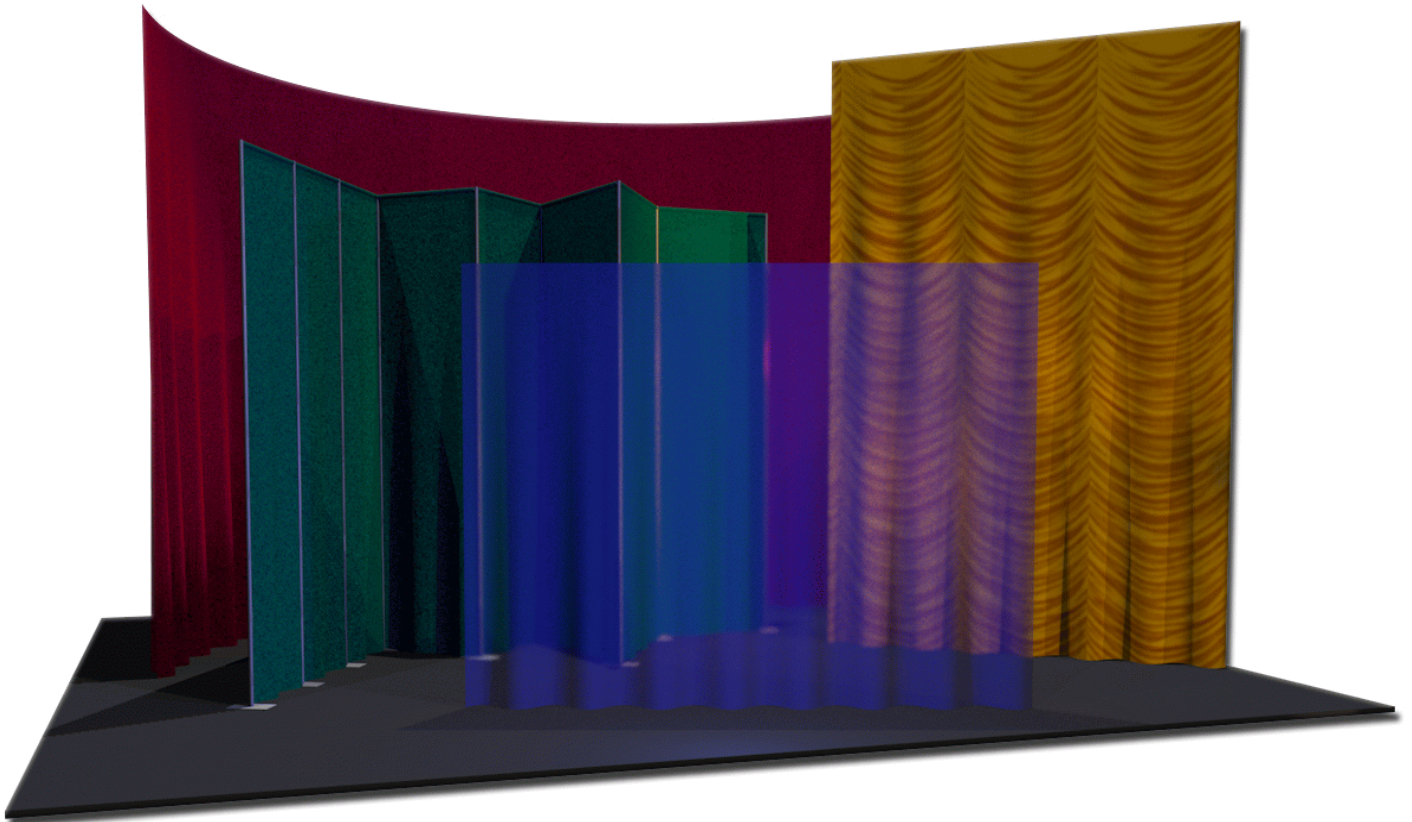


SoftGoods 2

build 2.0



manual



Nashville, TN, USA
 www.landrudeign.com
 main@landrudeign.com

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:

- **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 and tracks.
- 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.
- The different object parts can be automatically assigned to different Classes.

Table of Contents

System Requirements and License 4

Installation 5

General Introduction 6

Curtain and Border Modes. 7-8

Pipe-and-Drape Mode. 9-10

3D Options Dialog 11

Text Options Dialog 12

***SoftGoods 2* requires Vectorworks® and Renderworks® 2012 or newer.** If you are using older versions of Vectorworks®, contact Landru Design at main@landrudesign.com regarding tools for those versions.

License

By downloading and using this (or any) version of any of *SoftGoods 2*, you agree to the following:

- 1) You agree that you are using *SoftGoods 2* under a license granted by Landru Design.
- 2) You agree that all title, ownership, rights, intellectual property rights in and to *SoftGoods 2* and all copies thereof, regardless of form (including, but not limited to, computer or source code and any related documentation), are owned or expressly licensed by Landru Design. Such rights extend to all updates of *SoftGoods 2* and any related derivative works.
- 3) You agree not sell, rent, lend, loan, lease or otherwise transfer or distribute the *SoftGoods 2* software. Furthermore, you agree not to modify, disassemble, decompile, or reverse-engineer the *SoftGoods 2* software.
- 4) You agree that a download/license of *SoftGoods 2* is intended for a single, individual user. Please contact Landru Design for multi-user/site licensing.
- 5) You agree that this license may be terminated by Landru Design if you fail to comply with its terms and conditions. You agree that, upon such termination, you will destroy (or permanently erase) all copies of *SoftGoods 2*.
- 6) You agree that *SoftGoods 2* is provided "as is" and is provided without warranty of any kind, either express, implied, or statutory, including but not limited to, any implied warranties of merchantability or fitness for a particular purpose. You agree not to hold Landru Design or any of their owners, personnel, subsidiaries, or affiliates responsible for any damages of any kind resulting from the use of this software, including but not limited to, inaccuracies, loss of data, loss of goodwill, work stoppage, computer or software failure or malfunction - and all other direct, indirect, incidental, special, exemplary or consequential damage and losses. In the event that Landru Design is found liable to you, you agree that such liability shall not exceed the amount of fees paid by you for the use of *SoftGoods 2*

Installation

SoftGoods 2 consists of two files:

- < SoftGoods 2.vso
- < Convert to SoftGoods 2.vsm

Copy both files to the Plug-Ins folder of your Vectorworks® folder.

Vectorworks® should not be running during this installation process.

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 a previous 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. 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.

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

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

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

Show Traveler Pull: Draws a graphic showing which end of a track holds traveler pull lines - “None,” “Start” or “End.” (*Only available “Add Track” 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 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 a stock individual drape panel.

Total Drape Count: Taking into account the “Stock Drape Width,” 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.*)

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.

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 “Image.” (*See page 11 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.

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.

Fullness %: A place for entering curtain fullness information. (*This has no effect on the construction of the 3D model elements.*)

Lining: A place for entering curtain lining information.

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

Curtain or Border parameters, continued...

Class SoftGoods 2 Parts: Toggle to place the different elements comprising the *SoftGoods 2* model into different Classes.

Class Set: Allows you to choose from 5 different sets of Classes for assigning attributes by-Class, similar to other tools' "Style" Classes. (*Only available if "Class SoftGoods 2 Parts" is toggled on.*)

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 12 for more information on the "Text Options" dialog.*)

Default Text Positions: Returns text to default locations.

Update: A button to regenerate the *SoftGoods 2* object. You might need to click this when toggling "Class SoftGoods 2 Parts" on and off if you're 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 Size: A list of standard base plate sizes, including a standard boom base.

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 a stock individual drape panel.

Total Drape Count: Taking into account the “Stock Drape Width,” 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.)

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 “Image.” (See page 11 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.) color

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.

Pipe-and-Drape parameters, continued...

Class SoftGoods 2 Parts: Toggle to place the different elements comprising the *SoftGoods 2* model into different Classes.

Class Set: Allows you to choose from 5 different sets of Classes for assigning attributes by-Class, similar to other tools' "Style" Classes. (*Only available if "Class SoftGoods 2 Parts" is toggled on.*)

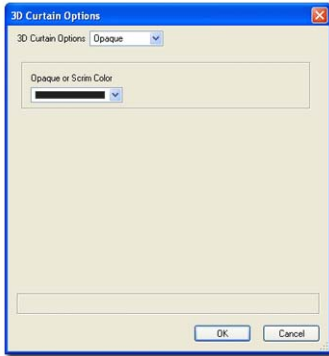
Text Options...: A button to open the "Text Options" dialog. This dialog will allow you to show or hide and change attributes of *SoftGoods 2* text. (*See page 12 for more information on the "Text Options" dialog.*)

Default Text Positions: Returns text to default locations.

Update: A button to regenerate the *SoftGoods 2* object. You might need to click this when toggling "Class SoftGoods 2 Parts" on and off if you're using Class Attribute settings.

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

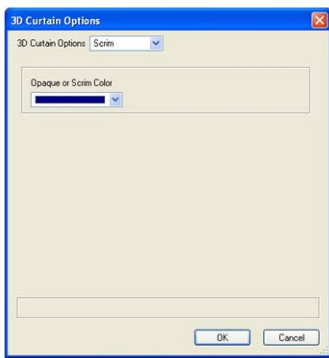
3D Curtains Options Dialog



Opaque

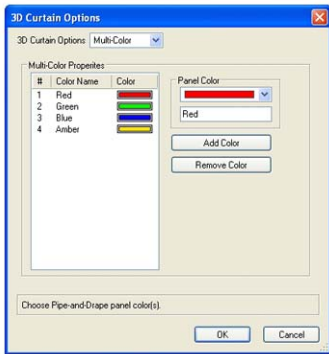
3D Curtain Options: A pop-up list of attribute options for the 3D portion of the SoftGoods 2 model:

Opaque: *SoftGoods 2* creates and assigns an opaque texture and the Vectorworks® Color Picker is used to choose the desired color. (See the first dialog example on the left.)



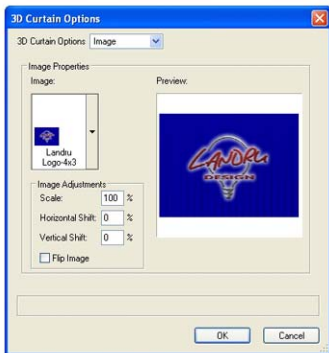
Scrim

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. (See the second dialog example on the left.)



Multi-Color

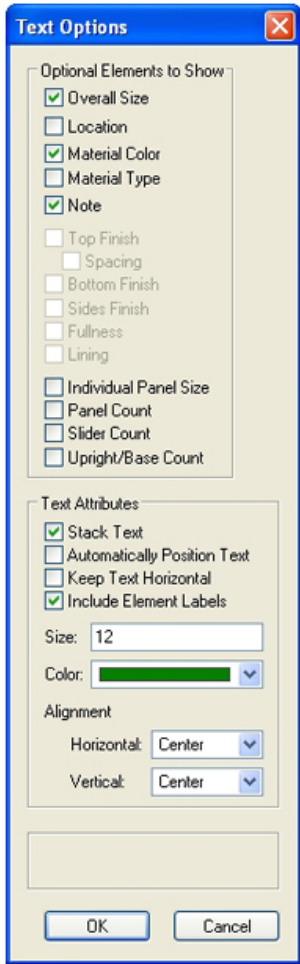
Multi-Color: *Only available for Pipe-and-Drape models.* *SoftGoods 2* creates and assigns an opaque texture. The Vectorworks® Color Picker is used to choose a color for each pipe-and-drape panel. New colors are added and existing colors are removed using the “Add Color” and “Remove Color” buttons. Colors 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. (See the third dialog example on the left.)



Image

Image: *SoftGoods 2* assigns the Image chosen in the “Image” pop-up picker and displays a preview of that texture applied to a sample curtain in the “Preview” window. The “Image” pop-up picker displays all Renderworks Textures available in the current drawing. Using the “Image Adjustments” parameters, the Image can be scaled, shifted, and flipped. (A Scale of 100% means that the selected Image’s width matches a given *SoftGoods 2* segment’s width.) (See the fourth dialog example on the left.)

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, the elements appropriate for “Pipe-and-Drape” are disabled for “Curtain” or “Border” models.

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 checked, text will always be placed at the *SoftGoods 2* object’s origin.

Unchecking 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.

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 alignment and justification.