



genesisplus+

2018



SHOPFRONTS AND ENTRANCES

Module 1: Retail Park

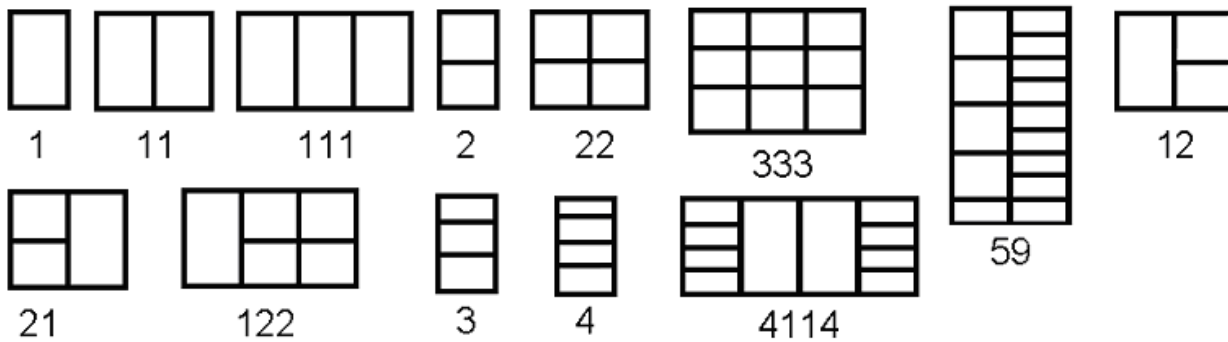
LEVEL: BASIC

Genesis Release 18

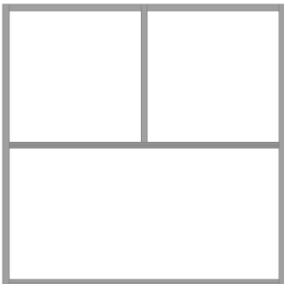
BEFORE WE START – LET’S EXPLAIN SOMETHING!!

WHAT IS A LIGHTCODE?

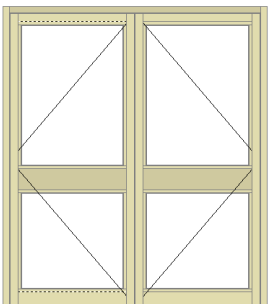
A LIGHTCODE IS JUST ANOTHER WAY TO SPECIFY COLUMNS AND ROWS, SOMETIMES IF YOU DO NOT HAVE A CONTINUOUS AMOUNT OF COLUMNS AND ROWS THEN YOU WILL HAVE TO DELETE SOME OF THE MULLIONS OR TRANSOMS TO GET TO THE DESIRED DESIGNS, LIGHTCODE CAN SOMETIMES SAVE YOU TIME SO WHEN DETERMINING A **LIGHTCODE**. YOU START FROM THE LEFT HAND COLUMN AND LOOK TO SEE HOW MANY ROWS ARE IN THAT COLUMN. IF THERE ARE TWO COLUMNS THEN YOU ADD ANOTHER NUMBER IN (AND SPECIFY HOW MANY ROWS ARE IN THAT COLUMN). IF THERE IS JUST ONE FIXED LIGHT THEN THE LIGHTCODE WOULD BE ‘1’ IF THERE IS A LIGHT ABOVE ANOTHER LIGHT THEN IT WILL BE ‘2’. SEE BELOW. ANY TIME THAT YOU ADD AN EXTRA NUMBER IN THEN YOU GET AN EXTRA COLUMN.



SOMETIMES YOU ARE NOT ABLE TO DESIGN IN ONE GO USING A LIGHTCODE OR A COLUMN OR ROW SO THERE ARE SOME THINGS TO BE AWARE OF. THE BELOW SCREEN WOULD HAVE TO BE DESIGNED AS A LIGHT CODE OF ‘2’. YOU WOULD THEN HIGHLIGHT THE TOP LIGHT AND SPLIT THIS LIGHT INTO A LIGHTCODE OF ‘11’. (WE WILL USE THIS COMMAND LATER ON IN THIS MANUAL). ALTERNATIVELY YOU COULD USE A 2 COLUMN AND 2 ROW FIGURE AND THEN MERGE THE BOTTOM TWO LIGHTS.



IF YOU HAVE A DOOR OR A VENT THEN YOU IGNORE THE LIGHTCODE CONTAINED WITHIN THEM SO THE DOOR BELOW WILL ACTUALLY BE A LIGHTCODE OF ‘1’ THIS IS BECAUSE THE DOOR IS ADDED INCLUDING ALL MIDRAILS AS A COMPLETE ITEM. **BASICALLY IGNORE THE DOOR WHEN WORKING OUT THE LIGHTCODE.**

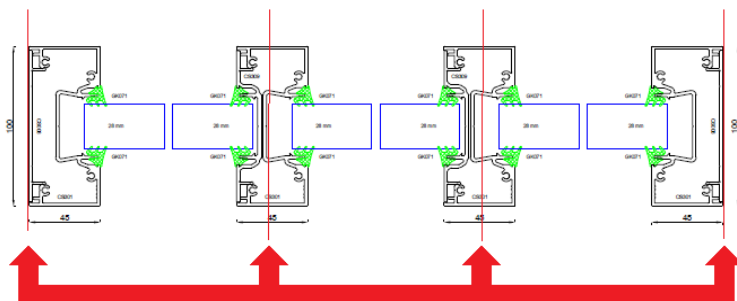
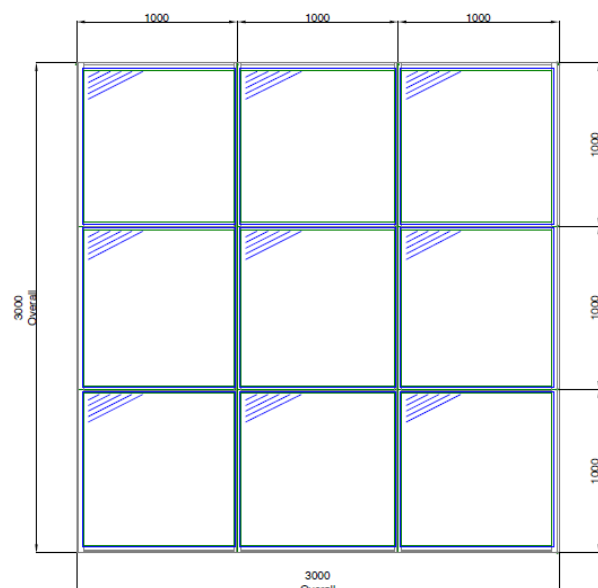
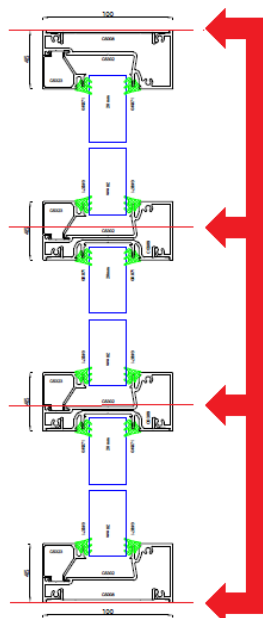
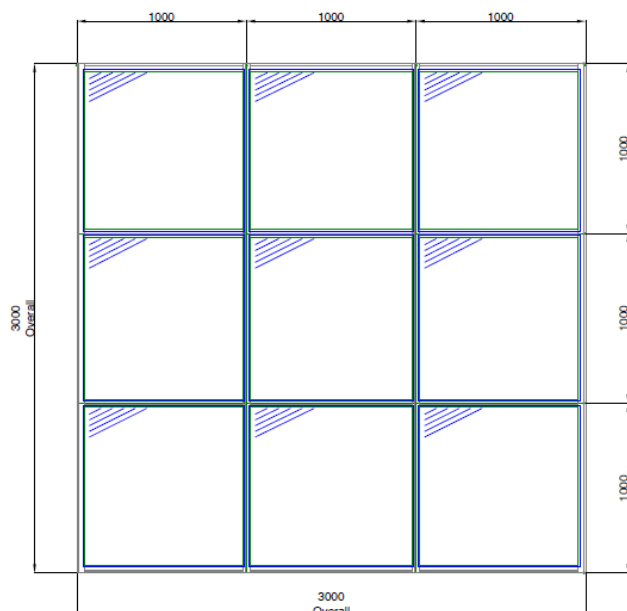


HAVE YOU UNDERSTOOD THIS ? IF NOT PLEASE ASK

HOW DOES GENESIS SHOW DIMENSIONS

MOST DIMENSIONS IN GENESIS INCLUDING CURTAIN WALL FOLLOW THE BELOW RULE.

BUT SUBCILLS ON ALL SYSTEMS AND HEAD EXTENTIONS ON WINDOWS WILL NOT BE INCLUDED IN ANY HEIGHT DIMENSION SHOWN ON THE SCREEN. IF YOU ADD A SUBCILL ON A WINDOW AND THE HEIGHT IS 1000MM, IF THE SUBCILL IS 10MM THEN THE SOFTWARE WILL CHANGE THE HEIGHT TO BE 990MM, HOWEVER ANY CHANGES TO THE OVERALL HEIGHT WILL NOT BE COMPENSATED AFTER THE FIRST BUILD AND YOU WILL NEED TO ALLOW FOR THE DEDUCTION IN HEIGHT YOURSELF.



PROCESSING A QUOTE

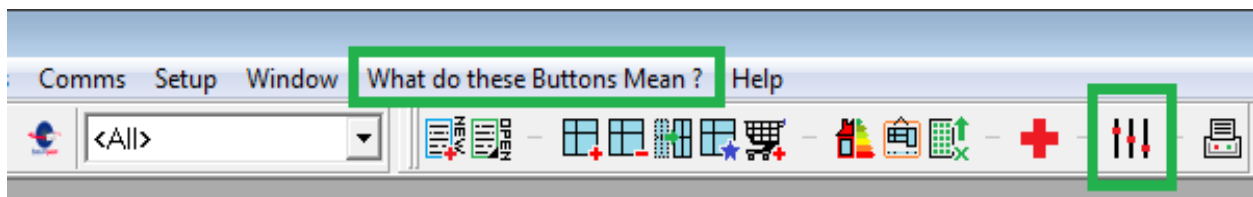
THIS BASIC INSTRUCTION MANUAL WILL GUIDE YOU THROUGH A SMALL QUOTE. YOU WILL FIND THAT BY FOLLOWING THE MANUAL EXACTLY AS WRITTEN YOU WILL LEARN MOST OF THE BASICS FROM THIS MANUAL AND THIS WILL GIVE YOU THE CONFIDENCE TO CHANGE THE DESIGN OF THE FRAME. AFTER RUNNING THROUGH THIS A FEW TIMES, IT'LL ALSO HELP TO DESIGN MOST OTHER FRAMES IN SHOPFRONT & WINDOW SYSTEMS. PLEASE BE AWARE THAT FULL TECHNICAL KNOWLEDGE OF THE COMAR SYSTEMS IS IMPORTANT WHEN USING THIS SOFTWARE AND IT IS PROVIDED AS AN ESTIMATING TOOL AND NOT AS A REPLACEMENT FOR TECHNICAL OR PRODUCT KNOWLEDGE. PLEASE ALWAYS REFER TO THE TECHNICAL MANUALS PROVIDED BY THE PARKSIDE GROUP LIMITED.

Main Genesis screen

At the top of the main Genesis screen you will see the buttons below. These buttons perform different operations and have been designed to allow all commonly used options to be in one place.



There are also several buttons that may help you if you get stuck when starting a quote or adding frames (as shown below)



These can all be found at the top of the screen



THERE ARE MANY BUTTONS AT THE TOP OF THE SCREEN, BUT THEY PERFORM SIMPLE TASKS

START A NEW QUOTE. (CAN ALSO BE USED TO EDIT THE EXISTING QUOTE DETAILS LIKE TITLE)



EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



COPY A QUOTE. THIS WILL ALLOW YOU TO CHOOSE A QUOTE AND WILL MAKE A NEW COPY



EDIT A QUOTE. THIS OPTIONS WILL CHANGE MASTER DETAILS LIKE FINISHES, DUAL COLOUR OR FOAM ON ALL FRAMES WITHIN A QUOTE



ADD A WINDOW. ONCE YOU HAVE ALREADY STARTED OR EDITED A QUOTE YOU ADD A NEW WINDOW FRAME BY CLICKING ONTO THIS BUTTON



ADD A DOOR. ONCE YOU HAVE ALREADY STARTED OR EDITED A QUOTE YOU ADD A NEW DOOR FRAME BY CLICKING ONTO THIS BUTTON



ADD A SLIDING WINDOW OR DOOR. ONCE YOU HAVE ALREADY STARTED OR EDITED A QUOTE YOU ADD A NEW SLIDING OR SLIDING/FOLDING FRAME BY CLICKING ONTO THIS BUTTON



ADD A FACADE. ONCE YOU HAVE ALREADY STARTED OR EDITED A QUOTE YOU ADD A NEW GROUND FLOOR SHOPFRONT OR CURTAIN WALL FRAME BY CLICKING ONTO THIS BUTTON



ADD A DUCO ITEM. ONCE YOU HAVE ALREADY STARTED OR EDITED A QUOTE YOU ADD A NEW DUCO LOUVRE, TRICKLE VENT OR BRISE SOLEIL FRAME BY CLICKING ONTO THIS BUTTON



ADD FAVOURITE STYLE. THIS BUTTON WILL BRING UP A LIST OF PREVIOUSLY SAVED STANDARD STYLES. THERE IS A SEPERATE MANUAL AVAILABLE FOR THIS



DELETE A FRAME. YOU CAN HIGHLIGHT AN EXISTING FRAME IN THE QUOTE AND CLICK ON THIS TO DELETE IT, THERE ARE OTHER BUTTONS WHICH ALSO PERFORM THIS FUNCTION



COPY A FRAME. YOU CAN HIGHLIGHT AN EXISTING FRAME AND CLICK ONTO THIS BUTTON, IT WILL CREATE AN EXACT COPY AND OFFER YOU THE CHANCE TO CHANGE THE FRAME DECIPTION ETC. THIS IS USEFUL WHEN YOU HAVE DESIGNED A FRAME AND HAVE SIMILAR FRAMES BUT DIFFERENT SIZES LATER ON IN A QUOTE.



DRAWINGS MENU. WE HAVE A NEW MENU WITH AUTOMATIC AUTOCAD DRAWING CREATION OR PRESENTATION DRAWINGS



SETUP MENU. WHEN YOU FIRST RECIEVE THE PROGRAM YOU WILL NEED TO SETUP YOUR DISCOUNTS THAT YOU RECIEVE FROM COMAR AND LABOUR RATES FOR YOUR FABRICATION AND INSTALLATION.



CONTROL PANEL. OTHER DEFAULTS AND HELP ASWELL AS AN ONLINE HELP BUTTON WHICH CUSTOMERS USE TO CONNECT TO US IF THEY NEED HELP, HELP IS ALWAYS AVAILABLE AND WE ARE ABLE TO SEE YOUR SCREEN ONCE CONNECTED.



REPORTS MENU. WE HAVE QUITE A FEW REPORTS THAT WE HAVE WRITTEN, SOME AVAILABLE REPORTS ARE PER ITEM PRICING, PURCHASE ORDER, FABRICATION, GLASS LISTS, SURVEY SHEETS. WE ARE ALWAYS EXPANDING THESE AND SOMETIMES WE WILL LOOK AT CUSTOMISING THEM FOR YOUR NEEDS. THERE ARE ALSO CAD DRAWINGS (WHICH ARE NOT IN MENU). **SEE OTHER MANUALS**



ADD A NEW QUOTE INTO GENESIS

CLICK ONTO THE START A NEW QUOTE BUTTON (SHOWN AT THE TOP OF THE SCREEN)



THE BELOW SCREEN WILL APPEAR (WE WILL CHANGING THE DETAILS LATER ON IN THIS MANUAL)

A screenshot of a software dialog box titled "Create a New Project - Genesis R18 - 2018". The dialog is divided into two main sections. The left section contains input fields for "Project Title" (with "SH" entered), "Job Reference", "Customer Name" (with "[CUS::DEFAULT]" entered), "Finish/Colour" (with "[COL:COMAR:POWDER-ZZZ (P" entered), "Glazing" (with "[FIL:COMAR:28.0MM UNIT - 1.0B" entered), "Price Group" (with "[PGR:COMAR:USERDEFINED" entered), "Labour" (set to "No labour"), and "Labour Template". Each of these fields has a "Search" button next to it. Below these fields are two checked checkboxes: "Add Optimised Extrusion Full Bar Roundup waste" and "Add Optimised waste cost onto each item price". At the bottom left is a "Quote Comments" text area. The right section is titled "Preliminary Windload/Structural Calcs (Only for Aluminium Curtain Wall)" and contains dropdown menus for "Town/City" (set to "Worst Case"), "Building Height" (set to "2"), "Distance To Sea" (set to "0.1"), "Distance Inside Town" (set to "0.1"), and "Net Pressure Co" (set to "1.4"). There are also "Map1" and "Map2" buttons next to the distance dropdowns, and a map of the United Kingdom. Below the dropdowns is a banner for "genesisplus+ 2018" featuring a landscape image and several award logos. At the bottom right is an "OK" button.

THERE ARE THREE MAIN THINGS THAT WE NEED TO GET CORRECT BEFORE WE START ADDING FRAMES TO THE QUOTE,

- 1) THE FIRST IS THE QUOTE TITLE. (ALTHOUGH THIS CAN BE CHANGED LATER ON)
- 2) THE SECOND IS THE EXTRUSION FINISH OF THE QUOTE
- 3) THE LAST ONE IS THE MAIN GLAZING THAT WILL BE USED IN THE QUOTE. (SOME FRAMES MAY HAVE MORE THAN ONE GLAZING TYPE IN IT BUT THESE CAN BE CHANGED LATER ON USING A LIGHT BY LIGHT BASIS)

FOR REFERENCE THE QUOTE NUMBER IS AUTO GENERATED FROM QUOTE NUMBER 1 ONWARDS, BUT YOU CAN USE THE JOB REFERENCE FIELD SHOWN BELOW TO KEEP A NOTE OF YOUR OWN QUOTE NUMBERS.

CHANGE THE QUOTE TITLE AS SHOWN BELOW, THIS IS TYPED INTO THE TEXT BOX, THIS FINISH AND THE GLAZING WILL BE CHANGED IN ONE MOMENT SO PLEASE DO NOT CLICK OK AT THIS POINT.

IF YOU ACCIDENTLY CLICK OK AND THE BOX DISSAPEARS PLEASE CLICK BACK ONTO THE START A NEW QUOTE BUTTON AND THIS WILL BRING THE BOX BACK UP.

Create a New Project - Genesis R18 - 2018

Project Title: Training Shopfronts SH

Job Reference:

Customer Name: [CUS::DEFAULT] Search +

Finish/Colour: [COL:COMAR:POWDER-ZZZ (P Search

Glazing: [FIL:COMAR:28.0MM UNIT - 1.0B Search +

Price Group: [PGR:COMAR:USERDEFINED] Search

Labour: No labour

Labour Template: Search

☒ Add Optimised Extrusion Full Bar Roundup waste

☒ Add Optimised waste cost onto each item price

Quote Comments

Preliminary Windload/Structural Calcs (Only for Aluminium Curtain Wall)

Town/City: Worst Case

Building Height: 2

Distance To Sea: 0.1

Distance Inside Town: 0.1

Net Pressure Co: 1.4

Map1

Map2

genesisplus+ 2018

OK

THE FRAME FINISHES ARE NOT TEXT BOXES AND HAVE A SEARCH BUTTON NEXT TO IT. THE DEFAULT SET IN GENESIS IS POWDER THIS COVERS MOST NON METALLIC RAL FINISHES. FOR THIS JOB WE WILL BE USING OUR STANDARD WHITE FINISH WHICH IS HIPCA WHITE 9910 AND IS CHEAPER THAN THE OTHER RANGE OF RAL COLOURS.

Finish/Colour: [COL:COMAR:POWDER (POWD Search

Glazing: [FIL:COMAR:28.0MM UNIT] Search +

WE ARE GOING TO CHANGE THE DEFAULT QUOTE FINISH SO PLEASE CLICK ONTO THE THREE DOTS AS SHOWN BELOW.

Finish/Colour: [COL:COMAR:POWDER (POWD] **Search**

Glazing: [FIL:COMAR:28.0MM UNIT] **Search** +

THE SEARCH BOX WILL APPEAR, IN THE SEARCH BOX TYPE IN WHITE AND THEN IT SHOULD BRING UP THE HIPCA WHITE IN THE LIST AS SHOWN BELOW. HIGHLIGHT IT AS SHOWN ON THE SECOND BOX BELOW AND THEN CLICK THE **OK** BUTTON. PLEASE MAKE SURE THAT YOU DO NOT PICK UP ANY OF THE PVC FINISHES WHICH ARE COMPONENT OPTIONS.

Finish Colour Pick

Library: Comar Aluminium

Search (Colour Code): [WHITE] Finish Group: <All>

Colour Code ▲	Colour Description	Group Code	Group Description	Colour
SAT-CHROME	Satin Chrome	SAT-CHROME	Satin Chrome	
SAT-S/STEEL	Satin Stainless Steel	SAT-S/STEEL	Satin Stainless Steel	
SELF	SELF	SELF	SELF	
SELF2	SELF2	SELF2	SELF2	
SILVER	Silver Anodised	SILVER	Silver Anodised	
ST/STEEL	ST/STEEL	ST/STEEL	ST/STEEL	
T.P.R	T.P.R	T.P.R	T.P.R	
TBA	To Be Advised	TBA	To Be Advised	
WHITE	Hipca White (RAL 9910)	WHITE	Hipca White (RAL 9910)	
WHITE PVC	WHITE PVC	WHITE PVC	WHITE PVC	
WHITE PVC	WHITE PVC	WHITE PVC	WHITE PVC	
WHITE-COMP	White Finish Components	WHITE-COMP-ONL	White Finish Components	

OK
Cancel

THE MAIN SCREEN WILL RETURN AND YOU WILL SEE THAT THE WHITE FINISH IS NOW IN THE FINISH BOX

Finish/Colour: [COL:COMAR:WHITE (WHITE)] ...

Glazing: [FIL:COMAR:28.0MM UNIT] ...

Category 1 - Exp
condition is rare
poorly grassed p

WE ARE GOING TO CHANGE THE DEFAULT QUOTE GLAZING SO PLEASE CLICK ONTO THE SEARCH BUTTON (AS SHOWN BELOW).

Finish/Colour: [COL:COMAR:POWDER (POWD) Search

Glazing: [FIL:COMAR:28.0MM UNIT] Search +

THE SEARCH BOX WILL APPEAR, IN THE SEARCH BOX TYPE IN 6-16-6 FL AND THEN IT SHOULD BRING UP THE 6-16-6 FL IN THE LIST AS SHOWN BELOW. HIGHLIGHT IT AS SHOWN ON THE SECOND BOX BELOW AND THEN CLICK THE OK BUTTON.

Glazing Pick

Library: <All> Search (Code): 6-16-6 FL

Family	1	2	3	4	A	Code	Description	Price A Unit
Comar Aluminium						6-16-10 TOUG-TINT-F	6m Toug x 16 x 10m Toug-Tint F-N	0.0
Single Glazed						6-16-10 TOUG-TINT-FG	6m Toug x 16 x 10m Toug-Tint F-Ngas	0.0
4mm Outer Pane						6-16-6 ANTELIO FL-F	6m FLx16x6m Antelio clear (db33) F-N	0.0
6mm Outer Pane						6-16-6 ANTELIO FL-FG	6m FLx16x6m Antelio clear (db33) F-Ngas	0.0
7mm Outer Pane						6-16-6 ANTELIO T-FG	6m TGx16x6m Antelio clear TG (db33) F-N	0.0
8mm Outer Pane						6-16-6 ANTELIO T-F	6m TGx16x6m Antelio clear TG (db33) F-N	0.0
10mm Outer Pane						6-16-6 ANTSILV FL-F	6m FLx16x6m Antelio Silver (db33) F-N	0.0
Laminated						6-16-6 ANTSILV FL-FG	6m FLx16x6m Antelio Silver (db33) F-Ngas	0.0
Customer Own Glass						6-16-6 ANTSILV T-FG	6m TGx16x6m Antelio Silver TG (db33) F-N	0.0
Dummy Vents						6-16-6 ANTSILV T-F	6m TGx16x6m Antelio Silver TG (db33) F-N	0.0
6-16-6 ANTSILV T-F						6-16-6 ANTSILV T-F	6m TGx16x6m Antelio Silver TG (db33) F-N	0.0
6-16-6 FL						6-16-6 FL	6m FLx16x6m FL (db33) lowE	0.0
6-16-6 FL BLUE FG						6-16-6 FL BLUE FG	6m FLx16x6m FL Blue (db33) F-Ngas	0.0
6-16-6 FL-EG						6-16-6 FL-EG	6m FLx16x6m FL (db33) lowEgas	0.0
6-16-6 FL-F						6-16-6 FL-F	6m FLx16x6m FL (db33) F-N	0.0
6-16-6 FL-FG						6-16-6 FL-FG	6m FLx16x6m FL (db33) F-Ngas	0.0
6-16-6 FL-OBS						6-16-6 FL-OBS	6m Obsx16x6m FL (db33) lowE	0.0
6-16-6 FL-OBS-EG						6-16-6 FL-OBS-EG	6m Obsx16x6m FL (db33) lowEgas	0.0
6-16-6 FL-OBS-F						6-16-6 FL-OBS-F	6m Obsx16x6m FL (db33) F-N	0.0
6-16-6 FL-OBS-FG						6-16-6 FL-OBS-FG	6m Obsx16x6m FL (db33) F-Ngas	0.0
6-16-6 FL-OBS-S						6-16-6 FL-OBS-S	6m F-Obsx16x6m FL (db33)	0.0
6-16-6 FL-S						6-16-6 FL-S	6m FLx16x6m FL (db33)	0.0
6-16-6 FL-SERALI-FG						6-16-6 FL-SERALI-FG	6m FLx16x6m Seralit 100% (db33) F-Ngas	0.0

OK Cancel Filter...

THE MAIN SCREEN WILL RETURN AND YOU WILL SEE THAT THE 6-16-6 FL IS NOW IN THE GLAZING BOX

Finish/Colour: [COL:COMAR:POWDER (POWD) Search

Glazing: [FIL:COMAR:6-16-6 FL] Search +

ONCE YOU ARE HAPPY THAT EVERYTHING IS CORRECT YOU CAN NOW CLICK **OK** AS SHOWN BELOW.

IF YOU ACCIDENTLY CLICK OK WITHOUT EVERYTHING BEING CORRECT AND THE BOX DISSAPEARS PLEASE CLICK BACK ONTO THE START A NEW QUOTE BUTTON AND THIS WILL BRING THE BOX UP.

Create a New Project - Genesis R18 - 2018

Project Title: Training Shopfronts SH

Job Reference:

Customer Name: [CUS::DEFAULT] Search +

Finish/Colour: [COL:COMAR:WHITE (WHITE)] Search

Glazing: [FIL:COMAR:6-16-6 FL] Search +

Price Group: [PGR:COMAR:USERDEFINED] Search

Labour: No labour

Labour Template: Search

☒ Add Optimised Extrusion Full Bar Roundup waste

☒ Add Optimised waste cost onto each item price

Quote Comments

Preliminary Windload/Structural Calcs (Only for Aluminium Curtain Wall)

Town/City: Worst Case

Building Height: 2

Distance To Sea: 0.1

Distance Inside Town: 0.1

Net Pressure Co: 1.4

Map1

Map2

genesisplus+ 2018

OK

ONCE YOU HAVE CLICKED OK, YOU WILL SEE THAT THE MAIN SCREEN CHANGES AND A NEW QUOTE HAS BEEN CREATED . THE QUOTE SCREEN IS NOW SHOWN AND THE QUOTE IS OPEN (AS SHOWN BELOW). ALL OF THE INFORMATION THAT YOU HAVE JUST ENTERED WILL BE LISTED ON THESE SCREENS (SHOWN BELOW) THE QUOTE TITLE IS SHOWN UNDER THE QUOTE TAB AND THE DEFAULT OPTIONS WILL HOLD BOTH THE GLAZING AND THE FINISHES THAT YOU ENTERED. **ANY NEW FRAME THAT YOU ADD FROM NOW ON WILL USE YOUR DEFAULT FINISH AND DEFAULT GLASS**, YOU CAN CHANGE THE TITLE DIRECTLY ON THIS SCREEN OR YOU CAN CLICK BACK ONTO "START A NEW QUOTE" AND THIS WILL BRING THE BOX BACK UP.

GenesisPlus+ - Release 18.00.000 - 24/09/2018 - 09.47am ver 3.40.27.2128 -- DB Version 18229 - [Quote 3658 - Calculated]

File Sales Factory Resource Quote Batch Cart Reports Comms Setup Window What do these Buttons Mean? Help

Quote No: 0

Customer

Default Options

Pricing

Template

IGU's

Items

Summary

Job Details

BOM

Presentation

Resource Overrides

Header

General

Quote Number: SH 3658 Quote Version: 2

Title: Training Shopfronts

Comment:

Shipping:

Lead Time: 0

Dates:

RFQ: / /

Quoted: 24/09/2018

Delivery: 24/09/2018

Closed: / /

Effective: 24/09/2018

Modified: 24/09/2018

User Defined Fields

Job Ref:

Finish: [COL:COMAR:WHIT

Pascal:

Order:

CRM Number:

City:

Update Prices Create Order Print Alternatives... OK Cancel Help

Admin

IF YOU DO NOT HAVE AN ACTIVE QUOTE OPEN THEN PLEASE NOTE THAT “START A NEW QUOTE” BUTTON WILL START A NEW ONE FOR YOU. YOU MAY NEED TO USE THE “EDIT A QUOTE” BUTTON LATER ON TO GET BACK INTO AN OLD ONE SO PLEASE REMEMBER WHAT THE PROCESS OF THESE BUTTONS ARE.

START A NEW QUOTE. (CAN ALSO BE USED TO EDIT THE EXISTING QUOTE DETAILS LIKE TITLE)



EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



SHOPFRONT TRAINING MANUAL EXAMPLE - FRAME 1

Page No: 1

ELEVATION PORTRAIT

Date/Time: 29/01/2018 09:59:05

Quote Title: Shopfront Training Manual

Quote No: SH-1- -Ver 1

Cust Name: Do Not Delete

Job Ref:

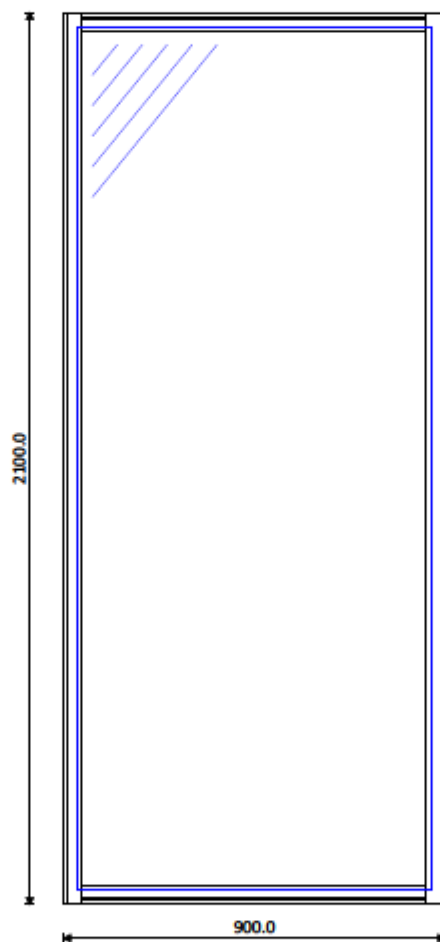
Finish: [COL:COMAR:POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



Item Description: Comar 3 (100x45mm) Double Glazed Corner Item Number: 1

Quantity: 1

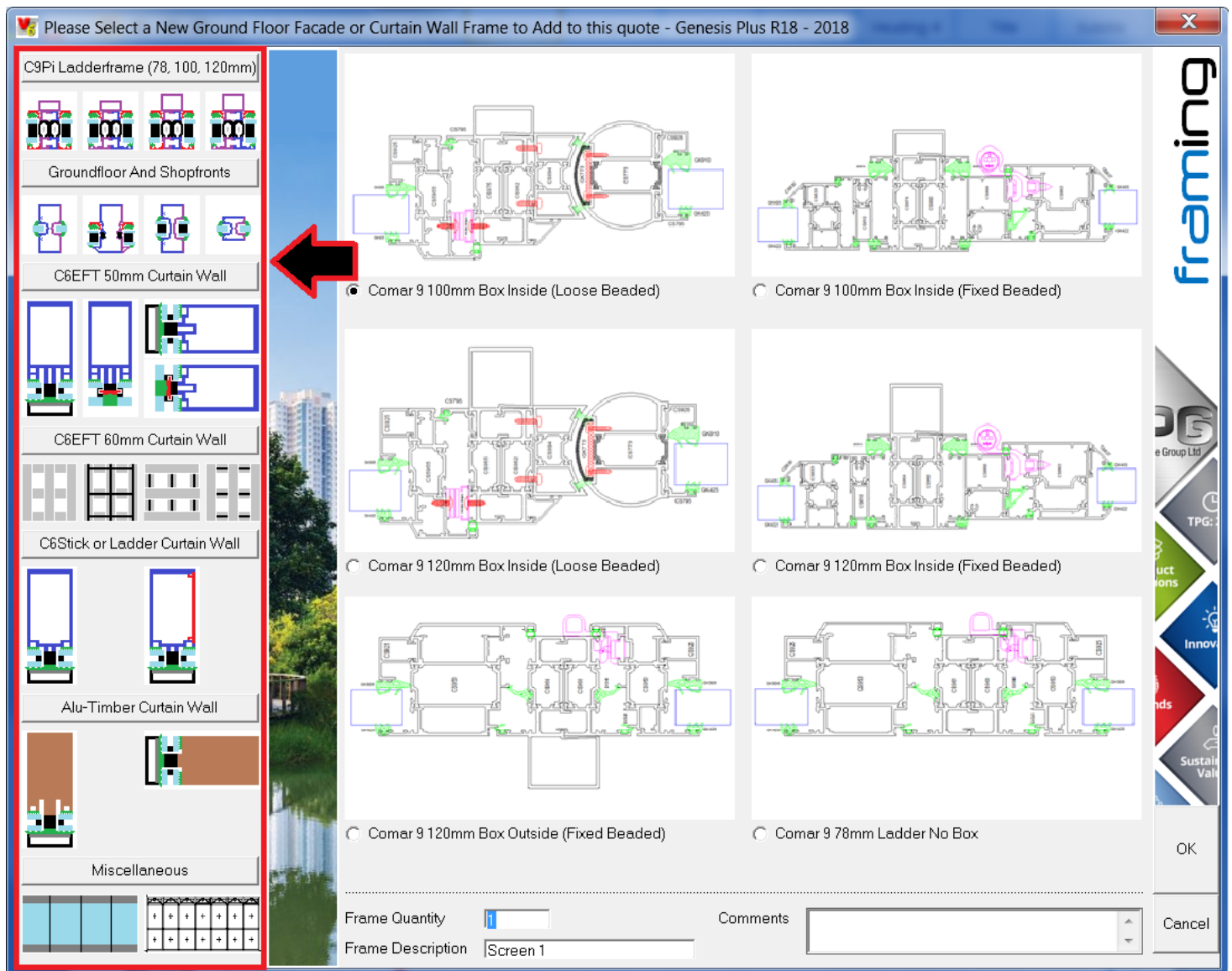
***** TPG - Comar Architectural Aluminium Systems - Genesis Estimating Software - Release 17 - 2017 *****

ADDING A SHOPFRONT FRAME TO THE QUOTE

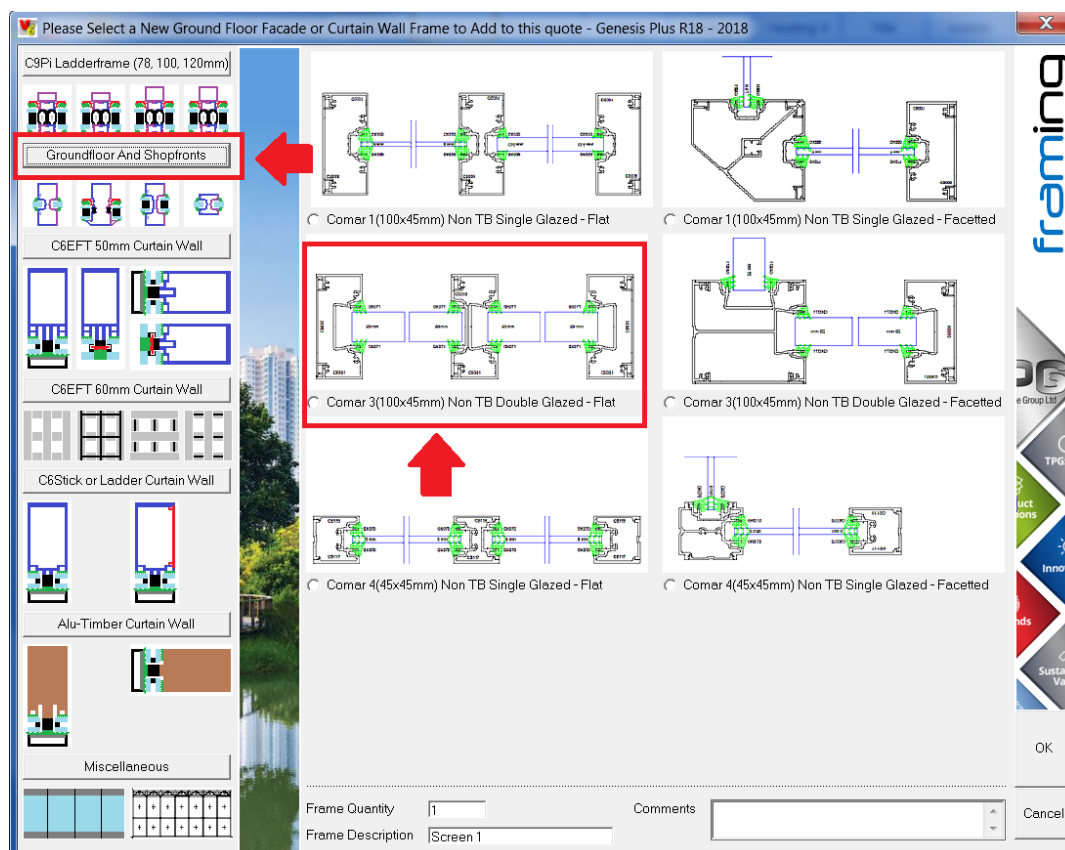
WE NOW WANT TO ADD A NEW FRAME TO THE QUOTE. CLICK ONTO THE “ADD A NEW FRAMING SYSTEM” BUTTON



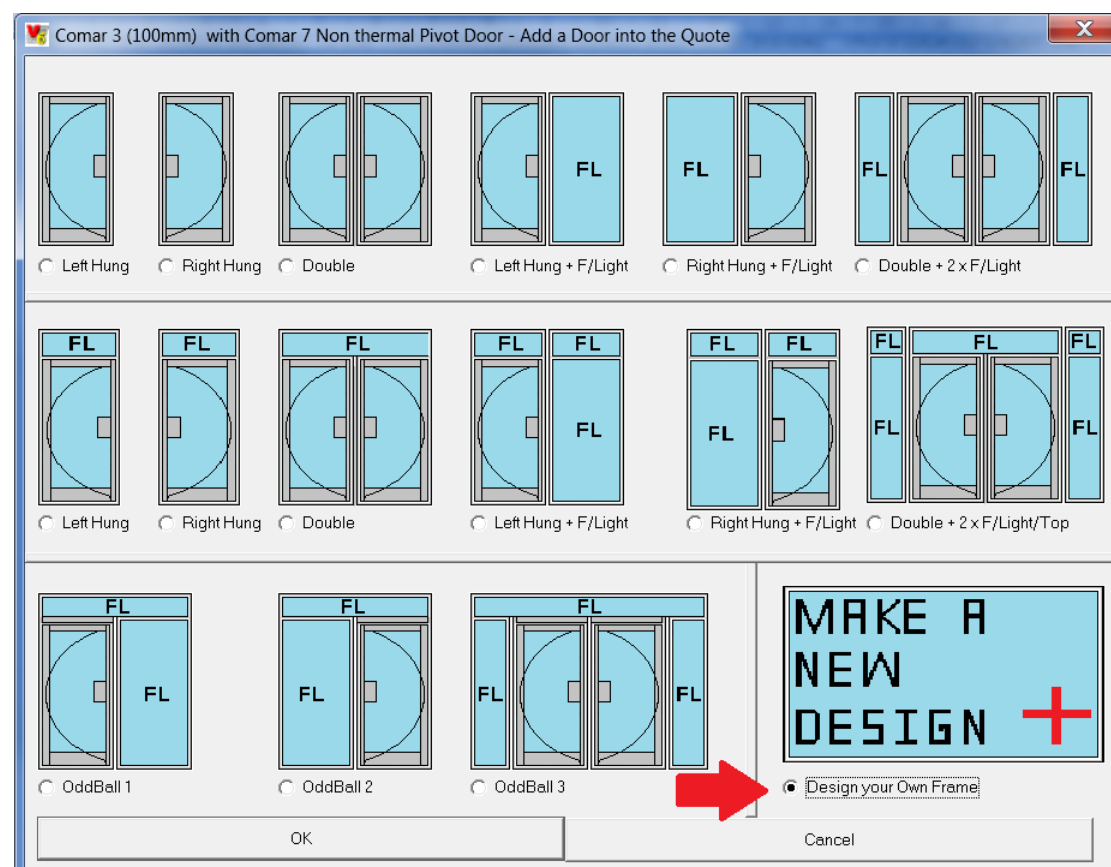
THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD FRAMING SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**



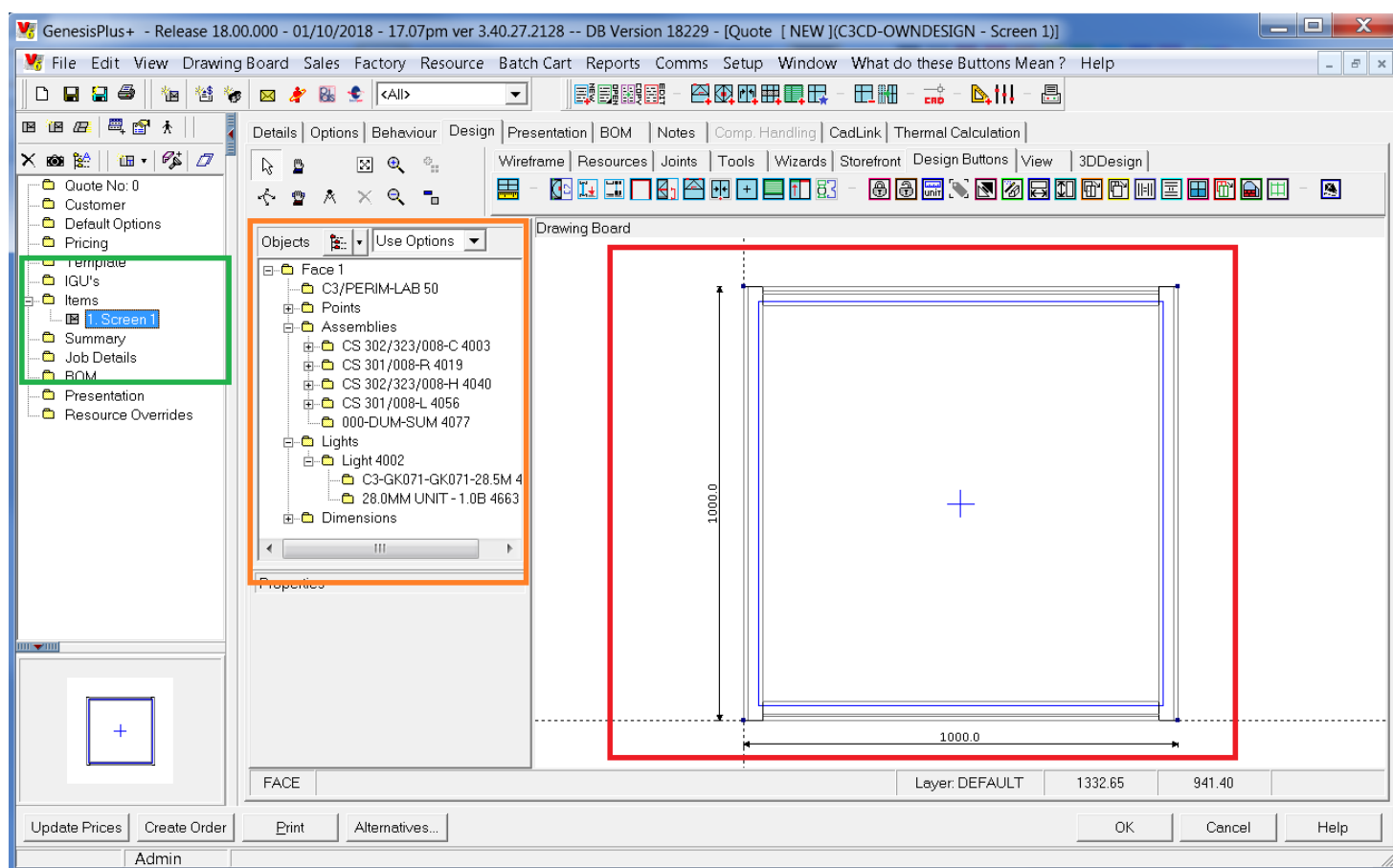
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



WE WANT TO BUILD THE SHOPFRONT FROM SCRATCH IN THIS CASE SO PLEASE CHOOSE “MAKE A NEW DESIGN” AND THEN CLICK “OK”



NOW THAT YOU HAVE ADDED A FRAME TO THE QUOTE YOU WILL SEE THAT YOU NOW HAVE ONE ITEM LISTED IN THE LEFT HAND SIDE SCREEN, (THIS WILL LIST ANY FRAMES THAT YOU HAVE ADDED TO YOUR QUOTE). THE RIGHT HAND SIDE OF THE SCREEN IS THE DESIGN SCREEN AND YOU CAN SEE THAT IT HAS ADDED A FRAME 1000MM X 1000MM. IN A MOMENT WE WILL CHANGE THE DESIGN. YOU WILL NOT HAVE THE COLOURED BOXES AS SHOWN BELOW THEY WILL BE USED TO HIGHLIGHT SOME AREAS IN ONE MOMENT



BEFORE WE CHANGE THE DESIGN OF THIS SCREEN, LETS TAKE A BIT OF TIME GETTING USED TO THE NEW MENUS THAT YOU CAN ACCESS NOW WE HAVE ADDED A FRAME.

DESIGN

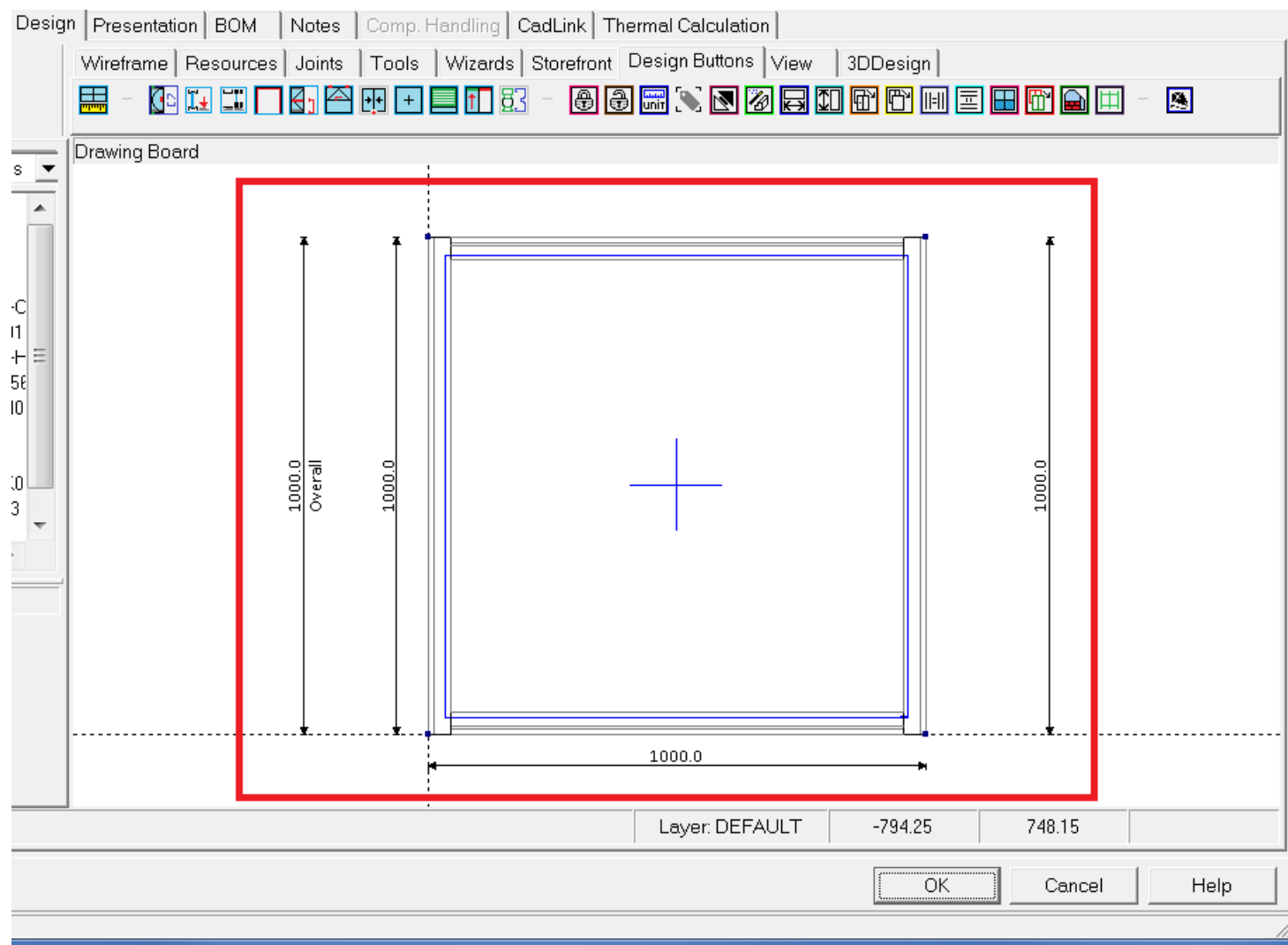
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

WHEN YOU HIGHLIGHT A FRAME IN THE ITEMS TAB (AS SHOWN IN THE LEFT HAND SIDE ABOVE IN GREEN) THE DESIGN SCREEN/DRAWING BOARD SHOWS YOU THE DESIGN FOR THAT ITEM, YOU CAN CLICK BETWEEN THE FRAMES (ITEMS) IF YOU HAVE MORE THAN ONE IN A QUOTE AND IF YOU ARE IN THE DESIGN SCREEN THE FRAME SHOWN WILL SWITCH TO SHOW YOU THE ONE THAT YOU HAVE HIGHLIGHTED.

THE ORANGE RECTANGLE INDICATES THE OBJECTS BOX, THIS LISTS ALL THE ASSEMBLIES YOU HAVE USED AS WELL AS GLASS AND DOORS.

CHANGING THE DESIGN

WE ARE NOW GOING TO CHANGE THE DESIGN OF THE FRAME SO WE NOW MOVE DOWN TO THE DRAWING BOARD (WHILST IN DESIGN) AND THERE ARE MACRO DESIGN BUTTONS WHICH ARE RELEVANT TO THE FRAME THAT WE ARE VIEWING AT THAT TIME. THERE ARE QUITE A FEW BUTTONS HERE (AND THEY ARE SMALL) BUT GENERALLY THE FIRST SET OF BUTTONS ARE TO CHANGE THE DESIGN OF THE FRAME, ADDING DOORS AND ADDING WINDOWS. THE SECOND SET OF BUTTONS ARE SIMPLE COMMANDS LIKE CHANGING SECTIONS, SPLITTING LIGHTS (ADDING MULLIONS OR TRANSOMS), MERGING LIGHTS (DELETING MULLIONS OR TRANSOMS), CHANGING HEIGHTS OR TRANSOMS AND WIDTHS OF MULLIONS AND CHANGING GLASS. YOU WILL NOTICE THAT THE AMOUNT OF BUTTONS THAT YOU SEE WHEN DESIGNING DIFFERENT SYSTEMS WILL CHANGE DEPENDING ON WHAT FRAME YOU ARE DESIGNING. I.E YOU WOULDN'T HAVE A DOOR BUTTON FOR BUILDING A WINDOW. LIKE AUTOCAD THE BUTTONS ARE THERE TO MAKE IT QUICKER TO PERFORM EVERYDAY TASKS.



WE ARE NOW GOING TO CHANGE THE DESIGN AND DIMENSIONS OF THIS FRAME, IN MOST CASES THE FIRST BUTTON SHOWN IN THE DESIGN SCREEN WILL PERFORM A TASK TO CHANGE THE DESIGN OR THE DIMENSIONS.

(IF YOU WANT TO EXPLORE WHAT THESE BUTTONS DO YOU CAN USE YOUR MOUSE TO HOVER OVER THE BUTTON AND IT SHOULD TELL YOU WHAT COMMAND THE BUTTON PERFORMS).

CLICK ONTO THE FIRST BUTTON.



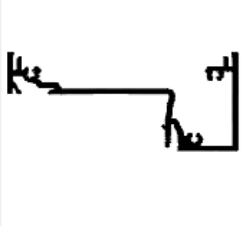
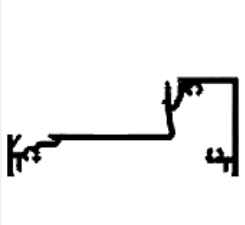
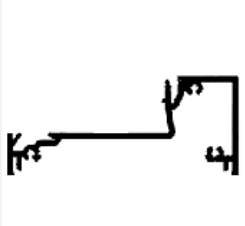
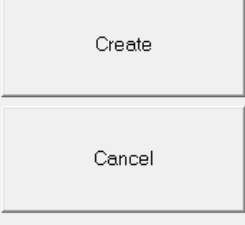


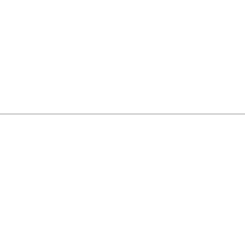
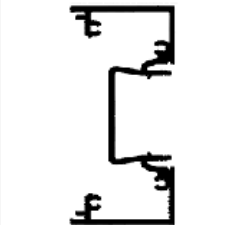
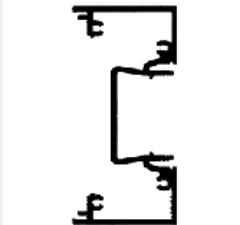
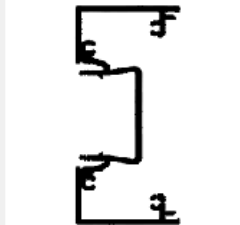
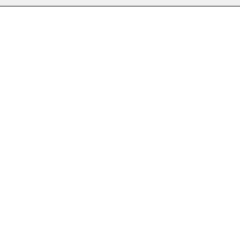
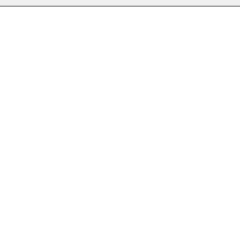


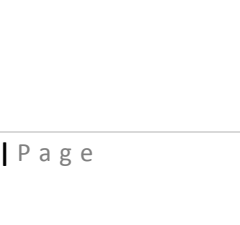
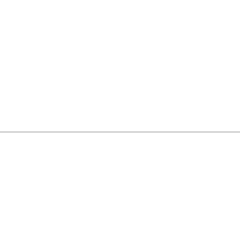
THIS WILL BRING UP THE REBUILD BUTTON, WE WILL BE CHANGING THE SIZES LATER ON.

THIS SCREEN WHICH IS ONE OF THE COMMON SCREENS HANDLES THE MOST PART OF THE FRAMING PART OF OUR DESIGN (EXCLUDING ADDING DOORS ETC).

WE CAN CHANGE THE WIDTH, HEIGHT LIGHTCODE OR COLUMNS AND ROWS, THE DESCRIPTION AND QUANTITY OF THE FRAME, EXTRUSION FINISH, AND SECTIONS TO BE USED.

THE DEFAULT SECTIONS FOR THE HEAD, TRANSOMS ETC ARE BASED ON OUR TECHNICAL MANUAL, IN MOST CASES YOU MAY NEED TO CHECK THE WINDLOADING FOR THE FRAMES TO INDICATE WHAT MULLIONS OR TRANSOMS TO USE, BUT AS STANDARD THESE WILL BE THE SECTIONS TO USE (SUBJECT TO WINDLOADINGS). **DO NOT CLICK OK**

Redesign the Comar 3 frame ?

Frame Width	Frame Height	Backplate Required	Head Profile	l _{yy} Req -	1.04		
1000	1000	Yes	CS 302 - lYY - 8.6				
Lightcode			Cill Profile	l _{yy} Req -	1.04		
1			CS 302 - lYY - 8.6				
Columns	Rows	Sub Cill Type	Left Profile	l _{xx} Req -	0		
1	1	None	CS 301 - lXX - 85.9				
Frame Quantity		Sub Cill Nosing	Right Profile	l _{xx} Req -	0		
1		None	CS 301 - lXX - 85.9				
Frame Description		Item Comments	Transom Profile	l _{yy} Req -	1.04		
New Frame			CS 302 - lYY - 8.6				
Frame Finish			Mullion Profile	l _{xx} Req -	0		
[COL:COMAR:WHITE (WHITE)]			CS 301/309 - lXX - 85.9				
Glass			<input type="checkbox"/> Save Chosen Frame Defaults				
[FIL:COMAR:6-16-6 FL]							
							
							
							
							

Create

Cancel

YOU WILL SEE THAT THE BELOW SCREEN HAS ALREADY SELECTED THE PROFILES THAT ARE THE STANDARD DEFAULT FOR THIS SYSTEM. (SHOWN ON THE RIGHT HAND SIDE), THE SOFTWARE WILL NOT WINDLOAD THESE SECTIONS SO PLEASE BE AWARE THAT ALTHOUGH THEY ARE DEFAULT THEY DO NOT LOOK AT THE SIZE OF THE FRAME.

THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE

- 1) THE FRAME WIDTH
- 2) THE FRAME HEIGHT
- 3) THE LIGHTCODE (AS EXPLAINED EARLIER, THIS IS JUST ANOTHER WAY TO SPECIFY COLUMNS & ROWS BUT YOU COULD USE THE COLUMNS AND ROW FIELDS IF YOU LIKE.
- 4) THE DESCRIPTION OF FRAME OR A FRAME CODE. I.E "ED1", IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA TO USE FRAME 1, FRAME 2 ETC TO AVOID CONFUSION.
- 5) YOU WILL SEE THAT IT HAS ALSO BOUGHT THROUGH THE FRAME DEFAULTS FOR THE FINISH AND THE GLASS AS CHOSEN EALIER ON.

WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE.

Redesign the Comar 3 frame ?

Frame Width: 900, Frame Height: 2100

Backplate Required: Yes

Head Profile: CS 302 - IYY - 8.6, lyy Req - 1.04

Cill Profile: CS 302 - IYY - 8.6, lyy Req - 1.04

Lightcode: 1

Columns: 1, Rows: 1

Sub Cill Type: None

Left Profile: CS 301 - IXX - 85.9, lxx Req - 0

Right Profile: CS 301 - IXX - 85.9, lxx Req - 0

Transom Profile: CS 302 - IYY - 8.6, lyy Req - 1.04

Mullion Profile: CS 301/309 - IXX - 85.9, lxx Req - 0

Frame Quantity: 1

Sub Cill Nosing: None

Frame Description: Screen 1

Frame Finish: [COL:COMAR:WHITE (WHITE)]

Glass: [FIL:COMAR:6-16-6 FL]

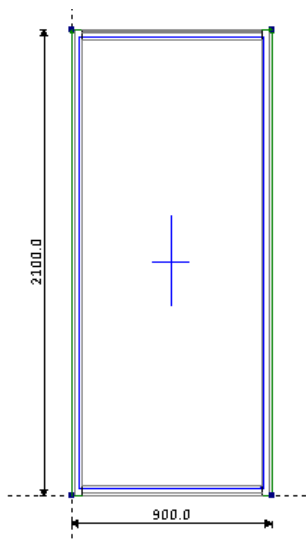
Item Comments:

☐ Save Chosen Frame Defaults

Create

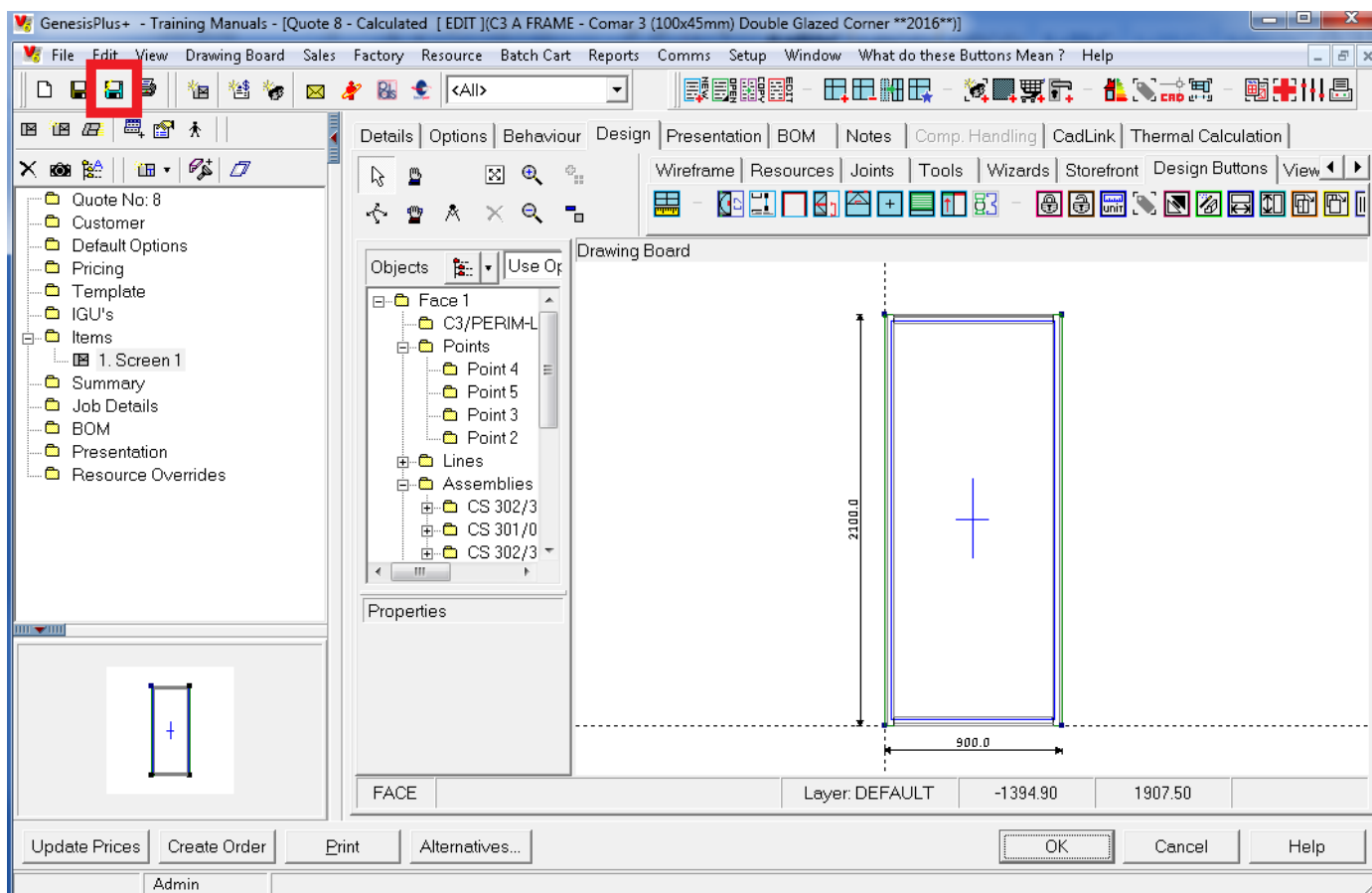
Cancel

THE SCREEN HAS NOW BEEN REDESIGNED



FOR A STANDARD FIXED LIGHT WITH NO INTERNAL MULLIONS AND TRANSOMS THIS SCREEN IS NOW COMPLETE
IT IS ALWAYS A GOOD IDEA TO SAVE THE QUOTE AFTER EACH ITEM HAS BEEN ADDED OR AFTER ADDING A FEW ITEMS, THIS WILL MEAN THAT IF YOUR COMPUTER HAS A PROBLEM OR SHUTS DOWN THEN IT WILL SAVE THE QUOTE AT THE POINT THAT YOU SAVE IT.

CLICK ONTO THIS BUTTON (QUICK SAVE) TO SAVE IT



UNLIKE A LOT OF OTHER PROGRAMS YOU DO NOT HAVE TO CLICK ONTO THE OK BUTTON AT THE BOTTOM TO SAVE IT OR COMPLETE THE CHANGES. THIS OK BUTTON WILL BRING YOU OUT OF THE QUOTE AND SHUT IT DOWN.

IF YOU DO CLICK THIS BUTTON THEN CLICK BACK ONTO THE OPEN QUOTE BUTTON TO OPEN IT BACK UP



EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



Page No: 2

ELEVATION PORTRAIT

Date/Time: 29/01/2018 10:29:07

Quote Title: Shopfront Training Manual

Quote No: SH-1- -Ver 2

Cust Name: Do Not Delete

Job Ref:

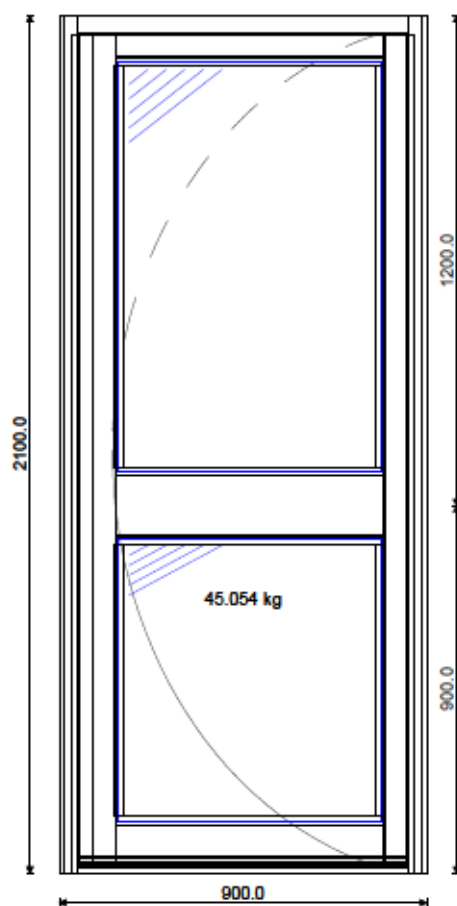
Finish: [COL:COMAR.POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



Item Description: Comar 3 (100x45mm) Double Glazed Corner Item Number: 2

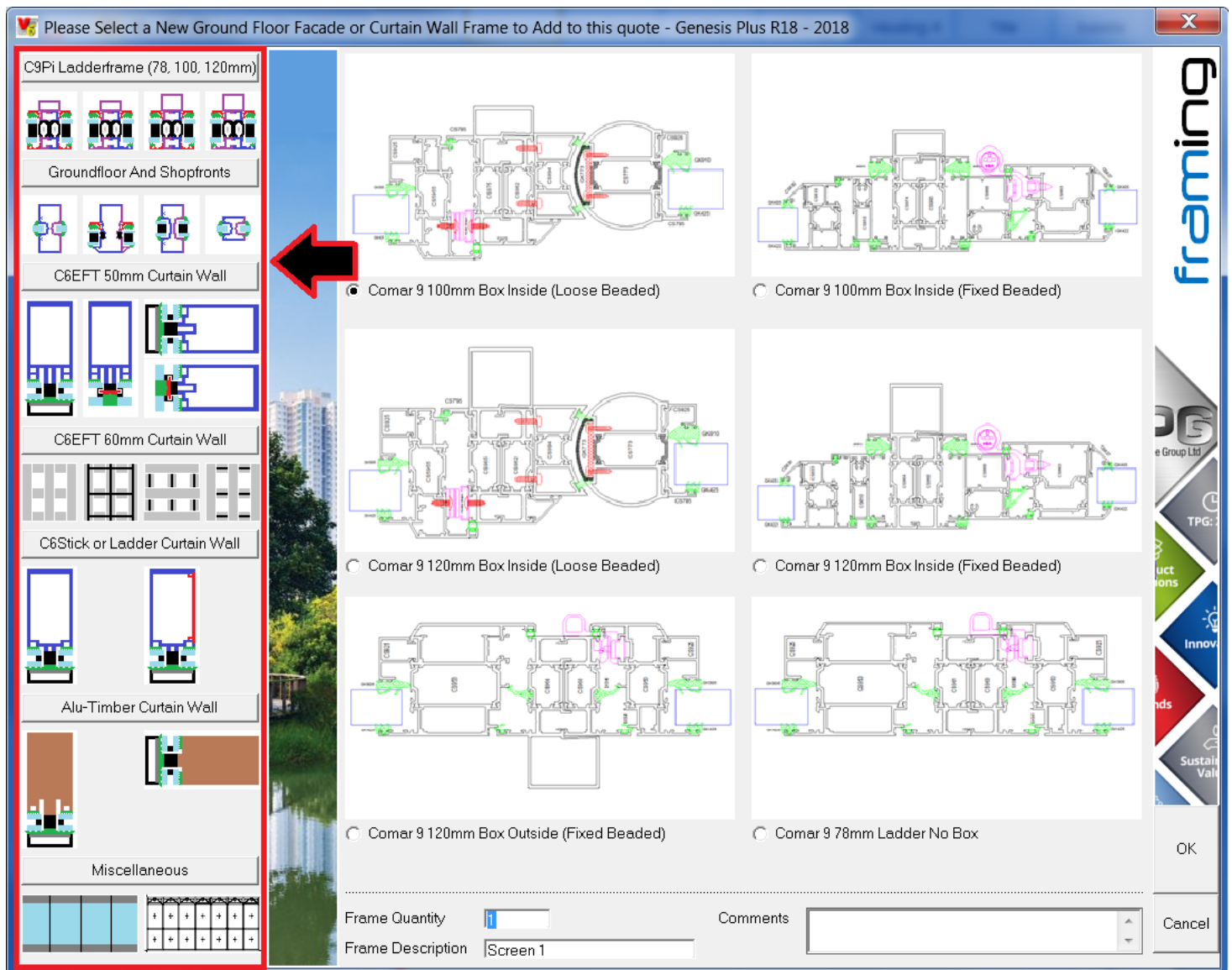
Quantity: 1

ADDING A FRAME TO THE QUOTE

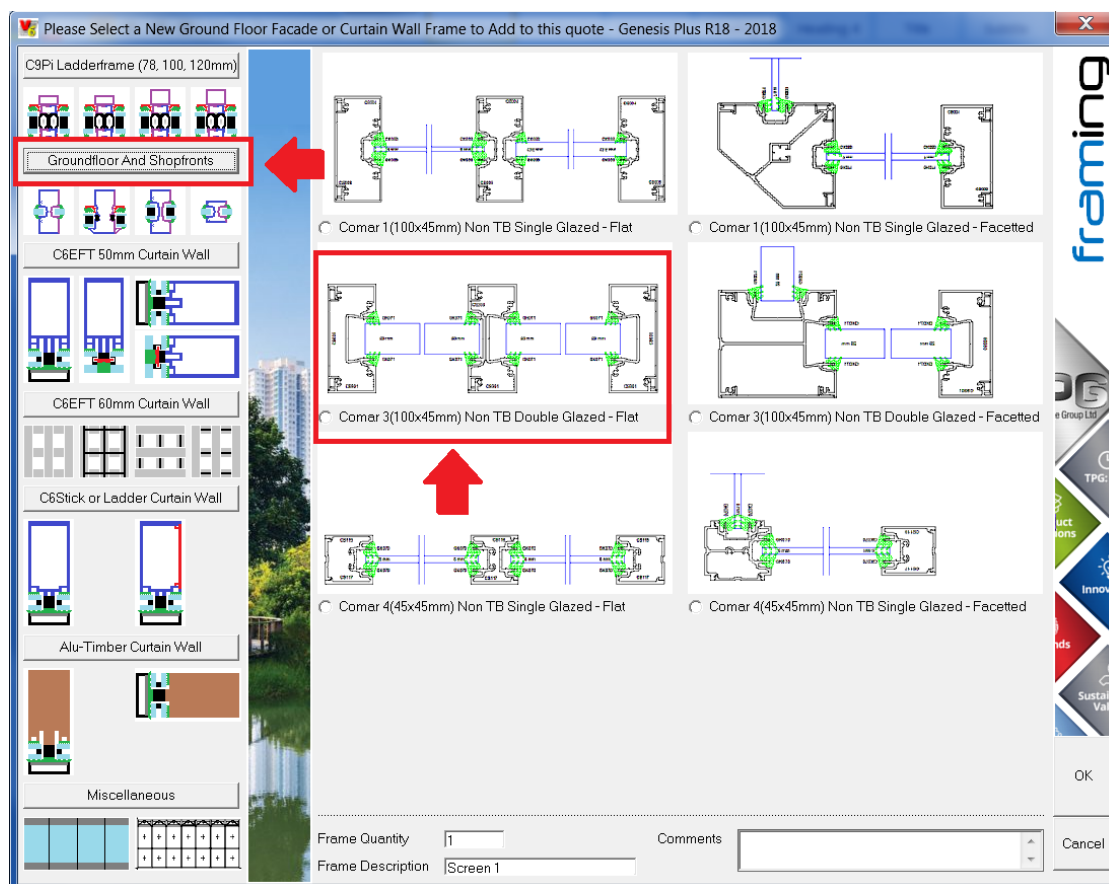
WE NOW WANT TO ADD ANOTHER NEW FRAME TO THE QUOTE. CLICK ONTO THE “ADD A NEW FRAMING SYSTEM” BUTTON



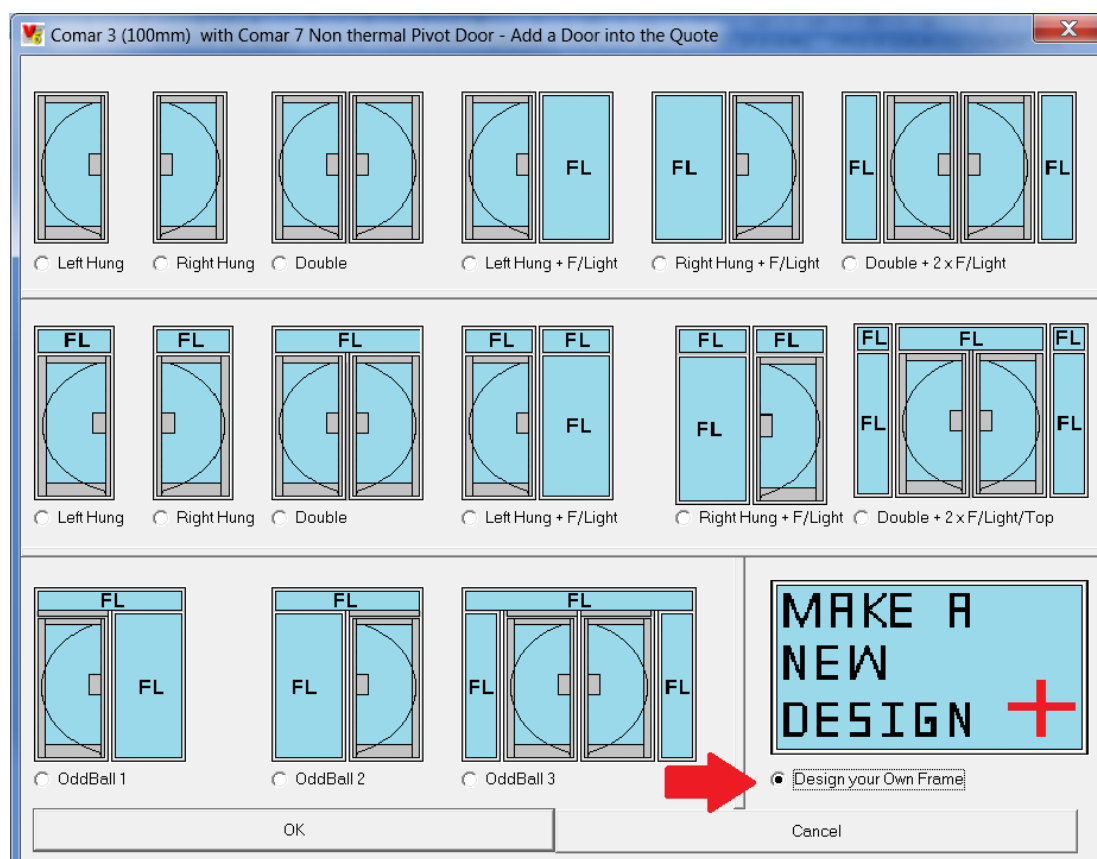
THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD FRAMING SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**



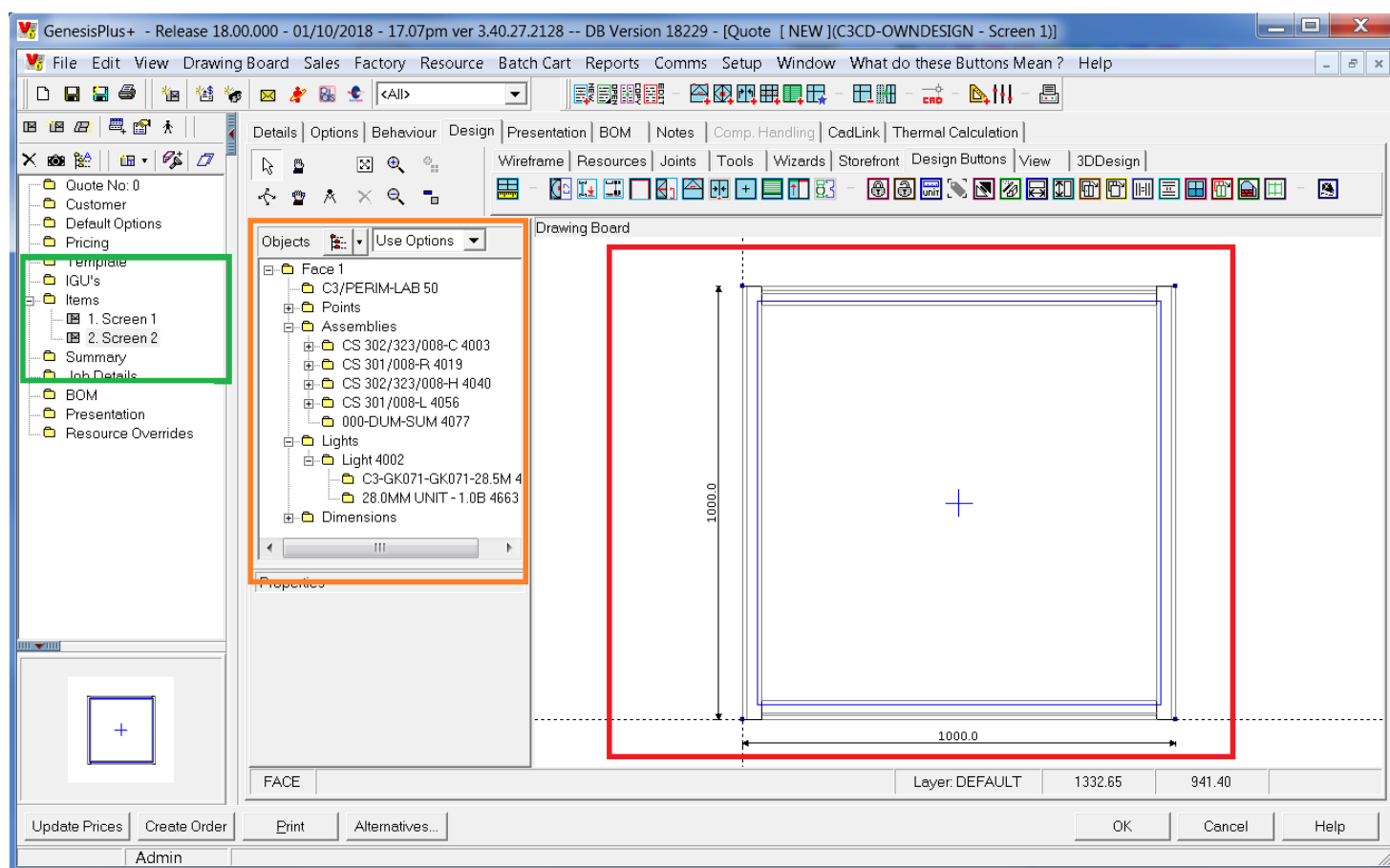
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



WE WANT TO BUILD THE SHOPFRONT FROM SCRATCH IN THIS CASE SO PLEASE CHOOSE "MAKE A NEW DESIGN" AND THEN CLICK "OK"



NOW THAT YOU HAVE ADDED A FRAME TO THE QUOTE YOU WILL SEE THAT YOU NOW HAVE ONE ITEM LISTED IN THE LEFT HAND SIDE SCREEN,(THIS WILL LIST ANY FRAMES THAT YOU HAVE ADDED TO YOUR QUOTE). THE RIGHT HAND SIDE OF THE SCREEN IS THE DESIGN SCREEN AND YOU CAN SEE THAT IT HAS ADDED A FRAME 1000MM X 1000MM. IN A MOMENT WE WILL CHANGE THE DESIGN. YOU WILL NOT HAVE THE COLOURED BOXES AS SHOWN BELOW THEY WILL BE USED TO HIGHLIGHT SOME AREAS IN ONE MOMENT



BEFORE WE CHANGE THE DESIGN OF THIS SCREEN, LETS TAKE A BIT OF TIME GETTING USED TO THE NEW MENUS THAT YOU CAN ACCESS NOW WE HAVE ADDED A FRAME.

DESIGN

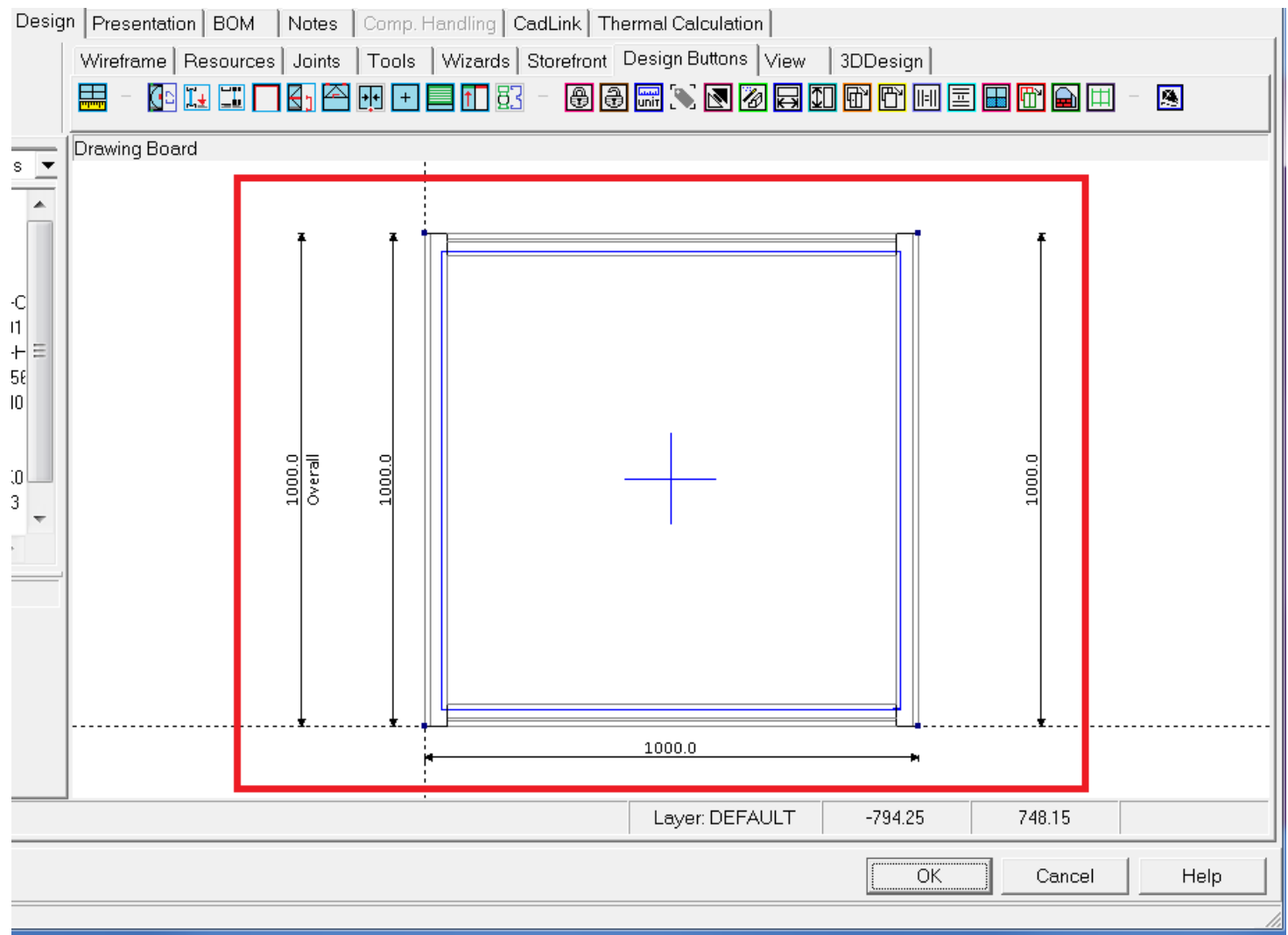
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

WHEN YOU HIGHLIGHT A FRAME IN THE ITEMS TAB (AS SHOWN IN THE LEFT HAND SIDE ABOVE IN GREEN) THE DESIGN SCREEN/DRAWING BOARD SHOWS YOU THE DESIGN FOR THAT ITEM, YOU CAN CLICK BETWEEN THE FRAMES (ITEMS) IF YOU HAVE MORE THAN ONE IN A QUOTE AND IF YOU ARE IN THE DESIGN SCREEN THE FRAME SHOWN WILL SWITCH TO SHOW YOU THE ONE THAT YOU HAVE HIGHLIGHTED.

THE ORANGE RECTANGLE INDICATES THE OBJECTS BOX, THIS LISTS ALL THE ASSEMBLIES YOU HAVE USED AS WELL AS GLASS AND DOORS.

CHANGING THE DESIGN

WE ARE NOW GOING TO CHANGE THE DESIGN OF THE FRAME SO WE NOW MOVE DOWN TO THE DRAWING BOARD (WHILST IN DESIGN) AND THERE ARE MACRO DESIGN BUTTONS WHICH ARE RELEVANT TO THE FRAME THAT WE ARE VIEWING AT THAT TIME. THERE ARE QUITE A FEW BUTTONS HERE (AND THEY ARE SMALL) BUT GENERALLY THE FIRST SET OF BUTTONS ARE TO CHANGE THE DESIGN OF THE FRAME, ADDING DOORS AND ADDING WINDOWS. THE SECOND SET OF BUTTONS ARE SIMPLE COMMANDS LIKE CHANGING SECTIONS, SPLITTING LIGHTS (ADDING MULLIONS OR TRANSOMS), MERGING LIGHTS (DELETING MULLIONS OR TRANSOMS), CHANGING HEIGHTS OR TRANSOMS AND WIDTHS OF MULLIONS AND CHANGING GLASS. YOU WILL NOTICE THAT THE AMOUNT OF BUTTONS THAT YOU SEE WHEN DESIGNING DIFFERENT SYSTEMS WILL CHANGE DEPENDING ON WHAT FRAME YOU ARE DESIGNING. I.E YOU WOULDN'T HAVE A DOOR BUTTON FOR BUILDING A WINDOW. LIKE AUTOCAD THE BUTTONS ARE THERE TO MAKE IT QUICKER TO PERFORM EVERYDAY TASKS.



WE ARE NOW GOING TO CHANGE THE DESIGN AND DIMENSIONS OF THIS FRAME, IN MOST CASES THE FIRST BUTTON SHOWN IN THE DESIGN SCREEN WILL PERFORM A TASK TO CHANGE THE DESIGN OR THE DIMENSIONS.

(IF YOU WANT TO EXPLORE WHAT THESE BUTTONS DO YOU CAN USE YOUR MOUSE TO HOVER OVER THE BUTTON AND IT SHOULD TELL YOU WHAT COMMAND THE BUTTON PERFORMS).

CLICK ONTO THE FIRST BUTTON.



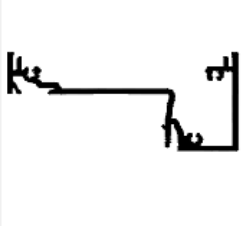
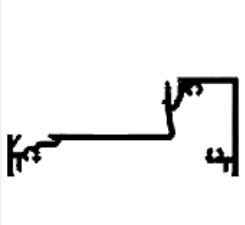
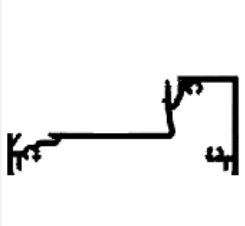
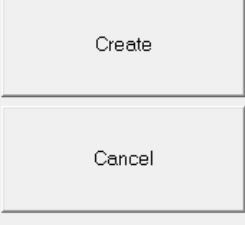
THIS WILL BRING UP THE REBUILD BUTTON, WE WILL BE CHANGING THE SIZES LATER ON.

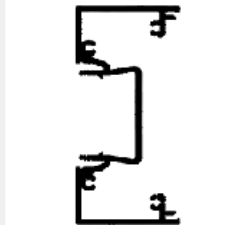
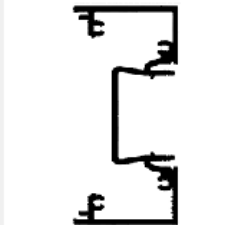
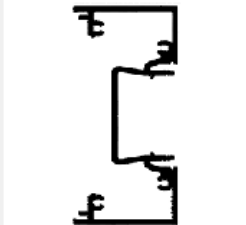
THIS SCREEN WHICH IS ONE OF THE COMMON SCREENS HANDLES THE MOST PART OF THE FRAMING PART OF OUR DESIGN (EXCLUDING ADDING DOORS ETC).

WE CAN CHANGE THE WIDTH, HEIGHT LIGHTCODE OR COLUMNS AND ROWS, THE DESCRIPTION AND QUANTITY OF THE FRAME, EXTRUSION FINISH, AND SECTIONS TO BE USED.

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Redesign the Comar 3 frame ?

Frame Width	Frame Height	Backplate Required	Head Profile	l _{yy} Req -	1.04	
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Lightcode			Cill Profile	l _{yy} Req -	1.04	
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Columns	Rows	Sub Cill Type	Left Profile	l _{xx} Req -	0	
<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text" value="None"/>	<input type="text" value="CS 301 - IXX - 85.9"/>			
Frame Quantity		Sub Cill Nosing	Right Profile	l _{xx} Req -	0	
<input type="text" value="1"/>		<input type="text" value="None"/>	<input type="text" value="CS 301 - IXX - 85.9"/>			
Frame Description		Item Comments	Transom Profile	l _{yy} Req -	1.04	
<input type="text" value="New Frame"/>			<input type="text" value="CS 302 - IYY - 8.6"/>			
Frame Finish			Mullion Profile	l _{xx} Req -	0	
<input type="text" value="[COL:COMAR:WHITE (WHITE)]"/>			<input type="text" value="CS 301/309 - IXX - 85.9"/>			
Glass			<input type="checkbox"/> Save Chosen Frame Defaults			
<input type="text" value="[FIL:COMAR:6-16-6 FL]"/>						



Create

Cancel

YOU WILL SEE THAT THE BELOW SCREEN HAS ALREADY SELECTED THE PROFILES THAT ARE THE STANDARD DEFAULT FOR THIS SYSTEM. (SHOWN ON THE RIGHT HAND SIDE), THE SOFTWARE WILL NOT WINDLOAD THESE SECTIONS SO PLEASE BE AWARE THAT ALTHOUGH THEY ARE DEFAULT THEY DO NOT LOOK AT THE SIZE OF THE FRAME.

THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE

- 1) THE FRAME WIDTH
- 2) THE FRAME HEIGHT
- 3) THE LIGHTCODE (AS EXPLAINED EARLIER, THIS IS JUST ANOTHER WAY TO SPECIFY COLUMNS & ROWS BUT YOU COULD USE THE COLUMNS AND ROW FIELDS IF YOU LIKE.
- 4) THE DESCRIPTION OF FRAME OR A FRAME CODE. I.E “ED1”, IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA TO USE FRAME 1, FRAME 2 ETC TO AVOID CONFUSION.
- 5) YOU WILL SEE THAT IT HAS ALSO BOUGHT THROUGH THE FRAME DEFAULTS FOR THE FINISH AND THE GLASS AS CHOSEN EALIER ON.

WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE.

Redesign the Comar 3 frame ?

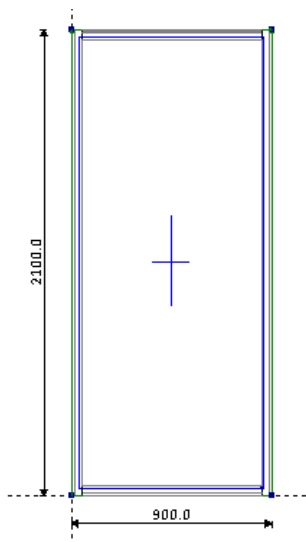
Frame Width	Frame Height	Backplate Required	Head Profile	lyy Req -	1.04
900	2100	Yes	CS 302 (Loose Beaded)		
Lightcode			Cill Profile	lyy Req -	1.04
1			CS 302 (Loose Beaded)		
Columns	Rows	Sub Cill Type	Left Profile	lxx Req -	0
1	1	None	CS 301 (100x45mm) - lxx - 85.9		
Frame Quantity		Sub Cill Nosing	Right Profile	lxx Req -	0
1		None	CS 301 (100x45mm) - lxx - 85.9		
Frame Description		Item Comments	Transom Profile	lyy Req -	1.04
Screen 2			CS 302 (Loose Beaded)		
Frame Finish			Mullion Profile	lxx Req -	0
[COL:COMAR:POWDER-ZZZ (PC]			CS 301/309 (100x45mm) - lxx - 85		
Glass					
[FIL:COMAR:28.0MM UNIT - 1.0B]					

☐ Save Chosen Frame Defaults

Create

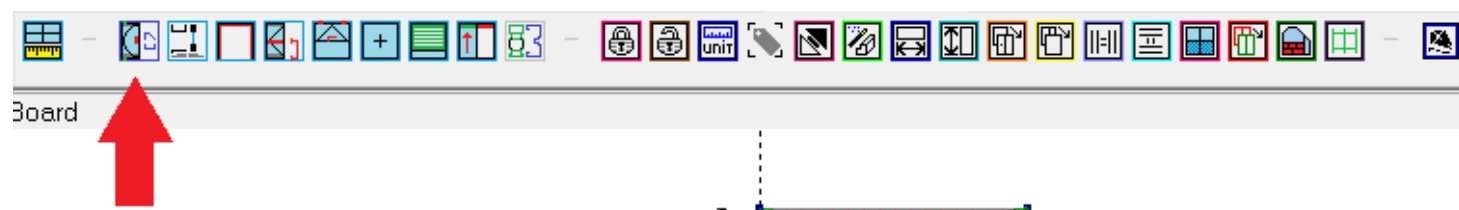
Cancel

THE SCREEN HAS NOW BEEN REDESIGNED

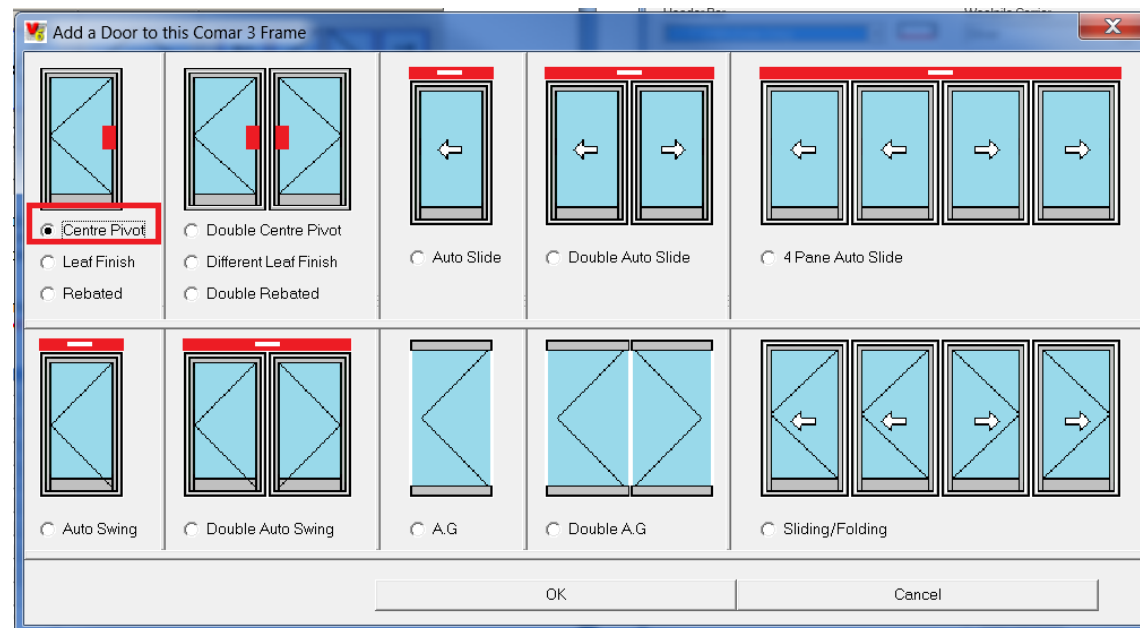


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

HIGHLIGHT THE LIGHT WHERE WE ARE PLACING THE DOOR USING YOUR MOUSE. WE CAN NOW ADD A DOOR TO THE FRAME. CLICK ONTO THE DOOR BUTTON.

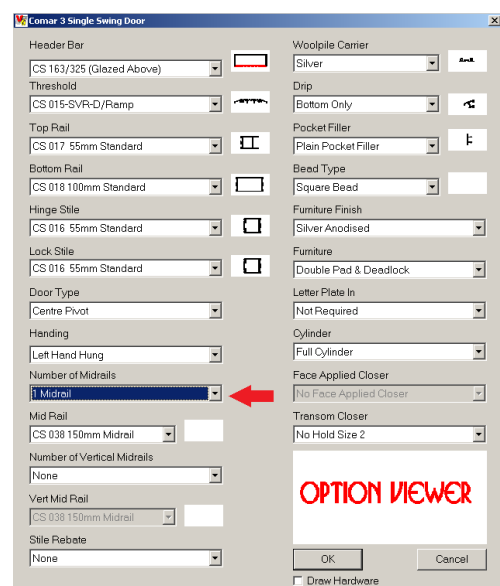


CLICK ONTO THE SINGLE "Centre Pivot" OPTION AND CLICK OK



THE BELOW BOX WILL NOW APPEAR AND AS WITH MOST OTHER SCREENS IN GENESIS THE DEFAULT THAT COMES UP WILL NORMALLY BE THE STANDARD OPTION. IF YOU CLICK OK AT THIS POINT A DOOR WILL BE ADDED WITH A CLOSER, LOCKS, PAD HANDLES ETC SO IT WILL PRICE THE DOOR SHOWN. THERE IS A LOT OF INFORMATION AND OPTIONS CONTAINED IN THIS ONE SCREEN.

SO PLEASE TAKE A MINUTE TO LOOK AT THE OPTIONS ON THE SCREEN TO SEE WHAT CAN BE CHANGED HERE. **THE ARROW INDICATED BELOW SHOWS THE OPTION THAT WE WILL BE CHANGING SOON BUT PLEASE USE THE COMPUTER MONITOR TO LOOK THROUGH THE OPTIONS.**



IN THE MENU WE NEED TO CHANGE THE “Number of Midrails” to “1 Midrail”. CLICK ONTO THE DROP DOWN ARROW AND CHANGE THE OPTION.

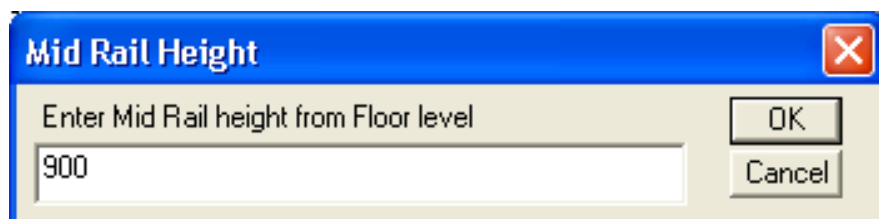


ONCE YOU HAVE READ THROUGH THE SCREEN AND ARE HAPPY WITH YOUR SELECTION PLEASE CLICK OK AT THE BOTTOM TO ADD THE DOOR.

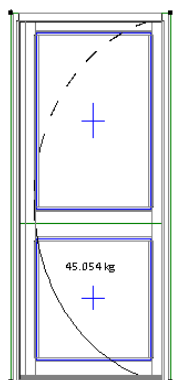
ALTHOUGH THE SOFTWARE AUTOMATES THE HEADER BAR SELECTION PLEASE ALWAYS DOUBLE CHECK THAT IF YOU HAVE GLASS ABOVE THE DOOR THAT YOU CHOOSE A GLAZED ABOVE OPTION. IF YOU HAVE A DIRECT OUTERFRAME ABOVE THE DOOR THEN YOU CHOOSE OUTER ONLY. THIS IS VERY IMPORTANT AS IT NOT ONLY EFFECTS THE ORDER BUT ALSO THE SIZE OF THE DOOR AND THE GLASS.

A screenshot of the "Comar 3 Single Swing Door" configuration window. The window has a title bar with a close button. It contains two columns of settings, each with a dropdown menu and a small icon. The settings are: Header Bar (CS 163/325 (Glazed Above)), Threshold (CS 015-SVR-D/Ramp), Top Rail (CS 017 55mm Standard), Bottom Rail (CS 018 100mm Standard), Hinge Stile (CS 016 55mm Standard), Lock Stile (CS 016 55mm Standard), Door Type (Centre Pivot), Hanging (Left Hand Hung), Number of Midrails (1 Midrail), Mid Rail (CS 038 150mm Midrail), Number of Vertical Midrails (None), Vert Mid Rail (CS 038 150mm Midrail), Stile Rebate (None), Woolpile Carrier (Silver), Drip (Bottom Only), Pocket Filler (Plain Pocket Filler), Bead Type (Square Bead), Furniture Finish (Silver Anodised), Furniture (Double Pad & Deadlock), Letter Plate In (Not Required), Cylinder (Full Cylinder), Face Applied Closer (No Face Applied Closer), and Transom Closer (No Hold Size 2). At the bottom, there is a large white box with the text "OPTION VIEWER" in red, and two buttons: "OK" and "Cancel". A red arrow points to the "OK" button. Below the buttons is a checkbox labeled "Draw Hardware" which is currently unchecked.

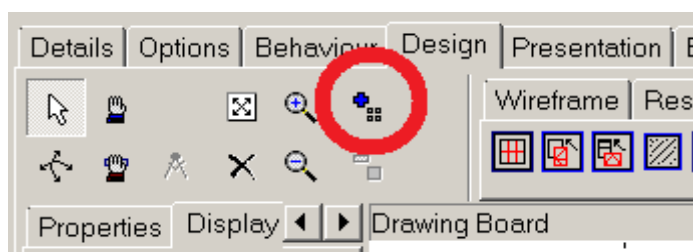
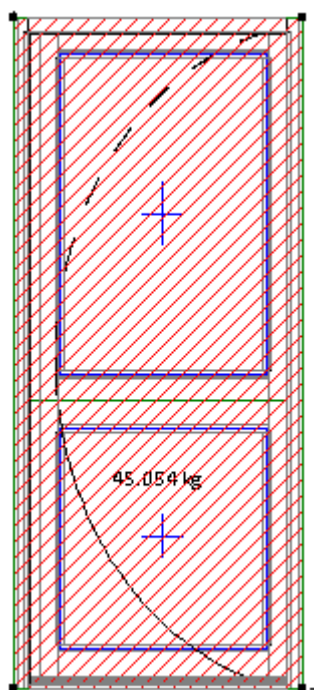
WHEN YOU HAVE CONFIRMED YOUR SELECTION THE BELOW SCREEN WILL APPEAR. THIS IS THE HEIGHT OF THE MIDRAIL FROM THE FLOOR LEVEL (BASED ON THE THRESHOLD THAT YOU HAVE CHOSEN, IT WILL AUTOMATICALLY ADJUST THE MIDRAIL TO SUIT). CHANGE THIS FIGURE TO BE 900MM. THEN CLICK OK



THIS WILL NOW SHOW YOU THE NEW DESIGN



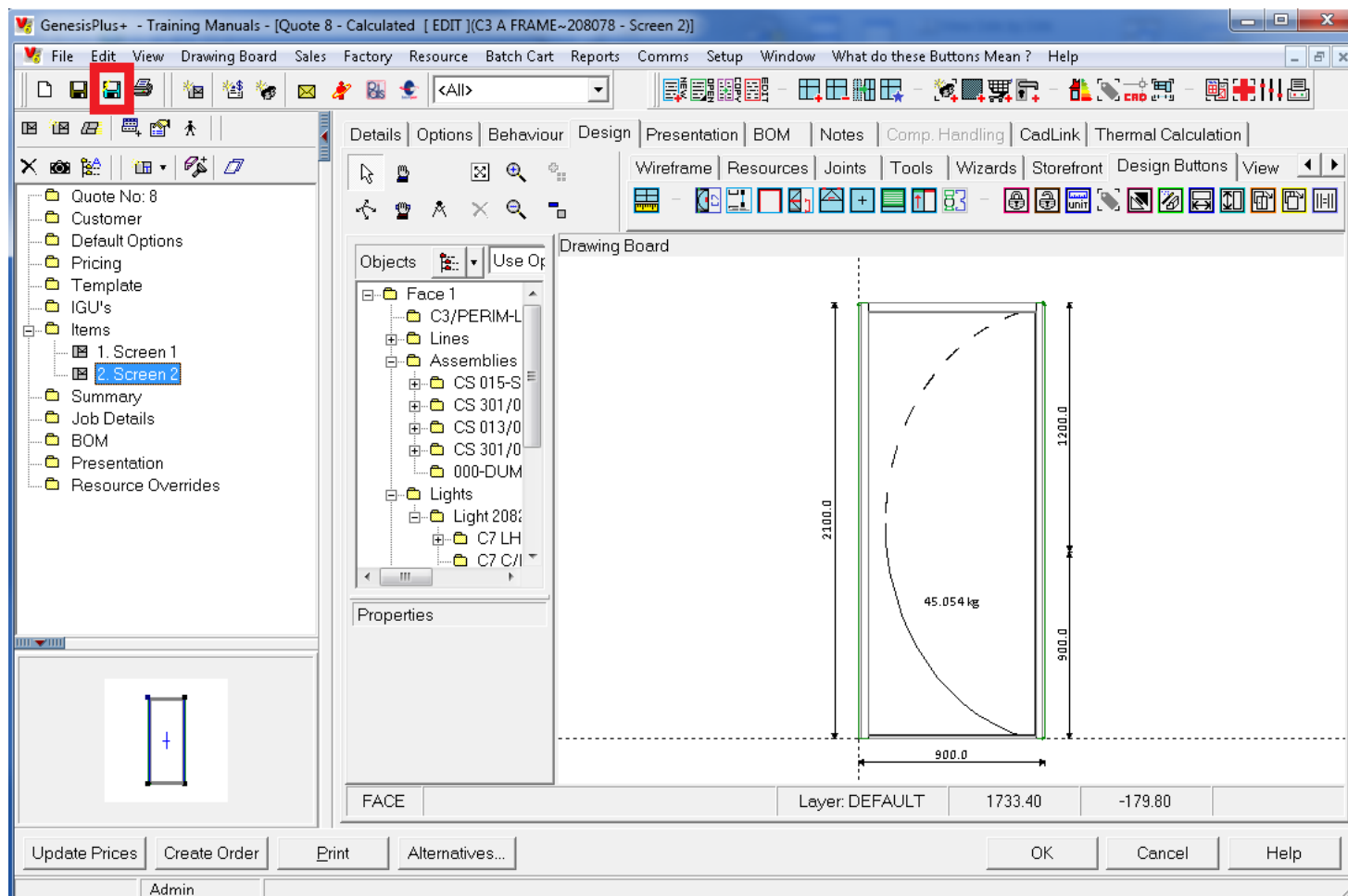
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE IT TURN RED. NOW CLICK ONTO "ZoomInto" AS SHOWN BELOW (RIGHT).



FOR A STANDARD FIXED LIGHT WITH DOOR WITH NO INTERNAL MULLIONS AND TRANSOMS THIS SCREEN IS NOW COMPLETE.

IT IS ALWAYS A GOOD IDEA TO SAVE THE QUOTE AFTER EACH ITEM HAS BEEN ADDED OR AFTER ADDING A FEW ITEMS, THIS WILL MEAN THAT IF YOUR COMPUTER HAS A PROBLEM OR SHUTS DOWN THEN IT WILL SAVE THE QUOTE AT THE POINT THAT YOU SAVE IT.

CLICK ONTO THIS BUTTON (QUICK SAVE) TO SAVE IT.



UNLIKE A LOT OF OTHER PROGRAMS YOU DO NOT HAVE TO CLICK ONTO THE OK BUTTON AT THE BOTTOM TO SAVE IT OR COMPLETE THE CHANGES. THIS OK BUTTON WILL BEING YOU OUT OF THE QUOTE AND SHUT IT DOWN.

IF YOU DO CLICK THIS BUTTON THEN CLICK BACK ONTO THE OPEN QUOTE BUTTON TO OPEN IT BACK UP.



EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



Page No: 3

ELEVATION PORTRAIT

Date/Time: 29/01/2018 10:29:09

Quote Title: Shopfront Training Manual

Quote No: SH-1- -Ver 2

Cust Name: Do Not Delete

Job Ref:

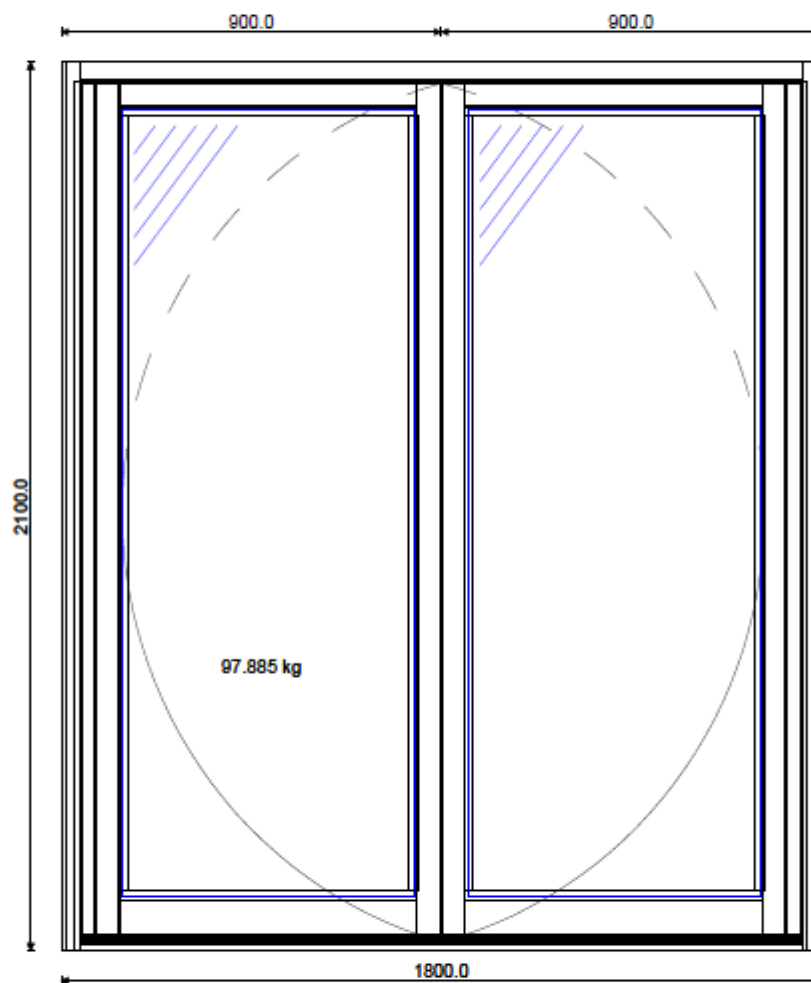
Finish: [COL:COMAR:POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



Item Description: Comar 3 (100x45mm) Double Glazed Corner Item Number: 3

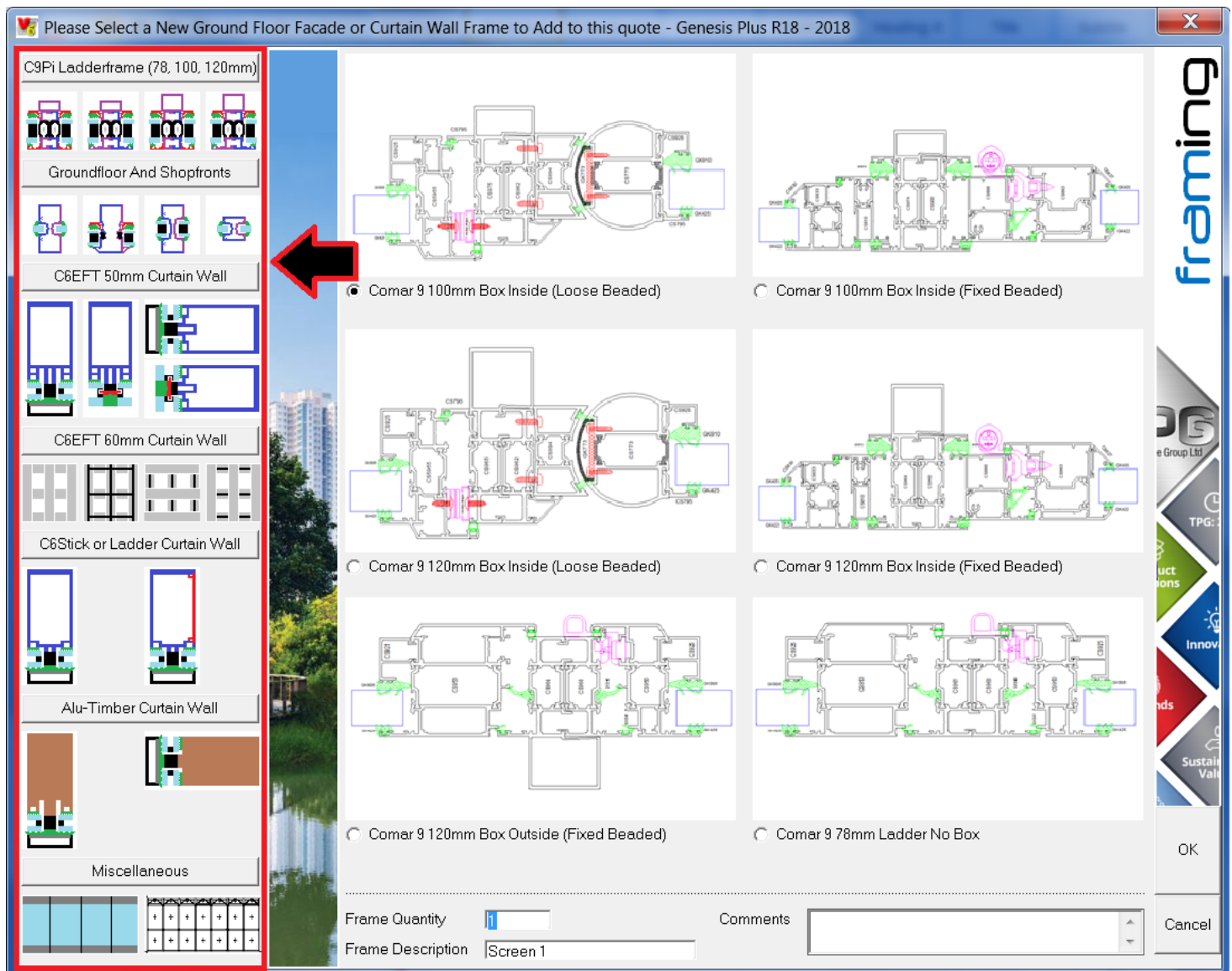
Quantity: 2

ADDING A FRAME TO THE QUOTE

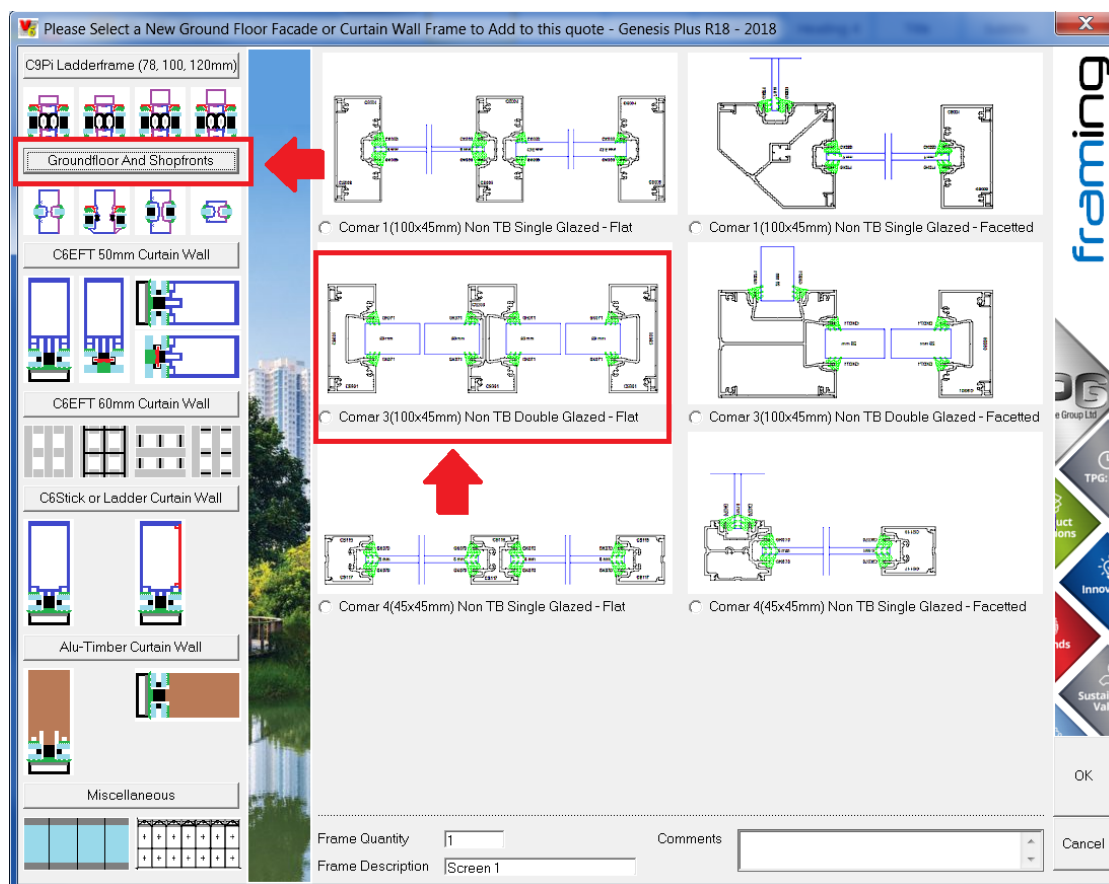
WE NOW WANT TO ADD ANOTHER NEW FRAME TO THE QUOTE. CLICK ONTO THE “ADD A NEW FRAMING SYSTEM” BUTTON.



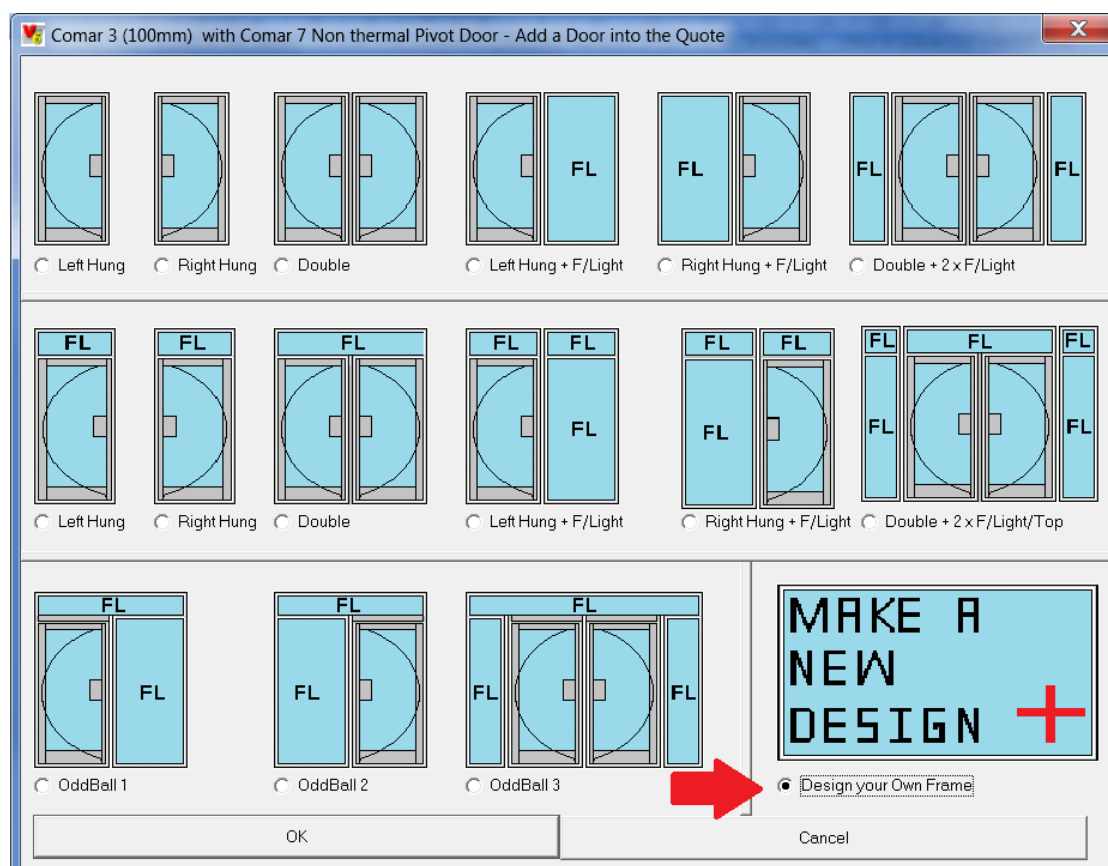
THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD FRAMING SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**



FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



WE WANT TO BUILD THE SHOPFRONT FROM SCRATCH IN THIS CASE SO PLEASE CHOOSE “MAKE A NEW DESIGN” AND THEN CLICK “OK”

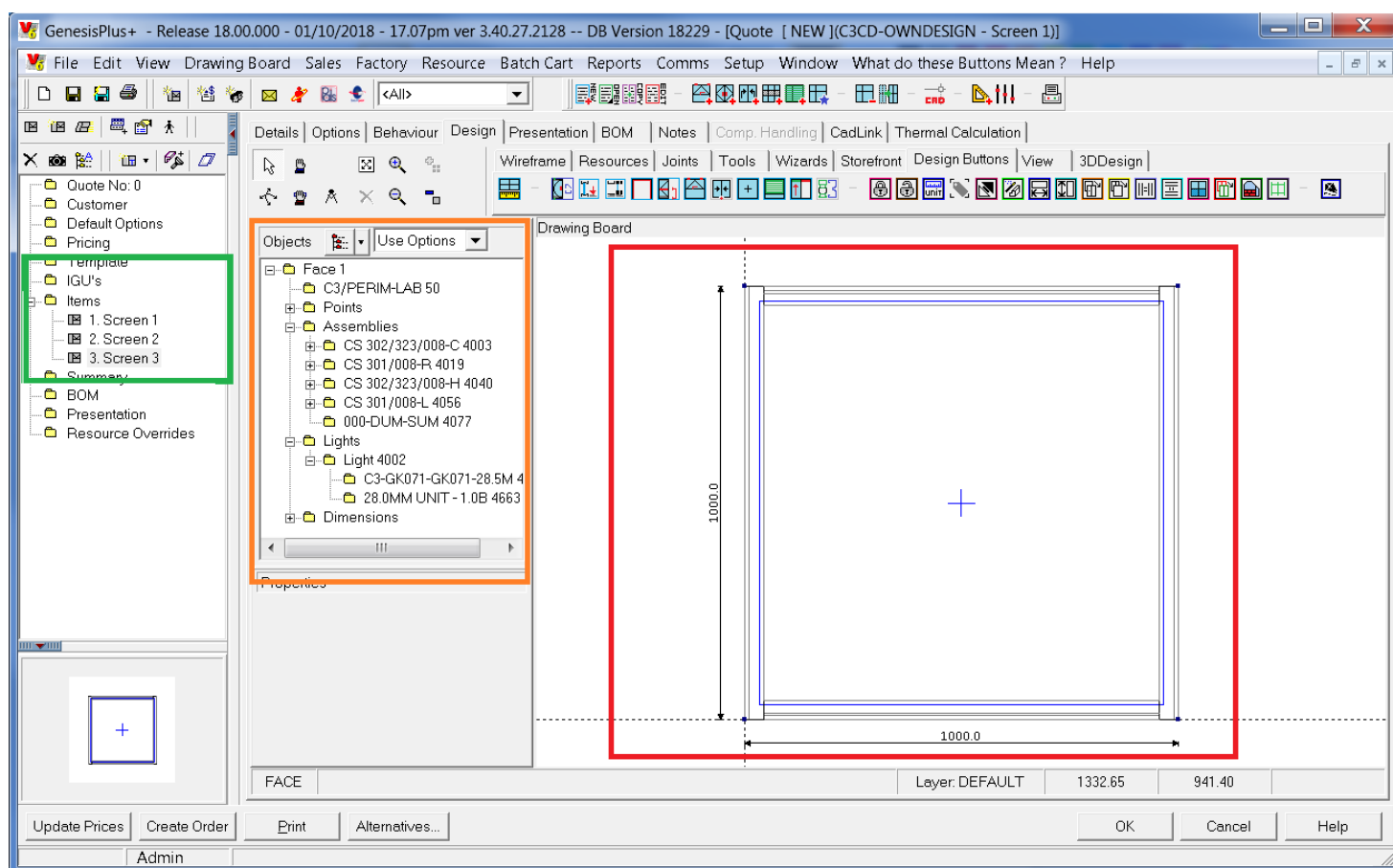


NOW THAT YOU HAVE ADDED A FRAME TO THE QUOTE YOU WILL SEE THAT YOU NOW HAVE ONE ITEM LISTED IN THE LEFT HAND SIDE SCREEN,(THIS WILL LIST ANY FRAMES THAT YOU HAVE ADDED TO YOUR QUOTE) THE RIGHT HAND SIDE OF THE SCREEN IS THE DESIGN SCREEN AND YOU CAN SEE THAT IT HAS ADDED A FRAME 1000MM X 1000MM. IN A MOMENT WE WILL CHANGE THE DESIGN. YOU WILL NOT HAVE THE COLOURED BOXES AS SHOWN BELOW THEY WILL BE USED TO HIGHLIGHT SOME AREAS IN ONE MOMENT

BEFORE WE CHANGE THE DESIGN OF THIS SCREEN, LETS TAKE A BIT OF TIME GETTING USED TO THE NEW MENUS THAT YOU CAN ACCESS NOW WE HAVE ADDED A FRAME.

DESIGN

THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

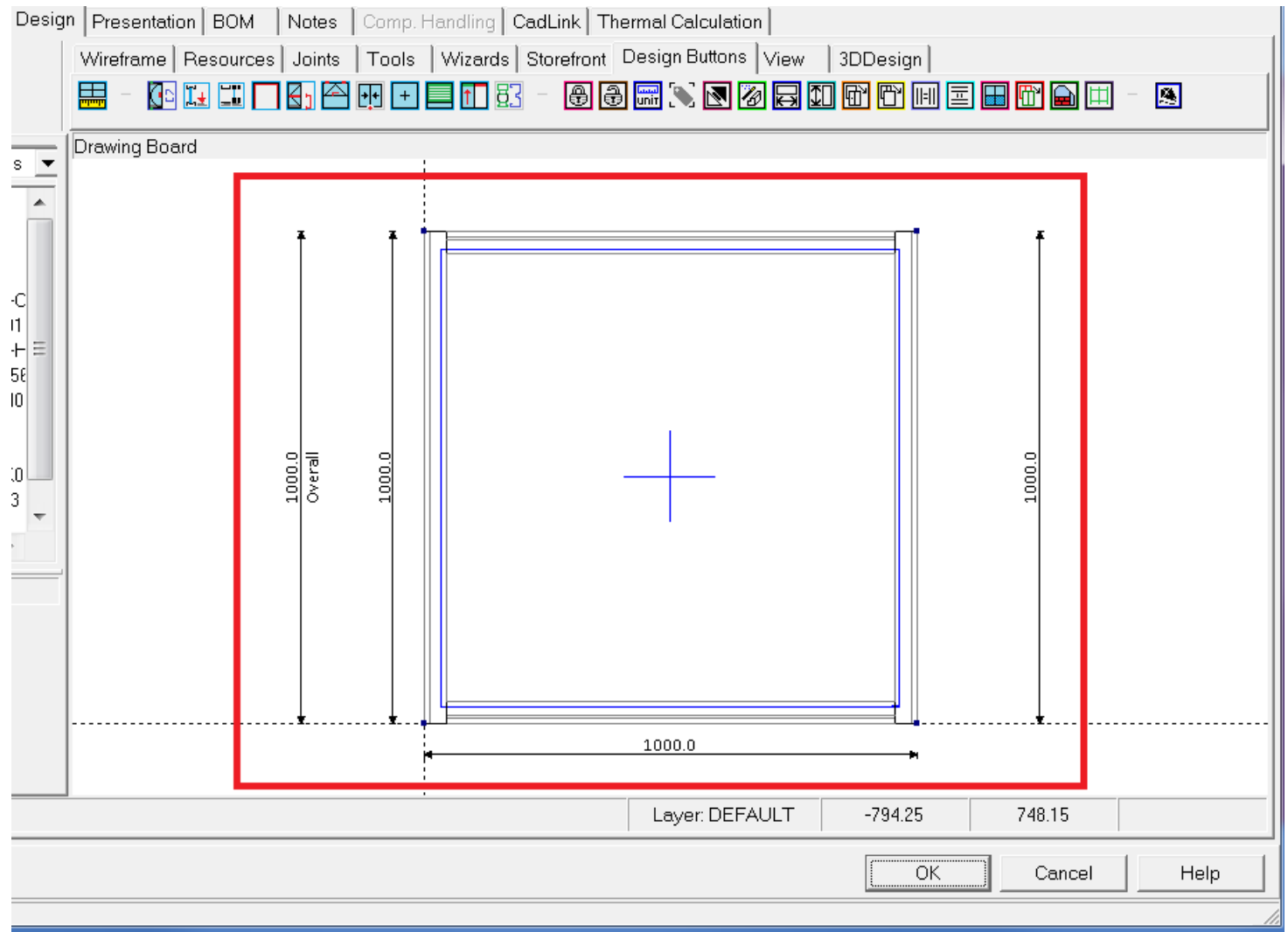


WHEN YOU HIGHLIGHT A FRAME IN THE ITEMS TAB (AS SHOWN IN THE LEFT HAND SIDE ABOVE IN GREEN) THE DESIGN SCREEN/DRAWING BOARD SHOWS YOU THE DESIGN FOR THAT ITEM, YOU CAN CLICK BETWEEN THE FRAMES (ITEMS) IF YOU HAVE MORE THAN ONE IN A QUOTE AND IF YOU ARE IN THE DESIGN SCREEN THE FRAME SHOWN WILL SWITCH TO SHOW YOU THE ONE THAT YOU HAVE HIGHLIGHTED.

THE ORANGE RECTANGLE INDICATES THE OBJECTS BOX, THIS LISTS ALL THE ASSEMBLIES YOU HAVE USED AS WELL AS GLASS AND DOORS.

CHANGING THE DESIGN

WE ARE NOW GOING TO CHANGE THE DESIGN OF THE FRAME SO WE NOW MOVE DOWN TO THE DRAWING BOARD (WHILST IN DESIGN) AND THERE ARE MACRO DESIGN BUTTONS WHICH ARE RELEVANT TO THE FRAME THAT WE ARE VIEWING AT THAT TIME. THERE ARE QUITE A FEW BUTTONS HERE (AND THEY ARE SMALL) BUT GENERALLY THE FIRST SET OF BUTTONS ARE TO CHANGE THE DESIGN OF THE FRAME, ADDING DOORS AND ADDING WINDOWS. THE SECOND SET OF BUTTONS ARE SIMPLE COMMANDS LIKE CHANGING SECTIONS, SPLITTING LIGHTS (ADDING MULLIONS OR TRANSOMS), MERGING LIGHTS (DELETING MULLIONS OR TRANSOMS), CHANGING HEIGHTS OR TRANSOMS AND WIDTHS OF MULLIONS AND CHANGING GLASS. YOU WILL NOTICE THAT THE AMOUNT OF BUTTONS THAT YOU SEE WHEN DESIGNING DIFFERENT SYSTEMS WILL CHANGE DEPENDING ON WHAT FRAME YOU ARE DESIGNING. I.E YOU WOULDN'T HAVE A DOOR BUTTON FOR BUILDING A WINDOW. LIKE AUTOCAD THE BUTTONS ARE THERE TO MAKE IT QUICKER TO PERFORM EVERYDAY TASKS.



WE ARE NOW GOING TO CHANGE THE DESIGN AND DIMENSIONS OF THIS FRAME, IN MOST CASES THE FIRST BUTTON SHOWN IN THE DESIGN SCREEN WILL PERFORM A TASK TO CHANGE THE DESIGN OR THE DIMENSIONS.

(IF YOU WANT TO EXPLORE WHAT THESE BUTTONS DO YOU CAN USE YOUR MOUSE TO HOVER OVER THE BUTTON AND IT SHOULD TELL YOU WHAT COMMAND THE BUTTON PERFORMS).

CLICK ONTO THE FIRST BUTTON.



THIS WILL BRING UP THE REBUILD BUTTON, WE WILL BE CHANGING THE SIZES LATER ON.

THIS SCREEN WHICH IS ONE OF THE COMMON SCREENS HANDLES THE MOST PART OF THE FRAMING PART OF OUR DESIGN (EXCLUDING ADDING DOORS ETC).

WE CAN CHANGE THE WIDTH, HEIGHT LIGHTCODE OR COLUMNS AND ROWS, THE DESCRIPTION AND QUANTITY OF THE FRAME, EXTRUSION FINISH, AND SECTIONS TO BE USED.

THE DEFAULT SECTIONS FOR THE HEAD, TRANSOMS ETC ARE BASED ON OUR TECHNICAL MANUAL, IN MOST CASES YOU MAY NEED TO CHECK THE WINDLOADING FOR THE FRAMES TO INDICATE WHAT MULLIONS OR TRANSOMS TO USE, BUT AS STANDARD THESE WILL BE THE SECTIONS TO USE (SUBJECT TO WINDLOADINGS). **DO NOT CLICK OK**

Redesign the Comar 3 frame ?

Frame Width

1000

Frame Height

1000

Backplate Required

Yes

Lightcode

1

Columns

1

Rows

1

Frame Quantity

1

Frame Description

New Frame

Frame Finish

[COL:COMAR:WHITE (WHITE)]

Glass

[FIL:COMAR:6-16-6 FL]

Sub Cill Type

None

Sub Cill Nosing

None

Item Comments

Head Profile

l_{yy} Req - 1.04

CS 302 - l_{YY} - 8.6

Cill Profile

l_{yy} Req - 1.04

CS 302 - l_{YY} - 8.6

Left Profile

l_{xx} Req - 0

CS 301 - l_{XX} - 85.9

Right Profile

l_{xx} Req - 0

CS 301 - l_{XX} - 85.9

Transom Profile

l_{yy} Req - 1.04

CS 302 - l_{YY} - 8.6

Mullion Profile

l_{xx} Req - 0

CS 301/309 - l_{XX} - 85.9

☐ Save Chosen Frame Defaults

Create

Cancel

37 | Page

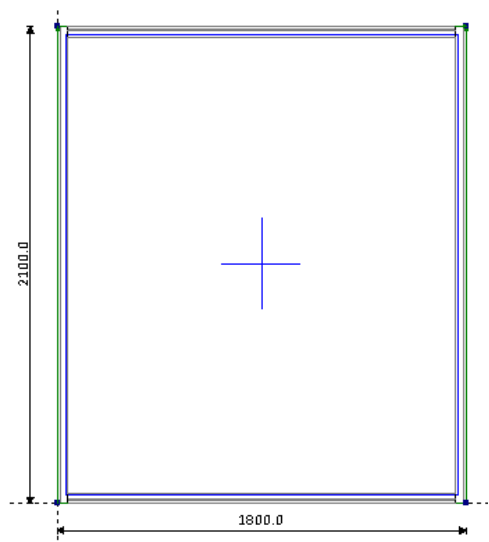
YOU WILL SEE THAT THE BELOW SCREEN HAS ALREADY SELECTED THE PROFILES THAT ARE THE STANDARD DEFAULT FOR THIS SYSTEM. (SHOWN ON THE RIGHT HAND SIDE), THE SOFTWARE WILL NOT WINDLOAD THESE SECTIONS SO PLEASE BE AWARE THAT ALTHOUGH THEY ARE DEFAULT THEY DO NOT LOOK AT THE SIZE OF THE FRAME.

THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE

- 1) THE FRAME WIDTH
- 2) THE FRAME HEIGHT
- 3) THE LIGHTCODE (AS EXPLAINED EARLIER, THIS IS JUST ANOTHER WAY TO SPECIFY COLUMNS & ROWS BUT YOU COULD USE THE COLUMNS AND ROW FIELDS IF YOU LIKE.
- 4) THE DESCRIPTION OF FRAME OR A FRAME CODE. I.E "ED1", IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA TO USE FRAME 1, FRAME 2 ETC TO AVOID CONFUSION.
- 5) YOU WILL SEE THAT IT HAS ALSO BOUGHT THROUGH THE FRAME DEFAULTS FOR THE FINISH AND THE GLASS AS CHOSEN EALIER ON.

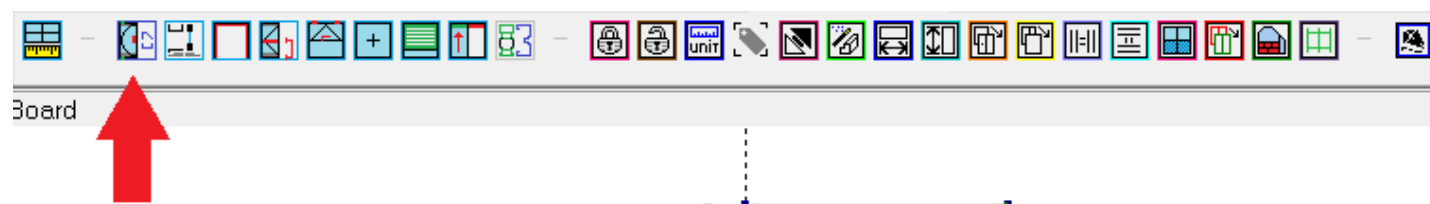
WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE.

THE SCREEN HAS NOW BEEN REDESIGNED

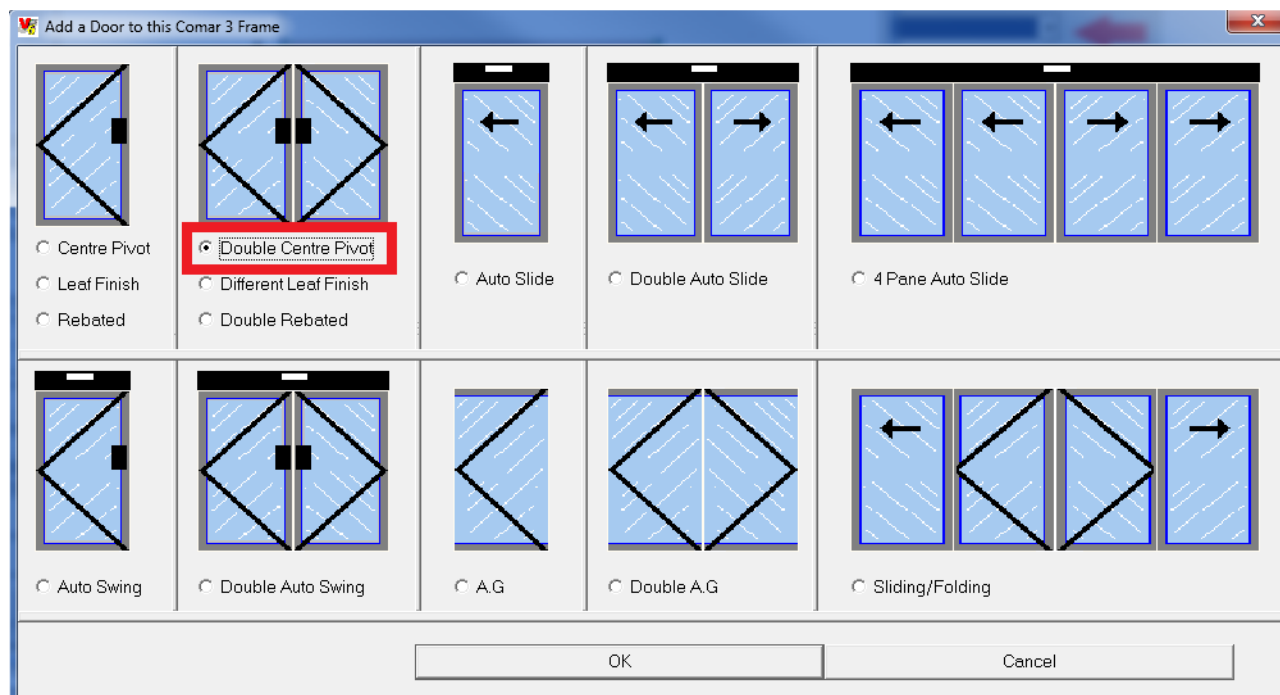


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

HIGHLIGHT THE LIGHT WHERE WE ARE PLACING THE DOOR USING YOUR MOUSE. WE CAN NOW ADD A DOOR TO THE FRAME. CLICK ONTO THE DOOR BUTTON.

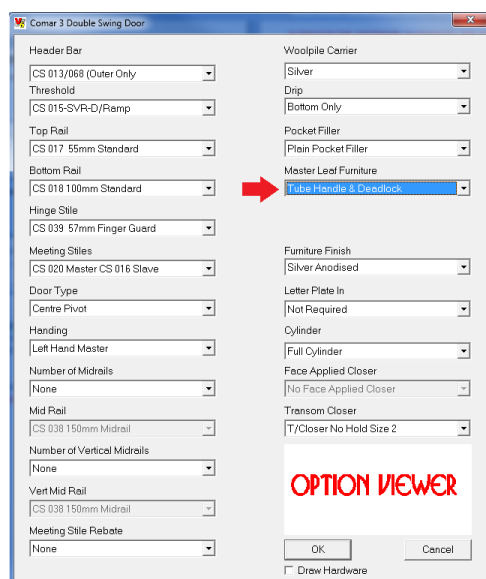


CLICK ONTO THE SINGLE "Centre Pivot" OPTION AND CLICK OK

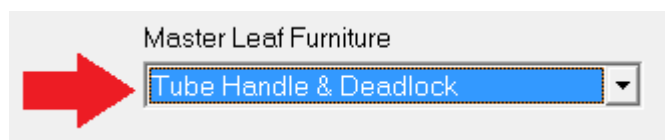


THE BELOW BOX WILL NOW APPEAR AND AS WITH MOST OTHER SCREENS IN GENESIS THE DEFAULT THAT COMES UP WILL NORMALLY BE THE STANDARD OPTION. IF YOU CLICK OK AT THIS POINT A DOOR WILL BE ADDED WITH A CLOSER, LOCKS, PAD HANDLES ETC SO IT WILL PRICE THE DOOR SHOWN. THERE IS ALOT OF INFORMATION AND OPTIONS CONTAINED IN THIS ONE SCREEN.

SO PLEASE TAKE A MINUTE TO LOOK AT THE OPTIONS ON THE SCREEN TO SEE WHAT CAN BE CHANGED HERE. **THE ARROW INDICATED BELOW SHOWS THE OPTION THAT WE WILL BE CHANGING SOON BUT PLEASE USE THE COMPUTER MONITOR TO LOOK THROUGH THE OPTIONS.**



IN THE MENU WE NEED TO CHANGE THE “Master Leaf Furniture” to “Tube Handle & Deadlock”. CLICK ONTO THE DROP DOWN ARROW AND CHANGE THE OPTION.



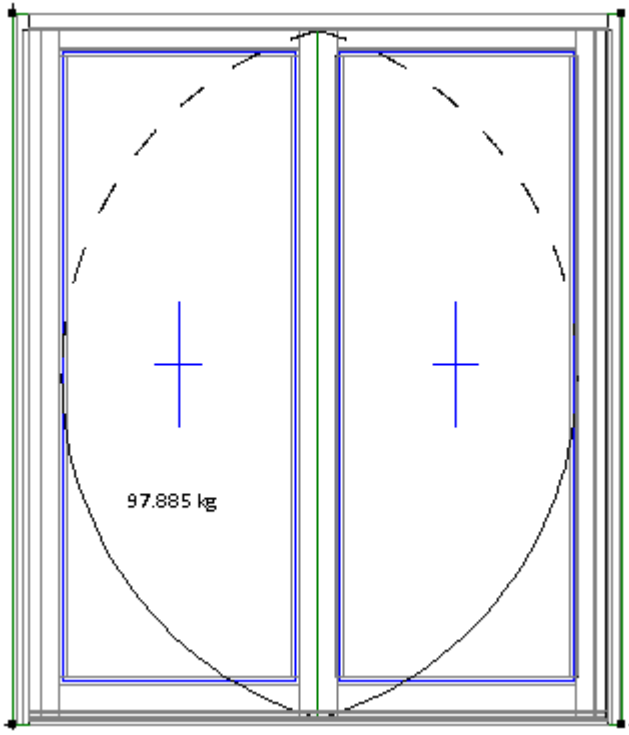
ONCE YOU HAVE READ THROUGH THE SCREEN AND ARE HAPPY WITH YOUR SELECTION PLEASE CLICK OK AT THE BOTTOM TO ADD THE DOOR.

ALTHOUGH THE SOFTWARE AUTOMATES THE HEADER BAR SELECTION PLEASE ALWAYS DOUBLE CHECK THAT IF YOU HAVE GLASS ABOVE THE DOOR THAT YOU CHOOSE A GLAZED ABOVE OPTION. IF YOU HAVE A DIRECT OUTERFRAME ABOVE THE DOOR THEN YOU CHOOSE OUTER ONLY. THIS IS VERY IMPORTANT AS IT NOT ONLY EFFECTS THE ORDER BUT ALSO THE SIZE OF THE DOOR AND THE GLASS.

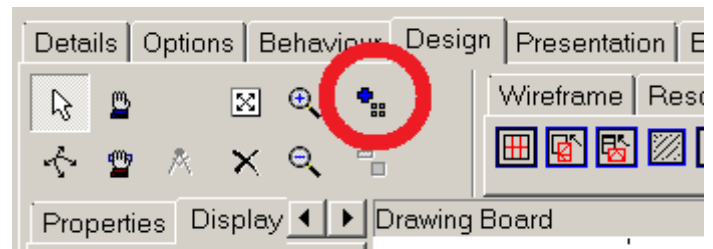
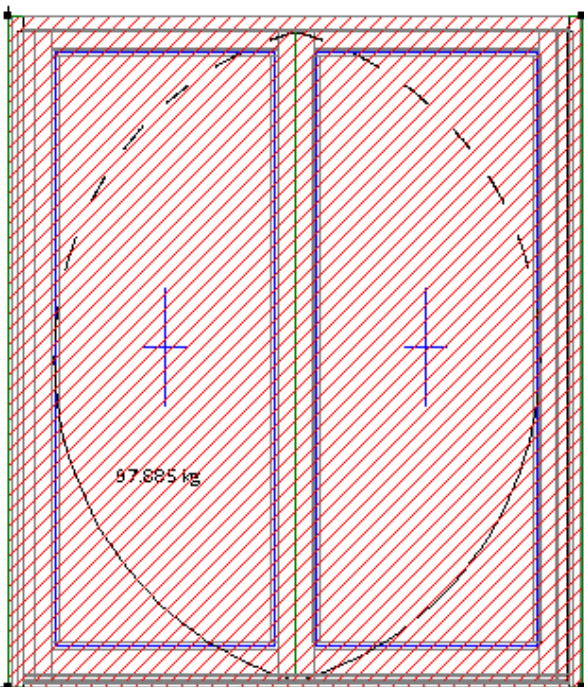
A screenshot of a software window titled "Comar 3 Double Swing Door". The window contains two columns of dropdown menus for configuring door hardware. The left column includes: Header Bar (CS 013/068 (Outer Only)), Threshold (CS 015-SVR-D/Ramp), Top Rail (CS 017 55mm Standard), Bottom Rail (CS 018 100mm Standard), Hinge Stile (CS 039 57mm Finger Guard), Meeting Stiles (CS 020 Master CS 016 Slave), Door Type (Centre Pivot), Handing (Left Hand Master), Number of Midrails (None), Mid Rail (CS 038 150mm Midrail), Number of Vertical Midrails (None), Vert Mid Rail (CS 038 150mm Midrail), and Meeting Stile Rebate (None). The right column includes: Woolpile Carrier (Silver), Drip (Bottom Only), Pocket Filler (Plain Pocket Filler), Master Leaf Furniture (Tube Handle & Deadlock), Furniture Finish (Silver Anodised), Letter Plate In (Not Required), Cylinder (Full Cylinder), Face Applied Closer (No Face Applied Closer), Transom Closer (T/Closer No Hold Size 2), and a checkbox for "Draw Hardware". At the bottom right, there are "OK" and "Cancel" buttons. A large red text overlay "OPTION VIEWER" is positioned in the bottom right area of the window.

AS YOU DIDNT CHOOSE A MIDRAIL, THERE WILL BE NO BOX APPEAR THIS TIME ASKING FOR THE HEIGHT OF THE MIDRAIL.

THIS WILL NOW SHOW YOU THE NEW DESIGN.



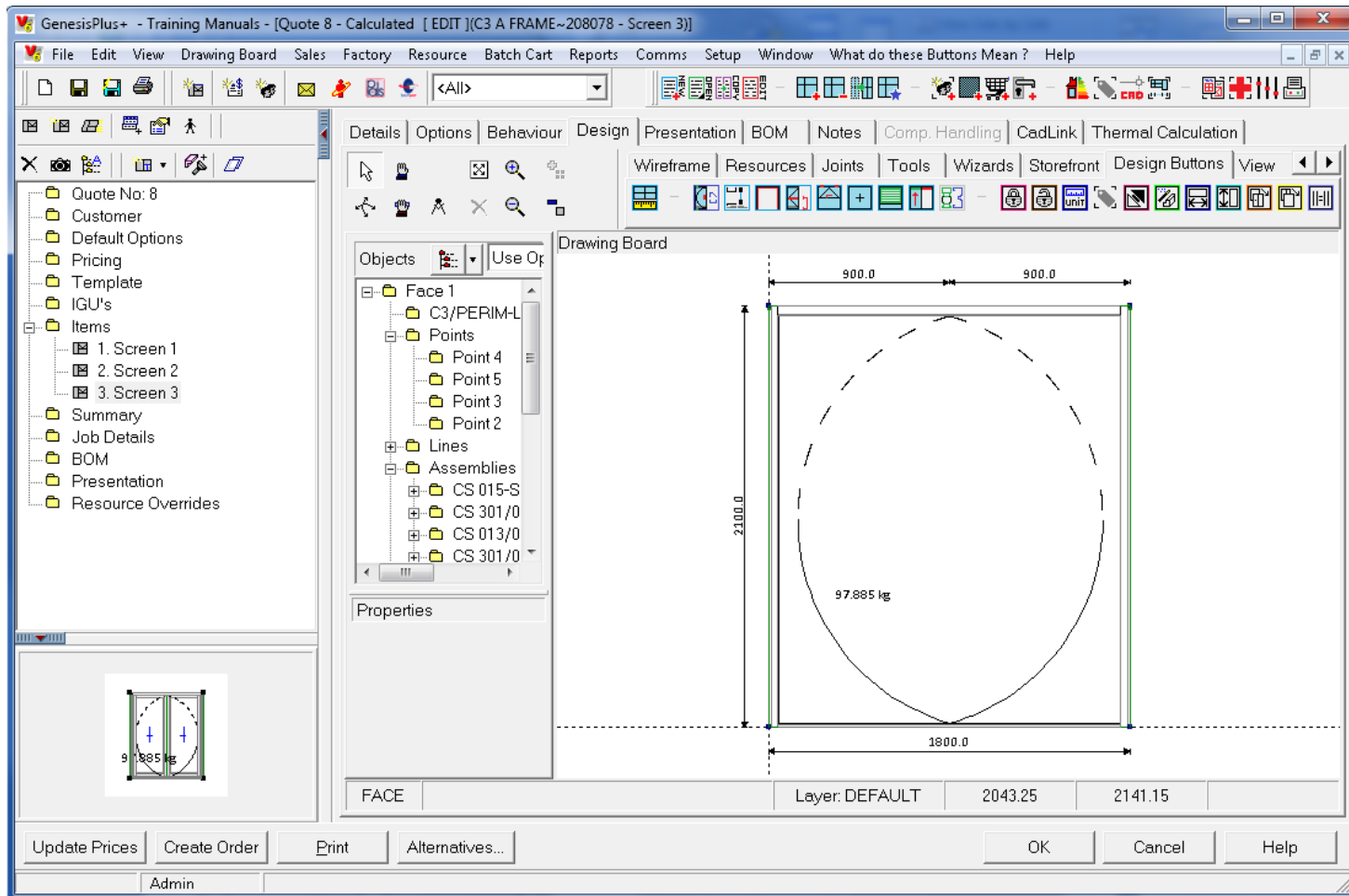
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE IT TURN RED. NOW CLICK ONTO "ZoomInto" AS SHOWN BELOW (RIGHT).



FOR A STANDARD FIXED LIGHT WITH DOUBLE DOOR WITH NO INTERNAL MULLIONS AND TRANSOMS THIS SCREEN IS NOW COMPLETE

IT IS ALWAYS A GOOD IDEA TO SAVE THE QUOTE AFTER EACH ITEM HAS BEEN ADDED OR AFTER ADDING A FEW ITEMS, THIS WILL MEAN THAT IF YOUR COMPUTER HAS A PROBLEM OR SHUTS DOWN THEN IT WILL SAVE THE QUOTE AT THE POINT THAT YOU SAVE IT.

CLICK ONTO THIS BUTTON (QUICK SAVE) TO SAVE IT.



UNLIKE A LOT OF OTHER PROGRAMS YOU DO NOT HAVE TO CLICK ONTO THE OK BUTTON AT THE BOTTOM TO SAVE IT OR COMPLETE THE CHANGES. THIS OK BUTTON WILL BEING YOU OUT OF THE QUOTE AND SHUT IT DOWN.

IF YOU DO CLICK THIS BUTTON THEN CLICK BACK ONTO THE OPEN QUOTE BUTTON TO OPEN IT BACK UP.



EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



Page No: 4

ELEVATION PORTRAIT

Date/Time: 29/01/2018 10:29:09

Quote Title: Shopfront Training Manual

Quote No: SH-1- -Ver 2

Cust Name: Do Not Delete

Job Ref:

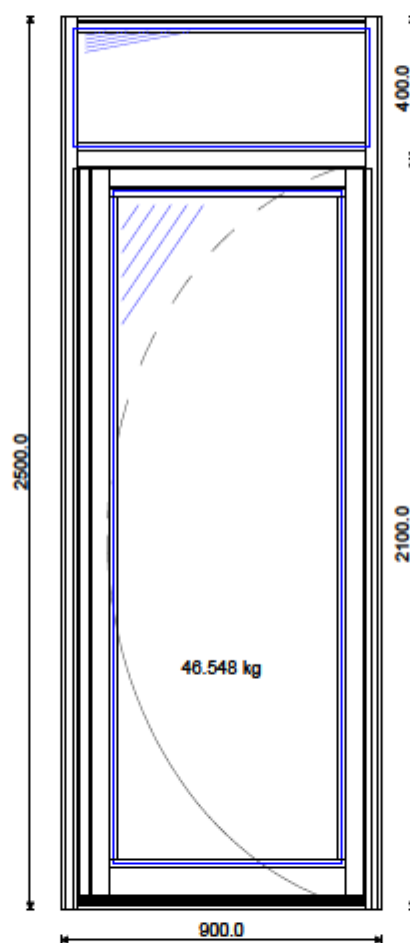
Finish: [COL:COMAR:POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



Item Description: Comar 3 (100x45mm) Double Glazed Corner Item Number: 4

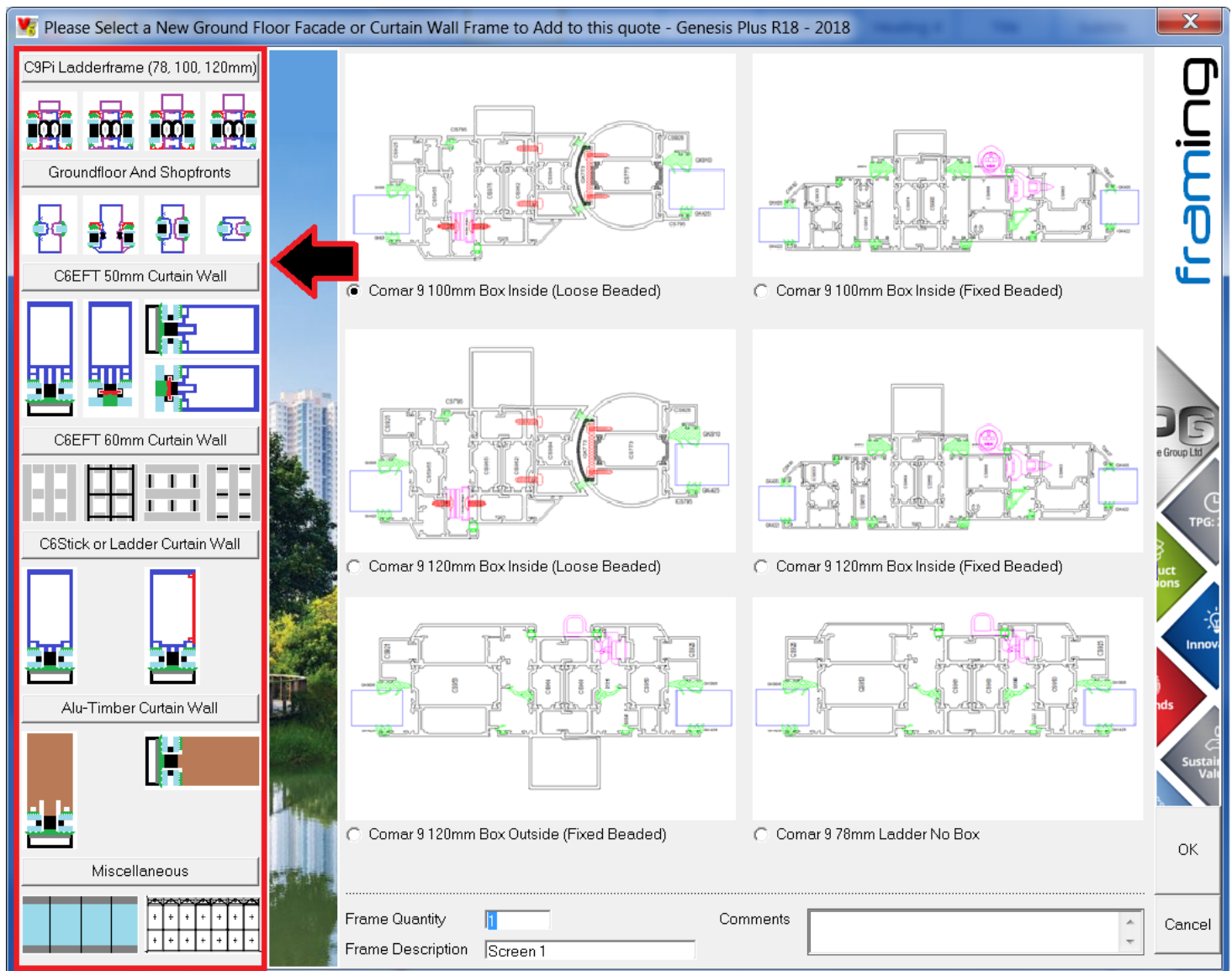
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ADDING A FRAME TO THE QUOTE

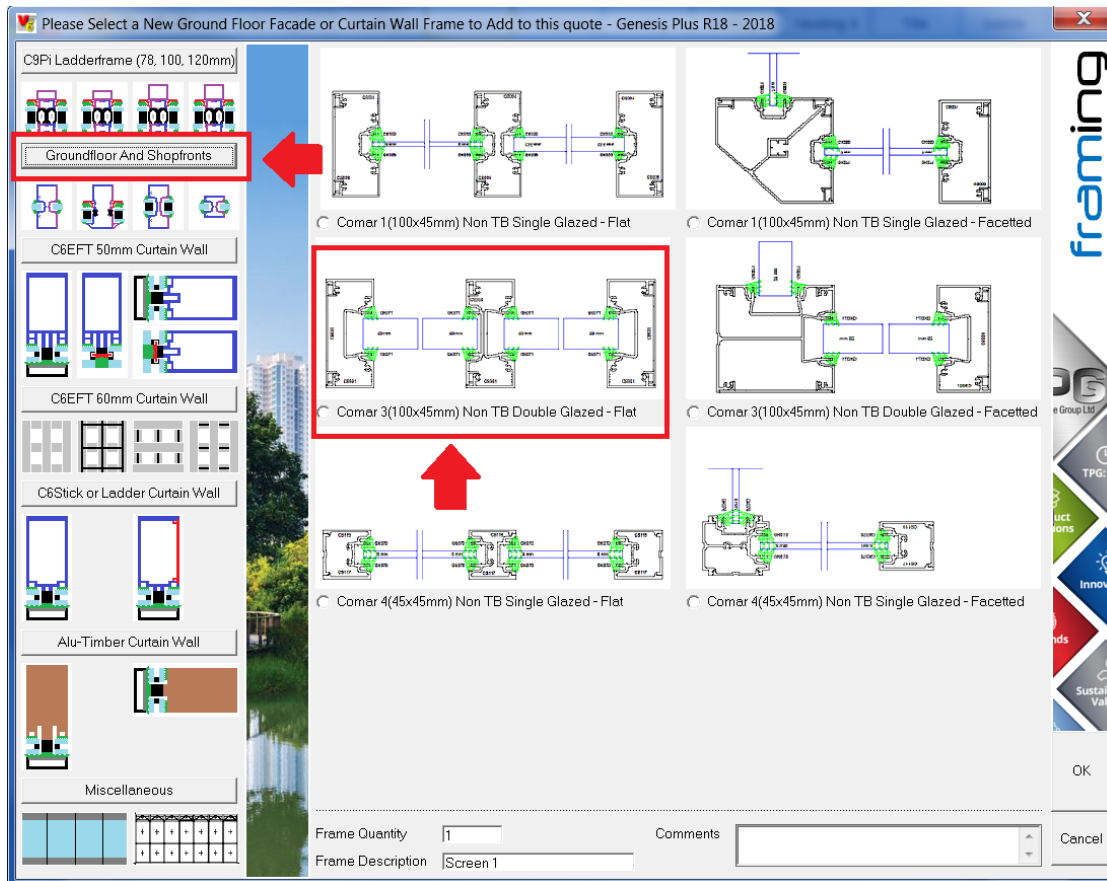
WE NOW WANT TO ADD ANOTHER NEW FRAME TO THE QUOTE. CLICK ONTO THE “ADD A NEW FRAMING SYSTEM” BUTTON.



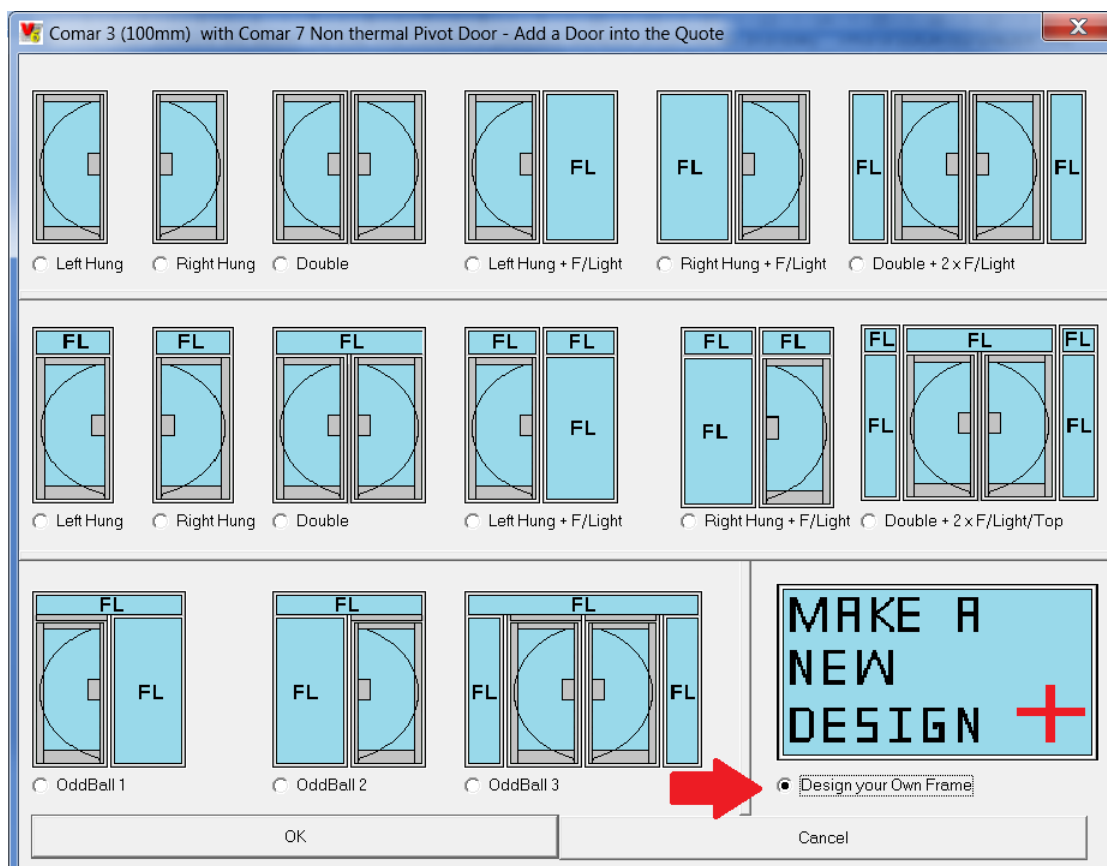
THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD FRAMING SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**



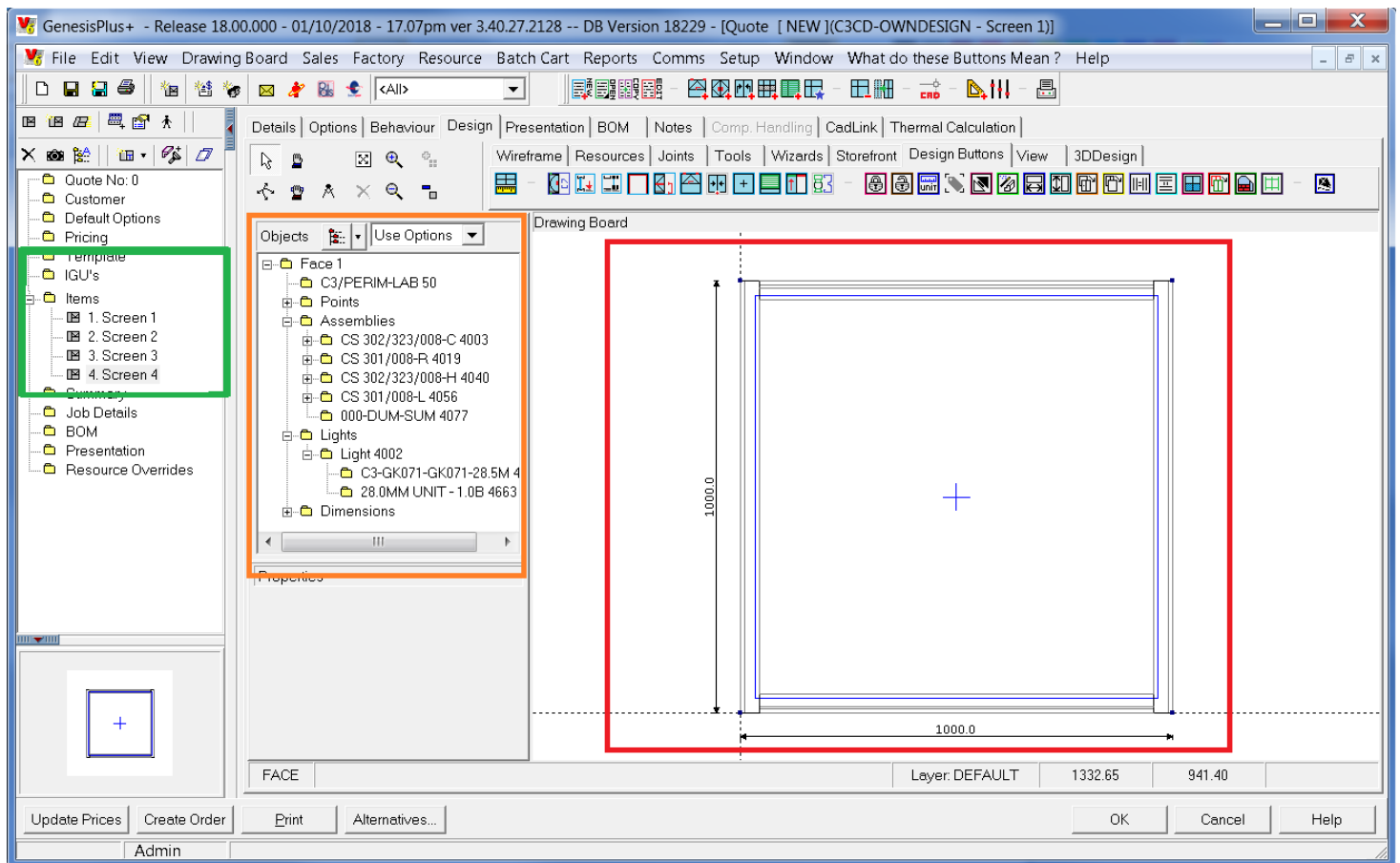
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



WE WANT TO BUILD THE SHOPFRONT FROM SCRATCH IN THIS CASE SO PLEASE CHOOSE “MAKE A NEW DESIGN” AND THEN CLICK “OK”



NOW THAT YOU HAVE ADDED A FRAME TO THE QUOTE YOU WILL SEE THAT YOU NOW HAVE ONE ITEM LISTED IN THE LEFT HAND SIDE SCREEN, (THIS WILL LIST ANY FRAMES THAT YOU HAVE ADDED TO YOUR QUOTE). THE RIGHT HAND SIDE OF THE SCREEN IS THE DESIGN SCREEN AND YOU CAN SEE THAT IT HAS ADDED A FRAME 1000MM X 1000MM. IN A MOMENT WE WILL CHANGE THE DESIGN. YOU WILL NOT HAVE THE COLOURED BOXES AS SHOWN BELOW THEY WILL BE USED TO HIGHLIGHT SOME AREAS IN ONE MOMENT.



BEFORE WE CHANGE THE DESIGN OF THIS SCREEN, LETS TAKE A BIT OF TIME GETTING USED TO THE NEW MENUS THAT YOU CAN ACCESS NOW WE HAVE ADDED A FRAME.

DESIGN

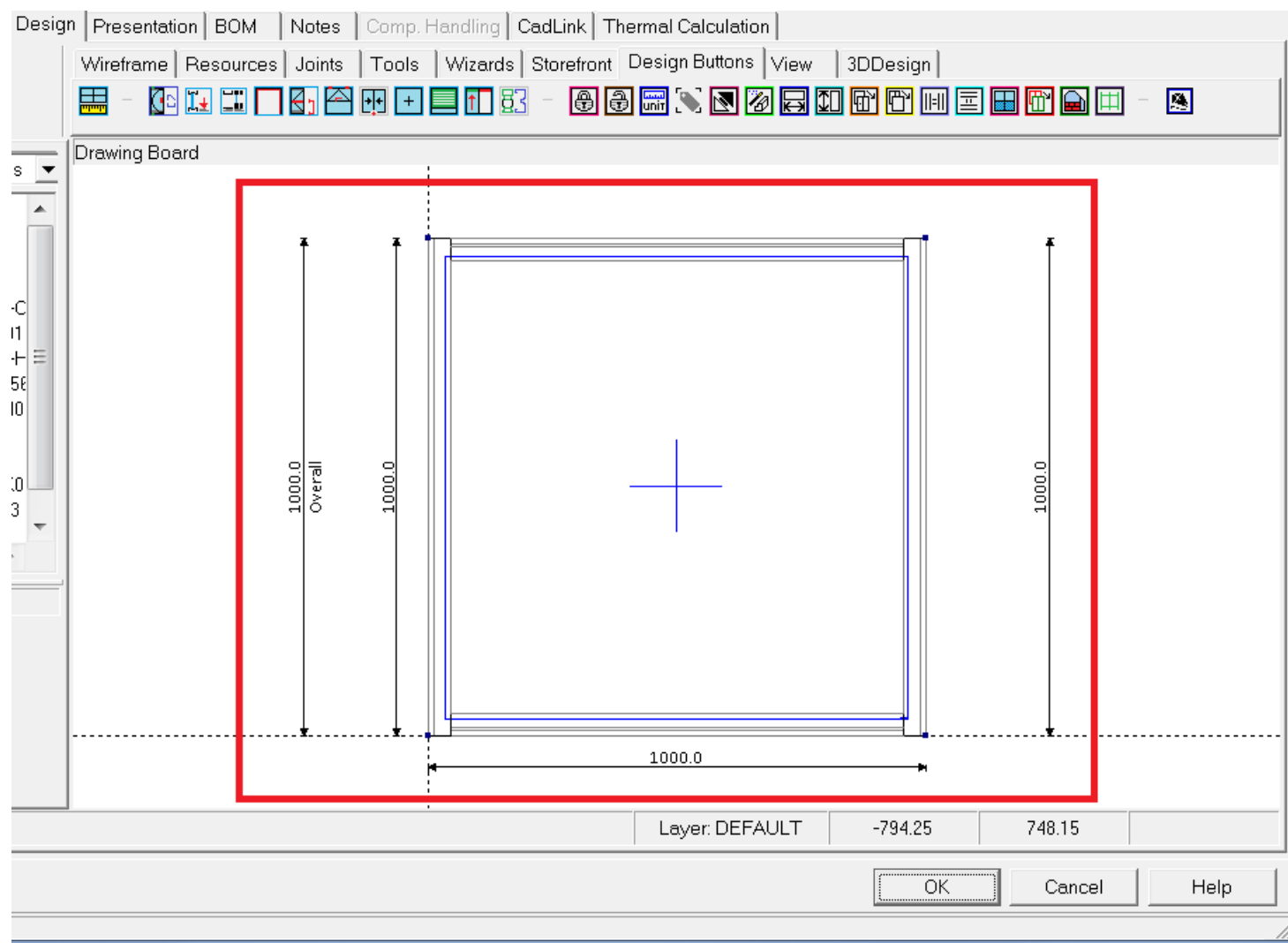
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

WHEN YOU HIGHLIGHT A FRAME IN THE ITEMS TAB (AS SHOWN IN THE LEFT HAND SIDE ABOVE IN GREEN) THE DESIGN SCREEN/DRAWING BOARD SHOWS YOU THE DESIGN FOR THAT ITEM, YOU CAN CLICK BETWEEN THE FRAMES (ITEMS) IF YOU HAVE MORE THAN ONE IN A QUOTE AND IF YOU ARE IN THE DESIGN SCREEN THE FRAME SHOWN WILL SWITCH TO SHOW YOU THE ONE THAT YOU HAVE HIGHLIGHTED.

THE ORANGE RECTANGLE INDICATES THE OBJECTS BOX, THIS LISTS ALL THE ASSEMBLIES YOU HAVE USED AS WELL AS GLASS AND DOORS.

CHANGING THE DESIGN

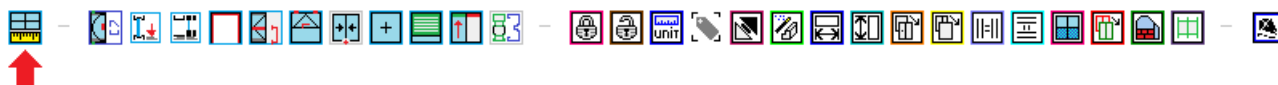
WE ARE NOW GOING TO CHANGE THE DESIGN OF THE FRAME SO WE NOW MOVE DOWN TO THE DRAWING BOARD (WHILST IN DESIGN) AND THERE ARE MACRO DESIGN BUTTONS WHICH ARE RELEVANT TO THE FRAME THAT WE ARE VIEWING AT THAT TIME. THERE ARE QUITE A FEW BUTTONS HERE (AND THEY ARE SMALL) BUT GENERALLY THE FIRST SET OF BUTTONS ARE TO CHANGE THE DESIGN OF THE FRAME, ADDING DOORS AND ADDING WINDOWS. THE SECOND SET OF BUTTONS ARE SIMPLE COMMANDS LIKE CHANGING SECTIONS, SPLITTING LIGHTS (ADDING MULLIONS OR TRANSOMS), MERGING LIGHTS (DELETING MULLIONS OR TRANSOMS), CHANGING HEIGHTS OR TRANSOMS AND WIDTHS OF MULLIONS AND CHANGING GLASS. YOU WILL NOTICE THAT THE AMOUNT OF BUTTONS THAT YOU SEE WHEN DESIGNING DIFFERENT SYSTEMS WILL CHANGE DEPENDING ON WHAT FRAME YOU ARE DESIGNING. i.e YOU WOULN'T HAVE A DOOR BUTTON FOR BUILDING A WINDOW. LIKE AUTOCAD THE BUTTONS ARE THERE TO MAKE IT QUICKER TO PERFORM EVERYDAY TASKS.



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(IF YOU WANT TO EXPLORE WHAT THESE BUTTONS DO YOU CAN USE YOUR MOUSE TO HOVER OVER THE BUTTON AND IT SHOULD TELL YOU WHAT COMMAND THE BUTTON PERFORMS).

CLICK ONTO THE FIRST BUTTON.



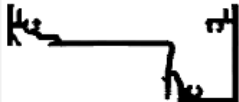
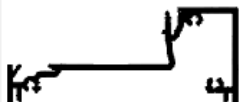
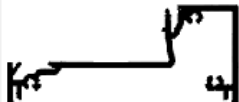
THIS WILL BRING UP THE REBUILD BUTTON, WE WILL BE CHANGING THE SIZES LATER ON.

THIS SCREEN WHICH IS ONE OF THE COMMON SCREENS HANDLES THE MOST PART OF THE FRAMING PART OF OUR DESIGN (EXCLUDING ADDING DOORS ETC).

WE CAN CHANGE THE WIDTH, HEIGHT LIGHTCODE OR COLUMNS AND ROWS, THE DESCRIPTION AND QUANTITY OF THE FRAME, EXTRUSION FINISH, AND SECTIONS TO BE USED.

THE DEFAULT SECTIONS FOR THE HEAD, TRANSOMS ETC ARE BASED ON OUR TECHNICAL MANUAL, IN MOST CASES YOU MAY NEED TO CHECK THE WINDLOADING FOR THE FRAMES TO INDICATE WHAT MULLIONS OR TRANSOMS TO USE, BUT AS STANDARD THESE WILL BE THE SECTIONS TO USE (SUBJECT TO WINDLOADINGS). **DO NOT CLICK OK**

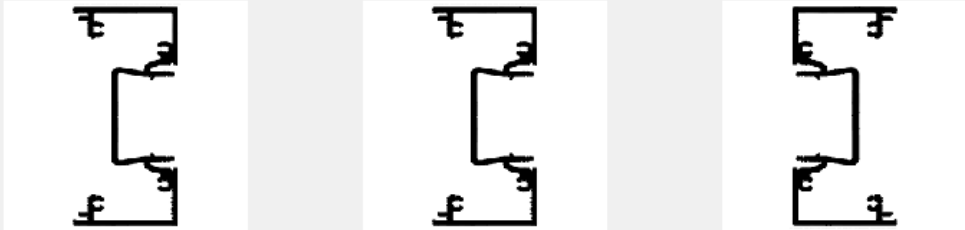
Redesign the Comar 3 frame ?

Frame Width 1000	Frame Height 1000	Backplate Required Yes	Head Profile CS 302 - IYY - 8.6 Iyy Req - 1.04	  
Lightcode 1			Cill Profile CS 302 - IYY - 8.6 Iyy Req - 1.04	
Columns 1	Rows 1	Sub Cill Type None	Left Profile CS 301 - IXX - 85.9 Ixx Req - 0	
Frame Quantity 1		Sub Cill Nosing None	Right Profile CS 301 - IXX - 85.9 Ixx Req - 0	
Frame Description New Frame		Item Comments	Transom Profile CS 302 - IYY - 8.6 Iyy Req - 1.04	
Frame Finish [COL:COMAR:WHITE (WHITE)]			Mullion Profile CS 301/309 - IXX - 85.9 Ixx Req - 0	

Glass
[FIL:COMAR:6-16-6 FL]

☐ Save Chosen Frame Defaults

Create
Cancel



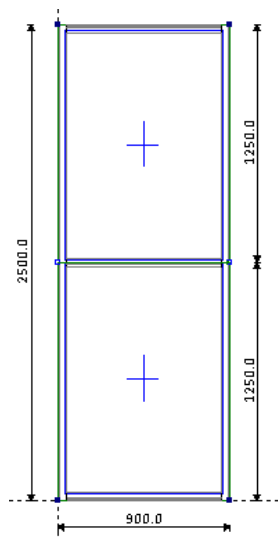
YOU WILL SEE THAT THE BELOW SCREEN HAS ALREADY SELECTED THE PROFILES THAT ARE THE STANDARD DEFAULT FOR THIS SYSTEM. (SHOWN ON THE RIGHT HAND SIDE), THE SOFTWARE WILL NOT WINDLOAD THESE SECTIONS SO PLEASE BE AWARE THAT ALTHOUGH THEY ARE DEFAULT THEY DO NOT LOOK AT THE SIZE OF THE FRAME.

THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE

- 1) THE FRAME WIDTH
- 2) THE FRAME HEIGHT
- 3) THE LIGHTCODE (AS EXPLAINED EARLIER, THIS IS JUST ANOTHER WAY TO SPECIFY COLUMNS & ROWS BUT YOU COULD USE THE COLUMNS AND ROW FIELDS IF YOU LIKE.
- 4) THE DESCRIPTION OF FRAME OR A FRAME CODE. I.E "ED1", IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA TO USE FRAME 1, FRAME 2 ETC TO AVOID CONFUSION.
- 5) YOU WILL SEE THAT IT HAS ALSO BOUGHT THROUGH THE FRAME DEFAULTS FOR THE FINISH AND THE GLASS AS CHOSEN EALIER ON.

WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE.

THE SCREEN HAS NOW BEEN REDESIGNED.



AS THIS SCREEN HAS A TRANSOM IN IT WE WANT TO MOVE THE HEIGHT SO THAT WE CAN ADD A DOOR CLICK . HIGHLIGHT THE BOTTOM LIGHT AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.



THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE A LOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

- 1) DIMENSION DISTANCE, THIS IS A TEXT BOX AND REPRESENTS THE NEW DIMENSION THAT WE NEED TO ADD – (SEE DIMENSIONING PAGE SPECIFYING WHERE THE DIMENSIONS ARE TAKEN FROM SHOWN EARLIER).
- 2) MEMBER TO ADJUST. IF YOU WANT TO MOVE THE TRANSOM ABOVE THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE TOP, IF WE WANT TO MOVE THE TRANSOM BELOW THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE BOTTOM. (WE WILL CHOOSE TOP IN THIS CASE)
- 3) THE OK BUTTON MAKES THE CHANGE FOR US.

CHANGE THE DIMENSION AND CLICK THE TOP TICK BOX IGNORE ALL OTHER DETAILS SHOWN IN THE BOX AND NOW CLICK OK.

Vertical Dimension Wizard

Dimension Name: Locked ☐

Dimension Distance: ...

Distance = 2100.00 mm

Member to adjust: ☒ Top ☐ Bottom

Dimension Scheme: ▼

Top reference object: ▼

Bottom reference object: ▼

Text Placement: ▼

☐ Display

Place Dimension On: ☐ Left of face ☒ Right of face

Constrain Dimension

☒ None

☐ Fixed

Minimum: Maximum:

☐ Specify

Formula: ...

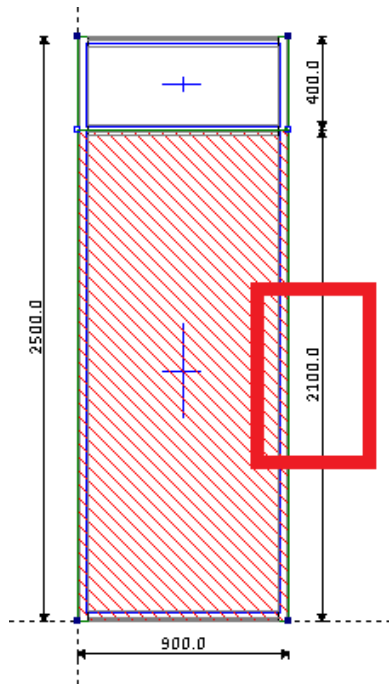
Failure Message:

Extension Line

☐ User Defined Length:

OK Cancel Help

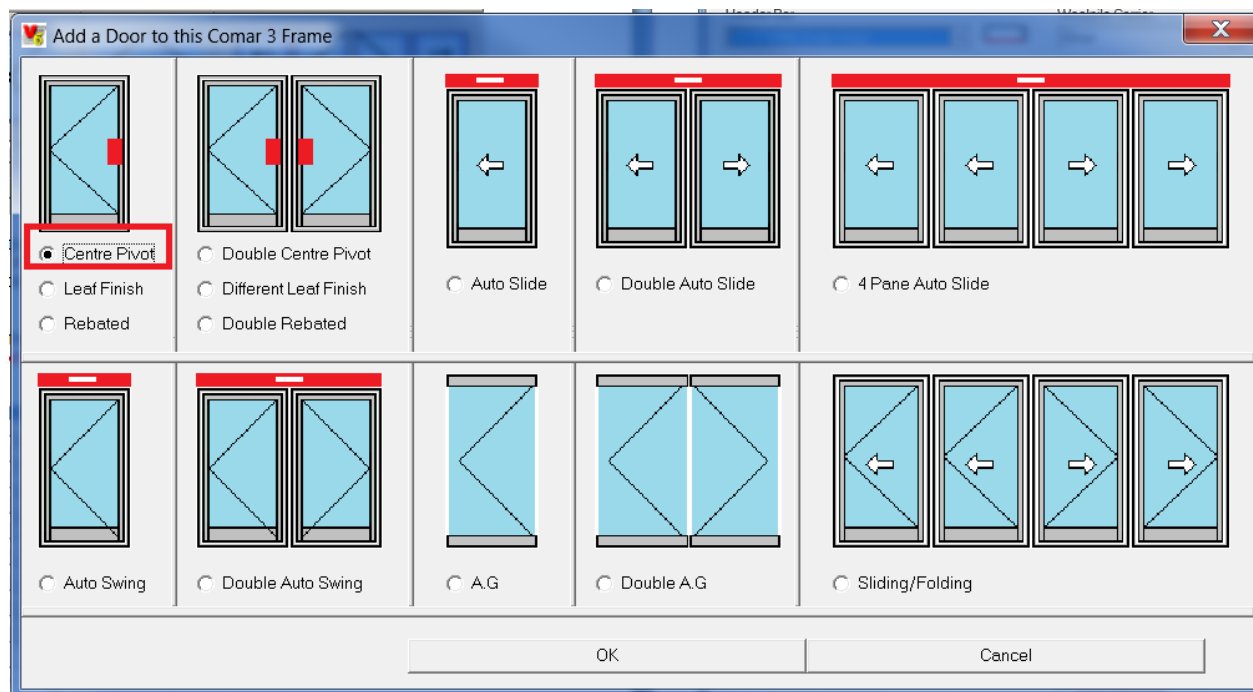
THE TRANSOM HEIGHT HAS NOW CHANGED.



HIGHLIGHT THE LIGHT WHERE WE ARE PLACING THE DOOR USING YOUR MOUSE. WE CAN NOW ADD A DOOR TO THE FRAME. CLICK ONTO THE DOOR BUTTON.



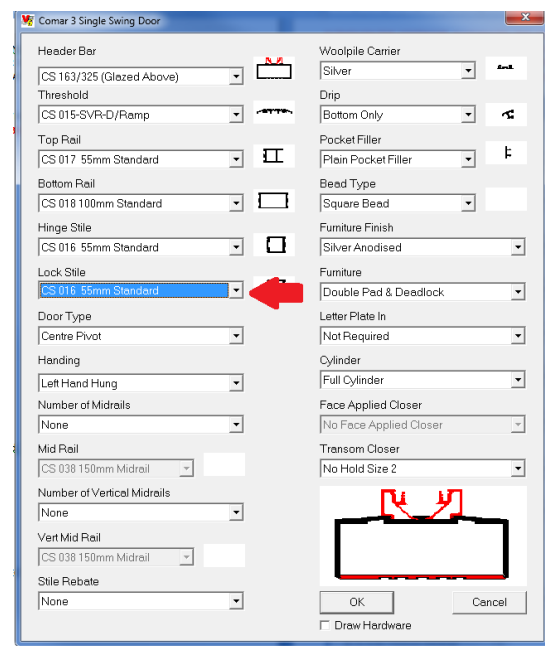
CLICK ONTO THE SINGLE "Centre Pivot" OPTION AND CLICK OK



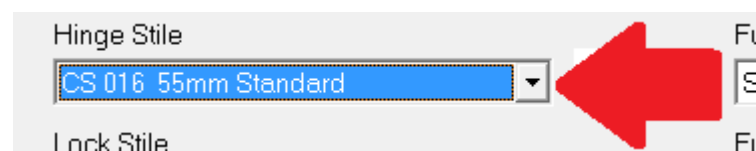
THE BELOW BOX WILL NOW APPEAR AND AS WITH MOST OTHER SCREENS IN GENESIS THE DEFAULT THAT COMES UP WILL NORMALLY BE THE STANDARD OPTION. IF YOU CLICK OK AT THIS POINT A DOOR WILL BE ADDED WITH A CLOSER, LOCKS, PAD HANDLES ETC. SO IT WILL PRICE THE DOOR SHOWN. THERE IS A LOT OF INFORMATION AND OPTIONS CONTAINED IN THIS ONE SCREEN.

SO PLEASE TAKE A MINUTE TO LOOK AT THE OPTIONS ON THE SCREEN TO SEE WHAT CAN BE CHANGED HERE.

THE ARROW INDICATED BELOW SHOWS THE OPTION THAT WE WILL BE CHANGING SOON BUT PLEASE USE THE COMPUTER MONITOR TO LOOK THROUGH THE OPTIONS.



IN THE MENU WE NEED TO CHANGE THE “Hinge Stile” to “CS 016 55mm Standard ”. CLICK ONTO THE DROP DOWN ARROW AND CHANGE THE OPTION.



ONCE YOU HAVE READ THROUGH THE SCREEN AND ARE HAPPY WITH YOUR SELECTION PLEASE CLICK OK AT THE BOTTOM TO ADD THE DOOR.

ALTHOUGH THE SOFTWARE AUTOMATES THE HEADER BAR SELECTION PLEASE ALWAYS DOUBLE CHECK THAT IF YOU HAVE GLASS ABOVE THE DOOR THAT YOU CHOOSE A GLAZED ABOVE OPTION. IF YOU HAVE A DIRECT OUTERFRAME ABOVE THE DOOR THEN YOU CHOOSE OUTER ONLY. THIS IS VERY IMPORTANT AS IT NOT ONLY EFFECTS THE ORDER BUT ALSO THE SIZE OF THE DOOR AND THE GLASS. THIS TIME THE DOOR DOES HAVE GLAZING ABOVE IT SO MAKE SURE THAT IT SAYS (GLAZED ABOVE)

Comar 3 Single Swing Door

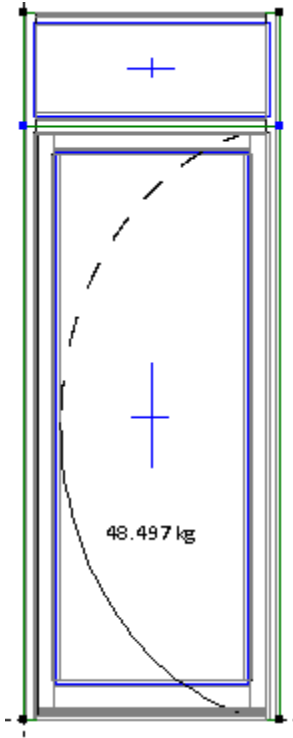
Header Bar CS 163/325 (Glazed Above)	Woolpile Carrier Silver
Threshold CS 015-SVR-D/Ramp	Drip Bottom Only
Top Rail CS 017 55mm Standard	Pocket Filler Plain Pocket Filler
Bottom Rail CS 018 100mm Standard	Bead Type Square Bead
Hinge Stile CS 016 55mm Standard	Furniture Finish Silver Anodised
Lock Stile CS 016 55mm Standard	Furniture Double Pad & Deadlock
Door Type Centre Pivot	Letter Plate In Not Required
Handing Left Hand Hung	Cylinder Full Cylinder
Number of Midrails None	Face Applied Closer No Face Applied Closer
Mid Rail CS 038 150mm Midrail	Transom Closer No Hold Size 2
Number of Vertical Midrails None	
Vert Mid Rail CS 038 150mm Midrail	
Stile Rebate None	

OK Cancel

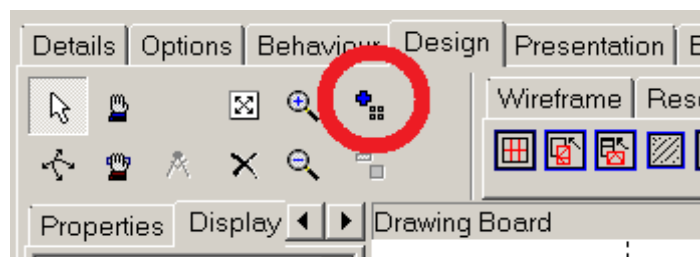
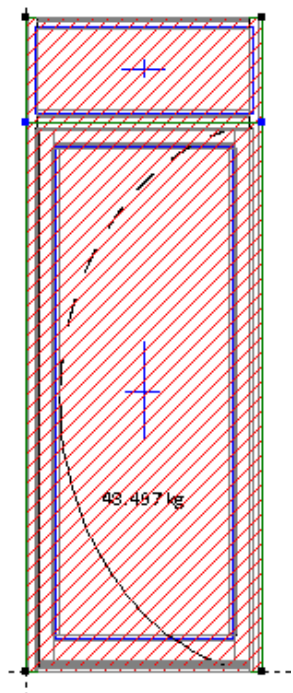
☐ Draw Hardware

AS YOU DIDNT CHOOSE A MIDRAIL, THERE WILL BE NO BOX APPEAR THIS TIME ASKING FOR THE HEIGHT OF THE MIDRAIL.

THIS WILL NOW SHOW YOU THE NEW DESIGN.



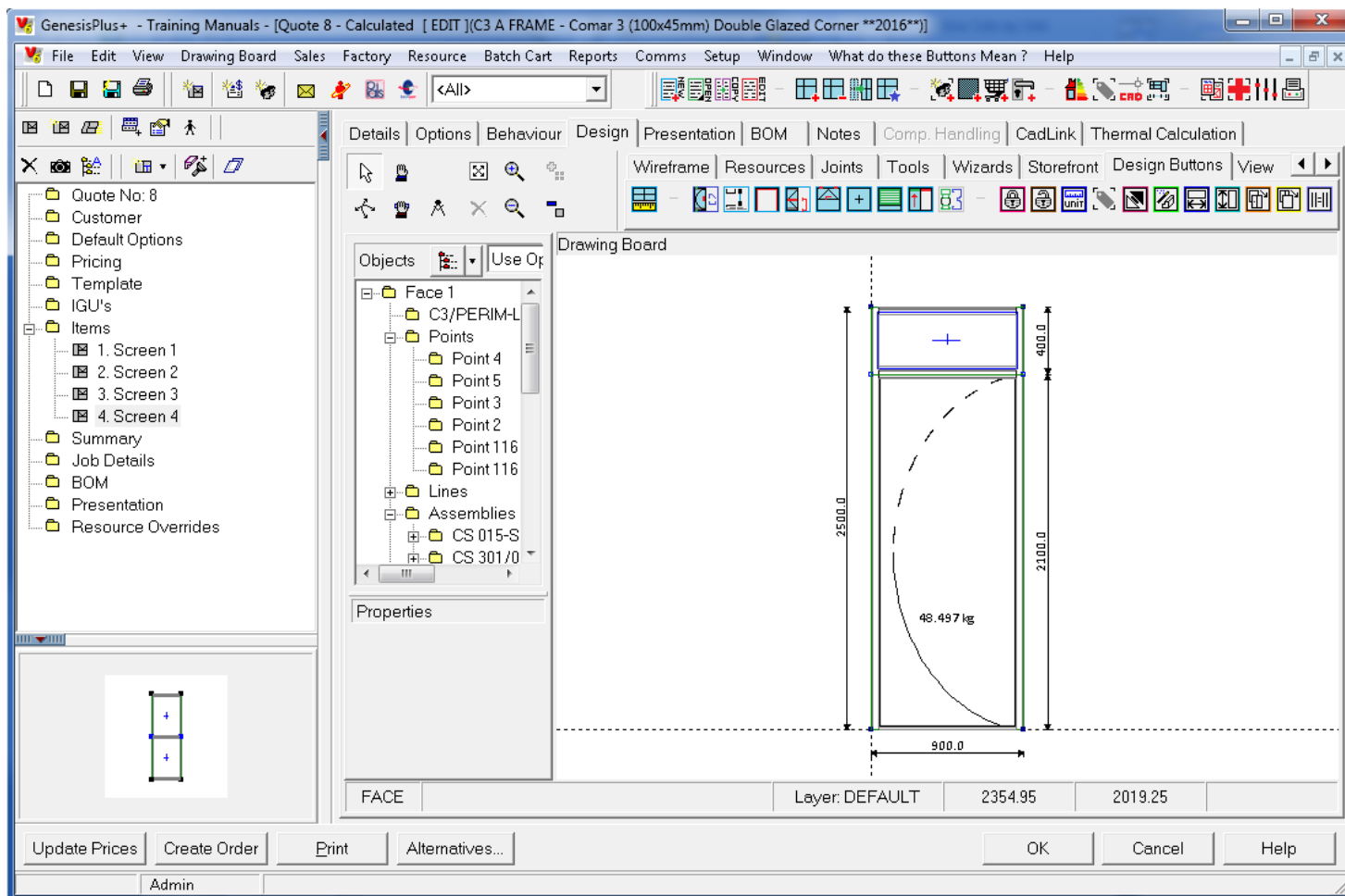
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE IT TURN RED. NOW CLICK ONTO "ZoomInto" AS SHOWN BELOW (RIGHT).



FOR A STANDARD FIXED LIGHT WITH DOUBLE DOOR WITH NO INTERNAL MULLIONS AND TRANSOMS THIS SCREEN IS NOW COMPLETE.

IT IS ALWAYS A GOOD IDEA TO SAVE THE QUOTE AFTER EACH ITEM HAS BEEN ADDED OR AFTER ADDING A FEW ITEMS, THIS WILL MEAN THAT IF YOUR COMPUTER HAS A PROBLEM OR SHUTS DOWN THEN IT WILL SAVE THE QUOTE AT THE POINT THAT YOU SAVE IT.

CLICK ONTO THIS BUTTON (QUICK SAVE) TO SAVE IT



UNLIKE A LOT OF OTHER PROGRAMS YOU DO NOT HAVE TO CLICK ONTO THE OK BUTTON AT THE BOTTOM TO SAVE IT OR COMPLETE THE CHANGES. THIS OK BUTTON WILL BEING YOU OUT OF THE QUOTE AND SHUT IT DOWN.

IF YOU DO CLICK THIS BUTTON THEN CLICK BACK ONTO THE OPEN QUOTE BUTTON TO OPEN IT BACK UP.



EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



SHOPFRONT TRAINING MANUAL EXAMPLE - FRAME 5

Page No: 5

ELEVATION PORTRAIT

Date/Time: 29/01/2018 10:29:09

Quote Title: Shopfront Training Manual

Quote No: SH-1--Ver 2

Cust Name: Do Not Delete

Job Ref:

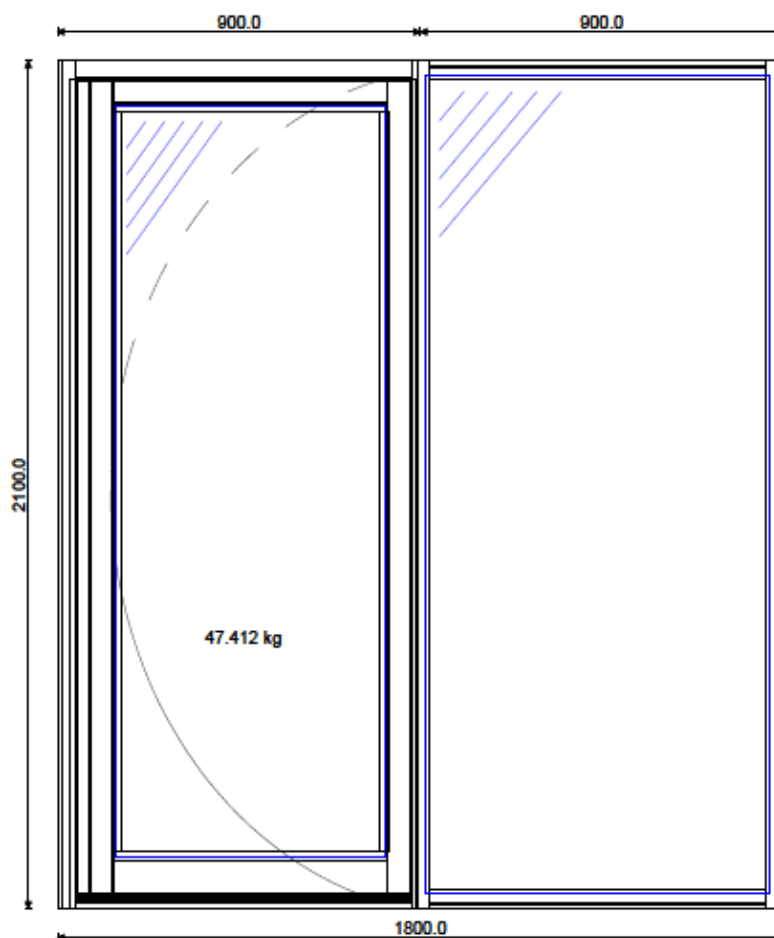
Finish: [COL:COMAR:POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



Item Description: Comar 3 (100x45mm) Double Glazed Corner Item Number: 5

Quantity: 4

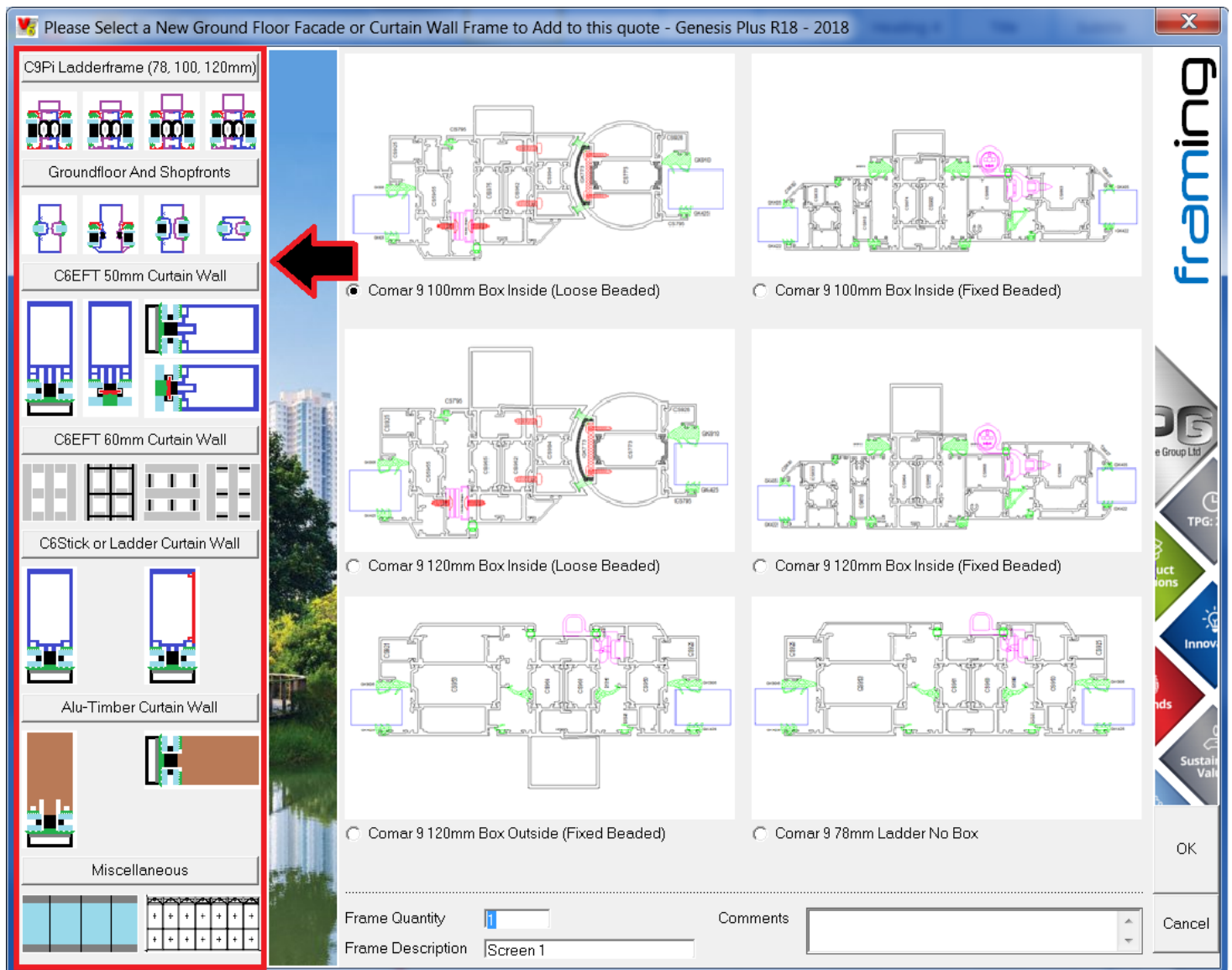
***** TPG - Comar Architectural Aluminium Systems - Genesis Estimating Software - Release 17 - 2017 *****

ADDING A FRAME TO THE QUOTE

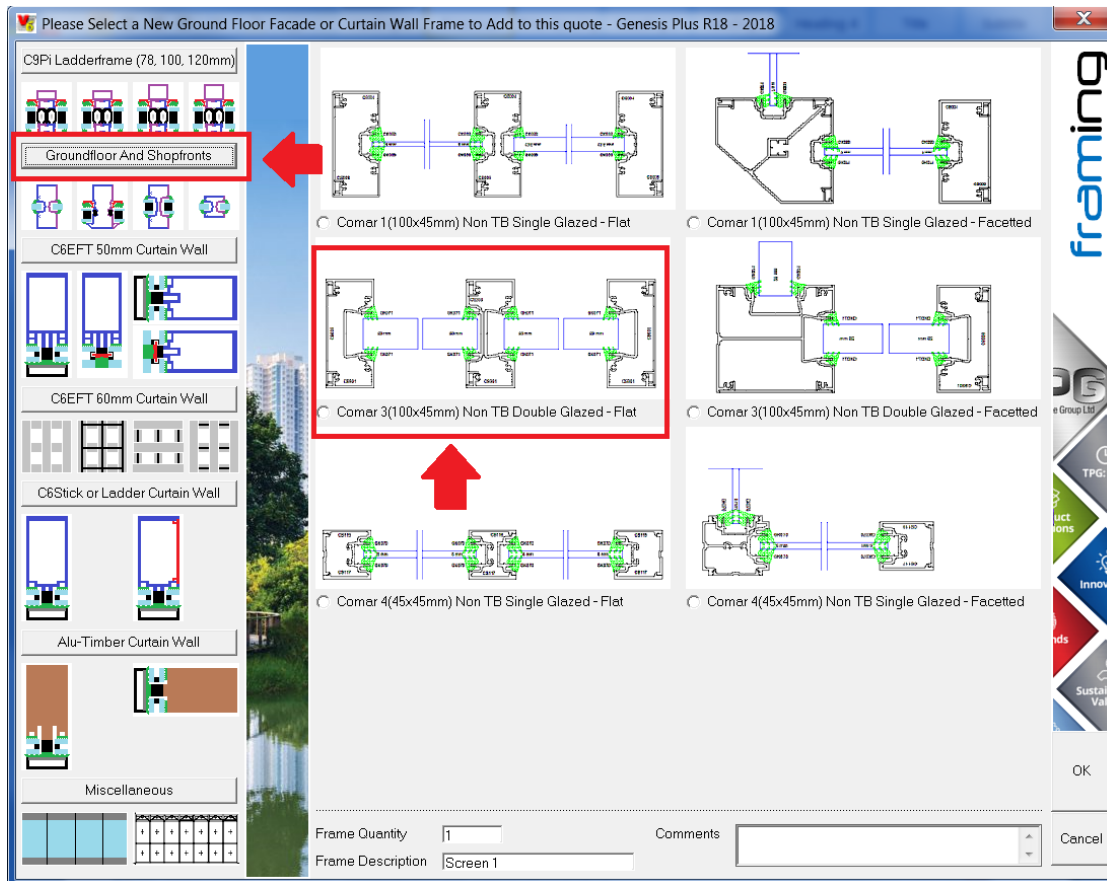
WE NOW WANT TO ADD ANOTHER NEW FRAME TO THE QUOTE. CLICK ONTO THE “ADD A NEW FRAMING SYSTEM” BUTTON.



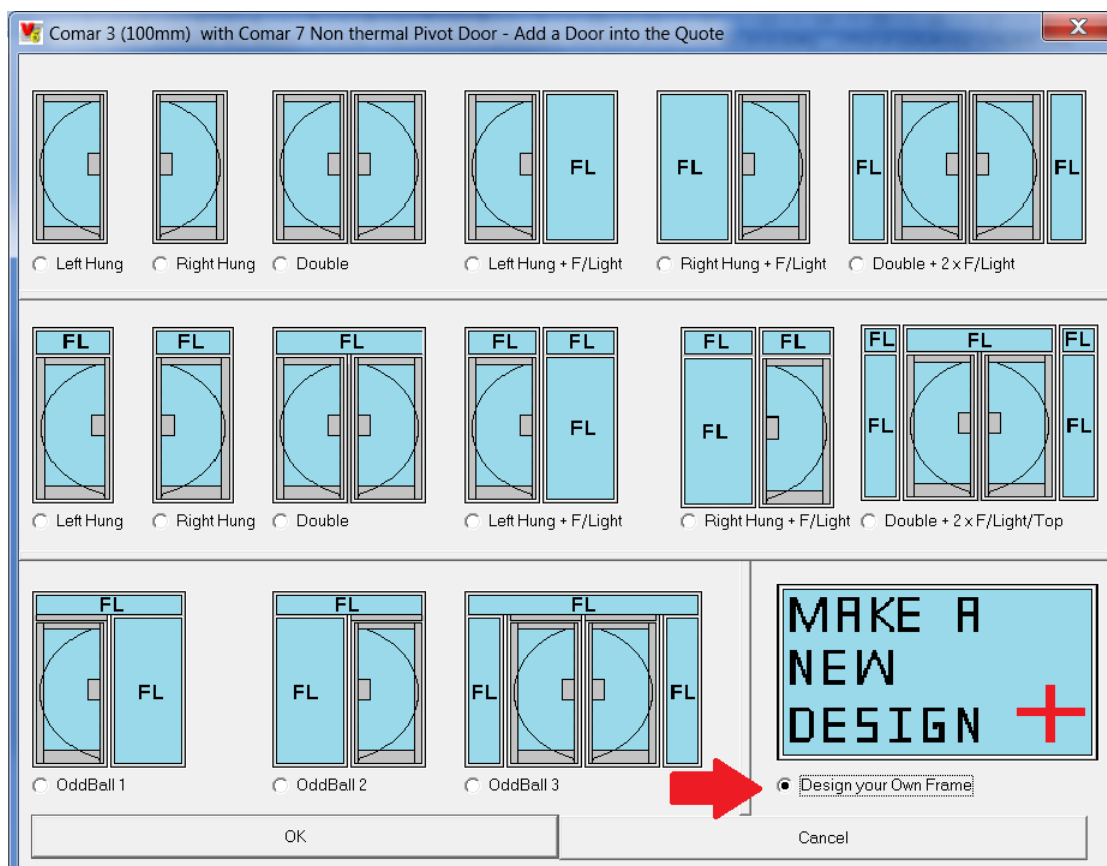
THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD FRAMING SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**



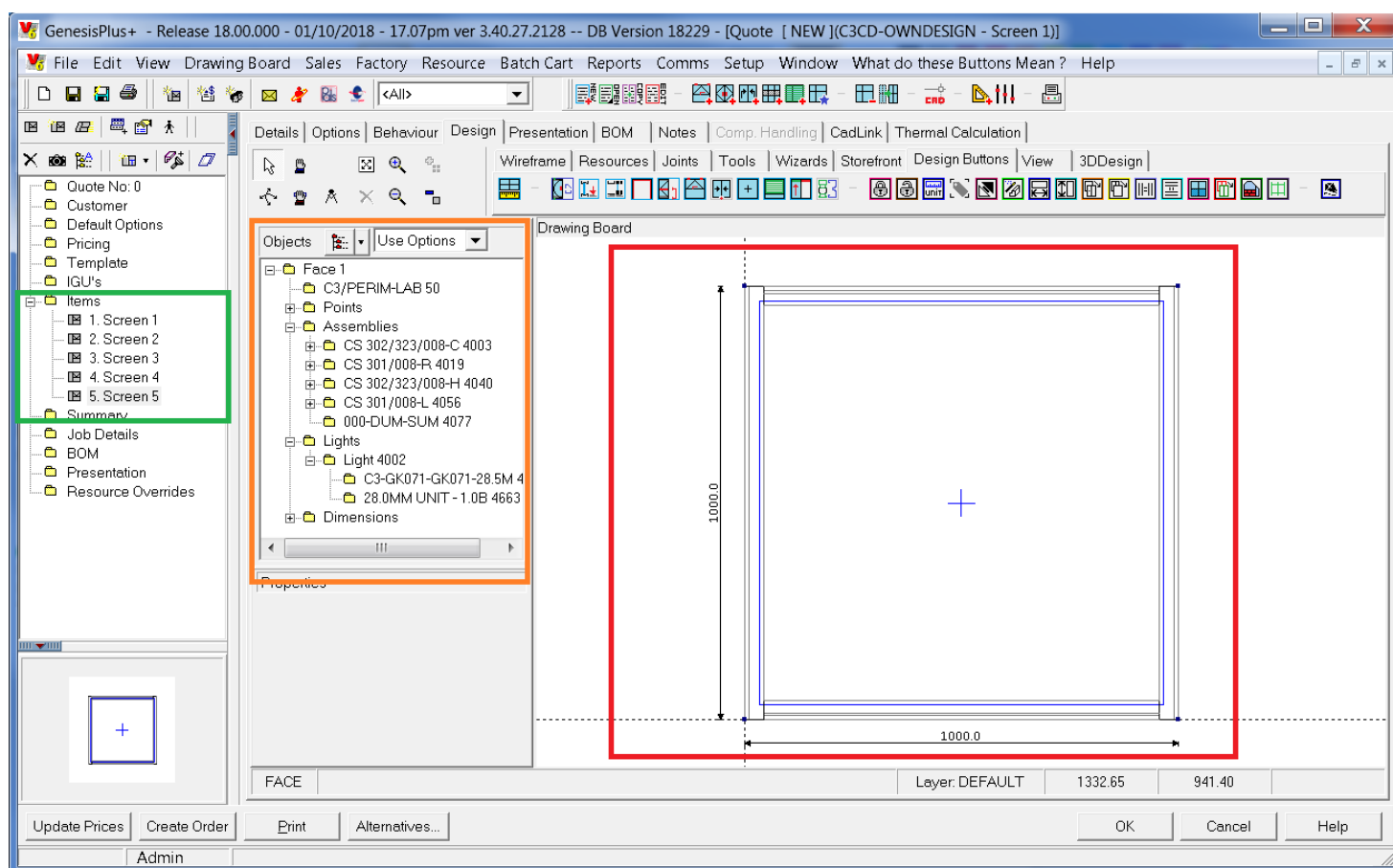
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



WE WANT TO BUILD THE SHOPFRONT FROM SCRATCH IN THIS CASE SO PLEASE CHOOSE “MAKE A NEW DESIGN” AND THEN CLICK “OK”



NOW THAT YOU HAVE ADDED A FRAME TO THE QUOTE YOU WILL SEE THAT YOU NOW HAVE ONE ITEM LISTED IN THE LEFT HAND SIDE SCREEN, (THIS WILL LIST ANY FRAMES THAT YOU HAVE ADDED TO YOUR QUOTE) THE RIGHT HAND SIDE OF THE SCREEN IS THE DESIGN SCREEN AND YOU CAN SEE THAT IT HAS ADDED A FRAME 1000MM X 1000MM. IN A MOMENT WE WILL CHANGE THE DESIGN. YOU WILL NOT HAVE THE COLOURED BOXES AS SHOWN BELOW THEY WILL BE USED TO HIGHLIGHT SOME AREAS IN ONE MOMENT



BEFORE WE CHANGE THE DESIGN OF THIS SCREEN, LETS TAKE A BIT OF TIME GETTING USED TO THE NEW MENUS THAT YOU CAN ACCESS NOW WE HAVE ADDED A FRAME.

DESIGN

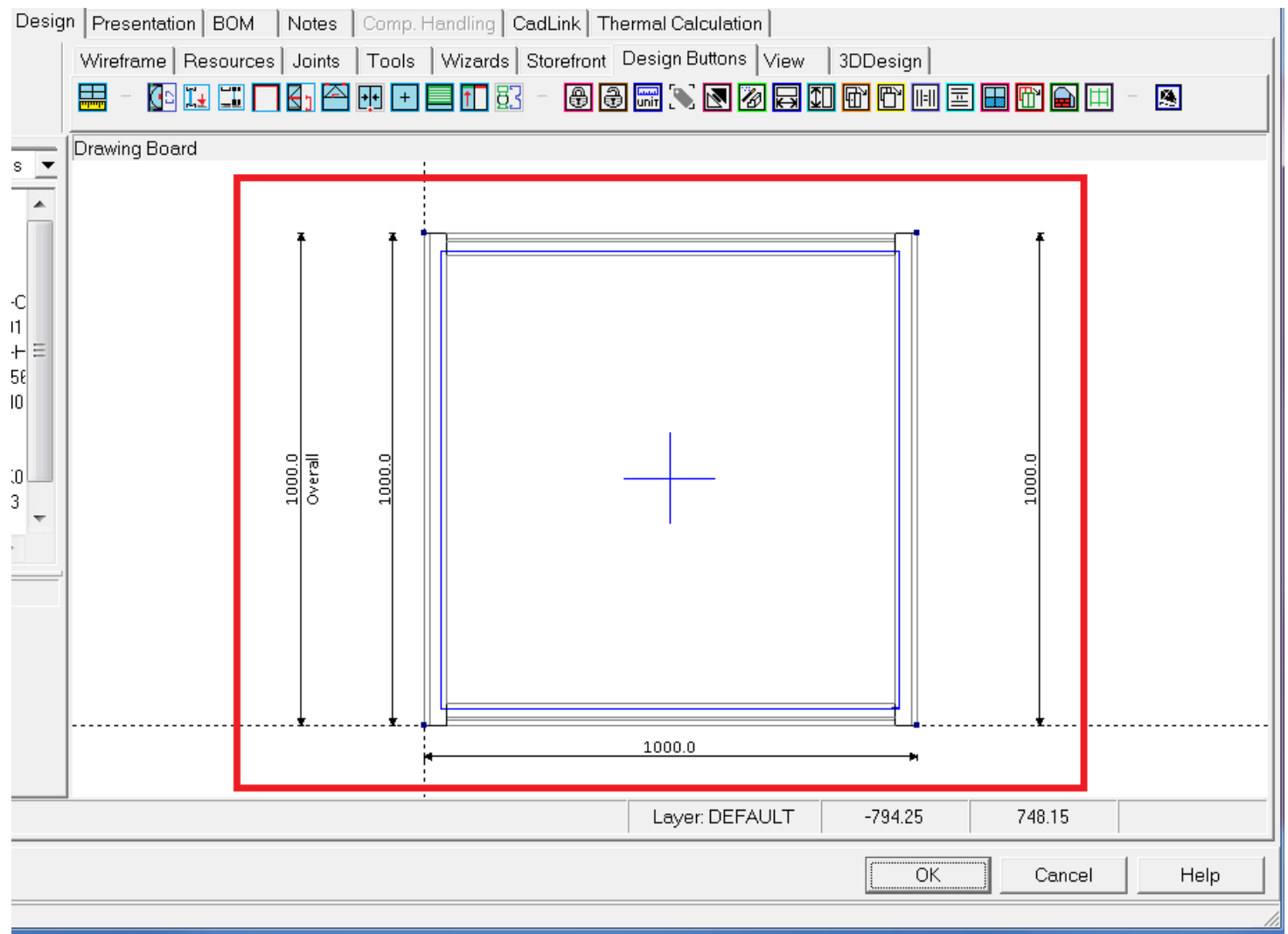
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

WHEN YOU HIGHLIGHT A FRAME IN THE ITEMS TAB (AS SHOWN IN THE LEFT HAND SIDE ABOVE IN GREEN) THE DESIGN SCREEN/DRAWING BOARD SHOWS YOU THE DESIGN FOR THAT ITEM, YOU CAN CLICK BETWEEN THE FRAMES (ITEMS) IF YOU HAVE MORE THAN ONE IN A QUOTE AND IF YOU ARE IN THE DESIGN SCREEN THE FRAME SHOWN WILL SWITCH TO SHOW YOU THE ONE THAT YOU HAVE HIGHLIGHTED.

THE ORANGE RECTANGLE INDICATES THE OBJECTS BOX, THIS LISTS ALL THE ASSEMBLIES YOU HAVE USED AS WELL AS GLASS AND DOORS.

CHANGING THE DESIGN

WE ARE NOW GOING TO CHANGE THE DESIGN OF THE FRAME SO WE NOW MOVE DOWN TO THE DRAWING BOARD (WHILST IN DESIGN) AND THERE ARE MACRO DESIGN BUTTONS WHICH ARE RELEVANT TO THE FRAME THAT WE ARE VIEWING AT THAT TIME. THERE ARE QUITE A FEW BUTTONS HERE (AND THEY ARE SMALL) BUT GENERALLY THE FIRST SET OF BUTTONS ARE TO CHANGE THE DESIGN OF THE FRAME, ADDING DOORS AND ADDING WINDOWS. THE SECOND SET OF BUTTONS ARE SIMPLE COMMANDS LIKE CHANGING SECTIONS, SPLITTING LIGHTS (ADDING MULLIONS OR TRANSOMS), MERGING LIGHTS (DELETING MULLIONS OR TRANSOMS), CHANGING HEIGHTS OR TRANSOMS AND WIDTHS OF MULLIONS AND CHANGING GLASS. YOU WILL NOTICE THAT THE AMOUNT OF BUTTONS THAT YOU SEE WHEN DESIGNING DIFFERENT SYSTEMS WILL CHANGE DEPENDING ON WHAT FRAME YOU ARE DESIGNING. I.E YOU WOULDN'T HAVE A DOOR BUTTON FOR BUILDING A WINDOW. LIKE AUTOCAD THE BUTTONS ARE THERE TO MAKE IT QUICKER TO PERFORM EVERYDAY TASKS.



WE ARE NOW GOING TO CHANGE THE DESIGN AND DIMENSIONS OF THIS FRAME, IN MOST CASES THE FIRST BUTTON SHOWN IN THE DESIGN SCREEN WILL PERFORM A TASK TO CHANGE THE DESIGN OR THE DIMENSIONS.

(IF YOU WANT TO EXPLORE WHAT THESE BUTTONS DO YOU CAN USE YOUR MOUSE TO HOVER OVER THE BUTTON AND IT SHOULD TELL YOU WHAT COMMAND THE BUTTON PERFORMS).

CLICK ONTO THE FIRST BUTTON.



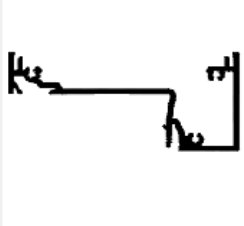
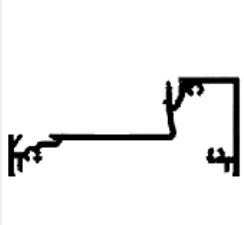
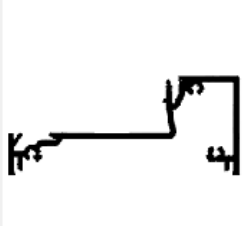
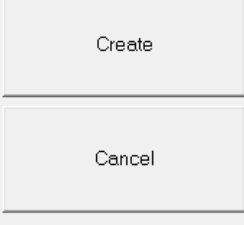


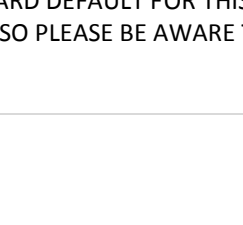
THIS WILL BRING UP THE REBUILD BUTTON, WE WILL BE CHANGING THE SIZES LATER ON.

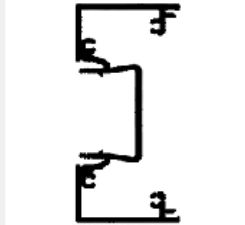
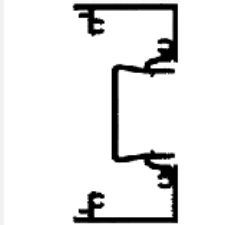
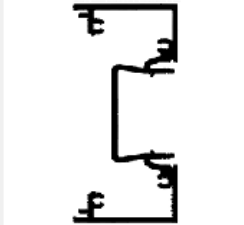
THIS SCREEN WHICH IS ONE OF THE COMMON SCREENS HANDLES THE MOST PART OF THE FRAMING PART OF OUR DESIGN (EXCLUDING ADDING DOORS ETC).

WE CAN CHANGE THE WIDTH, HEIGHT LIGHTCODE OR COLUMNS AND ROWS, THE DESCRIPTION AND QUANTITY OF THE FRAME, EXTRUSION FINISH, AND SECTIONS TO BE USED.

THE DEFAULT SECTIONS FOR THE HEAD, TRANSOMS ETC ARE BASED ON OUR TECHNICAL MANUAL, IN MOST CASES YOU MAY NEED TO CHECK THE WINDLOADING FOR THE FRAMES TO INDICATE WHAT MULLIONS OR TRANSOMS TO USE, BUT AS STANDARD THESE WILL BE THE SECTIONS TO USE (SUBJECT TO WINDLOADINGS). **DO NOT CLICK OK**

Redesign the Comar 3 frame ?

Frame Width 1000	Frame Height 1000	Backplate Required Yes	Head Profile CS 302 - IYY - 8.6 l _{yy} Req - 1.04	       Create Cancel
Lightcode 1	Columns 1	Rows 1	Cill Profile CS 302 - IYY - 8.6 l _{yy} Req - 1.04	
Frame Quantity 1	Sub Cill Type None	Sub Cill Nosing None	Left Profile CS 301 - IXX - 85.9 l _{xx} Req - 0	
Frame Description New Frame	Item Comments	Right Profile CS 301 - IXX - 85.9 l _{xx} Req - 0	Transom Profile CS 302 - IYY - 8.6 l _{yy} Req - 1.04	
Frame Finish [COL:COMAR:WHITE (WHITE)]		Mullion Profile CS 301/309 - IXX - 85.9 l _{xx} Req - 0		
Glass [FIL:COMAR:6-16-6 FL]		<input type="checkbox"/> Save Chosen Frame Defaults		



YOU WILL SEE THAT THE BELOW SCREEN HAS ALREADY SELECTED THE PROFILES THAT ARE THE STANDARD DEFAULT FOR THIS SYSTEM. (SHOWN ON THE RIGHT HAND SIDE), THE SOFTWARE WILL NOT WINDLOAD THESE SECTIONS SO PLEASE BE AWARE THAT ALTHOUGH THEY ARE DEFAULT THEY DO NOT LOOK AT THE SIZE OF THE FRAME.

THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE

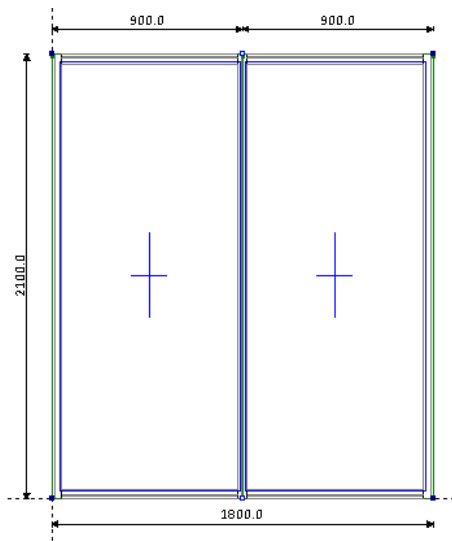
- 1) THE FRAME WIDTH
- 2) THE FRAME HEIGHT
- 3) THE LIGHTCODE (AS EXPLAINED EARLIER, THIS IS JUST ANOTHER WAY TO SPECIFY COLUMNS & ROWS BUT YOU COULD USE THE COLUMNS AND ROWS FIELDS IF YOU LIKE.
- 4) THE DESCRIPTION OF FRAME OR A FRAME CODE. I.E “ED1”, IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA TO USE FRAME 1, FRAME 2 ETC TO AVOID CONFUSION.
- 5) YOU WILL SEE THAT IT HAS ALSO BOUGHT THROUGH THE FRAME DEFAULTS FOR THE FINISH AND THE GLASS AS CHOSEN EARLIER ON.

WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE.

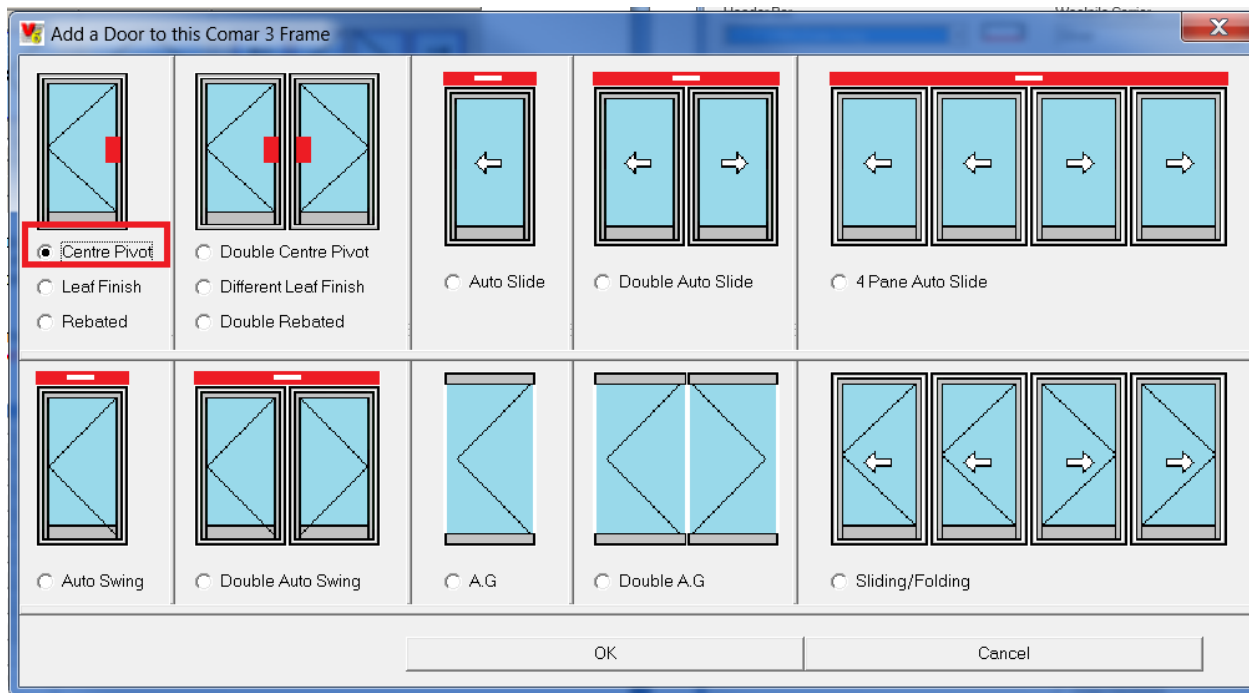
Redesign the Comar 3 frame?

Frame Width: 1800, Frame Height: 2100, Backplate Required: Yes, Head Profile: CS 302 - IYY - 8.6, lyy Req - 1.04, Cill Profile: CS 302 - IYY - 8.6, lyy Req - 1.04, Lightcode: 11, Columns: 2, Rows: 1, Sub Cill Type: None, Left Profile: CS 301 - IXX - 85.9, lxx Req - 0, Right Profile: CS 301 - IXX - 85.9, lxx Req - 0, Frame Quantity: 1, Sub Cill Nosing: None, Transom Profile: CS 302 - IYY - 8.6, lyy Req - 1.04, Mullion Profile: CS 301/309 - IXX - 85.9, lxx Req - 0, Frame Description: Screen 5, Item Comments: , Frame Finish: [COL:COMAR:WHITE (WHITE)], Glass: [FIL:COMAR:6-16-6 FL], Save Chosen Frame Defaults: ☐, Create, Cancel

THE SCREEN HAS NOW BEEN REDESIGNED.

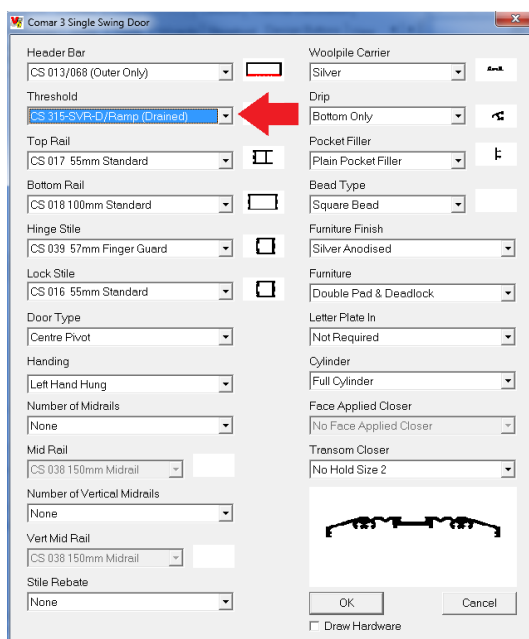


CLICK ONTO THE SINGLE “Centre Pivot” OPTION AND CLICK OK.

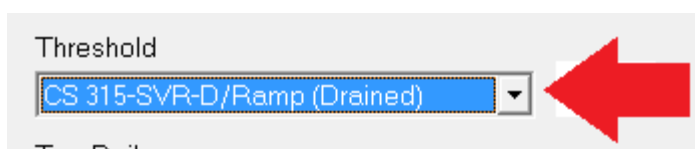


THE BELOW BOX WILL NOW APPEAR AND AS WITH MOST OTHER SCREENS IN GENESIS THE DEFAULT THAT COMES UP WILL NORMALLY BE THE STANDARD OPTION. IF YOU CLICK OK AT THIS POINT A DOOR WILL BE ADDED WITH A CLOSER, LOCKS, PAD HANDLES ETC SO IT WILL PRICE THE DOOR SHOWN. THERE IS ALOT OF INFORMATION AND OPTIONS CONTAINED IN THIS ONE SCREEN

SO PLEASE TAKE A MINUTE TO LOOK AT THE OPTIONS ON THE SCREEN TO SEE WHAT CAN BE CHANGED HERE. **THE ARROW INDICATED BELOW SHOWS THE OPTION THAT WE WILL BE CHANGING SOON BUT PLEASE USE THE COMPUTER MONITOR TO LOOK THROUGH THE OPTIONS.**



IN THE MENU WE NEED TO CHANGE THE "Threshold" to "CS 315-SVR Double Ramped Drained". CLICK ONTO THE DROP DOWN ARROW AND CHANGE THE OPTION.



ONCE YOU HAVE READ THROUGH THE SCREEN AND ARE HAPPY WITH YOUR SELECTION PLEASE CLICK OK AT THE BOTTOM TO ADD THE DOOR.

ALTHOUGH THE SOFTWARE AUTOMATES THE HEADER BAR SELECTION PLEASE ALWAYS DOUBLE CHECK THAT IF YOU HAVE GLASS ABOVE THE DOOR THAT YOU CHOOSE A GLAZED ABOVE OPTION. IF YOU HAVE A DIRECT OUTERFRAME ABOVE THE DOOR THEN YOU CHOOSE OUTER ONLY. THIS IS VERY IMPORTANT AS IT NOT ONLY EFFECTS THE ORDER BUT ALSO THE SIZE OF THE DOOR AND THE GLASS.

Comar 3 Single Swing Door

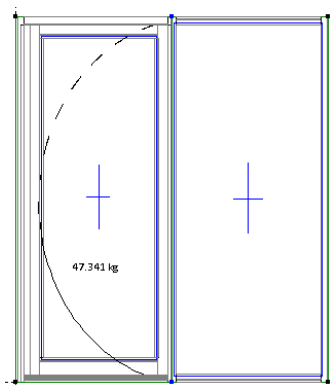
Header Bar CS 013/068 (Outer Only)	Woolpile Carrier Silver
Threshold CS 315-SVR-D/Ramp (Drained)	Drip Bottom Only
Top Rail CS 017 55mm Standard	Pocket Filler Plain Pocket Filler
Bottom Rail CS 018 100mm Standard	Bead Type Square Bead
Hinge Stile CS 039 57mm Finger Guard	Furniture Finish Silver Anodised
Lock Stile CS 016 55mm Standard	Furniture Double Pad & Deadlock
Door Type Centre Pivot	Letter Plate In Not Required
Handing Left Hand Hung	Cylinder Full Cylinder
Number of Midrails None	Face Applied Closer No Face Applied Closer
Mid Rail CS 038 150mm Midrail	Transom Closer No Hold Size 2
Number of Vertical Midrails None	
Vert Mid Rail CS 038 150mm Midrail	
Stile Rebate None	

OK Cancel

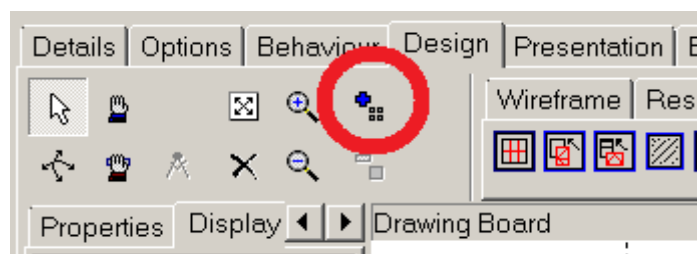
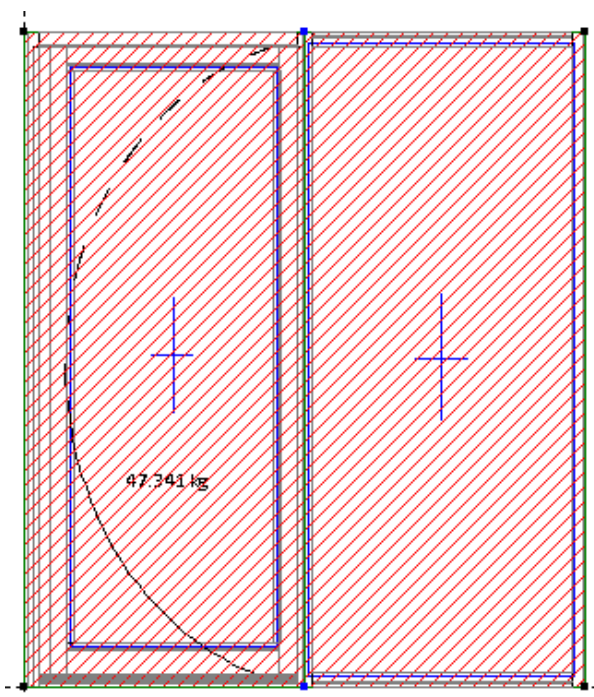
☐ Draw Hardware

AS YOU DIDNT CHOOSE A MIDRAIL, THERE WILL BE NO BOX APPEAR THIS TIME ASKING FOR THE HEIGHT OF THE MIDRAIL.

THIS WILL NOW SHOW YOU THE NEW DESIGN



TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE IT TURN RED. NOW CLICK ONTO "ZoomInto" AS SHOWN BELOW (RIGHT).



FOR A STANDARD FIXED LIGHT WITH DOOR WITH NO INTERNAL MULLIONS AND TRANSOMS THIS SCREEN IS NOW COMPLETE

IT IS ALWAYS A GOOD IDEA TO SAVE THE QUOTE AFTER EACH ITEM HAS BEEN ADDED OR AFTER ADDING A FEW ITEMS, THIS WILL MEAN THAT IF YOUR COMPUTER HAS A PROBLEM OR SHUTS DOWN THEN IT WILL SAVE THE QUOTE AT THE POINT THAT YOU SAVE IT.

CLICK ONTO THIS BUTTON (QUICK SAVE) TO SAVE IT



GenesisPlus+ - Training Manuals - [Quote 8 - Calculated [EDIT]](C3 A FRAME~208119 - Screen 5)]

File Sales Factory Resource Batch Cart Reports Comms Setup Window What do these Buttons Mean? Help

Details Options Behaviour Design Presentation BOM Notes Comp. Handling CadLink Thermal Calculation

Code: C3 A FRAME
Description: Screen 5
Frame Type: SHOPFRONT - Double Glaze Pocket - .2017
Quantity: 1
Status: Estimation
Item Number: 5
Customer Ref:
Stage:
Delivery Date: 29/01/2018
Comments:
☒ Display on Customer Reports

Price Now	
Cost Price:	£ 1,223.40
Overhead:	£ 0.00 0.00%
Markup:	£ 0.00 0.00%
Gross Selling Price:	£ 1,223.40
Net Selling Price:	£ 1,223.40

Update Prices Create Order Print Alternatives... OK Cancel Help

Admin

UNLIKE A LOT OF OTHER PROGRAMS YOU DO NOT HAVE TO CLICK ONTO THE OK BUTTON AT THE BOTTOM TO SAVE IT OR COMPLETE THE CHANGES. THIS OK BUTTON WILL BEING YOU OUT OF THE QUOTE AND SHUT IT DOWN.

IF YOU DO CLICK THIS BUTTON THEN CLICK BACK ONTO THE OPEN QUOTE BUTTON TO OPEN IT BACK UP.



EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



Page No: 6

ELEVATION PORTRAIT

Date/Time: 29/01/2018 10:29:10

Quote Title: Shopfront Training Manual

Quote No: SH-1--Ver 2

Cust Name: Do Not Delete

Job Ref:

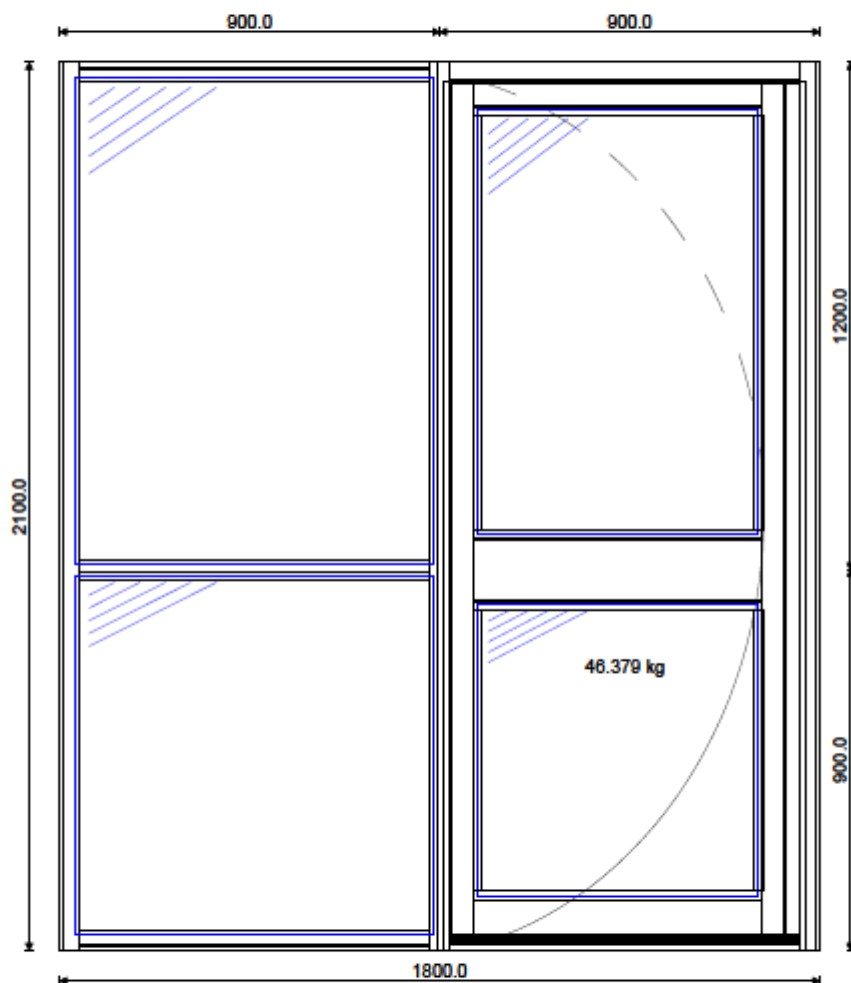
Finish: [COL:COMAR:POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



Item Description: Comar 3 (100x45mm) Double Glazed Corner Item Number: 6

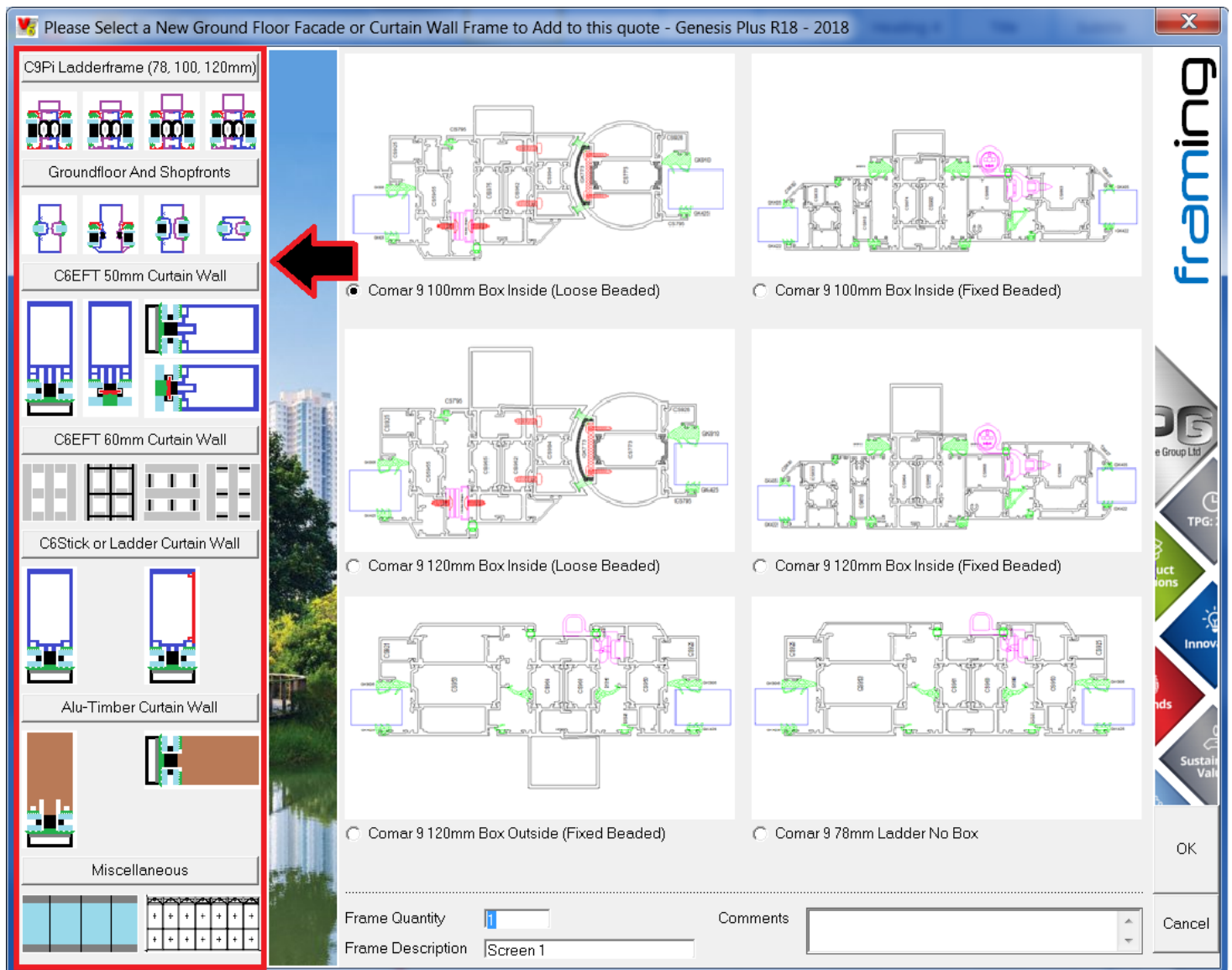
Quantity: 5

ADDING A FRAME TO THE QUOTE

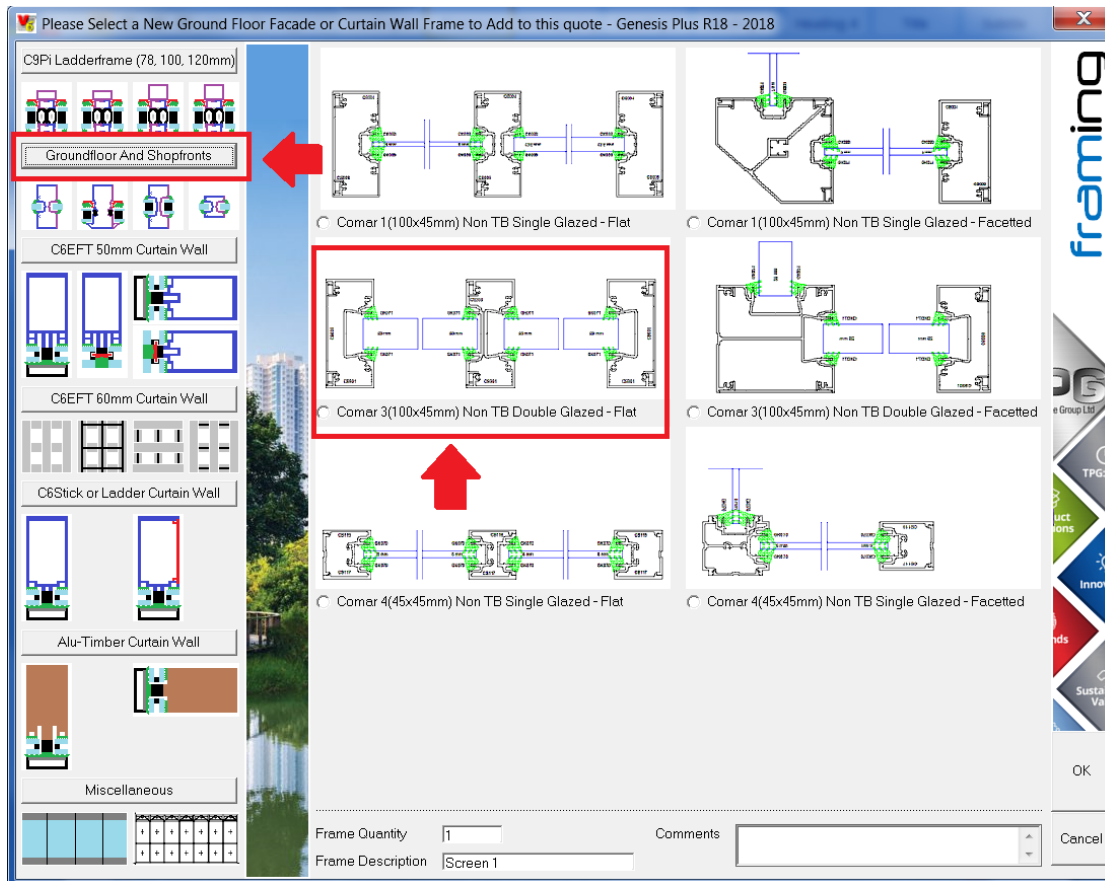
WE NOW WANT TO ADD ANOTHER NEW FRAME TO THE QUOTE. CLICK ONTO THE “ADD A NEW FRAMING SYSTEM” BUTTON.



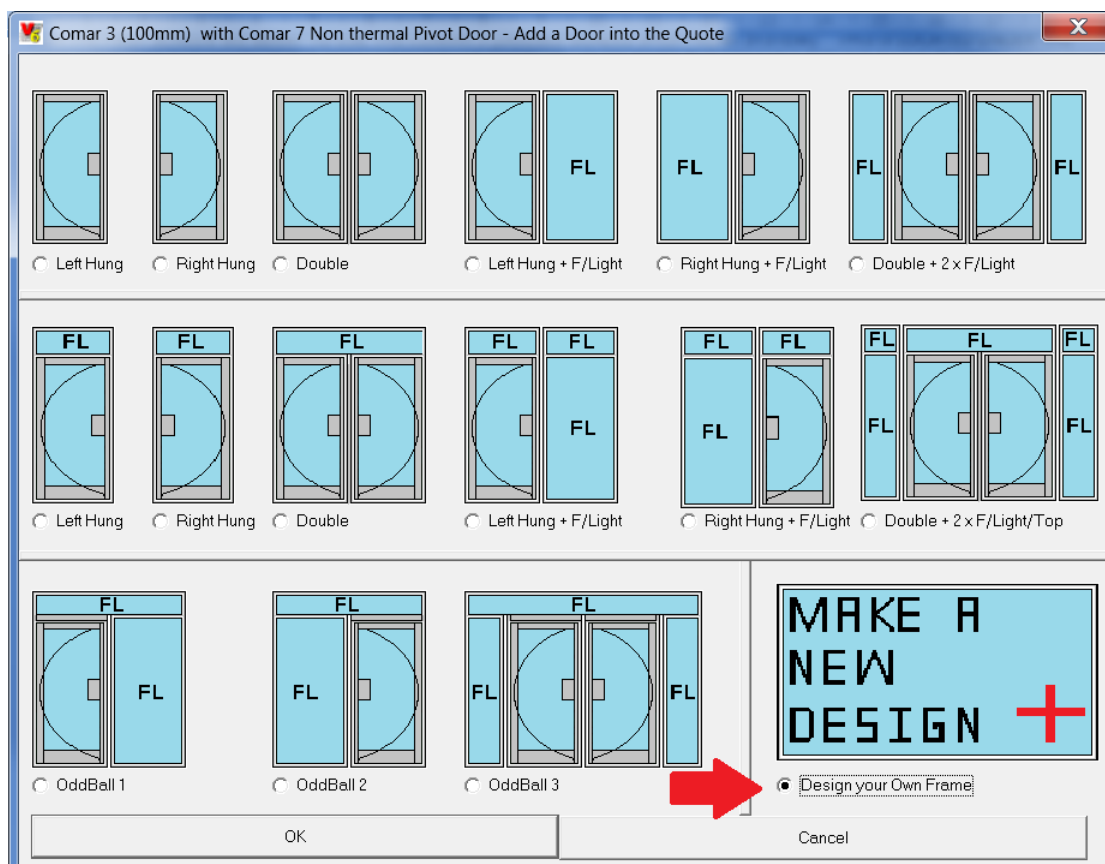
THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD FRAMING SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**



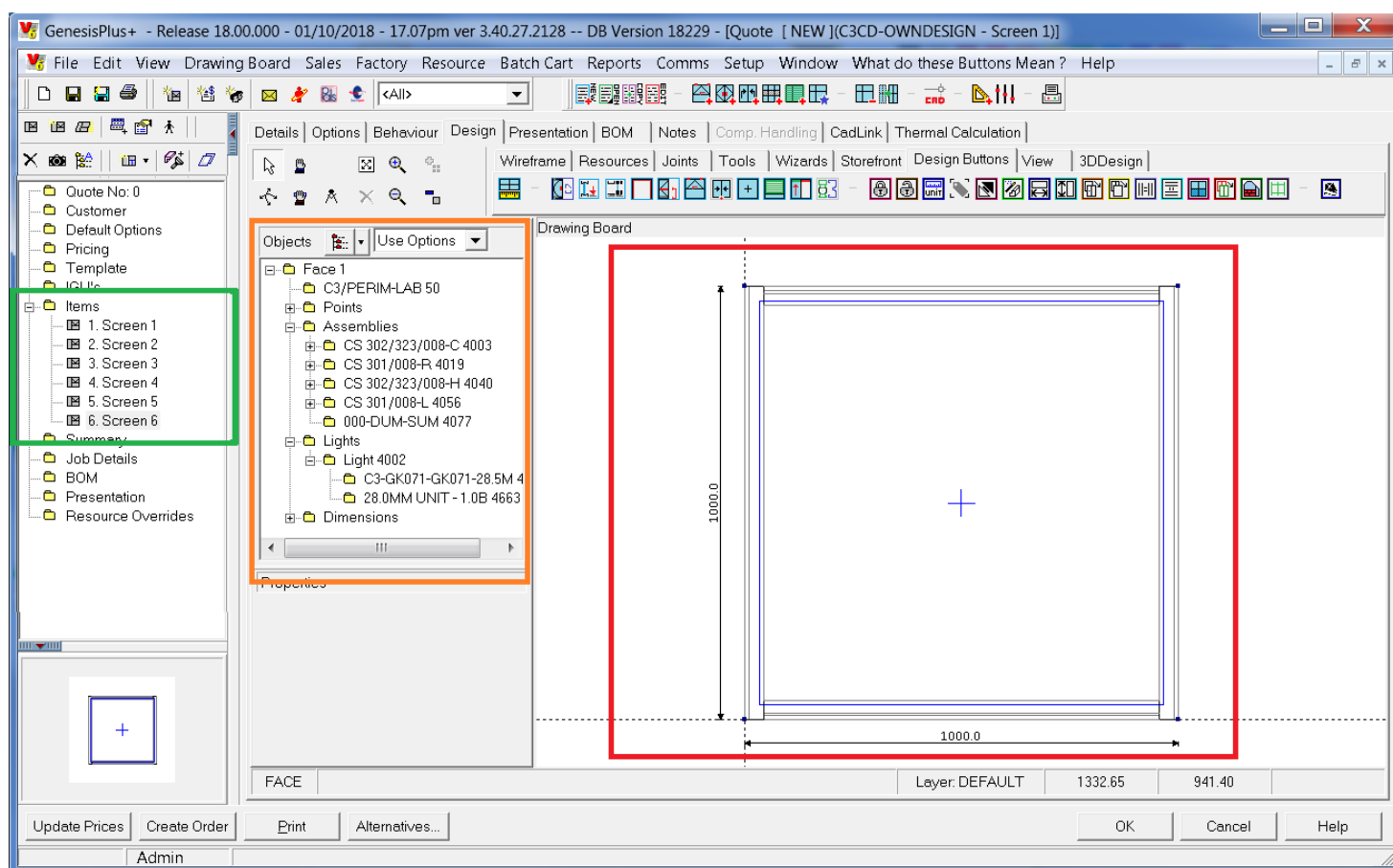
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



WE WANT TO BUILD THE SHOPFRONT FROM SCRATCH IN THIS CASE SO PLEASE CHOOSE “MAKE A NEW DESIGN” AND THEN CLICK “OK”



NOW THAT YOU HAVE ADDED A FRAME TO THE QUOTE YOU WILL SEE THAT YOU NOW HAVE ONE ITEM LISTED IN THE LEFT HAND SIDE SCREEN,(THIS WILL LIST ANY FRAMES THAT YOU HAVE ADDED TO YOUR QUOTE). THE RIGHT HAND SIDE OF THE SCREEN IS THE DESIGN SCREEN AND YOU CAN SEE THAT IT HAS ADDED A FRAME 1000MM X 1000MM. IN A MOMENT WE WILL CHANGE THE DESIGN. YOU WILL NOT HAVE THE COLOURED BOXES AS SHOWN BELOW THEY WILL BE USED TO HIGHLIGHT SOME AREAS IN ONE MOMENT



BEFORE WE CHANGE THE DESIGN OF THIS SCREEN, LETS TAKE A BIT OF TIME GETTING USED TO THE NEW MENUS THAT YOU CAN ACCESS NOW WE HAVE ADDED A FRAME.

DESIGN

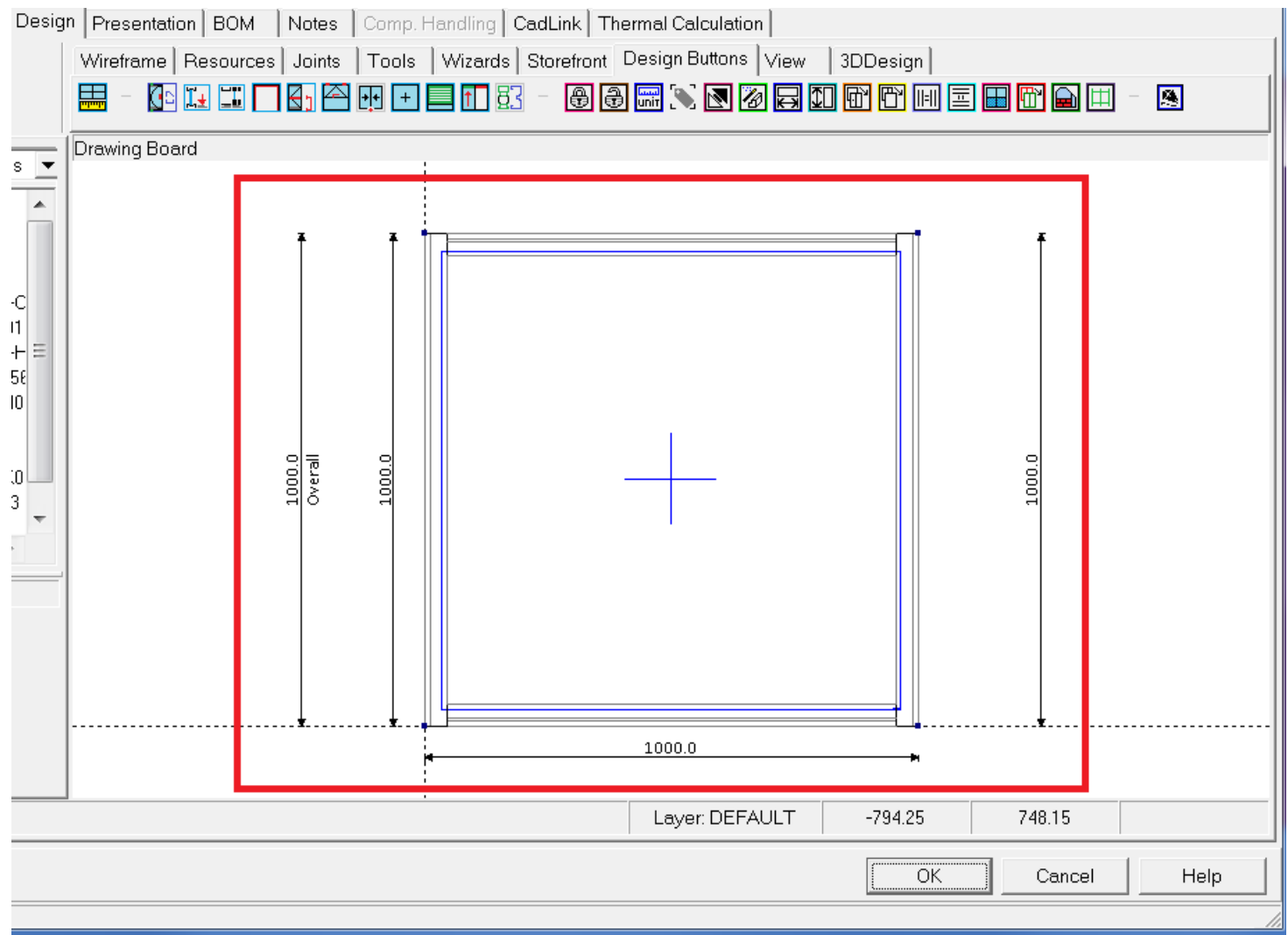
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

WHEN YOU HIGHLIGHT A FRAME IN THE ITEMS TAB (AS SHOWN IN THE LEFT HAND SIDE ABOVE IN GREEN) THE DESIGN SCREEN/DRAWING BOARD SHOWS YOU THE DESIGN FOR THAT ITEM, YOU CAN CLICK BETWEEN THE FRAMES (ITEMS) IF YOU HAVE MORE THAN ONE IN A QUOTE AND IF YOU ARE IN THE DESIGN SCREEN THE FRAME SHOWN WILL SWITCH TO SHOW YOU THE ONE THAT YOU HAVE HIGHLIGHTED.

THE ORANGE RECTANGLE INDICATES THE OBJECTS BOX, THIS LISTS ALL THE ASSEMBLIES YOU HAVE USED AS WELL AS GLASS AND DOORS.

CHANGING THE DESIGN

WE ARE NOW GOING TO CHANGE THE DESIGN OF THE FRAME SO WE NOW MOVE DOWN TO THE DRAWING BOARD (WHILST IN DESIGN) AND THERE ARE MACRO DESIGN BUTTONS WHICH ARE RELEVANT TO THE FRAME THAT WE ARE VIEWING AT THAT TIME. THERE ARE QUITE A FEW BUTTONS HERE (AND THEY ARE SMALL) BUT GENERALLY THE FIRST SET OF BUTTONS ARE TO CHANGE THE DESIGN OF THE FRAME, ADDING DOORS AND ADDING WINDOWS. THE SECOND SET OF BUTTONS ARE SIMPLE COMMANDS LIKE CHANGING SECTIONS, SPLITTING LIGHTS (ADDING MULLIONS OR TRANSOMS), MERGING LIGHTS (DELETING MULLIONS OR TRANSOMS), CHANGING HEIGHTS OR TRANSOMS AND WIDTHS OF MULLIONS AND CHANGING GLASS. YOU WILL NOTICE THAT THE AMOUNT OF BUTTONS THAT YOU SEE WHEN DESIGNING DIFFERENT SYSTEMS WILL CHANGE DEPENDING ON WHAT FRAME YOU ARE DESIGNING. I.E YOU WOULDN'T HAVE A DOOR BUTTON FOR BUILDING A WINDOW. LIKE AUTOCAD THE BUTTONS ARE THERE TO MAKE IT QUICKER TO PERFORM EVERYDAY TASKS.



WE ARE NOW GOING TO CHANGE THE DESIGN AND DIMENSIONS OF THIS FRAME, IN MOST CASES THE FIRST BUTTON SHOWN IN THE DESIGN SCREEN WILL PERFORM A TASK TO CHANGE THE DESIGN OR THE DIMENSIONS.

(IF YOU WANT TO EXPLORE WHAT THESE BUTTONS DO YOU CAN USE YOUR MOUSE TO HOVER OVER THE BUTTON AND IT SHOULD TELL YOU WHAT COMMAND THE BUTTON PERFORMS).

CLICK ONTO THE FIRST BUTTON.



THIS WILL BRING UP THE REBUILD BUTTON, WE WILL BE CHANGING THE SIZES LATER ON.

THIS SCREEN WHICH IS ONE OF THE COMMON SCREENS HANDLES THE MOST PART OF THE FRAMING PART OF OUR DESIGN (EXCLUDING ADDING DOORS ETC).

WE CAN CHANGE THE WIDTH, HEIGHT LIGHTCODE OR COLUMNS AND ROWS, THE DESCRIPTION AND QUANTITY OF THE FRAME, EXTRUSION FINISH, AND SECTIONS TO BE USED.

THE DEFAULT SECTIONS FOR THE HEAD, TRANSOMS ETC ARE BASED ON OUR TECHNICAL MANUAL, IN MOST CASES YOU MAY NEED TO CHECK THE WINDLOADING FOR THE FRAMES TO INDICATE WHAT MULLIONS OR TRANSOMS TO USE, BUT AS STANDARD THESE WILL BE THE SECTIONS TO USE (SUBJECT TO WINDLOADINGS). **DO NOT CLICK OK**

Redesign the Comar 3 frame ?

Frame Width

1000

Frame Height

1000

Backplate Required

Yes

Lightcode

1

Columns

1

Rows

1

Frame Quantity

1

Frame Description

New Frame

Frame Finish

[COL:COMAR:WHITE (WHITE)]

Glass

[FIL:COMAR:6-16-6 FL]

Sub Cill Type

None

Sub Cill Nosing

None

Item Comments

Head Profile

l_{yy} Req - 1.04

CS 302 - lYY - 8.6

Cill Profile

l_{yy} Req - 1.04

CS 302 - lYY - 8.6

Left Profile

l_{xx} Req - 0

CS 301 - lXX - 85.9

Right Profile

l_{xx} Req - 0

CS 301 - lXX - 85.9

Transom Profile

l_{yy} Req - 1.04


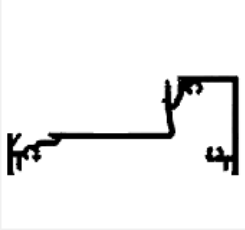
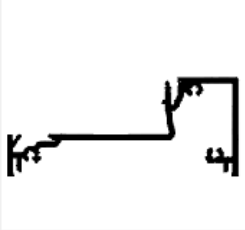
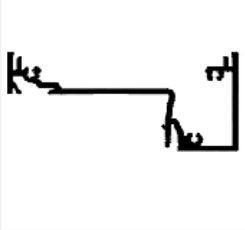
CS 302 - lYY - 8.6

Mullion Profile

l_{xx} Req - 0

CS 301/309 - lXX - 85.9

☐ Save Chosen Frame Defaults



Create

Cancel

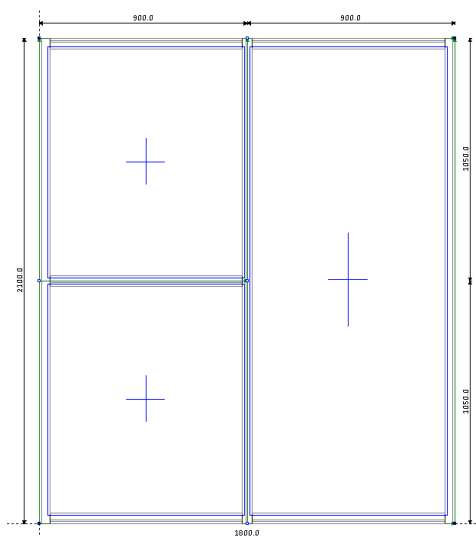
YOU WILL SEE THAT THE BELOW SCREEN HAS ALREADY SELECTED THE PROFILES THAT ARE THE STANDARD DEFAULT FOR THIS SYSTEM. (SHOWN ON THE RIGHT HAND SIDE), THE SOFTWARE WILL NOT WINDLOAD THESE SECTIONS SO PLEASE BE AWARE THAT ALTHOUGH THEY ARE DEFAULT THEY DO NOT LOOK AT THE SIZE OF THE FRAME.

THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE

- 1) THE FRAME WIDTH
- 2) THE FRAME HEIGHT
- 3) THE LIGHTCODE (AS EXPLAINED EARLIER, THIS IS JUST ANOTHER WAY TO SPECIFY COLUMNS & ROWS BUT YOU COULD USE THE COLUMNS AND ROW FIELDS IF YOU LIKE.
- 4) THE DESCRIPTION OF FRAME OR A FRAME CODE. I.E "ED1", IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA TO USE FRAME 1, FRAME 2 ETC TO AVOID CONFUSION.
- 5) YOU WILL SEE THAT IT HAS ALSO BOUGHT THROUGH THE FRAME DEFAULTS FOR THE FINISH AND THE GLASS AS CHOSEN EALIER ON.

WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE.

THE SCREEN HAS NOW BEEN REDESIGNED.



AS THIS SCREEN HAS A TRANSOM IN IT WE WANT TO MOVE THE HEIGHT SO THAT WHEN WE ADD THE DOOR THE TRANSOM WILL LINE UP WITH THE MIDRAIL. HIGHLIGHT THE BOTTOM LEFT HAND LIGHT AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.



THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE ALOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

- 1) DIMENSION DISTANCE, THIS IS A TEXT BOX AND REPRESENTS THE NEW DIMENSION THAT WE NEED TO ADD – (SEE DIMENSIONING PAGE SPECIFYING WHERE THE DIMENSIONS ARE TAKEN FROM SHOWN EARLIER).
- 2) MEMBER TO ADJUST. IF YOU WANT TO MOVE THE TRANSOM ABOVE THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE TOP, IF WE WANT TO MOVE THE TRANSOM BELOW THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE BOTTOM. (WE WILL CHOOSE TOP IN THIS CASE)
- 3) THE OK BUTTON MAKES THE CHANGE FOR US.

CHANGE THE DIMENSION AND CLICK THE TOP TICK BOX IGNORE ALL OTHER DETAILS SHOWN IN THE BOX AND NOW CLICK OK.

Vertical Dimension Wizard

Dimension Name: Locked ☐

Dimension Distance: ...

Distance = 900.00 mm

Member to adjust: ☒ Top ☐ Bottom

Dimension Scheme: ▼

Top reference object: ▼

Bottom reference object: ▼

Text Placement: ▼

☐ Display

Place Dimension On: ☐ Left of face ☒ Right of face

Constrain Dimension: ☒ None ☐ Fixed ☐ Specify

Minimum: Maximum:

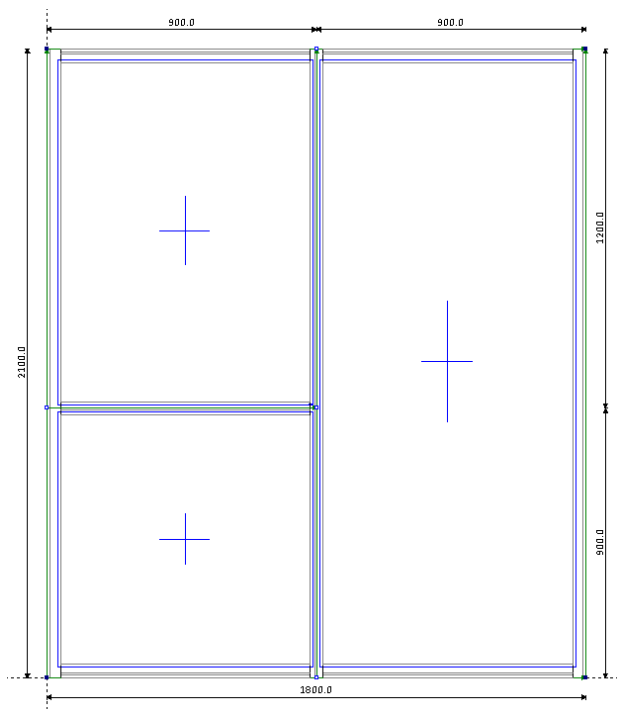
Formula: ...

Failure Message:

Extension Line ☐ User Defined Length:

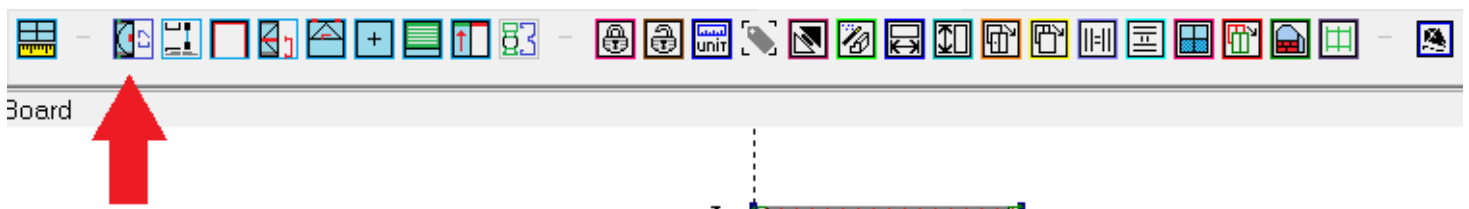
OK Cancel Help

THE TRANSOM HEIGHT HAS NOW CHANGED.

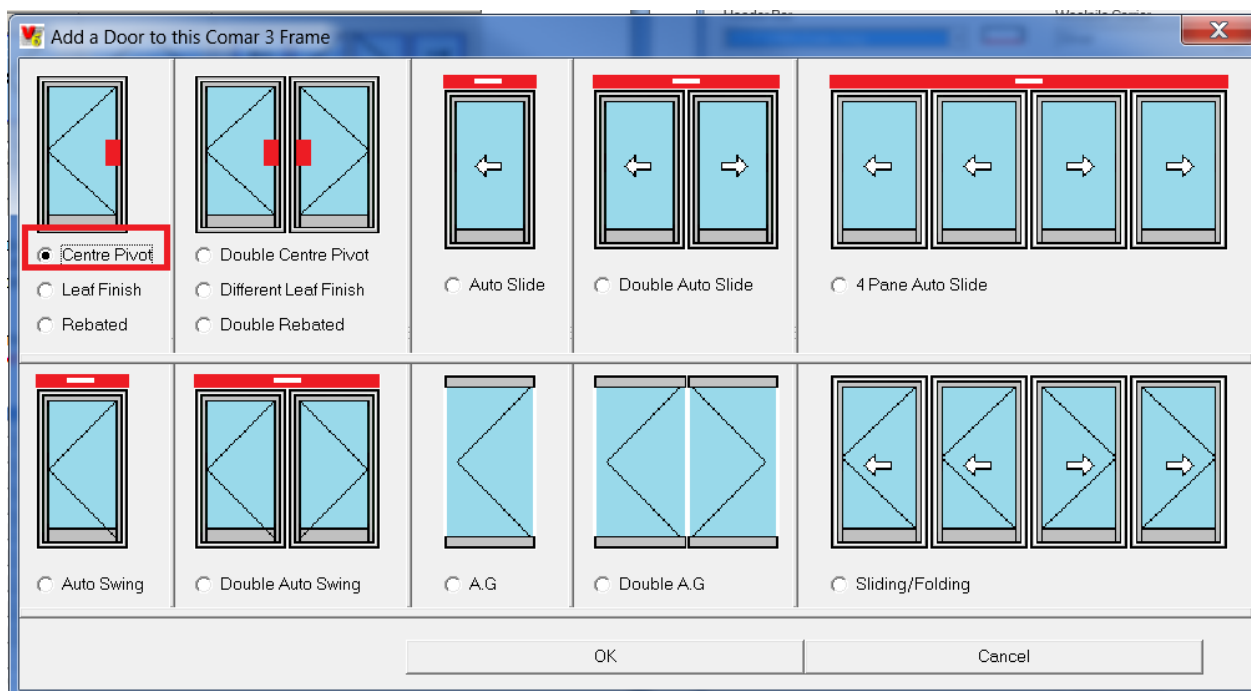


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

HIGHLIGHT THE LIGHT WHERE WE ARE PLACING THE DOOR USING YOUR MOUSE. WE CAN NOW ADD A DOOR TO THE FRAME. CLICK ONTO THE DOOR BUTTON.

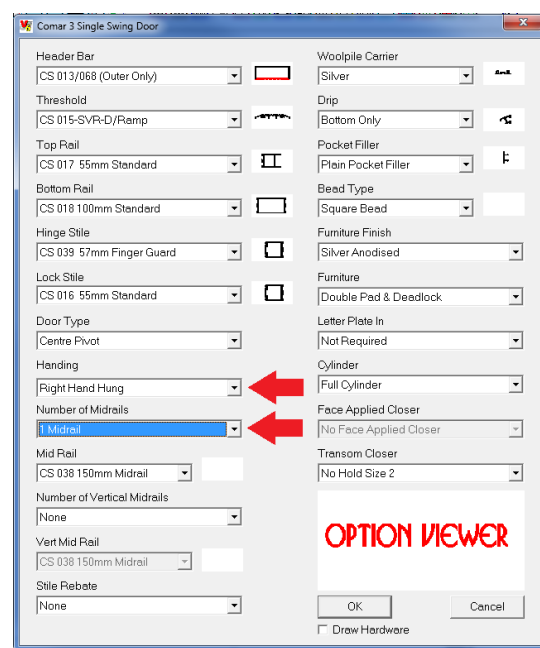


CLICK ONTO THE SINGLE "Centre Pivot" OPTION AND CLICK OK.

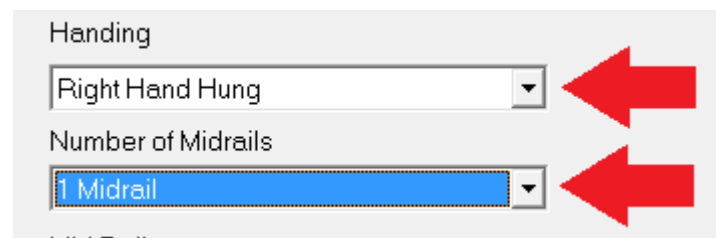


THE BELOW BOX WILL NOW APPEAR AND AS WITH MOST OTHER SCREENS IN GENESIS THE DEFAULT THAT COMES UP WILL NORMALLY BE THE STANDARD OPTION. IF YOU CLICK OK AT THIS POINT A DOOR WILL BE ADDED WITH A CLOSER, LOCKS, PAD HANDLES ETC SO IT WILL PRICE THE DOOR SHOWN. THERE IS ALOT OF INFORMATION AND OPTIONS CONTAINED IN THIS ONE SCREEN.

SO PLEASE TAKE A MINUTE TO LOOK AT THE OPTIONS ON THE SCREEN TO SEE WHAT CAN BE CHANGED HERE. **THE ARROW INDICATED BELOW SHOWS THE OPTION THAT WE WILL BE CHANGING SOON BUT PLEASE USE THE COMPUTER MONITOR TO LOOK THROUGH THE OPTIONS.**














IN THE MENU WE NEED TO CHANGE THE “Handing” to “Right Hand Hung” and “Number of Midrails” to “1 Midrail”. CLICK ONTO THE DROP DOWN ARROW AND CHANGE THE OPTION.



ONCE YOU HAVE READ THROUGH THE SCREEN AND ARE HAPPY WITH YOUR SELECTION PLEASE CLICK OK AT THE BOTTOM TO ADD THE DOOR.

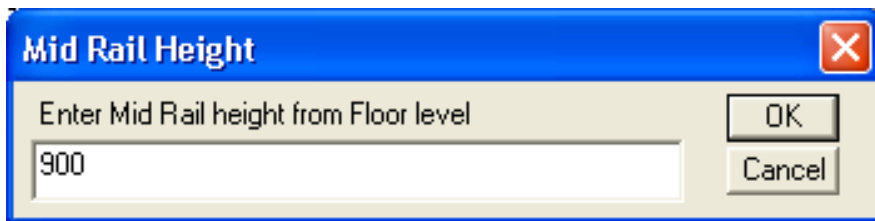
ALTHOUGH THE SOFTWARE AUTOMATES THE HEADER BAR SELECTION PLEASE ALWAYS DOUBLE CHECK THAT IF YOU HAVE GLASS ABOVE THE DOOR THAT YOU CHOOSE A GLAZED ABOVE OPTION. IF YOU HAVE A DIRECT OUTERFRAME ABOVE THE DOOR THEN YOU CHOOSE OUTER ONLY. THIS IS VERY IMPORTANT AS IT NOT ONLY EFFECTS THE ORDER BUT ALSO THE SIZE OF THE DOOR AND THE GLASS.

Comar 3 Single Swing Door

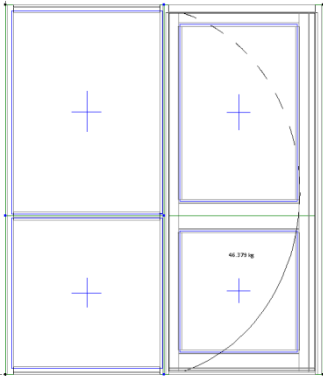
Header Bar CS 013/068 (Outer Only) 	Woolpile Carrier Silver 
Threshold CS 015-SVR-D/Ramp 	Drip Bottom Only 
Top Rail CS 017 55mm Standard 	Pocket Filler Plain Pocket Filler 
Bottom Rail CS 018 100mm Standard 	Bead Type Square Bead 
Hinge Stile CS 039 57mm Finger Guard 	Furniture Finish Silver Anodised
Lock Stile CS 016 55mm Standard 	Furniture Double Pad & Deadlock
Door Type Centre Pivot	Letter Plate In Not Required
Handing Right Hand Hung	Cylinder Full Cylinder
Number of Midrails 1 Midrail	Face Applied Closer No Face Applied Closer
Mid Rail CS 038 150mm Midrail	Transom Closer No Hold Size 2
Number of Vertical Midrails None	
Vert Mid Rail CS 038 150mm Midrail	
Stile Rebate None	

☐ Draw Hardware

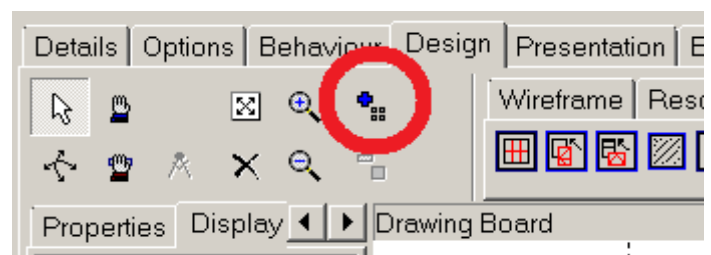
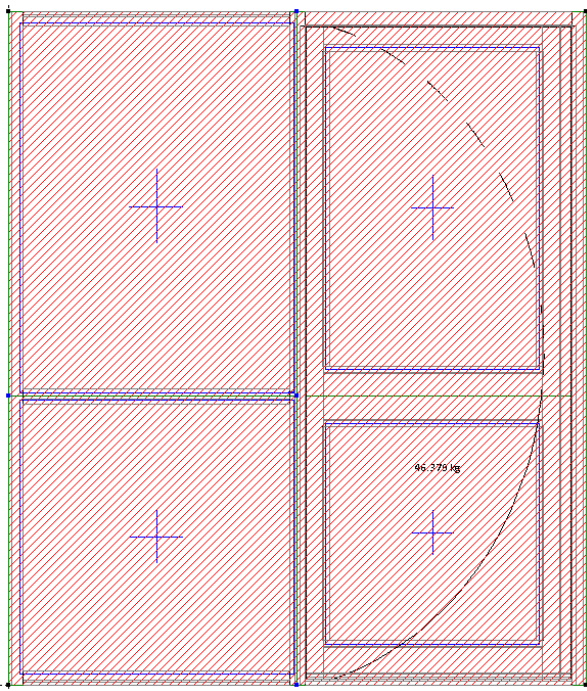
WHEN YOU HAVE CONFIRMED YOUR SELECTION THE BELOW SCREEN WILL APPEAR. THIS IS THE HEIGHT OF THE MIDRAIL FROM THE FLOOR LEVEL (BASED ON THE THRESHOLD THAT YOU HAVE CHOSEN, IT WILL AUTOMATICALLY ADJUST THE MIDRAIL TO SUIT). CHANGE THIS FIGURE TO BE 900MM. THEN CLICK OK.



THIS WILL NOW SHOW YOU THE NEW DESIGN.



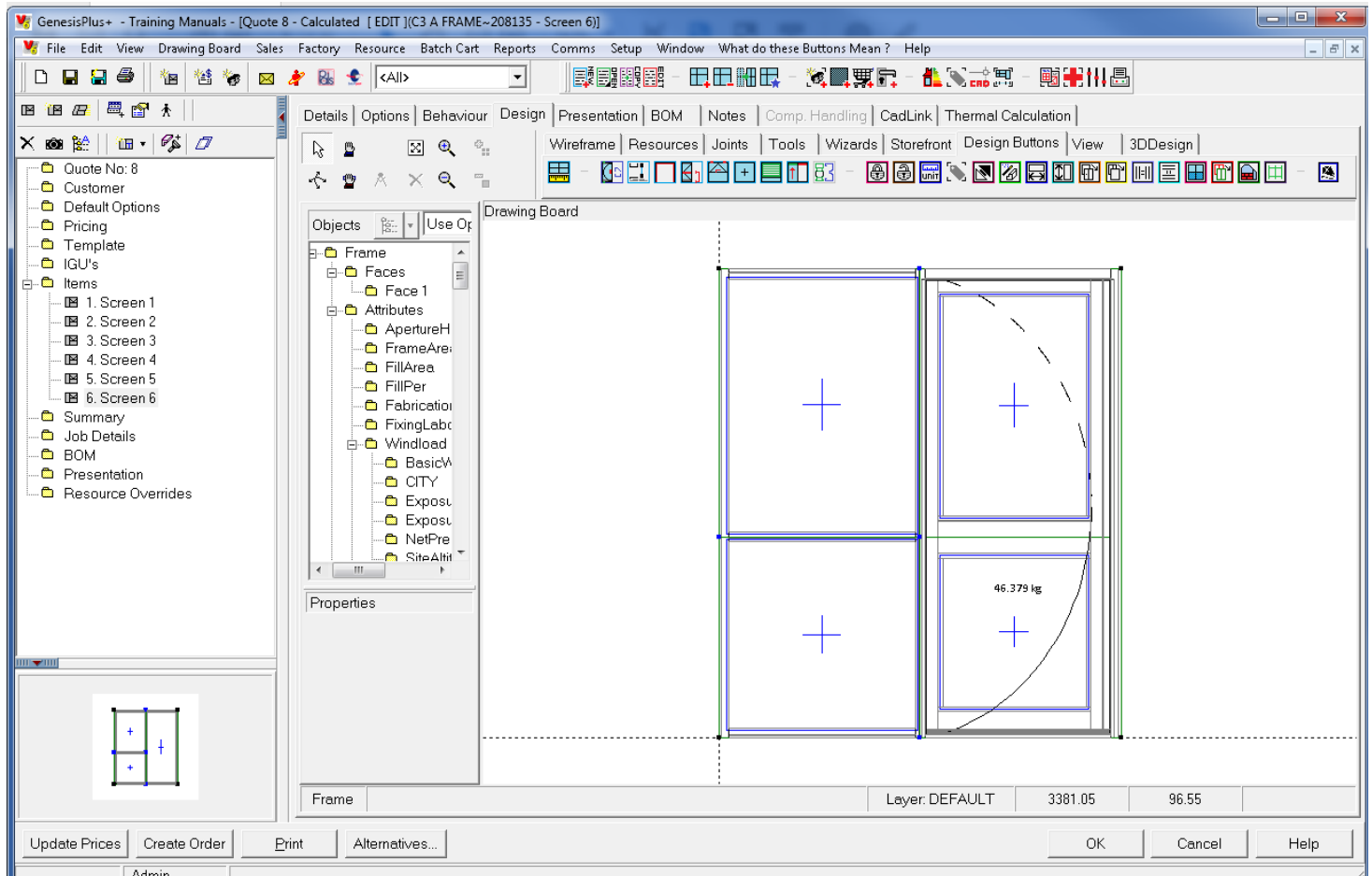
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE IT TURN RED. NOW CLICK ONTO "ZoomInto" AS SHOWN BELOW (RIGHT).



THIS SCREEN IS NOW COMPLETE.

IT IS ALWAYS A GOOD IDEA TO SAVE THE QUOTE AFTER EACH ITEM HAS BEEN ADDED OR AFTER ADDING A FEW ITEMS, THIS WILL MEAN THAT IF YOUR COMPUTER HAS A PROBLEM OR SHUTS DOWN THEN IT WILL SAVE THE QUOTE AT THE POINT THAT YOU SAVE IT.

CLICK ONTO THIS BUTTON (QUICK SAVE) TO SAVE IT.



UNLIKE A LOT OF OTHER PROGRAMS YOU DO NOT HAVE TO CLICK ONTO THE OK BUTTON AT THE BOTTOM TO SAVE IT OR COMPLETE THE CHANGES. THIS OK BUTTON WILL BEING YOU OUT OF THE QUOTE AND SHUT IT DOWN.

IF YOU DO CLICK THIS BUTTON THEN CLICK BACK ONTO THE OPEN QUOTE BUTTON TO OPEN IT BACK UP.



EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



Page No: 7

ELEVATION PORTRAIT

Date/Time: 29/01/2018 10:29:10

Quote Title: Shopfront Training Manual

Quote No: SH-1- -Ver 2

Cust Name: Do Not Delete

Job Ref:

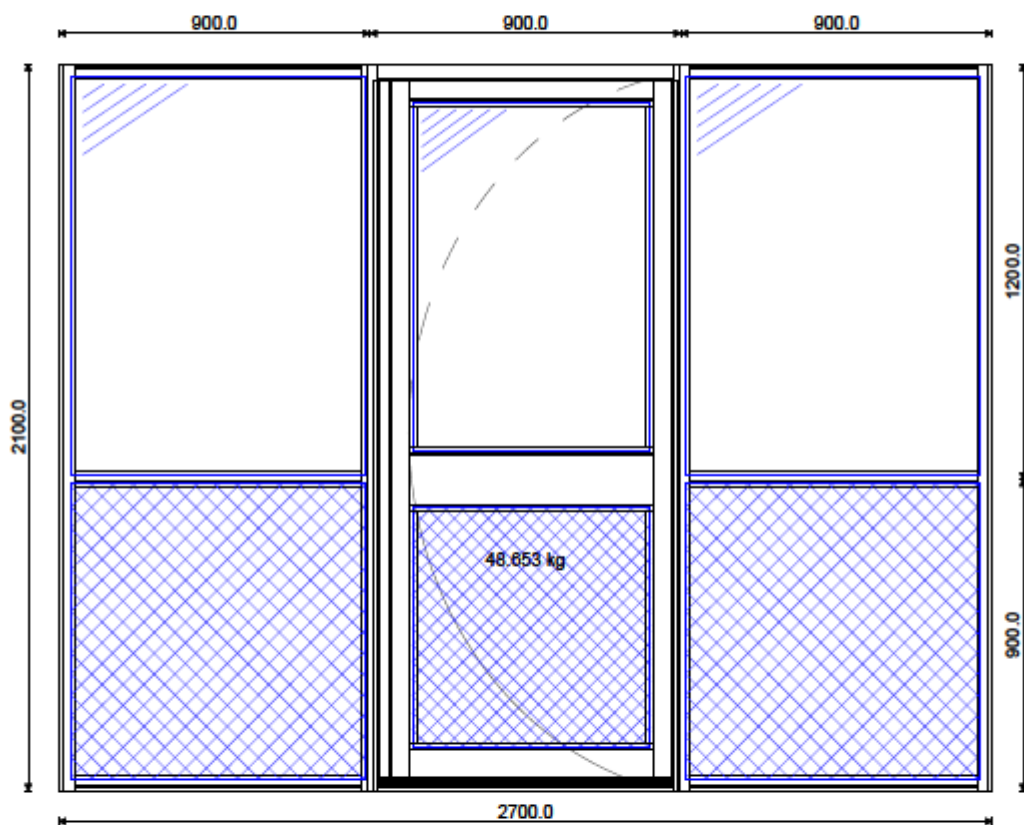
Finish: [COL:COMAR:POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



Item Description: Comar 3 (100x45mm) Double Glazed Corner Item Number: 7

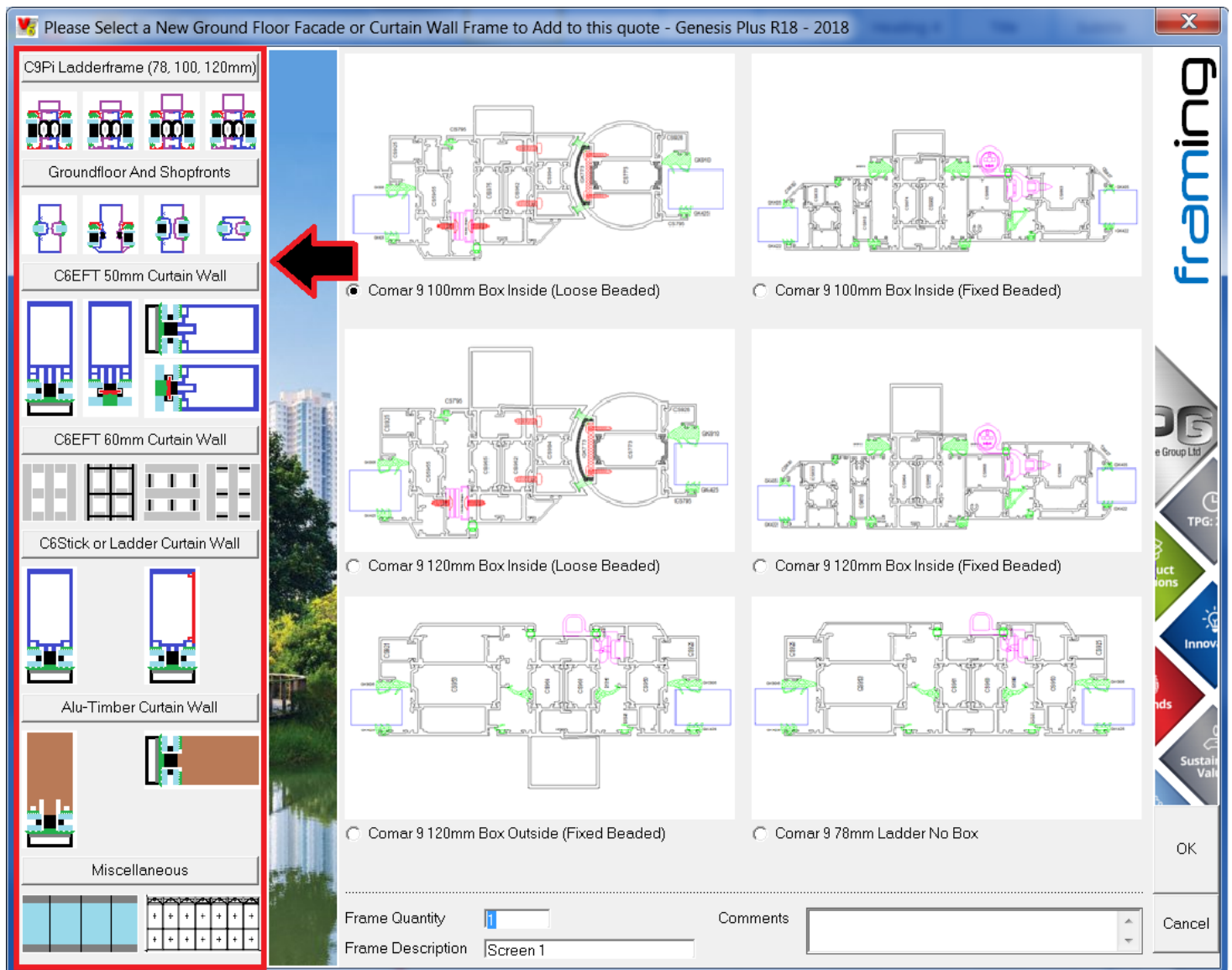
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ADDING A FRAME TO THE QUOTE

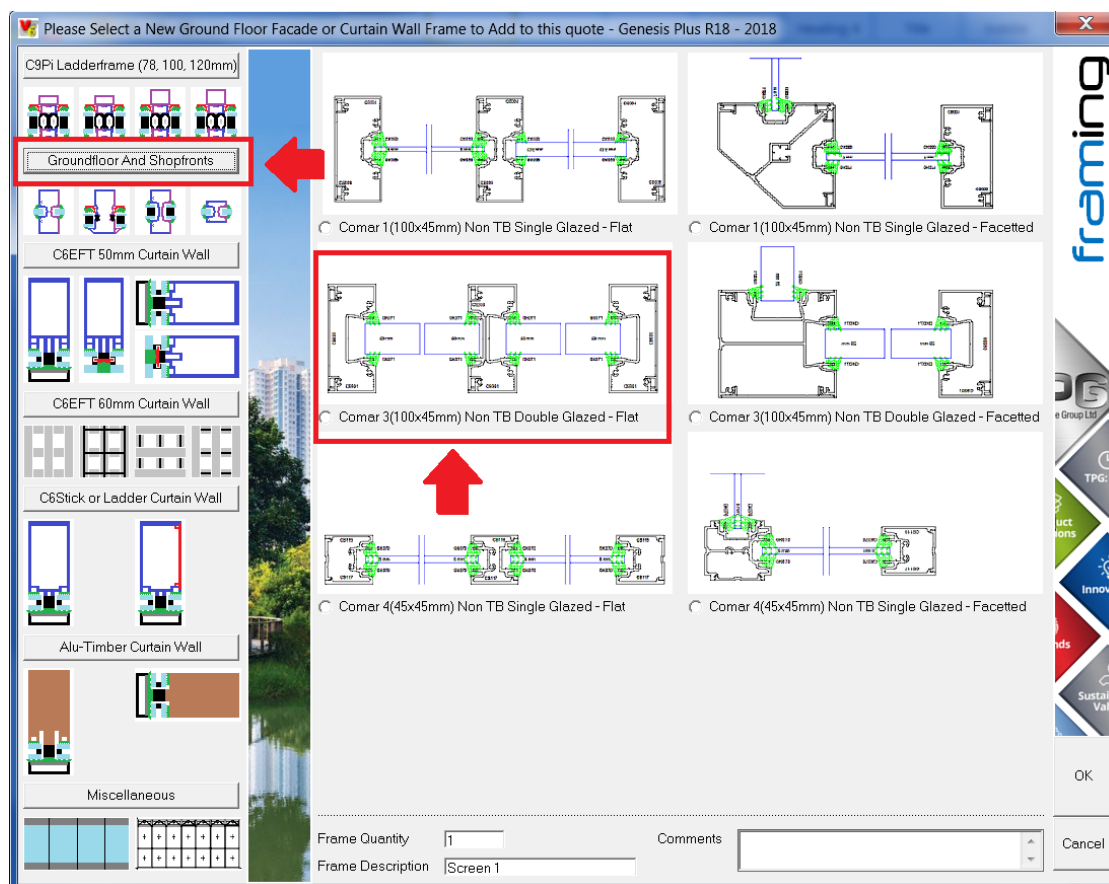
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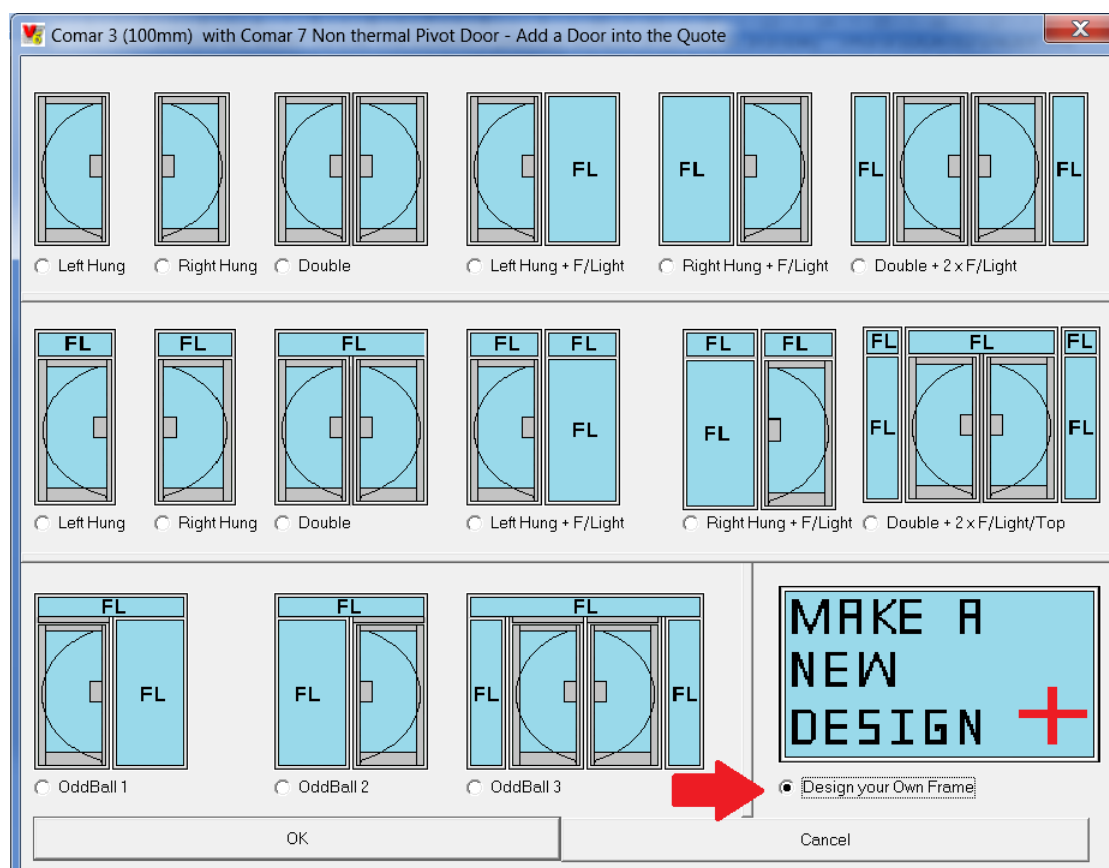
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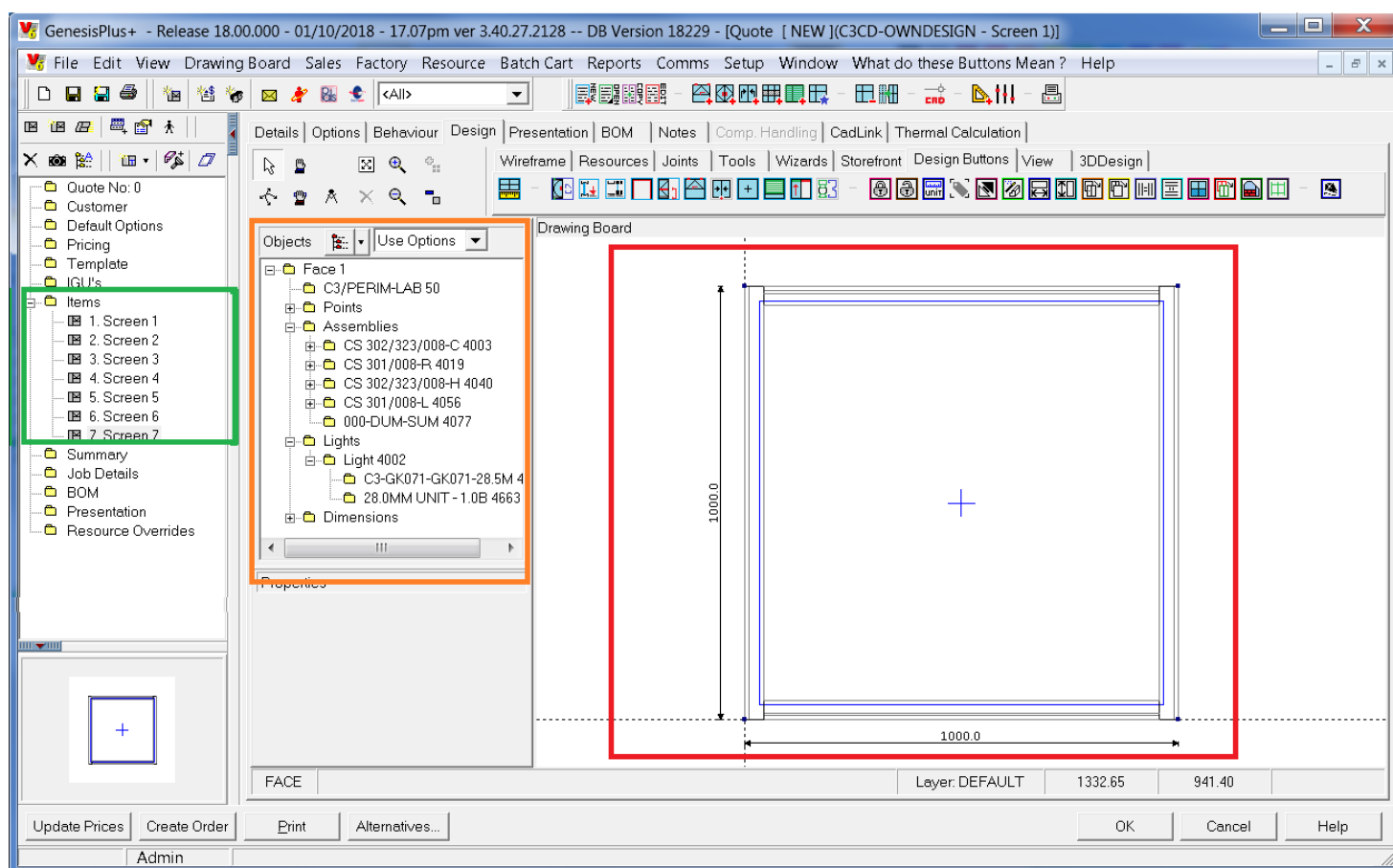
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DESIGN

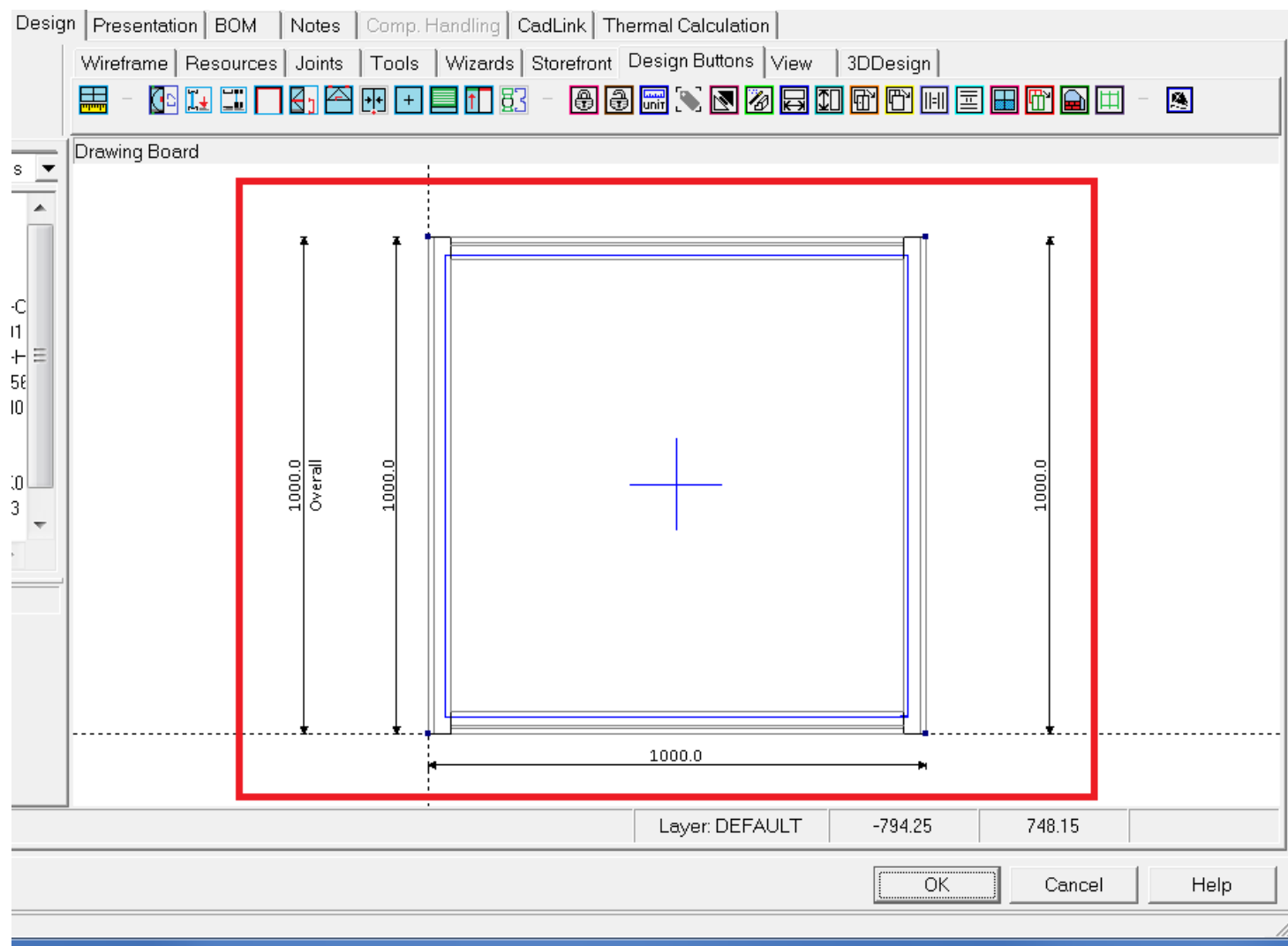
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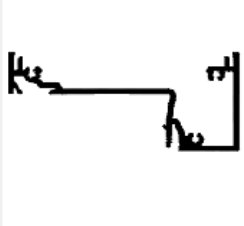
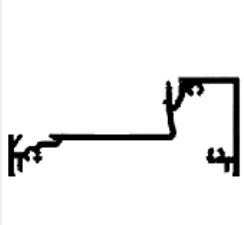
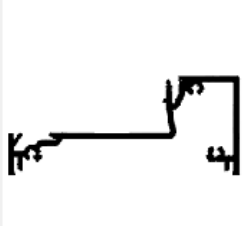
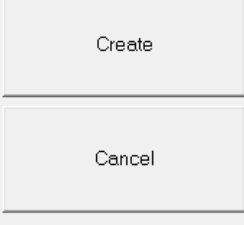


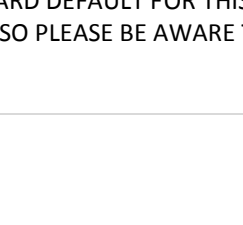

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THIS SCREEN WHICH IS ONE OF THE COMMON SCREENS HANDLES THE MOST PART OF THE FRAMING PART OF OUR DESIGN (EXCLUDING ADDING DOORS ETC).

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Redesign the Comar 3 frame ?

Frame Width	Frame Height	Backplate Required	Head Profile	l _{yy} Req -	1.04		
1000	1000	Yes	CS 302 - l _{YY} - 8.6				
Lightcode			Cill Profile	l _{yy} Req -	1.04		
1			CS 302 - l _{YY} - 8.6				
Columns	Rows	Sub Cill Type	Left Profile	l _{xx} Req -	0		
1	1	None	CS 301 - l _{XX} - 85.9				
Frame Quantity		Sub Cill Nosing	Right Profile	l _{xx} Req -	0		
1		None	CS 301 - l _{XX} - 85.9				
Frame Description		Item Comments	Transom Profile	l _{yy} Req -	1.04		
New Frame			CS 302 - l _{YY} - 8.6				
Frame Finish			Mullion Profile	l _{xx} Req -	0		
[COL:COMAR:WHITE (WHITE)]			CS 301/309 - l _{XX} - 85.9				
Glass			<input type="checkbox"/> Save Chosen Frame Defaults				
[FIL:COMAR:6-16-6 FL]							
							

Create

Cancel

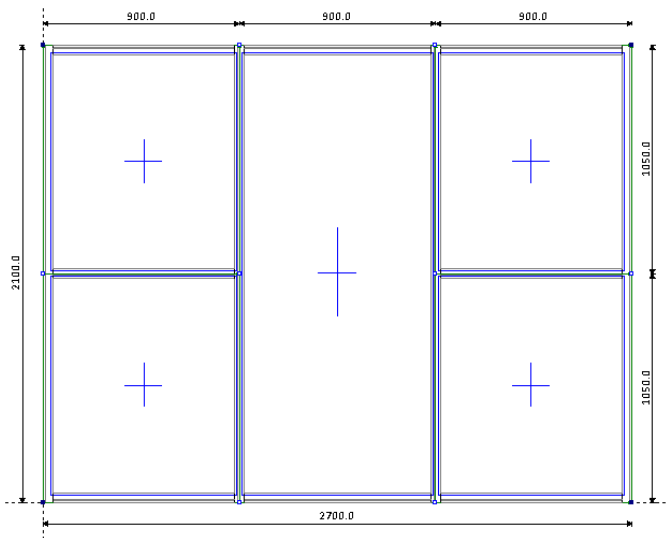
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- 4) THE DESCRIPTION OF FRAME OR A FRAME CODE. I.E "ED1", IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA TO USE FRAME 1, FRAME 2 ETC TO AVOID CONFUSION.
- 5) YOU WILL SEE THAT IT HAS ALSO BOUGHT THROUGH THE FRAME DEFAULTS FOR THE FINISH AND THE GLASS AS CHOSEN EARLIER ON.

WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE.

THE SCREEN HAS NOW BEEN REDESIGNED.



AS THIS SCREEN HAS TWO TRANSOMS IN IT WE WANT TO MOVE THE HEIGHT SO THAT WHEN WE ADD THE DOOR THE TRANSOM WILL LINE UP WITH THE MIDRAIL. HIGHLIGHT THE BOTTOM LEFT HAND LIGHT AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.



THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE A LOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

- 1) DIMENSION DISTANCE, THIS IS A TEXT BOX AND REPRESENTS THE NEW DIMENSION THAT WE NEED TO ADD – (SEE DIMENSIONING PAGE SPECIFYING WHERE THE DIMENSIONS ARE TAKEN FROM SHOWN EARLIER)
- 2) MEMBER TO ADJUST. IF YOU WANT TO MOVE THE TRANSOM ABOVE THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE TOP, IF WE WANT TO MOVE THE TRANSOM BELOW THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE BOTTOM. (WE WILL CHOOSE TOP IN THIS CASE)
- 3) THE OK BUTTON MAKES THE CHANGE FOR US

CHANGE THE DIMENSION AND CLICK THE TOP TICK BOX IGNORE ALL OTHER DETAILS SHOWN IN THE BOX AND NOW CLICK OK.

Vertical Dimension Wizard

Dimension Name: Locked ☐

Dimension Distance: ...

Distance = 900.00 mm

Member to adjust: ☒ Top ☐ Bottom

Dimension Scheme: ▼

Top reference object: ▼

Bottom reference object: ▼

Text Placement: ▼

☐ Display

Place Dimension On: ☐ Left of face ☒ Right of face

Constrain Dimension

☒ None

☐ Fixed

Minimum: Maximum:

☐ Specify

Formula: ...

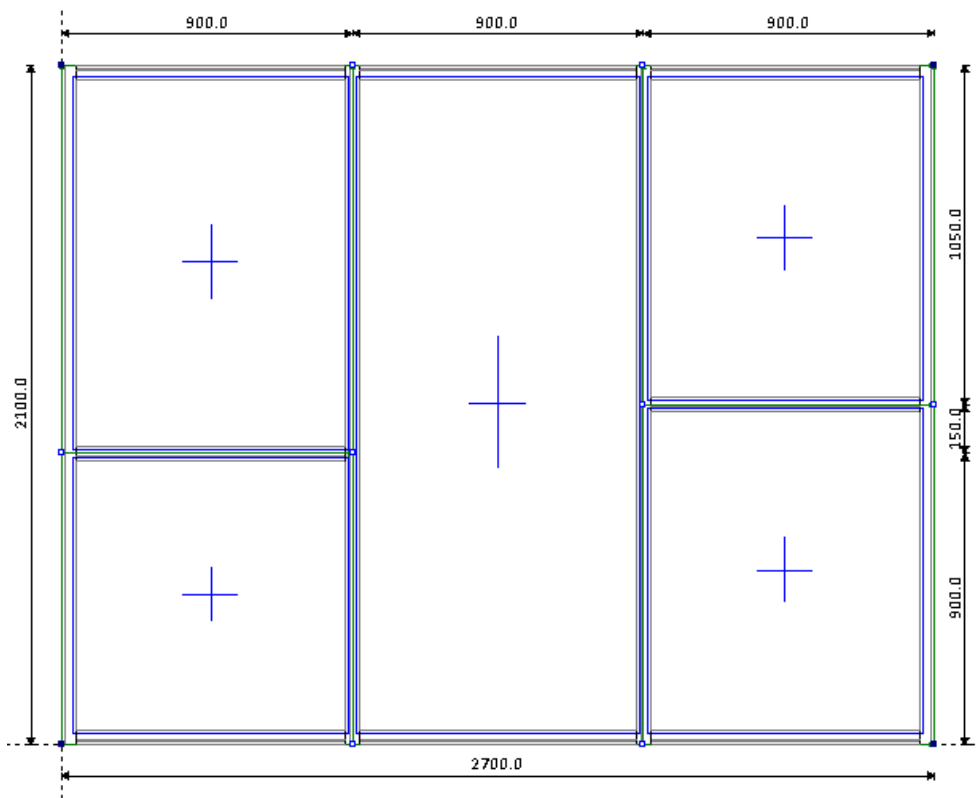
Failure Message:

Extension Line

☐ User Defined Length:

OK Cancel Help

THE TRANSOM HEIGHT HAS NOW CHANGED.



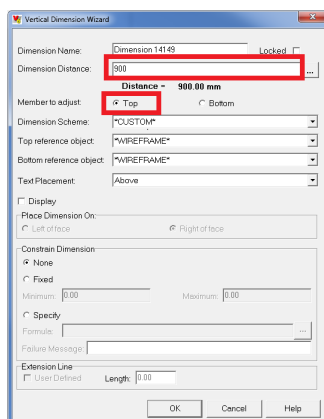
NOW HIGHLIGHT THE BOTTOM RIGHT HAND LIGHT AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.



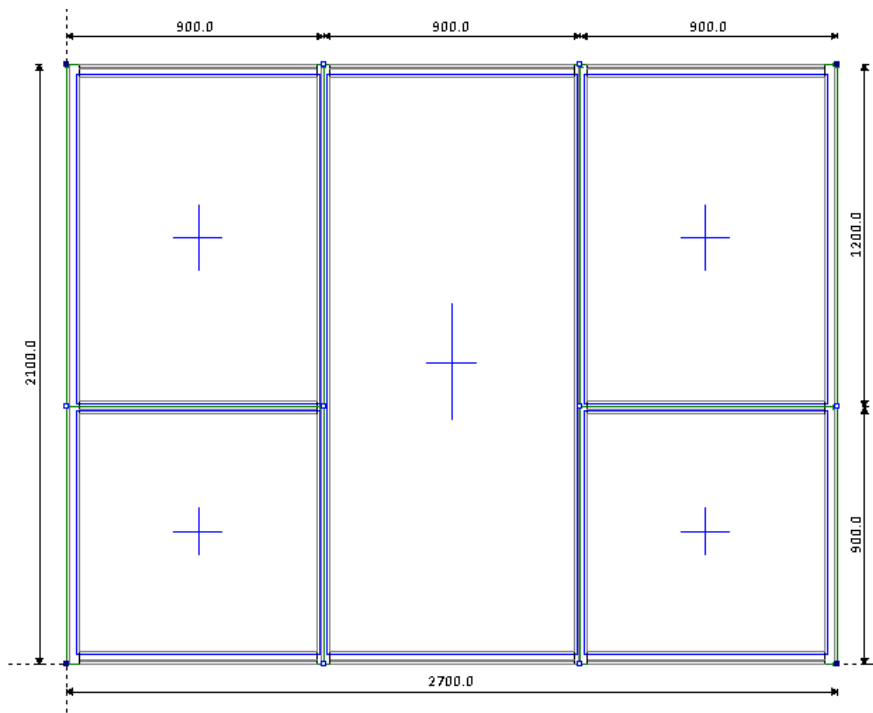
THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE ALOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

- 1) DIMENSION DISTANCE, THIS IS A TEXT BOX AND REPRESENTS THE NEW DIMENSION THAT WE NEED TO ADD – (SEE DIMENSIONING PAGE SPECIFYING WHERE THE DIMENSIONS ARE TAKEN FROM SHOWN EARLIER)
- 2) MEMBER TO ADJUST. IF YOU WANT TO MOVE THE TRANSOM ABOVE THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE TOP, IF WE WANT TO MOVE THE TRANSOM BELOW THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE BOTTOM. (WE WILL CHOOSE TOP IN THIS CASE)
- 3) THE OK BUTTON MAKES THE CHANGE FOR US

CHANGE THE DIMENSION TO 900MM AND CLICK THE TOP TICK BOX IGNORE ALL OTHER DETAILS SHOWN IN THE BOX AND NOW CLICK OK.

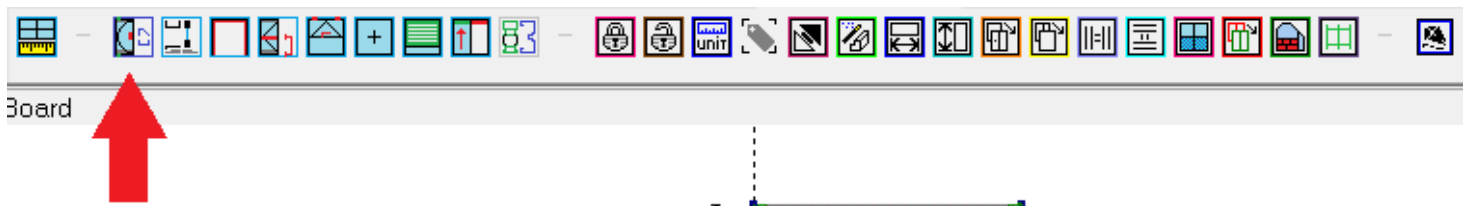


THE SECOND TRANSOM HEIGHT HAS NOW CHANGED.

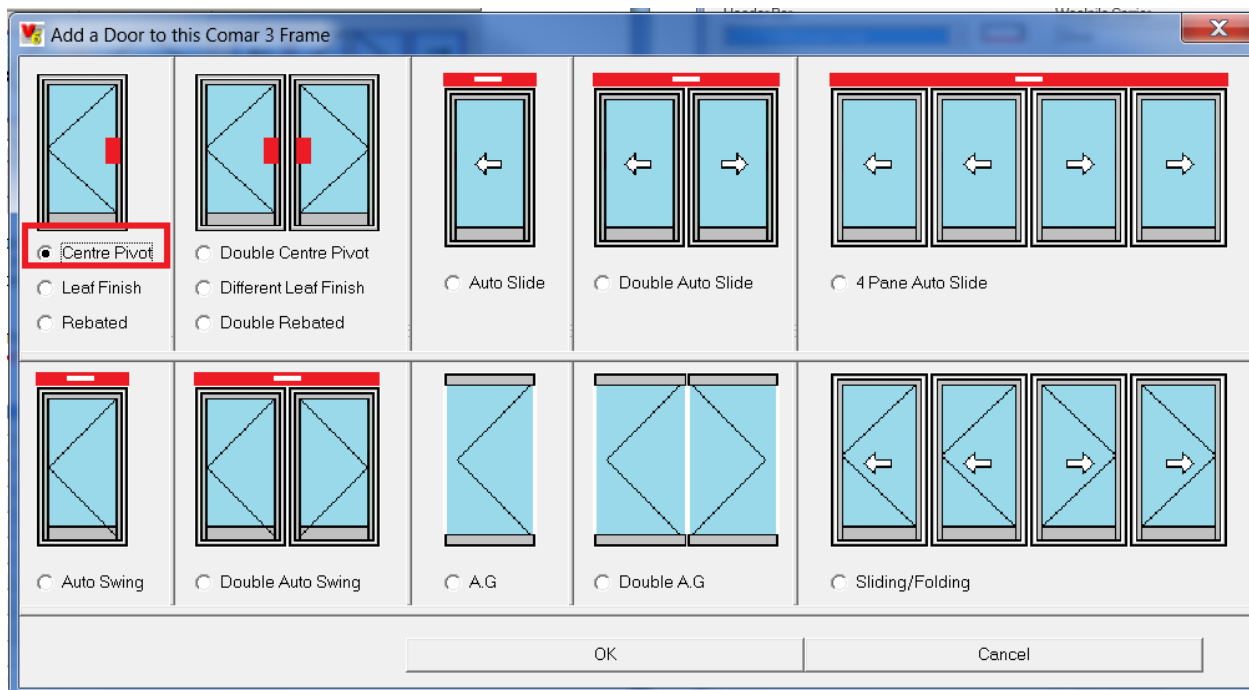


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

HIGHLIGHT THE LIGHT WHERE WE ARE PLACING THE DOOR USING YOUR MOUSE. WE CAN NOW ADD A DOOR TO THE FRAME. CLICK ONTO THE DOOR BUTTON.



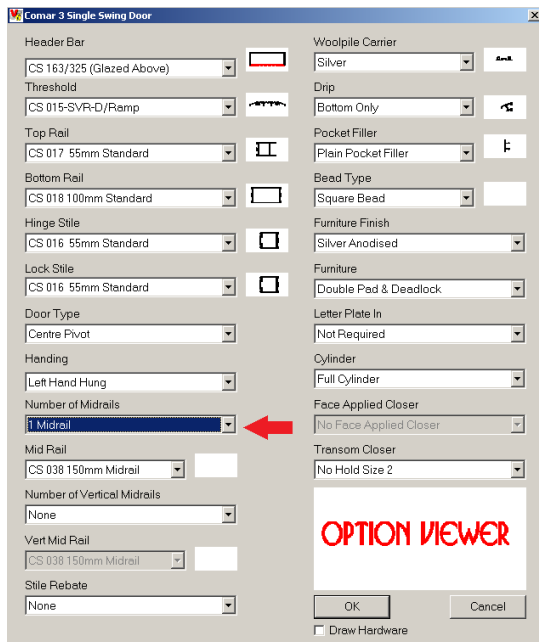
CLICK ONTO THE SINGLE "Centre Pivot" OPTION AND CLICK OK.



THE BELOW BOX WILL NOW APPEAR AND AS WITH MOST OTHER SCREENS IN GENESIS THE DEFAULT THAT COMES UP WILL NORMALLY BE THE STANDARD OPTION. IF YOU CLICK OK AT THIS POINT A DOOR WILL BE ADDED WITH A CLOSER, LOCKS, PAD

HANDLES ETC SO IT WILL PRICE THE DOOR SHOWN. THERE IS ALOT OF INFORMATION AND OPTIONS CONTAINED IN THIS ONE SCREEN.

SO PLEASE TAKE A MINUTE TO LOOK AT THE OPTIONS ON THE SCREEN TO SEE WHAT CAN BE CHANGED HERE. **THE ARROW INDICATED BELOW SHOWS THE OPTION THAT WE WILL BE CHANGING SOON BUT PLEASE USE THE COMPUTER MONITOR TO LOOK THROUGH THE OPTIONS.**



IN THE MENU WE NEED TO CHANGE THE “Number of Midrails” to “1 Midrail”. CLICK ONTO THE DROP DOWN ARROW AND CHANGE THE OPTION.



ONCE YOU HAVE READ THROUGH THE SCREEN AND ARE HAPPY WITH YOUR SELECTION PLEASE CLICK OK AT THE BOTTOM TO ADD THE DOOR.

ALTHOUGH THE SOFTWARE AUTOMATES THE HEADER BAR SELECTION PLEASE ALWAYS DOUBLE CHECK THAT IF YOU HAVE GLASS ABOVE THE DOOR THAT YOU CHOOSE A GLAZED ABOVE OPTION. IF YOU HAVE A DIRECT OUTERFRAME ABOVE THE DOOR THEN YOU CHOOSE OUTER ONLY. THIS IS VERY IMPORTANT AS IT NOT ONLY EFFECTS THE ORDER BUT ALSO THE SIZE OF THE DOOR AND THE GLASS.

Comar 3 Single Swing Door

Header Bar CS 163/325 (Glazed Above)	Woolpile Carrier Silver
Threshold CS 015-SVR-D/Ramp	Drip Bottom Only
Top Rail CS 017 55mm Standard	Pocket Filler Plain Pocket Filler
Bottom Rail CS 018 100mm Standard	Bead Type Square Bead
Hinge Stile CS 016 55mm Standard	Furniture Finish Silver Anodised
Lock Stile CS 016 55mm Standard	Furniture Double Pad & Deadlock
Door Type Centre Pivot	Letter Plate In Not Required
Handing Left Hand Hung	Cylinder Full Cylinder
Number of Midrails 1 Midrail	Face Applied Closer No Face Applied Closer
Mid Rail CS 038 150mm Midrail	Transom Closer No Hold Size 2
Number of Vertical Midrails None	OPTION VIEWER
Vert Mid Rail CS 038 150mm Midrail	
Stile Rebate None	

☐ Draw Hardware

OK **Cancel**

WHEN YOU HAVE CONFIRMED YOUR SELECTION THE BELOW SCREEN WILL APPEAR. THIS IS THE HEIGHT OF THE MIDRAIL FROM THE FLOOR LEVEL (BASED ON THE THRESHOLD THAT YOU HAVE CHOSEN, IT WILL AUTOMATICALLY ADJUST THE MIDRAIL TO SUIT). CHANGE THIS FIGURE TO BE 900MM. THEN CLICK OK.

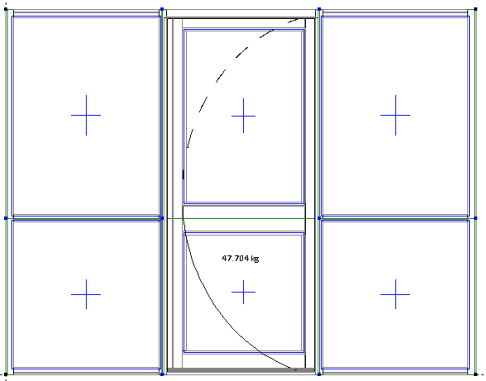
Mid Rail Height

Enter Mid Rail height from Floor level

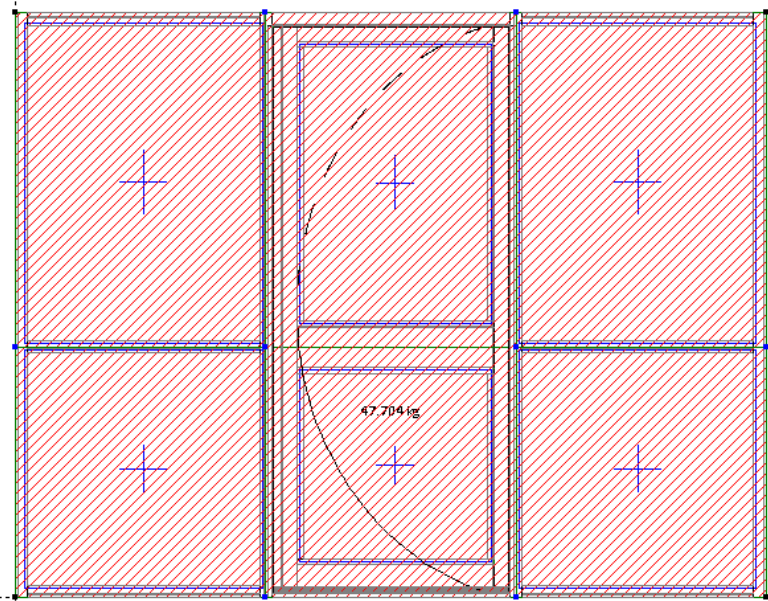
900

OK **Cancel**

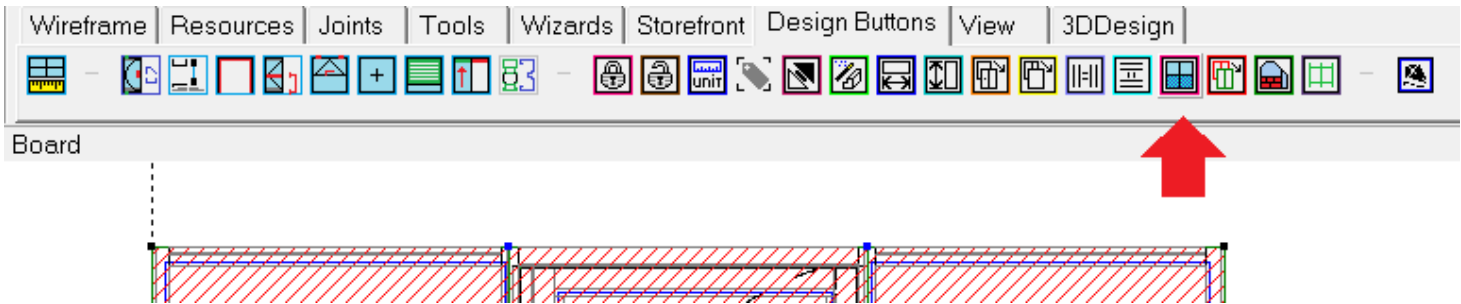
THIS WILL NOW SHOW YOU THE NEW DESIGN.



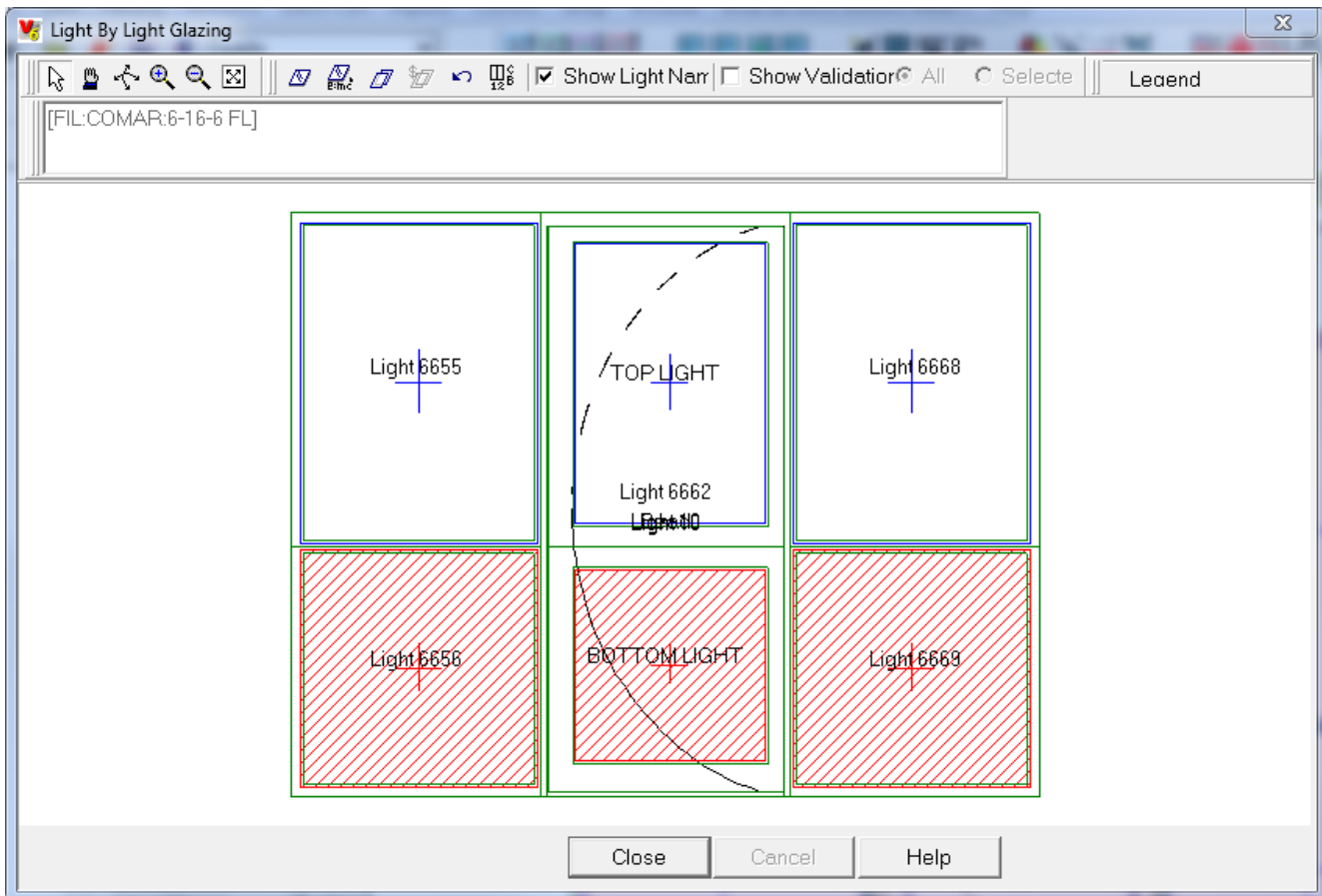
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE IT TURN RED. NOW CLICK ONTO "ZoomInto" AS SHOWN BELOW (RIGHT).



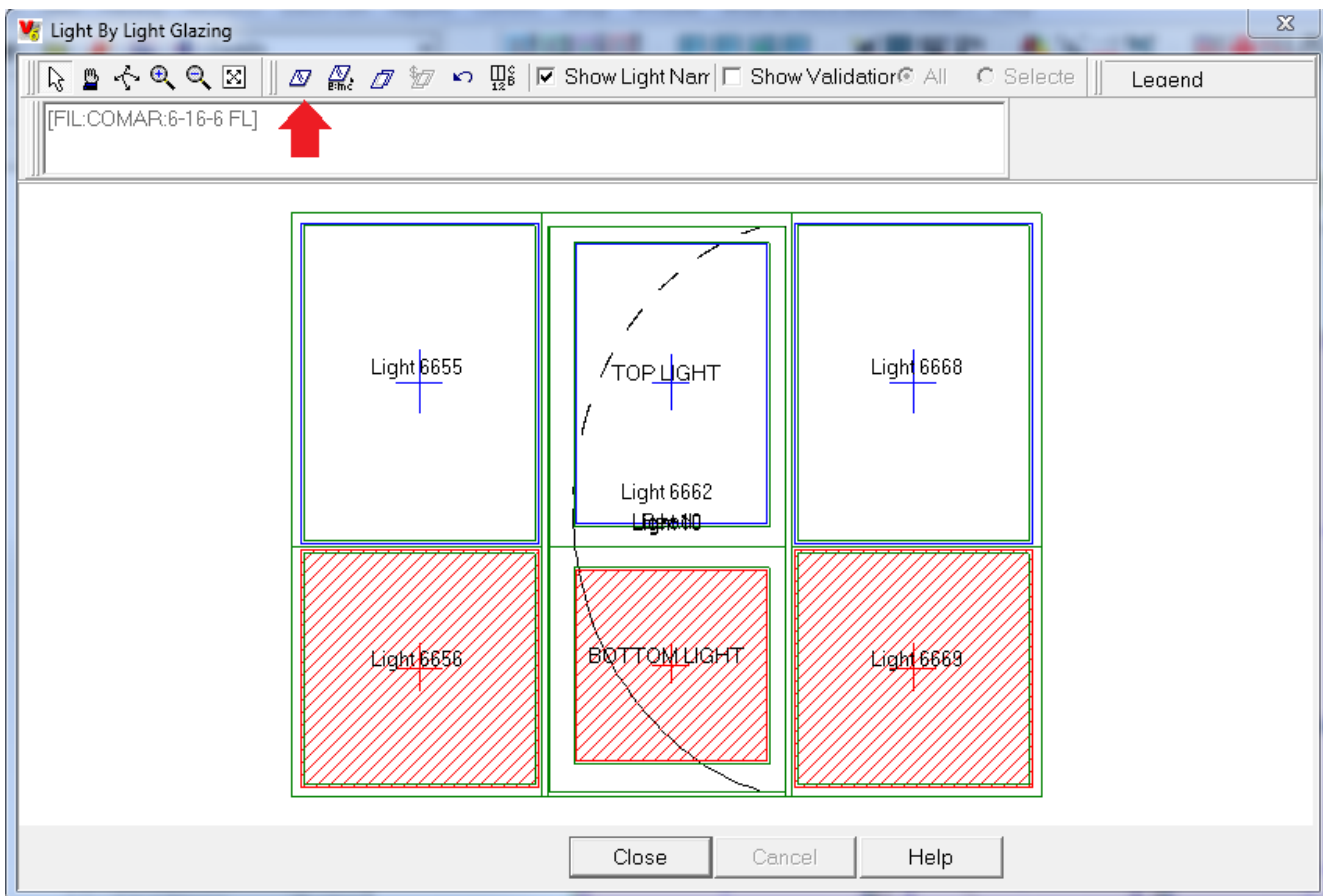
ONE LAST THING THAT WE WANT TO COVER ON BUILDING THIS SCREEN IS CHANGING GLASS TO A PANEL. CLICK ONTO THE LIGHT BY LIGHT GLAZING BUTTON AS SHOWN BELOW.



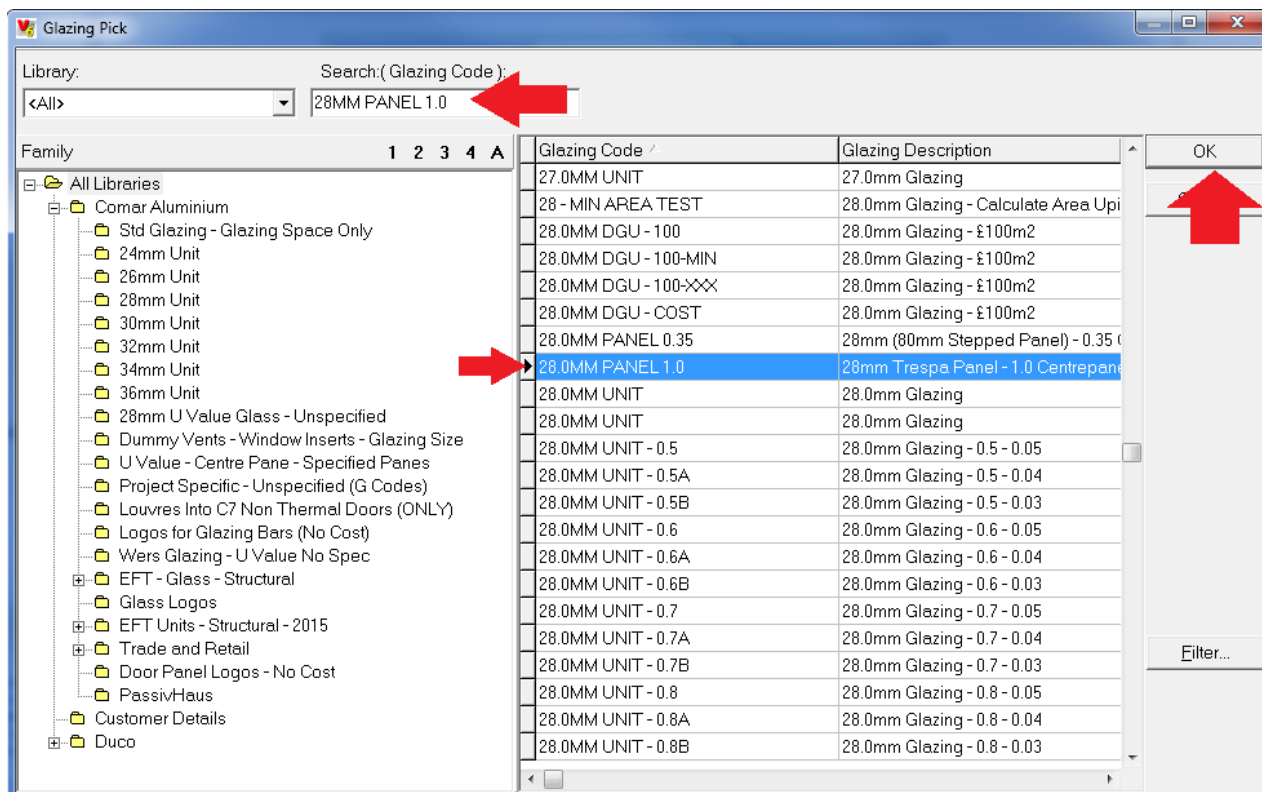
USING YOUR MOUSE AND THE SHIFT KEY ON YOUR KEYBOARD HIGHLIGHT ALL THREE BOTTOM LIGHTS (AS SHOWN).



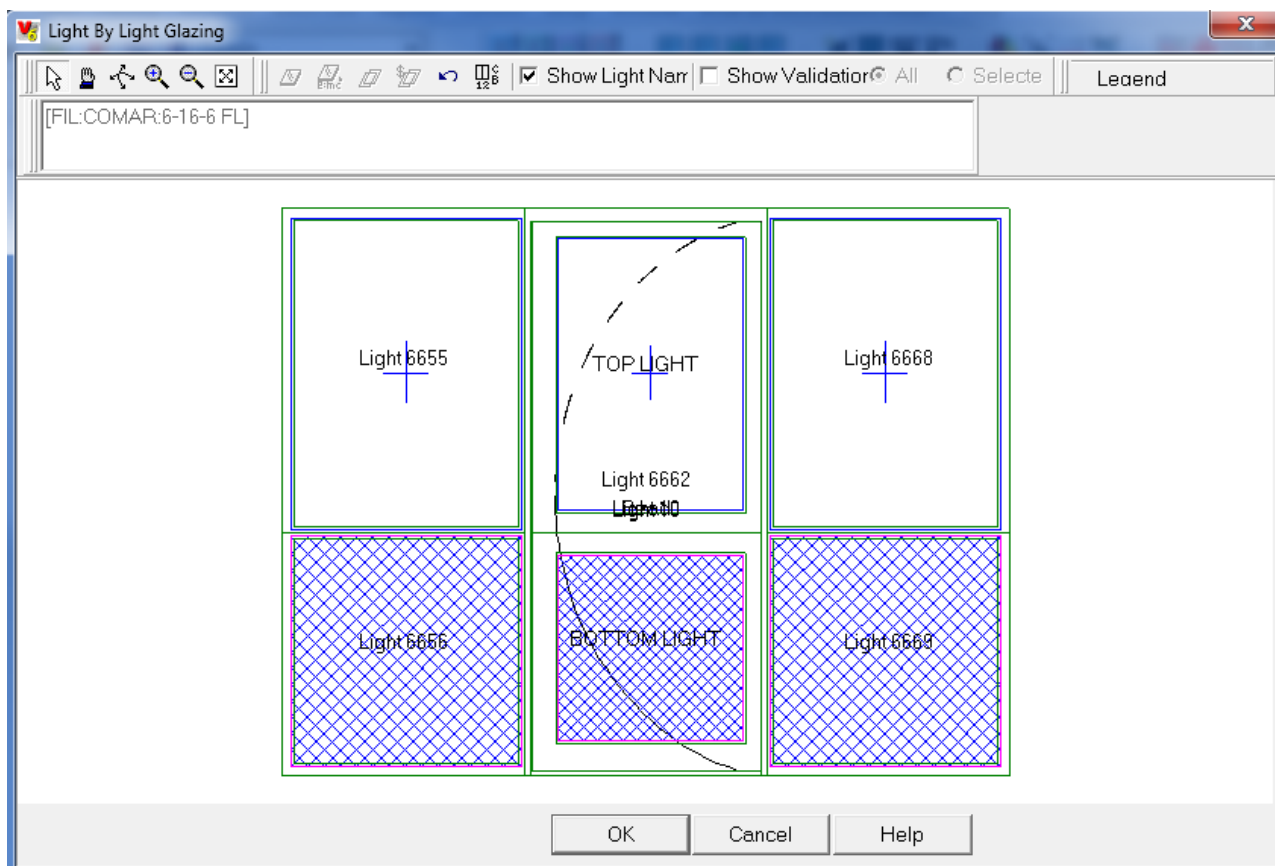
NOW CLICK ONTO THIS BUTTON TO CHANGE THE GLAZING.



TYPE THE CODE “28MM PANEL 1.0” INTO THE SEARCH (GLAZING CODE) FIELD AND WHEN IT FINDS IT IN THE LIST, HIGHLIGHT IT IN THE LIST AND THEN CLICK OK.



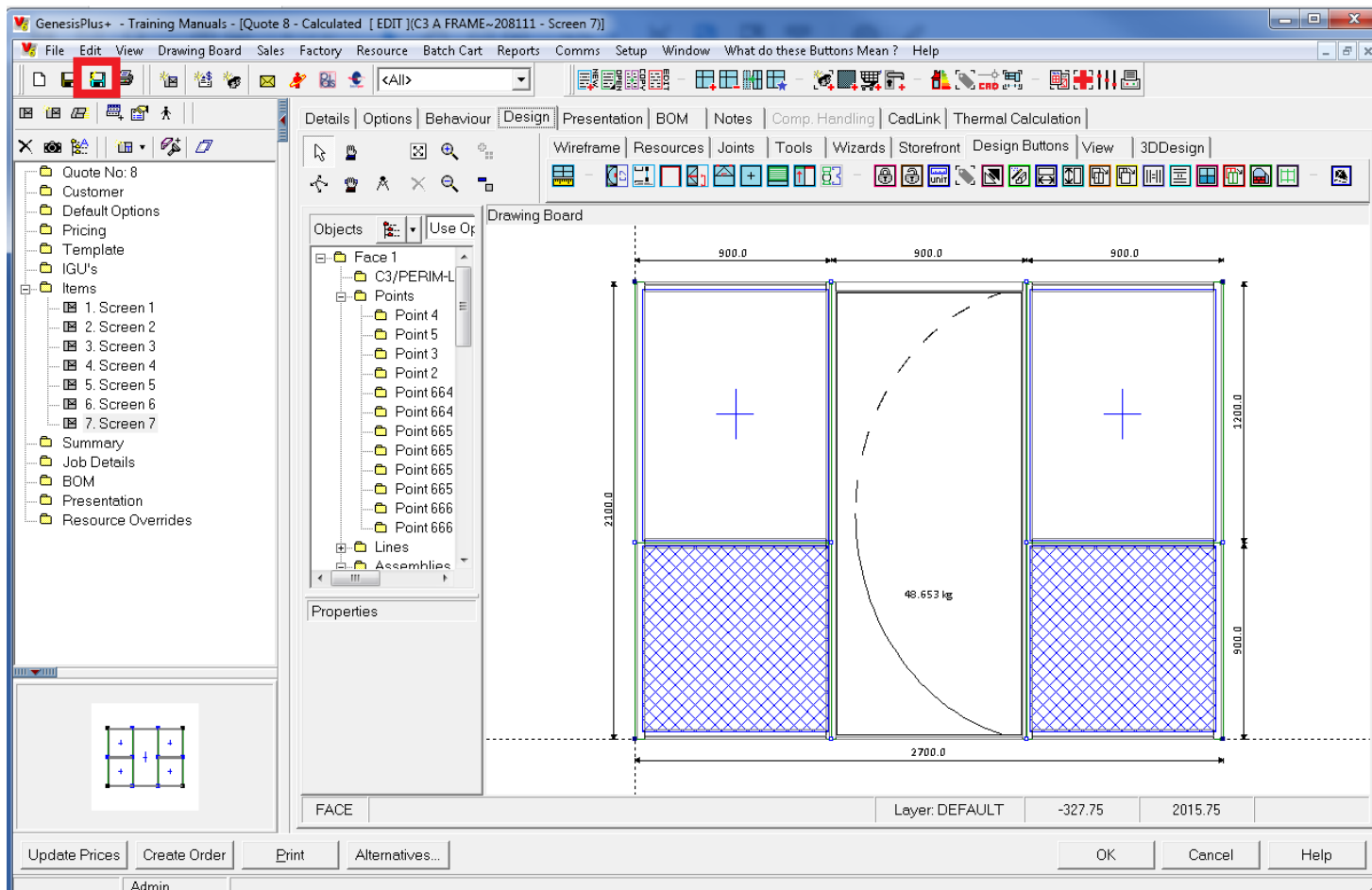
THIS WILL NOW BRING THE OTHER SCREEN BACK AND YOU WILL SEE THAT THERE IS A PANEL LOGO IN THE BOTTOM THREE LIGHTS. CLICK OK WHEN COMPLETE.



THIS SCREEN IS NOW COMPLETE.

IT IS ALWAYS A GOOD IDEA TO SAVE THE QUOTE AFTER EACH ITEM HAS BEEN ADDED OR AFTER ADDING A FEW ITEMS, THIS WILL MEAN THAT IF YOUR COMPUTER HAS A PROBLEM OR SHUTS DOWN THEN IT WILL SAVE THE QUOTE AT THE POINT THAT YOU SAVE IT.

CLICK ONTO THIS BUTTON (QUICK SAVE) TO SAVE IT



UNLIKE A LOT OF OTHER PROGRAMS YOU DO NOT HAVE TO CLICK ONTO THE OK BUTTON AT THE BOTTOM TO SAVE IT OR COMPLETE THE CHANGES. THIS OK BUTTON WILL BEING YOU OUT OF THE QUOTE AND SHUT IT DOWN.

IF YOU DO CLICK THIS BUTTON THEN CLICK BACK ONTO THE OPEN QUOTE BUTTON TO OPEN IT BACK UP.



EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



SHOPFRONT TRAINING MANUAL EXAMPLE - FRAME 8

Page No: 8

ELEVATION PORTRAIT

Date/Time: 29/01/2018 10:29:10

Quote Title: Shopfront Training Manual

Quote No: SH-1- -Ver 2

Cust Name: Do Not Delete

Job Ref:

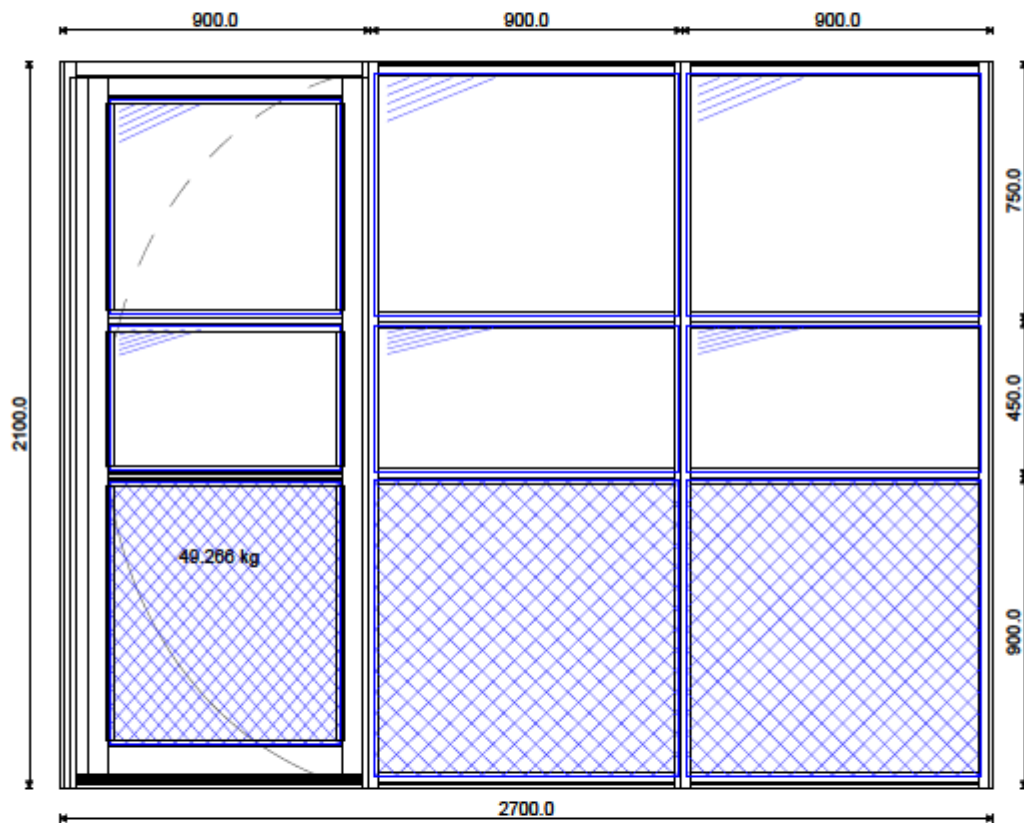
Finish: [COL:COMAR-POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



Item Description: Comar 3 (100x45mm) Double Glazed Corner Item Number: 8

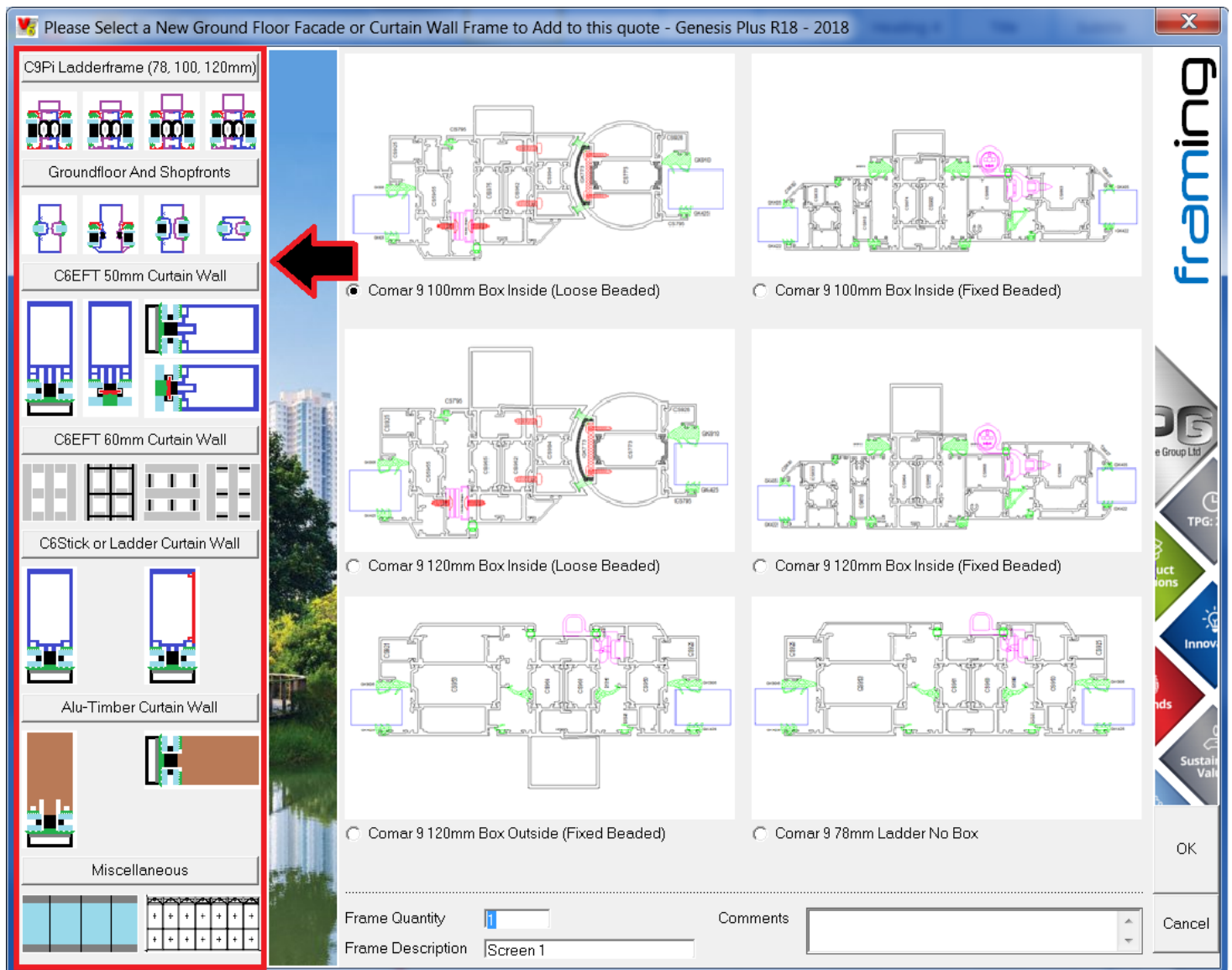
Quantity: 1

ADDING A FRAME TO THE QUOTE

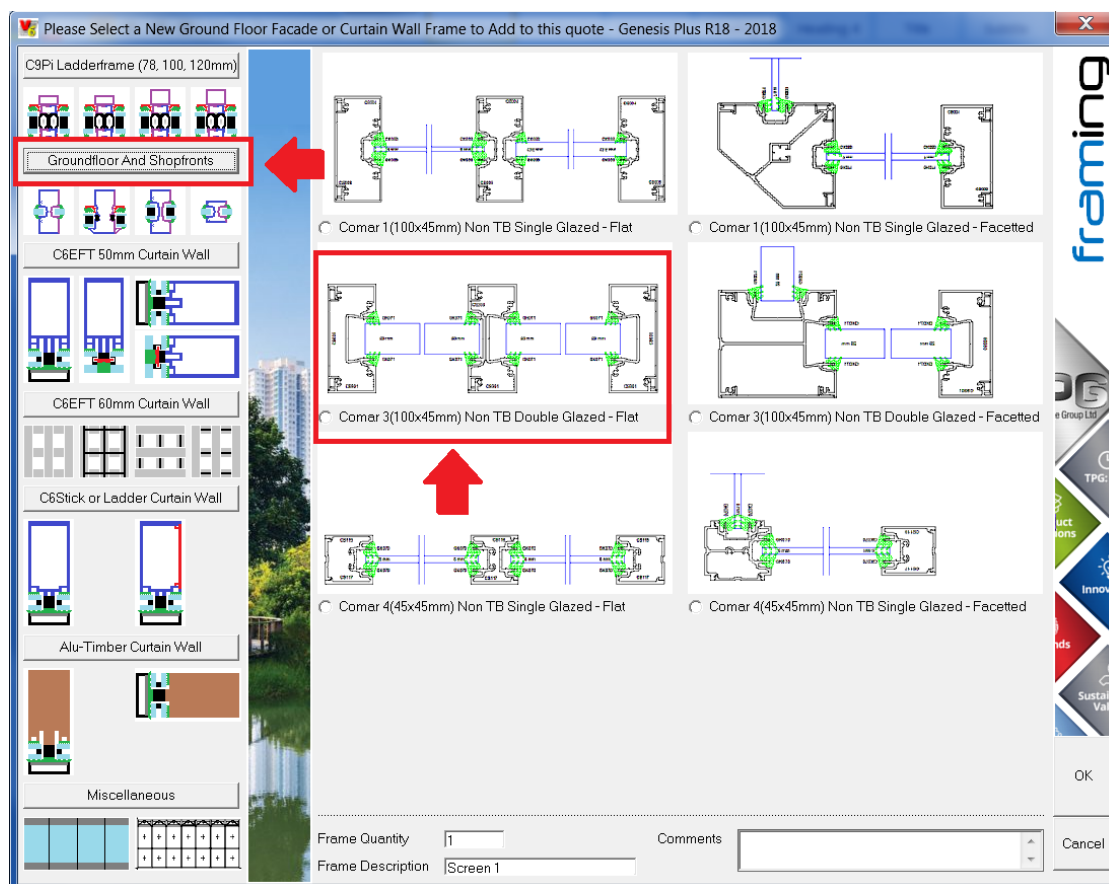
WE NOW WANT TO ADD ANOTHER NEW FRAME TO THE QUOTE. CLICK ONTO THE “ADD A NEW FRAMING SYSTEM” BUTTON.



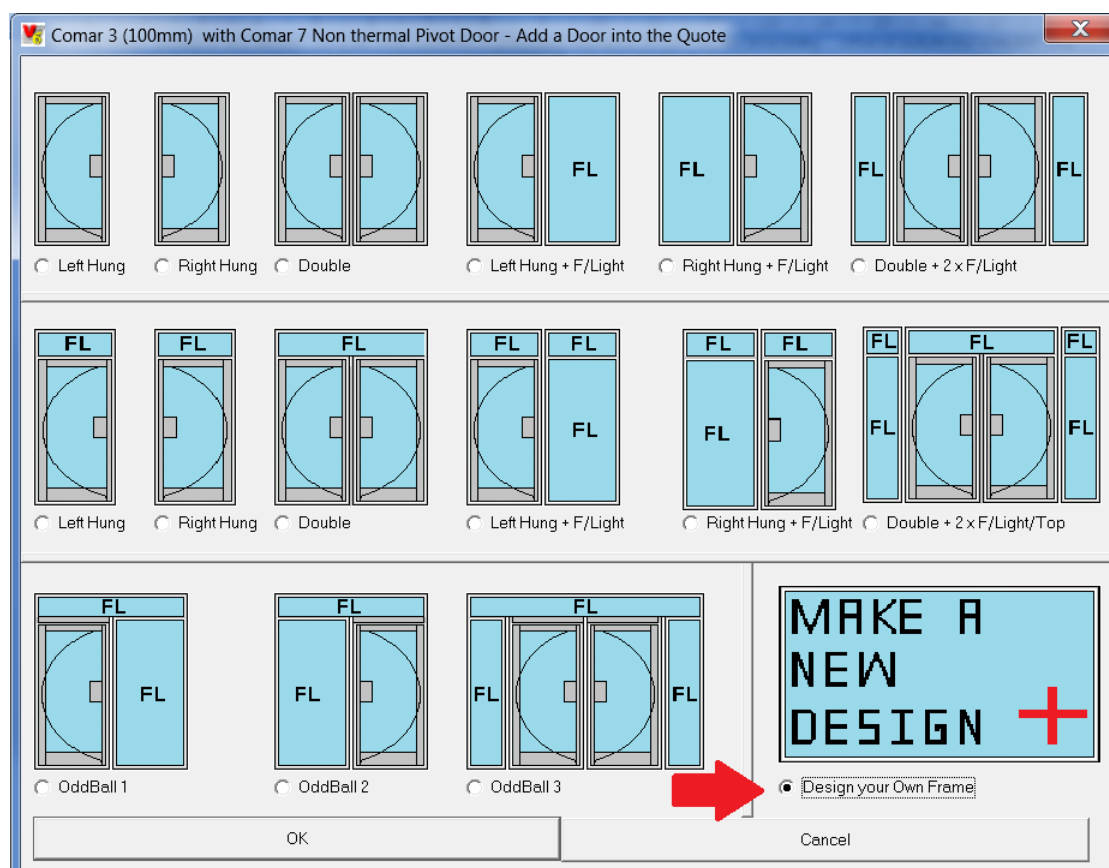
THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD FRAMING SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**



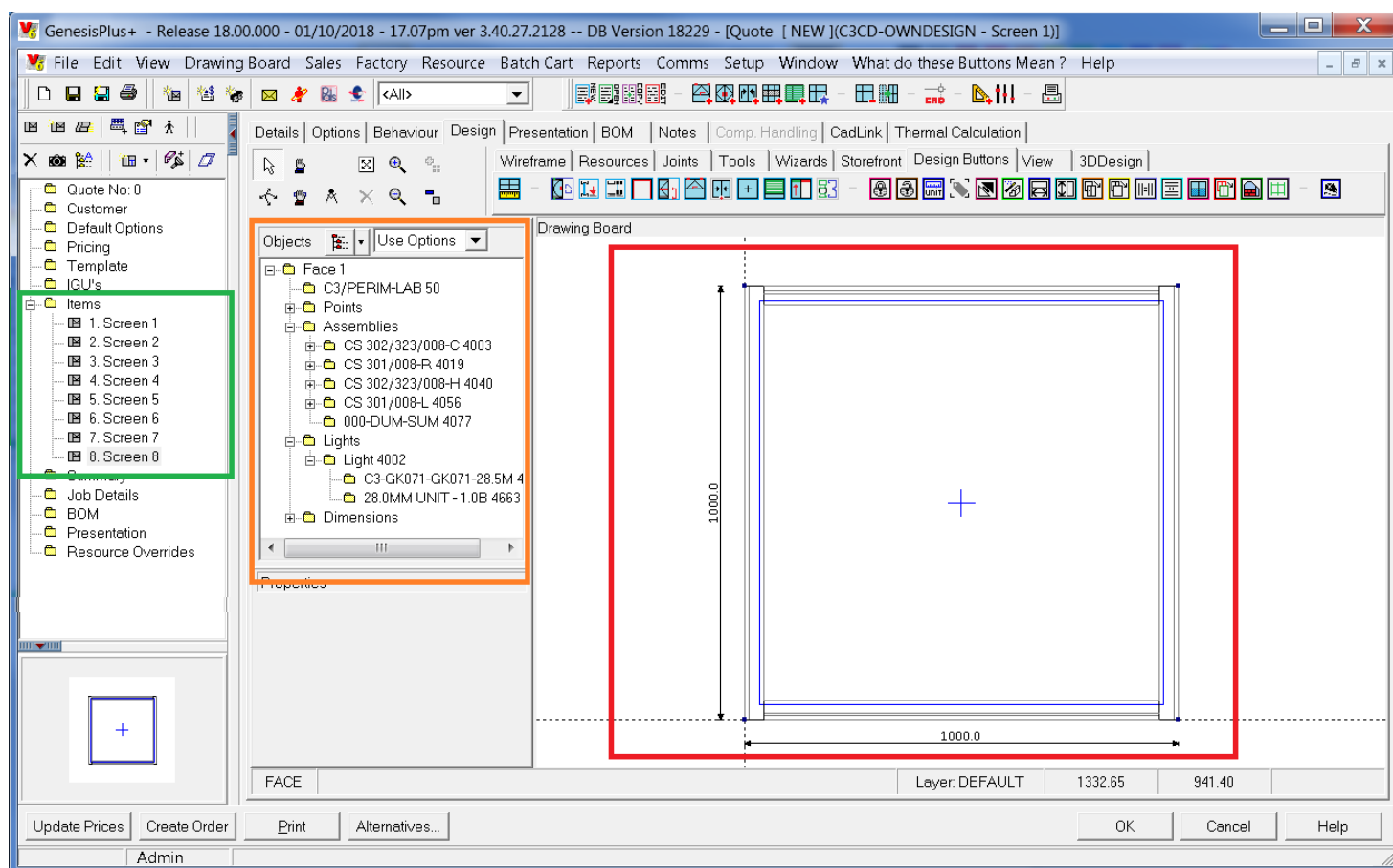
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



WE WANT TO BUILD THE SHOPFRONT FROM SCRATCH IN THIS CASE SO PLEASE CHOOSE “MAKE A NEW DESIGN” AND THEN CLICK “OK”



NOW THAT YOU HAVE ADDED A FRAME TO THE QUOTE YOU WILL SEE THAT YOU NOW HAVE ONE ITEM LISTED IN THE LEFT HAND SIDE SCREEN, (THIS WILL LIST ANY FRAMES THAT YOU HAVE ADDED TO YOUR QUOTE). THE RIGHT HAND SIDE OF THE SCREEN IS THE DESIGN SCREEN AND YOU CAN SEE THAT IT HAS ADDED A FRAME 1000MM X 1000MM. IN A MOMENT WE WILL CHANGE THE DESIGN. YOU WILL NOT HAVE THE COLOURED BOXES AS SHOWN BELOW THEY WILL BE USED TO HIGHLIGHT SOME AREAS IN ONE MOMENT.



BEFORE WE CHANGE THE DESIGN OF THIS SCREEN, LETS TAKE A BIT OF TIME GETTING USED TO THE NEW MENUS THAT YOU CAN ACCESS NOW WE HAVE ADDED A FRAME.

DESIGN

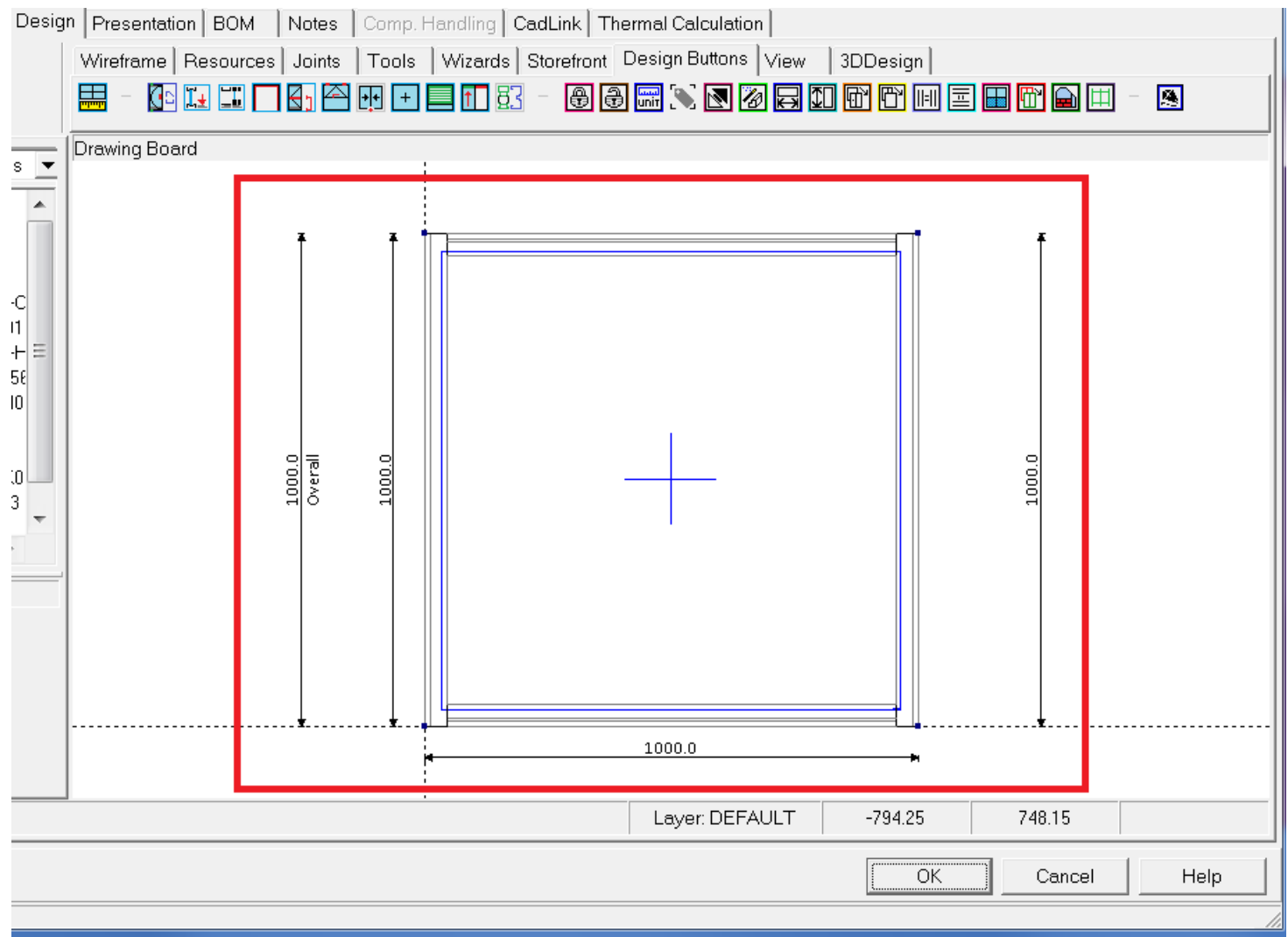
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

WHEN YOU HIGHLIGHT A FRAME IN THE ITEMS TAB (AS SHOWN IN THE LEFT HAND SIDE ABOVE IN GREEN) THE DESIGN SCREEN/DRAWING BOARD SHOWS YOU THE DESIGN FOR THAT ITEM, YOU CAN CLICK BETWEEN THE FRAMES (ITEMS) IF YOU HAVE MORE THAN ONE IN A QUOTE AND IF YOU ARE IN THE DESIGN SCREEN THE FRAME SHOWN WILL SWITCH TO SHOW YOU THE ONE THAT YOU HAVE HIGHLIGHTED.

THE ORANGE RECTANGLE INDICATES THE OBJECTS BOX, THIS LISTS ALL THE ASSEMBLIES YOU HAVE USED AS WELL AS GLASS AND DOORS.

CHANGING THE DESIGN

WE ARE NOW GOING TO CHANGE THE DESIGN OF THE FRAME SO WE NOW MOVE DOWN TO THE DRAWING BOARD (WHILST IN DESIGN) AND THERE ARE MACRO DESIGN BUTTONS WHICH ARE RELEVANT TO THE FRAME THAT WE ARE VIEWING AT THAT TIME. THERE ARE QUITE A FEW BUTTONS HERE (AND THEY ARE SMALL) BUT GENERALLY THE FIRST SET OF BUTTONS ARE TO CHANGE THE DESIGN OF THE FRAME, ADDING DOORS AND ADDING WINDOWS. THE SECOND SET OF BUTTONS ARE SIMPLE COMMANDS LIKE CHANGING SECTIONS, SPLITTING LIGHTS (ADDING MULLIONS OR TRANSOMS), MERGING LIGHTS (DELETING MULLIONS OR TRANSOMS), CHANGING HEIGHTS OR TRANSOMS AND WIDTHS OF MULLIONS AND CHANGING GLASS. YOU WILL NOTICE THAT THE AMOUNT OF BUTTONS THAT YOU SEE WHEN DESIGNING DIFFERENT SYSTEMS WILL CHANGE DEPENDING ON WHAT FRAME YOU ARE DESIGNING. I.E YOU WOULDN'T HAVE A DOOR BUTTON FOR BUILDING A WINDOW. LIKE AUTOCAD THE BUTTONS ARE THERE TO MAKE IT QUICKER TO PERFORM EVERYDAY TASKS.



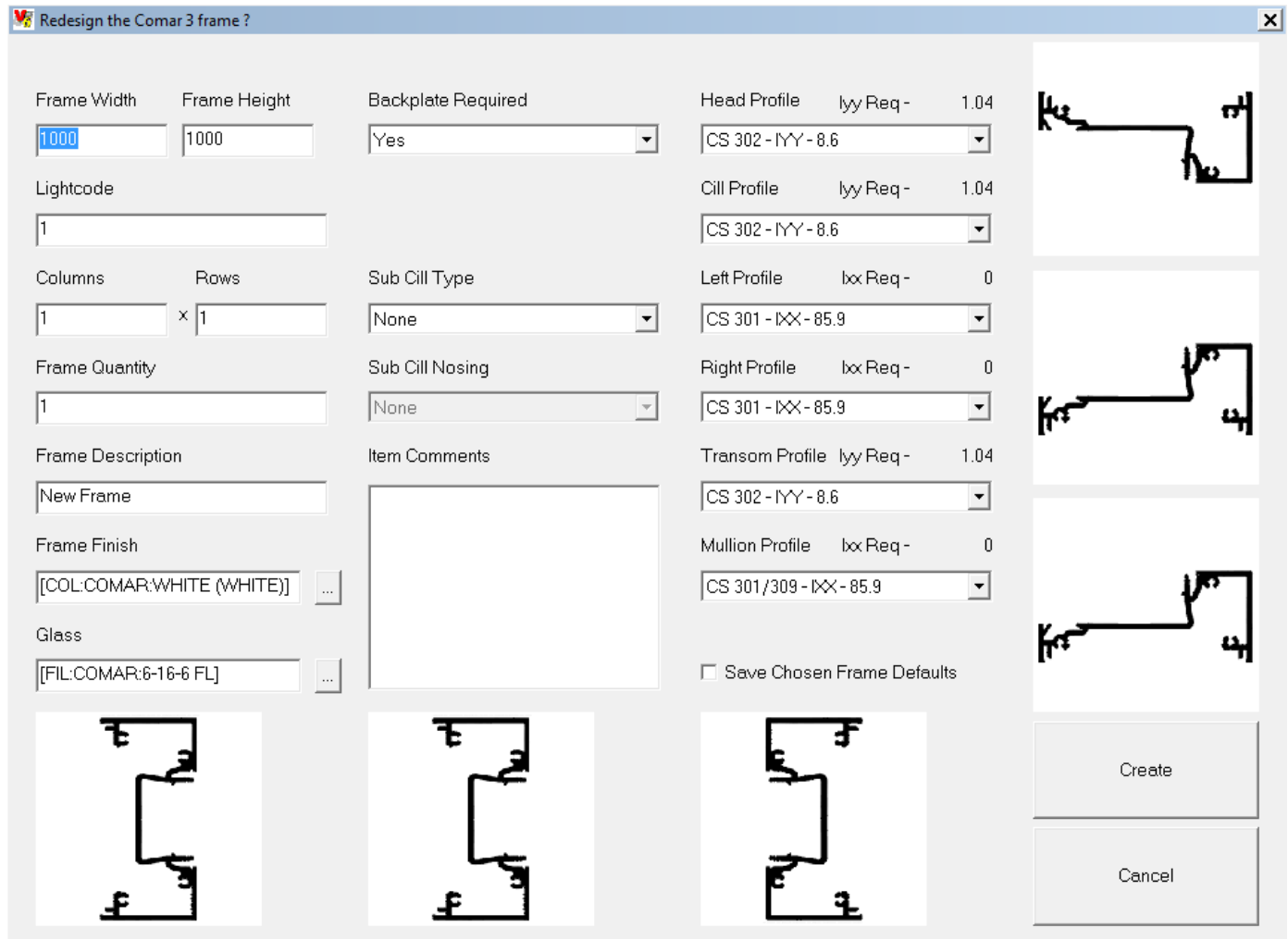
WE ARE NOW GOING TO CHANGE THE DESIGN AND DIMENSIONS OF THIS FRAME, IN MOST CASES THE FIRST BUTTON SHOWN IN THE DESIGN SCREEN WILL PERFORM A TASK TO CHANGE THE DESIGN OR THE DIMENSIONS.

(IF YOU WANT TO EXPLORE WHAT THESE BUTTONS DO YOU CAN USE YOUR MOUSE TO HOVER OVER THE BUTTON AND IT SHOULD TELL YOU WHAT COMMAND THE BUTTON PERFORMS).

CLICK ONTO THE FIRST BUTTON.



THE DEFAULT SECTIONS FOR THE HEAD, TRANSOMS ETC ARE BASED ON OUR TECHNICAL MANUAL, IN MOST CASES YOU MAY NEED TO CHECK THE WINDLOADING FOR THE FRAMES TO INDICATE WHAT MULLIONS OR TRANSOMS TO USE, BUT AS STANDARD THESE WILL BE THE SECTIONS TO USE (SUBJECT TO WINDLOADINGS). **DO NOT CLICK OK**



YOU WILL SEE THAT THE BELOW SCREEN HAS ALREADY SELECTED THE PROFILES THAT ARE THE STANDARD DEFAULT FOR THIS SYSTEM. (SHOWN ON THE RIGHT HAND SIDE), THE SOFTWARE WILL NOT WINDLOAD THESE SECTIONS SO PLEASE BE AWARE THAT ALTHOUGH THEY ARE DEFAULT THEY DO NOT LOOK AT THE SIZE OF THE FRAME.

THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE

- 1) THE FRAME WIDTH
- 2) THE FRAME HEIGHT
- 3) THE LIGHTCODE (AS EXPLAINED EARLIER, THIS IS JUST ANOTHER WAY TO SPECIFY COLUMNS & ROWS BUT YOU COULD USE THE COLUMNS AND ROW FIELDS IF YOU LIKE.
- 4) THE DESCRIPTION OF FRAME OR A FRAME CODE. I.E "ED1", IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA TO USE FRAME 1, FRAME 2 ETC TO AVOID CONFUSION
- 5) YOU WILL SEE THAT IT HAS ALSO BOUGHT THROUGH THE FRAME DEFAULTS FOR THE FINISH AND THE GLASS AS CHOSEN EARLIER ON

WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE.

Redesign the Comar 3 frame ?

Frame Width: 2700, Frame Height: 2100

Lightcode: 133

Columns: x Rows:

Frame Quantity: 1

Frame Description: Screen 8

Frame Finish: [COL:COMAR:WHITE (WHITE)]

Glass: [FIL:COMAR:6-16-6 FL]

Backplate Required: Yes

Sub Cill Type: None

Sub Cill Nosing: None

Item Comments:

Head Profile: CS 302 - IYY - 8.6, lyy Req - 1.04

Cill Profile: CS 302 - IYY - 8.6, lyy Req - 1.04

Left Profile: CS 301 - IXX - 85.9, lxx Req - 0

Right Profile: CS 301 - IXX - 85.9, lxx Req - 0

Transom Profile: CS 302 - IYY - 8.6, lyy Req - 1.04

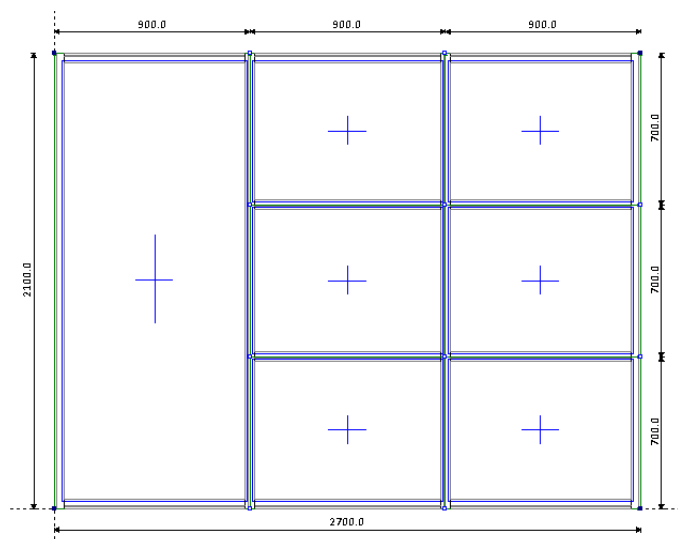
Mullion Profile: CS 301/309 - IXX - 85.9, lxx Req - 0

Save Chosen Frame Defaults

Create

Cancel

THE SCREEN HAS NOW BEEN REDESIGNED.



AS WE HAVE CONNECTING TRANSOMS (I.E TRANSOMS THAT SIT AT THE SAME HEIGHT), WE CAN LOCK THEIR POSITIONS TOGETHER. THIS ONLY WORKS IF THE TRANSOMS ARE NEXT TO EACH OTHER. TO DO THIS WE CLICK ONTO THE LOCK BUTTON. THE ONE NEXT TO IT UNLOCKS THE TRANSOMS.



AS THIS SCREEN HAS TWO TRANSOMS IN IT WE WANT TO MOVE THE HEIGHT SO THAT WHEN WE ADD THE DOOR THE TRANSOM WILL LINE UP WITH THE MIDRAIL .HIGHLIGHT THE BOTTOM MIDDLE HAND LIGHT AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.



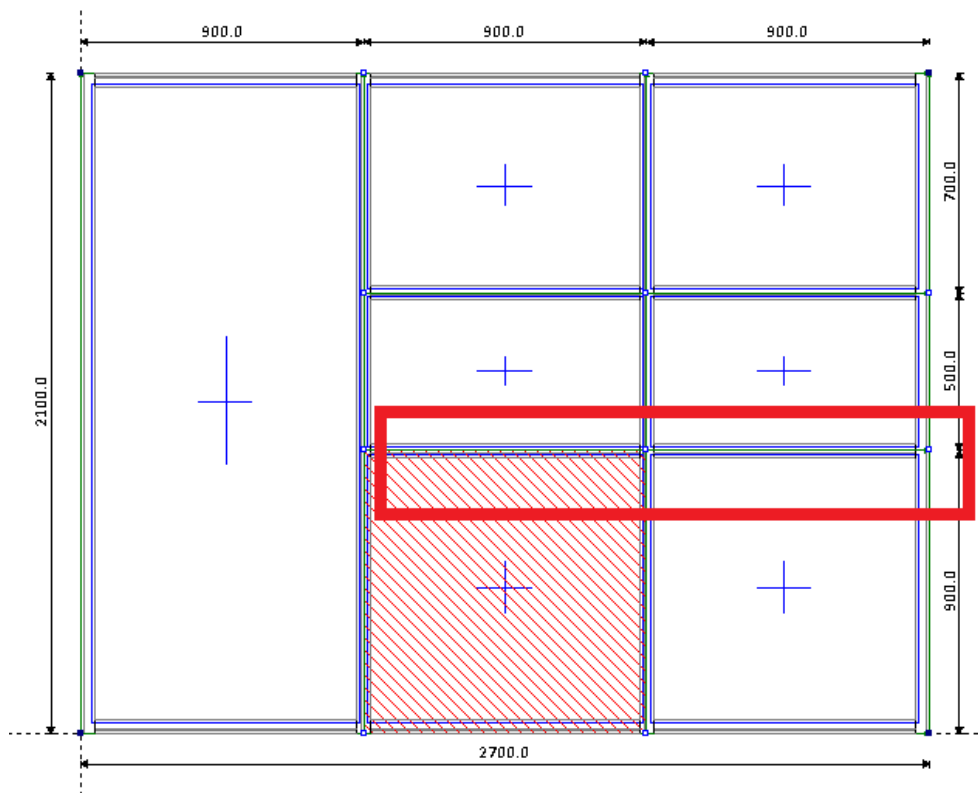
THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE ALOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

- 1) DIMENSION DISTANCE, THIS IS A TEXT BOX AND REPRESENTS THE NEW DIMENSION THAT WE NEED TO ADD – (SEE DIMENSIONING PAGE SPECIFYING WHERE THE DIMENSIONS ARE TAKEN FROM SHOWN EARLIER)
- 2) MEMBER TO ADJUST. IF YOU WANT TO MOVE THE TRANSOM ABOVE THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE TOP, IF WE WANT TO MOVE THE TRANSOM BELOW THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE BOTTOM. (WE WILL CHOOSE TOP IN THIS CASE)
- 3) THE OK BUTTON MAKES THE CHANGE FOR US

CHANGE THE DIMENSION AND CLICK THE TOP TICK BOX IGNORE ALL OTHER DETAILS SHOWN IN THE BOX AND NOW CLICK OK.

 A screenshot of the 'Vertical Dimension Wizard' dialog box. The 'Dimension Name' field contains 'Dimension 14149'. The 'Dimension Distance' field contains '900' and is highlighted with a red rectangle. Below it, 'Distance = 900.00 mm' is displayed. The 'Member to adjust' section has 'Top' selected with a radio button, also highlighted with a red rectangle. Other fields include 'Dimension Scheme' (*CUSTOM*), 'Top reference object' (*WIREFRAME*), 'Bottom reference object' (*WIREFRAME*), 'Text Placement' (Above), 'Place Dimension On' (Right of face), 'Constrain Dimension' (None), 'Minimum' (0.00), 'Maximum' (0.00), 'Formula' (empty), 'Failure Message' (empty), and 'Extension Line' (User Defined, Length: 0.00). The 'OK', 'Cancel', and 'Help' buttons are at the bottom.

THE TRANSOM HEIGHT HAS NOW CHANGED. INCLUDING THE ONE THAT WE HAVE LOCKED IT TO.



NOW HIGHLIGHT THE MIDDLE LIGHT AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.



THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE ALOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

- 1) DIMENSION DISTANCE, THIS IS A TEXT BOX AND REPRESENTS THE NEW DIMENSION THAT WE NEED TO ADD – (SEE DIMENSIONING PAGE SPECIFYING WHERE THE DIMENSIONS ARE TAKEN FROM SHOWN EARLIER).
- 2) MEMBER TO ADJUST. IF YOU WANT TO MOVE THE TRANSOM ABOVE THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE TOP, IF WE WANT TO MOVE THE TRANSOM BELOW THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE BOTTOM. (WE WILL CHOOSE TOP IN THIS CASE)
- 3) THE OK BUTTON MAKES THE CHANGE FOR US.

CHANGE THE DIMENSION TO 450 MM AND CLICK THE TOP TICK BOX IGNORE ALL OTHER DETAILS SHOWN IN THE BOX AND NOW CLICK OK.

Dimension Name:

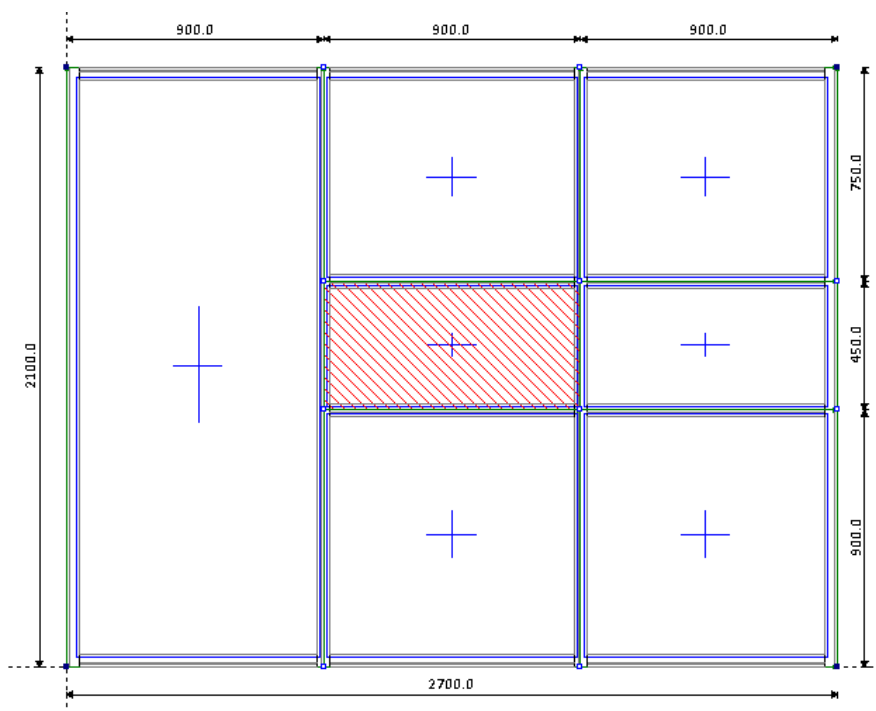
 Locked ☐

Dimension Distance:

Distance = 450.00 mm

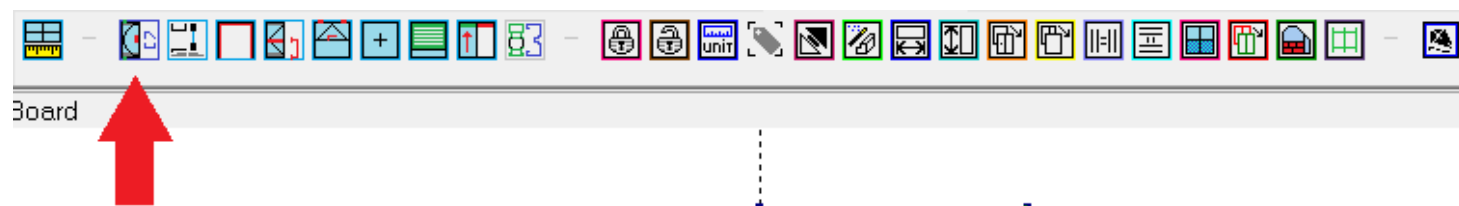
Member to adjust:
 ☒ Top
 ☐ Bottom

THE SECOND TRANSOM HEIGHT HAS NOW CHANGED.

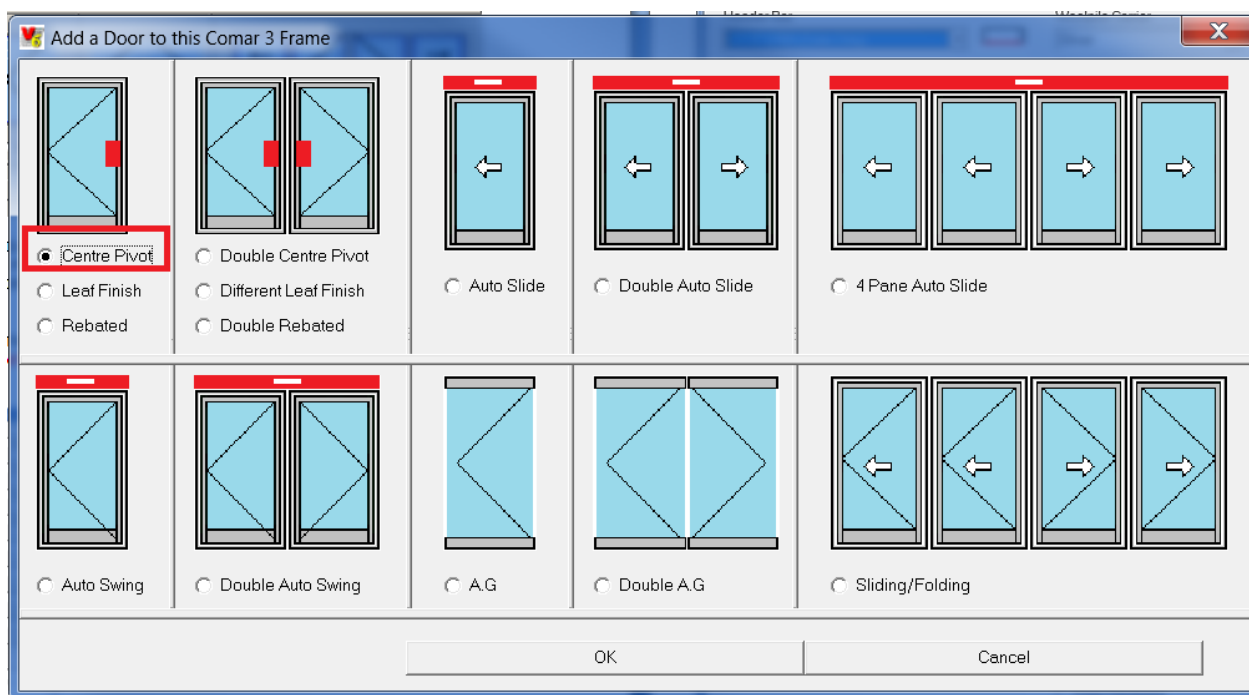


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

HIGHLIGHT THE LIGHT WHERE WE ARE PLACING THE DOOR USING YOUR MOUSE. WE CAN NOW ADD A DOOR TO THE FRAME. CLICK ONTO THE DOOR BUTTON.



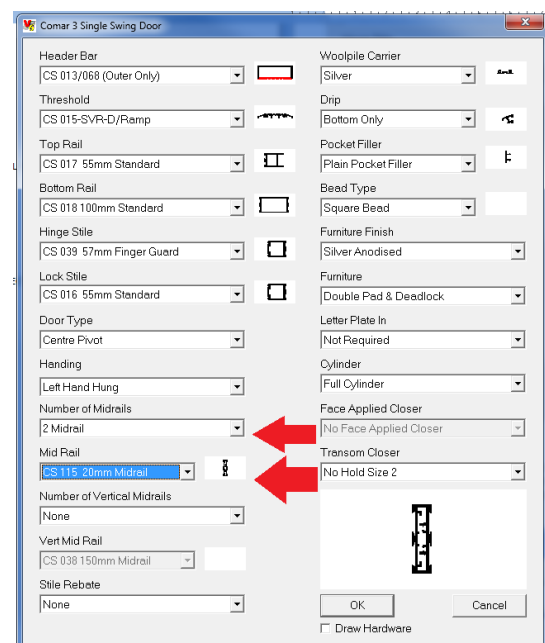
CLICK ONTO THE SINGLE "Centre Pivot" OPTION AND CLICK OK



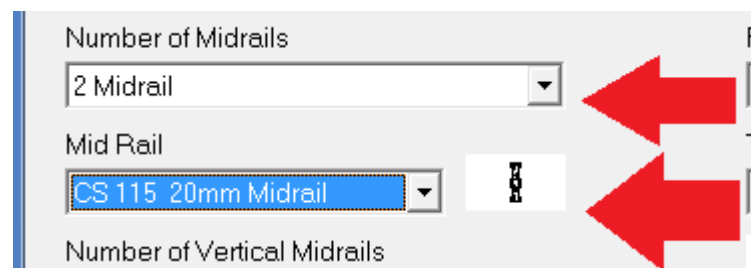
THE BELOW BOX WILL NOW APPEAR AND AS WITH MOST OTHER SCREENS IN GENESIS THE DEFAULT THAT COMES UP WILL NORMALLY BE THE STANDARD OPTION. IF YOU CLICK OK AT THIS POINT A DOOR WILL BE ADDED WITH A CLOSER, LOCKS, PAD HANDLES ETC SO IT WILL PRICE THE DOOR SHOWN. THERE IS ALOT OF INFORMATION AND OPTIONS CONTAINED IN THIS ONE SCREEN.

SO PLEASE TAKE A MINUTE TO LOOK AT THE OPTIONS ON THE SCREEN TO SEE WHAT CAN BE CHANGED HERE.

THE ARROW INDICATED BELOW SHOWS THE OPTION THAT WE WILL BE CHANGING SOON BUT PLEASE USE THE COMPUTER MONITOR TO LOOK THROUGH THE OPTIONS.




IN THE MENU WE NEED TO CHANGE THE “Number of Midrails” to “2 Midrail”. AND ALSO CHANGE THE “Mid Rail” to be “CS115 20mm Midrail” CLICK ONTO THE DROP DOWN ARROW AND CHANGE THE OPTIONS .




ONCE YOU HAVE READ THROUGH THE SCREEN AND ARE HAPPY WITH YOUR SELECTION PLEASE CLICK OK AT THE BOTTOM TO ADD THE DOOR.

ALTHOUGH THE SOFTWARE AUTOMATES THE HEADER BAR SELECTION PLEASE ALWAYS DOUBLE CHECK THAT IF YOU HAVE GLASS ABOVE THE DOOR THAT YOU CHOOSE A GLAZED ABOVE OPTION. IF YOU HAVE A DIRECT OUTERFRAME ABOVE THE DOOR THEN YOU CHOOSE OUTER ONLY. THIS IS VERY IMPORTANT AS IT NOT ONLY EFFECTS THE ORDER BUT ALSO THE SIZE OF THE DOOR AND THE GLASS.

 Comar 3 Single Swing Door


Header Bar

CS 013/068 (Outer Only)



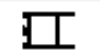
Threshold

CS 015-SVR-D/Ramp




Top Rail

CS 017 55mm Standard




Bottom Rail

CS 018 100mm Standard




Hinge Stile

CS 039 57mm Finger Guard



Lock Stile

CS 016 55mm Standard



Door Type

Centre Pivot

Handing


Left Hand Hung

Number of Midrails

2 Midrail

Mid Rail

CS 115 20mm Midrail



Number of Vertical Midrails

None

Vert Mid Rail


CS 038 150mm Midrail

Stile Rebate

None


Woolpile Carrier

Silver




Drip

Bottom Only



Pocket Filler

Plain Pocket Filler



Bead Type

Square Bead

Furniture Finish

Silver Anodised

Furniture

Double Pad & Deadlock

Letter Plate In

Not Required

Cylinder


Full Cylinder

Face Applied Closer

No Face Applied Closer

Transom Closer

No Hold Size 2

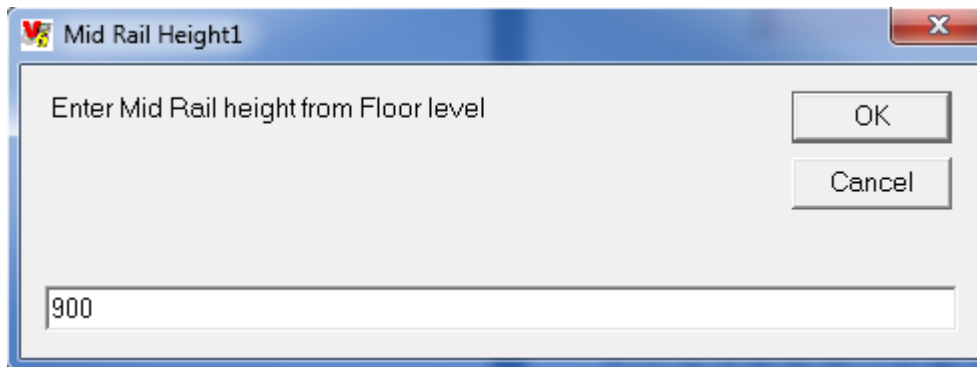


OK

Cancel

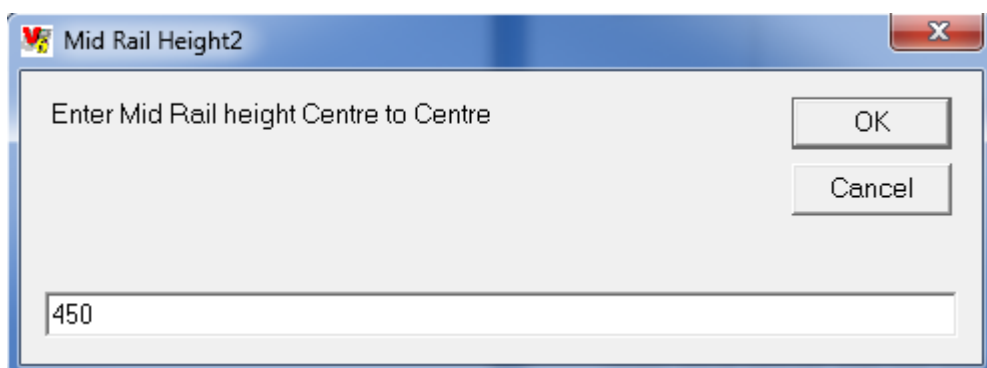
☐ Draw Hardware

WHEN YOU HAVE CONFIRMED YOUR SELECTION THE BELOW SCREEN WILL APPEAR. THIS IS THE HEIGHT OF THE MIDRAIL FROM THE FLOOR LEVEL (BASED ON THE THRESHOLD THAT YOU HAVE CHOSEN, IT WILL AUTOMATICALLY ADJUST THE MIDRAIL TO SUIT). CHANGE THIS FIGURE TO BE 900MM. THEN CLICK OK.



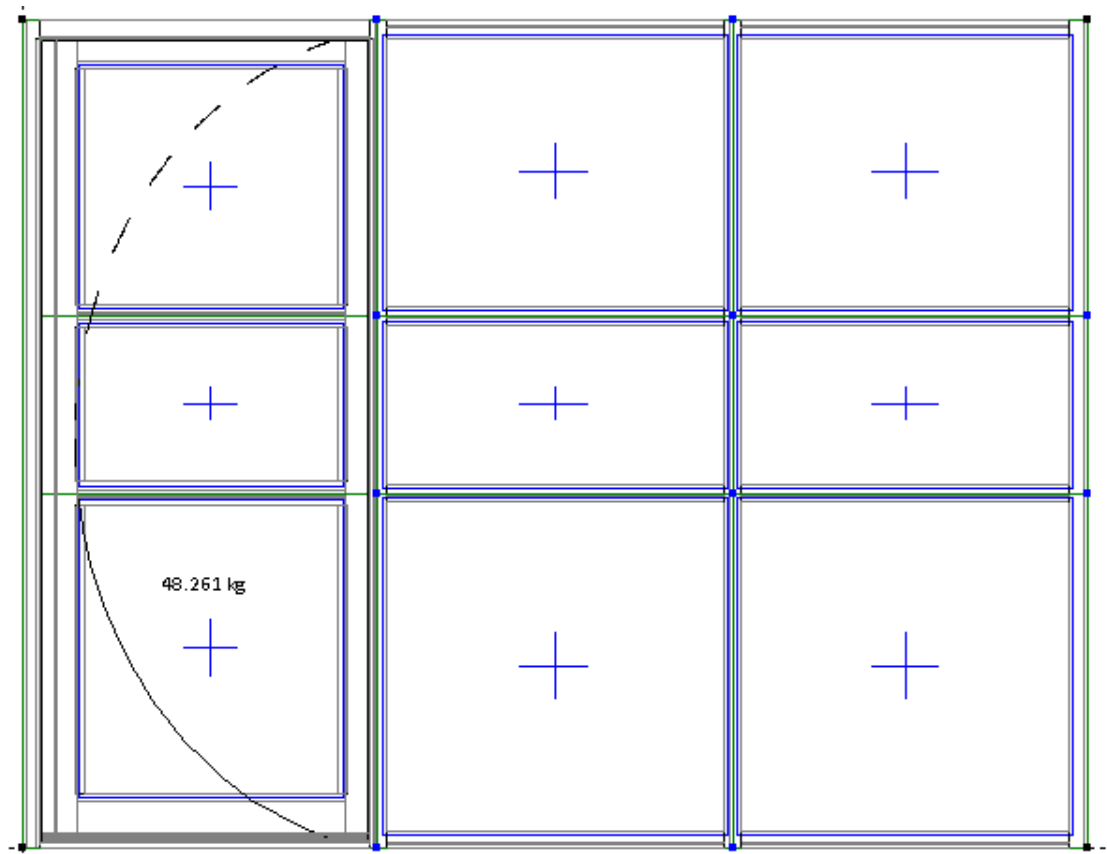
A Windows-style dialog box titled "Mid Rail Height1". It contains a text input field with the value "900". To the right of the input field are two buttons: "OK" and "Cancel". Above the input field is the text "Enter Mid Rail height from Floor level".

AS WE CHOSE TWO MIDRAILS THE SECOND MIDRAIL HEIGHT WILL COME UP. CHANGE THIS TO BE 450MM.

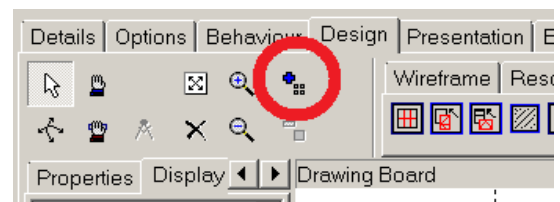
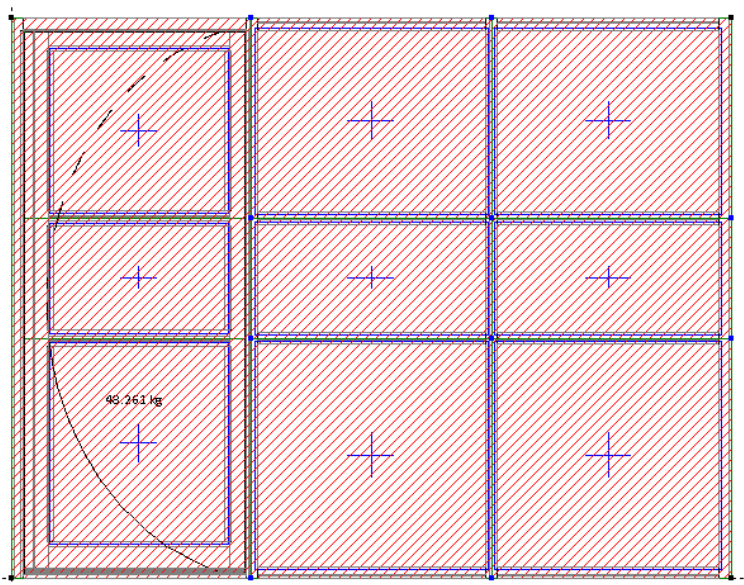


A Windows-style dialog box titled "Mid Rail Height2". It contains a text input field with the value "450". To the right of the input field are two buttons: "OK" and "Cancel". Above the input field is the text "Enter Mid Rail height Centre to Centre".

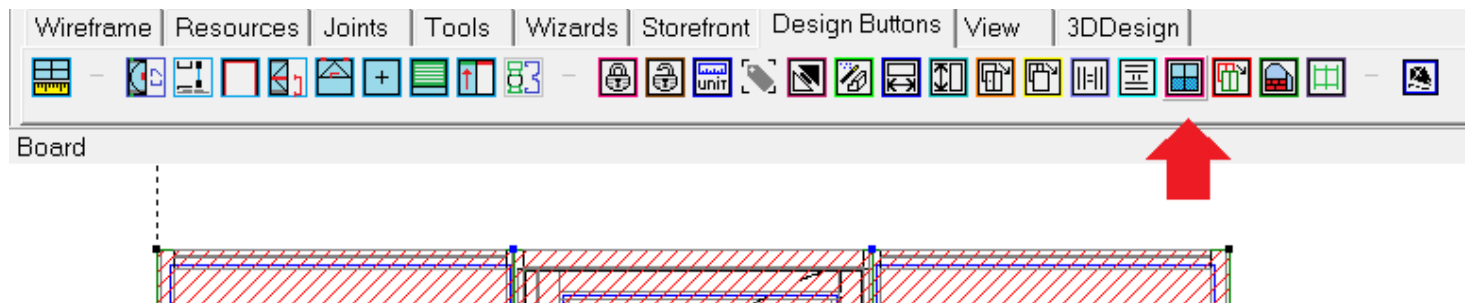
THIS WILL NOW SHOW YOU THE NEW DESIGN.



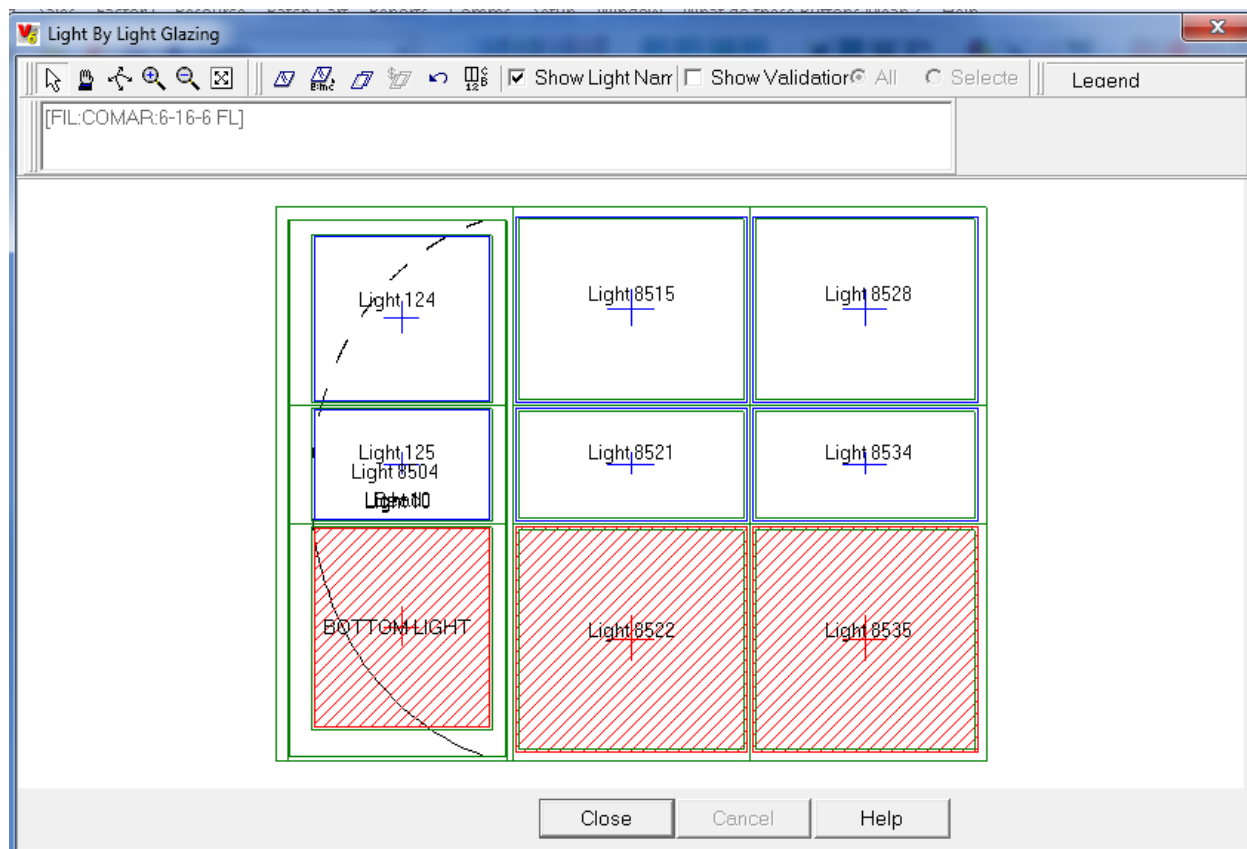
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE IT TURN RED. NOW CLICK ONTO “ZoomInto” AS SHOWN BELOW (RIGHT).



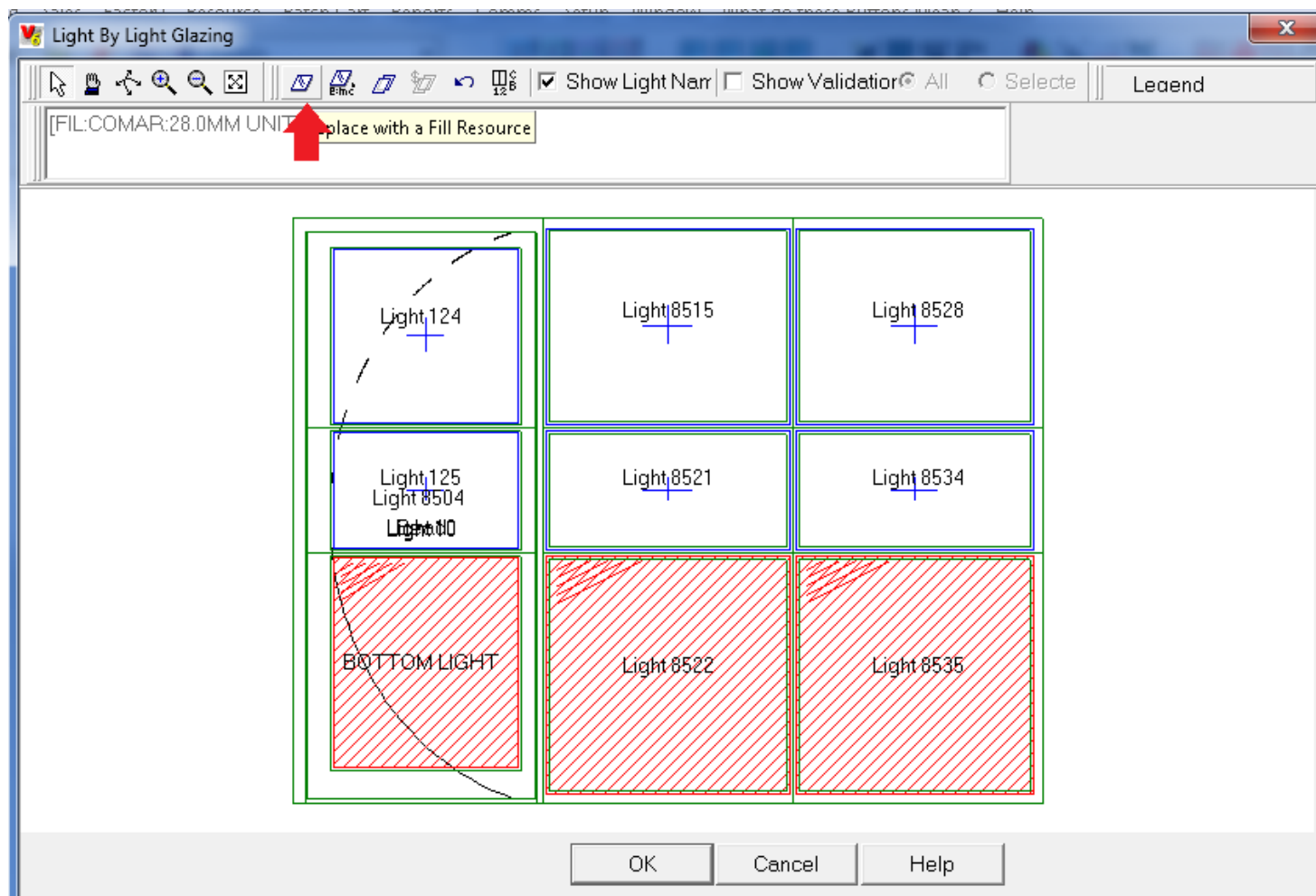
ONE LAST THING THAT WE WANT TO COVER ON BUILDING THIS SCREEN IS CHANGING GLASS TO A PANEL. CLICK ONTO THE LIGHT BY LIGHT GLAZING BUTTON AS SHOWN BELOW.



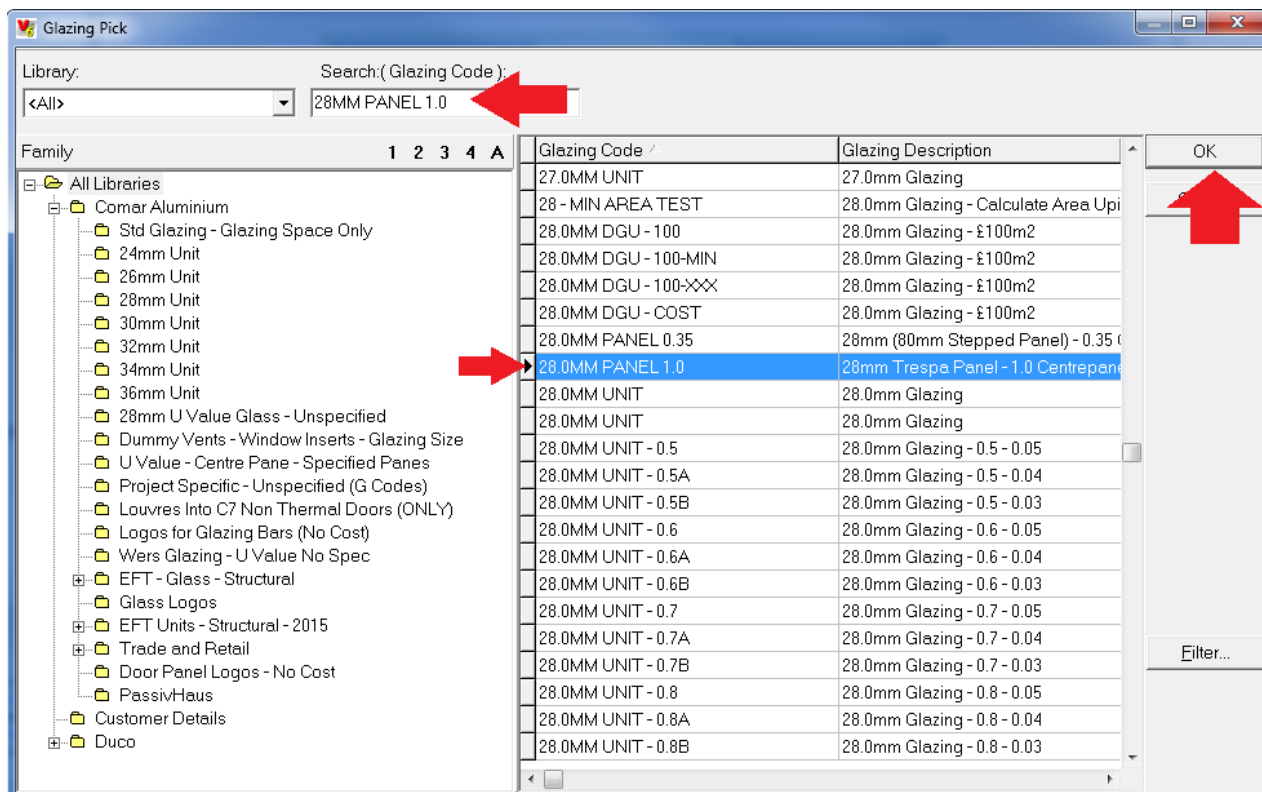
USING YOUR MOUSE AND THE SHIFT KEY ON YOUR KEYBOARD HIGHLIGHT ALL THREE BOTTOM LIGHTS (AS SHOWN).



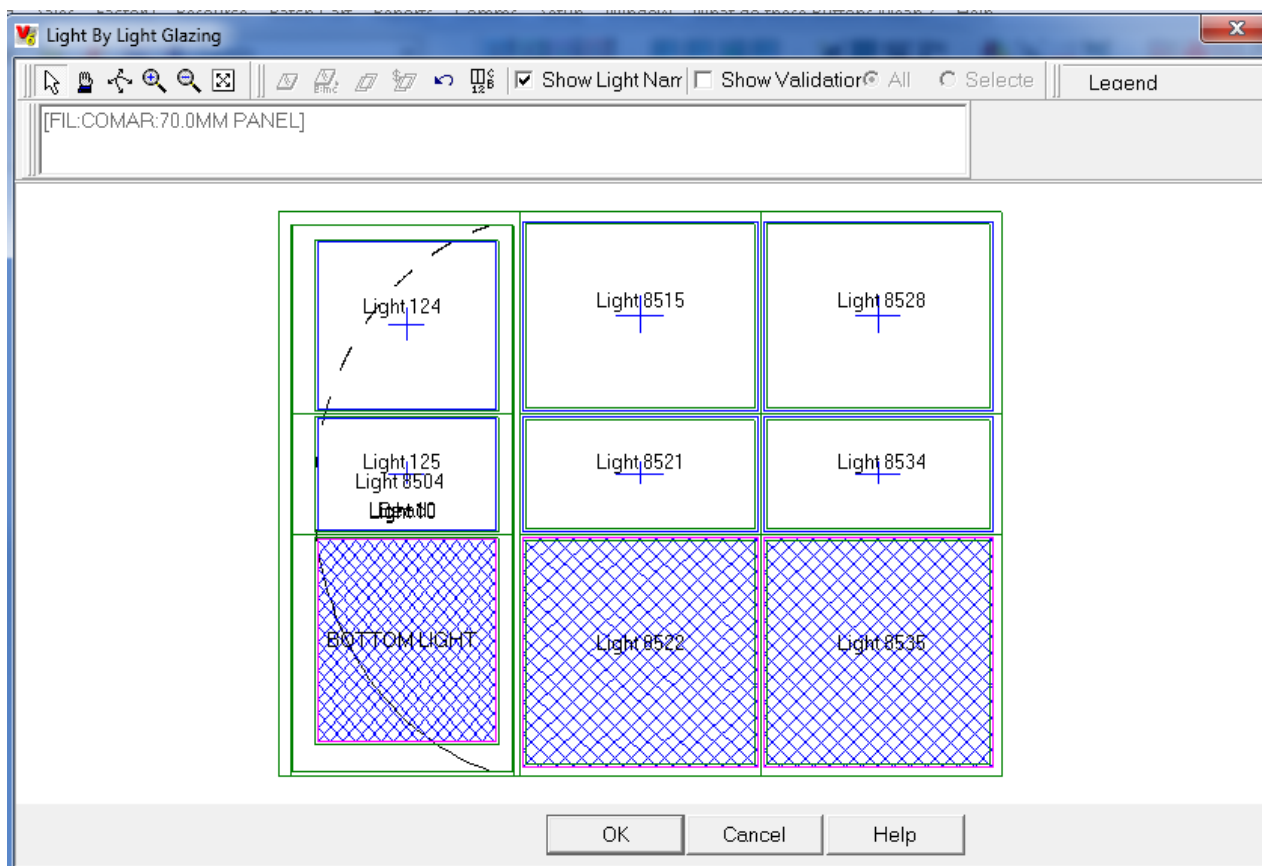
NOW CLICK ONTO THIS BUTTON TO CHANGE THE GLAZING.



TYPE THE CODE “28MM PANEL 1.0” INTO THE SEARCH (GLAZING CODE) FIELD AND WHEN IT FINDS IT IN THE LIST, HIGHLIGHT IT IN THE LIST AND THEN CLICK OK.



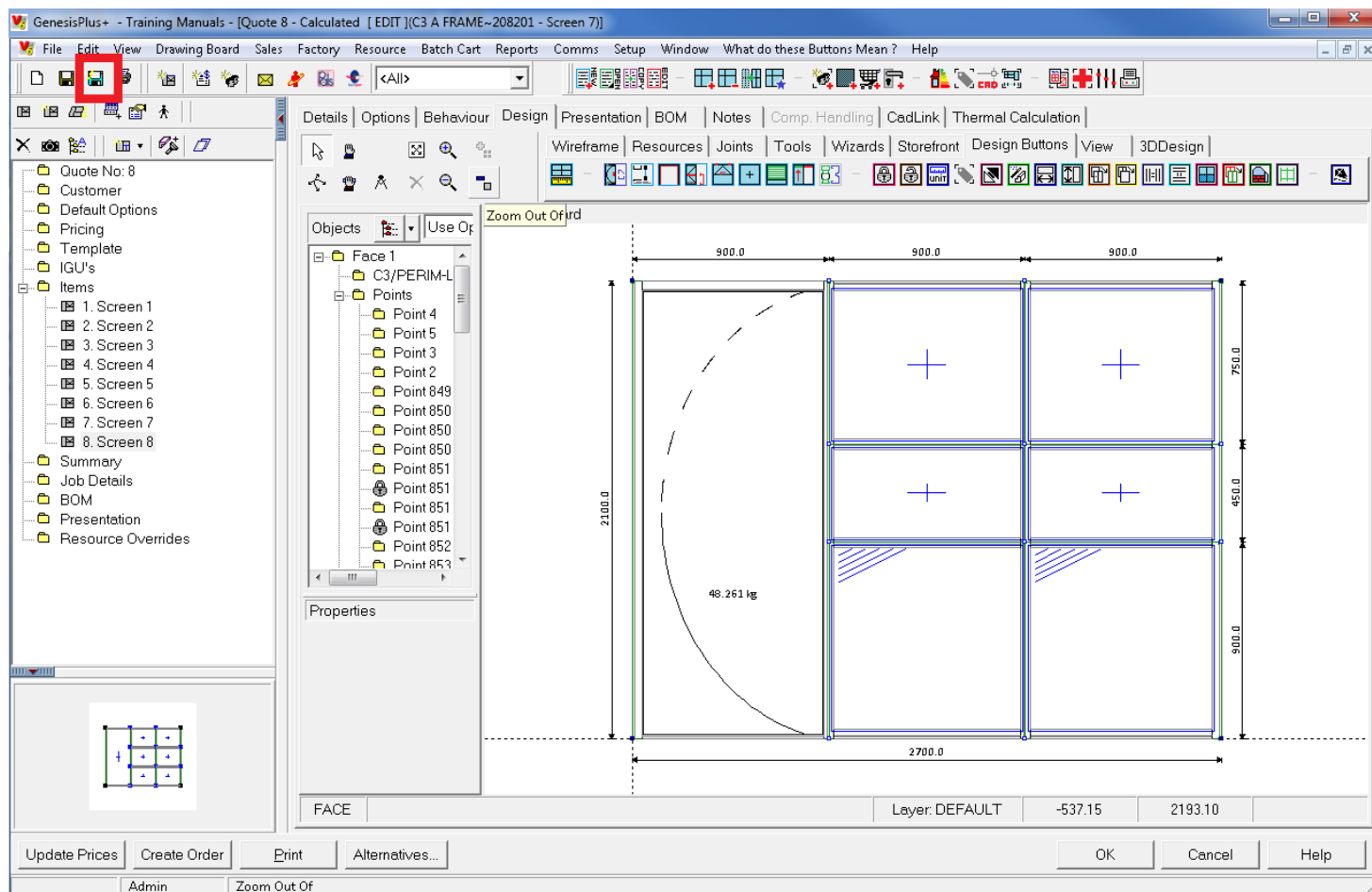
THIS WILL NOW BRING THE OTHER SCREEN BACK AND YOU WILL SEE THAT THERE IS A PANEL LOGO IN THE BOTTOM THREE LIGHTS. CLICK OK WHEN COMPLETE.



THIS SCREEN IS NOW COMPLETE.

IT IS ALWAYS A GOOD IDEA TO SAVE THE QUOTE AFTER EACH ITEM HAS BEEN ADDED OR AFTER ADDING A FEW ITEMS, THIS WILL MEAN THAT IF YOUR COMPUTER HAS A PROBLEM OR SHUTS DOWN THEN IT WILL SAVE THE QUOTE AT THE POINT THAT YOU SAVE IT.

CLICK ONTO THIS BUTTON (QUICK SAVE) TO SAVE IT.



UNLIKE A LOT OF OTHER PROGRAMS YOU DO NOT HAVE TO CLICK ONTO THE OK BUTTON AT THE BOTTOM TO SAVE IT OR COMPLETE THE CHANGES. THIS OK BUTTON WILL BEING YOU OUT OF THE QUOTE AND SHUT IT DOWN.

IF YOU DO CLICK THIS BUTTON THEN CLICK BACK ONTO THE OPEN QUOTE BUTTON TO OPEN IT BACK UP.



EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



Page No: 9

ELEVATION PORTRAIT

Date/Time: 29/01/2018 10:29:11

Quote Title: Shopfront Training Manual

Quote No: SH-1- -Ver 2

Cust Name: Do Not Delete

Job Ref:

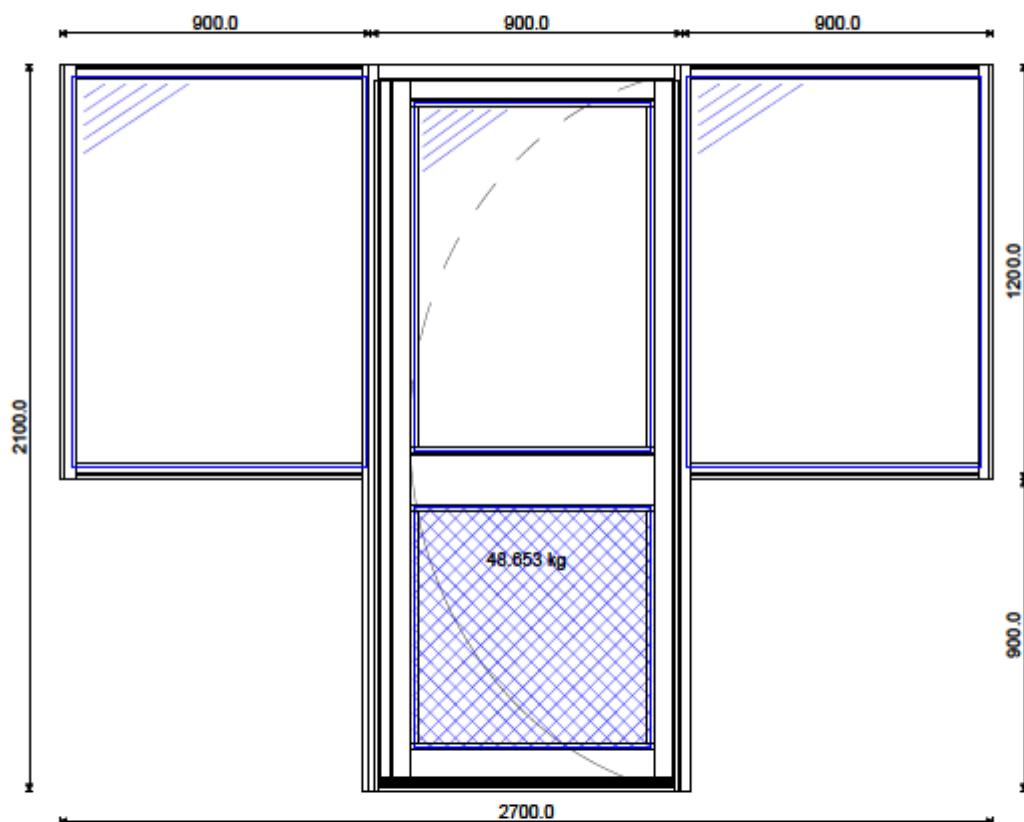
Finish: [COL:COMAR:POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



Item Description: Comar 3 (100x45mm) Double Glazed Corner Item Number: 9

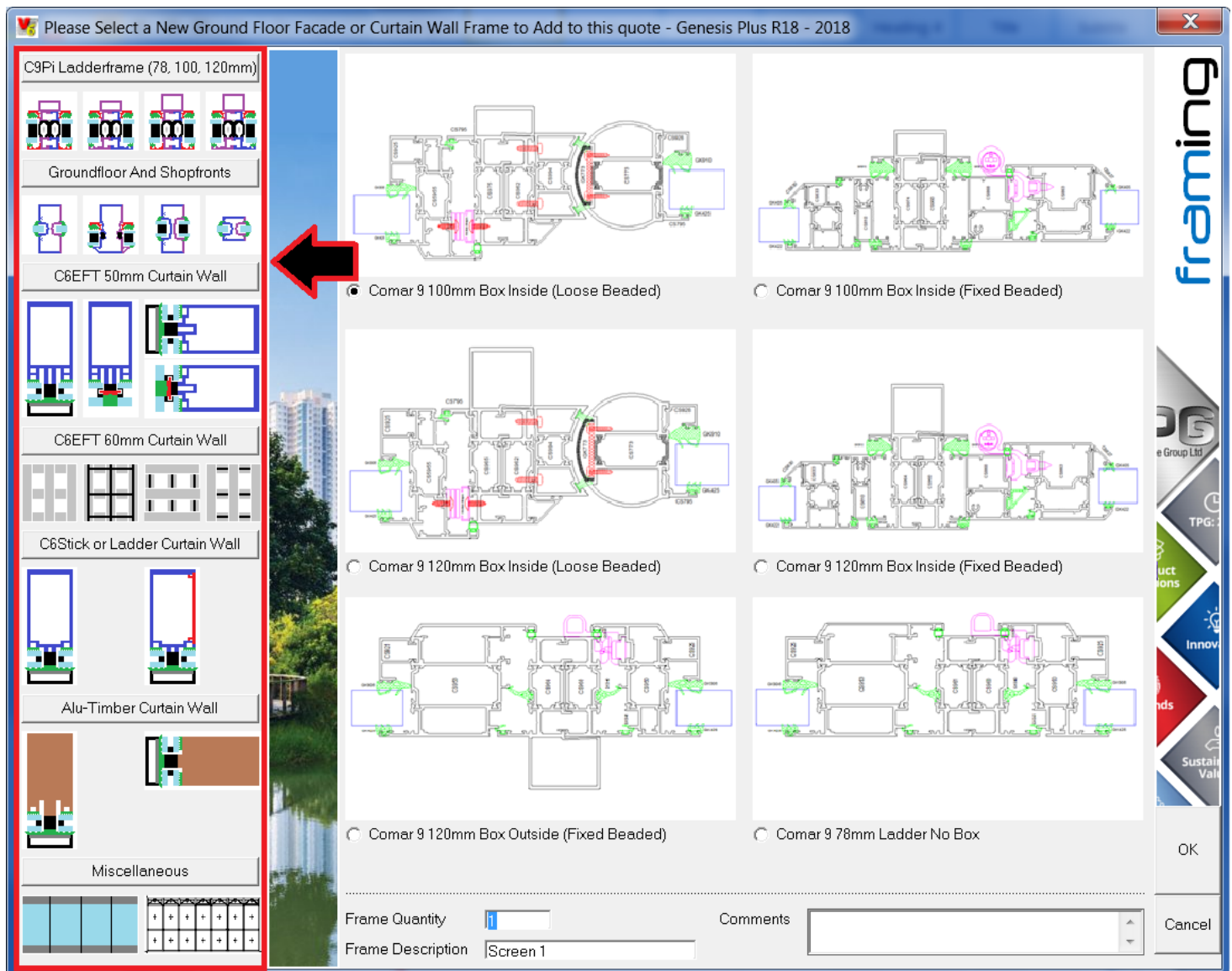
Quantity: 1

ADDING A FRAME TO THE QUOTE

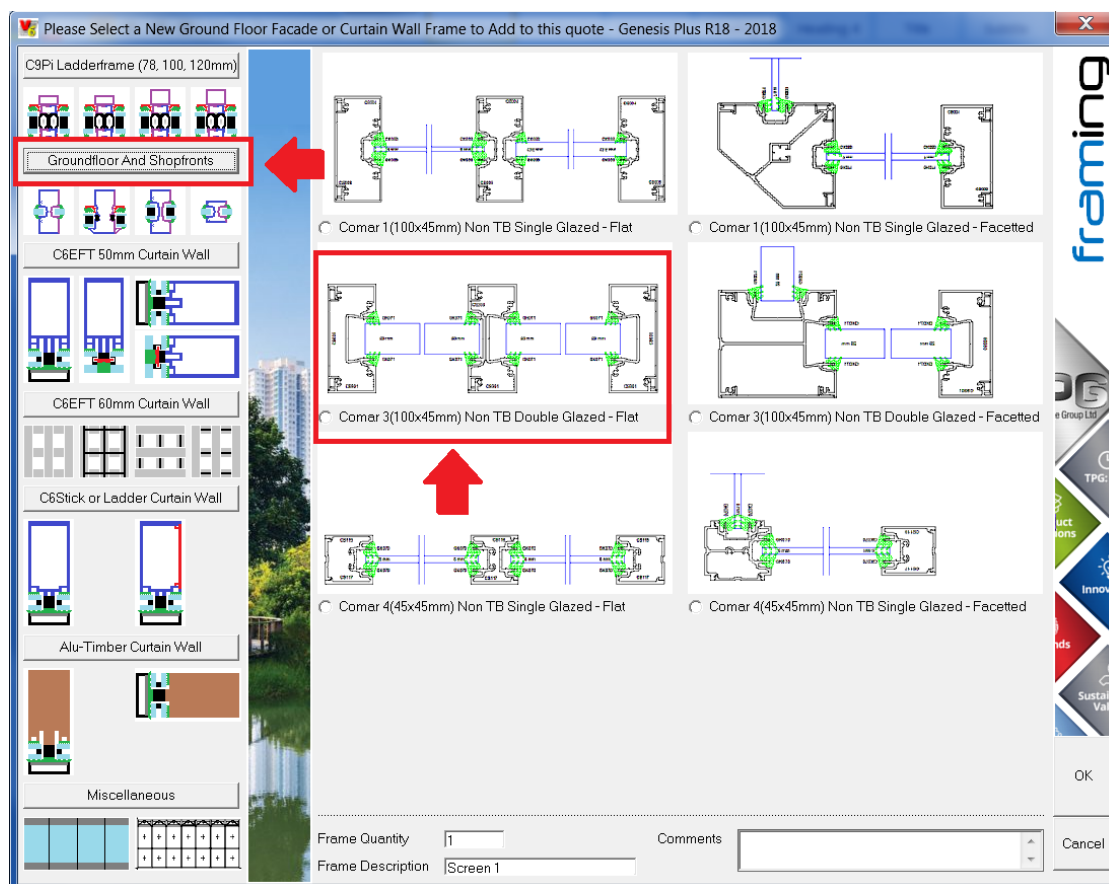
WE NOW WANT TO ADD ANOTHER NEW FRAME TO THE QUOTE. CLICK ONTO THE “ADD A NEW FRAMING SYSTEM” BUTTON.



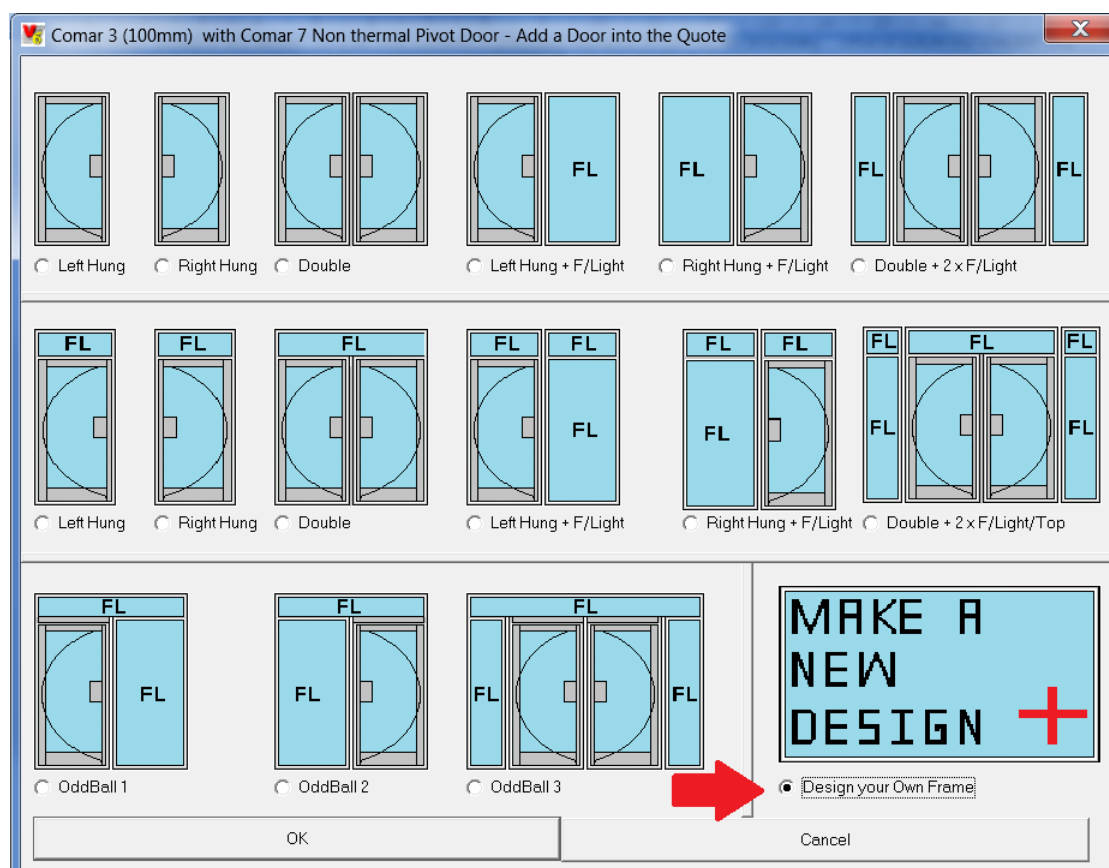
THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD FRAMING SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**



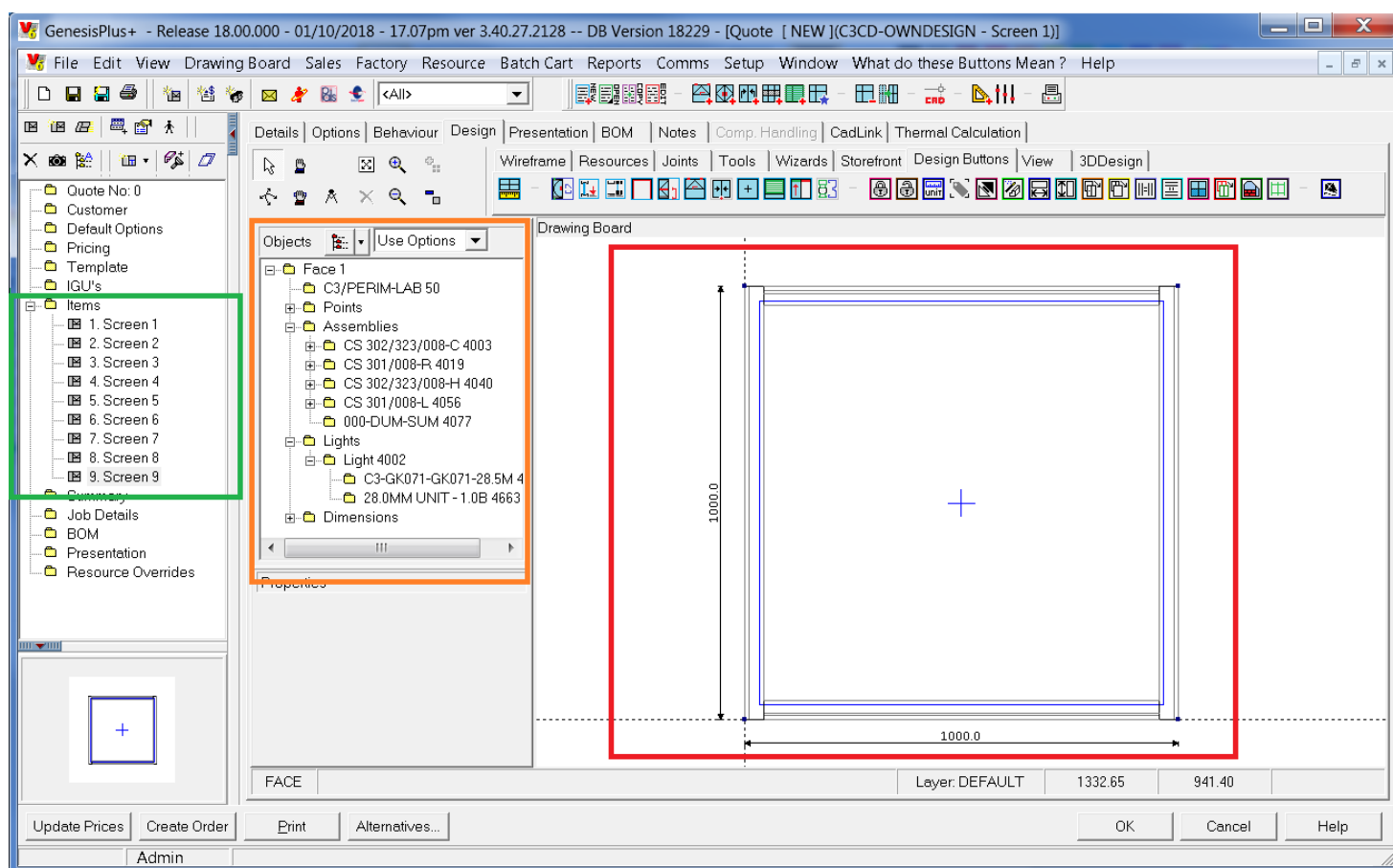
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



WE WANT TO BUILD THE SHOPFRONT FROM SCRATCH IN THIS CASE SO PLEASE CHOOSE “MAKE A NEW DESIGN” AND THEN CLICK “OK”



NOW THAT YOU HAVE ADDED A FRAME TO THE QUOTE YOU WILL SEE THAT YOU NOW HAVE ONE ITEM LISTED IN THE LEFT HAND SIDE SCREEN, (THIS WILL LIST ANY FRAMES THAT YOU HAVE ADDED TO YOUR QUOTE). THE RIGHT HAND SIDE OF THE SCREEN IS THE DESIGN SCREEN AND YOU CAN SEE THAT IT HAS ADDED A FRAME 1000MM X 1000MM. IN A MOMENT WE WILL CHANGE THE DESIGN. YOU WILL NOT HAVE THE COLOURED BOXES AS SHOWN BELOW THEY WILL BE USED TO HIGHLIGHT SOME AREAS IN ONE MOMENT



BEFORE WE CHANGE THE DESIGN OF THIS SCREEN, LETS TAKE A BIT OF TIME GETTING USED TO THE NEW MENUS THAT YOU CAN ACCESS NOW WE HAVE ADDED A FRAME.

DESIGN

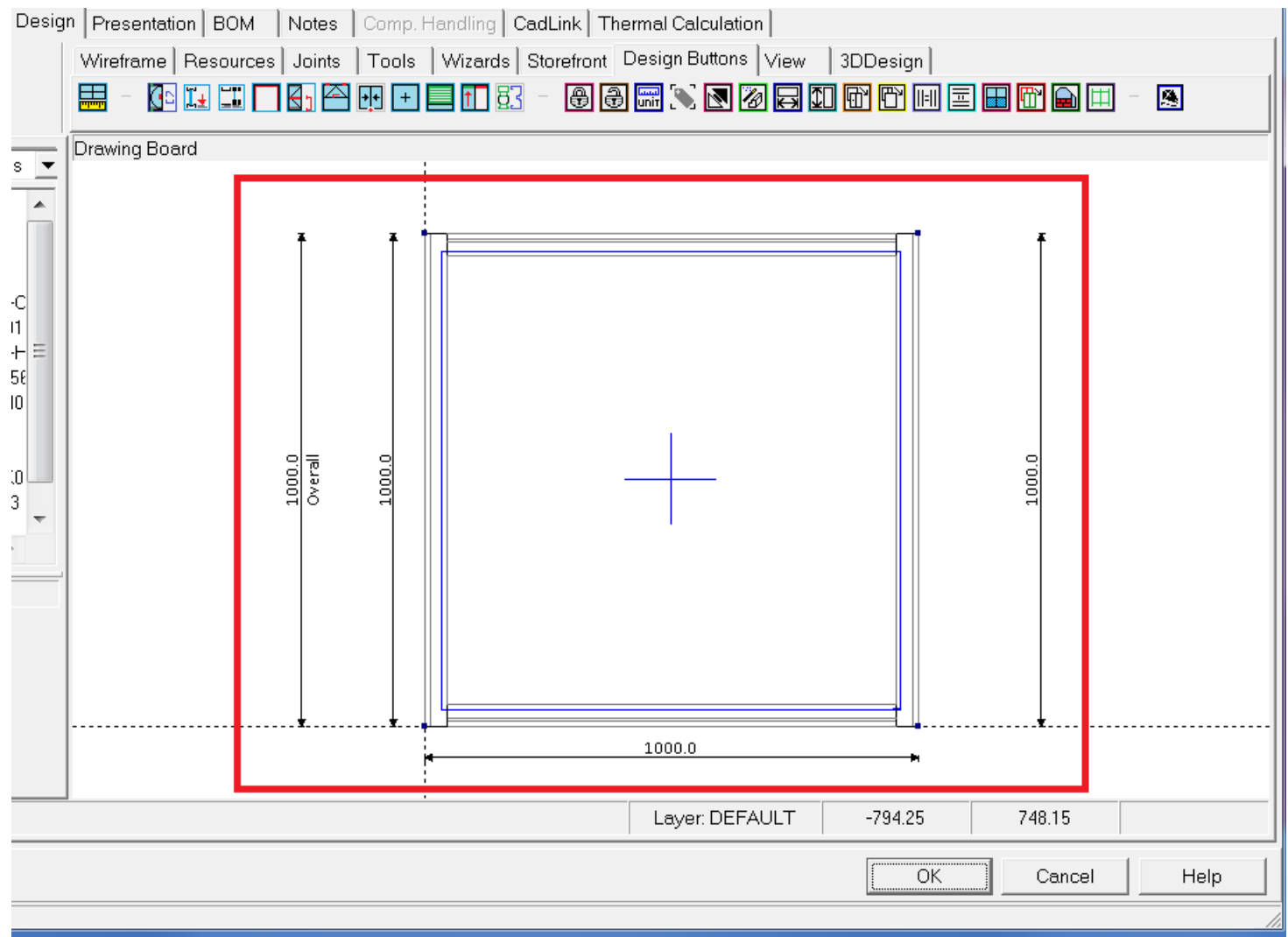
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

WHEN YOU HIGHLIGHT A FRAME IN THE ITEMS TAB (AS SHOWN IN THE LEFT HAND SIDE ABOVE IN GREEN) THE DESIGN SCREEN/DRAWING BOARD SHOWS YOU THE DESIGN FOR THAT ITEM, YOU CAN CLICK BETWEEN THE FRAMES (ITEMS) IF YOU HAVE MORE THAN ONE IN A QUOTE AND IF YOU ARE IN THE DESIGN SCREEN THE FRAME SHOWN WILL SWITCH TO SHOW YOU THE ONE THAT YOU HAVE HIGHLIGHTED.

THE ORANGE RECTANGLE INDICATES THE OBJECTS BOX, THIS LISTS ALL THE ASSEMBLIES YOU HAVE USED AS WELL AS GLASS AND DOORS.

CHANGING THE DESIGN

WE ARE NOW GOING TO CHANGE THE DESIGN OF THE FRAME SO WE NOW MOVE DOWN TO THE DRAWING BOARD (WHILST IN DESIGN) AND THERE ARE MACRO DESIGN BUTTONS WHICH ARE RELEVANT TO THE FRAME THAT WE ARE VIEWING AT THAT TIME. THERE ARE QUITE A FEW BUTTONS HERE (AND THEY ARE SMALL) BUT GENERALLY THE FIRST SET OF BUTTONS ARE TO CHANGE THE DESIGN OF THE FRAME, ADDING DOORS AND ADDING WINDOWS. THE SECOND SET OF BUTTONS ARE SIMPLE COMMANDS LIKE CHANGING SECTIONS, SPLITTING LIGHTS (ADDING MULLIONS OR TRANSOMS), MERGING LIGHTS (DELETING MULLIONS OR TRANSOMS), CHANGING HEIGHTS OR TRANSOMS AND WIDTHS OF MULLIONS AND CHANGING GLASS. YOU WILL NOTICE THAT THE AMOUNT OF BUTTONS THAT YOU SEE WHEN DESIGNING DIFFERENT SYSTEMS WILL CHANGE DEPENDING ON WHAT FRAME YOU ARE DESIGNING. I.E YOU WOULDN'T HAVE A DOOR BUTTON FOR BUILDING A WINDOW. LIKE AUTOCAD THE BUTTONS ARE THERE TO MAKE IT QUICKER TO PERFORM EVERYDAY TASKS.



WE ARE NOW GOING TO CHANGE THE DESIGN AND DIMENSIONS OF THIS FRAME, IN MOST CASES THE FIRST BUTTON SHOWN IN THE DESIGN SCREEN WILL PERFORM A TASK TO CHANGE THE DESIGN OR THE DIMENSIONS.

(IF YOU WANT TO EXPLORE WHAT THESE BUTTONS DO YOU CAN USE YOUR MOUSE TO HOVER OVER THE BUTTON AND IT SHOULD TELL YOU WHAT COMMAND THE BUTTON PERFORMS).

CLICK ONTO THE FIRST BUTTON.



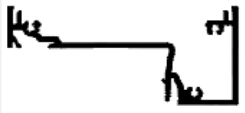


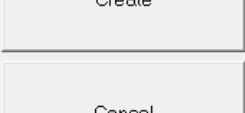

THIS WILL BRING UP THE REBUILD BUTTON, WE WILL BE CHANGING THE SIZES LATER ON.

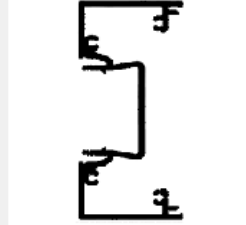
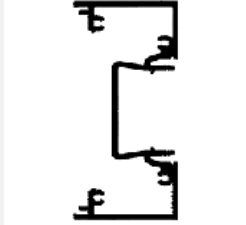
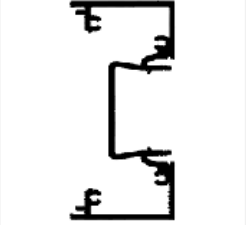
THIS SCREEN WHICH IS ONE OF THE COMMON SCREENS HANDLES THE MOST PART OF THE FRAMING PART OF OUR DESIGN (EXCLUDING ADDING DOORS ETC).

WE CAN CHANGE THE WIDTH, HEIGHT LIGHTCODE OR COLUMNS AND ROWS, THE DESCRIPTION AND QUANTITY OF THE FRAME, EXTRUSION FINISH, AND SECTIONS TO BE USED.

THE DEFAULT SECTIONS FOR THE HEAD, TRANSOMS ETC ARE BASED ON OUR TECHNICAL MANUAL, IN MOST CASES YOU MAY NEED TO CHECK THE WINDLOADING FOR THE FRAMES TO INDICATE WHAT MULLIONS OR TRANSOMS TO USE, BUT AS STANDARD THESE WILL BE THE SECTIONS TO USE (SUBJECT TO WINDLOADINGS). **DO NOT CLICK OK**

Redesign the Comar 3 frame ?

Frame Width	Frame Height	Backplate Required	Head Profile	l _{yy} Req -	1.04	
<input type="text" value="1000"/>	<input type="text" value="1000"/>	<input type="text" value="Yes"/>	<input type="text" value="CS 302 - lYY - 8.6"/>			
Lightcode			Cill Profile	l _{yy} Req -	1.04	
<input type="text" value="1"/>			<input type="text" value="CS 302 - lYY - 8.6"/>			
Columns	Rows	Sub Cill Type	Left Profile	l _{xx} Req -	0	
<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text" value="None"/>	<input type="text" value="CS 301 - lXX - 85.9"/>			
Frame Quantity		Sub Cill Nosing	Right Profile	l _{xx} Req -	0	
<input type="text" value="1"/>		<input type="text" value="None"/>	<input type="text" value="CS 301 - lXX - 85.9"/>			
Frame Description		Item Comments	Transom Profile	l _{yy} Req -	1.04	
<input type="text" value="New Frame"/>			<input type="text" value="CS 302 - lYY - 8.6"/>			
Frame Finish			Mullion Profile	l _{xx} Req -	0	
<input type="text" value="[COL:COMAR:WHITE (WHITE)]"/>			<input type="text" value="CS 301/309 - lXX - 85.9"/>			
Glass			<input type="checkbox"/> Save Chosen Frame Defaults			
<input type="text" value="[FIL:COMAR:6-16-6 FL]"/>						



Create

Cancel

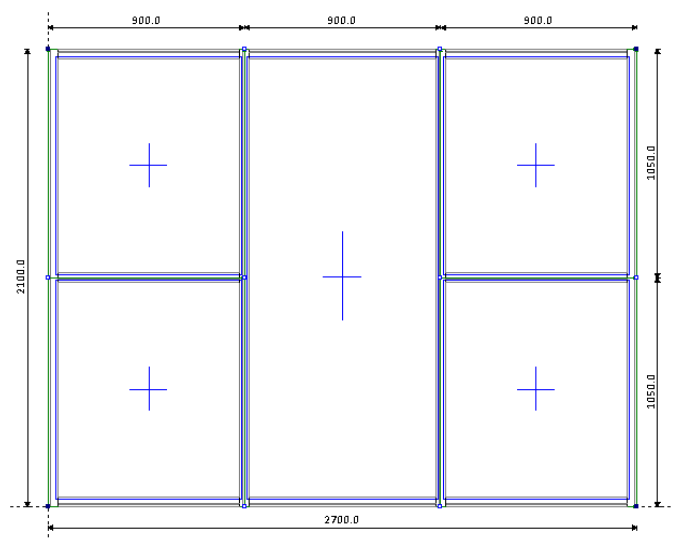
YOU WILL SEE THAT THE BELOW SCREEN HAS ALREADY SELECTED THE PROFILES THAT ARE THE STANDARD DEFAULT FOR THIS SYSTEM. (SHOWN ON THE RIGHT HAND SIDE), THE SOFTWARE WILL NOT WINDLOAD THESE SECTIONS SO PLEASE BE AWARE THAT ALTHOUGH THEY ARE DEFAULT THEY DO NOT LOOK AT THE SIZE OF THE FRAME.

THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE:

- 1) THE FRAME WIDTH
- 2) THE FRAME HEIGHT
- 3) THE LIGHTCODE (AS EXPLAINED EARLIER, THIS IS JUST ANOTHER WAY TO SPECIFY COLUMNS & ROWS BUT YOU COULD USE THE COLUMNS AND ROW FIELDS IF YOU LIKE.
- 4) THE DESCRIPTION OF FRAME OR A FRAME CODE. I.E "ED1", IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA TO USE FRAME 1, FRAME 2 ETC TO AVOID CONFUSION.
- 5) YOU WILL SEE THAT IT HAS ALSO BOUGHT THROUGH THE FRAME DEFAULTS FOR THE FINISH AND THE GLASS AS CHOSEN EALIER ON.

WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE.

THE SCREEN HAS NOW BEEN REDESIGNED.



AS THIS SCREEN HAS TWO TRANSOMS IN IT WE WANT TO MOVE THE HEIGHT SO THAT WHEN WE ADD THE DOOR THE TRANSOM WILL LINE UP WITH THE MIDRAIL. HIGHLIGHT THE BOTTOM LEFT HAND LIGHT AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.



THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE ALOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

- 4) DIMENSION DISTANCE, THIS IS A TEXT BOX AND REPRESENTS THE NEW DIMENSION THAT WE NEED TO ADD – (SEE DIMENSIONING PAGE SPECIFYING WHERE THE DIMENSIONS ARE TAKEN FROM SHOWN EARLIER).
- 5) MEMBER TO ADJUST. IF YOU WANT TO MOVE THE TRANSOM ABOVE THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE TOP, IF WE WANT TO MOVE THE TRANSOM BELOW THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE BOTTOM. (WE WILL CHOOSE TOP IN THIS CASE)
- 6) THE OK BUTTON MAKES THE CHANGE FOR US.

CHANGE THE DIMENSION AND CLICK THE TOP TICK BOX IGNORE ALL OTHER DETAILS SHOWN IN THE BOX AND NOW CLICK OK.

Vertical Dimension Wizard

Dimension Name: Locked ☐

Dimension Distance: ...

Distance = 900.00 mm

Member to adjust: ☒ Top ☐ Bottom

Dimension Scheme: ▼

Top reference object: ▼

Bottom reference object: ▼

Text Placement: ▼

☐ Display

Place Dimension On: ☐ Left of face ☒ Right of face

Constrain Dimension

☒ None

☐ Fixed

Minimum: Maximum:

☐ Specify

Formula: ...

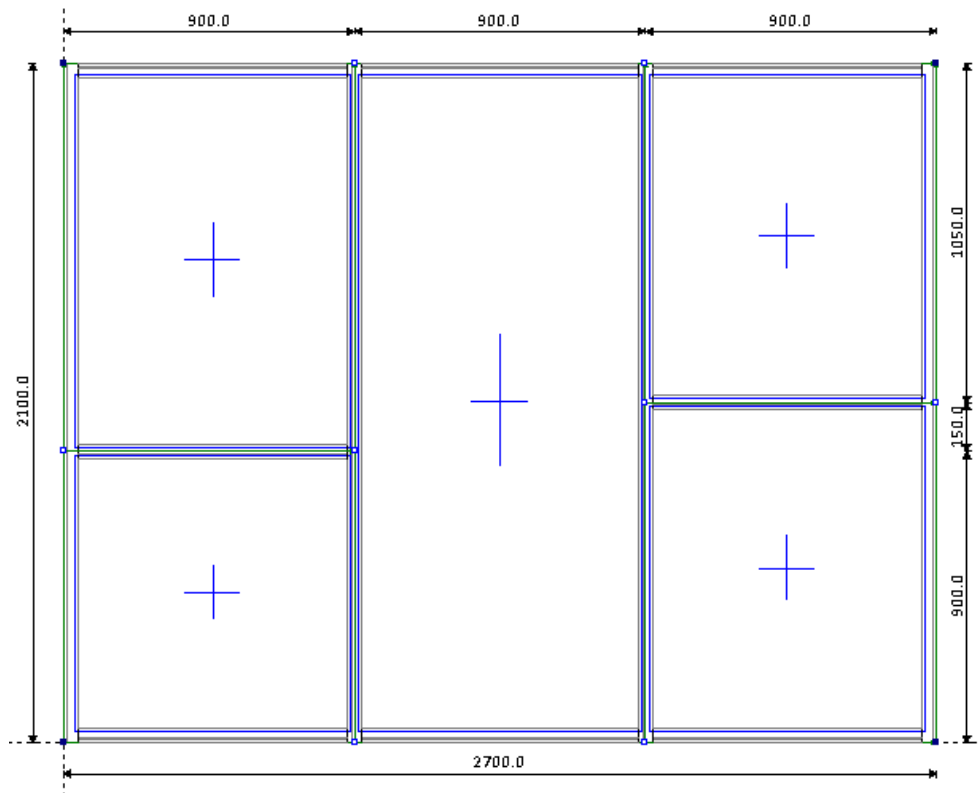
Failure Message:

Extension Line

☐ User Defined Length:

OK Cancel Help

THE TRANSOM HEIGHT HAS NOW CHANGED.



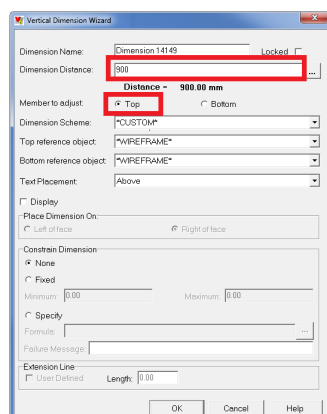
NOW HIGHLIGHT THE BOTTOM RIGHT HAND LIGHT AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.



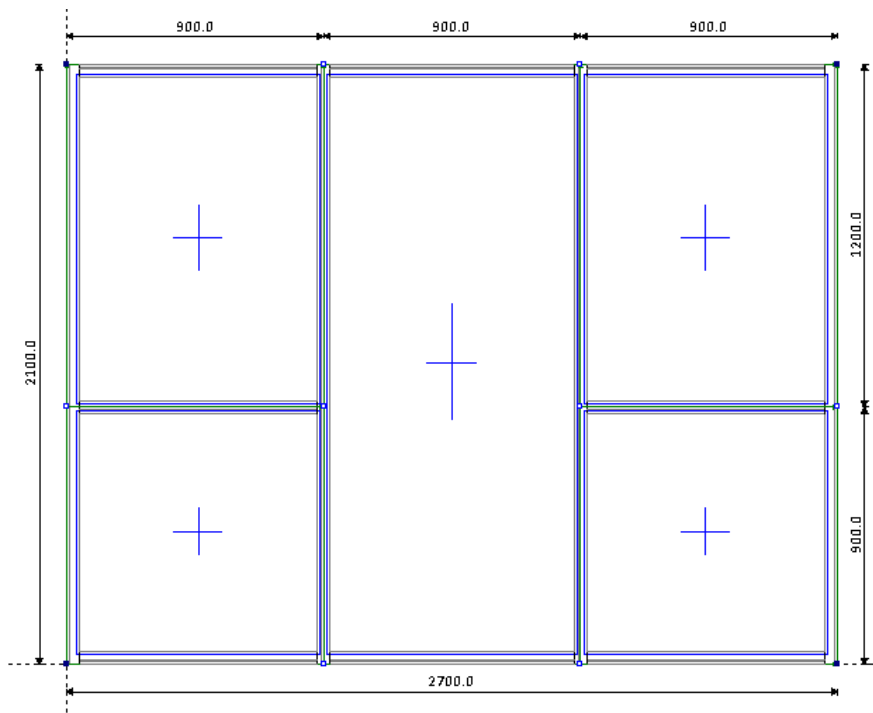
THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE ALOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

- 4) DIMENSION DISTANCE, THIS IS A TEXT BOX AND REPRESENTS THE NEW DIMENSION THAT WE NEED TO ADD – (SEE DIMENSIONING PAGE SPECIFYING WHERE THE DIMENSIONS ARE TAKEN FROM SHOWN EARLIER).
- 5) MEMBER TO ADJUST. IF YOU WANT TO MOVE THE TRANSOM ABOVE THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE TOP, IF WE WANT TO MOVE THE TRANSOM BELOW THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE BOTTOM. (WE WILL CHOOSE TOP IN THIS CASE)
- 6) THE OK BUTTON MAKES THE CHANGE FOR US.

CHANGE THE DIMENSION TO 900MM AND CLICK THE TOP TICK BOX IGNORE ALL OTHER DETAILS SHOWN IN THE BOX AND NOW CLICK OK.

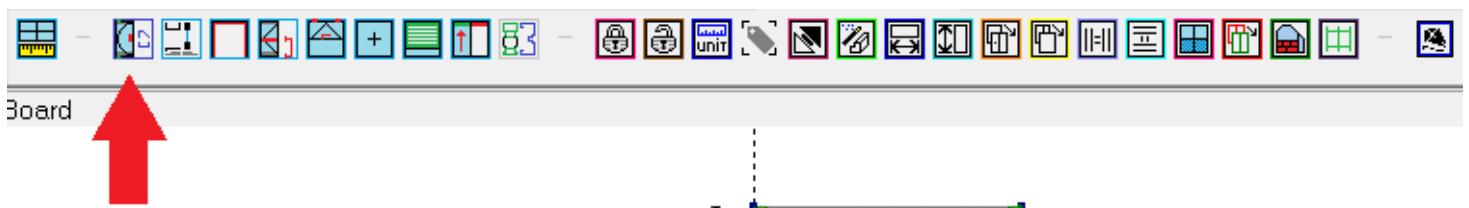


THE SECOND TRANSOM HEIGHT HAS NOW CHANGED.

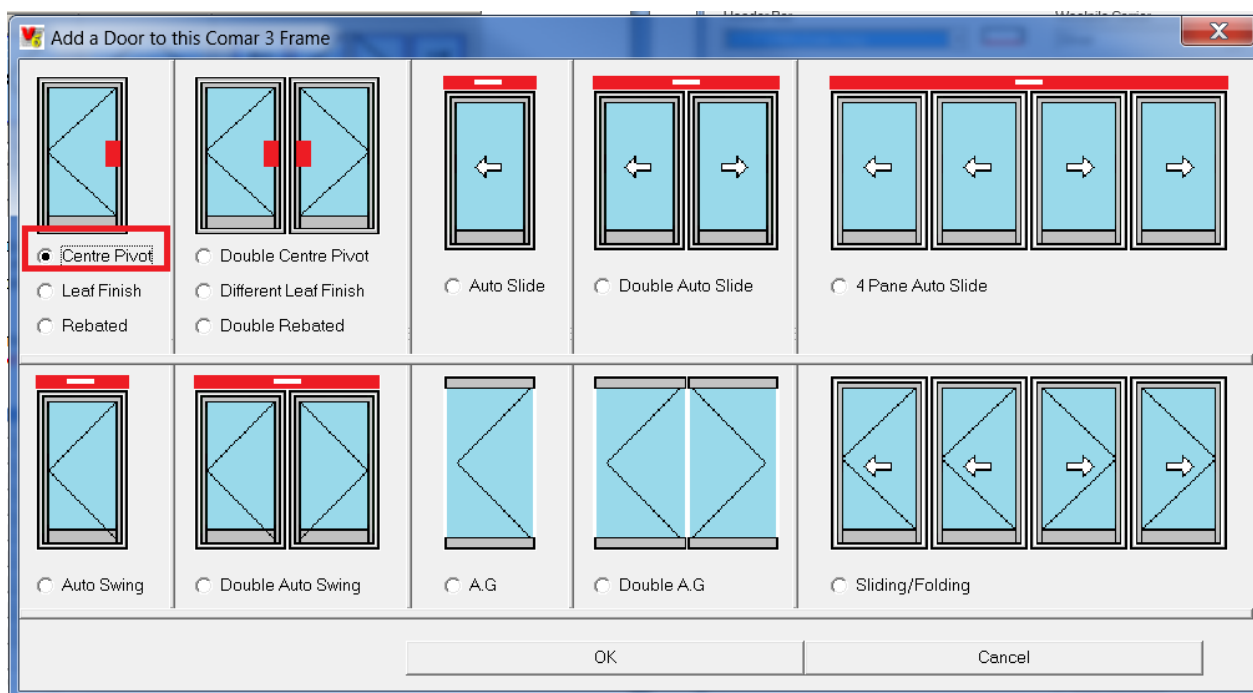


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

HIGHLIGHT THE LIGHT WHERE WE ARE PLACING THE DOOR USING YOUR MOUSE. WE CAN NOW ADD A DOOR TO THE FRAME. CLICK ONTO THE DOOR BUTTON.

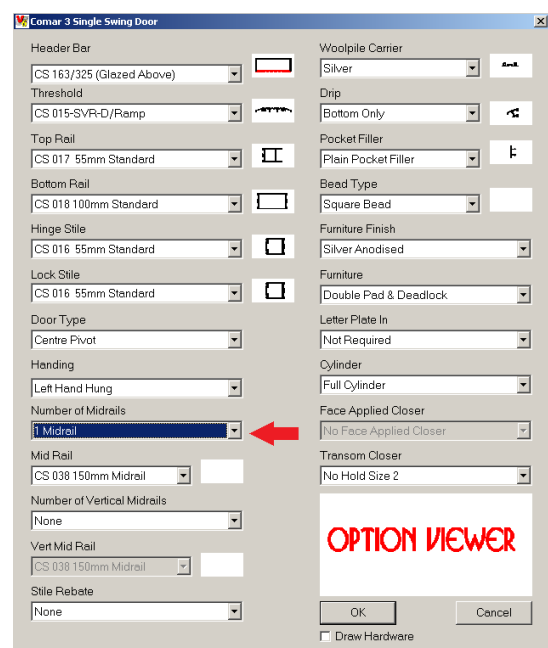


CLICK ONTO THE SINGLE "Centre Pivot" OPTION AND CLICK OK.



THE BELOW BOX WILL NOW APPEAR AND AS WITH MOST OTHER SCREENS IN GENESIS THE DEFAULT THAT COMES UP WILL NORMALLY BE THE STANDARD OPTION. IF YOU CLICK OK AT THIS POINT A DOOR WILL BE ADDED WITH A CLOSER, LOCKS, PAD HANDLES ETC SO IT WILL PRICE THE DOOR SHOWN. THERE IS ALOT OF INFORMATION AND OPTIONS CONTAINED IN THIS ONE SCREEN.

SO PLEASE TAKE A MINUTE TO LOOK AT THE OPTIONS ON THE SCREEN TO SEE WHAT CAN BE CHANGED HERE. **THE ARROW INDICATED BELOW SHOWS THE OPTION THAT WE WILL BE CHANGING SOON BUT PLEASE USE THE COMPUTER MONITOR TO LOOK THROUGH THE OPTIONS.**



IN THE MENU WE NEED TO CHANGE THE “Number of Midrails” to “1 Midrail”. CLICK ONTO THE DROP DOWN ARROW AND CHANGE THE OPTION.



ONCE YOU HAVE READ THROUGH THE SCREEN AND ARE HAPPY WITH YOUR SELECTION PLEASE CLICK OK AT THE BOTTOM TO ADD THE DOOR.

ALTHOUGH THE SOFTWARE AUTOMATES THE HEADER BAR SELECTION PLEASE ALWAYS DOUBLE CHECK THAT IF YOU HAVE GLASS ABOVE THE DOOR THAT YOU CHOOSE A GLAZED ABOVE OPTION. IF YOU HAVE A DIRECT OUTERFRAME ABOVE THE DOOR THEN YOU CHOOSE OUTER ONLY. THIS IS VERY IMPORTANT AS IT NOT ONLY EFFECTS THE ORDER BUT ALSO THE SIZE OF THE DOOR AND THE GLASS.

Comar 3 Single Swing Door

Header Bar: CS 163/325 (Glazed Above)

Threshold: CS 015-SVR-D/Ramp

Top Rail: CS 017 55mm Standard

Bottom Rail: CS 018 100mm Standard

Hinge Stile: CS 016 55mm Standard

Lock Stile: CS 016 55mm Standard

Door Type: Centre Pivot

Handing: Left Hand Hung

Number of Midrails: 1 Midrail

Mid Rail: CS 038 150mm Midrail

Number of Vertical Midrails: None

Vert Mid Rail: CS 038 150mm Midrail

Stile Rebate: None

Woolpile Carrier: Silver

Drip: Bottom Only

Pocket Filler: Plain Pocket Filler

Bead Type: Square Bead

Furniture Finish: Silver Anodised

Furniture: Double Pad & Deadlock

Letter Plate In: Not Required

Cylinder: Full Cylinder

Face Applied Closer: No Face Applied Closer

Transom Closer: No Hold Size 2

OPTION VIEWER

OK Cancel

☐ Draw Hardware

WHEN YOU HAVE CONFIRMED YOUR SELECTION THE BELOW SCREEN WILL APPEAR. THIS IS THE HEIGHT OF THE MIDRAIL FROM THE FLOOR LEVEL (BASED ON THE THRESHOLD THAT YOU HAVE CHOSEN, IT WILL AUTOMATICALLY ADJUST THE MIDRAIL TO SUIT). CHANGE THIS FIGURE TO BE 900MM. THEN CLICK OK.

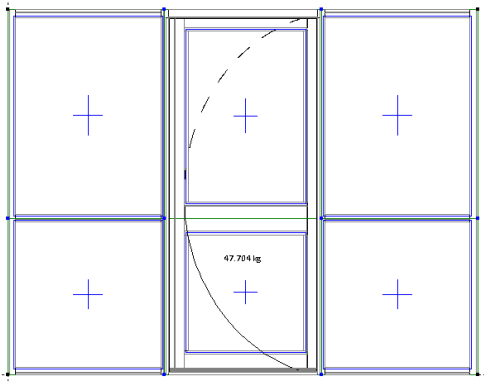
Mid Rail Height

Enter Mid Rail height from Floor level

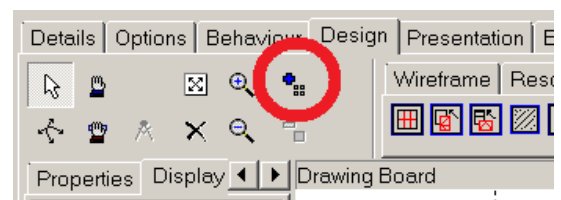
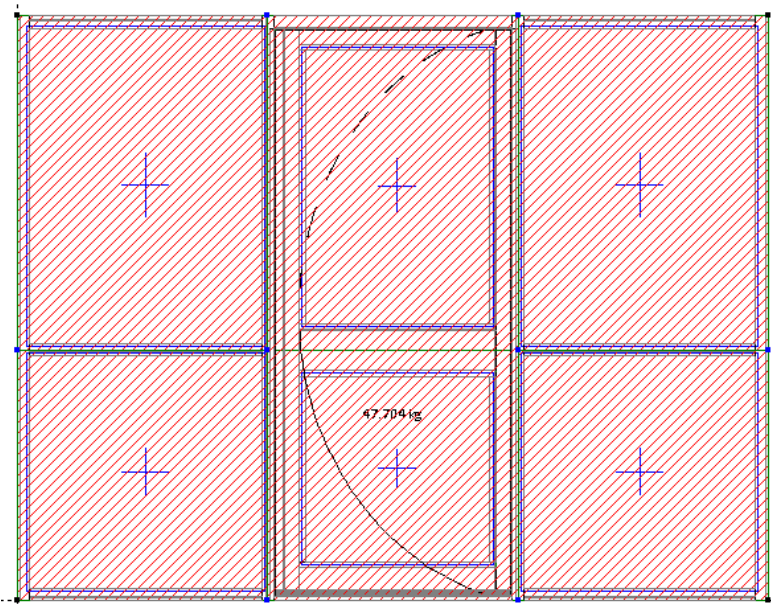
900

OK Cancel

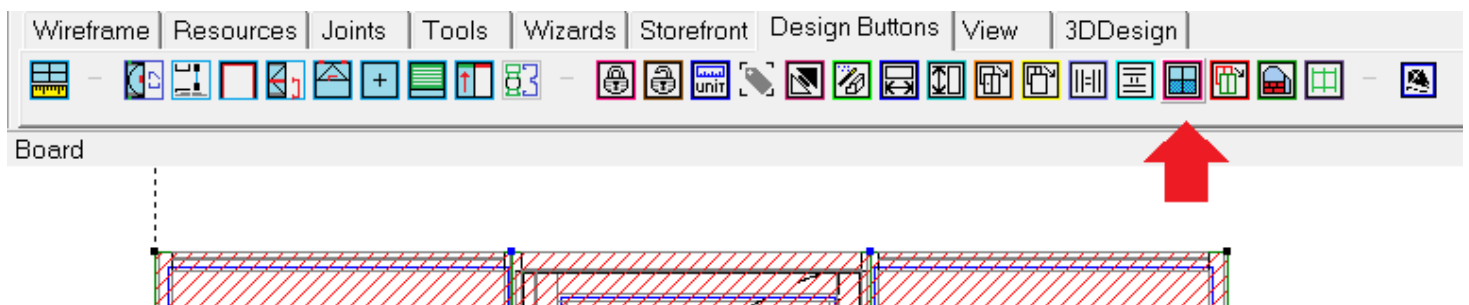
THIS WILL NOW SHOW YOU THE NEW DESIGN.



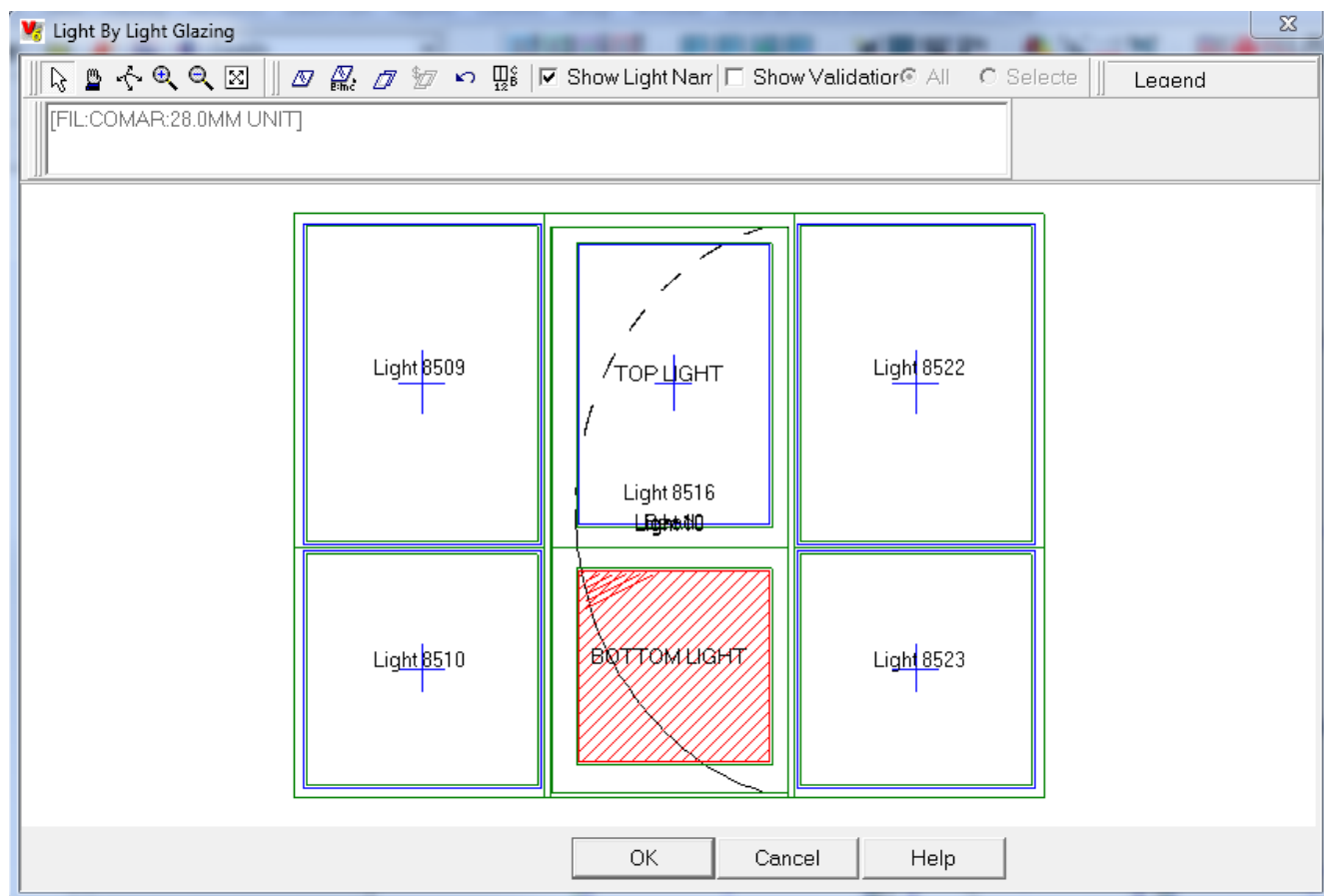
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISAPPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE IT TURN RED. NOW CLICK ONTO "ZoomInto" AS SHOWN BELOW (RIGHT).



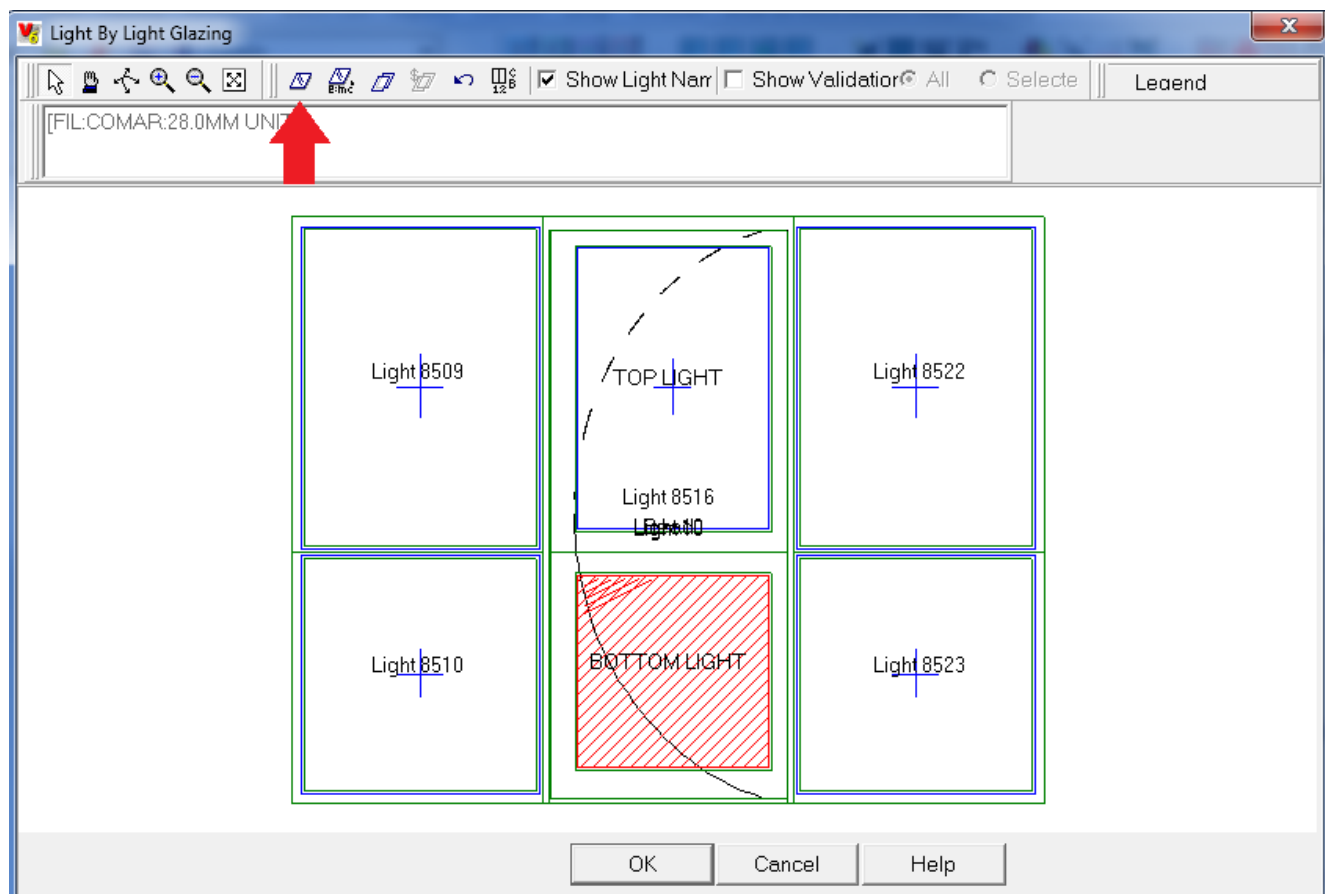
ONE THING THAT WE WANT TO COVER ON BUILDING THIS SCREEN IS CHANGING GLASS TO A PANEL. CLICK ONTO THE LIGHT BY LIGHT GLAZING BUTTON AS SHOWN BELOW.



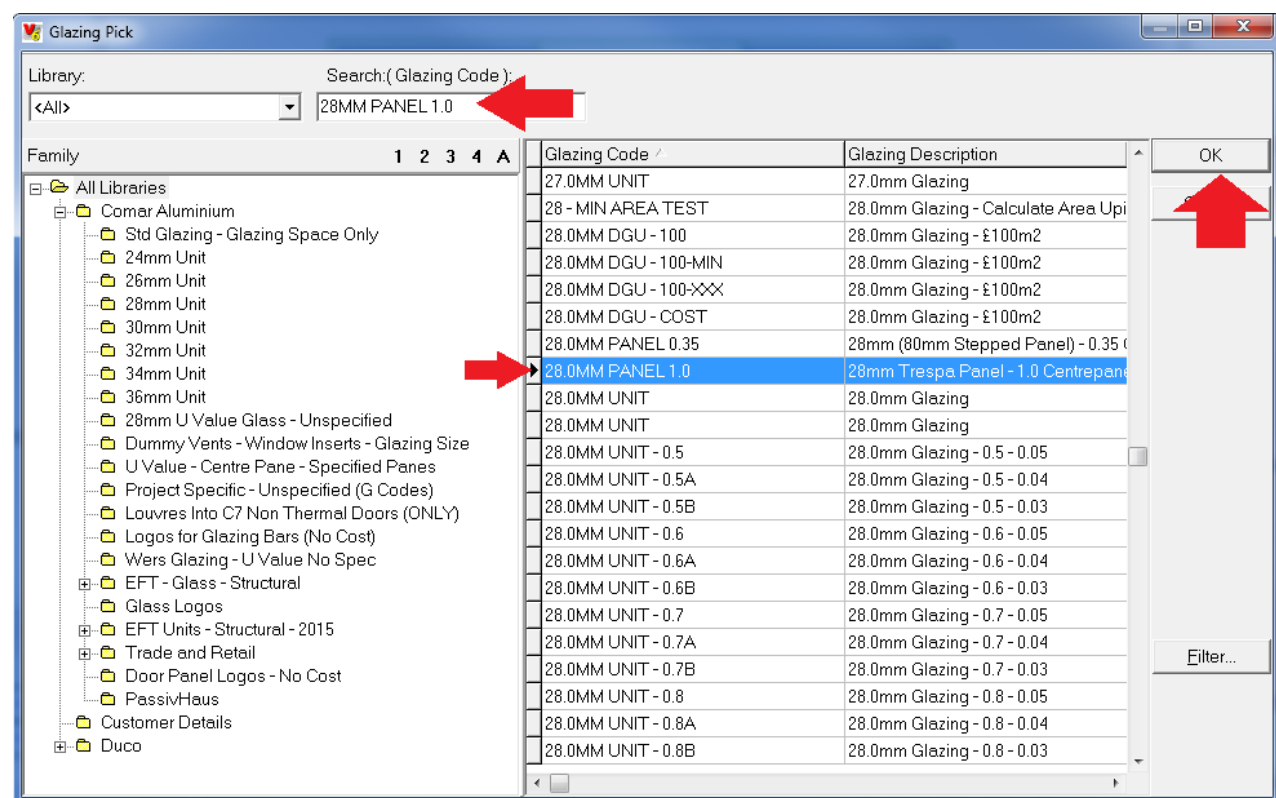
USING YOUR MOUSE HIGHLIGHT THE BOTTOM LIGHT OF THE DOOR (AS SHOWN).



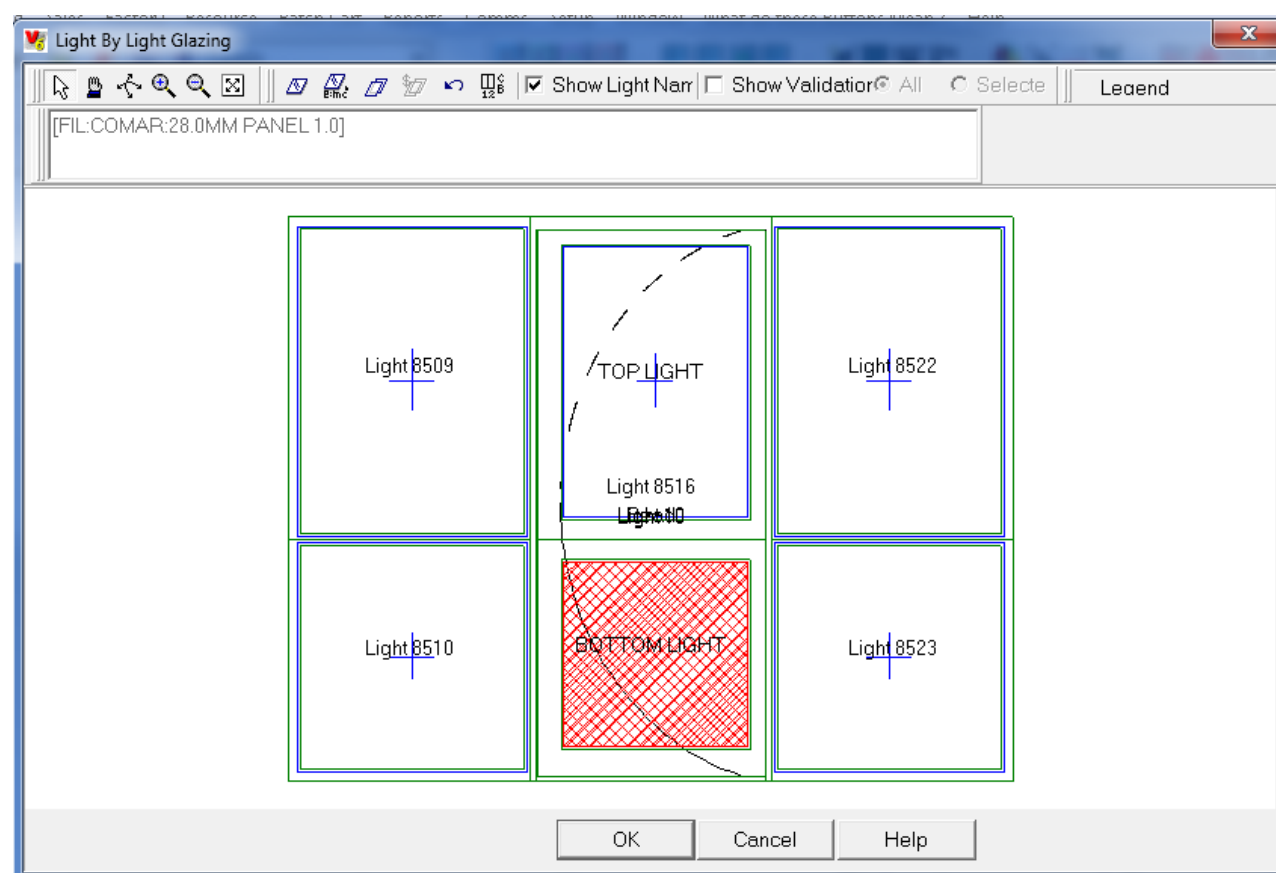
NOW CLICK ONTO THIS BUTTON TO CHANGE THE GLAZING.



TYPE THE CODE “28MM PANEL 1.0” INTO THE SEARCH (GLAZING CODE) FIELD AND WHEN IT FINDS IT IN THE LIST, HIGHLIGHT IT IN THE LIST AND THEN CLICK OK.

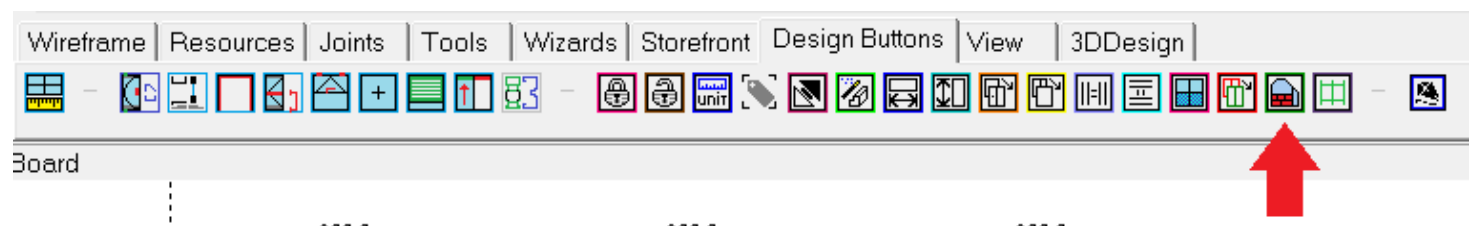


THIS WILL NOW BRING THE OTHER SCREEN BACK AND YOU WILL SEE THAT THERE IS A PANEL LOGO IN THE BOTTOM THREE LIGHTS. CLICK OK WHEN COMPLETE.

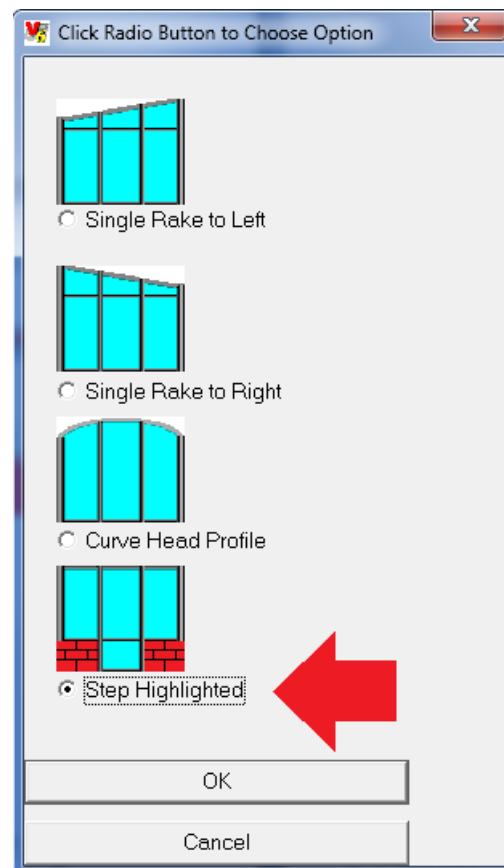


THIS SCREEN IS NOW COMPLETE.

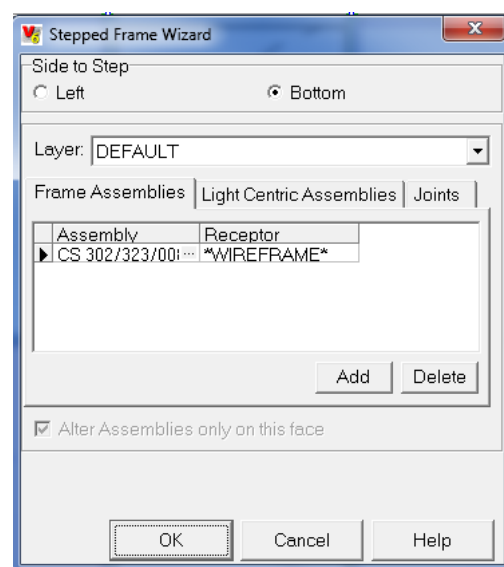
THE LAST THING THAT WE ARE GOING TO DO IS STEP THE FRAME. HIGHLIGHT THE BOTTOM LEFT HAND LIGHT OF THE FRAME, NOW CLICK ONTO STEP HIGHLIGHTED AND CLICK OK.



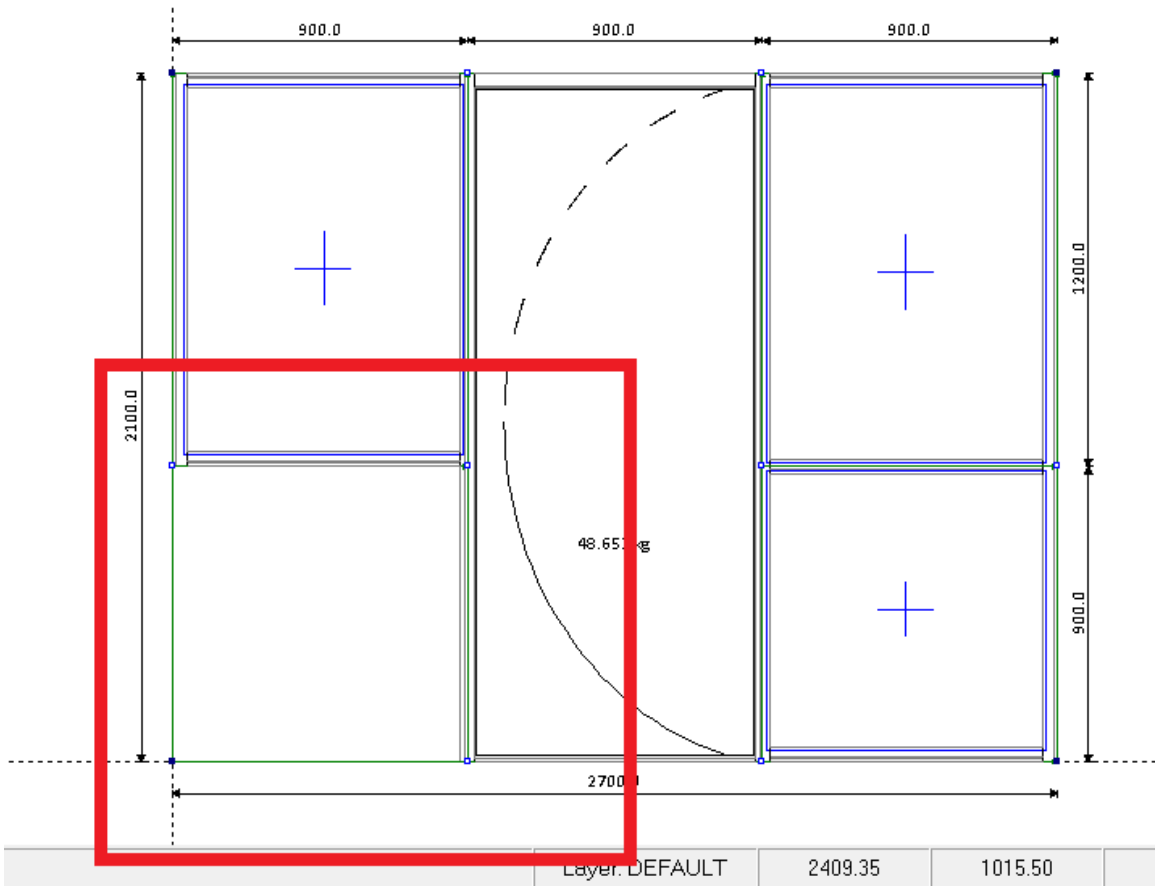
THE BELOW BOX WILL COME UP



WHEN THE BELOW BOX COMS UP, LEAVE IT AS STANDARD AND CLICK OK

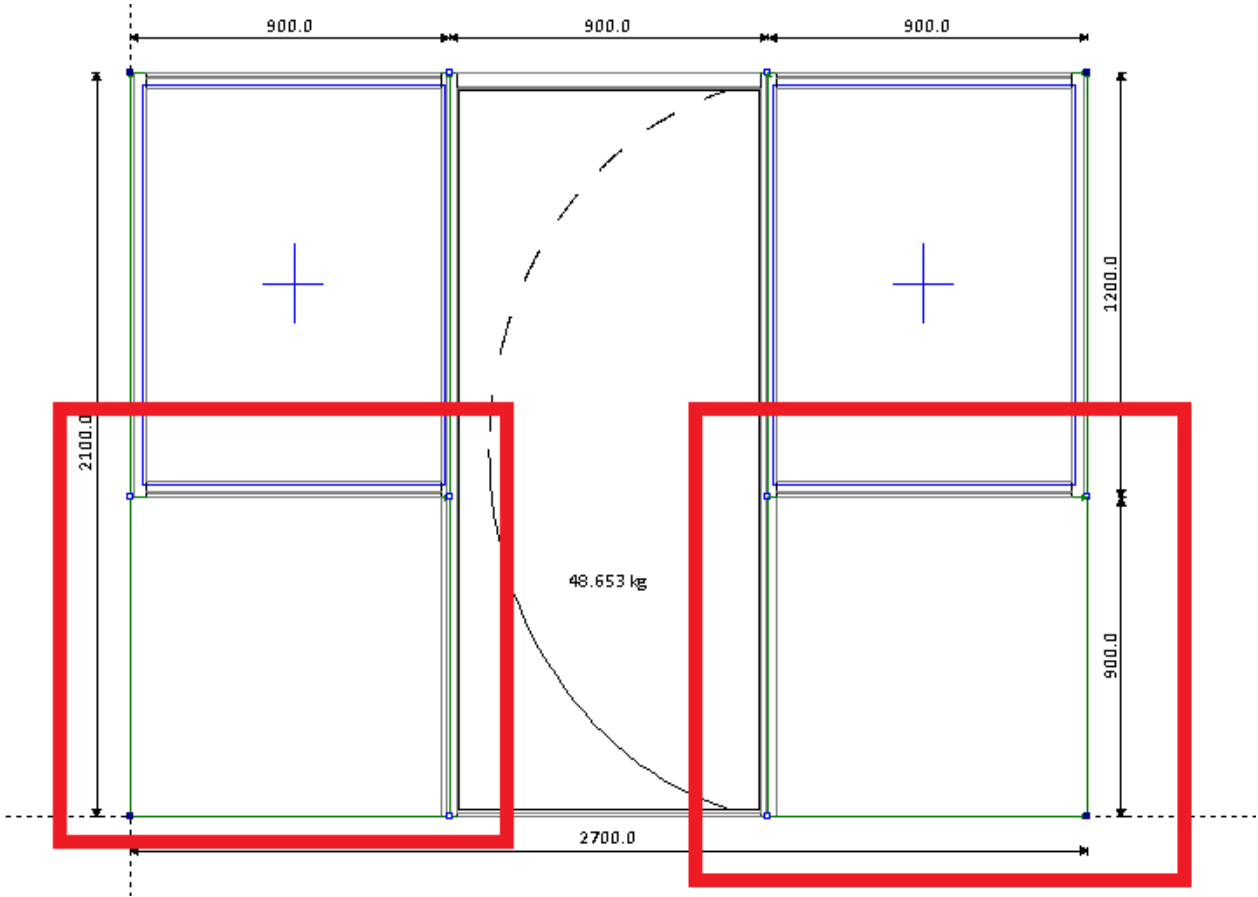


WHEN THE DESIGN SCREEN RETURNS THE LEFT HAND CORNER HAS BEEN STEPPED UP.



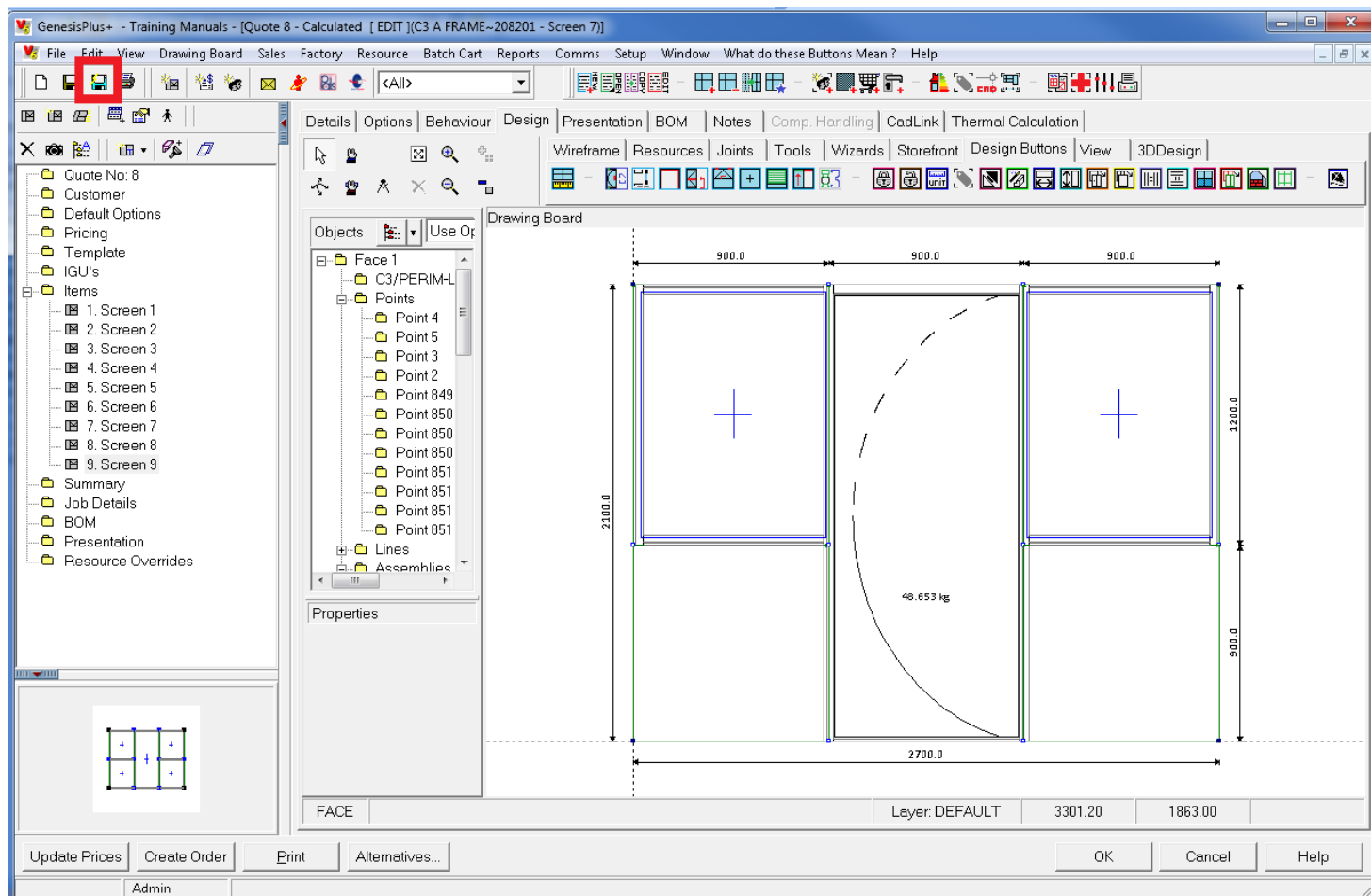
NOW REPEAT THE SAME FOR THE BOTTOM RIGHT HAND LIGHT.

BOTH THE LEFT AND THE RIGHT HAND LIGHT HAS NOW BEEN DELETED/STEPPED.



IT IS ALWAYS A GOOD IDEA TO SAVE THE QUOTE AFTER EACH ITEM HAS BEEN ADDED OR AFTER ADDING A FEW ITEMS, THIS WILL MEAN THAT IF YOUR COMPUTER HAS A PROBLEM OR SHUTS DOWN THEN IT WILL SAVE THE QUOTE AT THE POINT THAT YOU SAVE IT.

CLICK ONTO THIS BUTTON (QUICK SAVE) TO SAVE IT.



UNLIKE A LOT OF OTHER PROGRAMS YOU DO NOT HAVE TO CLICK ONTO THE OK BUTTON AT THE BOTTOM TO SAVE IT OR COMPLETE THE CHANGES. THIS OK BUTTON WILL BEING YOU OUT OF THE QUOTE AND SHUT IT DOWN.

IF YOU DO CLICK THIS BUTTON THEN CLICK BACK ONTO THE OPEN QUOTE BUTTON TO OPEN IT BACK UP.



EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



SHOPFRONT TRAINING MANUAL EXAMPLE - FRAME 10

Page No: 10

ELEVATION PORTRAIT

Date/Time: 29/01/2018 10:29:11

Quote Title: Shopfront Training Manual

Quote No: SH-1- -Ver 2

Cust Name: Do Not Delete

Job Ref:

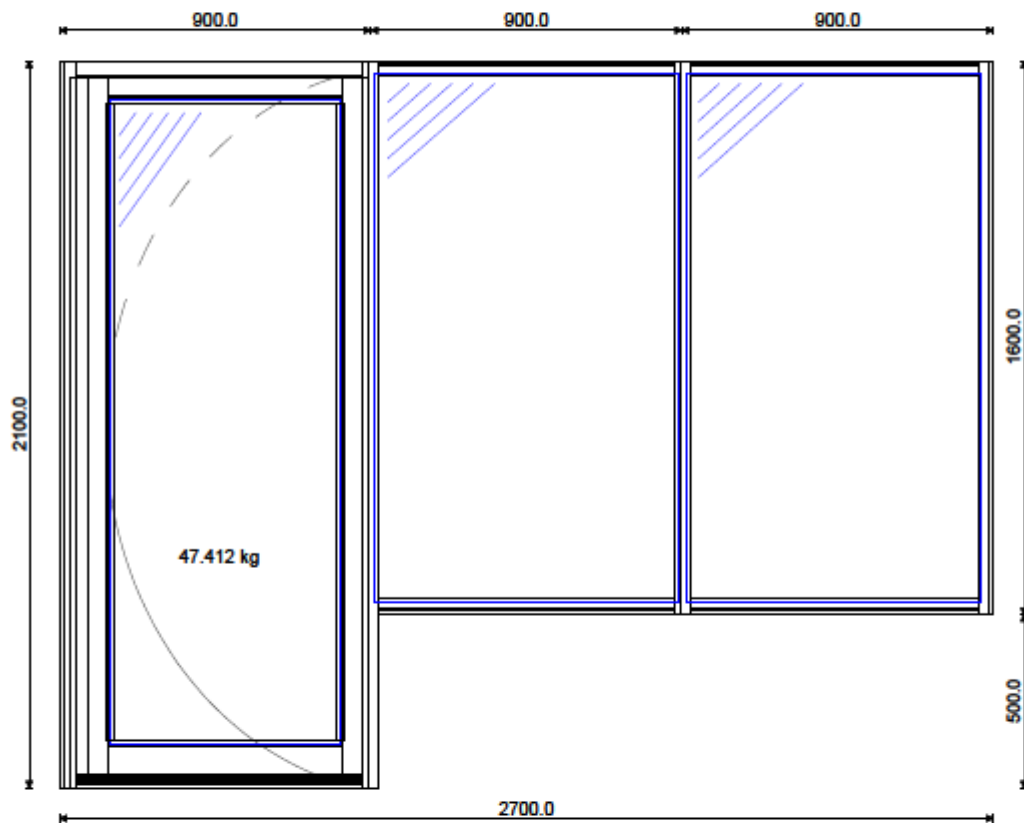
Finish: [COL:COMAR-POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



Item Description: Comar 3 (100x45mm) Double Glazed Corner Item Number: 10

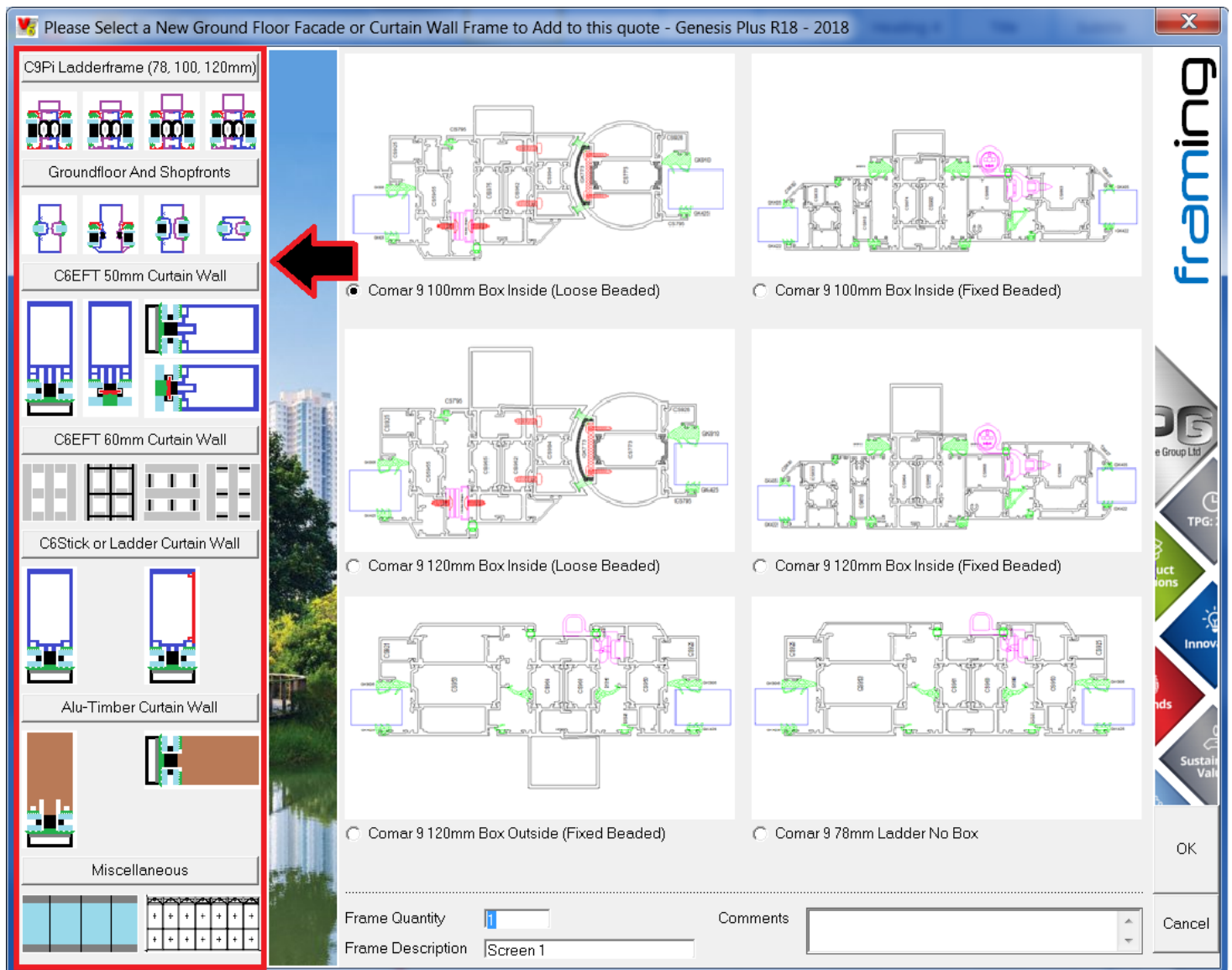
Quantity: 1

ADDING A FRAME TO THE QUOTE

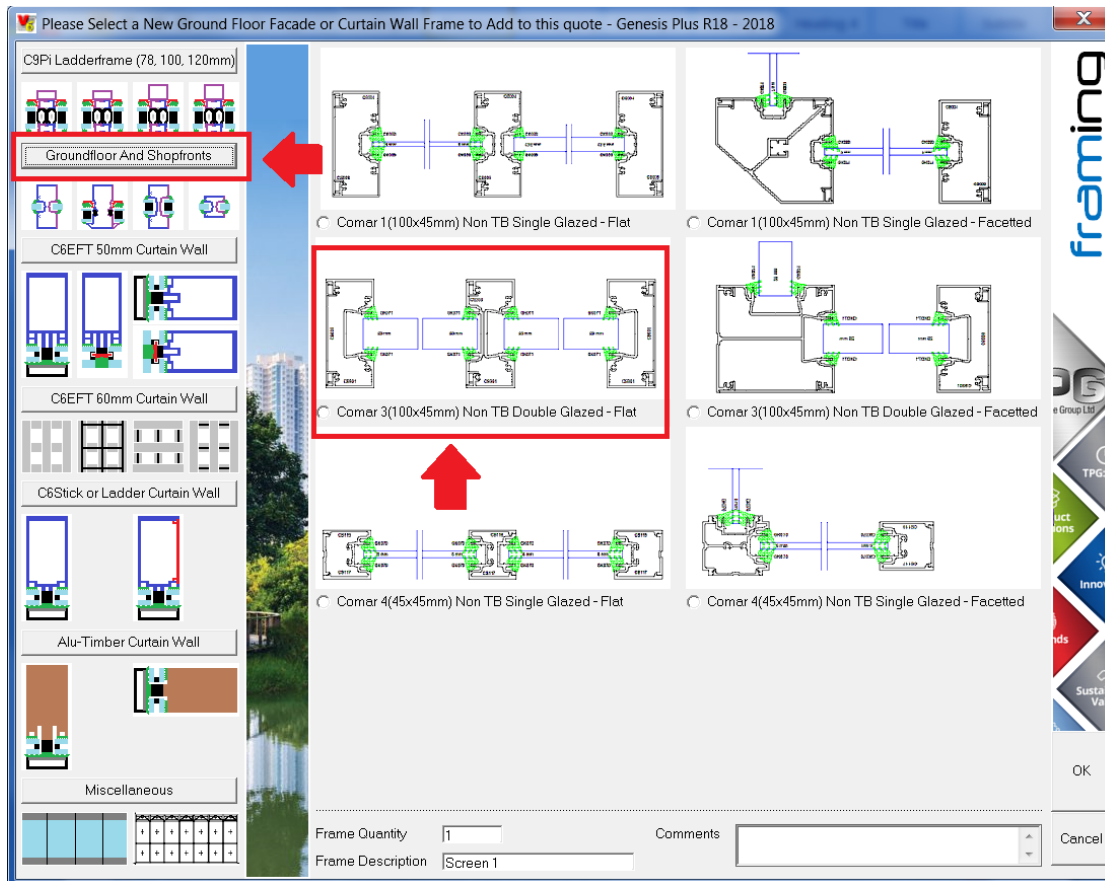
WE NOW WANT TO ADD ANOTHER NEW FRAME TO THE QUOTE. CLICK ONTO THE “ADD A NEW FRAMING SYSTEM” BUTTON.



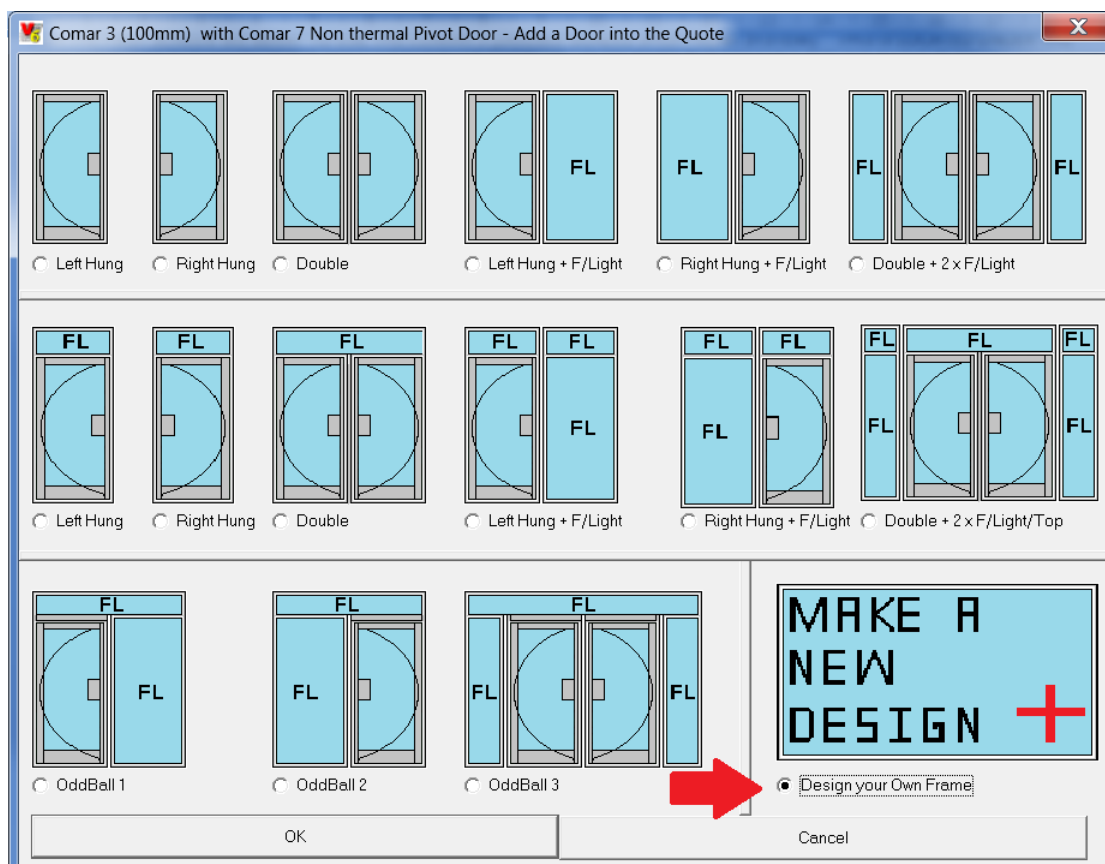
THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD FRAMING SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**



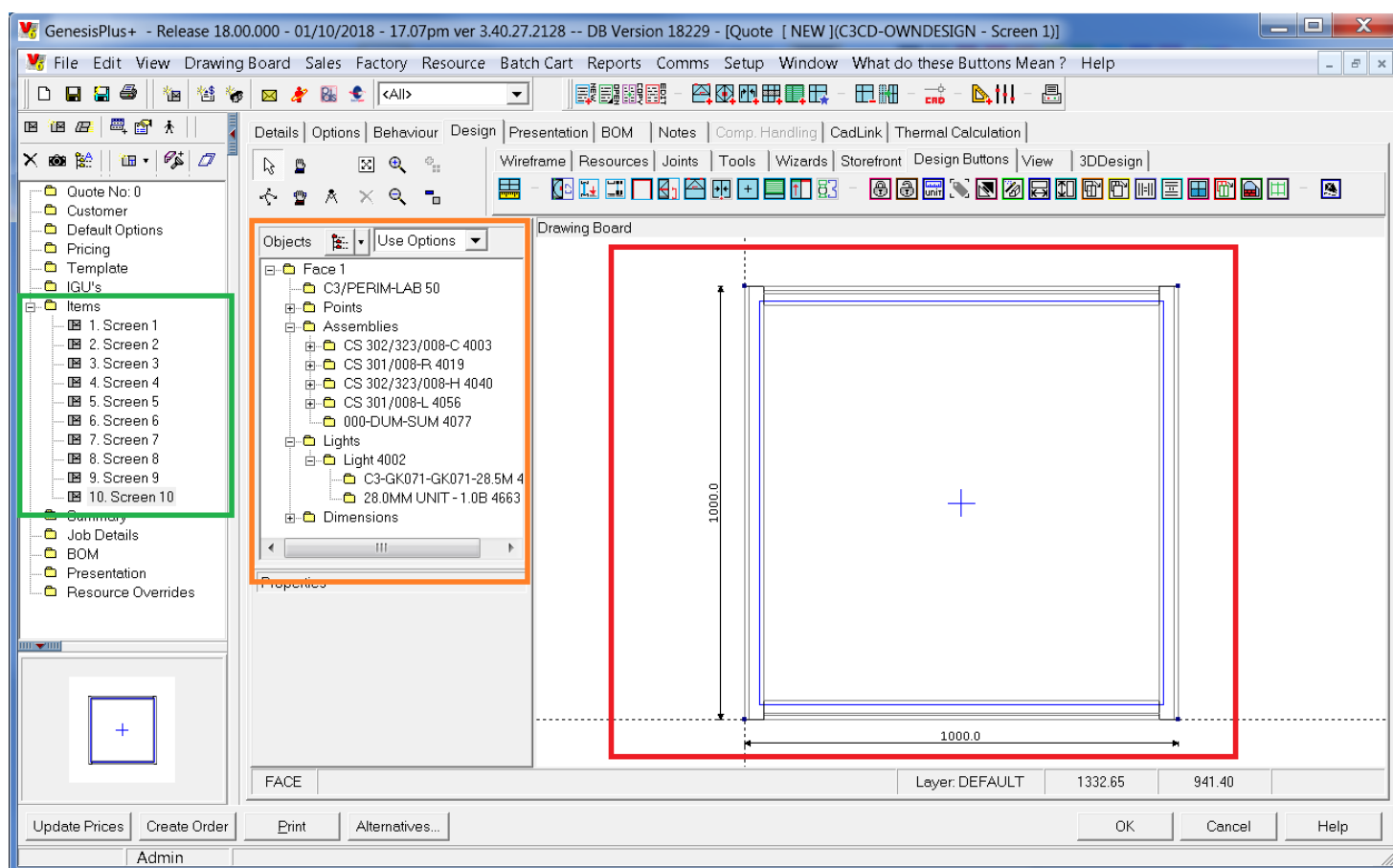
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE).



WE WANT TO BUILD THE SHOPFRONT FROM SCRATCH IN THIS CASE SO PLEASE CHOOSE “MAKE A NEW DESIGN” AND THEN CLICK “OK”



NOW THAT YOU HAVE ADDED A FRAME TO THE QUOTE YOU WILL SEE THAT YOU NOW HAVE ONE ITEM LISTED IN THE LEFT HAND SIDE SCREEN, (THIS WILL LIST ANY FRAMES THAT YOU HAVE ADDED TO YOUR QUOTE). THE RIGHT HAND SIDE OF THE SCREEN IS THE DESIGN SCREEN AND YOU CAN SEE THAT IT HAS ADDED A FRAME 1000MM X 1000MM. IN A MOMENT WE WILL CHANGE THE DESIGN. YOU WILL NOT HAVE THE COLOURED BOXES AS SHOWN BELOW THEY WILL BE USED TO HIGHLIGHT SOME AREAS IN ONE MOMENT.



BEFORE WE CHANGE THE DESIGN OF THIS SCREEN, LETS TAKE A BIT OF TIME GETTING USED TO THE NEW MENUS THAT YOU CAN ACCESS NOW WE HAVE ADDED A FRAME.

DESIGN

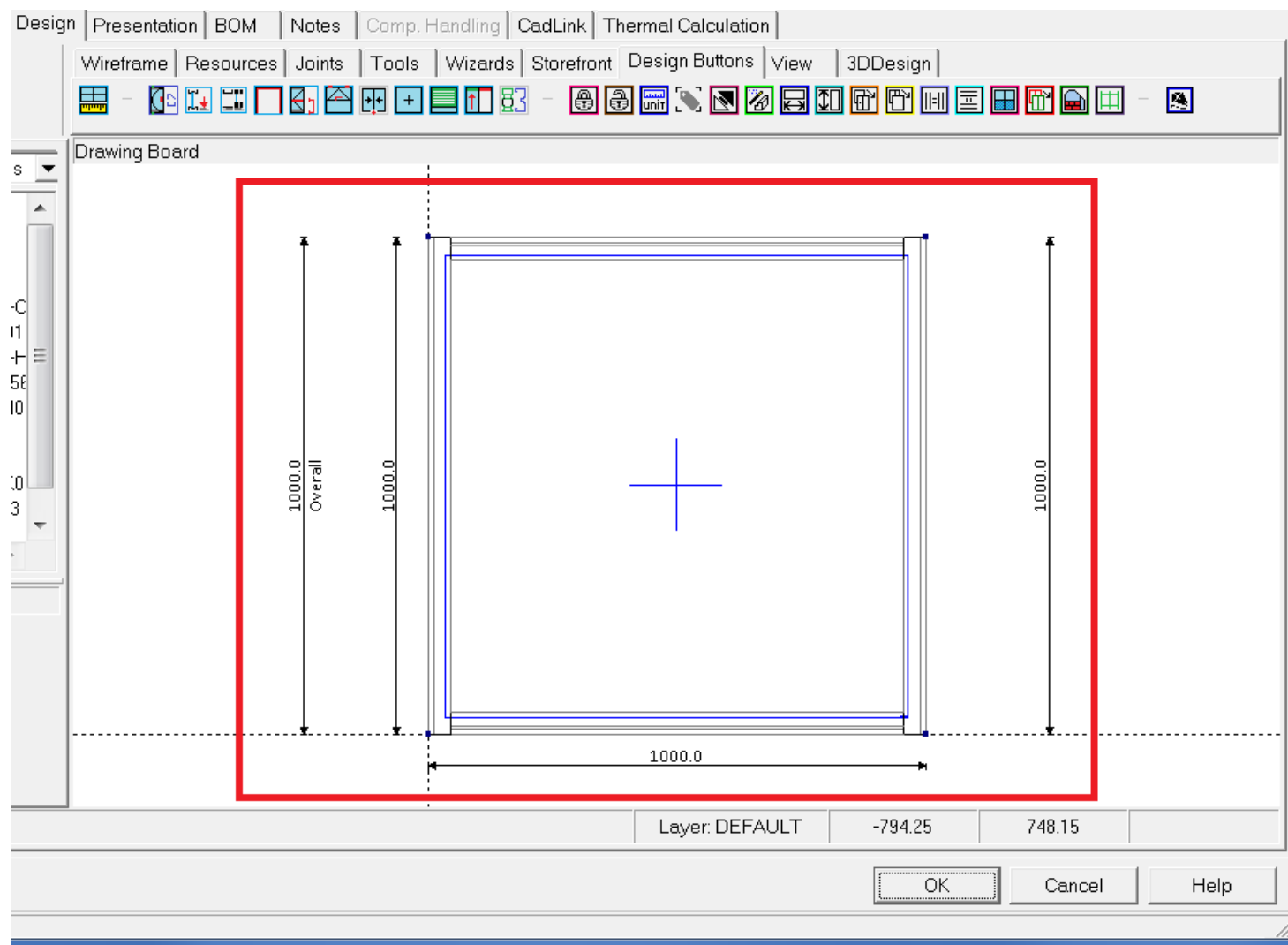
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

WHEN YOU HIGHLIGHT A FRAME IN THE ITEMS TAB (AS SHOWN IN THE LEFT HAND SIDE ABOVE IN GREEN) THE DESIGN SCREEN/DRAWING BOARD SHOWS YOU THE DESIGN FOR THAT ITEM, YOU CAN CLICK BETWEEN THE FRAMES (ITEMS) IF YOU HAVE MORE THAN ONE IN A QUOTE AND IF YOU ARE IN THE DESIGN SCREEN THE FRAME SHOWN WILL SWITCH TO SHOW YOU THE ONE THAT YOU HAVE HIGHLIGHTED.

THE ORANGE RECTANGLE INDICATES THE OBJECTS BOX, THIS LISTS ALL THE ASSEMBLIES YOU HAVE USED AS WELL AS GLASS AND DOORS.

CHANGING THE DESIGN

WE ARE NOW GOING TO CHANGE THE DESIGN OF THE FRAME SO WE NOW MOVE DOWN TO THE DRAWING BOARD (WHILST IN DESIGN) AND THERE ARE MACRO DESIGN BUTTONS WHICH ARE RELEVANT TO THE FRAME THAT WE ARE VIEWING AT THAT TIME. THERE ARE QUITE A FEW BUTTONS HERE (AND THEY ARE SMALL) BUT GENERALLY THE FIRST SET OF BUTTONS ARE TO CHANGE THE DESIGN OF THE FRAME, ADDING DOORS AND ADDING WINDOWS. THE SECOND SET OF BUTTONS ARE SIMPLE COMMANDS LIKE CHANGING SECTIONS, SPLITTING LIGHTS (ADDING MULLIONS OR TRANSOMS), MERGING LIGHTS (DELETING MULLIONS OR TRANSOMS), CHANGING HEIGHTS OR TRANSOMS AND WIDTHS OF MULLIONS AND CHANGING GLASS. YOU WILL NOTICE THAT THE AMOUNT OF BUTTONS THAT YOU SEE WHEN DESIGNING DIFFERENT SYSTEMS WILL CHANGE DEPENDING ON WHAT FRAME YOU ARE DESIGNING. I.E YOU WOULDN'T HAVE A DOOR BUTTON FOR BUILDING A WINDOW. LIKE AUTOCAD THE BUTTONS ARE THERE TO MAKE IT QUICKER TO PERFORM EVERYDAY TASKS.



WE ARE NOW GOING TO CHANGE THE DESIGN AND DIMENSIONS OF THIS FRAME, IN MOST CASES THE FIRST BUTTON SHOWN IN THE DESIGN SCREEN WILL PERFORM A TASK TO CHANGE THE DESIGN OR THE DIMENSIONS.

(IF YOU WANT TO EXPLORE WHAT THESE BUTTONS DO YOU CAN USE YOUR MOUSE TO HOVER OVER THE BUTTON AND IT SHOULD TELL YOU WHAT COMMAND THE BUTTON PERFORMS).

CLICK ONTO THE FIRST BUTTON.



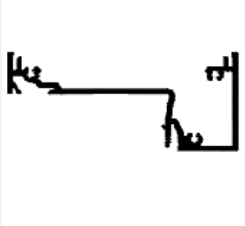
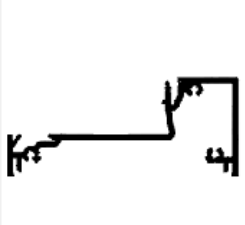
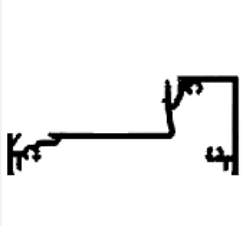
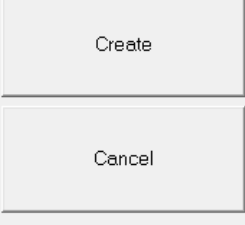


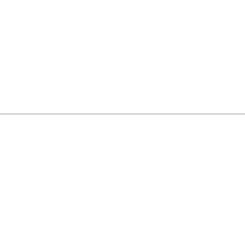
THIS WILL BRING UP THE REBUILD BUTTON, WE WILL BE CHANGING THE SIZES LATER ON.

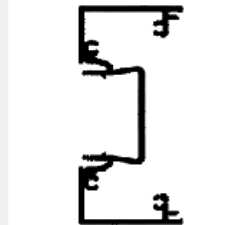
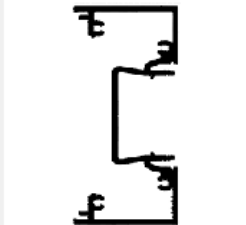
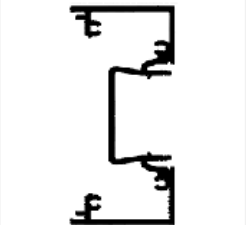
THIS SCREEN WHICH IS ONE OF THE COMMON SCREENS HANDLES THE MOST PART OF THE FRAMING PART OF OUR DESIGN (EXCLUDING ADDING DOORS ETC).

WE CAN CHANGE THE WIDTH, HEIGHT LIGHTCODE OR COLUMNS AND ROWS, THE DESCRIPTION AND QUANTITY OF THE FRAME, EXTRUSION FINISH, AND SECTIONS TO BE USED.

THE DEFAULT SECTIONS FOR THE HEAD, TRANSOMS ETC ARE BASED ON OUR TECHNICAL MANUAL, IN MOST CASES YOU MAY NEED TO CHECK THE WINDLOADING FOR THE FRAMES TO INDICATE WHAT MULLIONS OR TRANSOMS TO USE, BUT AS STANDARD THESE WILL BE THE SECTIONS TO USE (SUBJECT TO WINDLOADINGS). **DO NOT CLICK OK**

Redesign the Comar 3 frame ?

Frame Width 1000	Frame Height 1000	Backplate Required Yes	Head Profile CS 302 - IYY - 8.6 l _{yy} Req - 1.04	       Create Cancel
Lightcode 1	Columns 1	Rows 1	Cill Profile CS 302 - IYY - 8.6 l _{yy} Req - 1.04	
Frame Quantity 1	Sub Cill Type None	Sub Cill Nosing None	Left Profile CS 301 - IXX - 85.9 l _{xx} Req - 0	
Frame Description New Frame	Item Comments	Right Profile CS 301 - IXX - 85.9 l _{xx} Req - 0	Transom Profile CS 302 - IYY - 8.6 l _{yy} Req - 1.04	
Frame Finish [COL:COMAR:WHITE (WHITE)]		Mullion Profile CS 301/309 - IXX - 85.9 l _{xx} Req - 0		
Glass [FIL:COMAR:6-16-6 FL]		<input type="checkbox"/> Save Chosen Frame Defaults		



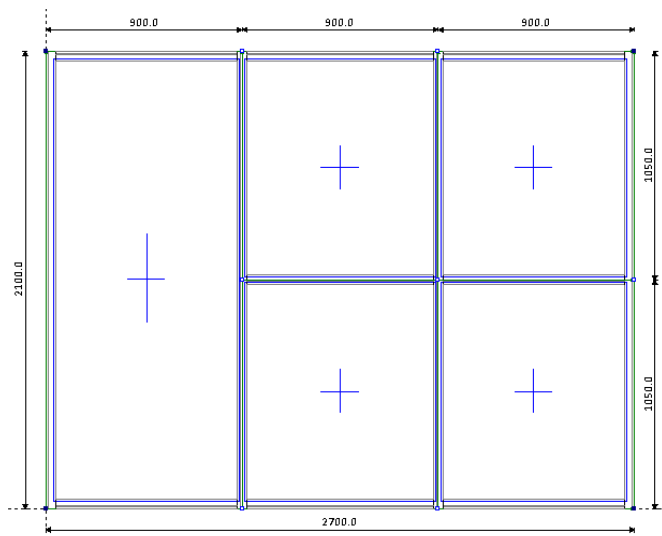
YOU WILL SEE THAT THE BELOW SCREEN HAS ALREADY SELECTED THE PROFILES THAT ARE THE STANDARD DEFAULT FOR THIS SYSTEM. (SHOWN ON THE RIGHT HAND SIDE), THE SOFTWARE WILL NOT WINDLOAD THESE SECTIONS SO PLEASE BE AWARE THAT ALTHOUGH THEY ARE DEFAULT THEY DO NOT LOOK AT THE SIZE OF THE FRAME.

THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE

- 1) THE FRAME WIDTH
- 2) THE FRAME HEIGHT
- 3) THE LIGHTCODE (AS EXPLAINED EARLIER, THIS IS JUST ANOTHER WAY TO SPECIFY COLUMNS & ROWS BUT YOU COULD USE THE COLUMNS AND ROW FIELDS IF YOU LIKE.
- 4) THE DESCRIPTION OF FRAME OR A FRAME CODE. I.E "ED1", IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA TO USE FRAME 1, FRAME 2 ETC TO AVOID CONFUSION
- 5) YOU WILL SEE THAT IT HAS ALSO BOUGHT THROUGH THE FRAME DEFAULTS FOR THE FINISH AND THE GLASS AS CHOSEN EALIER ON

WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE.

THE SCREEN HAS NOW BEEN REDESIGNED.



AS WE HAVE CONNECTING TRANSOMS (I.E TRANSOMS THAT SIT AT THE SAME HEIGHT), WE CAN LOCK THEIR POSITIONS TOGETHER. THIS ONLY WORKS IF THE TRANSOMS ARE NEXT TO EACH OTHER. TO DO THIS WE CLICK ONTO THE LOCK BUTTON. THE ONE NEXT TO IT UNLOCKS THE TRANSOMS.



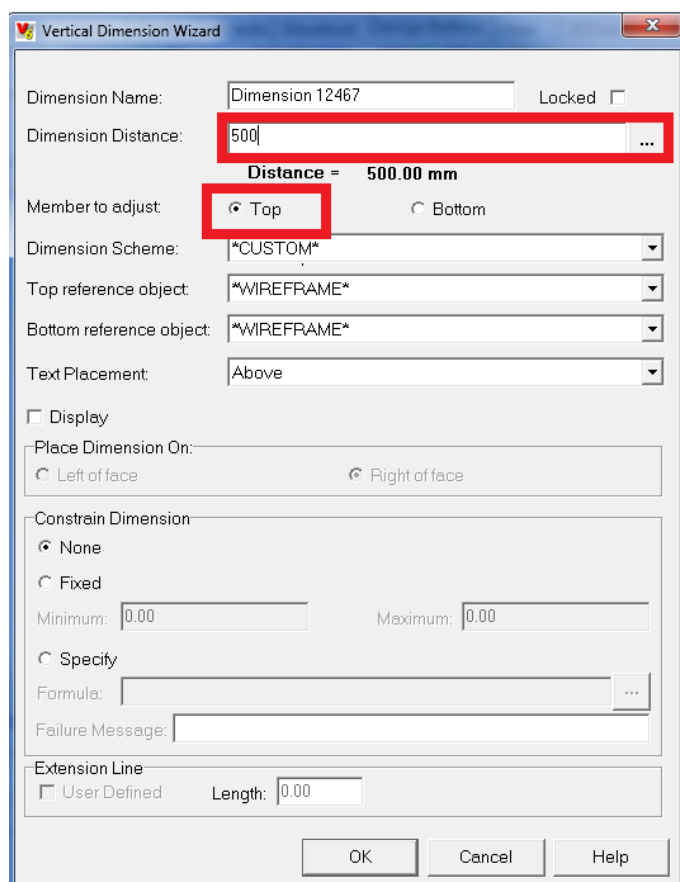
AS THIS SCREEN A TRANSOM IN IT WE WANT TO MOVE THE HEIGHT SO THAT WHEN WE CAN STEP IT FOR A LOW WALL TYPE SITUATION .HIGHLIGHT THE MIDDLE BOTTOM OR BOTTOM RIGHT HAND LIGHT AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.



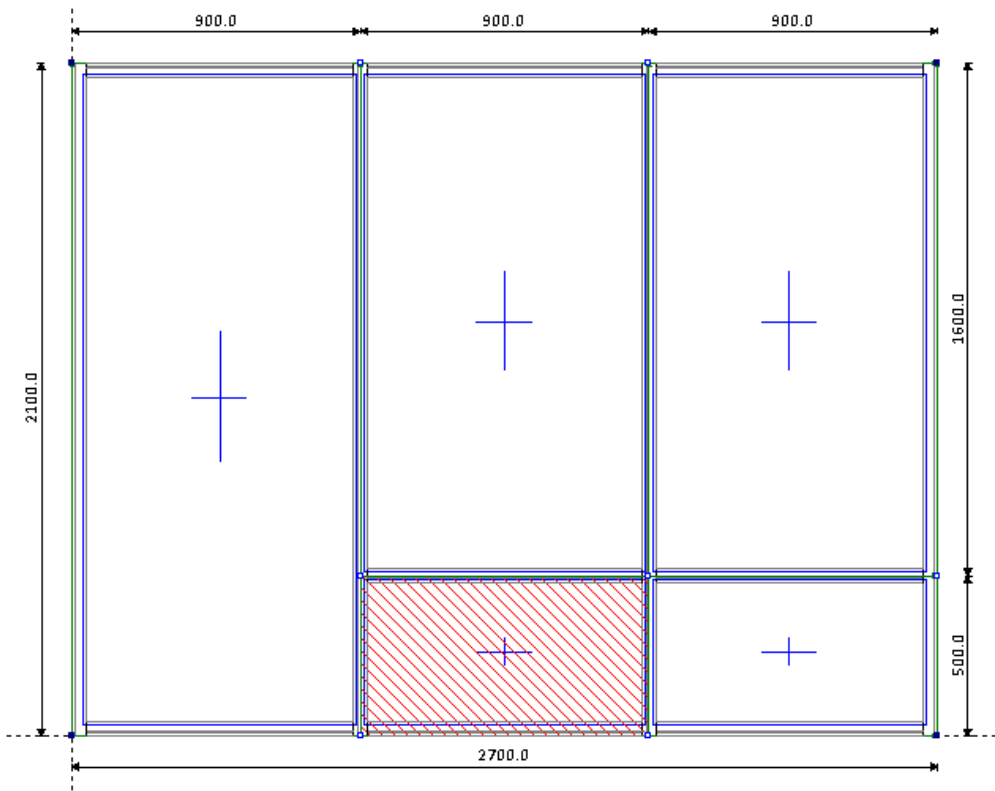
THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE ALOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

- 7) DIMENSION DISTANCE, THIS IS A TEXT BOX AND REPRESENTS THE NEW DIMENSION THAT WE NEED TO ADD – (SEE DIMENSIONING PAGE SPECIFYING WHERE THE DIMENSIONS ARE TAKEN FROM SHOWN EARLIER).
- 8) MEMBER TO ADJUST. IF YOU WANT TO MOVE THE TRANSOM ABOVE THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE TOP, IF WE WANT TO MOVE THE TRANSOM BELOW THE LIGHT THAT WE HAVE HIGHLIGHTED THEN WE CHOOSE BOTTOM. (WE WILL CHOOSE TOP IN THIS CASE)
- 9) THE OK BUTTON MAKES THE CHANGE FOR US.

CHANGE THE DIMENSION AND CLICK THE TOP TICK BOX IGNORE ALL OTHER DETAILS SHOWN IN THE BOX AND NOW CLICK OK.

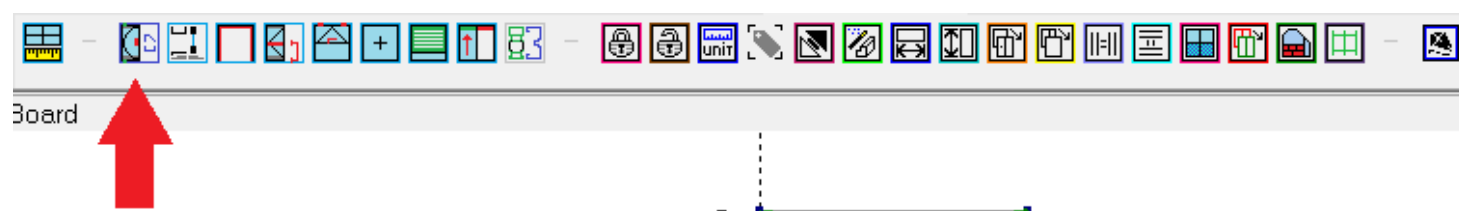


THE TRANSOM HEIGHT HAS NOW CHANGED.

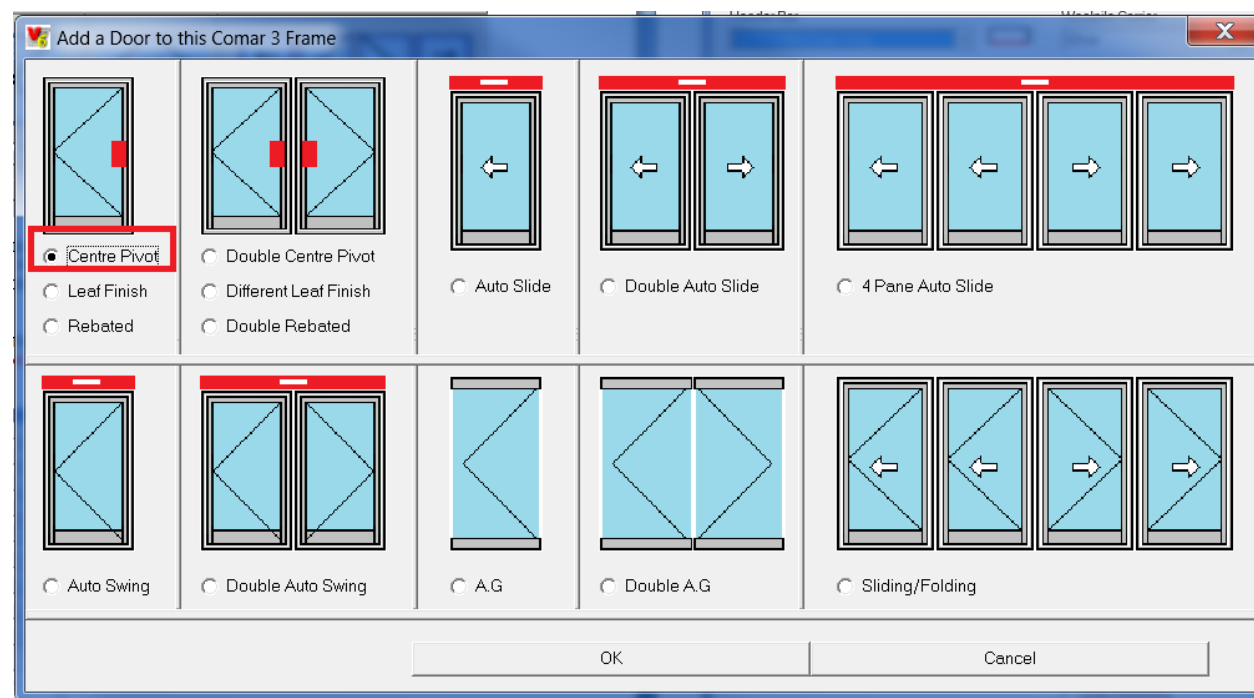


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

HIGHLIGHT THE LIGHT WHERE WE ARE PLACING THE DOOR USING YOUR MOUSE. WE CAN NOW ADD A DOOR TO THE FRAME. CLICK ONTO THE DOOR BUTTON.



CLICK ONTO THE SINGLE "Centre Pivot" OPTION AND CLICK OK.



THE BELOW BOX WILL NOW APPEAR AND AS WITH MOST OTHER SCREENS IN GENESIS THE DEFAULT THAT COMES UP WILL NORMALLY BE THE STANDARD OPTION. IF YOU CLICK OK AT THIS POINT A DOOR WILL BE ADDED WITH A CLOSER, LOCKS, PAD HANDLES ETC SO IT WILL PRICE THE DOOR SHOWN. THERE IS ALOT OF INFORMATION AND OPTIONS CONTAINED IN THIS ONE SCREEN.

SO PLEASE TAKE A MINUTE TO LOOK AT THE OPTIONS ON THE SCREEN TO SEE WHAT CAN BE CHANGED HERE. **THE ARROW INDICATED BELOW SHOWS THE OPTION THAT WE WILL BE CHANGING SOON BUT PLEASE USE THE COMPUTER MONITOR TO LOOK THROUGH THE OPTIONS.**

ONCE YOU HAVE READ THROUGH THE SCREEN AND ARE HAPPY WITH YOUR SELECTION PLEASE CLICK OK AT THE BOTTOM TO ADD THE DOOR.

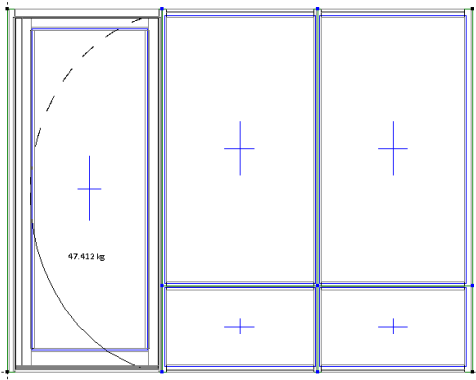
ALTHOUGH THE SOFTWARE AUTOMATES THE HEADER BAR SELECTION PLEASE ALWAYS DOUBLE CHECK THAT IF YOU HAVE GLASS ABOVE THE DOOR THAT YOU CHOOSE A GLAZED ABOVE OPTION. IF YOU HAVE A DIRECT OUTERFRAME ABOVE THE DOOR THEN YOU CHOOSE OUTER ONLY. THIS IS VERY IMPORTANT AS IT NOT ONLY EFFECTS THE ORDER BUT ALSO THE SIZE OF THE DOOR AND THE GLASS.

IN THIS EXAMPLE WE HAVENT CHANGED ANYTHING AND HAVE LEFT IT AS STANDARD

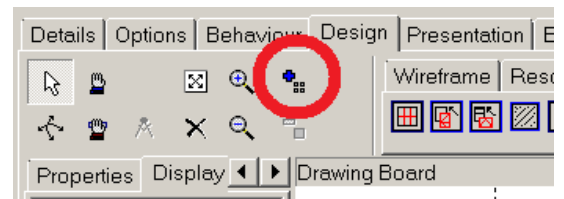
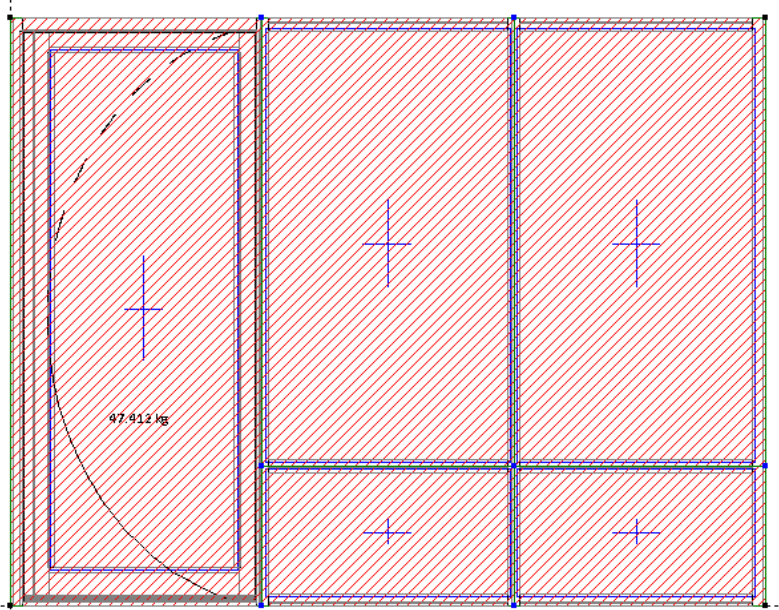
Comar 3 Single Swing Door

Header Bar	CS 013/068 (Outer Only)		Woolpile Carrier	Silver	
Threshold	CS 015-SVR-D/Ramp		Drip	Bottom Only	
Top Rail	CS 017 55mm Standard		Pocket Filler	Plain Pocket Filler	
Bottom Rail	CS 018 100mm Standard		Bead Type	Square Bead	
Hinge Stile	CS 039 57mm Finger Guard		Furniture Finish	Silver Anodised	
Lock Stile	CS 016 55mm Standard		Furniture	Double Pad & Deadlock	
Door Type	Centre Pivot		Letter Plate In	Not Required	
Handing	Left Hand Hung		Cylinder	Full Cylinder	
Number of Midrails	None		Face Applied Closer	No Face Applied Closer	
Mid Rail	CS 038 150mm Midrail		Transom Closer	No Hold Size 2	
Number of Vertical Midrails	None		OPTION VIEWER		
Vert Mid Rail	CS 038 150mm Midrail				
Stile Rebate	None		<input type="button" value="OK"/> <input type="button" value="Cancel"/>		
<input type="checkbox"/> Draw Hardware					

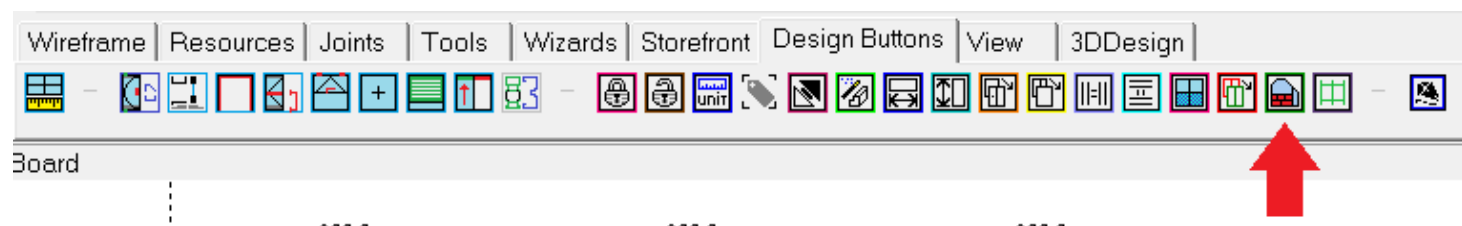
THIS WILL NOW SHOW YOU THE NEW DESIGN.



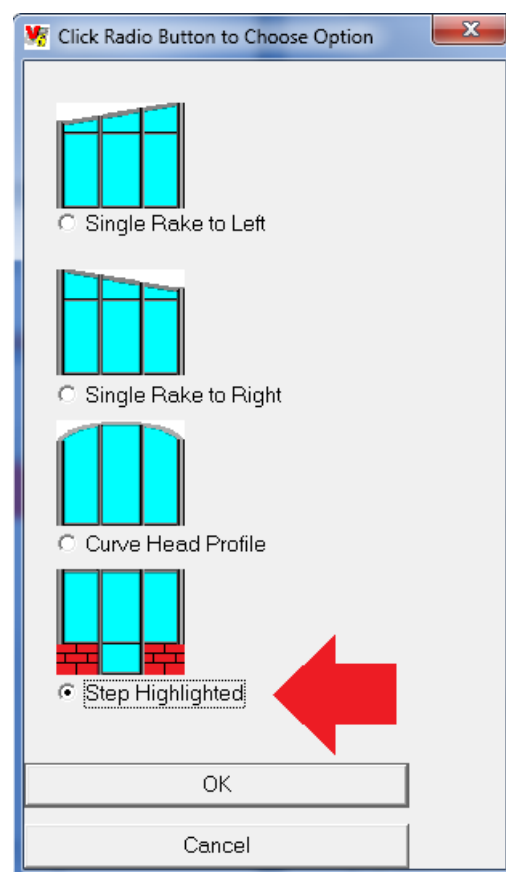
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE IT TURN RED. NOW CLICK ONTO "ZoomInto" AS SHOWN BELOW (RIGHT).



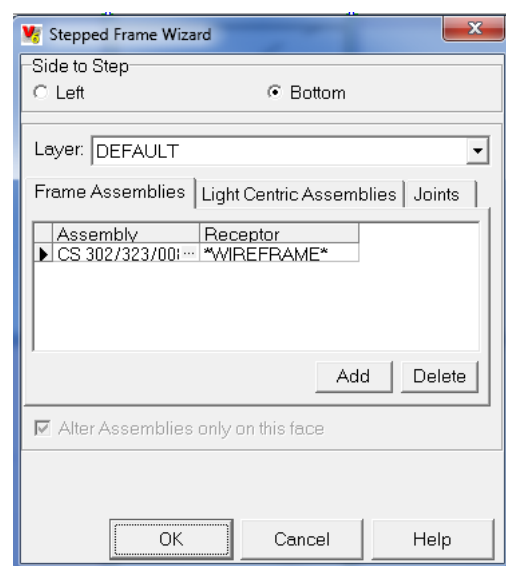
THE LAST THING THAT WE ARE GOING TO DO IS STEP THE FRAME .HIGHLIGHT THE BOTTOM TWO RIGHT HAND LIGHT OF THE FRAME, NOW CLICK ONTO STEP HIGHLIGHTED AND CLICK OK (IT IS IMPORTANT THAT YOU DO BOTH CONNECTING LIGHTS TOGETHER AS THE MULLION WOULD REMAIN IN THE CENTRE OF THEM IF YOU DO THEM SEPERATELY.



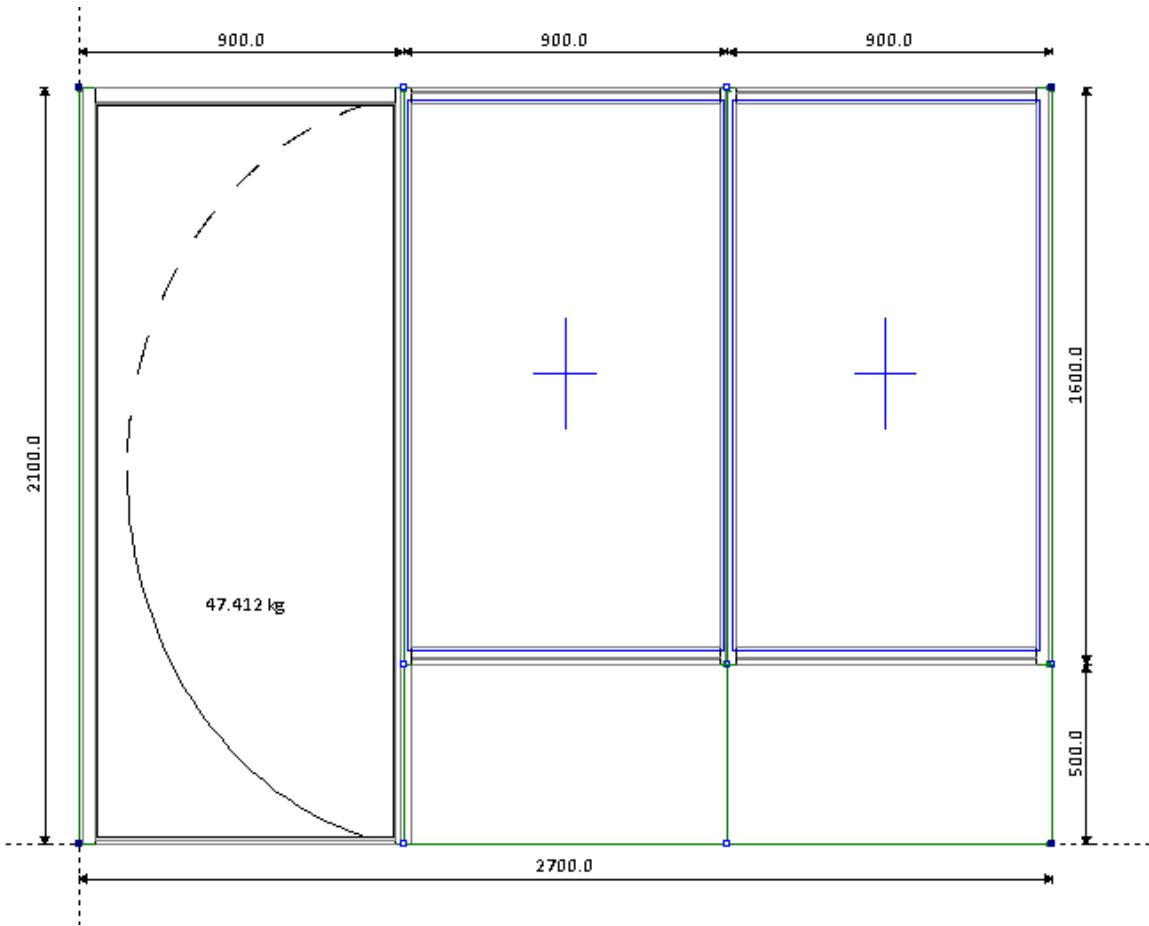
THE BELOW BOX WILL COME UP



WHEN THE BELOW BOX COMS UP, LEAVE IT AS STANDARD AND CLICK OK.

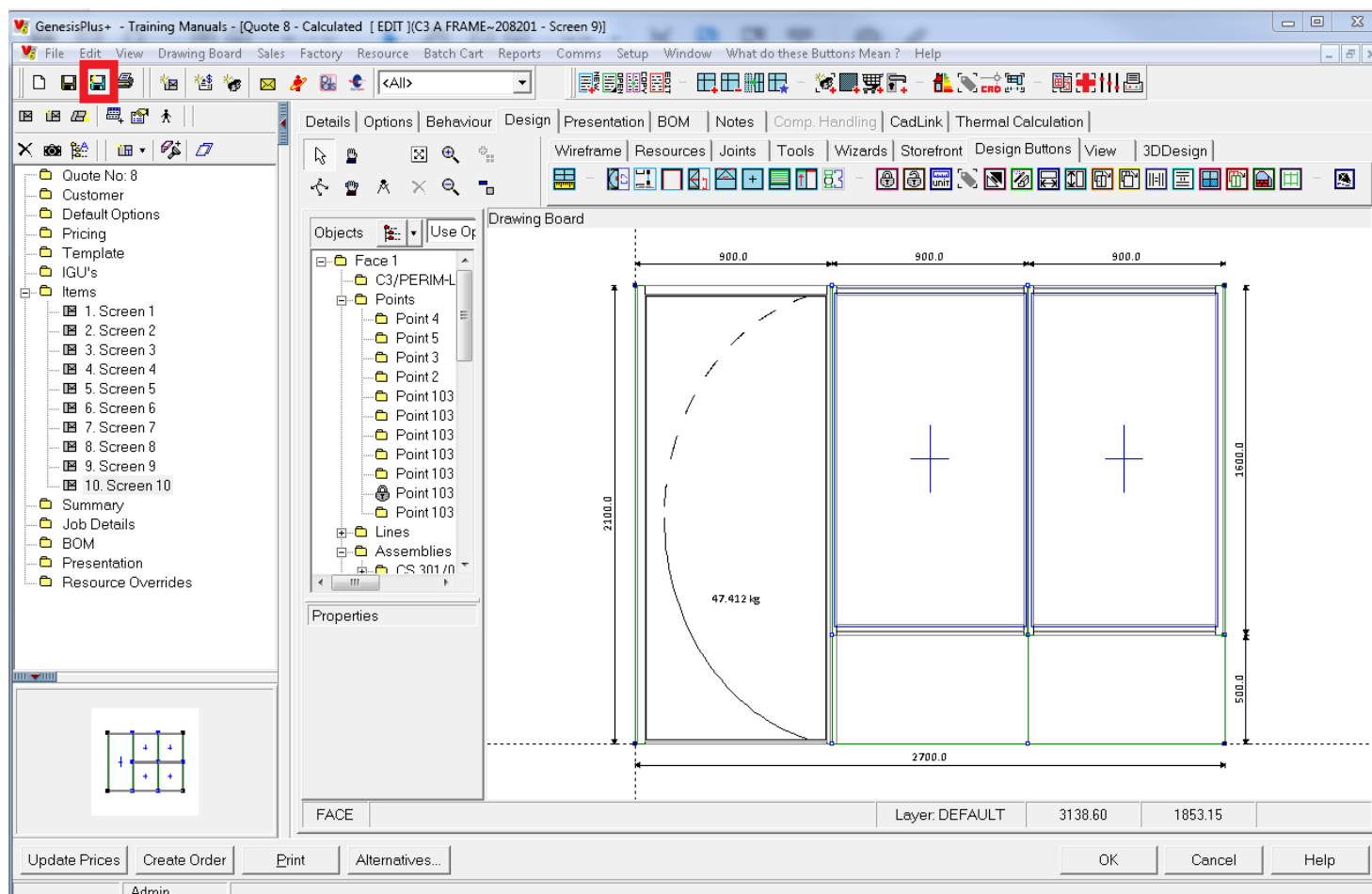


WHEN THE DESIGN SCREEN RETURNS THE TWO RIGHT HAND CORNER HAS BEEN STEPPED UP.



IT IS ALWAYS A GOOD IDEA TO SAVE THE QUOTE AFTER EACH ITEM HAS BEEN ADDED OR AFTER ADDING A FEW ITEMS, THIS WILL MEAN THAT IF YOUR COMPUTER HAS A PROBLEM OR SHUTS DOWN THEN IT WILL SAVE THE QUOTE AT THE POINT THAT YOU SAVE IT.

CLICK ONTO THIS BUTTON (QUICK SAVE) TO SAVE IT.



UNLIKE A LOT OF OTHER PROGRAMS YOU DO NOT HAVE TO CLICK ONTO THE OK BUTTON AT THE BOTTOM TO SAVE IT OR COMPLETE THE CHANGES. THIS OK BUTTON WILL BEING YOU OUT OF THE QUOTE AND SHUT IT DOWN.

IF YOU DO CLICK THIS BUTTON THEN CLICK BACK ONTO THE OPEN QUOTE BUTTON TO OPEN IT BACK UP.



EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



SHOPFRONT TRAINING MANUAL EXAMPLE - FRAME 11

Page No: 11

ELEVATION PORTRAIT

Date/Time: 29/01/2018 10:29:11

Quote Title: Shopfront Training Manual

Quote No: SH-1- -Ver 2

Cust Name: Do Not Delete

Job Ref:

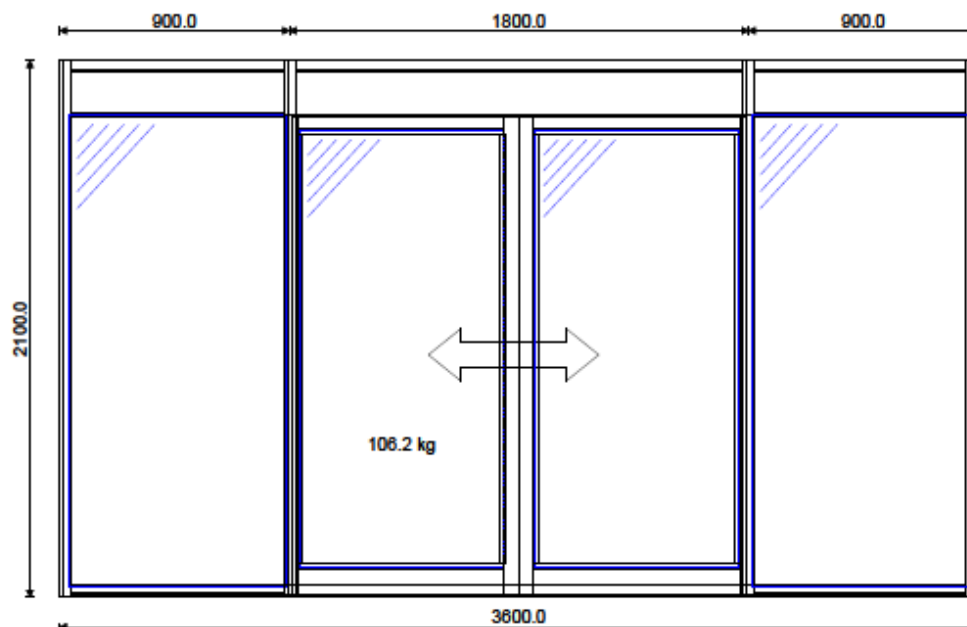
Finish: [COL:COMAR:POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



Item Description: Comar 3 (100x45mm) Double Glazed Corner Item Number: 11

Quantity: 1

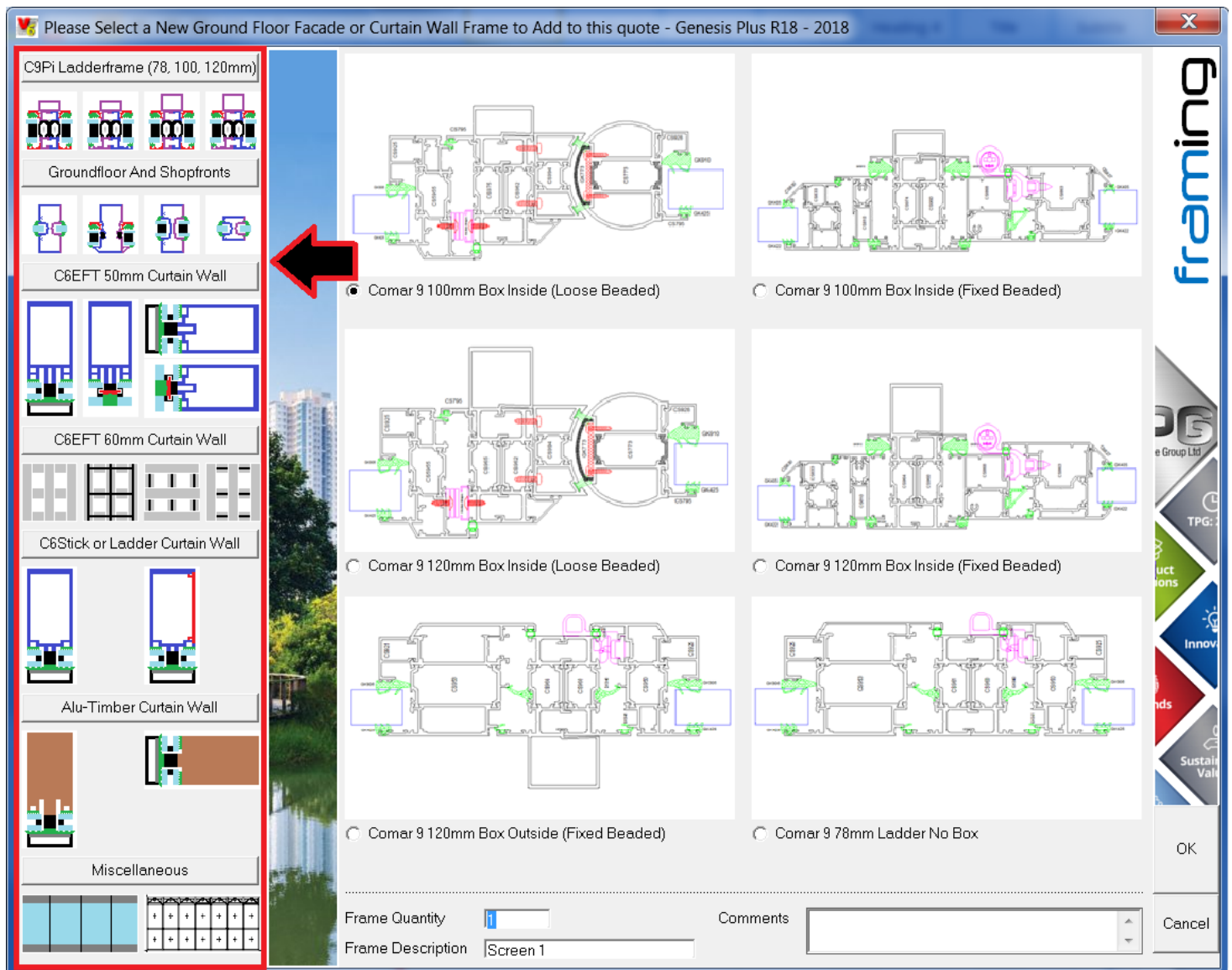
***** TPG - Comar Architectural Aluminium Systems - Genesis Estimating Software - Release 17 - 2017 *****

ADDING A FRAME TO THE QUOTE

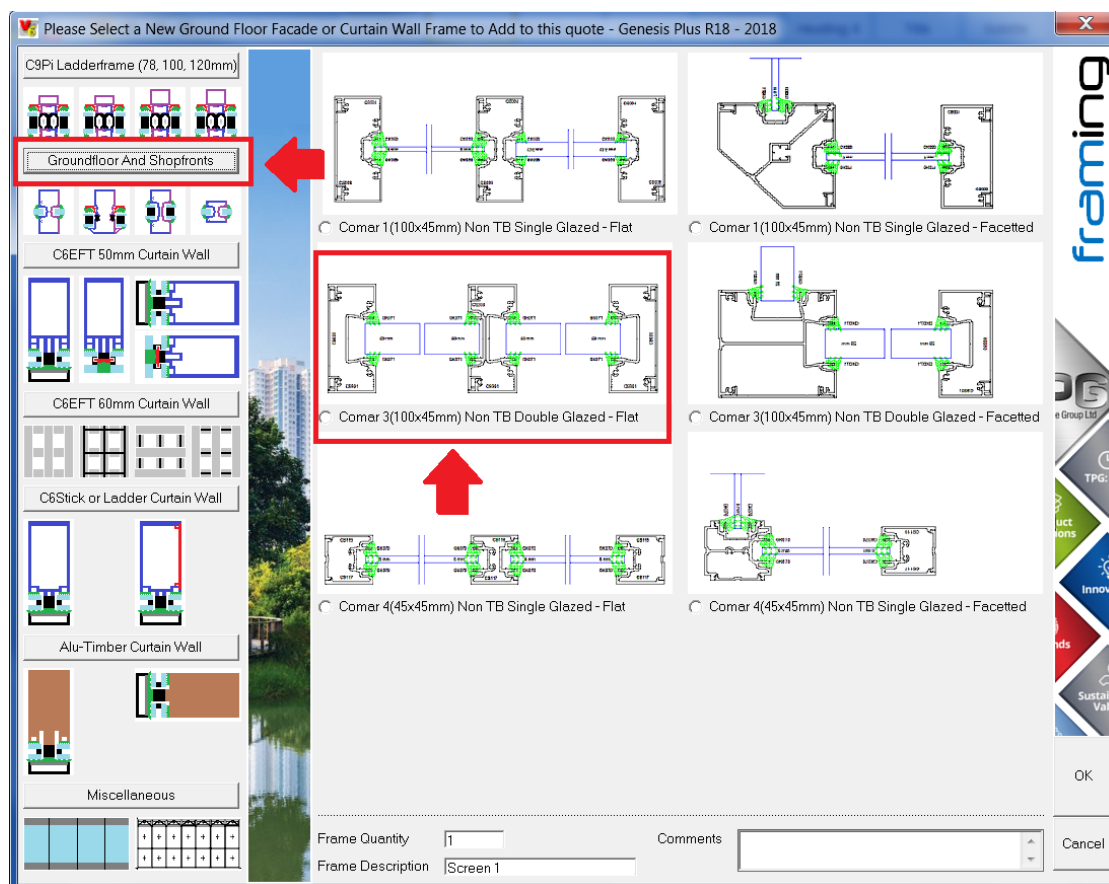
WE NOW WANT TO ADD ANOTHER NEW FRAME TO THE QUOTE. CLICK ONTO THE “ADD A NEW FRAMING SYSTEM” BUTTON.



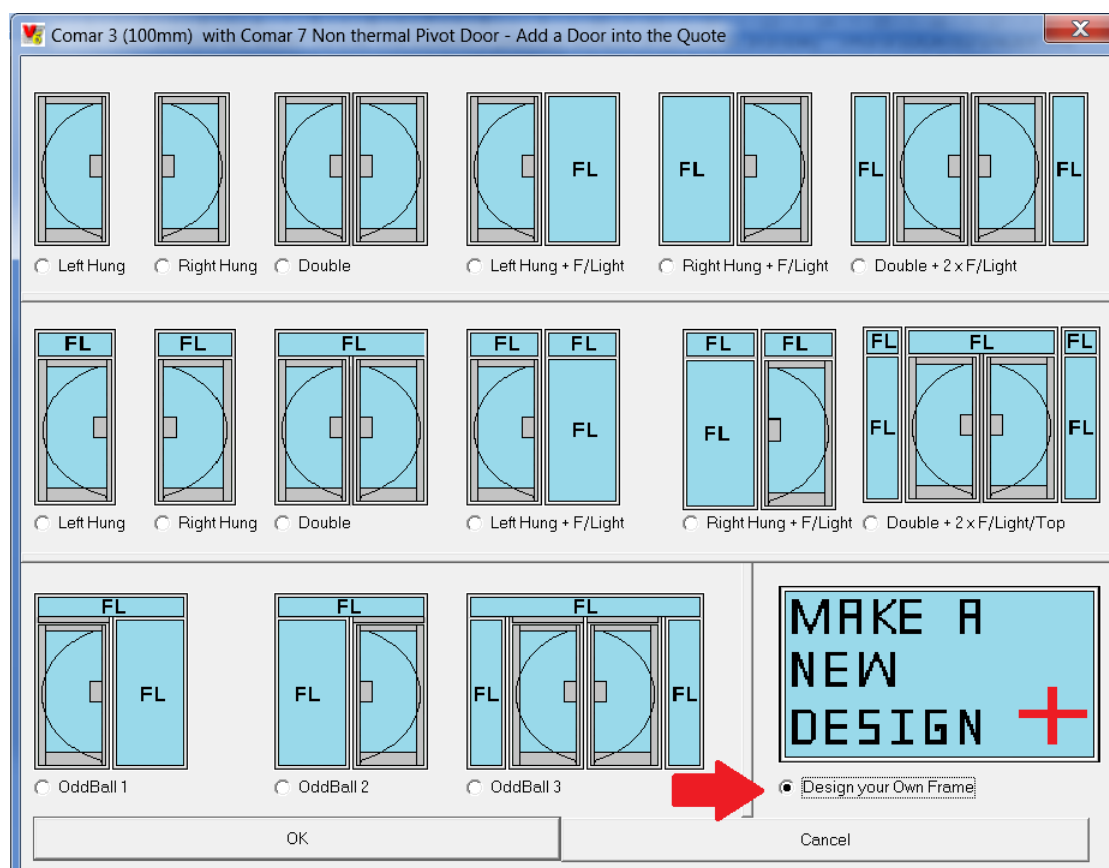
THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD FRAMING SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**



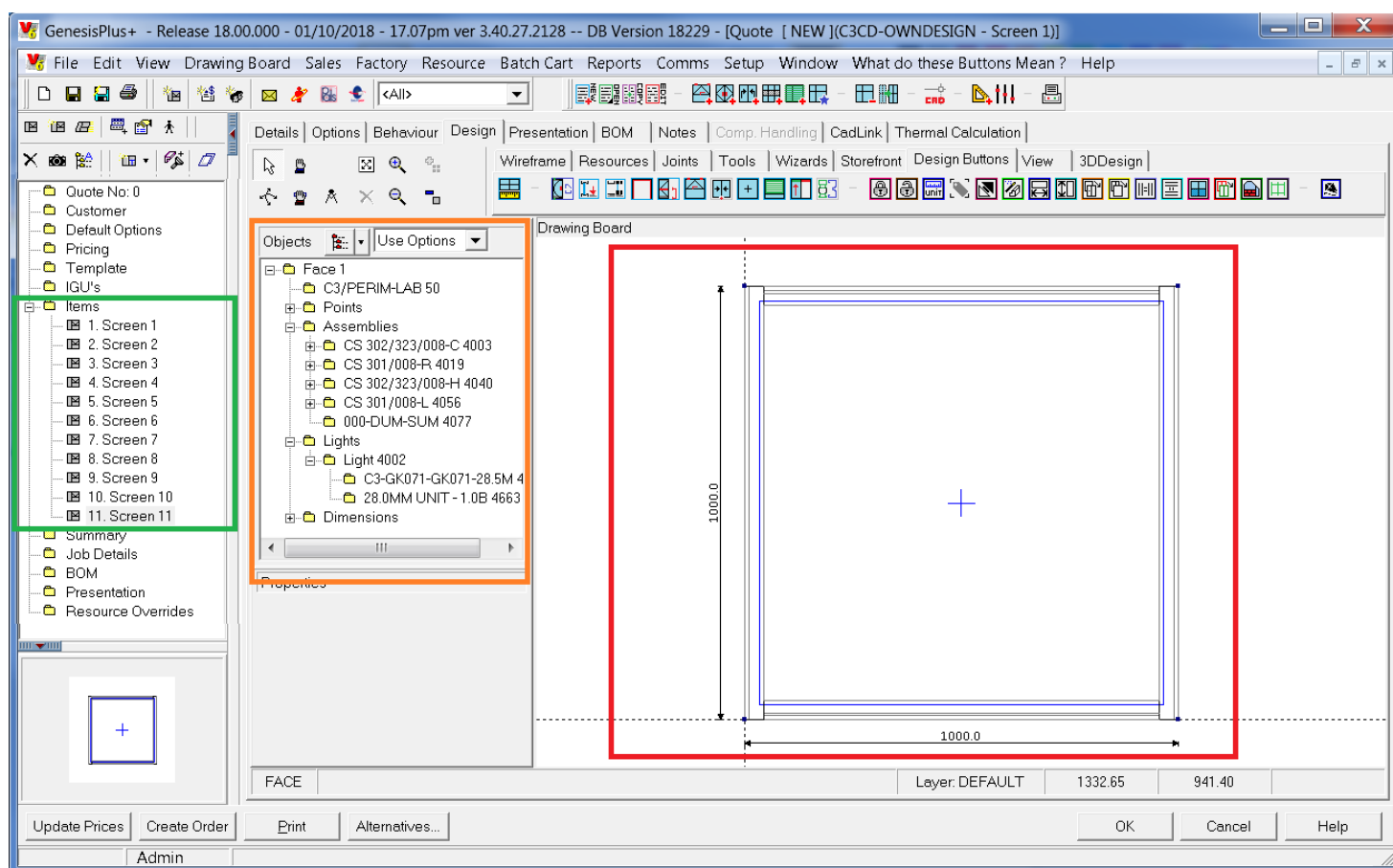
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



WE WANT TO BUILD THE SHOPFRONT FROM SCRATCH IN THIS CASE SO PLEASE CHOOSE “MAKE A NEW DESIGN” AND THEN CLICK “OK”



NOW THAT YOU HAVE ADDED A FRAME TO THE QUOTE YOU WILL SEE THAT YOU NOW HAVE ONE ITEM LISTED IN THE LEFT HAND SIDE SCREEN, (THIS WILL LIST ANY FRAMES THAT YOU HAVE ADDED TO YOUR QUOTE). THE RIGHT HAND SIDE OF THE SCREEN IS THE DESIGN SCREEN AND YOU CAN SEE THAT IT HAS ADDED A FRAME 1000MM X 1000MM. IN A MOMENT WE WILL CHANGE THE DESIGN. YOU WILL NOT HAVE THE COLOURED BOXES AS SHOWN BELOW THEY WILL BE USED TO HIGHLIGHT SOME AREAS IN ONE MOMENT



BEFORE WE CHANGE THE DESIGN OF THIS SCREEN, LETS TAKE A BIT OF TIME GETTING USED TO THE NEW MENUS THAT YOU CAN ACCESS NOW WE HAVE ADDED A FRAME.

DESIGN

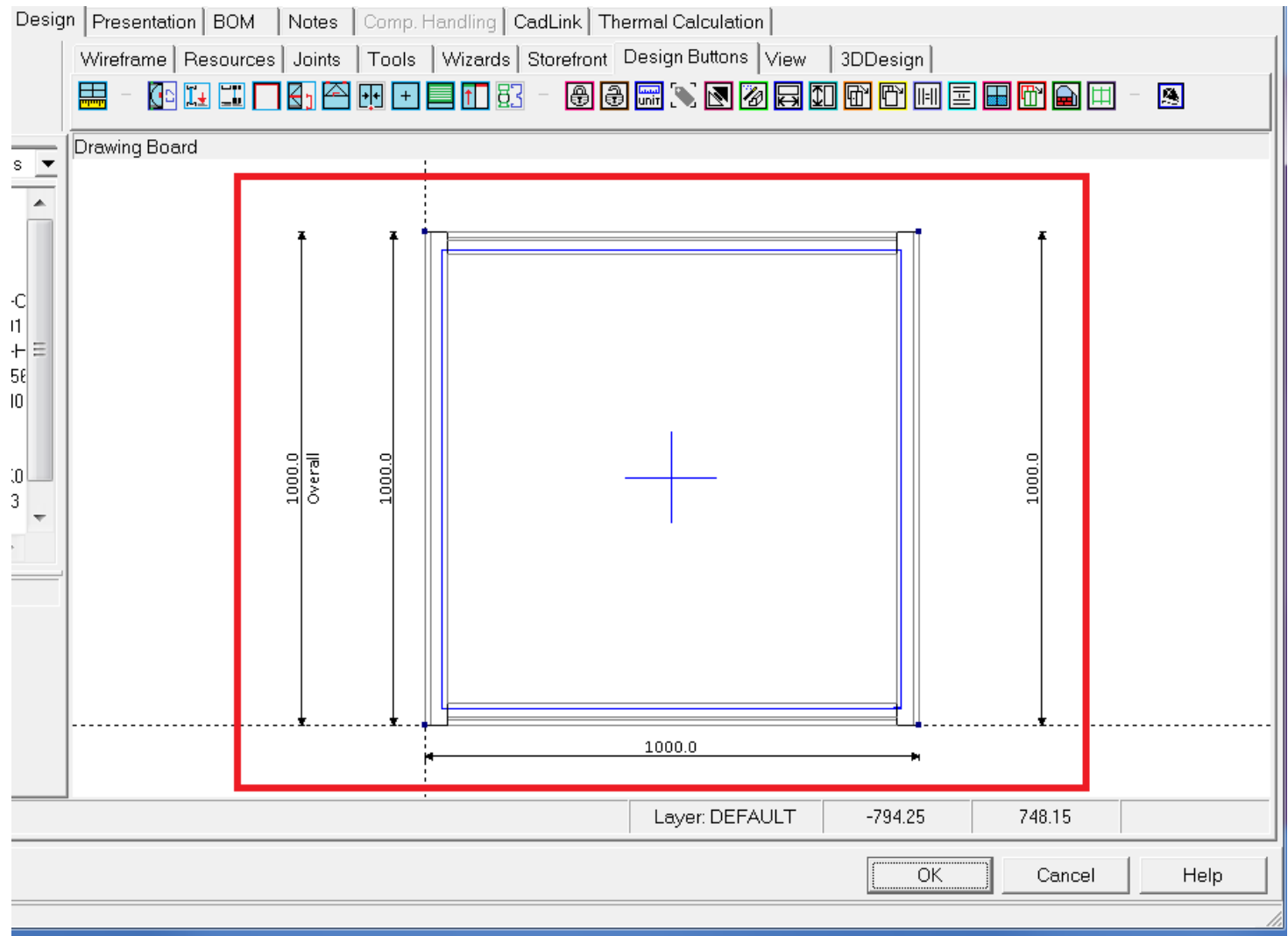
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

WHEN YOU HIGHLIGHT A FRAME IN THE ITEMS TAB (AS SHOWN IN THE LEFT HAND SIDE ABOVE IN GREEN) THE DESIGN SCREEN/DRAWING BOARD SHOWS YOU THE DESIGN FOR THAT ITEM, YOU CAN CLICK BETWEEN THE FRAMES (ITEMS) IF YOU HAVE MORE THAN ONE IN A QUOTE AND IF YOU ARE IN THE DESIGN SCREEN THE FRAME SHOWN WILL SWITCH TO SHOW YOU THE ONE THAT YOU HAVE HIGHLIGHTED.

THE ORANGE RECTANGLE INDICATES THE OBJECTS BOX, THIS LISTS ALL THE ASSEMBLIES YOU HAVE USED AS WELL AS GLASS AND DOORS.

CHANGING THE DESIGN

WE ARE NOW GOING TO CHANGE THE DESIGN OF THE FRAME SO WE NOW MOVE DOWN TO THE DRAWING BOARD (WHILST IN DESIGN) AND THERE ARE MACRO DESIGN BUTTONS WHICH ARE RELEVANT TO THE FRAME THAT WE ARE VIEWING AT THAT TIME. THERE ARE QUITE A FEW BUTTONS HERE (AND THEY ARE SMALL) BUT GENERALLY THE FIRST SET OF BUTTONS ARE TO CHANGE THE DESIGN OF THE FRAME, ADDING DOORS AND ADDING WINDOWS. THE SECOND SET OF BUTTONS ARE SIMPLE COMMANDS LIKE CHANGING SECTIONS, SPLITTING LIGHTS (ADDING MULLIONS OR TRANSOMS), MERGING LIGHTS (DELETING MULLIONS OR TRANSOMS), CHANGING HEIGHTS OR TRANSOMS AND WIDTHS OF MULLIONS AND CHANGING GLASS. YOU WILL NOTICE THAT THE AMOUNT OF BUTTONS THAT YOU SEE WHEN DESIGNING DIFFERENT SYSTEMS WILL CHANGE DEPENDING ON WHAT FRAME YOU ARE DESIGNING. I.E YOU WOULDN'T HAVE A DOOR BUTTON FOR BUILDING A WINDOW. LIKE AUTOCAD THE BUTTONS ARE THERE TO MAKE IT QUICKER TO PERFORM EVERYDAY TASKS.



WE ARE NOW GOING TO CHANGE THE DESIGN AND DIMENSIONS OF THIS FRAME, IN MOST CASES THE FIRST BUTTON SHOWN IN THE DESIGN SCREEN WILL PERFORM A TASK TO CHANGE THE DESIGN OR THE DIMENSIONS.

(IF YOU WANT TO EXPLORE WHAT THESE BUTTONS DO YOU CAN USE YOUR MOUSE TO HOVER OVER THE BUTTON AND IT SHOULD TELL YOU WHAT COMMAND THE BUTTON PERFORMS).

CLICK ONTO THE FIRST BUTTON.



THIS WILL BRING UP THE REBUILD BUTTON, WE WILL BE CHANGING THE SIZES LATER ON.

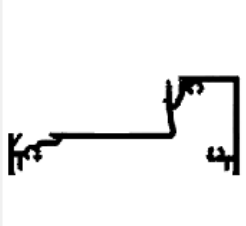
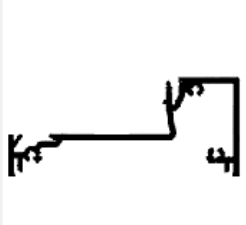
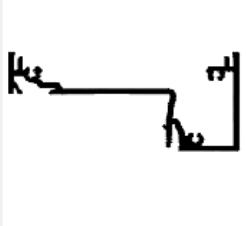
THIS SCREEN WHICH IS ONE OF THE COMMON SCREENS HANDLES THE MOST PART OF THE FRAMING PART OF OUR DESIGN (EXCLUDING ADDING DOORS ETC).

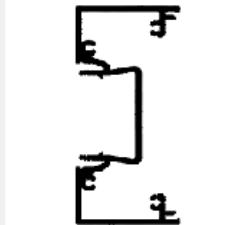
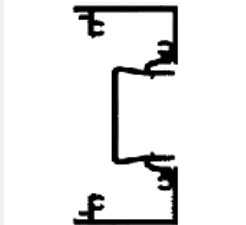
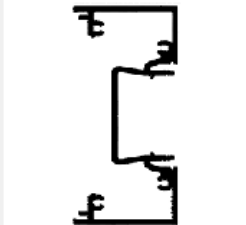
WE CAN CHANGE THE WIDTH, HEIGHT LIGHTCODE OR COLUMNS AND ROWS, THE DESCRIPTION AND QUANTITY OF THE FRAME, EXTRUSION FINISH, AND SECTIONS TO BE USED.

THE DEFAULT SECTIONS FOR THE HEAD, TRANSOMS ETC ARE BASED ON OUR TECHNICAL MANUAL, IN MOST CASES YOU MAY NEED TO CHECK THE WINDLOADING FOR THE FRAMES TO INDICATE WHAT MULLIONS OR TRANSOMS TO USE, BUT AS STANDARD THESE WILL BE THE SECTIONS TO USE (SUBJECT TO WINDLOADINGS). **DO NOT CLICK OK**

Redesign the Comar 3 frame ?

Frame Width 1000	Frame Height 1000	Backplate Required Yes	Head Profile CS 302 - IYY - 8.6 l _{yy} Req - 1.04
Lightcode 1			Cill Profile CS 302 - IYY - 8.6 l _{yy} Req - 1.04
Columns 1	Rows 1	Sub Cill Type None	Left Profile CS 301 - IXX - 85.9 l _{xx} Req - 0
Frame Quantity 1		Sub Cill Nosing None	Right Profile CS 301 - IXX - 85.9 l _{xx} Req - 0
Frame Description New Frame		Item Comments	Transom Profile CS 302 - IYY - 8.6 l _{yy} Req - 1.04
Frame Finish [COL:COMAR:WHITE (WHITE)]			Mullion Profile CS 301/309 - IXX - 85.9 l _{xx} Req - 0
Glass [FIL:COMAR:6-16-6 FL]			<input type="checkbox"/> Save Chosen Frame Defaults





Create

Cancel

YOU WILL SEE THAT THE BELOW SCREEN HAS ALREADY SELECTED THE PROFILES THAT ARE THE STANDARD DEFAULT FOR THIS SYSTEM. (SHOWN ON THE RIGHT HAND SIDE), THE SOFTWARE WILL NOT WINDLOAD THESE SECTIONS SO PLEASE BE AWARE THAT ALTHOUGH THEY ARE DEFAULT THEY DO NOT LOOK AT THE SIZE OF THE FRAME.

THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE:

- 1) THE FRAME WIDTH
- 2) THE FRAME HEIGHT
- 3) THE LIGHTCODE (AS EXPLAINED EARLIER, THIS IS JUST ANOTHER WAY TO SPECIFY COLUMNS & ROWS BUT YOU COULD USE THE COLUMNS AND ROW FIELDS IF YOU LIKE.
- 4) THE DESCRIPTION OF FRAME OR A FRAME CODE. I.E "ED1", IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA TO USE FRAME 1, FRAME 2 ETC TO AVOID CONFUSION.
- 5) YOU WILL SEE THAT IT HAS ALSO BOUGHT THROUGH THE FRAME DEFAULTS FOR THE FINISH AND THE GLASS AS CHOSEN EARLIER ON.

WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE.

WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE. YOU WILL NOTICE THAT THE LIGHT CODE HAS BEEN DESIGNED AS A 1111 AND NOT A 111. THIS IS TO SAVE TIME WHEN WE DESIGNING AND ALSO TO SHOW YOU HOW TO MERGE A LIGHT.

Redesign the Comar 3 frame ?

Frame Width: 3600 Frame Height: 2100

Lightcode: 1111

Columns: 4 Rows: 1

Frame Quantity: 1

Frame Description: Screen 11

Frame Finish: [COL:COMAR:WHITE (WHITE)]

Glass: [FIL:COMAR:6-16-6 FL]

Backplate Required: Yes

Head Profile: CS 302 - IYY - 8.6

Cill Profile: CS 302 - IYY - 8.6

Left Profile: CS 301 - IXX - 85.9

Right Profile: CS 301 - IXX - 85.9

Transom Profile: CS 302 - IYY - 8.6

Mullion Profile: CS 301/309 - IXX - 85.9

Sub Cill Type: None

Sub Cill Nosing: None

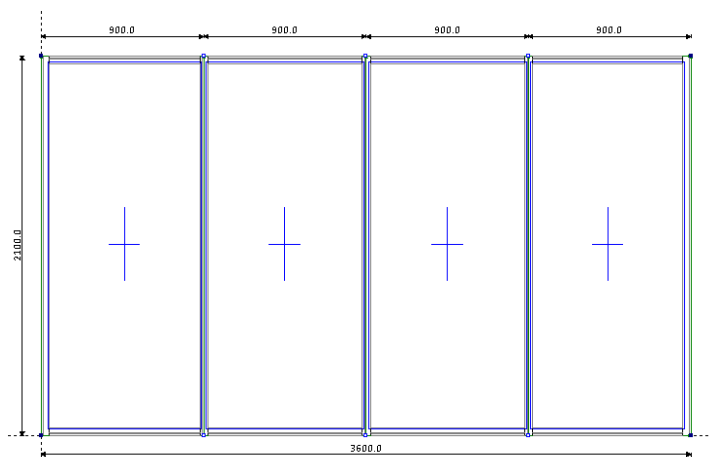
Item Comments:

☐ Save Chosen Frame Defaults

Create

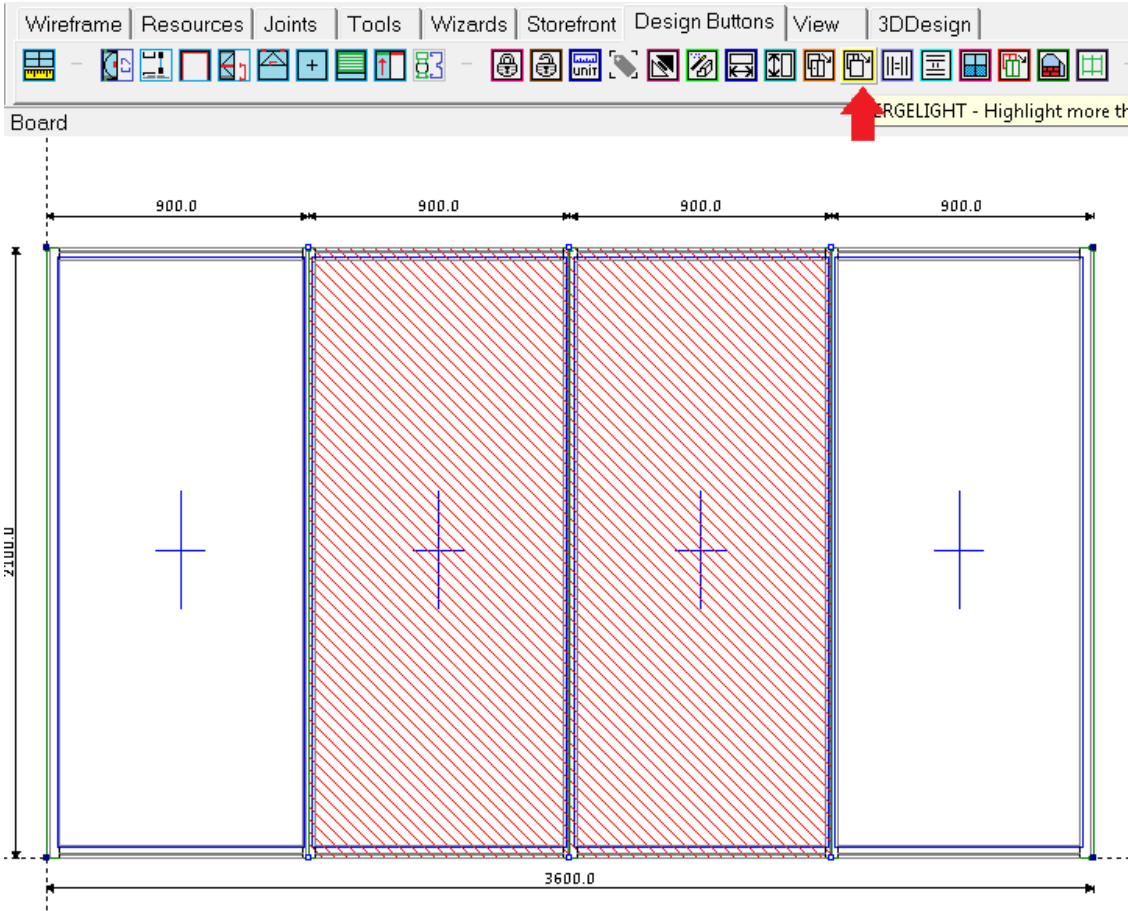
Cancel

THE SCREEN HAS NOW BEEN REDESIGNED.

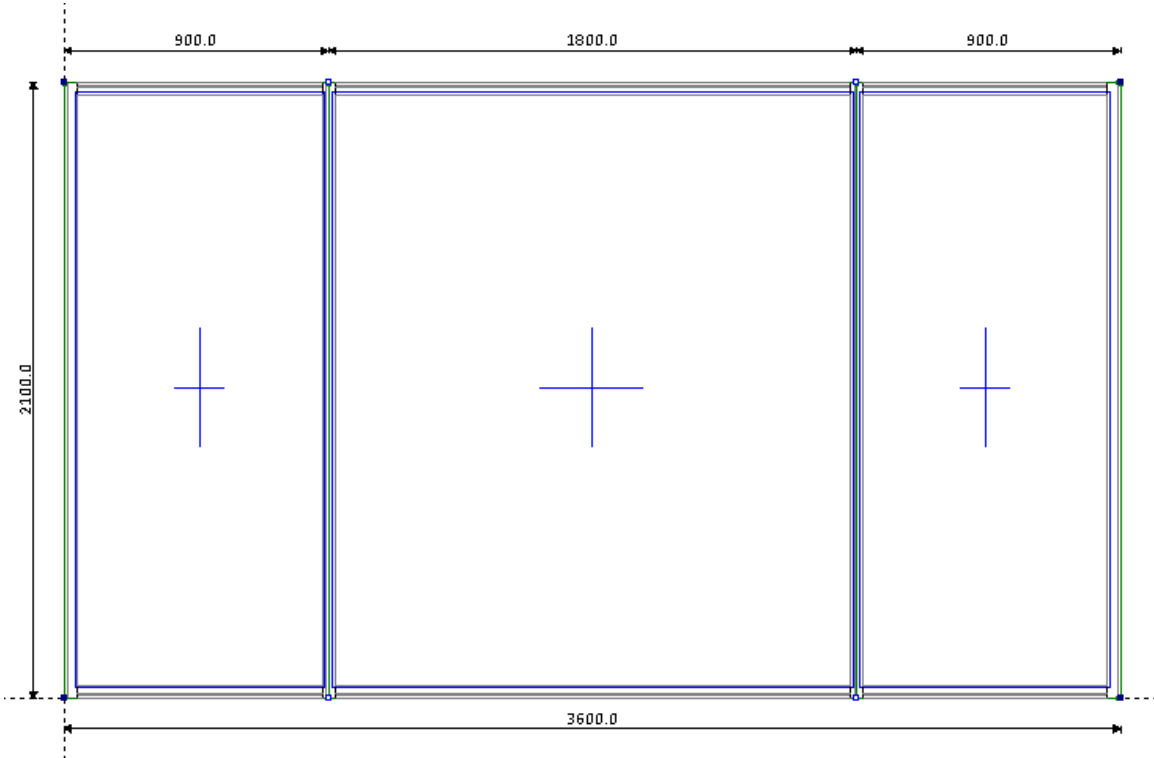


WE PURPOSELY ADDED AN EXTRA LIGHT TO ALLOW US TO USE MERGE ASSEMBLY BUT TO ALSO MAKE THE DOOR THAT WE WILL BE INSERTING THE SAME SIZE AS TWO LIGHTS. WE WILL BE PLACING A DOUBLE DOOR IN THE CENTRE.

USING YOUR MOUSE AND SHIFT KEY HIGHLIGHT THE TWO LIGHTS TOGETHER AS SHOWN AND THEN CLICK ONTO THE YELLOW “MERGE LIGHT” BUTTON AS SHOWN.

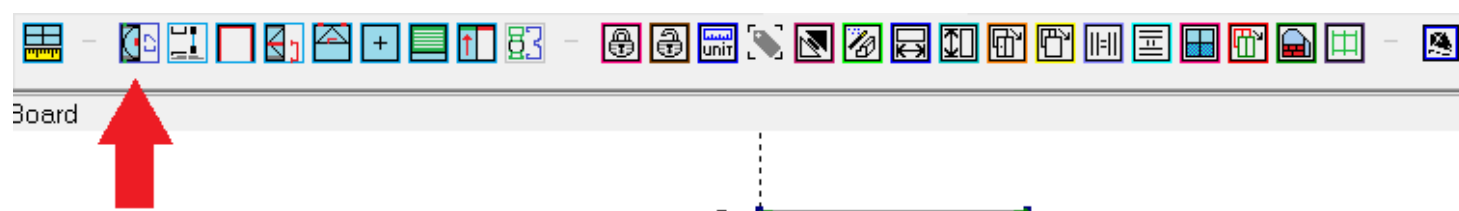


WE NOW HAVE A LARGE LIGHT IN THE CENTRE.

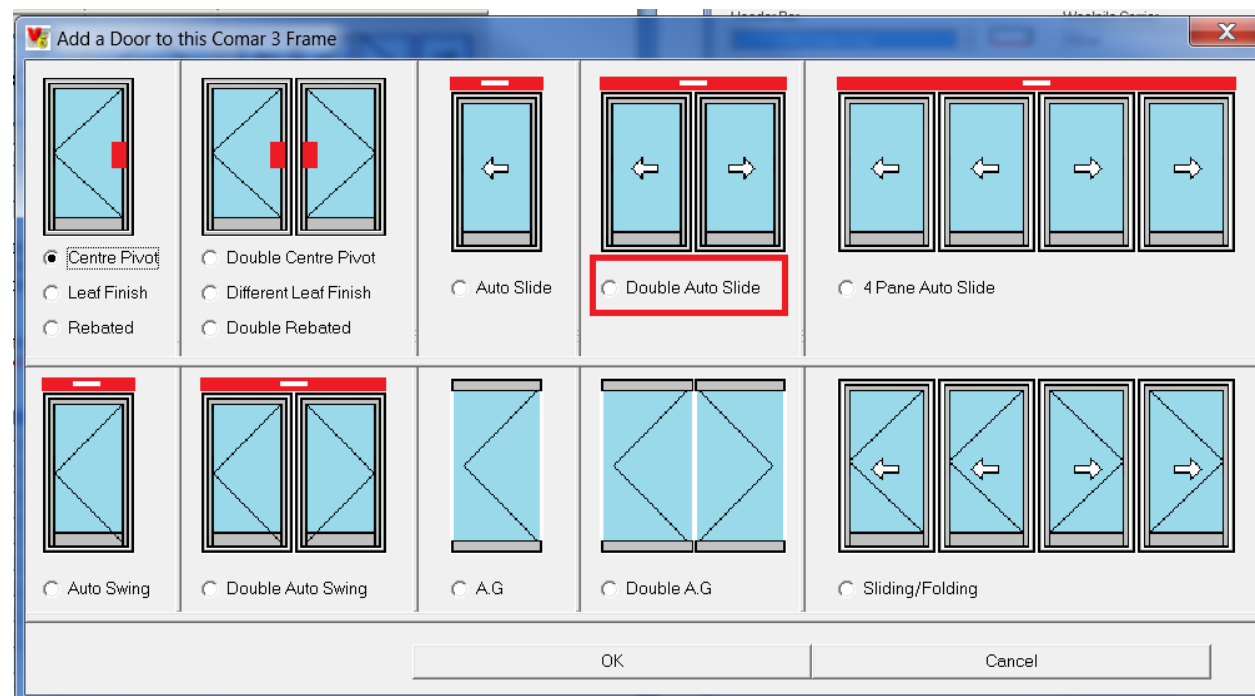


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

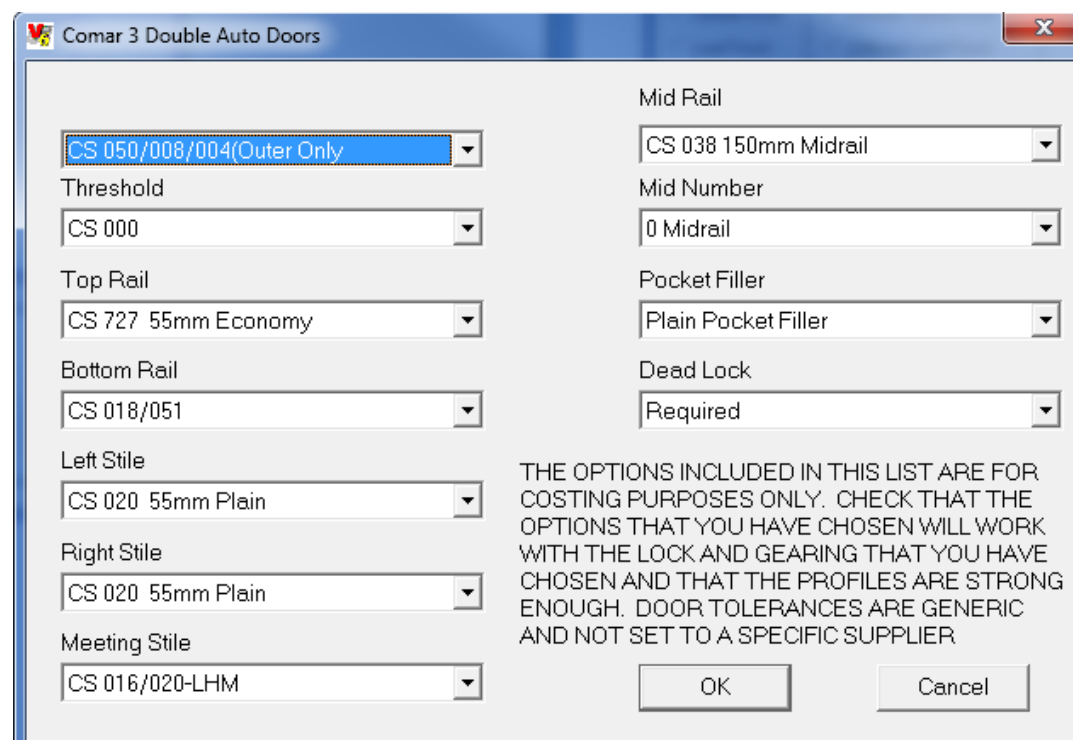
HIGHLIGHT THE LIGHT WHERE WE ARE PLACING THE DOOR USING YOUR MOUSE. WE CAN NOW ADD A DOOR TO THE FRAME. CLICK ONTO THE DOOR BUTTON.



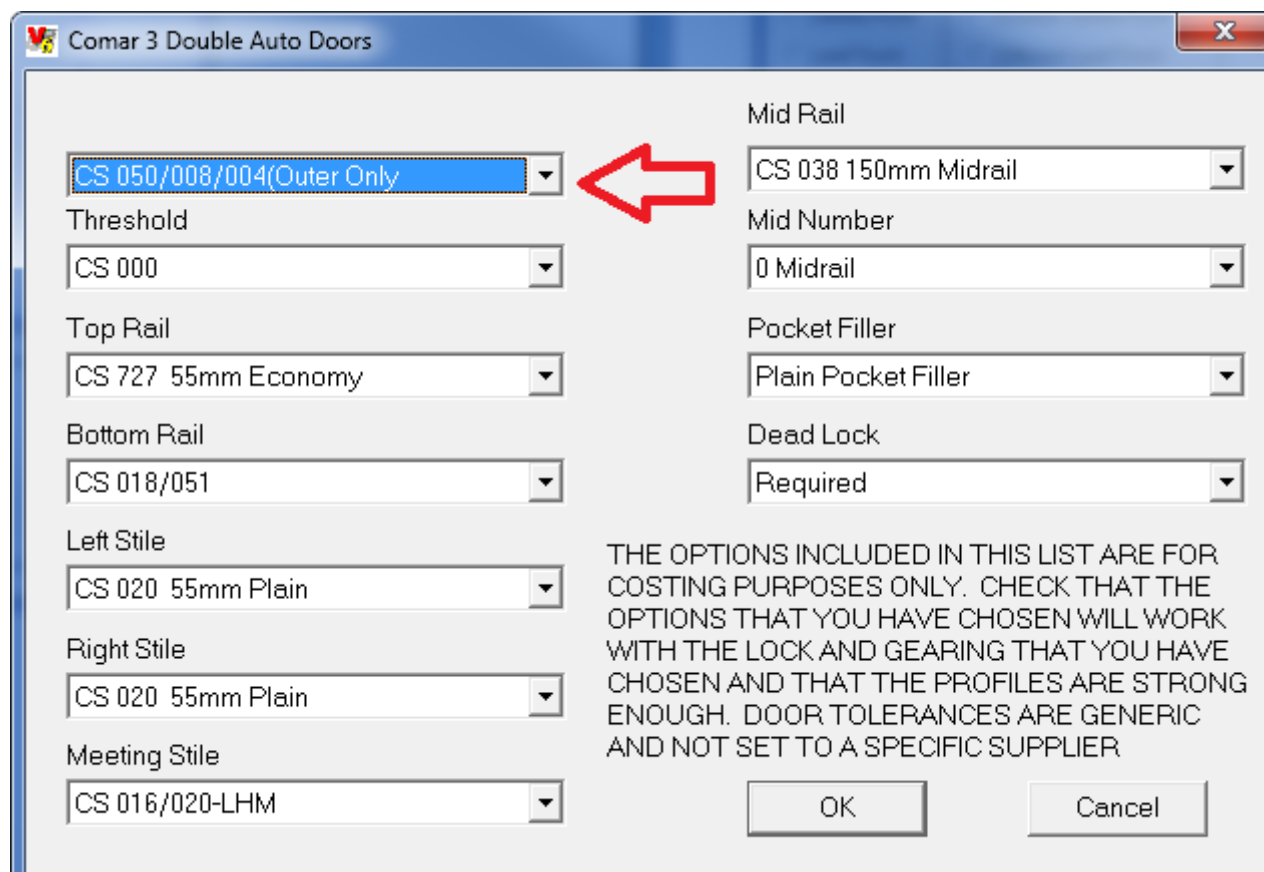
CLICK ONTO THE SINGLE “Double Auto Slide” OPTION AND CLICK OK



THE BELOW BOX WILL APPEAR IN THIS CASE WE WILL LEAVE EVERYTHING AS STANDARD.



ALTHOUGH THE SOFTWARE AUTOMATES THE HEADER BAR SELECTION PLEASE ALWAYS DOUBLE CHECK THAT IF YOU HAVE GLASS ABOVE THE DOOR THAT YOU CHOOSE A GLAZED ABOVE OPTION. IF YOU HAVE A DIRECT OUTERFRAME ABOVE THE DOOR THEN YOU CHOOSE OUTER ONLY. THIS IS VERY IMPORTANT AS IT NOT ONLY EFFECTS THE ORDER BUT ALSO THE SIZE OF THE DOOR AND THE GLASS.



Comar 3 Double Auto Doors

Threshold: **CS 050/008/004(Outer Only)** ←

Mid Rail: CS 038 150mm Midrail

Mid Number: 0 Midrail

Top Rail: CS 727 55mm Economy

Pocket Filler: Plain Pocket Filler

Bottom Rail: CS 018/051

Dead Lock: Required

Left Stile: CS 020 55mm Plain

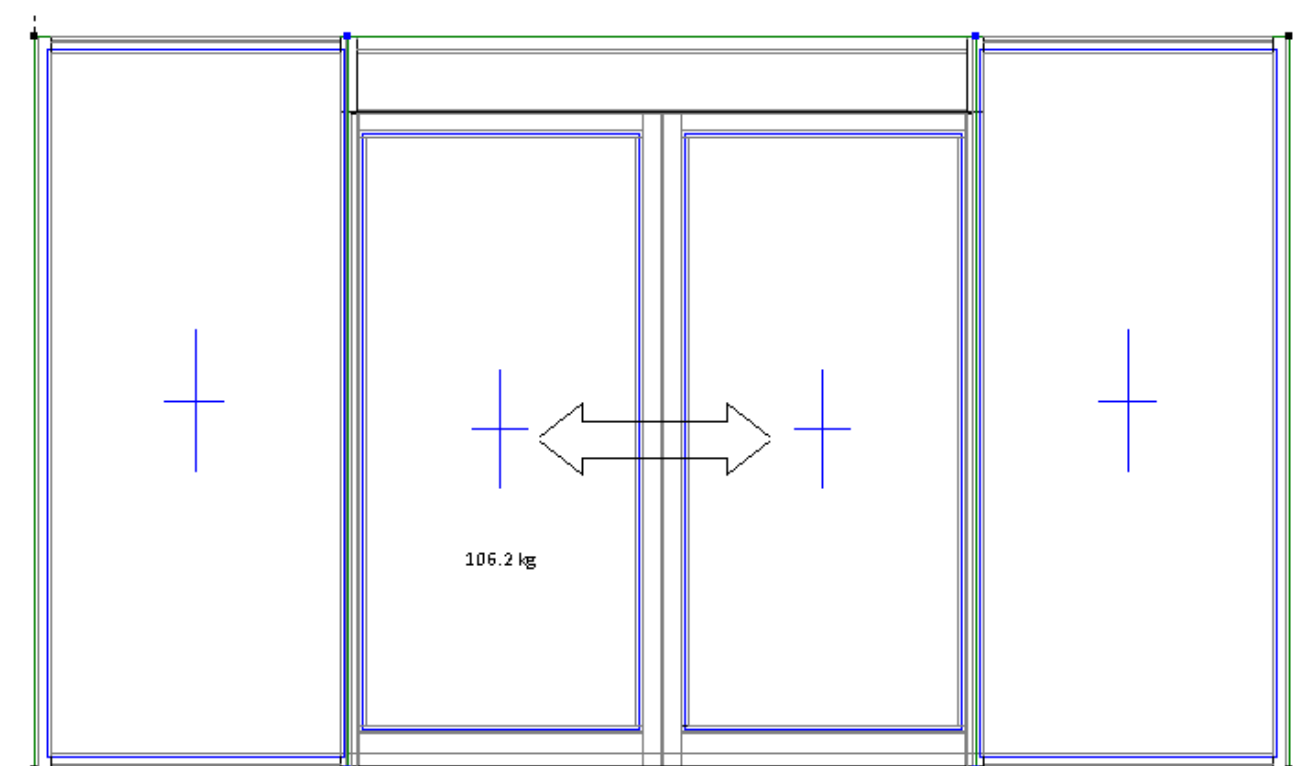
Right Stile: CS 020 55mm Plain

Meeting Stile: CS 016/020-LHM

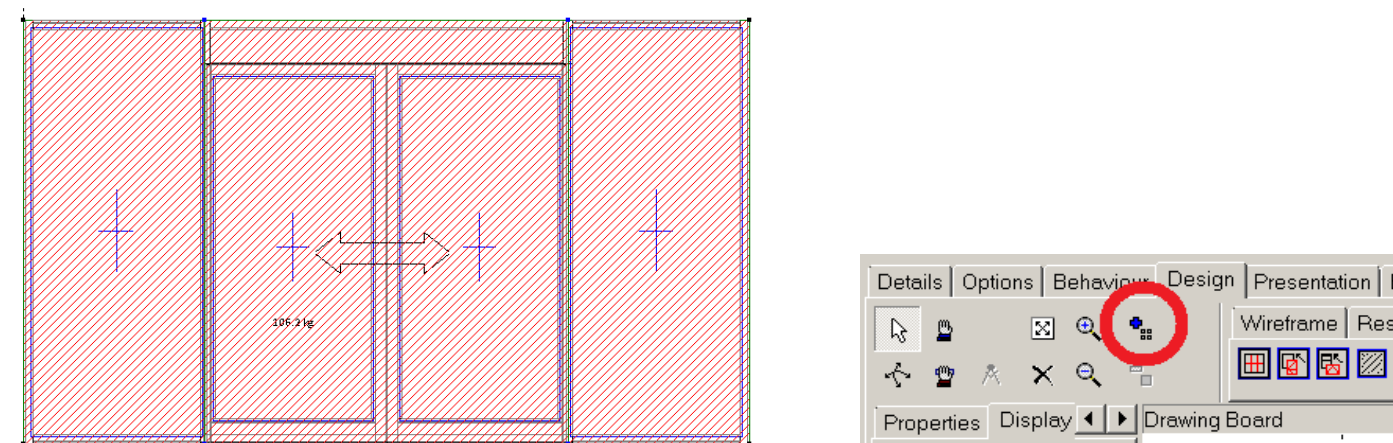
THE OPTIONS INCLUDED IN THIS LIST ARE FOR COSTING PURPOSES ONLY. CHECK THAT THE OPTIONS THAT YOU HAVE CHOSEN WILL WORK WITH THE LOCK AND GEARING THAT YOU HAVE CHOSEN AND THAT THE PROFILES ARE STRONG ENOUGH. DOOR TOLERANCES ARE GENERIC AND NOT SET TO A SPECIFIC SUPPLIER

OK Cancel

THIS WILL NOW SHOW YOU THE NEW DESIGN. YOU WILL NOT THAT THERE IS A LARGE AUTOMATED DOOR HEADERBAR ABOVE THE HEAD BUT NOT ON THE SIDE SCREENS.



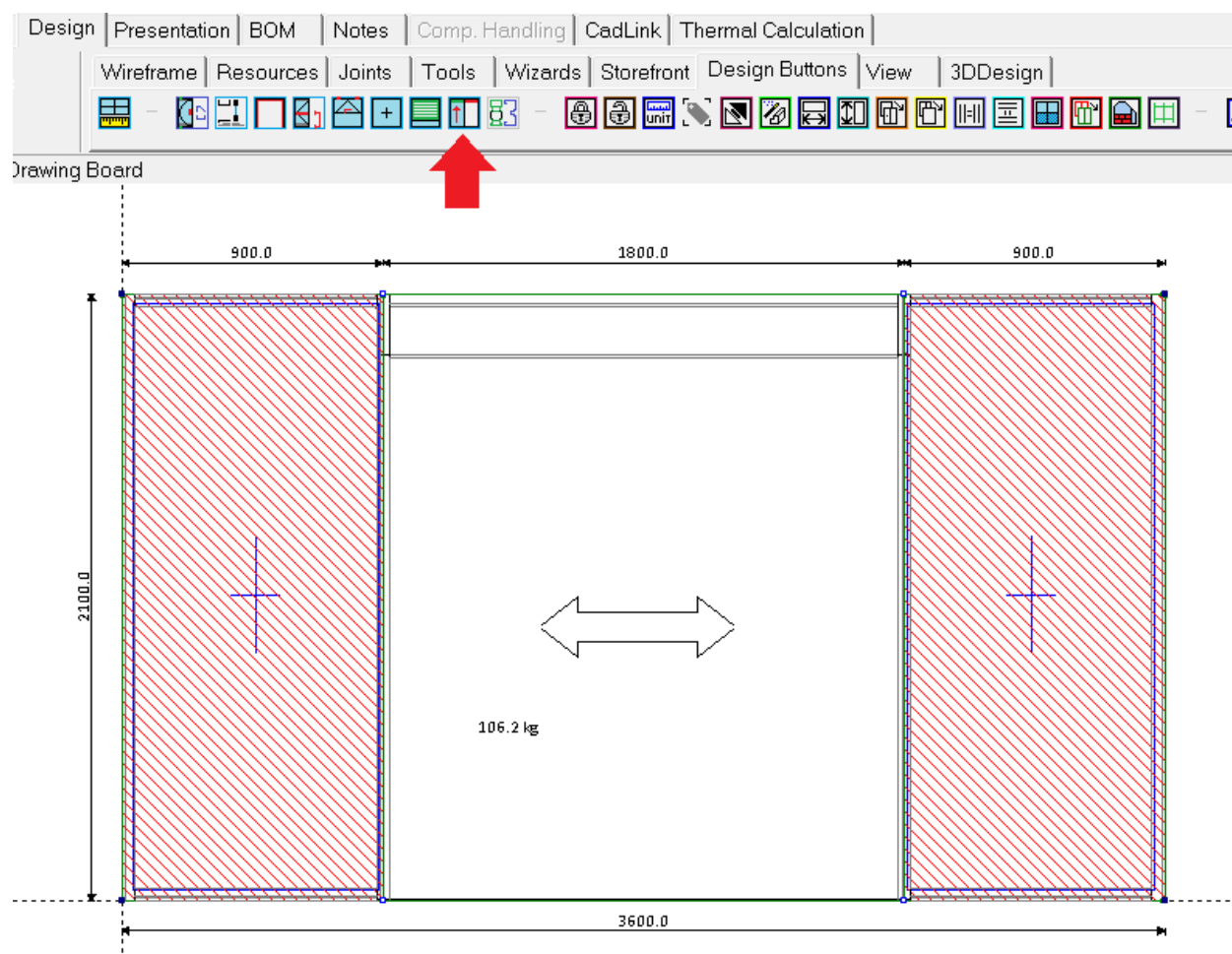
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE IT TURN RED. NOW CLICK ONTO "ZoomInto" AS SHOWN BELOW (RIGHT).



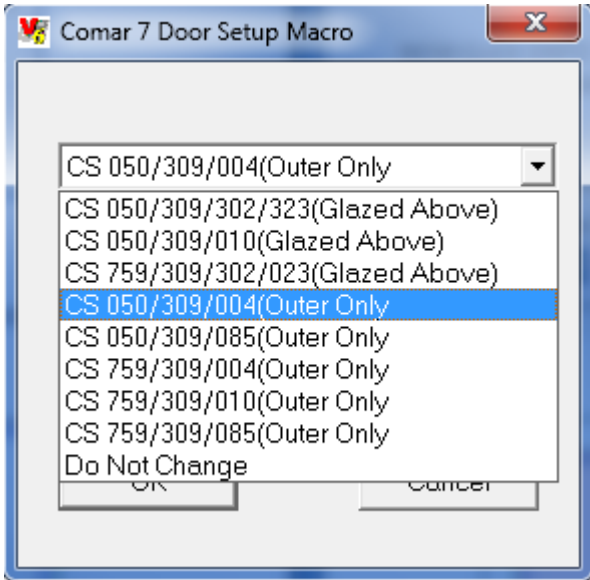
THE LAST THING THAT WE ARE GOING TO DO IS MATCH UP THE DOOR HEADER ON THE SIDE SCREENS TO BE A SIMILAR SIZE TO THE ONES ON THE DOOR. IN AUTO SLIDING DOORS ONLY WE HAVE A SPECIAL BUTTON THAT WILL DO THIS FOR YOU.

HIGHLIGHT THE LEFT HAND AND THE RIGHT HAND FIXED LIGHTS (USING THE SHIFT KEY TO HIGHLIGHT THEM BOTH TOGETHER).

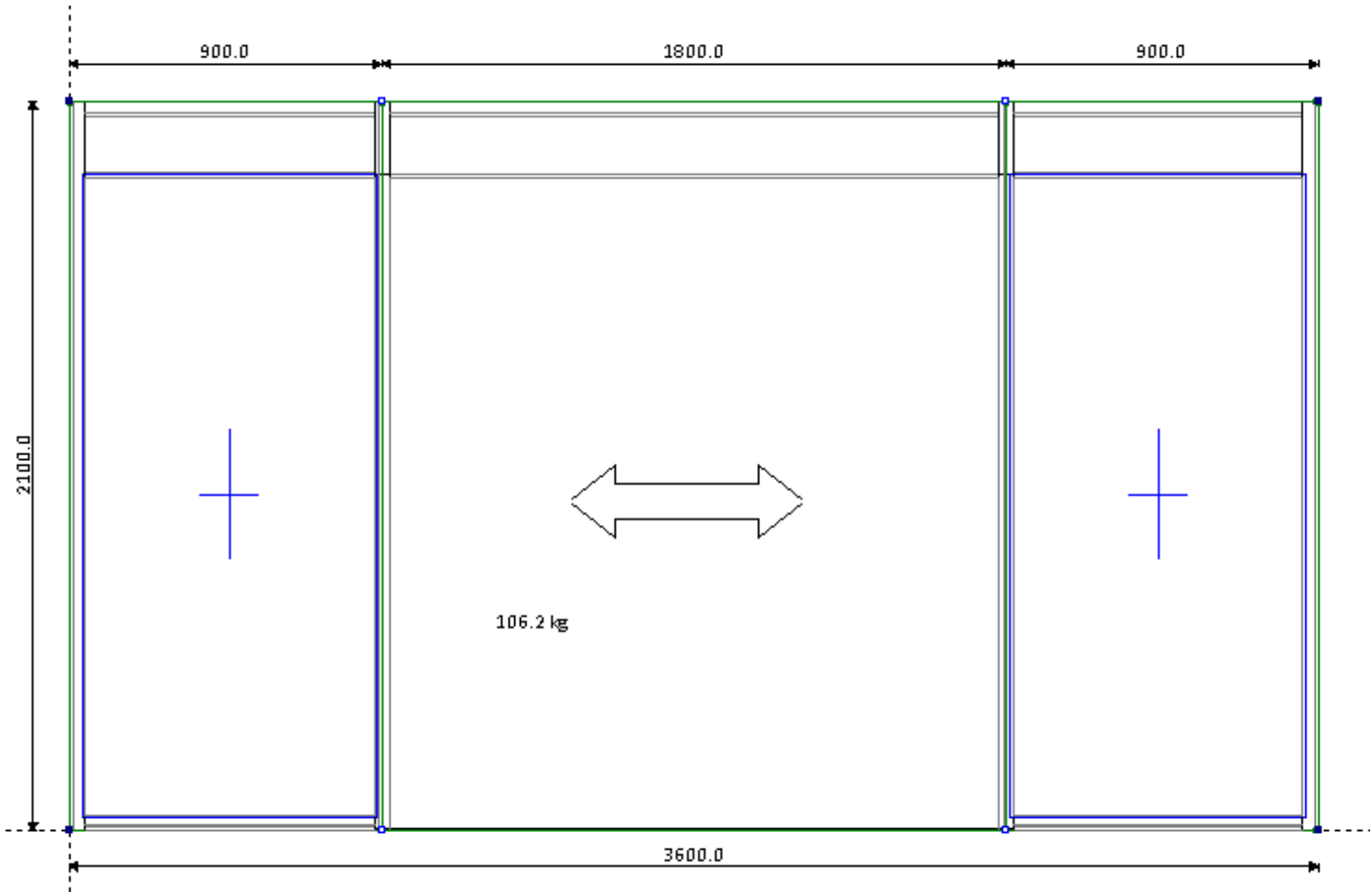
NOW CLICK ONTO THIS HEADER BUTTON AS SHOWN (THIS BUTTON IS ONLY FOR CHANGING FIXED LIGHT HEADERS AND CANNOT BE USED FOR CHANGING OTHER SECTIONS LIKE MIDRAILS ETC).



FROM THE LIST THAT COMES UP, CHOOSE THE OPTION AS SHOWN BELOW. MAKING SURE THAT YOU USE THE OUTER ONLY AND NOT GLAZED ABOVE OPTION.

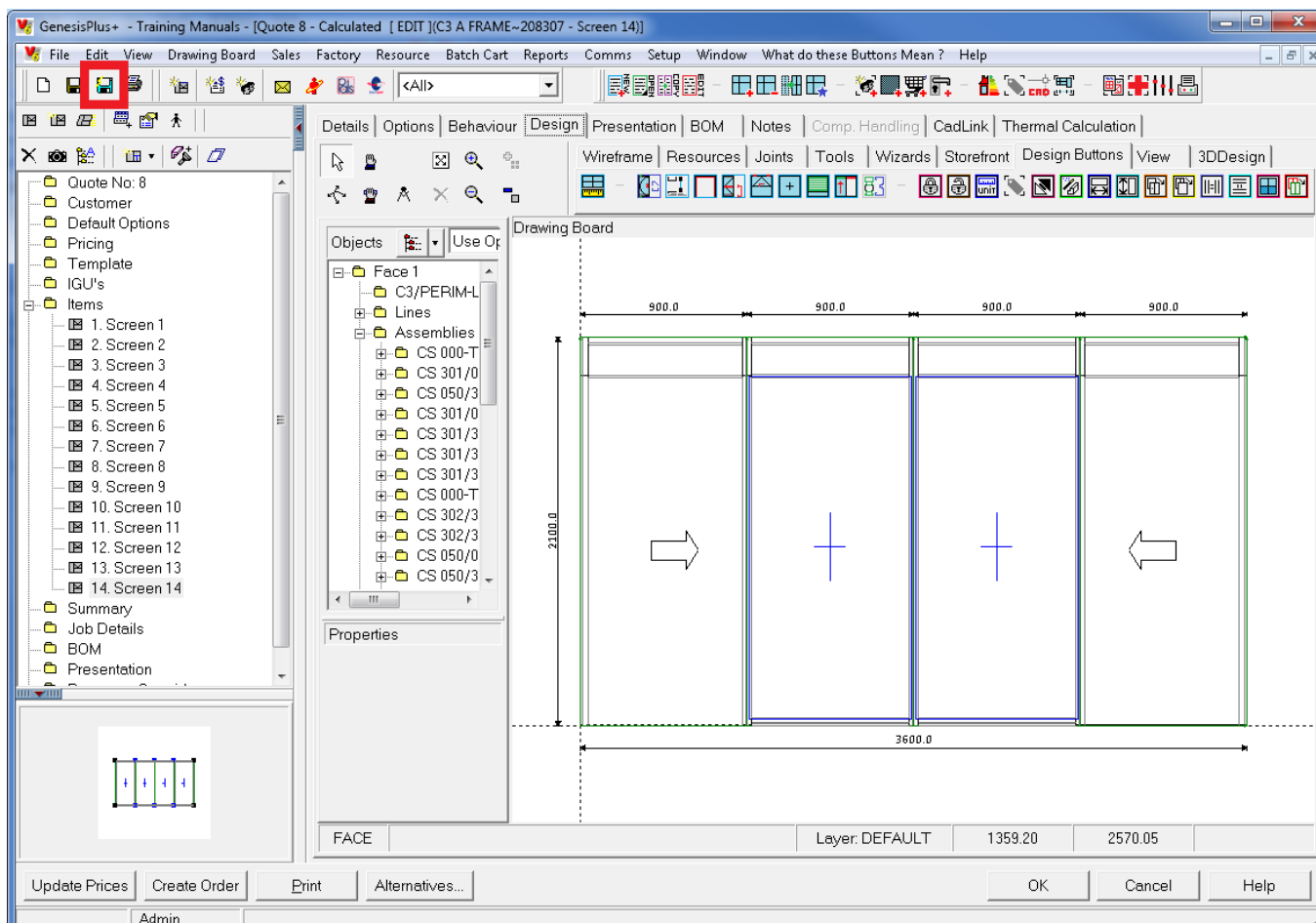


YOU WILL NOW SEE THAT THE SCREEN HAS A MATCHING HEADERBAR.



IT IS ALWAYS A GOOD IDEA TO SAVE THE QUOTE AFTER EACH ITEM HAS BEEN ADDED OR AFTER ADDING A FEW ITEMS, THIS WILL MEAN THAT IF YOUR COMPUTER HAS A PROBLEM OR SHUTS DOWN THEN IT WILL SAVE THE QUOTE AT THE POINT THAT YOU SAVE IT.

CLICK ONTO THIS BUTTON (QUICK SAVE) TO SAVE IT.



UNLIKE A LOT OF OTHER PROGRAMS YOU DO NOT HAVE TO CLICK ONTO THE OK BUTTON AT THE BOTTOM TO SAVE IT OR COMPLETE THE CHANGES. THIS OK BUTTON WILL BEING YOU OUT OF THE QUOTE AND SHUT IT DOWN.

IF YOU DO CLICK THIS BUTTON THEN CLICK BACK ONTO THE OPEN QUOTE BUTTON TO OPEN IT BACK UP.



EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



TO SUIT STRUCTURAL OPENING	
WIDTH	HEIGHT
%STRUCTURALWIDTH%	%STRUCTURALHEIGHT%

Product

%NOTE1%
 %NOTE2%
 %NOTE3%
 %NOTE4%
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Operation

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Glazing

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 %NOTE30%

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comar

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 CR4 9JL
 Telephone: 0208 846 5685
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 Email: project@parksidegroup.co.uk

ITEM REF: %ITEMREF% QTY: %QTY%

DRAWING STATUS	ACTION
A - No Further Comments	%ACTIONA%
B - Accepted for procurement & manufacture, subject to comments being incorporated, drawings to be resubmitted	%ACTIONB%
C - Resubmit incorporating comments prior to proceeding	%ACTIONC%

Signed: _____
Date: _____

On behalf of _____

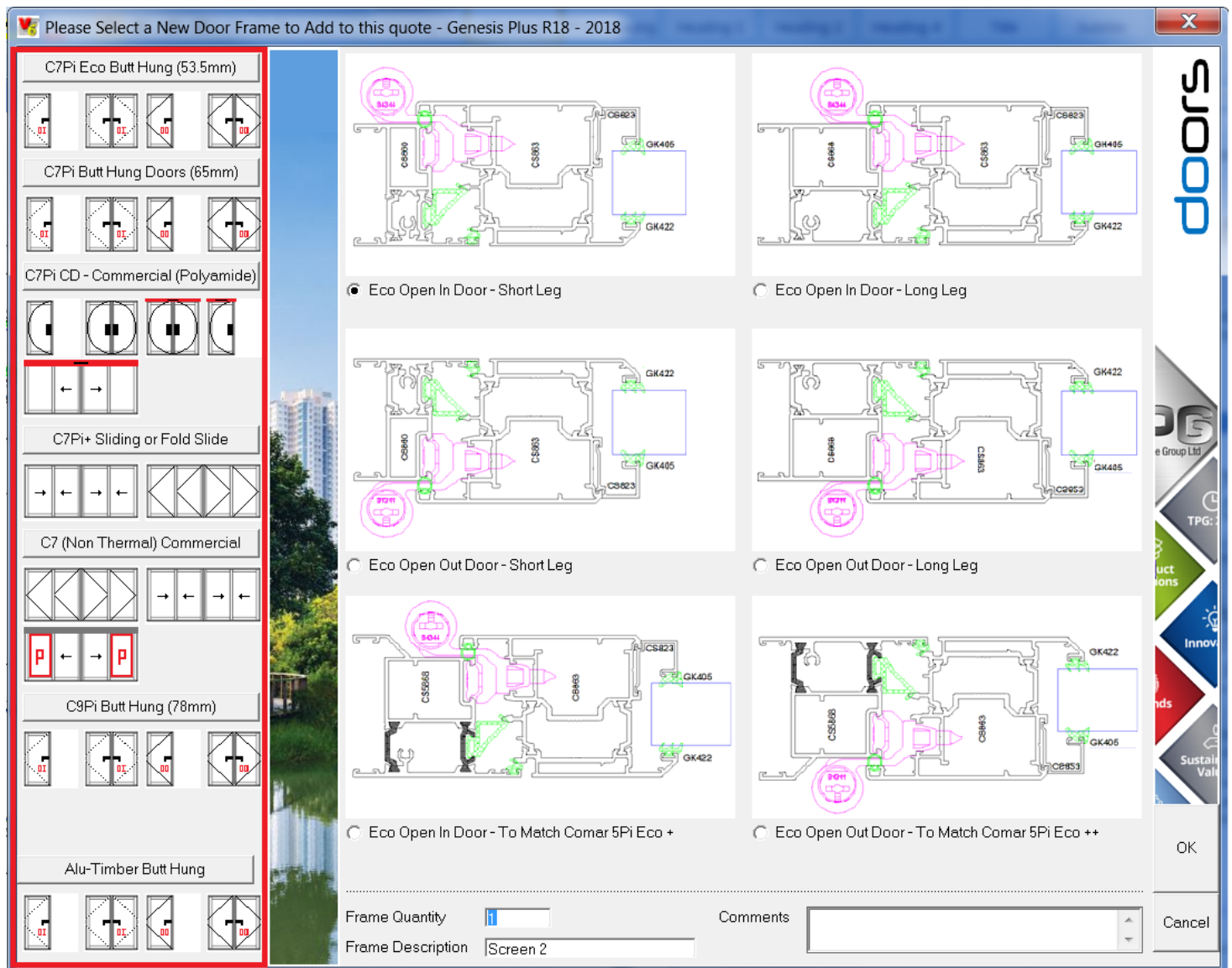
TO SUIT FULL HEIGHT CUT THROUGH - CUT A >>>>

ADDING A FRAME TO THE QUOTE

WE NOW WANT TO ADD ANOTHER FRAME TO THE QUOTE, THIS WILL BE THE POCKET DOORS FOR THE AUTOMATIC SLIDING DOORS THAT WE JUST ADDED. CLICK ONTO THE “ADD A DOOR” BUTTON.

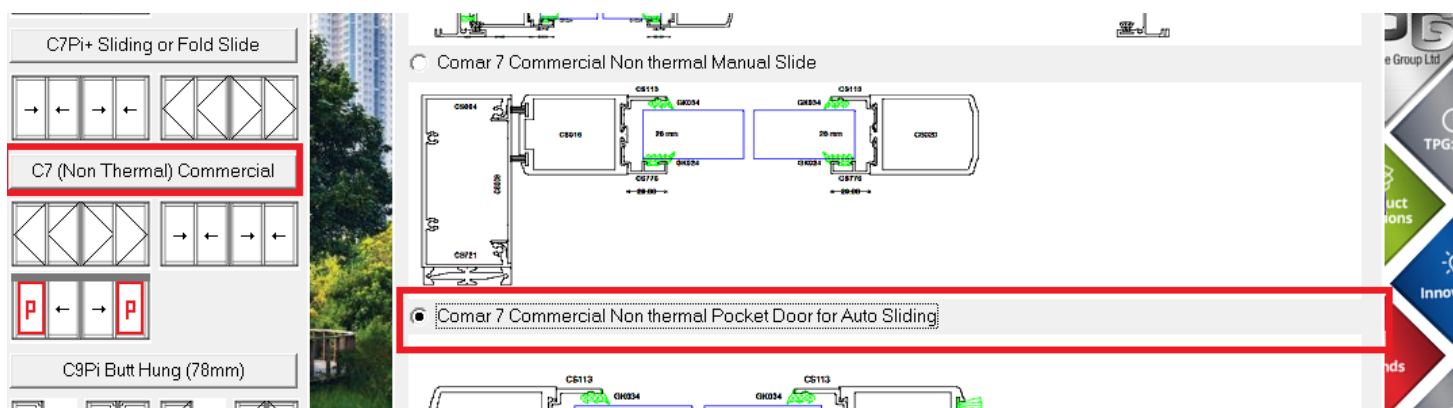


THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD DOOR SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**

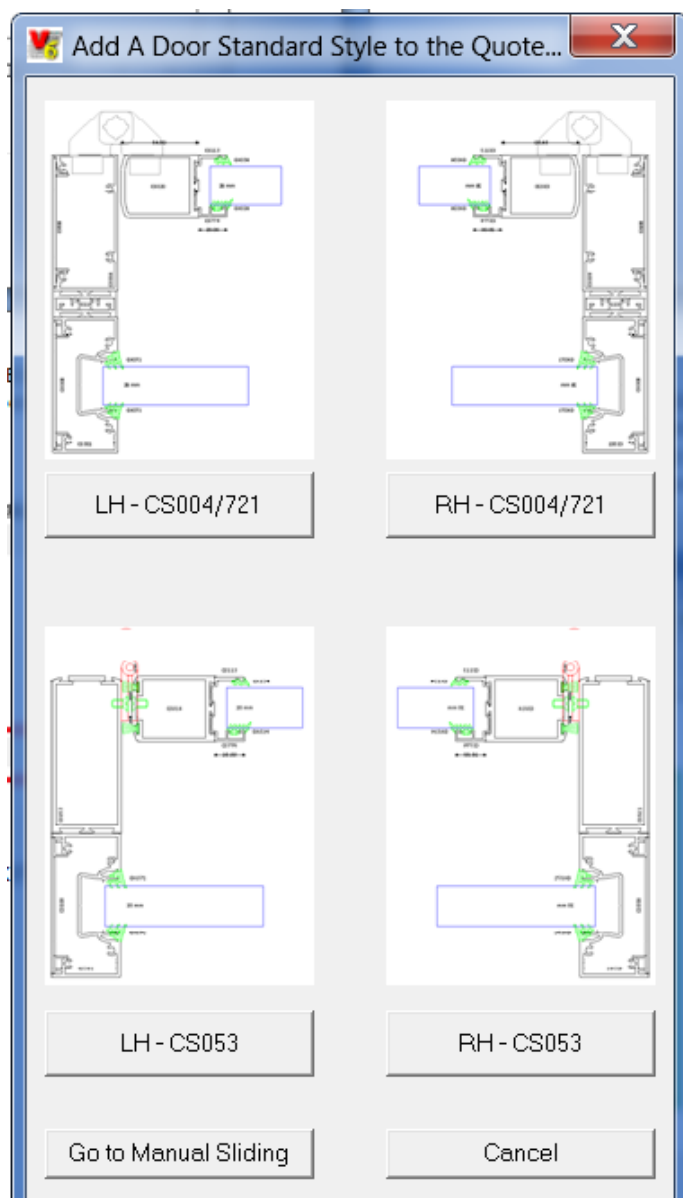


FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 7 (Non TB Doors).

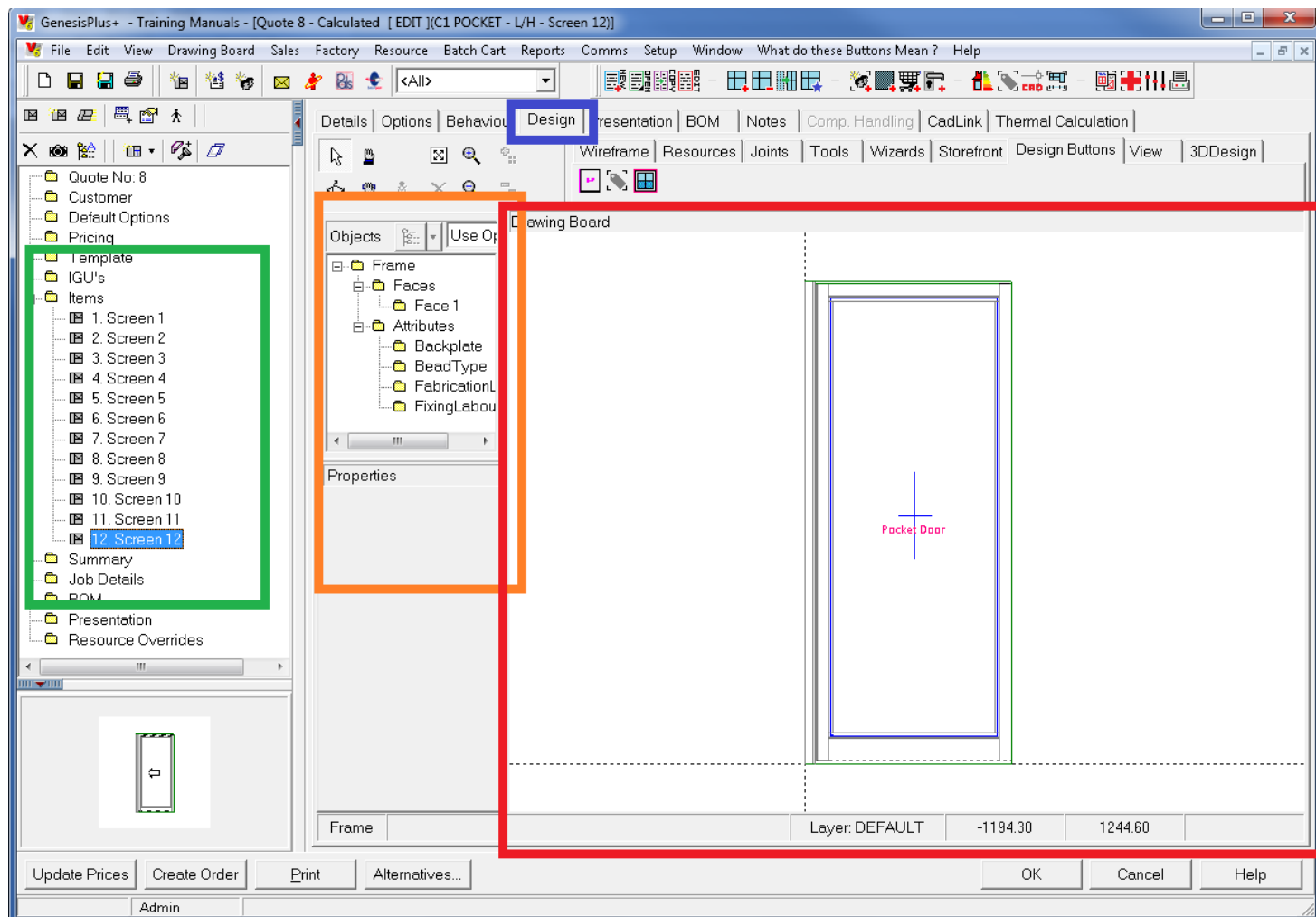
THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 7 (Commercial Non thermal Pocket Door for Auto Sliding) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



NOW THE FOLLOWING SCREEN WILL APPEAR, CLICK ON THE LH – CS004/721 THIS WILL GIVE YOU THE CHOICE OF A LEFT HAND POCKET DOOR.



NOW THAT YOU HAVE ADDED A FRAME TO THE QUOTE YOU WILL SEE THAT YOU NOW HAVE TWELVE ITEMS LISTED IN THE LEFT HAND SIDE SCREEN,(THIS WILL LIST ANY FRAMES THAT YOU HAVE ADDED TO YOUR QUOTE) THE RIGHT HAND SIDE OF THE SCREEN IS THE DESIGN SCREEN AND YOU CAN SEE THAT IT HAS ADDED A FRAME 1000MM X 1000MM. IN A MOMENT WE WILL CHANGE THE DESIGN. YOU WILL NOT HAVE THE COLOURED BOXES AS SHOWN BELOW THEY WILL BE USED TO HIGHLIGHT SOME AREAS IN ONE MOMENT.



BEFORE WE CHANGE THE DESIGN OF THIS SCREEN, LETS TAKE A BIT OF TIME GETTING USED TO THE NEW MENUS THAT YOU CAN ACCESS NOW WE HAVE ADDED A FRAME.

DESIGN

THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRUE REPRESENTATION OF THE FINISHED PRODUCT.

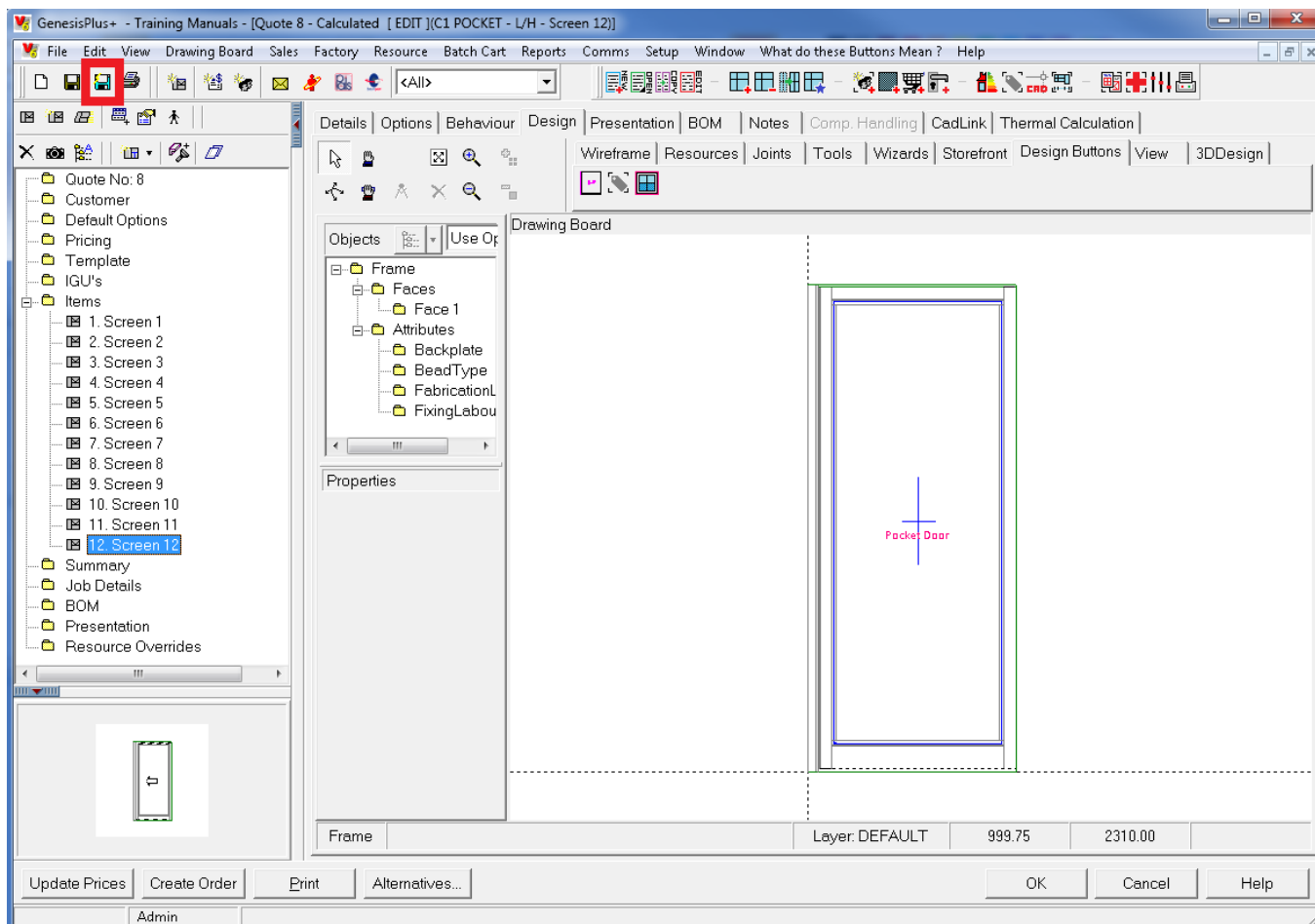
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THE ORANGE RECTANGLE INDICATES THE OBJECTS BOX, THIS LISTS ALL THE ASSEMBLIES YOU HAVE USED AS WELL AS GLASS AND DOORS.

AS THIS IS A STANDALONE SCREEN WE DO NOT NEED TO CHANGE THE DESIGN, WE MAY NEED TO LOOK AT THE SIZES AND TOLERANCES THAT YOU WANT TO USE FOR YOUR DOOR AS WE HAVE JUST SET A STANDARD BUT THIS MAY NOT BE SUITABLE FOR YOUR DOOR HARDWARE OR REQUIRED SITUATION.

IT IS ALWAYS A GOOD IDEA TO SAVE THE QUOTE AFTER EACH ITEM HAS BEEN ADDED OR AFTER ADDING A FEW ITEMS, THIS WILL MEAN THAT IF YOUR COMPUTER HAS A PROBLEM OR SHUTS DOWN THEN IT WILL SAVE THE QUOTE AT THE POINT THAT YOU SAVE IT.

CLICK ONTO THIS BUTTON (QUICK SAVE) TO SAVE IT.



UNLIKE A LOT OF OTHER PROGRAMS YOU DO NOT HAVE TO CLICK ONTO THE OK BUTTON AT THE BOTTOM TO SAVE IT OR COMPLETE THE CHANGES. THIS OK BUTTON WILL BEING YOU OUT OF THE QUOTE AND SHUT IT DOWN.

IF YOU DO CLICK THIS BUTTON THEN CLICK BACK ONTO THE OPEN QUOTE BUTTON TO OPEN IT BACK UP.



EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



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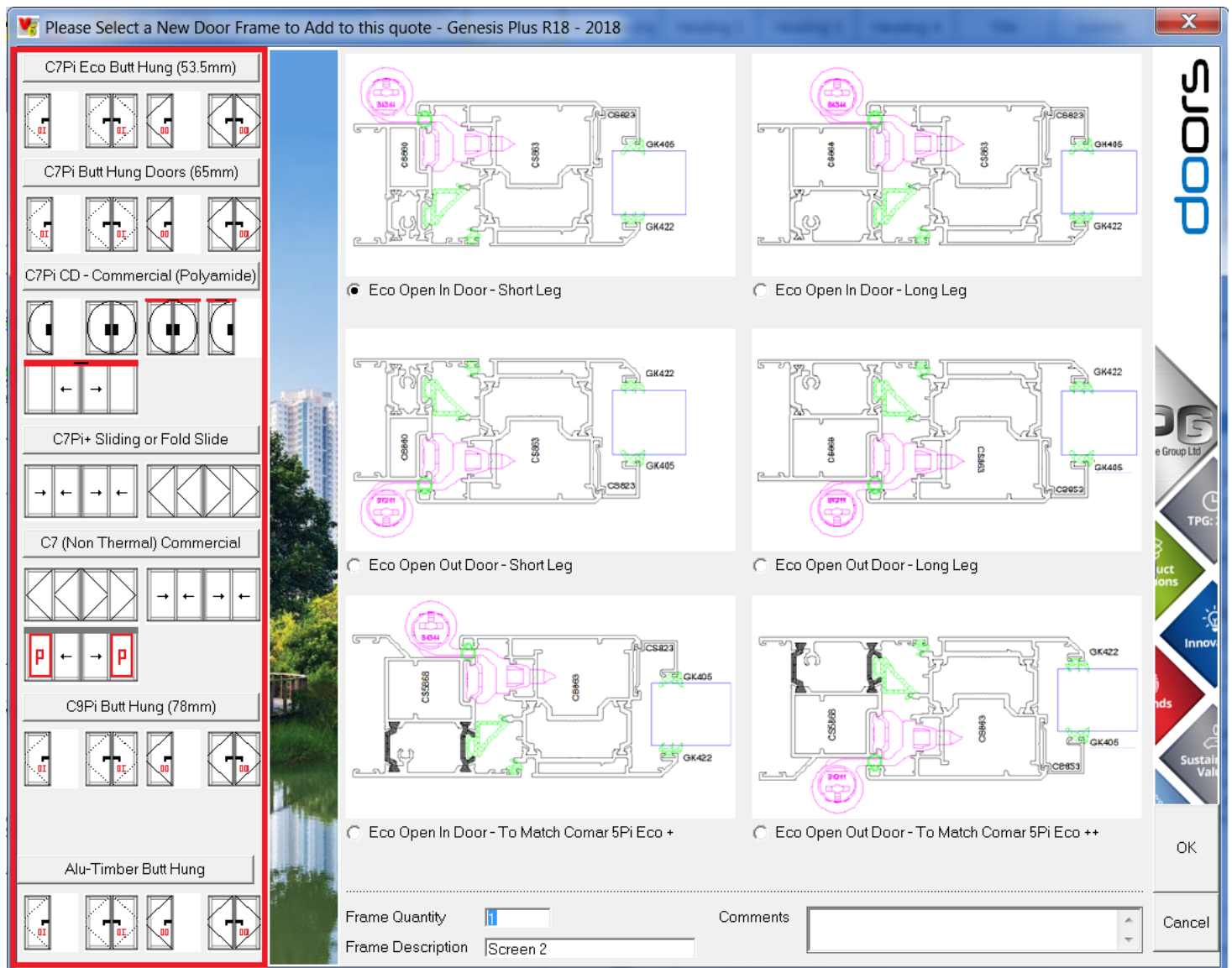
164 | Page

ADDING A FRAME TO THE QUOTE

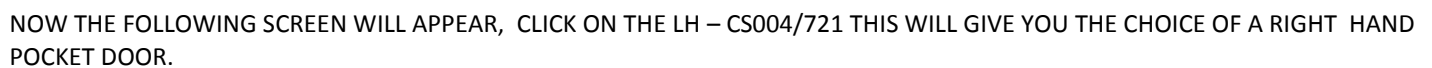
WE NOW WANT TO ADD ANOTHER FRAME TO THE QUOTE, THIS WILL BE THE POCKET DOORS FOR THE AUTOMATIC SLIDING DOORS THAT WE JUST ADDED. CLICK ONTO THE “ADD A DOOR” BUTTON.



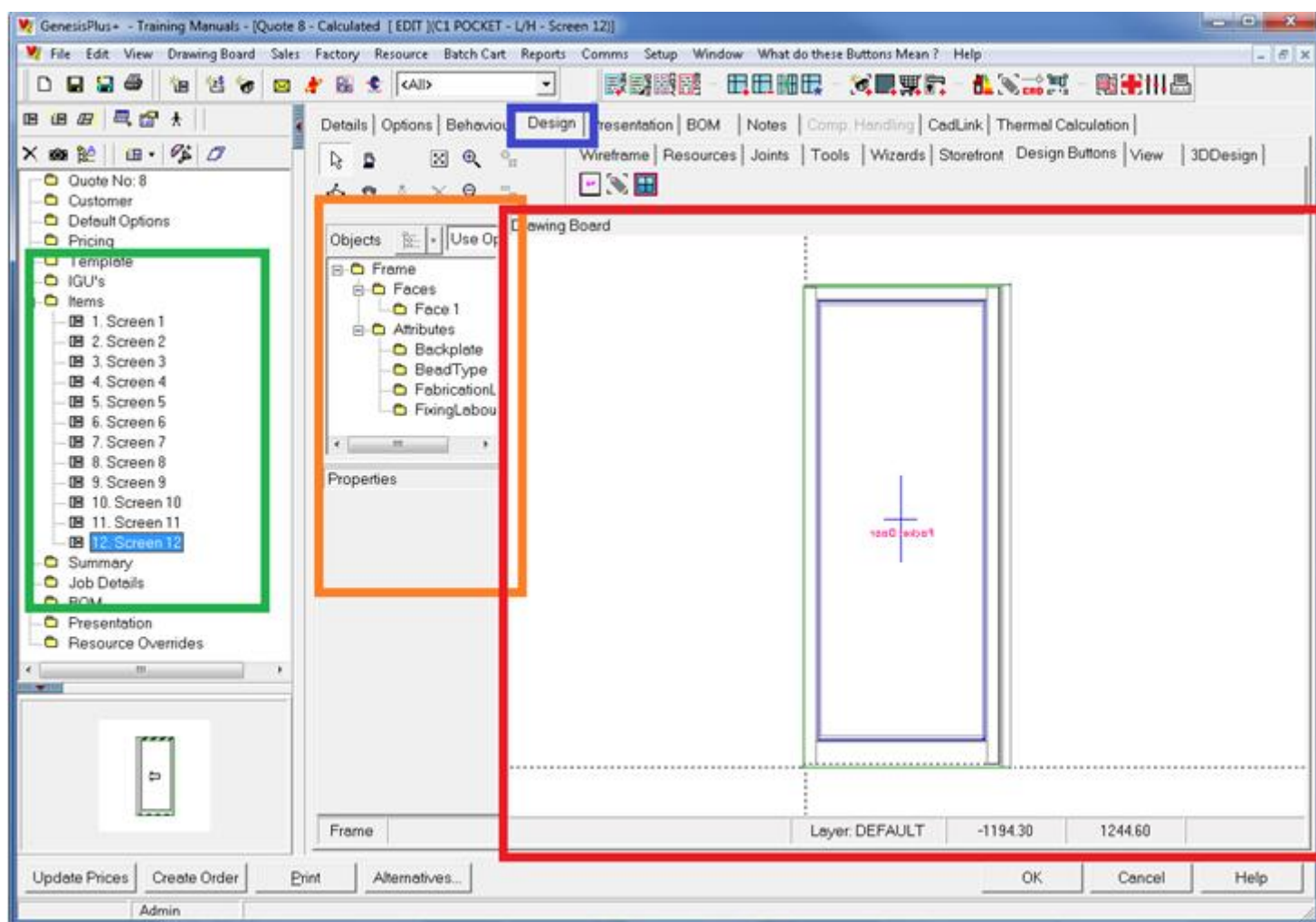
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BEFORE WE CHANGE THE DESIGN OF THIS SCREEN, LETS TAKE A BIT OF TIME GETTING USED TO THE NEW MENUS THAT YOU CAN ACCESS NOW WE HAVE ADDED A FRAME.

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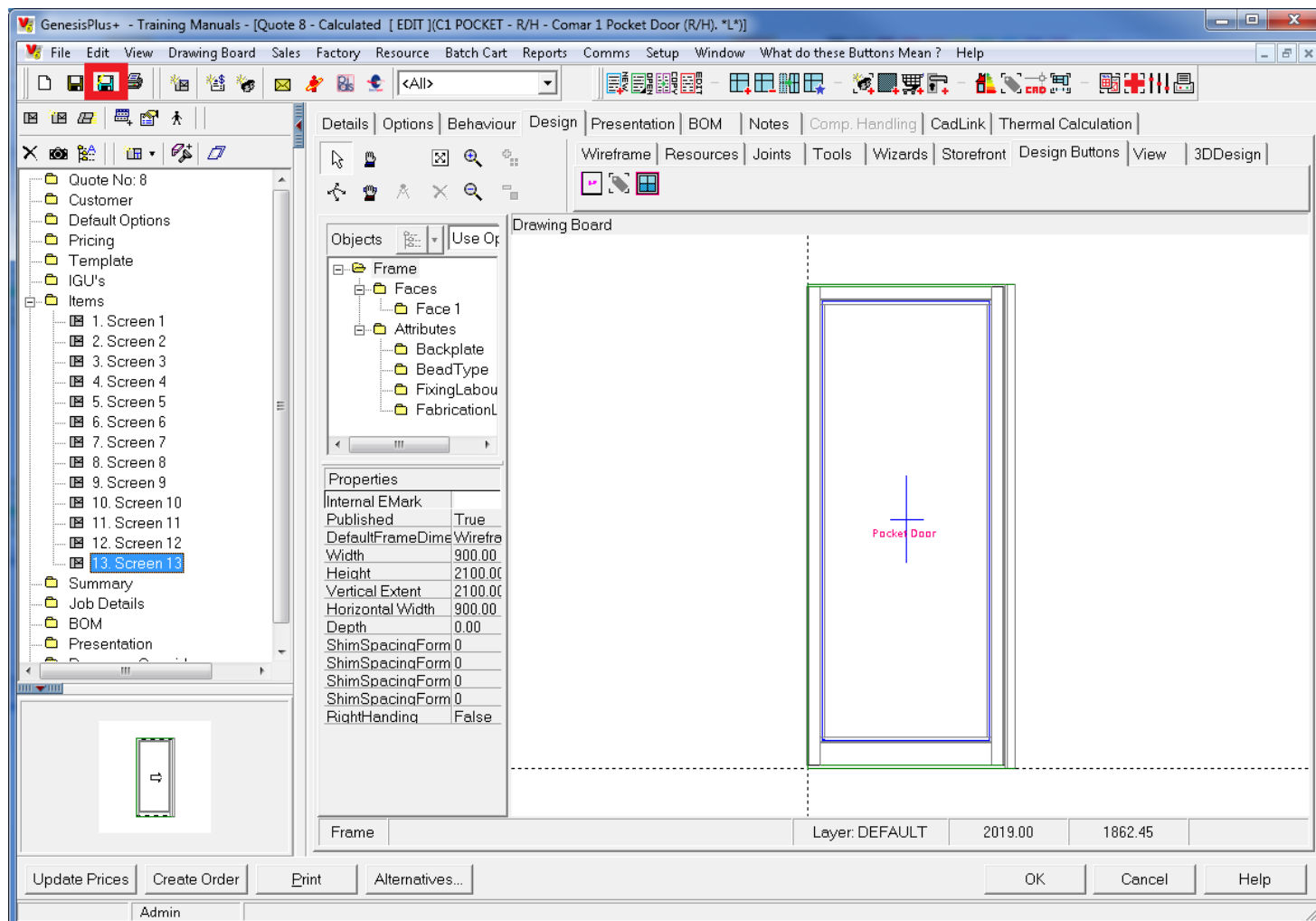
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CLICK ONTO THIS BUTTON (QUICK SAVE) TO SAVE IT.



UNLIKE A LOT OF OTHER PROGRAMS YOU DO NOT HAVE TO CLICK ONTO THE OK BUTTON AT THE BOTTOM TO SAVE IT OR COMPLETE THE CHANGES. THIS OK BUTTON WILL BEING YOU OUT OF THE QUOTE AND SHUT IT DOWN.

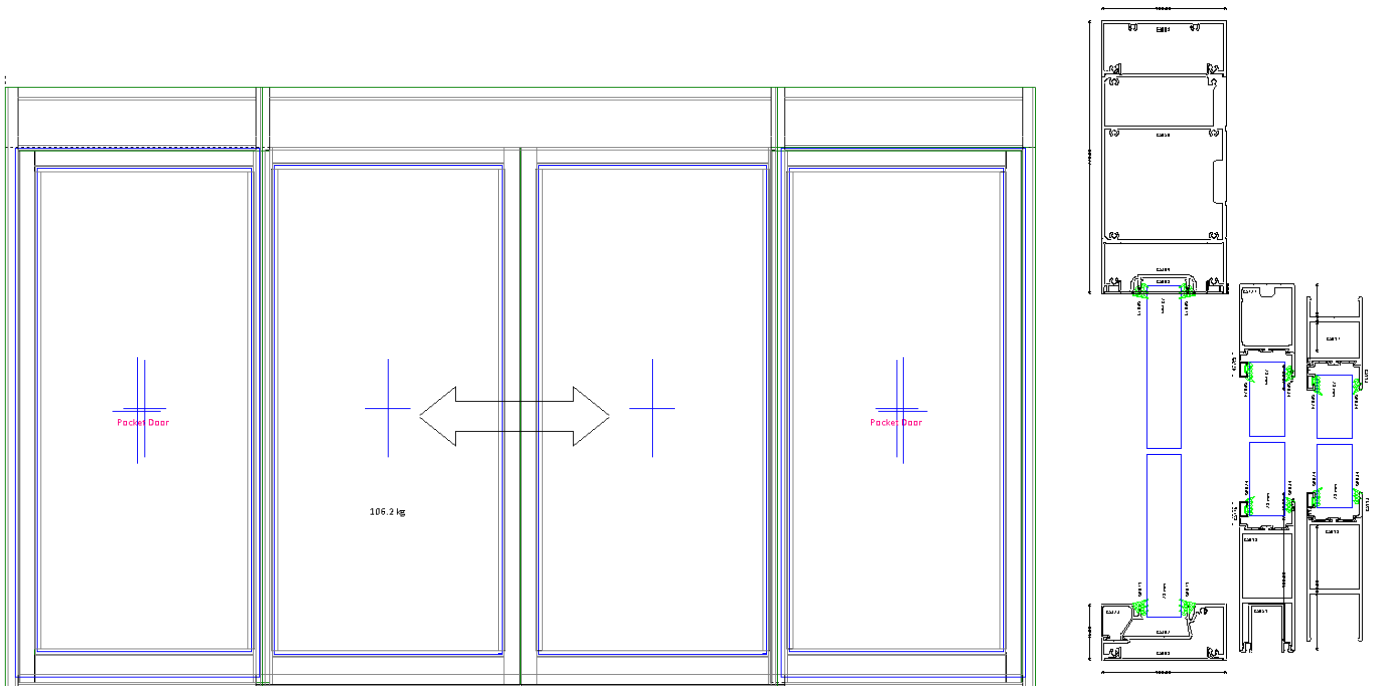
IF YOU DO CLICK THIS BUTTON THEN CLICK BACK ONTO THE OPEN QUOTE BUTTON TO OPEN IT BACK UP.



EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



AS THIS IS ONE EXAMPLE OF HOW YOU CAN PRODUCE A POCKET DOOR, YOU CAN REQUEST MODIFICATIONS TO THE DESIGN AND BUILD UP ON YOUR VERSION OF GENESIS TO GIVE A LARGER OR SMALL INTERLOCK DETAIL.



Page No: 12

ELEVATION PORTRAIT

Date/Time: 29/01/2018 10:29:12

Quote Title: Shopfront Training Manual

Quote No: SH-1- -Ver 2

Cust Name: Do Not Delete

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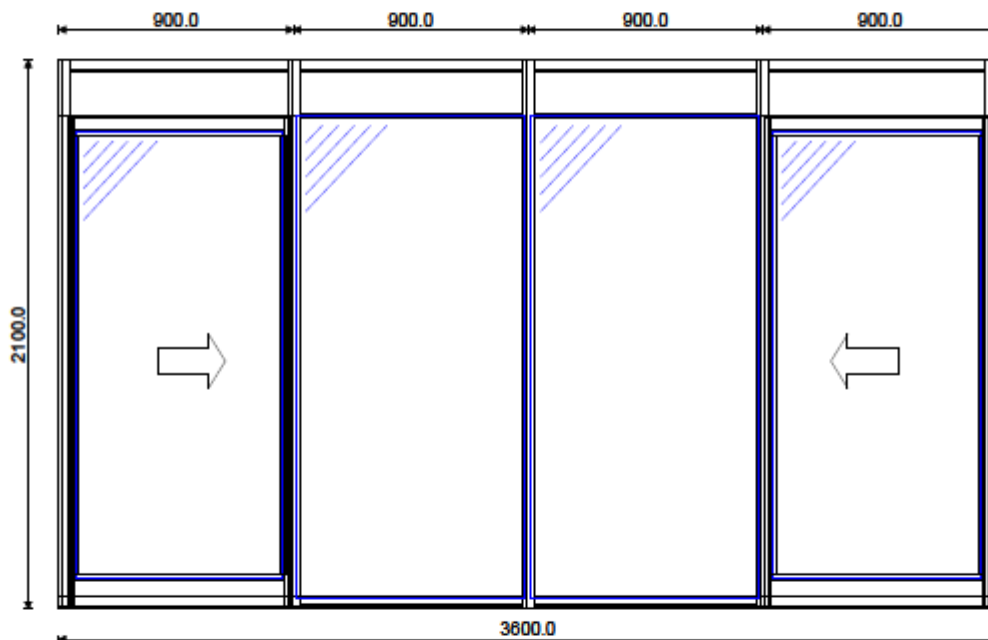
Finish: [COL:COMAR:POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



Item Description: Comar 3 (100x45mm) Double Glazed Corner Item Number: 12

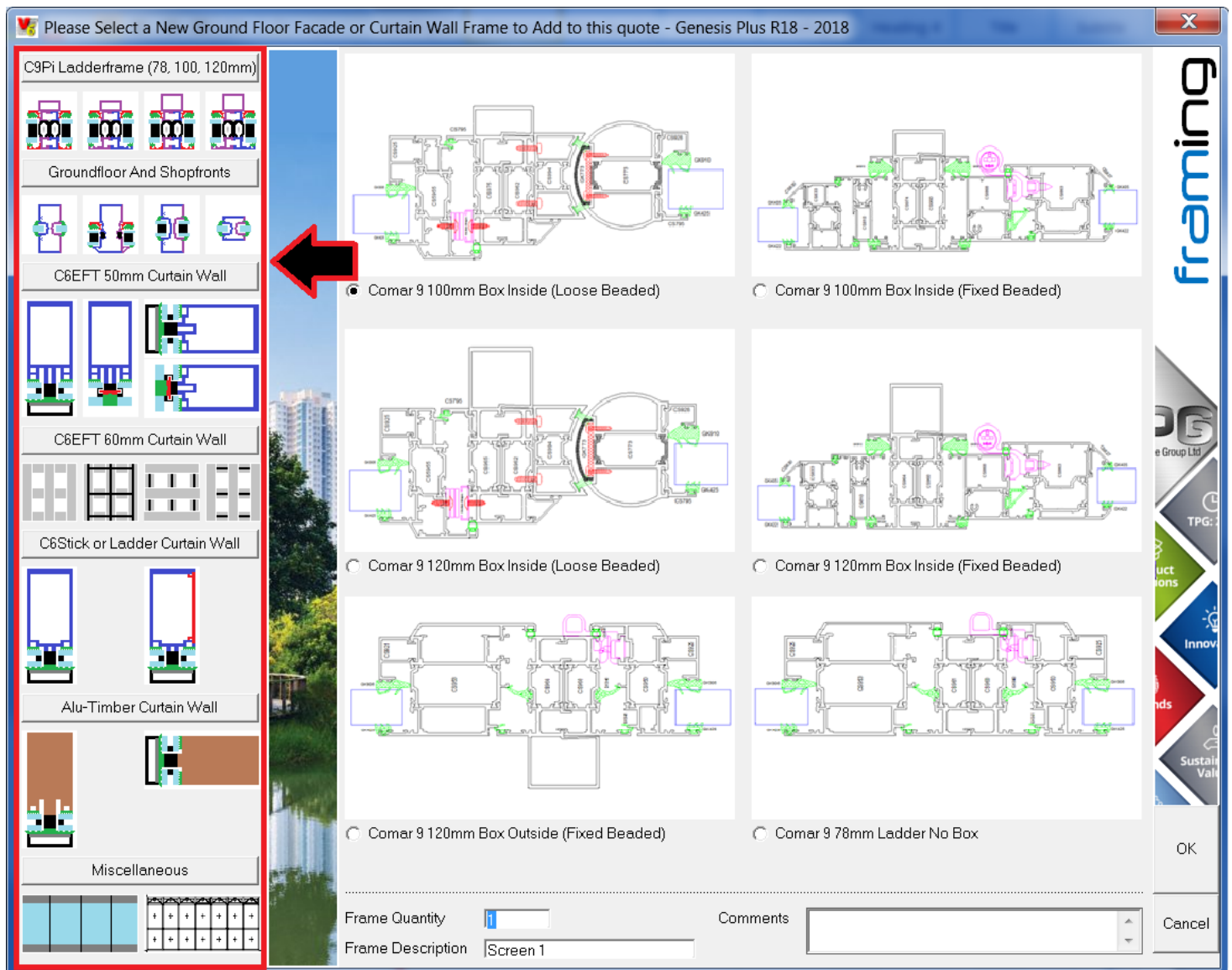
Quantity: 2

ADDING A FRAME TO THE QUOTE

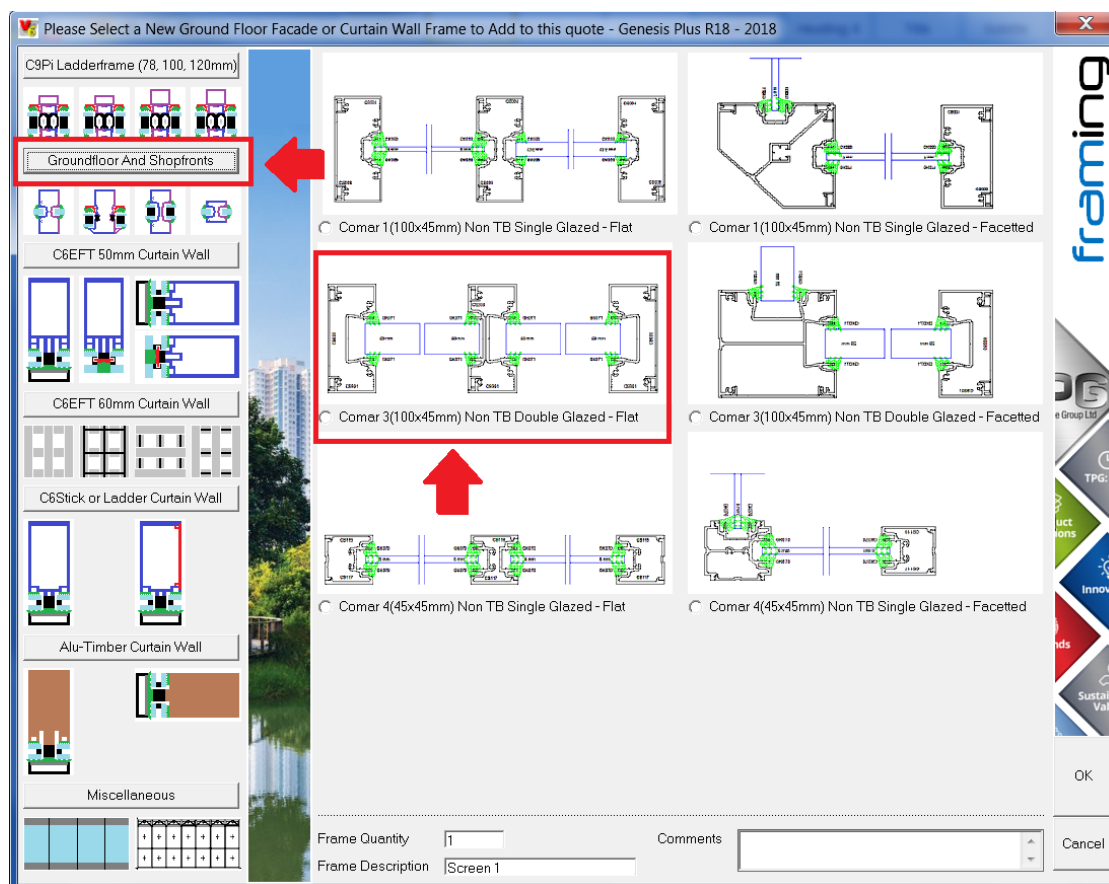
WE NOW WANT TO ADD A NEW FRAME TO THE QUOTE. CLICK ONTO THE “ADD A NEW FRAMING SYSTEM” BUTTON.



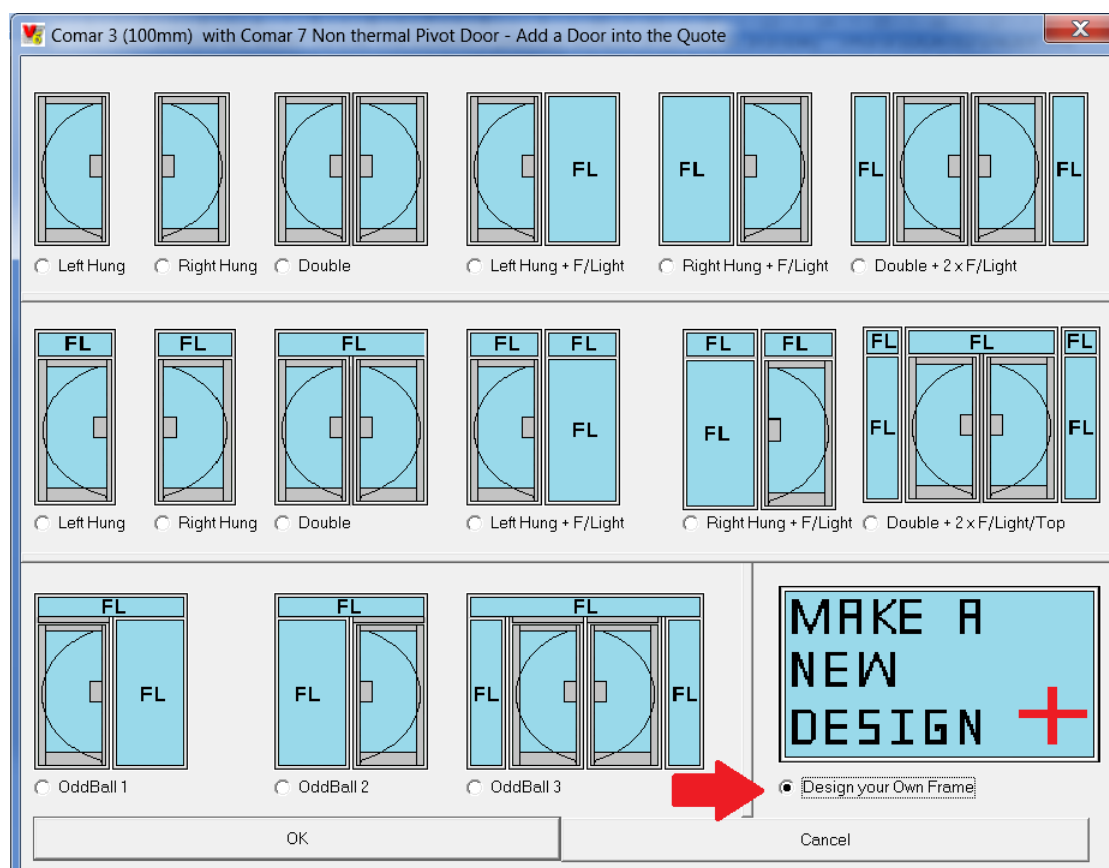
THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD FRAMING SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**



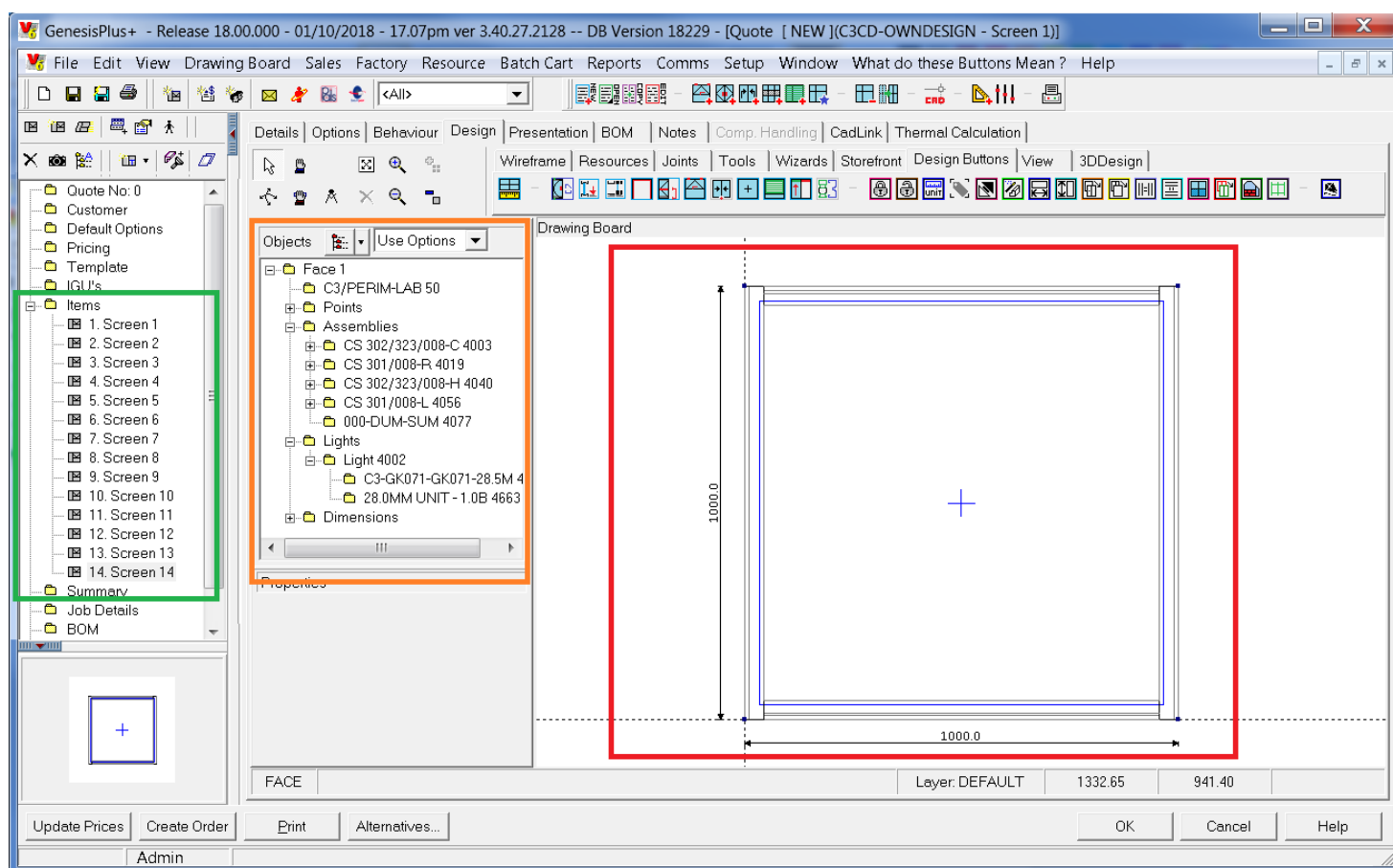
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE).



WE WANT TO BUILD THE SHOPFRONT FROM SCRATCH IN THIS CASE SO PLEASE CHOOSE “MAKE A NEW DESIGN” AND THEN CLICK “OK”



NOW THAT YOU HAVE ADDED A FRAME TO THE QUOTE YOU WILL SEE THAT YOU NOW HAVE ONE ITEM LISTED IN THE LEFT HAND SIDE SCREEN,(THIS WILL LIST ANY FRAMES THAT YOU HAVE ADDED TO YOUR QUOTE) THE RIGHT HAND SIDE OF THE SCREEN IS THE DESIGN SCREEN AND YOU CAN SEE THAT IT HAS ADDED A FRAME 1000MM X 1000MM. IN A MOMENT WE WILL CHANGE THE DESIGN. YOU WILL NOT HAVE THE COLOURED BOXES AS SHOWN BELOW THEY WILL BE USED TO HIGHLIGHT SOME AREAS IN ONE MOMENT.



BEFORE WE CHANGE THE DESIGN OF THIS SCREEN, LETS TAKE A BIT OF TIME GETTING USED TO THE NEW MENUS THAT YOU CAN ACCESS NOW WE HAVE ADDED A FRAME.

DESIGN

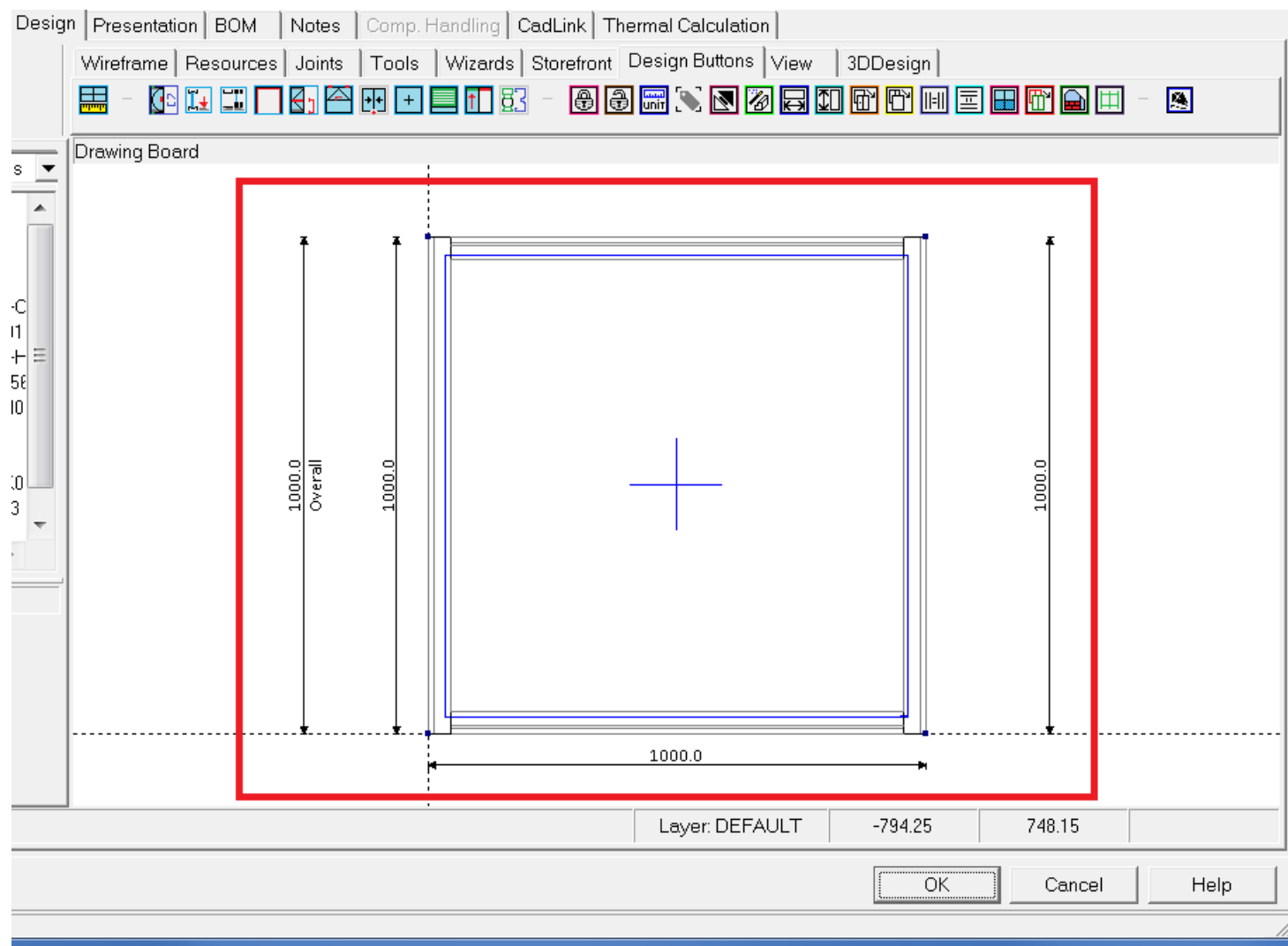
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

WHEN YOU HIGHLIGHT A FRAME IN THE ITEMS TAB (AS SHOWN IN THE LEFT HAND SIDE ABOVE IN GREEN) THE DESIGN SCREEN/DRAWING BOARD SHOWS YOU THE DESIGN FOR THAT ITEM, YOU CAN CLICK BETWEEN THE FRAMES (ITEMS) IF YOU HAVE MORE THAN ONE IN A QUOTE AND IF YOU ARE IN THE DESIGN SCREEN THE FRAME SHOWN WILL SWITCH TO SHOW YOU THE ONE THAT YOU HAVE HIGHLIGHTED.

THE ORANGE RECTANGLE INDICATES THE OBJECTS BOX, THIS LISTS ALL THE ASSEMBLIES YOU HAVE USED AS WELL AS GLASS AND DOORS.

CHANGING THE DESIGN

WE ARE NOW GOING TO CHANGE THE DESIGN OF THE FRAME SO WE NOW MOVE DOWN TO THE DRAWING BOARD (WHILST IN DESIGN) AND THERE ARE MACRO DESIGN BUTTONS WHICH ARE RELEVANT TO THE FRAME THAT WE ARE VIEWING AT THAT TIME. THERE ARE QUITE A FEW BUTTONS HERE (AND THEY ARE SMALL) BUT GENERALLY THE FIRST SET OF BUTTONS ARE TO CHANGE THE DESIGN OF THE FRAME, ADDING DOORS AND ADDING WINDOWS. THE SECOND SET OF BUTTONS ARE SIMPLE COMMANDS LIKE CHANGING SECTIONS, SPLITTING LIGHTS (ADDING MULLIONS OR TRANSOMS), MERGING LIGHTS (DELETING MULLIONS OR TRANSOMS), CHANGING HEIGHTS OR TRANSOMS AND WIDTHS OF MULLIONS AND CHANGING GLASS. YOU WILL NOTICE THAT THE AMOUNT OF BUTTONS THAT YOU SEE WHEN DESIGNING DIFFERENT SYSTEMS WILL CHANGE DEPENDING ON WHAT FRAME YOU ARE DESIGNING. I.E YOU WOULDN'T HAVE A DOOR BUTTON FOR BUILDING A WINDOW. LIKE AUTOCAD THE BUTTONS ARE THERE TO MAKE IT QUICKER TO PERFORM EVERYDAY TASKS.



WE ARE NOW GOING TO CHANGE THE DESIGN AND DIMENSIONS OF THIS FRAME, IN MOST CASES THE FIRST BUTTON SHOWN IN THE DESIGN SCREEN WILL PERFORM A TASK TO CHANGE THE DESIGN OR THE DIMENSIONS.

(IF YOU WANT TO EXPLORE WHAT THESE BUTTONS DO YOU CAN USE YOUR MOUSE TO HOVER OVER THE BUTTON AND IT SHOULD TELL YOU WHAT COMMAND THE BUTTON PERFORMS).

CLICK ONTO THE FIRST BUTTON.



THIS WILL BRING UP THE REBUILD BUTTON, WE WILL BE CHANGING THE SIZES LATER ON.

THIS SCREEN WHICH IS ONE OF THE COMMON SCREENS HANDLES THE MOST PART OF THE FRAMING PART OF OUR DESIGN (EXCLUDING ADDING DOORS ETC).

WE CAN CHANGE THE WIDTH, HEIGHT LIGHTCODE OR COLUMNS AND ROWS, THE DESCRIPTION AND QUANTITY OF THE FRAME, EXTRUSION FINISH, AND SECTIONS TO BE USED.

THE DEFAULT SECTIONS FOR THE HEAD, TRANSOMS ETC ARE BASED ON OUR TECHNICAL MANUAL, IN MOST CASES YOU MAY NEED TO CHECK THE WINDLOADING FOR THE FRAMES TO INDICATE WHAT MULLIONS OR TRANSOMS TO USE, BUT AS STANDARD THESE WILL BE THE SECTIONS TO USE (SUBJECT TO WINDLOADINGS). **DO NOT CLICK OK**

Redesign the Comar 3 frame ?

Frame Width 1000	Frame Height 1000	Backplate Required Yes	Head Profile CS 302 - IYY - 8.6 l _{yy} Req - 1.04
Lightcode 1			Cill Profile CS 302 - IYY - 8.6 l _{yy} Req - 1.04
Columns 1	Rows 1	Sub Cill Type None	Left Profile CS 301 - IXX - 85.9 l _{xx} Req - 0
Frame Quantity 1		Sub Cill Nosing None	Right Profile CS 301 - IXX - 85.9 l _{xx} Req - 0
Frame Description New Frame		Item Comments	Transom Profile CS 302 - IYY - 8.6 l _{yy} Req - 1.04
Frame Finish [COL:COMAR:WHITE (WHITE)]			Mullion Profile CS 301/309 - IXX - 85.9 l _{xx} Req - 0
Glass [FIL:COMAR:6-16-6 FL]			<input type="checkbox"/> Save Chosen Frame Defaults

On the right side of the dialog, there are three profile diagrams and two buttons: 'Create' and 'Cancel'.

YOU WILL SEE THAT THE BELOW SCREEN HAS ALREADY SELECTED THE PROFILES THAT ARE THE STANDARD DEFAULT FOR THIS SYSTEM. (SHOWN ON THE RIGHT HAND SIDE), THE SOFTWARE WILL NOT WINDLOAD THESE SECTIONS SO PLEASE BE AWARE THAT ALTHOUGH THEY ARE DEFAULT THEY DO NOT LOOK AT THE SIZE OF THE FRAME.

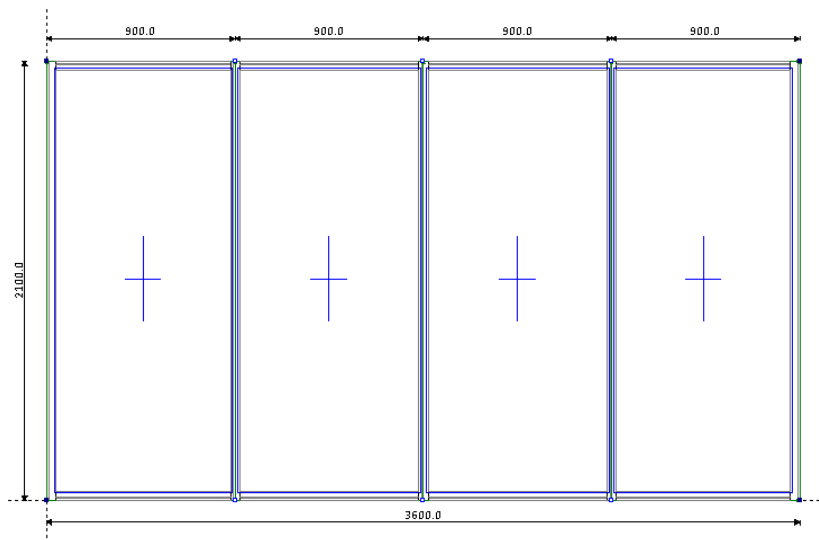
THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE

- 1) THE FRAME WIDTH
- 2) THE FRAME HEIGHT

- 3) THE LIGHTCODE (AS EXPLAINED EARLIER, THIS IS JUST ANOTHER WAY TO SPECIFY COLUMNS & ROWS BUT YOU COULD USE THE COLUMNS AND ROW FIELDS IF YOU LIKE.
- 4) THE DESCRIPTION OF FRAME OR A FRAME CODE. I.E "ED1", IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA TO USE FRAME 1, FRAME 2 ETC TO AVOID CONFUSION.
- 5) YOU WILL SEE THAT IT HAS ALSO BOUGHT THROUGH THE FRAME DEFAULTS FOR THE FINISH AND THE GLASS AS CHOSEN EALIER ON.

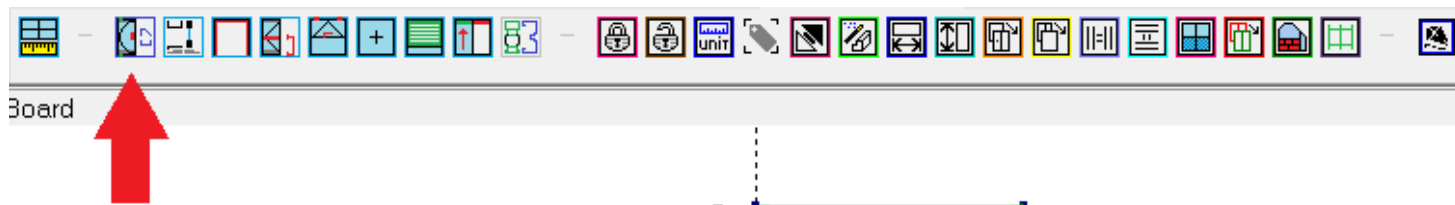
WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE.

THE SCREEN HAS NOW BEEN REDESIGNED

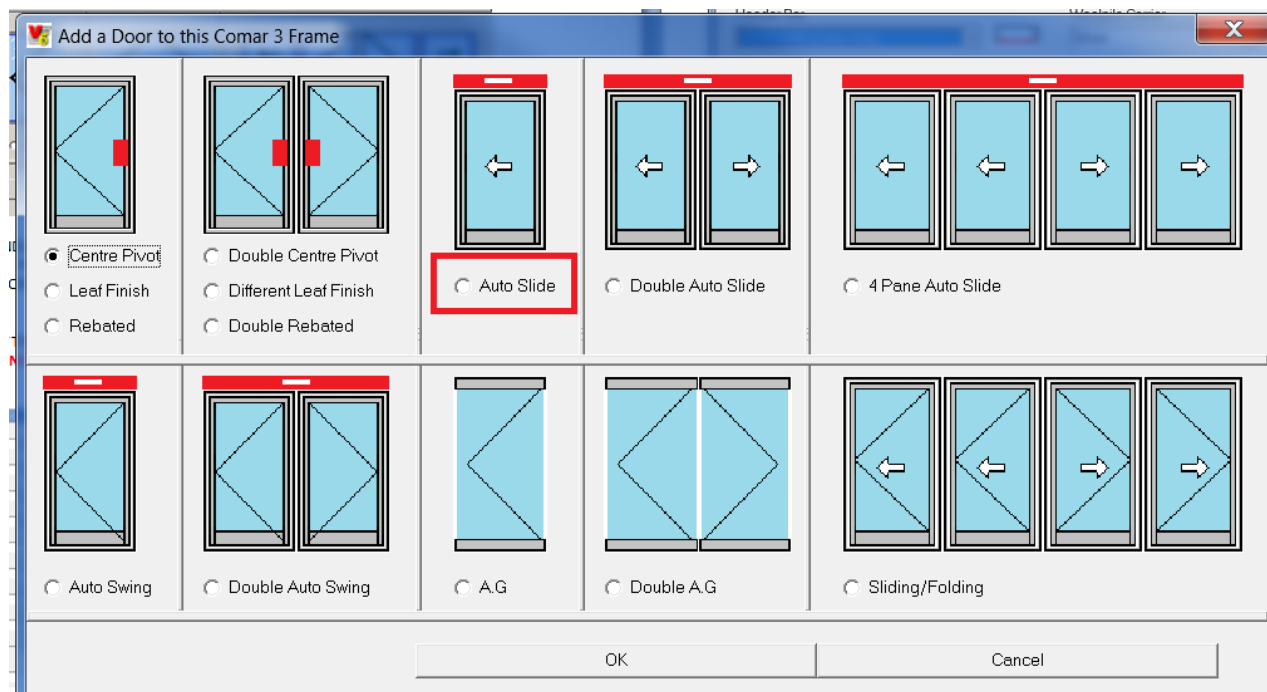


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME. WE WILL BE ADDING A RIGHT HAND SLIDING LEAF IN THE LEFT HAND LIGHT AND A LEFT HAND SLIDING LEAF INTO THE RIGHT HAND LIGHT.

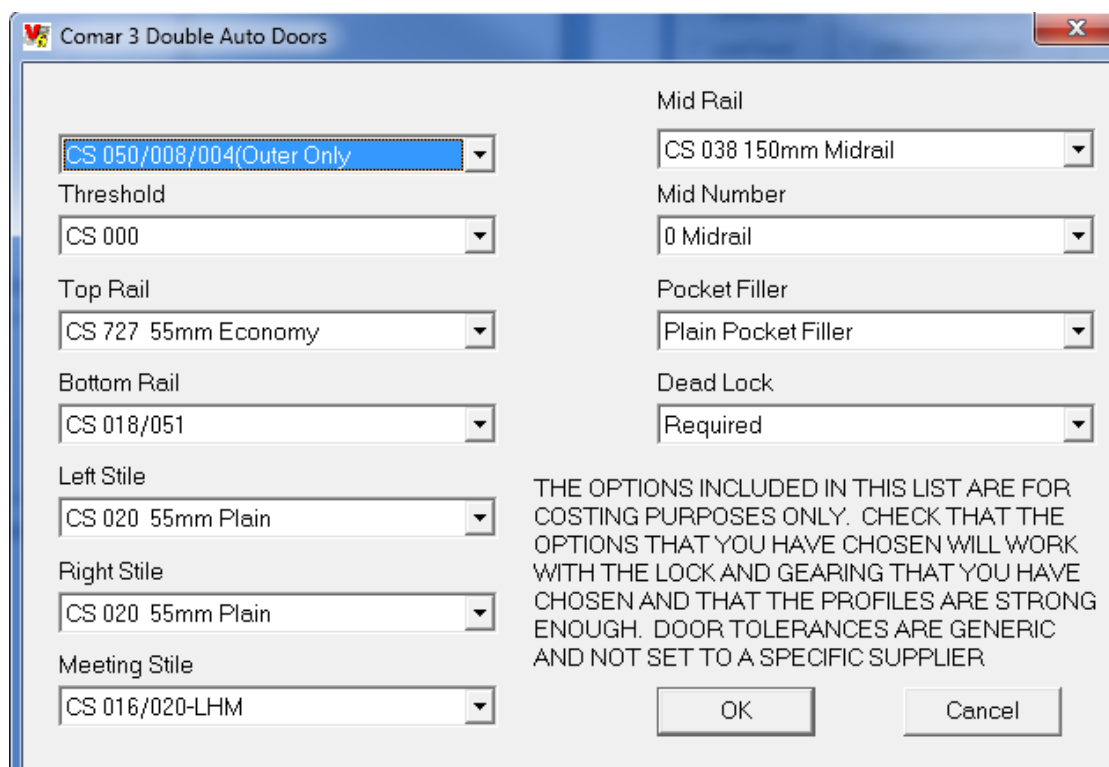
HIGHLIGHT THE LIGHT WHERE WE ARE PLACING THE DOOR USING YOUR MOUSE. WE CAN NOW ADD A DOOR TO THE FRAME. CLICK ONTO THE DOOR BUTTON.



CLICK ON THE SINGLE “Auto Slide” OPTION AND CLICK OK.



THE BELOW BOX WILL APPEAR IN THIS CASE WE WILL LEAVE EVERYTHING AS STANDARD.



ALTHOUGH THE SOFTWARE AUTOMATES THE HEADER BAR SELECTION PLEASE ALWAYS DOUBLE CHECK THAT IF YOU HAVE GLASS ABOVE THE DOOR THAT YOU CHOOSE A GLAZED ABOVE OPTION. IF YOU HAVE A DIRECT OUTERFRAME ABOVE THE DOOR THEN YOU CHOOSE OUTER ONLY. THIS IS VERY IMPORTANT AS IT NOT ONLY EFFECTS THE ORDER BUT ALSO THE SIZE OF THE DOOR AND THE GLASS. CLICK OK TO CONFIRM THAT OPTION

Comar 3 Single Auto Doors

Threshold: CS 050/008/004(Outer Only)

Top Rail: CS 727 55mm Economy

Bottom Rail: CS 018/051

Left Stile: CS 020 55mm Plain

Right Stile: CS 020 55mm Plain

Handing: Right Hand Slide

Mid Rail: CS 038 150mm Midrail

Mid Number: 0 Midrail

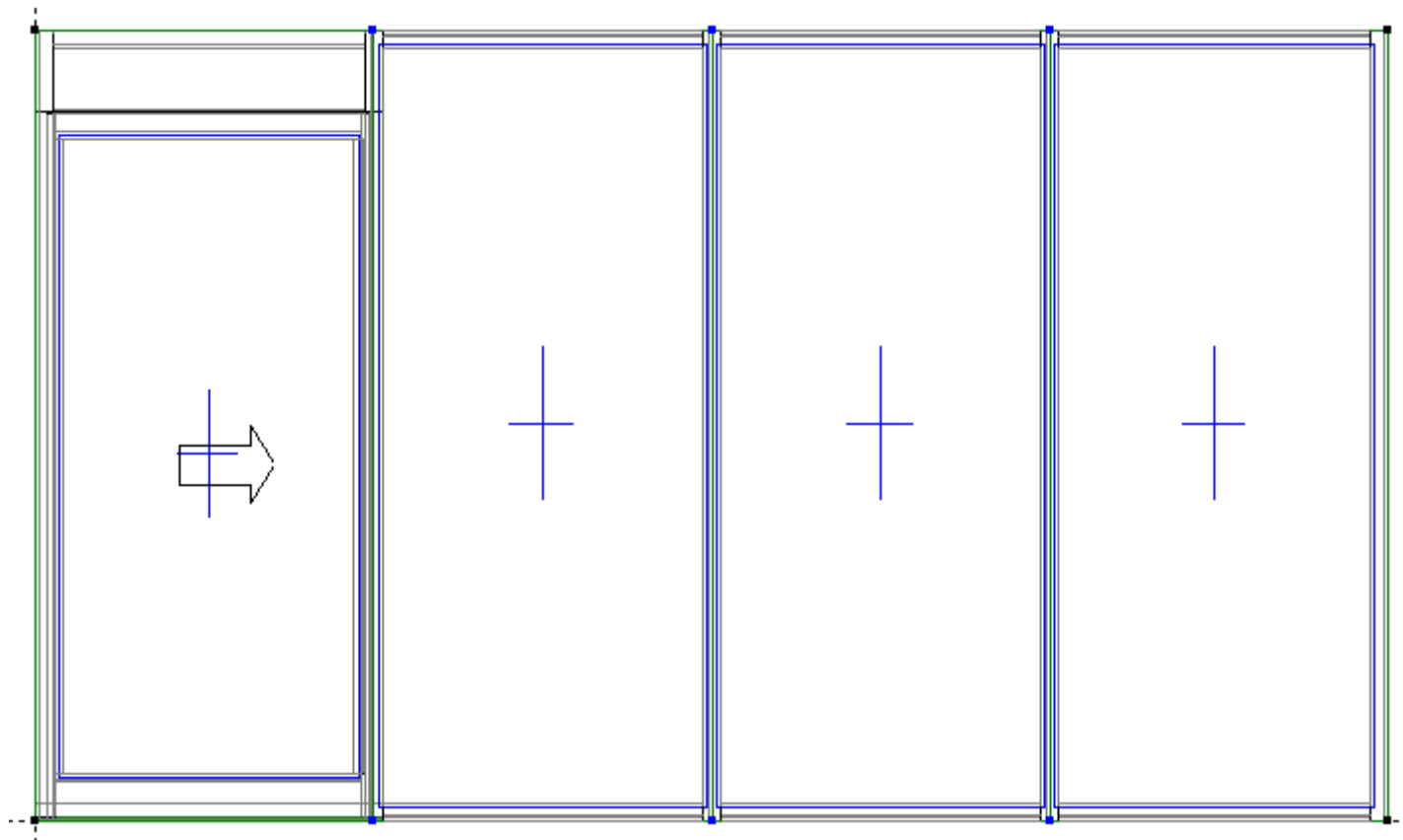
Pocket Filler: Plain Pocket Filler

Dead Lock: Required

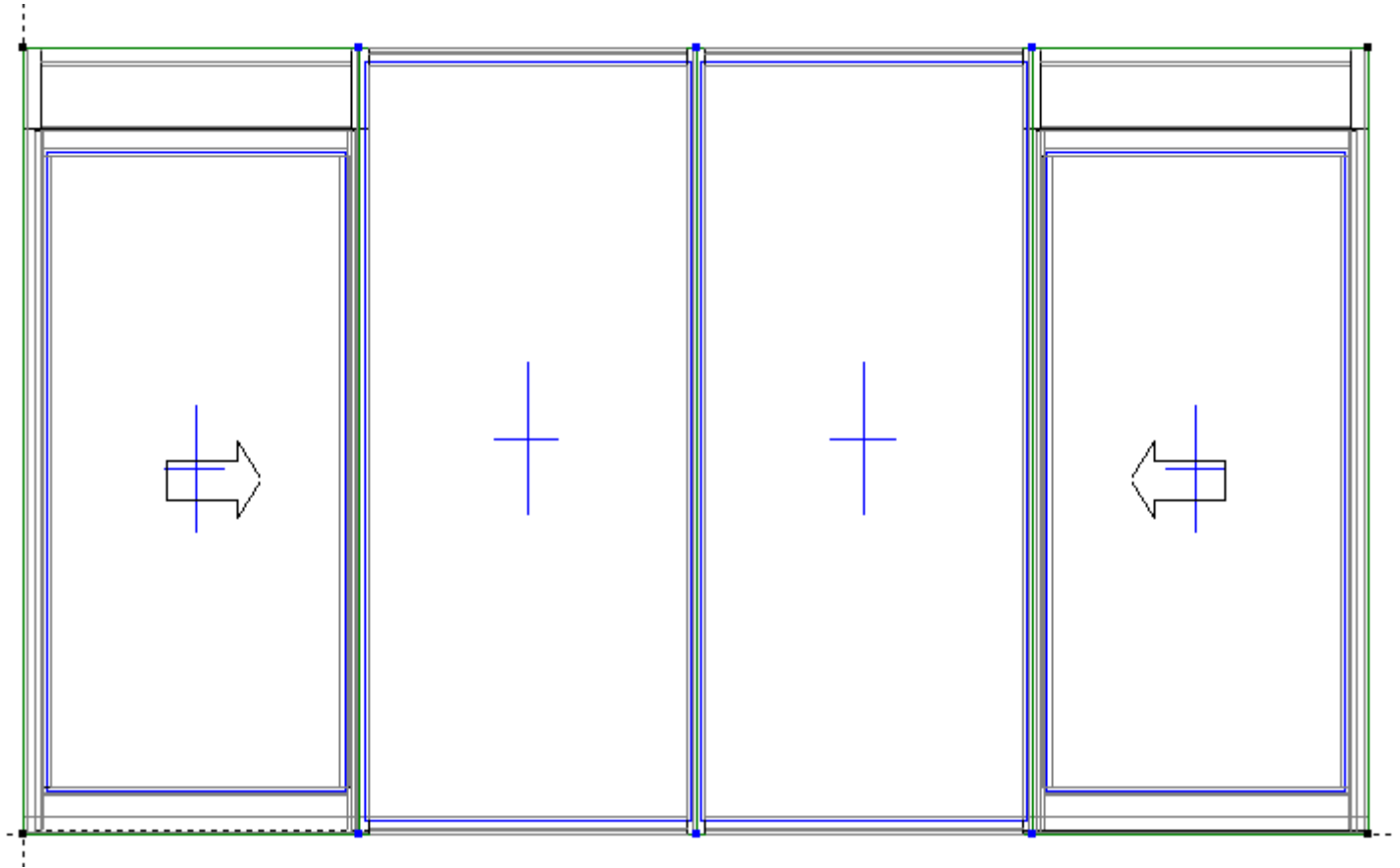
THE OPTIONS INCLUDED IN THIS LIST ARE FOR COSTING PURPOSES ONLY. CHECK THAT THE OPTIONS THAT YOU HAVE CHOSEN WILL WORK WITH THE LOCK AND GEARING THAT YOU HAVE CHOSEN AND THAT THE PROFILES ARE STRONG ENOUGH. DOOR TOLERANCES ARE GENERIC AND NOT SET TO A SPECIFIC SUPPLIER

OK Cancel

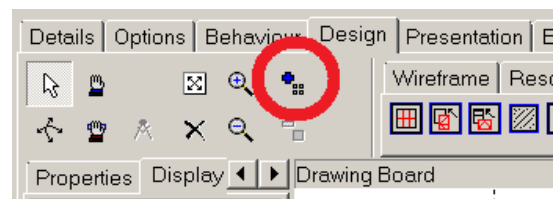
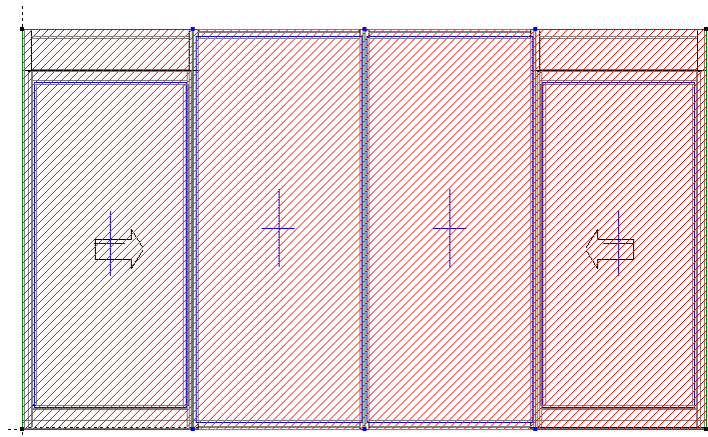
THIS WILL NOW SHOW YOU THE NEW DESIGN. YOU WILL NOT THAT THERE IS A LARGE AUTOMATED DOOR HEADERBAR ABOVE THE HEAD BUT NOT ON THE SIDE SCREENS.



NOW REPEAT THIS FOR THE RIGHT HAND SIDE, BUT REMEMBER TO CHANGE THE HANDING TO BE LEFT HAND SLIDER
THIS WILL NOW SHOW YOU THE NEW DESIGN. YOU WILL NOT THAT THERE IS A LARGE AUTOMATED DOOR HEADERBAR ABOVE BOTH HEADS BUT NOT ON THE MIDDLE SCREENS.



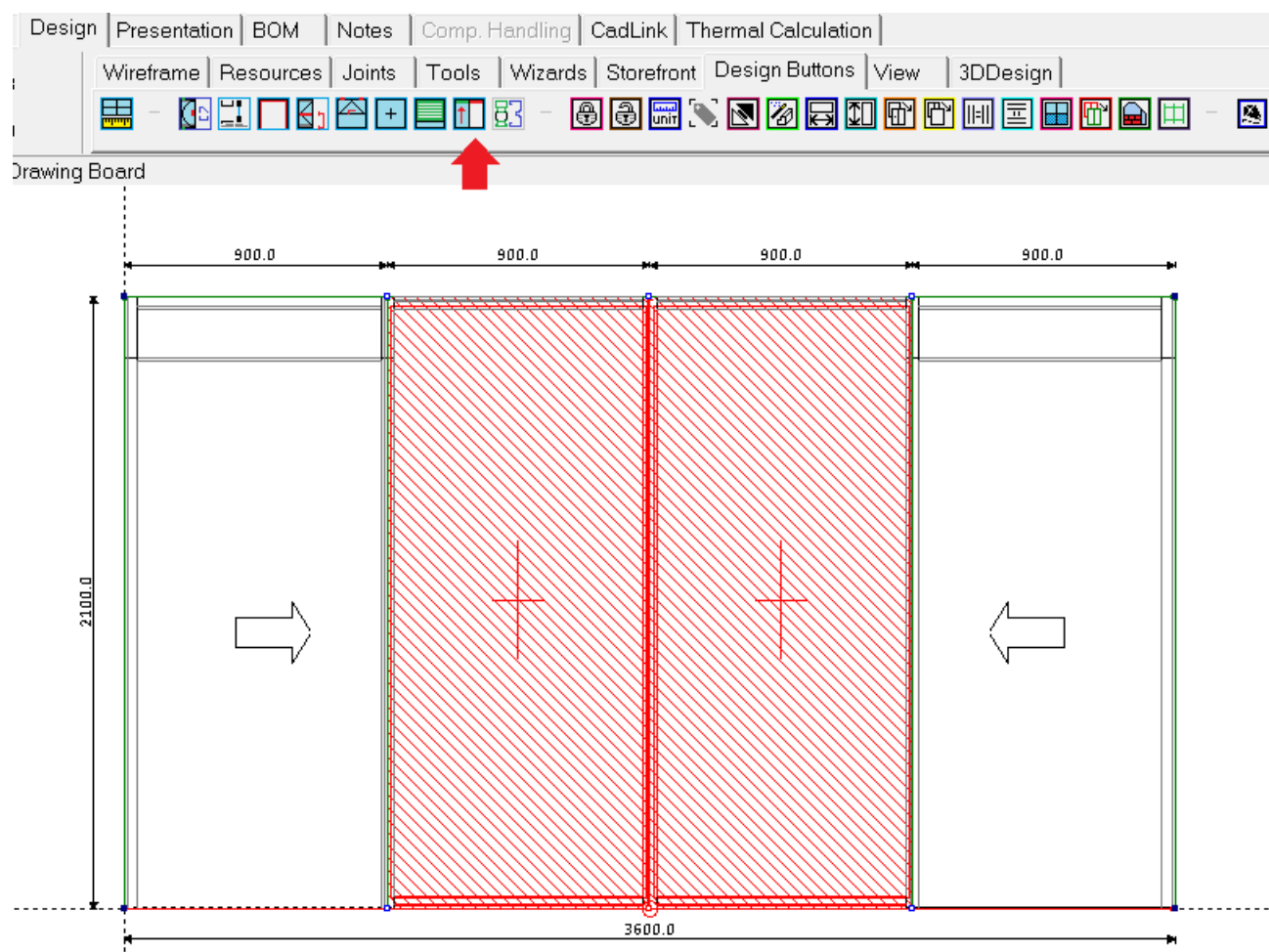
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE IT TURN RED. NOW CLICK ONTO "ZoomInto" AS SHOWN BELOW (RIGHT).



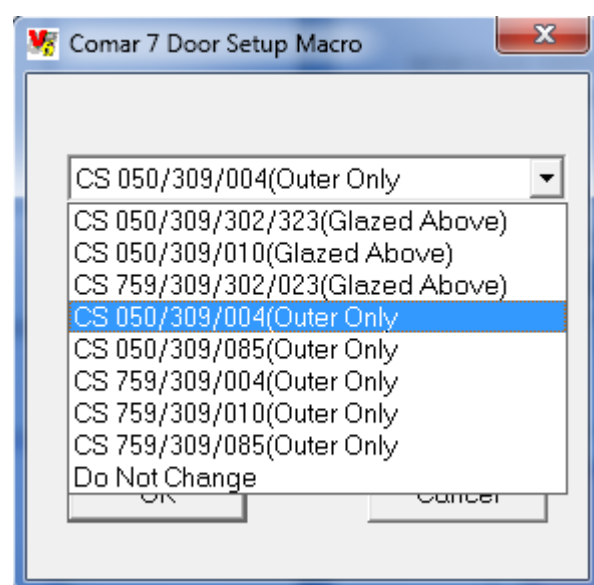
THE LAST THING THAT WE ARE GOING TO DO IS MATCH UP THE DOOR HEADER ON THE SIDE SCREENS TO BE A SIMILAR SIZE TO THE ONES ON THE DOOR. IN AUTO SLIDING DOORS ONLY WE HAVE A SPECIAL BUTTON THAT WILL DO THIS FOR YOU.

HIGHLIGHT THE TWO MIDDLE FIXED LIGHTS (USING THE SHIFT KEY TO HIGHLIGHT THEM BOTH TOGETHER).

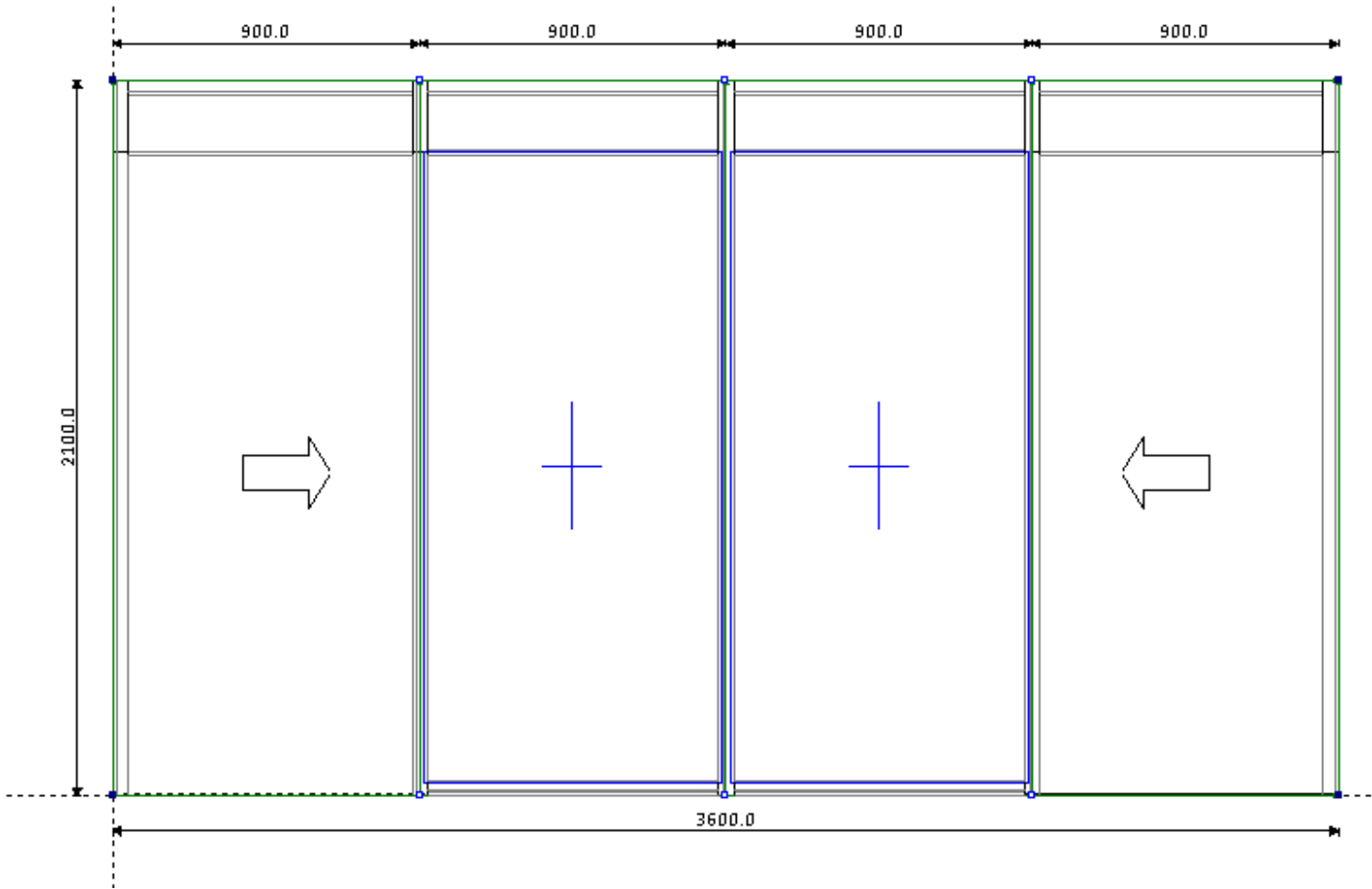
NOW CLICK ONTO THIS HEADER BUTTON AS SHOWN (THIS BUTTON IS ONLY FOR CHANGING FIXED LIGHT HEADERS AND CANNOT BE USED FOR CHANGING OTHER SECTIONS LIKE MIDRAILS ETC).



FROM THE LIST THAT COMES UP, CHOOSE THE OPTION AS SHOWN BELOW. MAKING SURE THAT YOU USE THE OUTER ONLY AND NOT GLAZED ABOVE OPTION.

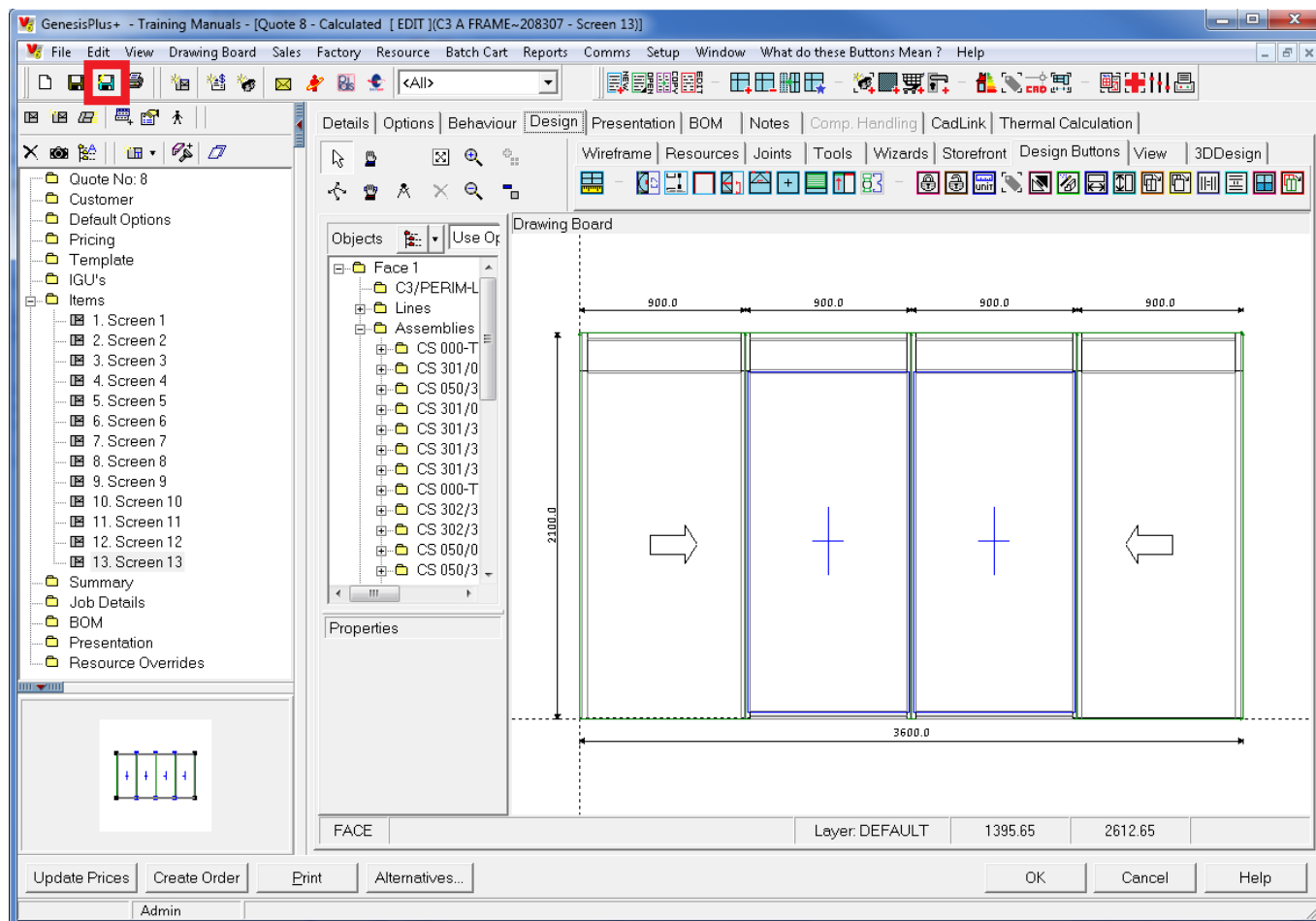


YOU WILL NOW SEE THAT THE SCREEN HAS A MATCHING HEADERBAR.



IT IS ALWAYS A GOOD IDEA TO SAVE THE QUOTE AFTER EACH ITEM HAS BEEN ADDED OR AFTER ADDING A FEW ITEMS, THIS WILL MEAN THAT IF YOUR COMPUTER HAS A PROBLEM OR SHUTS DOWN THEN IT WILL SAVE THE QUOTE AT THE POINT THAT YOU SAVE IT.

CLICK ONTO THIS BUTTON (QUICK SAVE) TO SAVE IT.



UNLIKE A LOT OF OTHER PROGRAMS YOU DO NOT HAVE TO CLICK ONTO THE OK BUTTON AT THE BOTTOM TO SAVE IT OR COMPLETE THE CHANGES. THIS OK BUTTON WILL BEING YOU OUT OF THE QUOTE AND SHUT IT DOWN.

IF YOU DO CLICK THIS BUTTON THEN CLICK BACK ONTO THE OPEN QUOTE BUTTON TO OPEN IT BACK UP.



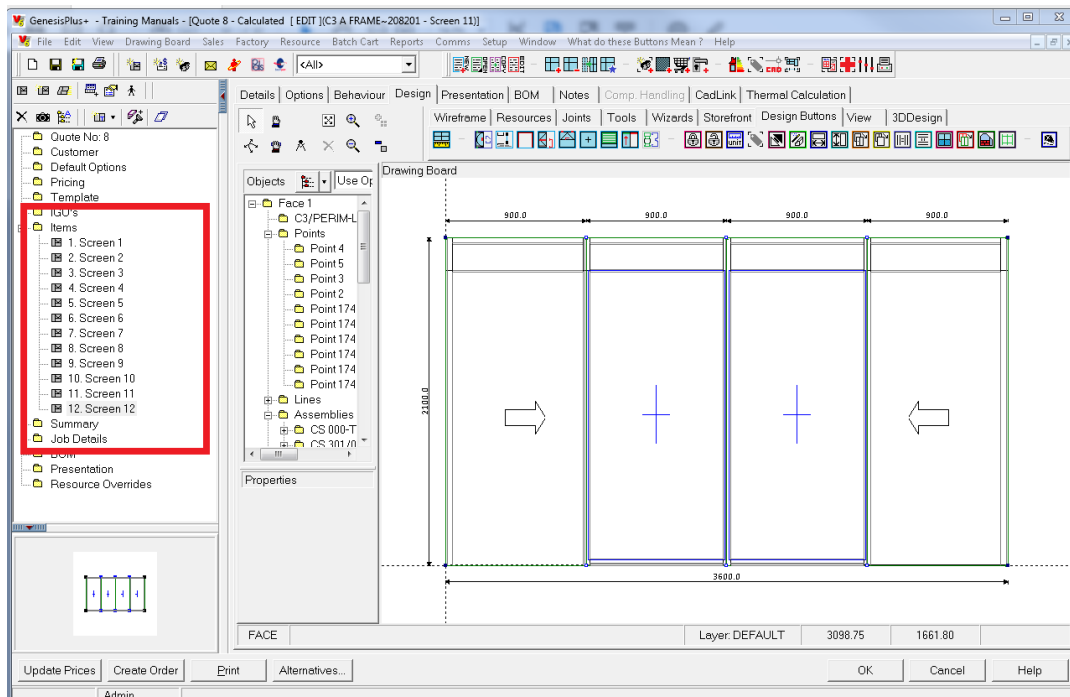
EDIT A QUOTE. THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



FINALISING THE QUOTE

BEFORE WE SHUT THIS DOWN THIS QUOTE LET US HAVE A LOOK AROUND THE OTHER SCREENS IN GENESIS. THIS PROCEDURE OBVIOUSLY DOESNT NEED TO BE PERFORMED ON EVERY QUOTE BUT IT MAY ANSWER SOME OF THE QUESTIONS ON WHAT ELSE CAN BE DONE.

THE LEFT HAND SIDE OF THE SCREEN SHOWS THE 12 ITEMS (SCREENS) THAT WE HAVE ALREADY DESIGNED.

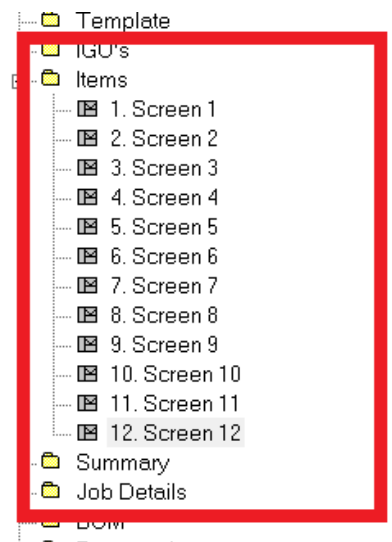


AT PRESENT WE ARE IN THE DESIGN SCREEN, THIS SCREEN ALLOWS US TO SEE THE DESIGN THAT WE HAVE MADE AND MAKE CHANGES ETC. ALONG THE MIDDLE SET OF TOOLBARS AS SHOWN YOU CAN SEE THE DESIGN TAB.

WHILST IN THE DESIGN SCREEN WE CAN CLICK FROM ITEM TO ITEM AND THE DESIGN SCREEN WILL SHOW EACH FRAME AS WE DO SO.



TO DO SO JUST USE YOUR MOUSE TO CLICK THROUGH.



ALONG THE MIDDLE SET OF TABS AGAIN, WE CAN CLICK FROM DESIGN SCREEN TO THE DETAILS TAB, THIS SCREENS SHOWS THE DESCRIPTION THAT WE ADDED EARLIER (WHICH CAN BE CHANGED HERE), WE CAN ALSO ADJUST THE FRAME QUANTITY (IF WE HAVE FORGOT TO CHANGE IT WHEN BUILDING THE FRAME). IT ALSO SHOWS A PER ITEM PRICE.

Details Options Behaviour Design Presentation BOM Notes Comp. Handling CadLink Thermal Calculation

Code: C3 A FRAME

Description: Screen 12

Frame Type: SHOP FRONT - Double Glaze Pocket - 2017

Quantity: 1

Status: Estimated

Item Number: 12

Customer Ref:

Stage:

Delivery Date: 29/01/2018

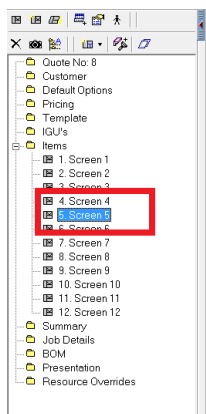
Comments:

☒ Display on Customer Reports

Price Now

Cost Price:	not available
Overhead:	not available 0.00%
Markup:	not available 0.00%
Gross Selling Price:	not available ...
Net Selling Price:	not available

AGAIN WE JUST USE THE YOUR MOUSE TO CLICK THROUGH EACH ITEM.



IN THE SAME LINE OF TABS WE CAN CLICK ON BOM (BILL OF MATERIALS) THIS SHOWS THE LIST OF CUT ITEMS AND COMPONENTS THAT HAVE BEEN INCLUDED IN THIS ONE FRAME. CLICK THROUGH THE ITEMS AS SHOWN ABOVE BEFORE.

Details Options Behaviour Design Presentation BOM Notes Comp. Handling CadLink

Part Code	Description	Cut1	Cut2	Finish Colour	Quantity	Length
CS008	Infill Plate Plain	0.0T	0.0T	MILL (MILL)	2	832.5
CS008	Infill Plate Plain	0.0T	0.0T	MILL (MILL)	2	2100.0
CS013	O/Frame - Header Bar	0.0T	0.0T	WHITE (WHITE)	1	832.5
CS015	Double Ramped Threshold	0.0T	0.0T	SILVER (SILVER)	1	832.5
CS016	55mm Door Stile - Woolpile	0.0T	0.0T	WHITE (WHITE)	1	2031.5
CS017	55mm Door Top/Bott Rail	0.0T	0.0T	WHITE (WHITE)	1	682.0
CS018	100mm Door Top/Bott Rail	0.0T	0.0T	WHITE (WHITE)	1	682.0
CS039	Finger Guard Door Stile	0.0T	0.0T	WHITE (WHITE)	1	2031.5
CS043	Finger Guard Carrier	0.0T	0.0T	WHITE (WHITE)	1	2042.0
CS068	H/Bar Infill Plate - Woolpile	0.0T	0.0T	WHITE (WHITE)	1	832.5
CS083	Drip Section	0.0T	0.0T	WHITE (WHITE)	1	720.0
CS100	Door Rail W/Carrier	0.0T	0.0T	SILVER (SILVER)	1	796.0
CS113	Double Glazed Door Bead	0.0T	0.0T	WHITE (WHITE)	2	682.0
CS113	Double Glazed Door Bead	0.0T	0.0T	WHITE (WHITE)	2	1836.5
CS301	100x45mm O/Frame/Mullion	0.0T	0.0T	WHITE (WHITE)	3	2100.0
CS302	100x45mm O/Frame/Transom	0.0T	0.0T	WHITE (WHITE)	2	832.5
CS309	Infill Plate Pocket	0.0T	0.0T	WHITE (WHITE)	1	2100.0
CS323	Frame Glazing Bead - Square	0.0T	0.0T	WHITE (WHITE)	2	832.5
CS331	C3 Glazing Pocket Filler	0.0T	0.0T	WHITE (WHITE)	2	2054.0
CS776	Double Glazed Security Bead	0.0T	0.0T	WHITE (WHITE)	2	682.0
CS776	Double Glazed Security Bead	0.0T	0.0T	WHITE (WHITE)	2	1836.5

Quote No: 8

Customer

Default Options

Pricing

Template

IGU's

Items

- 1. Screen 1
- 2. Screen 2
- 3. Screen 3
- 4. Screen 4
- 5. Screen 5
- 6. Screen 6
- 7. Screen 7
- 8. Screen 8
- 9. Screen 9
- 10. Screen 10
- 11. Screen 11
- 12. Screen 12

Summary

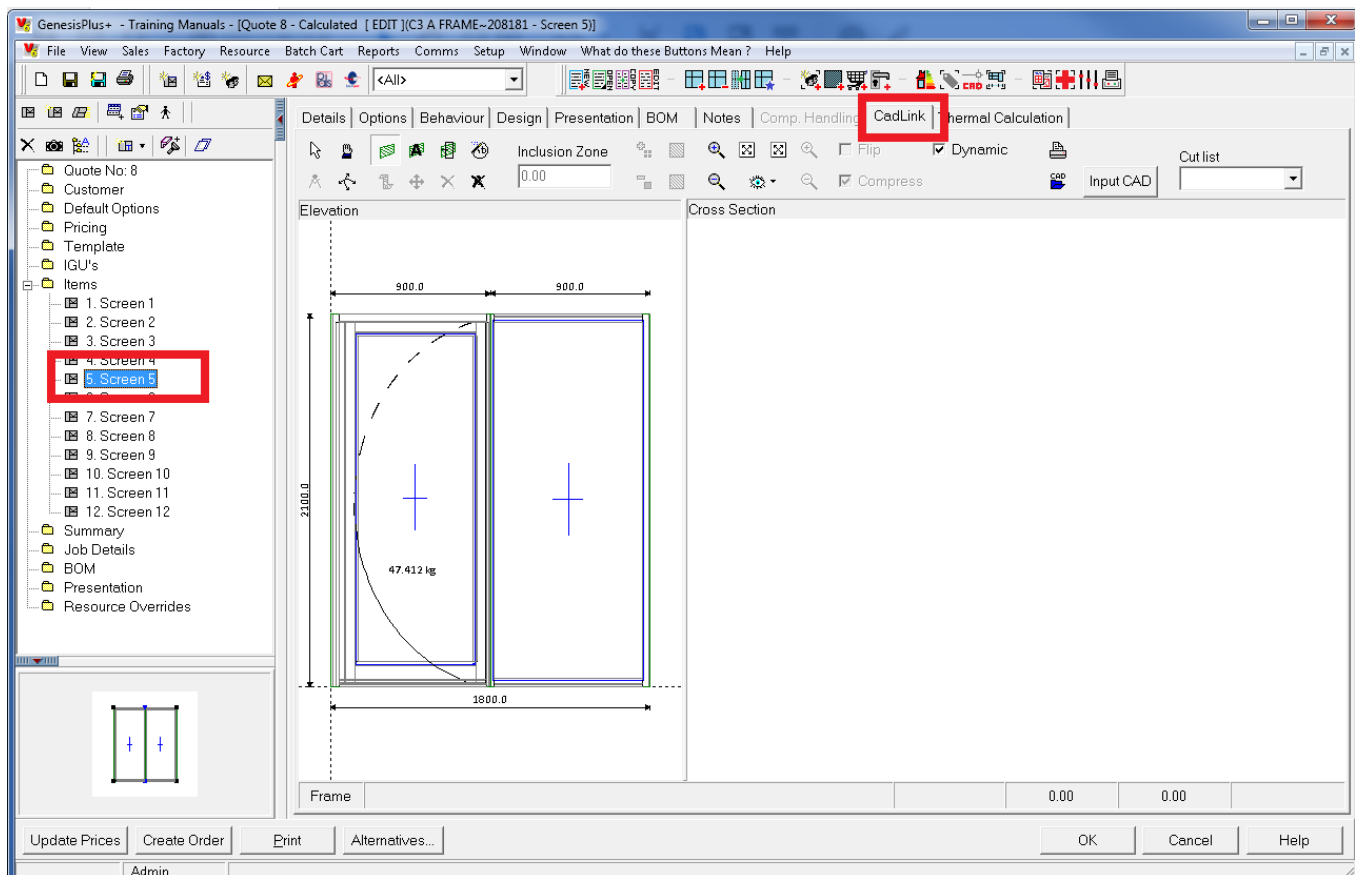
Job Details

BOM

Presentation

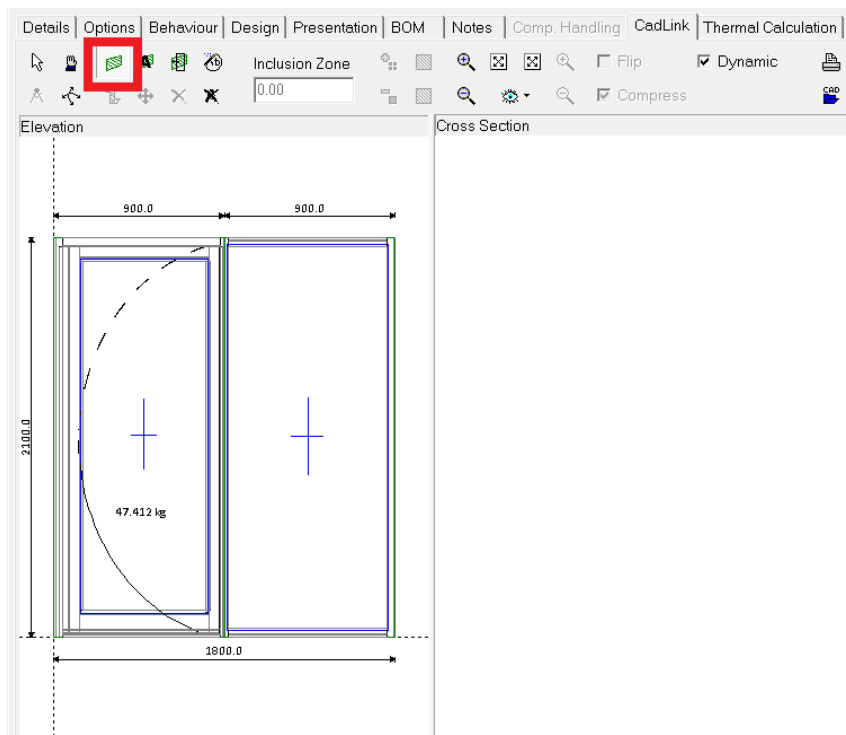
Resource Overrides

ANOTHER TAB ON THE SAME GROUP IS CADLINK. SWITCH INTO THIS TAB.



WHEN YOU FIRST GO INTO THIS SCREEN, YOU WILL SEE THE BELOW BUTTON IS PRESSED IS ALREADY PRESSED IN, IF IT ISNT PLEASE CLICK ON IT AND IT WILL BE.

IN A MOMENT WE WILL BE USING OUR MOUSE TO SWIPE THROUGH A SECTION ON A FRAME AND THIS WILL SHOW US A CAD DRAWING OF WHAT SECTIONS HAVE BEEN INCLUDED.

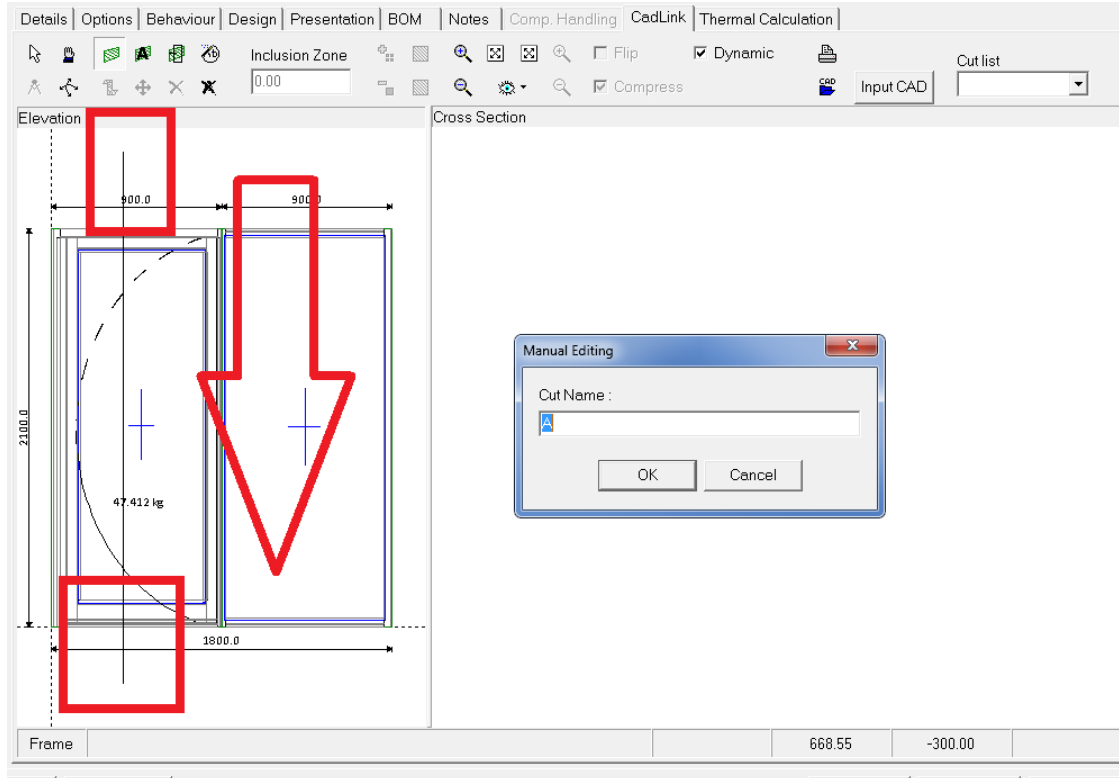


POSITION YOUR MOUSE ROUGHLY IN THE AREA THAT IS SHOWN IN THE RED SQUARE BELOW, WE WILL BE SWIPING THROUGH THE TOP OF THE VENT AND SO THIS IS THE ONLY REASON THAT WE ARE STARTING HERE.

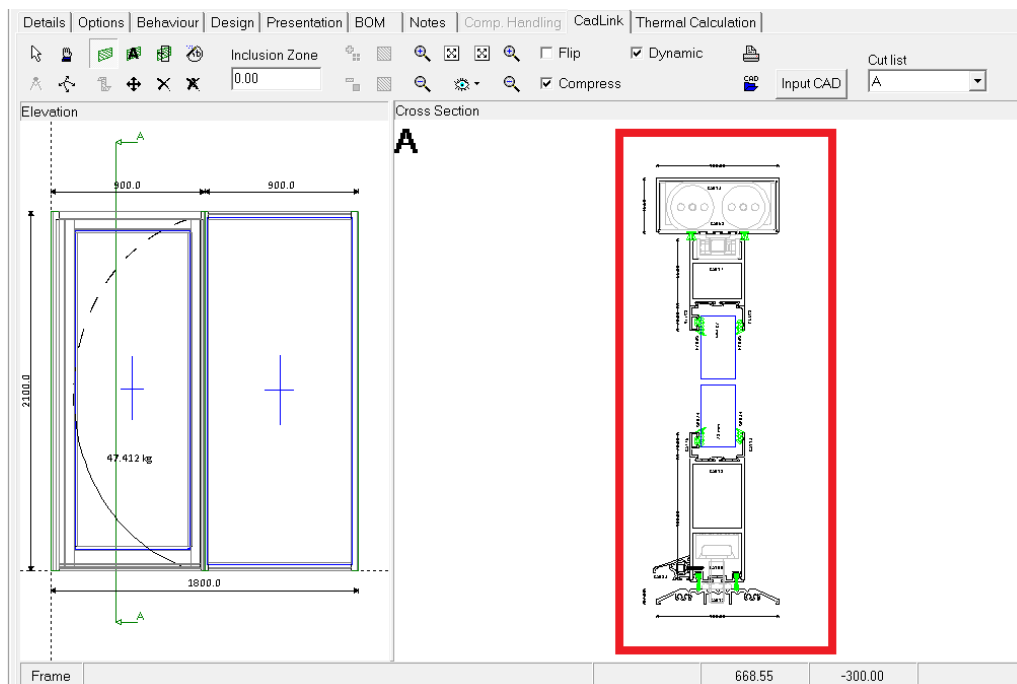
NOW HOLD DOWN YOUR MOUSE BUTTON AND MOVE IT TOWARDS YOU SO THAT YOU ARE NOW POSITIONED ROUGHLY IN THE SECOND BLUE SQUARE (AS SHOWN BELOW).

NOW LET GO OF YOUR MOUSE, THE MANUAL EDITING BOX WILL NOW COME UP, THE FIRST CUT THAT YOU CREATE WILL HAVE "A" AS THE DEFAULT, AS YOU CREATE MORE IT WILL GO TO B AND C, ETC.

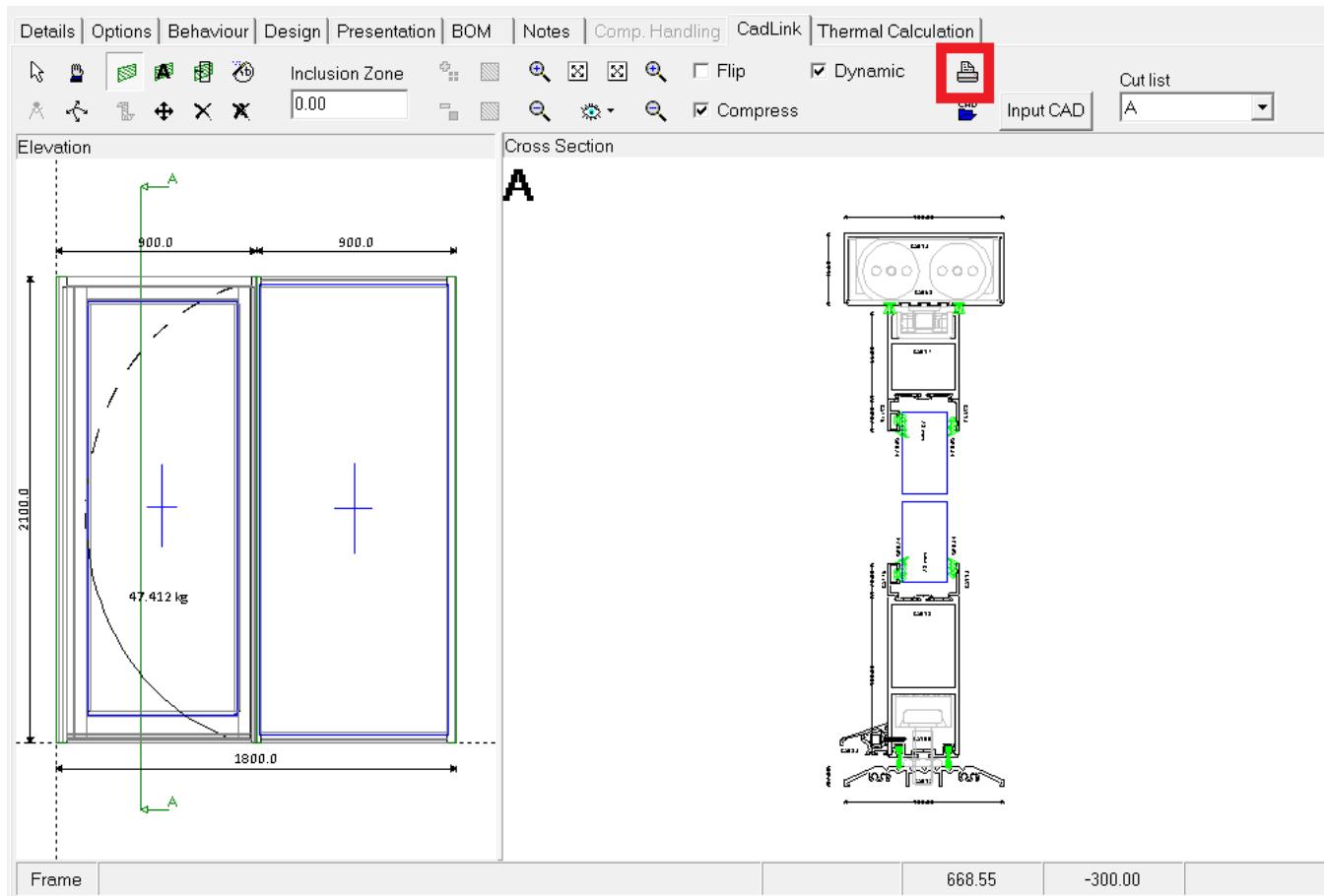
DO NOT CHANGE THE CUT NAME AND NOW CLICK OK.



YOU WILL SEE THAT YOU NOW HAVE A SECTION THROUGH OF THE FRAME SHOWN ON THE RIGHT HAND SIDE SCREEN (AS SHOWN BELOW).



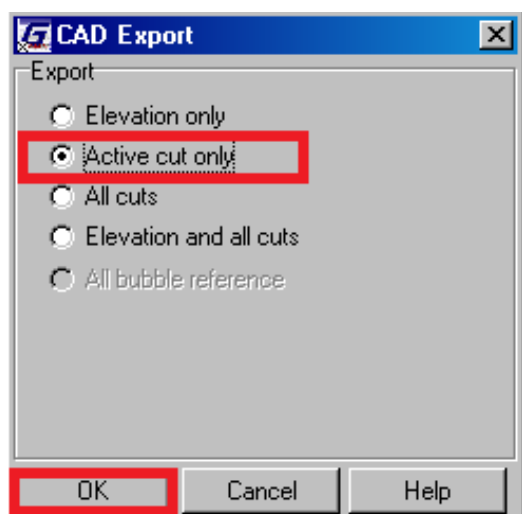
WE CAN DO A FEW THINGS WITH THIS CAD DRAWING, BUT IF WE WANT TO JUST PRINT WHAT WE CAN SEE WE CAN CLICK ONTO THE PRINT BUTTON AS SHOWN IN THE RED BOX BELOW. CLICK ON THIS BUTTON NOW.



WE HAVE SEVERAL OPTIONS FOR PRINTING THESE DRAWINGS,

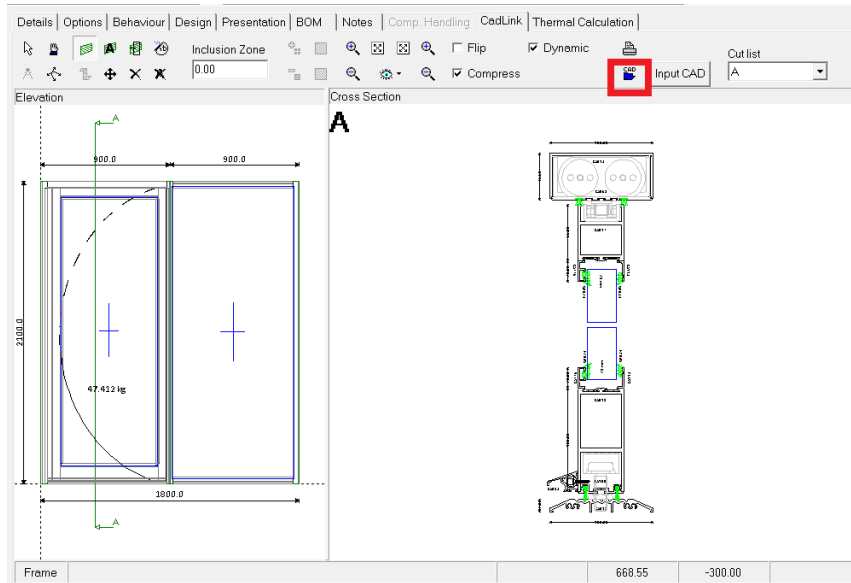
- 1) ELEVATION - THIS PRINTS THE FRAME DRAWINGS
- 2) ACTIVE CUT – THIS OPTION WILL PRINT JUST THE SECTION THROUGH THAT IS SHOWN ABOVE
- 3) ALL CUTS – IF YOU HAVE CREATED MORE THAN ONE CUT THROUGH THIS WILL PRINT ALL OF THEM FOR THIS ONE FRAME
- 4) ELEVATIONS AND ALL CUTS – THIS WILL PRODUCE THE DRAWINGS AND ALL CUTS

FOR OUR EXAMPLE JUST CHOOSE ACTIVE CUT AND CLICK OK. PLEASE BE AWARE THAT YOU WONT ACTUALLY SEE WHAT IS HAPPENING AS IT WILL BE SENT STRAIGHT TO THE PRINTER (IF ONE IS CONNECTED).

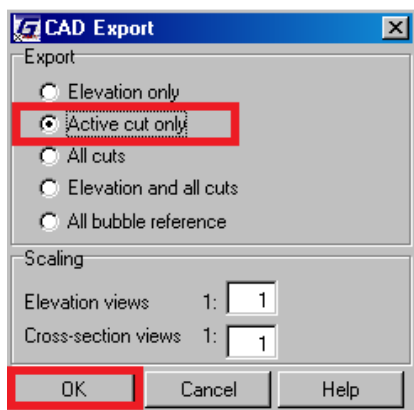


ANOTHER OPTION WE HAVE IS SAVING THE CUTS FOR USE IN AUTOCAD.

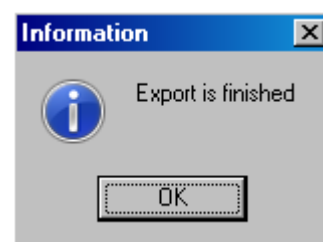
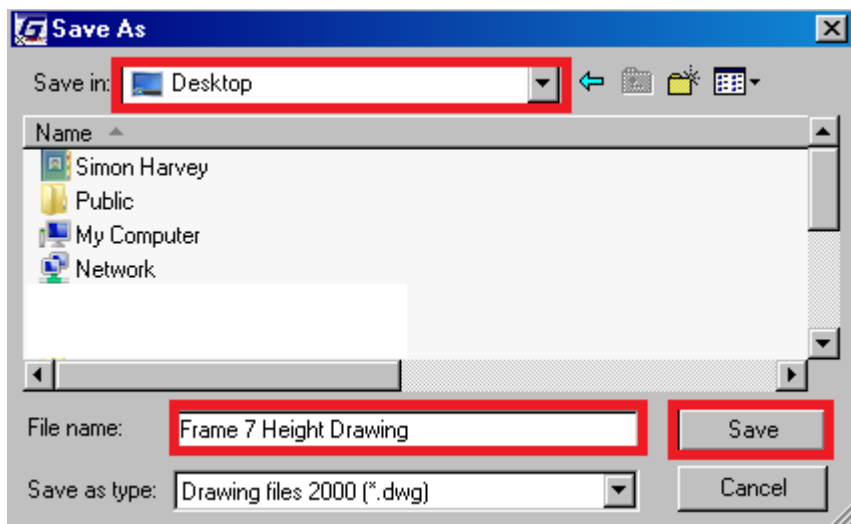
CLICK ONTO THE BLUE CAD BUTTON AS SHOWN IN THE RED BOX BELOW.



THIS BOX FOLLOWS THE SAME EXPLANATION AS BEFORE AND SHOULD BE SELF EXPLANATORY. CLICK ON ACTIVE CUT ONLY FOR THIS EXAMPLE AND CLICK OK.



TO MAKE IT EASIER TO FIND I WOULD RECOMMEND SAVING ONTO YOUR DESKTOP AND RENAINING THE FILE TO SOMETHING MORE RELEVANT. NOW CLICK ONTO SAVE. "EXPORT IS FINISHED" WILL APPEAR ONCE IT IS SAVED AND CLICK OK ON THAT BOX TOO.



U VALUES

ANOTHER TAB ON THE MIDDLE SECTION IS THERMAL CALCULATIONS THESE ARE “U VALUES”. WE ARE CURRENTLY WORKING THROUGH AS MANY COMBINATIONS OF FRAMES AS POSSIBLE AND GENERALLY MOST POLYAMIDE FRAMES HAVE ALREADY BEEN DONE. IF WE HIGHLIGHT FRAME 5 (SCREEN 5) IN THE LEFT HAND SIDE AS SHOWN BELOW AND THEN SWITCH TO THE THERMAL CALCULATION TAB, YOU WILL SEE A NEW SCREEN. PROVIDING THAT ALL OF THE FRAME SECTIONS HAVE BEEN CALCULATED BY US YOU WILL INSTANTLY GET A U VALUE OF THE FRAME.

THERE ARE A LOT OFF VAIRABLES THAT YOU NEED TO TAKE INTO ACCOUNT INCLUDING CENTRE PANE VALUE OF THE GLASS ETC SO WE CANNOT GO INTO THAT AT THIS STAGE.

IF YOU HAVE AN INTEREST IN THIS AREA PLEASE LET US KNOW AND WE CAN PROVIDE A MORE COMPREHENSIVE MANUAL JUST FOR U VALUES.

The screenshot shows the GenesisPlus software interface. The title bar indicates the file is 'Quote 8 - Calculated [EDIT] (C3 A FRAME~208181 - Screen 5)'. The menu bar includes File, Sales, Factory, Resource, Batch Cart, Reports, Comms, Setup, Window, and Help. The toolbar contains various icons for file operations and calculations.

The left sidebar shows a tree view of the quote structure. '5. Screen 5' is highlighted with a red box.

The main panel has several tabs: Details, Options, Behaviour, Design, Presentation, BOM, Notes, Comp. Handling, and CadLink. The 'Thermal Calculation' tab is selected and highlighted with a red box.

The 'Thermal Calculation' tab displays the following information:

- Height (mm):** 2100.00
- Width (mm):** 1800.00
- Area (m²):** 3.7800
- Thermal protection:** ☐
- Default Uf Option:** Standard
- Calculate button:** A button labeled 'Calculate' is located to the right of the input fields.
- Uw (W/m².K):** 2.6744 (highlighted with a green box)

The 'Transmission of Glazing' section shows a table with the following data:

Code	Width	Height	Quantity	Coeff area	Area	Transmission (...)
6-16-6 FL	642.000	1836.500	1	1.1000	1.1790	1.2969
6-16-6 FL	832.500	2010.000	1	1.1000	1.6733	1.8407

Summary values for glazing transmission:

- Total area (m²): 2.8524
- Total transmission of Glazing (W/K): 3.1376

The 'Transmission junctions structure - Glazing' section shows a table with the following data:

Code	Width	Height	Quantity	Coeff linear	Perimeter	Transmission (...)
6-16-6 FL	642.000	1836.500	1	0.0000	4.9570	0.0000
6-16-6 FL	832.500	2010.000	1	0.0000	5.6850	0.0000

Summary values for junctions structure transmission:

- Total length (m): 10.6420
- Total transmission of the junctions structure - Glazing (W/K): 0.0000

The 'Transmission of structure' section shows a table with the following data:

Class	Combination	Length	Lf	Coeff area	Area	Transmission (...)
Comar	CS008;CS039;CS043;CS301*	2100.000	137.500	8.7200	0.2888	2.5179
Comar	CS008;CS301*	2100.000	45.000	8.4180	0.0945	0.7955

Summary values for structure transmission:

- Total area (m²): 0.8495
- Total transmission of the structure (W/K): 6.7624
- Total transmission (W/K):** 9.9000

The bottom section of the interface includes buttons for 'Update Prices', 'Create Order', 'Print', 'Alternatives...', 'OK', 'Cancel', and 'Help'. An 'Admin' button is also present in the bottom left corner.

FINALISING THE QUOTE

OK WE HAVE ADDED 12 FRAMES (12 SCREENS) AND JUST AS AN EXAMPLE WE HAVE SEEN HOW TO CHANGE DESCRIPTIONS, LOOKED QUICKLY AT THE AUTOCAD SIDE AND THE U VALUES.

WE ARE NOW GOING TO FINISH THE QUOTE AND PRINT OUT SOME REPORTS.

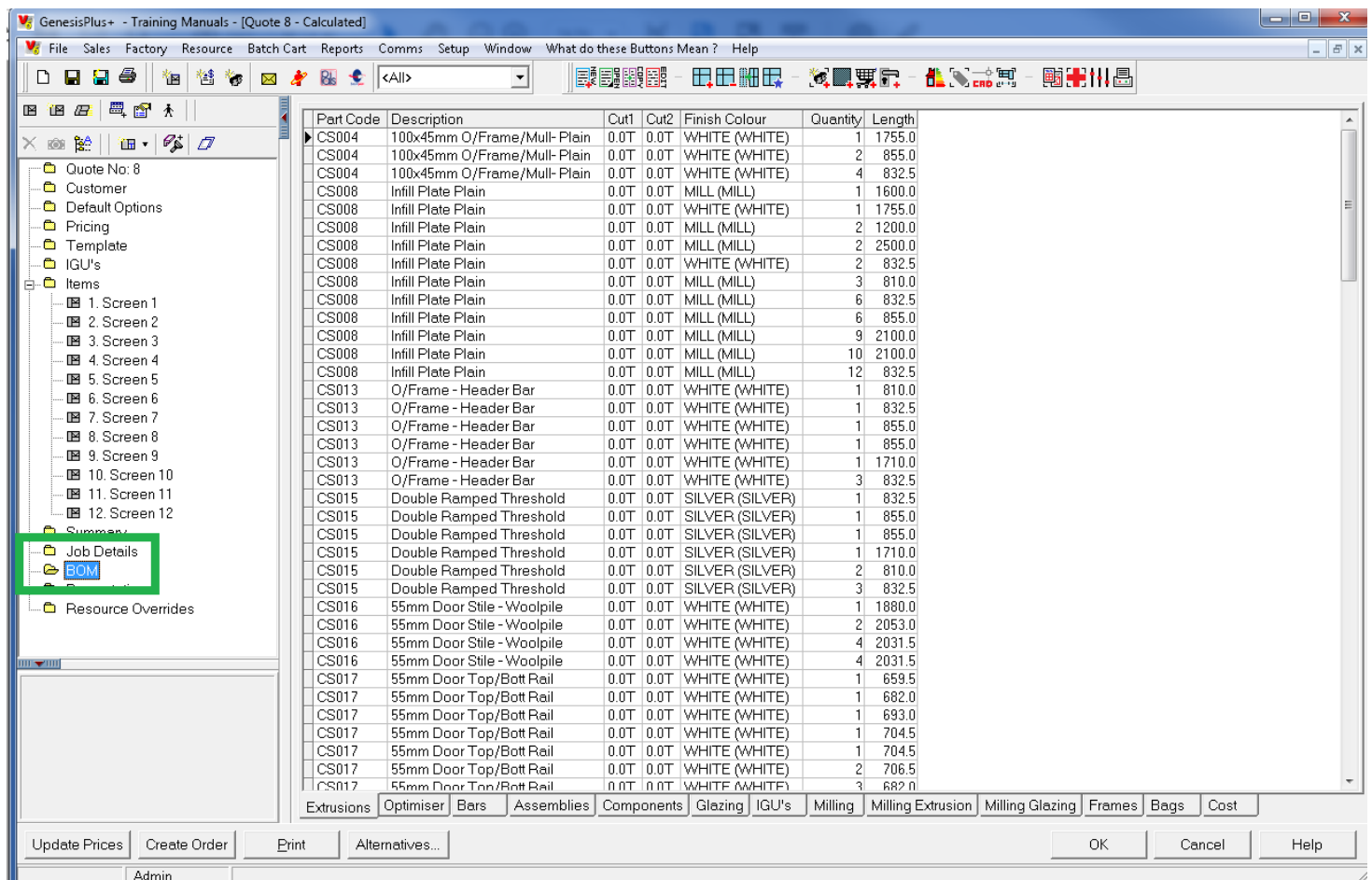
THE PROGRAM WILL COME SETUP WITH EXTRUSIONS AND COMPONENTS AND WILL GIVE YOU GLASS SIZES AND CUTTING LISTS. WE MAY HAVE ALSO SET UP THE DISCOUNTS THAT YOU RECEIVE AS A COMPANY FROM US, BUT THIS NEEDS TO BE SETUP ONE IN THE DATABASE AND DOESNT NEED TO BE INCLUDED IN THIS BASIC MANUAL.

WHAT WE WILL NEED TO ALSO LOOK AT LATER WILL BE ADDING IN FABRICATION LABOUR, GLASS PRICES AND YOUR OVERHEAD AND MARKUP THAT YOU WOULD LIKE TO APPLY TO THE QUOTE.

IF WE LOOK AGAIN DOWN THE LEFT HAND SIDE OF THE SCREEN (UNDER THE 7 ITEMS THAT WE HAVE CREATED) WE CAN SEE ANOTHER BOM TAB. EARLIER WE SHOWED YOU THE BOM TAB ALONG THE TOP AND THIS WAS RELEVANT TO THE FRAME THAT YOU HAD HIGHLIGHTED ONLY.

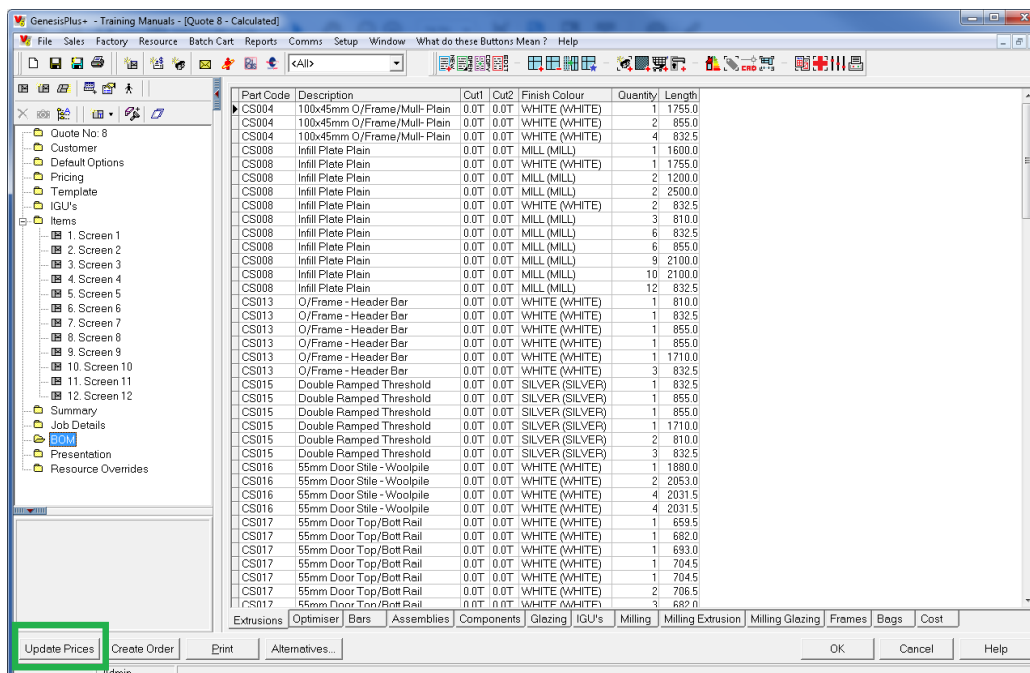
THE BOM DOWN THE LEFT HAND SIDE SHOWS THE BILL OF MATERIALS, EXTRUSIONS, COMPONENTS AND GLASS FOR ALL OF THE ITEMS IN THE QUOTE. CLICK ONTO THIS BOM TAB AND THEN SWOPE THE TABS AT THE BOTTOM UNDER THE EXTRUSIONS TO SWITCH THROUGH TO HAVE A LOOK.

AGAIN THIS ISNT SOMETHING YOU HAVE TO DO EVERYTIME BUT WE ARE JUST FINDING OUR WAY AROUND THE SCREEN.

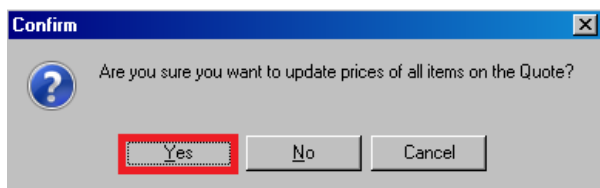


OK SO WE ARE GOING TO SHUT DOWN THE QUOTE NOW, BUT THERE IS ONE FINAL THING THAT WE MUST ALWAYS DO BEFORE SHUTTING DOWN.

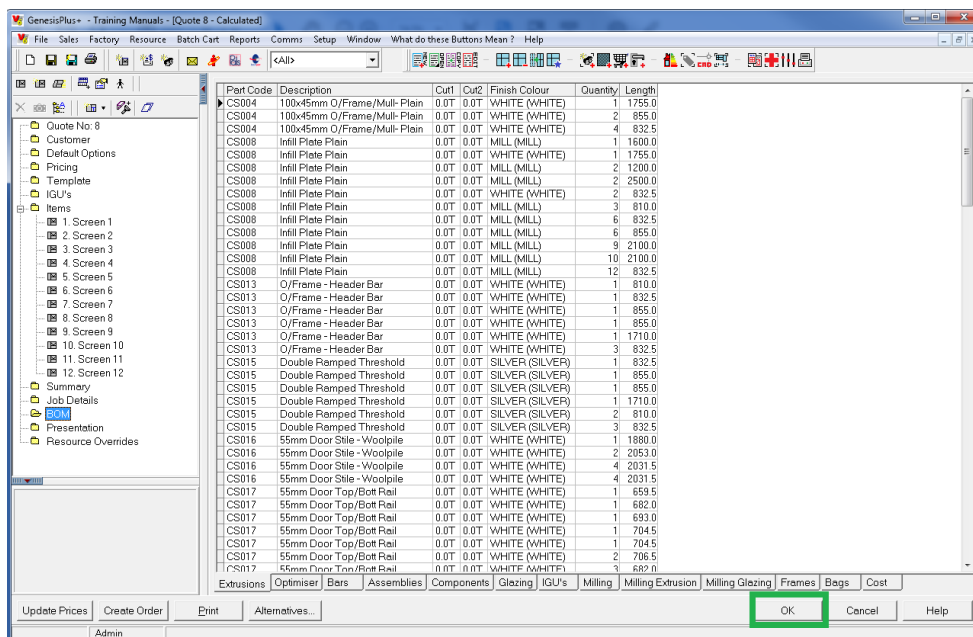
ALWAYS CLICK THIS BUTTON BEFORE FINALISING A QUOTE



CONFIRM THAT YOU WANT TO UPDATE THE PRICES BY CLICKING YES.



OK NOW CLICK OK TO EXIT THE QUOTE AS SHOWN BELOW (BOTTOM OF SCREEN).



YOU MAY NOTICE THE STATUS BAR OF THE SAVING AT THE BOTTOM OF THE SCREEN.

PRINTING OUT REPORTS

AT THE TOP OF THE SCREEN YOU WILL SEE THE TOOLBAR SET OF BUTTONS, ONE OF THEM IS A PRINTED BUTTON; THIS CONTAINS MOST OF OUR CUSTOMISED REPORTS. CLICK ONTO THIS BUTTON.



HOPEFULLY THE TABS ALONG THE TOP WILL BE SELF EXPLANATORY.



WE WILL PRINT OUT A PURCHASE ORDER WHICH WILL LIST OF THE MATERIALS.

- 1) CLICK ONTO THE ORDERING TAB
- 2) TICK THE PURCHASE ORDER TICK BOX
- 3) CLICK ONTO PREVIEW (THIS MEANS THAT WE WILL GET TO SEE IT FIRST BEFORE PRINTING)
- 4) QUOTE NUMBER (SEE FURTHER BELOW FOR THIS).

Comar Architectural Aluminium Systems Report Menu

Type or Search Quote Number

Search

☒ Click Preview Report

Quote Reports

Presentation Reports

Ordering Reports

Survey Reports

Glass Reports



Optimised Cutplan

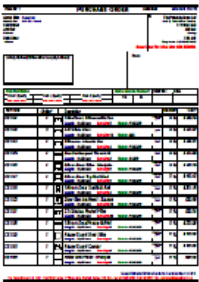
Fabrication Reports

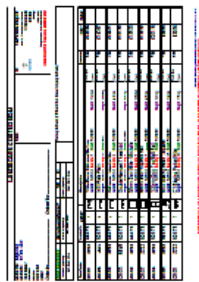
U Values Reports


Windload Reports


Favourites

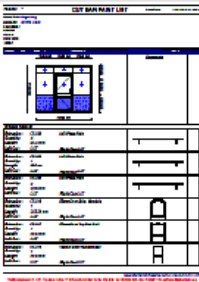



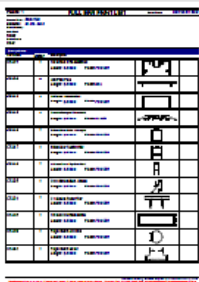

☒ Purchase Order Port



☐ Landscape Costed B



☐ Non Costed BOM

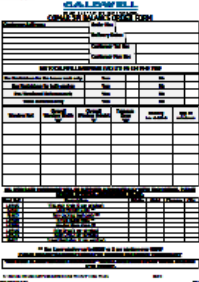

☐ Spare



☐ Cut Bar Paint List



☐ Full Bar Paint List



☐ Delivery Installation


☐ Order Confirmation


☐ Caldwell Order Form


☐ Spare


☐ Spare


☐ Spare

OK

Cancel

IF WE KNOW THE QUOTE NUMBER YOU CAN TYPE IT INTO THE BOX, IF NOT WE CAN SEARCH FOR IT USING THE BUTTON SHOWN IN THE RED BOX BELOW. CLICK ONTO SEARCH

Comar Architectural Aluminium Systems Report Menu

Type or Search Quote Number

Search

☒ Click Preview Report

Quote Reports

Presentation Reports

Ordering Reports

Survey Reports

Glass Reports

Optimised Cutplan

Fabrication Reports

U Values Reports

Windload Reports

Favourites

comar
ARCHITECTURAL ALUMINIUM SYSTEMS

the Parkside group

☒ Purchase Order Port

☐ Landscape Costed B

☐ Non Costed BOM

☐ Spare

☐ Cut Bar Paint List

☐ Full Bar Paint List

☐ Delivery Installation

☐ Order Confirmation

☐ Caldwell Order Form

☐ Spare

☐ Spare

☐ Spare

OK

Cancel

WHEN THE BOX COMES UP FIND THE QUOTE THAT YOU HAVE CREATED, HIGHLIGHT IT AND THEN CLICK OK.

Quote Pick List

Search (Quote Number):

Family: 1 2 3 4 A

- All Families
 - Quoting
 - Drawing
 - Survey
 - Cutting Lists
 - Completion

Prefix	Quote Number	Suffix	Quote Title
SH	352		C7Pi double and single doors, locks change based on height
SH	351		Burger King
SH	350		C7Pi Midrail Options

OK

Cancel

YOU WILL SEE THAT THERE IS NOW A QUOTE NUMBER IN THE BOX AND WE CAN NOW CLICK OK.

Comar Architectural Aluminium Systems Report Menu

Type or Search Quote Number

170

Search

☒ Click Preview Report

Quote Reports

Presentation Reports

Ordering Reports

Survey Reports

Glass Reports



Optimised Cutplan

Fabrication Reports

U Values Reports

Windload Reports

Favourites

☒ Purchase Order Portr

☐ Landscape Costed B

☐ Non Costed BOM

☐ Spare

☐ Cut Bar Paint List

☐ Full Bar Paint List

☐ Delivery Installation

☐ Order Confirmation

☐ Caldwell Order Form


☐ Spare

☐ Spare

☐ Spare

OK

Cancel

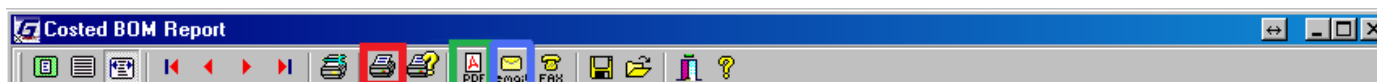
Page No: 1		PURCHASE ORDER		Date/Time: 29/01/2018 15:35:39																																																																							
Quote Title: Training - Shopfronts Quote No: SH-8--Ver 7 CustName: Do Not Delete Job Ref: Finish: JCOL-COMAR-POWDER (POW) Deliv Date: Other:																																																																											
			To: The Parkside Group Ltd Unit 5, The Willow Centre, 17 Willow Lane Mitcham Surrey CR4 4HX Telephone : 020 8685 9685 Comar Direct Fax Order Line: 0208 685 0800																																																																								
Delivery Address (if different than Company Address):			From:																																																																								
Finish Specification: Finish 1 (Spec'd): Mill - Satin - Gloss Finish 2 (Spec'd): Mill - Satin - Gloss Finish 3 (Spec'd): Mill - Satin - Gloss			Marine Guarantee Required? Yes No		Order No: Date:																																																																						
<table border="1"> <thead> <tr> <th>Part Code</th> <th>Qty/Bar*</th> <th>Description</th> <th>Discount</th> <th>Cost*</th> </tr> </thead> <tbody> <tr> <td>CS004</td> <td>2</td> <td>100x45mm O/Frame/Mull- Plain Length: 6,450 mm Box Qty: 6 Finish: WHITE</td> <td>C %</td> <td>£270.90</td> </tr> <tr> <td>CS008</td> <td>12</td> <td>Infill Plate Plain Length: 6,450 mm Box Qty: 10 Finish: MILL</td> <td>C %</td> <td>£562.70</td> </tr> <tr> <td>CS008</td> <td>1</td> <td>Infill Plate Plain Length: 6,450 mm Box Qty: 10 Finish: WHITE</td> <td>C %</td> <td>£61.70</td> </tr> <tr> <td>CS013</td> <td>2</td> <td>O/Frame - Header Bar Length: 6,450 mm Box Qty: 4 Finish: WHITE</td> <td>C %</td> <td>£255.16</td> </tr> <tr> <td>CS015</td> <td>2</td> <td>Double Ramped Threshold Length: 6,450 mm Box Qty: 8 Finish: SILVER</td> <td>C %</td> <td>£203.69</td> </tr> <tr> <td>CS016</td> <td>4</td> <td>55mm Door Stile - Woodpile Length: 6,450 mm Box Qty: 6 Finish: WHITE</td> <td>C %</td> <td>£513.68</td> </tr> <tr> <td>CS017</td> <td>2</td> <td>55mm Door Top/Bott Rail Length: 6,450 mm Box Qty: 5 Finish: WHITE</td> <td>C %</td> <td>£268.19</td> </tr> <tr> <td>CS018</td> <td>2</td> <td>100mm Door Top/Bott Rail Length: 6,450 mm Box Qty: 4 Finish: WHITE</td> <td>C %</td> <td>£377.07</td> </tr> <tr> <td>CS020</td> <td>3</td> <td>55mm Door Stile - Plain Length: 6,450 mm Box Qty: 6 Finish: WHITE</td> <td>C %</td> <td>£370.36</td> </tr> <tr> <td>CS038</td> <td>1</td> <td>150mm Door/Frame M/Rail Length: 6,450 mm Box Qty: 3 Finish: WHITE</td> <td>C %</td> <td>£238.64</td> </tr> <tr> <td>CS039</td> <td>3</td> <td>Finger Guard Door Stile Length: 6,450 mm Box Qty: 4 Finish: WHITE</td> <td>C %</td> <td>£478.14</td> </tr> <tr> <td>CS043</td> <td>3</td> <td>Finger Guard Carrier Length: 6,450 mm Box Qty: 8 Finish: WHITE</td> <td>C %</td> <td>£352.94</td> </tr> <tr> <td>CS050</td> <td>2</td> <td>A/Slide Door Beam Length: 6,450 mm Box Qty: 1 Finish: WHITE</td> <td>C %</td> <td>£1,427.51</td> </tr> </tbody> </table>						Part Code	Qty/Bar*	Description	Discount	Cost*	CS004	2	100x45mm O/Frame/Mull- Plain Length: 6,450 mm Box Qty: 6 Finish: WHITE	C %	£270.90	CS008	12	Infill Plate Plain Length: 6,450 mm Box Qty: 10 Finish: MILL	C %	£562.70	CS008	1	Infill Plate Plain Length: 6,450 mm Box Qty: 10 Finish: WHITE	C %	£61.70	CS013	2	O/Frame - Header Bar Length: 6,450 mm Box Qty: 4 Finish: WHITE	C %	£255.16	CS015	2	Double Ramped Threshold Length: 6,450 mm Box Qty: 8 Finish: SILVER	C %	£203.69	CS016	4	55mm Door Stile - Woodpile Length: 6,450 mm Box Qty: 6 Finish: WHITE	C %	£513.68	CS017	2	55mm Door Top/Bott Rail Length: 6,450 mm Box Qty: 5 Finish: WHITE	C %	£268.19	CS018	2	100mm Door Top/Bott Rail Length: 6,450 mm Box Qty: 4 Finish: WHITE	C %	£377.07	CS020	3	55mm Door Stile - Plain Length: 6,450 mm Box Qty: 6 Finish: WHITE	C %	£370.36	CS038	1	150mm Door/Frame M/Rail Length: 6,450 mm Box Qty: 3 Finish: WHITE	C %	£238.64	CS039	3	Finger Guard Door Stile Length: 6,450 mm Box Qty: 4 Finish: WHITE	C %	£478.14	CS043	3	Finger Guard Carrier Length: 6,450 mm Box Qty: 8 Finish: WHITE	C %	£352.94	CS050	2	A/Slide Door Beam Length: 6,450 mm Box Qty: 1 Finish: WHITE	C %	£1,427.51
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TPG - Comar Architectural Aluminium Systems - Genesis Estimating Software - Release 17 - 2017																																																																											

AT THE TOP OF THE REPORT YOU HAVE A TOOLBAR WITH SEVERAL OPTIONS AS SHOWN BELOW:

THE BUTTON WITH THE RED BOX IS FOR PRINTING DIRECT TO THE PRINTED

THE BUTTON WITH THE GREEN BOX IS FOR CREATING AN SAVING A PDF OF THE REPORT

THE BUTTON WITH THE BLUE BOX WILL CREATE A PDF OF THE REPORT AND WILL ATTACH IT TO AN EMAIL.



WHEN YOU HAVE FINISHED LOOKING AT THE REPORT CLICK THE CLOSE BUTTON AS SHOWN BELOW.

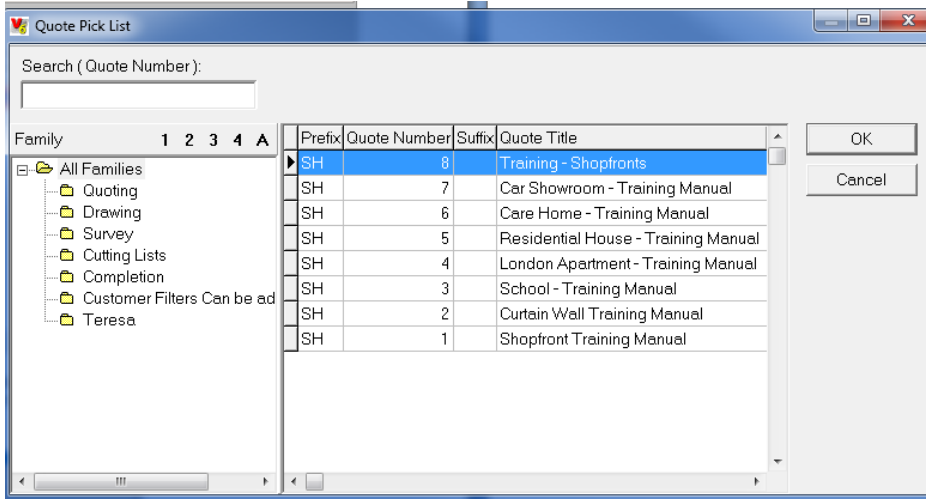


EDITING/CHANGING AN EXISTING QUOTE

IF YOU NEED TO GO BACK INTO A QUOTE, CLICK ONTO THE EDIT EXISTING QUOTE BUTTON.

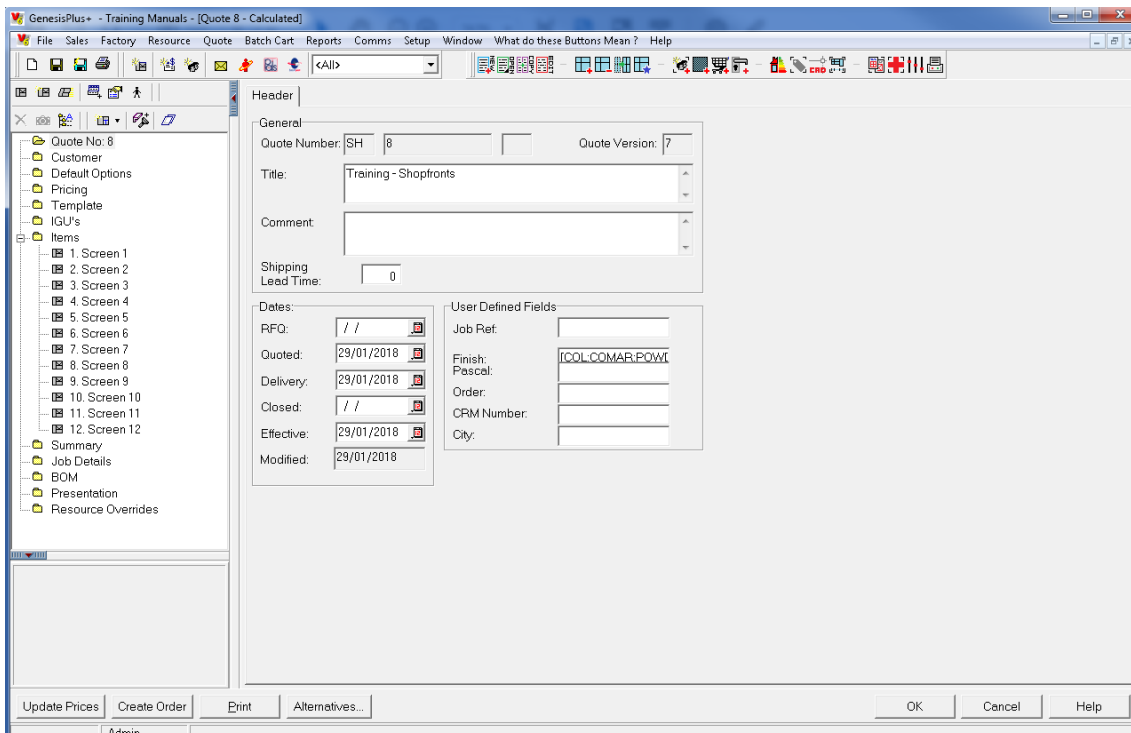


THE BELOW SCREEN WILL APPEAR, CHOOSE THE RELEVANT QUOTE FROM THE LIST AND THEN CLICK OK.



YOU ARE NOW BACK INTO THE QUOTE AND CAN CHANGE THE ITEMS OR ADD MORE.

AFTER YOU HAVE MADE CHANGED ALWAYS REMEMBER CLICK UPDATE PRICES BUTTON BEFORE FINALISING A QUOTE.



WELL DONE, YOU HAVE COMPLETED THE BASIC SHOPFRONT MANUAL