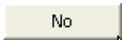
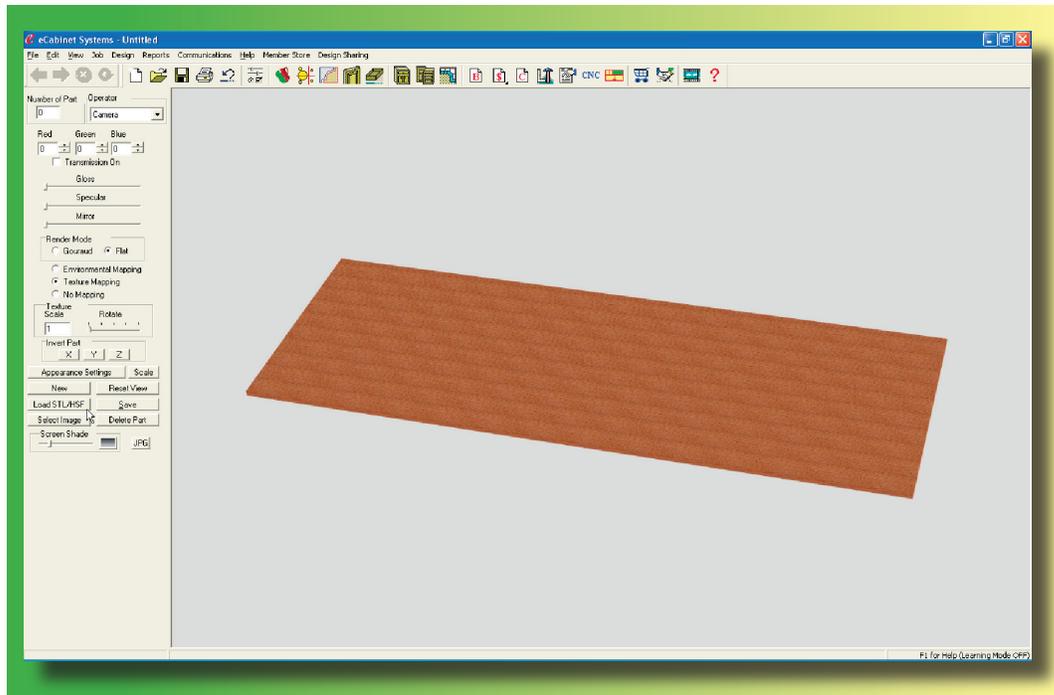


Display Part Editor

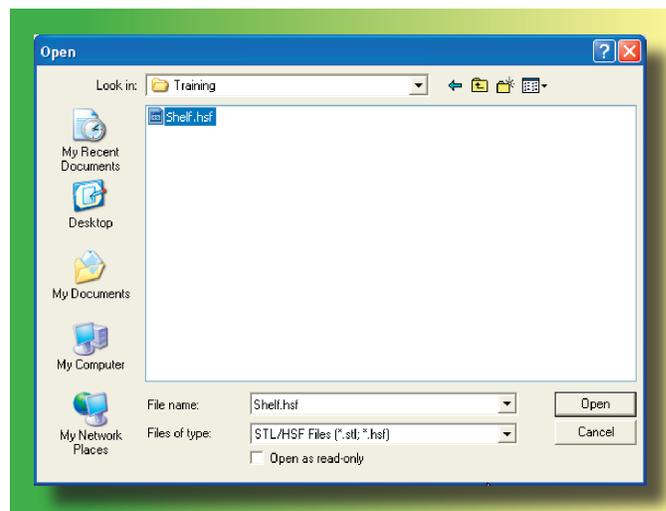
Creating a Glass-like Shelf/Object

1. Activate the Display Part Editor

- a. Left-click on the  icon.
- b. Left-click on the  button to cancel saving the cabinet.



2. Left-click on the  button.
3. Locate and open the saved file.
 - a. Double-click on the filename or left-click on the filename and left-click on the  button.



3. Change the texture.
 - a. Left-click on the “No Mapping” target.



- b. Change the Red, Green, and Blue (RGB) values to 255.



1. The shelf will change to a solid white.
 - c. Check Transmission On.
 1. Light now transmits through the component and it has disappeared from the graphic screen.
 - d. Adjust the Red, Green, and Blue (RGB) values.
 1. Reduce the colors until the desired color is achieved.
 - a. If the Red and Green are reduced, then the blue will be more prominent.

4. Save the component.

- a. Left-click on the  button.
- b. Select a folder or type in a name to create a new folder.
- c. Type in a filename.
- d. Cut List Part
 1. If checked, the component will be displayed on the cutlist, though it will not show up in a nest diagram.
- e. Cost
 1. If the Cut List Part is checked, the component will be displayed with a cost assigned.

