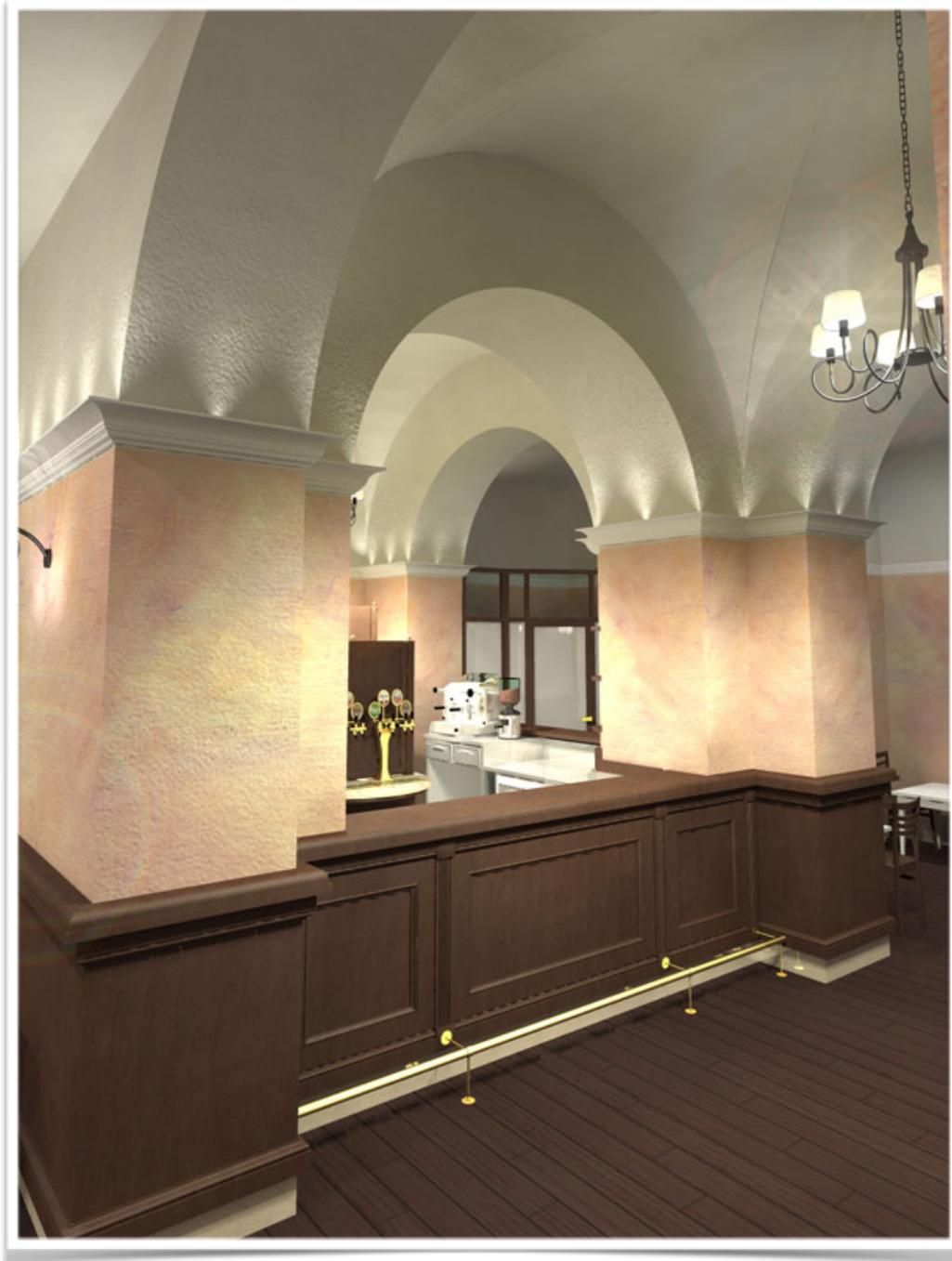

Mouldings

Set of parametric objects (PlugIns) and tools for VectorWorks®



©Paolo Marcuccetti 2010-2020

Version 4.1 English

Index of contents

Overview	5
The Mouldings Plugins Package List:	5
Moulding on 2D Path.....	7
Moulding on 3D path.....	9
Frame (Rectangular)	11
Frames (Array)	11
Siding.....	12
Corner.....	12
Customizing the profiles.....	13
Installation	14
Organization	14
Parameters common to all PIOs	15
Profile:	15
File:	15
File path:	16
Inner / outer:	16
Quadrant:	16
Invert X / Y:	16
Offset X/Y:	16
Scale factor:	17
Profile bounds:	17
Plugin Class:	17
The Profiles library dialog	18
Texture controls	19
Textures and classes - premises.....	19
Plugin control.....	19
Rotation, scale, map.....	20
Optimisations	20
Tip.....	20
Moulding on 2D Path parameters.....	21

2D only:	21
Curve segmentation:	21
Length of the path (approx.):	21
Extract current path (push button):	22
Import / exchange path (push button):	22
Moulding on 3D Path parameters	22
Curve segmentation:	22
Length of the path (approx.):	22
2D representation:	22
Break wall when inserted:	22
Extract current path (push button):	22
Import / exchange path (push button):	22
Frame (Rectangular) Parameters	23
Length / Height:	23
Frame perimeter:	24
Panel:	24
Classes:	24
Other parameters:	24
Frames (Array) Parameters	25
Length / Height:	25
Spaces H / V:	25
Thickness:	25
# of frames H / V:	25
Sides H / V:	25
Profile settings:	25
Panel:	25
Classes:	25
Import frame settings:	25
Siding Parameters	26
Length:	26
Height / Base:	26
Orientation:	26
Automatic pace / pace:	26
# Pieces:	27

Total length:	27
Opening:.....	27
Opening height / base / break start / end:.....	27
Classes:.....	27
Corner Parameters	28
Height / Base:.....	28
2D Path to Moulding	29
NURBS to Moulding	30
Save Profile to File cpf	31
Save Profile to File cpf: Hints and e conventions	32
Save Profile to File cpf: options.....	33
Invert X / Y	33
Rotation	33
Require origin (0,0).....	33
Require repetition pace	33
Rebuild library	34
Rebuild library: instructions	35
Credits	36
Disclaimer	36

Overview

The moulding plugins are a set of plugins and tools to easily create mouldings, corniches, corners, sidings, frames and a lot of wall embellishment that are not easy to create from scratch in Vectorworks.

- create corniches, mouldings, ornaments, elaborate mitre - jointed frames for your doors, panels, paintings etc., following custom paths in plan view or in 3D space...
- change the path (represented by a line, a polygon / polyline or a NURBS)
- set one from 500 and more profiles with just few clicks
- easily create new profiles for a later use

The Mouldings Plugins Package List:

These are the plugins included in the set (contained in the "Mouldings" folder)



Moulding on 2D Path



2D Path to Moulding



Moulding on 3D Path



NURBS to Moulding



Frame (Rectangular)



Siding



Corner



Frames (Array)



Save Profile to File cpf

The Package comes with ready to use profiles coming from *New England Classic® Molding line*, (see credits) containing 496 files divided by the following categories:

Applied Mouldings

Base Mouldings

Bead Board

Casing

Chair rails

Classic

Counter Top

Crown Mouldings

Half Round

Picture Frames

In this version I have added other commercial profiles from:

ARCAT (<https://www.arcat.com>)

ROYAL (<https://www.royalbuildingproducts.com>)

SPO (cladding) (<https://www.spo-pmo.com>)

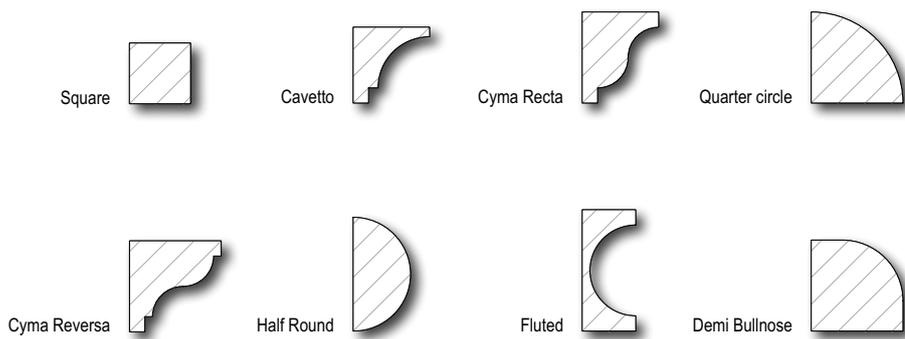
Signorini (Italian manufacturer)

Other profiles can be added, on request. Please contact me for a price quotation, using the site form.

Moulding on 2D Path

Select the plugin "**Moulding on 2D Path**"  and start to trace a path or use an existing path (polygon or polyline) to convert it into an object "**Moulding on 2D Path**" using the tool .

A set of classic sections are ready for you to choose in the profile popup...

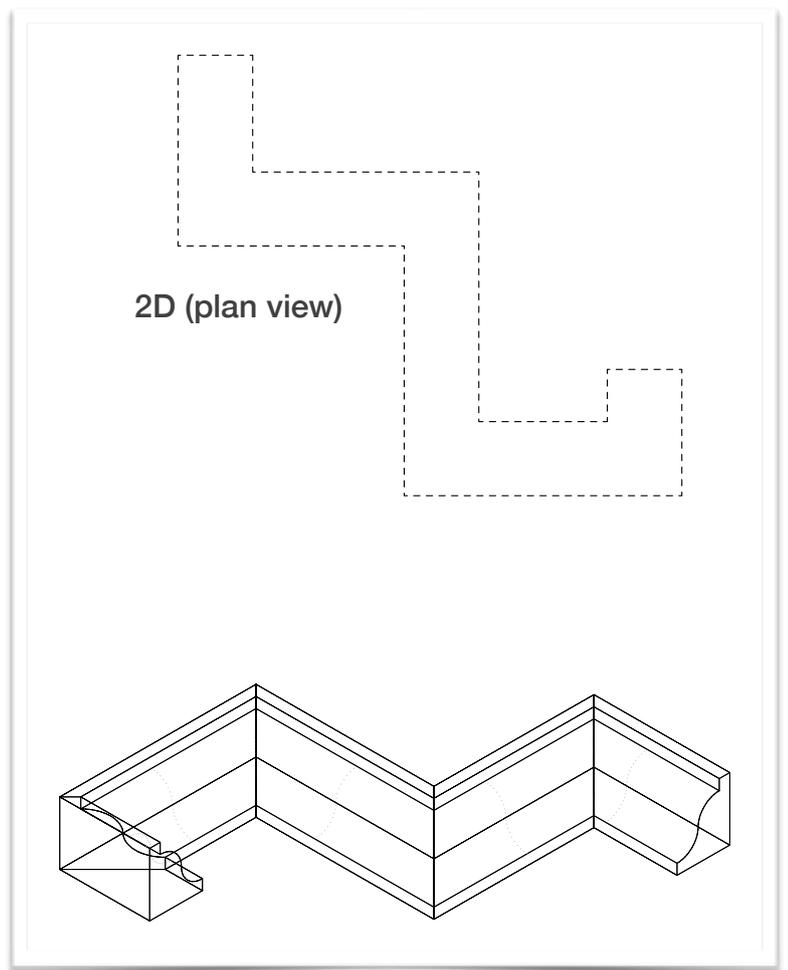


... or you can select a profile from the provided libraries (push button **Profiles libraries...**)

... or you can create and use your customised profile from scratch, following the suggested procedure shown below .

In the end you'll get an hybrid object (2D/3D) suitable for renderings and plan views, easily editable in its path and in its section profile, despite the more complicated extrusion along path..

The plugin "**Moulding on 2D Path**" has a complementary tool: "**2D Path to Moulding**" .



You can use this tool to convert an existing polygon / polyline in a “**Moulding on 2D Path**” object. Just use the habitual VectorWorks drawing methods to obtain the desired path, then use this tool to convert it in a cornice.

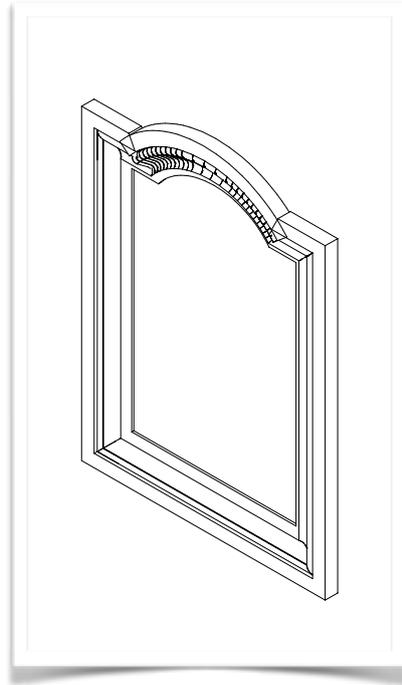
IMPORTANT NOTE:

Sometimes, the object 3D may be not created, this is due to geometries that are impossible to get. This cause an alert message.

The most common situation happens when the cornice path crosses itself creating eyelets. As long as you edit the path to avoid the crossings, the solid should appear correctly.

Moulding on 3D path

With this plugin  you can spread a moulding profile along a 3D path (NURBS or 3D polygon). In this way you can obtain solids as the one in the following picture:



Also this plugin has its complementary tool that can be used to convert a 3D path (NURBS or 3D polygon) into a parametric object **“Moulding on 3D path”**.

This tool is called **“NURBS to Moulding”** .

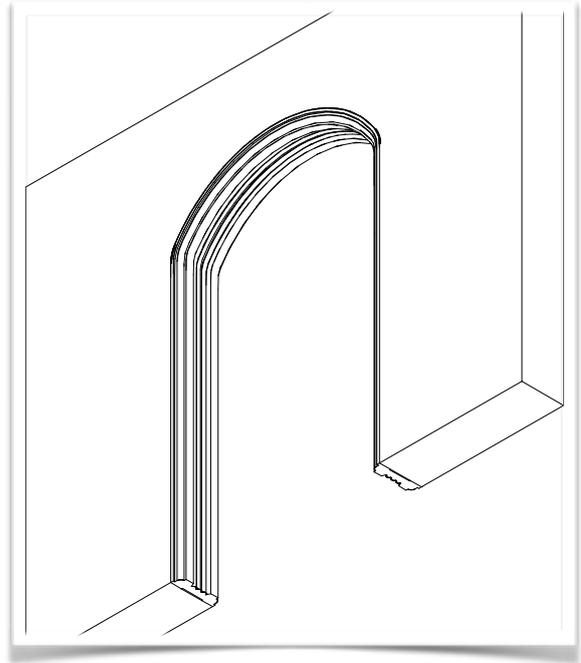
This tool is essential since it is often easier to obtain the 3D path using the usual VectorWorks drawing methods (polylines converted to NURBS curves or NURBS obtained by 3D points interpolation and so on) than draw it directly with the 3D path tool interface.

For example, the frame above is easily obtained by combining a rectangle and a circle, getting a polyline then converting it to a NURBS (in the end, if necessary, we rotate it to lay on the desired plane, the X-Z plane in this case).

The plugin provides also a plan 2D representation of the object, consisting in red points (vertexes) and, optionally, a line following the NURBS path in plan view.

It is also possible, when it is necessary, insert the object into a wall creating an opening.

In plan, the wall will be interrupted (optionally) from the minimum and maximum X points, while in 3D the interruption will be given by a series of 3D points suitably created, based on the curve resolution settings.



IMPORTANT NOTE :

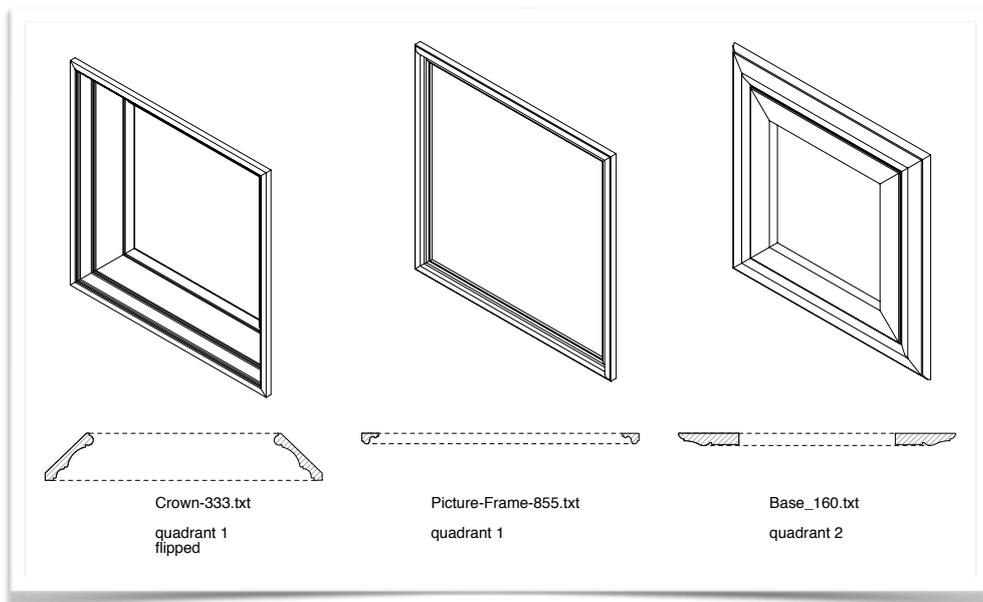
Sometimes, the object 3D may be not created, this is due to geometries that are impossible to get. This cause an alert message.

The most common situation happens when a NURBS curve crosses itself. Especially when drawing the path in plan view (all Z values are set to zero), and an eyelet is present, an error occurs. As long as you edit the path to avoid the crossing (remove all eyelets or edit the Z of involved control points), the solid should appear correctly.

Frame (Rectangular)

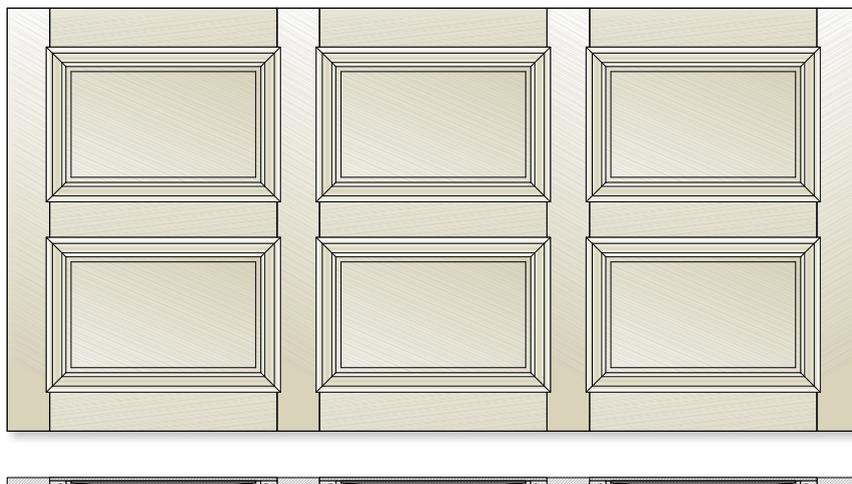
With this parametric object, **Frame (rectangular)**  it is possible to draw a line representing the frame width, then use the info panel to set the height and to choose the section profile. The program will provide to create a rectangular vertical 3D frame suitable for doors, panel decorations, paintings etc..

The plugin provides also a plan 2D representation of the frame section.



Frames (Array)

The **Frames (array)**  object creates an array of **Frame (rectangular)**  objects, suitable for wainscoting.



Siding

The siding  is a linear object: click on the start point and drag a line to the end point.

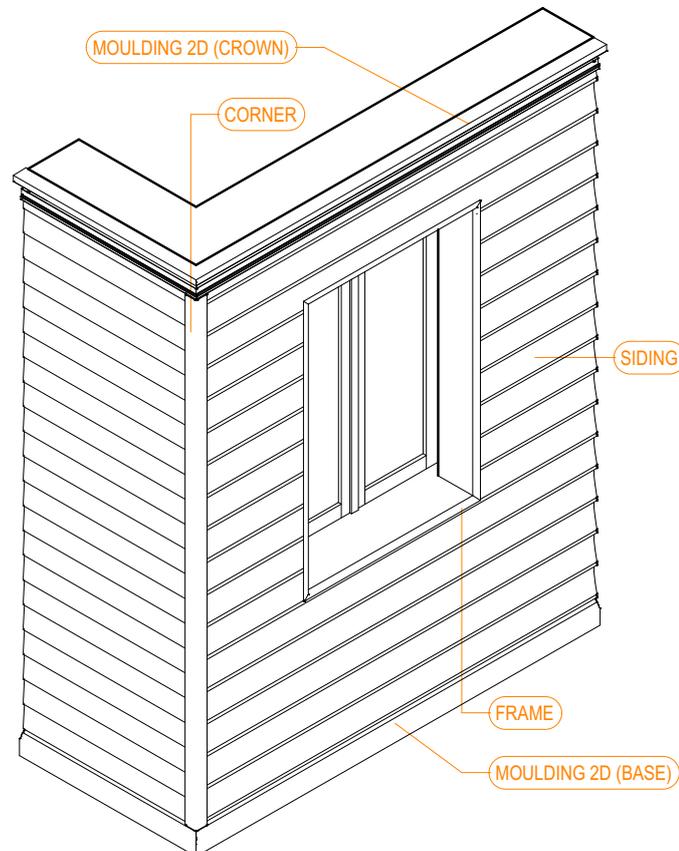
It is used to fill straight walls (inside or outside).

Used in combination with the Corner object and the other plugins, can easily build up a 3D model of a facade or a woodwork in a room.

Corner

The corner  is a simple point object: click on a the point where point to insert the corner object, set base and height, that's all.

Usually it is used to join two Siding at 90° angles.



Customizing the profiles

With the tool **Save Profile to File.cpf** , it is possible to create custom sections that can be used with the moulding plugins.

The package includes a rich variety of profiles (about 500), but with this tool you can easily create yours, anytime you need.

Explanations on this subject are [provided below](#).



Installation

The package content has been listed before in the paragraph “*The mouldings plugins package list*”. Here we indicate where to put the components for a correct usage:

- The folder Mouldings, contains the *plugins* and “*files includes*”, and you should put it inside the VectorWorks Plug-Ins folder.
- The folder Mouldings - Models, containing the Cornices folder, should be placed inside the Resources/Defaults folder of VectorWorks.

Organization

The folder at Mouldings - Models/Cornices contains various folders with the sections ([.cpf] acronym of *cornice parametric file*) classified by category.

It contains also the Vectorworks file “MouldingsLib” that includes all symbols of the profiles shipped with the package.

You can create and gather your personal sections (cpf files) in folders.

To get your custom folders in the libraries dialog, you have to rebuild the “MouldingsLib” (see section [Rebuild Library](#)).

Once rebuilt the library, the names you gave to the folders will be the titles appearing in the the Library profiles dialog list, and, of course, their contents will fill the profiles content in the same dialog.

ATTENTION!

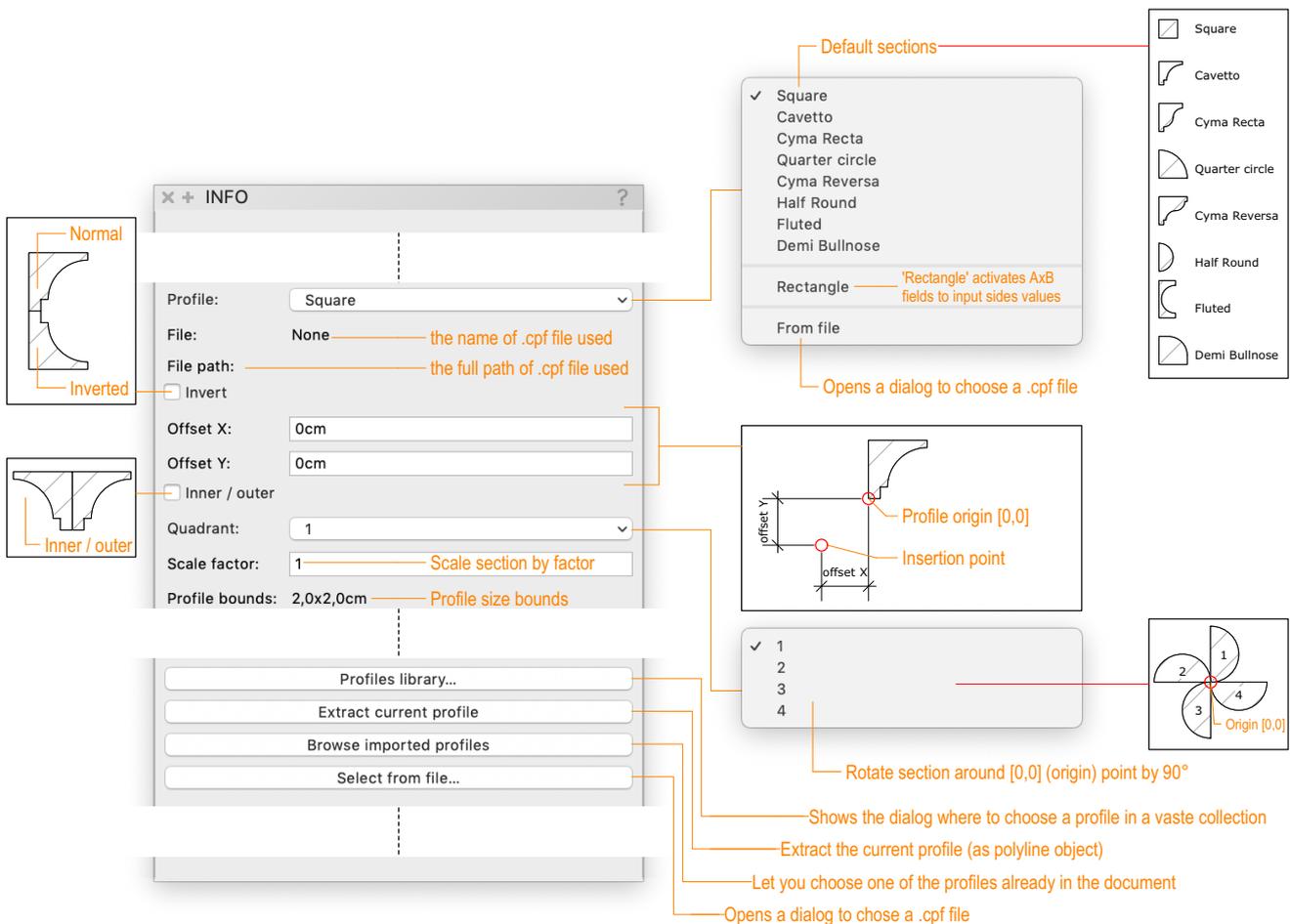
Be careful to put in these folders **only files of type .cpf**.

Other kind of files inside the libraries folders may give rise to *Vectorscript* errors.

Parameters common to all PIOs

In this table we see many settings that are shared between all the plugin objects.

Other settings will be available for each plugin, we will see them later:



Profile:

In this popup button you can access the "classic" sections, and a rectangular profile where you can set the two sides independently. The latest choice in the pop-up is "From file...". Selecting "From file..." you can browse and select a previously saved profile .cpf.

File:

The name of the used profile (when the profile is from library or from file) or none if the profile is one of the "classics".

File path:

The full path of the used profile path (when the profile is from library or from file).

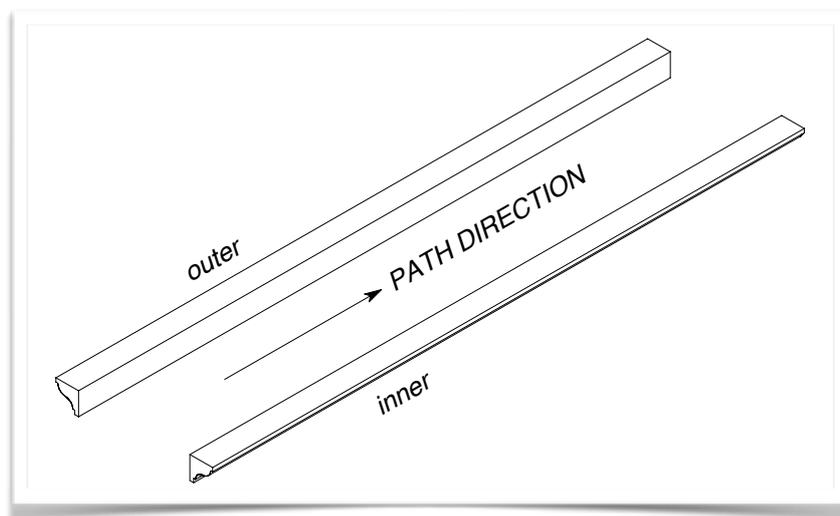
Inner / outer:

This check box controls the direction of the path.

The profile leans on the track based on the path direction.

By definition the profile is extruded with the left side in the sense of the path direction (see also the paragraph *Save Profile to File cpf*).

Clicking on this check box you change the side that leans on the path, causing the effect shown in the following figure:



Quadrant:

With this button you are able to rotate the section profile in the four quadrant (0, 90, 180 and 270 degrees) around its point of origin. This, together with the flip control, offsets controls and inner / outer checkbox, makes possible any combination of orientation of the section profile.

Invert X / Y:

These controls flip the profile on the median axis (X or Y).

Offset X/Y:

These two fields move the profile of the given value of X and Y from the origin point.

Values of X different from 0 will change the overall perimeter.

There will be, therefore, differences from the virtually calculated perimeter (see "Length of the path") and the effective one.

Y offset will move the profile insertion point vertically respect to the frame line.

Scale factor:

Any section profile can be resized by a scale factor.

For example, if a section is initially 4x4 (with scale factor 1) and I want it to become 5x5, it is sufficient to do this way: in VectorWorks all input fields accept mathematic operations, so type "5/4" and press the enter key. To reset the original scale, just type 1 (that is the default).

NOTE:

The setting of a scale factor different from 1 (default) applied to commercial mouldings profiles, may produce profiles with no corresponding commercial item / tool.

Profile bounds:

This field (read only) denotes the real size of the minimal rectangle that contains the section profile in the current unit of measure (taking into account the scale factor).

It is useful also when used with the scale factor field; let's have an example: if you have a profile denoting an height of 3 cm (at scale factor 1) and you want to obtain the same profile resized with height 5 cm, just type "5/3" in the scale factor field. Check the new size height, it should be 5 now!

Plugin Class:

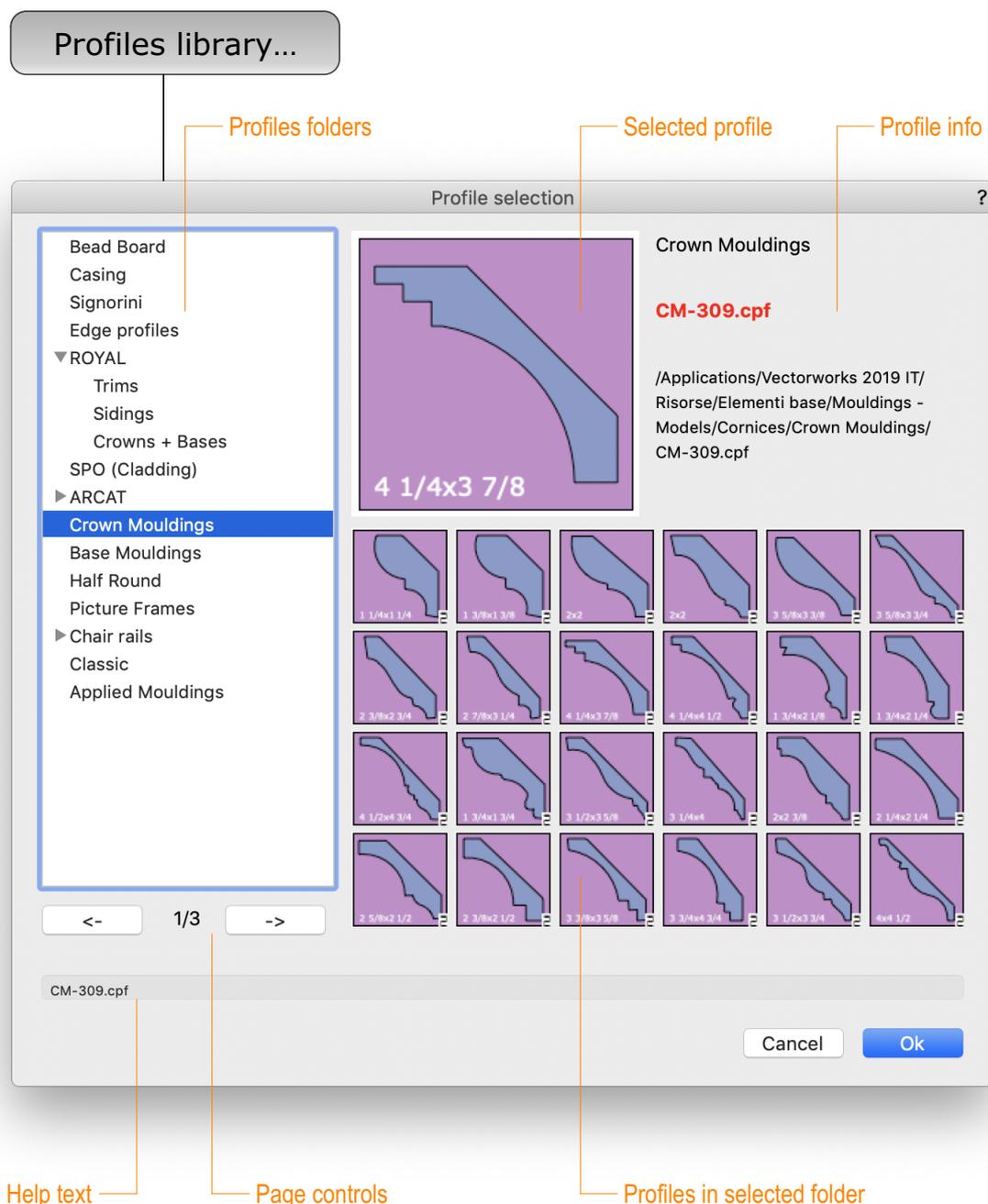
The plugin class (or individual classes, when needed) is (are) used to color / texturise the object in 3D rendering, see [Texture controls](#).

The same plugin class is used, when needed, also in 2D representations, but you can set fills and lines (in 2D) using the attributes palette.

The Profiles library dialog

In this table we see the dialog where we can browse / choose the vaste profiles library included in the package.

Clicking the Profiles library... push button, present in all plugins object, brings up the following dialog:



Texture controls

How to control the aspect of textures applied to the mouldings objects:

Each plugin in the package has already its components opportunely divided by class.

If you use an external rendering engine, this may be sufficient, but if you prefer to manage your renderings inside Vectorworks (using Renderworks®), then some more control on the textures is needed.

Textures and classes - premises

First of all, you have still to rely on classes, to attribute a texture.

Using the attributes palette or the rendering tab in the object info panel, simply do not work.

So, edit your class and set the texture you like for "object and component" as follows:

- On the Graphic Attributes pane, select any fill **Style** other than None (otherwise the texture will not render).
- Click the Textures pane.
- Select **Use at Creation** to apply the texture to objects as they are created.
- In **Object and Component Textures**, click **Texture**, and then select the desired texture from the Resource Selector.
- Click **Ok** to exit the class editor.

Plugin control

Now that you have your class texture ready, you can use it in any moulding plugin object.

In the plugin object info panel, you'll find one or more pop-ups where to set the class for each component (or components with the same characteristics).

For example, in the **Frame (Rectangular)** OIP (*object info panel*), you'll get pop-up classes for horizontal and vertical sides.

Furthermore, if you set the optional panel to "simple", you'll have a further pop-up class for the panel, if you set it to "raised panel", you get one more pop-up for the raised panel and so on.

In this way you may choose different materials for each group of these elements.

Now, if you choose for these elements a class with textures (as said before), you should see the texture controls (for each group) activated.

Rotation, scale, map

You can control rotation, scale and map and see the real time changes in OpenGL.

Rotation (degrees) and scale (a decimal number > 0) are obvious.

Map is a pop-up that let you choose how to wrap the texture around a component.

Usually, with Moulding objects, planar or algorithmic are ok, see the result on OpenGL.

Optimisations

To avoid crowded OIPs, when needed, a checkbox to switch texture controls **ON / OFF** is provided. Furthermore, these controls are visible if and only if the relative class has **Object and Component Textures** set.

Tip

A little suggestion: you can set all pop-ups classes as "Plugin class", set the PIO class with a texturised one, then act on rotation, scale and map for each group of components.

For example, in the **Siding** object, you get individual classes for Odd and Even elements. Set their class pop-ups to inherit the plugin class, then set Odd rotation to 0° and even rotation to 180°. Slightly change scale values, then you'll get a more random vein and knots distribution along the siding.

Moulding on 2D Path parameters

2D only:

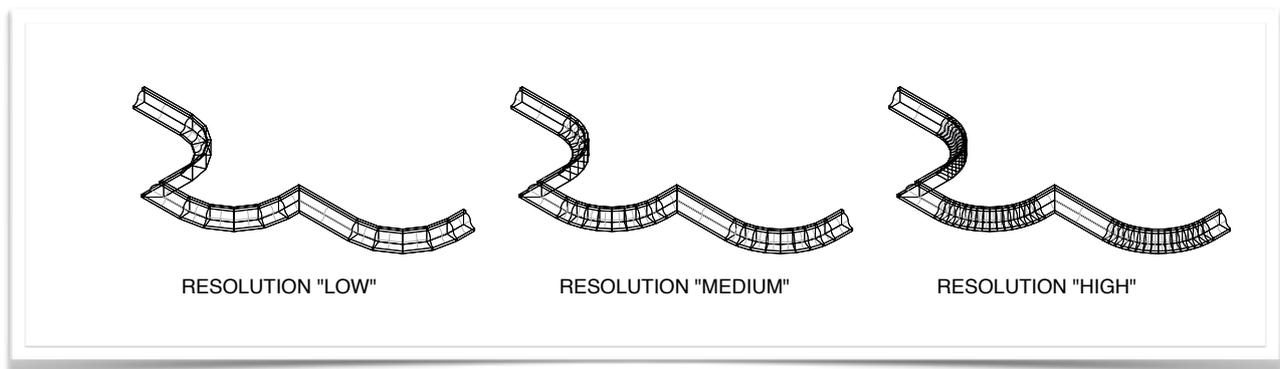
(ON by default) It allows to speed up the path drawing, avoiding all 3D calculations. Use this option ON when tracking the path for the first time or for path modifying, turn it OFF (enable 3D) when the path is ok.

Curve segmentation:

This pop-up regulates the subdivision of curved paths into straight segments. It starts from very low, through various levels, until continuous (without segmentation). You can choose what it is best for you (for example, if you have to cover a curved path with marble strips, it is preferable to use many straight pieces joined together more than sculpting a curved one).

Of course a low segmentation speeds up the redrawing.

Here below an example of curve segmentation:



Length of the path (approx.):

This field (read only) indicates the length developed by the profile.

The path length is just an approximation of how many cornices it will be effectively needed. Usually you'll have to take into account this "linear" quantity together with the various needed cuttings / joints (*see curve segmentation*) and any deviation from the path (*see offset X*).

Extract current path (push button):

Clicking this button will “extract” and place on your drawing a copy of the original path (a NURBS curve / 3D polygon or a 2D polyline / polygon) currently used by the plugin.

Import / exchange path (push button):

Click on this button , then click on a path (polygon or polyline).
The chosen path will replace the previous moulding path.

Moulding on 3D Path parameters

Curve segmentation:

See [previous paragraph](#).

Length of the path (approx.):

See [previous paragraph](#).

2D representation:

This control is available only for the moulding on 3D path and allows to show the path projection in the plan view as a stroked or dashed (or none) line.

In the moulding on 2D path the plan view representation is actually the real projection of the cornice along the path. Its graphical attributes are ruled, as usual in VectorWorks, by the class or the attributes palette.

Break wall when inserted:

Check this to create an opening when the object is inserted in a wall.

In plan, the wall will be interrupted (optionally) from the minimum and maximum X points, while in 3D the interruption will be given by a series of 3D points suitably created, based on the curve resolution settings.

Extract current path (push button):

See [previous paragraph](#).

Import / exchange path (push button):

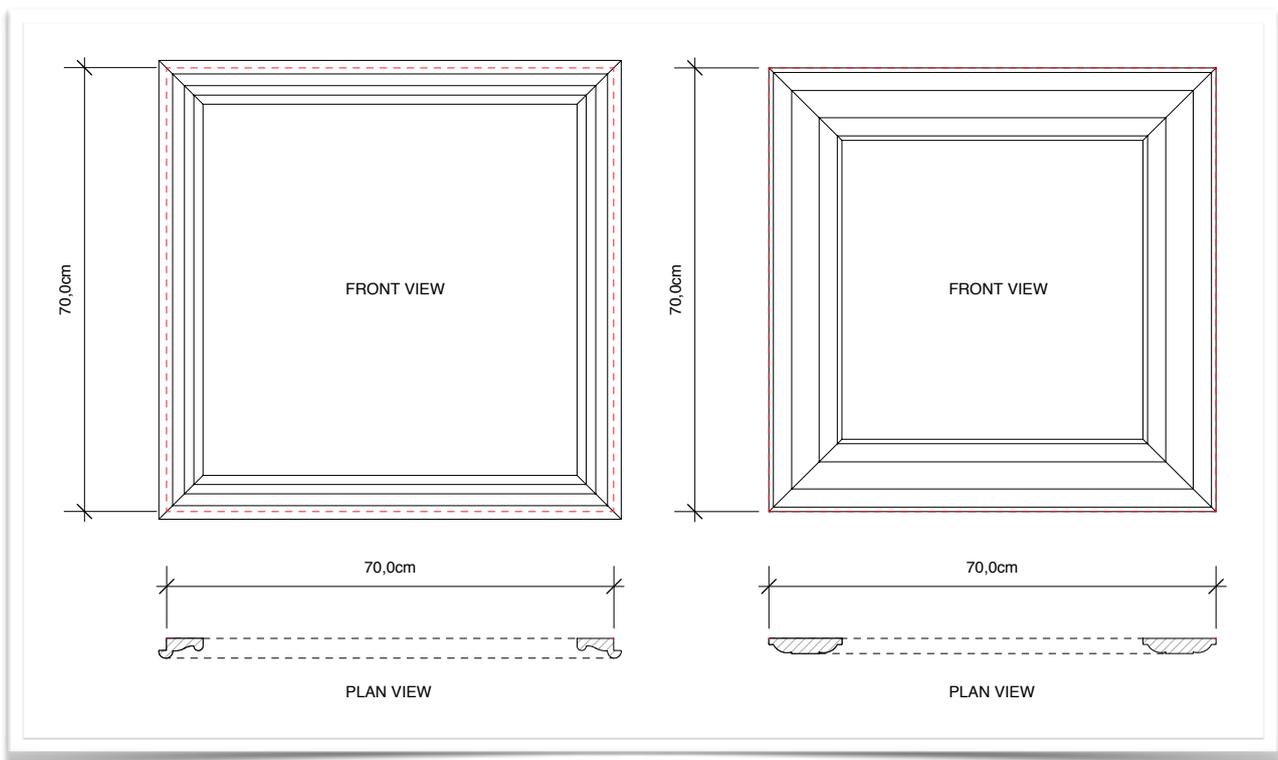
See [previous paragraph](#).

Frame (Rectangular) Parameters

Here below are showed only the parameters specific to this plugin object "Frame (Rectangular)"

Length / Height:

The length of the drawn line represents the frame width (in plan view), referencing the point [0,0] in used the profile definition. The extremities of the line will be indicated by two red points.



The height is, as for the length referenced to the [0,0] point.

See the figure above, where both height and width are set to 70 cm.

As you can see the leftmost frame uses a profile with an origin inside the section bounds, therefore the total width will be more than 70 cm (and the height too).

The right frame shows a most common case, where the origin point coincides with the top left extremity of the profile.

Frame perimeter:

The popup contains these options:

There are included almost all the combinations to make "frame" an even more versatile plugin object.

With this option is possible, for example, to frame an opening such a window or a door.

- ✓ 1. All sides
- 2. Sides & top
- 3. Sides & bottom
- 4. Left & right
- 5. Left, top & bottom
- 6. Right, top & bottom
- 7. Top & bottom
- 8. Left & bottom
- 9. Left & top
- 10. Right & bottom
- 11. Right & top

Panel:

The frame can be optionally completed with a panel, simple or raised.

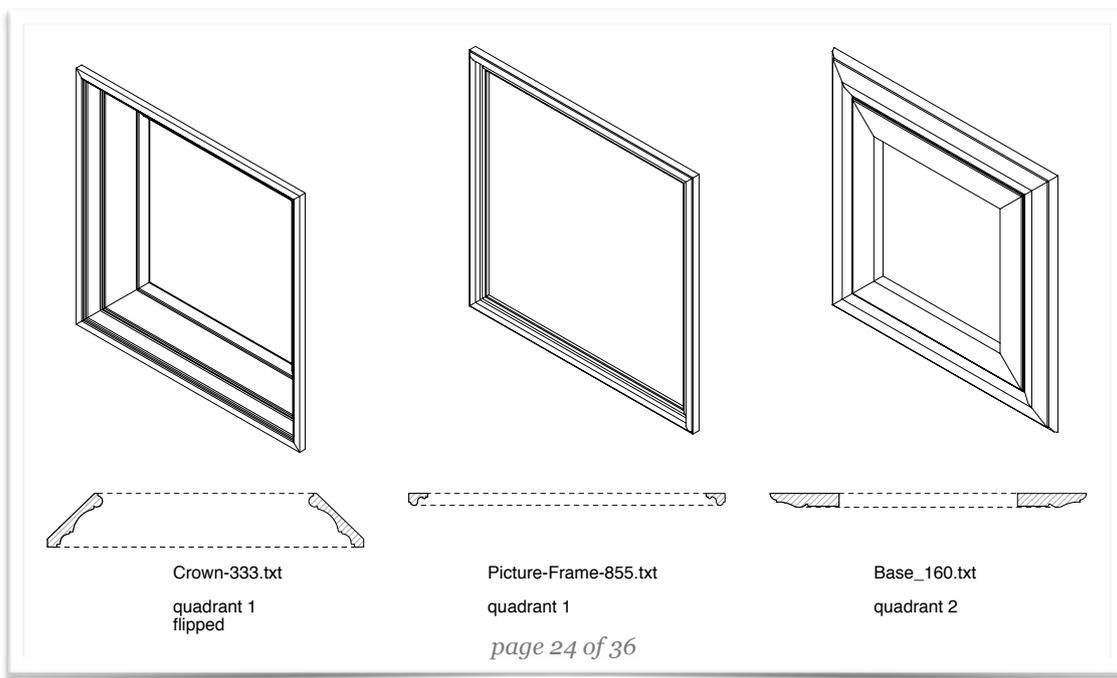
Classes:

Classes are customisable for frames (think of a wood frame, with horizontal and vertical veins respectively for horizontal and vertical components), and, of course, for panel and raised panel. See also [Texture controls](#).

In plan view you can use the plugin class and the attributes palette.

Other parameters:

As said before, the majority of these parameters are the same explained in the usage of plugins "moulding on path" paragraph. Here below an example of application of various profiles and quadrants applied to the same squared frame:



Frames (Array) Parameters

The frames array use the frame PIO to create wainscoting.

Length / Height:

The length (the drawn line) and height values represent the space to fill with frames.

Spaces H / V:

The spaces interleaved between frames and filled with stiles and rails.

Thickness:

Stiles and rails thicknesses.

of frames H / V:

The number of frames in horizontal and in vertical to evenly fill the given area, with the given spaces.

Sides H / V:

Optionally you can exclude the perimetrical stiles (or rails).

Profile settings:

See indications in the paragraph [Parameters common to all PIO](#).

Panel:

Frames can be optionally completed with a panel, simple or raised.

Panel and raised panel have their parameters, too, such thickness etc..

Classes:

Classes settings are available for all components of the parametric object (stiles, rails, frames, panels). See also [Texture controls](#).

Import frame settings:

You can get the aspect of a frame array from a previously drawn frame object.

This may be useful especially when your array contains many frames and the plugin reset at each parameter change could be time consuming.

Siding Parameters

Here below the list of parameters specific to PIO "Siding"

Length:

The length of the drawn line represents the siding width (in plan view), referencing the point [0,0] in used the profile definition. The extremities of the line will be indicated by two red points.

Height / Base:

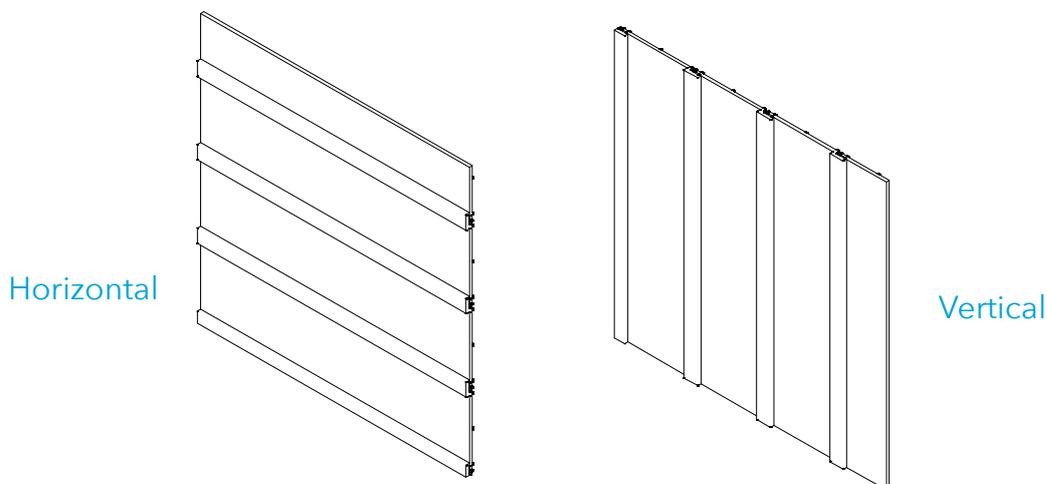
The siding starts from base to height.

Orientation:

The elements can be mounted horizontally or vertically.

The algorithm will calculate how many elements are needed to fit the length or the height. Exceeding parts will be trimmed out.

You can set the exact starting point acting on the offset X or offset Y values.



Automatic pace / pace:

The pace is the distance between two consecutive elements. It can be set automatically or manually.

In case of automatic pace, if the chosen profile has pace value (this is established

when creating the profile cpf file with the "Save profile to file cpf" tool) this is used, else the bound value of the profile is used.

All sidings profiles in the package library has this pace set.

Pieces:

This is the number of elements used in the siding.

Total length:

This is the length of one element multiplied by the number of pieces.

Opening:

You can activate this to get one opening for one siding object.

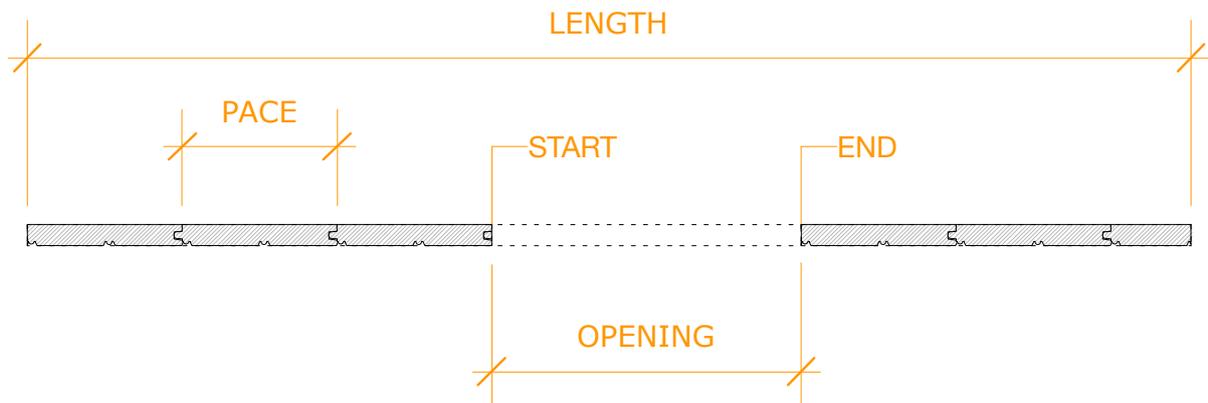
To get more openings in a wall, it is necessary to use more sidings aside.

Opening height / base / break start / end:

Once opening is activated, these fields are enabled.

The opening rectangle goes from base to height and from start to end.

Note that start and end points are draggable when in plan view.



Classes:

To get a better rendering, generated elements are divided into ODD and EVEN, so you can attribute a different class for each group. See also [Texture controls](#) to know more and have same tip.

Corner Parameters

The Corner object has all the common parameter plus height and base fields:

Height / Base:

The corner is a column that starts from base to height.

2D Path to Moulding

By the tool **"2D Path to Moulding"**  you can transform an existing 2D path in a parametric object **"Moulding on 2D Path"** customisable in all the variables explained in the pages before.

The utility of this tool is evident, since create / modify complex moulding paths by points (in the same way you use for polylines creation / editing), sometimes is not practical at all. It is easy if your cornice runs on straight walls, but when there are curves, the all thing is much less intuitive.

Sometimes we can obtain a complex track in an easier way using composition operations like sum, subtraction, difference, intersection between elementary forms as circles, rectangles etc..

Once we get the complex path, just activate the tool **"2D Path to Moulding"**  and click on the polyline.

After selection it is asked if we want to keep or not the original polyline, once the parametric object is created.

In the end we obtain a cornice along the path. If the profile develops in the opposite way we wished, it is sufficient to modify the inner / outer checkbox.

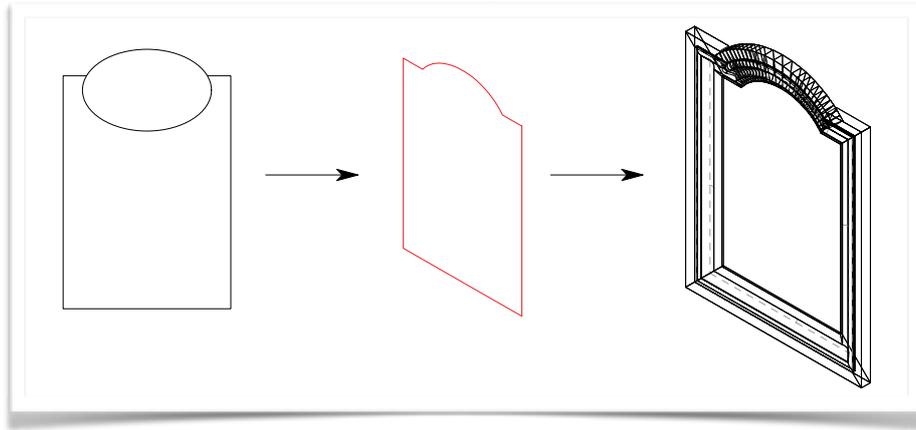
Finally we can modify all the parameters we like to complete the job.

The reverse operation (get the 2D path of the parametric object) is obtainable from the Extract path... push button, just seen in the paragraph before (Moulding on Path Parameters).

NURBS to Moulding

As just seen in **Moulding on 2D path**, it is possible also to start from a 3D path to obtain a **Moulding on 3D path**.

Here, much more so, it is much easier to get complex shapes from operations on simpler forms, then convert the obtained shape in NURBS and, in case, rotate it in the right orientation:



Once obtained the desired shape (3D polygon or NURBS), activate the tool **"NURBS to Moulding"** , set the view of the drawing to plan view, then click on the 3D path.

A dialog will ask if we want to keep or not the original path after the parametric object creation. After the answer we get a Moulding on 3D path object. If the profile develops in the opposite way we wished, it is sufficient to modify the inner / outer checkbox.

Finally we can modify all the parameters we like to complete the job.

The reverse operation (get the 3D path of the parametric object) is obtainable from the Extract path... push button, just seen in the paragraph before (Moulding on Path Parameters).

Save Profile to File cpf

All the plugins of the Mouldings package use a custom file format (.cpf) that encodes the section. *Cornici Profile File* (hence the the acronym .cpf) is the format that encase the instructions to reconstruct the shape in it saved.

The Mouldings package comes with a vaste library of mouldings (files .cpf), suitable for most cases, but it's quite probable that you need to use your custom moulding, or even create your own moulding library based on other available commercial items / tools.

Save Profile to File cpf  is the right tool to perform this task.

Draw your shape describing the section profile in your usual way, just be careful that the final result must be a **closed** polygon / polyline.

When you are finished, use the tool  **Save Profile to File cpf** and click on the shape.

You'll be asked to indicate the origin point [0.0] of the shape, this point will be used as reference point by all the moulding plugins.

Optionally (see options below) you can set a repetition "pace", for example for a bead board section to be used with the Siding plugin (see [Siding](#)).

Finally, name the file and save it where you like. You'll be able to choose it from the info panel of the moulding parametric object (button Profiles library..., categories pop-up, select the "From file..." item, or from the Profiles pop-up, select the "From file..." item).

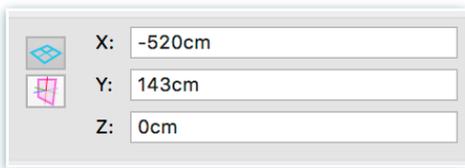
Save Profile to File cpf: Hints and e conventions

Here below some conventions adopted by the author while creating the libraries provided with the package:

Conventionally, all profiles are X negative; as you can see from the figure, the [0,0] points denotes the origin and the profile extends to the left of this point (domain $X \leq 0$).

About the Y, there are cases where is convenient to place the origin below (domain $Y \geq 0$) and other above ($Y \leq 0$).

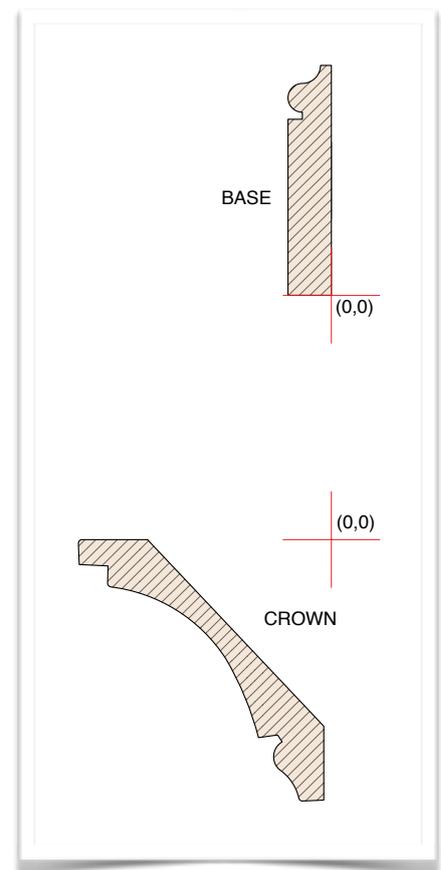
For a better understanding, look at the two cases in figure, considering the field "Z" available in the info panel of Vectorworks for all the 3D parametric objects:



In the first example (base). when the "Z" of the parametric object is set to 0, also the point indicated as origin will be placed at Z=0.

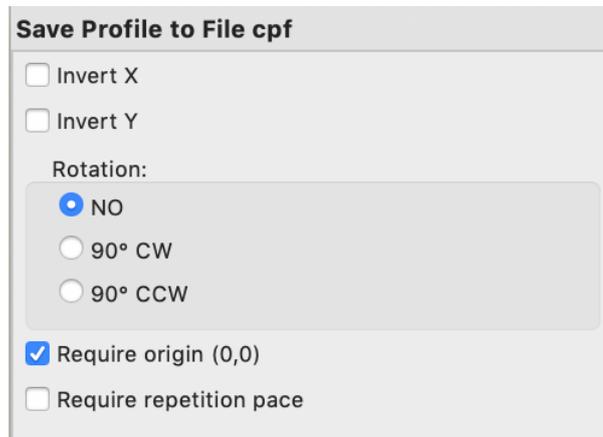
In the second example (crown), when the "Z" of the parametric object is set to 240 cm (for example), also the point indicated as origin (the upper part of the crown) will be placed at Z=240 cm;

You should not bother, however, to draw your profile this way, an appropriate use of this tool will assure a correct creation of the file .cpf.



Save Profile to File cpf: options

Click on the tool  then in the property icon  in the top bar.



Save Profile to File cpf

Invert X

Invert Y

Rotation:

NO

90° CW

90° CCW

Require origin (0,0)

Require repetition pace

Invert X / Y

When checked [ON], the X (or Y) coordinates will be flipped on their respective axis. Use this if the shape need to be upside down or x-reflected.

Rotation

By default this button is set to NO (rotation). There may be some cases you need to rotate 90 CW or 90 CCW around the clicked origin to have the shape correctly positioned according with the convenience behaviour listed above..

Require origin (0,0)

By default this check is ON. Once clicked on the shape object, a dialog shows up alerting you that you are about to click the origin point of the object. Once learned this step, it may be preferable to uncheck this, so the sequence will be: click the shape, then (a cross cursor appears) click the 0,0 point.

Require repetition pace

You may need to set repetition pace for profiles such bead boards that you can be used with the Siding plugin (see [Siding](#)).

Once checked, you'll be asked to click on a first point (pace start) and to drag a line to the pace distance.

Note: bead boards, sidings and claddings that ship with the default library, have this pace already set.

Rebuild library

As we have just seen in the previous paragraph, you can create your own profiles to be reused.

You can gather and classify your cpf files in folders.

Notes: folders must contain only regular cpf files (produced with the tool **"Save Profile to File cpf"**).

Files / folders naming: use alphanumerical chars, **do not use** ".", "/", "".

If you like to see them in the libraries dialog, you have first to add your folders inside "Resources/Defaults /Mouldings - Models/Cornices" then rebuild the "MouldingsLib".

Warning: it is strongly recommended to save a copy of the "MouldingsLib.vwx" file before rebuilding.

To rebuild the library, open the "Resources/Defaults /Mouldings - Models/ Cornices/MouldingsLib.vwx" file. Once opened, launch (double click) the script "Rebuild library".

Once rebuilt the library, save it. The names you gave to the folders will be the titles appearing in the the Library profiles dialog list, and, of course, their contents will fill the profiles content in the same dialog.

Rebuild library: instructions

This is the visible content of the **MouldingsLib.vwx** file at opening.

Read carefully the instructions then, when ready, double click the item **Rebuild library** inside the panel Utilities and follow the instructions.

	S	F	T
01	Red	Light Blue	Black
02	Orange	Blue	White
03	Grey	Light Grey	Orange
04	Brown	Yellow	Black
05	Brown	Grey	White
06	Brown	Yellow	Red
07	Red	Brown	White
08	Brown	Light Green	Dark Grey
09	Blue	Purple	White
10	Green	Yellow	Red
11	Blue	Yellow	White
12	Grey	Grey	Red
13	Brown	Brown	White
14	Brown	Yellow	Black
15	Dark Red	Grey	White
16	Orange	Blue	White
17	Blue	Grey	Yellow
18	Yellow	Blue	Grey

REBUILD LIBRARY

This document contains a script to rebuild the Symbols library.

Symbols are taken from all .cpf files contained inside the "Cornices" folder, where this same document resides.

You can gather inside folders all the custom .cpf files you have created.

Put these folders inside "Cornices" and rebuild the library to get them in the profile's dialog.

I recommend to **backup the MouldingsLib.vwx** file before to rebuild.

Save the library once rebuilt.

Note:

if your preferences are set to save a backup copy where documents reside, you could have to remove the backup folder created when saving. Folders inside "Cornices" are used as items in the profiles menu.

COLOR TABLE

Do not remove!

This color table is used to automatically choose colors for the symbol's library building.

You can edit each square fill, considering that:

- S** is for symbol's fill
- F** is symbol background's fill
- T** is the text color (used to display sizes)

Units: units used in symbol's bounds display are currently Fractional Inches. You can change units in the document preferences, then rebuild the library again.



Credits

Thanks to **Matthew Swett** who has converted to VectorWorks® polylines and polygons the collection coming from the **New England Classic® Molding line**.

These profiles are representative of the New England Classic® Molding line.

Therefore, the profile number can in fact be used for specification purposes (at least within the U.S.). More information on the moulding materials can be found at:

www.newenglandclassic.com

Disclaimer

DISCLAIMER OF WARRANTY:

THE AUTHOR HAS MADE NO EXPRESS WARRANTIES, ORAL OR WRITTEN, TO YOU REGARDING **Mouldings Plugins**.

Mouldings Plugins ARE BEING PROVIDED TO YOU 'AS IS' WITHOUT WARRANTY OF ANY KIND.

THE AUTHOR SHALL NOT BE LIABLE FOR DIRECT OR INDIRECT DAMAGES RESULTING FROM THE USE OF **Mouldings Plugins**.

YOU USE **Mouldings Plugins** SOLELY AT YOUR OWN RISK.

The author is here at your disposal on an e-mail base for help, bug corrections and suggestions.

Regular users will be kept informed of future releases.

Contact the author at:

fitplot@gmail.com