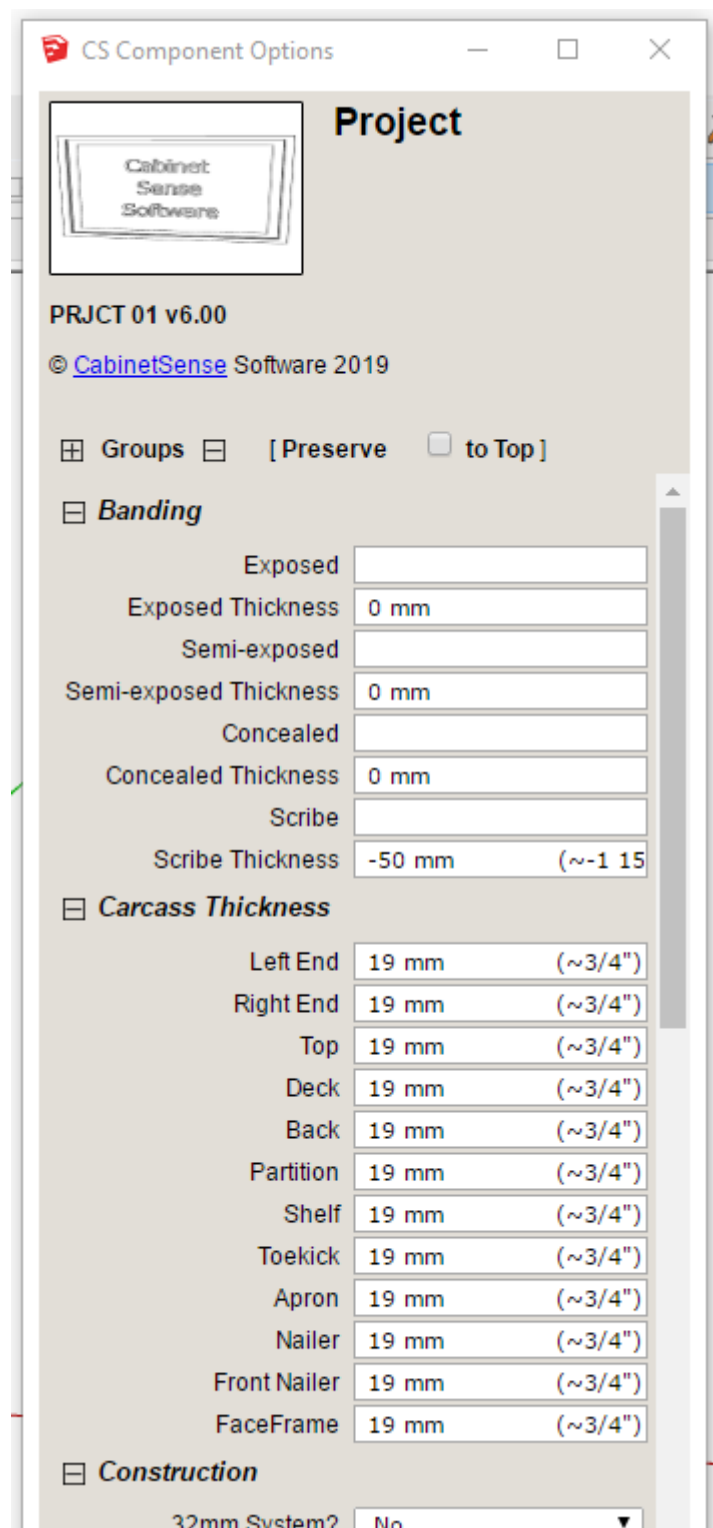


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The project component supplies default information used by the model in which it resides. There must be one and only one project component in your model.



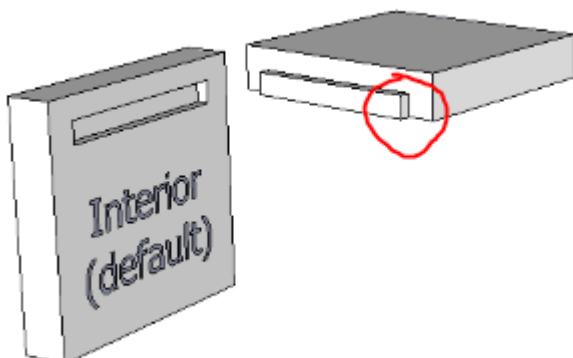
The screenshot shows the 'CS Component Options' dialog box with the 'Project' tab selected. The dialog has a title bar with a red icon, the text 'CS Component Options', and standard window controls. Inside, there's a 'Project' section with a logo for 'Cabinet Sense Software' and the text 'PRJCT 01 v6.00' and '© CabinetSense Software 2019'. Below this are checkboxes for 'Groups' (checked), '[Preserve' (checked), and 'to Top]' (unchecked). A 'Banding' section is collapsed. A 'Carcass Thickness' section is expanded, showing a list of components with their thicknesses in mm and inches. At the bottom, a 'Construction' section is collapsed, and a '32mm System?' dropdown is set to 'No'.

| Component | Thickness (mm) | Thickness (inches) |
|--------------|----------------|--------------------|
| Left End | 19 mm | (~3/4") |
| Right End | 19 mm | (~3/4") |
| Top | 19 mm | (~3/4") |
| Deck | 19 mm | (~3/4") |
| Back | 19 mm | (~3/4") |
| Partition | 19 mm | (~3/4") |
| Shelf | 19 mm | (~3/4") |
| Toekick | 19 mm | (~3/4") |
| Apron | 19 mm | (~3/4") |
| Nailer | 19 mm | (~3/4") |
| Front Nailer | 19 mm | (~3/4") |
| FaceFrame | 19 mm | (~3/4") |

Construction

| Construction | |
|----------------------------|---------|
| 32mm System? | No ▼ |
| Nominal Thickness | 0 mm |
| Dado Depth | 0 mm |
| Blind Mortise Pocket Width | 0 mm |
| Frameless Overlay | Full ▼ |
| Faceframe Overlay | Full ▼ |
| 5 Piece | Build ▼ |
| Base | Build ▼ |
| Drawerbox | Build ▼ |

- **32mm System?:** This allows you to enable (or disable) the 32mm system for your entire project.
- **Nominal Thickness:** In a perfect world, your nominal thickness will be the same as the actual thickness of your parts. In reality, (especially when working with a CNC), the actual thicknesses of your sheet goods may be +/- this amount.
- This distinction becomes important when working with a 32mm system **or** when using cam-lock type connectors that may have been specifically designed for certain thicknesses.
- In general, your nominal thickness should be within a fraction of your actual thickness.
- example #1: you may be using a Rafx connector that is specifically designed for 19mm material, yet you may be using 3/4" material. In this case, your nominal thickness should be set to 19mm and your actual thickness set to 3/4". CabinetSense will use the nominal thickness to lookup which variant of the connector to use, while adjusting the positioning of them to work with 3/4" material.
- example #2: You are using 19mm Rafx connectors, but your sheet thickness is 18.9mm. Without using the nominal thickness attribute, CabinetSense will look for a connector that can be used on 18.9mm (or less) thick material. It will not find the connector that you expect to use. Entering 19mm as the nominal size will fix this situation.
- **Dado Depth:** When a non-zero value is entered, all cabinets in the model are changed to use this dado depth. Any new cabinets brought into the model will also pick up this value.
- NOTE: Any dado depth overrides entered at a part level are retained.
- **Blind Mortise Pocket Width:**



- **zero value:** CabinetSense uses 1/2 the material thickness as the blind dado thickness.
- **non-zero value:** this becomes the blind dado thickness and no longer has any relation to the material thickness.
- **Frameless Overlay:** Specifies your door and drawer front overlays on a project-wide basis. This can be overridden on each door and drawer front.
- select from the following values:
 - **None:** the door is sized to the inside opening.
 - **Half:** the door is sized to 1/2 the thickness of whatever is enclosing it. (eg. cabinet ends, top, bottom, shelf, partition)
 - **Full (default):** the door is sized to the outside of whatever is enclosing it.
- **Faceframe Overlay:** Specifies your door and drawer front overlays on a project wide basis. This can be overridden on each door and drawer front.
- select from the following values:
 - **None (default):** the door is sized to the inside opening.
 - **Half:** the door is sized 1/2" larger than the opening
 - **Full:** the door is sized to 1/2 the width of the stile and rails that are enclosing it.
- **5-Piece:** Specify if you want to build or buy your 5-piece doors, drawer fronts, and panels.

Drawer boxes: Specify if you want to build or buy your drawer boxes.

- **Base:** Specify if you want to Build your cabinet bases or just show them in your model for display purposes
- **NOTE:** selecting Build for any of the above 3 attributes will send those parts to machining (cutlist and/or CNC)

Banding

| | |
|------------------------|---------------------|
| | ----- Banding ----- |
| Exposed | |
| Exposed Thickness | 0 mm |
| Semi-exposed | |
| Semi-exposed Thickness | 0 mm |
| Concealed | |
| Concealed Thickness | 0 mm |
| Scribe | |
| Scribe Thickness | 0 mm |

- **Exposed:** The name of the edge banding that you want to use. This can be used for information purposes and is also included in the cutlist export.
- **Exposed Thickness:** The actual thickness of the Exposed edgebanding. This will reduce/enlarge the part size of any part that uses the primary edgebanding.
- **Note:** a positive value (+) will reduce the part size by the thickness of the edge band, while a negative value (-) will enlarge the side by the thickness of the edge band.
- **Semi-exposed:** The name of the Semi-exposed edge banding.
- **Semi-exposed Thickness:** same as Primary Thickness
- **Concealed:** The name of the Concealed edge banding.
- **Concealed Thickness:** same as Primary Thickness
- **Scribe:** The name of the Scribe. The intended purpose of this field is to give a place where you can set your Scribe thickness (enter a negative value to have it actually increase the size). You can also use this field as a normal 4th edgebanding code.
- **Scribe Thickness:** same as Primary Thickness

Refer to the [Attributes Glossary](#) for more information on this topic

Machining

Templates

Door Arch Height

0 mm

Door Arch Shoulder

0 mm

Door Arch Top

no

Door Arch Bottom

no

Door Profile

Template

Closets

Handle

Knob

Handle Side Margin

0 mm

Handle Top/Bottom Margin

0 mm

Door Arch Height: The height that an arch will rise from it's starting position.

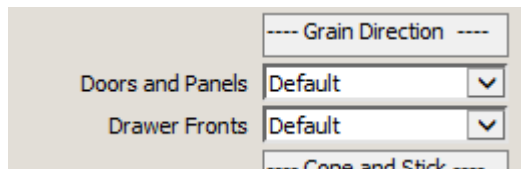
Door Arch Shoulder: The amount of space from edge of the stile before the arch begins.

Door Arch Top: (values: Yes, No). When an arch is requested, will there be an arch on the top.

Door Arch Bottom (values: Yes, No). When an arch is requested, will there be an arch on the bottom.

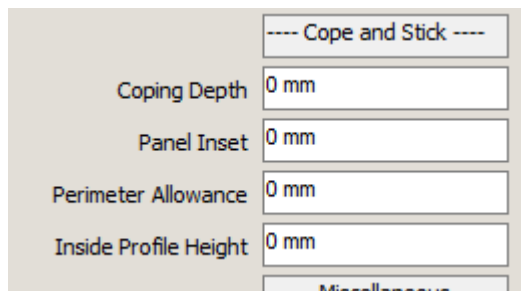
The remainder of the attributes in this section are the default settings to be used for the model unless you have overridden them in your components

Grain Direction



Overrides the grain direction specified in your door, panel and drawer front components. This is an easy way to get the grain direction desired without having to go through your entire model.

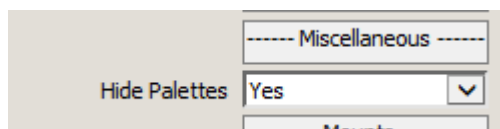
Cope and Stick



The default cope and stick settings that will be used to machine your 5-piece components. These defaults will be used unless you have overridden them in your door, panel, and drawer front components.

See the [Attributes Glossary](#) for more information.

Miscellaneous



You can store your palette component(s) within the project component. Place your project component into "edit" and then drag your palette from the component browser into the project. When you set Hide Palettes? to Yes, the palette compnents will be hidden from view. A simple way for those people who like to keep their model space clean.

Mounts

Mounts

| | | |
|------------|-----------|------------|
| Floor | 0 mm | |
| Toekick | 64 mm | (~2 1/2") |
| Countertop | 914.4 mm | (36") |
| Valance | 1320.8 mm | (52") |
| Upper | 2419 mm | (~95 1/4") |
| Crown | 2419 mm | (~95 1/4") |

This sets the mounting heights for the Vertical Alignment selection of your components. Changing these values will cause all affected components in your model to be re-aligned vertically.

The bottom of components are aligned at the specified height with the exception of the "Crown" mount which uses the top of your component.

If you do not use a project component in your model, or if you leave the mounting heights set to 0, CabinetSense will use the following default values:

- Floor: 0"
- Toekick: 4"
- Countertop: 36"
- Valance: 52"
- Crown: 92"

see the [Attributes Glossary](#) for more information.

Wall

----- Wall -----

Height2438.4 mm

Thickness114.3 mm

--- Carcass Thickness ---

Specifies the default height and thickness of walls drawn with the wall tool.

Thicknesses

☐ **Carcass Thickness**

| | | |
|--------------|-------|---------|
| Left End | 19 mm | (~3/4") |
| Right End | 19 mm | (~3/4") |
| Top | 19 mm | (~3/4") |
| Deck | 19 mm | (~3/4") |
| Back | 19 mm | (~3/4") |
| Partition | 19 mm | (~3/4") |
| Shelf | 19 mm | (~3/4") |
| Toekick | 19 mm | (~3/4") |
| Apron | 19 mm | (~3/4") |
| Nailer | 19 mm | (~3/4") |
| Front Nailer | 19 mm | (~3/4") |
| FaceFrame | 19 mm | (~3/4") |

☐ **Door**

| | | |
|-------|-------|---------|
| Frame | 19 mm | (~3/4") |
| Panel | 9 mm | (~3/8") |

☐ **Drawer Box**

| | | |
|--------|-------|---------|
| Front | 16 mm | (~5/8") |
| Back | 16 mm | (~5/8") |
| Sides | 16 mm | (~5/8") |
| Bottom | 16 mm | (~5/8") |

☐ **Other**

| | | |
|---------|-------|---------|
| Valance | 19 mm | (~3/4") |
|---------|-------|---------|

Sets the default thicknesses for your component parts.

A value of 0 means that there is no default value and that the value defined in the component is to be used.

A value other than 0 will cause the specified part to be re-calculated and drawn with the new thickness.

NOTE: Panel thickness refers to the thickness of the material that you will rough cut the panel from. In the case of hardwood, perhaps you cut from 25mm stock and then mill it to 19mm finish thickness.

When a component is placed in the model (by dragging it from the component browser, or pasting it in from another model), CabinetSense will inspect and change any thicknesses as required.

If you already have components in your model, and you change any of the above values, CabinetSense will inspect, change, re-calculate and redraw any affected components. This includes container components within cabinets (as long as their cabinet types match).

Job Information

☐ **Job Information**

| | |
|-----------------|----------------------|
| Project Title | <input type="text"/> |
| Work Order | <input type="text"/> |
| Client | <input type="text"/> |
| Address1 | <input type="text"/> |
| Address2 | <input type="text"/> |
| City | <input type="text"/> |
| State/Province | <input type="text"/> |
| Zip/Postal Code | <input type="text"/> |
| Phone | <input type="text"/> |
| Cell Phone | <input type="text"/> |
| Designer | <input type="text"/> |
| Cad Designer | <input type="text"/> |
| Sales Person | <input type="text"/> |

The information that you enter into the Job Information attributes will be made available when you send your model to [Layout](#).

It is also available in a Job Information CSV file when you export your model.

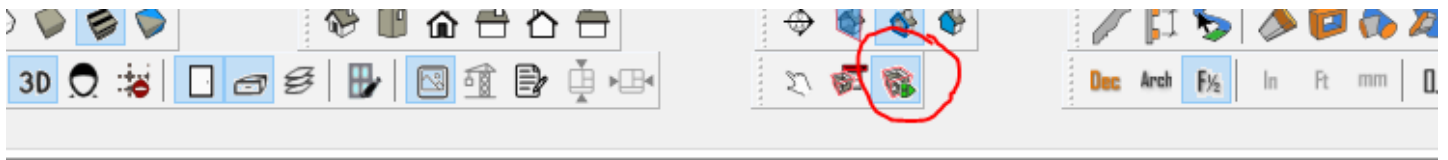
Job Information (User Defined)

☐ **Job Information (User Defined)**

| | |
|------------|----------------------|
| Contractor | <input type="text"/> |
|------------|----------------------|

You can also create your own attributes by following these steps:

- Open the Component Attributes Dialog and scroll down until you see the M500Hdr attribute. All user-defined attributes must begin with the M500 thru M999 prefix. All attributes beginning in this series (except values that begin with 2 dashes “—”) will be exported to your Layout document.



Component Attributes

Info Functions

Add attributes below to create your component options. Visit our [getting started guide](#) for tutorials.

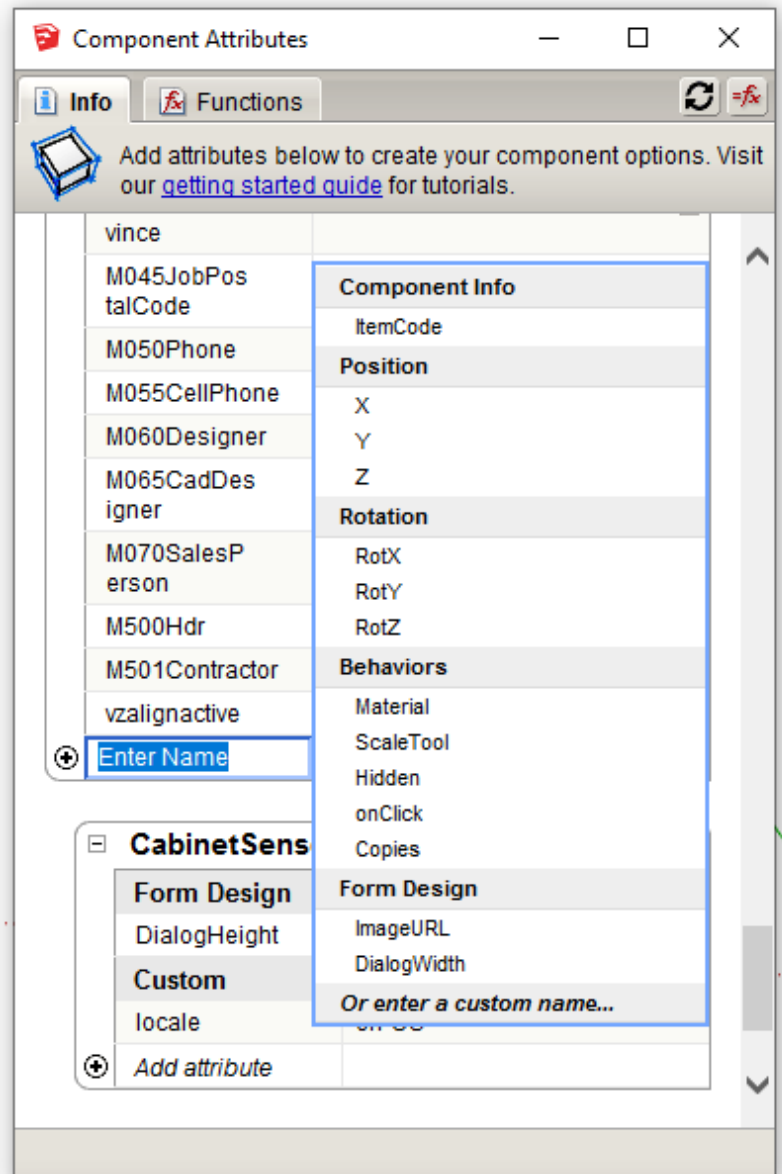
| | | |
|-------------------|------------------------------------|--|
| M030JobAddress2 | | |
| M035JobCity | | |
| M040JobProvince | | |
| M045JobPostalCode | | |
| M050Phone | | |
| M055CellPhone | | |
| M060Designer | | |
| M065CadDesigner | | |
| M070SalesPerson | | |
| M500Hdr | --- Job Information (User Defined) | |
| M501Contractor | | |
| vzalignactive | 0 | |
| + Add attribute | | |

CabinetSense

Form Design

| | |
|--------------|-----|
| DialogHeight | 720 |
|--------------|-----|

- Click on the Add attribute line to open a dialog that will allow you to add your own attribute. Enter the name of your attribute and hit enter.



- The newly created attribute is now stored in your component attribute list. Click on the arrow to the right in order to change labels and attribute data. (in our example, we have created an attribute called M502Stain).



Component Attributes

Info Functions

M502Stain - Custom attribute.

| | | |
|----------------|-----------------------------------|--|
| vince | | |
| M045JobPos | | |
| talCode | | |
| M050Phone | | |
| M055CellPhone | | |
| M060Designer | | |
| M065CadDes | | |
| igner | | |
| M070SalesP | | |
| erson | | |
| M500Hdr | --- Job Information (User Defined | |
| M501Contractor | | |
| M502Stain | | |
| vzalignactive | 0 | |
| Add attribute | | |

CabinetSense

Form Design

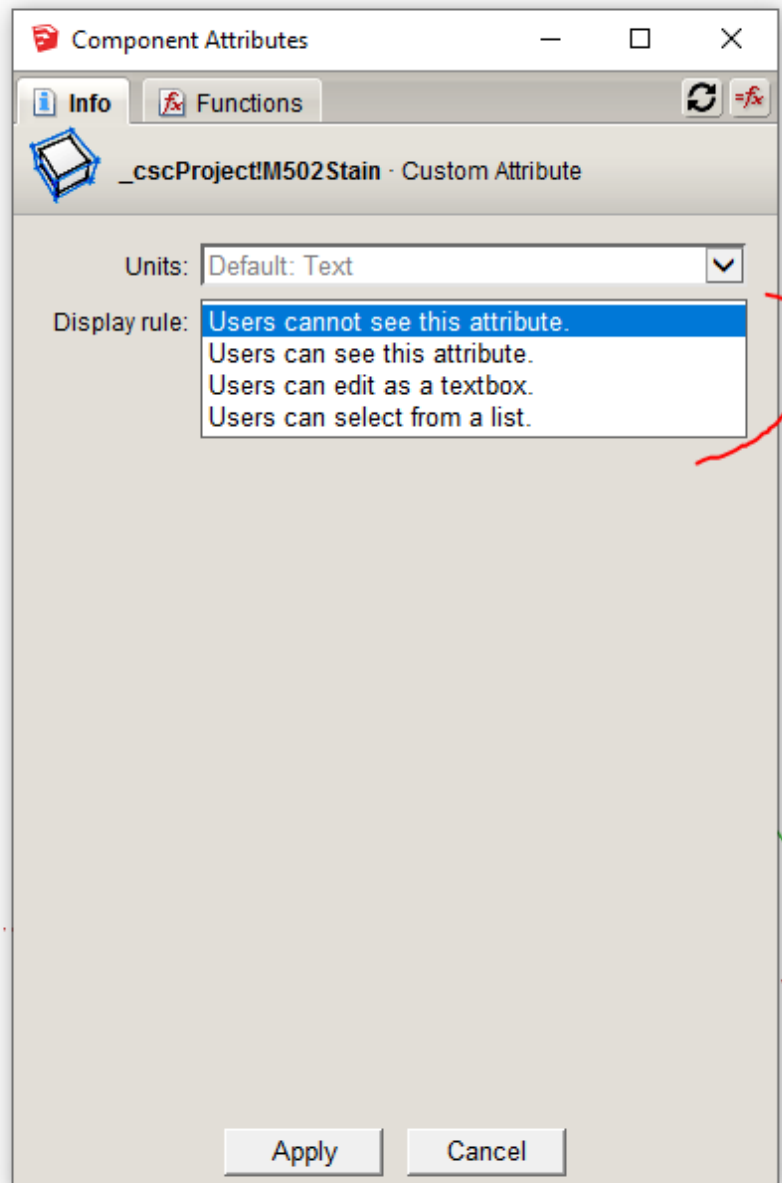
| | |
|--------------|-----|
| DialogHeight | 720 |
|--------------|-----|

Custom

| | |
|--------|-------|
| locale | en-US |
|--------|-------|

Add attribute

- Select how the information will be entered. Choose between edit as a textbox and select from a list.



- Change the Display label information and hit the apply key.



Component Attributes

Info Functions

_cscProject!M502Stain - Custom Attribute

Units: Default: Text

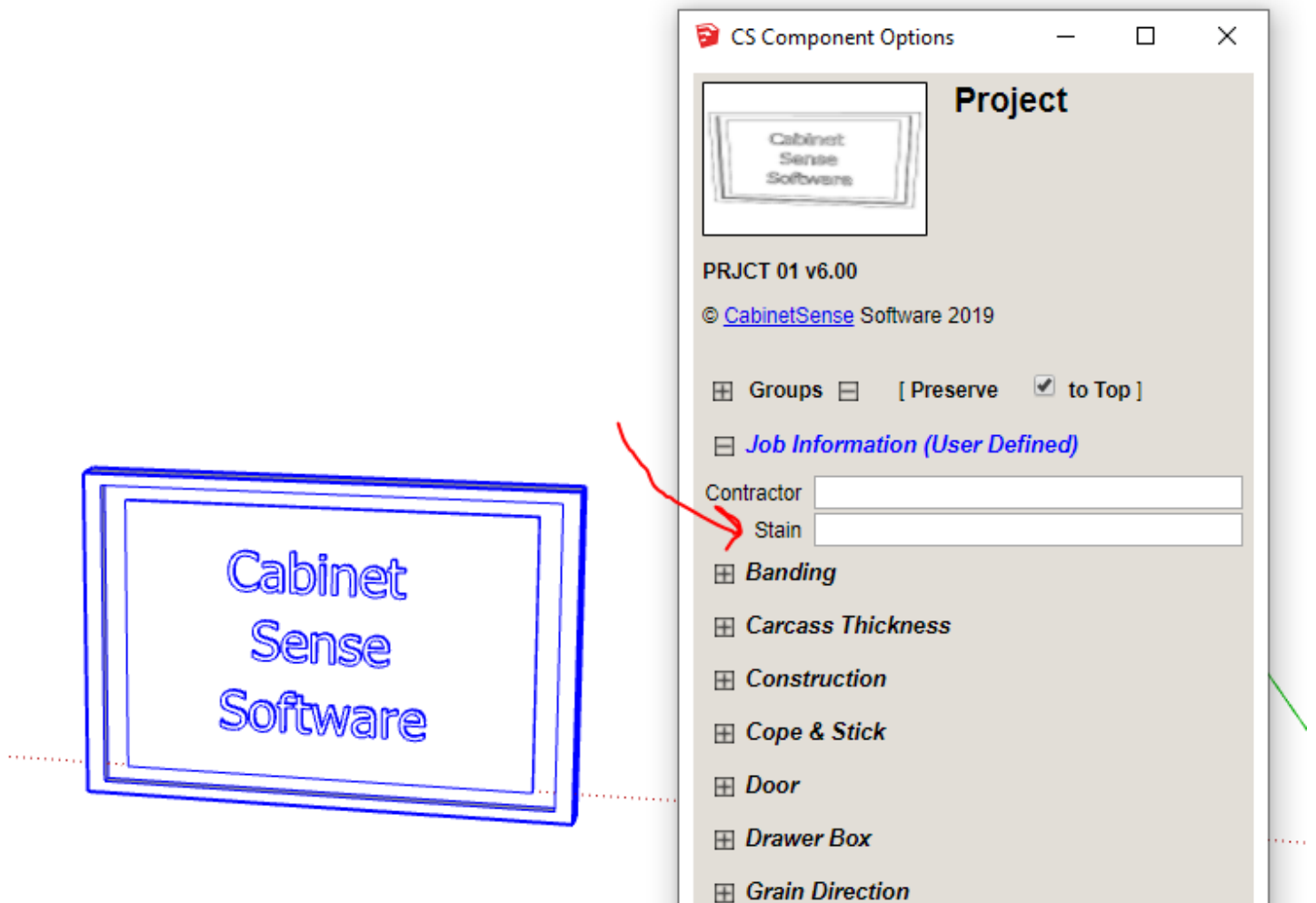
Display rule: Users can edit as a textbox.

Display label: M502Stain

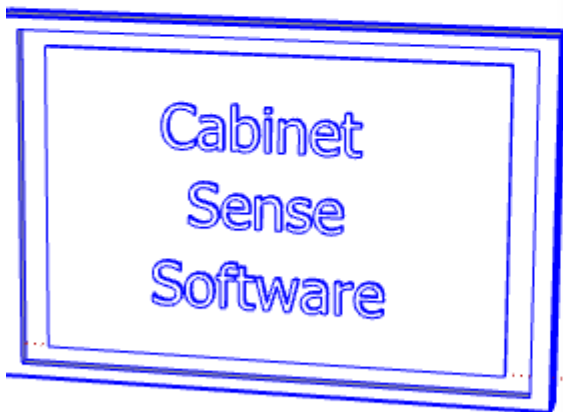
Display in: Text

Apply Cancel

- After adding the attribute, it will appear in the Component Options dialog.



- You can also create a separator line to visually group the different types of information that you have. Simply add a value to your attribute that begins with (at least) two (2) hyphens (dashes).
- This information is not sent to Layout.



Component Attributes

Info Functions

M500Hdr - Custom attribute.

| | | |
|-------------------|--------------------------------|--|
| M035JobCity | | |
| M040JobProvince | | |
| M045JobPostalCode | | |
| M050Phone | | |
| M055CellPhone | | |
| M060Designer | | |
| M065CadDesigner | | |
| M070SalesPerson | | |
| M500Hdr | Job Information (User Defined) | |
| M501Contractor | | |
| M502Stain | | |
| vzalignactive | 0 | |
| Add attribute | | |

CabinetSense cm

Form Design

DialogHeight 720

Custom

Wall Protrusion (1-4)

☐ **Wall Protrusion 1**

Distance From Floor

Height

Depth

☐ **Wall Protrusion 2**

☐ **Wall Protrusion 3**

☐ **Wall Protrusion 4**

You can describe wall protrusions that you would like CabinetSense to machine around. For example, you might have a hanging rail system to hang your cabinets. You might run up against a baseboard that is made of tile or some material that prevents you from removing it.

You can describe a maximum of 4 protrusions. Each protrusion will require a distance from floor measurement, the height and depth of the protrusion.

Example: We have a marble baseboard to deal with as well as a hanging rail system, described as follows:

Cabinet
Sense
Software

Components

⊞

Mounts

⊞

Other

⊞

Templates

⊞

Wall

⊞

Wall Protrusion 1

Distance From Floor

0 mm

Height

127 mm (5")

Depth

25.4 mm (1")

⊞

Wall Protrusion 2

Distance From Floor

2235.2 mm (88")

Height

88.9 mm (3 1/2")

Depth

12.7 mm (1/2")

⊞

Wall Protrusion 3

⊞

Wall Protrusion 4

Cutouts will be made in cabinet ends and partitions when those components intersect with the described protrusions.

