchUp Model Part with the selected Part Types Finish and Texture.
- **4 - Flip X** - Will Flip the Imported SketchUp Model 90 degrees along the X axis.
- **5 - Flip Y** - Will Flip the Imported SketchUp Model 90 degrees along the Y axis.
- **6 - Flip Z** - Will Flip the Imported SketchUp Model 90 degrees along the Z axis.

- **7 - Scale** - Allows you to Scale the size of the Imported DXF. It is typically a good idea to create the DXF the size you will be using it. However, if that is not possible you can use this option to Scale the Imported Part to the value you enter in the box below it.
- **8 - Type** - Allows you to select the Cabinet Vision Part Type to associate the Imported Part to. You must assign a Part Type to each imported Layer, Material, or Component. To do that simply select each Layer, Material, or Component in the list (highlighted below) and assign it a Part using this option.

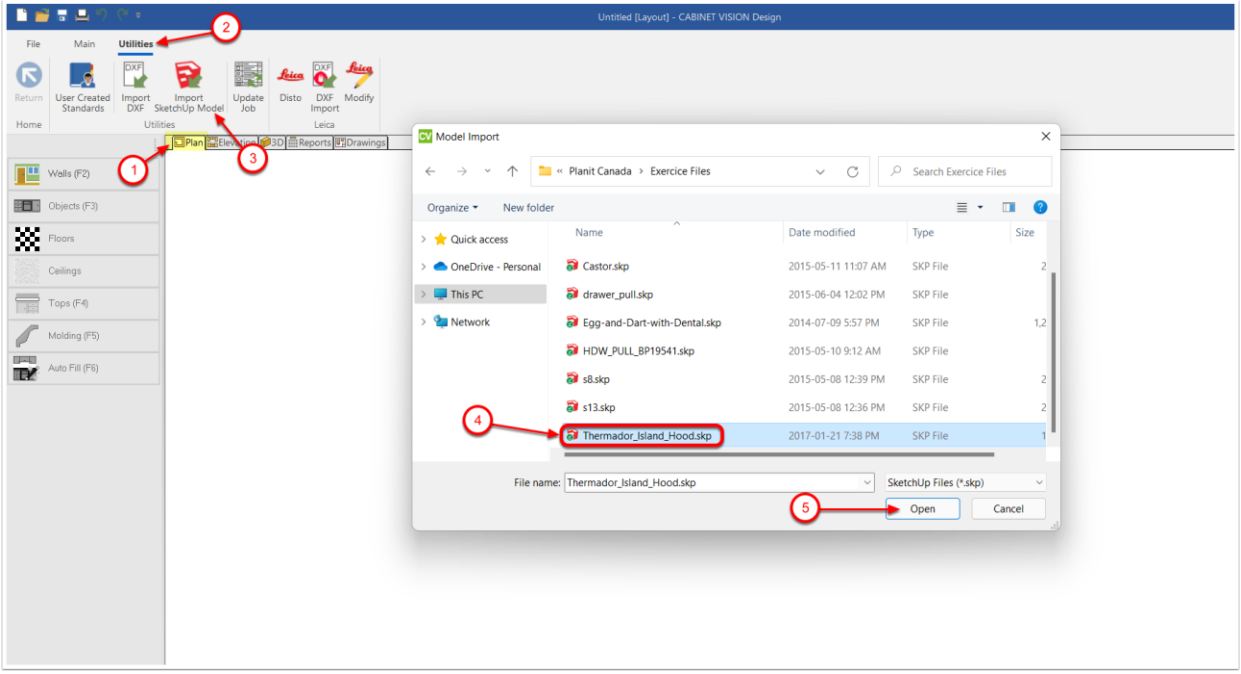
Important:

Before saving a Sketchup model always:

- Set the Part type to be used for each layer/component of the model. (see example below)
- click on Advanced button to set the Class, Type and Placement of the Object. (see example below)

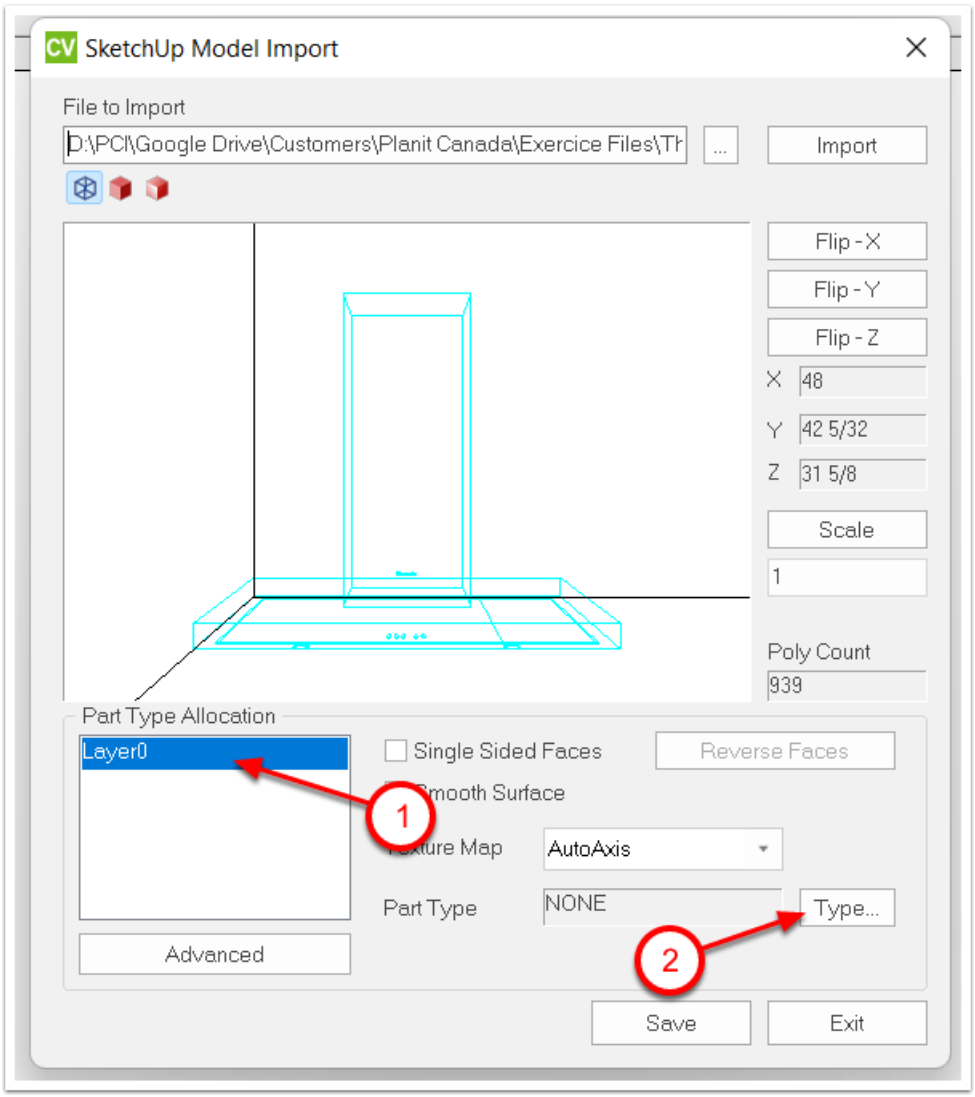
How to import a Sketchup Model

From the Plan view click on the Utilities tab, then click on Import Sketchup Model. Cabinet Vision will open the Select File Window. Find the Sketchup (.SKP) file that you want to import, click on that file, and then click on the Open button.



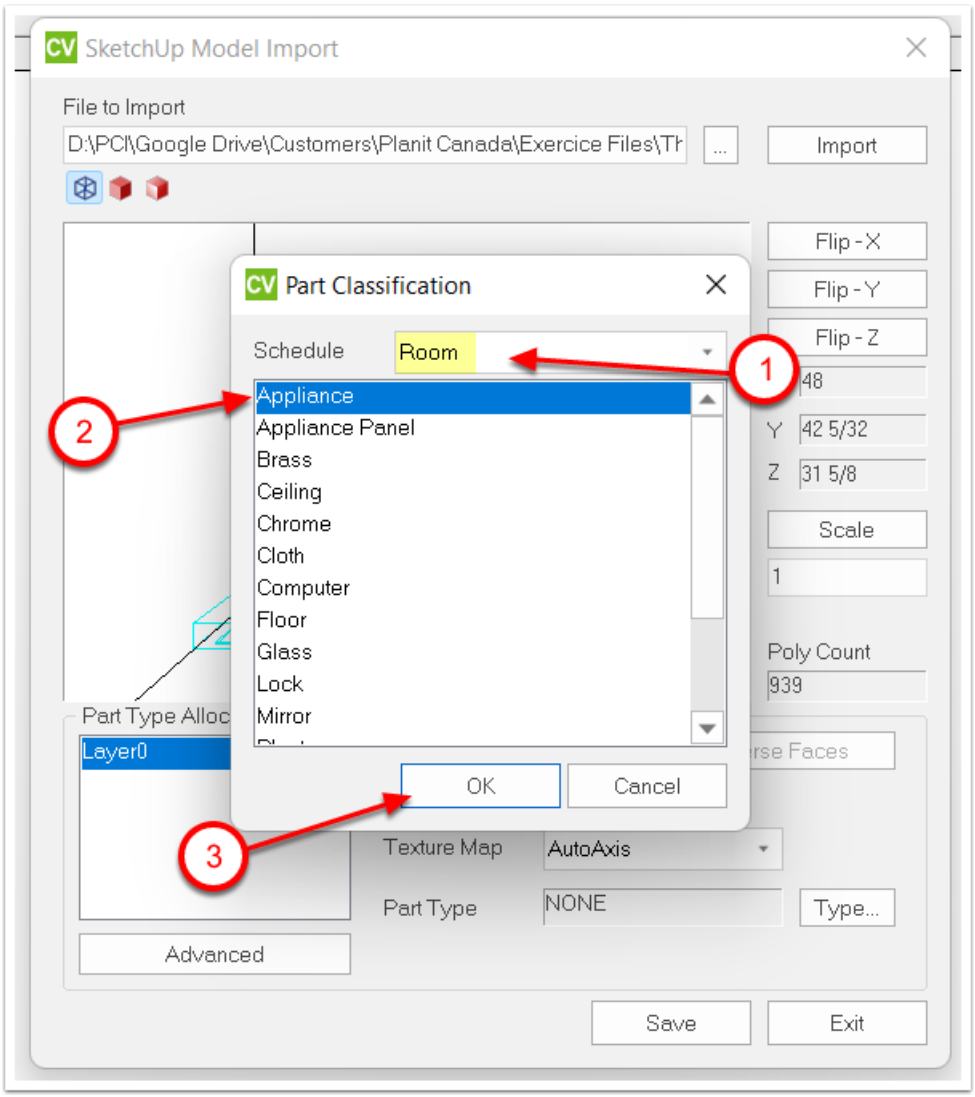
Before saving the object, you need to set a part type for each layer/component for Cabinet Vision to assign a default color/texture to the 3D Model.

Select the first layer and click on the Type button.

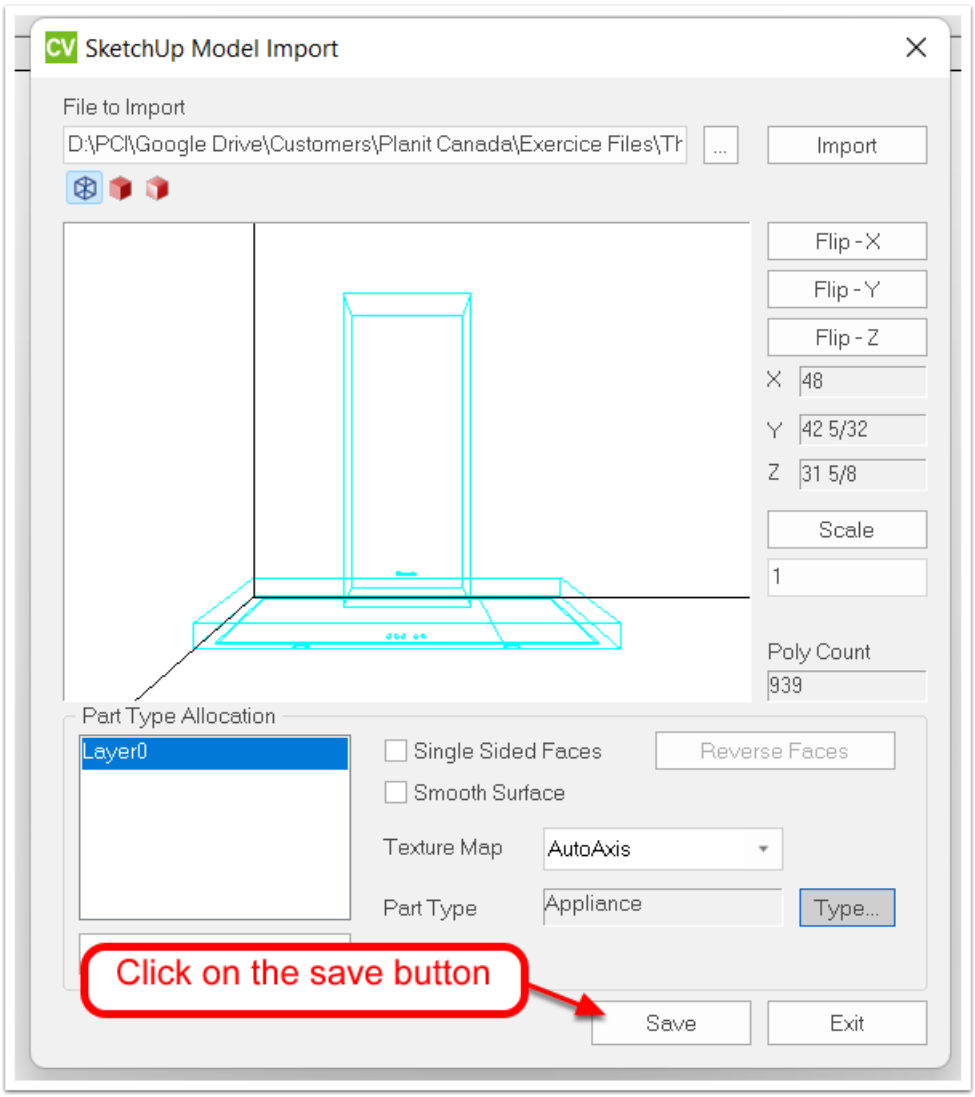


Select a part in the dropdown list. For our example we will select the part Appliance from the Room schedule and click on the Ok button.

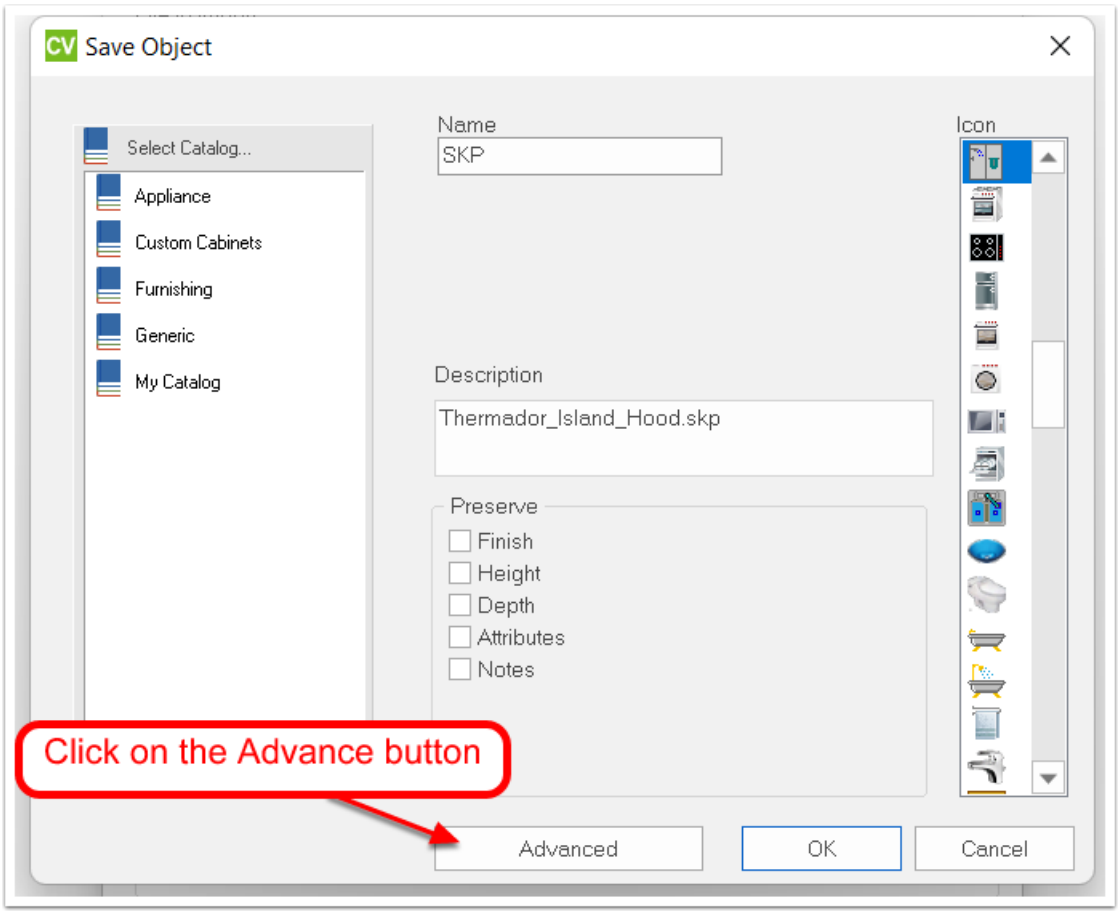
This will make this object to be the same color as the other appliances in the room.



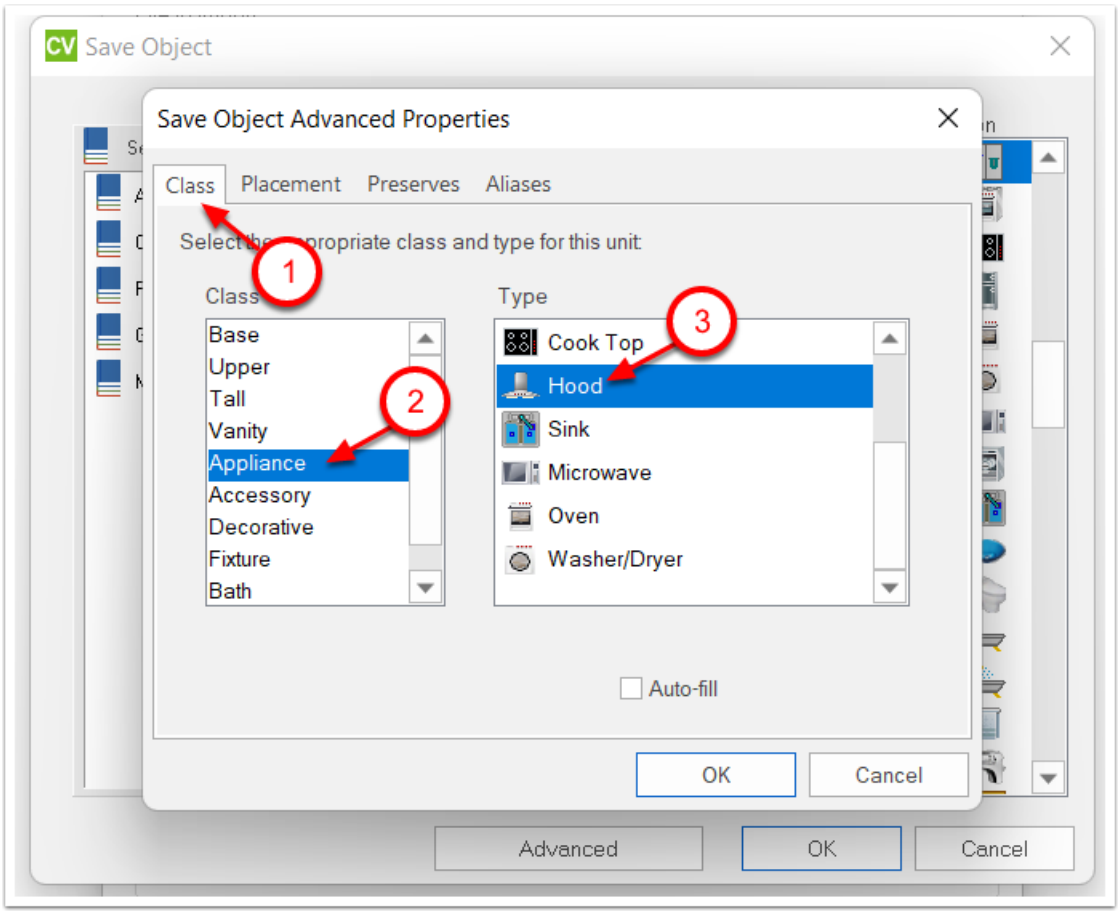
Click on the Save button to open the Save Object Window



Click on the Advanced button



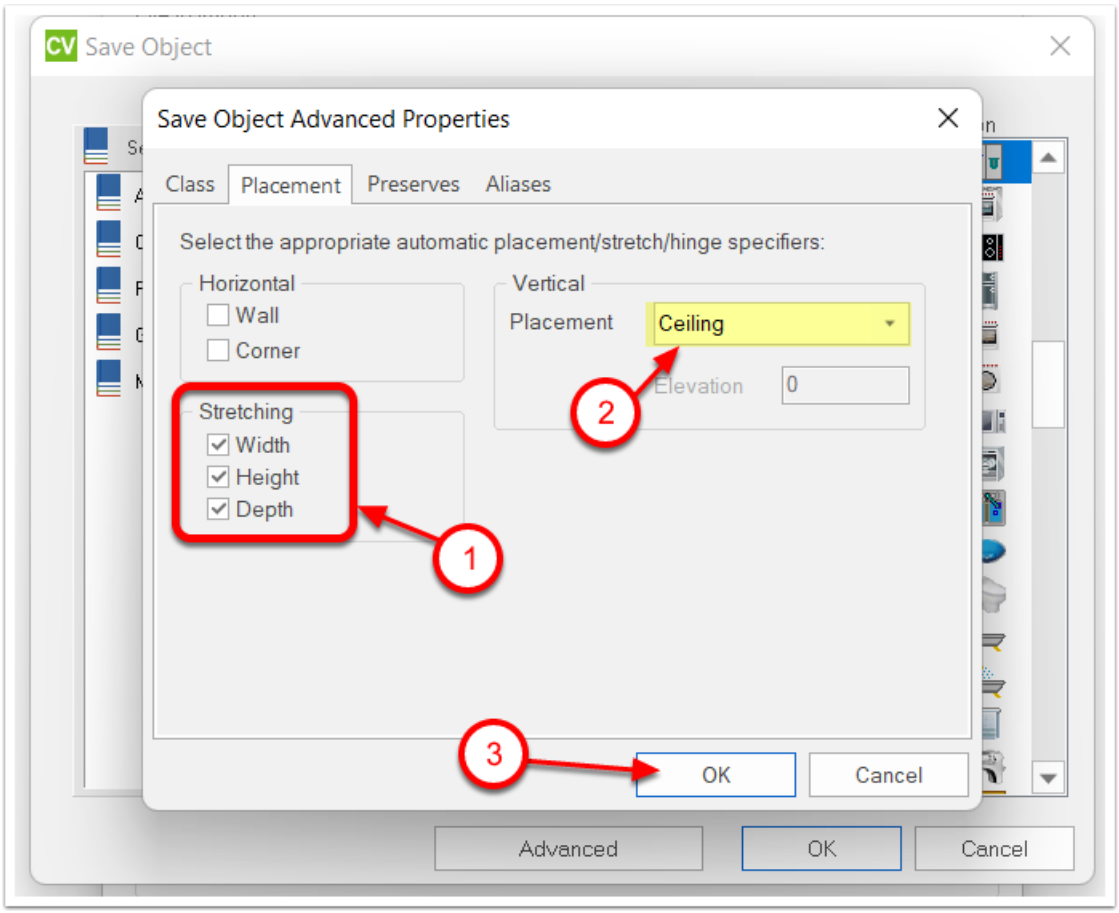
In the Class tab select the appropriate class and type for this object. For our example we will select Class = Appliance and Type = Hood



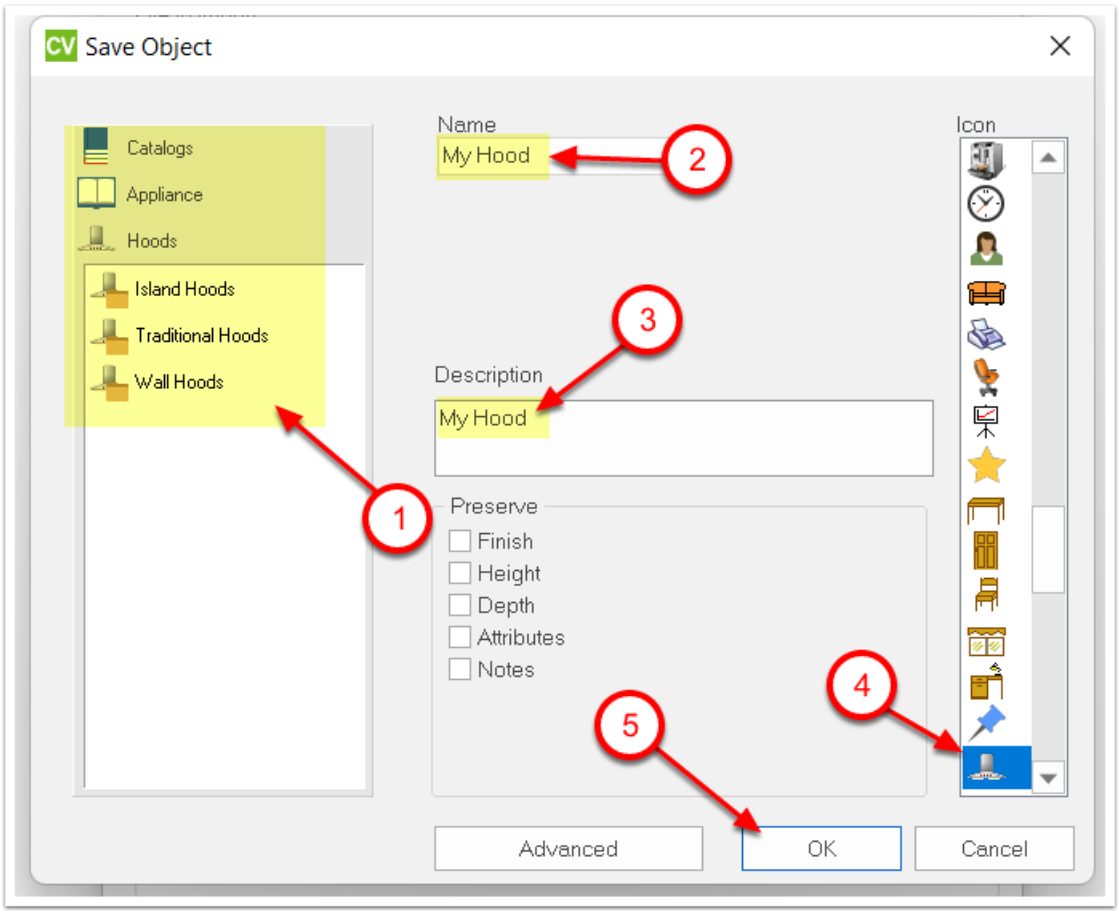
In the Placement tab select the appropriate placement and stretching option for this object. For our example we will select Vertical = Ceiling and Check all the stretching option.

Tip: *If you want to be able to resize the Object in your drawing make sure to check Width, Height and Depth in Stretching Option.*

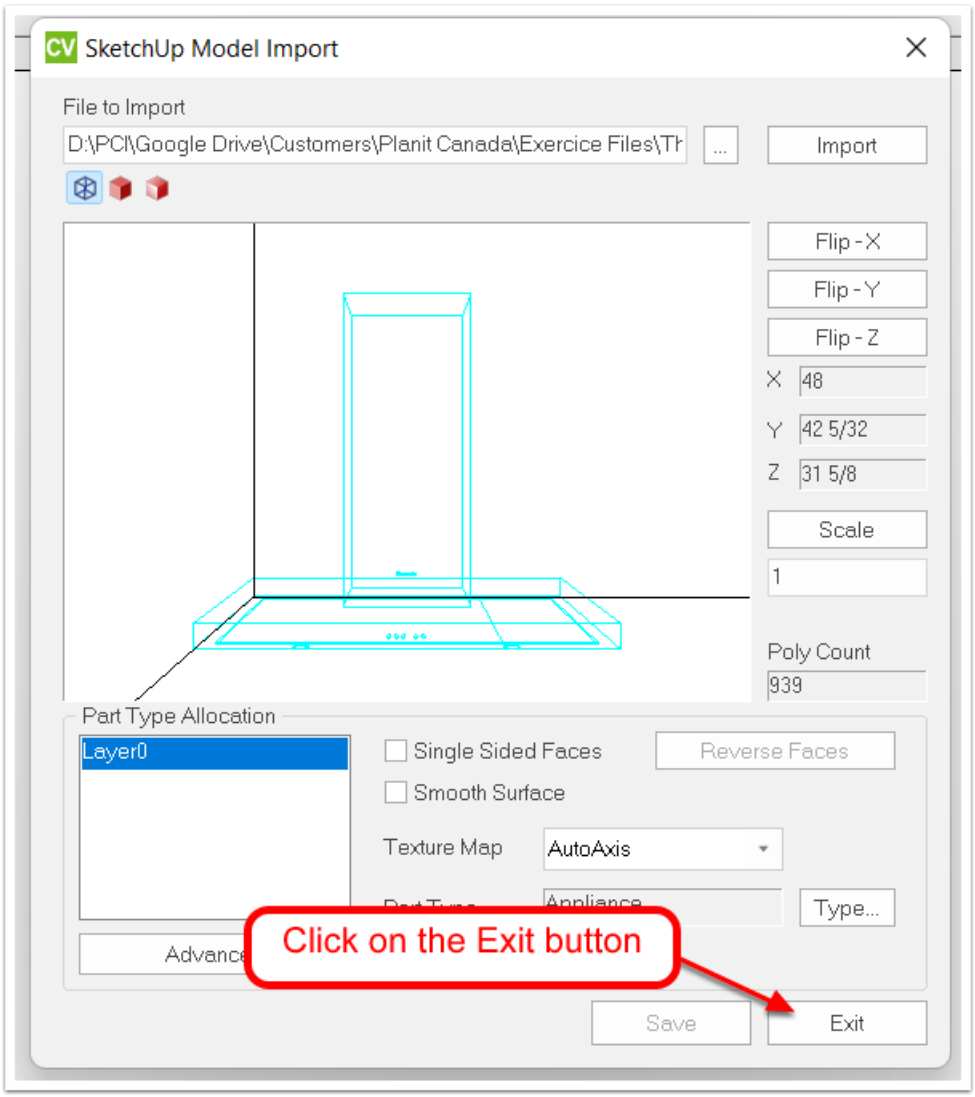
Once you selected your placement options click on the Ok button.



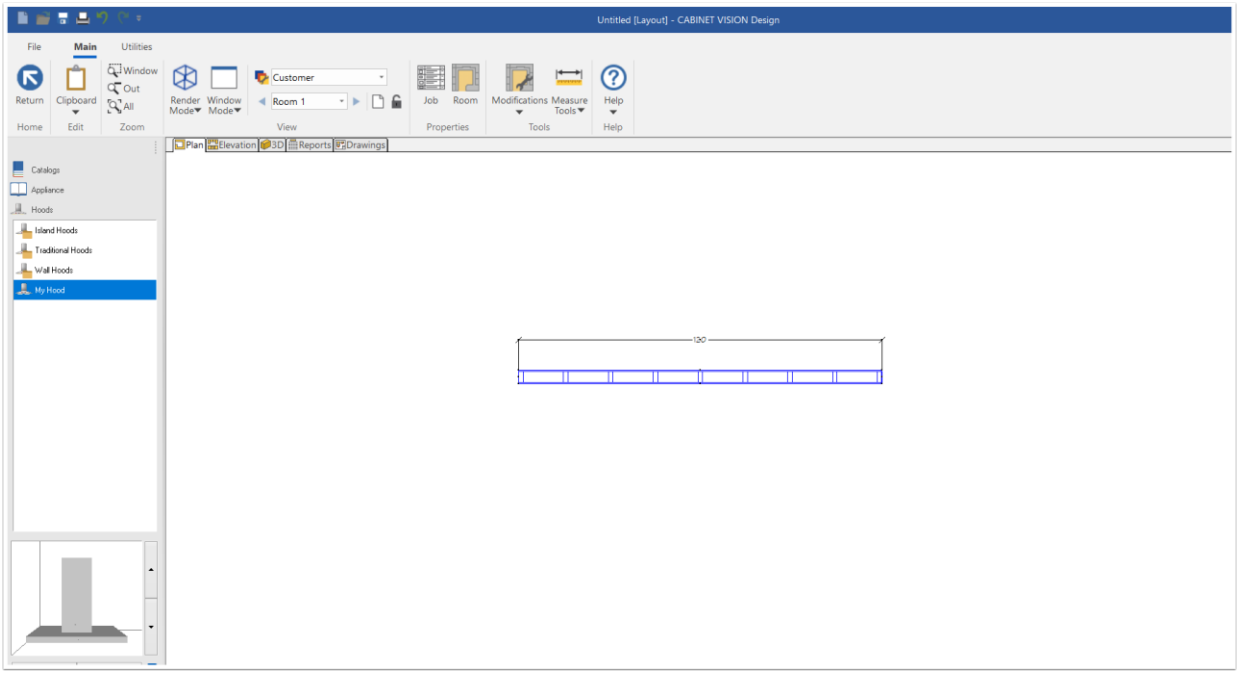
Back to the Save Object Window select where you want to save this object in the catalog, change the name, description and select an icon then click on the Ok button to save the object in your catalog.

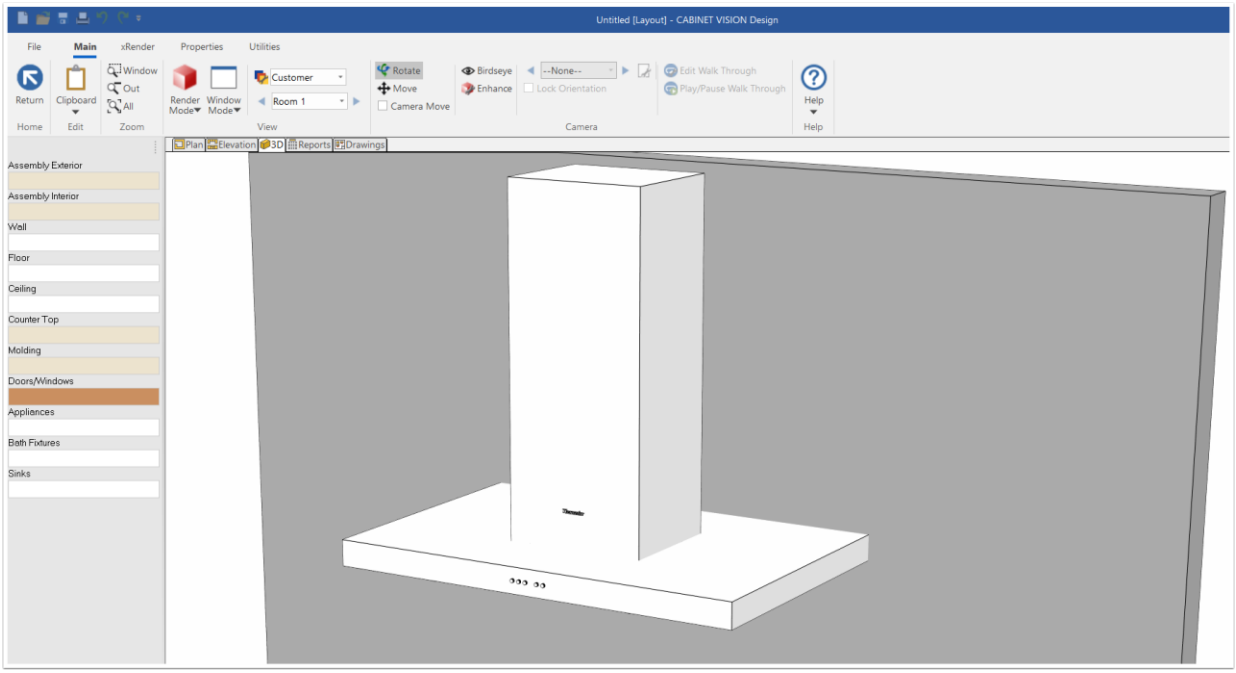


You have successfully saved the 3D object in your catalog, now you can click on the Exit button.



The appliance will be immediately available In the Catalog where you saved it. You can now drag and drop it on a wall to add it to any project.

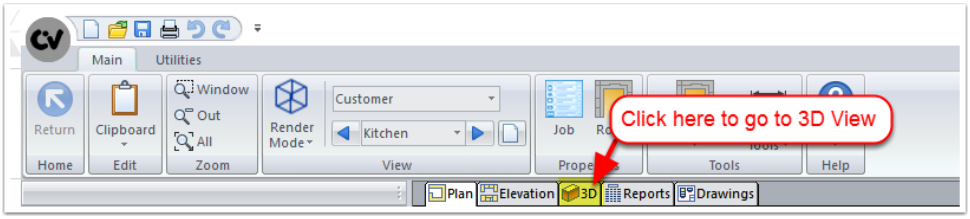

Untitled [Layout] - CABINET VISION Design
File
Main
Utilities
Return
Clipboard
Window
Out
All
Render Mode
Window Mode
Customer
Room 1
Job
Room
Modifications
Measure Tools
Help
Home
Edit
Zoom
View
Properties
Tools
Help
Plan
Elevation
3D
Reports
Drawings
Catalogs
Appliance
Hoods
Island Hoods
Traditional Hoods
Wall Hoods
My Hood
120


Untitled [Layout] - CABINET VISION Design
File
Main
xRender
Properties
Utilities
Return
Clipboard
Window
Out
All
Render Mode
Window Mode
Customer
Room 1
Rotate
Move
Camera Move
Birdseye
Enhance
--None--
Lock Orientation
Edit Walk Through
Play/Pause Walk Through
Help
Home
Edit
Zoom
View
Camera
Help
Plan
Elevation
3D
Reports
Drawings
Assembly Exterior
Assembly Interior
Wall
Floor
Ceiling
Counter Top
Molding
Doors/Windows
Appliances
Bath Fixtures
Sinks

3D Rendering

Once you have your design completed, or at any time, you can bring up a 3D view of the Room by selecting the 3D tab.

You can switch to 3D View by clicking on 3D Tab from several of Cabinet Vision (Room, Assembly, etc.)



To modify the view, use the 3D view controls.

3D View Control Buttons

Zoom Window - 1

Activating this option will allow you to choose an area to zoom in to for a closer look. After clicking the Zoom Window option, your mouse will appear as a magnifying glass. Click in the center of the area that you wish to zoom in to and then drag a selection box around the desired zoom area. Click again to complete the zoom.

Zoom Out - 2

Activating this option will zoom you out slightly from the current view. If you want to return to the original view, click the Zoom All option (3).

Zoom All - 3

Activating the Zoom All option will re-center your drawing and return you to the original point of view.

Wire Mode - 4

Activating this option will bring up a Line Drawing of the Room. This will show a wire frame representation of the Room without filling it with color or texture. You will be

able to see details through Parts of the Room/Assembly that would be hidden from view.

Fill Mode - 5

Activating this tool will fill in the Room with color. Objects in the Room that have textures assigned to them will not show that texture but will show the color that is assigned to like objects in the Room.

Texture Mode - 6

Activating this option will fill your drawing in with colors and textures. Objects that have textures assigned will show those textures in this mode. Some colors may be different than in Fill Mode as some textures may have colors locked.

Layers - 7

This drop-down option will allow you to change the current Layer Schedule that you are using.

Rotate - 8

When this option is active, holding your left mouse button down and moving your mouse side to side will rotate your drawing side to side. Holding your left mouse button down and moving your mouse up and down will tilt your drawing up and down

Move - 9

When this option is active, holding down your left mouse button while moving your mouse side to side will move your drawing side to side and moving your mouse up and down will move your drawing up and down. Sometimes when you rotate a Room it goes off center because you didn't center your Walls when you created the Room. Using this option lets you move the drawing back into the center of your screen.

Camera Move – 10

When this option is active, you switch the Mouse Scroll Wheel from normal View Zooming and Panning to actual control of the Camera Viewpoint.

Birdseye - 11

Activating this option will bring up a Birdseye view of the Room. To get out of Birdseye click the "Zoom All" (3) option.

Enhance - 12

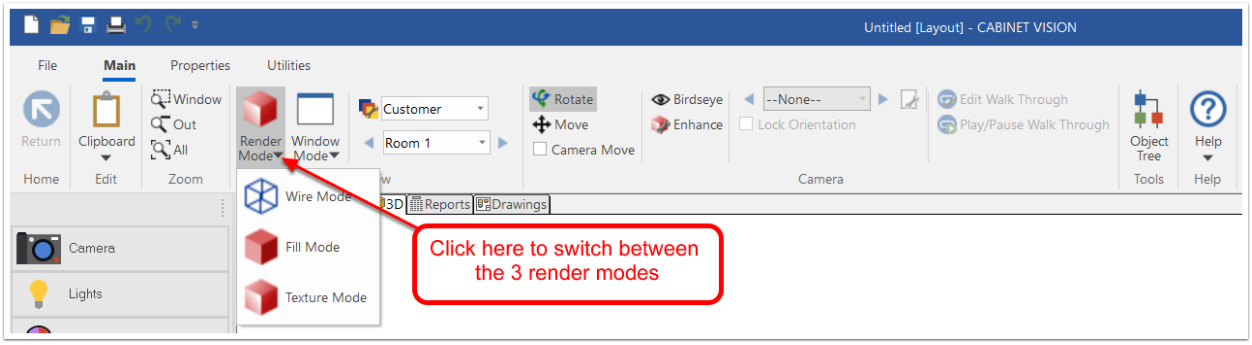
Activating this option will bring up another window with controls that allow you to improve your rendered view.

Saved Views - 12

This option allows you to select any Saved 3D Views you have created.

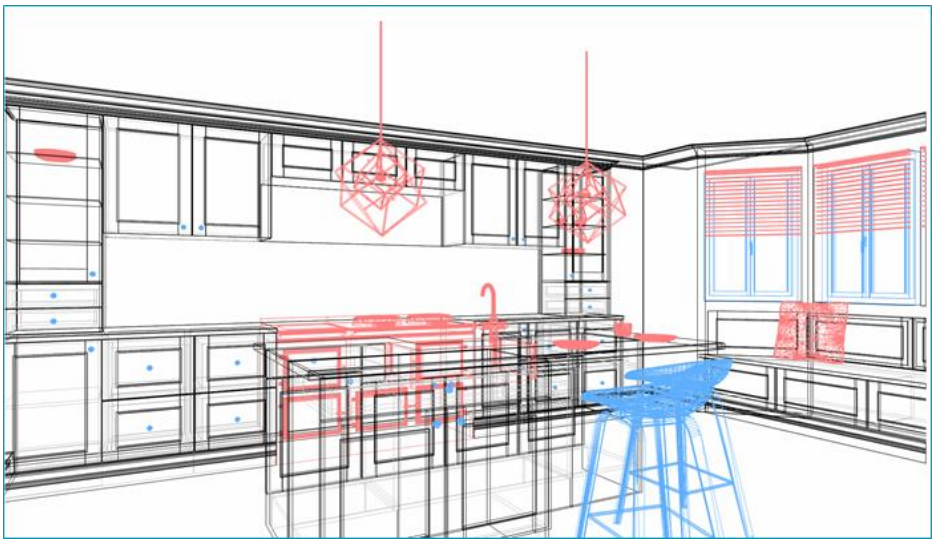
Render Mode

The Render Mode button give you access to 3 different Render options:



Wire Mode

This is the default view in Cabinet Vision. You will see Assemblies as if they had wire lines at the corners.



Fill Mode

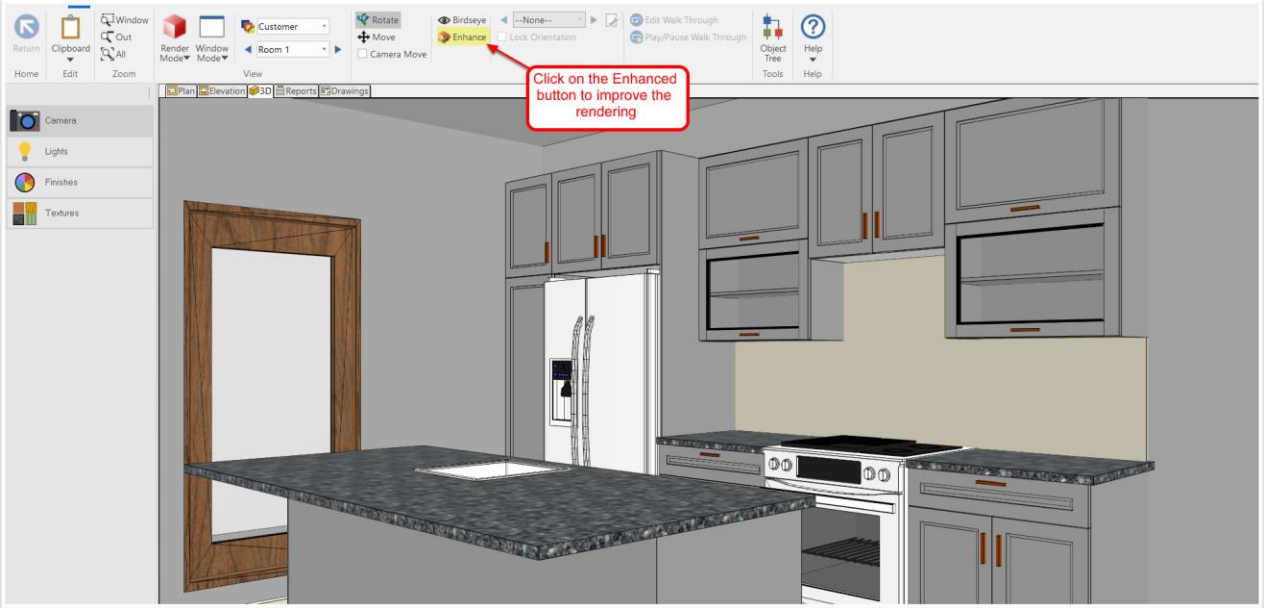
This mode of rendering causes the Assemblies to appear solid, with the selected Finish added to them. They do not display wood grain or other enhancements (Textures) of the advanced rendering features. This view is useful for viewing Parts and Assemblies when speed is more important than rendering quality.

Texture Mode

This mode of rendering causes the Assemblies to appear solid, with the selected Finish and Textures applied to them.

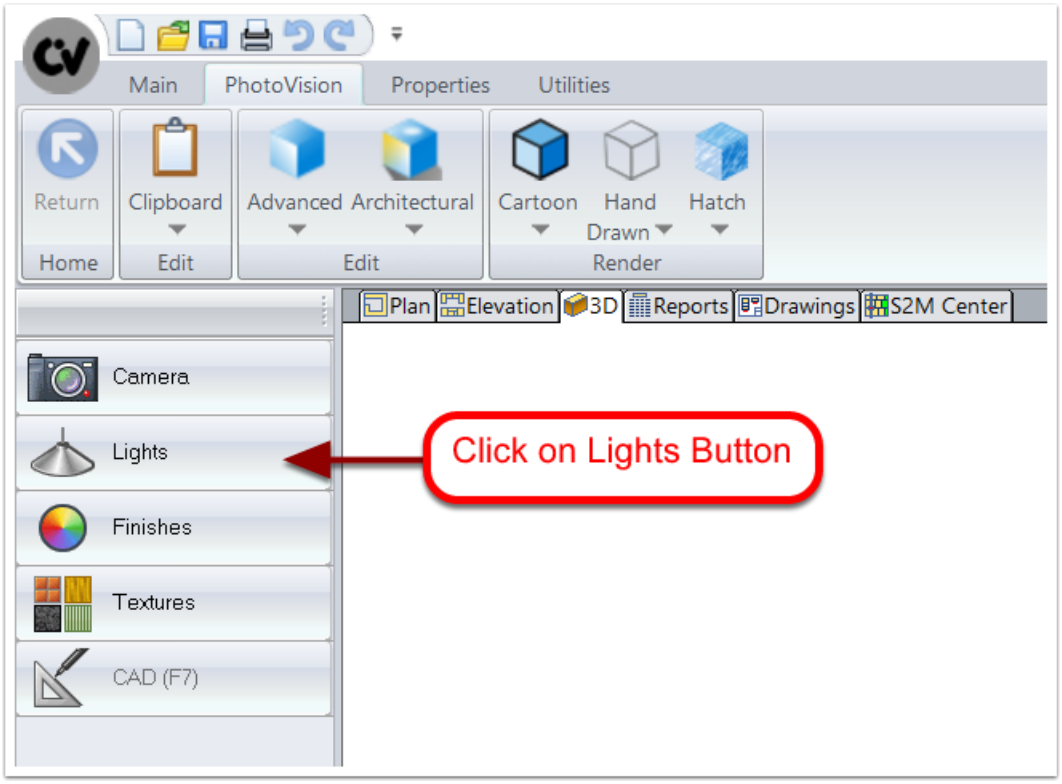
Enhanced Option

Whenever you want to improve your rendering with anti-aliasing you can click on the “Enhanced” button to improve the quality of your rendering. For example, you should click the “Enhanced” button before saving the 3D scene to drawings or before printing.


Click on the Enhanced button to improve the rendering
Camera
Lights
Finishes
Textures

Lights

The Lights button, available in the sidebar, will give you an overhead view of the current design with the light showing (red/blue/orange/green dot) in relationship to where it is currently placed. Simply select the Light in the view to set its Properties. The best thing to do with lighting is to experiment with it to see what works best for you.



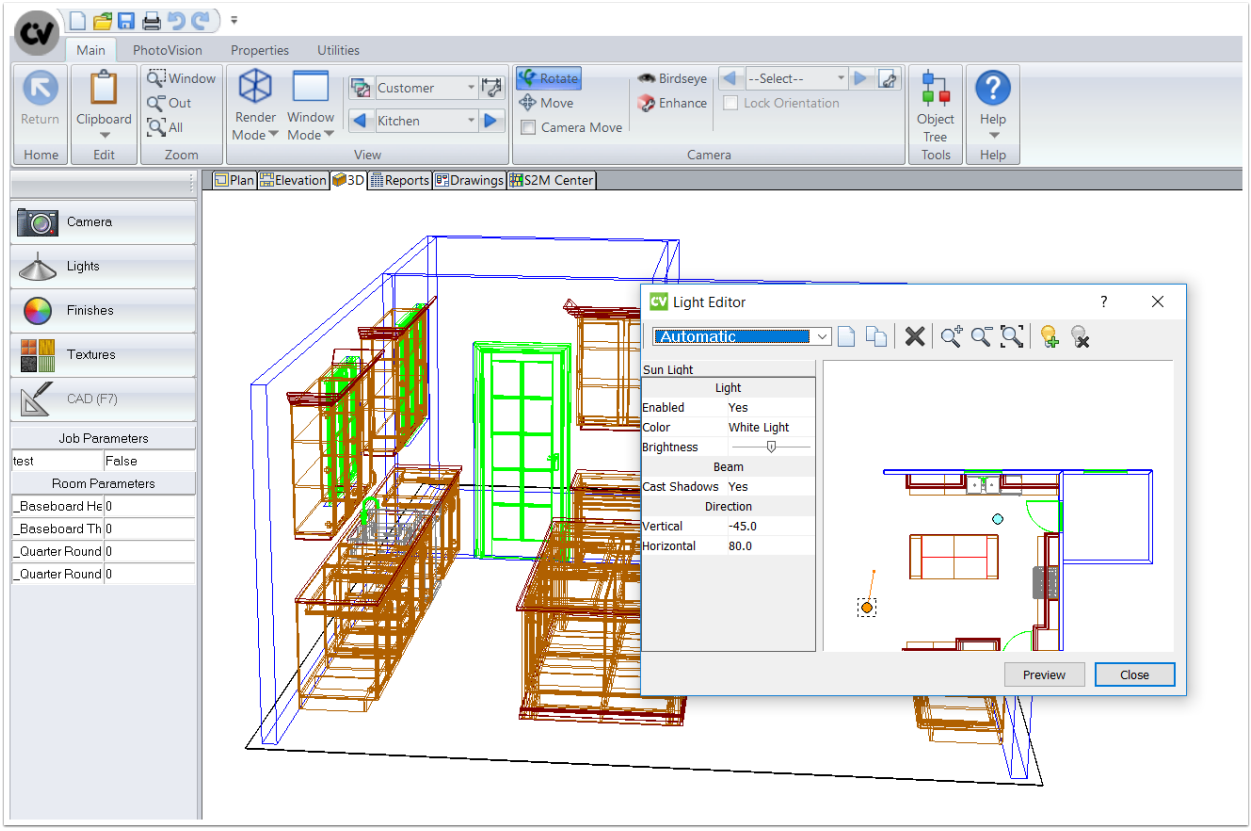
The Automatic lighting setup places at least three Lights in every Room:

- An Ambient Light which will evenly light every surface in the scene. The Ambient Light is reached by clicking within the view port in the sidebar without selecting another Light.
- The Head Light (green square) that is placed in the bottom of the view port. The Head Light is a Light which always shines from your Viewing perspective (all other Lights move with the view's rotation.).
- A Directional Light in the bottom right corner of the Scene.

As your design changes there are other Lights that will be placed in the Room automatically.

- A Point Light added directly behind a Wall that has one or more Windows or Doors in it.
- A Point Light added where two walls meet and there are Assemblies present.
- A Directional Light added 12" below the Height of the Wall at the middle of a Wall that is up to 300" long, two lights evenly spaced to anything longer. Wall Ends are ignored.

- A Spot Light added 30" above a Peninsula Wall at the middle of the Peninsula Wall that is up to 300" long, two lights evenly spaced to anything longer. Wall Ends are ignored.



You can modify the settings for any of these Automatic Lights and your changes will be preserved. If you would like to have your own Light Schedule for the Job you can click the Save button in the sidebar to Save a new Light Schedule to use.

To adjust a light, select it by clicking on it in the small light view port. It will be highlighted with a white box when it is selected. Now you can move it anywhere in the view port or change any of the Light, Beam, or Direction specifications available to that particular type of Light.

You also have the ability to add or delete lights with the Add/Delete buttons and to save different lighting setups to the Light Schedule. These lighting schedules are specific to the job you are currently working in.

Finishes

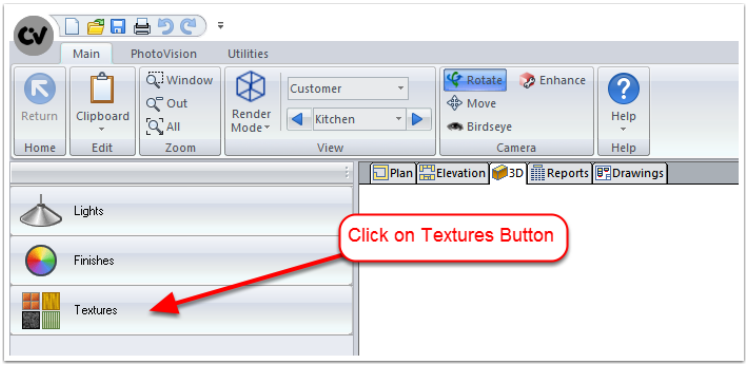
In 3D View you can modify the color of different items from the room level. You have to click on Finishes button in the sidebar.

Simply change Finishes by clicking the desired "color" swatch and selecting the item whose color you desire to change.

Note: These colors will appear in the "Fill Mode".

Textures

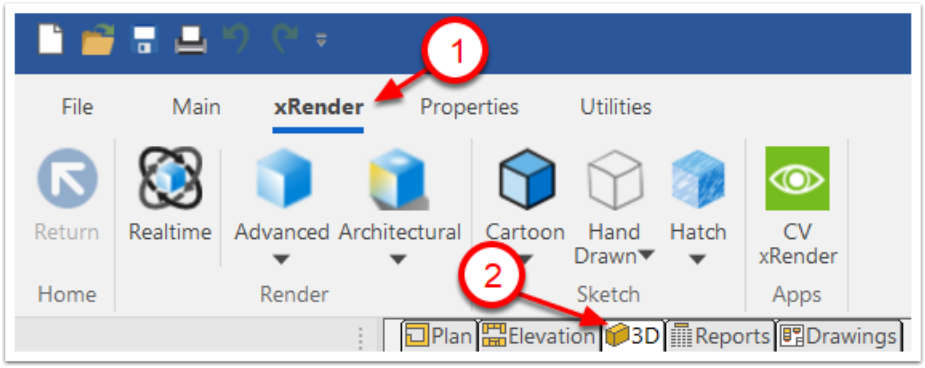
In 3D View you can modify the texture of different items from the room level. You have to click on Textures button in the sidebar.



To change the Texture of an Assembly Exterior, Assembly Interior, Wall, Floor, Ceiling, Countertop, Splash, or Molding, click on the associated Texture swatch, and the Texture Manager will open allowing you to select a Texture from the desired category.

Note: These colors will appear in the "Texture Mode".

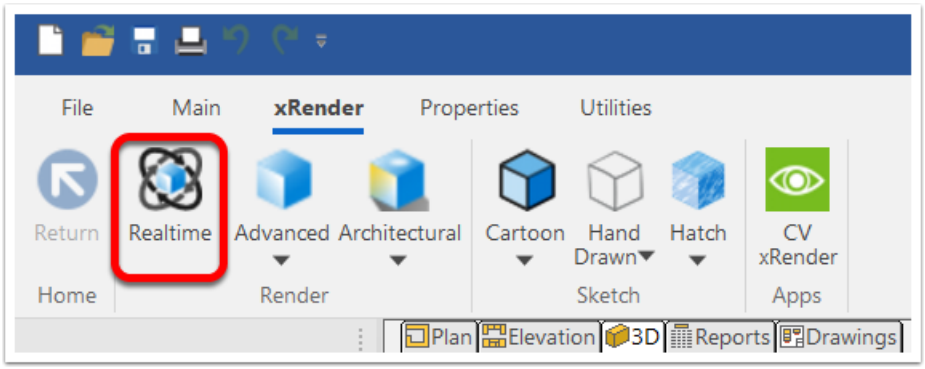
XRender



XRender helps you produce photorealistic renderings and also allows you to export renderings to image files for easy-sharing.

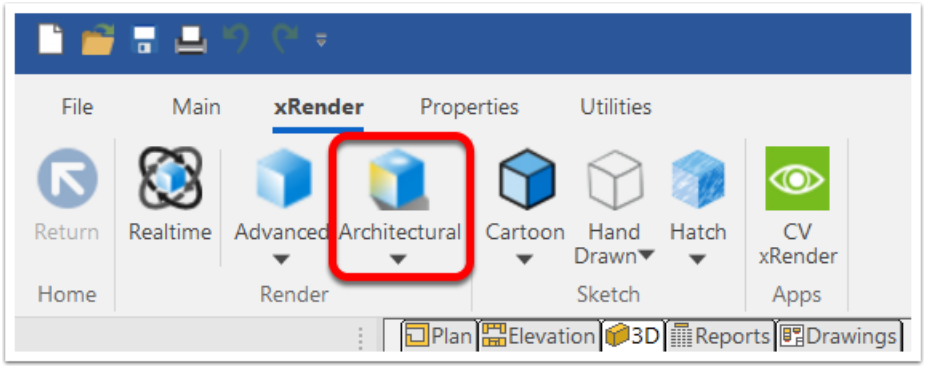
RealTime Rendering

This render mode gives a very quick detailed render, the big advantage of course is the ability to move the camera and view. Very handy if you have a detailed drawing to present and a customer that doesn't visualise space well.



Architectural Rendering

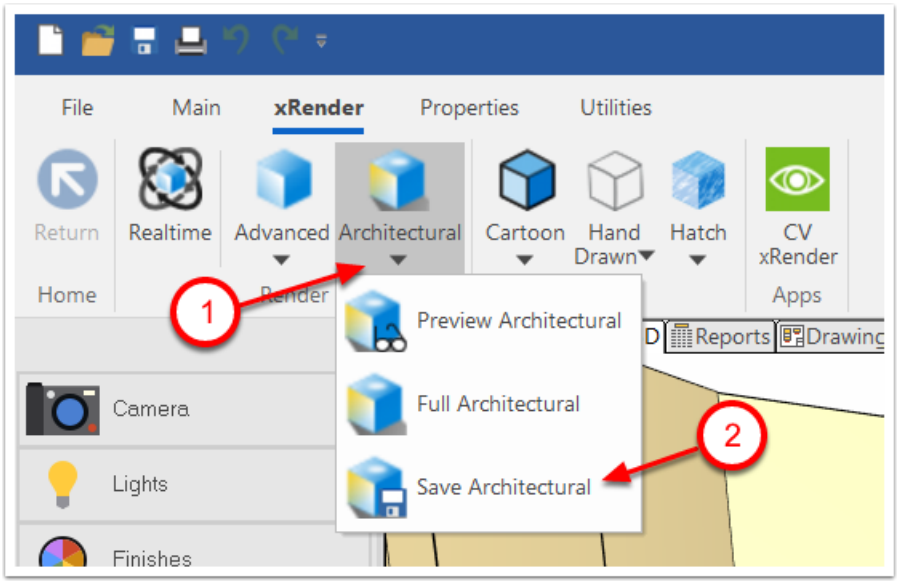
This render mode gives you the most realistic render possible, a great tool if you're working on some of the bigger projects and need to really sell the design.

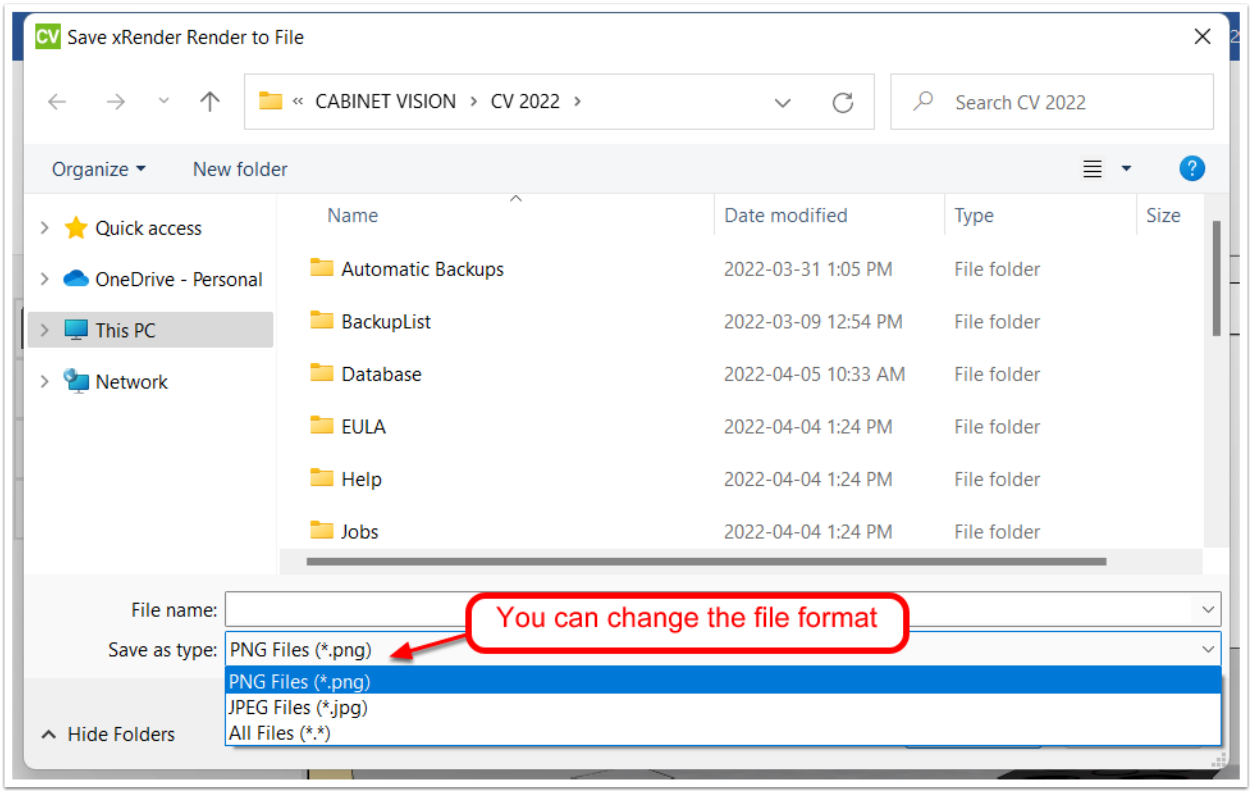


How to save a 3D rendering to a file?

To save a 3D scene to a file you first need to click on the down arrow below the xRender mode you would like to use and click on the Save button.

In the example below we are saving an Architectural rendering to a file by clicking on the Save Architectural button.

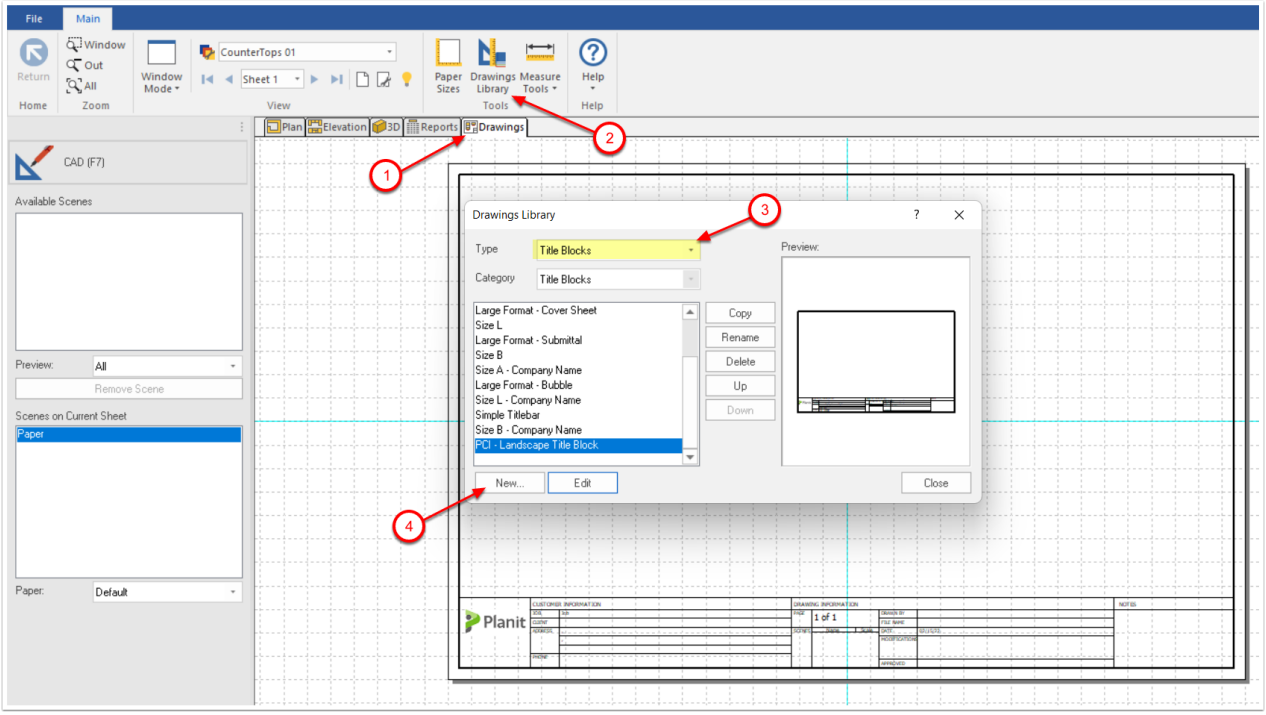




How To Create a Title Block

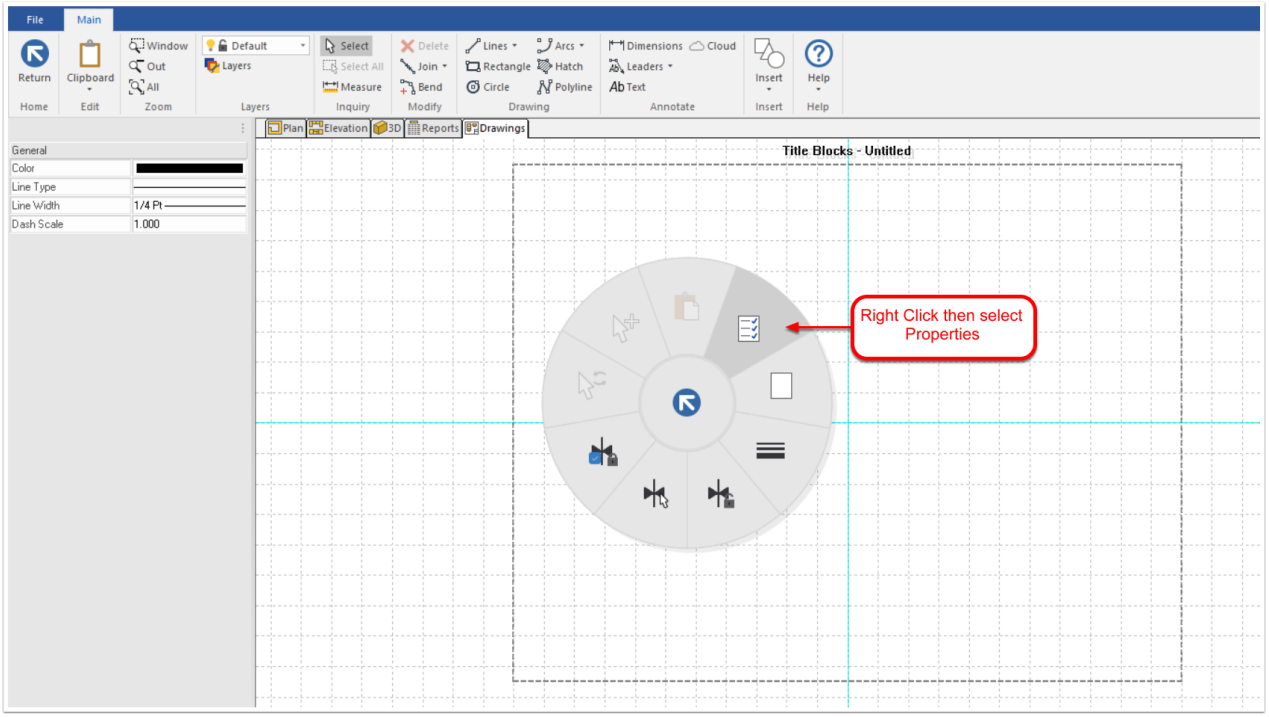
To create a new title block we'll need to go to the Drawings tab and click on the Drawings library button in the ribbon bar.

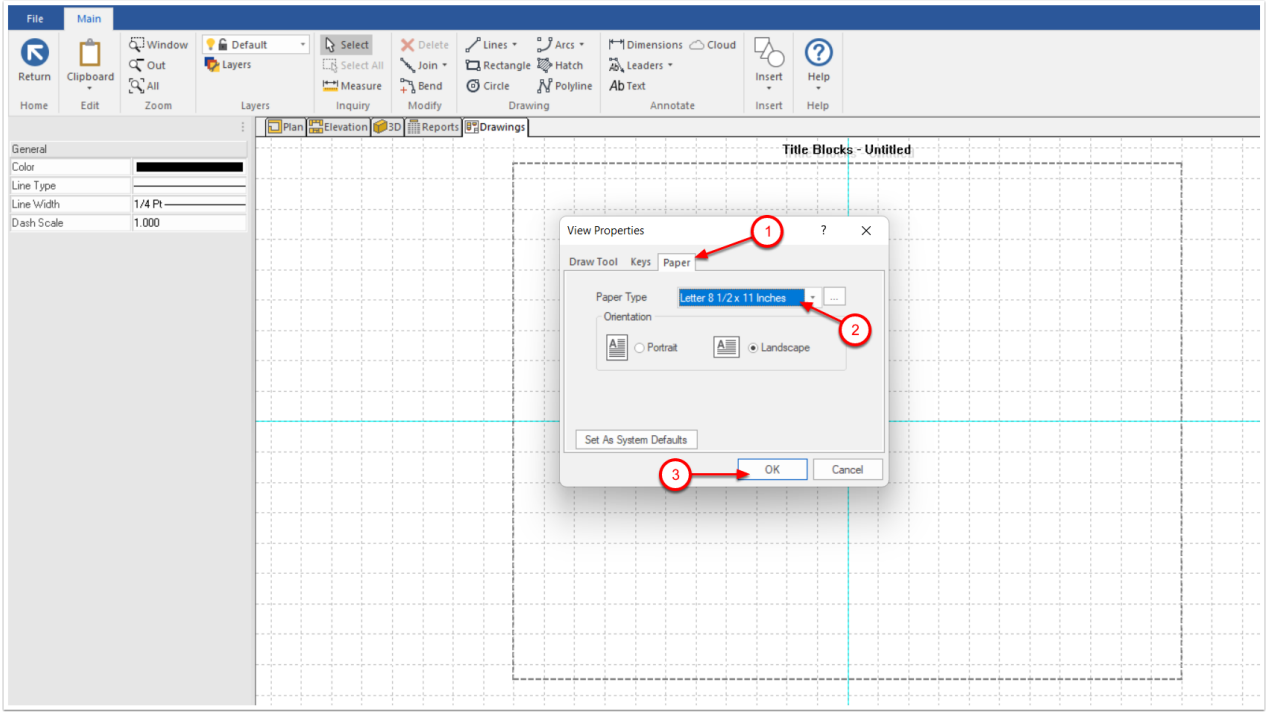
Make sure the Type dropdown list is set to Title Blocks then click on the New button.



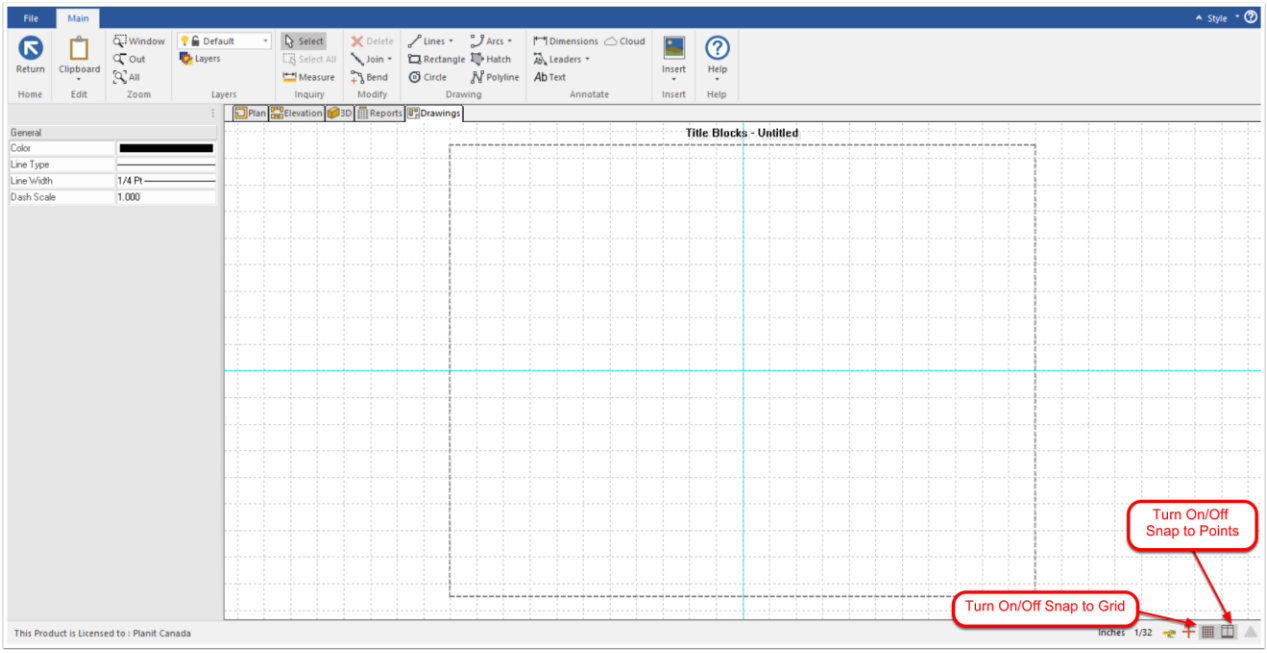
Before starting to place CAD it's better to select the appropriate paper size for the title block you are creating.

To change the paper size right click in the drawing page and go to Properties tab and Paper then you can select the appropriate paper size in the Paper Type dropdown list and click OK.



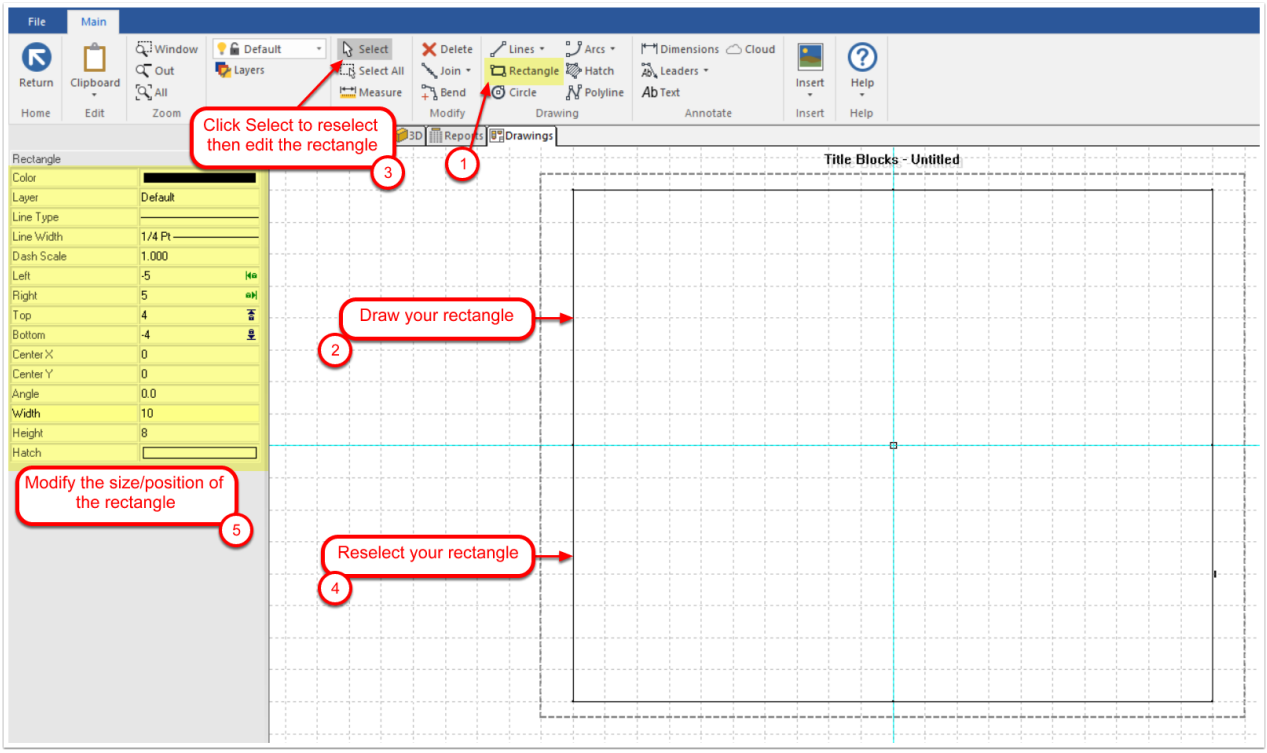


When creating a title block it's easier to place objects using the grid/point snap features. To turn on/off the snap to grid and snap to point you can click on the Snap to Grid or the Snap to Points buttons on the right of the status bar at the bottom.

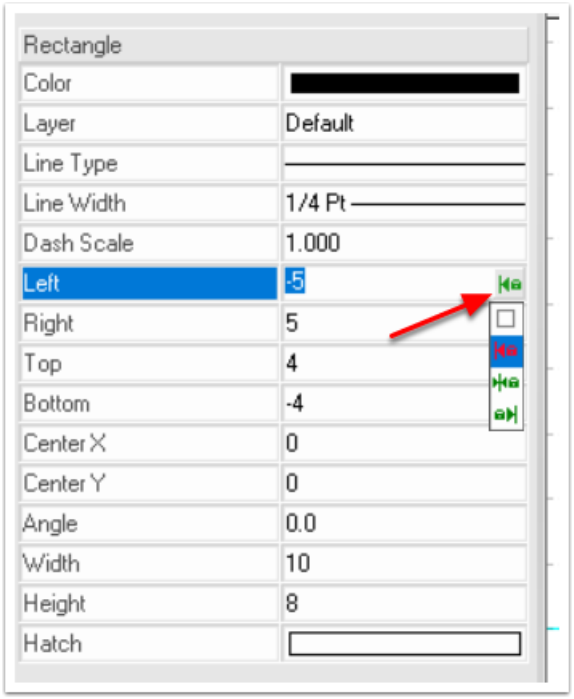


You can now draw shapes like a rectangle or a line to build your title block.

The example below demonstrate how to draw and edit a Rectangle

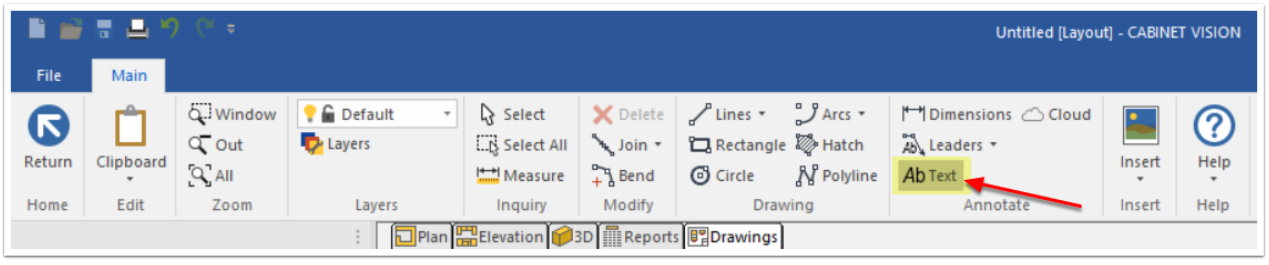


When you select an object on the drawing page you can set the origin of the start and end points. By locking the origin if you change the paper size later the title block will automatically stretch or shrink.

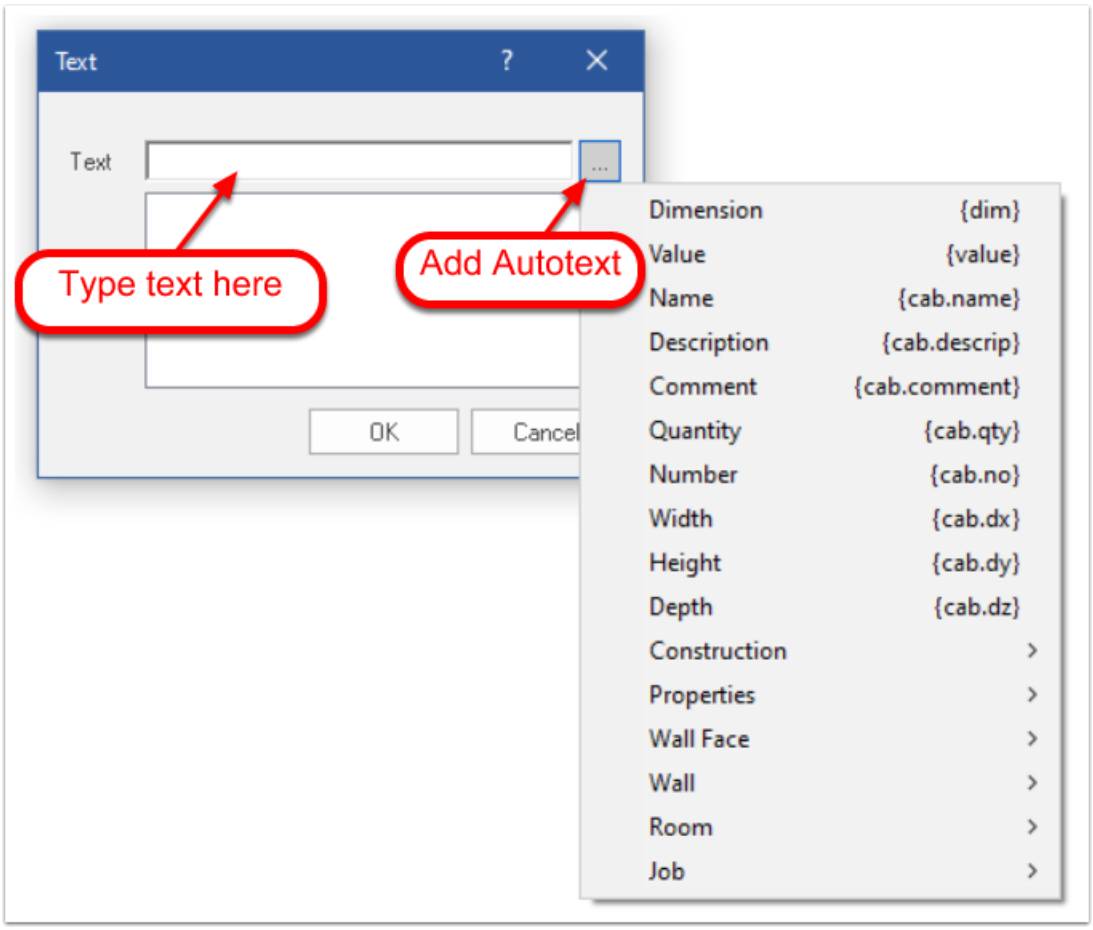


When you add text you have the ability to type your desired text but also have the ability of selecting from Text Variables of information already within your Job (Autotext).

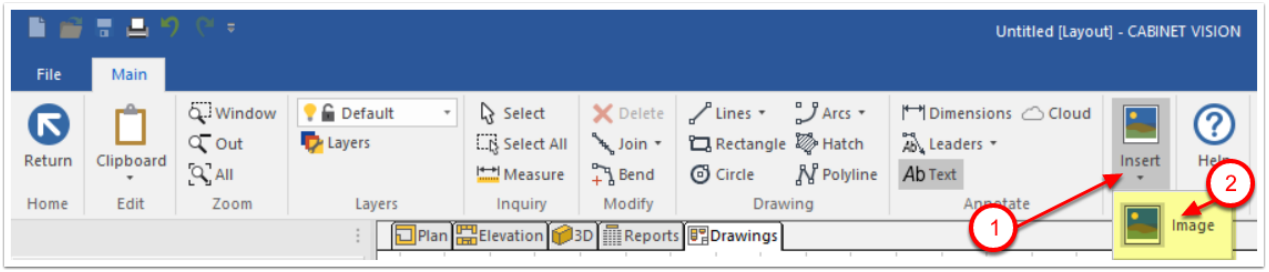
Clicking the Select button (...) next to the text field will bring up the list of available Autotext Variables.

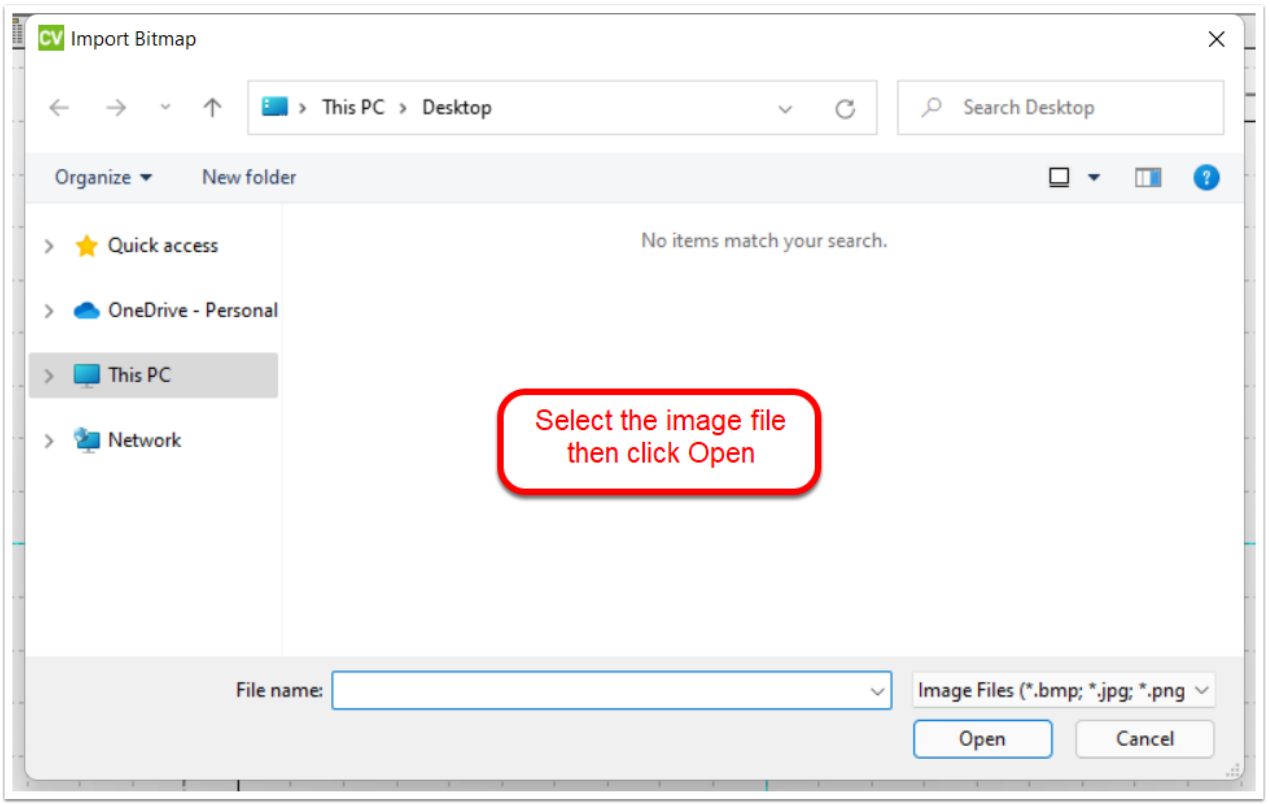


Click on the drawing page where you want to add the text the window below will open. You can type your text and/or add automatic text clicking on the select button (...)



To add your logo, click on the down arrow under the Insert button on the ribbon bar then click on Image. In the File Explorer Window select the image file you want to use. Once you click Open click where you want to place the logo on your drawing page.




Import Bitmap
This PC
Desktop
Search Desktop
Organize
New folder
Quick access
OneDrive - Personal
This PC
Network
No items match your search.
Select the image file then click Open
File name:
Image Files (*.bmp; *.jpg; *.png
Open
Cancel

Printing Drawings

Once you have something designed there are two basic ways of printing drawings. One is to click on the Printer tool in the CV Button menu. The other way is to right click and use the menu option called “To Drawing”

Printing the Screen

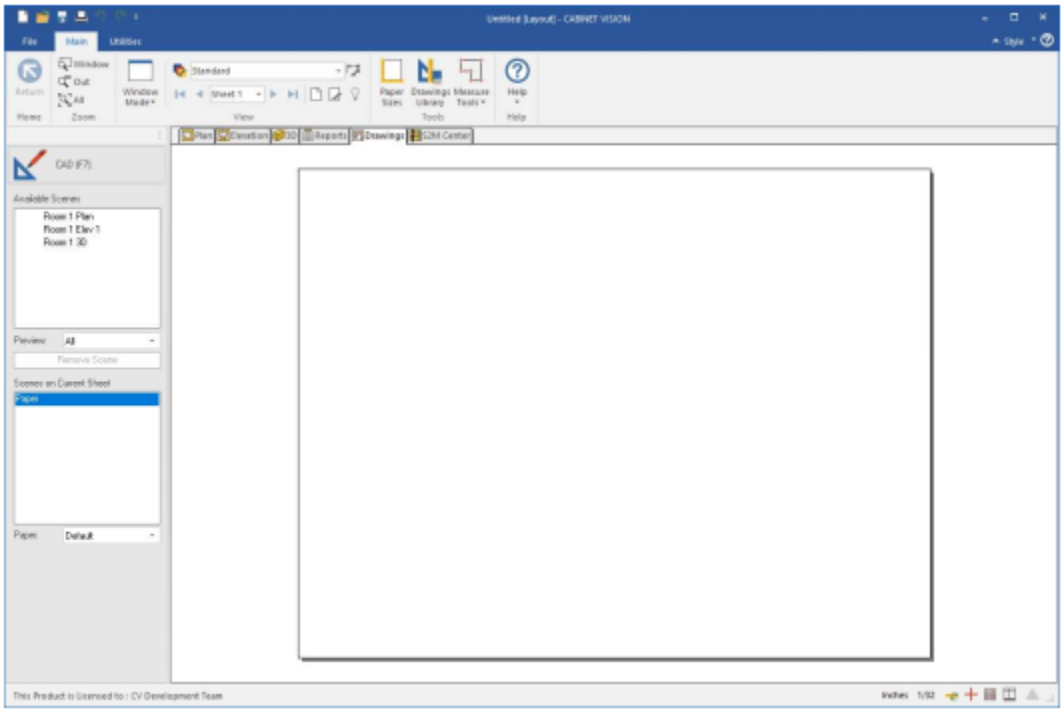
At any screen, if you see that the printer icon is not grayed out. You can click on the printer icon in the CV Button menu and CABINET VISION will print what you have on screen. You should try bringing up various views and printing them this way to see what you will get. This works especially well for shop elevation views. To bring up a shop elevation view set up a Layer Schedule that displays “Shop Annotations.” For more information, see your help files on “What are Layers?” Note: If your screen resolution is greater than 1024 x 768, you will need to set up CABINET VISION to “Stretch or Shrink View to Fit Paper” in the print settings.

Printing from Drawings

“Drawings” is like the blueprint area of CABINET VISION. Using “Drawings” you can place and scale, multiple drawings (Scenes) per “Sheet” of paper.

Once you have something designed you can bring up a variety of views by using the “View” tabs across the top of your screen and then send them to “Drawings”.

The following screen shows a typical Drawings View.



Sending Views (Scenes) to Drawing

As you are viewing something on screen you can right click in the working area (make sure you are not on top of anything) and you will get a menu with the option “To Drawing” or “To Live Drawing”. Selecting the menu option “To Drawing” will create a static snapshot (Scene) of whatever you are viewing and send that scene to the Drawing area of CABINET VISION. Selecting the menu option.

Normally you would finish the layout of your Job, get it all sectioned, add counter tops, and add moldings, etc. before you start sending scenes to the “Drawing” portion of CABINET VISION.

Hidden Line versus Color

When you send something to drawings it will go as a hidden line drawing. The exception to this is that you can send 3D views to drawings in color. To change between color and hidden line mode for 3D views, bring up a 3D view then right click and select “Properties”. On the Properties screen for 3D you will see an option called “To Drawing” this option allows you to select between “Bitmap” and “Hidden Line” modes when sending 3D views to “Drawings”.

If you’re set to “Bitmap” mode, then when you send a 3D view to drawings it will be sent as a color bitmap. While set to bitmap mode you should only send drawings that are filled in with color to “Drawings”. Sending a 3D line drawing to “Drawings” in bitmap mode will give very poor-quality drawings. If you want line drawings to be sent to Drawings, you should change from “Bitmap” mode to “Hidden Line” mode before sending the 3D drawings over to the “Drawings” portion of CABINET VISION.

Setting Default Paper Size and Scale

The first thing you should do after going to the Drawings Area for the first time is to right click in the middle of your screen and select “Properties”. Under Properties you should set your paper size and your default scale size.

CABINET VISION lets you select from a pre-set list of Paper Sizes or create your own Custom Paper Sizes matching whatever your printer/plotter can handle.

In the sidebar you will note several views listed under “Available Scenes’. These are various views that have been sent “To Drawing” or “To Live Drawing”.

Placing a Scene on the sheet

To place a scene on the sheet, drag the scene from the available scenes area to the sheet area. Once your mouse is over the sheet area, release the mouse button and you will get a phantom scene. Move the phantom to where you want the scene placed on the sheet and then click to place the scene.

The size of the phantom scene will represent the amount of space that this scene will take up on this size sheet. If it is too large or too small, right click to release the scene and then right click on your sheet and go to “Properties” and reduce the default scale size, then try placing the scene again.

Moving a Placed Scene

Once the scene has been placed you will note a red outline around it, if you don’t see this red outline click on top of the placed scene and it should outline the scene in red. In the lower left corner of the red outline there is a small square. This small square is the movement handle for the scene. Placing your mouse over this handle will give you a movement cursor; if you then click it will grab the scene so you can move it, and then just click to place it again.

Rescaling a Placed Scene

To rescale a placed scene, right click on the placed scene and then select “Scale”.
Resizing a Placed Scene

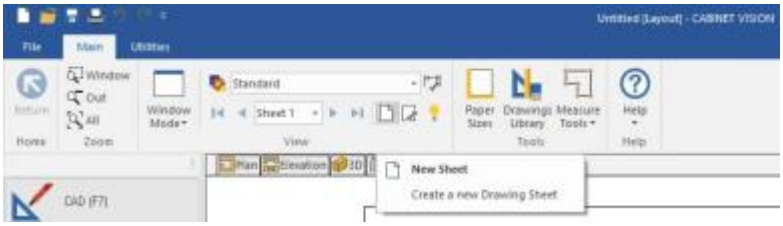
To resize a placed scene (Scale doesn’t matter), simply select the scene and drag the sizing handles and drag them to resize.

Deleting a Placed Scene

To delete a drawing once it has been placed on a sheet. Right-Click on the placed scene and then select “Delete” from the menu.

Adding a New Sheet

To add a new sheet, click the “New Sheet” option.



Changing to a Different Sheet

If you have multiple sheets you can move from one to the other by clicking in the “Sheet Selection” window, then select the sheet you would like to work on.

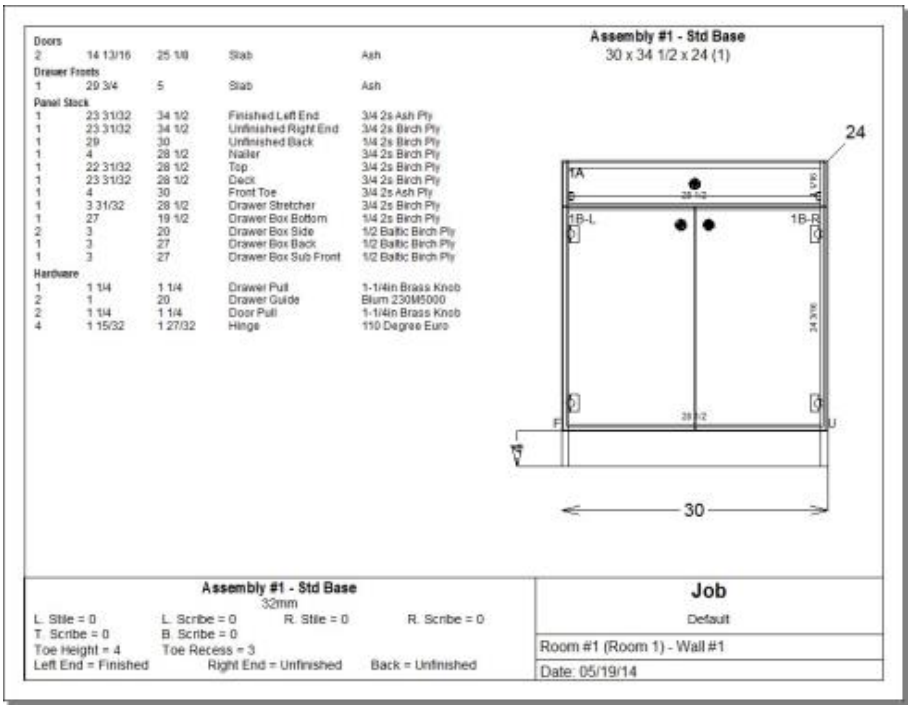
Deleting a Sheet

To delete a sheet, click on the Edit Sheets option. Click on the sheet that you want to delete and click Remove. Click OK.

Assembly Sheets

Assembly sheets are reports designed for your assemblers. They will have a picture of a single Assembly in the right corner, with all the Parts and Hardware that go to that Assembly on the left side of the printout, and all the specifications for that Assembly along the bottom.

See a sample Assembly Sheet below.



Doors

2	14 13/16	25 1/8	Slab	Ash

Drawer Fronts

1	29 3/4	5	Slab	Ash

Panel Stock

1	23 31/32	34 1/2	Finished Left End	3/4 2s Ash Ply
1	23 31/32	34 1/2	Unfinished Right End	3/4 2s Birch Ply
1	29	30	Unfinished Back	1/4 2s Birch Ply
1	4	28 1/2	Nailer	3/4 2s Birch Ply
1	22 31/32	28 1/2	Top	3/4 2s Birch Ply
1	23 31/32	28 1/2	Deck	3/4 2s Birch Ply
1	4	30	Front Toe	3/4 2s Ash Ply
1	3 31/32	28 1/2	Drawer Stretcher	3/4 2s Birch Ply
1	27	19 1/2	Drawer Box Bottom	1/4 2s Birch Ply
2	3	20	Drawer Box Side	1/2 Baltic Birch Ply
1	3	27	Drawer Box Back	1/2 Baltic Birch Ply
1	3	27	Drawer Box Sub Front	1/2 Baltic Birch Ply

Hardware

1	1 1/4	1 1/4	Drawer Pull	1-1/4in Brass Knob
2	1	20	Drawer Guide	Blum 230M5000
2	1 1/4	1 1/4	Door Pull	1-1/4in Brass Knob
4	1 15/32	1 27/32	Hinge	110 Degree Euro

Assembly #1 - Std Base
30 x 34 1/2 x 24 (1)

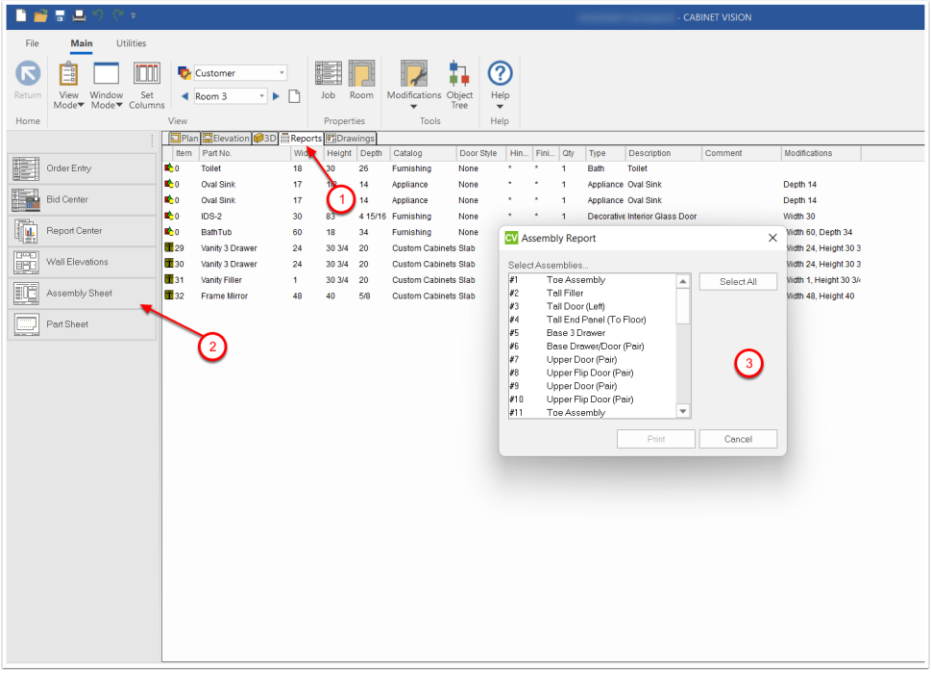
Assembly #1 - Std Base
32mm

L. Stile = 0 L. Scribe = 0 R. Stile = 0 R. Scribe = 0
T. Scribe = 0 B. Scribe = 0
Toe Height = 4 Toe Recess = 3
Left End = Finished Right End = Unfinished Back = Unfinished

Job
Default
Room #1 (Room 1) - Wall #1
Date: 05/19/14

Printing Assembly Sheets

To print Assembly Sheets, click on the “Assembly Sheets” button then select the Cabinets to print.



To print an Assembly Sheet for one Cabinet click on “Assembly Sheets”, then select the Assembly to print, and then click on “Print”.

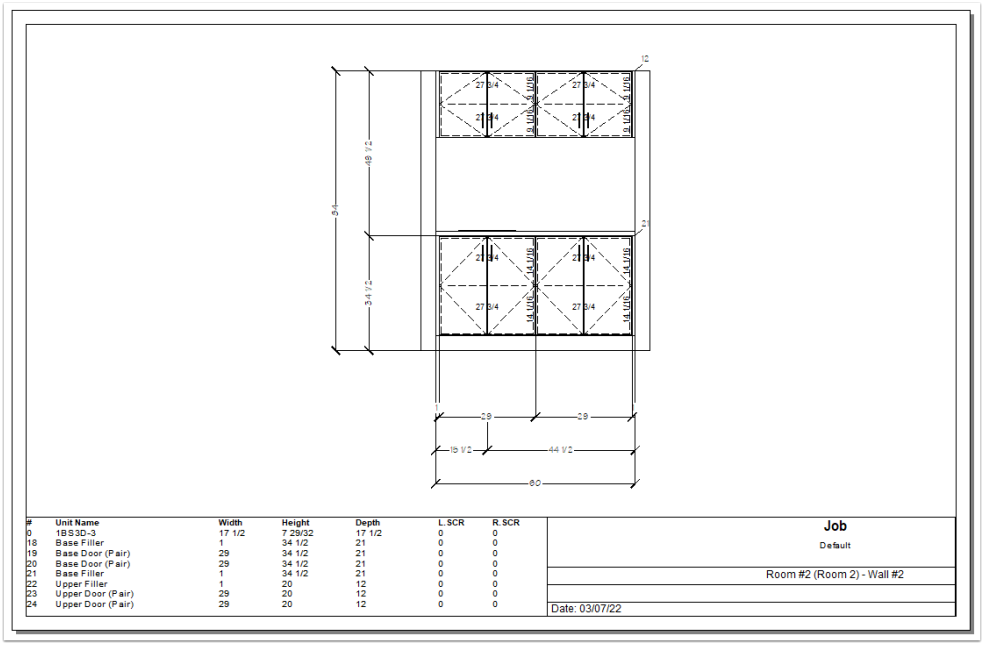
To print Assembly Sheets for all Assemblies in a Job, click on “Assembly Sheets”. Click on the “Select All” button, and then click on “Print”.

To print Assembly Sheets for only some of the Assemblies listed. Click on “Assembly Sheets” then select the Assemblies to print while holding down your “Ctrl” key, and then click on “Print”.

Wall Elevation Drawing

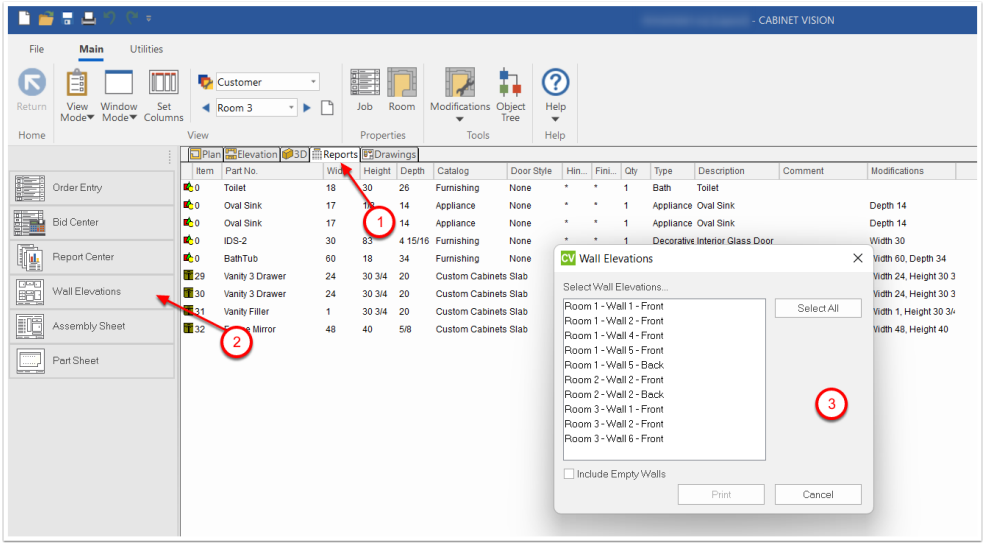
A Wall Elevation drawing will have a picture of a single wall on the top of the sheet, with all the Assemblies that go on that Wall along the bottom of the sheet.

See a sample Wall Elevation drawing below.



Printing Wall Elevation Drawings

To print Wall Elevations, click on the “Wall Elevation” button then select the Walls to print.



To print a Wall Elevation for one Wall click on “Wall Elevation”, then select the Wall to print, and then click on “Print”.

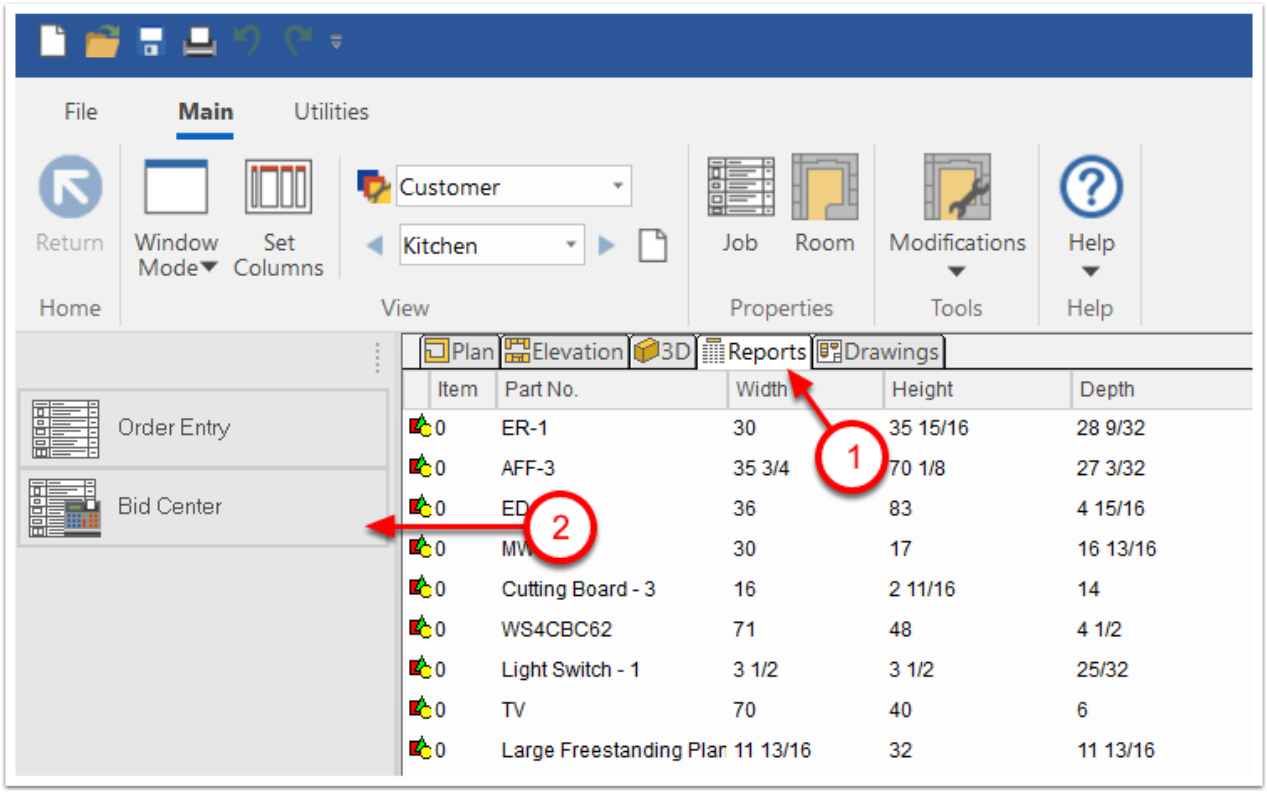
To print Wall Elevations for all Walls in a Job, click on “Wall Elevation”. Click on the “Select All” button, and then click on “Print”.

To print Wall Elevations for only some of the Wall listed. Click on “Wall Elevation” then select the Walls to print while holding down your “Ctrl” key, and then click on “Print”.

Bid Center

The Bid Centre is where a quote can be produced to give a value to a Job.

To open the Bid Center, click on the Reports View tab and on the sidebar click on the “Bid Center” button.



To display accurate pricing in the Bid Center you first need to make sure you setup the price of your materials and doors.

Setting up Material Costs

The First time you open the Bid Center you will need to set your Bidding options for Material costs.

This is how Cabinet Vision calculate the material quantity and material cost in the Bid Center:

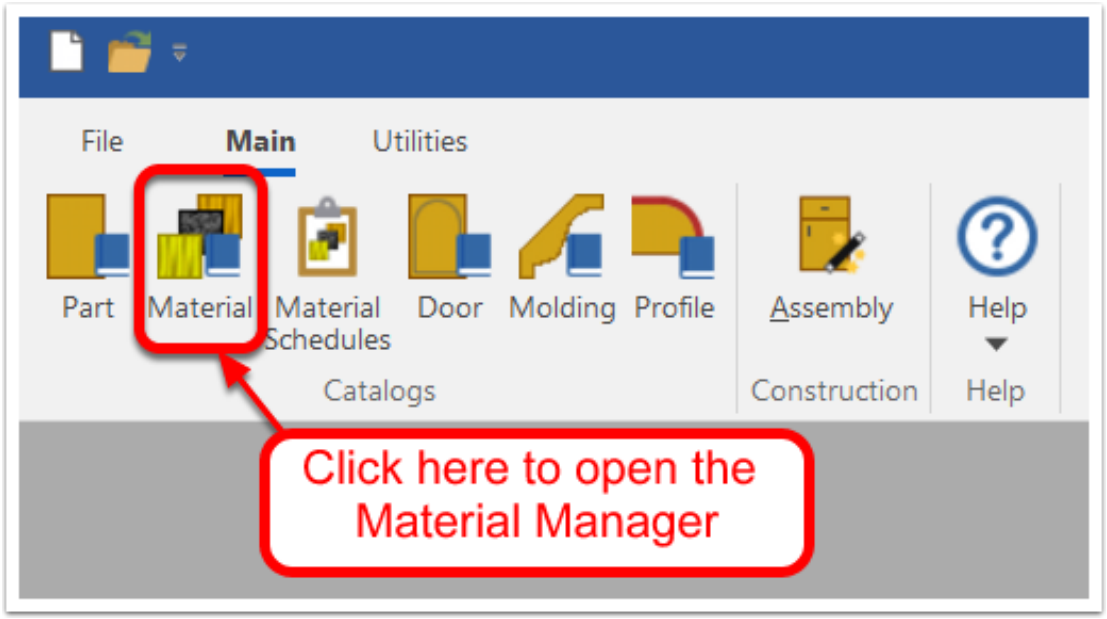
Material Quantity in the job = (Material Quantity + Material Waste Percentage)

Material Cost in the job = (Material Default Cost + Material Markup Percentage)

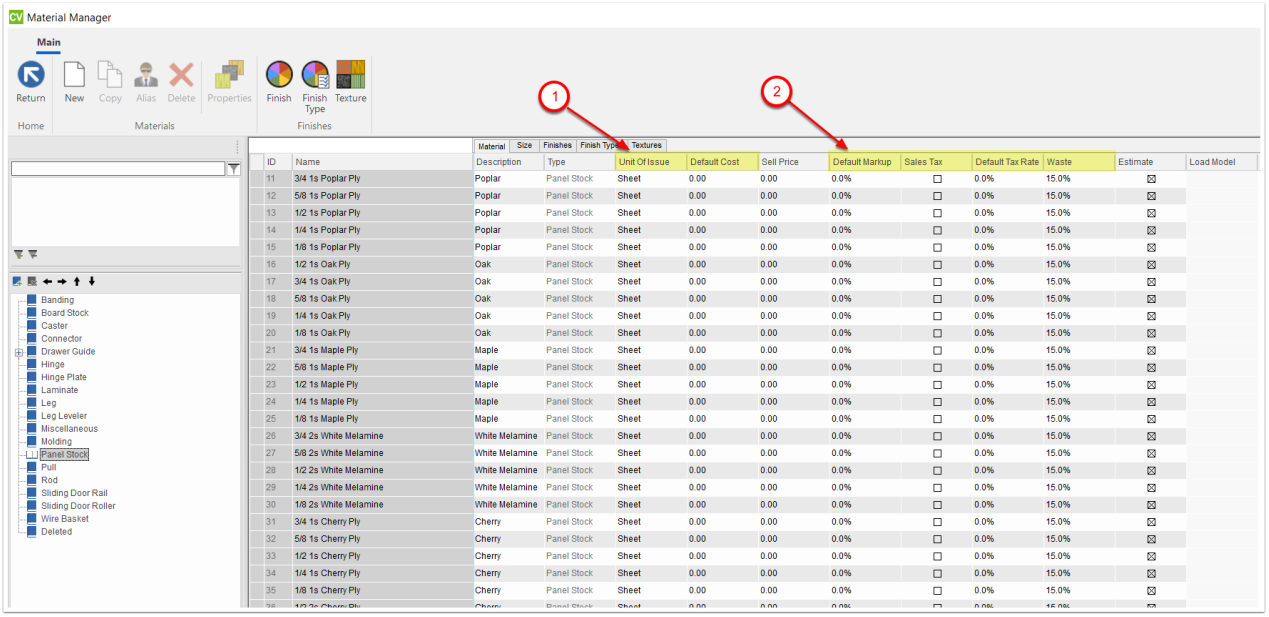
Then Cabinet Vision will Calculate your Total cost for the Material:

Total Cost for the Material = Material Quantity in the job x Material Cost in the job

To setup you Material costs in Cabinet Vision you need to close your current job and return to the Splash Screen then click on the Material button in the Catalog ribbon bar to open the Material Manager.



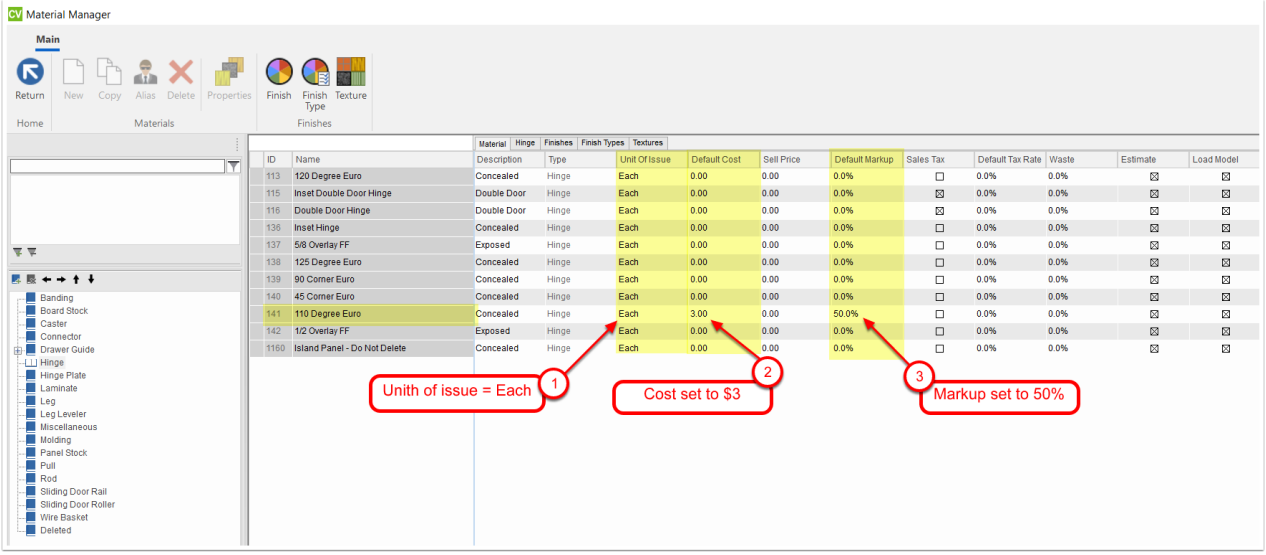
In the Material Manager you need to set following fields for all the materials you are using in a job: Unit of Issue, Default Cost, Default Markup, Waste, Tax



Example 1:

Let's say we want to set the cost of a 110-degree Hinge to 3$/each with a 50% markup. This will make it $4.5/each on the quote in the Bid center.

First you need to find the 110 Degree Hinge in the Material Manager then in the Material Tab set the Unit of Issue, Default Cost and Markup for this material.



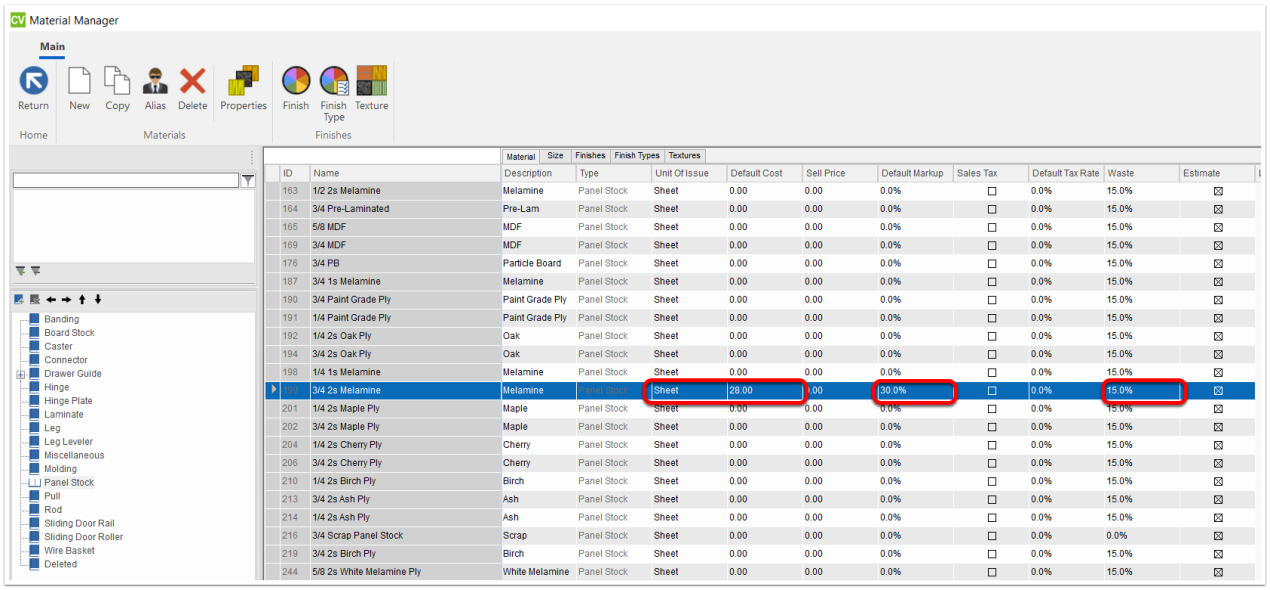
If we start a new job using this same hinge in a Single Door Base Assembly and look at the quote in the Bid Center, now we will notice the total cost for Hinges is $9.

($3 + 50 Markup) x 2 Hinges = $9

Example 2:

Let's say we want to set the cost of the ¾ 2S Melamine sheet to 28$/sheet with a 30% markup and add a 15% waste. This will make it $36.4/each on the quote in the Bid center and always add an extra 15% to the total quantity of ¾ 2S Melamine sheets.

First you need to find the ¾ 2S Melamine in the Material Manager then in the Material Tab set the Unit Of Issue, Default Cost, Markup and Waste for this material.



ID	Name	Description	Type	Unit Of Issue	Default Cost	Sell Price	Default Markup	Sales Tax	Default Tax Rate	Waste	Estimate
163	1/2 2s Melamine	Melamine	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
164	3/4 Pre-Laminated	Pre-Lam	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
165	5/8 MDF	MDF	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
169	3/4 MDF	MDF	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
176	3/4 PB	Particle Board	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
187	3/4 1s Melamine	Melamine	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
190	3/4 Paint Grade Ply	Paint Grade Ply	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
191	1/4 Paint Grade Ply	Paint Grade Ply	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
192	1/4 2s Oak Ply	Oak	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
194	3/4 2s Oak Ply	Oak	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
198	1/4 1s Melamine	Melamine	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
199	3/4 2s Melamine	Melamine	Panel Stock	Sheet	28.00	0.00	30.0%	☐	0.0%	15.0%	☒
201	1/4 2s Maple Ply	Maple	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
202	3/4 2s Maple Ply	Maple	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
204	1/4 2s Cherry Ply	Cherry	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
206	3/4 2s Cherry Ply	Cherry	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
210	1/4 2s Birch Ply	Birch	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
213	3/4 2s Ash Ply	Ash	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
214	1/4 2s Ash Ply	Ash	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
216	3/4 Scrap Panel Stock	Scrap	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	0.0%	☒
219	3/4 2s Birch Ply	Birch	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒
244	5/8 2s White Melamine Ply	White Melamine	Panel Stock	Sheet	0.00	0.00	0.0%	☐	0.0%	15.0%	☒

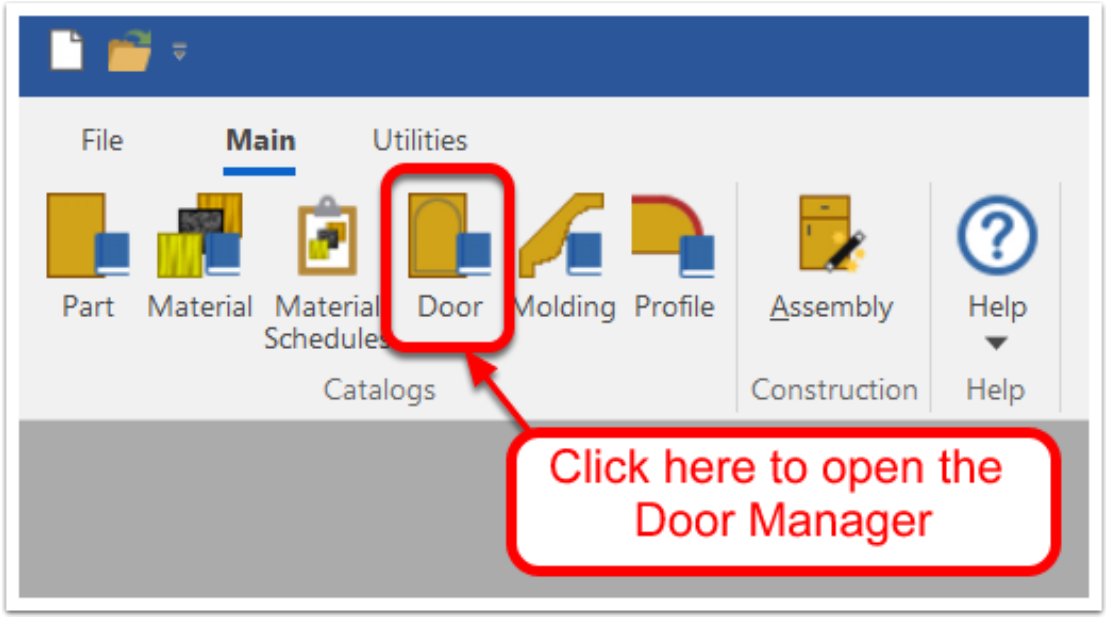
Setting up Door and Drawer Front Costs

The First time you open the Bid Center you will need to set your Bidding options for Door and Drawer Front costs.

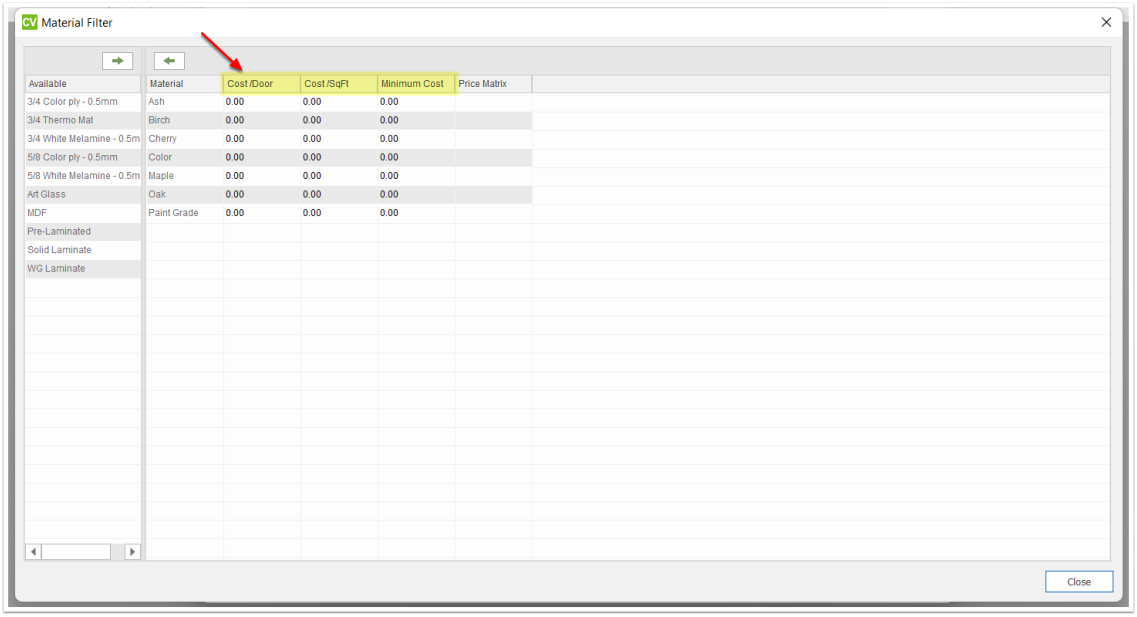
This is how Cabinet Vision calculate the total cost for Door and Drawer Front in the Bid Center:

*Total Cost for Doors in the Job = (Qty of Door * Cost Per Door) + (Cost Per SqFt x Total SqFt of Door)*

To setup you Door and Drawer Front costs in Cabinet Vision you need to close your current job and return to the Splash Screen then click on the Door button in the Catalog ribbon bar to open the Door Manager.



In the Door Manager you need to set following fields for all the different Materials for each Door and Drawer Front Style you are using in a job: Cost/Door, Cost/SqFt, Minimum Cost

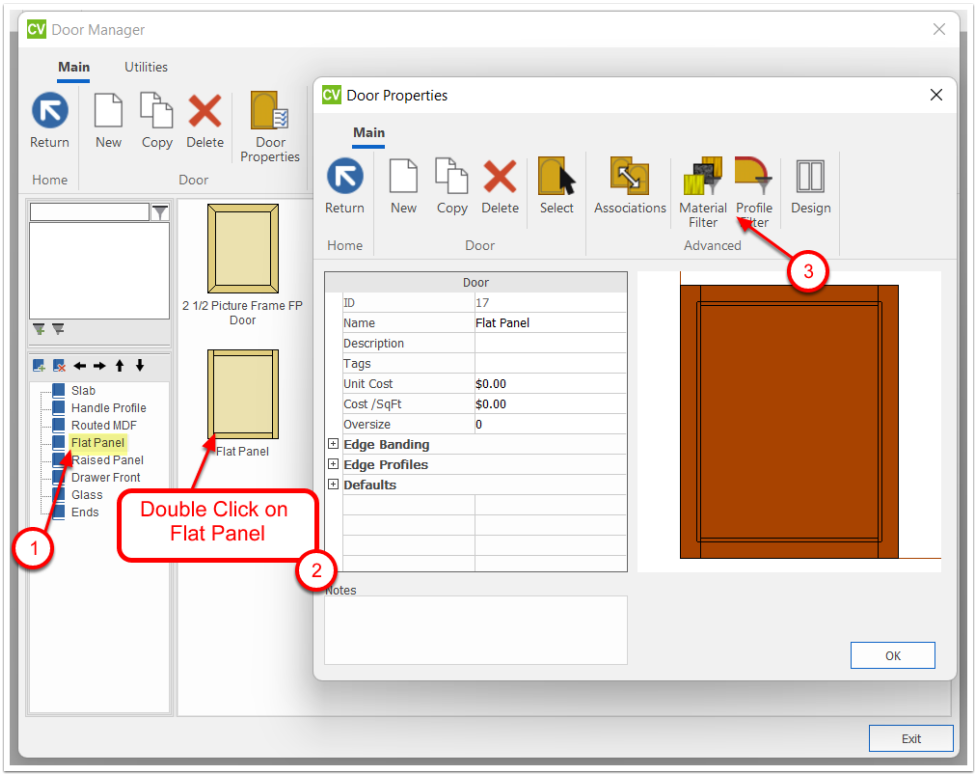


Example:

Let's say we want to set the cost of a Flat Panel to 9$/SqFT in Maple and $12/SqFf in Cherry.

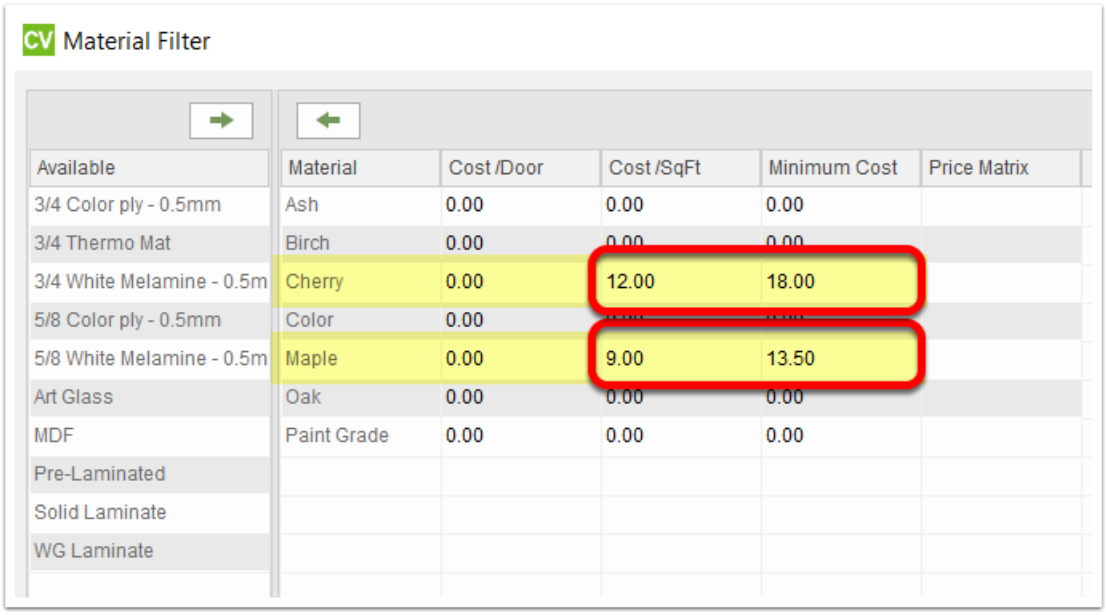
Also, the supplier will always charge a minimum of 1.5 SqFt no matter what the size of the Door/Drawer Front is

First you need to find the Flat Panel Door in the Door Manager, Double Click on it to edit the Properties and Click on the Material Filter button in the ribbon.



In the Material Filter Window for the Maple material set the Cost/SqFt $9 and the Minimum Cost to $13.5 (1.5 SqFt x $9).

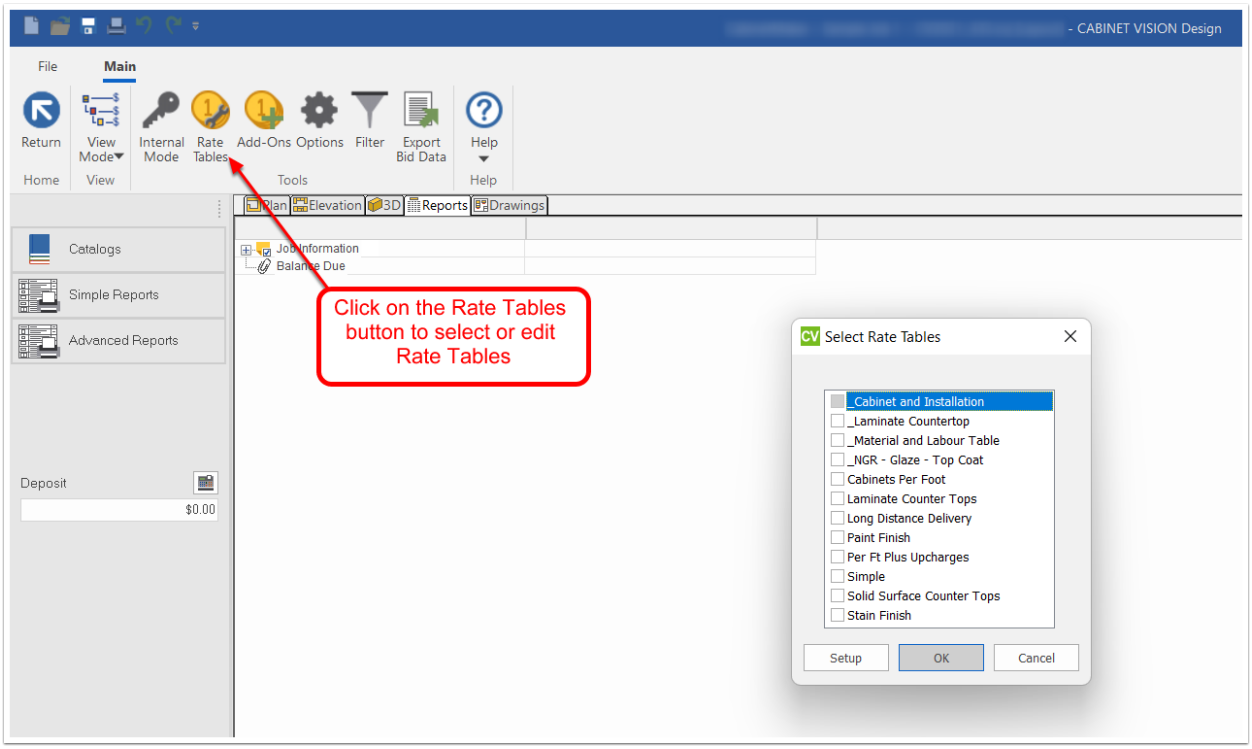
For the Cherry material set the Cost/SqFt $12 and the Minimum Cost to $18 (1.5 SqFt x $12).



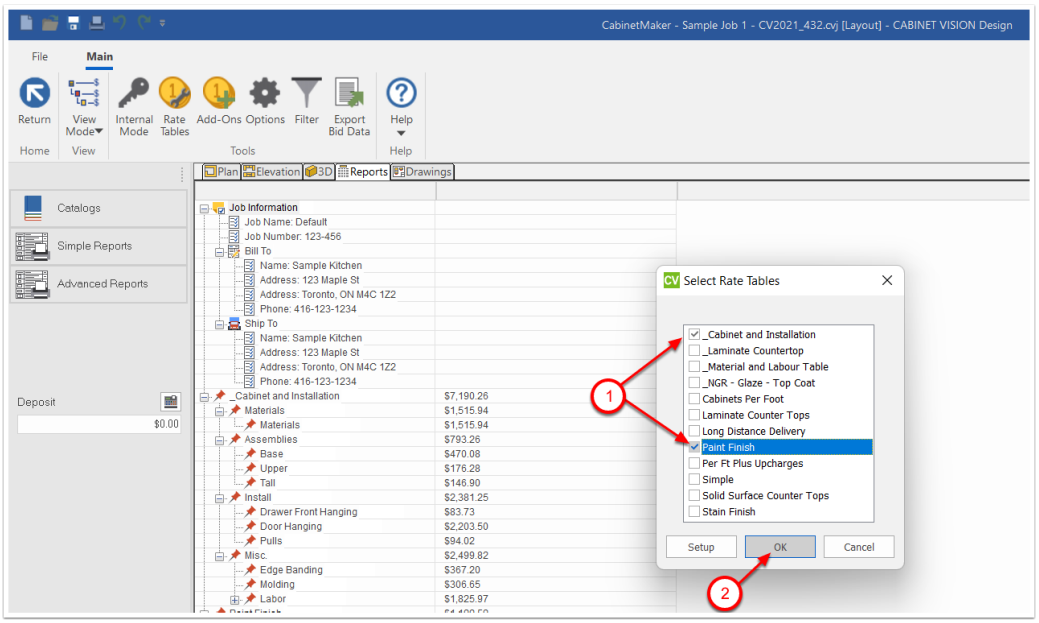
Rate Tables

Once you have all the price entered in Cabinet Vision you can create formulas using different rate tables.

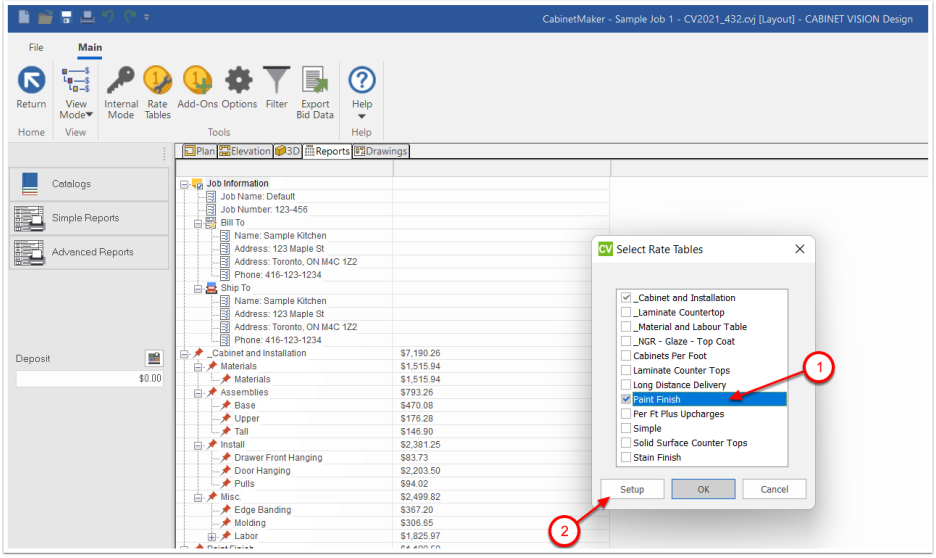
When you create a job, the first time you enter the Bid Center, you must first select a Rate Table. click on the Rate Tables button, then select the Rate Tables you want to use or setup a new one to use within the Job.

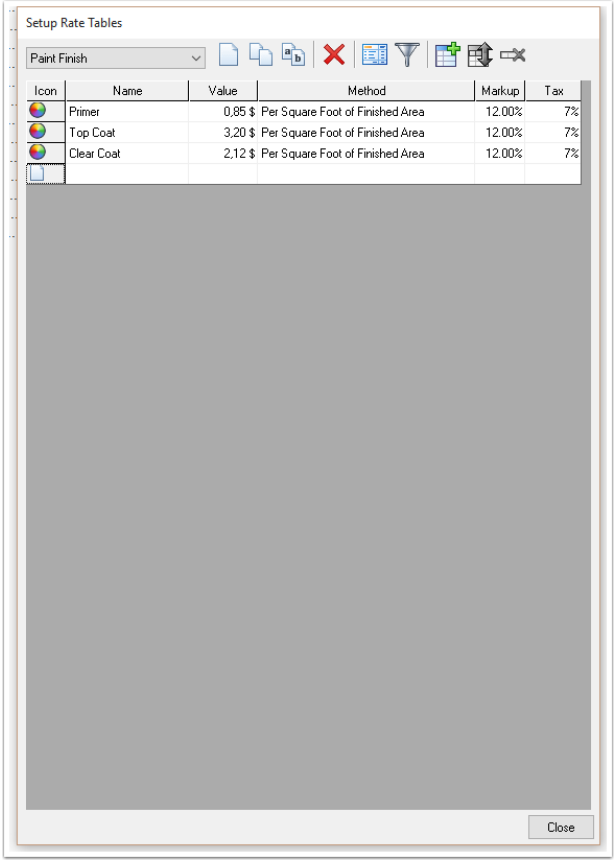


To incorporate any of the listed Rate Tables into the current Bid, the box must be checked.



If you want to edit the Rate Table to modify the formula open the Rate Tables window, select the Rate Tables you want to edit and click on the Setup button.





The Setup Rate Table window allow you to edit, add or delete rate tables. Inside a rate table each line uses a bid method that will return a price.

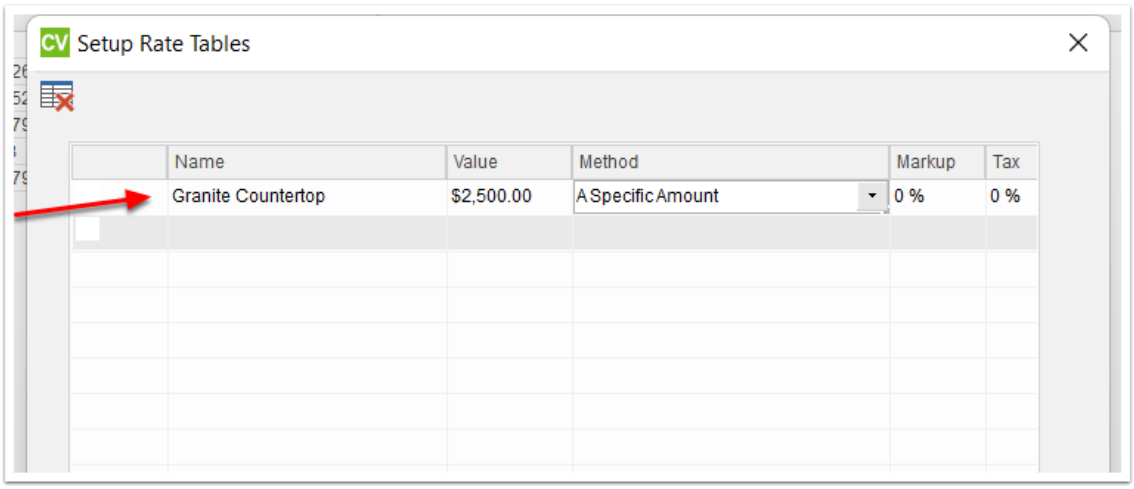
Line Properties:

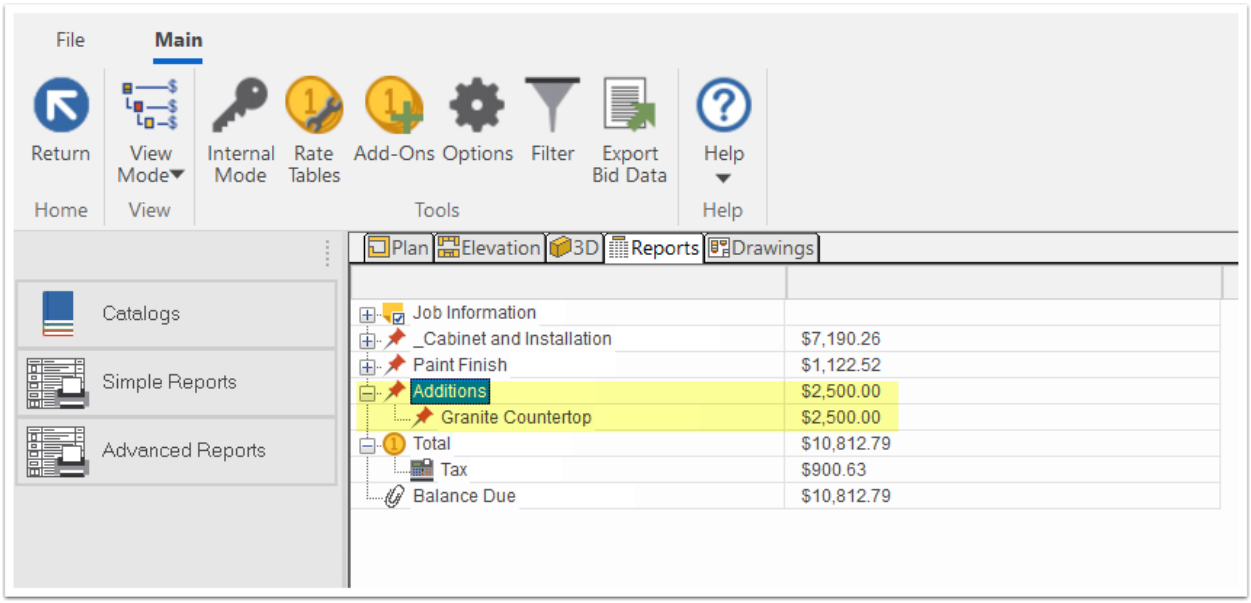
- Icon - This is an organizational Tool you can set this icon to represent the type of Bid Method you have selected for the Line Item.
- Name - Use this field to describe what the selected Bid Method is calculating.
- Value - This is the Value that the selected Bid Method uses to make its calculations.
- Method - This is the Bid Method you want this Line Item to use.
- Markup - This is the Percentage you want to add to the final calculation of this Bid Method that represents your Markup.
- Tax - This is the Percentage you want to add to the final calculation of this Bid Method that represents the Tax your customer needs to pay for this Line Item.

Adding extra items to a quote (Add-ons)

In the Bid Center Click on the Add-ons button in the ribbon bar. You can add items not already included in your quote the same way you would add a line to a rate table.

For example you can add a Granite Top line, set the cost to $2500 and set the method to "Specific Amout".


Setup Rate Tables
Name
Value
Method
Markup
Tax
Granite Countertop
$2,500.00
A Specific Amount
0 %
0 %

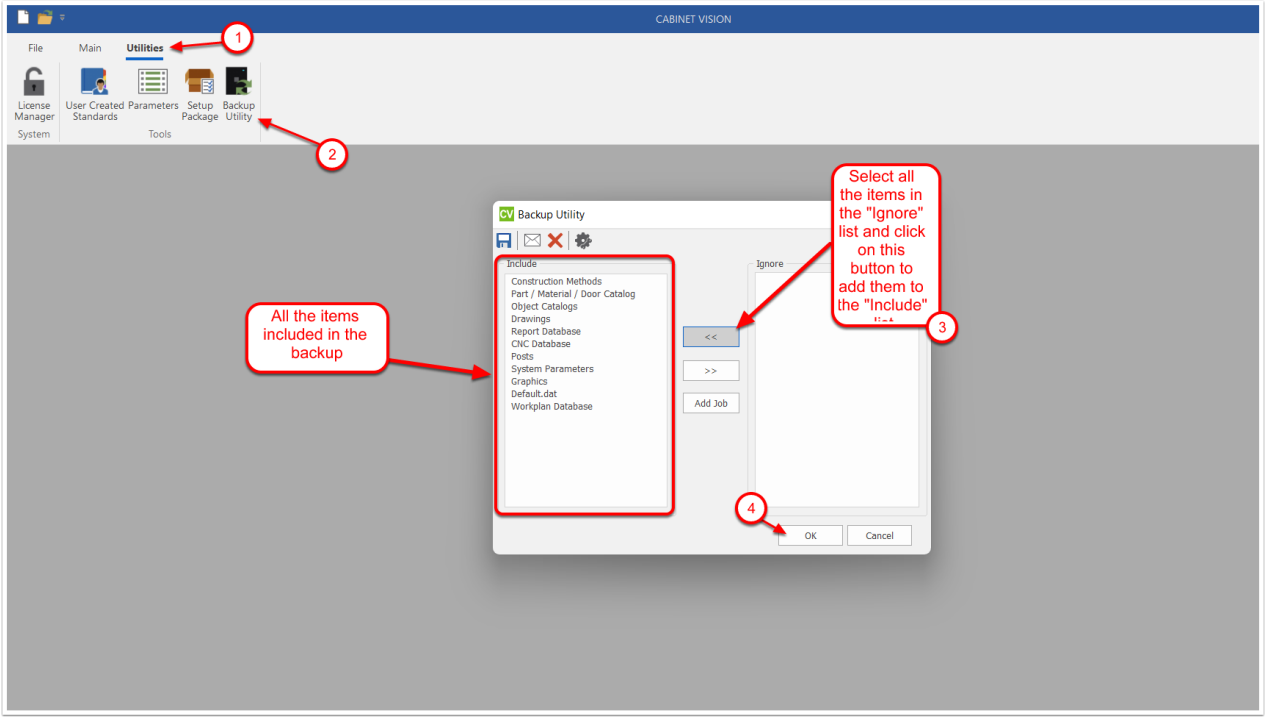

File
Main
Return
View Mode
Internal Mode
Rate Tables
Add-Ons
Options
Filter
Export Bid Data
Help
Home
View
Tools
Help
Plan
Elevation
3D
Reports
Drawings
Catalogs
Simple Reports
Advanced Reports
Job Information
_Cabinet and Installation
$7,190.26
Paint Finish
$1,122.52
Additions
$2,500.00
Granite Countertop
$2,500.00
Total
$10,812.79
Tax
$900.63
Balance Due
$10,812.79

Backup and Restore

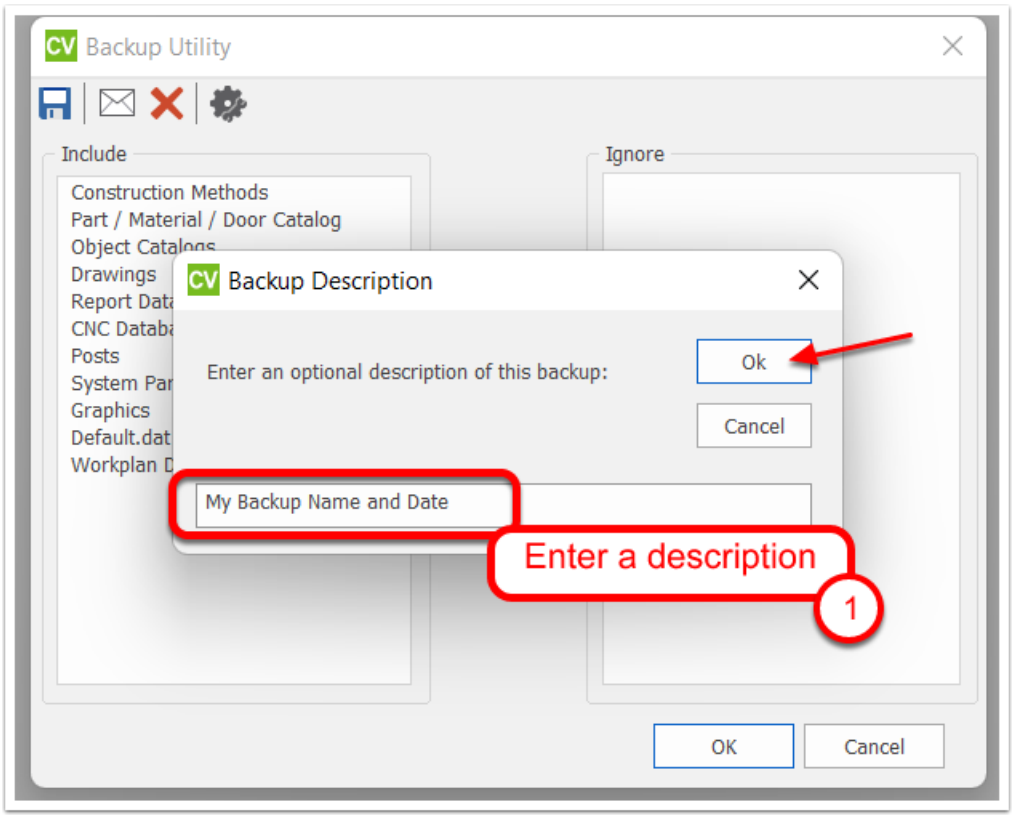
Creating a Backup

To create a backup of the entire system you need to close your job in Cabinet Vision and go back to the Splash Screen.

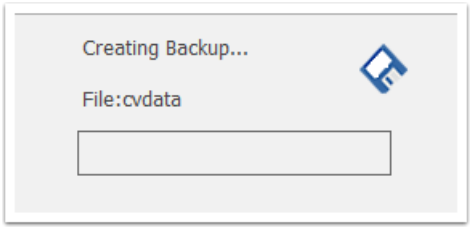
In the Utilities tab click on the “Backup Utility” button, select all the items you want to include in your backup and click Ok.



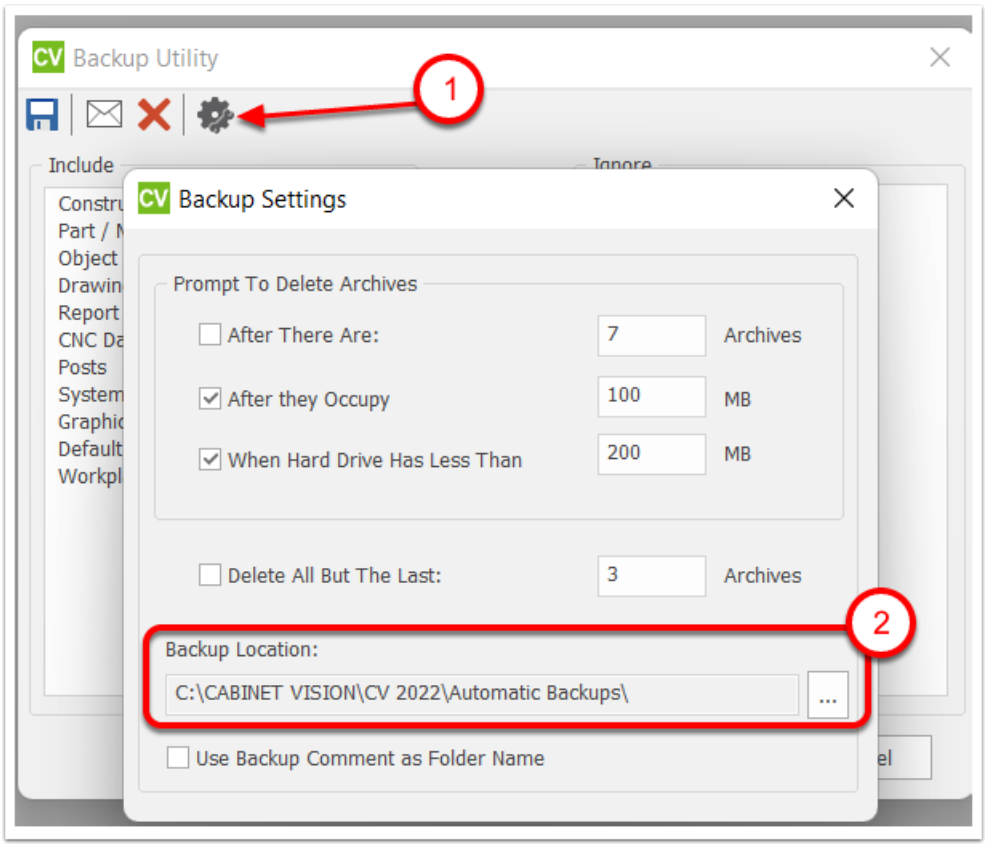
Next, you must enter a description and click Ok.



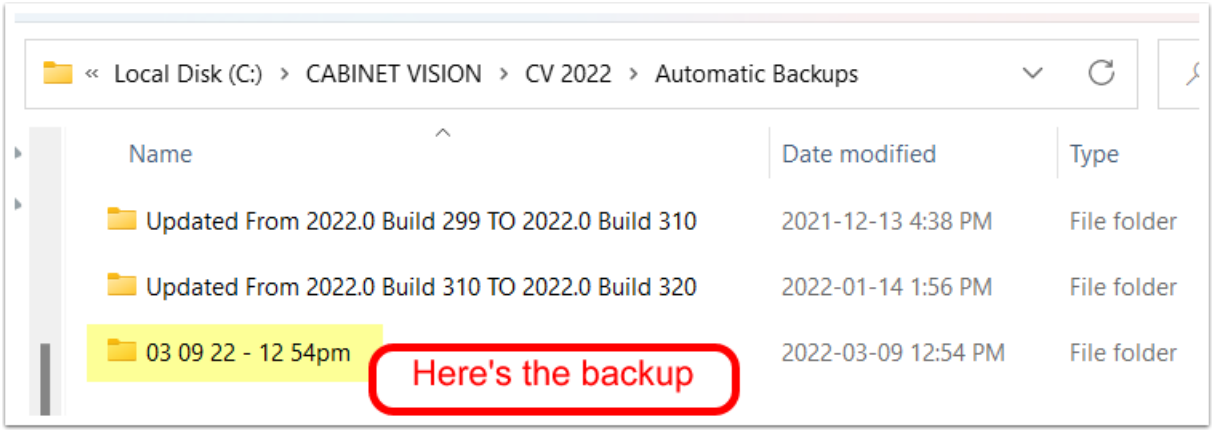
Now Cabinet vision will save your backup in the Backup Location



To know the Backup Location Open the Backup Utility and click on the Settings button. In the Settings window you can view and change the backup location.



Every time you make a new backups Cabinet Vision will save it in a new folder inside the Backup Location folder defined in the Settings window. By default, the new backup folder name will be the date and time you created the backup.

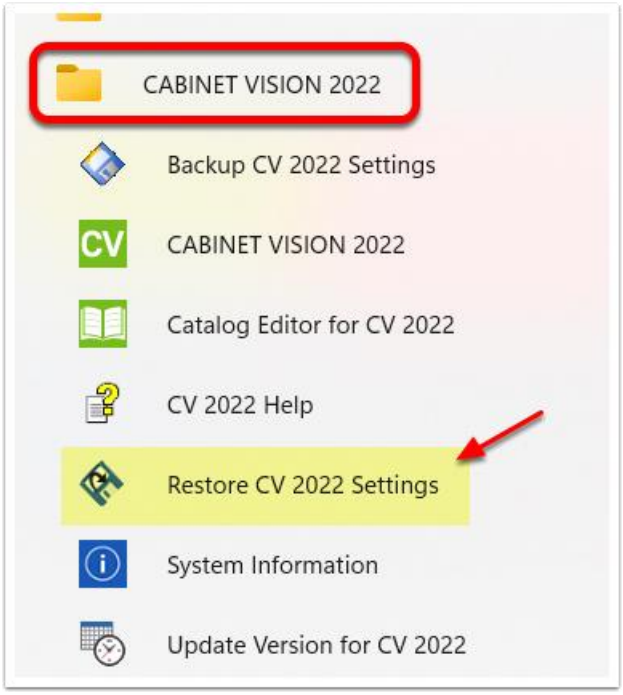


You should make a backup at least on a weekly basis. Also, you should always keep three copies of your backups on 2 different storage mediums and one offsite for disaster recovery.

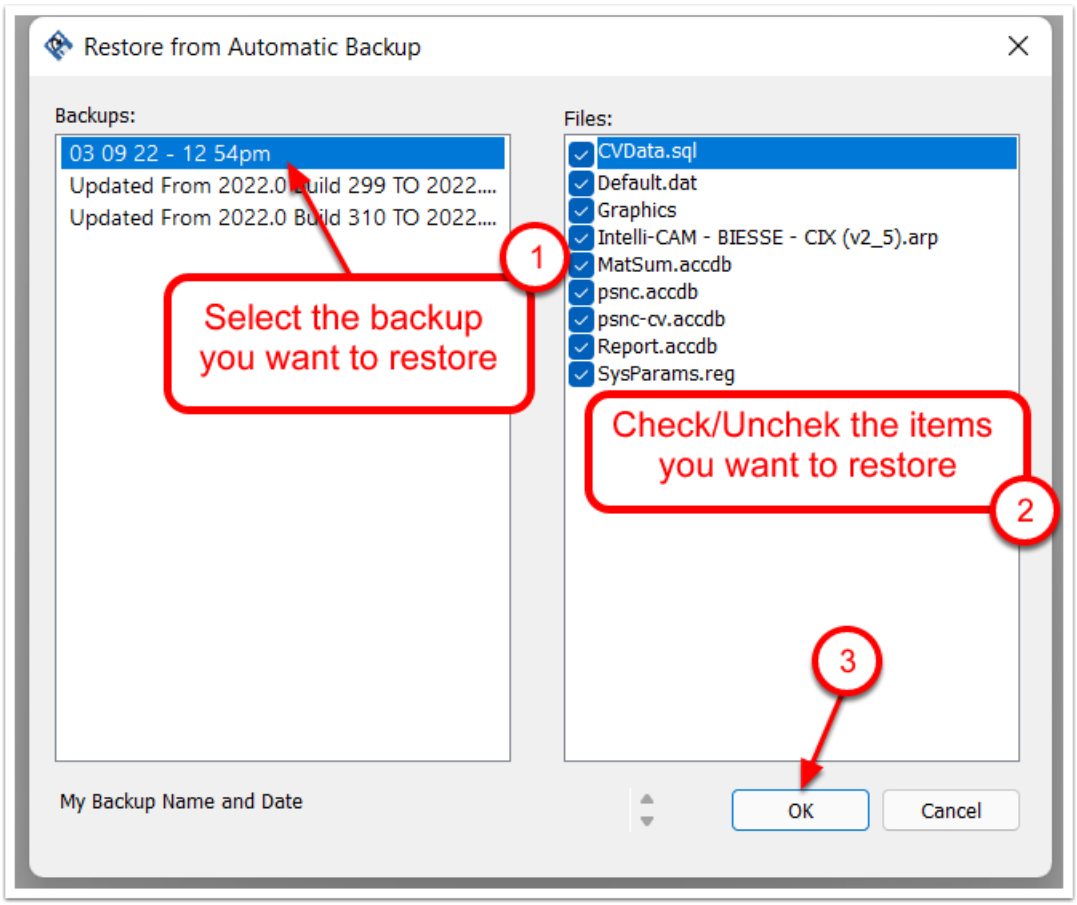
For example, you could keep one backup on your workstation, another one on an external hard drive off-site and a third one on a cloud-based storage (Dropbox or OneDrive for example).

Restoring a backup on the same workstation

To restore a previous backup of Cabinet Vision on your workstation first you need to close Cabinet Vision. In the Windows Start Menu go in your Apps and in the Cabinet Vision folder open the Restore CV Settings utility.



You will see the list of all the available backups in the Backup location folder. Select the backup you want to restore, check/uncheck the items you want to restore and click Ok.

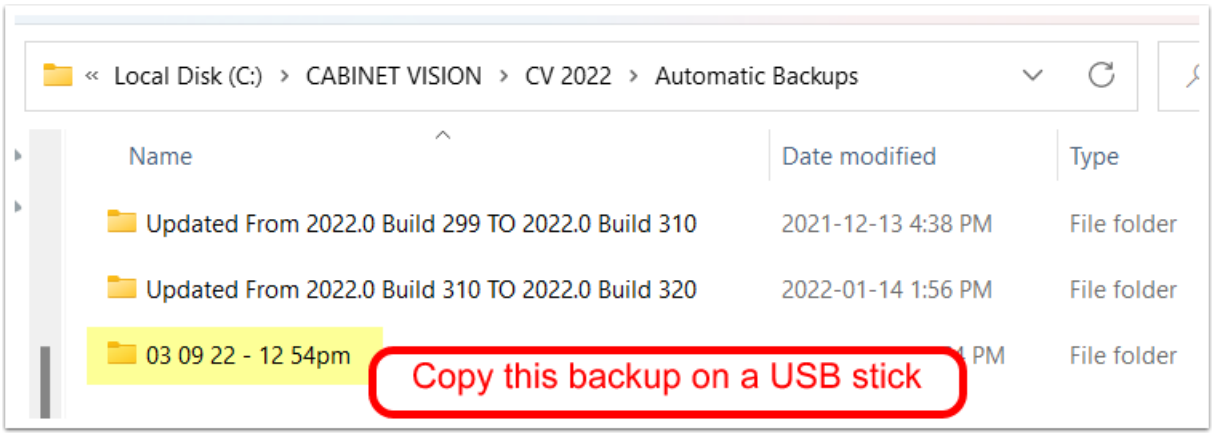


Cabinet vision will create a backup of your data then will restore the backup you selected. You can reopen Cabinet Vision and work with the restored data.

Transferring Settings to Another Computer

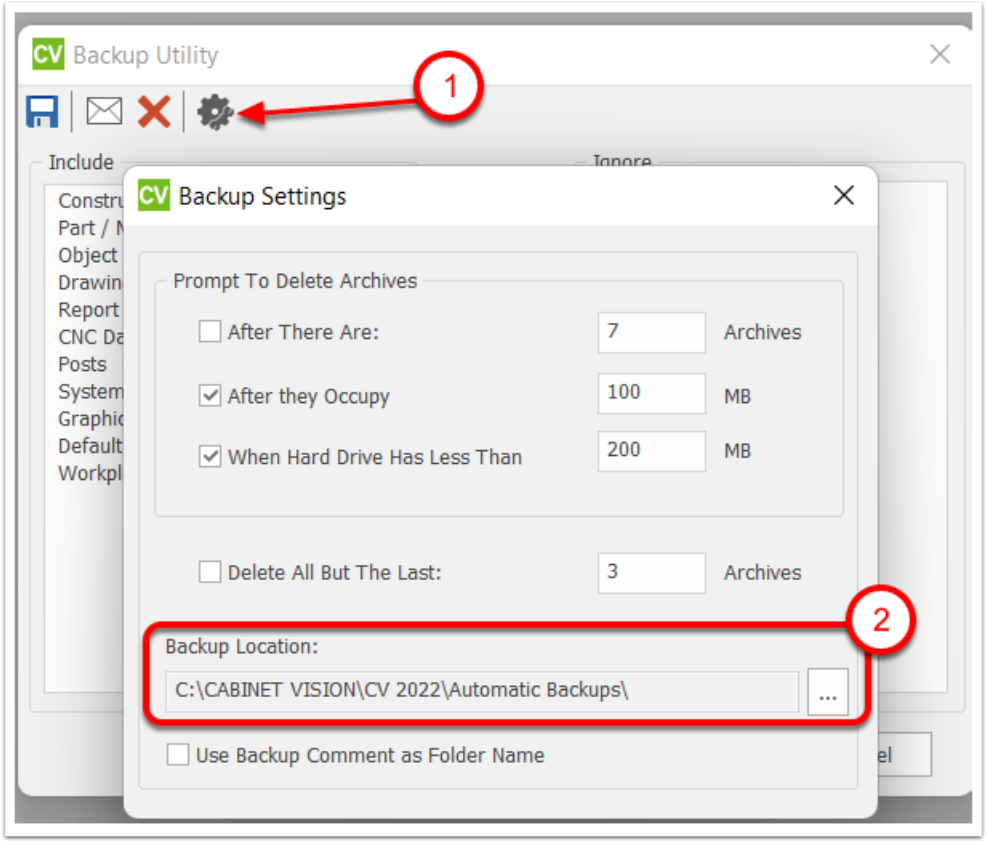
To transfer a backup from one computer to another one you first need to create a backup on the first computer. (See the section Creating a Backup)

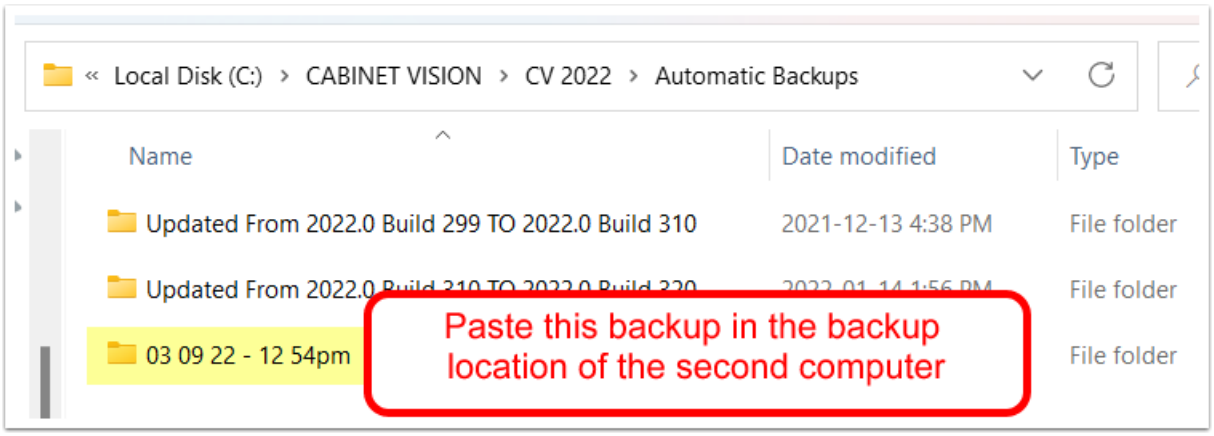
Next, you need to open the backup location on the first location to copy the folder containing your backup on a USB stick.



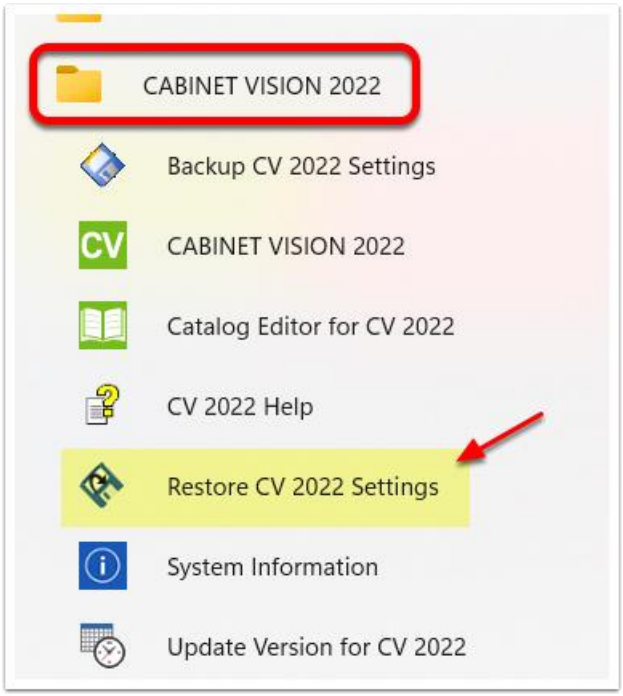
Next you need to put the USB stick on the second computer where you want to restore the settings and paste the backup folder in the Cabinet Vision backup location of this computer.

Please note the other computer could have a different Backup Location. You should check the Backup Location in the Settings of the Backup Utility on this computer.

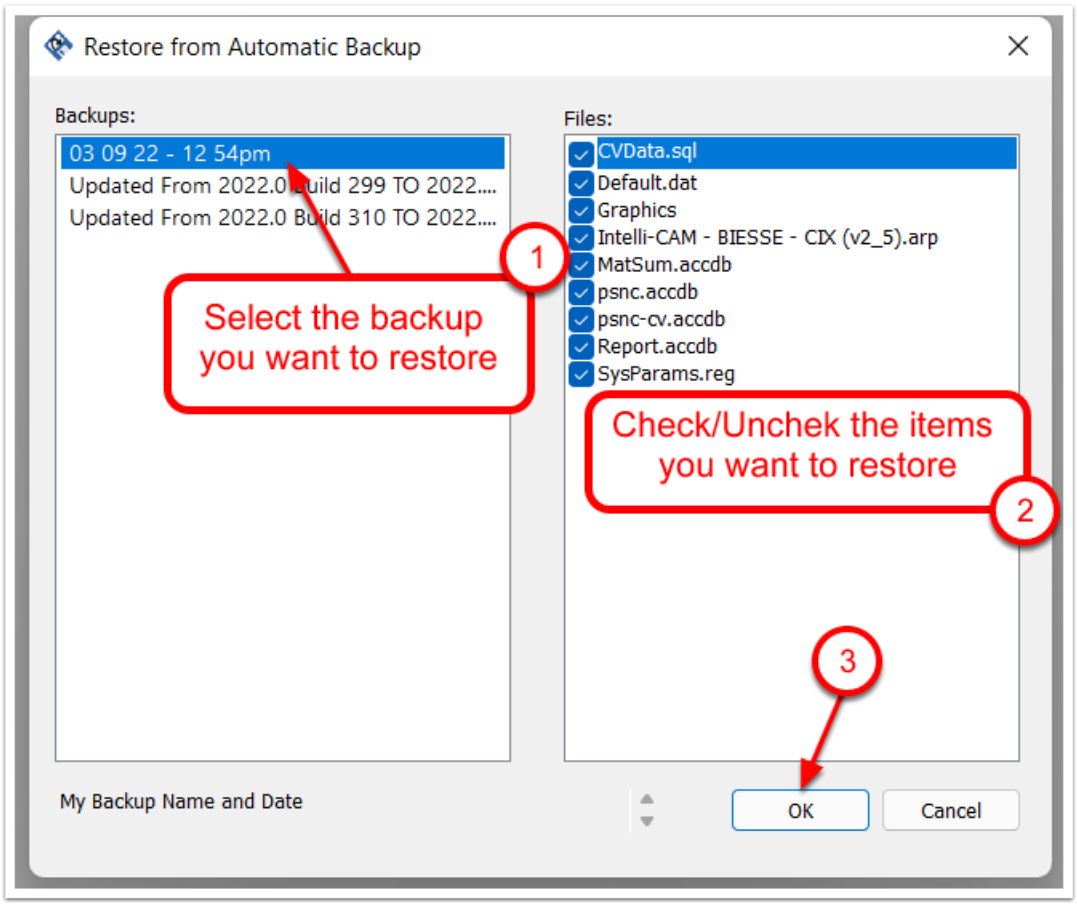




Now on the second computer in the Windows Start Menu go in your Apps and in the Cabinet Vision folder open the Restore CV Settings utility.



You will see the list of all the available backups in the Backup location folder including the one you copied earlier. Select this backup in the backups list, check/uncheck the items you want to restore and click Ok.



Cabinet vision will create a backup of your data then will restore the backup you selected. You can reopen Cabinet Vision and work with the restored data.

Planit Canada Inc.

468 Main

Hudson, Quebec

J0P 1H0

Canada

888.824.1474 (Toll Free)

info@planitcanada.ca