

Different layout methods of the models in KDmax:

In KDmax, there are many ways to layout the models.



- 1) On floor: Layout the models on the floor.



- 2) On toekick: When placing the models, for example the base unit will have an elevation for the plinth. This function is for the layout the base unit an tall unit..



- 3) At wall unit elevation: This setting places the unit a specified height above the floor.



- 4) On worktop: Layout of models on the worktop. This function is used for the household appliances.



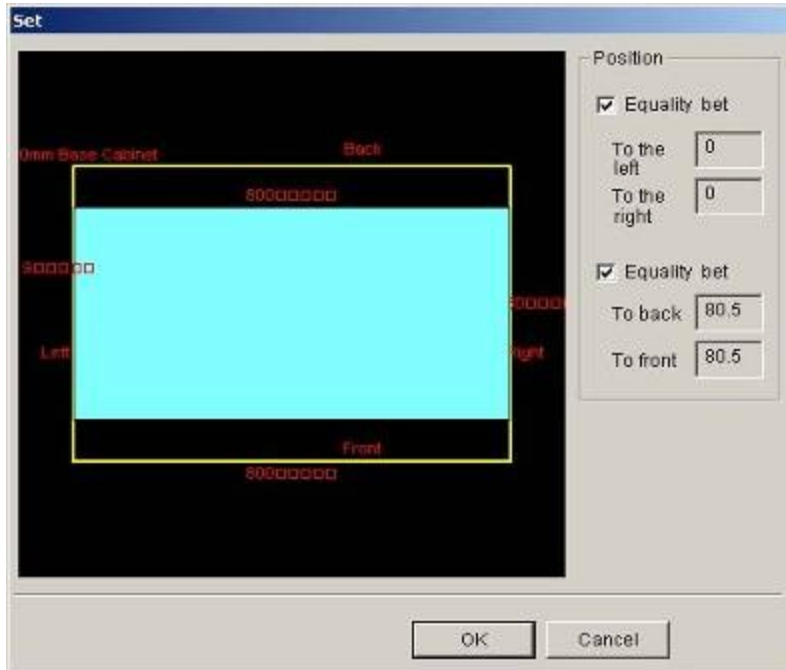
- 5) On worktop (by unit): Layout of models on the worktop by selecting the base unit. Use this function can layout the appliance precisely. First, select the model that you want to put on the worktop of certain base unit.



Click layout button, and left click to select the base unit.



The dialogue box will appear for the user to set the position of the model. The yellow line represents the base unit, the blue shape represents the appliance. If you want to set the position, you must cancel the “Equality bet” function and input the distance of the appliance relative to the side of the base unit. Click “OK” to finish.



The appliance will be placed on the worktop.



- 6) In worktop (by unit): Layout models in the worktop by selecting the base unit.
This function is for the sink.
The options of this function are the same as on worktop (by unit). After setting the position and clicking “OK”, a dialogue will appear with the message “Be underworktop sink?” If you click “Yes”, the sink will be lower than the worktop.



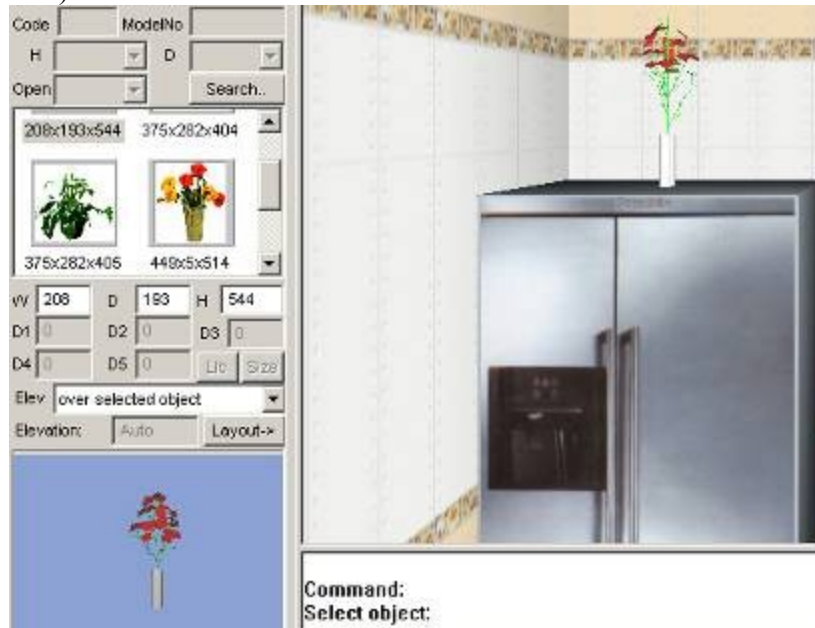
If you click “No”, the sink will be higher than the worktop.



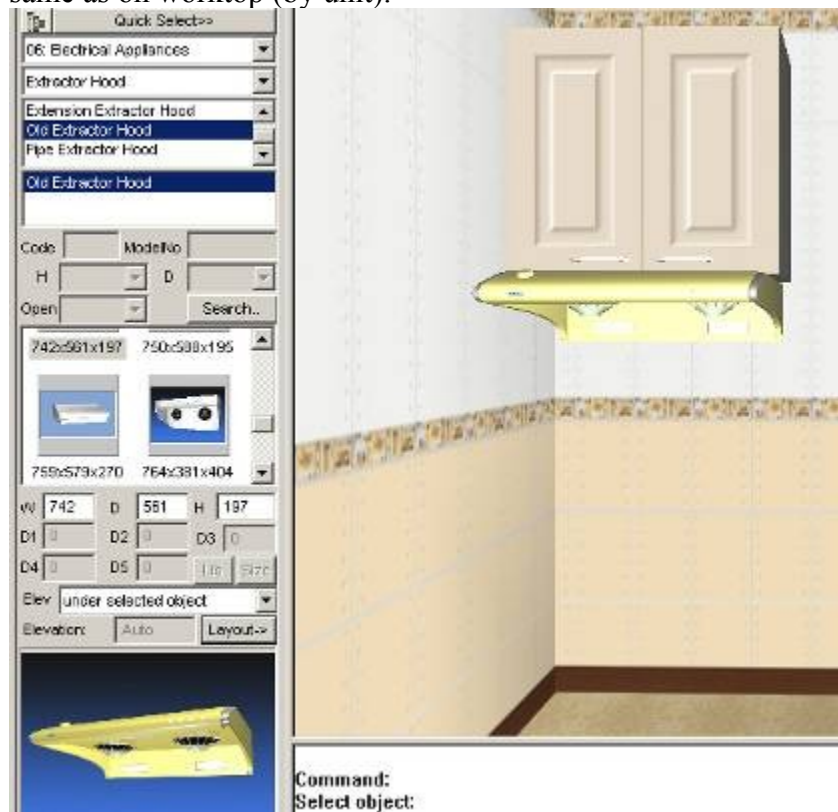
- 7) Under worktop (by unit): Place models under the worktop by selecting the base unit. The options of this function are the same as on worktop (by unit). The sink will be placed under the worktop automatically.



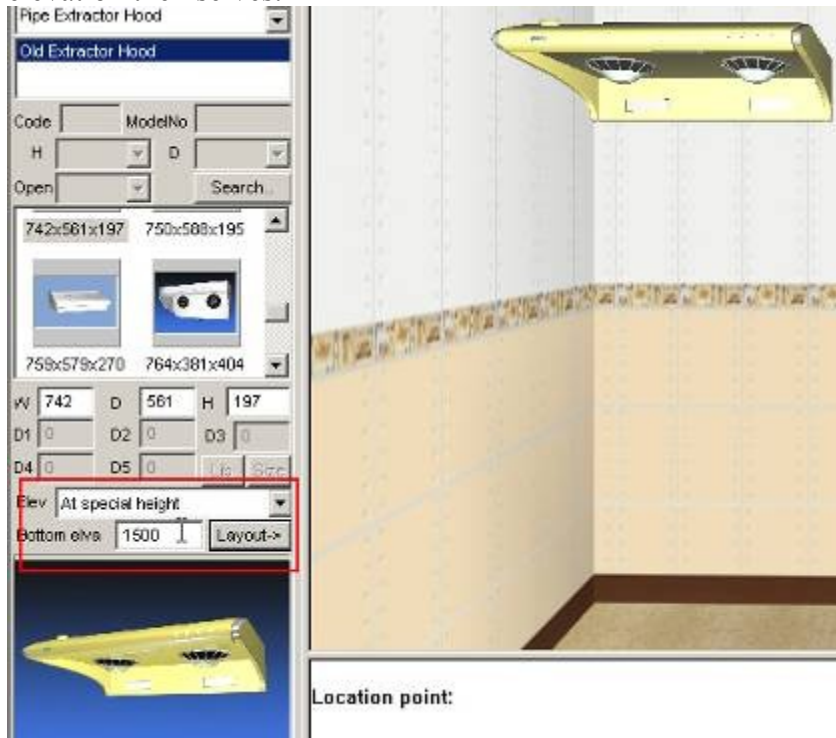
- 8) Over selected object: Layout models over the selected object. This function can be used for all the models in KDmax. The option is the same as on worktop (by unit).



- 9) Over selected object: Layout models under the selected object. This function can be use for all the models in KDmax, especially for the extractor. The option is the same as on worktop (by unit).

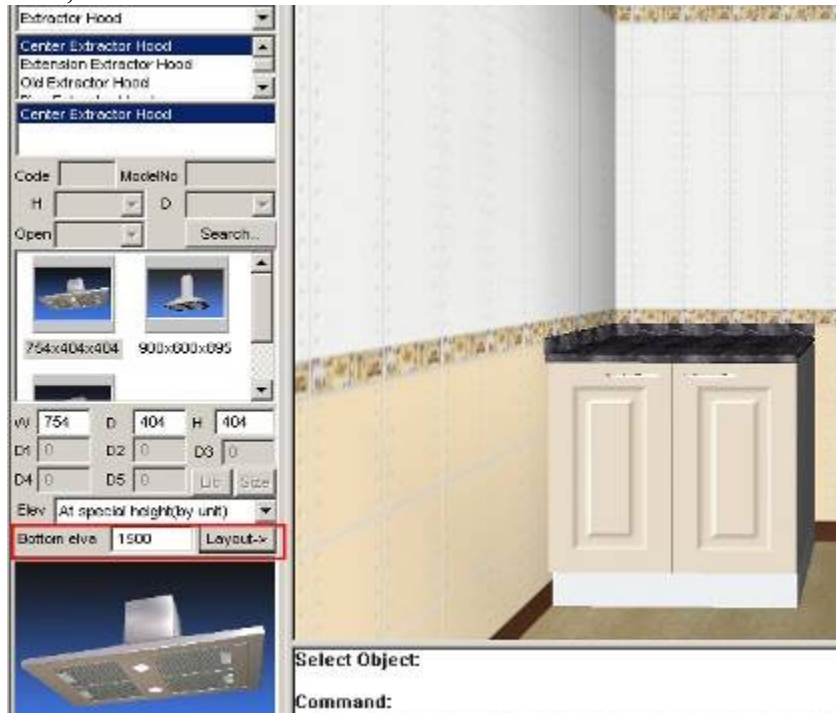


10) At special height: Layout the models at special elevation. Users can set the elevation themselves.

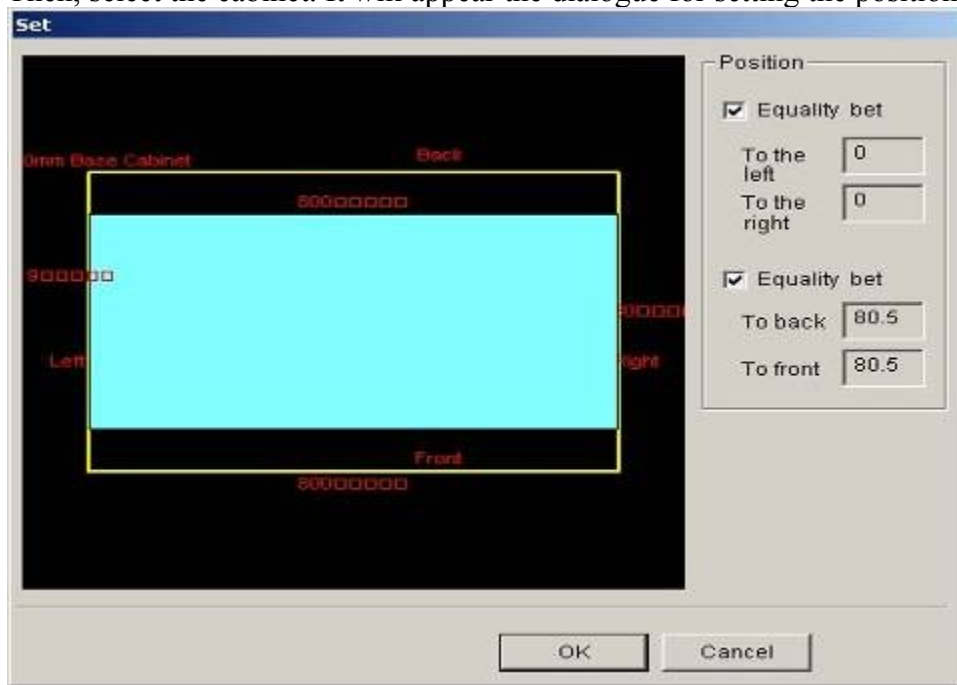


11) At special height (by unit): Layout the models at special elevation. Users can set the elevation themselves. This function needs you to select a cabinet unit first, users can then set the precise position of the models.

First, set the elevation.



Then, select the cabinet. It will appear the dialogue for setting the position.



Click "OK" to finish.



- 12) Inside electrical appliance: Layout of the oven and microwave on the shelf.
First, select the oven or microwave. Then select the panel that the oven or microwave will be placed on.



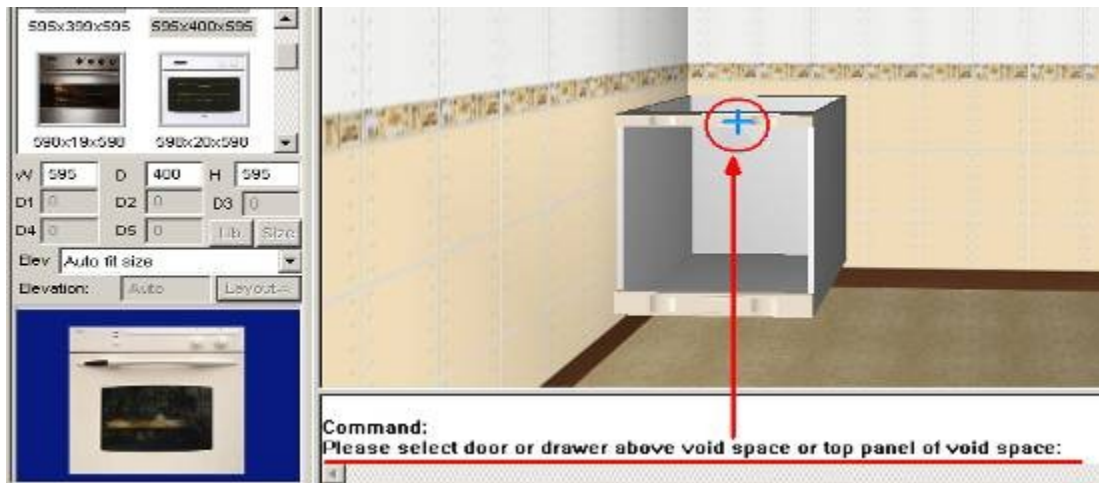
The oven or microwave will then be placed on the panel.



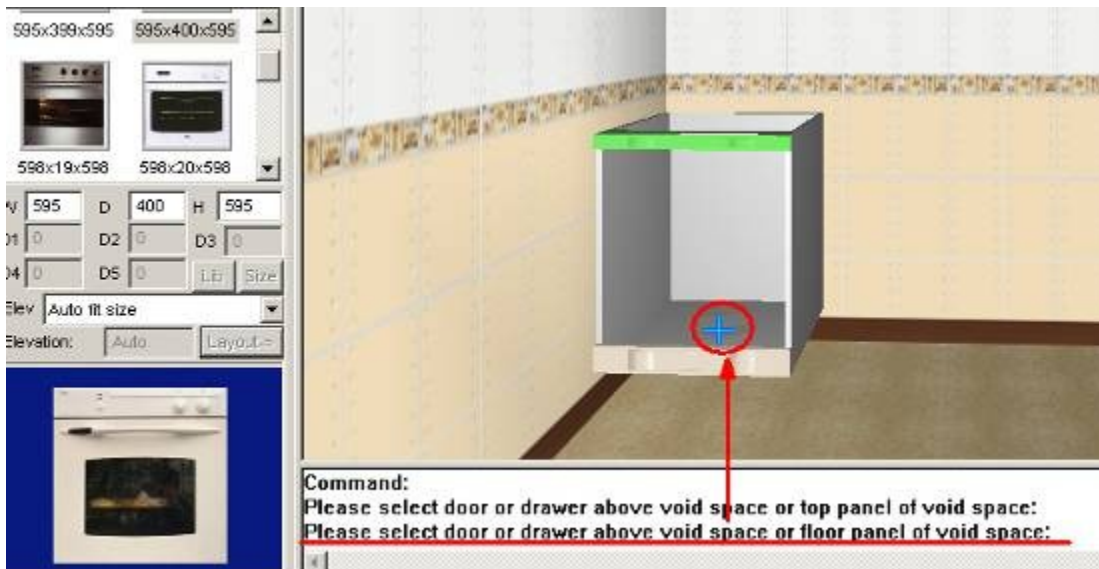
- 13) Free orientation (by surface): Layout the models on any objects, surface. This function can be used for appliances and accessories.

14) Auto fit size: This function is very useful for layout of the oven or microwave in the oven unit or microwave unit.

When using this function, you need to first select the top panel of the unit.



Then select the bottom panel of the unit.

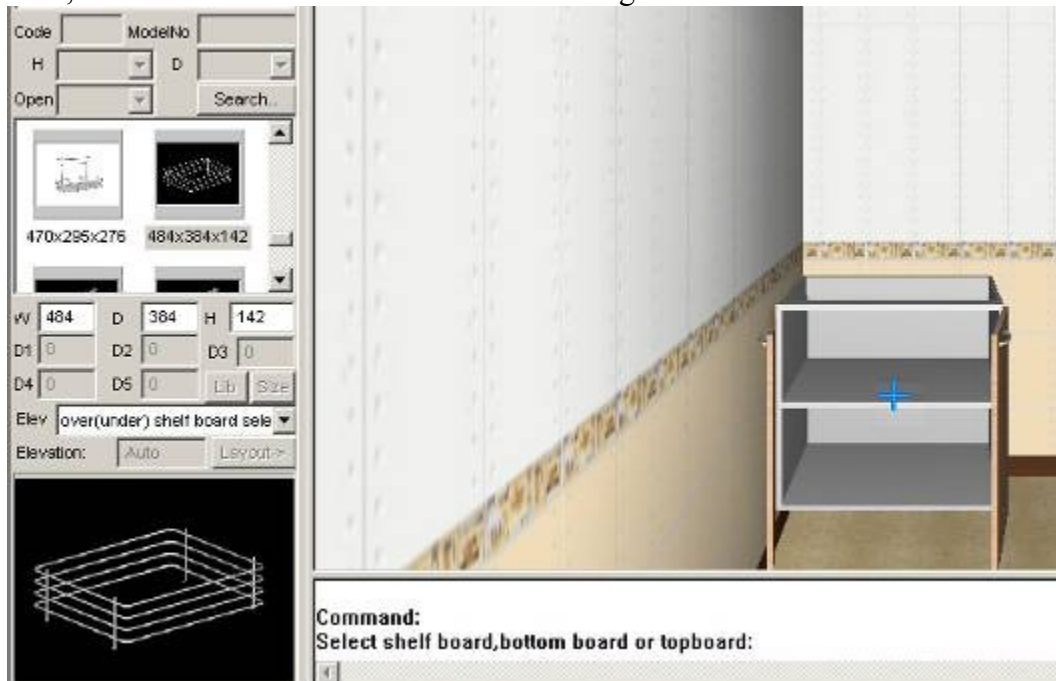


The oven or microwave will change the size automatically to fit the unit and layout in the unit.

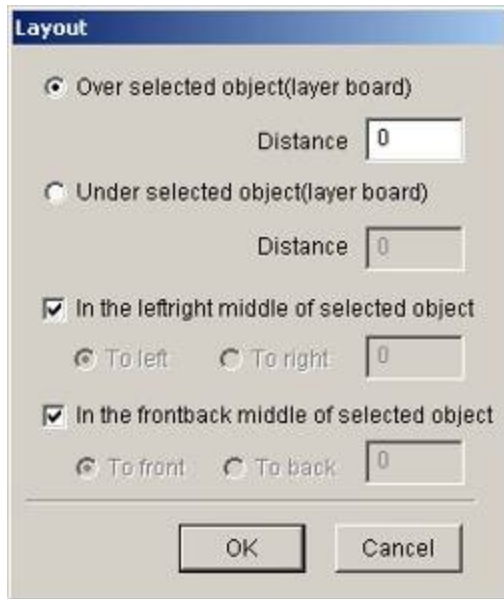


15) Over (under) shelf board: This function is useful for the fittings that are fixed over or under the shelf.

First, left click to select the shelf to fix the fitting.



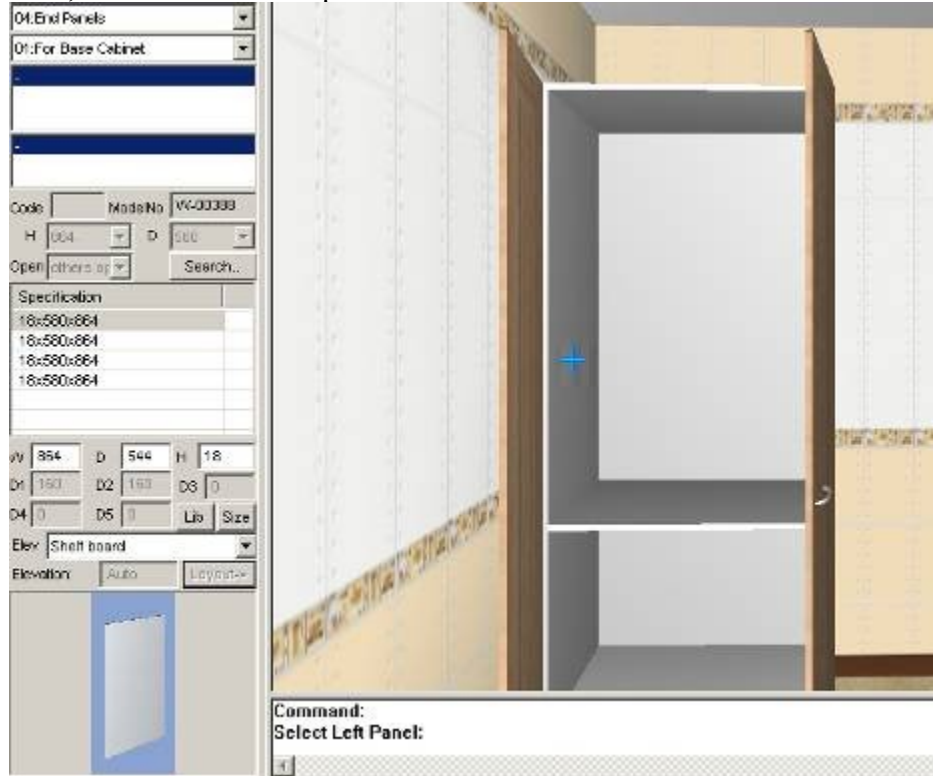
A dialogue box will appear for you to set the position of the fitting. In the dialogue, you can set the fitting over or under the shelf and choose the exact position of the fitting on the shelf. Click “OK” to finish.



The fitting will then be fixed on the shelf.



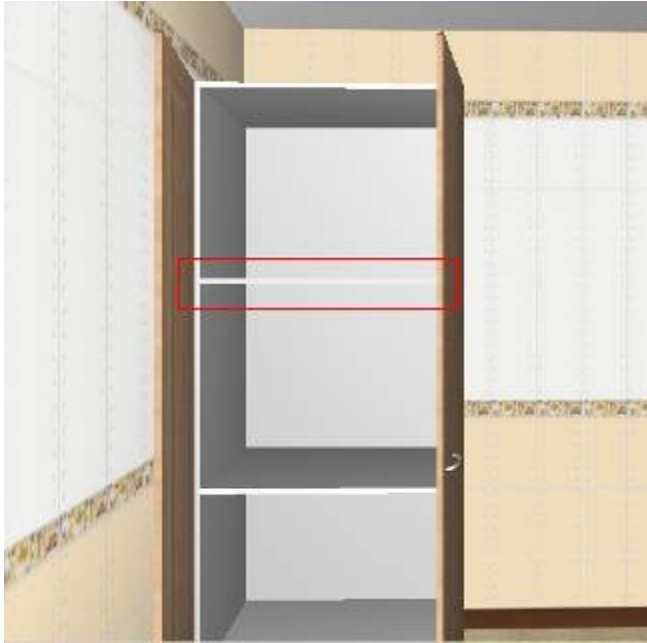
- 16) Shelf board: This function is for fixing the shelf panel in the cabinet. First, select the left side panel of the cabinet.



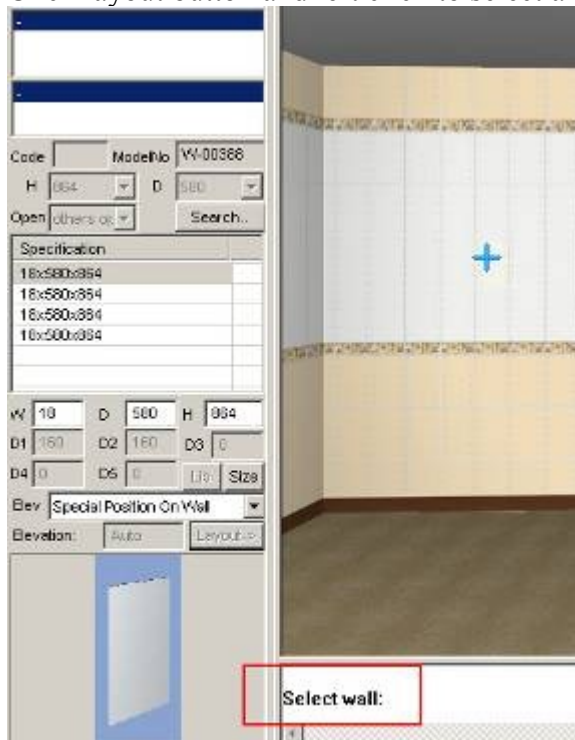
A dialogue will appear for you to set the position and the elevation of the shelf in the cabinet. Click “OK” to finish.



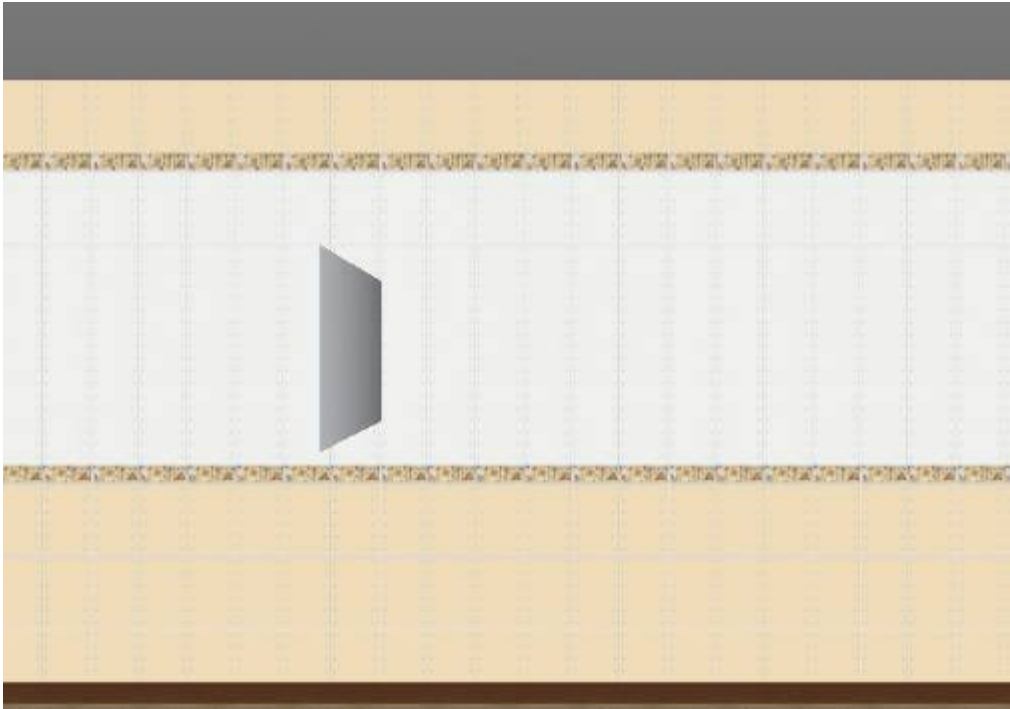
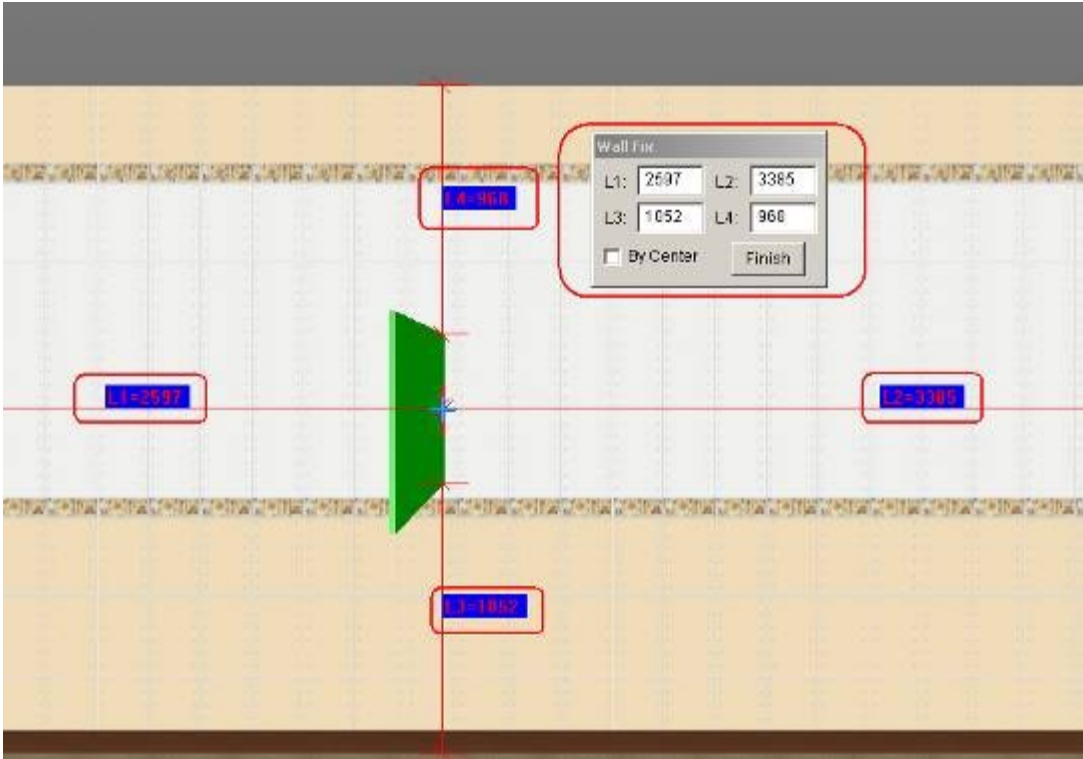
The shelf will then be fixed in the cabinet.



- 17) Special position on wall: Placing the models on the wall.
Click layout button and left click to select a wall.

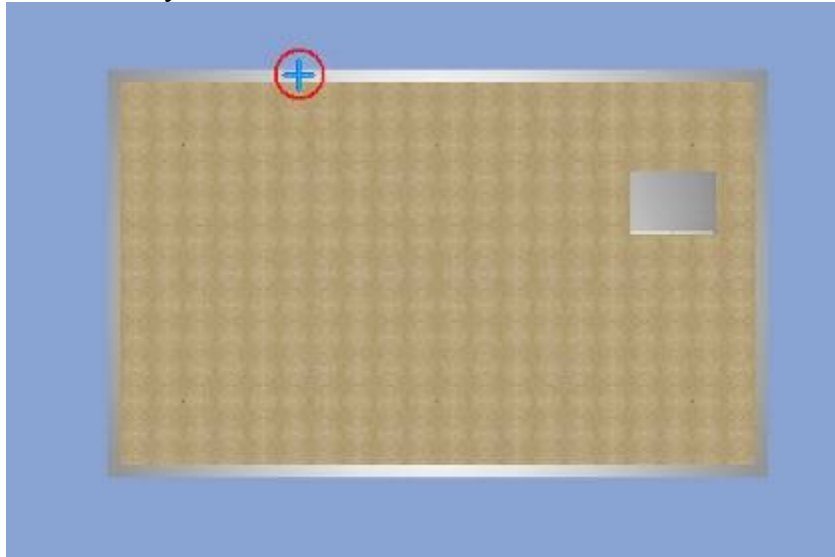


The model will become highlighted in green, now you can move the mouse to a different position. You can also input the distance of the model between the walls to get the precise position.

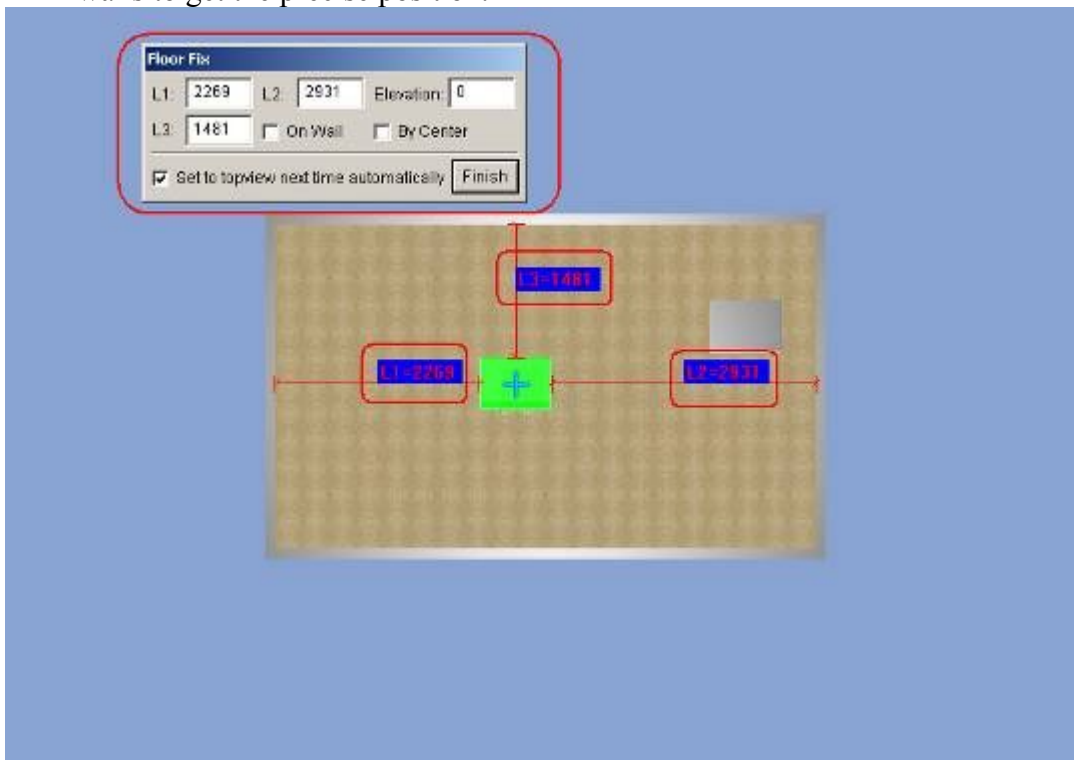


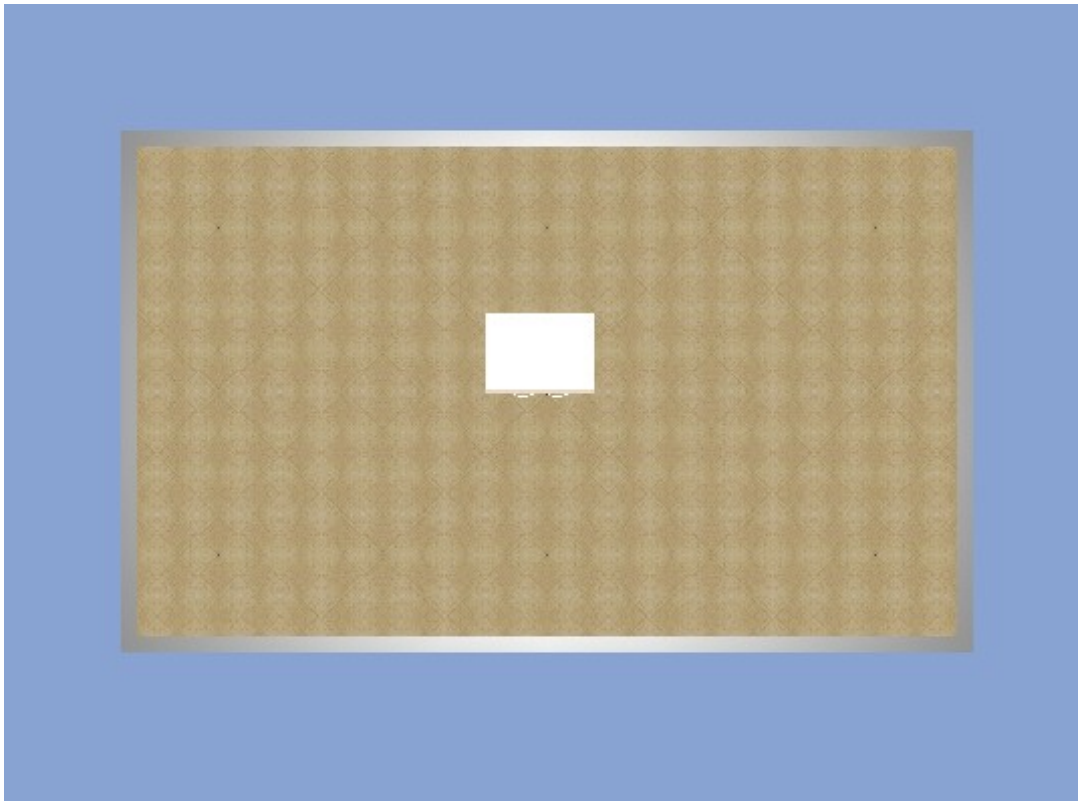
18) Special position on wall: Layout of the models on the floor. This function is useful for a island unit.

After selecting this function, click the layout button. It will go to top view automatically. Then select a wall as the base.

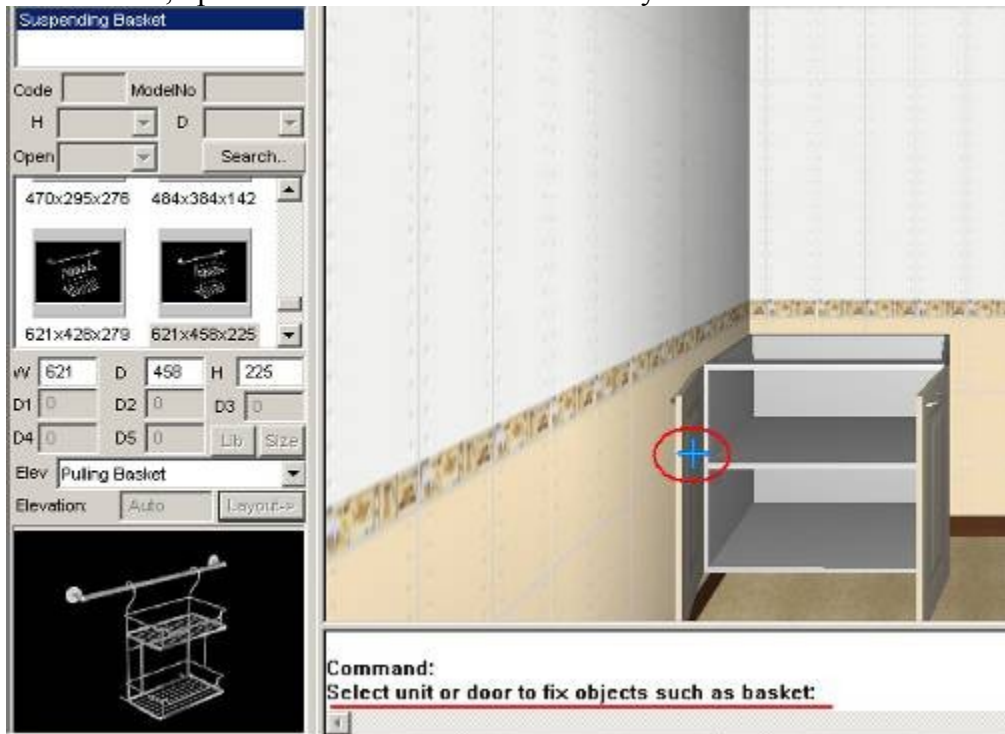


The cabinet will be highlighted in green, you can move the mouse and left click the mouse to set the position. You can input the distance of the unit between the walls to get the precise position.



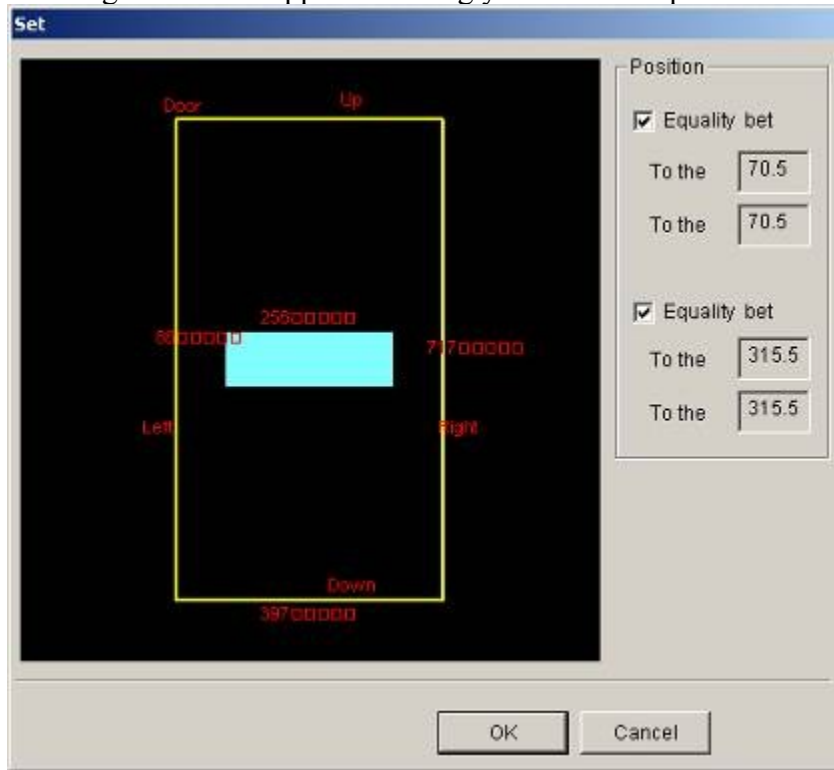


19) Pulling basket: This function is for attaching the basket to the inside of the cabinet. First, open the cabinet door. Then click layout button and select the door.



A dialogue will appear asking you to fix it to the door . If you click “Yes”, the basket will be attached to the door. If you click “No”, the basket will be placed in the unit.

A dialogue box will appear enabling you to set the position of the basket.



Click “OK” to finish. The basket will be fixed into the cabinet.

