CAD PROJEKT K&A

operation manual

Wardrobe Module

for designing, editing and valuation of wardrobes

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1. Introduction and system and hardware requirements

Wardrobe Module is an additional module for CAD Decor, CAD Kitchens and CAD Decor PRO. Wardrobe Module lets you quickly design any recessed or corner wardrobe, closet arrangement or bookshelf, matched to the size of the wall recess in a room generated in CAD Decor, CAD Kitchens or CAD Decor PRO, and insert it into the design.

The module should be launched by clicking the ▯ **'Wardrobes'** icon on the **CAD-Decor** icon bar (in CAD Decor) or **CAD-Interiors** (in CAD Kitchens and CAD Decor PRO) and by clicking on the wall (or a recess in the wall) where you want to place the wardrobe. The module will also open when you edit the wardrobe already inserted in CAD Decor, CAD Kitchens or CAD Decor PRO. For more information on starting the program, see Chapter 3 on page 7.

Until the activation code for the module is entered, only a demo version will be available. When you enter the code, you will gain access to the full version. Demo version limitations are as follows:

- no possibility of inserting wardrobe into the CAD environment,
- visible sign **'Demo – test product…'** in the main module window,
- limited number of elements that can be inserted into the wardrobe,
- no possibility of generating the reports,
- no possibility of creating illustrations,
- no possibility of saving the wardrobe design,
- no possibility of saving your own modules,
- no possibility of changing the recess parameters: adding bevels and modifying the width, length and depth.

System requirements
- operating system: Windows XP (SP2) - 32-bit Vista - 32/64 bit, Windows 7 or 8 - 32/64 bit (our software is not compatible with Linux and Mac OS);
- .4CAD software (included with our software at no additional charge);

Minimum hardware requirements - does not guarantee smooth operation
- processor: 2.0 GHz single-core;
- RAM: Windows XP - 2 GB, Windows Vista/7/8 - 4 GB;
- graphics card Nvidia GeForce 8600 GT series (512 RAM) or higher (cards supporting OpenGL 3.0 and GLSL 1.3 or higher);

Recommended hardware requirements - for smooth and comfortable operation
- processor: mutli-core 2.6 GHz;
- RAM : 4 GB;
- graphics card Nvidia GeForce (memory size 768 MB or more);

More information on system and hardware requirements can be found on our website **www.cadprojekt.com.pl** in the **Designers Zone**, in the **Technical Support** tab.

2. Installation of the Wardrobe Module

Installation of the Wardrobe Module can be conducted in two ways. For the new clients it will take place during the installation of CAD Decor, CAD Kitchens and CAD Decor PRO programs. And the existing users of these programs will install it using a separate installer. Its operation has been described below.

The correct installation location is the main directory of one of CAD programs. After the installation, a new subdirectory SzafyWnekowe will appear in that location.

When you run the Wardrobe Module installer (**WardrobeModule.exe**), you will be guided through the subsequent steps of the installation. All other programs should be closed during the installation. To go to the next step, click **'Next >'**.

Fig. 1 - Welcome screen of the Wardrobe Module Installation Wizard

The installation process can be aborted at any time by clicking the **'Cancel >'** button but in this case the module will not be installed and will not work. The installation can be restarted at a later time.
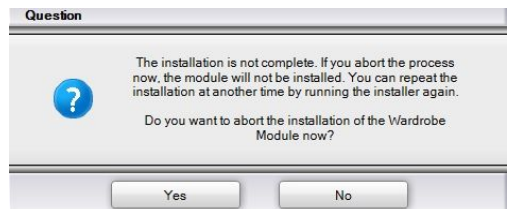
Fig. 2 - Information about the consequences of aborting the installation

The first step is to choose the destination location for the installation of the module. The default installation location is the **'Directory of the detected program'** for CAD Kitchens 6.X, CAD Decor or CAD Decor PRO 2.x. The installer will search your computer for directories of the installed programs and display their list to choose from (Fig. 3 on the next page).
Module installation directory can also be specified by the user - selecting the second

option: **'Directory selected manually'.** This option was added in case for some reason the directory for any of the above programs has not been detected (despite the fact that the programs are installed on the computer). Select this option to open the **'Browse for a directory'** window to manually select the directory for CAD Kitchens 6.X, CAD Decor PRO, or CAD Decor 2.X, and confirm by pressing **'Ok'** (Fig. 4).

If the specified directory is not the location where the above programs are installed, you will be informed (Fig. 5). In this case search for the installation directory again.
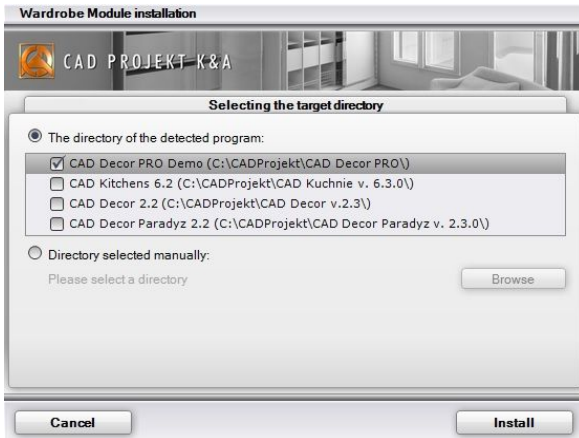
Fig. 3 - Selection of the installation location - installation in the main directory of CAD Decor PRO

Fig. 4 - Request to confirm installation at this location

Fig. 5 - Request to confirm installation at this location

After selecting the destination location, click **'Install'** to proceed to the actual installation**.**
The installation consists of a series of steps, the progress of which is shown on the progress bars (Figures 6 and 7). These steps are the successive stages of copying and

installing the module components:
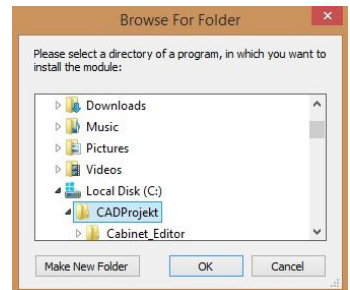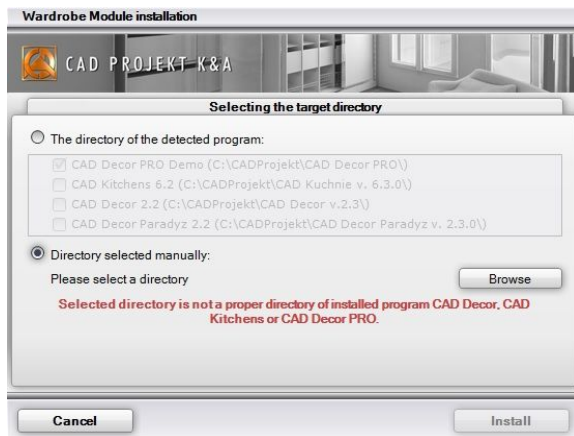
- **main module structure archive** - the structure of directories being installed in subdirectory SzafyWnekowe;
- **intermediary library archive** - this applies to library SzafyWnekoweDll, which is installed in the main directory of CAD Kitchens, CAD Decor PRO or CAD Decor.
- **other libraries archive** - i.e. the external libraries needed to run the module, which are installed in subdirectory SzafyWnekowe;
- **installation of fonts** - the module uses the Calibri font, so its installation is provided in case it is missing from the system.
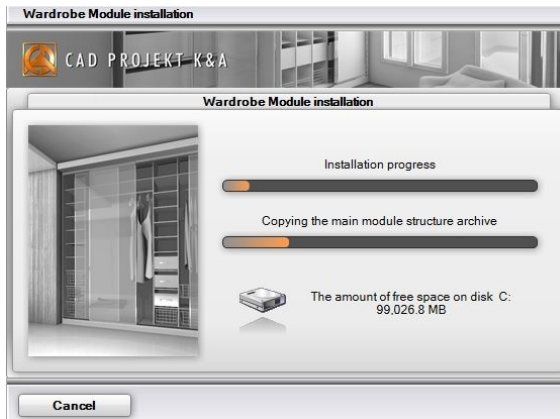

Fig. 6 - Installation process - copying the main module structure archive

Fig. 7 - Installation process - installing the main module structure

The installation process takes a few seconds. After its successful completion, you will be informed that the installation has been completed (Fig. 8 on the next page).
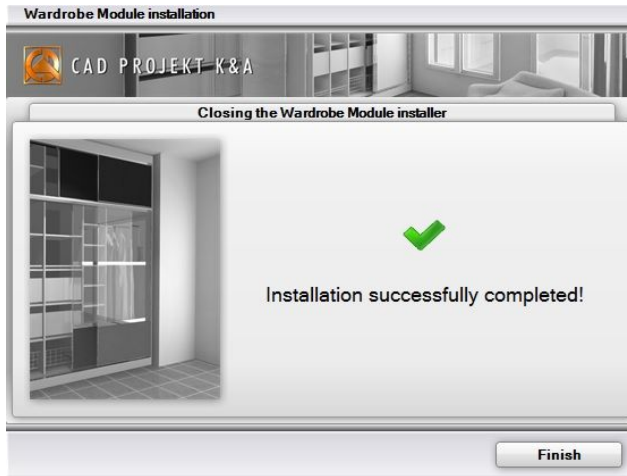
Fig. 8 - Information about successful installation

After clicking **'Finish'** the installer will close and you can start using our software (note that in order to run the Wardrobe Module you must first start CAD Kitchens, CAD Decor PRO or CAD Decor, and the module can only be open from within them, using the **'Wardrobes'** icon ▦ - for more information, see section 3 below.

3. Starting work with the module

3.1. Introduction

To start the Wardrobe Module, at any stage of work in our CAD software, <u>after inserting the walls,</u> select the **'Wardrobes'** icon ▦ on the **CAD-Interiors** bar (in CAD Decor PRO and CAD Kitchens) or the **CAD-Decor** bar (in CAD Decor) (Fig. 9).

Fig. 9 - CAD-Interiors icon bar in CAD Decor PRO and CAD Kitchens

After clicking the icon, click on the edge of the wall. You can also select the wall first, and then click on the icon starting the module. In both cases, the module's main window will open (start may take a few seconds) (Fig. 12 on the next page).

If this is the first start of the module after installation, you are prompted to select the language (Fig. 10), and then enter the activation code you received when purchasing the module (Fig. 11 on the next page). Language selection is necessary after each re-installation of the module.
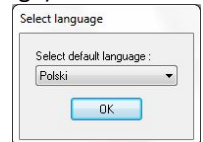

Fig. 10 - Language selection

The module will also open when you edit the existing wardrobe, previously inserted in one of our CAD programs.
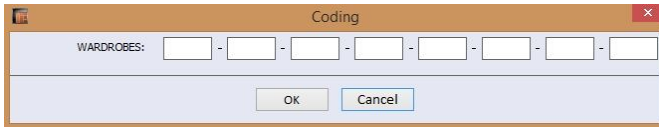
Figure 11 - Entering the code for the Wardrobe Module after starting it from within CAD Kitchens, CAD Decor PRO or CAD Decor

Immediately after starting the module the **'Basic Options Wizard'** opens, in which you select the database, based on which the wardrobe design will be created (Fig. 12). At the moment, the only choice is the Universal Database; in the future manufacturer databases will be also available.

The database will be loaded after selecting it by clicking on the manufacturer logo, and you will be taken to the next step, i.e. selection of the system in the database. Then you can go to the next steps in the design creation wizard, or close it and start working in the main window (respectively **'Next >'** and **'Close'**). You can also obtain information about the manufacturer, such as addresses of its representatives throughout Poland (more information on this topic can be found in section 3.2. on page 9). The next steps of the **'Basic Options Wizard'** are described in the next section of this manual.

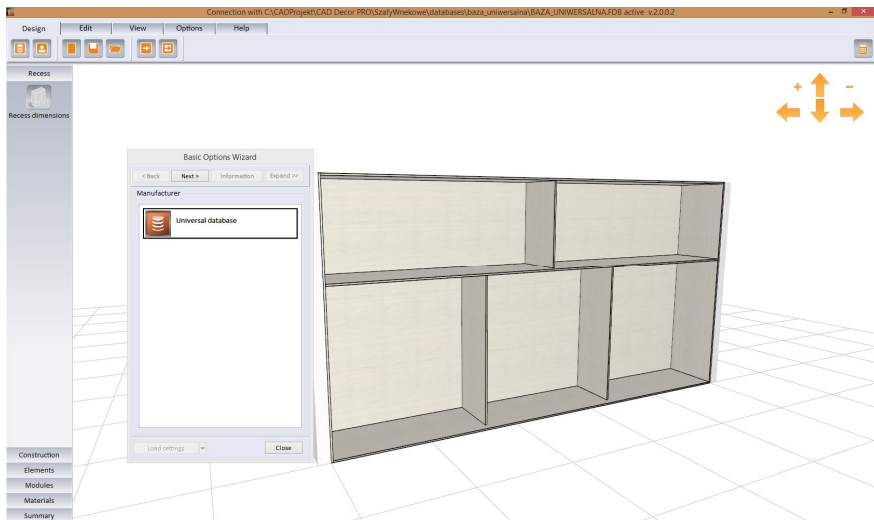**Fig. 12 - View of the main window after starting the module**

Navigating the module can done using the mouse:
- **move** - hold the right mouse button down and move the mouse to the right or left and up or down;
- **turn** - hold the left mouse button down and move the mouse to the right or left and up or down;
- **zoom in and out** - hold the mouse wheel down and move the mouse back and forth.

In addition, view control panel buttons are available under

the **'View Panel'** icon [⌘] in the middle tab in the top menu - **'View'**. This icon displays the **arrow keys** to move and **symbols ➕ and ➖** to zoom in or zoom out in the upper right corner of the screen. To move the image, click the left mouse button on the appropriate symbol (Fig. 13).
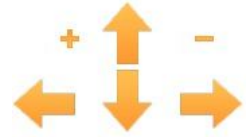

Fig. 13 - View Panel

You can customise the appearance of the background using the **'Options'** icon [⚙] available in the top menu tab **'View'.** More information can be found in section 4.4. on page 20. With this icon you can set the following display options:
- transparency of option windows;
- background colour of the screen;
- floor line colour.

Operation of the module is based on the functions available on several levels:
- The basic wardrobe design can be created in the **'Basic Options Wizard',** which starts automatically when you launch the Wardrobe Module;
- There are also a number of options in the top menu - tabs: **'Design', 'Edit', 'View', 'Options'** and **'Help'**;
- In addition, you can use the functions available in the panel on the left side of the screen: **'Recess', 'Construction', 'Elements', 'Modules', 'Materials', 'Summary'**;
- Also available to the user is the **context menu**, which activates after selecting a specific element of the wardrobe and pressing the right mouse button (different options depending on the type of the selected element);
- Furthermore, a list of useful keyboard shortcuts can be found under the **'Keyboard shortcuts'** icon [↵] in the **'Help'** tab. Shortcuts to these operations can also be customised. More information can be found in section 4.6 on page 36.

Note! All the values in the Wardrobe Module are given in millimetres.

Note! Wardrobe Module is updated by the iUpdate application simultaneously with updating CAD Decor, CAD Kitchens and CAD Decor PRO programs.

3.2. Basic Options Wizard - Step 1: Select the manufacturer and system

Wizard window is collapsed by default at the first start (Fig. 14). After selecting the database (by left-clicking at the manufacturer's logo), the user is automatically transferred to the second step, the selection of a system (sliding or opening doors) and now has the opportunity to expend the right part of the window using the **'Expand >'** button (Fig. 15).
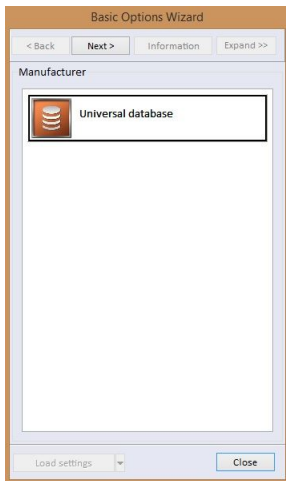
Fig. 14 - View of the wizard
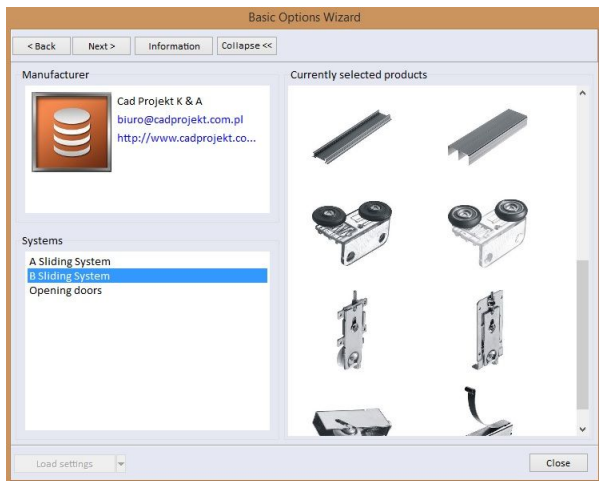after starting a new design in the module

Fig. 15 - Selected database and door system
- expanded preview panel presenting selected products

After selecting the database, the user can obtain data on the manufacturer. The **'Information'** screen opens with contact details concerning offices, representatives and service points of the manufacturer, in particular provinces (Fig. 16).
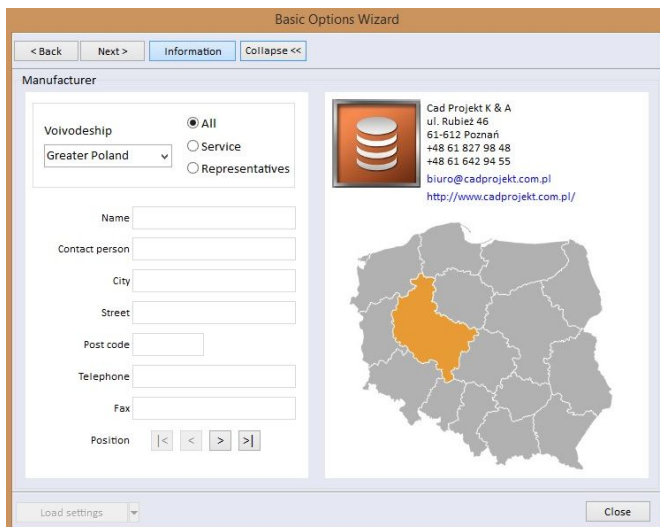
Fig. 16 - Information about manufacturer - contact details and location of branches

3.3. Basic Options Wizard - Step 2: Fill in order data

Figures 17 and 18 below illustrate the collapsed and expanded wizard window at the stage of filling in the order data. After entering the order number and information about the customer (**'Customer details', 'Address'**) and optionally also your data (**'Studio details, 'Address'**), click the **'Next >'** button at the top of the window to proceed to the next step.

Fig. 17 - Collapsed Basic Options Wizard window

Fig. 18 - Expanded wizard - filling in order data

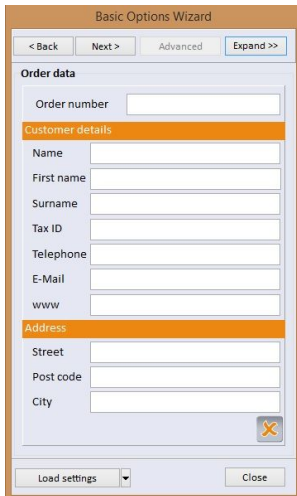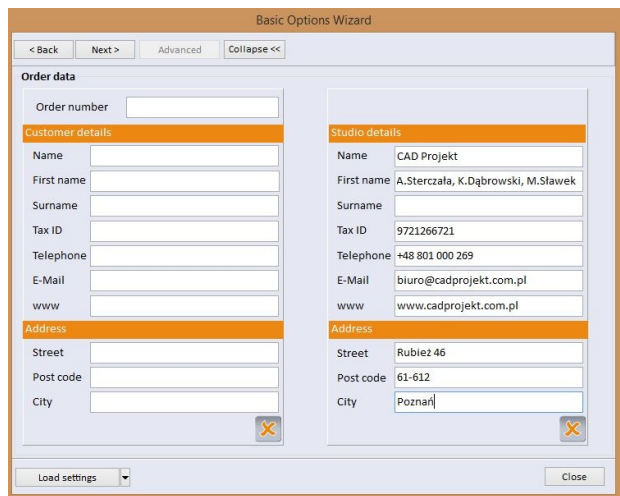If customer or studio data are already given in the CAD Kitchens, CAD Decor PRO or CAD Decor they will be automatically loaded by the wizard.

These data can be added in the main program in two places:

- customer data: when you start a design in the **'New design details'** window (Figure 19 on the next page);
- customer and studio data: selecting **'Document options'** in the **'File'** menu**,** which opens the **'Design details:'** window (Figure 20 on the next page).

However, not all data will be filled in by default in the wizard. You can fill in the missing data yourself. These data include: customer name, customer tax no. and website address (in the customer data), as well as the name of the designer executing the order (in the studio data). This situation is shown in Figure 18 above.

To quickly clear all customer or studio data, please use the button **'Clear data ...'.**

Fig. 19 - Filling in design data in CAD Decor PRO

**Fig. 20 - Filling in design and studio data in CAD Decor PRO
- 'Document options' in the main menu 'File'**

3.4. Loading the last and default settings

In the first step of the **'Basic Options Wizard'** you can use the **'Load settings'** button in the lower left corner that allows you to load the default settings or recently made settings for the entire wardrobe design.

When you select **'Default'** or **'Last',** not only the data for the last order are loaded but also the dimensions of the recess, wardrobe options, colours schemes, materials and external door settings (available for editing in the next steps of the wizard and described in the following sections of this manual).

After proceeding to the next step, the **'Load ...'** button becomes inactive. However, you can always return to the first window in the wizard, selecting the **'<Back'** button and use this function.

The program loads the default settings from the main program (e.g. dimensions and shape of the recess indicated for the wardrobe, customer and studio data entered) or from the currently selected wardrobe database (e.g. colour templates). Last settings are those that were defined during the previous Wardrobe Module session.

3.5. Basic Options Wizard - Step 3: recess dimensions

The second step of wardrobe design is to determine the parameters of the recess, where it will be installed. The module automatically adjusts the shape of the wardrobe to the wall parameters detected in the CAD environment in CAD Kitchens, CAD Decor PRO and CAD Decor (i.e. the dimensions of the recess, bevels). These dimensions can be freely adjusted to your needs.

When determining the dimensions of the recess, four panels must be filled out:

- **'Basic dimensions'** - the width and height of the recess and the left and right depth - separated in case the recess was shallower on one side (default depth is 670 mm).
- **'Left ceiling bevel'** - if the wall bevel has not been specified into the CAD environment, remember that the bevel is present by clicking the **'bevel present'** *check-box,* and then specify the knee wall dimensions (dimension A in the diagram) and the width of the bevel on the ceiling (dimension B).
- **'Right ceiling bevel'** - as above; the total value of the width of the two bevels on the ceiling may not exceed the width of the entire recess.
- **'Spacing between the recess and the wardrobe'** - the default spacing, i.e. the distance by which the wardrobe is moved away from the edge of the recess (left, right, top and back) is equal to 0 mm, this value can be changed.

The illustration on the next page (Figure 21) shows the input of data for the bevel and the effect of the settings in the preview.

The changes are constantly updated in the preview in the visualisation panel - just click on the next edit box so the last these values can be displayed in the visualisation.

The wizard window can be collapsed in order to gain a better view of the changes in the preview of the model (**'Collapse'** button) - the schematic drawing on the right side of the wizard will then be hidden.
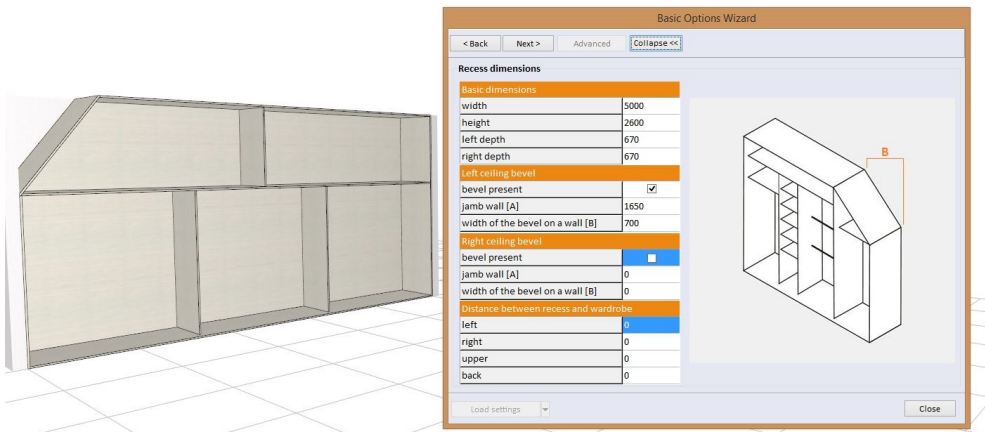
Fig. 21 - Setting the dimensions of the recess with an uneven depth and left ceiling bevel

3.6. Basic Options Wizard - Step 4: wardrobe options

At this stage, there are another four panels with parameters: **'Wardrobe base, 'Wardrobe top, 'Walls'** and **'Internal division'.** Some of these options are selected by default (floor board and full floor, roof, walls: left, right and back, storage) (Fig. 22). At this point you can decide whether the wardrobe will have a floor and should it be a full floor, add a ceiling with editable height, remove walls and set the height and number of cells for the storage space and the main module and decide whether the storage should have separate doors.
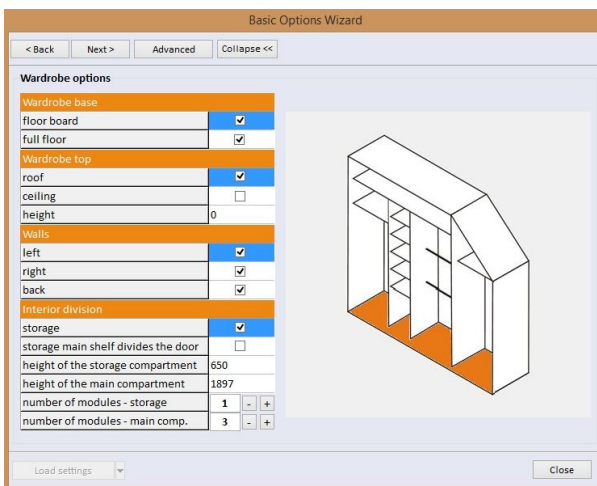

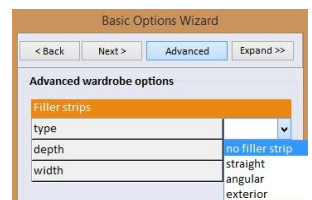**Fig. 22 - Third step of wardrobe design**
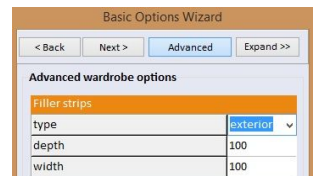

Fig. 23 - selection of filler strips

Fig. 24 - selected external filler strips - you can set their depth and width

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> *Note! When you select* 'Storage main shelf divides the door' *option and if the wardrobe doors are included in the design, the separated storage space will have its own separate door.*

In addition, under the **'Advanced'** button, **straight**, **angular** and **external filler strips** are available, as well as the **'no filler strip'** option. After selecting the type of the filler strips, you can define their parameters (Figures 23 and 24 on the previous page). <u>Note: when you select the exterior filler strip, you will not be able to use separate doors for the storage space, because such filler strip cannot be divided (if the storage space door has been already separated, after selecting external filler strip it will disappear).</u>

3.7. Basic Options Wizard - Step 5: Schemes and materials

The next step in the wizard is to define the materials to be used on the outside and inside of the wardrobe and the drawers model. First, select the type of your global template (responsible for the colours of the interior and exterior of the wardrobe) in the **'Settings template'.** There are two categories of templates (Figure 25 and 26):

- **'Predefined' -** colour schemes stored by default in the database; during the first use of the module it is the only category available;
- **'User' -** templates saved by the user (not available during the first time), with any names. For them to be accessible, you have to close the wizard, open the **'Materials'** tab on the left side of the screen and, after selecting the settings, save your own templates. More information on saving your own colour schemes can be found in section 5.6.2. on page 48.
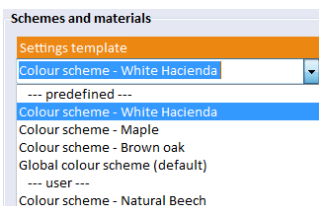
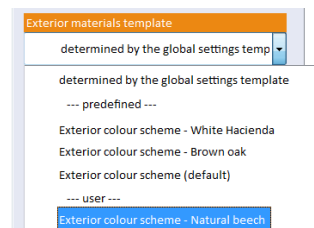

Fig. 25 - Defining settings template

Fig. 26 - Defining exterior materials template

After selecting the global template, you can also change the materials templates separately for exterior and interior of the wardrobe:

- **'Exterior materials template'** - is responsible for the colours of the panels: the side and rear panels, doorstops, floor, base, supports, ceiling, roof and lowering.
- **'Interior materials template'** - determines the colours of the internal components: main and secondary partitions, shelves: main, additional and storage.

Also, these schemes are divided into pre-defined, i. e. stored in the database, or user-defined. Their creation is described in section 5.6.2. on page 48.

A third possibility is a colour **'determined by the global settings template',** i. e. based on the **'Settings template'** selected above (Figure 27 on the next page).

The currently selected materials for each component of the wardrobe are presented in the wardrobe previews on the right side of the window (Figure 27).
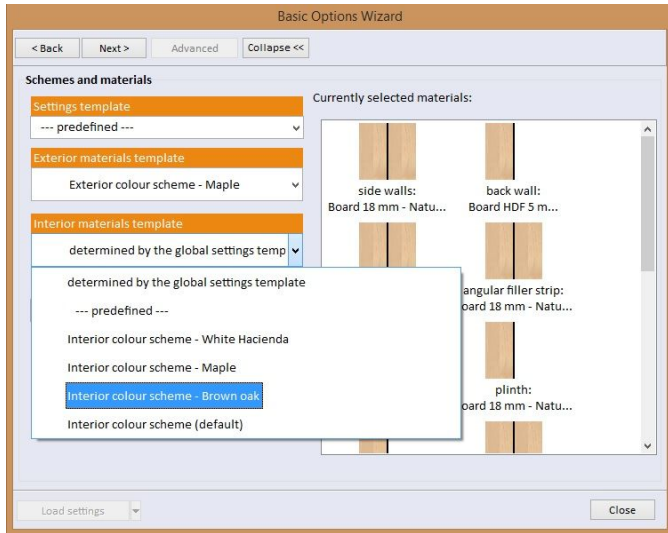
After setting the colour schemes you can also choose the drawer model to be used in the wardrobe design. Before the introduction of your own models, only the items stored in the database by default are available. To add your own models, close the **'Basic Options Wizard',** enter the **'Options'** tab in the top menu and select the fourth icon - **'Drawer editor'.** More information can be found in section 4.5.1. on page 26.

3.8. Basic Options Wizard - Step 6: Exterior doors

The last step of the wizard is to adjust the basic exterior door options to suit your needs (Figure 28 on the next page). Here you can define the following parameters:

- **'Group of door systems'** - selection of the group to which the door system belongs;
- **'Door system'** - selection of the system from those available in the selected group;
- **'Type of side profiles', 'Type of upper profiles', 'Type of bottom profiles', 'Upper track', 'Bottom track' -** selection of the type and colour of individual elements;
- **'Filling colour'** - selection of material for the door leaves;
- **'Number of leaves'** - defines the number of vertical divisions of the door;
- **'Door present in the design'** - allows to decide whether the design is to feature a door at all - if not, you should deselect this option (it is selected by default);
- **'Door visible in the design'** - allows to determine the visibility of the door while designing the wardrobe; this option is selected by default, so the door will be visible; the door can be moved in the design to reveal the given part of the wardrobe, or it can be also made transparent (upper menu: **'View'** tab, third icon **'Door transparency'**).
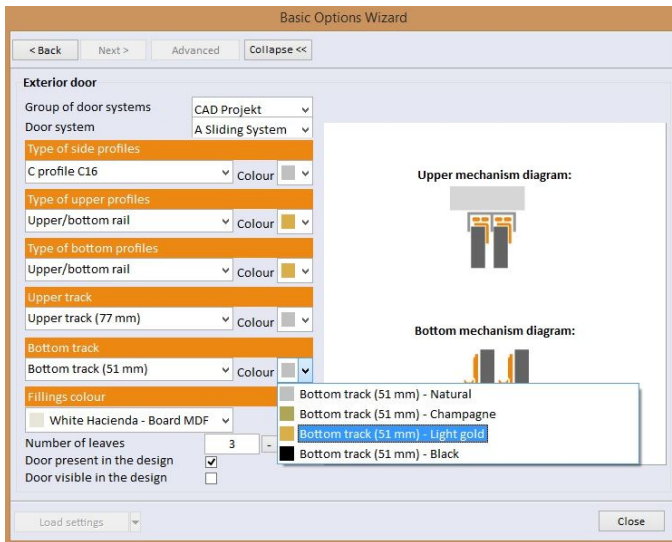
Fig. 28 - Setting the parameters of exterior doors

Advanced door options are available in the **'Options'** tab in the top menu (fifth icon **'Sliding door editor'**) and in the sidebar under the **'Construction'** tab (under the **'Door'** button). They are described in subsequent sections of this manual (see section 4.5 on page 26 and 5.3. on page 40).

4. Functions of the tabs in the top menu

4.1. Introduction

The top menu of the module is divided into five tabs containing groups of features: **'Design', 'Edit', 'View', 'Options'** and **'Help'.** These tabs are described in detail in the following subsections.

In addition, in the upper right corner of the screen there is the **'Calculator'** icon 🔳 opening the calculator. It is always available, regardless of the selected tab.

4.2. 'Design' tab

Here you will find the basic design functions, i.e. selecting the database, saving or opening a design and exiting the Wardrobe Module. Available options:

🗄 - **'Change database'** - to select the database to be used in the current design. When you click this icon, the **'database selection window'** opens, which you already know from section 3.2. on page 9. In this window you can select the manufacturer and one of the systems offered by them. Under the **'Information'** button you can access the manufacturer data (including representatives and service outlets in various provinces around Poland). To confirm the database, click **'Ok'** and to cancel the changes, select **'Cancel'.**

 - **'Customer and studio data editor'** - opens the **'Edit data'** window, in which you can add or change the order data (Fig. 29) (it can also be filled out in the second step of the **'Basic Options Wizard'** – see pages 10, 11 and 12).

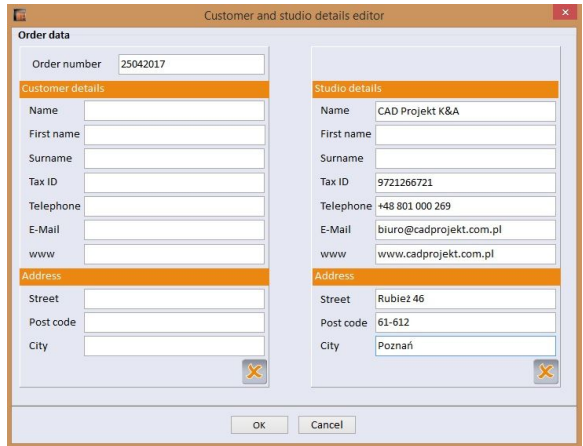To save your changes, click **'Ok'** and to reject them, click **'Cancel'.**

Fig. 29 - Customer and studio data editor

 - **'New design'** – begins a design of a new wardrobe and opens the **'Basic Options Wizard',** which again will guide you through the basic design steps. However, you can close the wizard and conduct the design work in your own way. Clicking this icon will cause that your previous settings will be lost, if they were not previously saved (the icon **'Save As'**).

 - **'Save as'** - save the current design on your computer (the default save location is the **warMagazine** folder in the **SzafyWnekowe** directory in program location, i. e. **c:\CadProjekt\CAD Decor Pro\SzafyWnekowe\db\warMagazine**). When you click on the name of a saved wardrobe design, a schematic view of the model is shown on the right side of the **'Save wardrobe'** window (Fig. 30).
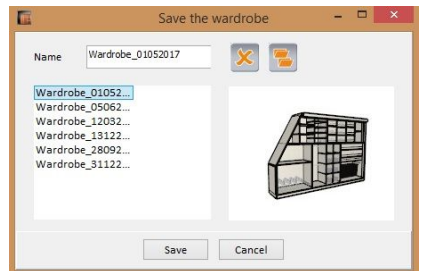

Fig. 30 - Dialog box for saving a new wardrobe model

There are additional two icons available:

- **'Delete selected wardrobe'** - deletes previously saved, selected model.

- **'Change default folder' -** allows to change the default location for saving wardrobe designs. When selected, in a new window **'Browse for folder'** (Fig. 31), you can select a new save location.
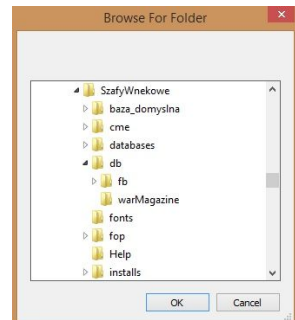

Fig. 31 - Selection of a new directory for saving wardrobe designs

- **'Load wardrobe'** - opens the **'Select wardrobe'** window, similar in appearance to the **'Save wardrobe'** dialog box (Figure 29 on previous page), where you can select and open a previously saved wardrobe design. Model previews appearing on the right side of the window after clicking the name of the saved model can be helpful in making the selection.

- **'Close and insert the wardrobe without doors'** - exits the module and inserts the currently designed wardrobe without doors into the previously specified location in a design prepared in the CAD software. This option allows to quickly and easily view and show the inside of the wardrobe in the visualisation without removing the door.

- **'Close and insert the wardrobe'** - exits the module and inserts the currently designed wardrobe (with doors) in the design on the interior in the CAD software.

4.3. 'Edit' tab

The icons found here are used to perform basic operations on the elements - select, delete, copy, undo. Here you can also set the reposition offset (distance by which a single move will shift element). Available options:

- **'Select'** - this button is used as the exit from other tools and by default activates the selection tool (the same effect as right-clicking outside the model), for example, to complete the insertion of shelves, you can click this button, which will turn selecting on. Then when you click the left mouse button on the selected wardrobe element, another shelf will not be inserted, but the element will be selected (and can be edited). To select more than one item at a time, hold down the **[Ctrl]** key and click the left mouse button on the items. To deselect one of the selected elements, hold **[Shift]** and click on the item.

- **'Deselect'** - this deselect a previously selected element.

- **'Delete selected elements'**- deletes the currently selected part of the wardrobe.

- **'Copy'** - copies the selected element (only one element at a time).

- **'Paste'** - pastes the previously copied element in the indicated location.

- **'Undo'** and **'Redo'** - buttons to cancel the last operation, and to redo the cancelled operation. Options to undo and redo the last operation are also available under the shortcuts that can be set in the **'Keyboard shortcuts'** window available in the last tab of upper menu - **'Help'.** Traditionally the undo operation is available by the simultaneously pressing **[Ctrl + Z],** and redo: **[Ctrl + Y],** but you can set your own shortcut commands. You can undo or redo up to 100 steps.

Reposition offset
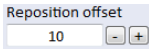
10 − + - here you can set the desired reposition offset (this function is also available from the context menu – please go to page 64).

4.4. 'View' tab

The icons in this tab allow you to modify the view (e.g. hide the doors and walls, display a linear diagram) and saved images (type and appearance of dimension lines, the selection of layouts to be saved). It is also possible to activate the view control panel that you can use to navigate through the visualisation.

- **'Door'** - shows or hides the wardrobe door (when the icon is highlighted in orange, the doors are visible).

- **'Walls'** - hides or shows the walls of the recess.

- **'Door transparency'** - when the **'Door'** icon is activated, its look changes: the padlock symbol disappears and the black colour turns white. When you click the button that looks like this, a window appears in which you can change the visibility of the door. At the minimum value (0) the doors are completely opaque, and at the maximum value (100) - completely transparent. The current value is displayed when you move the slider (Fig. 32). The setting is remembered after restart.

Fig. 32 - Changing the visibility of the wardrobe door

- **'View panel'** - opens the view control panel: arrows, with which you can move the camera, and a buttons to zoom in ✚ and out ━ (Fig. 33). Disabled icon is grey, enabled is orange (disabled is default).
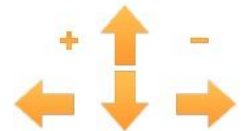
Fig. 33 - View panel

- **'Linear view'** - enables and disables the linear view of the wardrobe design preview (Figure 34 on the next page). Doors are invisible in the linear view.

- **'Show notes'** - displays previously entered notes. To add a note:
- select the **'Notes'** option in the **'Elements'** tab in the side menu or use the shortcut set in the **'Keyboard shortcuts'** window (for more information go to page 38),
- left-click on the element of the wardrobe for which the note is to be added,
- determine the location of the note with a second left-click,
- enter the text in the **'Adding notes'** window,
- confirm it with the **'OK'** button (Fig. 35).

A note can be inserted with a frame (default) or without it (when the **'frame'** option is deselected).

The size of the note may be adjusted by clicking $\boxed{-}$ $\boxed{+}$ (e.g. where the text goes to the next line). Size of the text is not editable, but the colour can be changed in the same place where the colour of dimension lines is determined in the **'Dimensions menu'**, under the icon of the same name, in **'Text options'** pane (as described on page 23).
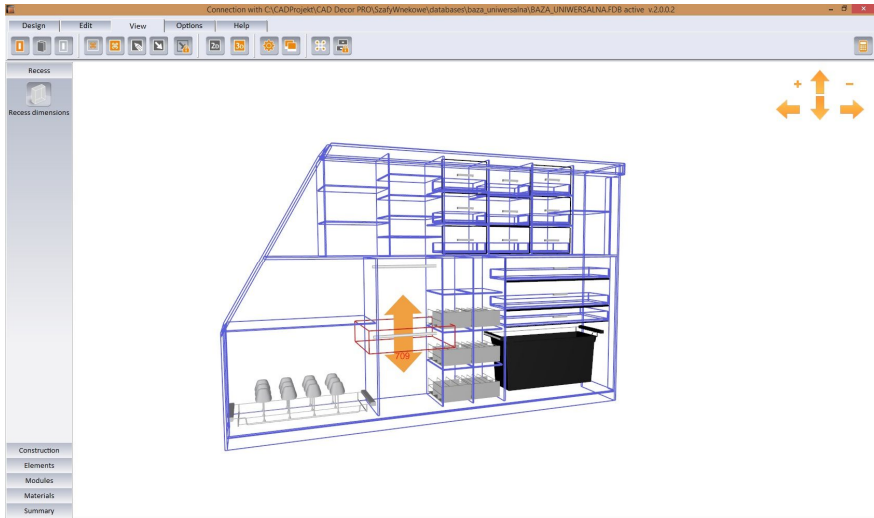

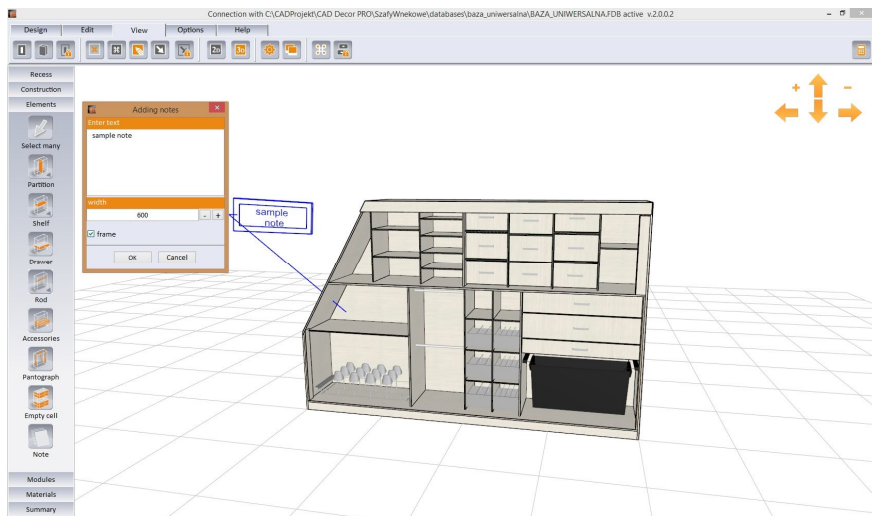Fig. 34 - Linear view of the wardrobe in the visualisation

Fig. 35 - Adding notes to the model

$\boxed{}$ $\boxed{}$ - **'Display dimensions'** - after clicking the icon turns orange, and dimension lines appear in the model preview (Fig. 36).
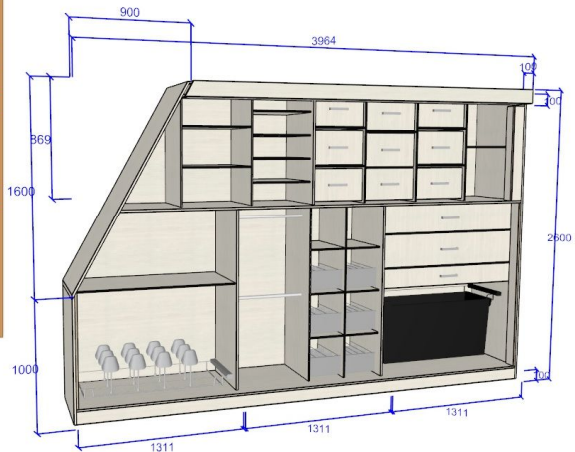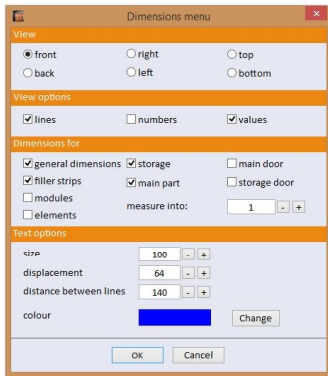
Fig. 36 - Examples of dimensioning the wardrobe model – Dimension menu

At this point the next icon in the **'View'** tab: **'Dimensions menu'** becomes active (padlock symbol disappears and the arrow changes from black to white), which lets you open the window where you can, for example, set the dimension lines colour (see description below) (Fig. 36 above). When displaying the dimensions, the schematic floor lines disappear from the preview.

 - **'Dimensions menu'** - this icon becomes active when the dimensions are enabled in the model (under the icon **'Dimensions'** - it then changes the colour to white and the lock disappears); clicking on it opens the **'Dimensions menu'** window (Fig. 37 on the next page), which includes the following panels:

- **'View'** - front or rear view, from the top or the bottom, or from the right or left - depending on the selected option, the model turns and displays the desired view;
- **'View options'** - the selections include presentation of dimensions in the form of lines, lines with values or numbers;
- **'Dimensions for'** - allows for selecting the components of the wardrobe, which will be dimensioned (the **'inner measurement'** displays the dimensions for divided cells, for example, a value of 3 means that the sizes of the cell divided twice, e.g. horizontally and vertically, are displayed; and the value of 1 - for an undivided cell);
- **'Text options'** - allows you to set the size and offset of dimension text, line spacing and colour change (**'Change'** button opens the **'Colour'** window, where you can choose a basic or custom colour). Changing the colour of text and dimension lines will also change the colour of your notes.
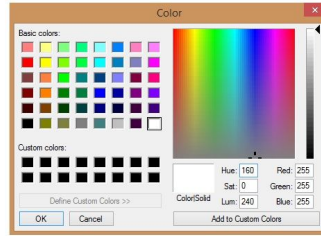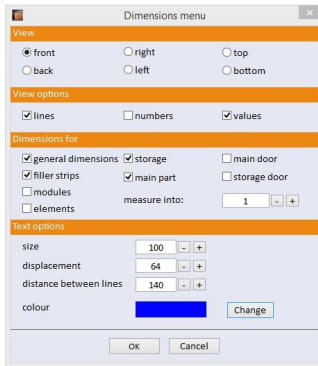
Fig. 37 - Examples of dimensioning the wardrobe model – Dimension menu

2D **2D** - **'2D view'** - switch to a 2-dimensional mode, the orthogonal projection of the front of the wardrobe model, without being able to rotate the camera (you can only move it vertically up/down and left/right, and zoom in/out) (black icon - disabled, orange icon - enabled).

Fig. 38 - Display settings

3D **3D** - **'3D view'** - displays 3-dimensional space, where you can freely rotate the camera and view the wardrobe model from all sides and angles (orbital mode); this is the default mode in the Wardrobe Module.

- **'Options'** - opens the **'Display options'** window, where you can set the opacity of options windows and choose a background colour and lines visible in the wardrobe design visualisation (Figure 38).

- **'Save picture'** - opens the **'Saving...'** window (Fig. 39), where you can change the settings of the saved image: including:
- camera position (current or default);
- type of view (normal or exploded);
- dimensions of the image saved;

Fig. 39 - Illustration saving options

- selection of the area to be presented in the picture (whole wardrobe or only selected parts);
- visibility of the various elements: walls, doors, notes and dimension lines, modules; you can also save the view in linear form;
- background colour of the print;
- a variety of picture file formats can be selected from.

The illustration beside presents an exemplary picture of a wardrobe generated in the 'exploded' view (Fig. 40). In this mode you can clearly see all components of a design.

⌘ - **'Default view'** - rotates the camera and sets it in the default position. Helpful when you uncontrollably zoom out.
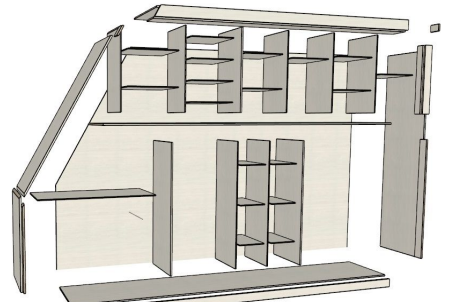
Fig. 40 – Exemplary exploded view

🔒 📋 - **'Pull out drawers'** - this option becomes active when you select one or more drawers or accessories (pull-out shelves or baskets) by clicking on them. It moves them forward by a default value. Pulling out the selected elements is not possible if they collide with the door (which needs to be moved or removed in such a case). This option useful for creating interesting visualizations in our CAD programs (Fig. 41).

Fig. 41 – Example visualization created in CAD Decor PRO – drawers pulled out

4.5. 'Options' tab

In this tab you will find advanced designing features associated with the processing of the material (**'Dimension allowance'** and **'Expected panel thickness'**), three editors (for the price-list, drawers and fronts) and options of user and standard modules.

- **'Machining allowance'** - allowance is the layer of material removed during the processing. The size of the final allowance is determined by the difference of workpiece dimensions before and after processing. Wardrobe Module makes it possible to determine the amount of excess material for various wardrobe elements (Fig. 42). After setting these values they will be added to the price of the individual elements.
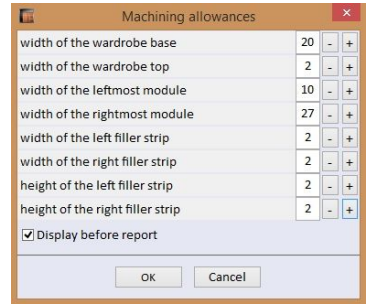
Fig. 42 - Setting the allowance

- **'Expected thickness of boards'** - dimensions, which determine what should be the thickness of the given panel. For example, if you change the thickness of the side panels here, during the later edition of the side panel in the design, the first choice will be the panels with the thickness specified here (Fig. 43). If you select **'Do not display this window again'** in both of these windows, they will not be showed when running a report (report generation function, i.e. list of wardrobe components and their prices, available in the last tab of the **'Summary'** sidebar).
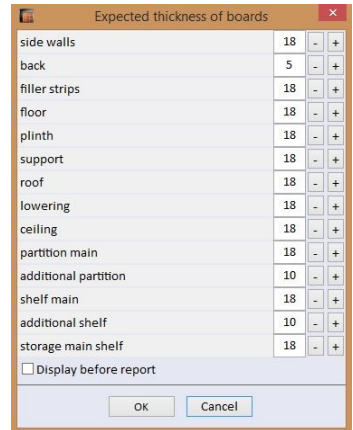
Fig. 43 - Defining the desired thickness of the boards

- **'Price-list editor'** - opens the producer's price-list (Fig. 44).

Fig. 44 – Price-list editor

The items in the price-list can be filtered using the icons on the left side of the window (**'Panels', 'Longitudinal elements', 'Profiles'** and **'Other elements'**). Four positions are available for editing: **'Currency', 'Sale price', 'Net/Gross'** and **'VAT'** (Fig. 45).

To change any of these items, left-click on the edit box. For columns **'Currency'** and **'Net/ Gross'**, a drop-down list will appear, from which you can select a different value.

In the **'Sale price'** and **'VAT [%]'** columns you can manually enter a new value (Fig. 45).

Fig. 45 - Editing a price list item

 - **'Drawer editor'** - selecting this icon opens the **'Drawer model database editor'** window, where you can change the default drawer settings and add any number of custom drawer models. Detailed description in section 4.5.1. below.

 - **'Sliding door editor'** - opens a window divided into four tabs: **'Editor'**, **'Set'**, **'Graphics'** and **'Materials'.** In here you can: add door divisions, set the number of tracks and their order, choose the parameters of the door set and apply selected graphics or materials on parts of door leaves.

 - **'Module options'** - here you can change the folder for saving your modules, choose another directory from which standard modules available in the database will be loaded or delete all saved user modules (Fig. 46). For more information about the modules please see point 5.5. on page 46.
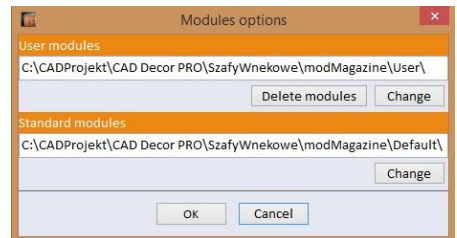

Fig. 46 - Module options

4.5.1. Description of the 'Drawer database editor'

The editor allows you to change the parameters of existing drawers and to add new models. The changes to the settings are displayed in real time in the preview, which can be rotated by 180° with a slider located below it. In the preview, the outline of a hypothetical cell in which the drawer will be placed (grey lines) and the currently edited dimension are highlighted (e.g. the distance between the drawer case and the sides of the cell - orange lines visible on Figure 47 on the next page).

The indicated dimensions may change during insertion of a drawer into a wardrobe, because in most cases drawers automatically adjust to the shape and size of the cells in which they are placed (so if the depth of the drawer is set to 1000 mm, and the depth of the wardrobe is 700 mm, the depth of the inserted drawer automatically changes to

700 mm). The exception to this rule is insertion of drawers with a fixed height, specified in the editor (so-called 'blocked' drawers). For more information see page 46.

Therefore it is much more important to properly set the values of <u>offsets between the particular parts</u>. Especially important are settings listed below (and marked on Fig. 47):

- **upper, lower and side margins** - the distances between the drawer front and side walls of the cell, in which the drawer is inserted;
- the difference between **the width of the drawer case and the width of the cell** (the dimension is marked on Fig. 47);
- the difference between **the length of the slider and the length of the drawer case** (option **'Depth difference'** in the **'Case'** pane);
- it is also vital to select **sliders of a proper length** (<u>note! the depth of the drawer case depends on the length of the sliders</u>);
- and to set distance between the bottom of the drawer and the bottom of the cell (option **'Bottom level'**) and its offset from the bottom edge of the drawer box.
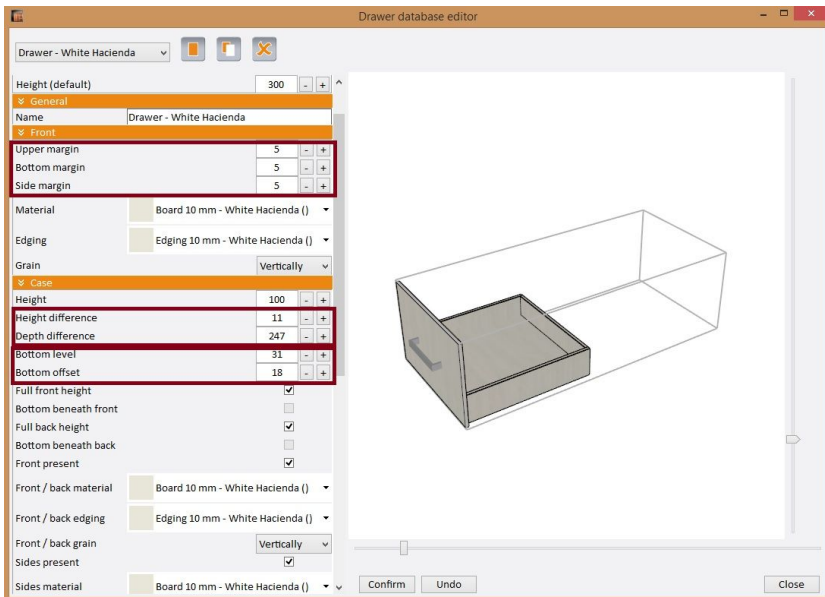
Fig. 47 - Drawer model database editor

4.5.1.1. Icons in the 'Drawer database editor' window

There are three icons in the editor: ▮ **'New drawer'** ▯ **'Copy drawer'** and ✖ **'Delete drawer'**.

To start designing a new drawer, click on the first icon. In the list in the upper left corner a subsequent item will be added, with default parameters and name, which can be freely changed. To make a copy of an already existing drawer, select the second icon - then a new item with the parameters of the original one will be added to the list. To delete a drawer, select it in the list and click the third icon.

4.5.1.2. Functions of the 'Drawer database editor' window

- **List of drawers** - in the upper left corner; and all models are available in the expanded list (Fig. 48).
- **'View parameters' panel** - sets the width, depth and height of a hypothetical cell; the pane can be collapsed by clicking on the ⌄ (similarly to the other panels).

New drawer 1
New drawer 2
New drawer 3
New drawer 4
New drawer 5
New drawer 6
New drawer 7
New drawer 8

Fig. 48 - List of created drawers

- **'General' panel** - you can specify a name for the drawer model created;
- **'Front' panel** - here you can determine the difference between the height of the drawer and the hypothetical cell in which it is placed, i. e. the space between the drawers (in **'Upper margin'** and **'Bottom margin'** boxes), as well as the size of the gap on fronts sides (**'Side margins'**). You can also select the material, edging and grain of the front.
- **'Case' panel** - here you can determine the relative position between parts of the drawer (options **'Full height...'**, **'Bottom beneath...'**) and set distances between them (options **'Difference...'**, **'Level...'**, **'Offset...'**). You can also decided, whether an additional board at the front of the drawer case should be inserted (Figures 49 and 50).

Fig. 49 - creating a new drawer - with additional case front board
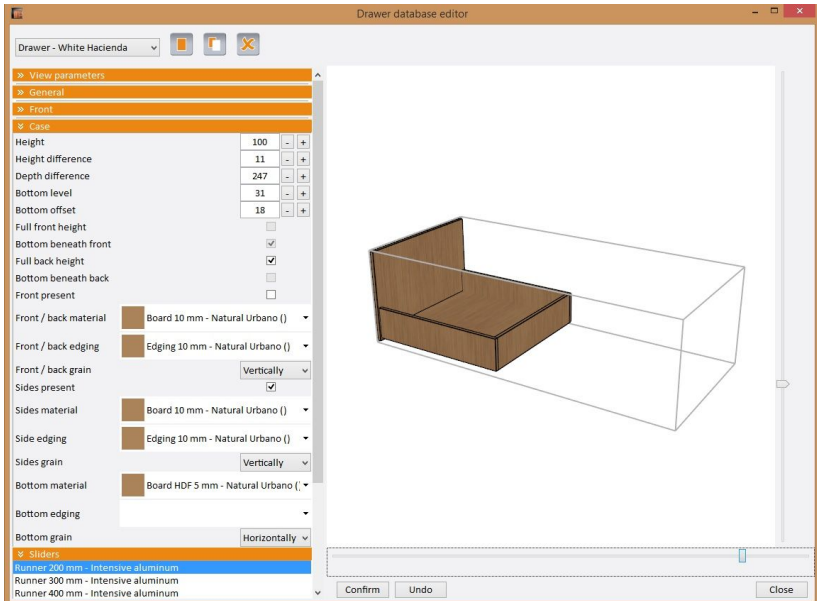
Fig. 50 - - creating a new drawer - without additional case front board

- **'Sliders' panel** - here you can add any number of sliders that are available in the database to the list available to the given drawer and choose a slider of an optimal length for the edited drawer.
- **'Handles' panel** - you can choose the handle model and determine the offset of the handle from the edges of the front and their number (0, 1, 2);
- **'Price' panel** - here you determine the cost of installation as a percentage (Fig. 51).
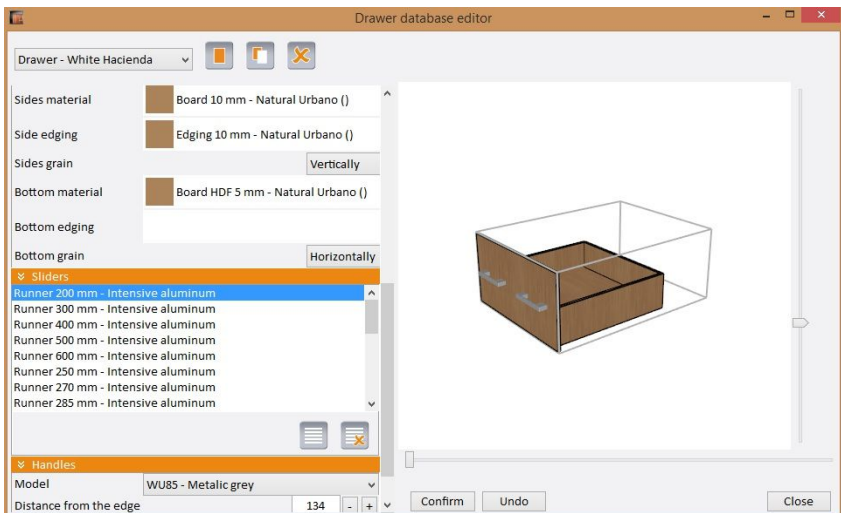
Fig. 51 - Drawer editor - creating a new drawer - collapsed 'View parameters', 'General', 'Front' and 'Case' panels
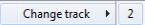
4.5.2. Description of the 'Sliding doors editor'

- **'Sliding door editor'** - the fifth icon of the **'Options'** tab in the top menu opens a window with four tabs: **'Editor', 'Graphics', 'Set'** and **'Materials'**. Functions available in these tabs are described in the following sections of this manual.

4.5.2.1. Functions of the 'Editor' tab

In the **'Editor'** tab you can add, edit, modify, copy and delete divisions of door leaves. Divisions can be straight or arc and go through any number of door leaves in any directions. They cannot intersect - when you add a division that goes across an already existing one both lines will disappear. A detailed description of the procedures of adding and editing divisions can be found on the following pages.

In the **'Editor'** tab you also can change the track on which the particular door leaf moves. Clicking on the yellow lines in the bottom of the window with the left mouse button gives access to a context menu where you can select the track: [Change track ▶ 2] (Fig. 52). This way you can determine which door leaf is to be placed on the outer track **(1)**, and which on the inner track **(2)**.

Note!

Door divisions cannot cross.

Their collision will result in disappearance of both division lines.
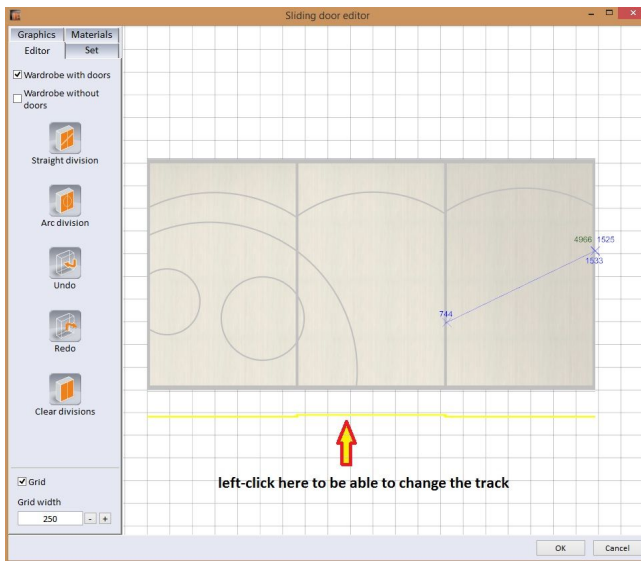
Fig. 52 - Sliding door fronts editor - Editor tab

For assistance, you can turn on the background grid with any width (options **'Grid'** and **'Grid width'** in the lower left corner of the window). To navigate in the door editor use the mouse. To zoom in or out use the scroll wheel. To move the view, press and hold the right mouse button and move the mouse in the desired direction. To select objects use the left mouse button. Selected objects are highlighted in pink, and in case of division lines also the end points and arc middle points are also be marked.

After selecting an object is possible to expand the context menu under the right mouse button (Fig. 53).

To insert a division line, click the **'Straight division'** button and define its localization with two consequent left-clicks. To add a division to a particular door leaf, it must pass through it in its entirety - the intersection of the leaf boundary by the dividing line is marked with a dark blue cross X (Fig. 52 above on the previous page). In order to add a curved division, click on the **'Arc division'** button and click in the point, which will define the centre of the circle. Then define its size by moving the mouse. The result is an arc division which consists of segments of a circle (Fig. 53).
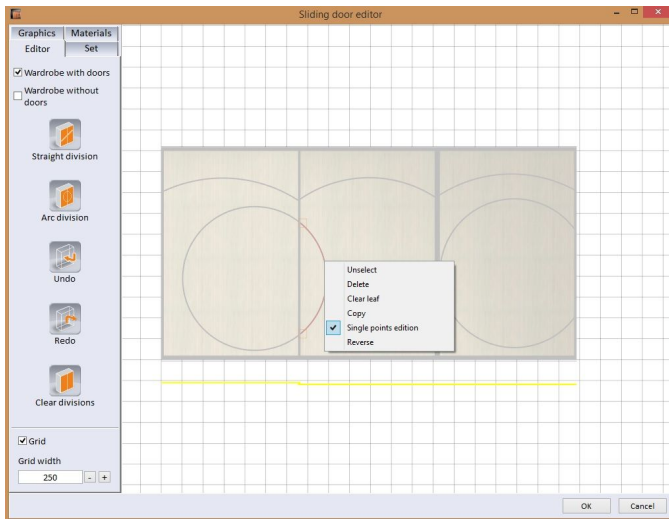
Fig. 53 – exemplary arc divisions created by using the 'Arc division' function

Fragments of divisions located on separate leaves are subject to independent edition (Fig. 54). Areas separated by the divisions are also independent, so various graphics and materials can be applied to them (Fig. 54).

New arcs can be added to inserted divisions – using the **'Add arc'** option in the context menu, under the condition that the angle of the edited arc does not exceed the permitted value.
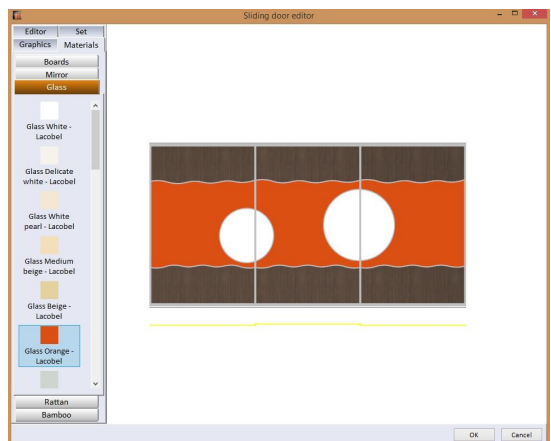
Fig. 54 – example of use the curved divisions, created with the 'Arc division' option and by adding arcs to straight divisions

On the following pictures you can see various stages of work with the sliding door editor.

Dependant on the angle of the arc, the context menu includes various options. Each arc can be reversed (Fig. 55).

When the option **'Single point edition'** is enabled (Fig. 55), you can modify the shape of the division using its marked edition points. You can see an expanded and previously reversed arc on Figure 56.
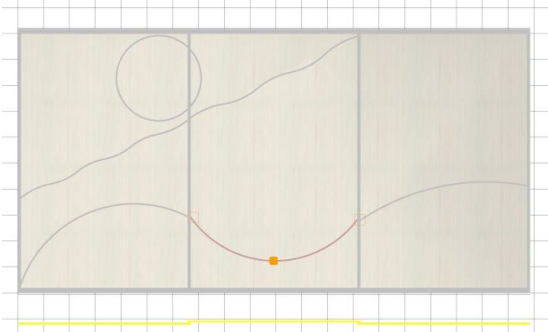
Division lines to which a few arcs were added have many edition points (Fig. 57).

Location of these points can be freely changed, using *'drag and drop'* method. To do it, left-click on the point you want to move, and then, holding the left mouse button down, move the cursor, and when the arc reaches the desired shape - release the button.

As you can see on Figure 57, the current height is displayed for the end points, to facilitate adjusting the ends of separate divisions, located on different leaves.

Fig. 55 – using the 'Reverse' option

Fig. 56 – changing the shape of an arc using its central point
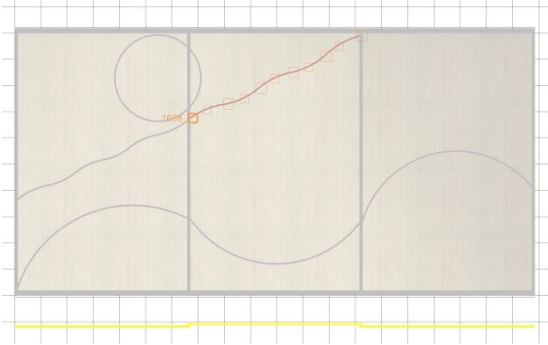
Fig. 57 – marked division with many edition points
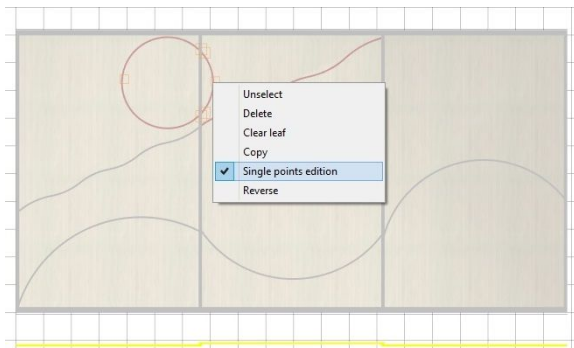
Fig. 58 – disabled 'Single points edition' function
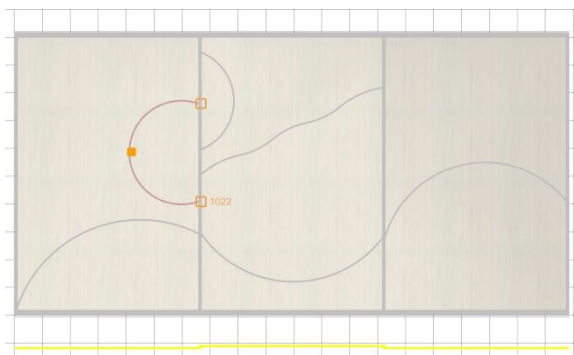
Fig. 59 – the arc division moved downwards
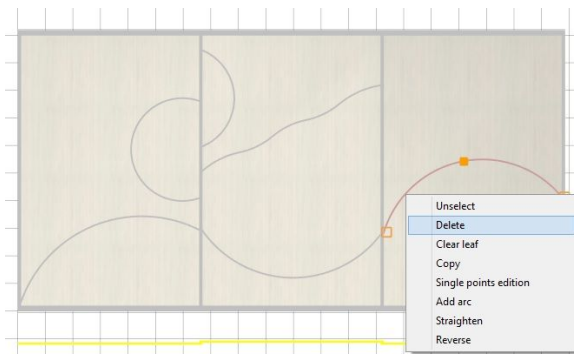
Fig. 60 – deleting an arc division

When the **'Single point edition'** option is disabled (Fig. 58), then the edited fragment of a division maintains its shape. It is then possible to move it up and down, 'dragging' it by edition points (Fig. 59).

For your convenience we have added the **'Undo'** and **'Redo'** buttons in the door editor. They enable you to quickly and safely check various ideas and cancel them if necessary. You can also use keyboard shortcuts which can be defined in the **'Help'** tab, the last tab in the top menu (for more information please go to page 36).

The **'Straighten'** option is available for arc divisions with appropriate angles. It is not possible to straighten an arc which has both end points on the same leaf boundary (Fig. 59).

Divisions can be deleted in a few ways (Fig. 60):

- only the selected division (**'Delete'** option in context menu),
- all divisions from a particular leaf (**'Clear leaf'** in context menu),
- all divisions from the entire design (**'Clear divisions'** button in the editor side panel).
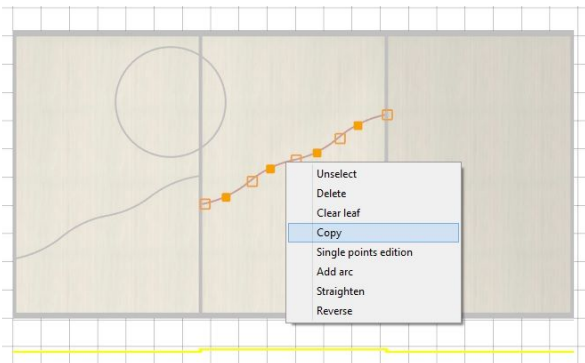
Fig. 61 – copying a division of a complicated shape
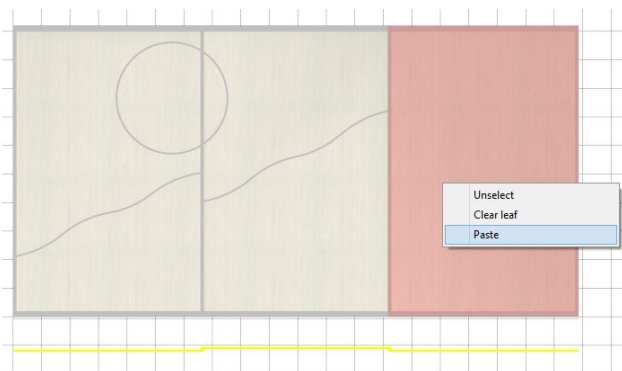
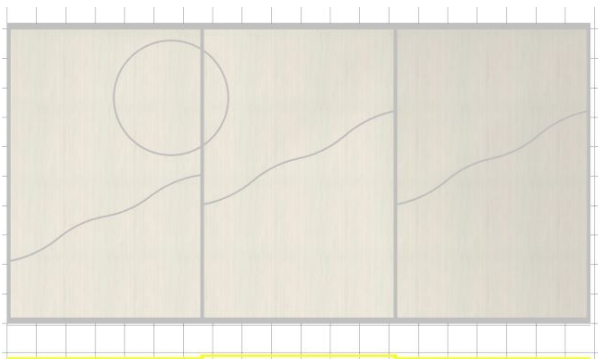Fig. 62– pasting the copied division to another door leaf

Fig. 63 – the result: the twin division at the same level as the original one

Divisions can be also copied (Fig. 61). A copied division can be pastel in the same or another door leaf, if there is no collision with an existing division (Fig, 62). The copy will be inserted on the same level as the original division (Fig. 63).

To be able to insert two identical divisions at various levels on the same door leaf, copy the original first and then drag it to the desired level, and then paste the copy - it will be inserted on the level on which the original has been located at the moment of copying.

Note! During the edition of divisions it is necessary to precisely click on lines and marked points.

Note! After selecting the 'Add arc' option a new arc will be added. Move the mouse to see the change on the preview.

Note! After completing the edition of a division, before you edit another item, you should unselect the edited division by pressing [Esc] key or using the 'Unselect' option in the context menu.

4.5.2.2. Functions of the 'Graphics', 'Set' and 'Materials' tabs

- The **'Graphics'** tab (Fig. 64) enable you to place your own graphics on doors from any location on your computer. After selecting a leaf or a section of the front, separated by the division lines, select the **'Select graphics'** icon [icon], find a JPG file on your computer and select it by clicking it and then pressing the **'Open'** button. Texture will be applied to the indicated leaf or section. You can select more than one section of the door (e.g. two fronts), then the same graphic will be applied to all selected items. If no leaf is selected at the time of selection of the texture, it will be applied to the entire door.

Fig. 64 - Front editor – 'Graphics' tab

Applied textures can be arranged in tiles (**'Tiled'** option), spread separately on each leaf (**'For leaves'** option) or on the entire door (when none of the above options is selected). You can also scale them in X and Y axes (horizontally and vertically).

- The next tab in the **'Sliding door editor'** is **'Set'.** If the storage shelf divides the wardrobe doors, you can choose the main door and the storage door using buttons: [Main] [Storage]. You can set the number of leaves (separately for both sets), the number of tracks for the door (there is one double track by default), and the amount of the upper and lower reserve (Fig. 65). The reserve determines how much free space is above and below the door leaf. This is important when choosing hardware and in the case of uneven floor and ceiling. In the program you can determine the maximum and minimum value of the reserves for the selected door system.
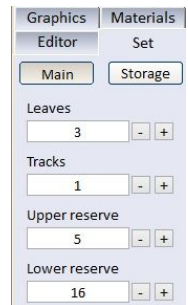

Fig. 65 - Front editor - 'Set' tab

By default in the Wardrobe Module there is one double door track. More tracks can be added in the door editor in the **'Set'** tab, as well as in the **'Construction'** tab in the side panel, using the **'Door'** button and the **'number of tracks'** option.

To add a track first you have to increase the space provided for the door. To do it:
- close the door editor and go to first tab in the side panel **'Recess'**,
- click the **'Recess dimensions'** button and in the new window change the value of the **'width of the door space'** (Fig. 66),
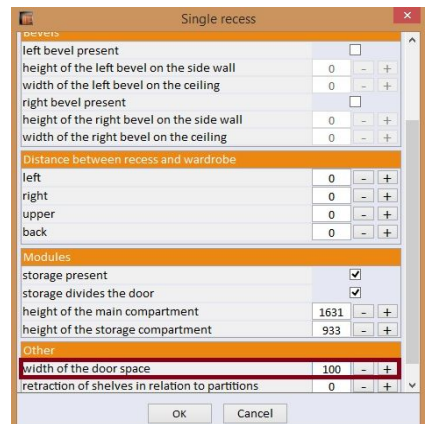

Fig. 66 – setting the width of space provided for door

- confirm changes by clicking **'Ok'**.
- The last tab in the front editor is **'Materials'** (Fig. 67). There are several types of materials available here: **'Boards', 'Mirror'**, **'Glass', 'Rattan'**, **'Bamboo'**. To apply them to the fronts, use the *'drag and drop'* method:
  - click on the selected material with the left mouse button,
  - holding the button, move the cursor over the chosen part of the door,
  - release the button - the texture will be applied to the indicated fragment.

You can also select one or more of the door areas by clicking on them, and then select the material - it will be applied to the selected areas.

The applied materials are displayed in the visualisation in the CAD Decor, CAD Decor PRO and CAD Kitchens programs.

Fig. 67 - Sliding door editor – 'Materials' tab - various types of materials

4.6. 'Help' tab
The last tab of the top menu contains three icons: **'About the program'**, **'Keyboard shortcuts'** and **'Help'**:

[i] - **'About the program'** - displays the window in which you can find the version number of the module and the manufacturer (Fig. 68).

[↵] - **'Keyboard shortcuts'** - this feature allows to check the currently set shortcuts and to define your own. Figure 69 on the next page shows an exemplary system of shortcuts. To define your own shortcut, click on the chosen item and then select the key or combination of keys, such as **X** or **[Ctrl + Y]**.
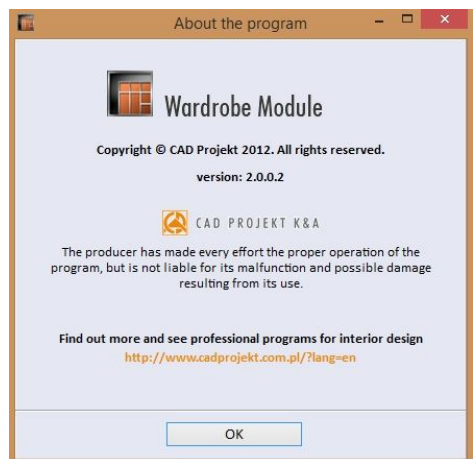
Fig. 68 - Information about Wardrobe Module

Thanks to the **'Keyboard shortcuts'** function, the Wardrobe Module can become your personalised tool. Some shortcuts, such as undoing the last operation, are set by default in the module (**[Ctrl + Z]**). However, they can be changed accordingly to your will.

 - 'Help' - this button opens the module operation manual in PDF.

5. Functions in the side panel

5.1. Introduction

The panel on the left side of the screen contains 6 tabs in which options related related to various aspects of wardrobe design are available: **'Recess', 'Construction', 'Elements', 'Modules', 'Materials'** and **'Summary'.** Here you can:

- change the dimensions of the recess into which the wardrobe is being fitted (note: this will not change the size of the recess in the design in a CAD program);
- add bevels, distances between recess walls and parts of the wardrobe, set storage options, change the width of the door space,
- edit individual components of the wardrobe (floor, ceiling, walls, back, door);
- insert accessories (partitions, drawers, rods, pantographs, etc.);
- use ready-made modules of accessories, included as standard in the database or custom, for example, a set of shelves or drawers, ready to be inserted;
- establish specific materials for all parts of wardrobe and door;
- make a summary of the wardrobe design - a list of errors and reports containing a list of the used components and their price.

5.2. 'Recess' tab

Only one button is available in this tab - **'Recess size':**

'Recess dimensions - here you can define or change the dimensions of the recess (which may already be set in the **'Basic Options Wizard'** or by default be loaded from the shape of the walls drawn in CAD - except for the depth, which by default is set to 670 mm).

When setting the default depth, the average depth of accessories (450 mm), the space for the door and the margin and width of the wardrobe back were taken into account. The default depth can be changed and customised to your needs, also separately for the left and right sides of the recess (this option is useful in case of bevelled recesses).

The **'loaded'** option in upper right corner allows you to decide whether wardrobe's width and height are to be read and loaded from the shape of walls in CAD program, or set manually.

Beside the basic dimensions, you can also set the recess side bevel parameters, the distance between the recess and the wardrobe, location of the storage space, the width of the door space and refraction by which all shelves are set back in relation to the partitions (offset into the wardrobe) and refraction of additional shelves in relation to main shelves (Fig. 70).
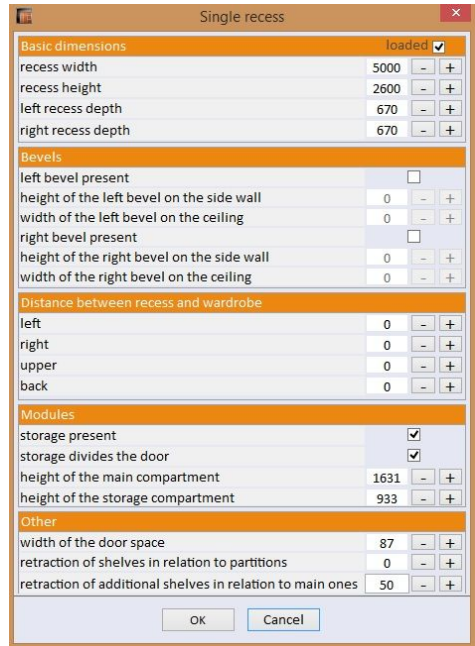
Fig. 70 - Window with recess parameters

5.3. 'Construction' tab

This second tab of the left side panel contains five icons: **'Wardrobe base',** **'Wardrobe top', 'Walls, 'Back', 'Doors'**.

'Wardrobe base'- opens the **'Wardrobe base'** window in which you can set options for the inclusion of a floor and base (**'floor present', 'plinth present', 'full floor')** and their parameters. Your settings will appear on the preview in the visualisation.

You can also determine which edge of the floor or base to be veneered. To do so, select the appropriate item on the left side of the window (**'floor'** or **'plinth'**) and check the appropriate box on the schematic preview of the currently selected element (Fig. 71). Then you can switch to the second element, and also define its edges where veneer should be added.

If the element has not been defined as included in the design (by selecting options **'floor present'** and **'plinth present'**), its diagram will not be displayed.
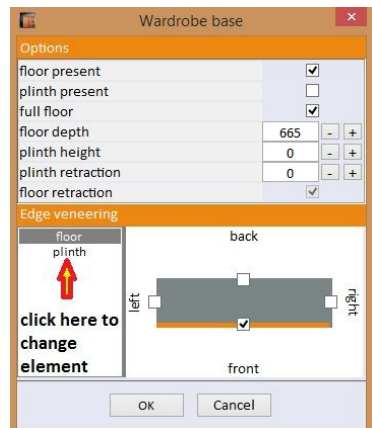
Fig. 71 - Selection of veneered edges

'Wardrobe top'- this button opens the '**Wardrobe top'** window in which you can decide on the inclusion of the roof or ceiling in the design, and to determine the size of the lowering, the depth of the ceiling (how far it reaches into the wardrobe) and how much the ceiling is pulled out (how far it extends beyond the front of the wardrobe).

Here you can also insert lighting in the wardrobe ceiling. To do this, pull out the ceiling to the front of the wardrobe for a minimum of 100 millimetres, and then select the **'ceiling lighting'** box. You can set the number of halogens and their distance from the edge of the ceiling, and the program automatically places them at equal distances from each other on the ceiling. Inserted halogens and any changes in their number and location are visible in the preview (Fig. 72). You can choose different from types of halogens in the drop-down list at the bottom of the window.

Halogen inserted into the wardrobe model are shown in the CAD environment and in the visualisations in CAD Decor PRO, CAD Decor and CAD Kitchens. Working with the visualisations in these programs you can select their parameters (intensity, range, the angle of the cone, the shape of light generated, stored in IES files), just as all other light sources in the design.

For more information on how to edit halogens, please refer to the user manuals for the CAD programs that are to be found in the installation location of the software (in the **'manuals'** folder), or can be downloaded from our website in PDF format.
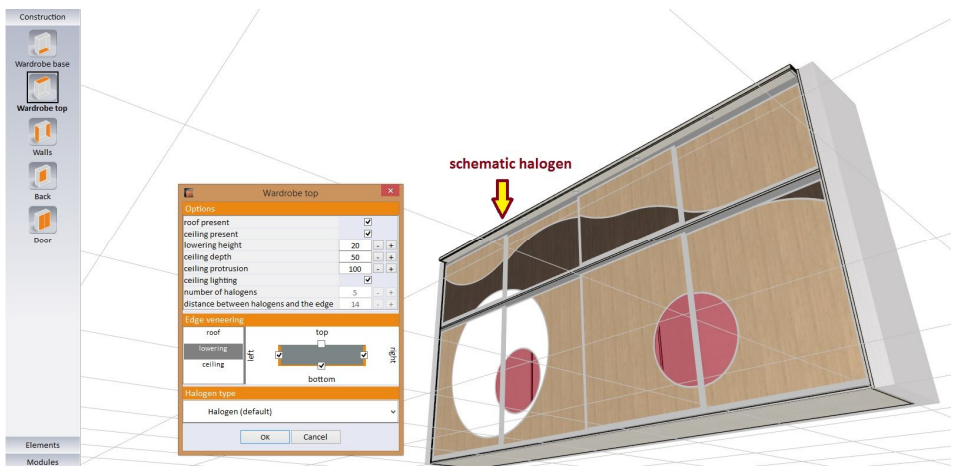
Fig. 72 - Halogens inserted in the extended wardrobe ceiling

'Walls' - when you select this button you can define the colour and the parameters for the walls and filler strips (Figures 76 and 77). To switch between the different elements use the buttons at the top of the window.

Walls can be eliminated from the design by unselecting the **'present'** box (Fig. 73), and the filler strip - by selecting the **'no filler strip** from the **'type'** drop-down list (Fig. 74).

You can determine the following dimensions of filler strips: width (100 millimetres by default) and depth (this is: how far a filler strip reaches into the wardrobe).
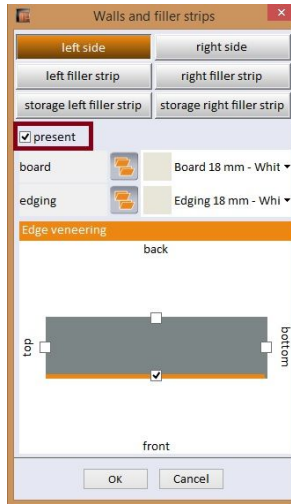
Fig. 73 - Editing walls
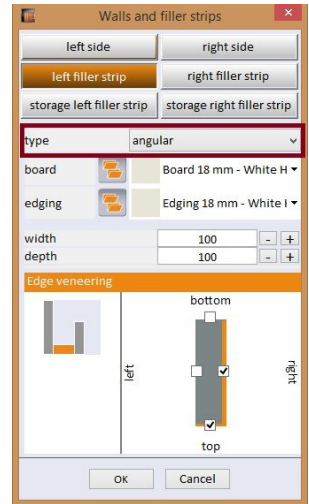
Fig. 74 - Editing filler strips

It is also possible to define colours of boards and edgings and indicate, which edges of each board are to be veneered. In the case of an angular filler strips, veneered edges can be defined separately for both parts of the panel (front and lateral) – to switch

between them use the buttons on the left side of the window: and .

 'Back' - with this button you can change the settings for the back of the wardrobe. You can completely remove it from the design (**'present'** box), or to decide whether the storage shelf and partitions are to divide the back, or should it be maintained solid (Fig. 75).

If you decide that the partitions should divide the back of the wardrobe, then the individual panels appear in the **'Width of elements'** list. When you click on each of them, their width will appear on the right (Fig. 75).

The width of these panels is determined by the position of partitions and the storage shelf and therefore cannot be changed.
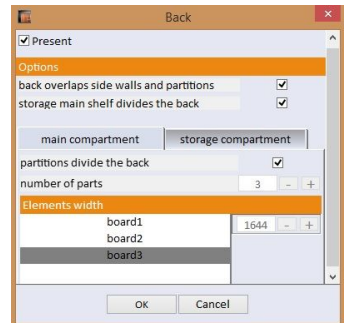
Fig. 75 - Defining settings for the back

 'Doors' - enables you to decide, whether doors will be present in the design, and to select their options: a type (sliding or opening), a number of leaves and tracks, an upper and lower clearance (the maximum value depends on the database used), an offset from the side panels and the width of the leaves.

The door may be divided into two parts by the storage space (functionality available in the Basic Options Wizard - Step 2: **'Storage main shelf divides the door'** option - see pages 16 and 17). In that case in the **'Door set'** window you will see two tabs: **'Main set'** (referring to the bottom door) and **'Storage set'** (for the upper door).

By default the width of all door leaves is identical. However, you can change it independently for each leaf. To do it, uncheck the **'Automatic'** box by the **'leaves width'** option, select the leaf to be edited and enter the desired value in the box on the right - by typing it or using the ⊟ ⊞ buttons (Fig. 76).
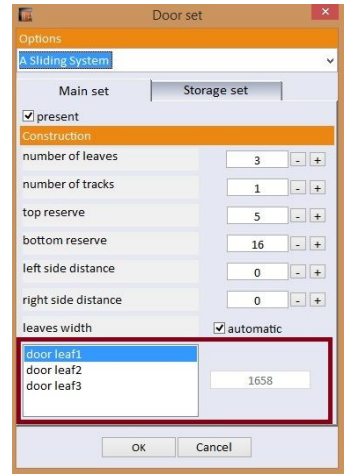
Fig. 76 - Setting the new width of the leaf

To refresh the view and see the result of the change, click any other edit box.

Note! Please remember that other options for doors (e.g. divisions, setting the number of leaves) are available in the top menu: in the 'Options' *tab, under the* 'Sliding doors editor' *icon.*

After selection the **'Opening doors'** option from the drop-down list, the layout to the **'Door set'** window and available options change (Fig. 78 on the next page). You can define leaf margins and materials, as well as presence, number and model of hinges.

A similar window called **'Opening doors'** (Fig. 78) will open when you edit an opening door present in the design (by right-clicking and selecting the **'Edit'** option from the context menu). In here you can also select a model of a handle and its offset from the side and bottom edge, and indicate edges to be veneered too.

Opening doors automatically adjust to cells created by partitions in the main and storage parts. For example, if a wardrobe has 3 partitions, then 3 leaves of opening doors will appear.
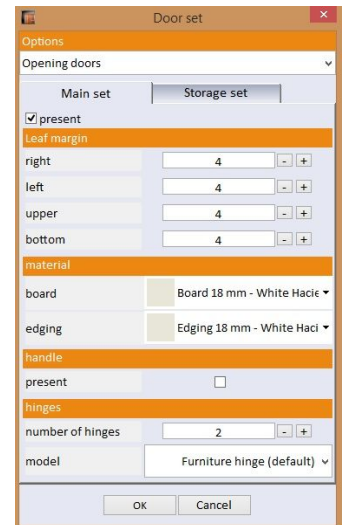
Fig. 77 – options in the 'Door set' window for opening doors

If you decide to add another partition after already inserting the opening door, then the new cell with be inserted without a door. If you remove all door leaves and insert them again, the number of inserted leaves will be equal to the number of existing compartments created by partitions.

The width of opening doors depends on the width of cells for which they are inserted. If the main partitions are moped, then the width of the door leaves will adjust to new width of cells.

In case of opening doors each leave can be separately removed (option available in the context menu after right-clicking on the door leaf - Fig. 79).

Rys. 78 – edition of opening doors

Fig. 79– context menu for opening doors

To remove all leaves of opening doors at one time, click the **'Door'** button in the **'Construction'** side pane and in the **'Door set'** window select **'No door'** position from the drop-down list (Fig. 80).
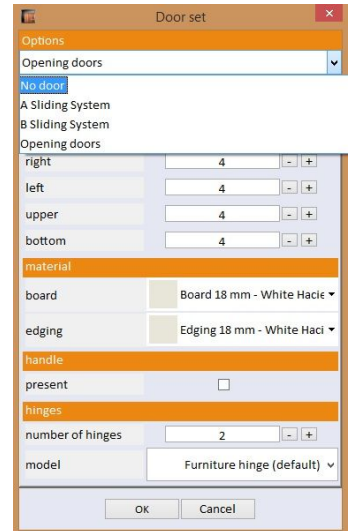
Fig. 80 – removing opening doors

5.4. 'Elements' tab

'Select many' - allows you to simultaneously select multiple elements of the wardrobe. Selection is displayed as a red rectangular outline (in the case of the components of the wardrobe) or pink filling (in the case of dimensions of the cells).

'Partition' - clicking on this icon expands a list of available partitions: **'main'** and **'additional'.** To add a partition, click the icon and click on the cell in which the partition should appear. Partitions are automatically arranged symmetrically in the dimension of the cell (you can then move them). To place them exactly where you want, hold down **[Shift]** while inserting. To stop inserting, select the **[Esc]** key or click anywhere with the **right mouse button.**

'Shelf' - used to insert shelves; clicking on the icon expands a list of shelf types: **'main'** and **'additional'.** The same as partitions, shelves are inserted at regular intervals, but you can move them (or use the **[Shift]** key when inserting). **[Esc]** or the **right mouse button** ends the operation.

Note! Below we present characteristics of main and additional partitions and shelves:
- *additional elements are shorter and distance between them and doors is greater,*
- *inserted main shelves are automatically arranged in the cell in equal distances (the exception is the situation when the user is pressing the* [Shift] *key during the insertion);*
- *if additional shelves are inserted after the main ones, it the main one will not change their location, but the additional ones will be equally spread in the space between the main shelves,*
- *main shelves cannot be added to the additional partitions,*
- *using an additional shelf results in inserting drawers with the height which was defined for them in the drawer editor, and not filling the entire cell,*
- *main and additional shelves behave differently after using the* 'Distribute evenly' *function: the program will distribute the main shelves in equal distances in relation to the main cell, and additional shelves will be distributed proportionally in the inferior cells between the main shelves. If only one type of shelves is used, they will be all equally spaced.*

'Drawer' - enables you to place drawers in the wardrobe. A default model or one recently added to the drawer editor is inserted. Insertion of drawers can be performer in two ways: by proportional filling the entire cell or with maintaining the height of the drawer set in the drawer editor. It depends on the type of used shelves (see: frame above).

- If there are only main shelves in the design, then the first inserted drawer will use the entire space available in the cell (its size will accurately adjust to the size of the cell). Each time another drawer is inserted to that cell, the existing ones will be automatically proportionally adjusted.

In this case the possibility of inserting drawers to the particular cell will end when the next division would result in insertion of drawers less than 150 mm high. In that case you will see a message **'The cell is too small…'** (Fig. 81).
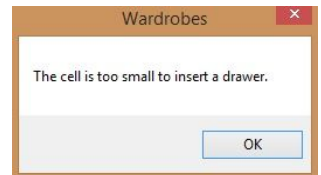
Fig. 81 – Information that no more drawers can be inserted in a particular cell

- If additional shelves have been inserted in the cell, then drawers will insert with a fixed height, which has been set for them in the drawer editor or in the database.

Inserted drawers can be edited and replaced with others. To do it, left-click to select a drawer and then right-click to develop the context menu, and choose the **'Edition'** option. As a result the **'Drawers'** window will open (Fig. 82).

In this window you can:

- change drawer's height,
- select another model from the drop-down list **'drawer diagram'** in the **'Construction'** pane, which contains models existing in the database or created by you in the **'Drawer database editor'** (see point 4.5.1 on page 26),
- select another slider or materials for board and edging of the drawer front,
- change the type and quantity of handles,
- set a new value of the offset inside the cell (the distance between the drawer front and doors),
- define veneered edges for the front, back, sides and bottom of a drawer.
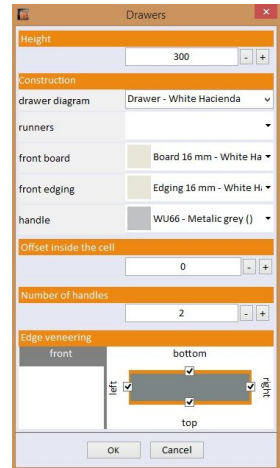
Fig. 82 – Editing drawers

When editing drawers, in the context menu you will also see a **'Block drawer'** function (Fig. 83). It enables you to maintain constant height of the inserted drawer, so it is no longer proportionally adjusted when a new drawer is added. To use it:

- stop inserting drawers by clicking **[Esc]** or the **right mouse button**,
- select a drawer with a left-click,
- in the menu under the right mouse button choose the **'Block drawer'** option (Fig. 83).
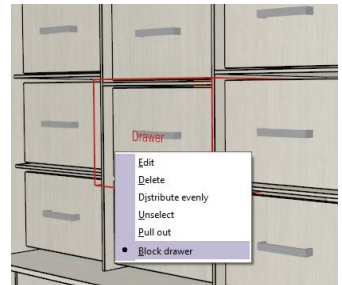
Fig. 83 – Blocking drawers

From this moment the height of this particular drawer will not change during insertion of the subsequent drawers in this cell (Fig. 84).

Note! In the situation described above all new drawers are inserted above the blocked drawer.

The height of a drawer can be also blocked during the edition of a drawer, by just setting a desired height in the **'Drawer'** window and saving changes by clicking **'Ok'** .

these drawers have been proportionally adjusted

the blocked drawer maintained its parameters after a new drawer has been inserted
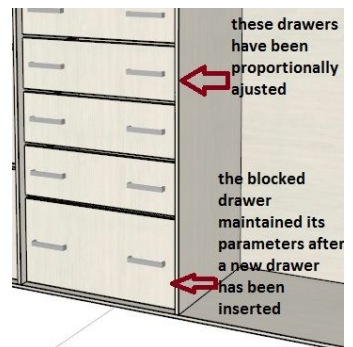
Fig. 84 – Resulting blocked drawer

'Rod' - clicking on the icon expands a list of available rods: **'vertical', 'transverse'** and **'longitudinal'** (i.e. running across the wardrobe from the back to the door). The joints between the horizontal and vertical rods are not visible in the preview of the wardrobe, but are included in its price.

'Accessories' - allows you to insert the accessories provided in the database to the wardrobe, e.g. baskets (for laundry, sorters, wire baskets) (Fig. 85), pull-out elements on sliders, shelves and shoe racks and other (e.g. hangers for belts , ties and clothing).

Fig. 85 - Inserting a basket

The selection of accessories is made in a new window by clicking on the **'Accessories'** icon. When inserting accessories, you can switch between the various elements. To end the operation click **[Esc]** or the **right mouse button**.

Inserted objects can be moved and edited, their dimensions changed or can be replaced for another model.

When you edit a pull-out shelf, you can also select the board and the rim, as well as the slider (Fig. 86).

You can use the mouse to move inserted accessories upwards and downwards. You can also pull them out to the front of the wardrobe, using the **'Pull out'** option available under the right mouse button.
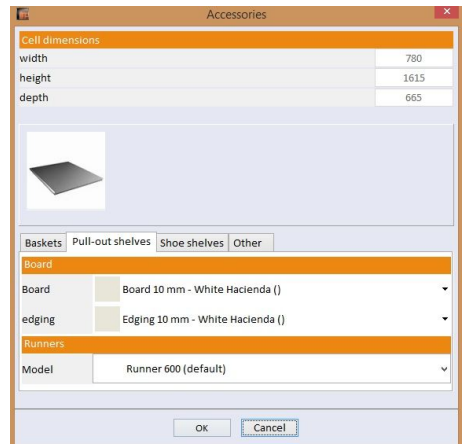
Fig. 86 - Editing pull-out shelves

'Pantograph' - a collapsible hanger consisting of movable arms and a long handle, allowing it to move down and back up; used in high wardrobes in which it is difficult to reach the hanger; inserting the pull down hanger requires the fulfilment of several conditions - the cell must be the correct width and rods cannot be inserted in it.

'Empty cell' - inserts a cell with a specific, fixed shape, marked with a red cross, which will remain empty. It will not be possible to insert any element in such a cell - until removing the marking of an empty cell.

'Note' - to insert a note, click on the element concerned, determine the location of the entry, enter text in the **'Note'** window and confirm it by pressing **'OK'.** To insert a note without a frame, clear the **'frame'** check-box. Width of the note can be set using ⊟ ⊞ buttons. Text size in the note is not editable. Its colour, however, can be selected in the **'Dimensions menu',** available under the eighth icon in the **'View'** tab in the top menu of the module).

5.5. 'Modules' tab

'Standard' - displays the **'Standard modules'** window, which has a list of modules available in the database - along with their names and previews that can be hidden by unselecting the **'Names'** and **'Previews'** boxes (it is impossible to unselect both at the same time). After clicking on the **'Standard'** icon the wardrobe doors are automatically hidden to allow the insertion of modules. To restore their visibility, go to the **'View'** tab in the top menu and click the **'Door'** icon.

The module can be inserted into the cell in several ways:
- Select the cell by clicking (Figure 78), then select the **'Standard'** icon and select the module from the list - at this point it is inserted into the selected cell (Fig. 87);
- Select the module first, click the **'Insert'** button and then click again to indicate the cell where you want to place the module - it will be inserted;
- Drag-and-drop a module from the list to the cell where you want to insert it.

Fig. 87 - Selection of a standard module to be inserted

Modules automatically adapt to sizes and shapes of cells they are inserted into. If it is impossible to scale elements (e. g. indicated cell is too small), you will be informed (the following message will appear: **'Some elements are too large to copy them'**).

Fig. 88 - Module inserted in the indicated cell

'User' - this icon gives access to the user-designed modules. To save your own module, after you insert all desired elements in a cell, select it), open the context menu with a right-click and select the **'Save module'** option. Saved modules can be used in future designs, which is a great convenience and significantly speeds up your work.

Note! Clicking again in the same place increases the range of selection by one level of division. In other words: it causes marking the superior cell. (Fig. 89).
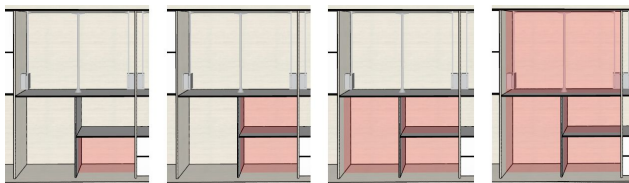
Fig. 89 – Increasing the range of selection by consequent superior cells (from the left: 1 click, 2, 3 and 4 clicks)

5.6. 'Materials' tab - selecting and saving colour schemes

5.6.1. Selection of colour schemes for the interior and exterior of the wardrobe

'Wardrobe' - by selecting this icon you can set the colours for the entire wardrobe (with the exception of the door), separately for the exterior, interior and drawers (in the tabs of the same name) and choose other elements (in the **'Other'** tab) (Figures 90, 91, 92 and 93).

Here you can also save new colour schemes that can be selected in the **'Basic Options**

Wizard' in your future designs.

The wardrobe exterior consists of: side and back walls, filler strips, floor, plinth, support, ceiling, roof, and lowering (Fig. 93). Interior elements of the wardrobe are: partitions (main and additional) and shelves (main, additional, storage) (Fig. 94). In the **'Drawers'** tab you can specify: the drawer scheme (default or user-defined), board and edging of the drawer front, handle type (Fig. 95). You can also define: halogens, brush pile seals and a buffer strip silencing the door - in the **'Other'** tab (Fig. 96).
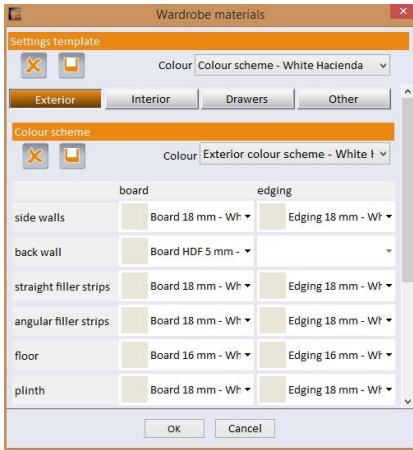
Fig. 90 - Defining the colour scheme for the exterior
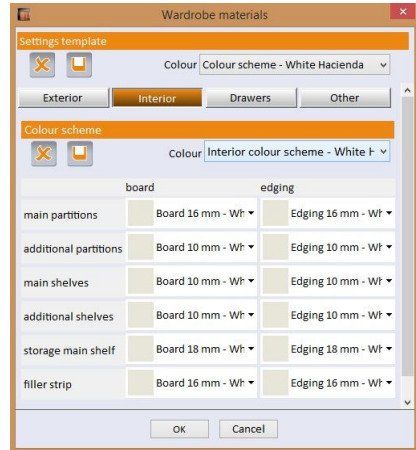
Fig. 91 - Selection of colours for the interior of the wardrobe
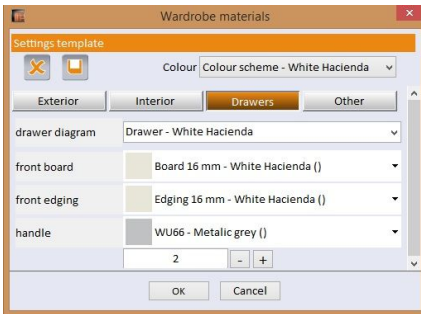
Fig. 92 - Selection of colours for the drawers

Fig. 93 - Selection of the scheme for other elements

5.6.2. Saving your own colour schemes for the interior and exterior of the wardrobe

When you define a colouring for the wardrobe you can save your own colour schemes. They will be available when you create a new wardrobe design in the fifth step of the **'Basic Options Wizard'**: **'Schemes and Materials'**. It will be also available after proceeding to the **'Materials'** tab, discussed in this section, and selecting the **'Wardrobe'** button**,** in the **'Wardrobe materials'** window (new scheme added to these lists is presented in the illustrations on the next page - Figures 97 and 98).

To create your own colour scheme:

- go to 'Materials' tab in the left side panel and click the **'Wardrobe'** button,
- in the **'Wardrobe materials'** window, select the tab that will determine the type of scheme you create: **'Exterior'** and **'Interior'**;
- specify the colour for each element of the exterior or interior of the wardrobe, selecting it from the drop-down lists in the **'Colour scheme'** panel;
- then click the ▣ **'Save scheme'** button in the **'Colour scheme'** panel (Fig. 94);
- the **'Colour'** field containing the name of the scheme will be then edited;

Fig. 94 - Naming your colour scheme

- enter the name for the created scheme in the **'Colour'** field (Figures 95 and 96);

Fig. 95 - Selection of 'Save scheme' button - name edition

Fig. 96 - Entering a name for the new scheme

- confirm the new name by pressing **[Enter]** - then the new colour scheme will be added to the list in the **'Wardrobe materials'** (Fig. 97);
- a colour scheme created this way is added to the database and to the list in the **'Schemes and Materials'** window, available in the fifth step of the **'Basic Options Wizard'** (Fig. 98);

Fig. 97 - After confirming the new name is added to the list
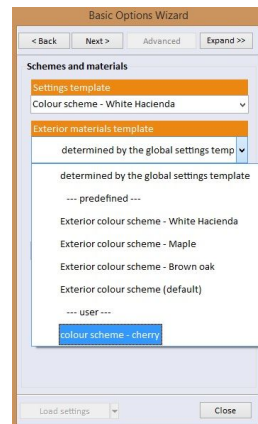
Fig. 98 - New scheme in the Basic Options Wizard

To add your own settings templates follow analogical procedure. They can be created for the above two tabs, as well as for the **'Drawers'** and **'Other'** tabs. To do this:

- after changing the parameters, click the ▣ **'Save scheme'** icon in the **'Settings template'** panel - an edit box for the template name will then open;
- enter the name and confirm by pressing **[Enter]**;

- new template is saved and will now be available on the list in the wizard and in the **'Wardrobe materials'** window.

5.6.3. Selection of colour schemes for the door

'Doors' - this button allows the selection of materials for elements of the wardrobe door (Fig. 99), both their type and colours. The first step, identify the group of systems and the exact door system.

A similar situation occurred in the last step of the **'Basic Options Wizard',** but then hardware and partition profiles were not available (more information on this topic can be found in section 3.8 on page 16). More additional options for doors are also available in the **'Options'** tab in the top menu (fifth icon: **'Sliding Door Editor'**). There you can set the parameters for door leaves and tracks, apply materials and graphics, and define arc and straight divisions of the doors.
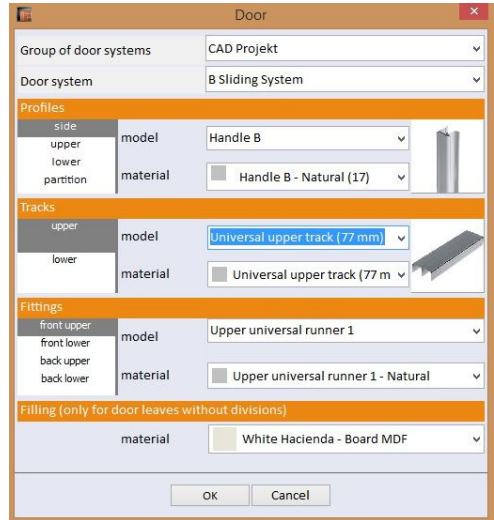
Fig. 99 - Selection of models and colour of the door elements

5.7. 'Summary' tab

'Errors' - this option examines all irregularities that occurred in the wardrobe design and displays their full list (Fig. 100). When you click on a position on the list, the program will locate the particular error in the design, so you know which element should be modified and how.
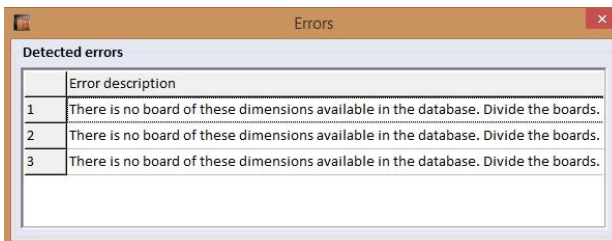
Fig. 100 - List of the errors found in the design

'Reports' - generates a list of components and quantitative elements (Fig. 105), their valuation (Figure 115 on page 56), and three types of reports - standard or detailed for the client, and report for production (Figures 119, 120, 121, 122 and 123 on pages 57 - 59).

Before you can access the reports, dimension allowances must be defined. The **'Machining allowances'** window in which you can do it, opens after selecting the **'Reports'** icon (Fig. 101). Allowance is a layer of material that is removed as a result of material processing (for more information see section 4.5 on page 25). After setting the allowances for various wardrobe components, they will be added to the price of the individual elements.
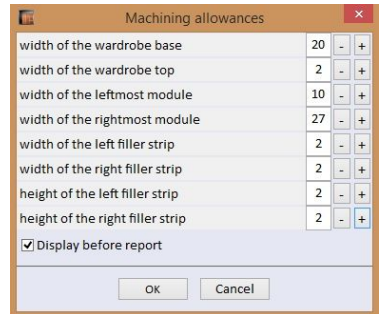
Fig. 101 - Setting the allowance
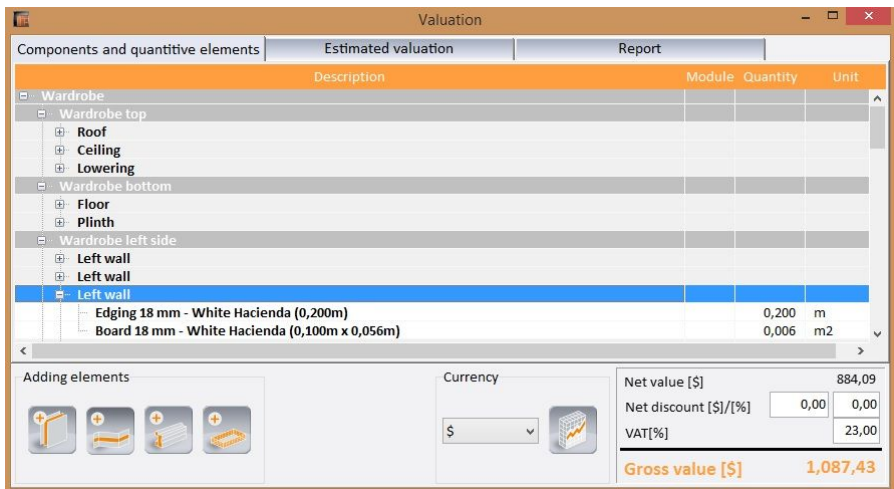
Fig. 102 - Summary of components and quantitative elements for the designed wardrobe

5.7.1. Options available in the 'Components and quantitative elements' tab

Functions are available in the summary window under the buttons at the bottom of the screen: **'Add a panel'**, **'Add a longitudinal element'**, **'Add a profile'**, **'Add another element'** and **'Exchange rate'**. The first four icons, located in the lower left corner of the window, allow you to add elements to the list that are not included in the design, but are required by the contractor, such as spare parts.

The **'Exchange rate'** button in the **'Currency'** panel on the right side of the window allows you to set the current exchange rate, if you need to change the currency (Fig. 110 on page 54).

Additionally, after selecting a position in the summary and clicking the right mouse button, you gain access to the **'Edit comment'** option (Fig. 103). A note entered in the **'Edit comment'** dialog box will be displayed in the detailed report for a client and the report for production (Fig. 104).
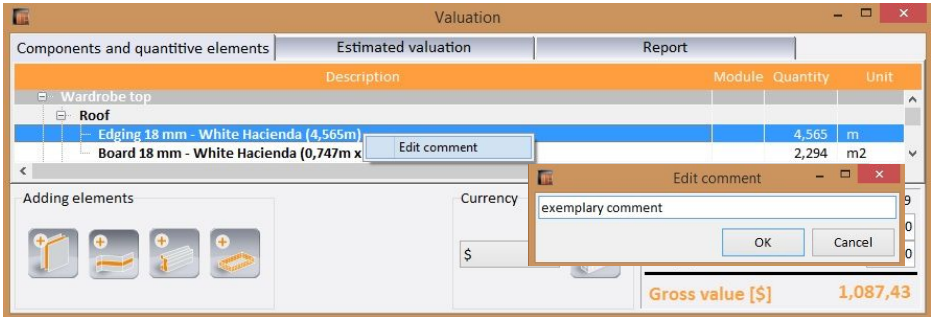
Fig. 103 – adding a comment to the position 'Wardrobe top – Roof - Board 18 mm – White Hacienda…'

Fig. 104 – a part of the report for production with the exemplary comment

 'Add a board' - allows you to add and select the material (wood and wood-like materials, glass, mirrors, rattan, chipboard, MDF, Lacobel glass panes, bamboo) and enter the dimensions of the panel (Fig. 105).
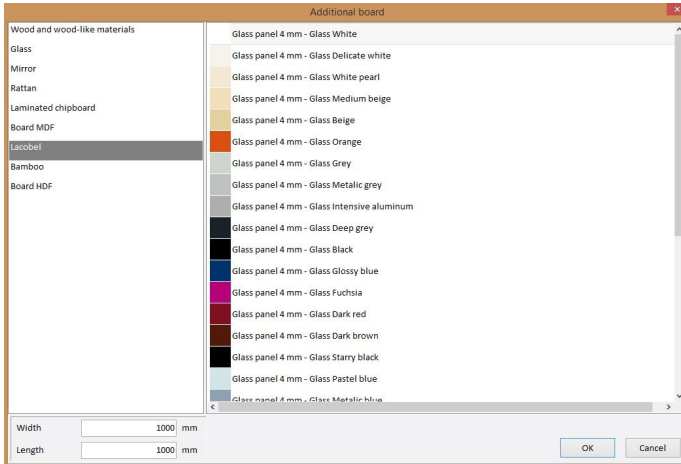
Fig. 105 - Adding a panel to the report

 'Add a longitudinal element' - with this button other items, can be added to the summary and price including mouldings, gaskets, anti-dust brush pile seals, flanges, rods, risers recessed into the wood, upper and lower tracks, conversion tracks, track covers, decorative profiles and studded on panels, buffer strips (Fig. 106).
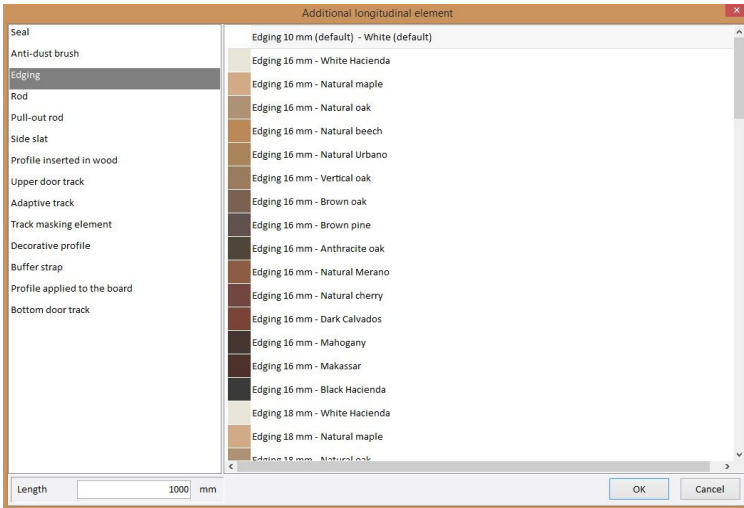
Fig. 106 - Adding a longitudinal element (edging) to the report

'Add a profile' - allows you to add profiles, connectors, angle bars and T-profiles to the list elements (Fig. 107).
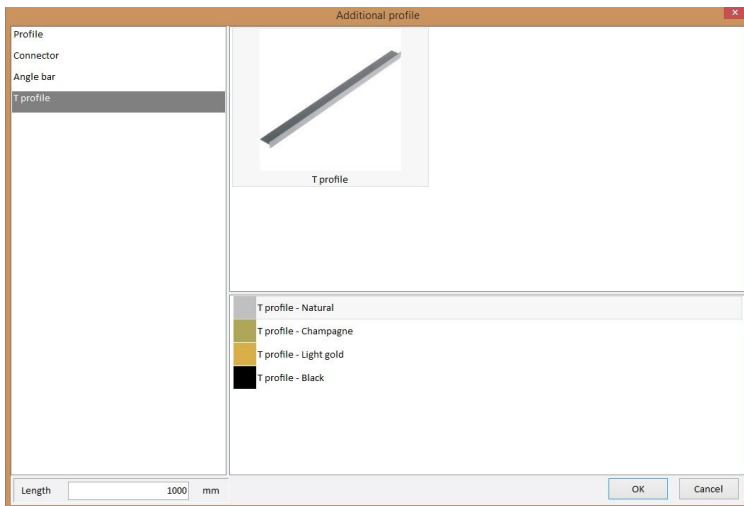
Fig. 107 - Adding a profile to the list of components

'Add another element' - this function gives you the ability to add: locks, halogens, sliders, handles, pull down hangers, baskets, brakes, stops, pivots, casings, closing mechanisms, caps, hinges and many other components (Fig. 108).
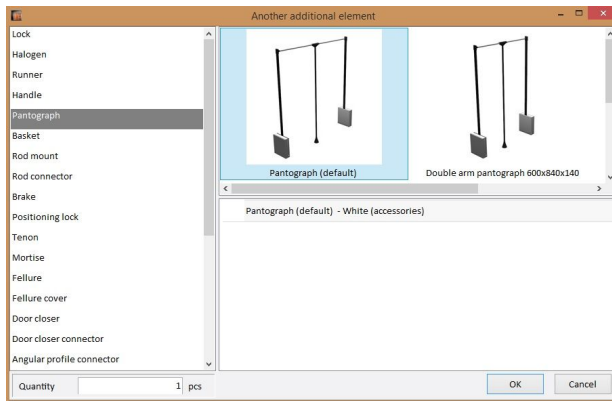
Fig. 108 - Adding a pantograph to the list of components

'Exchange rates' - in the valuation window you can also change the used currency and the its exchange rate (in the **'Currency'** panel in the bottom side of the window - Figures 109 and 110). After changing the currency the program will remind you to check the current rates (Fig. 111).
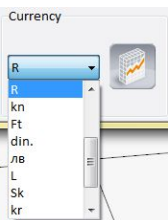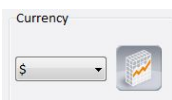
Fig. 109 - 'Currency' panel
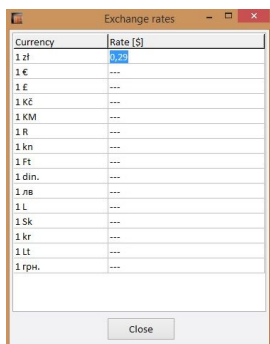
Fig. 110 – Changing the exchange rate
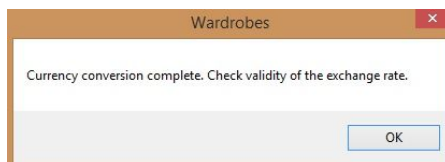
Fig. 111 - Reminder to check the current exchange rate when changing the currency

5.7.2. Options available in the 'Estimated valuation' tab

When you switch to the second tab in the **'Valuation'** window, you gain access to the estimated price of the used and added elements (Fig. 112). It includes the information about the element (description), quantity and units (pieces, metres or square metres), price, discount (percentage- and amount-based), installation costs, and value.

The editable items in the **'Valuation'** tab are **'Discount [%]'** and **'Discount [$]'** (Figure 112). To change them, double-click in the appropriate field in the table and enter the new value. Then click in some other field. The discount will be changed.

Note! At present moment the pricing option in the Wardrobe Module does not take into account the cutting of furniture boards, so it should be treated only as an estimation valuation.
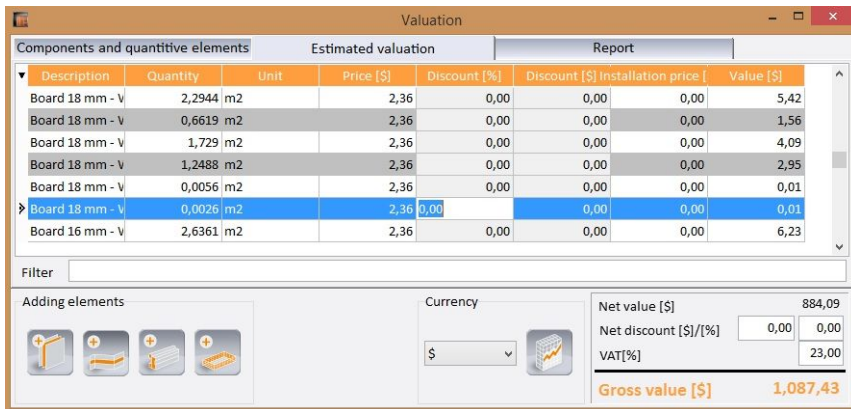
Fig. 112 - Wardrobe design estimated valuation – editing the discount value

5.7.3. Options available in the 'Report' tab

Illustrations on the following pages present reports for the client and for production (Figures 119, 120, 121, 122 and 123 on pages 57 - 69). There are three functions available under the icons next to the filter at the top of the window. In the filter can choose the type of report you want to display.

'Refresh the report' - loads the most recent data in the report, useful when you add elements or change discounts after you have generated the report.

'Export to PDF' - exports the report for the customer or contractor to PDF.

'Export to CSV' - saves the data on the boards used in the wardrobe design in the files readable by CAD Cut. Analogical files are also automatically saved in the **'rozkroj'** directory when you finish your work with the module (exemplary location: **c:\CadProjekt\ CAD Decor Pro\Szafy Wnekowe\rozkroj**) (files marked with **_mag.csv** and **_base.csv**). During exporting to CSV the module saves the data of all wardrobe components (formats) to the file marked **_base.csv** (Fig. 113), which is saved in a location specified by a user.

Fig. 113 - CVS file containing data of the components of the wardrobe (cutting formats)

The second file marked **_mag.csv** (also saved in a desired location) contains dimensions of material sheets that will be necessary to cut out formats (Fig. 114).
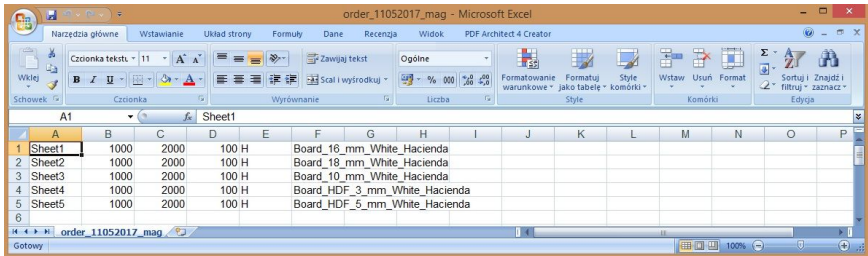
Fig. 114 - CVS file with hypothetical sheets in stock

All of the above CSV files can be imported to the CAD Cut program, by selecting the function **File → Import → Text files** (select **_base.csv** file) and **File → Import → Magazine status text files** (select **_mag.csv** file) (Figure 115). When you select a text file import and find the file location on disk, change the desired file extension to **CSV extension** (default is TXT) (Figure 116).
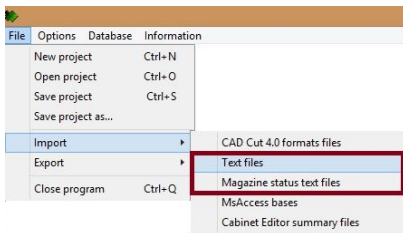
Fig. 115 - Import of text files to CAD Cut
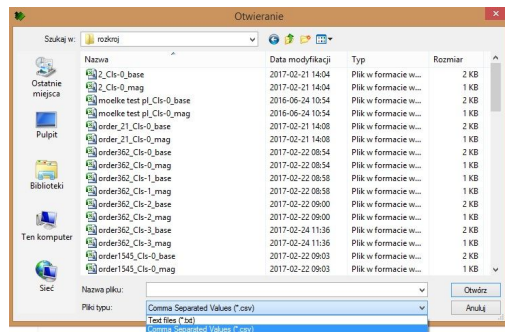
Fig. 116 - Changing the type of file to be imported

The illustration on a next page presents a list of formats and sheets imported to CAD Cut (Figure 118 on the next page). More information about CAD Cut can be found at our website: **www.cadprojekt.com.pl/strefa_informacyjna/cad-rozkroj-4x.html.**

After selecting, **'Report header editor'** in the upper right corner of the **'Valuation'** window, you can upload the logo and name of the studio (Fig. 117).
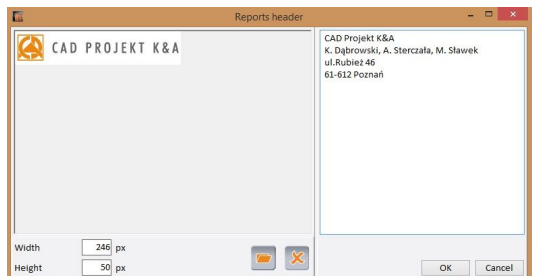
Fig. 117 - exemplary report header
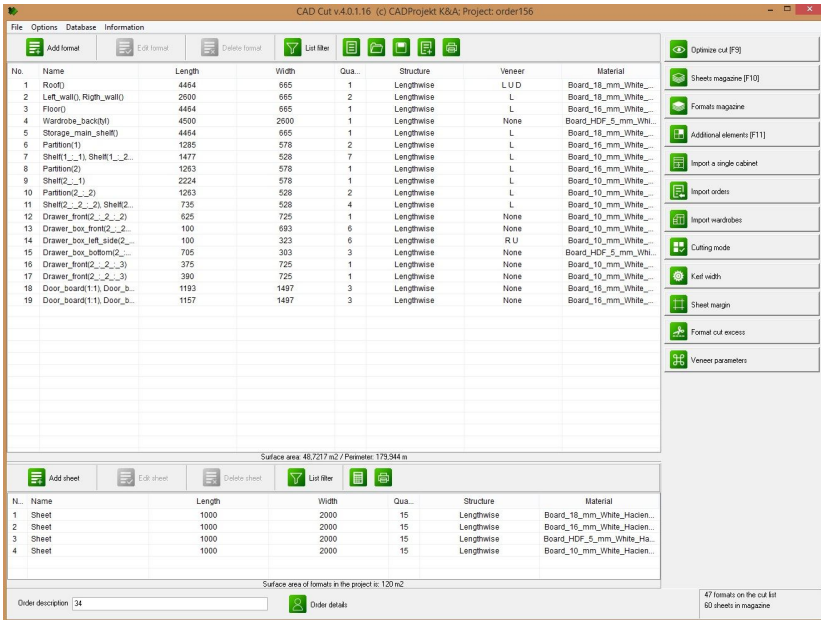
Fig. 118 - Exemplary list of formats and sheets, imported to CAD Cut from file exported during wardrobe design valuation

The following figures show exemplary reports for the client and for production.
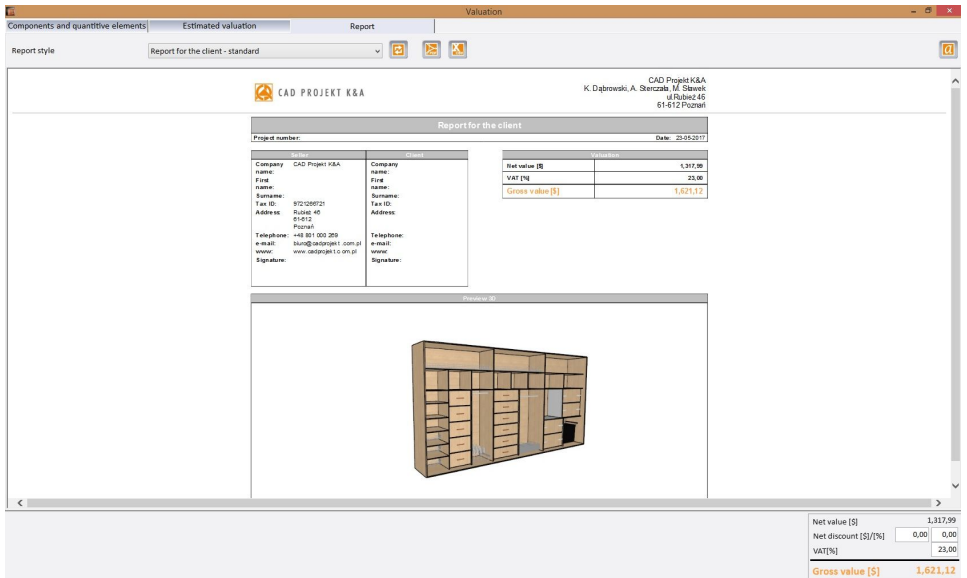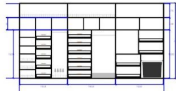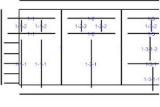
Fig. 119 - Exemplary standard report for a client

Fig. 120 - Exemplary detailed report for a client

Fig. 121 - Exemplary report for production - vector images

Fig. 122 - Exemplary report for production - list of elements, hyperlinks to board schemes

Fig. 123 - Exemplary report for production - format scheme

6. Other options - editing the wardrobe model visualisation

6.1. Introduction

In addition to the functions described in the previous section of this manual, Wardrobe Module also allows for editing and modifying the interactive preview of the wardrobe model. This can be done in two ways - by clicking on the various moving parts of the

closet and moving them with the mouse, or by using the options in the context menu, available by right-clicking.

6.2. Dynamic modelling of a wardrobe design in the visualisation

This function applies only to the movable wardrobe components, such as partitions, shelves, drawers, rods and accessories. To use it, click the left mouse button on the selected element - a rectangular red outline and orange arrows will appear around the element indicating the possible direction of movement (Fig. 124).

To move an element, place the mouse cursor over the orange arrow, press the left button and move the mouse in the desired direction. The arrow shows the current distance to the floor - when the desired value is set, release the mouse button. When you move the main storage shelf, you can also evenly spread elements in the cells underneath the shelf - holding **[Ctrl]** when you move the mouse cursor.
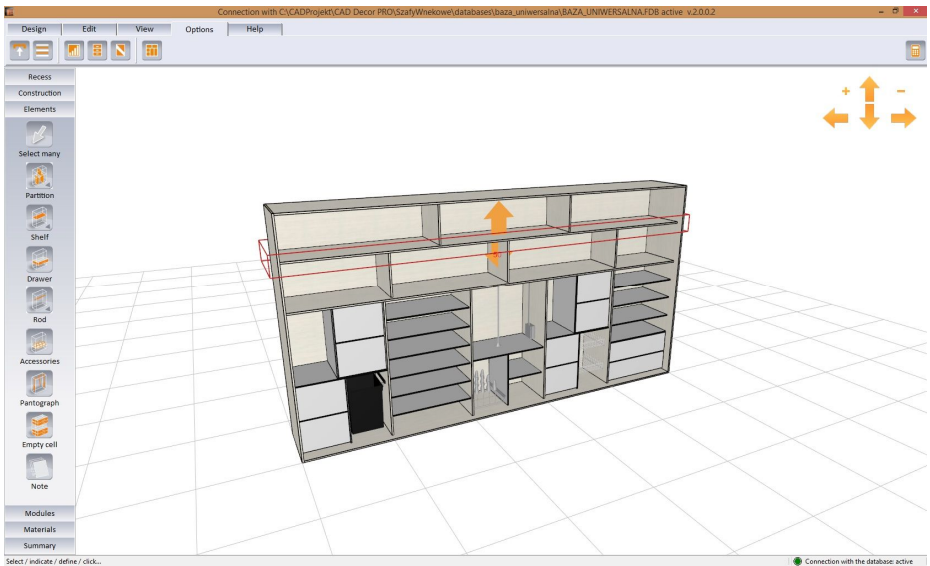
Fig. 124 - Using dynamic modelling function - moving shelves in the preview using the mouse

It may be useful to change the offset at which selected items move. To do it, mark an item, press the right mouse button and select the **'Reposition offset'** from the context menu. For more information on the reposition offset, please go to page 64.

Note! By double-clicking on the orange arrow you can open a little window called 'Cell dimensions' in the left upper corner of the screen, in which you can define the offset value for the edited item.

6.3. Context menu in the visualisation

While working in the visualization of the wardrobe design, you can mark elements and subject them to various operations, available in the context menu under the right mouse button. The list of available options depends on the type of a selected item.

6.3.1. 'Edit' option

It is available for all elements of the wardrobe and the cells. It allows you to change the size and other settings - different depending on the type of object selected.

Cell edition - double-clicking inside a cell or selecting it by left-clicking and choosing the **'Edit'** option from the context menu opens a **'Cell**' window**,** where you can check its dimensions (but you cannot edit them here) (Fig. 125).
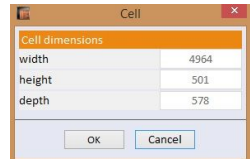

Fig. 125 - Editing an empty cell

Partition edition - here you can (Fig. 126):
- set material for the board and the edging;
- select edges to be veneered;
- change partition's location in a cell - move it right or left by using ⊟ ⊞ buttons,
- set an offset 'in depth' (the distance between the door and partition's edge inside the cell).

If the partition has been divided before edition, you will see a list of its parts in the **'Elements'** pane (Fig. 126). You can edit them and:
- decide whether they should be visible (in the Wardrobe Module and in CAD environment and visualization of the main program),
- change their height by moving upper or bottom borders (using ⊟ ⊞ buttons);
- choose edges to be veneered.

Fig. 126 - Editing a partition

Note! Changing the offset between the partition and the front of the wardrobe (front edge of the cell) causes the corresponding offset of shelves and accessories (change of their depth).

Shelf edition - after editing a shelf, the **'Shelves'** window appears (Fig. 127), in which you can:
- select the colour of the panel and the rim;
- identify the edges that are to be veneered (by placing a check in the appropriate box);
- change the position of the shelf (move it up or down or away from the front of the cell - using the ⊟ ⊞ buttons or by entering the value manually).

Changes are presented in the wardrobe preview. When modifying numerical values, you need to click on another edit box to update the
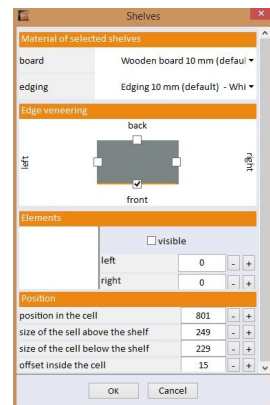

Fig. 127 - Editing a shelf

preview.

Drawer edition - (Fig. 128) enables you to:
- changing height of an edited drawer,
- selecting schemes, f. e. created by you (more information on how to create user own drawer schemes can be found in section 4.5.1. on page 26);
- selection of sliders, the panel and the rim of the front and handles;
- the distance of the front of the drawer from the front of the cell;
- indication of the number of holders;
- indication of the edge of the various components of the drawer (front, rear, left and right panels and bottom) to be veneered (to select them, in the first place select the item in the list on the left, for example, the bottom - as shown in the drawing to the right – Fig. 128).
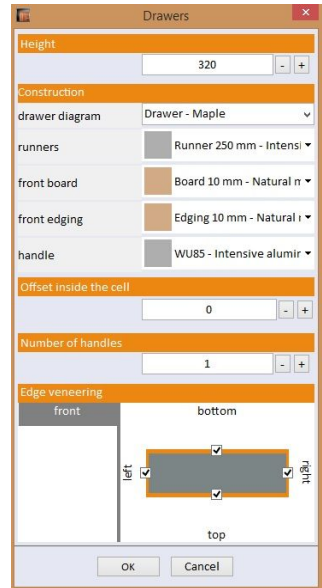

Fig. 128 - Editing a drawer

Rod edition - (Fig. 129) available options:
- checking the dimensions of the cell in which the rod is placed;
- selection of a specific rod model;
- setting a new position using the – + buttons;
- selection of the type of mounting and connection to the panels or other rods (these elements are not visible in the visualisation, but are included in the list and the price estimate of the wardrobe design).
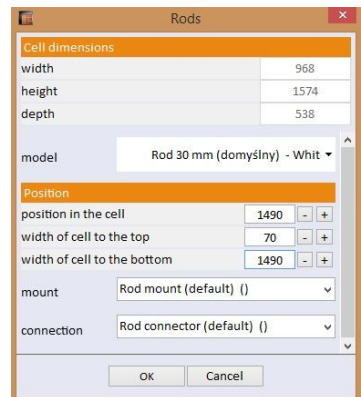

Fig. 129 - Editing a horizontal rod

Accessories edition - opens the **'Accessories'** window, where you can:
- check the dimensions of the cell in which the edited accessory item is located;
- change the type of the inserted accessory (you can choose different types of baskets, pull-out shelves, shoe racks or other) (Fig. 130);
- for the pull-out shelves, you can also set the colour of the panel and the rim, and the type of sliders. The sliders are not visible in the preview, but are included in the list and the price estimate of the wardrobe design.
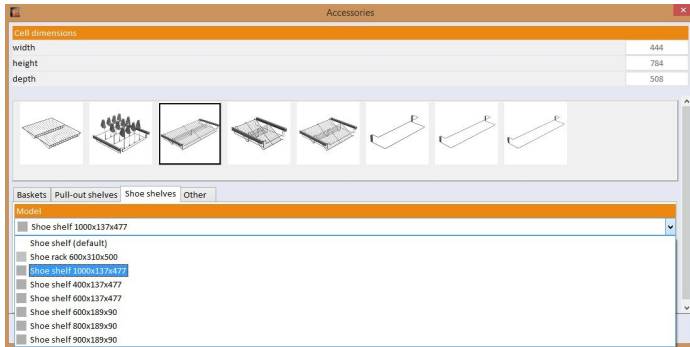
Fig. 130- Editing accessories - selection of other elements

- **Divisions edition** on door leaves:
  - while working in the **'Sliding door editor'** (available under the fifth icon in the **'Options'** tab in the main module menu), you can edit divisions you added to particular door leaves, f. e. to change a straight division info an arc one, to obtain effect presented below (Fig. 131) – using option **'Add arc'**;
  - if you want the arc to be bent in another way, select the **'Reverse'** option;
  - arc divisions can also be edited; it is possible to add more arcs to an existing arc and creating a wave – using option **'Add arc'** for 2 or 3 times;
  - location and shape of a selected division can be simply modified by clicking on characteristic point and moving the mouse.
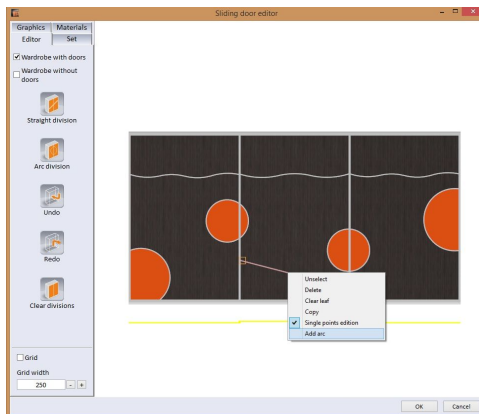

Fig. 131 – Editing door divisions – changing straight division into an arc one

6.3.2. Other options in the context menu

- **'Copy'** - copy the selected item, cell or multiple cells; after copying, you can paste them to another location (another cell).
- **'Distribute evenly'** - this function applies to the arrangement of the shelves, rods and other accessories; when you select a whole cell, which includes several elements, and you choose this option, they will automatically be placed at equal distances from each other, evenly throughout the space of the cell.
- **'Deselect'** - will deselect the elements or cells marked.

- **'Arrange upwards/ downwards'** – moves all elements in the indicated cell to its top or bottom edge. It applied to all elements despite the main shelves – when they are present in the indicated cell, the functions are not available.
- **'Clear the cell'** - removes all elements in the cell.
- **'Divide boards'** - function available after selecting the ceiling, shelves, partitions or floor; enables the selection of the location of transverse divisions of boards.
- **'Delete divisions of boards'** - this option appears in the context menu when you select an object, to which the board division lines were previously applied; its use results in the disappearance of all divisions on the given object.
- **'Move front/back'** - appears when you select a pull down hanger or vertical rod; lets you switch to the mode of moving to the back and front of the wardrobe (orange arrow determining the direction of movement changes the position).
- **'Move left/right'** - similar option to that described above, available for longitudinal rods; it can change their position, moving them from side to side (orange arrow changes direction to the 'sideways').
- **'Save module'** - available when you select the entire module (i.e. cells with added elements such as shelves, accessories, etc.) (note: it is sometimes necessary to click for a few times to select the parent units). Opens the **'User modules'** window and saves the selected module on the disk. The created module can be directly inserted into the design (Fig. 132). If you do not intend to use the saved module straight away, close the **'User modules'** window by clicking on the red cross . The stored user modules can be used at any time by going to the **'Modules'** tab in the panel on the left side of the screen, and selecting the option **'User'** and then selecting to the appropriate module from the list and clicking **'Insert'.**

Fig. 132 - Adding a new user module

Fig. 133 - Editing reposition offset

- **'Reposition offset'** - function available after selecting the movable elements (shelves, partitions, rod, etc.). It opens a window **'Define the reposition offset'** and allows you to change the amount by which elements move according to your needs (Fig. 133 above).

The most precise reposition offset would be 1 millimeter, but such settings would cause a slowness of movement, so a more convenient unit has set: every 10 mm. The default reposition offset is also set to 10 mm.

- **'Pull out'** - option available for drawers and accessories; pulls out the selected item, beyond the front border of the wardrobe - if there is no collision with the door. In such case, you will be notified (Fig. 134). Usually it is enough to move the doors so as they do
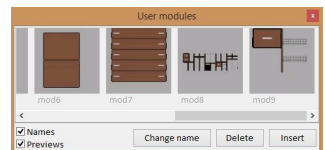

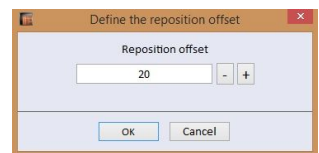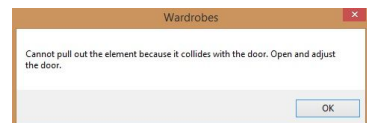Fig. 134 - Information about a conflict between the pull-out drawer and a door

to block the element you want to pull out.

6.4. Combining elements into larger units

Identical accessories can be connected to create elements twice their size. To do so:
- divide a partition and remove one part (make it invisible – see page 61);
- place two identical items on both sides of removed fragment of partition e.g. rods, drawers (not occupying the whole cell), pantographs etc.;
- locate them at exactly the same height (hold **[Shift]** while moving to align);
- select both objects with a left-click and the right-click on any of them;
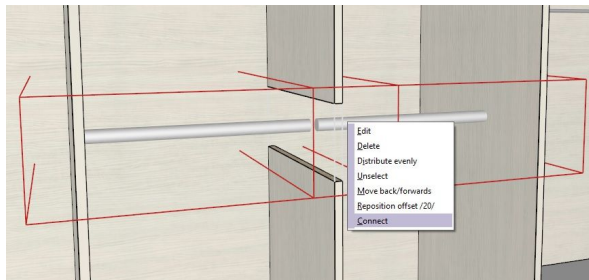- select the **„Connect"** option in the context menu (Fig. 135).
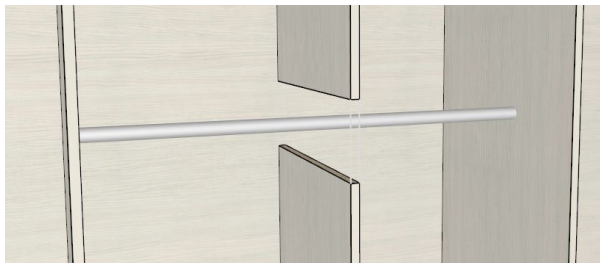

Fig . 135 – connecting two rods into one

Fig. 136 – two rods connected and going through two cells

Connected elements can be moped, but only in the space created by removal of the partition board fragment. When you relocate any parent element relative to the cell with the divided board, or when you change any of wardrobe parameters, the combined elements will disconnect. After being re-set to the same height they can be re-combined into a single object again. To separate the items, right-click on the resulting object and select the **'Disconnect'** option from the context menu.

7. Completing work in the Wardrobe Module

The work in the Wardrobe Module can end in three ways:

- click the icon **'Close and insert the wardrobe without doors'** in the **'Design'** tab, which exits the module and inserts the currently designed wardrobe in the design without doors, allowing you to see the inside of the cabinet in the visualisation without removing the door.

- click the icon **'Close and insert the wardrobe'** in the **'Design'** tab, which exits the module while inserting the currently worked on wardrobe in the previously specified location in CAD Decor, CAD Kitchens or CAD Decor PRO.

- click the cross **'Close'** in the upper right corner of the screen. You will be asked whether you want the wardrobe to be inserted in the design in CAD Decor, CAD Kitchens or CAD Decor PRO or not (Fig. 137). This option is especially useful when you want to drop changes made in an already existing wardrobe which has been edited after insertion in CAD programs.
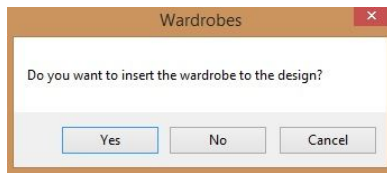

Fig. 137 – the module wants to know whether the designed wardrobe is to be inserted in the design created in CAD Decor PRO program

In the CAD environment the wardrobe is one solid block. When you click on any of the components, the entire model is selected. Therefore, it is not possible to move parts of the wardrobe independently, e. g. to change the position of door leaves or accessories. These operations can be carried out only by editing the wardrobe in the Wardrobe Module. To edit a wardrobe inserted in a CAD design, left-click and then right-click on it and select the **'Edit'** option. The wardrobe may, however, be subjected to standard operations available in the context menu of CAD programs (except for the copying). More information about features available in the CAD environment can be found in the user manuals for our CAD programs that are available in the **Designers zone** on our website, in the **Knowledge Center**.

In the visualisation of our CAD programs, the wardrobe will have the properties attributed to it in the Wardrobe Module (e.g. designated colours, materials selected in the **'Sliding door editor'** - go to pages 30 – 34 for more information).

While working in the visualisation of CAD Decor, CAD Kitchens or CAD Decor PRO you can apply other materials or change the properties (e.g. transparency, reflections, gloss), but these changes will not be visible by the Wardrobe Module when you edit that particular wardrobe. For example, materials applied in CAD program visualisation will not be included in the valuation of the wardrobe design in the Wardrobe Module, and when you edit a wardrobe, its properties previously assigned to it in the **'Front editor'** will be restored. At the same time properties set in the visualization of CAD Decor, CAD Kitchens or CAD Decor PRO will be disregarded by the Wardrobe Module.

8. Exemplary visualisations of interiors with recessed wardrobes

Visualisations presented on the following pages (Figures 138– 142) have been made in the CAD Decor PRO program, using the advanced features available in the Professional Rendering Module. All presented wardrobes were designed in the Wardrobe Module, the functions and operation of which have been described in the above manual.

Fig. 138 - Exemplary visualisation 1 – wardrobe with glass doors

Fig. 139 - Exemplary visualisation 2 – wardrobe with a bevel and straight front divisions

Fig. 140 - Exemplary visualisation 3 – wardrobe without doors

Fig. 141 - Exemplary visualisation 4 – the same wardrobe with doors with circular divisions

Fig. 142 - Exemplary visualisation 6 – edge wardrobe

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