

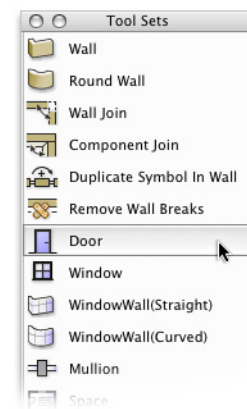
Doors and Windows

Vectorworks Design Series doors and windows are created with tools that make hybrid 2D/3D objects. They can be configured in an extremely large variety of styles, and can create everything from simple, schematic 2D doors and windows to very detailed 3D objects complete with Renderworks textures. All door and window objects interact with walls if desired, to create realistic 2D and 3D openings.

DOOR AND WINDOW TOOLS

For most users of Vectorworks *Design Series* products, the **Door** and **Window** tools will be the most frequently used parametric objects. Although the two tools create different objects, they share many common properties. The **Preferences** dialog boxes for both tools, are organized in the same categories and share many of the same options. In addition to this, insertion of doors and windows into walls is done the same way for both tools, and the process for creating door and window schedules is identical.

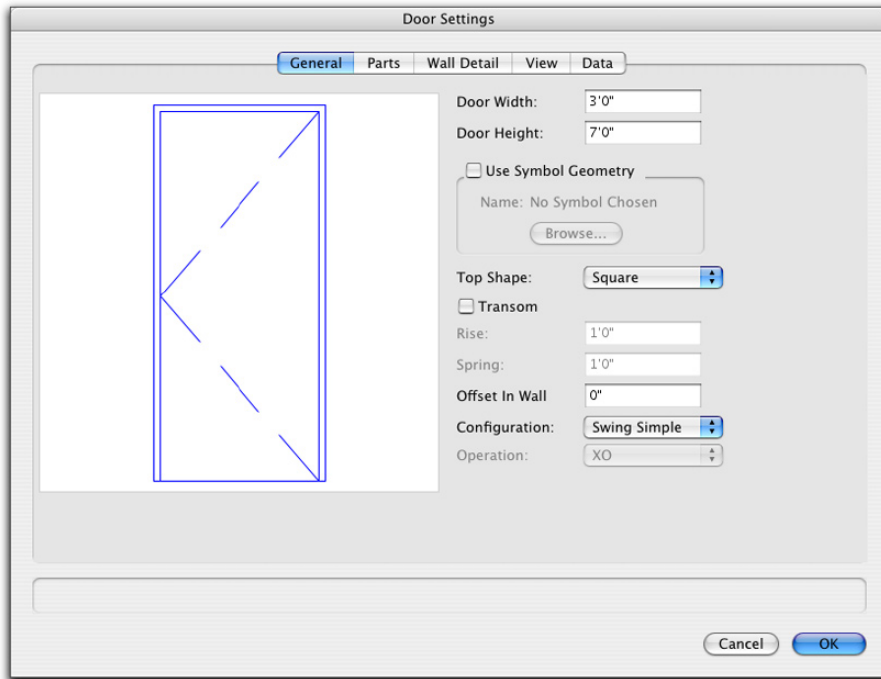
Since the functions of many of the tool parameters are straight-forward, and a graphic preview in the Preferences box helps users see what changes occur when a setting is adjusted, this chapter doesn't describe every setting found in these tools, but will focus on the areas needed by most users, as well as explanations of less obvious settings, and hints for using the tools more efficiently.



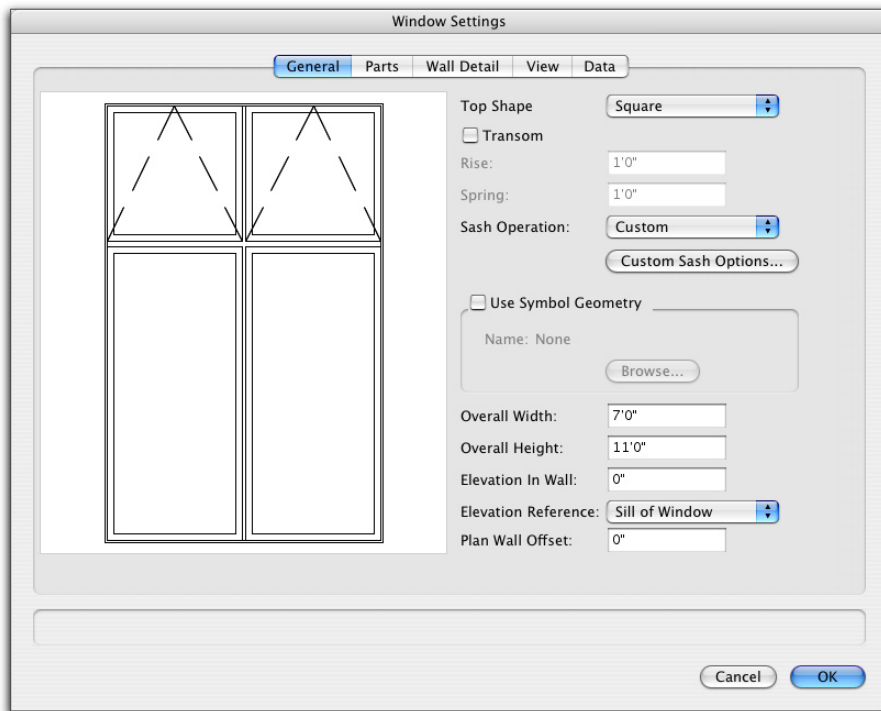
Doors and Windows—General Pane

The **General** Pane contains settings for the configuration and overall size of a door or window, as well as the ability to set up more complex and custom configurations. If drawing 2D plans only, many of the parameters found here won't be necessary: **Width** is the only setting that needs to be entered here.

- Enter the **Door Width** and **Door Height** of a door or **Overall Width** and **Overall Height** of a window. For doors, these values represent the size of the door leaf itself; for windows they represent the dimension to the outside of the jamb, and to the outside of the head and sill.
- **Use Symbol Geometry** permits a symbol to be used as the graphic for the object instead of using the various options in these **Preferences** boxes. This option can be chosen if the door or window parametric simply can't be configured the way you need. If enabled, some of the settings in these preferences boxes will no longer apply. If you have a specialized door or window design that requires this, you could also just insert the door or window symbol into the wall without going through this step. However, if you wish to take advantage of the ability to label the object and have it become part of an automated schedule, **Use Symbol Geometry** in the door and window parametric objects should be used.
- **Top Shape** determines the configuration of the top of the door or window in a 3D view. While this would most often be set to **Square**, a variety of other options for angled and rounded tops are also available.
- **Transom** will create an additional glazed panel above the door or window. The transom is seen in 3D views only. For windows, the transom will be a part of the **Overall Height** you've set, while for doors it will be in addition to the **Door Height**.
- For doors only, the **Configuration** menu contains options for most door types, including conventional single doors, pocket, bi-fold, and sliding doors. Note that you can also choose an option for cased openings, permitting you to quickly make a wall opening that will display the same trim as shown around doors on your 3D model.



Door preferences General pane



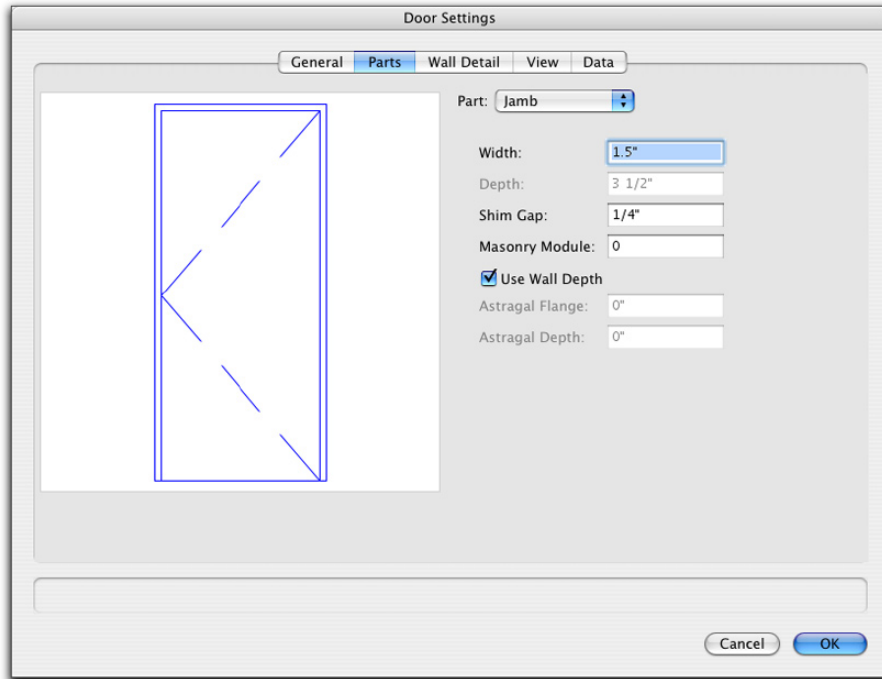
Window preferences General pane

- For windows, **Sash Operation** contains options for many standard window configurations, such as **Fixed Glass**, **Double Hung**, **Casement**, and **Horizontal Slider**. By choosing **Custom Sash**, a customized configuration of the window can be created, permitting much more variety in the number and position of mullions. If working in 2D only, **Custom Sash** might still be required if you wish to create a window that displays the mullions on the plan, as opposed to just showing the jambs and the line of the glazing.
- **Offset in Wall** for doors, or **Plan Wall Offset** as it's called with windows, are used to offset the object from the center of the wall. Doors and windows have exterior and interior sides that are used when setting up trims, sills or offsets. For windows, the sill indicates the exterior side. A positive number in this field will offset the object in that direction, while a negative number will offset it to its interior side. Doors take their exterior orientation from the wall they are in. Exterior trim is always expressed on the left side of a wall. Positive offsets, however, always move towards the hinge side of the door, and negative numbers move away from the hinge side.

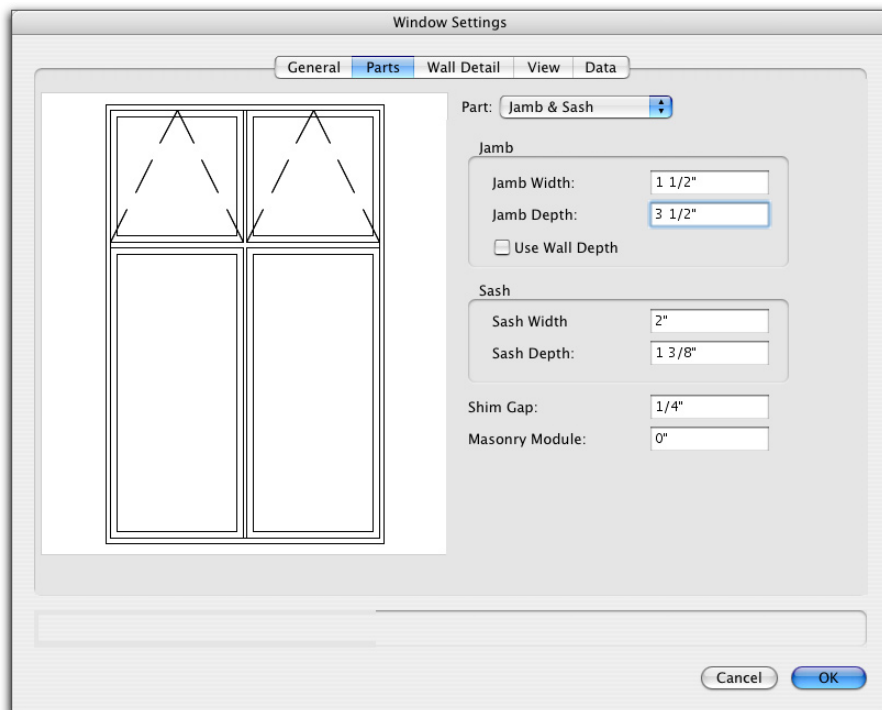
Doors and Windows—Parts Pane

The **Parts** pane is used to set the various component details of door and window objects. Choose a door or window part from the menu at the top of the **Parts** pane, and configure it as desired from the available options.

- **Jamb** settings allow you to configure the **Width** and **Depth** of door jambs and head, or a window frame on all four sides. If **Use Wall Depth** is checked, the **Jamb Depth** field is grayed out and the object takes its depth from the thickness of the wall in which it's inserted. If configuring a frame that is smaller than the depth of the wall, you may also need to set its **Offset** in the **General** pane. The **Shim Gap** and **Masonry Module** values don't affect the door or window as it's seen on your plan, but are values used for calculating the **Rough Opening** and **Masonry Opening** values that can be seen in the **Data** pane, and used in a door or window schedule.
- In the **Leaf** settings (door objects only), choose between four configurations: **Solid**, **Glass**, **Panel** or **Custom**. **Glass** and **Panel** be configured with multiple options for muntins, panel sizes and stile sizes. If you can't configure the door you need, a **Custom** leaf can also be used. A series of pre-configured custom door symbols are provided, or you can create your own custom door. If you choose to do this, you must create a



Door preferences Parts pane



Window preferences Parts pane