

To copy the existing bay window into your drawing:



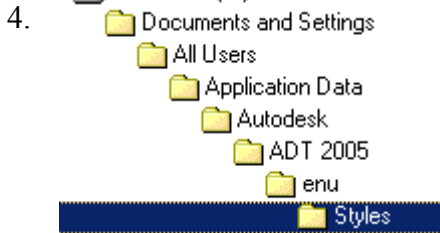
Go to **Format**→**Style Manager**.



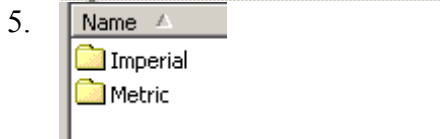
Note that the only window style you have available is Standard.



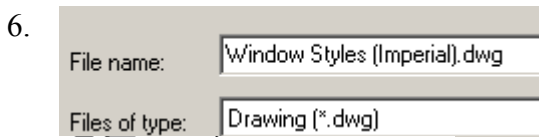
Select the **Open file** tool.



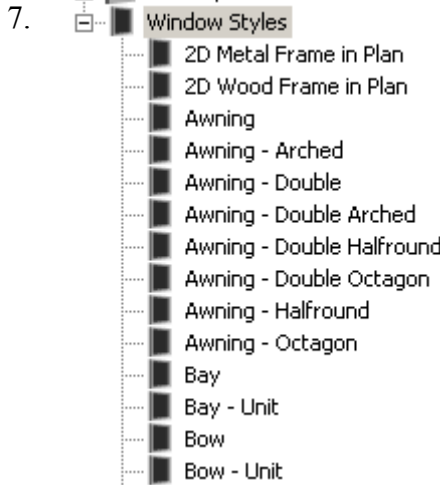
Browse to the *Styles* folder.



Select the Imperial Styles – the Metric Styles folder does not have the style you want..

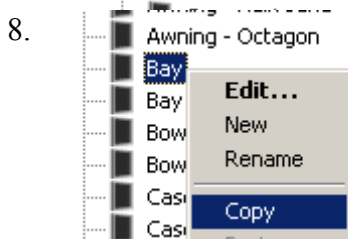


Select the *Window Styles.dwg* file.

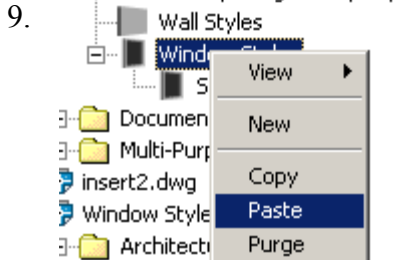


Browse to the *Window Styles* folder.

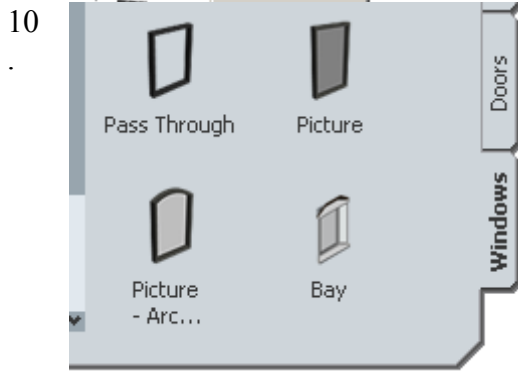
There is a Bay Window, which is a garden window with angles and a Bow Window, which is a garden window with a curve.



Copy the Bay Window Style.



Paste into your current drawing.



Drag and drop the Bay Window style onto your Windows tool palette.

11. Press 'Apply' and 'OK' to establish the new style.

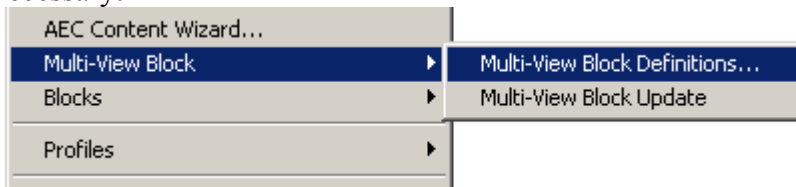
Adding a Multi-View Block Definition

Before you can use any solid model as a window or door, you have to define it as a Multi-View Block Definition.

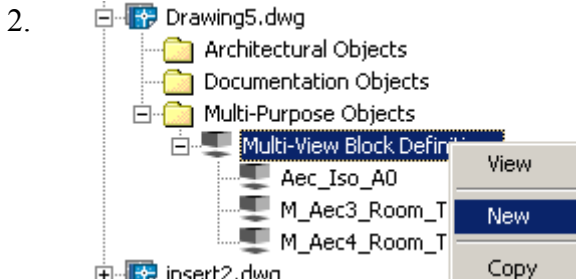


Verify that the UCS is placed properly in the solid model you will use for the door or window or it will not insert properly in the wall.

The block you wish to define must be local to the active drawing, so insert your block into your drawing before you begin. You can explode the block and reset the UCS if necessary.

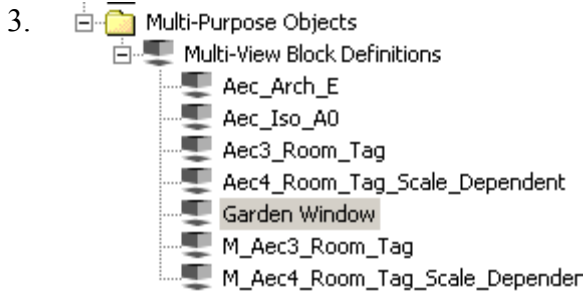


1. Go to **Format**→**Multi-View Block**→**Multi-View Block Definitions**.

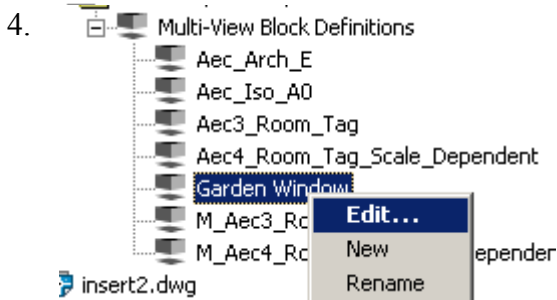


Go to *Multi-Purpose.Objects*.
Highlight *Multi-View Block Definitions*.
Right click and select **New**.

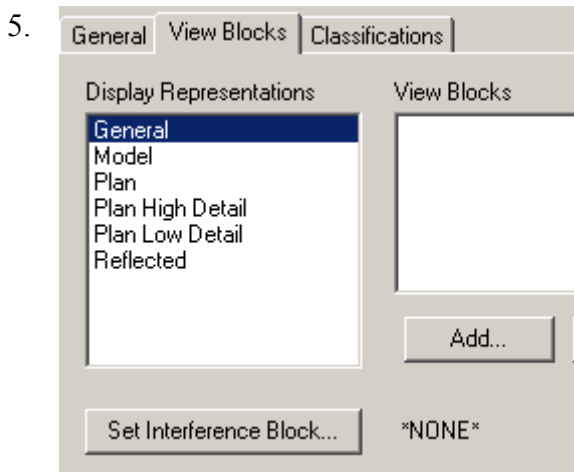
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Rename the Block Definition to *Garden Window*.



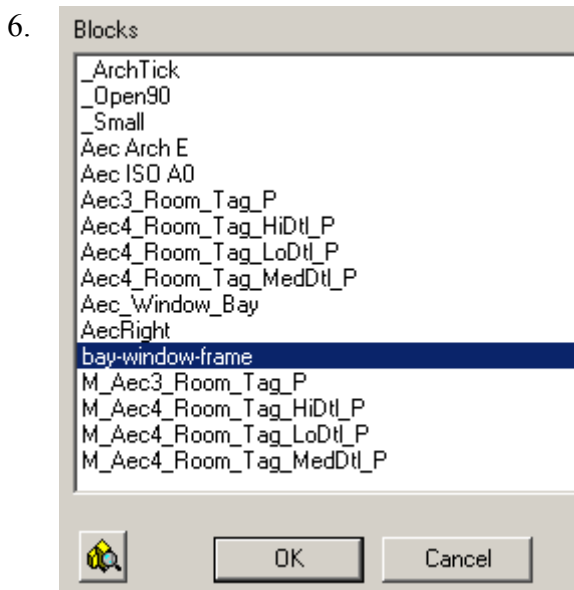
Highlight the *Garden Window*.
Right click and select **Edit**.



Select the View Blocks tab.

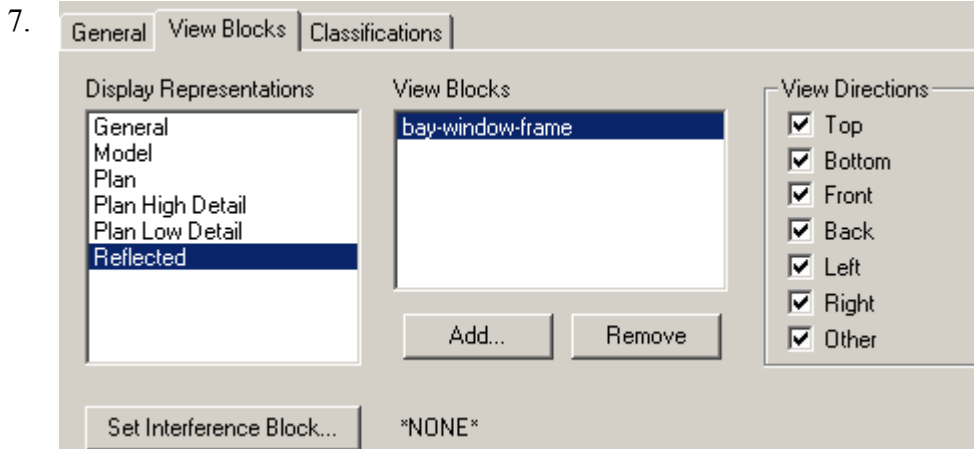
Highlight *General*.

Press **Add**.



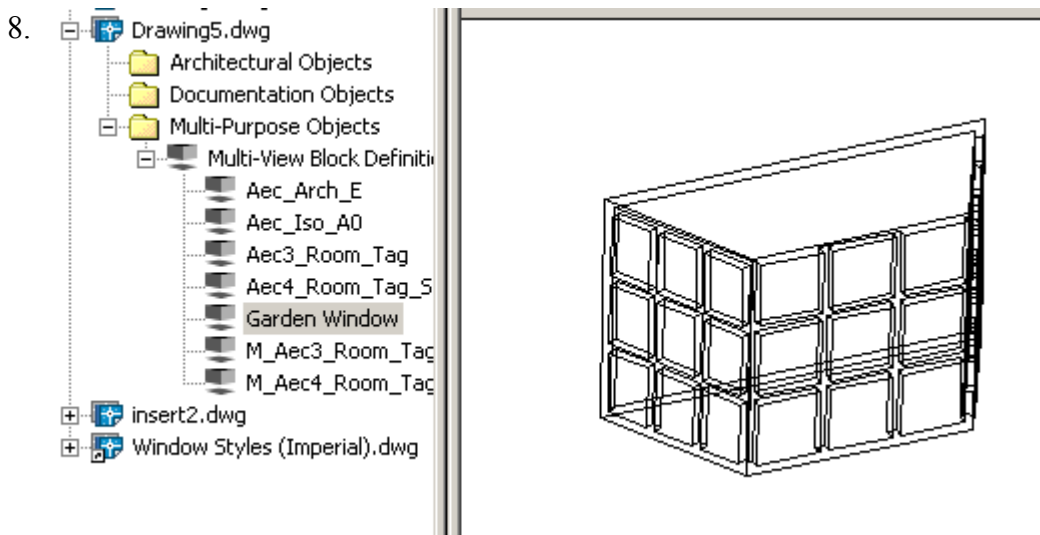
Select the solid model block you wish to use.

Press **OK**.



Repeat for all the Display Representations where you want your model visible.

Press **OK**.



You should be able to see your model in the Preview window. Press **Apply** and **OK** to close the dialog.

Defining a Style Using a Solid Model

1. Go to **Format**→**Style Manager**

2. Go to **Window Styles**→**Right click** and Select **New**.

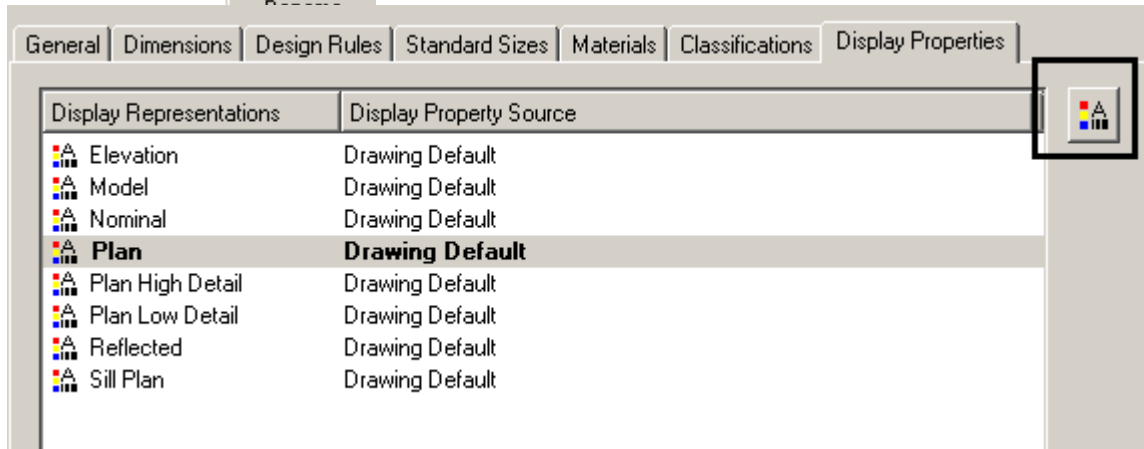
3. Name your new window style *Garden Window*.

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4.

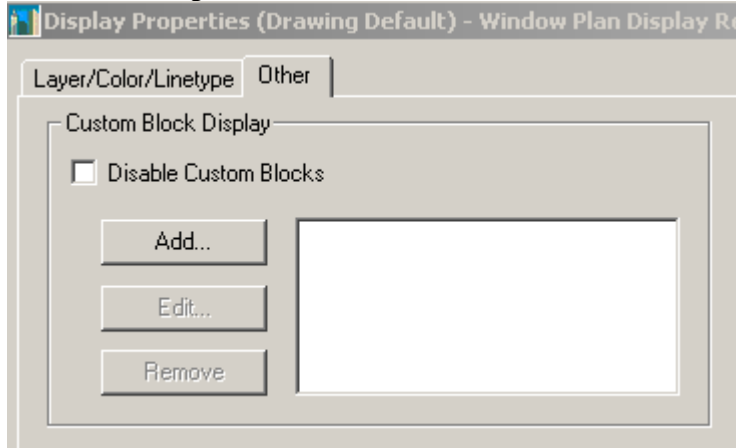


Highlight the Garden Window.
Right click and select **Edit**.



5. Select the Display Properties tab.
Highlight **Plan**.
Select the **Properties** button.

6.

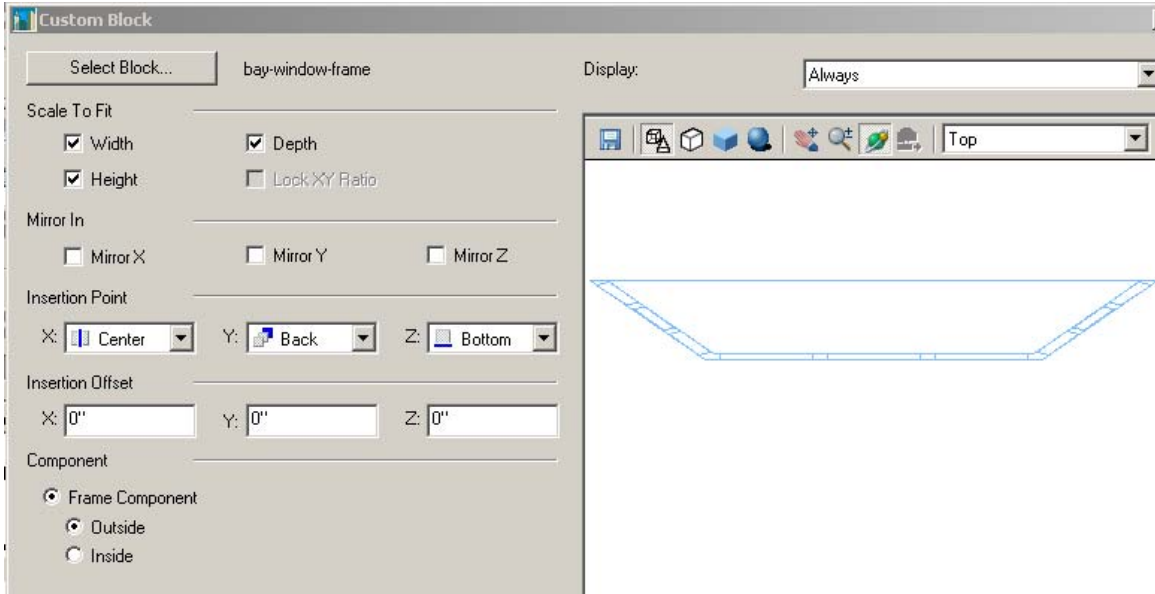


Select the Other tab.

Disable the **Disable Custom Blocks** box.

Press **Add**.

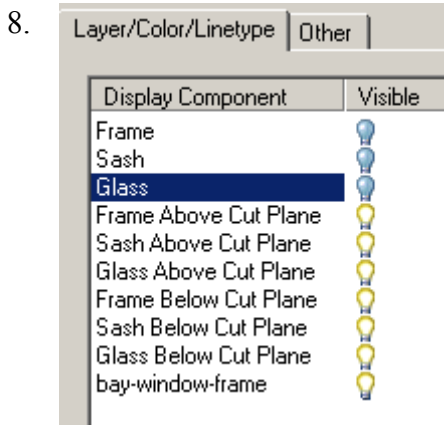
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7. Press **Select Block**.
Locate the *bay-window-frame.dwg*
Under Scale to fit: enable Width, Height, and Depth.
Under Insertion point, set X to Center, Y to Back, Z to Bottom
Preview the block in the window.

TIP: You can use the Preview to help you set the proper insertion point.

Press **OK**.

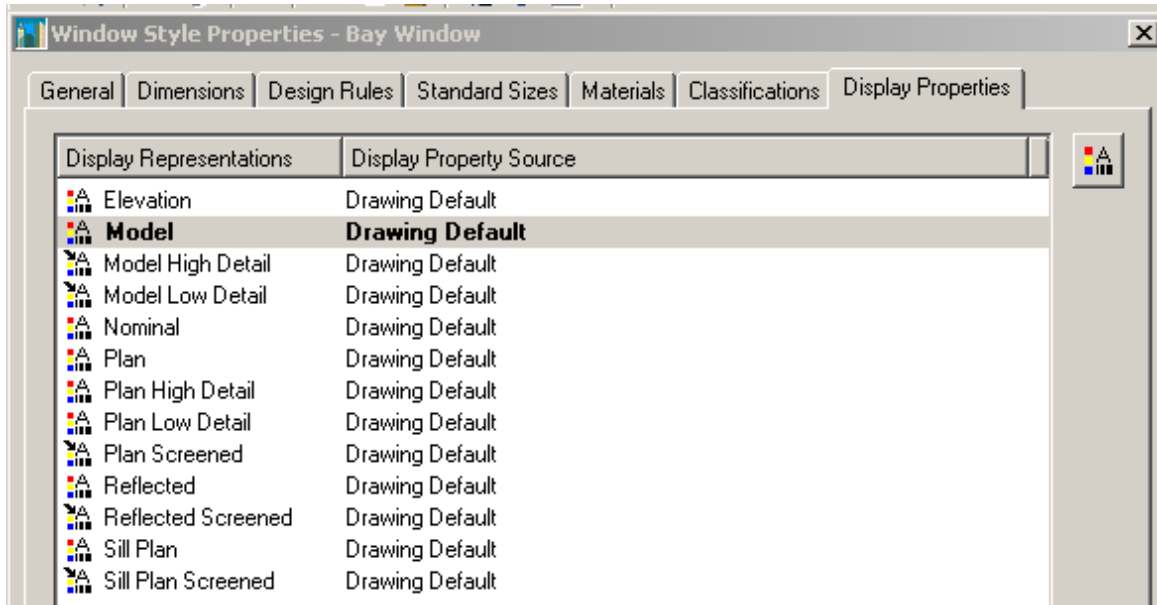


Select the Layer/Color/Linetype tab.

Turn off Frame/Sash/Glass...this will eliminate the visibility of the default standard window.

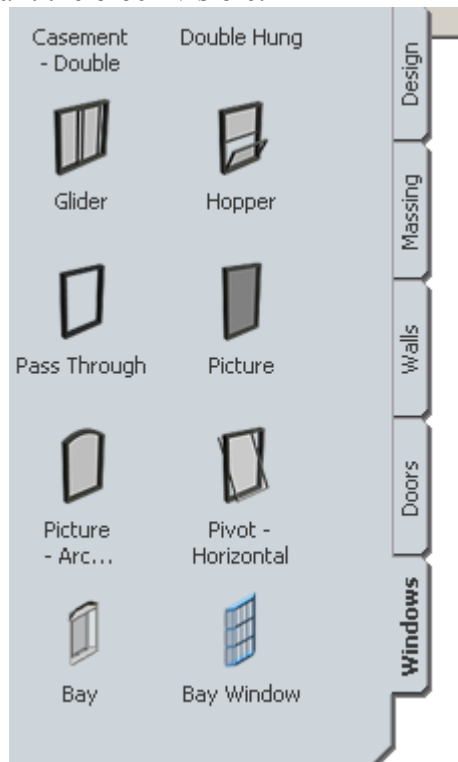
Verify that the block is set to ON.

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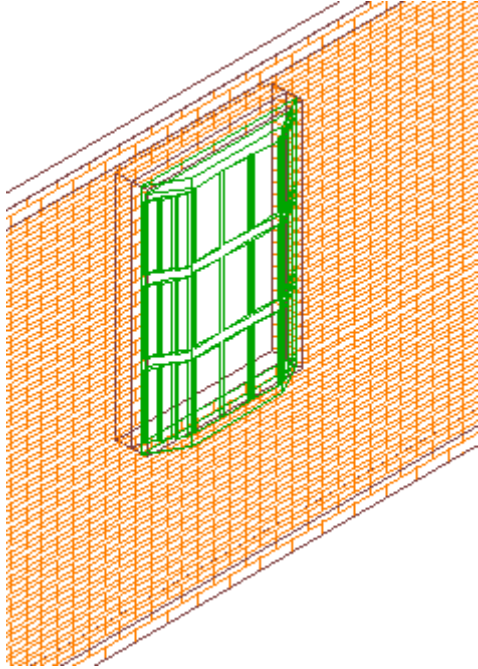
9. You will need to repeat these steps for Model, Elevation, and any other views where you want the block visible.

10.



You can place the Bay Window on your tool palettes for use in your models.

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Try out your window to make sure it works for you.