Part Editor

Description

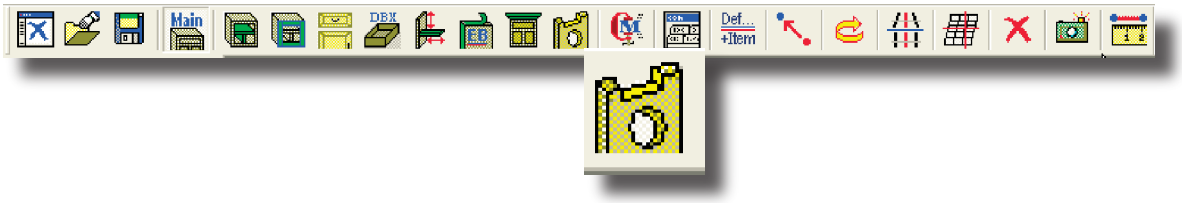
The Part Editor as a design tool can modify cabinet components as well as many types of display objects, i.e., cubes, panels and boards and slab door fronts and drawers. Modifications generally include drilling holes, creating cutouts, designing and shaping components. The possibilities are practically endless. On the forum, a member has created a lamp shade by combining the geometry drawn in the Shape Manager with a display cube edited in the Part Editor, then assigning a texture in the Display Part Editor.

In the past cabinets that contained modifications derived from the Part Editor would loose those modifications when the cabinet re-sized or modified in any way. In short, if the cabinet had a hole drawn in, the software did not know where to put the hole if the cabinet size was changed. Now, the Constraint Manager is used in conjunction with the Part Editor for the primary purpose of "constraining" the position and size of drawn entities on a part. By constraining the geometry, if a hole is cutout in a particular position on a component will stay in that same position whenever the cabinet size changes.

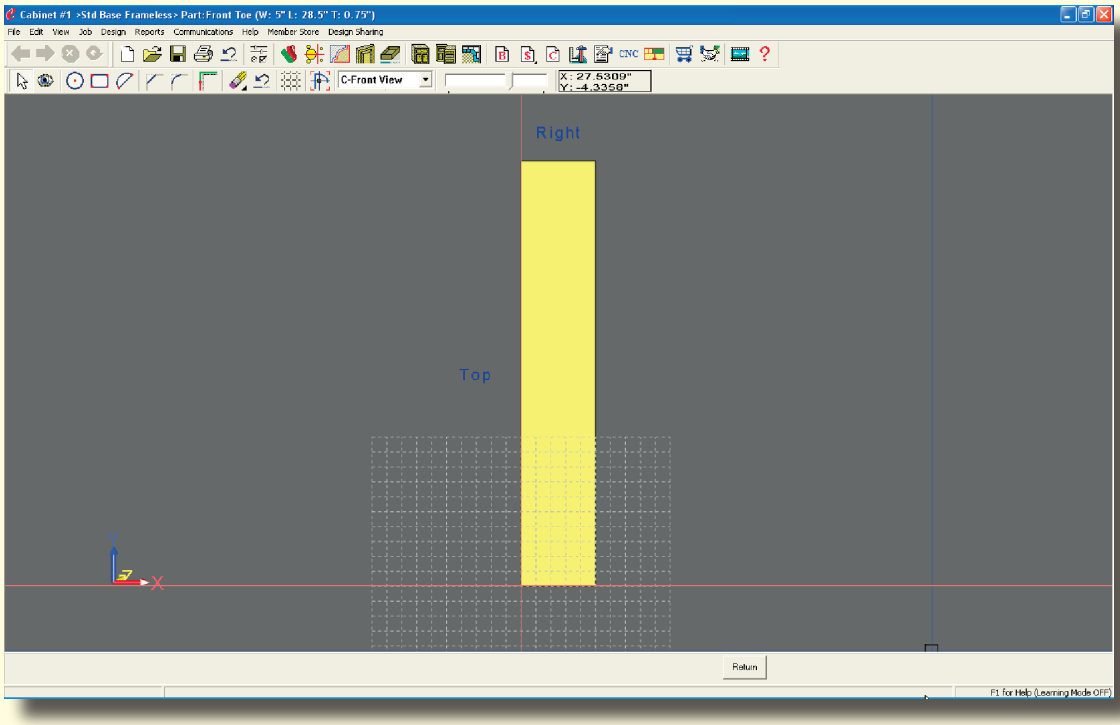
The Constraint Manager has an added benefit that greatly enhances productivity by allowing parametric changes to items created or modified with the Part Editor. For example, a hole can be randomly drawn on a part and then via the Constraint Manager, it's position and size can be adjusted.

Exercise PE1 - Create an Arched Toe Kick

1. Load a Base Cabinet with a Toe Kick
2. Select the toe kick by left-clicking once.
   a. The toe kick will change to a green mesh.
   b. Select only one component.



3. Left-click on the  from the Cabinet Assembly Editor task bar.



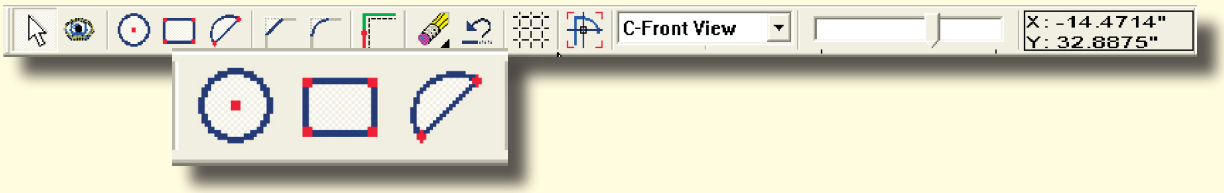
Part Views (Cabinet)

When a part is brought into the Part Editor, the finished side of the part is considered the front view. The finished side is the inside of the cabinet for the Left End, Right End, Deck, Top, and Back; the front face for the Toe Kick, the right side for a partition and the top surface of a shelf. At this time, stretchers and drawer components can not be edited.

Review the legend to determine the orientation of the part.

Geometric Shapes

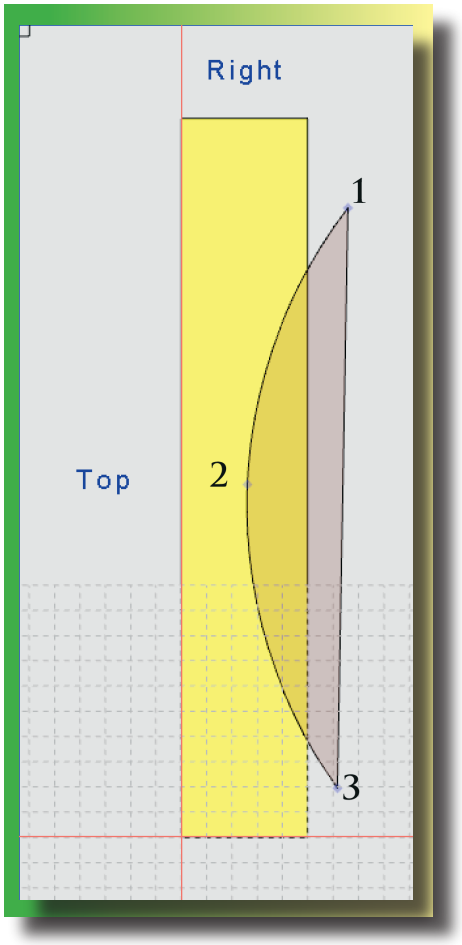
The  geometric shapes are used to generate simple shapes that will be cut-out or pocketed on the component. The  and  options can modify a component or a geometric cutout.



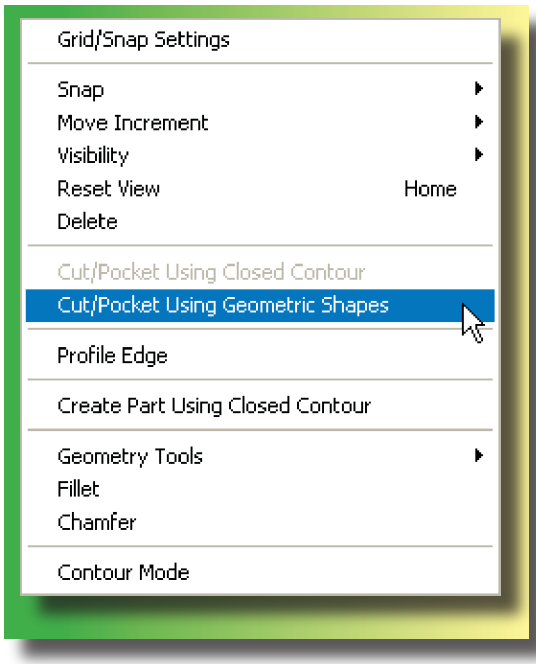
The Geometric Shapes are filled shapes.

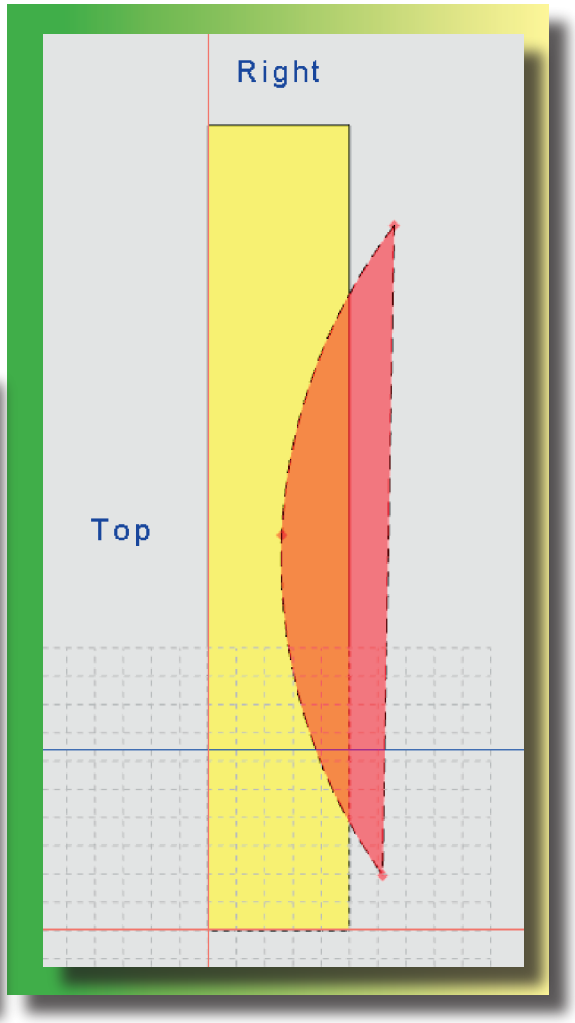
4. Create an Arc at the bottom edge of the Toe Kick.
   a. Pick 3 Points

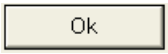
      1. Left-click on the  from the task bar.
      2. Left-click on a point outside of the toe kick either towards the bottom or top of the toe.
      3. Left-click around the middle of the toe kick.
      4. Again, left-click on a point outside of the toe kick but on the opposite side.

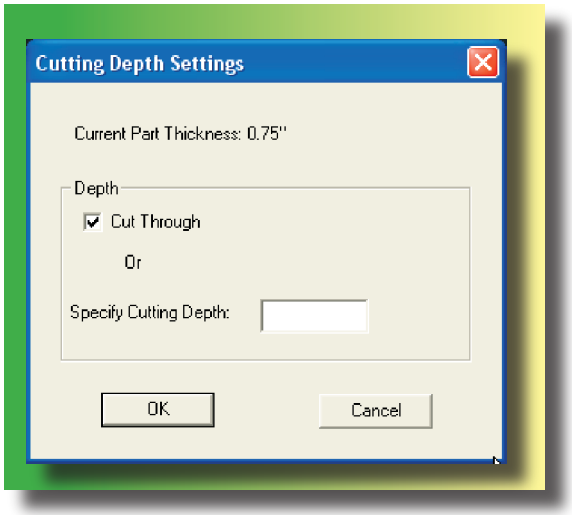


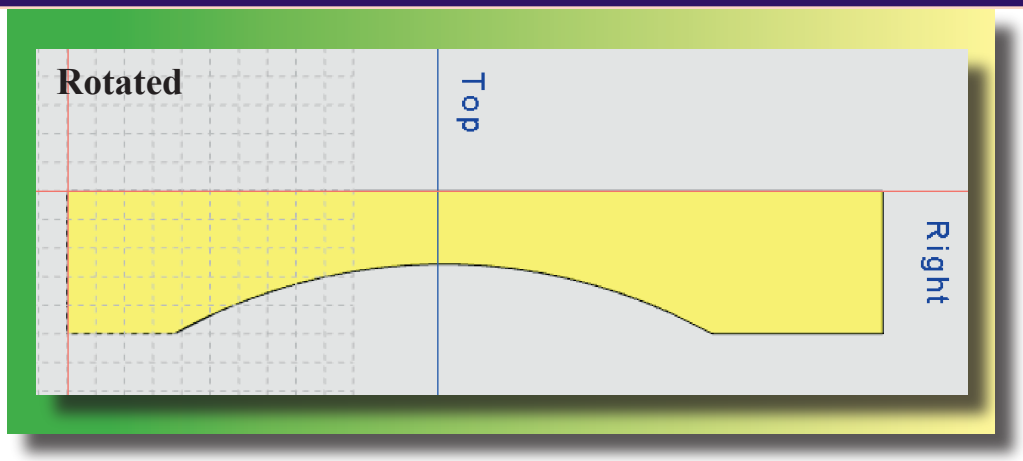
5. Cutout the Arc
   a. Select the geometry.
      1. Left-click on the Selection  icon.
      2. Left-click anywhere on the geometry (the arc silhouette).
         a. The silhouette will change to a orange/red fill.
      3. Select Cut/Pocket Using Geometric Shape from the right-click menu.





      4. Check Cut Through in the Cutting Depth Settings dialog.
      5. Left-click on the  button.





6. Exit the Part Editor

   a. Left-click on the Return button.

   b. Left-click on the Yes button to save the changes.