
2020
Making Spaces for Life™

Fillers, Moldings & Valances

AGENDA

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Standard Fillers - Mandatory Variables

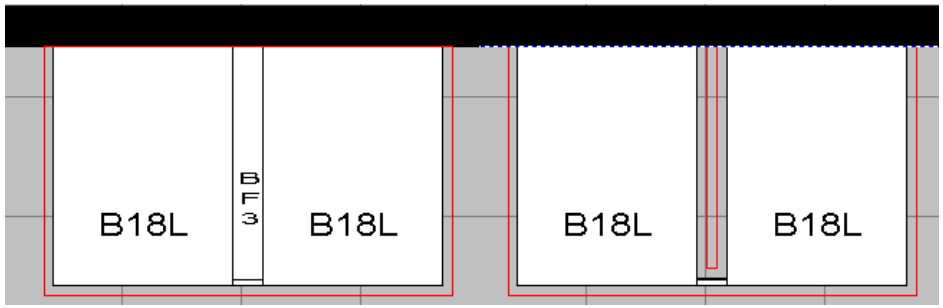
- Base Fillers
  - RooTClass = 7248
  - WhichCabCode = 811
  - DISPlaySettingGeneral = 14
- Vanity Fillers
  - RooTClass = 7248
  - WhichCabCode = 814
  - DISPlaySettingGeneral = 24
- Wall Fillers
  - RooTClass = 7249
  - WhichCabCode = 812
  - DISPlaySettingGeneral = 14
- Tall Fillers
  - RooTClass = 7248
  - WhichCabCode = 813
  - DISPlaySettingGeneral = 14

STANDARD FILLERS

- TRIMmableValue must be set to a negative value which will allow 2020 Design to trim the filler width to the available space between (2) cabinets.
- FILlerThick must be equal to the thickness of the filler (front piece) as per client's specifications.
- Depth of fillers must be the same as the corresponding cabinet category for the fronts to align properly.
  - If base cabinets are 24'' deep, base fillers depth should be 24''.
  - If wall cabinets are 13'' deep, wall fillers depth should be 13''.
  - If tall cabinets are 23'' deep, tall fillers depth should be 23''.

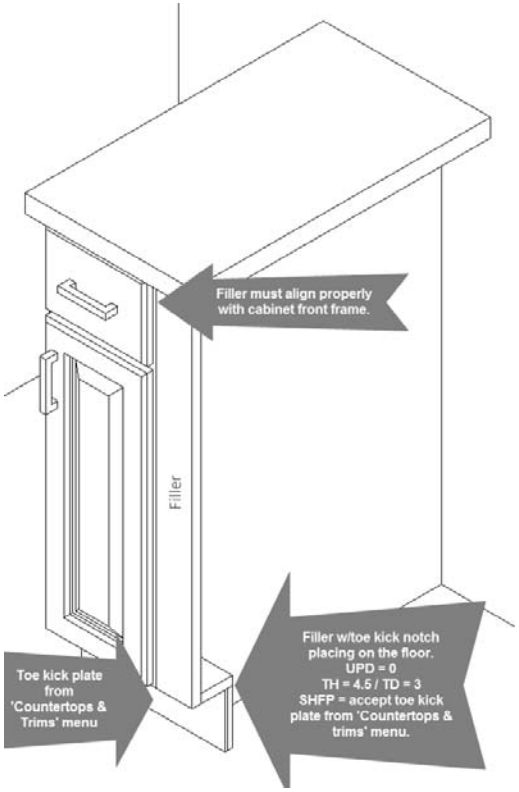
STANDARD FILLERS

- Floor plan shape is following the width, height and depth of the filler and will allow 2020 Design to properly add countertops and toe kicks to these products.
- If Depth is set to another value than the depth of the corresponding cabinet category, the countertop and toe kick will not be drawn correctly.



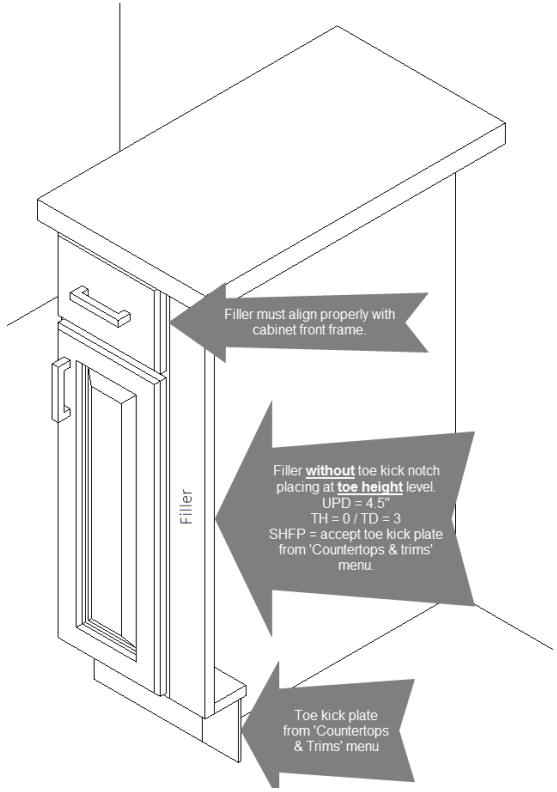
FILLERS - W/TOE KICK NOTCH

- Floor fillers may have a toe notch and their height is the same as the corresponding cabinet height.
  - Base Filler height = 34-1/2''
  - Tall Filler height = 84''
- These fillers must place on the floor and no UPDown should be defined (0).
- ToeHeight should have the same value as for cabinets (usually 4-1/2'').
- Since these fillers have a toe kick notch, their floor plan shape must accept the addition of a toe kick from the 'Countertops & Trims' menu in 2020 Design.
  - Ex.: SHFP = 63312



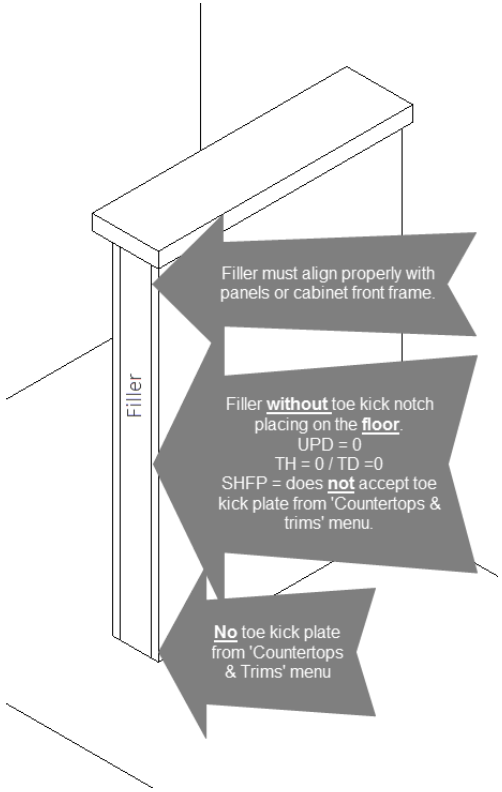
FILLERS - WO/TOE KICK NOTCH

- Floor fillers may not have a toe notch and their height is less than the corresponding cabinet height.
  - Base Filler Height = 30’’
  - Tall Filler height = 79-1/2’’
- These fillers must place at the toe kick height level and the UPDown should be equal to the cabinet toe kick height value (usually 4-1/2’’).
- ToeHeight should be set to 0 to remove toe kick notch.
- These fillers do not have a toe kick notch, however since they place at the toe height level, 2020 Design must be able to add a toe kick below. The floor plan shape must consequently accept the addition of a toe kick from the ‘Countertops & Trims’ menu in 2020 Design.
  - Ex.: SHFP = 63312



FILLERS - WO/TOE KICK NOTCH

- Floor fillers may not have a toe notch and their height is the same as the corresponding cabinet height.
  - Base Filler Height = 34-1/2''
  - Tall Filler height = 84''
- These fillers must place on the floor and no UPDown should be defined (0).
- ToeHeight should be set to 0 to remove toe kick notch.
- Since these fillers do not have a toe kick notch and place on the floor, their floor plan shape must not accept the addition of a toe kick from the 'Countertops & Trims' menu in 2020 Design.
  - Ex.: SHFP = 63315



Corner Fillers - Mandatory Variables

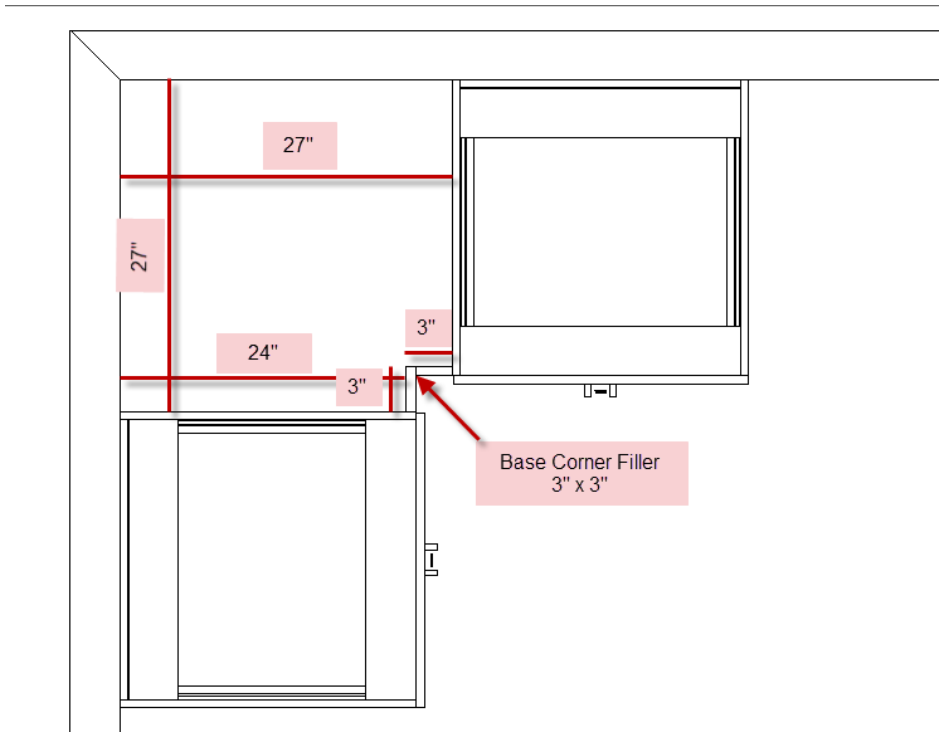
- Wall Corner Fillers
  - RooTClass = 3169
  - WhichCabCode = 611
  - DISPlaySettingGeneral = 14
- Base Corner Fillers
  - RooTClass = 3168
  - WhichCabCode = 211
  - DISPlaySettingGeneral = 14
- Vanity Corner Fillers
  - RooTClass = 3168
  - WhichCabCode = 211
  - DISPlaySettingGeneral = 14
- Tall Corner Fillers
  - RooTClass = 3168
  - WhichCabCode = 211
  - DISPlaySettingGeneral = 14

Corner Fillers

- TRIMmableValue must be set to a negative value which will allow 2020 Design to trim the filler width to the available space between (2) cabinets.
- FILlerThick must be equal to the thickness of the filler (front piece) as per client's specifications.
- Depth of fillers must be the same as the corresponding cabinet category for the fronts to align properly.
  - If base corner cabinets are 24'' deep, base corner fillers depth should be 24''.
  - If wall corner cabinets are 13'' deep, wall corner fillers depth should be 13''.
  - If tall corner cabinets are 23'' deep, tall corner fillers depth should be 23''.

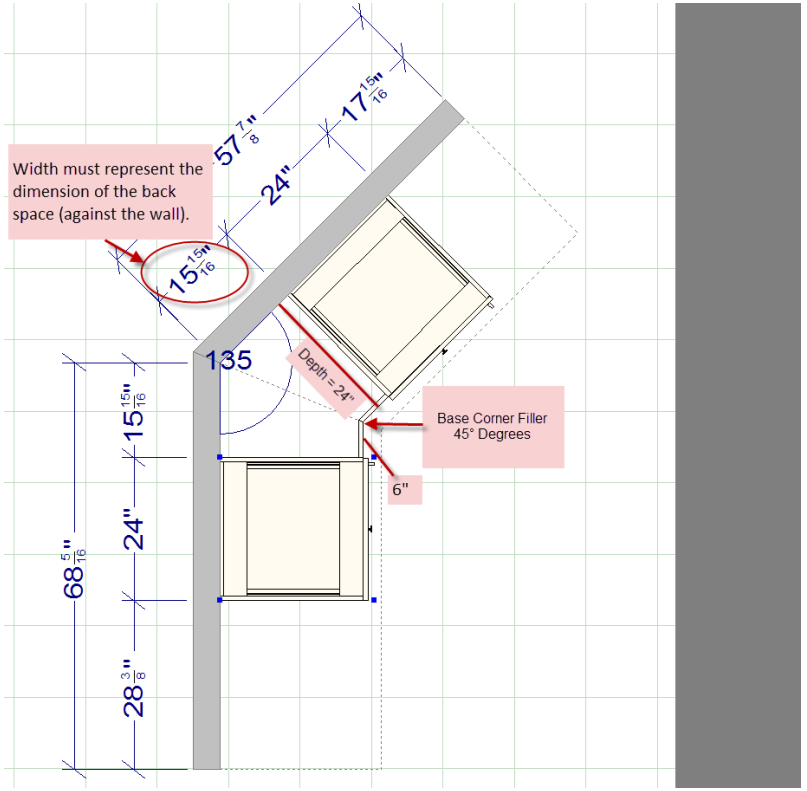
CORNER FILLERS 90° DEGREES

- Width of fillers must be equal to the sum of the corresponding cabinet category depth + filler width (as per customer specifications).
  - Base Corner Filler 3’’ wide:
    - Depth = 24’’
    - Width = 24’’ + 3’’ ⇨ 27’’
  - Wall Corner Filler 6’’ wide:
    - Depth = 12’’
    - Width = 12’’ + 6’’ ⇨ 18’’
- Width2 must be equal to the Width if both faces are symetrical.



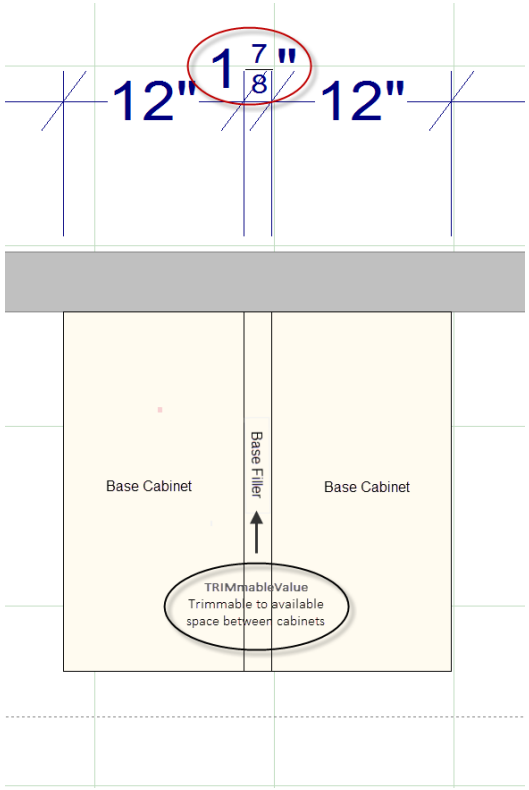
CORNER FILLERS 45° DEGREES

- Width must represent the dimension of the back space (against the wall).
  - **Base Corner Filler 6'' wide:**
    - Depth = 24''
    - Width = 15.9375 ⇨ for 6'' front
    - Width = 12.9375 ⇨ for 3'' front
- Width2 must be equal to the Width if both faces are symetrical.
- CabinetAngle1 must be set to 135.



TRIMmable Value

- Base Filler BF3
  - TRIMmableValue = -2.9375
  - When placed in a space smaller than 3’’ wide, the filler will be trimmed to the available space between cabinets.
- Base Filler BF6
  - TRIMmableValue = -2.9375
  - When placed in a space smaller than 6’’ wide, the filler will be trimmed to the available space between cabinets. If the available space is 3’’ wide or less, user must place a BF3 instead to get proper pricing.

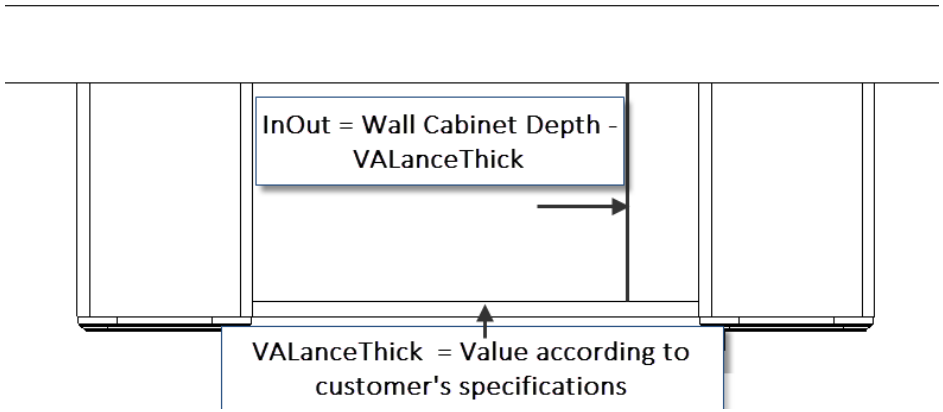


FILLERS - TIPS & TRICKS

- For more flexibility, use the most complete SHape3D and disable the irrelevant options on the owner. This will expedite the creation of add-ons when applicable (overlay, flutes…). It will be easier and quicker to export the appropriate variables from the add-ons in order to modify the filler owner shape instead of switching the 3D shape.

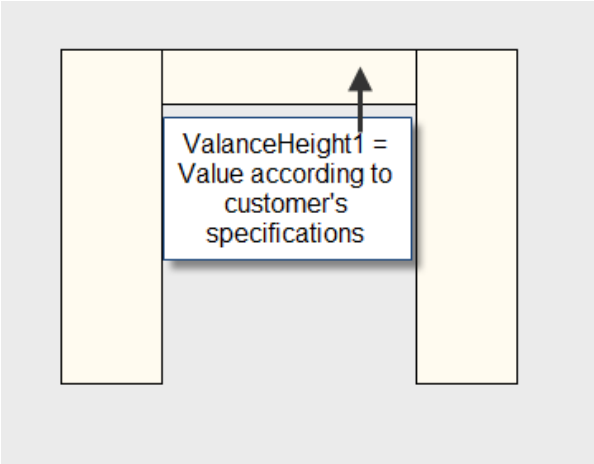
VALANCES - VARIABLES

- RooTClass = 7233
- WhichCabCode = 511
- InOut = Cabinet depth value - VALanceThick. This ensures the valance is aligned with the cabinet fronts.
  - Ex.: InOut = 12 - VALanceThick
- TRIMmableValue = As per customer's specifications when applicable. Not all valances are trimmable due to their design.
  - Must specify total value allowed for both sides.
    - If a valance can be reduced by 1-½ '' on each side, the total trimmable value must be set to -3''.



VALANCES - VARIABLES

- **ValanceHeight1** = Height
- **Height** = Value according to customer's specifications.
- **VALanceThick** = Depth
- **Depth** = Valance thickness according to customer's specifications.



VALANCES - TIPS & TRICKS

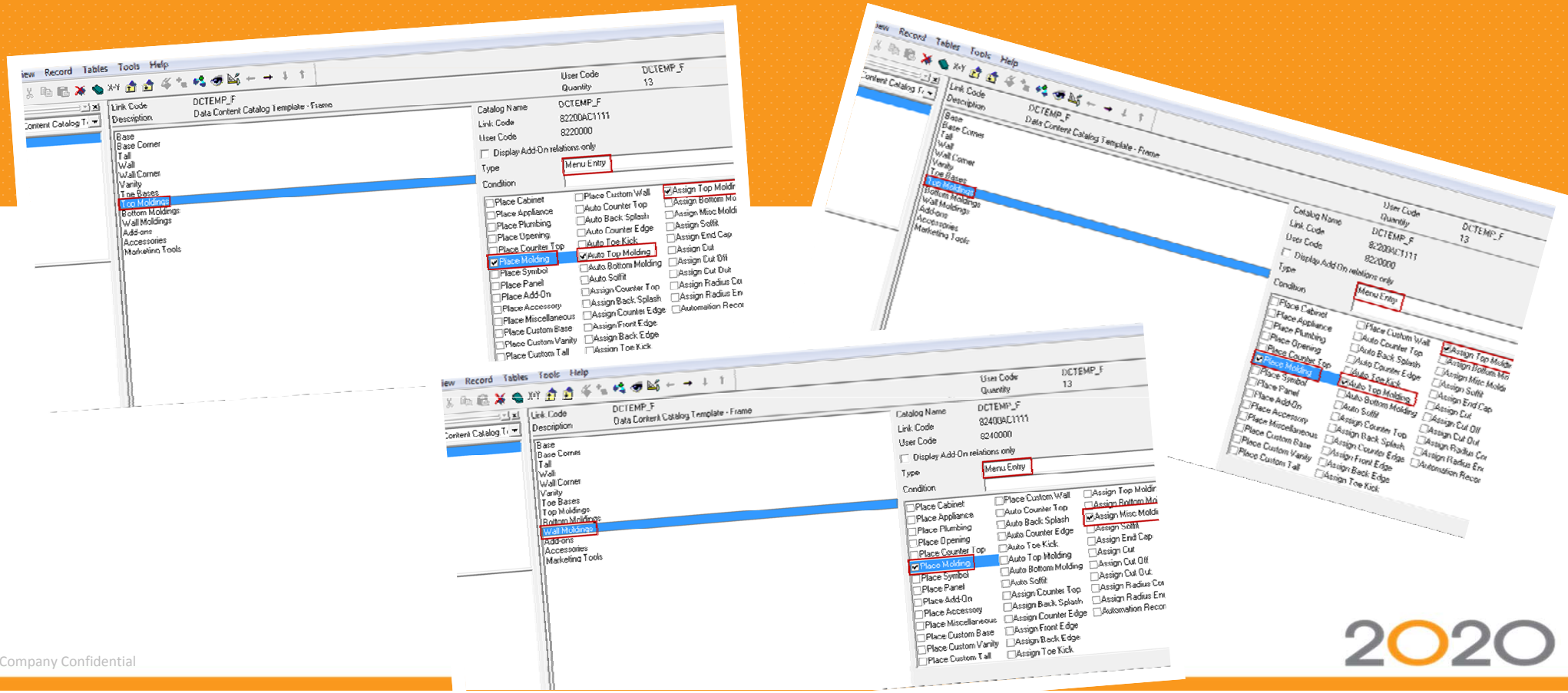
- For more flexibility, use SHape3D = 334701 (valance dispatcher) on the valance header level and then change the style (StyleValanceE) on appropriate valance type record.
  - Valances ⇨ SHape3D = 334701
    - Arched ⇨ StyleValanceE = 120
    - Curved ⇨ StyleValanceE = 81
    - Scalloped ⇨ StyleValanceE = 60
    - Straight ⇨ StyleValanceE = 1

Moldings - Menu Entry Relations

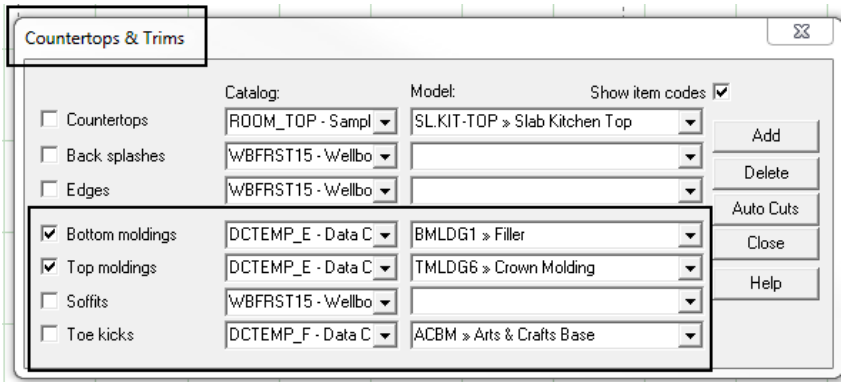
- Toe Bases
  - ‘Place Molding’
  - ‘Auto Toe Kick’
  - ‘Assign Toe Kick’
- Top Moldings
  - ‘Place Molding’
  - ‘Auto Top Molding’
  - ‘Assign Top Molding’
- Bottom Moldings
  - ‘Place Molding’
  - ‘Auto Bottom Molding’
  - ‘Assign Bottom Molding’
- Wall Moldings
  - ‘Place Molding’
  - ‘Assign Bottom Molding’

MOLDINGS - MENU ENTRY RELATIONS

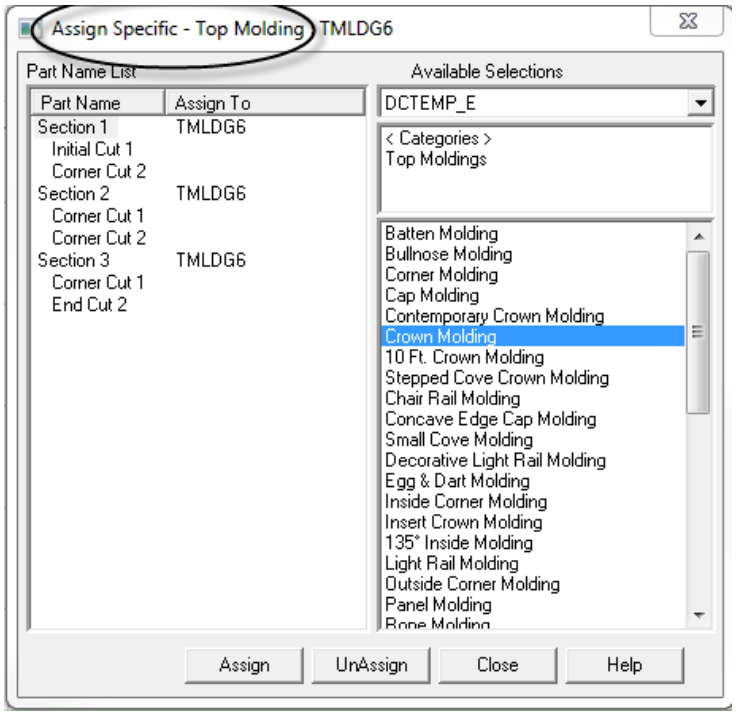
Menu Entry relations must be defined at the catalog level to assure proper functioning of 20-20 global menus.



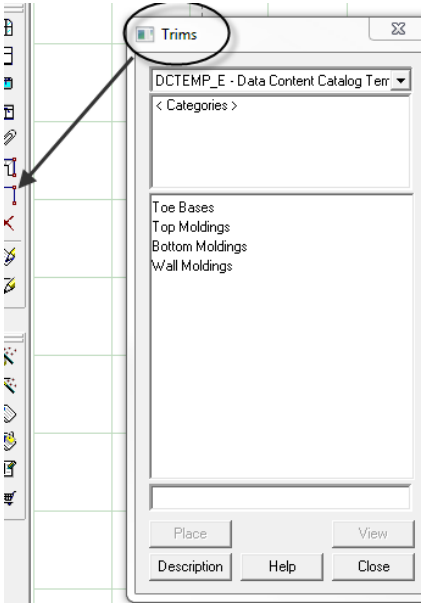
MOLDINGS - 2020 GLOBAL MENUS



'Countertops & Trims' menu



'Assign Specific' menu



'Trims' menu

Moldings - Mandatory Variables

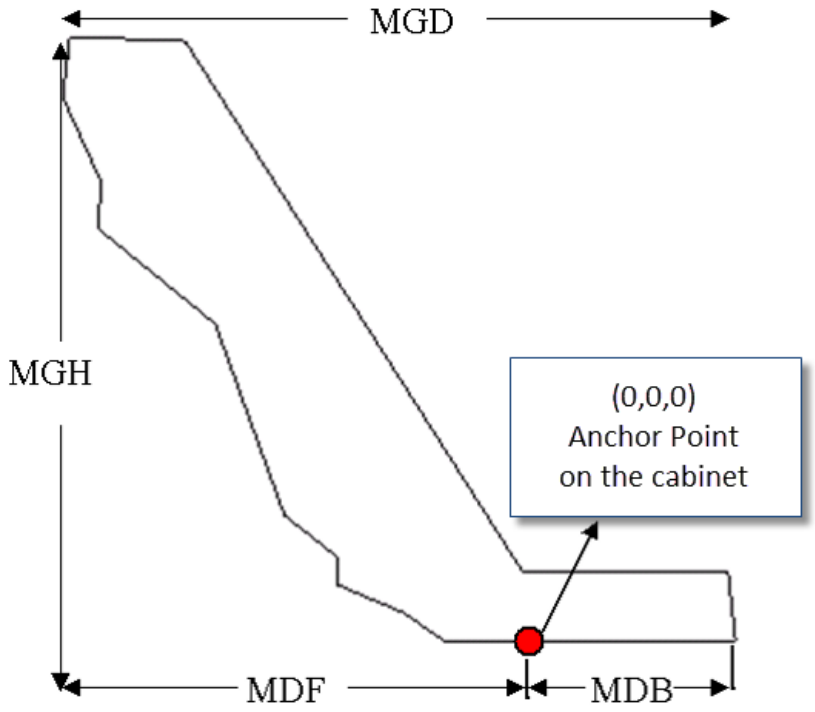
- Toe Bases
  - RooTClass = 72
  - WhichCabCode = 821
  - DISPlaySettingGeneral = 84
  - Linkcode = 82100AC1111
  - VToeKick = VDrawerFronT
  - ToeKickThick
  - ToeHeight
- Top Moldings
  - RooTClass = 73
  - WhichCabCode = 822
  - DISPlaySettingGeneral = 87
  - Linkcode = 82200AC1111
  - VTopMolDinG = VDrawerFronT
- Bottom Moldings
  - RooTClass = 73
  - WhichCabCode = 823
  - DISPlaySettingGeneral = 86
  - Linkcode = 82300AC1111
  - VBottomMolDinG = VDrawerFronT
- Wall Moldings
  - RooTClass = 73
  - WhichCabCode = 8223
  - DISPlaySettingGeneral = 87
  - Linkcode = 82400AC1111
  - VTopMolDinG = VDrawerFronT
  - UPDown

MOLDINGS - VARIABLES

- EOHeightOffset = Vertical position (Y axis) of insert molding;
- EODepthOffset = Horizontal position (X axis) of insert molding;
- EO3DProjection = Compose shape # for shape projection;
- EO3DAssembly = Used for molding repetitions/assemblies (spindle rail, dentil, rope) to enable moldings turning at cabinet's corners;
- EODOCurVe = Used for curved moldings (applicable to cabinets with curved front). Indicates if the molding should turn (0 or 1);
- EOPricingMethod =
  - 1 = Linear foot (12'')
  - 2 = For countertops only
  - 3 = Piece of pre-defined length (i.e.: 96'', 120'')
  - 4 = For countertops only
- RoundUPMeasure = Length to which the molding will be rounded up (usually 12'');
- UnitOfPricing = Unit of pricing. Could be linear foot (12), pieces of 8' length (96), pieces of 10' length (120)…

Moldings - Dimensions

- MoldinGDepth: Total molding depth
- MoldinGHeight: Total molding height for 3D representation
- MoldDepthFront: Distance between the front of the molding and the origin/anchor point for placement on the cabinet (0,0,0)
- MoldDepthBack: Distance between the back of the molding and the origin/anchor point for placement on the cabinet (0,0,0).
  - ⇨ Important: When not applicable (not used by 3D shape), must be set = 0.

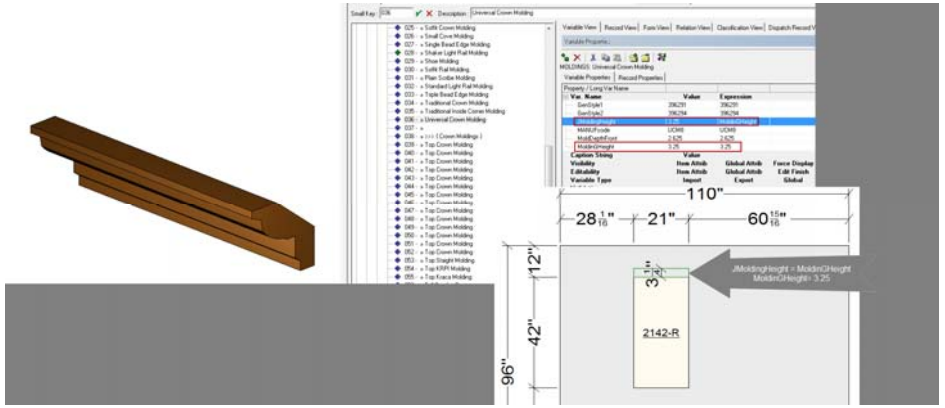


MOLDINGS - DIMENSIONS

* Please note that some moldings have pre-defined dimensions which are not parametric. Therefore, MGD, MGH, MDB & MDF will not modify the sizes of the moldings. However, in order to display the accurate molding depth in the floor plan view and proper molding height in elevation view, these variables should be set according to the client's specifications.

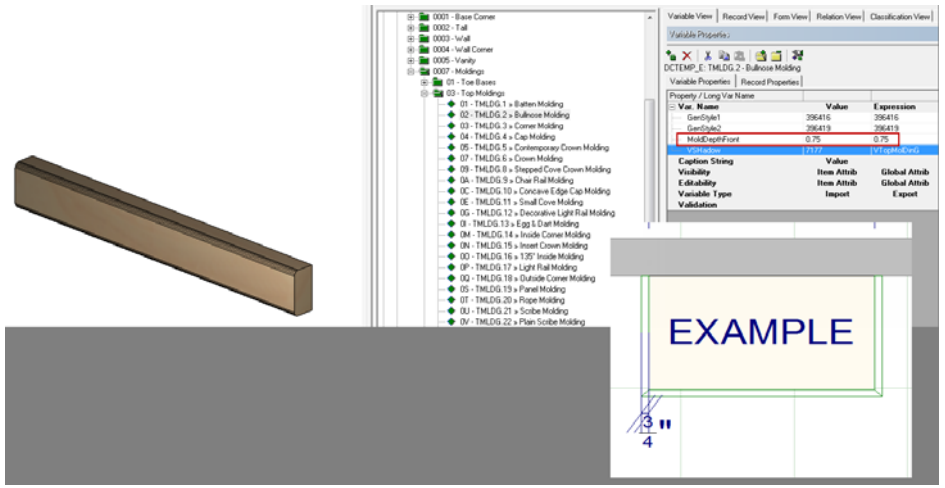
MOLDINGS - JMoldingHeight vs MoldinGHeight

- **JMoldingHeight** = MoldinGHeight
  - For elevation 2D representation.
- **MoldinGHeight** = According to customer's specifications.
  - For 3D representation.



MOLDINGS - JMoldingDepth vs MoldinGDepth

- **JMoldingDepth** = 2020 is calculating the sum of MoldDepthFront + MoldDepthBack values.
  - For floor plan 2D representation.
- **MoldDepthFront** = According to customer's specifications.
  - For 3D representation.
- **MoldDepthBack** = According to customer's specifications. If not applicable, must be set = 0 to display proper molding depth in floor plan area in 2020 Design.
  - For 3D representation.



Moldings – Caption Strings

- To provide flexibility and help users in adding insert moldings or modifying molding's position, please add the below caption strings on the 'Moldings' main level:

  - EOHeightOffset ⇨[Molding Specs]>>> {Please Specify Molding Vertical Position}
  - EODepthOffset ⇨[Molding Specs]>>> {Please Specify Molding Horizontal Position}
  - UserD4 ⇨[Molding Specs]>>> {Please Specify Vertical Position of Insert Molding}
  - UserD5 ⇨[Molding Specs]>>> {Please Specify Horizontal Position of Insert Molding}

Top Moldings - Types/Models

- Chairrail
- Connector, Starter
- Cornice, Cove, Crown
- Decorative Inserts
  - Dentil
  - Rope
  - Egg & Dart…
- Edge Cap
  - Bullnose
  - Beaded
  - Concave
  - Eased
- Frieze
- Mounting Strip
- Ogee
- Outside Corner
- Square
- Soffit
- Trim
  - Batten
  - Scribe
  - Inside Cove
  - Shoe…

Bottom Moldings - Types/Models

- Chairrail
- Light Rail
- Light Valance
- Ogee
- Square

Wall Moldings - Types/Models (Floor Height)

- UPDown = - TopAlign + MoldinGHeight
  - Baseboard
  - Quarter Round
- Add style to any room;
- Can be used to create greater impact in crown molding applications (top moldings).

Wall Moldings - Types/Models (Wall Mid-Height)

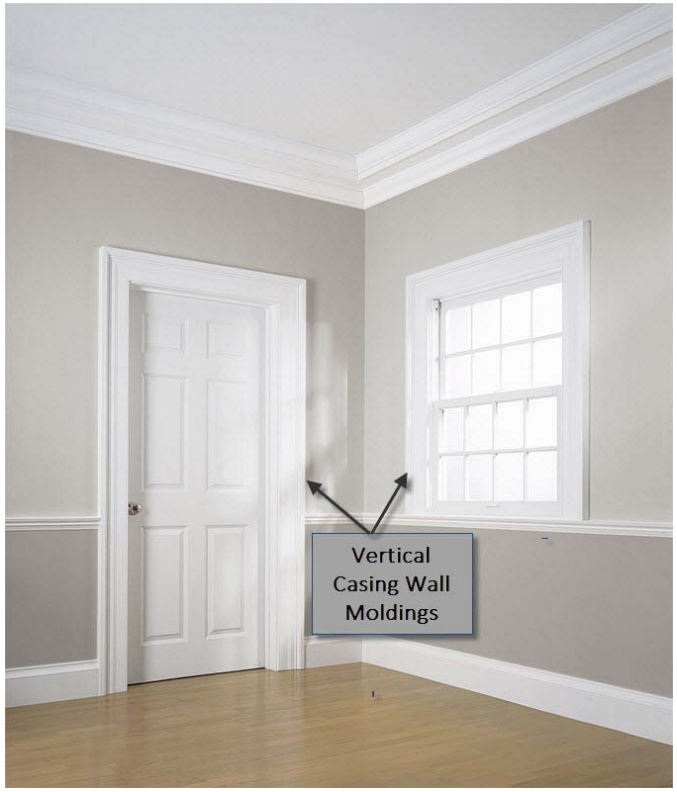
- UPDown = - TopAlign + WALLHeight/2 + MoldinGHeight/2
  - Casing
  - Door Header
  - Cap
  - Chairrail
  - Backband
- Backbands add width, depth and ornamentation to casings for doors and windows and can also ease the transition between paneled walls, heavy chairrails, or other details;
- Casing, headers & caps are designed to trim around doors and windows. Can also be used to create chairrails, add to a crown or cove molding for greater impact or even as a small base.

Wall Moldings - Types/Models (Wall Height)

- UPDown = - TopAlign + WALLHeight + MoldinGHeight
  - Cornice
  - Cove
  - Crown
  - Soffit
- Cornice, crown and cove moldings add a finishing touch to any room;
- Give a finished look to ceiling;
- Create coffered beam ceilings;

Accessory Moldings - Types/Models

- Curved (sold by pieces)
- Angled Outside Corner 135°
- Outside Corner 90°
- Vertical Casing

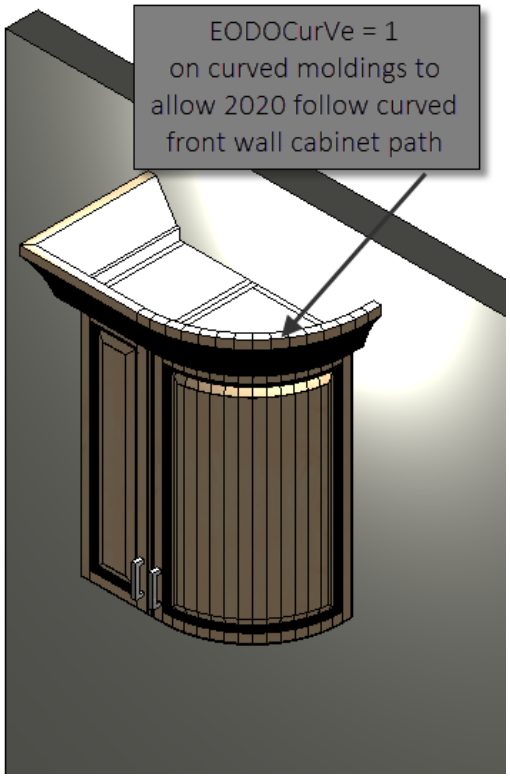


Curved Moldings

- Curved moldings are usually priced per piece (based on predefined lengths) and are used for wall cabinets w/curved front.
- 2020 does not handle multiple molding pricing methods in the same design.
  - Ex.: Molding priced per linear footage for standard cabinets + curved molding priced per piece for curved front cabinets.

Curved Moldings

- If the manufacturer offers curved moldings, these must be created as:
  - Moldings ⇨ For graphical representation only (no pricing information)
    - EODOCurVe = 1
  - Accessories ⇨ Users will be able to add these moldings to the order using the 'Accessories & Extra Costs' menu for pricing purposes.



Moldings - Tips & Tricks

- To help you verify moldings positioning and sizes in 2020 Design, you can create a side elevation view.
  - Draw a wall, place a wall cabinet and add moldings to the cabinet.
  - Right click on the design layout (outside the wall area) and select option 'Add Side Elevation Area'.

Moldings - Testing

- Create a design with different wall cabinet forms (standard, end curved, end diagonal, corner 90°, corner diagonal 45°, wall corner blind…) to verify if the moldings are following the cabinet's path properly.
- Verify 2020 reports to ensure proper quantity of moldings are being calculated for the complete design and the price is accurate based on the pricing method (linear foot, per piece…).
  - Per linear foot: Molding qty should represent the total wall cabinets length/12
  - Per piece: Molding qty should represent the total wall cabinets length/length of one molding piece
- Please note that 2020 is adding some extra molding quantities for calculating loss. However, the total molding qty in 2020 report should be close to what you have calculated.