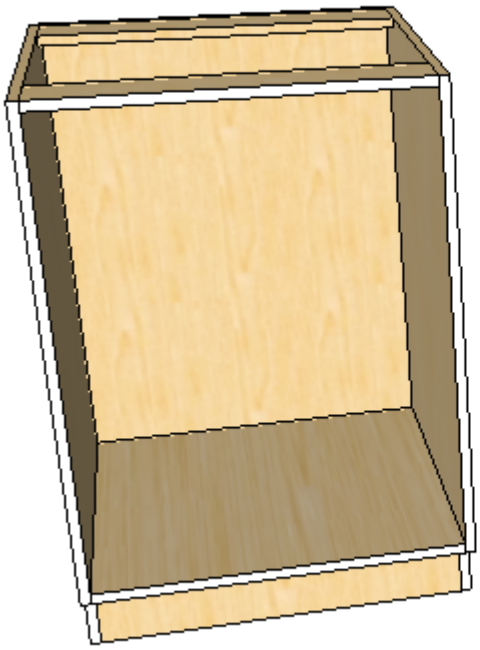
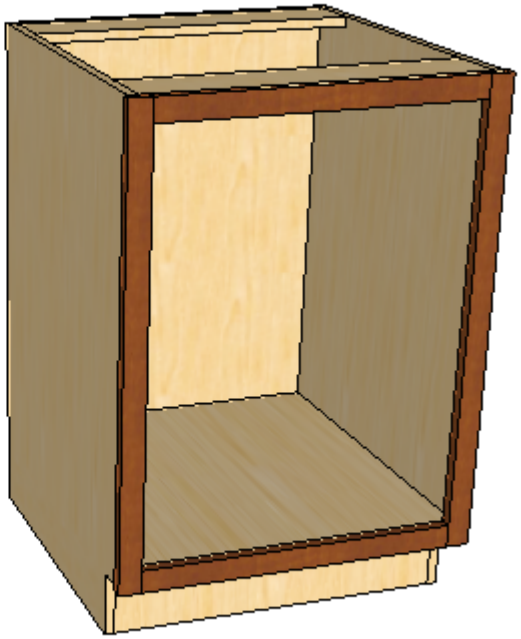
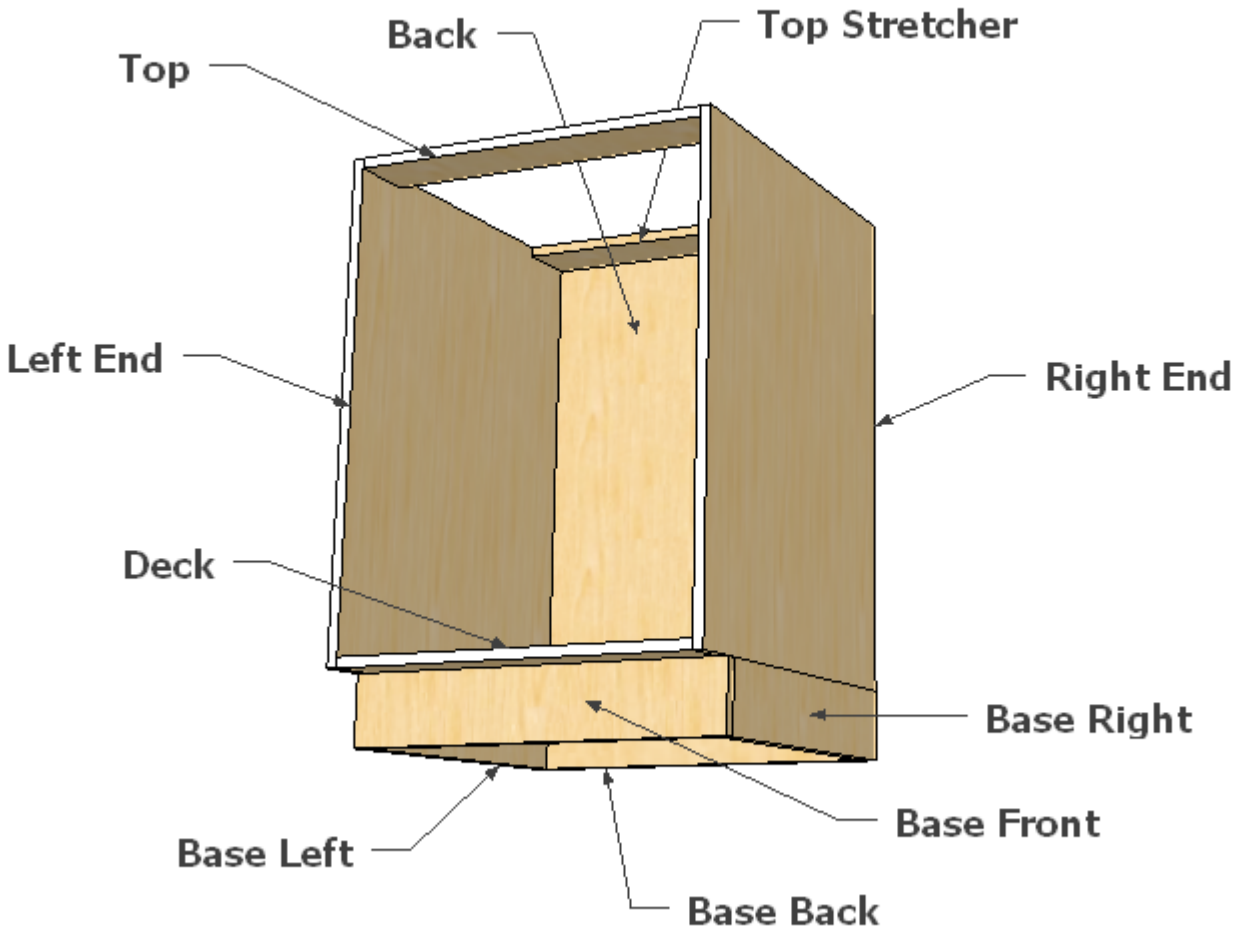
Cabinet

Overview





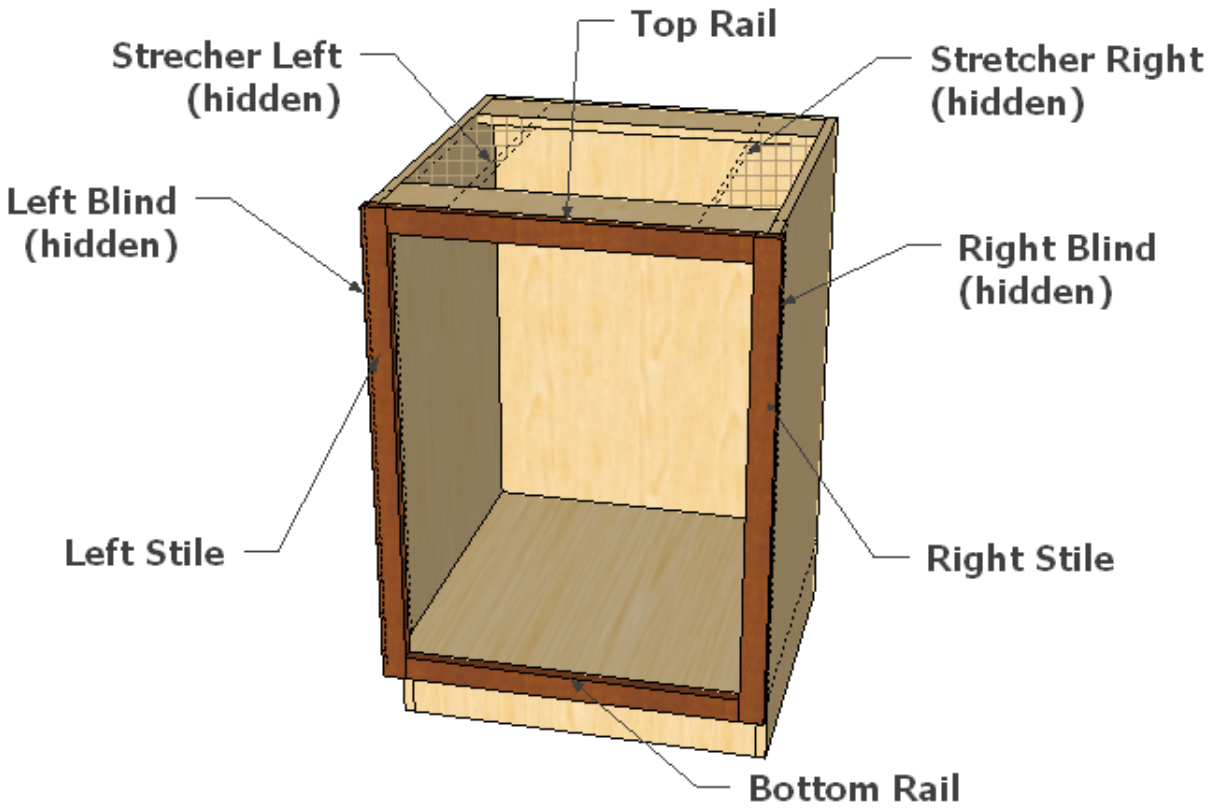
Cabinet Sub-Components



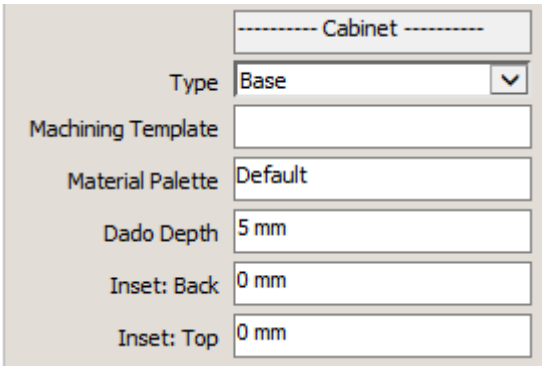
A frameless cabinet consists of the above sub-parts. They are very closely linked together and all pieces must exist in order for the cabinet to function properly. Deleting parts will cause the cabinet to no longer function properly. Using the cabinet properties to hide and unhide parts will achieve the same effect as deleting them.

Important: Do not use the Sketchup Hide and unHide function to hide sub-parts. Dynamic components have their own mechanism to make parts visible. Try this: bring a cabinet into Sketchup, drill down to the right end, right (context) click on the end and choose Hide from the menu. The part will disappear. Get out of edit mode and select the cabinet again. Redraw the cabinet by right-clicking on it, and choose CabinetSense->Components->Redraw. The part appears again. Use the Parts Properties section within the cabinet options dialog to designate what parts of the cabinet you want and which parts you don't.

The faceframe cabinet consists of all of the above parts and also includes the following:

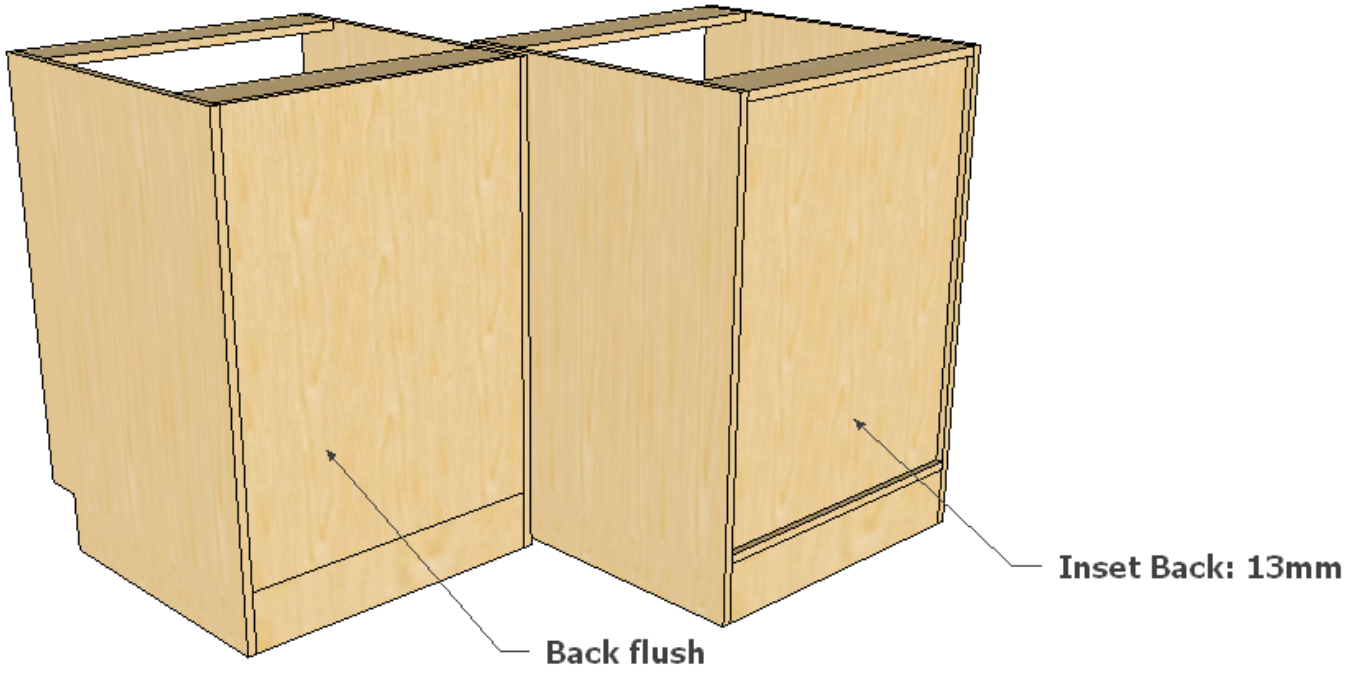


Cabinet Properties

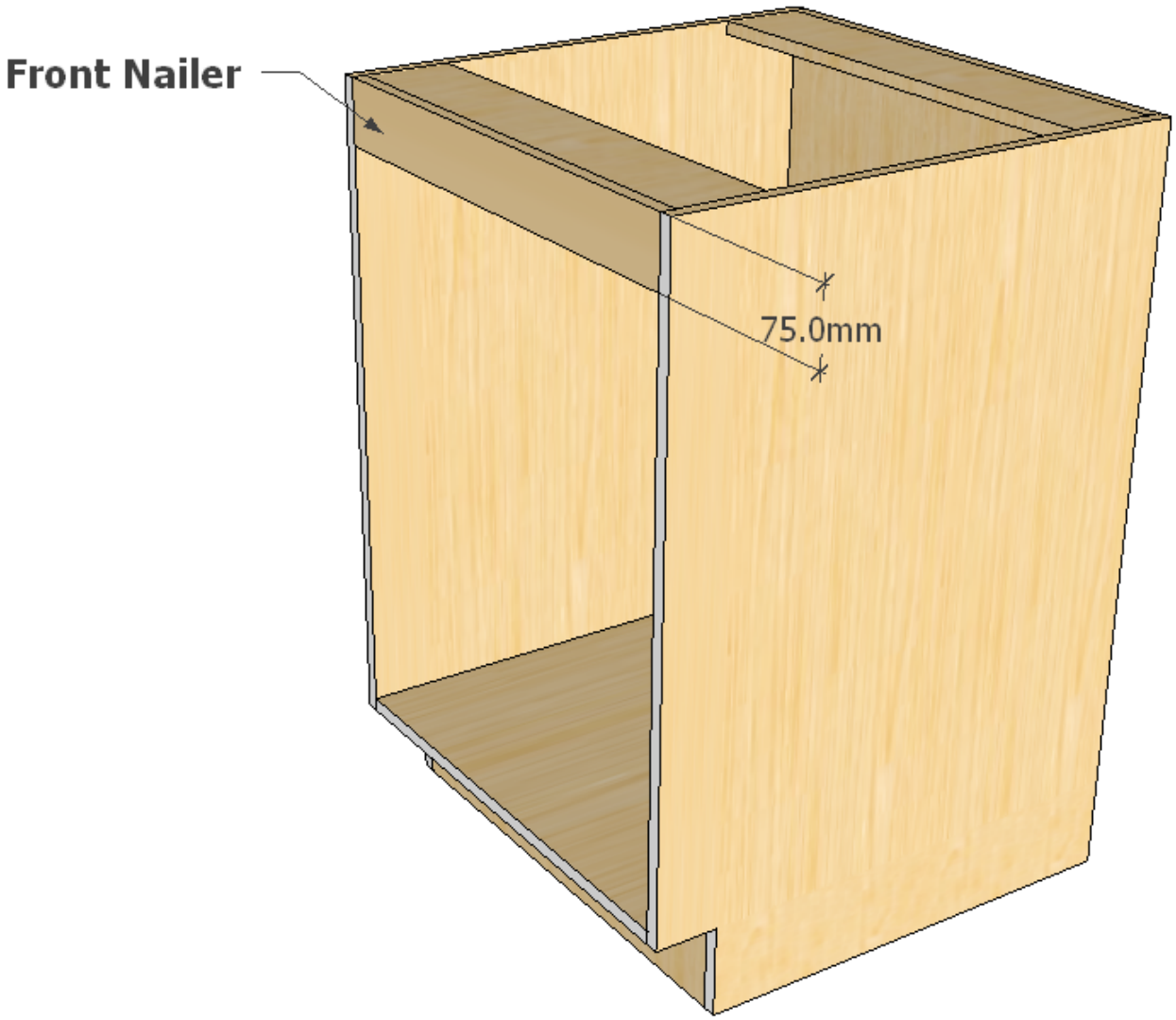


- **Type:** Values (Base, Upper, Tall, Open Base, Open Upper, Open Tall, Closet, Garage, Specialty). This attribute is used specifically by the Construction Template process. This attribute does not infer the mounting height of the cabinet (see the Alignment Property)
- **Machining Template**: The machining template to use for the cabinet. if empty, defaults to the Project template.
- **Material Palette**: The palette to use for this cabinet.
- **Dado Depth**. The depth to use for any dado joints used in the cabinet. This applies to all components placed within the cabinet such as Doors, drawers, partitions and shelves. The only exception is the drawer box bottom dado which is controlled by it's own dado depth field.

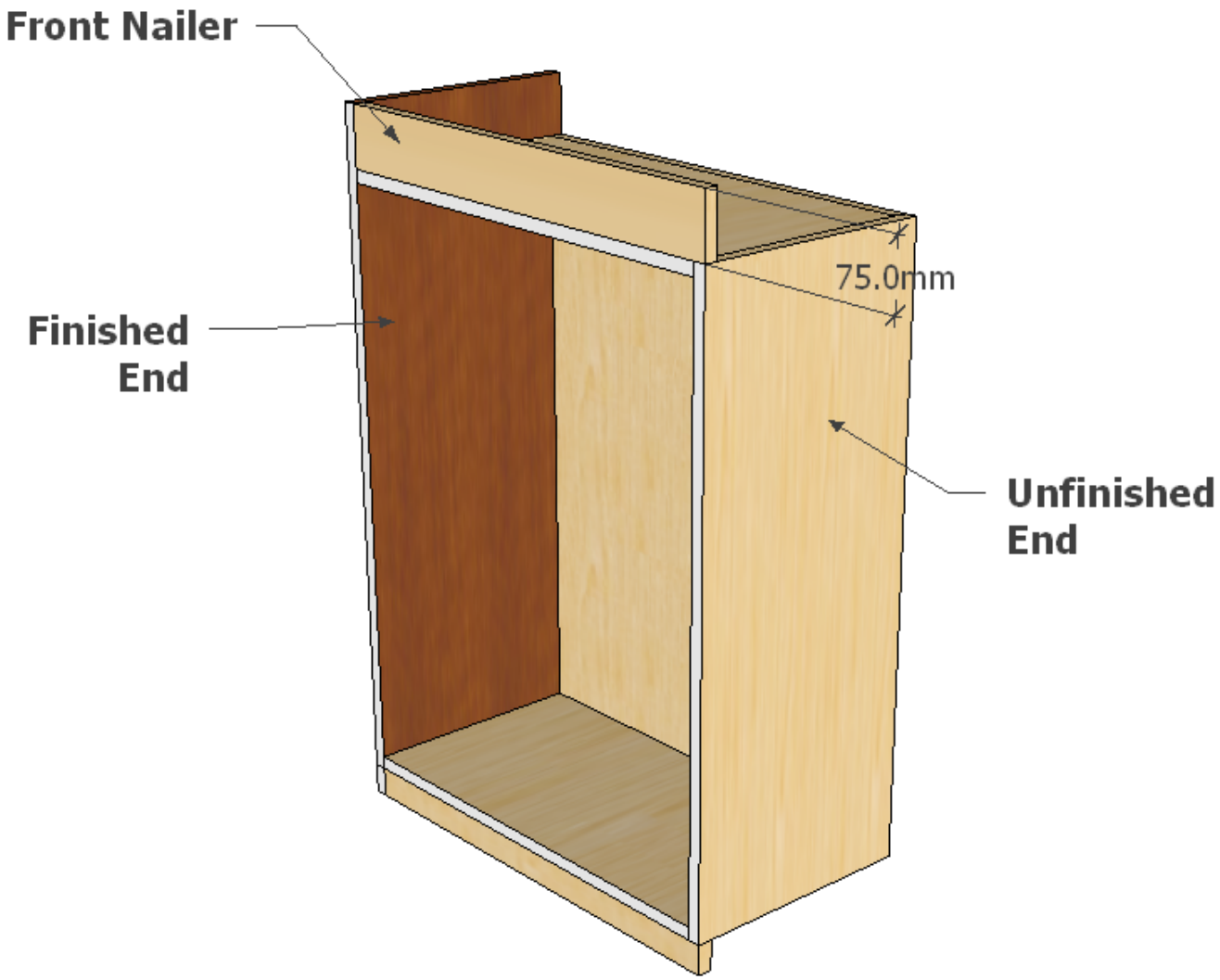
- **Inset Back**: The amount that the cabinet back is inset into the cabinet.



- **Inset Top**:The amount that the top will be lowered into the cabinet. The amount of usable cabinet height will be reduced by the amount of the inset.
- The manner in which the inset is applied depends on the setting of Full Height Ends for the cabinet. Please see the Construction Section further on down below for more information on that attribute.
- When the Full Height Ends is set to ***Always***, the cabinet top remains in its normal position and a front nailer is inserted into the front of the cabinet and the height of the nailer is set at the value of inset top (75mm in our example).
- This configuration could be used for base cabinets where you want to have your countertop overhang the front of the cabinet. Doors and Drawer Fronts will size to the height of the cabinet but you can use the top reveal to change the free space.



- When Full Height Ends is set to ***Finished Ends Only***, the cabinet top is lowered by the amount of the inset and the front nailer is set on top.
- This configuration is useful when designing wall cabinets where you might have a finished end at the end of the cabinet run with unfinished ends used otherwise. Doors and Drawer Fronts will size to the top of the cabinet top leaving the nailer fully revealed.



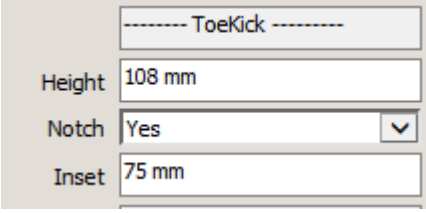
Thickness Properties

Thickness		
Apron	19 mm	(~3/4")
Back	19 mm	(~3/4")
Bottom	19 mm	(~3/4")
Shelves	19 mm	(~3/4")
Partition	19 mm	(~3/4")
FaceFrame	19 mm	(~3/4")
Front Nailer	19 mm	(~3/4")
Left End	19 mm	(~3/4")
Nailer	19 mm	(~3/4")
Right End	19 mm	(~3/4")
ToeKick	19 mm	(~3/4")
Top	19 mm	(~3/4")

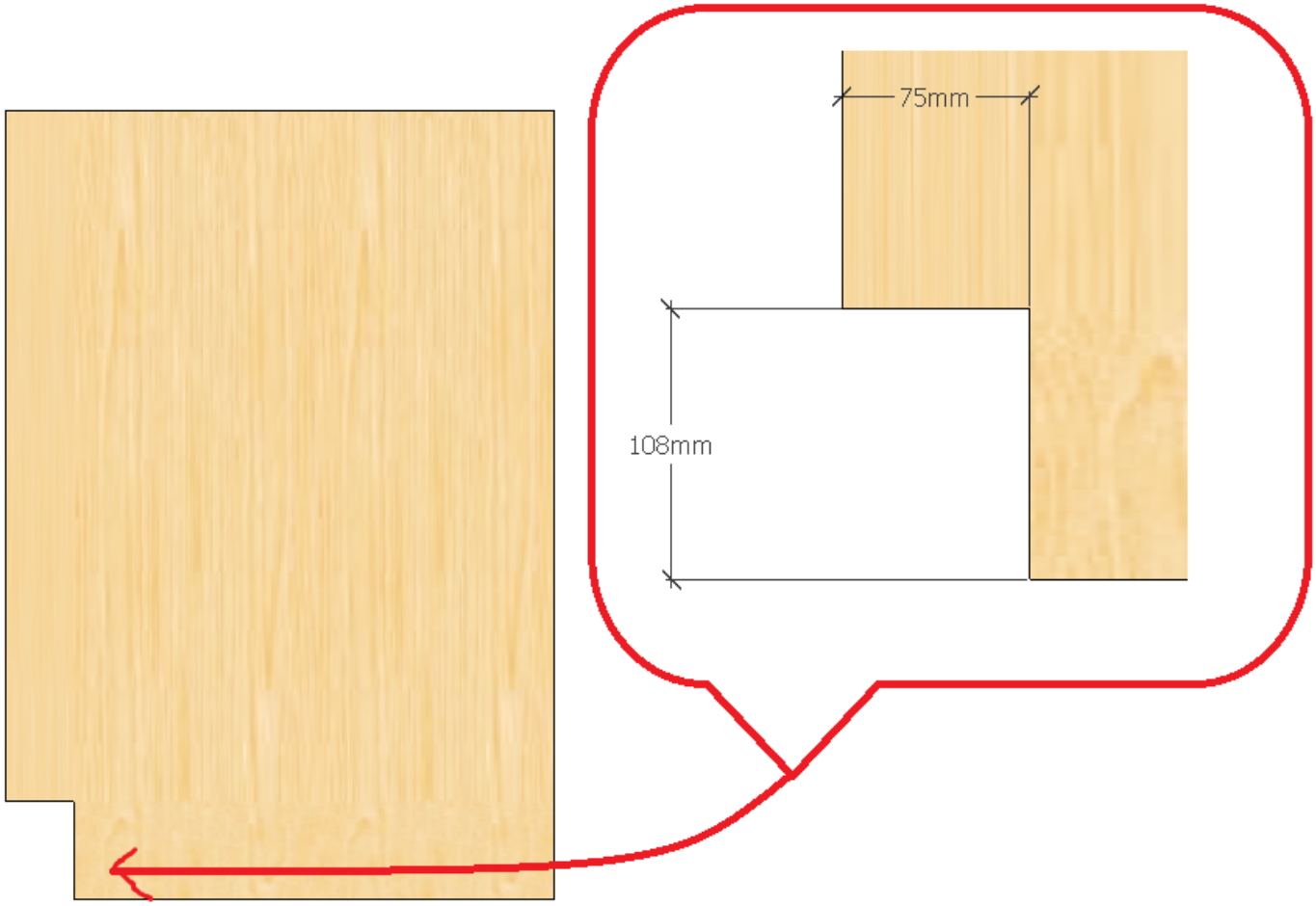
The thicknesses that will be used for the cabinet parts.

tip: you can automatically change the thickness for everything in your model by using the project components thickness properties.

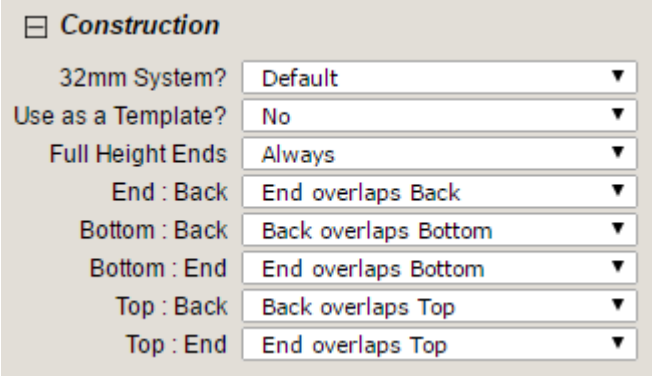
Toekick Properties



- Height: the height of the toekick. The cabinet deck will be placed vertically at this point.
- Notch: When a full height end is used, the bottom 108H x 75W will be cut out.
- Inset: The amount that the front of the toe kick will be set back into the cabinet:



Construction Properties



32mm System?

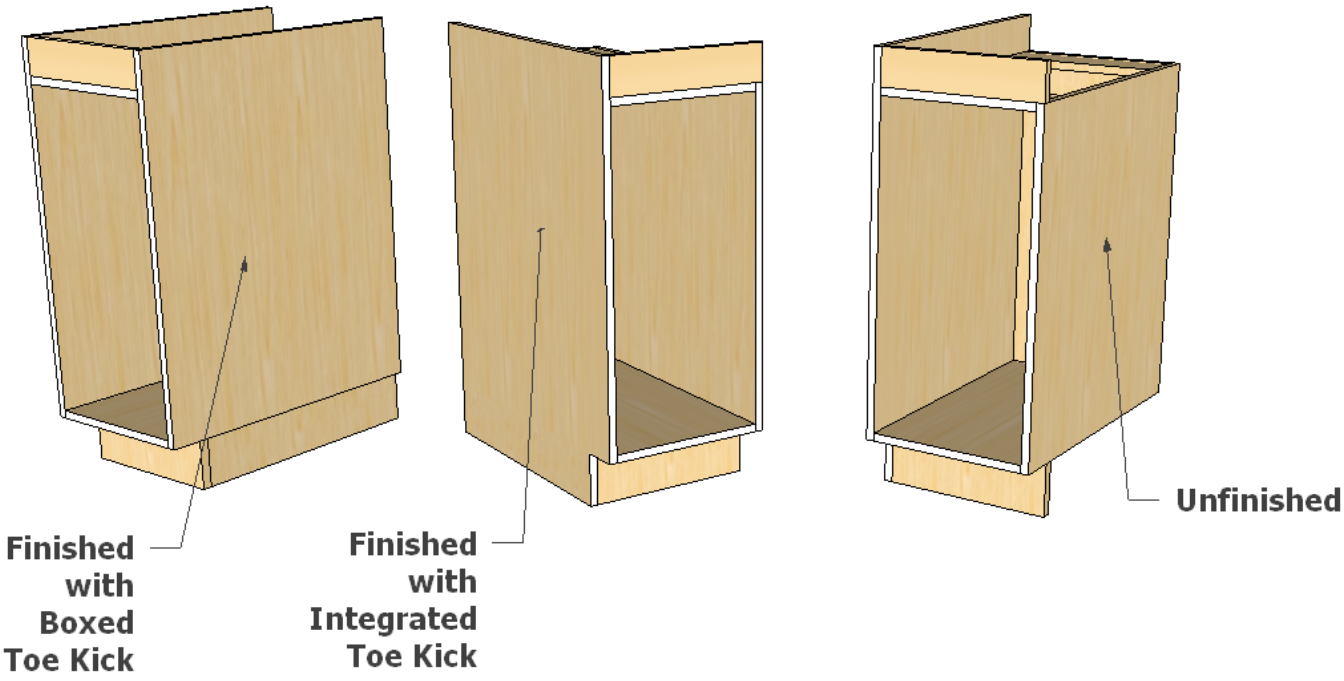
- Used to override the global setting set on the Project Component.
- **NOTE**: this setting is only available on frameless cabinets.

Use as a Template?

- Used specifically for the Construction Template process.
- When set to Yes, this cabinet becomes a construction template and will be able to control cabinets of alike Type (See Cabinet Properties>Type above). Template cabinets do not get exported to cutlst so that they can reside in your model alongside your other cabinets without fear that you will cut extra parts.
- When set to No, the cabinet is a normal cabinet, will get exported to cutlist, and can follow the construction parameters of a Construction Template.

Full Height Ends

- By definition:
  - Finished are always *full height*, while unfinished ends are not.
  - An Unfinished End will start from the cabinets bottom and finish at the cabinets top.
  - Finished ends will cover the toe kick when an integrated toe kick is selected.
  - Finished ends will always extend to the very top of the cabinet (in the event that the Inset Top attribute is used).



- The two values for this attribute are:
  - Finished Ends Only - This setting follows the definition of Full Height (see above)
  - Always - You can overide the default definition and treat unfinished ends the same as finished ends with respect to height.

End:Back

- End Overlaps Back
- Back Overlaps End

Bottom:Back

- Bottom Overlaps Back
- Back Overlaps Bottom

Bottom:End

- Bottom Overlaps End
- End Overlaps Bottom

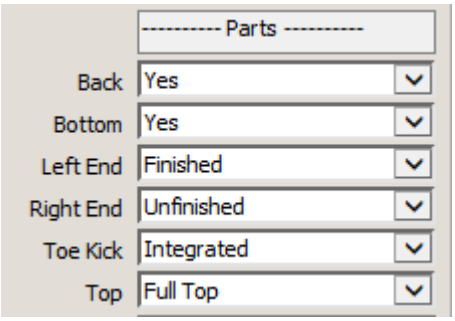
Top:Back

- Top Overlaps Back
- Back Overlaps Top

Top:End

- Top Overlaps End
- End Overlaps Top

Parts Properties



Controls what parts of the cabinet you want to use. Also may affect the sizing of other part.

Back:

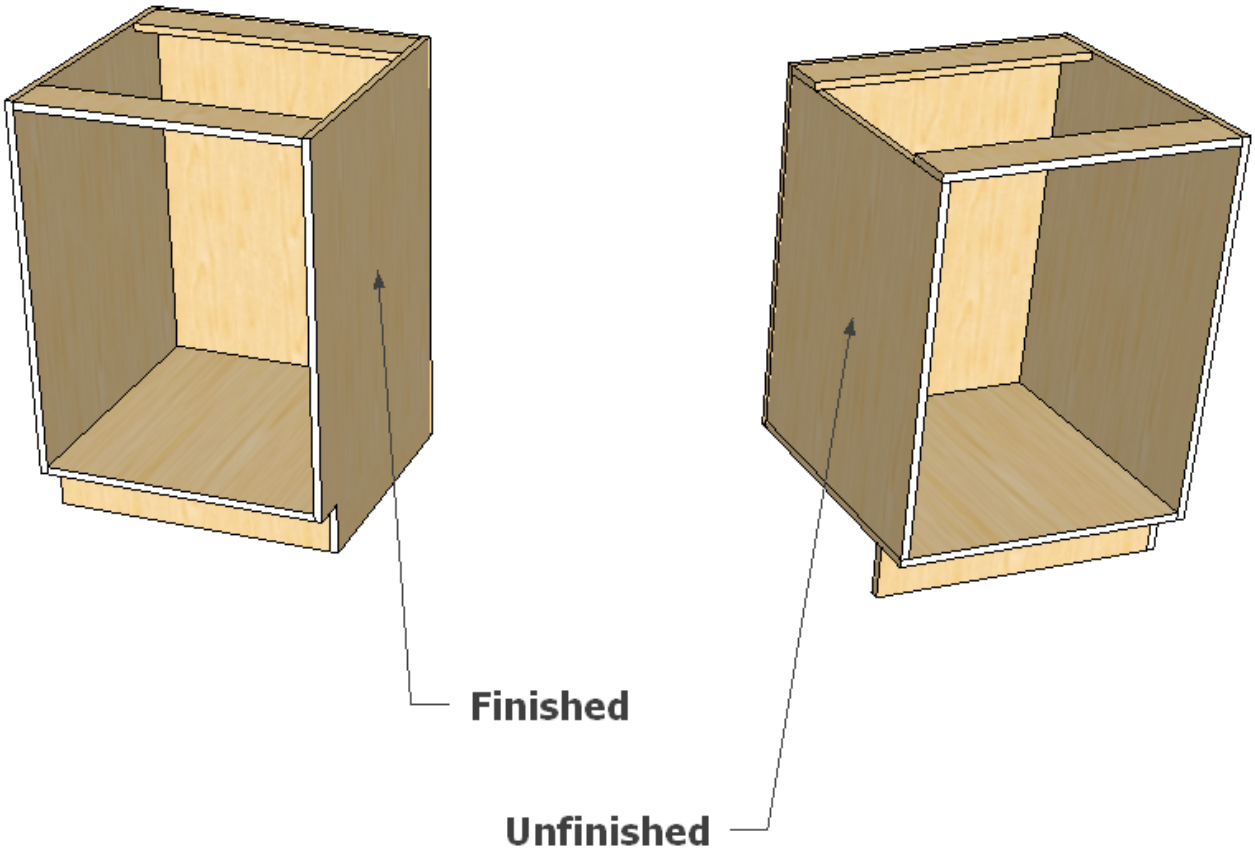
- Yes: The cabinet has a back
- Other: The cabinet back is not displayed, but all other parts of the cabinet are sized as if there was a back. Use this option when you want to reserve space for a back... but perhaps it will be an external component that will occupy that space.
- None: The cabinet has no back. All parts that mate with the back may move, or be resized, to occupy the position left vacant by the back.
    - Example: the back overlaps the ends. When no back is chosen, the ends are extended by the thickness of the back in order to retain the overall cabinet dimensions.

Bottom:

- Yes: The cabinet has a deck
- Other: The Bottom is not displayed, but all other parts of the cabinet are sized as if there was a bottom. Use this option when you want to reserve the space... but perhaps it will be an external component that will occupy that space.
- None: The cabinet has no deck. All parts that mate with the bottom may move, or be resized, to occupy the position left vacant by it.
- None (old): The original behavior for the attribute ***None*** had some behavior attributable to the ***Other*** behavior. To remedy this, we've renamed it as ***None (old)*** and created a new ***None*** category that works as described. If you had used the original selection of ***None***, you will find that it is now been relabelled as ***None (old)***.

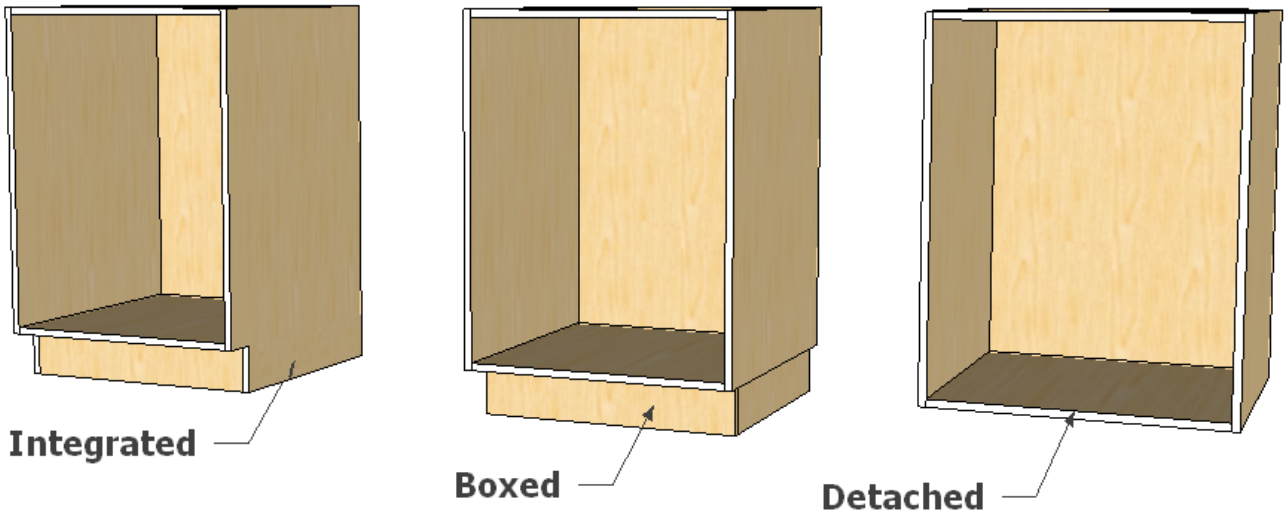
Left End:

Right End:



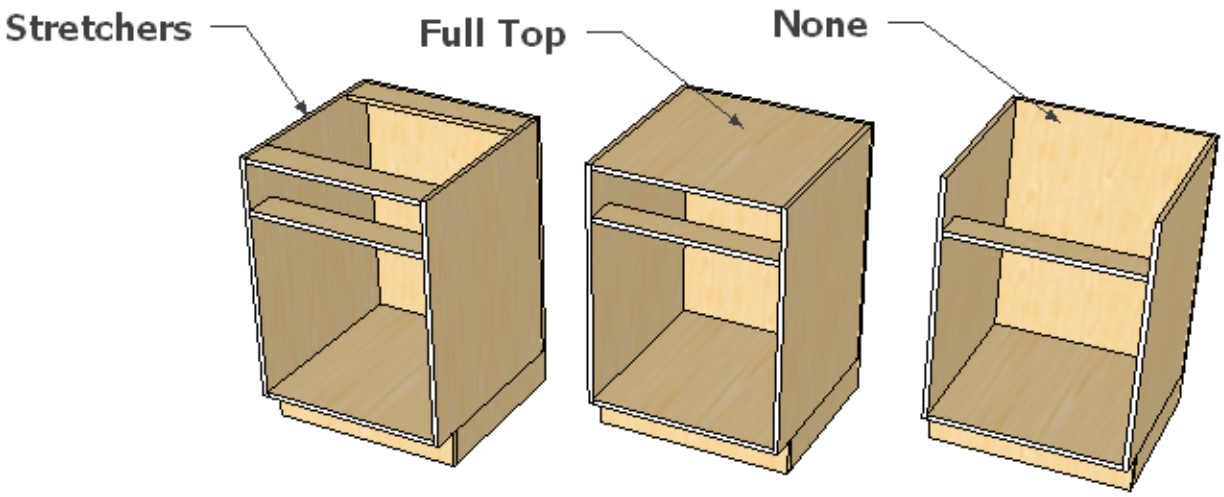
- Unfinished: An Unfinished end will obey the construction settings set for the cabinet.
- ***Exception***: When Full Height Ends is set to always, an unfinished end will ignore the top and bottom construction settings and will always overlap them (just like a finished end).
- Finished: A finished end will always overlap the cabinets top, bottom and back regardless of what the constructions settings are set for those relationships. It will also cover the toe kick (when the toe kick is set to integrated) and it will always cover the Top Front Nailer when an Inset top is used.
- Other (Finished): Same as Finished... except that the end will be fulfilled by another cabinet or component. The cabinet parts all retain their position and sizes as if the setting was ***Finished***.
- None: The Cabinet has no end. All parts that mate with this end may move or be resized in order to occupy the position left vacant by this part.

Toe Kick:



- Integrated: The cabinet ends will form part of the base.
- Boxed: the toekick base is considered part of the cabinet and be shown on the model. The base will be machined unless you overide it on the project component.
- Detached: The toekick space is reserved but may be fulfilled by leveler legs or the like.

Top:



Stretcher: The cabinet uses stretchers.

Full Top: the cabinet uses a full top.

Other: The top is not displayed, but all other parts of the cabinet are sized as if there was a top. Use this option when you want to reserve the space... but perhaps it will be an external component that will occupy that space.

None: The cabinet has no deck. All parts that mate with the bottom may move, or be resized, to occupy the position left vacant by it.

None (old): The original behavior for the attribute ***None*** had some behavior attributable to the ***Other*** behavior. To remedy this, we've renamed it as ***None (old)*** and created a new ***None*** category that works as described. If you had used the original selection of ***None***, you will find that it is now been relabelled as ***None (old)***.