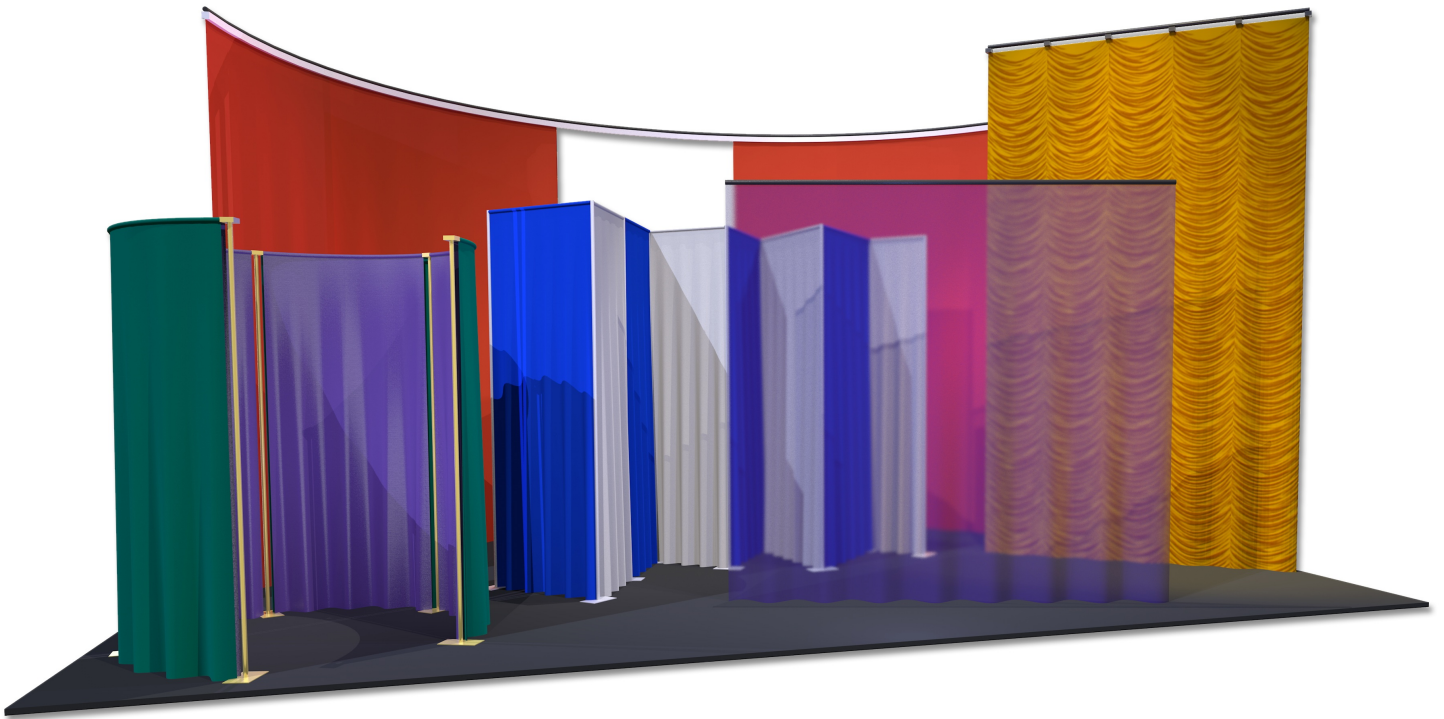


# SoftGoods 2

build 2.501



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 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 Options...” dialog.
- **NEW in version 2.41**, Braceworks® functionality has been implemented.
- **NEW in version 2.5**, double-wall pipe-and-drape runs can be created, with each side/wall having separate 3D Options.
- **NEW in version 2.5**, pipe-and-drape runs can created without bases and uprights.
- **NEW in version 2.5**, pipe-and-drape bases’ pin location can be specified, causing bases to shift forward or backward (for doing things like creating pipe-and-drape runs along walls).
- **NEW in version 2.5**, several new parameters have been added (“Position,” “Purpose,” “Drape Clips,” “Sandbags,” “Container ID,” “Vendor,” and “Cost.”
- **NEW in version 2.5**, “By-Class” attribute control for drapery has been simplified and custom Textures can be applied to hardware.
- **NEW in version 2.5**, labels for Pipe-and-Drape runs have been added. Label location and custom text can be spec’ed, as can the inclusion of Plug-In Object Path direction arrows.
- **NEW in version 2.5**, when using Vectorworks 2021® or newer, *SoftGoods 2* takes advantage of “Widget Groups,” allowing parts of the Object Information Palette to shrink as-needed.
- **NEW in version 2.5**, *SoftGoods 2* takes offers Vectorworks® “Styles” functionality.

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

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## Installation

Using the Vectorworks® Plug-in Manager Installer:

1. Back up any pre-existing content, like fabric Textures, you might wish to save.
2. With Vectorworks® running, open the Plug-in Manager through your Vectorworks® menu ([Tools][Plug-ins][Plug-in Manager...]).
3. Select the “Third-party Plug-ins” tab.
4. Click the “Install...” button.
5. In the dialog that opens, find the Zip file that you downloaded from our server. Select that file and click the “Open” button. Contents of the Zip file will be copied into the appropriate folders in your User Folder structure:
  - Manual → “...Plug-ins\Landru Manuals”
  - *LandruStrings.vwr* → “...Plug-ins”
  - Tools (*SoftGoods 2.vso*) and Commands (\*.vsm files) → “...Plug-ins\Landru Tools”
  - *Texture\_Destroyer\_20\*\*.vwx* → “...Plug-ins\Landru Utilities” (*This file contains a script for users who are needing to open files created in Vectorworks® versions older than 2014 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 folder and file.*)

The installer will also move pre-existing copies of any Landru Design Tools and Commands to the “...Plug-ins\Landru Tools” folder.

6. In the dialog that opens, click the “Restart” button.
7. After re-opening Vectorworks®, add the newly-installed tools and commands to your Workspace. See below if you’re not sure how to do that.

Manually installing the Tools and Commands:

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

“Landru Manuals”	“Landru Utilities”
This folder contains the PDF manual for <i>SoftGoods 2</i> . Copy this folder to wherever you’d like on your hard-drive.	This folder contains a file called “Texture_Destroyer_20**.vwx.” This file contains a script 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, copy this folder to wherever you’d like on your hard-drive, open the file, and follow the instructions. If not, simply ignore or delete this folder and file.

**“Plug-Ins”**

This folder and its sub-folder contain five files: the actual Plug-In file, 3 Command files, and a resource file.

As the folder name hints, copy the contents of the downloaded “Plug-ins” folder into your Vectorworks® 2021 (or, 2020, 2019, or 2018) “Plug-ins” folder. The “Plug-ins” folder is found either in your main application folder or in your User folder.

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.

If you wish, *SoftGoods 2.vso* and the \*.vsm files can be placed in a sub-folder of the Plug-ins folder other than “Landru Tools” but ***LandruStrings.vwr* MUST be placed in the “Plug-Ins” folder.**

**“Libraries”**

This folder contains a folder containing one or more folders and Vectorworks® files containing sample custom Textures and/or images available for use by *SoftGoods 2*, including Textures representative of a few popular Rose Brand® fabrics.

As the folder name hints, copy the subfolders of the downloaded “Libraries” folder - structure intact - into your Vectorworks® 2021 (or, 2020, 2019, or 2018) “Libraries” folder, being sure to back up any pre-existing content files you might wish to save. The “Libraries” folder is found either in your main application folder or in your User folder. **It is VERY important that you copy this folder structure intact into the “Libraries” folder.**

If these folders already exist on your system, simply copy the files you downloaded into them. **Again, be sure to back-up and/or rename any existing files that you don't want over-written.**

After copying the folders and files and re-opening Vectorworks®, add the newly-installed tool and commands to your Workspace. See below if you're not sure how to do that.

Adding the Tools and Commands to your Workspace:

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 “Tool” section (*the left side*) until you see the "Landru" section. Click the "+."
4. Drag the *SoftGoods 2* icon to an existing Tool Set in the “Palette” section (*the right side*). If desired, drag “New Tool Set” into the “Palette” section to create a new Tool Set.
5. Click the "Menus" tab.
6. Scroll down the “Commands” section (*the left side*) until you see the "Landru" section. Click the "+."
7. Drag the desired Command items into the desired positions in the "Menus" section (the right side).
8. 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 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.

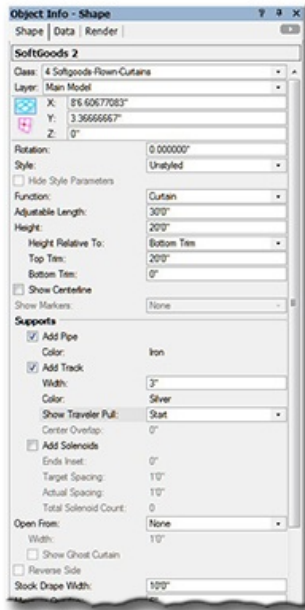
To keep the interface clean, not all of *SoftGoods* 2's parameters will be visible or available in the Object Information Palette at all times. Some will be seen or enabled for only specific instances.

*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.)

**Style:** Options for creating and using *SoftGoods 2* Plug-In Object Styles.

**Hide Style Parameters:** Hides parameters set to be controlled by the chosen Style.

**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:** Draws a pipe-and-drape run.

(See Pages 12-13 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 straight-line/single-segment *SoftGoods 2* object.)

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

**Height Relative To:** The dimension to be fixed when editing “Height.” “Bottom Trim” or “Top Trim.”

**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.)

**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 supporting pipe. (Only available if the “Curtain” “Function” is chosen.)

**Color:** 3D color of the supporting pipe as specified in the “3D Options” dialog. (See pages 14-15 for more information.)

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

**Color:** 3D color of the curtain track as specified in the “3D Options” dialog. (See pages 14-15 for more information.)

**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.)

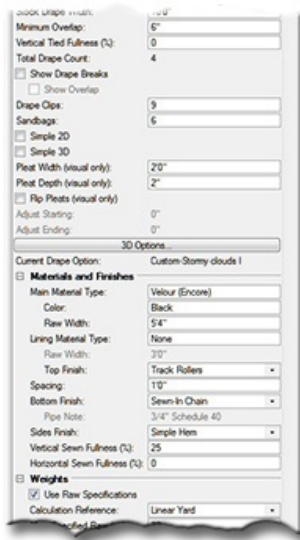
**Show Ghost Curtain:** Draws 2D ghost curtain geometry in the curtain opening. (Only available if an “Open From” choice other than “None” is picked.)

**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 pipe-and-drape run. (Only available if the *SoftGoods 2* object contains MORE OR OTHER THAN just 2 point vertices, creating a run that is something other than a straight-line/single-segment *SoftGoods 2* object.)

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

## Curtain or Border parameters, continued...



**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 “Open From” setting, the “Open From” Width,” 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 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.

**Sandbags:** A place for entering sandbag 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 Options...:** Opens the “3D Options” dialog. This dialog will allow you to switch and manipulate the attributes of the 3D portion of the drapery and hardware parts of the *SoftGoods 2* model. [\(See pages 14-15 for more information.\)](#)

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

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

**Color:** A place for entering a note about the curtain or border 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 or border. *(Only enabled if “Weights from Raw Specifications” is toggled on.)*

**Lining Material Type:** A place for entering curtain’s or border’s lining information.

**Raw Width:** The width of the bolt of raw fabric used to create the curtain’s or border’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 or border’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 or border 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 or border 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 “Use Raw Specifications” is toggled on.)*

**\*\*\* See “Notes About SoftGoods 2’s Weight Estimating Feature” on page 19 for more detailed information about the next several parameters. \*\*\***

**Use 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 or border.

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

## Curtain or Border parameters, continued...

**Main Specified Raw (oz) or Main Specified Raw (g):** The raw fabric weight (in the appropriate unit) for the main part of the curtain or border for the chosen “Calculation Reference.” *(Only enabled if “Use Raw Specifications” is toggled on. The actual unit displayed is based on the file’s chosen structural unit.)*

**Lining Specified Raw (oz) or Lining Specified Raw (g):** The raw fabric weight (in the appropriate unit) for the lining of the curtain or border for the chosen “Calculation Reference.” *(Only enabled if “Use 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 “Use Raw Specifications” is toggled on. [See page 16 for more information.](#))*

**Raw Total Weight:** The calculated total raw weight of the curtain or border - including finishes and/or chosen hardware. *(Only enabled if “Use Raw Specifications” is toggled on.)*

**Raw Distributed Weight:** The calculated distributed raw weight of the curtain or border - including finishes and/or chosen hardware. *(Only enabled if “Use 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 “Use Raw Specifications” is toggled on.)*

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

**Final Total Weight:** The final total weight of the curtain or border - including “Safety Margin.”

**Final Distributed Weight:** The final distributed weight of the curtain or border - including “Safety Margin.”

\*\*\* Assuming “Use Raw Specifications” is NOT selected...: If a “Final Total Weight” value is entered, “Final Distributed Weight” will be automatically calculated. If a “Final Distributed Weight” value is entered, “Final Total Weight” will be automatically calculated. \*\*\*

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

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

**Container ID:** A place for entering a container (box, hamper, road-case, etc.) ID.

**Vendor:** A place for entering vendor information.

**Cost:** A place for entering the cost.

**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. [\(See page 17 for more information.\)](#)

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

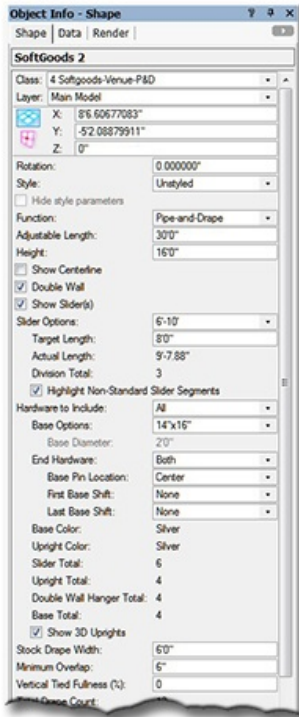
**Parts Classes...:** Opens the “Parts Classes” dialog, used to assign the different elements comprising the SoftGoods 2 model to different Classes. [\(See page 18 for more information.\)](#)

**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.)

**Style:** Options for creating and using *SoftGoods 2* Plug-In Object Styles.

**Hide Style Parameters:** Hides parameters set to be controlled by the chosen Style.

**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:** Draws a pipe-and-drape run.

**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 straight-line/single-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.

**Double Wall:** Causes a double-wall format using hanger blocks .

**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.)

**Divisions Per Segment:** The number of upright-to-upright divisions desired in each corner vertex-to-corner vertex segment of the Pipe-and-Drape run. (Only available if “Custom” “Slider Option” is chosen.)

**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.”)

**Division Total:** The total number of upright-to-upright divisions the 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 run. (Only available if the *SoftGoods 2* object contains **MORE OR OTHER THAN just 2 point vertices**, creating a run that is something other than a straight-line/single-segment *SoftGoods 2* object.)

**Hardware to Include:** Options as to which hardware to create: “All,” “Sliders Only,” and “Sliders and Uprights Only.”

**Base Options:** A list of standard base plate sizes, including a standard boom base. (Enabled only if “All” “Hardware to Include” is chosen.)

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

**End Hardware:** Options for which of the end bases and upright poles to show: “Both,” “First,” and “Last,” or “None.”

**Base Pin Location:** Options for choosing which base pins the upright poles are to use: “Center,” “Front,” or “Back.” “Front” and “Back” will shift all bases backward or forward relative to the Plug-In Object Path. (For a Plug-In Object Path drawn left-to-right, “backward” is above the Path and “forward” is below the Path.)

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

**Base Color:** 3D color of the bases as specified in the “3D Options” dialog. ([See pages 14-15 for more information.](#))

**Upright Color:** 3D color of uprights as specified in the “3D Options” dialog. ([See pages 14-15 for more information.](#))

**Slider Total, Upright Total, Double Wall Hanger Total, and Base Total:** The calculated number of sliders, upright poles, double wall hangers, and bases.

**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.



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

**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.

**Sandbags:** A place for entering sandbag 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.)*

**3D Options...:** Opens the “3D Options” dialog. This dialog will allow you to switch and manipulate the attributes of the 3D portion of the drapery and hardware parts of the *SoftGoods 2* model. [\(See pages 14-15 for more information.\)](#)

\*\*\* For a Plug-In Object Path drawn left-to-right, the Double Wall “Front Drape Line” is below the Path and “Back Drape Line” is above the Path. \*\*\*

**Current Option:** The currently-chosen 3D Curtain option for the front (or only) drape line.

**Current Option (Back):** The currently-chosen 3D Curtain option for the back drape line. *(Only enabled if “Double Wall” is selected.)*

**Main Material Type:** A place for entering a note about the main curtain material type for the front (or only) drape line.

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

**Main Material Type (Back):** A place for entering a note about the main curtain material type for the back drape line. *(Only enabled if “Double Wall” is selected.)*

**Color (Back):** A place for entering a note about the curtain material color for the back drape line. *(This has no effect on the fill color of the 3D model elements. Only enabled if “Double Wall” is selected.)*

**Final Total Weight:** The final total weight of the pipe-and-drape run.

**Final Distributed Weight:** The final distributed weight of the pipe-and-drape run.

\*\*\* If a “Final Total Weight” value is entered, “Final Distributed Weight” will be automatically calculated. If a “Final Distributed Weight” value is entered, “Final Total Weight” will be automatically calculated. \*\*\*

**Position:** A place for entering a note about the pipe-and-drape run’s position.

**Purpose:** A place for entering a note about the pipe-and-drape run’s purpose.

**Container ID:** A place for entering a container (box, hamper, road-case, etc.) ID.

**Vendor:** A place for entering vendor information.

**Cost:** A place for entering the cost.

**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. [\(See page 17 for more information.\)](#)

**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. [\(See page 18 for more information.\)](#)

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

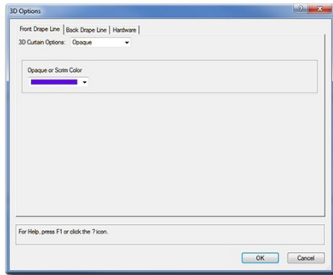
**SoftGoods 2 Build:** The build number of the *SoftGoods 2* Plug-In Object code.

**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 Options dialog (“Front Drape Line” and “Back Drape Line” tabs)

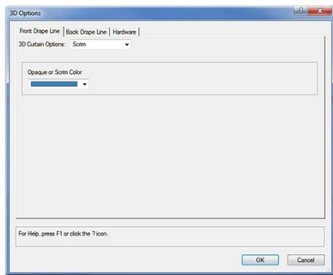
\*\*\* For a Plug-In Object Path drawn left-to-right, the “Front Drape Line” is below the Path and “Back Drape Line” is above the Path. \*\*\*

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



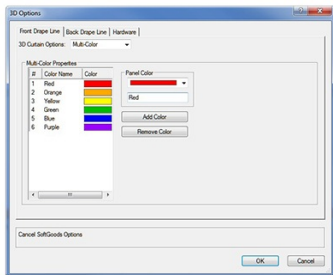
Opaque

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



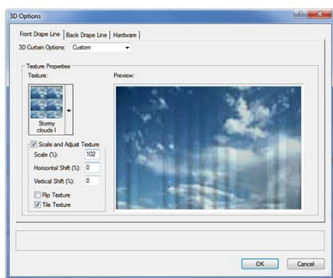
Scrim

**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” and “Libraries\Defaults\Video Screen\Screen Images” folders (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.

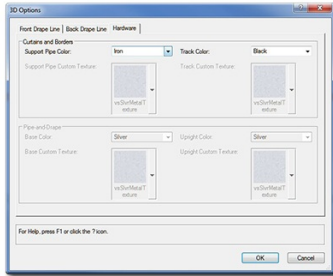
**Flip Texture:** Toggle to flip (or reverse) the Texture horizontally.

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

**Class Attributes:** Causes the drape’s color and Texture to be controlled by Class settings. ([See note below.](#))

## 3D Options dialog (“Hardware” tab)

Different items are enabled or disabled depending on the options that are selected for a given object



**Color:** Possible colors for 3D portions of the hardware generated by the *SoftGoods 2* object. Included here are basic colors and “Custom Texture,” which assigns the texture picked in the “Custom Texture” pop-up.

**Class Texture:** Causes the hardware part’s Texture to be controlled by Class settings. *(See note below.)*

**Texture:** Renderworks® textures available to the selected *SoftGoods 2* object. This list is populated with textures contained in the current working file in Vectorworks® files stored in the Libraries\Defaults\Event Planning\Stage” and “Libraries\Defaults\Renderworks - Textures” folders (found in your User or main Vectorworks® application folder) and in the on-line Service Select library. *(Only enabled if the “Custom Texture” Color is chosen.)*

### To apply Textures By-Class:

- 1) The given part must be assigned to a Class in the *SoftGoods 2* “Class Options” dialog other than the Overall Plug-In Object Class *(Using the “Parts Classes” dialog; [See page 18 for more information.](#))*.
- 2) In the “Textures” pane of the Vectorworks® “Edit Class(es)” dialog, the boxes next to “Use at Creation” AND next to “Texture” under “Object and Component Textures” must be checked.
- 3) “Class Attributes” or “Class Texture” must be selected in the appropriate Pop-Up menu.

Raw Materials Options dialog

Raw Materials Options

Calculation Reference: ☒ Distributed Weight ☐ Total Weight

(lb/ft)

Top Pipe:

2.75

Bottom Pipe:

2.75000011

Track:

2.35

Track Rollers:

0.875

Chain:

0.21

Lead Tape:

0.17500001

Rope Ties:

0.12500001

"S" Hooks:

0.12500001

Snap Hooks:

0.12500001

Twill Ties:

0.12500001

Tensioning Lines:

0.0075

Webbing:

0.18749997

Hook and Loop:

0.18749997

(lb)

82.5

82.50001728

70.5

26.25000441

6.30000106

5.2500011

3.75000079

3.75000079

3.75000079

0.15000003

5.62500017

5.62500017

Single Solenoid (lb):

0.50008559

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.

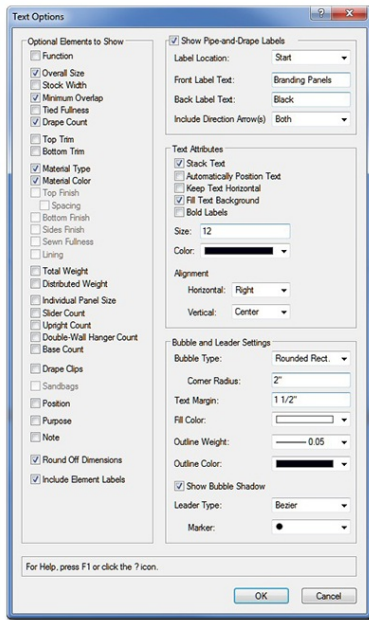
Either metric or imperial values are displayed, based on the chosen file structural units.

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:.”

### Show Pipe-and-Drape Labels *(only enabled if the “Pipe-and-Drape” “Function” is chosen):*

Select to show Pipe-and-Drape side/wall labels: (“Front”/“Back,” “Good”/“Bad,” “Branding Panels”/“Black,” etc.).

**Label Location:** Select location(s) for Pipe-and-Drape labels, relative to the whole Plug-In Object Path (*not an individual segment*): “Start,” “End,” “Start and End” or “Center.”

**Front Label Text and Back Label Text:** Enter label text for the front or back side/wall of the Pipe-and-Drape run. (*For a Plug-In Object Path drawn left-to-right, “Front” is below the Path and “Back” is above the Path.*)

**Include Direction Arrow(s):** Label Text with which to include Plug-In Object Path direction arrow(s): “Both,” “Front,” “Back” or “None.”

### 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.

**Bold Labels:** Embolds element labels.

**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.

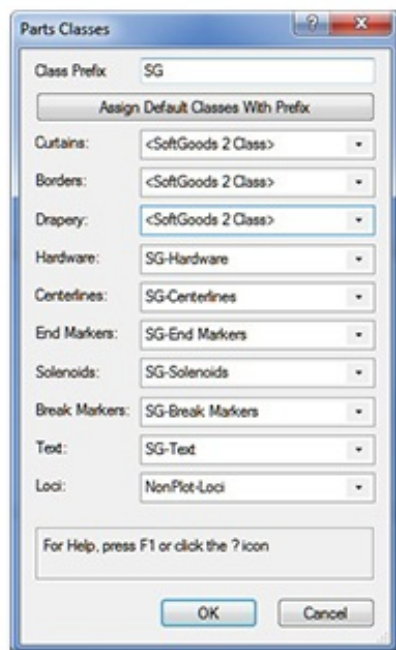
**Outline Color:** The line color of the bubble outline.

**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 “Use Raw Specifications” is NOT selected...*

Entering a total curtain weight into the “Final Total Weight” field will calculate “Final Distributed Weight.” Entering the distributed curtain weight into the “Final Distributed Weight” field will calculate “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 “Use 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.