

Manual worktop processing

11/2025

Generated parts such as worktops and plinths are generated automatically in HKS|web. The creation of generated parts is subject to various factors, and in special planning situations, automatic generation may not work perfectly. In these cases, manual editing of the generated parts is necessary. Using worktops as an example, we would like to show you what options are available:

- 1.) Intervening in automatic generation
 - a) Modify connections
 - b) Switch off unnecessary worktops
 - c) Adjust extensions
- 2.) Completely manual processing
 - a) Remove unnecessary worktops
 - b) Change lengths
 - c) Change shape
 - d) Edit corners

1.) Intervening in automatic generation

It is possible to force the automatic generation to generate worktops differently than specified by the programming.

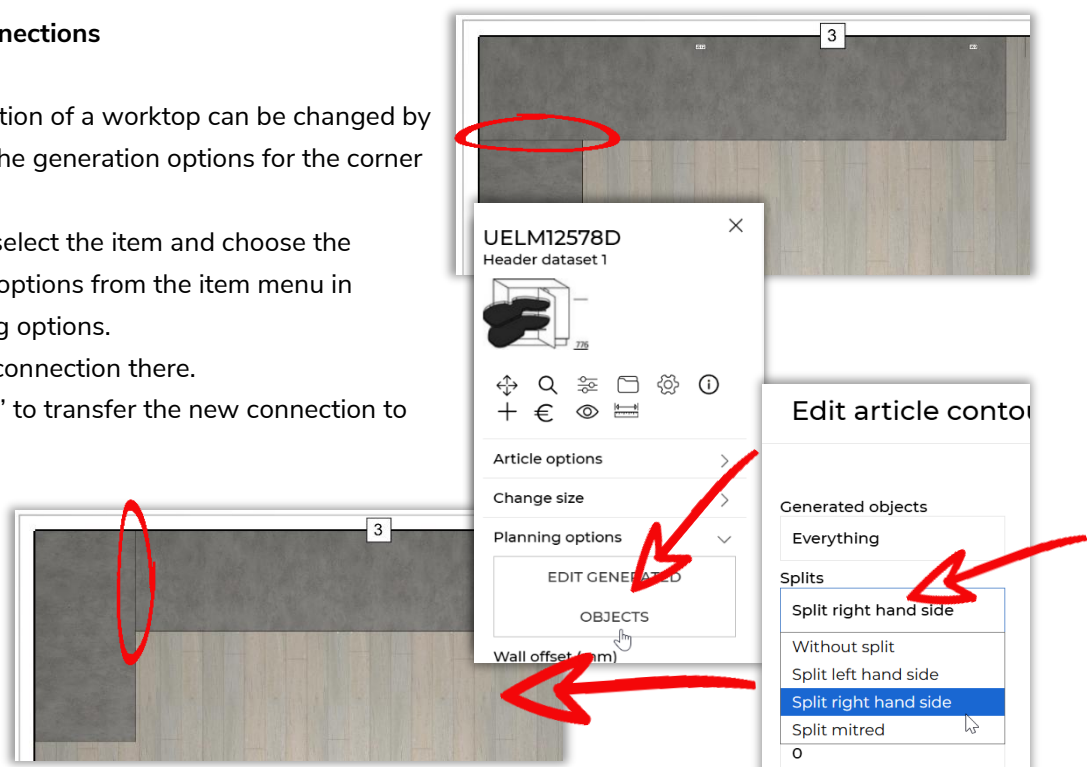
a) Modify connections

The connection of a worktop can be changed by modifying the generation options for the corner item.

To do this, select the item and choose the generation options from the item menu in the planning options.

Adjust the connection there.

Click 'Apply' to transfer the new connection to the plan.

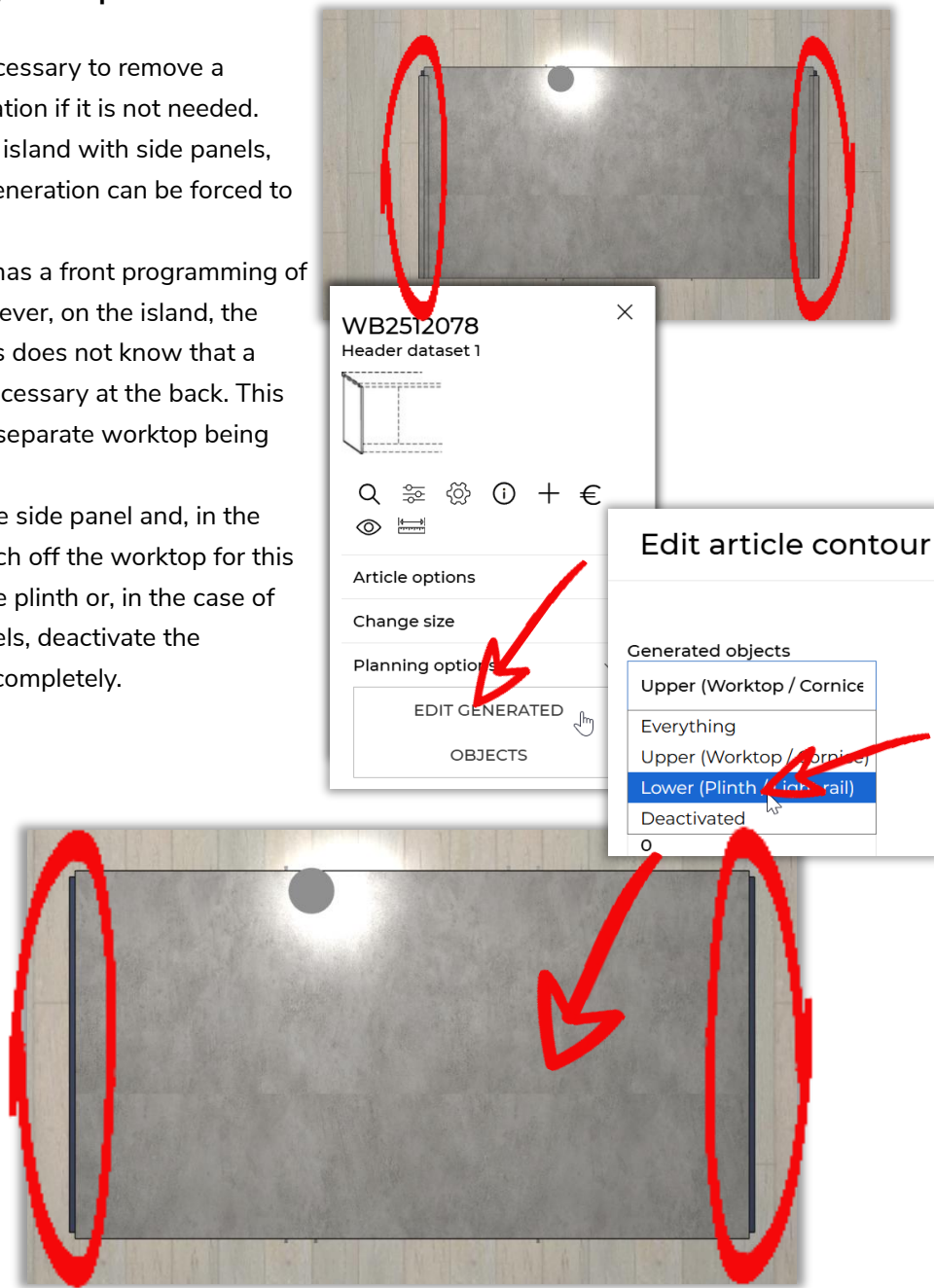


b) Switch off unnecessary worktops

Sometimes it may be necessary to remove a worktop from the generation if it is not needed. Using the example of an island with side panels, we will show how the generation can be forced to display it correctly:

By default, a side panel has a front programming of the front thickness. However, on the island, the programming sometimes does not know that a front overhang is also necessary at the back. This occasionally results in a separate worktop being created there.

To remove this, select the side panel and, in the generation options, switch off the worktop for this item by only showing the plinth or, in the case of floor-to-ceiling side panels, deactivate the generation for this item completely.

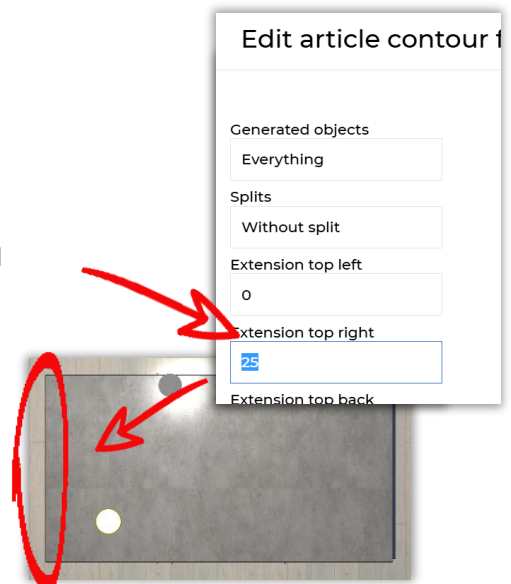


c) Adjust extensions

Removing the excess worktops has resulted in the correct worktop now being too short.

This can also be set in the generation options for all corresponding items next to it. To do this, change the side overhangs by the thickness of the side panel.

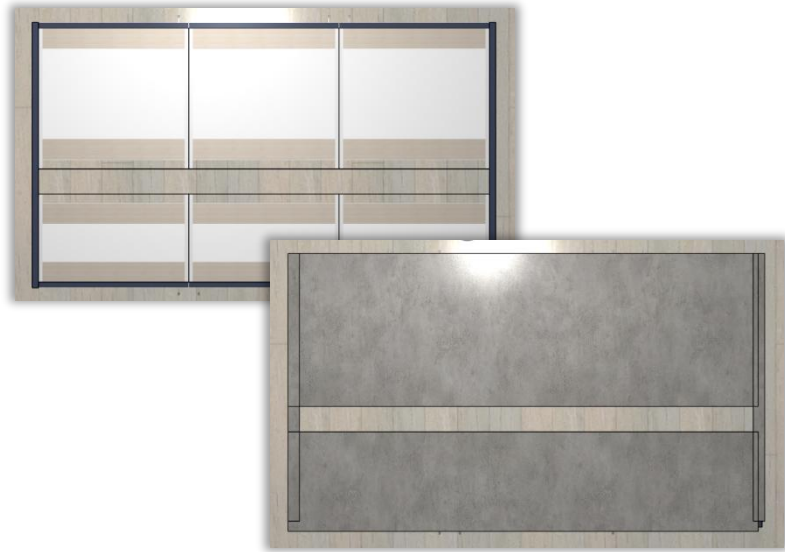
Please note: This change will remain in place even when the item is moved!



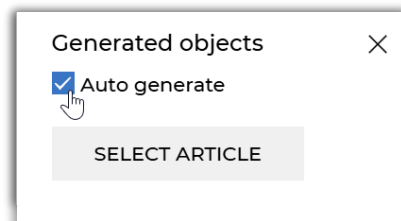
2.) Completely manual processing

(ATTENTION! When editing manually, all generated parts are subsequently locked and the items remain firmly anchored in their positions! It is recommended that you only do this at the end of the planning process.)

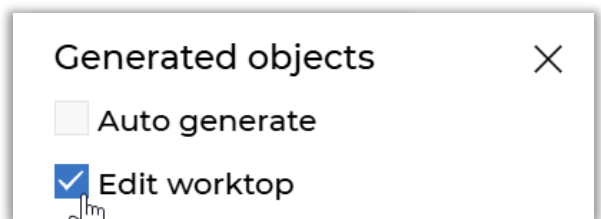
If intervention in the automatic generation is not sufficient, the worktop must be edited manually.



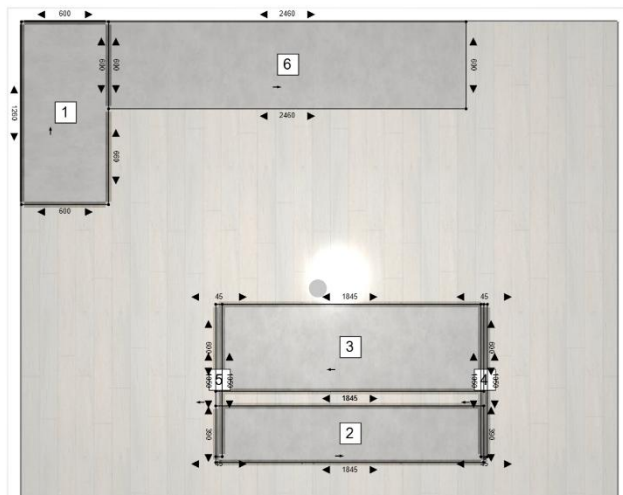
To do this, select the worktop and uncheck the box for automatic generation.



Then set the check mark for edit mode and start it.



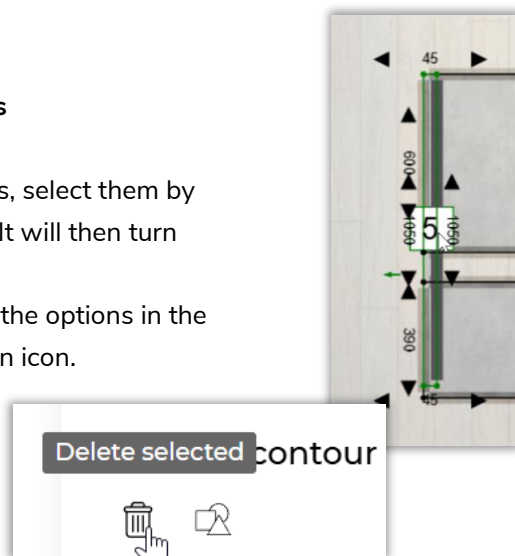
Here is an overview of all editable work surfaces.



a) **Remove unnecessary worktops**

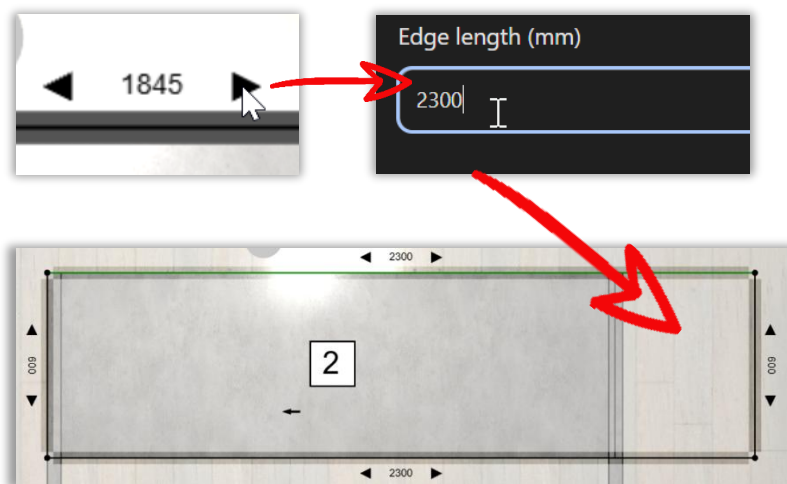
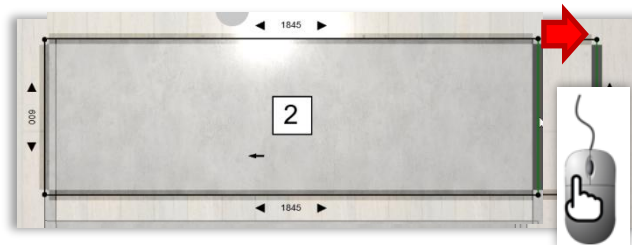
To remove unnecessary worktops, select them by clicking on the worktop number. It will then turn green.

Then remove this worktop using the options in the top right-hand corner with the bin icon.



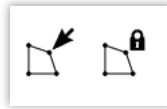
b) **Change lengths**

Worktop dimensions can be changed in two ways. Firstly, the line of the worktop can be selected with the mouse and dragged with the left mouse button pressed, or it can be adjusted precisely using the two direction arrows next to the dimensions. To do this, select the arrow for the corresponding direction of change and enter the exact dimension.

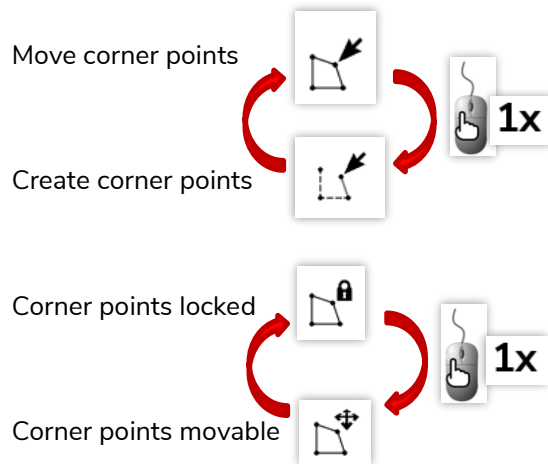


c) Change shape

It is possible to adjust the shape of the worktop. To do this, use the two icons at the top right:



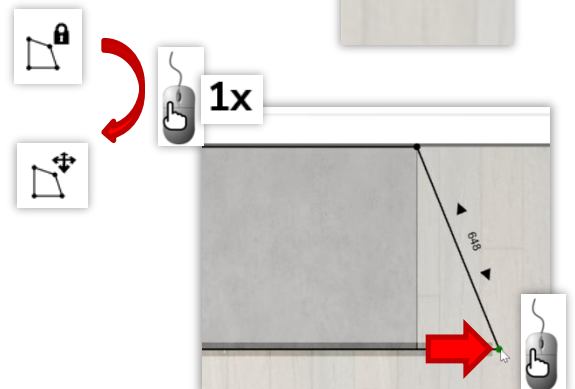
These can be switched with a click of the mouse:



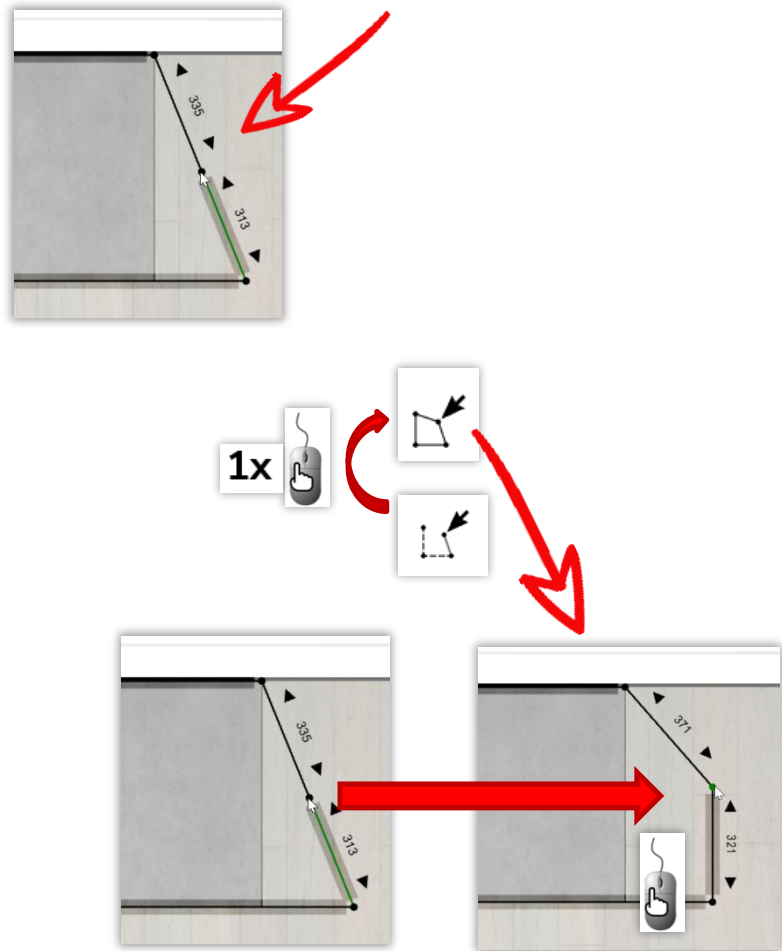
When the symbol with the arrow and solid lines is active, the corner points can be moved. To do this, select the corner point until it turns green.



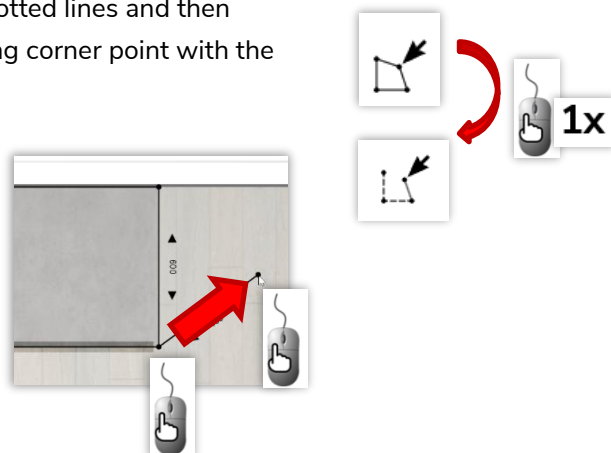
Then unlock the corner point by clicking on the lock icon until it turns into an arrow, and then move the corner point with the left mouse button pressed down.



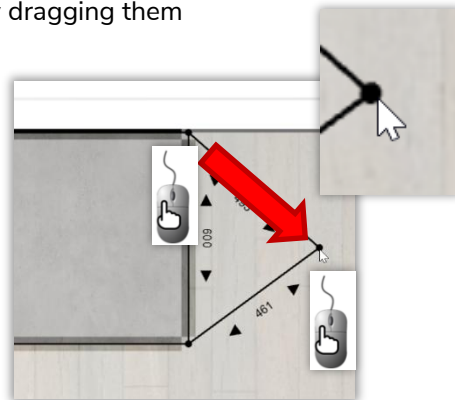
New corner points can be created using the symbol with the arrow and the dotted lines.
These can then be moved in exactly the same way.



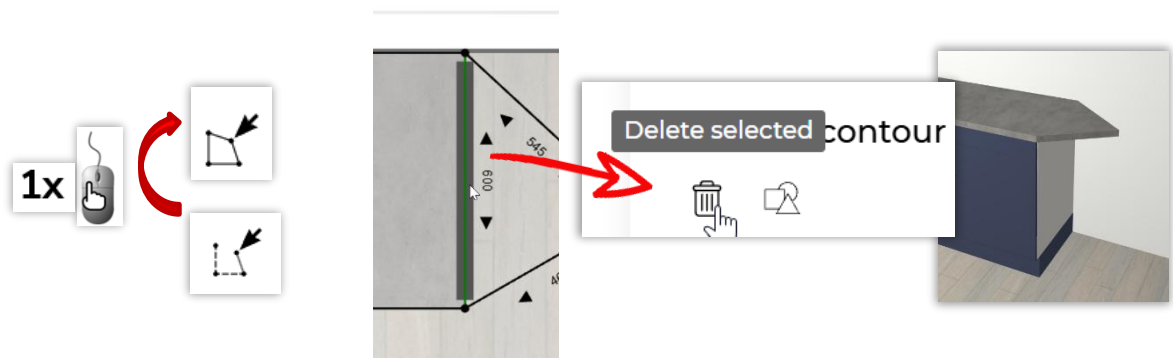
You can create a new line by placing the cursor on the symbol with the arrow and dotted lines and then drawing a line from an existing corner point with the left mouse button pressed.



You can also connect two points by dragging them onto each other.



The previous line, which is now superfluous, can simply be clicked on the arrow with solid lines after switching back to the previous one and removed via the bin.



d) Edit corners

When a corner point has been selected and is green, additional symbols for corner editing appear:

Corner modifications



Notches



Bevels



Rounded chamfers



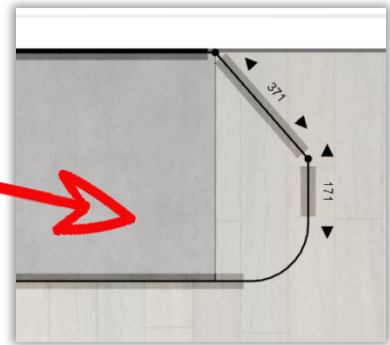
Radius



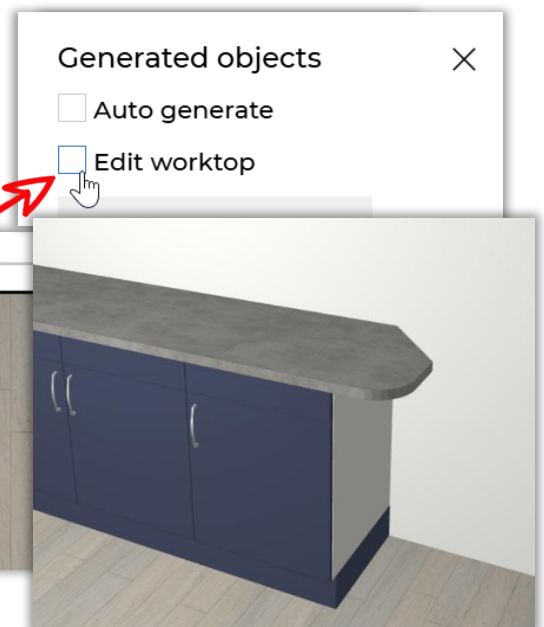
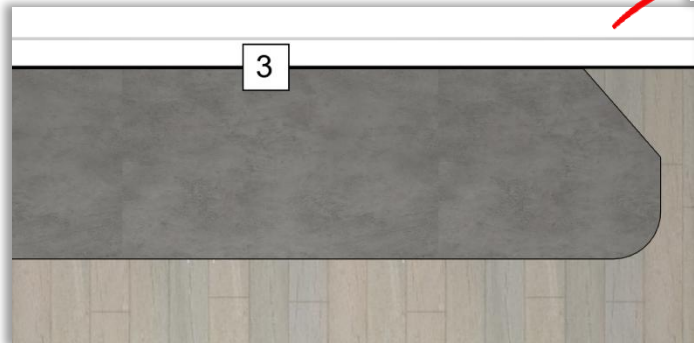
Select the appropriate machining operation and enter the dimension. This will be applied to both legs.

Radius for worktop corner

250



After completing all changes to the order, remove the check mark for the editing mode and the changes will be transferred to the planning!



Generated objects

☐ Auto generate

☐ Edit worktop



A reset is possible at any time by ticking the box for automatic generation! This will reset everything to its original state.

Generated objects

☒ Auto generate

SELECT ARTICLE