

Glass Door and Machining

Individual Doors – Cabinet Details (Graphical Only, No Machining)

Each cabinet has a *Make Glass Door* checkbox on the *General Settings* page of the *Cabinet Details* category as shown here →

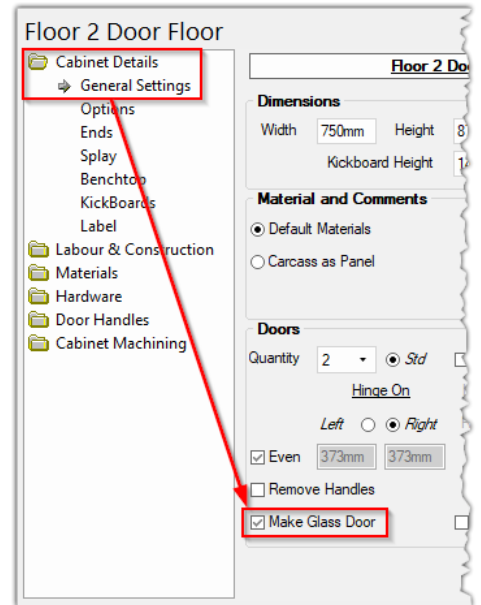
If a door can be made into a glass door, then checking the *Make Glass Door* option will remove its centre panel and replace it with a rectangular glass design.

Glass Option Limitations


The *Make Glass Door* option is available for most door styles. It cannot be applied to a door that has a Farmers or DoorMaster LT style selected on the *Door Style* page of the Materials Manager.

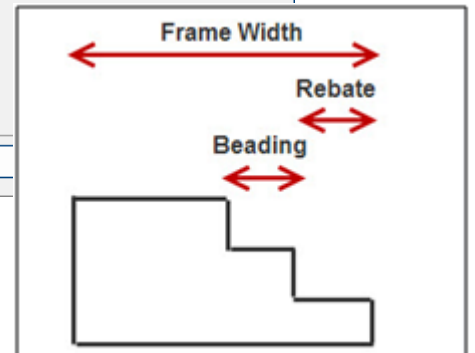
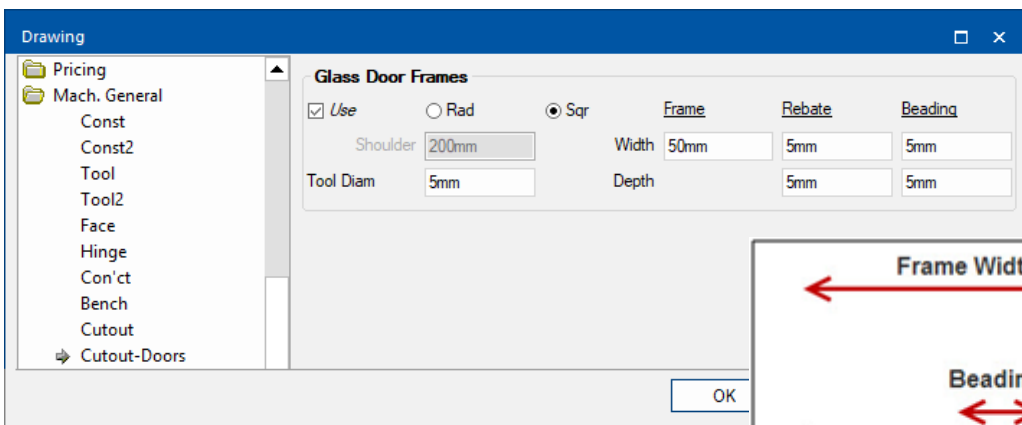
Machining Glass Doors

The dimensions of the rebate are controlled in the **Catalog/Drawing Properties** on the page *Mach. General* → *Cutout-Doors*.



Therefore, to machine glass door frames for your job, it is important to first check your glass door settings are correct. To do this:

- Open Drawing Properties (on your keyboard [F4] or press the Drawing Properties  button on the *Home* toolbar).
- Select the page *Mach. General* → *Cutout-Doors*.
- Enter values as applicable (see image below).



The diagram explains how the variables apply to the glass door frame and shows two steps: beading and rebate.

The beading variable does not need a value if only one step is required. You would set the beading for both Width and Depth to 0mm.

Machining - Individual Cabinet

Now the machining for your glass door needs to be turned on within the Cabinet Properties for each cabinet.

On the page *Cabinet Machining* → *Misc Cutouts*, turn on 'Cutout for Glass in all Doors' (see image below).



Simple to use ...
... Easy to learn

Floor 2 Door Floor

- Cabinet Details
- Labour & Construction
- Materials
- Hardware
- Door Handles
- Cabinet Machining
 - Machining
 - Hinges
 - Misc Cutouts
 - TG Overrides
 - Special Cutouts
 - Defined Cutouts
 - View
 - Custom

	From Front	From Back	Depth	
Sink	50mm	50mm	250mm	Reset
Cooktop	50mm	50mm	80mm	Reset

Shadow Line Rail Notches in Ends (if applicable)

Include in Ends *Left* *Right* Mullion/Division

Top/Rail Recess Bottom Recess

Cutout Ends for Kicks

Include in *Left* *Right* OR As drawing properties

Various

Cutout solid top as frame *Width*

Rebate Back into Carcass

Cutout for Glass in all Doors

Shaker(Shaker 1) Reset

NOTE: This will not show on the cabinet preview unless you are in Wireframe view with the "View Machining in 3D" option turned on.