



Adding Flash Cove

Learn how to use the Cove Tool in FloorRight Commercial

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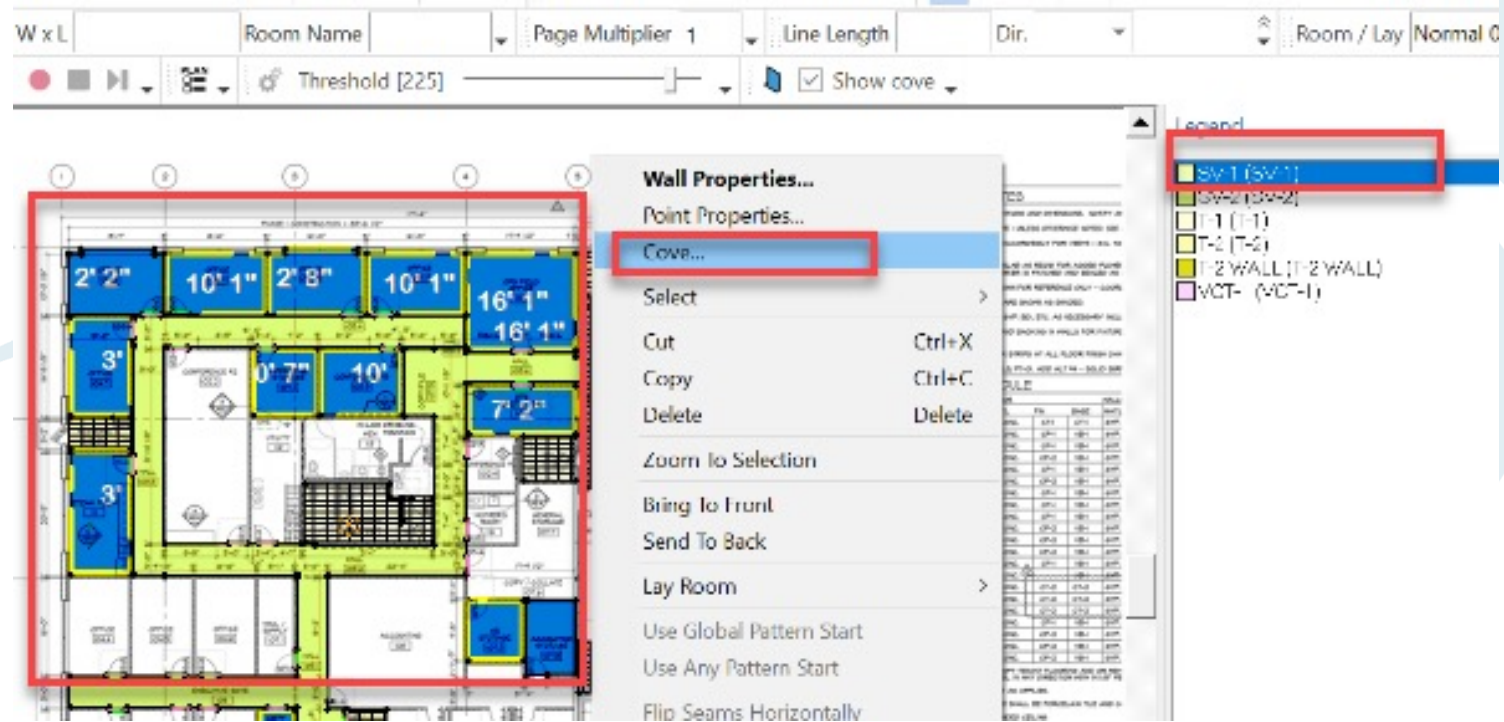
After creating the rooms in your project, you can decide which walls and holes will have cove.

First, make the appropriate selection(s) of rooms/walls with the same Cove Properties.

The user can select specific rooms or specific walls and holes to add cove to.

To select walls or rooms hold shift on the keyboard and left click specific walls/rooms.

To select the same material at a time left click the material in the legend on the right side of FloorRight.



W x L Room Name Page Multiplier 1 Line Length Dir. Room / Lay Normal C

Threshold [225] Show cove

Wall Properties...
Point Properties...
Cove...
Select
Cut Ctrl+X
Copy Ctrl+C
Delete Delete
Zoom to Selection
Bring to Front
Send To Back
Lay Room
Use Global Pattern Start
Use Any Pattern Start
Flip Seams Horizontally

Legend
SV-1 (SV-1)
SV-2 (SV-2)
T-1 (T-1)
T-2 (T-2)
T-2 WALL (T-2 WALL)
VCT- (VCT-1)



Add Cove:

1. Select rooms or specific walls then left click on the Cove icon on the toolbar or right click and select "Cove".

Cove Properties ✕

Height:

Minimum fill to wall:

Maximum length:

Outside corner length:

Material:

Layout:

Dye lot:

Add to: Rooms Holes Selected walls

2. Enter the height of the material going up the wall where it says "Height".

- The “minimum fill to wall”, is the distance a separate piece of cove material can extend into the floor.

- (Cont.) Some users need the separate pieces of cove to extend 6" onto the floor and 6" up the wall.

- The maximum length is the total length of the separate pieces of cove.

(Cont.) Enter 6' if you want a seam every 6' for the maximum length of the separate piece. When set to 0' there is no limit on the length.

Note: The default length is 0.

- 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.

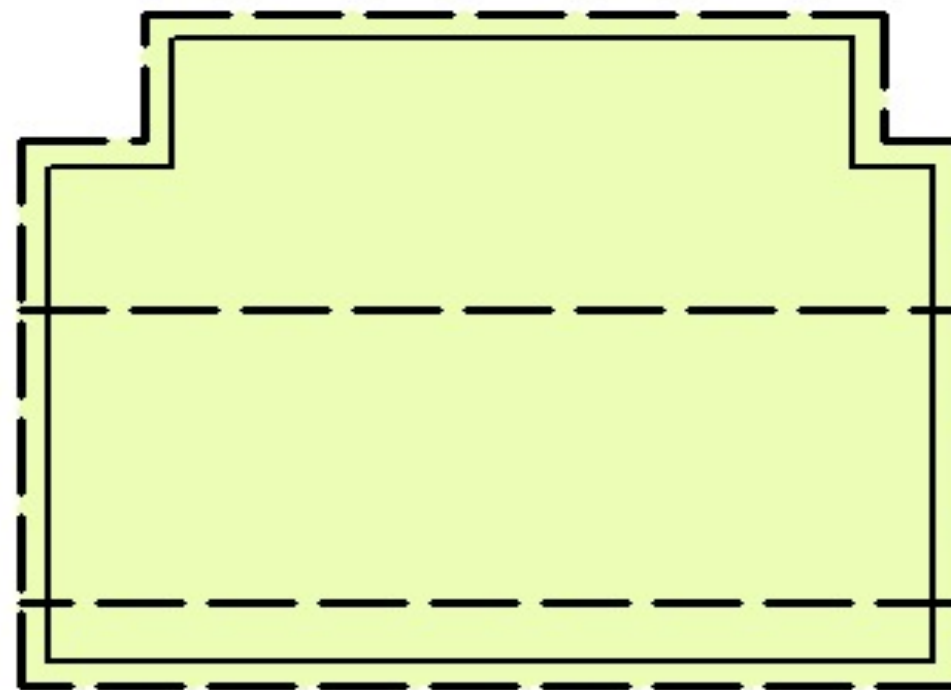
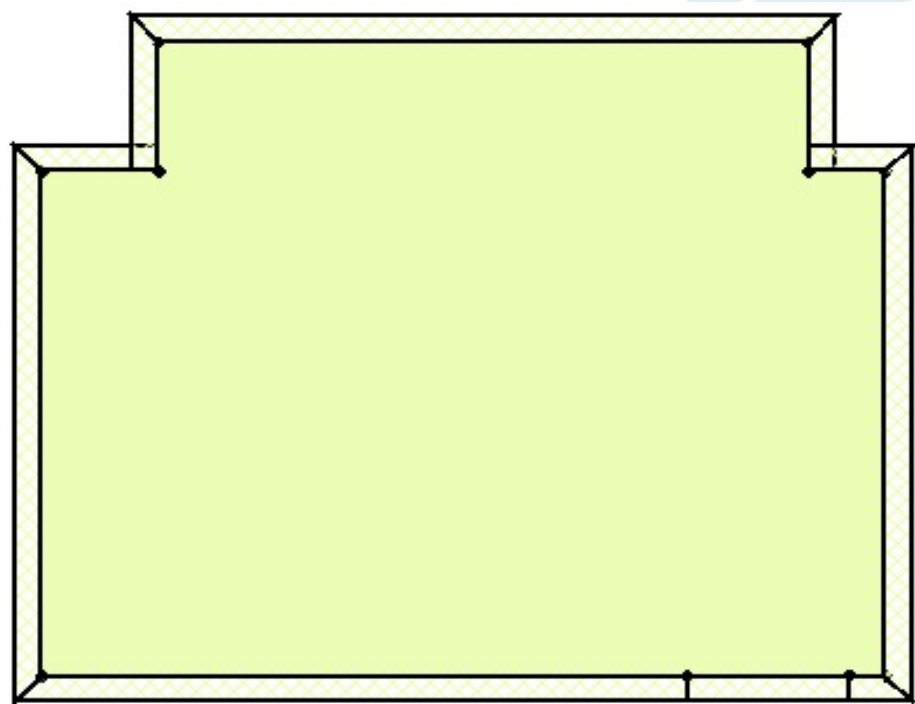
3. Leave the material set to “Combine cove with field” so the cove on the floor wraps up the walls.

- If the user chooses a material from the material drop down, the cove will be separate pieces and will not flow up the walls off the floor.

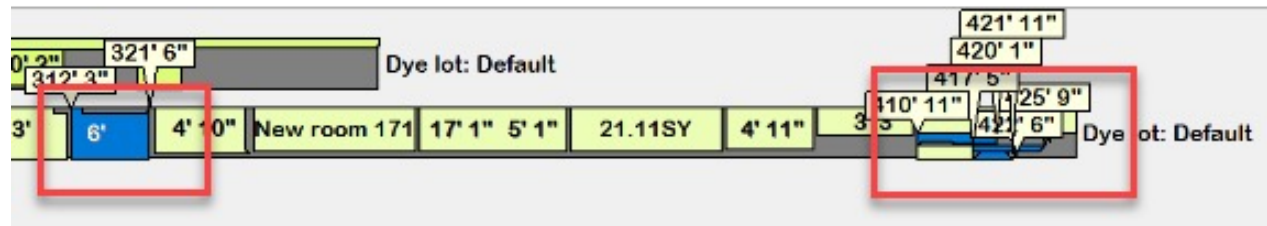
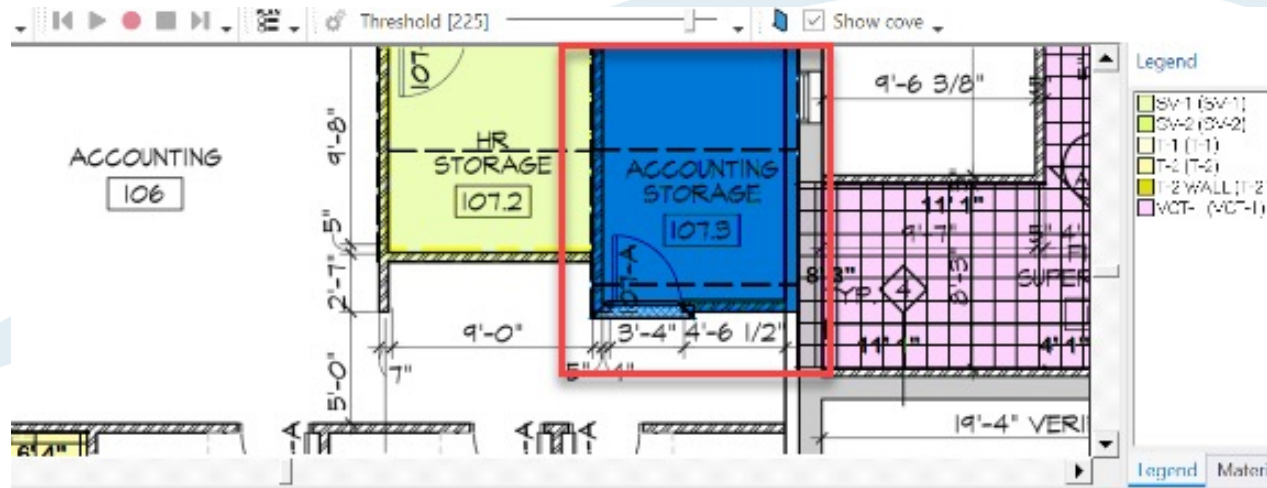
4. After entering the cove properties make sure “Rooms” is checked next to “Add to” then click “OK”.

5. Cove is now added to the rooms that were selected. To view the cove on the walls, open the seam view.

- Click “Layout” at the top of FloorRight and then click “View Seam/Stock Layout” to see the cuts.



6. Any room with separate pieces of cove can be see in the stock view.



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.



Remove cover:

1. Select the rooms by holding shift and left clicking each room, if there are multiple rooms.

2. Right click and choose “Cove” and change the height to “0” or uncheck “Rooms”.

Cove Properties ✕

Height:

Minimum fill to wall:

Maximum length:

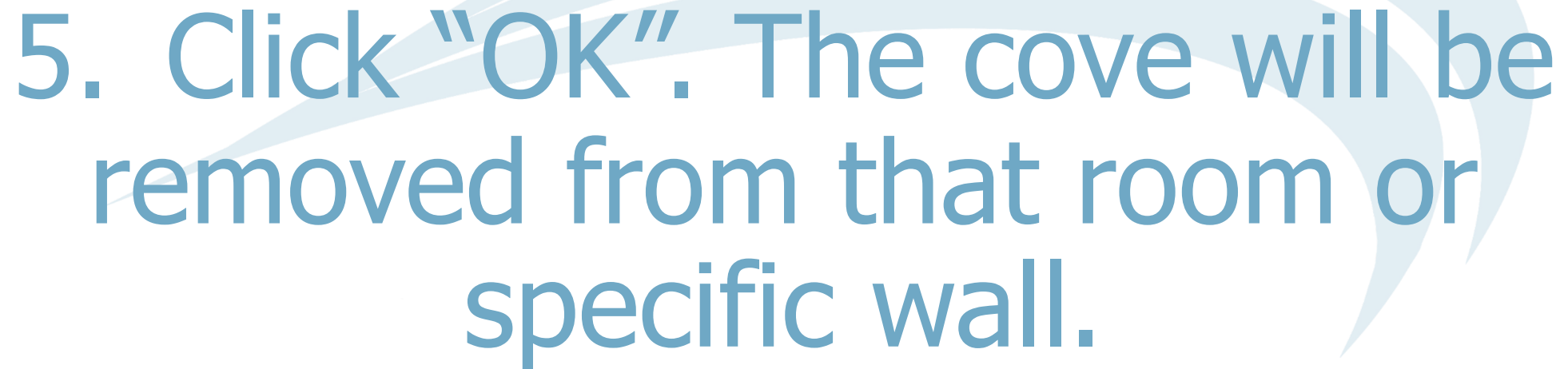
Outside corner length:

Material:

Layout:

Dye lot:

Add to: Rooms Holes Selected walls

A large, light blue decorative graphic consisting of several overlapping, curved, brushstroke-like shapes that sweep across the middle of the slide.

5. Click "OK". The cove will be removed from that room or specific wall.

If you have any questions on adding cove in FloorRight please contact frsupport@pacific-solutions.com.

A large, light blue, stylized graphic element resembling a wave or a speech bubble, positioned behind the main text.

Here is a list of the
definitions used in the Cove
Properties:

- Height – how tall up the wall the cove extends. If set to 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. When set to zero, there is no limit on length.

- 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. If the length is zero, no extra outside corner pieces will be created.

- Material – the material to use for the cover. If blank, the cover uses the floor material. If the room has border, the material of the outer border is used.

(Cont.) If a specific material is selected from the list, all cover 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.

- 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.



The End.