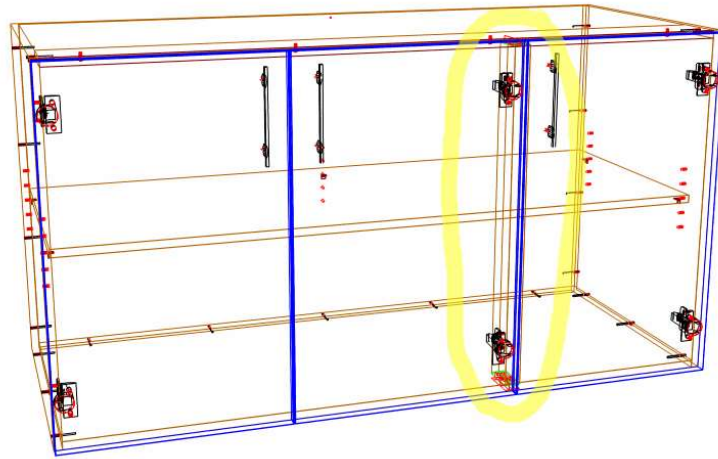


Mullions for Cabinets - User Guide.



Introduction

Overview

- The 'Mullions Cabinets' from Solid Setup Plus allows you to add mullions to the face of your cabinets to allow doors to be hinged off quickly and easily.
- Mullions are connected to cabinet top and bottom with a 3mm deep Mortice and Tenon intelligoint
- Mortice and Tenon slot can go through to avoid reverse face operations if required
- Mullions can be double or single
- Width of mullions can be changed
- Mullions can be moved left or right via door attribute
- If shelves are deeper than rear of mullion, a notch will be added to the mullion to house the front of the shelf
- Up to 2 shelf notches are allowed per mullion
- Shelf notches can be turned off via door attribute if required
- (Shelf notches are only for fixed shelves)
- Sink cutouts can be added to top of any mullion via door attribute

Included in This Package

User Created Standards

The Following 3 UCSs are provided:

{ MULLIONS } -- Cab Attributes
{ MULLIONS } -- Add to DOR_OPEN
{ MULLIONS } -- Add Return Panel

Adds attributes to cabinet
Adds Mullions to Door Openings
Adds Mullion panel to Door Opening

Intellijoints

U_Tab_MulThru_LHtop/RHbot
U_Tab_MulThru_LHbot/RHtop
U_Tab_MulStop_LHtop/RHbot
U_Tab_MulStop_LHbot/RHtop
U_Screw_Auto_350

Mortice & Tenon for top and bottom of mullions

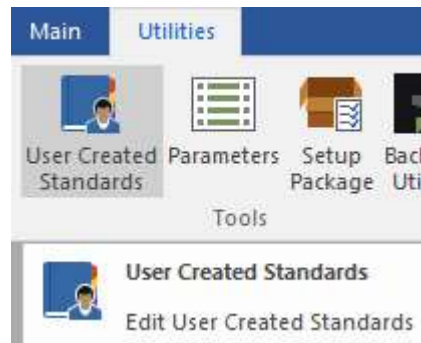
Screw Intellijoint for false panel option

Settings

UCS Public Variables

There are Public Variables on the first two Mullions UCSs.

- To change these variables go to the Utilities – Edit User Created Standards from the Plan or Elevation views



- Then click on the “{ MULLIONS } – Cab Attributes” UCS.
- On the top left hand side of the screen you will see the Public Variables lists:

Mullions Double? = Set to zero to change double mullions to single mullions
Mullions Width = Set the default width of all Mullions

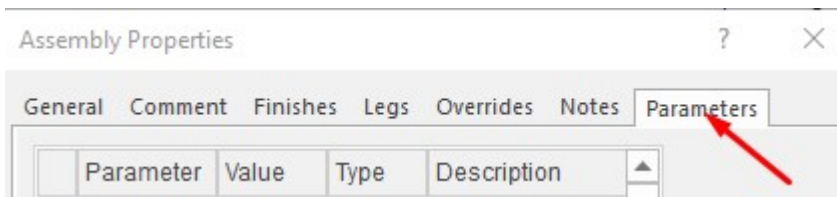
- Then click on the “{ MULLIONS } – Add to DOR_OPEN” UCS.
- On the top left hand side of the screen you will see the Public Variables lists:

Mullion Shelf Notch TOOLID = Tool ID of the tool you wish to use for shelf notches in mullions (0= auto select)
Base Bot TAB Thru? = Set to 1 to change Mortice slot to through for Base Cabinet Bottoms
Base Top TAB Thru? = Set to 1 to change Mortice slot to through for Base Cabinet Tops
Tall Bot TAB Thru? = Set to 1 to change Mortice slot to through for Tall Cabinet Bottoms
Tall Top TAB Thru? = Set to 1 to change Mortice slot to through for Tall Cabinet Tops
Upper Bot TAB Thru? = Set to 1 to change Mortice slot to through for **Upper** Cabinet Bottoms
Upper Top TAB Thru? = Set to 1 to change Mortice slot to through for **Upper** Cabinet Tops

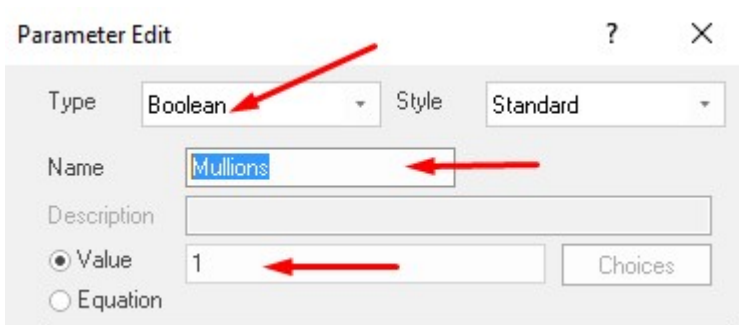
Creating a Mullion Cabinet

Setting up the Cabinet.

- Start with a standard un-shaped Base cabinet.
- RIGHT CLICK and select “PROPERTIES”
- Select the Parameters TAB:



- Press “Add”
- Set type to Boolean
- Change name to Mullions
- Set Value to 1



- Press OK

Now you will see three attributes added to the cabinet

Mullions On?	=True
Mullions Double?	=True
Mullions Width	=70mm

Now you can save this cabinet as a mullion cabinet

Door Attributes

Once the cabinet is active, any doors not hinged off the ends will receive mullions.

For more options select a door while in an orthographic view to see the mullion attributes:

Mullions On?	Turn mullions on/off for this door
Mullions Double?	Switch between double or single mullion
Mullions Notch?	Adds cutout at top rear of mullion for sinks
Mullions Notch Height	Edit sink notch height
Mullions Notch Inset	Edit sink notch inset
Mullions Notch Radius	Edit sink notch radius
Mullions Panel?	Adds a false panel behind door
Mullions Panel DX	Edit false panel width
Mullions Shelf Notch 1?	Controls notch in back edge of mullions if shelves interfere
Mullions Shelf Notch 2?	Controls notch in back edge of mullions if shelves interfere
Mullions Width	Change width of mullion
Mullions X Offset	Allows Mullion to be moved left or right.

