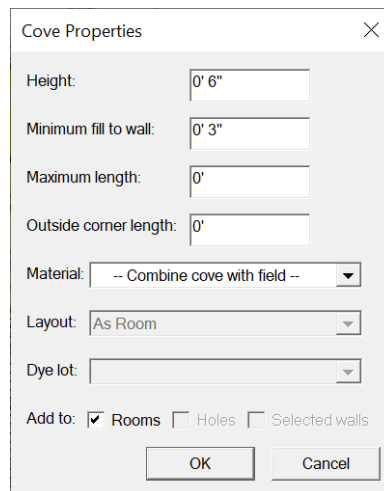


Adding Flash Cove (FloorRight Commercial):

After creating the rooms in your project, you can decide which walls and holes will have coves. First, make the appropriate selection(s) of objects with the same Cove Properties. The user can select specific rooms or specific walls and holes to add cove to. Cove seams are added to the total seam length for the applied material. The top edge of the cove is not considered a seam. Cove pieces that are extensions of the main floor piece do not have seams.



Cove Properties

Height: 0' 6"

Minimum fill to wall: 0' 3"

Maximum length: 0'

Outside corner length: 0'

Material: -- Combine cove with field --

Layout: As Room

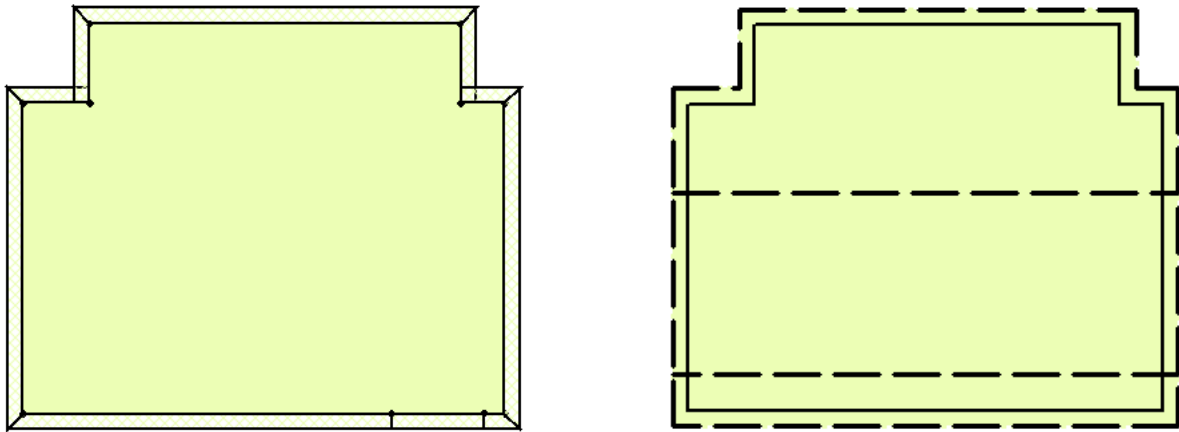
Dye lot:

Add to: Rooms Holes Selected walls

OK Cancel

To add Cove:

1. Select rooms or specific walls then left click on the Cove icon on the toolbar or right click and select "Cove"
2. Enter the height of the cove where it says "Height"
 - a. The "minimum fill to wall", is the distance a separate piece of cove material can extend into the floor. Some users want the separate pieces to extend 6" onto the floor and 6" up the wall
 - b. The maximum length is the total length of the separate pieces of cove. Enter 6' if you want a seam for every 6' for the maximum length. When set to 0' there is no limit on the length
 - c. Outside corner length is the length the user wants to separate pieces on the corners. If the length is 0' no outside corner pieces will be created
3. Leave the material set to "Combine cove with field" so the cove on the floor wraps up the walls.
 - a. If the user chooses a material from the cove will be separate pieces and will not flow up the walls off the floor
4. After entering the cove properties make sure "Rooms" is checked next to "Add to"
5. Click "OK"
6. Cove is now added to the rooms that were selected
7. To view the cove on the walls, open the seam view
 - a. Click "Layout" then click "View Seam/Stock Layout"



Remove cove:

1. Select the rooms or left click on specific wall
2. Right click and choose "Cove"
3. Change the Height to 0'
4. Click "OK"
5. The cove will be removed from that room or specific wall

Below is a list of the definitions used in the Cove Properties.

- **Height** – how tall up the wall the cove extends. If it is zero, no cove is created.
- **Minimum fill to wall** – the distance that the cove extends onto the floor. This applies to separate cove pieces which are not part of the floor material. Default is 3" (8cm for metric)
- **Maximum length** – applies only to separate cove pieces. The length of cove that is part of the floor or border material is governed by the existing limits for those materials and handled by the layout engine. When set to zero, there is no limit on length (except as determined by the layout). This is the default value.
- **Outside corner length** – for extra pieces needed on a coved outside corner. The height of the pieces is the same as the individual cove pieces (**Height plus Minimum fill to wall**). If the length is zero, no extra outside corner pieces will be created.
- **Material** – the material to use for the cove. If blank (the default), the cove uses the floor material. If the room has border, the material of the outer border is used. If a specific material is selected from the list, all cove is created as separate pieces using the chosen material.
- **Layout** – the lay direction for the cove. By default, the cove uses the room's lay direction. The other options are the same as those for borders and are only available when a specific material has been selected for the cove.
- **Dye lot** – If the selected material uses dye lots, the cove can be assigned to one of those dye lots. If none is chosen, the default dye lot is used.