

ClosetCAD

Manual / Training Guide



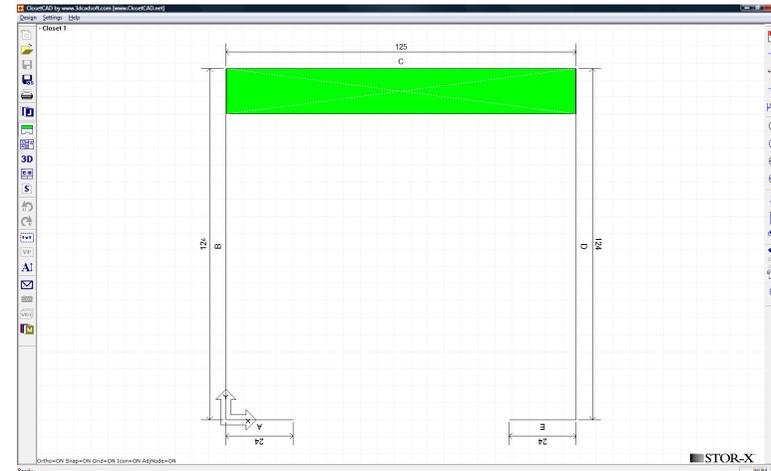
Lesson 5: Walk In Closet

Unit Placement, Component Location, CTS's, Mirror, Center, Delete (comp),
Add and Change Drawers, Materials, 3D

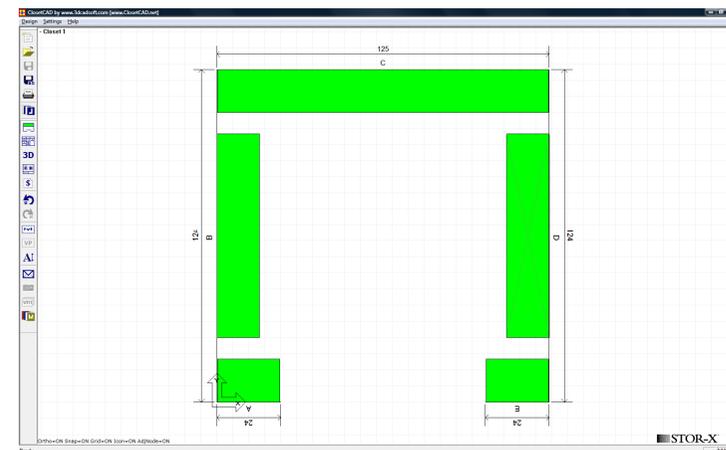
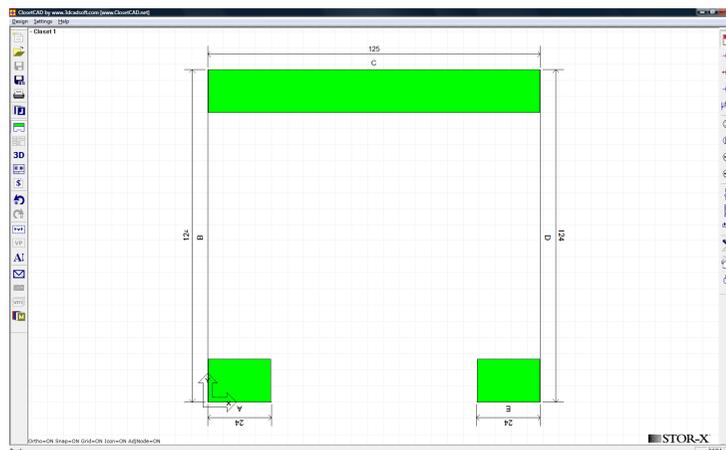
To install the program on your computer please refer to the
installation guide available at <http://www.closetcad.net/storxcad/help>

by  **CADSOFT**

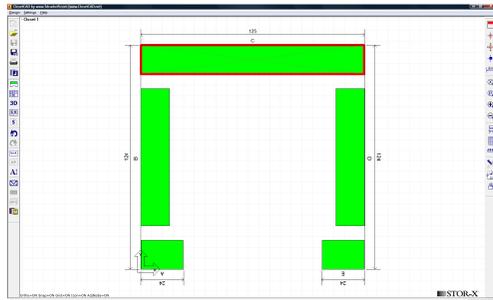
Using the Room Layout Wizard you can get an auto made room with a unit on the back wall.
Always place your wall to wall units before units that have connector shelves, so that the connectors will automatically be placed correctly.



Notice: If we add a unit beside an existing one, the new unit we added will have a top shelf automatically added to connect the existing unit.

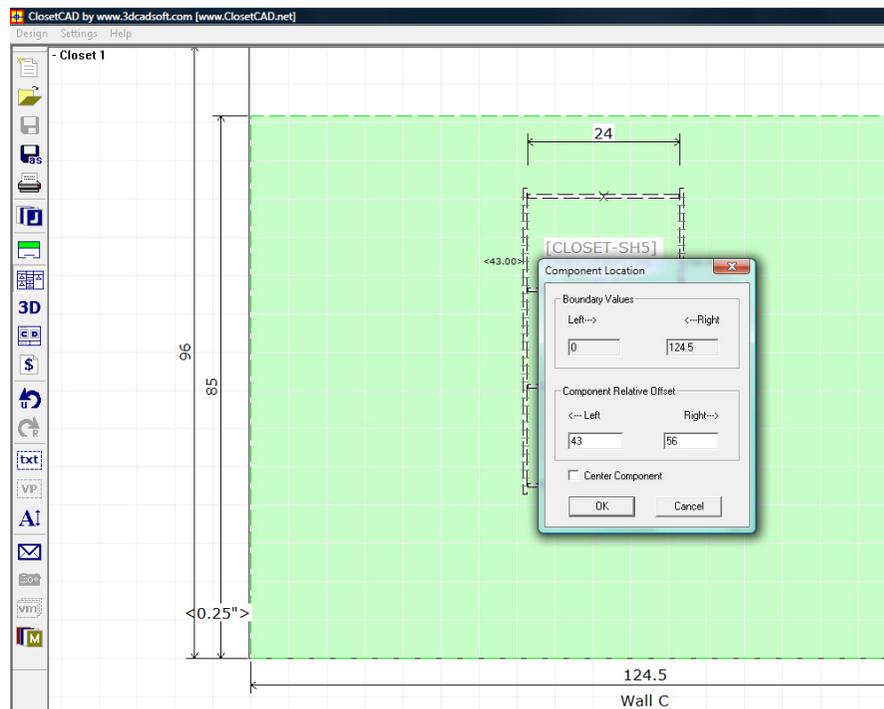


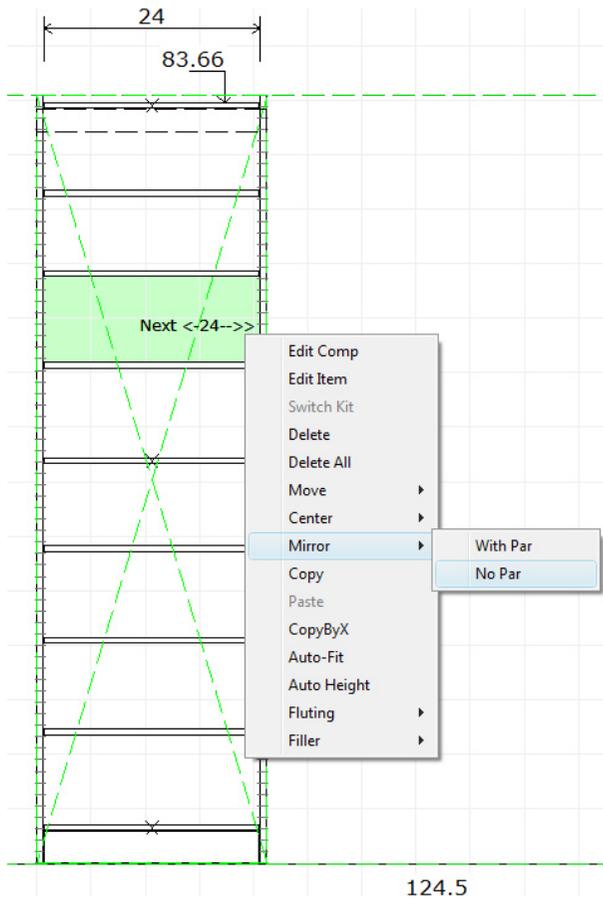
Select the unit on Wall C and hit the Elevation icon.



Add in a shelf stack, float over the wall and left click once to place it in the (approx) middle of the wall. Since the component being placed is not touching a boundary or component, the Component Location dialog will pop up. Hit 'OK' to place the component at your last mouse position.

What we are going to do is to make two sections then center them, so that AutoFit can be used on the end sections for a symmetrical design.

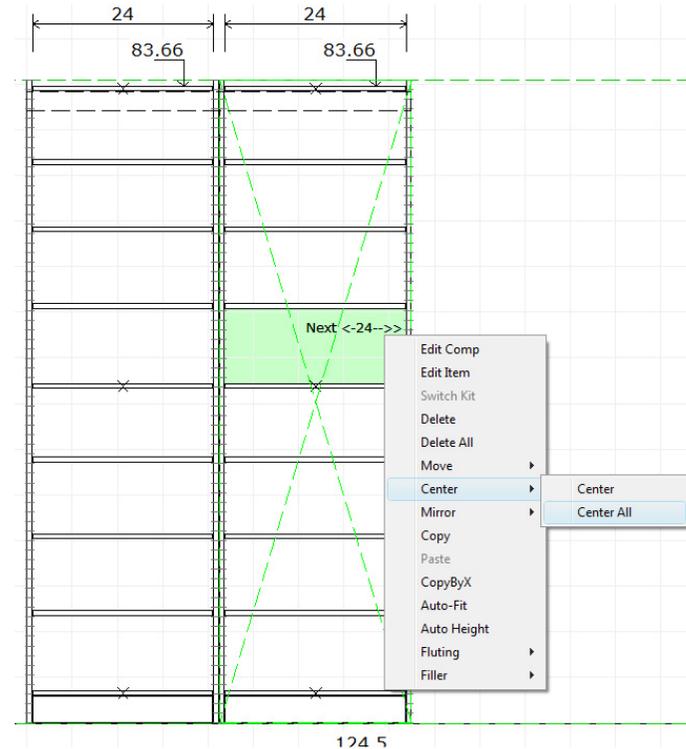




Right click on the component with the cursor display pointing right. Select Mirror/No Par. That will give you two matching sections that share a par. (Selecting Mirror/With Par would create two matching sections touching each other, but both have 2 partitions.)

Now right click on either component, select Center/Center All. The two components are now in the middle of the wall.

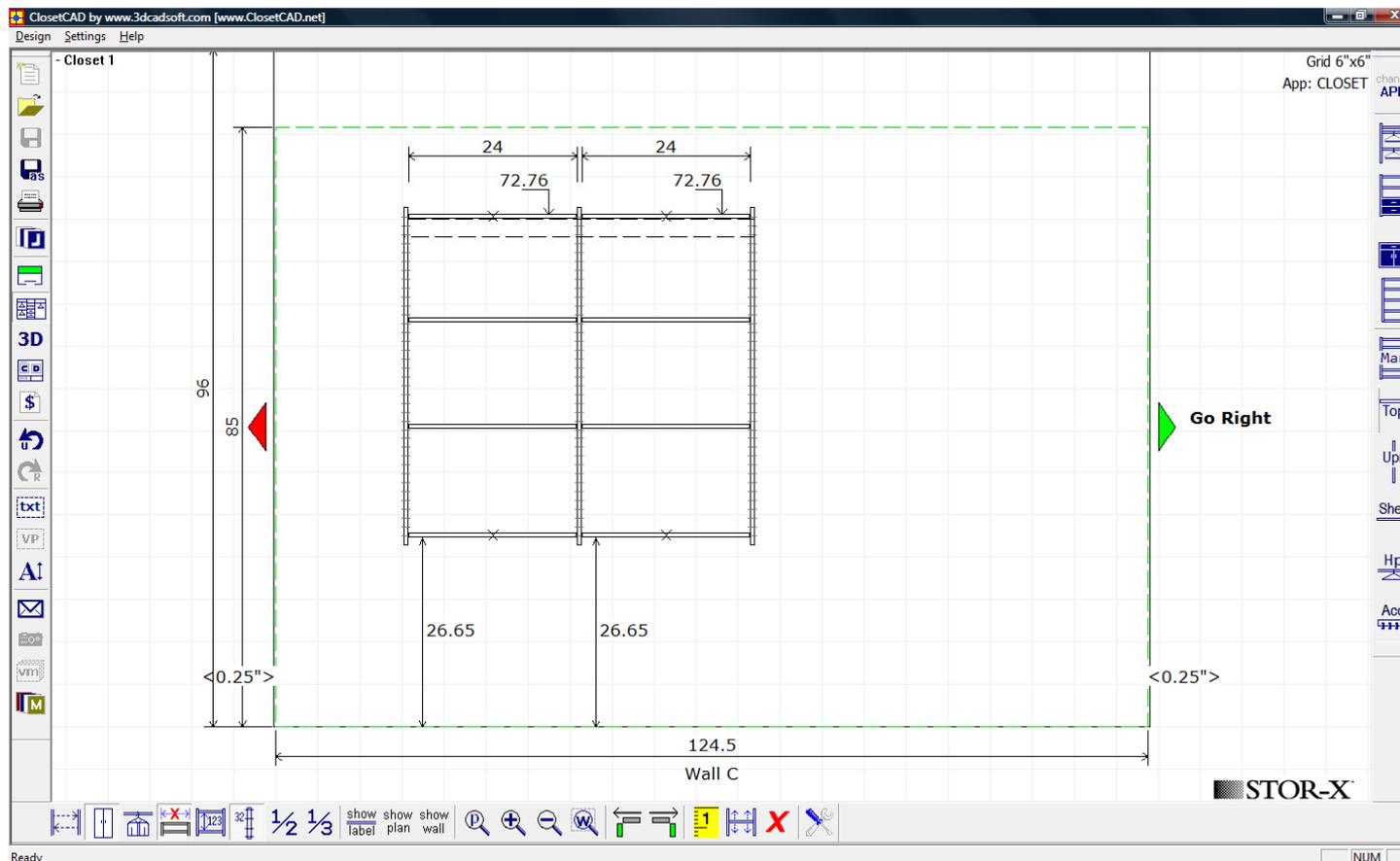
Notice that Center/Center will only set the comp that your cursor is on to be at the center of the remaining space (between the left comp and the right boundary in this case).



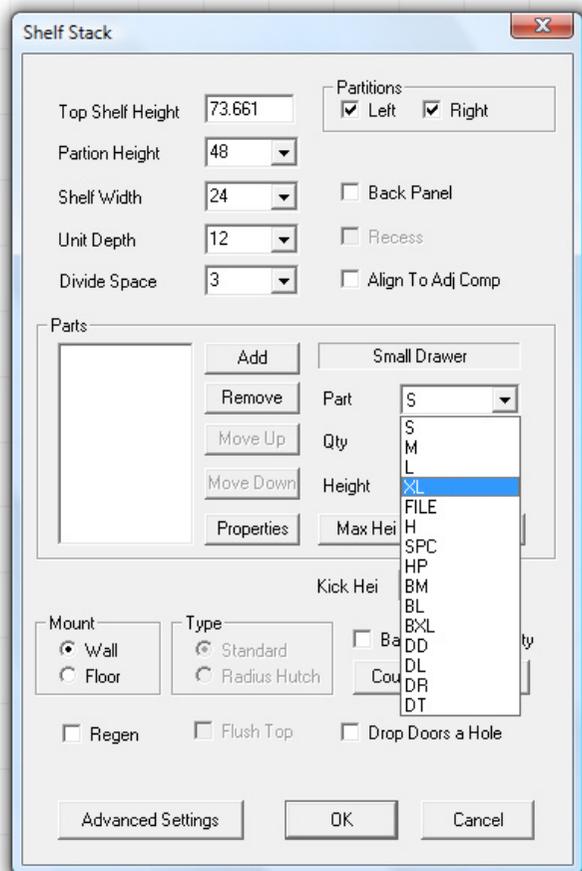


Use the Go Left and Go Right icons to move from one elevation to another.

There are two big **RED** arrows at the two sides of the elevation view if there's a wall on the corresponding side. The arrows will turn green and a 'Go Left' or 'Go Right' text will be shown if you move your cursor on any of the arrows. These two arrows are the ones which can help you to go to the wall on the left as well as the one on the right.



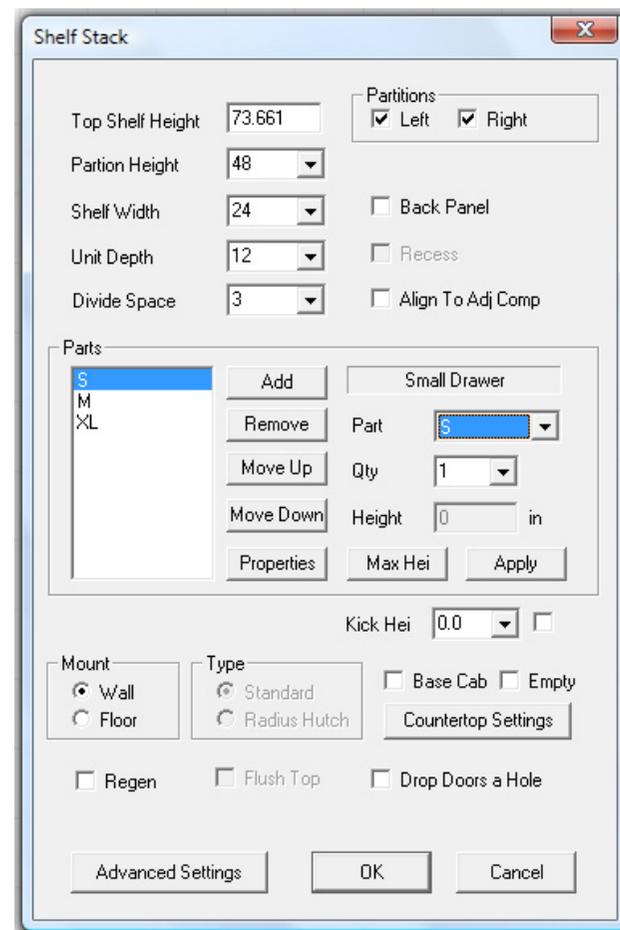
Now we will start adding drawers and accessories to the closet. Right click on a shelf stack and select 'Edit Comp'. This will bring up the 'Shelf Stack' dialog. You can modify the comp properties at the top section while the 'Internal Settings' section is where you can add/modify drawers, doors, spacers etc. to the component.



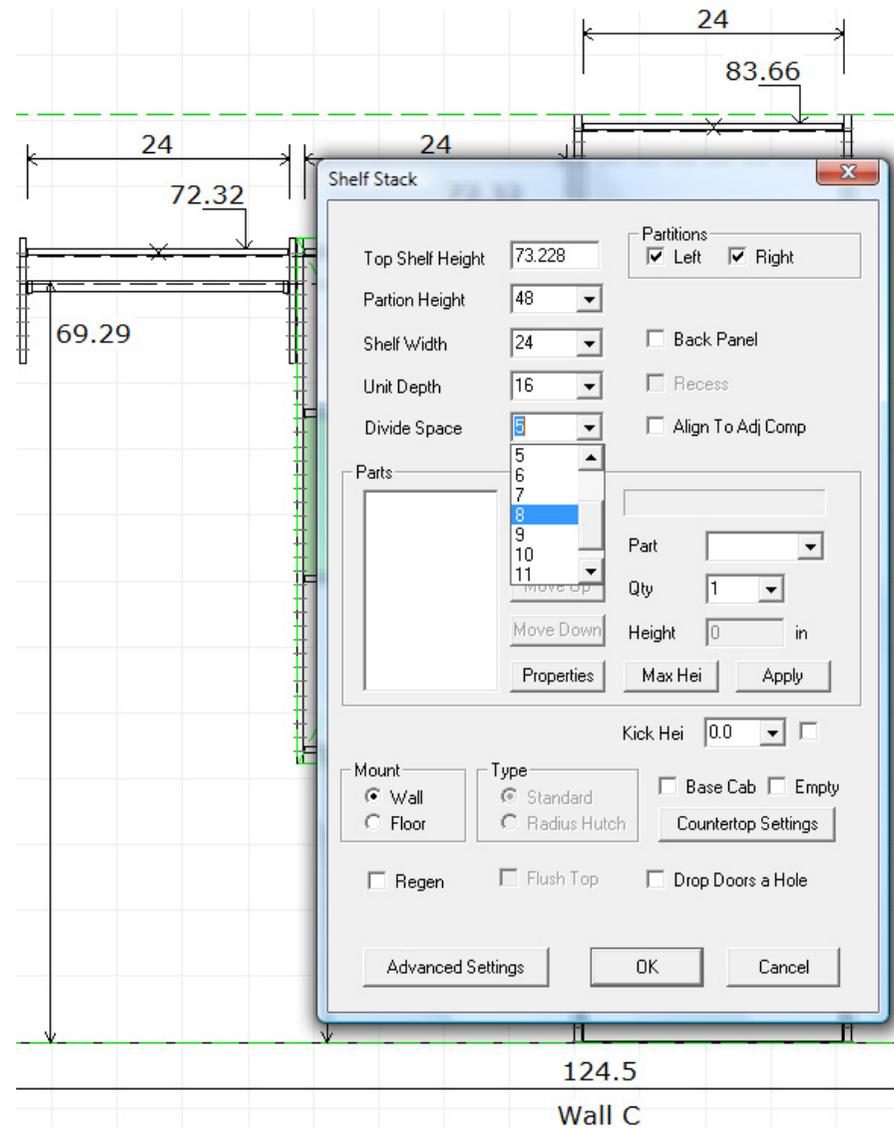
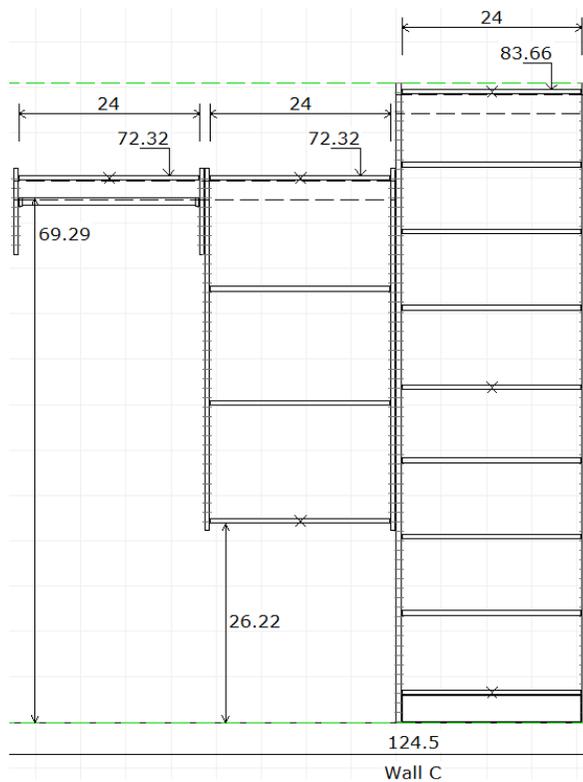
Choose from the 'Part' drop down list for range of drawers, Door, mini and maxi bins etc. and click 'Add' to add the chosen item to the internal parts list shown in the box at right.

The last item you added will always on the top of the list. All items are listed in the order they will appear in the component.

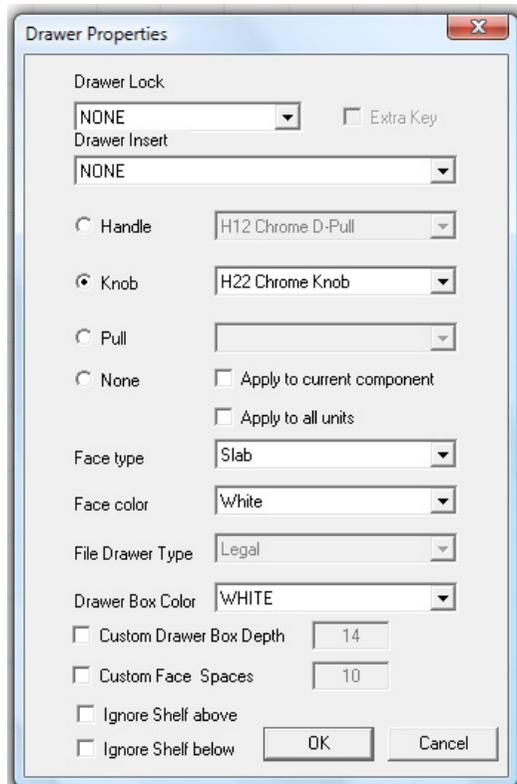
You can move them up 3 and down simply by 'Move Up' and 'Move Down' buttons and you can also delete them by 'Remove' button. Hit OK to apply changes and get back to the elevation.



You will see that all the shelves have been pushed up into the upper section, use Edit Comp to change the divide space as desired.



Go to Edit component again, select one of the drawers listed in your stack, then hit properties. That brings up the Drawer Properties Dialog.



Radio buttons in the middle of the dialog can be used to change from a handle to a knob, a pull or nothing particular to the drawer. The drop down list behind each type contains the specific models of each type, like a 'MATTE BRASS' knob in this case.

The 'Face type' drop down menu contains different types of drawer faces defined by each franchise.

The 'Face color' drop down list is for the color of the drawer fronts defined in PANELS table in every franchise's database.

The 'Drawer Box Color' drop down list is the color for drawer boxes. Still, it is defined by every franchise.

Drawer Properties is also where you would add an insert like a jewelry tray to a drawer.

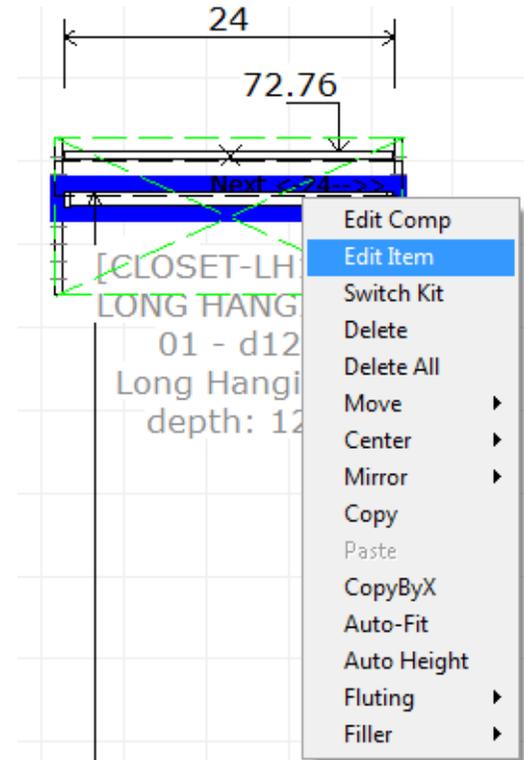
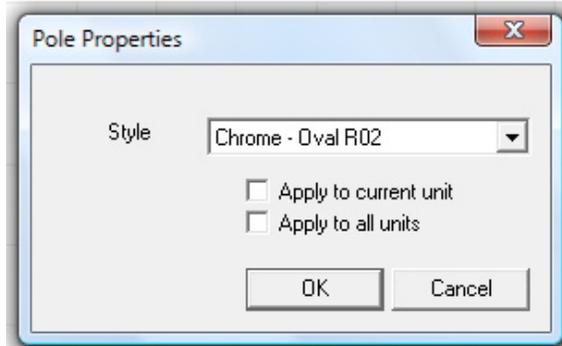
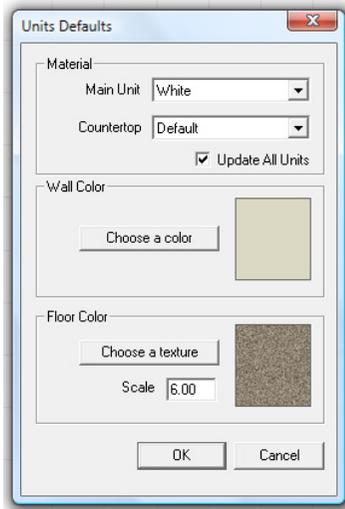
The 'Drawer Lock' drop down list gives you options to add in locks etc. to the drawer. The 'Extra Key' check will be enabled when you add the lock to the drawer and a key will be added if you turn the check on.

Note the 'Apply to current component' and 'Apply to all units' check boxes are the ones that will apply your current drawer settings to either all the drawers in the current component or all the drawers in all the components in the whole closet.



To assign a color to the closet system you've built, use The Material icon to access the Unit Defaults dialog. Select your wood color from the Main Unit material drop down menu.

Note that the 'Update All Units' check also determines whether to apply the current color changes to the whole closet all just the current wall you are working on. Color shows in the 3D view and is listed on the Bill of Materials.



To change your pole color, right click on a pole and select Edit Item. This pulls up the Pole Properties dialog. Select a pole color (Matte Chrome for example).

The 'Apply to current unit' and 'Apply to all units' checks still determines whether to apply the current pole style to all the poles in the closet or just the current hanging section.

3D

All your changes will be committed to the closet and you can take a look in the 3d view by click the 3d icon.

