

<b>File Name</b>	<b>Description</b>
2-01A Cabinet and Assembly Editor	Introduction
2-01B-1 Start Cab Editor	Libraries, Load Cabinets, and define Cabinet Types
2-01B-2 Menu-Taskbar	Explanation of menus and taskbar, Change cabinet size, Dimension Settings, Screen Shade and CNC
2-01B-3 Item Menu	Item Window Basics, Hardware Defaults, Current Directory, Home, User Data Path, View, New Folder, Navigation, Refresh Files, Explorer, Information (properties), Menu, Delete Selected
2-01B-4 Visibility	Display Options, Rotate, Pan/Move, Zoom, Explode, Views, Visibility, Hide/Restore, Transparent/Wireframe, Show Lines, Perspective, Grid Settings
2-01B-5 Directories and Saving Cabinets	Create New Directory and Sub-directory, Duplicate a Directory, Delete a Directory, Explanation of the difference between the Job and Cabinet Save icons, Save a Cabinet, Explain Catalog Cabinets
2-01B-6 Cab Size and Part Names	Change Cabinet Size. Using math operations to change cabinet sizes. Dimension Display, Metric and other dimensional entries, Rename Cabinet Parts. Part naming conventions
2-02A-1 Settings and Preferences	Dimension Display, Show Cabinet Part Detail Display, Show Custom Layout Item Detail Display, Enable Cabinet Auto-spin, Level of Detail Settings, 5 Piece Door Settings
2-03A-1 Material Library	Stock Types, Sheet Stock, Countertop, Boardstock, and Banding, How to add and edit materials
2-04A-1 Hardware Library	Adding Categories, Manufacturers, Distributors. Adding and editing hardware items
2-05A Construction Settings Overview	Review Tabs, Add Tabs, Identify the similarities between tabs, Outline build sequence, Global Settings, changing joinery, saving a cabinet, global changes
2-05A-1 KD_RTAs Fasteners	Global and Part Assignment Methods. Setting parameters for locating fasteners. Using hole patterns. Assigning hardware and hole patterns globally or to specific parts and edges

2-05B Top	Discussion of types of tops, joinery, placement, and insets. Using measurement tools. Redefining joinery. Angled Part
2-05C Toe Kick	Define Toe Kick Height and Inset. How to create a cabinet with a detached toe and other variants of a cabinet with a toe kick
2-05D Multiple Cabinets	How to check for multiple cabinets
2-05E Back	Change the relationship of mating parts.
2-05F Deck	Review adjusting the deck
2-05G Ends	Review adjusting the ends (gables)
2-05H Base Cabinet	Create a base cabinet from scratch as typically used in a CNC application
2-05I Corner Cabinet	Identify those settings that are unique to the construction of a corner cabinet
2-06A Stretcher Editor Intro	Identify the purpose of a stretcher and the procedures for installing and editing a Stretcher
2-06B Stretcher Editor - Sleeper	Install a toe kick sleeper
2-06C Stretcher Editor - Sink Front	Install a sink front and demonstrate how to change the position of a tenon
2-06D Stretchers - Angled Shelf	Use a stretcher to create an angled shelf or part. How to adjust the size of stretcher by locking insets
2-06E Stretchers - Dust Panel	How to create a web frame using top components with stretchers
2-06F Stretchers - Part Editor and Constraint Manager	Introduction to using the PE and CM with Stretchers
2-07A-1 Shelf and Partition - Fixed Shelf	Installing and adjusting shelves
2-07A-2 Shelf and Partition - Adjustable Shelf	Installing adjustable shelves with shelf pin holes and without
2-07B Partitions	Installing and adjusting partitions
2-07C Long Cabinet	Creating a long single cabinet rather than multiple standard cabinets
2-08A Edge Banding	Installing Edge Banding
2-09A Assembly Marks	How to create assembly marks and their purpose

2-10A Face Frames	Adding and Removing Face Frames, Defining materials and material sizes, Display finish to match installed door, using the puzzle joint with sheet materials, and using mortise and tenon with board stock
2-10B Face Frames	Blind Dado Attachment to cabinet, changing tenon insets, adding mid-rails and mid-stiles, moving and adjusting mid-rails and mid-stiles, mid-rail and mid-stile float adjustment, and deck float
2-10C Face Frames	Defining Outside Scribes, Adjusting Opening Size, Making partitions flush with mid-stiles, defining stile and rail widths, overlap rail and stiles, removing face frames and deleting components
2-10D Face Frames	Concept for blind corner face frame cabinets
2-10E Face Frames	Corner Cabinet, Adding a face frame to an angled front corner cabinet, adding mid-rails, adding a shelf and adjusting the mid-rail float, adding a mid-stile
2-11A Designers	Introduction to Designer Editors
2-11B Hardware Hole Editor	Basic features of the Hardware Hole Editor
2-11C Hardware Hole Editor	Create a hole pattern, Save it - The references to associating the pattern are no longer pertinent in Version 6
2-12A Door Drawer-Conestoga	Overview of Door Drawer Designer, Conestoga Doors and Drawer fronts
2-12B Door Drawer-Slab	Slab Doors and Drawer Fronts
2-12C-1 MDF-Shape Manager	Assymetrical Tools in Shape Manager
2-12C-2a MDF Door Profiles	Inner and outer door profiles
2-12C-2b MDF Door Layout Options	Layout of raised and outer profiles
2-12C-2c MDF Cathedral Door	MDF and Thermwood 5 Piece Doors
2-12C-2d MDF Drawer Front	Designing a MDF Drawer Front
2-12D Door-Thermwood	Thermwood's 5 Piece Door
2-13A Drawer Box Designer	Using the Drawer Box Designer
2-13B Dovetail Drawer Boxes	Parameters for Dovetail Drawer Boxes

2-15A Drawer Box Installation	Installing drawer boxes (pantry drawers). Setting up parameters for the fit of the drawer and establishing hardware needs
2-16A Door and Drawer Installation	Installing Doors and Drawer Fronts with and without drawer boxes
2-16B Door and Drawer	Installing multiple doors and drawers and inset doors and drawers
2-16C Door and Drawer	Installing Doors and Drawer Fronts on a Framed Cabinet
2-16D Door and Drawer	Installing Doors on a Corner Cabinet
2-17A Molding	General concepts of installing molding in the Cabinet Assembly Editor
2-17B Molding	Methods of utilizing molding on cabinets in the Custom Layout Editor
2-17C Molding	Using alternate methods of using molding on upper cabinets
2-18A	Cost Methods