

# Adding Feet to Cabinets

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## QUESTION

How can I add feet to my cabinets?





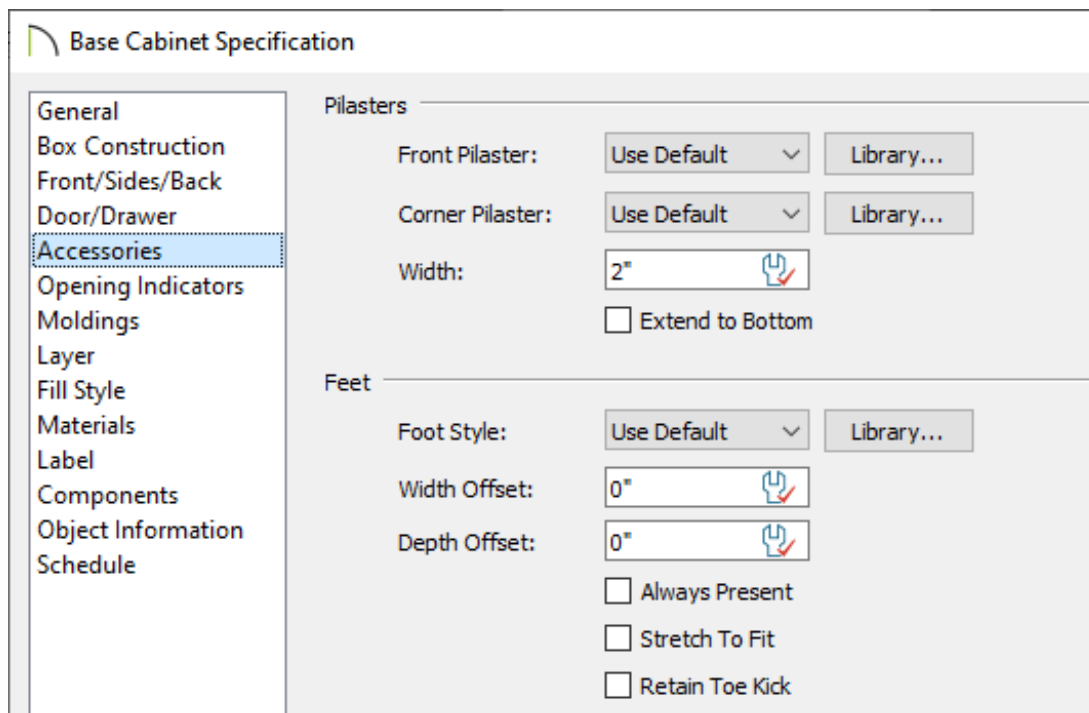
## ANSWER

Feet can be added to cabinets through the Cabinet Specification dialog or by placing them as independent symbols.

With the right modifications, cabinet tools can be used to create storage furniture, kitchen islands, tables, and a variety of other household items.

## To add feet to a cabinet using the Cabinet Specification

1. Select a cabinet you'd like to apply feet to using the **Select Objects**  tool, then click on the **Open Object**  edit button.
2. On the **ACCESSORIES** panel of the **Cabinet Specification** dialog:



- Select the **Use Default** option if you'd like to use the cabinet feet that are specified in the cabinet defaults for this particular cabinet type or select the **Library** option/button to browse for a cabinet foot profile within the library.

Cabinet feet can be located by navigating to **Chief Architect Core Catalogs> Architectural> Millwork> Cabinet Feet**.



- Specify a **Width** or **Depth Offset** if desired.
- Place a check in the **Always Present** box if you don't want cabinet feet to be removed when cabinets are bumped up to each other. When multiple cabinets that have feet applied are bumped up to each other, Chief Architect will automatically remove any feet that aren't necessary, unless this box is checked.
- For more information on these options, click on the **Help** button at the bottom of

the dialog.

3. Once done, click **OK** to confirm the changes and close the dialog.

## To place cabinet feet as independent symbols

With some simple adjustments to a base cabinet's settings, one can easily place a cabinet foot symbol from the library and slide it under the cabinet manually. One reason you may want to do this is to place two different style feet under a cabinet, or if you're using a special shaped cabinet that cannot have feet added to it automatically using the specification dialog.

1. Select a cabinet you'd like to apply feet to manually using the **Select Objects**  tool, then click on the **Open Object**  edit button.
2. On the **GENERAL** panel of the **Cabinet Specification** dialog:

**Base Cabinet Specification**

**General**

Box Construction  
Front/Sides/Back  
Door/Drawer  
Accessories  
Opening Indicators  
Moldings  
Layer  
Fill Style  
Materials  
Label  
Components  
Object Information  
Schedule

**Cabinet Style**

Type:  ☐ Filler

**Size/Position**

Width:

Height:  Including Countertop

Depth:

Elevation Reference:

Finished Floor to Top:

Finished Floor to Bottom:

☒ **Countertop**

Thickness:

Overhang:  ☒ Uniform

Front:  Back:  Left:  Right:

Corner Treatment: ☐ None ☐ Clipped ☒ Rounded

Corner Width:

☐ **Backsplash**

Height:

Thickness:

Options: ☐ Side ☐ Always Present

☐ **Toe Kick**

Height:

Depth:

Sides/Back: ☒ Flat Sides ☒ Flat Back ☐ Closed Toe ☐ Always Present

**Options**

Corner: ☒ Diagonal Door ☐ Lazy Susan

Room: ☒ Suppress Adjacent Room Moldings

- Set the **Finished Floor to Bottom** value to **4"** or your preferred value.

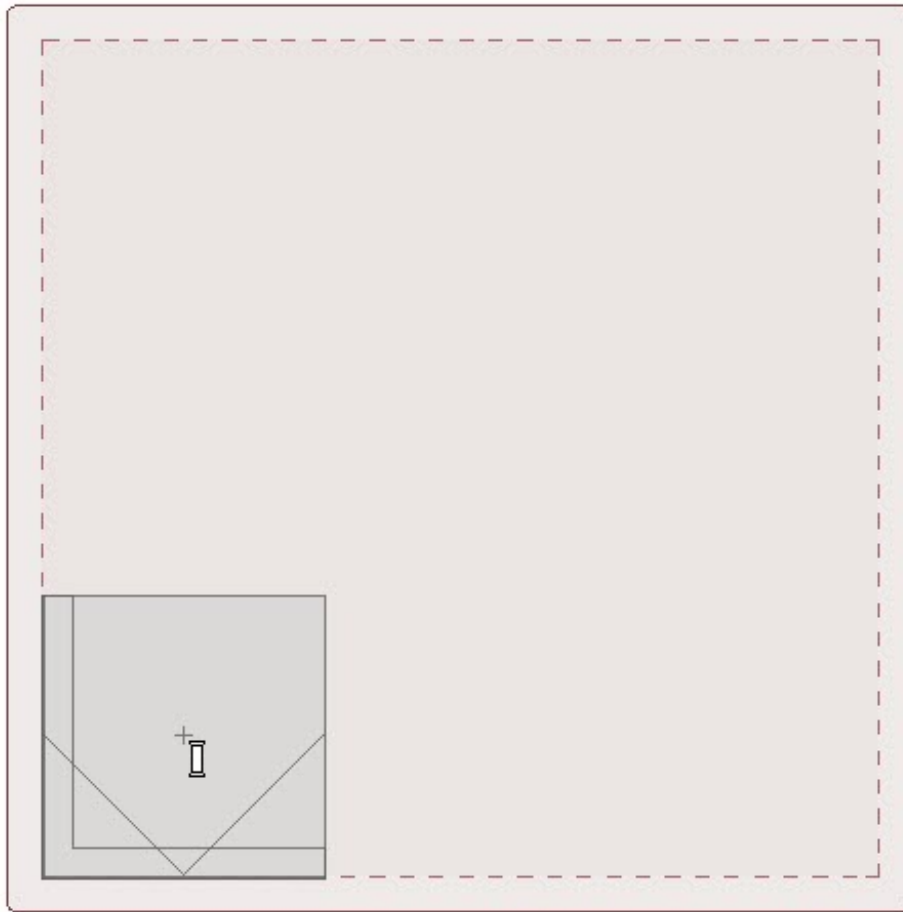
This raises the cabinet off the ground to make room for the feet that will be placed.

- Deselect the checkbox for **Toe Kick**.



3. Click **OK** to confirm the changes and close the dialog.

4. In the library, navigate to **Chief Architect Core Catalogs> Architectural> Millwork> Cabinet Feet** and find a cabinet foot symbol that you'd like to place.



5. Once a cabinet foot is selected from the library, click near or within the same space your cabinet is located, to place it into the plan.



For more control over the positioning of items such as cabinet feet, hold down the Ctrl key on a Windows PC or the Command key on a Mac while moving the object to disable all snap settings temporarily.

6. With this foot symbol still selected and now in the correct place, click on the **Copy/Paste**  edit button or navigate to **Edit> Copy**  to make copies of the symbol. Alternatively, if a different foot symbol is desired, repeat steps 4 and 5.

To rotate a cabinet foot, click on it to select it, and use the triangle edit handle that displays to rotate the foot in a clockwise or counter-clockwise direction.

7. If you think you may want to use this cabinet again in the future, group select the cabinet and the feet, click the **Make Architectural Block**  edit button, then click on the **Add to Library**  edit button to add it to your User Catalog.


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#### Related Articles

 [Group Selecting Objects \(/support/article/KB-00623/group-selecting-objects.html\)](/support/article/KB-00623/group-selecting-objects.html)



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