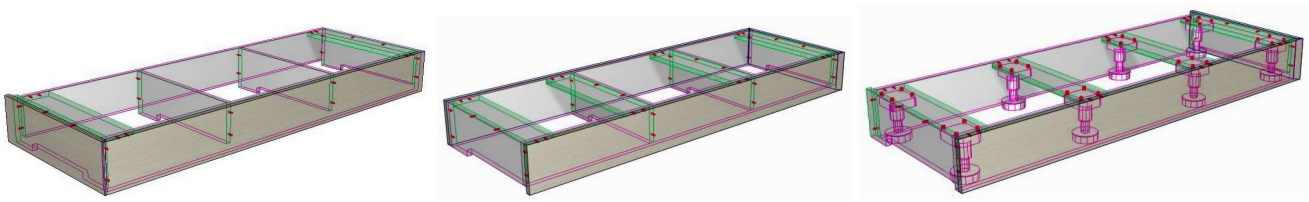
Toe Kicker Frames User Guide.

Introduction



Overview

- The 'Toe Kicker Frames Package' from Solid Setup Plus adds the ability to quickly set out your toe kicker layout for straight runs and into 90-degree corners.
- It works on toe assemblies that have been detached from a cabinet or combined across cabinets.
- It uses the system "**Structural Toe**" parts (**FT,BT,SL,ST**) to build the frame.
- It utilises the system "**Finished Toe**" parts (**SFT,SBT,SST**) for the skins which need to be added by UCS.
- The frame is built based on default settings defined by you via UCS public variables.
- Skins are then applied to the outside of the frame.
- Skins can be horizontal or vertical grain (Cabinet Vision version 25 onward only)
- Set the finished ends to left, right or both on each toe assembly to activate the side skins.
- Use attributes to control or adjust settings on each toe assembly independently.

Included in This Package

User Created Standards

The Following UCS's are provided (ensure they are in this order once installed):

- { TOEKICK } -- Cab Attributes — Adds attributes to the Toe Assembly
- { TOEKICK } – Toe Frame — Builds the toe frame
- { TOEKICK } – Toe Skin — Applies the toe skins

Room Attribute

- Toe Skin Grain (Horizontal/Vertical) — Sets the toe skin grain direction for the room.

Catalog

- Solid Setup Plus - Cabinet Vision Catalog containing the shaped sleepers, and cross bracer parts

Materials

- Plastic Leg Knockin — Hafele Plastic Leg Knockin #637.93.407
- Plastic Leg Screwon — Hafele Plastic Leg Screwon #637.93.405

Intellijoints

- U_Toe_Frame_Screw_Fnt
- U_Toe_Frame_Dado_Fnt
- U_Toe_Frame_Tab_Fnt
- U_Toe_X_Sleep_Dado
- U_Toe_X_Sleep_Screwx2
- o U_Toe_Frame_Screw_Bck
- o U_Toe_Frame_Dado_Bck
- o U_Toe_Frame_Tab_Bck
- o U_Toe_X_Sleep_Screw
- o U_Toe_X_Sleep_Tab

Default Settings

Setting Your Toe Assembly Defaults

- Go to the Utilities – Edit User Created Standards from the Room Plan or Elevation views



- Now click on the **"{ TOEKICK } -- Cab Attributes"** UCS.
- There is a list of Public Variables used to set your default preferences:
- These variables set the values of the attributes you will be using to edit your toe assemblies.

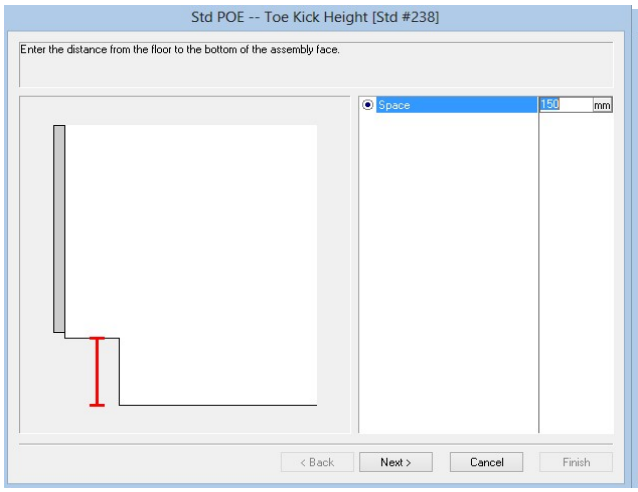
Here is a description of what each one controls:

DW Route TOOLID	Selects the Tool ID for the Dishwasher Route/Hole in the sides.
DW Checkout Width	Dishwasher Frame checkout width
DW Checkout Depth	Dishwasher Frame checkout Depth
DW Hole Diameter	Dishwasher pipe hole diameter
DW Hole Inset	Dishwasher pipe hole inset
DW Route Width	Dishwasher pipe route width
DW Route Height	Dishwasher pipe route height
DW Route Inset	Dishwasher pipe route inset
Frame Bracers Width	Sets width of frame bracers
Frame Bracers On/Off	Horizontal frame bracer at each end of the frame. On/Off
Frame Gap Under Front	Sets gap under front toe frame
Frame Gap Under Back	Sets gap under back toe frame
Frame Gap Under Sides	Sets gap under side toe frame (when there is a skin)
Frame Grooves depth	Sets depth of frame dadoes if active
Frame Rebates	Chooses rebate type None, Full dado or Tabs (mortise & tenon)
Frame Screw Holes Diameter	Sets frame screw hole diameters if active
Frame Screws On/Off	Sets screw holes On/Off
Frame Sleeper to wall	Side sleeper runs through to wall or sits in front of back toe frame? True/False
Frame Side Toe Shape	Select shape for side toes (Square, L shaped, or N shaped)
Frame Side Toe to wall	Does the side toe (when there is a side skin) run through to wall or back frame?
Frame Tabs depth	Sets depth of frame mortise and tenon joints if active
Frame Wall Scribe	Sets wall scribe for frame – (only applies if side sleeper or toe runs through to wall)
Legs On/Off	Adds plastic legs to bracers (only if both frame AND sleeper bracers are on)
Legs Type	Plastic leg type (Hafele Std Knockin/Screwon)
Cabinet Toe Parts Exposed?	Set to True if you want normal cabinet toe parts to read the Exposed schedule
Cabinet Toe Parts Machined?	Set to False if you want normal cabinet toe parts to not be machined.
Skin Back On P-Wall	Set to True if you want back skins on normally when frame is on a peninsula wall.
Skin Exposed Interior?	Set to True if you want toe assembly skin parts to read the Exposed schedule
Skin Floor Scribe	Set the skin parts floor scribe amount
Skin Mitre On/Off	Set to True to have skins mitred (not machined just visual and commented)
Skin Mitre Trim	If skins are mitred they will be oversized by this amount where mitred
Skin VGrain Sheet Width	If skins are vertical grain, sets sheet width so split can be added to wider part
Skin Wall Scribe	Set the wall scribe for skins (only when there is no back skin on)
Sleeper Bracers On/Off	horizontal sleeper bracer on every mid sleeper True/False
Sleeper Bracers Width	Sets width of sleeper bracers
Sleeper Bracers on Rhs	sets sleeper bracers to right when "True" or left when "False"
Sleeper Gap Under	Default gap under sleepers
Sleeper Shape	Select shape for sleeper (Square, L shaped, or N shaped)
Sleeper Spacing	Default sleeper spacing (if 0 will use construction method value)

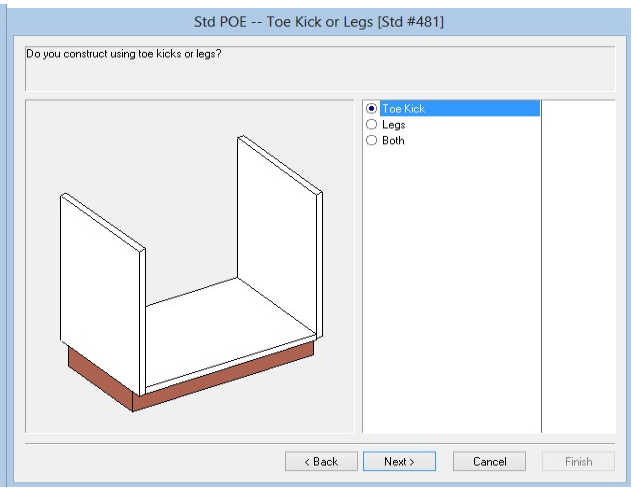
Construction Method

Assembly Wizard Settings

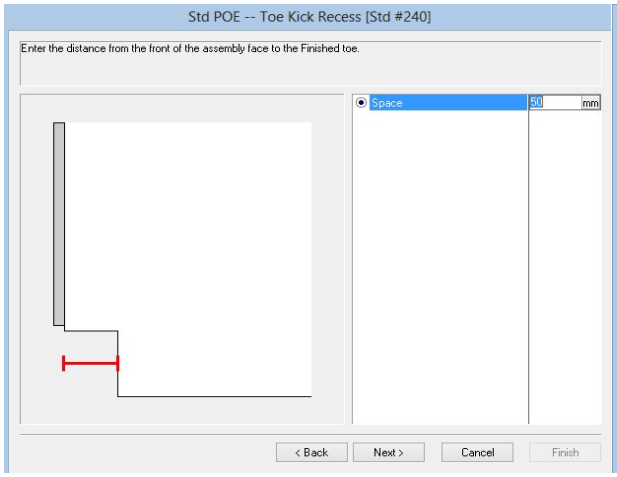
The following is a step-by-step guide on how the Toe Kick branch of your Assembly Wizard affects this package. Any skipped questions are ignored because they are either set with our UCS Public Variables explained above or not required.



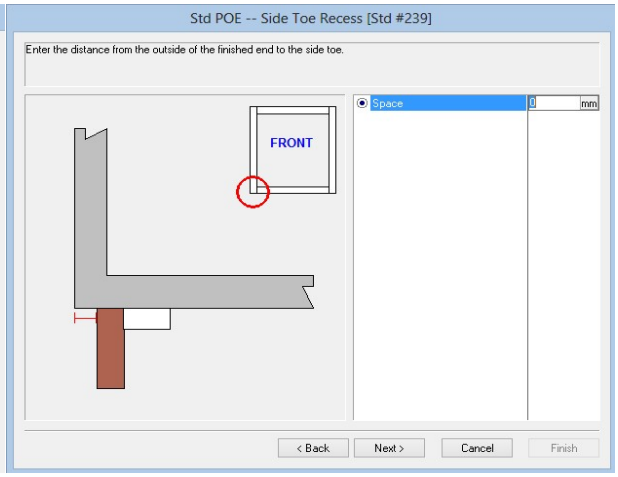
Set your toe height here



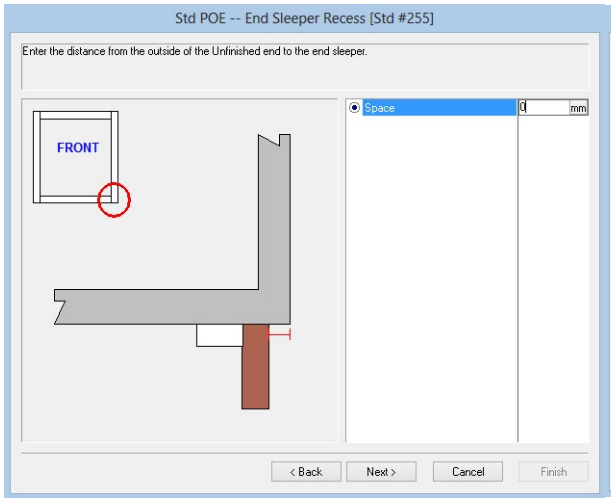
Choose either Toe Kick or Both



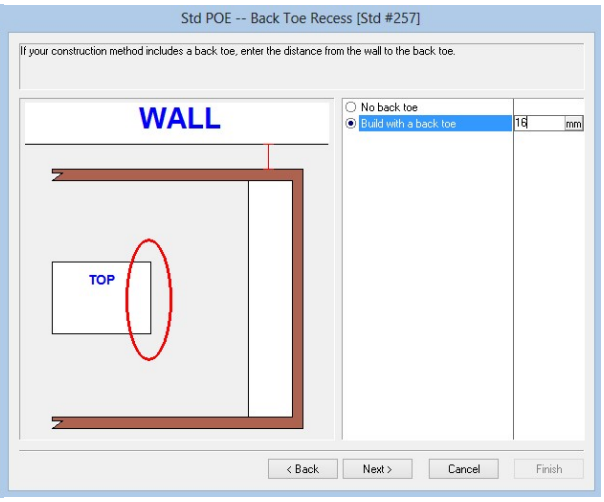
This will set the distance back to the front skin



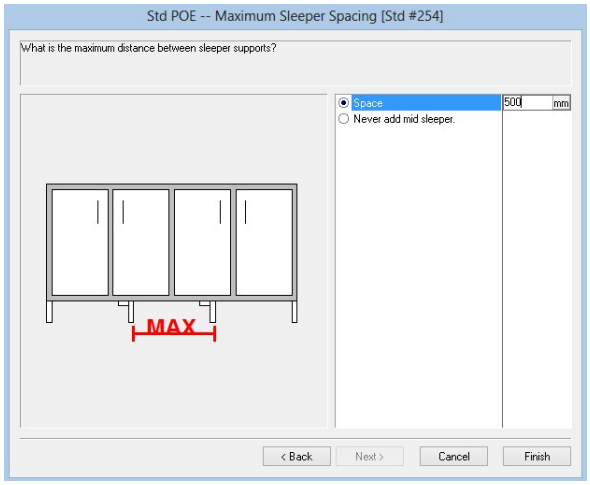
This will set the skin inset for a finished end



This will set the frame inset for an unfinished end



Now skip to the Back toe recess and set it here



Now skip to the Maximum sleeper spacing and enter a value.

Room Attributes

There is one Room Attribute in this package:

Prompt:	Value:	Description:
Toe Skin Grain?	**Horizontal/Vertical**	Select the grain direction for the toe skins.

Also, if you have our **PLASLEG** package installed, the "Plastic Legs = True" room attribute will cause the toe assemblies to detach with skins only, and the frame will be off by default.

Plastic Legs	**True**	**Frame is off and only skins are on when a toe assembly is detached**
	False	**Both frame and skins will be on when a toe assembly is detached**

If you do not have our PLASLEG package installed the toe frame will always be on when detached.

Cabinet Attributes

Functionality

The Cabinet Attributes allow each Toe Assembly's settings to be different from one to another, in the same room.

- Cabinet Attributes are only visible in the sidebar of the Plan or Elevation view at the Room level when a **cabinet is selected**.

Cabinet Attribute List:

Prompt:	Value:	Description:
TOE Build Std?	**True**	Turns On/Off the {TOEKICK} UCS's.
TOE Edit	**Assembly ➔**	Shows the Assembly attributes
	Frame ➔	Shows the Frame editing attributes
	Skin ➔	Shows the Skin editing attributes
	Sleepers ➔	Shows the Sleeper editing attributes

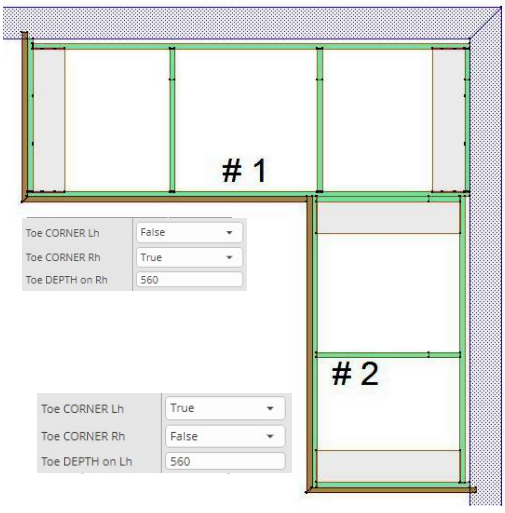
Assembly Attributes:

Prompt:	Value:	Description:
Toe Back Void	**Value**	Sets the gap between the wall and the toe frame or back skin.
Toe Recess Front	**Value**	Sets the gap from the front of the toe assembly outline to the front skin.
Toe CORNER Lh	**True**	Sets the left side of the frame to be in a corner.
Toe CORNER Rh	**True**	Sets the right side of the frame to be in a corner.
Toe DEPTH on Lh	**Value**	Sets the depth of the toe assembly on the left if it is different (in a corner).
Toe DEPTH on Rh	**Value**	Sets the depth of the toe assembly on the right if it is different (in a corner).
Toe D\W Lh ?	**(List)**	Turns on the LH dishwasher route/hole or checkout and its size/position attributes
Toe D\W Rh ?	**(List)**	Turns on the RH dishwasher route/hole or checkout and its size/position attributes

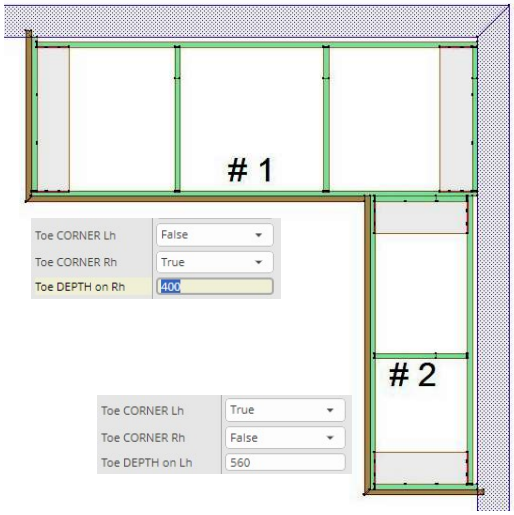
(See 'Dishwasher Cutout' Section below)

NOTE: **The CORNER attributes will automatically detect that the toe is in a corner and set the value to "true". In some cases, if this does not occur you can select "true" to tell the assembly when it is in a corner.**

Use the **"Toe DEPTH on Lh/Rh"** attribute if it buts into another toe in a corner which is a different depth. This allows the frame and skins to adjust accordingly. Do this for both toes.



Corner Toes of same depth



Corner Toes of different depths

Frame Attributes:

Prompt:	Value:	Description:
Toe Frame On?	True	Turns the frame on or off.
Toe Frame Adj Lh	Value	Adjusts the frame size on the left (+ or –).
Toe Frame Adj Rh	Value	Adjusts the frame size on the right (+ or –).
Toe Frame Bracers?	True	Adds a bracer to the left and right frame.
Toe Frame Bracers DX	Value	Sets the frame bracer width.
Toe Frame Gap Under BT	Value	Sets the gap under the back toe frame.
Toe Frame Gap Under FT	Value	Sets the gap under the front toe frame.
Toe Frame Gap Under ST	Value	Sets the gap under the side toe frame.
Toe Frame Rebates	None	Frame is butted together without any rebates.
	Full Dado	Frame has full dadoes for construction.
	Tab(MT)	Frame is tabbed or mortice & tenon together.
Toe Frame Screws	True	Frame is screwed together.
Toe Frame SL to Wall?	True	True=Side sleeper runs through to wall, False= butts to front of back toe frame.
Toe Frame ST to Wall?	True	True=Side frame runs through to wall, False= butts to front of back toe frame.
Toe Frame ST Shape	Square / L-Shaped / N-Shaped	– shape of side toe
Toe Frame Wall Scribe	Value	Sets wall scribe for frame – (only applies if side sleeper or toe runs through to wall)

Skin Attributes:

Prompt:	Value:	Description:
Toe Back Skin On?	True	Turns the back skin on or off (will come on automatically on peninsula walls if the public variable "Skin Back On P-Wall" is true.)
Toe Front Skin On?	True	Turns the front skin on or off
Toe Skin Adj Front Lh/Rh?	Value	Adjusts the front skin size on the L/R (+ or –) (will be set automatically in corners)
Toe Skin Adj Back Lh/Rh?	Value	Adjusts the back skin size on the L/R (+ or –) (only when back skin is on)
Toe Skin Band Back Lh/Rh/Top/Bot		True - adds banding to any edge of back skin.
Toe Skin Band Front Lh/Rh/Top/Bot		True - adds banding to any edge of front skin.
Toe Skin Floor Scribe	Value	Scribes skins down into floor for oversize cutting.
Toe Skin Grain Width?	Value	**Sets the material sheet width when skins have vertical grain**
Toe Skin Grain?	(List)	**Sets skin grain direction to Horizontal or Vertical**
Toe Skin Mitre?	True	Mitres skins to each other (shows visually and adds comments to parts)
Toe Skin Mitre Front Lh/Rh	True	Allows mitres to be individually turned on/off for special situations.
Toe Skin Mitre Back Lh/Rh	True	Allows mitres to be individually turned on/off for special situations.
Toe Skin Mitre Trim	Value	Oversizes skins at each mitre for trimming on saw.
Toe Skin Wall Scribe Lh/Rh	Value	Sets skin scribe amount into rear wall on finished ends.

NOTE: For vertical Grain, if the skin part is wider than the sheet width, the skin will be split into two parts for machining. Only one split will be added so parts cannot be wider than 2x the sheet width.

Sleeper Attributes:

Prompt:	Value:	Description:
Toe Sleeper Adj X Lh?	Value	Adjusts the left sleeper X position (+ only) (only when end not finished)
Toe Sleeper Adj X Rh?	Value	Adjusts the right sleeper X position (+ only) (only when end not finished)
Toe Sleeper Bracers?	True	Adds horizontal bracer to each sleeper.
Toe Sleeper Bracers DX	Value	Sets the sleeper bracer widths.
Toe Sleeper Bracers Rh	True	Positions sleeper bracers to right side of each sleeper (can be changed per sleeper)
Toe Sleeper Gap Under	Value	Sets gap under sleepers.
Toe Sleeper Legs?	True	Adds plastic legs under all bracers and deletes vertical sleepers (Only if both frame and sleeper bracers are on.)
Toe Sleeper QTY	Value	Allows editing of sleeper quantity (Press **enter** after changing to engage)
Toe Sleeper Shape	Square / L-Shaped / N-Shaped	– shape of sleepers

Part Attributes

Functionality

The Sleepers have one Attribute which allows the Sleeper Bracer to be flipped to the opposite side for special situations where the standard position may interfere with plumbing or something else.

- The Sleeper Attribute is only visible in the sidebar of the cabinet editor when a **sleeper is selected**.

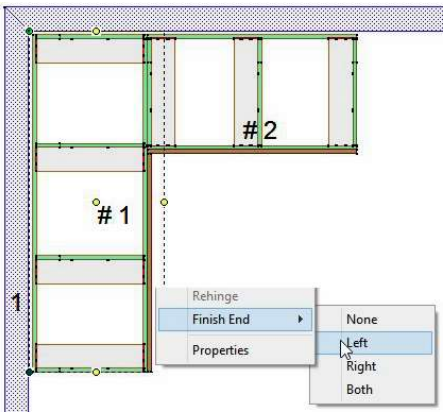
Sleeper Attribute:

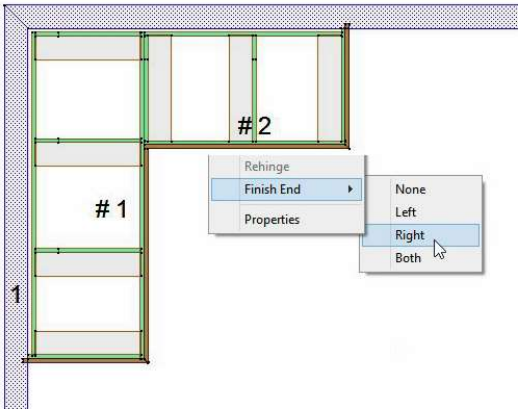
Prompt:	Value:	Description:
Bracer Left/Right	**Auto**	Uses the cabinet attribute "Toe Sleeper Bracers Rh" to position the bracer
	Left	Moves bracer to left side of sleeper
	Right	Moves bracer to right side of sleeper

Finished Ends

Set out end types at room level

Right click on your toe assembly at room level to set the finished ends where required:

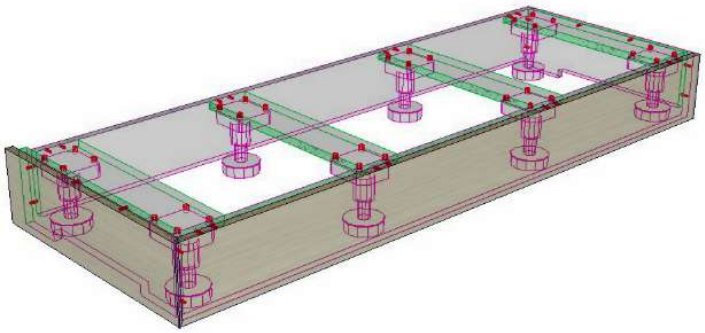




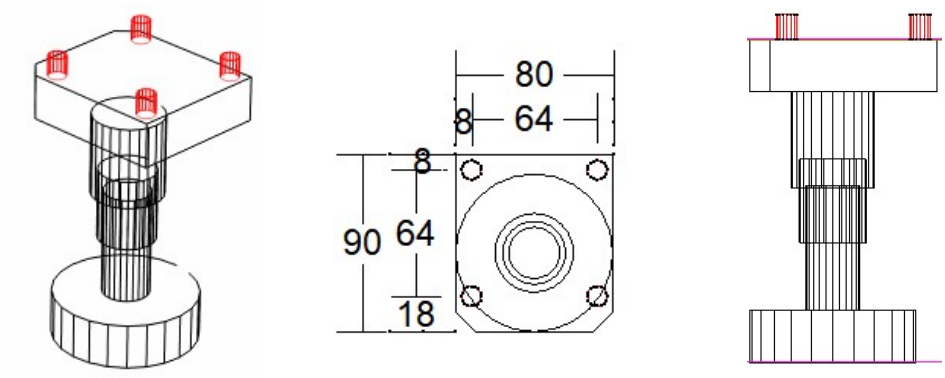
Plastic legs

Adding the plastic sleeper legs

If the frame and sleeper bracers are on, there will be an attribute in the sleeper group to turn on sleeper legs. When true, all the vertical sleepers will be removed and Hafele plastic legs will be added under the bracers as shown here:



- The Hafele leg type used has the following dimensions and appearance.



- A choice of Knockin or Screwon versions are available (see page 2 for instructions to choose leg type)
- If using frame screws, it is advisable to have the bracers width at 90mm wide, so the frame screws do not hit the leg lugs as shown here:



- The middle bracers can be moved left or right manually if required by clicking on them and changing the x position as per normal.

Note: If frame tabs are on, the leg lug holes will drill through the bracers to avoid reverse face operations when nesting the bracers.

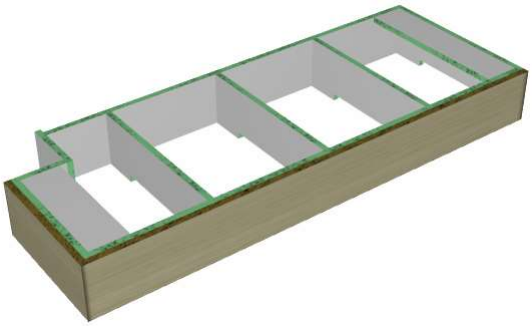
Dishwasher Cutout

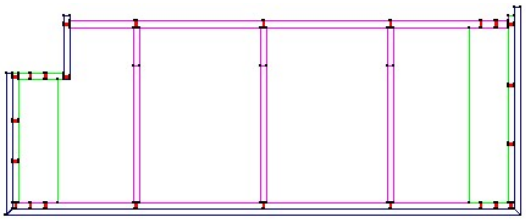
When the "TOE Edit" attribute is set to "Assembly", use:

Toe D\W Lh? – Will add the Left Hand 'Checkout', 'Hole' or 'Route'
Toe D\W Rh? – Will add the Right Hand 'Checkout', 'Hole' or 'Route'
(Following examples show the left hand option only, right hand attributes have Rh in the name)

Checkout: Shapes the Toe frame and skins:

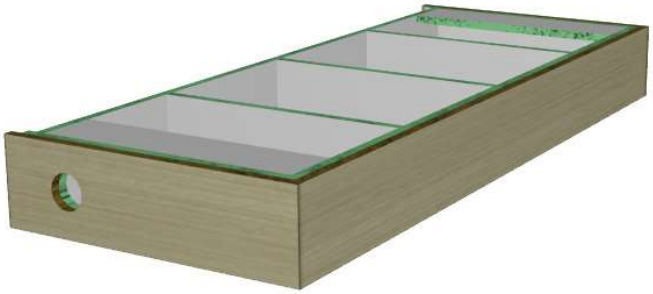
Toe D\W Lh Check DX = **150mm** Controls the width of the checkout
Toe D\W Lh Check DY = **150mm** Controls the depth of the checkout

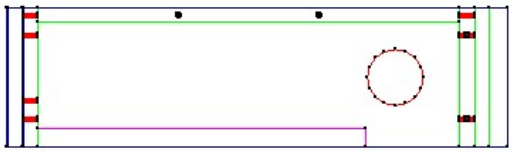




Hole: Adds a hole through the frame and skin:

Toe D\W Lh Hole DX = **60mm** Controls the diameter of the hole
Toe D\W Lh Hole Y = **75mm** Controls the distance from the floor to the hole centre
Toe D\W Lh Hole Z = **100mm** Controls the distance from the wall to the hole centre





Route: Adds a route through the frame and skin:

Toe D\W Lh Route DX = **90mm** Controls the width of the route
Toe D\W Lh Route DY = **50mm** Controls the height of the route
Toe D\W Lh Route Y = **75mm** Controls the distance from the floor to the centre of the route
Toe D\W Lh Route Z = **60mm** Controls the distance from the wall to the route edge

