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Component Options

PaletteDefault

PALETTE 01 v2.01.00081

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----- Sheet Goods -----

Carcass

Construction

Drawer

Glass

Metal

Millwork

Other

----- Dimensional Lumber -----

Carcass

Construction

Drawer

Glass

Metal

Millwork

Other

----- Special Conditions -----

CS Material

▼

Thickness

Apply

Identifies the shop materials that you will use to construct your cabinets. This provides the link between CabinetSense component materials and the physical goods in your shop. See the [Attribute Glossary](#) for more information.

Sheet Goods and Dimensional Lumber

----- Sheet Goods -----	
Carcass	
Construction	
Drawer	
Glass	-
Metal	-
Millwork	
Other	
----- Dimensional Lumber -----	
Carcass	
Construction	
Drawer	
Glass	-
Metal	-
Millwork	
Other	

In General, you will assign the physical material name that you want to build your cabinets with. For example you might enter "White MCP" (White Melamine Coated Particleboard) as your Carcass Material for sheet goods, PB (particle board) as your construction material... and so on. When you create your cutlists, CabinetSense will substitute these names for the generic component material name. If you leave these fields empty, CabinetSense will use the generic names (csCarcass, csDrawer...)

In addition to supply the names, you can also enter:

- "-": a minus sign in the first position of any field signifies that you don't want CabinetSense to send these parts to Cutlist. The Glass and Metal fields above have the "-"... so any glass or metal material used in your model will not be reported on in your cutlist program.
- "+": a plus sign means that this material is "G1S" (Good One Side). The CNC export uses this to determine if it can flip parts over to get better machining results on the first pass. G1S sheets are assumed to be laid with the good side facing down on the router table so that the exterior face of the part will present the best face.

Special Conditions

---- Special Conditions ----	
	---- First ----
CS Material	<input type="text"/>
Thickness	<input type="text" value="0 mm"/>
Type	<input type="text"/>
New Material	<input type="text"/>
	---- Second ----
CS Material	<input type="text"/>
Thickness	<input type="text" value="0 mm"/>
Type	<input type="text"/>
New Material	<input type="text"/>
	---- Third ----
CS Material	<input type="text"/>
Thickness	<input type="text" value="0 mm"/>
Type	<input type="text"/>
New Material	<input type="text"/>
	---- Fourth ----
CS Material	<input type="text"/>
Thickness	<input type="text" value="0 mm"/>
Type	<input type="text"/>
New Material	<input type="text"/>

Special conditions allow you to swap material.

For example, let's say that you use a 1/4" thick pressed hardboard for your cabinet back while the rest of your cabinet will use plywood.

- You could change the material selection on your cabinet back to something else like "Construction" and then map the construction sheet good to your hardboard.
- OR
- You could use the special condition to do it for you. Select the CS Material to "Carcass", enter 1/4" as your thickness, select "Sheet" as the type and enter "Hardboard" as the new material.
- CabinetSense will swap any occurrence of 1/4" Sheet Good Carcass material to 1/4" Hardboard.

You can specify up to 4 different special conditions

Page updated

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