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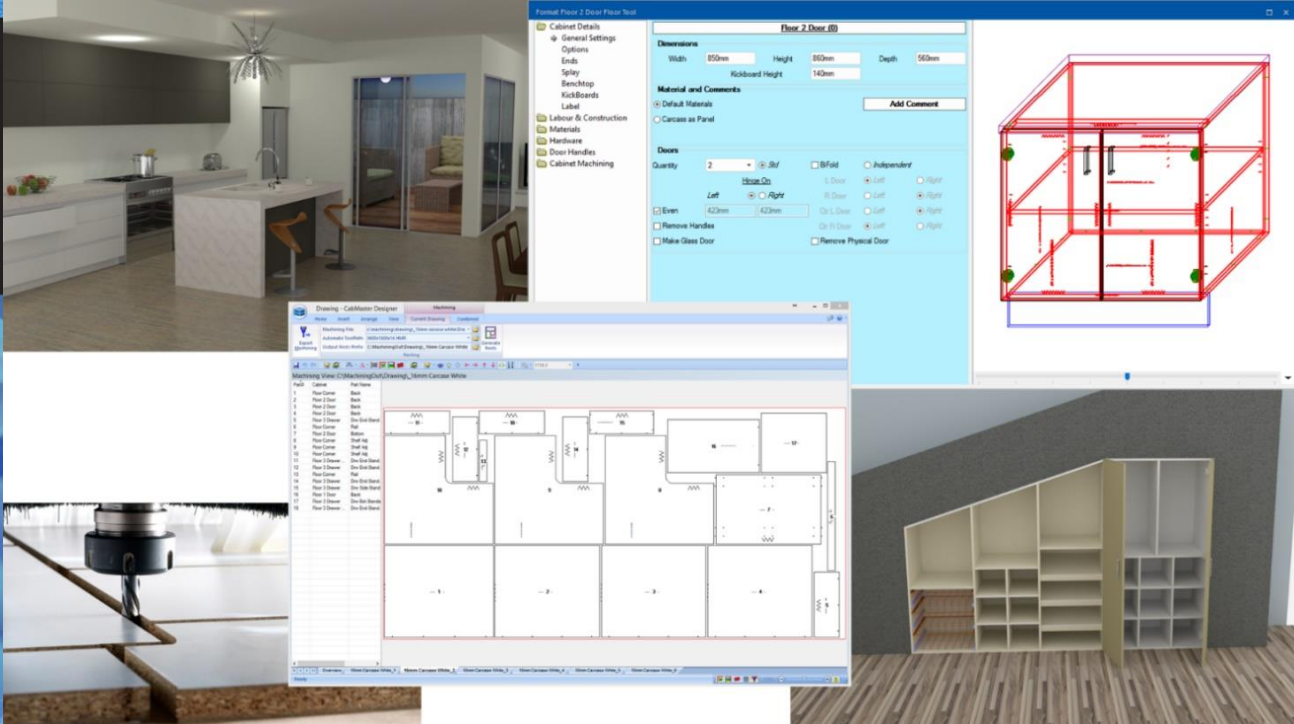
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Getting Started Guide

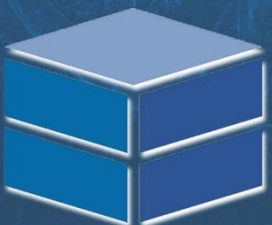
Machining Premium & Designer Packages



Simple to use...

Easy to learn...

CabMaster



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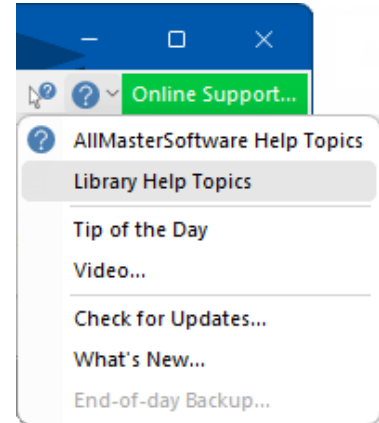
Introduction

This manual provides a very comprehensive tutorial, by the end of which, you will be able to customize and go from opening and starting a new drawing to adding the finishing touches.

We realize that you may not like the prospect of reading, but it is well worth your while to at least make yourself familiar with these very important tools that are at your fingertips.

Since it would be impossible to cover every feature and aspect of CabMaster in this tutorial, **our website** provides access to...

- the **Application User Guide** [F1] accessed from within your software. It includes FAQ's which we are continually working on to give you helpful tips, tutorial videos and product information.
- the online **CM-Cabinets Library Users Guide** which discusses drawing/job default options, library release notes and more.
- Our **Support Team**. Simply click on the **Online Support...** button and it will take you to a website where you can chat directly with a support technician during support hours. You can also access all your current and previous support tickets so you go back and review previous support discussions.
- **Community Forum** where you can post and discuss topics with other CabMaster users.



Customers must have a fully paid and valid [Customer Care Agreement](#) 🌐 in place to receive technical support and software updates. This is an annual renewal which must be purchased on a continuous basis. Please contact your sales representative for further information and pricing.

System Requirements

For information use this link [System Requirements \(cabmastersoftware.com\)](#) 🌐

Future Updates

CabMaster Software has developed an advanced remote update feature, CabMaster AutoUpdater. If an update is available, you will be notified. A **major application update** is released officially about once a year with the latest library build. There are also regular updates for application and library builds, with requested cabinet options as well as fixes for reported bugs, are available either 'on request' or provided if the updates fix an issue that you have reported and software changes have been made to resolve.

If at any time you want to be updated, all you need to do is to contact support via our website.

When a new cabinet is added to the library in an update or if you have deleted a cabinet from your catalog, you can [Add Missing Items/Cabinets to Catalog](#) 🌐 (Follow the link to see how)

Backups

Full backups, in case of fire or theft, should be created on regular basis and taken offsite.

Once you have set up your preferred defaults (materials, hardware etc) and prior to any subsequent installations or upgrade/update it is strongly recommended to [create a backup](#). 🌐

At the very least you can just make a **copy** of your whole CabMaster folder so that if there are any unexpected problems support can quickly trouble shoot.

Installation

Use this link for instructions on how to install your CabMaster™ product - [Installing CabMaster](#) 🌐

If you have any questions or concerns, please do not hesitate to contact support.

[Panel Estimator](#) 🌐 is available with Designer Pro and higher software but needs to be installed separately by support.

Important Concepts

Before we start it is important that you understand that CabMaster™ deals with cabinet settings at three property levels.

(1) Catalog Properties

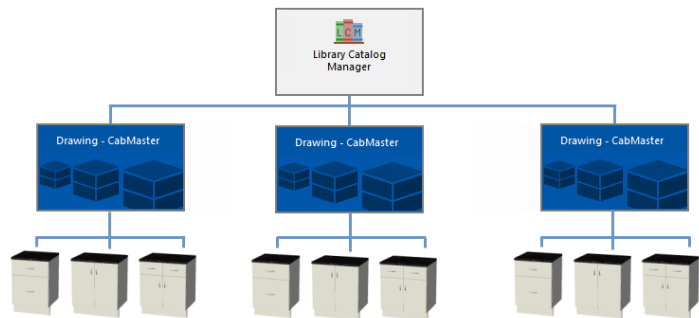
- **global defaults** for cabinet construction etc., set to reduce the need to make constant changes

(2) Drawing Properties

- each job has its own criteria, i.e. **drawing defaults**, which override the global defaults

(3) Cabinet Properties

- each cabinet can be customised and therefore override both global and drawing/job defaults



Starter catalogs are included in the installation and with CabMasterPro™ and higher you can customise this or create a new catalog. **This manual relates to the starter library.**

To understand these concepts please follow the links [**Ctrl + Click**] to access the **Online User Guides**.

- [Catalog/Drawing Properties](#) 🌐
 - This topic includes a video for beginners with a general overview on how to setup.
- [Introduction to Properties](#) 🌐
 - A property is a user-defined variable that every cabinet in the library can access and the end user can modify.
- [Cabinet Properties](#) 🌐
 - Cabinet Property sheet provides the ability to customise individual cabinets.

The [Command Reference](#) and the Frequently Asked Questions [FAQs] are also worth a look at.

- [No Catalog Message](#) 🌐
- [No Images Message](#) 🌐
- [No Palettes Message](#) 🌐
- [File Options](#) 🌐 [F10] - where you set Automatic Saves and other preferences.
- [File Locations](#) 🌐 [F10] - where various components required by CabMasterPro™ are located.


As lessons are completed you can save these in the **default** folder called the '**Data**'.

In the software, use the keyboard **F10** key and select the **File Locations** page, to see where Data files and other files accessed by the application software are located.



The aim of this tutorial is to teach you how to use CabMaster™, in as simple a way as possible. It is designed to get you up and running quickly and introduces you to many of the key CabMaster™ features.

This tutorial was written using Designer Pro and you may find that *some* features in this tutorial are not available in Designer 3D or Designer CL, for example reporting.

External links to online **User Guides** and **Videos**, indicated with an  icon, are provided to be used in conjunction with this tutorial.

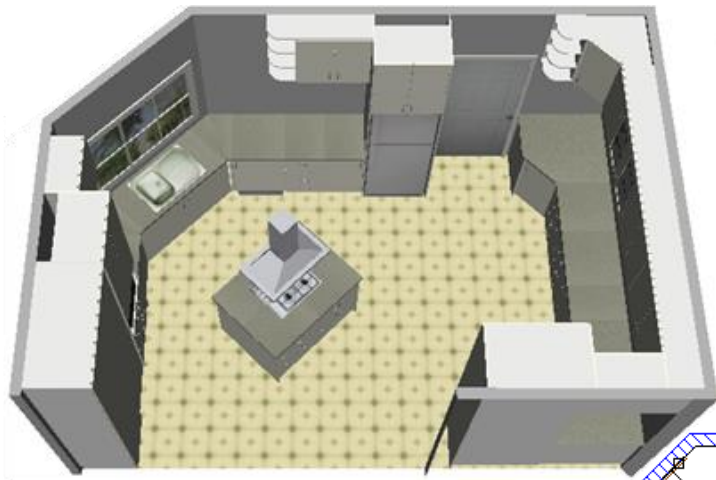
Internal links are also included which you simply **Ctrl + Click** to follow.
To return to where you were previously, use **Alt + Left-arrow**.

This Design Tutorial is set out as a number of lessons which begin with the creation of the design environment and setting up the walls.

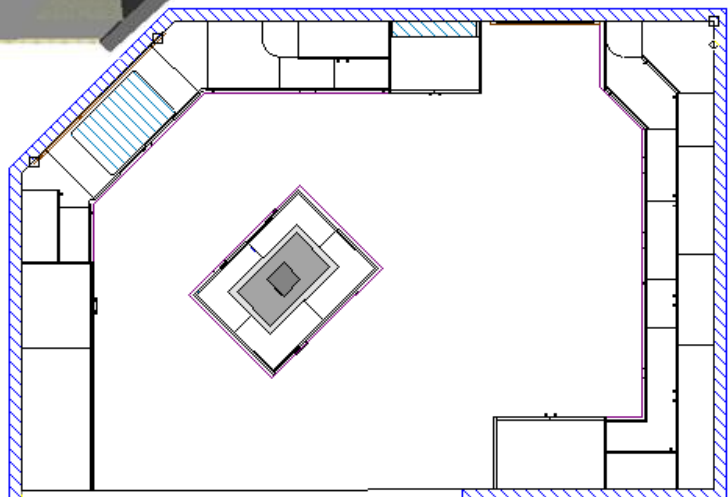
Through each lesson, we will look at the different features of CabMaster™ and how to put these into practice. You will also be provided with some user tips.

By the time you complete the tutorial you will be able to customise and go from opening and starting a new drawing to adding the finishing touches, creating this kitchen design.

3D View



Plan View



Starting CabMaster

Open CabMaster by clicking once on the CabMaster™ desktop icon or from the 'Start', All Apps menu.

A [start screen](#) will be presented which allows you to...

1. Select 'Library to Use'

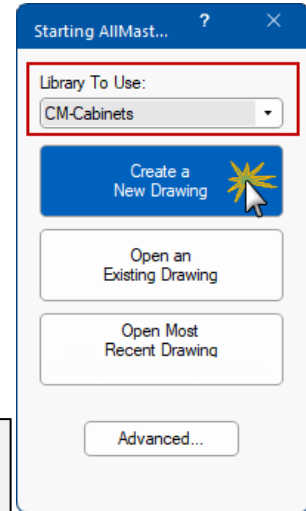
Select '**CM-Cabinets' Library** from the drop list, as shown.

This is important for the lessons to function correctly.

CabMaster™ is based around the idea of a library which is a collection of pre-built items that you use to construct your designs.

You can only have one library loaded at a time, but you may change between libraries at any time.

Most of the time you will want a library loaded when you start a new drawing, so you are given the option to select a library whenever you start CabMaster™.



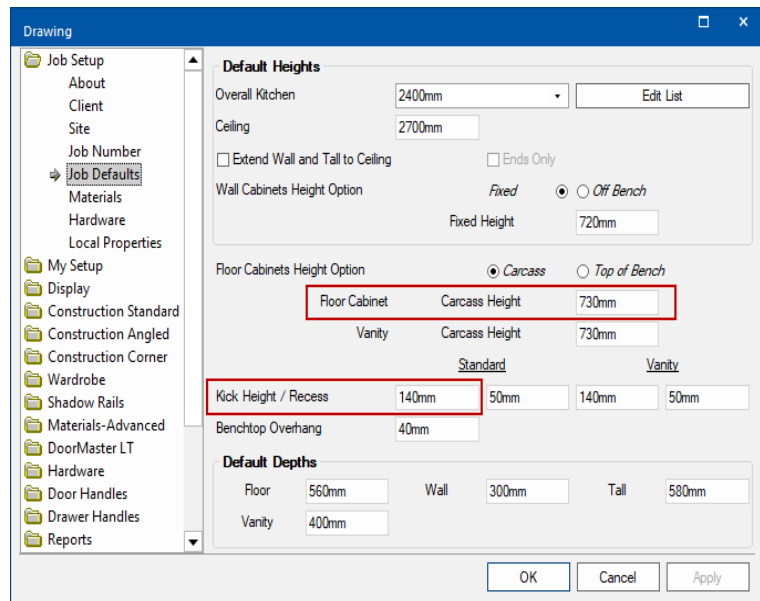
A typical use of no library loaded is when [creating a template](#). A template is typically applied when starting a new drawing using the **Create from template** dialog. For these lessons it is not required and you can select whatever template is available or **<none>** i.e. no template selection.

2. Click on the 'Create a New Drawing' button

The drawing starts off with its own set of properties, called the Drawing Properties, which are an exact copy of those in the library. **This means that the library properties are the default values**, and these can be modified in the drawing properties for each individual drawing without changing the library.

When you create a new drawing, you typically start with a **library loaded**, so that the new drawing will be based on selected library, which in this case is **CM-Cabinets** selected in step 1 above.

The **Drawing Properties**, shown here, is presented (if not press F4 key). From the **category tree** select **Job Setup** and then select the **Job Defaults** page as shown, and ensure the Floor Cabinet default settings are...



- **Carcass Height** is 730mm
- **Kick Height** is 140mm

* Bench height will therefore be the 730mm (Carcass) plus 140mm (Kick) = 870mm.

- To save and close the dialog click **OK**.

The Job Setup > **Materials** page for this tutorial, is set to use **18mm** panel and door/drawer material.

CabMaster™ provides a central point in the form of Friendly Pages, also referred to as Property Sheets, that allow you to modify the properties of your drawings, an example is shown above.

This is done through edit boxes with/without drop lists , checking boxes and radio buttons .

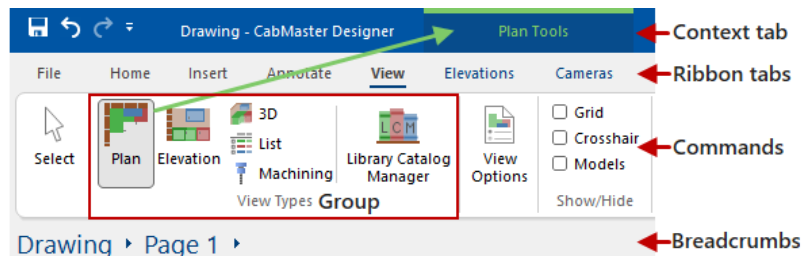
Now we will discuss the application interface that you will see when CabMaster™ is opened.

CabMaster Interface

Ribbons and Lesson Terms

CabMaster™ uses a Ribbon toolbar which is designed to help you quickly find the **commands** that you need to complete a task which are organized in logical **groups** collected together under **tabs**.

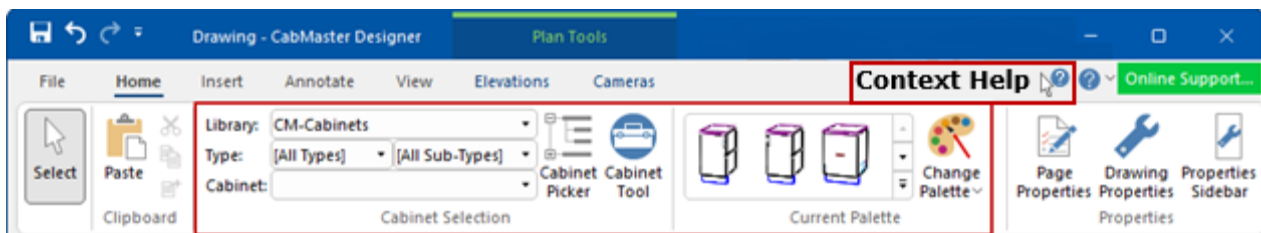
In these lessons, you will be required to select **commands** (e.g. **Plan**) located under the applicable **tabs**, (e.g. shown **View** tab). This will be referred to as **View > Plan** (illustrations will also be provided).



There is **more than one way** to perform an operation and this tutorial will include **tips and extra notes** which will discuss some of these. You can also add to the [Quick Access](#) tools which sit above the Ribbon - for example Save, Undo/Redo - which are frequently used commands. Try **clicking on** the **Context Help** button (see image below) and **then click on a command**.

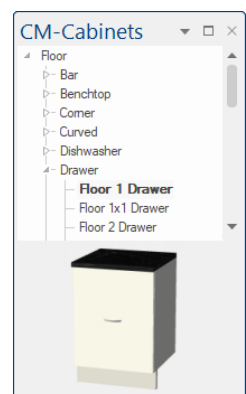
Cabinet Selection

When first opened, the [Home](#) tab allows you to select cabinets from the current library.



CabMaster™ offers a large selection of cabinets which can be filtered using the...

- 4 way [Cabinet Selection](#) drop list which allows you to filter your cabinet selection by...
 - Library e.g. CM-Cabinets
 - Type e.g. Floor, Wall, Tall
 - Sub-Type e.g. Benchtop, Drawer, Sink
 - Cabinet e.g. Floor Corner Drawer
- [Cabinet Picker](#) which displays a tree view, shown right, that corresponds to the drop list selections discussed above.
 - The command button is used to turn visibility of this ON or OFF.
- [Palette / Cabinet Gallery](#) which displays images of cabinets available.
 - Filter selection by using the drop menu
 - You can also create your own custom palettes.



Note that the Drawing Properties can be opened using the command button shown far right. Alternatively, you can use the [Keyboard Shortcut](#) F4 [See also [Mouse Shortcuts](#) and [Menus](#)]

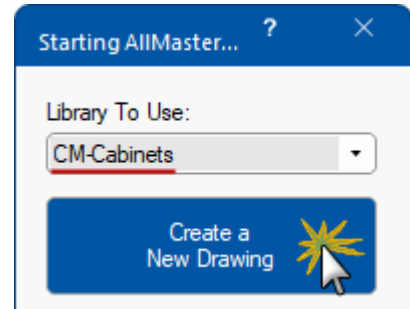
In these lessons, we will be using the **first option** above i.e. 4 way **Cabinet Selection** drop lists.

Lesson 1: Adding Walls

This lesson assumes that you have already started CabMaster™ as discussed in the previous topic and have [set Drawing defaults](#).

In this lesson, we are going to learn how to:

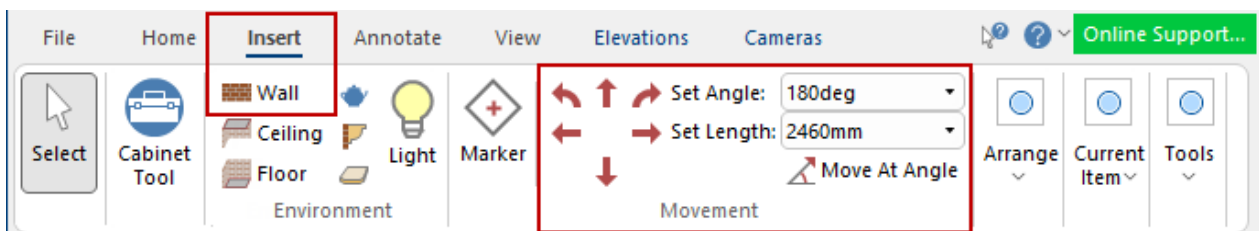
- Draw Walls
- Move Walls
- Save your drawing



Our First Drawing

In this lesson, you will begin to discover the different tools available to help you with your drawing.

In this lesson, we will use the **Wall** command icon located on the [Insert](#) tab and then customising these walls using the [Movement](#) commands.



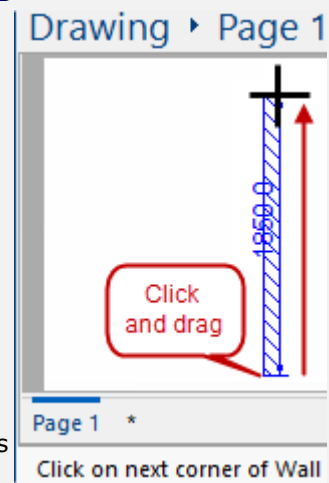
Once we have drawn the walls, we will learn about saving our drawings.

There are a number of ways to place walls – see [Wall Placement Tutorial](#)

The quickest way is to use your mouse to click and drag, as shown.

- Click on the **Insert > Wall** command icon
- Click on your start point and drag in direction and distance
 - Image shows start point bottom left and dragged 1850mm Up
- Release the mouse button
- Repeat until all walls added
- To end, click on another command e.g. Select
 - To Start a New Wall, click on the Wall icon again.

Note: The [status bar](#) has a notification area (bottom left) that describes actions as these are performed which can be helpful. ----->



There are a number of discussions in the Application User Guide that are a recommended read...

- [Wall Tool](#) used to customise the wall which can be done before or after placement.
- [Wall Reposition and Resizing tutorial](#)
- [Wall Opening and Arches tutorial](#)
- [Wall Sloped using Height tutorial](#) includes a video

Wall Placement using Movement commands

In this lesson we will be creating the following wall...

Grid on Plan

Grid lines can be turned on/off. Simply tick **View > Grid** check box in the **Show/Hide** group, as shown above. Since you will usually want walls to be square, you may want to also turn on **View > Snap to Grid**. For more details see [Grids and Snap Tutorial](#).

Wall Direction

Walls, Floors and Ceilings need to be drawn “one way” in a clockwise direction. In general, it is best to start in the lower left corner of the drawing page, leaving enough space to later insert [dimension lines](#) etc. If you hold down the **SHIFT** key, the wall will be drawn automatically at increments of

Step 1

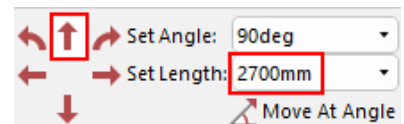
Select the **Insert > Wall** command

- Click in the lower left corner of the drawing page to start the wall

Step 2 - Wall Edge 1

To draw left hand *vertical wall proceeding upwards*, use the **Movement** group commands for next steps...

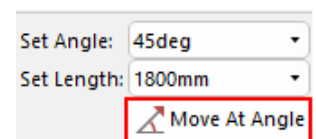
- In the **Set Length** edit box, type the distance of **2700mm**
- Click on the **'Up'** arrow



Step 3 – Wall Edge 2

To draw a wall set at 45 degrees to this wall

- In the **Set Angle** edit box, type in the angle of the **45** degrees
- In the **Set Length** edit box, type in the distance of **1800mm**
- Click on **Move At Angle** icon to draw the wall at 45 degrees

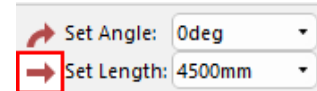


If you want to go down and to the right at 45 degrees, you can either type in -45 or 315 to set angle.

Step 4 – Wall Edge 3

To draw a horizontal wall, again use the **Movement** group commands for the next steps...

- Click in the '**Set Length**' box again, set the distance to **4500**mm.
- Click the '**Right**' arrow

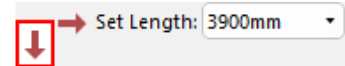


You will notice that after you click the 'Right' arrow, the **Set Angle** edit box is **automatically readjusted** to the direction just moved, and now **shows 0** instead of 45.

Step 5 – Wall Edge 4

To draw a vertical wall proceeding down...

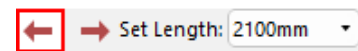
- Click in the '**Set Length**' box again, set the distance to **3900**mm.
- Click the '**Down**' arrow



Step 6 – Wall Edge 5

To draw a horizontal wall to the left of this wall...

- Click in the '**Set Length**' box again, set the distance to **2100**mm.
- Click the '**Left**' arrow tool.



Your drawing should now look like the illustration on the previous page.

Moving Walls


Once the wall has been placed it can be moved to a more suitable location on the drawing page.

There are a number of ways to reposition and resize walls.

The [Wall Reposition and Resizing tutorial](#) 🌐 discusses three (3) methods using the...

1. Wall Properties
2. Right click menu options **Move Out** and **Change Length**
3. Object "handles"

Handles

Handles are the small boxes that appear at the ends and mid-points of the walls.  When a wall handle is selected, its small square is filled in. Handles not selected have open small squares. (NB: Dragging by the *corner handles* will alter the angle of the corner).

The **single handle, not connected to the wall** can be used to move all walls at the same time.

Select Tool

When **Select** 🌐 is turned ON, it changes to the Select tool, which allows you to highlight objects by clicking on them individually or select multiple items by clicking on a blank area of the drawing near items for selection and dragging the mouse to form a box. Any objects inside or touching the box will become selected. This means that if you wish to **move the walls plus any cabinets placed**, then you simply run the cursor over the whole page i.e. click your mouse starting at the top left corner point and drag the cursor to the bottom right corner, therefore selecting all objects on the page.

Save your drawing

As this is the first time saving the current lesson, from the **File** menu, select the **Save As** command and provide a file name so that you can easily locate it later. The **default** folder for saved drawing is called '**Data**'.

In the software, use the keyboard **F10** key and select the **File Locations** page, to see where Data files and other files accessed by the application software are located.

Lesson 2: Cabinet Placement

In this lesson, we are going to learn how to...

- Place cabinets
- Format cabinets
- Add End Panels
- Introduce the Revert feature

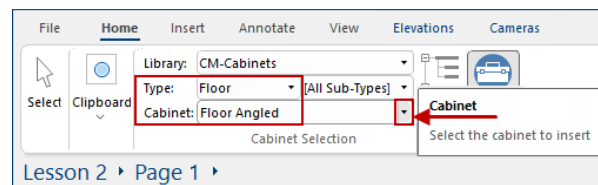
Open the **Lesson 1** in the 'Data' folder and you may want to **save as** Lesson 2 so if anything goes wrong with this lesson, you can don't have to start from scratch.

Cabinet Selection

As discussed in the *introductory section* on [Cabinet Selection](#), CabMaster™ offers a large selection of cabinets which can be filtered. In this lesson, we will use the 4-way drop list and the first cabinet that we are going to place is a 'Floor Angled' cabinet:

Step 1

Since we will be using mostly floor cabinets, **filter** your list by **Type** using drop list and select '**Floor**'.



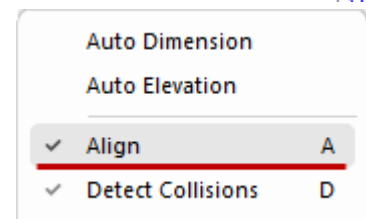
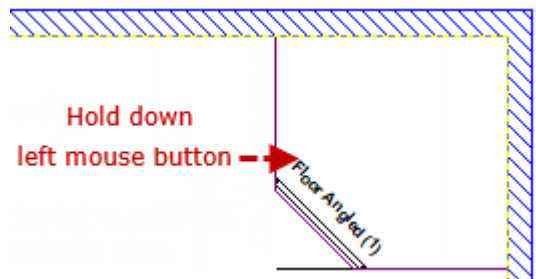
Step 2

Using the **Cabinet** drop list, select '**Floor Angled**'.

Step 3

In the middle of the page, **click and hold down** the left mouse button.

- The 'Floor Angled' cabinet should be presented on the page
- **While holding down left mouse button**, move your mouse to the top, right hand corner of the drawing i.e. placing the cabinet in the corner as shown →
 - If '**Auto Align**' is switched ON by using the keyboard shortcut **A** (which toggles the alignment On/Off) or the right click menu shown, the cabinet will try to rotate to align with the angle of a nearby wall.
 - You can also **rotate** with the **- or + keys**
- Release the mouse button.



Note that the Floor Angled cabinet shows the direction of door swing. We will discuss this later in this section.

Rotating Cabinets – Single or Multiple Selection

< > keys or + - keys

Press the left and right 'angle' bracket keys (also comma and full stop) as well as the plus and minus keys to rotate the current selection.

These keys rotate either by 15° intervals without shift or by 90° intervals if the 'Shift' key is pressed. - key rotates right and the + key rotates to the left.

Hold down the '**Ctrl**' key to nudge the angle in **1° steps (for + and - keys)** or '**Ctrl**' + '**Shift**' keys for **smaller 0.1° steps**. (Useful with Curved Cabinets)

If you have difficulty placing cabinet near to Wall, turn on **View > Snap to Handle** 🌐

CabMaster™ is designed to automatically detect the environment that surrounds the cabinet so that when placed, it is in the correct position.

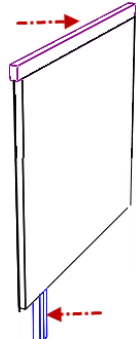
It takes practice to become efficient with this feature. At times, you will need to move the mouse beyond the wall for the cabinet to rotate. Do not be alarmed if this occurs, as CabMaster™ is designed to ensure that the cabinet positioning is correct before it rotates.

Customise a Cabinet/Item Before Placement

Cabinets can be customised before or after they are placed – see [Format Cabinet/Item](#) 🌐

It is **recommended** that you only customise cabinets before placement.

As we are going to place an interior door to the left of this cabinet (in Lesson 10), we will need to *seal the left end* with a Floor End Panel. **Before placing** it on our drawing page, however, we want to customise this panel as we need to **remove its benchtop and kickboard** sections, as shown right.



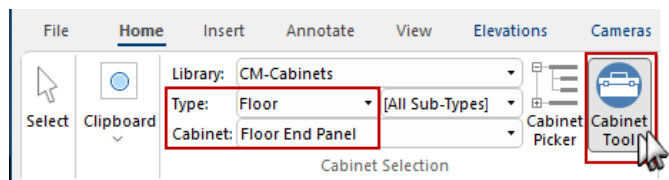
Step 1

From the cabinet drop list, select '**Floor End Panel**'

Step 2

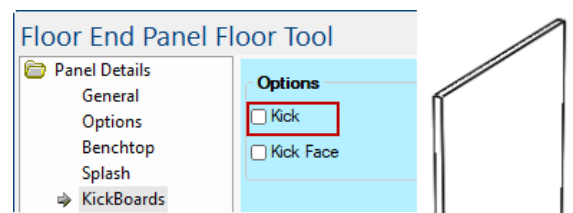
Double click the '**Cabinet Tool**' button to open the tool dialog window. Note...

- the background colour of the window presented is light blue;
- the title bar includes the word 'Tool';
- as this is a panel, not a cabinet, the category tree heading is Panel Details.



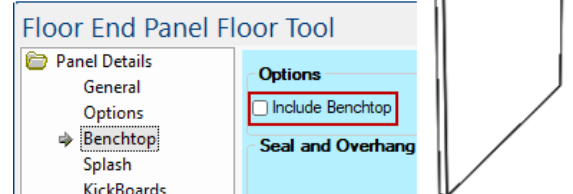
Step 3

To remove Kickboard, select **Panel Details > Kickboards** page and untick '**Kick**'.



Step 4

To remove Benchtop, select Panel Details > **Benchtop** page and untick '**Include Benchtop**'

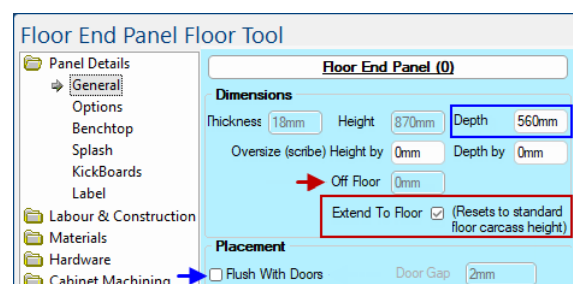


Step 5

Now we want to place an End Panel from Floor height.

Select Panel Details > **General** page and tick '**Extend to Floor**' (ensure that '**Off Floor**' = 0mm)

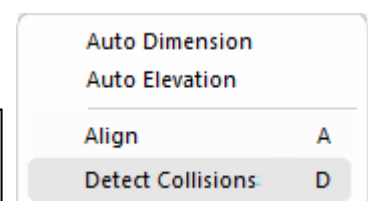
- You can change the dimensions of a panel in **General** page but to access the '**Depth**' edit box you will need to untick the '**Flush with Doors**' option - blue arrow shown →



Step 6

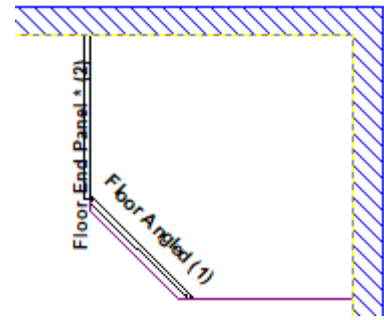
Now we will place the End Panel next to the Floor Angled cabinet we previously place.

If you have problems with placement, you may need to turn **Off Detect Collisions** using the right click cabinet menu.



With the **Cabinet Tool** button still selected for the 'Floor End Panel'...

- In the middle of the page, **click and hold down** the left mouse button.
- The 'Floor End Panel' should be presented on the page.
- **While holding down left mouse button**, move your mouse to the top, left hand section of the placed cabinet as shown →



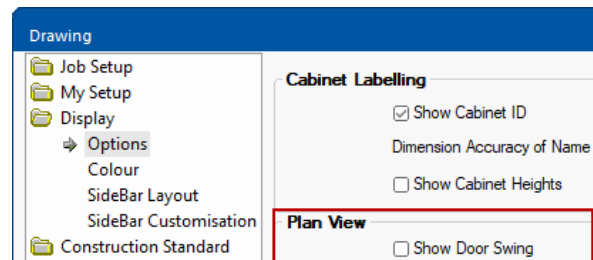
Remember to place 'Floor End Panel' against the right side of the cabinet and inside the overhang.

For a better view to enable accurate placement **Zoom In**. There are a number of ways to do this...

- Quickest way is to use the mouse wheel;
- Use the command icons on the View tab;
- Use the Status Bar (bottom right slider);
- For more ways see discussion [Zoom \(cabmastersoftware.com\)](http://cabmastersoftware.com) 🌐

Door Swing and Cabinet ID on Plan

Note that the *image of the Floor Angled cabinet above* does not show the direction that the door swings open. This is because it has been turned off in the **Drawing Properties [F4]** on the **Display > Options** page →



There is also an option to **Show Cabinet ID** which is *turned on above* and refers to the number in brackets after the Cabinet Label i.e. (1) and (2) – see [FAQ Hiding Cabinet Labels](#) 🌐

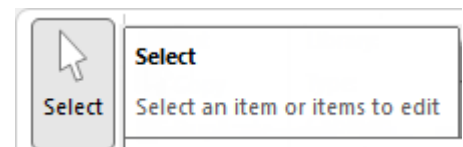
Customise a Cabinet After Placement

Now we will discuss customising the cabinet **after it has been placed**.

As there is a door way to the left of this cabinet, we will need to seal the left end.

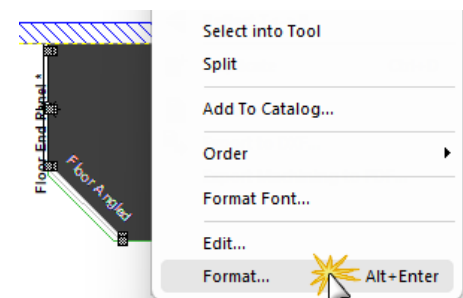
Step 1

Click on the 'Select' icon to turn on the command function.



Step 2

Right click on the Floor Angled cabinet previously placed and select 'Format...' option from the presented menu.



💡 Double clicking on cabinet will also allow you to format.

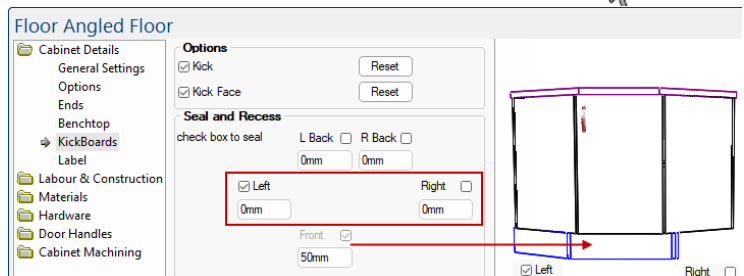
Step 3

As there is a door to the left of this cabinet, the left end will need to be sealed, as shown, but not the right.

The image in the Preview Pane will initially only show the **Kick** and **Kick Face** in the Front.

From the Properties inspector category tree, select **Cabinet Details > Kickboards** page.

Tick the **Left Seal** and leave the **Recess** at **0mm**, as shown.



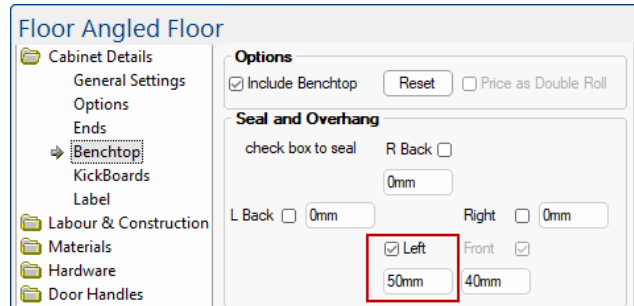
Lightbulb Whether the **Kick** and/or **Kick Face** are included in your current job can be controlled in the **Drawing Properties** [F4] on the [Materials-Advanced > General Options](#) page.
The **Reset** button will reset the cabinet options back to the settings in the Drawing Properties.

Step 4

Now we want to give the Benchtop an overhang to sit over the End Panel previously placed on the left.

Select the **Cabinet Details > Benchtop** page...

- Tick the 'Left' check box to seal the left end;
- Type in **50** to give it an overhang of 50mm.



Shelves and Shelf Heights

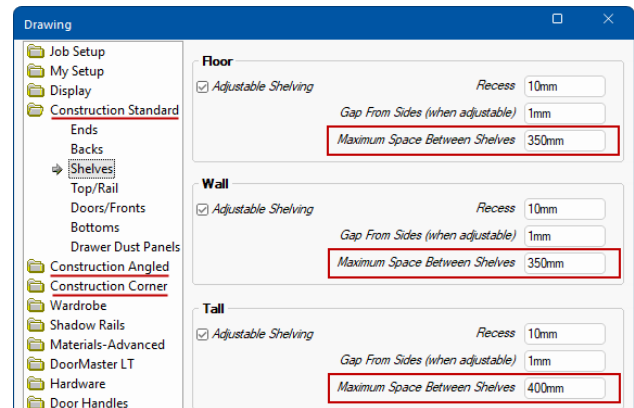
On the **Cabinet Details > Options** page you can select from 0-5 shelves and make them either *Fixed* or *Adjustable*. There are also four (4) styles of shelves available. (To view each **Style**, change the [Preview to either Ortho or 3D Wireframe](#) and watch what happens as you change the Style selection.)

On the **Labour & Construction > Shelves** page you can further customise the position of shelves.

Typically, shelves are automatically spaced inside a carcass for the whole drawing using the **Drawing Properties** [F4] →.

The **Shelves** page, as shown, determines whether or not shelves are adjustable and can be amended for **Standard, Angled** and **Corner** cabinets. (See [Construction Shelves in the Library User Guide](#))

The quantity is calculated based on the minimum gap between shelves for Floor, Wall and Tall cabinets independently. By doing this the number of shelves increases as the cabinet gets taller.

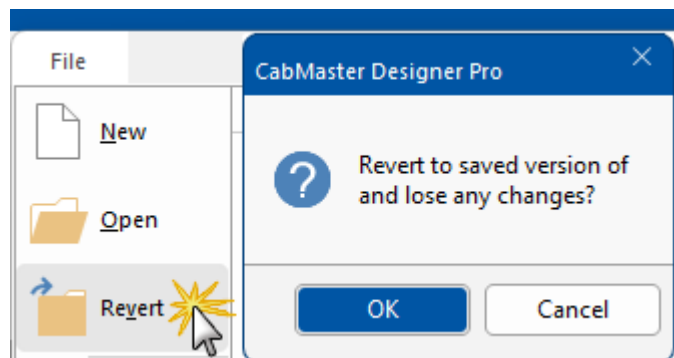


Lightbulb For more on adjusting 'Shelf Heights' see the topic on [Shelf Heights and Cutouts](#) in the online CM-Cabinets Library User Guide.

Revert Feature

Revert allows you to reload the current drawing **from the last saved point**.

This command is useful when you add or move cabinets around to see how it looks. If you are not happy with the changes you simply click select 'Revert' from the File menu. The drawing will then revert to how it was the last time you saved it to file.



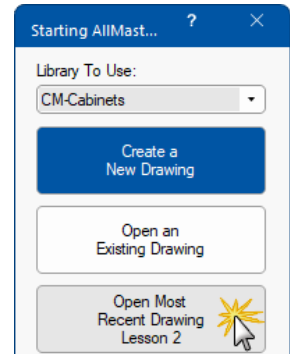
Warning: If you create a drawing **and have not saved it** prior to 'Revert', you will lose the unsaved drawing.

On completion of each lesson, it is recommended to save your drawing.

Lesson 3: Placing Cabinets

In this lesson, we are going to introduce additional cabinet to the drawing. We are also going to start to develop skills that will enable you to **alter the dimensions of the cabinets** that you introduce.

If you saved and closed the previous lesson, you can use the **Open an Existing Drawing** (and select the required drawing) or **Open Most Recent** drawing.



Placing Floor Drawer Cabinets

We will now add two drawer cabinets to the drawing and format one of these before placement.

Drawer 600mm Cabinet

Step 1

To tighten the Filter selection, we selected **Type: Floor** and a **Sub-Type: Drawer**.



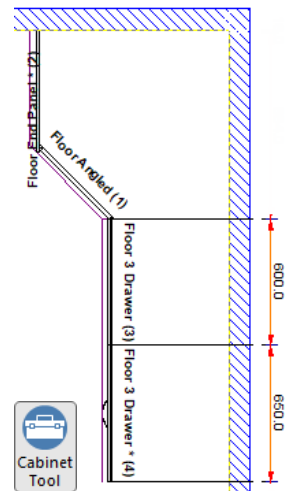
Then from the shorter drop list, selected the **'Floor 3 Drawer'**.

💡 You can also simply type the required cabinet name i.e. Floor 3 Drawer (no filters required), or typing in the letter **F** (or a combination) will find the first instance of manually entered text.

Step 2

Place the first **'Floor 3 Drawer'** 600mm (which is the default width)

- **Click and hold** the left mouse button in the middle of the room and;
- **Drag** to the right of the Floor Angled cabinet already on the drawing



Drawer 650mm Cabinet

We are now going to place another **'Floor 3 Drawer'** but before placement we will change the width to 650mm.

Step 1

As the **'Floor 3 Drawer'** is already selected, double click on the **Cabinet Tool**

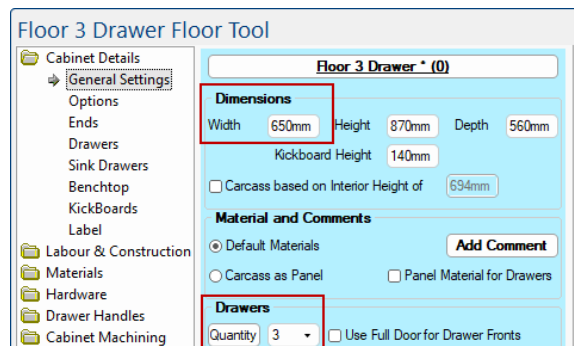
On the **Cabinet Details > General Settings** page...

- edit the **width** of the drawer cabinet from 600mm to **650mm** →

Remember formulas can be used in edit boxes e.g.



Note that the **Quantity** of drawers can be changed but the **cabinet label*** on the plan *will not change* i.e. it will remain in this instance as Floor 3 Drawer.



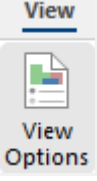
Step 2

Place amended cabinet on the right of 'Floor 3 Drawer 600' in same way as discussed in Step 2.

💡 The cabinets should automatically rotate but remember you can use the + or - keys.

* The **Label display** can be customised by using **View Options [F9]** on the **View** tab or double clicking on the drawing page – see [Cabinet Label Display Tutorial](#).

We will learn how to **insert a dimension** line to a drawing in Lesson 7.



Placing a Floor Corner Cabinet

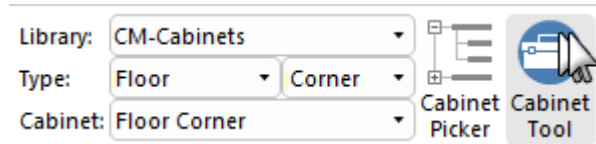
It is important that you understand how corner cabinets are constructed within CabMaster™ so that you can modify them correctly.

A Corner cabinet's left and right sides are referred to as the **Main** and **Extension**. There are different 'join' options available when creating corner cabinets e.g. mitred or square to longest. By understanding the Main and Extension concept you will be able to change characteristics and get the correct result.

See also: **CM-Cabinets User Guide** on Cabinet Design > Construction > [Corner Cabinets](#)

Step 1

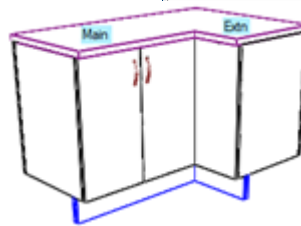
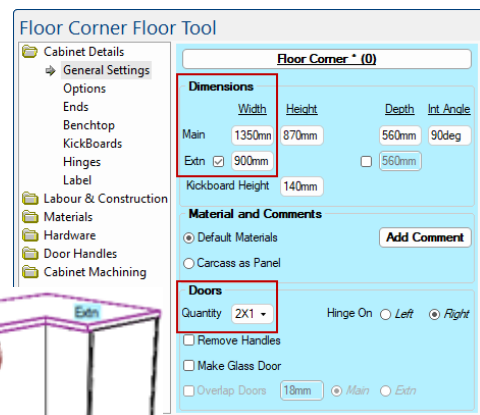
Select the 'Floor Corner' cabinet and double click on the **Cabinet Tool** button.



Step 2

Select **Cabinet Details > General Settings** page

- In the **Main Width** edit box change the dimension from 900 to **1350mm**
- The **Extn** edit box will be greyed out, so you need to tick the **Extn check box**. Now you can...
 - change the **Width** of the **Extn** to **900mm**
- Now we want to have 2 doors on the Main and only 1 door on the Extension. To do this...
 - from the **Quantity** drop list select **2X1** and view the result in the Preview →



Step 3

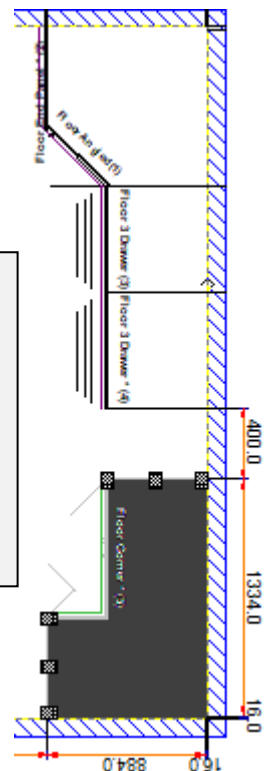
Close the 'Cabinet Tool'

Step 4

Place cabinet in the lower right corner of the room with the 1350mm main side pointing to the top of the screen, as shown →.

💡 Here we have *turned on* the **Display > Door Swing** option in the **Drawing Properties** [F4] but if you want to see the door opened in the Preview and in 3D Display, use the **Doors slider** on the **Cabinet Details > Options** page.

📄 The dimension lines for the Main show $1334.0 + 16.0 = 1350\text{mm}$ where the **16mm** is the **Gap Between Cabinet and Wall** set on the **Cabinet Details > Options** page.



Deleting Cabinets

To delete one or more cabinets, first select the cabinet/s and then either use **Delete** on your keyboard or use the right click menu and select the **Clear** option.

You have completed this lesson so you may want to **Save** your drawing.

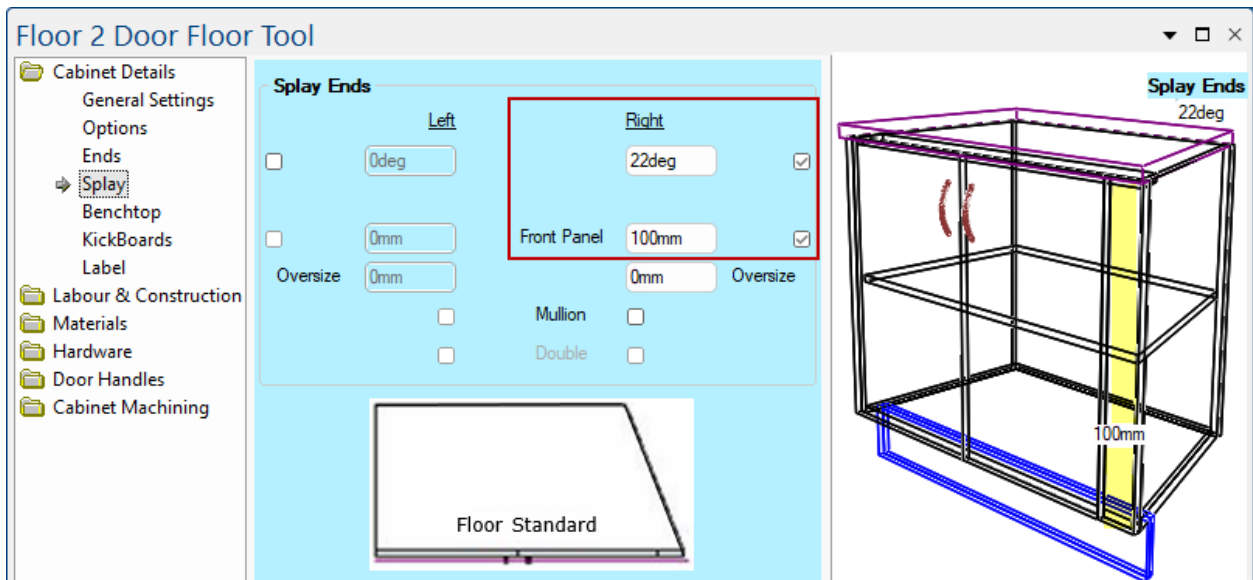
Extra Notes - Standard Cabinets

Splayed Ends page

Options to **Splay Ends** are available on the **Cabinet Details** > **Splay** page for Floor, Tall and Wall Standard cabinets, as shown below. This can be turned on/off for either or both ends.

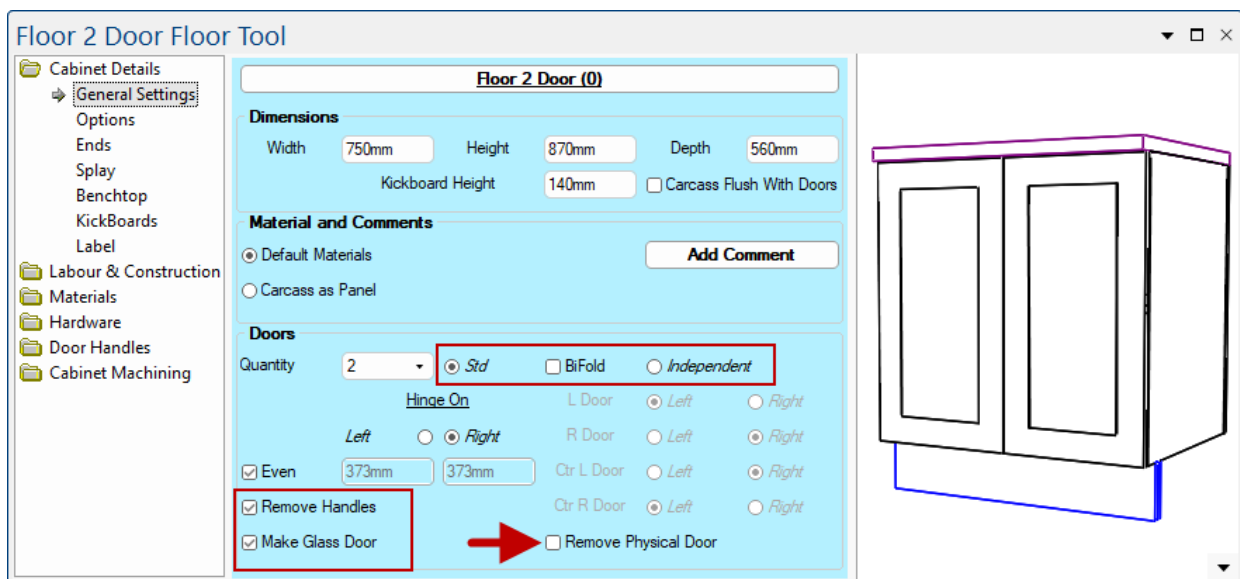
To splay the ends means to have them at an angle, making the front and back of the cabinet different widths. The example shows the Right End set an angle of 22 degrees.


It is also possible to add **Front Panels** (which can be oversized for scribing) to space the doors away from the adjoining cabinet or wall. You can also add mullions on which to hang the doors.



Floor Division

There is an option to **Remove Physical Door** making Divisions possible, allowing for an 'open' cabinet. You can also remove handles, make glass and bifold doors.



 *Default Materials* are set in the Drawing Properties [F4] See also: [Independent Hinging](#)

Lesson 4: Auto Cutback Feature

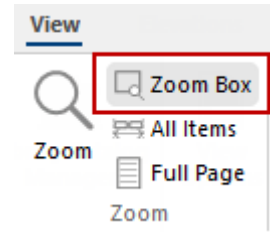
In this lesson, we are going to introduce you to these new features...

- Auto Cutback
- Zoom Box
- New cabinet from the 'Tall' category

The Zoom Box

The **View > Zoom Box** command button allows you to highlight the area of the drawing to zoom in.

In this lesson, it will allow us to zoom in on the space **between** the 'Floor Drawer 650' and 'Floor Corner 1350' so that we can see this area more clearly. This can make cabinet placement a lot easier, especially when we are using some of the advanced tools.



The Auto Cutback Feature

This is a unique feature to CabMaster™ which automatically resizes a larger cabinet to fit perfectly in between two existing cabinets. It also updates any component or cutting information for the modified cabinet.

Place Cabinet Between Two Existing Cabinets

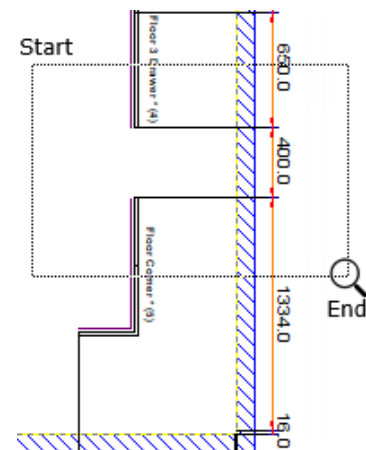
Step 1

Select **View > Zoom Box** from the *Zoom group* (shown above).

Then move the mouse **starting** from the 'Floor Drawer 650' and **ending** with the 'Floor Corner 1350', as shown...

- You will notice that as the mouse hovers over the drawing page, a **magnifying glass appears**;
- Move the magnifying glass to the location that you wish to **start** from (shown top left).
- Click and hold down the left mouse button. **Drag** to **draw a box around the area that you want to zoom in on**.

When you release the mouse key, the drawing image will have increased dramatically to show you the selected area.



Step 2

Now we want to place a cabinet in this **vacant area**, which is **only 400mm**.

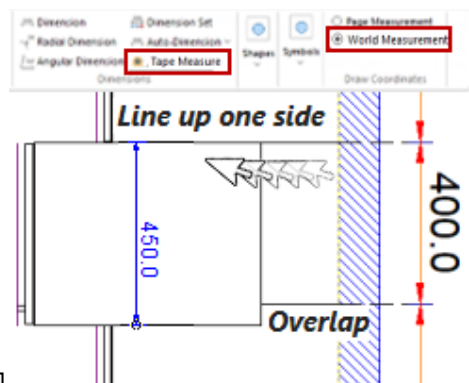
Select a cabinet that is like the one you need regardless of the size.

For this lesson, select a '**Floor 1 Door Left**' which has a *default width* of **450mm**. (Shown using [Tape Measure](#))

Step 3

To use this '**Auto Cutback**' feature...

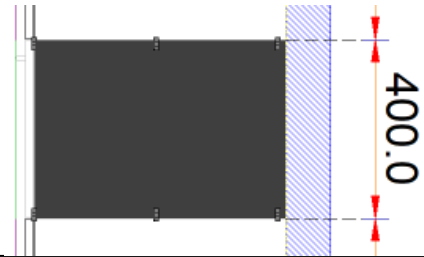
1. Place the cabinet and while **holding** down the **left mouse button** **and** the '**Ctrl**' key, move the cabinet on the drawing page into the vacant area, shown →.



Do NOT let go of the left mouse button yet.

2. **With the left mouse button and 'Ctrl' key still engaged**, drag the cabinet into the vacant area until it is against the wall but still overlapping the cabinet beside it (*overlap shown above*).
3. **Release the mouse button** and the cabinet will shrink to fit exactly into the available space →
4. **Finally**, release the 'Ctrl' key.

The program cuts the cabinet back to the available size which in this example is 400mm.



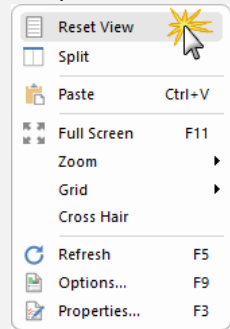
Auto Cutback Summary

1. Hold down **both** the 'Ctrl' key and the **left mouse button** while dragging into place.
2. Line up one side of the cabinet with the cabinet beside it.
3. **Release the mouse button** and **then** the 'Ctrl' key.

See [Keyboard Shortcuts](#) for more on keys that can be used while dragging.

Reset View

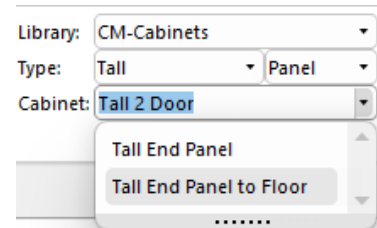
To return to the normal 'Full Page' view (i.e. exit Zoom), right click on the drawing page and from the presented menu (shown right) click on the **Reset View** option.



Adding Tall Cabinets

Adding Tall cabinets is the same as adding Floor units.

In this example, we are going to be placing a 'Tall 2 Door' cabinet beside an existing floor unit. Therefore, we are going to have exposed ends that needs to be covered by an 'End Panel' with kick and another to floor.



CabMaster™ contains all the End Panels and Fillers that you will need to complement the cabinets.

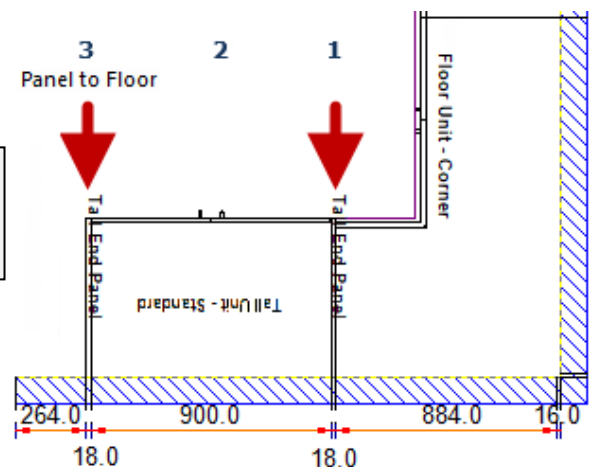
Step 1

Select the 'Tall End Panel' and place next to the 'Floor Corner'. (This end panel has a kickboard).

Step 2

Select a 'Tall 2 Door' (which should have a *default width of 900mm*) and **place** this cabinet next to the 'Tall End Panel' place previously.

Shelves and Drawers can be added and recessed – see Cabinet Design topic on [Tall Standard Fixed Shelf Recess](#) and [Tall Standard Adding Drawers](#)



Step 3

Select a 'Tall End Panel to Floor' and place beside the exposed end of the 'Tall 2 Door'

Your drawing should now look like the image →

You have completed this lesson.

Lesson 5: Views and 3D Environment

In this lesson, we are going to introduce you to...

- the 3D environment, including the various types of 3D views.
- split views i.e. view multiple screens on a single page.

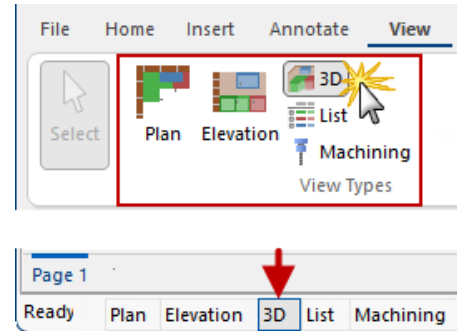
View Types

A number of *View Types* which can be accessed from the [View tab](#) or by using the buttons in the [Status Bar](#). These are...

Plan View

This view displays a top-down plan of the current drawing.

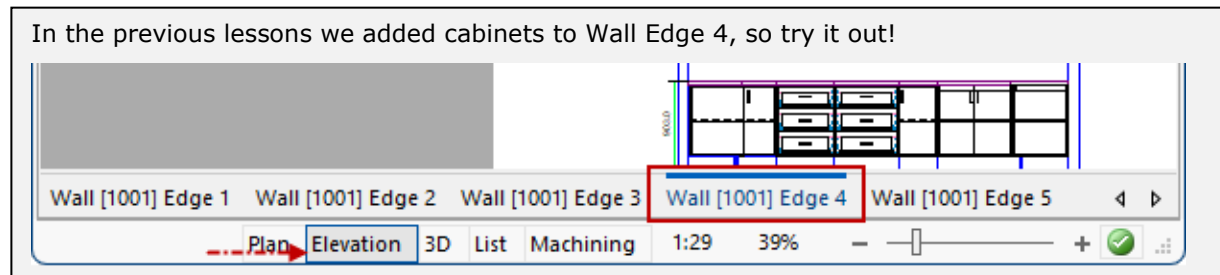
Extra tabs (Plan Tools) are made available allowing you to add [Elevations](#) and [Cameras](#) to the same plan page.



Elevation View

Generates an elevation of cabinets along each wall, accessed using **tabs** above the Status Bar.

Elevations can also be placed on your plan and we will show you how in [Lesson 7](#).



List View

This provides a listing of all the items currently on the drawing, without any visual representation.

Cabinets and other items such as pricing, freight etc can be added for reporting information.

For more details on [List View](#) see the Application User Guide under Window Basics.

Machining View

Machining Tools are provided to integrate EzyNest/EnRoute directly into **CabMaster Pro or higher software products** – See Application [User Guide on Machining](#)

Extra tabs are made available allowing you to Export Machining for...

- [Current Drawing](#) – generates on batch of part files (DXF) for each material used in current drawing.
- [Combined](#) – lets you combine multiple little batches of components (parts) and nest them to prepare one combined job. It also allows you to create a job that has repeats of the current job.

3D Views

Changes the display mode of the active pane to a three-dimensional rendered view of the drawing and the [3D Tools on the Display tab](#) becomes available. See the tutorial on [Generating A 3D Image](#)

3D Environment

In the 3D environment, you have four *Render Modes* which can be changed by using **Display** tab command icons or by **right clicking** on the page and using the **menu**, as shown. These are...

For more information see topics on [3D Menu](#) and [3D Effects menu](#) options.

Wireframe

In the wireframe mode, lines are drawn representing the bounding edges of solid sections. There is no attention paid to hidden edges, which means you can clearly see inside the cabinet and right through cabinets to even see the wall behind it. Useful for checking that the *internals of a cabinet e.g. shelf styles*, look correct and therefore recommended to use when first generating a 3D image.

Hidden

This mode is almost the same as 'Wireframe', except with the addition of 'hidden line removal'. After calculating the wireframe image, it determines which lines would be hidden from the current viewpoint and removes them.

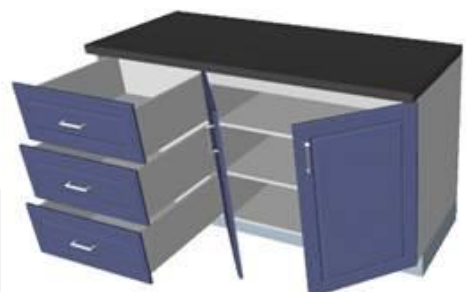
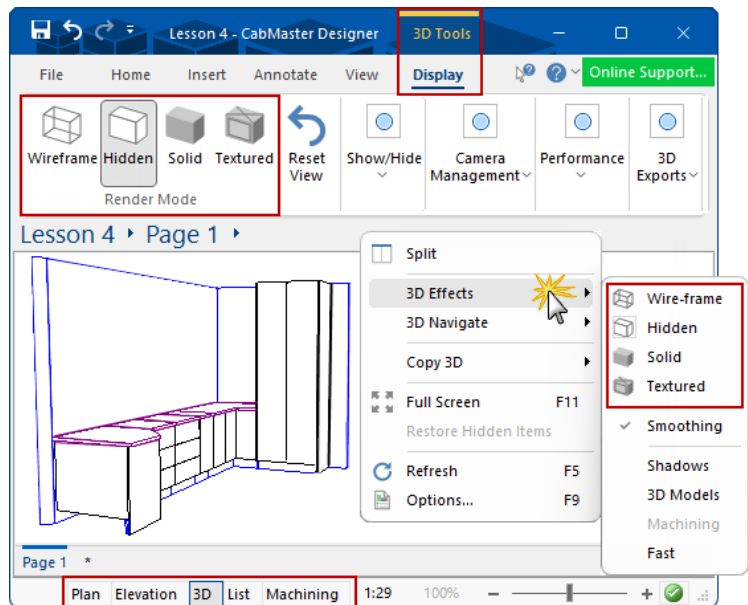
Solid

This mode is more realistic than both wireframe and hidden because of the addition of coloured faces. Each surface on an object, such as a cabinet, is filled with a single flat colour. Solid views give a good estimate of colour without using textures.

Textured

This mode is almost the same as 'Solid' except with textures added. The bitmaps are applied to the appropriate faces, giving them a very realistic look.

As shown here, doors and drawers can be viewed in an open position in 3D by using the settings in the Drawing Properties [F4] on the **Display > Options** page (for the whole drawing) or the **Cabinet Details > Options** page of individual cabinets, in *all Render Modes* (shown here in Textured).



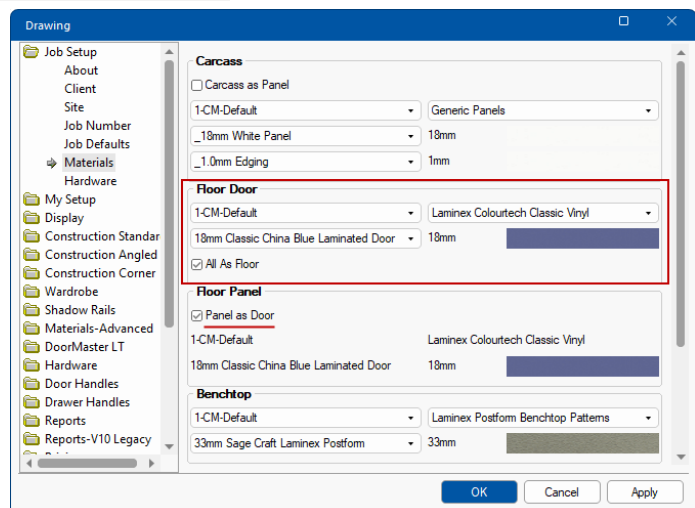
Materials

Default materials for the current drawing are set on the **Job Setup > Materials** page of the Drawing Properties [F4].

Materials can be changed on individual cabinets in the **Materials** category.

See relevant discussions in the [CM-Cabinets User Guide](#) and watch the video.

Note that **Panel** and **Door/Drawer** material is **18mm** which will affect measurements later in this tutorial.

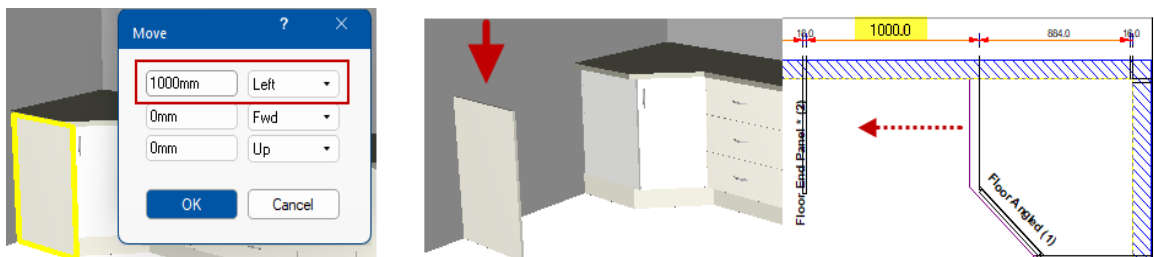
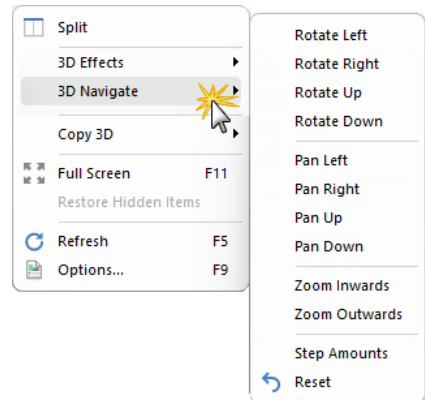


3D Navigation

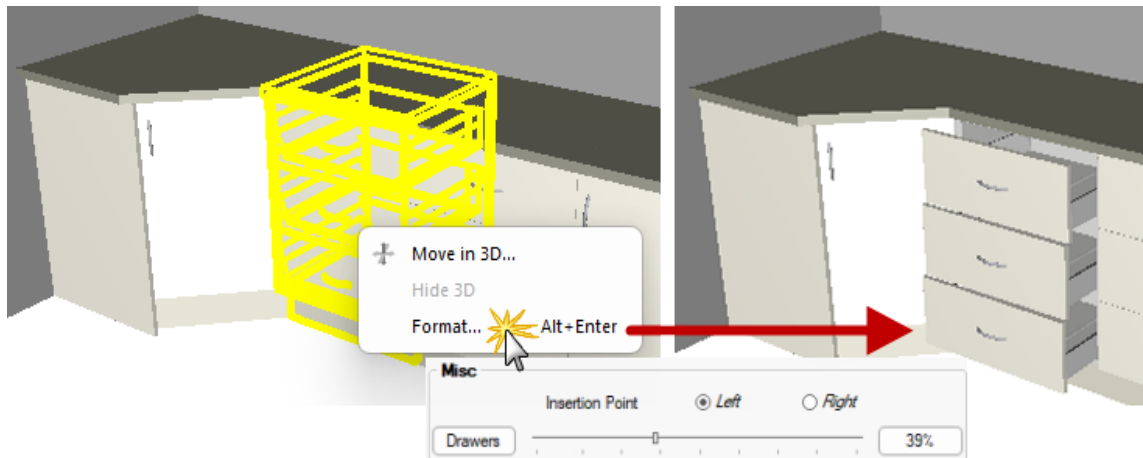
The easiest way to reposition your 3D View is to use [mouse shortcuts](#) but you can also use the [3D Navigate menu](#) options, shown here.

Mouse Shortcuts

- Rotate Click and drag
- Pan **Shift +** Left Click and drag
or depress both left and right mouse buttons and drag.
- Zoom **Ctrl +** Left Click and drag
or right click and drag or use the mouse wheel
- Reset Click the middle of mouse wheel.
- Select **Ctrl + Right** click to select item and get a menu which allows you to *Move 3D* or to *Format*.
[Move 3D](#) moves items cabinets a precise distance in 3D space including Fwd/Back.



Format allows you to edit item properties. Here we have opened drawers.

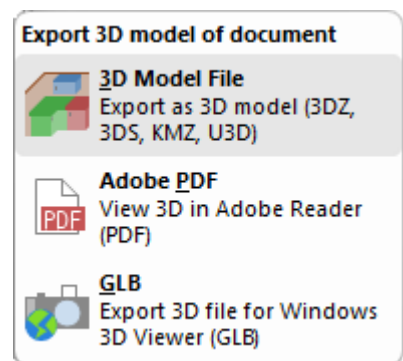


Export 3D and PDF

[Export 3D](#) is a full export of 3DS models which can be then viewed in [Photoview](#) high quality ray tracer (and other 3D environments). You can also export to Google (Collada) format for use in Google sketchup.

This is accessed from the **File** menu. Select **Export > 3D Export** →

You can also export your completed drawing to create a pdf, which can then be sent and viewed at all angles by the customer. (See [Export PDF tutorial](#))



Split View - Multiple Views on a Single Page

CabMaster has a feature that allows you to work in 'Plan View' while still being able to see the effect in 3D view. To do this you need to split the screen.

Splitting panes can be useful especially if you want to use 2 monitors and have different view on each. Simply stretch the app across 2 screens and split – see [Split Across 2 Monitors Tutorial](#) 🌐
 For a complete discussion see [Split Panes Tutorial \(cabmastersoftware.com\)](#) 🌐

****Watch what the mouse does as you try the following...**

Step 1

Change your drawing back to 'Plan View'.

- **View > Split View** in the *Window group* →
- or
- **Right click** on a *blank area of your drawing*, which will bring up a menu and click on the **'Split'** option

Either option will bring up a cross hair as shown.

****Do not click your mouse button at this stage**

Step 2

If you **move your mouse to the far left-hand** side of the application window, you will notice that the four (4) panes can be cut down to **two (2) viewing areas...**


- One pane on **top**
- One pane on the **bottom**

Step 3

If you move your mouse back to the centre and **move it vertically to the top** of the application window, the four (4) panes can be cut down to **two (2) viewing areas** but this time...

- One pane to the **left**
- One pane to the **right**

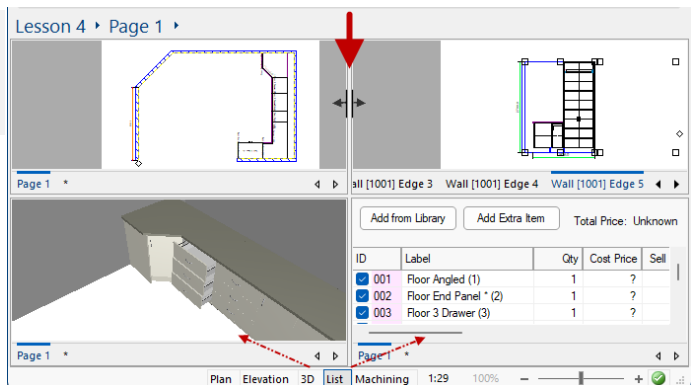
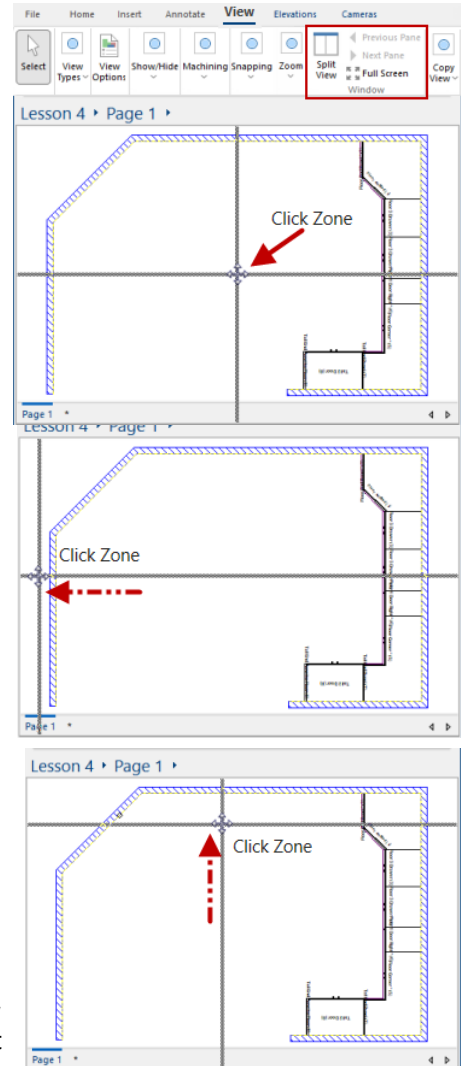
Active Panes

The example shows four (4) panes, each pane with a different view in even sized panes. To resize the panes hover over the relevant splitter bar and you will see this  which allows you to drag to **resize** or to **exit the Split view** by dragging the splitter bar off the page.

You can only work in *one Active pane at a time*. To make a Pane Active click on the relevant page.

The commands on the **View tab** will affect *only* the **Active** pane.

Commands on the **other tabs** will affect the whole document i.e. *all panes*. For example, if you insert a cabinet, the cabinet will be added to drawing in every available pane.



Camera View

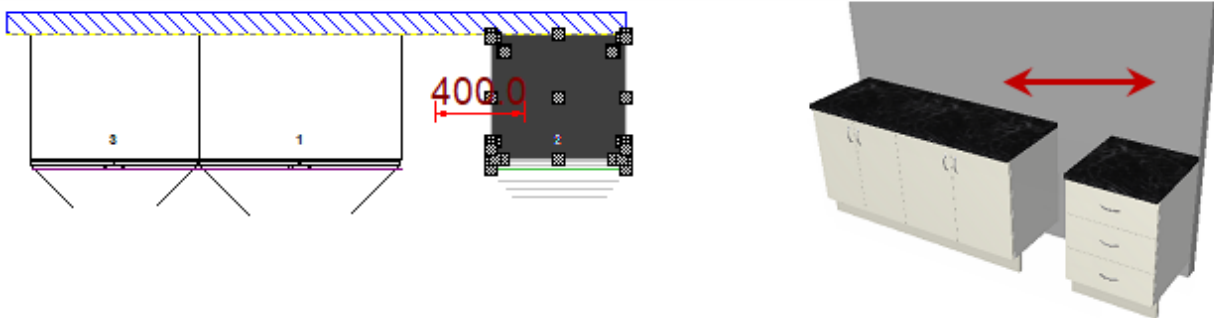
Camera view provides a way to store multiple camera view positions and allows you to easily place **3D Views onto a Plan View page**. The camera view items placed are dynamically updated when the drawing changes. You can also rapidly switch between a number of “good” views.

In this example, we have created a camera view and placed a 3D view of three cabinets onto the plan.

For instructions on how to do this, see the [Camera View Tutorial](#) in the Application User Guide.

As shown, one of these cabinets has then been selected and moved. As the cabinet is moved on the plan, the action is dynamically reflected in the placed camera view.

Drawing ▶ Page 1 - Plan ▶



This view is also called a **3D Callout**.

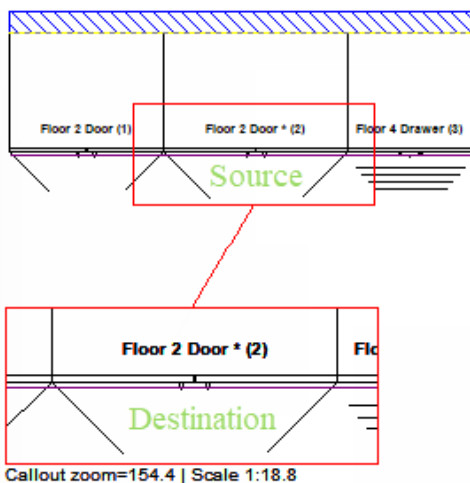
Callouts

Callouts allow you to create a zoomed and cropped portion of a view. They can also include dimensions and notations for a greater level of detail and can be used per drawing.

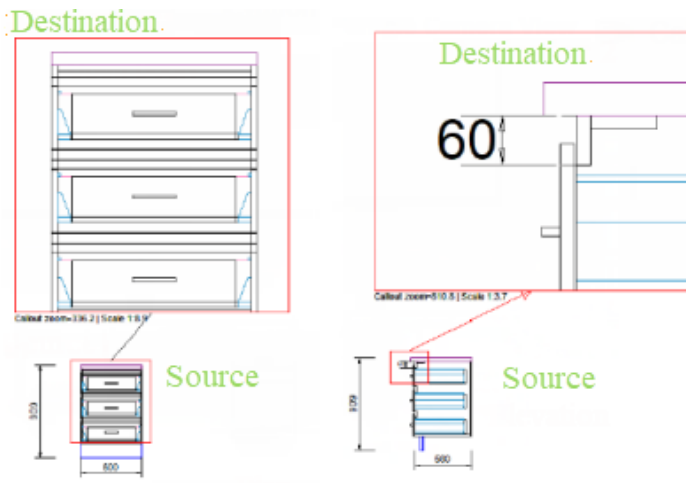
The main types of Callouts are (1) **Plan Callout**, (2) **Elevation Callout**, (3) **3D Callout** as per above.

For instructions on how to create these, see the [Callouts Tutorial](#) in the Application User Guide.

Plan Callout



Elevation Callouts



You have completed this lesson.

Lesson 6: Adding Wall Cabinets

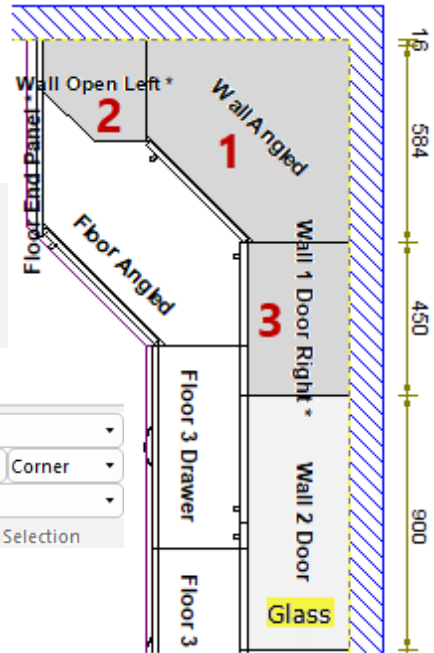
In this lesson, we will...

- Commence adding in some Wall Cabinets
- Add Glass doors and introduce DoorMaster LT
- Introduce 'Select into Tool' which duplicates a customised cabinet.
- Introduce 'Tape Measure' tool
- Modify a cabinets width by dragging to size

Adding Wall Cabinets

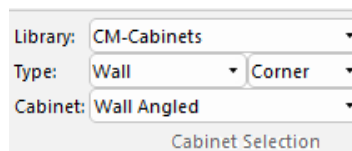
We will now be adding some wall cabinets, as shown →

Maximise your view area by using your mouse wheel or Zoom command.
Remember, that you may need to turn **Align** on and you can use the + or - keys to rotate if necessary.



Step 1

Select **'Wall Angled'** from the drop list and place above the 'Floor Angled' cabinet.

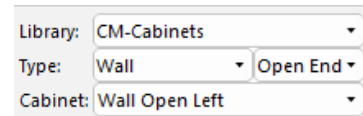


Step 2

Since there is a doorway located to the left of the 'Floor Angled' cabinet, we have an exposed end that needs to be sealed.

Select **'Wall Open Left'** and customise using the **Cabinet Tool**.

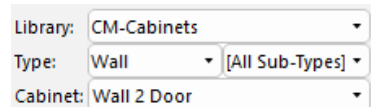
- On the **Cabinet Details > General Settings** page
- Edit **width** from 400mm to **300mm**.
- Place to the left of the Wall Angled.



Step 3

Select **'Wall 1 Door Right'** and again customise using the **Cabinet Tool**.

- Change width from 400mm to **450mm**
- Place to right of 'Wall Angled' cabinet.



Glass Doors

We are now going to customise and place a **'Wall 2 Door'** cabinet with two glass doors, to the right of 'Wall 1 Door' as shown above.

On the **Cabinet Details > General Settings** page...

- Ensure Width is **900mm**
- Ensure Doors *Quantity* is **2**
- **Tick** 'Make Glass Door' check box
- Place to right of 'Wall 1 Door Right' cabinet

See Drawing Properties [F4] Materials-Advanced > [Door Options page](#) for Glass design etc.



DoorMaster LT

A range of Door Profiles have been added into CabMaster™ for both display and machining purposes, if you have CabMaster Premium software.

Glass 3D and machining is supported in all DoorMaster LT doors that have a frame of some sorts.

For more on [DoorMaster LT Licensing](#) and [Glass Profiles](#) follow the links.

Using Select into Tool

The **'Select into Tool'** option is used when you have formatted a cabinet in the drawing and want to place another cabinet with the same characteristics.

If you have placed other cabinets in between the customisation of a cabinet, the changes will be lost.

💡 Keyboard Shortcut **Ctrl + D** also creates another copy of the selected item.

Now we will place another **'Wall 1 Door Right'** to right of 'Wall 2 Door' just created as illustrated below.

Step 1

With the **'Select'** tool **activated**, **left click** on the 'Wall 1 Door Right' previously placed, to select.

NB: Handles will appear around the cabinet.

Step 2

Select **'Select into Tool'** option from presented menu.

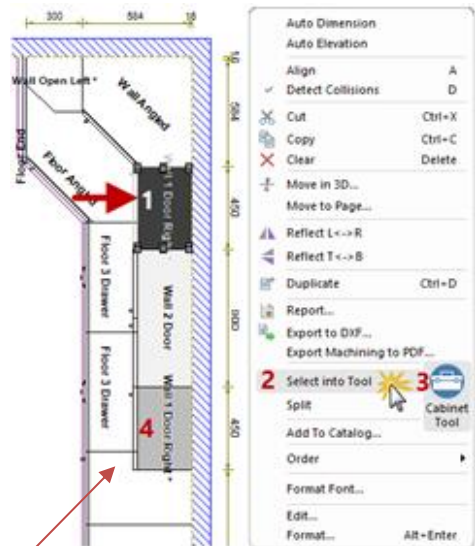
This will automatically recreate the cabinet ready for you to place.

Step 3

Click to select the **'Cabinet Tool'**

Step 4

Left click anywhere on page and, holding down the left mouse key, **place cabinet** to right of 'Wall 2 Door' as shown.



Select Into Tool Summary

When you (1) **'Select into Tool'** (2) click to select the **'Cabinet Tool'** and (3) **place** on the drawing, you get a clone of the cabinet you selected into.


Another thing you can do is double click on the cabinet tool, after 'Select into Tool' to see it there.

💡 Selecting 'Select into Tool' does not change the property sheets to point to the tool. They continue to point to the currently selected cabinet.

Split Cabinet and Make Even

Single cabinets can be **'Split'** into two similar cabinets at half width. *Multiple cabinets* can be selected and made into even measurements for each door using the **'Make Even'** right click menu command. For instructions on how to do this see the [Make Even and Split Tutorial](#) in the Online User Guide.

Using Tape Measure

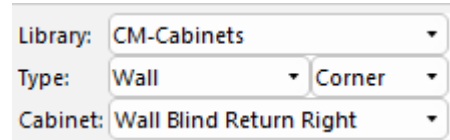
The **Tape Measure** command icon  is on both the Insert tab and the Annotate tab.

The Tape Measure allows you to measure the distance from one point to another. This can be useful when we have to add a cabinet between two objects and need the exact gap measurement.

Step 1

Select a **'Wall Blind Return Right'** cabinet and customise using the Cabinet Tool. On the Cabinet Details > General Setting page...

- Edit the width from the default 700 to **1200**mm
- Edit the Doors Quantity from 1 to **2** doors
- Place in the bottom right corner of wall, as illustrated.



Step 2

Since we are not sure of the distance between the 'Wall 1 Door' and the 'Wall Blind Return Right', we may want to **measure this distance** before we choose the cabinet.

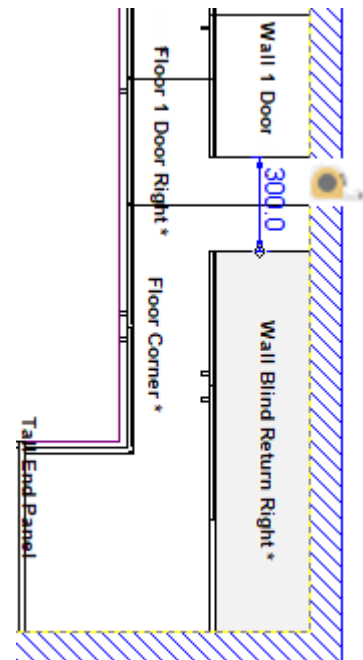
On the **Annotate** tab, click on the **Tape Measure** command icon.

- Ensure that **World Measurement** is selected in the *Draw Coordinates group*.

This is a great time to use the '[Zoom Box](#)' feature previously discussed.

- **Start** by hovering over the left edge of the 'Wall 1 Door' and hold down the left mouse button;
- Without releasing mouse button, drag the cursor down to **end** point i.e. the edge of the 'Wall Blind Return Right'

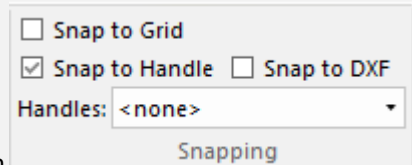
You should now be able to see the distance in mm from one cabinet to the other, as shown right.



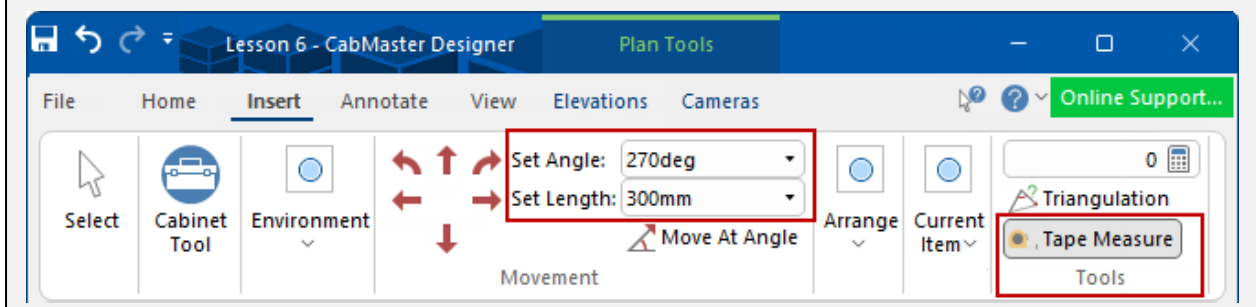
See [Annotate > Tape Measure](#) as it is important to understand how the measurement is dependent on **Draw Coordinates** i.e. World or Page.

Snapping: The end points of the line are affected by snapping if you have 'Snap To Grid' or 'Snap To Handle' enabled.

'Snap to Handle' can also be used in conjunction with the Handles drop list to make selection of specific items simpler and accurate. Typically, **Handles** should be set to **<none>** unless required, as in Step 4 discussed on the next page.



Movement Tools: When you release the mouse button at the second point, the distance and angle between the two points are copied into the **Set Angle** and **Set Length** boxes for convenience.



Step 3

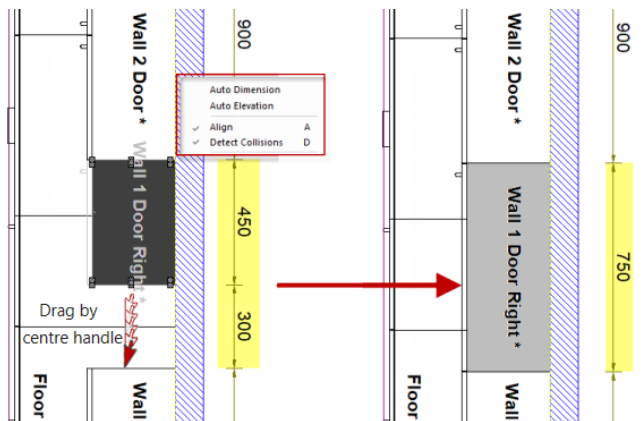
Since the *distance is only 300mm* we are going to choose to extend the size of the 'Wall 1 Door 450' by dragging it to meet the 'Wall Blind Return Right'. To do this...

- Turn on the 'Select' tool then click on the 'Wall 1 Door Right 450'
- Ensure 'Align' and 'Detect Collisions' is ON (using right click menu)

Notice that the cabinet changes to grey and handles appear.

- Select **middle handle** as per illustration **and drag** to meet the 'Wall Blind Return Right'
- On the Cabinet Details > General Options page, change the *Quantity of doors* to **2**

Of course, you could have simply formatted the placed cabinet and edited the width at the same time as changing the door quantity. There are many ways to accomplish the same thing. It is all a matter of personal choice!



Step 4

Now we want to place an open wall unit between the 'Wall Blind Return Right' and the 'Tall End Panel' located next to the 'Tall 2 Door' – see illustration in Step 5.

We will need to use the 'Tape Measure' to measure the gap.

- **Zoom in** so that you can clearly see the external edges of cabinets, for example 400%.
- **Start** by hovering over the left edge of the 'Tall End Panel' and hold down the left mouse button;
- Without releasing mouse button, drag the cursor down to **end** point i.e. the edge of the 'Wall Blind Return Right'

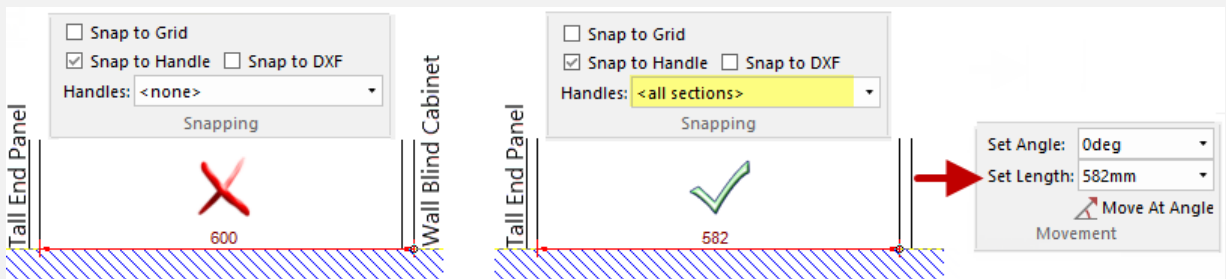
Possible Problem

If you followed previous instructions, you will have zoomed in and measured the distance, which may provide you with an *incorrect measurement of 600mm*. The reason is that the section selected is measuring from the panel and the 'Wall Blind Return Right'.

It should be measuring **between the two panels** and the correct measurement is 582mm.

Solution

In the **View > Snapping group**, turn ON 'Snap to Handle' and select from the **Handles** drop list **<all sections>** and measure again. Note that on releasing the mouse button at the end point, the angle and the distance between the two points are copied into the relevant Movement edit boxes.



It is **important** that after you have completed the measurement, set **Handles** back to **<none>**.

Step 5

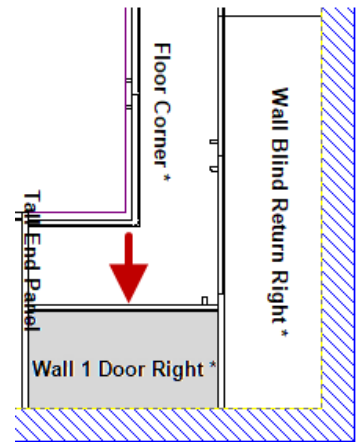
Select a 'Wall 1 Door' and...

- using the Cabinet Tool, change width to **582mm**
- place in previously measured position, as shown.

💡 If the cabinet is too big to fit into cavity...

- Hold 'Ctrl' key while dragging cabinet;
- When in place, let go the left mouse button.

Library:	CM-Cabinets
Type:	Wall [All Sub-Types]
Cabinet:	Wall 1 Door Right



At the end of this lesson your drawing should look like the illustration below.

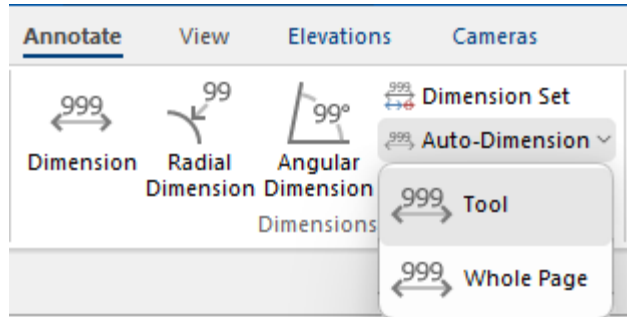


This lesson is now completed. **Save** your drawing.

Lesson 7 – Voids and Dimension Tools

In this lesson we are going to...

- Add a void from the cabinet library
- Introduce **Dimension** and **DimSet** tools
- Add appliance cabinets and pantries
- Radius shelves
- Add an Elevation onto the Plan

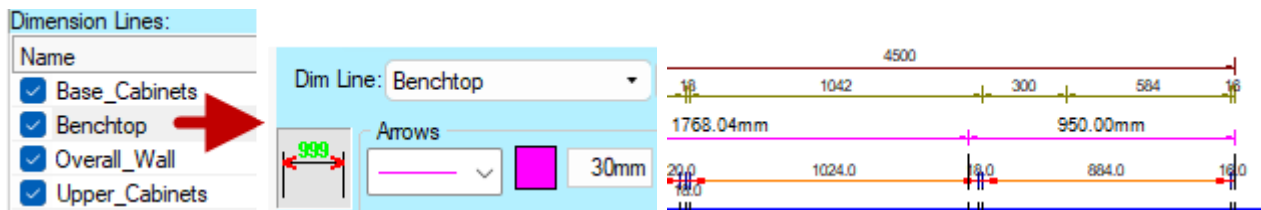


Dimension and DimSet Tools

Dimension tools provide another way that to measure distance either individual items, sections or all items included in your drawing.

DimSet (short for Dimension Sets) are collections of dimension lines where each line can be measuring a different part of a drawing and allows you to dimension drawings quickly and effectively.

You can change the default dimension label to show a different number of decimal places, extra details such as mm, colour, font size etc. As shown, you can also turn ON/OFF the display of each **Dim Line** and set the colour etc. (**Base Cabinets** with one decimal place, **Benchtop** with two decimal places and units, **Upper Cabinets** in olive green and **Overall Wall** is brown both with no decimal place).



In this tutorial we will briefly discuss dimensions and it is advisable to refer to the Application User Guide tutorials on...

- [Dimensions](#) 🌐 - This tutorial includes a video and discusses tips and tricks as well as...
 - **Auto-Dimension** - Note that if you want to dimension **Whole Page** it is advisable to activate very early in your drawing as it works on placing Dim Sets along each wall in the drawing and, with complicated drawings, this may take some time.
 - **Create and Save** your own customised DimSet.
- [Dimensions Angular & Radial](#) 🌐
 - **Angular Dimensions** are used to measure the angles on many different items.
 - **Radial Dimensions** are used on circle cutouts, benchtops etc
- [Dimension Format Label](#) 🌐
 - Discusses how to use the [DimSet Tool](#) 🌐 to customise and display decimal places and extra details such as units, decimals, notations etc.

Dimensions are associative

This means dimensions attached to objects in the drawing will resize automatically when the object is changed or moved to a different location. Turning on 'Snap To Handle' will ensure that the dimensioning command tool will know which cabinet handle they are meant to be associated with.

Moving Dimension lines

If you want to make dimensions a *little cleaner to see and easier to understand*, especially around panels and items that can get a bit cluttered, you can manually move existing dimensions anywhere you like.

After dimensioning, simply hold down the 'Ctrl' key and **select individual text dimensions** and move text to a new position of choice.

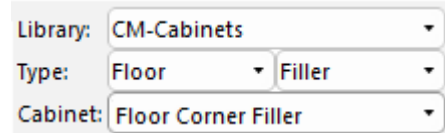
Filling in 45 Degree Angled Corners

The floor plan has two 45-degree angled sections. We are going to add two voids from the cabinet library at **135 degrees**. It is therefore important to check the angles.

The [Dimensions Angular & Radial tutorial](#) in the Online User Guide shows you how to calculate the internal angle for the wall (Edge 2) used in this tutorial.

Step 1

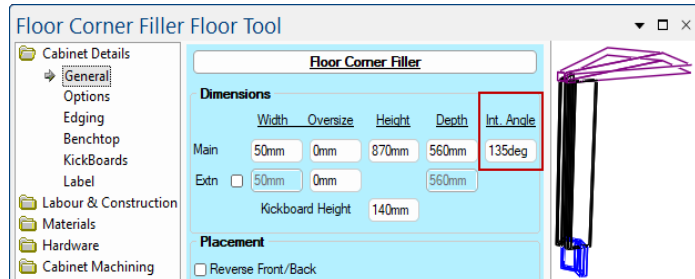
Select **'Floor Corner Filler'** from drop list.



Step 2

On the Cabinet Details > General page

- Change the **Int(ernal) Angle** to **135** degrees.

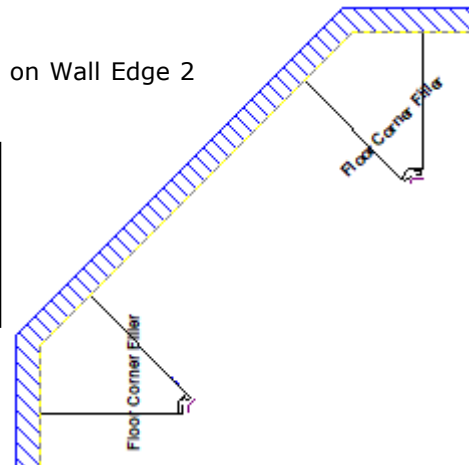


Step 3

Place **'Floor Corner Filler'** in **each** of the 45-degree **corners** on Wall Edge 2 (which is on the left-hand side), as shown.

You may need to check **Align** is on and use the + or - keys to rotate.

There is no need to change settings in the Cabinet Tool for the second placement or use **'Select Into'** feature discussed previously in Lesson 6.



Previously we learnt how to place a *large cabinet in a small space* using the 'AutoCutback' feature.

We will now learn how to accurately place a *small cabinet into a wider gap*.

Using Dimension Tools

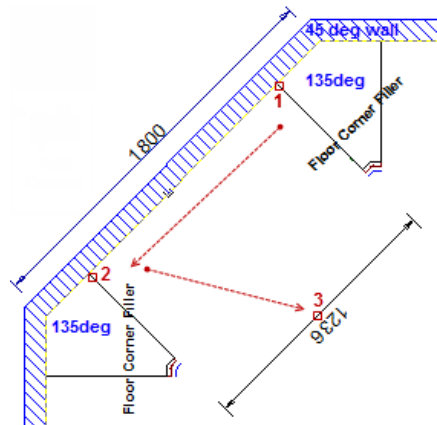
For this lesson we will use the **'Dimension'** tool to calculate the gap between individual cabinets i.e. the two filler cabinets we have just placed.

This tool is useful because often it is an advantage to see all the dimensions while working on your drawing. **Remember** to ensure that **Insert > Snap to Handle** is turned ON.

The dimension tool works in a 3 click process.

After selecting **Insert > Dimension** tool Dimension

- The first click defines where you want the **measurement to start from**.
- The second click defines where you want to **measure to**.
- The final click will present a **dimension line** which you then **drag to place**.
 - Note that the **direction of measurement** of the void i.e. 1236, is displayed differently to the direction of the wall dimension i.e. 1800. See note next page.

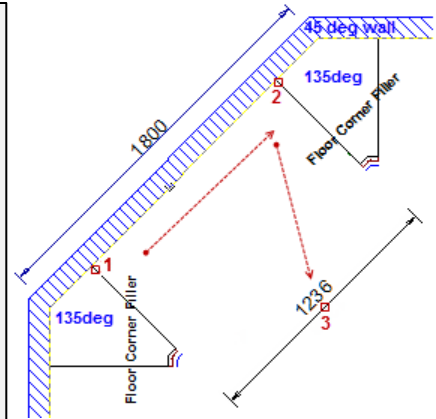


Direction of Measurement depends on the direction of the line you click along. *Compare the dimension line shown here → to the one on the previous page. Note the **start point** is different.*

Dimension Tool used to change the style and colour of the lines for individual items is **different** to the **tool** used for Dimension **Sets** i.e. a collection of lines used to illustrate the placement of dishwasher etc discussed next. See [Dimension Tool](#)

Remove Dimension Lines by turning on **Select** then...

- Move mouse over the lines to remove until handles appear.
- Left click to select the dimension line (which now should appear greyed out)
- Now simply use the delete keyboard key or '**Clear**' from the right click menu.



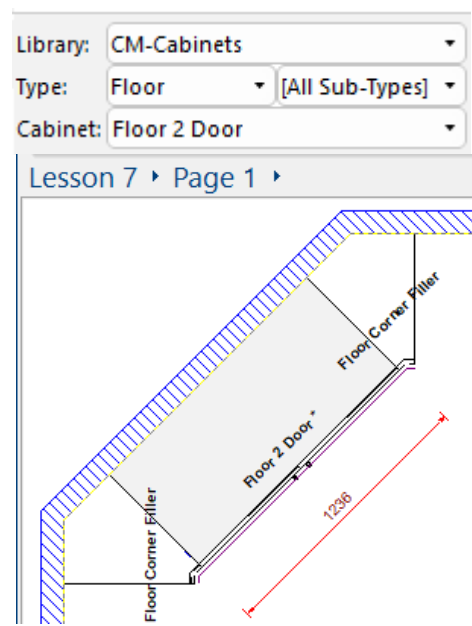
Placement between Voids

Now that we have been able to accurately establish the distance between the two voids, we can now add a cabinet.

From the cabinet drop down list, select a '**Floor 2 Door**' and using the **Cabinet Tool**...

- Amend the width to **1236mm**
- Place cabinet on drawing.

Remember, if you are having difficulty placing, right click on the cabinet and turn **ON Align** and turn **OFF Detect Collisions**.

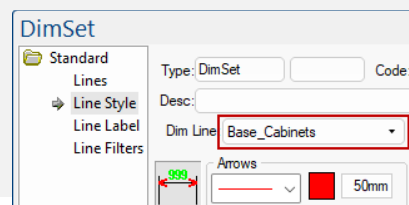


Place Dishwasher and Fridge Cabinets

Now we are going to place a series of cabinets around the remainder of the exposed walls.

See illustration next page for placement of the numbered cabinets.

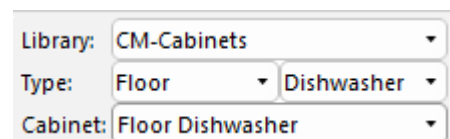
Note also that we have added a **Dimension Set** by clicking on the command icon, **then** clicked on the **left end** of the wall (Edge 3) and **then the right end** of the same wall (Edge 3). The diagram has dimension lines displayed for Base Cabinet (in red), Upper Cabinets (olive green) and the Overall Wall (brown) with Benchtop turned OFF i.e. not displayed, set in the [DimSet Tool](#)



Cabinet 1

Select a '**Floor Dishwasher**' and

- place to right of top 'Floor Corner Filler' cabinet.
- The Dishwasher module already has allowances for a gap between dishwasher and adjoining cabinets.



Cabinet 2

Place 'Floor 4 Drawer'

- Ensure it has a width of **450**mm and place to right of Dishwasher (i.e. cabinet 1).

Library: CM-Cabinets
 Type: Floor Drawer
 Cabinet: Floor 4 Drawer

Cabinet 3

Place a 'Floor 1 Door' width **450**mm right of Cabinet 2.

Library: CM-Cabinets
 Type: Floor [All Sub-Types]
 Cabinet: Floor 1 Door Left

We are now going to place a Fridge Cabinet but **before we do this**, we need to place a tall end panel directly after the 'Floor 1 Door 450' just placed as this will have an exposed end above the benchtop.

Cabinet 4

Select and place a 'Tall End Panel to Floor' to the right of Cabinet 3.

Library: CM-Cabinets
 Type: Tall Panel
 Cabinet: Tall End Panel to Floor

Cabinet 5

Select and place a 2 door 'Wall Fridge Cab' (default width 740mm) to the right of Cabinet 4 (Panel).

Library: CM-Cabinets
 Type: Wall Fridge
 Cabinet: Wall Fridge Cab

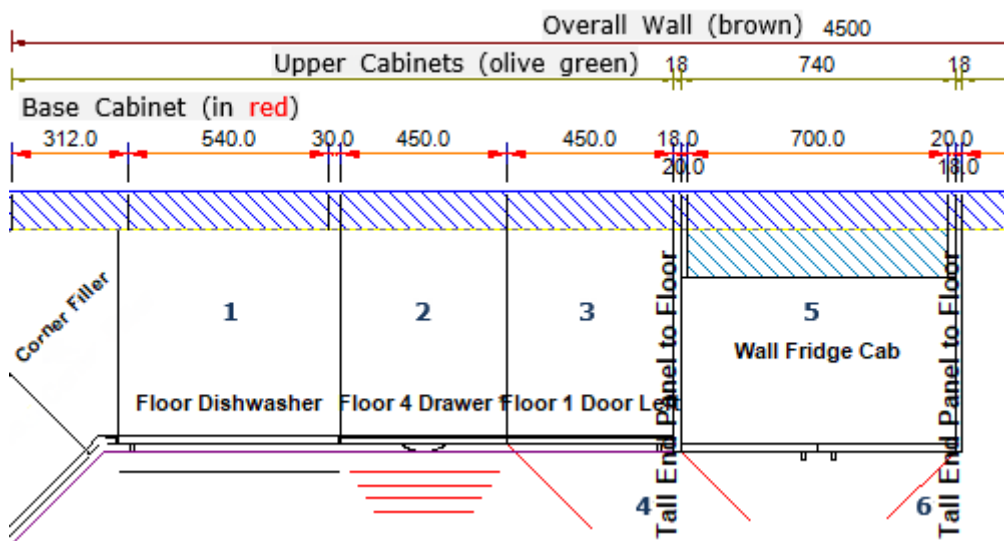
Since there is a doorway to the right of the fridge cabinet, we will need to ensure that the **Fridge Cabinet is sealed**.

Cabinet 6

Place 'Tall End Panel to Floor' to the right of 'Wall Fridge Cab' (Cabinet 5).

Library: CM-Cabinets
 Type: Tall Panel
 Cabinet: Tall End Panel to Floor

The placement and dimension lines should look similar to the following on Wall Edge 3.



Note that the Door Swing has been turned on again and the colour has been changed to red.

Radius Open Shelf End Cabinets

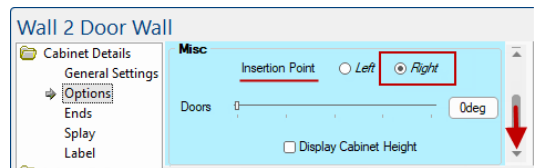
We are now going to finish off the cabinet placement on this wall (Edge 3) by placing wall cabinets above.

Wall Cabinet 1

Select 'Wall 2 Door' (default 750mm) and on the...

Cabinet Details > Options page

- Enable 'Right' Insertion Point under Misc options
- Place to the left of the 'Wall Fridge Cab'



Wall Cabinet 2

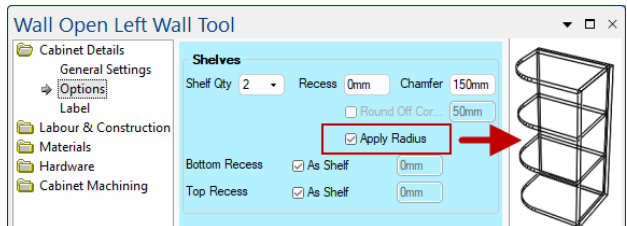
Select 'Wall Open Left' and on the...

Cabinet Details > General Settings page

- Edit the width to 300mm

Cabinet Details > Options page

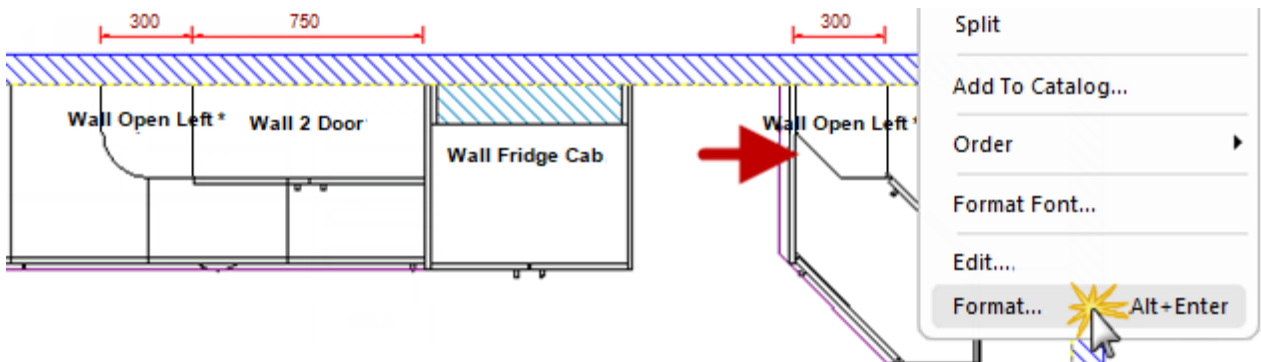
- Tick 'Apply Radius' to round corners
- Place to left of 'Wall 2 Door' just placed



In Lesson 1, we placed a 'Wall Open Left' as illustrated below right, which does not have rounded shelves. To be consistent with the wall cabinet just placed, we **need to round the shelves**.

Wall Open Cabinet

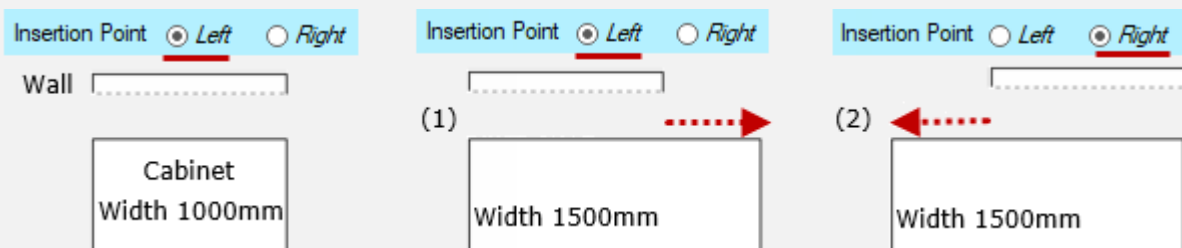
- Right click on the placed cabinet, *lesson 1 shown right*, and select **Format** menu option.
- On the **Options** page, tick the 'Apply Radius' as per illustration above.



Insertion Point

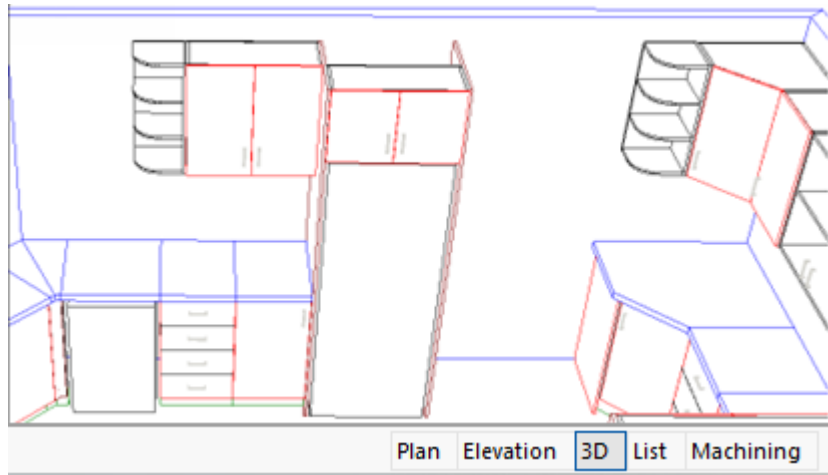
The **Insertion Point** on the **Options** page determines the fixed side from which a cabinet will extend/contract if its width is changed. For example, here is a 1000mm wide Cabinet in front of a Wall (*for reference*) with the Insertion Point set to the **Left** (LHS)...

- (1) When we increase the WIDTH - it extends to the **right** (because its *fixed side is the Left*).
- (2) Repeating this with the Insertion Point set to be the **Right** (RHS), the **opposite occurs...**



3D Hidden View

The 3D view is a **good checking point** where you can review your drawing and pick up on missing end panels or, as in this case, different shelf profiles.



Place Pantry Cabinets

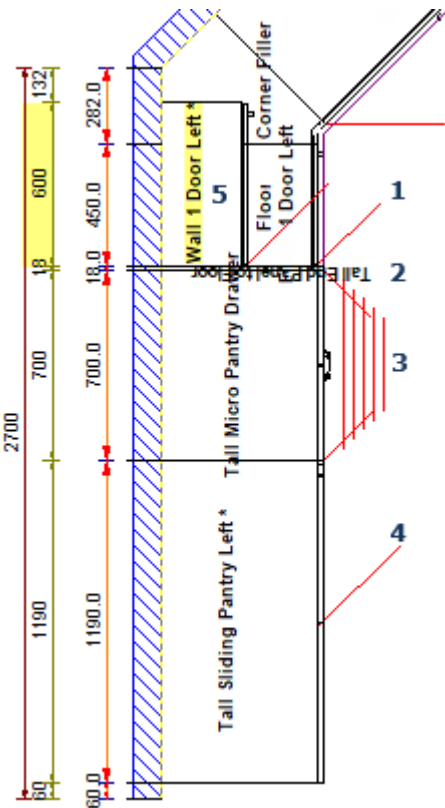
Now we will add cabinets to the left of the bottom 'Floor Corner Filler' on Wall Edge 1. See illustration for placement of numbered cabinets.

Cabinet 1

Place a 'Floor 1 Door Left' (default width 450mm) to left of the bottom 'Floor Corner Filler'.

Library: CM-Cabinets
 Type: Floor [All Sub-Types]
 Cabinet: Floor 1 Door Left

Since we are going to place a Wall Oven with microwave next to this, we need to seal with more 'Tall End Panels'



Cabinet 2

Select and place another 'Tall End Panel to Floor' to left of Cabinet 1.

Library: CM-Cabinets
 Type: Tall Panel
 Cabinet: Tall End Panel to Floor

Cabinet 3

Select a 'Tall Micro Pantry Drawer' width 700mm and place left of Cabinet 2 (Panel).

Library: CM-Cabinets
 Type: Tall Microwave
 Cabinet: Tall Micro Pantry Drawer

Cabinet 4

Select a 'Tall Sliding Pantry Left' width 1190mm and place to left of Cabinet 3.

Library: CM-Cabinets
 Type: Tall [All Sub-Types]
 Cabinet: Tall Sliding Pantry Left

Cabinet 5

Finally place a 'Wall 1 Door Left' width 600mm over Cabinet 1, as shown.

Library: CM-Cabinets
 Type: Wall [All Sub-Types]
 Cabinet: Wall 1 Door Left

Note wall dimensions are displayed separately to floor cabinets.

At the end of lesson 7 your drawing should look similar to the image on the next page.

Elevations on Plan

In this image, an elevation of the cabinets placed on Wall Edge 1 has been added.

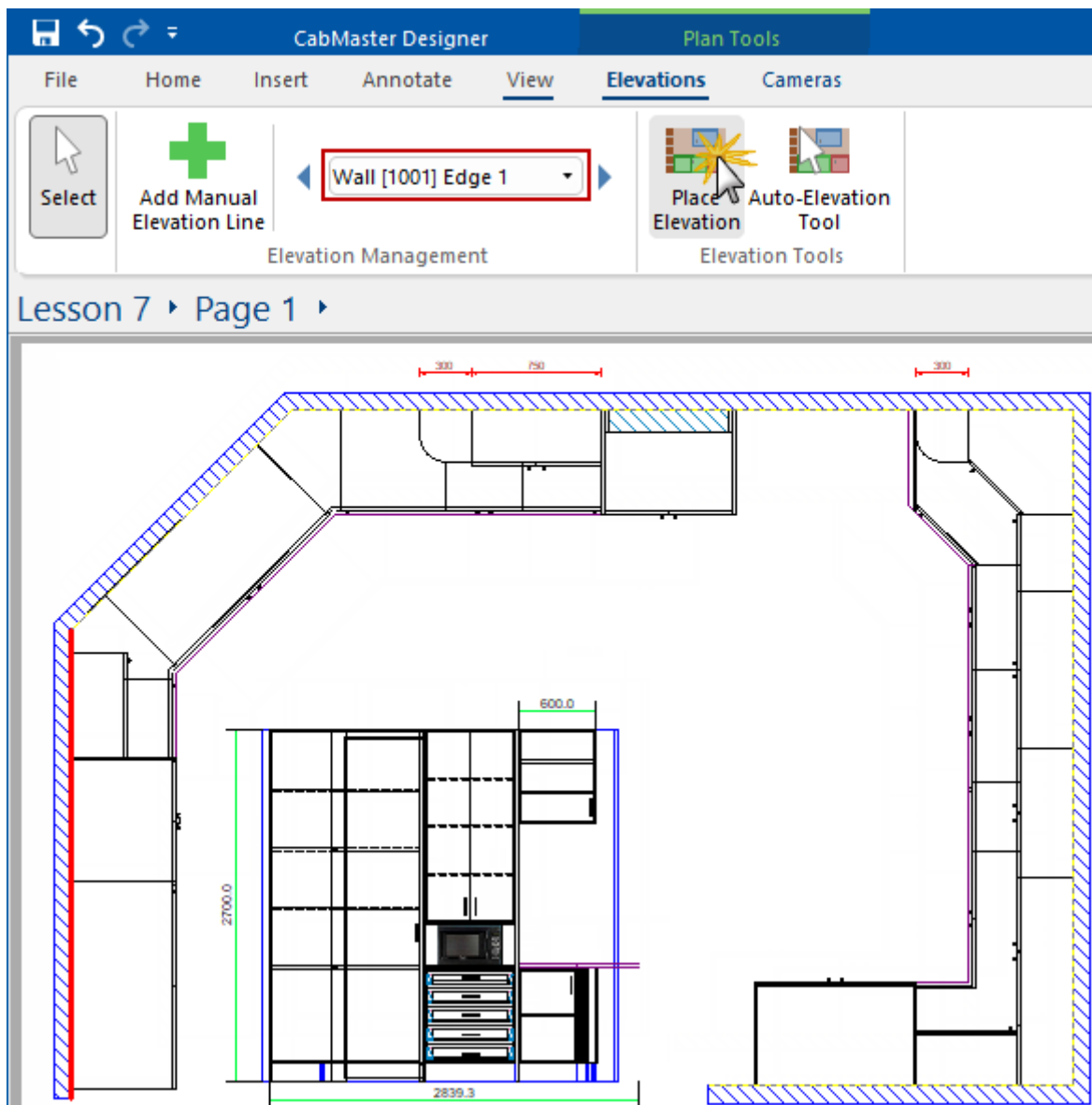
Elevation views are **automatically** created along each wall in a drawing. To place on plan...

- **select the wall** you want to place on the plan using the drop list (or blue navigation arrows).
 - A red line is displayed to indicate your selection.
- Next click on the '**Place Elevation**' command icon and then click a point on the drawing which will add the elevation onto the plan.

Elevations can also be Formatted just like any drawing tool i.e. you can resize and change the style of the presented elevation e.g. the example below has the 'Aggregate dims' disabled and therefore shows total length and has been resized to 75%.

Note that **Manual Elevation** lines can be also be created for individual cabinet/s.

For a full discussion see the [Elevations Tutorial](#) in the Online User Guide.



You have completed this lesson.

Lesson 8: Island Bench and Rotation

In this lesson we are going to:

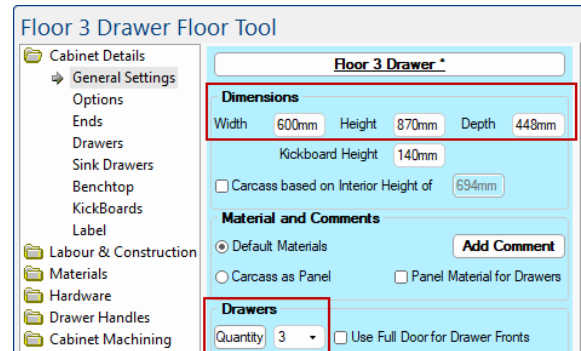
- Create an Island Bench and add a benchtop overhang.
- Rotate multiple cabinets

For [more on Benchtops](#) see the CM-Cabinets Library User Guide.

Creating the Island Bench

To start the process, we are going to select the four cabinets that we want to work with and then place and join them on the drawing.

The overall position of the cabinet is not that important at this stage. We will move it into the desired position after we have completed the construction. The final position of the Island Bench will be adjacent to the 'Floor Standard 1200' already on the drawing.



Step 1

Select a 'Floor 3 Drawer' and on the Cabinet Details > **General Settings** page...

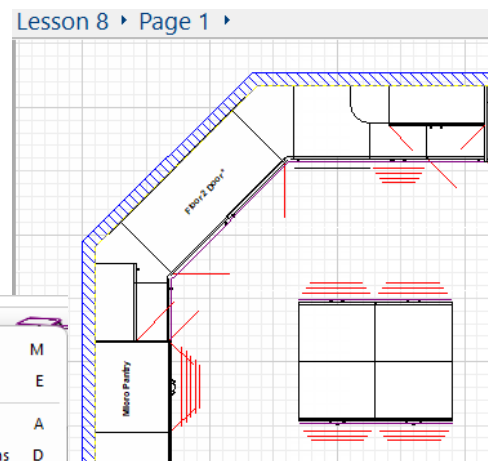
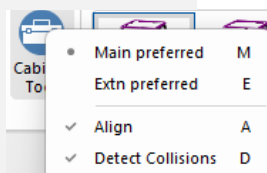
- Change the Depth to **448mm**
- Default 'Width' should be **600mm**
- Place on drawing using the image for reference.

Step 2

Now you can **place another 3 of the same cabinet** into the shape of an Island Bench as shown →

Remember to 'Select' each cabinet and keep the left mouse button depressed while you **rotate using + or - keys**. For smaller increments, hold down 'Ctrl' key while using + or -

💡 If you have trouble joining the four cabinets together, you may wish to right click on **Cabinet Tool** and turn the 'Align' option **OFF** (shown here as 'On')



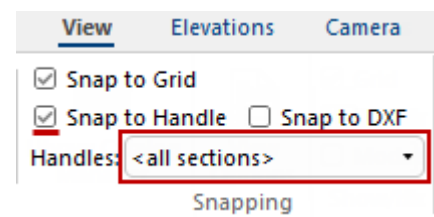
Once you have placed the four cabinets into the shape of an Island Bench, your drawing should look similar to the illustration. *Later in this lesson*, we will rotate the island bench.

Step 3

We are now going to finish the Island Bench by sealing the ends with end panels, sealing the benchtop and creating overhangs. Finally, we will move the bench into position.

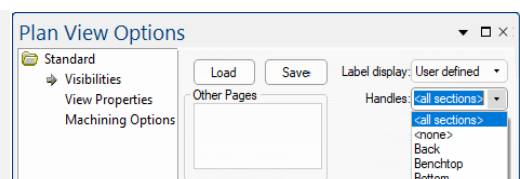
Before placing the end panels, we **must know how wide** they need to be. To do this we will use the [Tape Measure](#) tool.

- First **turn ON** the **Snap to Handle <all sections>** →



💡 Remember to **turn this off** by changing to **<none>** after you have completed the measuring.

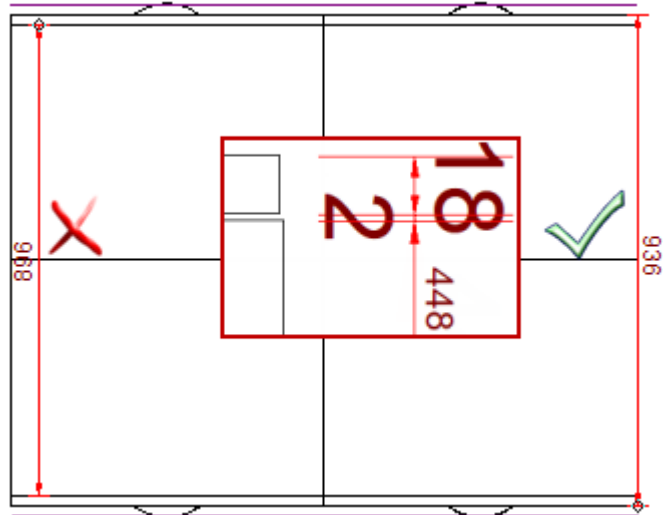
Handle Section drop list is also available on the Plan [View Options](#) [F9] on the Visibilities page.



Zoom in close for this measurement, as there are a number of snapping points.

Since we want the panel to extend to the **end of the drawers**, the dimension required is the one stated on the right i.e. 936mm = **448mm** depth of cabinet plus **18mm** drawer plus **2mm** gap **x2**.

Turn off Handles i.e. change to <none>



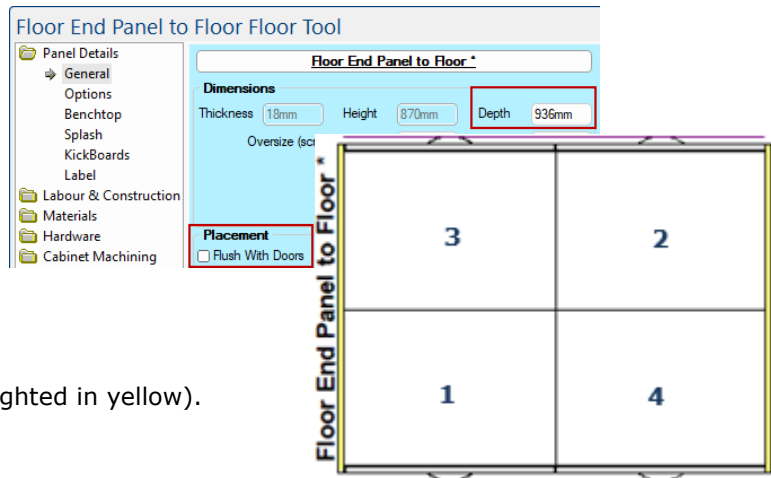
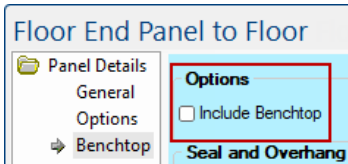
Step 4

Select 'Floor End Panel to Floor' and on the...

- Panel Details > **General** page
 - **Uncheck 'Flush with Doors'** to override of Depth default (normally greyed out)
 - Change 'Depth' to **936mm**

- Panel Details > **Benchtop** page

- **Untick 'Include Benchtop'**



- Place an End Panel on **each end**.
(The placed Panels have been highlighted in yellow).

Now we will select each placed cabinet and modify (format) as per following instructions to create an overhang and seal the edges of the benchtops.
To help you understand the following method see the numbered diagram.

Add an Overhang

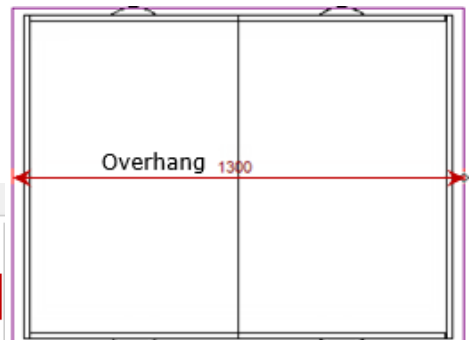
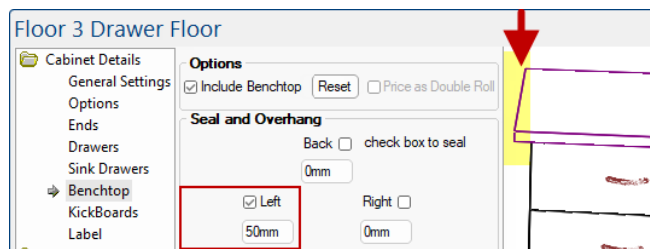
To Seal and create an Overhang, double click on placed cabinets to open the cabinet properties and on the Cabinet Details > **Benchtop page...**

Cabinet 1 and 2

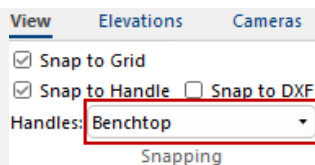
- Tick the **Left** Seal checkbox
- Enter a **50mm** overhang

Cabinet 3 and 4


- Tick the **Right** Seal check box
- Enter a **50mm** Overhang



When you have completed these steps, the Island Bench should look the same as the illustration. Note that we have used the Tape Measure with *Snap to Benchtop*.

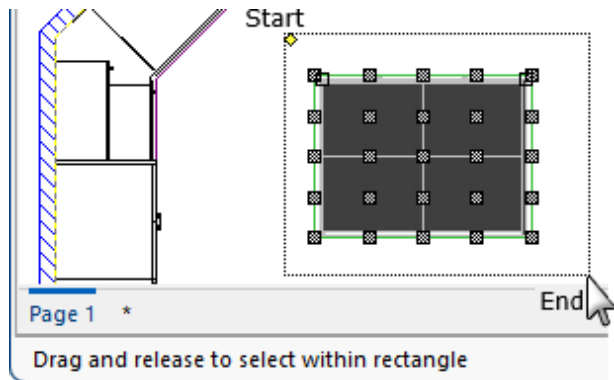


Rotate Island Bench

As discussed in Lesson 1, when **Select**  is turned ON, it changes to the Select tool.

This allows you to highlight objects by clicking on them individually or **select multiple items** by clicking on a blank area of the drawing near items for selection and dragging the mouse to form a rectangle.

Any objects inside or touching the rectangle will become selected, shown by the colour changing and handles (small squares) being presented.



Turn on Select  and ...

- **click and hold down** the left mouse button on blank area of page close to the cabinets that you want to select.
- **'Drag and release'** to form a rectangle (see notification area of the status bar for instructions).

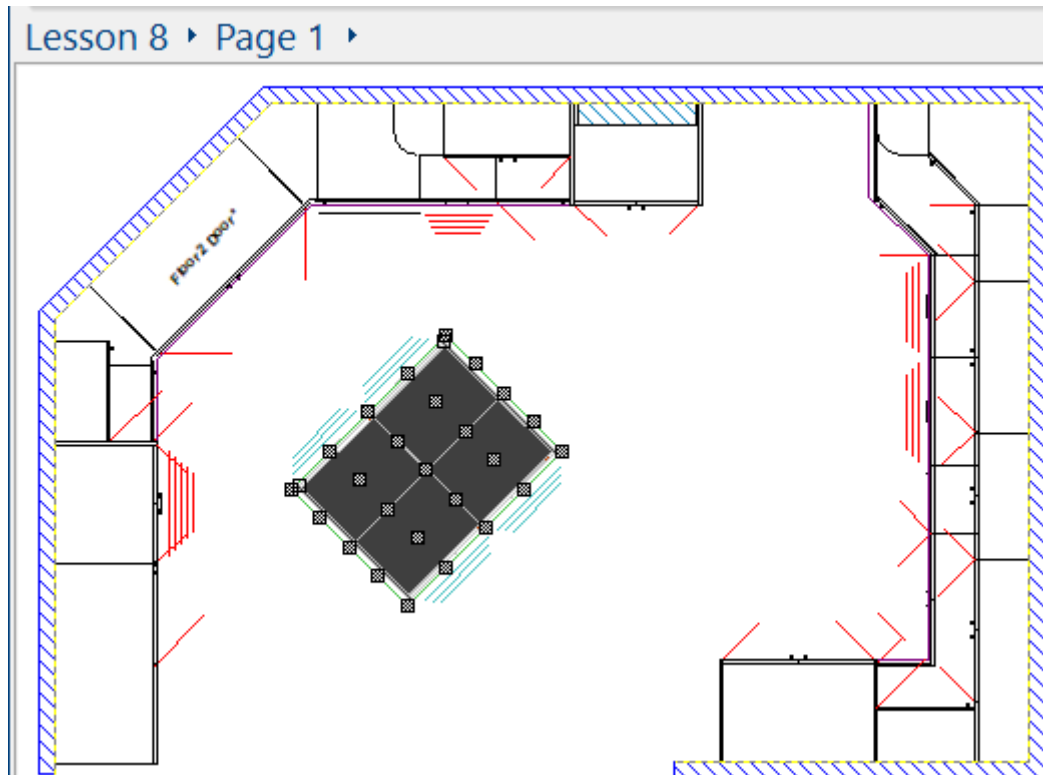
Here we have dragged from top left clockwise to bottom right but it doesn't matter where you start. Leave as much space as you can without touching objects that you don't want to move.

The object should have changed colour and the handles should be obvious.

We are now ready to rotate the cabinets as a single entity.

- Use the **+ or -** keys to rotate the cabinet so that it is the same angle as the 'Floor 2 Door' on Wall Edge 2.

Remember, using the **'Ctrl'** key with the **+ or - key** rotates by smaller increments.



Your drawing should look similar to the above image.

You have completed this lesson.

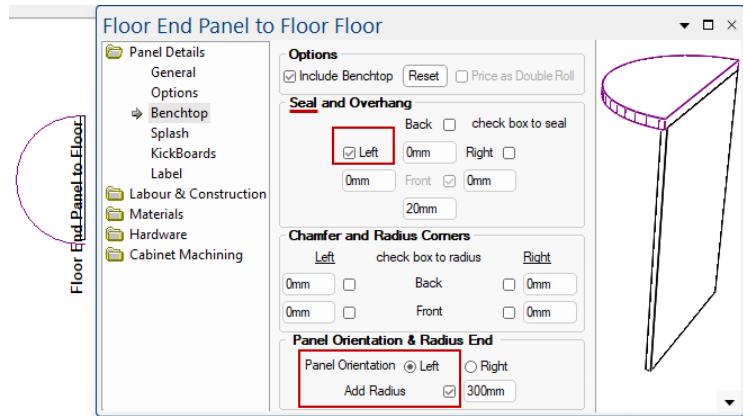
Extra Notes

End Panel Benchtop Radius

You can radius the end of the benchtop section of end panels rather than have to add a separate piece of benchtop. If the chosen radius is less than the minimum possible radius for the depth of the benchtop, then it will automatically default to the minimum value.

Whether the radiused side of the benchtop is on the left or right is determined by the 'Left/Right' radio buttons as illustrated.

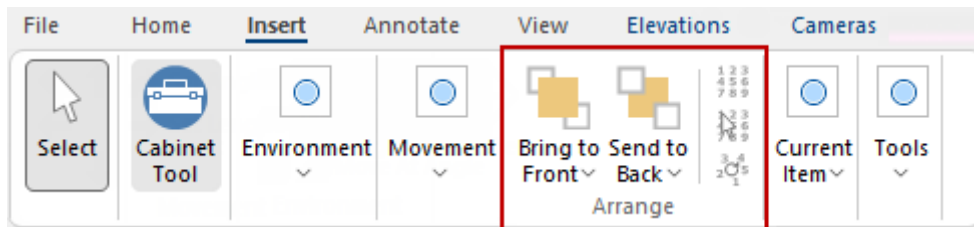
To see the radius on the plan, the benchtop end needs to be 'sealed', this is done using the 'seal' checkboxes that corresponds with the orientation.



The radius options on the End Panels are not as comprehensive as the separate benchtop unit. For example, it is not possible to specify an overhang and have the system calculate the radius for you.

Arrange

In plan view, objects are displayed on the drawing in the order in which you placed them. This may lead to some objects overlapping or completely obscuring others. However, you can reset this using the 'Arrange' commands on the Insert tab.

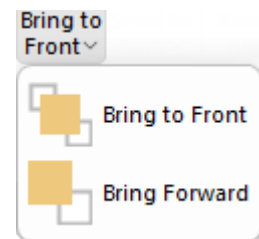


Bring to Front

To make an object completely visible, select it then use the 'Bring to Front' command.

Bring Forward

Takes the currently selected object and brings it forward one step. If objects placed on top of one another are considered to be in a stack, this moves the selected object one place up the stack. To move the object all the way to the top of the stack, use the 'Bring To Front' command.

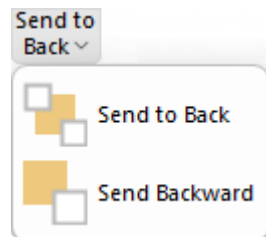


Send To Back

Similar to the 'Bring To Front' command, except it places the selected object behind any others. For example, a floor would normally be sent to the back.

Send Backward

Takes the currently selected object and moves it down the stack by one position. To move the object all the way to the bottom of the stack, use the 'Send To Back' command.



You can also select the object in Plan View and use the right click menu ['Order' options](#).

Lesson 9: Accessories, Doors and Windows

In this lesson we are going to:

- Add a hotplate, range hood, entry door, sink from a different library i.e. CM-Accessories
- Add a floor
- Introduce the 'Marker' tool and other tools to help arrange objects on the drawing
- Swap libraries to obtain other cabinets or items e.g. the cooktop and door

Placing the Cooktop and Range Hood

We are going to place a hotplate on the Island Bench that we created in the previous lesson. We will also place a range hood above the hotplate.

The cooktop and rangehood are located in a different library to cabinets, so you need to select the **CM- Accessories** library using the drop menu. Then...

Library: CM-Accessories
 Type: [All Types] [All Sub-Types]
 Cabinet: Cooktop

- Select a '**Cooktop**' and place in the centre of the Island Bench.
- Rotate to align.

To enable the cooktop is visible on the Island in 3D view the **Height off floor** is automatically set to a height greater than that of a standard cabinet but you can add more if required.

The properties page also allows you to select how you want to view a selected picture (shown here SMEG) or model.

Cooktop Appliance Tool

Cook Top Details

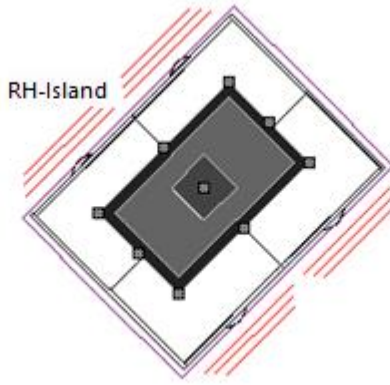
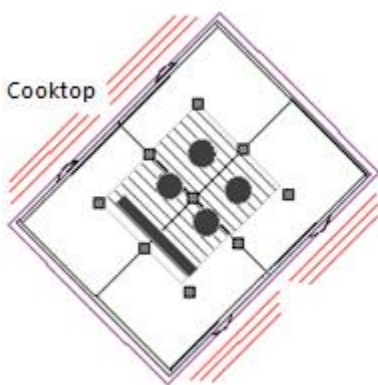
Dimensions

Width 600mm Depth 500mm
 Height off floor 903mm Radius

Now we will place a rangehood over the cooktop.

- Select the '**RH- Island**' from *Cabinet* drop list.
- Place Range Hood over the 'Cooktop' and rotate to align.

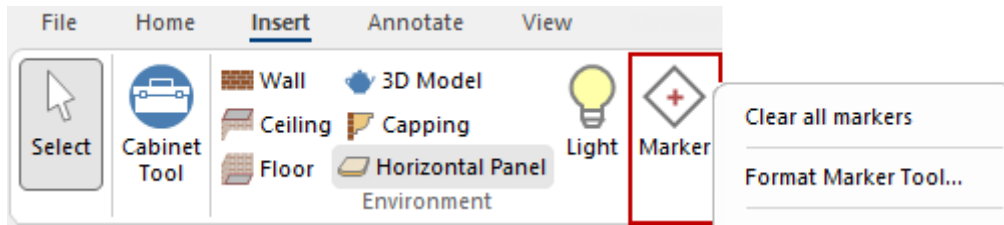
Library: CM-Accessories
 Type: [All Types] [All Sub-Types]
 Cabinet: RH-Island



Marker Tool

In this lesson we are going to place a door and use the **Marker** tool on the [Insert tab](#) as it enables you to set up accurate measurements.

The Marker tool provides a snap handle to assist in the easy placement of objects especially if you need to set out some geometry on screen for the placement of walls, cabinets, or Paper Space objects.



Uses of markers include:

- Leaving a gap in the wall to represent a doorway.
- Placing a cabinet a fixed distance from the end of the wall.
- Defining a bay window.

To **'Clear All Markers'** use the right click menu option, shown. This deletes all marker objects from **all pages** in your drawing.

Horizontal Panel

The Horizontal Panel tool (or **HPanel**) allows you to place horizontal sections that may form unusual shapes, which can represent, for example, a benchtop inside a bay window, shelves, bulkheads such as the one on the cover of this manual.

You will usually want either 'Snap to Handle' or 'Grid' turned ON while drawing HPanels.

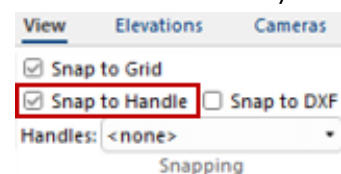
To place a panel, simply select the icon and click the corner points on the plan view. If you cross over or just incorrectly position any vertices, you can always drag them around after placement.

Now we are going to position the door 1100mm from the right wall and against the back wall.

Placing the Door

To place an entry door, we do exactly the same as placing any other cabinet from the library i.e. (1) select, (2) customise if required, (3) place it on drawing.

However, **we need to be more accurate** with our measurements when placing entry doors. This is where the 'Marker' tool is useful.



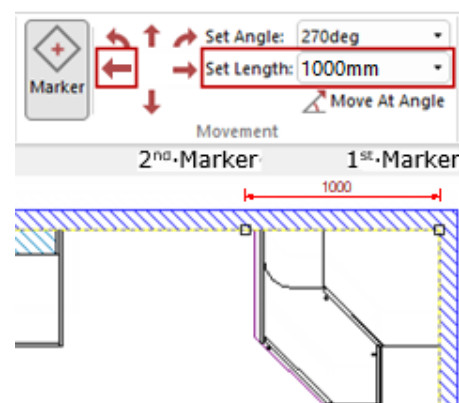
Using Markers to Create Doorway

We are going to place the door 1000mm from the corner where the 'Floor Angled 900' is placed. Ensure that **'Snap to Handle'** is ON. Then...

- Turn on the **Marker** tool and place the **1st Marker** close to the back right-hand corner of the 'Wall Angled' as shown, by left clicking mouse when you are in position;

Using the 'Snap to Handle' means you don't have to be exactly on the back corner;

- To place **2nd Marker**, enter **1000mm** in the **'Set Length'** edit box;
- Then click the **← left arrow** key.



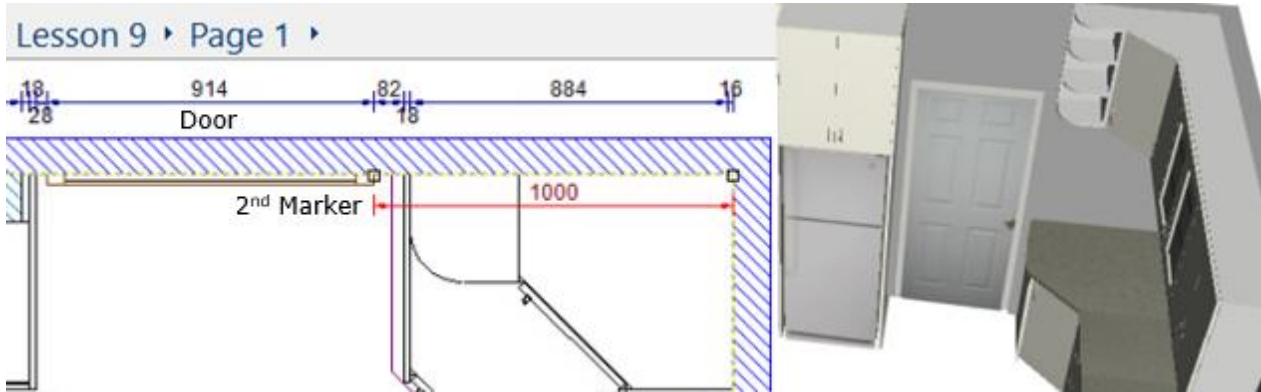
You should now see a second marker placed 1000mm to the left of the first marker as per the illustration.

Place Door in Doorway

Now that your markers have been placed, we can select a door from either the CM-Accessories or the CM-Cabinets library:

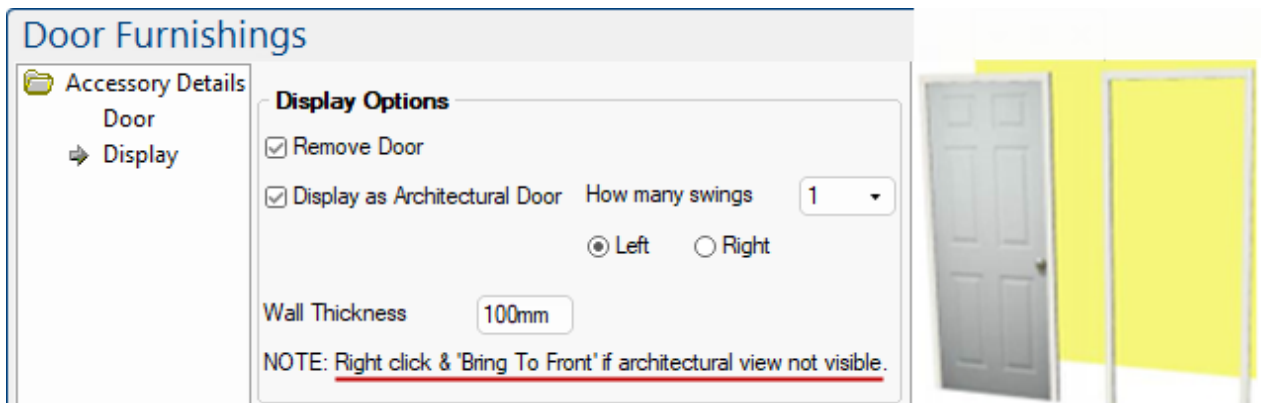
- Place the door so that the right handle section of the door snaps to the **2nd Marker**, shown below.

Library: CM-Accessories ▾
Type: [All Types] ▾ [All Sub-Types] ▾
Cabinet: Door ▾



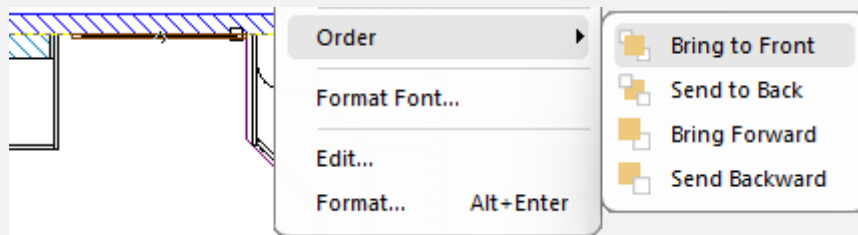
Door Architraves Only Option

There is also the ability to have just the Architraves showing on an entry Door.



Architectural view

If not visible then you can use the right click menu or the [commands on the Insert tab](#).



Adding a Window and Sink

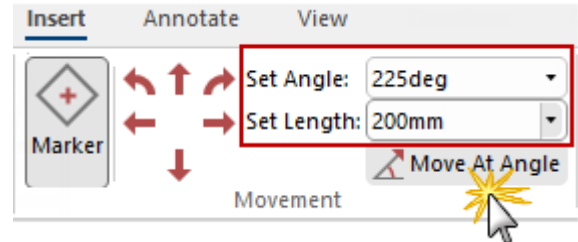
To add windows, it is again best to use markers. (**Snap to Handle** should still be turned ON).

We want our window to be located 200mm from the corner of Wall Edge 2 and its width is 1400mm.

Use Markers to Position Window

To do this:

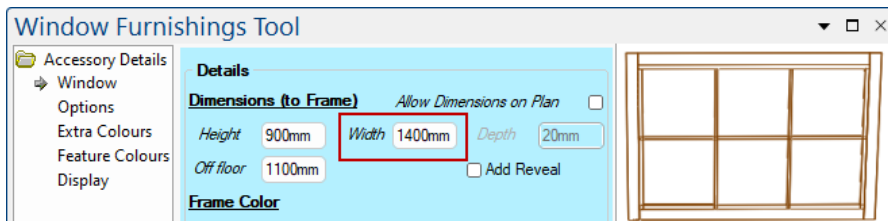
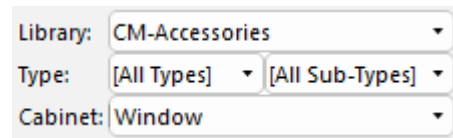
- Click on the **Insert > Marker** tool to turn on;
- Place the **1st Marker** on the back corner of the 'Floor Corner Filler', as shown below.
- To place the **2nd Marker** type in the 'Set Angle' box **225** degrees and in the 'Set Length' box **200**mm and click on the 'At Angle' icon →



This will place the second marker 200mm at an angle of 225 degrees to the first marker. [Markers have been highlighted in green to show position]

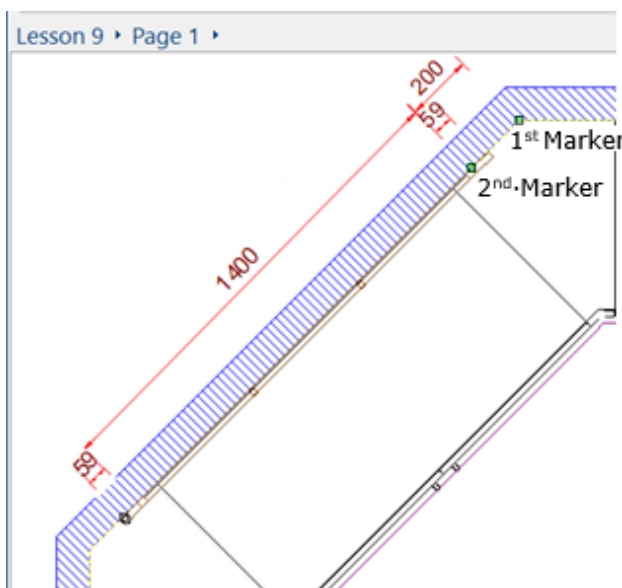
Place Window

- Select '**Window**' from the CM-Accessories or CM-Cabinets library;
- Customise before placement by using **Cabinet Tool** and change 'Width' to **1400**mm.




- Place the window over the 'Floor 2 Door' with the insertion point to the left of the 2nd marker.

Zoom in to do this.



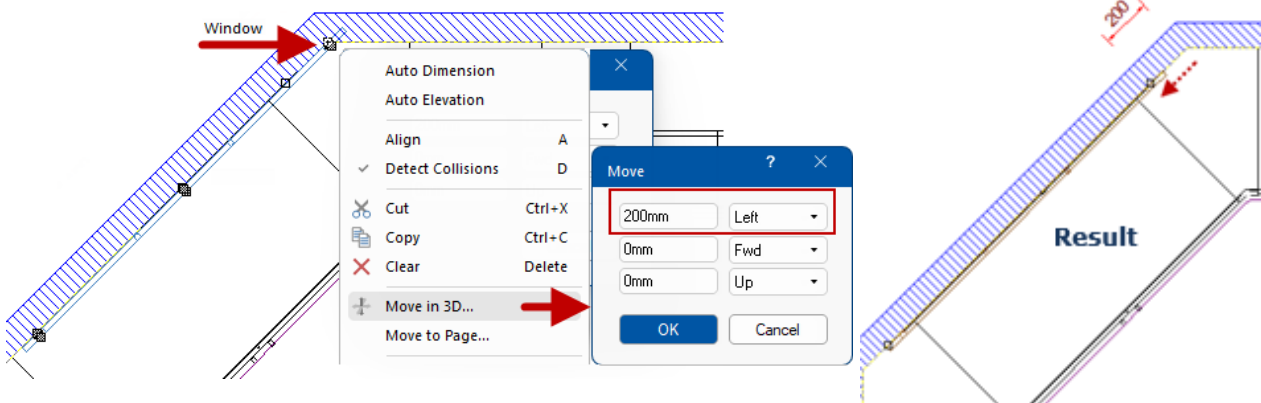
This is the window shown in 3D View. There are a number of options available to customise the window, including the scenery that can be displayed.

Using 'Move in 3D' option

There are multiple ways of achieving the same result. Another way to place the window without using Markers is to use the 'Move in 3D'  command from the right click menu.

To use this method:

- Place the window in the corner of the two walls (i.e. Wall Edge 2 and Wall Edge 3)
- Right click on the window and from the presented menu, select 'Move in 3D'
- This presents a dialog allowing you to enter in the direction and the measurement.
 - Enter in **200mm** and select **Left** from the drop list, as shown.
- Click **OK** to activate and close dialog.

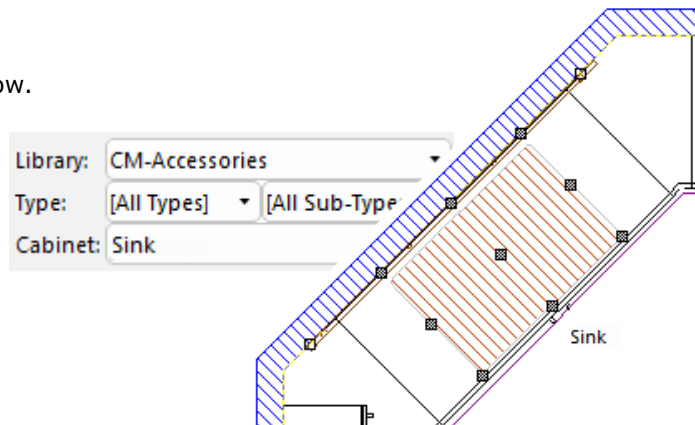


Adding a Sink

Now select a sink and place it under the window.

- Select 'Sink' from CM-Accessories library
- Place sink as shown

The Snap to Handle will still be on. If you have difficulty placing toggle the 'Align' and 'Detect Collisions' options.

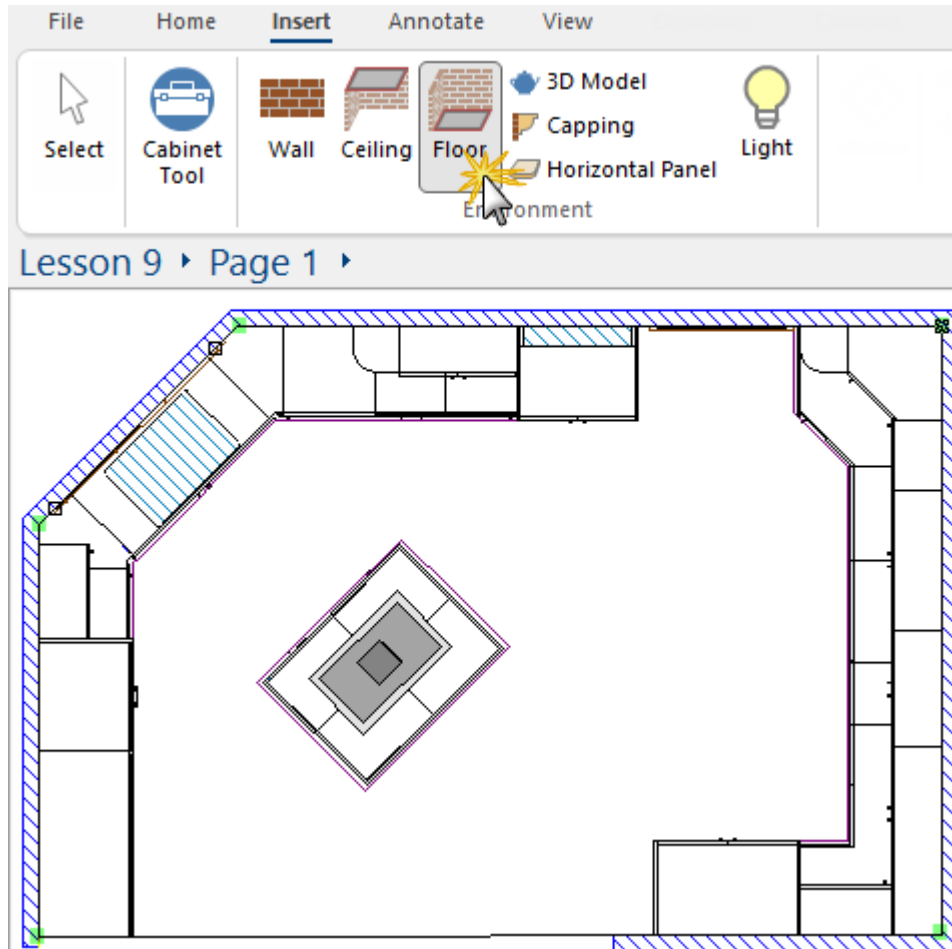


Adding the Floor

We are now ready to add the floor. The simplest way is to use the **Floor** icon on the **Insert** tab. Simply...

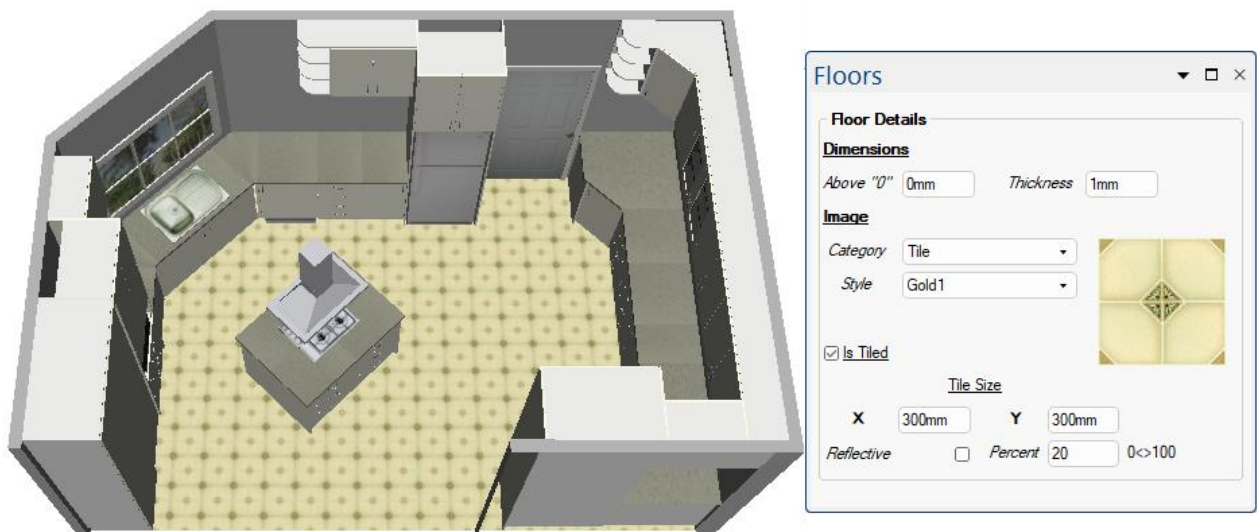
- Click on the Floor icon
- Then click each corner of the wall until complete.

NB: In the diagram green ■ squares have been added to illustrate each corner where we clicked but note that no such markers will be presented until the completed floor is selected.



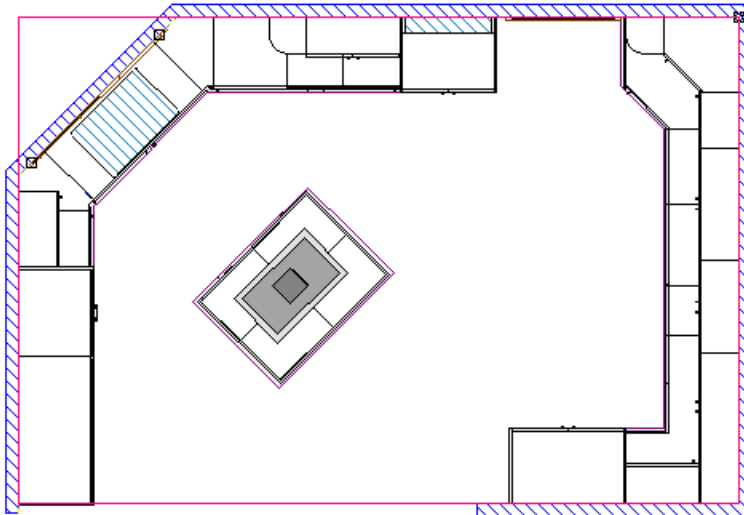
Floor in 3D View

The floor image can be controlled using the Floors property sheet as shown.



Another way to place a **Floor** is by using the one in the **CM-Accessories** library but you would first need to measure the widest space of the room with the '[Tape Measure](#)'.

- Customise the Floor by changing the 'Width' to **5773mm** and 'Depth' to **3900mm**
- If you right click on the Cabinet Tool, you should find that the **Detect Collisions** has been automatically turned **off**.
- Place the 'Floor' on the drawing as per illustration below.



Library: **CM-Accessories** ▾
 Type: **[All Types]** ▾ **[All Sub-Types]** ▾
 Cabinet: **Floor** ▾

Floor Furnishings Tool

Floor Details

Dimensions

Width Depth Height

Image

Category ▾

Style ▾

Tile Size

X Y

Reflective Percent

Chamfer and Radius Corner Settings

Top Left Top Right

C/R C/R

Bottom Left Bottom Right

C/R C/R

You have completed this tutorial.

CabMaster™ has many other features such as:

- Model images in Plan and Elevation views
- Angle Ceilings
- Arch Profile, X Shape Profile and Glass Panes on Doors
- Tables for drawer runners, handles, hinges and materials are available for download
 - See discussion and video on how to download from our [StoreMaster](#) website.
- Walkthroughs

And much more! [Watch the quick video](#)   (0:48mins)

There are a number of videos available and are being constantly added to on the [CabMaster Website](#)

Reporting, Pricing and Machining

Reporting

There are two key reporting types within CabMaster™ that are easily customised by the user in the Catalog/Drawing Properties. See [Online User Guide](#) 🌐

1. Commercial reports such as quotations, invoices etc
2. Manufacturing reports such as cutting lists, assembly details, etc

Pricing

There are many pricing options within the CabMaster™ library providing a tremendous amount of flexibility. At the highest level, all cabinets have the capacity to contain a price. At a very simple level the price could be a fixed cabinet price. See [A Guide to the Best Pricing Option for your Business](#). 🌐

Machining

With CabMasterPro™ and higher software machining is available.

Panel Estimator

[Panel Estimator](#) 🌐 allows you to produce efficient cutting or pressing patterns, it can tell you the best way to arrange boards to produce the most optimal patterns with the least amount of wastage. It is not tied to a particular brand of saw, it will just as easily optimise for a bench saw, laminate press or manual cutting.

EzyNest/EnRoute

If you are using nested based manufacturing, it integrates seamlessly into EzyNest or EnRoute, which optimises the cabinets onto sheets ready for production.

CabMaster™ allows you to export machining files (DXF files) which contain information for each component in the current drawing configured to output machining data. See [discussion and video](#) 🌐

See also the Machining topic in the [Online User Guide](#) 🌐

