CabMaker Suite
Version 10.0.200 Design / Build

Table of Contents

CabMaker Suite
Version 10.0.200 Design / Build 1

Setup 13

Introduction 15
Tool Bar Buttons 15
Menu Options 16
Recommended Shortcuts 17
1. CabMaker v9 18
2. Edit Cabinet v9 18
3. Edit Cabinet v9 – Tabs 19
4. Quick Edit 19
5. Merge Cabinets 20
6. Add Door Profile 20
7. CabMaker v9 Reports 21
8. DXF Importer 21
9. DXF Exporter 22
10. Add Attributes 22
11. Manage Scenes 23
12. Create Scene Images 23
13. Setup Last Number 24
14. Renumber Next Number 24
15. Setup If Different 25
16. Apply If Different 25
17. Setup Dimensions 26
18. Apply Dimensions 26
19. Join Tool 27
20. Create Image 27
21. Make Unique 28
22. Make Footprint 28
23 Create Group 29
24. CabMaker v9 – Check License 30
25. CabMaker v9 - Edit Config 31
26. Edit Buttons 32
27. Open Explorer / Finder 32
Host 33
Service 33
Language 33
Library 33
Filter Out 33
Filter Examples 33
Label Font 33
Force Units Off 33
USA Door Swing 33
Force Silhouettes Off 34
Override Delimiter 34
Confirm Saves 34
Animate Doors 34
Large Images 34
Use New Browser 34
PROJECT when reduced 34
Locks on new PROJECT 34
Left 34
Top 34
Width 34
Height 34
Debug Level 34

CabMaker Build Features 35

Cabinets Tab 36
1) General Specs 36
Quantity 36
Number 37
Note / Group 37
Model 38
Cabinet Type / Style 39
Maintain Lists 40
Show 40
Width 41
Height 41
Depth 41
Right Depth 42
Return Width 42
2) Options 43
Cluster Size 43
Rod From Back 43
Closet Rods 44
Fixed Shelves 45
Adj Shelves 46
Pullouts 47
Pullout Heights 48
Pullout Depths 49
Vertical Dividers 50
Horizontal 50
Stretchers 50
Hangers 51
3) Doors 52
Quantity 52
Handle 53
Number Panels Wide 53

High 54
Slide 54
Mid Rail Hts 55
Overlap 55
Side by Side Pullouts 55
Partition Ht 56
Adj Height 56
Pos 56
Width 57
Hinge Positions 57
Box 1 57
Box 2 58
Box 3 59
Box 4 60
Box 5 61
4) Drawers 62
Quantity 62
Auto Ht 62
Top Side by Side 62
Center 63
Top Drawer Options 63
Drawer Spacing 1 64
5) If Different 66
Rules Set 66
Materials Set 66
Drawer System 66
Pullout System 67
Top Drawer Style 67
Drawer Style 67
Drawer Handle 68
Door Style 68
Door Handle 68
6) Different Options 69
Handle Orientation 69
Handle Offset 69
Concave Tops / Bottoms 69
Shelves 70
Split Returns 70
Shotgun 70
7) More Help 71
Batch Editor 71
Help File 71
Shortcuts 71
Eula File 71
8) Templates 72
Refresh 72
Search Filter 72
Choose Cabinet Model 72
Saving Options 73
Price 73
Create Cabinet 73
Cabinets 2 Tab 74
1) Kicks 74
Omit Kicks 74
Override 75
Integrate Kicks 75
Extend Kicks 75
Kick Height 76
Override 76
Side Notch 76
Front – Back – Left – Right 77
Front Offset 77
Override 78
Back Offset 78
Left Offset 78
Back 79
Right Offset 79
Back 79
Back Right Offset 80
2) Legs 81
Adjustable Leg 81
Omit Legs 81
Left Offset 81
Override 82
Right Offset 82
Override 82
Front Offset 83
Override 83
Back Offset 83
Override 84
Middle when Width > 84
Omit Middle 84
Middle Leg at Front 85
At Back 85
Corner Offset 85
Override 86
3) Optional Fillers 87
Left Filler 87
Bottom Offset 87
Top Offset 87
Right Filler 88
Bottom Offset 88
Top Offset 88

Blind Filler 89
Bottom Offset 89
Double Filler 89
In Project 90
4) Finished Panels 91
Finished Panels 91
Door Panel 92
Number Panels Wide 92
High 93
Mid Rail Hts 93
Adjust Footprint Left 93
Right 94
Front Overhang Left 94
Right 94
Front Override Left 95
Right 95
Back Overhang Left 95
Right 96
Top Overhang Left 96
Right 96
Bottom Overhang Left 97
Right 97
Bottom Override Left 97
Right 98
Offset Left 98
Right 98
Pillar Width Left 99
Right 99
Pillar Support Depth Left 99
Right 100
5) Finished Backs 101
Finished Back 101
Door Panel 101
Number Panels Wide 102
High 102
Mid Rail Hts 103
Left Overhang 103
Right Overhang 103
Top Overhang 104
Bottom Overhang 104
6) Additional 105
Insertion Override 105
Dimension Placement 105
Dim Offset Plan 106
Reverse 106
Dim Offset Elevation 106
Pullout when 0 Depth 107
Rotation Group 107
Create Cabinet 108

Tall Cabinets Tab 109
1) Top Section 109
Section Height 109
Doors 110
Number Panels Wide 111
High 111
Mid Rail Hts 112
Adj Height 112
Pos 112
Width 113
Hinge Positions 113
Handle Height 113
Cluster Size 114
Fixed Shelves 114
Adj Shelves 115
Pullouts 117
Pullout Heights 118
Pullout Depths 119
Vertical Dividers 120
Shelf Width Override 120
Adj Fixed 120
2) If Different 121
Top Door Style 121
Top Door Handle 121
Handle Orientation 121
Mid Door Style 122
Mid Door Handle 122
Handle Orientation 122
3) Mid Section 123
Section Height 123
Doors 124
Number Panels Wide 125
High 125
Mid Rail Hts 126
Adjust Height 126
Pos 126
Width 127
Hinge Positions 128
Handle Height 128
Shelf Width Override 128
Adj Fixed 128
4) Mid Section Left Side 129
Cluster Size 129
Rod From Back 129

Closet Rods 130
Fixed Shelves 131
Adj Shelves 133
Pullouts 135
Pullout Heights 137
Pullout Depths 139
5) Mid Section Right Side 141
Width Right Side 141
Cluster Size 141
Rod From Back 141
Closet Rods 142
Fixed Shelves 143
Adj Shelves 144
Pullouts 145
Pullout Heights 146
Pullout Depths 147
6) Oven Panel 148
Oven Panel 148
Rail Width Top 148
Bottom 149
Opening 1 Width 149
Height 149
Opening 2 Width 150
Height 150
Shelf Height Top 150
7) Additional 151
Top Treatment 151
8) Set Tall 151
Create Cabinet 151

Rules Tab 152
1) Shelves 152
Shelf Width Adjust 152
Override 153
Last Base Shelf Wd Adj 153
Override 153
Uppers Shelf Wd Adj 154
Override 154
Sink Shelf Length 154
Shelf Length Adjust 155
Edge All Edges 155
2) Stiffeners 156
Brace Width Upper 156
Base 156
Width Stretchers 156
Width Hangers Top 157
Width Hangers Bottom 157
Width Sink Stretcher 157
Auto 158
Sink Stretcher Override 158
Adjust Stretchers 158
3) Skins 159
Skin Sides 159
Skin Uppers 160
Edge Ends Uppers 161
Skin Both Sides 161
Skin Base Top 162
Edge Ends Base 162
Edge Case 163
Sink Rail 163
Edge Hangers 163
Exposed 164
Edge Hangers Top Edges 164
Edge Exposed Edges 164
Case Back 165
Skip Overlay Edging 165
Edge Fixed 165
Edge Narrow Parts 166
4) Backs 167
Omit Backs 167
Override 167
Back Finished 1 Side 167
Back Grain Horizontal 168
Back Dado / Rabbet 168
Inset Back 168
Override 169
Omit Dado Left 169
Right 169
Dado Sides Only 170
Base Back to Bottom or Floor 170
Slide in 170
Extend Back Uppers 171
Reduce Back Height 171
Override 171
5) Frames 172
Construction 172
Stile / Rail Width 172
Overhang Stiles 172
Rails 173
Hide Stile Edge 173
Left Stile Override 174
Omit 174
Right Stile Override 174
Omit 175

Top Rail Override 175
Omit 175
Bottom Rail Override 176
Omit 176
Left Overhang Override 176
Right 177
Top Overhang Override 177
Bottom 177
Adjust Stile Left 178
Right 178
Mid Stretchers 178
Frame Bead 179
6) Tops and Bottoms 180
Omit Sink Top 180
Omit All Parts 180
Omit Top Override 180
Omit Bottom 181
Omit Side Left 181
Right 181
Omit Stray Parts 182
Adj Side Gap Left 182
Fill Gap 182
Adj Side Gap Right 183
Fill Gap 183
Top Style 184
Bottom Style 184
Extend Overlay Top 185
Bottom 185
Bottom Offset Uppers 185
Side Dado / Rabbet 186
Hanger 186
7) Templates 187
Choose Rules Set 187
Saving Options 187
Create Cabinet 188

Rules 2 Tab 189
1) Drawer Boxes 189
Drawer Slide Adj 189
Drawer Height Adj 190
Depth 190
Drawer Depth Inc 190
Drawer Front Overhang 191
Last Front Overhang 191
Drawer Bottom Offset 191
Side Dado 192
Front Dado 192
Back 192
Drawer Back Height Adj 193
Offset 193
Drawer Back Length Adj 193
Bottom Finished 1 Side 194
Drawer Grain Horizontal 194
Edge Drawer Bottom 194
Blind Partition 195
Double 195
2) Pullouts 196
Pullout Slide Adj 196
Hinge Allowance 196
Pullout Height 196
Pullout Clearance 197
Pullout Interval 197
3) Door/Drawer Gaps 198
Overlay / Inset 198
Adj Top Gap Upper 198
Base 198
Adj Bottom Gap Upper 199
Base 199
Door Gap 199
Tight 200
Adj Gap for Panels 200
Door Protrusion 200
Override 201
Door Overlay 201
Side 201
Door Overlay Top 202
Bottom 202
Hinge Angle 202
Override 203
Angled Door Adjust 203
Override 203
Return Hinge Adjust 204
Override 204
Return Pull Adjust 204
Override 205
Push Adjust 205
Push Up 205
Outside Angle Adjust 206
Door Grain Horizontal 206
Skip Gap Filler 206
4) Combined Doors / Drawers 207
Combine Doors / Drawers 207
Override 207
Adjust Door Gap 207

Banding 208
5) Handless Extrusions 209
Handless 209
Gaps 209
Width 209
J Profile 210
Ht 210
C Profile 211
Ht 211
Notch Positions 212
Gaps at Notch 213
Calculate Notches 213
6) Additional 214
Insertion Point 214
Upper Height Top Edge 214
Side Width Adj 214
Top / Bottom Width Adj 215
Create Cabinet 215
Materials Tab 216
1) Cabinet Textures and 2) Raw Material 217
Case Material 217
Side Material 217
Shelf Material 217
Divider Material 218
Hanger Material 218
Stretcher Material 218
Sink Stretcher Material 219
Back Material 219
Drawer Box Material 219
Drawer Side Material 220
Pullout Side Material 220
Drawer Bottom Material 220
Door Material 221
Drawer Material 221
Door Panel Material 221
Slab Door Material 222
Finished Material 222
Kick Material 222
Frame Material 223
4) Additional 224
Handle Texture 224
Skinning Modifier 224
Door / Drawer Modifier 224
Filler Modifier 225
Templates 226
Choose Materials Set 226
Saving Options 226
226
Create Cabinet 227
Doors Tab 228
1) Profiles 228
Top Panel Profile 228
Other Panel Profile 228
Panel Bead Profile 229
Bead Spacing 229
Dead Center 229
Stile Profile 230
Front Edge Profile 230
Back Edge Profile 230
Mitered Profile 231
Embossed Profile 231
Handle Profile 231
Extrude Handle 232
Subtract Handle 232
Extrude Location 232
2) Adjustments 234
Adjust Stile Rail Width 234
Adjust Stile Length 234
Adjust Rail Length 234
Adjust Panel Width 235
Adjust Panel Height 235
3) Parameters 236
Top Panel Type 236
Other Panel Type 236
Door Shape 237
Stile Width 238
Mid Stile Width 238
Top Rail Width 239
Mid Rail Width 239
Bottom Rail Width 239
Handle Override 240
Panel Th Override 240
Panel Setback 241
Half Height Rail 241
Half Ht Top Only 241
Half Ht Not Bottom 242
Height Add Mid Rail 242
Override Mid Rail Height 242
4) Templates 243
Choose Door 243
Saving Options 243

243
Create Cabinet 244
Drawers Tab 245
1) System Sizes 245
Spacing 245
Model 246
Height 246
Lengths 246
2) Drawer Options 247
Slide Adj 247
Lengths 247
Use Clearance 247
Minimum Drawer Ht 248
Maximum Drawer Ht 248
Top Clearance 248
Bottom Clearance 249
Drawer Ht Increment 249
Drawer Overhang 249
Last Overhang 250
3) Pullout Options 251
Pullout Row 251
Slide Adj 251
Add for Hinge 251
Finished Front 252
Finished 252
Set Back 252
Side Overhang 253
Top Overhang 253
Bottom Overhang 253
4) Drawer Box Adjustments 254
Height 254
Length 255
Omit 256
Sits on Bottom 256
Note 257
5) Templates 258
Short Code 258
Choose System Set 258
Saving Options 258
Create Cabinet 259
PROJECT Tab 260
1) Global 260
Rules Set Base 260
Rules Set Upper 261
Materials Set 261
Cabinet Library 261
Floor Height 262
Axes Ht 262
Insertion Uppers 262
Alternate 263
Auto Inc Cab Number 263
Renumber Batch Edit 263
Clear # 264
2) Template Defaults 265
Base Height 265
Depth 265
Upper Height 265
Depth 266
Tall Height 266
Depth 266
Upper Hangers 267
Base 268
3) Finished Panels 269
Front Overhang Left 269
Right 269
Bottom Overhang Left 269
Right 270
Double Filler 270
4) Textures 271
Glass 271
Mirror 271
Raw Edges 271
Closet Rod 272
Handless Extrusions 272
5) Template Locks 273
Lock Cabinets 273
Lock Rules 273
Lock Materials 273
Lock Doors 274
Lock Drawers 274
6) Drawers 275
Top Drawer Style 275
Drawer Style 275
Drawer Handle 275
Width for 2 Handles 276
Handle Location 276
Drawer System 277
7) Pullouts 278
Pullout System 278
8) Doors 279
Base Door Style 279
Base Handle 279
Upper Door Style 279

Upper Handle 280
Handle Offset 280
Horizontal Handles 280
Offset 281
9) Options 282
Note* 282
Store Resources Project 282
Storage 282
10) CSV Listings 283
Parts – CutMaster 283
2-Full / 3-Combined 283
Cabinets 283
Hardware 284
Slab Doors 284
5 Piece 284
Drawer Boxes 285
Line per Part 285
11) Part Listing Includes 286
Frames 286
Kicks 286
Slab Doors 286
286
5 Piece 287
Drawer Boxes 287
Fillers 287
12) Additional 288
Enable Dimensions 288
Dual 288
Plan Offset 288
Elevation 289
Cabinet Dimensions 289
Label Color 289
Height 290
Cabinet Plan 290
Cabinet Elevation 290
Skip Model Dimensions 291
Width in Model 291
Use Name 291
Difference Indicator 292
Create Cabinet 292

Tools Tab 293
1) Colors 293
colors.txt 293
Open Button 293
Save Button 293
2) Tools 293
Colors or Textures 293
Identifier 293
3) Color 294
RGB or Hex 294
Red Green Blue 294
Hex 294
Opacity 294
4) Texture 294
Image Map 294
5) Add Color or Texture 294
Append / Insert 294
Append Button 294
Insert Button 294
6) Textures 294
textures.txt 294
Open Button 295
Save Button 295

Calculations 295
Drawer Front Calculations 295
Frame less Construction 295
Face Frame Construction 297
Drawer Box Calculations 298
Frame less or Face Frame Construction 298

CabMaker Reports 299
Cabinet Listing 300
Hardware Listing 300
Door Listing 301
Drawer Box Listing 301
Parts Listing 302
Combined Listing 303
Full Part Listing 304

DXF importer 305

Dxf Exporter 306

Manage Scenes 307
Standard Scenes 307
Cabinets 307
Delete Images 307
Create Images 307

Add Attributes 308
Quantity 308
Description 308
Assembly 308

Item 308
Material 308
Material Type 309
Dimensions 309
3) Edging 309
Batch Editing 310
Additional Notes 311
Defaults.txt 312
Config.txt 312
Textures.txt 313
Colors.txt 314
Filters.txt 315
Loader.rb 316
Files and File Locations 316
Merge Cabinets 320
Adding Profiles 322
Add Door Profile 323
Selecting a Profile 323
Selecting a Mitered Profile 324
Naming a Profile 324
Saving a Profile 324
Restart after Saving a Profile 325
Adding Materials 326
Saving a texture 326
Materials Window 326
Export to Images 327
Edit colors.txt 328
Edit textures.txt 328
Materials Tab 329
Adding Handles 330
Version History 331
Version 10.0.200 – , 2025 331
Version 9.0.197 – Oct 17, 2024 332
Version 9.0.196 – Sep 20, 2024 332
Version 9.0.195 – Sep 5, 2024 332
Version 9.0.194 – Jul 28, 2024 332
Version 9.0.193 – Jun 12, 2024 332
Version 9.0.192 – Apr 5, 2024 332
Version 8.0.190 – Dec 21, 2023 333
Version 8.0.189 – Dec 10, 2023 333
Version 8.0.188 – Nov 2, 2023 333
Version 8.0.187 – Oct 30, 2023 333
Version 8.0.186 – Oct 12, 2023 334
Version 8.0.185 – Sep 17, 2023 334
Version 8.0.183 – Aug 30, 2023 334
Version 8.0.182 – Jul 21, 2023 334
Version 8.0.181 – Jul 16, 2023 334
Version 8.0.177 – Jun 12, 2023 335
Version 8.0.176 – May 8, 2023 335
Version 8.0.174 – Apr 15, 2023 335
Version 8.0.171 – Mar 22, 2023 336
Version 7.0.170 – Dec 18, 2022 336
Version 7.0.168 – Nov 10, 2022 336
Version 7.0.167 – Oct 10, 2022 336
Version 7.0.166 – Oct 3, 2022 337
Version 7.0.163 – Jul 24, 2022 337
Version 6.0.162 – Oct 16, 2020 337
Version 6.0.161 – Oct 9, 2020 337
Version 6.0.160 – Aug 24, 2020 337
Version 6.0.159 – Aug 7, 2020 337
Version 6.0.158 – Jul 1, 2020 337
Version 6.0.157 – Jun 19, 2020 337
Version 6.0.156 – Jun 7, 2020 337
Version 6.0.155 – Apr 20, 2020 337
Version 6.0.154 – Apr 11, 2020 337
Version 6.0.153 – Mar 31, 2020 338
Version 6.0.152 – Mar 27, 2020 338
Version 6.0.151 – Feb 29, 2020 338
Version 6.0.150 – Feb 15, 2020 338
Version 6.0.149 – Jan 31, 2020 338
Version 5.0.148 – Sep 27, 2019 339
Version 5.0.146 – Jul 22, 2019 339
Version 4.0.145 – Jul 15, 2019 339
Version 4.0.144 – Jun 30, 2019 339
Version 4.0.143 – Jun 27, 2019 340
Version 4.0.142 – Jun 23, 2019 340
Version 4.0.141 – Jun 9, 2019 340
Version 4.0.140 – May 9, 2019 340
Version 4.0.138 – Apr 9, 2019 340
Version 4.0.137 – Mar 23, 2019 340
Version 4.0.136 – Feb 8, 2019 340
Version 3.0.134 – Dec 9, 2018 341
Version 3.0.133 – Nov 28, 2018 341
Version 3.0.132 – Nov 5, 2018 341
Version 3.0.131 – Oct 14, 2018 341
Version 3.0.130 – Oct 4, 2018 341
Version 3.0.129 – Aug 2, 2018 341
Version 3.0.128 – Jul 27, 2018 341

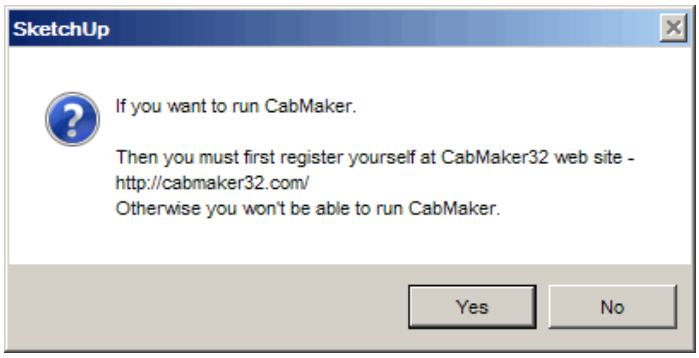
Version 3.0.127 – Jul 12, 2018 342
Version 3.0.126 – Jun 27, 2018 342
Version 3.0.124 – Jun 15, 2018 342
Version 3.0.123 – Jun 7, 2018 342
Version 3.0.122 – May 21, 2018 342
Version 3.0.121 – May 14, 2018 342
Version 3.0.120 – May 7, 2018 343
Version 3.0.119 – Apr 29, 2018 343
Version 3.0.118 – Apr 24, 2018 343
Version 3.0.117 – Apr 21, 2018 343
Version 3.0.116 – Apr 19, 2018 343
Version 3.0.115 – Apr 8, 2018 343
Version 3.0.113 – Mar 26, 2018 344
Version 3.0.112 – Mar 21, 2018 344
Version 3.0.111 – Mar 9, 2018 344
Version 3.0.110 – Mar 6, 2018 344
Version 3.0.109 – Feb 12, 2018 344
Version 3.0.108 – Feb 7, 2018 344
Version 3.0.107 – Jan 28, 2018 344
Version 3.0.106 – Jan 18, 2018 344
Version 3.0.105 – Jan 2, 2018 344
Version 3.0.104 – Dec 28, 2017 344
Version 3.0.103 – Dec 12, 2017 345
Version 3.0.102 – Dec 9, 2017 345
Version 3.0.101 – Dec 8, 2017 345
Version 2.0.98 – Oct 16, 2017 345
Version 2.0.97 – Oct 5, 2017 345
Version 2.0.96 – Sep 29, 2017 345
Version 2.0.94 – Sep 15, 2017 346
Version 2.0.93 – Aug 31, 2017 346
Version 2.0.92 – Aug 4, 2017 346
Version 2.0.91 – Jul 24, 2017 346
Version 2.0.90 – Jul 15, 2017 346
Version 2.0.89 – Jul 10, 2017 346
Version 2.0.88 – Jul 2, 2017 347
Version 2.0.86 – Jun 19, 2017 347
Version 2.0.85 – Jun 10, 2017 347
Version 2.0.84 – Jun 1, 2017 347
Version 2.0.83 – May 26, 2017 347
Version 2.0.82 – May 22, 2017 348
Version 2.0.80 – May 6, 2017 348
Version 2.0.79 – May 2, 2017 348
Version 2.0.78 – Apr 24, 2017 348
Version 2.0.77 – Apr 13, 2017 348
Version 2.0.76 – Mar 31, 2017 348
Version 2.0.75 – Mar 29, 2017 348
Version 2.0.74 – Mar 26, 2017 348
Version 2.0.73 – Mar 20, 2017 348
Version 2.0.72 – Feb 27, 2017 348
Version 2.0.71 – Feb 24, 2017 349
Version 2.0.70 – Feb 20, 2017 349
Version 2.0.69 – Feb 10, 2017 349
Version 1.0.67 – Jan 28, 2017 349
Version 1.0.66 – Jan 18, 2017 349
Version 1.0.65 – Jan 4, 2017 349
Version 1.0.64 – Dec 29, 2016 350
Version 1.0.63 – Dec 22, 2016 350
Version 1.0.62 – Dec 11, 2016 350
Version 1.0.61 – Dec 3, 2016 350
Version 1.0.60 – Nov 20, 2016 350
Version 1.0.58 – Nov 1, 2016 350
Version 1.0.57 – Oct 3, 2016 351
Version 1.0.54 – Set 14, 2016 351
Version 1.0.53 – Aug 28, 2016 351
Version 1.0.52 - Jul 17, 2016 351
Version 1.0.51 - Jul 9, 2016 351
Version 1.0.50 - Jul 3, 2016 351
Version 1.0.49 - Jun 26, 2016 351
Version 1.0.47 - Jun 3, 2016 352
Version 1.0.46 - May 24, 2016 352
Version 1.0.45 - May 18, 2016 352
Version 1.0.44 - Apr 27, 2016 352
Version 1.0.43 – Apr 18, 2016 352
Version 1.0.42 – Apr 11, 2016 352
Version 1.0.41 - Mar 30, 2016 353
Version 1.0.40 - Mar 27, 2016 353
Version 1.0.39 – Mar 24, 2016 353
Version 1.0.38 – Mar 16, 2016 353
Version 1.0.37 – Mar 15, 2016 353
Version 1.0.36 – Mar 8, 2016 354
Version 1.0.35 – Mar 4, 2016 354
Version 1.0.34 – Feb 22, 2016 354
Version 1.0.33 – Feb 14, 2016 354
Version 1.0.32 – Feb 11, 2016 354
Version 1.0.31 – Feb 10, 2016 354
Version 1.0.30 – Feb 7, 2015 354
Version 1.0.29 – Jan 31, 2015 355
Version 1.0.28 – Jan 25, 2015 355
Version 1.0.27 – Jan 23, 2015 355
Version 1.0.26 - Jan 16 2016 355
Version 1.0.24 - Jan 13 2016 355
Version 1.0.23 - Dec 24 2015 355
Version 1.0.22 – Dec 18, 2015 355
Version 1.0.21 – Dec 10, 2015 355

Version 1.0.20 – Nov 30, 2015 356
Version 1.0.19 – Nov 28, 2015 356
Version 1.0.18 – Nov 15, 2015 356
Version 1.0.17 – Nov 15, 2015 356
Version 1.0.16 – Nov 11, 2015 356
Version 1.0.15 – Nov 8, 2015 356
Version 1.0.14 – Nov 6, 2015 356
Version 1.0.13 – Nov 5, 2015 356
Version 1.0.12 – Nov 4, 2015 356
Version 1.0.11 – Nov 2, 2015 357
Version 1.0.10 – Nov 1, 2015 357
Version 1.0.9 – Oct 28, 2015 357
Version 1.0.8 – Oct 27, 2015 357
Version 1.0.7 beta – Oct 15, 2015 357

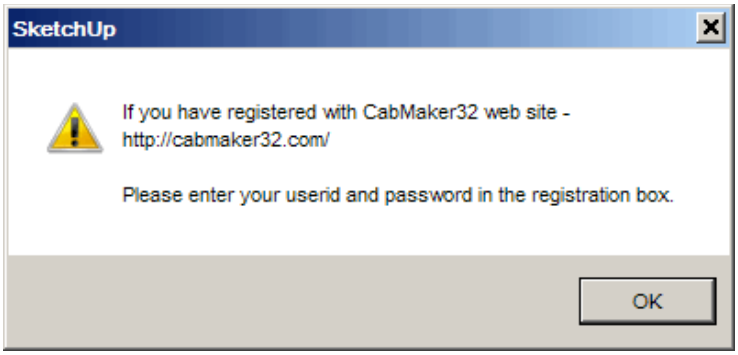
Setup

Please note that if you try CabMaker you will need to register a user id and password on cabmaker32.com website. At start up CabMaker looks for the config.txt file in config folder and if it isn't found it will then look for it in GKWare_cabmaker folder. CabMaker will use the user id and password for your license type, “Trial” or “Licensed User”. The user id and password must match the user id and password that you created when you register at cabmaker32.com.

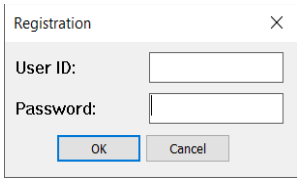
If you want to run CabMaker on a second computer you must register a second User ID and password.



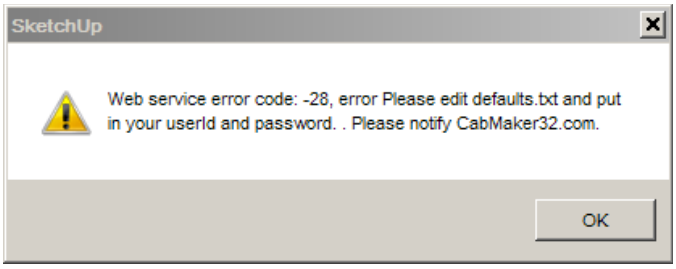
It is important that you have proper rights to these folders as CabMaker needs to write files. You will then see another message telling you what CabMaker is about to do.



Once you have registered you will see an input box asking for User ID and Password. Please replace “user” and “test” with your own User ID and Password. A Hardware entry may be required if experiencing licensing issues.

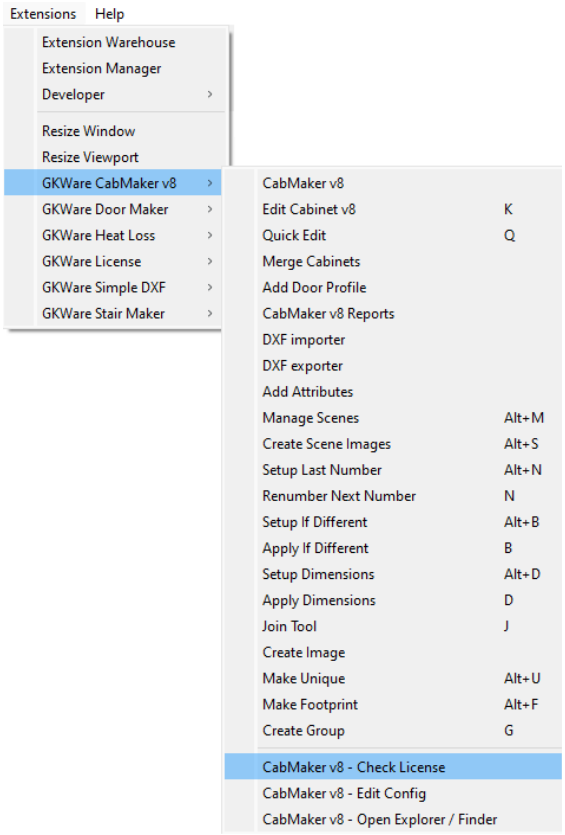


If you do not replace the User ID and Password you will see this error message.



If you do not type in the User ID and or Password correctly you will see this error message.

If you have one of these error messages you need to go to the main menu and run “CabMaker v9 – Check License”. This will give you the opportunity to check for typos etc.



Alternatively you can delete the license.dat file found in folder GKWare_cabmaker\config folder. You will never loose anything if you delete the license.dat file. Your 'Trial' or 'licensed user' information is stored on the web site.

There are many different error messages. If you receive an error message that you do not understand please go to cabmaker32.com and email me with your problem. Please provide me with your User ID, Sketchup version and OS version as this can speed up rectifying the situation.

Introduction

The CabMaker suite has 13 buttons in the “GKWare CabMaker” tool bar and many are menu choices under the “Plugins/GKWare CabMaker” menu.

Tool Bar Buttons

1. The first button brings up the “CabMaker” Web Dialog form.
2. The second button Join is a tool that will Intersect 2 lines or create a fillet at the intersection of 2 lines or create a chamfer at the intersection of 2 lines.
3. The third button Create Group will group 1 or more entities (circles, lines etc.)
4. The fourth button Clean will get rid of unnecessary vertices that exist on a straight line.
5. The fifth button “Merge Cabinets” allows you to merge 2 that are of the same height and depth. This is a Cabmaker Build feature.
6. The sixth button “Add Door Profile” allows you to add new profiles for panel raising, stile profile, front and back edge profiles and mitered profiles. This is a Cabmaker Build feature.
7. The seventh button runs CabMaker Reports. If you have CutMaster.exe installed in default location then it is automatically launched with a parts listing type _2 report (CabMaker Build only).
8. The eighth button is for DXF importing of CutMaster generated DXF files. This is a Cabmaker Build feature.
9. The ninth button is for DXF exporting of Edited CutMaster generated DXF files. This is a Cabmaker Build feature.
10. The tenth button is so you can add your own parts to the 2 part list reports. This is a Cabmaker Build feature.
11. The eleventh button helps automate the creation of cabinet scenes.
12. The twelfth button saves a cabinet template image (320 X 240) pixels with the template name and to the folder with the template.
13. The thirteenth button makes a cabinet unique if you use Sketchup's copy and paste.

Menu Options

1.	CabMaker v9	
2.	Edit Cabinet v9	
3.	Edit Cabinet v9 - Tabs	K
4.	Quick Edit	Q
5.	Merge Cabinets	
6.	Add Door Profile	
7.	CabMaker v9 Reports	
8.	DXF Import	
9.	DXF Export	
10.	Add Attributes	
11.	Manage Scenes	Alt-M
12.	Create Scene Images	Alt-S
13.	Setup Last Number	Alt-N
14.	Renumber Next Number	N
15.	Setup If Different	Alt-B
16.	Apply If Different	B
17.	Setup Dimensions	Alt-D
18.	Apply Dimensions	D
19.	Join Tool	J
20.	Create Image	
21.	Make Unique	
22.	Make Footprint	Alt-F
23.	Create Group	G
24.	CabMaker v9 – Check License	
25.	CabMaker v9 – Edit Config	
26.	CabMaker v9 – Open Explorer / Finder	

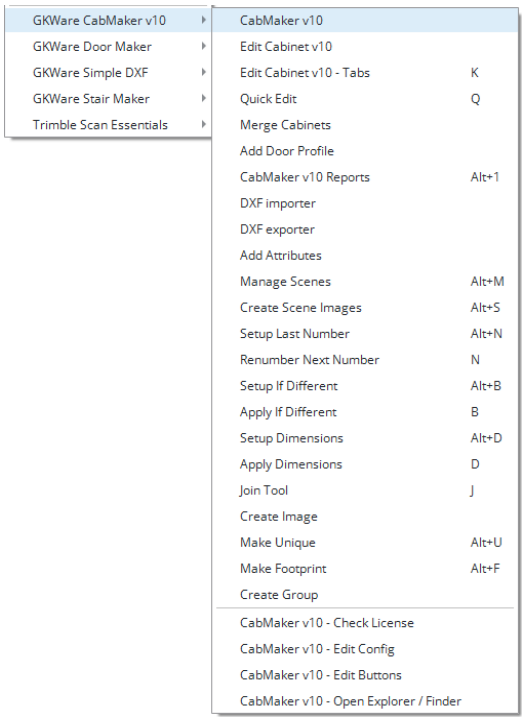
Recommended Shortcuts

I	Interact Tool
Alt-X	Ruby Console
X	Toggles X-ray
H	Hide Rest of Model
U	View/Animation/Update Scene
Ctrl-D	Dimension Tool
Ctrl-F	Follow Me Tool
Ctrl-R	Rotate Tool
Ctrl-1	Top View
Ctrl-2	Bottom View
Ctrl-3	Front View
Ctrl-4	Back View
Ctrl-5	Left View
Ctrl-6	Right View
Ctrl-7	ISO View
Ctrl-0	Toggles between Perspective and Parallel

K	Edit Cabinet v9 - Tabs
Alt-N	Setup Last Number
N	Renumber Next Number
Alt-B	Setup If Different
B	Apply If Different
Alt-D	Setup Dimensions
D	Apply Dimensions
Alt-S	Create Scene Images
Alt-U	Make Unique
Alt-F	Make Footprint
Alt-M	Manage Scenes
Q	Quick Edit
J	Join Tool
G	Create Group

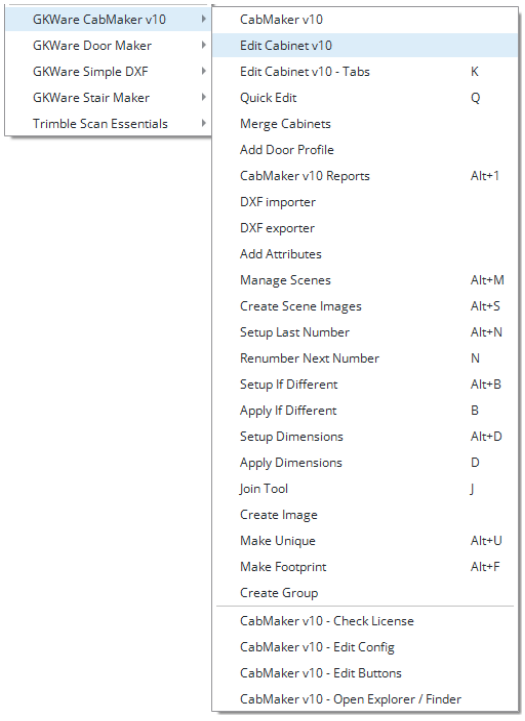
1. CabMaker v9

The actual CabMaker form is discussed later on in section “CabMaker Web Dialog“.



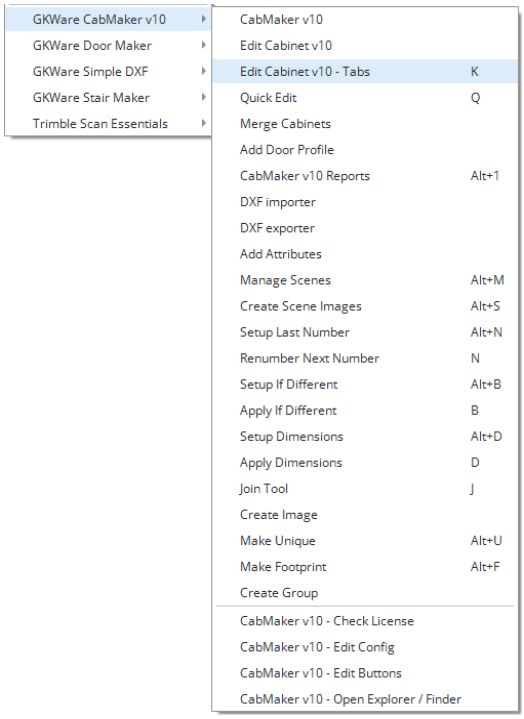
2. Edit Cabinet v9

Please note that I have setup a short cut for Edit Cabinet v9 (K). The actual CabMaker form is discussed later on in section “CabMaker Web Dialog“.



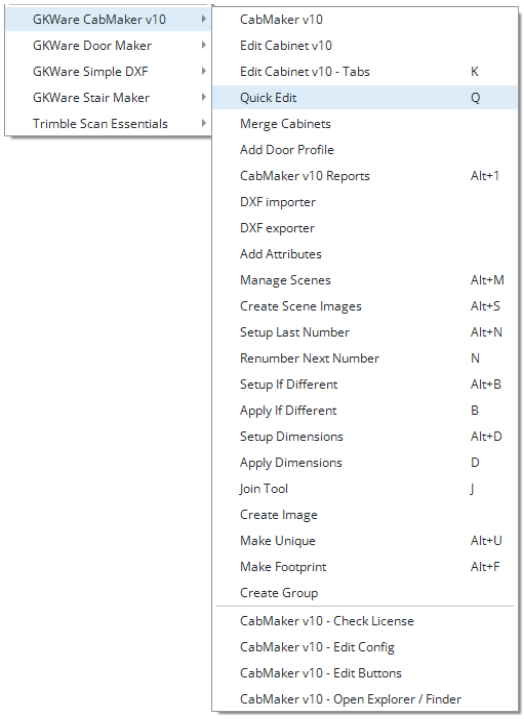
3. Edit Cabinet v9 – Tabs

This version of CabMaker remembers the last Tab you were on and automatically selects that Tab next time you run CabMaker dialog box.



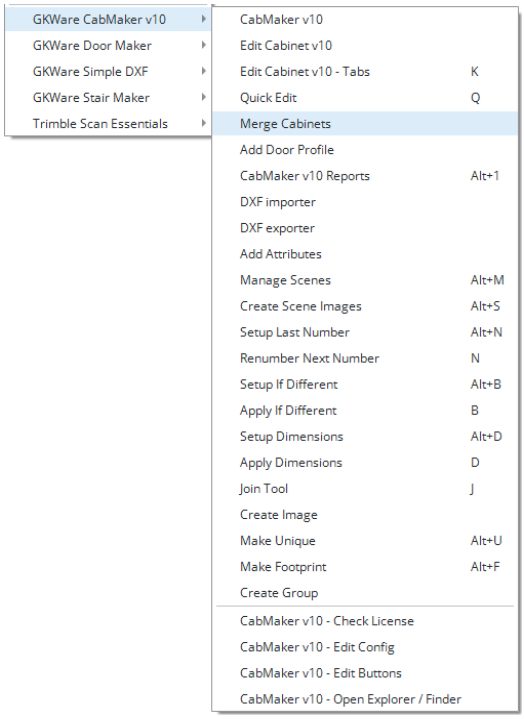
4. Quick Edit

This provides Quick Cabinet renumbering which includes duplicate number avoidance.



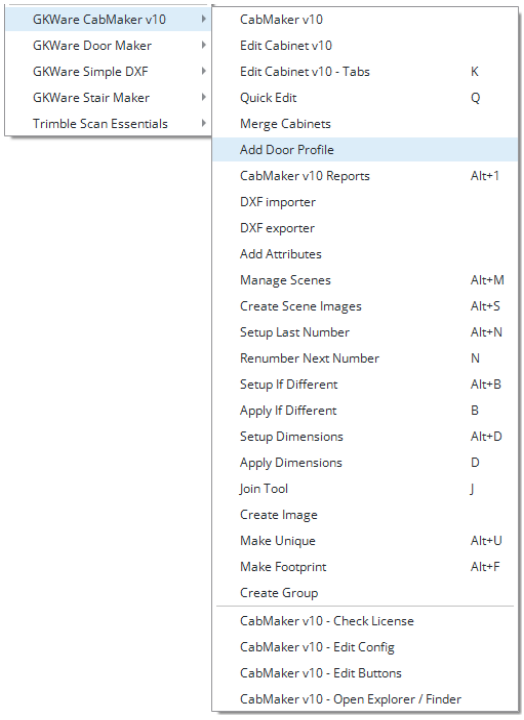
5. Merge Cabinets

Please note that adding door profiles is discussed later on in section “Merge Cabinets”. This is a CabMaker Build feature.



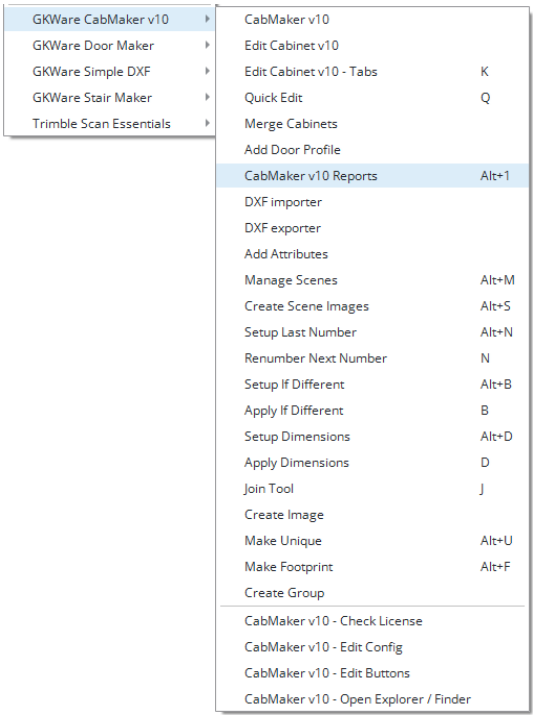
6. Add Door Profile

Please note that adding door profiles is discussed later on in section “Adding Profiles”. This is a CabMaker Build feature.



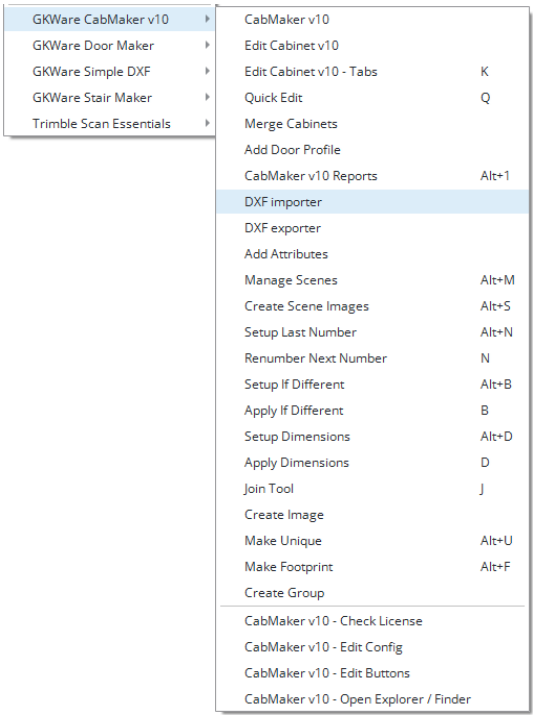
7. CabMaker v9 Reports

Please note that the reports are discussed later on in a section “CabMaker Reports”. Choose which reports you want with the the Edit Reports menu choice.



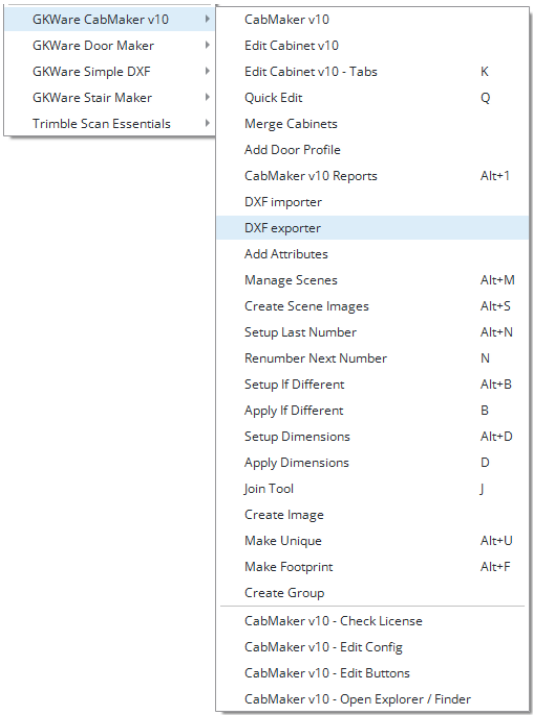
8. DXF Importer

Please note that DXF import is discussed later on in a section called DXF import. This is a CabMaker Build feature.



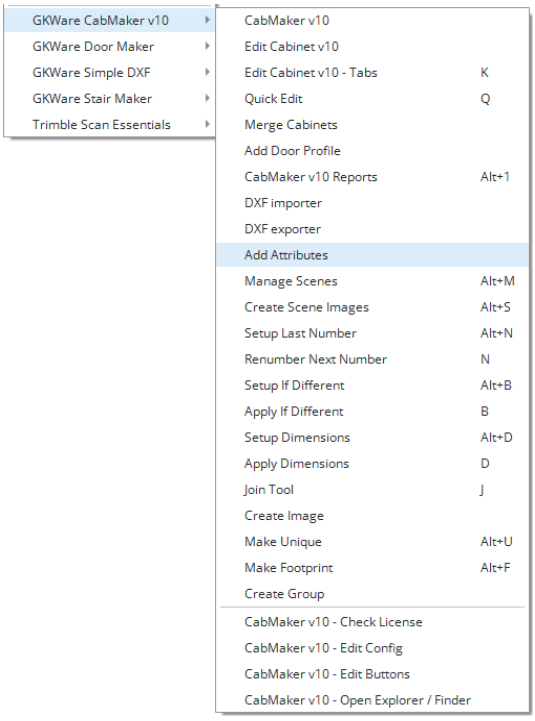
9. DXF Exporter

Please note that DXF Export is discussed later on in a section called DXF import. This is a CabMaker Build feature.



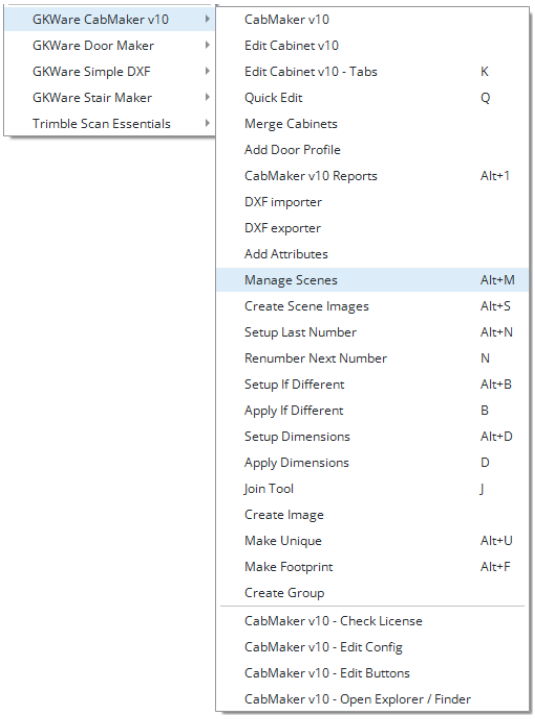
10. Add Attributes

Please note that Add Attributes is discussed later on in a section called Add Attributes. This is a CabMaker Build feature.



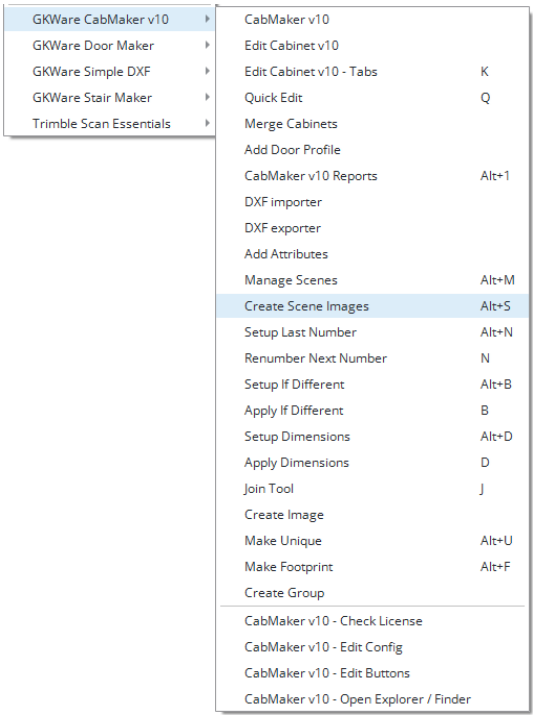
11. Manage Scenes

Please note that Manage Scenes is discussed later on in a section called Manage Scenes. This is a CabMaker Build feature.



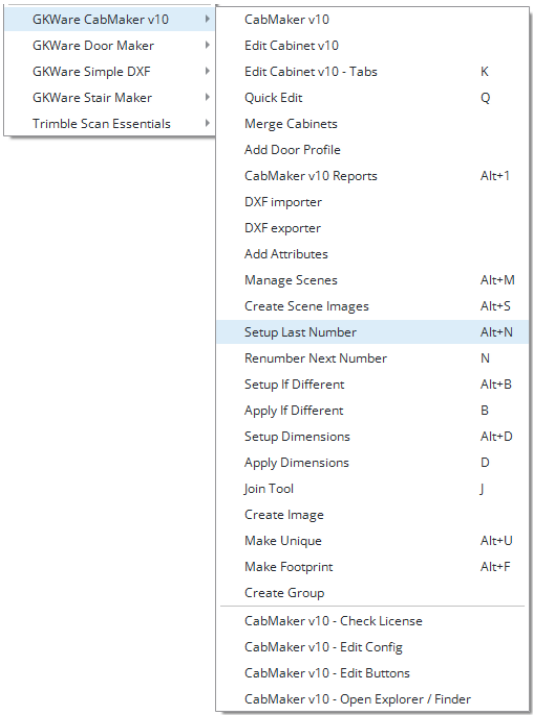
12. Create Scene Images

This will create scene Images for selected cabinets.



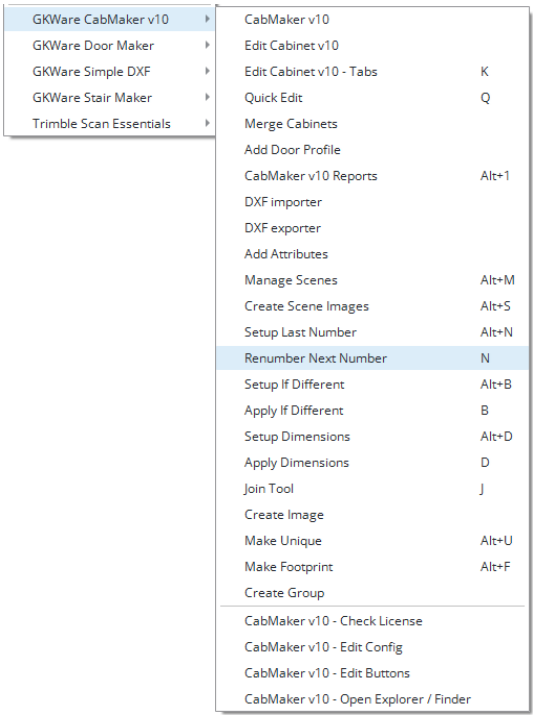
13. Setup Last Number

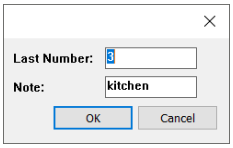
This is a quick numbering system. You bring up the Last Number form along with a note such as Kitchen or Bathroom etc.



14. Renumber Next Number

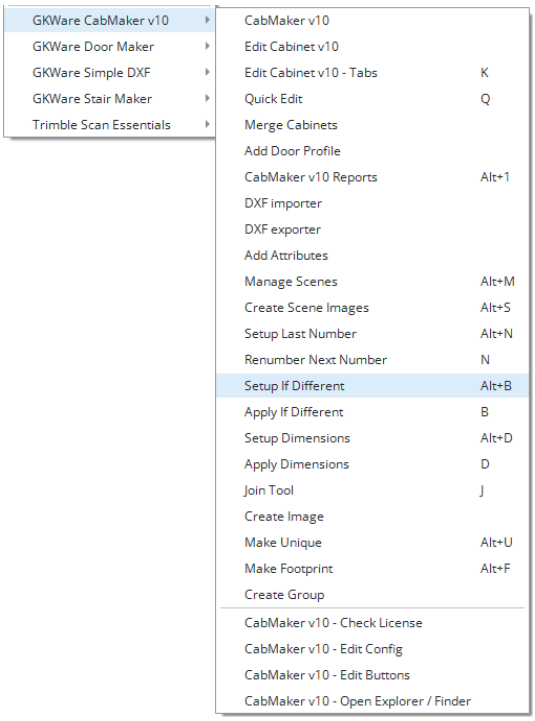
Select a cabinet and press 'N' if you are using the recommended shortcuts. The cabinet will immediately be given the Next Number and Note.

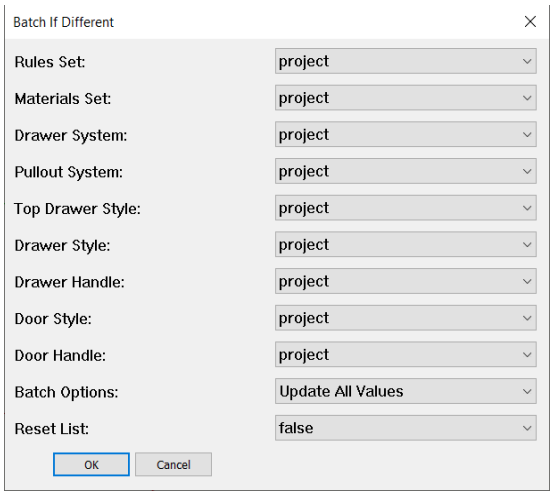




15. Setup If Different

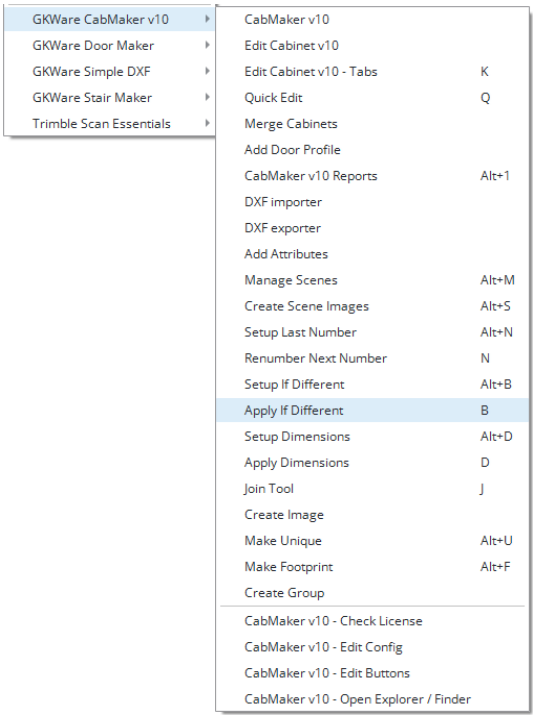
This is a quick way to apply Different If Different settings to cabinets.





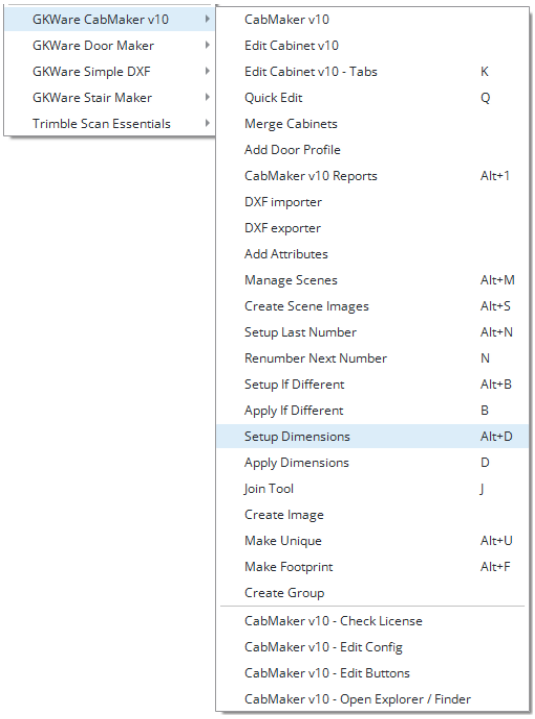
16. Apply If Different

Select a cabinet and press the “B” key and all the If Different settings will be applied to the cabinet



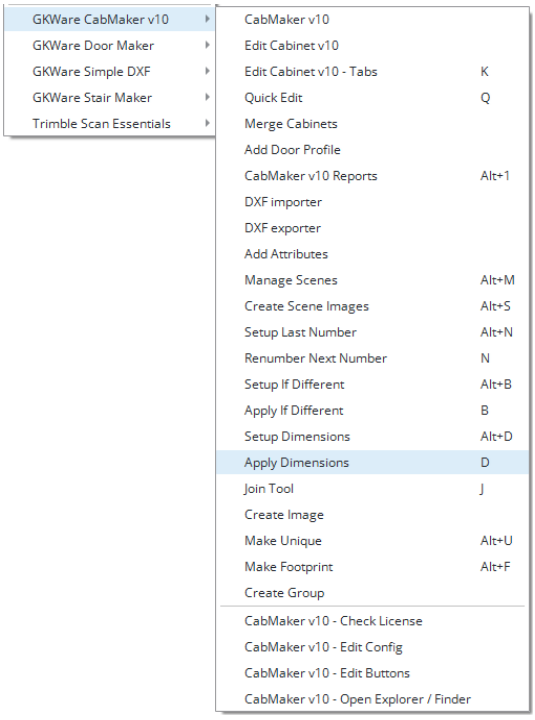
17. Setup Dimensions

This gives users some control over the positioning of dimensions and whether the Cabinet Number displays or not.



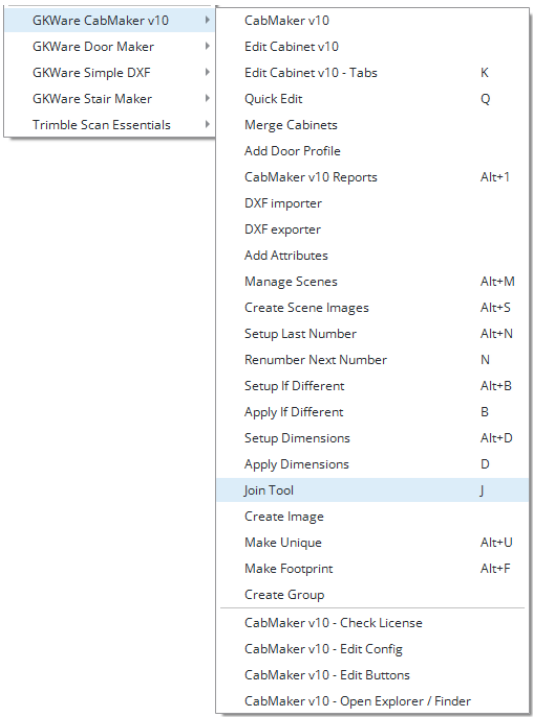
18. Apply Dimensions

Select a cabinet and press the “D” key and all the Dimension settings will be applied to the cabinet



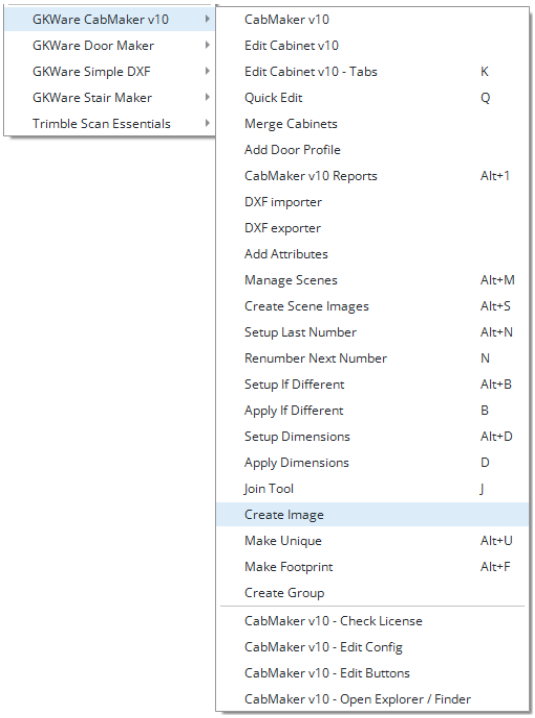
19. Join Tool

Great for countertops. You can Fillet or Chamfer sharp countertop corners.



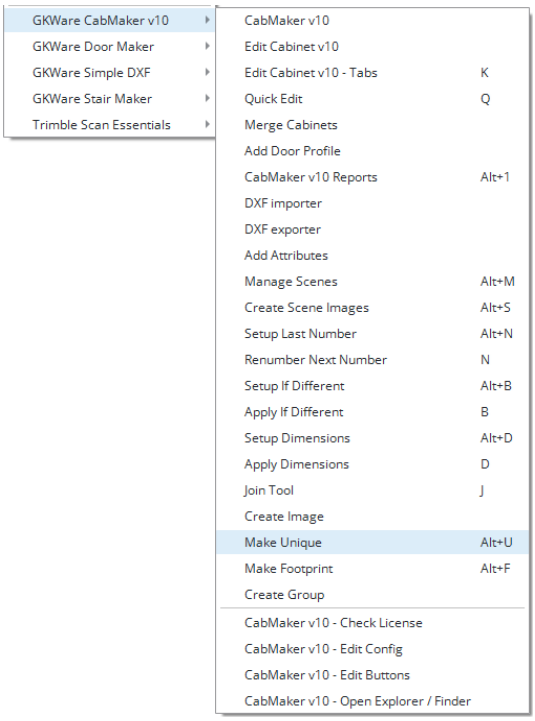
20. Create Image

Users can create their own image of a cabinet template. CabMaker names the image the same as the template and puts it in the proper folder.



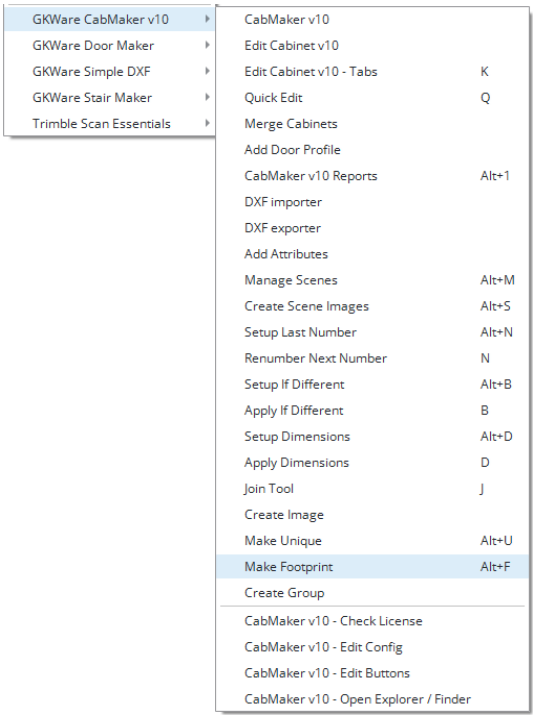
21. Make Unique

Users who use Sketchup's copy and paste can make the copy unique with this button.



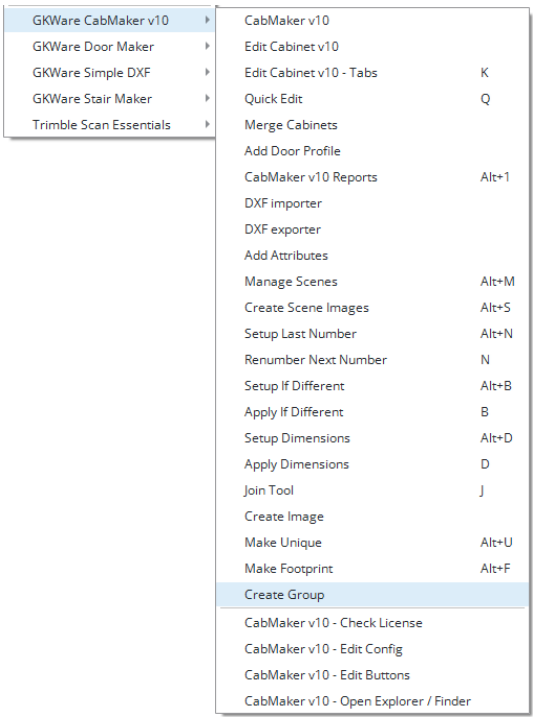
22. Make Footprint

Each cabinet has a footprint (outlline) of how much space it takes. This shortcut will grab a copy of each selected cabinets footprint and paste them into a new group and clean up.



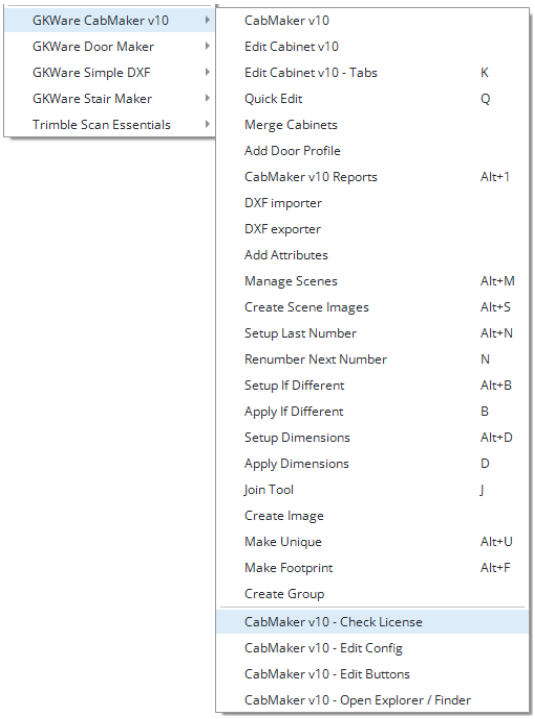
23 Create Group

This is essentially the same as Sketchups Make Group.

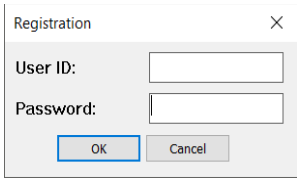


24. CabMaker v9 – Check License

Check License is only available from the main menu. Registered Users may use this feature prior to running CabMaker out of Internet range. Checking your License guarantees you at least 1 week without checking in to web site.

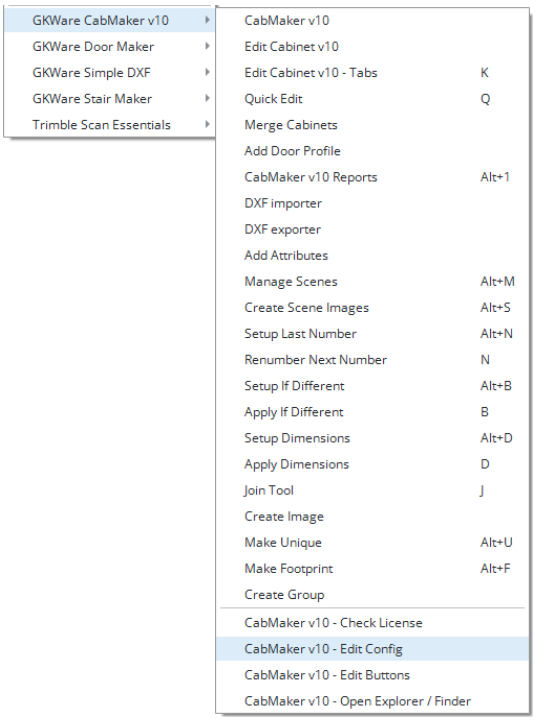


Check License will bring up the registration input box. This lets you fix any keying mistakes you may have made during registration. Please note that the Registration form does show your User ID, Password and the optional Hardware.

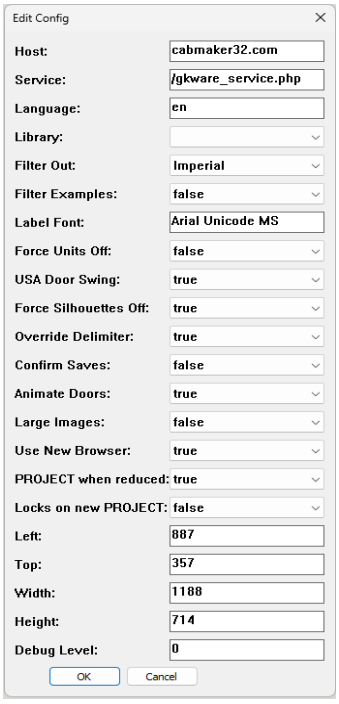


25. CabMaker v9 - Edit Config

Edit Config is only available from the main menu.

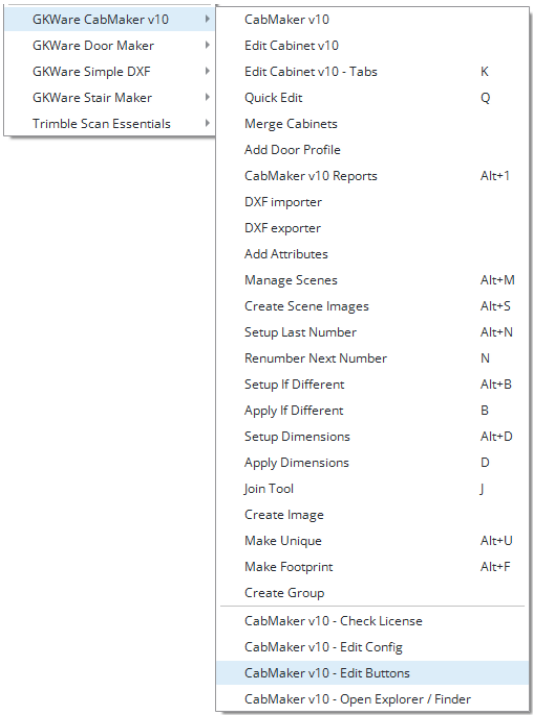


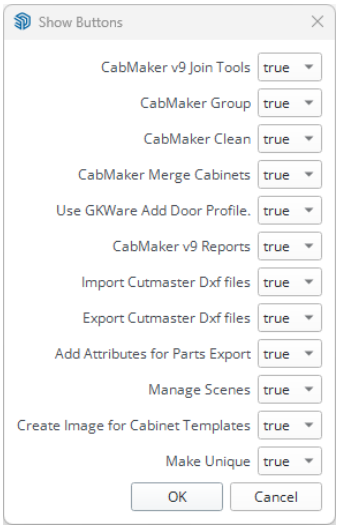
The ”Edit Config” menu choice allows you to edit additional inputs found in config.txt without having to find the file on your hard drive.



26. Edit Buttons

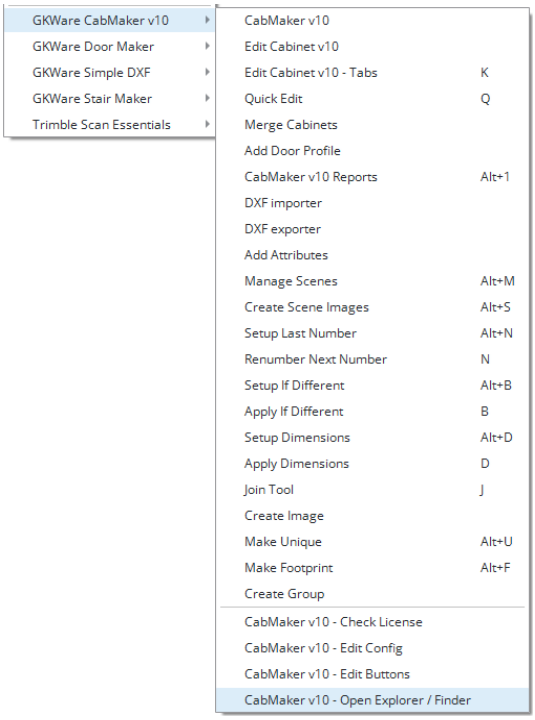
If you are using Simple Dxf or find that you do not need all the buttons you can remove extra buttons here.





27. Open Explorer / Finder

This will open to the Default Sketchup Plugins folder.



Host
This is my web site. Please leave this as “cabmaker32.com” Unfortunately it is possible that a web site provider shuts down which would make it necessary to change urls.

Service
This is the web service that the plugin communicates with to detect licensing etc. Please leave this as “/gkware_service.php”

Language
Set the language code here. Please note that a new language code will be in effect after you restart Sketchup. Also note that if the language file does not exist then we default back to English “en”. You can also create your own language file – start by copying the en.lang file found under the GKWare_CabMaker/Translations folder. You can then edit the translation file using an editor like Notepad++. Make sure that you set Encoding to UTF-8 without BOM.

Different languages are more or less wordy than English and take up more or less space. If you edit a language file you may have to edit the “Screen Width Pixels” setting.

If the input form doesn't format properly that means that CabMaker can not find the translation file. Please check the spelling of the language extension. If the language extension is correct then you may have a rights issue and or a problem with multiple copies of the language file on your hard drive.

Library
If you want to use several libraries then set “Library” to “New Library” and click “OK”. CabMaker will ask you for a library name and then add it. The next step is to select a “Library”. Please go to the PROJECT tab and set the library there.

Filter Out
There are cabinet templates, rule templates, material templates and door templates. All the template examples are now supplied as metric or imperial and have 'metric_' or 'imperial_' prepended to the template names. There are four filter settings for these templates. 'None', 'Metric', 'Imperial' and 'Both'. Choose 'Metric' if your model is in inches and you want to hide all the 'Metric' templates.

Filter Examples
There is a Filters.txt file in the GKWare_CabMaker folder. It contains old template names. You can add more names to this file if you wish. Please put the edited Filters.txt file into the config folder so that your changes will be preserved when updating.

Set to true if you want CabMaker to use the Filters.txt file to filter templates.

Label Font
This is the font used for 3D text cabinet labeling.

Force Units Off
Sketchup optionally shows units on measurements. You can force units to off.

USA Door Swing
US Swing is true otherwise Internationl Swing.

Force Silhouettes Off
Set this to true to turn off the Edge Style 'Profiles'. If not checked then Force Silhouettes has no effect.

Override Delimiter
Set this field to true if you are using a comma for your decimal symbol ',' and you want to use CutMaster.

Confirm Saves
If you want CabMaker to alert you when the Cabinet is set to save then this to true. This feature allows you to cancel the save.

Animate Doors
If you want CabMaker to use Dynamic Components interaction then set this to true.

Large Images
CabMaker creates 640 X 480 images instead of 320 X 240.

Use New Browser
With SU 2017 both with the Mac and Windows version you can now use the Chrome browser.

PROJECT when reduced
Use shortcut “Alt-X” to toggle between reduced and full CabMaker form. The reduced form can include or exclude the PROJECT tab.

Locks on new PROJECT
This option will enforce template locks when starting a new project.

Left
Cabmaker sets these values when you move the web dialog. Usually you do not have to make any changes. However there are situations such as different size dual monitors where your dialog may not appear. You can modify these settings.

Top
Cabmaker sets these values when you move the web dialog. Usually you do not have to make any changes. However there are situations such as different size dual monitors where your dialog may not appear. You can modify these settings.

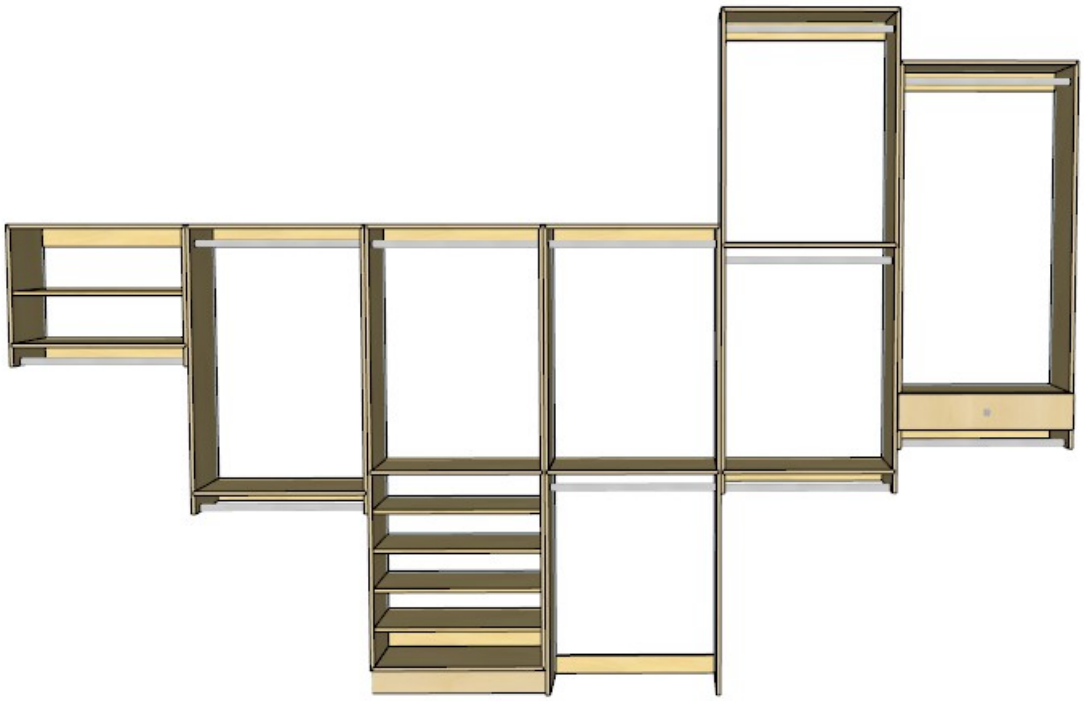
Width
Cabmaker sets these values when you move the web dialog. Usually you do not have to make any changes. However there are situations such as different size dual monitors where your dialog may not appear. You can modify these settings.

Height
Cabmaker sets these values when you move the web dialog. Usually you do not have to make any changes. However there are situations such as different size dual monitors where your dialog may not appear. You can modify these settings.

Debug Level
This setting is intended to be used to log various values of the ruby script for potential bug tracing.

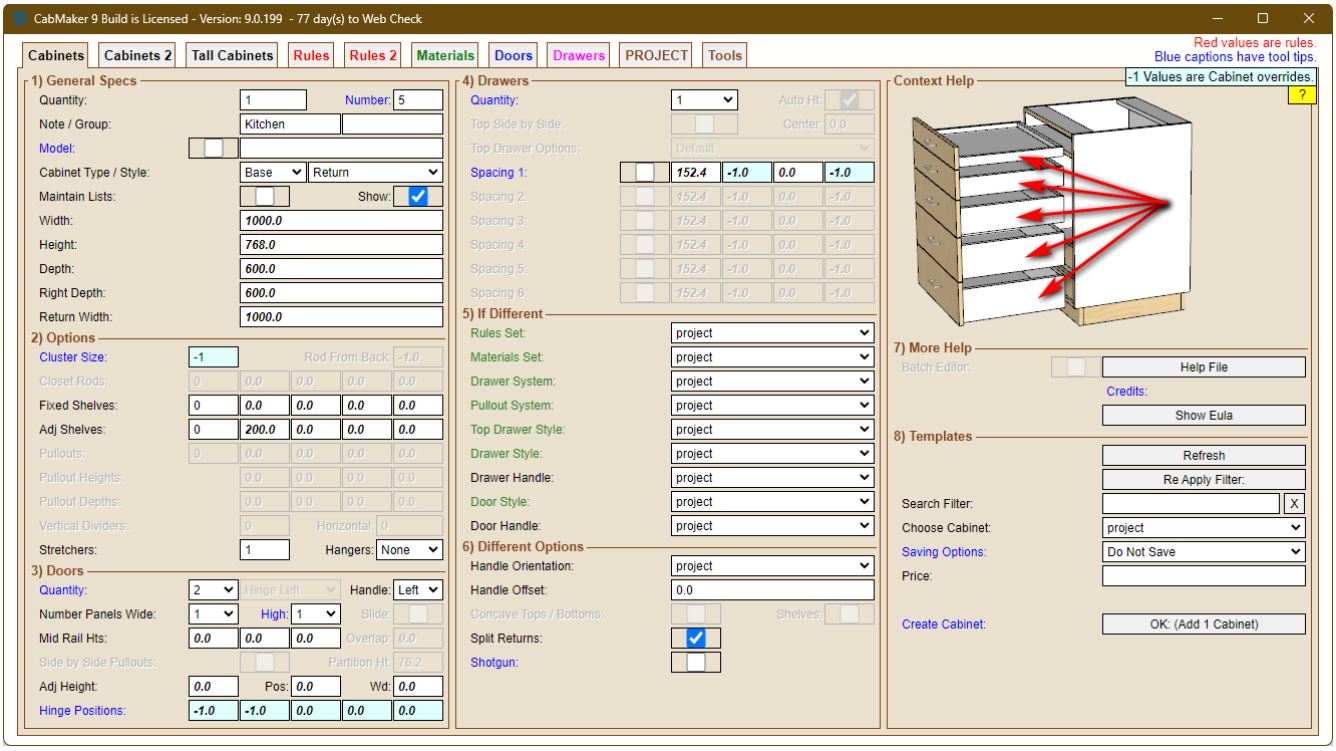
CabMaker Build Features

1. There are 12 additional reports with the Build version. The various reports are covered in a later section.
2. The first seven reports are in decimal inches and the second seven reports (identified with a _2 added to the report name) are in the model's units.
3. Inserting cabinets Right to Left. Insert and set width. Insert and set angle.
4. Merge Cabinets is a Build feature.
5. Add Door Profile is a Build feature.
6. DXF importer is a Build feature.
7. DXF exporter is a Build feature.
8. Add Attributes is a Build feature.
9. Quick Cabinet renumber is a Build feature.
10. Auto Increment Cabinet Number / avoid duplicates is a Build Feature.
11. If Different batch is a Build feature.
12. Manage Scenes is a Build feature.
13. Dimensions / Cabinet Number is a Build Feature.
14. Counter Top Footprint / Crown Moulding path is a Build Feature.
15. Running a type _2 parts list report automatically runs CutMaster.exe if it is installed in its default location.
16. Changing adjustable shelf hole Cluster is a Build Feature.
17. Modifying Door Hinge locations in a Build Feature.
18. Shotgun shelf holes is a Build Feature.
19. Batch Editor – Updates 1 or more Cabinet parameters for 2 or more cabinets.
20. Extended Closet Rods is a Build Feature.



Cabinets Tab

The Cabinets tab is the main form adding new cabinets. Please not that the Cabinets 2 tab and the Tall Cabinets tab is also part of the main form. Essentially consider that the first 3 tabs are one. In this example I have placed a lock on Cabinet templates as denoted by the lock icon.



1) General Specs

Quantity

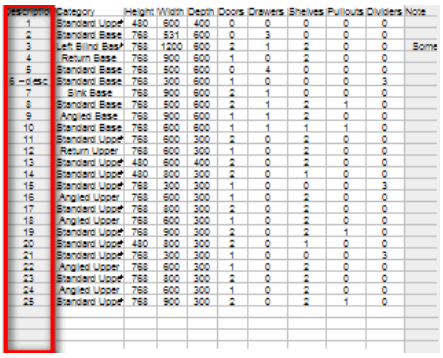
This parameter is mostly used by cabinet shops who are building cabinets with larger quantities than 1. Designers will normally leave the Quantity set to 1.

X ?

Number

Numbers are in the Cabinet Listing Report. When you have the “Renumber Batch Edit” checked on the PROJECT tab this is the parameter that gets renumbered.

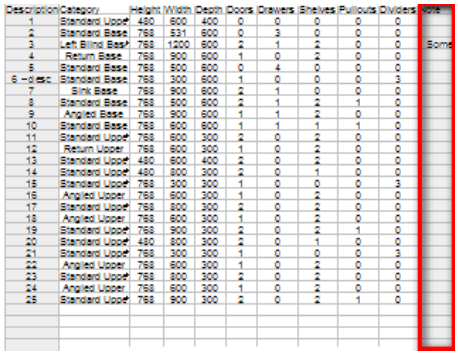
Tool Tip: *Mouse over shows image - renum_label.png*



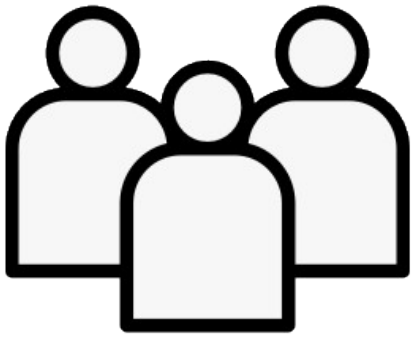
Description	Category	Height	Width	Depth	Doors	Drawers	Shelves	Pullouts	Dividers	Note
1	Standard Upper	480	600	400	0	0	0	0	0	
2	Standard Base	768	531	600	0	3	0	0	0	
3	Left Blind Base	768	1200	600	2	1	2	0	0	Some
4	Return Base	768	900	600	1	0	2	0	0	
5	Standard Base	768	500	600	0	4	0	0	0	
6 – delete	Standard Base	768	300	600	1	0	0	0	3	
7	Sink Base	768	900	600	2	1	0	0	0	
8	Standard Base	768	500	600	2	1	2	1	0	
9	Angled Base	768	900	600	1	1	2	0	0	
10	Standard Base	768	600	600	1	1	1	1	0	
11	Standard Upper	768	600	300	2	0	2	0	0	
12	Return Upper	768	600	300	1	0	2	0	0	
13	Standard Upper	480	600	400	2	0	2	0	0	
14	Standard Upper	480	800	300	2	0	1	0	0	
15	Standard Upper	768	300	300	1	0	0	0	3	
16	Angled Upper	768	600	300	1	0	2	0	0	
17	Standard Upper	768	800	300	2	0	2	0	0	
18	Angled Upper	768	600	300	1	0	2	0	0	
19	Standard Upper	768	900	300	2	0	2	1	0	
20	Standard Upper	480	800	300	2	0	1	0	0	
21	Standard Upper	768	300	300	1	0	0	0	3	
22	Angled Upper	768	600	300	1	0	2	0	0	
23	Standard Upper	768	800	300	2	0	2	0	0	
24	Angled Upper	768	600	300	1	0	2	0	0	
25	Standard Upper	768	900	300	2	0	2	1	0	

Note / Group

Notes are in the Cabinet Listing Report.



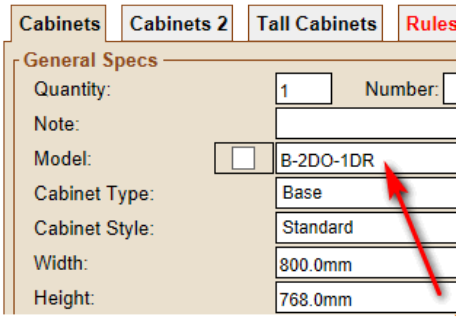
Description	Category	Height	Width	Depth	Doors	Drawers	Shelves	Pullouts	Dividers	Note
1	Standard Upper	480	600	400	0	0	0	0	0	
2	Standard Base	768	531	600	0	3	0	0	0	
3	Left Blind Base	768	1200	600	2	1	2	0	0	Some
4	Return Base	768	900	600	1	0	2	0	0	
5	Standard Base	768	500	600	0	4	0	0	0	
6 – delete	Standard Base	768	300	600	1	0	0	0	3	
7	Sink Base	768	900	600	2	1	0	0	0	
8	Standard Base	768	500	600	2	1	2	1	0	
9	Angled Base	768	900	600	1	1	2	0	0	
10	Standard Base	768	600	600	1	1	1	1	0	
11	Standard Upper	768	600	300	2	0	2	0	0	
12	Return Upper	768	600	300	1	0	2	0	0	
13	Standard Upper	480	600	400	2	0	2	0	0	
14	Standard Upper	480	800	300	2	0	1	0	0	
15	Standard Upper	768	300	300	1	0	0	0	3	
16	Angled Upper	768	600	300	1	0	2	0	0	
17	Standard Upper	768	800	300	2	0	2	0	0	
18	Angled Upper	768	600	300	1	0	2	0	0	
19	Standard Upper	768	900	300	2	0	2	1	0	
20	Standard Upper	480	800	300	2	0	1	0	0	
21	Standard Upper	768	300	300	1	0	0	0	3	
22	Angled Upper	768	600	300	1	0	2	0	0	
23	Standard Upper	768	800	300	2	0	2	0	0	
24	Angled Upper	768	600	300	1	0	2	0	0	
25	Standard Upper	768	900	300	2	0	2	1	0	



Model

The Model number is listed in various Reports. The checkbox tells CabMaker to automatically generate the model number when creating the cabinet. Modifying the language file gives you some control over the way the Model number is generated. Double click on the Model text box to manually generate the Model number.

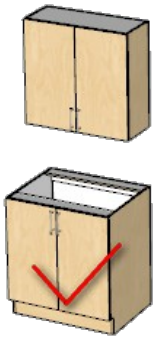
Tool Tip: *Double click on text box to update Model code*



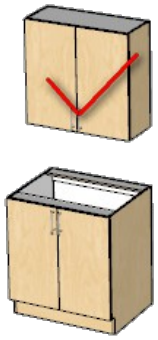
	Doors	Drawers	Shelves	Pullouts	Dividers	Note	Model
5	2	0	1	0	0		S1
5	2	0	1	0	0		S2
5	2	1	1	0	0		W4
5	1	0	1	0	0		BR
5	2	1	1	0	0		S1
5	0	4	1	0	0		S2
5	1	0	1	0	0		W4
5	2	0	1	0	0		BR
5	2	1	1	0	0		S1
5	2	0	1	0	0		S2

Cabinet Type / Style

Choose “Base” or “Upper” cabinets.

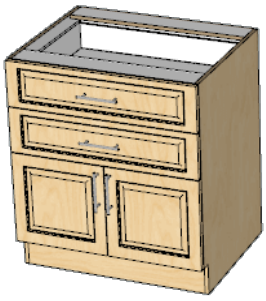


Base Cabinets

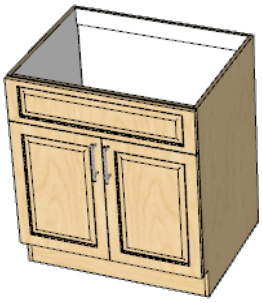


Upper Cabinets

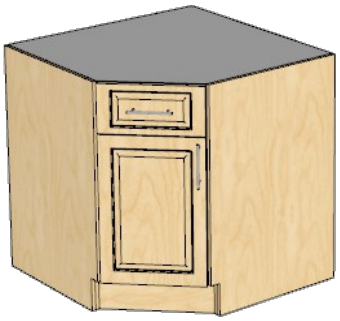
There are currently 10 styles to choose from:



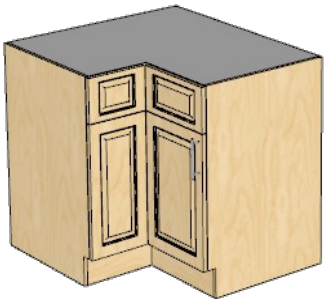
Standard



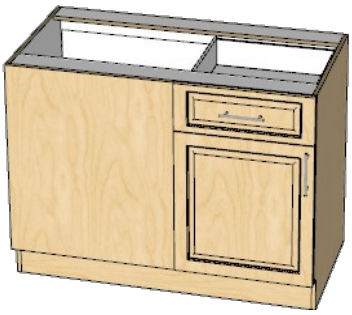
Sink



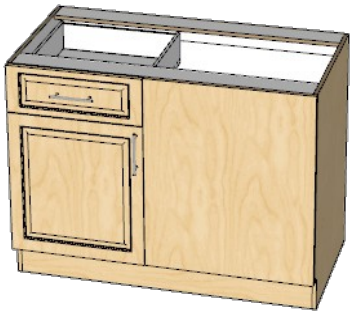
Angled



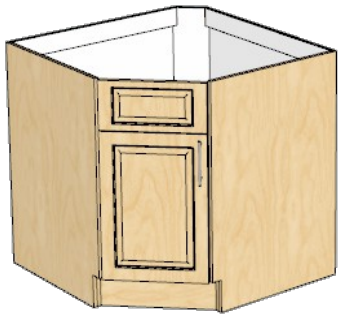
Return



Left Blind

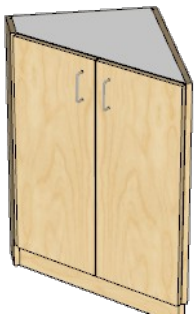


Right Blind



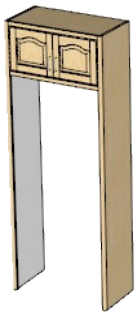
Angled Sink

Tall



Angled Left End

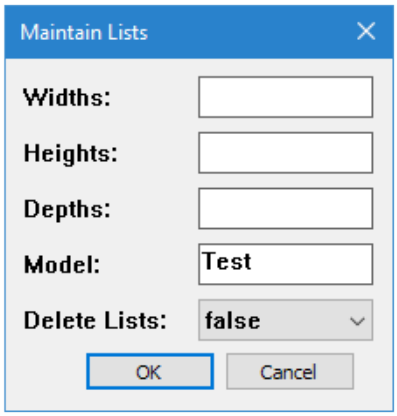
Angled Right End



Fridge

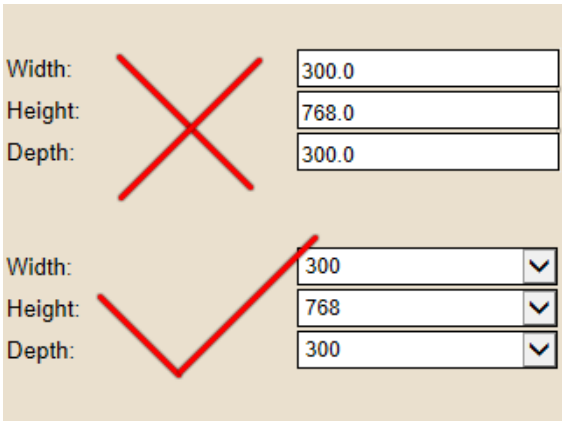
Maintain Lists

When Maintain Lists is checked – a list editor pops up during Cabinet Create. The editor is used to create a *.dat file with the same name as the Cabinet template or to delete an existing file. Optinal Widths, Heights and Depths list tells CabMaker to provide drop down lists for Cabinet Width, Cabinet Height and or Cabinet Depth. Enter values separated by the pipe | symbol.



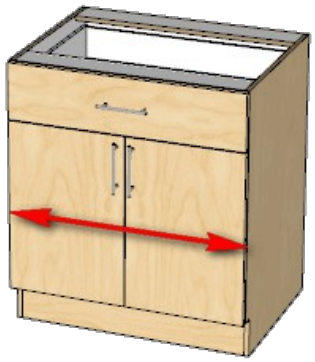
Show

Check the Show parameter if you want to restrict users to choices in the drop down lists.



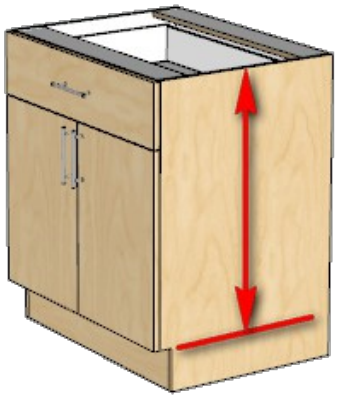
Width

This is to adjust the overall width of the cabinet or width of the face frame. Does not include finished panels or fillers.



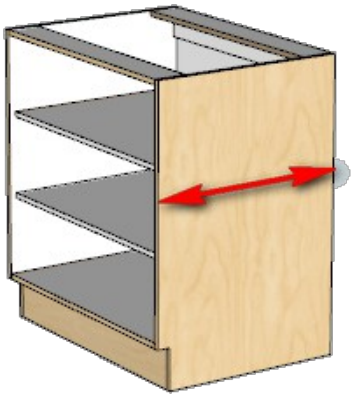
Height

This is to adjust the overall height of the cabinet. Please note that the kick height will be added to the cabinets height. With face frames the Height is the overall height of the frame.



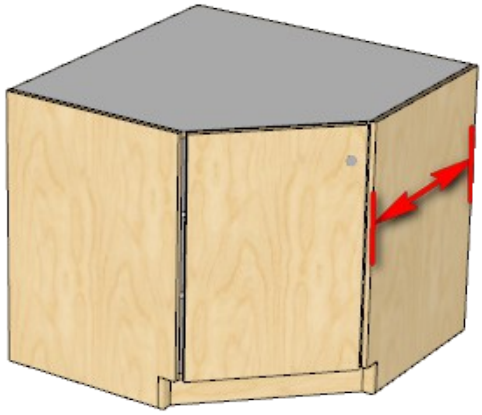
Depth

This is to adjust the overall depth of the cabinet without doors but includes face frames.



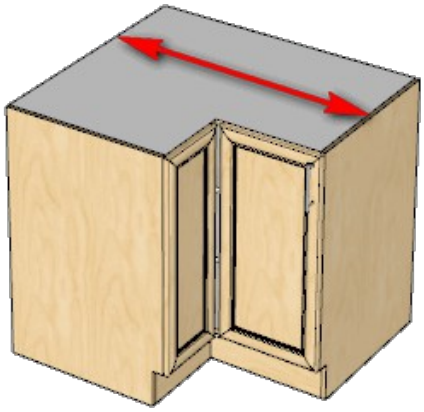
Right Depth

The Right Depth is only used for angled and return corner cabinets. This is so you can have a run of cabinets on the right side and a run of cabinets on the left side that are different in depths.



Return Width

The Return Width is only used for Return cabinets. Otherwise it is disabled.



2) Options

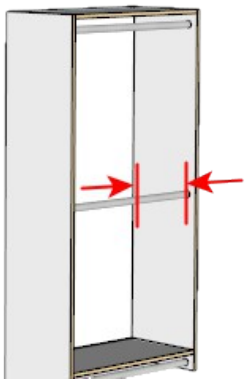
Cluster Size

You can now set the number of shelf support holes per cabinet. Set this parameter to -1 to use CutMaster settings, set to 0 to turn off shelf supports or set to the number that you want.

Tool Tip: *This setting is only used by reports*

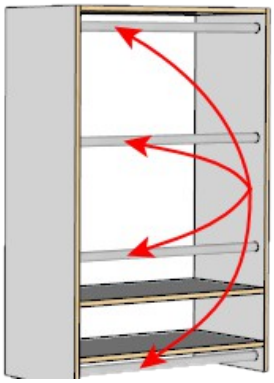
Rod From Back

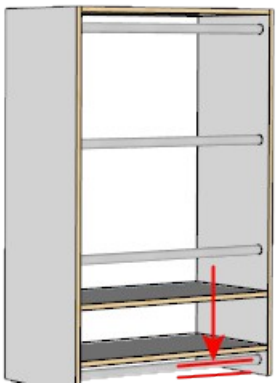
Closet rods can be horizontally adjusted From the back of the cabinet to the center of the rod. If you leave the setting as -1 then CabMaker will automatically center the closet rod Back to Front.



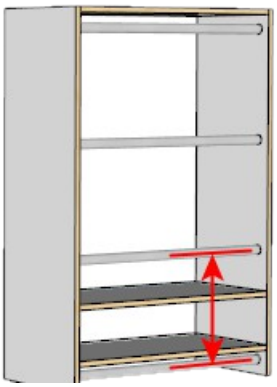
Closet Rods

You may have 0 to 4 closet rods. The spacing distance is from the bottom of the cabinet to the center of the closet rod. The next spacing is from the center of the first rod to the center of the second rod.

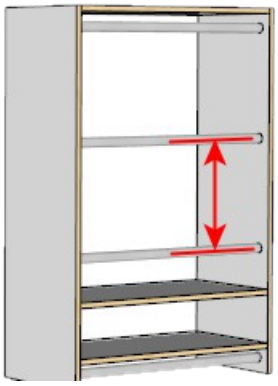




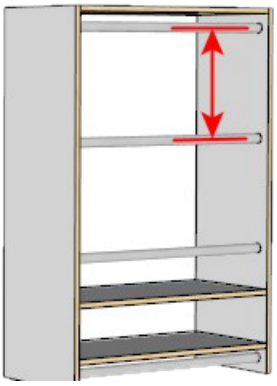
First Closet Rod



Second Closet Rod



Third Closet Rod



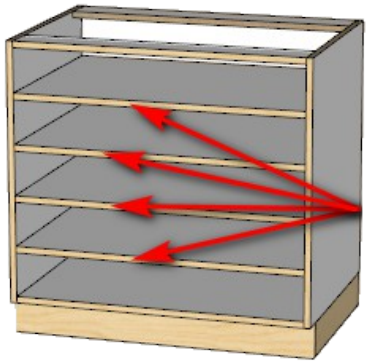
Fourth Closet Rod

Fixed Shelves

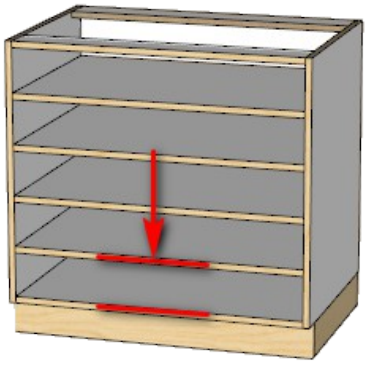
These are the cabinets fixed shelves. Enter as many as you want. Please note that there are 4 additional entry boxes which are used to override CabMaker's default fixed shelf positioning which is to position the shelves evenly within the opening.

Fixed Shelves:	2	100.0	150.0	0.0	0.0

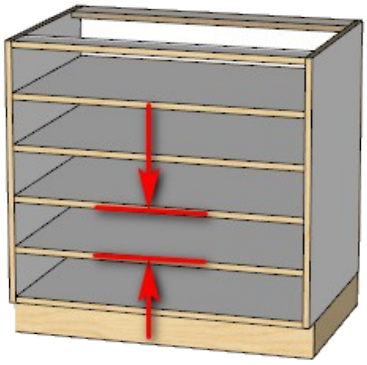
In this example the second entry box contains 100 which means that the First Opening is set to 100. If the second entry box had a 0 then the default shelf spacing will be used. The third entry box is set to 150. The spacing between the first and second fixed shelves is 150.



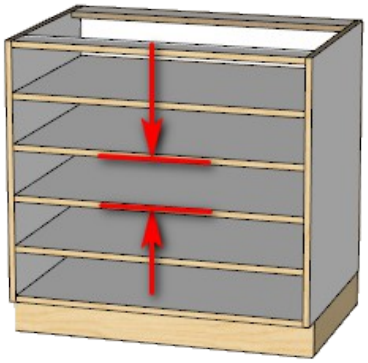
Fixed Shelves



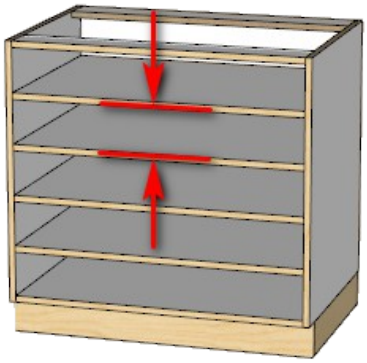
Space 1



Space 2



Space 3



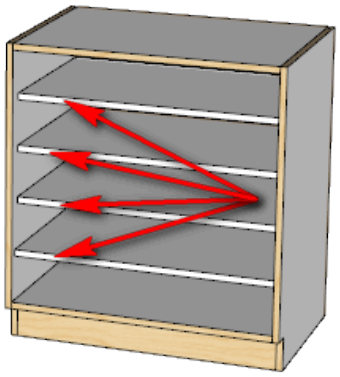
Space 4

Adj Shelves

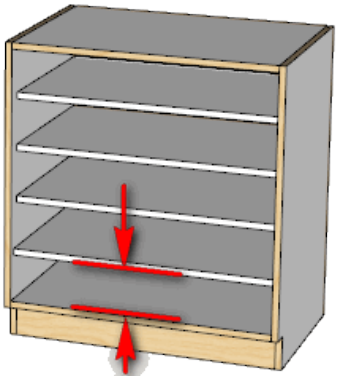
These are the cabinets adjustable shelves. Enter as many as you want. Please note that there are 4 additional entry boxes which are used to override CabMaker's default shelf positioning which is to position the shelves within the opening.

Adj Shelves:	4	4"	0"	0"	0"

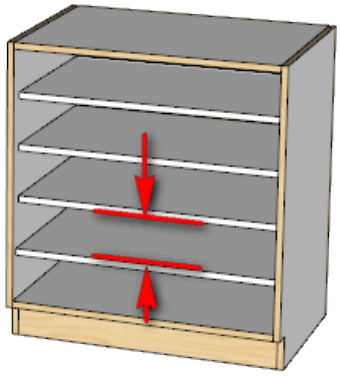
In this example the second entry box contains 4” which means that the First Opening is set to 4”. If the second entry box had a 0” then the default shelf spacing will be used. Since the rest of the boxes are 0”, CabMaker uses the prior value for their openings which is 4”.



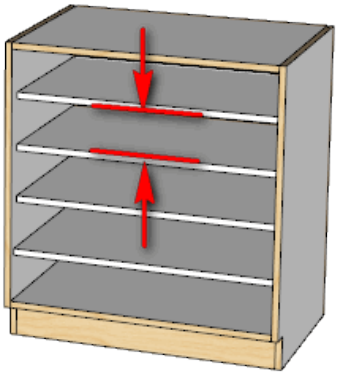
Shelves



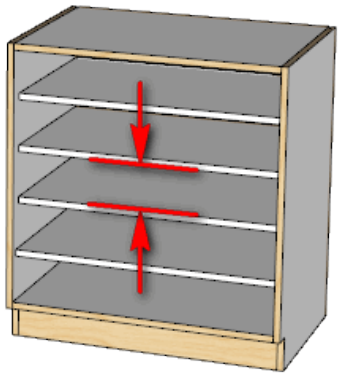
Space 1



Space 2



Space 4



Space 3

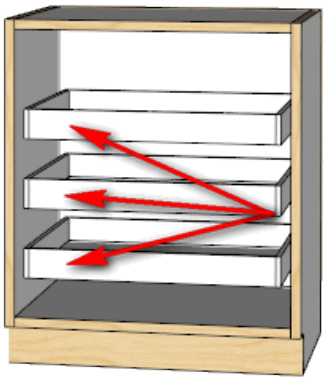
Pullouts

These are the cabinets pullouts. Enter as many as you want. Please note that there are 4 additional entry boxes which are used to override CabMaker's default pullout interval value.

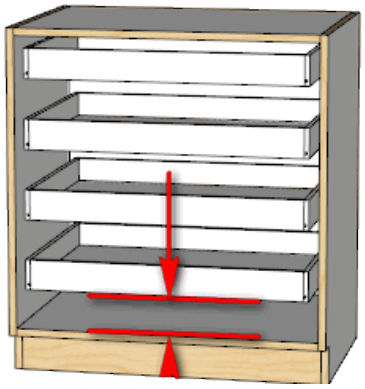
Pullouts:	4	4"	5"	5"	6"

In this example the second entry box contains 4” which means that the First Opening is set to 4”. Set it to 0 if you want CabMaker to use the Pullout Clearance from Rules 2.

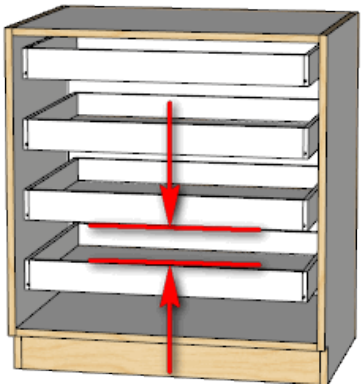
Since the rest of the boxes have values CabMaker uses these values for the openings between subsequent pullouts.



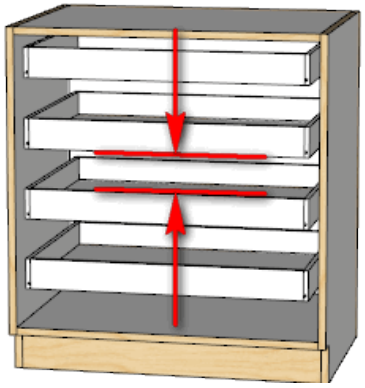
Pullouts



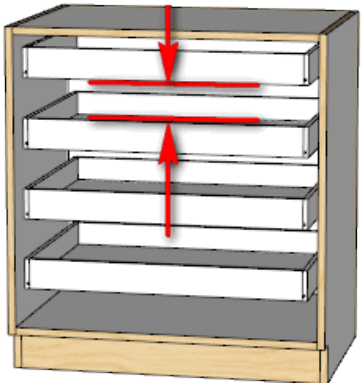
Space 1



Space 2



Space 3



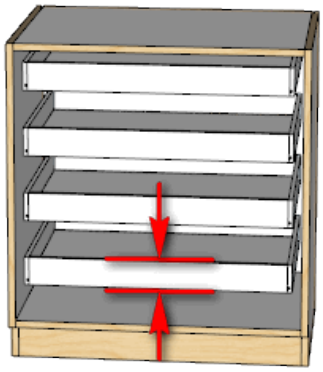
Space 4

Pullout Heights

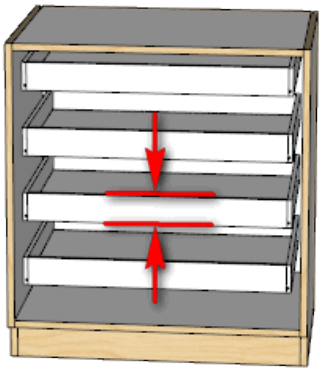
These are the height overrides for the above pullouts. In this example the bottom most pullout height is set to 3”. Set the first box to 0 if you want to use the pullout height default which is found in the Rules 2 tab. If any other box is set to 0 then cabmaker will use the prior boxes value.

Pullout Heights:	3"	4"	3"	3"

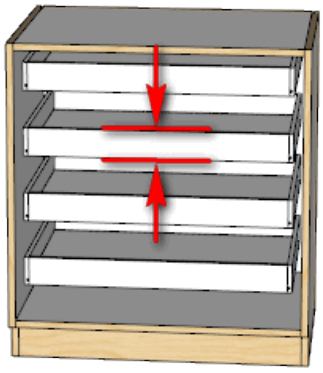
Since all of the boxes have values CabMaker will use these values for each corresponding pullout height.



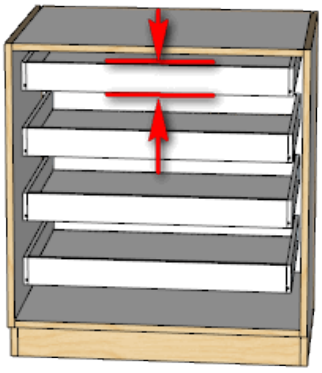
Pullout Height 1



Pullout Height 2



Pullout Height 3



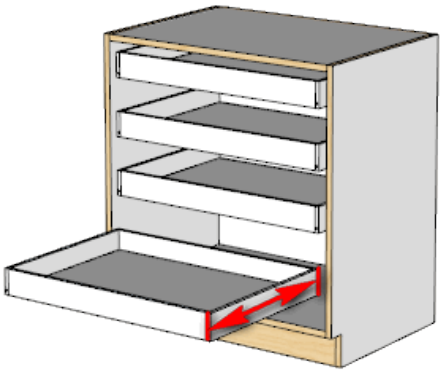
Pullout Height 4

Pullout Depths

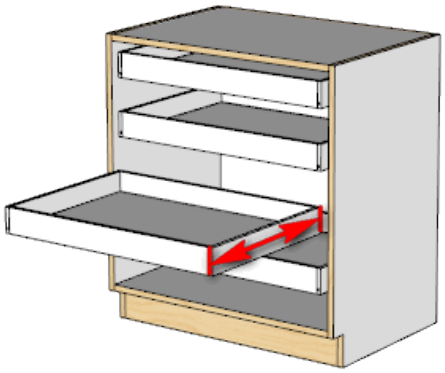
These are the depth overrides for the above pullouts. In this example the bottom most pullout depth is set to 20”. Set the first box to 0 if you want CabMaker to calculate the depth from the rules found in the Rules 2 tab. If any other box is set to 0 then CabMaker will use the prior boxes value.

Pullout Depths:	20"	20"	20"	20"

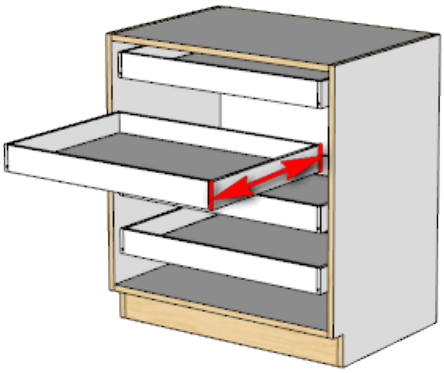
Since all of the boxes have values CabMaker will use these values for each corresponding pullout depth.



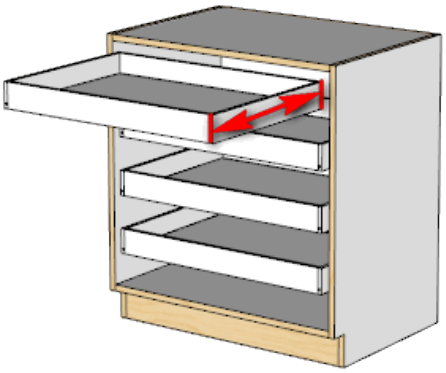
Pullout Depth 1



Pullout Depth 2



Pullout Depth 3

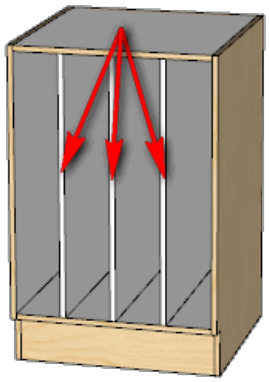


Pullout Depth 4

Vertical Dividers

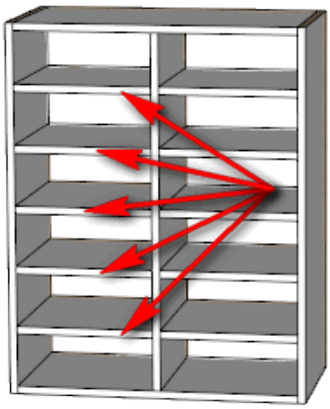
Enter the number of vertical dividers. Only available for Standard cabinets and only if there are no drawers, no shelves and no pullouts.

Tool Tip: *Ignored unless shelves pullouts and drawers are set to 0*



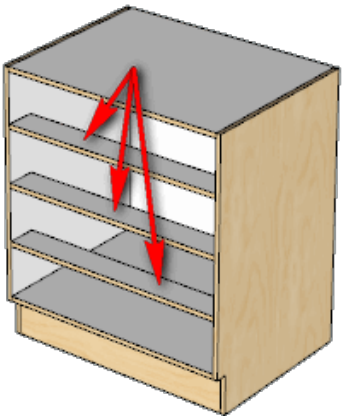
Horizontal

Enter the number of horizontal dividers. This feature works in conjunction with Vertical Dividers. For instance you could set up a grid for wine bottles.



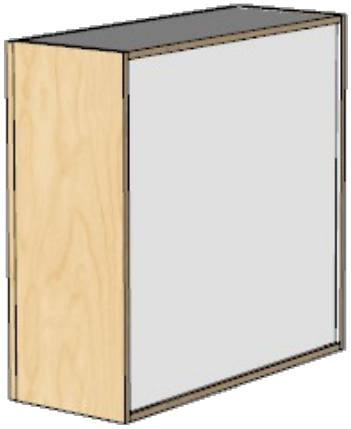
Stretchers

You may place stretchers between drawers and doors. Not used for face frames. Note that you must have at least 1 stretcher if you are using Side by Side Drawers.

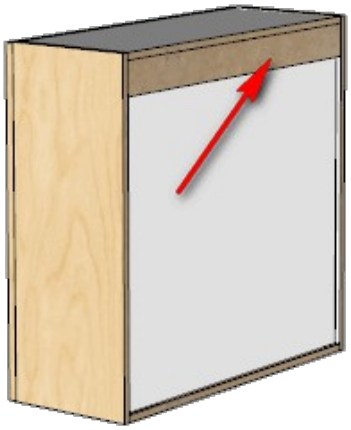


Hangers

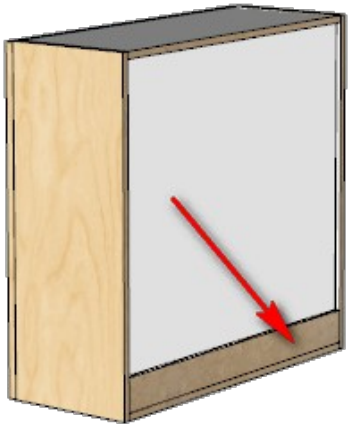
Hangers (also called nailers) are used to mount the cabinets to the wall.



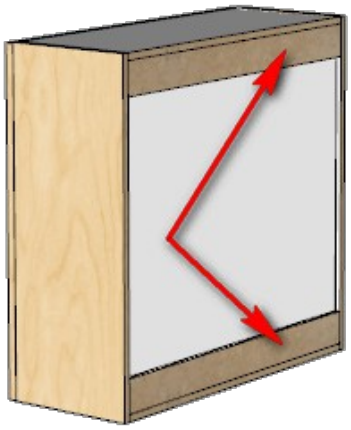
None



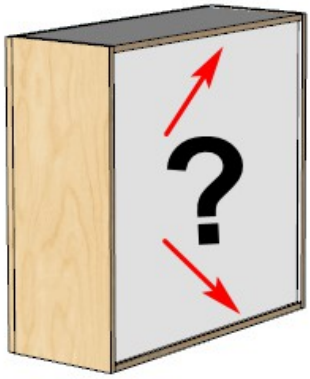
Top



Bottom



Both



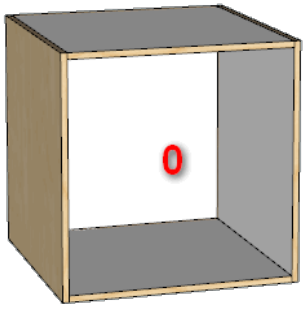
Project

3) Doors

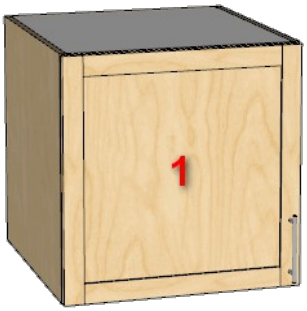
Quantity

Here is where you pick the number of doors that you want.

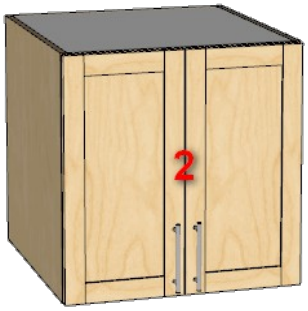
Tool Tip: *Warning - Set Door Quantity to 0 to enable Drawer Auto Ht*



0 Doors



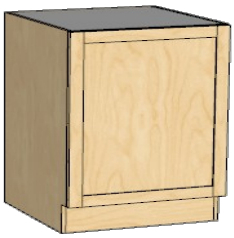
1 Door



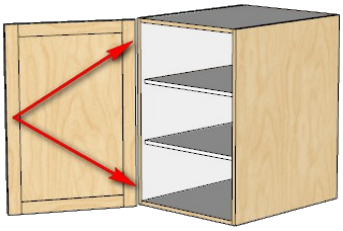
2 Doors

Options

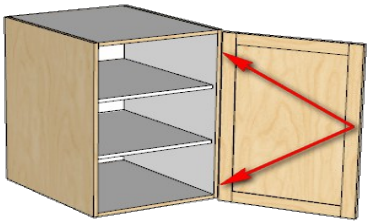
This is where you set the interact options when you have a single door. Double doors are always hinged as a pair.



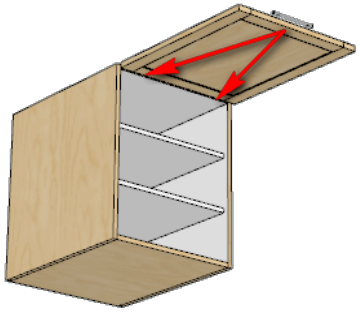
None



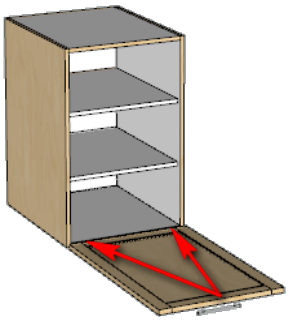
Left Hand Hinged



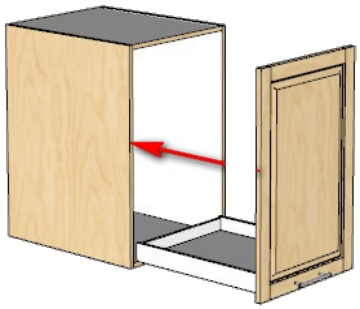
Right Hand Hinged



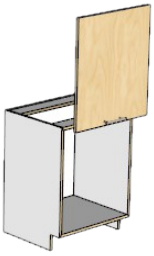
Top Hinged



Bottom Hinged



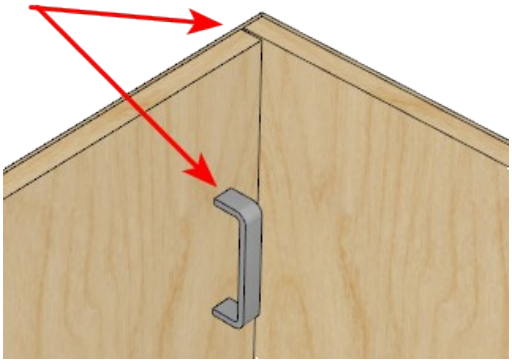
Pullout



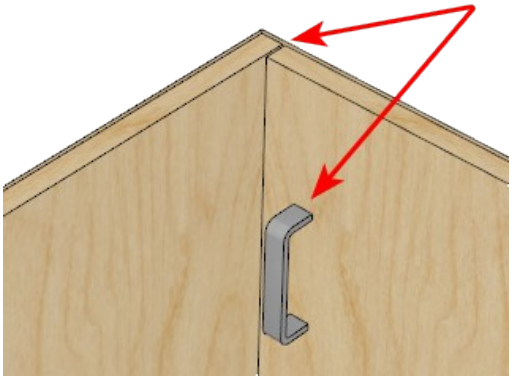
Lift Up

Handle

Two Door Handles for Return cabinets have both doors independently hinged and a single handle. The Handle is on the Left or Right door and Rule 2 Door gaps for return cabinets allow you to set the door overlap.



Left



Right

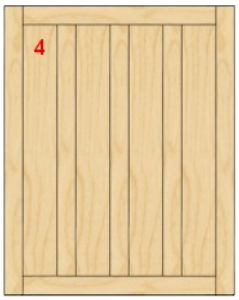
Number Panels Wide

You may have up to 4 panels wide. 5 piece doors with shaped top rail are restricted to 1 panel wide.

1 Panel

2 Panels

3 Panels

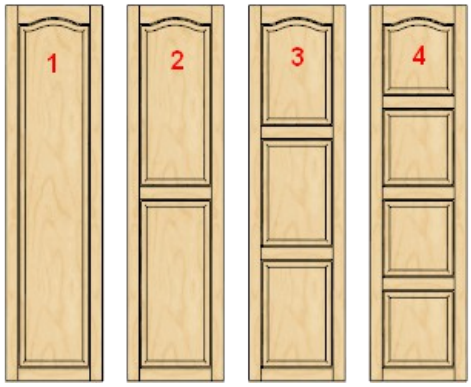


4 Panels

High

You may have up to 4 panels high.

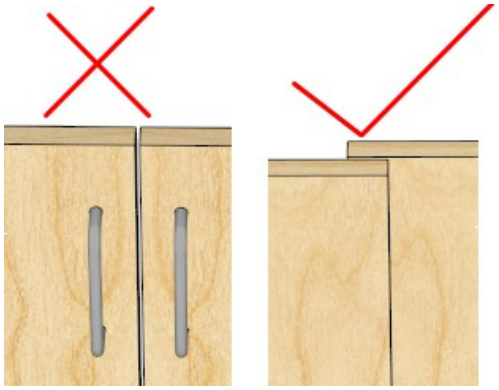
Tool Tip: *When first rail height is 0 then this will divide the door evenly by this number of panels.*



Slide

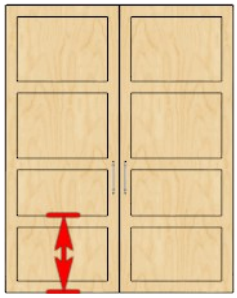
Check slide if you want sliding doors. First set the quantity to 1 and the Hinging to Left. You should also set Overlap to a reasonable number such as 3/4” or 20 mm.

Please note that the second door for the sliding doors is to be made as a separate cabinet with all of the parts turned off except for the Door. This second cabinet will have the Door set to a quantity of 1 and Hinging set to right.

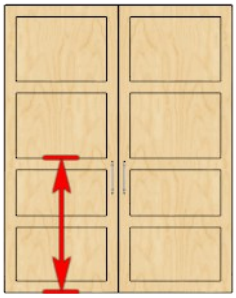


Mid Rail Hts

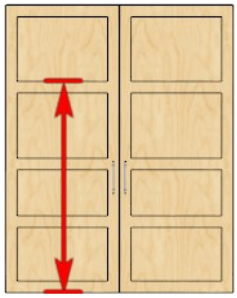
If you leave the Mid Rail Hts parameters as 0 then CabMaker will automatically adjust the panel spacing or you can override and set the height of the top edge of the mid rails.



Mid Rail Ht 1



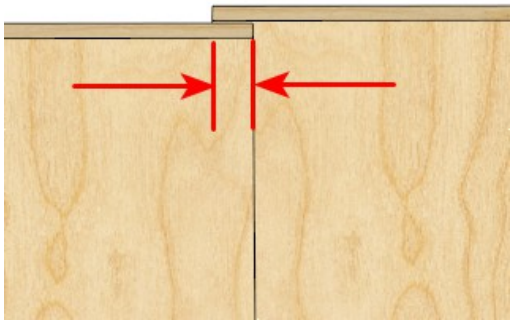
Mid Rail Ht 2



Mid Rail Ht 3

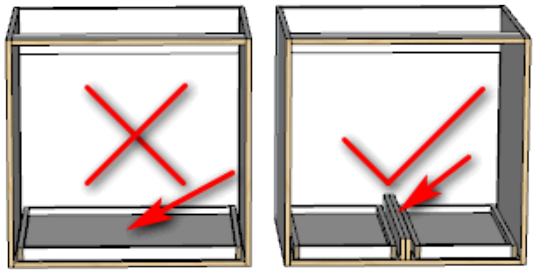
Overlap

For Sliding Doors set the amount you want the Doors to overlap. Create a separate cabinet for the right door and turn off all other parts.



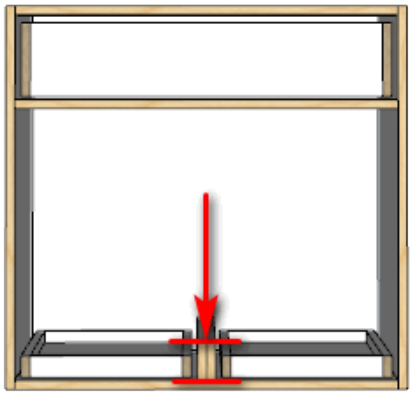
Side by Side Pullouts

Check this option if you want side by side pullouts.



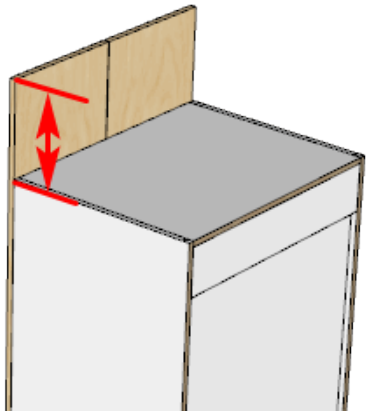
Partition Ht

Set the height of the pullout partition here.



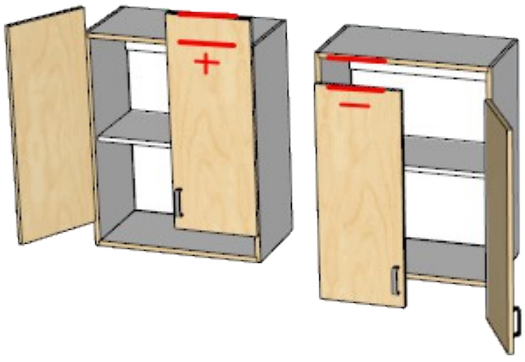
Adj Height

There are situations where you require doors to extend above the cabinet.



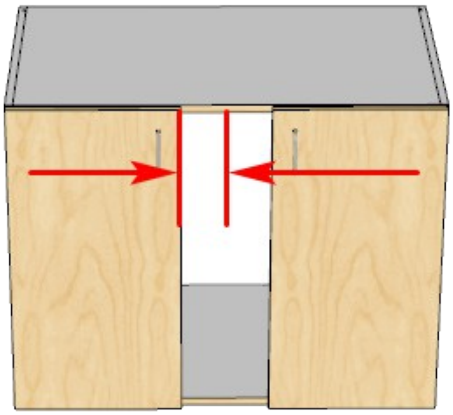
Pos

You can adjust the door up (positive) or down (negative).



Width

There are situations where you require 1 or 2 doors that do not automatically span the entire width of the cabinet



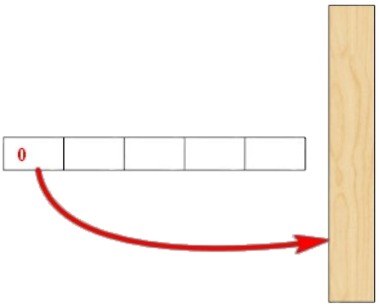
Hinge Positions

You can have 0 to 5 hinges based on parameters in each of the 5 text controls. The default setting is this which says -1 means use CutMaster settings for bottom hinge and top. Please note that 0 means ignore this text box and all the others that follow.

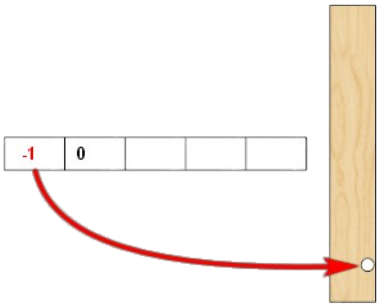
Tool Tip: *Hinge locations are only used by reports. Please read the manual.*

Box 1

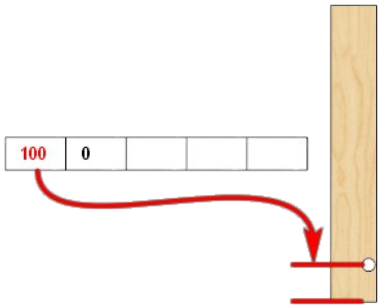
If you have a 0 in the first box that will tell CutMaster no hinges for this door. If you have a 0 in the second box that means there is only 1 hinge. You may also override the hinge position on a cabinet by cabinet basis. If you have 100 or 4” in the first box that means the center of the bottom hinge is 100 or 4” from the bottom of the door. Here are some examples of the first hinge box. Notice that the second box has a 0 in it.



No Hinges



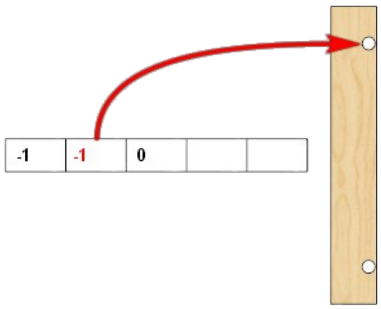
Use CutMaster settings



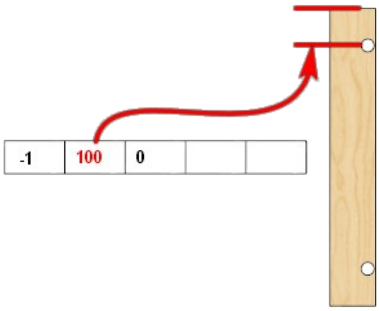
Override Bottom Hinge

Box 2

Some examples for Hinge Box 2. In this example the third box is 0. Please note that this is a special case where you can have a third middle hinge when the door is taller than the height setting in CutMaster. The first box is always the bottom hinge and can have a -1 or have it's location overriden. The last non 0 box is always the top hinge. The center of the top hinge is from the top edge of the door.

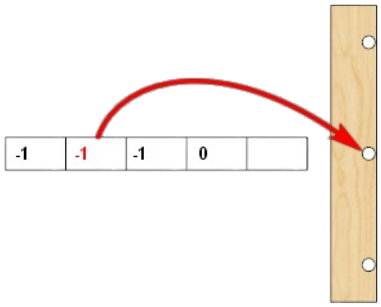


Use CutMaster Settings

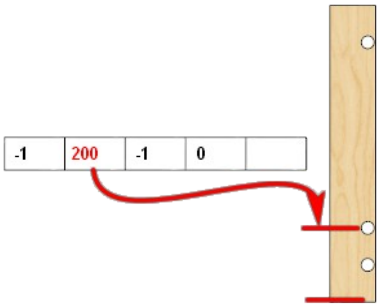


Override Top Hinge

Additional Hinge Box 2 examples. Notice there is a non 0 value in the third box. This means that there are 3 hinges regardless of door height and the second box describes where the middle hinge is placed. The -1 means center the middle hinge between the bottom and top hinge locations whereas the 200 means place the center of the middle hinge 200 mm from the bottom edge of the door.



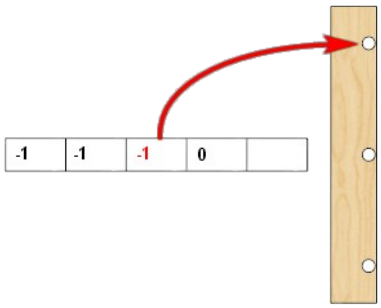
Center Middle Hinge



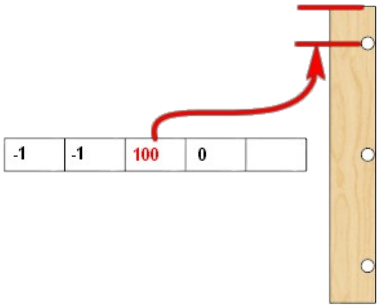
Override Middle Hinge

Box 3

In these examples there is a 0 in box 4. If box 3 has a -1 value that means the location comes from CutMaster settings. If box 3 has a positive value then the top hinge is positioned on center from the top edge of the door to this value.

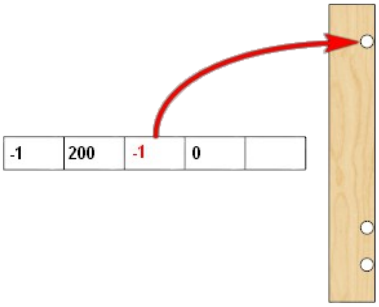


Use CutMaster Settings

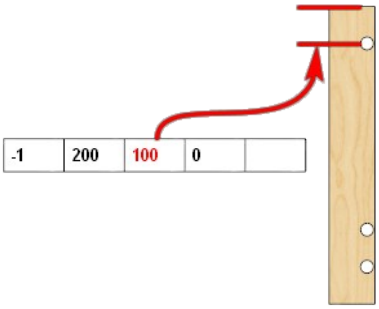


Override Top Hinge

Here are the same 2 examples but the middle hinge is overriden.



Use CutMaster Settings

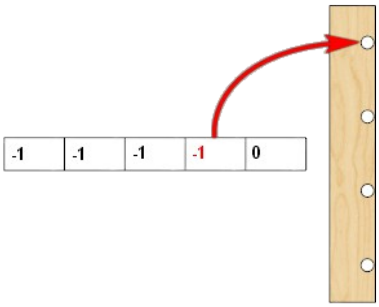


Override Top Hinge

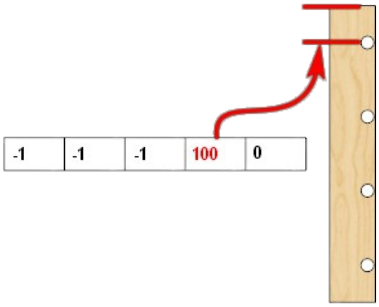
Box 4

In all these examples box 5 is set to 0. Box 4 now describes the Top hinge position. When you have 4 hinges the middle 2 hinges are either centered or overriden. You can't have the second hinge centered and the third hinge overriden. When the second hinge is centered the third hinge will be centered regardless of it's value.

All overriden middle hinge locations are from the bottom edge of the door to the center of the hinge.

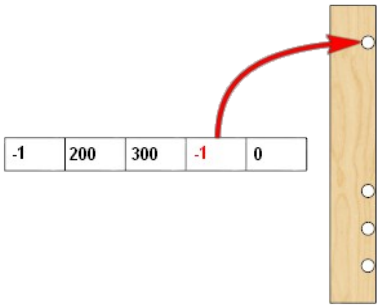


Use CutMaster Settings

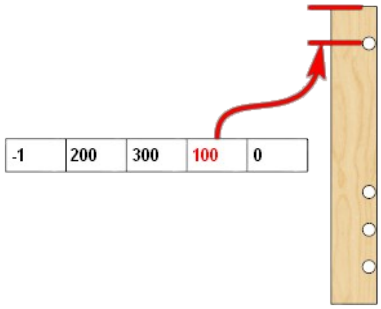


Override Top Hinge

Here are the same 2 examples but the middle 2 hinges are overriden. You can't have the second hinge overriden and the third hinge centered. When the second hinge is overriden then the third hinge must be overriden otherwise it will be ignored.



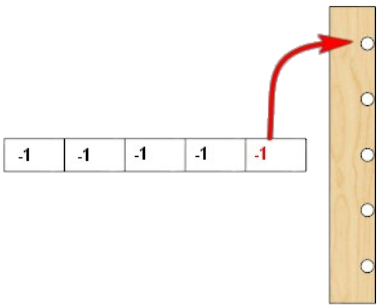
Use CutMaster Settings



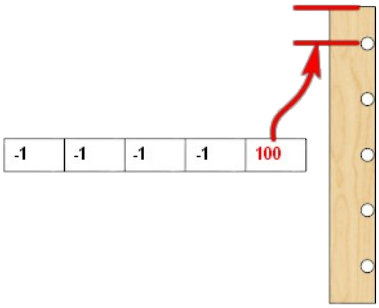
Override Top Hinge

Box 5

Box 5 now describes the Top hinge position. When you have 5 hinges the middle 3 hinges are either centered or overriden. You can't have the second hinge centered and the third or fourth hinge overriden. When the second hinge is centered the third and fourth hinge will be centered regardless of there values.
All overriden middle hinge locations are from the bottom edge of the door to the center of the hinge.

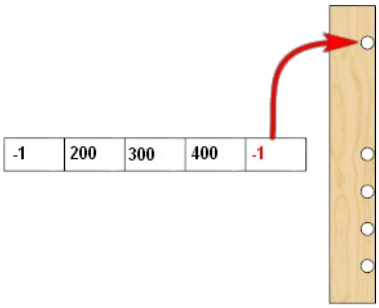


Use CutMaster Settings

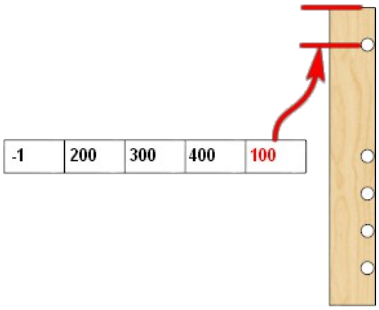


Override Top Hinge

Here are the same 2 examples but the middle 3 hinges are overriden. You can't have the second hinge overriden and the third or fourth hinge centered. When the second hinge is overriden then the third and fourth hinges must be overriden otherwise they will be ignored.



Use CutMaster Settings



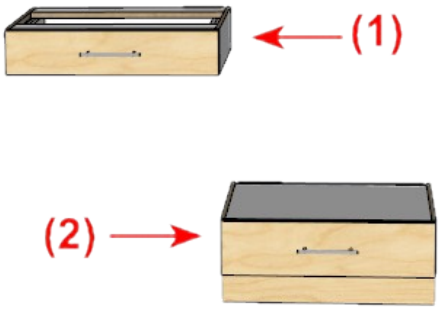
Override Top Hinge

4) Drawers

Quantity

Enter the number of drawers that you want. This is a false front for sink cabinets. You may have 0 to 6 drawers.

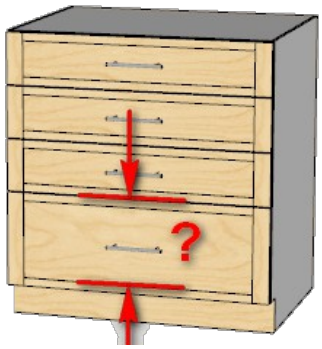
Tool Tip: *Warning - Set Door Quantity to 0 to enable Auto Ht(1) Knee Hole - Uncheck Auto Ht (2) Single Drawer - Check Auto Ht*



Auto Ht

For drawer banks without doors. Check this if you want CabMaker to automatically calculate the last drawer so that it fills the available space.

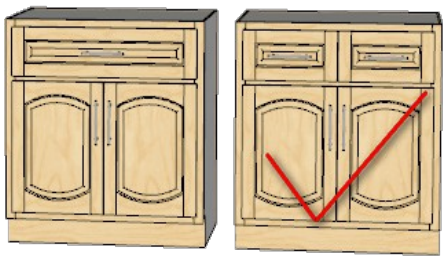
Tool Tip: *Warning - Set Door Quantity to 0 to enable Drawer Auto Ht*



Top Side by Side

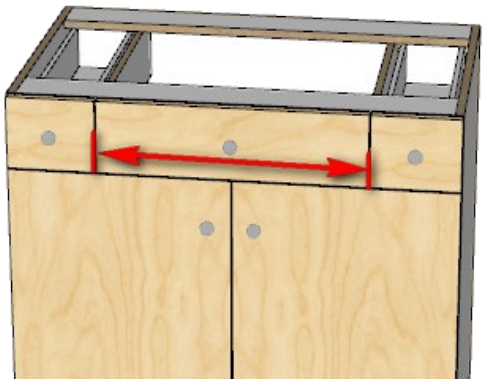
Check this setting if you want side by side drawers. Note that with Frameless construction you need at least 1 stretcher otherwise Side by Side is ignored.

Tool Tip: *Frameless construction requires at least 1 stretcher for this feature to work.*



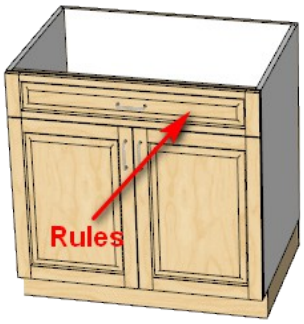
Center

Used when Side by Side is checked and Cabinet Style is Sink or Standard. Set the width of the middle (third) drawer front.

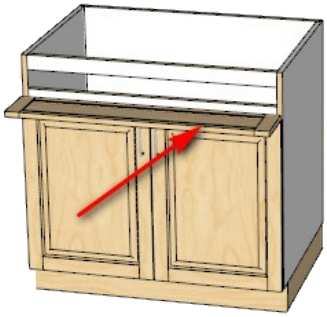


Top Drawer Options

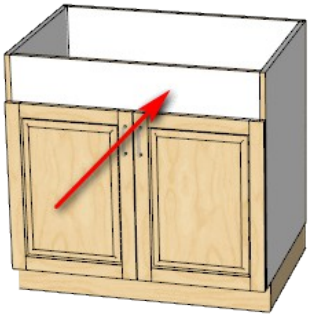
There are 3 Top Drawer Options for sink style cabinets. Default, Tip Out Tray and Omit Drawer Front.



Default



Tip Out Tray



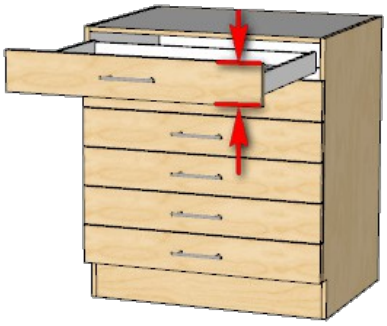
Omit Drawer Front

Drawer Spacing 1

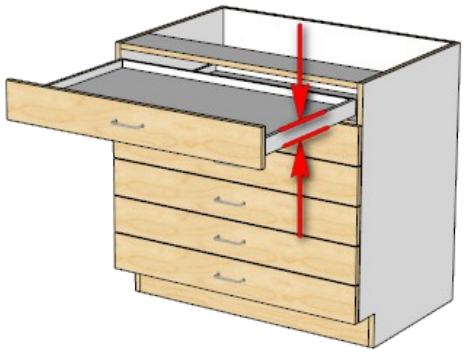
You set the drawer spacing individually. The checkbox is to omit the drawer front. Can work in conjunction with setting Drawer Box Height to 0.

Enter the spacing for drawer 1 here.

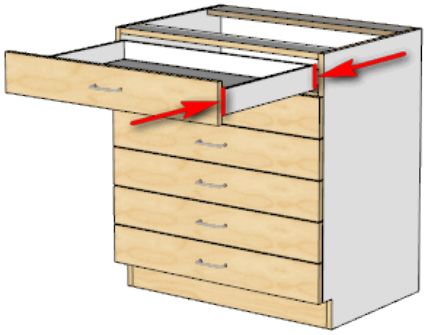
Tool Tip: *Check documentation for Drawer calculations*



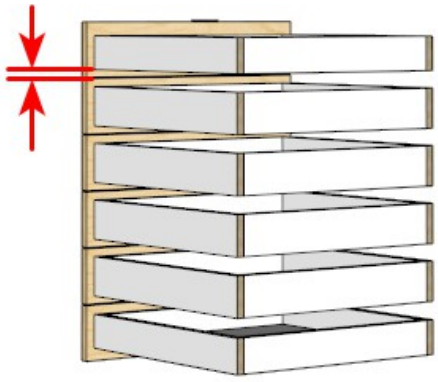
Enter 0 for CabMaker to calculate Drawer Box heights or override the Drawer Box height for drawer box 1 here.



You can also override the Depth of each drawer or set to 0 and CabMaker will calculate the depth.



Additionally you can override the Drawer overlap. This becomes helpful for the Handless system.

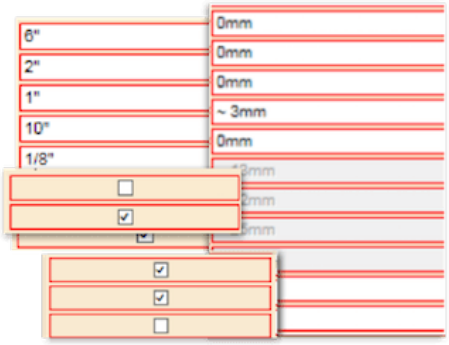


Drawers 2 through 6 are handled the same way as is Drawer 1.

5) If Different

Rules Set

Usually you will want to leave this set to “project”. The advantage of this is you can change the Rules on the PROJECT tab and change all cabinets at the same time. There are situations where you need a different rule. Over ride and pick a different set of rules here.

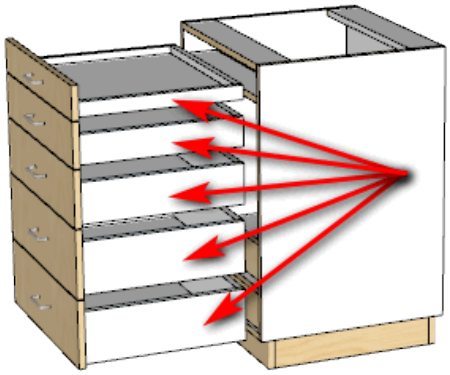


Materials Set

Usually you will want to leave this set to “project”. The advantage is you can change the Materials on the PROJECT tab and change all cabinets at the same time. There are situations where you need different materials. Over ride and pick different set of materials here.

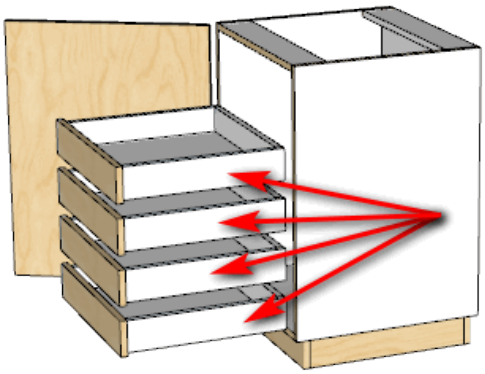
Drawer System

Usually you will want to leave this set to “project”. The advantage is you can change the Drawer System on the PROJECT tab and change all cabinets at the same time. There are situations where you need a different Drawer System. Over ride and pick different Drawer System here.



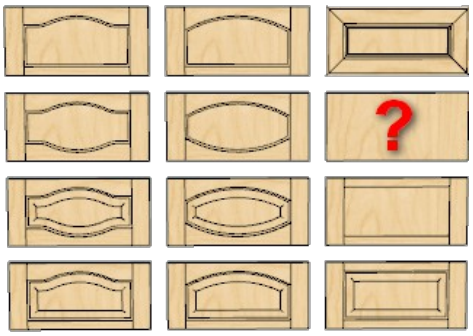
Pullout System

Usually you will want to leave this set to “project”. The advantage is you can change the Pullout System on the PROJECT tab and change all cabinets at the same time. There are situations where you need a different Pullout System. Over ride and pick different Pullout System here.



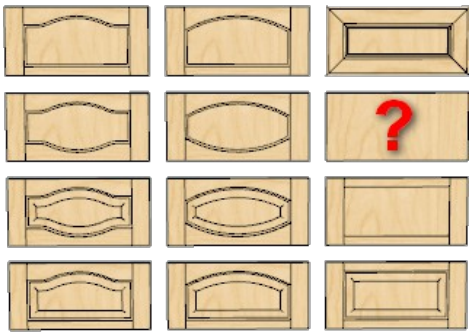
Top Drawer Style

Usually you will want to leave this set to “project”. The advantage of this is you can change the “Drawers” on the PROJECT tab and change all cabinets at the same time. There are situations where you need different Top Drawer. Over ride and pick a different Top Drawer Style here.



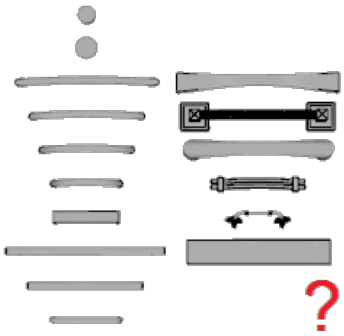
Drawer Style

Usually you will want to leave this set to “project”. The advantage of this is you can change the “Drawers” on the PROJECT tab and change all cabinets at the same time. There are situations where you need different drawers. Over ride and pick a different drawer style here.



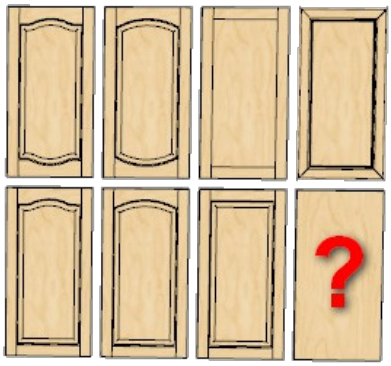
Drawer Handle

Usually you will want to leave this set to “project”. The advantage of this is you can change the “Handles” on the PROJECT tab and change all cabinets at the same time. There are situations where you need different handles. Over ride and pick a different handle here.



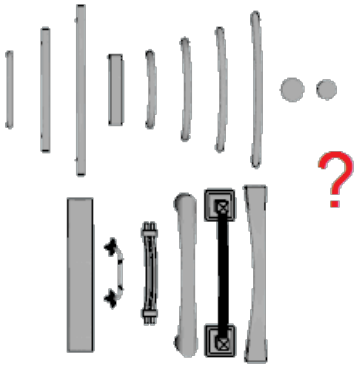
Door Style

Usually you will want to leave this set to “project”. The advantage is you can change the “Doors” on the PROJECT tab and change all cabinets at the same time. There are situations where you need different door(s). Over ride and pick a different door style here.



Door Handle

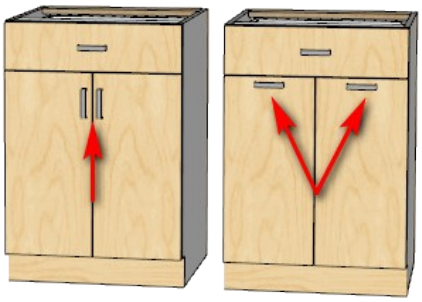
Usually you will want to leave this set to “project”. The advantage is you can change the “Handles” on the PROJECT tab and change all cabinets at the same time. There are situations where you need different handles. Over ride and pick a different door handle here.



6) Different Options

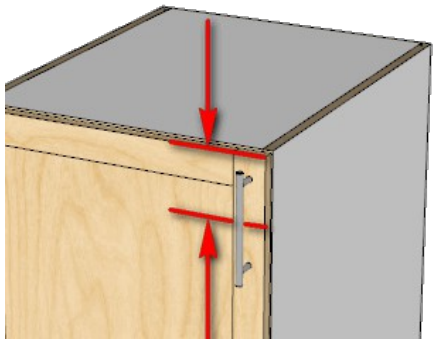
Handle Orientation

You can override the handle location.



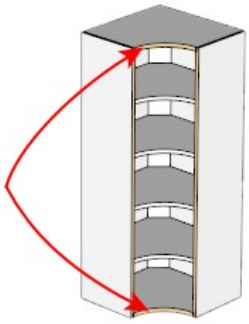
Handle Offset

Set your handle offset here. Used for left and right hand hinged doors. This setting is per cabinet.



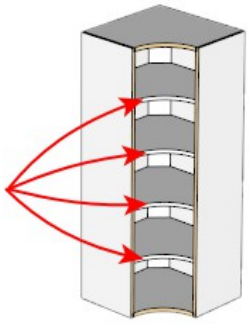
Concave Tops / Bottoms

Set to true if you want Angled cabinets to have Concave Tops, Bottoms and Fixed Shelves.



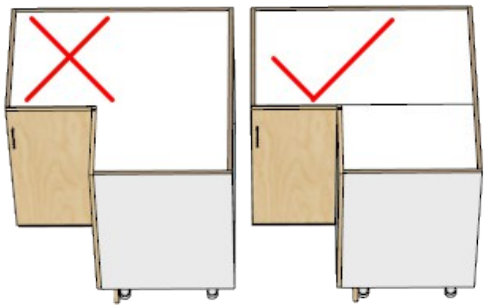
Shelves

Set to true if you want Angled cabinets to have Concave Adjustable shelves.



Split Returns

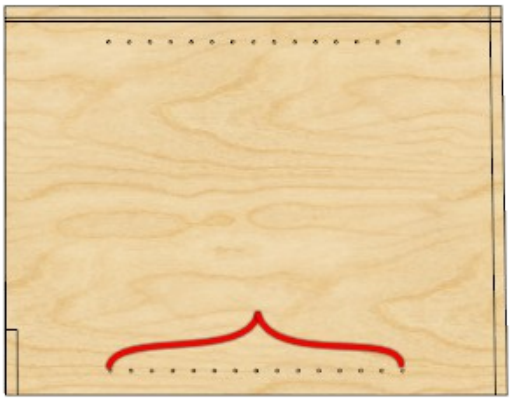
You can now split a Return corner cabinet with this check box. A Split Return Cabinet has a number of benefits of the one piece Return without having to put 2 separate cabinets in a library.



Shotgun

Set Cluster Size to -1 and check Shotgun if you want a series of shelf support holes that span multiple shelves.

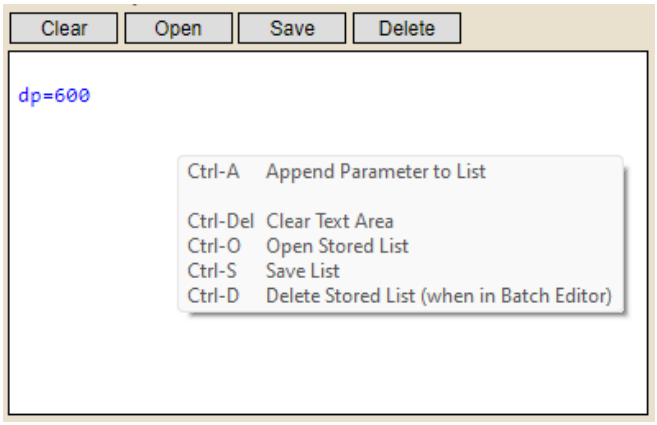
Tool Tip: *This setting is only used by reports*



7) More Help

Batch Editor

The Bach Editor allows you to update 1 or more Cabinet parameter for 2 or more Cabinets.



Ctrl-A You can tell when one of the many parameters found in the first 5 Tabs is in focus since the border is bold. Hold down the Ctrl key and touch the A key and the in focus control name and it's value will be added to the list.

When the editor is in focus you can use Ctrl-S to save the list or Ctrl-O to open an existing list. Ctrl-D allows you to delete a list.

Help File

The Help File button makes an operating system call and opens cabmaker.pdf in your browser. You must have a pdf viewer installed and your file associations for pdf must be set.

Shortcuts

The Context help now shows the available shortcuts.

Alt-S Save as – template in Tab
Alt-A All – Save changes Ignores locks
Alt-D Delete – template in Tab
Alt-L Lock – Toggles lock for current Tab
Alt-O Sets Storage Flag in PROJECT Tab
Alt-T Toggles – All material check boxes
Alt-H Help – Shows manual in PDF reader
Alt-X Switch between Full and Reduced
Tab Invokes expression evaluator
Enter Create Cabinet
Escape Close CabMaker

Eula File

The Eula File button makes an operating system call and opens the eula.html file in your browser. You must have your file associations for html set.

8) Templates

Refresh

The refresh button reads the cabinet template as specified with the “Choose Cabinet Model” and restores all the cabinet settings from the template.

Search Filter

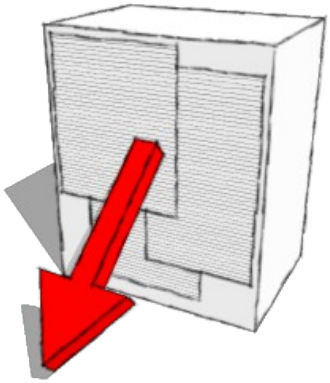
The Search Filter will filter the cabinet templates. Simply type one or more letters or a numbers and the drop down list populates with template names where the type characters exist as a group within the template name. It is not case sensitive.

Choose Cabinet Model

The default template is located in “GKWare_cabmaker\cab\default\default.txt”. The default template is a special case. CabMaker updates default.txt every time you create a cabinet.

All other cabinet models are not automatically saved. This allows you to work with a library cabinet and make changes such as sizes without changing the library.

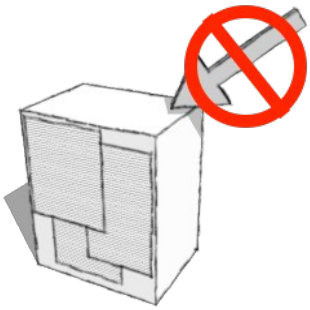
You can choose “Save As” from the library options and create a new library cabinet. You can also create multiple libraries. Edit Config provides you with a way to create a new library and the PROJECT Tab allows you to set a library as current.



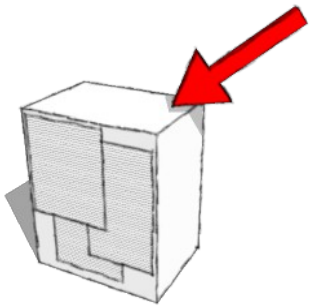
Saving Options

There are 3 saving options: “Do Not Save”, “Save” and “Save As”. If you wish to save changes to an existing library then choose “Save”. If you wish to create a new library cabinet then choose “Save As” and you will be asked to provide a new name for the library cabinet.

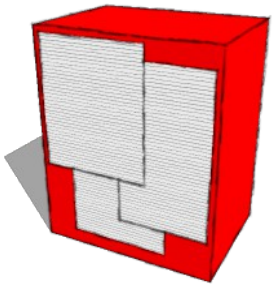
Tool Tip: *Alt S - Save / Save As*



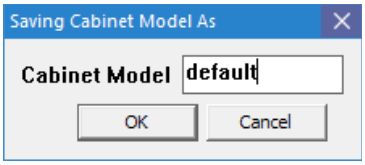
Do Not Save



Save



Save As



Price

The Price parameter is optional and can be anything that you would like. This value is included in the Cabinet Listing reports.

Create Cabinet

The “Create Cabinet” button is used to edit or create cabinets.

If you click on the CabMaker tool bar or choose CabMaker from the menu you are set up to create a new cabinet.

If you pre select 1 or more cabinets, right click and choose “Edit Cabinet” then you are in edit mode.

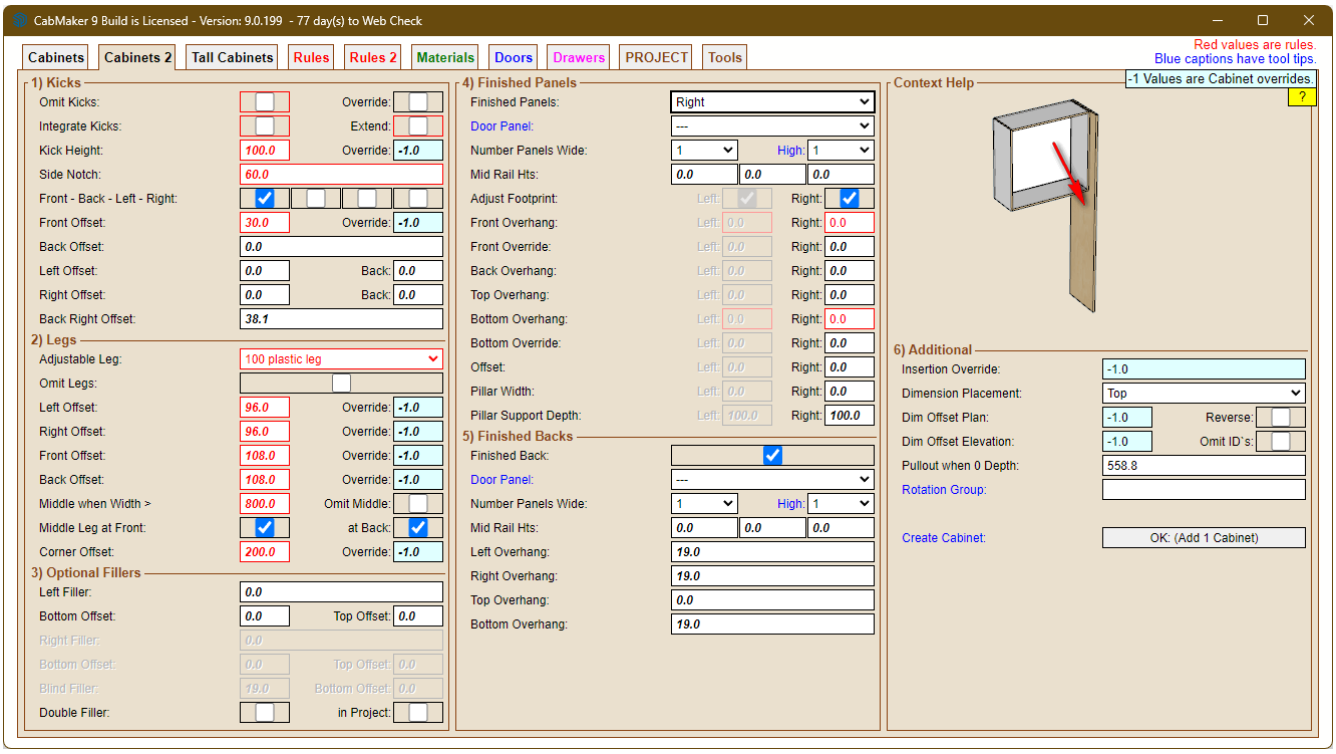
If you are editing a single cabinet then you can change any number of parameters on the “Cabinet Tab”.

If you are editing multiple cabinets then you are in batch mode and the settings on the “Cabinets Tab” are ignored.

Tool Tip: *Or press Enter key*

Cabinets 2 Tab

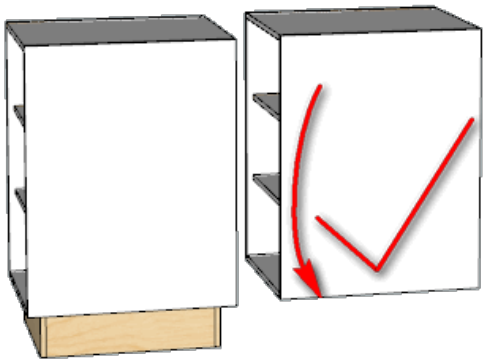
The Cabinets 2 Tab is part of the Main Form. Please note the first four parameters (in red) are part of the Rules Set.



1) Kicks

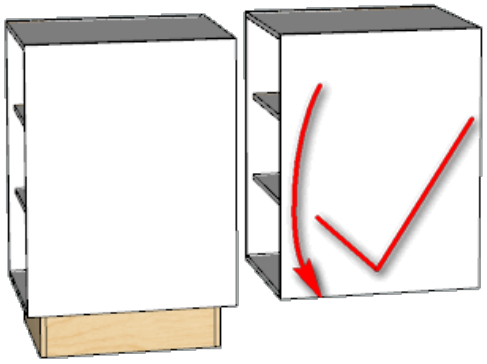
Omit Kicks

Some manufactures like to build a separate combined kick (sometimes called a ladder). Check this parameter if you do not want kicks.



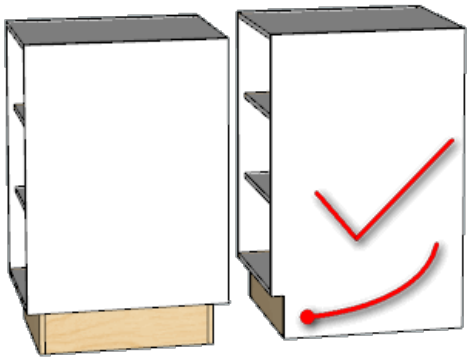
Override

This parameter allows you to Omit Kicks for just this cabinet.



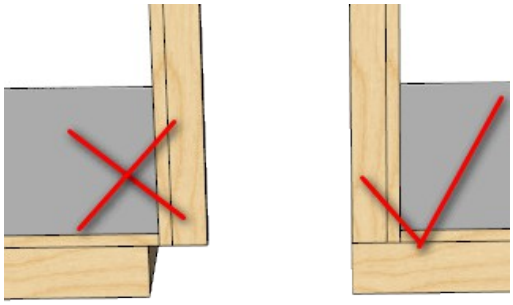
Integrate Kicks

If you want cabinet sides to extend to the floor then check Integrate kicks.



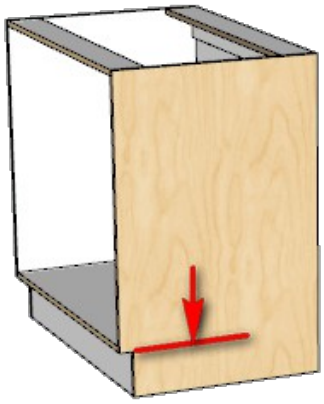
Extend Kicks

You can now choose whether you want the kick to line up with right and left fillers.



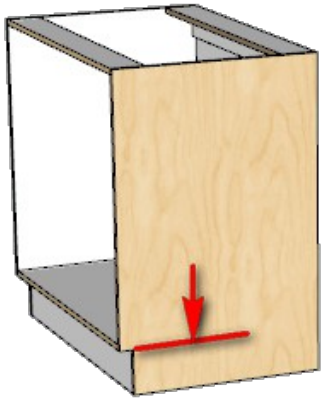
Kick Height

Base cabinets have kicks. Adjust the height here.



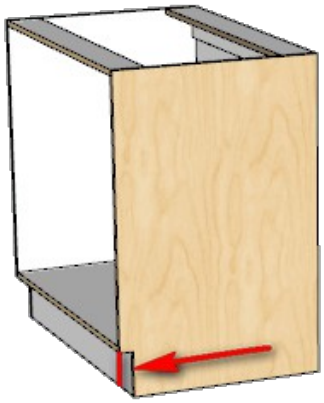
Override

Set this to -1 to use Kick Height in Rules or override the Kick Height at the cabinet level. Set to 0 to omit the kick at the cabinet level.



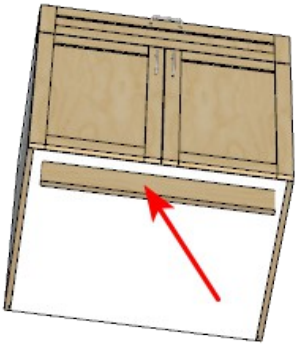
Side Notch

Integrated kicks can have a notch in the side panel. Adjust this independently from “Front Offset”.

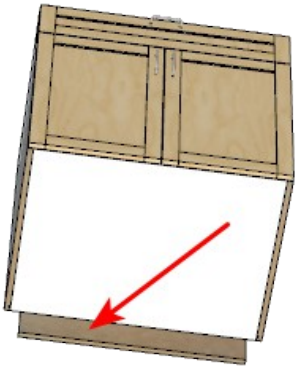


Front – Back – Left – Right

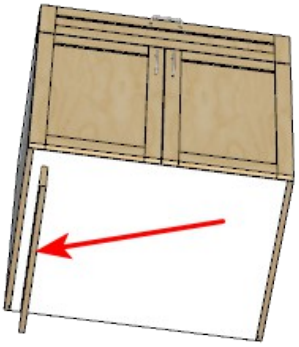
These 4 checkboxes control the kicks. You may turn on any one or more of the kicks.



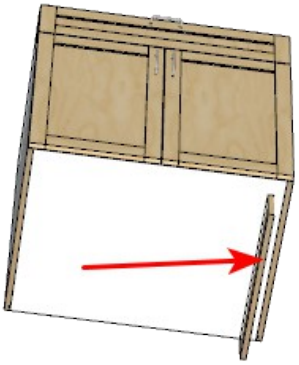
Front



Back



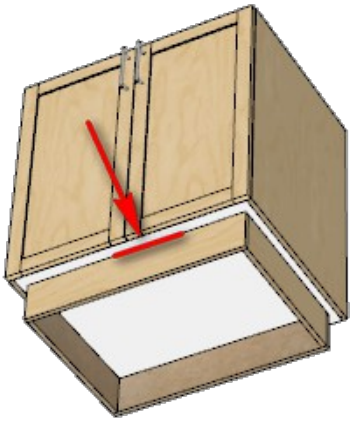
Left



Right

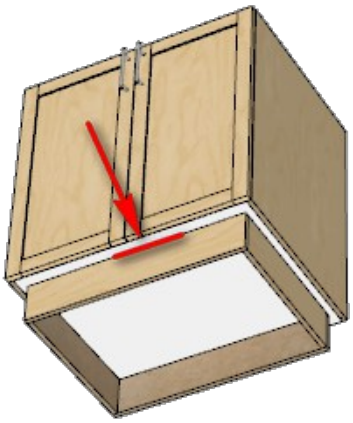
Front Offset

Enter how far back you want the kick from the front of the cabinet. Works for regular and integrated kicks.



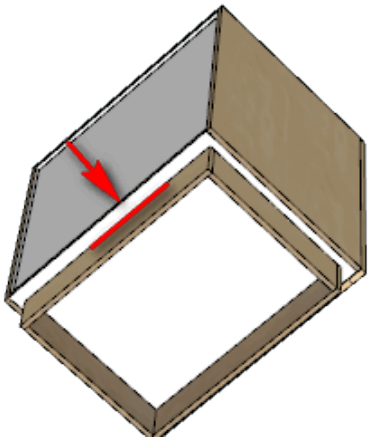
Override

Set to -1 to ignore or use this to override the Front Offset at the cabinet level.



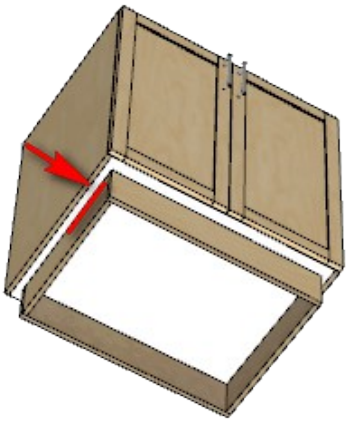
Back Offset

Only for regular kicks. Allows you to adjust the back edge of the kick.



Left Offset

Only for regular kicks. Allows you to adjust the left edge of the kick.

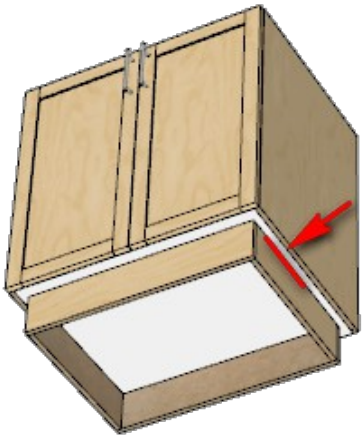


Back

This is the amount that you want the Left Back end to extend past the side.

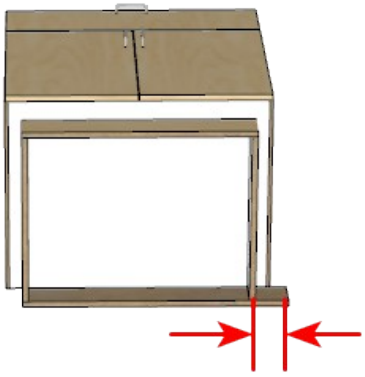
Right Offset

Only for regular kicks. Allows you to adjust the right edge of the kick.



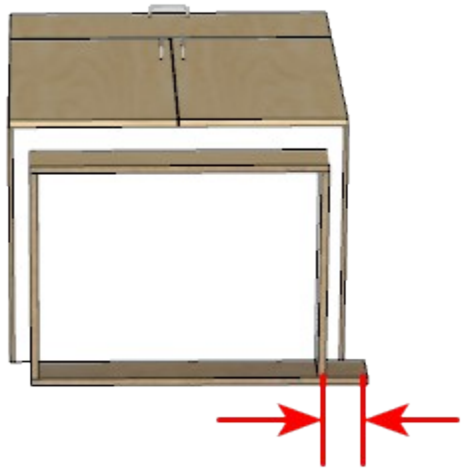
Back

This is the amount that you want the Right Back end to extend past the side.



Back Right Offset

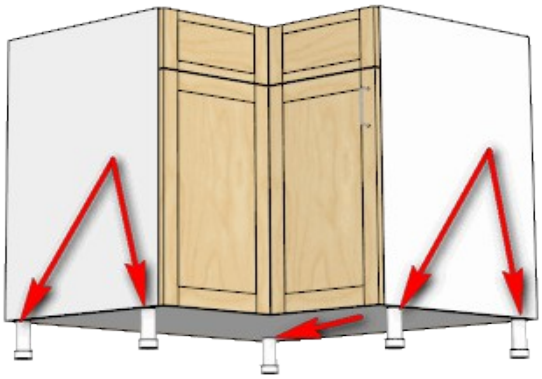
Only for angled or return corner cabinets and regular kicks . Allows you to adjust the back right edge of the kick.



2) Legs

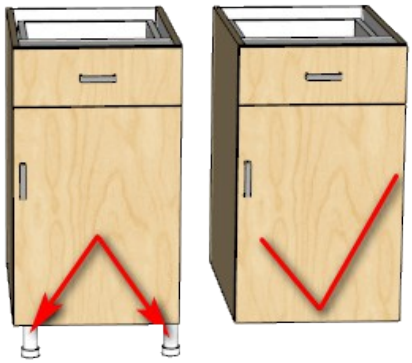
Adjustable Leg

Choose an adjustable leg or choose “No Leg”. You can add more legs. Just follow the examples and make sure the the center at the top of the leg is at the ORIGIN.



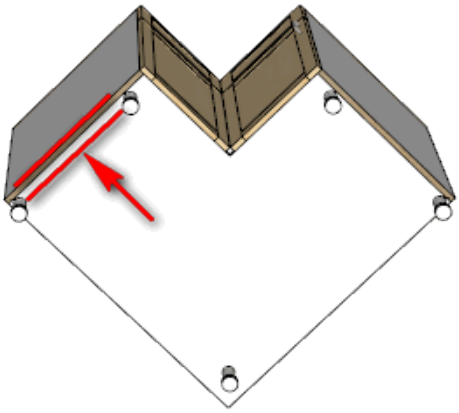
Omit Legs

You can now Omit Legs for individual cabinets.



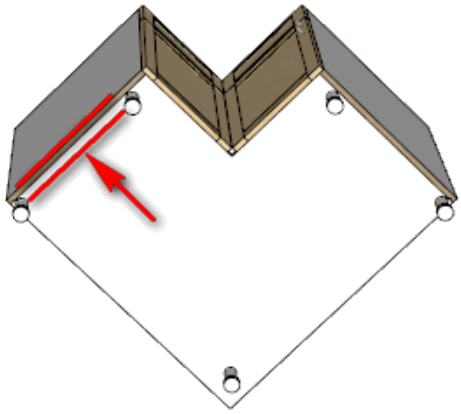
Left Offset

Set the distance from the left side of the cabinet to the center of the leg.



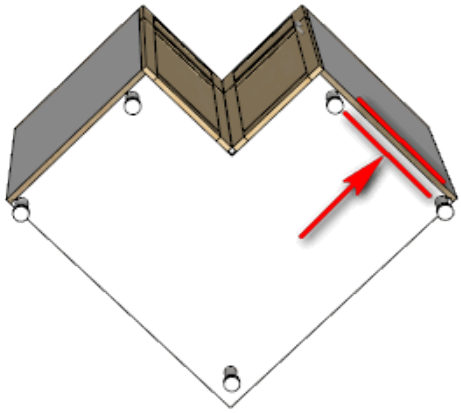
Override

Set to 0 to ignore or override the Left Offset at the per cabinet level.



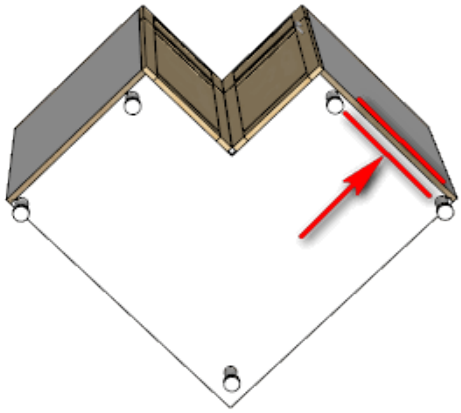
Right Offset

Set the distance from the right side of the cabinet to the center of the leg.



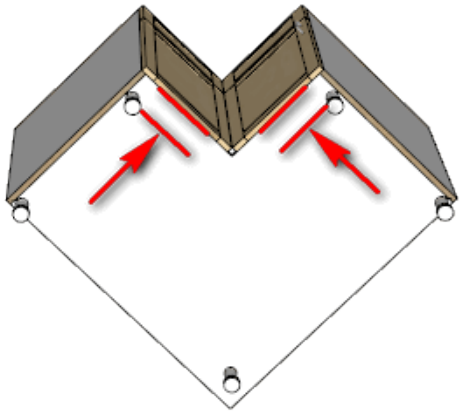
Override

Set to 0 to ignore or override the Right Offset at the per cabinet level.



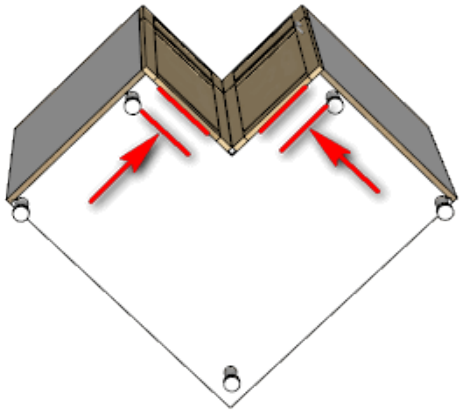
Front Offset

Set the distance from the front of the cabinet to the center of the leg.



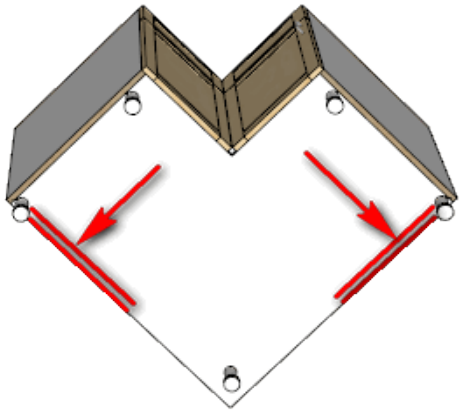
Override

Set to 0 to ignore or override the Front Offset at the per cabinet level.



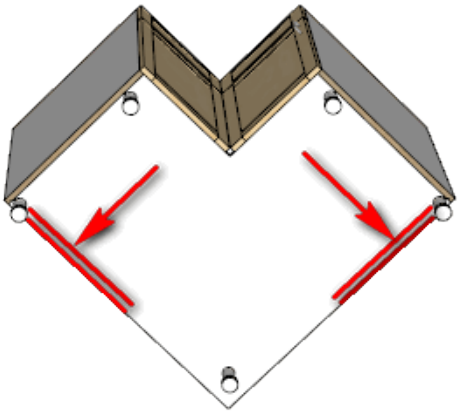
Back Offset

Set the distance from the back of the cabinet to the center of the leg.



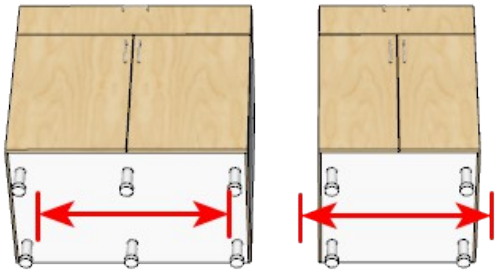
Override

Set to 0 to ignore or override the Back Offset at the per cabinet level.



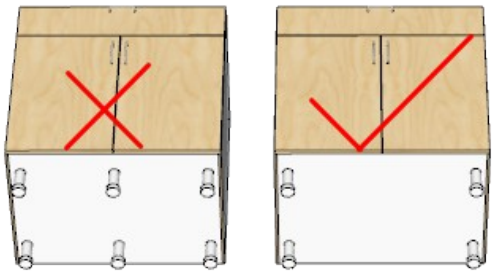
Middle when Width >

If you want middle legs only if cabinet is wider than X then set that value here.



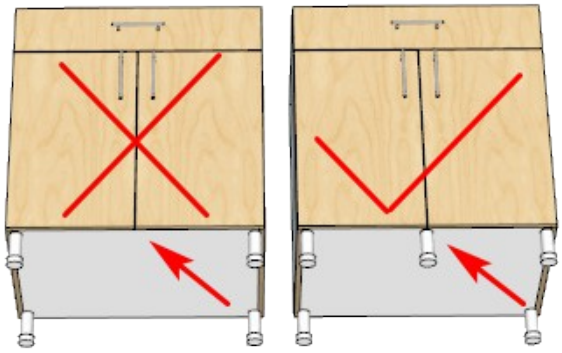
Omit Middle

If you want to omit middle legs for certain cabinets then you can override it here,



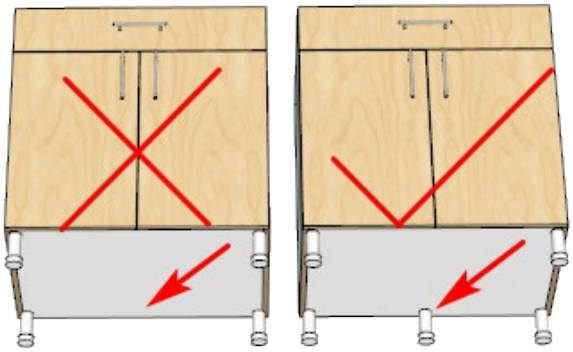
Middle Leg at Front

Turn this on for a middle front leg.



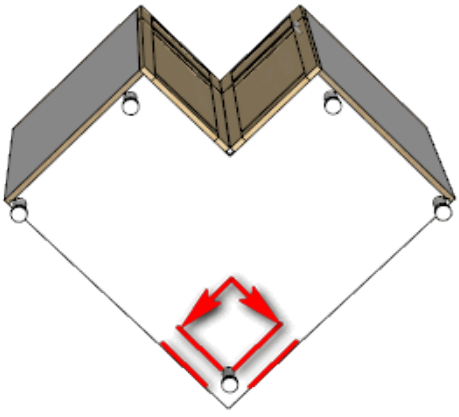
At Back

Turn this on for a middle back leg.



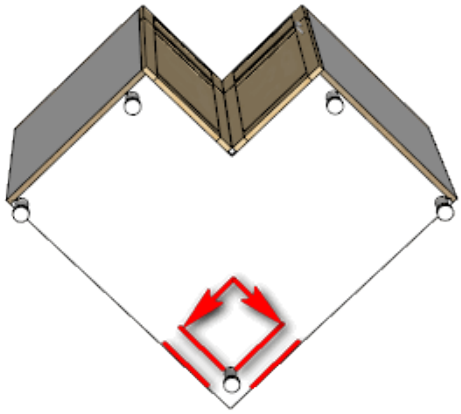
Corner Offset

Set the distance from the back corner of the cabinet to the center of the leg.



Override

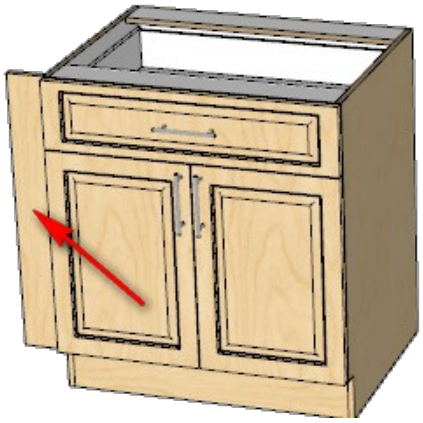
Set to 0 to ignore or override the Corner Offset at the per cabinet level.



3) Optional Fillers

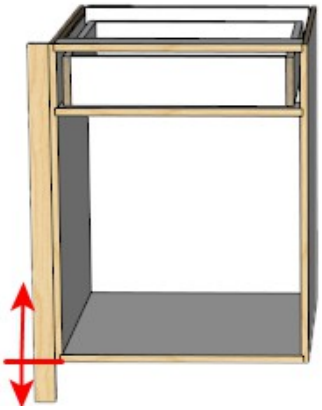
Left Filler

This is the optional left Filler.



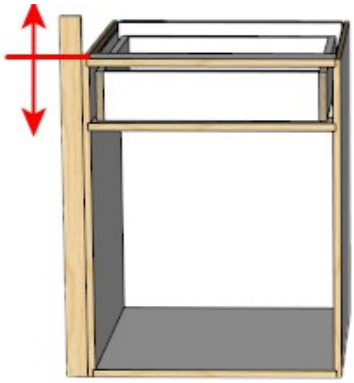
Bottom Offset

Adjust the Filler here. A positive number means the Filler gets longer, negative means shorter.



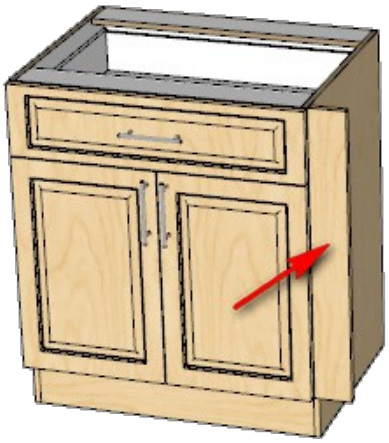
Top Offset

Adjust the Filler here. A positive number means the Filler gets longer, negative means shorter.



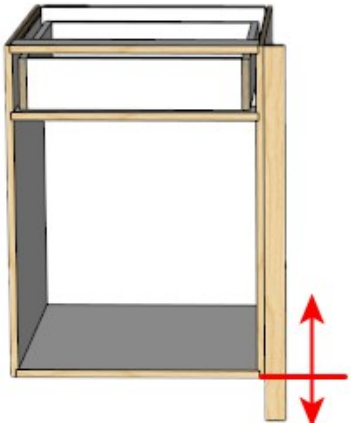
Right Filler

This is the optional right filler.



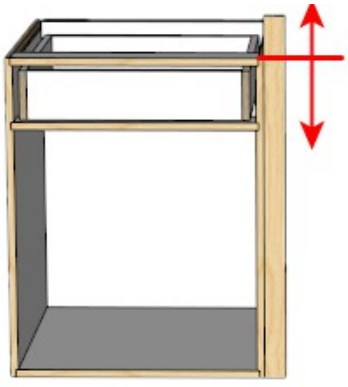
Bottom Offset

Adjust the Filler here. A positive number means the Filler gets longer, negative means shorter.



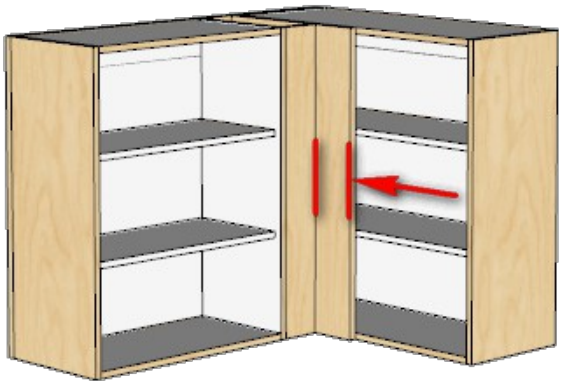
Top Offset

Adjust the Filler here. A positive number means the Filler gets longer, negative means shorter.



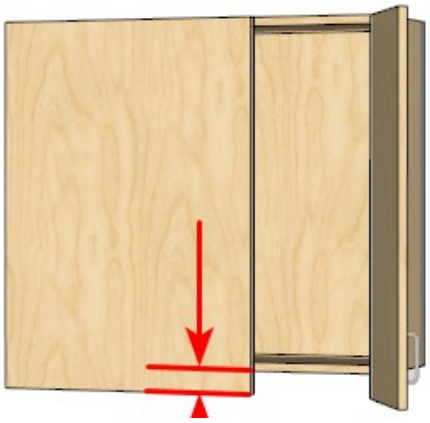
Blind Filler

Blind cabinets have a panel who's width is the same as the depth of the cabinet. The blind filler is an amount added (or subtracted) from the panel. Need for door handles to clear.



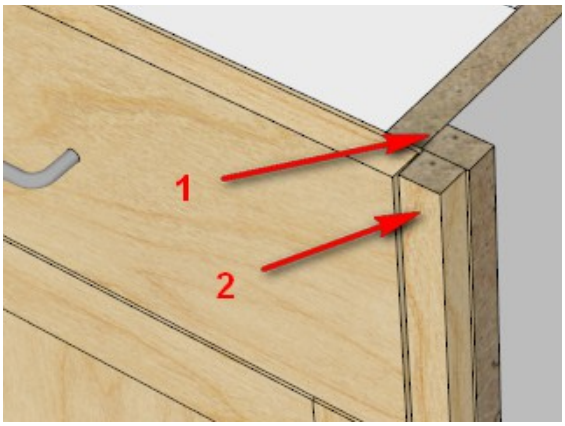
Bottom Offset

Upper Blind Cabinets have a Blind Filler that may optionally extend below the cabinet.



Double Filler

Framless overlay construction can have optional finished filler in front of the cabinet filler. The Double Filler is narrower than the filler by the value of the Door Gap.



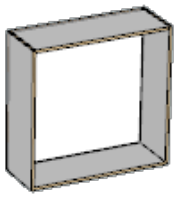
In Project

Check this if you want to set Double or Single Fillers at the Project level.

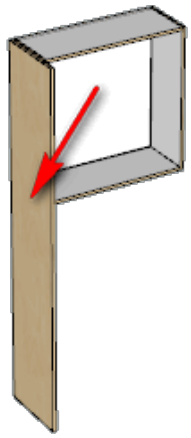
4) Finished Panels

Finished Panels

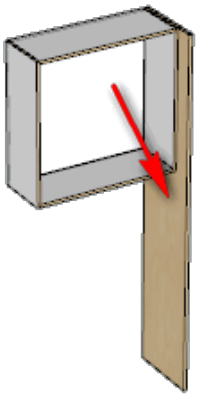
There are a number of advantages using Finished Panels. You can stack cabinets instead of building tall units making it much easier for handling. The finished panel can also be used to hide refrigerator sides etc. This also makes finishing (stain and lacquering) much easier.



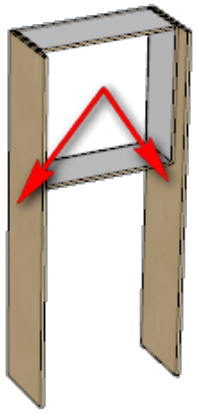
None



Left Finished Panel



Right Finished Panel

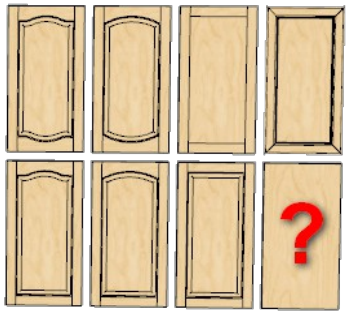


Both Finished Panels

Door Panel

Choose --- for simple panel or choose a door style for the side panel(s).

Tool Tip: *Set to --- for simple finished panel*



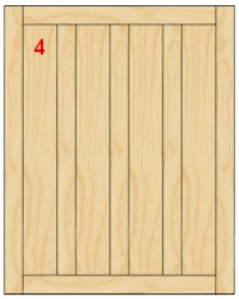
Number Panels Wide

You may have up to 4 panels wide. 5 piece doors with shaped top rail are restricted to 1 panel wide.

1 Panel

2 Panels

3 Panels

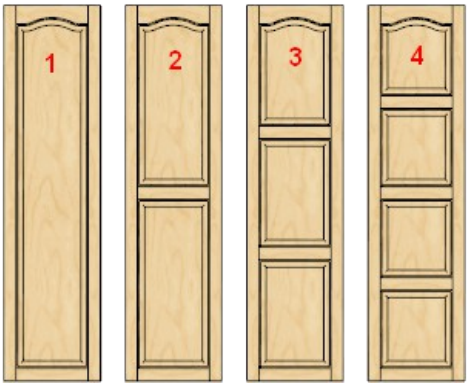


4 Panels

High

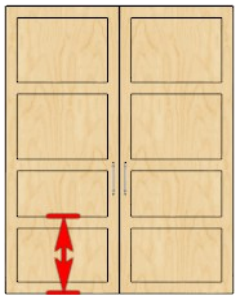
You may have up to 4 panels high.

Tool Tip: *When first rail height is 0 then this will divide the door evenly by this number of panels.*

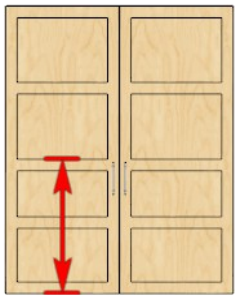


Mid Rail Hts

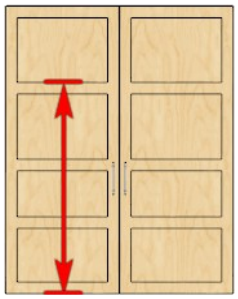
If you leave the Mid Rail Hts parameters as 0 then CabMaker will automatically adjust the panel spacing or you can override and set the height of the top edge of the mid rails.



Mid Rail Ht 1



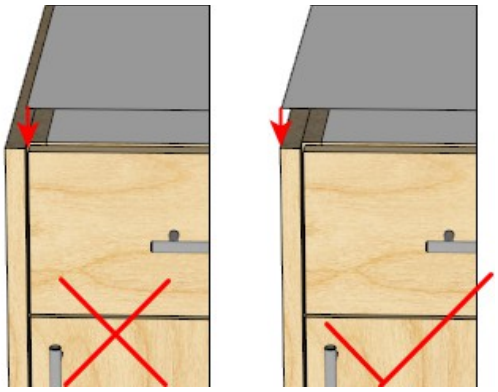
Mid Rail Ht 2



Mid Rail Ht 3

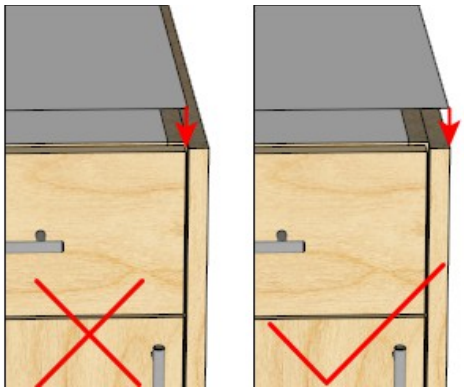
Adjust Footprint Left

Check this if you want the footprint to cover the Left Applied Panel.



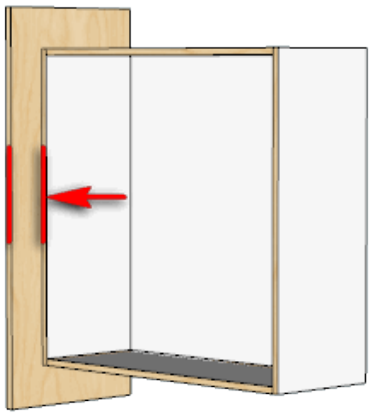
Right

Check this if you want the footprint to cover the Right Applied Panel.



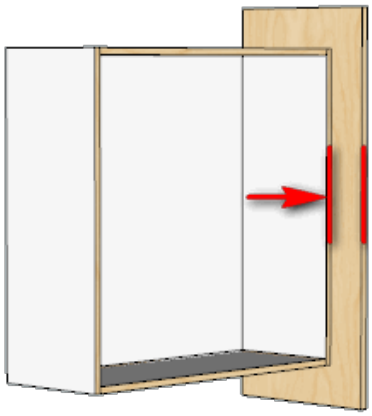
Front Overhang Left

You can adjust the Front Overhang for the Left panel here. Set it to 0 if you want it flush to the front of the cabinet.



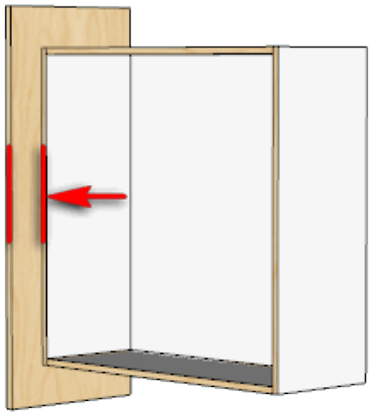
Right

You can adjust the Front Overhang for the Right panel here. Set it to 0 if you want it flush to the front of the cabinet.



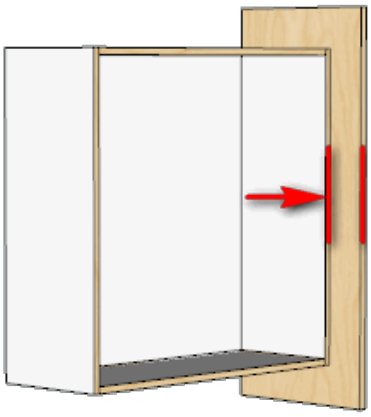
Front Override Left

You may Override the Left Overhang for this cabinet.



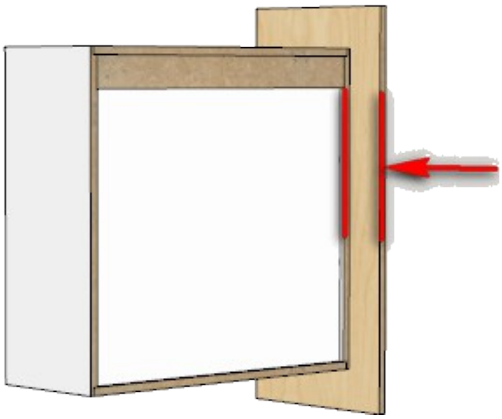
Right

You may Override the Right Overhang for this cabinet.



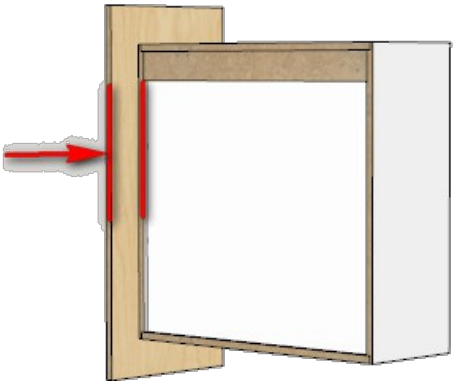
Back Overhang Left

You can adjust the Back Overhang for the Left panel here. Set it to 0 if you want it flush to the back of the cabinet.



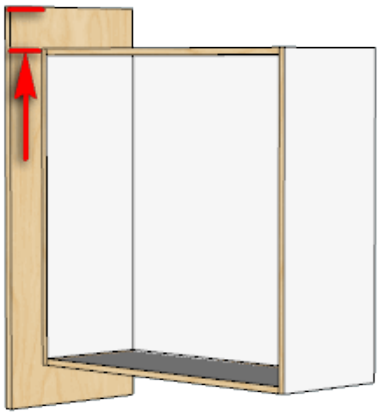
Right

You can adjust the Back Overhang for the Right panel here. Set it to 0 if you want it flush to the back of the cabinet.



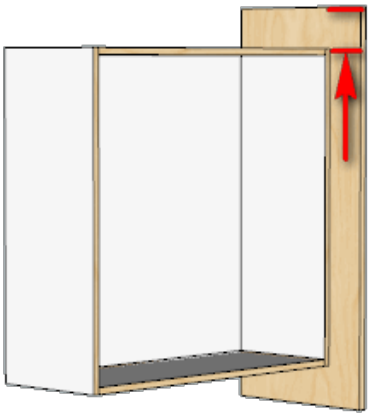
Top Overhang Left

You can set Top Overhang for the Left panel here. Set to 0 if you want it flush to the top of the cabinet. Set it to 0 if you want it flush to the top of the cabinet.



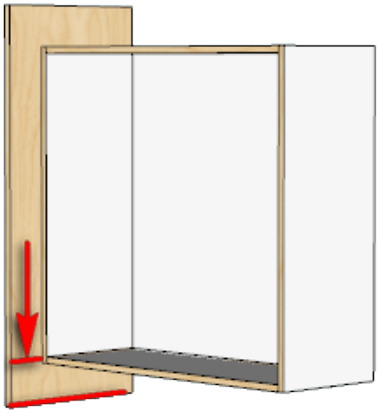
Right

You can set Top Overhang for the Right panel here. Set to 0 if you want it flush to the top of the cabinet. Set it to 0 if you want it flush to the top of the cabinet.



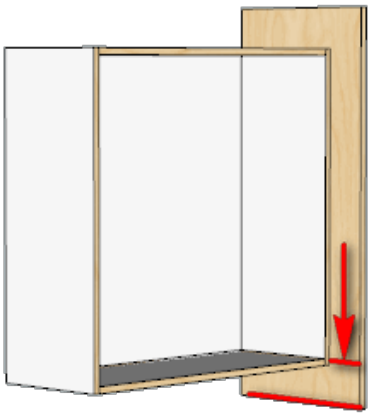
Bottom Overhang Left

Set the bottom overhang for the Left panel here. Useful where a finished panel hides the side of a fridge. Set it to 0 if you want it flush to the bottom of the cabinet.



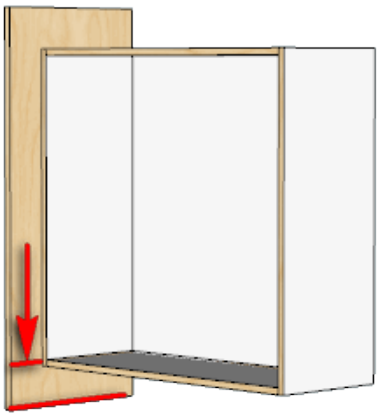
Right

Set the bottom overhang for the Right panel here. Useful where a finished panel hides the side of a fridge. Set it to 0 if you want it flush to the bottom of the cabinet.



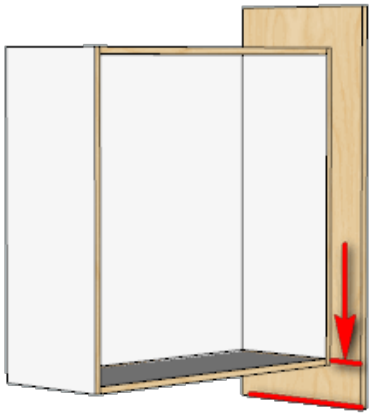
Bottom Override Left

You may Override the Bottom Overhang for the Left Panel for this cabinet.



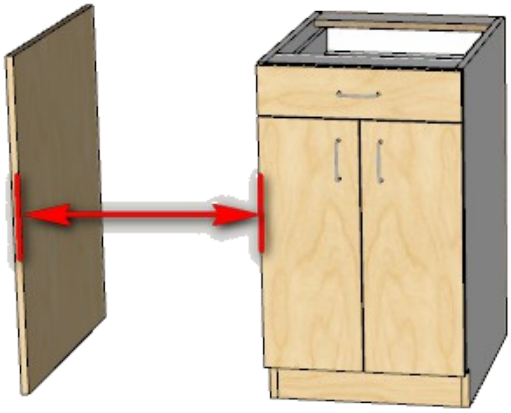
Right

You may Override the Bottom Overhang for the Right Panel for this cabinet.



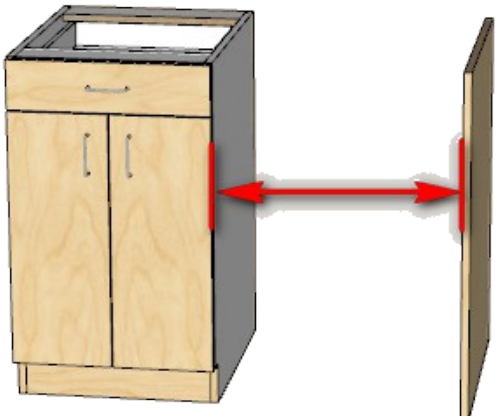
Offset Left

Set offset to 0 for a flush finished Left panel. Set it to a positive value to move it away from the cabinet or set it to a negative value to move it to the other side of the cabinet.



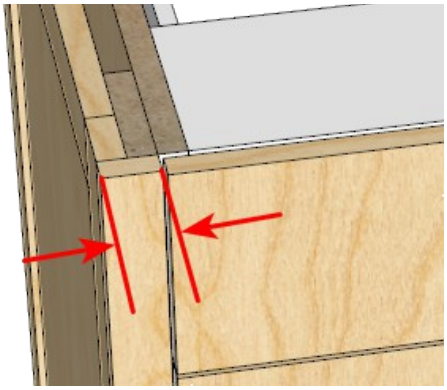
Right

Set Right Offset to 0 for a flush finished panel. Set it to a positive value to move it away from the cabinet or set it to a negative value to move it to the other side of the cabinet.



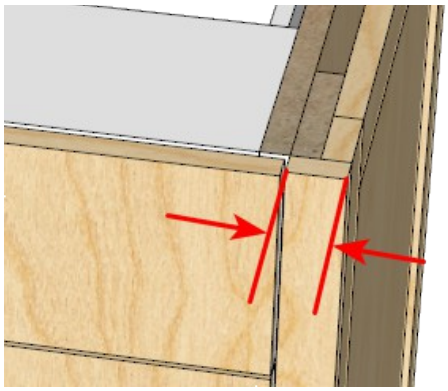
Pillar Width Left

You can set the width of the Left Pillar to twice the thickness of the finished panel or greater. The panel can be moved forward or backward.



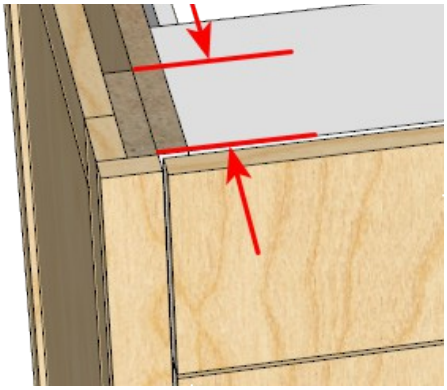
Right

You can set the width of the Right Pillar to twice the thickness of the finished panel or greater. The panel can be moved forward or backward.



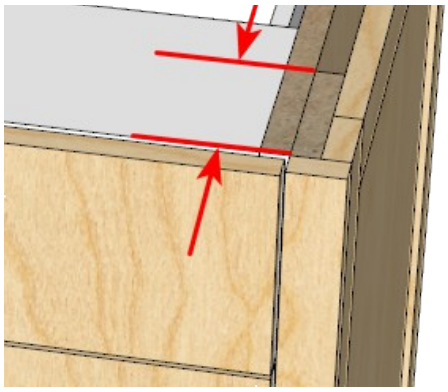
Pillar Support Depth Left

The Depth of the Left Pillar Support may be adusted for size.



Right

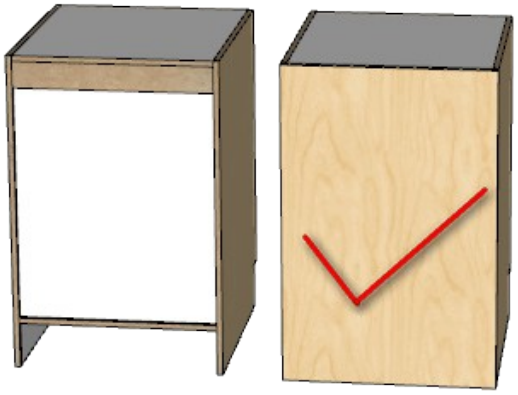
The Depth of the Right Pillar Support may be adusted for size.



5) Finished Backs

Finished Back

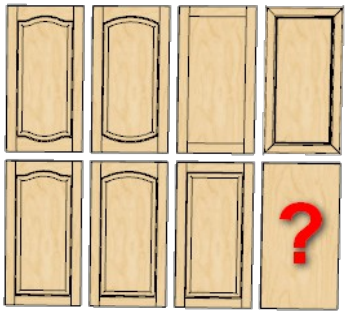
Add a finished back here. This finished back extends to floor.



Door Panel

Choose --- for simple panel or choose a door style for the side panel(s).

Tool Tip: *Set to --- for simple finished panel*



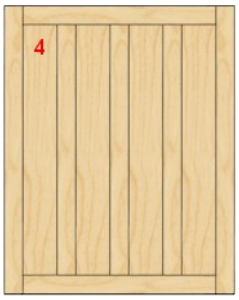
Number Panels Wide

You may have up to 4 panels wide. 5 piece doors with shaped top rail are restricted to 1 panel wide.

1 Panel

2 Panels

3 Panels

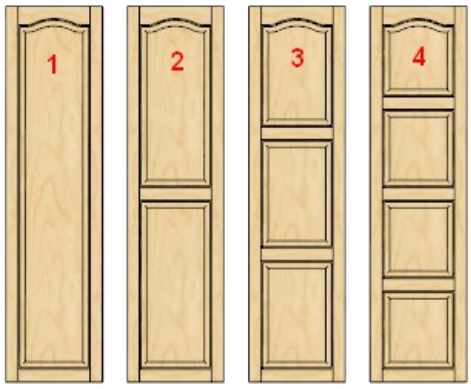


4 Panels

High

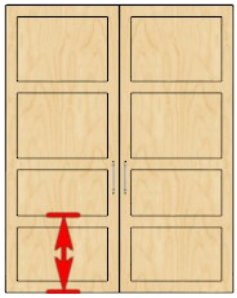
You may have up to 4 panels high.

Tool Tip: *When first rail height is 0 then this will divide the door evenly by this number of panels.*

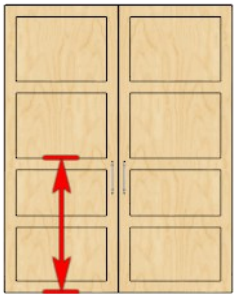


Mid Rail Hts

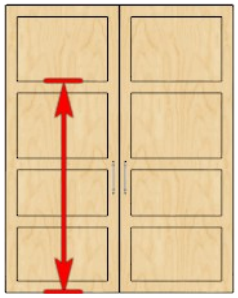
If you leave the Mid Rail Hts parameters as 0 then CabMaker will automatically adjust the panel spacing or you can override and set the height of the top edge of the mid rails.



Mid Rail Ht 1



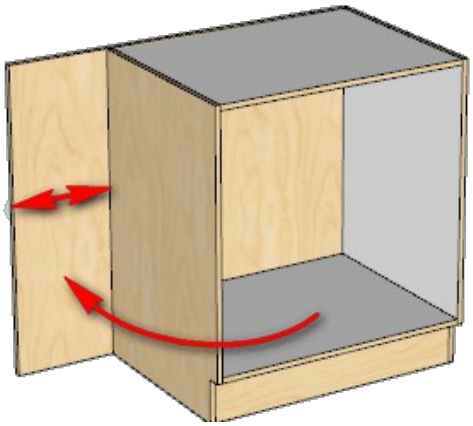
Mid Rail Ht 2



Mid Rail Ht 3

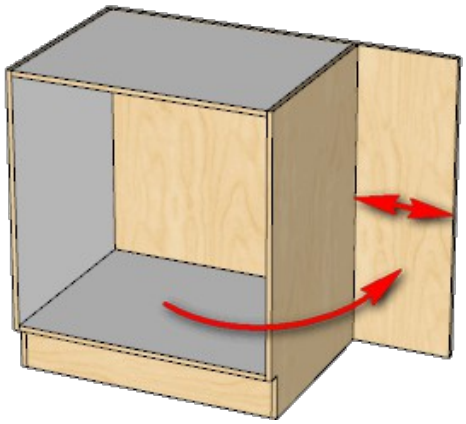
Left Overhang

Set the left overhang for the finished back here.



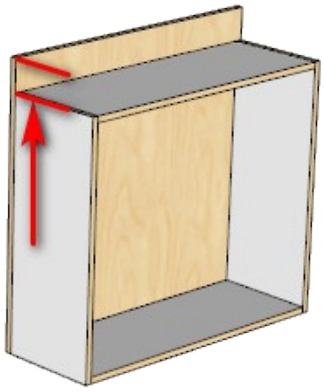
Right Overhang

Set the right overhang for the finished back here.



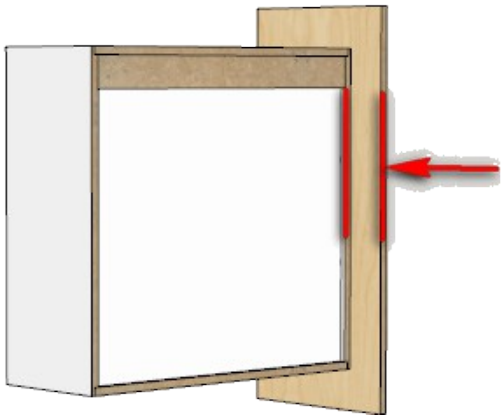
Top Overhang

Set the top overhange for the finished back here.



Bottom Overhang

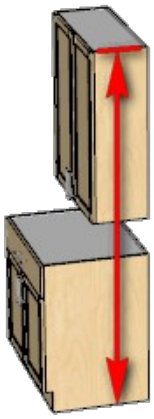
Set the bottom overhang for the finished back here.



6) Additional

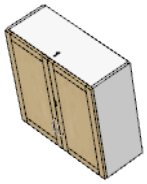
Insertion Override

Set to -1 to let the rules specify the insertion point for upper cabinets or override it here.

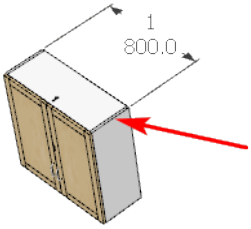


Dimension Placement

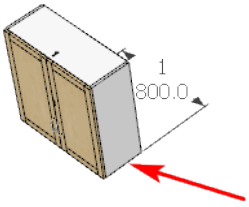
You can now choose the placement of dimensioning on a per cabinet basis.



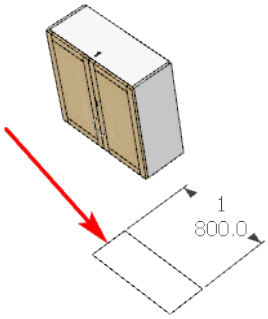
None



Top



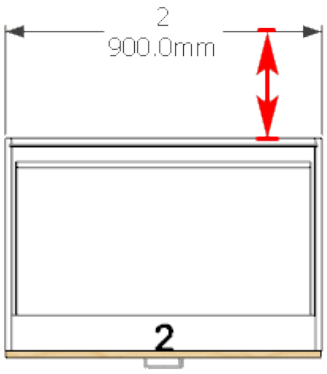
Bottom



Floor

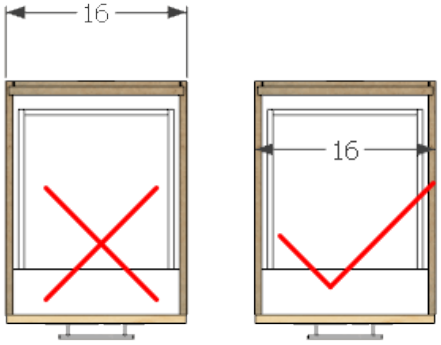
Dim Offset Plan

Set to -1 to use PROJECT setting. Set to 0 to turn off Plan Dimensions for this cabinet.



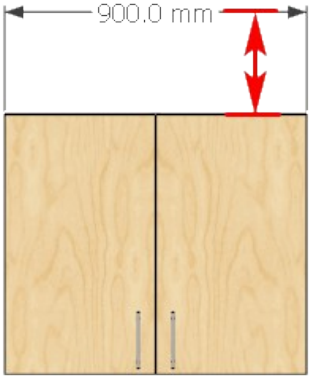
Reverse

Reverse moves the plan dimensioning to the otherside of the back edge.



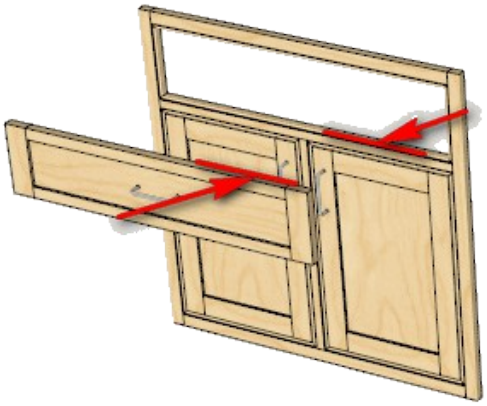
Dim Offset Elevation

Set to -1 to use PROJECT setting. Set to 0 to turn off Elevation Dimensions for this cabinet.



Pullout when 0 Depth

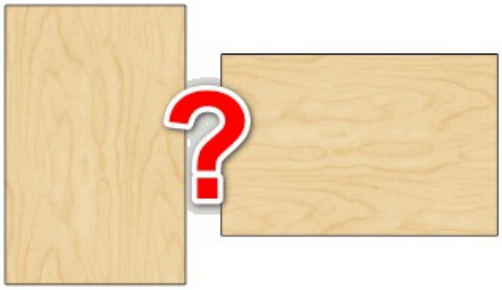
Use when Cabinet Depth is 0 for Frameless or when Cabinet Depth is the same as the Frame thickness. This allows Drawer fronts to animate.



Rotation Group

You may set up a category for each cabinet. This category will inform CutMaster how to rotate each cabinet part at the time of importing the job.

Tool Tip: *This setting is only used by reports*



Create Cabinet

The “Create Cabinet” button is used to edit or create cabinets.

If you click on the CabMaker tool bar or choose CabMaker from the menu you are set up to create a new cabinet.

If you pre select 1 or more cabinets, right click and choose “Edit Cabinet” then you are in edit mode.

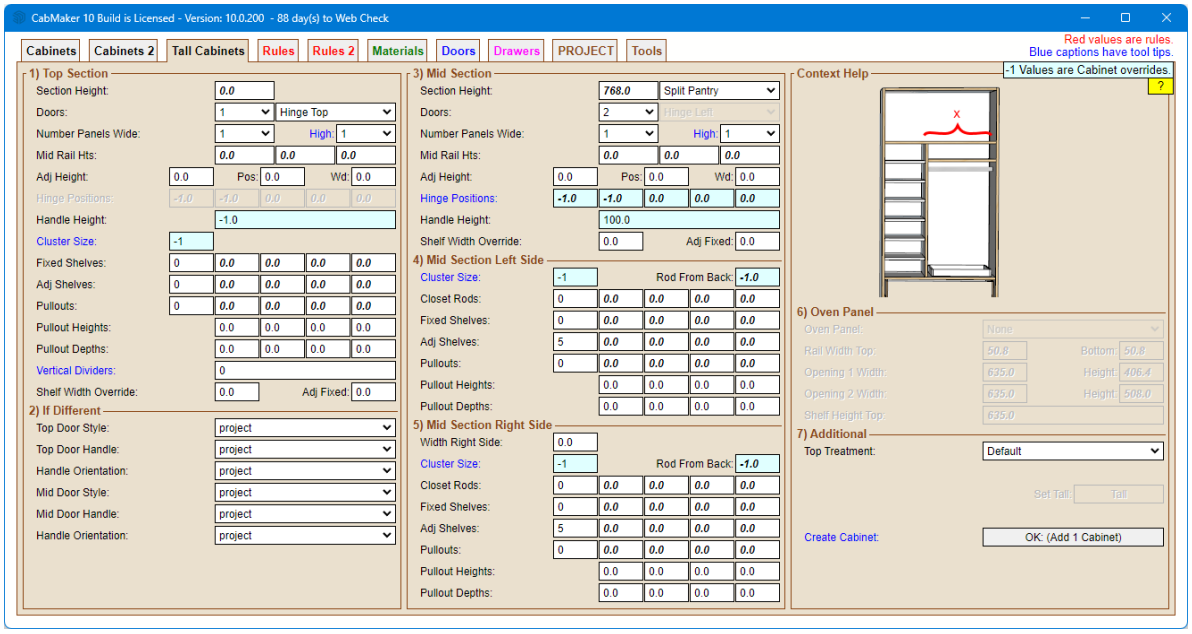
If you are editing a single cabinet then you can change any number of parameters on the “Cabinet Tab”.

If you are editing multiple cabinets then you are in batch mode and the settings on the “Cabinets Tab” are ignored.

Tool Tip: *Or press Enter key*

Tall Cabinets Tab

The Tall Cabinets Tab is part of the Main Form.



1) Top Section

Section Height

Tall Cabinets can have up to 3 sections. Set the height here for the top section.

Doors

This is the number of doors for the top section.

0 Doors

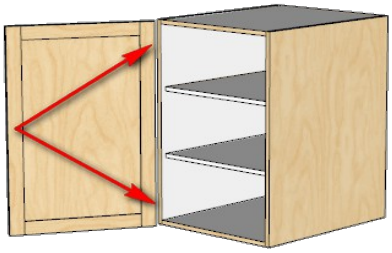
1 Door

2 Doors

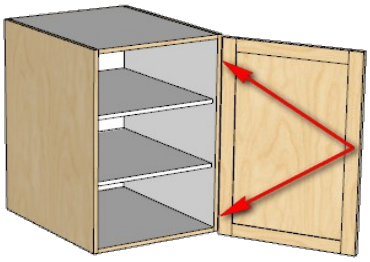
Options

This is where you set the interact options when you have a single door. Double doors are always hinged as a pair.

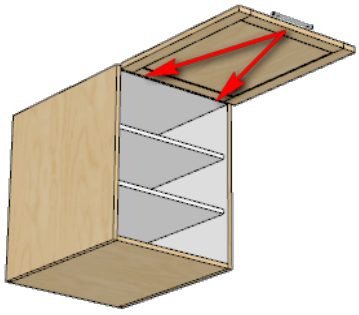
None



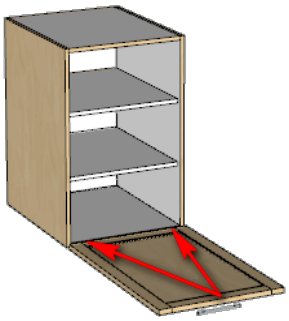
Left Hand Hinged



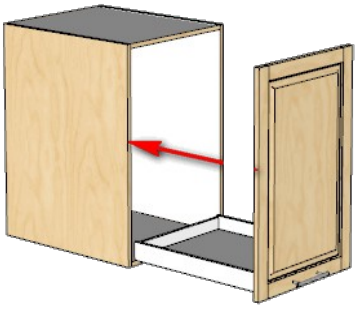
Right Hand Hinged



Top Hinged



Bottom Hinged



Pullout

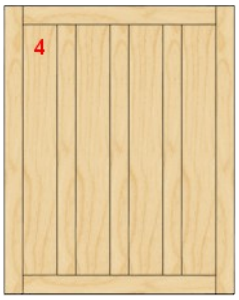
Number Panels Wide

You may have up to 4 panels wide. 5 piece doors with shaped top rail are restricted to 1 panel wide.

1 Panel

2 Panels

3 Panels

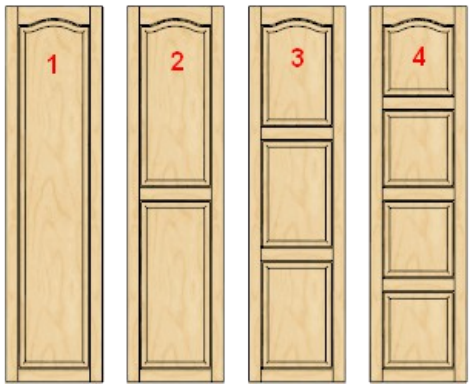


4 Panels

High

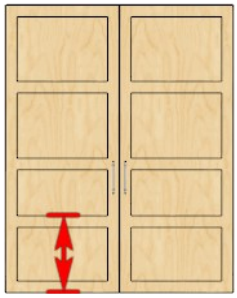
You may have up to 4 panels high.

Tool Tip: *When first rail height is 0 then this will divide the door evenly by this number of panels.*

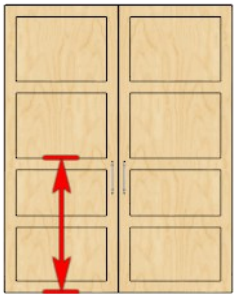


Mid Rail Hts

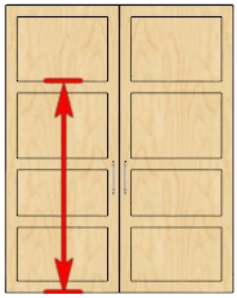
If you leave the Mid Rail Hts parameters as 0 then CabMaker will automatically adjust the panel spacing or you can override and set the height of the top edge of the mid rails.



Mid Rail Ht 1



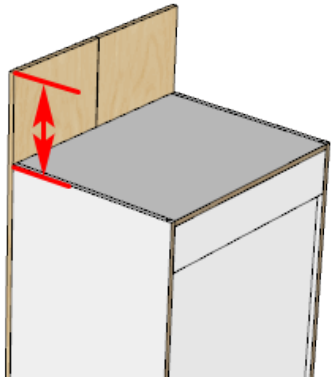
Mid Rail Ht 2



Mid Rail Ht 3

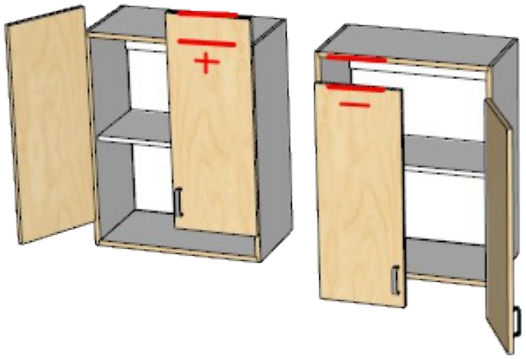
Adj Height

There are situations where you require doors to extend above the cabinet.



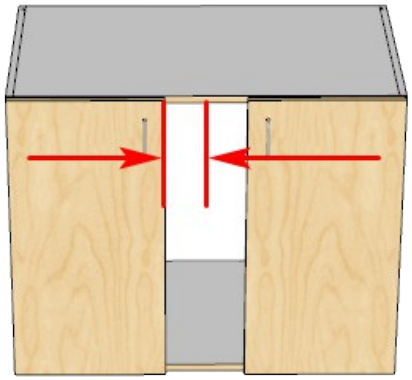
Pos

You can adjust the door up (positive) or down (negative).



Width

There are situations where you require 1 or 2 doors that do not automatically span the entire width of the cabinet



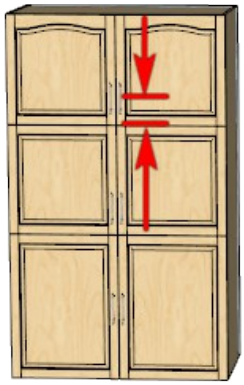
Hinge Positions

The hinge positions for Tall cabinets are the same as for a standard cabinets. Please refer to the Hinge Positions on the Cabinet Tab.

Tool Tip: *Hinge locations are only used by reports. Please read the manual.*

Handle Height

This is the distance between the edge of the door and the center of the handle.



Cluster Size

You can now set the number of shelf support holes per cabinet and per section for Tall Cabinets. Set this parameter to -1 to use CutMaster settings, set to 0 to turn off shelf supports or set to the number that you want.

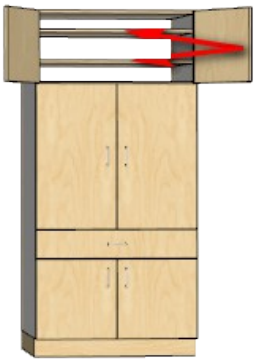
Tool Tip: *This setting is only used by reports*

Fixed Shelves

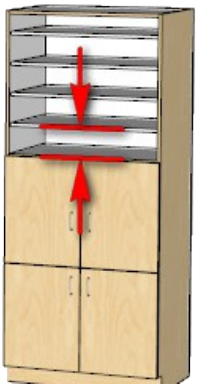
These are the cabinets fixed shelves. Enter as many as you want. Please note that there are 4 additional entry boxes which are used to override CabMaker's default fixed shelf positioning which is to position the shelves evenly within the opening.

Fixed Shelves:	2	100.0	150.0	0.0	0.0

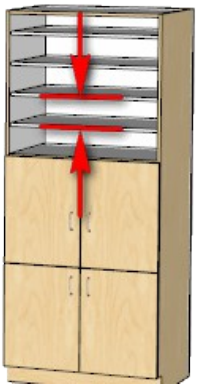
In this example the second entry box contains 100 which means that the First Opening is set to 100 mm. If the second entry box had a 0 then the default shelf spacing will be used. The third entry box is set to 150 therefore the spacing between the first and second fixed shelves is 150 mm.



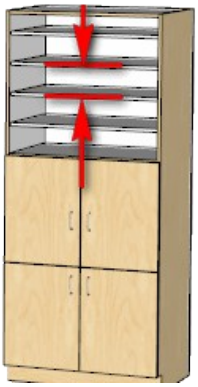
Fixed Shelves



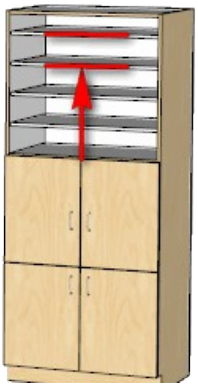
Fixed Opening 1



Fixed Opening 2



Fixed Opening 3



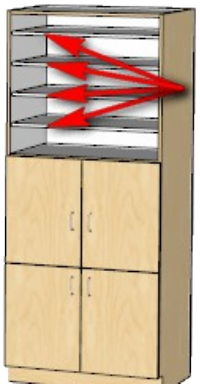
Fixed Opening 4

Adj Shelves

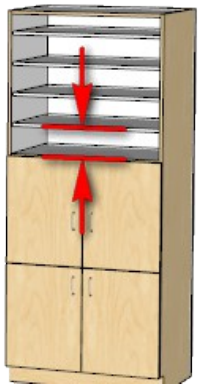
These are the cabinets adjustable shelves for the Top Section. Enter as many as you want. Please note that there are 4 additional entry boxes which are used to override CabMaker's default shelf positioning which is to position the shelves within the opening.

Adj Shelves:	4	4"	0"	0"	0"

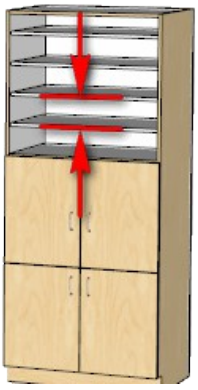
In this example the second entry box contains 4” which means that the First Opening is set to 4”. If the second entry box had a 0” then the default shelf spacing will be used. Since the rest of the boxes are 0”, CabMaker uses the prior value for their openings which is 4”.



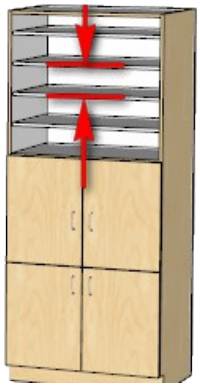
Shelves



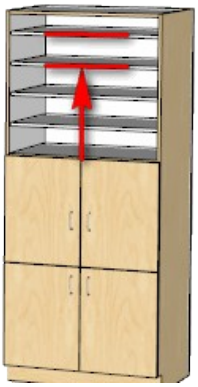
Space 1



Space 2



Space 3



Space 4

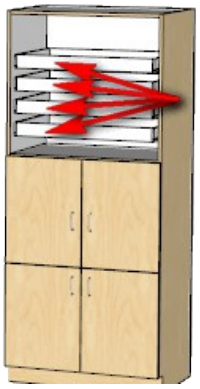
Pullouts

These are the cabinets pullouts. Enter as many as you want. Please note that there are 4 additional entry boxes which are used to override CabMaker's default pullout interval value.

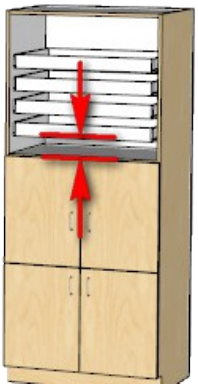
Pullouts:	4	4"	5"	5"	6"

In this example the second entry box contains 4” which means that the First Opening is set to 4”. Set it to 0 if you want CabMaker to use the Pullout Clearance from Rules 2.

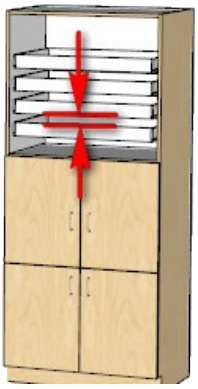
Since the rest of the boxes have values CabMaker uses these values for the openings between subsequent pullouts.



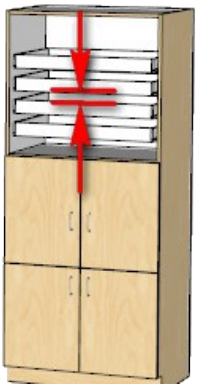
Pullouts



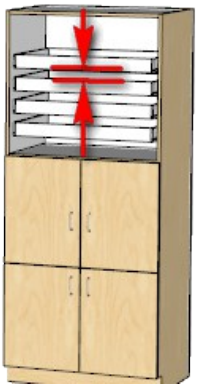
Space 1



Space 2



Space 3



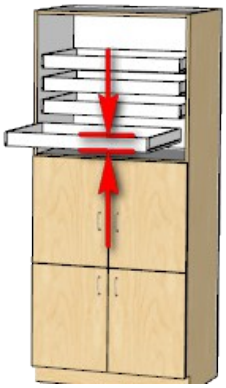
Space 4

Pullout Heights

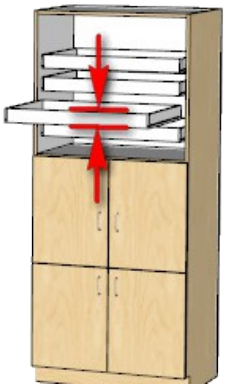
These are the height overrides for the above pullouts. In this example the bottom most pullout height is set to 3”. Set the first box to 0 if you want to use the pullout height default which is found in the Rules 2 tab. If any other box is set to 0 then cabmaker will use the prior boxes value.

Pullout Heights:	3"	4"	3"	3"

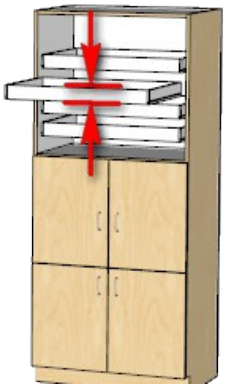
Since all of the boxes have values CabMaker will use these values for each corresponding pullout height.



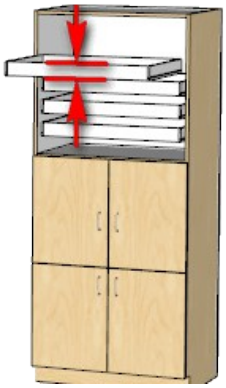
Pullout Height 1



Pullout Height 2



Pullout Height 3



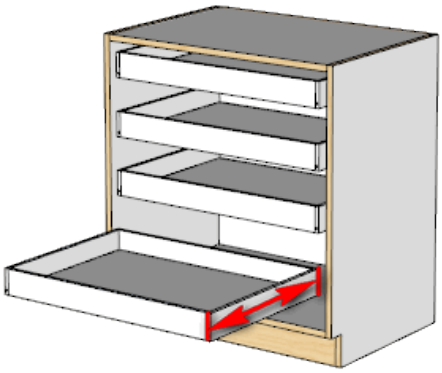
Pullout Height 4

Pullout Depths

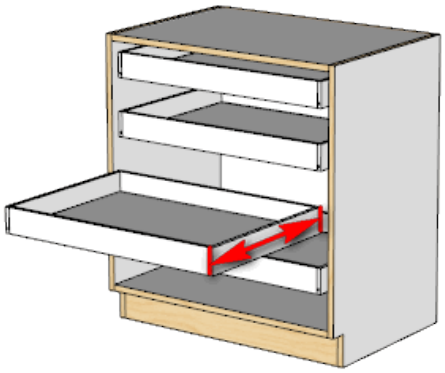
These are the depth overrides for the above pullouts. In this example the bottom most pullout depth is set to 20”. Set the first box to 0 if you want CabMaker to calculate the depth from the rules found in the Rules 2 tab. If any other box is set to 0 then CabMaker will use the prior boxes value.

Pullout Depths:	20"	20"	20"	20"

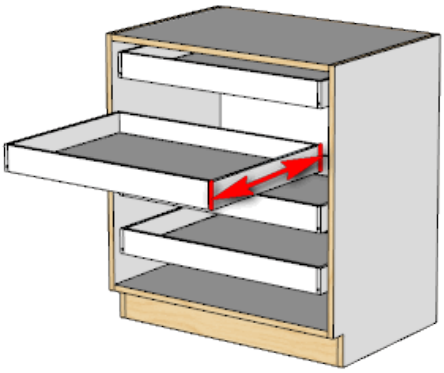
Since all of the boxes have values CabMaker will use these values for each corresponding pullout depth.



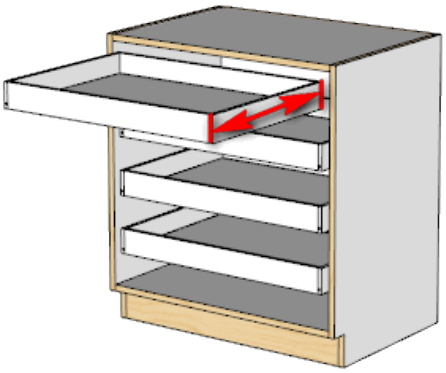
Pullout Depth 1



Pullout Depth 2



Pullout Depth 3

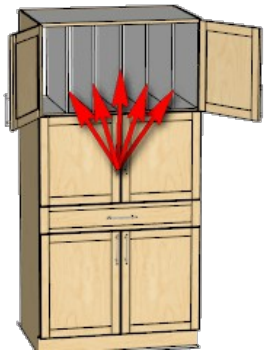


Pullout Depth 4

Vertical Dividers

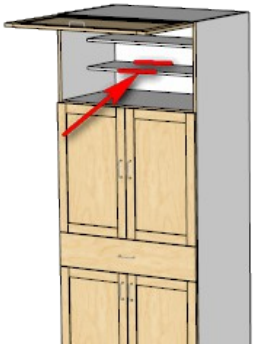
Enter the number of vertical dividers for Tall cabinets if there are no shelves and no pullouts.

Tool Tip: *Ignored unless shelves pullouts and drawers are set to 0*



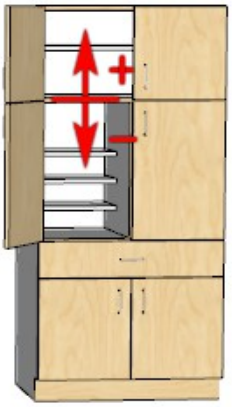
Shelf Width Override

Override the width of Adjustable Shelves here.



Adj Fixed

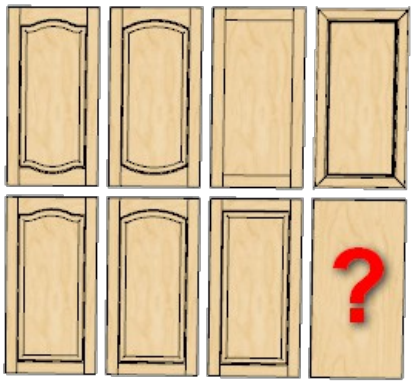
Adjust the fixed shelf between the Top Section and the next section here.



2) If Different

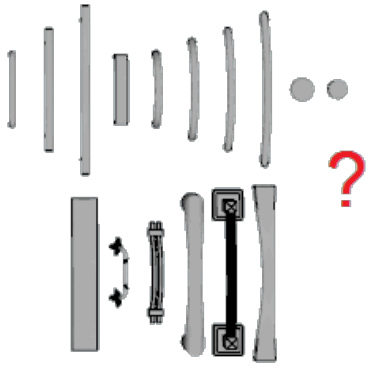
Top Door Style

This is the Door Style for the top section of tall cabinets.



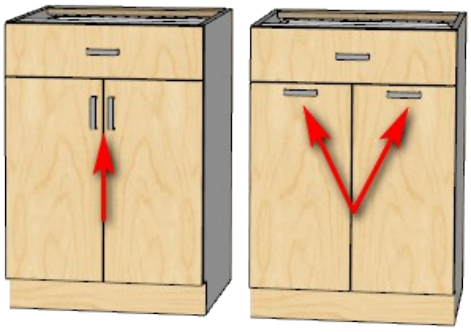
Top Door Handle

Usually you will want to leave this set to "project". The advantage is you can change the “Handles” on the PROJECT tab and change all cabinets at the same time. There are situations where you need different handles. Over ride and pick a different door handle here.



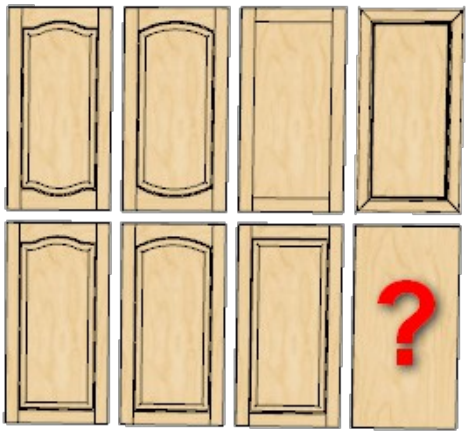
Handle Orientation

You can modify the Handle Orientation for middle section of tall cabinets.



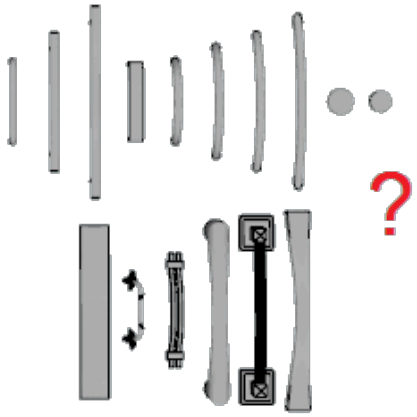
Mid Door Style

This is the door style for the middle section of tall cabinets.



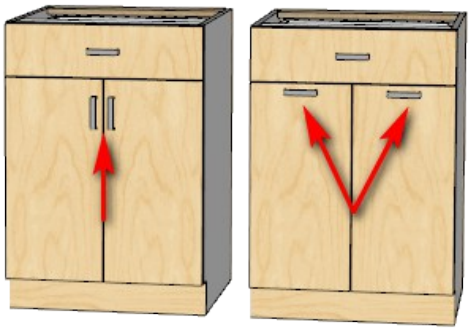
Mid Door Handle

Usually you will want to leave this set to "project". The advantage is you can change the “Handles” on the PROJECT tab and change all cabinets at the same time. There are situations where you need different handles. Over ride and pick a different door handle here.



Handle Orientation

You can modify the Handle Orientation for middle section of tall cabinets.



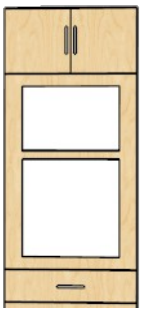
3) Mid Section

Section Height

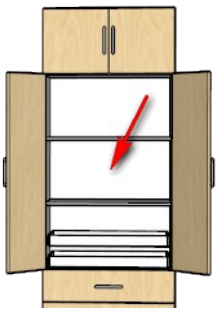
Set the height here for the middle section.

Configuration

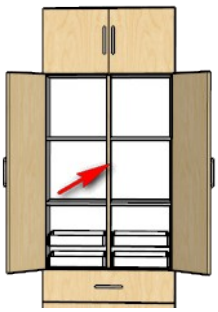
Tall cabinets have a number of configurations. Choose a configuration from the drop down.



Oven



Full Pantry



Split Pantry

Doors

Set the number of doors for the middle section.

Middle - No Doors

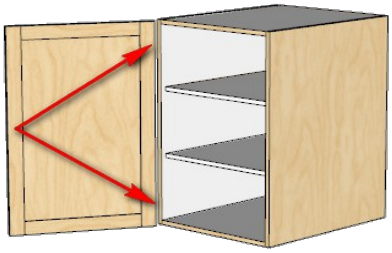
Middle - 1 Door

Middle - 2 Doors

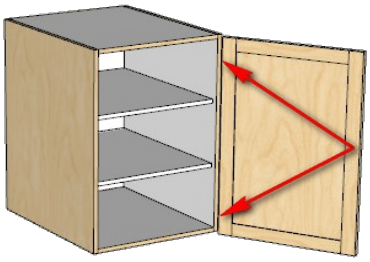
Options

This is where you set the interact options when you have a single door. Double doors are always hinged as a pair.

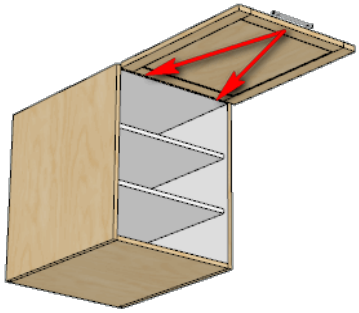
None



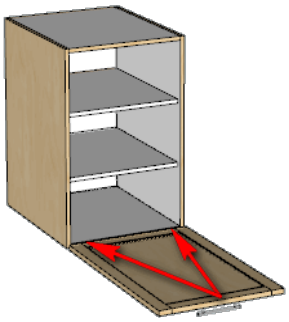
Left Hand Hinged



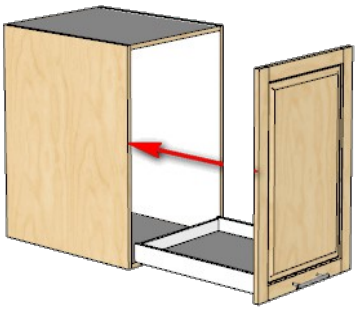
Right Hand Hinged



Top Hinged



Bottom Hinged



Pullout

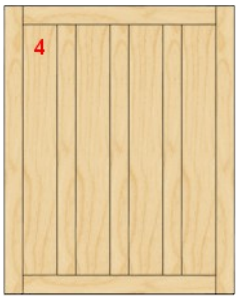
Number Panels Wide

You may have up to 4 panels wide. 5 piece doors with shaped top rail are restricted to 1 panel wide.

1 Panel

2 Panels

3 Panels

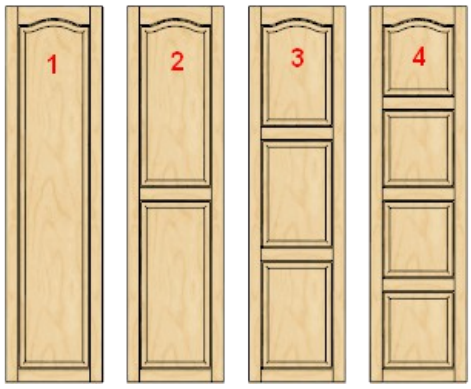


4 Panels

High

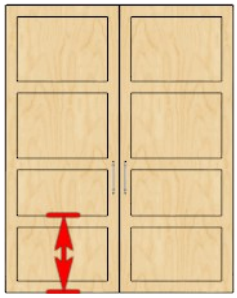
You may have up to 4 panels high.

Tool Tip: When first rail height is 0 then this will divide the door evenly by this number of panels.

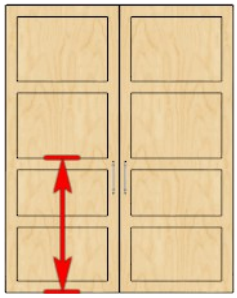


Mid Rail Hts

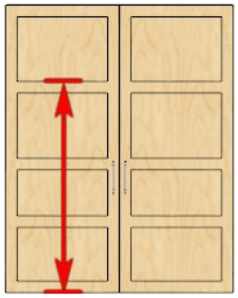
If you leave the Mid Rail Hts parameters as 0 then CabMaker will automatically adjust the panel spacing or you can override and set the height of the top edge of the mid rails.



Mid Rail Ht 1



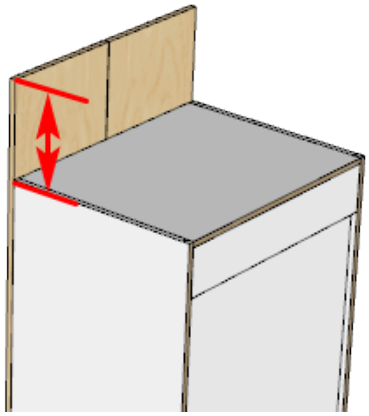
Mid Rail Ht 2



Mid Rail Ht 3

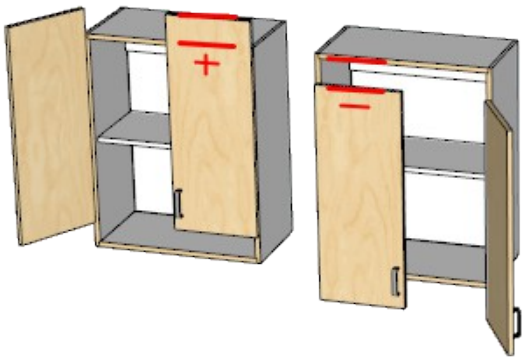
Adjust Height

There are situations where you require doors to extend above the cabinet.



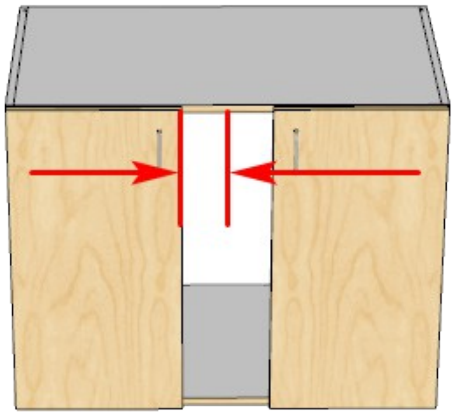
Pos

You can adjust the door up (positive) or down (negative).



Width

There are situations where you require 1 or 2 doors that do not automatically span the entire width of the cabinet



Hinge Positions

The hinge positions for Tall cabinets are the same as for a standard cabinets. Please refer to the Hinge Positions on the Cabinet Tab.

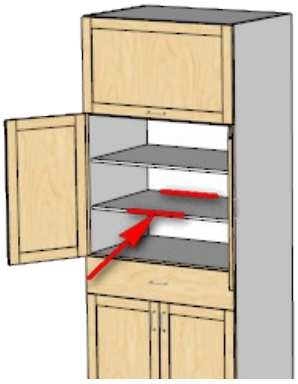
Tool Tip: *Hinge locations are only used by reports. Please read the manual.*

Handle Height

Set the handle height here. Height is from the bottom edge of the door to the middle of the handle.

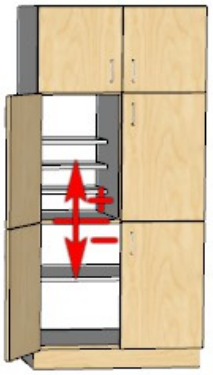
Shelf Width Override

Override the width of Adjustable Shelves here.



Adj Fixed

Adjust the fixed shelf between the Top Section and the next section here.



4) Mid Section Left Side

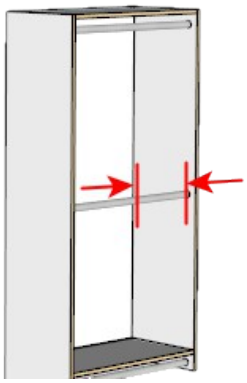
Cluster Size

You can now set the number of shelf support holes per cabinet and per section for Tall Cabinets. Set this parameter to -1 to use CutMaster settings, set to 0 to turn off shelf supports or set to the number that you want.

Tool Tip: *This setting is only used by reports*

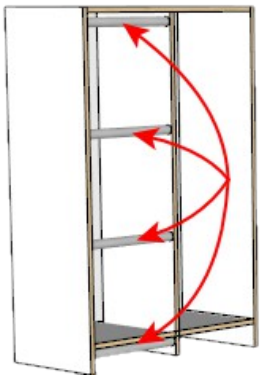
Rod From Back

Closet rods can be horizontally adjusted From the back of the cabinet to the center of the rod. If you leave the setting as -1 then CabMaker will automatically center the closet rod Back to Front.

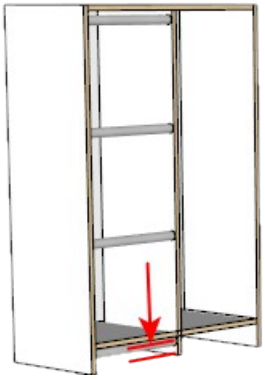


Closet Rods

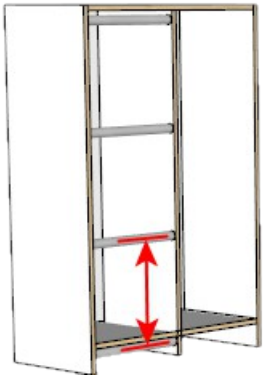
You may have 0 to 4 closet rods. The spacing distance is from the bottom of the cabinet section to the center of the closet rod. The next spacing is from the center of the first rod to the center of the second rod.



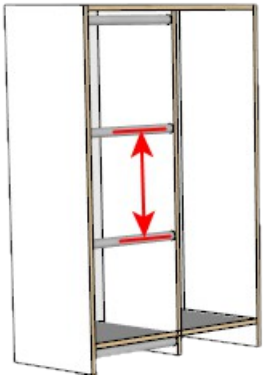
Closet Rods



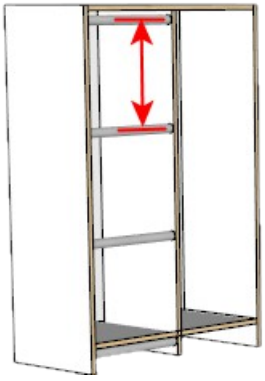
First Closet Rod



Second Closet Rod



Third Closet Rod



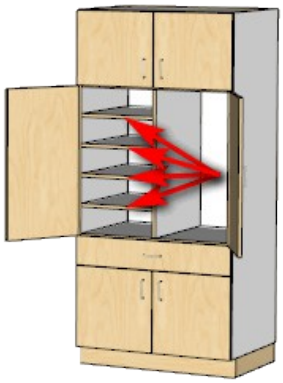
Fourth Closet Rod

Fixed Shelves

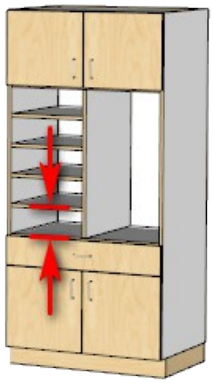
These are the cabinets fixed shelves. Enter as many as you want. Please note that there are 4 additional entry boxes which are used to override CabMaker's default fixed shelf positioning which is to position the shelves evenly within the opening.

Fixed Shelves:	2	100.0	150.0	0.0	0.0

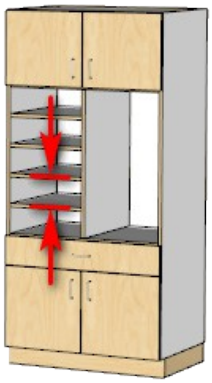
In this example the second entry box contains 100 which means that the First Opening is set to 100. If the second entry box had a 0 then the default shelf spacing will be used. The third entry box is set to 150. The spacing between the first and second fixed shelves is 150.



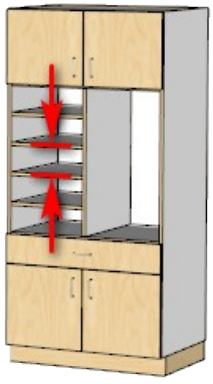
Fixed Shelves



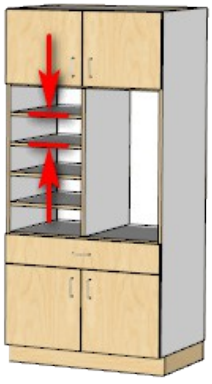
Spacing 1



Spacing 2

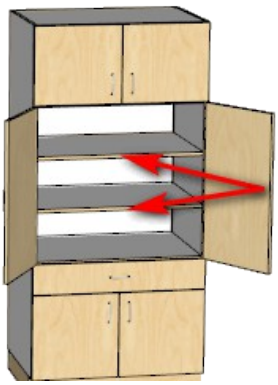


Spacing 3

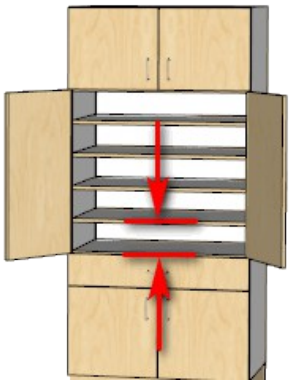


Spacing 4

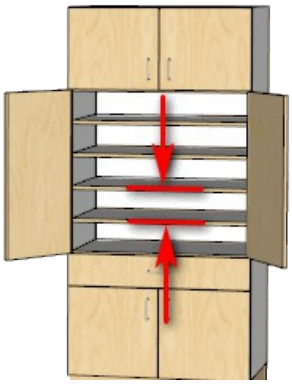
Please note that a configuration of Full Pantry or Full Closet will disable the Mid Section Right Side and the Mid Section Left Side is then used for the Mid Section.



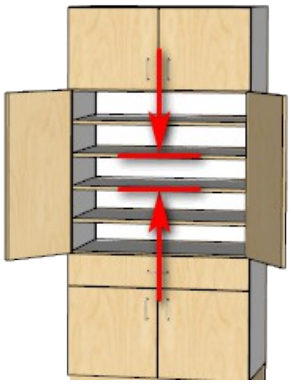
Fixed Shelves



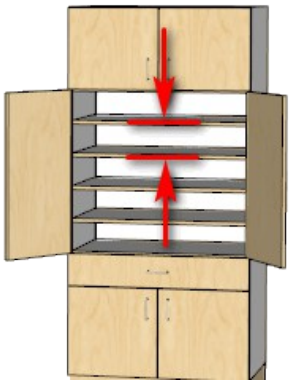
Spacing 1



Spacing 2



Spacing 3



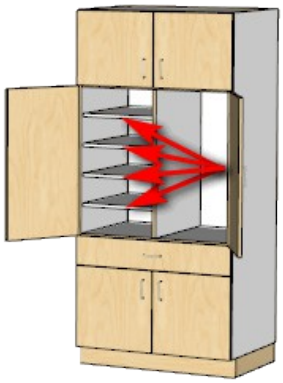
Spacing 4

Adj Shelves

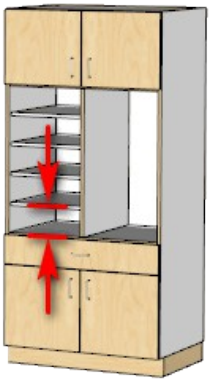
These are the cabinets adjustable shelves for the Mid Section. Enter as many as you want. Please note that there are 4 additional entry boxes which are used to override CabMaker's default shelf positioning which is to position the shelves within the opening.

Adj Shelves:	4	4"	0"	0"	0"

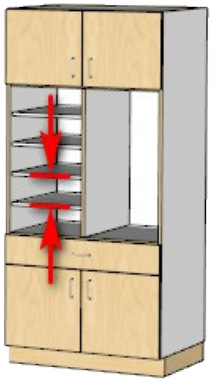
In this example the second entry box contains 4” which means that the First Opening is set to 4”. If the second entry box had a 0” then the default shelf spacing will be used. Since the rest of the boxes are 0”, CabMaker uses the prior value for their openings which is 4”.



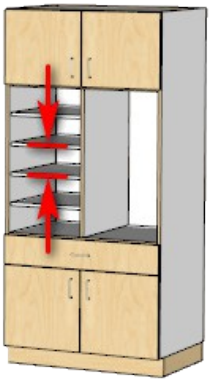
Shelves



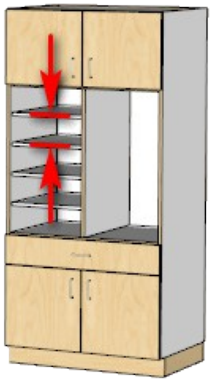
Space 1



Space 2

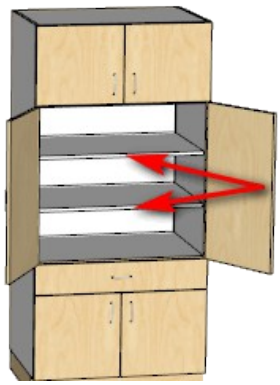


Space 3

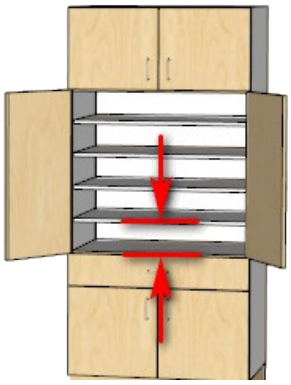


Space 4

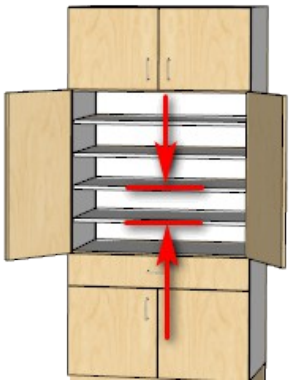
Please note that a configuration of Full Pantry or Full Closet will disable the Mid Section Right Side and the Mid Section Left Side is then used for the Mid Section.



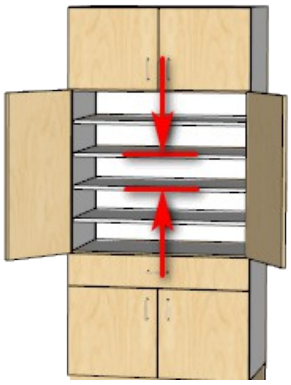
Shelves



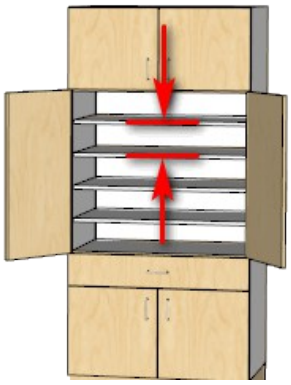
Space 1



Space 2



Space 3



Space 4

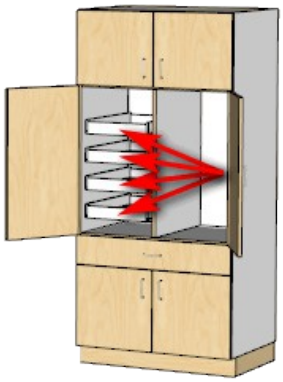
Pullouts

These are the cabinets pullouts for the Mid Section. Enter as many as you want. Please note that there are 4 additional entry boxes which are used to override CabMaker's default pullout interval value.

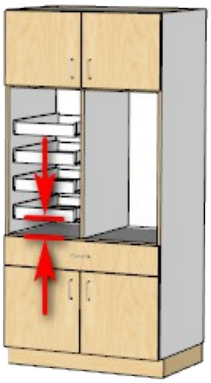
Pullouts:	4	4"	5"	5"	6"

In this example the second entry box contains 4” which means that the First Opening is set to 4”. Set it to 0 if you want CabMaker to use the Pullout Clearance from Rules 2.

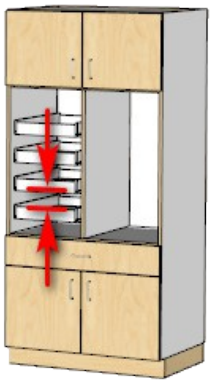
Since the rest of the boxes have values CabMaker uses these values for the openings between subsequent pullouts.



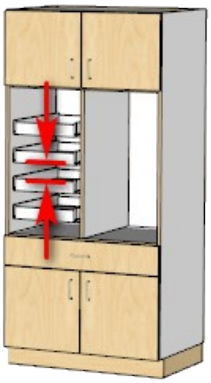
Pullouts



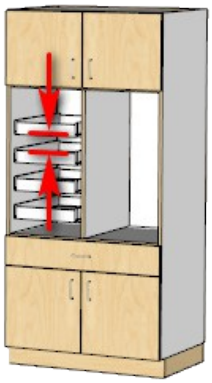
Space 1



Space 2

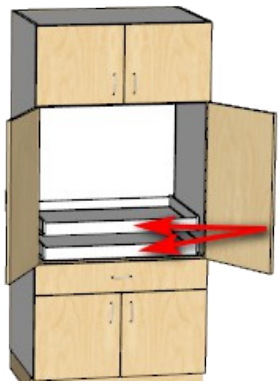


Space 3

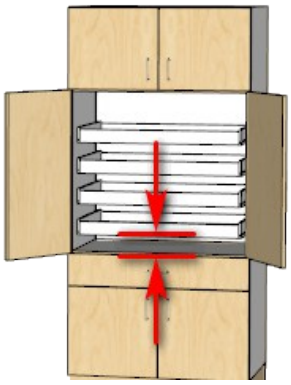


Space 4

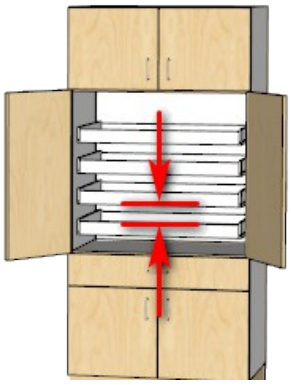
Please note that a configuration of Full Pantry or Full Closet will disable the Mid Section Right Side and the Mid Section Left Side is then used for the Mid Section.



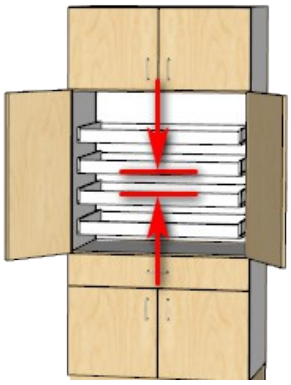
Pullouts



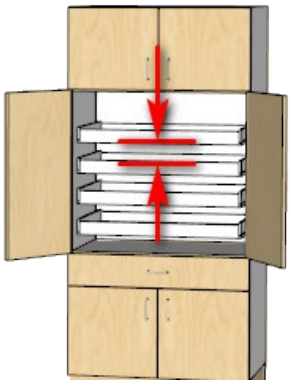
Space 1



Space 2



Space 3



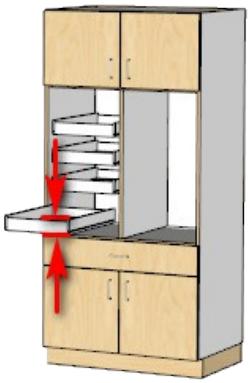
Space 4

Pullout Heights

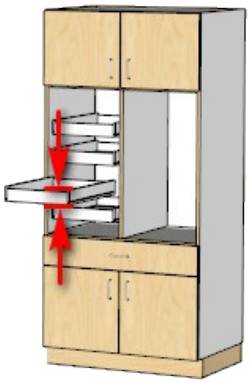
These are the height overrides for the above pullouts. In this example the bottom most pullout height is set to 3”. Set the first box to 0 if you want to use the pullout height default which is found in the Rules 2 tab. If any other box is set to 0 then cabmaker will use the prior boxes value.

Pullout Heights:	3"	4"	3"	3"

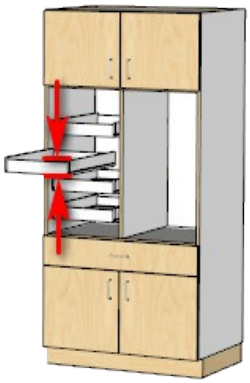
Since all of the boxes have values CabMaker will use these values for each corresponding pullout height.



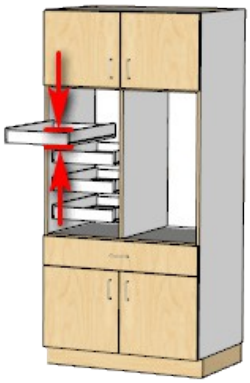
Pullout Height 1



Pullout Height 2

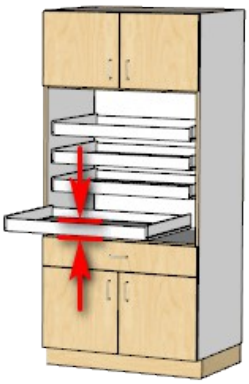


Pullout Height 3

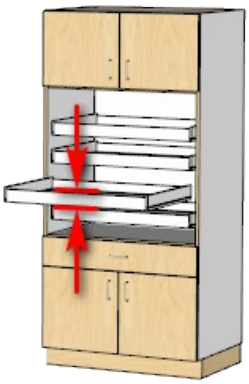


Pullout Height 4

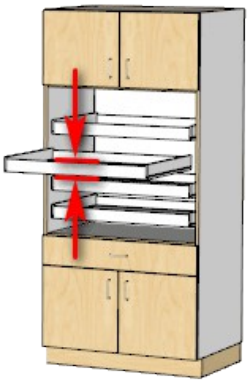
Please note that a configuration of Full Pantry or Full Closet will disable the Mid Section Right Side and the Mid Section Left Side is then used for the Mid Section.



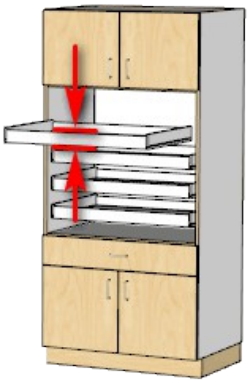
Pullout Height 1



Pullout Height 2



Pullout Height 3



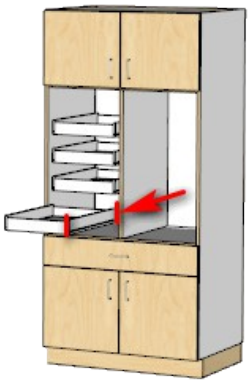
Pullout Height 4

Pullout Depths

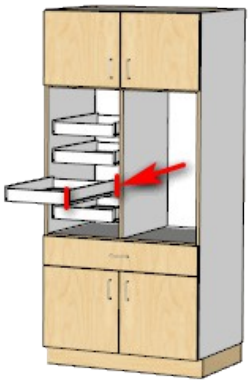
These are the depth overrides for the above pullouts. In this example the bottom most pullout depth is set to 20”. Set the first box to 0 if you want CabMaker to calculate the depth from the rules found in the Rules 2 tab. If any other box is set to 0 then CabMaker will use the prior boxes value.

Pullout Depths:	20"	20"	20"	20"

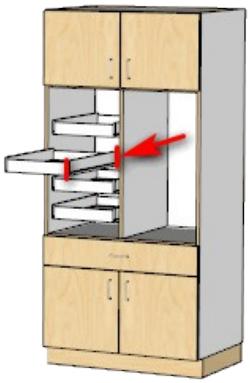
Since all of the boxes have values CabMaker will use these values for each corresponding pullout depth.



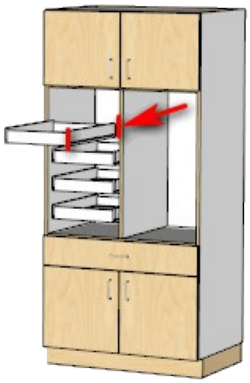
Pullout Depth 1



Pullout Depth 2

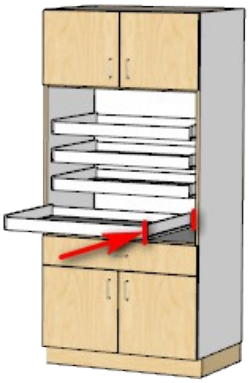


Pullout Depth 3

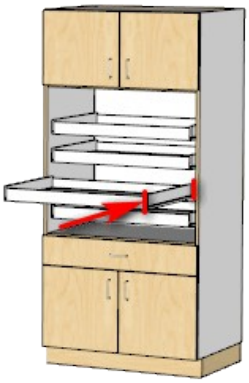


Pullout Depth 4

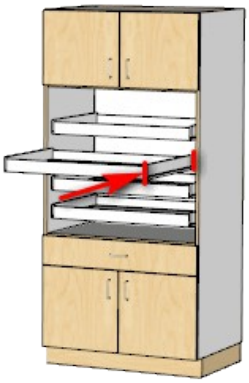
Please note that a configuration of Full Pantry or Full Closet will disable the Mid Section Right Side and the Mid Section Left Side is then used for the Mid Section.



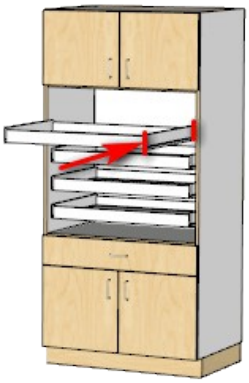
Pullout Depth 1



Pullout Depth 2



Pullout Depth 3

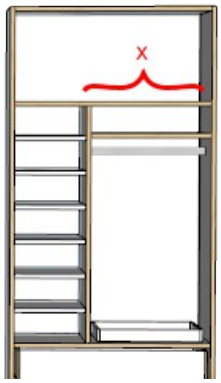


Pullout Depth 4

5) Mid Section Right Side

Width Right Side

You can now set the width of the Right opening for Split Pantries.



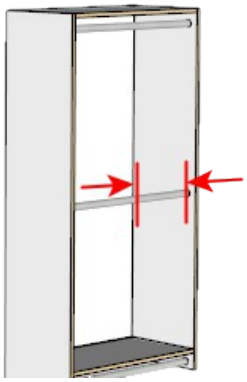
Cluster Size

Optionally set number of shelf support holes per cabinet and per section for Tall Cabinets. -1 uses CutMaster settings, 0 turns off supports or set to the number that you want.

Tool Tip: *This setting is only used by reports*

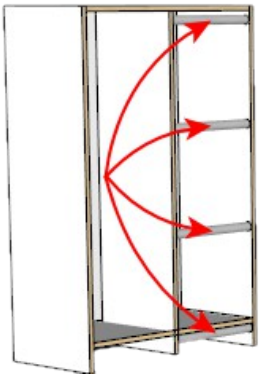
Rod From Back

Closet rods can be horizontally adjusted From the back of the cabinet to the center of the rod. If you leave the setting as -1 then CabMaker will automatically center the closet rod Back to Front.

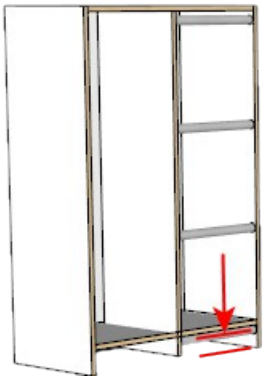


Closet Rods

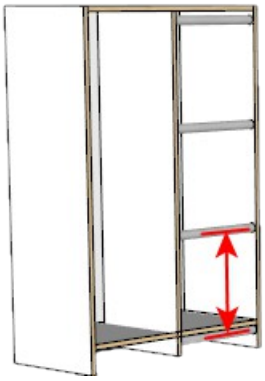
You may have 0 to 4 closet rods. The spacing distance is from the bottom of the cabinet section to the center of the closet rod. The next spacing is from the center of the first rod to the center of the second rod.



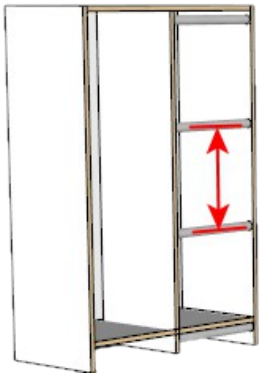
Closet Rods



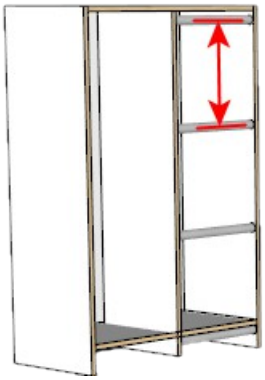
First Closet Rod



Second Closet Rod



Third Clloset Rod



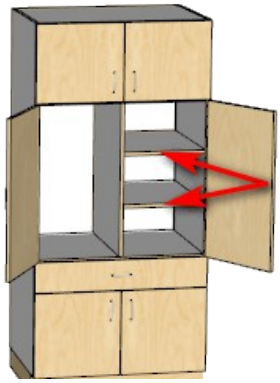
Fourth Closet Rod

Fixed Shelves

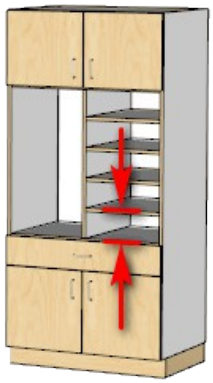
These are the cabinets fixed shelves. Enter as many as you want. Please note that there are 4 additional entry boxes which are used to override CabMaker's default fixed shelf positioning which is to position the shelves evenly within the opening.

Fixed Shelves:	2	100.0	150.0	0.0	0.0

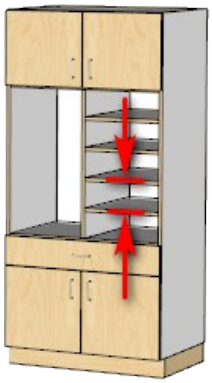
In this example the second entry box contains 100 which means that the First Opening is set to 100. If the second entry box had a 0 then the default shelf spacing will be used. The third entry box is set to 150. The spacing between the first and second fixed shelves is 150.



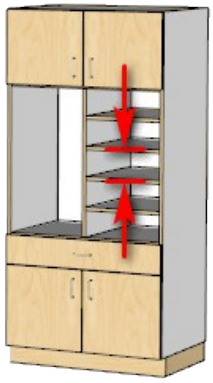
Fixed Shelves



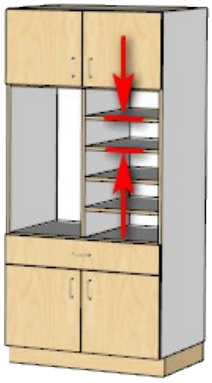
Space 1



Space 2



Space 3



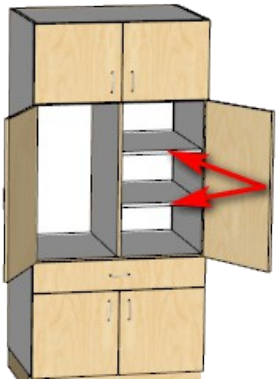
Space 4

Adj Shelves

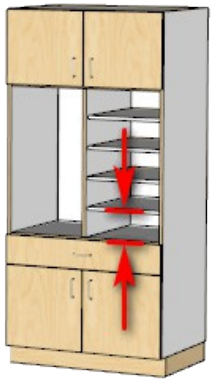
These are the cabinets adjustable shelves for the Mid Section. Enter as many as you want. Please note that there are 4 additional entry boxes which are used to override CabMaker's default shelf positioning which is to position the shelves within the opening.

Adj Shelves:	4	4"	0"	0"	0"

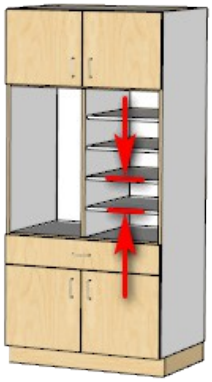
In this example the second entry box contains 4” which means that the First Opening is set to 4”. If the second entry box had a 0” then the default shelf spacing will be used. Since the rest of the boxes are 0”, CabMaker uses the prior value for their openings which is 4”.



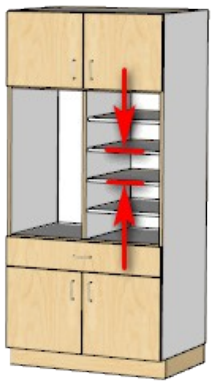
Shelves



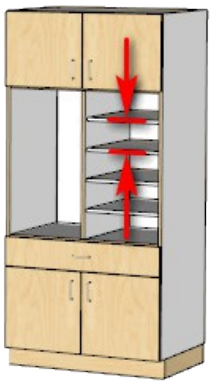
Space 1



Space 2



Space 3



Space 4

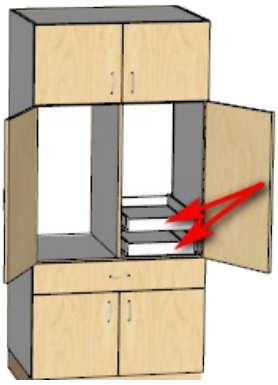
Pullouts

These are the cabinets pullouts. Enter as many as you want. Please note that there are 4 additional entry boxes which are used to override CabMaker's default pullout interval value.

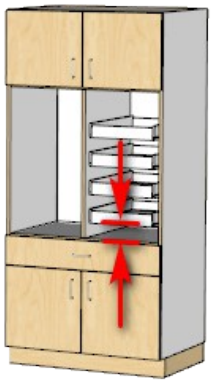
Pullouts:	4	4"	5"	5"	6"

In this example the second entry box contains 4” which means that the First Opening is set to 4”. Set it to 0 if you want CabMaker to use the Pullout Clearance from Rules 2.

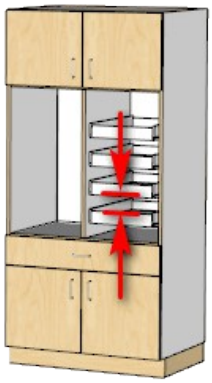
Since the rest of the boxes have values CabMaker uses these values for the openings between subsequent pullouts.



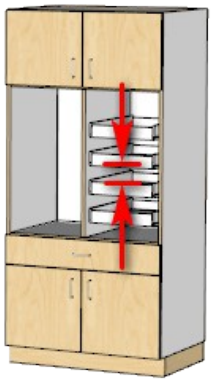
Pullouts



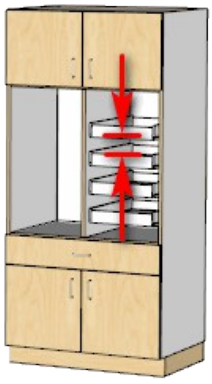
Space 1



Space 2



Space 3



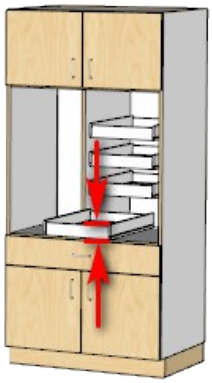
Space 4

Pullout Heights

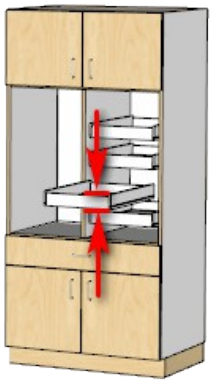
These are the height overrides for the above pullouts. In this example the bottom most pullout height is set to 3”. Set the first box to 0 if you want to use the pullout height default which is found in the Rules 2 tab. If any other box is set to 0 then cabmaker will use the prior boxes value.

Pullout Heights:	3"	4"	3"	3"

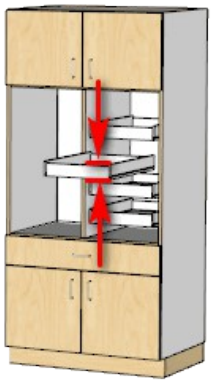
Since all of the boxes have values CabMaker will use these values for each corresponding pullout height.



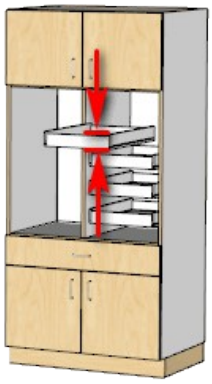
Space 1



Space 2



Space 3



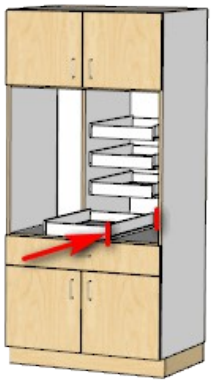
Space 4

Pullout Depths

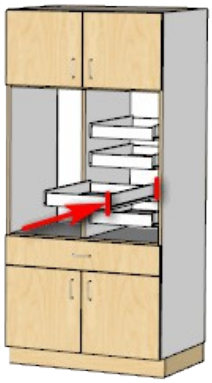
These are the depth overrides for the above pullouts. In this example the bottom most pullout depth is set to 20”. Set the first box to 0 if you want CabMaker to calculate the depth from the rules found in the Rules 2 tab. If any other box is set to 0 then CabMaker will use the prior boxes value.

Pullout Depths:	20"	20"	20"	20"

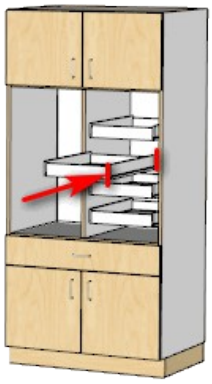
Since all of the boxes have values CabMaker will use these values for each corresponding pullout depth.



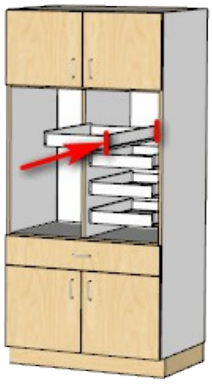
Depth 1



Depth 2



Depth 3



Depth 4

6) Oven Panel

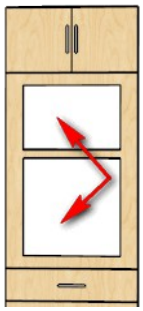
Oven Panel

You may have an oven panel. It can be blank or have 1 or 2 openings.

No Oven Panel

Blank Oven Panel

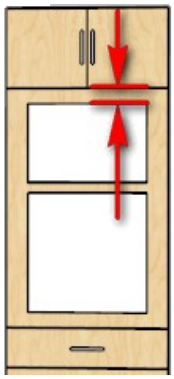
Oven Panel - Single



Oven Panel - Double

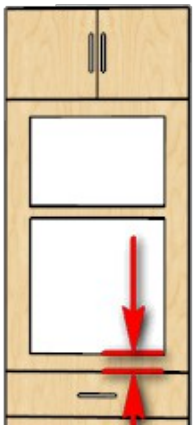
Rail Width Top

You set the top oven opening in this section. Set the top rail width and the width and height of the opening



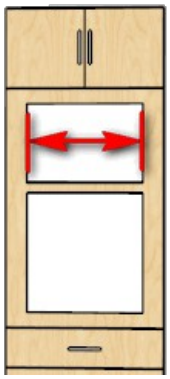
Bottom

Adjust the bottom rail for the oven.



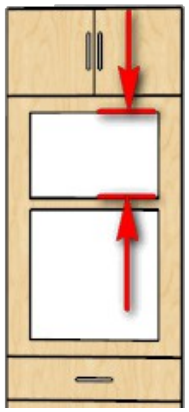
Opening 1 Width

Set the width of the top oven opening here.



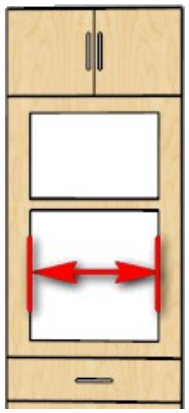
Height

Set the height of the top oven opening here.



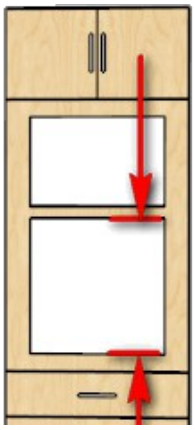
Opening 2 Width

Set the width of the bottom oven opening here.



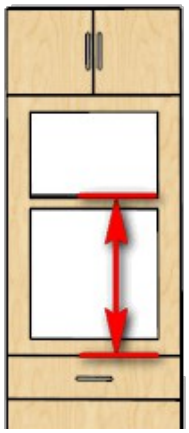
Height

Set the height of the bottom oven opening here.



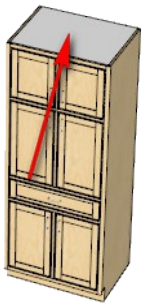
Shelf Height Top

With a double oven you set the height to the top face of the shelf here. Set to 0 if no shelf.

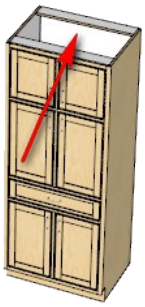


7) Additional Top Treatment

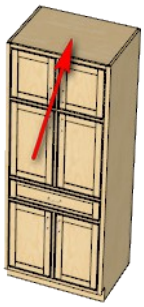
This setting provides consistency for the top when full height or when treated as a base cabinet.



Default



Treat As Base



Treat As Upper

8) Set Tall

The Tall Cabinet Tab will have most of the parameters disabled if the Cabinet Style isn't on 'Tall'. If this is the case then the Set Tall Button will be enabled. Click the Tall button to set the Cabinet Style to 'Tall'.

Create Cabinet

The “Create Cabinet” button is used to edit or create cabinets.

If you click on the CabMaker tool bar or choose CabMaker from the menu you are set up to create a new cabinet.

If you pre select 1 or more cabinets, right click and choose “Edit Cabinet” then you are in edit mode.

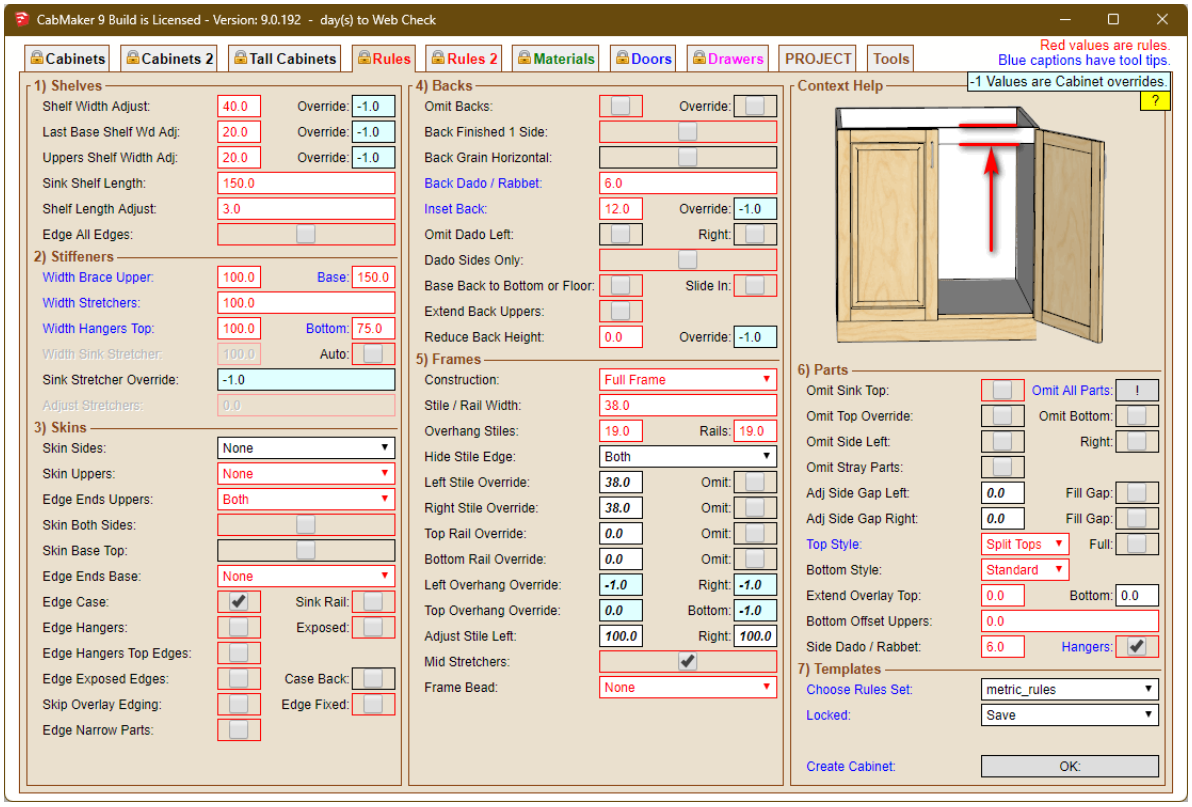
If you are editing a single cabinet then you can change any number of parameters on the “Cabinet Tab”.

If you are editing multiple cabinets then you are in batch mode and the settings on the “Cabinets Tab” are ignored.

Tool Tip: *Or press Enter key*

Rules Tab

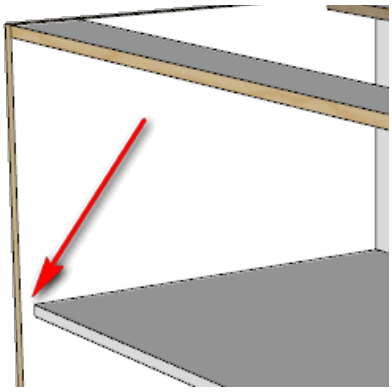
The Rules Tab provides you with a set of rules. You may create as many rule files as you want. Rules 2 Tab belongs to Rules. Please note that he parameters that are in black actually belong to the Cabinets settings.



1) Shelves

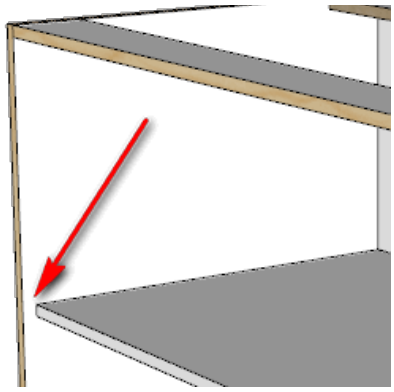
Shelf Width Adjust

Here is where you adjust how far back the shelves are from the cabinets front edge. This is the default setting for shelf adjustment but you may override it for upper cabinets and for the lowest base cabinet shelf.



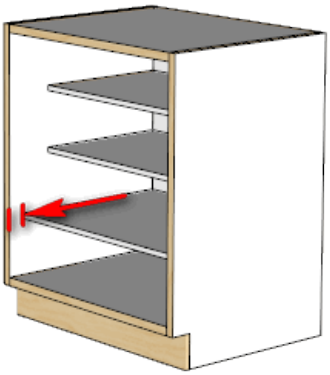
Override

The Override allows you to change the Shelf Width on a per cabinet basis.



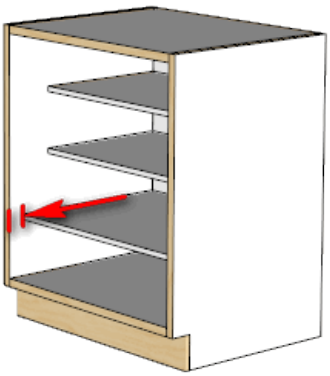
Last Base Shelf Wd Adj

This setting is for the lowest most base cabinet shelf. Set it to -1 if you just want to use the default “Shelf Width Adjust”.



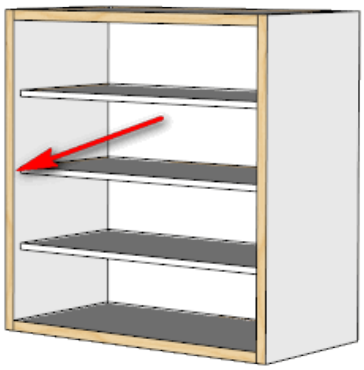
Override

The Override allows you to change the Shelf Width on a per cabinet basis.



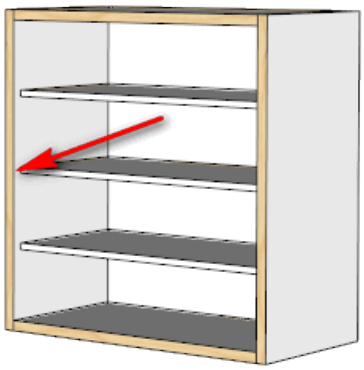
Uppers Shelf Wd Adj

If you want to set Upper cabinets shelf width adjustment independently then set it here, otherwise set this value to -1 and use the “Shelf Width Adjust” setting for uppers.



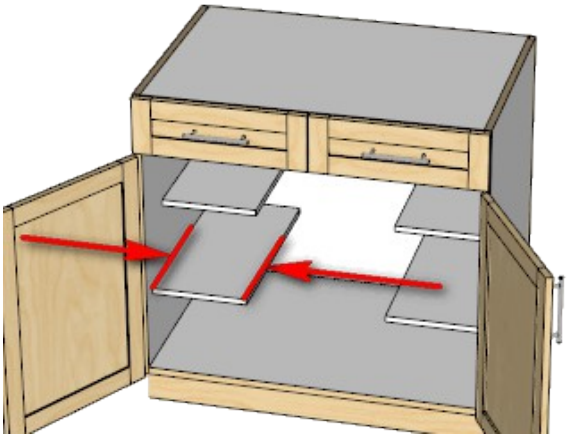
Override

The Override allows you to change the Shelf Width on a per cabinet basis.



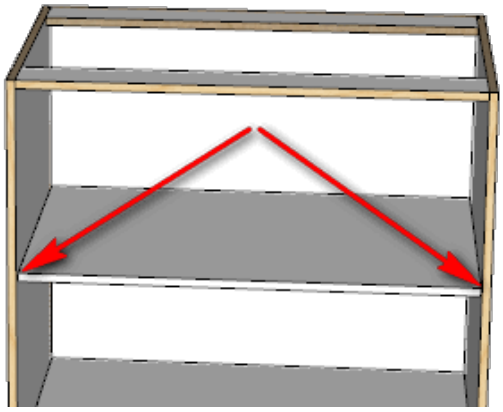
Sink Shelf Length

If you want split shelving in sink cabinets then set the length of each split shelf here.



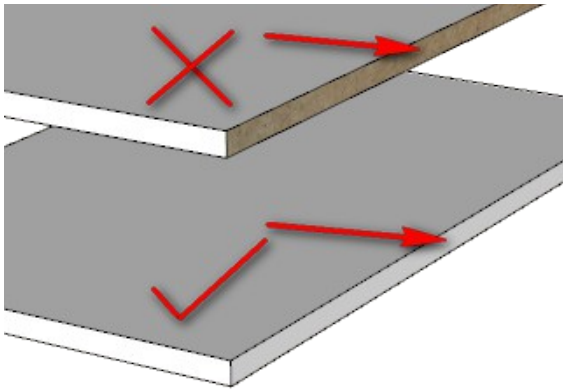
Shelf Length Adjust

This is the room (combined both sides) for shelf supports.



Edge All Edges

Leave this unchecked if you only want the front edge of shelves edged. Check this if you want all edges edged.

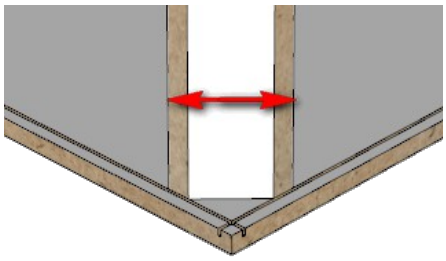


2) Stiffeners

Brace Width Upper

This setting is for the angled brace for Upper cabinets.

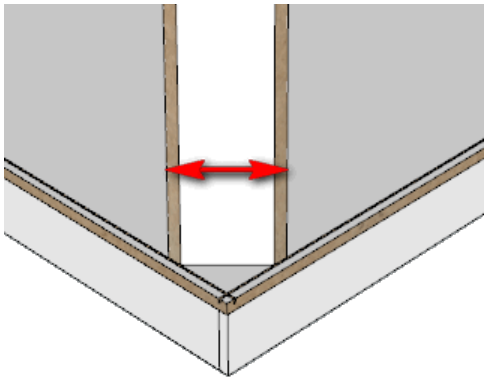
Tool Tip: *Set to 0 if you do not use braces.*



Base

This setting is for the angled brace for Angled base cabinets and Return base cabinets.

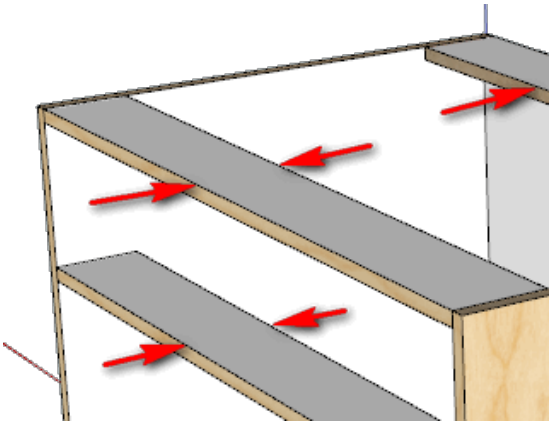
Tool Tip: *Set to 0 if you don't use corner braces*



Width Stretchers

The stretcher width is used for stretchers and split tops.

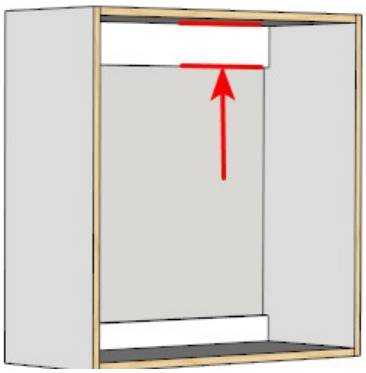
Tool Tip: *Set to 0 if you don't use stretchers or have Split Tops or Tops with Front Stretchers.*



Width Hangers Top

This is the width for hangers (sometimes called nailers).

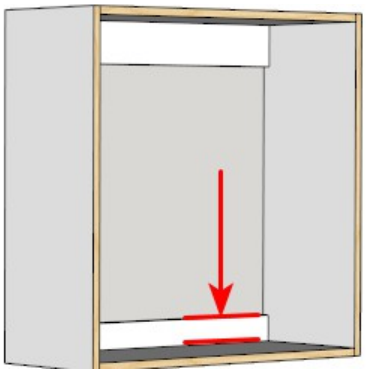
Tool Tip: *Set to 0 if you don't use top hangers*



Width Hangers Bottom

This is the width for hangers (sometimes called nailers).

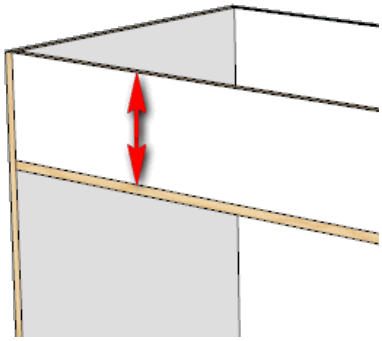
Tool Tip: *Set to 0 if you don't use top hangers*



Width Sink Stretcher

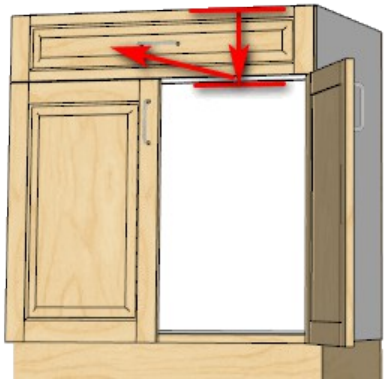
Sink stretchers are optional. Set to 0 if you do not use them and the drawer front becomes a tilt out front. Consider using these if you omit sink tops.

Tool Tip: *Set to 0 if you don't use vertical Sink Stretchers*



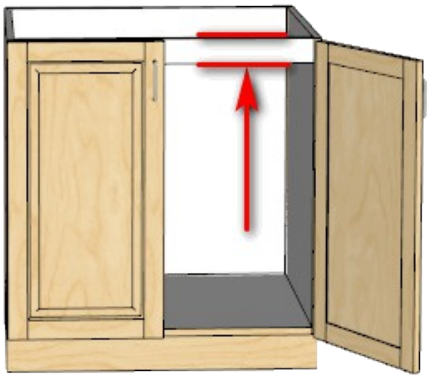
Auto

The Auto parameter automatically calculates the Sink Stretcher Width based on the height of the top drawer and takes into consideration top or no top standard stretchers etc. The Sink Stretcher override must be set to -1 otherwise the override takes precedence.



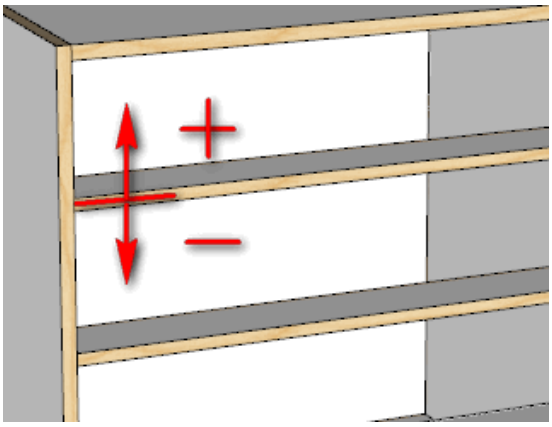
Sink Stretcher Override

The Sink Stretcher Override is on a per cabinet basis and allows you to set the exact width of the sink stretcher. Use this in conjunction with Tip Out Tray.



Adjust Stretchers

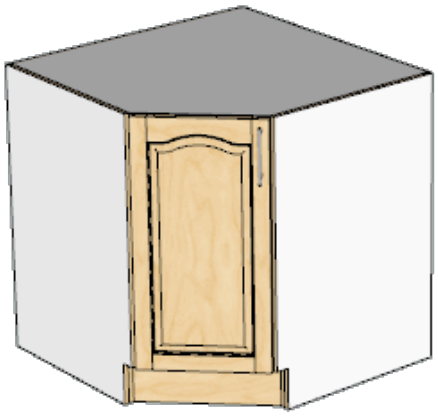
If you wish to have a consistent gap between all drawer boxes and stretchers and bottoms you may adjust it here. A negative value to move down - a positive value to move up.



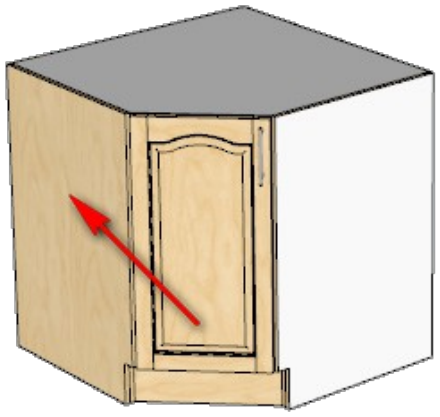
3) Skins

Skin Sides

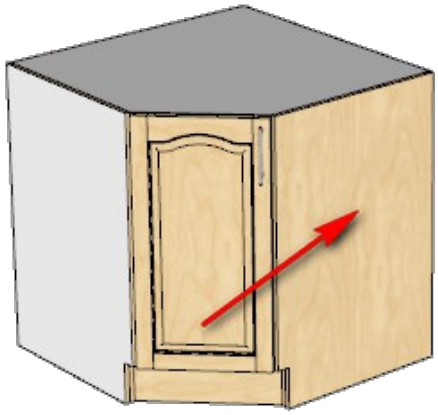
There are 2 ways to achieve a finished look. Skinning the outside of the panel or by adding an applied finished panel.



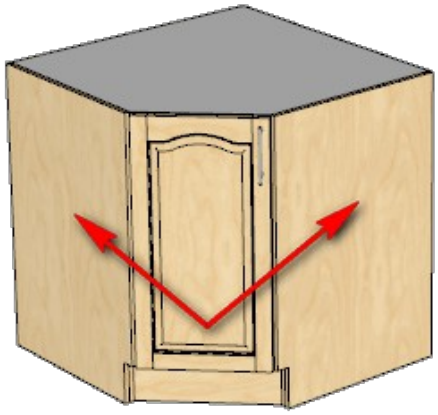
None



Skin Left



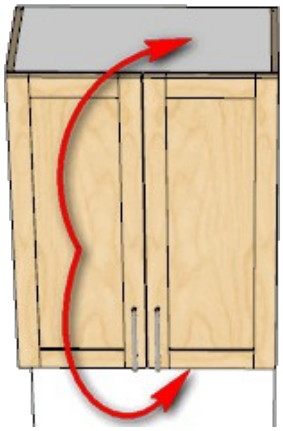
Skin Right



Skin Both Sides

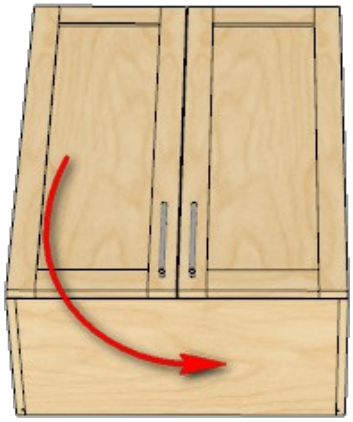
Skin Uppers

You can finish off the underside or top side of upper cabinets.



None

Skin Top Surface

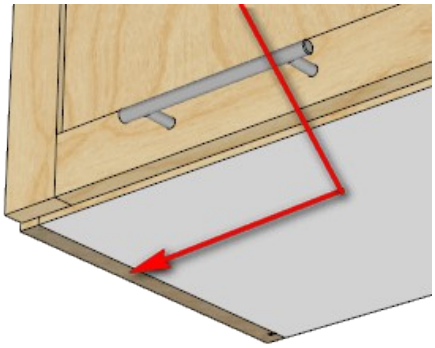


Skin Underside Surface

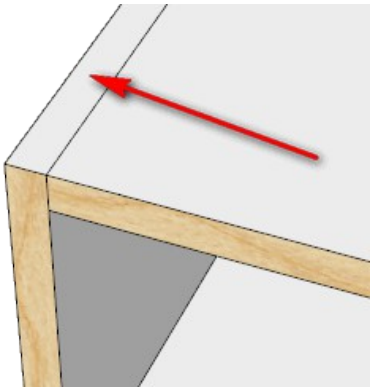
Skin Both

Edge Ends Uppers

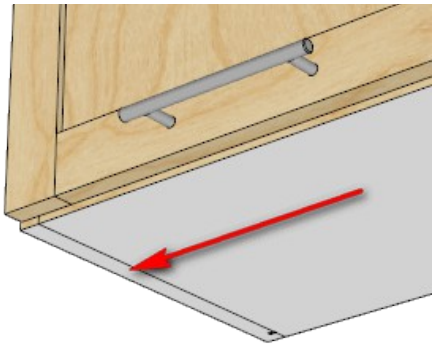
Alternatively you can finish the top, bottom or both edges of the sides if the cabinets are not finished on the underside or top side. Please note, Skin “Uppers” takes precedence over this setting.



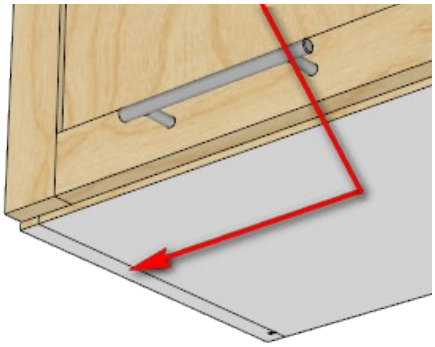
No Edging



Top Edging



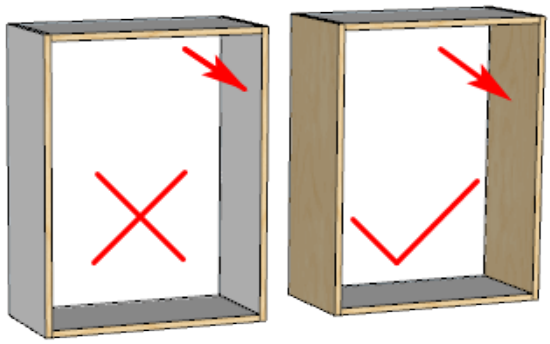
Bottom Edging



Top and Botton Edging

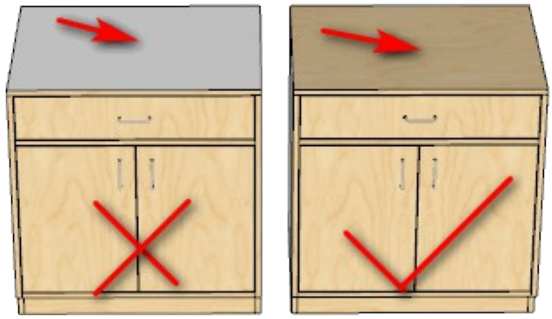
Skin Both Sides

Check this option if you skin both sides or use a material for sides that is different than the rest of the case material.



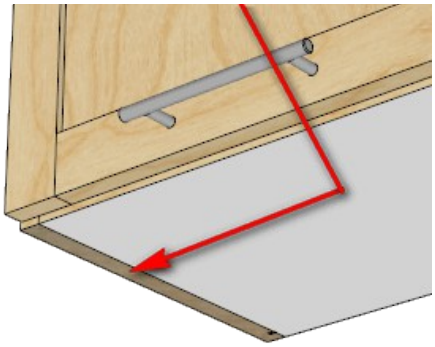
Skin Base Top

You can optionally skin the top's of base cabinets.

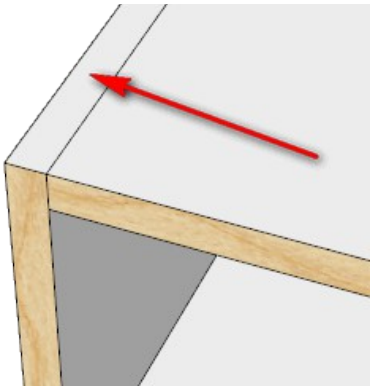


Edge Ends Base

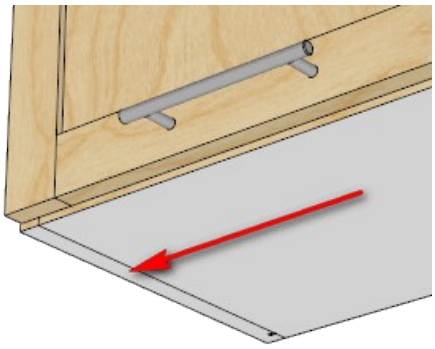
You can finish the top, bottom or both edges of the sides.



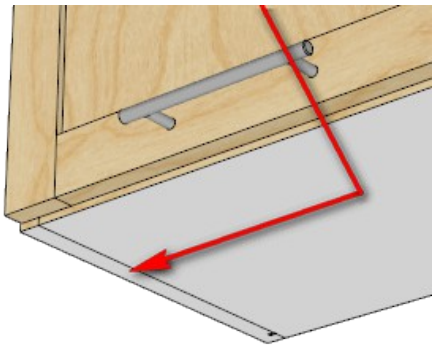
No Edging



Top Edging



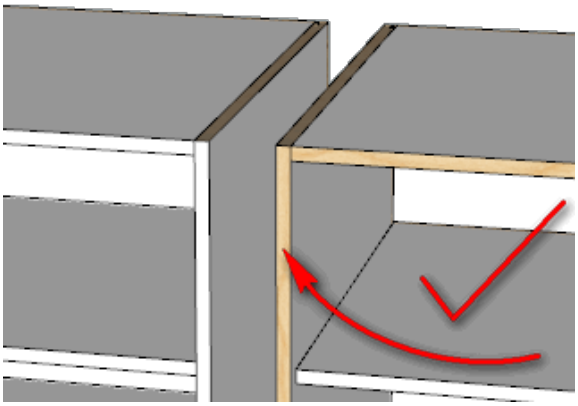
Bottom Edging



Top and Botton Edging

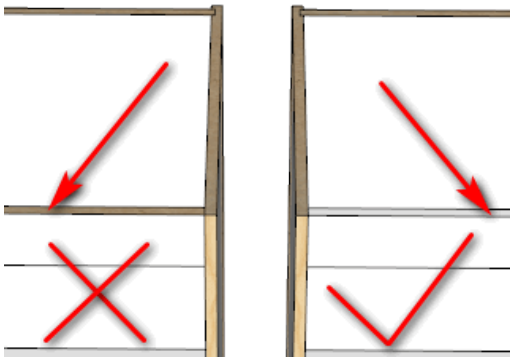
Edge Case

Check this setting if you want the front edge of the fixed cabinet parts to be edged with the same texture as the finished texture.



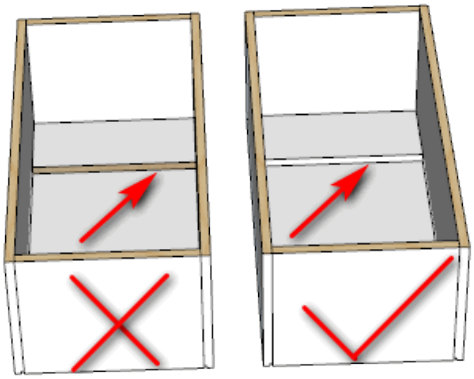
Sink Rail

Choose whether you want Sink Stretchers edged.



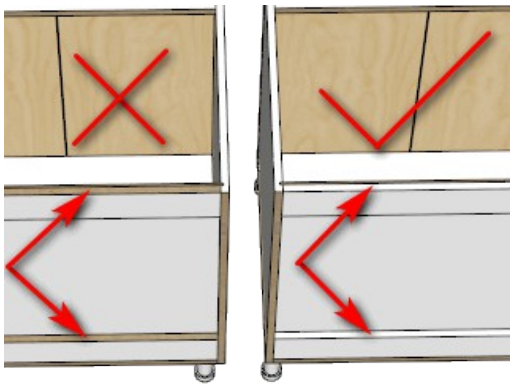
Edge Hangers

Hangers can be on the inside or the outside of the cabinet. You can optionally edge the exposed edge of the hanger.



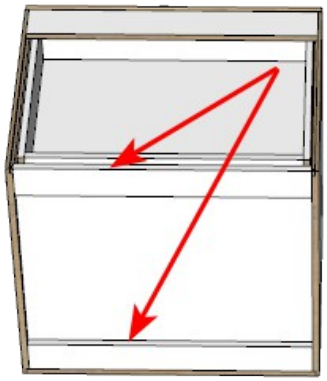
Exposed

Edge Exposed edges of Hangers.



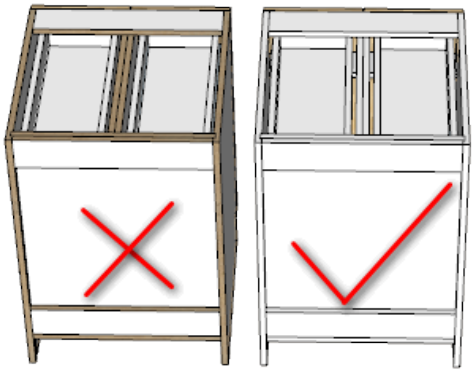
Edge Hangers Top Edges

Check this if you want to edge the top edges but do not want to edge the bottom edges of the hangers.



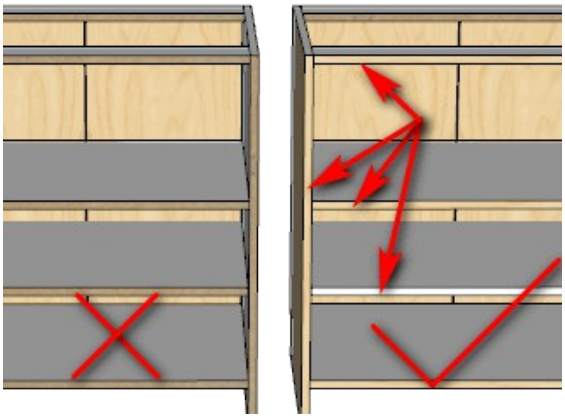
Edge Exposed Edges

Set this parameter if you want all exposed edges Edge Banded.



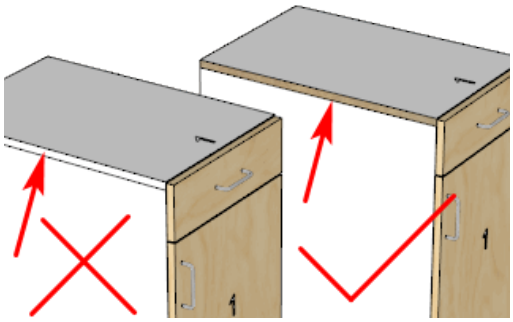
Case Back

When backs are ommited you can optionally edge all back edges with case or finished material (depends on your Edge Case setting). This option can be usefull for island or peninsulas when you want to put doors on the backside.



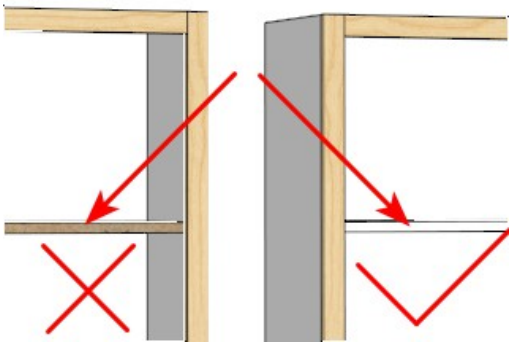
Skip Overlay Edging

When using the Overlay method for tops and bottoms you can now skip the edging on the right and left edges of the tops and bottoms.



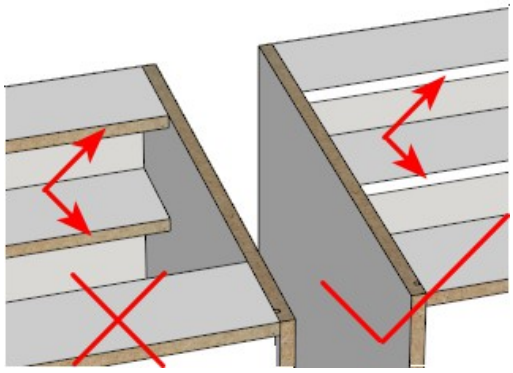
Edge Fixed

Check this is you want fixed shelves to be edge.



Edge Narrow Parts

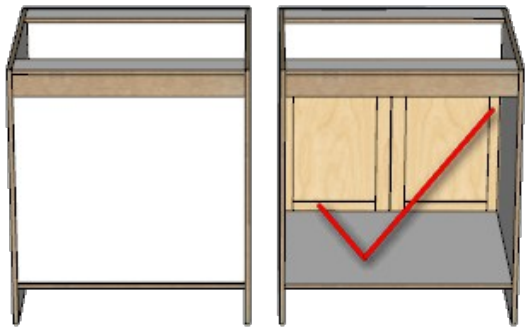
This edges the back edge of stretchers and the front edge of split tops.



4) Backs

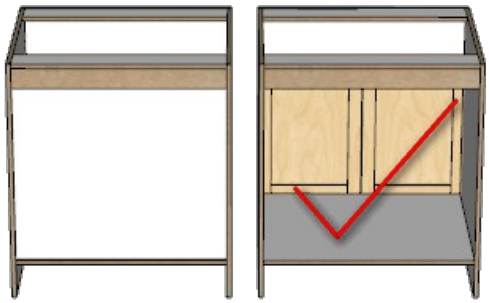
Omit Backs

Check this if you do not want cabinet backs.



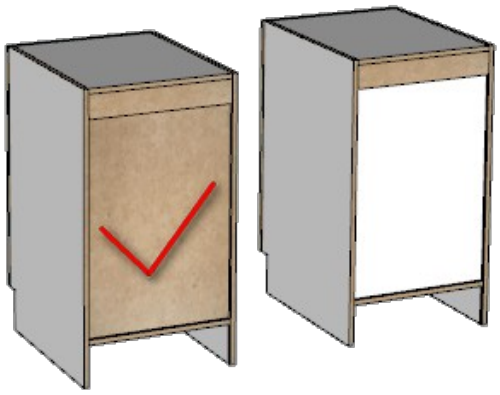
Override

You can now omit individual cabinet backs.



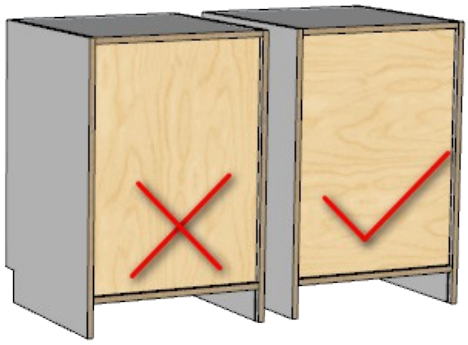
Back Finished 1 Side

Check this if you want backs that are only finished on the inside.



Back Grain Horizontal

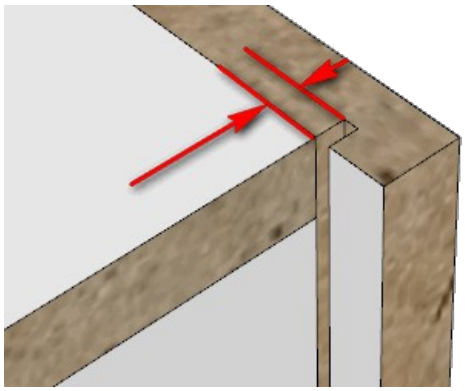
Change grain direction of the back on a cabinet by cabinet basis.



Back Dado / Rabbet

If you dado or rabbet your backs then set that value here. If you have plant on backs then set Dado to at least the thickness of your case material – additionally set Offset to 0.

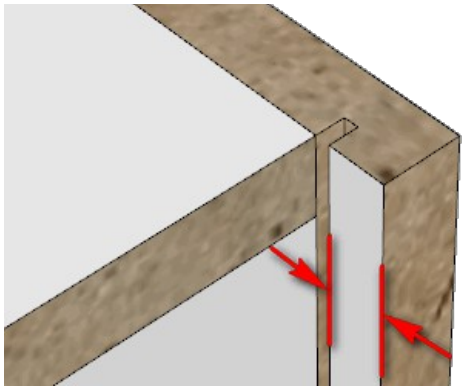
Tool Tip: *For plant on backs set Dado / Rabbet to at least the side thickness AND set Offset to 0.*



Inset Back

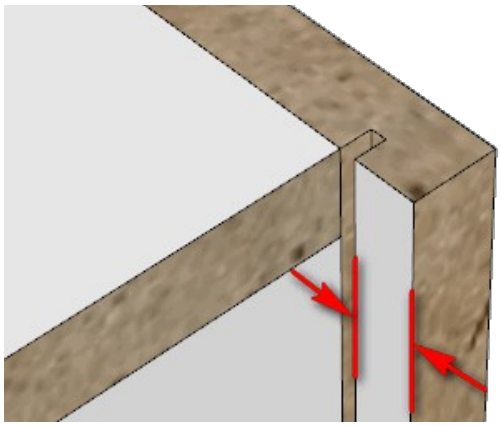
If you want the back to be offset from the cabinet's back edge then set this value. Set the offset equal to or greater than the back's thickness if you want hangers to be on the outside.

Tool Tip: *Set to -1 to auto calculate Inset*



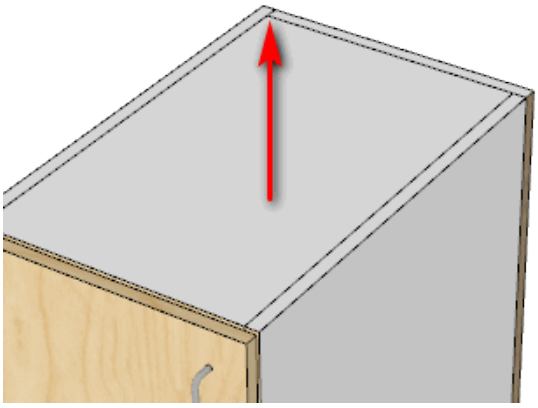
Override

This is the Cabinet Override for Inset Back.



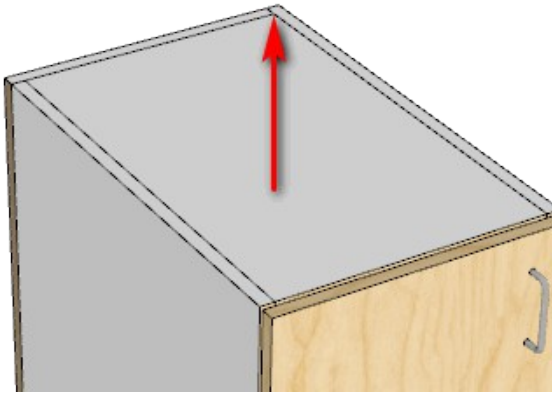
Omit Dado Left

You may omit the back dado for sides independently and on a cabinet by cabinet basis. Check this if you don't want the left dado.



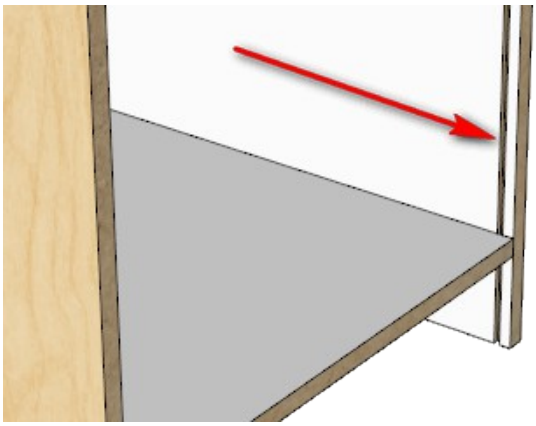
Right

You may omit the back dado for sides independently and on a cabinet by cabinet basis. Check this if you don't want the right dado.



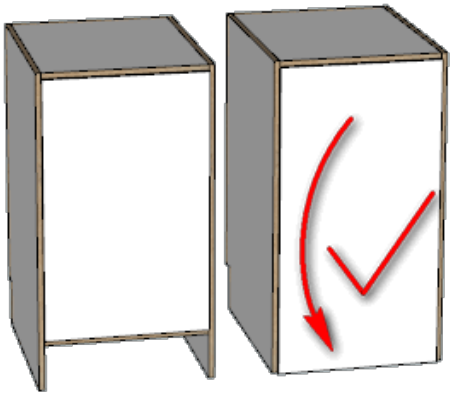
Dado Sides Only

Check this to Dado the Sides Only.



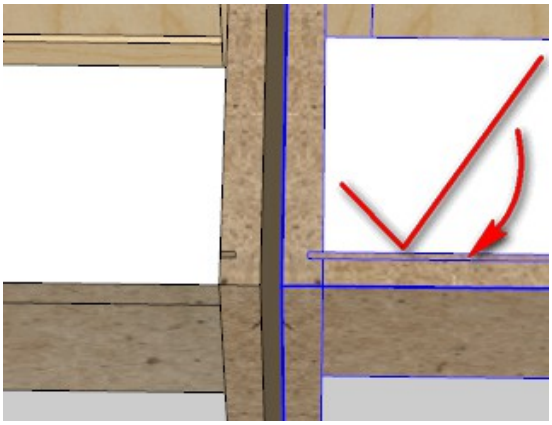
Base Back to Bottom or Floor

Base cabinets can have backs that extend to the floor.



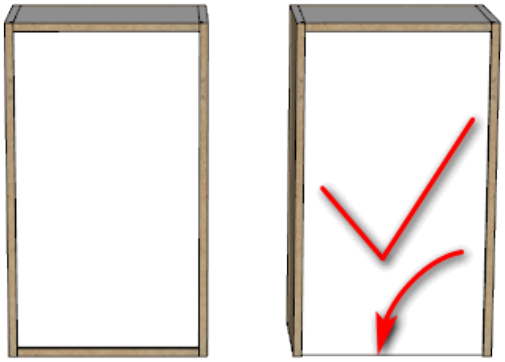
Slide in

Some manufacturers like to slide in the back from the top of the cabinet.



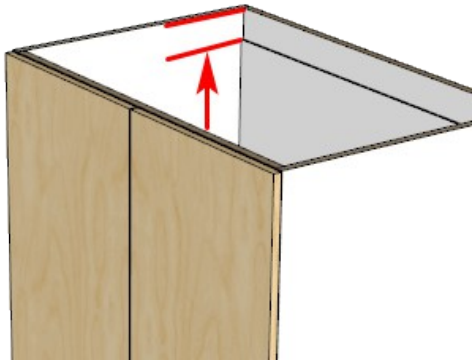
Extend Back Uppers

Upper cabinets can have backs extend to the bottom of the cabinet.



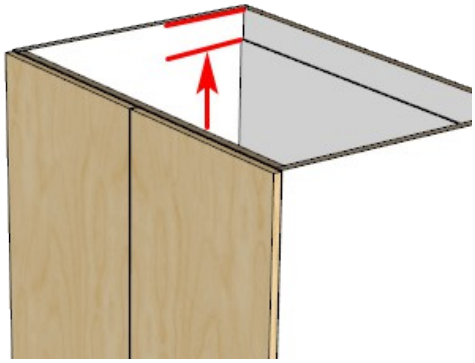
Reduce Back Height

Better yield for thin backs is achievable by reducing it's height. Additionally backs can then be removable. This is a rule.



Override

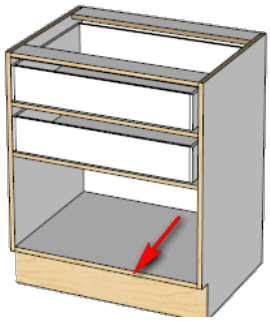
Better yield for thin backs is achievable by reducing it's height. Additionally backs can then be removable. This is a cabinet parameter (cabinet by cabinet). Leave at -1 to use the rule or set to any positive value.



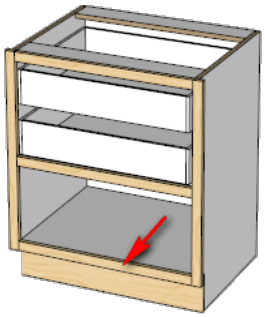
5) Frames

Construction

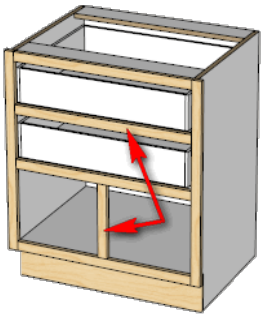
Threre are 3 construction styles – Frameless, Partial Frame and Full Frame.



Frameless



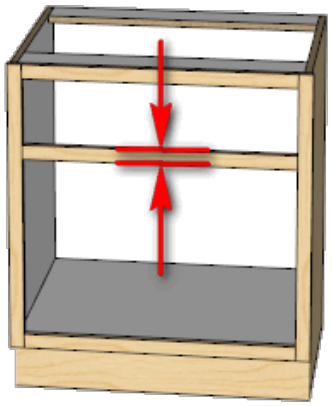
Partial Frame



Full Frame

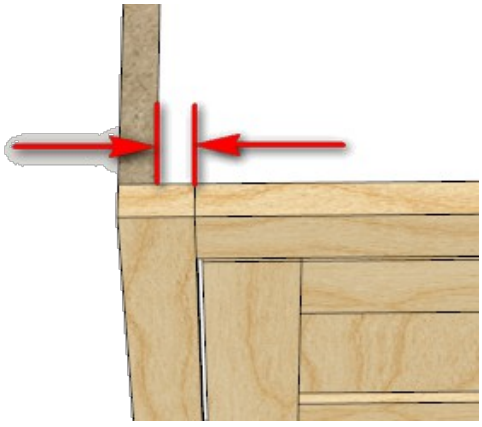
Stile / Rail Width

For Face Frames. This is the default width for stile and rail members of the frame.



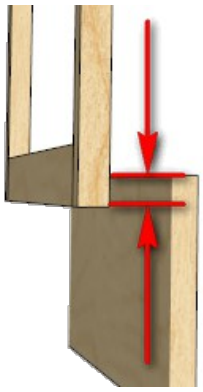
Overhang Stiles

This is the amount that you want the Stile to overhand the side.



Rails

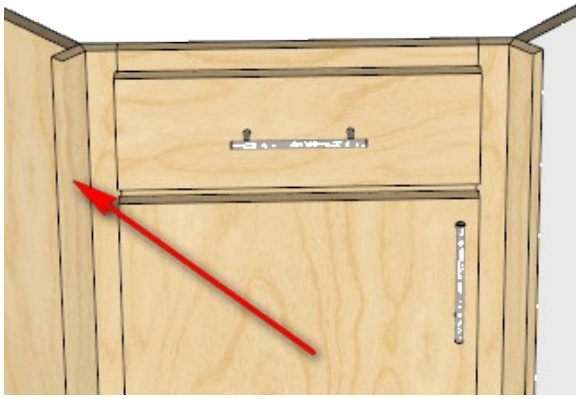
This is the amount that you want the rails to overhang the top and bottom shelves.



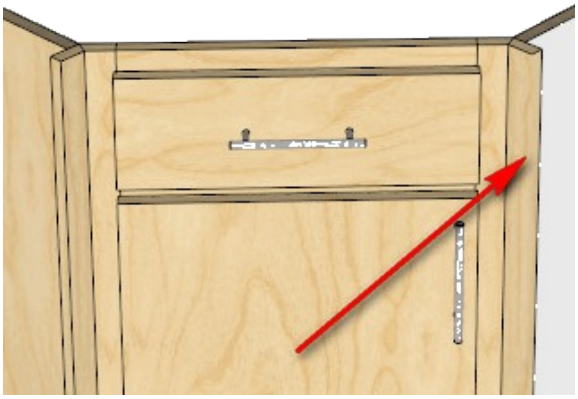
Hide Stile Edge

For Face Frames. You can hide the outer edge of the left and or right stiles. If you hide the edges for two cabinets that meet at the stile then the stiles will appear to be one. You must have edge profiles turned on for edges to be hidden.

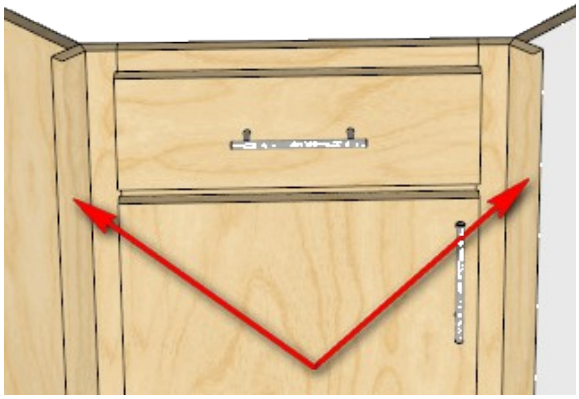
No Hidden Edges



Left Edge Hidden



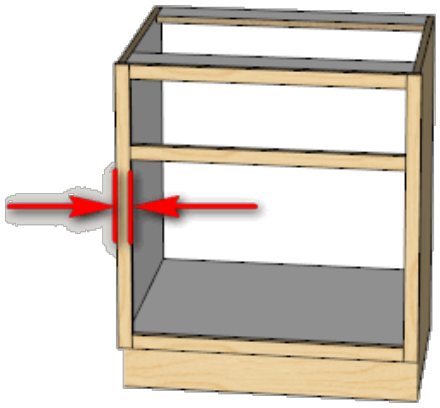
Right Edge Hidden



Both Edges Hidden

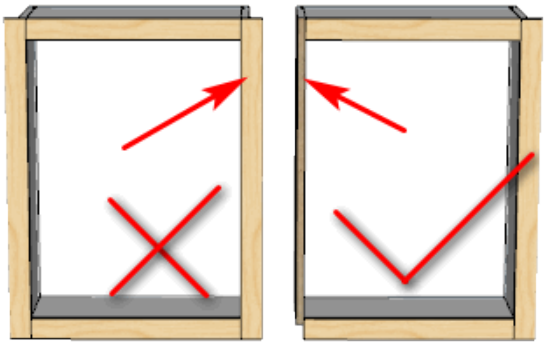
Left Stile Override

For Face Frames. Set to -1 if you do not want to override the Left Stile.



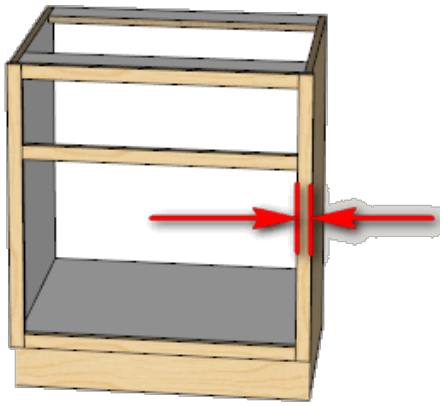
Omit

Check this option to omit the Left Stile.

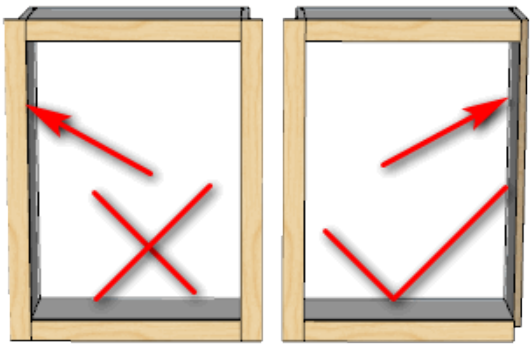


Right Stile Override

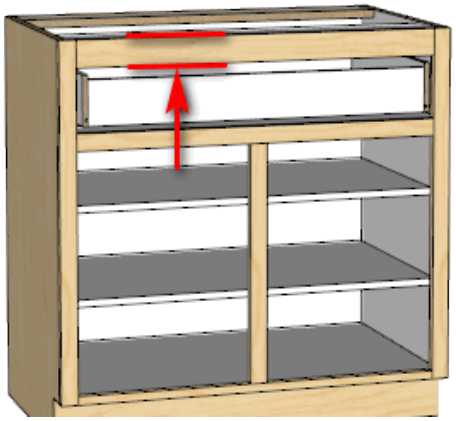
For Face Frames. Set to -1 if you do not want to override the Right Stile.



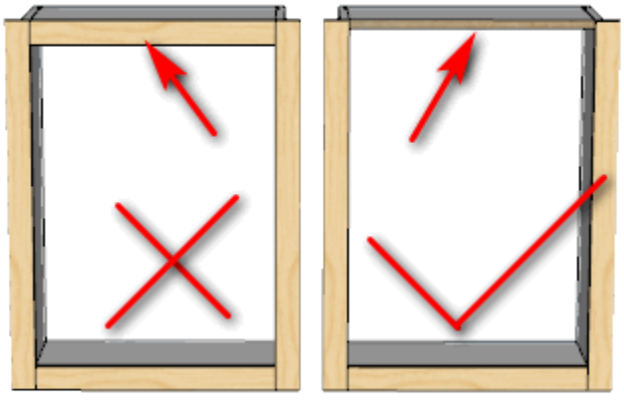
Omit
Check this option to omit the Right Stile.



Top Rail Override
Override the width of the Top Rail here.

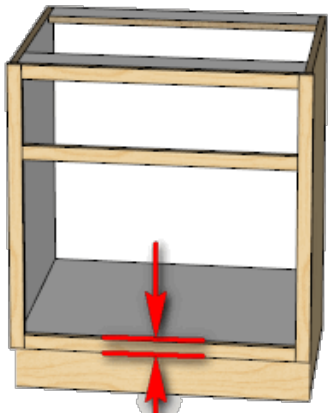


Omit
Check this option to omit the Top Rail.



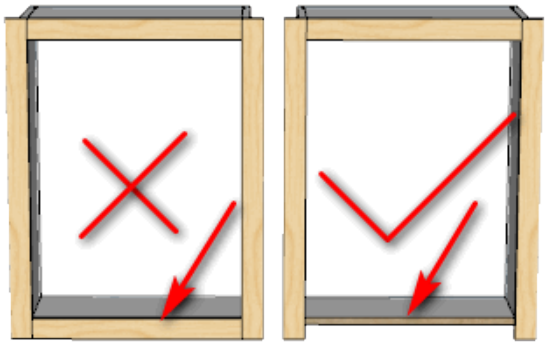
Bottom Rail Override

For Face Frames. Leave at 0 if you do not want to override the Bottom Rail.



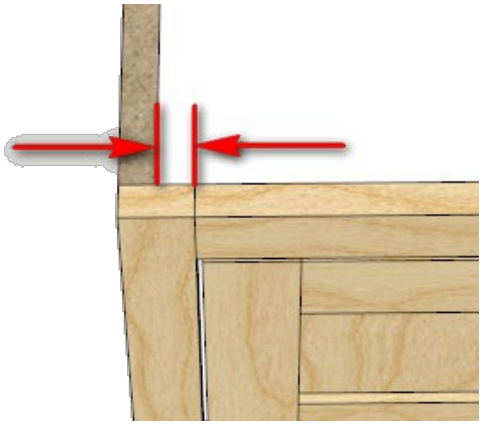
Omit

Check this option to omit the Bottom Rail.



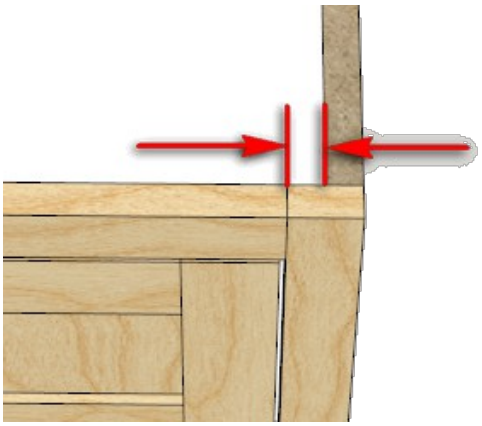
Left Overhang Override

If you need to override the Stile Overhang rule for the left stile then do it here.



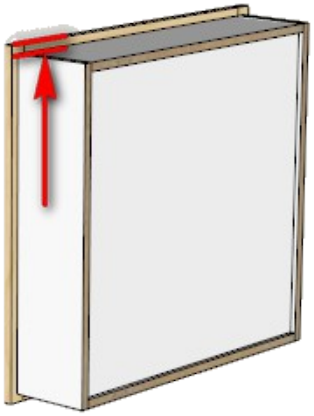
Right

If you need to override the Stile Overhang rule for the right stile then do it here.



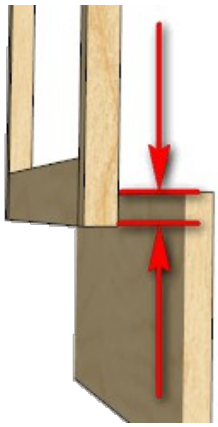
Top Overhang Override

This is the amount that you want the top rail to overhang the top shelf.



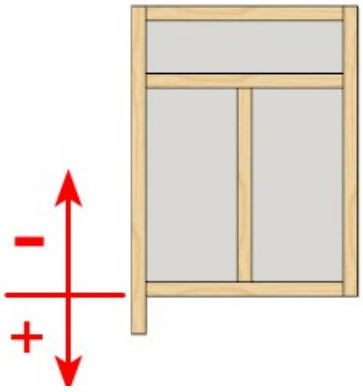
Bottom

This is the amount that you want the bottom rail to overhang the bottom shelf.



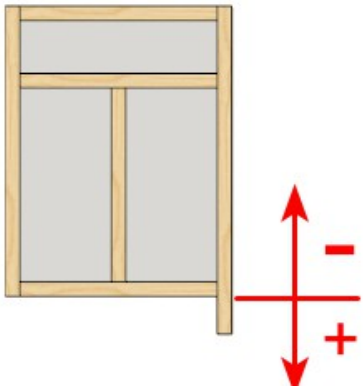
Adjust Stile Left

You can extend the bottom of the stile using a positive number or shorten it by using a negative number



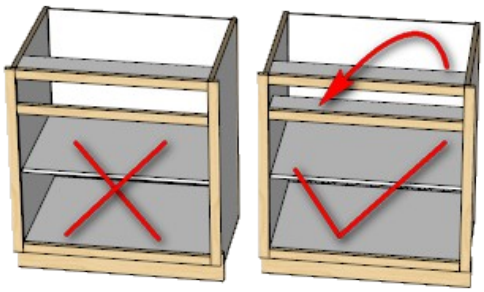
Right

You can extend the bottom of the stile using a positive number or shorten it by using a negative number



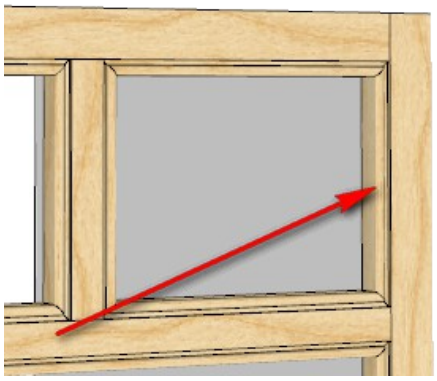
Mid Stretchers

This is for Face Frame Construction. Check this if you want stretchers behind Mid Rails.



Frame Bead

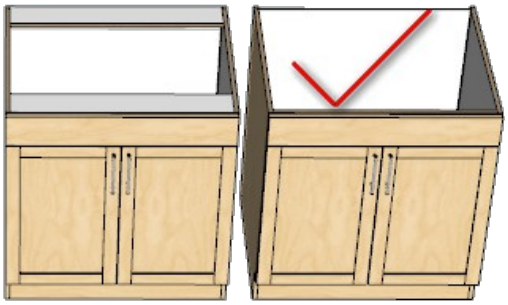
This is for Face Frame Construction with Inset doors. Choose an optional bead.



6) Tops and Bottoms

Omit Sink Top

You can omit sink tops. Works well with really large sinks.



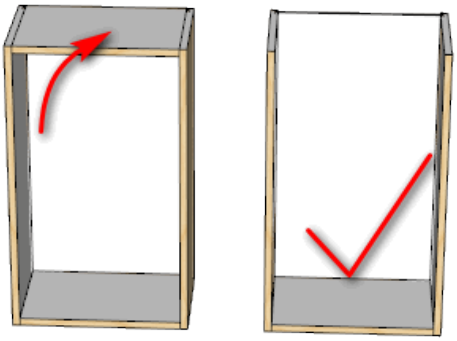
Omit All Parts

Empty parts can act as place holders for counter top footprints etc.

Tool Tip: *Be careful - your current cabinet will loose all of its parts.*

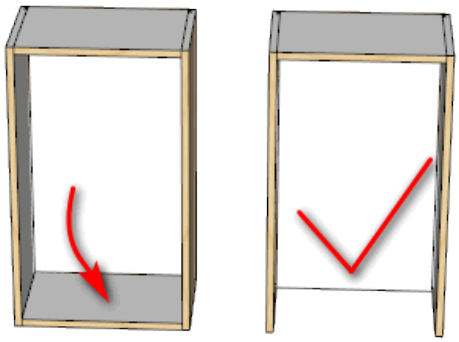
Omit Top Override

You may now omit tops for Individual cabinets.



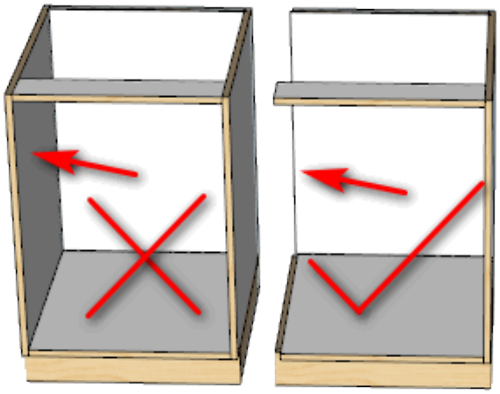
Omit Bottom

You may omit the bottom for individual cabinets.



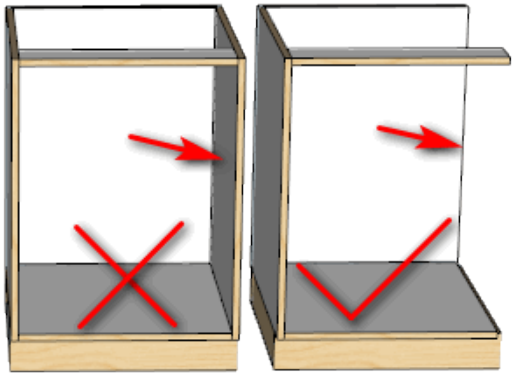
Omit Side Left

This setting allows you to Omit the Left Side of the cabinet.



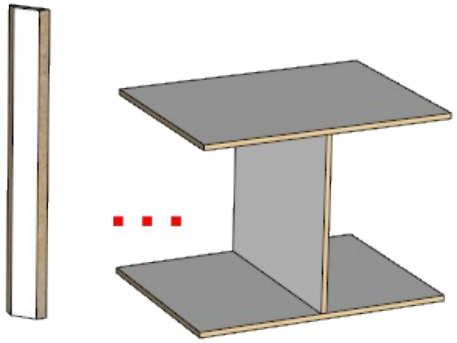
Right

This setting allows you to Omit the Right Side of the cabinet.



Omit Stray Parts

There may be a few extra parts to delete such as bracing and vertical dividers.

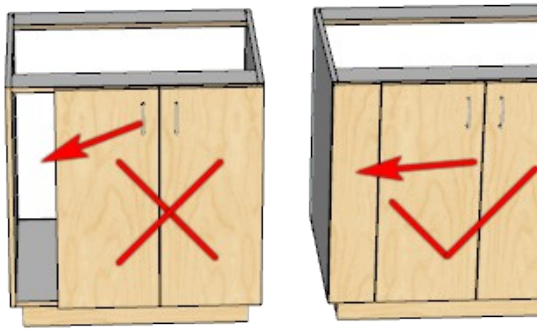


Adj Side Gap Left

One reason to adjust side gaps is when merging cabinets. In this case adjust the gap by 1/2 the thickness of the side panel.

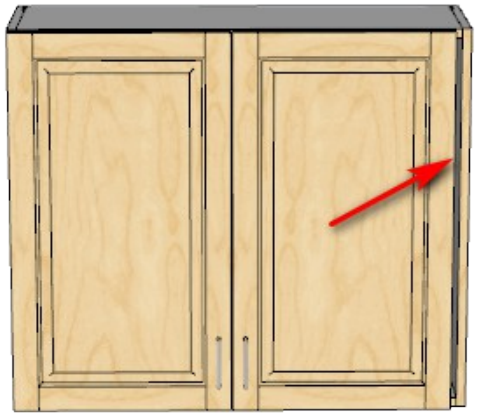
Fill Gap

You can make a Tall blind cabinet and Fill in the Left Gap with a Blind Panel.



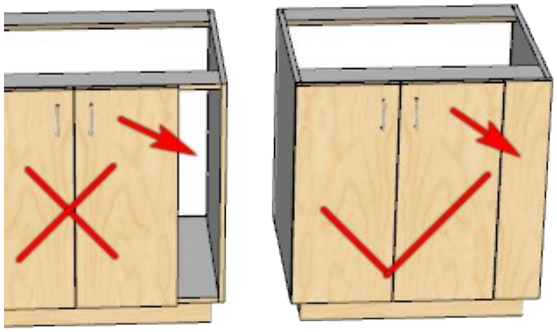
Adj Side Gap Right

One reason to adjust side gaps is when merging cabinets. In this case adjust the gap by 1/2 the thickness of the side panel



Fill Gap

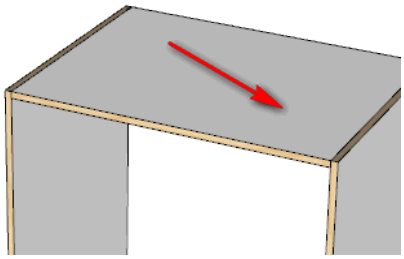
You can make a Tall blind cabinet and Fill in the Right Gap with a Blind Panel.



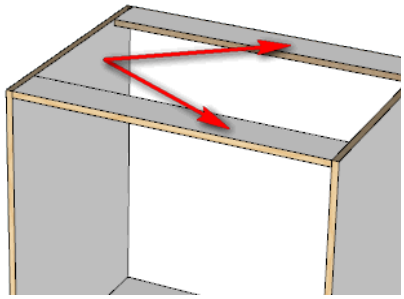
Top Style

There are 5 styles for the top. Split tops apply only to base units but not to angled, return or angled end cabinets. Only Standard cabinets can have Mitered Tops.

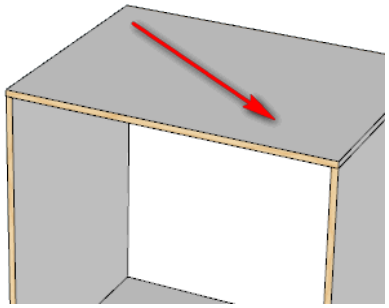
Tool Tip: *Split Tops and Front Stretcher requires Stretcher to have width.*



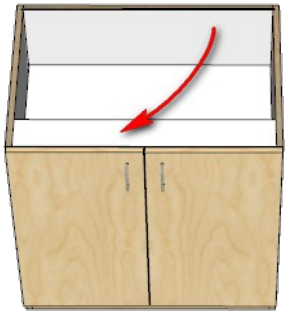
Standard Top



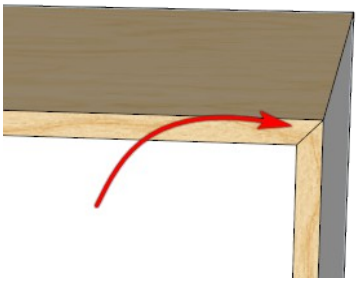
Split Top



Overlay Top



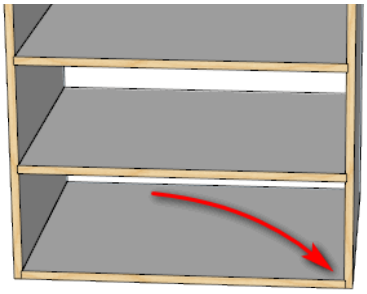
Front Stretcher



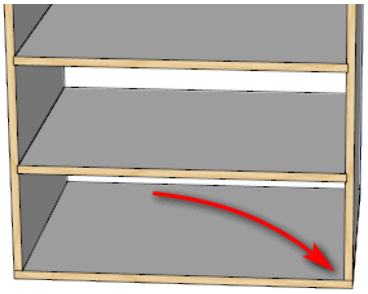
Mitered Top

Bottom Style

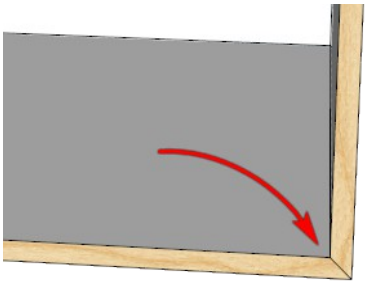
There are 3 styles for the bottom, Standard, Overlay and Mitered. Only Standard cabinets can have Mitered Bottoms.



Standard Bottom



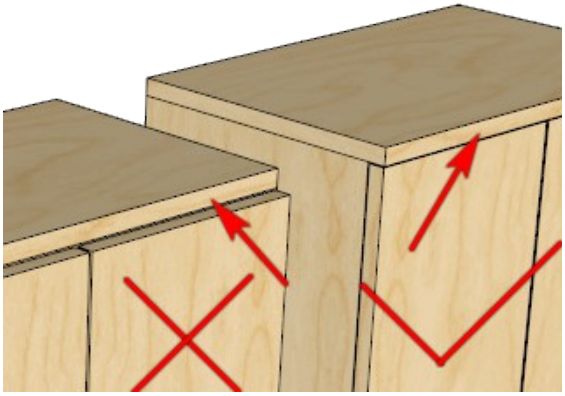
Overlay Bottom



Mitered Bottom

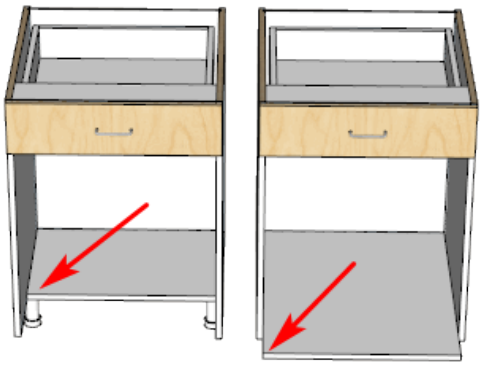
Extend Overlay Top

First set the Top Gap so the top of the door / drawer is below the cabinet top. Then Set Extend Overlay Top by the thickness of the door and door protrusion.



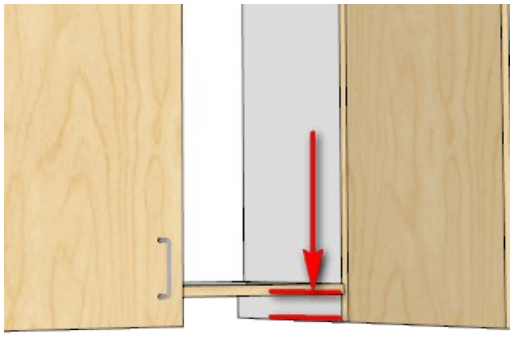
Bottom

You can now extend the bottom fixed shelf for microwaves etc. You can use a negative number and set back the bottom for ADA cabinets.



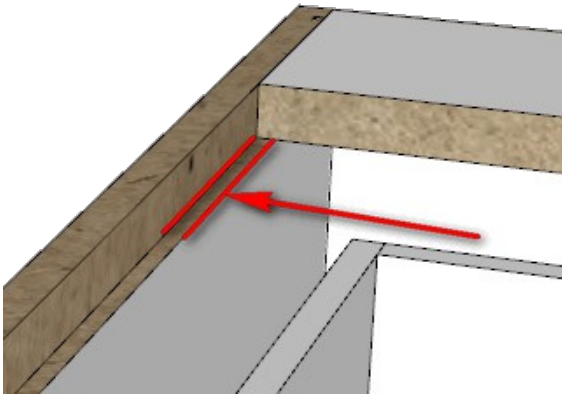
Bottom Offset Uppers

You may offset the Bottom panel for Upper cabinets.



Side Dado / Rabbet

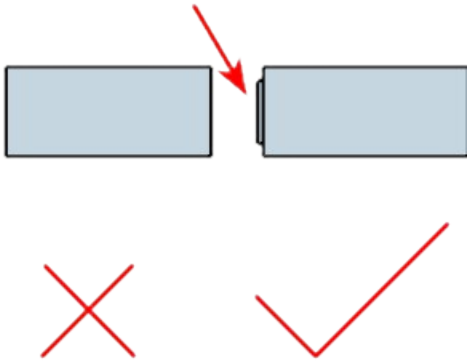
This is the amount that top and bottom fixed shelves dado into sides.



Hanger

Tenon Hanger is a rule since some users tenon base cabinet hangers but not uppers.

Tool Tip: *This setting is only used by reports*



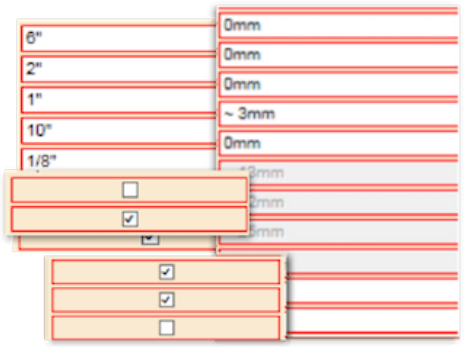
7) Templates

Choose Rules Set

Rules are located in “GKWare_cabmaker\rul” folder. Choose a rule to edit here. Go to PROJECT tab and set your current rules.

Rules are not automatically saved. You must choose “Save” to apply your changes. You can choose “Save As” from the Rules Options and create a new rule file.

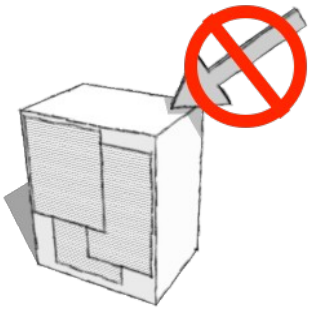
Tool Tip: *Context help shows where this resource came from.*



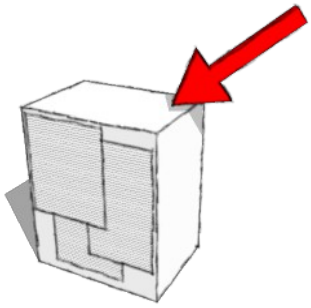
Saving Options

There are 3 saving options: “Do Not Save”, “Save” and “Save As”. If you wish to save changes to an existing then choose “Save”. If you wish to create a new set of rules then choose “Save As” and you will be asked to provide a new name for the new set.

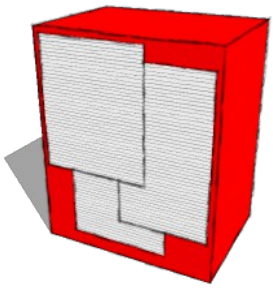
Tool Tip: *Alt S - Save / Save As*



Do Not Save



Save



Save As

Create Cabinet

The “Create Cabinet” button is used to edit or create cabinets.

If you click on the CabMaker tool bar or choose CabMaker from the menu you are set up to create a new cabinet.

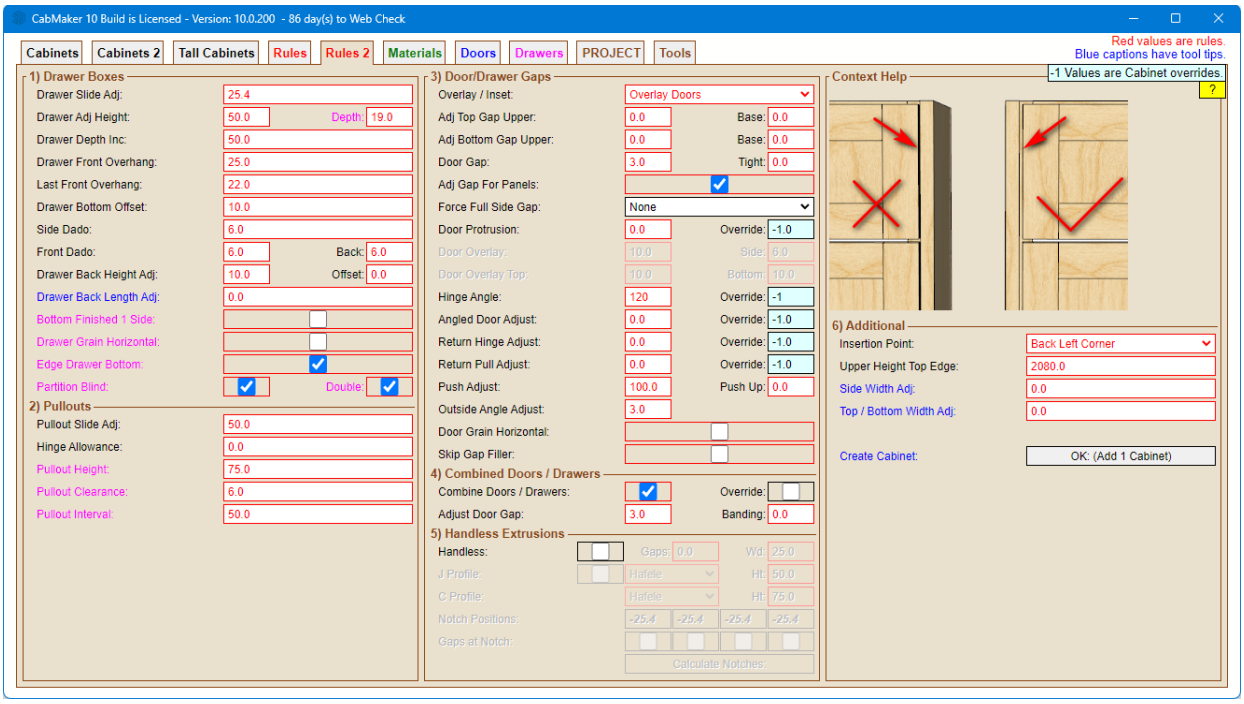
If you pre select 1 or more cabinets, right click and choose “Edit Cabinet” then you are in edit mode.

If you are editing a single cabinet then you can change any number of parameters on the “Cabinet Tab”.

If you are editing multiple cabinets then you are in batch mode and the settings on the “Cabinets Tab” are ignored.

Tool Tip: *Or press Enter key*

Rules 2 Tab

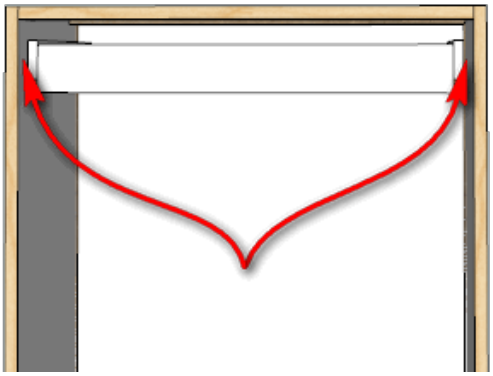


The Rules 2 Tab contains Door and Drawer Rules. Notice that there aren't any parameters in black. All parameters on this page belong to the set of Rules. Please note that the majenta text shows which Drawer and Pullout parmeters are required by the Drawer / Pullout System.

1) Drawer Boxes

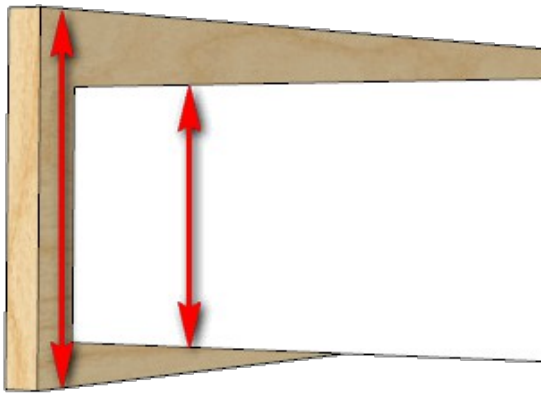
Drawer Slide Adj

Drawers normally have some side clearance for side mount drawer slides etc.



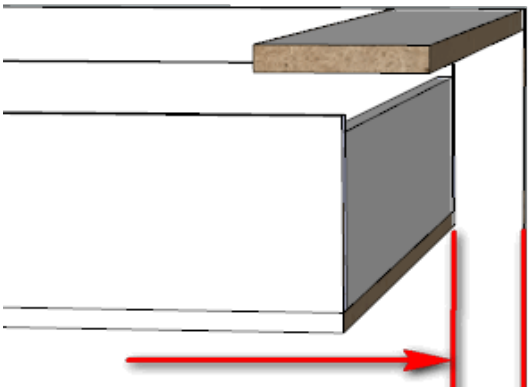
Drawer Height Adj

The drawer height adjustment is used to determine the drawer box height. Subtract this value from the Drawer Height to determine the overall height of the drawer box.



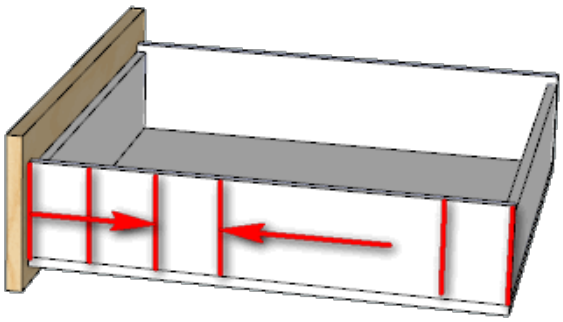
Depth

The drawer depth is determined by subtracting this amount from the cabinet depth.



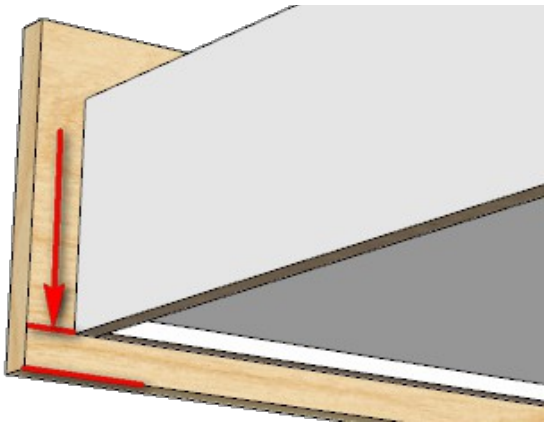
Drawer Depth Inc

Some manufactures like to build drawers that have depths that are incremental.



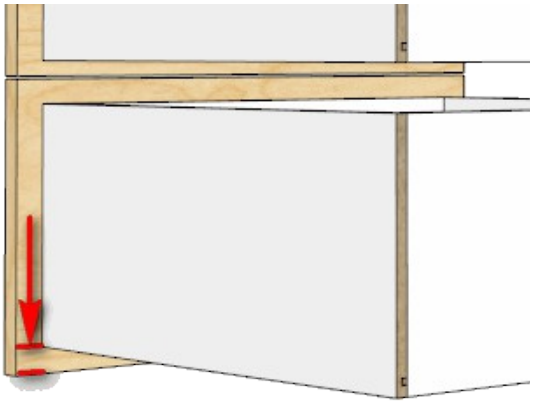
Drawer Front Overhang

This value determines how much the drawer box is above the bottom edge of the drawer.



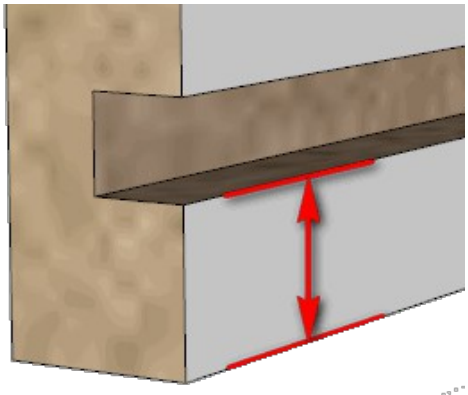
Last Front Overhang

This parameter allows you to have a different overhang for the bottom most drawer front. This is for Frameless Overlay only.



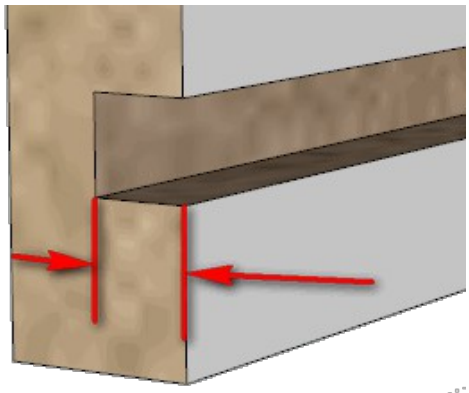
Drawer Bottom Offset

Set the offset amount when you dado drawer bottoms into sides.



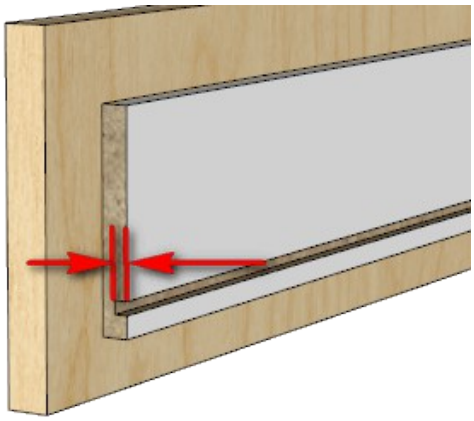
Side Dado

Set this value to the same as the thickness of the drawer box sides if you want the drawer bottoms to be plant on style. Also set the drawer bottom offset to 0.



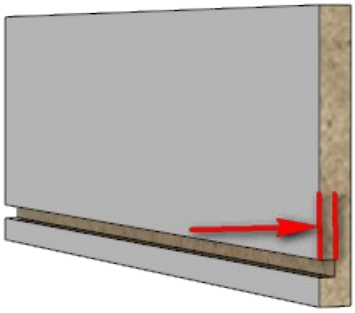
Front Dado

Set the Front Dado to -1 if this dado is the same as the Side Dado.



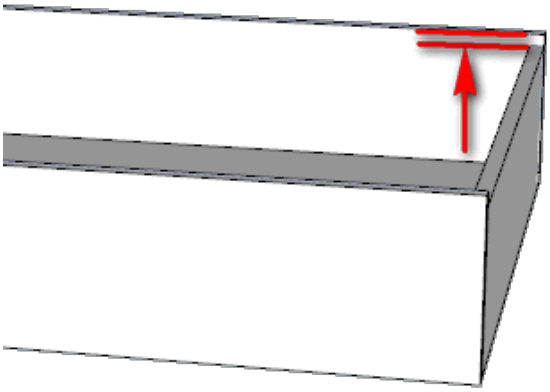
Back

Set the Back Dado to -1 if this dado is the same as the Side Dado



Drawer Back Height Adj

Some manufactures want the front and back of the drawer box slightly lower than the sides. Set to 0 if you want it flush.



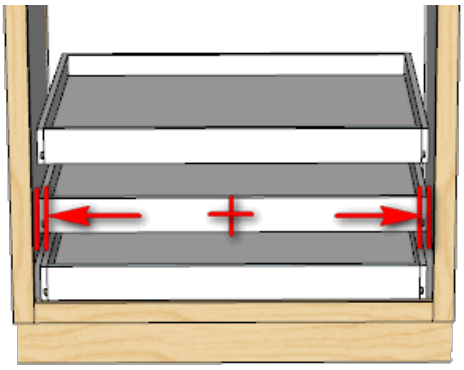
Offset

The Offset parameter allows you to adjust the vertical position of the drawer box front and back.

Drawer Back Length Adj

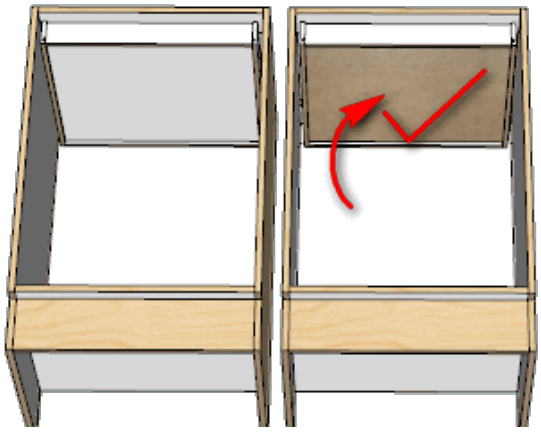
For Reports only. This setting allows you to modify the length of the drawer back by this amount.

Tool Tip: *This setting is only used by reports*



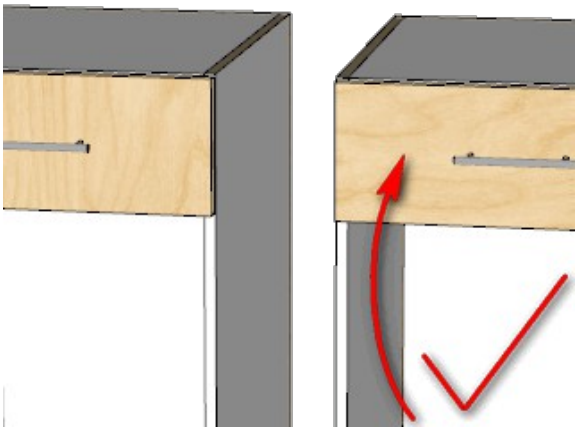
Bottom Finished 1 Side

Some manufactures use drawer bottoms that are finished 1 side.



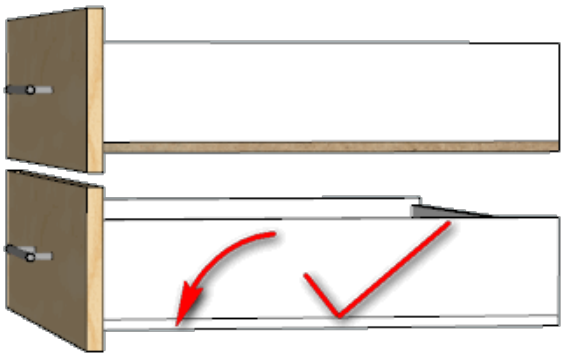
Drawer Grain Horizontal

For wood grain Drawer Fronts set horizontal or leave unchecked for vertical grain.



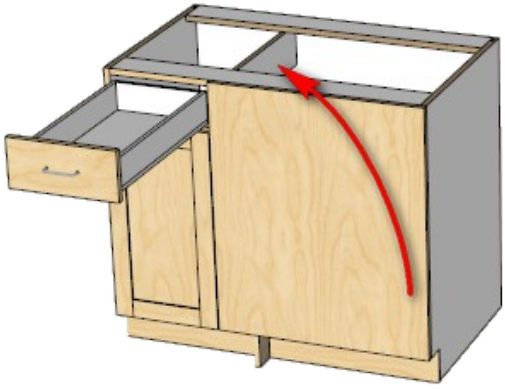
Edge Drawer Bottom

If you use plant on drawer bottoms then check this if you want them edged.



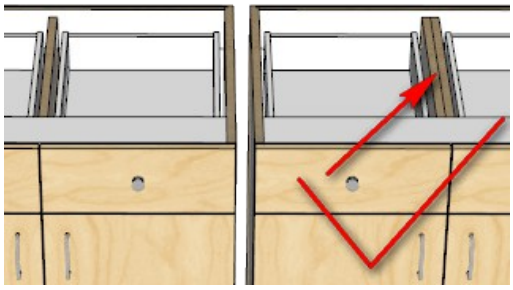
Blind Partition

Left and Right Blind cabinets can have an optional partition that is flush to the Blind Panel and used for mounting drawer slides.



Double

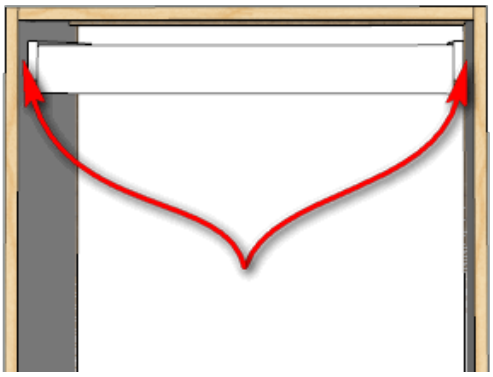
Check this if you wish to double up on your partitions. This strategy makes it easier for drilling and also may reduce the number of different size drawer boxes.



2) Pullouts

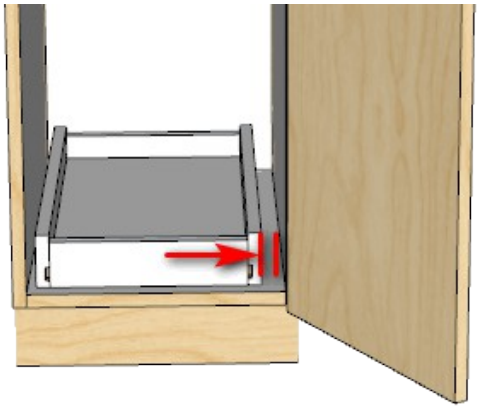
Pullout Slide Adj

Pullouts and Drawers can have their own Drawer Slide Adjustment. Adjust the room you need for pullout slides here.



Hinge Allowance

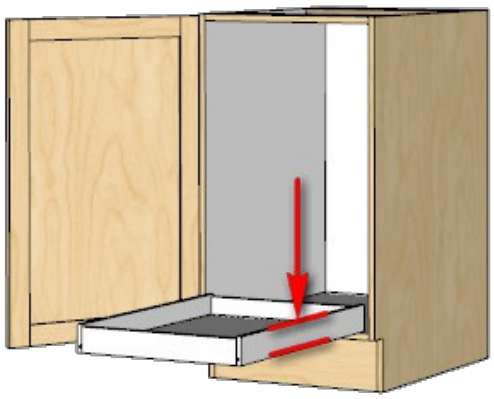
With narrow cabinets that have 1 hinged door you can add extra clearance on the hinge side.



Pullout Height

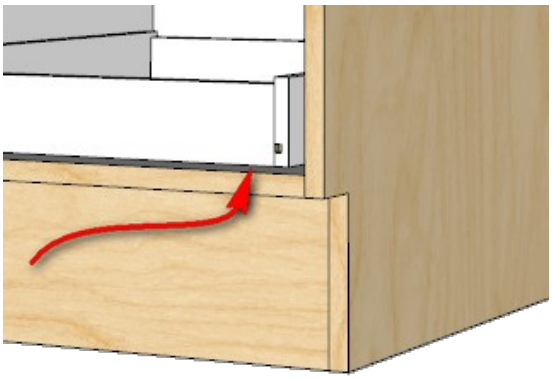
Set the height of your pullouts here.

Tool Tip: *If you set this to 0 then pullouts are disabled*



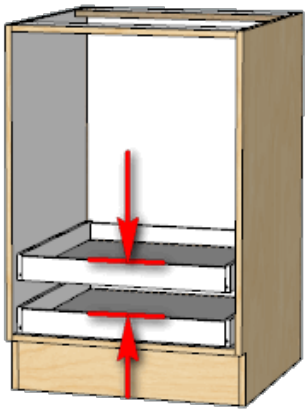
Pullout Clearance

This is the clearance for pullouts between the bottom of the pullout and the top of the bottom.



Pullout Interval

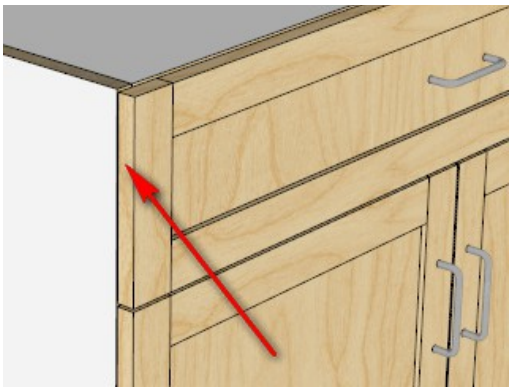
This is the distance from top edge to top edge when you have multiple pullouts.



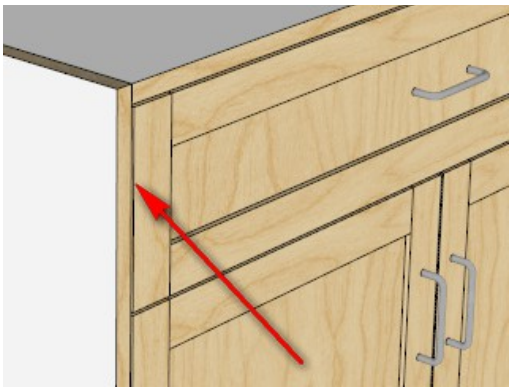
3) Door/Drawer Gaps

Overlay / Inset

This setting determines if doors and drawers are overlay or inset.



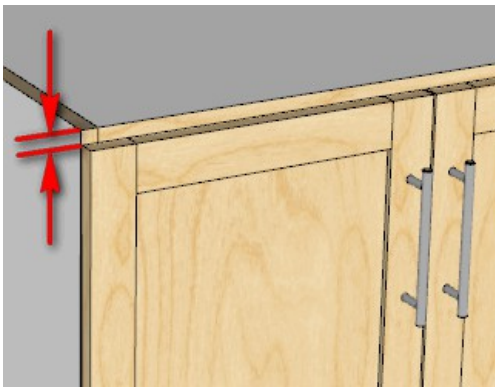
Overlay



Inset

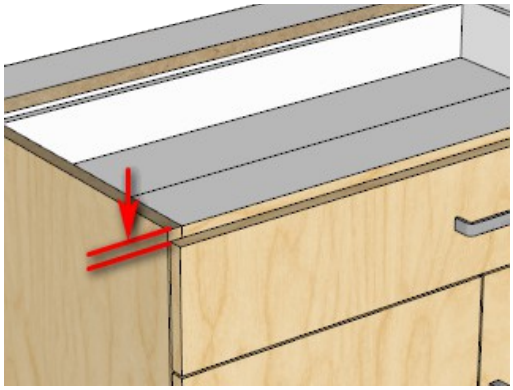
Adj Top Gap Upper

For frame less construction with overlay doors. If you wish to have some additional space at the top of the Upper Cabinet then set it here. Enter 0 if you do not wish to change the gap. Set the 'Adjust Top Gap' to a negative value equalling the door gap to eliminate the top gap.



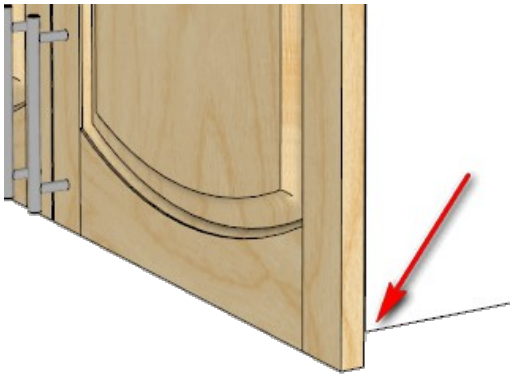
Base

For frame less construction with overlay doors. If you wish to have some additional space at the top of the Base Cabinet then set it here. Enter 0 if you do not wish to change the gap



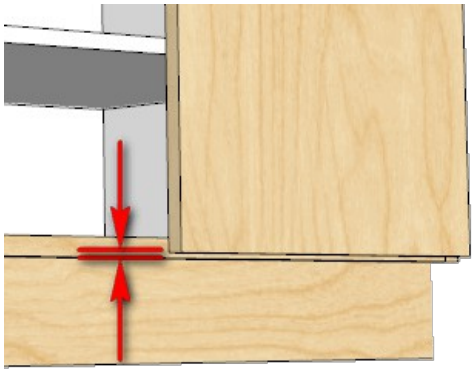
Adj Bottom Gap Upper

For frame less construction with overlay doors. If you want additional space at the bottom of the door set to a positive value. Set to a negative value for door to extend below cabinet.



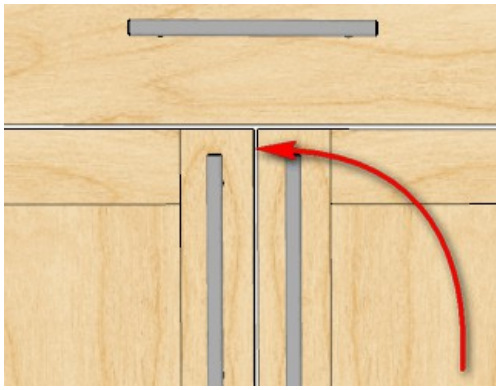
Base

For frame less construction with overlay doors. If you wish to have some additional space at the bottom of the cabinet then set it here. Enter 0 if you do not wish to change the gap.



Door Gap

Set the gap between doors here. Doors are flush to the bottom of the cabinet. There is a Door Gap at the top of the cabinet. Works with Adjust Top Gap.

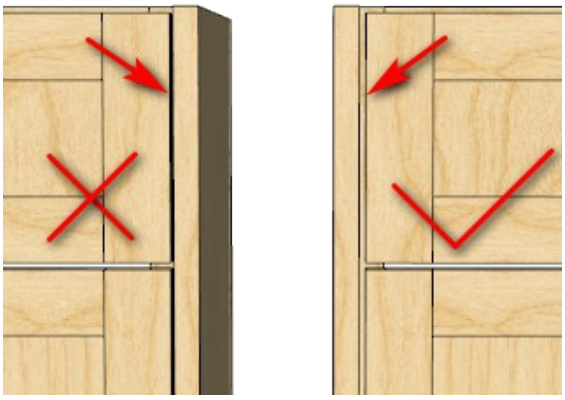


Tight

The Tight Gap is for Framless Overlay Construction. This is for Side by side doors. If you set this value to 0 then Tight Gap is ignored.

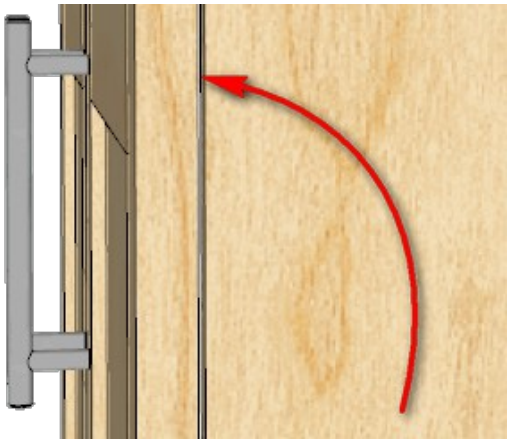
Adj Gap for Panels

Some manufacturers want a full gap between Finished panels and Doors / Drawers.



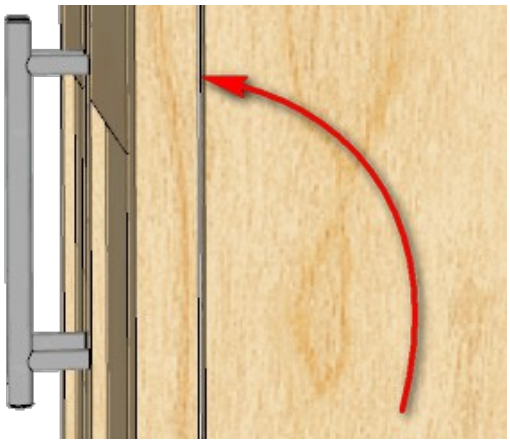
Door Protrusion

Set Door Protrusion here. Use a negative value equal to the door thickness for inset doors.



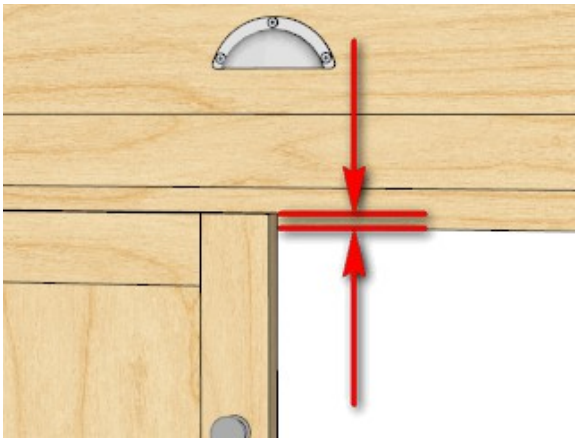
Override

This is an override at the cabinet level. One use is for Angled Cabinets.



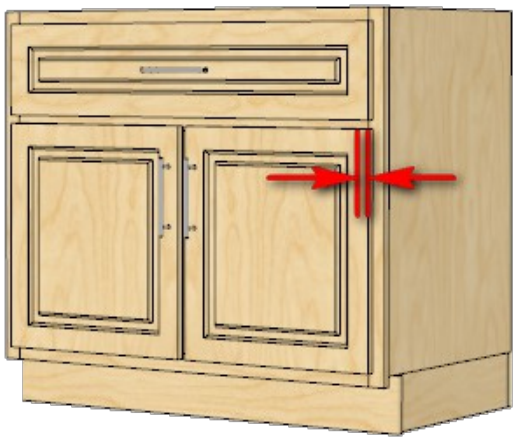
Door Overlay

This is for Face Frames and is the amount the door overlaps the rails and middle stile.



Side

This is for Face Frames and is the amount the door overlaps the left and right stiles.



Door Overlay Top

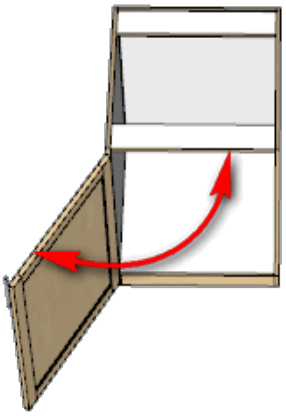
For Face Frames with overlay doors only. This allows you to modify the amount the door overlaps the top rail.

Bottom

For Face Frames with overlay doors only. This allows you to modify the bottom overlay.

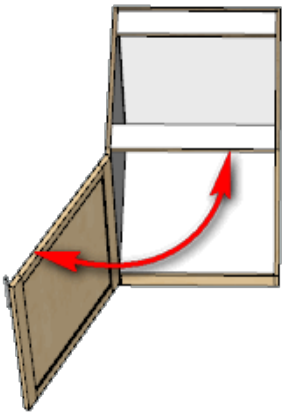
Hinge Angle

Set the hinge angle here. This illustration uses 120 degrees.



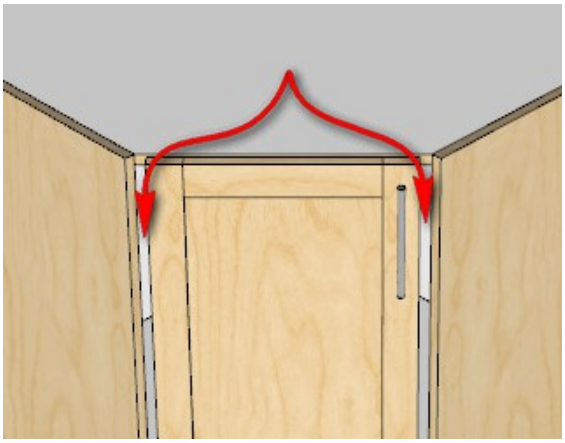
Override

This is a Cabinet level override where you can have a different Angled hinge.



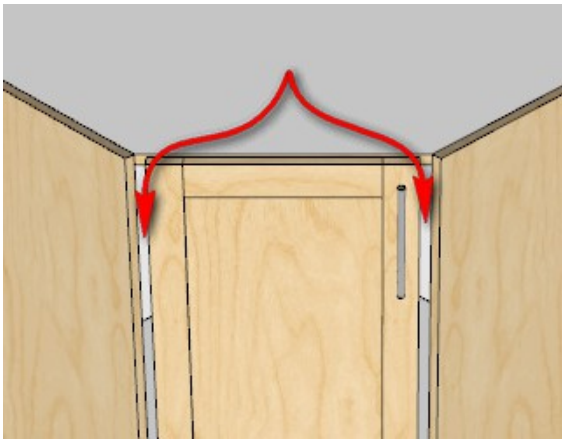
Angled Door Adjust

The angled door adjust is the overall adjustment. One half is assigned to each side of the door.



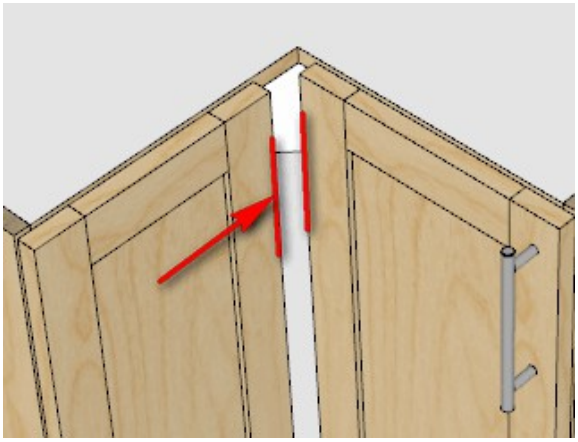
Override

Set the override to -1 so the Angled Door adjust Rule is used. Set to a positive value to override with a cabinet stored value.



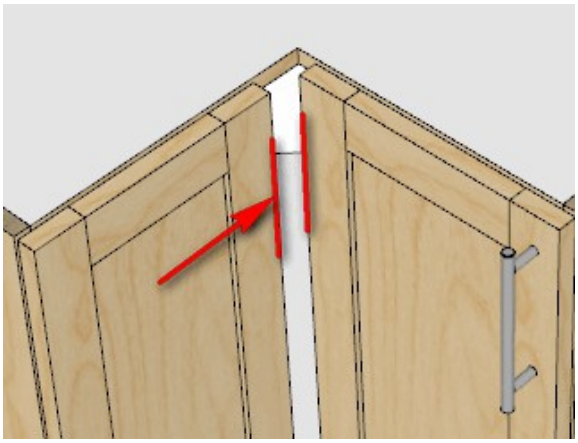
Return Hinge Adjust

You may need to set this value to adjust the gap for these type of doors.



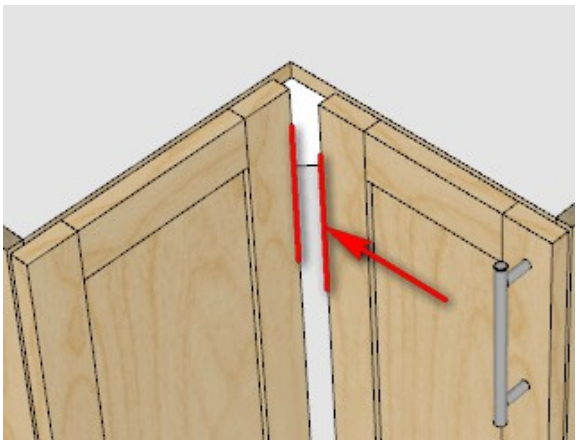
Override

Set to -1 to use the Rule. Set to a value other than -1 to override the value.



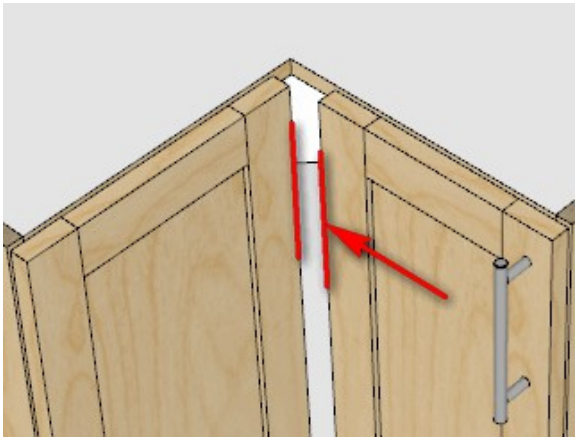
Return Pull Adjust

You can also adjust the gap for the handle side for these type of doors.



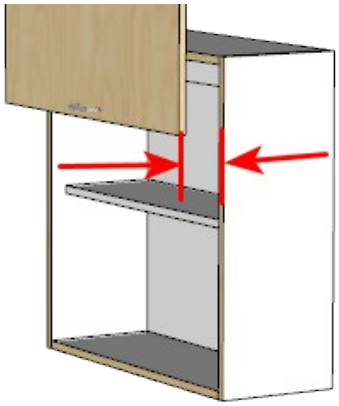
Override

Set to -1 to use the Rule. Set to a value other than -1 to override the value.



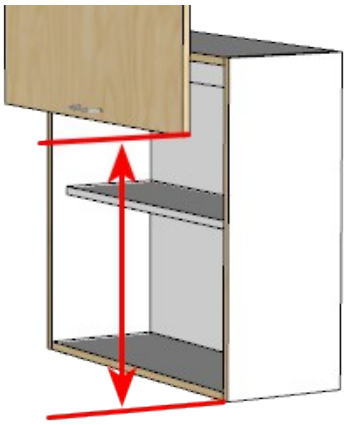
Push Adjust

This is the amout that a Lift Up door pushes away from the Cabinet.



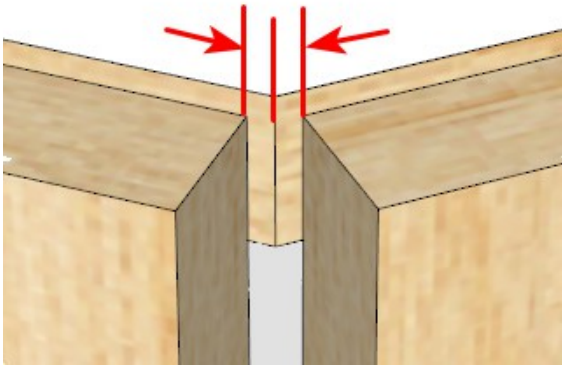
Push Up

This is the amout that a Lift Up door pushes Up.



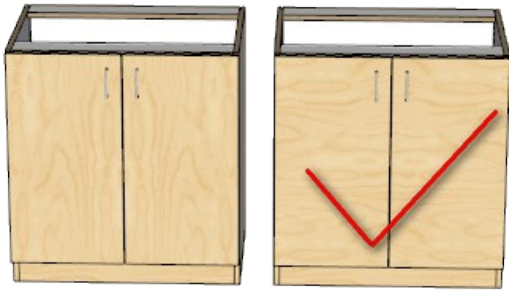
Outside Angle Adjust

Set gap for Outside Angle Gap. Number can be negative.



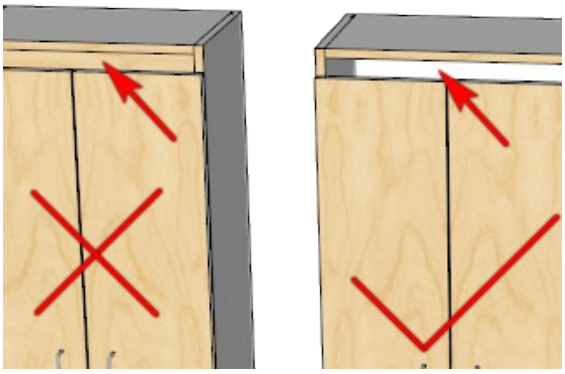
Door Grain Horizontal

For wood grain Doors set horizontal or leave unchecked for vertical grain.



Skip Gap Filler

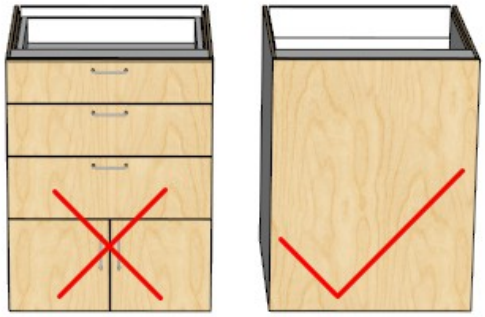
By default CabMaker puts in a rail when the top door gap is larger than the thickness of the top. Skip the gap filler if you are extending the top when it is an overlay.



4) Combined Doors / Drawers

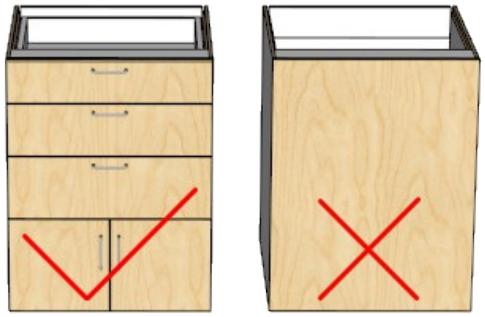
Combine Doors / Drawers

For manufacturing CabMaker sends a Slab over to CutMaster that will fit the various fronts that have vertical grain.



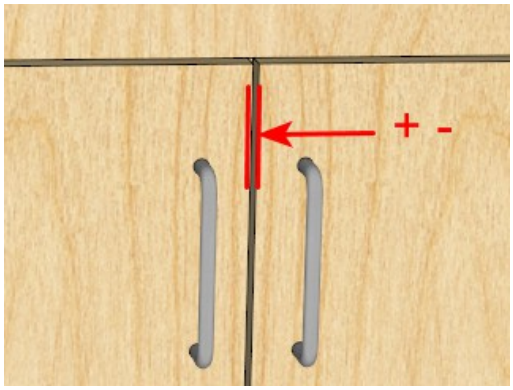
Override

The override skips combining doors for the current Cabinet.



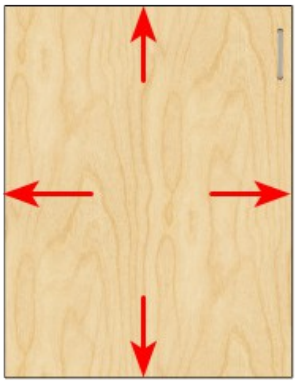
Adjust Door Gap

When using a CNC router you may need a bit more room to cut apart the doors from the Combined Slab.



Banding

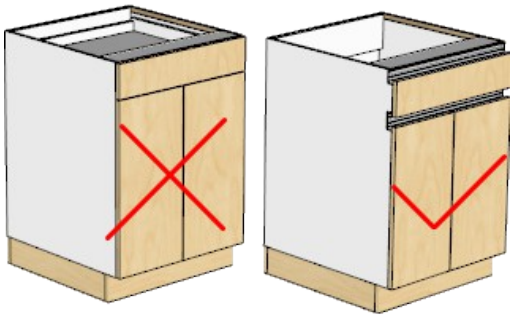
Cabmaker will adjust the size of the Slab based on the thickness of the edge banding in addition to the preceding parameter (Adjust Door Gap).



5) Handless Extrusions

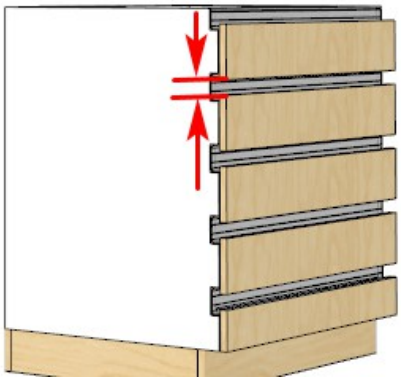
Handless

This checkbox turns on / off Handless parameters. This is ignored for upper cabinets and Angled Ends



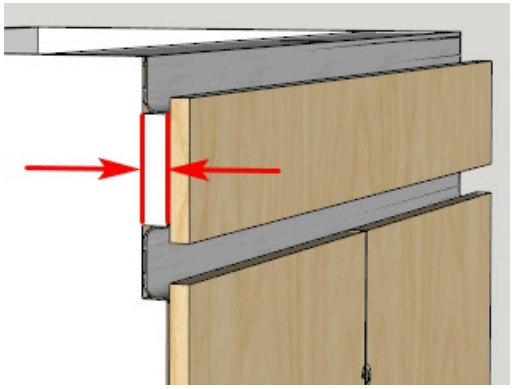
Gaps

Gaps is the Finger Room between drawers and doors



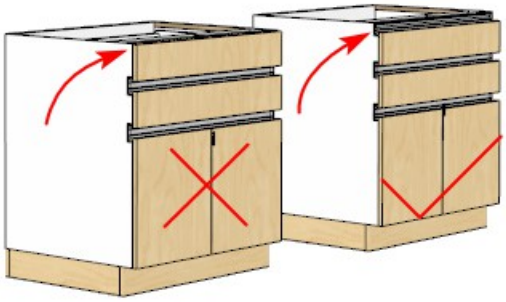
Width

Adjust the notch width here. Allow for machining tolerances if you use CNC.

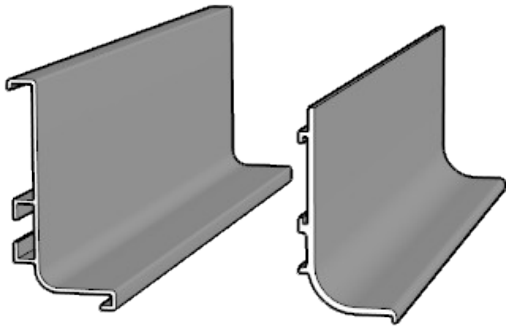


J Profile

You may have an optional J profile at the top of the cabinet.

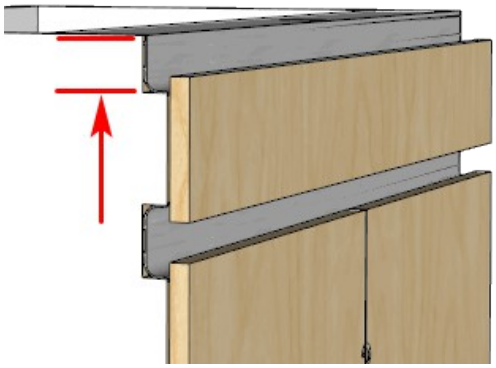


Choose 1 of the J profiles. You can also add your own with CabMaker Build version.



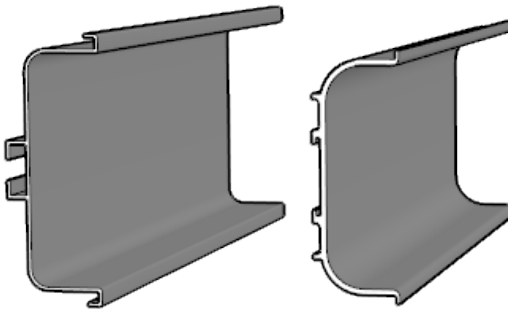
Ht

Adjust the J Profile notch height here. Allow for machining tolerances if you use CNC.



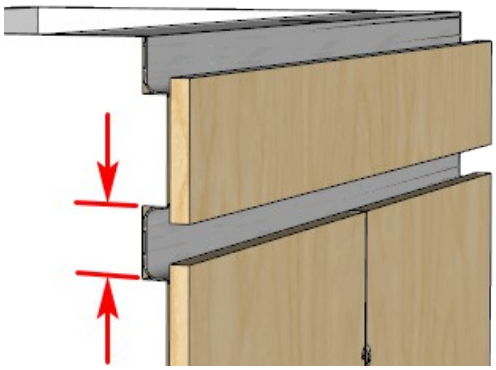
C Profile

Choose 1 of the C profiles. You can also add your own with CabMaker Build version.



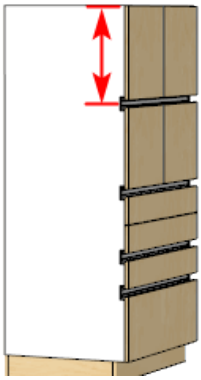
Ht

Adjust the C Profile notch height here. Allow for machining tolerances if you use CNC.

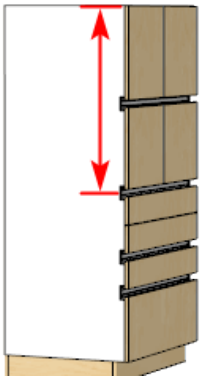


Notch Positions

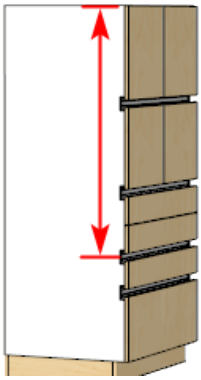
This is for the C Profile Notch positions. Only populate the ones you want. These parameters are for rules.



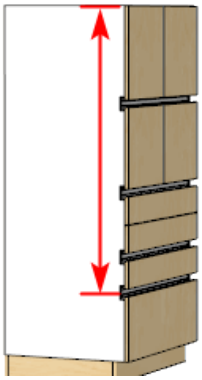
Notch 1



Notch 2



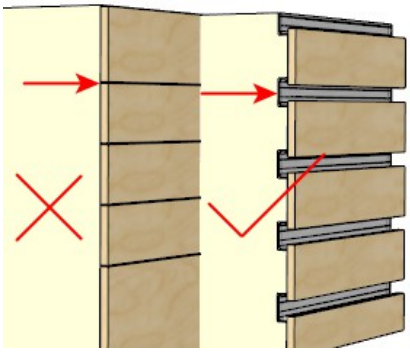
Notch 3



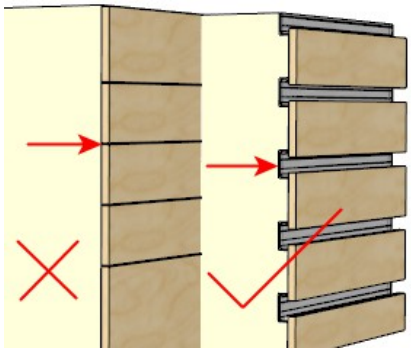
Notch 4

Gaps at Notch

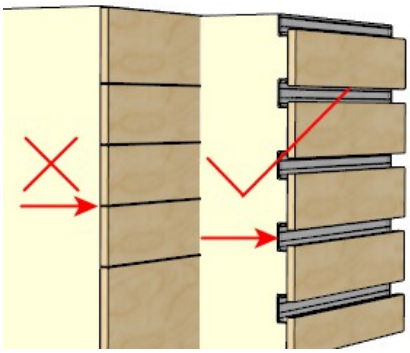
There are four checkboxes and are for the C Profile Notch positions. These parameters are at the cabinet level. Check if you want finger room between the drawers.



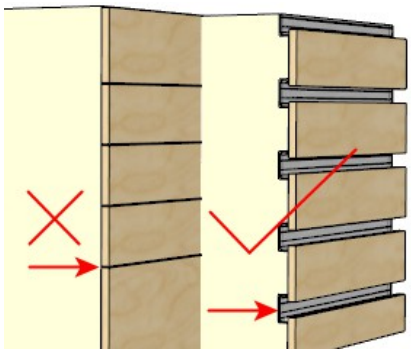
Gap at Notch 1



Gap at Notch 2



Gap at Notch 3



Gap at Notch 4

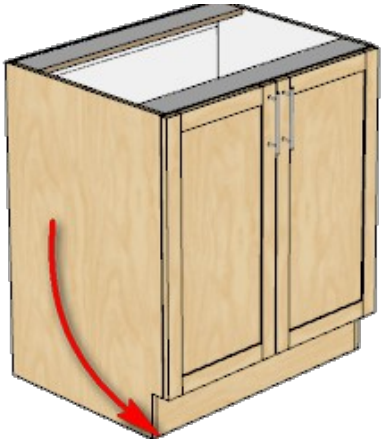
Calculate Notches

Click this to have CabMaker figure out where gaps are. Make sure that you have the J profile turned on or off as required and that the 4 check boxes directly above are set the way you want

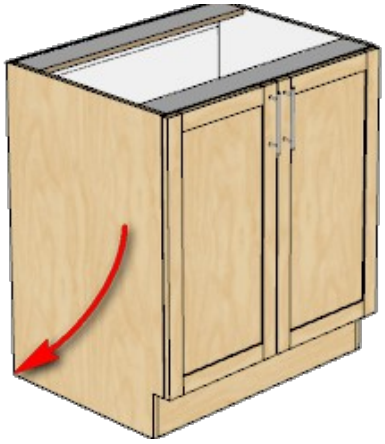
6) Additional

Insertion Point

You can either index cabinets from the front or back edge.



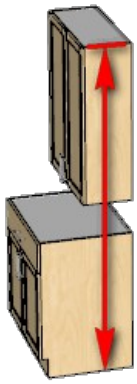
Insert Front



Insert Back

Upper Height Top Edge

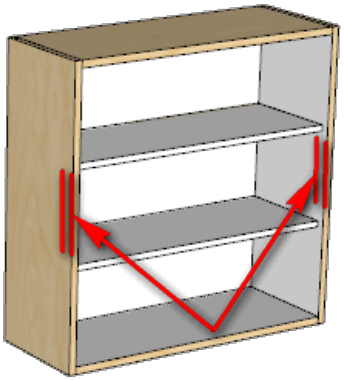
Set this value for the top edge of the upper cabinets.



Side Width Adj

For Reports only. Enter the amount that you want to adjust the widths of cabinet sides.

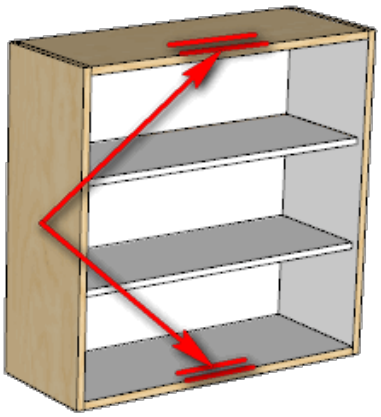
Tool Tip: *This setting is only used by reports*



Top / Bottom Width Adj

For Reports only. Enter the amount that you want to adjust the widths of cabinet top and bottom.

Tool Tip: *This setting is only used by reports*



Create Cabinet

The “Create Cabinet” button is used to edit or create cabinets.

If you click on the CabMaker tool bar or choose CabMaker from the menu you are set up to create a new cabinet.

If you pre select 1 or more cabinets, right click and choose “Edit Cabinet” then you are in edit mode.

If you are editing a single cabinet then you can change any number of parameters on the “Cabinet Tab”.

If you are editing multiple cabinets then you are in batch mode and the settings on the “Cabinets Tab” are ignored.

Tool Tip: *Or press Enter key*

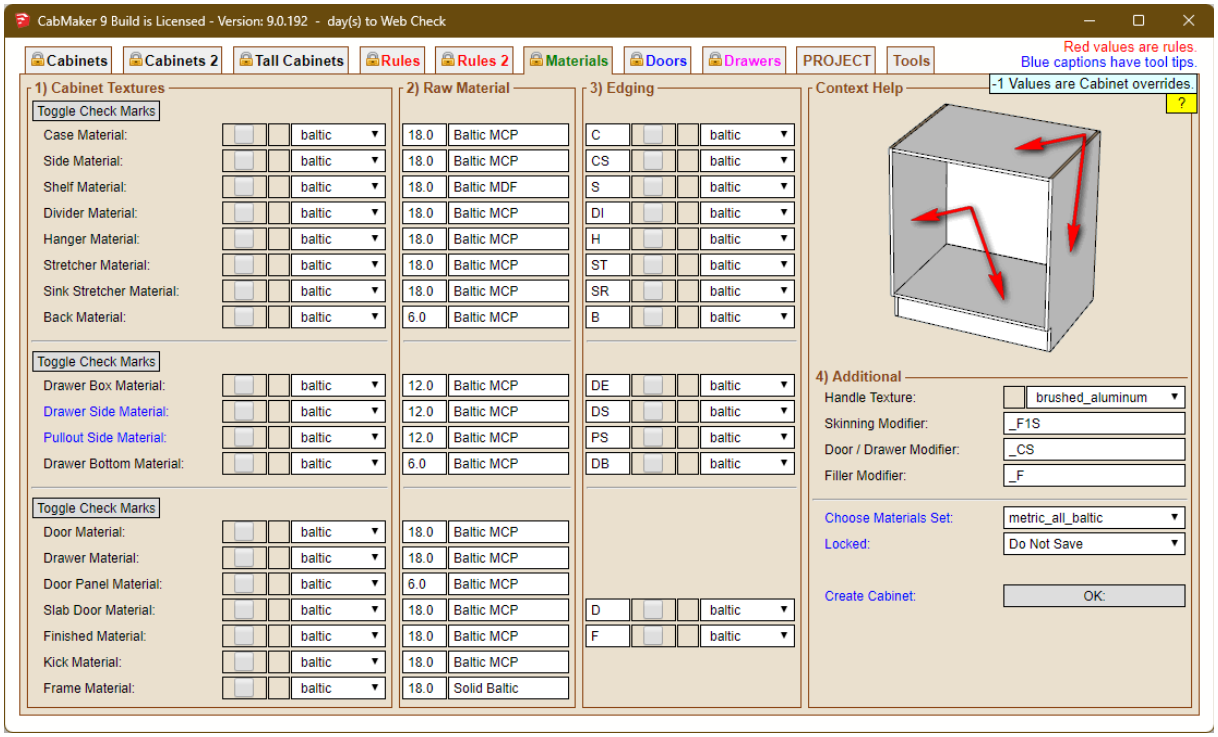
Materials Tab

The materials tab provides you with a set of materials. You can create as many material files as you wish. NOTE: There is a hot key Alt-T which toggles all the checkboxes at once.

The first column displays the material classification. The check box background colour reflects the chosen colour. If the second column contains a texture then the check box background colour is transparent. You can set a number of colors simultaneously by using the check boxes. If the color you choose has a check mark then all checked colors will change.

Enter the actual material thickness in the third column. The fourth column is used by the parts reports and is especially helpful if you use CutMaster etc. The Edging section allows you to have different edge textures than the face. The short codes like 'C' etc are used by CutMaster CNC.

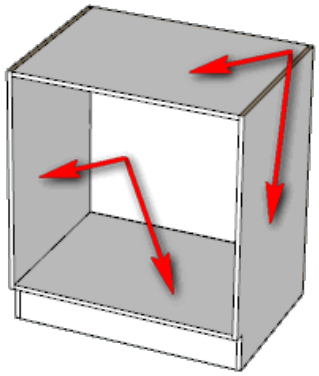
Set up your model template for fractional inches, decimal inches or millimeters.



1) Cabinet Textures and 2) Raw Material

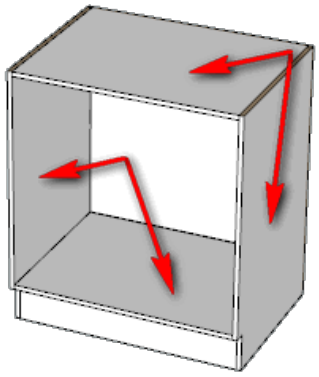
Case Material

The case is made up of the tops and bottoms. These are fixed panels.



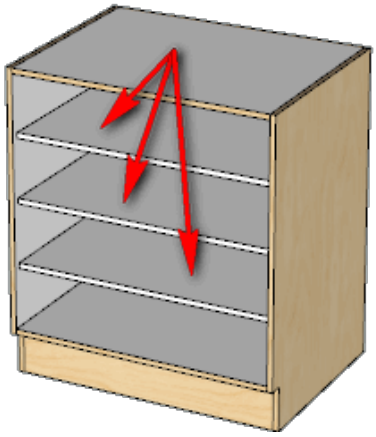
Side Material

You may now have sides with different thickness from Tops and Bottoms.



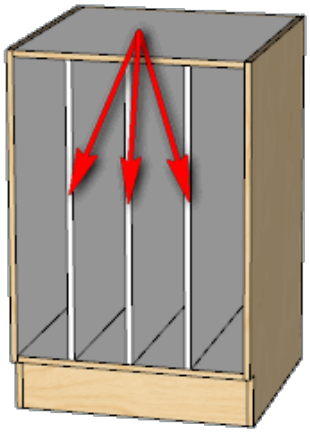
Shelf Material

These are the adjustable shelves.



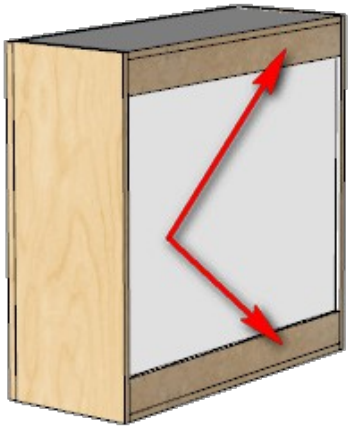
Divider Material

Set up material for vertical dividers.



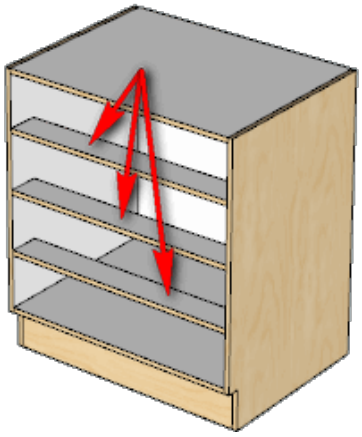
Hanger Material

This is for your hanger (nailers) material. Hangers can be on the outside or on the inside of the cabinets.



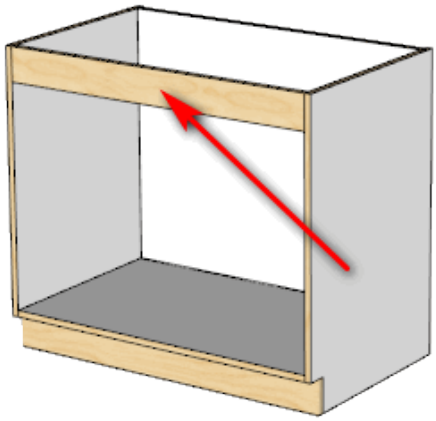
Stretcher Material

Stretchers are used for split tops and for rails between drawers and doors.



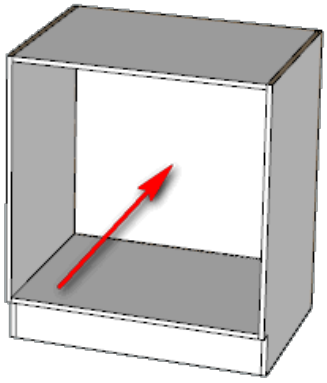
Sink Stretcher Material

Sink Stretchers are optionally used for sinks. You may use this in conjunction with Omit Sink Tops.



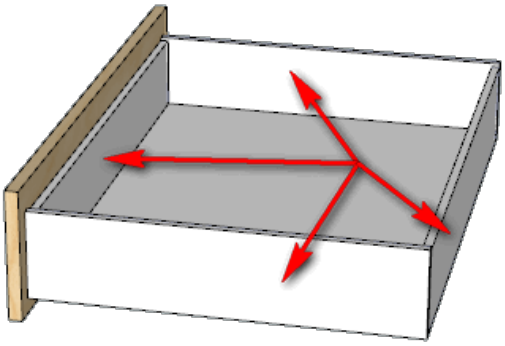
Back Material

Set the thickness and material for cabinet backs.



Drawer Box Material

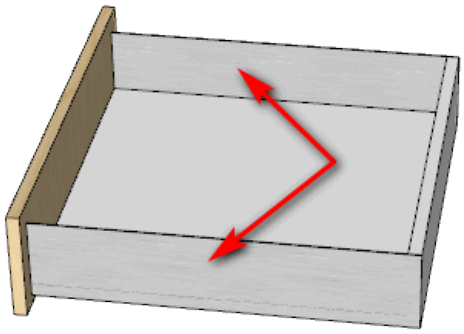
The drawer box material is for the sides, front and back. Set the material here.



Drawer Side Material

The Drawer System can have sides that are different than the rest of the drawer box. In the case of the Grass Zargen system the metal sides are just a few mm thick.

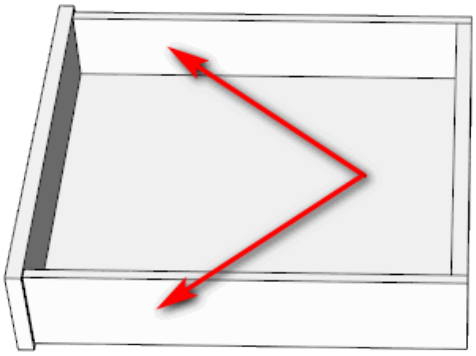
Tool Tip: *For Drawer System*



Pullout Side Material

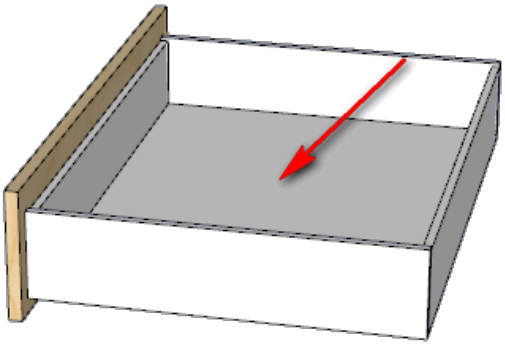
The Pullout System can have sides that are different than the rest of the drawer box. In the case of the Grass Zargen system the metal sides are just a few mm thick.

Tool Tip: *For Pullout System*



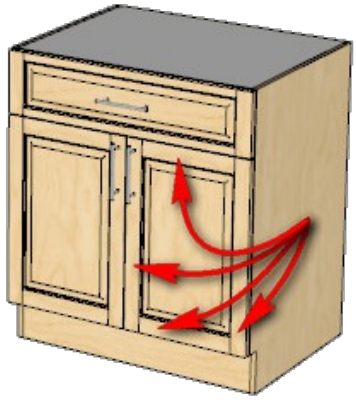
Drawer Bottom Material

Set the material for your drawer bottoms here.



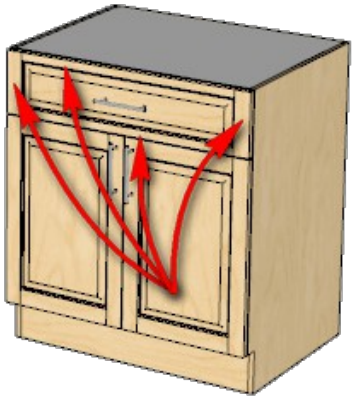
Door Material

The Door material is the entire door if it is a plain panel or for the stiles and rails for a 5 piece door.



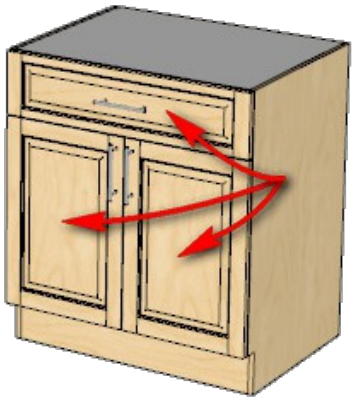
Drawer Material

The Drawer material is the entire drawer if it is plain panel or for the stiles and rails for a 5 piece drawer.



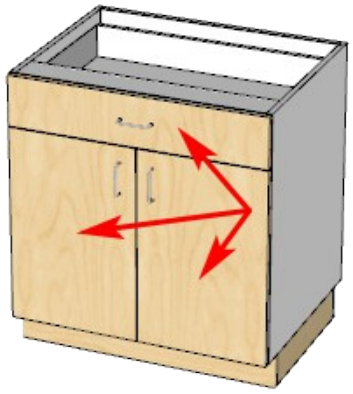
Door Panel Material

5 piece doors and drawers use this material for the center panel.



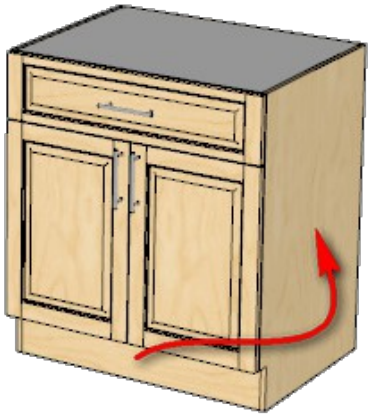
Slab Door Material

Use this for Slab door or Embossed door panel material.



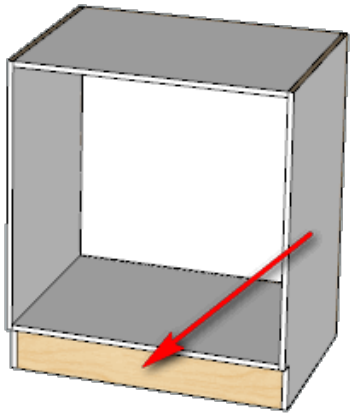
Finished Material

Finishing material is for skins, edged cases, applied finished panels and finished backs.



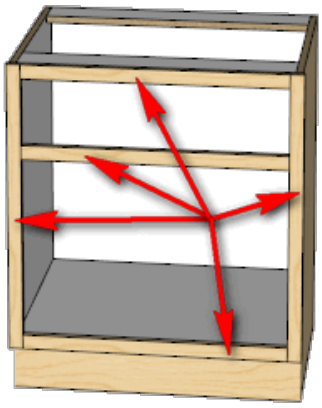
Kick Material

This is for the kicks.



Frame Material

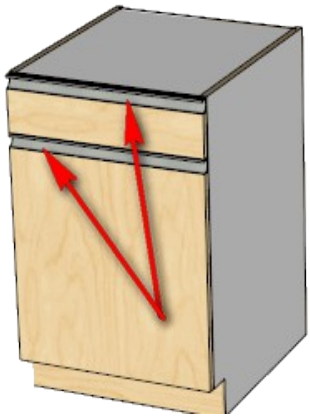
This is the material for cabinets with frames.



4) Additional

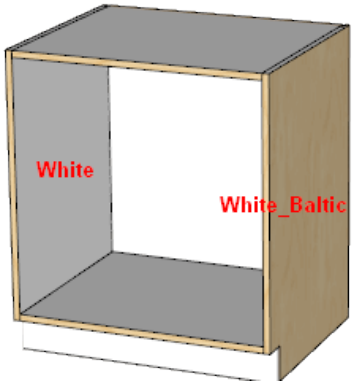
Handle Texture

This is the material for extruded handles.



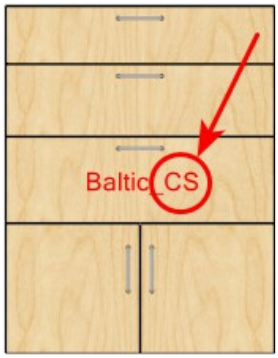
Skinning Modifier

This is for the parts reports. This modifier is added to the Case material. For example if the case material name is “White” and the modifier is “_Baltic” then the report will show skinned parts as “White_Baltic”



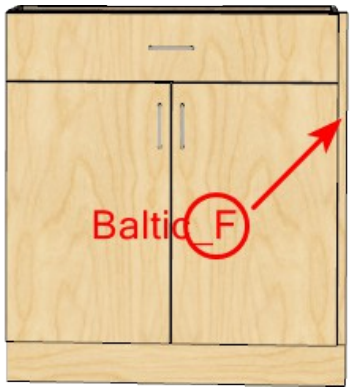
Door / Drawer Modifier

For Cabinets that have Combined Fronts CutMaster also gets the original Door and Drawer parts. This modifier helps to differentiate the Doors / Drawers from the Combined Slabs.



Filler Modifier

You can now separate Fillers from Finished panels with this Filler Modifier.



Templates

Choose Materials Set

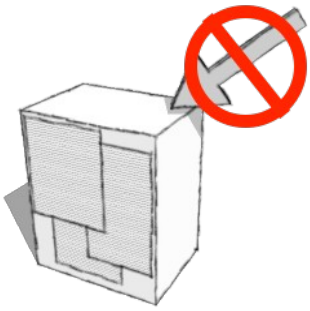
Materials are stored in “GKWare_cabmaker\mat” folder. Choose a Materials set to edit here. The PROJECT tab is where you set the current Materials Set. Materials are not automatically saved. You must choose “Save” to apply your changes. You can choose “Save As” from the Materials Options and create a new Material File.

Tool Tip: *Context help shows where this resource came from.*

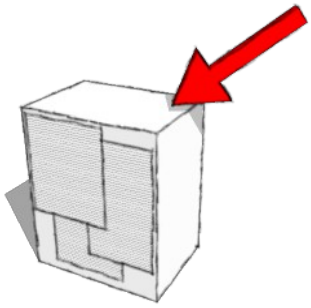
Saving Options

There are 3 saving options: “Do Not Save”, “Save” and “Save As”. If you wish to save changes to an existing set of materials then choose “Save”. If you wish to create a new set of materials then choose “Save As” and you will be asked to provide a new name for the new set.

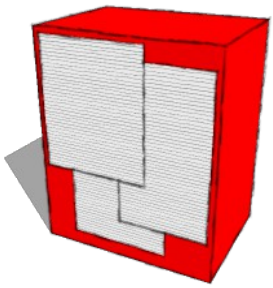
Tool Tip: *Alt S - Save / Save As*



Do Not Save



Save



Save As

Create Cabinet

The “Create Cabinet” button is used to edit or create cabinets.

If you click on the CabMaker tool bar or choose CabMaker from the menu you are set up to create a new cabinet. If you pre select 1 or more cabinets, right click and choose “Edit Cabinet” then you are in edit mode.

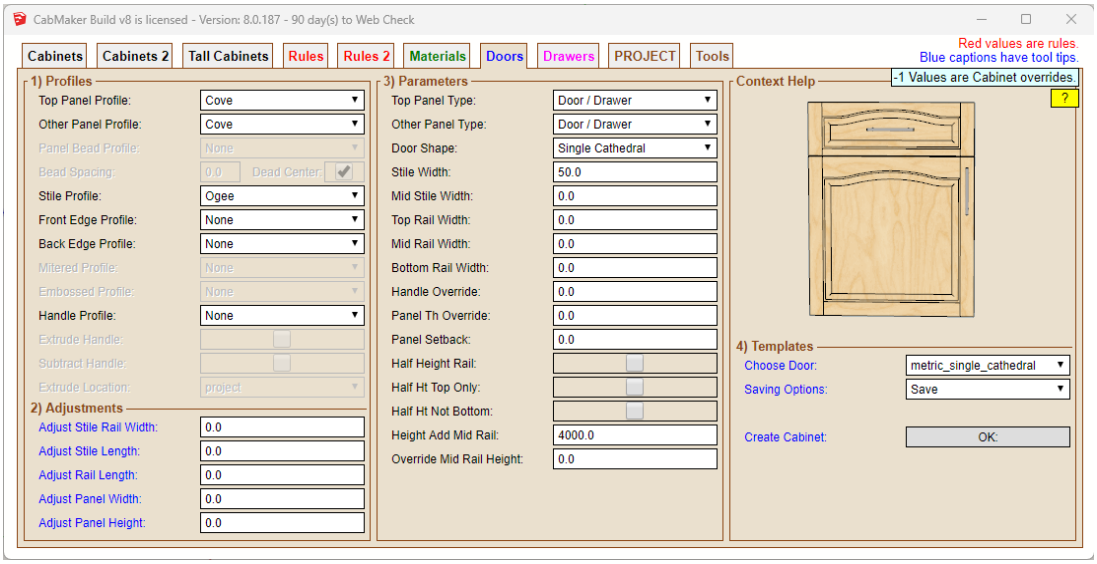
If you are editing a single cabinet then you can change any number of parameters on the “Cabinet Tab”.

If you are editing multiple cabinets then you are in batch mode and the settings on the “Cabinets Tab” are ignored.

Tool Tip: *Or press Enter key*

Doors Tab

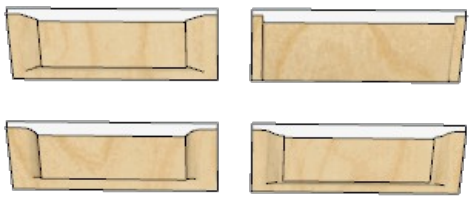
Use the door tab to manage all your door and drawer styles.



1) Profiles

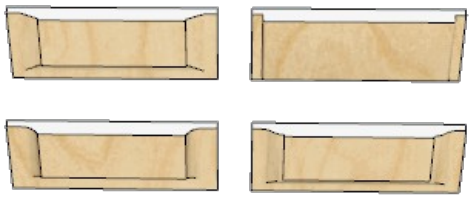
Top Panel Profile

Choose your panel profile here. You can add your own profiles. This is covered in the section Adding Door Profiles. All doors have a Top Panel.



Other Panel Profile

Choose your Other Panel Profile here. Only for Multiple Vertical Panels.

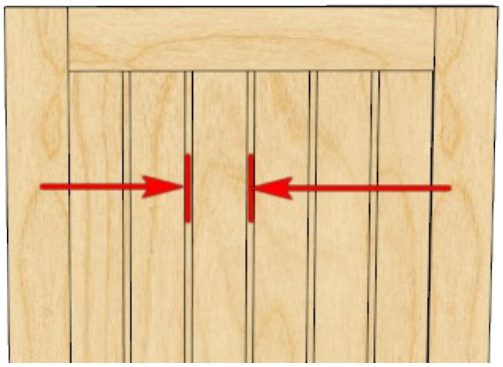


Panel Bead Profile

Slab doors and Shaker doors can have beaded panels.

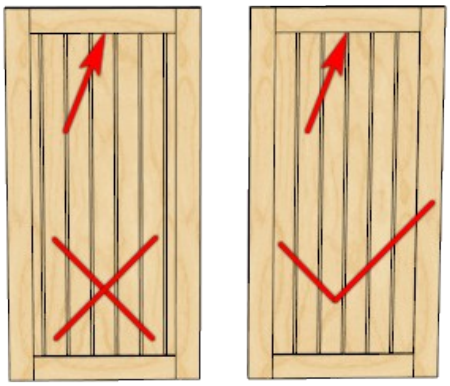
Bead Spacing

Configure the center to center spacing for beads here.



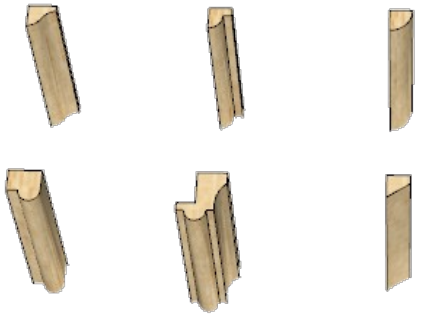
Dead Center

You can have 1 bead dead center in the panel odd number of beads. Or you can have an even number of beads.



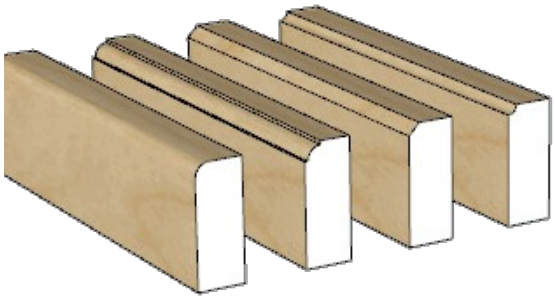
Stile Profile

Choose your stile profile (also know as moulding for slip ins) here.



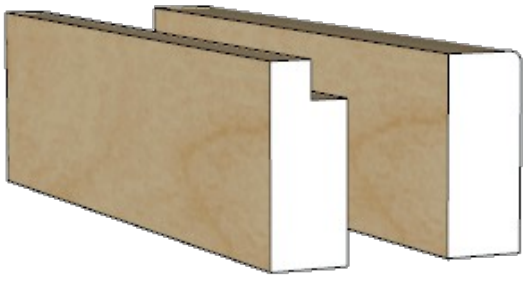
Front Edge Profile

Choose the optional front edge profile here.



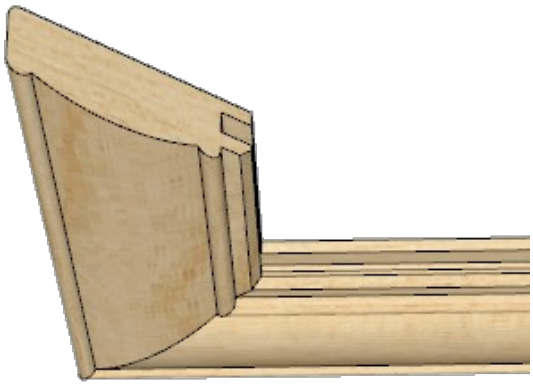
Back Edge Profile

Choose the optional back edge profile here.



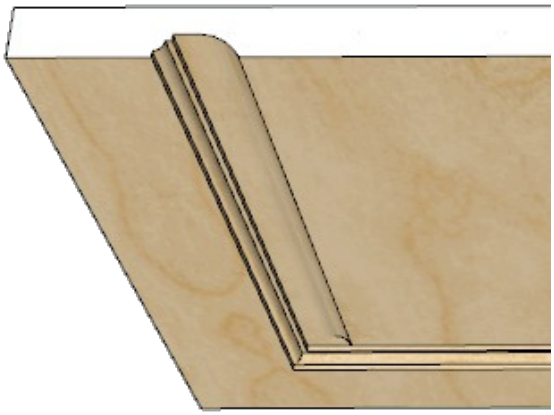
Mitered Profile

Choose your mitered profile. Adding new profiles is covered in a later section. With a mitered door you do not specify Front or Back Edge Profiles or Stile Profiles.



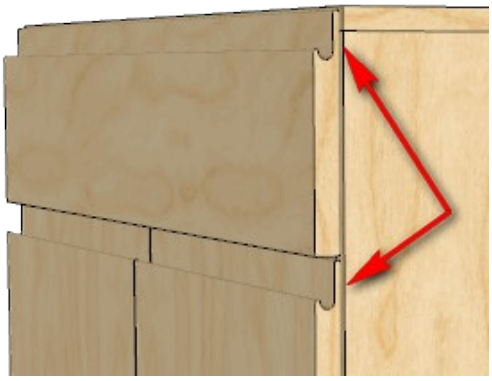
Embossed Profile

Choose your embossed profile.



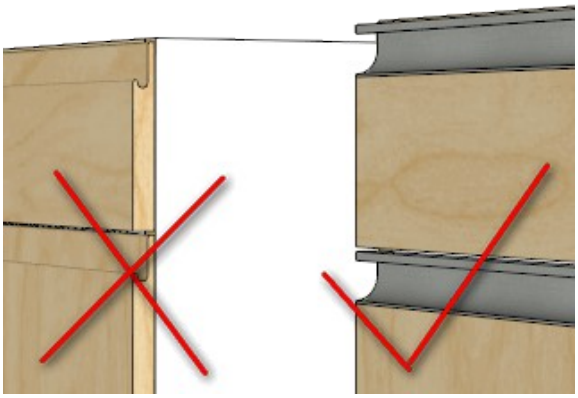
Handle Profile

Choose a handle profile for plain doors for a handle less door.



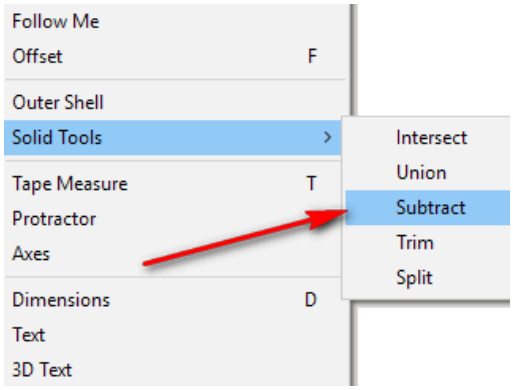
Extrude Handle

Works with Handle Profile. If not checked then the handle profile is routed on the door slab. If checked then the handle is extruded as a separate component. Set the handles texture on the material's tab.



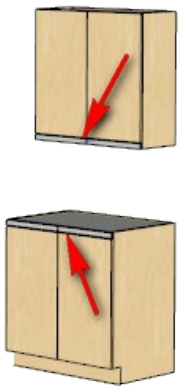
Subtract Handle

Sketchup has trouble with the internal followme for some profiles. If you have Sketchup Pro then you have the solid tools. This choice is not available if you have Sketchup Make.

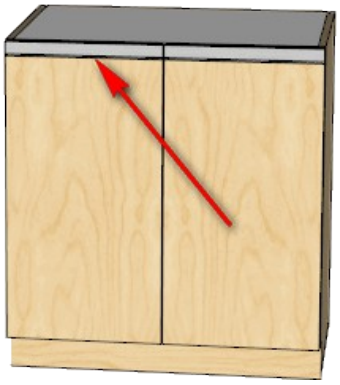


Extrude Location

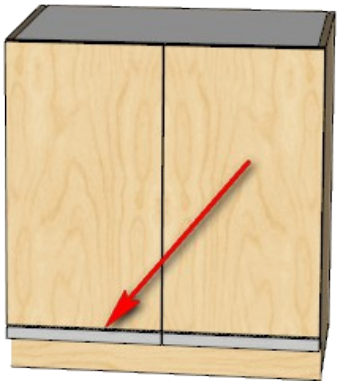
Choose project if you want the plugin to extrude handles at the top of the doors for base cabinets and at the bottom of the doors for upper cabinets. There are 4 options.



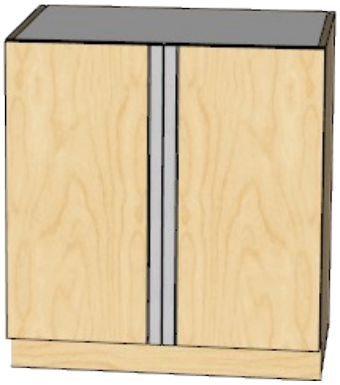
Project



Top



Bottom



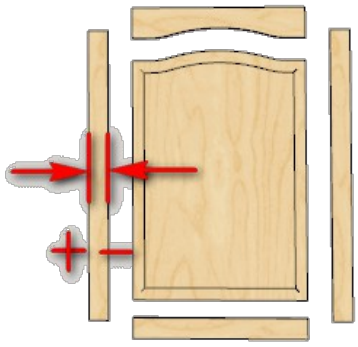
Side

2) Adjustments

Adjust Stile Rail Width

Used by Parts Listing and Combined Listing. This amount is added to the width of the stiles and rails.

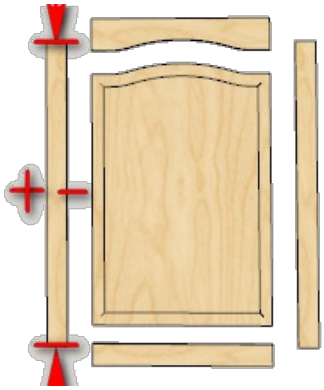
Tool Tip: *This setting is only used by reports*



Adjust Stile Length

Used by Parts Listing and Combined Listing. This amount is added to Stile length.

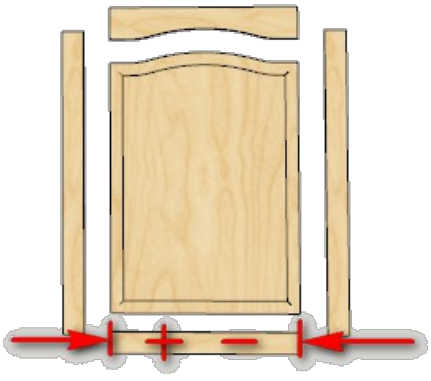
Tool Tip: *This setting is only used by reports*



Adjust Rail Length

Used by Parts Listing and Combined Listing. This amount is added to Rail length.

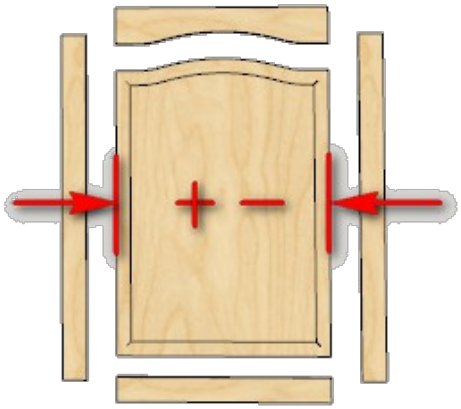
Tool Tip: *This setting is only used by reports*



Adjust Panel Width

Used by Parts Listing and Combined Listing. This amount is added to Panel Width.

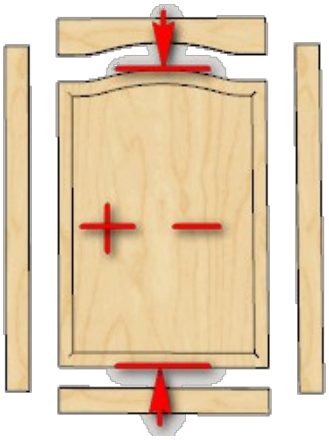
Tool Tip: *This setting is only used by reports*



Adjust Panel Height

Used by Parts Listing and Combined Listing. This amount is added to Panel Height.

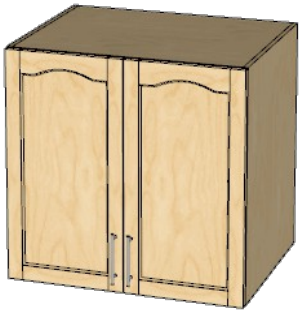
Tool Tip: *This setting is only used by reports*



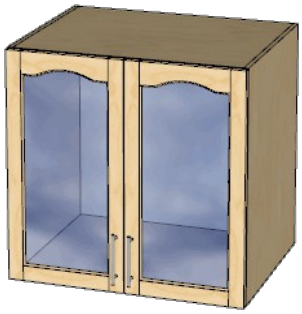
3) Parameters

Top Panel Type

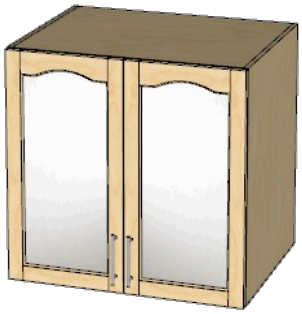
There are 3 door types. Doors and drawers normally use the type “Door”.



Door



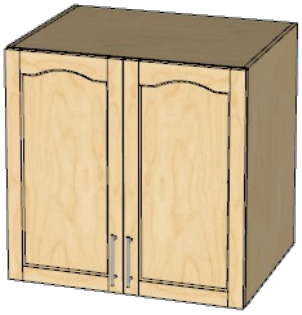
Glass



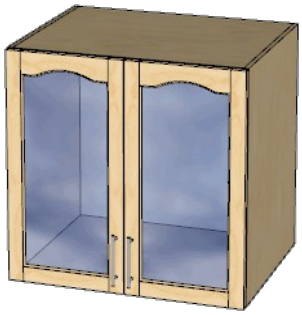
Mirror

Other Panel Type

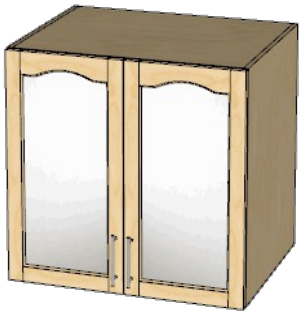
There are 3 door types. Doors and drawers normally use the type “Door”.



Door



Glass



Mirror

Door Shape

There are 14 different door shapes.

Plain Panel

Shaker

Square

Single Arch

Double Arch

Single Cathedral

Double Cathedral

Half Round

Mitered

Embossed Square

Embossed Arch

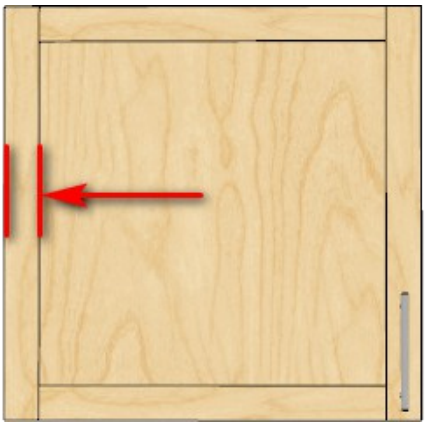
Embossed Cathedral

Embossed Half Round

Embossed Shaker

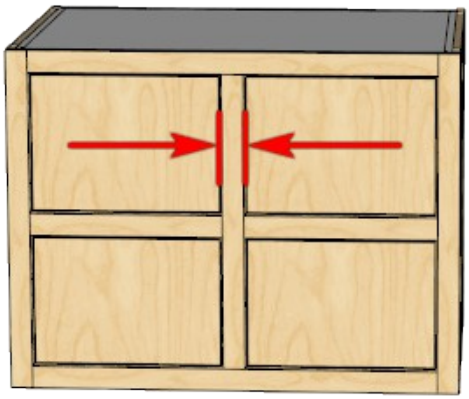
Stile Width

Set the width of Stiles here. Please note that plain panels use this value to determine where to place handles when the handle is on either side.



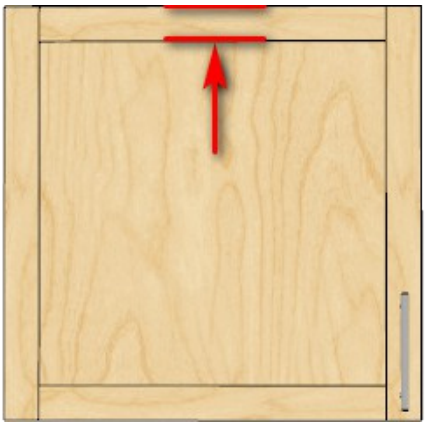
Mid Stile Width

Set the width of Mid Stiles here.



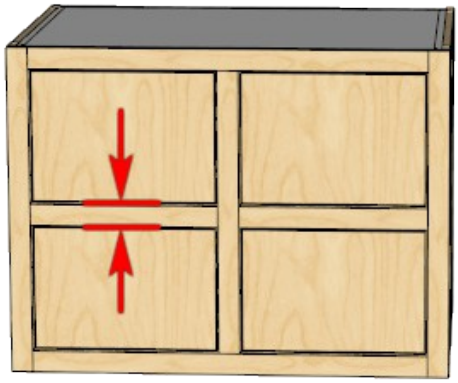
Top Rail Width

Set the width of the Top Rail here. Please note that plain panels use this value to determine where to place handles when the handle is at the Top.



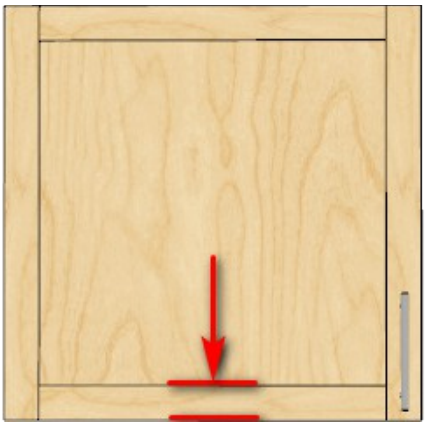
Mid Rail Width

Set the width of the Mid Rail here.



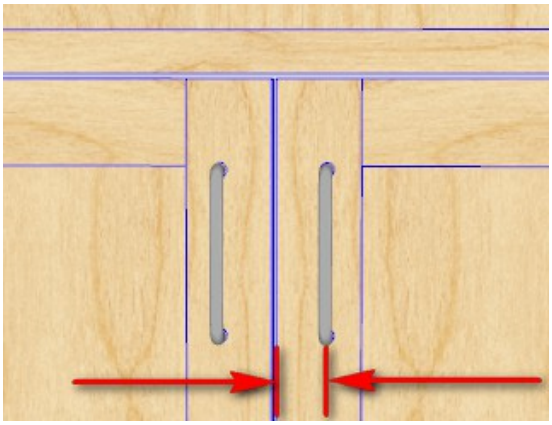
Bottom Rail Width

Set the width of the Bottom Rail here. Please note that plain panels use this value to determine where to place handles when the handle is at the Bottom.



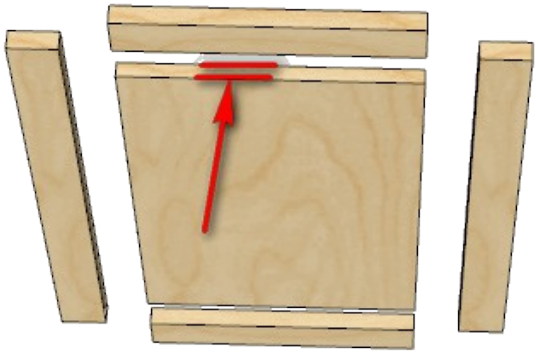
Handle Override

By default the handle is placed halfway from the edge of the Stiles. The Handle Override lets you place the handle a certain distance from the edge of the Stile. Half height rails still use the default placement. Set to 0 for default positioning.



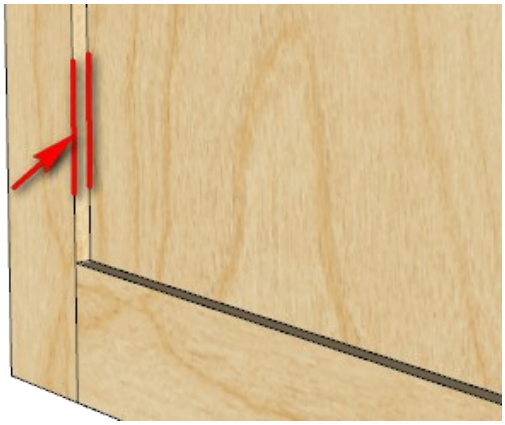
Panel Th Override

By default Panel Thickness is set from the Materials Tab. The Panel Th Override lets you adjust Panel Thickness on a door by door basis. Set to 0 for default thickness.



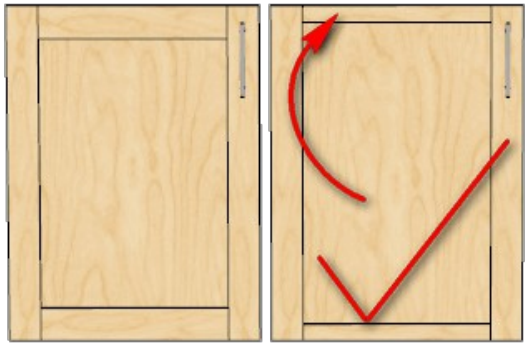
Panel Setback

With Shaker Doors and Doors without a Stile Profile CabMaker places the panel in the center of the door. The Panel Setback controls the position of the panel. Set to 0 for default positioning.



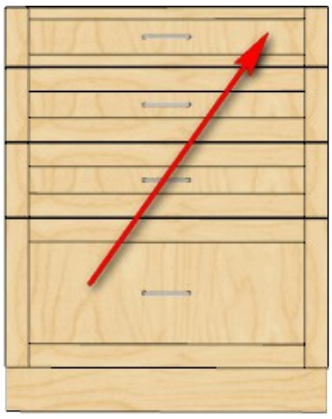
Half Height Rail

Drawers work out better if their rails are half height. Check this if you want half height rails. Notice that this option takes precedence over “Half Ht Top Only”



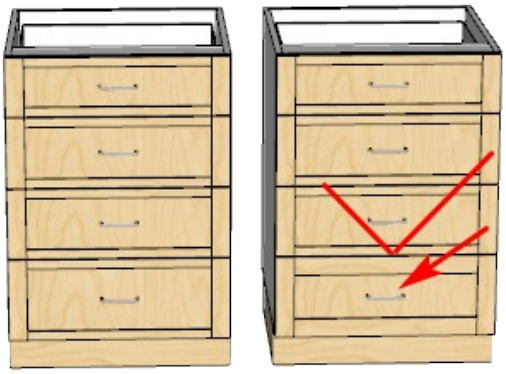
Half Ht Top Only

If you want only the Top Drawer to have half height rails then choose this option and do not choose Half Height Rail.



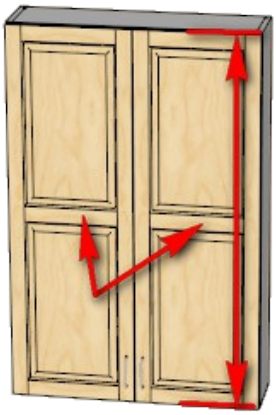
Half Ht Not Bottom

If you want all drawers except the bottom drawer to have half ht rails then set this parameter.



Height Add Mid Rail

Some tall Doors require a mid rail. Set this value to add mid rails to doors that are greater than or equal to this height.



Override Mid Rail Height

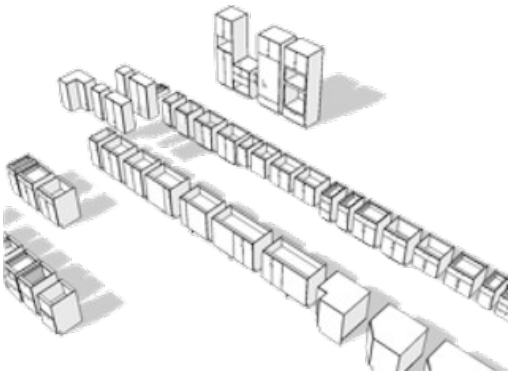
You can modify the position of the Mid Rail with this parameter or you can set number of panels high at the cabinet level.

4) Templates

Choose Door

Doors are stored in “GKWare_cabmaker\doors” folder. Choose a Door Style to edit here. The PROJECT tab is where you set the current Door Styles for drawers, base doors and upper doors. Doors are not automatically saved. You must choose “Save” to apply your changes. You can choose “Save As” from the Doors Options and create a new Door File.

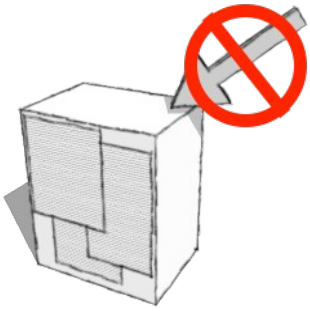
Tool Tip: *Context help shows where this resource came from.*



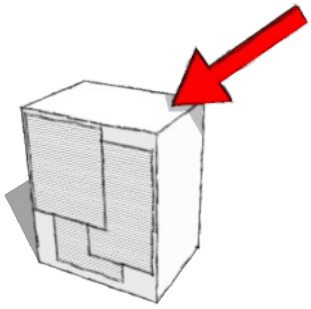
Saving Options

There are 3 door options: “Do Not Save”, “Save” and “Save As”. If you wish to save changes to an existing then choose “Save”. If you wish to create a new door file then choose “Save As” and you will be asked to provide a new name for the new file.

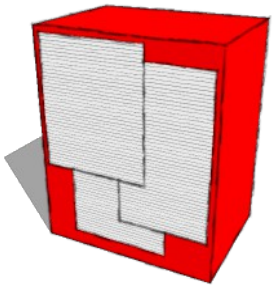
Tool Tip: *Alt S - Save / Save As*



Do Not Save



Save



Save As

Create Cabinet

The “Create Cabinet” button is used to edit or create cabinets.

If you click on the CabMaker tool bar or choose CabMaker from the menu you are set up to create a new cabinet.

If you pre select 1 or more cabinets, right click and choose “Edit Cabinet” then you are in edit mode.

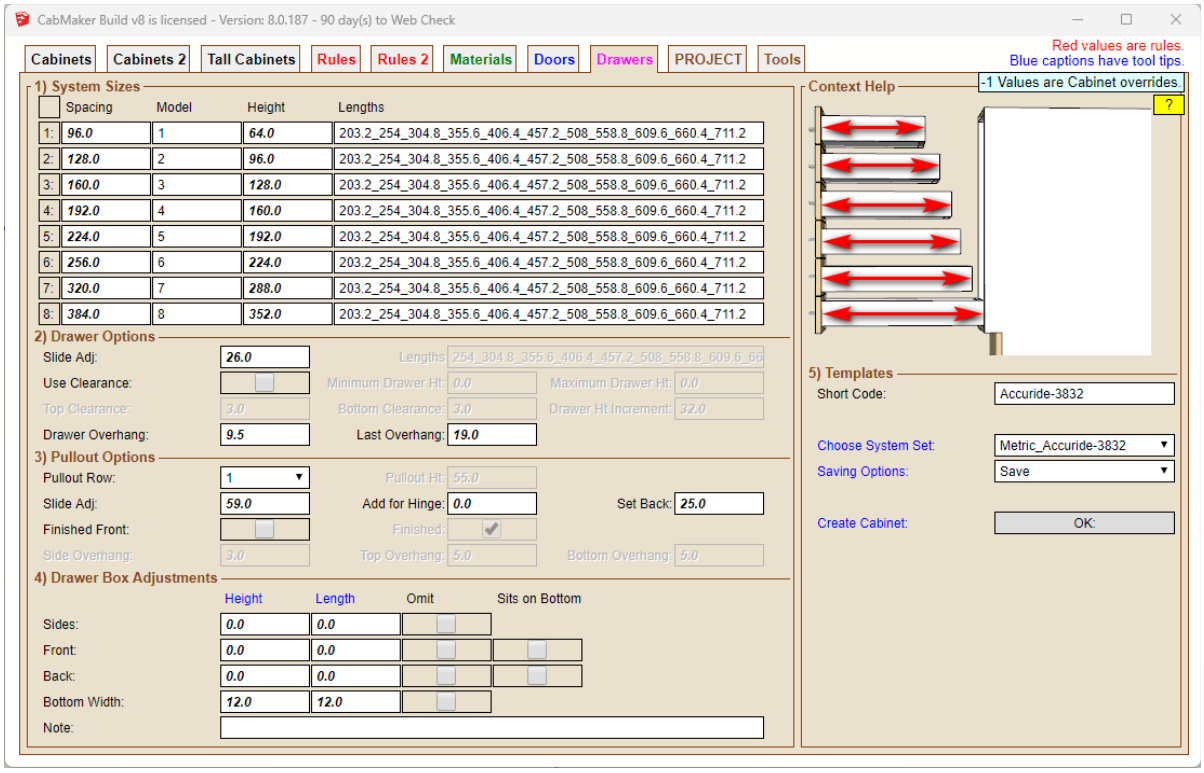
If you are editing a single cabinet then you can change any number of parameters on the “Cabinet Tab”.

If you are editing multiple cabinets then you are in batch mode and the settings on the “Cabinets Tab” are ignored.

Tool Tip: *Or press Enter key*

Drawers Tab

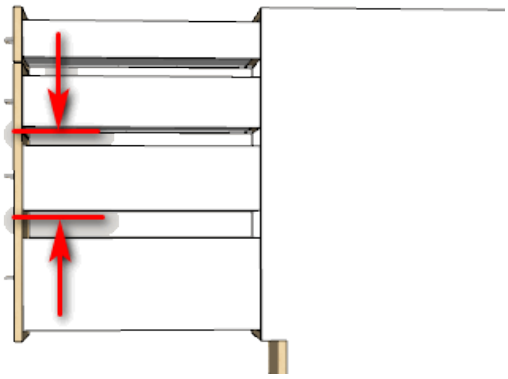
Use the Drawers Tab to manage Drawer and Pullout sub systems. The Drawers Tab works in conjunction with drawer side materials in the Materials Tab and with 5 of the PROJECT Tab settings.



1) System Sizes

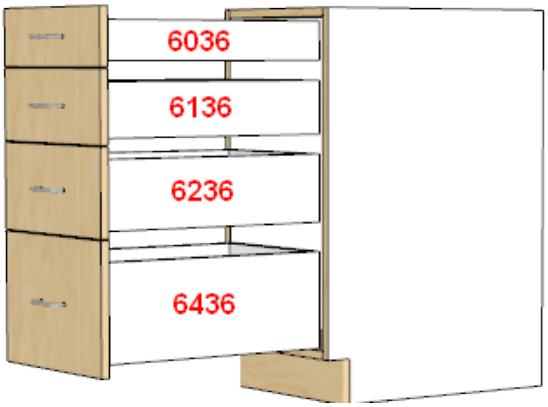
Spacing

CabMaker compares the drawer spacing to the Drawer parameter to determine which of the 8 possible heights allow you to have the tallest drawer front that will fit.



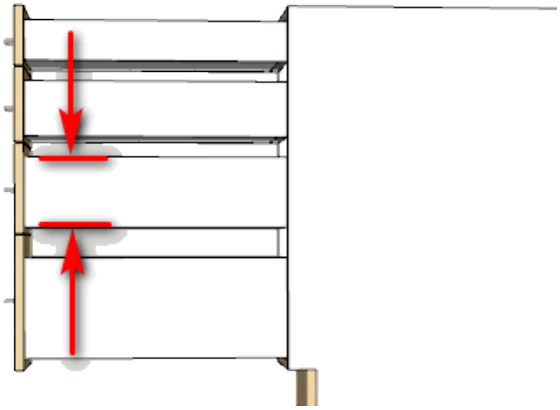
Model

The optional Model parameter is for reference purposes only and does not have to filled.



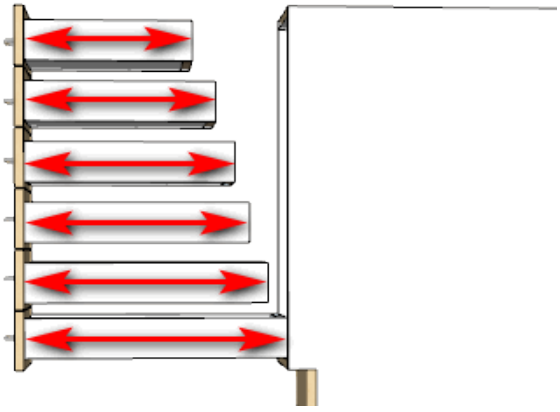
Height

This is the actual height of the Side for this Drawer System.



Lengths

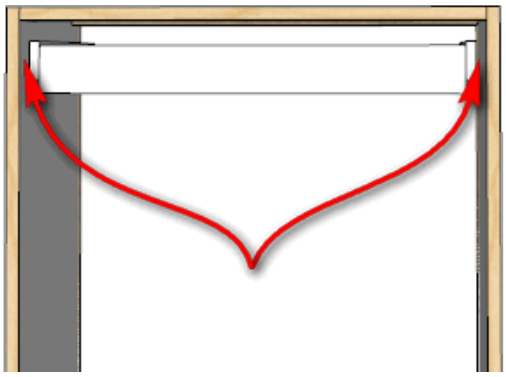
These are the lengths for this Drawer System. Please separate the lengths with an underscore.



2) Drawer Options

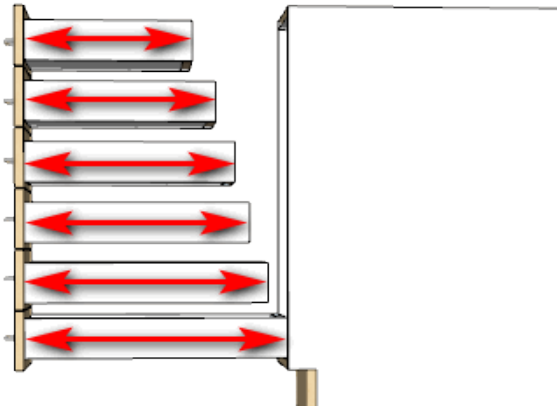
Slide Adj

This value is the total amount of clearance (both sides added) that you require for this Drawer System.



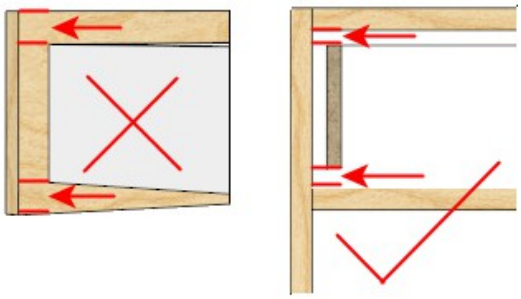
Lengths

This is a list of the available Drawer box Depths (Lengths)



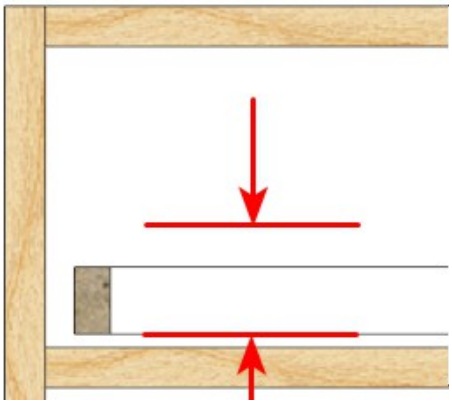
Use Clearance

Switches between Clearance mode and Overhang mode.



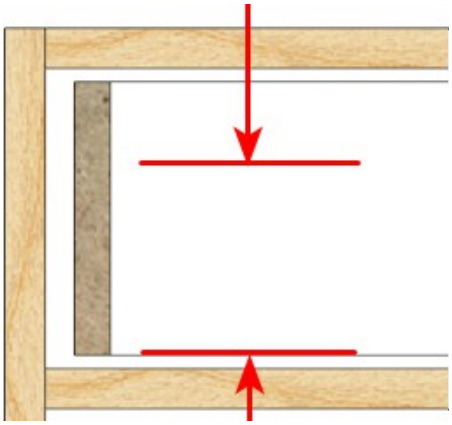
Minimum Drawer Ht

Set this to the smallest drawer ht available based on drawer slides or Dovetail Drawers etc.



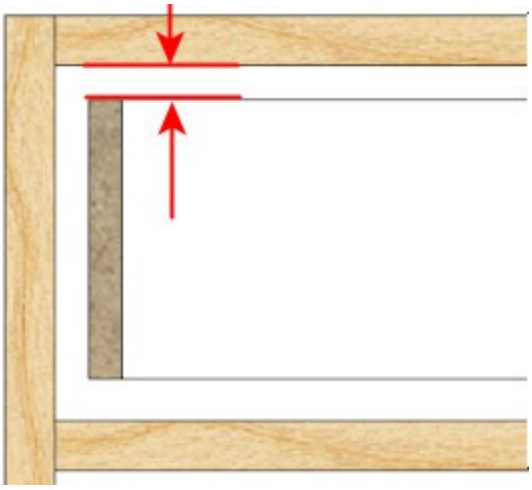
Maximum Drawer Ht

Set this to the tallest drawer ht available based on drawer slides or Dovetail Drawers etc.



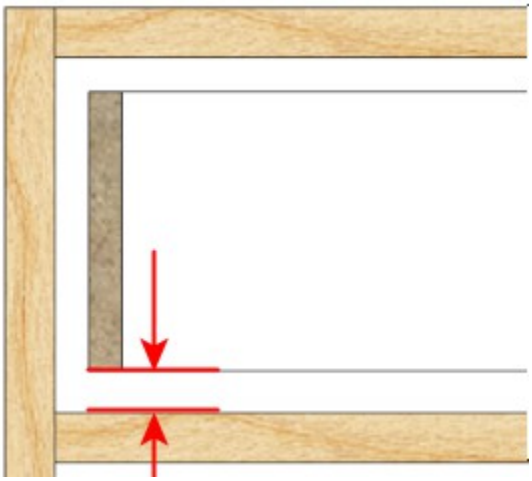
Top Clearance

Set this to the minimum Top Clearance required for the chosen slides.



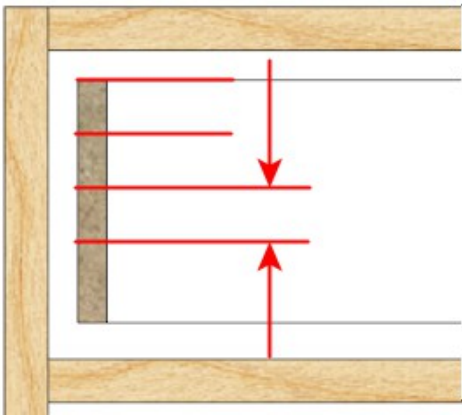
Bottom Clearance

Set this to the minimum Bottom Clearance required for the chosen slides.



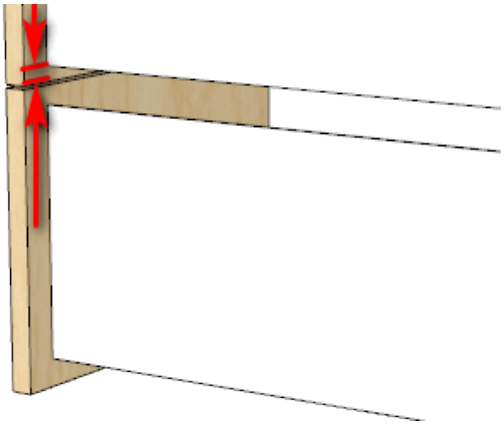
Drawer Ht Increment

Set this to the increment value for height that you want. Great for Dovetails or in keeping with the 32 mm system.



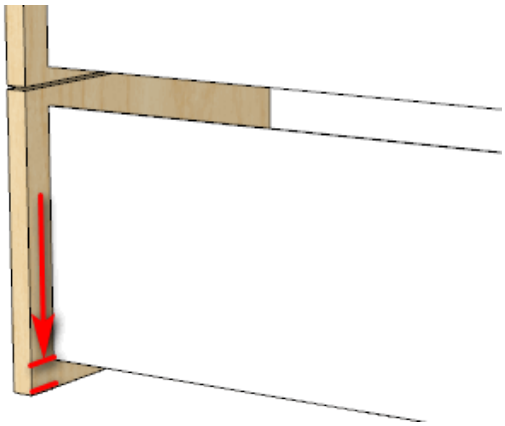
Drawer Overhang

This value is the amount that the Drawer Front Overhangs the drawer box side.



Last Overhang

This value is the amount that the Drawer Front Overhangs the drawer box side for the bottom most drawer.



3) Pullout Options

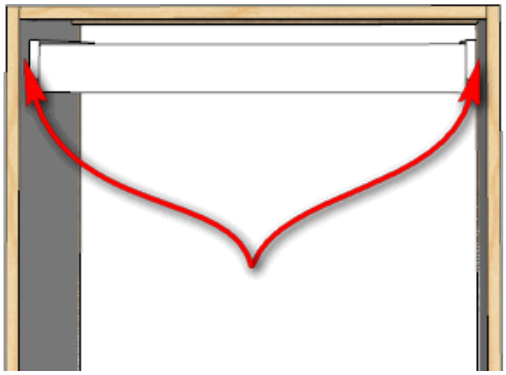
Pullout Row

You may select a default row that will be used for pullouts. Of course you can override this by setting a height in the corresponding pullout section.

1:	122.0	6036	85.0	270_
2:	154.0	6136	117.0	350_
3:	186.0	6236	149.0	350_
4:	250.0	6436	213.0	350_
5:	0.0		0.0	
6:	0.0		0.0	
7:	0.0		0.0	
8:	0.0		0.0	

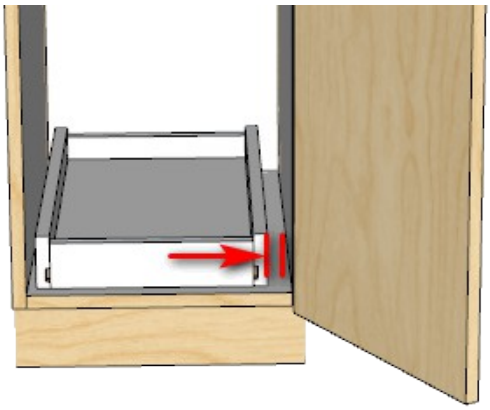
Slide Adj

This value is the total amount of clearance (both sides added) that you require for this Drawer System.



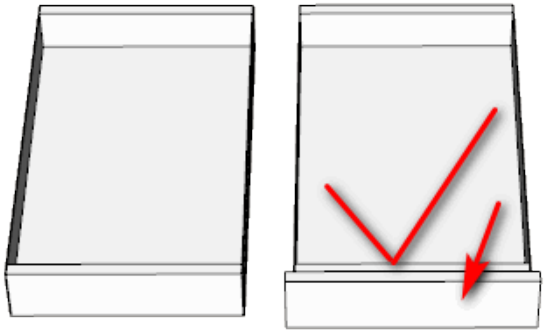
Add for Hinge

If you want extra clearance for Pullouts on the hinge side then enter a value here.



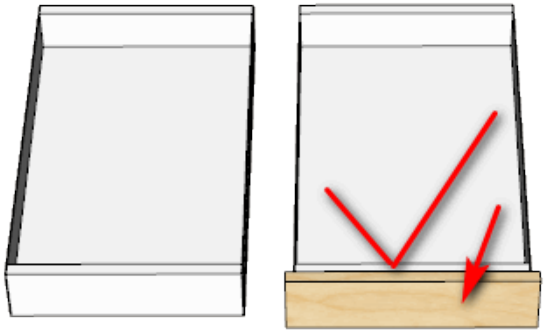
Finished Front

Check this setting if your Pullouts have a Finished Front. Please note that you must include the thickness of the front in the Set Back parameter.



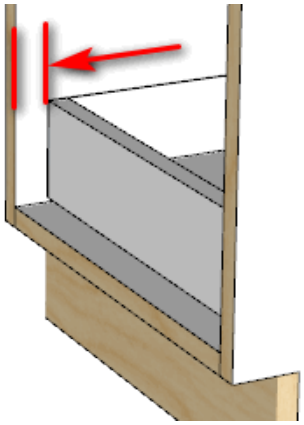
Finished

Check this if the Pullouts Finished Fronts are made out of Finished material. Leave this unchecked if the Finished Front is made out of Drawer Box Material.



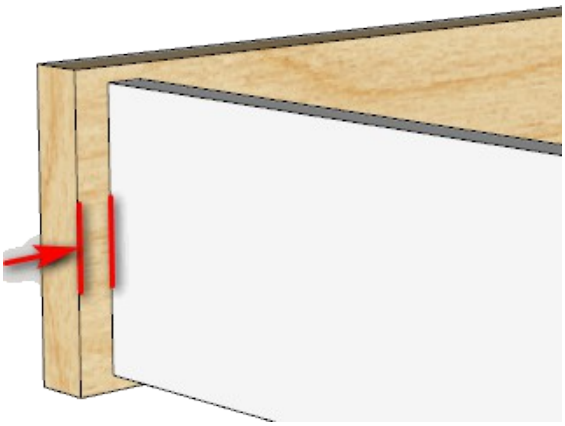
Set Back

Pullouts are usually set back a small amount so that doors do not interfere with the Pullout. Please note that if you are using a Finished Front then the thickness of the Finished Front must also be accounted for here.



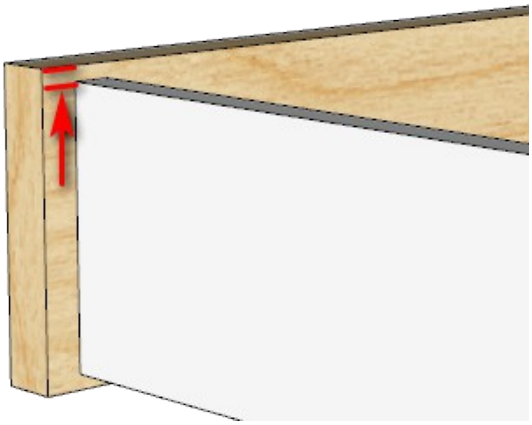
Side Overhang

Finished Fronts for pullouts are often wider than the drawer box allowing the Front to hide the Pullout hardware. Set the value here.



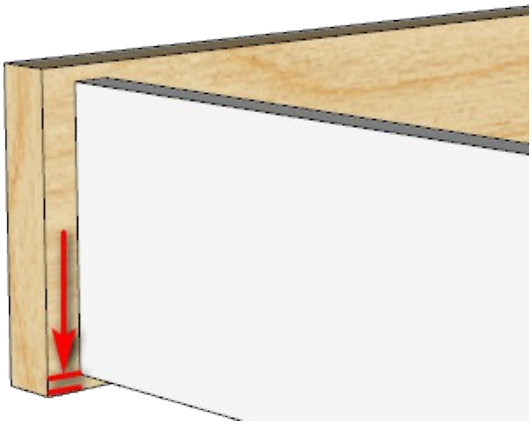
Top Overhang

If the Finished Front overhangs the top of sides then set that value here.



Bottom Overhang

If the Finished Front overhangs the bottom of sides then set that value here.

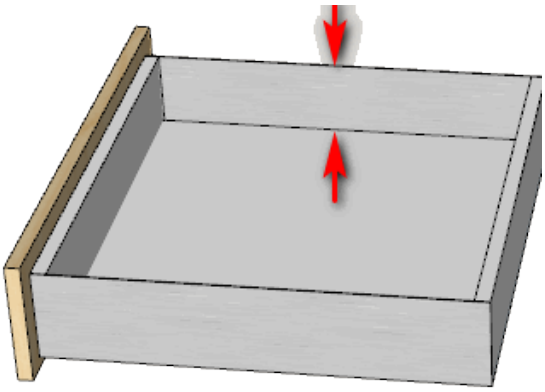


4) Drawer Box Adjustments

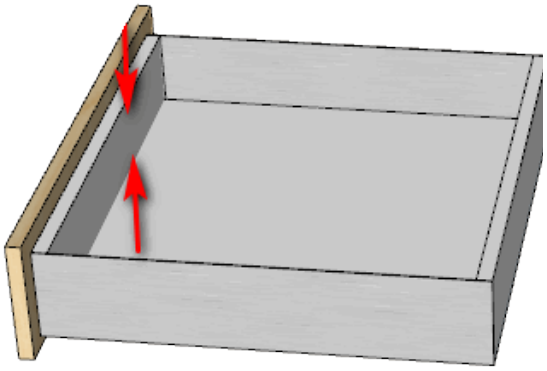
Height

Each Drawer Part has a height or width adjustment parameter.

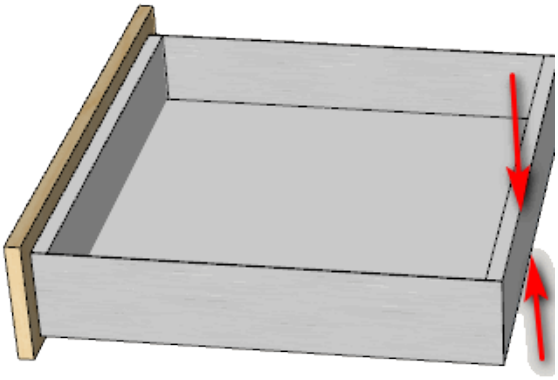
Tool Tip: *This setting is only used by reports*



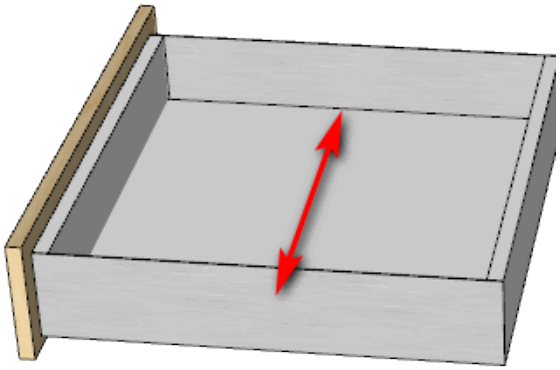
Side Height Adjustment



Front Height Adjustment



Back Height Adjustment

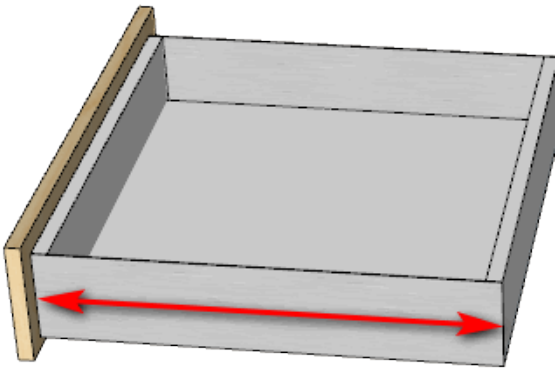


Bottom Width Adjustment

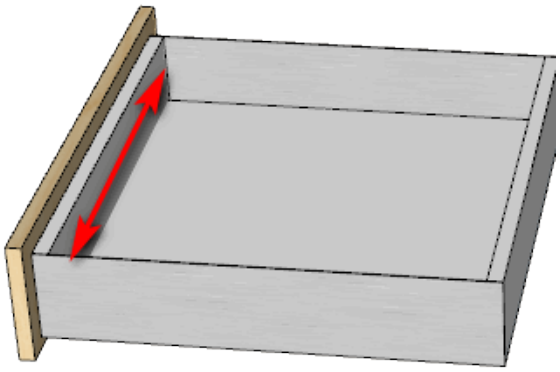
Length

Each Drawer Part has a length adjustment parameter.

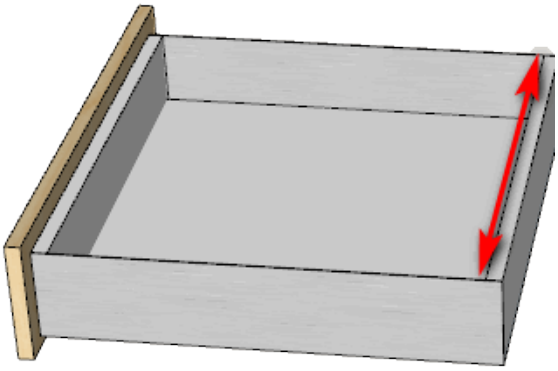
Tool Tip: *This setting is only used by reports*



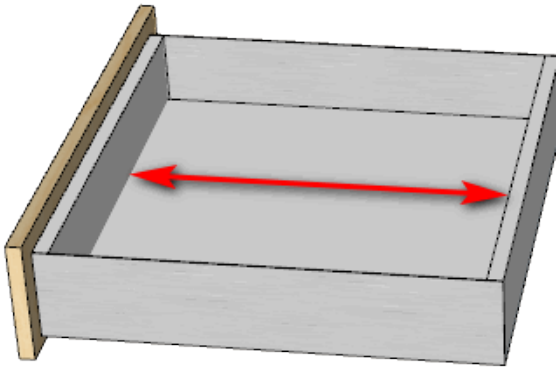
Side Length Adjustment



Front Length Adjustment



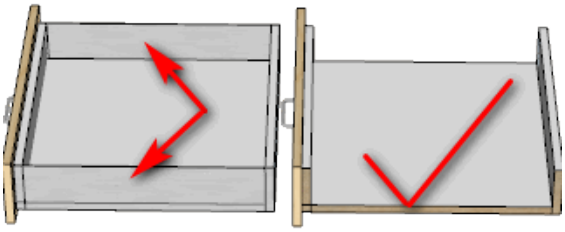
Back Length Adjustment



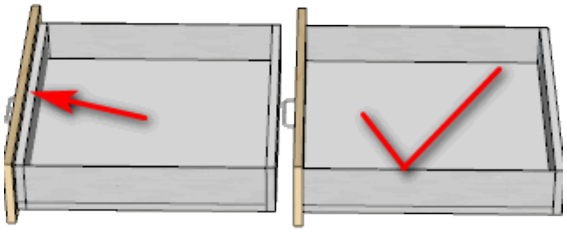
Bottom Length Adjustment

Omit

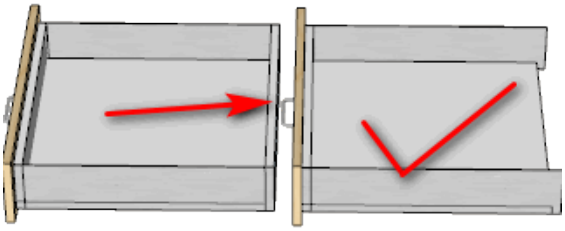
Each Drawer Part may be optionally omitted.



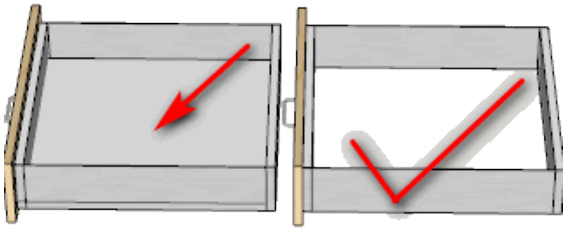
Omit Sides



Omit Front



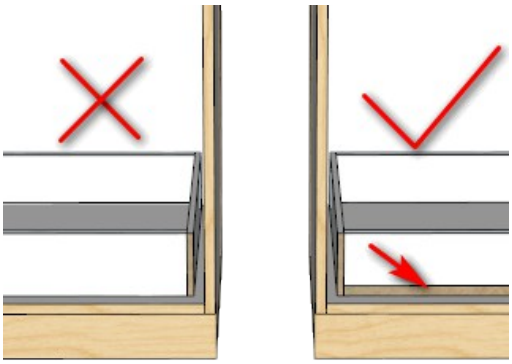
Omit Back



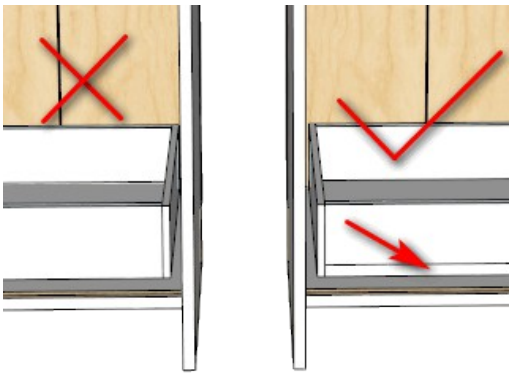
Omit Bottom

Sits on Bottom

The optional Front and Back may sit on the bottom or the bottom may be sandwiched between the Front and Back.



Front Sits on Bottom



Back Sits on Bottom

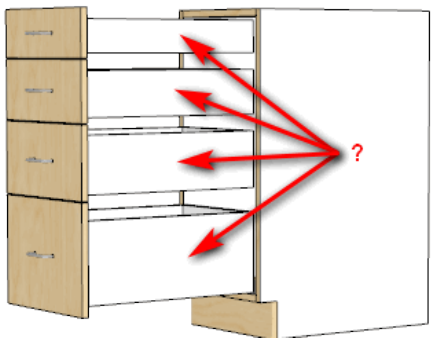
Note

You may include an optional note for the current slide system.

5) Templates

Short Code

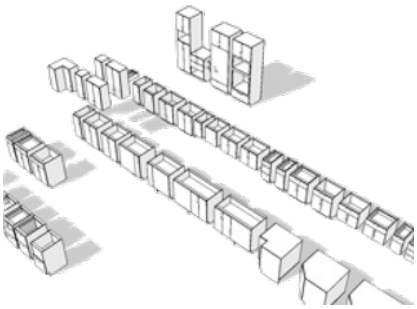
The Short Code is used by CutMaster to match up the correct drilling for this Drawer System.



Choose System Set

Drawer Systems are stored in “GKWare_cabmaker\dr_sys” folder. Choose a System Set to edit here. The PROJECT tab is where you set the current Drawer and Pullout System. You can choose “Save As” to create a new Drawer System File.

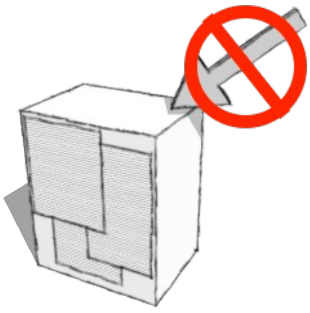
Tool Tip: *Context help shows where this resource came from.*



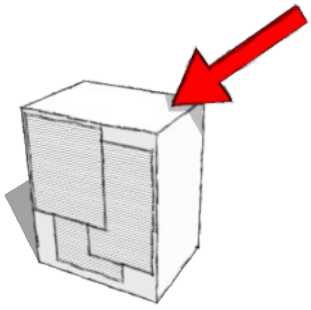
Saving Options

There are 3 options: “Do Not Save”, “Save” and “Save As”. If you wish to save changes to an existing then choose “Save”. If you wish to create a new Drawer System file then choose “Save As” and you will be asked to provide a new name for the new file.

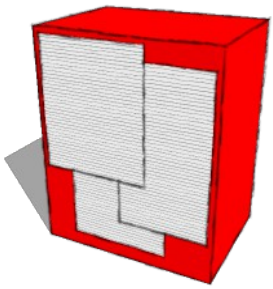
Tool Tip: *Alt S - Save / Save As*



Do Not Save



Save



Save As

Create Cabinet

The “Create Cabinet” button is used to edit or create cabinets.

If you click on the CabMaker tool bar or choose CabMaker from the menu you are set up to create a new cabinet.

If you pre select 1 or more cabinets, right click and choose “Edit Cabinet” then you are in edit mode.

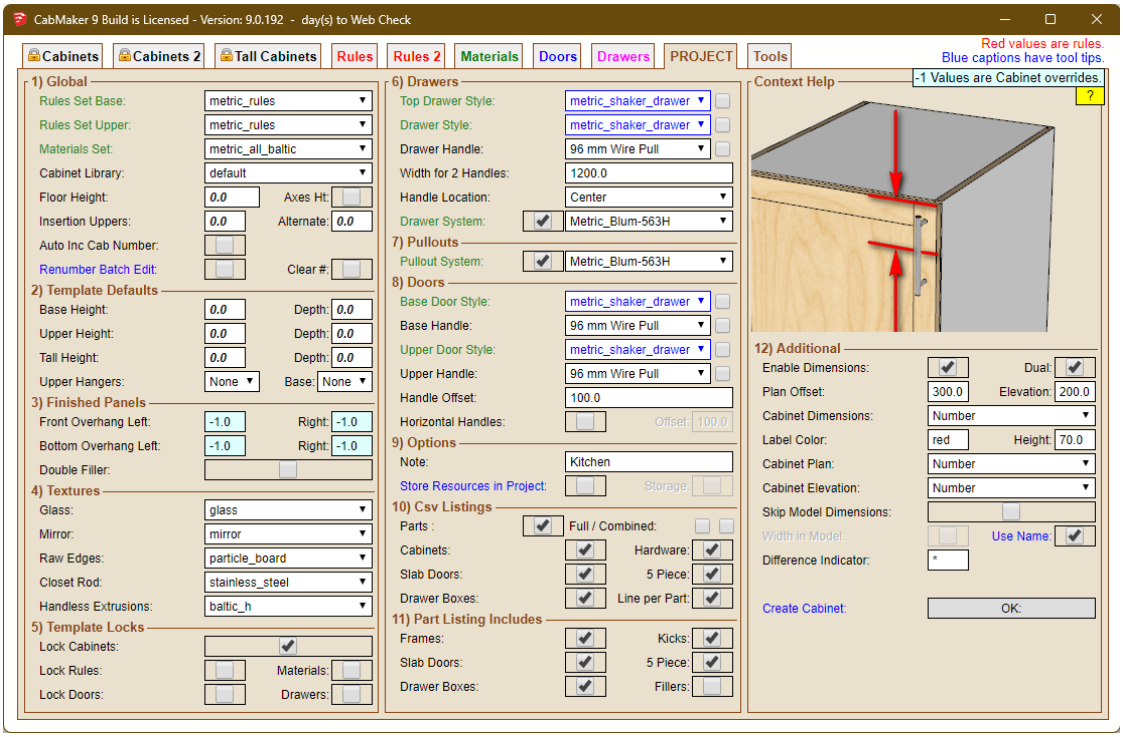
If you are editing a single cabinet then you can change any number of parameters on the “Cabinet Tab”.

If you are editing multiple cabinets then you are in batch mode and the settings on the “Cabinets Tab” are ignored.

Tool Tip: *Or press Enter key*

PROJECT Tab

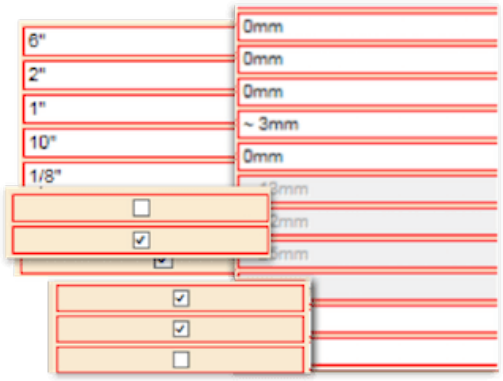
The PROJECT tab is where you set your current choices.



1) Global

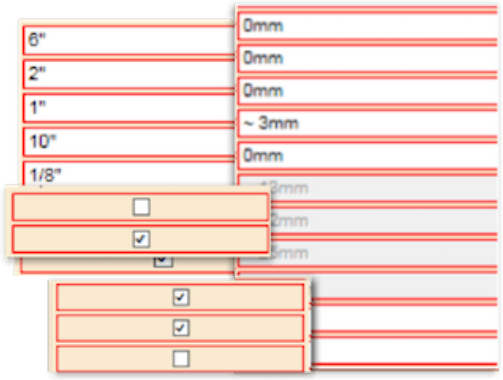
Rules Set Base

The rules set is the current set of rules for all base cabinets that have "project" as their Rules Set.



Rules Set Upper

The rules set is the current set of rules for all upper cabinets that have "project" as their Rules Set.

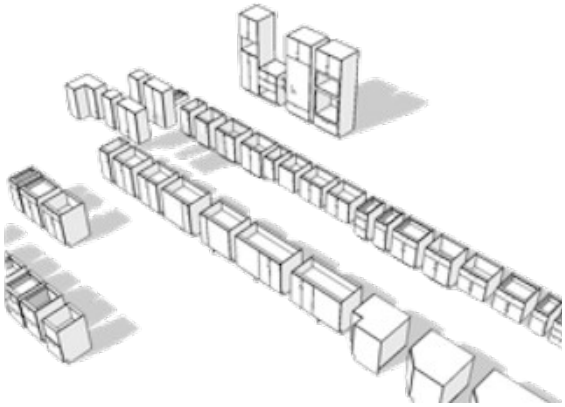


Materials Set

Choose materials set here. Usually you will set Materials Set as "project" on the “Cabinets” tab.

Cabinet Library

Set your cabinet library here if you use libraries.

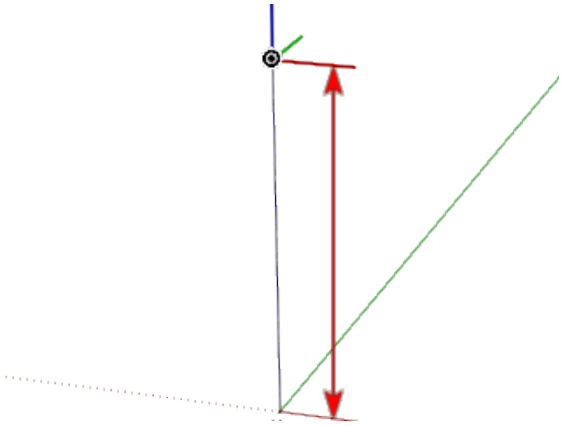


Floor Height

Set the height of the floor here. Cabinets use this value when inserting new cabinets.

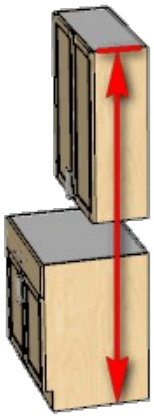
Axes Ht

Check this if you want Cabmaker to insert cabinets relative to Model Axes.



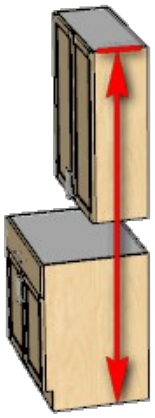
Insertion Uppers

Set the Project Insertion Height for upper cabinets. When you drop a cabinet CabMaker will place the top of the upper cabinet at this height. Set this to -1 if you want to ignore this setting.



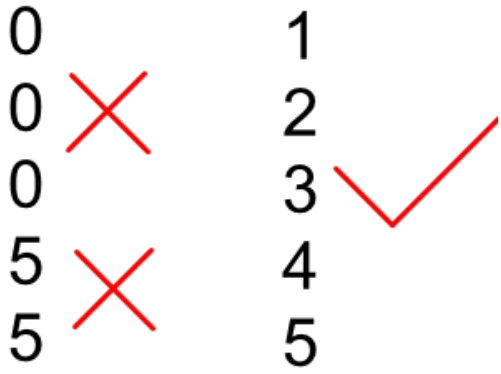
Alternate

This works when you hold down the Alt key when you drop a cabinet into Sketchup. This allows you to have a second position for upper cabinets.



Auto Inc Cab Number

Cabmaker Build has an auto increment feature that helps keep unique cabinet numbers. The feature also detects duplicates and avoids them. Alt-N to set up. Select cabinet “N” to apply.



Renumber Batch Edit

Set this option if you want CabMaker to renumber cabinets during a batch edit. Only selected cabinets will be renumbered.

Tool Tip: *Mouse over shows image - renum_label.png*

#	Quantity	Cabinet	Assembly
1	1	01)	Cabinet
2	1	01)	Cabinet
3	1	01)	Cabinet
4	1	01)	Cabinet
5	1	01)	Cabinet
6	1	01)	Cabinet
7	2	01)	Cabinet
8	1	01)	Cabinet
9	1	01)	Doors / Drawers
10	1	01)	Doors / Drawers

Clear

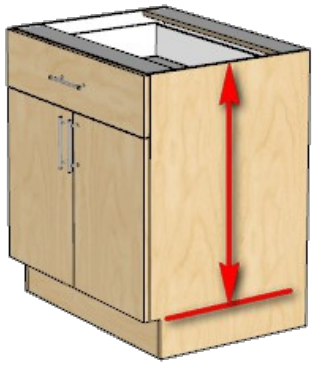
During a batch edit Clear # takes precedence over Renumber. The Number field and the Note field for all cabinets in the batch are cleared.

#	Quantity	Cabinet	Assembly
1	1		Cabinet
2	1		Cabinet
3	1		Cabinet
4	1		Cabinet
5	1		Cabinet
6	1		Cabinet
7	2		Cabinet
8	1		Cabinet
9	1		Doors / Drawers
10	1		Doors / Drawers

2) Template Defaults

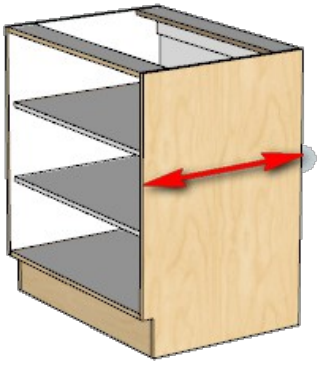
Base Height

Cabinet templates contain a height parameter. If you want to override the height for base cabinet templates when you choose a template then set it here or set this to 0.



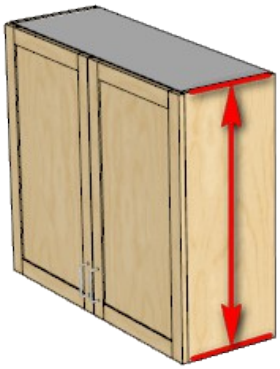
Depth

Cabinet templates contain a depth parameter. If you want to override the depth for base cabinet templates when you choose a template then set it here or set this to 0.



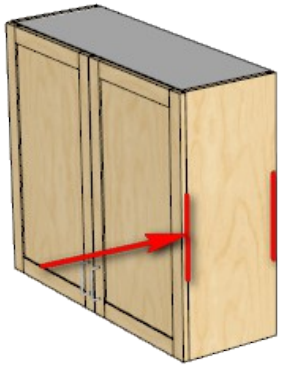
Upper Height

Cabinet templates contain a height parameter. If you want to override the height for upper cabinet templates when you choose a template then set it here or set this to 0.



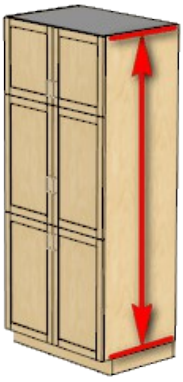
Depth

Cabinet templates contain a depth parameter. If you want to override the depth for upper cabinet templates when you choose a template then set it here or set this to 0.



Tall Height

Cabinet templates contain a height parameter. If you want to override the height for tall cabinet templates when you choose a template then set it here or set this to 0.

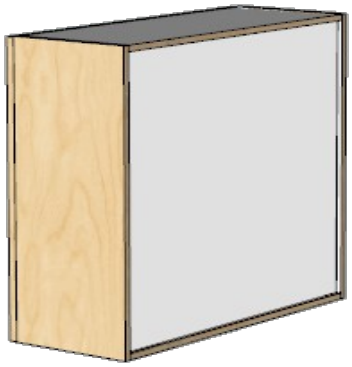


Depth

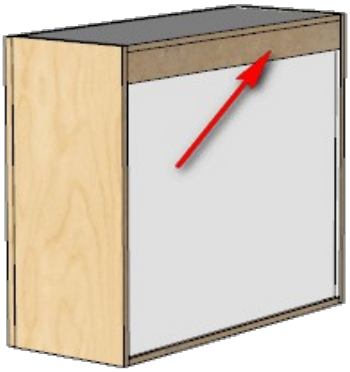
Cabinet templates contain a depth parameter. If you want to override the depth for tall cabinet templates when you choose a template then set it here or set this to 0.

Upper Hangers

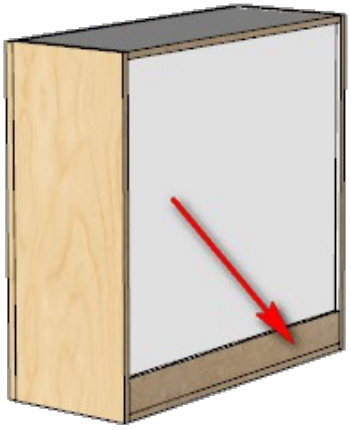
Upper Hangers (also called nailers) are used to mount the cabinets to the wall. This parameter is for default (PROJECT) setting for Upper Hangers.



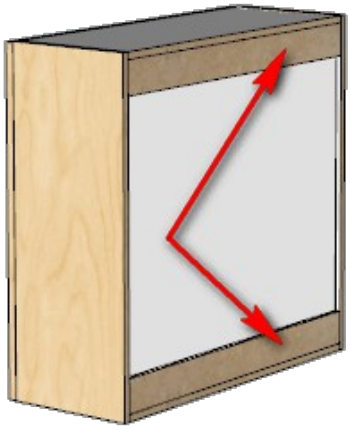
None



Top



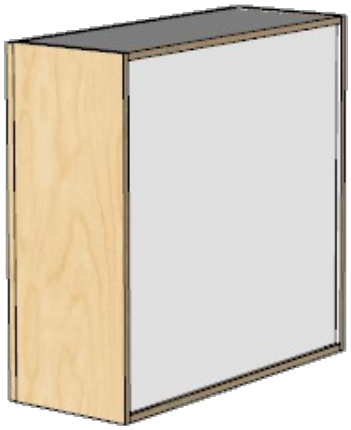
Bottom



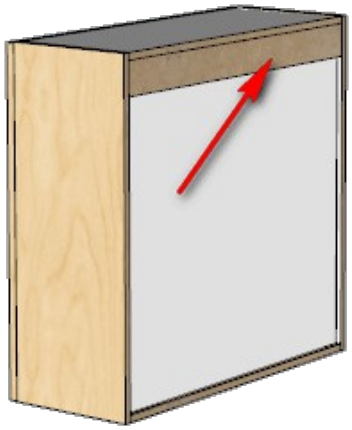
Both

Base

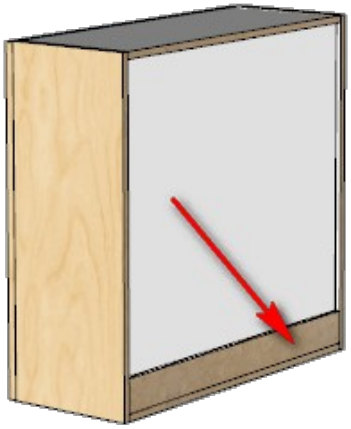
Base Hangers (also called nailers) are used to mount the cabinets to the wall. This parameter is for default (PROJECT) setting for Base Hangers.



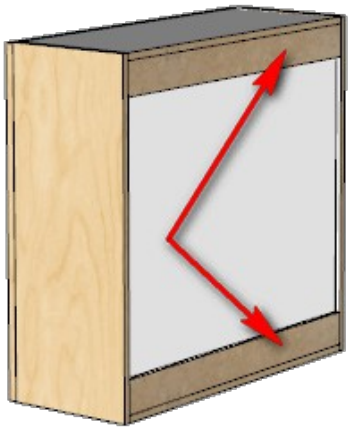
None



Top



Bottom

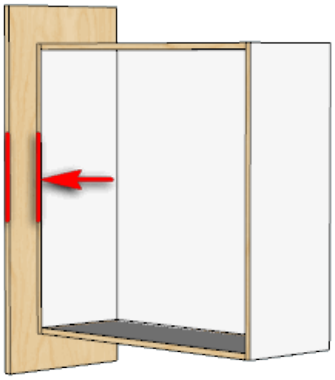


Both

3) Finished Panels

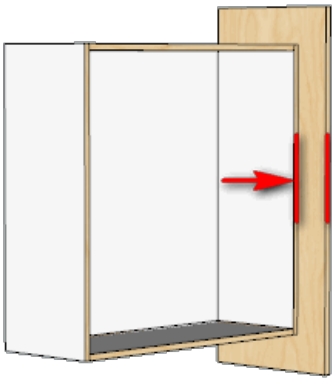
Front Overhang Left

You can adjust the Front Overhang for the Left panel here. Set it to 0 if you want it flush to the front of the cabinet.



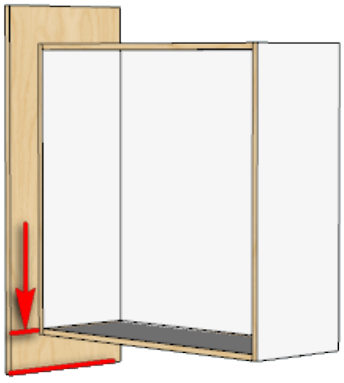
Right

You can adjust the Front Overhang for the Right panel here. Set it to 0 if you want it flush to the front of the cabinet.



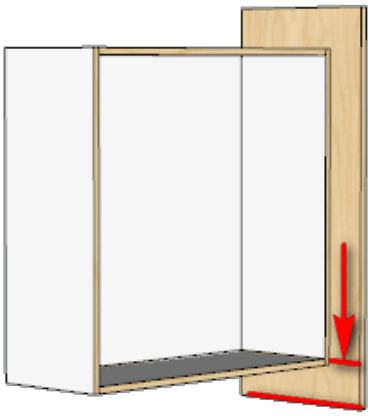
Bottom Overhang Left

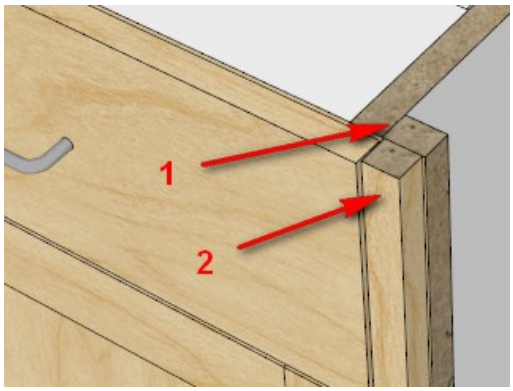
Set the bottom overhang for the Left panel here. Useful where a finished panel hides the side of a fridge. Set it to 0 if you want it flush to the bottom of the cabinet.



Right

Set the bottom overhang for the Right panel here. Useful where a finished panel hides the side of a fridge. Set it to 0 if you want it flush to the bottom of the cabinet.





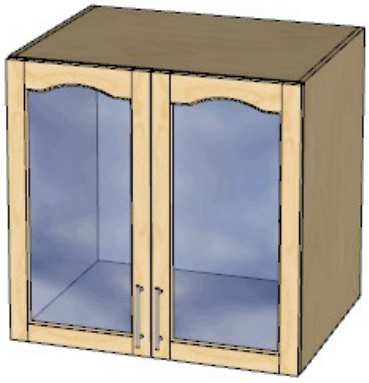
Double Filler

Check this if you want Double Fillers at the Project level. Unchecked is for Single Fillers.

4) Textures

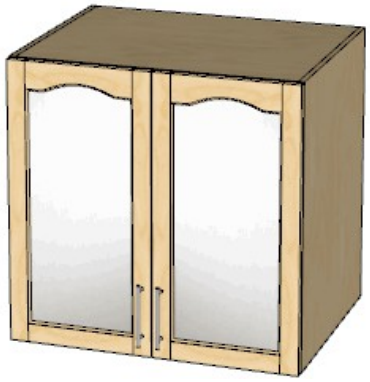
Glass

Specify a texture for Glass here.



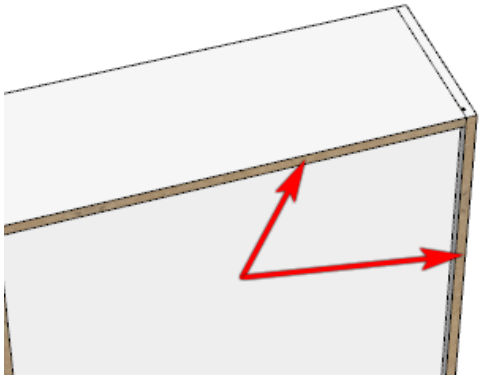
Mirror

Specify a texture for Mirror here.



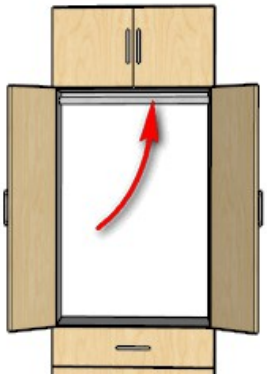
Raw Edges

Specify a texture for Raw Edges here.



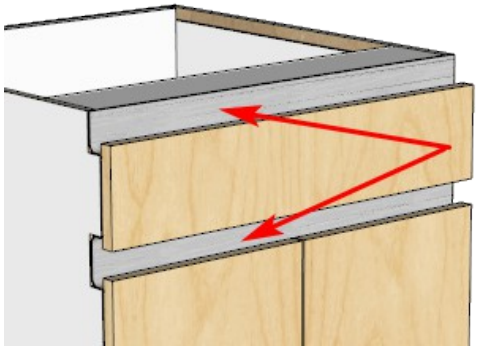
Closet Rod

Specify a texture for Closet Rods here.



Handless Extrusions

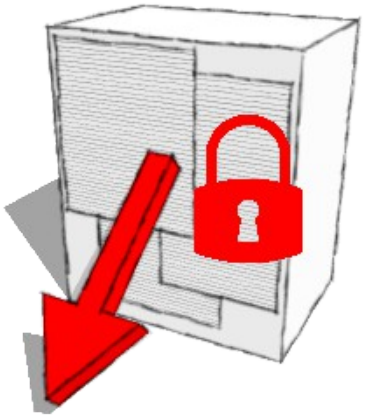
This is where you specify a texture or colour for Handless Extrusions.



5) Template Locks

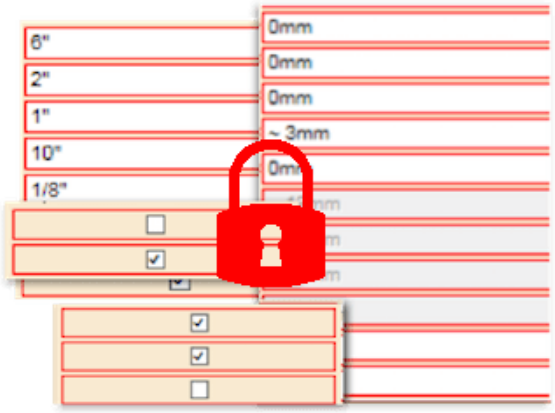
Lock Cabinets

In Kitchen design mode you can lock your templates which will prevent accidental changes.



Lock Rules

In Kitchen design mode you can lock your templates which will prevent accidental changes.



Lock Materials

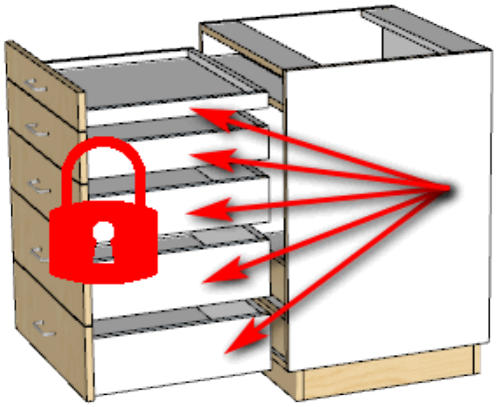
In Kitchen design mode you can lock your templates which will prevent accidental changes.

Lock Doors

In Kitchen design mode you can lock your templates which will prevent accidental changes.

Lock Drawers

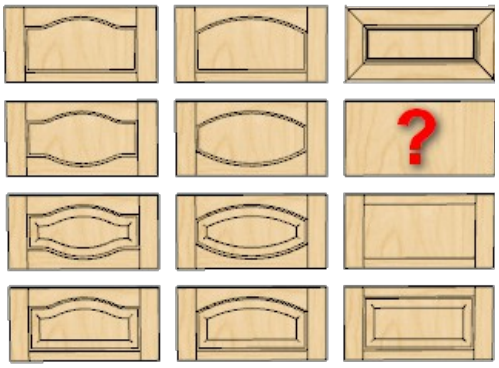
In Kitchen design mode you can lock your templates which will prevent accidental changes.



6) Drawers

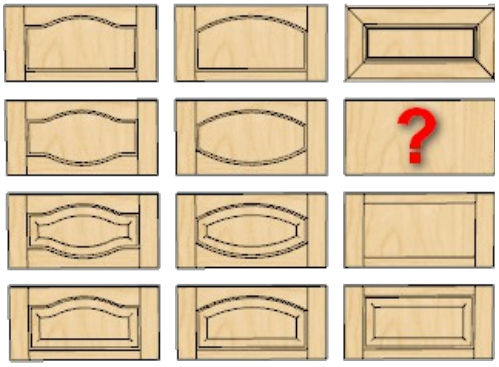
Top Drawer Style

Cabinet drawers use this Drawer Style for drawers where the cabinet has "project" as the drawer template.



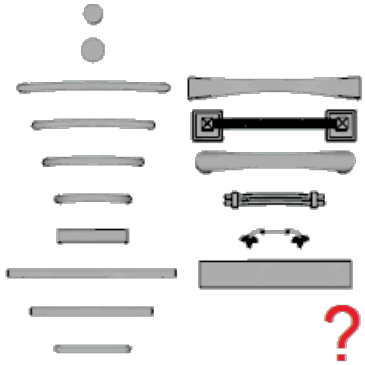
Drawer Style

Cabinet drawers use this Drawer Style for drawers where the cabinet has "project" as the drawer template.



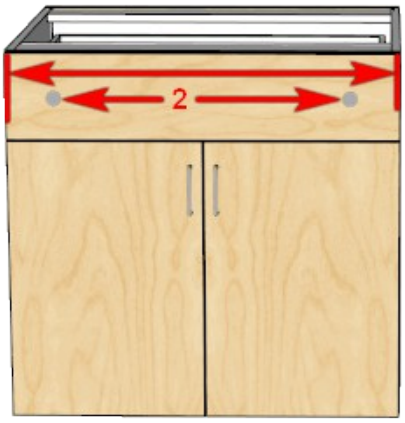
Drawer Handle

Choose default drawer handle here. Set “Drawer Handle Template” to "project" on the “Cabinet” tab.



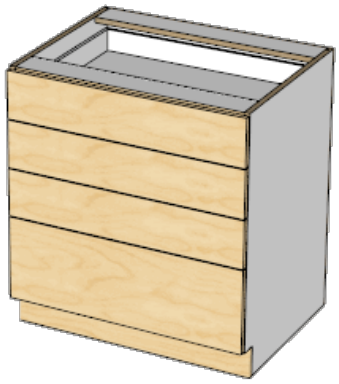
Width for 2 Handles

If you only want 1 handle then enter a very large value here. Otherwise Drawers with Widths greater than this get 2 Handles.

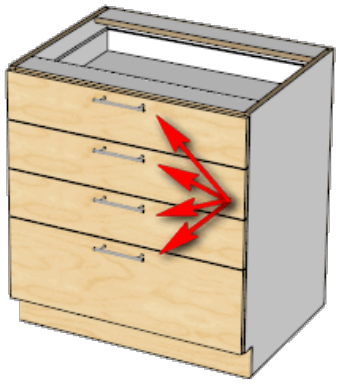


Handle Location

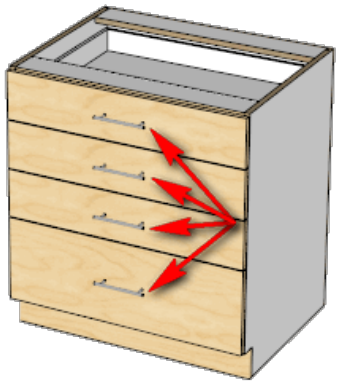
Drawer handles can be None, Top Center, Center or Bottom Center.



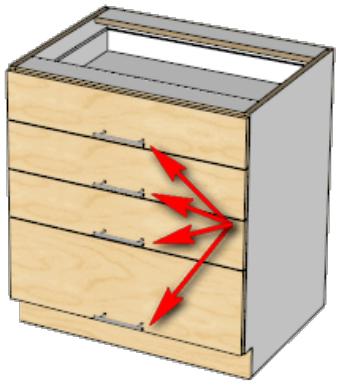
None



Top Center



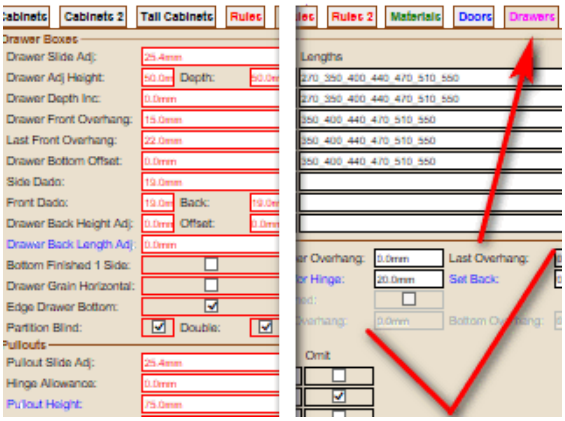
Center

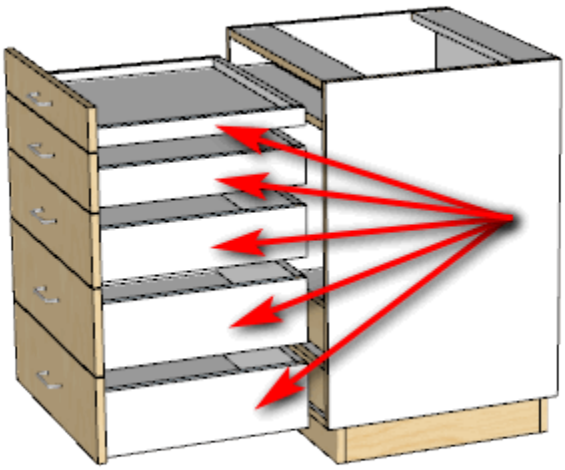


Bottom Center

Drawer System

Check this if you want to use the new Drawer System. Leave unchecked to use the drawer settings from the Rules 2 Tab.

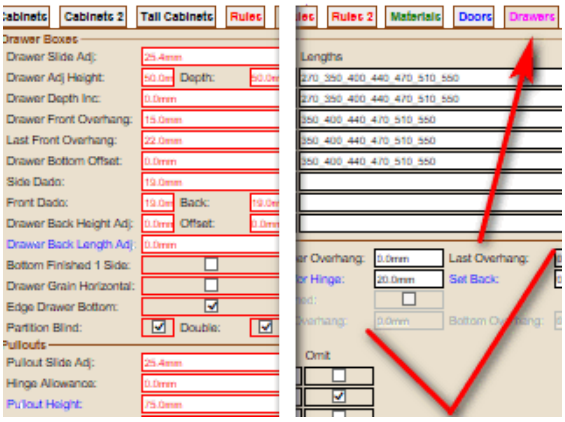


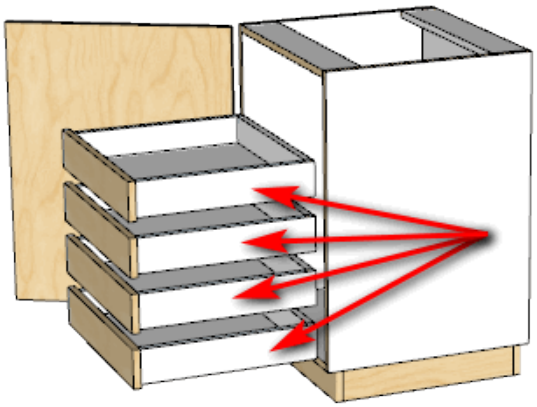


7) Pullouts

Pullout System

Check this if you want to use the new Drawer System for pullouts. Leave unchecked to use the Drawer and Pullouts settings from the Rules 2 Tab.

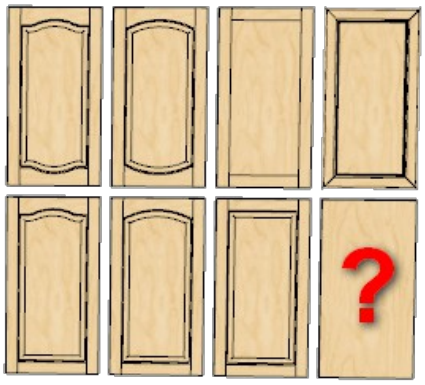




8) Doors

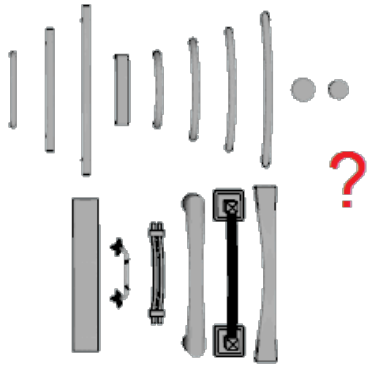
Base Door Style

Set “Door Template” on the “Cabinet” tab to "project". Choose base cabinet doors here.



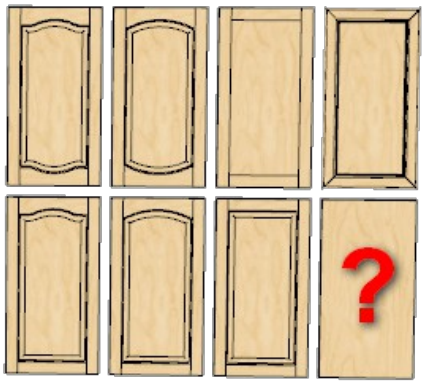
Base Handle

Set base door handle here. Set “Door Handle Template” to "project" on the “Cabinet” tab.



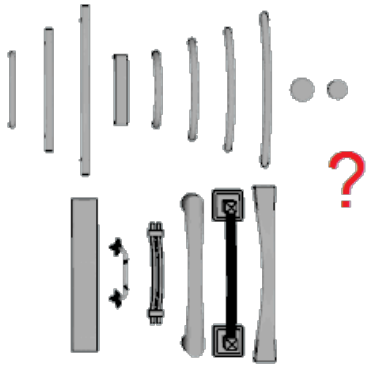
Upper Door Style

Set “Door Template” on the “Cabinet” tab to "project". Choose upper cabinet doors here.



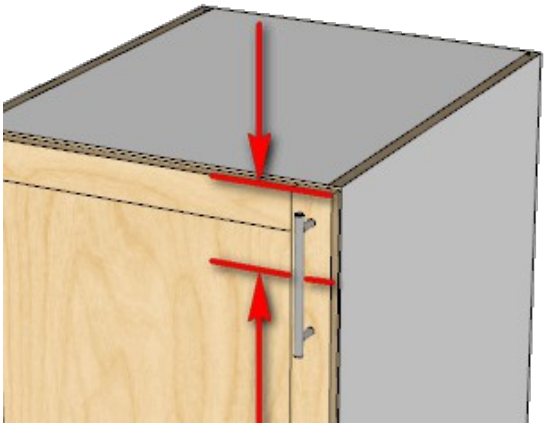
Upper Handle

Set upper door handle here. Set “Door Handle Template” to "project" on the “Cabinet” tab.



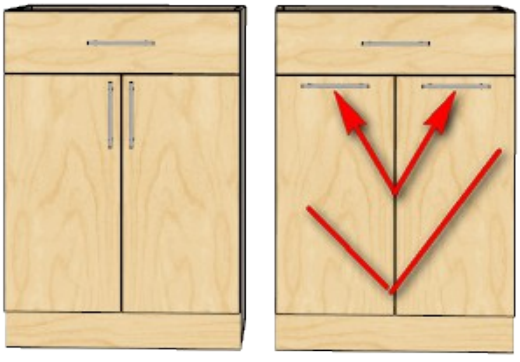
Handle Offset

Set your handle offset here. Used for left and right hand hinged doors.



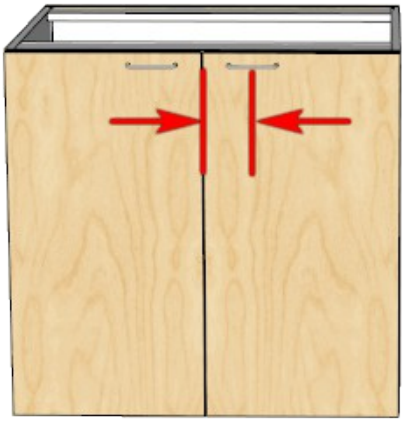
Horizontal Handles

Check this if you are using horizontal handles for doors.



Offset

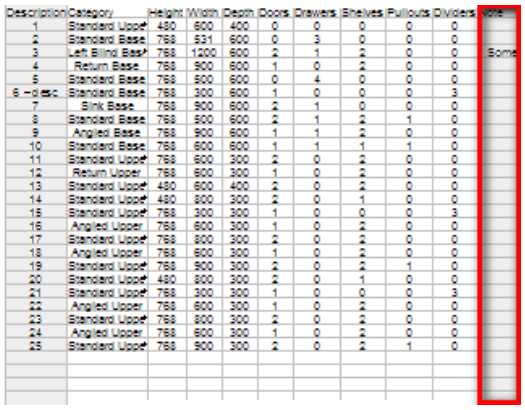
Here is where you set the positioning for horizontal handles.



9) Options

Note*

Notes are in the Cabinet Listing Report. This parameter is for default (PROJECT) setting for Note.

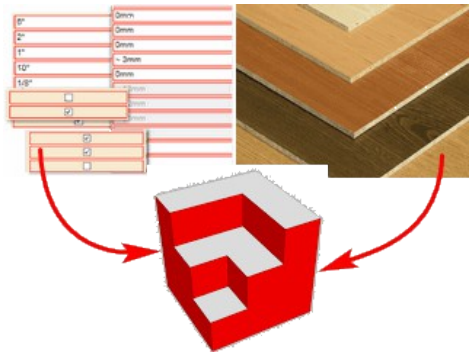


Description	Category	Height	Width	Depth	Doors	Drawers	Shelves	Pullouts	Dividers	note
1	Standard Upper	480	600	400	0	0	0	0	0	
2	Standard Base	768	531	600	0	3	0	0	0	
3	Left Blind Bas*	768	1200	600	2	1	2	0	0	Some
4	Return Base	768	900	600	1	0	2	0	0	
5	Standard Base	768	600	600	0	4	0	0	0	
6 – delete	Standard Base	768	300	600	1	0	0	0	3	
7	Sink Base	768	900	600	2	1	0	0	0	
8	Standard Base	768	500	600	2	1	2	1	0	
9	Angled Base	768	900	600	1	1	2	0	0	
10	Standard Base	768	600	600	1	1	1	1	0	
11	Standard Upper	768	600	300	2	0	2	0	0	
12	Return Upper	768	600	300	1	0	2	0	0	
13	Standard Upper	480	600	400	2	0	2	0	0	
14	Standard Upper	480	800	300	2	0	1	0	0	
15	Standard Upper	768	300	300	1	0	0	0	3	
16	Angled Upper	768	600	300	1	0	2	0	0	
17	Standard Upper	768	800	300	2	0	2	0	0	
18	Angled Upper	768	600	300	1	0	2	0	0	
19	Standard Upper	768	900	300	2	0	2	1	0	
20	Standard Upper	480	800	300	2	0	1	0	0	
21	Standard Upper	768	300	300	1	0	0	0	3	
22	Angled Upper	768	600	300	1	0	2	0	0	
23	Standard Upper	768	800	300	2	0	2	0	0	
24	Angled Upper	768	600	300	1	0	2	0	0	
25	Standard Upper	768	900	300	2	0	2	1	0	

Store Resources Project

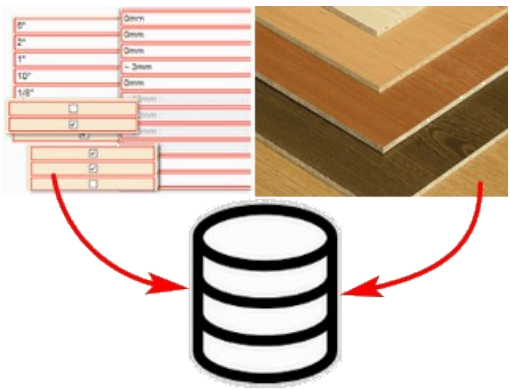
You can now optionally store named resource templates in a folder with the same name as the model (less .skp)

Tool Tip: *Store at Project level*



Storage

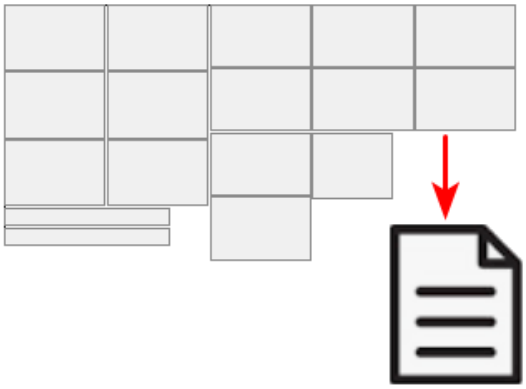
You may optionally store templates in both locations – with the project AND in the storage folder.



10) CSV Listings

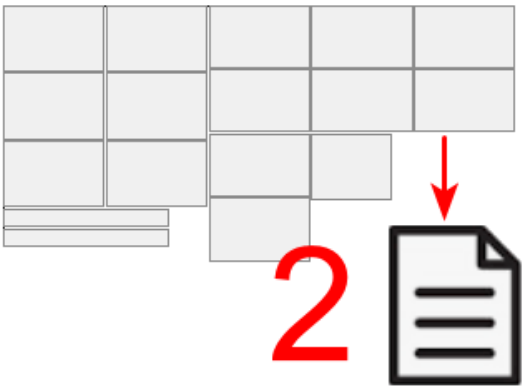
Parts – CutMaster

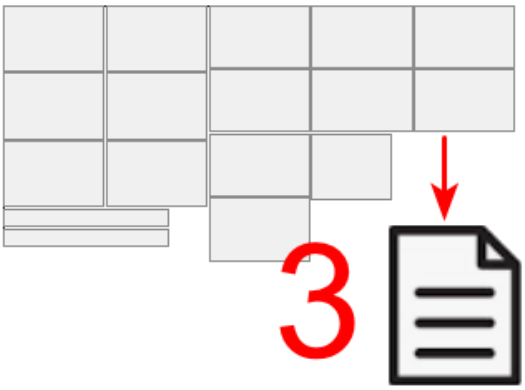
This report is used by CutMaster and contains all of the cabinet information.



2-Full / 3-Combined

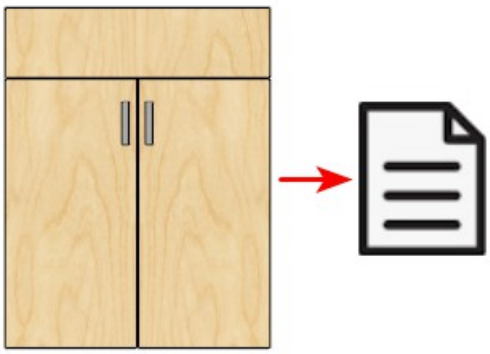
These are two more parts type reports but are much more simple. Can be used with Cut List Plus etc.





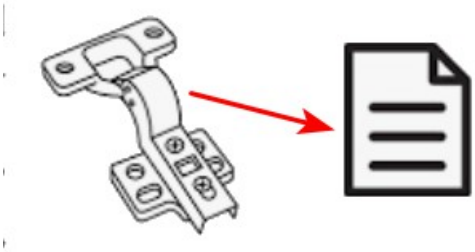
Cabinets

Check this if you want a Cabinet Listing report.



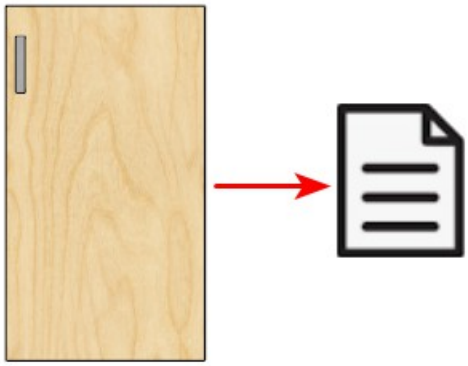
Hardware

Check this if you want a Hardware report.



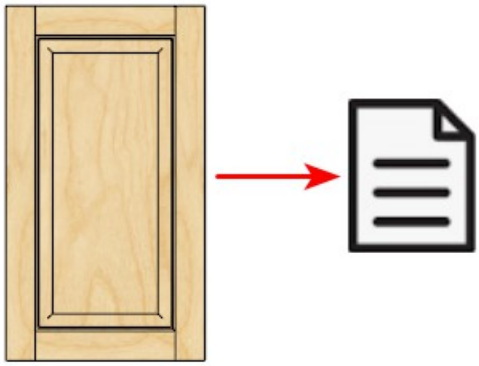
Slab Doors

Check this if you want Slab Doors included in Doors report.



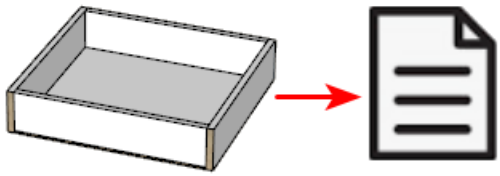
5 Piece

Check this if you want 5 Piece Doors included in Doors report.



Drawer Boxes

Check this if you want a Drawer Box report.



Line per Part

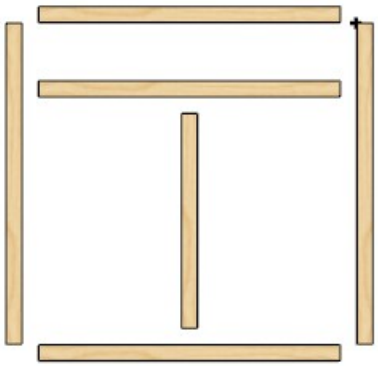
This report has Quantity of 1 – writes multiple lines where parts have quantities greater than 1.

#	Qty	Cabinet	Description	Height	Width
1	5	1	Back	29.2913	30.5512
2	5	1	Bottom 1	30.0787	23.937
3	5	1	Left Side	30.2362	23.937
4	5	1	Right Side	30.2362	23.937
5	5	1	Shelf	29.9606	22.8346
6	5	1	split top	30.0787	3.7795
1	1	2	Back	29.2913	30.5512
2	1	2	Back	29.2913	30.5512
3	1	2	Back	29.2913	30.5512
4	1	2	Back	29.2913	30.5512
5	1	2	Back	29.2913	30.5512
6	1	2	Bottom 1	30.0787	23.937

11) Part Listing Includes

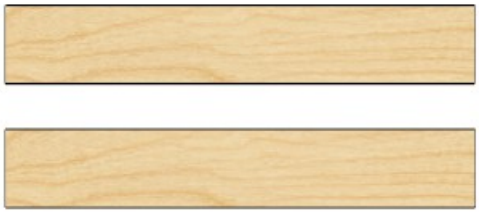
Frames

Check this if you want Frame parts in your Parts report.



Kicks

Check this if you want Kick material in your Parts report.

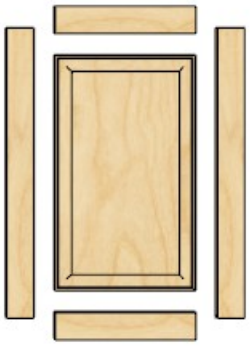


Slab Doors

Check this if yo want Slab Doors in your Parts report.

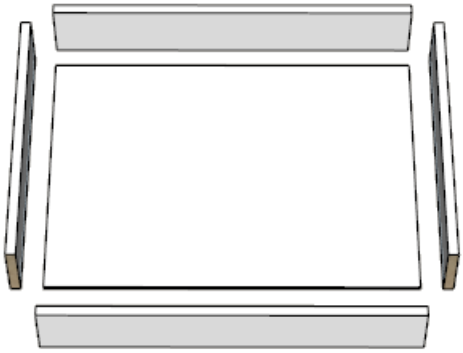
5 Piece

Check this if you want 5 Piece Door parts in your Parts report.



Drawer Boxes

Check this if you want Drawer Box parts in your Parts report.



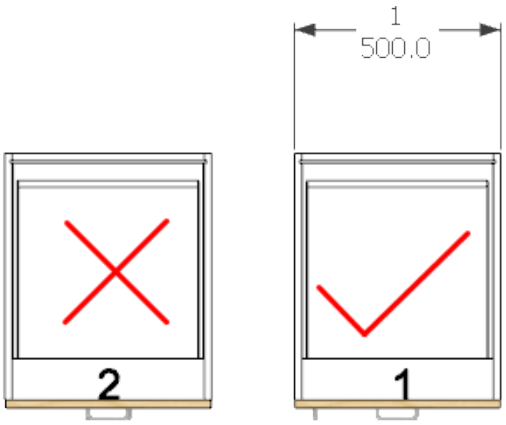
Fillers

Check this if you want Fillers in your Parts report.

12) Additional

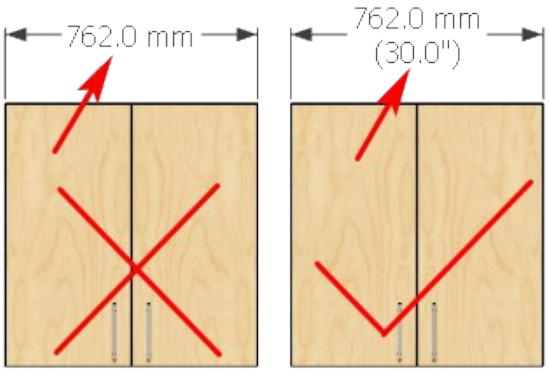
Enable Dimensions

Turn on Dimensions for the PROJECT here.



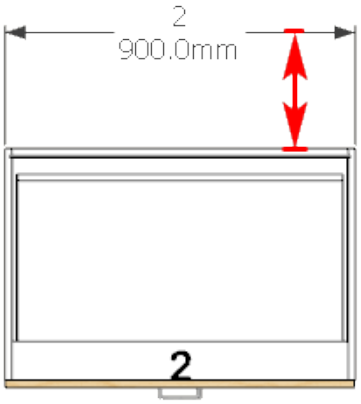
Dual

Turn on Dual dimensions here. If millimeters then also display inches and vice versa.



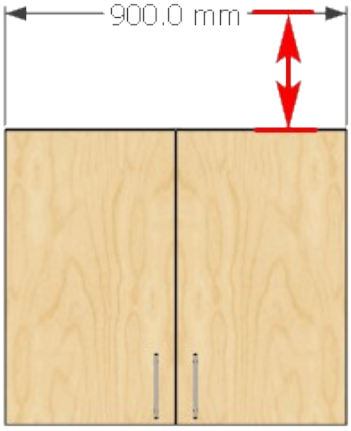
Plan Offset

Adjust the positioning of the label here.



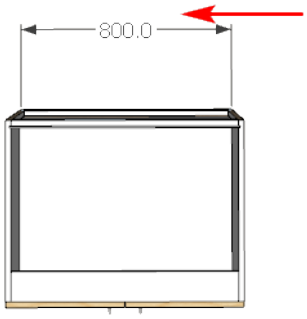
Elevation

Adjust the positioning of the label here.

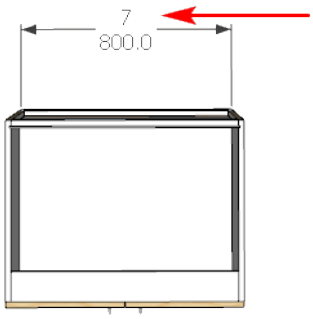


Cabinet Dimensions

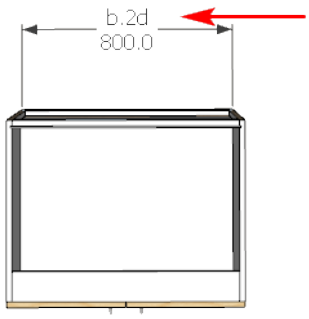
If you use cabinet dimensions you can optionally include the Cabinet Number or the Cabinet Model.



None



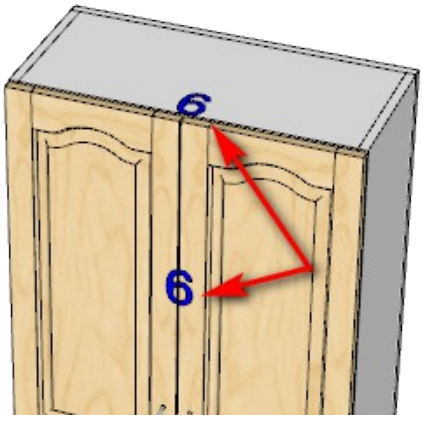
Number



Model

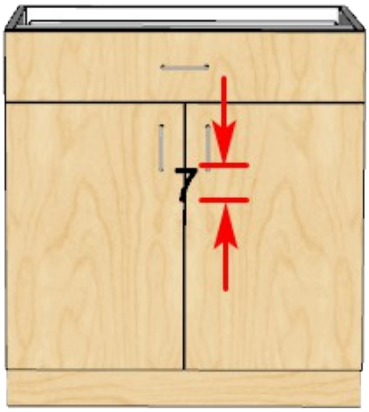
Label Color

If you use Cabinet labeling then you choose the color here. The default color is white with a black border.



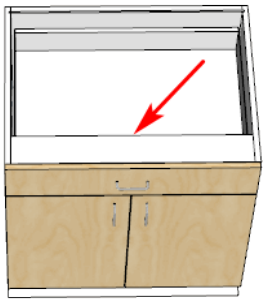
Height

Set the Label Height for the entire project.

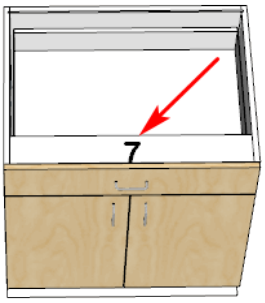


Cabinet Plan

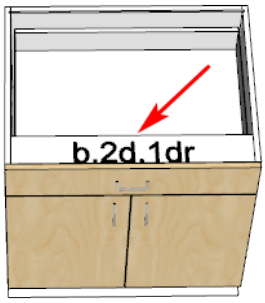
If you create Cabinet Plan Views you can optionally label the cabinets with Cabinet Number or Cabinet Model.



None



Number

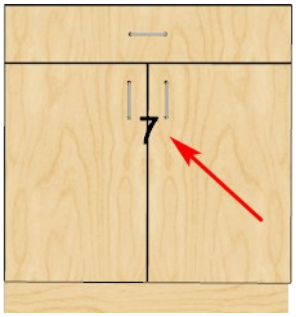


Model

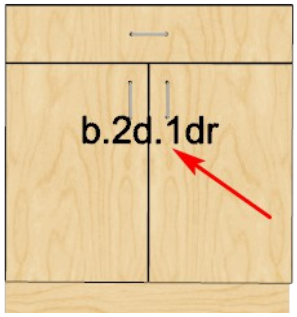
Cabinet Elevation

If you create Cabinet Elevations you can optionally label the cabinets with Cabinet Number or Cabinet Model.

None



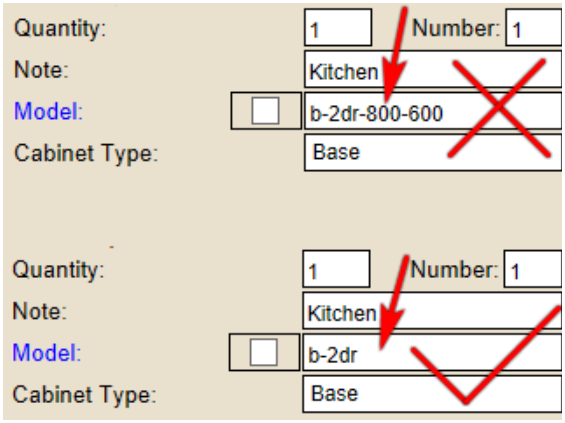
Number



Model

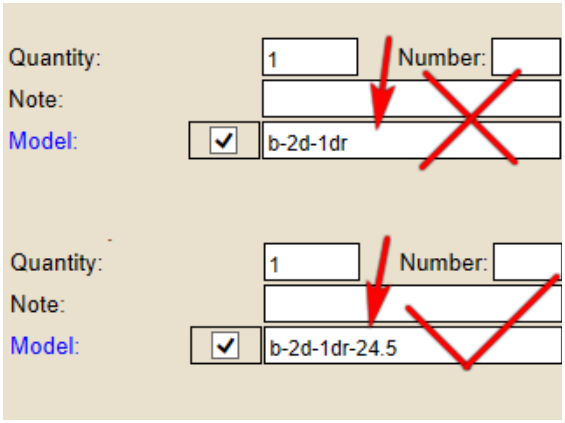
Skip Model Dimensions

Check this if you don't want dimensions from optional drop downs Width, Height or Depth to be used in Model Code generation.



Width in Model

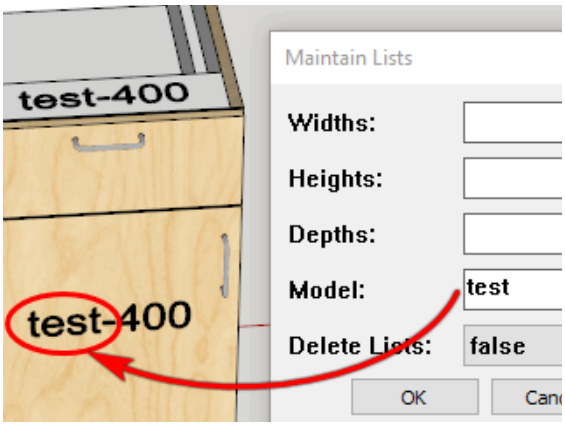
Model number uses Width when this is checked.



Use Name

Model will use the Model from Maintain Lists when this is checked. If there is no Custom Model then it will use the template name.

Tool Tip: *Model uses Cabinet Name*



Difference Indicator

You can use an optional indicator beside the cabinet number such as an asterisk. This tells you that cabinet has 1 or more if different selections.

Create Cabinet

The “Create Cabinet” button is used to edit or create cabinets.

If you click on the CabMaker tool bar or choose CabMaker from the menu you are set up to create a new cabinet.

If you pre select 1 or more cabinets, right click and choose “Edit Cabinet” then you are in edit mode.

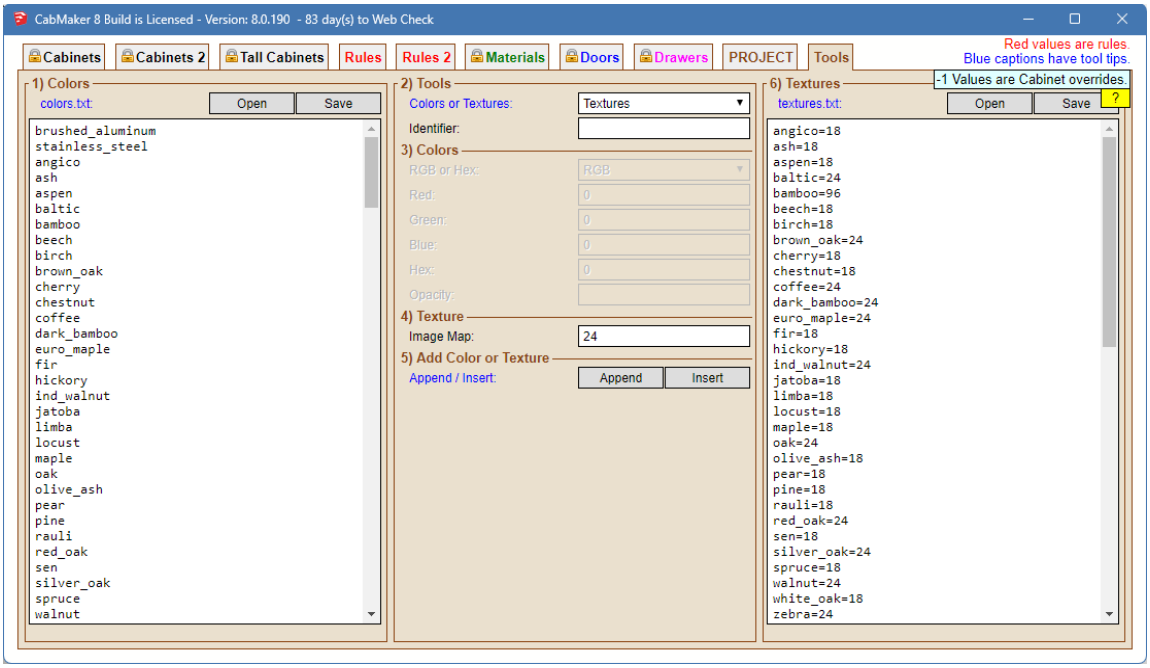
If you are editing a single cabinet then you can change any number of parameters on the “Cabinet Tab”.

If you are editing multiple cabinets then you are in batch mode and the settings on the “Cabinets Tab” are ignored.

Tool Tip: *Or press Enter key*

Tools Tab

This Tab makes it simpler to add Colors and or Textures to CabMaker.



1) Colors

colors.txt

Initially colors.txt is found in GKWare_CabMaker8 folder. However once you edit colors.txt it is then stored in GKWare_CabMaker8\Config folder.

Tool Tip: *Populates color drop downs - in this order.*

Open Button

The Open Button opens the colors.txt file and displays it's contents in the Text Area.

Save Button

The Save Button Saves the contents of the text area into GKWare_CabMaker8\Config\colors.txt file.

2) Tools

Colors or Textures

Choose Colors or Textures. With Colors the Textures sections 4) and 6) are disabled. With Textures section 3) is disabled.

Tool Tip: *Choose Textures to Enable Textures Memo box.*

Identifier

The identifier is the name that you want to appear in the drop downs for materials.

3) Color

RGB or Hex

Choose RGB or Hex. This is the color for the current identifier and must be either a valid RGB value or a Hex value.

Red Green Blue

Valid entries for Red Green and Blue are between 0 and 256 inclusive.

Hex

A valid entry is 6 Hex values between 0 and 9 inclusive and A to F inclusive.

Opacity

This is the transparency value for the color or texture. Valid entries are integers between 0 and 100 inclusive.

4) Texture

Image Map

Textures use this value for tiling. It is the length of the texture in inches.

5) Add Color or Texture

Append / Insert

This will format the color and or texture names and place the name either at the top or bottom of the list. The placement for Textures is irrelevent. You may organize the placement of any or all color names however you want.

Tool Tip: *If adding a texture the .png or .jpg must exist in the Image Folder specified in Edit Config.*

Append Button

This will format and place the name at the end of the list.

Insert Button

This will format and place the name at the beginning of the list.

6) Textures

textures.txt

Initially textures.txt is found in GKWare_CabMaker8 folder. However once you edit textures.txt it is then stored in GKWare_CabMaker8\Config folder.

Tool Tip: *For Textures the Identifier is the image without the .png or .jpg. This name goes into the colors.txt file.*

Open Button

The Open Button opens the textures.txt file and displays it's contents in the Text Area.

Save Button

The Save Button Saves the contents of the text area into GKWare_CabMaker8\Config\t.txt file.

Calculations

There are a number of calculations that at first may seem confusing. This section is intended to explain how CabMaker works in regards to some calculations.

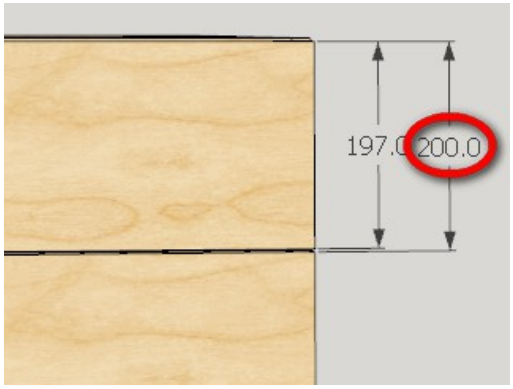
Drawer Front Calculations

Drawer front calculations are slightly different depending upon the type of construction. Calculations use drawer spacing and door gap for frame less and face frame inset constructions. Face frame overlay does uses door overlay and door overlay side and does not use door gap.

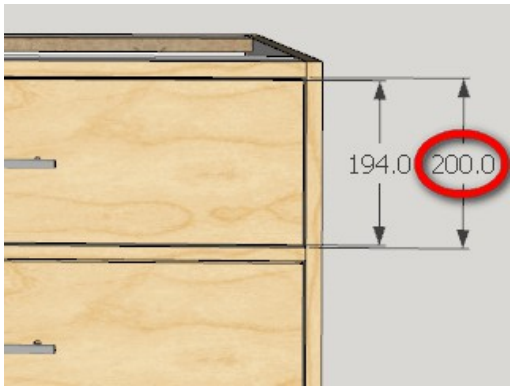
For the purpose of this discussion and for easy math we will use a drawer spacing of 200 mm and a door gap of 3 mm and a door overlay of 10 mm and a door overlay side of 20 mm. Also the drawer spacing in the images is circled in red.

Frame less Construction

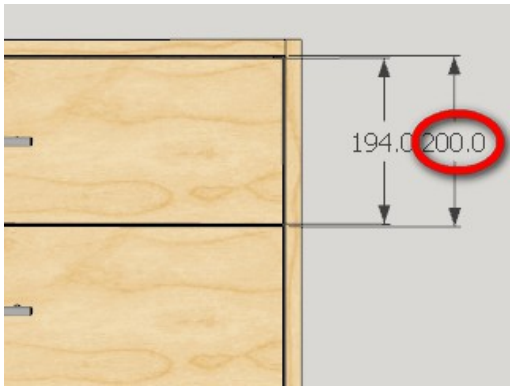
Overlay Doors / Drawers:
Actual Drawer Front Height = Drawer Spacing – Door Gap
197 = 200 - 3



Inset Doors / Drawers:
Actual Drawer Front Height = Drawer Spacing – (2 X Door Gap)
194 = 200 – (2 X 3)

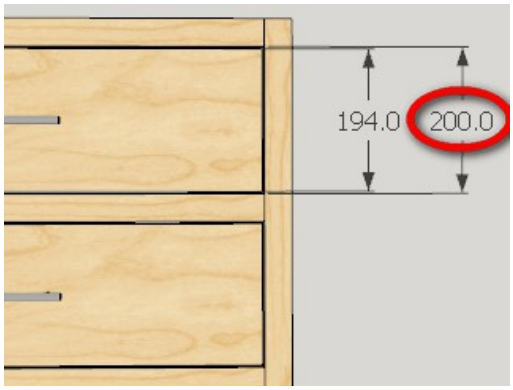

194.0
200.0

Inset Doors / Drawers (no stretchers)
Actual Drawer Front Height = Drawer Spacing – (2 X Door Gap)
194 = 200 – (2 X 3)

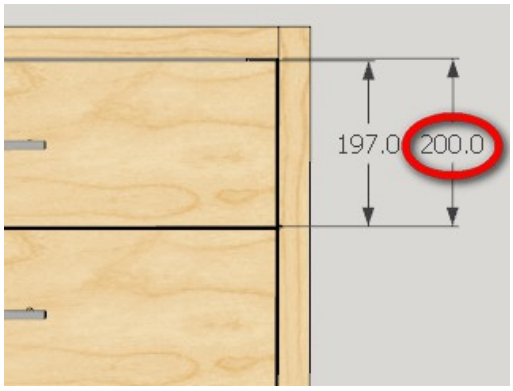


Face Frame Construction

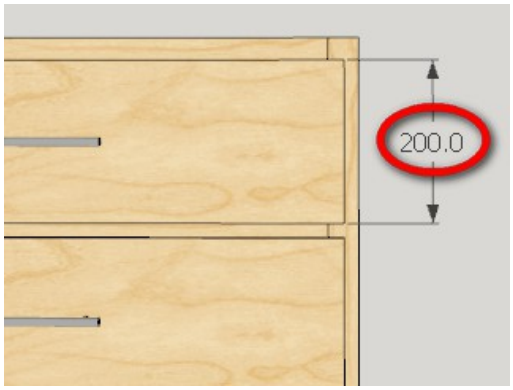
Inset Doors / Drawers with Full Frames
Actual Drawer Front Height = Drawer Spacing – (2 X Door Gap)
194 = 200 – (2 X 3)



Inset Doors / Drawers with Partial Frames
Actual Drawer Front Height = Drawer Spacing – Door Gap
197 = 200 – 3



Overlay Doors / Drawers
Actual Drawer Front Height = Drawer Spacing
200 = 200



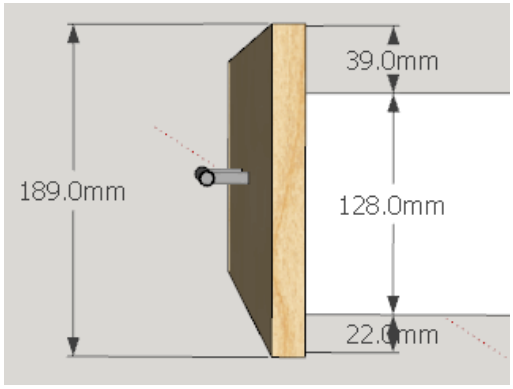
Drawer Box Calculations

Drawer box calculations are essentially based on actual drawer heights and drawer height adjustment.

For the purpose of this discussion and for easy math we will use a drawer spacing of 192 mm and a door gap of 3 mm and a drawer height adjustment of 61 mm and a drawer and a drawer front overhang of 22 mm. The reason for a 22 mm front overhang is because this example uses 19 mm (~ 3/4”) case and we want a 3 mm clearance between the bottom of the drawer box and the top of the bottom shelf.

Frame less or Face Frame Construction

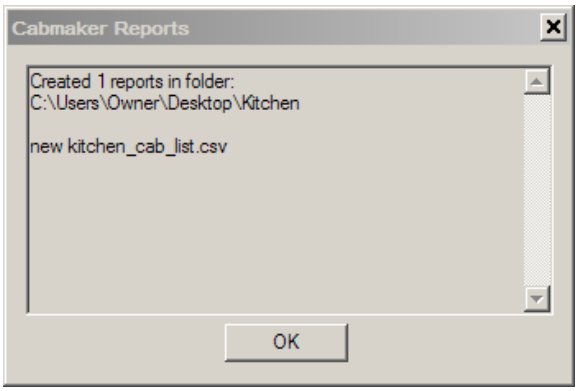
Overlay Doors / Drawers:
Actual Drawer Front Height = Drawer Spacing – Door Gap
189 = 192 – 3
Drawer box height = Actual Drawer Front Height – Drawer Height Adjustment
128 = 189 - 61



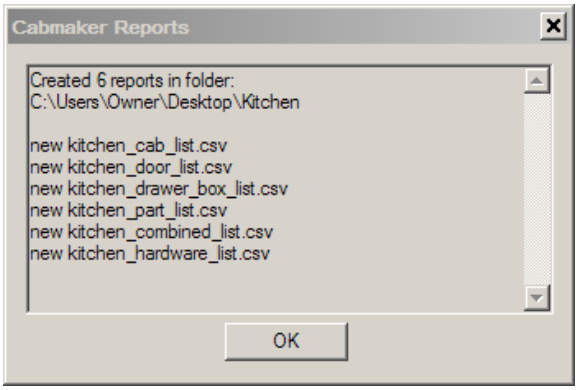
Notice that the Drawer Height Adjustment – Front Overhang = 39

CabMaker Reports

CabMaker Design gives you 2 reports that lists all of the cabinets. Reports are stored in the same folder as the skp file and the name of the report incorporates the skp file name.



CabMaker Build gives you an additional 12 reports.



Cabinet Listing

The Cabinet listing is sorted by Description, Depth and Height. The Cabinet Listing report contains 1 line for each cabinet and may be helpful for designers and architects that order cabinets. This report is not used by part optimizers such as CutMaster or CutList.

#	Description	Category	Height	Width	Depth	Doors	Drawers	Shelves	Pullouts	Dividers	Note
1	1	Standard Base	768	550	600	1	3	0	1	0	
2	2	Left Blind Base	768	1200	600	1	1	2	0	0	
3	3	Return Base	768	900	600	1	0	2	0	0	
4	4	Standard Base	768	500	600	0	4	0	0	0	
5	5	Standard Base	768	300	600	1	0	0	0	3	
6	6	Sink Base	768	900	600	2	1	0	0	0	
7	7	Standard Base	768	500	600	2	1	1	1	0	
8	8	Angled Base	768	900	600	1	1	2	0	0	
9	9	Standard Base	768	600	600	1	1	0	1	0	
10	10	Standard Upper	768	650	300	2	0	2	0	0	
11	11	Angled Upper	768	600	300	1	0	2	0	0	
12	12	Standard Upper	768	600	300	2	0	2	0	0	
13	13	Standard Upper	400	800	300	2	0	1	0	0	
14	14	Standard Upper	768	300	300	1	0	0	0	3	
15	15	Return Upper	768	600	300	1	0	2	0	0	
16	16	Standard Upper	768	800	300	2	0	2	0	0	
17	17	Angled Upper	768	600	300	1	0	2	0	0	
18	18	Standard Upper	768	900	300	2	0	2	1	0	

Hardware Listing

The Hardware listing is not sorted. This report is primarily used by cabinet shops who want a summary of hardware quantities. This report is not used by part optimizers such as CutMaster or CutList.

#	Quantity	Assembly	Item
1	7	Handles	128 mm Bar Pull
2	5	Slides	Pair Slide - 550.0000
3	10	Handles	128 mm Bar Pull
4	22	Hinges	120 Degree Standard Hinge
5	2	Hinges	90 Degree Tilt Tray Hinge
6	32	Shelves	Shelf Support

Door Listing

The Door listing is sorted by Description, Height and width. This report is helpful for cabinet shops that order their doors. This report is not used by optimizers like CutMaster or CutList.

#	Quantity	Cabinet	Description	Category	Template	Height	Width	Depth
1	2	01)	Plain	Door	metric_plain_door	605	397	19
2	1	01)	Plain	Drawer	metric_plain_door	157	797	19
3	3	02)	Plain	Drawer	metric_plain_door	157	797	19
4	1	02)	Plain	Drawer	metric_plain_door	285	797	19

Drawer Box Listing

The Drawer Box listing is sorted by Category and Wdith. This report is helpful for cabinet shops that order their drawer boxes such as the Blum metabox system. This report is not used by optimizers like CutMaster or CutList.

#	Quantity	Cabinet	Category	Width	Depth	Height
1	1	01)	Drawer Box	736.6	500	107
2	3	02)	Drawer Box	736.6	500	107
3	1	02)	Drawer Box	736.6	500	235

Parts Listing

The Parts listing is sorted by Cabinet, Assembly, Item and Height. This report is the primary report for parts optimizers such as CutMaster or CutList.

#	Quantity	Cabinet	Assembly	Item	Height	Width	Thickness	Material	Material Type	Edging	Part Type	Frame Type	Base	Cab Type
1	5	01)	Cabinet	Back	29.75	29.25	0.25	White MDF GIS	Sheet Good	---	10	0	n	0
2	5	01)	Cabinet	Back	29.75	29.25	0.25	White MDF GIS	Sheet Good	---	10	0	y	0
3	5	01)	Cabinet	Bottom	30	12	0.75	White MCP	Sheet Good	F--F-C	2	0	n	0
4	5	01)	Cabinet	Bottom	30	24	0.75	White MCP	Sheet Good	F--F-C	2	0	y	0
5	5	01)	Cabinet	Hanger	28.5	3	0.5	White MCP	Sheet Good	H---	11	0	n	0
6	5	01)	Cabinet	Hanger	28.5	3	0.5	White MCP	Sheet Good	H---	11	0	y	0
7	5	01)	Cabinet	Left Side	29	12	0.75	White MCP	Sheet Good	F--F-F	6	0	n	0
8	5	01)	Cabinet	Left Side	29	24	0.75	White MCP	Sheet Good	F---	6	0	y	0
9	5	01)	Cabinet	Right Side	29	12	0.75	White MCP	Sheet Good	F--F-F	7	0	n	0
10	5	01)	Cabinet	Right Side	29	24	0.75	White MCP	Sheet Good	F---	7	0	y	0
11	5	01)	Cabinet	Shelf	28.375	10.75	0.625	White MCP	Sheet Good	S---	3	0	n	0
12	5	01)	Cabinet	Shelf	28.375	21.75	0.625	White MCP	Sheet Good	S---	3	0	y	0
13	5	01)	Cabinet	Stretcher	28.5	4	0.625	White MCP	Sheet Good	F---	12	0	y	0
14	5	01)	Cabinet	Top	30	12	0.75	White MCP	Sheet Good	F--C-F	1	0	n	0
15	5	01)	Cabinet	Top	30	24	0.75	White MCP	Sheet Good	F--C-F	1	0	y	0
16	10	01)	Doors / Drawers	Panel	20.375	10.875	0.25	Baltic MCP	Sheet Good	---	14	0	y	0
17	5	01)	Doors / Drawers	Panel	25.875	3.875	0.25	Baltic MCP	Sheet Good	---	15	0	y	0
18	10	01)	Doors / Drawers	Panel	26.375	10.875	0.25	Baltic MCP	Sheet Good	---	14	0	n	0
19	20	01)	Doors / Drawers	Rail	10.875	2	0.75	Solid Baltic	Dimensioned Lumber	---	14	0	n	0
20	20	01)	Doors / Drawers	Rail	10.875	2	0.75	Solid Baltic	Dimensioned Lumber	---	14	0	y	0
21	10	01)	Doors / Drawers	Rail	25.875	1	0.75	Solid Baltic	Dimensioned Lumber	---	15	0	y	0
22	10	01)	Doors / Drawers	Stile	5.875	2	0.75	Solid Baltic	Dimensioned Lumber	---	15	0	y	0
23	20	01)	Doors / Drawers	Stile	24.375	2	0.75	Solid Baltic	Dimensioned Lumber	---	14	0	y	0
24	20	01)	Doors / Drawers	Stile	30.375	2	0.75	Solid Baltic	Dimensioned Lumber	---	14	0	n	0
25	5	01)	Drawer Box	Drawer Back	25.5	2.5	0.5	White MCP	Sheet Good	DE---	23	0	y	0
26	5	01)	Drawer Box	Drawer Back	26.5	3.375	0.5	White MCP	Sheet Good	DE---	23	0	y	0
27	5	01)	Drawer Box	Drawer Bottom	22	26.5	0.5	White MDF GIS	Sheet Good	DB--DB-DB	24	0	y	0
28	5	01)	Drawer Box	Drawer Bottom	22	27.5	0.5	White MDF GIS	Sheet Good	--DB-DB	24	0	y	0
29	5	01)	Drawer Box	Drawer Front	25.5	2.5	0.5	White MCP	Sheet Good	DE---	22	0	y	0
30	5	01)	Drawer Box	Drawer Front	26.5	3.375	0.5	White MCP	Sheet Good	DE---	22	0	y	0
31	5	01)	Drawer Box	Left Drawer Side	22	2.5	0.5	White MCP	Sheet Good	DE--DE	20	0	y	0
32	5	01)	Drawer Box	Left Drawer Side	22	3.375	0.5	White MCP	Sheet Good	DE---	20	0	y	0
33	5	01)	Drawer Box	Right Drawer Side	22	2.5	0.5	White MCP	Sheet Good	DE--DE-	21	0	y	0
34	5	01)	Drawer Box	Right Drawer Side	22	3.375	0.5	White MCP	Sheet Good	DE---	21	0	y	0
35	10	01)	Kicks	Kick	20.75	4	0.625	Baltic MCP	Sheet Good	---	19	0	y	0
36	10	01)	Kicks	Kick	30	4	0.625	Baltic MCP	Sheet Good	---	19	0	y	0

Note: The quantity on the Cabinets tab was set to 5 for this cabinet before the report was run.

These new fields are for CutMaster Build. This information will be used during the creation of Dxf files in Cutmaster CNC.

Edging	Part Type	Frame Type	Base	Cab Type	Drawers	Stretchers	Corners	Gaps	Tall	Rule
---	10	0	y	7	|||||	||	||	||	||	metric_rules
F---	2	0	y	7	|||||	||	||	||	||	metric_rules
F---	5	0	y	7	|||||	||	||	||	||	metric_rules
F---	4	0	y	7	|||||	||	||	||	||	metric_rules
---	11	0	y	7	|||||	||	||	||	||	metric_rules
F---	6	0	y	7	128.0mm	1|0.0mm|16.0mm	||	0.0mm|3.0mm|0.0mm	373.0mm|793.0mm|600.0mm	metric_rules
F---	7	0	y	7	128.0mm	1|0.0mm|16.0mm	||	0.0mm|3.0mm|0.0mm	373.0mm|793.0mm|600.0mm	metric_rules
---	4	0	y	7	|||||	||	||	||	||	metric_rules
F---	12	0	y	7	|||||	||	||	||	||	metric_rules
F---	1	0	y	7	|||||	||	||	||	||	metric_rules
D-D-D-D	33	0	n	7	|||||	||	||	0.0mm|3.0mm|0.0mm	||	metric_rules
D-D-D-D	33	0	y	7	|||||	||	||	0.0mm|3.0mm|0.0mm	||	metric_rules
D-D-D-D	33	0	n	7	|||||	||	||	0.0mm|3.0mm|0.0mm	||	metric_rules
D-D-D-D	15	0	y	7	|||||	||	||	0.0mm|3.0mm|0.0mm	||	metric_rules
D-D-D-D	34	0	n	7	|||||	||	||	0.0mm|3.0mm|0.0mm	||	metric_rules
D-D-D-D	34	0	y	7	|||||	||	||	0.0mm|3.0mm|0.0mm	||	metric_rules
D-D-D-D	34	0	n	7	|||||	||	||	0.0mm|3.0mm|0.0mm	||	metric_rules

Combined Listing

The Combined listing is sorted by Material, Height and Width. This report may be used by the entry level versions of CutList. Since there are limitations on numbers of parts etc. this report combines all like parts and therefore may help you by reducing the total number of lines.

This report is not recommended for CutMaster CNC where you want to make use of DXF. Left and Right Sides etc must be uniquely identified where drilling patterns are such that these types of parts are not interchangeable.

#	Quantity	Material	Material Type	Thickness	Height	Width
1	2	1/2 White MCP	Sheet Good	12	250	52
2	2	1/2 White MCP	Sheet Good	12	352.2367	106
3	2	1/2 White MCP	Sheet Good	12	418.6	42
4	10	1/2 White MCP	Sheet Good	12	418.6	106
5	2	1/2 White MCP	Sheet Good	12	453.6	106
6	2	1/2 White MCP	Sheet Good	12	468.6	42
7	4	1/2 White MCP	Sheet Good	12	468.6	106
8	2	1/2 White MCP	Sheet Good	12	468.6	298
9	2	1/2 White MCP	Sheet Good	12	518.6	42
10	2	1/2 White MCP	Sheet Good	12	518.6	106
11	6	1/2 White MCP	Sheet Good	12	550	52
12	20	1/2 White MCP	Sheet Good	12	550	116
13	2	1/2 White MCP	Sheet Good	12	550	308
14	2	1/2 White MCP	Sheet Good	12	818.6	42
15	1	1/2 White MDF GIS	Sheet Good	12	250	842.6
16	1	1/2 White MDF GIS	Sheet Good	12	550	376.2367
17	6	1/2 White MDF GIS	Sheet Good	12	550	442.6
18	1	1/2 White MDF GIS	Sheet Good	12	550	477.6
19	4	1/2 White MDF GIS	Sheet Good	12	550	492.6
20	2	1/2 White MDF GIS	Sheet Good	12	550	542.6
21	1	1/8 White MDF GIS	Sheet Good	3	380	780
22	2	1/8 White MDF GIS	Sheet Good	3	748	280
23	2	1/8 White MDF GIS	Sheet Good	3	748	480
24	6	1/8 White MDF GIS	Sheet Good	3	748	526.9167
25	1	1/8 White MDF GIS	Sheet Good	3	748	530
26	2	1/8 White MDF GIS	Sheet Good	3	748	580
27	1	1/8 White MDF GIS	Sheet Good	3	748	630
28	1	1/8 White MDF GIS	Sheet Good	3	748	780
29	3	1/8 White MDF GIS	Sheet Good	3	748	791.5614
30	2	1/8 White MDF GIS	Sheet Good	3	748	880
31	1	1/8 White MDF GIS	Sheet Good	3	748	891.5614
32	1	1/8 White MDF GIS	Sheet Good	3	748	1180
33	1	3/4 Baltic MCP	Sheet Good	19	768	81
34	1	3/4 Baltic MCP	Sheet Good	19	768	681
35	1	3/4 Baltic MCP	Sheet Good	19	768	1250

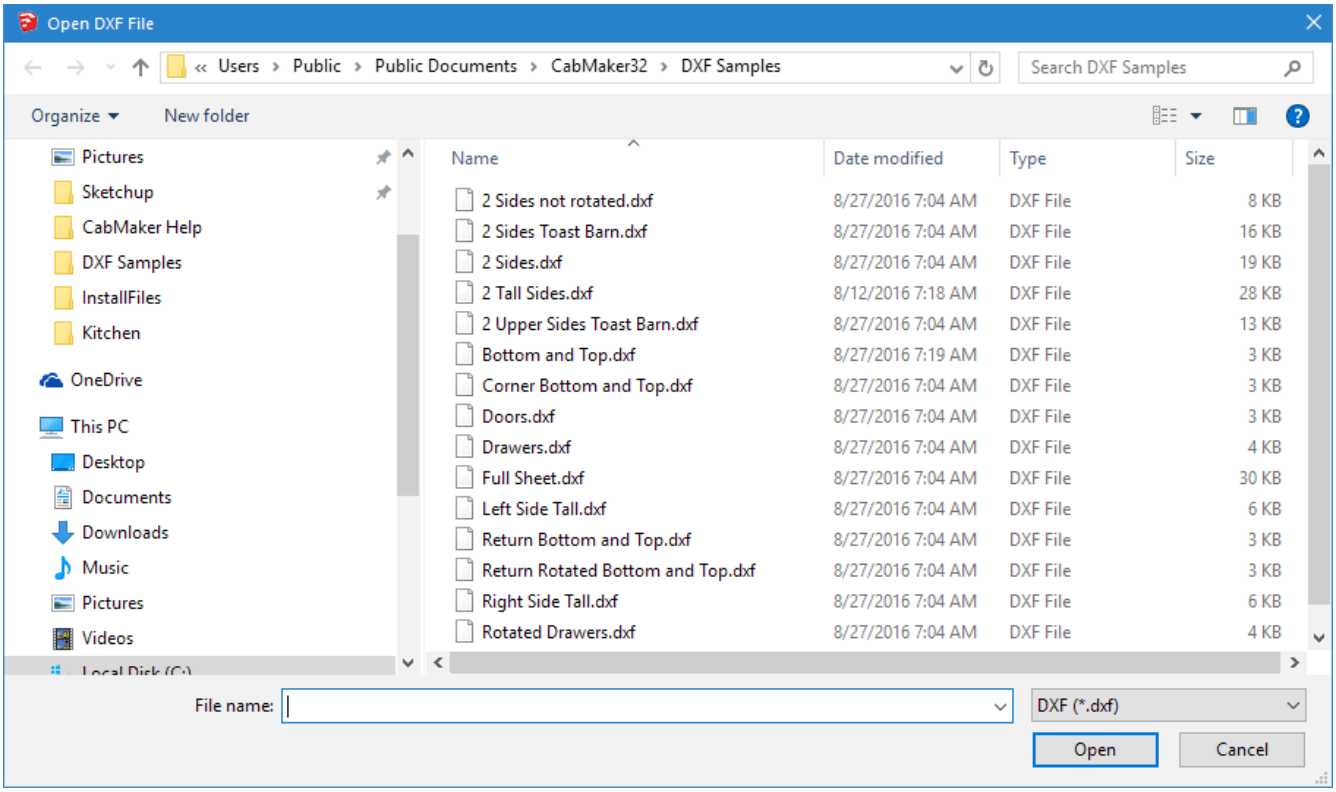
Full Part Listing

The Full Part listing is sorted by Material, Thickness, Height and Width. Furthermore this report is not summarized and each part is on a separate line. This report may be used with CutMaster or CutList but you will need to create a different import template since columns are not in the same order.

#	Assembly	Height	Width	Thickness	Quantity	Material	Item	Material Type	Cabinet
1	Doors / Drawers	900	397	19	1	Solid Baltic	Panel	Sheet Good	01)
2	Doors / Drawers	900	397	19	1	Solid Baltic	Panel	Sheet Good	01)
3	Cabinet	759	355	16	1	White MCP	Shelf	Sheet Good	01)
4	Cabinet	759	355	16	1	White MCP	Shelf	Sheet Good	01)
5	Cabinet	774	400	19	1	White MCP	Bottom	Sheet Good	01)
6	Cabinet	774	400	19	1	White MCP	Top	Sheet Good	01)
7	Cabinet	900	400	19	1	White MCP	Left Side	Sheet Good	01)
8	Cabinet	900	400	19	1	White MCP	Right Side	Sheet Good	01)
9	Cabinet	874	774	3	1	White MDF GIS	Back	Sheet Good	01)

DXF importer

DXF importer is a CabMaker Build feature and is used to import CutMaster generated DXF files so you can test the accuracy of the DXF files and your machining rules that are managed from within CutMaster.exe.



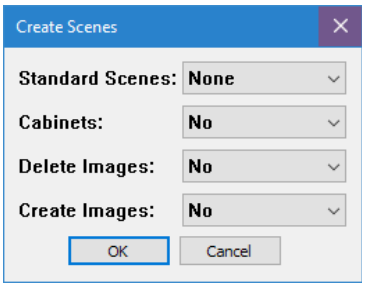
Dxf Exporter

DXF exporter is a CabMaker Build feature and is used to edit and save CutMaster DXF files so you can add cutouts, alter shape, add grooves etc.

The DXF creator within CutMaster stores the file name within the DXF. CabMaker's Dxf Exporter uses this filename when saving a DXF file. Notice the additional underscore just before the ".dxf", CabMaker modifies the name so you won't accidentally over write the original file. When you are happy with the results you can optionally remove the underscore.

Manage Scenes

Manage Scenes is a CabMaker Build feature. This feature allows you to quickly create scenes and images for the CutMaster Assembly Report.



Standard Scenes

Standard Scenes has 6 choices: None, Perspective / Plan, Front Elevation, Back Elevation, Left Elevation and Right Elevation.

Always create the Perspective and Plan first and by themselves. Please hide all layers and geometry that you do not want to show up in the perspective and plan.You may have an optional layer called Floor.

Cabinets

This button will create 1 scene for every selected cabinet. Please make sure that all the Cabinet numbers are unique except the cabinets that make up a merged cabinet should be the same.

Delete Images

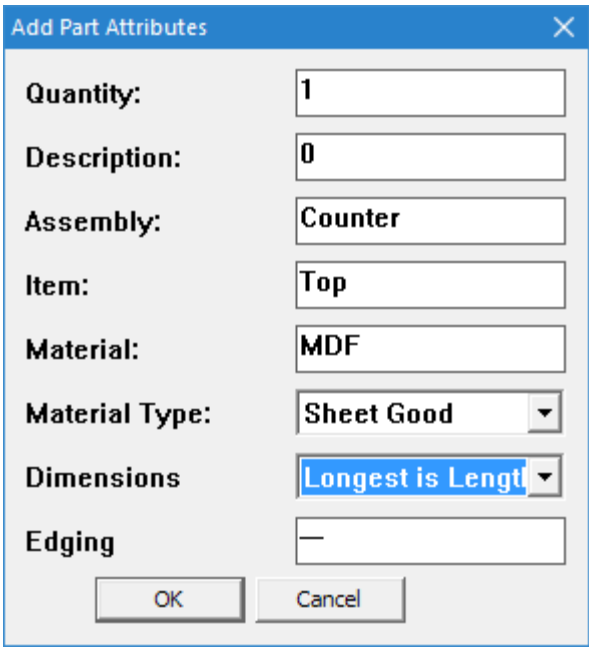
This choice simply deletes all image files from the projects folder.

Create Images

This choice creates a pair of image files for each cabinet. You will get better resolution if you first set the view port size to 320 by 240 pixels.

Add Attributes

Add Attributes is a CabMaker Build feature. This feature allows you to add your own parts into the part_list.csv report.



Quantity

By default Quantity is set to 1. If you want multiple parts in the part list then set it here.

Description

The description field is optional. If you don't set the Description in CabMaker then CabMaker numbers your cabinets (in no particular order) in the format 01), 02) etc. If you want your additional parts to be associated with a particular cabinet then make Description the same as that cabinet.

Assembly

The assembly is essentially a grouping. CabMaker groups parts with various names as “Cabinet”, “Door / Drawer” etc.

Item

CabMaker names parts such as “Right Side” or “Top” etc. Set this value to help uniquely identify your part.

Material

CutMaster uses the Material column to uniquely identify sheet names. CutMaster prepends the parts thickness. If this column contains “White MCP” and the thickness is 3/4 then CutMaster adds the raw material named “3/4 White MCP”. Cut List requires that you set up all materials prior to part list import.

Material Type

The Material Type column is required by CutList and must contain the untranslated value of “Sheet Good” or “Dimensional Lumber”

Dimensions

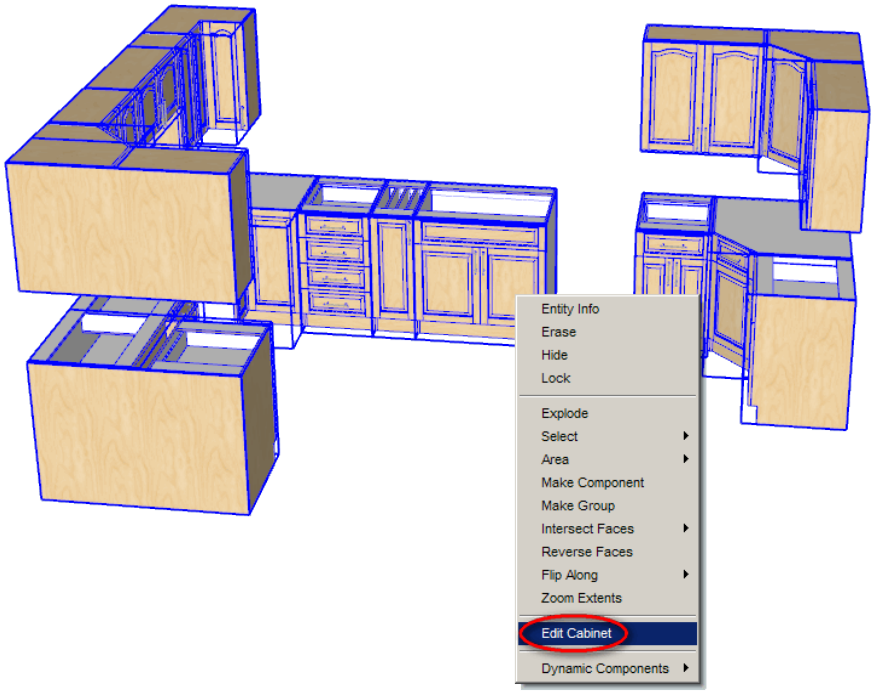
Use the Dimensions column to tell CabMaker to use the longest dimension as length (height) or as width.

3) Edging

The Edging column contains optional short codes separated by hyphens “-”. The short codes may be different for each edge.

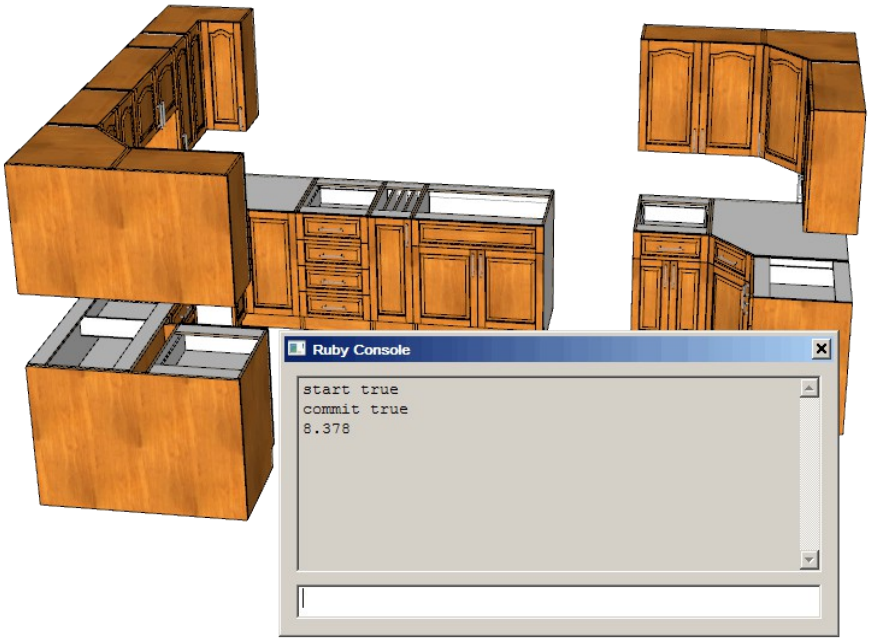
Batch Editing

Select more than one cabinets, right click and choose “Edit Cabinet”.



I changed the color and pressed enter. During the editing you will see a counter in the bottom corner of sketchup. This shows you the progress of the batch edit.

The edit took just under 8.4 seconds.



Additional Notes

I like to create a shortcut for Sketchup's “Interact” as the 'I' key. If the door has interaction stored with the door or drawer then the door or drawer will open / close or pull out / push in.

The default measurements will be in imperial or in metric depending upon the model's units. The default units are loaded once for a session and at the time that the input box first appears.

Please note that the tool shows up in the Plugins menu. For myself I add the hot key 'K' to bring up the CabMaker Web Dialog. You can also choose CabMaker from from the menu or from the CabMaker tool bar.

Defaults.txt

CabMaker stores the defaults.txt file in “GKWare_cabmaker\config” folder. This file contains the entries from the “PROJECT” tab. CabMaker maintains this file.

1. metric=true
2. rul=test
3. mat=baltic
4. drawer=square_drawer
5. base_door=square
6. upper_door=single_cathedral
7. door_handle=128 mm Bar Pull
8. drawer_handle=128 mm Bar Pull
9. handle_offset=100.0
10. floor_ht=0.0
11. library=default

Config.txt

CabMaker comes with a config.txt file that currently contains 13 lines. CabMaker maintains this file.

1. userid=User
2. password=test
3. host=cabmaker32.com
4. service=/gkware_service.php
5. left=-1
6. top=-1
7. extra_space=0
8. small_font=false
9. language=en
10. debug=0
11. force_silhouettes_off=false
12. smart_reset=false
13. translate_parts=true

If the user id or password is blank you will get an error and will not be able to run the CabMaker plugin.

Textures.txt

The textures.txt file contains a list of texture names and a value separated by a comma. The value is the height in inches and is used by Sketchup to properly scale the texture.

The actual texture file is built up with this name plus the extension “.png” or “.jpg”. If you edit this file please put the edited copy into “GKWare_cabmaker/config” folder.

Please note that you need an editor such as Notepad++ and you must have the encoding set to UTF-8.

1. Baltic,36
2. Bamboo,36
3. Brown_oak,36
4. Cherry,36
5. Coffee,36
6. Dark_bamboo,36
7. Euro_maple,36
8. Hickory,36
9. Ind_walnut,36
10. Maple,36
11. Oak,36
12. Pine,36
13. ply_1,0.75
14. ply_2,0.75
15. Red_oak,36
16. Silver_oak,36
17. Spruce,36
18. Walnut,36
19. Zebra,36

Colors.txt

The colors.txt file is located in the “GKWare_cabmaker” folder. It is recommended that you copy this file and place the copy in the “GKWare_cabmaker\config” folder. All files that you put in the “GKWare_cabmaker\config” folder are preserved during upgrades.

You can then edit the file and organize the entries any way you want. Please note that you need an editor such as Notepad++ and you must have the encoding set to UTF-8.

The color and texture entries appear in the drop down menus on the “Materials” Tab in the exact order that they are in this file. All the textures are in this file in alphabetical order followed by all 140 internet colors that are also in alphabetical order.

You may also include your own named colors providing you include either RGB or HEX color value. For example if you want a color to be named “fred” with a color similar to red then the entry can be one of the following:

fred=#FF0000
fred=255,0,0

You may specify opacity for any texture or color. In this example glass has an opacity of 0.3.

For example you could place your most frequent colors and textures at the top of the file. Here are a few of the entries.

1. baltic
2. bamboo
3. brown_oak
4. cherry
5. coffee
6. dark_bamboo
7. euro_maple
8. hickory
9. ind_walnut
10. maple
11. oak
12. wood_osb
13. particle_board
14. pine
15. red_oak
16. silver_oak
17. spruce
18. walnut
19. zebra
20. glass=0.3
21. mirror
22. aliceblue
23. antiquewhite

Filters.txt

The filters.txt file is located in the “GKWare_cabmaker” folder. It is recommended that you copy this file and place the copy in the “GKWare_cabmaker\config” folder. All files that you put in the “GKWare_cabmaker\config” folder are preserved during upgrades.

To filter templates open the 'CabMaker - Edit Config' editor from the main menu and set the 'Filter Examples' to true.

Notice the text in front of the = sign. This text tells CabMaker which section to filter.

1. cabinet=garry
2.
3. rule=new_rules
4. rule=test
5.
6. material=all_baltic
7. material=baltic
8. material=cherry
9. material=maple
10. material=walnut
11. material=white
12. material=zebra
13.
14. door=double_arch
15. door=double_cathedral
16. door=embossed_cathedral
17. door=embossed_cathedral_drawer
18. door=embossed_shaker
19. door=embossed_shaker_drawer
20. door=embossed_square
21. door=embossed_square_drawer
22. door=half_round
23. door=mitered
24. door=mitered_glass
25. door=plain_door
26. door=shaker
27. door=shaker_drawer
28. door=single_arch
29. door=single_cathedral
30. door=single_cathedral_glass
31. door=square
32. door=square_drawer
33. door=test
34. door=test_drawer

Loader.rb

If you have several versions of Sketchup then you can have one copy of the gkware_cabmaker in a location of your choosing. All you need to do is to place a simple file in each version's plugins folder which is named loader.rb by convention and has the following 2 lines where the second line is a folder of your choosing and where you will unzip the gkware_cabmaker_vx.x.xx.rbz file (where x.x.xx is the version number).

Loader.rb

1. require 'sketchup.rb'
2. require_all('c:/Users/Public/Documents/Sketchup')

Files and File Locations

The Door Maker Plugin has the following files:

NOTE: The following Sketchup folder is either plugins or if you are using loader.rb then it is the name of your shared folder.

1. Sketchup
    1. gkware_cabmaker.rb
2. Sketchup/gkware_cabmaker
    1. cabmaker.pdf
    2. eula.txt
    3. addprofile_lg.png
    4. addprofile_sm.png
    5. cabmaker_lg.png
    6. cabmaker_sm.png
    7. cursor_door.png
    8. reporter_sm.png
    9. reporter_lg.png
    10. gkware_cabmaker_loader.rb
    11. cabmaker.rbs
    12. cabmaker_defaults.rbs
    13. cabmaker_gui.rbs
    14. doorengine.rbs
    15. doormaker.rbs
    16. license_cabmaker.rbs
    17. license_doorengine.rbs
    18. utils_cabmaker.rbs
    19. utils_doorengine.rbs
    20. Door Profiles.skp
    21. config.txt
    22. colors.txt
    23. defaults.txt
    24. filters.txt
    25. textures.txt
3. Sketchup/gkware_cabmaker/config

    1. readme.txt
    2. license.dat
    3. config.txt
    4. colors.txt
    5. defaults.txt
    6. textures.txt
4. Sketchup/gkware_cabmaker/engine
    1. config.txt
5. Sketchup/gkware_cabmaker/css
    1. gkware.css
    2. gkware_small.css
6. Sketchup/gkware_cabmaker/cab/default
    1. default.txt
    2. ...
7. Sketchup/gkware_cabmaker/doors
    1. double_arch.txt
    2. double_cathedral.txt
    3. embossed_cathedral.txt
    4. embossed_cathedral_drawer.txt
    5. embossed_shaker.txt
    6. embossed_square.txt
    7. embossed_square_drawer.txt
    8. half_round.txt
    9. mitered.txt
    10. mitered_glass.txt
    11. plain_door.txt
    12. shaker.txt
    13. shaker_drawer.txt
    14. single_arch.txt
    15. single_cathedral.txt
    16. square.txt
    17. square_drawer.txt
    18. ...
8. Sketchup/gkware_cabmaker/mat
    1. all_baltic.txt
    2. baltic.txt
    3. cherry.txt
    4. walnut.txt
    5. white.txt
    6. zebra.txt
    7. ...
9. Sketchup/gkware_cabmaker/rul
    1. test.txt

2. ...

10. Sketchup/gkware_cabmaker/panel profiles
    1. Cove Large.txt
    2. Cove.txt
    3. Crown.txt
    4. Ogee.txt
    5. Slant.txt
    6. Tight.txt
    7. ...
11. Sketchup/gkware_cabmaker/stile profiles
    1. Cove Large.txt
    2. Full Bead.txt
    3. Half Bead.txt
    4. Ogee.txt
    5. Portland.txt
    6. Slant.txt
    7. ...
12. Sketchup/gkware_cabmaker/front edge profiles
    1. 3mm Roundover.txt
    2. 6mm Roundover.txt
    3. Bead.txt
    4. Chamfer.txt
    5. Cove.txt
    6. ...
13. Sketchup/gkware_cabmaker/back edge profiles
    1. 3mm Roundover.txt
    2. 10mm Rabbet.txt
    3. ...
14. Sketchup/gkware_cabmaker/handles
    1. 96 mm Flat Bar Pull.skp
    2. 96 mm Wire Pull.skp
    3. 128 mm Bar Pull.skp
    4. 192 mm Bar Pull.skp
    5. Bow 96.skp
    6. Bow 128.skp
    7. Bow 160.skp
    8. Bow 192.skp
    9. Door Handle Latch.skp
    10. Handle 2.skp
    11. Handle 3.skp
    12. Inside Arc.skp
    13. Leaf.skp
    14. Oval Bar.skp
    15. Round Knob.skp

16. Round Knob 2.skp
17. Schlage Modern Handle.skp
18. Split.skp
19. ...

15. Sketchup/gkware_cabmaker/mitered profiles
    1. Full Crown.txt
    2. ...

16. Sketchup/gkware_cabmaker/translations
    1. en.lang
    2. fr.lang
    3. ge.lang
    4. ru.lang
    5. ...

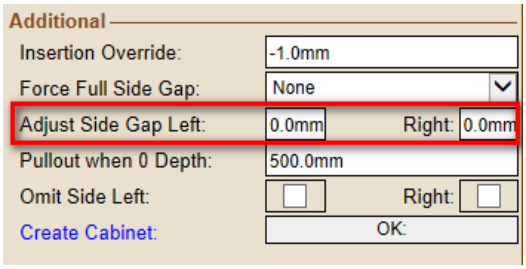
17. Sketchup/gkware_cabmaker/images
    1. baltic.jpg
    2. bamboo.jpg
    3. brown_oak.jpg
    4. cherry.jpg
    5. coffee.jpg
    6. dark_bamboo.jpg
    7. euro_maple.jpg
    8. hickory.jpg
    9. ind_walnut.jpg
    10. mapaburl.jpg
    11. maple.jpg
    12. oak.jpg
    13. particle_board.jpg
    14. pine.jpg
    15. red_oak.jpg
    16. silver_oak.jpg
    17. spruce.jpg
    18. stainless_steel.jpg
    19. walnut.jpg
    20. zebra.jpg
    21. glass.png
    22. mirror.png

Merge Cabinets

All cabinets in the merge must be the same depth and the same height and must be either “Standard”, “Sink” or “Tall”.

There are 2 types of merges. The one type of merge ends up with double sides and the other type of merge ends up with a single shared side.

When sharing the side you need to consider adjusting the right side gap of the leftmost cabinet and adjusting the left side gap of the cabinet on the right. The adjustments are found on the “Cabinet 2” tab in the Additional section. If your Case Thickness is 3/4” or (18 mm) then set the appropriate Gap Adjustment to 1/2 of the Case Thickness or 3/8” or (9 mm). Please note that if you are using “Inset” Doors instead of “Overlay” doors then this step should be ignored.

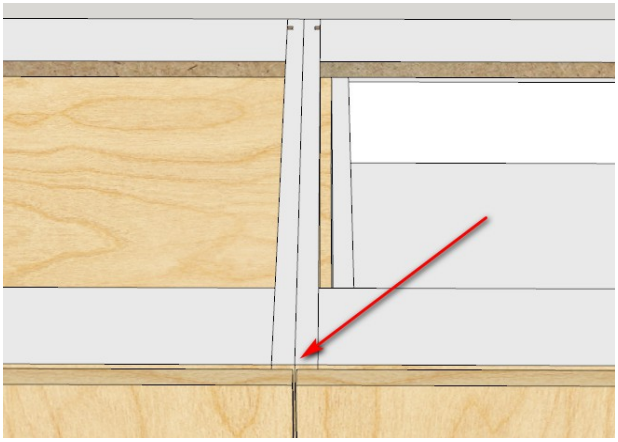


The various parts that will be altered are: “Bottoms,” “Tops”, “Backs” and “Hangers”. The left most cabinet in the merge will have these parts extended to replace these parts in the other cabinets of the merge.

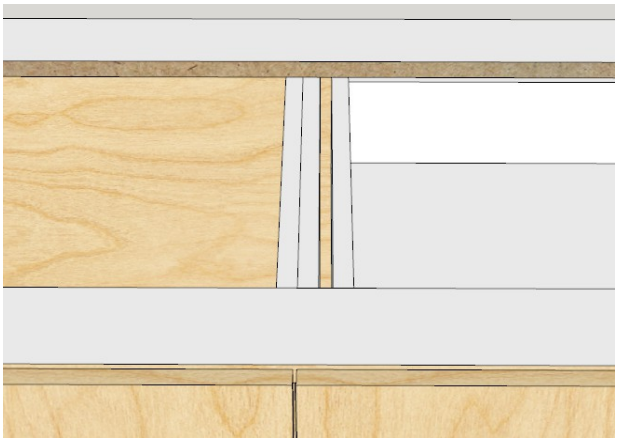
Please note that if some of these parts are missing in one or more of the cabinets then the merge will ignore that item. For instance if you are merging 2 cabinets and one of the cabinets has no top then the top parts will not be merged. Likewise if you have omitted the bottom of one of the cabinets then that part will not be merged.

Also noth the direction of the grain of the back panel. If you are using CutMaster then you may consider setting the backs to “Horizontal Grain” even if the backs do not have texture.

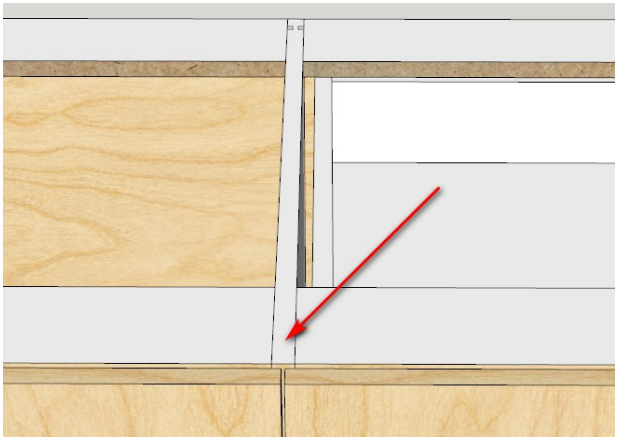
For the Double Sides make sure that the Sides are exactly touching each other.



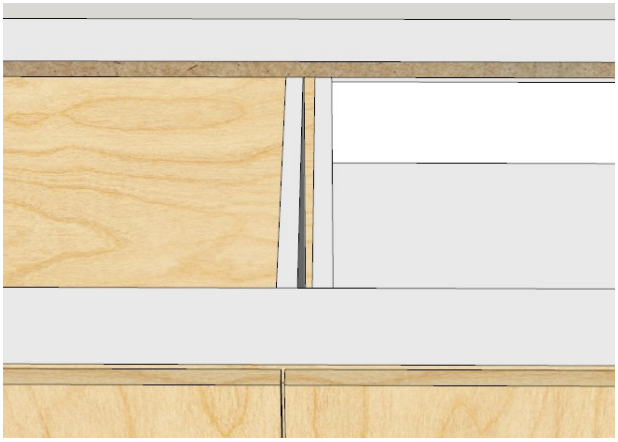
Next select both cabinets and click the Merge button.



For the Shared Sides make sure that the sides exactly overlap each other. Also make sure that the cabinets have their appropriate Side Gaps Adjusted.



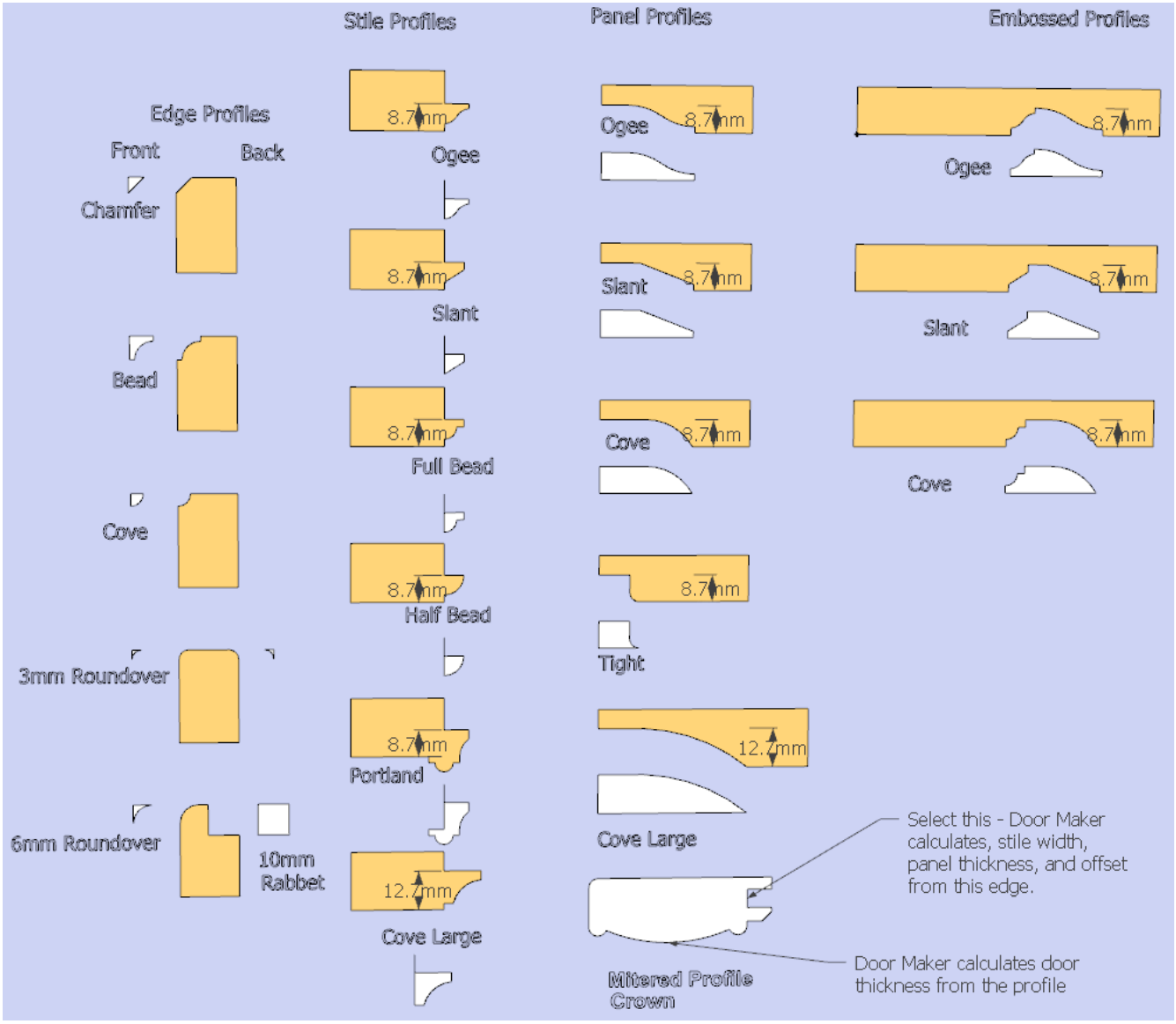
Next select both cabinets and click the Merge button.



Adding Profiles

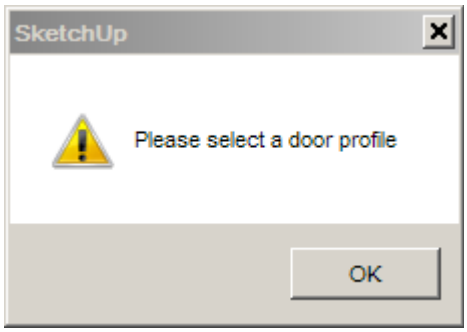
Start up Sketchup and open “Door Profiles.skp”. Create a new profile just like examples. Keep the geometry reasonably simple, Arcs should have between 3 and 5 segments and lines should go end to end and not be divided.

Select the face of the one profile (white face) that you want to save and Click the “Add Door Profiles” button.



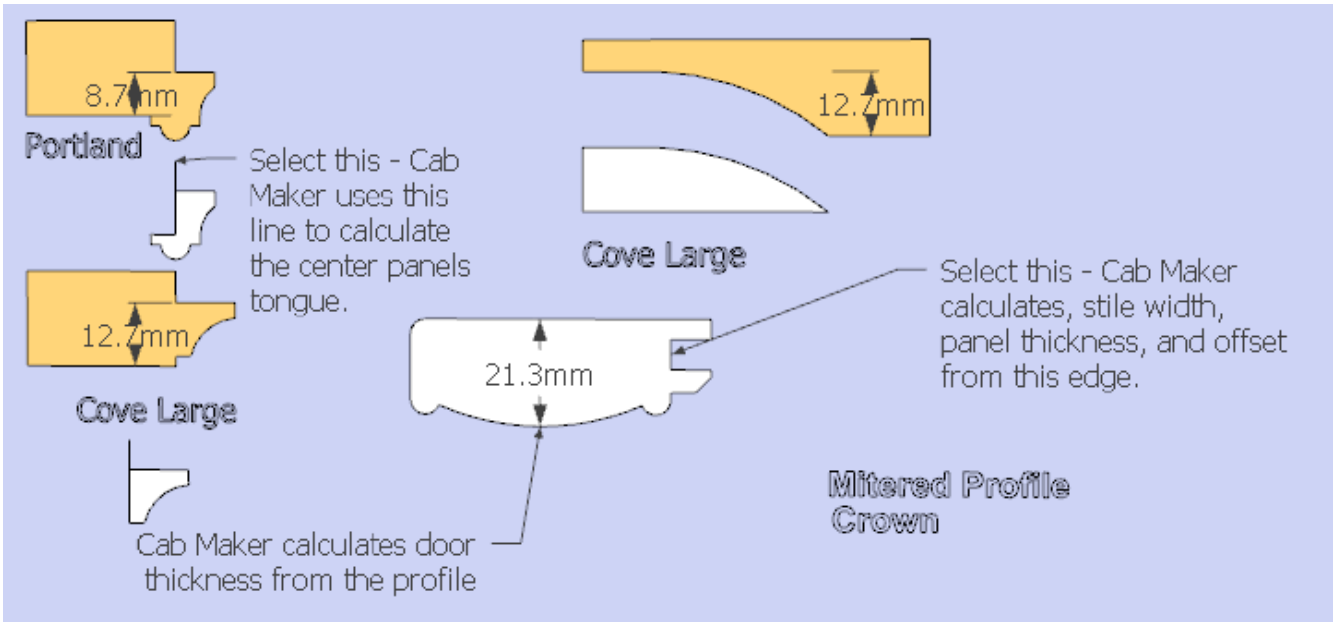
Add Door Profile

If you don't select exactly one profile face and you invoke “Add Door Profile” you will see this message.



Selecting a Profile

The proper way is to select just the face. Here we have selected the “Portland” profile.

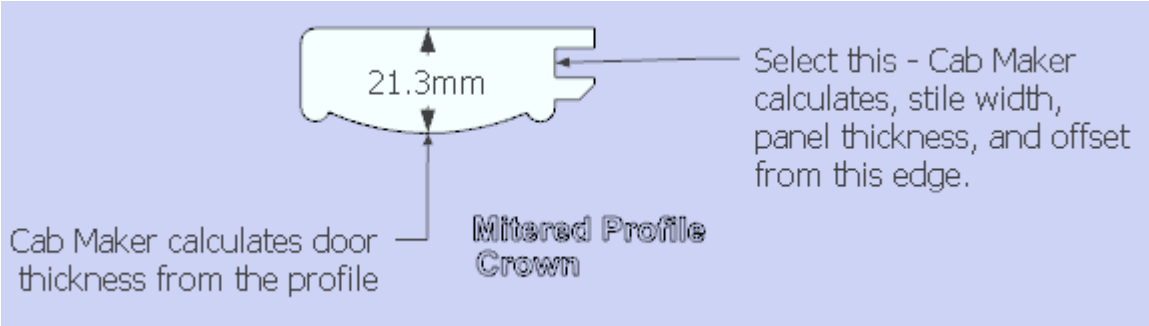


The strategy is to add a line that is the thickness of the center panel's tongue. You will also need to provide the tongue's offset from the front of the stile / rail.

Selecting a Mitered Profile

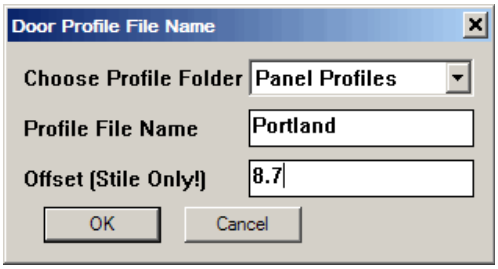
All mitered profiles store “Door Thickness” with the profile. Additionally there is an optional way to select an edge. Then the “Mitered Profile” will also store “Stile Width”, “Panel Thickness” and an offset value for proper panel sizing and placement. In this case the “Panel Profile”, “Stile Width” and “Panel Thickness” are disabled and set from these values.

This shows a selected “Mitered Profile” along with a single edge.



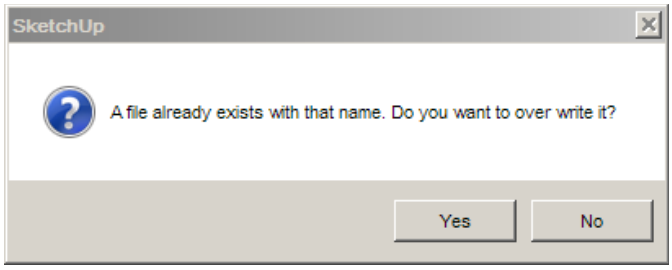
Naming a Profile

The next step is to pick the type of profile you want to save and to name the profile. There are 4 corresponding profile folders and each one relates to one of the four profile types. These are “Panel Profiles”, “Stile Profiles”, “Front Edge Profiles” and “Back Edge Profiles”. For this example we want ”Stile Profiles”.



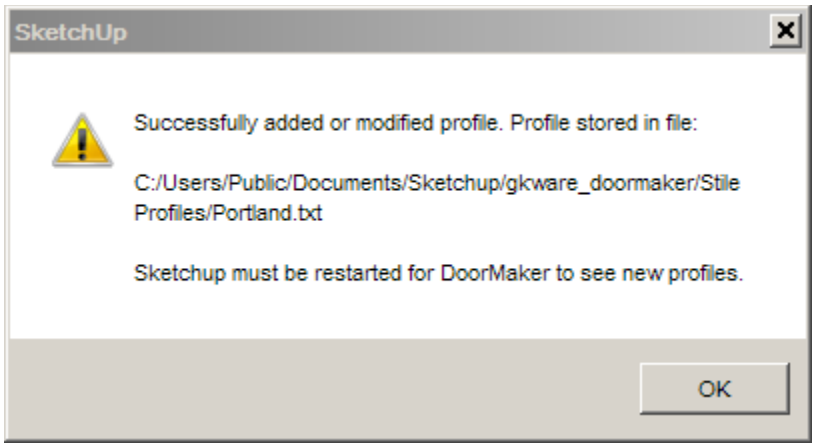
Saving a Profile

Since “Portland” already exists you will get the opportunity to replace it and you will see this message. You should probably choose “No“, go through these steps again and give the profile a different name. If you overwrite an existing supplied profile then you will lose your changes next time you update your Door Maker plugin.



Restart after Saving a Profile

Once the profile has been saved you will see a message like this. Please note that you must restart Sketchup before you will see the new profile in the drop down list. You can add as many profiles as you wish and you only need to restart sketchup when you want to see the new profiles in one of the lists.



Adding Materials

Adding materials is a 3 step process.

1. Add a ".jpg" image into "GKWare_cabmaker\images" folder.
2. Close Sketchup and edit the "colors.txt" and the "textures.txt" files.
3. Run CabMaker and go to the "Materials" Tab. Choose your new texture from the drop down list and "Save" or "Save As" the Materials.

Saving a texture

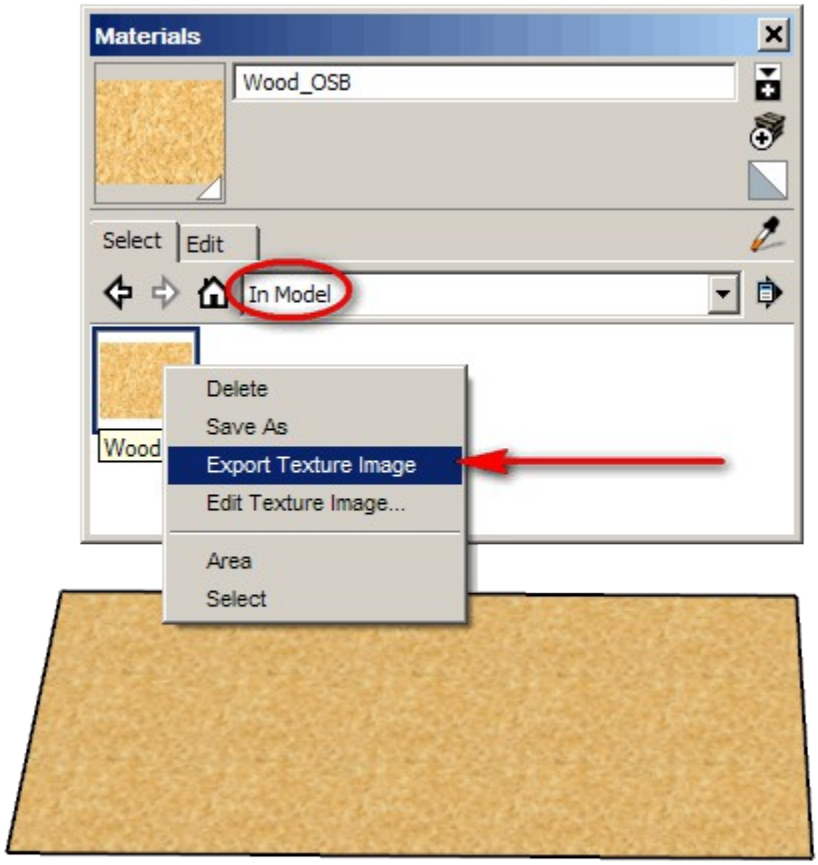
If you have jpg images you can simply store them in "GKWare_cabmaker\images" folder. Make sure the image has a descriptive and unique name.

If you have textures already in Sketchup then you need to export the texture as a ".jpg" file.

1. Apply the texture to a rectangular swatch so the texture will be added to the model.
2. Go to the "In Model" tab from the "Materials" Window and right click on the texture.
3. Export the texture to "GKWare_cabmaker\images".

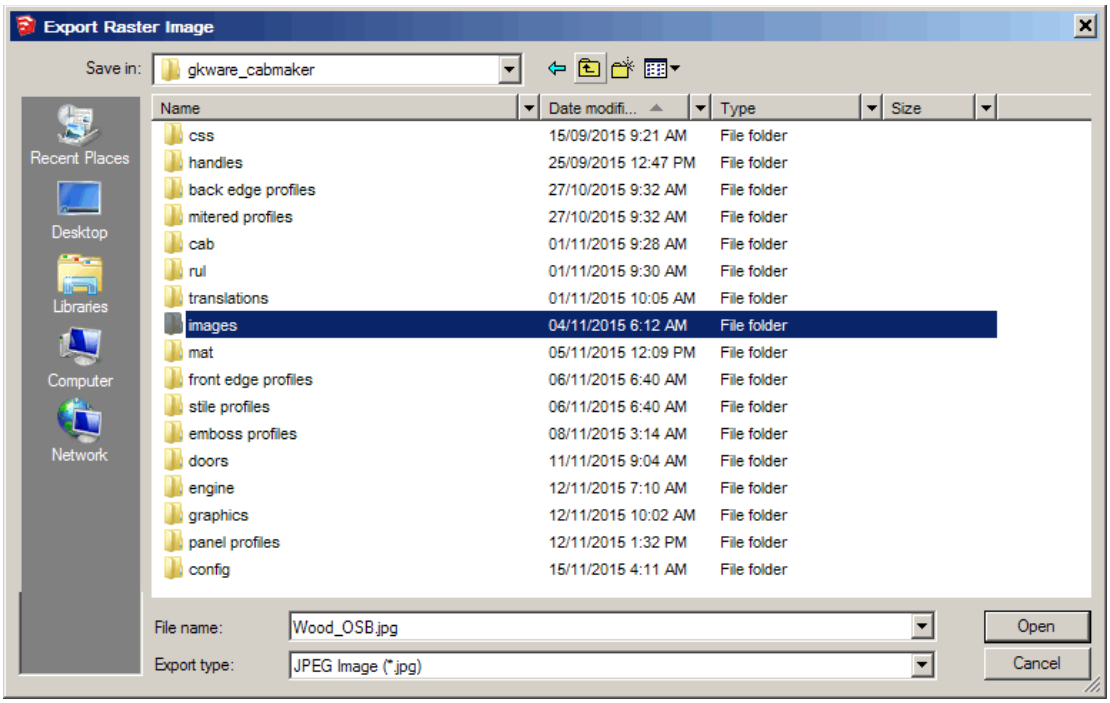
Materials Window

Please choose the "In Model" Tab and right click on the texture. Choose "Export Texture Image".

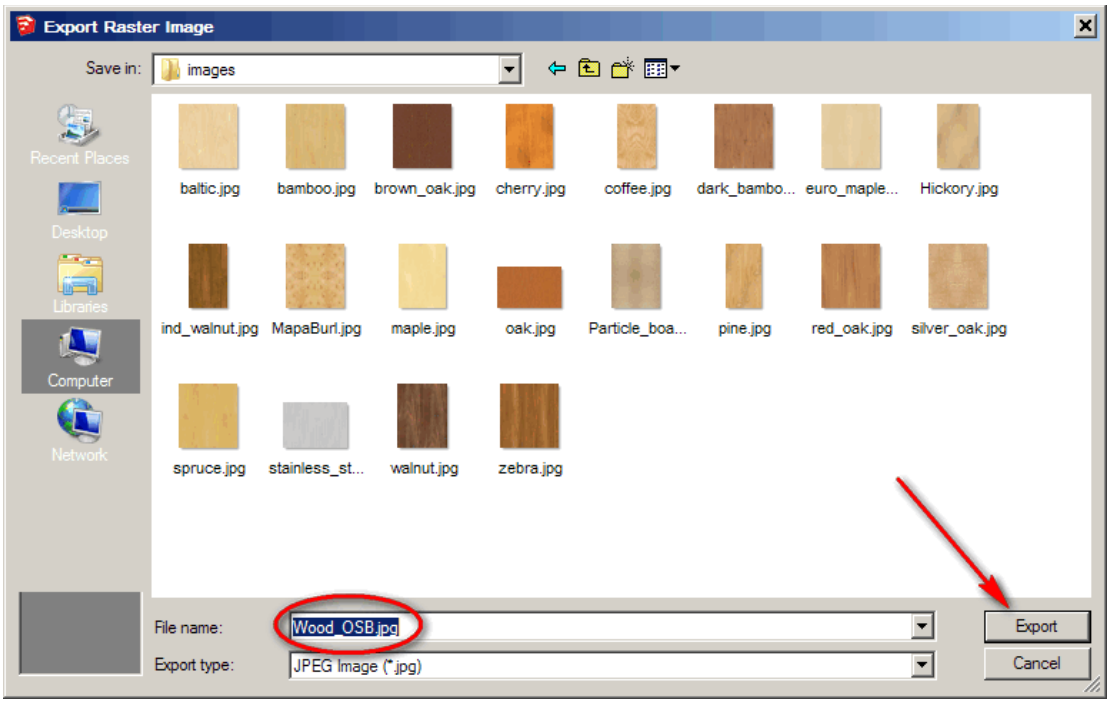


Export to Images

Make sure that you export the image into “GKWare_cabmaker\images” folder.

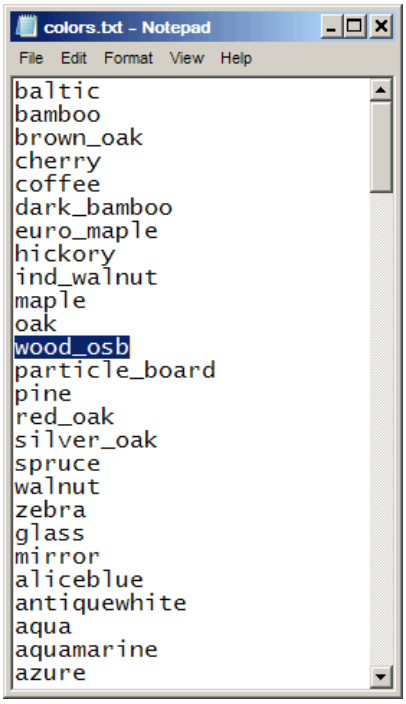


Give the texture a descriptive name and click “Export”.



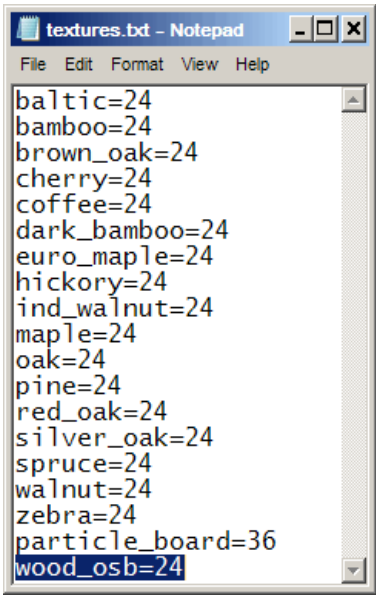
Edit colors.txt

Open up colors.txt file and add in the new texture. The order you place it in will be order that it appears in the drop down lists. Please make sure you save it in “GKWare_cabmaker\config” folder. Notice that we want wood_osb to show up after oak in the drop down lists.



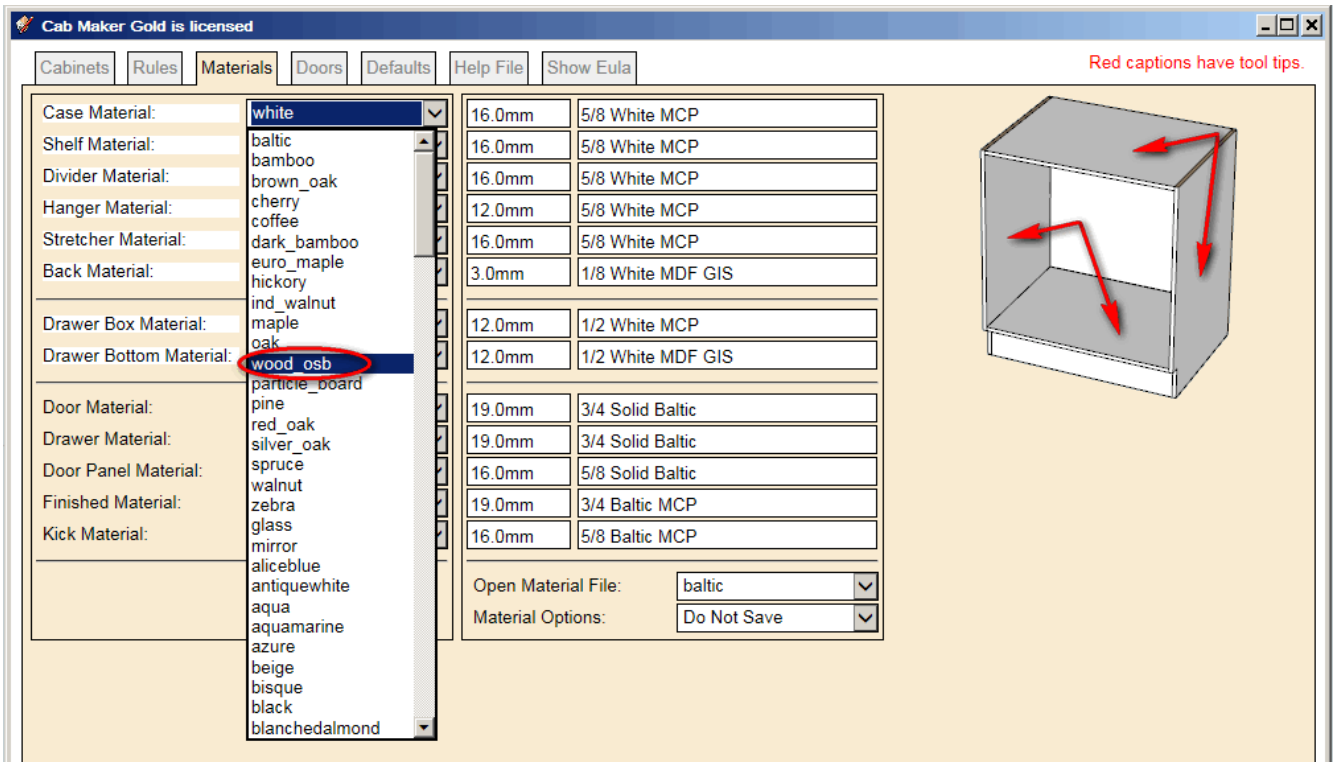
Edit textures.txt

Open up textures.txt and add in the new texture. This entry tells Sketchup how to scale the image. Please make sure you save it in “GKWare_cabmaker\config” folder.



Materials Tab

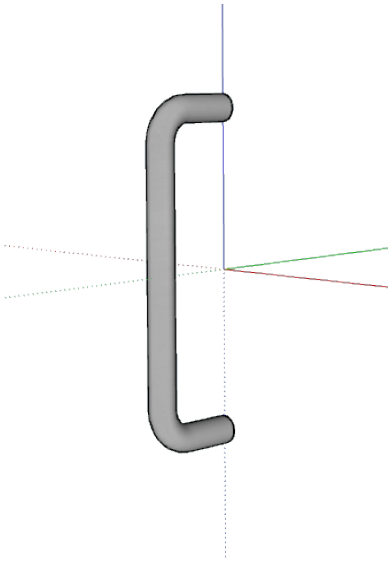
Notice that the new texture now appears in the list and in the correct order. You must now “Save” or “Save As” so CabMaker can make use of the new texture.



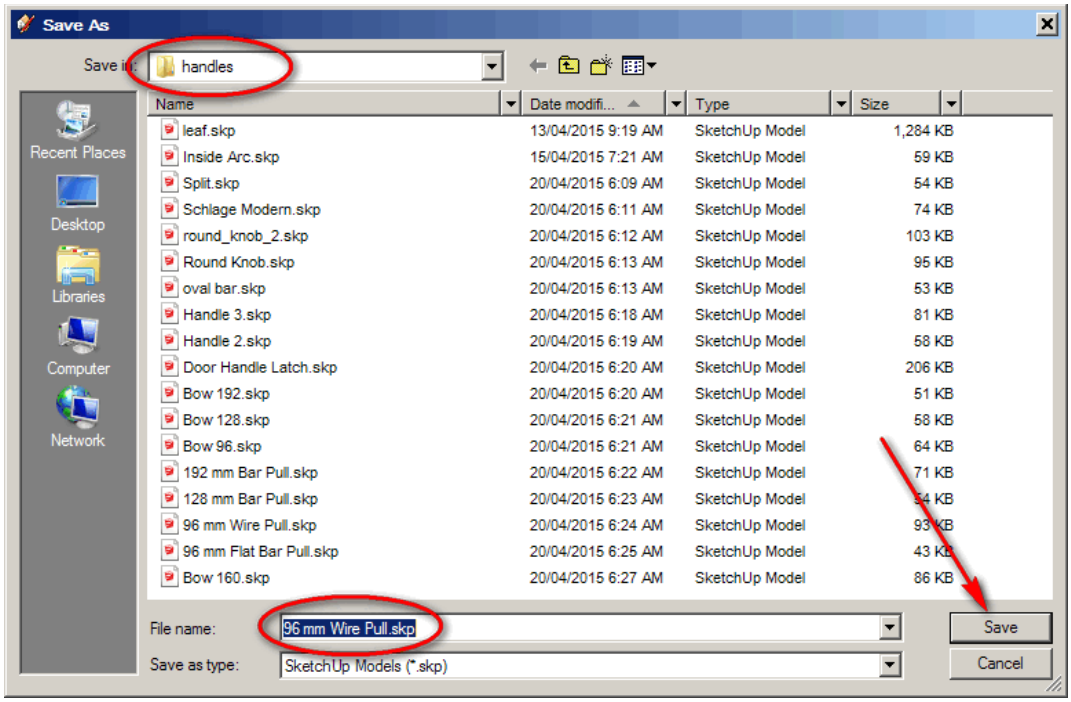
Adding Handles

Handles are simply sketchup skp files. Please note the orientation of the handle. The center of the handle on it's back plane is the origin [0,0,0]. Also note the green, red and blue axis. And finally notice that the handle is oriented vertically for a left hand hinged door especially if the handle is not symmetrical.

CabMaker rotates the handle for drawers. CabMaker only creates left hand hinged doors and flips the door for a right hand door. This ensures the door pivots correctly.



Finally, give the handle a descriptive name as that is the name that appears in CabMaker. Please save the handle in “GKWare_cabmaker\handles” folder.



Version History

Version 10.0.200 – , 2025

1. Modified parameter captions. Main Caption remains enabled when Left column is disabled.
2. Added Pillar Width and Pillar Support Depth for new pillar feature.
3. Tall Cabinets split pantry can be adjusted for left and right widths.
4. Added shortcut to Toggle Batch Editor. Alt-B now toggles and the Yellow “?” mark changes to “Batch”.
5. Added hotkey to use editor for any parameter and value for any tab regardless of Batch Mode and editing mode.
6. Added Omit Frame to Rules tab section 6) Parts.
7. You can now have return cabinets have both doors hinged (less weight on the hinge)
8. Or go with a single door option (works like before).
9. With the both doors hinged option you can have handle on Left or handle on Right.
10. Return cabinets now have a Split Returns option which turns the cabinet into a 2 piece cabinet.
11. Added a new cabinet type “Outside Corner” for 45 degree corners.
12. Improved Dividers. You can now have Fixed, Adjustable or Interlocking shelves. Here is an example with Interlocking.
13. Added 3 cabinet overrides for door size adjustments for return and angled cabinets.
14. CabMaker sending more info over to cutmaster for sides, tops, bottoms and backs etc.
15. Now hiding edges of Gala strips where they meet up. Cleaner look.
16. Modified description of tops, bottoms, fixed shelves, adjustable shelves and backs for cabinets. For example: Split Return parts show as “Top 1” and “Top 2” etc.
17. Frameless Inset doors had a bug with the inset amount for single doors. Fixed
18. Batch Editor would sometimes throw an exception when the text box was empty. Fixed.
19. Split Returns – Back not always lining up. Fixed
20. Stretchers and Stretcher drilling not supporting all construction methods. Fixed
21. Side by Side drawer is broken. Fixed
22. Side by Side with single partition was broken. Fixed
23. Adjust Side Gap (Left and Right) with Fill Gap checked did not align properly with base cabinets and regular kicks. Fixed
24. Pie doors (2 door hinged) not lining up for all construction methods. Fixed
25. Split Returns – Adjustable shelf not correct. Fixed
26. Outside Angle not handling M&T for tops / bottoms and fixed shelves

27. Hanger information not properly going over to cutmaster. Fixed
28. Mortise for hangers in side panels not correct. Fixed.
29. You can adjust the door gap for Angled Outside Corner cabinet.

Version 9.0.197 – Oct 17, 2024

1. Fillers and Finished panels were not being placed consistently for height depending on Integrated kicks and regular kicks. Fixed.
2. We use a gap filler if your top gap is large. Filler not placed consistently for height again depending on kicks. Fixed

Version 9.0.196 – Sep 20, 2024

1. Blind Panel was not starting at bottom of the door. Fixed. Added Blind Panel Offset for upper cabinets where doors overhang the cabinet.
2. Blind Panel disappeared with cabinet depth of 0. Fixed.
3. Fillers, finished panels and finished backs were starting at bottom of kick instead of at bottom of cabinet for base cabinets where kicks are not integrated.
4. Filler modifier did not allow for an empty string. Fixed

Version 9.0.195 – Sep 5, 2024

1. Blind Panel was not sending shelf support info over to CutMaster. Fixed.
2. Added Push Up distance for Slide up doors. Fixed Push Adjust as it was not connected.

Version 9.0.194 – Jul 28, 2024

1. Modified Tools tab. Colors.txt and Textures.txt now automatically load when you go to the tools tab. Fixed some SU 2024 bugs. Added a help section to Tools tab.
2. Several overrides weren't automatically switching when switching from metric to imperial – fixed.

Version 9.0.193 – Jun 12, 2024

1. Added Button Editor. You can now turn off CabMaker buttons that you don't use or in the case of CabMaker Design – turn of buttons that are features that you don't have.

Version 9.0.192 – Apr 5, 2024

1. Optionally do door / drawer fronts as a single slab. Send information over to Cutmaster. Cutmaster can optimize the whole slab while keeping vertical grain flowing through.
2. Added 'Slab' tag for single slabs.
3. Added Section in Rules 2 for new single slab parameters.
4. Added Modifier for original door / drawer fronts when sending over a slab.
5. Set default Tag visibility for “Slab” tag to off.
6. You can now turn off individual kicks (left, right, front, back)
7. You can now extend back kick to handle back side of peninsulas and islands.
8. You can now turn off center front and back legs based on cabinet width.

9. Added Group for Cabinets.
10. Added new column for drawers – This allows you to configure drawer box overhang individually which is helpful for Handless.
11. Cabinet Scenes are now more automated. Automatically adjusting camera. These images work with CutMaster Cabinet Labels and Assembly drawings. Works with SU 2017 thru SU 2024.
12. Added graphics for Cabinet Labels – no doors.
13. Turned off Cabinet number for images for Cabinet Labels and Assembly Reports.
14. Added Sliding Doors for Standard cabinets.
15. Added Edge Hangers at top in Skinning section.
16. Skip Overlay Edging in Skinning section was not working for top of upper cabinets. Fixed.
17. Modified PROJECT tab – reorganized some parameters for better workflow.
18. Swing removed from PROJECT tab. Swing turned off by default (new projects) and for SU 2019 and newer has a dashed line.

Version 8.0.190 – Dec 21, 2023

1. Translations were getting to InnerHeight. Fixed.
2. Sped up translations by a third.
3. With "Extend Kicks" – now honoring "Left Offset" and "Right Offset".
4. Change Blind Right and Blind End to do a regular filler on both ends.

Version 8.0.189 – Dec 10, 2023

1. Now sending Grain direction for backs over to cutmaster.
2. You can now have top and bottom hangers of different sizes.
3. Top and Bottom Hangers and sizes now going over to CutMaster.
4. Added edge narrow parts in Skinning section.
5. The LastID variable did not have a proper default - Fixed.
6. CabMaker Build features were not working while in Build Trial mode. Fixed.
7. Added ToolTips to Tools tab
8. Fixed Handless Drawers and Doors.
9. Enter key now checks if button is enabled.
10. Added Set Tall button to Tall tab.

Version 8.0.188 – Nov 2, 2023

1. Added hover spot for shortcuts. Accessible from all tabs. Removed Shortcut label.
2. Fixed internal variables that were being missed by batch editor.

Version 8.0.187 – Oct 30, 2023

1. Added Label Width to Edit Config. You can now increase the width of the parameters or leave it at 0 and let CabMaker determine the size.
2. Labels text boxes check boxes and drop downs are now aligned. The UI is now polished.
3. Added clear, open, save and delete buttons to Batch Editor.

Version 8.0.186 – Oct 12, 2023

1. Added Batch Editor button. You can now updated selected parameters for 2 or more selected cabinets.
2. You can now Save Store or Delete batch lists.
3. Updated Edit Config. Added a few settings.
4. Modified CSS file. and HTML. The focused control now has a thicker border.
5. Added Tools Tab. Makes creating CabMaker Textures and Colors much easier.
6. CabMaker now has an option to restore the last Tab that you were on.
7. Return cabinets Door Gaps and Protrusion weren't working properly when Drawer Thickness and Slab Material were different thicknesses for Slab Doors.
8. Adjusted Drawer Systems to use Drawer Spacing instead of Drawer Heights.
9. Drawer parameters now ONLY use checkbox to turn on / off section.

Version 8.0.185 – Sep 17, 2023

1. Added Note for Drawer Systems
2. You can now Save Store or Delete batch lists.
3. Added Drawer System parameters. Helps with Dovetail drawers and allows you to maximize drawer space.
4. You can now use Clearances instead of Overhangs. Simplifies Drawer configuration.

Version 8.0.183 – Aug 30, 2023

1. Some Hardware counts going to Cutmaster were incorrect. Fixed.

Version 8.0.182 – Jul 21, 2023

1. The back split stretcher was having its width reduced by the thickness of the back for plant on backs. Fixed.
2. Sending additional information over to cutmaster.

Version 8.0.181 – Jul 16, 2023

1. Added fractional math for text boxes.
2. Added Adjust Footprint Left and Right for Applied Side Panels.
3. Added Split Overlay as a Top choice.
4. Passing additional information over to CutMaster. Build version only.
5. Added Join tool which will Intersect 2 lines or create a fillet at the intersection of 2 lines or create a chamfer at the intersection of 2 lines.

6. Added Clean tool which will remove unnecessary nodes.
7. Added Create Group tool.

Version 8.0.177 – Jun 12, 2023

1. Added Concave shelves for angled corner cabinets.
2. Added Update Resources checkbox - always false when cabmaker dialog loads.
3. Added Use Difference Indicator green and red text.
4. Added side by side drawers to top most drawer in Tall Cabinets.
5. Added scene control - you can now remove tags from a batch of scenes.
6. Added Hinge Angled override at the cabinet level - shows up in cutamster summary report and opens and closes doors at the hinge angle level.
7. Added ctrl modfier when inserting cabinets (right to left) instead of (left to right). Build version only. Ctrl modifier works with shift modifier or alt modifier.
8. You can now type in the width and or angle while inserting a cabinet. Build version only.
9. Added footprint which speeds up the creation of counter tops etc. Build version only.
10. Added Make Footprint to the menu which creates a new group with cleaned up footprints in the new layer.
11. Added auto increment and duplicate cabinet number avoidance. Build version only.
12. Inserting of cabinets now adjusts positioning for fillers. Build version only.
13. Right and left edges for kicks and frames are now hidden instead of smoothened.

Version 8.0.176 – May 8, 2023

1. Fixed hinge count in CabMaker.
2. You can now turn off drawer fronts while optionally having a drawer box or just an empty space.
3. Modified PROJECT tab - Doors and Handles now have check box on the right - works like materials.
4. Modified PROJECT tab - The 4 door and drawer settings are now highlited in blue (same as doors).
5. Added horizontal textures for each vertical ones.
6. Added Setup Dimension and Apply Dimension.

Version 8.0.174 – Apr 15, 2023

1. Added large image parameter in edit config. Stores images as 640 X 480.
2. Fixed hinge count in CabMaker.
3. Modified Project Folder and saving of resources in CabMaker.
4. CSV files now stored in Project File in CabMaker.

5. CabMaker now opens on Project tab if the skp file has not been saved.
6. Added Turn off tag by name for cabinet numbered scenes.
7. Modified top right hand corner of dialog form.
8. You can now extend fillers top and bottom.
9. You can now extend stiles for cabinet frames.

Version 8.0.171 – Mar 22, 2023

1. Simplified Handless Handles. Now automatically calculates extrusion positions etc. for metric or decimal inches.
2. Added If Different batch editor. You can now apply changes to several cabinets sequentially with one key stroke.
3. Now optionally storing report settings at the Project level.
4. CabMaker Drawer System converting to inches for drawer lengths.

Version 7.0.170 – Dec 18, 2022

1. Sending over to CutMaster additional back information. This supports Cutmaster's new mortise & tenon backs with 0,1,2 or 3 rafix connectors per side.
2. Added overrides for shelf adjust

Version 7.0.168 – Nov 10, 2022

1. Fixed handless handles
2. Removable backs - send info to cutmaster - saves on material
3. Added Show Door Swing to PROJECT tab
4. Drawer front not sitting on bottom – fixed.
5. Drawer front and pullouts for Drawer Systems not sitting on bottom – fixed.
6. Better numbering of cabinets - 2 new shortcuts N and Alt-N.
7. The three Shelf Width Adjustments now have per cabinet overrides.
8. Added Force Units Off in edit config.
9. The Storage check box in PROJECT tab now defaults to false.
10. Omit Kicks and BackOffset now being sent over to cutmaster.
11. Cleanup CabMaker web form.
12. 43 additional text boxes now work with math functions.

Version 7.0.167 – Oct 10, 2022

1. Cabmaker menu showed editor CabMaker 6 - now shows CabMaker 7.
2. Hinge locations were not disabling for Tall cabinets for oven.
3. Closet rods now works similar to fixed shelves except rod positions are from the top down. There are up to 4 rod positions. This is a build feature. Got rid of Full closet, Left closet and Right closet for Build version.

4. Standard Cabinets now able to use omit top drawer.

Version 7.0.166 – Oct 3, 2022

1. No longer using Mac Address for security
2. Locks off is now the default
3. Now showing number of days until next web check
4. Added cabinet door swings
5. Ruby Console was automatically turned on at startup. Stopped

Version 7.0.163 – Jul 24, 2022

1. Handless C was ignored if J is turned off. Fixed
2. Commercial use of shelf support standards now works.

Version 6.0.162 – Oct 16, 2020

1. Fixed rule for Reduced Back Height. You can use 0 instead of -1.

Version 6.0.161 – Oct 9, 2020

1. Handless sink cabinets had vertical rail in the wrong position. Fixed.
2. Angled and Return cabinets missing second Hangers for parts reports. Fixed
3. You can now reduce height of backs.

Version 6.0.160 – Aug 24, 2020

1. Fixed doors with glass on lower panels.
2. Modified Materials tab. You can now modifiy Raw Material size and name using the first column of checkboxes.
3. Add “Skip Overlay Edging” to Rules Tab.

Version 6.0.159 – Aug 7, 2020

1. Modified Hardware report for CutMaster. Fixed hardware counts.
2. Modified Finished Panels for Translation files.

Version 6.0.158 – Jul 1, 2020

1. Modified Sink cabinet. You can now have side by side drawer fronts without a stretcher.

Version 6.0.157 – Jun 19, 2020

1. Modified Merging for closets. Optionally the Left side for the right cabinet is the only panel that is changed. Backs, Tops, Bottoms, hangers are not modified.

Version 6.0.156 – Jun 7, 2020

1. Modified Leg placement for Return Cabinets and Angled Ends.
2. Modified CutMaster report for Side Dado.

Version 6.0.155 – Apr 20, 2020

1. Cabinet merging now works better for face frame cabinets.

Version 6.0.154 – Apr 11, 2020

1. Standard Drawer backs not positioned correctly when back is sitting on bottom.
2. Door and Drawer tabs not updating when changing templates. Fixed
3. Now adding a message if reports have nothing to do - cabinet quantity = 0.

Version 6.0.153 – Mar 31, 2020

1. Edit Config now defaults to false for 'Locks on new project'.

Version 6.0.152 – Mar 27, 2020

1. Added Handless Cabinet support.
2. Modified Parts reports to include new handless information.
3. Locks for new project are now in Edit Config.
4. CabMaker kept adding same material to project - fixed.

Version 6.0.151 – Feb 29, 2020

1. Multi row door panels was flipped in Mid and Tall cabinets. Fixed.
2. Fixed rounding error with integrated kicks and notching.
3. Renaming of Cabinet templates and Rule templates no longer deleting old name.
4. Added PROJECT level for resources, Rules, Materials, Doors and Drawer Systems.
5. Alt-S now works for all resouces.
6. Dropped Alt-R, no need for rename since we have save as and delete.
7. PROJECT tab now defaults to all tabs locked.
8. Added Context help for resources.

Version 6.0.150 – Feb 15, 2020

1. Door report now has 2 new columns - Part Type and Material.
2. Fixed Stretcher in Face Frame construction.
3. Added Alt-D to give user the ability to delete templates - one at a time.
4. Added Expression Evaluator.
5. Cleaning up folders – simplifying.
6. Scene generation Plan wasn't always working. Fixed.

Version 6.0.149 – Jan 31, 2020

1. Fixed count of Doors, Drawers, Shelves and Pullouts in reports.
2. Added Price in Cabinets tab. This value is now available in cabinet reports.
3. Added Upper and Base Hangers in PROJECT tab.
4. Added “Alt-X” hot key for reduced forms. Designers can use the simpler form and or toggle between Full and Reduced.
5. Added help for ordered renumbering of cabinets.
6. Finder was not working for MacOS. Fixed.

7. Modified Cabinet template filter to make use of an X button to clear filter.
8. Cleaned up the alternate storage.
9. Fixed Project drawer width for 2 handles when using Architectural units.
10. Fixed drawer system when using architectural units.
11. Added double partitions for Blind cabinet drawers. This gives you balanced drawer construction and consistent drawer box sizing.
12. Fixed dimension issue for 0 width cabinet when creating templates for just fillers etc.
13. Fixed translations – there were half a dozen translations not working.
14. Synchronized all translation files.

Version 5.0.148 – Sep 27, 2019

1. Added rotation group to Cabinets 2 tab. This is used by CutMaster to allow part rotation during nesting.

Version 5.0.146 – Jul 22, 2019

1. Added Finished Panels section in PROJECT tab.
2. Modified Frame section in Rules tab.
3. Added Clear Number in PROJECT tab.
4. Added Reverse (per cabinet) for dimensioning. works better for back to back island cabinets.
5. Created 32 metric templates complete with images.
6. Fixed Top Overhang Override coming from Rules.
7. Auto load Finder or Windows Explorer
8. Modified configs first time through, reports, animate, browser etc.
9. Alternate storage is now enforced as the default.

Version 4.0.145 – Jul 15, 2019

1. Fixed Check License. It now shows the dialog box and finishes when you click OK.
2. Added cabinet checks for values less than -1.
3. Fixed bug where you get a cFileException 0 when saving a model while cutmaster is still open.
4. Fixed bug when Extending bottom Shelf.
5. Alt S (Save As) now works for Cabinets (first 3 tabs) or Rules next 2 tabs.
6. Added Alt R (Rename). Internally does a Save As and then deletes the old template.
7. Added Short Cut picture.

Version 4.0.144 – Jun 30, 2019

1. Added Elevation Dimensioning.
2. Added optional Dual Dimensions so inches and mm will both display.

3. Added cabinet dimension overrides. You can now disable dimensions for a given cabinet.

Version 4.0.143 – Jun 27, 2019

1. Modified startup code to guarantee that required folders exist.
2. Added automatic Backup and Restore for config folder.

Version 4.0.142 – Jun 23, 2019

1. Added middle leg check boxes cabinet parameter.

Version 4.0.141 – Jun 9, 2019

1. Materials editor check boxes are now showing the color.
2. Shaker style doors second panel not clearing second panel raised panel. Fixed
3. Added extend bottom in rules for microwave cabinets.
4. Side thickness now can be different from rest of case.

Version 4.0.140 – May 9, 2019

1. You can now adjust the position of Dimensions at a Cabinet Level.
2. Face Frame construction points not correct for corner cabinets. Fixed
3. Corner Cabinets dimension outline not accurate. Fixed.

Version 4.0.138 – Apr 9, 2019

1. Hinged top and hinged bottom doors had pull in wrong position. Fixed
2. Top Section door not honoring number of rows. Fixed
3. Additional panels for Shaker doors sometimes has a raised panel. Fixed
4. Added lateral adjustment to finished panels (doors)
5. Set Lateral adjustment to negative side thickness and turn off side for door to replace side.

Version 4.0.137 – Mar 23, 2019

1. Kick Ht Override sending wrong meta data for pullouts over to cutmaster. Fixed
2. Side by side pulouts sending wrong door information over to cutmaster. Fixed
3. Creating a new library without any files causes CabMaker to not use "Save" or "Save As". Fixed
4. DXF export was adding too much to the undo stack. Fixed

Version 4.0.136 – Feb 8, 2019

1. Top and Bottom hangers now edged differently
2. Added bead board for plain doors and for Shaker doors
3. Moved Oven Panel section under Context Help over to additional
4. Added Handle Height for Top Section of Tall cabinets
5. Handle Override wasn't working for Drawers. Fixed

6. Added drawer - 2 handles when wider:
7. Added horizontal offset for handles
8. Added Door Style drop down for Finished Panels and Finished Backs.
9. Added 1 to 4 panels wide for - Finished Panels, Finished Backs, Doors, Top Doors and Mid Doors
10. Added 1 to 4 panels high for - Finished Panels, Finished Backs, Doors, Top Doors and Mid Doors used when first mid rail height is set to 0.
11. Added mid rail heights for - Finished Panels, Finished Backs, Doors, Top Doors and Mid Doors
12. Added button that makes a copied cabinet unique
13. Added Handle Offset per cabinet
14. Added ability to save Door image. Images are now used by all Door and Drawer drop downs
15. DXF no longer forces filename case to lower case.

Version 3.0.134 – Dec 9, 2018

1. Added support for pilot holes for cabinet backs.

Version 3.0.133 – Nov 28, 2018

1. Added shelf support clustering option (For CutMaster only). You can now override CutMaster settings on a cabinet by cabinet basis.

Version 3.0.132 – Nov 5, 2018

1. Added Hinge positions for Tall, Mid and Standard doors. You can now have up to 5 hinges on a door (For CutMaster only).

Version 3.0.131 – Oct 14, 2018

1. Added Mitered Corners for Standard Cabinets.
2. Added switch in Report Configuration so CabMaker parts report will produce 1 line per part instead of combining all like parts.

Version 3.0.130 – Oct 4, 2018

1. Added switch to Skip Gap Filler for the top of cabinets.
2. Added Extend Top feature for overlay tops. Top can now extend over top of door.
3. Modified parts report for Drawer fronts and Doors.

Version 3.0.129 – Aug 2, 2018

1. Shaker door with glass not showing glass. Fixed.

Version 3.0.128 – Jul 27, 2018

1. Drawer System Sizes for Fronts were not accepting decimals or fractions. Fixed.
2. Placement of Tall Cabinet Adjustable Shelves not correct. Fixed.
3. Now optionally honoring changed Model Axes.

4. Can now include Width in automatic Model number.

Version 3.0.127 – Jul 12, 2018

1. Now supporting png and jpg textures.
2. Added support in colors.txt for named colors where you provide RGB or HEX color values.
3. You can now provide opacity values for textures.
4. You can now specify your own textures for Glass, Mirror, Closet Rod and Raw Edges.
5. You can now filter door parts for part list and filter doors for door listing.
6. Added Edit Reports to the tool bar. Modified some of the icons.

Version 3.0.126 – Jun 27, 2018

1. Added a couple of missing context help images.
2. Cleaned up English language translations.
3. Mario updated French translation.
4. Merge cabinets now locks merged cabinets.
5. Adjusted workflow for Scenes.

Version 3.0.124 – Jun 15, 2018

1. In Materials – added section for slab panels independant of 5 piece door panels.
2. Added edging for slab panels.

Version 3.0.123 – Jun 7, 2018

1. Added scene automation.
2. Added vertical adjustment for Fixed shelves between Tall cabinet sections.
3. Added a few parameters to PROJECT tab to independently control Cabinet labeling and dimensioning.
4. Moved Label Height from config over to PROJECT tab.

Version 3.0.122 – May 21, 2018

1. Modified Auto Model algorithm for Tall cabinets.
2. Added Skip Model Dimensions in PROJECT tab.
3. Fixed Fill Gaps algorithm. Inset Cabinets had a bug.
4. Fixed a bug where the bottom drawer box is not correct.

Version 3.0.121 – May 14, 2018

1. Added Auto Model checkbox which automatcally generates a Model number.
2. Added Maintain Lists for users that want to constrain widths, depths and heights for cabinet templates.
3. Added Show check box beside Maintain Lists. You can now toggle between drop down lists and text boxes.

4. Added Fill Left Gap and Fill Right Gap.

Version 3.0.120 – May 7, 2018

1. Added 2 parameters in Edit Config for dimensioning. Users can now choose Number or Model for dimensioning. Users can now set the dimensioning offset.
2. Modified dimensioning so information is now on 2 lines.
3. Added Side by Side Pullouts.
4. Modified Shaker Doors. You can now set panel thickness in Materials to 0 and cabmaker will omit the center panel.
5. Fixed glass panels in doors. You can again set drawer and door panels to glass or mirror.
6. You can now specify Top Rail Width and Bottom Rail Width independently from Stile Width.

Version 3.0.119 – Apr 29, 2018

1. Modified cabinet insertion points. Face frame construction insertion for front of cabinet uses the edge of the face frame and insertion for back of the cabinet now adds a construction point.
2. CabMaker now allows Fixed Shelves and or Adjustable Shelves without room for doors.

Version 3.0.118 – Apr 24, 2018

1. Added cabinet labeling for plan view and for front elevation view. Uses number field
2. Added 2 parameters in Edit Config for label height and label font.
3. Added a parameter in PROJECT tab for label color.

Version 3.0.117 – Apr 21, 2018

1. Tall cabinet Mid Doors now use the handle height for horizontal handles placed at the bottom.
2. Fixed Door Profiles - it now uses the alternate location
3. PROJECT tab settings are now saving when you batch edit
4. Fixed the bug splat if you tried to undo an edit.
5. CabMaker now uses groups or components for cabinet. It uses groups when you create a new cabinet - but will use components for editing if you change the group to a component.
6. Door parts weren't getting the correct material name in CutMaster. Fixed

Version 3.0.116 – Apr 19, 2018

1. Fixed bug where shelves would show up in Cutmaster with quantity of 1.

Version 3.0.115 – Apr 8, 2018

1. Fixed bug where PROJECT settings aren't being read properly.
2. Translations now look at storage folder first.
3. Added Bottom Rail Overhang Override at the cabinet level.

4. You can now use one of the other cabmaker features without having to first use cabmaker dialog.
5. Changed all components to groups. This ends up with smaller files and quicker response times.

Version 3.0.113 – Mar 26, 2018

1. Added merging for face frame construction.
2. Added Omit top rail, Omit bottom rail, Omit left stile and Omit right stile.
3. Added Block Inserts for DXF export.
4. CabMaker editor now honors SU locks.

Version 3.0.112 – Mar 21, 2018

1. Added a new Merge Cabinets feature.
2. Added Adjust left gap and Adjust right gap.

Version 3.0.111 – Mar 9, 2018

1. The push pull feature broke the Add Part feature. Fixed.
2. Added Door Adjust Height and Door Adjust Width to Cabinets tab and to Tall tab.

Version 3.0.110 – Mar 6, 2018

1. Added Horizontal Grain for cabinet backs on a cabinet by cabinet basis.
2. Added Omit Left Side Dado for cabinet backs on a cabinet by cabinet basis.
3. Added Omit Right Side Dado for cabinet backs on a cabinet by cabinet basis.
4. Added DXF Export. First import DXF files using the CabMaker DXF Import, then perform simple edits in Sketchup and finally using CabMaker DXF Export write them back to disk.

Version 3.0.109 – Feb 12, 2018

1. You can now use push pull to modify a group or component and the changed sizes will show up in CutMaster 3.
2. Modified the licensing. There is now an option so that cabmaker only checks in with the web service after a version update.

Version 3.0.108 – Feb 7, 2018

1. PROJECT info was not re read when switcthing models after an edit. Fixed.
2. Stretchers had front edge banding with Face Frames and shouldn't have. Fixed.
3. Adjustable shelves for tall cabinets came across to CutMaster Fixed Shelves. Fixed.
4. Overlay bug for bottom when back is not dadoed into sides. Fixed.
5. Added Case Back option to edge backside of cabinet when no back.
6. Fixed pullout bug.

Version 3.0.107 – Jan 28, 2018

1. Added Overlay option for bottom Shelves.

Version 3.0.106 – Jan 18, 2018

1. Fixed bug for Right Finished Panel for Angled or Return cabinets.
2. Added ability to Omit Left Side and or Omit Right Side.

Version 3.0.105 – Jan 2, 2018

1. Added translation lookup for “Adj Gap for Panels”.
2. Updated DXF Import – now supports arcs for hangers and labelling.

Version 3.0.104 – Dec 28, 2017

1. Added Top Overhang for Finished Back Panels.
2. Middle stretchers for Full and Partial Frames now honors side dado depth.

3. Added Adj Gap For Panels. You can now leave door / drawer widths consistent for Frameless overlays with or without finished panels.
4. Changed graphic for Tight Gaps.

Version 3.0.103 – Dec 12, 2017

1. Auto Ht now works for Upper cabinet drawers.
2. Added Kick Height override at the cabinet level.
3. Added option to not dado integrated front kick on sides when Top and Bottom are dadoed.

Version 3.0.102 – Dec 9, 2017

1. Changed CabMaker Pro to CabMaker Design and CabMaker Gold to CabMaker Build.

Version 3.0.101 – Dec 8, 2017

1. There is a new Drawers Tab for the new Drawer / Pullout Sub System.
2. Updated reports to provide CutMaster with information for new Drawer / Pullout Sub System.
3. Added “Edge Exposed Edges”.
4. Now including Jquery within cabmaker. CabMaker is no longer going to the internet every time.
5. Fixed Integrated kicks when dadoing Sides for Fixed Shelves.

Version 2.0.98 – Oct 16, 2017

1. Added Fixed count for Fixed shelves
2. Modified the way fixed shelves and adjustable shelves work. They were not consistent.
3. Added overrides at the cabinet level for legs.
4. You can now adjust left and right Finished panels independently.
5. Added bottom offset for Finished Backs.
6. You can now control adjustable shelves, fixed shelves and pullouts for Mid section of Tall cabinets.
7. Added an Extend Kicks. You can now choose to have them extende out to the fillers or not.
8. Added Sink Stretchers to materials. You can now create Sink cabinet without drawer fronts and independently texture the Sink Stretcher.
9. Added a rule for edging Sink Stretchers.
10. Fixed “Save As” The new template name wasn't being stored in the cabinet during a “Save As”.
11. Added a hot key Alt-S which will now “Save As” regardless of cabinet lock.

Version 2.0.97 – Oct 5, 2017

1. Fixed issue where Base Top Gap is non 0 and wanting side by side drawers.

Version 2.0.96 – Sep 29, 2017

1. Cabinets will now remain inside a group after an edit.
2. Added Top Drawer Option for Sinks. You can now have a Tip Out Tray with a pair of Sink Stretchers. You can also omit the top drawer for farm style sinks.
3. Added a Sink Stretcher auto checkbox. The Stretcher width will automatically adjust based on the height of the top drawer.
4. Added a Sink Stretcher override. If set – this value takes precedence over the standard Sink Stretcher Width. Set to -1 to ignore the override. A setting of 0 is valid.
5. Fixed bug which affected placement of doors and drawers with plain panels and bottom extruded handles.

Version 2.0.94 – Sep 15, 2017

1. Double drawers was causing duplicates points in array bug. Fixed.
2. Alt – T short cut on Materials tab now toggles all the check boxes.
3. Drawers were disabled for Fridge cabinets however the drawer setting was still honored.
4. Added Handle Orientation in the “If Different” section for Cabinets.

Version 2.0.93 – Aug 31, 2017

1. Tabs now have colored text. Black = Cabinets, Red = Rules, Green = Material and Blue = Doors.
2. Tabs now display a lock graphic when templates are locked.
3. Alt – L short cut now toggles the lock for the current Tab.
4. Added a Search Filter for libraries.

Version 2.0.92 – Aug 4, 2017

1. Auto Drawers now available with a single drawer.
2. Added Omit Top Override.
3. Added Omit Bottom Override.
4. Added Omit Back Override.
5. Reduce Hanger Width if too wide. Works good for desk drawer.
6. Allow stretcher for partial face frame.
7. Adjust Back height and positioning when omitting bottom or top.
8. Adjust Hanger positioning when omitting bottom or top.
9. Sending Top, Bottom and Back in reports to CutMaster.
10. Send flags slide in Back, Extend Back, Sink Stretcher, Integrated Kicks.
11. Added Extend Back Uppers.
12. Now Storing Last Number and Note with PROJECT.
13. Add omit Legs at the Cabinet level.

Version 2.0.91 – Jul 24, 2017

1. Added Model to Cabinets tab.
2. Added drawer box back and front Offset. You can now adjust the vertical position of the drawer box backs and fronts.
3. Modified reports slightly to include Model, Partition and Back Brace information.
4. For Frameless construction you can now adjust Top Gap for Uppers and Base Cabinets independently.
5. For Face Frame construction you can now override the Top Rail width.
6. Fixed bug in Face Frame construction where the bottom rail is reduced and the cabinet case extended below the frame.
7. Stretcher adjust behaved differently for various cabinets. Fixed.

Version 2.0.90 – Jul 15, 2017

1. Modified reports slightly to include Hanger information. Please edit existing cabinets to put into effect.

Version 2.0.89 – Jul 10, 2017

1. You now have independent settings for Fixed Shelves, Adjustable Shelves and Pullouts for Top Section of Tall Cabinets.

2. You now have pullout option for sink cabinets.
3. You now have drawers in sink cabinet. Works well for cooktops.
4. Fixed position of top hanger for base cabinets where the top is Front Stretcher.
5. Text for “Saving Options:” now changes to “Locked:” when the lock is checked. Also the label and drop down is disabled when locked.
6. You now have independent front and back dado parameters for drawer boxes and pullouts.
7. You now have a double partition option for side by side drawers but not with a 3rd middle drawer. This can reduce the number of drawer box sizes. Also it creates a more symetrical drawer front.
8. Added a bottom offset for upper cabinets (not fridge and not Tall).

Version 2.0.88 – Jul 2, 2017

1. You now have a PROJECT rule for Base and a different one for Uppers.
2. You now have a PROJECT setting for the insertion height for upper cabinets. You also have a second insertion height if you hold down the ALT key while inserting a cabinet.
3. Added a renumber feature during a batch edit to PROJECT tab.
4. Added a 'Template Defaults' section to PROJECT tab. There are 6 new parameters where you can override cabinet heights and depths separately for Base, Upper and Tall cabinets.
5. Added a Lock Section to PROJECT tab.
6. Skinning Modifer couldn't be blank. Fixed.
7. Now passing Adjustable Shelf information over to CutMaster.
8. Going over limit when passing data to dialog. I reduced data size.

Version 2.0.86 – Jun 19, 2017

1. Added “Fixed Shelves”. You can now have up to 4 fixed shelves.
2. Added pullout information and Drawer Depth information to the parts report.

Version 2.0.85 – Jun 10, 2017

1. Added main menu item “Edit Cabinet 2”. You can now create a shortcut for editing cabinets.
2. Fixed some translation issues.
3. Top and bottom eding for Finished Panels, Finished Backs, Blind Panels and Fillers now working.

Version 2.0.84 – Jun 1, 2017

1. Upper top edging wasn't working – fixed.
2. Cabmaker was not honoring last drawer offset for some cabinet construction types – fixed.
3. Panel material was not being honored – fixed.
4. Editor was not showing the library template that produced the cabinet – fixed.

Version 2.0.83 – May 26, 2017

1. Tested all the door types and modified routines to complete the horizontal door options.
2. Added door parameter so you can now set the mid rail height.
3. Added override for extruded handle placement.

Version 2.0.82 – May 22, 2017

1. Doors now have a horizontal grain option.
2. Added solid tools subtract option for extruded handles and for Sketchup Pro users.
3. Materials for skinned parts in the parts listing now have "_F1S" appended to the name.
4. Modified CabMaker DXF import to understand CutMasters new DXF options.

Version 2.0.80 – May 6, 2017

1. Added new setting for Top Drawer style in PROJECT tab and Cabinets Tab.
2. Modified List_Parts_2 report for door hinges in cutmaster.
3. Drawer Stretchers for Tall Frameless Overlay Cabinets not positioned correctly. Fixed.

Version 2.0.79 – May 2, 2017

1. Drawer Height overrides not working for Tall Cabinets. Fixed
2. Added Drawer Depth overrides for 6 drawers.
3. Added pullout Height overrides for 4 pullouts.
4. Added pullout Depth overrides for 4 pullouts.
5. Added shelf spacing override for 4th shelf.

Version 2.0.78 – Apr 24, 2017

1. Added Dado Side Only for backs.
2. Added Last Front Overhang for the bottom most drawer.
3. Fixed situation that could cause Sketchup to crash when using Sketchup 2017. This was when dadoing side panels for backs and for tops and bottoms where the dado depths are different.

Version 2.0.77 – Apr 13, 2017

1. Modified Dxf inport to handle changes to the DXF format.

Version 2.0.76 – Mar 31, 2017

1. Modified part_list report for Fridge for CutMaster.

Version 2.0.75 – Mar 29, 2017

1. Fridge cabinet did not edit correctly. Fixed.
2. Fridge missing graphic file. Fixed.

Version 2.0.74 – Mar 26, 2017

1. Added Fridge as a new Cabinet Style.

Version 2.0.73 – Mar 20, 2017

1. The beaded frames had some reversed faces. Fixed.
2. Fix stretcher placement for blind cabinets with integrated kicks.
3. Fix insertion point for face frame cabinets Blind inset.
4. Modified Reports to synchronize with CutMaster.

Version 2.0.72 – Feb 27, 2017

5. Modified Beaded frames so that they are now Sketchup solids.
6. Fixed Insertion point for Full and Partial Frame construction.
7. Added Tall Top parameter. You can have Default (as before) or Treat As Base or Treat As Upper. Provides more consistency and flexibility.

8. You can now set Frameless Cabinet Depth to 0 to get Doors and Drawer fronts only. You can set Full and Partial Framed Cabinet Depth to the same thickness as the frames to get Frames, Doors and Drawer fronts only.
9. You can use the new cabinet parameter Pullout when 0 Depth.

Version 2.0.71 – Feb 24, 2017

1. Added in beaded frames for Partial and Full Frames with Inset doors.
2. Fixed issue where Mid Rails on tall doors had profiles on the outside edges.

Version 2.0.70 – Feb 20, 2017

1. You can now override where the handle is positioned on doors.
2. You can also override the placement of the panel for shaker doors.
3. Also added the ability to override the panel thickness.
4. There is now a side gap for overlay frameless construction.
5. Pullout sides get edged on the front most edge. Reports mixed this up. Fixed.
6. Door and Drawer Box Reports now include Cabinet Description.

Version 2.0.69 – Feb 10, 2017

1. You can now use stile profile with embossed shaker door.
2. Added Drawer Box Front / Back Dado giving another option for drawer construction.
3. Completed mid rails for tall doors. Mitered doors, double arch and double cathedral do not have mid rails.
4. Doors now have Half Height option for Top Drawer only.
5. Added an image saver for users creating their own library of cabinet templates.
6. Added import templates from CabMaker Major version 1.
7. Added “Use New Browser” to CabMaker 2 - Edit Config
8. Major version 2 now has signing and now only supports rbe (SU 2016 and newer)

Version 1.0.67 – Jan 28, 2017

1. Added ability to force door gap to a full gap on left, right or both sides.
2. On materials tab changed colored labels to check boxes allowing you to apply color to many materials simultaneously.
3. Changed report for edging on right sides and right doors.

Version 1.0.66 – Jan 18, 2017

1. Blind cabinets now work with Depth and Depth Right.
2. Mid Stretchers did not adjust for integrated kicks. Fixed.
3. Missed graphics for drawer box height overrides and for Mid Stretchers. Fixed.
4. Added Top Rail Overhang at the cabinet level. This works well for medicine cabinets.
5. Added Mid Rail for Shaker and Square door types – more coming.
6. Extruded handles using textures was not loading . Fixed.

Version 1.0.65 – Jan 4, 2017

1. Had an issue where we exceeded the amount of data that can be sent between sketchup and the cabmaker dialog. Fixed.
2. You can now have model units set to decimals (inches or millimeters) and have maximum precision.

Version 1.0.64 – Dec 29, 2016

1. Added Insertion point override for upper cabinets.
2. Added drawer box height override for all drawers.
3. Added optional drop down list for Heights, Widths and Depths.
4. Added override for the widths of Top Shelves and Mid Shelves for Tall cabinets.
5. Doors and drawers were not placed at the correct depth for face frame construction when the door thickness and frame thickness were different. Fixed
6. Fixed right filler placement for Right Blind, Return and Angled cabinets.

Version 1.0.63 – Dec 22, 2016

1. Fixed drawer box positioning for blind cabinets.
2. Fixed fillers for blind cabinets. Now the fillers align with cabinets that are placed on either side of the blind cabinet.
3. Added optional Blind Partition for attaching drawer slides.
4. Added double Filler for Face Frame Overlay construction.
5. Added a new Base cabinet top choice. You can now have a Front stretcher only instead of a split top.
6. Fixed corner shelf where corner brace widths were set to 0.
7. Fixed a bug with the libraries. Now when you add a new one you don`t have to restart sketchup.

Version 1.0.62 – Dec 11, 2016

1. Added Front Stretcher choice to Top Style under Rules.
2. Modified report *_Parts_List_2.csv. Added information to support Angled End Cabinets.

Version 1.0.61 – Dec 3, 2016

1. Added ability to set different depths for the right end and left end of corner cabinets.
2. Import dxf now defaults to folder “C:\Users\Public\Documents\CabMaker32\Jobs”
3. Fixed bug in parts_2 report for corner cabinet depths.

Version 1.0.60 – Nov 20, 2016

1. Added mouse over graphics for handles. This shows up on Cabinet tab, Tall tab and on PROJECT tab.
2. Added middle drawer front when side by side drawer is checked. Great for small vanities.
3. Added Angled Left End and Angled Right End cabinets.
4. Added automatic launching of CutMaster.exe when running a type _2 parts listing report. This works if you have CutMaster.exe installed in its default location.
5. Added ability to edge all edges of shelves.
6. Added ability to edge ends of base cabinets
7. Added feature so you can adjust position of finished panels.

Version 1.0.58 – Nov 1, 2016

1. Fixed reporting bug with blank description.
2. Fixed kick joinery bug.
3. In reports drawer box backs and fronts were switched. Fixed
4. In reports right and left doors were switched. Fixed

Version 1.0.57 – Oct 3, 2016

1. Added additional columns to parts listing type _2 reports. This is so that CabMaker works better with CutMaster.exe

Version 1.0.54 – Set 14, 2016

1. Fixed bug with the Libraries.

Version 1.0.53 – Aug 28, 2016

1. Fixed bug with Side by Side drawers. The second drawer box was not positioned correctly.
2. Added DXF import of CutMaster generated DXF files.
3. Added “Add Attributes” button so you can add your own parts to the 2 part list CSV files.
4. Added a report configuration utility. You can now turn off reports that you do not want. You can also include or exclude Kicks, Doors / Drawers, Drawer Boxes and Face Frames from the Parts Listing report.

Version 1.0.52 - Jul 17, 2016

1. Added cabinet levelers (legs) to the rules section.

Version 1.0.51 - Jul 9, 2016

1. Modified the web dialog for Mac OSX users. Disabled labels and their controls are now grayed out.

Version 1.0.50 - Jul 3, 2016

1. Added Horizontal Handles on PROJECT tab in Door Section.
2. Made changes to the naming on the web dialog.
3. Updated language files.
4. For Mac OSX fixed checkboxes in web dialog. Check boxes for rules now have a red border. Also fixed checkbox focus event for context sensitive help images.
5. Added mouse hover for text boxes, check boxes and drop downs. This is for users who prefer working mainly with the mouse.

Version 1.0.49 - Jun 26, 2016

1. Added quantity to cabinets for reporting. This adjusts the parts list quantities for cabinets.
2. Added more fields to parts list for Cutmaster Gold.
3. Added short codes and textures for edging.
4. Cabinet description were being randomly updated in a batch based on selection order. Fixed.
5. Defaults tab was not being stored with model. Fixed.
6. Finished panels created issues when Fillers had non zero value. Fixed.
7. Where sides are sandwiched between top and bottom we are now edging the right and left edges of the top and bottom
8. Tall cabinet top section handle not honoring defaults tab. Fixed.
9. New Version info was not translating. Fixed.
10. Pullouts for tall cabinets with frame construction were wrong size. Fixed.

11. Tall Upper cabinets top and mid section doors not aligned. Fixed.

Version 1.0.47 - Jun 3, 2016

1. Fixed a bug with the translator.

Version 1.0.46 - May 24, 2016

1. Added Door Overlay Top and Door Overlay Bottom. This allows you to create cabinets with consistent gaps.
2. Added Override Delimiter in Config file. This is for better compatibility with CabMaker and CutMaster Pro or CutList Plus.

Version 1.0.45 - May 18, 2016

1. Added better error tracing for ruby console
2. Split tops use stretcher width for their width. If stretcher width is set to 0 Split tops are turned off.
3. For frameless constrcution double top drawers only worked if drawer count set to 1. Removed constraint.
4. Added Refresh button
5. For face frame construction you can now hide the outside edges of stiles.

Version 1.0.44 - Apr 27, 2016

1. Older versions of sketchup that used Ruby 1.8 and did not support round(decimals). fixed
2. Older versions of sketchup 7, 8 and 2013 do not support adding linear dimensions programatically. CabMaker now detects sketchup version and only attempts dimensions for version 14.0 and greater
3. The way I was grabbing images for cabinet templates only worked on recent versions of sketchup. Fixed

Version 1.0.43 – Apr 18, 2016

1. Added horizontal grid along with vertical dividers. Can use as a wine rack.
2. Modified the web dialog materials tab. Colors now show on a empty label just to the left of the color pulldown.
3. Modified web dialog. When Mac users use arrow keys in a closed drop down the graphics now update like it does for Windows users.

Version 1.0.42 – Apr 11, 2016

1. Added Confirm Save Configuration and a confirm popup to Web Dialog.
2. Added context sensitive help for cabinet templates. If 320 X 240 png image exists in library folder
3. Added version number to web dialog title
4. Added Side by Side drawers for frameless construction. Set Drawer count to 1 and stretchers to 1 or more
5. You now have option for edging upper cabinet ends of the sides if not skinning the top and or bottom
6. Corner cabinet adjustable shelving had edging along the back where the shelf butts up against the corner brace. Fixed
7. Sides, Top and Bottom front edges had edging with face frame construction. Fixed

8. You can override shelf spacing for up to 3 shelves
9. You can now set pullout spacing for up to 3 pullouts or use the default rule
10. Cabinets with 1 door set to pullout now works with more than 1 pullout

Version 1.0.41 - Mar 30, 2016

1. Side dado's incorrect for Base cabinets with Integrated Kick with a 0 notch and side dadoes. Fixed
2. Sink cabinets with side dado and rule to omit top had top dado. Top dado should be skipped. Fixed
3. Parts report sometimes missing a part. Fixed
4. Added new parts report for Gold. *_full_part_list.csv
5. Added configuration setting for 'Silent Permissions'
6. Update manual and added lines to translation files

Version 1.0.40 - Mar 27, 2016

1. some configurations for frame less overlay construction for tall cabinets had the doors in the bottom section incorrect heights. fixed
2. the auto drawer size feature was not properly updating the drawer height. fixed
3. when using auto drawer size the drawer box height was inconsistent. fixed
4. For Overlay doors only the top Gap can be now be eliminated by setting the value to negative door gap.

Version 1.0.39 – Mar 24, 2016

1. Materials with Capitals in name created a problem. Fixed
2. Creating a new library wasn't working using a library path. Fixed
3. Gave Tall cabinets their own tab. Each tall cabinet section now has its own settings
4. Upper tall cabinets had a bug where doors on top and mid sections were not lined up. Fixed
5. Tall cabinets now can have doors in bottom section
6. Tall cabinets bottom section can now have shelves and pullouts or dividers
7. Tall Cabinets Top and Mid Sections have their own set of options

Version 1.0.38 – Mar 16, 2016

1. Network path not working. Fixed.

Version 1.0.37 – Mar 15, 2016

1. You can now use Fillers for Face Frame Construction.
2. Added a handle called 'No Handle' It is simply an invisible line - use where you do not want a handle to show up.
3. Embossed Shaker missing edge profiles. Fixed
4. Toolbar is now restored to previous state for Mac. Also Tool Bar now shows at first install.
5. Added logic to check for other language pdfs. Example: If language is fr and 'cabmaker_fr.pdf' found load it otherwise load 'cabmaker.pdf'
6. Angled Sink cabinets missing tilt out drawer front. Fixed
7. Return Cabinets should not have handles on drawer fronts. Fixed
8. Added Bottom Gap for Upper Doors. Changed Bottom Gap to Base Bottom Gap. Enter negative amount for door to extend beyond cabinet.

9. Added library location so that your libraries can be on a server.
10. For frame less construction and upper cabinets fillers extend below cabinet if doors extend below cabinet.
11. You can now save templates using mixed case.
12. The Defaults Tab now has a default Upper Handle and a default Base Handle.
13. Angled cabinets can now be a drawer bank.
14. Drawer auto height - Edit now shows actual height for last drawer in drawer bank.
15. 2D cabinet dimensioning on layer called "Dimensions"
16. Cabinet listing wasn't giving correct measurements when setting Top Gap > 0. Fixed.
17. Cabinet back was not positioned correctly with back dado set to 0. Fixed.

Version 1.0.36 – Mar 8, 2016

1. Modified Web Dialog. Reorganized it for less confustion.
2. Updated Manual.

Version 1.0.35 – Mar 4, 2016

1. Added Drawer Handle Location to Defaults tab.
2. Added 6 more reports which are the same as the original 6 but in your model's units.

Version 1.0.34 – Feb 22, 2016

1. Modified decryption routine.
2. Fixed Finished panels. The right side was not working.

Version 1.0.33 – Feb 14, 2016

1. Added width adjustment for cabinet sides and top / bottoms.
2. Added bottom gap for frameless construction with overlay doors.

Version 1.0.32 – Feb 11, 2016

1. Fillers with frameless construction were too low when using Top Gap > 0. Fixed
2. Upper cabinet insertion point with frameless construction was wrong when Top Gap > 0. Fixed
3. Dividers overlapped Top Filler when Top Gap > 0. Fixed
4. Top Filler wrong for Return and Angled cabinets. Fixed

Version 1.0.31 – Feb 10, 2016

1. Single pullout door and pullout created error. Fixed.
2. Fixed bug with tall cabinets and frameless construction.
3. Run filler to floor when notch is set to 0 for base cabinets.
4. Fixed parts report. Sorting and Summarizing now working.
5. Added side by side drawers for Standard and Sink Base cabinets (not angled).
6. Added auto size drawers. Works for Standard cabinets where there are at least 2 drawers and no doors. Works for Tall cabinets if there is at least 1 drawer.

Version 1.0.30 – Feb 7, 2015

1. Updated Rules editor. Fields now automatically enable / disable based on "Overlay / Inset" and "Construction".
2. Added Drawer Back Length Adjustment for drawer boxes. This corrects the parts listing when cabinet makers want to create dovetail drawers.

3. Added Back Overhang for finished panels. You can use a negative value if you wish.
4. Added Filters so that examples can be filtered out. From main menu run 'Cab Maker - Edit Config'

Version 1.0.29 – Jan 31, 2015

1. Updated documentation
2. Modified first 4 dialog tabs with new arguments,
3. Added Adjust Stretchers for frameless overlay construction. You can now move the stretchers up or down.
4. Added Top Gaps for frameless overlay construction. You can now add some extra room between top of cabinet and top of door or drawer.
5. Blind cabinets and Tall cabinets were creating a stretcher at the top of the cabinet. Fixed.
6. Added Left and Right Overhang Overrides.
7. Added Pullout Slide Adjust.

Version 1.0.28 – Jan 25, 2015

1. Update documentation.
2. Fixed Side dado / rabbet for overlay top.
3. Added graphic for Side dado / rabbet.

Version 1.0.27 – Jan 23, 2015

1. Added 'Door Overlay Side'. You can now adjust rail and mid stile overlay independently of stile overlay.
2. Tall cabinets with face frames had bug on positioning of mid doors. Fixed.
3. Angled face frame cabinets can't use stile overhang. It is now disabled.
4. Added side dado / rabbet for tops and bottoms

Version 1.0.26 - Jan 16 2016

1. Added door parts adjustment for reports.
2. Reports now automatically detect if decimal unit is set to ';'.

Version 1.0.24 - Jan 13 2016

1. Section changes now automatically sets sectin to "Save"
2. Several reports had wrong counts - Fixed.
3. Reports were not handling decimal symbol other than '.' - Fixed.

Version 1.0.23 - Dec 24 2015

1. Added face frame for tall cabinets

Version 1.0.22 – Dec 18, 2015

1. Trial users have registration screen show up each time they start sketchup. Fixed.
2. Drawer depth wasn't ajusting when inset doors. Fixed.
3. Tall cabinet doors were misplaced when not using integrated kicks.
4. Blind cabinet drawers were not calculated correctly

Version 1.0.21 – Dec 10, 2015

1. Now works properly with Mac OSX El Capitan and SU 2016

Version 1.0.20 – Nov 30, 2015

1. Fixed the split top in conjunction with inset doors.
2. New installs had width and height show up as zero. Fixed

Version 1.0.19 – Nov 28, 2015

1. Run kicks past sides for Integrated kicks if side notch >= front kick + kick thickness
2. Fix path issue for front edge of plain panel
3. Gaps are now consistent inset or not and finished panels or not.
4. Added more tabs to handle tall cabinets and face frames. The web dialog form was getting too tall. This especially helps users with Laptops (shorter screens).
5. Added tall cabinets.
6. Better control with form sizing and positioning..

Version 1.0.18 – Nov 15, 2015

1. Added Overlay Top for Standard Base units. Top sits on sides. Slip in back ignored.
2. Added Handleless cabinet doors. Texture part not yet working
3. Hold Shift key down with left mouse button for absolute height placement
4. Added inset doors for all cabinet styles
5. Sped up the load time for the Web Dialog

Version 1.0.17 – Nov 15, 2015

1. Fixed a bug when using the escape key or cancel - sometimes caused Sketchup to hang.
2. Fixed a bug with Check License.
3. Completed the documentation.

Version 1.0.16 – Nov 11, 2015

1. Fixed a bug with applied finished panels.
2. Added more than 150 context sensitive help images.

Version 1.0.15 – Nov 8, 2015

1. The Edit Configuration form now have true / false drop downs
2. Added drop downs for material color / textures
3. If you want to pare down the colors and or textures - you can edit the colors.txt file and store it in the config folder. You can sort them any way you want.
4. Added a new rule for insertion point - Either Left Front Corner or Left Back Corner.
5. Started adding context help.

Version 1.0.14 – Nov 6, 2015

1. Modified internal door engine.

Version 1.0.13 – Nov 5, 2015

1. No longer overwriting configuration files, config.txt, defaults.txt and textures.txt
2. CabMakerPro and CabMakerGold are now available for licensing. There is 7 day free trial for Gold. After 7 days you get another 7 days free trial with Pro.

Version 1.0.12 – Nov 4, 2015

1. Small fonts not working - Fixed. Also I set 'Extra Space' to -150.

2. Added angled sink cabinet - drawer boxes are skipped - omit sink top if you want
3. Bug in hanger length for corner cabinet. Fixed

Version 1.0.11 – Nov 2, 2015

1. Only the first pullout in a bank had interaction. Fixed
2. Some of the translation in the Web Dialog didn't work. Fixed
3. Added Glass and Mirror to Embossed doors

Version 1.0.10 – Nov 1, 2015

1. Added more language support.
2. Fixed bug with layers. Drawer Boxes and Door Fronts now respond to turning off / on layers
3. Added in embossed style door profile and support for embossed doors.

Version 1.0.9 – Oct 28, 2015

1. Fixed bug where kicks weren't drawing

Version 1.0.8 – Oct 27, 2015

1. Removed a reference to dynamic components
2. Fixed keyboard entry for angle - width is ignored

Version 1.0.7 beta – Oct 15, 2015

1. Added a couple of gui checks for door types. Mitered doors require a mitered profile and Embossed doors requires an embossed profile.
2. The gui now disables certain profiles for various door styles. IE 'Plain Panel' ignores panel_profile, stile_profile, mitered_profile and embossed_profile.
3. Half Height Rail is ignored for 'Plain Panel', 'Mitered' and 'Embossed' door styles