

CabMaker Version 11:

1. Split pantry width calculations had a bug. Fixed.
2. Overlay tops were not dadoing for backs properly. Fixed.
3. Pillar not working with 0 value. Fixed.
4. CabMaker Sketchup menu has been cleaned up – added 3 sub menus from main CabMaker menu.
5. The last added scene wasn't updating parallel or perspective projection. Fixed.
6. Separated new scenes for Perspective and Plan into 2 drop down choices.
7. Added dual dimensions button and menu item. Updates all dimensions not part of Cabinets.
8. Added button to create image for current scene.
9. New scene images now at 2x and are placed into their own folder in the Project folder.
10. Assembly and Label images now can be with doors, no doors or both sets of images.
11. In Manage Scenes under Standard Scenes you can now name the rest of the scenes just like Perspective.
12. Elevation scenes now have their own tag (layer name) for additional dimensioning / text visibility.
13. Adding cabinet scenes now skips cabinet if the cabinet scene already exists.
14. Added a backup feature. The Project.skp file is copied into the Project folder and then everything is zipped.
15. For Cabinet scenes now selecting nothing is the same as selecting everything.
16. Overrides for Base Cabinet adjustable shelves not working right. Fixed
17. Dropped “Turn off Profiles” in Edit Config.
18. Turned off Shadows for Cabinet Number Scenes.
19. Tall cabinet uppers shelf adjust override does not work. Fixed.
20. Cabinet Button now honors 0, 1, 2 or more selected cabinets. Either adds or edits.
21. Modified how Ctrl A works. Now it invokes the calculator and then updates the batch editor.
22. Yellow question mark now turns into green “Batch Edit” button and works exactly like Ctrl A.
23. Tall Cabinet Middle Section as single pantry has error with fixed shelves.
24. Converted more distance / size parameters to built in calculator.
25. Added check box for Plant On Backs. The original way still works. This new way is per cabinet and allows you to keep your dado and inset settings.
26. With tools add Color Name when NOT textures in addition to adding it directly in colors.txt.
27. Handless Colors had issue. Fixed – now works with RGB or Hex

28. When you override the drawer box height the depth is not correct. Fixed.

29. Added Cabinet override for Shelf Length Adjustment.

Feature requests:

1. Face Frame fixed shelves do not have solid frame.
2. Need an option to apply wide solid edging for adjustable shelves (book cases etc)
3. More work on Face frame rules (mid, stile, rail etc.)