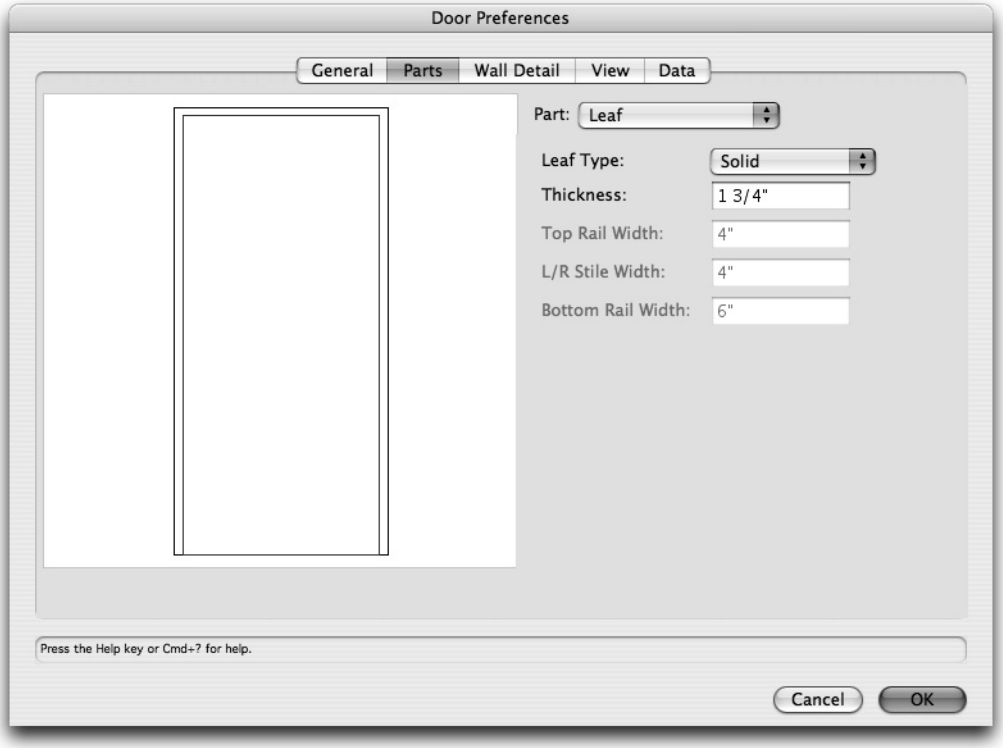
Doors and Windows—Parts Pane

The ***Parts*** pane is used to set the details of the door or wall object's various components. Choose a part of the door or window from the menu at the top, and configure it according to the options provided.

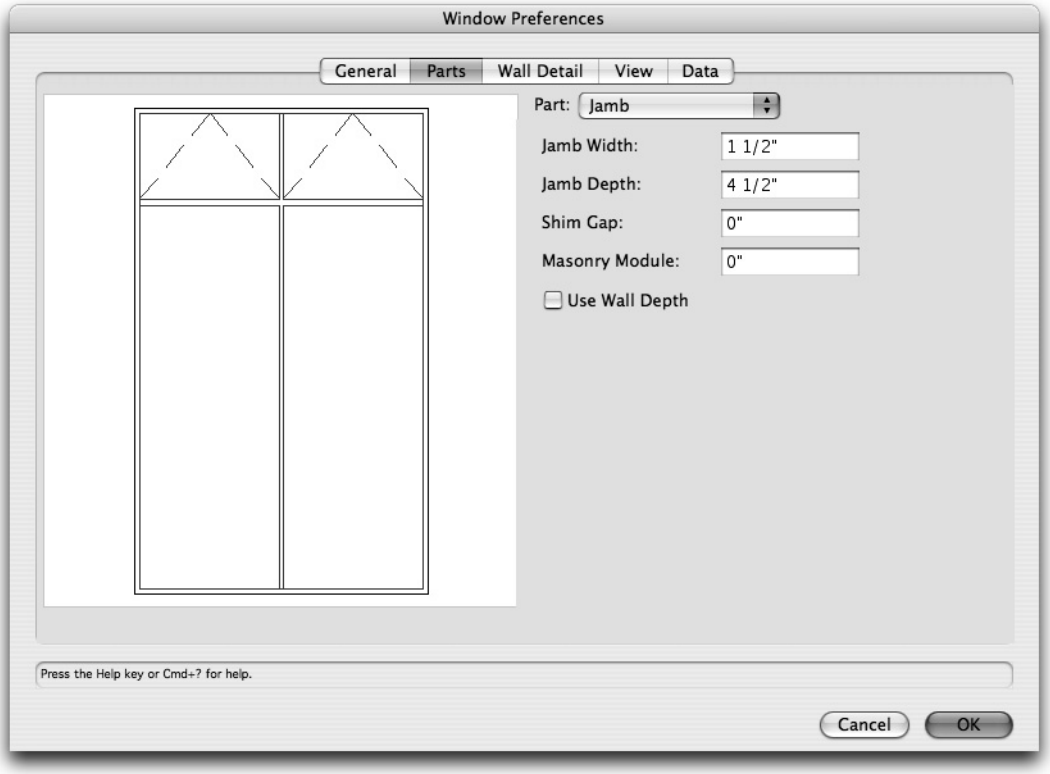
- ***Jamb*** settings allow you to configure the ***Width*** and ***Depth*** of a door's jambs and head, or a window's frame on all four sides. If ***Use Wall Depth*** is checked, the ***Jamb Depth*** field is grayed out and the object takes its depth from the thickness of the wall in which it's inserted. 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.



Door preferences Parts pane

- In the ***Leaf*** settings (doors only), choose between three basic configurations: ***Solid***, ***Glass*** or ***Panel***. The latter two can 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 3D-only symbol, composed only of ***Generic Solids***. ***Generic***, or ***CSG Solids***, are created from a ***Solid Addition*** or ***Solid Subtraction*** using the ***Convert to Generic Solids*** command, under ***Convert in the Modify*** menu. Once created, this symbol must be saved in a file that sits in your VectorWorks folder in ***Libraries/Defaults/Door – Custom Leaves***.



Window preferences Parts pane

- In ***Sash*** and ***Mullion*** (windows only), enter the sizes for the window's sash and mullions as required. To configure a simple metal frame window with no sash, enter values of zero. The mullion settings will only come into play if your window has been set up to have mullions, such as with a ***Custom*** sash configured in the ***General*** pane.

- In ***Trim*** settings, you can choose whether the door or window should be drawn with trim on the interior, exterior, or both. Set the ***Width*** and ***Depth*** of the trim. Windows also have the option of creating trim under the window sill. An important point to remember about ***Trim*** is that each door and window has an exterior and interior side for the purposes of placing trim and adjusting the wrapping of wall components. The software

doesn't know which side of your wall is the outside, so these settings in the doors and windows may not correspond to the way you've placed the object into the wall. Pay attention to this as you're adding trim.

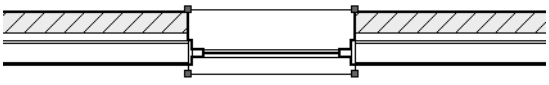
- Other settings present in the Parts pane are largely self-explanatory. Options for Lights (sidelights), Lintel and Threshold are available for doors, and Sills, Muntins, Interior Shutters, Exterior Shutters and Lintels for windows.

Doors and Windows—Wall Detail Pane

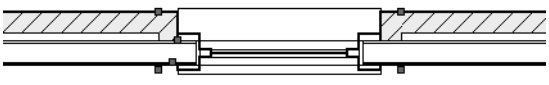
The settings in this pane allow you to fine-tune the way that the opening is created in the wall, including whether wall components wrap (or turn the corner) back to the door or window, and whether the wall opening is splayed. If your floor plans typically require a simple, schematic representation of door or window, and you are not drawing detailed walls with multiple components, you probably don't require any of the options in this pane. If you need a more detailed door or window opening, follow the process below.

- To begin, choose to edit either the Interior or Exterior Wall Components. For these settings, Interior represents the inner side of the door or window object, not the inside of the wall. Although the two should normally be the same side, it's possible to flip a door or window, so the two could be different. If you're not sure which side of a door or window object is the interior, enable either the interior or exterior trim and note the side on which it appears.

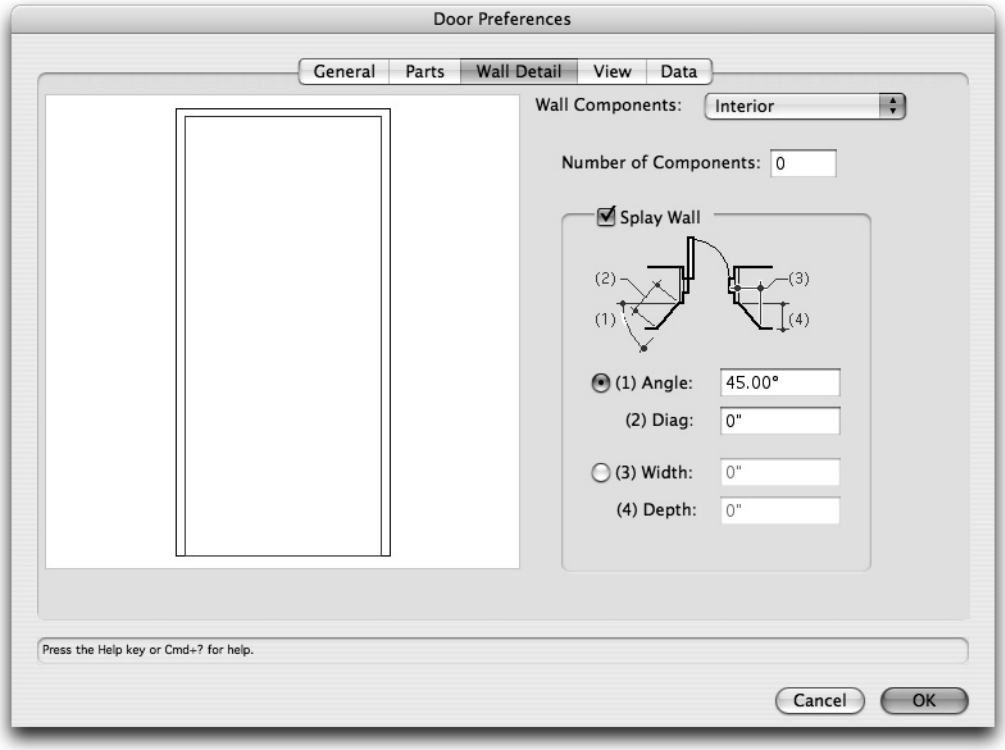
- Number of Components refers to how many of the components of a wall should wrap back at the opening created by a door or window. In the example shown below, the value for exterior components has been set to 1, and the brick veneer wraps back to the window. When a value other than zero is entered in the Number of Components field, two additional Control Handles appear on the window object. With the ***2D Selection Tool*** and the ***Reshape Cursor***, it's possible to snap the handles to the point on the wall to which the brick veneer should return.



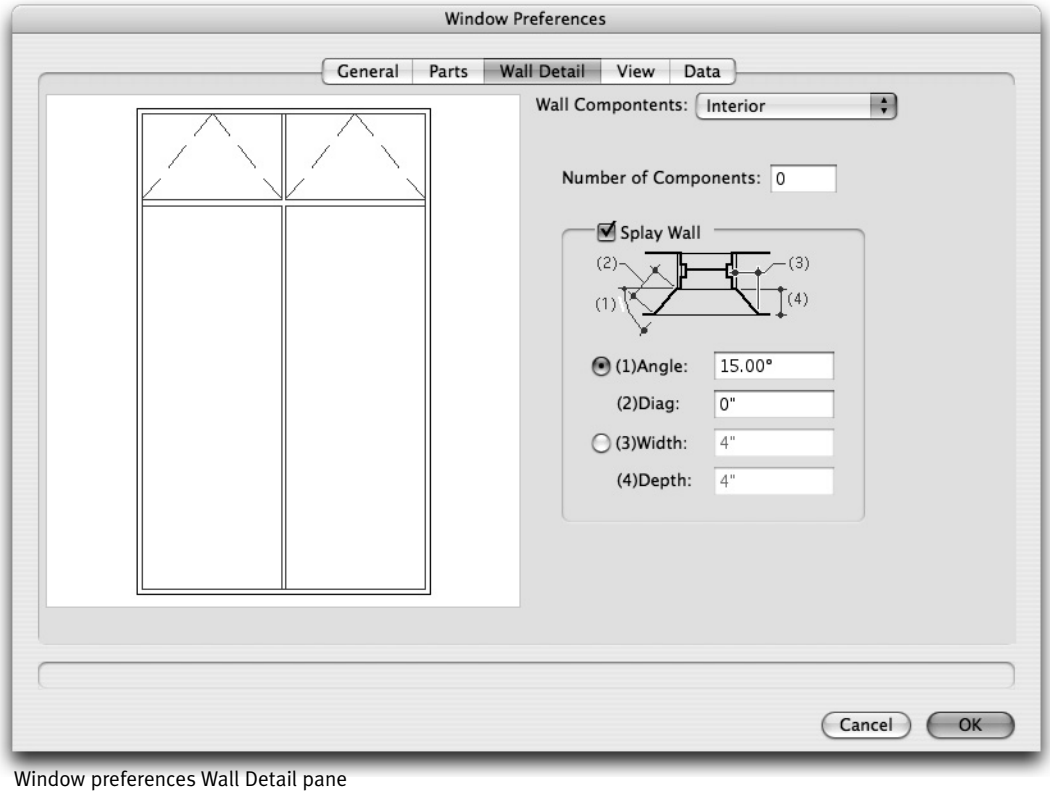
Window with no component wrapping



Window with trim added and brick component wrapped

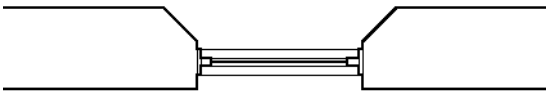


Door preferences Wall Detail pane



Window preferences Wall Detail pane

- ***Splay Wall*** permits the interior or exterior opening in the wall to be splayed, or trimmed back at an angle. To splay the opening, enable the setting, and then specify the size: either by ***Angle*** and the ***Diagonal Length***, or by ***Width*** and ***Depth***.

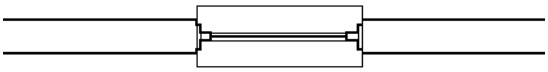


A splayed wall opening

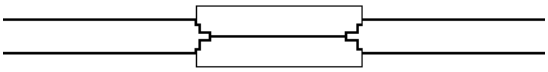
Doors and Windows—View Pane

This pane contains settings to control the display of the door or window objects.

- If ***Plan Detail*** is checked, components such as jamb, trim and the window sashes will all be drawn as separate objects in the 2D or ***Top/Plan*** view. If this option is turned off, these objects will only be drawn as a continuous profile.

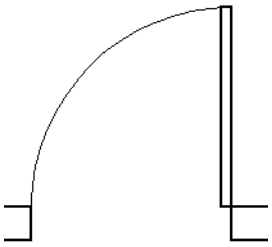


Plan detail enabled

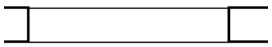


Plan detail disabled

- ***Draw Wall Lines*** (in ***Window Preferences*** only), creates lines for use in a reflected ceiling plan view. These lines are automatically placed in a class named ***Ceiling-main***. If you intend to create a ceiling plan later in the project, it's important to make sure that this option is enabled in your preferences as you insert windows, or you'll have to return to each window individually and check this box. With doors, wall lines are drawn automatically in the ***Ceiling-main*** class, with no checkbox to control their visibility.



A floor plan view



A reflected ceiling plan view

- ***Show 3D Hinge Direction*** creates dashed lines to indicate the direction of swing as shown in the illustrations here. The door and window tools follow the North American convention for this, meaning that the side where the two lines come to a point is the hinged side. In some countries the swing is represented in the opposite fashion.

- ***3D Open*** (doors only) allows you to specify whether doors should appear open when seen in a 3D view. If checked, the doors will take on the angle entered in ***Open Angle*** field below. If unchecked, the door will appear closed in 3D, and the ***Open Angle*** setting will only apply to the 2D representation of the door.