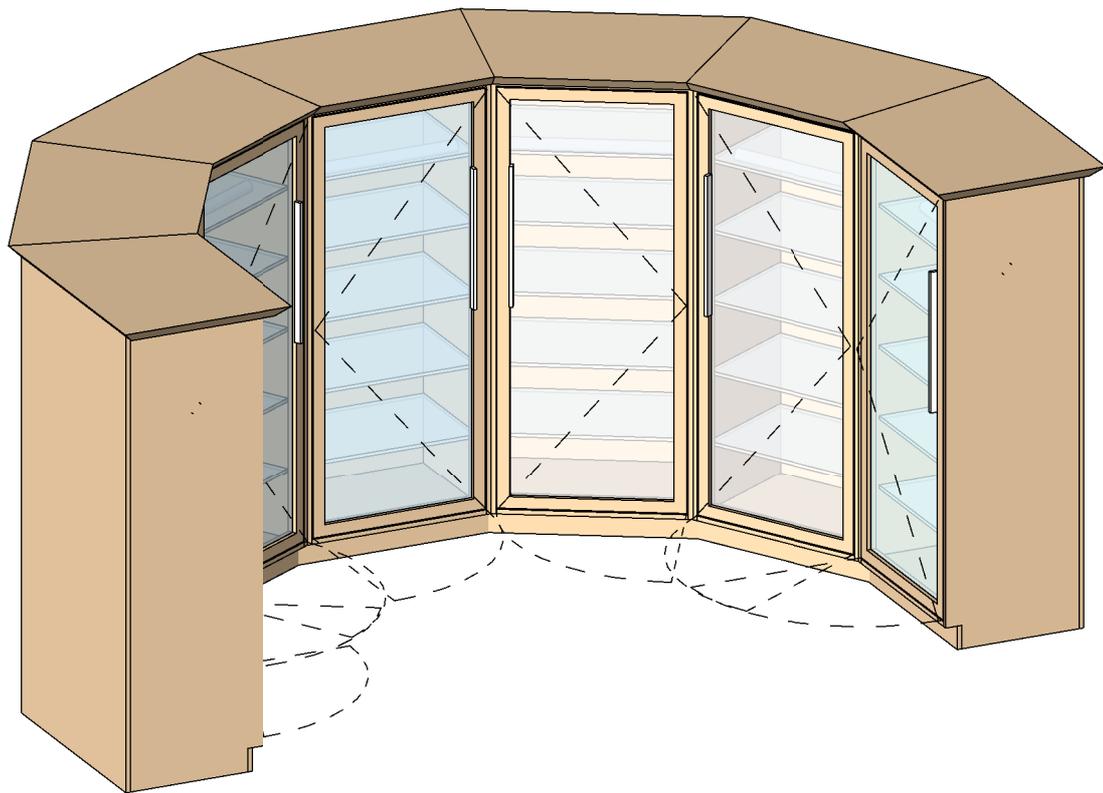
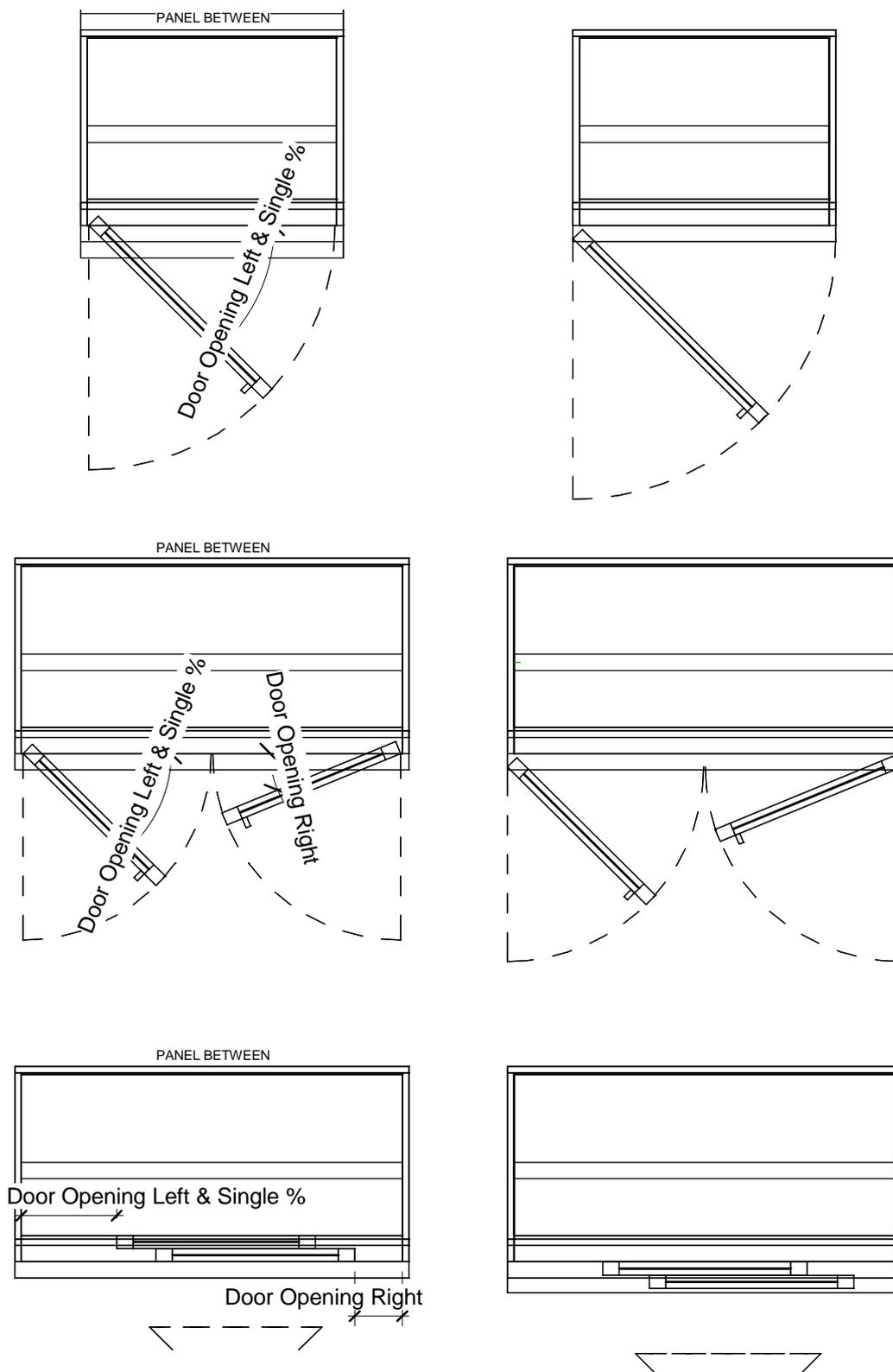


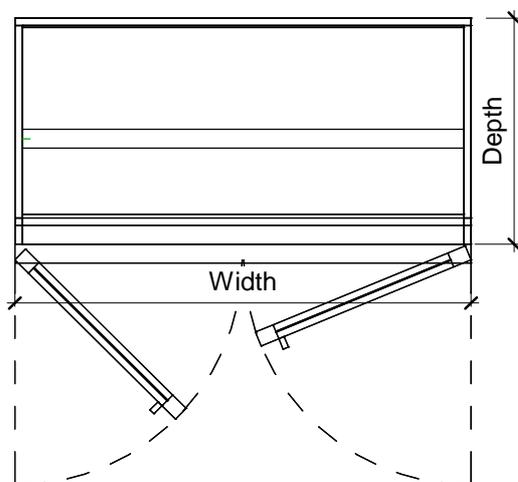
CUPBOARD MANUAL



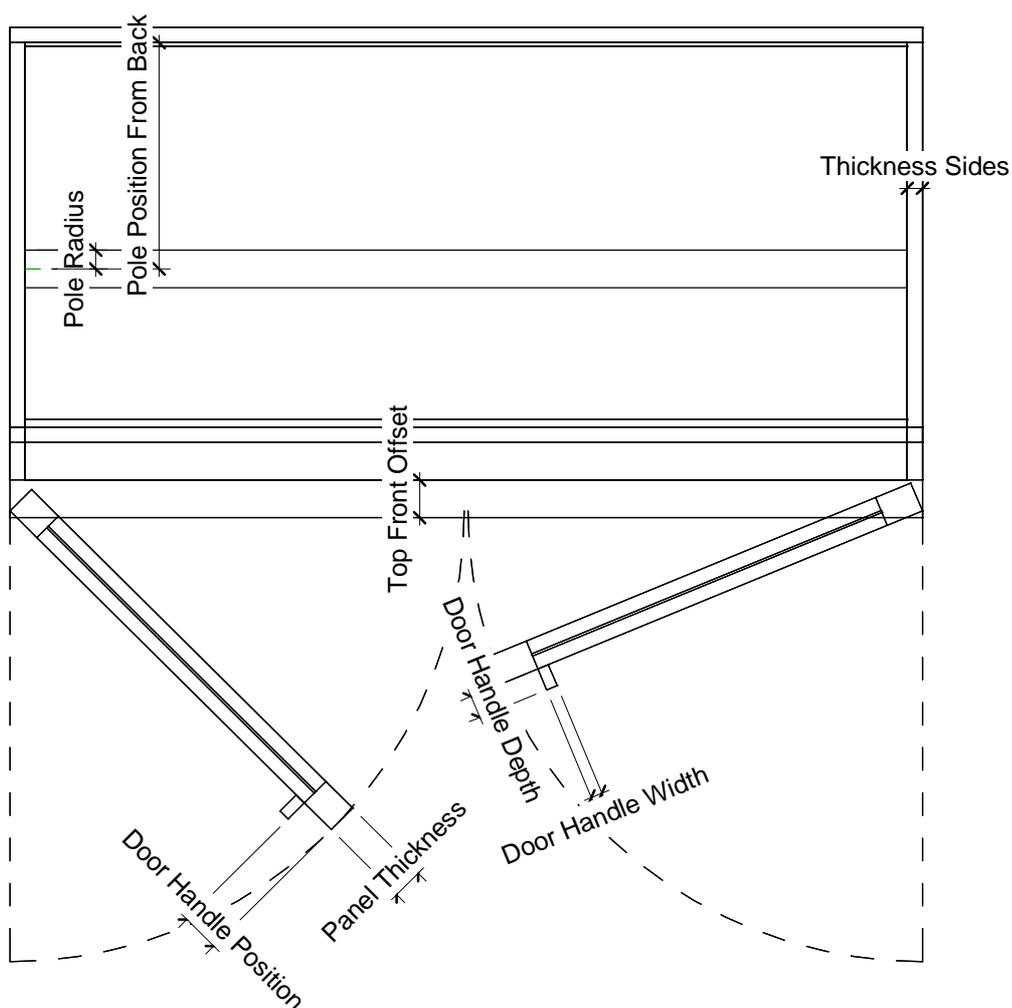
Plan Opening Dimensions



Plan Dimensions

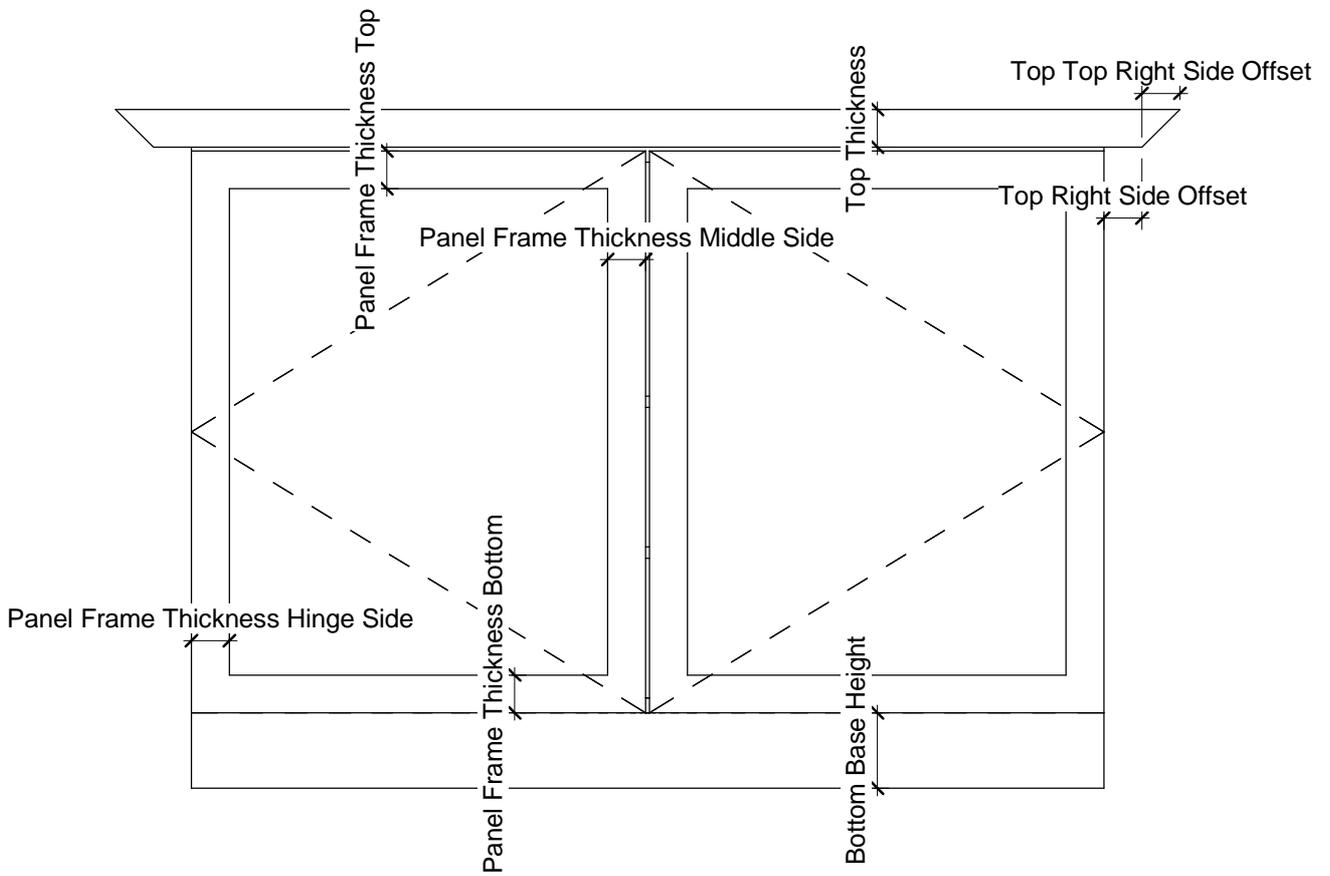
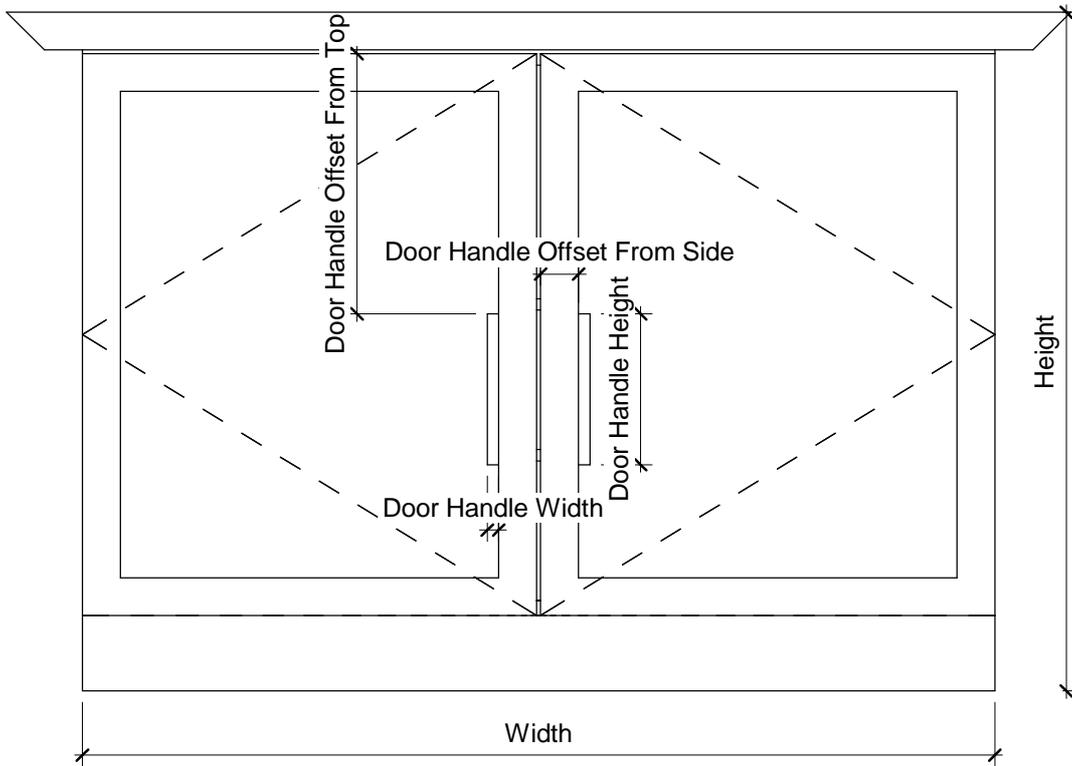


Plan Dimensions 1-20

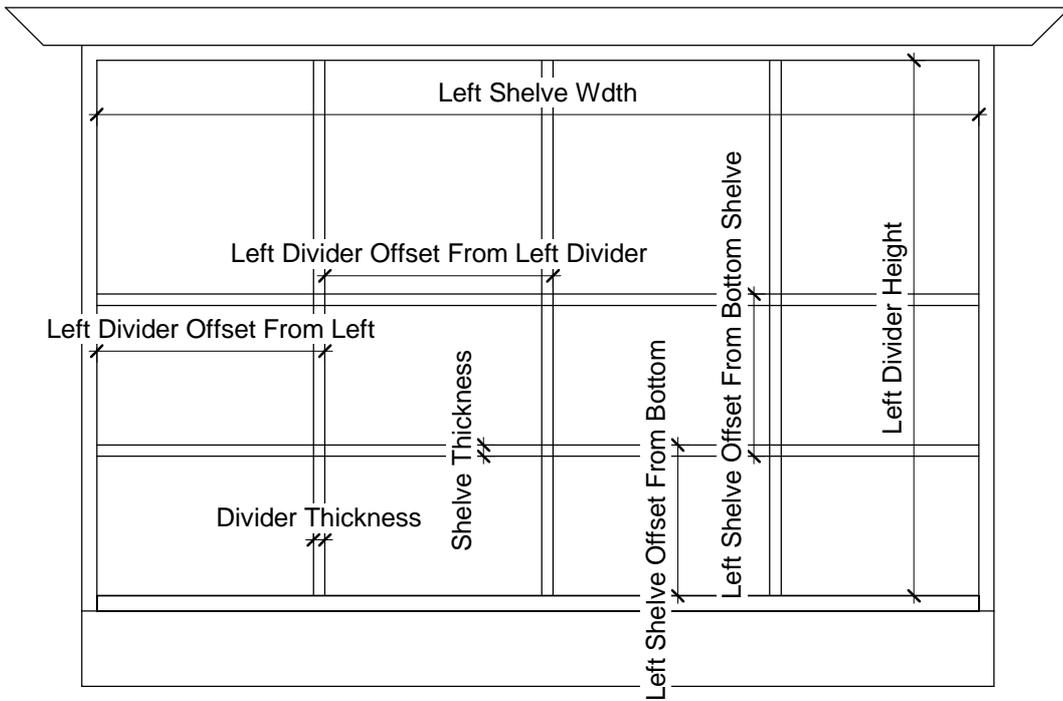
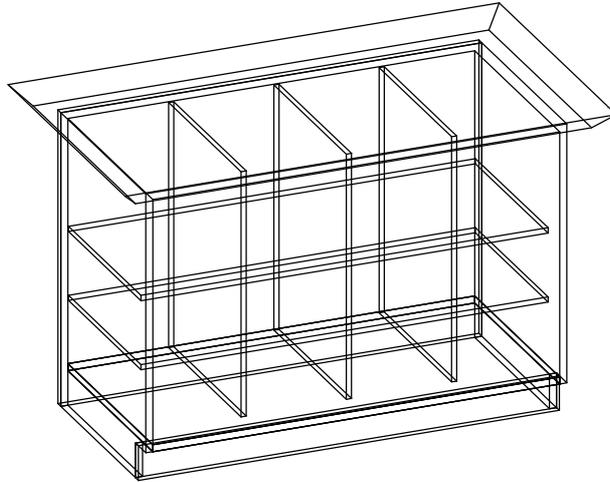


Plan Dimensions 1-10

Elevation Dimensions

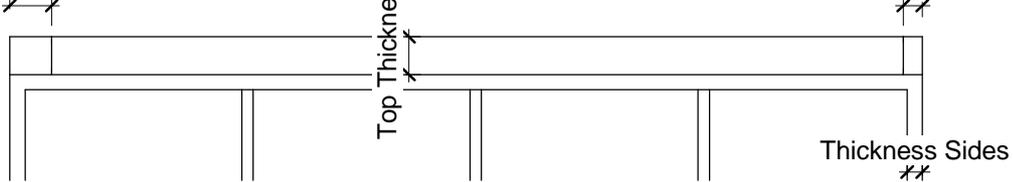


Shelve & Divider Dimensions



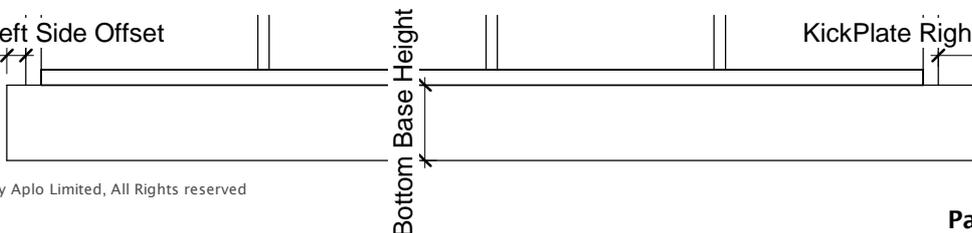
Top Profile Left Side Offset

Top Profile Right Side Offset

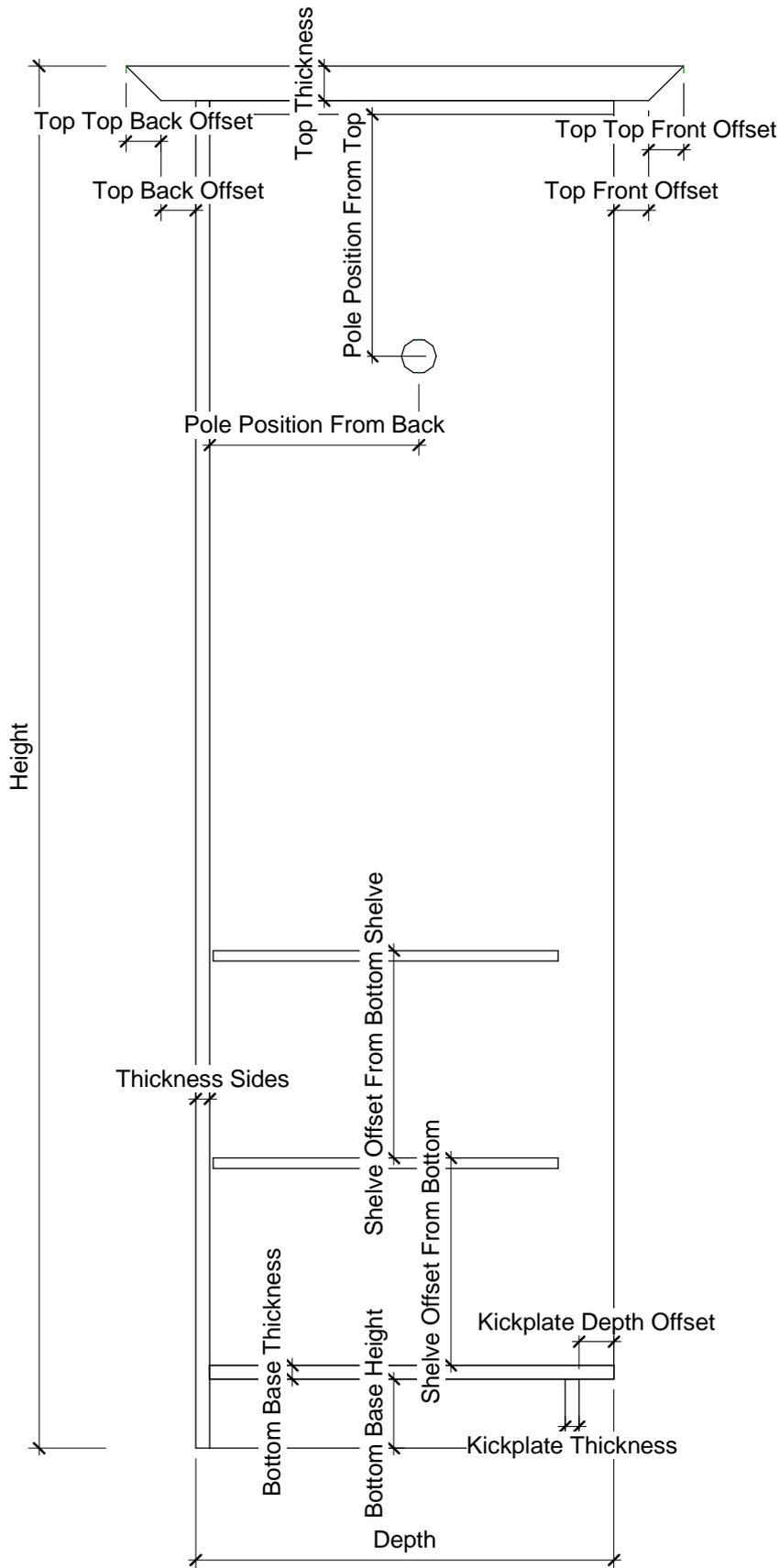


KickPlate Left Side Offset

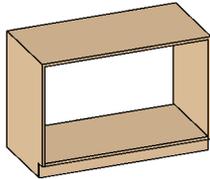
KickPlate Right Side Offset



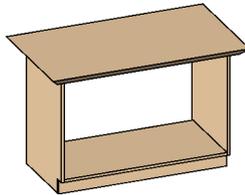
Section Dimensions



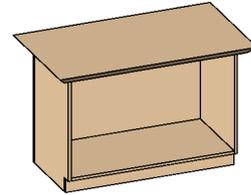
Visibility & Count Setup



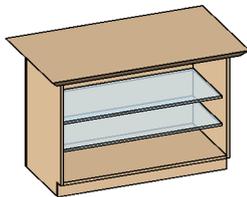
Shell Visibility



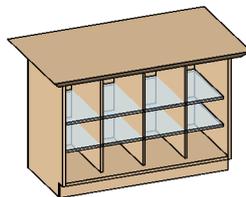
Top Visibility



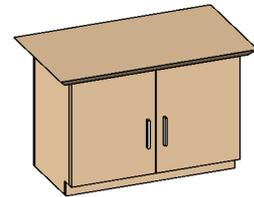
Back Visibility



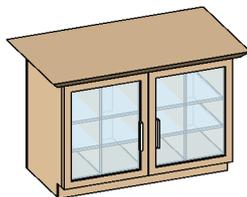
Left Shelve Count



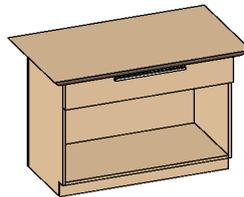
Left Divider Count



Panel Frame Visibility



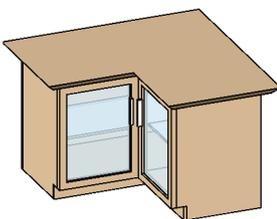
Panel Visibility



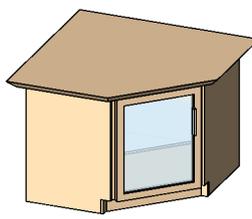
Drawers Count



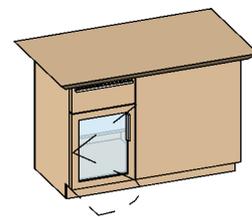
Additional Drawers Count



Corner Unit Visibility



Corner Unit 45 Degree Visibility



Fix Panel

Drawers Setup



FIG 1

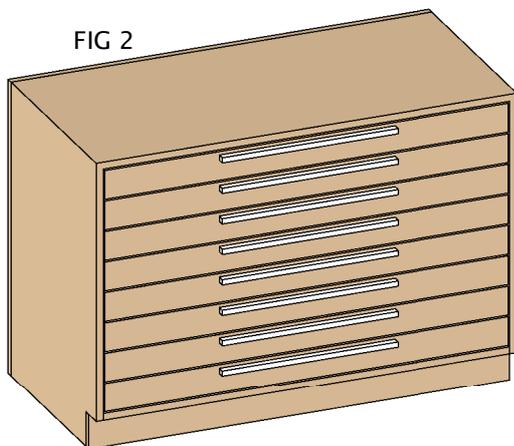


FIG 2

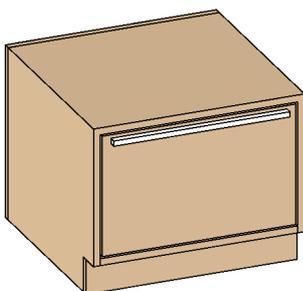


FIG 3

FIG 4



How To Create Drawers

In the Type Parameters under:-

Graphics

The tick boxes that need to be selected and adjusted are:- *UNIT HEIGHT LOCK, SHELL VISIBILITY, TOP VISIBILITY, JUST DRAWERS & DRAW COUNT*

The result is shown in **Fig 1**

A choice to have the Drawers in the the outerframe flushed or the exterior of the outerframe just by selecting the *PANEL BETWEEN* as show in shown in **Fig 2**

Dimensions

Adjust the Height to 900mm & the Width to 1000mm
The Parameters which can be adjusted to change the

Drawers are :-

DRAW COUNT, which adjust the amount of draws you may want to specify

DRAW HEIGHT, which adjust height of the draw

DRAW HANDLE OFFSET FROM TOP, DRAW HANDLE DEPTH, DRAW HANDLE WIDTH & DRAW HANDLE HEIGHT.

(PLEASE REFER TO DIMENSIONS OVERVIEW)

No Drawers

For no Drawers set *DRAW COUNT* to zero.

How To Create Additional Drawers

In the Type Parameters under:-

Graphics

To Create different sized drawers on top or bottom, adjust the Parameter *ADDITIONAL DRAWERS COUNT* from 0 to 2 and The *DRAW COUNT* from 0 to 1. The result will be an image as shown in **Fig 4**.

Please note the that the Additional Drawers are calculated in height. These Drawers will adjust in their height accordingly by adjusting the parameters *ADDITIONAL DRAWERS COUNT, DRAW COUNT DRAW HEIGHT & HEIGHT*

Please note that the parameters *DOORS VISIBLTY* parameter should be unselected if you want to create Drawers or Mixed sized Drawers

(PLEASE REFER TO DIMENSIONS OVERVIEW)

Door & Drawers Setup

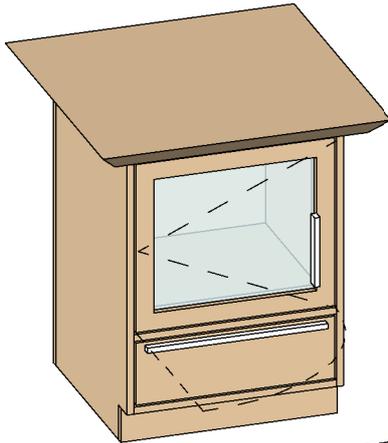


FIG 5

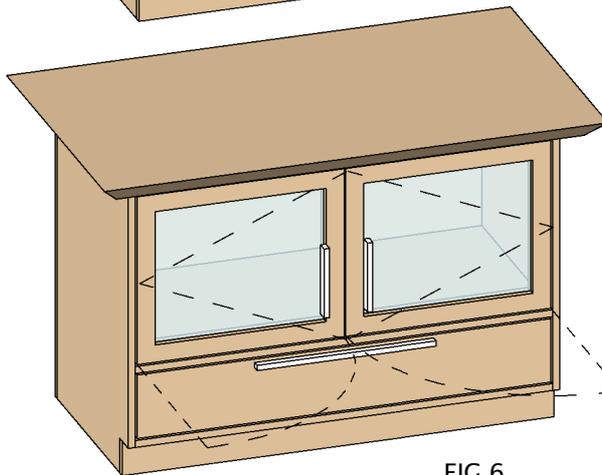


FIG 6

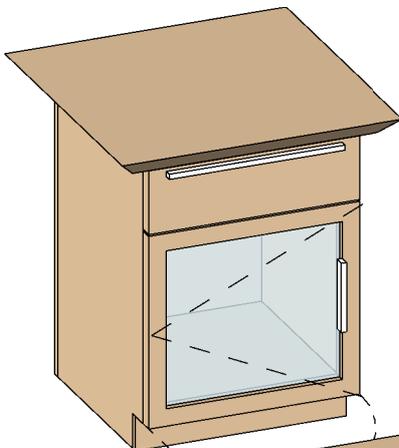


FIG 7

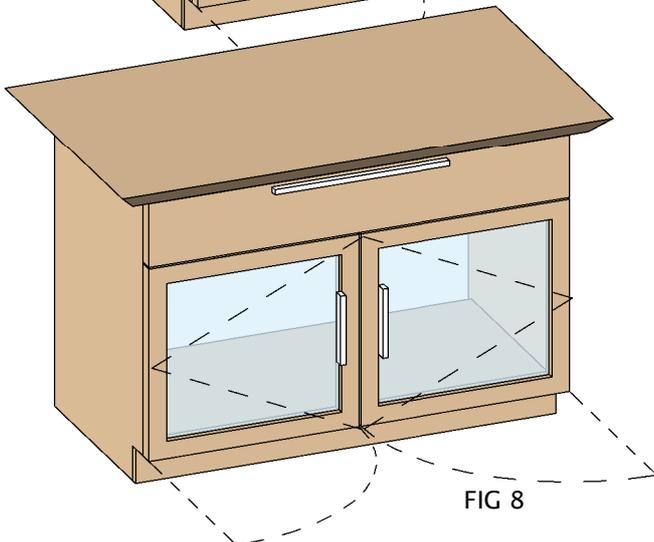


FIG 8

How To Create Drawers on Top or Bottom

In the Type Parameters under:-

Graphics

To Create swap of Drawers & Doors adjust the parameter *DRAWERS ON BOTTOM* the result will be as shown in **Fig 5 & Fig 6**

If Selected the Drawers will be place on the bottom of the Doors
If Unselected the Drawers will be placed on top of the Doors
as shown in **Fig 7 & Fig 8**

It is very easy to setup a combination of Door and Drawers with changing just a few Parameters. You can change between a single and double doors with selecting *DOUBLE SWING* and choose the number of Drawers by adjusting just one Parameter *DRAW COUNT*. To swap the position of the Door and the Drawers, just by selecting Drawers On Bottom.

The the Height of the Kitchen Unit is automatically adjusted by the number of drawers with the parameter *DRAW COUNT* and the *DRAW HEIGHT*.

If you do not want the Draw count & Draw Height to determine the Height of the unit simple select the parameter under Graphic, *UNIT HEIGHT LOCK*

This lets you lock the Height of the Kitchen Unit which results in the automatic adjustments of the Drawers Heights within the set height.

(PLEASE REFER TO DIMENSIONS OVERVIEW)

How To Create Floor Unit Double & Single

In the Type Parameters under:-

Graphics

The tick boxes that need to be selected are:-
UNIT HEIGHT LOCK, SHELL VISIBILITY, DOORS VISIBILITY, DOOR HANDLE VISIBILITY & DOUBLE SWING
The result is shown in **Fig 9**
A choice to have the Doors in the the outerframe flushed or the exterior of the outerframe just by selecting the *PANEL BETWEEN*

If the Tick Box *DOUBLE SWING* is:-
selected, The Result is shown as a Double Swing Unit
unselected, The Result is shown as a Single Swing Unit

Dimensions

You can specify and control the Door & The Door Handle.
The Parameters which can be adjusted to change the Doors are
WIDTH which adjust the panel widths when it is a double or a single cupboard.
DOOR HANDLE OFFSET FROM TOP, DOOR HANDLE OFFSET FROM SIDE, DOOR HANDLE DEPTH, DOOR HANDLE WIDTH & DOOR HANDLE HEIGHT.
To Open & Close the doors, both doors have a swing parameter which are:-
DOOR OPENING LEFT & SINGLE% & DOOR OPENING RIGHT%.

This parameter *DOOR OPENING LEFT & SINGLE%* is for the left door. When you untick *DOUBLE SWING* the result is a Left single swing door which this parameter is used for. To create a Right single swing door, there is a flip control switch as shown In plan. This will flip the cupboard to give a result of a Right single swing door which the same parameter is used to open and close the swing door.

(PLEASE REFER TO DIMENSIONS OVERVIEW)

How To Create Wall Hung Double & Single Unit

In the Type Parameters under:-

Graphics

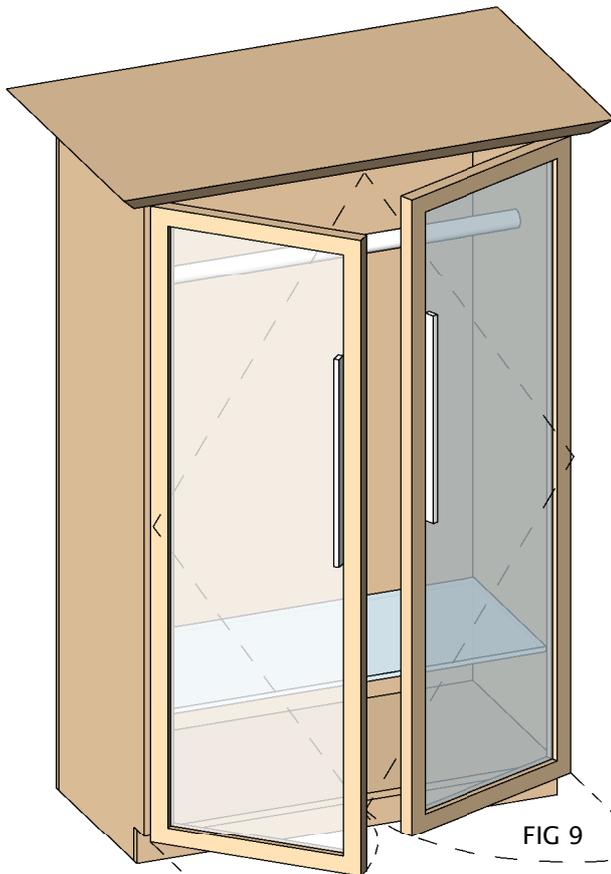
To Create the Wall hung units, The process is the same as creating the floor units as described above.
The parameter that needs to be adjusted is *WALL UNIT HEIGHT* which controls & switches the visibility on of all profiles,

Dimensions

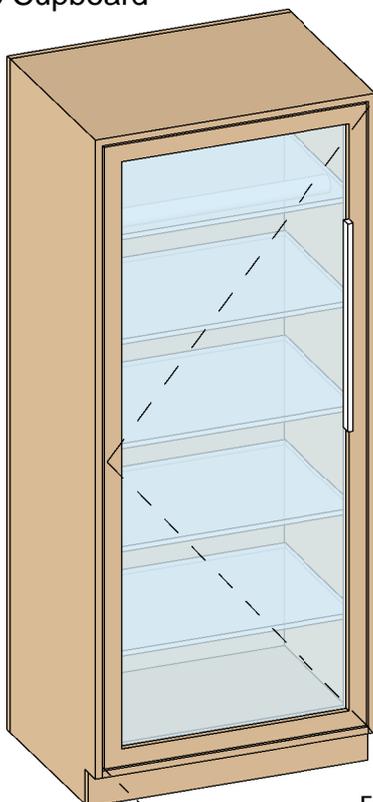
All parameters which are used to control the floor unit cupboard as described above are also used for the wall hung unit.
The additional Parameters which can be adjusted to change the Wall Unit are :-

WALL UNIT HEIGHT, WALL UNIT BOTTOM THICKNESS, WALL UNIT FRONT BOTTOM LENGTH & WALL UNT FRONT THICKNESS

(PLEASE REFER TO DIMENSIONS OVERVIEW)



Double Cupboard



Single Cupboard

Shelve & Divder Setup

How To Create Shelves & Dividers

Dividers parameters are found in the Dimensions and can be adjusted almost in evryway

These Parameters for adjusting the Dividers are:-

*Left Divider Offset From Left,
Left Divider Offset From Left Divider,
Left Divider Height,
Left Divider Offset From Bottom,
Left Divider Count*

*Right Divider Offset From Right,
Right Divider Offset From Right Divider,
Right Divider Height,
Right Divider Offset From Bottom,
Right Divider Count*

All Dividers have a Visibility, when the Divider Count are set to 0 the Dividers will switch off visibility

Dividers can be created with:-

*Single Door, Double Doors, Sliding Doors, Drawers
Door & Drawers*

(PLEASE REFER TO DIMENSIONS OVERVIEW)

Shelve parameters are found in the Dimensions and can be adjusted almost in evryway

These Parameters for adjusting the Shelve are:-

*Left Shelve Offset From Bottom,
Left Shelve Offset From Bottom Shelve,
Left Shelve Width,
Left Shelve Count.*

*Right Shelve Offset From Bottom,
Right Shelve Offset From Bottom Shelve,
Right Shelve Width,
Right Shelve Count.*

All Shelves have a Visibility, when the Shelve Count are set to 0 the Shelve will switch off visibility

Shelves can be created with:-

*Single Door, Double Doors, Sliding Doors, Drawers
Door & Drawers*

Shows the Outerframe switched off. Shelve

(PLEASE REFER TO DIMENSIONS OVERVIEW)

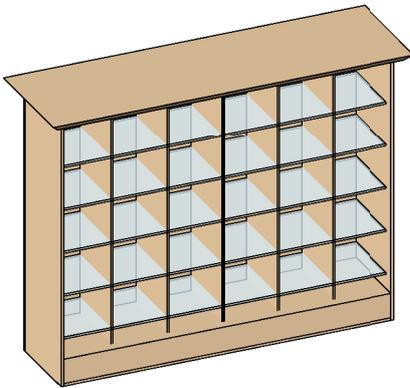


FIG 11
Shelves & Dividers with Shell

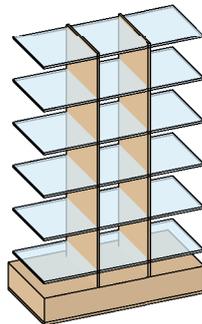


FIG 12
Shelves & Dividers without Shell

CornerUnits Setup

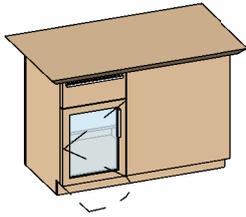


FIG 13
Double With Fix Panel

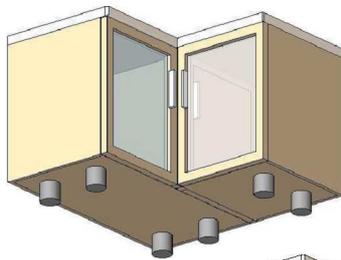
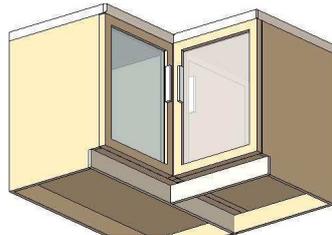


FIG 14



Corner Unit

FIG 15

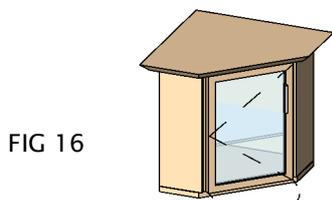


FIG 16

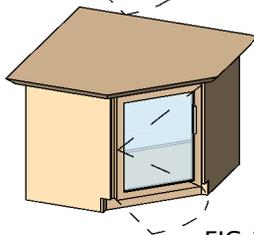


FIG 17

Corner Unit 45 Degree

How To Create Fix Panel

In the Type Parameters under:-

Graphics

To Create Symbol Lines adjust the parameter *FIX PANEL* the result will be **Fig 13**

To adjust the offset of the fix panel, the parameter is called *FIX PANEL*. the result will be shown as **Fig 8**. This adjustment only works when it is a single door unit. This setup is ideal if you have a small kitchen setup, and on the return wall there is a different setup configuration of a corner unit. The Dimension Parameter that is adjusted is *FIX PANEL OFFSET*

How To Create Corner Unit

In the Type Parameters under:-

Graphics

To Create a Corner Unit, The process is the same as creating the floor units *Double & Single*. The parameter that needs to be adjusted is *CORNER UNIT VISIBILITY* which controls & switches the visibility on of the Corner Unit & all profiles, as shown in as **Fig 14 & 15**

Dimensions

All parameters which are used to control the floor unit cupboard are also used for the Corner Unit
The additional Parameters which can be adjusted to change the are :-

CORNER UNIT WIDTH

(PLEASE REFER TO DIMENSIONS OVERVIEW)

How To Create 45 Corner Unit

In the Type Parameters under:-

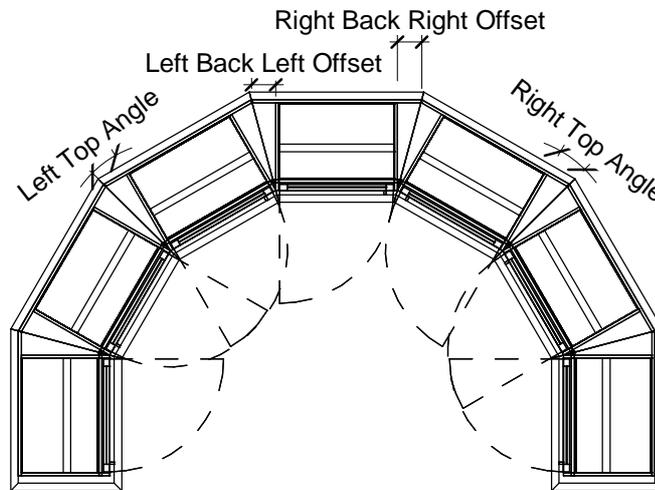
Graphics

The parameter that needs to be adjusted is *CORNER UNIT 45 DEGREE VISIBILITY*

The result will be an image as **Fig 16 & 17**. Please note the that all parameter which are explained previously in this manual are valid for this setup.

(PLEASE REFER TO DIMENSIONS OVERVIEW)

Mitered Units Setup



Mitered Setup Plan

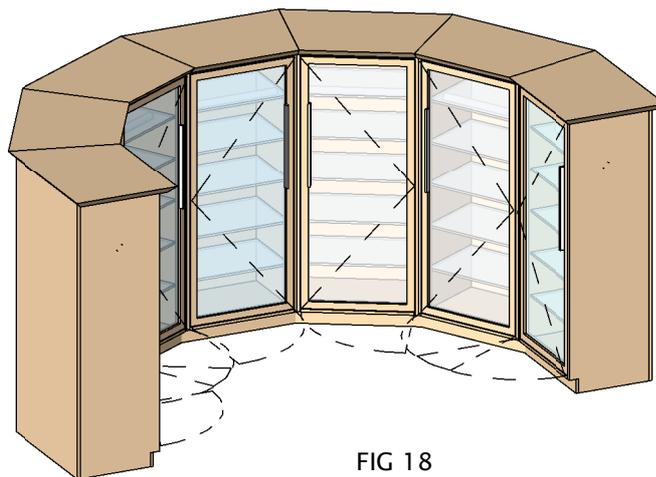


FIG 18

Mitered Setup 3D

In the Instance Parameters under:-

Dimensions

To Create an arrangement of mitered unit i.e. 15 degrees, adjust the parameters which can be found under the Instance Parameters. The parameters Left back offset & Right back offset have to be measured & adjusted to close the void when the angles are changed. You will also notice for the Mitered set up the Kickplate will need to be offsetted aswell. All these settings are found in the instance parameters

Please note the that all parameter setup are valid for this setup

(PLEASE REFER TO DIMENSIONS OVERVIEW)

Symbol Lines Setup

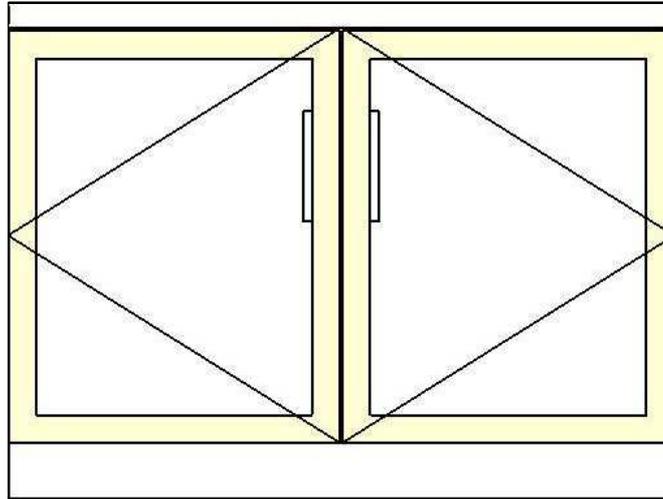


FIG 19

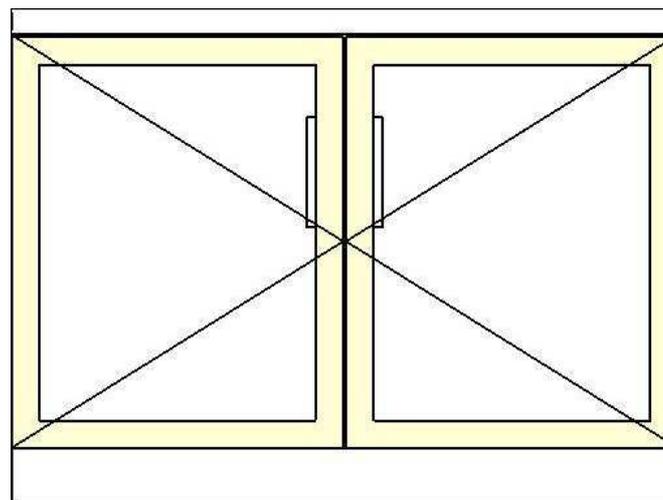


FIG 20

How To Create Symbol Lines

In the Instance Parameters under:-

Graphics

To Create Symbol Lines adjust the parameter *SHOW SYMBOL LINES 2D* the result will be as **FIG 19**

To Have localised symbol lines, having the symbol lines showing the opposite side showing in Elevation, adjust the parameter *SHOW SYMBOL LINES FROM HINGE SIDE* the result will be a change from **Fig 20**

To create symbol lines in 3D adjust the parameter *SHOW SYMBOL LINES 3D*. The symbol Lines will be shown in 3D View