

## Door Maker Version 1.0.24 Free and Pro



# Table of Contents

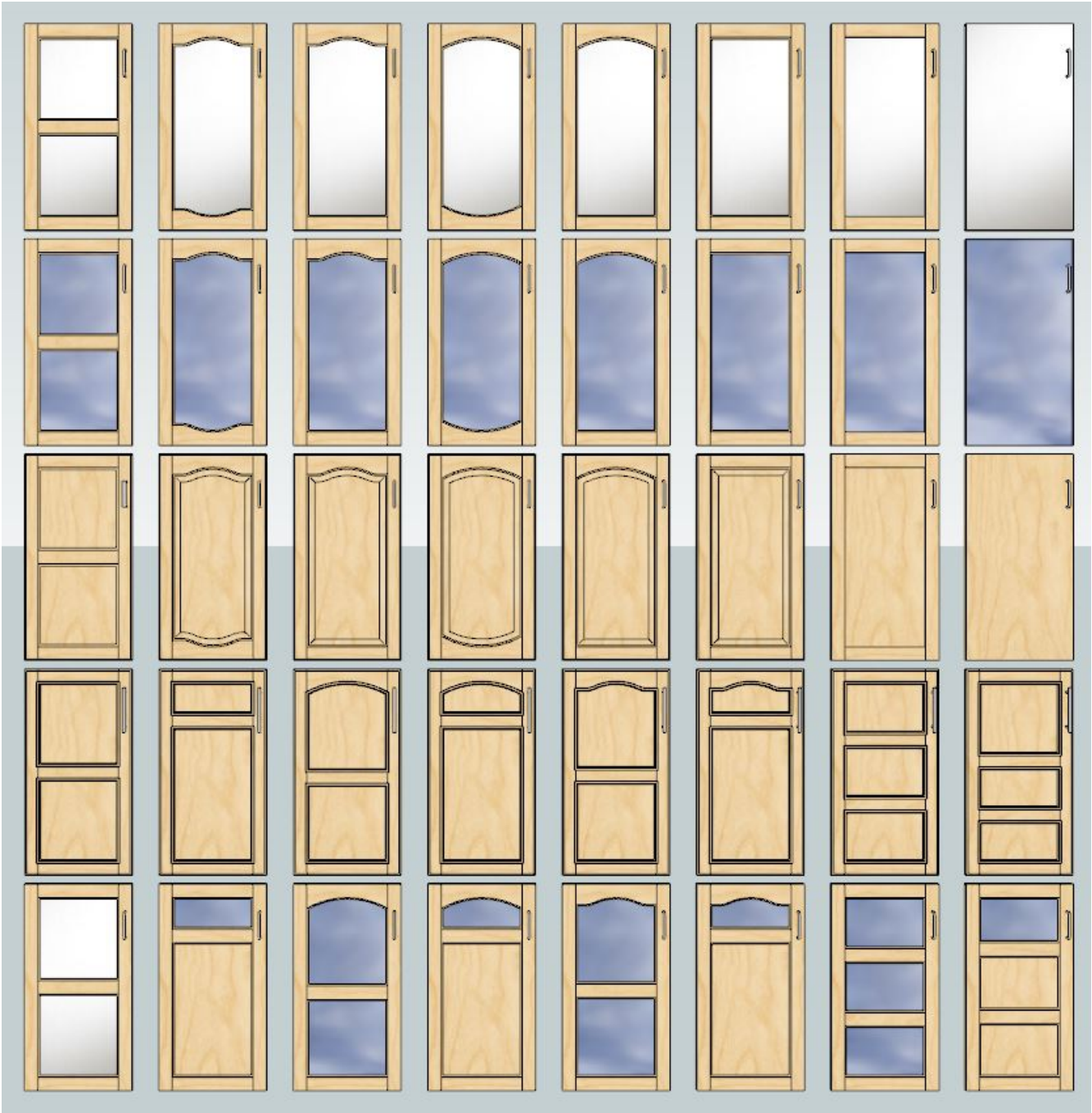
Door Maker Version 1.0.24 Free and Pro	1
1 Pro only Features	4
2 Maple Doors (flat panel and panel raised - Pro)	5
3 Door Maker Input Box	6
Door Material	7
Door Style	7
Door Shape	7
Tool Option	8
Door Width	12
Door Height	12
Door Thickness	12
Door Gap	12
Door Protrusion	13
Stile Width	13
Bottom Rail Width	13
Bottom Panel Height	13
Door Panel Thickness	13
Door Panel Profile	13
Stile Profile	14
Door Front Edge Profile	14
Door Back Edge Profile	14
Door Angle	14
Handle Style	15
Handle Location	15
Handle Offset	15
Cabinet Number	15
Layer Number	15
Save as Default	15

4 Additional Notes	16
5 Defaults.txt	17
6 Door Maker Options	18
7 Files – based on the prior example	19
8 Adding Profiles	21
9 Version History	22
Version 1.0.24 - Apr 14, 2014	22
Version 1.0.23 - Apr 11, 2014	22
Version 1.0.22 - Mar 30, 2014	22
Version 1.0.21 - Mar 08, 2014	22
Version 1.0.20 - Mar 05, 2014	22
Version 1.0.19 - Mar 01, 2014	22
Version 1.0.18 - Feb 27, 2014	23
Version 1.0.17 - Feb 20, 2014	23
Version 1.0.16 - Feb 15, 2014	23
Version 1.0.15 - Feb 10, 2014	23
Version 1.0.14 - Feb 08, 2014	23

## 1 Pro only Features

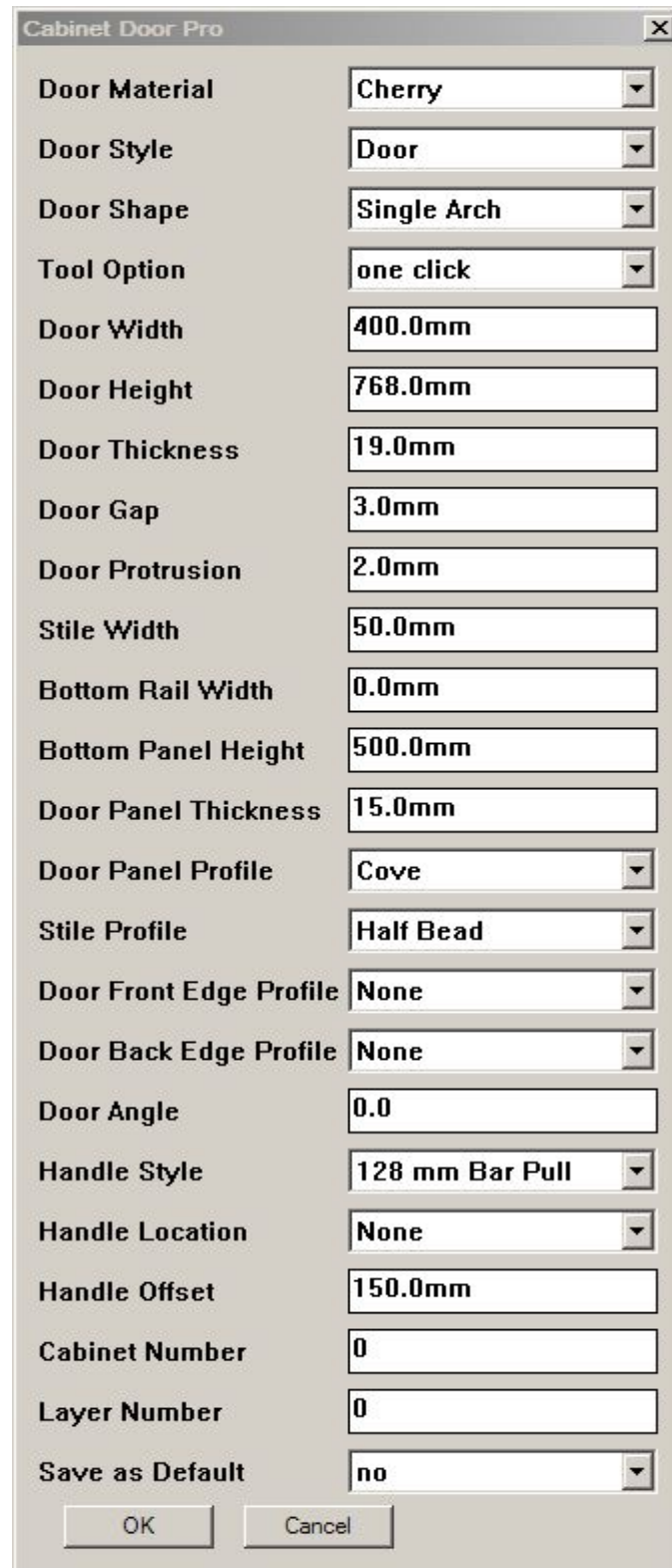
1. Door Handles
2. Custom stile profiles
3. Custom Panel Raising
4. Custom edge treatments
5. Multi panel doors

2 Maple Doors (flat panel and panel raised - Pro)



### 3 Door Maker Input Box

Door Maker uses an input box which contains 24 items. There are 10 drop down lists.



The image shows a software window titled "Cabinet Door Pro" with a close button (X) in the top right corner. The window contains 24 input fields arranged in two columns. The first column lists the parameters, and the second column shows the current values. There are 10 drop-down lists and 14 text input fields. At the bottom, there are "OK" and "Cancel" buttons.

Parameter	Value
Door Material	Cherry
Door Style	Door
Door Shape	Single Arch
Tool Option	one click
Door Width	400.0mm
Door Height	768.0mm
Door Thickness	19.0mm
Door Gap	3.0mm
Door Protrusion	2.0mm
Stile Width	50.0mm
Bottom Rail Width	0.0mm
Bottom Panel Height	500.0mm
Door Panel Thickness	15.0mm
Door Panel Profile	Cove
Stile Profile	Half Bead
Door Front Edge Profile	None
Door Back Edge Profile	None
Door Angle	0.0
Handle Style	128 mm Bar Pull
Handle Location	None
Handle Offset	150.0mm
Cabinet Number	0
Layer Number	0
Save as Default	no

## Door Material

The “Door Material” is the material / texture that will be applied to various parts of the door. Choose “White” for no material or choose the wood grain texture that you want. If the texture does not exist or cannot be found then materials are not applied. You can add additional textures by putting jpg file(s) into gkware\_doormaker/images folder and by editing the gkware\_doormaker/textures.txt file.

For example: To add “Rosewood”, edit the textures.txt file and add the line (between the square brackets) where you want it to appear in the list [Rosewood,36]. The 36 means that the pattern is 36 inches so adjust this accordingly. Please note that the wood grain pattern must be vertical. Then add the image file [rosewood\_ver.jpg] into the gkware\_doormaker/images folder

## Door Style

There are 4 main “Door Styles”. The Pro version adds a 5<sup>th</sup> Style called “Glass Combo”.

1. Door – This style will apply “Door Material” vertically to the panel.
2. Drawer – This style will apply “Door Material” horizontally to the panel. Narrow drawers may have their top and bottom rails adjusted.
3. Glass – This style will apply “Glass” to all center panels. Please adjust the panel thickness accordingly. 6.3 mm works well.
4. Mirror – This style will apply “Mirror” to all center panels. Please adjust the panel thickness accordingly. 6.3 mm works well.
5. Glass Combo – This style is only available with the Pro version and works with multi panel doors. The top panel is glass. If the door is a passage door and is at least 30 mm thick then the thickness of the glass is automatically adjusted. The depth of the supplied panel profiles is 8.7 mm.  $30 - (2 \times 8.7) = 12.6$  mm.

## Door Shape

There are 7 standard “Door Shapes”. The Pro version adds 4 more shapes.

1. Plain Panel – Also known as a “Slab” door
2. Shaker – The Shaker door is meant for a thin center panel of around 6.3 mm. Regardless there is no stile or panel profiling with this door shape.
3. Square – Can be a raised panel door or a thin center panel.
4. Single Arch – This style has a simple arch top rail. Can be a raised panel door or a thin center panel.
5. Double Arch – This style has simple arch on both the top and bottom rails. Can be a raised panel door or a thin center panel.
6. Single Cathedral – This style has a more complex cathedral shaped top rail. Can be a raised panel door or a thin center panel.
7. Double Cathedral – This style has a more complex cathedral shaped top and bottom rail. Can be a raised panel door or a thin center panel.
8. Square Square – Styles 8 through 11 are only available on the Pro version. You can set the “Bottom Panel Height” to 0 and let the “Door Maker” center the middle rail. Can be a raised panel door or a thin center panel.

9. Arch Square – This style has a simple arch on the top rail. The bottom panel is square. This style is only available on the Pro version. As with the “Square Square” shape, you can set the “Bottom Panel Height” to 0 and let the “Door Maker” center the middle rail. Can be a raised panel door or a thin center panel.
10. Cathedral Square – This style has the more complex cathedral shaped top rail. The bottom panel is square. This style is only available on the Pro version. As with the “Square Square” shape, you can set the “Bottom Panel Height” to 0 and let the “Door Maker” center the middle rail. Can be a raised panel door or a thin center panel.
11. Three Panel Square – This is the only 3 panel door that we currently offer. All panels are square. This style is only available on the Pro version. As with the “Square Square” shape, you can set the “Bottom Panel Height” to 0 and let the “Door Maker” center the middle rail. Can be a raised panel door or a thin center panel.

## Tool Option

The Tool Option contains 4 entries; “one click”, “drag”, “overlay” and “inset” which changes the behaviour of the Door Maker.

1. “One click” places a door each time the user clicks somewhere in the model. Please note that the doors lower left hand back corner is used as the insertion point.



It is also important to know that the door is offset by the amount of the “Door Gap”. This next screen shot shows the second door with a 1/8” gap between the door doors.



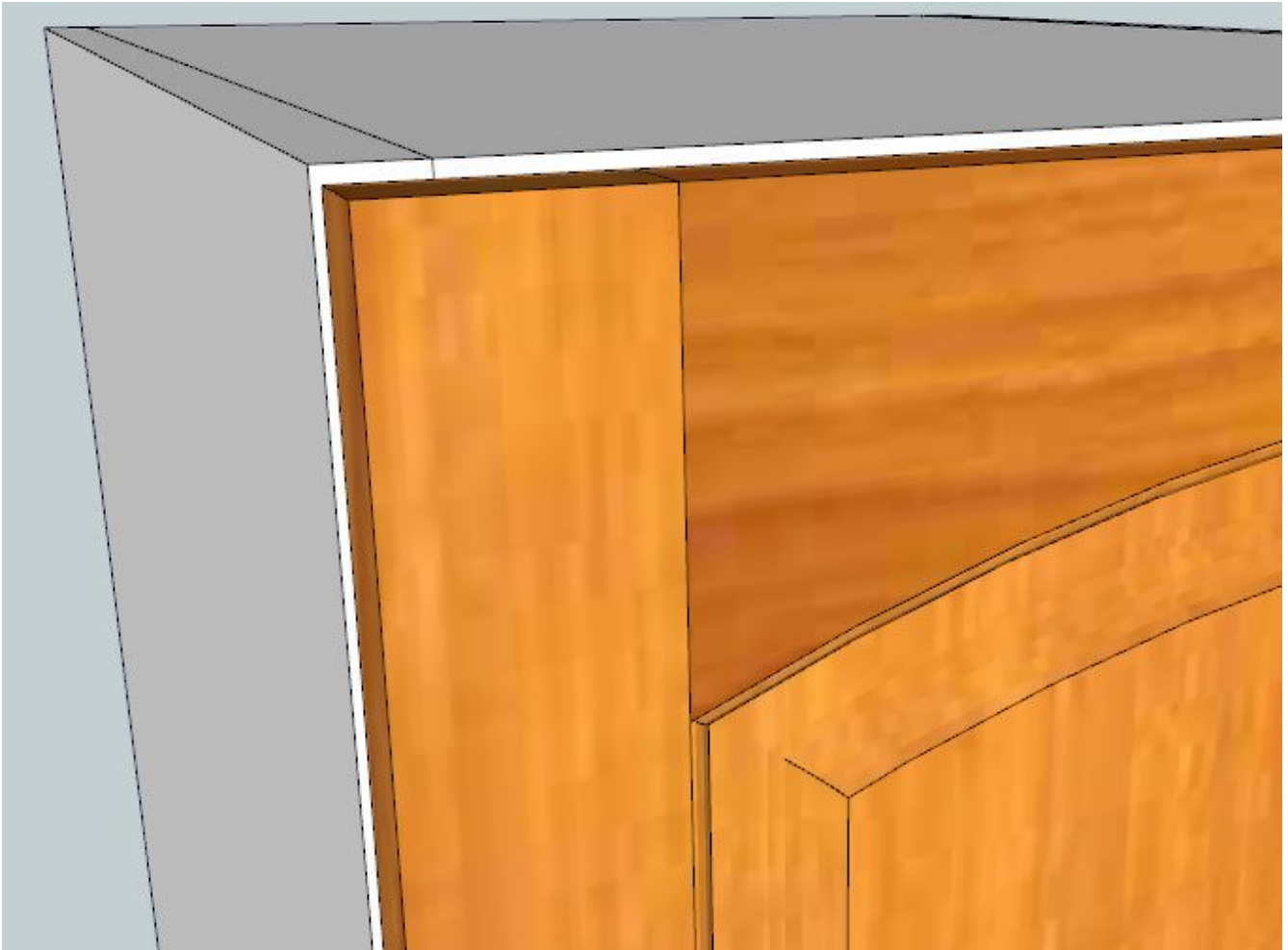


Instead of clicking you can also simply enter the values. For example: 12,24,1/8" will create a door 12" wide 24" high using a 1/8" gap. Also notice that the values that you enter become the new values for the input box.

2. “drag” works a bit differently. The “Door Width”, “Door Height”, “Door Gap”, “Door Protrusion” and “Door Angle” settings are ignored. You click 1 of the 4 corners and then drag the mouse over to the opposite side of the door. The tool tip shows you the width, height and angle of the door.

You can click on a point and then enter a value just like you do for “one click”. Although you can enter a third value for “Door Gap” and it will show up in the input box, it is ignored for a “drag” operation. The current angle will be used

3. “overlay” is similar to drag except that the “Door Gap”, and “Door Protrusion” settings are honoured. 1/2 of the “Door Gap” is on the left side of the door and the other 1/2 of the “Door Gap” is on the right side of the door. The full “Door Gap” is used at the top of the door and no “Door Gap” at the bottom of the door.



4. "inset" is similar to "overlay" except that the door is inserted so that it is flush to the front frame and the full "Door Gap" is on both sides, top and bottom. You can achieve a half overlay look by setting the "Door Gap" to a negative value and the "Door Protrusion" to a value slightly larger than 1/2 of the thickness of the door.



## **Door Width**

The “Door Width” is only required for the “one click” method. The other 3 drag methods set this value.

## **Door Height**

The “Door Height” is only required for the “one click” method. The other 3 drag methods set this value.

## **Door Thickness**

The “Door Thickness” is required. Doors that are 19 mm or thicker with a panel of equal thickness are profiled on both the front and back of the panel. Doors that are at least 19 mm thick but are less than 30 mm thick use a simple relief cutter for the back profile. With the Pro version doors that are at least 30 mm thick have the panel profile and stile profile applied to both the front and the back of the door.

## **Door Gap**

The “Door Gap” is the amount of clearance you want between 2 doors. Please refer to the “Tool Option” section above for further clarification. This setting is ignored with the “drag” method.

## **Door Protrusion**

The “Door Protrusion” is the amount the door sits in front of the cabinet with the “overlay” and “inset” methods. Please refer to the “Tool Option” section above for further clarification. This setting is ignored with the “one click” and “drag” methods.

## **Stile Width**

This is the width of the stiles. It is also used for the rails, however with the Pro version you can modify the “Bottom Rail Width”.

Please note that the “Stile Width” is for the face. The bead is added internally to this value. The “Stile Width” is used internally to position the door handle in the Pro version.

## **Bottom Rail Width**

This is a Pro version feature only and is used mostly with passage doors where the bottom rail is wider than the other rails and stiles. You can set the “Bottom Rail Width” to 0 and the “Door Maker” plugin will ignore it and make the “Bottom Rail Width” the same width as the “Stile Width”.

## **Bottom Panel Height**

This is a Pro version feature only and is used for multi panel doors. Please see “Door Shape” items 8 through 11. You can set this value to 0 and the “Door Maker” plugin will calculate the “Bottom Panel Height” so that all panels are equal.

## **Door Panel Thickness**

The “Door Panel Thickness” can be any value you want. Set the “Door Panel Thickness” to a value greater than 12 mm for a panel raised door. The panel will be flush with the stiles and rails. A thickness of 12 mm or less will position behind the face of the stiles and rails by the amount of the depth of the panel profile which is 8.7 mm with the supplied profiles.

Doors that are at least 19 mm thick and have their panels the same thickness will have a relief cut on the back of the panel. For doors that are at least 30 mm thick there is a pro version feature that will put the panel profile and stile profile on both sides of the door.

## **Door Panel Profile**

The Pro version has custom profile capabilities whereas the Free version has a single cove profile that is hard coded. The Pro version provides 3 profiles which are:

1. Cove
2. Cove Large
3. Ogee
4. Slant
5. Tight

You can add more profiles with the Pro version.

## **Stile Profile**

The Pro version has custom profile capabilities whereas the Free version has a single half bead profile that is hard coded. The Pro version provides a “None” choice as well as 5 profiles which are:

1. None
2. Cove Large
3. Full Bead
4. Half Bead
5. Ogee
6. Portland
7. Slant

You can add more profiles with the Pro version.

## **Door Front Edge Profile**

This is a Pro version only feature. There is a “None” choice as well as 5 profiles which are:

1. None
2. 3 mm Roundover
3. 6 mm Roundover
4. Bead
5. Chamfer
6. Cove

You can add more profiles with the Pro version.

## **Door Back Edge Profile**

This is a Pro version only feature. There is a “None” choice as well as 2 profiles which are:

1. None
2. 3 mm Roundover
3. 10 mm Rabbet

You can add more profiles with the Pro version.

## **Door Angle**

The “Door Angle” is only required for the “one click” method. The other 3 drag methods set this value. Please note that “Save as Default” sets this value as 0.

## Handle Style

This is a Pro version only feature. Door Maker supplies 5 default handles which are:

1. 128 mm Bar Pull
2. 196 mm Bar Pull
3. 96 mm Flat Bar Pull
4. 96 mm Wire Pull
5. Round Knob

You can add more handles providing they follow the same format. The insertion point is center and the handle is oriented vertically.

## Handle Location

This is a Pro version only feature. There are 8 “Handle Locations” which are:

1. 0s – None
2. 7s - Top Left
3. 8s - Top Center
4. 9s - Top Right
5. 5s – Center
6. 1s - Bottom Left
7. 2s - Bottom Center
8. 3s - Bottom Right

Please note that you can also set the location of the handle with keyboard. The short cut keys are beside the handle locations. They follow the num pad on the keyboard.

## Handle Offset

This is a Pro version only feature and is only relevant for the 4 corner “Handle Locations”. This value is how far the center of the handle is from the top or bottom edge of the door.

## Cabinet Number

This is an optional value. You may wish to number your cabinets and also number your doors the same.

## Layer Number

Set this if you want your doors to go onto a specific layer. By defaults the handles go to layer 0.

## Save as Default

Set the choice to “Yes” if you want to update the defaults.txt file with the current settings. The values in the defaults.txt file are used when you start up the Door Maker for the first time in each Sketchup session. During the session the DoorMaker remembers the settings as you change them.

## 4 Additional Notes

The default measurements will be in imperial or in metric depending upon the model's units. The default units are loaded once for a session and at the time that the input box first appears.

Please note that the tool shows up in the Plugins menu. For myself I add the hot key 'D' to bring up the door menu. Otherwise you pick it from the menu or from the tool bar.

A 5/8" door panel with a 3/4" door has panel raising on the front only. If you set the door panel to 3/4" then the door panel will be profiled on the back as well as the front. This additional geometry can be avoided by keeping the door panel to 5/8"

The "Door Protrusion" option is used for "overlay" and "inset" methods. For "overlay" method it is the amount that the door is in front of the cabinet. For "inset" method it is the amount that the front face of the door is in front of the sides.

You may change model Units settings during a session. The input box converts existing values to the new Units.

There is an optional file called defaults.txt which contains 1 or more lines that override the plugins defaults. You may override any number of defaults. Please put the changed file into gkware\_doormaker/config folder. This folder will be preserved when updating your Door Maker plugin to the next version.



## 5 Defaults.txt

If you wish to use a different language translation then enter then edit the language and replace 'en' with fr, ru or zh. Currently English, French, Russian and Chinese (traditional) are supplied. If you wish to create a new language translation then copy the en.lang file to the new language and use the English one as the template.

# defaults

language=en  
force\_silhouettes\_off=0  
translate\_parts=0

material=Cherry  
style=Door  
shape=Single Arch  
option=drag width  
angle=0  
layer=0  
cabinet=0

# metric defaults

metric\_width=400  
metric\_height=768  
metric\_thickness=19  
metric\_panel\_thickness=15  
metric\_stile\_width=50  
metric\_gap=3  
metric\_protrusion=2

# imperial defaults

imperial\_width=16  
imperial\_height=30.5  
imperial\_thickness=0.75  
imperial\_panel\_thickness=0.625  
imperial\_stile\_width=2  
imperial\_gap=0.125  
imperial\_protrusion=0.078

## 6 Door Maker Options

There are 3 optional files that are included. These files allow you to modify the Door Maker plugin.

The textures.txt file contains a list of textures in the order that you want them to appear in the drop down menu. Please note the format of each line. The comma separates the name and the height (inches) that the textures graphic represents. The actual texture file is built up with this name plus \_ver.jpg which stands for vertical. Lastly notice that there isn't a white\_ver.jpg. If you are adding textures and find that the door is also white – this means that the spelling isn't quite right. If you update this file please put it into gkware\_doormaker/config folder.

1. White,36
2. Baltic,36
3. Bamboo,36
4. Brown\_oak,36
5. Cherry,36
6. Dark\_bamboo,36
7. Euro\_maple,36
8. Hickory,36
9. Oak,36
10. Pine,36
11. Red\_oak,36
12. Silver\_oak,36
13. Spruce,36
14. Walnut,36
15. Zebra,36

If you are several versions of Sketchup or have several users on a network then you can have one copy of the gkware\_doormaker in a location of your choosing. All you need to do is to place a simple file in each version's plugins folder which is named loader.rb by convention and has the following 2 lines where the second line is a folder of your choosing and where you will unzip the gkware\_doormaker\_v1.0.15.rbz file.

Loader.rb

1. require 'sketchup.rb'
2. require\_all( 'C:/Users/Public/Documents/Sketchup' )

## 7 Files – based on the prior example

The Door Maker Plugin has the following files:

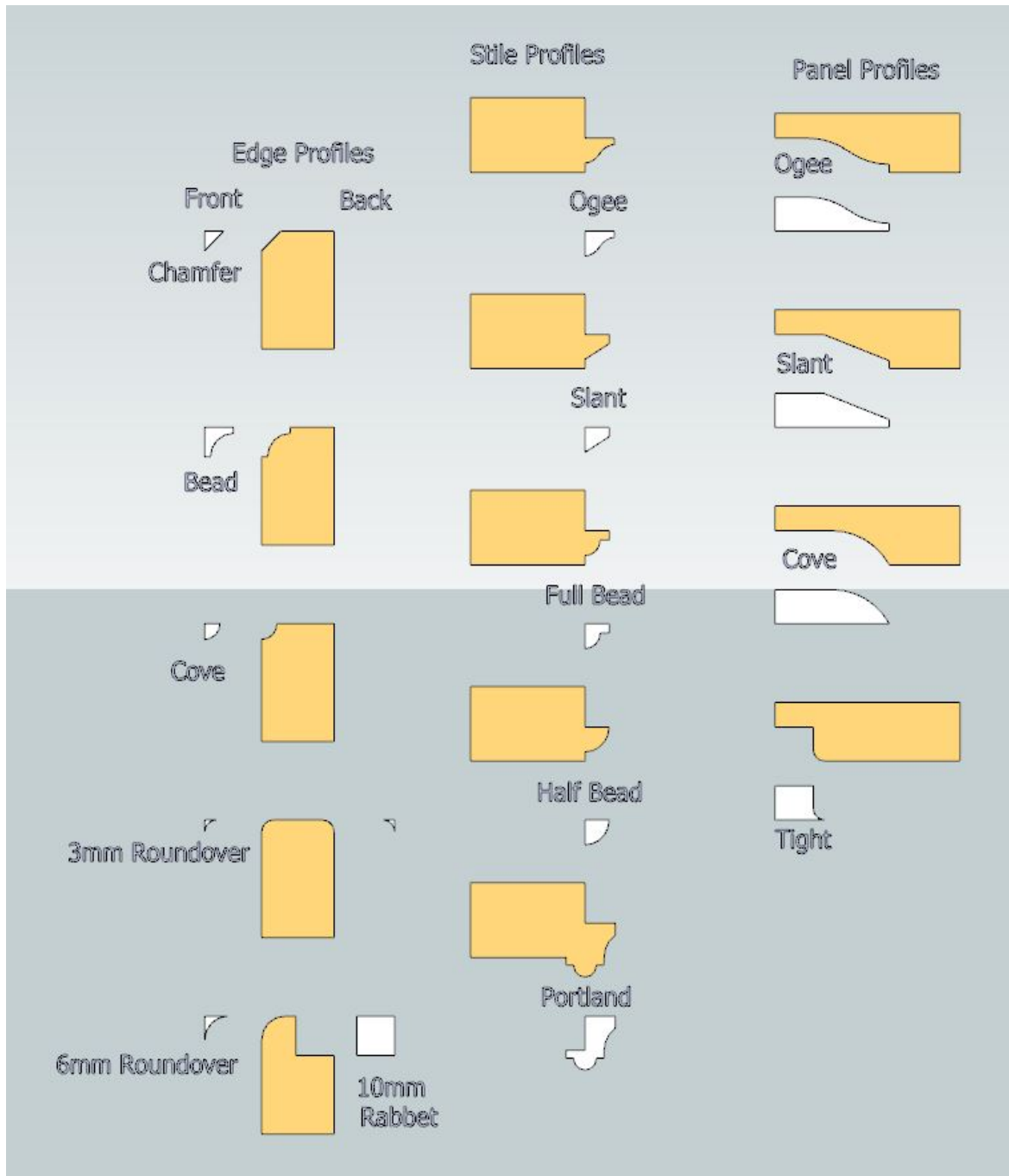
1. Sketchup
  1. gkware\_doormaker.rb
2. Sketchup/gkware\_doormaker
  1. gkware\_doormaker\_loader.rb
  2. doormaker.rbs
  3. doormakerlib.rbs
  4. utils.rbs
  5. doormaker.pdf
  6. cursor\_door.png
  7. doormaker\_sm.png
  8. doormaker\_lg.png
  9. defaults.txt
  10. textures.txt
3. Sketchup/gkware\_doormaker/config
  1. config.dat
  2. defaults.txt
  3. textures.txt
4. Sketchup/gkware\_doormaker/panel profiles
  1. Cove.txt
  2. Cove Large.txt
  3. Ogee.txt
  4. Slant.txt
  5. Tight.txt
5. Sketchup/gkware\_doormaker/stile profiles
  1. Cove Large.txt
  2. Full Bead.txt
  3. Half Bead.txt
  4. Ogee.txt
  5. Portland.txt
  6. Slant.txt
6. Sketchup/gkware\_doormaker/front edge profiles
  1. 3mm Roundover.txt
  2. 6mm Roundover.txt
  3. Bead.txt
  4. Chamfer.txt
  5. Cove.txt
7. Sketchup/gkware\_doormaker/back edge profiles

1. 3mm Roundover.txt
2. 10mm Rabbet.txt
  
8. Sketchup/gkware\_doormaker/handles
  1. 96 mm Flat Bar Pull.skp
  2. 96 mm Wire Pull.skp
  3. 128 mm Bar Pull.skp
  4. 196 mm Bar Pull.skp
  5. Round Knob.skp
  
9. Sketchup/gkware\_doormaker/translations
  1. en.lang
  2. es.lang
  3. fr.lang
  4. it.lang
  5. ru.lang
  6. zh.lang
  7. zh\_cn.lang
  
10. Sketchup/gkware\_doormaker/images
  1. baltic\_ver.jpg
  2. bamboo\_ver.jpg
  3. brown\_oak\_ver.jpg
  4. cherry\_ver.jpg
  5. coffee\_ver.jpg
  6. dark\_bamboo\_ver.jpg
  7. euro\_maple\_ver.jpg
  8. hickory\_ver.jpg
  9. ind\_walnut\_ver.jpg
  10. maple\_ver.jpg
  11. oak\_ver.jpg
  12. pine\_ver.jpg
  13. red\_oak\_ver.jpg
  14. silver\_oak\_ver.jpg
  15. spruce\_ver.jpg
  16. walnut\_ver.jpg
  17. zebra\_ver.jpg
  18. glass.png
  19. mirror.png

## 8 Adding Profiles

Start up Sketchup and open “Door Profiles.skp”. Create a new profile just like examples. Keep the geometry reasonably simple, Arcs should have between 3 and 5 segments and lines should go end to end and not be divided.

Click on the face of the profile you want to save and Click the “Add Door Profiles” button.



## 9 Version History

### **Version 1.0.24 - Apr 14, 2014**

1. Modified web connection to use Ajax to support OSX Lion.

### **Version 1.0.23 - Apr 11, 2014**

1. Door handle positions top center and bottom center were not correct for plain panels. Fixed.
2. SU 2013 and SU 2014 had date time issues with licensing. Fixed.

### **Version 1.0.22 - Mar 30, 2014**

1. If you drag with "one click" there was a line which was confusing. Fixed.
2. The stile profile is now a separate moulding and no longer part of the panel. This is so that glass and mirror type doors can have the same look.
3. Added 4 new door shapes for Pro version.
4. Added 1 new door style for Pro version.
5. Added "Save as Default" for Pro version.
6. Added "Add Door Profile" button on tool bar and menu item.
7. Added "Panel Profile" for Pro version. Users can create custom profiles.
8. Added "Stile Profile" for Pro version. Users can create custom profiles.
9. Added "Front Edge Profile" for Pro version. Users can create custom profiles.
10. Added "Back Edge Profile" for Pro version. Users can create custom profiles.
11. Added 5 Handle Styles for Pro version. Users can add their own handles.
12. Added Handle Locations for Pro version.
13. Added Handle Offset for Pro version.
14. Added Bottom Rail Width for Pro version.
15. Added Bottom Panel Height for Pro version.

### **Version 1.0.21 - Mar 08, 2014**

1. Fixed regression bug for "one click"
2. Now only require vertical wood grain patterns
3. Wood grain patterns now translated
4. Added Spanish translation file. es.lang

### **Version 1.0.20 - Mar 05, 2014**

1. Fixed "drag", "overlay" and "inset" methods. User can now click any corner and drag diagonally to the opposite corner.
2. Added config folder for user to store custom defaults.txt and or custom textures.txt
3. Added Chinese (simplified) language support.

### **Version 1.0.19 - Mar 01, 2014**

1. Modified version to work with Sketchup 2014

### **Version 1.0.18 - Feb 27, 2014**

1. Added "overlay" and "inset" methods. Use overlay for European cabinets. Use inset for inset doors. Adjust inset for Face Frame cabinets.
2. Added "Translate Parts" option in defaults.txt. You can turn off translation for the parts naming as seen under Window/Outliner

### **Version 1.0.17 - Feb 20, 2014**

1. Make change for Sketchup Extensions warehouse

### **Version 1.0.16 - Feb 15, 2014**

1. Make change for Sketchup Extensions warehouse

### **Version 1.0.15 - Feb 10, 2014**

1. Make change for Sketchup Extensions warehouse

### **Version 1.0.14 - Feb 08, 2014**

1. Major changes to conform to the Sketchup Plugin Store.
2. Dialog cancel did not cancel the door maker plugin. Fixed
3. When creating a few doors and then starting a new model, materials would not show up. Fixed.
4. Changed Undo name from "Undo gkware" to "Undo Door Maker". Fixed
5. Textures would not Undo when undoing a door. Fixed
6. Parts naming was not consistent. Fixed
7. Changed Toolbar name from "GKWare Cabmaker Toolbar" to "GKWare Door Maker"
8. Removed a global variable.