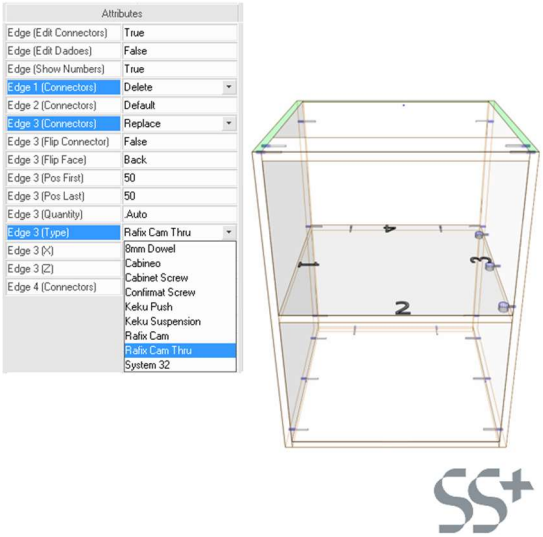
SOLIDEDGE Connector Editing per Edge User Guide.



Introduction

Overview

- The 'SOLIDEDGE Connector Editing per Edge Package' from Solid Setup Plus allows you to add connectors to any edge of your parts, and to remove any connectors added by the construction method connections.
- Works for all main cabinet parts
- Works for drawer box backs,fronts,bottoms and sides
- Works for rollout box backs,fronts,bottoms and sides
- Adds attributes to the parts to control quantity, spacing, position and type of connection
- Also Allows addition of a Qualified Blind Dado to any edge (Mortice and Tenon)
- Shows visual edge numbers on parts to aid in editing
- List of connectors available can be easily edited
- Most popular connectors supplied
- You can also use any connectors you have created.

Included in This Package

User Created Standards

The Following 3 UCSs are provided:

{ SOLIDEDGE } -- Add Connectors	**Adds connectors to parts edges**
{ SOLIDEDGE } -- Delete Connectors	**deletes system connectors from parts edges**
{ SOLIDEDGE } -- Edge Numbers	**Adds visual edge numbers to edited part**

Connectors

- Cabinet Screw
- Confirmat Screw 8mm
- Cabineo

- 8mm Dowel
- Minifix 15 Cam (43mm Bolt)
- Nail
- Rafix 20
- Rafix 20 Thru
- Titus Quickloc
- Titus Quickloc Thru
- System 32 Bracket
- Keku Push (Frame)
- Keku Suspension (Frame)

Connections (Version 2023 Only)

- Qualified Blind Dado: Unfin Tenon (Fnt-0)
- Qualified Blind Dado: Unfin Tenon (Fnt-Bck)
- Qualified Blind Dado: Fin Tenon (Fnt-0)
- Qualified Blind Dado: Fin Tenon (Fnt-Bck)

Intellijoints (Version 2021 and 2022)

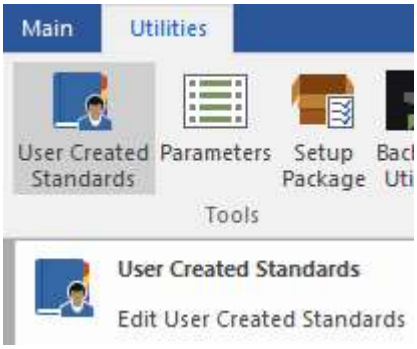
U_QBD_Left	**Qualified Blind Dado Intellijoint for Left Face**
U_QBD_Right	**Qualified Blind Dado Intellijoint for Right Face**

Settings

UCS Public Variables

There are Public Variables on the first "{ SOLIDEDGE } -- Add Connectors" UCS.

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



- Then click on the "{ SOLIDEDGE } -- Add Connectors" UCS.
- On the top left hand side of the screen you will see the Public Variables lists:

Version 2023

Flip Bracket Connector = Set to False to hide Flip Bracket attribute if not using brackets as connectors
Manual Dado Adjustments = Set to False to hide dado attributes if not using Qualified Blind Dadoes
Default Maximum Spacing = Maximum distance between connectors before an extra connector is added

Note: Qualified Blind Dado settings are contained within the connections themselves. Version 2023 saw the addition of the ability to add Connections to parts via UCS, so that intellijoints are no longer required for the Qualified Blind Dadoes.

Version 2021 and 2022

Flip Bracket Connector	= Set to False to hide Flip Bracket attribute if not using brackets as connectors
Manual Dado Adjustments	= Set to False to hide dado attributes if not using Qualified Blind Dadoes
QBD Dado Width	= Width Of QBD tab on master part and dado in slave part
QBD Dado Width Adjust	= Extra amount added to QBD dado width in slave part
QBD Dado Length Adjust	= Extra amount added to QBD dado length in slave part
QBD Dado Depth	= Depth Of QBD tab on master part and dado in slave part
QBD Dado Depth Adjust	= Extra amount added to QBD dado depth in slave part
QBD Notch Length	= Length Of distance to start of tab on master part and dado in slave part
QBD Pocket Width	= Width of route used to create tab on master part
Default Maximum Spacing	= Maximum distance between connectors before an extra connector is added

Note: Qualified Blind Dado UCS Variables above are used to configure the 2 Intellijoints provided. Version 2021 and 2022 did not have the ability to add Connections via UCS, so intellijoints are used for the Qualified Blind Dadoes.

Configuring selection of connectors

Editing UCS Drop Down List Attribute

During the package import process, the supplied connectors are added to your material manager.
Those connectors will be assigned a new material ID.
The attribute “Edge X (Type)” drop down list references the material IDs PRIOR to import and needs to be edited to add the new Material Ids from your Material Manager.

Step 1 – Edit the “{ SOLIDEDGE } -- Delete Connectors” UCS

Scroll to the bottom of the UCS to find the following:

```
;----- This section links Material IDs during import - Unused -----
If _M:MatID = 8509 Then
    MatID = MaterialID('Cabineo')
End If
If _M:MatID = 8508 Then
    MatID = MaterialID('Cabinet Screw')
End If
If _M:MatID = 8422 Then
    MatID = MaterialID('Confirmat Screw 8mm')
End If
If _M:MatID = 8423 Then
    MatID = MaterialID('8mm Dowel')
End If
If _M:MatID = 8429 Then
    MatID = MaterialID('Minifix 15 Cam (34mm Bolt)')
End If
If _M:MatID = 8428 Then
    MatID = MaterialID('Nail')
End If
If _M:MatID = 8507 Then
    MatID = MaterialID('Rafix 20')
End If
If _M:MatID = 8555 Then
    MatID = MaterialID('Rafix 20 Thru')
End If
If _M:MatID = 8554 Then
    MatID = MaterialID('Titus Quickloc')
End If
If _M:MatID = 8556 Then
    MatID = MaterialID('Titus Quickloc Thru')
End If
If _M:MatID = 8510 Then
    MatID = MaterialID('System 32 Bracket')
End If
If _M:MatID = 8513 Then
    MatID = MaterialID('Keku Push (Frame)')
End If
If _M:MatID = 8514 Then
    MatID = MaterialID('Keku Suspension (Frame)')
End If
EDGE(f)_TYPE<int> = '<lst>Cabinet Screw=????|Cabineo=????|Confirmat Screw=????|8mm Dowel=????|Rafix Cam=????|Rafix Cam Thru=????|System 32 Brkt=????|Keku Push=????|Keku Suspension=????'
```

Referring to the list of material Ids shown, edit the last line and substitute the correct material ids for each connector named in the list by replacing the ???? values for each connector with the correct values above.

After editing, the last line should look something like this: (But with YOUR new material IDs)

```
EDGE(f)_TYPE<int> = '<lst>Cabinet Screw=8508|Cabineo=8509|Confirmat Screw=8422|8mm Dowel=8423|Rafix Cam=8507|Rafix Cam Thru=8555|System 32 Brkt=8510|Keku Push=8513|Keku Suspension=8514'
```

Also please note that you can add any of your own existing connectors to this list if required or remove any you do not want.
Just make sure each connector is separated by the"|" pipe symbol which is shift "\"
Also ensure the last connector in the list does not end with "|", but with a single talking mark as shown

An example of a different list with a new connector added and some removed:

```
EDGE{f}_TYPE<int> = '<lst>Cabinet Screw=8508|My New Connector=7685|Cabineo=8509|Confirmat Screw=8422|8mm Dowel=8423|Rafix Cam=8507'
```

Step 2 – copy the drop down list to UCS 1

Once you are happy with the list, copy the text into the first UCS

Highlight the whole last line which starts with EDGE{f}_TYPE and ends with '

The press CTRL-C

Now close the UCS

Now edit the "{ SOLIDEDGE } -- Add Connectors" UCS

Scroll down to the same line around line number 158 or about half way down.

Highlight the whole line which starts with EDGE{f}_TYPE and ends with '

Now press CTRL+V to paste the text.

Close UCS and save changes.

Editing Connectors and Dadoes

Part Attributes

On each Part there will now be the following attributes:

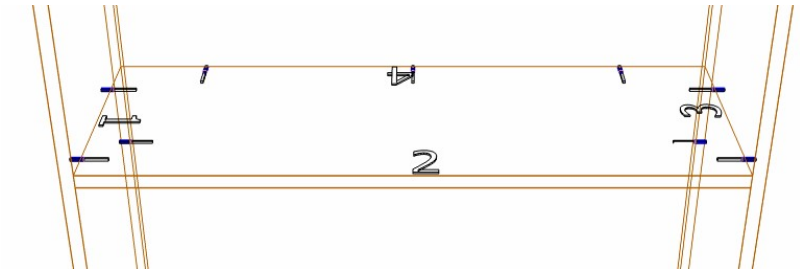
Edge (Edit Connectors)	False
Edge (Edit Dadoes)	False
Edge (Show Numbers)	False

Edge (Edit Connectors) Shows Edge X (Connectors) attributes for each edge number:

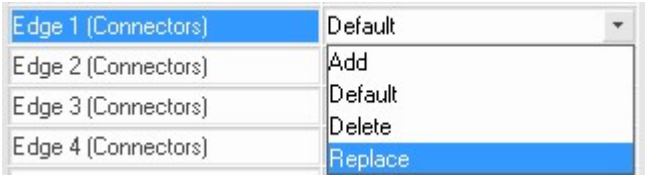
Edge 1 (Connectors)	Default
Edge 2 (Connectors)	Default
Edge 3 (Connectors)	Default
Edge 4 (Connectors)	Default

Also changes the Edge (Show Numbers) attribute to true, and displays numbers on the part edges:

Edge (Show Numbers)	True



Edge 1 (Connectors) Shows options to Add, Replace or Delete connectors or leave as default.



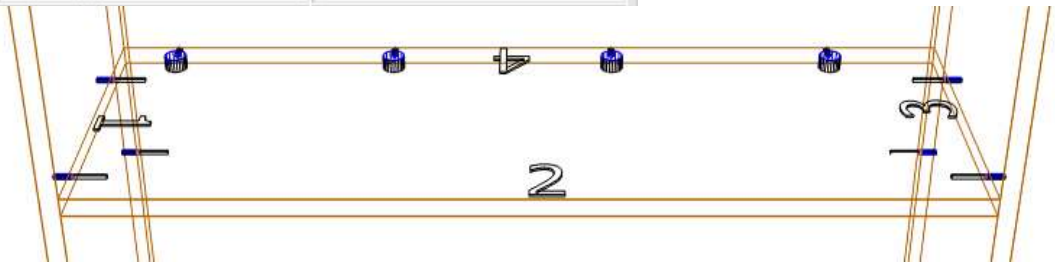
Edge 1 (Connectors) Add or Replace – shows the following extra attributes:

Edge 1 (Connectors)	Replace
Edge 1 (Flip Connector)	False
Edge 1 (Flip Face)	Back
Edge 1 (Pos First)	50
Edge 1 (Pos Last)	50
Edge 1 (Quantity)	.Auto
Edge 1 (Type)	Cabinet Screw
Edge 1 (X)	0
Edge 1 (Z)	0

Edge 1 (Flip Connector) Flips bracket type connectors only – to other part
Edge 1 (Flip Face) Flips the face the connector is on from front to back – useful for cams
Edge 1 (Pos First) Distance from start of edge to center of first connector
Edge 1 (Pos Last) Distance from end of edge to center of last connector
Edge 1 (Quantity) Choose quantity from 1 to 12 or 1 in center of edge or leave as Auto Quantity based on maximum spacing shown in UCS Public Variables section above.
Edge 1 (Type) Choose connectors from list configured in previous section
Edge 1 (X) Allows connector to move in x direction away from face
Edge 1 (Z) Allows connector to move in or out of edge of part – useful for when edge is embedded in another part, and connector disengages.

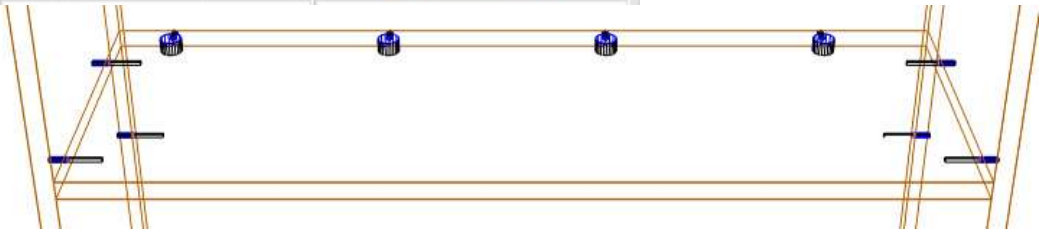
Shelf with edge 4 changed to "Rafix Cam Thru" – 100mm to first Cam, and Quantity changed to 4:

Edge 4 (Connectors)	Replace
Edge 4 (Flip Connector)	False
Edge 4 (Flip Face)	Back
Edge 4 (Pos First)	100
Edge 4 (Pos Last)	50
Edge 4 (Quantity)	04
Edge 4 (Type)	Rafix Cam Thru
Edge 4 (X)	0
Edge 4 (Z)	0



Edge numbers can now be turned off after editing connectors is complete

Edge (Edit Connectors)	True
Edge (Edit Dadoes)	False
Edge (Show Numbers)	False



Dado Attributes

On each Part there is also a Edit Dado attributes for adding a Qualified Blind Dado Intellijoint.

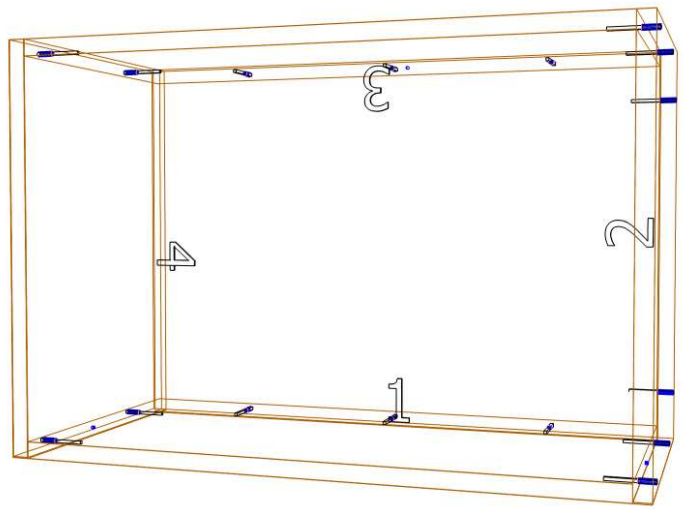
Edge (Edit Connectors)	False
Edge (Edit Dadoes)	False
Edge (Show Numbers)	False

Edge (Edit Dadoes) Shows Edge X (Connectors) attributes for each edge number:

Edge 1 (Dado Edit)	Default
Edge 2 (Dado Edit)	Default
Edge 3 (Dado Edit)	Default
Edge 4 (Dado Edit)	Default

Also changes the Edge (Show Numbers) attribute to true, and displays numbers on the part edges:

Edge (Show Numbers)	True



Edge 1 (Dado Edit) Shows options to Add, Replace or Delete Dado or leave as default.

Edge 1 (Dado Edit)	Default
Edge 2 (Dado Edit)	Add
Edge 3 (Dado Edit)	Default
Edge 4 (Dado Edit)	Delete
	Replace

Edge 1 (Dado Edit) Add or Replace – shows the following extra attributes:

Version 2023 (QBD Connections)

Edge 1 (Dado Type)	QBD Unfin (Front-Back)
Edge 1 (Dado Face)	Back
Edge 1 (Dado Reverse)	Normal

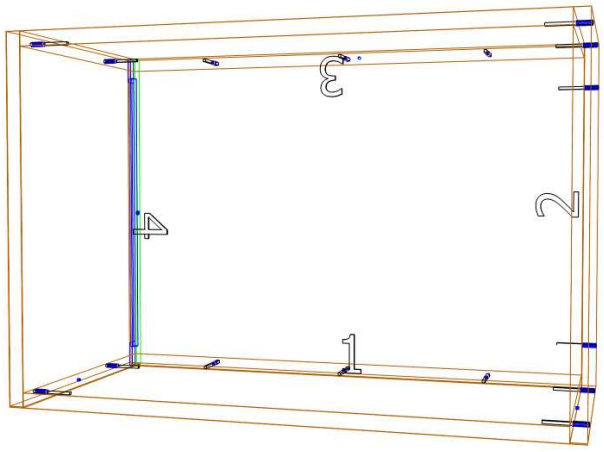
Edge 1 (Dado Type) choose from the following 4 types of Qualified Blind Dado Connections:

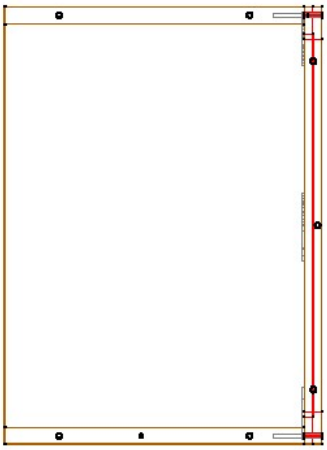
QBD Unfin (Front - Back)	**For Unfinished Parts (3mm Deep) with Front + Back Tenon**
QBD Unfin (Front)	**For Unfinished Parts (3mm Deep) with Front Tenon only**
QBD Fin (Front - Back)	**For Fininshed Parts (6mm Deep) with Front + Back Tenon**
QBD Fin (Front)	**For Fininshed Parts (6mm Deep) with Front Tenon only**

Edge 1 (Dado Face) Flips the face the Tab is on from Back to Front face
Edge 1 (Dado Reverse) Swap Dado along edge back to front

NOTE: To change the QBD Connections settings, each connection must be edited in the connections manager. Editing the connections is beyond the scope of this User Guide

Back with edge 4 Dado added – 6mm deep with tenon to front and back of dado, on Back face:





Edge 4 (Dado Edit)	Add
Edge 4 (Dado Type)	3mm Deep (Front-Back)
Edge 4 (Dado Face)	Back
Edge 4 (Dado Reverse)	Normal

Version 2021 and 2022 (QBD Intellijoints)

Edge 1 (Dado Edit)	Add
Edge 1 (Dado Depth)	6
Edge 1 (Dado Face)	Back
Edge 1 (Dado Y End)	30
Edge 1 (Dado Y Start)	30

Edge 1 (Dado Depth) Depth part MUST BE EMBEDDED into other part – Depth of dado
Edge 1 (Dado Face) Flips the face the Tab is on from Back to Front face
Edge 1 (Dado Y End) Distance from end of edge to end of tab and dado
Edge 1 (Dado Y Start) Distance from start of edge to start of tab and dado

Edge numbers can now be turned off after adding dado is complete

Edge (Edit Connectors)	False
Edge (Edit Dadoes)	True
Edge (Show Numbers)	False

