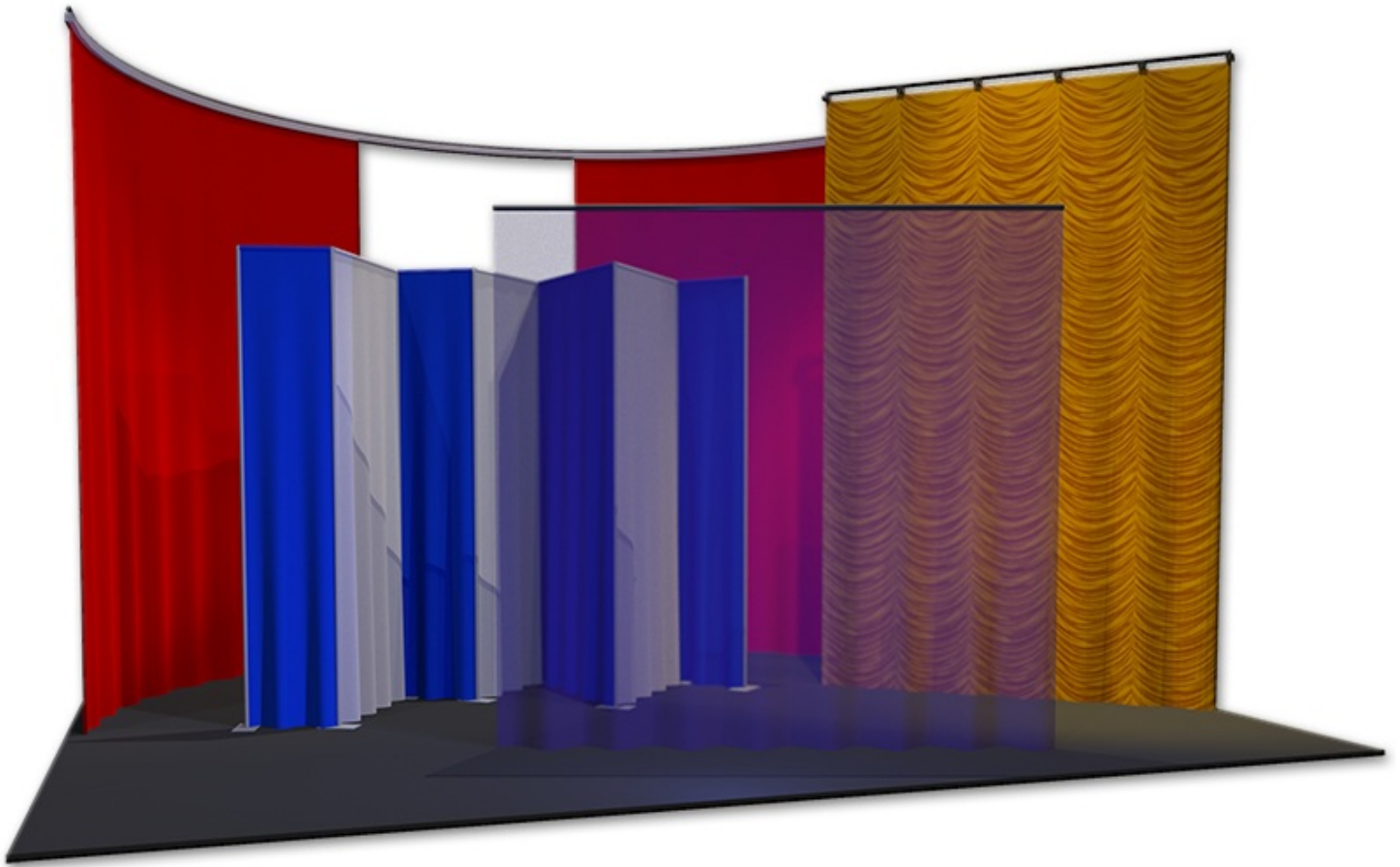


SoftGoods 2

build 2.41



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:

- Vectorworks Spotlight® and Designer® are not required. *SoftGoods 2* works in any 2018 or newer Vectorworks® product.
- 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.
- **NEW in version 2.301**, text blocks can include bubbles and leader lines.
- **NEW in version 2.41**, raw material weight calculation and reporting has been simplified and weights for raw materials are managed through a new “Raw Materials Options” dialog.
- **NEW in version 2.41**, Vectorworks® structural units replace dedicated lb and kg fields.
- **NEW in version 2.41**, the Vectorworks® Resource Selector system is used for choosing custom Textures specified in the “3D Curtain Options...” dialog.
- **NEW in version 2.41**, Braceworks® functionality has been implemented.

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**Starting with version 2.41, *SoftGoods 2* requires
Vectorworks® and Renderworks® 2018 or newer.**

License

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- 7) You understand and agree that the calculations and any suggested weights provided by these tools are intended as estimates only and that Landru Design makes absolutely no representations, guarantees, or warranties regarding their accuracy. You acknowledge that you are **STRONGLY** advised to perform your own calculations and to confirm all weights. You agree to assume all liability arising from using these tools and agree to hold harmless and indemnify Landru Design in the event that miscalculations and/or inaccurate data causes or allows loss or damage of any kind.

Installation

If you're transitioning from a version of SoftGoods 2 older than build 2.41 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**:

“Plug-ins/Landru”	“Libraries”
<p>Together, “Plug-ins” and “Plug-ins/Landru” contain four files: a tool, <i>SoftGoods 2.vso</i>; two commands, <i>Convert to SoftGoods 2.vsm</i> and <i>Check or Add Landru Keys.vsm</i>; and a resource file, <i>LandruStrings.vwr</i>.</p> <p>As the folder name hints, copy all four of the files in this folder into your Vectorworks® 2021 ** “Plug-ins” folder. The “Plug-ins” folder is found either in your main application folder or in your User folder.</p> <p>If you have older versions of the supplied files installed, you'll need to delete the old files or move them to another folder before adding the new files.</p> <p>If you wish, <i>SoftGoods 2.vso</i>, <i>Convert to SoftGoods 2.vsm</i>, and <i>Check or Add Landru Keys.vsm</i> can be placed in a sub-folder of the Plug-ins folder other than “Landru” but <i>LandruStrings.vwr</i> <u>MUST</u> be placed in the Plug-Ins folder.</p>	<p>This folder contains a folder containing one or more folders and 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.</p> <p>As the folder name hints, copy contents of this folder into your Vectorworks® 2021 ** “Libraries” folder. The “Libraries” folder is found either in your main Vectorworks® application folder or in your User folder. It is VERY important that you NOT change any of these folder names.</p>

** “2021” can also be “2020,” “2019,” 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:

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

A file called "Texture_Destroyer_20**.vwx" is also included in the Zip file. This is for users who are needing to open files created in Vectorworks® versions older than 2014 (including Template files) and are having issues with Textures created by our tools not being generated correctly. If this applies to you, open the file and follow the instructions. If not, simply ignore this file.

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 into 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® "Point On Arc" vertex mode/type.*

The *Check and Add License Keys* dialog may appear the first time you use this tool. If so, paste/enter the key provided by Landru Design, click the "Add" button, and then the "OK" button. If the key entered is correct, you should not see this dialog again. If you don't have a key, visit [the Landru Design Web site](#) for information about purchasing a license. *(The Check or Add Landru Keys command that you may have added to your Workspace will allow you to check which Landru Design license keys are installed and to add additional keys as-needed.)*

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

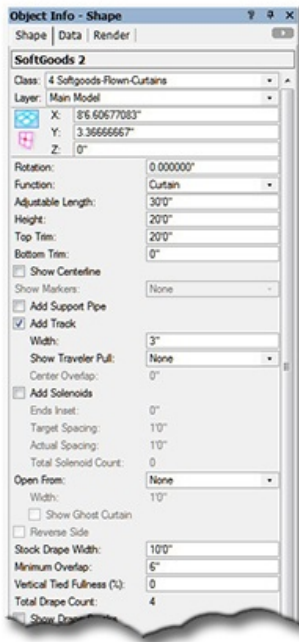
To resize or alter the shape of a *SoftGoods 2* object, enable Vectorworks'® Interactive Scaling, double-click the object to activate the Reshape tool, and move, add, subtract, or redefine *SoftGoods 2*'s Control Points (the small blue squares that appear in the model) in a similar fashion to manipulating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

To keep the interface clean, not all of *SoftGoods 2*'s parameters will be visible or available in the Object Information 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 and theatrical teaser 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.

[\(See Pages 11-12 for more information on "Pipe-and-Drape" settings.\)](#)

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 plane 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 plane 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 Support Pipe: Draws a top 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.)

Center Overlap: The center overlap of a bi-part curtain. (Only enabled if “Add Track” is toggled on and “Open From” “Center” is chosen..)

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 visible if the *SoftGoods 2* object contains **ONLY 2 point vertices**, creating a single, straight-segment *SoftGoods 2* object.)

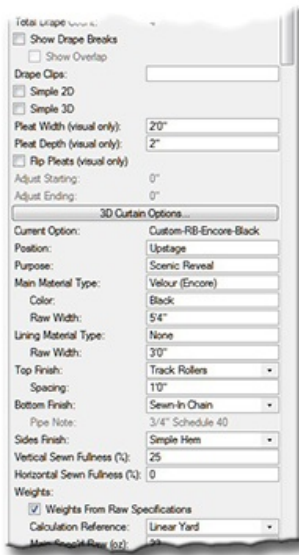
Stock Drape Width: The width of an individual stock drape panel.

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.)

Curtain or Border parameters, continued...



Show Drape Breaks: Shows graphic indication of starting-points of individual drape panels.

Show Overlap: Shows graphic indication for amount of overlap (if any) for adjacent drape panels.

Drape Clips: A place for entering drape clip count or note.

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...: Opens 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.” [\(See page 13 for more information on.\)](#)

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

Position: A place for entering a note about the curtain’s position.

Purpose: A place for entering a note about the curtain’s purpose.

Main Material Type: A place for entering a note about the curtain’s main 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’s lining information.

Raw Width: The width of the bolt of raw fabric used to create the curtain’s lining. *(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.

Pipe Note: A place for entering a bottom pipe note, such as pipe type. *(Only available if an appropriate “Bottom Finish” is chosen.)*

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 is solely for weight calculations and has no effect on the construction of the 3D model elements or in “Total Drape Count.” Use “Vertical Tied Fullness %” to affect the latter. This parameter DOES affect weight calculations if “Weights From Raw Specifications” is toggled on.)*

Horizontal Sewn Fullness %: A place for entering manufactured horizontal curtain fullness information (for example, for Austrian curtains). *(This is solely for weight calculations and has no effect on the construction of the 3D model elements or in “Total Drape Count” but DOES affect weight calculations if “Weights From Raw Specifications” is toggled on.)*

***** See “Notes About SoftGoods 2’s Weight Estimating Feature” on page 17 for more detailed information about the next several parameters. *****

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

Calculation Reference: The fabric weight reference for calculating “Spec’ed Raw” weights: ounces per linear yard, ounces per square yard, or grams per square meter. *(Only enabled if “Weights From Raw Specifications” is toggled on.)*

Curtain or Border parameters, continued...

Calculation Reference: Linear 1012

Main Spec'd Raw (oz): 22
Lining Spec'd Raw (oz): 5

Raw Materials Options...

Raw Total: 173.01 lb
Raw Distributed: 5.77 lb/ft
Safety Margin (%): 5
Final Total: 181.66 lb
Final Distributed: 6.06 lb/ft

Note: Stock #42

Text Options...

Default Text Positions

Parts Classes...

Update

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Load Information:

Include in Calculations:

Load Group Name: Scenery
Load ID:
Load Name: SoftGoods 2
Distributed Weight: 6.06 lb/ft
Total Weight: 181.66 lb

Move: Entire Object
Vertex: [Left] [Center] [Right]
X: 86.60677083
Y: 3.36666667

Add Vertex
Delete Vertex
Type: Corner Vertex
Hide Next Edge

Closed
Vertices: 2
Perim: 30'0"
Area: sq ft

Name:

Main Spec'd Raw (oz) or Main Spec'd Raw (g): The raw fabric weight (in the appropriate unit) for the main part of the curtain for the chosen "Calculation Reference." (Only enabled if "Weights From Raw Specifications" is toggled on. The actual unit displayed is based on the file's chosen structural unit.)

Lining Spec'd Raw (oz) or Lining Spec'd Raw (g): The raw fabric weight (in the appropriate unit) for the lining of the curtain for the chosen "Calculation Reference." (Only enabled if "Weights From Raw Specifications" is toggled on and "Lining Material Type" is not blank or "None." The actual unit displayed is based on the file's chosen structural unit.)

Raw Materials Options...: Opens the "Raw Materials Options" dialog. This dialog will allow weight values to be entered for non-fabric raw materials and select hardware. (Only enabled if "Weights From Raw Specifications" is toggled on. [See page 14 for more information.](#))

Raw Total: The calculated total raw weight of the curtain or border - including finishes and/or chosen hardware. (Only enabled if "Weights From Raw Specifications" is toggled on.)

Raw Distributed: The calculated distributed raw weight of the curtain or border - including finishes and/or chosen hardware. (Only enabled if "Weights From Raw Specifications" is toggled on.)

Safety Margin (%): The desired safety margin, based on a percentage of the calculated "Raw Total" curtain weight. (Only enabled if "Weights From Raw Specifications" is toggled on.)

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

Final Total: The final total weight of the curtain or border - including "Safety Margin."

Final Distributed: The final distributed weight of the curtain or border - including "Safety Margin."

*** Assuming "Weights From Raw Specifications" is NOT selected...: If a "Final Total" value is entered, "Final Distributed" will be automatically calculated. If a "Final Distributed" value is entered, "Final Total" will be automatically calculated. ***

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

Text Options...: Opens the "Text Options" dialog. This dialog will allow you to show or hide and change attributes of SoftGoods 2 text. ([See page 15 for more information.](#))

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

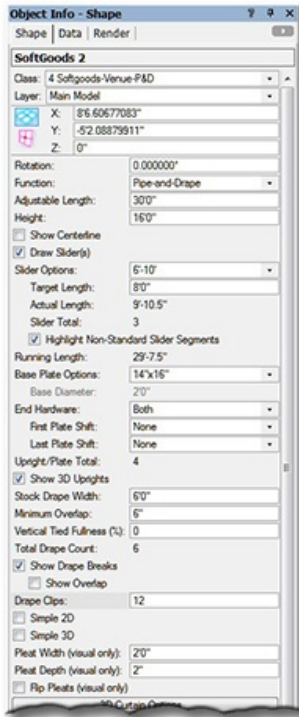
Parts Classes...: Opens the "Parts Classes" dialog, used to assign the different elements comprising the SoftGoods 2 model to different Classes.. ([See page 16 for more information.](#))

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.

Load Information: Braceworks®-related parameters and controls. The Weight values in this section are determined by parameters elsewhere in the Object Information Palette and should not be edited, here. For Vectorworks 2021® and newer, "Total Weight" and "Distributed Weight" are disabled.

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 and theatrical teaser 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 Information 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.

Drape Clips: A place for entering drape clip count or note.

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...: Opens 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.](#))

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

Position: A place for entering a note about the curtain’s position.

Purpose: A place for entering a note about the curtain’s purpose.

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.*)

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

Text Options...: Opens the “Text Options” dialog. This dialog will allow you to show or hide and change attributes of SoftGoods 2 text. ([See page 15 for more information.](#))

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 16 for more information.](#))

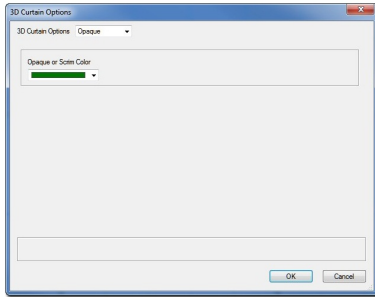
Update: Regenerates the SoftGoods 2 object. You might need to click this if you’re making changes regarding using Class Attribute settings.

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

Load Information: Braceworks®-related parameters and controls. The Weight values in this section are determined by parameters elsewhere in the Object Information Palette and should not be edited, here. For Vectorworks 2021® and newer, “Total Weight” and “Distributed Weight” are disabled.

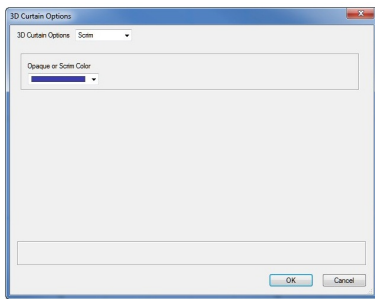
3D Curtain Options dialog

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



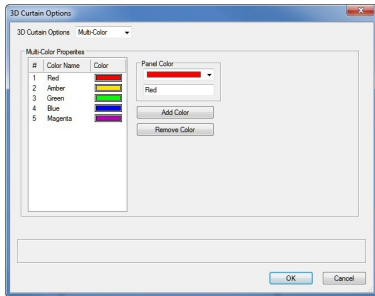
Opaque

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



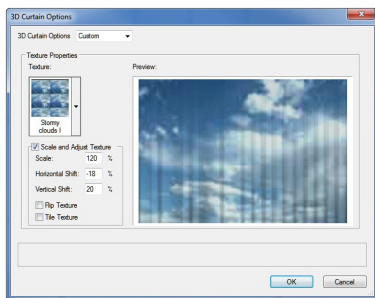
Scrim

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” Resource Selector and displays a preview of that Texture applied to a sample curtain in the “Preview” window. The “Texture” Resource Selector offers Renderworks Textures available in the current working file, in Vectorworks® files stored in the “Libraries\Defaults\Soft Goods - Custom Textures” folder (found in your User or main Vectorworks® application folder), and in the on-line Service Select library.

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.

Raw Materials Options dialog

Calculation Reference:	<input checked="" type="radio"/> Distributed Weight	<input type="radio"/> Total Weight
	(lb./ft)	(lb)
Top Pipe:	2.75000011	82.50001728
Bottom Pipe:	2.75000011	82.50001728
Track:	2.35	70.50001185
Track Rollers:	0.875	26.25000441
Chain:	0.21	6.30000106
Lead Tape:	0.17500001	5.2500011
Rope Ties:	0.12500001	3.75000079
"S" Hooks:	0.12500001	3.75000079
Snap Hooks:	0.12500001	3.75000079
Twill Ties:	0.12500001	3.75000079
Tensioning Lines:	0.0075	0.15000003
Webbing:	0.18749997	5.62500017
Velcro:	0.18749997	5.62500017

For Help, press F1 or click the ? icon

OK Cancel

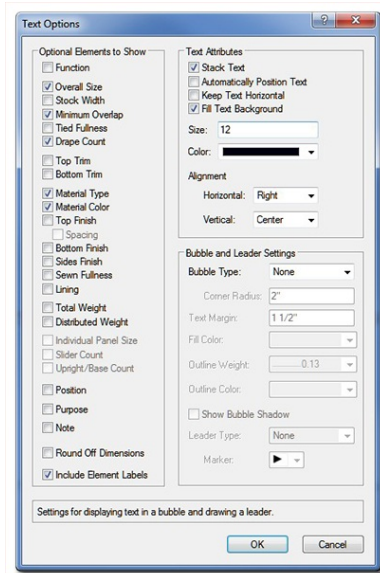
This dialog allows weight values to be entered for the various pieces of hardware and other raw materials available as options and finishes for *SoftGoods 2* configurations. As options are chosen in the Object Information Palette, appropriate lines, here, will be enabled, allowing weight values to be entered.

Either metric or imperial values are displayed, based on the chosen file structural units.

If the "Distributed Weight" radio button is selected, weight values should be entered in terms of grams-per-meter or U.S. pounds-per-foot. "Total Weight" values will then be calculated based on the overall length of the *SoftGoods 2* instance.

If the "Total Weight" radio button is selected, weight values should be entered in terms of kilograms or U.S. pounds. "Distributed Weight" values will then be calculated based on the overall length of the *SoftGoods 2* instance.

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.

Bubble and Leader Settings *(only enabled if at least one text element is selected to be shown):*

Bubble Style: The style of the bubble around the text: “None,” “Box,” or “Rounded Rect.”

Corner Radius: The radius size of the rounded rectangle corners. *(Only enabled if the “Rounded Rect.” Bubble Style is chosen.)*

Text Margin: The size of the margin around the text.

Fill Color: The fill color of the bubble.

Outline Weight: The line weight of the bubble outline.

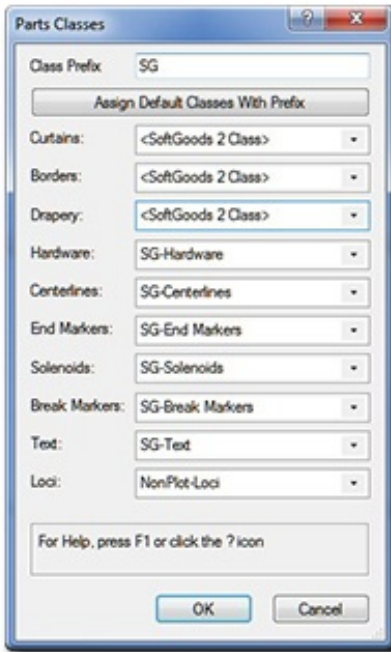
Outline Color: The line color of the bubble outline.

Show Bubble Shadow: Toggle to give the bubble a drop-shadow.

Leader Type: The style of the bubble leader line: “None,” “Line,” or “Bezier.”

Marker: Options for setting text alignment and justification. *(Only enabled if a Leader Type other than “None” is chosen.)*

Parts Classes dialog



Class Prefix: The prefix that will be applied to each suggested Class generated if the “Assign Default Classes With Prefix” button is clicked.

Assign Default Classes With Prefix: A button to populate each of the Class Pop-Ups with suggested Class names, each (except for “Loci”) 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 that the individual part is simply using the given *SoftGoods 2* object’s overall Class. By-default, “Loci” are assigned to the “NonPlot-Loci” 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, Break Markers, and Loci are all assigning the given parts to Classes generated by clicking the “Assign Default Classes With Prefix” button.

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...

Entering a total curtain weight into the “Final Total” field will calculate the “Final Distributed” weight. 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. Changing instance dimensions will have no effect on either value.

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, hardware, and raw material weights. The raw fabric weights are given in either grams or U.S. ounces and correspond either to the reference 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.

Paint and moisture allowances should be included in the “Safety Margin (%)” parameter.

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

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