

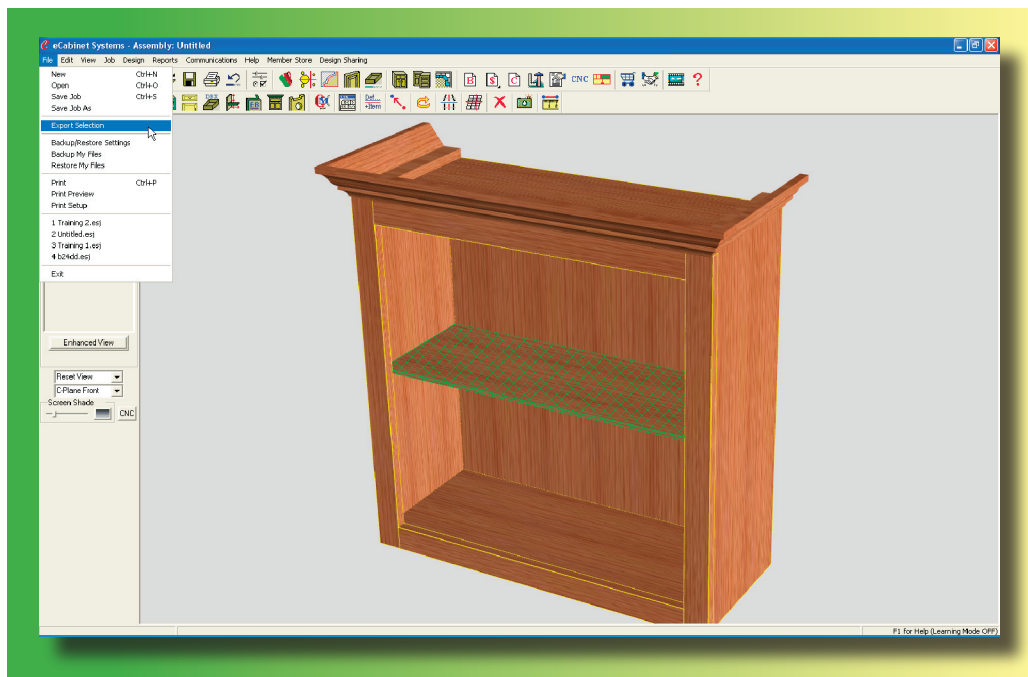


Export Selection

The Display Part Editor can be used to alter textures on .STL and .HSF files. A component or object can be exported from the Cabinet/Assembly Editor or Custom Layout as a .hsf file.

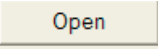
In the example, a shelf will be exported to a folder within the Import directory of eCabinet Systems with the intent of making the shelf transparent or glasslike. The glass shelf will be reinstalled in the cabinet.

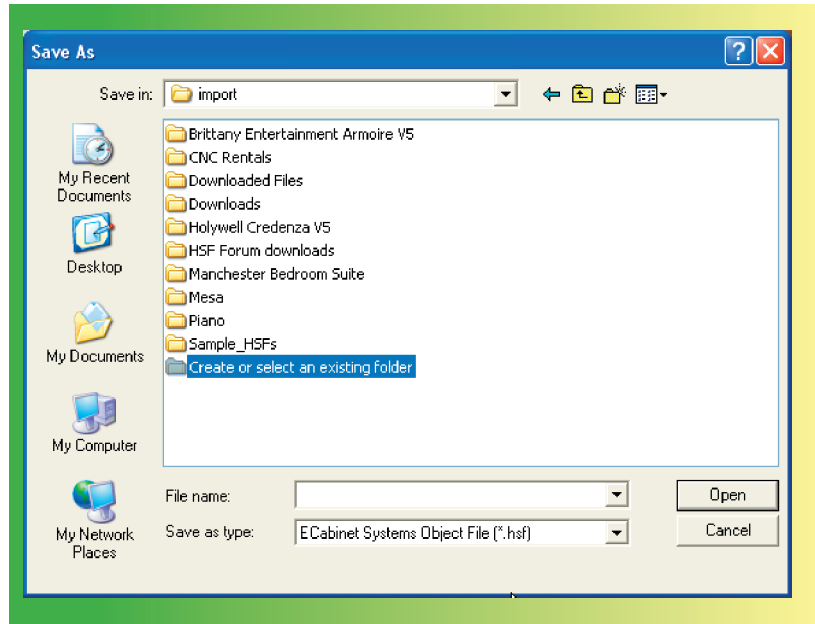
1. Load an Upper Cabinet
 - a. Select a Standard Upper Frameless cabinet or the previous cabinet with molding.
2. Install an 1/4" thick adjustable shelf.
 - a. Left-click on the  Construction Settings icon.
 - b. Select the Add Shelf/Partition tab.
 - c. Select 1/4" material.
 - d. Do not assign a hole pattern to the shelf. It will be reinstalled as a Display Object and loses the properties of a shelf.
 - e. Install the shelf.
 - f. Return to the .
3. Export the Shelf
 - a. Left-click on the shelf. It will change to a green mesh.



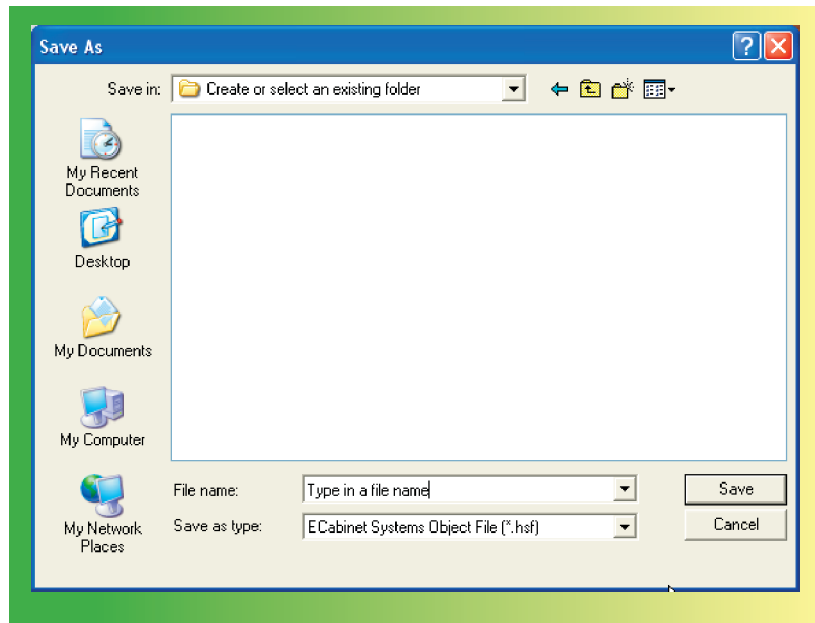
- b. Select Export Selection from the File drop-down menu.

c. Locate the Import directory.

1. Create a new directory or select an existing directory within the Import directory. The Import directory is located at C:\Program Files\Thermwood\eCabinet Systems\Import.
2. Left-click on the  button to open the folder.



d. Enter a Filename.



e. Left-click on the  button.

4. When the Display Part Editor is activated, a prompt will be displayed advising that the cabinet has not been saved. In this example, saving the cabinet is not necessary because the existing shelf will be replaced with a glass display object.