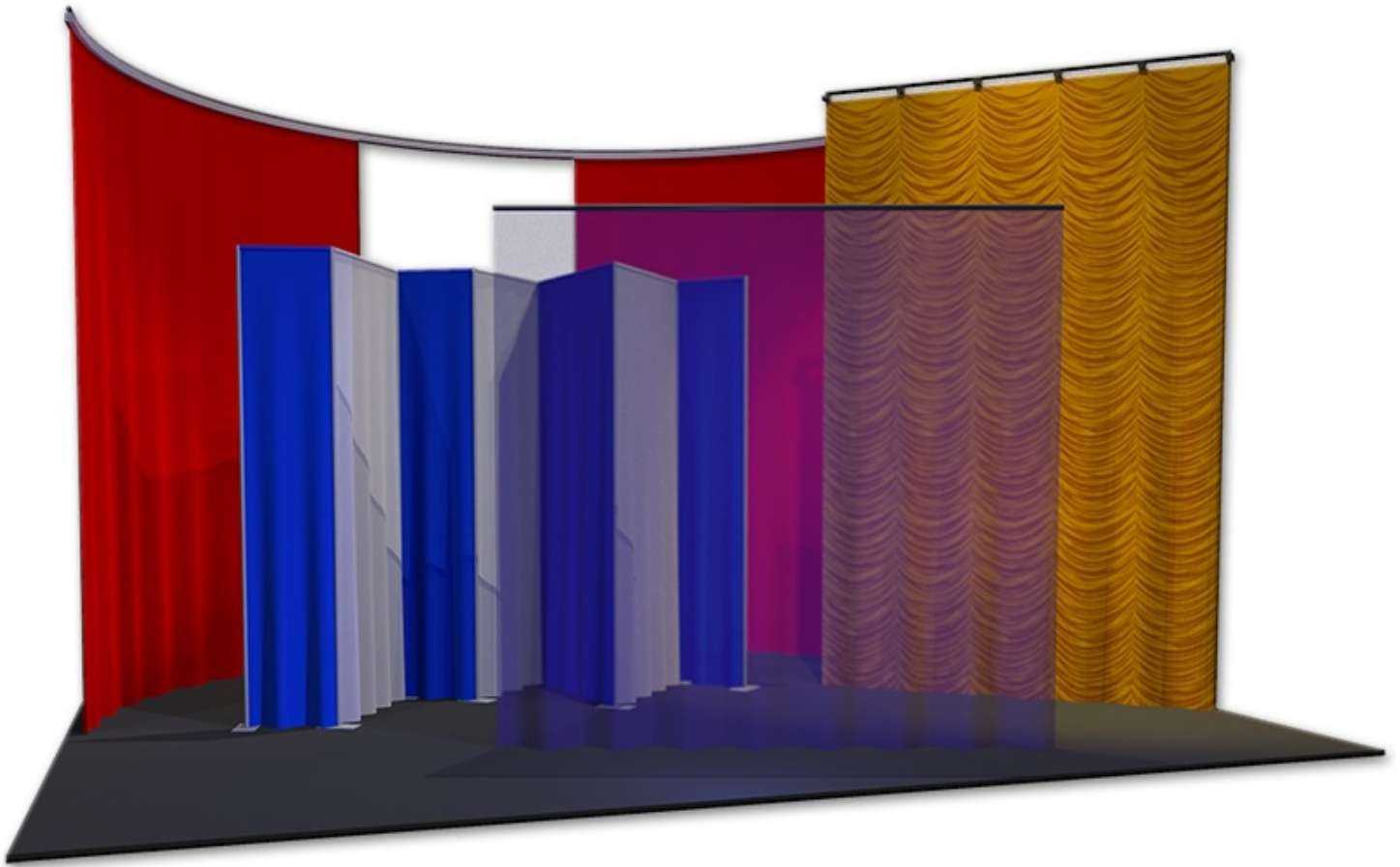


# SoftGoods 2

build 2.3



manual



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*SoftGoods 2* is a Vectorworks® Plug-In that enables you to insert Hybrid (2D and 3D) models of curtains, borders, and pipe-and-drape runs.

### Notable features:

- The different parts of each *SoftGoods 2* object can be assigned to different Classes and, **NEW in version 2.22**, users can choose which parts are assigned to Classes and can define custom Class names.
- **NEW in version 2.211**, *SoftGoods 2* provides control over bottom and top trims, allowing softgoods heights to be maintained while different trims are illustrated.
- **NEW in version 2.211**, *SoftGoods 2* recognizes a custom Texture folder in which libraries of custom Textures and images can be stored. *SoftGoods 2* now ships with a folder containing a Vectorworks® file holding sample custom Textures and/or images AND other files stocked with Textures representative of a few popular Rose Brand® fabrics.
- **NEW in version 2.211**, *SoftGoods 2* allows optional approaches to adjusting custom Textures.
- **NEW in version 2.211**, *SoftGoods 2* drape panel counting has been refined, taking into account things like additional “tied” fullness and adjacent drape panel overlap.
- **NEW in version 2.211**, *SoftGoods 2* can show breaks and panel overlap for multi-panel curtains, borders, and pipe-and-drape segments.
- **NEW in version 2.2103**, *SoftGoods 2* includes “Weight” parameters for Curtains and Borders. **NEW in version 2.24**, weights can be handled in terms of either total or distributed values.
- **NEW in version 2.21**, *SoftGoods 2* will place solenoids along the *SoftGoods 2* path.
- **NEW in *SoftGoods 2***, models can be single straight or arc segments or follow intricate paths (like Vectorworks® Polylines).
- Models can be created from-scratch or based on pre-existing geometry (lines, arcs, polygons, and polylines). **NEW in *SoftGoods 2***, this includes curved Polylines.

- **NEW in *SoftGoods 2***, resizing and reshaping curtains is as easy as dragging, adding, subtracting, and redefining Control Points.
- Many aspects of the object geometry are adjustable on-the-fly, such as curtain heights, pleat geometry, and curtain openings, tracks, and pipes.
- Models of pipe-and-drape runs use stock and custom slider sizes, have various hardware visibility settings, and allow users to track counts for hardware and drape sections. **NEW in *SoftGoods 2***, pipe-and-drape runs can include curves.
- **NEW in *SoftGoods 2***, users have the ability to turn highlighting of non-standard segments in pipe-and-drape runs on and off.
- In addition to opaque single-color curtains, *SoftGoods 2* can create models with easily-mapped images (with adjustable scale and positioning), scrims, and, **NEW in *SoftGoods 2***, multi-color panels. Also **NEW in *SoftGoods 2*** is a “3D Curtain Options...” dialog to simplify greatly the management of the different curtain attributes.
- All appropriate model elements are automatically textured.
- Select text can be shown on drawings and various data can be tracked in WorkSheets and Reports. **NEW in version 2.24**, weights and trims can be shown in text blocks and displayed dimensions can be rounded to the nearest inch or millimeter.
- **NEW in version 2.3**, overall and distributed weights can be estimated based on fabric specification.

## Table of Contents

System Requirements and License .....	5
Installation .....	6
General Introduction .....	7
Curtain and Border Modes.....	8-10
Pipe-and-Drape Mode.....	11-12
3D Options .....	13
Text Options .....	14
Parts Classes .....	15
Weight Estimating Feature Notes .....	16

**Starting with version 1.3, *SoftGoods 2* requires  
Vectorworks® and Renderworks® 2014 or newer.**

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## Installation

*If you're transitioning from a version of SoftGoods 2 older than build 2.3 or from the original version of SoftGoods, note that, as described below, the approach for installing this new version is slightly different...*

UnZip the *SoftGoods 2* Zip file you downloaded, **with the folder structure it contains intact**. You will end up with two folders, the contents of which will need to be copied as-directed, **without Vectorworks® running**:

“Copy to Plug-Ins folder”	“Copy to Libraries-Defaults folder”
<p>This folder contains four files: a tool, <i>SoftGoods 2</i>; a command, <i>Convert to SoftGoods 2</i>; a resource file, LandruStrings.vwr (or, for Vectorworks 2014, LandruStrings.xml); and a text file, “SoftGoods_Dims+Weights.txt”.</p> <p>As the folder name hints, copy all four of the files in this folder into your Vectorworks® 2019 ** Plug-Ins folder. The Plug-ins folder is found either in your main application folder or in your User folder.</p>	<p>This folder contains one or more Vectorworks® files containing sample custom Textures and/or images available for use by <i>SoftGoods 2</i>, including Textures representative of a few popular Rose Brand® fabrics. <i>(While textures have been provided for all appropriate Vectorworks® versions, they have only been optimized for 2016 and newer.)</i></p> <p>As the folder name hints, copy the "Soft Goods - Custom Textures" folder into your Vectorworks® 2019 ** Libraries/Defaults folder. The Libraries/Defaults folder is found either in your main Vectorworks® application folder or in your User folder. <b>It is VERY important that you NOT change this folder name.</b></p>

\*\* “2019” can also be “2014,” “2015,” “2016,” “2017,” or “2018.”

Next, add the tool and command to your favorite Workspace. If you've never done that before and are not near your Vectorworks® manual:

- Click...[Tools]...[Workspaces]...[Workspace Editor]. Make sure "Edit current workspace" is selected and click "OK."
- In the resulting dialog, click the "Tools" tab.
- Scroll down the available tool section (*the left side*) until you see the "Landru" section. Click the "+."
- Drag the *SoftGoods 2* icon to an existing palette or create a new palette (*or Tool Set*) and drag the icon there.
- Click the "Menus" tab.
- Scroll down the available tool section (*the left side*) until you see the "Landru" section. Click the "+."
- Drag the *Convert to SoftGoods 2* item into the desired menu position in the right-hand pane.
- Click "OK."

## Using *SoftGoods 2*

Starting with pre-existing geometry:

Select lines, polygons, arcs, and/or polylines. **While in 2D/Plan View**, Select the *Convert to SoftGoods 2* menu item. A *SoftGoods 2* model will replace the selected geometry, mimicking that geometry's shape. If an initial settings dialog appears, make any default changes you wish and click "OK."

*If you're transitioning from the original version of SoftGoods, note that, as described below, the approach for using this new version is significantly different...*

Creating *SoftGoods 2* models from-scratch:

Select the *SoftGoods 2* icon from the tool palette to which you added it earlier. Click in your drawing where you want your *SoftGoods 2* object to start. Click again, as many times as you wish, to define curtain vertices (very-much like using the Vectorworks® Polyline tool). Double-click to finish defining your *SoftGoods 2* model's path. If an initial settings dialog appears, make any default changes you wish and click "OK." *Note...: to create arc-shaped curtains, use Vectorworks® new "Point On Arc" vertex mode/type.*

With the newly-placed *SoftGoods 2* object(s) selected, make sure the Shape tab is in the forefront of the Object Info palette to make adjustments.

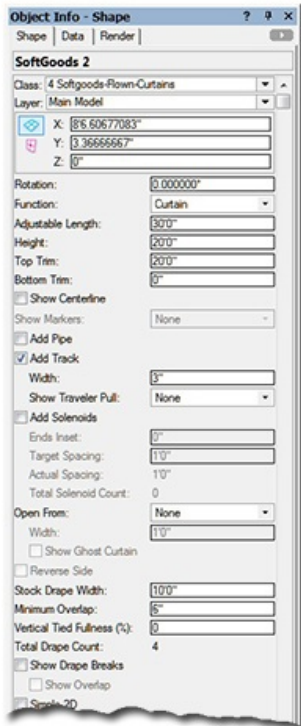
To resize or alter the shape of a *SoftGoods 2* object, enable Vectorworks'® Interactive Scaling, double-click the object, and move, add, subtract, or redefine *Softgoods 2's* Control Points (the small blue squares that appear in the model) in a similar fashion to manipulating Vectorworks'® Polyline geometry.

To keep the interface clean, not all of *SoftGoods 2's* parameters will be visible or available in the Object Info palette at all times. Some will be seen or enabled for only specific instances.

*SoftGoods 2's* different settings are detailed in the pages that follow...

*Please forgive any discrepancies between this manual, its illustrations, and reality. It is often easier to make software fixes and/or additions than it is to keep a manual current.*

## Function: Curtain or Border



**Class, Layer, X, Y, Z, and Rotation:** Settings similar to other Vectorworks® symbols and objects. (“Z” is the distance from the drawing’s chosen Design Layer’s ground plane to the bottom of the Curtain or Border.)

**Function:** “Curtain,” “Border,” or “Pipe-and-Drape.”

**Curtain:** Draws curtain elements centered on the reference geometry.

**Border:** Draws curtain elements offset relative to the reference geometry (mimicking truss borders). Offset side is changed using “Reverse Side.”

**Pipe-and-Drape:** Creates pipe-and-drape runs.

**Adjustable Length:** The user-defined length of the *SoftGoods 2* object. (Only available if the *SoftGoods 2* object contains **ONLY 2 point vertices**, creating a single straight-segment *SoftGoods 2* object.)

**Height:** The height of the softgoods, as measured from the insertion point.

**Top Trim:** The trim of the softgoods, as measured from the object’s Design Layer ground plain to the top - not including pipe, track, or solenoids. (Only available if the “Curtain” or “Border” “Function” is chosen.)

**Bottom Trim:** The trim of the softgoods, as measured from the object’s Design Layer ground plain to the bottom. (The equivalent of the PIO instance “Z” value. Only available if the “Curtain” or “Border” “Function” is chosen.)

Changing “Height” will change “Top Trim.” Changing either “Top Trim” or “Bottom Trim” will retain “Height” but will move the PIO instance appropriately.

**Show Centerline:** Draws the *SoftGoods 2* centerline or, if the “Border” Function” is chosen, the reference line.

**Show Markers:** Draws hash marks defining the start-point and/or end-point of the *SoftGoods 2* object.

**Add Pipe:** Draws a curtain pipe. (Only available if the “Curtain” “Function” is chosen.)

**Add Track:** Draws a curtain track. (Only available if the “Curtain” “Function” is chosen.)

**Width:** The width of the curtain track. (Only available if “Add Track” is toggled on.)

**Show Traveler Pull:** Draws a graphic showing on which end of a track traveler pull lines are located - “None,” “Start” or “End.” (Only available “Add Track” is toggled on.)

**Add Solenoids:** Places solenoids equally-spaced along the *SoftGoods 2* path. (Only available if the “Curtain” “Function” is chosen.)

**Ends Inset:** The distance the first and last solenoids are inset from the start-point and end-point of the *SoftGoods 2* object. (Only available if “Add Solenoids” is toggled on and if the *SoftGoods 2* path is not closed.)

**Target Spacing:** The ideal solenoid spacing you wish to set. (Only available if “Add Solenoids” is toggled on.)

**Actual Spacing:** The actual solenoid spacing, as calculated by *SoftGoods 2*. (Only available if “Add Solenoids” is toggled on.)

**Total Solenoid Count:** Total number of solenoids created. (Only available if “Add Solenoids” is toggled on.)

**Open From:** “None,” “Start,” “Center,” or “End.” Creates an opening in the curtain. (Only available if the “Curtain” Function is chosen AND the *SoftGoods 2* object is either a single, straight-segment or single, arc-segment object.)

**Width:** The width of the opening. (Only available if an “Open From” choice other than “None” is picked.)

**Show Ghost Curtain:** Draws 2D ghost curtain geometry in the curtain opening. (Only available if an “Open From” choice other than “None” is picked.)

**Reverse Side:** Switches the side of the reference line on which the border is drawn. (Only available if the “Border” Function is chosen.)

**Running Length:** The total width - or linear dimension - of the curtain or border. (NOT available if the *SoftGoods 2* object contains ONLY 2 point vertices, creating a single, straight-segment *SoftGoods 2* object.)

**Stock Drape Width:** The width of an individual stock drape panel.

**Minimum Overlap:** The minimum overlap of adjacent drape panels.

**Vertical Tied Fullness %:** Fullness that should be added as the softgoods are attached to pipe, truss, railings, etc.

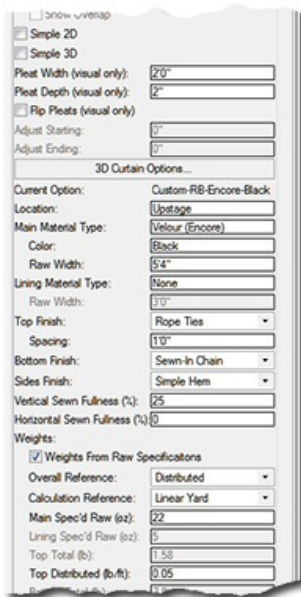
**Total Drape Count:** Taking into account the “Stock Drape Width,” “Minimum Overlap,” and “Tied Fullness %,” the total number of drape panels needed for a given *SoftGoods 2* curtain or border. (For example, if a given curtain is a total of 30’ wide and your stock panels are 10’ wide, a total of 3 panels will be needed.)

**Show Drape Breaks:** Shows starting-points of individual drape panels in a multi-panel curtain or border.

**Show Overlap:** Shows amount of overlap (if any) for adjacent drape panels in a multi-panel curtain or border.



## Curtain or Border parameters, continued...



**Simple 2D and Simple 3D:** Will create lines or flat surfaces instead of curtain curves.

**Pleat Width and Pleat Depth:** Settings for changing pleat geometry. *(Visual parameters only - controls how 2D and/or 3D geometry are created.)*

**Flip Pleats:** Swaps “positive” and “negative” portions of the curtain geometry. *(Visual parameter only - controls how 2D and/or 3D geometry are created.)*

**Adjust Starting and Adjust Ending:** Adjusts starting and ending points of borders. *(Only available if the “Border” Function is chosen.)*

**3D Curtain Options...:** A button to open the “3D Curtain Options” dialog. This dialog will allow you to switch and manipulate the attributes of the 3D portion of the SoftGoods 2 model - “Opaque,” “Scrim,” or “Custom.” *(See page 13 for more information on the “3D Options” dialog.)*

**Current Option:** The currently-chosen 3D Curtain option.

**Location:** A place for entering a note about the curtain location.

**Main Material Type:** A place for entering a note about the main curtain material type.

**Color:** A place for entering a note about the curtain material color. *(This has no effect on the fill color of the 3D model elements.)*

**Raw Width:** The width of the bolt of raw fabric used to create the main part of the curtain. *(Only enabled if “Weights from Raw Specifications” is toggled on.)*

**Lining Material Type:** A place for entering curtain lining information.

**Raw Width:** The width of the bolt of raw fabric used to create the lining of the curtain. *(Only enabled if “Weights from Raw Specifications” is toggled on and if “Lining Material Type” is not blank or “None.”)*

**Top Finish:** A selection of different finishes for the curtain’s top.

**Spacing:** A place for entering tie, hook, or grommet spacing. *(Only available if an appropriate “Top Finish” is chosen.)*

**Bottom Finish:** A selection of different finishes for the curtain’s bottom.

**Sides Finish:** A selection of different finishes for the curtain’s sides.

**Vertical Sewn Fullness %:** A place for entering manufactured curtain vertical fullness (pleat) information. *(This has no effect on the construction of the 3D model elements or in “Total Drapage Count.” Use “Vertical Tied Fullness %” to affect the latter.)*

**Horizontal Sewn Fullness %:** A place for entering manufactured horizontal curtain fullness information (for example, for Austrian curtains). *(This has no effect on the construction of the 3D model elements or in “Total Drapage Count.”)*

\*\*\* See “Notes About SoftGoods 2’s Weight Estimating Feature” on page 16 for more detailed information about the next several parameters. \*\*\*

\*\*\* For all of the appropriate parameters, below, if the drawing units are Imperial, weights will be displayed and should be entered in U.S. pounds (or, ounces where indicated). If the drawing units are Metric, they will be displayed and should be entered in kilograms or grams. When weights are entered for one convention, the other is automatically calculated and stored. \*\*\*

**Weights From Raw Specifications:** A toggle to calculate curtain total and distributed weights based on curtain size and specifications of the raw fabric used to create the curtain.

**Overall Reference:** The reference options used to calculate weights, “Total” and “Distributed.” Selecting one will allow values for that parameter to be entered and will make the other a calculated value.

**Calculation Reference:** The reference options used to determine whether the “Spec’ed Raw” weights are per linear yard (meter) or square yard (or square meter).

**Main Spec’ed Raw (oz):** The raw fabric weight for the main part of the curtain for the chosen “Calculation Reference.”

**Lining Spec’ed Raw (oz):** The raw fabric weight for the lining of the curtain for the chosen “Calculation Reference.”

**Top Total (lb):** The total weight of the “Top Finish” of the curtain or border. *(Only enabled if the “Total” “Overall Reference” is selected. If “Distributed” is selected, this is a calculated value.)*

**Top Distributed (lb/ft):** The distributed weight of the “Top Finish” of the curtain or border. *(Only enabled if the “Distributed” “Overall Reference” is selected. If “Total” is selected, this is a calculated value.)*

## Curtain or Border parameters, continued...

Bottom Total (lb):	7.8
Bottom Distributed (lb/ft):	0.2
Sides Total (lb):	0
Sides Distributed (lb/ft):	0
Paint Allowance (%):	0
Paint Weight (lb):	0
Moisture Allowance (%):	5
Moisture Weight (lb):	3.42
Pipe Total (lb):	0
Pipe Distributed (lb/ft):	0
Track Total (lb):	45
Track Distributed (lb/ft):	1.5
Raw Total (lb):	126.12
Raw Distributed (lb/ft):	4.2
Safety Margin (%):	5
Final Total (lb):	136.01
Final Distributed (lb/ft):	4.53
Note:	Stock #242
Text Options...	
Default Text Positions	
Parts Classes...	
Update	
SoftGoods 2 Build: 2.3	
© 2011 Landru Design	
Move:	Entire Object
Vertex:	
X:	86.60677083
Y:	3.36656667
Add Vertex	
Delete Vertex	
Type:	Corner Vertex
Hide Next Edge	
<input type="checkbox"/> Closed	
Vertices:	2
Perim:	30'0"
Area:	sq ft
Name:	

**Bottom Total (lb):** The total weight of the “Bottom Finish” of the curtain or border. *(Only enabled if the “Total” “Overall Reference” is selected. If “Distributed” is selected, this is a calculated value.)*

**Bottom Distributed (lb/ft):** The distributed weight of the “Bottom Finish” of the curtain or border. *(Only enabled if the “Distributed” “Overall Reference” is selected. If “Total” is selected, this is a calculated value.)*

**Sides Total (lb):** The total weight of the “Sides Finish” of the curtain or border. *(Only enabled if the “Total” “Overall Reference” is selected. If “Distributed” is selected, this is a calculated value.)*

**Sides Distributed (lb/ft):** The distributed weight of the “Sides Finish” of the curtain or border. *(Only enabled if the “Distributed” “Overall Reference” is selected. If “Total” is selected, this is a calculated value.)*

**Paint Allowance (%):** The desired allowance for paint applied to the curtain, based on a percentage of the calculated overall fabric weight..

**Paint Weight (lb):** The calculated total weight of the paint applied to the curtain.

**Moisture Allowance (%):** The desired allowance for moisture absorbed by the curtain, based on a percentage of the calculated overall fabric weight.

**Moisture Weight (lb):** The calculated total weight of the moisture absorbed by the curtain.

**Pipe Total (lb):** The total weight of the top pipe. *(Only enabled if “Add Pipe” is selected and if the “Total” “Overall Reference” is selected. If “Distributed” is selected, this is a calculated value.)*

**Pipe Distributed (lb/ft):** The distributed weight of the top pipe. *(Only enabled if the “Distributed” “Overall Reference” is selected. If “Total” is selected, this is a calculated value.)*

**Track Total (lb):** The total weight of the top Track. *(Only enabled if “Add Track” is selected and if the “Total” “Overall Reference” is selected. If “Distributed” is selected, this is a calculated value.)*

**Track Distributed (lb/ft):** The distributed weight of the top Track. *(Only enabled if the “Distributed” “Overall Reference” is selected. If “Total” is selected, this is a calculated value.)*

**Raw Total (lb):** The total raw weight of the curtain or border - including finishes and/or chosen hardware. *(Only enabled if the “Total” “Overall Reference” is selected. If “Distributed” is selected, this is a calculated value.)*

**Raw Distributed (lb/ft):** The distributed raw weight of the curtain or border - including finishes and/or chosen hardware. *(Only enabled if the “Total” “Overall Reference” is selected. If “Distributed” is selected, this is a calculated value.)*

**Safety Margin (%):** The desired safety margin, based on a percentage of the calculated “Raw Total” curtain weight.

\*\*\* If “Weights From Raw Specifications.” above, is selected, the next 2 parameters are calculated values only and are disabled. \*\*\*

**Final Total (lb):** The final total weight of the curtain or border - including “Safety Margin.” *(Only enabled if the “Total” “Overall Reference” is selected. If “Distributed” is selected, this is a calculated value.)*

**Final Distributed (lb/ft):** The final distributed weight of the curtain or border - including “Safety Margin.” *(Only enabled if the “Total” “Overall Reference” is selected. If “Distributed” is selected, this is a calculated value.)*

**Note:** A place for entering a miscellaneous note, such as a stock number.

**Text Options...:** A button to open the “Text Options” dialog. This dialog will allow you to show or hide and change attributes of *SoftGoods 2* text. *(See page 14 for more information on the “Text Options” dialog.)*

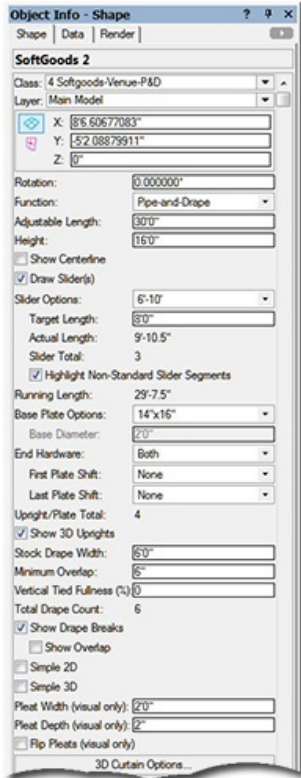
**Default Text Positions:** Returns text to its default location. *(Only enabled if text has been inserted.)*

**Parts Classes...:** Opens the “Parts Classes” dialog, used to assign the different elements comprising the *SoftGoods 2* model to different Classes.. *(See page 15 for more information on the “Parts Classes” dialog.)*

**Update:** Regenerates the *SoftGoods 2* object. You might need to click this if you’re making changes regarding using Class Attribute settings.

**SoftGoods 2 Build:** The build number of the *SoftGoods 2* Plug-In Object code.

## Function: Pipe-and-Drape



**Class, Layer, X, Y, Z, and Rotation:** Settings similar to other Vectorworks® symbols and objects. (“Z” is the distance from the drawing’s chosen Design Layer’s ground plane to the bottom of the Pipe-and Drape geometry.)

**Function:** “Curtain,” “Border,” or “Pipe-and-Drape.”

**Curtain:** Draws curtain elements centered on the reference geometry.

**Border:** Draws curtain elements offset relative to the reference geometry.

(See previous pages for more information on “Curtain” and “Border” settings.)

**Pipe-and-Drape:** Creates straight pipe-and-drape runs.

**Adjustable Length:** The user-defined length of the *SoftGoods 2* object. (Only available if the *SoftGoods 2* object contains **ONLY 2 point vertices**, creating a single straight-segment *SoftGoods 2* object.)

**Height:** The height of the pipe-and-drape drapery, including all hardware, as measured from the insertion point.

**Show Centerline:** Draws the pipe-and-drape run’s centerline.

**Draw Slider(s):** Draws the sliders.

**Slider Options:** Different standard slider lengths, including “Custom.” If you choose “Custom,” *SoftGoods 2* will create the number of per-segment sliders shown in “Slider Total” (see below), otherwise, *SoftGoods 2* will calculate counts and lengths based on the “Target Length” you enter and the reference line length. (If you’ve chosen “Custom” or if *SoftGoods 2* has to create non-standard sliders for your model, the non-standard geometry will be red in color and a “Contains Non-Standard Slider(s)” warning/note will appear in the Object Info Palette.)

**Target Length:** The ideal slider length you wish to set. If you enter a dimension within the capabilities of the standard slider you’ve chosen, *SoftGoods 2* will estimate the best length based on even divisions of the total Pipe-and-Drape run length. If the dimension you enter is outside the bounds of the standard slider you choose, *SoftGoods 2* will correct your entry.

**Actual Length:** The actual individual slider length, as calculated by *SoftGoods 2*. (If your *SoftGoods 2* model is a multi-segment object containing different lengths, “Actual Length” will say “Widths Vary.”)

**Slider Total:** If you choose one of the standard sliders, *SoftGoods 2* calculates this value. If you choose the “Custom” “Slider Option,” this is where you enter the number of segments you desire in your Pipe-and-Drape run.

**Highlight Non-Standard Slider Segments:** Toggles whether non-standard slider segment geometry is highlighted or not.

**Running Length:** The total width - or linear dimension - of the pipe-and-drape panels. (Because this value takes into account upright diameter, this will probably be different from the “Adjustable Length.”)

**Base Plate Options:** A list of standard base plate sizes, including a standard boom base.

**Base Diameter:** The diameter of the boom base. (Enabled only if “Boom Base” Base Plate Option is chosen.)

**End Hardware:** Options for drawing the end base plates and upright poles: “Both,” “First,” and “Last,” or “None.”

**First Plate Shift** and **Last Plate Shift:** Options for shifting the end base plates: “None,” “In,” and “Out.”

**Upright/Plate Total:** The calculated number of upright poles and base plates.

**Show 3D Uprights:** Shows the 3D upright poles so pipe-and-drape runs appear to be a solid run of curtain in renderings.

**Stock Drape Width:** The width of an individual stock drape panel.

**Minimum Overlap:** The minimum overlap of adjacent drape panels.

**Vertical Tied Fullness %:** Fullness that should be added as the softgoods are attached to pipe-and-drape sliders.

**Total Drape Count:** Taking into account the “Stock Drape Width,” “Minimum Overlap,” and “Tied Fullness %,” the total number of drape panels needed for a given Pipe-and-Drape run. (For example, if your run has 3, 8’ sliders and your stock panels are 5’ wide, a total of 6 panels will be needed.)

**Show Drape Breaks:** Shows starting-points of individual drape panels in a multi-panel pipe-and-drape segment.

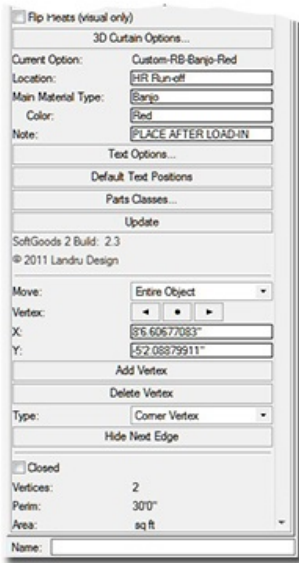
**Show Overlap:** Shows amount of overlap (if any) for adjacent drape panels in a multi-panel pipe-and-drape segment.

**Simple 2D** and **Simple 3D:** Will create lines or flat surfaces instead of curtain curves. This will also hide the 3D portion(s) of the slider(s).

**Pleat Width** and **Pleat Depth:** Settings for changing pleat geometry. (Visual parameters only - controls how 2D and/or 3D geometry are created.)

**Flip Pleats:** Swaps “positive” and “negative” portions of the curtain geometry. (Visual parameter only - controls how 2D and/or 3D geometry are created.)

## Pipe-and-Drape parameters, continued...



**3D Curtain Options...:** A button to open the “3D Curtain Options” dialog. This dialog will allow you to switch and manipulate the attributes of the 3D portion of the SoftGoods 2 model - “Opaque,” “Scrim,” “Multi-Color,” or “Custom.” (See page 13 for more information on the “3D Options” dialog.)

**Current Option:** The currently-chosen 3D Curtain option.

**Location:** A place for entering a note about the curtain location.

**Main Material Type:** A place for entering a note about the main curtain material type.

**Color:** A place for entering a note about the curtain material color. (This has no effect on the fill color of the 3D model elements.)

**Lining Material Type:** A place for entering curtain lining information. (Only available if the “Curtain” or “Border” “Function” is chosen.)

**Weights (lb) or Weights (kg):** Related weight parameters and calculated values. If the drawing units are Imperial, they will be displayed and should be entered in U.S. pounds. If the drawing units are Metric, they will be displayed and should be entered in kilograms. When weights are entered in a given unit, the other is automatically calculated and stored. (This and following elements only available if the “Curtain” or “Border” “Function” is chosen.)

**Reference:** The reference options used to calculate weights, “Total” and “Distributed.” Selecting one will allow values for that parameter to be entered and will make the other a calculated value

**Total:** The total weight of the curtain or border. (Only enabled if the “Total” “Reference” is selected. If “Distributed” is selected, this is a calculated value.)

**Distributed (lb/ft) (or kg/m):** The distributed weight of the curtain or border. (Only enabled if the “Distributed” “Reference” is selected. If “Total” is selected, this is a calculated value.)

**Note:** A place for entering a miscellaneous note, such as a stock number.

**Text Options...:** A button to open the “Text Options” dialog. This dialog will allow you to show or hide and change attributes of SoftGoods 2 text. (See page 14 for more information on the “Text Options” dialog.)

**Default Text Positions:** Returns text to its default location. (Only enabled if text has been inserted.)

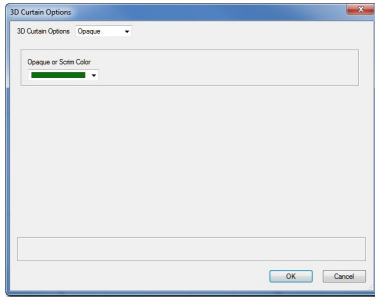
**Parts Classes...:** Opens the “Parts Classes” dialog, used to assign the different elements comprising the SoftGoods 2 model to different Classes.. (See page 15 for more information on the “Parts Classes” dialog.)

**Update:** Regenerates the SoftGoods 2 object. You might need to click this if you’re making changes regarding using Class Attribute settings.

**SoftGoods 2 Build:** The build number of the SoftGoods 2 Plug-In Object code.

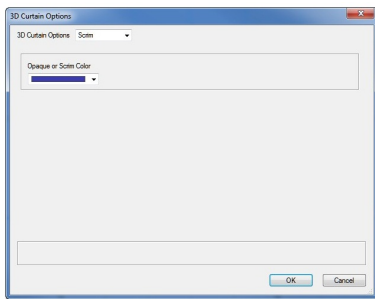
## 3D Curtains Options dialog

**3D Curtain Options:** A pop-up list of attribute options for the 3D portion of the *SoftGoods 2* model:



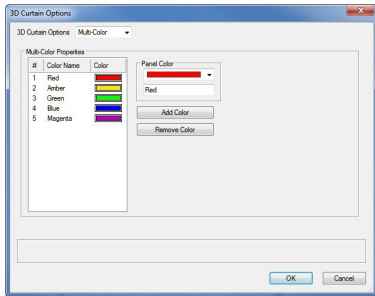
Opaque

**Opaque:** *SoftGoods 2* creates and assigns an opaque texture and the Vectorworks® Color Picker is used to choose the desired color.



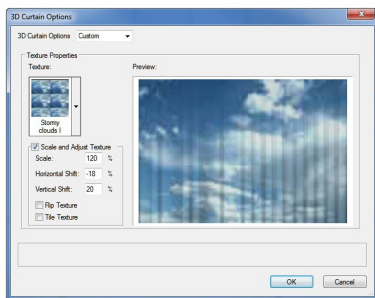
Scrim

**Scrim:** *SoftGoods 2* creates and assigns a semi-opaque or scrim-like texture and the Vectorworks® Color Picker is used to choose the desired color.



Multi-Color

**Multi-Color:** *Only available for Pipe-and-Drape models.* *SoftGoods 2* creates and assigns an opaque texture. The Vectorworks® Color Picker is used to choose a color for each pipe-and-drape segment. New colors are added and existing colors are removed using the “Add Color” and “Remove Color” buttons. Colors can be named prior to their being added by entering a name in the space provided. (*Up to 13 colors can be chosen.*) Colors can be rearranged by dragging color numbers to different locations in the list. If more panels exist than the number of colors chosen, the colors will repeat sequentially in the order listed.



Custom

**Custom:** *SoftGoods 2* assigns the Renderworks Texture chosen in the “Texture” pop-up picker and displays a preview of that Texture applied to a sample curtain in the “Preview” window. The “Texture” pop-up picker displays all Renderworks Textures available in the current drawing and in Vectorworks® files stored in the “Libraries\Defaults\Soft Goods - Custom Textures” folder (to be placed or found in your User or main Vectorworks® application folder).

**Scale And Adjust Texture:** Toggle to enable Texture scaling and adjustment (*for printed/painted backdrops and the like*). Untoggle to allow *SoftGoods 2* to map the Texture based only on the Texture’s defined size and to tile the Texture both horizontally and vertically (*for material Textures and similar*).

If **Scale and Adjust Texture** is toggled, the following parameters are enabled:

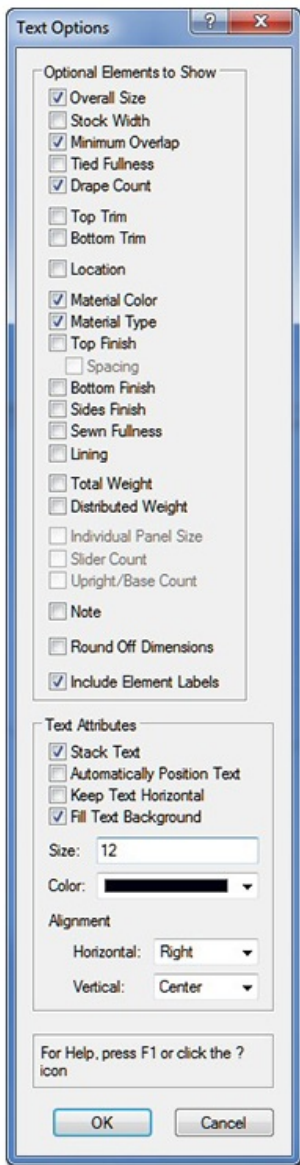
**Scale:** The scale of the Texture. “100%” fits the Texture to the curtain’s width.

**Horizontal Shift** and **Vertical Shift:** Horizontal and vertical shift of the Texture in terms of a percentage of the Texture’s scaled size.

**Flip Texture:** Toggle to flip (or reverse) the Texture horizontally.

**Tile Texture:** Toggle to tile (or, repeat) the Texture both horizontally and vertically.

## Text Options dialog



### Optional Elements to Show:

A list of potential text elements that can be shown as part of the *SoftGoods 2* model. Only items appropriate for a given *SoftGoods 2* function will be enabled. For example, as seen here, when creating “Curtain” or “Border” models, the elements appropriate for “Pipe-and-Drape” runs are disabled.

**Round Off Dimensions:** Toggle to round off displayed dimensions to the nearest inch or millimeter.

**Include Element Labels:** Toggle to include the label for each text element shown - for example “Overall Size:” or “Note:.”

### Text Attributes *(only enabled if at least one text element is selected to be shown):*

**Stack Text:** This will cause multiple text elements to be created as separate lines, as opposed to one, single, line for all.

**Automatically Position Text:** If this item is toggled, text will always be placed at the *SoftGoods 2* object’s origin.

Untoggling this box will display a Control Point for the text, allowing the text to be dragged to other locations.

**Keep Text Horizontal:** Keeps text horizontal, regardless of the *SoftGoods 2* rotation angle.

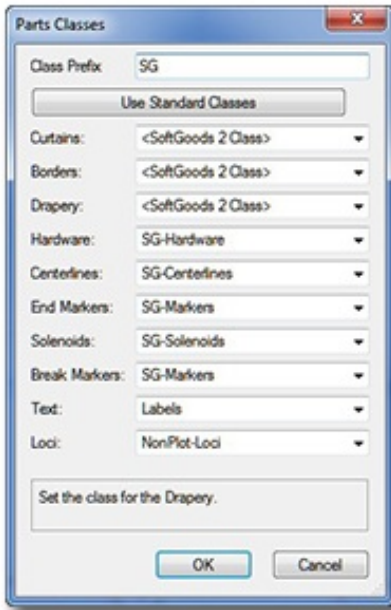
**Fill Text Background:** Makes text background opaque.

**Size:** The size of the text element, in points.

**Color:** The color of the text element using the Vectorworks® Color Picker.

**Horizontal and Vertical Alignment:** Options for setting text alignment and justification.

## Parts Classes dialog



**Class Prefix:** The prefix that will be applied to each suggested Class generated if the “Use Standard Classes” button is clicked.

**Use Standard Classes:** A button to populate each of the Class Pop-Ups with suggested Class names, each (except for “Loc”) with the prefix as entered in the “Class Prefix” box.

**Curtains, Borders, Drapery, etc.:** Class Pop-Ups specifying the Class to which the given part is assigned. Existing Classes can be chosen or new Classes can be created on-the-fly. “<SoftGoods 2 Class>” signifies the individual part simply using the given *SoftGoods 2* object’s overall Class. By-default, “Loc” are assigned to the “NonPlot-Loc” Class and all other parts are assigned to the *SoftGoods 2* object’s overall Class (*the rough equivalent of leaving the previous SoftGoods 2 versions’ “Class Parts...” box un-ticked*).

In the example to the left...

**Curtains, Borders, and Drapery** are all using the *SoftGoods 2* object’s overall Class.

**Hardware, Centerlines, End Markers, Solenoids, and Loc** are all assigning the given parts to Classes generated by clicking the “Use Standard Classes” button.

**Break Markers** is using the Class used by **End Markers**.

**Text** is assigning object text to a custom Class.

## Notes About *SoftGoods 2* 's Weight Estimating Feature

*If "Weights From Raw Specifications" is NOT selected...*

If "Total" "Overall Reference" is chosen, entering a total curtain weight into the "Final Total" field will calculate the "Final Distributed" weight.

If "Distributed" "Overall Reference" is chosen, entering the distributed curtain weight into the "Final Distributed" field will calculate the "Final Total" weight.

For either, values entered are intended to include any/all elements the given *SoftGoods 2* instance represents.

*If "Weights From Raw Specifications" IS selected...*

First, it is important to remember that the weights calculated are GENERAL ESTIMATES ONLY. There are far too many variables involved to guarantee any level of precision. We STRONGLY advise the confirming of all weights with trained professionals and actual vendors.

That being said...

The overall curtain and lining weights will be estimated based on the curtain size and the specified raw fabric weights. The raw fabric weights are given in either U.S. ounces or grams and correspond either to "Linear" weight or "Area" weight, whichever is chosen in the "Calculation Reference" Pop-Up menu - and, is determined by whichever method the given supplier specifies weight. The "Linear" weight corresponds to the specified raw widths.

Weights for the different top, bottom, and side finishes - as well as those for pipe and track - are entered either as total weights or distributed weights, depending on which "Overall Reference" is chosen. If "Total," entering total weights will calculate distributed weights. If "Distributed," entering distributed weights will calculate total weights. Automatically-entered default distributed weights for things like chain, track rollers, and pipe are sourced from the "SoftGoods\_Dims+Weights.txt" that was included in the installation package. The values in that file can be changed but it is very important not to alter the format of that file in any way.

Paint and moisture allowances are based on a specified percentage of the overall curtain weight.

The "Raw" weights take into account all fabric but no hardware.

The "Final" weights take into account all elements AND the specified safety margin.