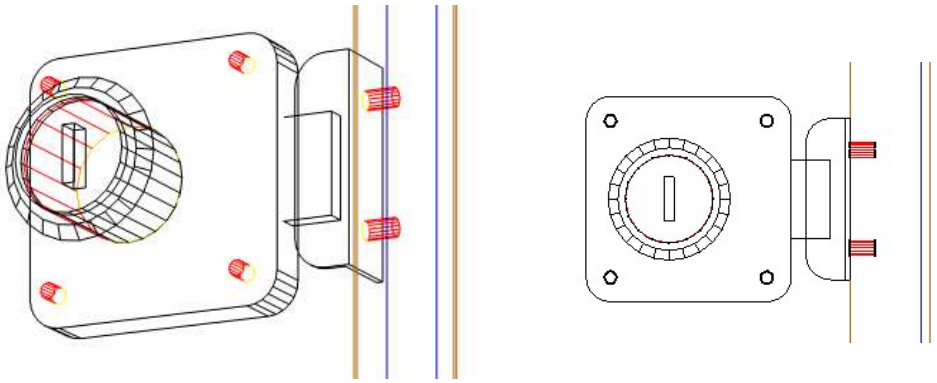
Locks for Doors and Drawer Fronts - User Guide.



Introduction

Overview

- The 'Locks for Doors and Drawer Fronts Package' from Solid Setup Plus adds a generic lock and striker plate to Cabinet Vision.
- Attributes on the Door control the lock and striker positions.
- It provides drilling for the lock and striker plate for CNC output.
- It also adds 3d graphics for the lock and striker.
- The materials contain models which can be edited to create the lock you use.
- You can copy and modify the lock or striker material supplied to create up to 5 types of each.
- Attributes on the door allow you to select one of the 5 types of locks or strikers independently.

Included in This Package

User Created Standards

The Following UCS is provided

- { LOCKS } – Door Drawer

Materials

The Following materials are provided:

- Lock Type 1 (Generic lock resembling a Symo type lock as per above image)
- Striker Type 1 (this striker has edge mounting holes as per above image)
- Striker Type 2 (this striker has face drilling for panel mounting)

Door Lock Usage

Door Attributes

- In the Cabinet editor, click on the door in the front orthographic (smiley) view,
- On the left side of the screen you will see the following attribute

Lock On = False

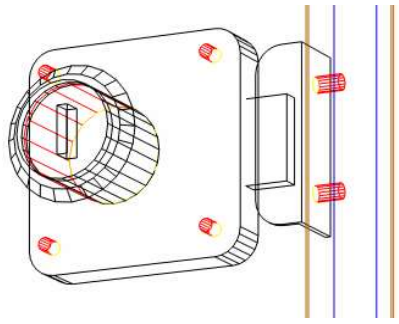
- Change it to True and the lock and striker will appear along with the following attributes

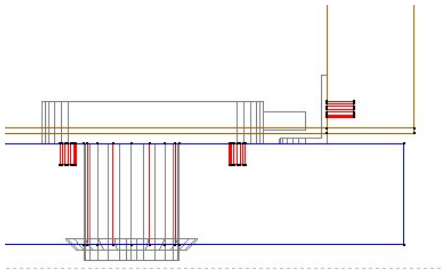
Lock Type = Lock Type 1

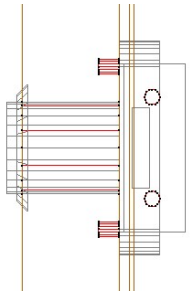
- Use the following attributes to re-position the lock and striker

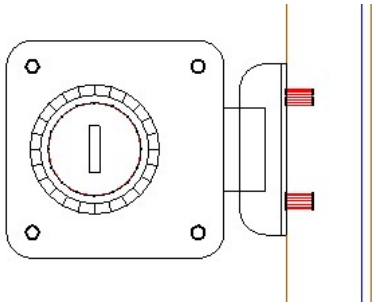
Lock Center Offset	=	Distance from **center** of edge when edge position **center** is selected
Lock Corner Offset	=	Distance from **corner** of edge when the edge position is near a **corner**
Lock Edge	=	(Auto based on hinging) Select edge from Top/Bottom/Left/Right
Lock Edge offset	=	Distance away from edge to **zero point** of the lock material model.
Lock Edge Position	=	(Auto) Select edge position along edge
Lock Edge Reference	=	Select the edge offset to reference the openings edge or door edge.
Lock Striker Type	=	Striker Type 1
Lock Striker Edge offset	=	Distance away from edge to striker plate.

NOTE: The **Zero Point** is shown in the material model section below







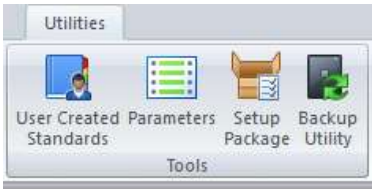


Defaults

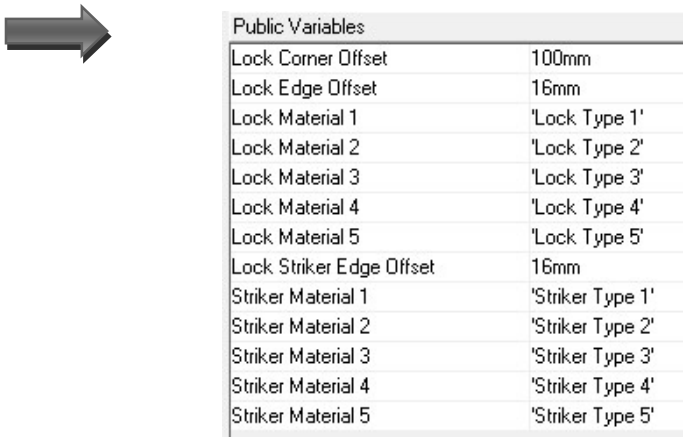
UCS Public Variables

There are Public Variables in the { LOCKS } – Door Drawer " UCS.

- To change these variables go to the Utilities – Edit User Created Standards from the Room Plan or Elevation



- Then click on the { LOCKS } – Door Drawer" UCS.
- On the top right hand side of the screen you will see the Public Variables list:



Public Variables	
Lock Corner Offset	100mm
Lock Edge Offset	16mm
Lock Material 1	'Lock Type 1'
Lock Material 2	'Lock Type 2'
Lock Material 3	'Lock Type 3'
Lock Material 4	'Lock Type 4'
Lock Material 5	'Lock Type 5'
Lock Striker Edge Offset	16mm
Striker Material 1	'Striker Type 1'
Striker Material 2	'Striker Type 2'
Striker Material 3	'Striker Type 3'
Striker Material 4	'Striker Type 4'
Striker Material 5	'Striker Type 5'

Lock Corner Offset = Default Distance to lock center, along edge from corner of door.
Lock Edge Offset = Default distance from edge of door/opening, to zero point of lock.
Lock Striker Edge Offset = Default distance from edge of door/opening, to striker plate.
Lock Material (1-5) = Name of Lock Materials 1 to 5 (must be in ' ' as shown)
Striker Material (1-5) = Name of Striker Materials 1 to 5 (must be in ' ' as shown)

Once you have changed these values to your requirements, you can close the UCS editor.

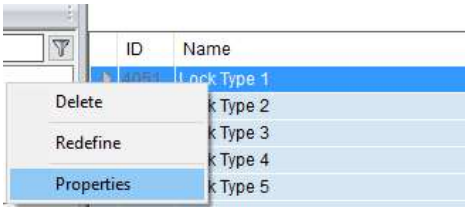
Tools Required

- The drill diameters on the material models require:
- 3mm diameter vertical Drill
- Router suitable for 18mm hole

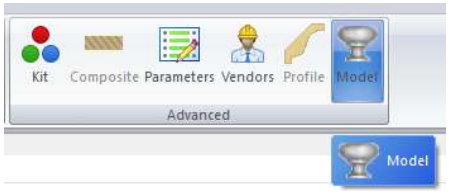
Material Models

Material Manager

To edit any of the models or drilling sizes, in the material manager, search for the Lock materials.
Right click on the Lock or striker material you wish to edit and select Properties.



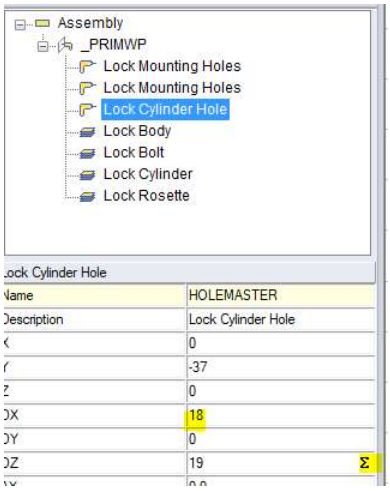
From the Advanced group of buttons, click the Model button:



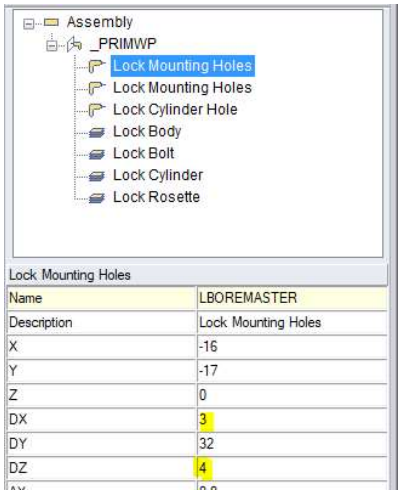
Drilling Sizes and positions

The drilling sizes and positions can be edited by selecting the operation in the window on the left as shown below

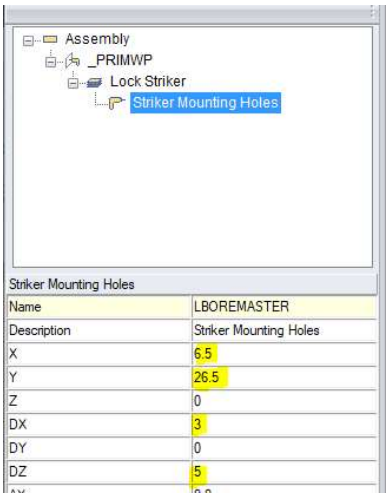
- DX = Hole Diameter
- DZ = Hole Depth
- X = Hole Position (left/right from center of lock)
- Y = Hole Position (from edge offset position for locks)
- Z = Hole In/Out position (leave as is)



Lock Materials
Lock Cylinder Hole



Lock Materials
Lock Mounting Holes



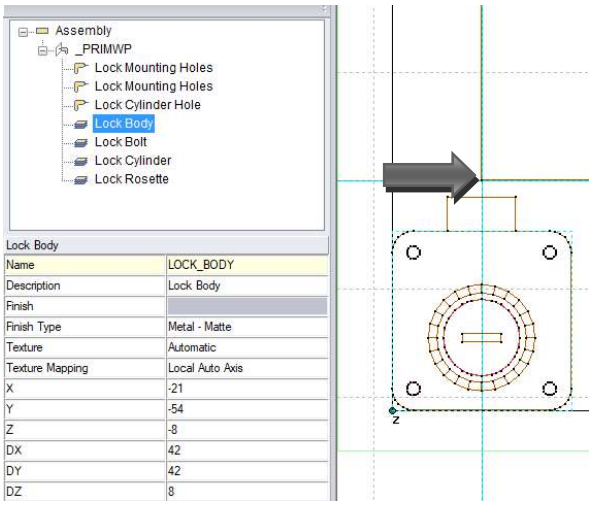
Striker Plate Materials
Striker Plate Holes

To edit the hole spacing or repeat, right click on the operation and select properties
In the parameters tab you can edit the SPCNG and REPT values.
For more advanced editing or adding more holes you need to edit the layer the operation is on.
Editing operations in the layer mode is beyond the scope of this guide.

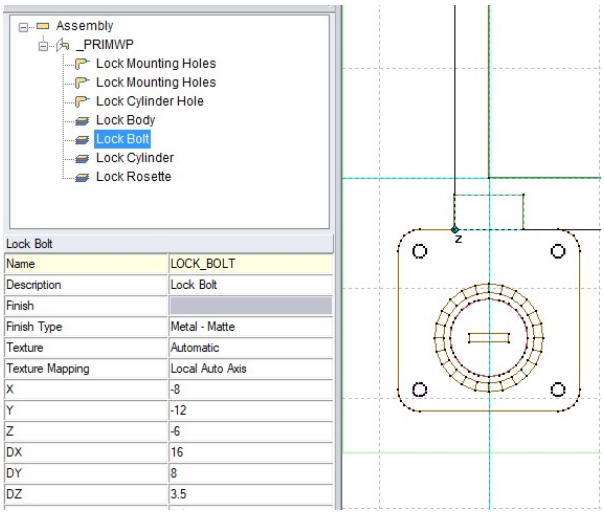
Model Sizes and positions

The Model sizes and positions can be edited by selecting the components in the window on the left as shown below

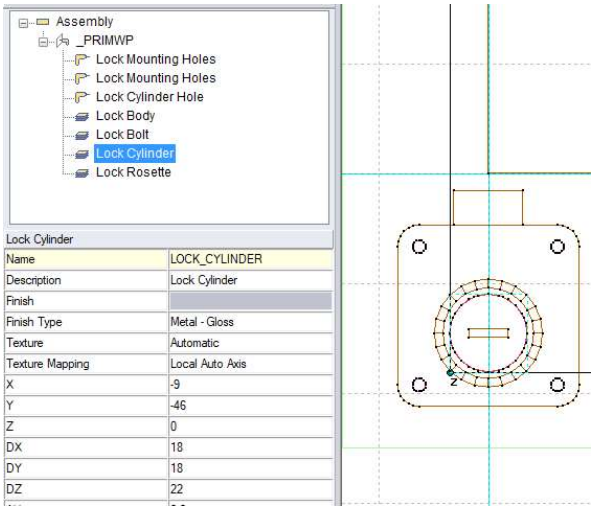
- X = Component Left/Right Position
- Y = Component Up/Down Position
- Z = Component In/Out Position
- DX = Component Width
- DY = Component Length
- DZ = Component Thickness
- NOTE: The **ZERO POINT** as referenced by the edge offset, is shown below, with a blue arrow.
- The zero point also initially lines up with where the striker contacts the carcass.
- For the generic lock we have provided, the lock hole is 37mm from the zero point



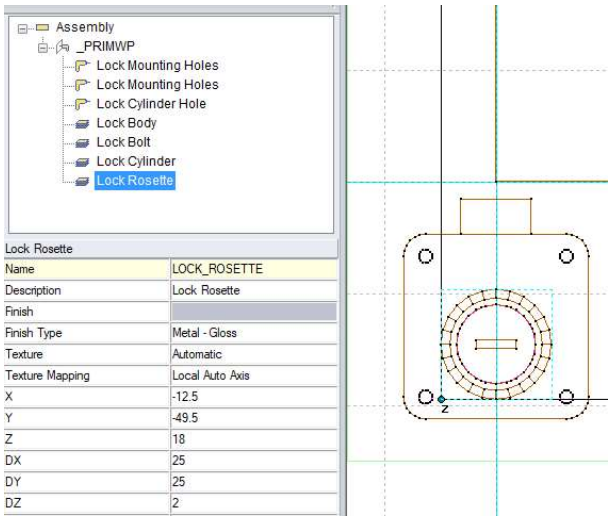
Lock Body



Lock Bolt



Lock Cylinder



Lock Rosette

You can add your own components by drawing them in sketchup and adding them with the 'new hardware' button. Creating and adding new components to create different lock models is beyond the scope of this guide.

Package Exclusions

Some of the items which may be shown in various images contained in this document may not be included in the Door Lock Package but come from other packages which are sold separately.

See our website for more detailed information on these packages.