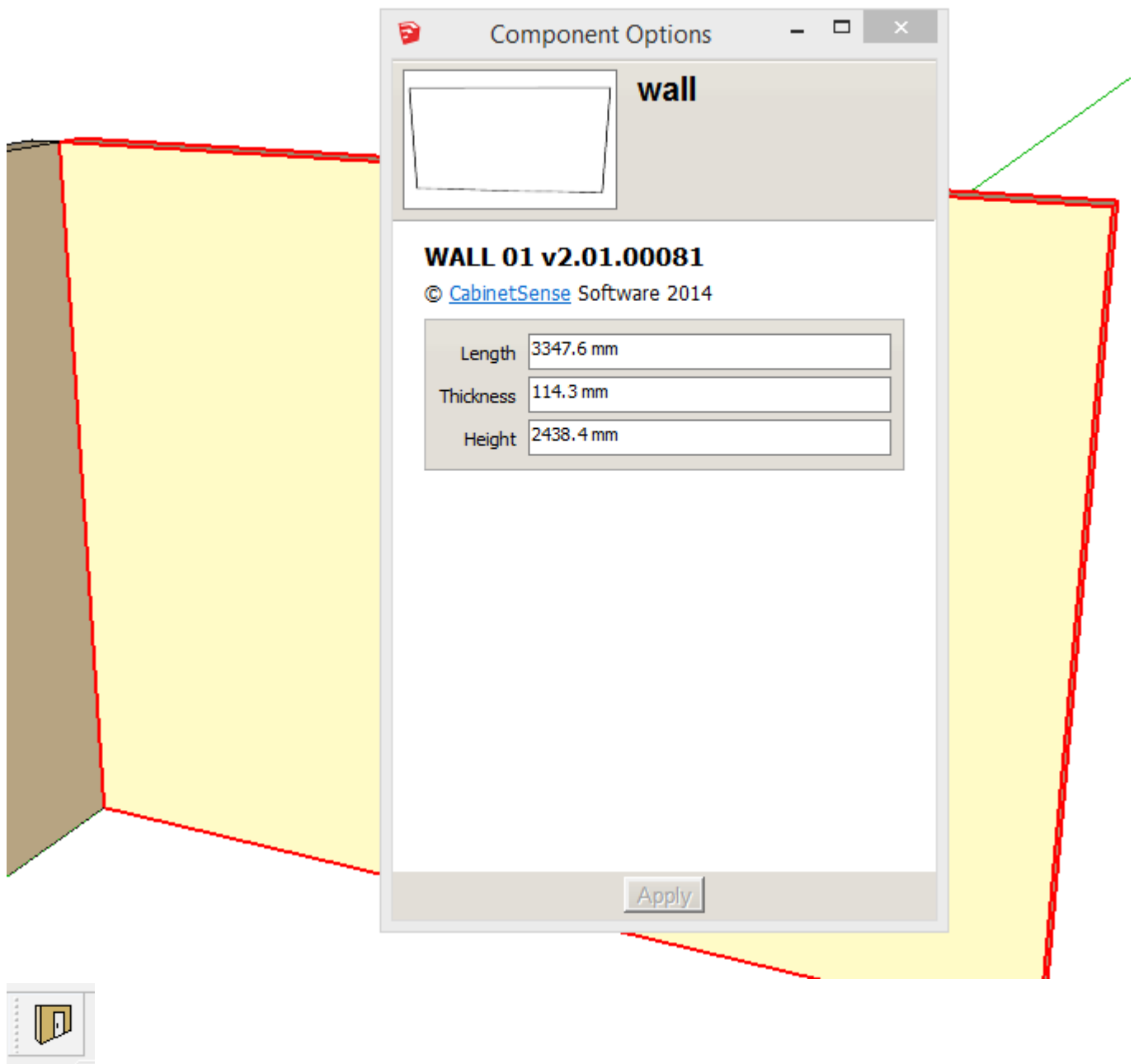


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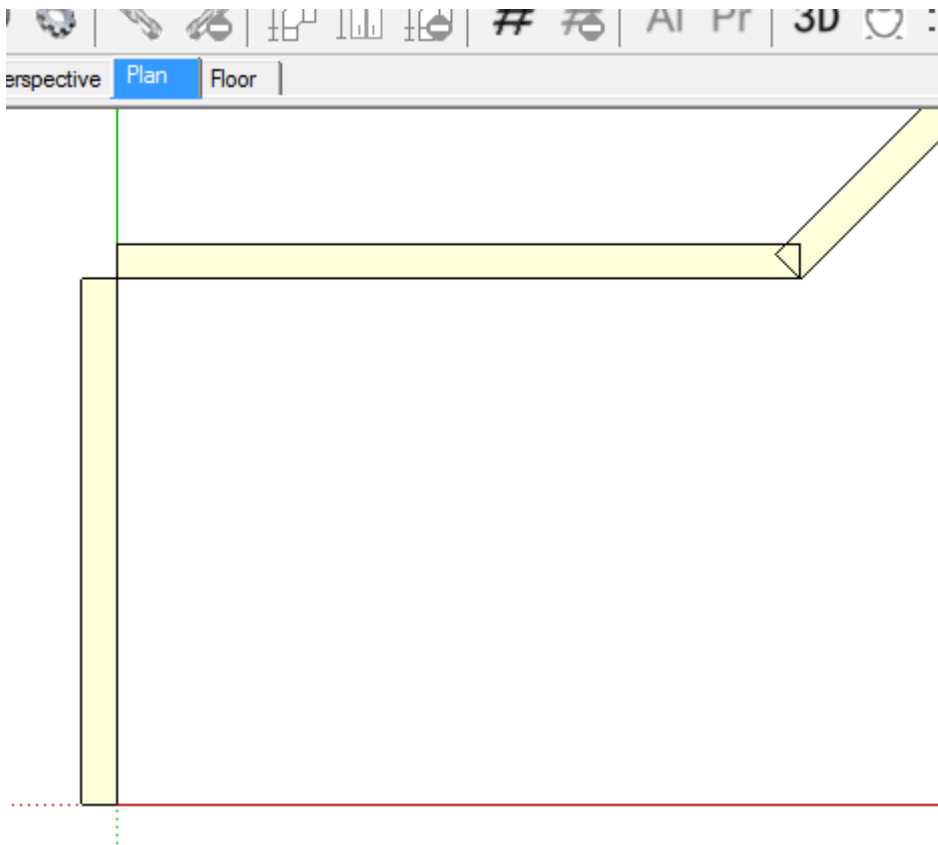
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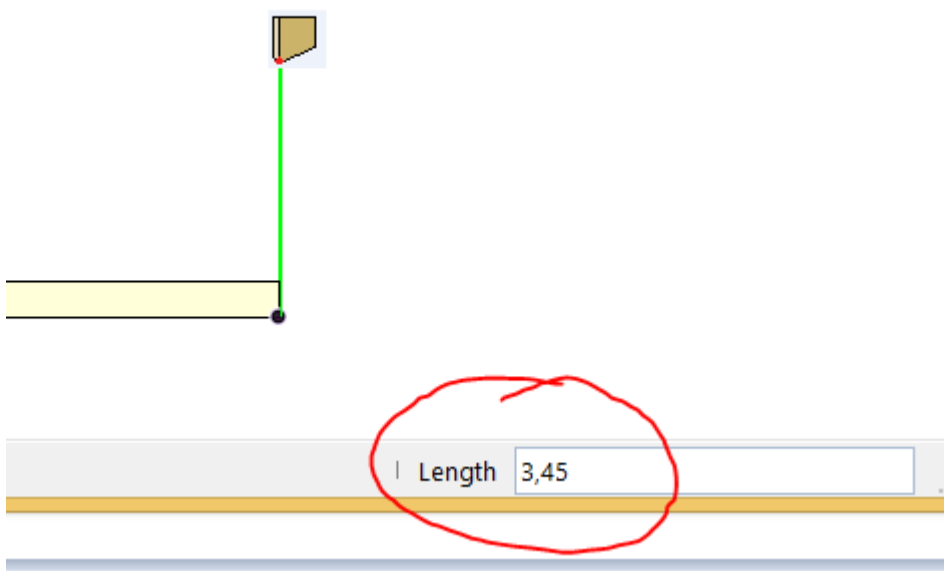
You can draw walls using the Wall Tool . Cabinets will snap to the closest wall when moving or placing them from the component browser. Walls are locked by default so that they are not inadvertently moved during design. The default height and thickness is defined in the Project Component.

Drawing Walls

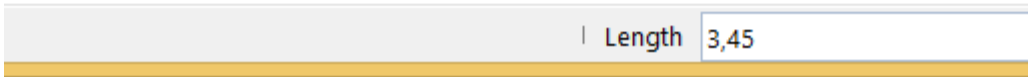
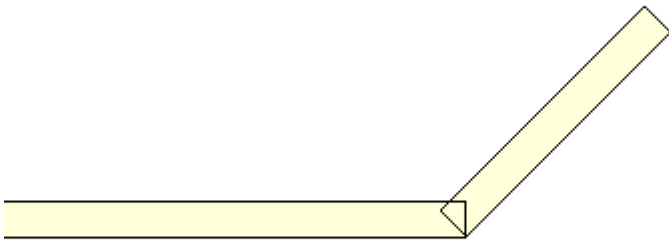
It is easiest to layout your room while in a 2 Dimensional Plan view. It provides the best perspective and typically matches the document that you are transcribing from.



You can draw your wall and use the component options dialog to change the width **or** you can use the Sketchup VCB area to enter your length and optional degree of rotation while you are drawing the wall.



In the image above, While drawing the wall, I typed 3, 45. When I hit the enter key, the wall will have a length of 3 (of what ever my default units are), and it will be rotated 45 degrees to the right from the direction that I'm drawing. The result of this operation would be

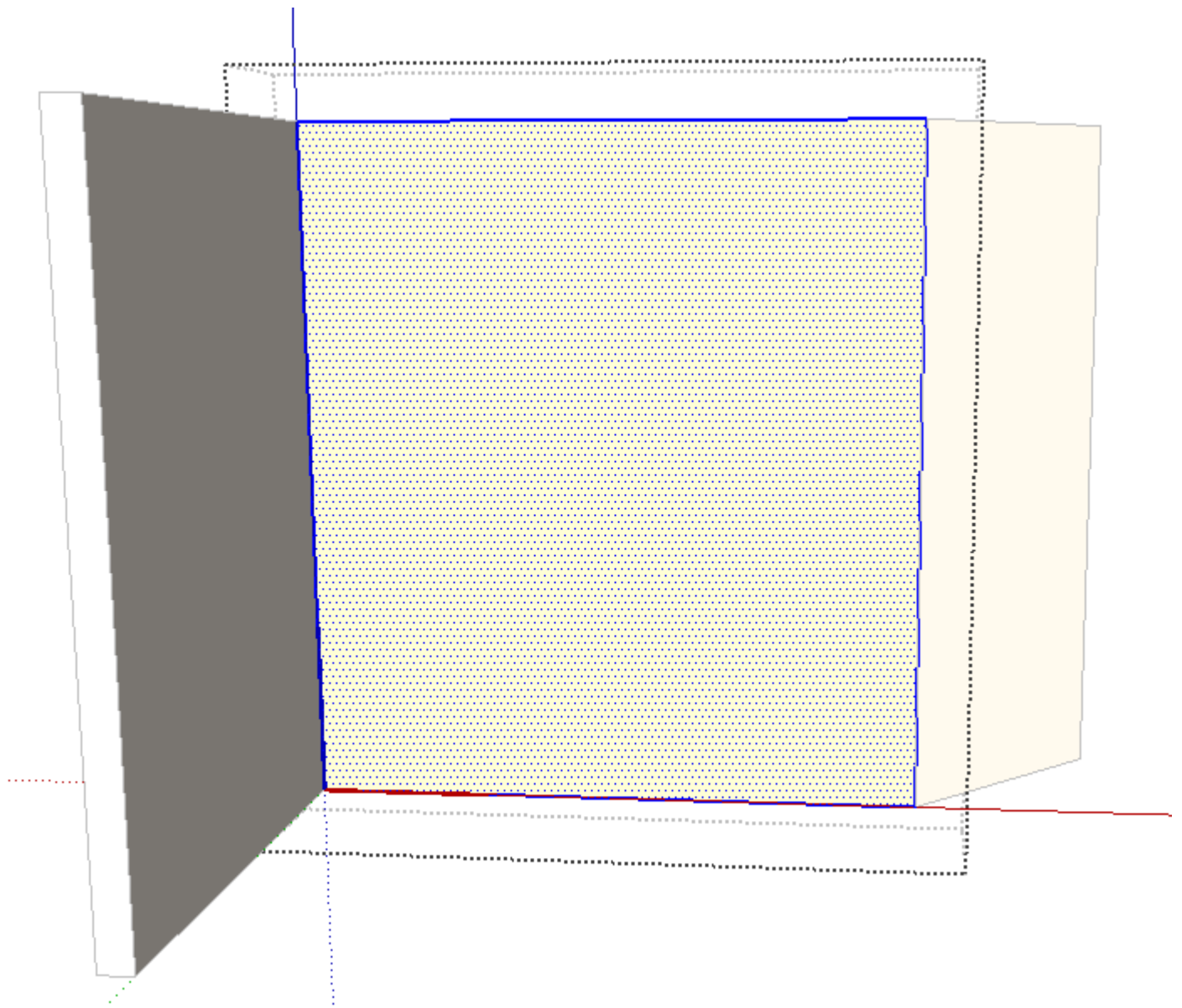


Adding Windows and Doors

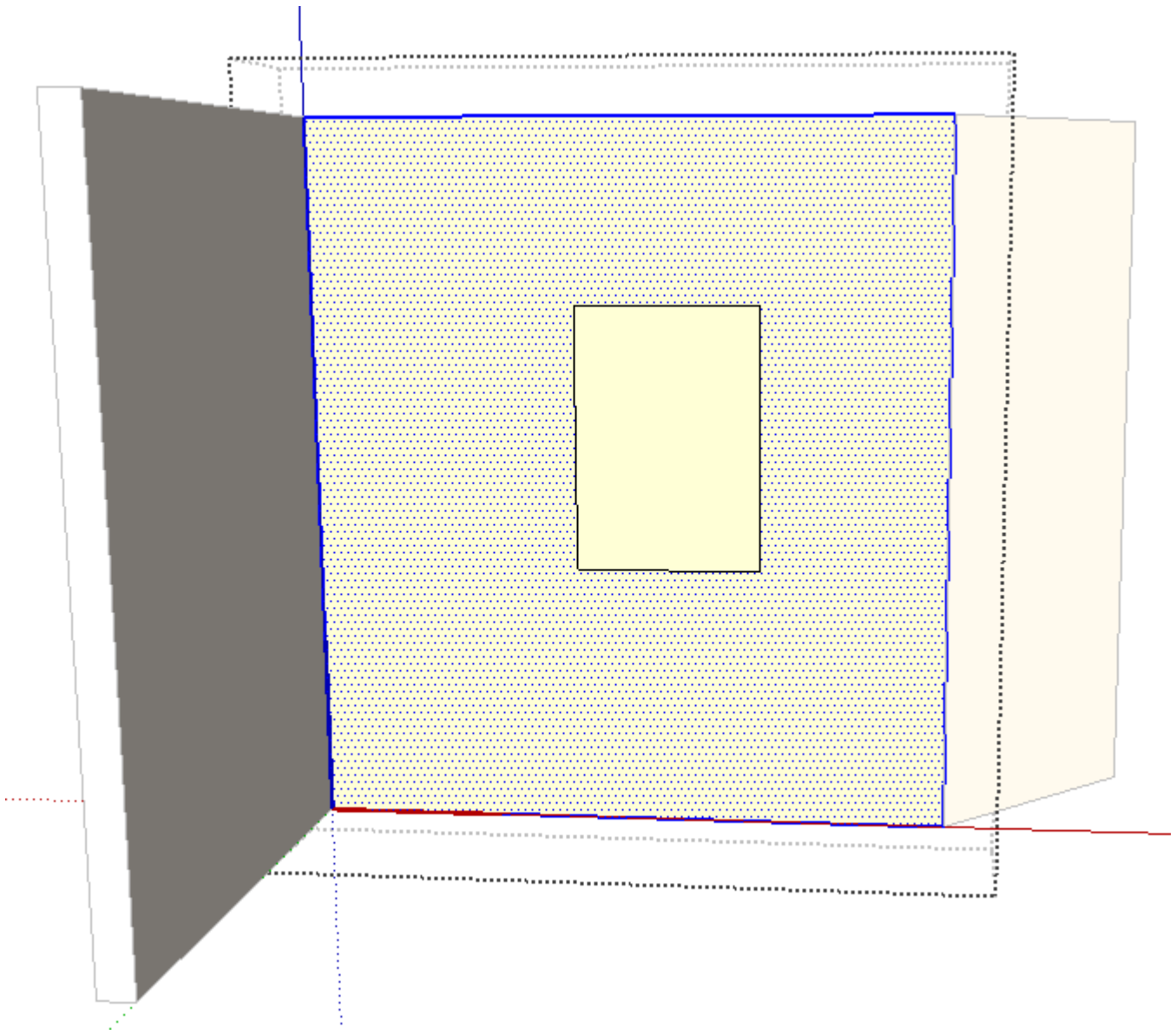
CabinetSense does not provide any stock windows and doors. You can use ones that you find in the [3D Warehouse](#) or you might simply want to use a cutout to represent the opening.

To add an opening do the following:

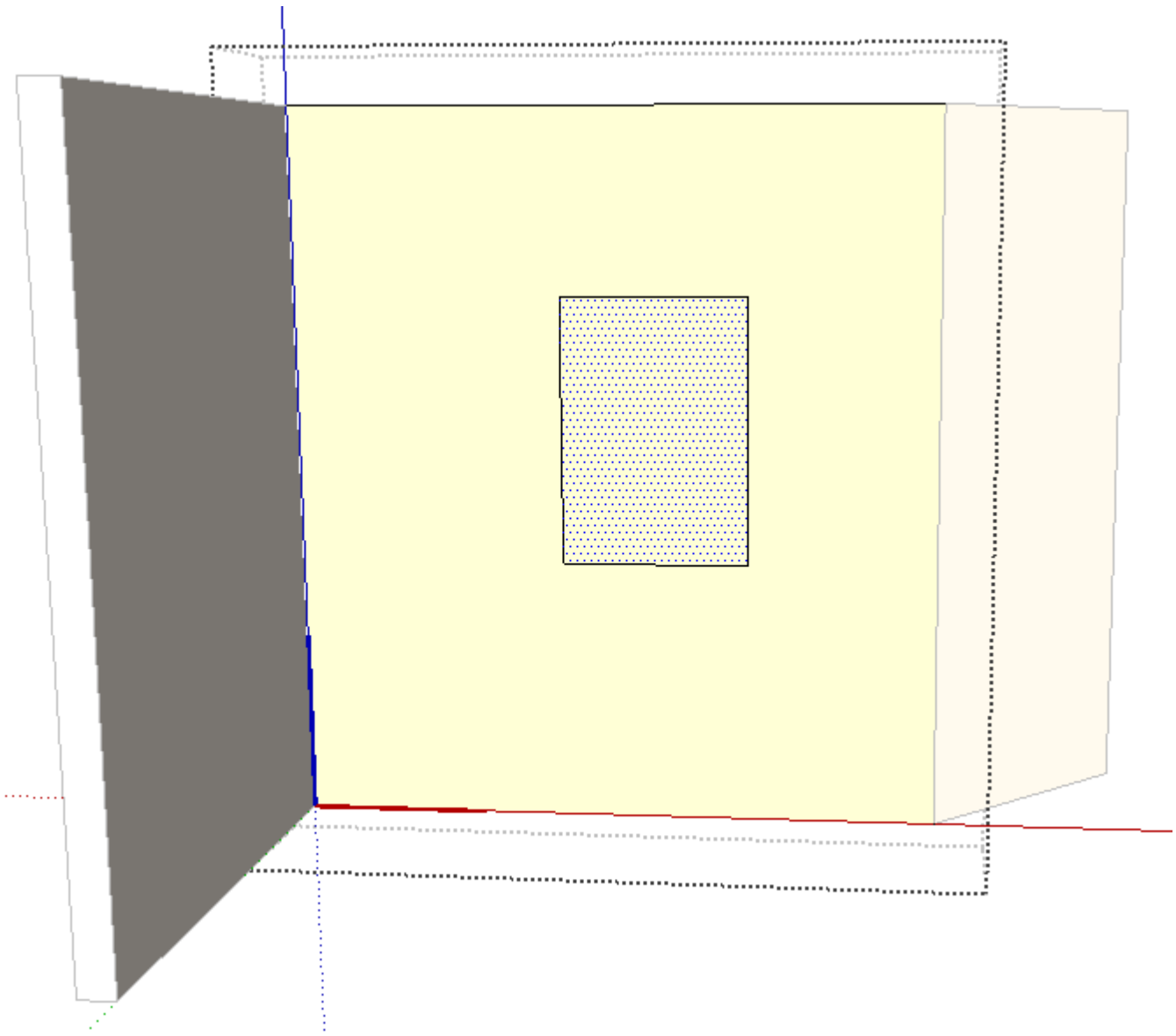
- Unlock the wall by right-clicking on the wall and selecting "unlock"
- Double click to edit the component. You will have to double click a couple of times until you see the blue dots on the wall. This means that you are now able to edit the wall face and create a cutout.



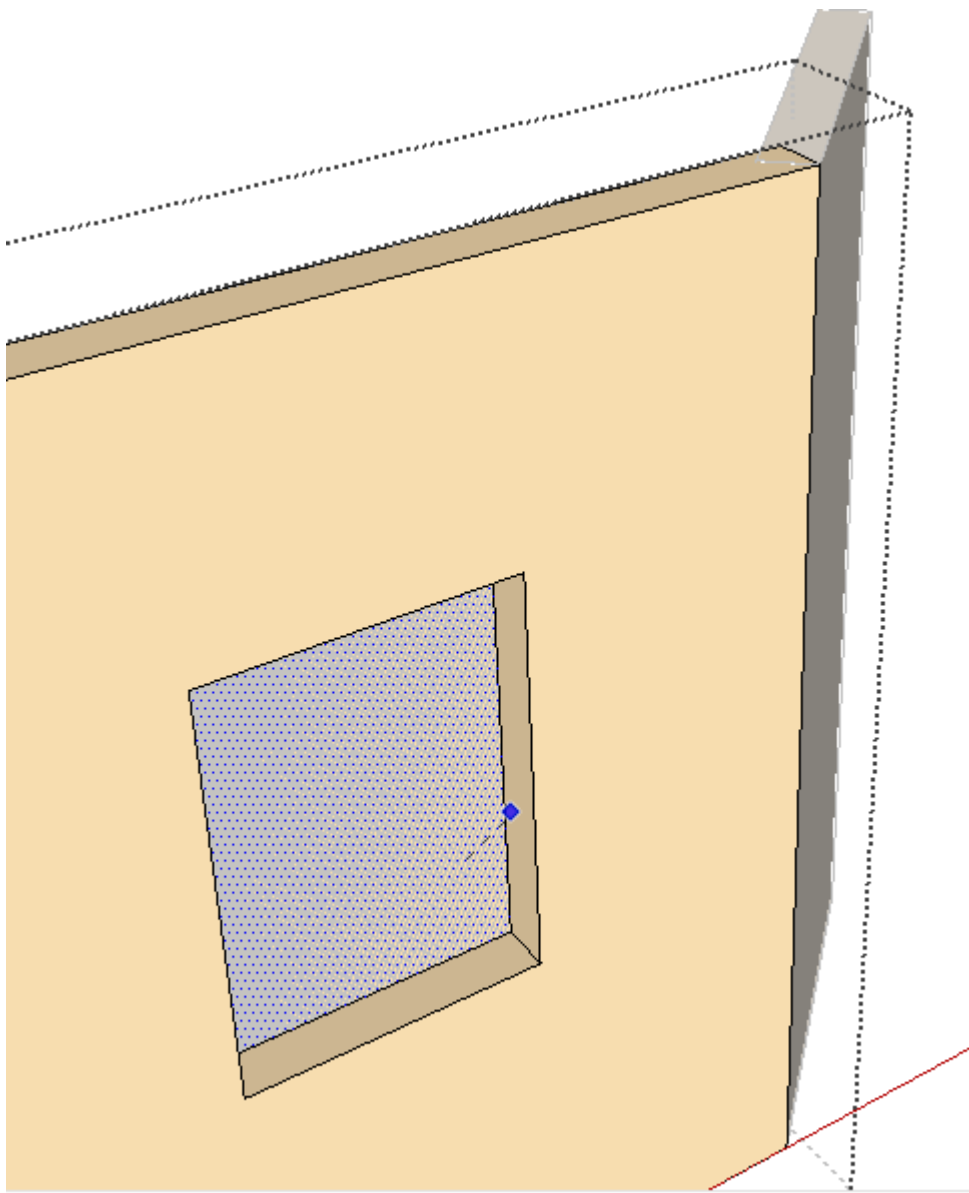
- Draw the shape of the cutout that you want.



- Click on the cutout so that the interior of the cutout turns into blue dots. This will signify that you can now make a hole in the shape of your cutout.

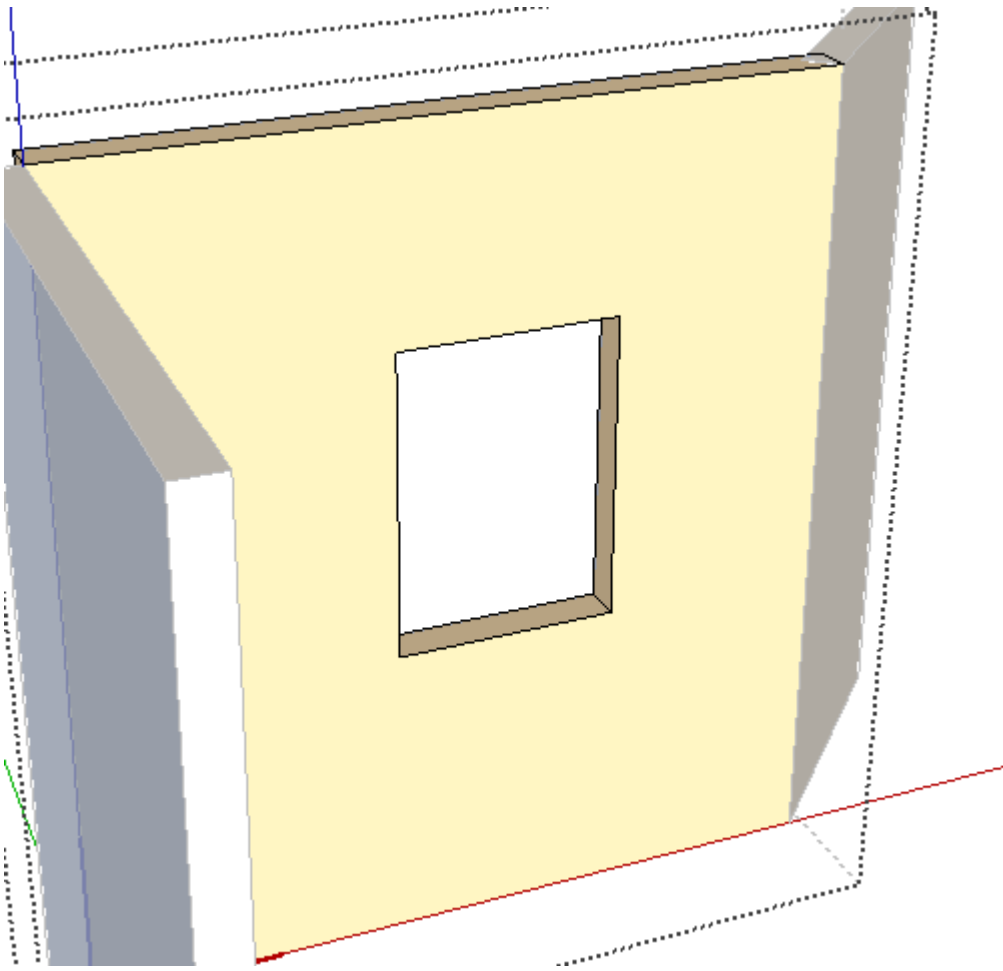


- Select the SketchUp PushPull tool and push the cutout through to the back part of the wall. It is easier to do this if you have your wall rotated at a slight angle. Move the PushPull Tool until it has referenced the back part of the wall



face or enter value. Ctrl = toggle create new starting face.

- Leave go of the mouse button and the cutout will now be complete.



- Lock the wall so that it doesn't move on you during design. (Right mouse click and select "Lock").