Windowizer 4 Visual Reference

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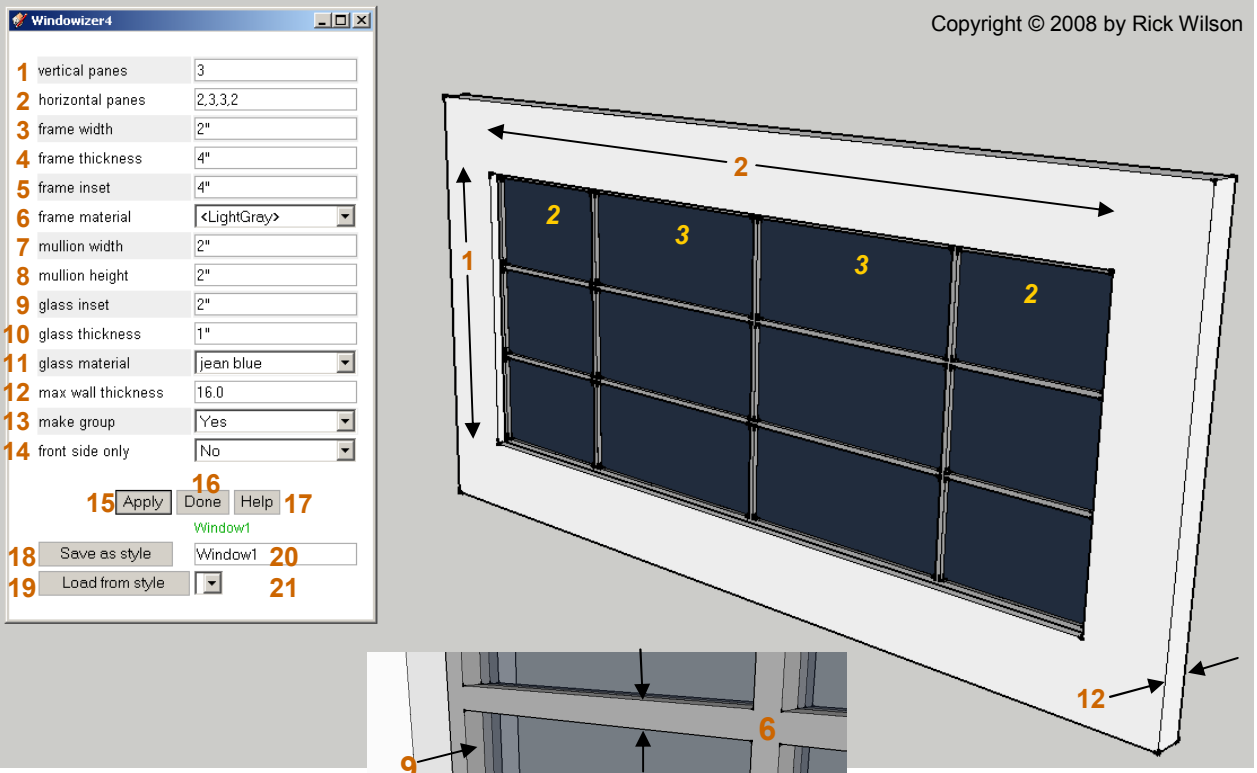

1. **Vertical Panes**—an integer will create that number of equally-sized rows. A set of integers separated by commas (,) will create proportionally-sized rows—one row per integer.
2. **Horizontal Panes—**an integer will create that number of equally-sized columns. A set of integers separated by commas (,) will create proportionally-sized columns—one column per integer (shown in yellow text).
3. **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.
4. **Frame Thickness**—the thickness of the frame, front to back. Specified the same way as the *Frame Width*.
5. **Frame Inset**—how far back from the original face the frame face is located.
6. **Frame Material**—a dropdown selection from a list of materials existing in the model, or leave blank for the default material.
7. **Mullion Width**—the width of the mullion. Specified the same way as the *Frame Width*.
8. **Mullion Height**—the height of the mullion. Specified the same way as the *Frame Width*.
9. **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.
10. **Glass Thickness**—the thickness of the glass. Specified the same way as the *Frame Width*. Can be zero.
11. **Glass Material**—a dropdown selection from a list of materials existing in the model, or leave blank for the default material.
12. **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*.
13. **Make Group**—the resulting window geometry will be grouped (Yes or No option).
14. **Front Side Only**—”Yes” will create Windowizer3-style front-only windows. “No” will create full 3D windows.
15. **Apply**—apply the settings to all selected faces.
16. **Done**—close the dialog.
17. **Help**—open the help file (future)
18. **Save As Style**—save the settings in a style in the model.
19. **Load From Style**—load the settings from a previously saved style selected in the drop-down box to the right (#21).
20. 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.***
21. 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.