

Custom Designed Windows

Smart Architect provides a variety of window shapes such as, arched tops, double arched, triangles, keyholes, etc, and with that any number of combinations of styles, mullions and transoms. However, there will be times when the combinations of window styles and shapes, from the dialog box, do not match the requirement for a particular project. Here are some steps for creating some unique windows.

Step 1: Draw the outline of the window you wish to create, **Figure 1** shows the proportions of the example I have used. It is important to draw the outline as a closed polyline and also to draw this in an anticlockwise direction. The lines representing the location of the transoms are to be drawn using the line command (not polyline) and should intersect the outline.

Step 2: Place a letter in each panel to define the type of window. I have elected to have two louvred panels, two fixed and one sliding. Any panels without a character will be fixed. The characters can be any text style and upper or lower case. The available choices of letters you can use are all defined in the Window Styles dialog box.

Step 3: Save the window outline and characters as a block. Keep the block on the screen. If it is a window that may be used again in future projects, you might want to save it in an appropriate directory.

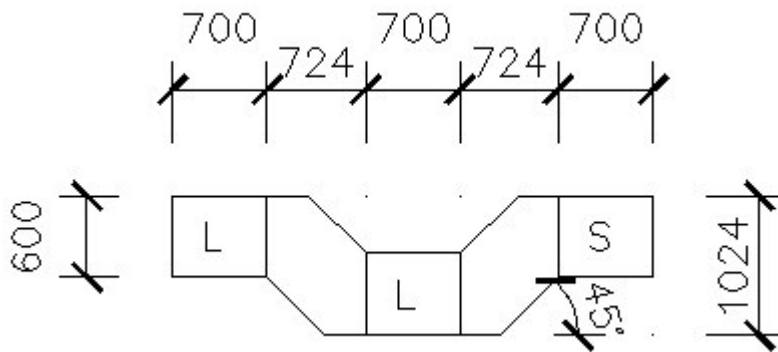


Figure 1

Step 4: Run the **Insert Window** command (**WW**) and access the dialog box. Click on the Style button and choose the Pick option. Set up the proportions of the window in the Width and Height fields, in this case I have used the actual limits of the outline, and then click on the **OK** button. The Overall proportions of the window will change according to the sizes you specify.

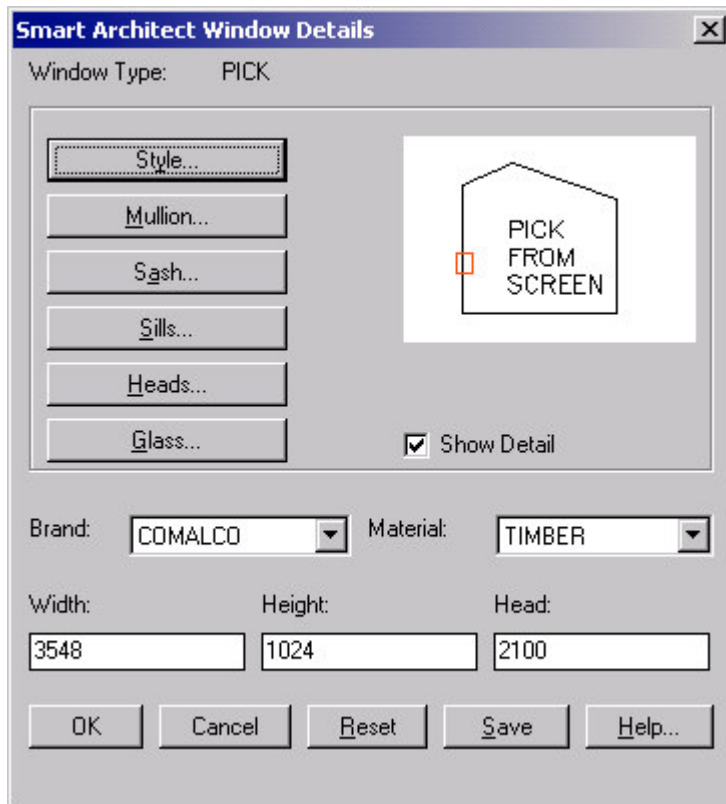


Figure 2

Step 5: Following the command line prompts, select the wall into which the window is to be inserted, then select the defining block which is still on the screen. From here on in the commands are identical to inserting a standard window and allow you to specify the exact position and orientate the sill.

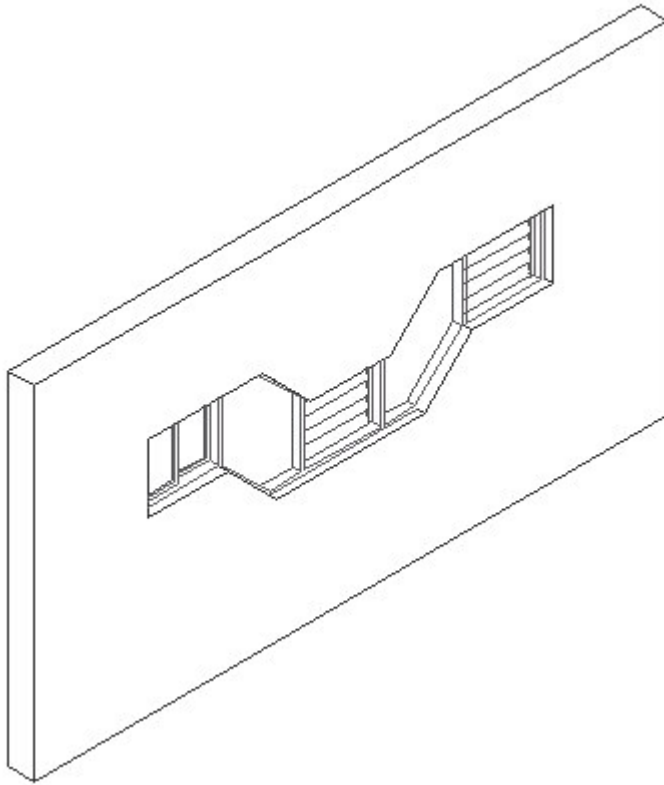


Figure 3

The outlines in **Figure 4** are further examples of the complexity that can be achieved. **Figure 5** shows these outlines inserted in a wall.

Note: Once you have inserted the window, the block can be deleted from the screen. The window can be elevated using **BE**, **WE**, **WWE**, the **Elevations** and **Cross Section** commands.

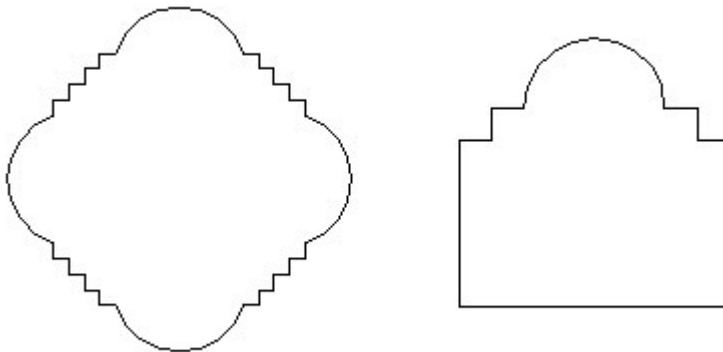


Figure 4

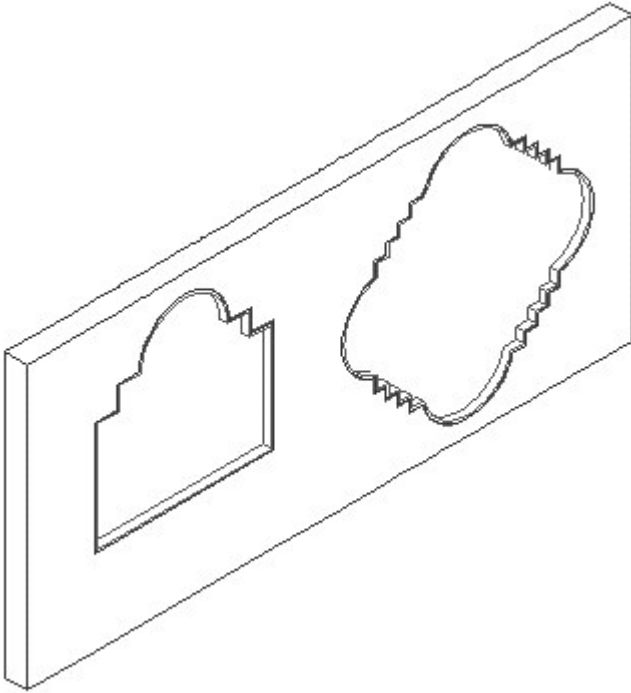


Figure 5

For more information on any of the commands or procedures discussed here, please refer to the free training manuals on www.drcauto.com.