

Windowizer 4 Visual Reference

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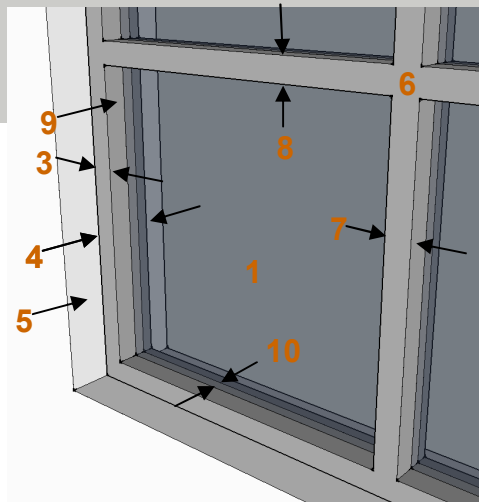
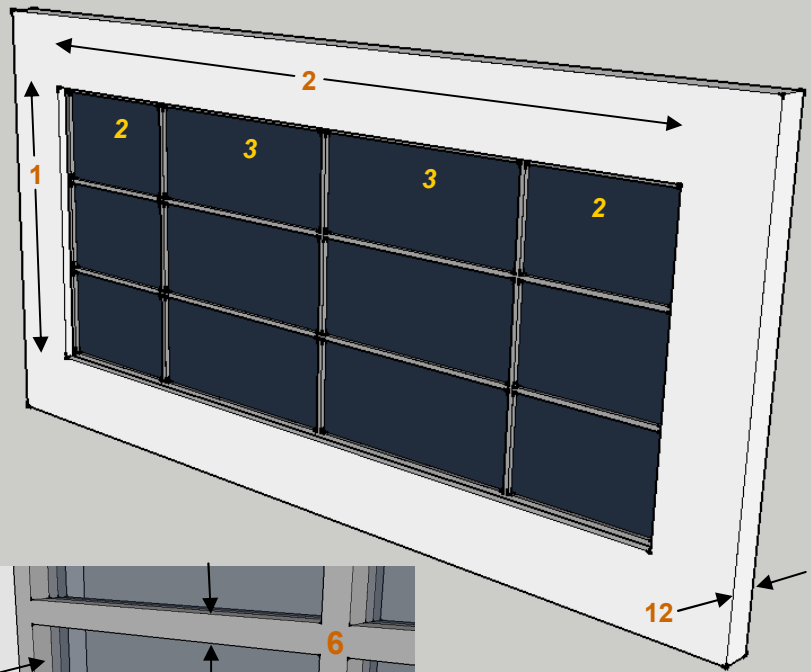
Windowizer4

1 vertical panes	3
2 horizontal panes	2,3,3,2
3 frame width	2"
4 frame thickness	4"
5 frame inset	4"
6 frame material	<LightGray>
7 mullion width	2"
8 mullion height	2"
9 glass inset	2"
10 glass thickness	1"
11 glass material	jean blue
12 max wall thickness	16.0
13 make group	Yes
14 front side only	No

15 Apply 16 Done 17 Help

18 Save as style Window1 20

19 Load from style 21



- Vertical Panes**—an integer will create that number of equally-sized rows. A set of integers separated by commas (,) will create proportionally-sized rows—one row per integer.
- Horizontal Panes**—an integer will create that number of equally-sized columns. A set of integers separated by commas (,) will create proportionally-sized columns—one column per integer (shown in yellow text).
- Frame Width**—the width of the frame. Using double quotes (") define inches, while using .mm, .cm, or .m will define metric units. Can be zero.
- Frame Thickness**—the thickness of the frame, front to back. Specified the same way as the *Frame Width*.
- Frame Inset**—how far back from the original face the frame face is located.
- Frame Material**—a dropdown selection from a list of materials existing in the model, or leave blank for the default material.
- Mullion Width**—the width of the mullion. Specified the same way as the *Frame Width*.

- Mullion Height**—the height of the mullion. Specified the same way as the *Frame Width*.
- Glass Inset**—the distance the glass is set behind the frame. Specified the same way as the *Frame Width*. In the future, this can be a negative number for butt-glazed windows.
- Glass Thickness**—the thickness of the glass. Specified the same way as the *Frame Width*. Can be zero.
- Glass Material**—a dropdown selection from a list of materials existing in the model, or leave blank for the default material.
- Max Wall Thickness**—the maximum distance between two faces that should be considered a "wall" when cutting openings for

windows. Specified the same way as the *Frame Width*.

- Make Group**—the resulting window geometry will be grouped (Yes or No option).
- Front Side Only**—"Yes" will create Windowizer3-style front-only windows. "No" will create full 3D windows.
- Apply**—apply the settings to all selected faces.
- Done**—close the dialog.
- Help**—open the help file (future)
- Save As Style**—save the settings in a style in the model.
- Load From Style**—load the settings from a previously saved style selected in the drop-down box to the right (#21).
- Type a style name here. Text above the box indicates whether a name is existing. **Green** indicates a unique name, **Yellow** indicates a unique name that is similar to an existing style name, and **Red** indicates an exact match of an existing style. **Saving using an existing style name will overwrite the existing style.**
- Drop-down dialog of styles saved in the model. Select a style, then click the "Load From Style" button to use this style's settings.