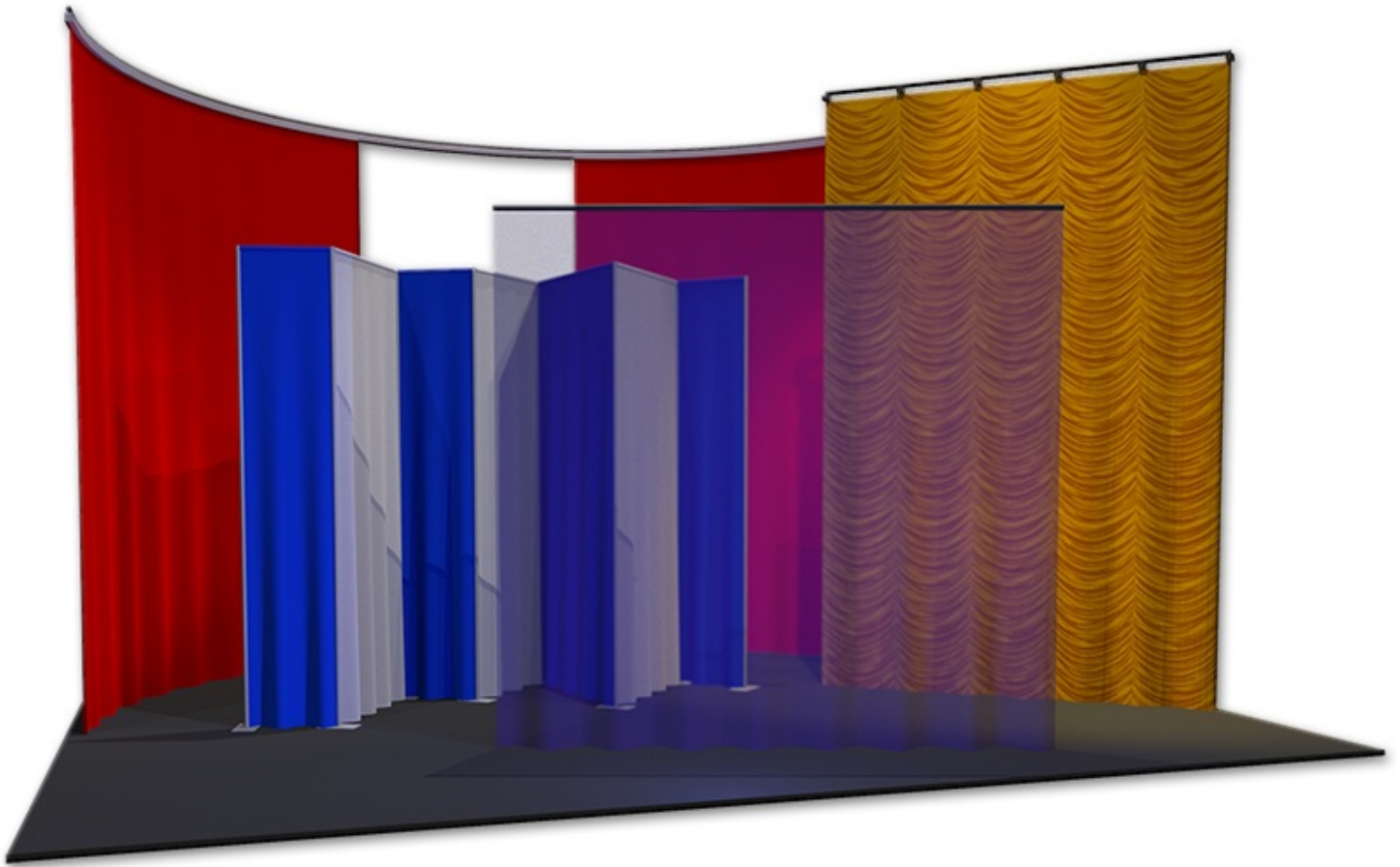


SoftGoods 2

build 2.22



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 a “Weight” field for Curtains and Borders.
- **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.
- 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.

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**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 previous version of SoftGoods 2 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 three files: a tool, <i>SoftGoods 2</i>; a command, <i>Convert to SoftGoods 2</i>; and a resource file, LandruStrings.vwr (or, for Vectorworks 2014, LandruStrings.xml).</p> <p>As the folder name hints, copy all three of the files in this folder into your Vectorworks® 2017 ** 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® 2017 ** Libraries/Defaults folder. The Libraries/Defaults folder is found either in your main Vectorworks® application folder or in your User folder. It is VERY important that you NOT change this folder name.</p>

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

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 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.

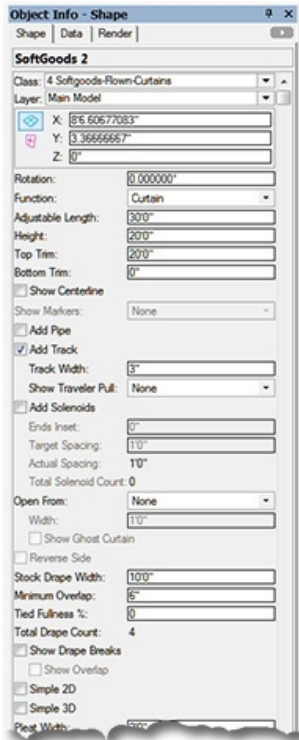
To resize or alter the shape of a *SoftGoods 2* object, enable Vectorworks'® Interactive Scaling, double-click the object, and move, add, subtract, or redefine *Softgoods 2's* Control Points (the small blue squares that appear in the model) in a similar fashion to manipulating Vectorworks'® Polyline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

Track 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.

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.

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

Curtain or Border parameters, continued...

Pleat Width and Pleat Depth: Settings for changing pleat geometry.

Flip Pleats: Swaps “positive” and “negative” portions of the curtain geometry.

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 12 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.

Material 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.)*

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

Weight (lb) or Weight (kg): The weight of the whole curtain. If the drawing units are Imperial, this should be entered in U.S. pounds. If the drawing units are Metric, this should be entered in kilograms. When the weight is entered in a given unit, the other is automatically calculated and stored. *(Only available if the “Curtain” or “Border” “Function” is chosen.)*

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.

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

Lining: A place for entering curtain lining information.

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 13 for more information on the “Text Options” dialog.)*

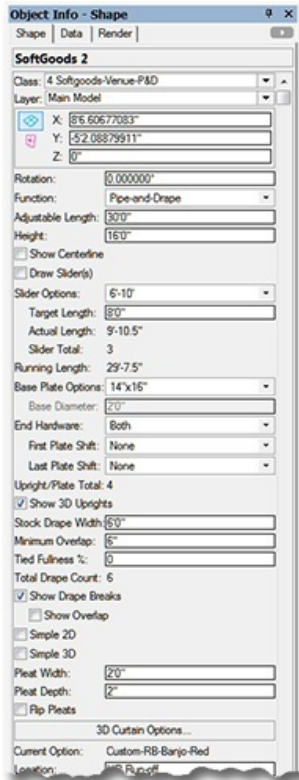
Default Text Positions: A button to return text to its default location. *(Only enabled if text has been inserted.)*

Parts Classes...: A button to open the “Parts Classes” dialog, used to assign the different elements comprising the *SoftGoods 2* model to different Classes.. *(See page 14 for more information on the “Parts Classes” dialog.)*

Update: A button to regenerate 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.

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.

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).

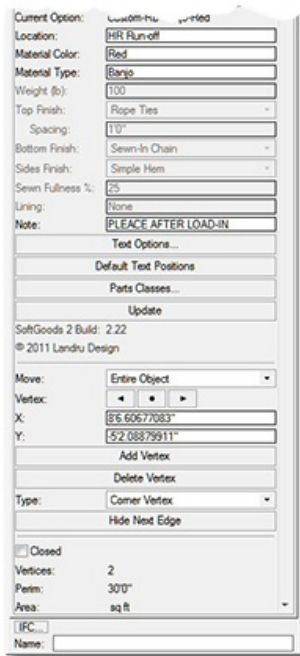
Pleat Width and **Pleat Depth:** Settings for changing pleat geometry.

Flip Pleats: Swaps “positive” and “negative” portions of the curtain geometry.

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 12 for more information on the “3D Options” dialog.)

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

Pipe-and-Drape parameters, continued...



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

Material 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.)*

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

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 13 for more information on the “Text Options” dialog.)*

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

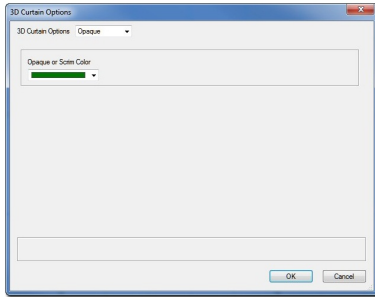
Parts Classes...: A button to open the “Parts Classes” dialog, used to assign the different elements comprising the *SoftGoods 2* model to different Classes.. *(See page 14 for more information on the “Parts Classes” dialog.)*

Update: A button to regenerate 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.

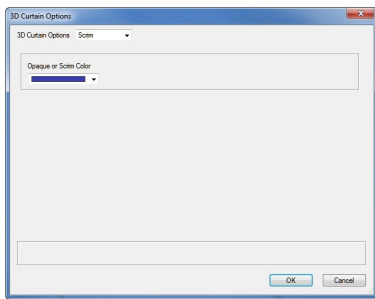
3D Curtains Options dialog

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



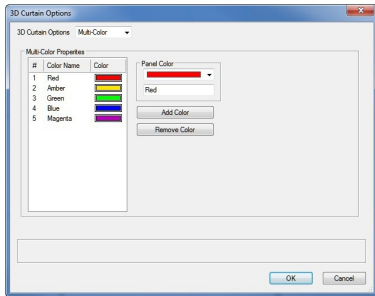
Opaque

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



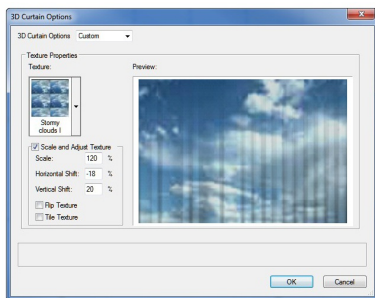
Scrim

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:

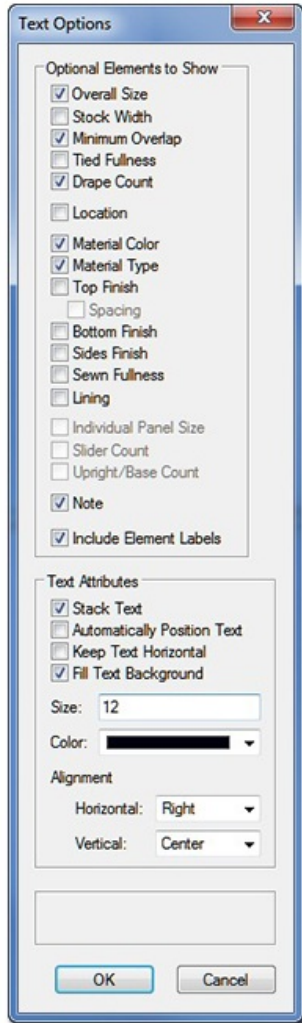
Scale: The scale of the Texture. “100%” fits the Texture to the curtain’s width.

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.

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: Toggle on to keep text horizontal, regardless of the *SoftGoods 2* rotation angle.

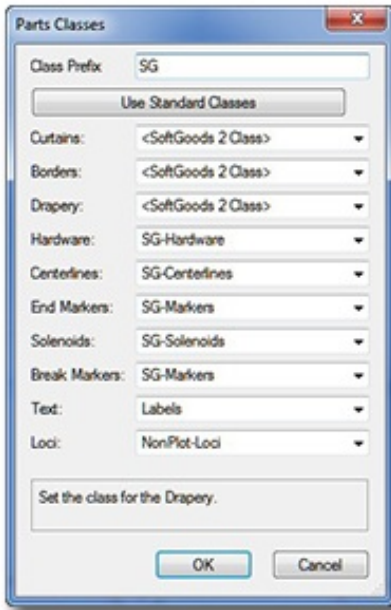
Fill Text Background: Toggle to make text background opaque or transparent.

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

Color: A pop-up to let you pick the color of the text element using the Vectorworks® Color Picker.

Horizontal and Vertical Alignment: Pop-ups to let you select text justification and alignment.

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.