

2020

Making Spaces for Life™

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Fillers, Moldings & Trimmmable Value

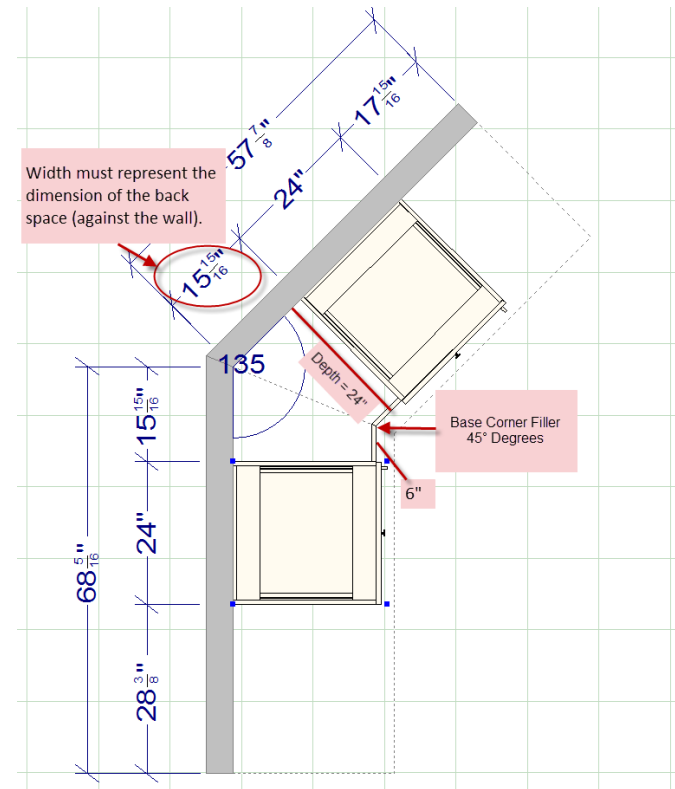
2020

AGENDA

- Fillers
 - Corner Fillers 45° Degrees
 - Tips & Tricks
- Trimmable Value
 - Knee Desk Drawer
- Moldings
 - Menu Entry Relations
 - Dispatcher
 - MoldinGHeight/MoldDepthFront/ MoldDepthBack
 - Moldings & Species
 - Molding Width (MGW)
 - Curved Moldings
- Questions & Comments

CORNER FILLERS 45° DEGREES

- SHape3D = 309019
- Width is representing the dimension of the back space (against the wall)
 - **Base Corner 45° Filler 6'' wide:**
 - Depth = 24''
 - FillerWidth1 = 3, 6...
⇒ (front filler face width)
 - Width = FillerWidth1 + Depth * Tan (22.5)
(value of Width expression will give as result 15.941125 ⇒ for 6'' front)
 - Width = FillerWidth1 + Depth * Tan (22.5)
(value of Width expression will give as result 12.941125 ⇒ for 3'' front)
- Width2 must be equal to the Width if both faces are symmetrical
- CabinetAngle1 must be set to 135



FILLERS - TIPS & TRICKS

- For more flexibility, you can 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
 - Base filler w/flutes add-on modification
 - Base filler \Rightarrow SHape3D = 295440 (Base Fluted Filler w/deco (SSD)) + StyleStileDecor = 0
 - 'Flutes' add-on \Rightarrow StyleStileDecor = 2 (variable properties must be set to 'Export' + 'Local') to modify the owner filler graphical representation
 - Examples of fillers SHape3D with StyleStileDecor
 - 295723: Base Filler F. Overlays w/toe + fluted (SSD)
 - 295440: Base Fluted Filler w/deco (SSD)
 - 298622: Wall Fluted Filler w/Deco (SSD)
 - 298815: Wall Filler F. Overlays w/toe + fluted (SSD)

TRIMMABLE VALUE

- Trimmable value can be used to trim/reduce a product width to fit the available space between 2 placed items.
 - Knee Desk Drawer: Stiles are trimmable
 - $\text{DrawSideClear}[1] = \text{SideFinishClear} - \text{STileWidth1} + 0.75$
 - $\text{SHape3D} = 20100$
 - $\text{SHapeElevation} = 68011$
 - $\text{SHapeFloorPlan} = 62011$
 - $\text{SideFinishClear} = (\text{CabWidth} - 26.5) / 2$
 - $\text{STileWidth1} = (\text{CabWidth} - 30) / 2$
 - $\text{TRIMmableValue} = -3$
 - $\text{UPDown} = \text{BaseAlign or VANityAlign} - \text{Height}$
 - $\text{Width} = 36$

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

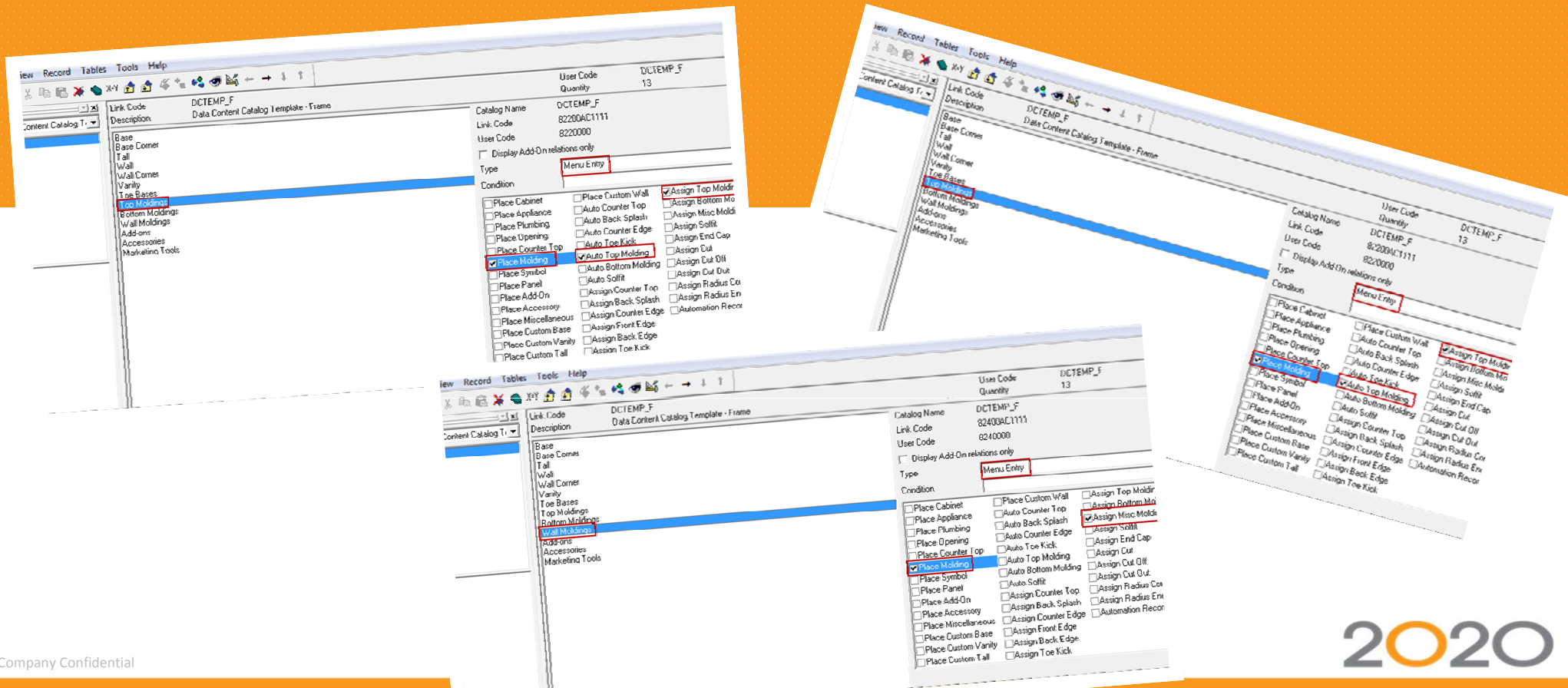
- 'Place Molding'
- 'Auto Bottom Molding'
- 'Assign Bottom Molding'

○ 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

Countertops: ROOM_TOP - Sampl, SLKIT-TOP » Slab Kitchen Top

Back splashes: WBFRST15 - Wellbo

Edges: WBFRST15 - Wellbo

Bottom moldings: DCTEMP_E - Data C, BMLDG1 » Filler

Top moldings: DCTEMP_E - Data C, TMLDG6 » Crown Molding

Soffits: WBFRST15 - Wellbo

Toe kicks: DCTEMP_F - Data C, ACBM » Arts & Crafts Base

'Countertops & Trims' menu

Assign Specific - Top Molding TMLDG6

Part Name	Assign To
Section 1	TMLDG6
Initial Cut 1	
Corner Cut 2	
Section 2	TMLDG6
Corner Cut 1	
Corner Cut 2	
Section 3	TMLDG6
Corner Cut 1	
End Cut 2	

Available Selections

DCTEMP_E

< Categories >

Top Moldings

Batten Molding

Bullnose Molding

Corner Molding

Cap Molding

Contemporary Crown Molding

Crown Molding

10 Ft. Crown Molding

Stepped Cove Crown Molding

Chair Rail Molding

Concave Edge Cap Molding

Small Cove Molding

Decorative Light Rail Molding

Egg & Dart Molding

Inside Corner Molding

Insert Crown Molding

135° Inside Molding

Light Rail Molding

Outside Corner Molding

Panel Molding

Rone Molding

'Assign Specific' menu

Trims

DCTEMP_E - Data Content Catalog Terr

< Categories >

Toe Bases

Top Moldings

Bottom Moldings

Wall Moldings

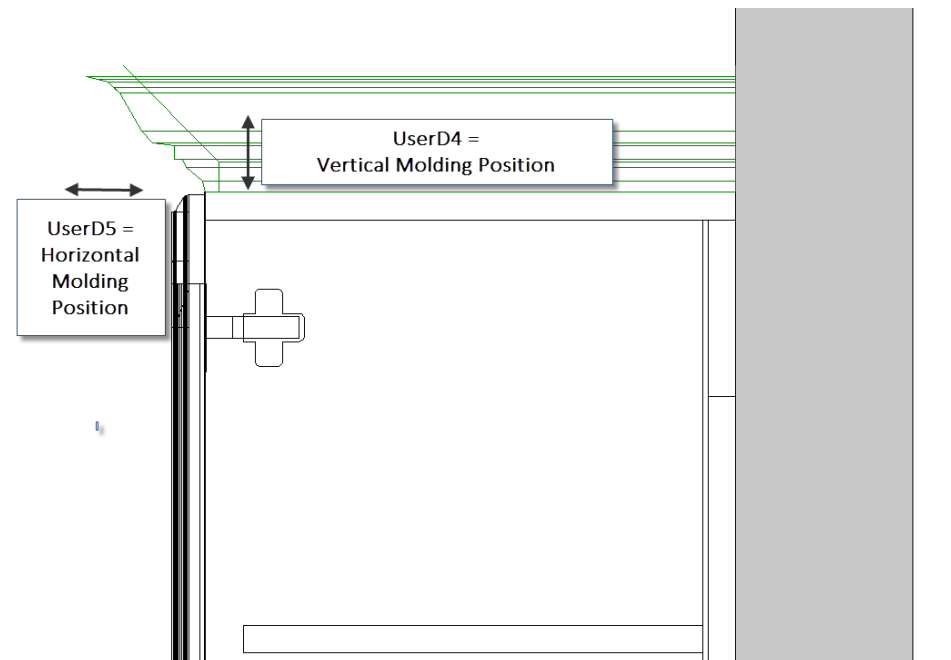
'Trims' menu

MOLDINGS - DISPATCHER

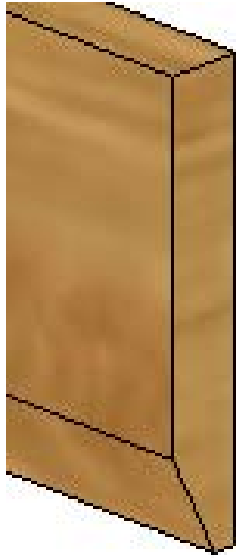
- To expedite molding creation process, you can use the molding dispatcher shape below. This shape can be used in v8+. You must install the *.shp* file prior to using the shape.
 - **SHape3D** = 2000000
 - **SHapeSide**
 - For molding projections = 2000001
 - For molding repetitions (rope, dentil...) = 0
 - **GenStyle1** = Compose 3D # of the molding you want to use
 - **GenStyle2**
 - For molding projections = Compose side elevation # of the molding you want to use
 - For repetitions (rope, dentil...) = 0
 - **EO3DProjection**
 - For molding projections = SHapeSide of the molding you want to use
 - For repetitions (rope, dentil...) = 0
 - **EO3DAssembly**
 - For molding projections = Not applicable
 - For repetitions (rope, dentil...) = SHape3D of the molding you want to use

MOLDINGS - DISPATCHER

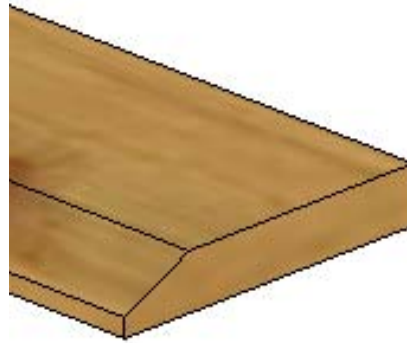
- **UserQ1:** Molding rotation
 - Allows you to reuse the same compose 3D # for multiple moldings (top, bottom...) by rotating the molding 90° or 180° and flipping up/down
- **UserD4:** Height (vertical) molding position
 - Allows you to change molding position using the 'Y' axis ⇅
- **UserD5:** Depth molding position
 - Allows you to change molding position using the 'Z' axis ⇄



MOLDINGS - DISPATCHER



Flip up/down
UserQ1 = 0



'X' axis rotation +
flip up/down
UserQ1 = 4



'X' axis rotation
UserQ1 = 5

MOLDINGS - DISPATCHER

- Contemporary wall baseboard molding
(no rotation)

- EO3DProjection = SHapeSide
- GenStyle1 = 396476
- GenStyle2 = 396479
- MoldDepthFront = 0.5
- MoldDepthBack = 0.25
- SHape3D = 2000000
- SHapeSide = 2000001
- UPDown = - TopAlign + MoldinGHeight
- UserD4 = 0
- UserD5 = 0
- UserQ1 = 0



MOLDINGS - DISPATCHER

- Contemporary top molding
(no rotation)

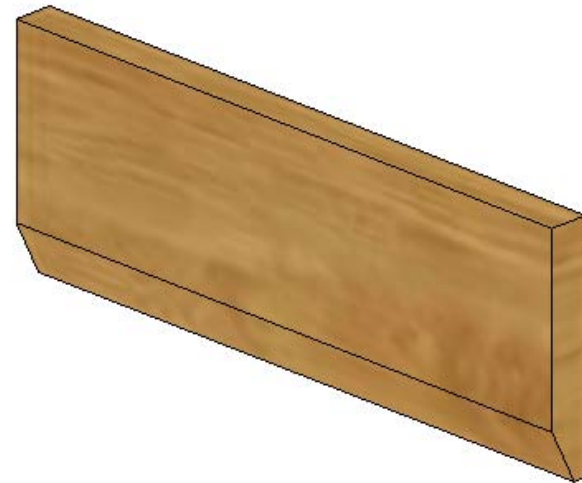
- EO3DProjection = SHapeSide
- GenStyle1 = 396476
- GenStyle2 = 396479
- MoldDepthFront = 0.5
- MoldDepthBack = 0.25
- SHape3D = 2000000
- SHapeSide = 2000001
- UserD4 = 0
- UserD5 = - MoldDepthFront
- UserQ1 = 0



MOLDINGS - DISPATCHER

- Contemporary top molding
(rotation of 180°)

- EO3DProjection = SHapeSide
- GenStyle1 = 396476
- GenStyle2 = 396479
- MoldDepthFront = 0.5
- MoldDepthBack = 0.25
- SHape3D = 2000000
- SHapeSide = 2000001
- UserD4 = MoldinGHeight
- UserD5 = 0
- UserQ1 = 1



MOLDINGS - DISPATCHER

- Contemporary bottom molding
(no rotation)

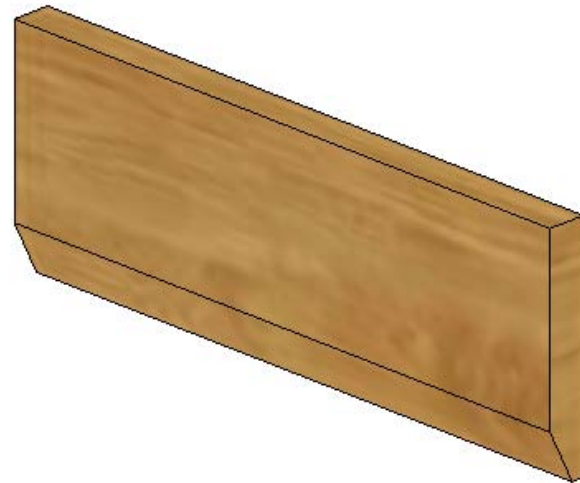
- EO3DProjection = SHapeSide
- GenStyle1 = 396476
- GenStyle2 = 396479
- MoldDepthFront = 0.5
- MoldDepthBack = 0.25
- SHape3D = 2000000
- SHapeSide = 2000001
- UserD4 = - MoldinGHeight
- UserD5 = 0
- UserQ1 = 0



MOLDINGS - DISPATCHER

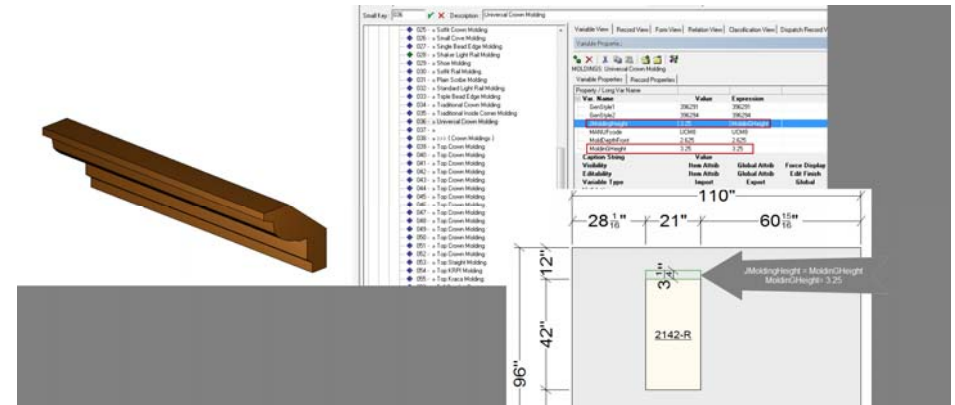
- Contemporary bottom molding
(rotation of 180°)

- EO3DProjection = SHapeSide
- GenStyle1 = 396476
- GenStyle2 = 396479
- MoldDepthFront = 0.5
- MoldDepthBack = 0.25
- SHape3D = 2000000
- SHapeSide = 2000001
- UserD4 = 0
- UserD5 = - MoldDepthFront
- UserQ1 = 1



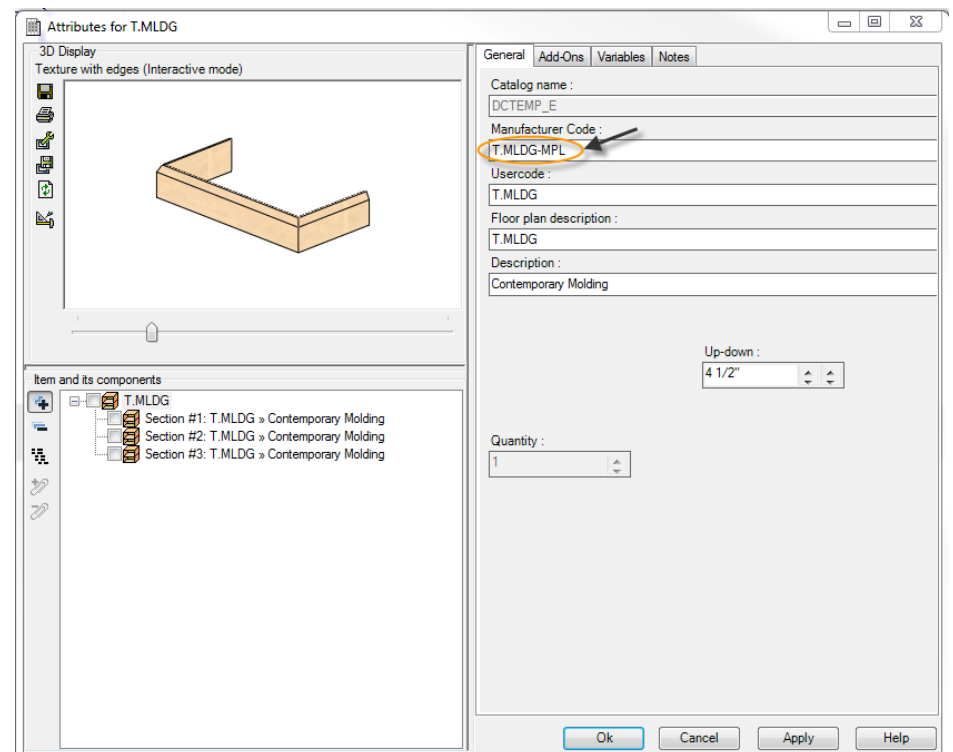
MOLDINGS – MoldinGHeight/ MoldDepthFront/ MoldDepthBack

- **MoldinGHeight:** Must be set to proper value to display accurate size for 3D and 2D elevation representations.
- **Molding Depth:** 2020 is calculating the sum of MoldDepthFront + MoldDepthBack values to display accurate size for 3D and 2D floor plan representations.



MOLDINGS & SPECIES

- For moldings sold by species, you can create only (1) instance of each model with the following additions:
 - Control strings for manufacturer codes
 - MANUFcode = %[USERcode]%[Cond (FlexQty01, "-CHY", FlexQty02, "-MPL", FlexQty03, "-WAL", "")]
 - From the species records, you have to export globally the corresponding user quantity variable.



MOLDINGS & SPECIES

- Lookup table for pricing purposes (v9+)
 - PPrice1 = Lookup (MANUFcode, "File Name.txt")
 - A Text - Tab delimited (*.txt) file must be created including the below information:
 - All moldings/species combinations corresponding to the MANUFcode
 - Price associated to each combinations
 - Please make sure the text file is not open when testing in 2020 Design. Otherwise, prices will not be updated accordingly.
 - Only (1) key can be used to search in the table. Therefore, you need to build the combination codes in the catalog using a variable (in this example, it is the MANUFcode).
 - It is not possible to do multi-quotes with pricing Lookup tables (in this specific case). Products can have only (1) MANUFcode. Therefore, a single value is used to search for the molding/species combination code in the text file.

	A	B	C	D
1	T.MLDG-CHY	10	Prices	
2	T.MLDG-MPL	12		
3	T.MLDG-WNT	15		
4				
5	Manufacturer Code			

MOLDINGS - MOLDINGWIDTH

- There is an issue with THD reports with the MoldinGWidth variable
 - Moldings quantities are being listed accurately, however the moldings grouping is not calculated properly
 - Line 1 ⇒ 4 CM Crown Molding
 - Line 2 ⇒ 4 CM Crown Molding
 - Line 3 ⇒ 4 CM Crown Molding
- For this matter, the Width should not be equal to MoldinGWidth; it can be defined to a specific value (i.e. 12")

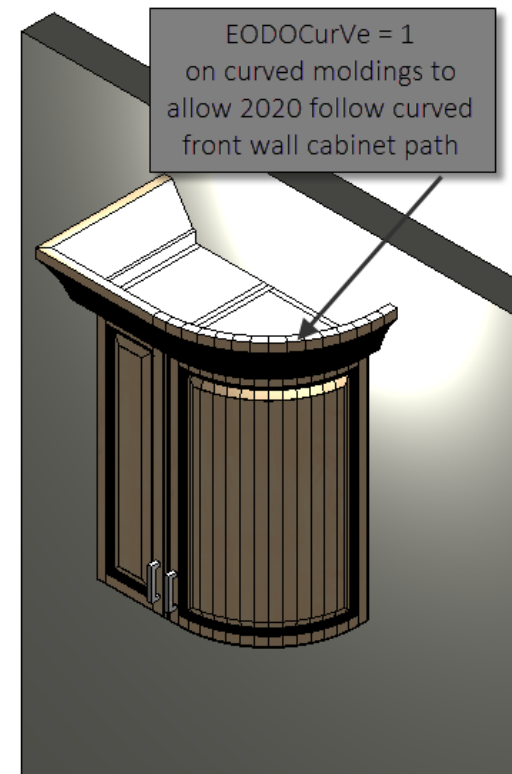
CURVED MOLDINGS

- 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.
 - i.e.: Molding priced per linear footage for standard cabinets + curved molding priced per piece for curved front cabinets



CURVED MOLDINGS

- If you offer 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.



QUESTIONS & COMMENTS

- Questions?
- Comments...