KCD software

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KCD Terminology
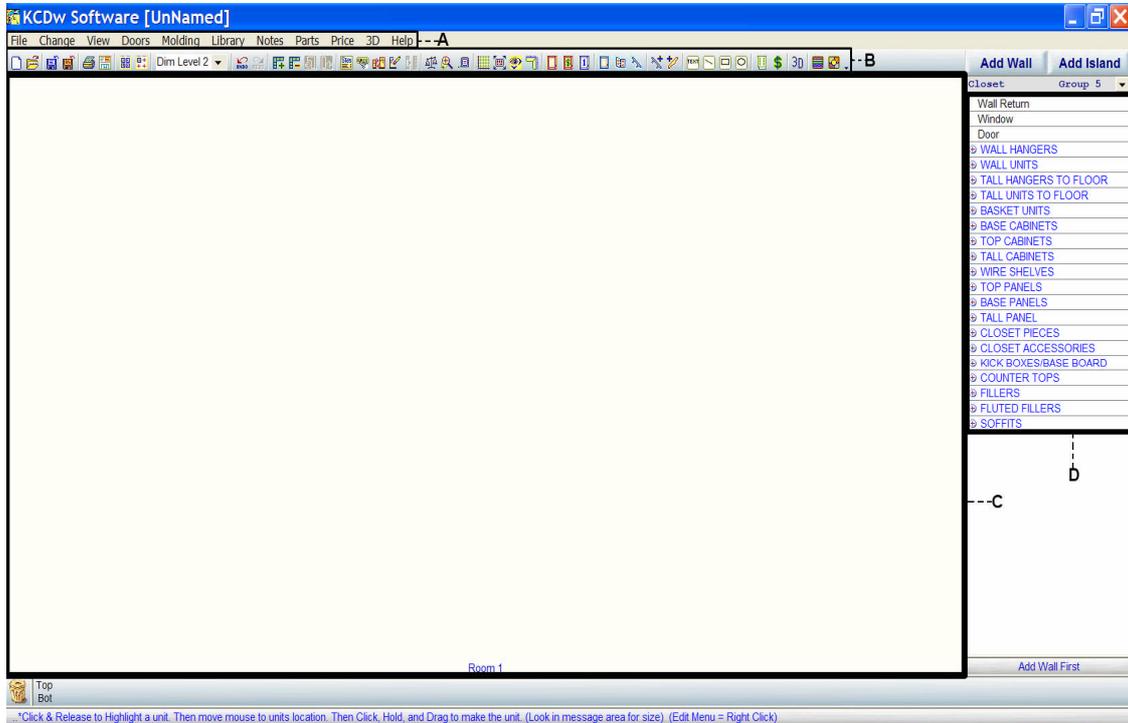
Main KCD Screen

A – The Main Menu, this is where you will be able to find all the functions you want to accomplish in KCD.

B – The Tool Bar, here you will find icons which you can click to perform some of the most used functions found in the Main Menu.

C – The Drawing Screen, this is the area in which you will draw and design your rooms.

D – The Library, this is the library of units which are available for you to draw in the drawing screen.

Floor Plan View – The floor plan view is the top or birds eye view in 2D drawing mode.

Elevation View – The elevation view is the front view of a wall in 2D drawing mode.

Presentation View – The presentation view is the rendered 3D picture of your room.

Add – Change Wall Box

Add - Change Wall

Wall Length	73 3/8
Attach to	R L R
End of Wall #	1
Angle	90
Wall Height	96

☐ Island - Peninsula

OK	Cancel
Erase Wall	More...

Wall Name and Number
	2

Room Name and Number
Room 1	1

Add - Change Wall

Wall Length	73 3/8
X Location	109 1/2 L R
Y Location	0
Angle	90
Wall Height	96

☐ Island - Peninsula

OK	Cancel

Erase Wall	Less...

Wall Name and Number
	2

Room Name and Number
Room 1	1

Flip Wall 180 degrees

Change Length on
○ Left End   ● Right End

Thickness	4 1/2

Top # Depth	14
Base # Depth	14

Change Wall Color	Help

To the right are 2 different views of the Add/Change Wall box. The first Add Change wall box is by default what you will see when you draw a wall on the screen, or double click on a wall to modify it. The second Add/Change wall box is the expanded version of the same box, giving you a few more options when modifying a wall. You can view the expanded version by clicking on the More button when looking at the default Add/Change Wall box.

Add Unit Box

This is the Add Unit box. This box pops up when you are adding a unit to the drawing. Here you can modify the way the unit will appear on the screen. Here is also where you type in the location for the unit.

Change Unit Box

This is the Change Unit box. You have all of the same capabilities as the Add Unit box, just the name for the box at the top has changed and 2 new buttons have appeared. The Copy button allows you to Copy this unit into a different location. The Erase button allows you to erase the unit. The Change Unit box appears when you double click on a unit that is already drawn on the screen.

KCD Dimensions

Below are pictures demonstrating what the dimensions represent in KCD.

Joining 2 Units Together
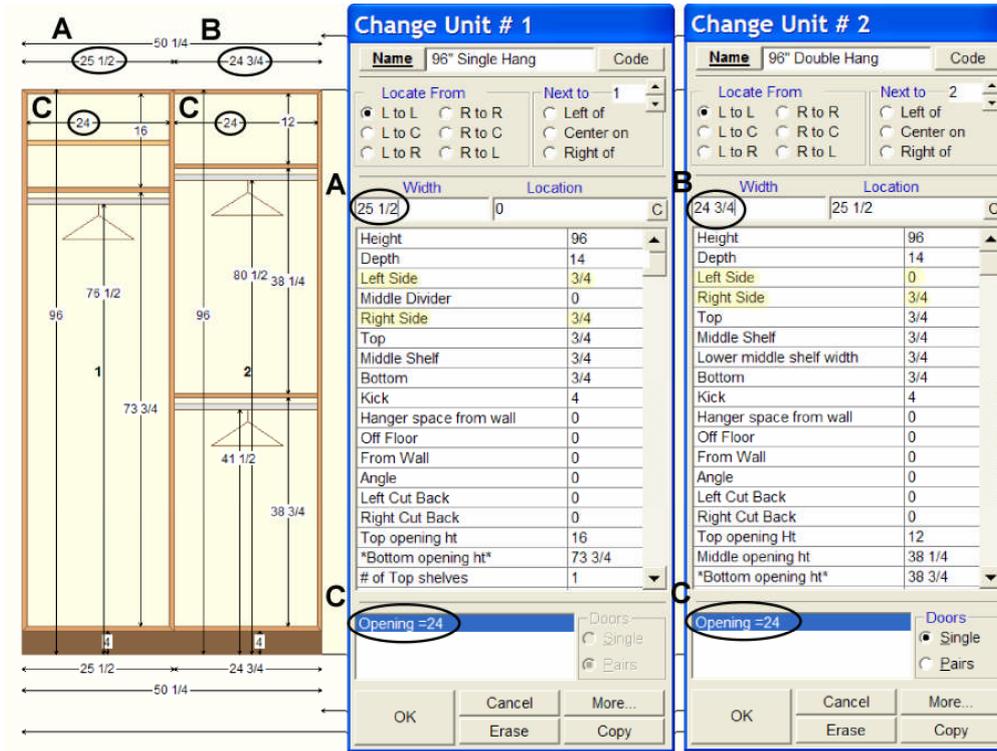
A – This is the width of the unit which has both sides/pars on it. You will notice the width you type in is the width of the shelf, 24", + the left side/par, ¾", + the right side/par, ¾".
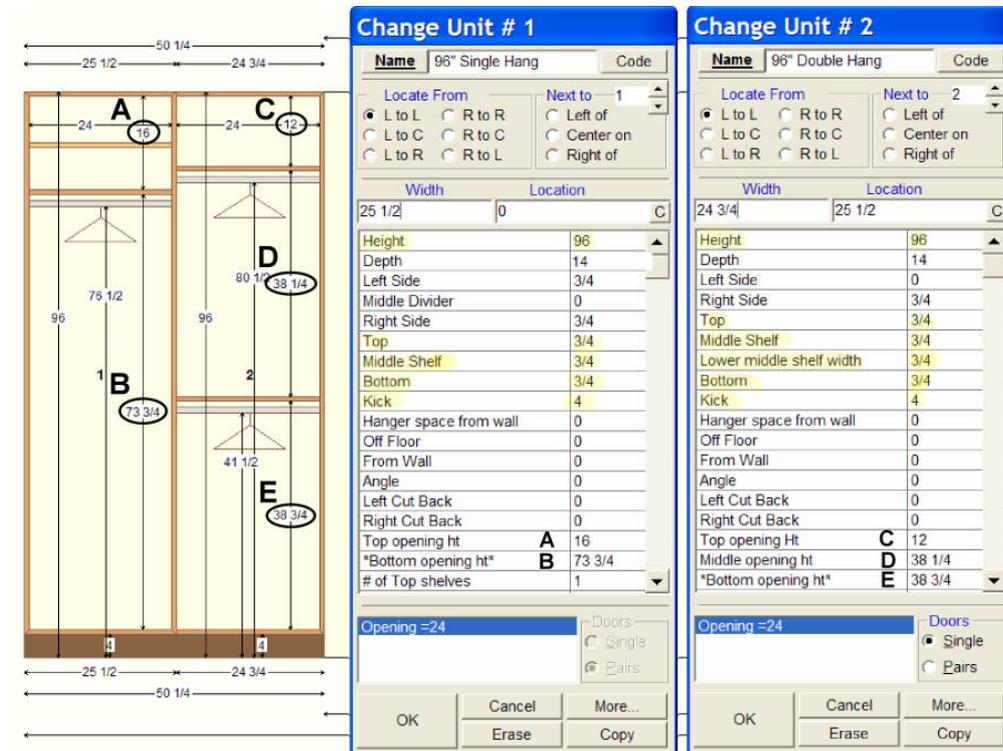
B - This is, again, the width of the unit, which only has one par on it, the par on the right. The width you type in is the width of the shelf, 24", + the left par, 0, + the right par, ¾". The left par is 0 so the 2 units will be combined as one unit.

C – This is the opening, or the shelf width on each unit. You will notice that even though the widths, A and B, are different the shelf width is the same.

When joining 2 units together in KCD you could take the par off of either unit, e.g. 1 or 2. When taking the par off you must keep in mind a few things:

- Width - The width is the overall width, not the shelf width
- Location – You may need to adjust the location of the unit when removing a par
- You must keep a par on one of the units so a shared par will be created in between the 2 units.

Openings in KCD Software

Change Unit # 1

Name | 96" Single Hang | Code

Locate From — Next to 1
- ● L to L ○ R to R ○ Left of
- ○ L to C ○ R to C ○ Center on
- ○ L to R ○ R to L ○ Right of

Width | Location
25 1/2 | 0 | C

Height	96	
Depth	14	
Left Side	3/4	
Middle Divider	0	
Right Side	3/4	
Top	3/4	
Middle Shelf	3/4	
Bottom	3/4	
Kick	4	
Hanger space from wall	0	
Off Floor	0	
From Wall	0	
Angle	0	
Left Cut Back	0	
Right Cut Back	0	
Top opening ht	**A**	16
Bottom opening ht	**B**	73 3/4
# of Top shelves		1

Opening =24

Doors
- ○ Single
- ● Pairs

OK | Cancel | More...
| Erase | Copy

Change Unit # 2

Name | 96" Double Hang | Code

Locate From — Next to 2
- ● L to L ○ R to R ○ Left of
- ○ L to C ○ R to C ○ Center on
- ○ L to R ○ R to L ○ Right of

Width | Location
24 3/4 | 25 1/2 | C

Height	96	
Depth	14	
Left Side	0	
Right Side	3/4	
Top	3/4	
Middle Shelf	3/4	
Lower middle shelf width	3/4	
Bottom	3/4	
Kick	4	
Hanger space from wall	0	
Off Floor	0	
From Wall	0	
Angle	0	
Left Cut Back	0	
Right Cut Back	0	
Top opening Ht	**C**	12
Middle opening ht	**D**	38 1/4
Bottom opening ht	**E**	38 3/4

Opening =24

Doors
- ● Single
- ○ Pairs

OK | Cancel | More...
| Erase | Copy

A – This is the top opening height of the unit. You are able to change this dimension to whatever you would like it to be. As you can see in the picture the opening refers to space from the bottom of the top shelf to the top of the middle shelf.

B – This is the bottom opening height of the unit. You are not able to change this dimension. This dimension is calculated by taking the height you typed into the unit then subtracting the top, the middle shelf, bottom, kick and the top opening height. You can change the bottom opening height by changing any of the other values, typically you will change the top opening height. The bottom opening height is the distance from the bottom of the middle shelf to the top of the bottom shelf.

C - This is the same as A, it is the top opening height.

D – This is the middle opening height. You are able to change this dimension as well. This dimension is the distance from the bottom of the middle shelf to the top of the lower middle shelf.

E – This is the bottom opening height. This is the same as B except there are 2 more dimensions which are subtracted from the height to calculate this dimension. This dimension is calculated by taking the height you typed into the unit then subtracting the top, middle shelf, lower middle shelf, bottom, kick, top opening height, and the middle opening height. Again you may change this dimension by changing any of the other values in the unit.

Button Definitions for the Toolbar

Here you can access many of the menu features quickly and easily with a click of the mouse.
Below is a listing of the toolbar icons and their definitions.
Note: You can find these same pages in the help in KCD by looking under Toolbar.

New - This is the same as clicking Start New Job

Open - This is the same as clicking Open Job

Save - This is the same as clicking Save Job

Save as - This is the same as clicking Save Job As

Print - This is the same as clicking Print Job

Page Heading - This is the same as clicking on Page Heading

Dim Level 0 ▾ **Dimensions -** You can set the dimension level here, same as clicking on Dimensions

Add New Room - This is the same as click on New Room

Delete Current Room- This is the same as click on Delete This Room

View Next Room- This moves to the next numbered room, if there is only one room, clicking will have no effect

View Previous Room - This moves to the previous numbered room, if there is only one room, clicking will have no effect

Set Unit Options - This is the same as clicking Set Unit Options

Set Shop Standards - This is the same as clicking Set Shop Standards

Change Standards on this Job - This is the same as clicking on Change Standards on This Job

Erase Units - This is the same as clicking Erase Unit.

Fast Fill - This is the same as clicking Fast Fill

Set Scale - This is the same as clicking Set Scale

Show or Hide Grid - This is the same as clicking on Grid

Zoom In or Out - This is the same as clicking on Zoom In/Out

Find Distance - This is the same as clicking Find Distance

Large View - This is the same as clicking Large View

Floor to Elevation View - This is the same as clicking Elevation <-- > Floorplan

Counter Top View - This is the same as clicking Counter Top View

Show Doors - This is the same as clicking Show Doors

Change All Doors - This is the same as clicking Change All Doors

Change 1 Door - This is the same as clicking Change 1 Door

Add Handles and Hinges - This is the same as clicking Add Handles and Hinges

Show Handles - This is the same as clicking Show Handles

Show Hinges - This is the same as clicking Show Hinging

Add Molding - This is the same as clicking Molding

Add Text Note - This is the same as clicking Text Notes

Add Line Note - This is the same as clicking the Line Notes

Add Box Note - This is the same as clicking the Box Notes

Add Oval Note - This is the same as clicking the Oval Notes

Parts - This is the same as clicking on Parts

Pricing - This is the same as clicking on Pricing

3-D - This is the same as clicking on 3-D

Set Colors - This is the same as clicking on Set Colors

Set Color Group - This is same as clicking on the Use Color Group

Customizing the Toolbar:

You can customize the items listed in the toolbar very easily.
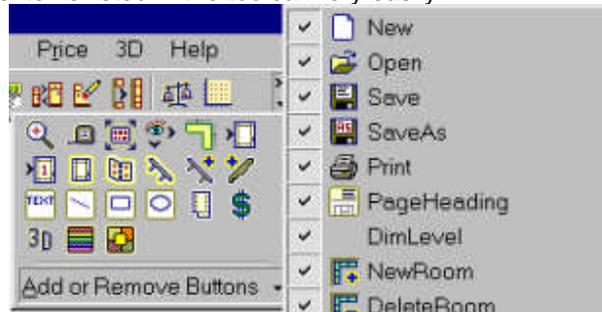
Click on the arrow at the end of the toolbar. This will cause a box to drop similar to what's above. If you click on the add or remove buttons area, it will pop up a menu with all the currently available buttons. The items with checks in front of them will be visible on the toolbar, the items without checks will not. Simply clicking on the item will cause it to check or uncheck. When you exit out of the program your configuration will be saved and ready for you the next time you open the program.

Hiding the Toolbar

If you right click on the toolbar, this will bring up a menu which gives you the option to uncheck the KCD Tools. This will remove the toolbar. Alternately, you can click on the Change Menu you item, move down to Edit System and click on the Hide Toolbar item there.

Showing the Toolbar

Click on the Change Menu item, go down to Edit System and then click on the Show Toolbar menu item listed there.

KCD Software's
Top Ten Short Cuts

Tip #	When to apply tip	What to do	What the tip does
1	Floorplan or Elevation	Type SD on your keyboard	This toggles between showing the doors and not showing the doors on the elevation.
2	Floorplan or Elevation	Type the numbers 1-9 on your keyboard	Will make wall 1-9 the active wall.
3	Floorplan or Elevation	Type VV or hit the space bar twice in a row on your keyboard	Toggles between the floorplan and the elevation view.
4	Floorplan or Elevation	Type D1 D2 D3 D4 or DS on your keyboard	Changes the dimension level to 1, 2, 3, 4, or door size.
5	Floorplan or Elevation	Type EE on your keyboard	Erase a unit.
6	Floorplan or Elevation	Right click on the island wall	This makes the back of the island wall active and is generally used in the elevation view but can be used in the floorplan view.
7	Floorplan or Elevation	Click and hold cursor on unit number	This allows you to move the unit up down left or right.
8	Floorplan or Elevation	Hold down the Alt key on your keyboard when holding cursor on unit number	This allows you to move the unit in any direction you want. This is generally used in the floorplan view when you want to drag a unit away from the wall.
9	Elevation only	Hold down Shift key on your keyboard and left click over door	Changes the handle location on the door. (Right clicking will remove or change handle style.)
10	Elevation only	Hold down CTRL key on your keyboard and left click over door	Changes the door style or removes the door altogether. (Right clicking changes hinge placement.)