# CabinetSense Wiki

[CabinetSense Wiki](#)

Alignment

Overview

Every CabinetSense component has a set of alignment rules that you can change to suit your modeling requirements.

## Alignment Active

This determines if the alignment rules are are to be used. When yes, all of the rules are followed for the component, but when it is set to no, all alignment is suspended.

This is a convenient way to suspend alignment for a component without having to lose it's alignment rules. There is also a menu item that toggles this field on or off. Assigning a shortcut key to it makes extremely easy to use.

## Depth Alignment

The depth alignment allows you to indicate if the component should be aligned:

- none: the component can be placed at any depth.

- to the front of the adjacent component

- the back of the adjacent component. If there is a wall in play, the component will snap to the face of the wall before trying to snap to the adjacent component.

**Note**: Even non-CabinetSense components are aligned to a degree. By default, they will snap to the face of wall, if there is one in play. You can turn off alignment for these components by using the toggle alignment menu item.

## Horizontal Alignment

Horizontal alignment can be turned on or off. When on, the component will align itself to the left or the right of the detected component. When presented with multiple components that could be aligned to, CabinetSense will choose what it thinks is the best one to align to.

## Vertical Alignment

Primary Components can designate where they should be mounted vertically. You can choose from:

- none: The part is not restricted and can be placed at any height

- bottom of part: if you align against another part, the bottom of the two parts will be aligned

- top of part: if you align against another part, the tops of the two parts will be aligned.

- floor: The part will be positioned at the height that the floor is declared at.

- toekick: the part will be positioned at the height that the toekick is declared at.

- countertop: the part will be positioned at the height that the countertop is declared at.

- valance: the part will be positioned at the height that the valance is declared at.

- crown: *IMPORTANT* the *top* of the part will be placed at the height that the crown is declared at.

The mounting heights for the floor, toekick, countertop, valance and crown are declared in the project component. Changing the values in the project will automatically change the placement of any affected component(s) in your model.

Mount Depth (adjustment)

You can adjust the depth that any component will align at. For example, You can easily embed a cabinet into wall by entering the depth that you want to insert. With Depth alignment set at "to back (or wall)", your cabinet will be placed exactly where you want it.

Mount Height (adjustment)

Every component can also specify an adjustment to the selected vertical mount point. The actual mount height will change by the value entered into this field.