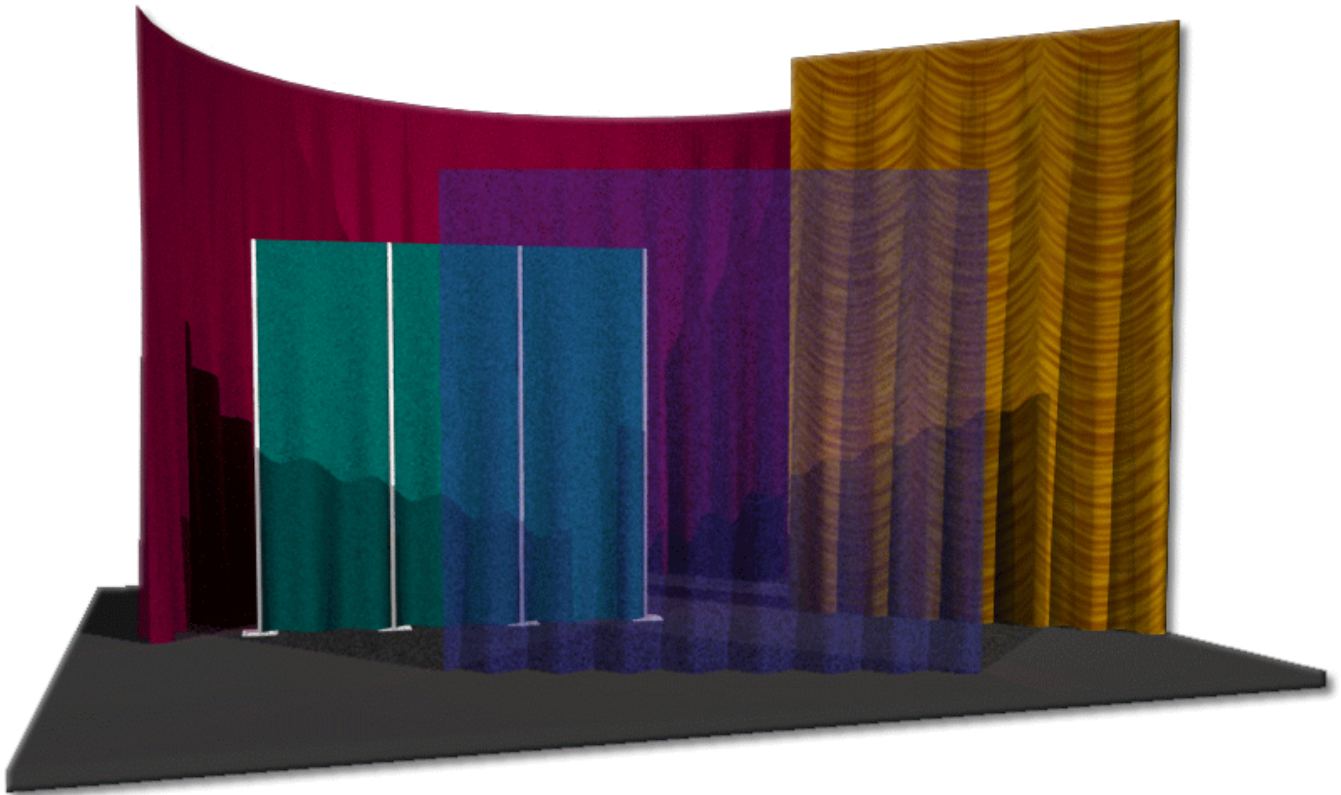


# SoftGoods

build 1.321



manual



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

### **Notable features:**

- Models can be created from-scratch or based on pre-existing geometry (lines, arcs, polygons, and straight polylines).
- Resizing curtains (including curved curtains' radii) is as easy as dragging 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.
- In addition to opaque single-color curtains, *SoftGoods* can create models with easily-mapped images (with adjustable scale and positioning) and scrims.
- All model elements are automatically textured.
- Select text can be shown and various data can be tracked for WorkSheets and Reports.
- The different object parts can be automatically assigned to Classes.

***SoftGoods* requires Vectorworks® and Renderworks® 2009 or newer.**

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## Installation

*SoftGoods* consists of two files:

- < SoftGoods.vso
- < Convert to SoftGoods.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* 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 "Convert to SoftGoods" into the desired menu position in the right-hand pane.
- Click "OK."

## Using *SoftGoods*

Starting with pre-existing geometry:

Select lines, polygons, arcs, and/or straight polylines. **While in 2D/Plan View**, Select the “Convert to SoftGoods” menu item. Arcs will be converted to curved curtains. For other geometry, individual straight *SoftGoods* segments will be created. If an initial settings dialog appears, make any default changes you wish and click “OK.”

Creating *SoftGoods* models from-scratch:

Select the *SoftGoods* icon from the tool palette to which you added it earlier. Click in your drawing where you want your *SoftGoods* object to start. Click where you want your object to finish. If an initial settings dialog appears, make any default changes you wish and click “OK.”

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

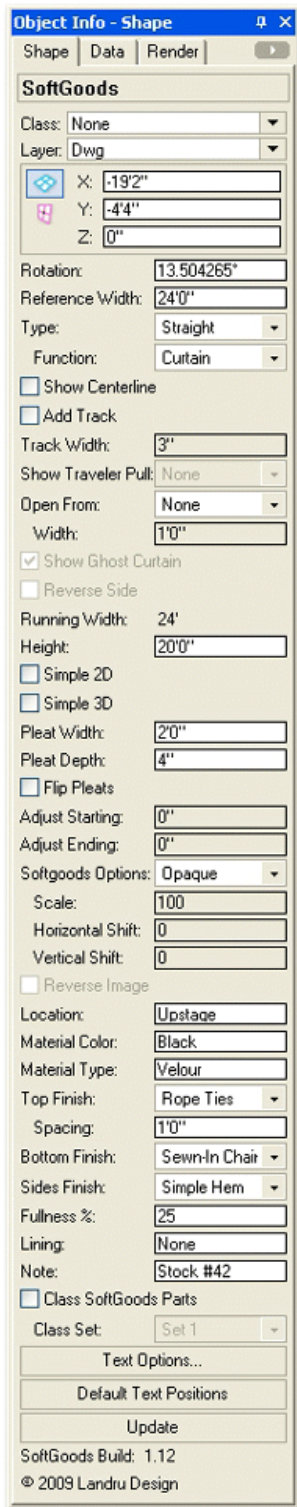
To resize *SoftGoods* objects, enable Vectorworks’® Interactive Scaling and move *Softgoods*’ Control Points (the small blue squares that appear in the model).

To keep the interface clean, not all of *SoftGoods*’ 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*’ 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 ground plane to the bottom of the Curtain or Border.)

**Reference Width:** The distance between the endpoints of the *SoftGoods* instance.

**Type:** “Straight” or “Curved.”

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

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

**Border:** Draws softgoods elements offset relative to the reference geometry. Offset side is changed using “Reverse Side.”

**Pipe-and-Drape:** Creates straight pipe-and-drape runs. (*The “Pipe-and-Drape” option is only included if “Type” is “Straight.” See pages 8-9 for info on “Pipe-and-Drape” settings.*)

**Show Centerline:** Draws the *SoftGoods* 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.*)

**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 Width:** The total width - or linear dimension - of the softgoods.

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

**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.*)

**Softgoods Options:** “Opaque,” “Scrim,” or “Image.”

**Opaque:** Opaque softgoods. Color is determined by the fill color assigned by Attributes Palette or Class graphics definition.

**Scrim:** Semi-transparent softgoods. Color is determined by the fill color assigned by Attributes Palette or Class graphics definition.

**Image:** Maps the texture assigned to the *SoftGoods* object through the Render tab of the Plug-In Object’s Object Info Palette.

**Scale %:** The size of the image. 100% matches the image’s width to the curtain’s width. (*Only available if “Image” from “Softgoods Options” is chosen.*)

**Horizontal Shift:** Sets the horizontal displacement of the screen image, as a percentage of the curtain’s width. Negative values move the image to the left; positive, to the right. (*Only available if “Image” from “Softgoods Options” is chosen.*)

**Vertical Shift:** Sets the vertical displacement of the screen image, as a percentage of the curtain’s height. Negative values move the image down; positive, up. (*Only available if “Image” from “Softgoods Options” is chosen.*)

**Reverse Image:** Mirrors the image mapped to the softgoods. (*Only available if “Image” from “Softgoods Options” is chosen.*)

**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.*)

**Curtain or Border parameters, continued...**

**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.

**Class SoftGoods Parts:** Toggle to place the different elements comprising *SoftGoods* 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 Parts" is toggled on.*)

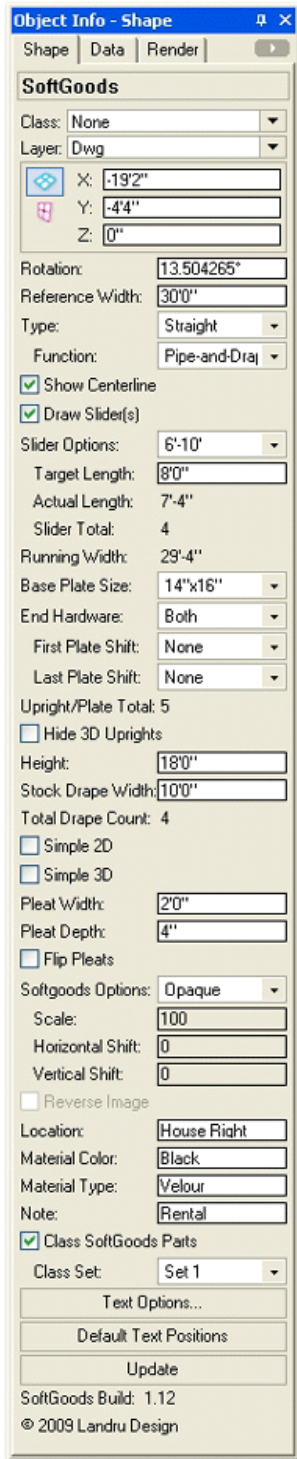
**Text Options...:** A button to open the "Text Options" dialog. This dialog will allow you to show or hide and change attributes of *SoftGoods* text. (*See page 10 for more information on the "Text Options" dialog.*)

**Default Text Positions:** Returns text to default locations.

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

**SoftGoods Build:** The build number of the *SoftGoods* 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 ground plane to the bottom of the Curtain or Border.)

**Reference Width:** The distance between the endpoints of the *SoftGoods* instance.

**Type:** “Straight” or “Curved.”

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

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

**Border:** Draws softgoods 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. (The “Pipe-and-Drape” option is only included if “Type” is “Straight.”)

**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 one of the standard lengths, *SoftGoods* will calculate counts and lengths based on the “Target Length” you enter and the reference line length. If you choose “Custom” *SoftGoods* will determine the over-all Pipe-and-Drape run length based on the “Target Length” and “Slider Total” you enter.

**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* 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* will correct your entry. If you choose the “Custom” “Slider Option” the value you enter here is fixed.

**Actual Length:** The actual slider length, as calculated by *SoftGoods*.

**Slider Total:** If you choose one of the standard sliders, *SoftGoods* 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 Width:** 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 Reference Width.)

**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.” (For instances in which one or both of the ends of your Pipe-and-Drape run connects with another Pipe-and-Drape run.)

**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.

**Hide 3D Uprights:** Hides the 3D upright poles so Pipe-and-Drape runs appear to be a solid run of curtain in renderings.

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

**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. 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.

**Softgoods Options:** “Opaque,” “Scrim,” or “Image.”

**Opaque:** Opaque softgoods. Color is determined by the fill color assigned by Attributes Palette or Class graphics definition.

**Scrim:** Semi-transparent softgoods. Color is determined by the fill color assigned by Attributes Palette or Class graphics definition.

**Image:** Maps the texture assigned to the *SoftGoods* object through the Render tab of the Plug-In Object’s Object Info Palette.

**Scale %:** The size of the image. 100% matches the image’s width to the curtain’s width. If “Hide 3D Uprights” is toggled on, this width is the whole width of the Pipe-and-Drape run. If not, this is the width of an individual run segment. (Only available if “Image” from “Softgoods Options” is chosen.)

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

**Horizontal Shift:** Sets the horizontal displacement of the screen image, as a percentage of the curtain's width. Negative values move the image to the left; positive, to the right. *(Only available if "Image" from "Softgoods Options" is chosen.)*

**Vertical Shift:** Sets the vertical displacement of the screen image, as a percentage of the curtain's height. Negative values move the image down; positive, up. *(Only available if "Image" from "Softgoods Options" is chosen.)*

**Reverse Image:** Mirrors the image mapped to the softgoods. *(Only available if "Image" from "Softgoods Options" is chosen.)*

**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.

**Class SoftGoods Parts:** Toggle to place the different elements comprising *SoftGoods* 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 Parts" is toggled on.)*

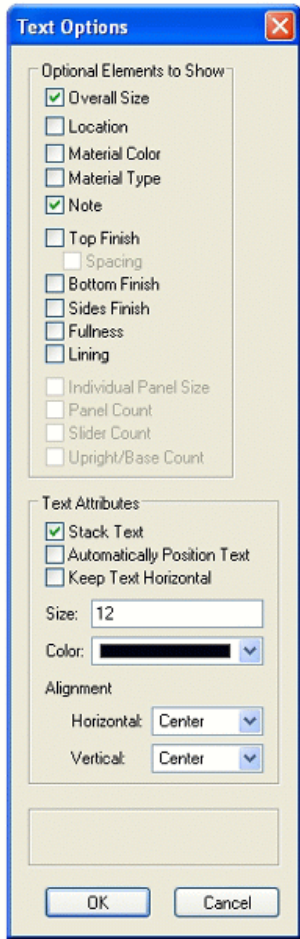
**Text Options...:** A button to open the "Text Options" dialog. This dialog will allow you to show or hide and change attributes of *SoftGoods* text. *(See page 10 for more information on the "Text Options" dialog.)*

**Default Text Positions:** Returns text to default locations.

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

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

## Text Options dialog



### Optional Elements to Show:

A list of potential text elements that can be shown as part of the *SoftGoods* model. Only items appropriate for a given *SoftGoods* function will be enabled. For example, as seen here, the elements appropriate for Pipe-and-Drape runs can't be shown on 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 centered on the *SoftGoods* reference line and offset from the model geometry. 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* 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.