



genesisplus+

2018



## SHOPFRONTS AND ENTRANCES Module 1: Retail Park

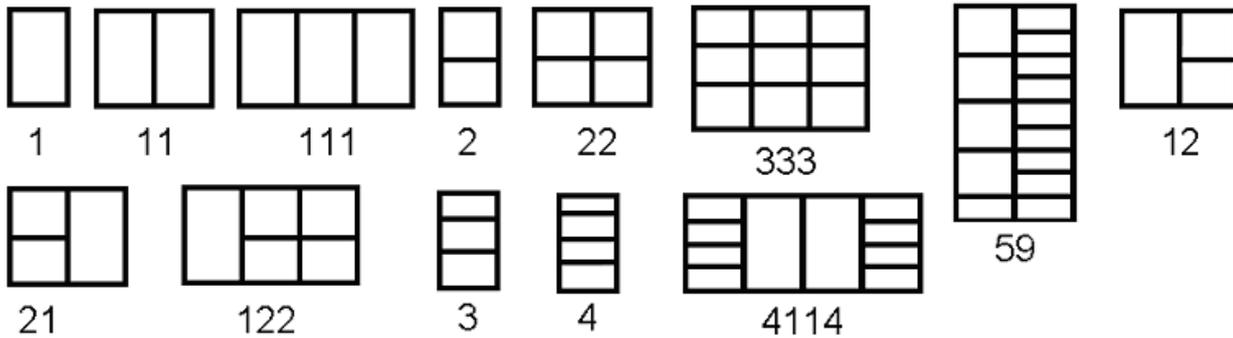
**LEVEL: BASIC**

Genesis Release 18

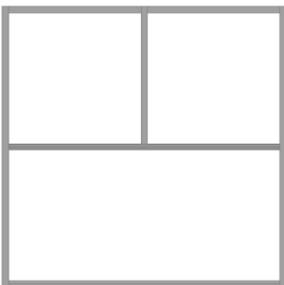
## BEFORE WE START – LET’S EXPLAIN SOMETHING!!

### WHAT IS A LIGHTCODE?

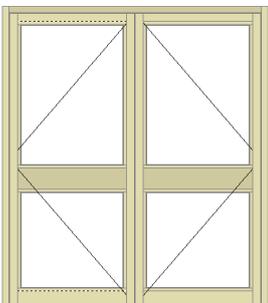
A LIGHTCODE IS JUST ANOTHER WAY TO SPECIFY COLUMNS AND ROWS, SOMETIMES IF YOU DO NOT HAVE A CONTINUOUS AMOUNT OF COLUMNS AND ROWS THEN YOU WILL HAVE TO DELETE SOME OF THE MULLIONS OR TRANSOMS TO GET TO THE DESIRED DESIGNS, LIGHTCODE CAN SOMETIMES SAVE YOU TIME SO WHEN DETERMINING A **LIGHTCODE**. YOU 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.**

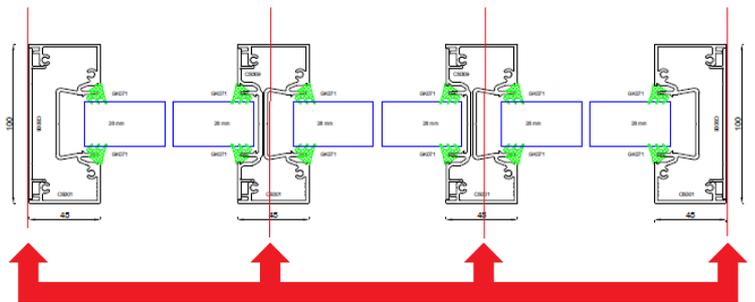
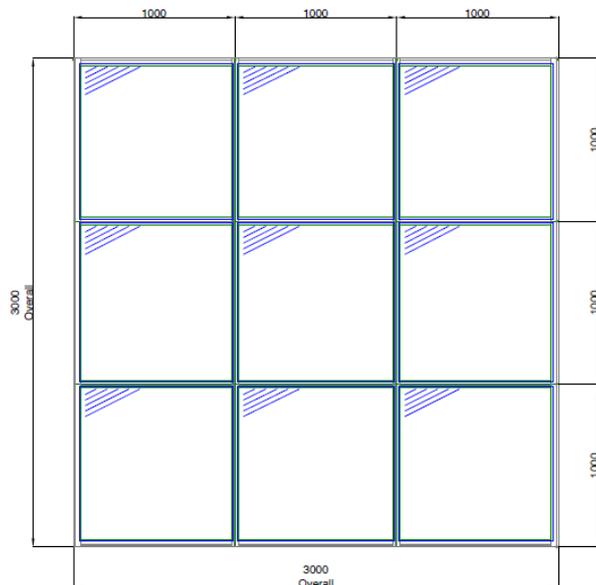
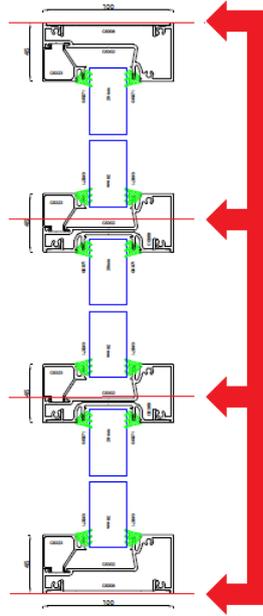
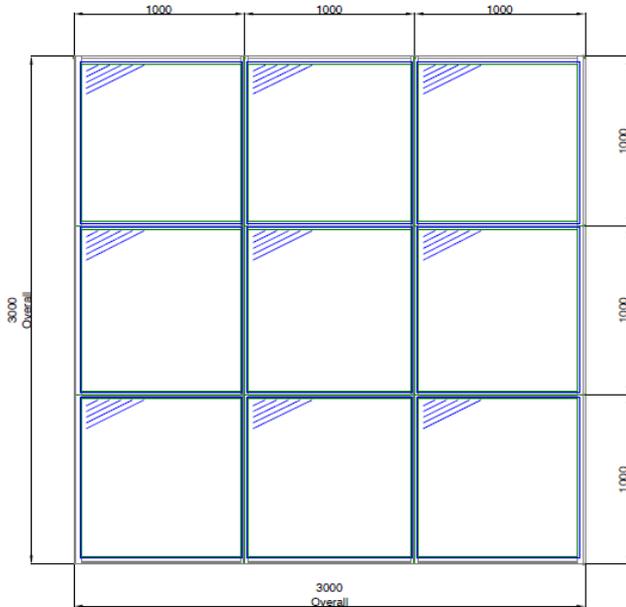


**HAVE YOU UNDERSTOOD THIS ? IF NOT PLEASE ASK**

## 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

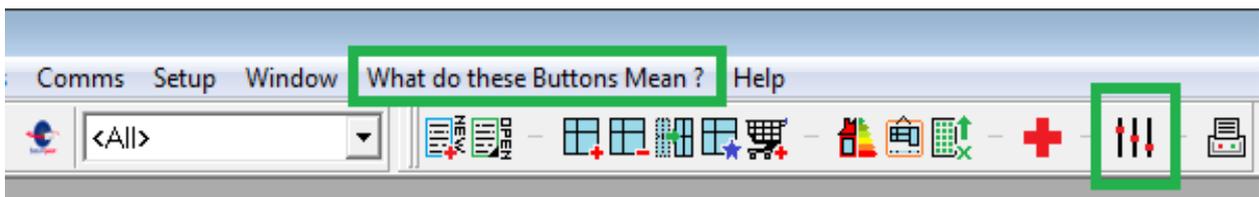
THIS BASIC INSTRUCTION MANUAL WILL GUIDE YOU THROUGH A SMALL QUOTE. YOU WILL FIND THAT BY FOLLOWING THE MANUAL EXACTLY AS WRITTEN YOU WILL LEARN MOST OF THE BASICS FROM THIS MANUAL AND THIS WILL GIVE YOU THE CONFIDENCE TO CHANGE THE DESIGN OF THE FRAME. AFTER RUNNING THROUGH THIS A FEW TIMES, IT'LL ALSO 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)

Create a New Project - Genesis R18 - 2018

Project Title:	<input type="text"/>	SH
Job Reference:	<input type="text"/>	<input type="text"/>
Customer Name:	<input type="text" value="[CUS::DEFAULT]"/>	Search +
Finish/Colour:	<input type="text" value="[COL:COMAR:POWDER-ZZZ (P]"/>	Search
Glazing:	<input type="text" value="[FIL:COMAR:28.0MM UNIT - 1.0B]"/>	Search +
Price Group:	<input type="text" value="[PGR:COMAR:USERDEFINED]"/>	Search
Labour:	<input type="text" value="No labour"/>	
Labour Template:	<input type="text"/>	Search
<input checked="" type="checkbox"/> Add Optimised Extrusion Full Bar Roundup waste		
<input checked="" type="checkbox"/> Add Optimised waste cost onto each item price		
Quote Comments:	<input type="text"/>	

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

Town/City:	<input type="text" value="Worst Case"/>	
Building Height:	<input type="text" value="2"/>	Map1
Distance To Sea:	<input type="text" value="0.1"/>	
Distance Inside Town:	<input type="text" value="0.1"/>	Map2
Net Pressure Co:	<input type="text" value="1.4"/>	



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OK

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

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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	
<b>WHITE</b>	<b>Hipca White (RAL 9910)</b>	<b>WHITE</b>	<b>Hipca White (RAL 9910)</b>	<b>White</b>
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.

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

Family	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
Comar Aluminium	6-16-10 TOUG-TINT-FG	6m Toug x 16 x 10m Toug-Tint F-Ngas	0.0
Comar Aluminium	6-16-6 ANTELIO FL-F	6m FLx16x6m Antelio clear (db33) F-N	0.0
Comar Aluminium	6-16-6 ANTELIO FL-FG	6m FLx16x6m Antelio clear (db33) F-Ngas	0.0
Comar Aluminium	6-16-6 ANTELIO T-F	6m TGx16x6m Antelio clear TG (db33) F-N	0.0
Comar Aluminium	6-16-6 ANTELIO T-FG	6m TGx16x6m Antelio clear TG (db33) F-Ngas	0.0
Comar Aluminium	6-16-6 ANTELIO-T-F	6m TGx16x6m Antelio clear TG (db33) F-N	0.0
Comar Aluminium	6-16-6 ANTELIO-T-FG	6m TGx16x6m Antelio clear TG (db33) F-Ngas	0.0
Comar Aluminium	6-16-6 ANTSILV FL-F	6m FLx16x6m Antelio Silver (db33) F-N	0.0
Comar Aluminium	6-16-6 ANTSILV FL-FG	6m FLx16x6m Antelio Silver (db33) F-Ngas	0.0
Comar Aluminium	6-16-6 ANTSILV T-F	6m TGx16x6m Antelio Silver TG (db33) F-N	0.0
Comar Aluminium	6-16-6 ANTSILV T-FG	6m TGx16x6m Antelio Silver TG (db33) F-Ngas	0.0
Comar Aluminium	6-16-6 FL	6m FLx16x6m FL (db33) lowE	0.0
Comar Aluminium	6-16-6 FL-BLUE-FG	6m FLx16x6m FL-Blue (db33) F-Ngas	0.0
Comar Aluminium	6-16-6 FL-EG	6m FLx16x6m FL (db33) lowEgas	0.0
Comar Aluminium	6-16-6 FL-F	6m FLx16x6m FL (db33) F-N	0.0
Comar Aluminium	6-16-6 FL-FG	6m FLx16x6m FL (db33) F-Ngas	0.0
Comar Aluminium	6-16-6 FL-OBS	6m Obsx16x6m FL (db33) lowE	0.0
Comar Aluminium	6-16-6 FL-OBS-EG	6m Obsx16x6m FL (db33) lowEgas	0.0
Comar Aluminium	6-16-6 FL-OBS-F	6m Obsx16x6m FL (db33) F-N	0.0
Comar Aluminium	6-16-6 FL-OBS-FG	6m Obsx16x6m FL (db33) F-Ngas	0.0
Comar Aluminium	6-16-6 FL-OBS-S	6m F-Obsx16x6m FL (db33)	0.0
Comar Aluminium	6-16-6 FL-S	6m FLx16x6m FL (db33)	0.0
Comar Aluminium	6-16-6 FL-SERALI-FG	6m FLx16x6m Seralit 100% (db33) F-Ngas	0.0

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.**

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

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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

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: 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:

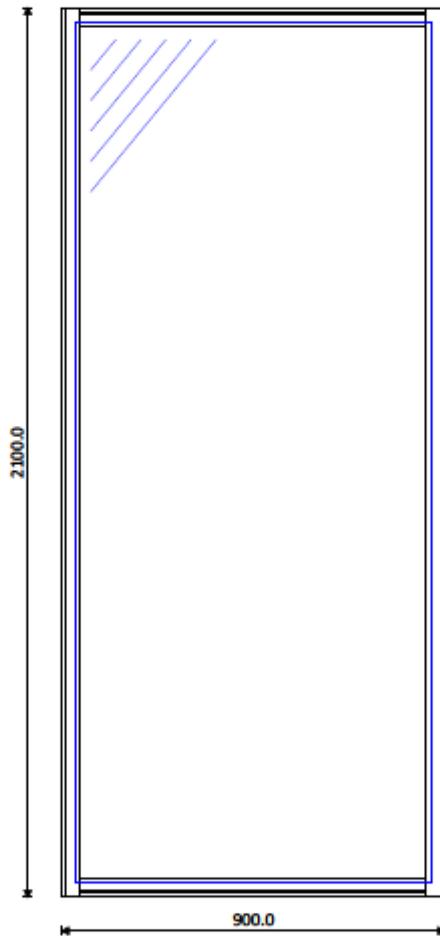
Finish: [COL:COMAR:POWDER (POWDER)]

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**

Please Select a New Ground Floor Facade or Curtain Wall Frame to Add to this quote - Genesis Plus R18 - 2018

C9Pi Ladderframe (78, 100, 120mm)

Groundfloor And Shopfronts

C6EFT 50mm Curtain Wall

C6EFT 60mm Curtain Wall

C6Stick or Ladder Curtain Wall

Alu-Timber Curtain Wall

Miscellaneous

Comar 9 100mm Box Inside (Loose Beaded)

Comar 9 100mm Box Inside (Fixed Beaded)

Comar 9 120mm Box Inside (Loose Beaded)

Comar 9 120mm Box Inside (Fixed Beaded)

Comar 9 120mm Box Outside (Fixed Beaded)

Comar 9 78mm Ladder No Box

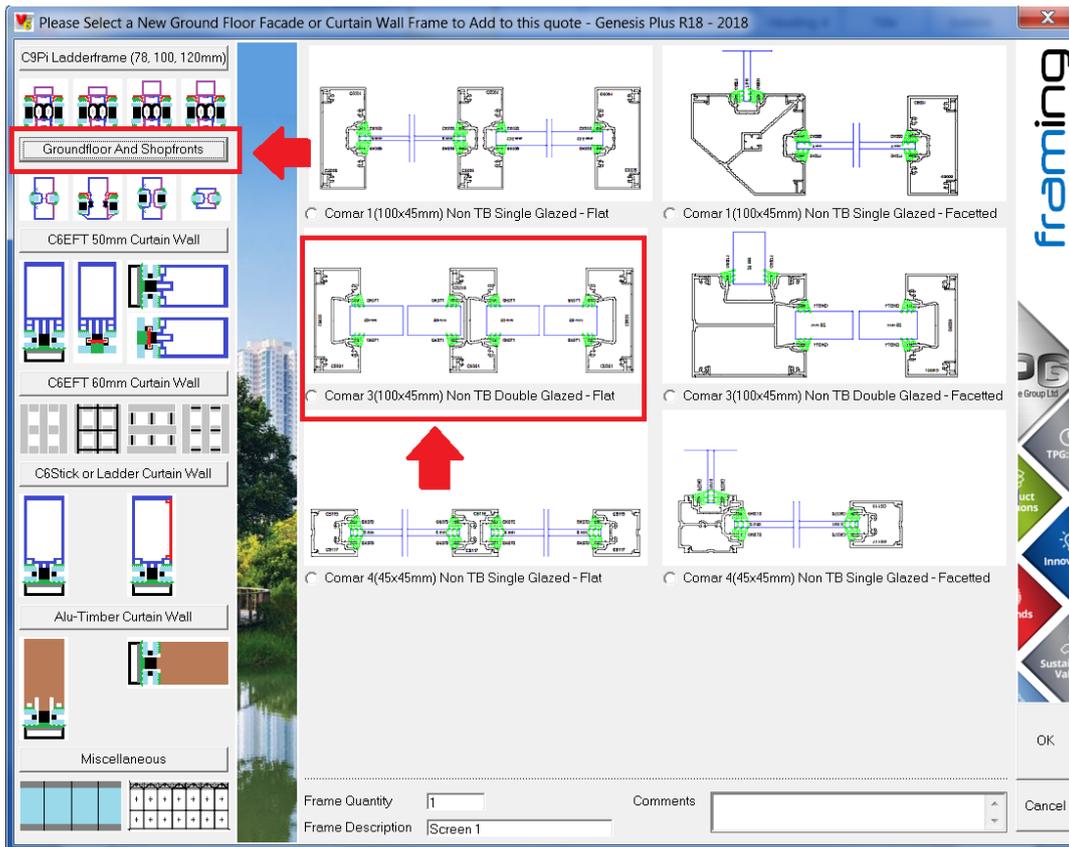
Frame Quantity: 1

Frame Description: Screen 1

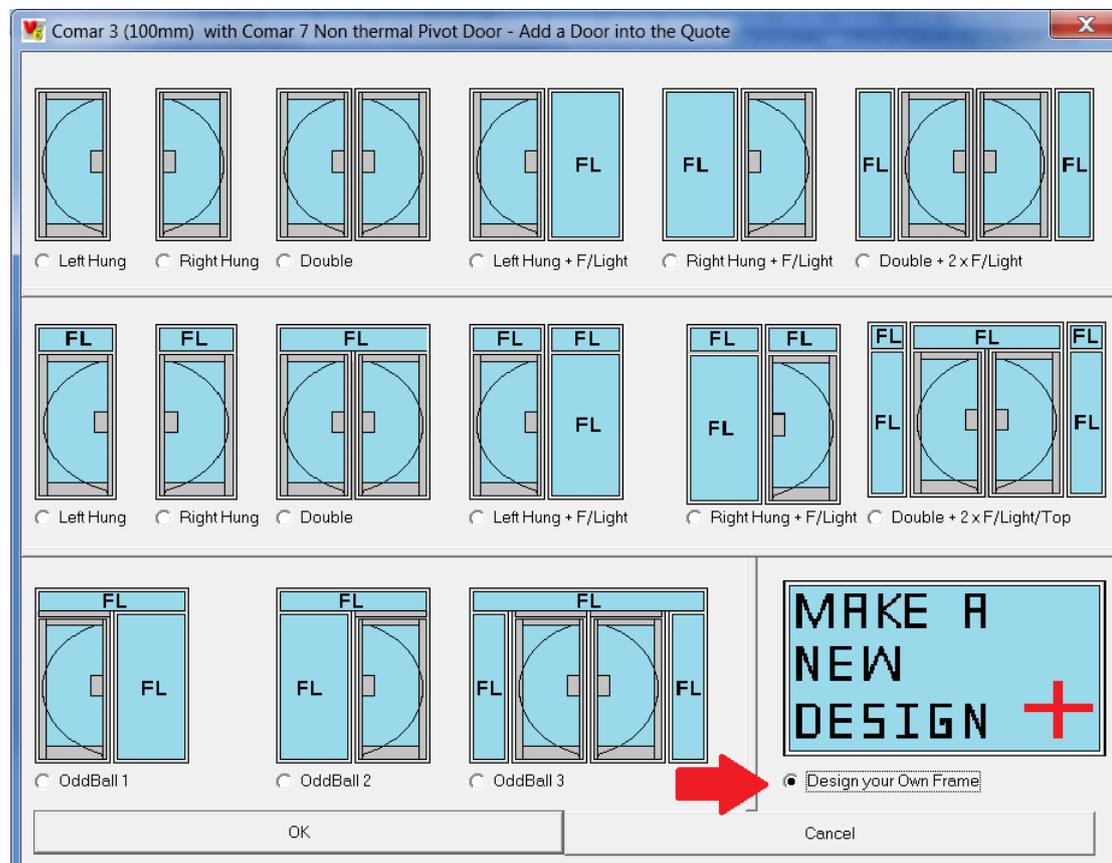
Comments: [ ]

OK Cancel

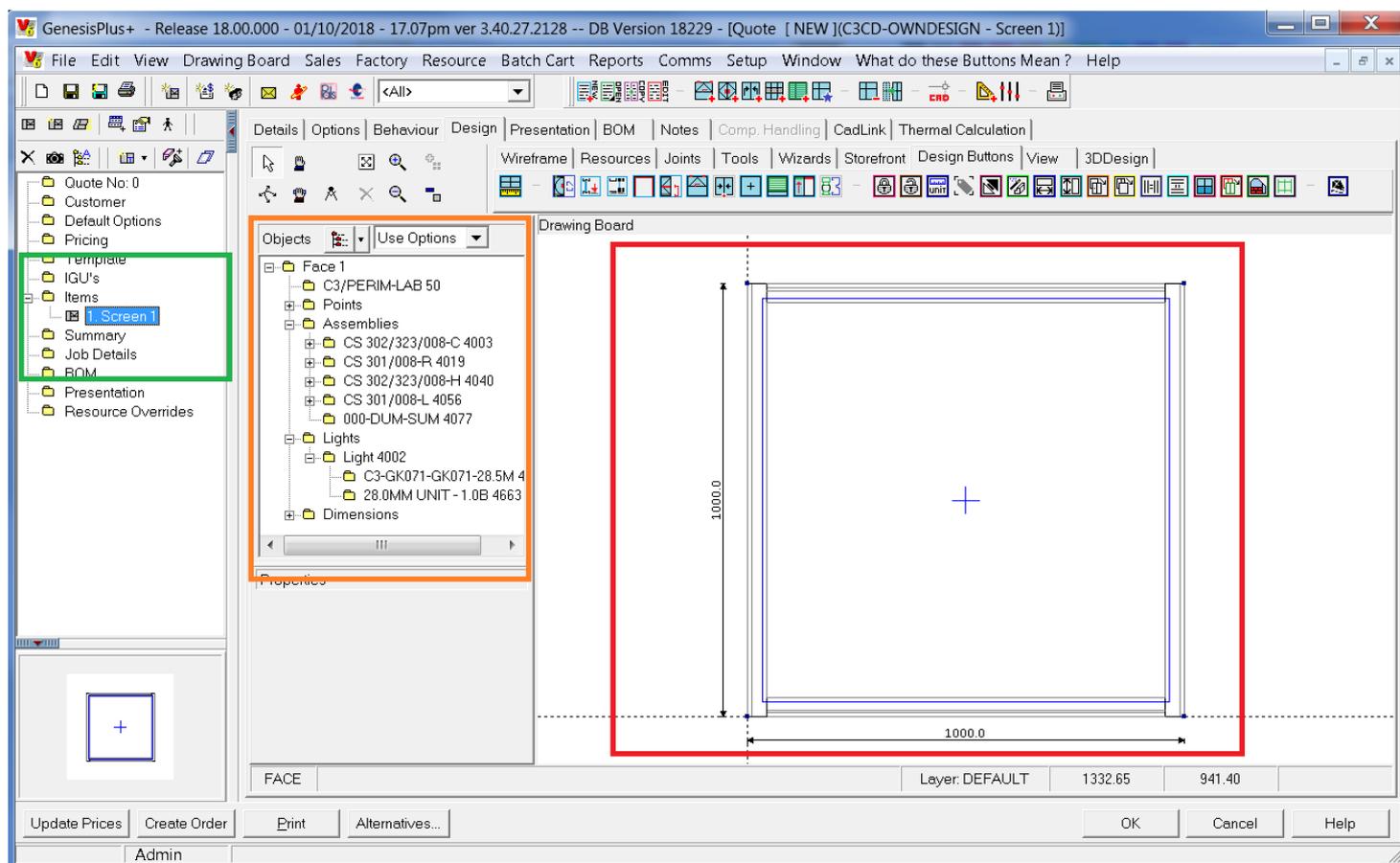
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



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**

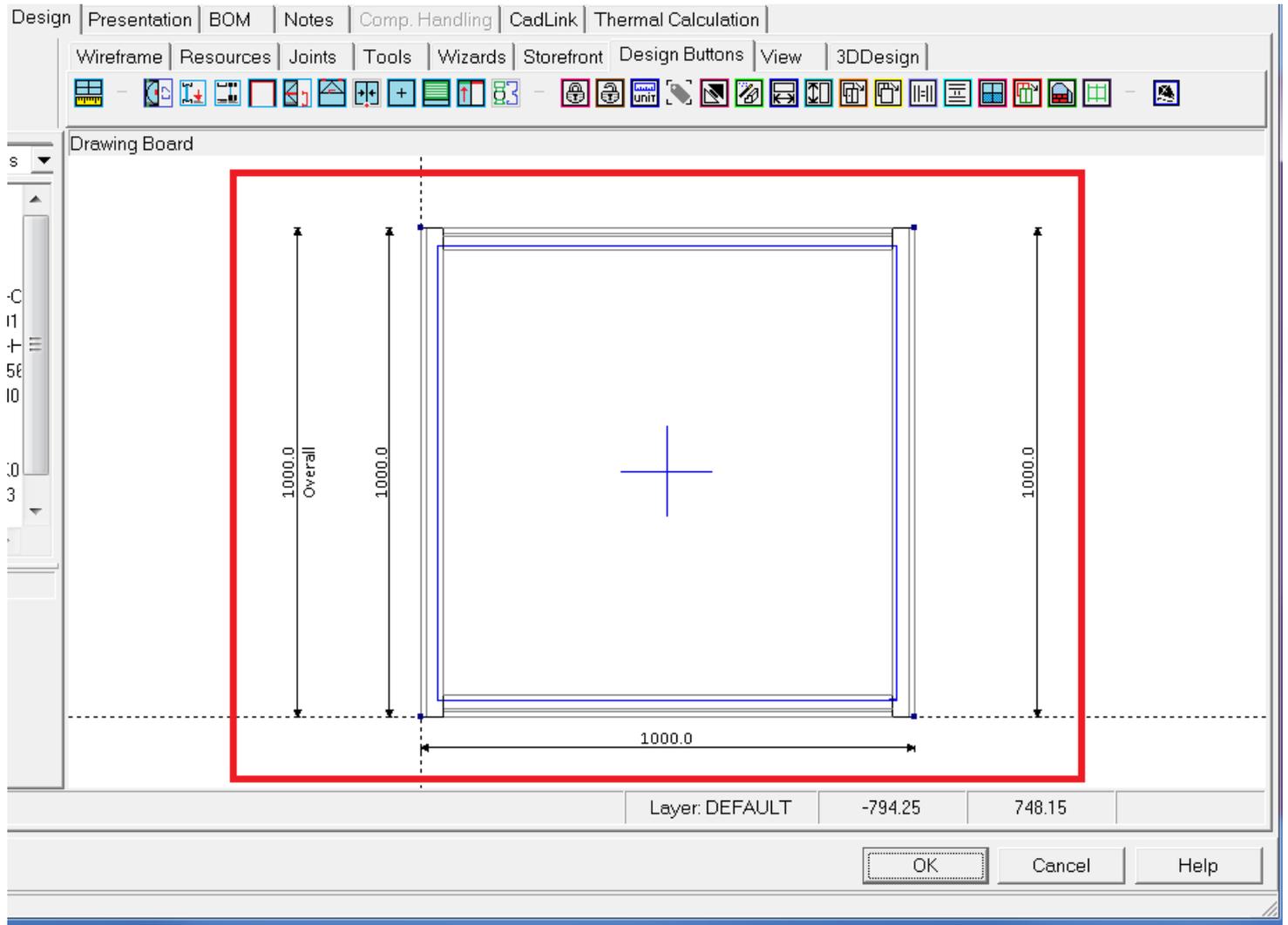
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

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	lyy Req -	1.04
1000	1000	Yes	CS 302-IYY-8.6		
Lightcode			Cill Profile	lyy Req -	1.04
1			CS 302-IYY-8.6		
Columns	Rows	Sub Cill Type	Left Profile	lxx Req -	0
1	1	None	CS 301-IXX-85.9		
Frame Quantity		Sub Cill Nosing	Right Profile	lxx Req -	0
1		None	CS 301-IXX-85.9		
Frame Description		Item Comments	Transom Profile	lyy Req -	1.04
New Frame			CS 302-IYY-8.6		
Frame Finish			Mullion Profile	lxx Req -	0
[COL:COMAR:WHITE (WHITE)]			CS 301/309-IXX-85.9		
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 EARLIER ON.

WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE.

Redesign the Comar 3 frame ?

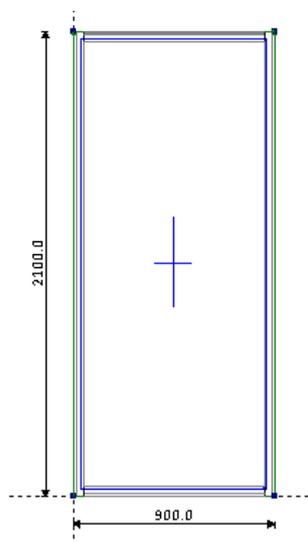
Frame Width	Frame Height	Backplate Required	Head Profile	l <sub>yy</sub> Req -	1.04
900	2100	Yes	CS 302 - l <sub>yy</sub> - 8.6		
Lightcode			Cill Profile	l <sub>yy</sub> Req -	1.04
1			CS 302 - l <sub>yy</sub> - 8.6		
Columns	Rows	Sub Cill Type	Left Profile	l <sub>xx</sub> Req -	0
1	1	None	CS 301 - l <sub>xx</sub> - 85.9		
Frame Quantity		Sub Cill Nosing	Right Profile	l <sub>xx</sub> Req -	0
1		None	CS 301 - l <sub>xx</sub> - 85.9		
Frame Description		Item Comments	Transom Profile	l <sub>yy</sub> Req -	1.04
Screen 1			CS 302 - l <sub>yy</sub> - 8.6		
Frame Finish			Mullion Profile	l <sub>xx</sub> Req -	0
[COL:COMAR:WHITE (WHITE)]			CS 301/309 - l <sub>xx</sub> - 85.9		
Glass					
[FIL:COMAR:6-16-6 FL]					

Save Chosen Frame Defaults

Create

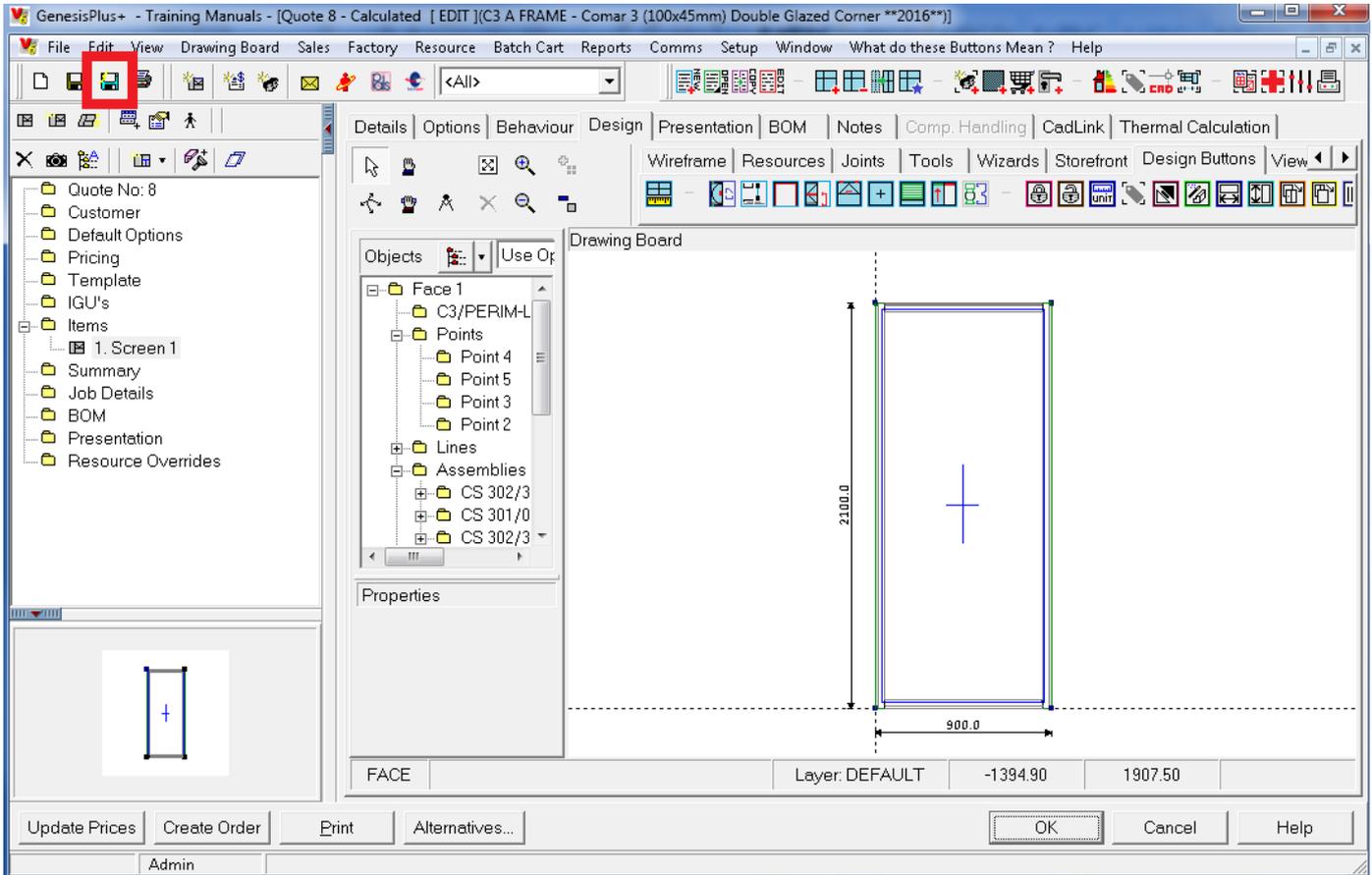
Cancel

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



# SHOPFRONT TRAINING MANUAL EXAMPLE - FRAME 2

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:

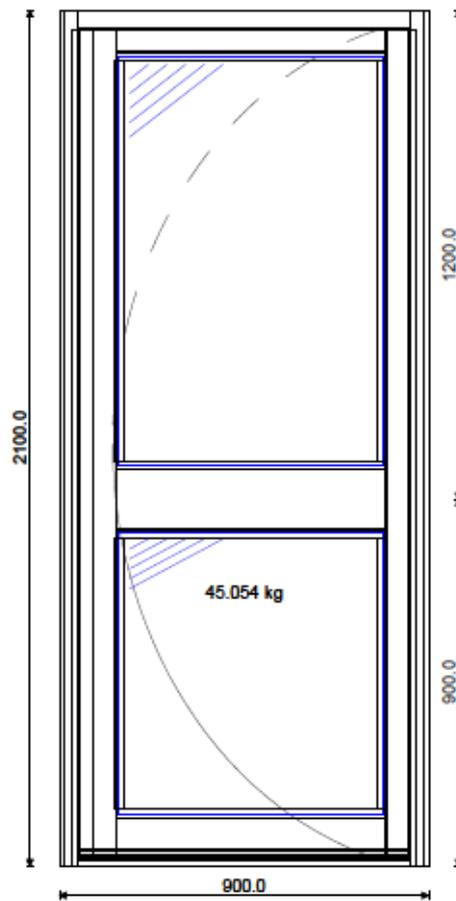
Finish: [COL:COMAR.POWDER (POWDER)]

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

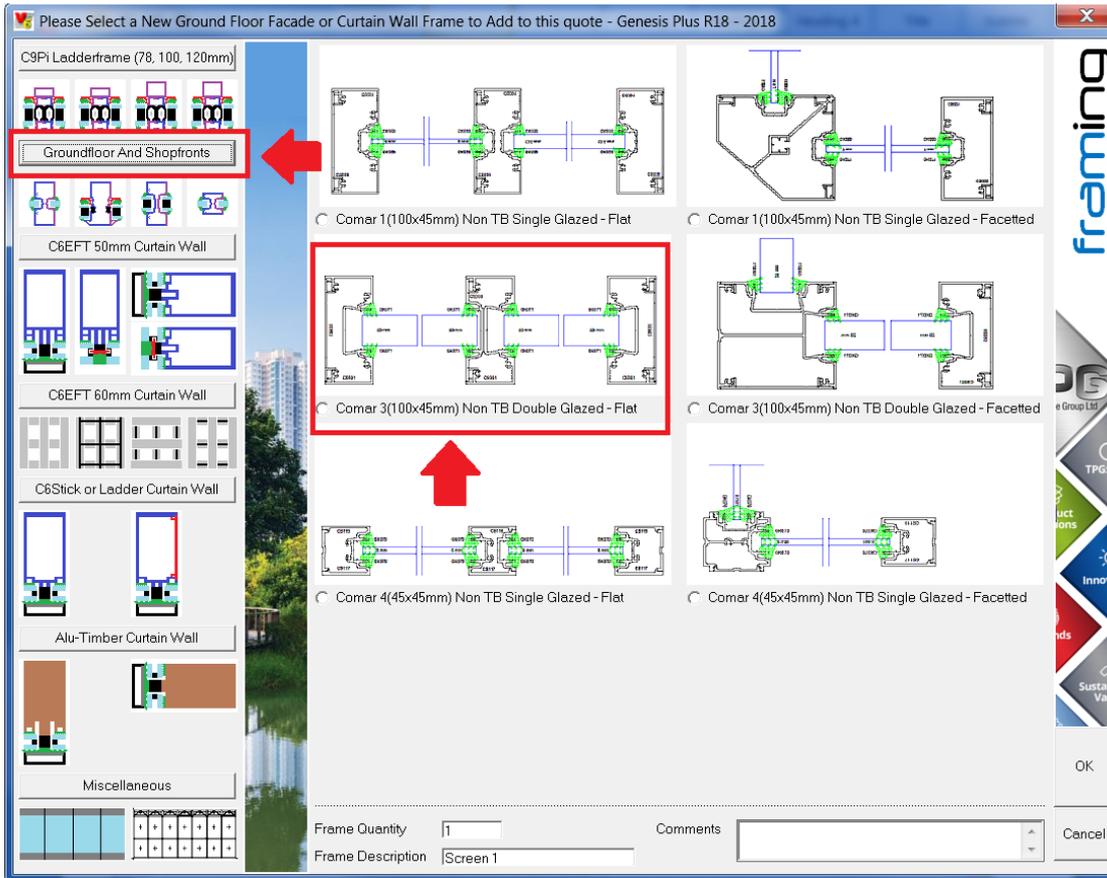
WE NOW WANT TO ADD ANOTHER NEW FRAME TO THE QUOTE. CLICK ONTO THE “ADD A NEW FRAMING SYSTEM” BUTTON



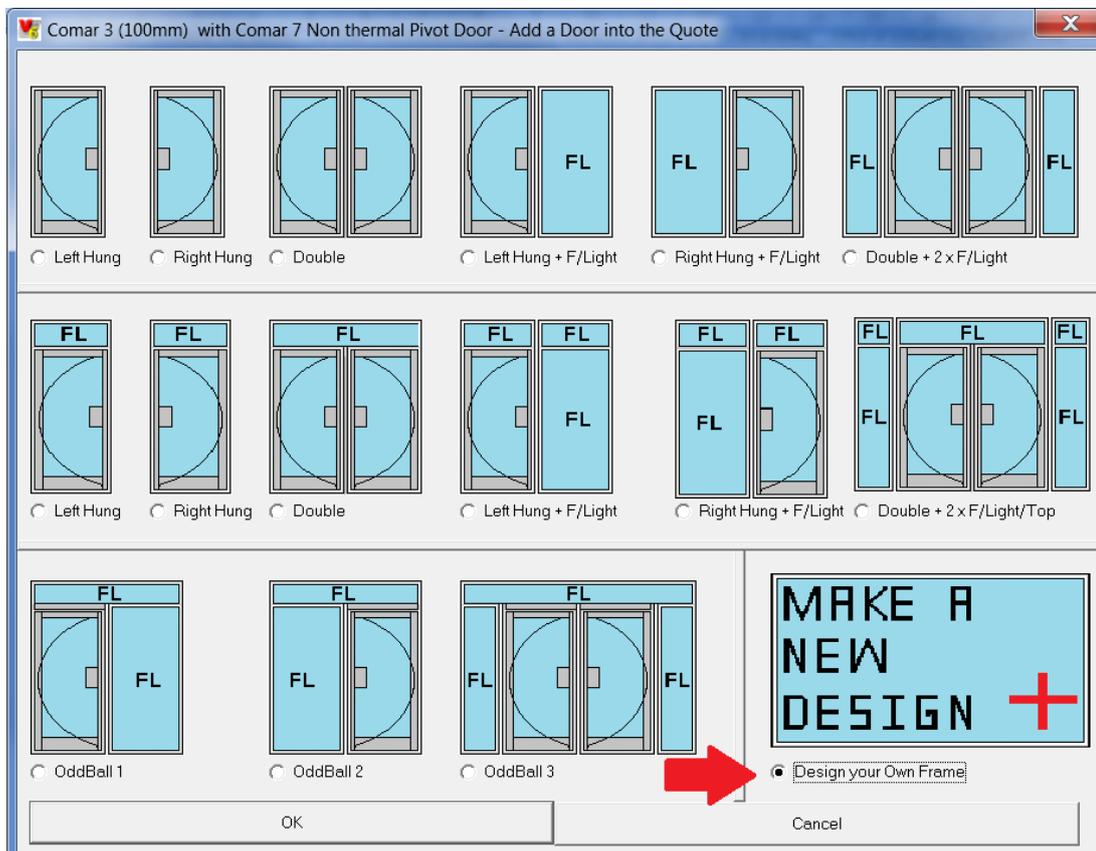
THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD FRAMING SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**

The screenshot shows a software dialog box titled "Please Select a New Ground Floor Facade or Curtain Wall Frame to Add to this quote - Genesis Plus R18 - 2018". On the left side, there is a vertical list of tabs for filtering framing systems, including "C9Pi Ladderframe (78, 100, 120mm)", "Groundfloor And Shopfronts", "C6EFT 50mm Curtain Wall", "C6EFT 60mm Curtain Wall", "C6Stick or Ladder Curtain Wall", "Alu-Timber Curtain Wall", and "Miscellaneous". A red box highlights this list, and a red arrow points from the 'ADD A NEW FRAMING SYSTEM' button in the toolbar above to this list. The main area of the dialog displays several architectural floor plans with different framing systems overlaid in various colors (blue, green, pink, purple). Below the plans, there are radio button options for each system, such as "Comar 9 100mm Box Inside (Loose Beaded)", "Comar 9 100mm Box Inside (Fixed Beaded)", "Comar 9 120mm Box Inside (Loose Beaded)", "Comar 9 120mm Box Inside (Fixed Beaded)", "Comar 9 120mm Box Outside (Fixed Beaded)", and "Comar 9 78mm Ladder No Box". At the bottom, there are input fields for "Frame Quantity" (set to 1), "Frame Description" (set to "Screen 1"), and "Comments". On the right side, there are "OK" and "Cancel" buttons. The "framing" logo is visible on the right edge of the dialog box.

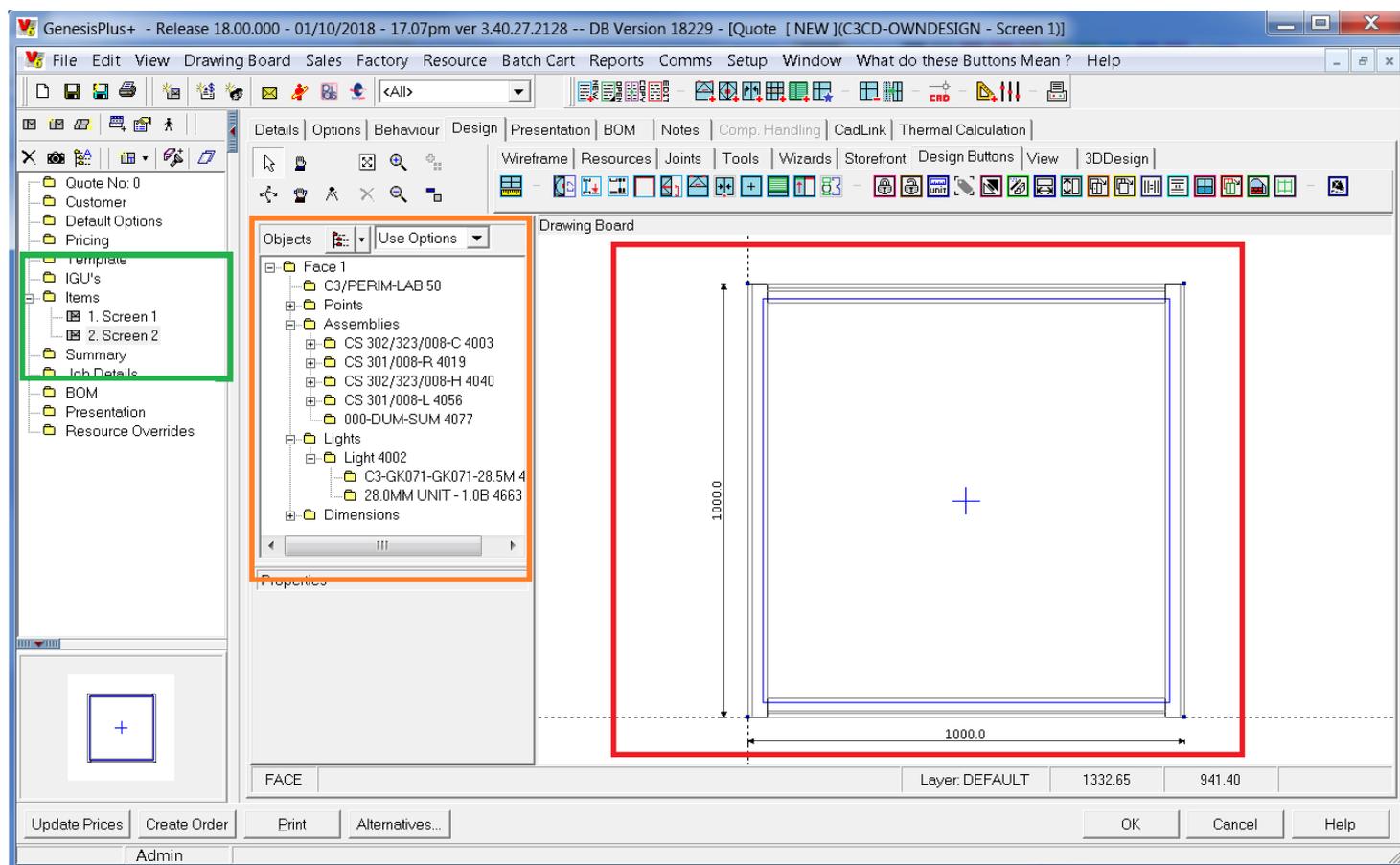
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



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**

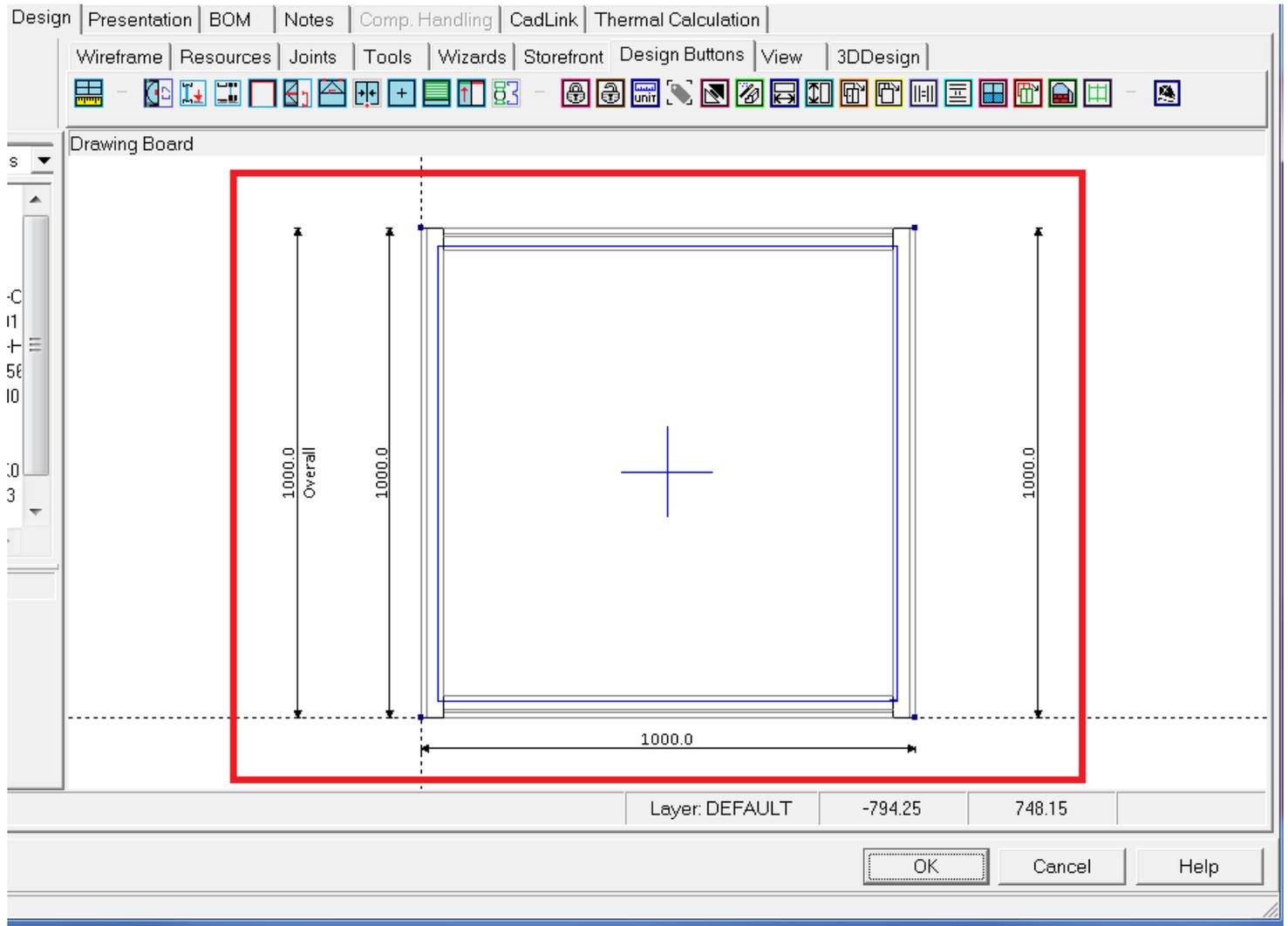
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

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	lyy Req - 1.04
Lightcode 1			Cill Profile CS 302-IYY-8.6	lyy Req - 1.04
Columns 1	Rows 1	Sub Cill Type None	Left Profile CS 301-IXX-85.9	lxx Req - 0
Frame Quantity 1		Sub Cill Nosing None	Right Profile CS 301-IXX-85.9	lxx Req - 0
Frame Description New Frame		Item Comments	Transom Profile CS 302-IYY-8.6	lyy Req - 1.04
Frame Finish [COL:COMAR:WHITE (WHITE)]			Mullion Profile CS 301/309-IXX-85.9	lxx Req - 0
Glass [FIL:COMAR:6-16-6 FL]			<input type="checkbox"/> Save Chosen Frame Defaults	

Preview windows (top to bottom):  
1. Head Profile Cross-section  
2. Sill Profile Cross-section  
3. Mullion Profile Cross-section

Buttons: 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.

Redesign the Comar 3 frame ?

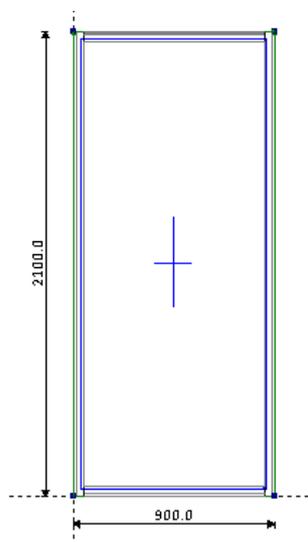
Frame Width	Frame Height	Backplate Required	Head Profile	lyy Req -	1.04
900	2100	Yes	CS 302 (Loose Beaded)		
Lightcode			Cill Profile	lyy Req -	1.04
1			CS 302 (Loose Beaded)		
Columns	Rows	Sub Cill Type	Left Profile	lxx Req -	0
1	1	None	CS 301 (100x45mm) - lxx - 85.9		
Frame Quantity		Sub Cill Nosing	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

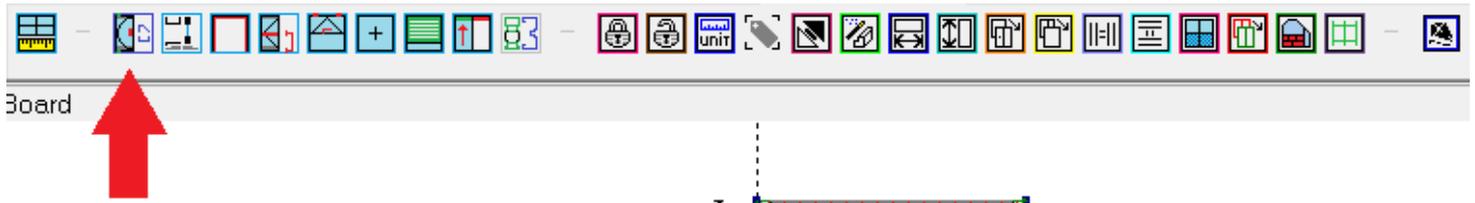
Cancel

THE SCREEN HAS NOW BEEN REDESIGNED

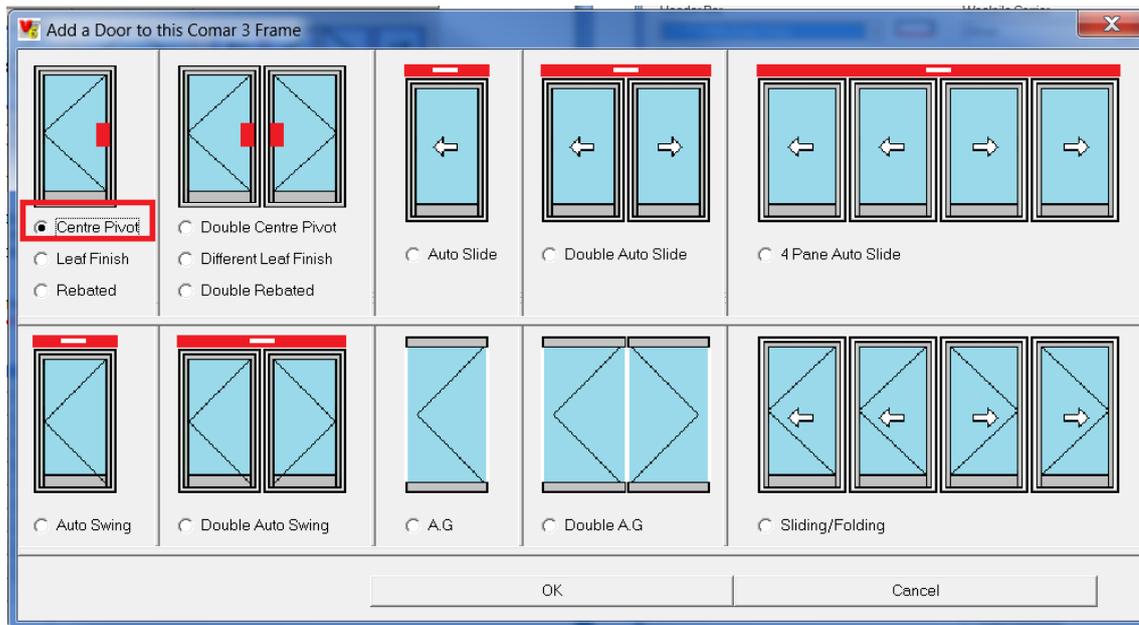


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

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.

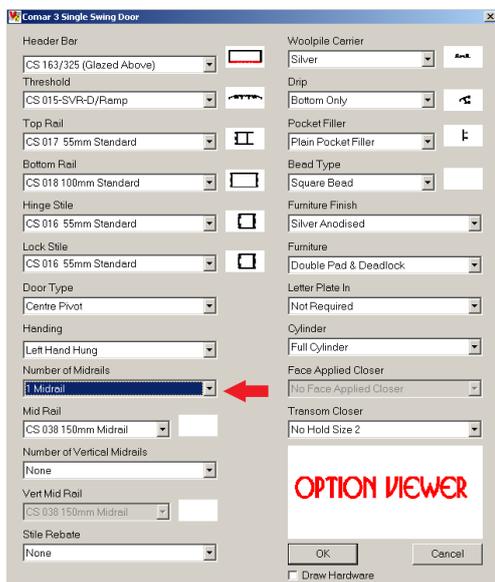


CLICK ONTO THE SINGLE "Centre Pivot" OPTION AND CLICK OK



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.**

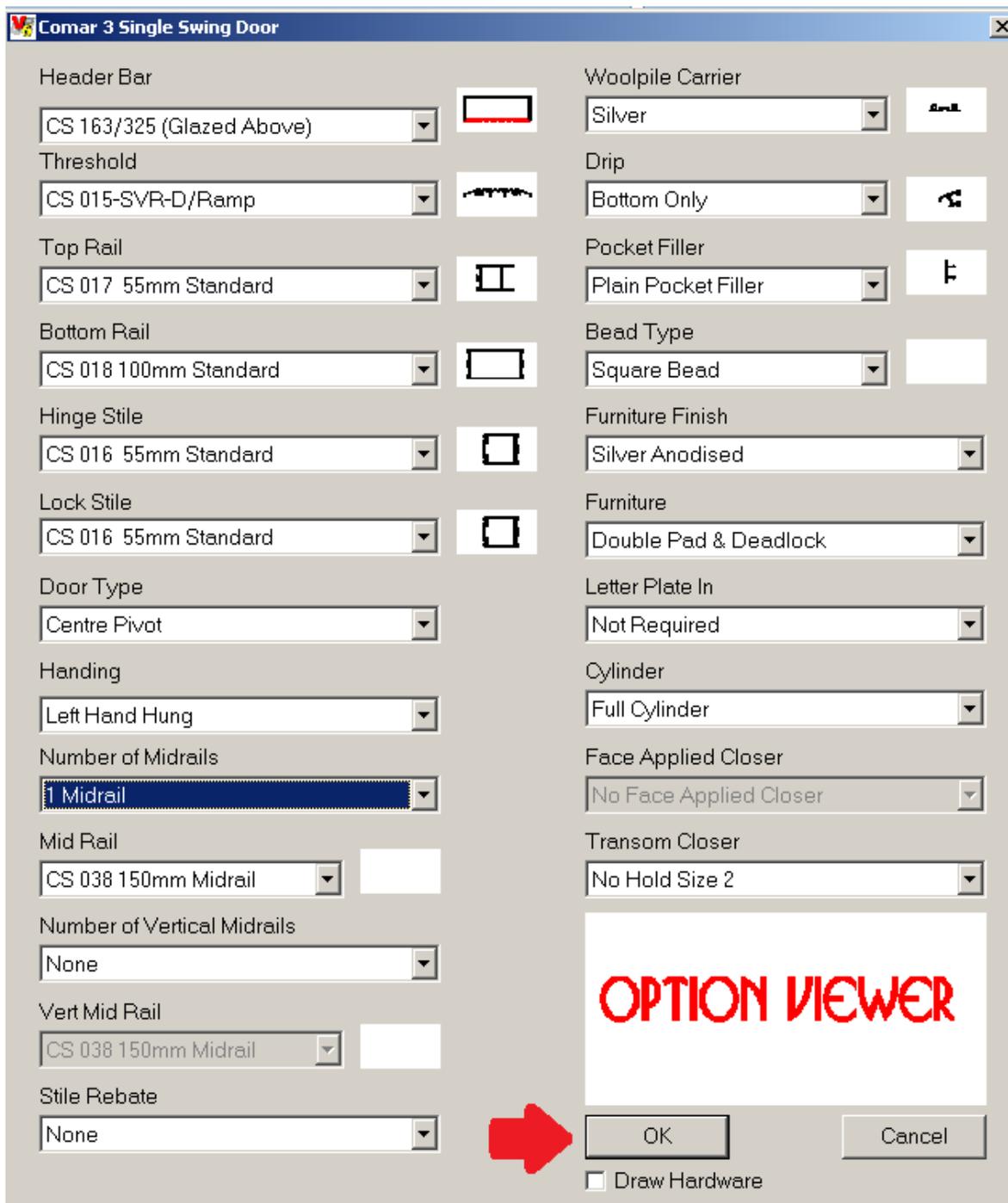


IN THE MENU WE NEED TO CHANGE THE “Number of Midrails” to “1 Midrail”. CLICK ONTO THE DROP DOWN ARROW AND CHANGE THE OPTION.

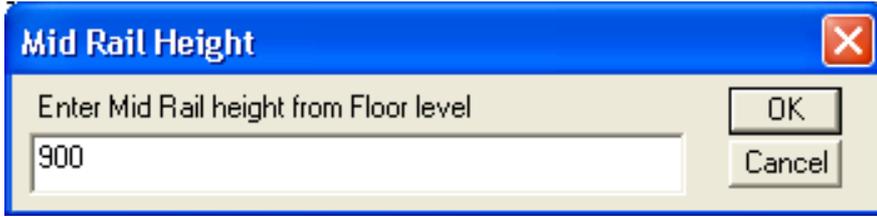


ONCE YOU HAVE READ THROUGH THE SCREEN AND ARE HAPPY WITH YOUR SELECTION PLEASE CLICK OK AT THE BOTTOM TO ADD THE DOOR.

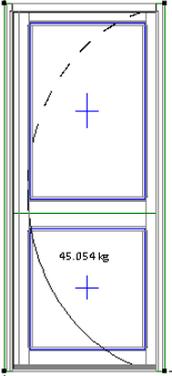
**ALTHOUGH THE SOFTWARE AUTOMATES THE HEADER BAR SELECTION PLEASE ALWAYS DOUBLE CHECK THAT IF YOU HAVE GLASS ABOVE THE DOOR THAT YOU CHOOSE A GLAZED ABOVE OPTION. IF YOU HAVE A DIRECT OUTERFRAME ABOVE THE DOOR THEN YOU CHOOSE OUTER ONLY. THIS IS VERY IMPORTANT AS IT NOT ONLY EFFECTS THE ORDER BUT ALSO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



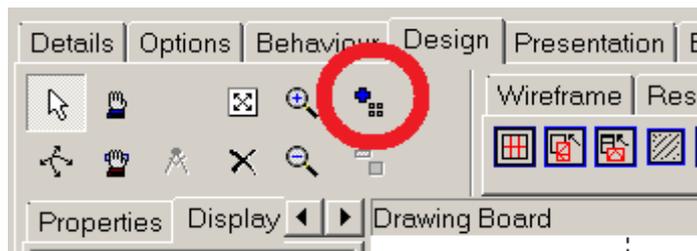
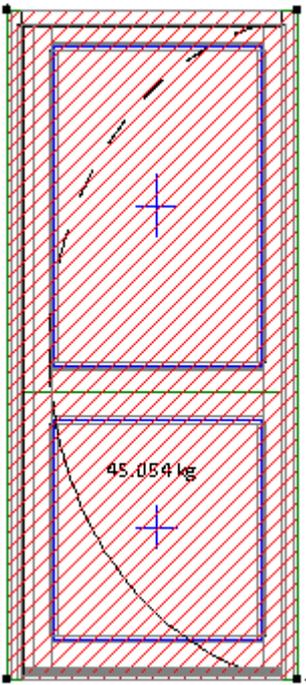
WHEN YOU HAVE CONFIRMED YOUR SELECTION THE BELOW SCREEN WILL APPEAR. THIS IS THE HEIGHT OF THE MIDRAIL FROM THE FLOOR LEVEL (BASED ON THE THRESHOLD THAT YOU HAVE CHOSEN, IT WILL AUTOMATICALLY ADJUST THE MIDRAIL TO SUIT). CHANGE THIS FIGURE TO BE 900MM. THEN CLICK OK



THIS WILL NOW SHOW YOU THE NEW DESIGN



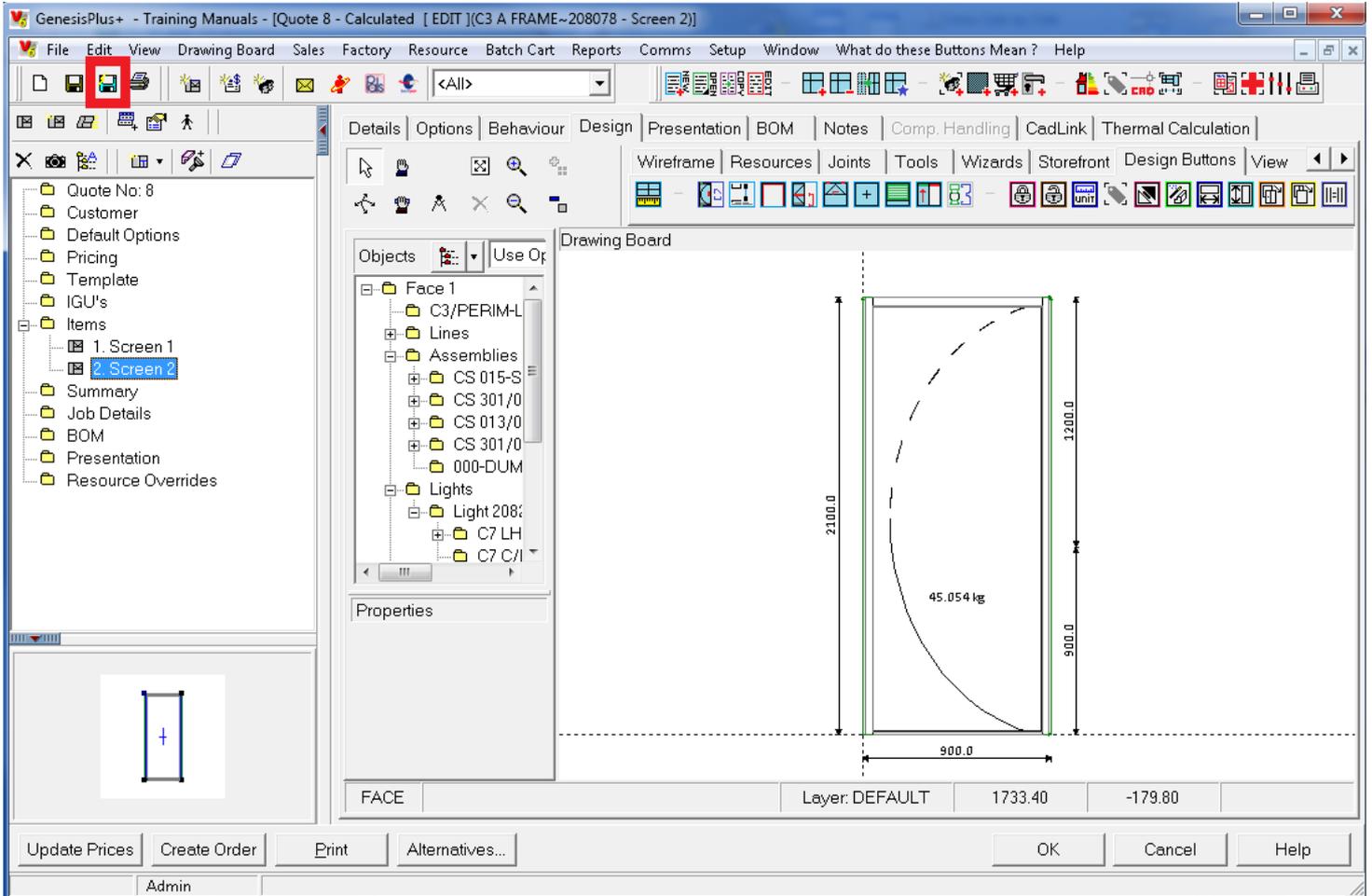
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISAPPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE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



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



# SHOPFRONT TRAINING MANUAL EXAMPLE - FRAME 3

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:

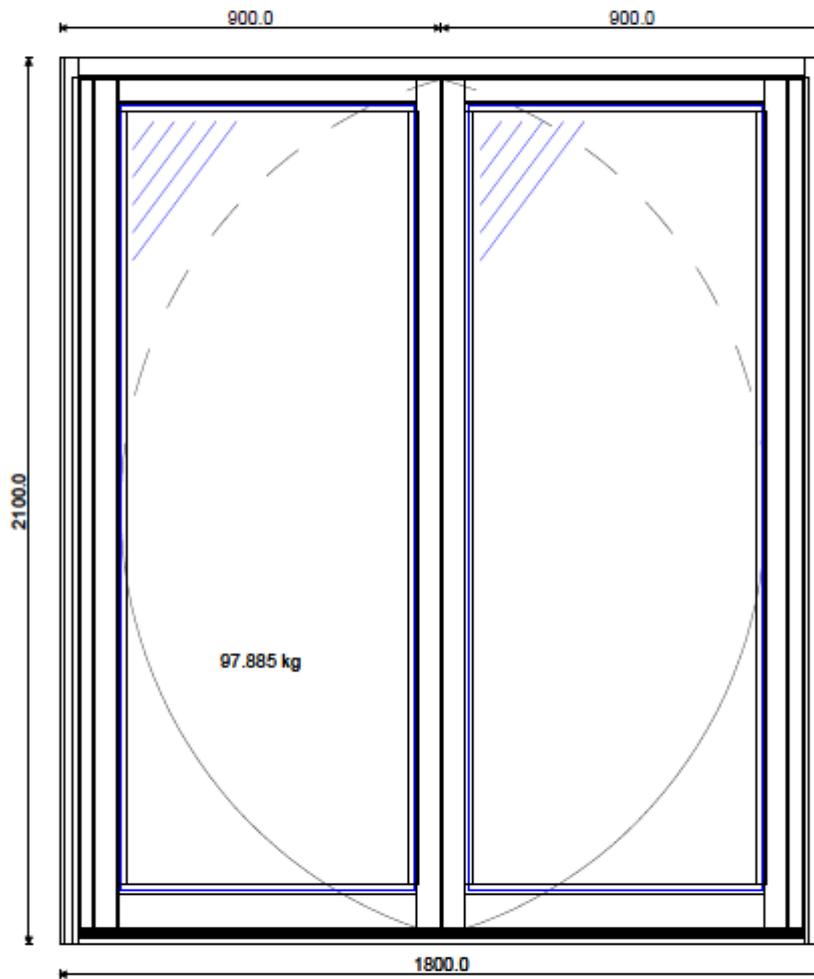
Finish: [COL:COMAR:POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



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

Quantity: 2

\*\*\*\*\* 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**

Please Select a New Ground Floor Facade or Curtain Wall Frame to Add to this quote - Genesis Plus R18 - 2018

C9Pi Ladderframe (78, 100, 120mm)

Groundfloor And Shopfronts

C6EFT 50mm Curtain Wall

C6EFT 60mm Curtain Wall

C6Stick or Ladder Curtain Wall

Alu-Timber Curtain Wall

Miscellaneous

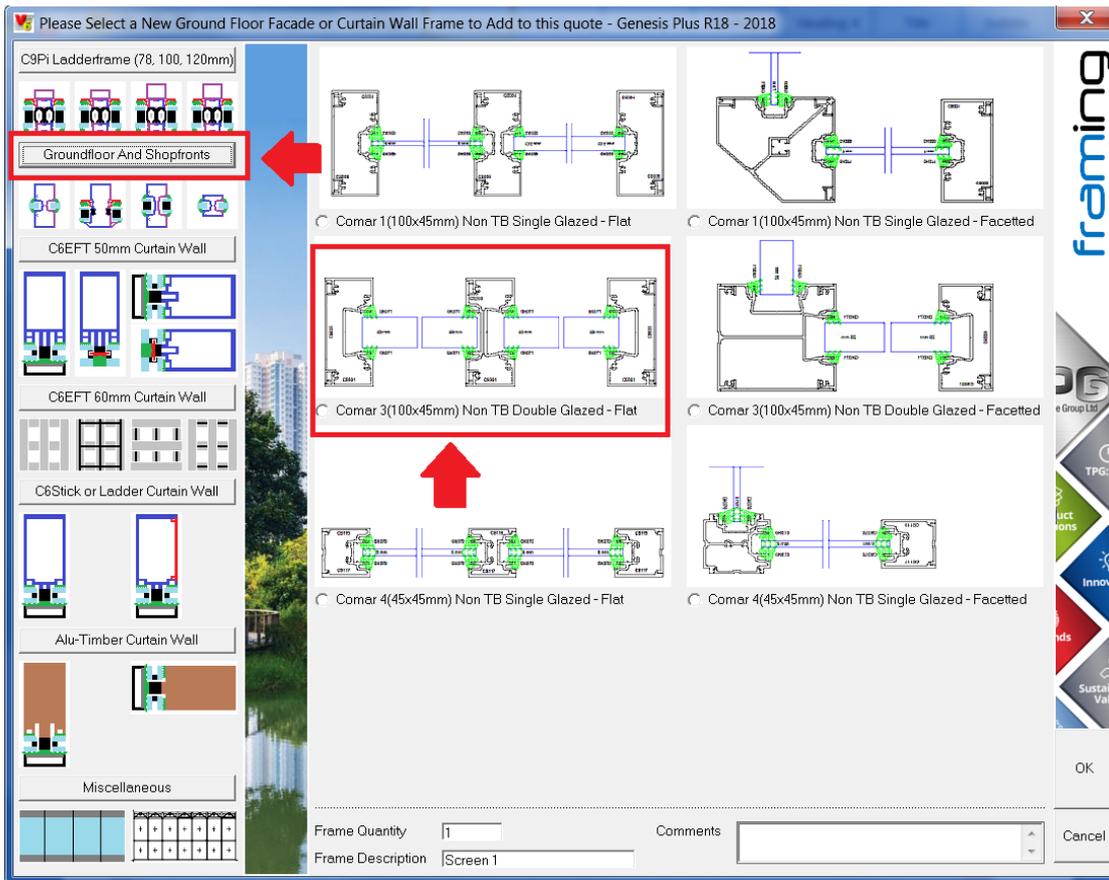
- Comar 9 100mm Box Inside (Loose Beaded)
- Comar 9 100mm Box Inside (Fixed Beaded)
- Comar 9 120mm Box Inside (Loose Beaded)
- Comar 9 120mm Box Inside (Fixed Beaded)
- Comar 9 120mm Box Outside (Fixed Beaded)
- Comar 9 78mm Ladder No Box

Frame Quantity: 1

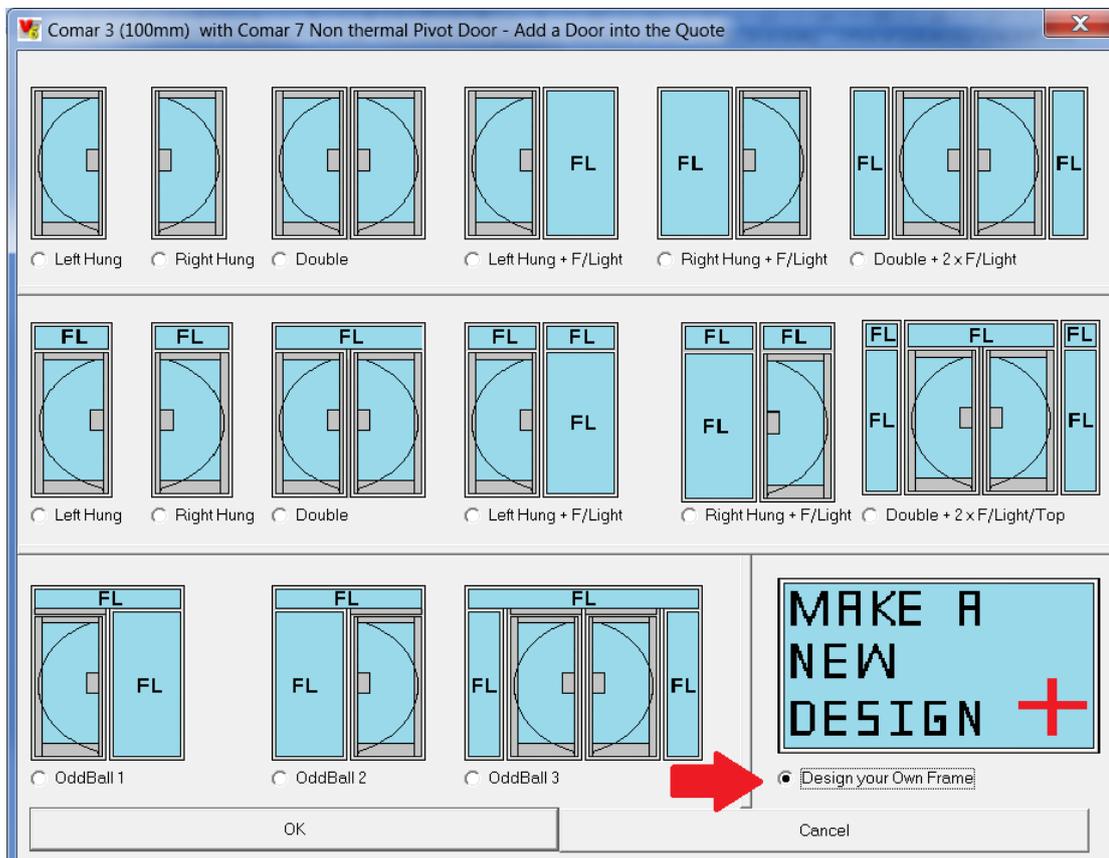
Frame Description: Screen 1

OK Cancel

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"

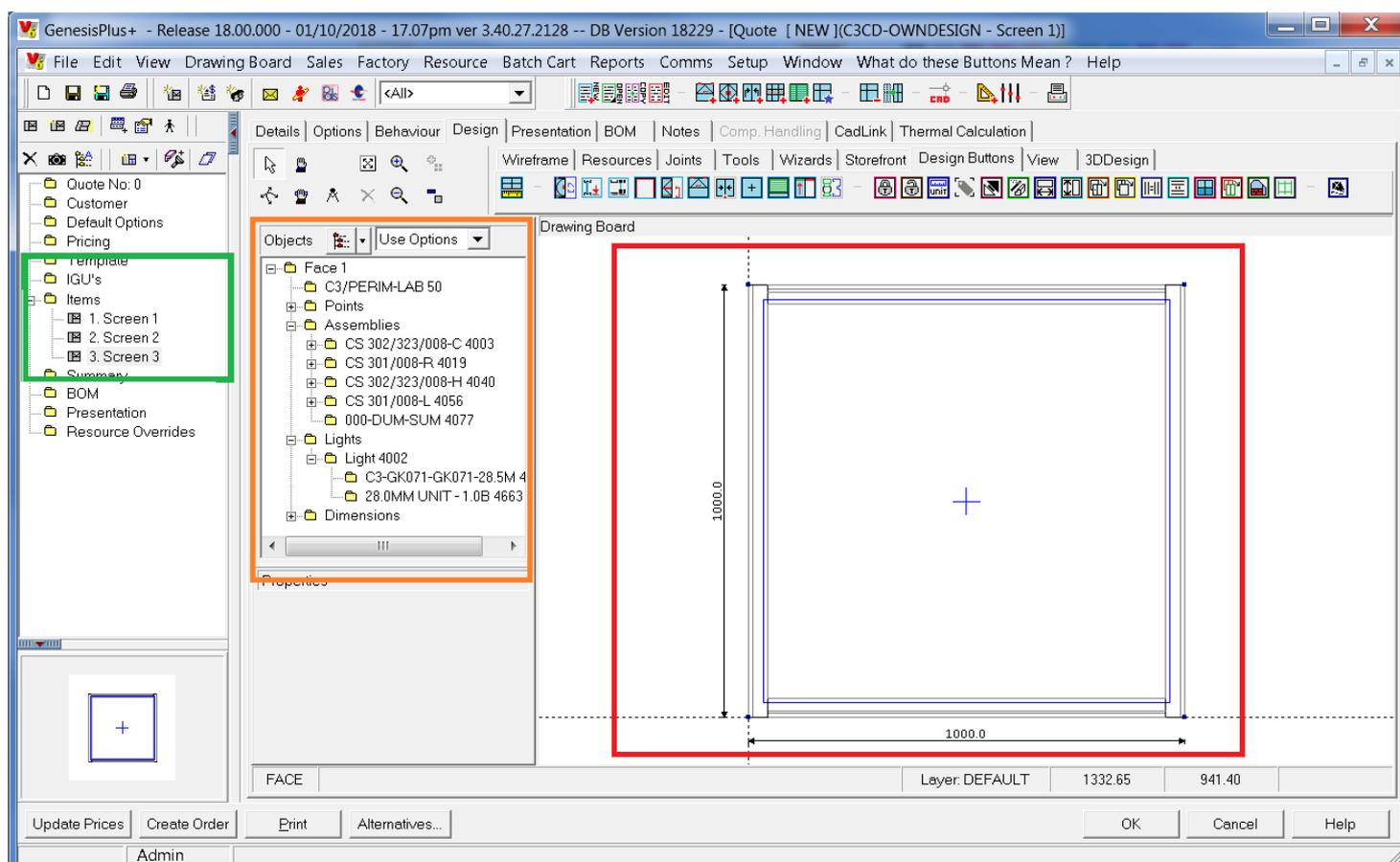


NOW THAT YOU HAVE ADDED A FRAME TO THE QUOTE YOU WILL SEE THAT YOU NOW HAVE ONE ITEM LISTED IN THE LEFT HAND SIDE SCREEN,(THIS WILL LIST ANY FRAMES THAT YOU HAVE ADDED TO YOUR QUOTE) THE RIGHT HAND SIDE OF THE SCREEN IS THE DESIGN SCREEN AND YOU CAN SEE THAT IT HAS ADDED A FRAME 1000MM X 1000MM. IN A 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.

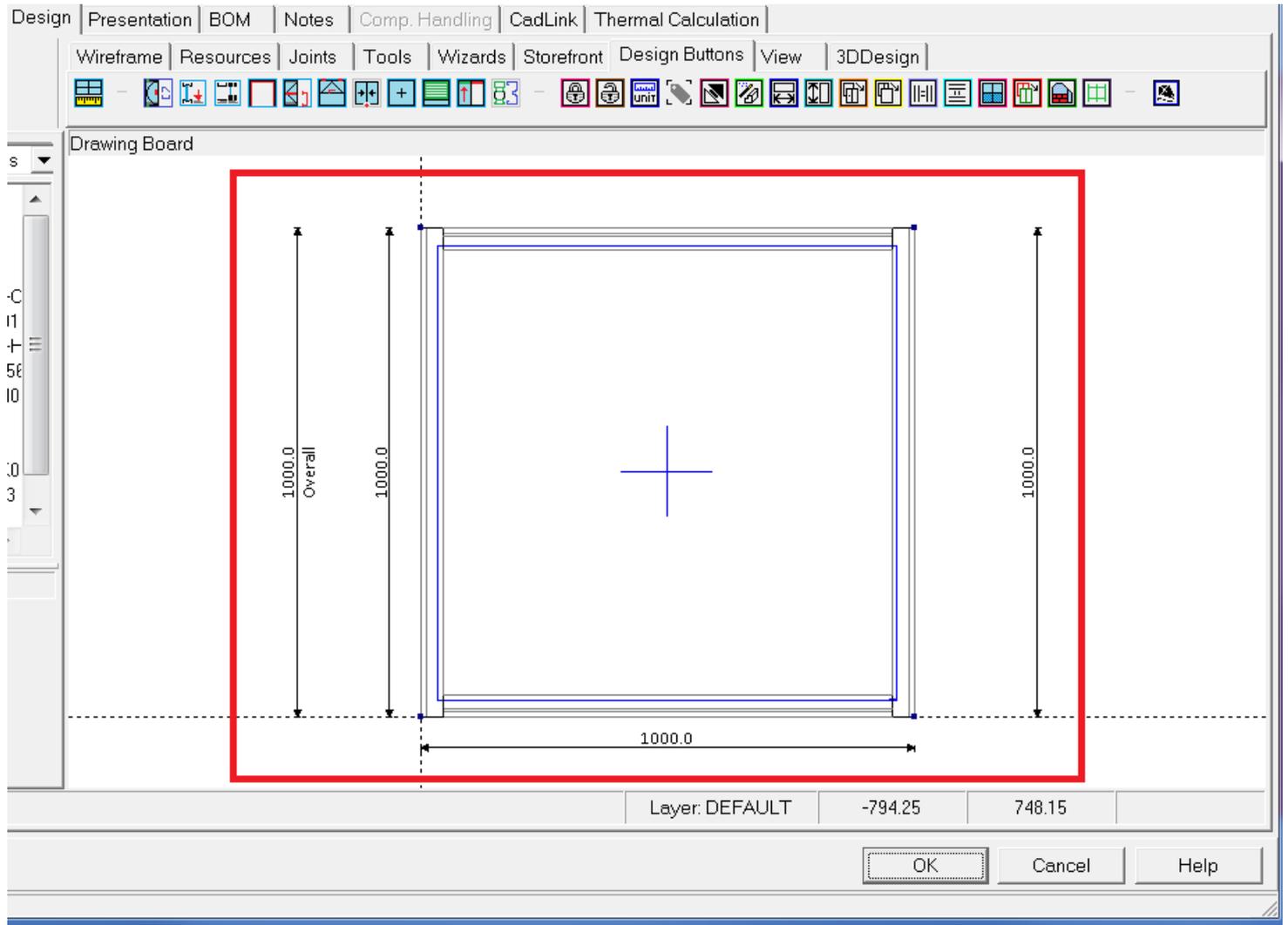


WHEN YOU HIGHLIGHT A FRAME IN THE ITEMS TAB (AS SHOWN IN THE LEFT HAND SIDE ABOVE IN GREEN) THE DESIGN SCREEN/DRAWING BOARD SHOWS YOU THE DESIGN FOR THAT ITEM, YOU CAN CLICK BETWEEN THE FRAMES (ITEMS) IF YOU HAVE MORE THAN ONE IN A QUOTE AND IF YOU ARE IN THE DESIGN SCREEN THE FRAME SHOWN WILL SWITCH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

The screenshot shows a software window titled "Redesign the Comar 3 frame ?". The window is divided into several sections for configuring a window frame:

- Dimensions:** Frame Width (1000), Frame Height (1000), Columns (1), Rows (1).
- Identification:** Lightcode (1), Frame Description (New Frame), Frame Finish ([COL:COMAR:WHITE (WHITE)]), Glass ([FIL:COMAR:6-16-6 FL]).
- Configuration:** Backplate Required (Yes), Sub Cill Type (None), Sub Cill Nosing (None), Item Comments (empty).
- Profile Selection:** 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).
- Requirements:** lyy Req - 1.04, lxx Req - 0.
- Options:**  Save Chosen Frame Defaults.
- Preview:** Three small images showing different cross-sections of the frame profiles.
- Buttons:** 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.

Redesign the Comar 3 frame ?

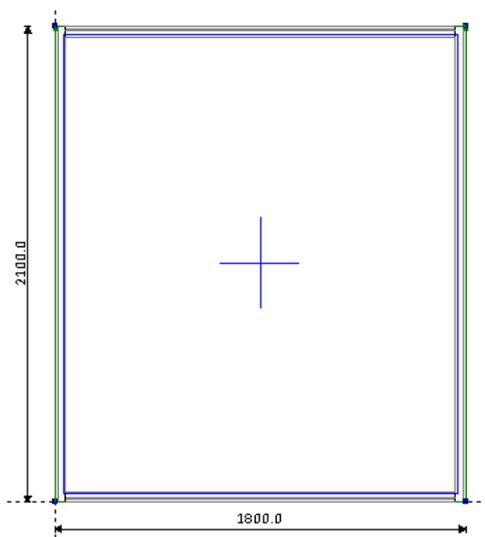
Frame Width	Frame Height	Backplate Required	Head Profile	l <sub>yy</sub> Req -	1.04
1800	2100	Yes	CS 302 - l <sub>yy</sub> - 8.6		
Lightcode			Cill Profile	l <sub>yy</sub> Req -	1.04
1			CS 302 - l <sub>yy</sub> - 8.6		
Columns	Rows	Sub Cill Type	Left Profile	l <sub>xx</sub> Req -	0
1	1	None	CS 301 - l <sub>xx</sub> - 85.9		
Frame Quantity		Sub Cill Nosing	Right Profile	l <sub>xx</sub> Req -	0
1		None	CS 301 - l <sub>xx</sub> - 85.9		
Frame Description		Item Comments	Transom Profile	l <sub>yy</sub> Req -	1.04
Screen 3			CS 302 - l <sub>yy</sub> - 8.6		
Frame Finish			Mullion Profile	l <sub>xx</sub> Req -	0
[COL:COMAR:WHITE (WHITE)]			CS 301/309 - l <sub>xx</sub> - 85.9		
Glass					
[FIL:COMAR:6-16-6 FL]					

Save Chosen Frame Defaults

Create

Cancel

THE SCREEN HAS NOW BEEN REDESIGNED

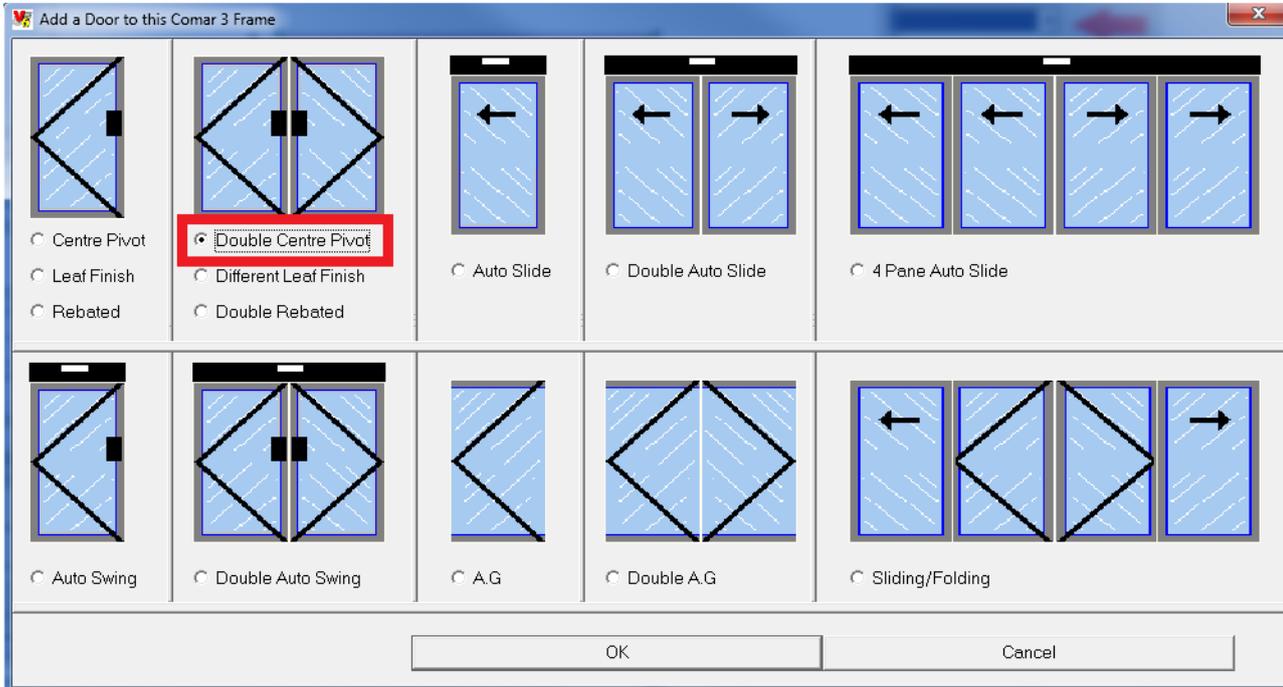


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

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.

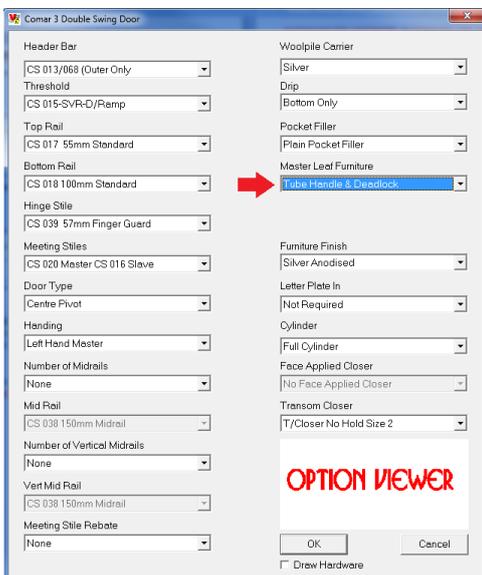


CLICK ONTO THE SINGLE "Centre Pivot" OPTION AND CLICK OK



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 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.



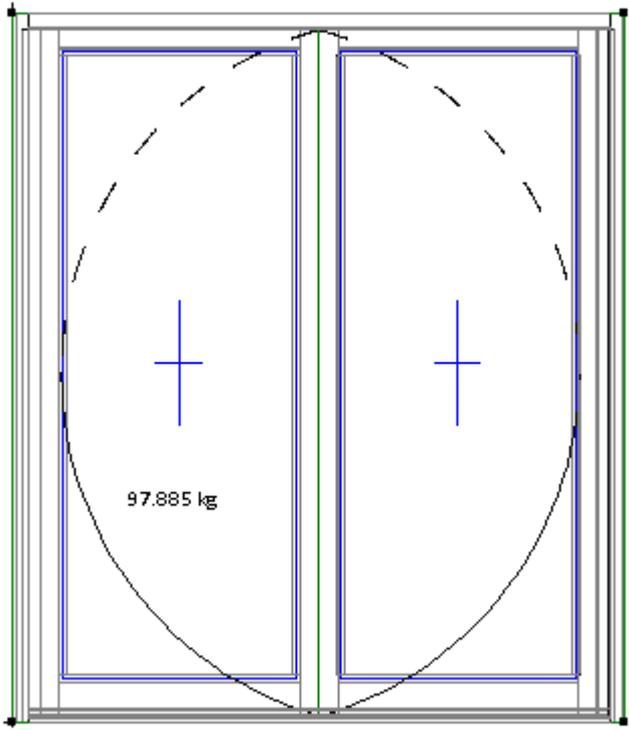
ONCE YOU HAVE READ THROUGH THE SCREEN AND ARE HAPPY WITH YOUR SELECTION PLEASE CLICK OK AT THE BOTTOM TO ADD THE DOOR.

**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.**

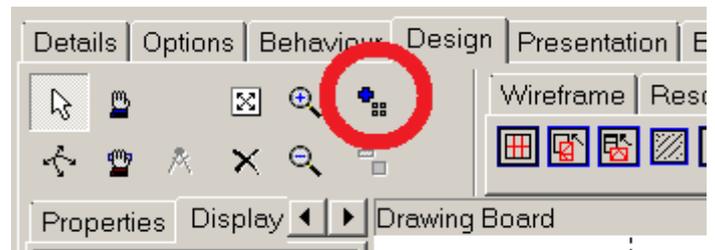
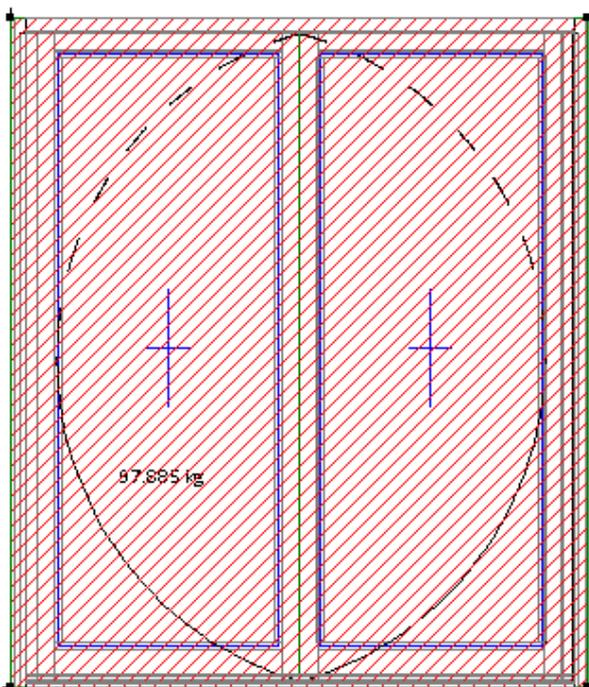
A screenshot of a software configuration window titled "Comar 3 Double Swing Door". The window contains two columns of dropdown menus for configuring door options. The left column includes: Header Bar (CS 013/068 (Outer Only)), Threshold (CS 015-SVR-D/Ramp), Top Rail (CS 017 55mm Standard), Bottom Rail (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), and Transom Closer (T/Closer No Hold Size 2). At the bottom right, there are "OK" and "Cancel" buttons, and a checkbox labeled "Draw Hardware" which is currently unchecked. A large red watermark "OPTION VIEWER" is overlaid on 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.



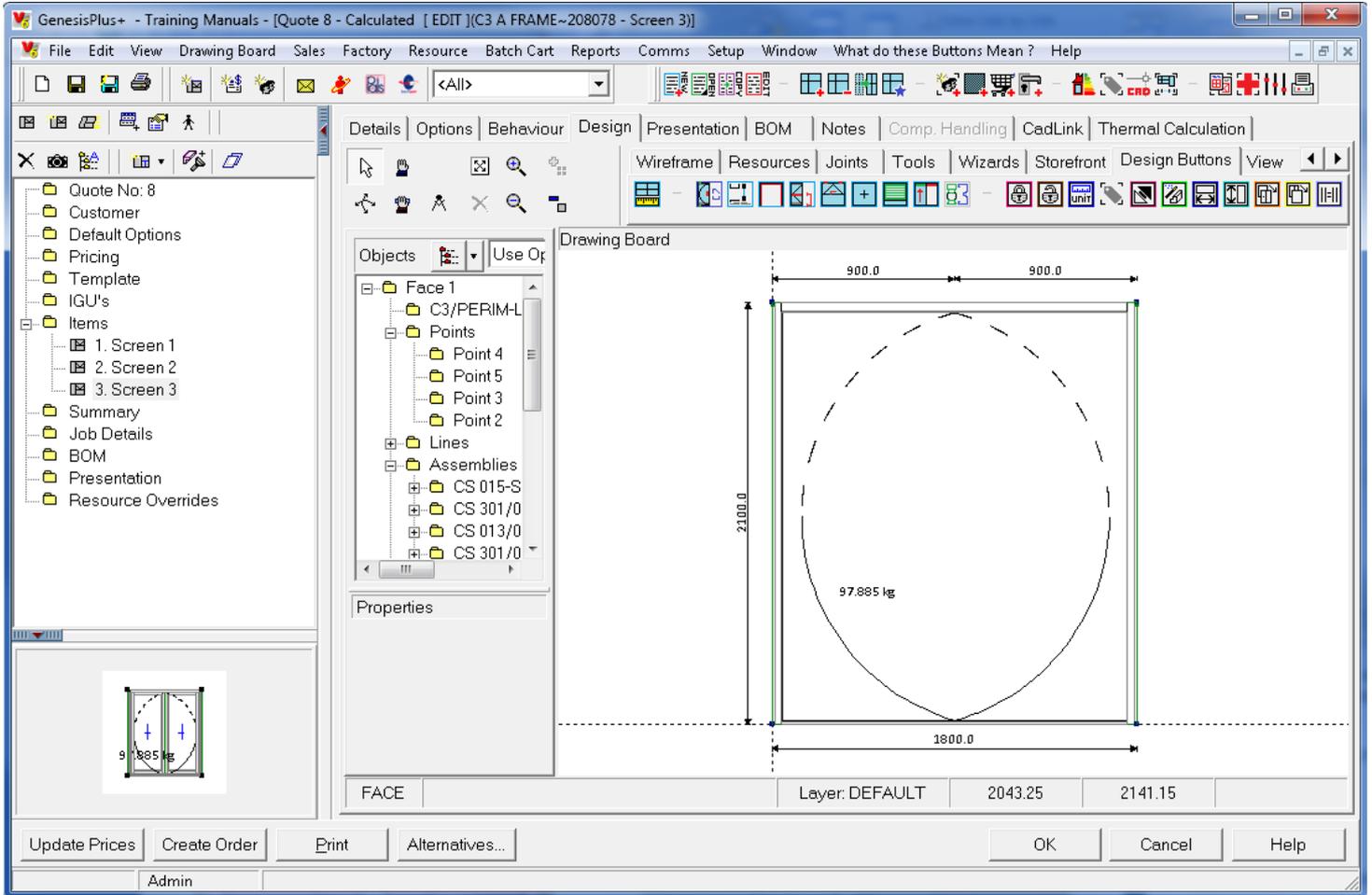
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE 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

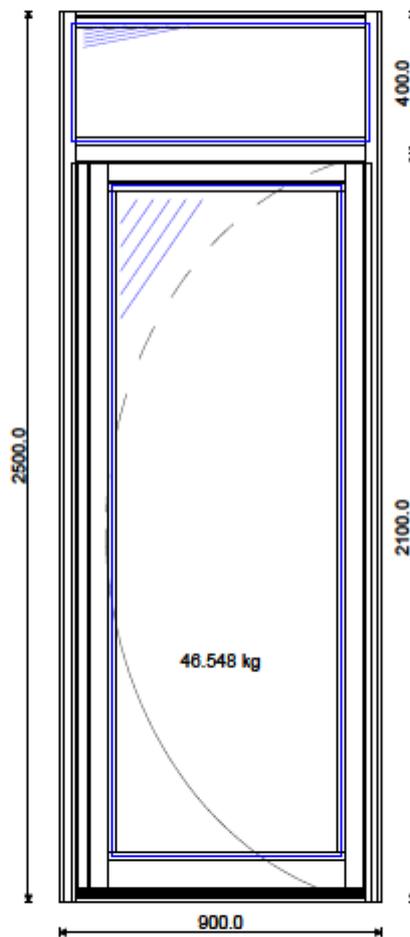
ELEVATION PORTRAIT

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

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**

Please Select a New Ground Floor Facade or Curtain Wall Frame to Add to this quote - Genesis Plus R18 - 2018

C9Pi Ladderframe (78, 100, 120mm)

Groundfloor And Shopfronts

C6EFT 50mm Curtain Wall

C6EFT 60mm Curtain Wall

C6Stick or Ladder Curtain Wall

Alu-Timber Curtain Wall

Miscellaneous

- Comar 9 100mm Box Inside (Loose Beaded)
- Comar 9 100mm Box Inside (Fixed Beaded)
- Comar 9 120mm Box Inside (Loose Beaded)
- Comar 9 120mm Box Inside (Fixed Beaded)
- Comar 9 120mm Box Outside (Fixed Beaded)
- Comar 9 78mm Ladder No Box

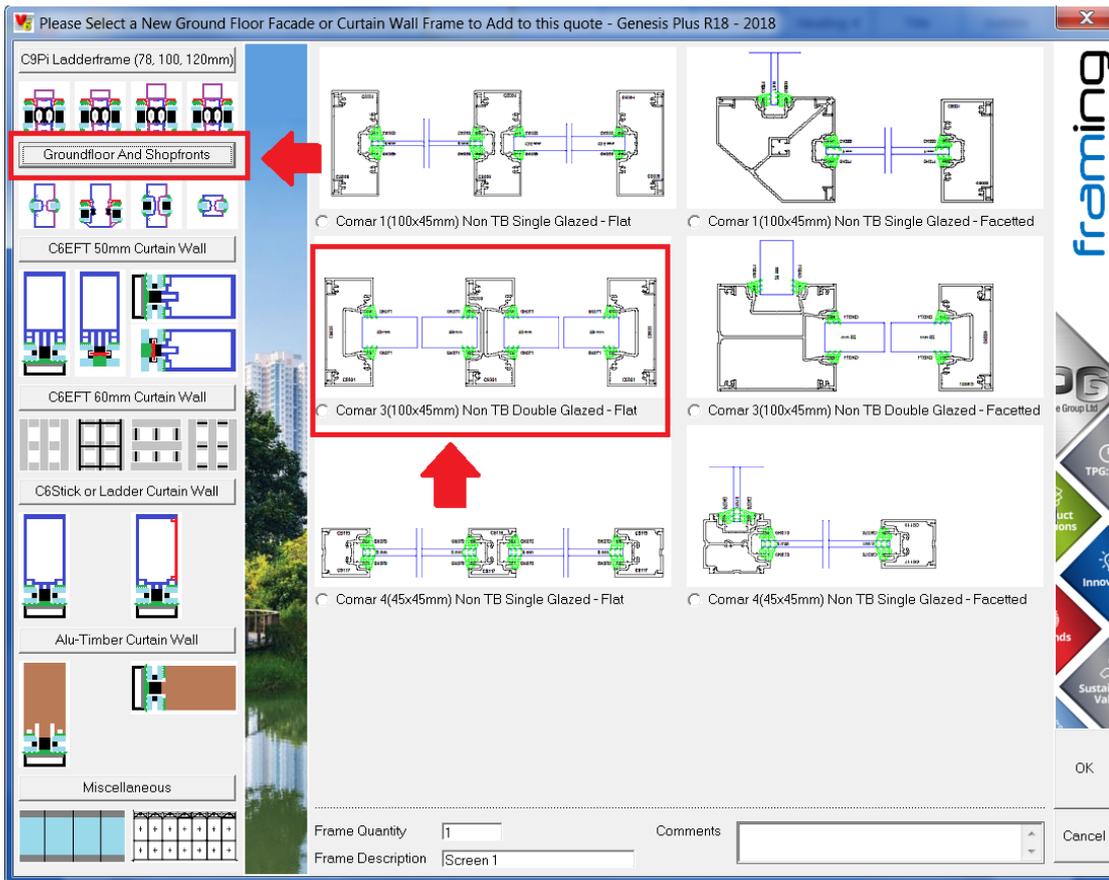
Frame Quantity: 1

Frame Description: Screen 1

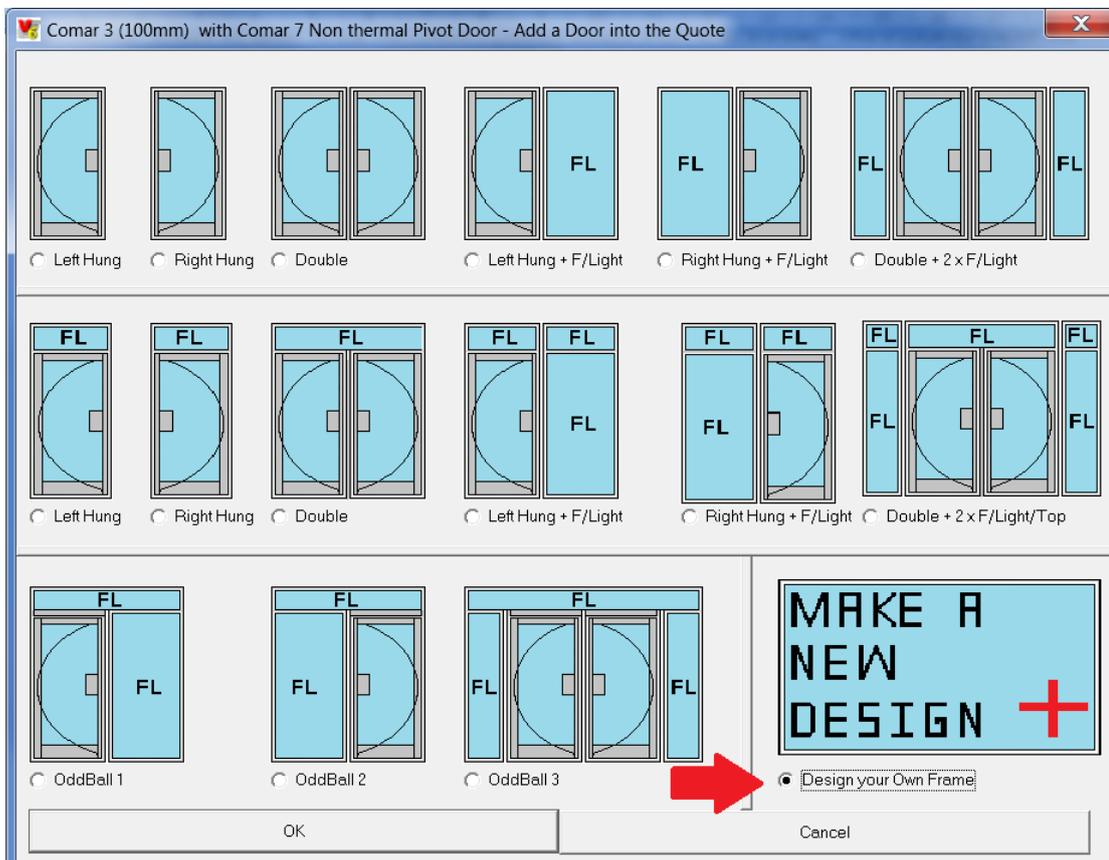
Comments: [Empty]

OK Cancel

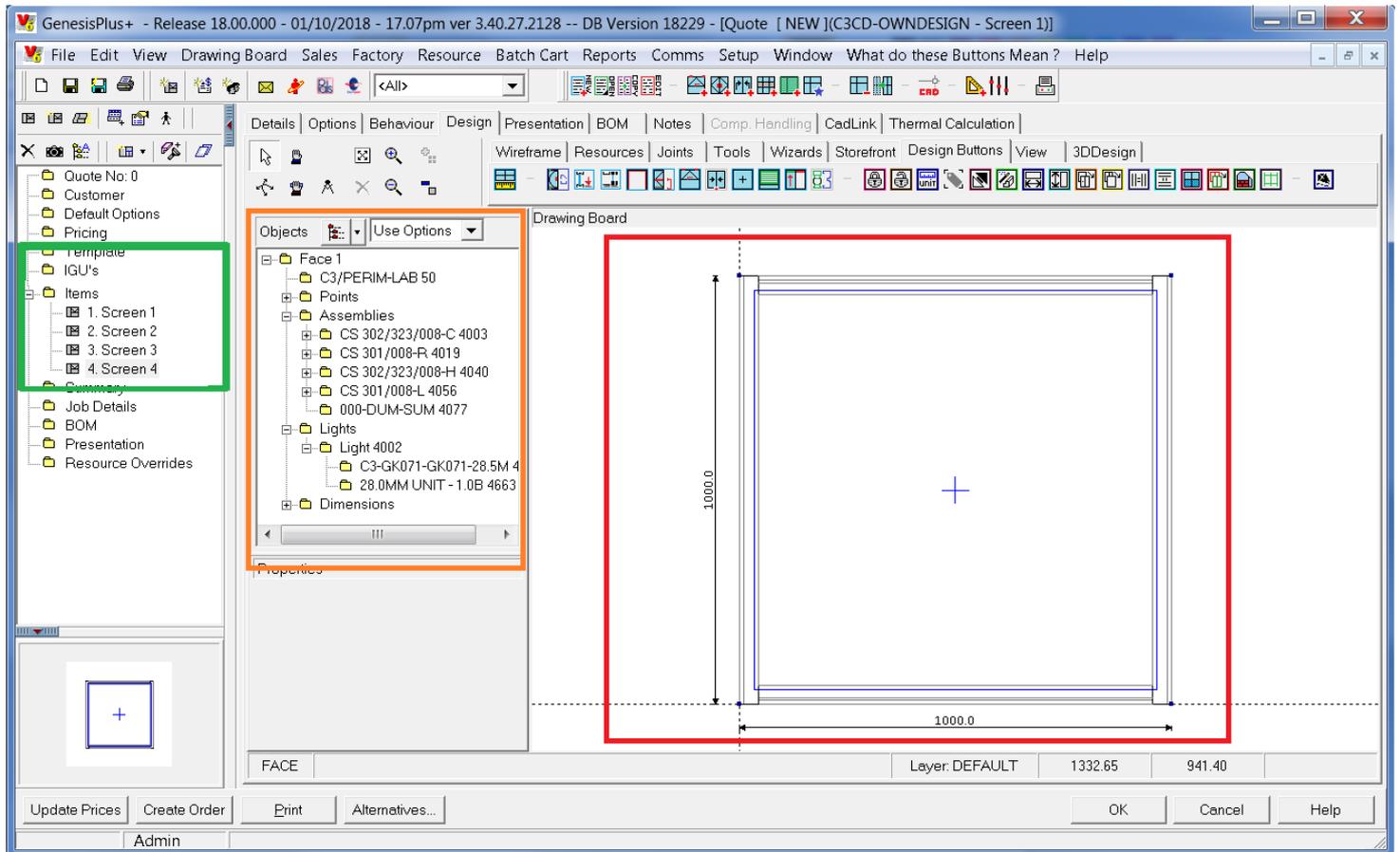
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



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

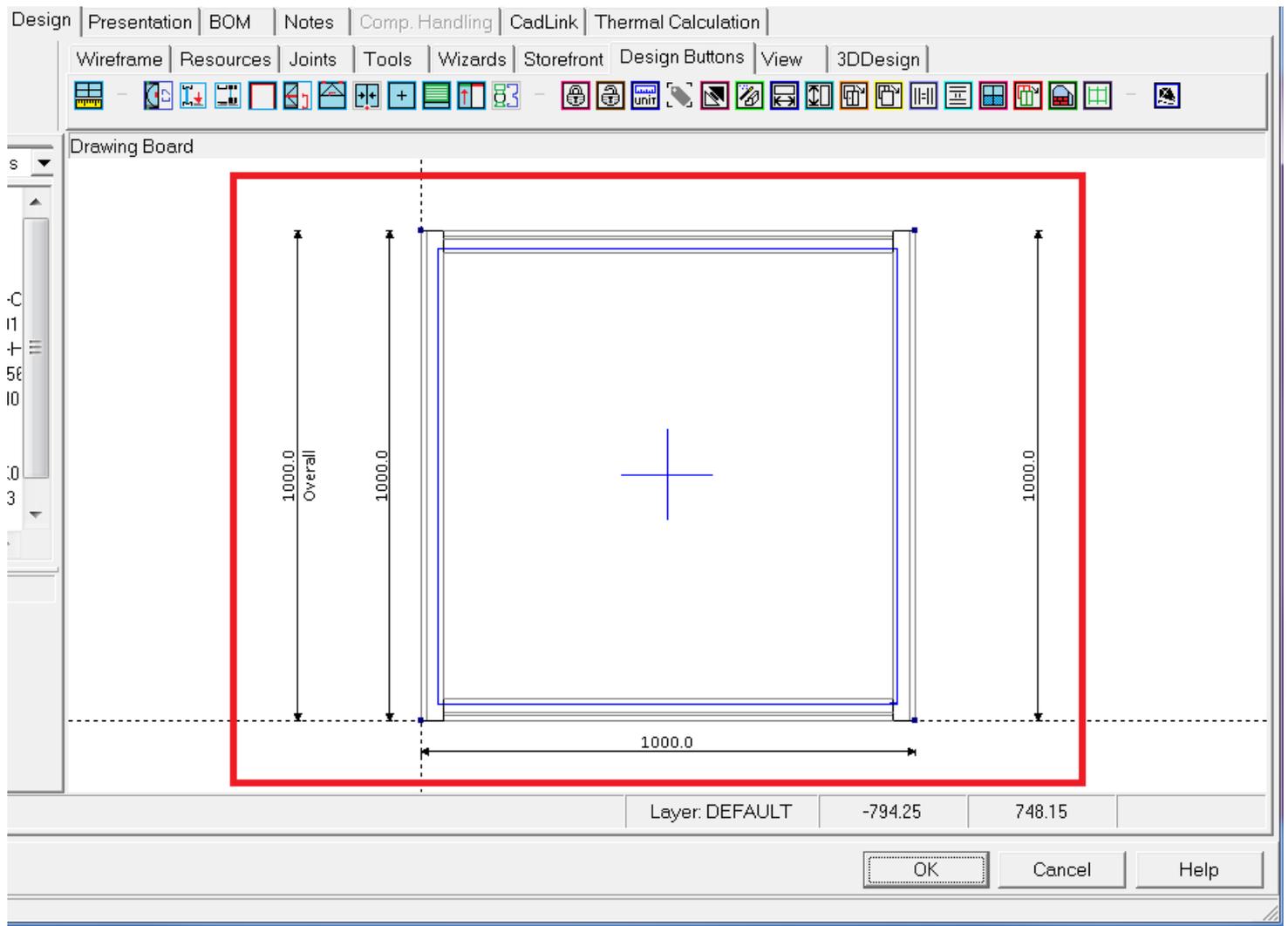
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

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**

The screenshot shows a dialog box titled "Redesign the Comar 3 frame ?" with the following fields and options:

- Frame Width: 1000
- Frame Height: 1000
- Lightcode: 1
- Columns: 1 x Rows: 1
- Frame Quantity: 1
- Frame Description: New Frame
- 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: (empty text area)
- Head Profile: CS 302 - IYY - 8.6 (labeled lyy Req - 1.04)
- Cill Profile: CS 302 - IYY - 8.6 (labeled lyy Req - 1.04)
- Left Profile: CS 301 - IXX - 85.9 (labeled lxx Req - 0)
- Right Profile: CS 301 - IXX - 85.9 (labeled lxx Req - 0)
- Transom Profile: CS 302 - IYY - 8.6 (labeled lyy Req - 1.04)
- Mullion Profile: CS 301/309 - IXX - 85.9 (labeled lxx Req - 0)
- Save Chosen Frame Defaults

On the right side, there are three preview images of the frame profile. At the bottom right, there are "Create" and "Cancel" buttons.

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 ?

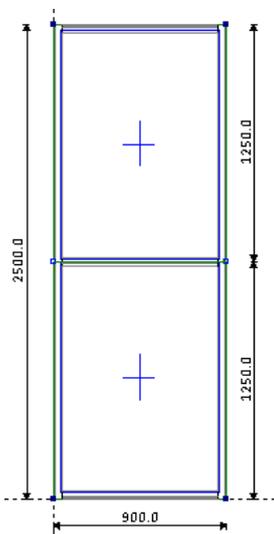
Frame Width	Frame Height	Backplate Required	Head Profile	l <sub>yy</sub> Req -	1.04
900	2500	Yes	CS 302 - IYY - 8.6		
Lightcode			Cill Profile	l <sub>yy</sub> Req -	1.04
2			CS 302 - IYY - 8.6		
Columns	Rows	Sub Cill Type	Left Profile	l <sub>xx</sub> Req -	0
1	2	None	CS 301 - IXX - 85.9		
Frame Quantity		Sub Cill Nosing	Right Profile	l <sub>xx</sub> Req -	0
1		None	CS 301 - IXX - 85.9		
Frame Description		Item Comments	Transom Profile	l <sub>yy</sub> Req -	1.04
Screen 4			CS 302 - IYY - 8.6		
Frame Finish			Mullion Profile	l <sub>xx</sub> Req -	0
[COL:COMAR:WHITE (WHITE)]			CS 301/309 - IXX - 85.9		
Glass					
[FIL:COMAR:6-16-6 FL]					

Save Chosen Frame Defaults

Create

Cancel

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: Dimension 2580 Locked

Dimension Distance: 2100 ...

Distance = 2100.00 mm

Member to adjust:  Top  Bottom

Dimension Scheme: \*CUSTOM\*

Top reference object: \*WIREFRAME\*

Bottom reference object: \*WIREFRAME\*

Text Placement: Above

Display

Place Dimension On:  Left of face  Right of face

Constrain Dimension

None

Fixed

Minimum: 0.00 Maximum: 0.00

Specify

Formula: ...

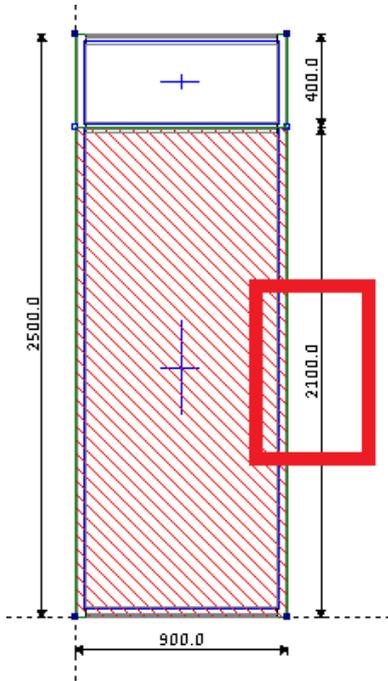
Failure Message:

Extension Line

User Defined Length: 0.00

OK Cancel Help

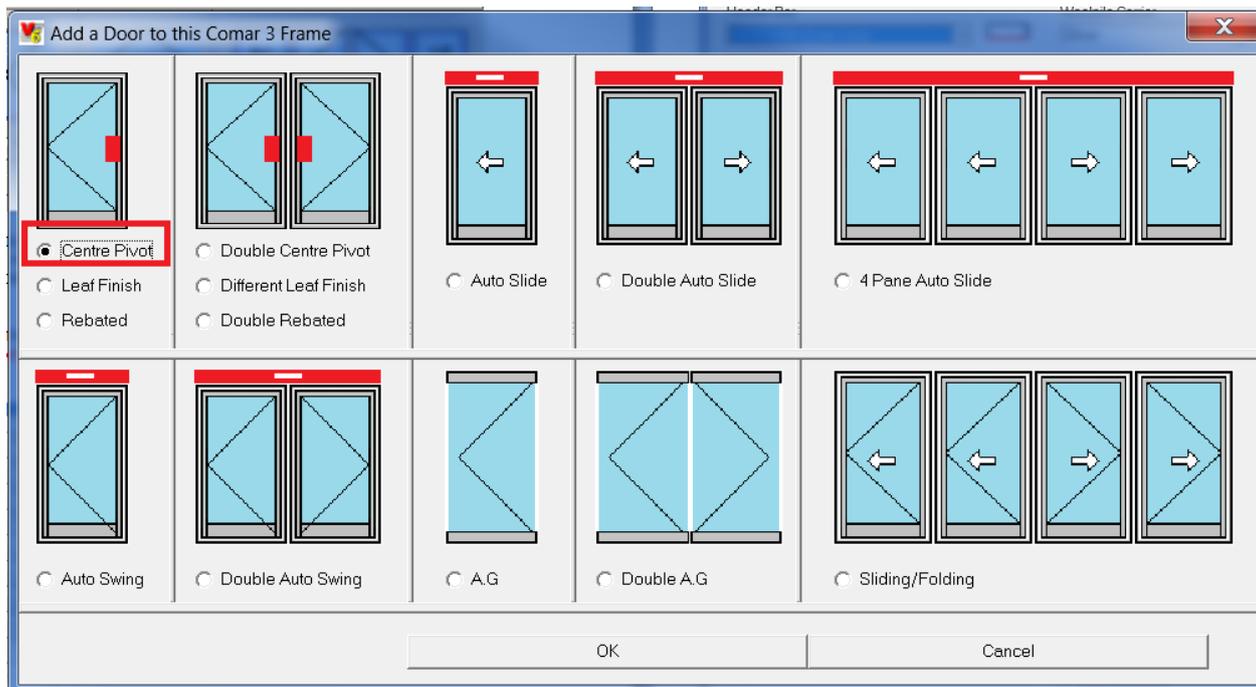
THE TRANSOM HEIGHT HAS NOW CHANGED.



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.



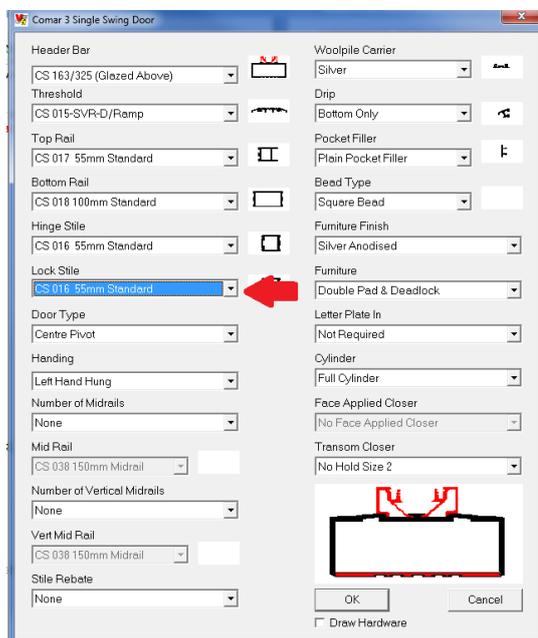
CLICK ONTO THE SINGLE "Centre Pivot" OPTION AND CLICK OK



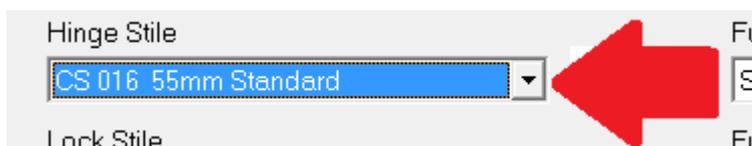
THE BELOW BOX WILL NOW APPEAR AND AS WITH MOST OTHER SCREENS IN GENESIS THE DEFAULT THAT COMES UP WILL NORMALLY BE THE STANDARD OPTION. IF YOU CLICK OK AT THIS POINT A DOOR WILL BE ADDED WITH A CLOSER, LOCKS, PAD HANDLES ETC. SO IT WILL PRICE THE DOOR SHOWN. THERE IS A LOT OF INFORMATION AND OPTIONS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

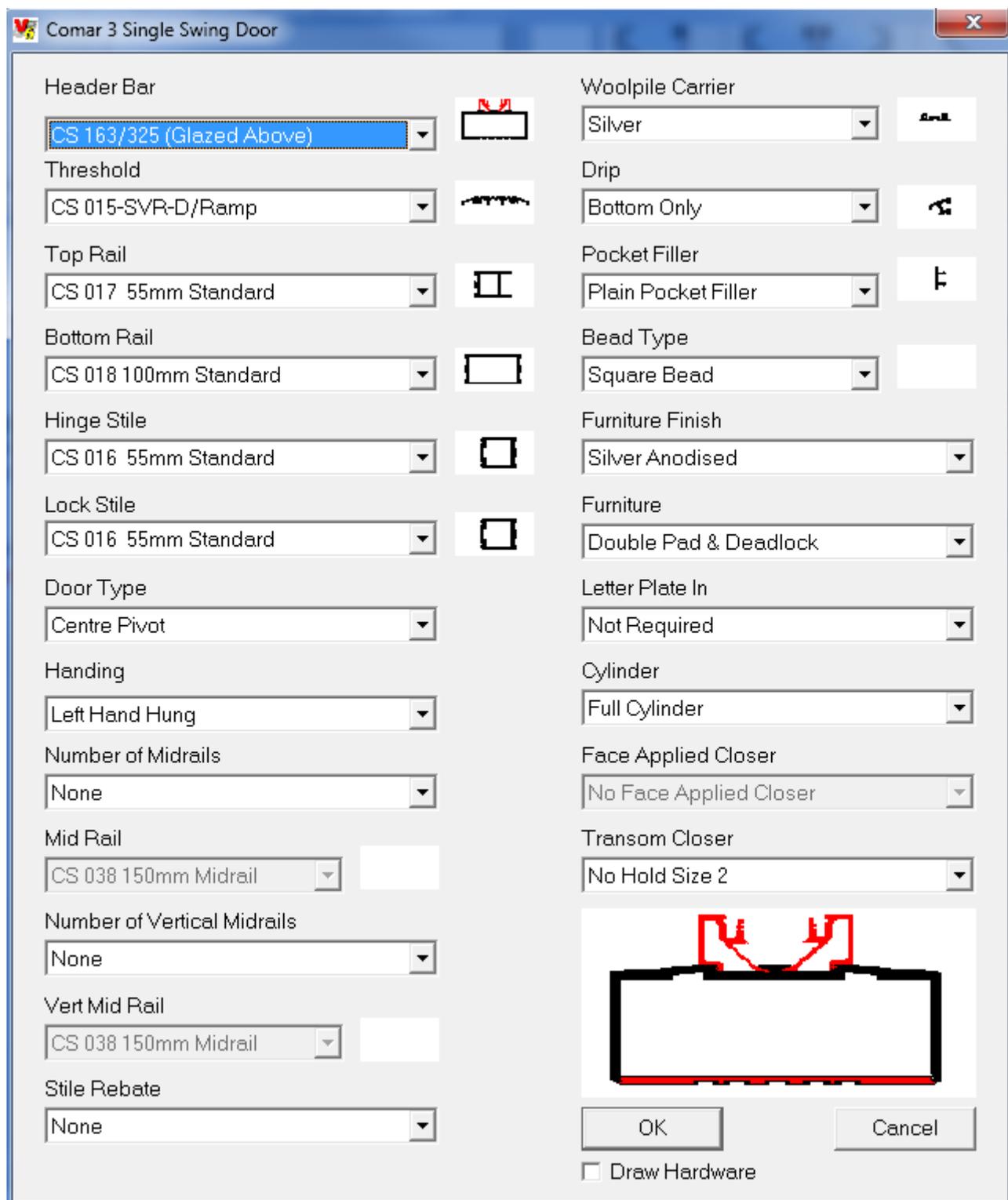


IN THE MENU WE NEED TO CHANGE THE "Hinge Stile" to "CS 016 55mm Standard". CLICK ONTO THE DROP DOWN ARROW AND CHANGE THE OPTION.



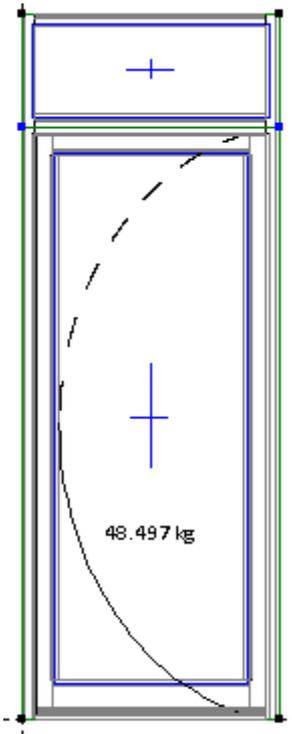
ONCE YOU HAVE READ THROUGH THE SCREEN AND ARE HAPPY WITH YOUR SELECTION PLEASE CLICK OK AT THE BOTTOM TO ADD THE DOOR.

**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)**

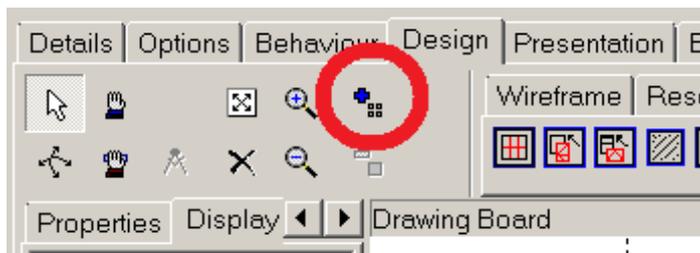
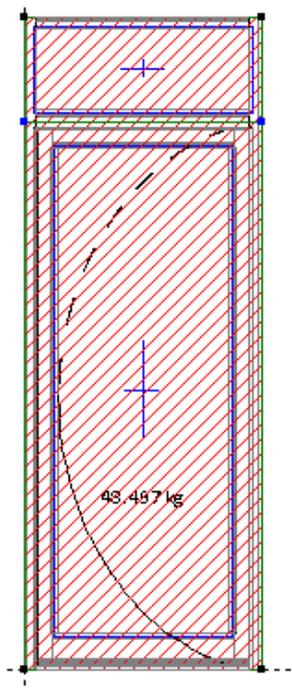


AS YOU DIDNT CHOOSE A MIDRAIL, THERE WILL BE NO BOX APPEAR THIS TIME ASKING FOR THE HEIGHT OF THE MIDRAIL.

THIS WILL NOW SHOW YOU THE NEW DESIGN.



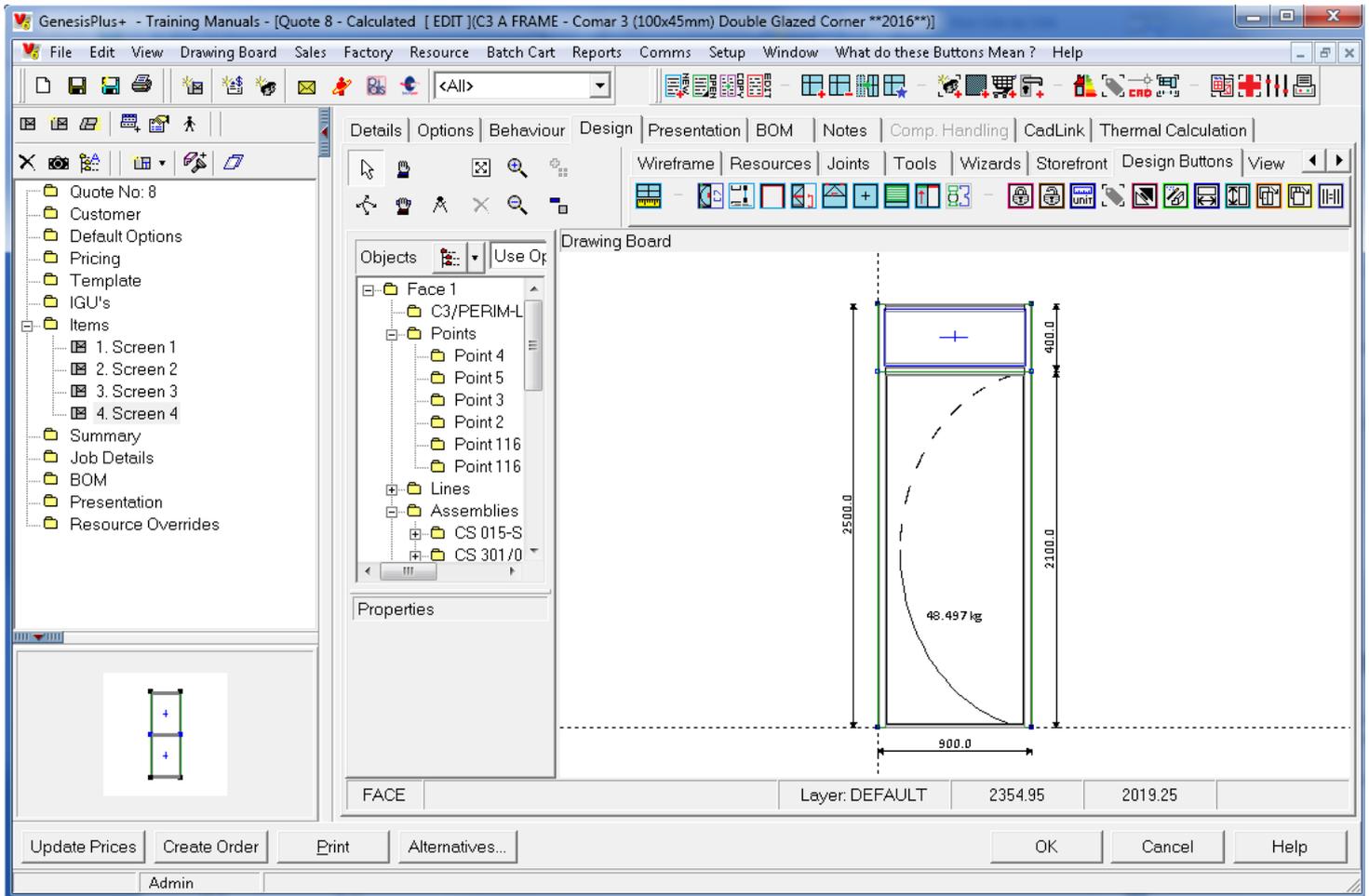
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE 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:

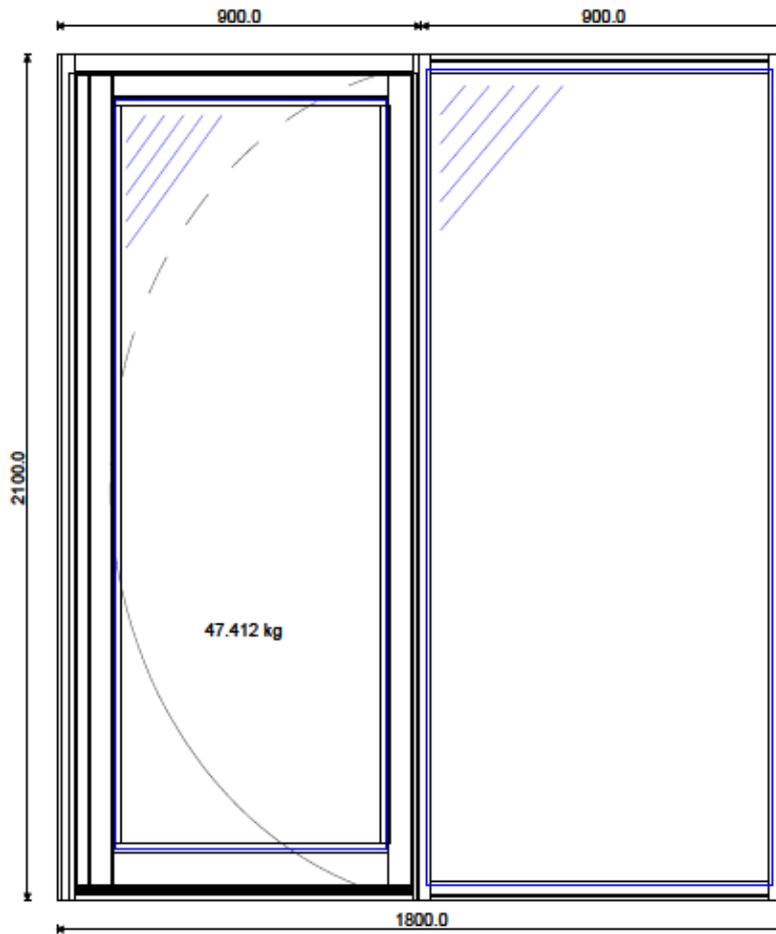
Finish: [COL:COMAR:POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



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

Quantity: 4

## 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**

Please Select a New Ground Floor Facade or Curtain Wall Frame to Add to this quote - Genesis Plus R18 - 2018

C9Pi Ladderframe (78, 100, 120mm)

Groundfloor And Shopfronts

C6EFT 50mm Curtain Wall

C6EFT 60mm Curtain Wall

C6Stick or Ladder Curtain Wall

Alu-Timber Curtain Wall

Miscellaneous

- Comar 9 100mm Box Inside (Loose Beaded)
- Comar 9 100mm Box Inside (Fixed Beaded)
- Comar 9 120mm Box Inside (Loose Beaded)
- Comar 9 120mm Box Inside (Fixed Beaded)
- Comar 9 120mm Box Outside (Fixed Beaded)
- Comar 9 78mm Ladder No Box

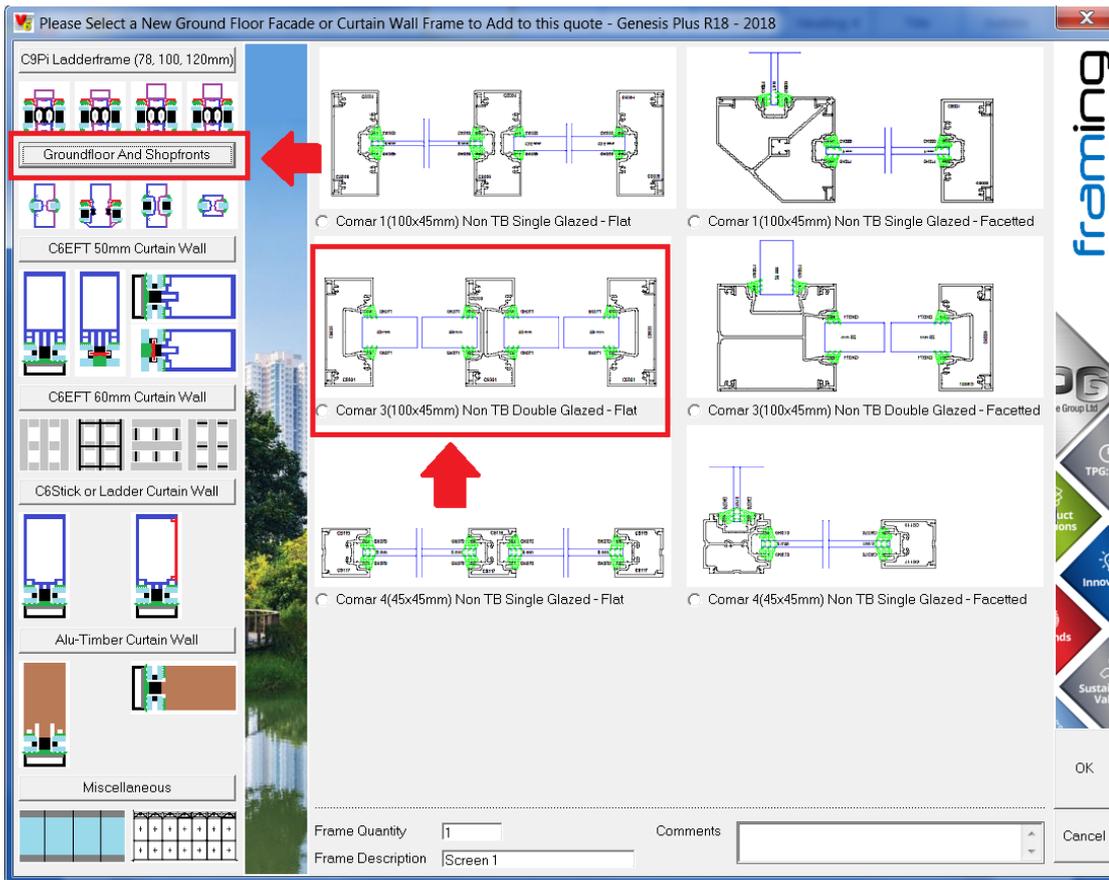
Frame Quantity: 1

Frame Description: Screen 1

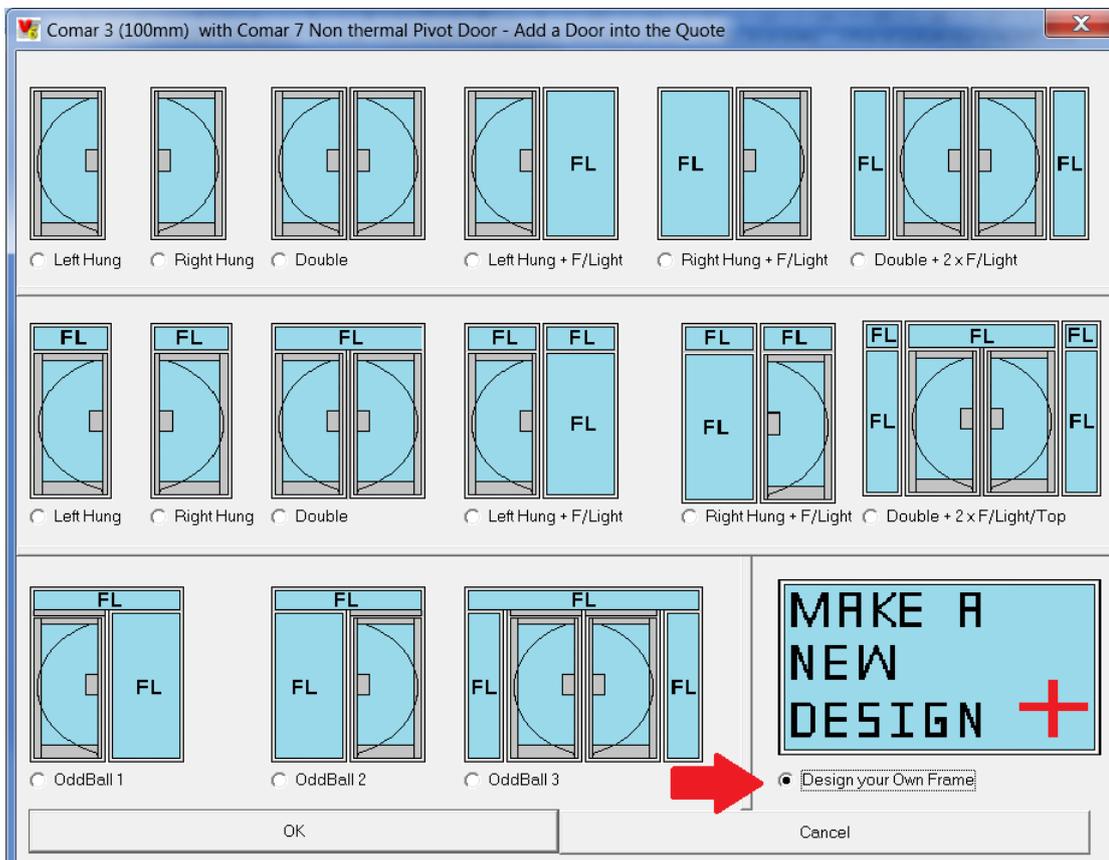
Comments:

OK Cancel

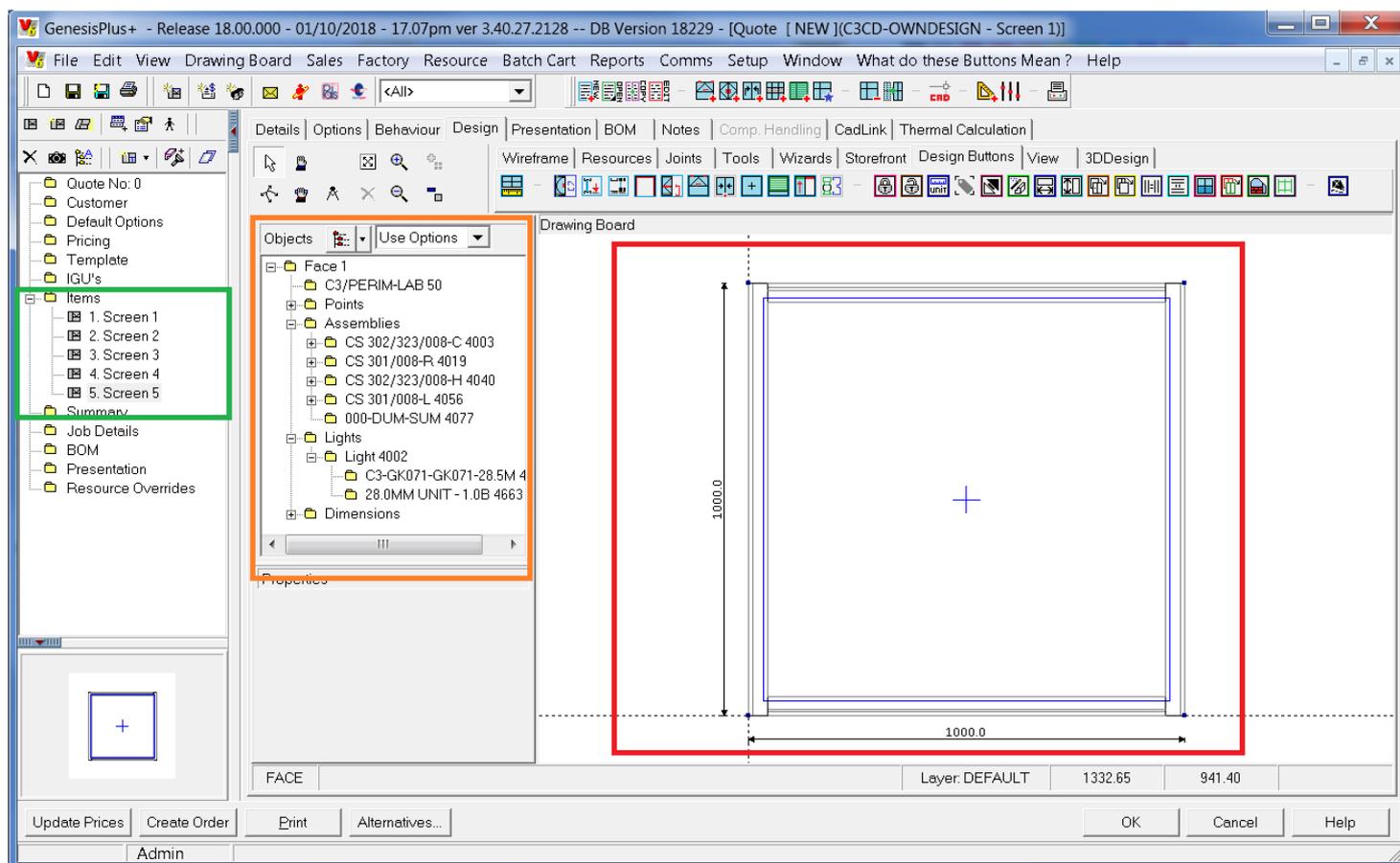
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



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

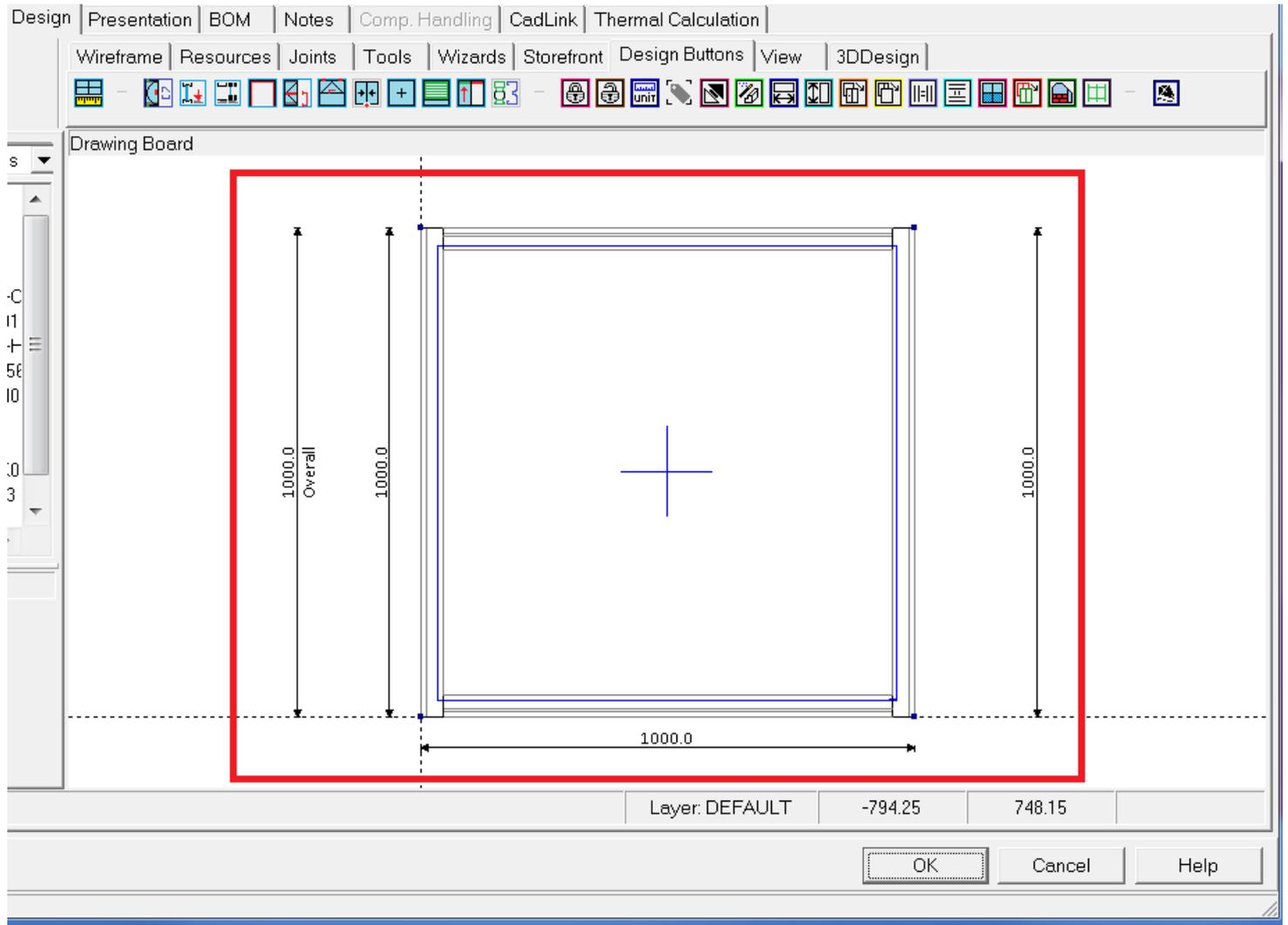
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

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

Three cross-section diagrams of frame profiles are shown on the right side of the window.

Buttons: 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 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 ?

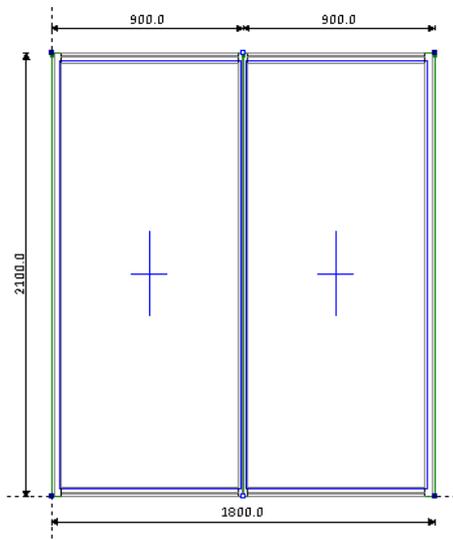
Frame Width	Frame Height	Backplate Required	Head Profile	Iyy Req -	1.04
1800	2100	Yes	CS 302 - IYY - 8.6		
Lightcode			Cill Profile	Iyy Req -	1.04
11			CS 302 - IYY - 8.6		
Columns	Rows	Sub Cill Type	Left Profile	Ixx Req -	0
2	1	None	CS 301 - IXX - 85.9		
Frame Quantity		Sub Cill Nosing	Right Profile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

Save Chosen Frame Defaults

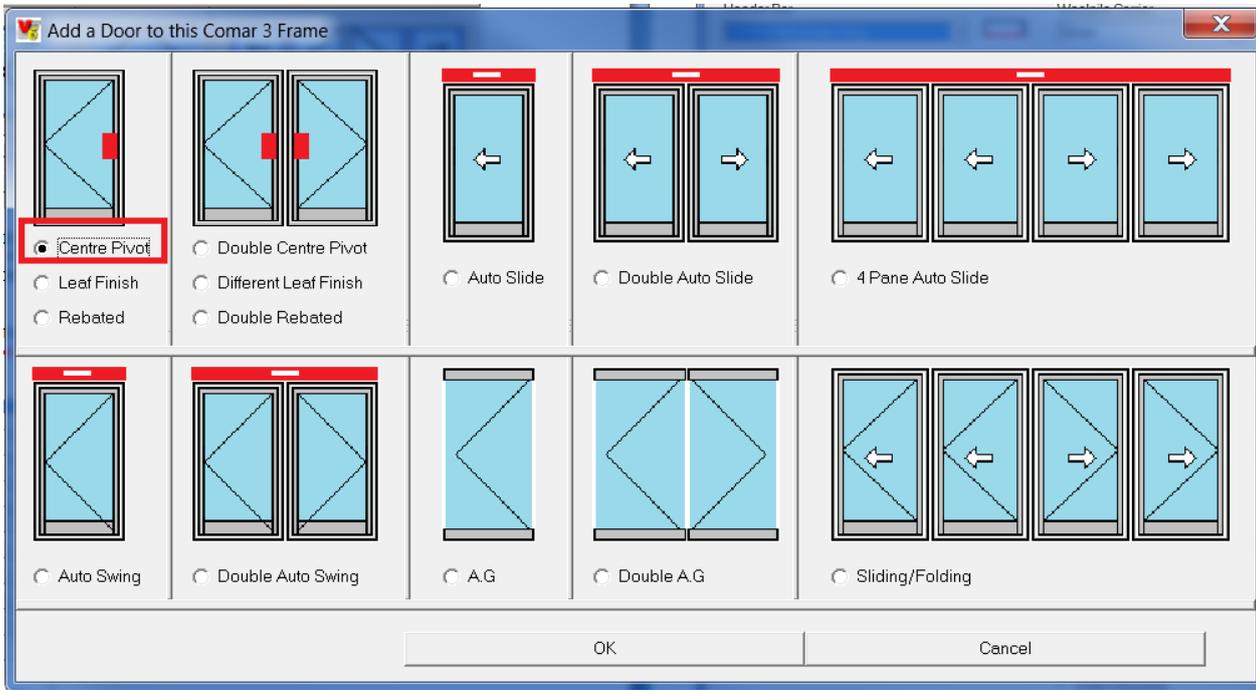
Create

Cancel

THE SCREEN HAS NOW BEEN REDESIGNED.

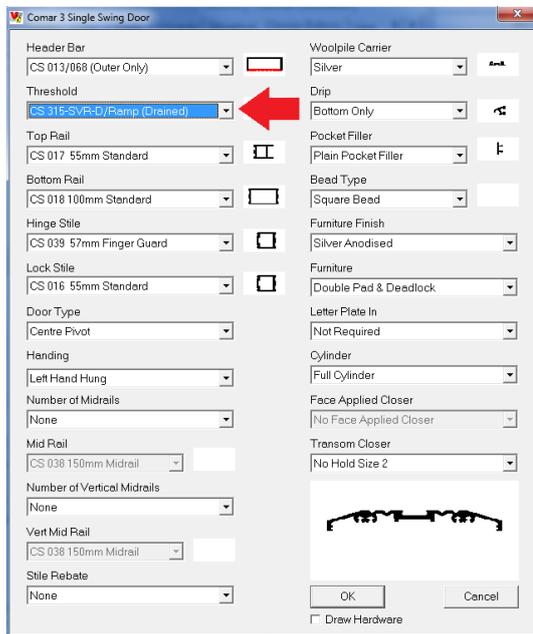


CLICK ONTO THE SINGLE “Centre Pivot” OPTION AND CLICK OK.



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)

Threshold: CS 315-SVR-D/Ramp (Drained)

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: None

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

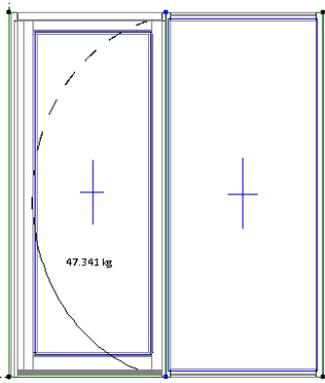
Transom Closer: No Hold Size 2

OK Cancel

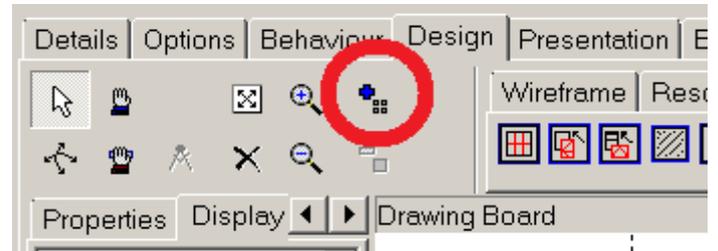
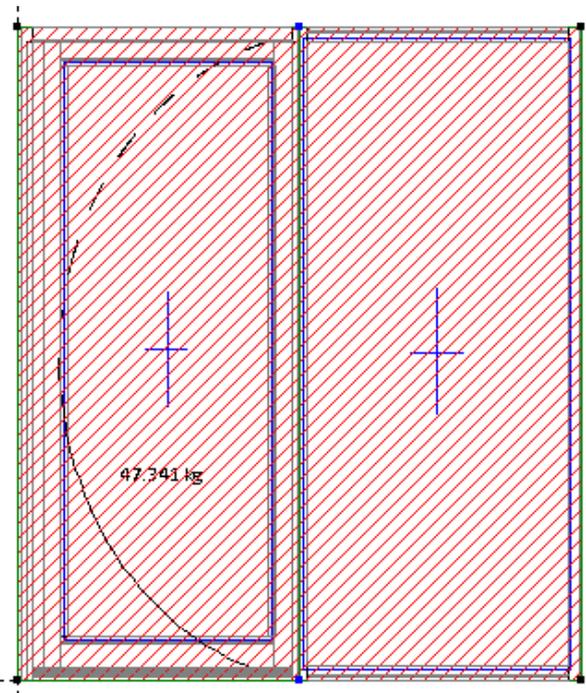
Draw Hardware

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



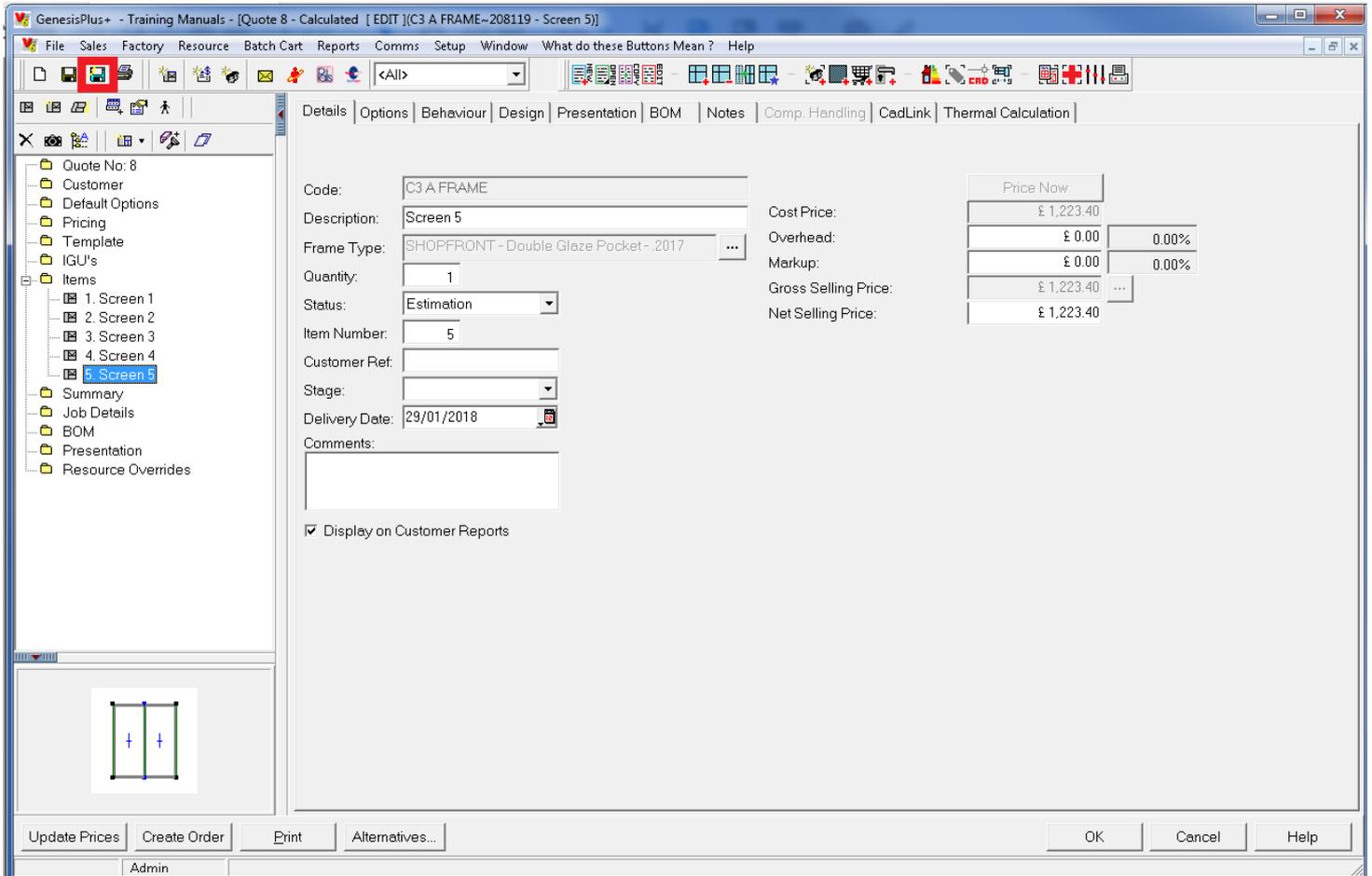
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE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



FOR A STANDARD FIXED LIGHT WITH 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.



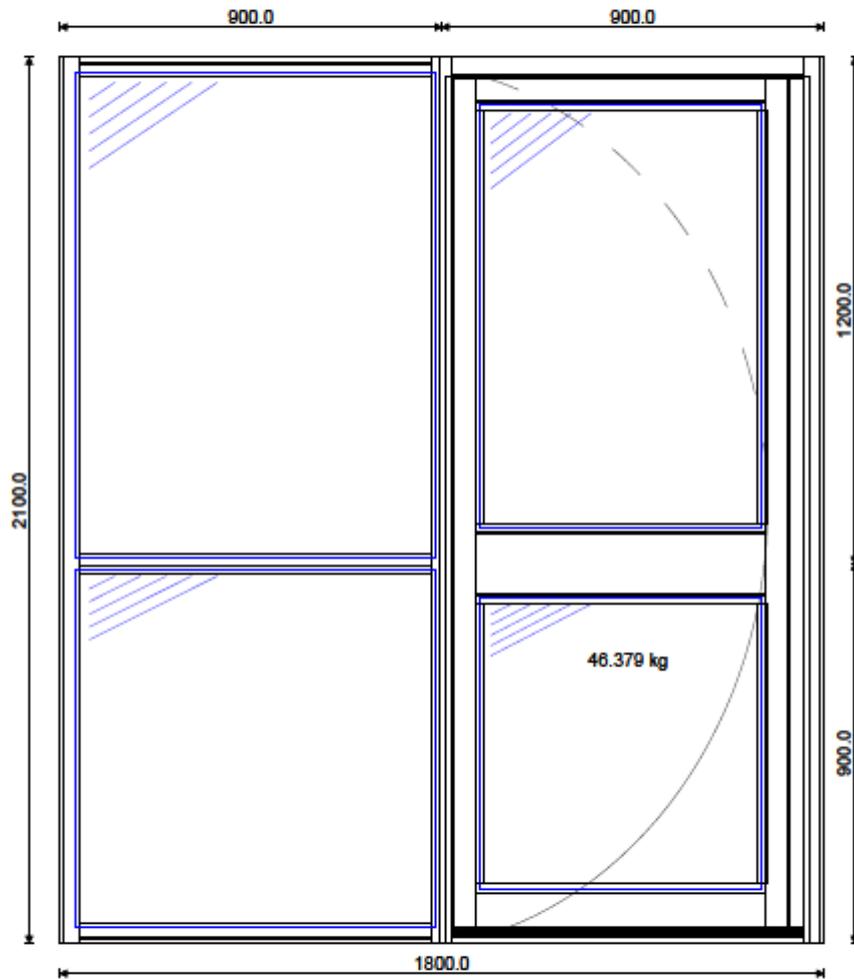
**EDIT A QUOTE.** THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



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**

Please Select a New Ground Floor Facade or Curtain Wall Frame to Add to this quote - Genesis Plus R18 - 2018

C9Pi Ladderframe (78, 100, 120mm)

Groundfloor And Shopfronts

C6EFT 50mm Curtain Wall

C6EFT 60mm Curtain Wall

C6Stick or Ladder Curtain Wall

Alu-Timber Curtain Wall

Miscellaneous

- Comar 9 100mm Box Inside (Loose Beaded)
- Comar 9 100mm Box Inside (Fixed Beaded)
- Comar 9 120mm Box Inside (Loose Beaded)
- Comar 9 120mm Box Inside (Fixed Beaded)
- Comar 9 120mm Box Outside (Fixed Beaded)
- Comar 9 78mm Ladder No Box

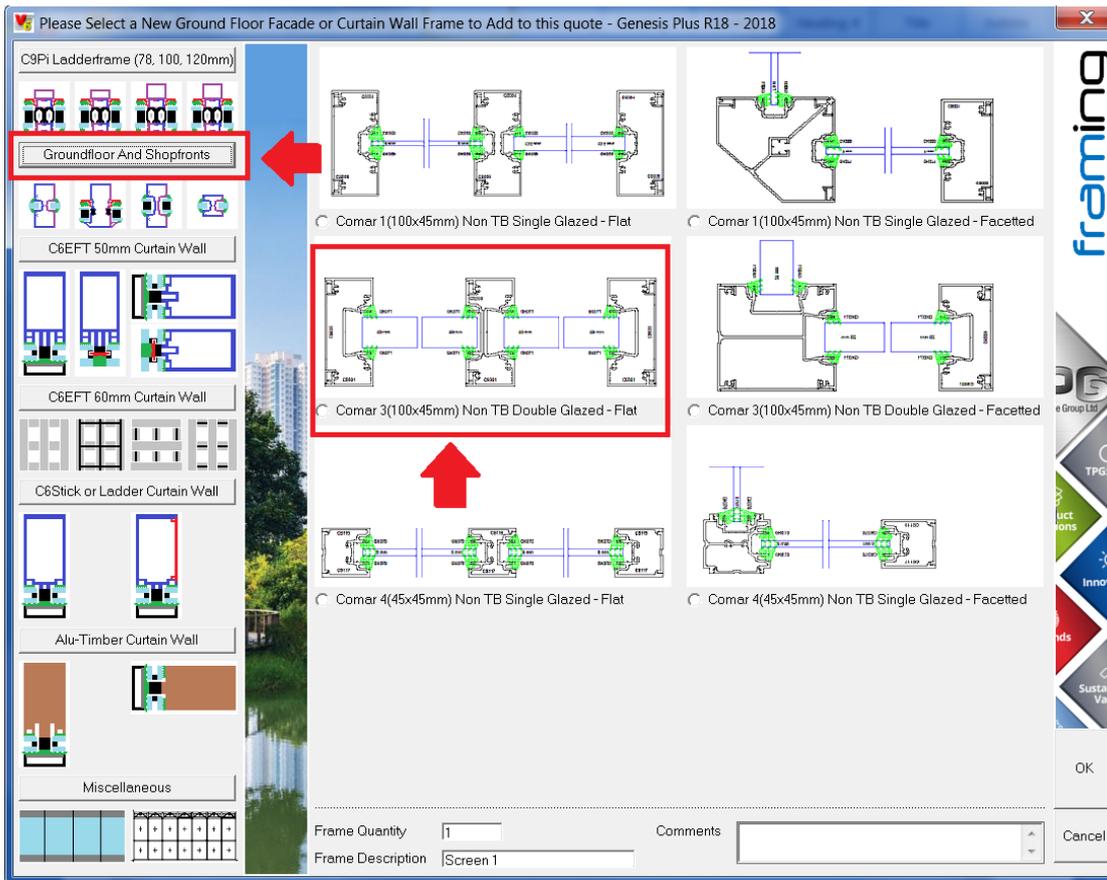
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Frame Description: Screen 1

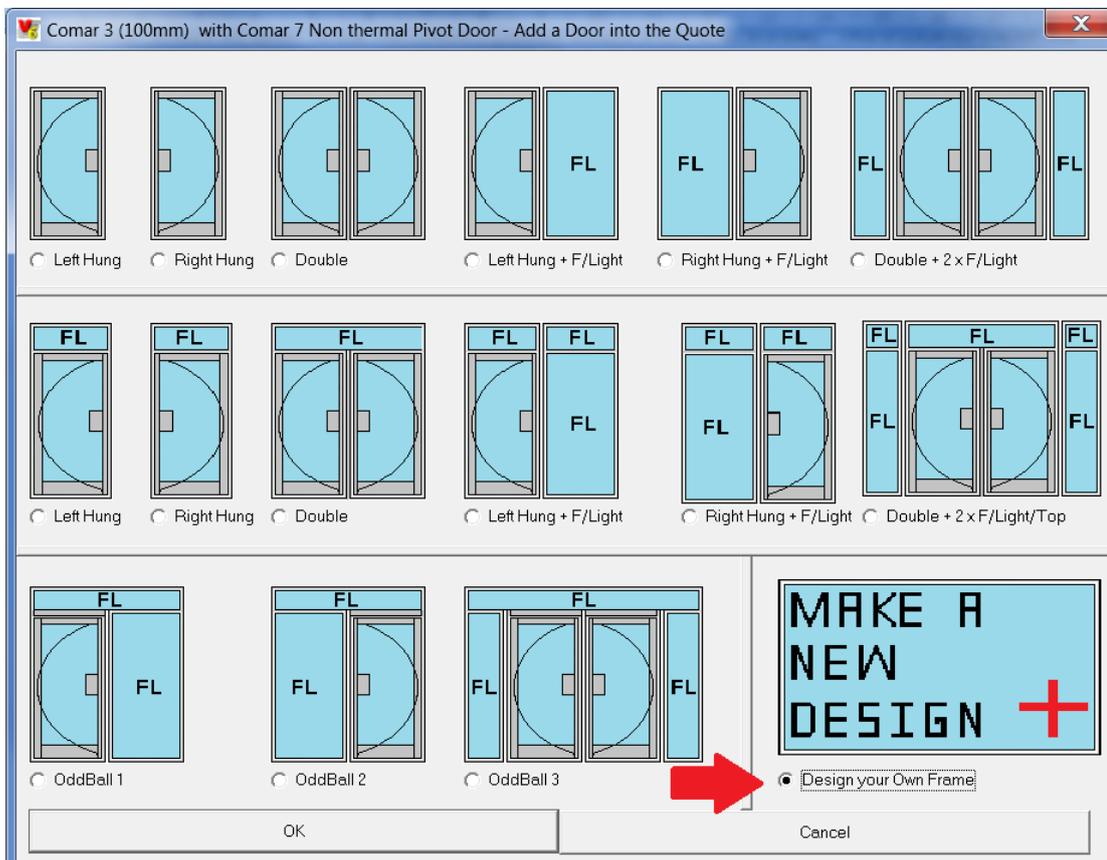
Comments:

OK Cancel

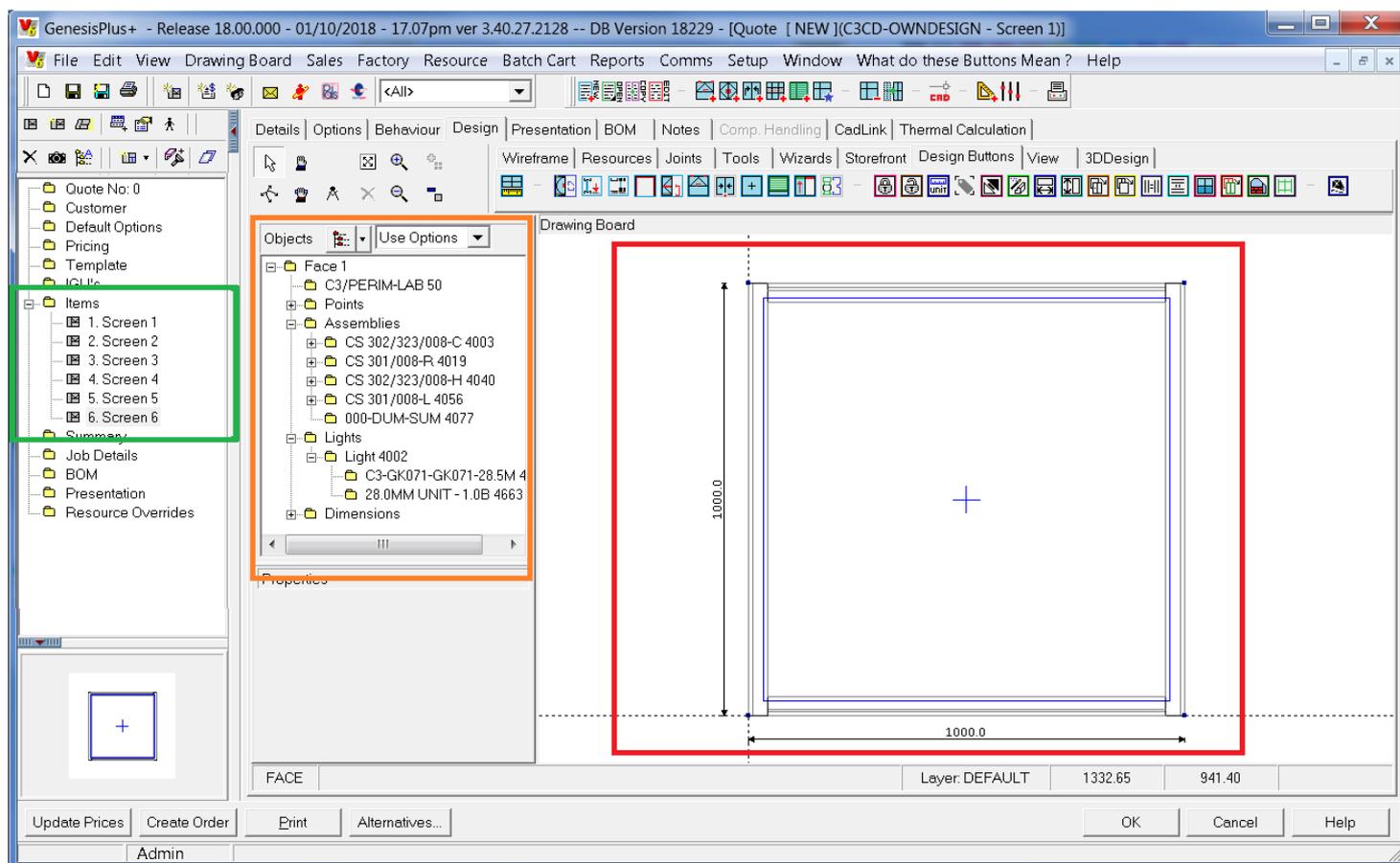
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



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

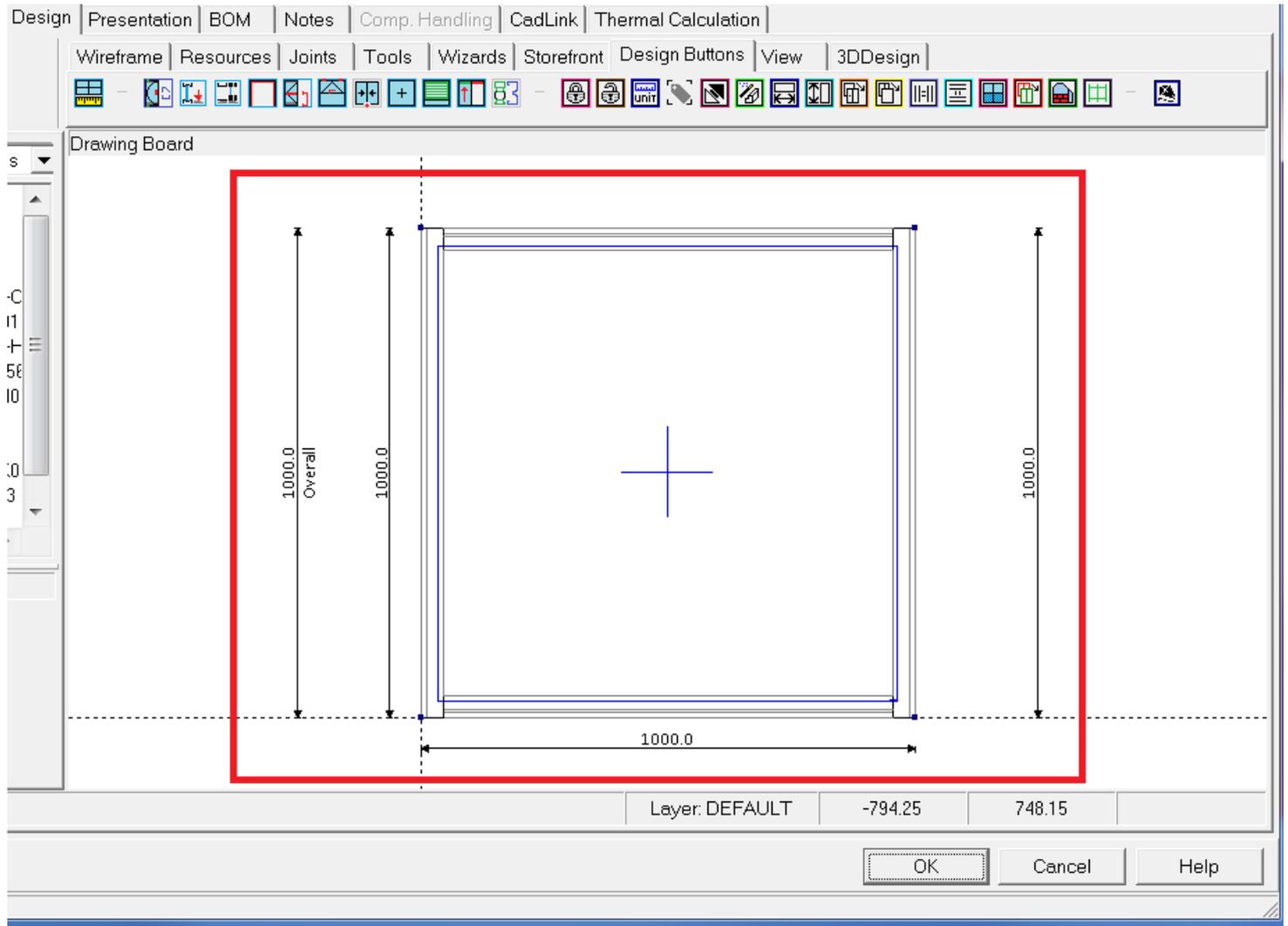
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THE ORANGE RECTANGLE INDICATES THE OBJECTS BOX, THIS LISTS ALL THE ASSEMBLIES YOU HAVE USED AS WELL AS GLASS AND DOORS.

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

Three preview windows on the right show cross-sections of the frame components: Head, Cill, and Mullion.

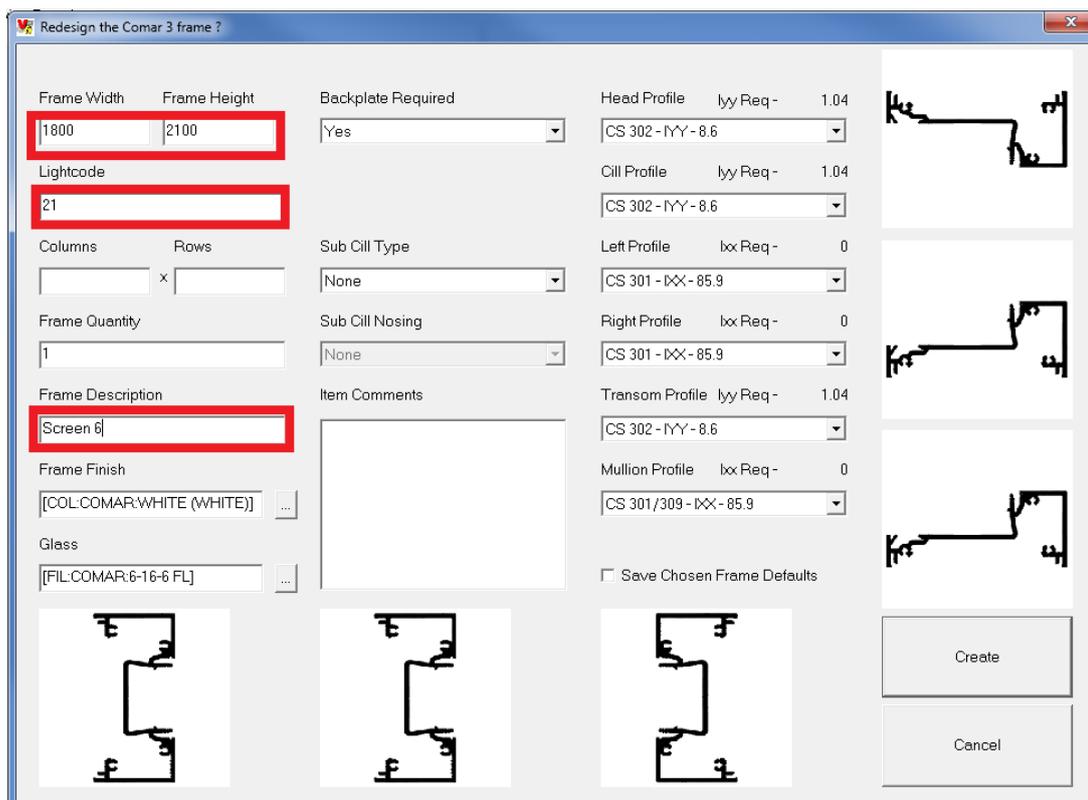
Buttons: Create, Cancel

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.

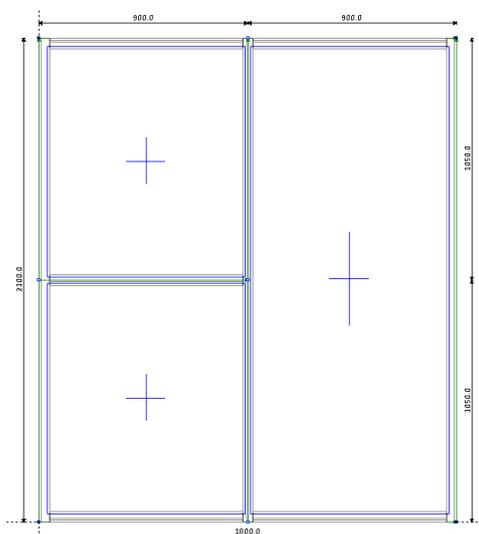
THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE

- 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 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.



THE SCREEN HAS NOW BEEN REDESIGNED.



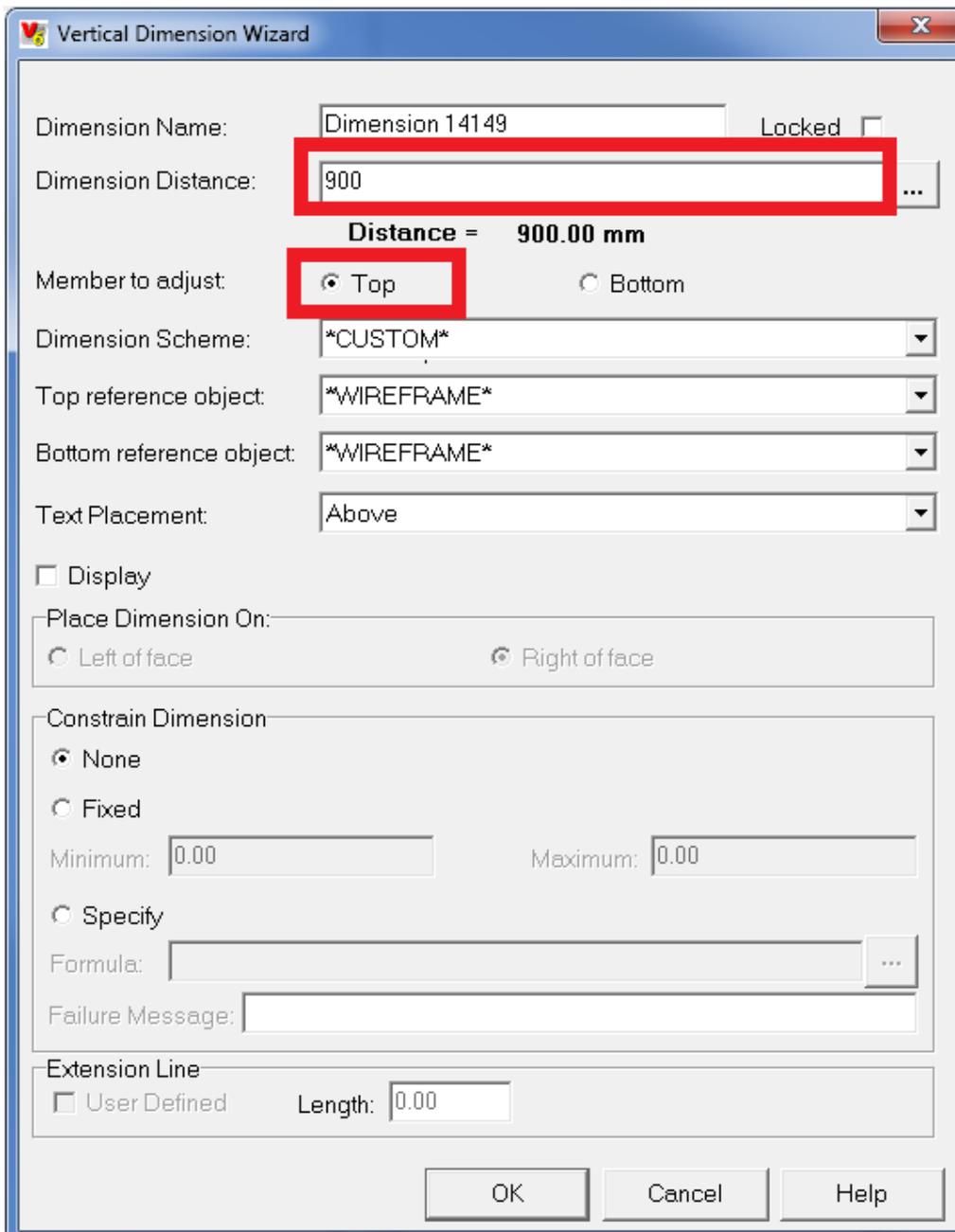
AS THIS SCREEN HAS A TRANSOM IN IT WE WANT TO MOVE THE HEIGHT SO THAT WHEN WE ADD THE DOOR THE TRANSOM WILL LINE UP WITH THE MIDRAIL. HIGHLIGHT THE BOTTOM LEFT HAND LIGHT AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.



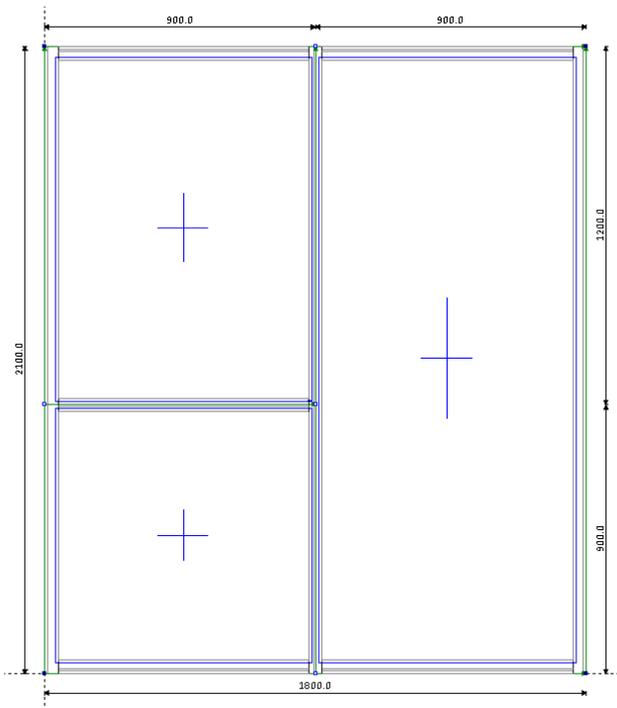
THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE ALOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

- 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.



THE TRANSOM HEIGHT HAS NOW CHANGED.

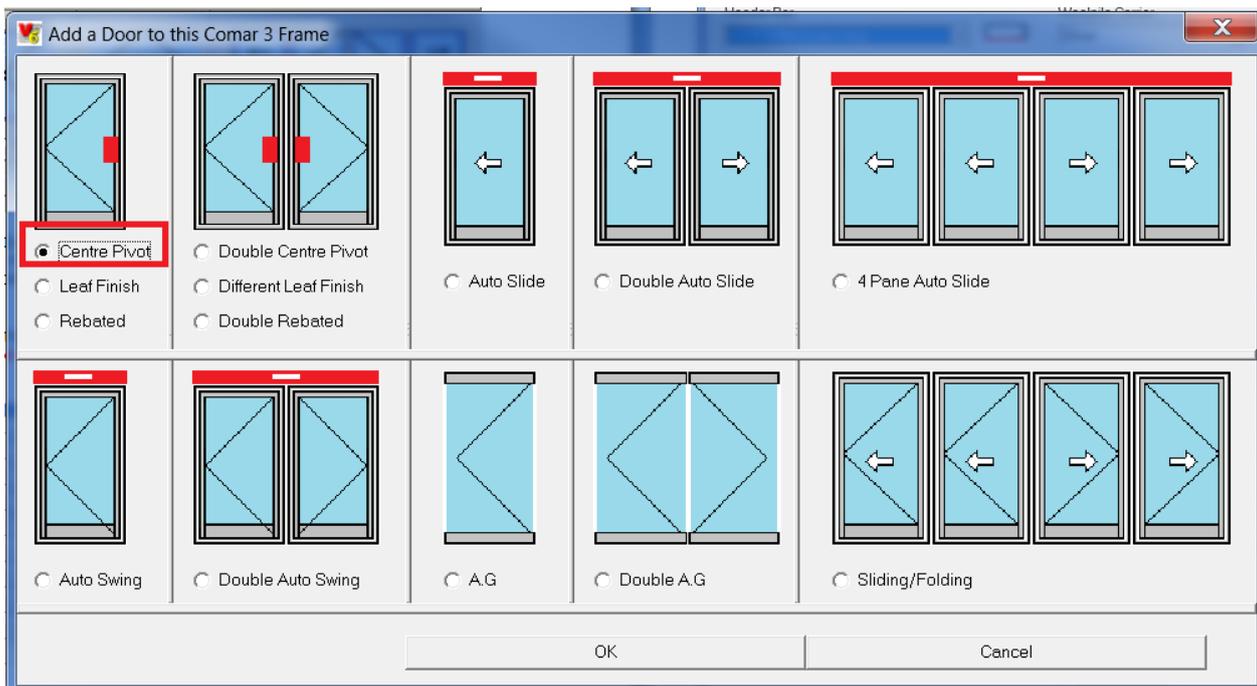


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

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.

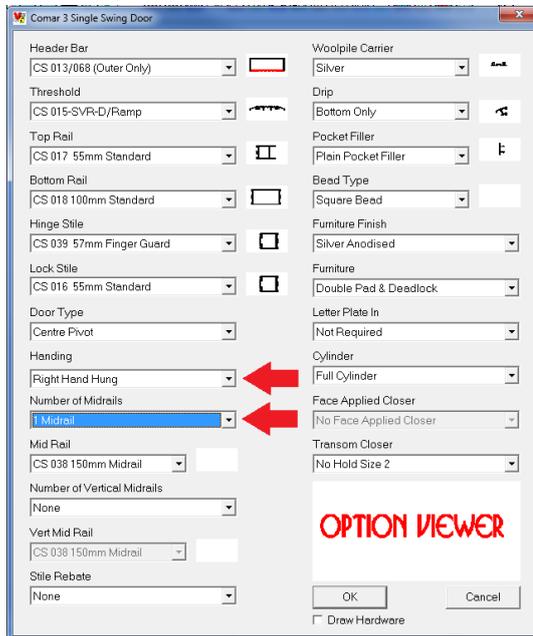


CLICK ONTO THE SINGLE "Centre Pivot" OPTION AND CLICK OK.

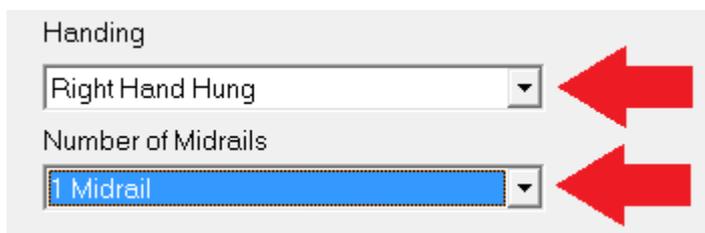


THE BELOW BOX WILL NOW APPEAR AND AS WITH MOST OTHER SCREENS IN GENESIS THE DEFAULT THAT COMES UP WILL NORMALLY BE THE STANDARD OPTION. IF YOU CLICK OK AT THIS POINT A DOOR WILL BE ADDED WITH A CLOSER, LOCKS, PAD HANDLES ETC SO IT WILL PRICE THE DOOR SHOWN. THERE IS ALOT OF INFORMATION AND OPTIONS CONTAINED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

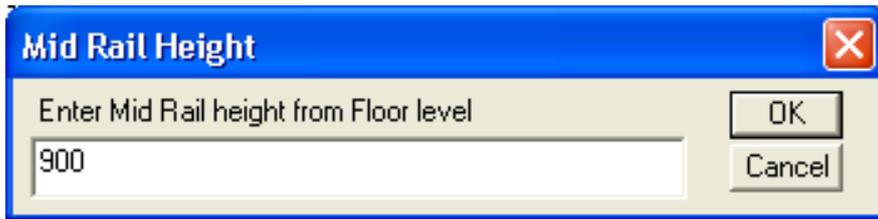
**ALTHOUGH THE SOFTWARE AUTOMATES THE HEADER BAR SELECTION PLEASE ALWAYS DOUBLE CHECK THAT IF YOU HAVE GLASS ABOVE THE DOOR THAT YOU CHOOSE A GLAZED ABOVE OPTION. IF YOU HAVE A DIRECT OUTERFRAME ABOVE THE DOOR THEN YOU CHOOSE OUTER ONLY. THIS IS VERY IMPORTANT AS IT NOT ONLY EFFECTS THE ORDER BUT ALSO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

**Comar 3 Single Swing Door**

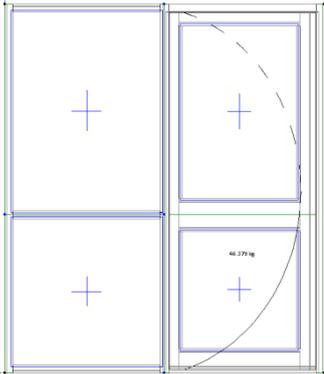
Header Bar CS 013/068 (Outer Only)		Woolpile Carrier Silver	
Threshold CS 015-SVR-D/Ramp		Drip Bottom Only	
Top Rail CS 017 55mm Standard		Pocket Filler Plain Pocket Filler	
Bottom Rail CS 018 100mm Standard		Bead Type Square Bead	
Hinge Stile CS 039 57mm Finger Guard		Furniture Finish Silver Anodised	
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

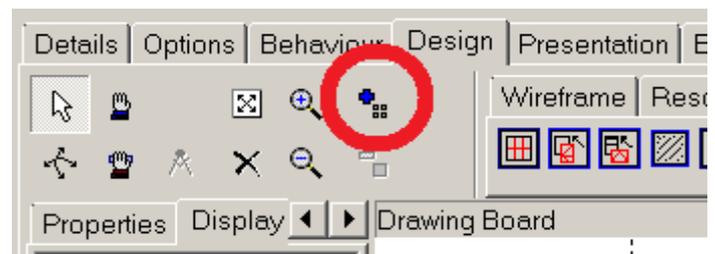
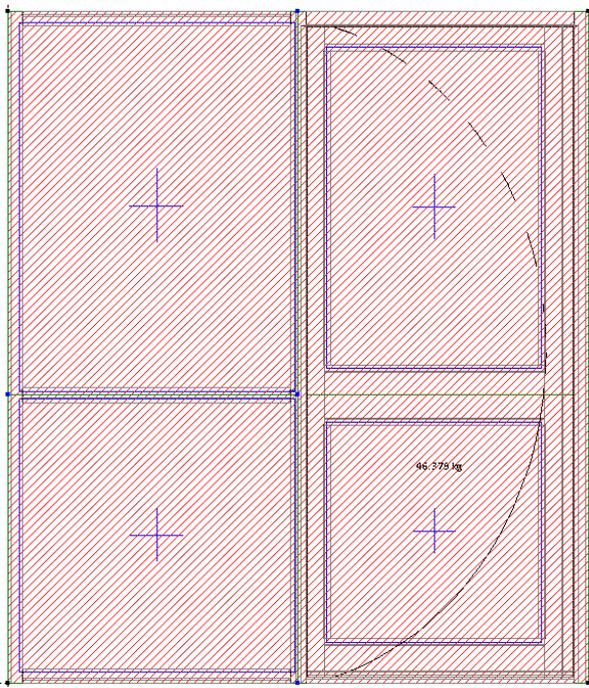
WHEN YOU HAVE CONFIRMED YOUR SELECTION THE BELOW SCREEN WILL APPEAR. THIS IS THE HEIGHT OF THE MIDRAIL FROM THE FLOOR LEVEL (BASED ON THE THRESHOLD THAT YOU HAVE CHOSEN, IT WILL AUTOMATICALLY ADJUST THE MIDRAIL TO SUIT). CHANGE THIS FIGURE TO BE 900MM. THEN CLICK OK.



THIS WILL NOW SHOW YOU THE NEW DESIGN.



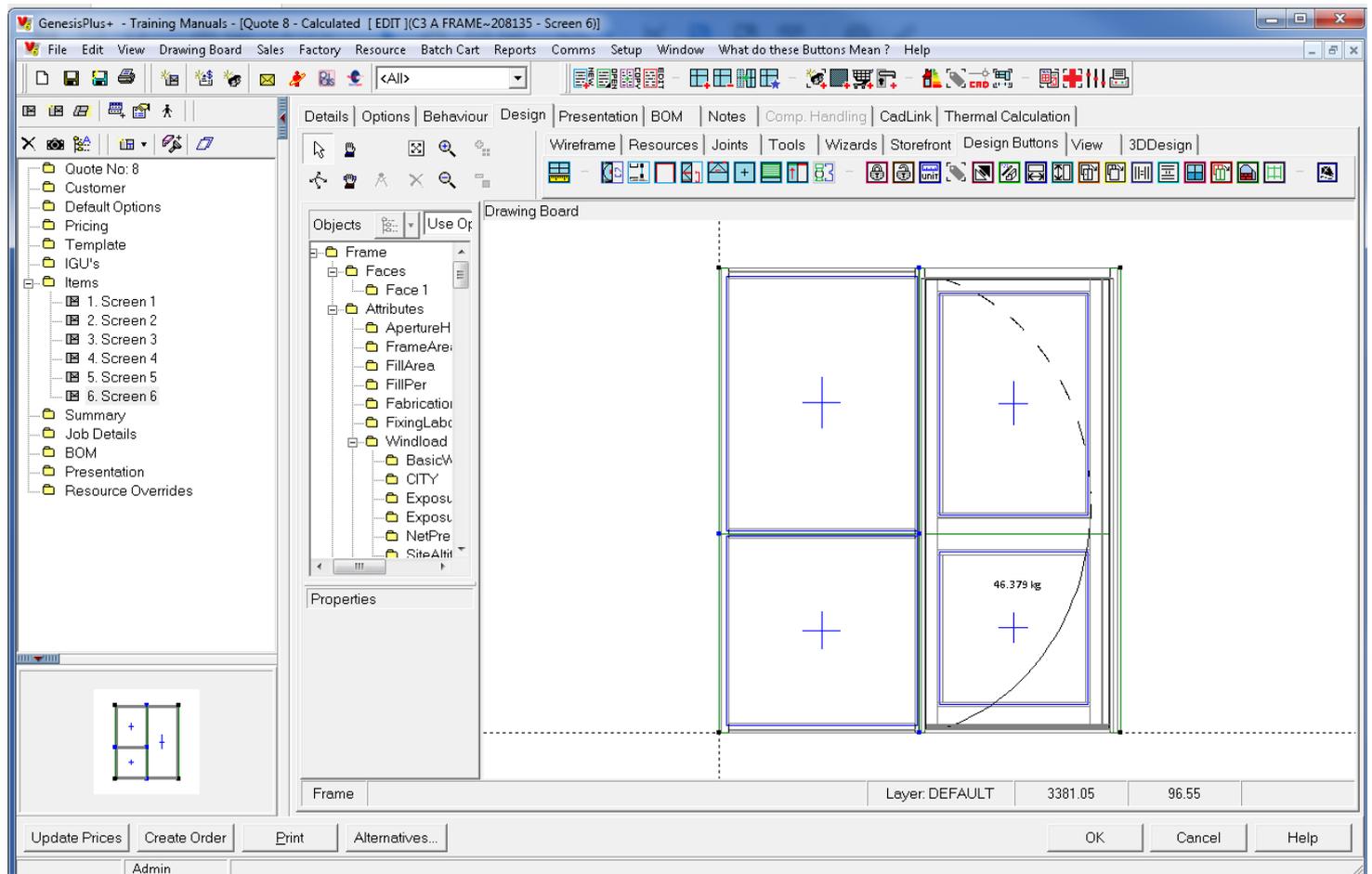
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE 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



# SHOPFRONT TRAINING MANUAL EXAMPLE - FRAME 7

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:

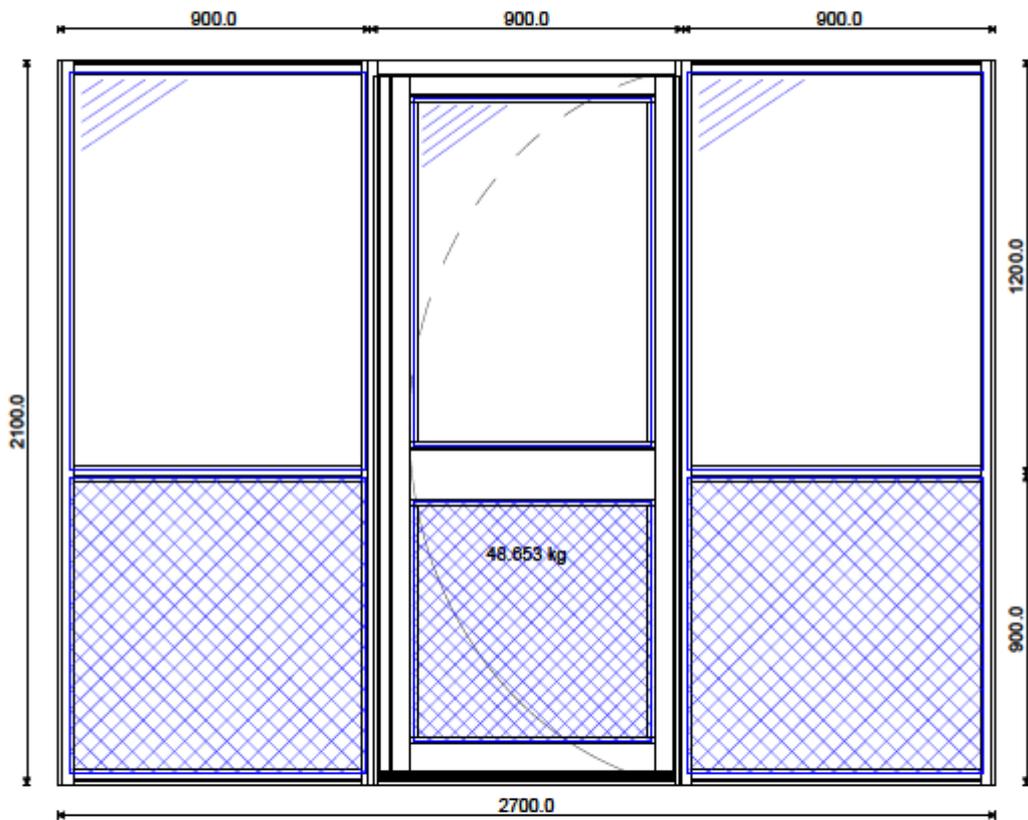
Finish: [COL:COMAR:POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



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

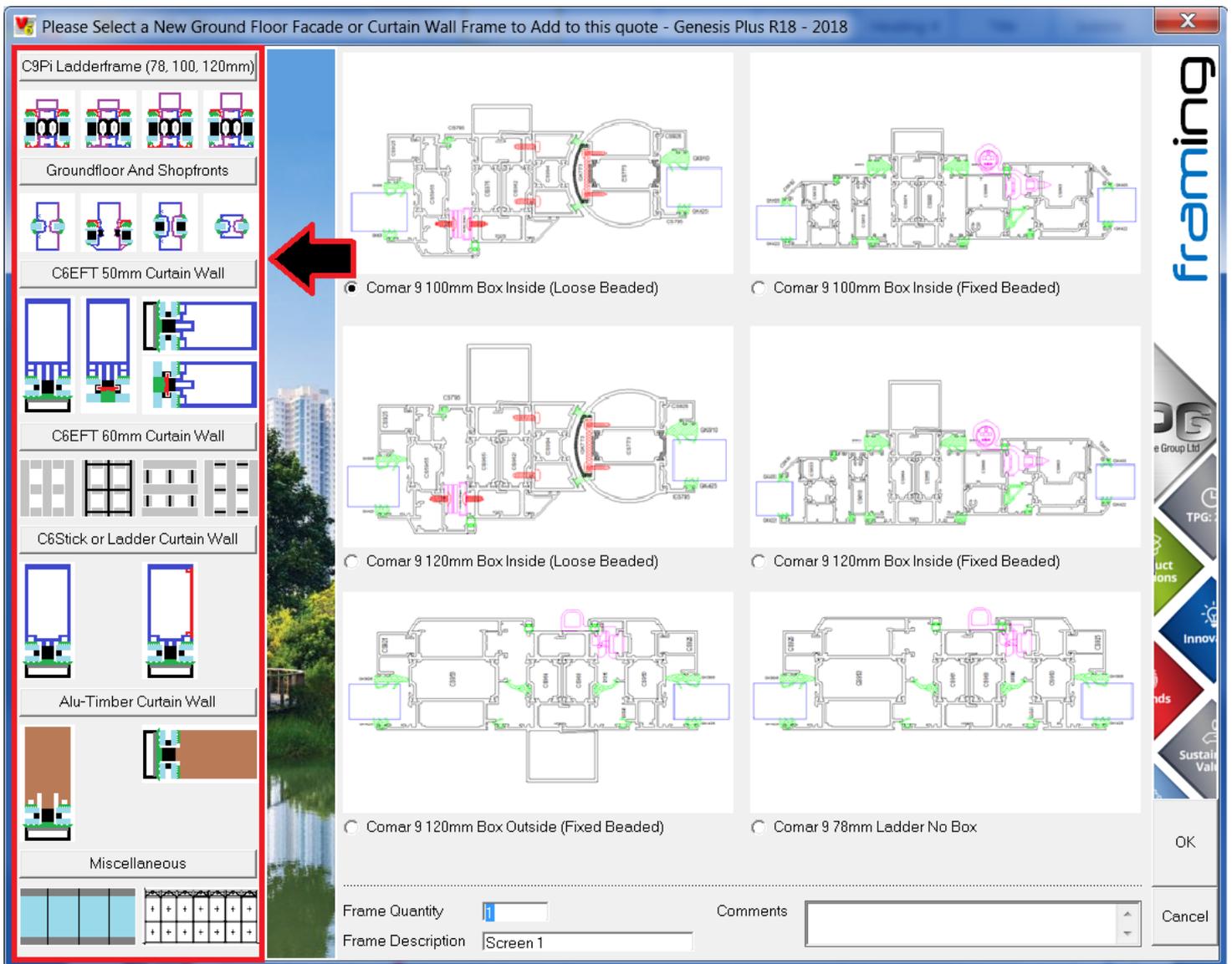
Quantity: 2

## ADDING A FRAME TO THE QUOTE

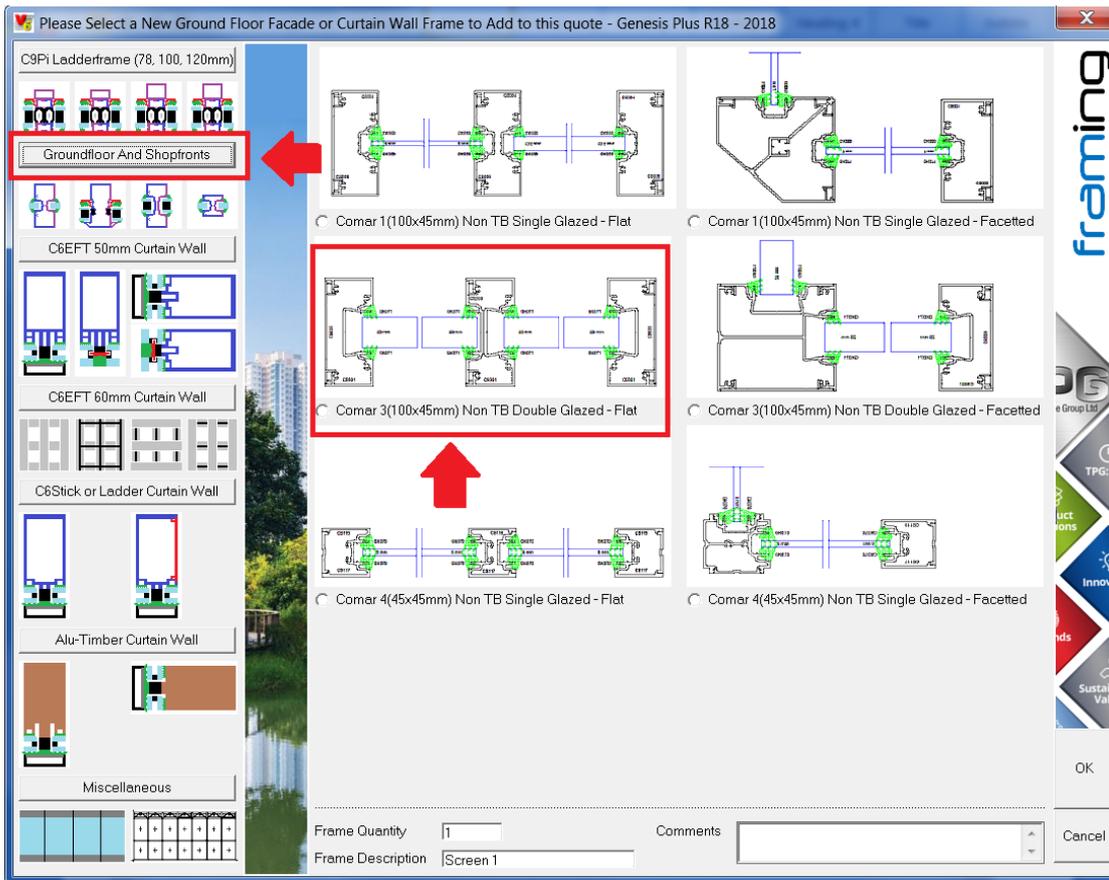
WE NOW WANT TO ADD ANOTHER NEW FRAME TO THE QUOTE. CLICK ONTO THE “ADD A NEW FRAMING SYSTEM” BUTTON.



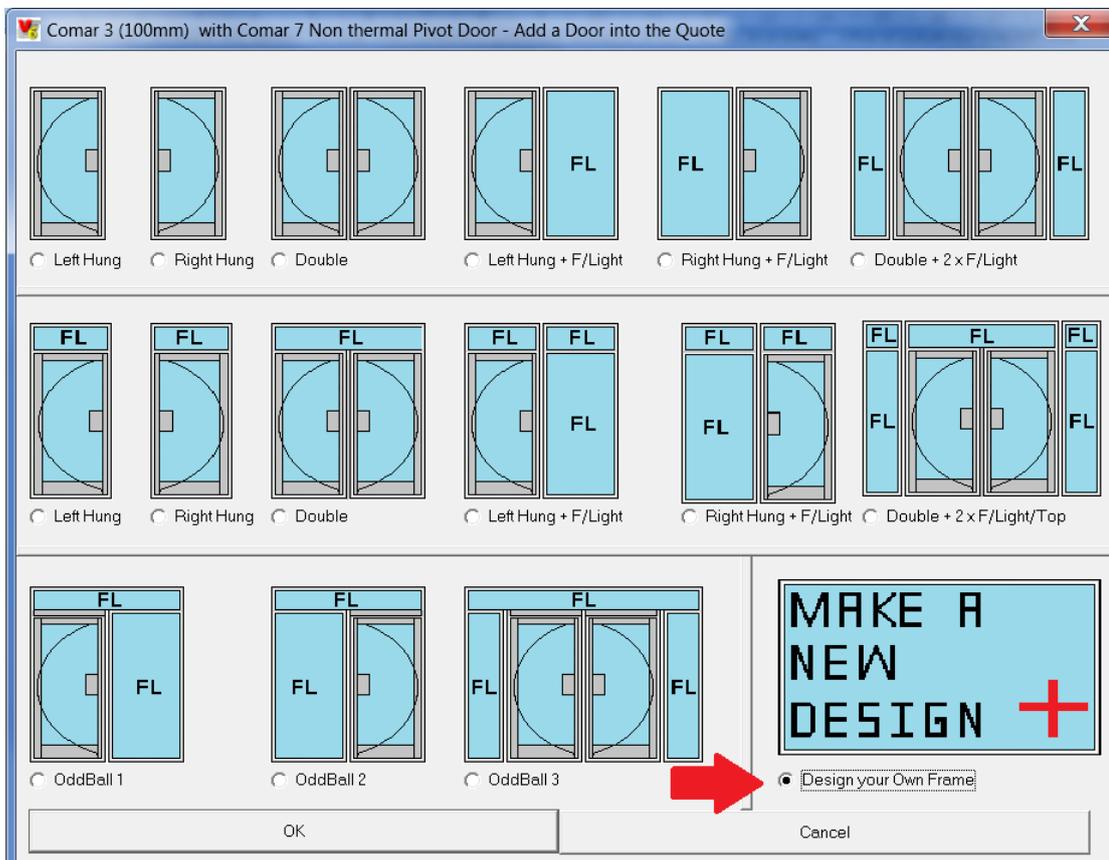
THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD FRAMING SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**



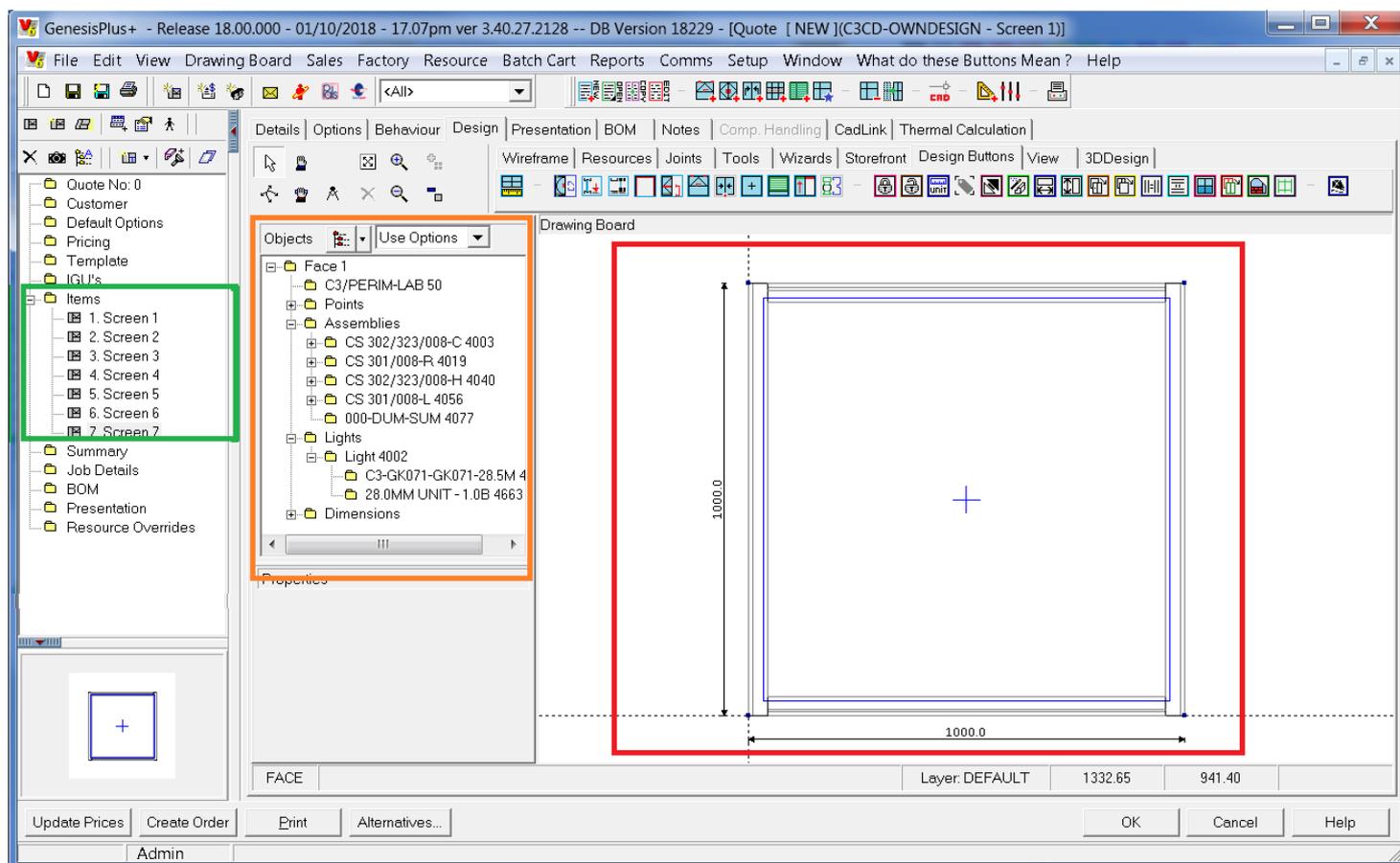
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



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

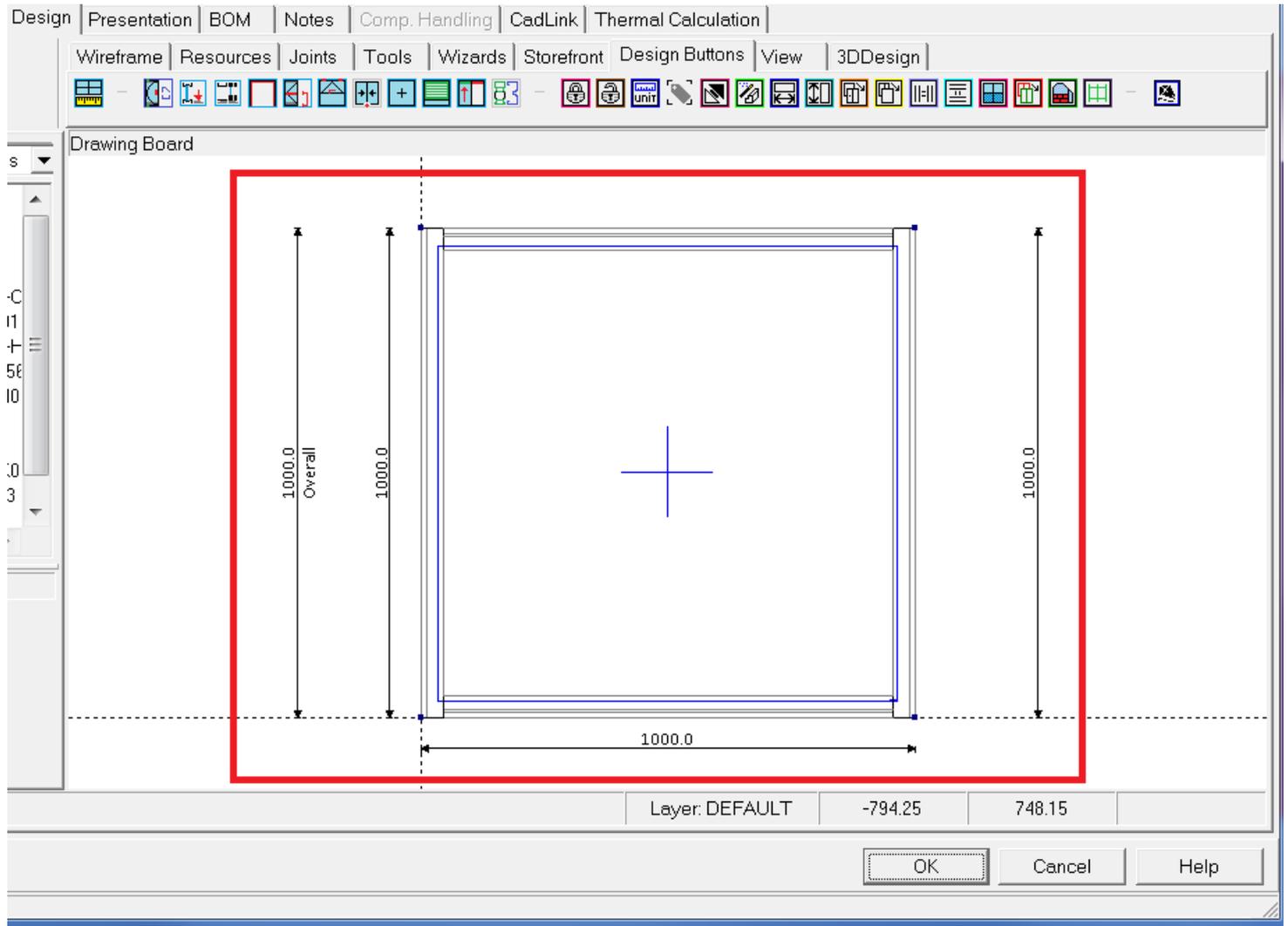
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

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

Three cross-section diagrams of frame profiles are shown on the right side of the window.

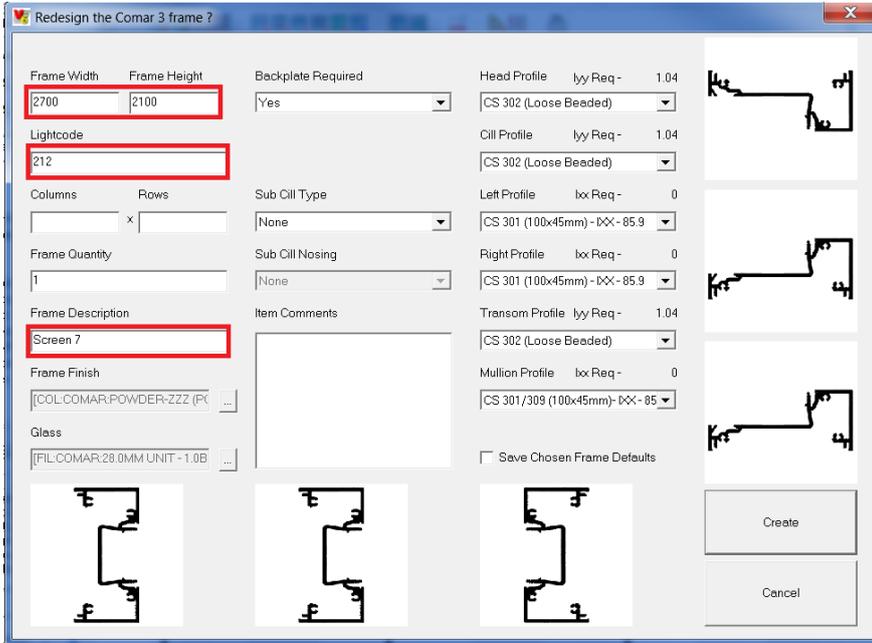
Buttons: Create, Cancel

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.

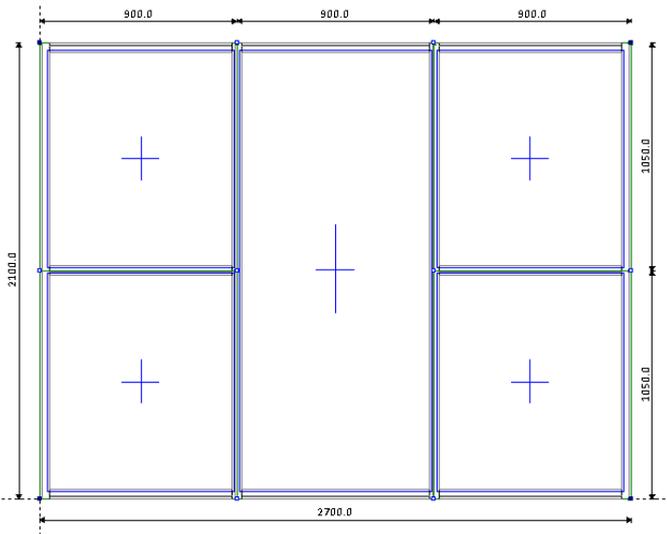
THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE:

- 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.



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.

- 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:  ...

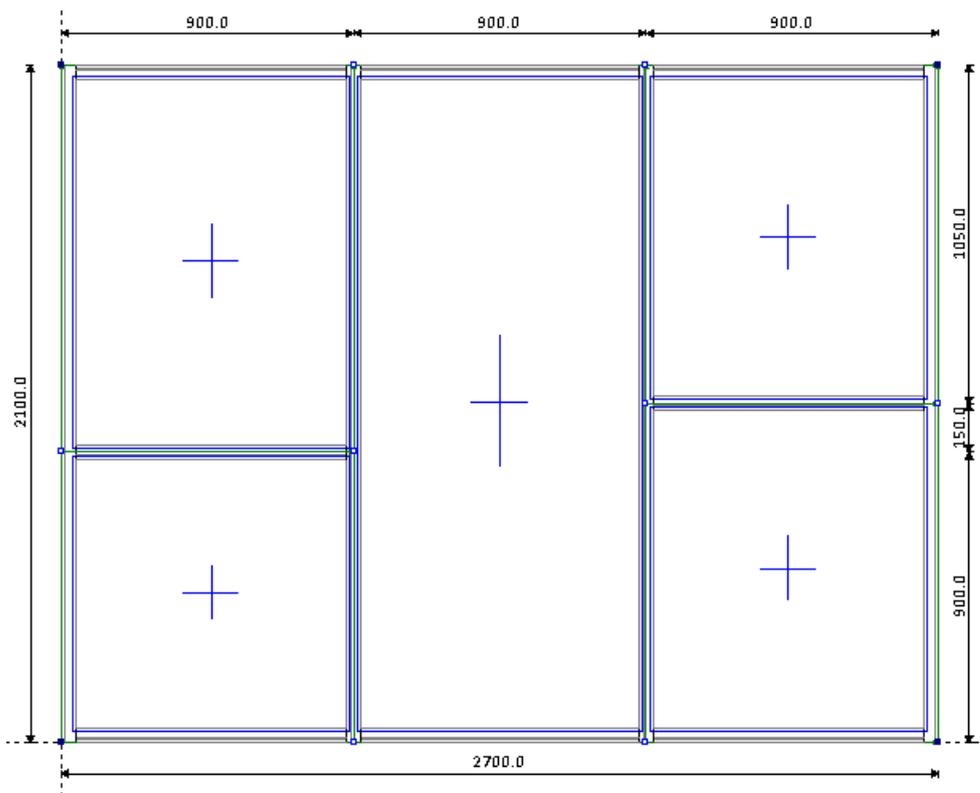
Failure Message:

Extension Line

User Defined Length:

OK Cancel Help

THE TRANSOM HEIGHT HAS NOW CHANGED.



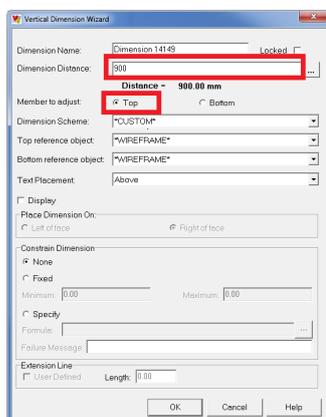
NOW HIGHLIGHT THE BOTTOM RIGHT HAND LIGHT AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.



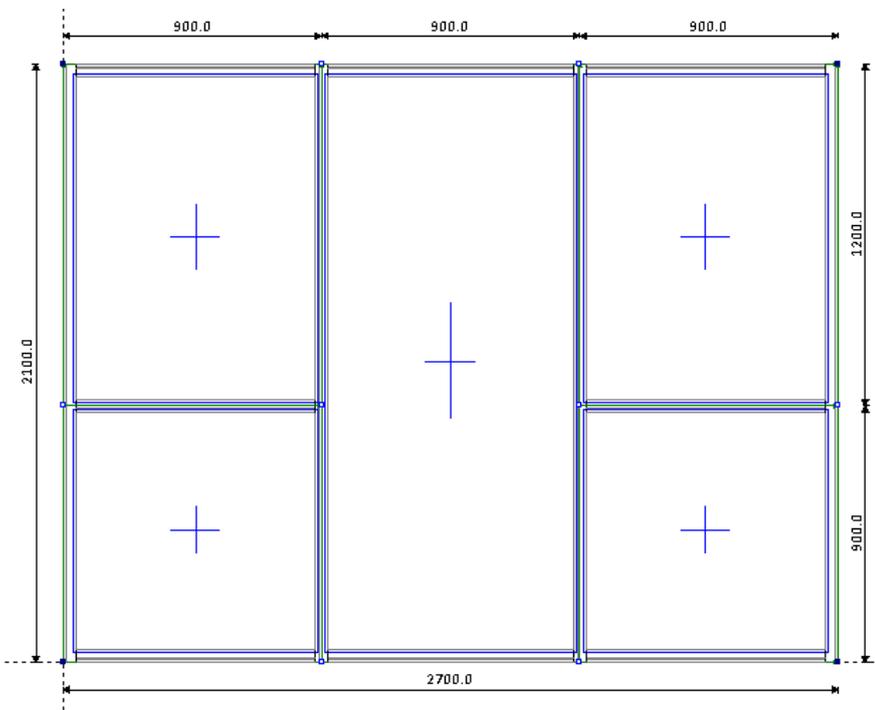
THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE ALOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

- 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.

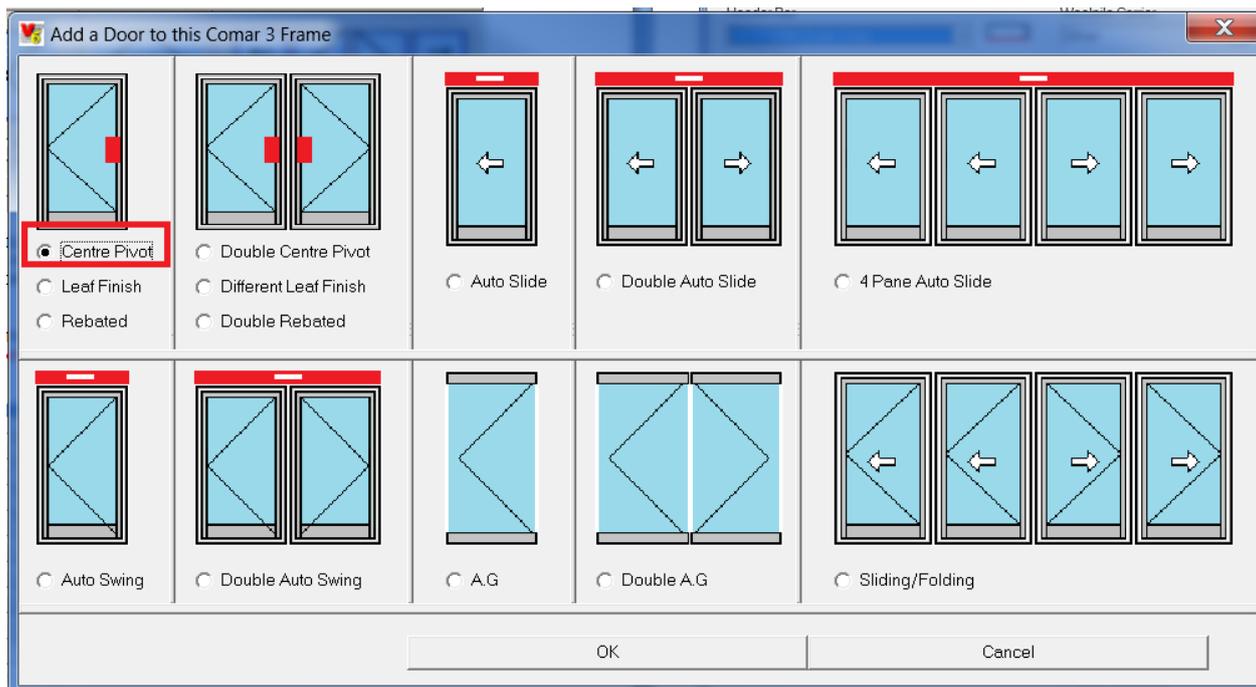


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

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.



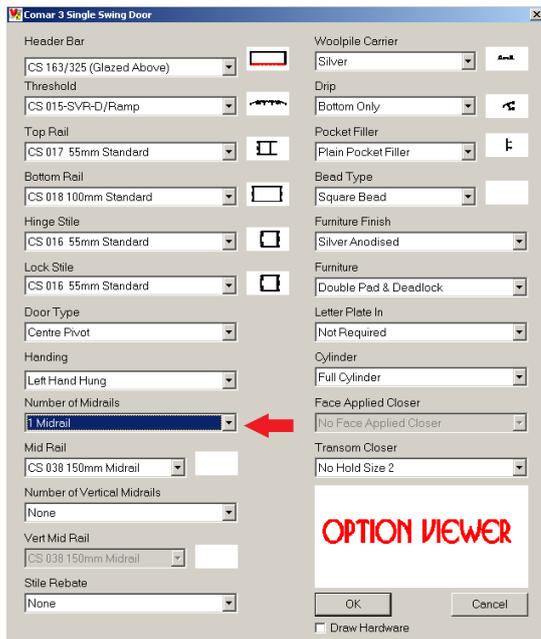
CLICK ONTO THE SINGLE "Centre Pivot" OPTION AND CLICK OK.



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		<b>OPTION VIEWER</b>		
Vert Mid Rail	CS 038 150mm Midrail				
Stile Rebate	None		<input type="button" value="OK"/> <input type="button" value="Cancel"/>		

Draw Hardware

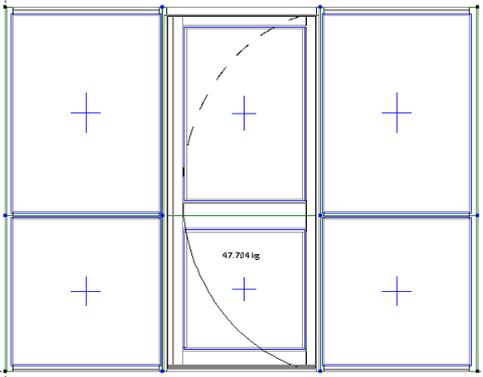
WHEN YOU HAVE CONFIRMED YOUR SELECTION THE BELOW SCREEN WILL APPEAR. THIS IS THE HEIGHT OF THE MIDRAIL FROM THE FLOOR LEVEL (BASED ON THE THRESHOLD THAT YOU HAVE CHOSEN, IT WILL AUTOMATICALLY ADJUST THE MIDRAIL TO SUIT). CHANGE THIS FIGURE TO BE 900MM. THEN CLICK OK.

**Mid Rail Height**

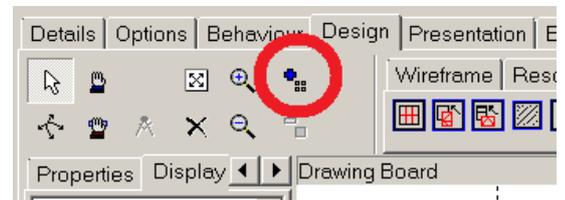
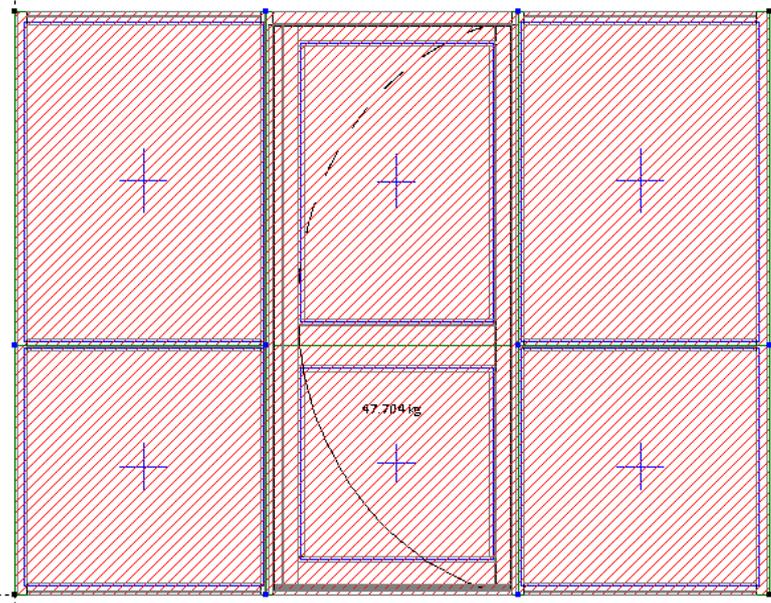
Enter Mid Rail height from Floor level

900

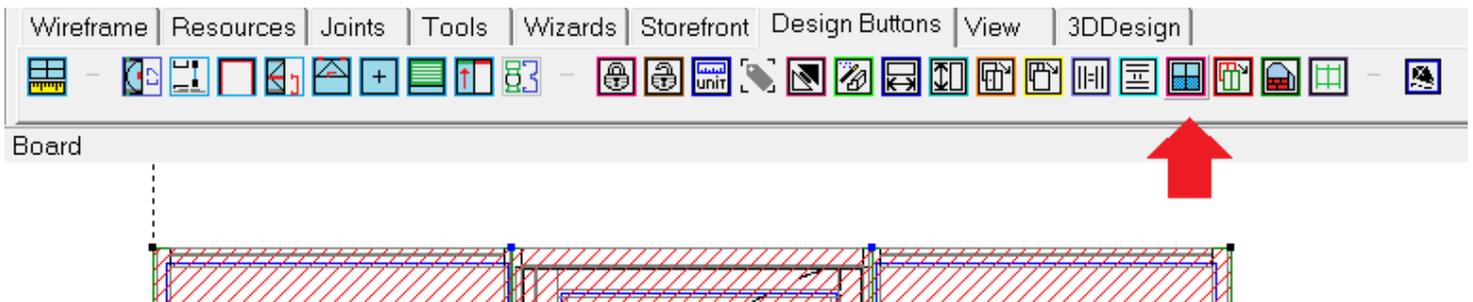
THIS WILL NOW SHOW YOU THE NEW DESIGN.



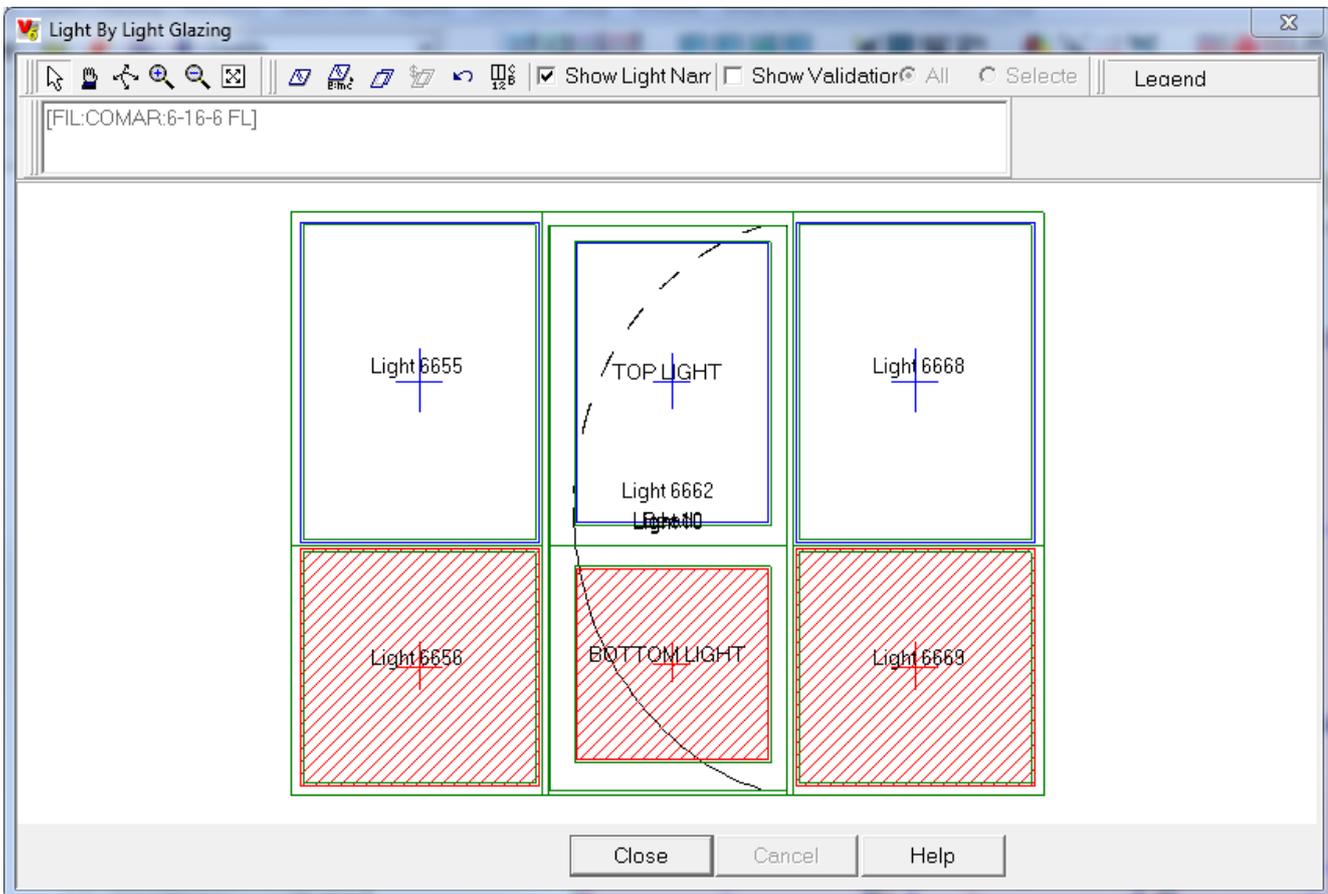
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE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



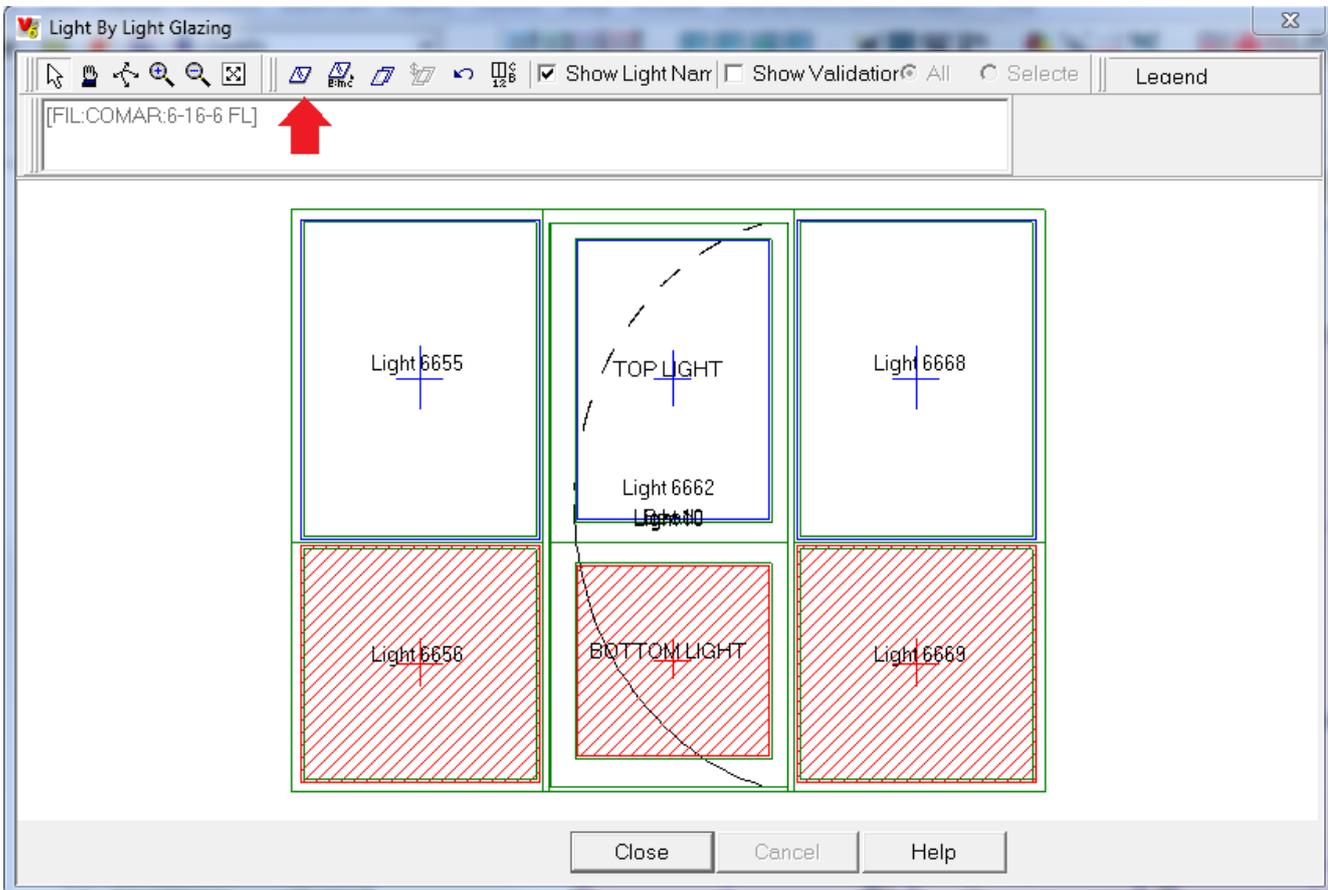
ONE LAST THING THAT WE WANT TO COVER ON BUILDING THIS SCREEN IS CHANGING GLASS TO A PANEL. CLICK ONTO THE LIGHT BY LIGHT GLAZING BUTTON AS SHOWN BELOW.



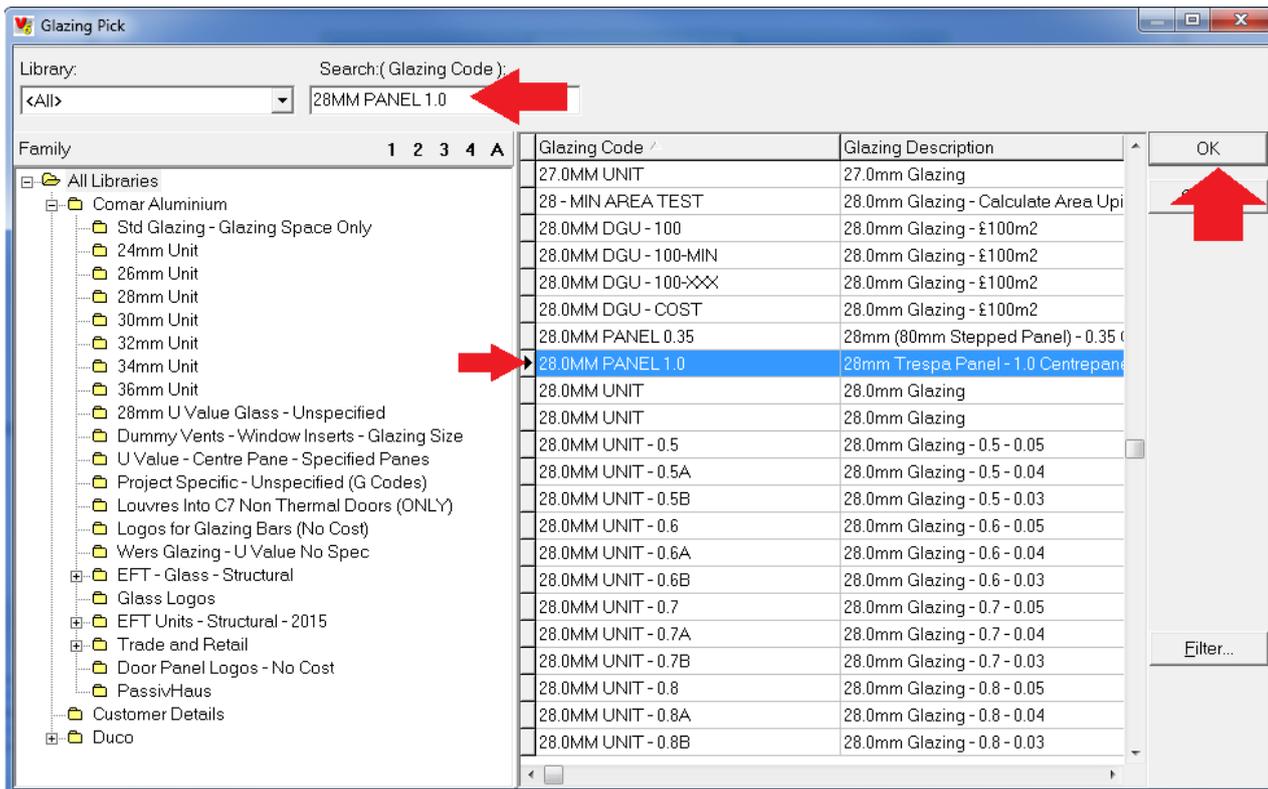
USING YOUR MOUSE AND THE SHIFT KEY ON YOUR KEYBOARD HIGHLIGHT ALL THREE BOTTOM LIGHTS (AS SHOWN).



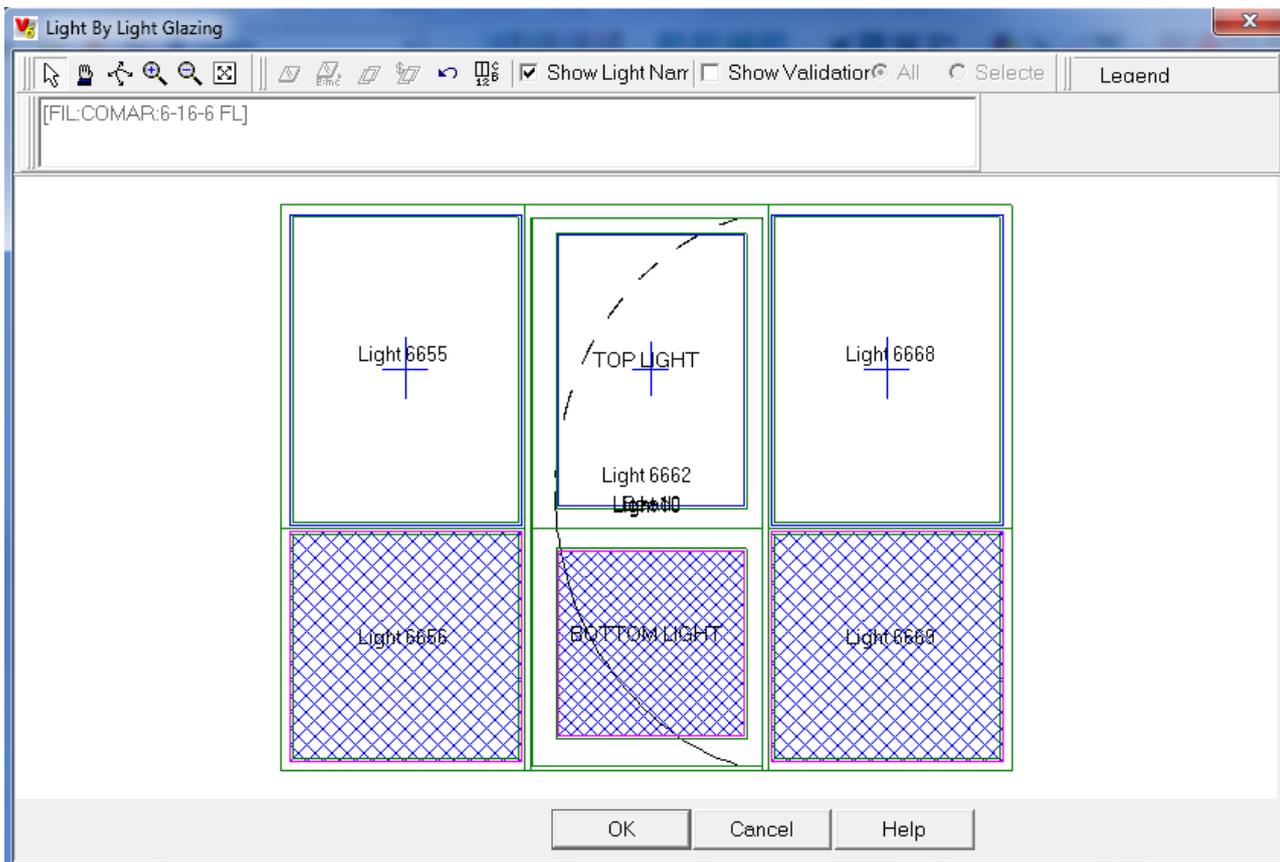
NOW CLICK ONTO THIS BUTTON TO CHANGE THE GLAZING.



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.



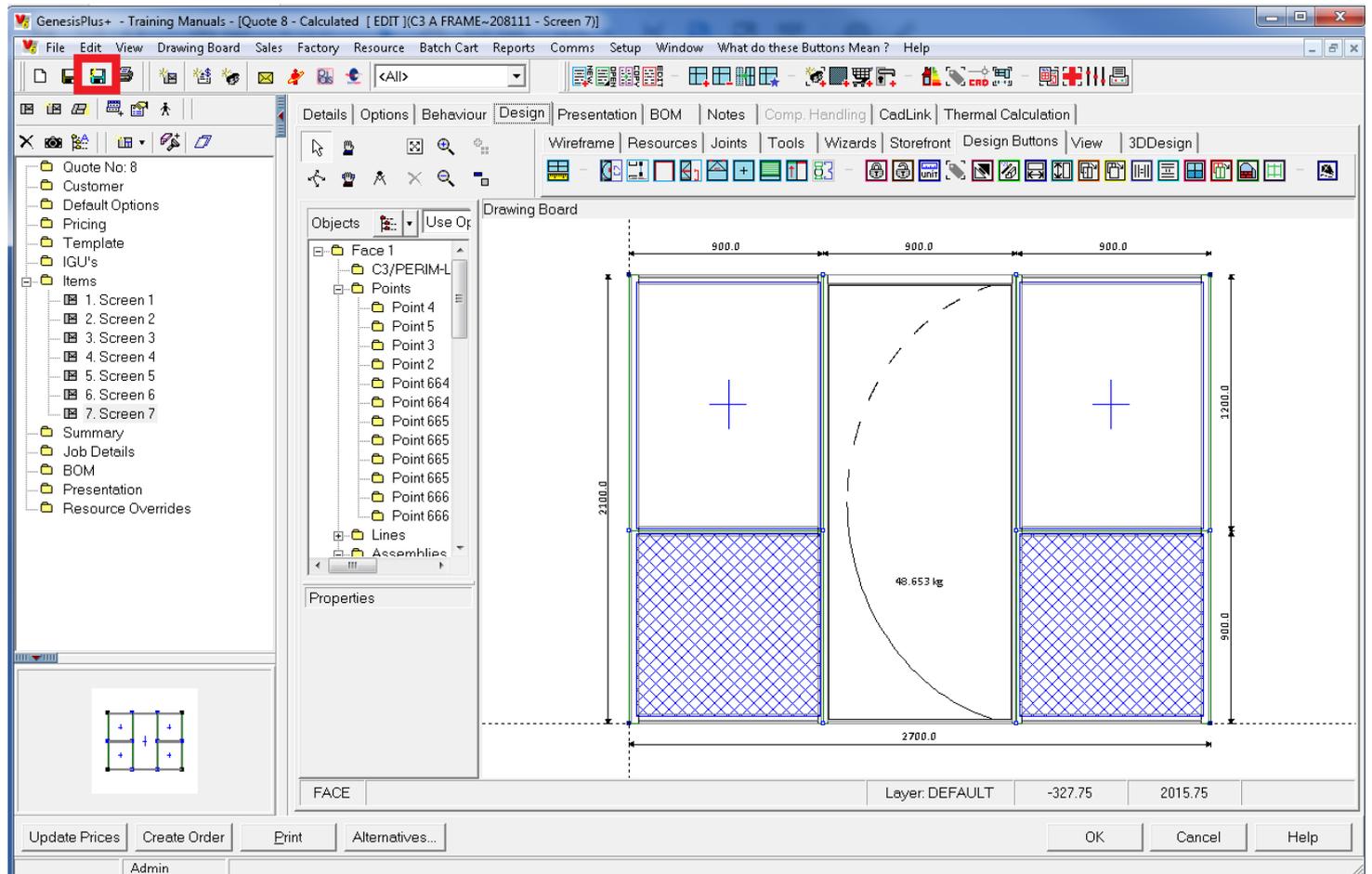
THIS WILL NOW BRING THE OTHER SCREEN BACK AND YOU WILL SEE THAT THERE IS A PANEL LOGO IN THE BOTTOM THREE LIGHTS. CLICK OK WHEN COMPLETE.



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:

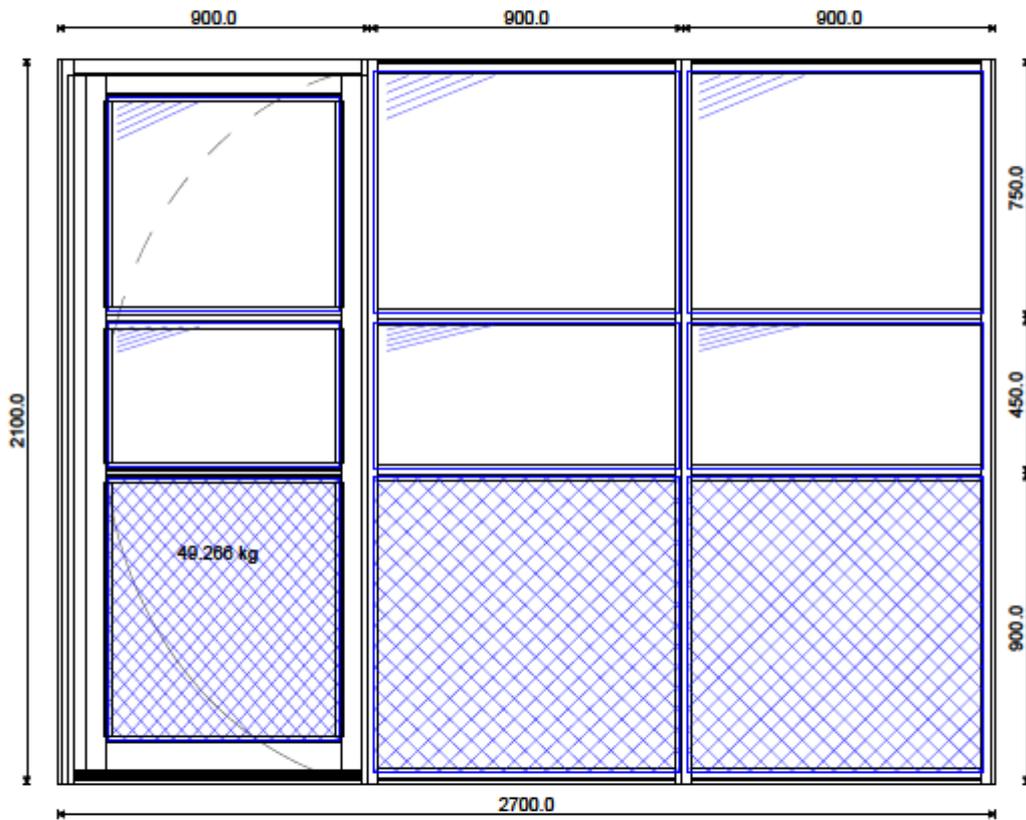
Finish: [COL:COMAR:POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



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

Quantity: 1

\*\*\*\*\* 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**

Please Select a New Ground Floor Facade or Curtain Wall Frame to Add to this quote - Genesis Plus R18 - 2018

C9Pi Ladderframe (78, 100, 120mm)

Groundfloor And Shopfronts

C6EFT 50mm Curtain Wall

C6EFT 60mm Curtain Wall

C6Stick or Ladder Curtain Wall

Alu-Timber Curtain Wall

Miscellaneous

- Comar 9 100mm Box Inside (Loose Beaded)
- Comar 9 100mm Box Inside (Fixed Beaded)
- Comar 9 120mm Box Inside (Loose Beaded)
- Comar 9 120mm Box Inside (Fixed Beaded)
- Comar 9 120mm Box Outside (Fixed Beaded)
- Comar 9 78mm Ladder No Box

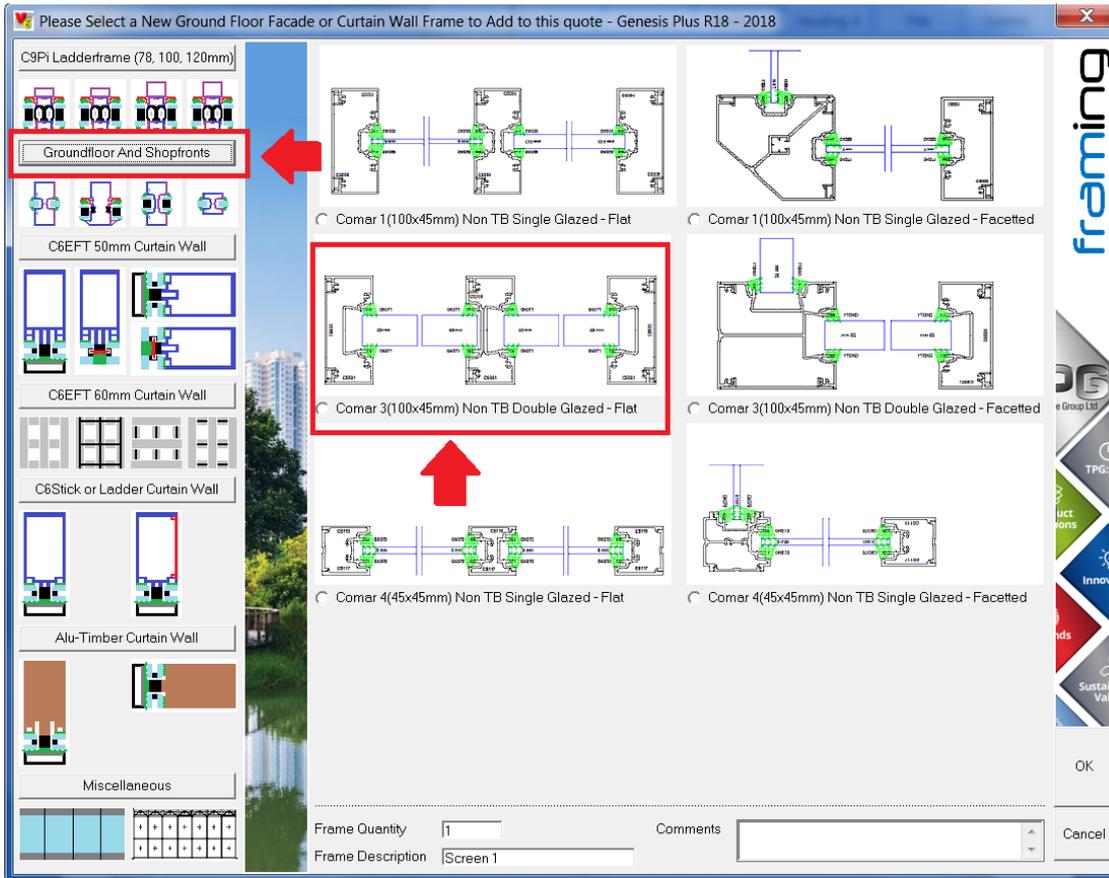
Frame Quantity: 1

Frame Description: Screen 1

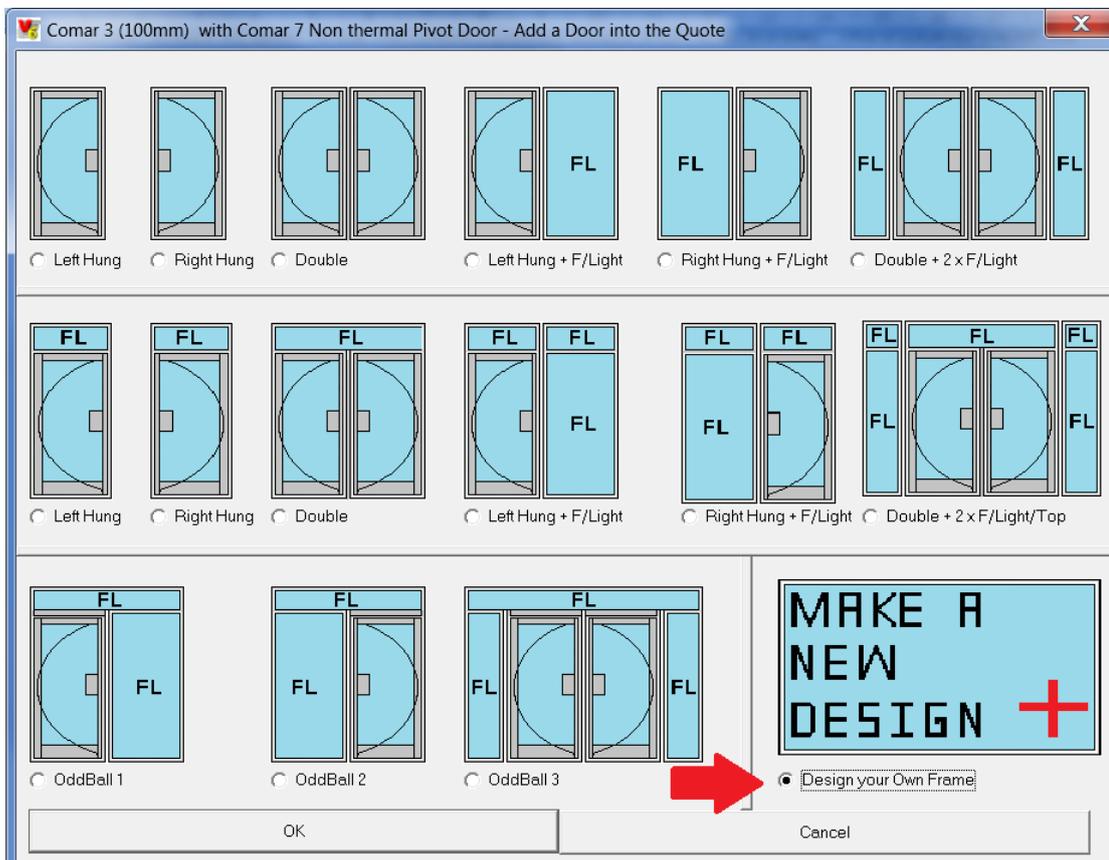
Comments: [Empty]

OK Cancel

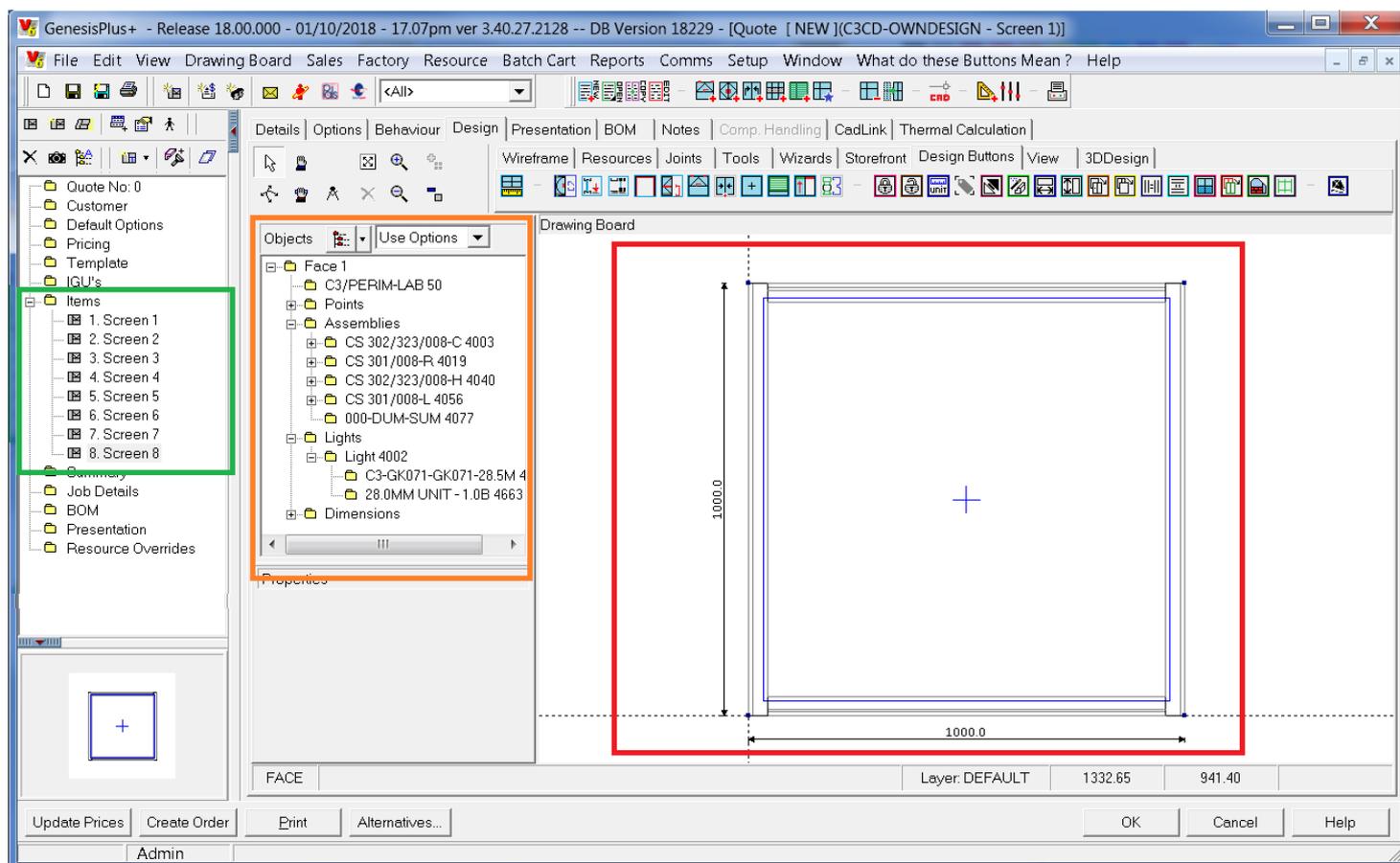
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



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

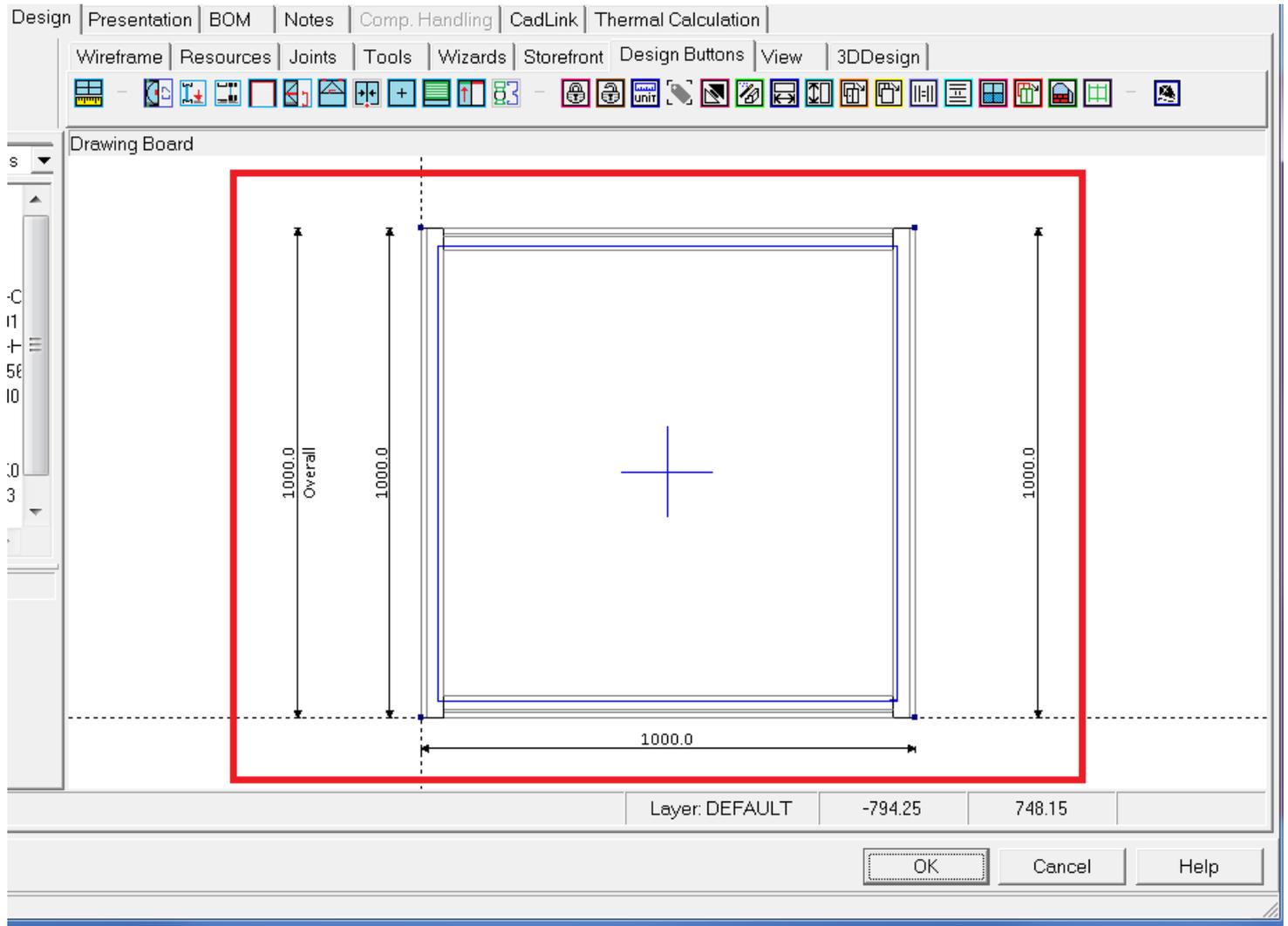
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

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

Three cross-section diagrams of frame profiles are shown on the right side of the window.

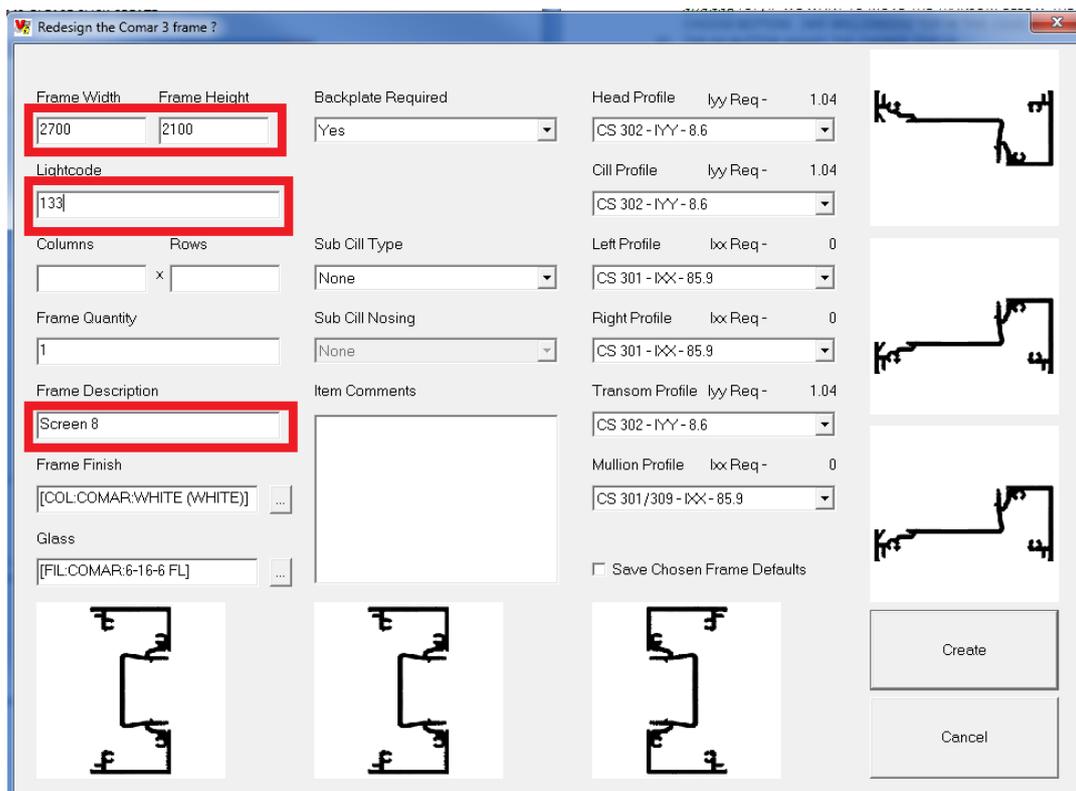
Buttons: Create, Cancel

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.

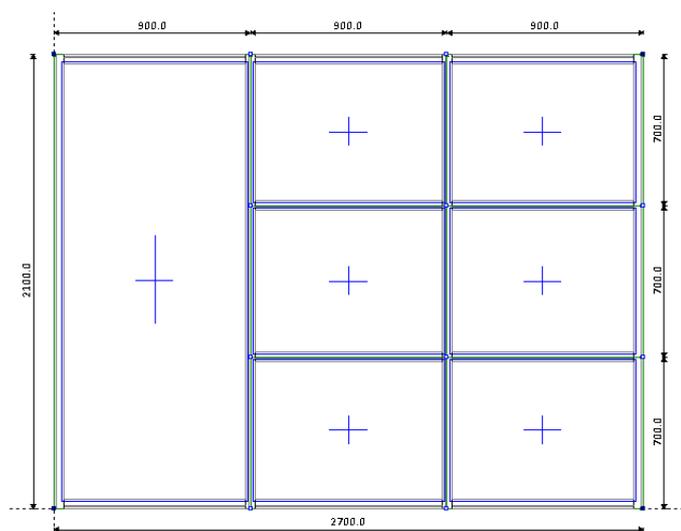
THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE

- 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 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

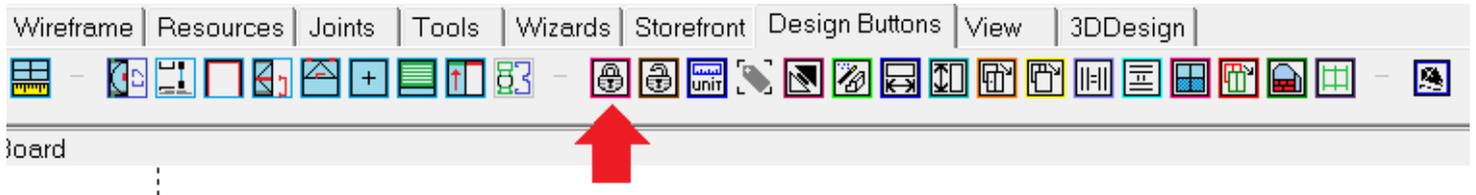
WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE.



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.



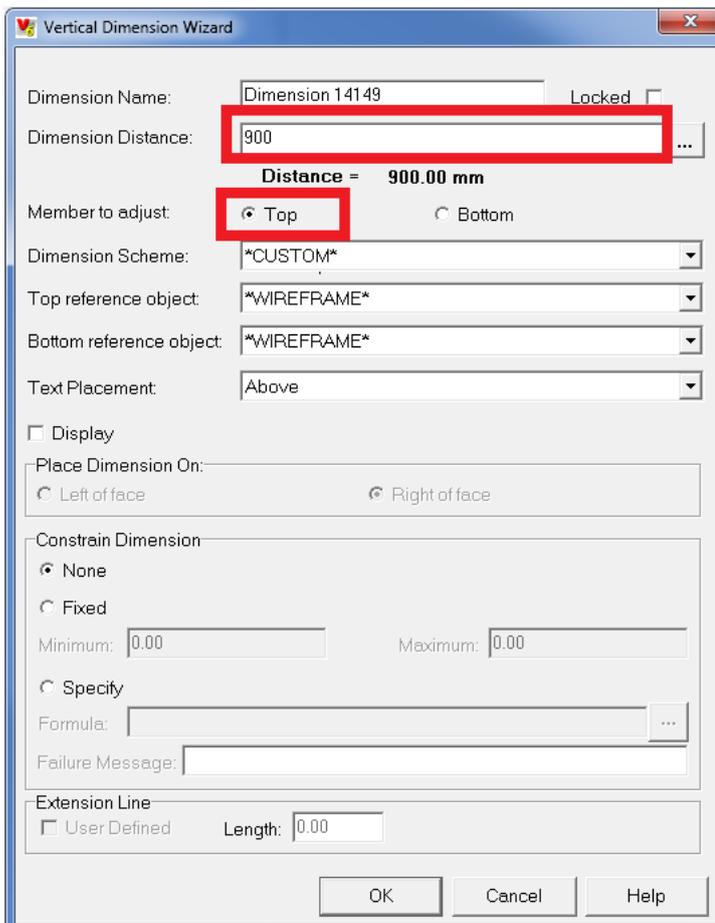
AS THIS SCREEN HAS TWO TRANSOMS IN IT WE WANT TO MOVE THE HEIGHT SO THAT WHEN WE ADD THE DOOR THE TRANSOM WILL LINE UP WITH THE MIDRAIL .HIGHLIGHT THE BOTTOM MIDDLE HAND LIGHT AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.



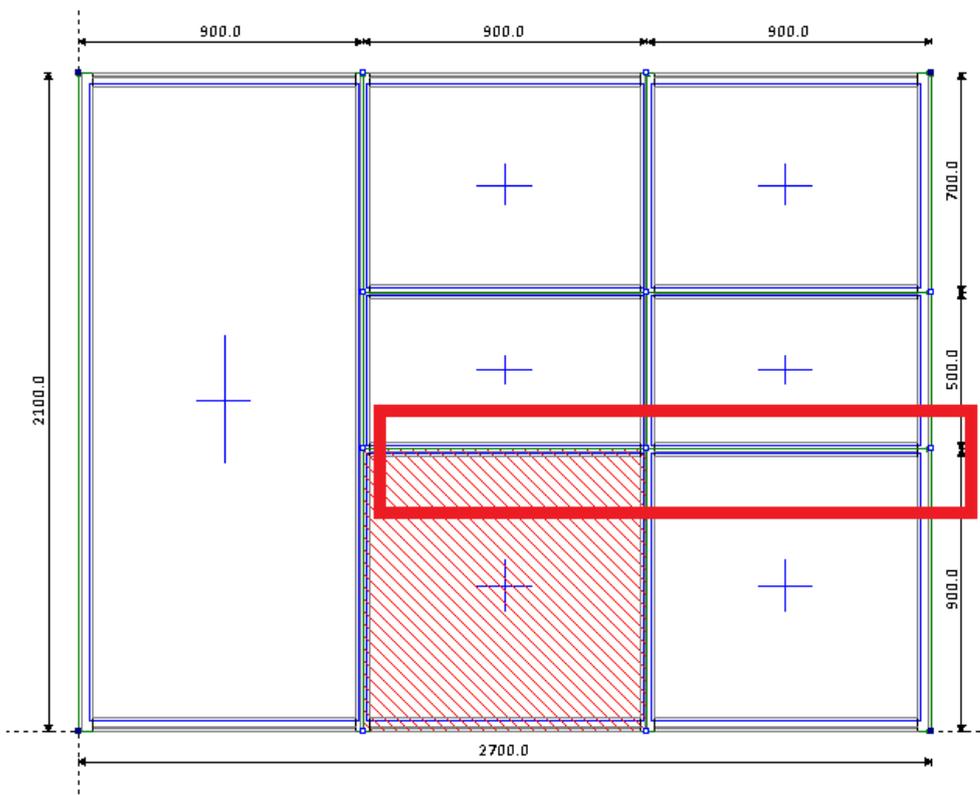
THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE ALOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

- 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.



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.

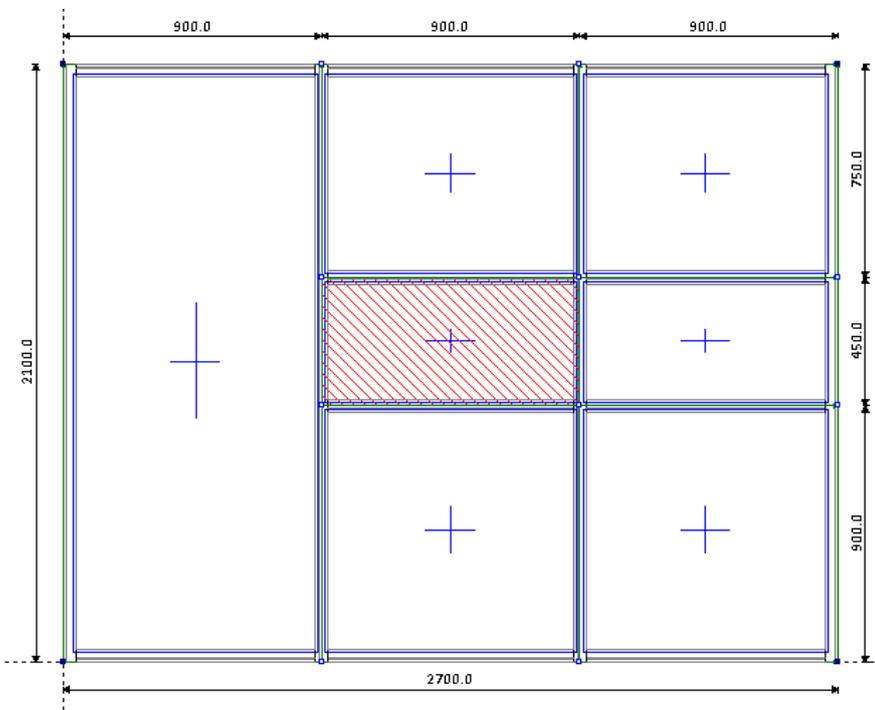
Dimension Name:  Locked

Dimension Distance:  ...

**Distance = 450.00 mm**

Member to adjust:  Top  Bottom

THE SECOND TRANSOM HEIGHT HAS NOW CHANGED.

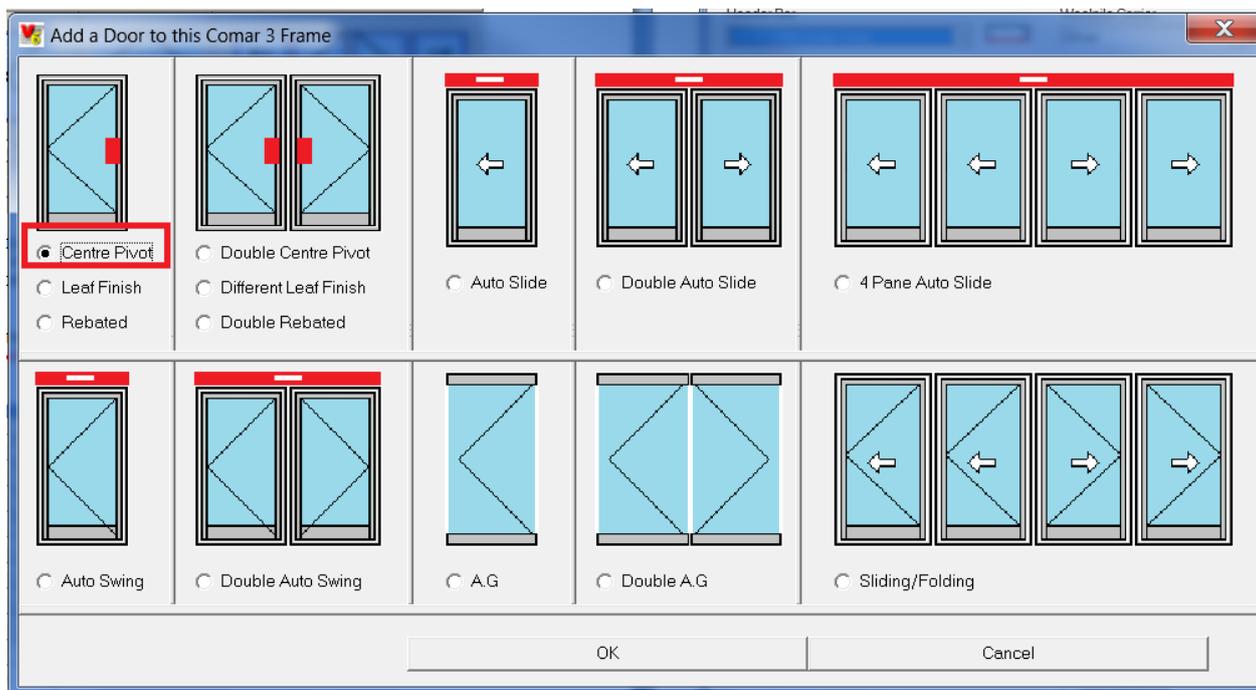


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

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.



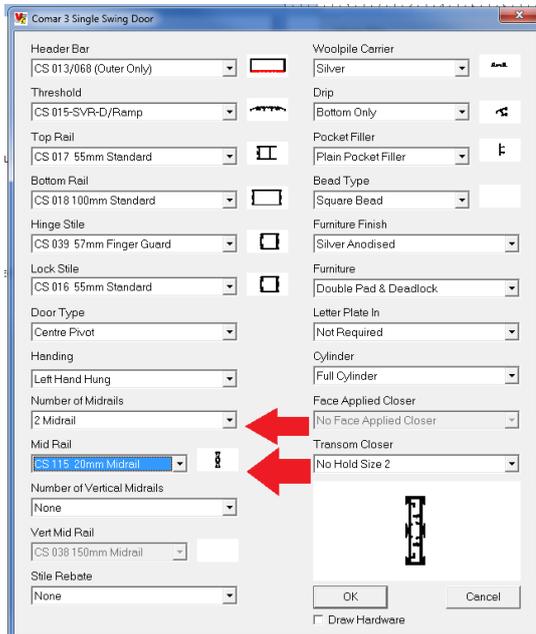
CLICK ONTO THE SINGLE "Centre Pivot" OPTION AND CLICK OK



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.**



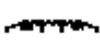
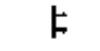
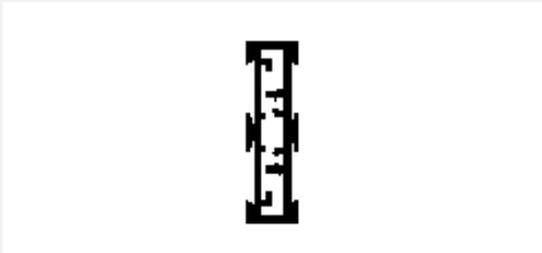
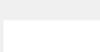
IN THE MENU WE NEED TO CHANGE THE “Number of Midrails” to “2 Midrail”. AND ALSO CHANGE THE “Mid Rail” to be “CS115 20mm Midrail” CLICK ONTO THE DROP DOWN ARROW AND CHANGE THE OPTIONS .



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.**

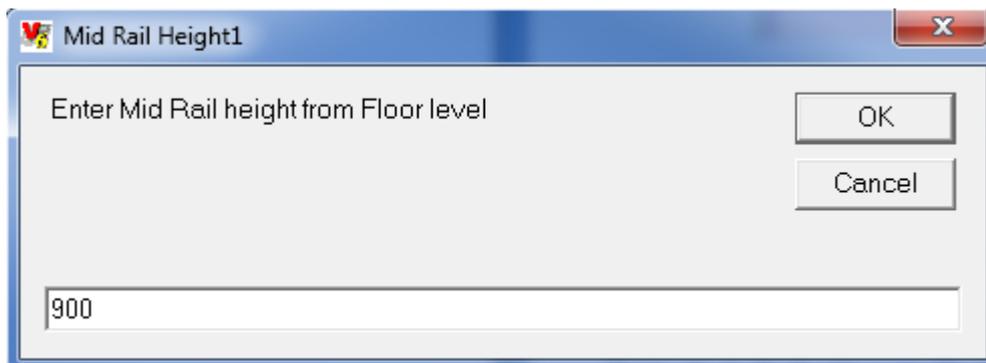
**Comar 3 Single Swing Door**

Header Bar CS 013/068 (Outer Only) 	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 2 Midrail 	Face Applied Closer No Face Applied Closer 
Mid Rail CS 115 20mm Midrail 	Transom Closer No Hold Size 2 
Number of Vertical Midrails None 	
Vert Mid Rail CS 038 150mm Midrail 	
Stile Rebate None 	

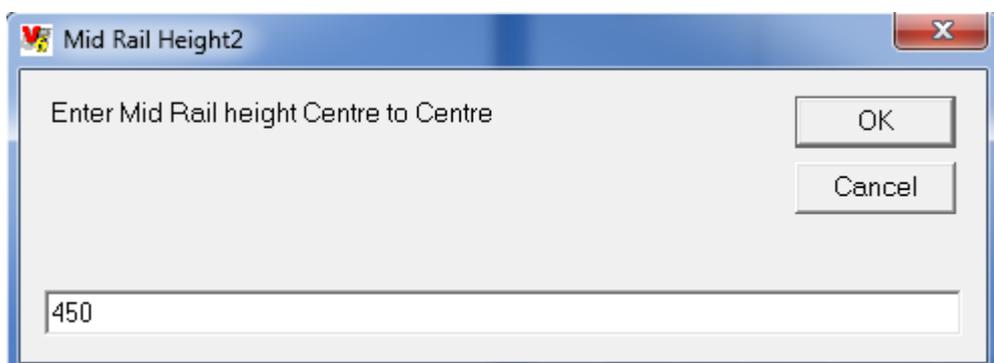
OK Cancel

Draw Hardware

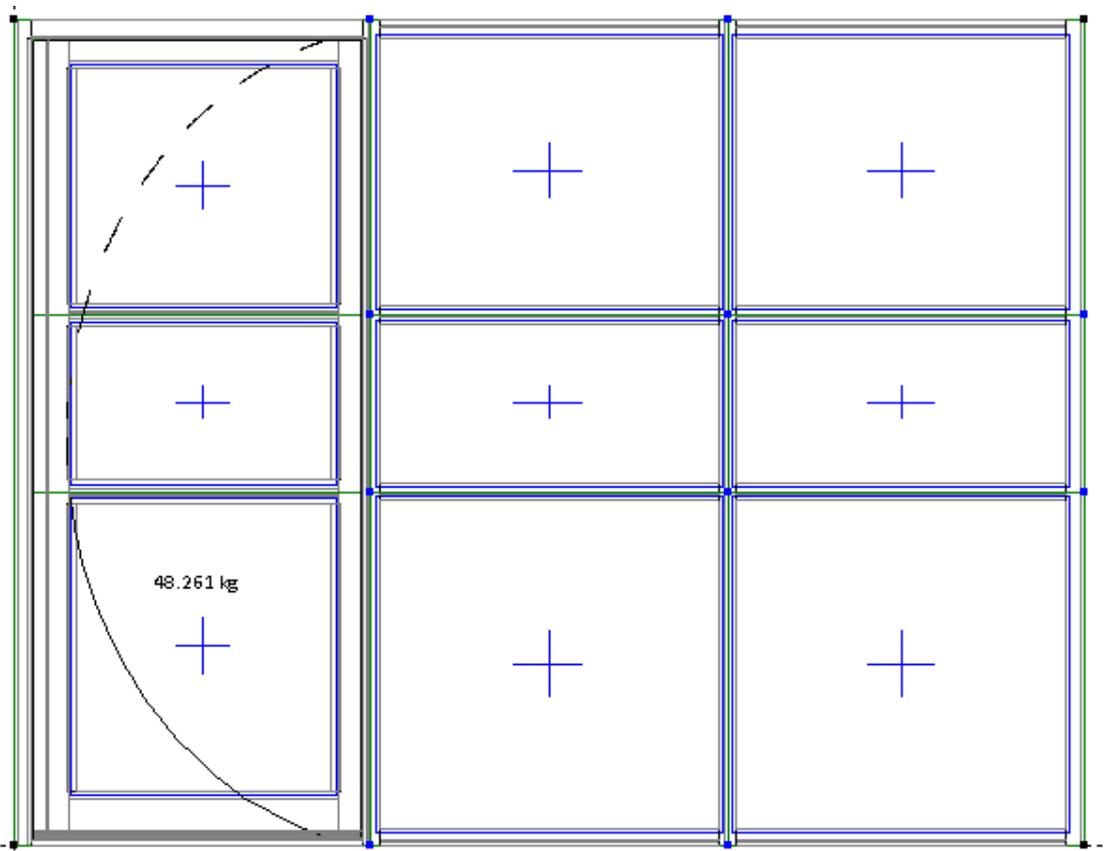
WHEN YOU HAVE CONFIRMED YOUR SELECTION THE BELOW SCREEN WILL APPEAR. THIS IS THE HEIGHT OF THE MIDRAIL FROM THE FLOOR LEVEL (BASED ON THE THRESHOLD THAT YOU HAVE CHOSEN, IT WILL AUTOMATICALLY ADJUST THE MIDRAIL TO SUIT). CHANGE THIS FIGURE TO BE 900MM. THEN CLICK OK.



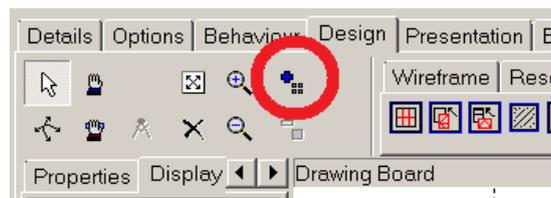
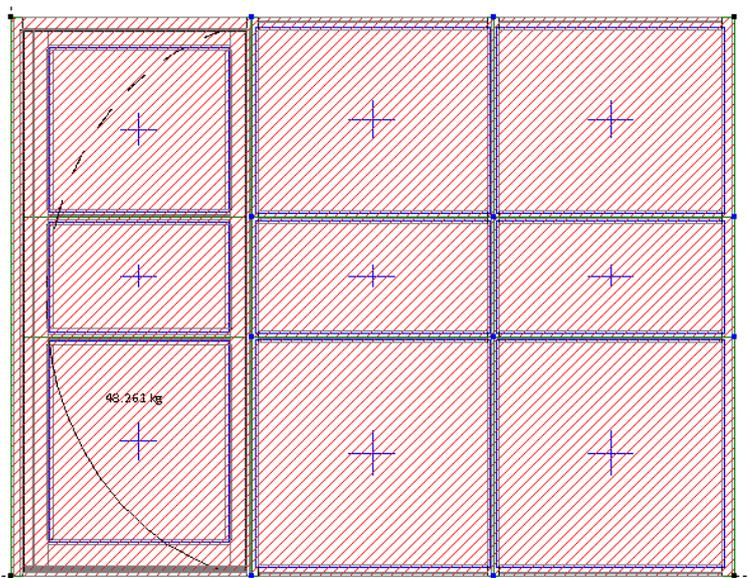
AS WE CHOSE TWO MIDRAILS THE SECOND MIDRAIL HEIGHT WILL COME UP. CHANGE THIS TO BE 450MM.



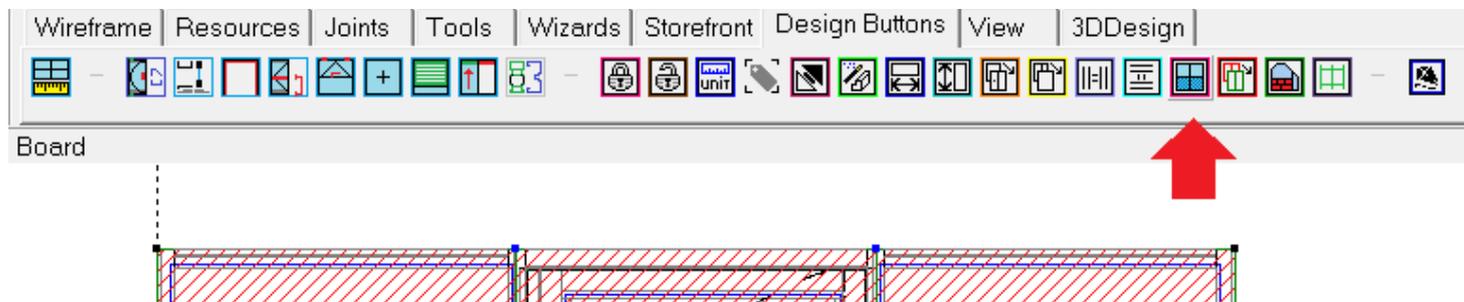
THIS WILL NOW SHOW YOU THE NEW DESIGN.



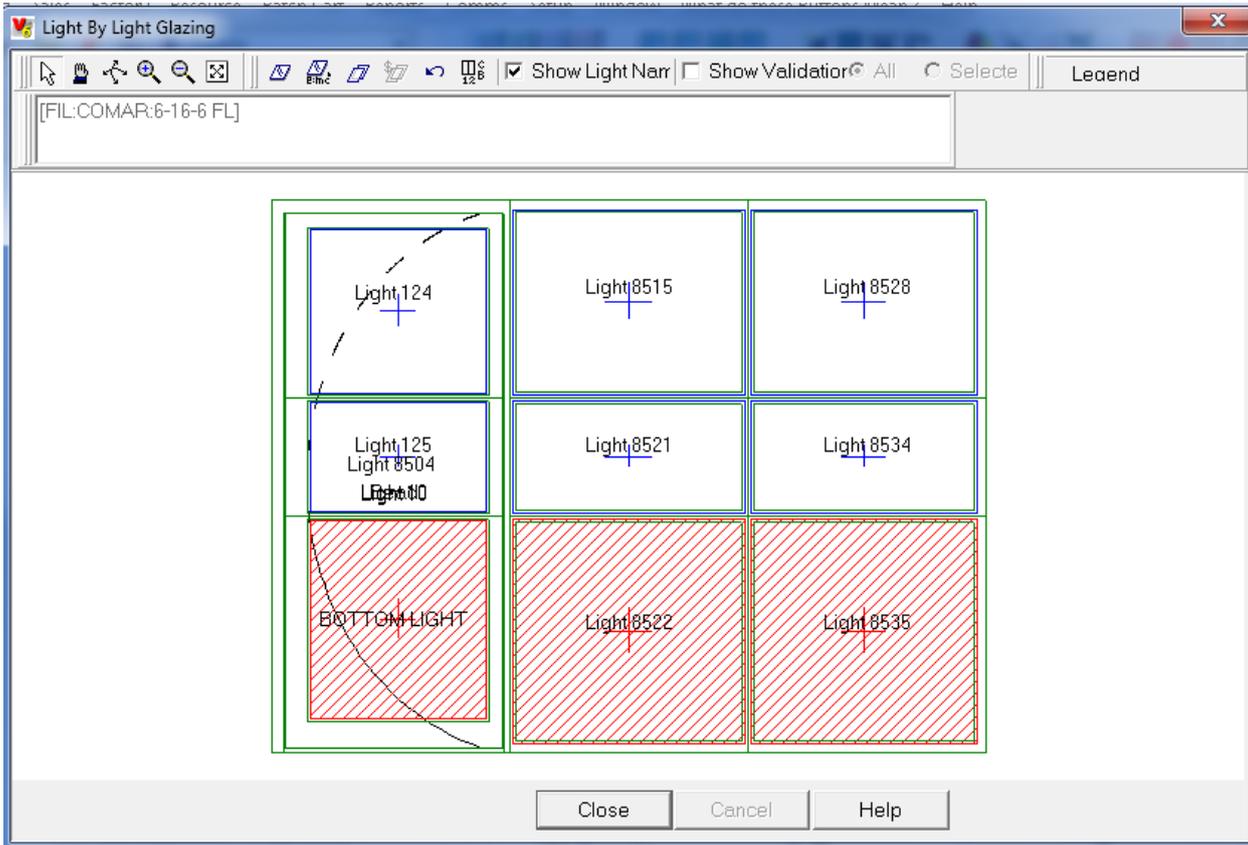
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE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



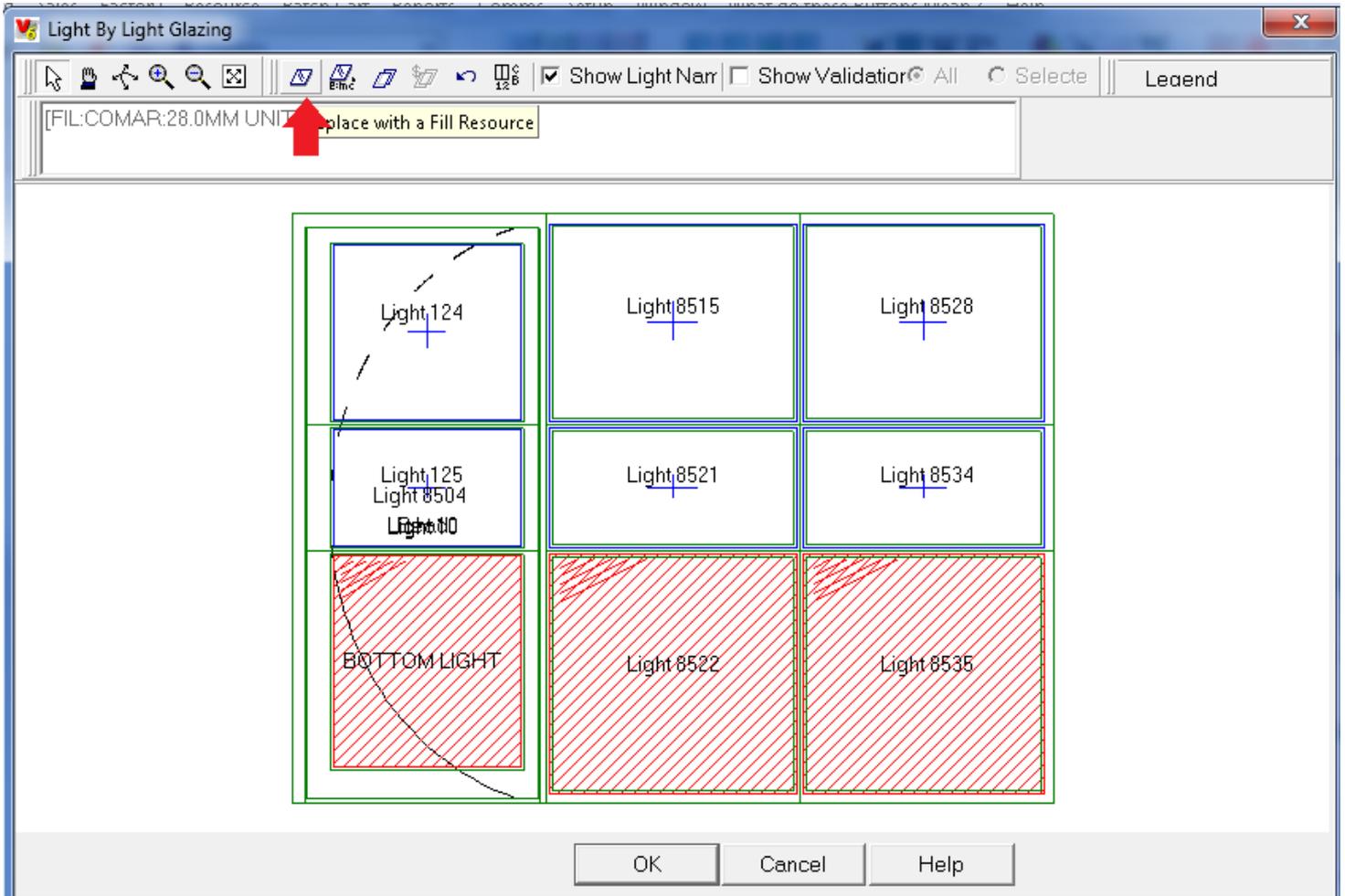
ONE LAST THING THAT WE WANT TO COVER ON BUILDING THIS SCREEN IS CHANGING GLASS TO A PANEL. CLICK ONTO THE LIGHT BY LIGHT GLAZING BUTTON AS SHOWN BELOW.



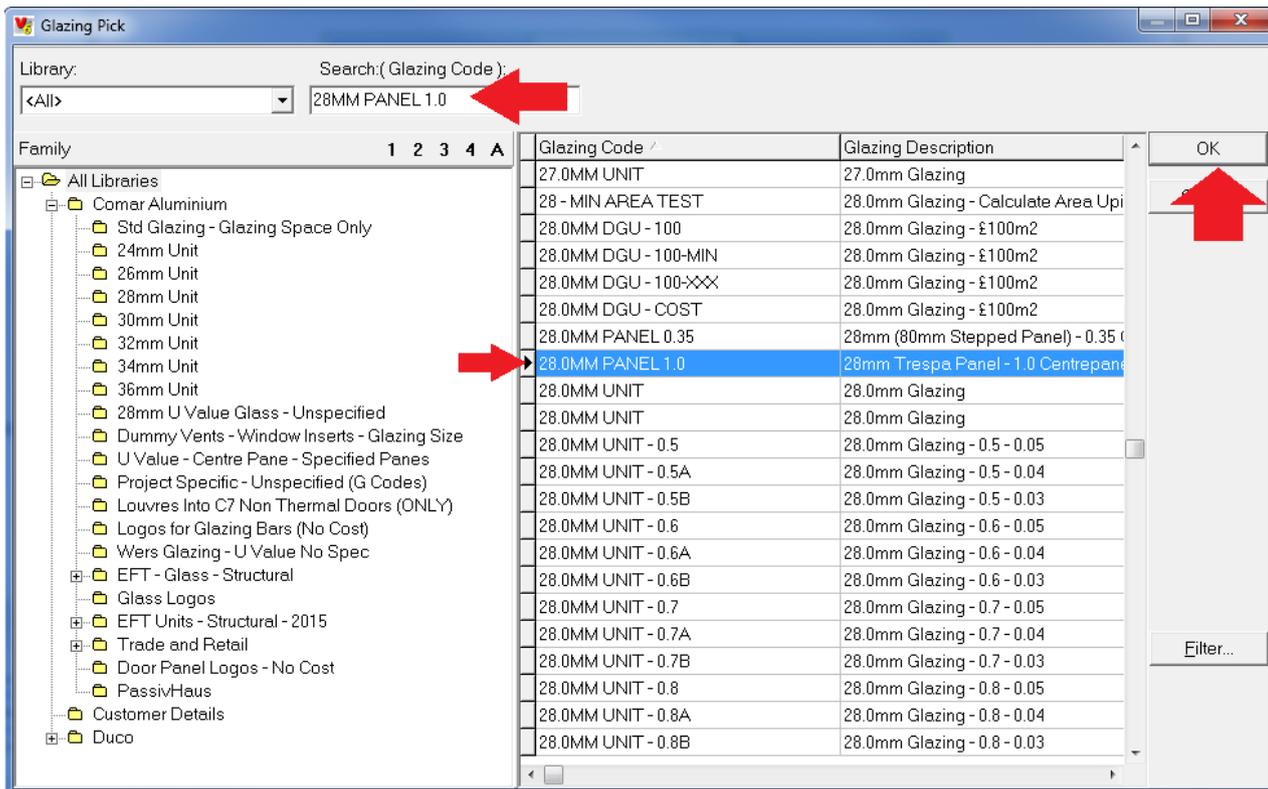
USING YOUR MOUSE AND THE SHIFT KEY ON YOUR KEYBOARD HIGHLIGHT ALL THREE BOTTOM LIGHTS (AS SHOWN).



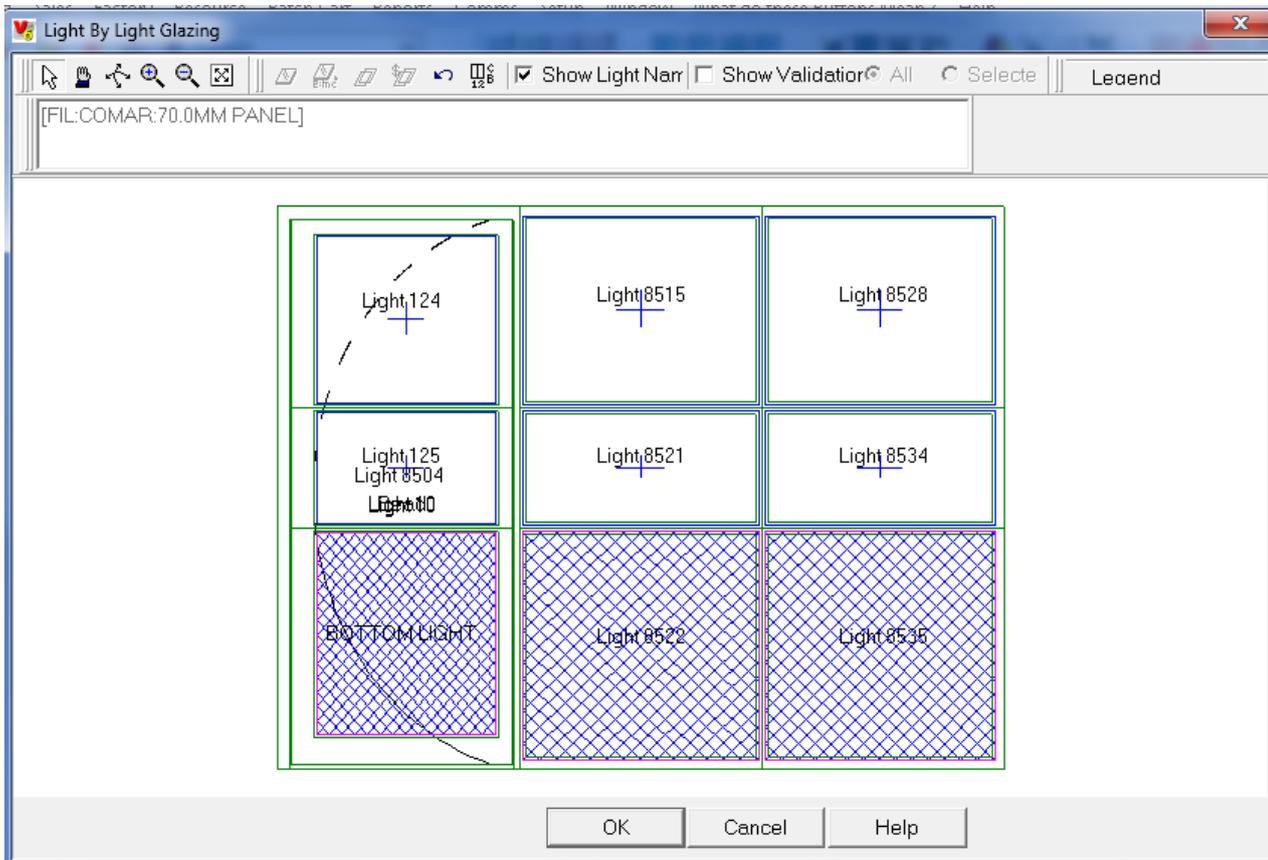
NOW CLICK ONTO THIS BUTTON TO CHANGE THE GLAZING.



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.



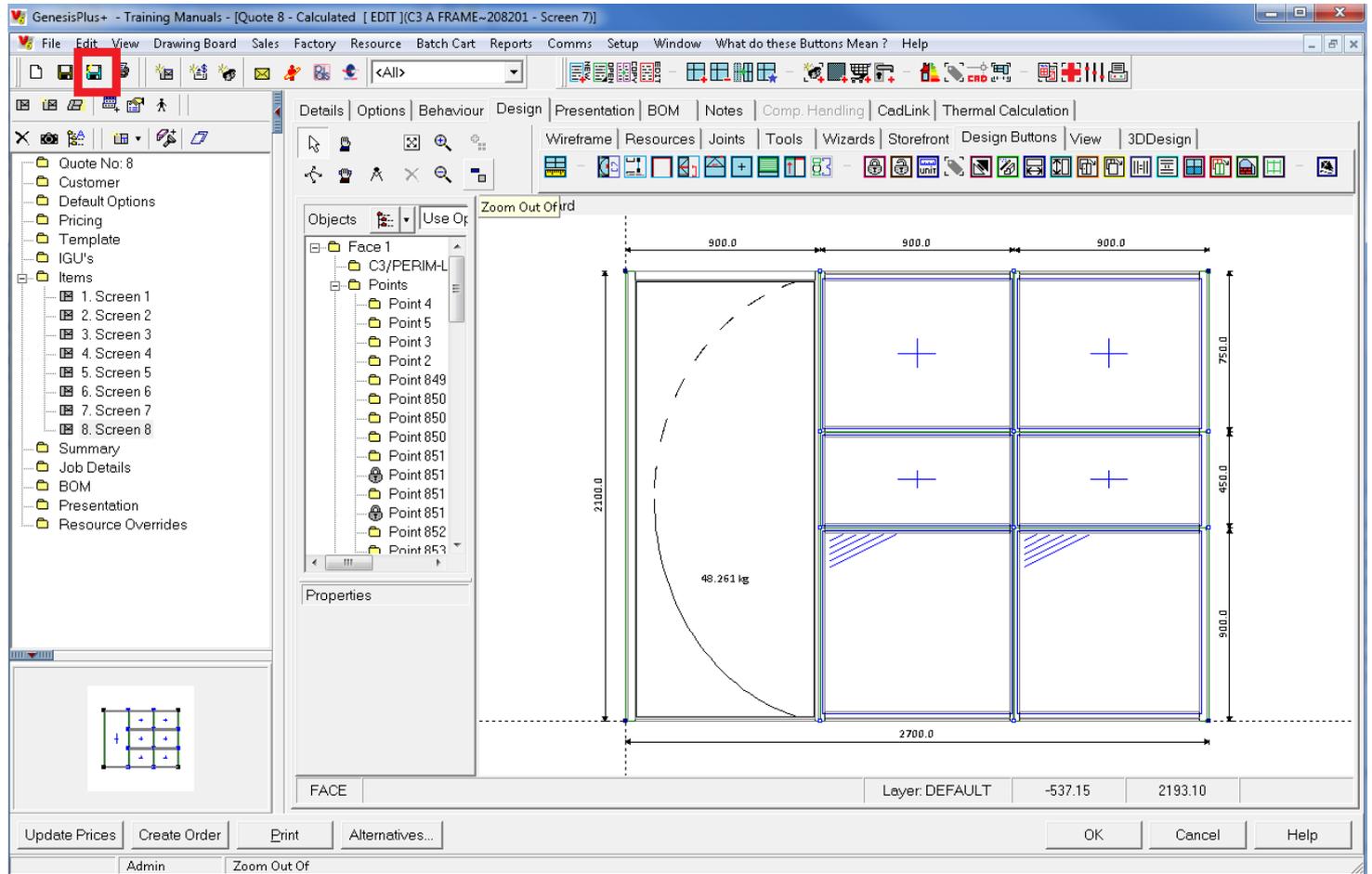
THIS WILL NOW BRING THE OTHER SCREEN BACK AND YOU WILL SEE THAT THERE IS A PANEL LOGO IN THE BOTTOM THREE LIGHTS. CLICK OK WHEN COMPLETE.



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 9

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:

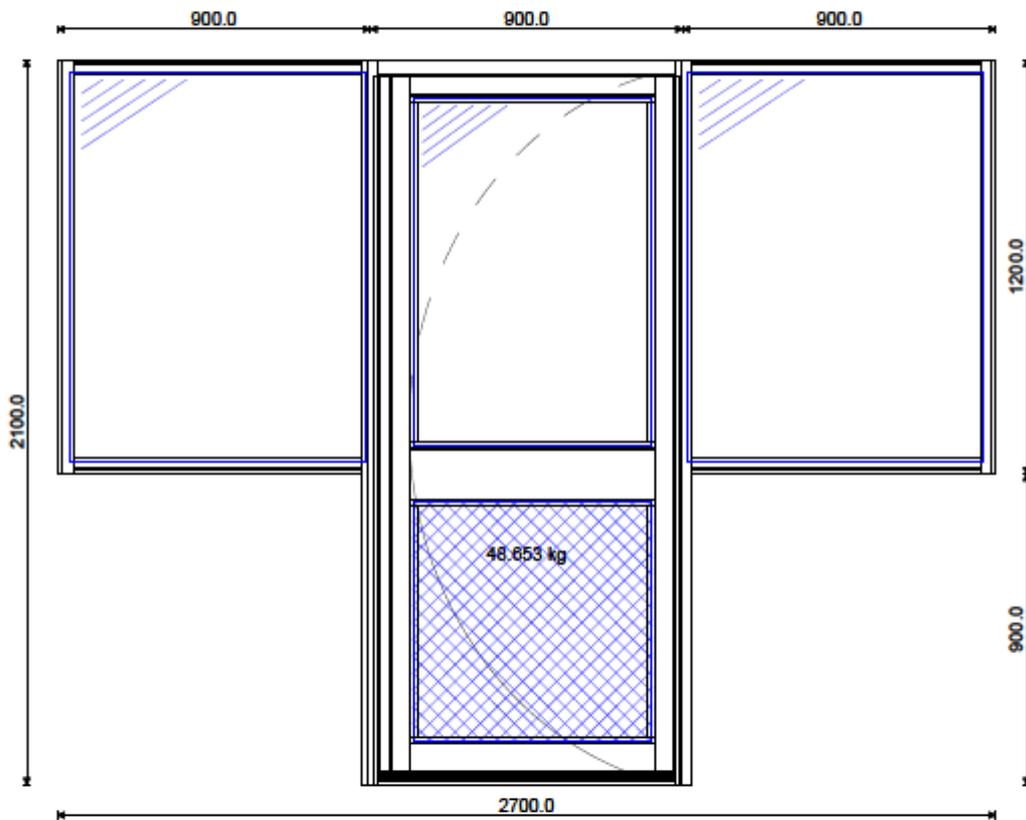
Finish: [COL:COMAR.POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



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

Quantity: 1

\*\*\*\*\* 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**

Please Select a New Ground Floor Facade or Curtain Wall Frame to Add to this quote - Genesis Plus R18 - 2018

C9Pi Ladderframe (78, 100, 120mm)

Groundfloor And Shopfronts

C6EFT 50mm Curtain Wall

C6EFT 60mm Curtain Wall

C6Stick or Ladder Curtain Wall

Alu-Timber Curtain Wall

Miscellaneous

- Comar 9 100mm Box Inside (Loose Beaded)
- Comar 9 100mm Box Inside (Fixed Beaded)
- Comar 9 120mm Box Inside (Loose Beaded)
- Comar 9 120mm Box Inside (Fixed Beaded)
- Comar 9 120mm Box Outside (Fixed Beaded)
- Comar 9 78mm Ladder No Box

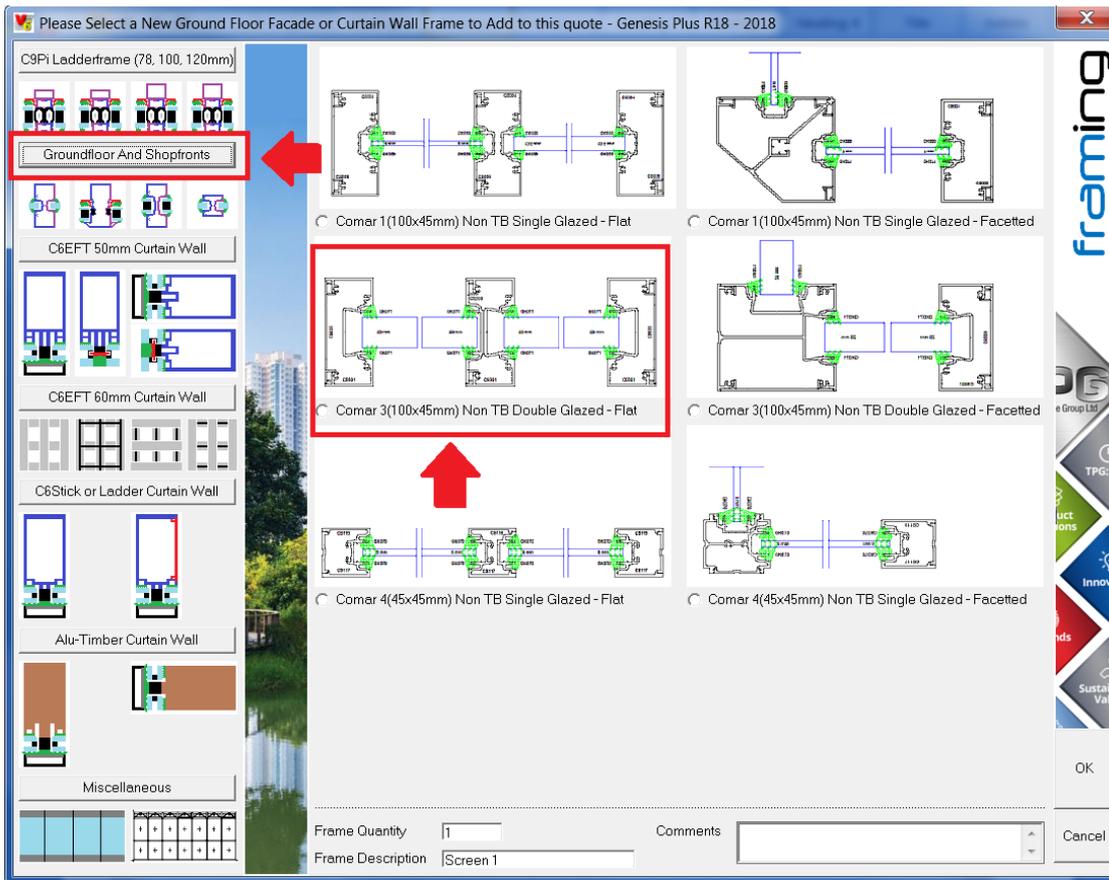
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Frame Description: Screen 1

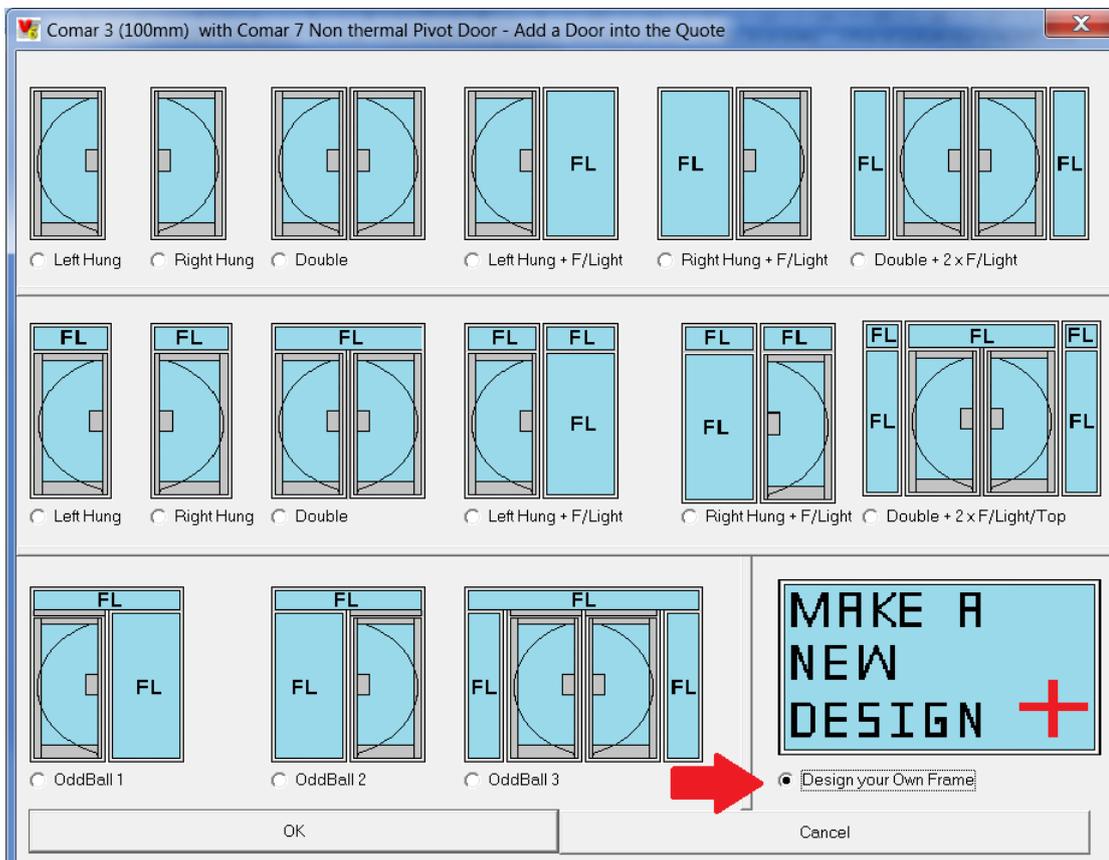
Comments: [ ]

OK Cancel

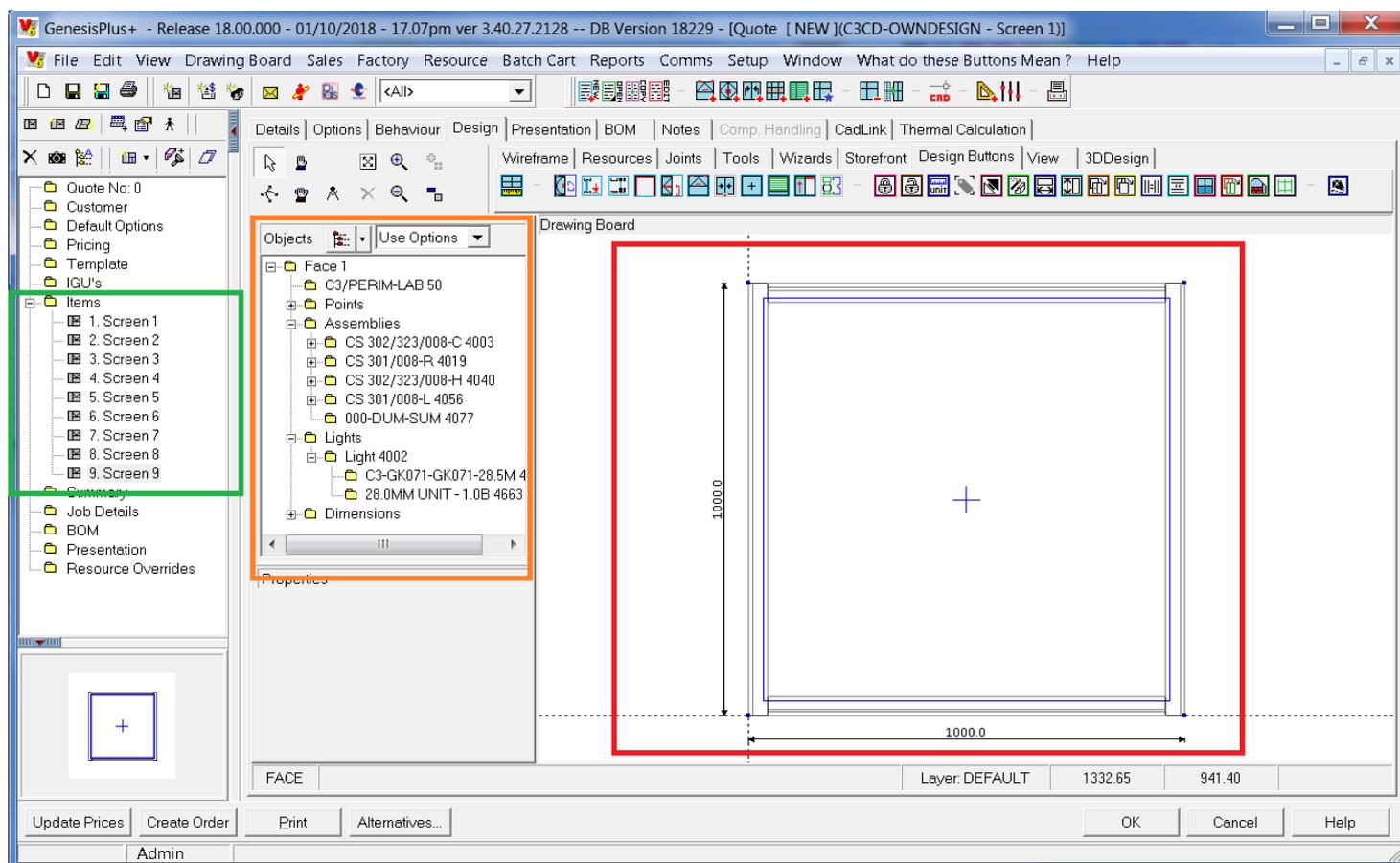
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



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

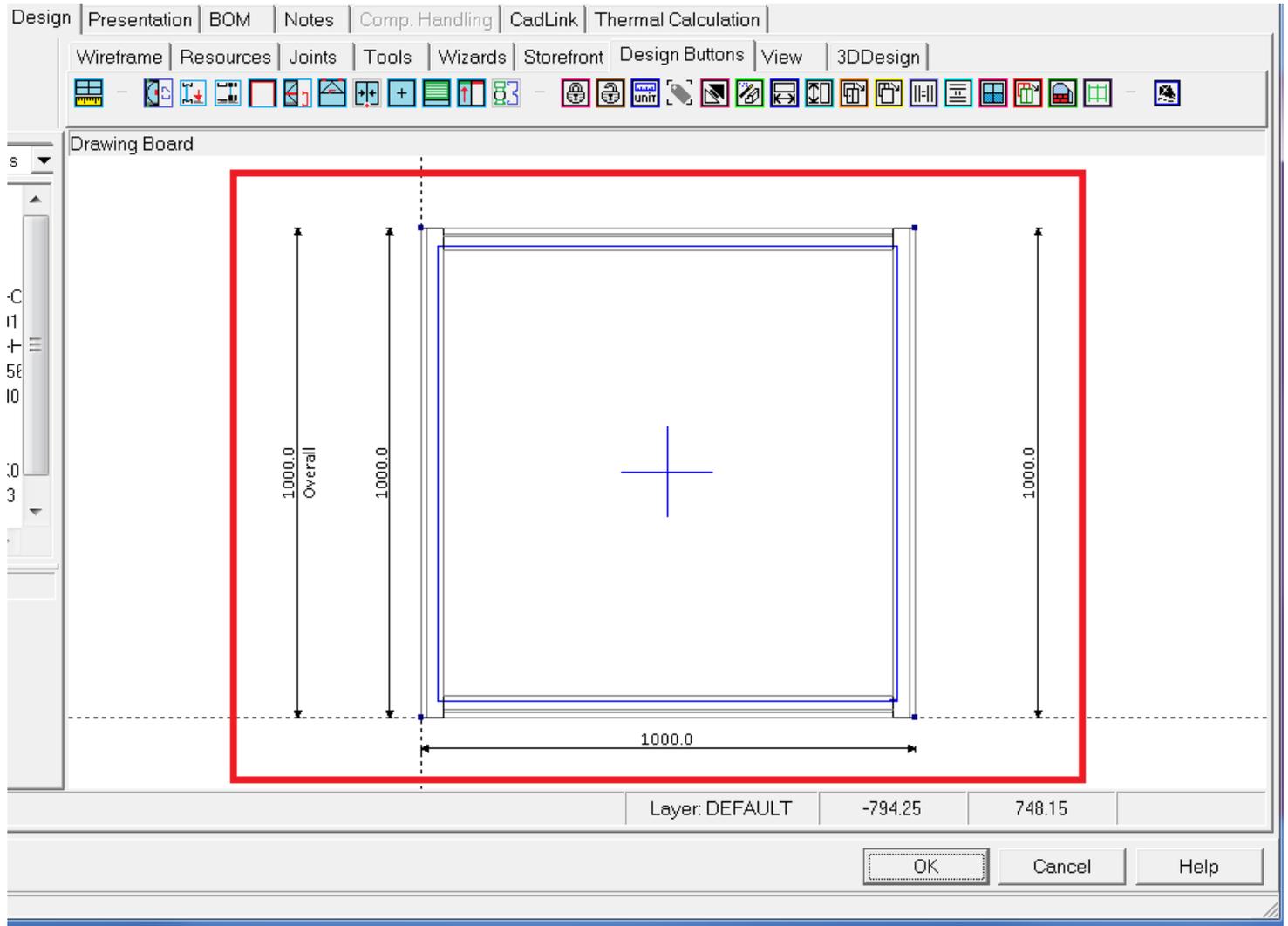
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

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, lyy Req - 1.04

Lightcode: 1, Cill Profile: CS 302-IYY-8.6, lyy Req - 1.04

Columns: 1, Rows: 1, Sub Cill Type: None, Left Profile: CS 301-IXX-85.9, lxx Req - 0

Frame Quantity: 1, Sub Cill Nosing: None, Right Profile: CS 301-IXX-85.9, lxx Req - 0

Frame Description: New Frame, Item Comments: [Empty], Transom Profile: CS 302-IYY-8.6, lyy Req - 1.04

Frame Finish: [COL:COMAR:WHITE (WHITE)], Mullion Profile: CS 301/309-IXX-85.9, lxx Req - 0

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

Save Chosen Frame Defaults

Create

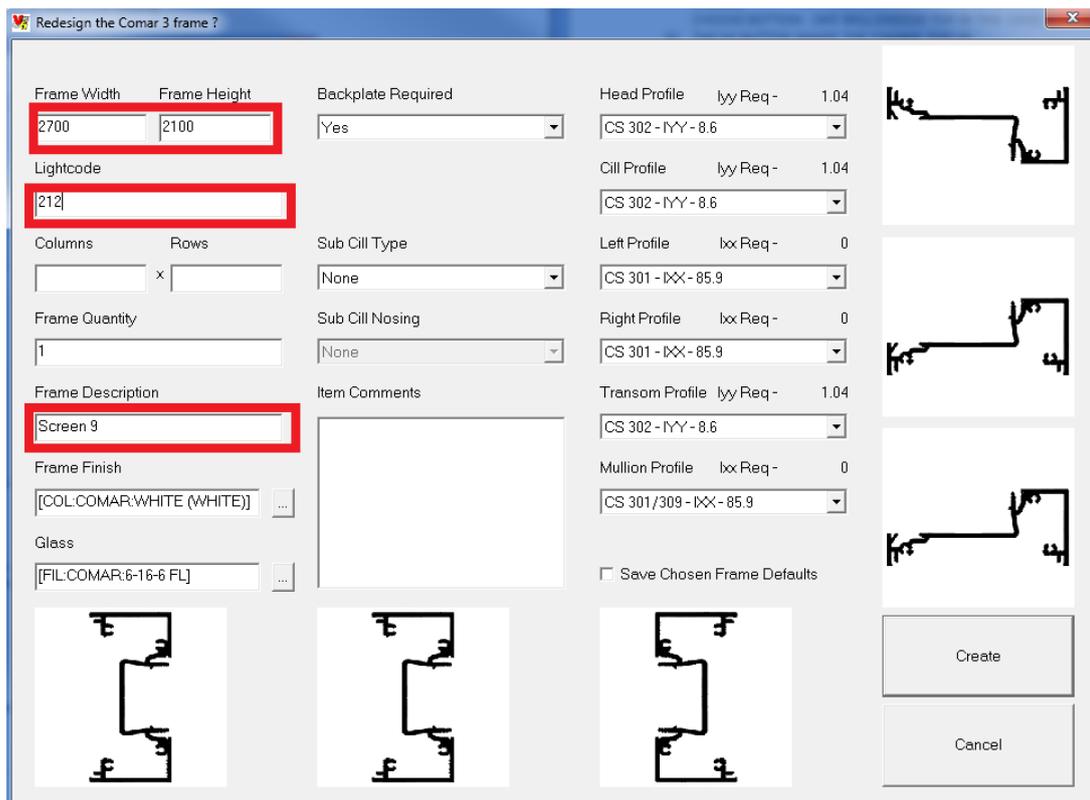
Cancel

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.

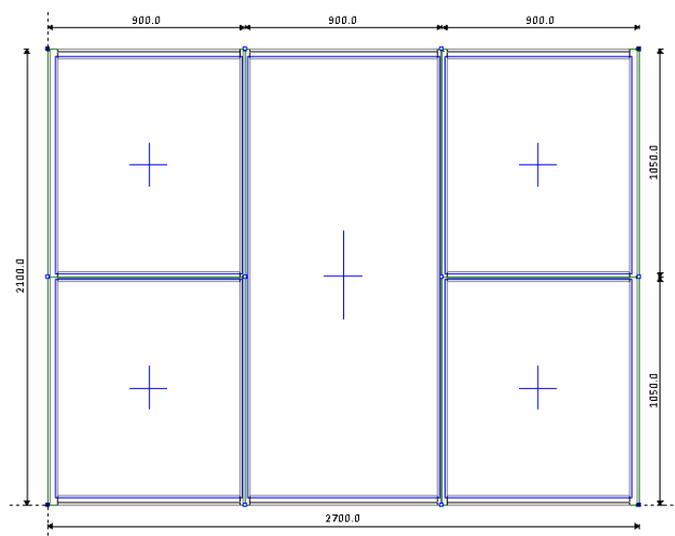
THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE:

- 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 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.



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:  ...

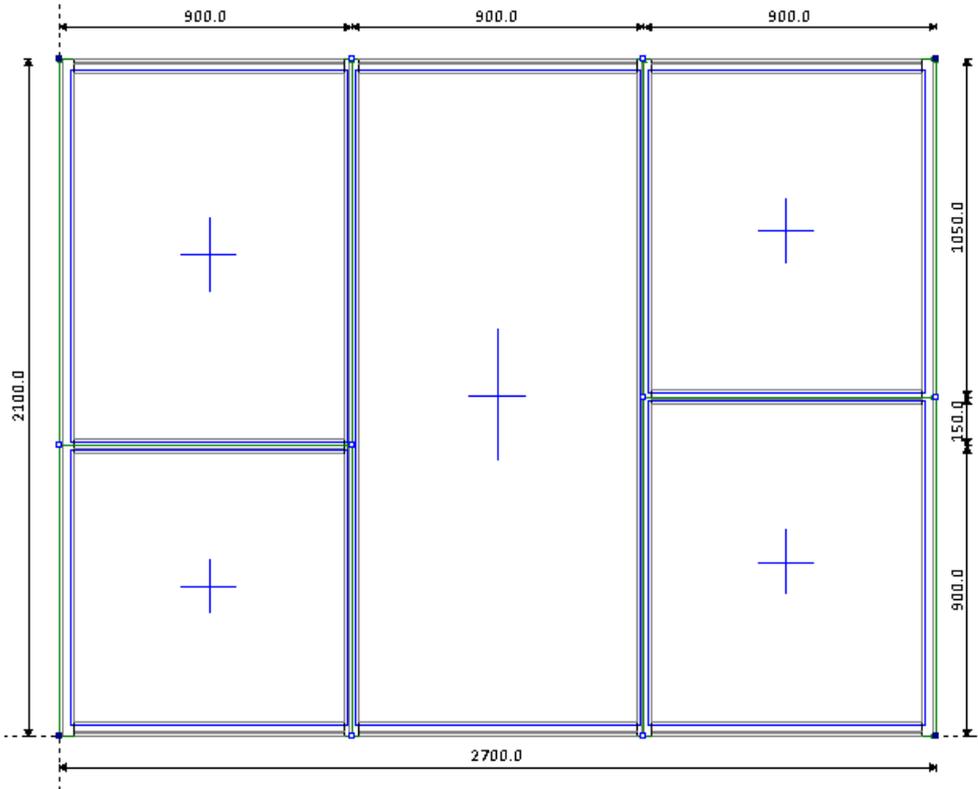
Failure Message:

Extension Line

User Defined Length:

OK Cancel Help

THE TRANSOM HEIGHT HAS NOW CHANGED.



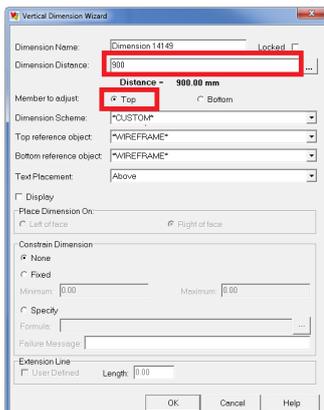
NOW HIGHLIGHT THE BOTTOM RIGHT HAND LIGHT AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.



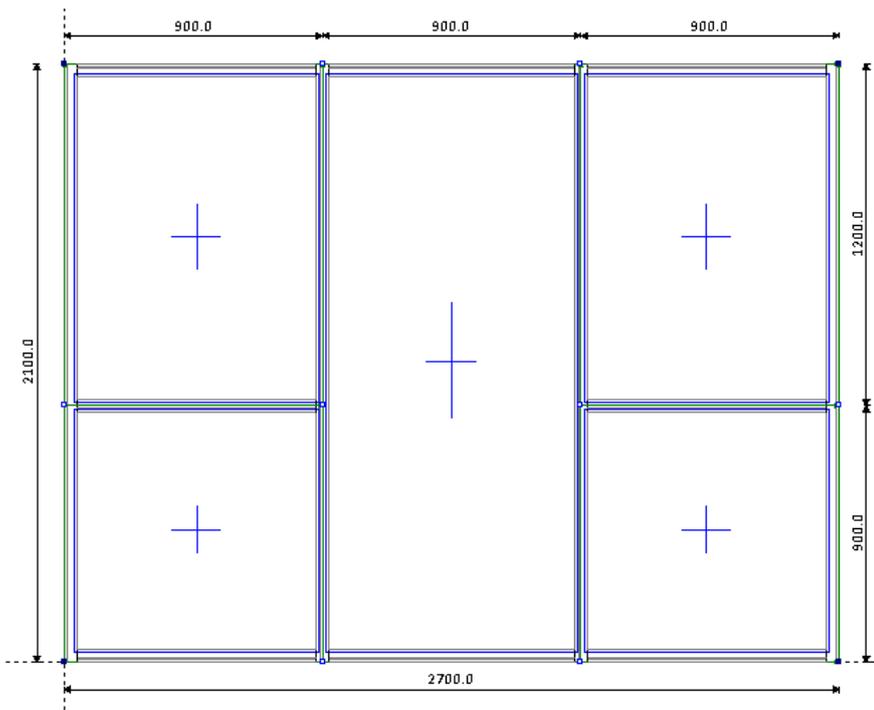
THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE ALOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

- 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.

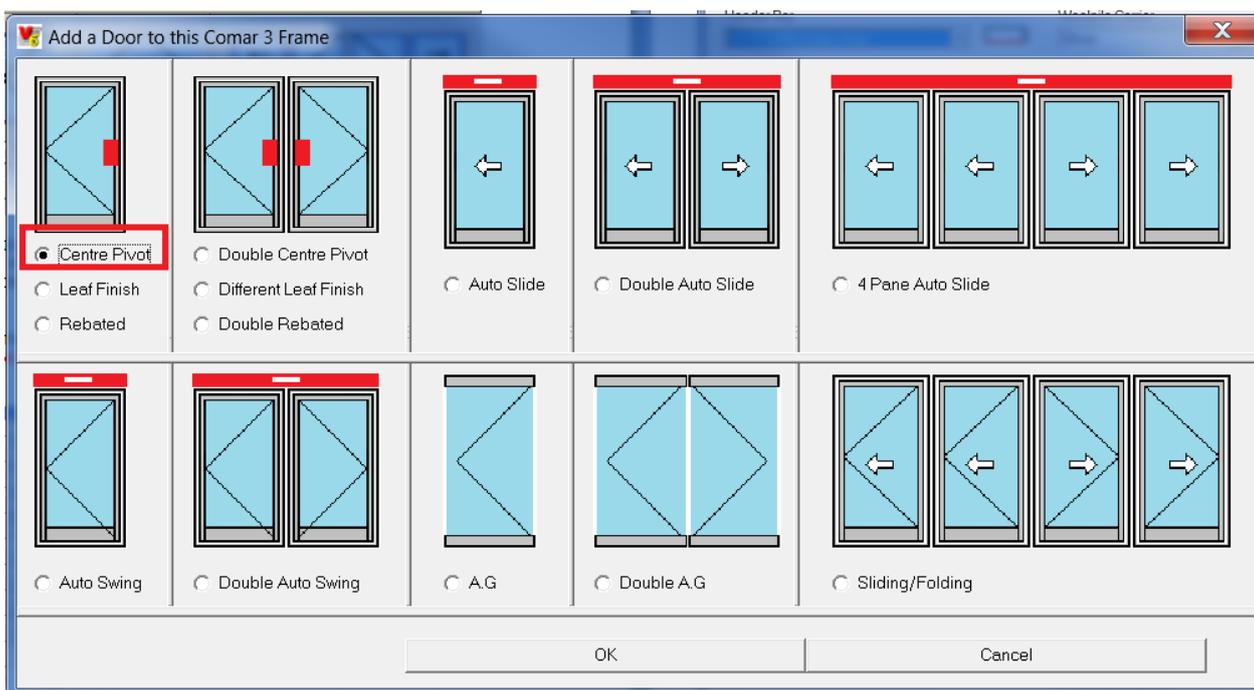


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

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.

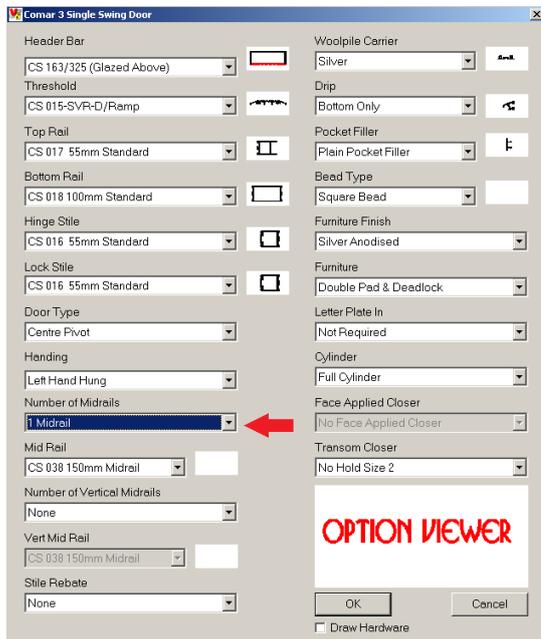


CLICK ONTO THE SINGLE "Centre Pivot" OPTION AND CLICK OK.



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)		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		<b>OPTION VIEWER</b>		
Vert Mid Rail	CS 038 150mm Midrail				
Stile Rebate	None		<input type="button" value="OK"/> <input type="button" value="Cancel"/>		

Draw Hardware

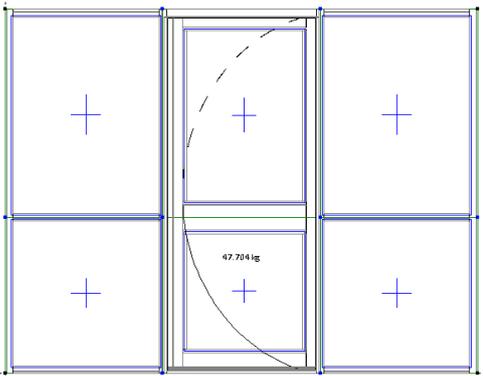
WHEN YOU HAVE CONFIRMED YOUR SELECTION THE BELOW SCREEN WILL APPEAR. THIS IS THE HEIGHT OF THE MIDRAIL FROM THE FLOOR LEVEL (BASED ON THE THRESHOLD THAT YOU HAVE CHOSEN, IT WILL AUTOMATICALLY ADJUST THE MIDRAIL TO SUIT). CHANGE THIS FIGURE TO BE 900MM. THEN CLICK OK.

**Mid Rail Height**

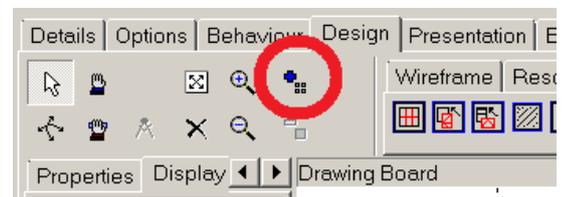
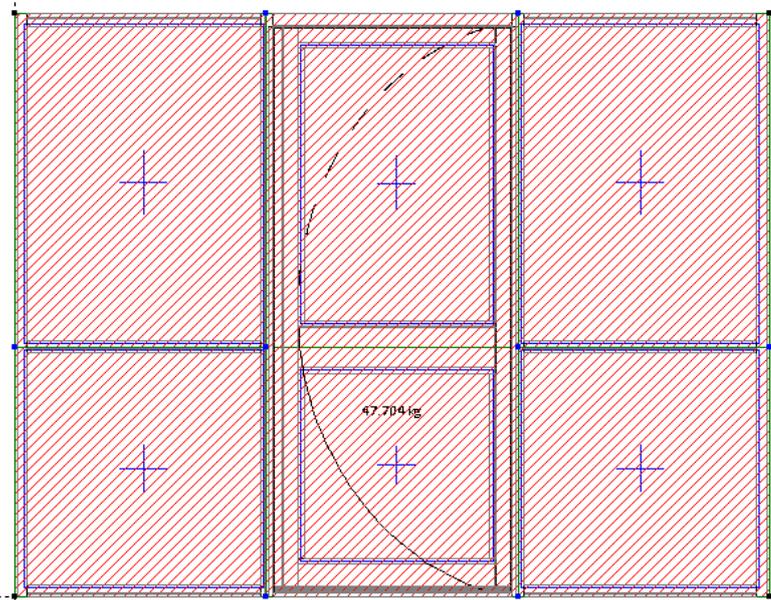
Enter Mid Rail height from Floor level

900

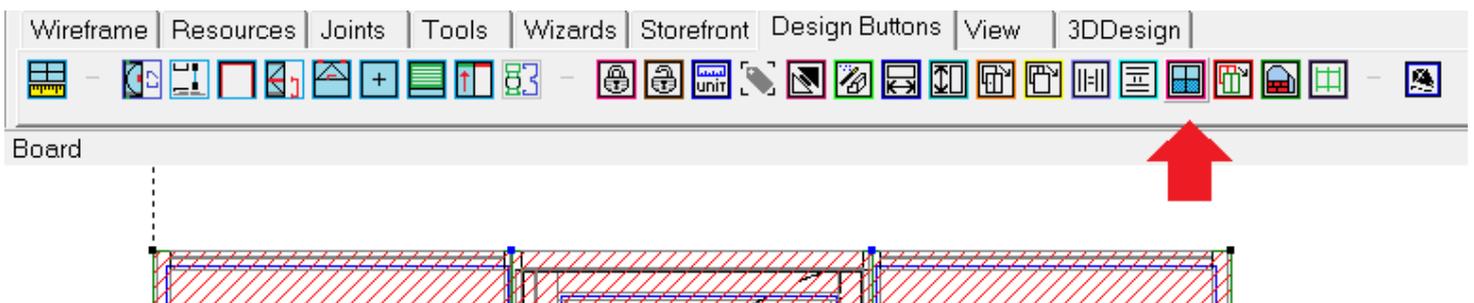
THIS WILL NOW SHOW YOU THE NEW DESIGN.



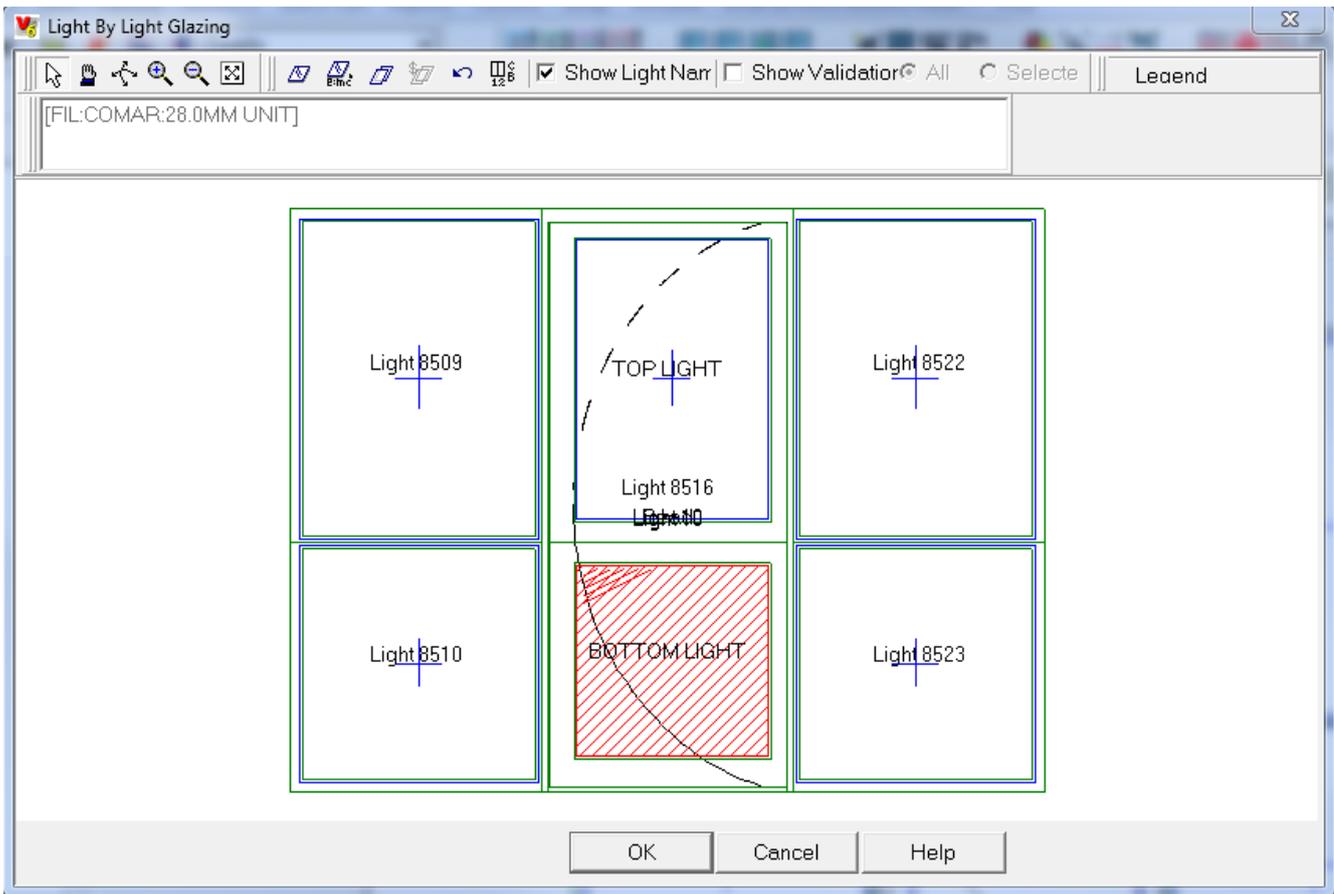
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE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



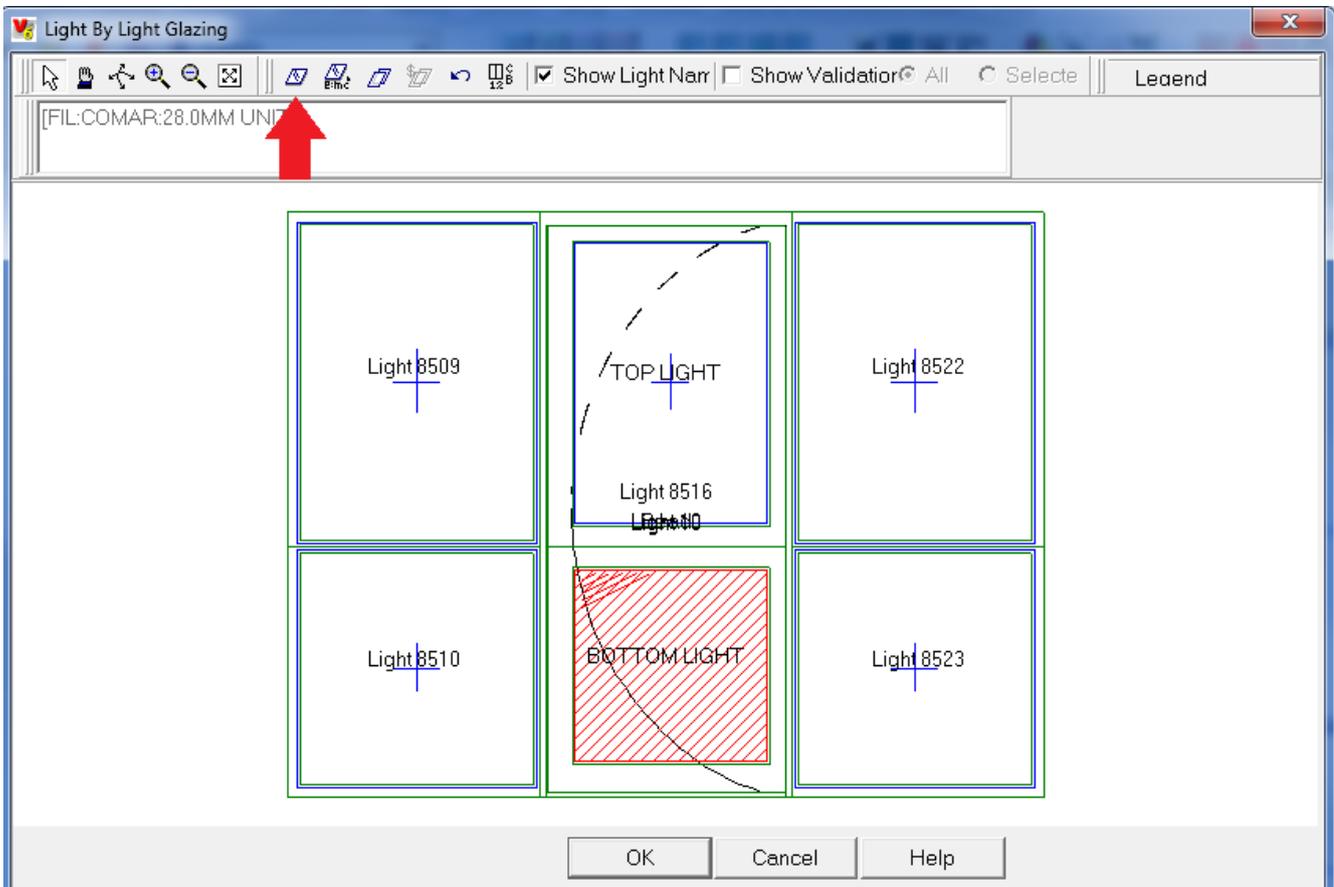
ONE THING THAT WE WANT TO COVER ON BUILDING THIS SCREEN IS CHANGING GLASS TO A PANEL. CLICK ONTO THE LIGHT BY LIGHT GLAZING BUTTON AS SHOWN BELOW.



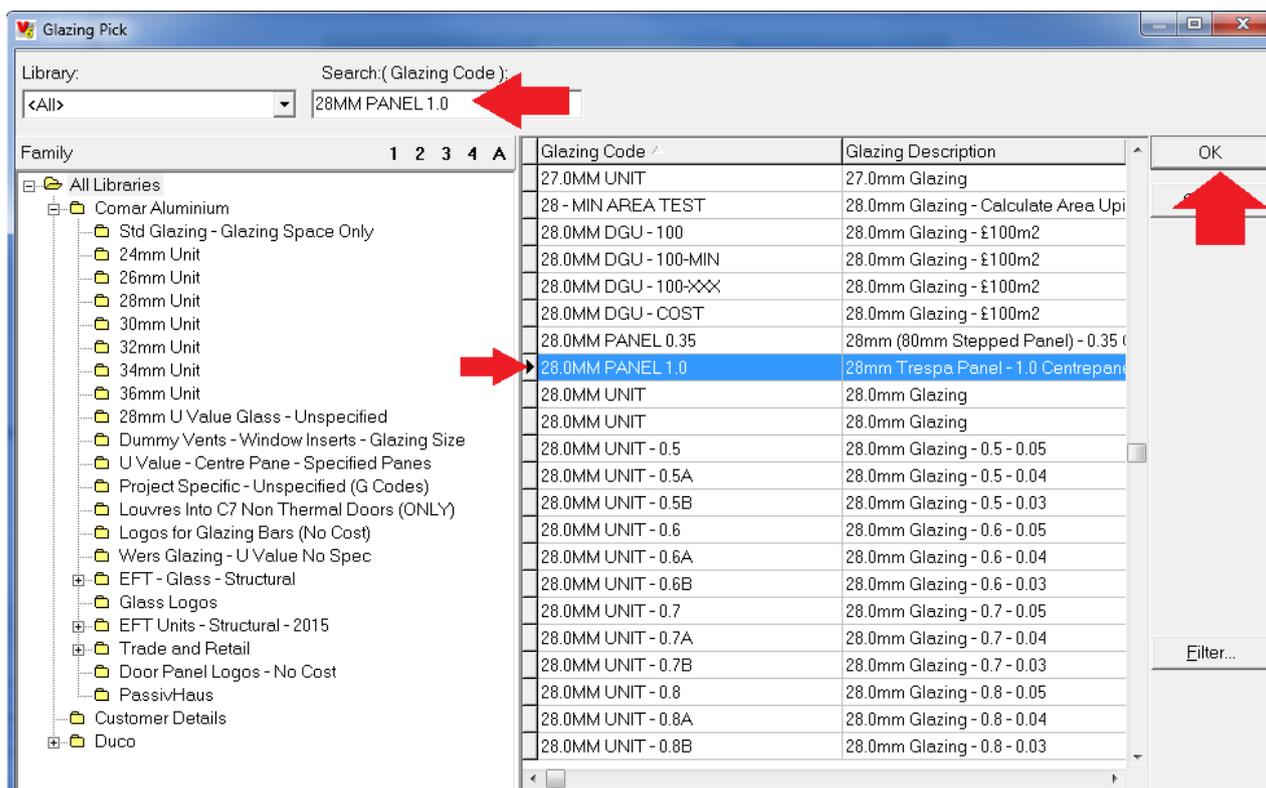
USING YOUR MOUSE HIGHLIGHT THE BOTTOM LIGHT OF THE DOOR (AS SHOWN).



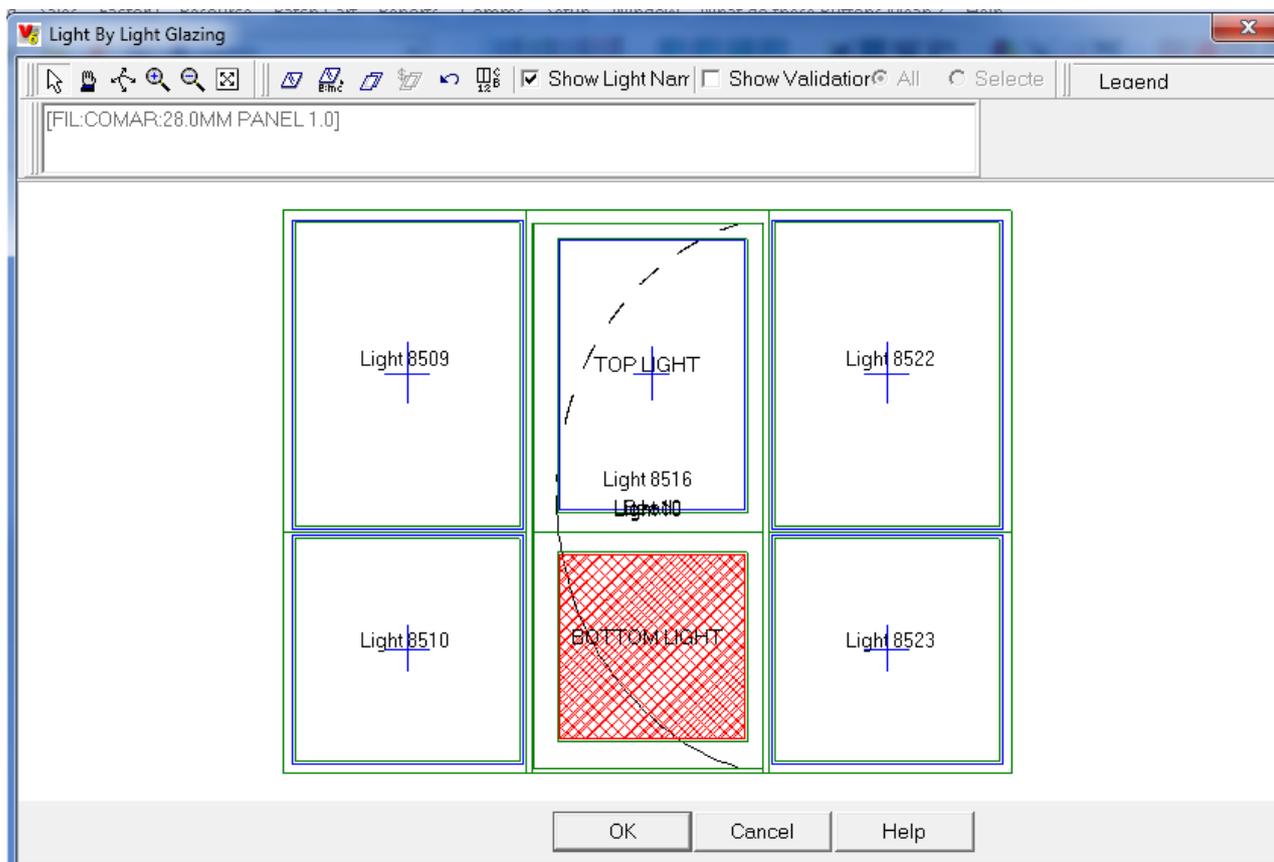
NOW CLICK ONTO THIS BUTTON TO CHANGE THE GLAZING.



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.

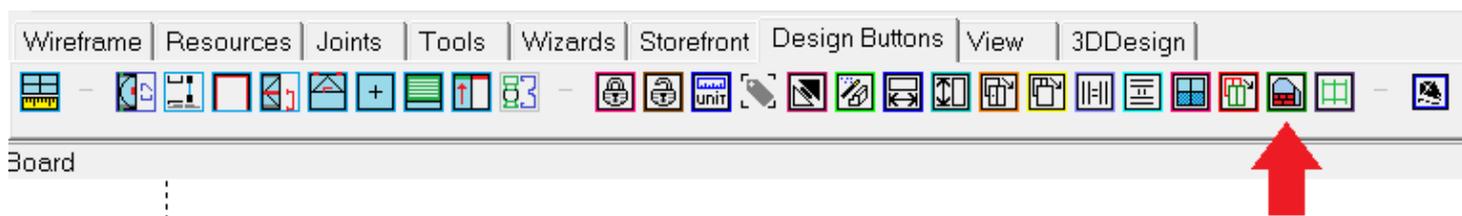


THIS WILL NOW BRING THE OTHER SCREEN BACK AND YOU WILL SEE THAT THERE IS A PANEL LOGO IN THE BOTTOM THREE LIGHTS. CLICK OK WHEN COMPLETE.

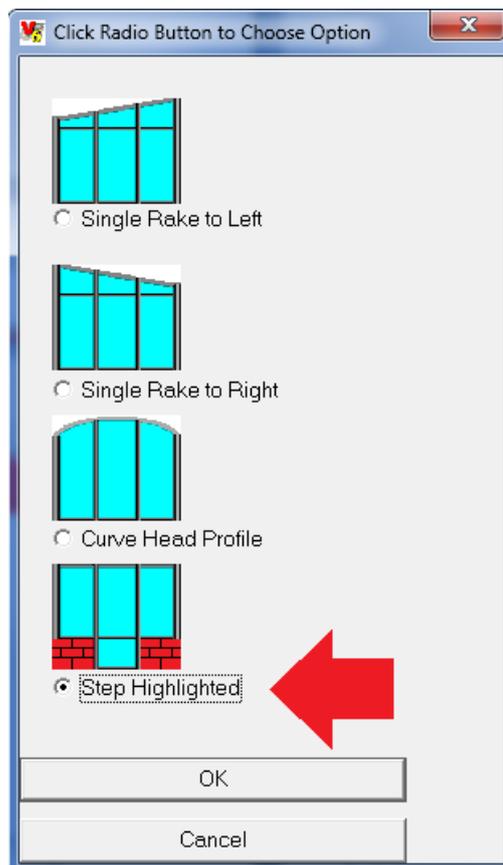


THIS SCREEN IS NOW COMPLETE.

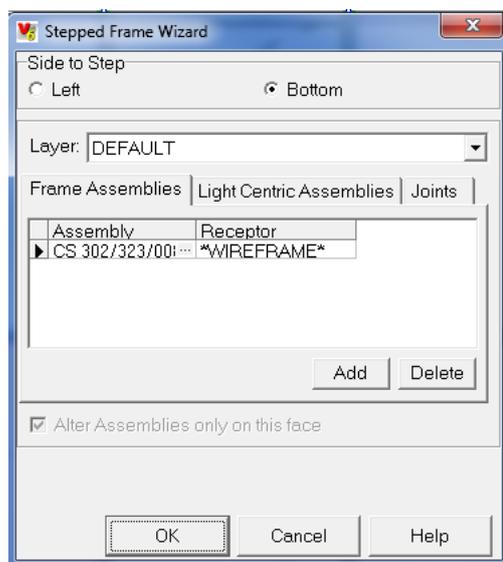
THE LAST THING THAT WE ARE GOING TO DO IS STEP THE FRAME. HIGHLIGHT THE BOTTOM LEFT HAND LIGHT OF THE FRAME, NOW CLICK ONTO STEP HIGHLIGHTED AND CLICK OK.



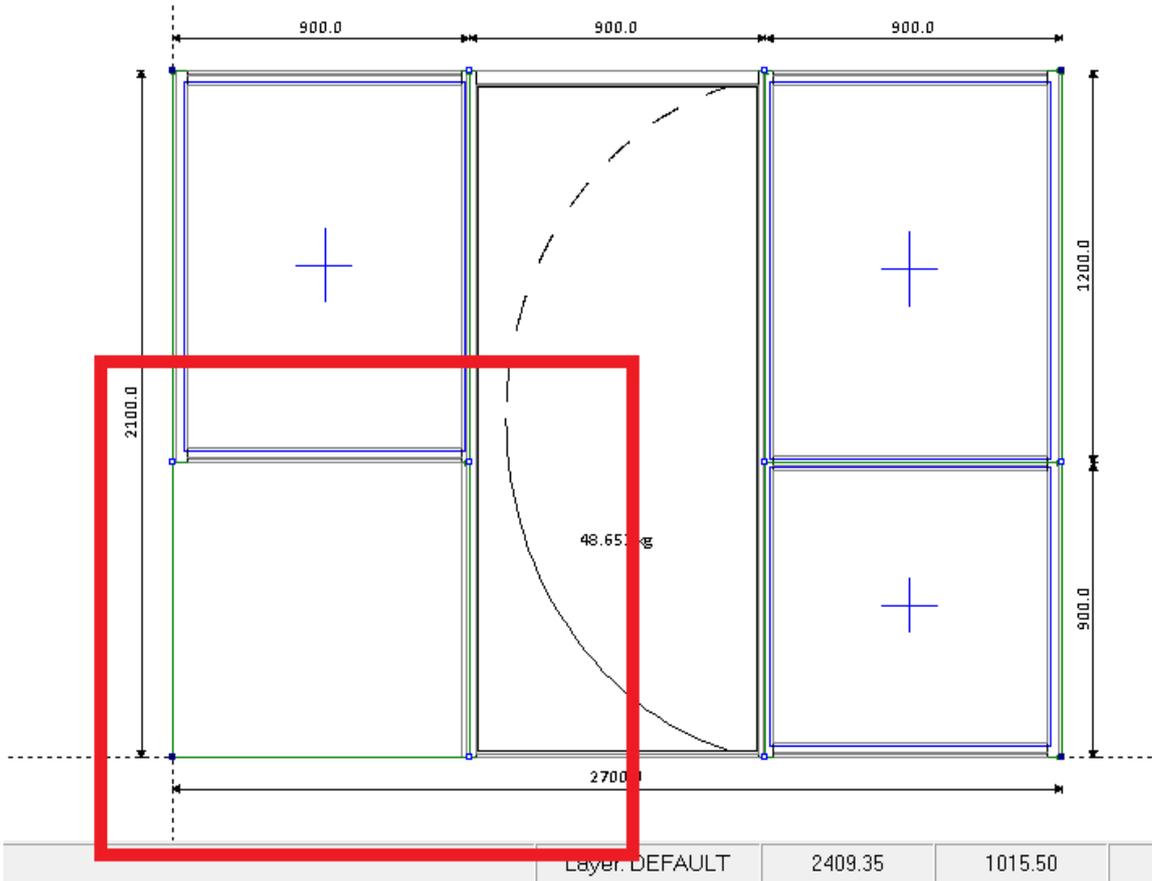
THE BELOW BOX WILL COME UP



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

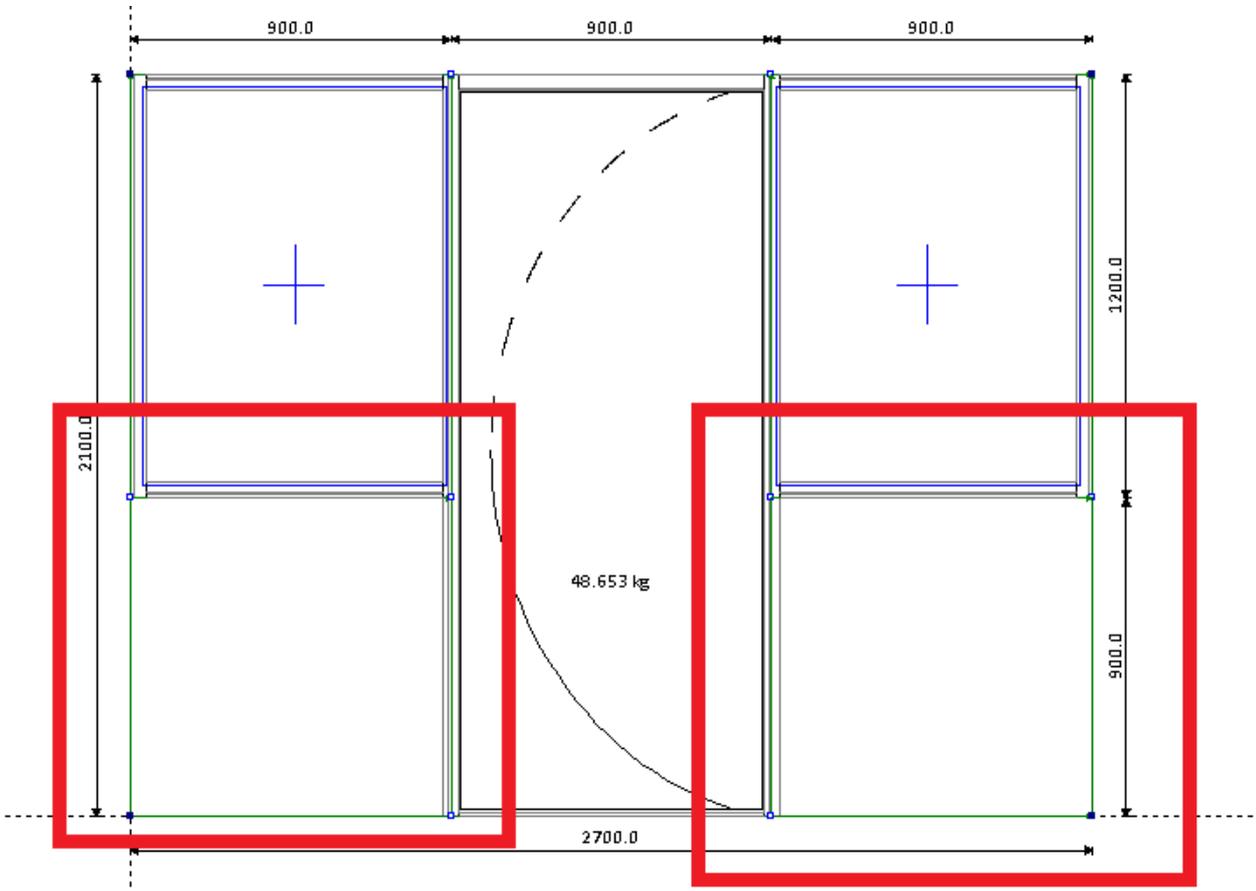


WHEN THE DESIGN SCREEN RETURNS THE LEFT HAND CORNER HAS BEEN STEPPED UP.



NOW REPEAT THE SAME FOR THE BOTTOM RIGHT HAND LIGHT.

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





# 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:

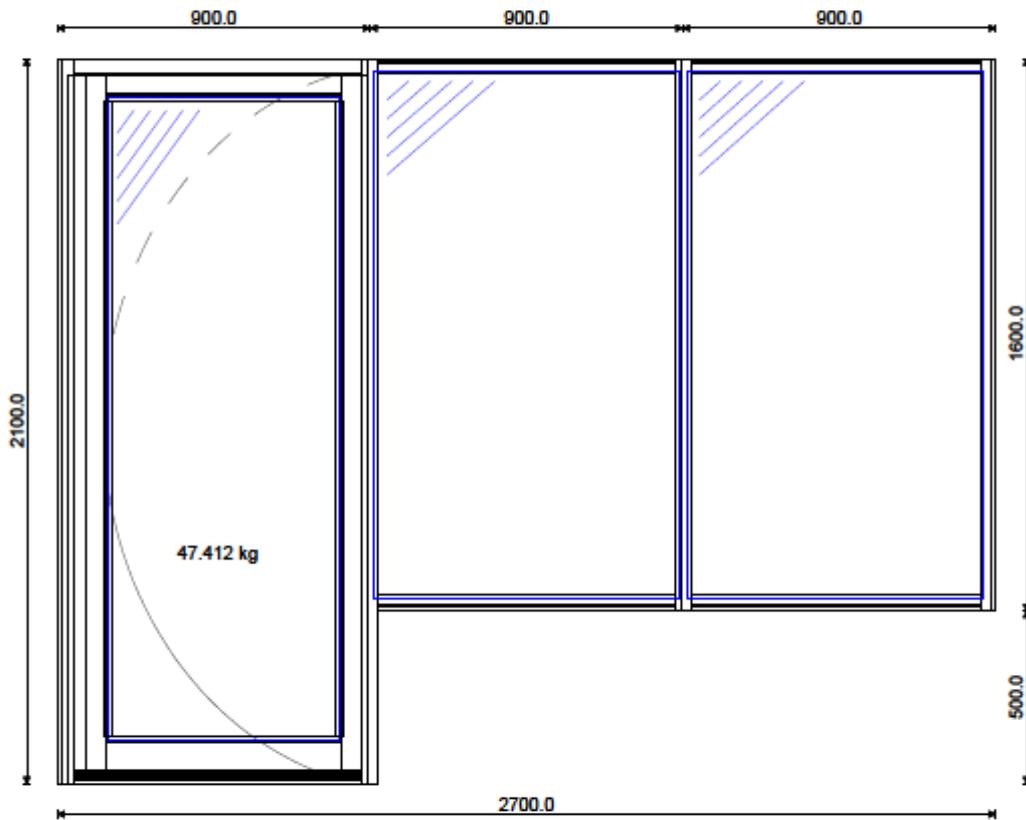
Finish: [COL:COMAR:POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



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

Quantity: 1

\*\*\*\*\* 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**

Please Select a New Ground Floor Facade or Curtain Wall Frame to Add to this quote - Genesis Plus R18 - 2018

C9Pi Ladderframe (78, 100, 120mm)

Groundfloor And Shopfronts

C6EFT 50mm Curtain Wall

C6EFT 60mm Curtain Wall

C6Stick or Ladder Curtain Wall

Alu-Timber Curtain Wall

Miscellaneous

- Comar 9 100mm Box Inside (Loose Beaded)
- Comar 9 100mm Box Inside (Fixed Beaded)
- Comar 9 120mm Box Inside (Loose Beaded)
- Comar 9 120mm Box Inside (Fixed Beaded)
- Comar 9 120mm Box Outside (Fixed Beaded)
- Comar 9 78mm Ladder No Box

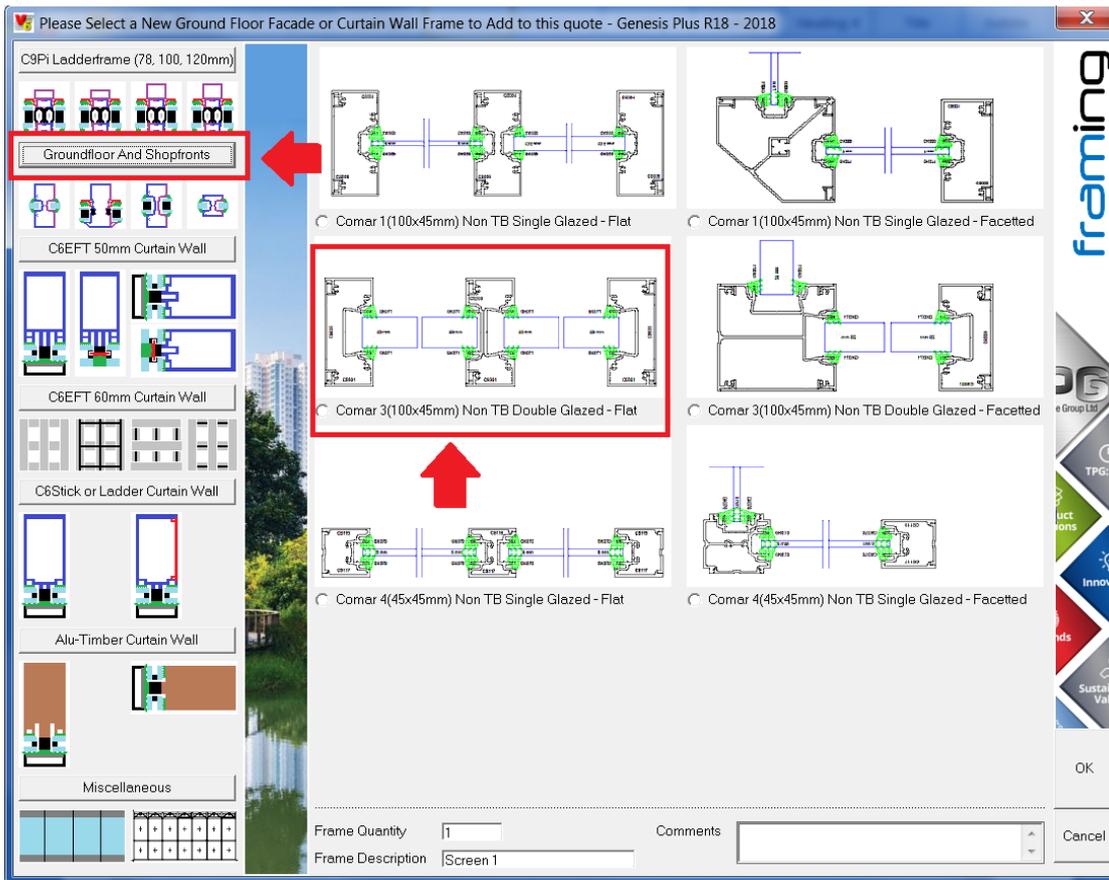
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Frame Description: Screen 1

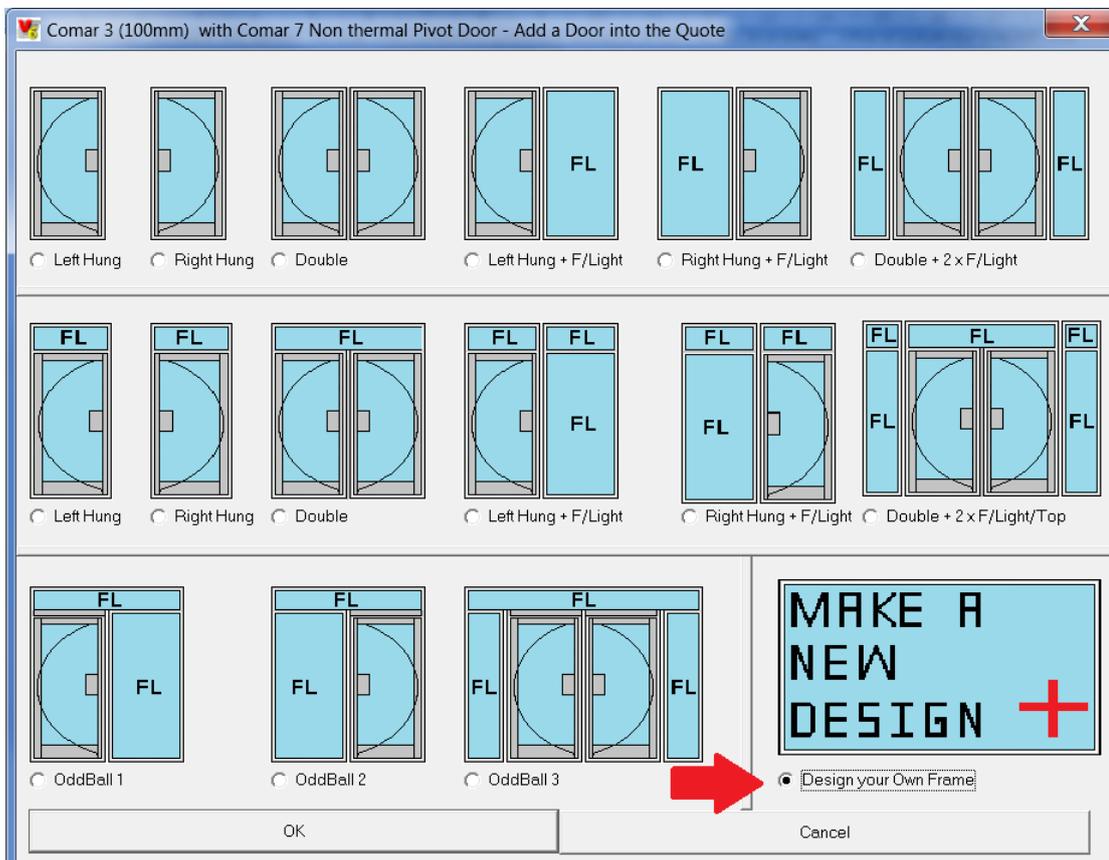
Comments: [ ]

OK Cancel

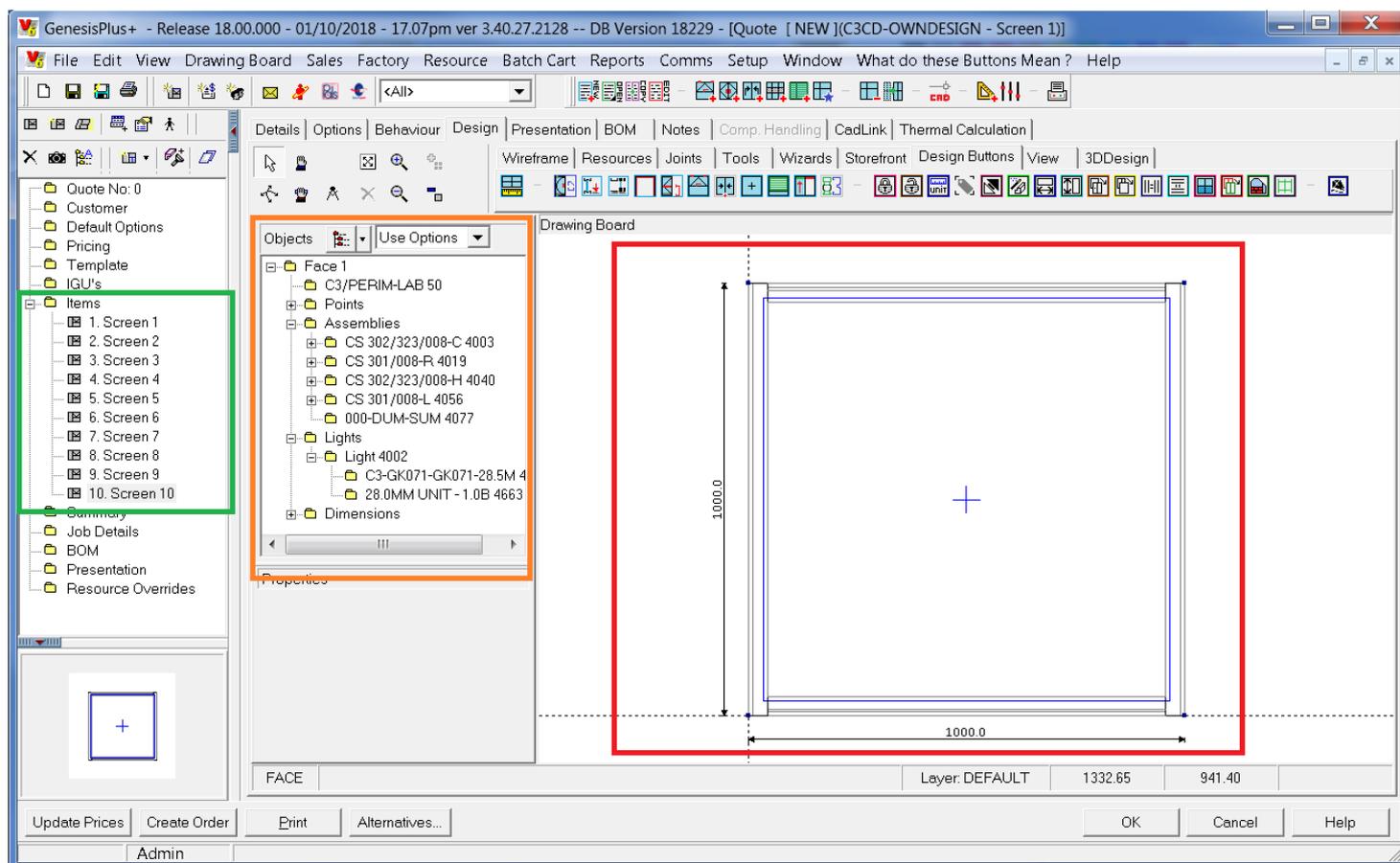
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE).



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

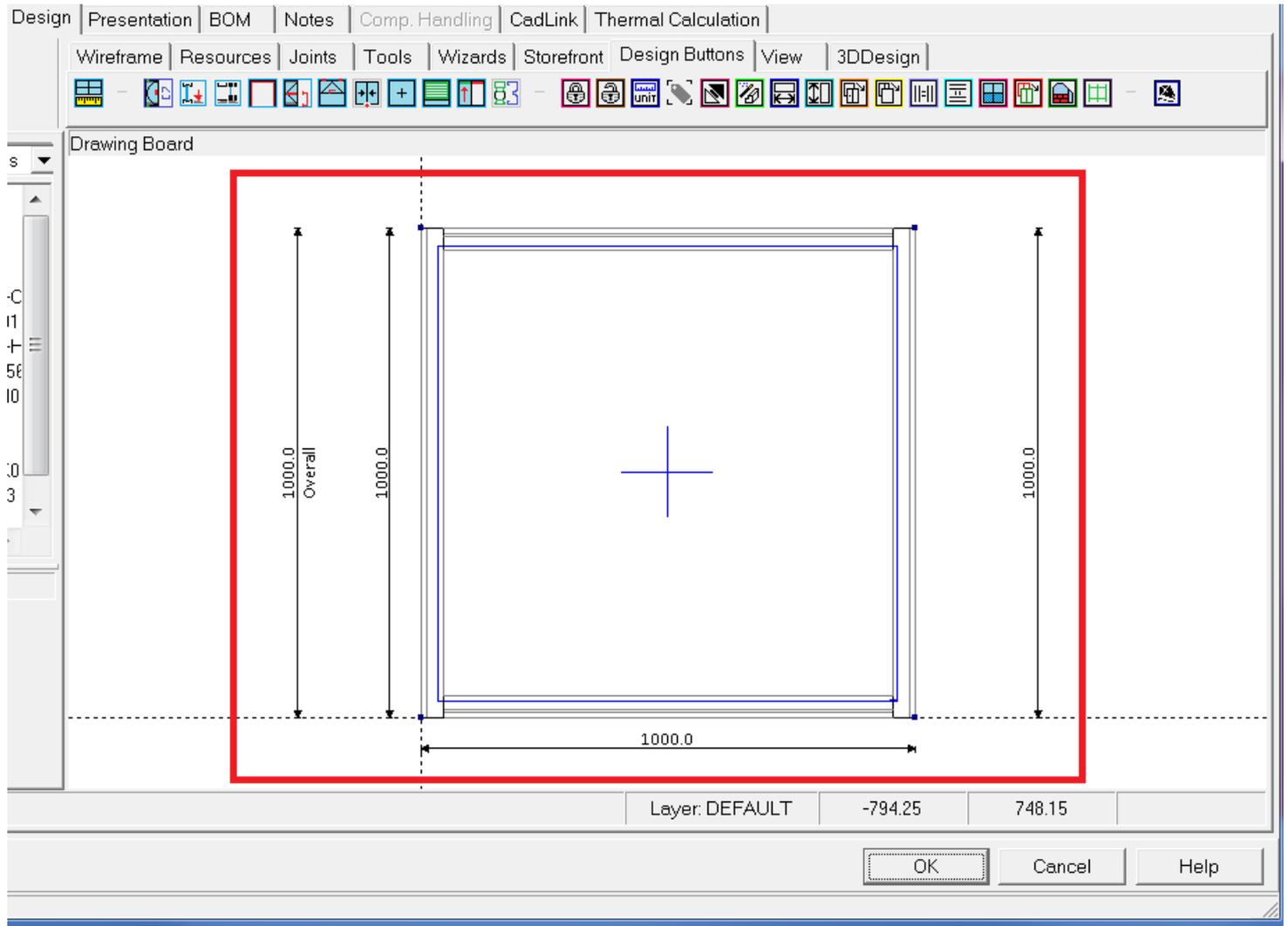
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

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	lyy Req - 1.04
Lightcode 1			Cill Profile CS 302-IYY-8.6	lyy Req - 1.04
Columns 1	Rows 1	Sub Cill Type None	Left Profile CS 301-IXX-85.9	lxx Req - 0
Frame Quantity 1		Sub Cill Nosing None	Right Profile CS 301-IXX-85.9	lxx Req - 0
Frame Description New Frame		Item Comments	Transom Profile CS 302-IYY-8.6	lyy Req - 1.04
Frame Finish [COL:COMAR:WHITE (WHITE)]			Mullion Profile CS 301/309-IXX-85.9	lxx Req - 0
Glass [FIL:COMAR:6-16-6 FL]			<input type="checkbox"/> Save Chosen Frame Defaults	

Three preview windows on the right show cross-sections of the frame assembly.

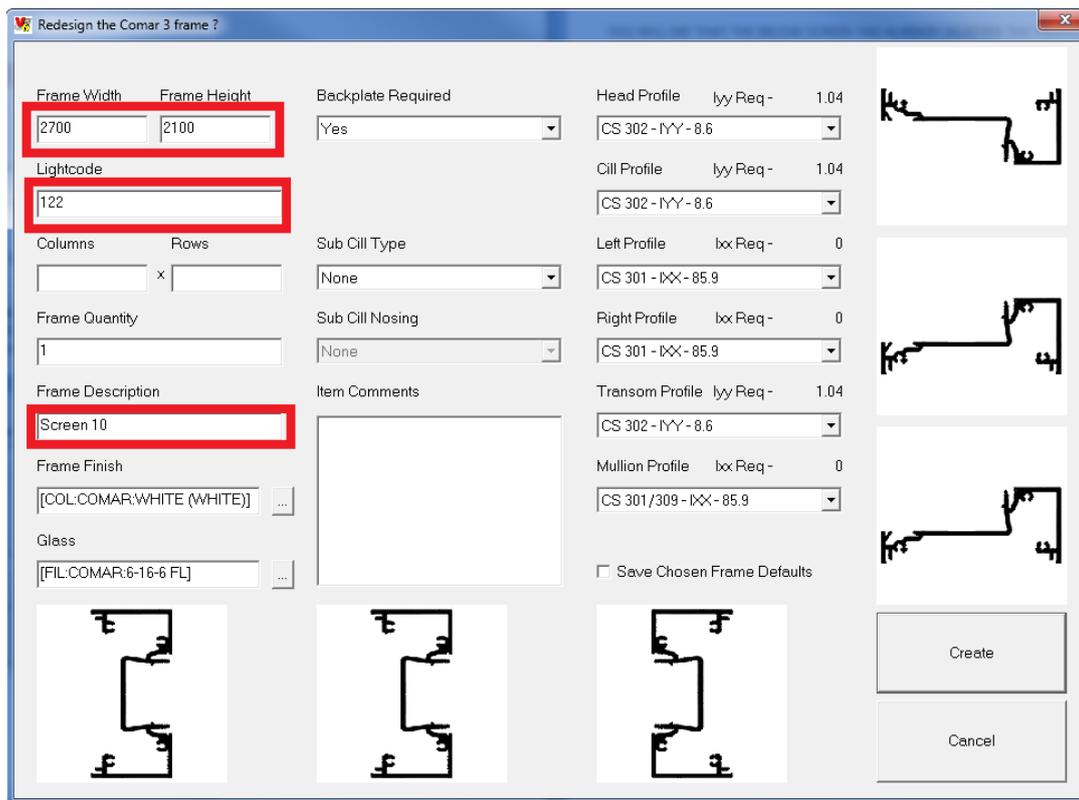
Buttons: Create, Cancel

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.

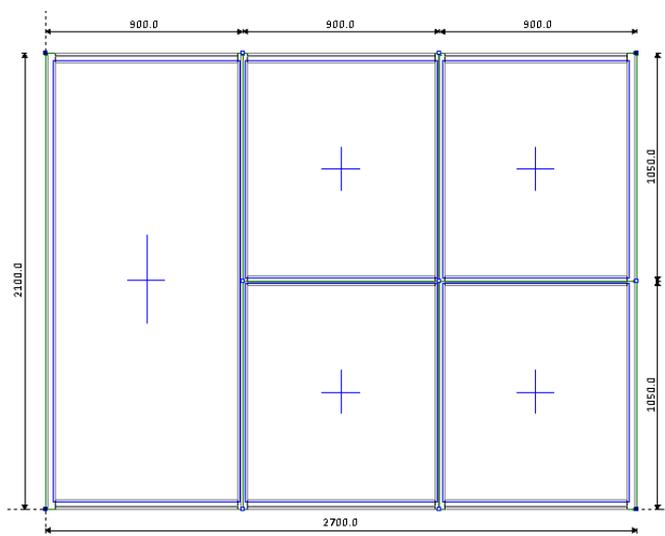
THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE

- 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 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

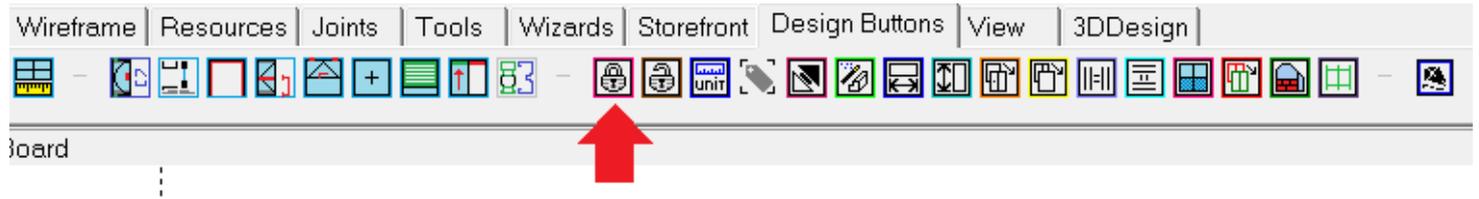
WHEN YOU HAVE CHANGED THE HIGHLIGHTED ITEMS PLEASE CLICK CREATE.



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.



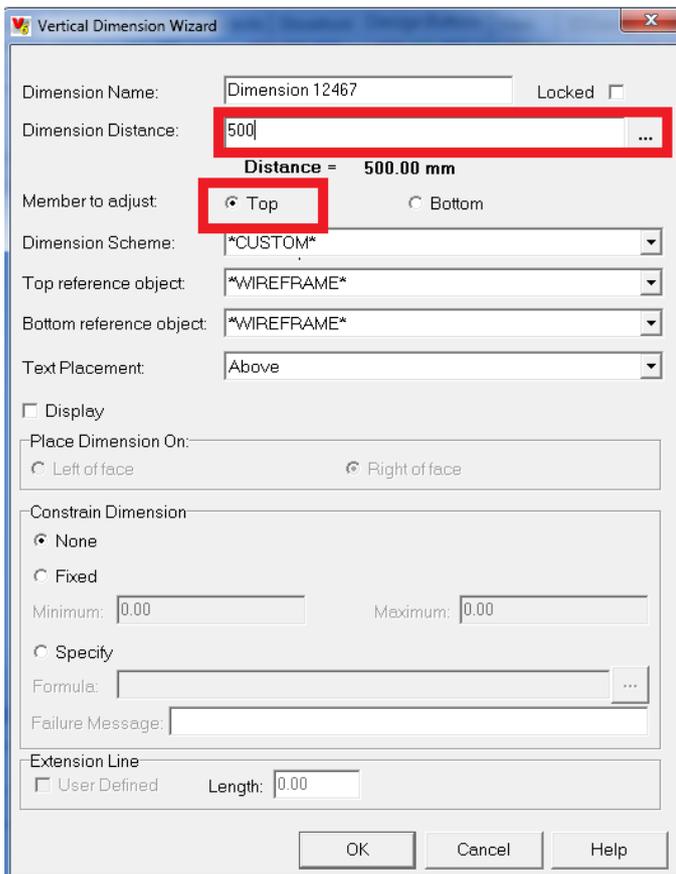
AS THIS SCREEN A TRANSOM IN IT WE WANT TO MOVE THE HEIGHT SO THAT WHEN WE CAN STEP IT FOR A LOW WALL TYPE SITUATION .HIGHIGHT THE MIDDLE BOTTOM OR BOTTOM RIGHT HAND LIGHT AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.



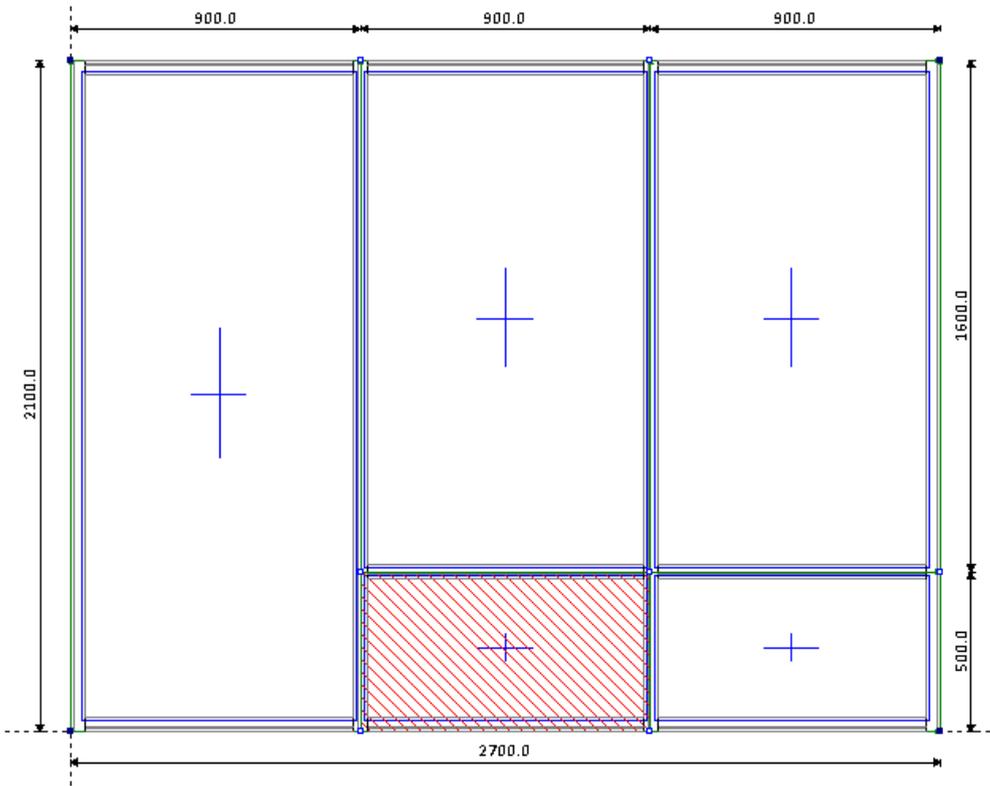
THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE ALOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

- 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.

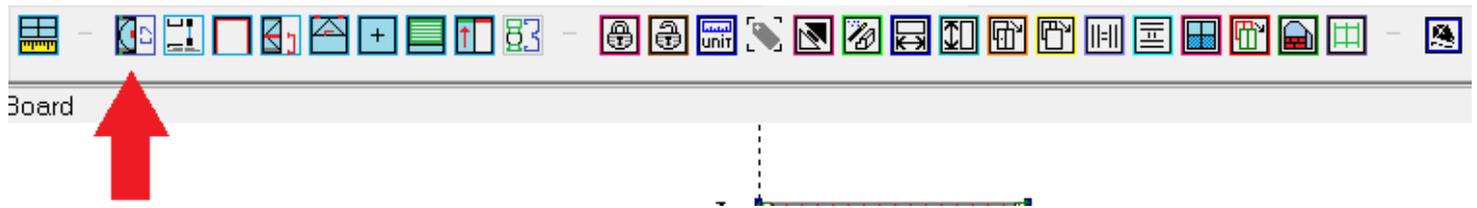


THE TRANSOM HEIGHT HAS NOW CHANGED.

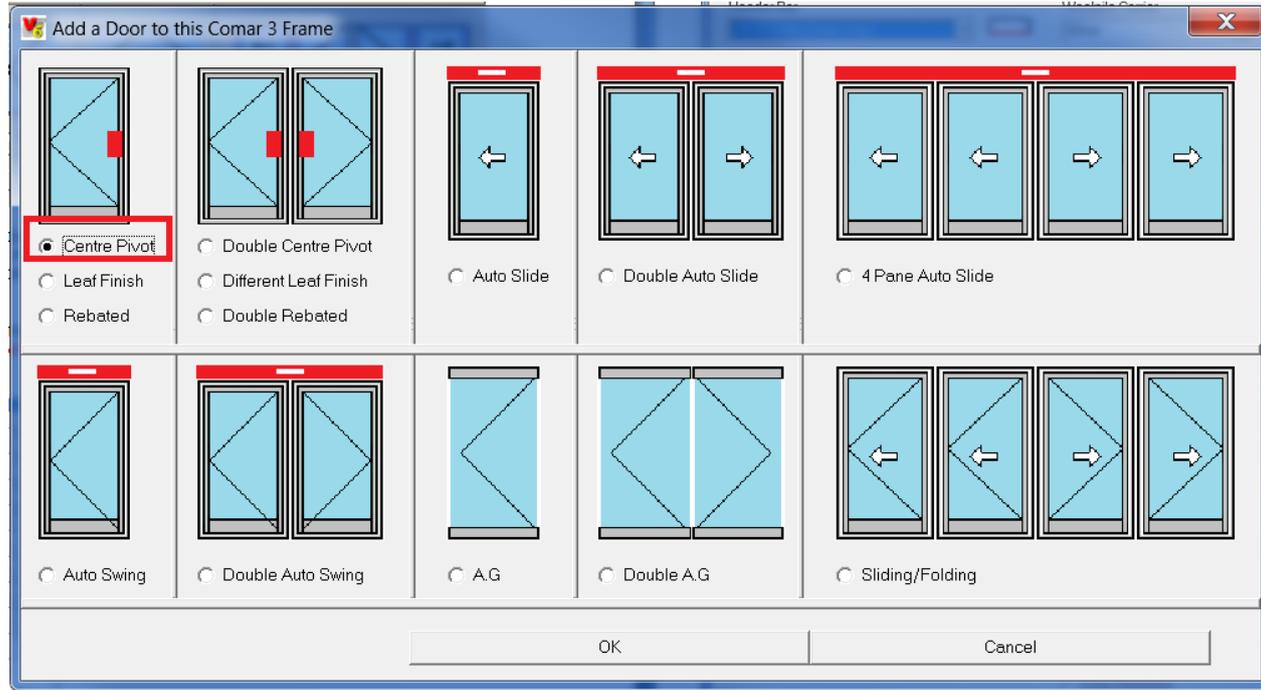


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

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.**

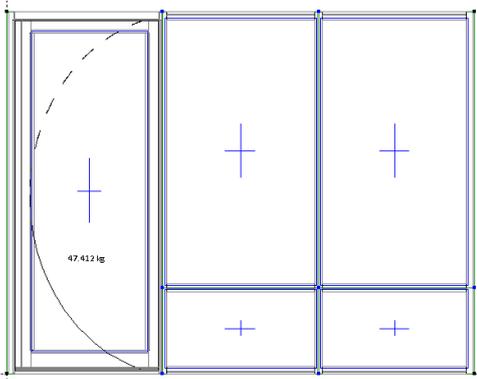
**IN THIS EXAMPLE WE HAVENT CHANGED ANYTHING AND HAVE LEFT IT AS STANDARD**

**Comar 3 Single Swing Door**

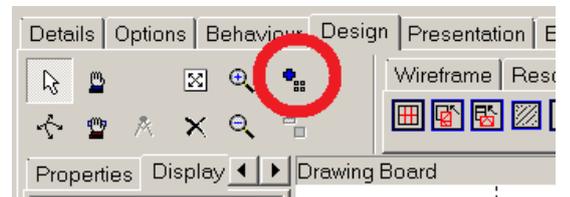
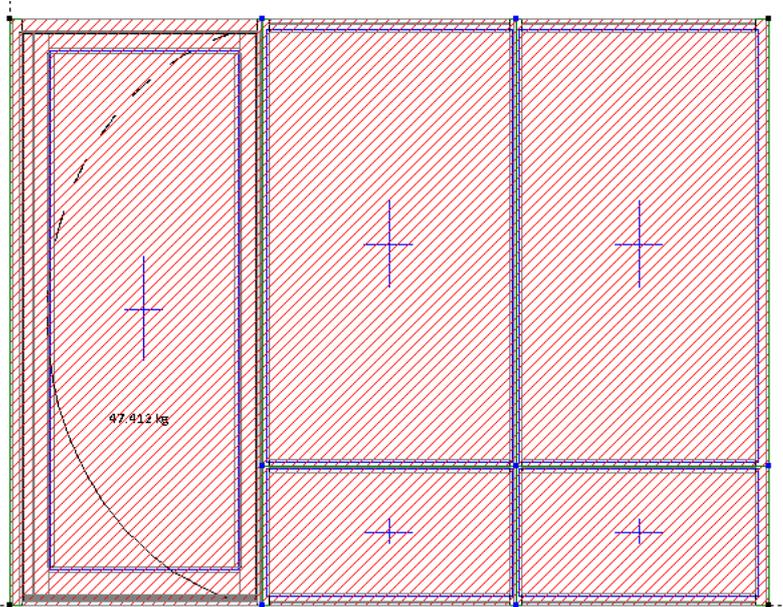
Header Bar	CS 013/068 (Outer Only)		Woolpile Carrier	Silver	
Threshold	CS 015-SVR-D/Ramp		Drip	Bottom Only	
Top Rail	CS 017 55mm Standard		Pocket Filler	Plain Pocket Filler	
Bottom Rail	CS 018 100mm Standard		Bead Type	Square Bead	
Hinge Stile	CS 039 57mm Finger Guard		Furniture Finish	Silver Anodised	
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		<b>OPTION VIEWER</b>		
Vert Mid Rail	CS 038 150mm Midrail				
Stile Rebate	None		<input type="button" value="OK"/> <input type="button" value="Cancel"/>		

Draw Hardware

THIS WILL NOW SHOW YOU THE NEW DESIGN.



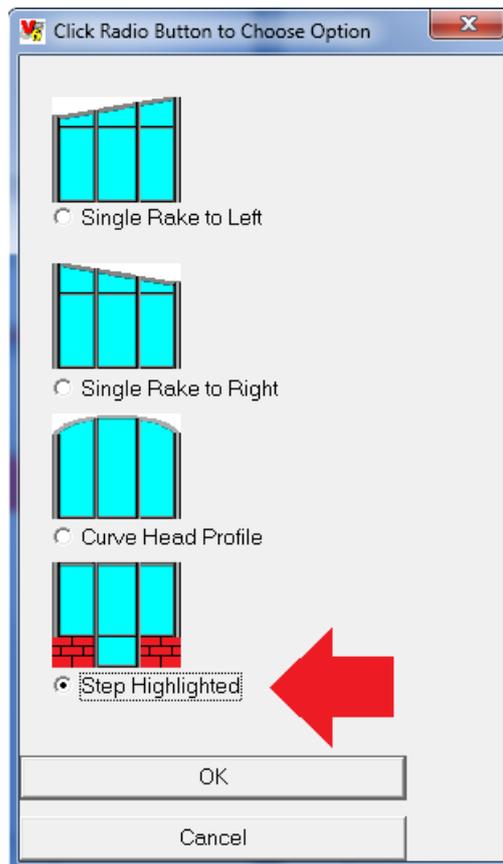
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE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



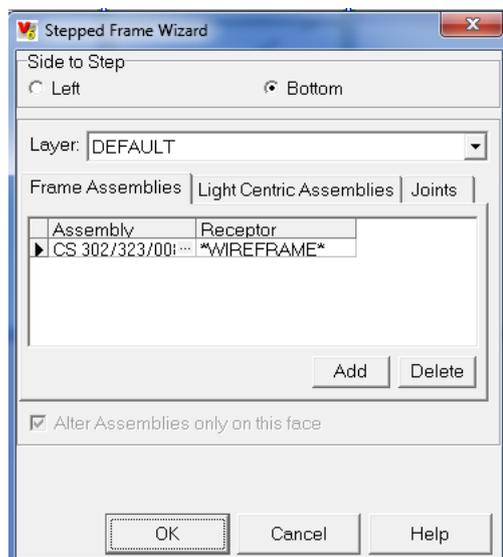
THE LAST THING THAT WE ARE GOING TO DO IS STEP THE FRAME .HIGHLIGHT THE BOTTOM TWO RIGHT HAND LIGHT OF THE FRAME, NOW CLICK ONTO STEP HIGHLIGHTED AND CLICK OK (IT IS IMPORTANT THAT YOU DO BOTH CONNECTING LIGHTS TOGETHER AS THE MULLION WOULD REMAIN IN THE CENTRE OF THEM IF YOU DO THEM SEPERATELY.



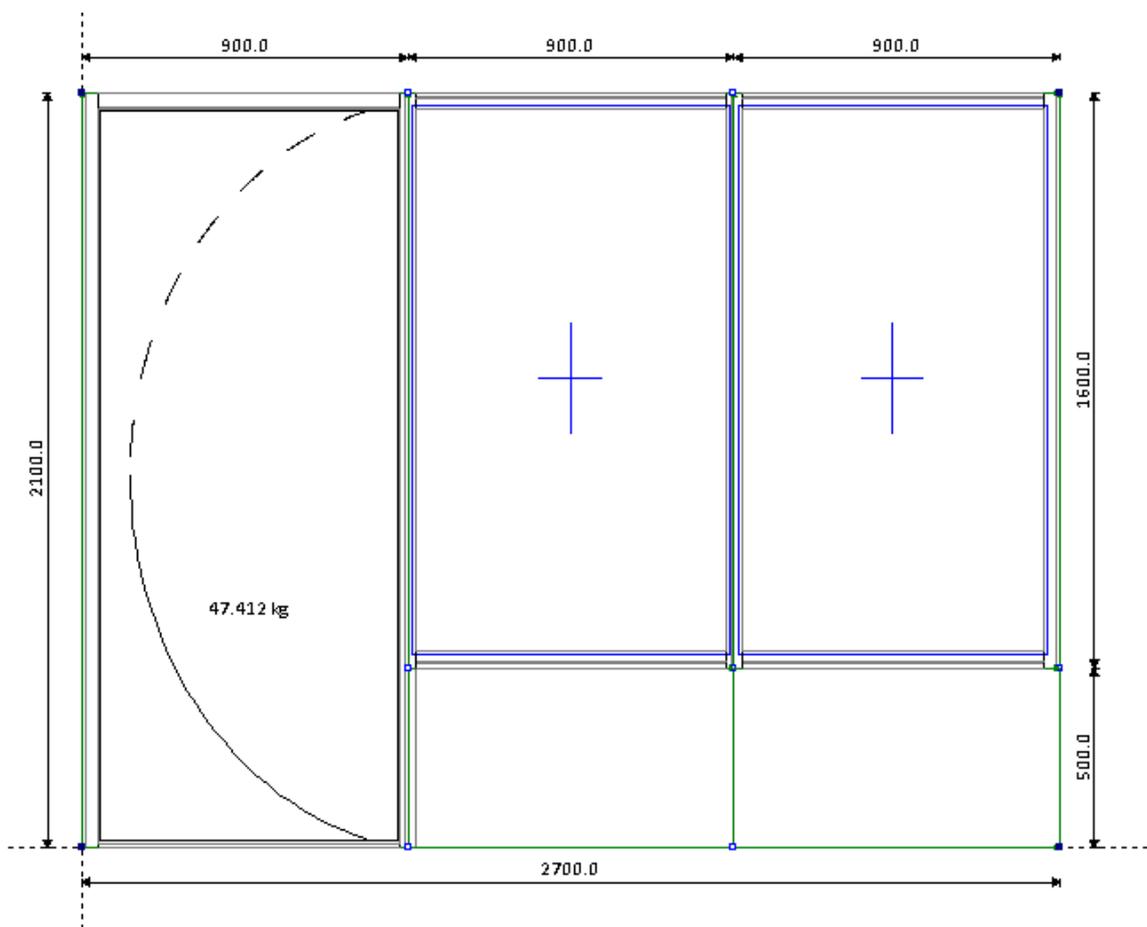
THE BELOW BOX WILL COME UP



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

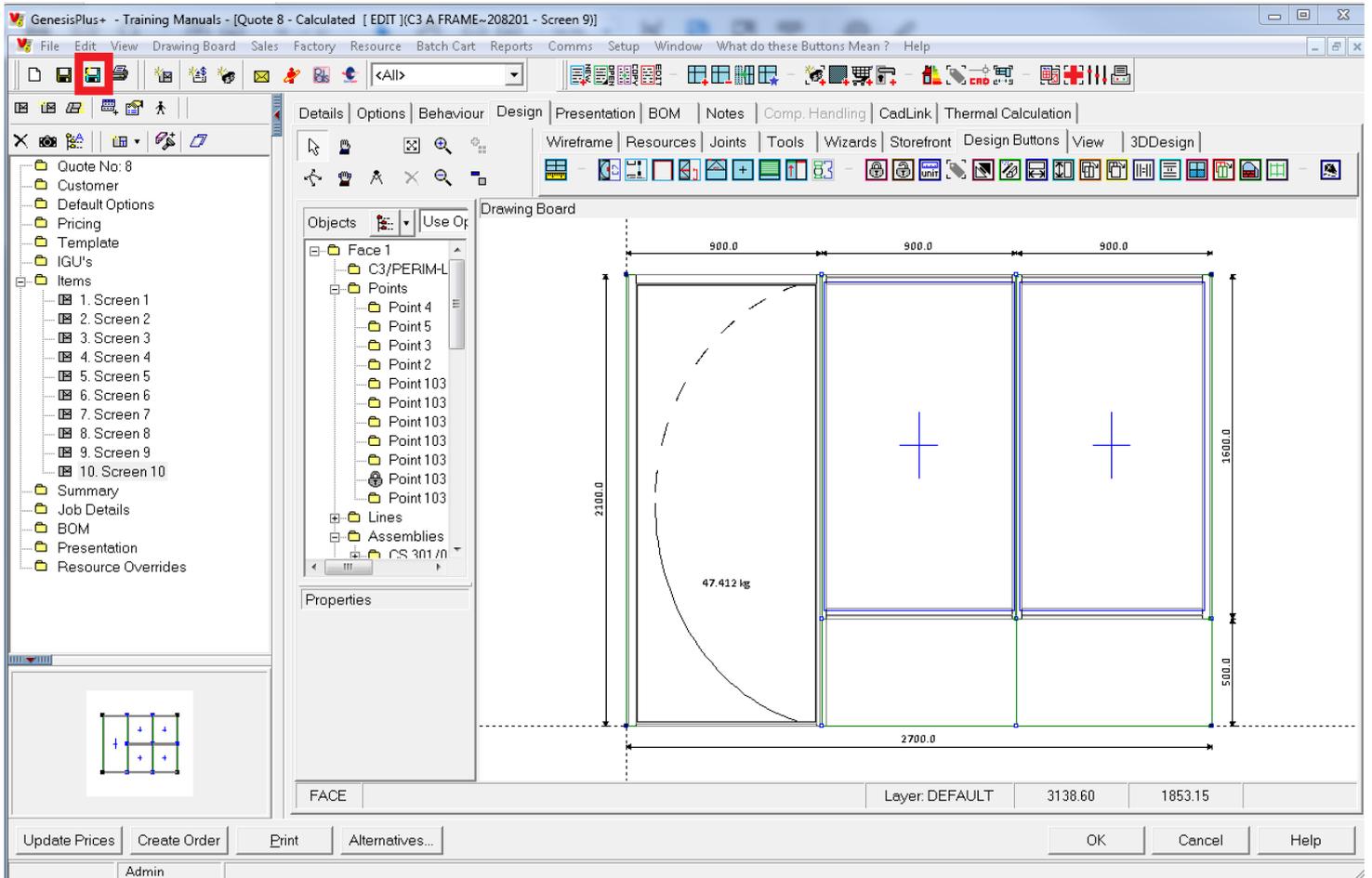


WHEN THE DESIGN SCREEN RETURNS THE TWO RIGHT HAND CORNER HAS BEEN STEPPED UP.



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:

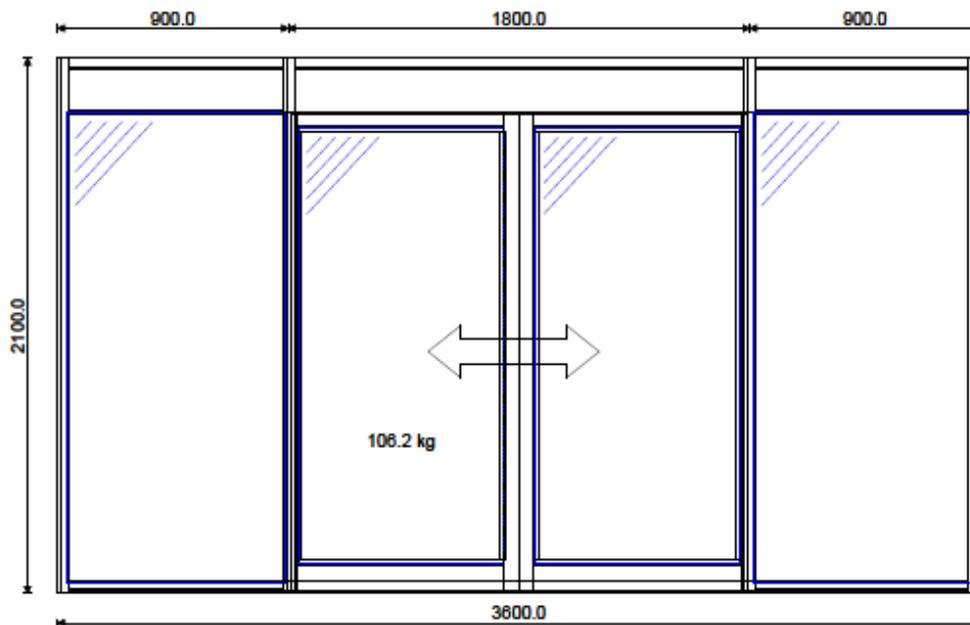
Finish: [COL:COMAR:POWDER (POWDER)]

Deliv Date:

Other:



Do Not Scale



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

Quantity: 1

## 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**

Please Select a New Ground Floor Facade or Curtain Wall Frame to Add to this quote - Genesis Plus R18 - 2018

C9Pi Ladderframe (78, 100, 120mm)

Groundfloor And Shopfronts

C6EFT 50mm Curtain Wall

C6EFT 60mm Curtain Wall

C6Stick or Ladder Curtain Wall

Alu-Timber Curtain Wall

Miscellaneous

Comar 9 100mm Box Inside (Loose Beaded)

Comar 9 100mm Box Inside (Fixed Beaded)

Comar 9 120mm Box Inside (Loose Beaded)

Comar 9 120mm Box Inside (Fixed Beaded)

Comar 9 120mm Box Outside (Fixed Beaded)

Comar 9 78mm Ladder No Box

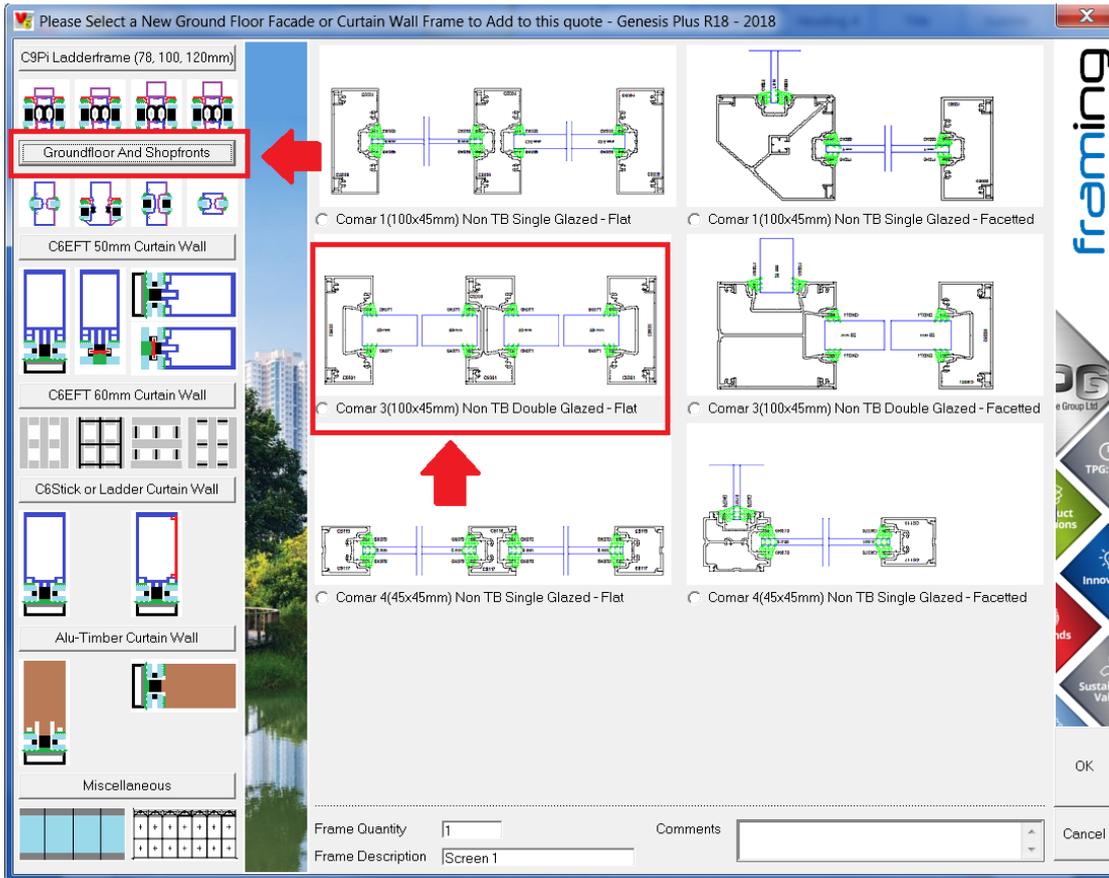
Frame Quantity: 1

Frame Description: Screen 1

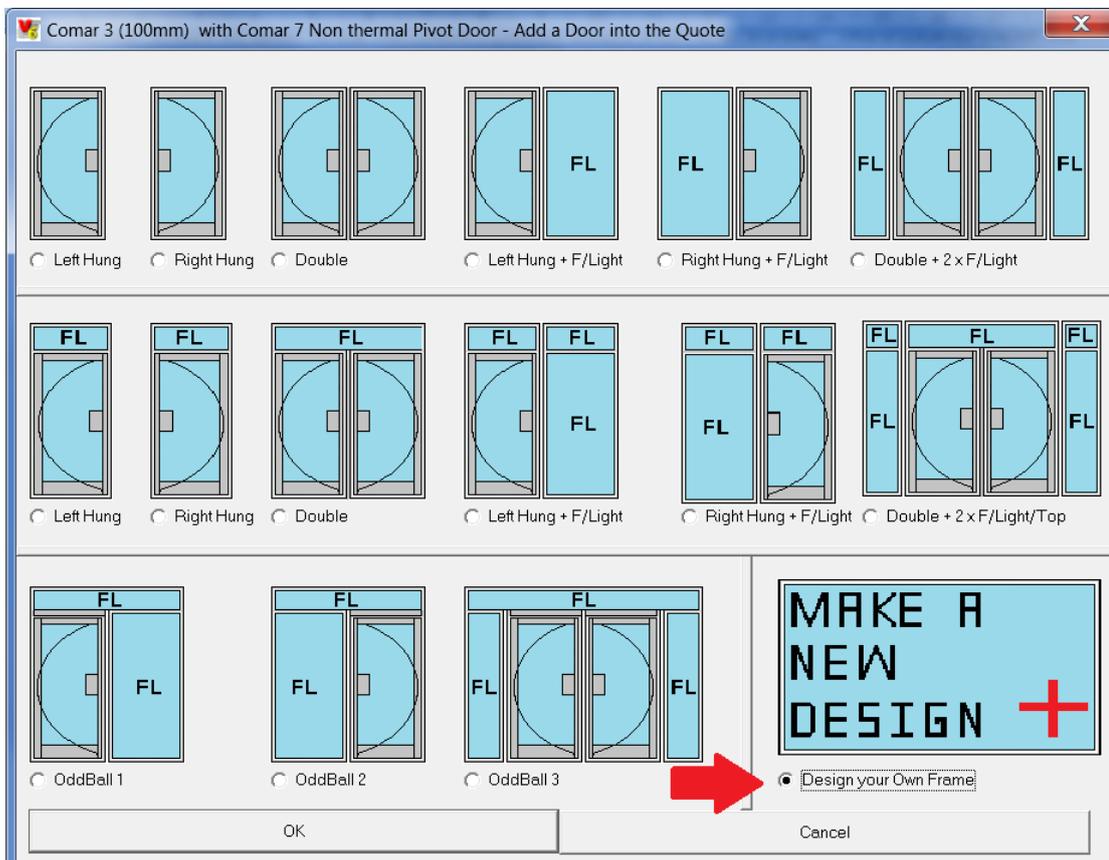
Comments: [Empty]

OK Cancel

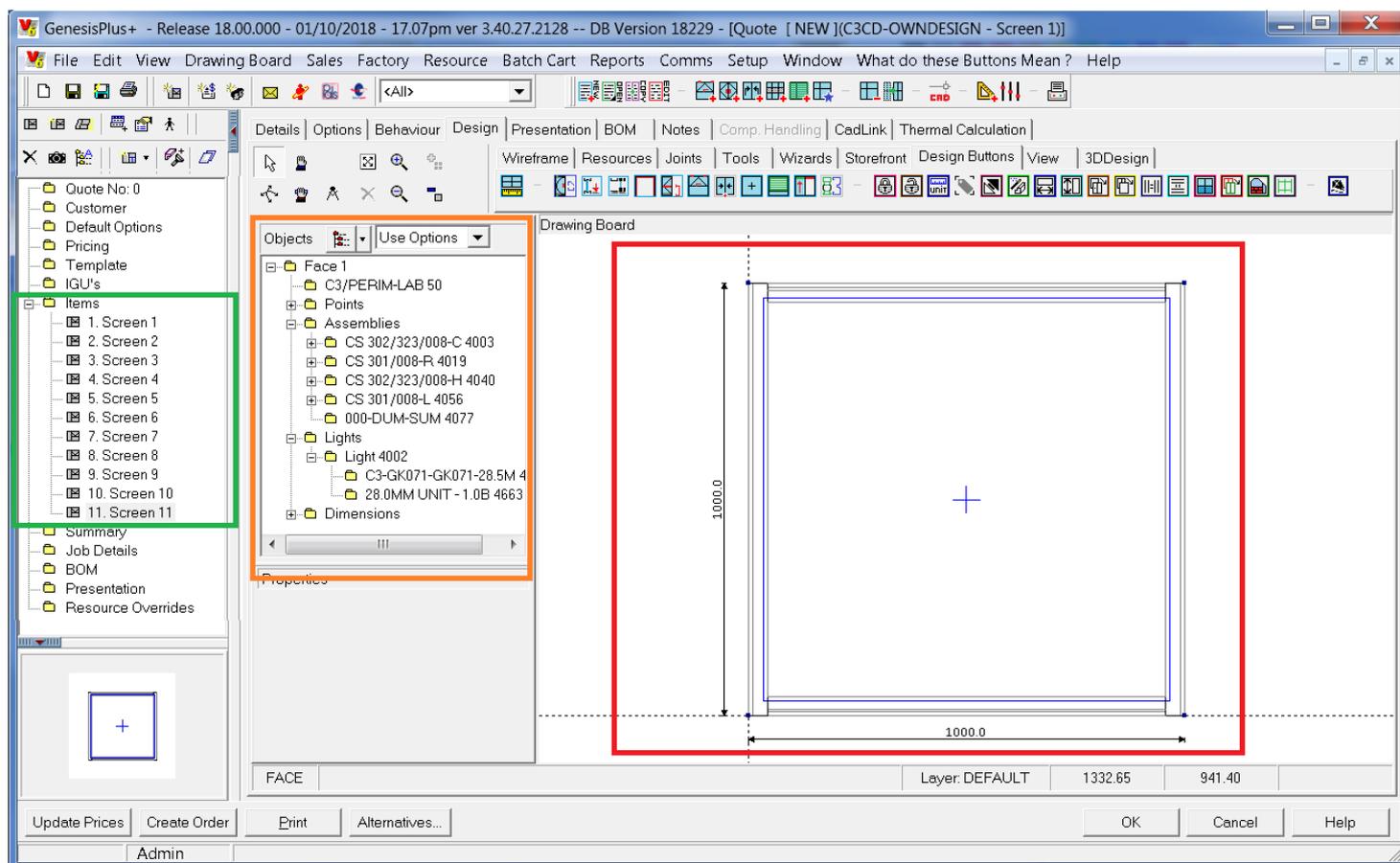
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



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

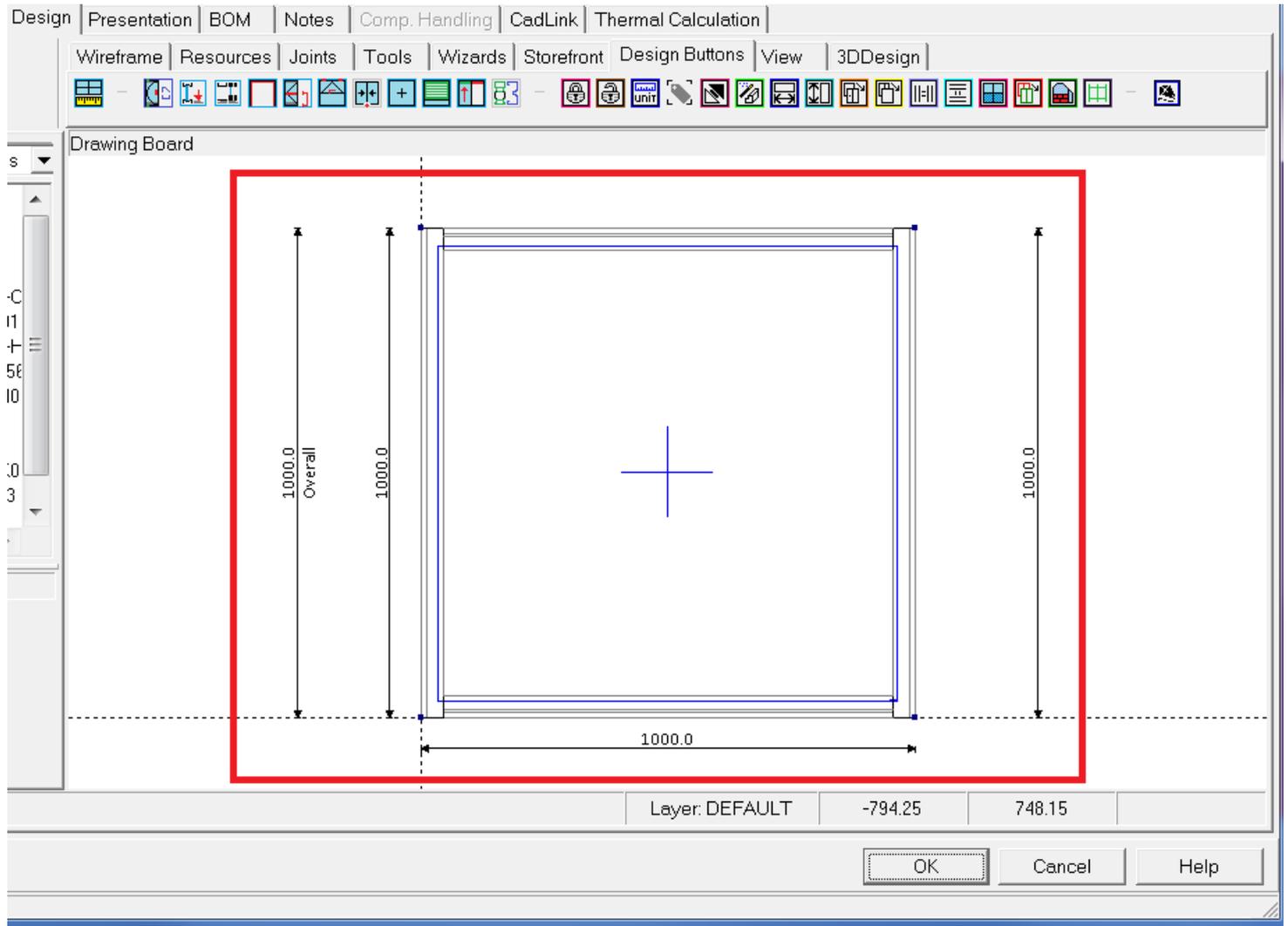
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

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

Three vertical diagrams on the right show cross-sections of the frame assembly with various profiles labeled.

Buttons: Create, Cancel

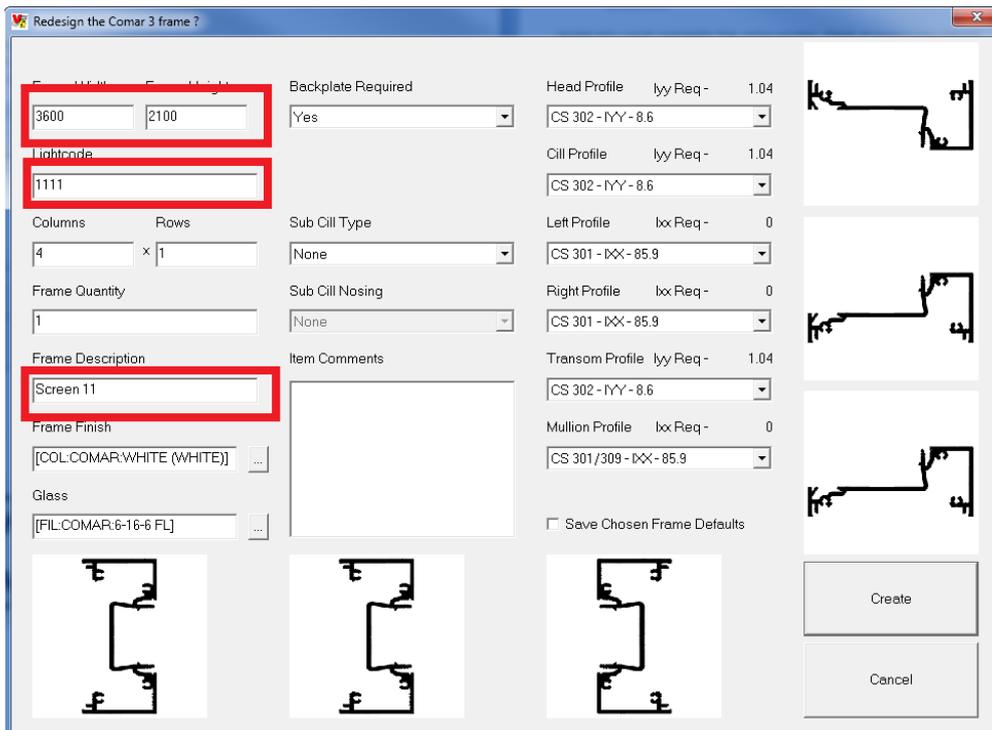
YOU WILL SEE THAT THE BELOW SCREEN HAS ALREADY SELECTED THE PROFILES THAT ARE THE STANDARD DEFAULT FOR THIS SYSTEM. (SHOWN ON THE RIGHT HAND SIDE), THE SOFTWARE WILL NOT WINDLOAD THESE SECTIONS SO PLEASE BE AWARE THAT ALTHOUGH THEY ARE DEFAULT THEY DO NOT LOOK AT THE SIZE OF THE FRAME.

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

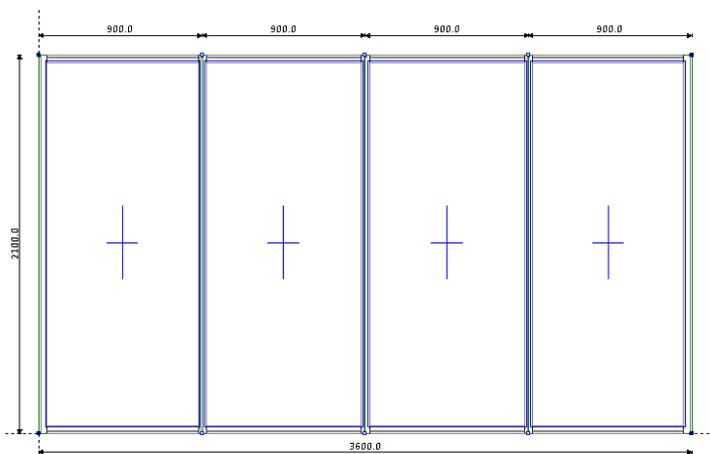
- 1) THE FRAME WIDTH
- 2) THE FRAME HEIGHT
- 3) THE LIGHTCODE (AS EXPLAINED EARLIER, THIS IS JUST ANOTHER WAY TO SPECIFY COLUMNS & ROWS BUT YOU COULD USE THE COLUMNS AND ROWS FIELDS IF YOU LIKE.
- 4) THE DESCRIPTION OF FRAME OR A FRAME CODE. I.E "ED1", IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA 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.

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.

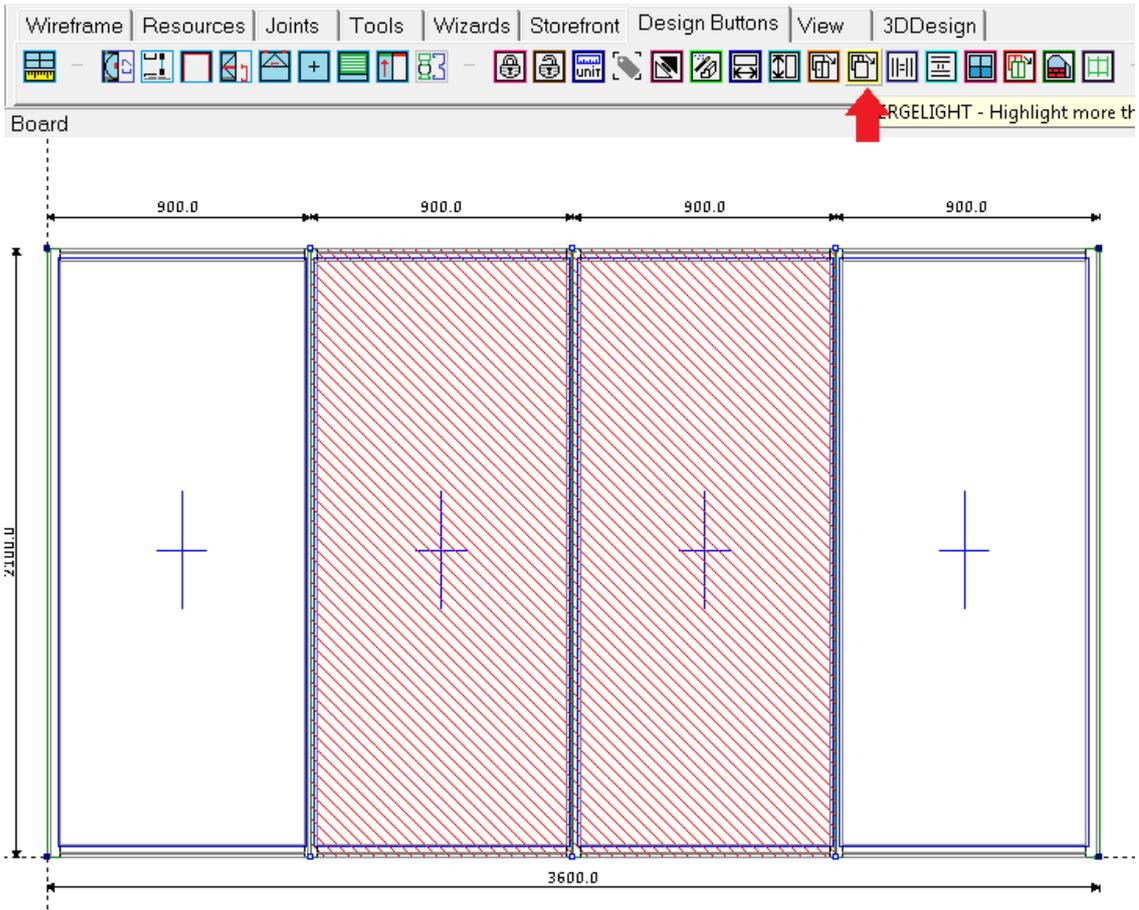


THE SCREEN HAS NOW BEEN REDESIGNED.

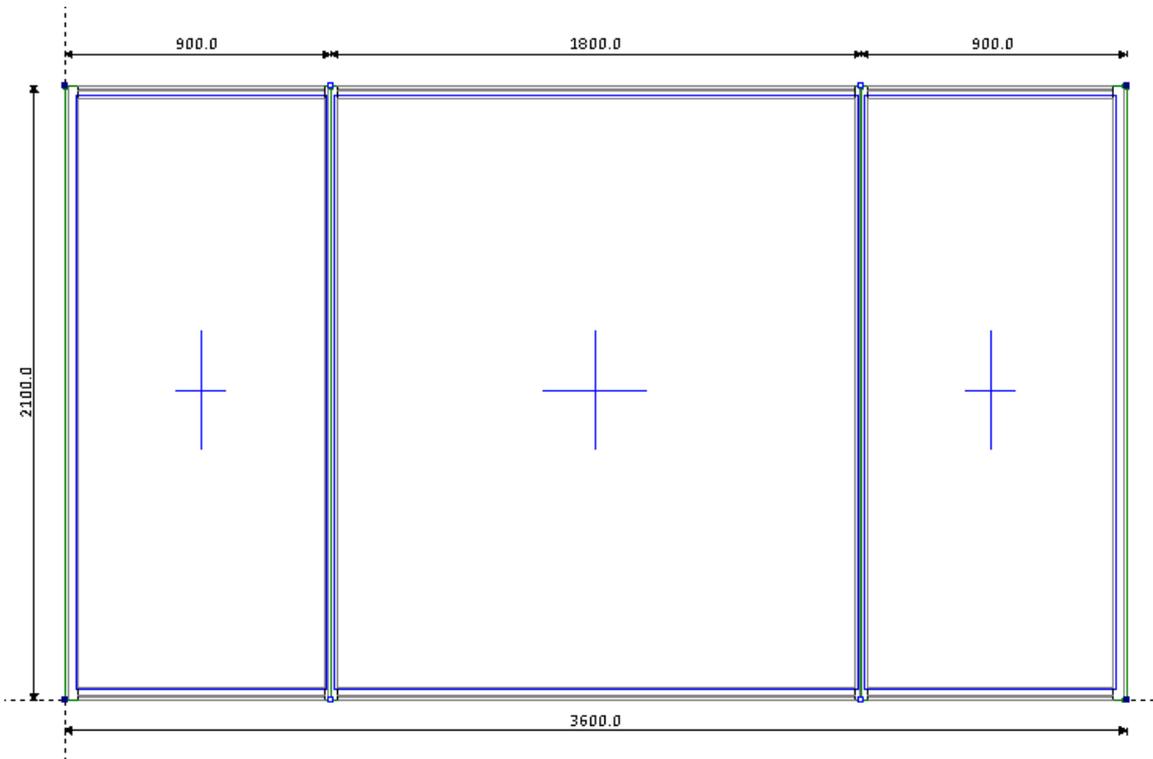


WE PURPOSELY ADDED AN EXTRA LIGHT TO ALLOW US TO USE MERGE ASSEMBLY BUT TO ALSO MAKE THE DOOR THAT WE WILL BE INSERTING THE SAME SIZE AS TWO LIGHTS. WE WILL BE PLACING A DOUBLE DOOR IN THE CENTRE.

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

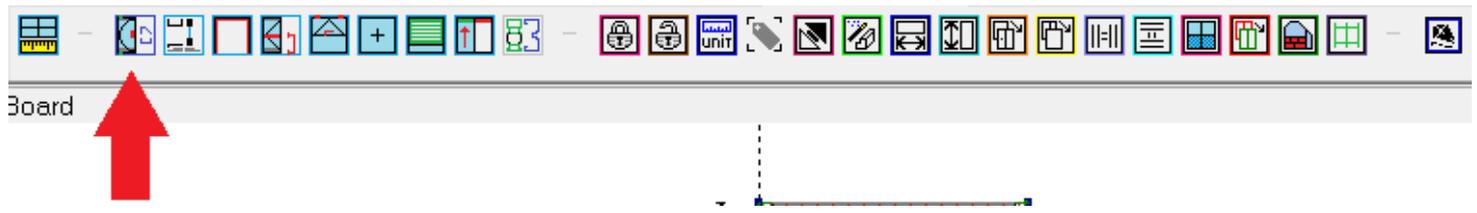


WE NOW HAVE A LARGE LIGHT IN THE CENTRE.

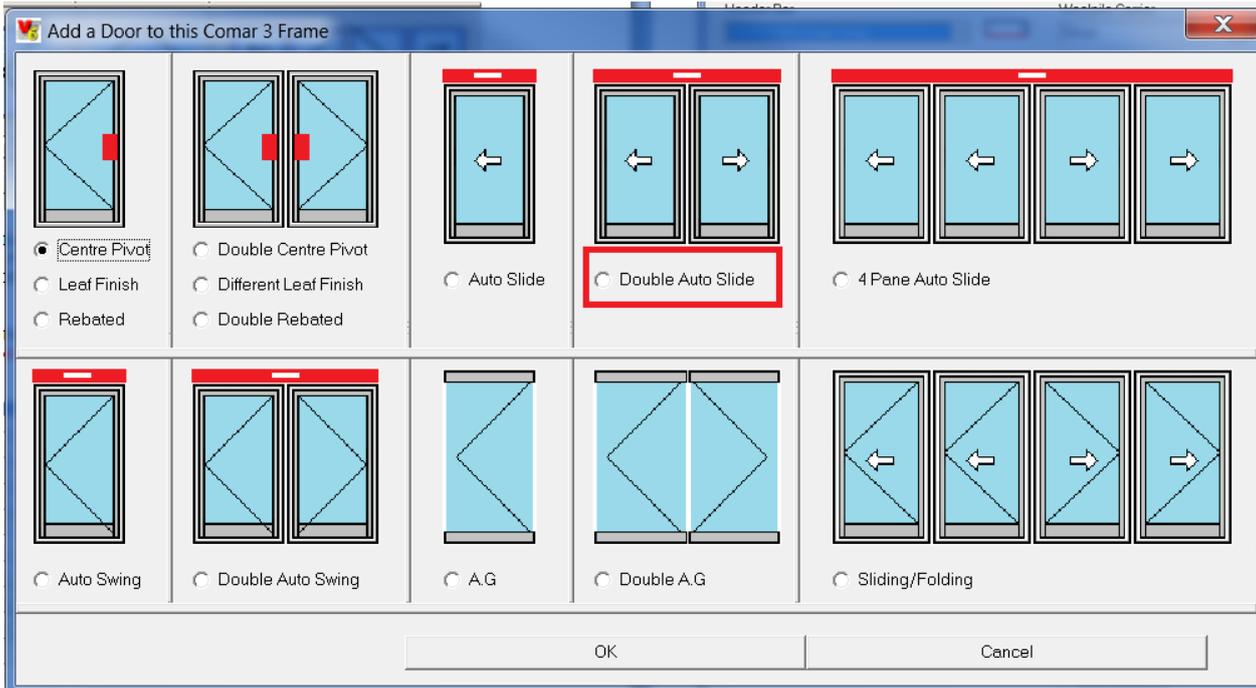


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME.

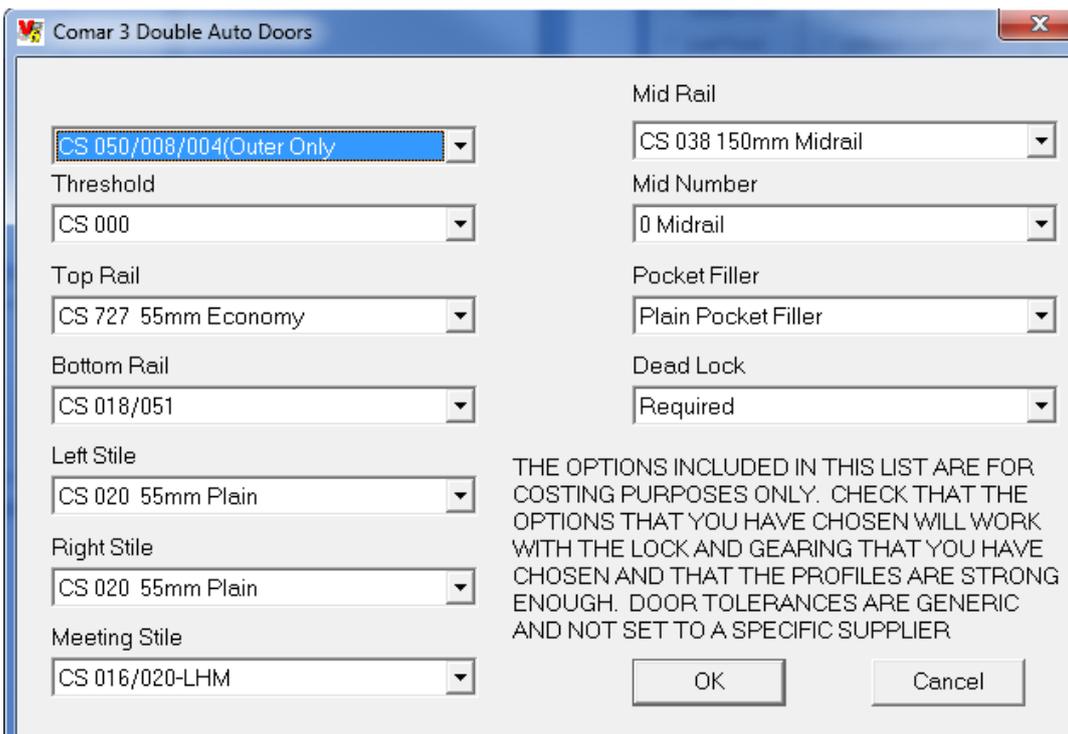
HIGHLIGHT THE LIGHT WHERE WE ARE PLACING THE DOOR USING YOUR MOUSE. WE CAN NOW ADD A DOOR TO THE FRAME. CLICK ONTO THE DOOR BUTTON.



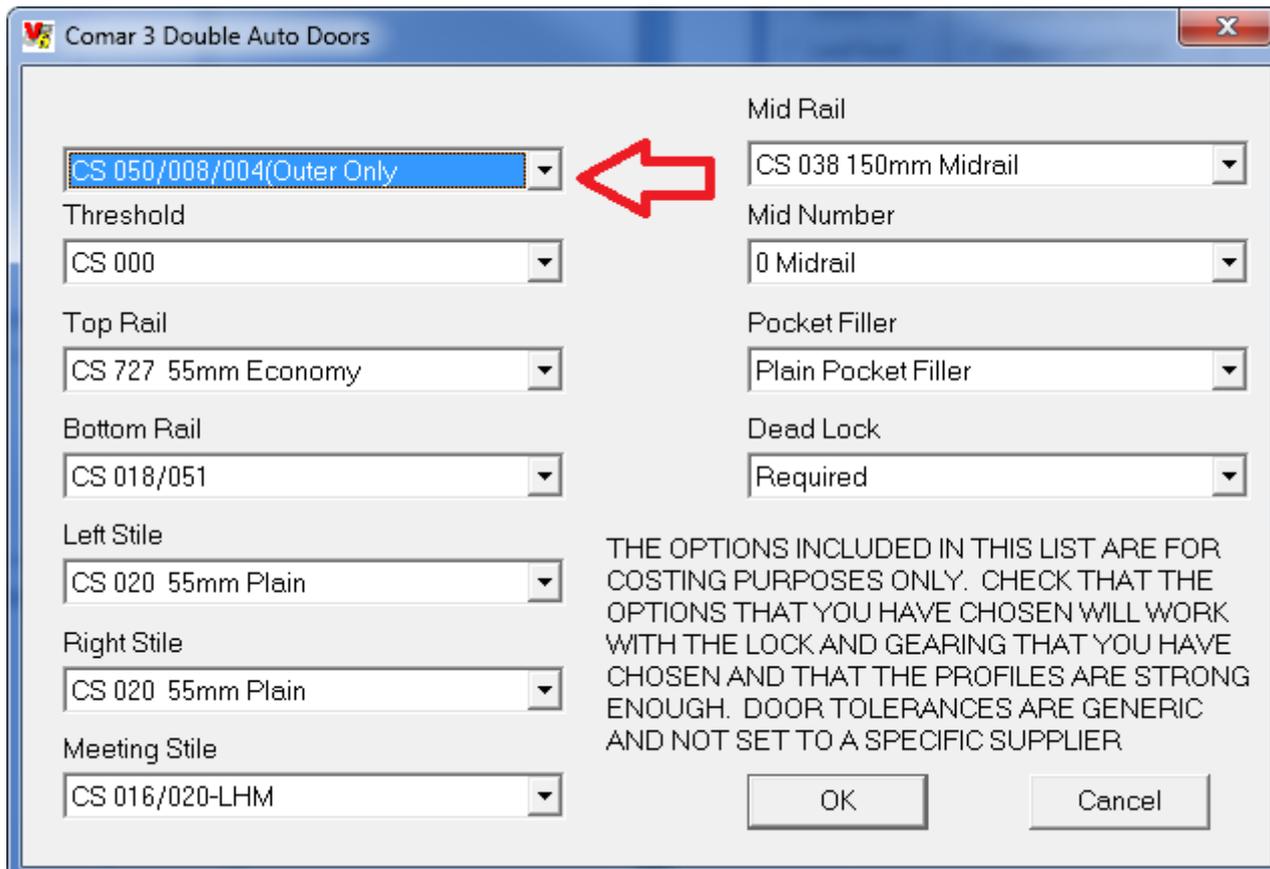
CLICK ONTO THE SINGLE "Double Auto Slide" OPTION AND CLICK OK



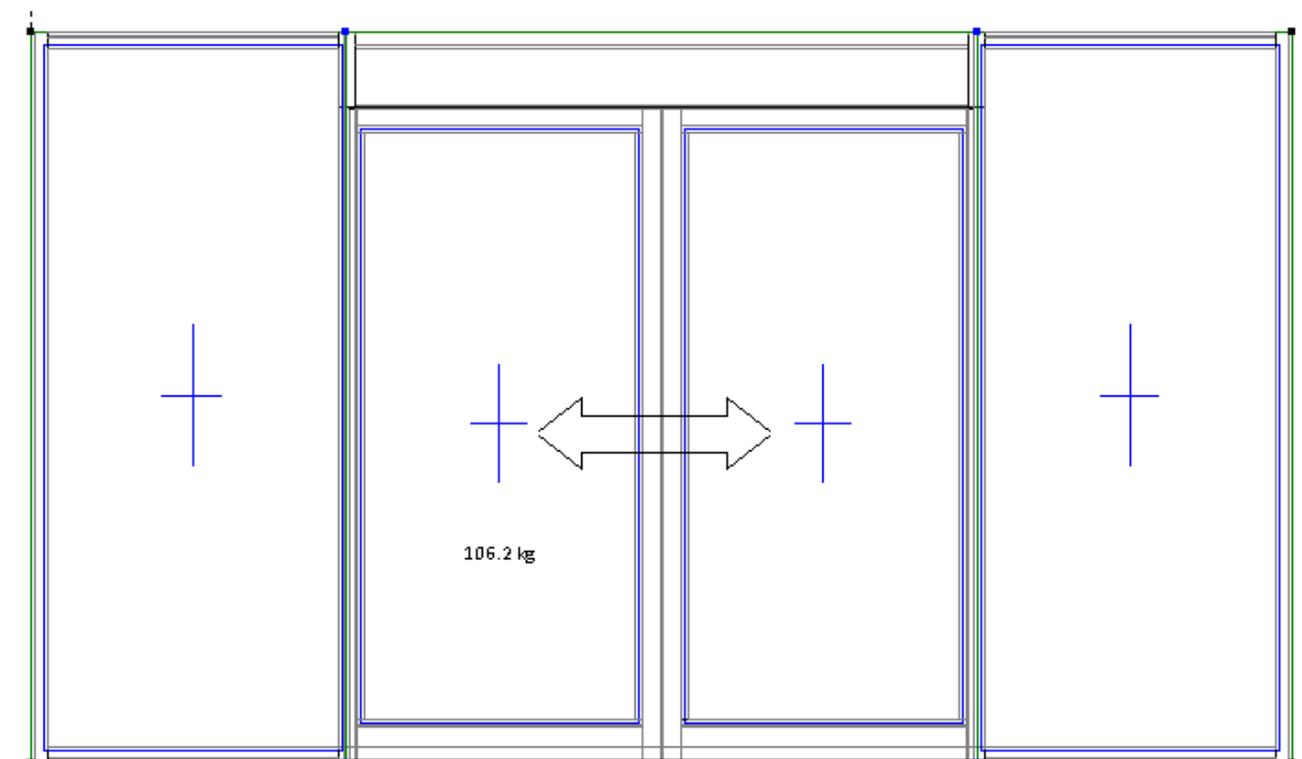
THE BELOW BOX WILL APPEAR IN THIS CASE WE WILL LEAVE EVERYTHING AS STANDARD.



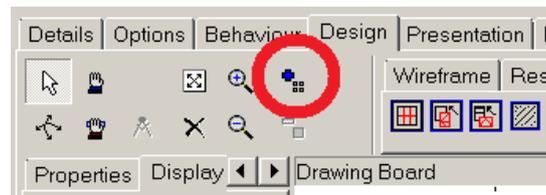
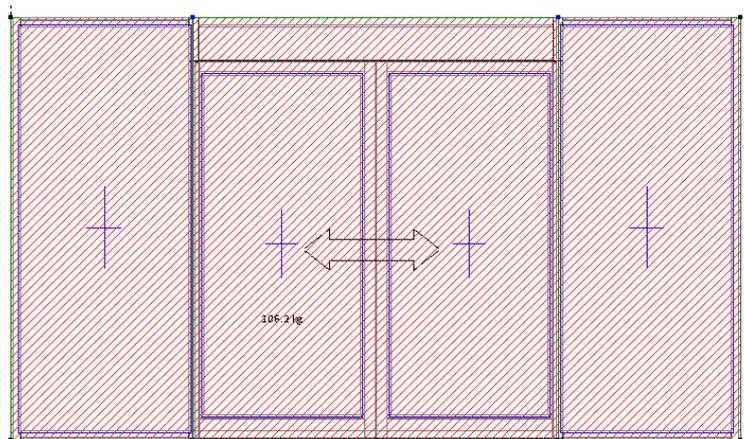
**ALTHOUGH THE SOFTWARE AUTOMATES THE HEADER BAR SELECTION PLEASE ALWAYS DOUBLE CHECK THAT IF YOU HAVE GLASS ABOVE THE DOOR THAT YOU CHOOSE A GLAZED ABOVE OPTION. IF YOU HAVE A DIRECT OUTERFRAME ABOVE THE DOOR THEN YOU CHOOSE OUTER ONLY. THIS IS VERY IMPORTANT AS IT NOT ONLY EFFECTS THE ORDER BUT ALSO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



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.



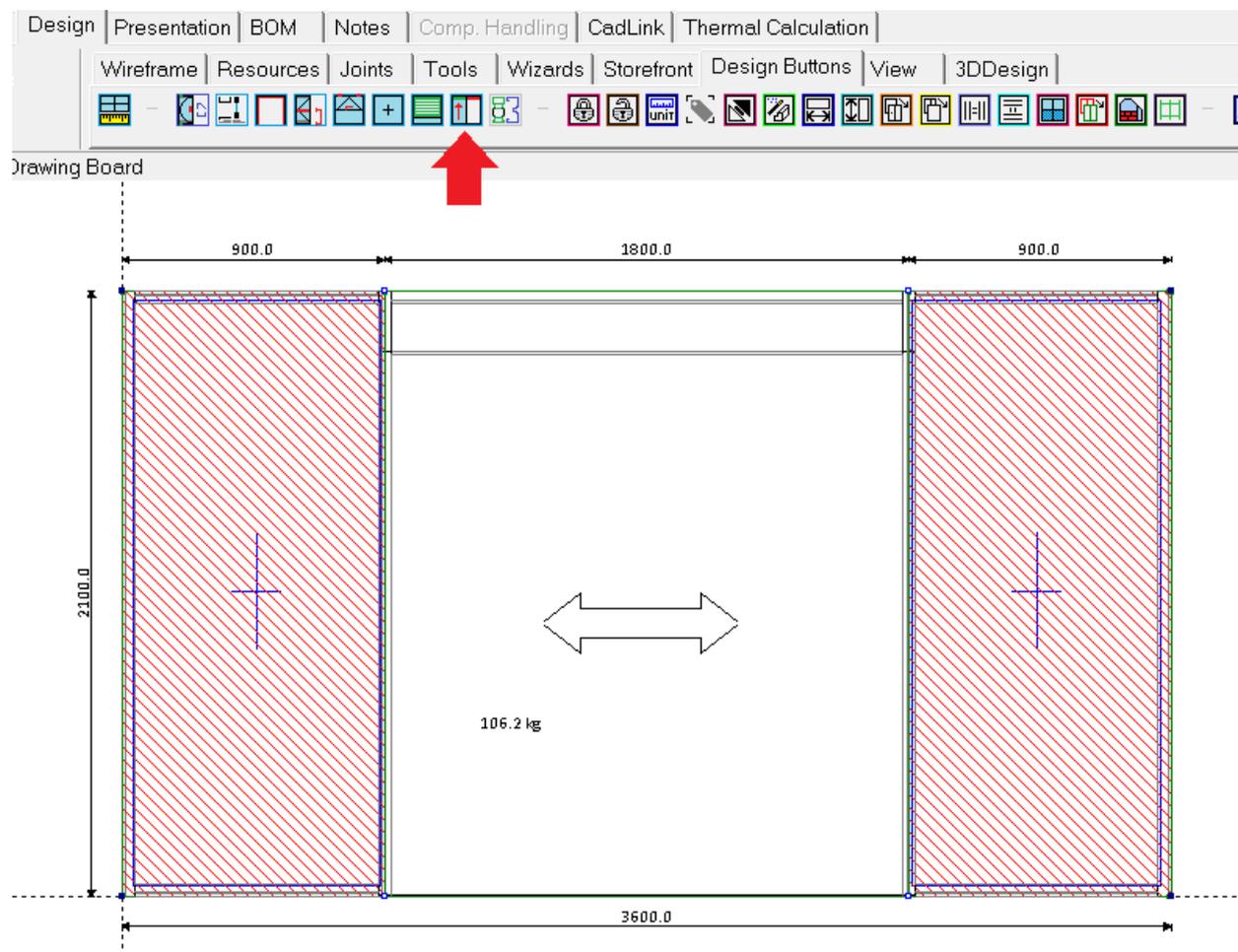
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISSAPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE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



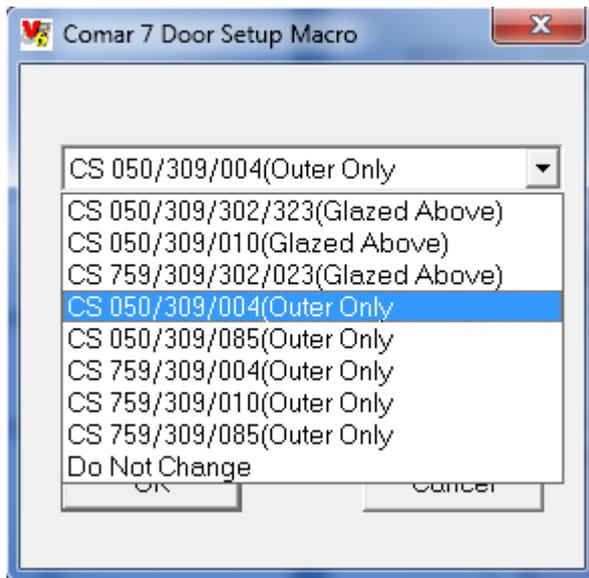
THE LAST THING THAT WE ARE GOING TO DO IS MATCH UP THE DOOR HEADER ON THE SIDE SCREENS TO BE A SIMILAR SIZE TO THE ONES ON THE DOOR. IN AUTO SLIDING DOORS ONLY WE HAVE A SPECIAL BUTTON THAT WILL DO THIS FOR YOU.

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

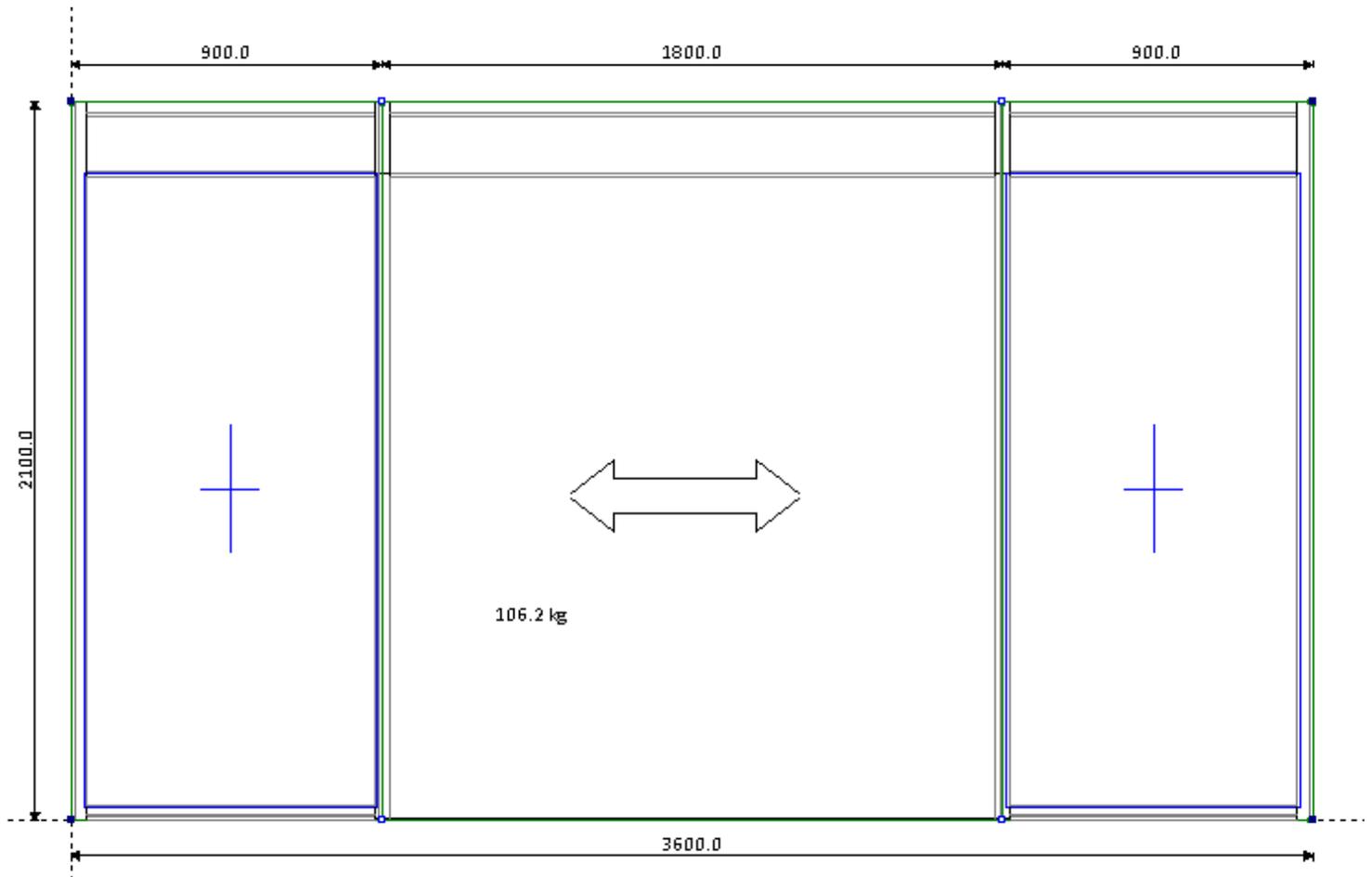
NOW CLICK ONTO THIS HEADER BUTTON AS SHOWN (THIS BUTTON IS ONLY FOR CHANGING FIXED LIGHT HEADERS AND CANNOT BE USED FOR CHANGING OTHER SECTIONS LIKE MIDRAILS ETC).



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.

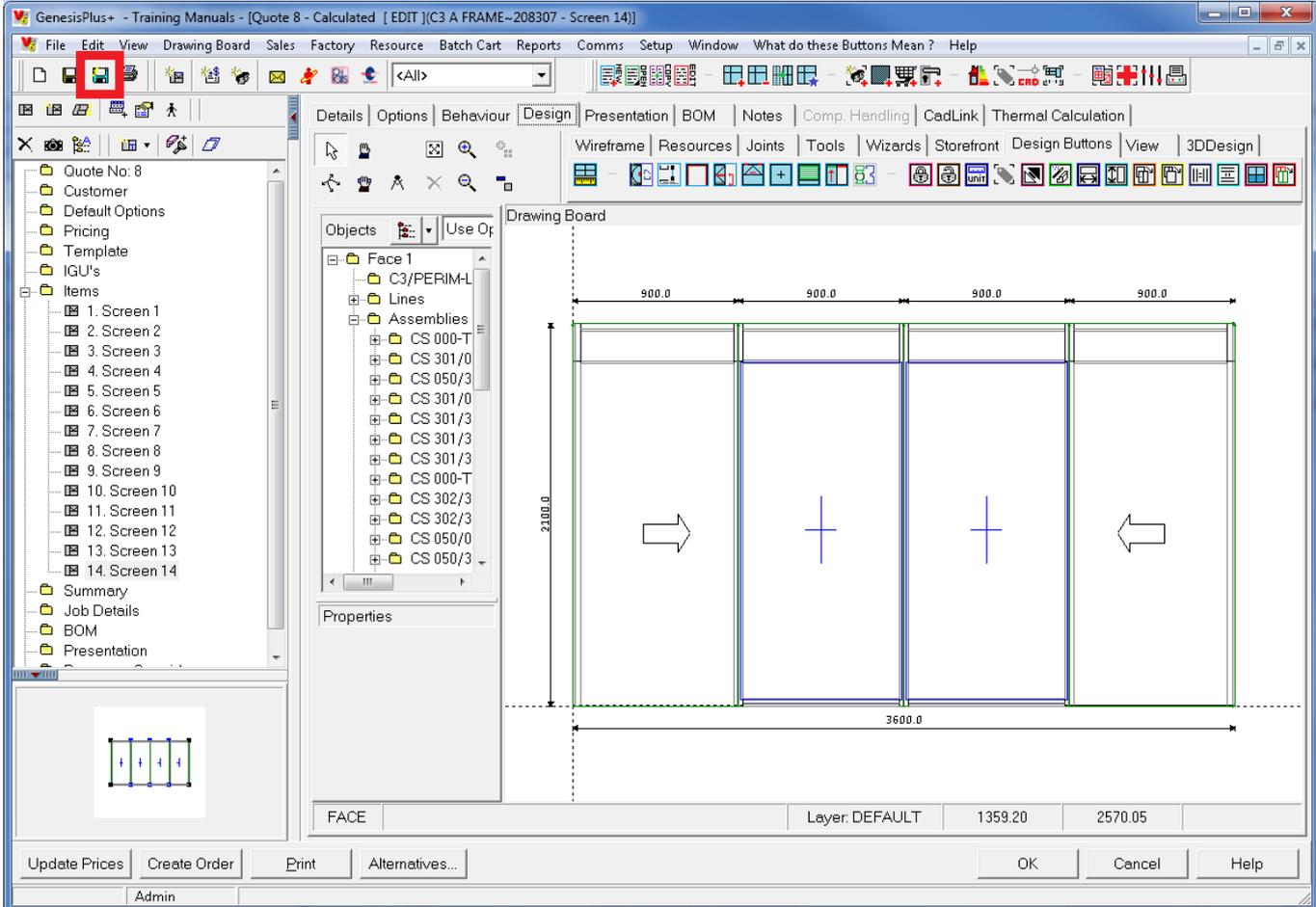


YOU WILL NOW SEE THAT THE SCREEN HAS A MATCHING HEADERBAR.



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





## 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.

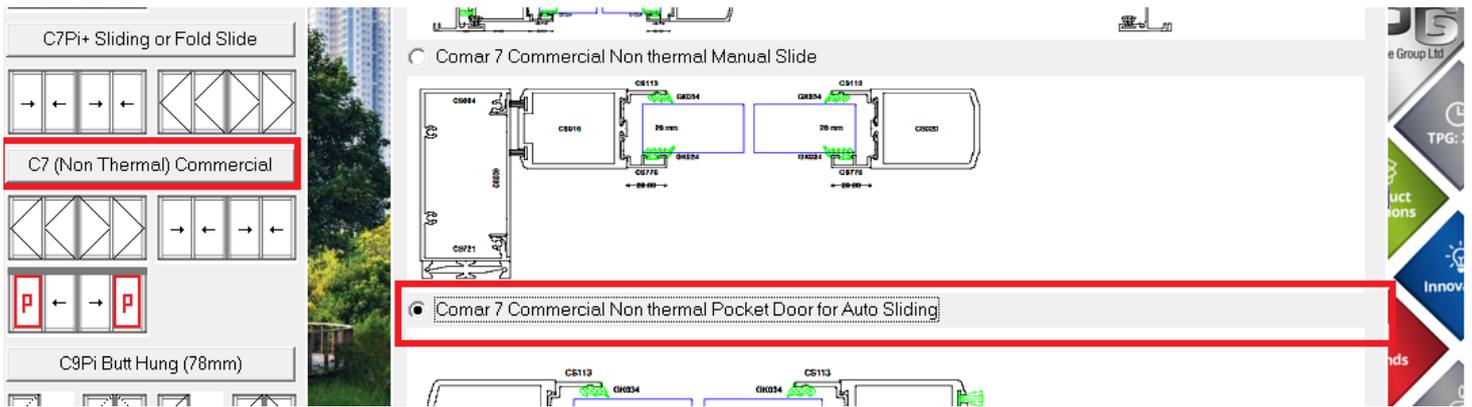


THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD DOOR SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**

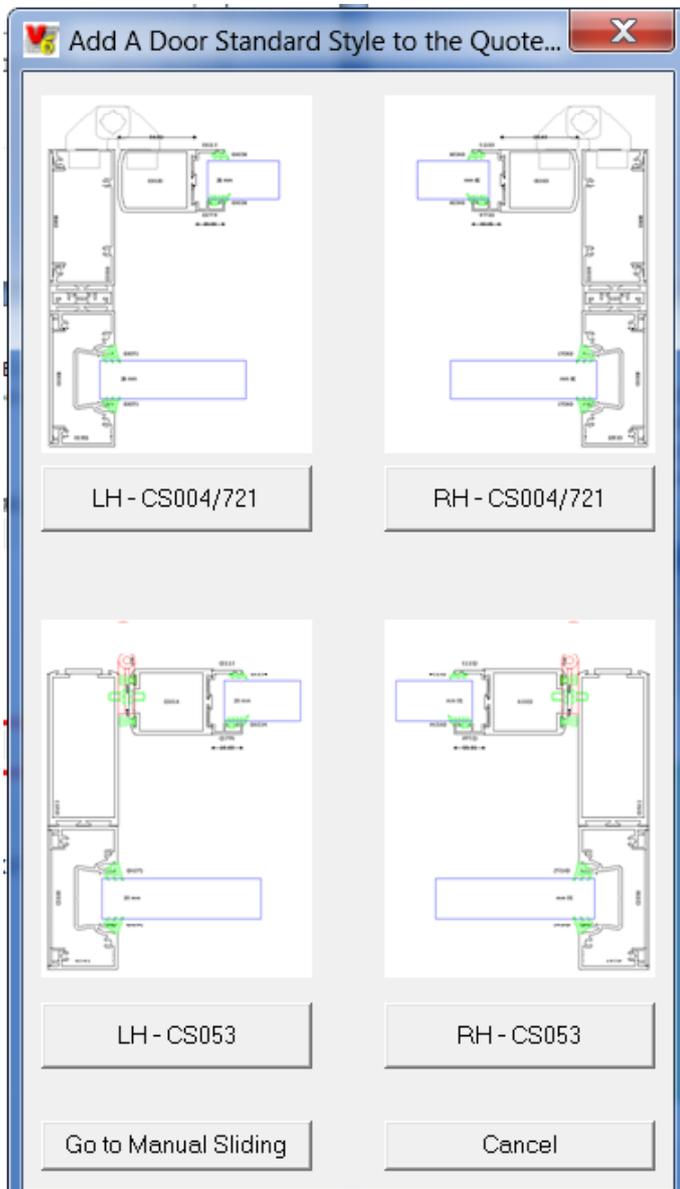
The screenshot shows a software dialog box titled "Please Select a New Door Frame to Add to this quote - Genesis Plus R18 - 2018". On the left side, there is a vertical list of door system categories, each with a corresponding icon: "C7Pi Eco Butt Hung (53.5mm)", "C7Pi Butt Hung Doors (65mm)", "C7Pi CD - Commercial (Polyamide)", "C7Pi+ Sliding or Fold Slide", "C7 (Non Thermal) Commercial", "C9Pi Butt Hung (78mm)", and "Alu-Timber Butt Hung". The "C7Pi CD - Commercial (Polyamide)" category is currently selected and highlighted with a red border. The main area of the dialog displays six architectural floor plan diagrams, each showing a different door configuration. Below the diagrams are radio button options: "Eco Open In Door - Short Leg", "Eco Open In Door - Long Leg", "Eco Open Out Door - Short Leg", "Eco Open Out Door - Long Leg", "Eco Open In Door - To Match Comar 5Pi Eco +", and "Eco Open Out Door - To Match Comar 5Pi Eco ++". At the bottom, there are input fields for "Frame Quantity" (set to 1), "Frame Description" (set to "Screen 2"), and "Comments". On the right side, there are "OK" and "Cancel" buttons. A vertical "doors" logo is visible on the far right edge of the dialog.

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

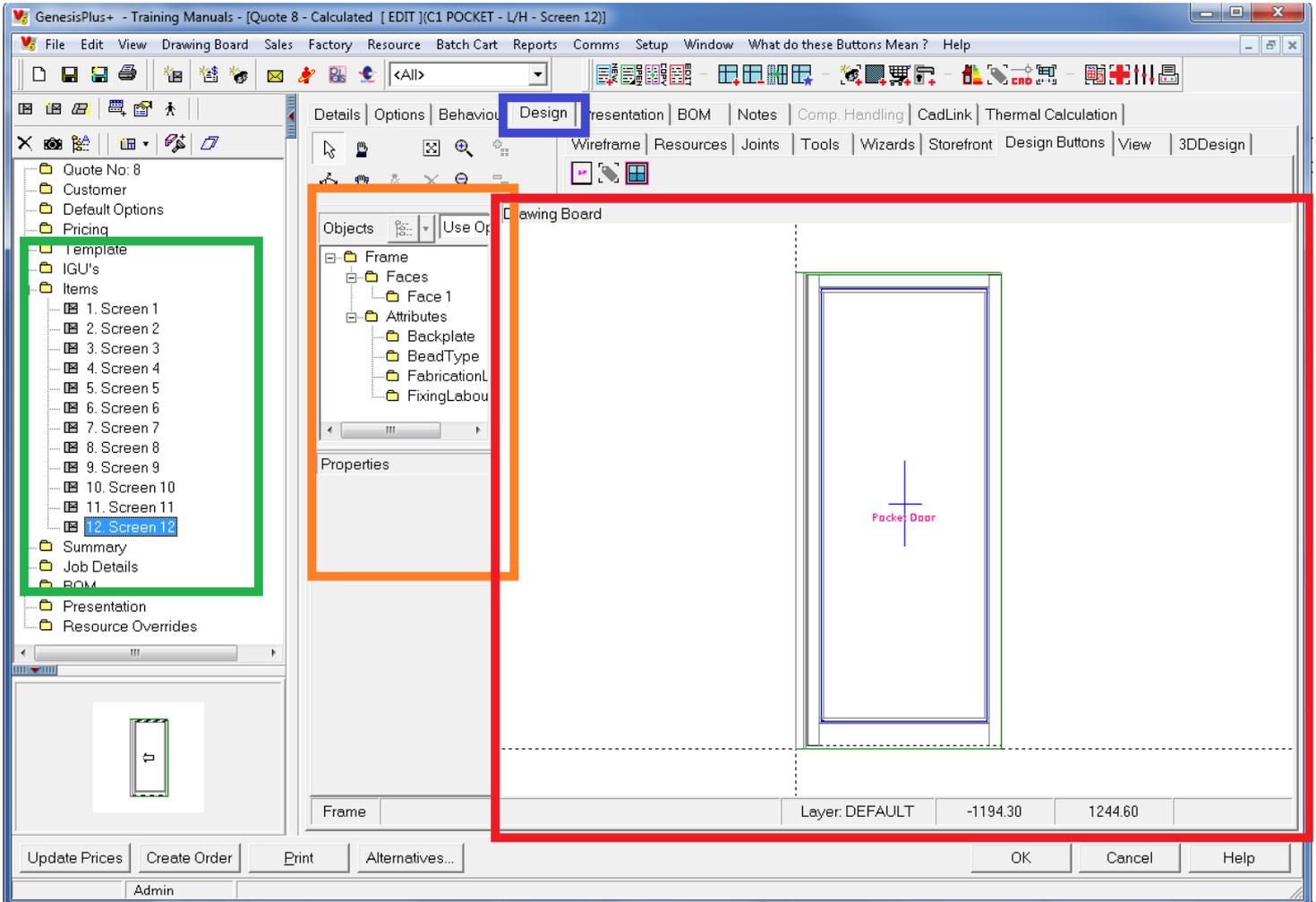
THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 7 (Commercial Non thermal Pocket Door for Auto Sliding) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



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 TRU REPRESENTATION OF THE FINISHED PRODUCT.

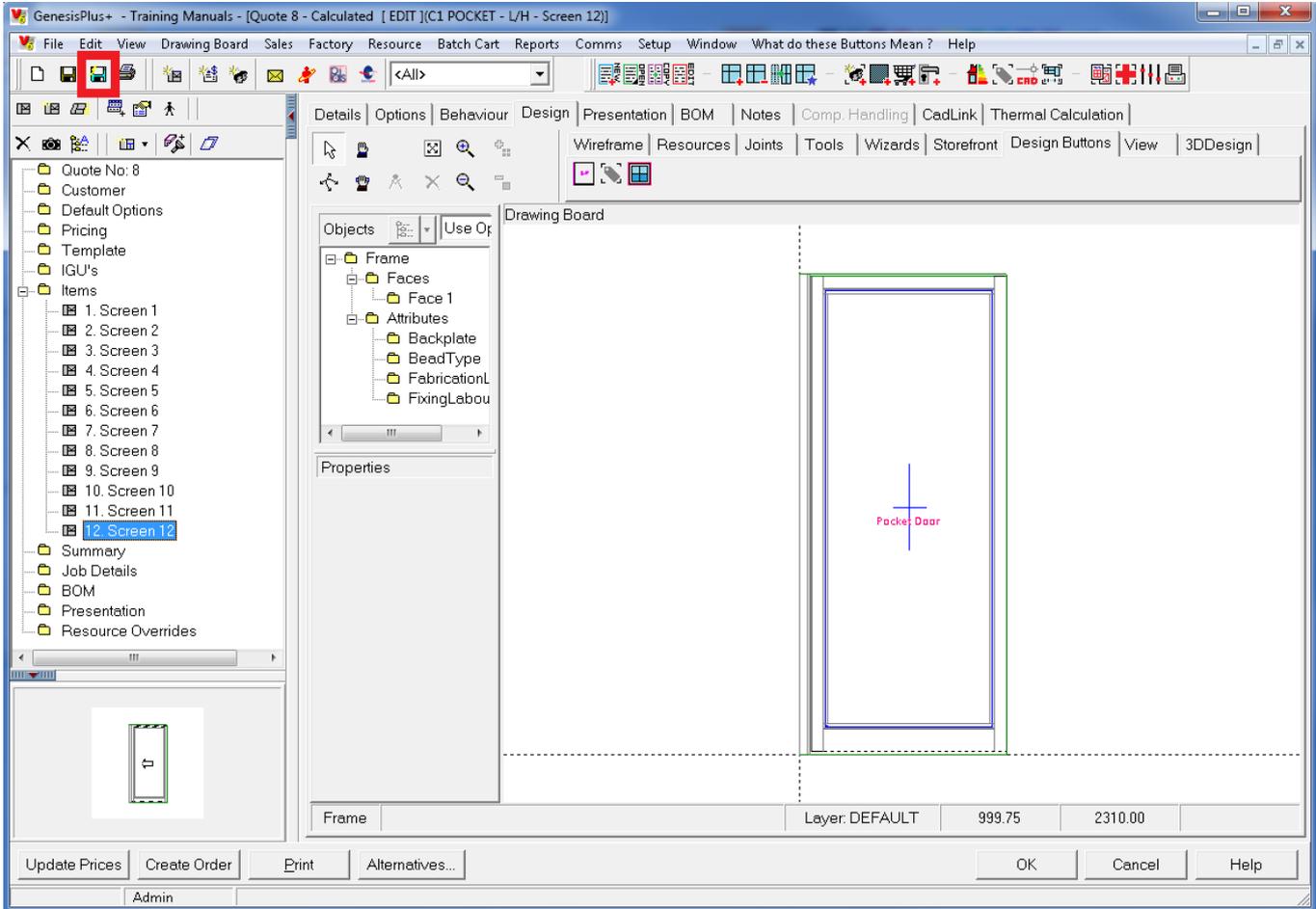
WHEN YOU HIGHLIGHT A FRAME IN THE ITEMS TAB (AS SHOWN IN THE LEFT HAND SIDE ABOVE IN GREEN) THE DESIGN SCREEN/DRAWING BOARD SHOWS YOU THE DESIGN FOR THAT ITEM, YOU CAN CLICK BETWEEN THE FRAMES (ITEMS) IF YOU HAVE MORE THAN ONE IN A QUOTE AND IF YOU ARE IN THE DESIGN SCREEN THE FRAME SHOWN WILL SWITCH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

**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





## 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.

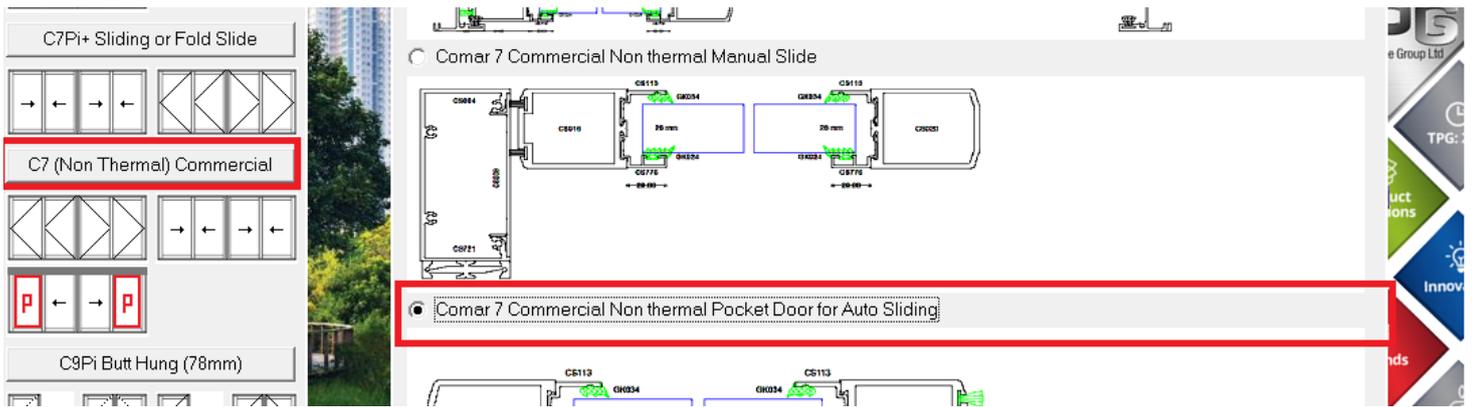


THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD DOOR SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**

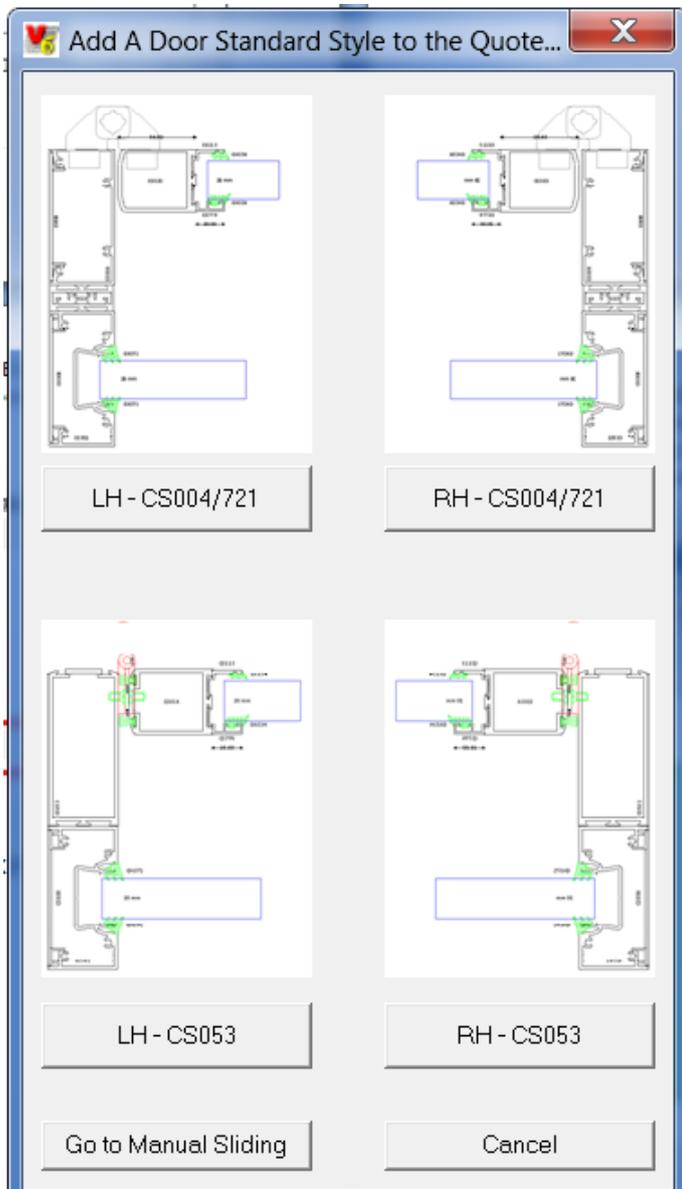
A screenshot of a software dialog box titled "Please Select a New Door Frame to Add to this quote - Genesis Plus R18 - 2018". The dialog is divided into several sections. On the left, there is a vertical list of door system categories, each with a corresponding icon: "C7Pi Eco Butt Hung (53.5mm)", "C7Pi Butt Hung Doors (65mm)", "C7Pi CD - Commercial (Polyamide)", "C7Pi+ Sliding or Fold Slide", "C7 (Non Thermal) Commercial", "C9Pi Butt Hung (78mm)", and "Alu-Timber Butt Hung". The "C7Pi CD - Commercial (Polyamide)" category is currently selected and highlighted with a red border. The main area of the dialog displays six different door system configurations, each with a floor plan diagram and a radio button for selection. The configurations are: "Eco Open In Door - Short Leg", "Eco Open In Door - Long Leg", "Eco Open Out Door - Short Leg", "Eco Open Out Door - Long Leg", "Eco Open In Door - To Match Comar 5Pi Eco +", and "Eco Open Out Door - To Match Comar 5Pi Eco ++". At the bottom of the dialog, there are fields for "Frame Quantity" (set to 1), "Frame Description" (set to "Screen 2"), and "Comments". There are also "OK" and "Cancel" buttons on the right side.

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

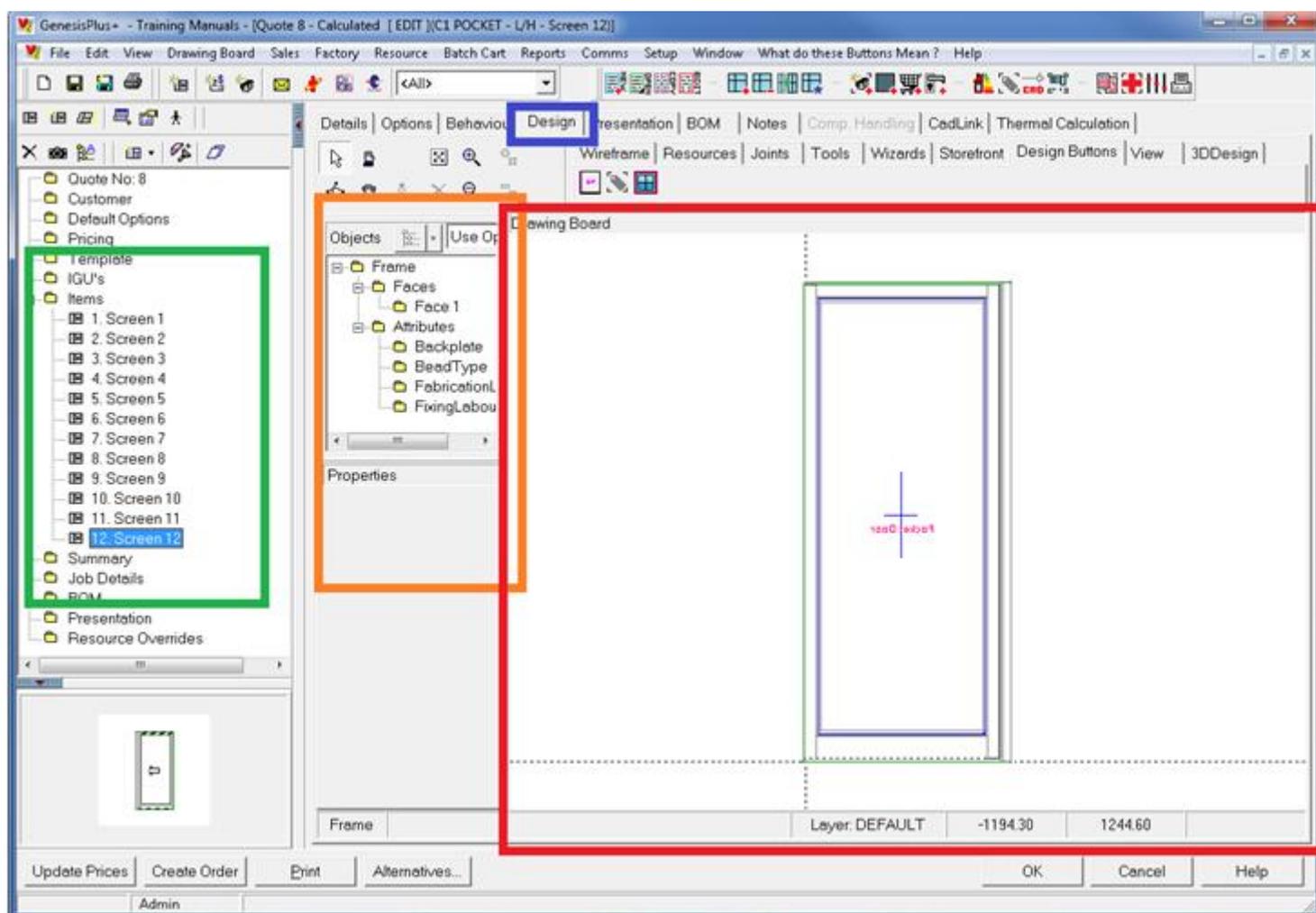
THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 7 (Commercial Non thermal Pocket Door for Auto Sliding) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



NOW THE FOLLOWING SCREEN WILL APPEAR, CLICK ON THE LH – CS004/721 THIS WILL GIVE YOU THE CHOICE OF A RIGHT 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 TRU REPRESENTATION OF THE FINISHED PRODUCT.

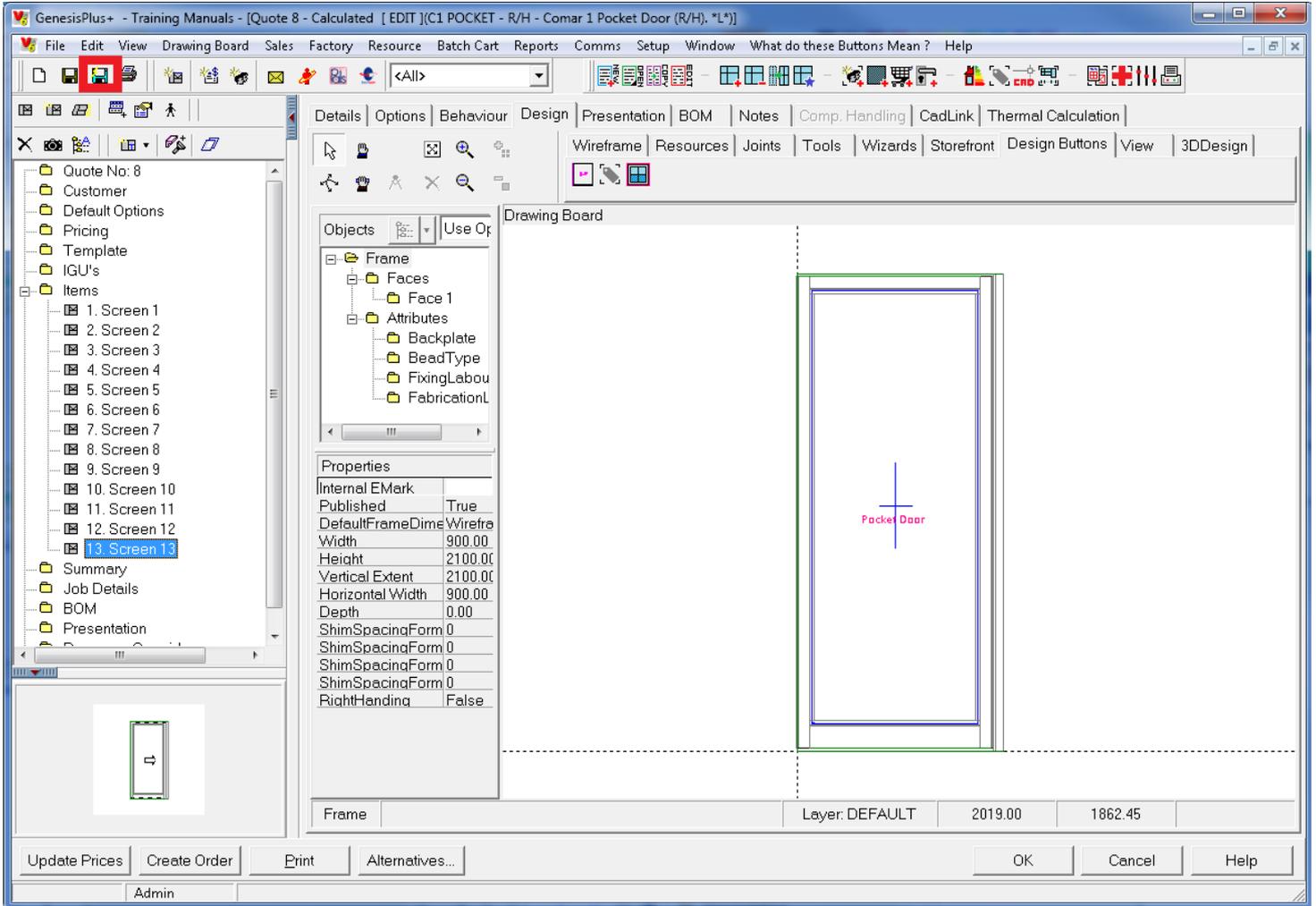
WHEN YOU HIGHLIGHT A FRAME IN THE ITEMS TAB (AS SHOWN IN THE LEFT HAND SIDE ABOVE IN GREEN) THE DESIGN SCREEN/DRAWING BOARD SHOWS YOU THE DESIGN FOR THAT ITEM, YOU CAN CLICK BETWEEN THE FRAMES (ITEMS) IF YOU HAVE MORE THAN ONE IN A QUOTE AND IF YOU ARE IN THE DESIGN SCREEN THE FRAME SHOWN WILL SWITCH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

**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.

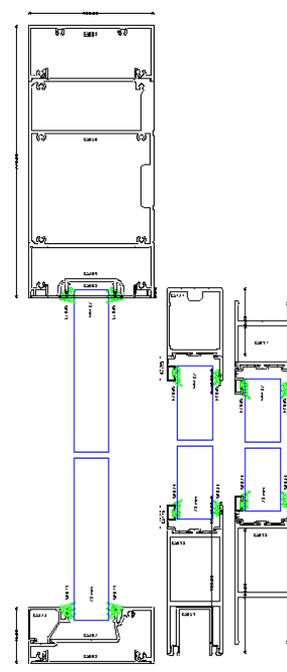
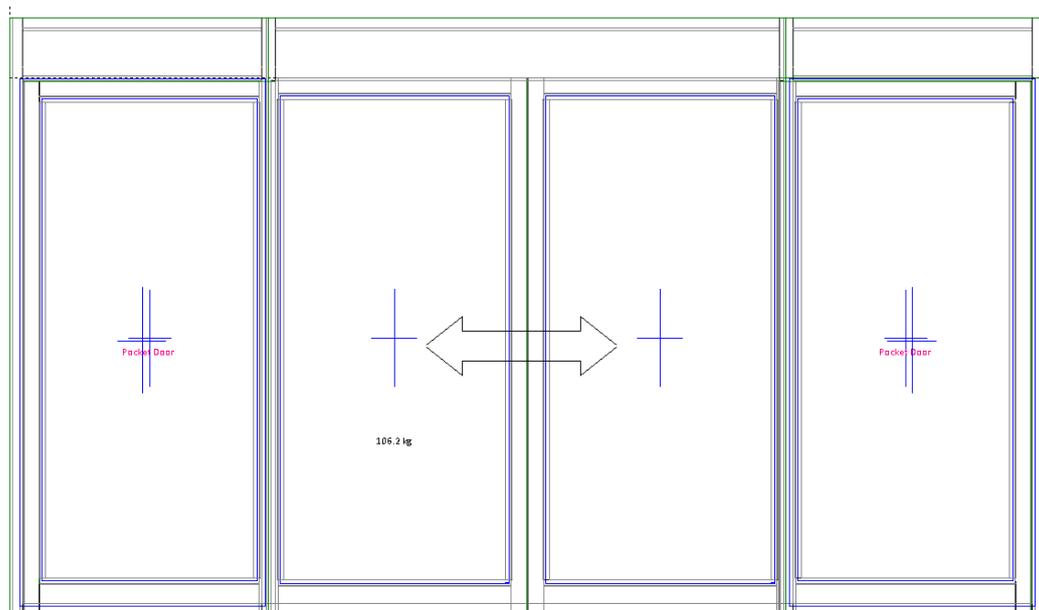
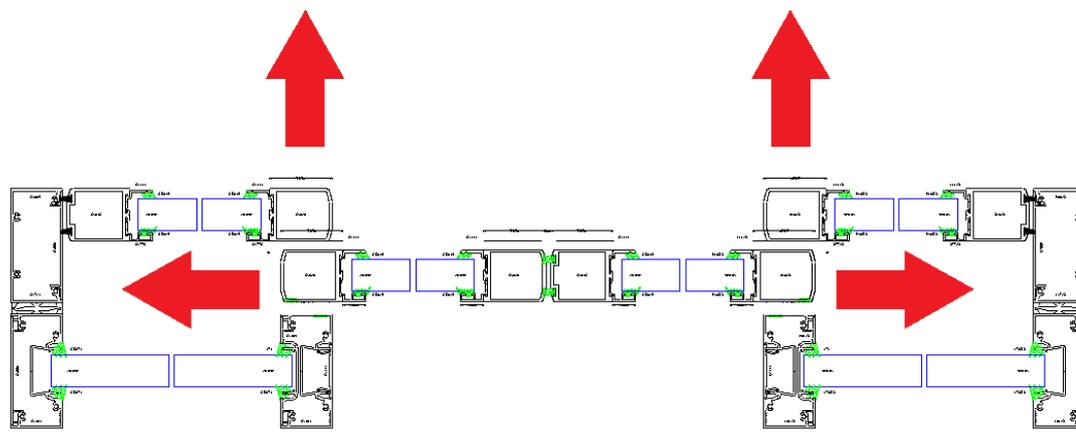


**EDIT A QUOTE.** THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



THESE DOORS ARE USED TO PROTECT PEOPLE FROM BEING HIT BY THE SLIDING LEAVES. THEY ALSO ACT AS A DEFENCE AGAINST ANY ITEMS BEING PLACED AGAINST THE DOOR. THEY ARE NORMALLY BUTT HUNG AND INPLACE LOOK SIMILAR TO THE BELOW.

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.



# SHOPFRONT TRAINING MANUAL EXAMPLE - FRAME 14

Page No: 12

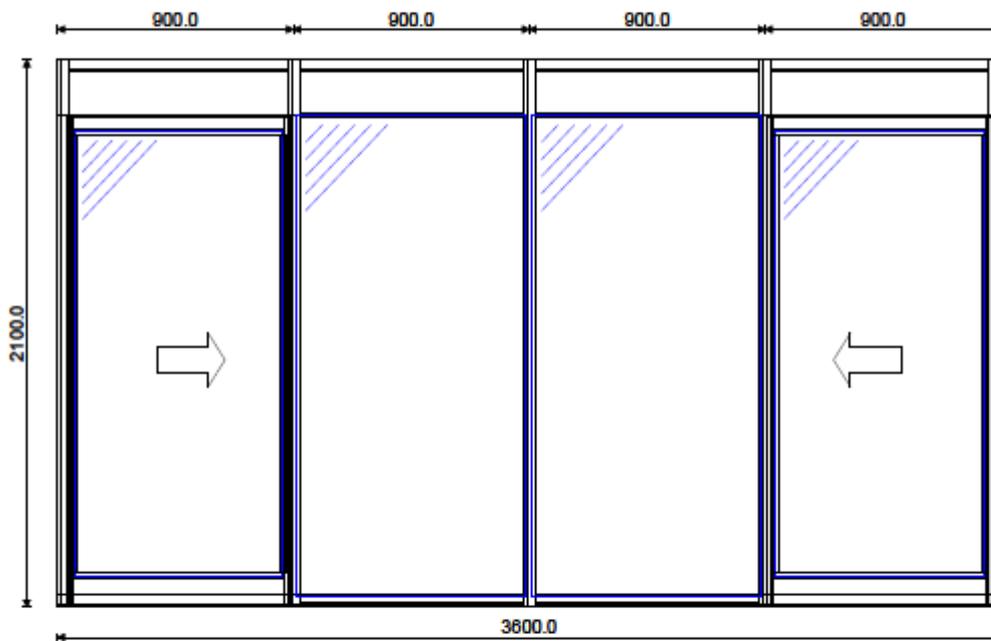
## ELEVATION PORTRAIT

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

Quote Title: Shopfront Training Manual  
Quote No: SH-1--Ver 2  
Cust Name: Do Not Delete  
Job Ref:  
Finish: [COL:COMAR:POWDER (POWDER)]  
Deliv Date:  
Other:



Do Not Scale



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

Quantity: 2

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

## ADDING A FRAME TO THE QUOTE

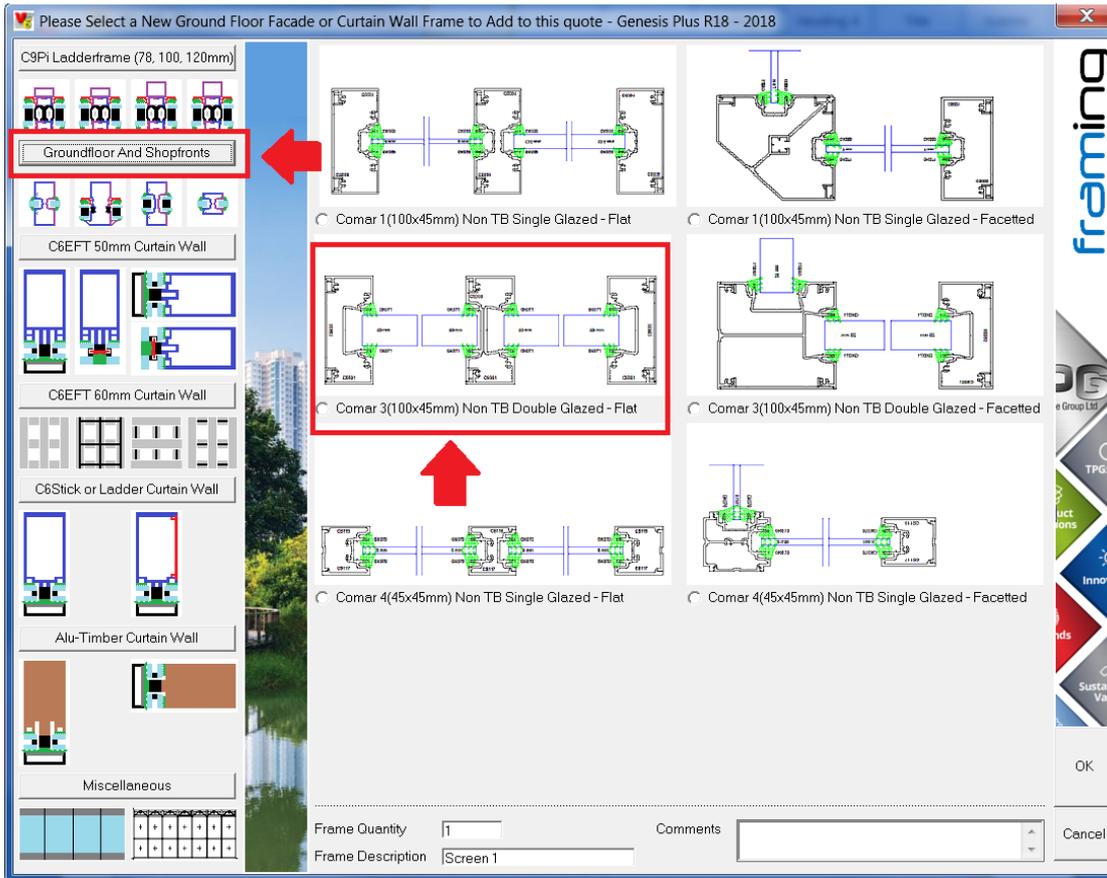
WE NOW WANT TO ADD A NEW FRAME TO THE QUOTE. CLICK ONTO THE “ADD A NEW FRAMING SYSTEM” BUTTON.



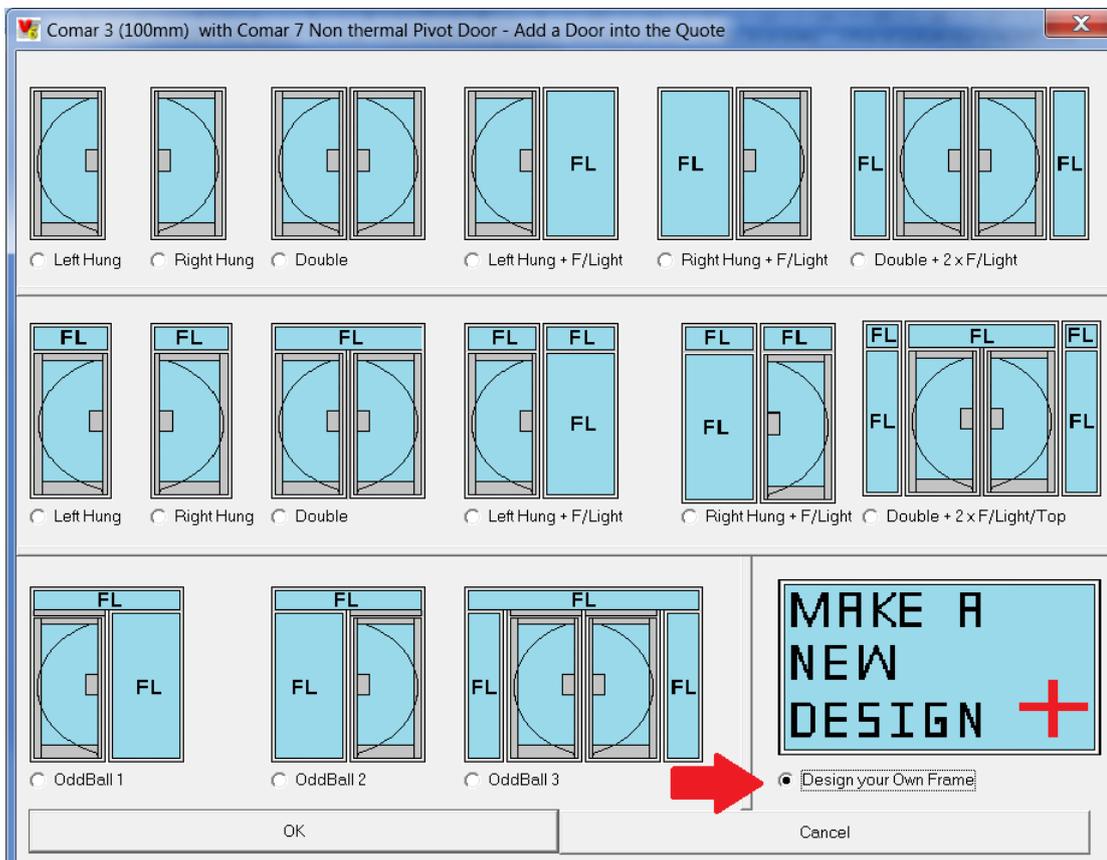
THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD FRAMING SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**

A screenshot of a software dialog box titled "Please Select a New Ground Floor Facade or Curtain Wall Frame to Add to this quote - Genesis Plus R18 - 2018". The dialog is divided into several sections. On the left, there is a vertical list of tabs for filtering options: "C9Pi Ladderframe (78, 100, 120mm)", "Groundfloor And Shopfronts", "C6EFT 50mm Curtain Wall", "C6EFT 60mm Curtain Wall", "C6Stick or Ladder Curtain Wall", "Alu-Timber Curtain Wall", and "Miscellaneous". A red box highlights this list, and a red arrow points from the 'ADD A NEW FRAMING SYSTEM' button in the previous image to this list. The main area of the dialog displays a grid of six architectural floor plan diagrams, each with a radio button and a label: "Comar 9 100mm Box Inside (Loose Beaded)", "Comar 9 100mm Box Inside (Fixed Beaded)", "Comar 9 120mm Box Inside (Loose Beaded)", "Comar 9 120mm Box Inside (Fixed Beaded)", "Comar 9 120mm Box Outside (Fixed Beaded)", and "Comar 9 78mm Ladder No Box". At the bottom, there are input fields for "Frame Quantity" (set to 1), "Frame Description" (set to "Screen 1"), and "Comments". On the right side of the dialog, there is a vertical "framing" logo and a list of product categories. At the bottom right, there are "OK" and "Cancel" buttons.

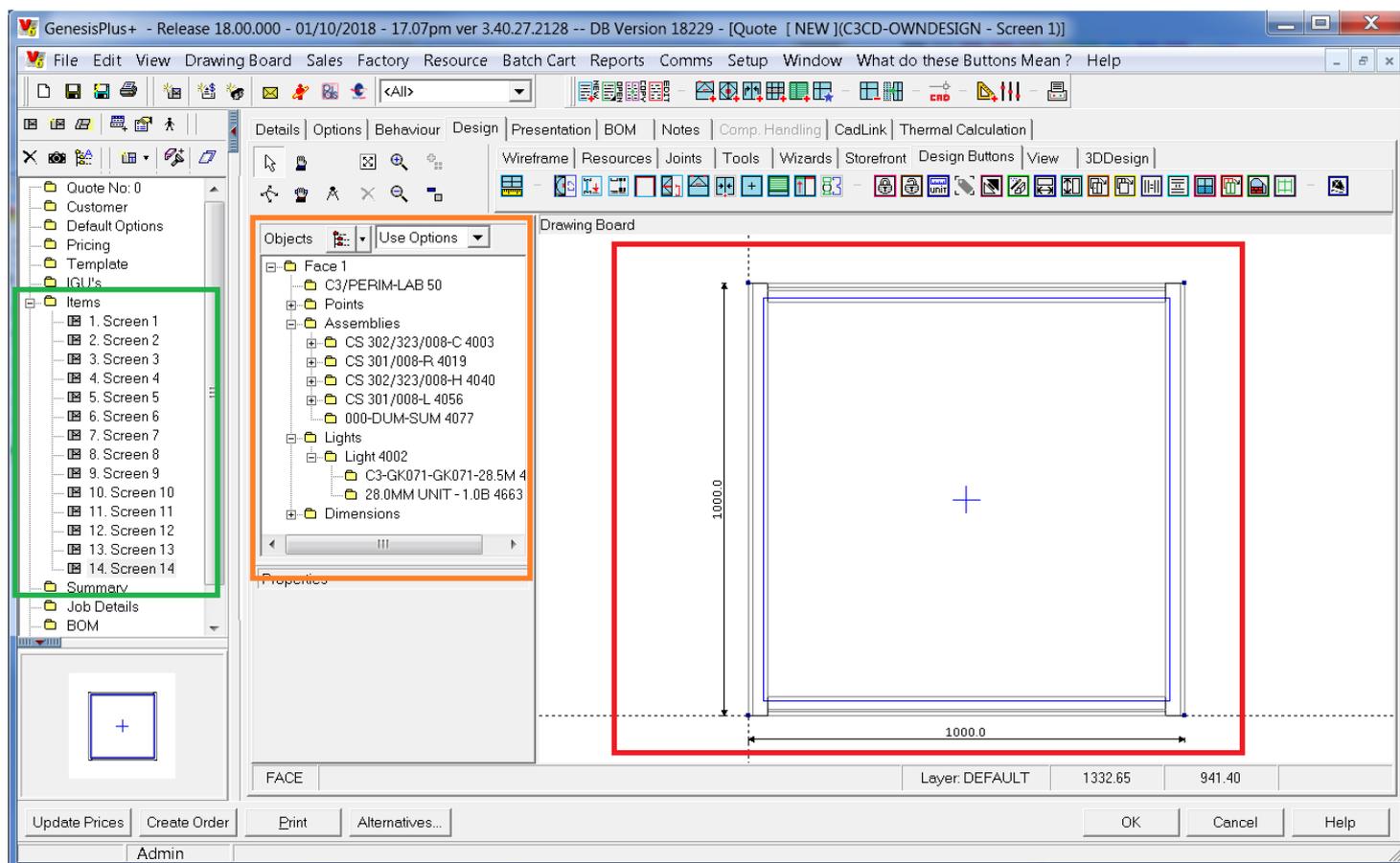
FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 3 (DOUBLE GLAZED SHOPFRONT SYSTEM). THIS IS LOCATED UNDER THE GROUND FLOOR TAB WHICH IS THE DEFAULT TAB THAT CAME UP, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE).



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

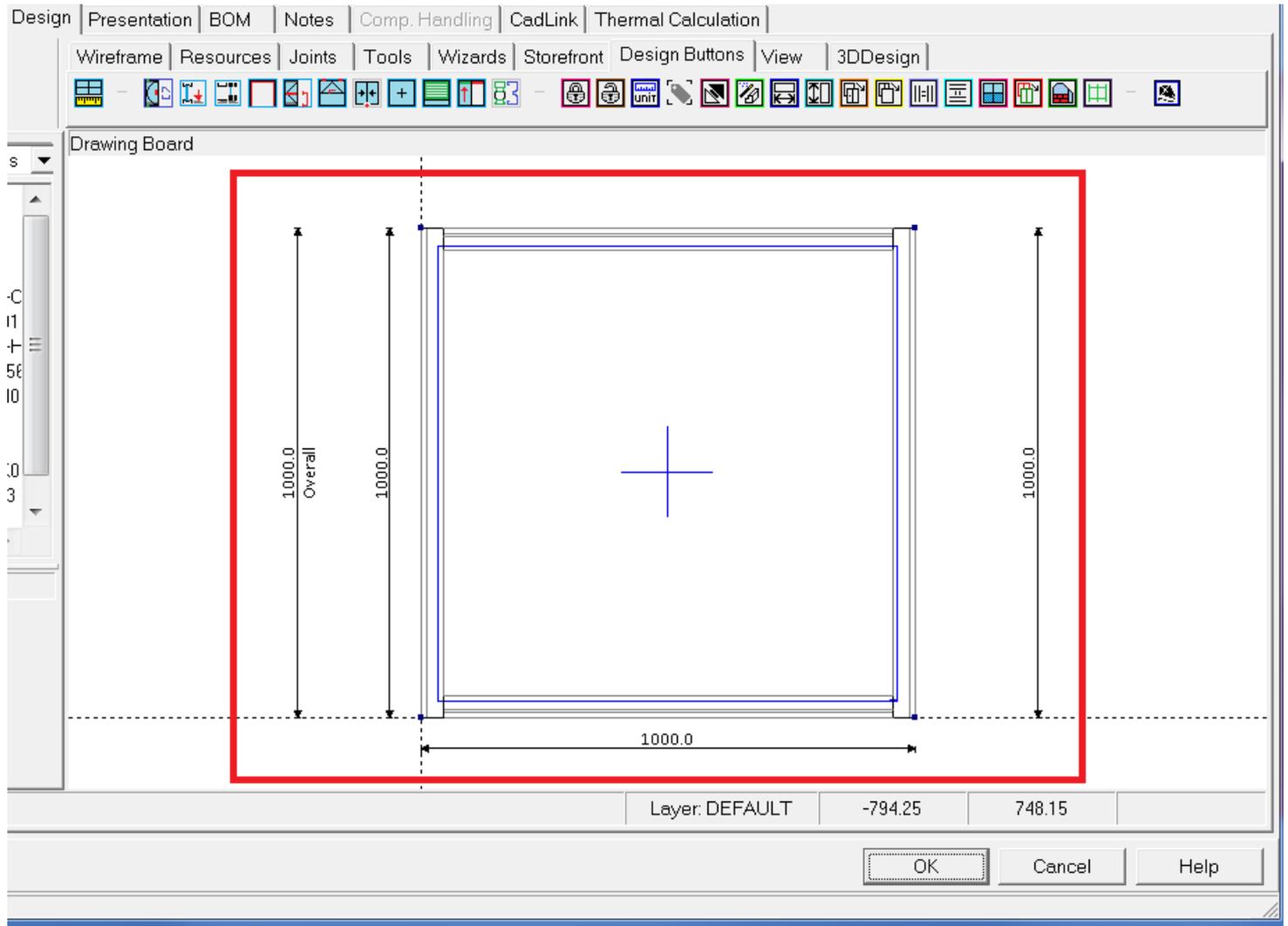
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

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**

The screenshot shows a software window titled "Redesign the Comar 3 frame?". The window is divided into several sections for configuration:

- Frame Width:** Input field with "1000" entered.
- Frame Height:** Input field with "1000" entered.
- Lightcode:** Input field with "1" entered.
- Columns:** Input field with "1" entered.
- Rows:** Input field with "1" entered.
- Frame Quantity:** Input field with "1" entered.
- Frame Description:** Input field with "New Frame" entered.
- Frame Finish:** Input field with "[COL:COMAR:WHITE (WHITE)]" and a browse button.
- Glass:** Input field with "[FIL:COMAR:6-16-6 FL]" and a browse button.
- Backplate Required:** Dropdown menu set to "Yes".
- Sub Cill Type:** Dropdown menu set to "None".
- Sub Cill Nosing:** Dropdown menu set to "None".
- Item Comments:** Empty text area.
- Head Profile:** Dropdown menu set to "CS 302-IYY-8.6".
- Cill Profile:** Dropdown menu set to "CS 302-IYY-8.6".
- Left Profile:** Dropdown menu set to "CS 301-IXX-85.9".
- Right Profile:** Dropdown menu set to "CS 301-IXX-85.9".
- Transom Profile:** Dropdown menu set to "CS 302-IYY-8.6".
- Mullion Profile:** Dropdown menu set to "CS 301/309-IXX-85.9".
- Save Chosen Frame Defaults:** Unchecked checkbox.

On the right side of the window, there are three vertical diagrams showing different cross-sections of the frame profiles. At the bottom right, there are "Create" and "Cancel" buttons.

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.

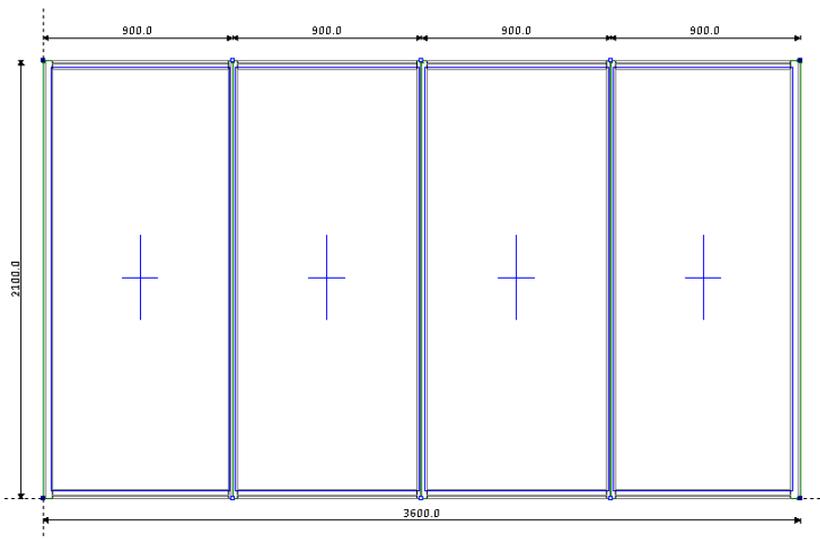
THE ONLY THINGS THAT WE NEED TO CHANGE ON THIS SCREEN ARE

- 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

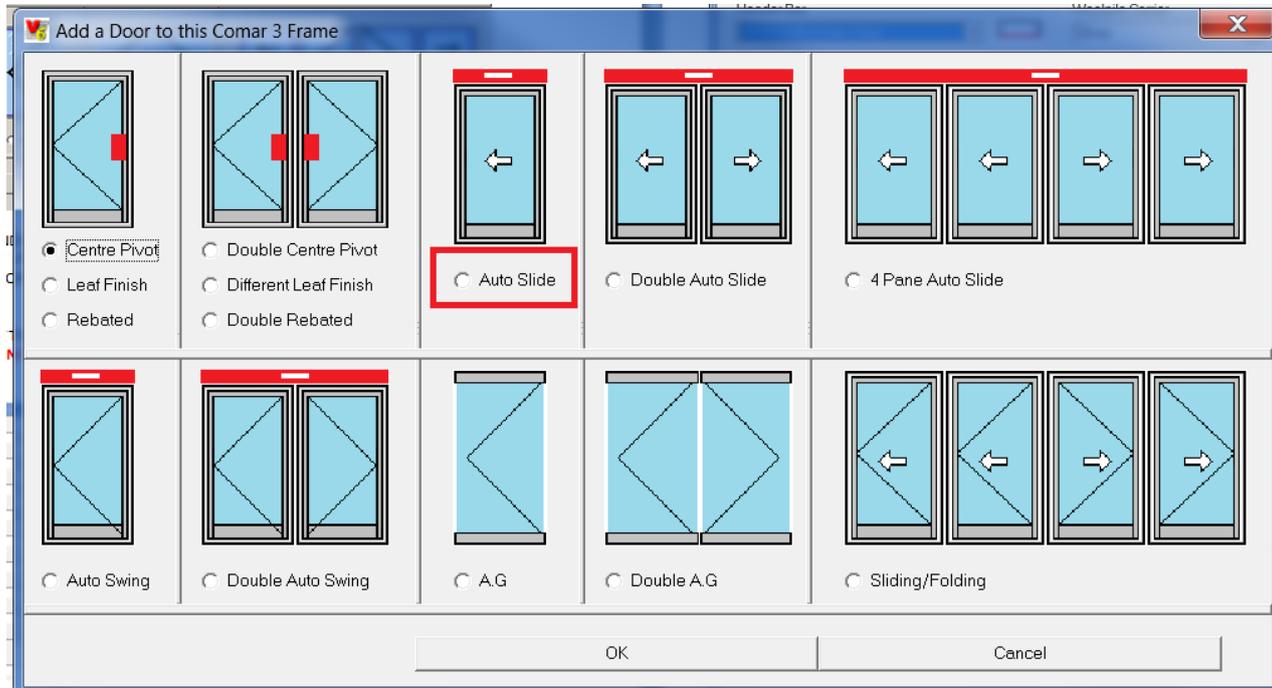


WE NOW WANT TO ADD A DOOR LEAF INTO THIS OUTERFRAME. WE WILL BE ADDING A RIGHT HAND SLIDING LEAF IN THE LEFT HAND LIGHT AND A LEFT HAND SLIDING LEAF INTO THE RIGHT HAND LIGHT.

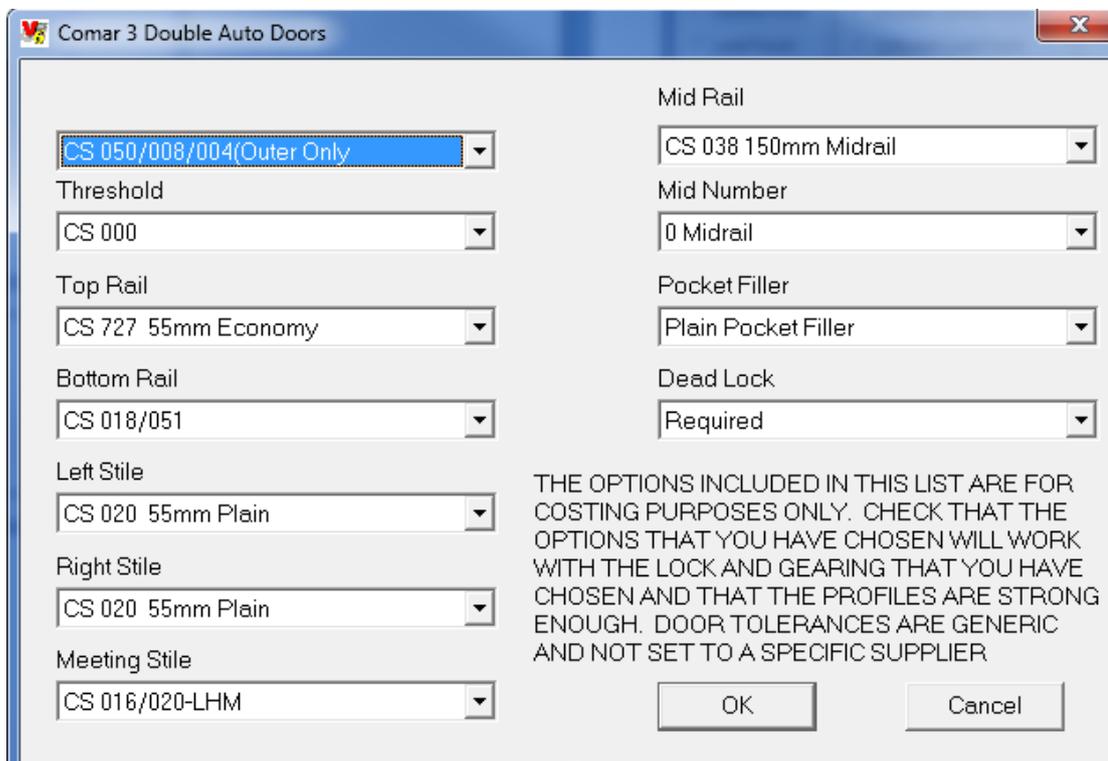
HIGHLIGHT THE LIGHT WHERE WE ARE PLACING THE DOOR USING YOUR MOUSE. WE CAN NOW ADD A DOOR TO THE FRAME. CLICK ONTO THE DOOR BUTTON.



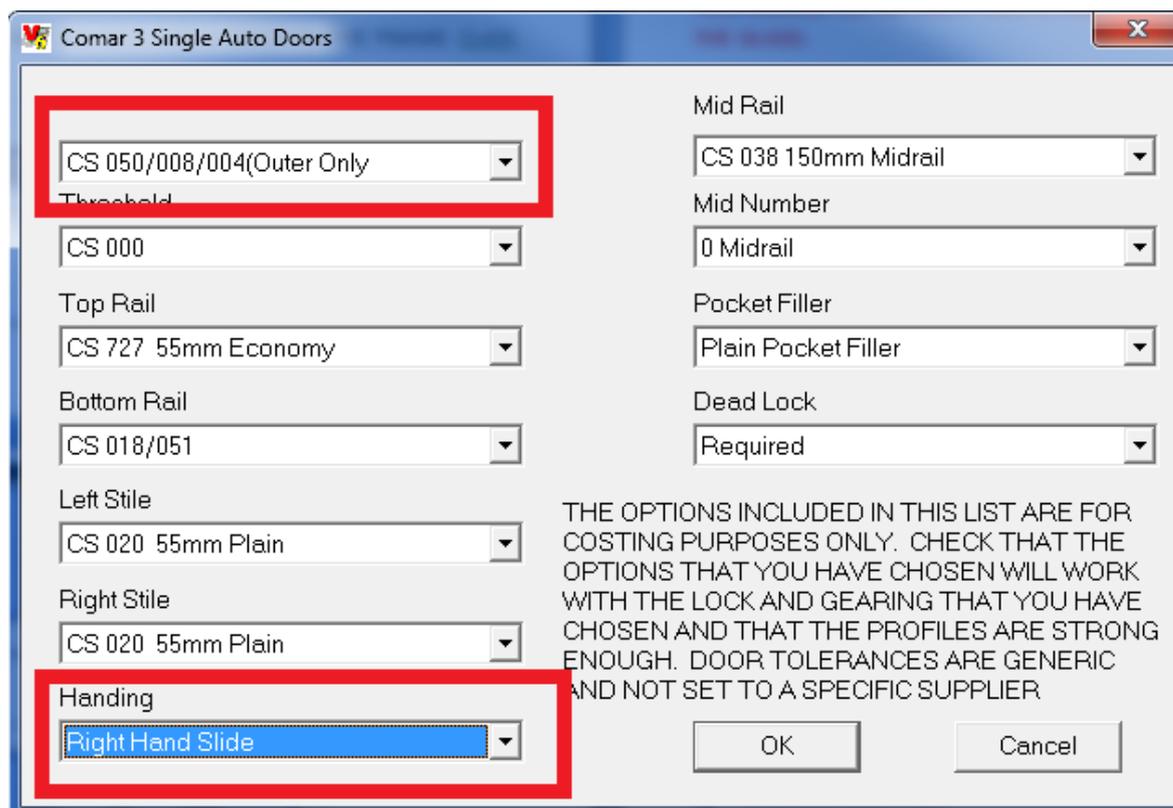
CLICK ON THE SINGLE “Auto Slide” OPTION AND CLICK OK.



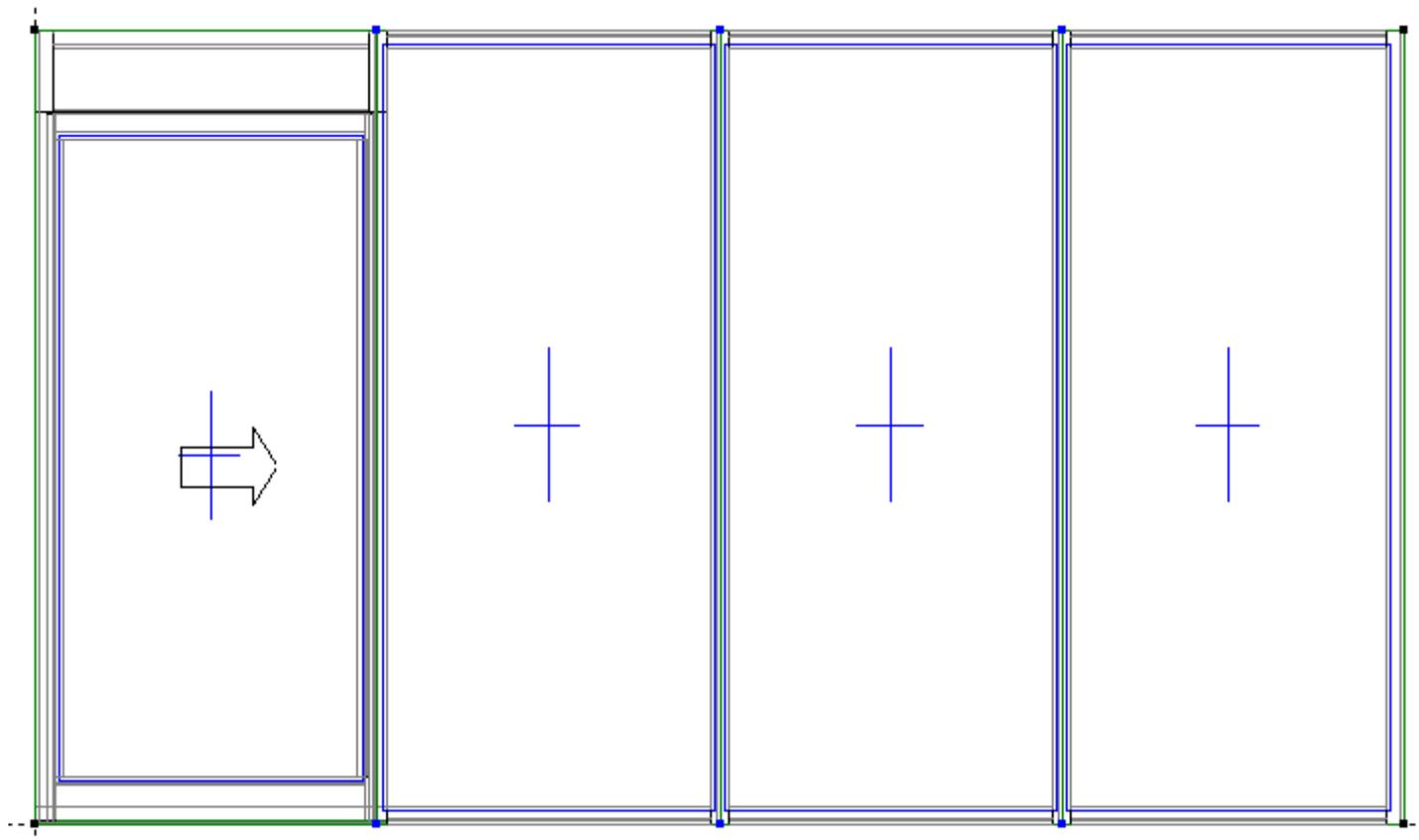
THE BELOW BOX WILL APPEAR IN THIS CASE WE WILL LEAVE EVERYTHING AS STANDARD.



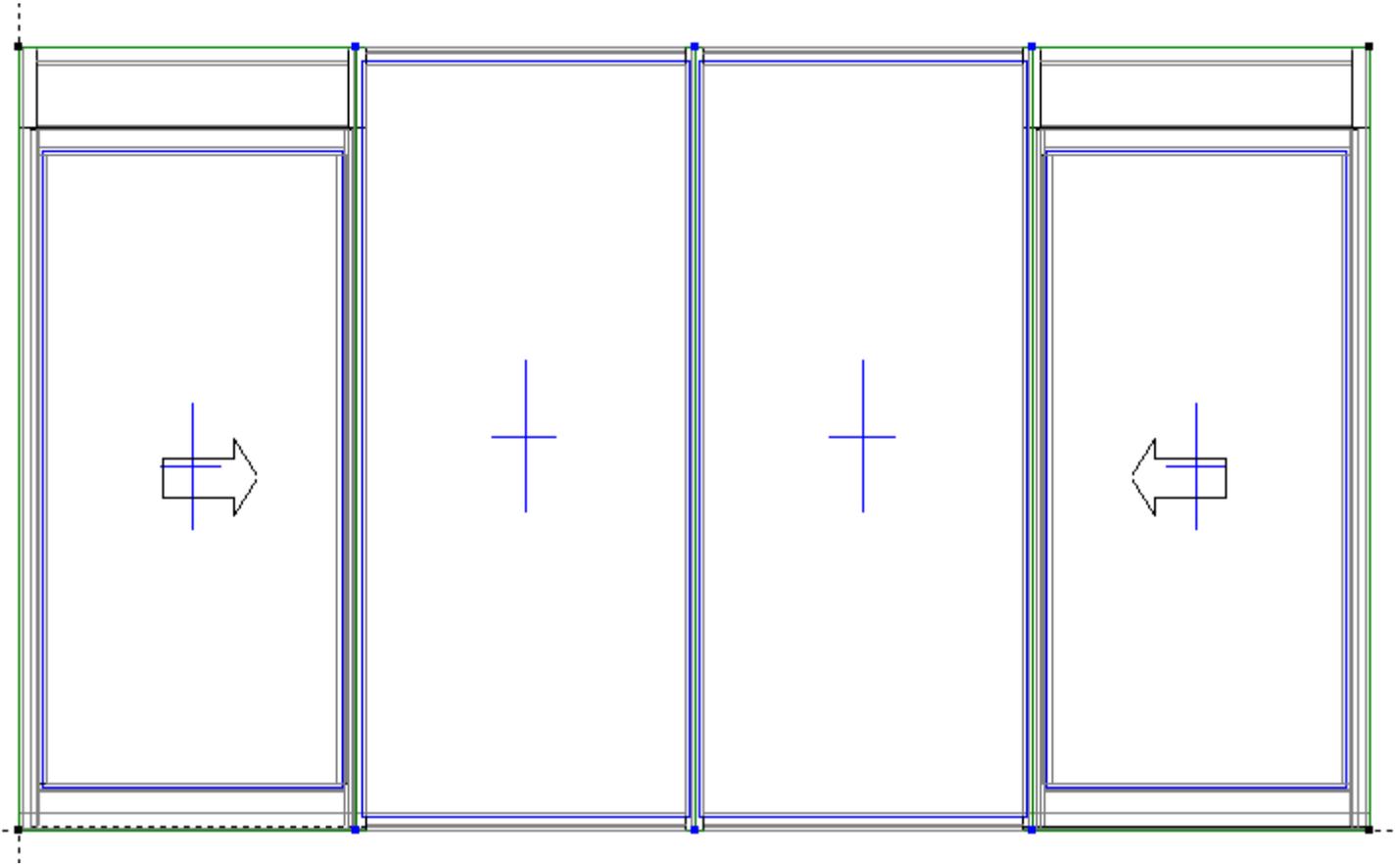
**ALTHOUGH THE SOFTWARE AUTOMATES THE HEADER BAR SELECTION PLEASE ALWAYS DOUBLE CHECK THAT IF YOU HAVE GLASS ABOVE THE DOOR THAT YOU CHOOSE A GLAZED ABOVE OPTION. IF YOU HAVE A DIRECT OUTERFRAME ABOVE THE DOOR THEN YOU CHOOSE OUTER ONLY. THIS IS VERY IMPORTANT AS IT NOT ONLY EFFECTS THE ORDER BUT ALSO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



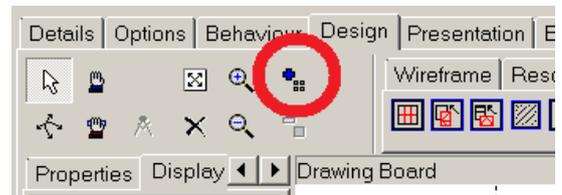
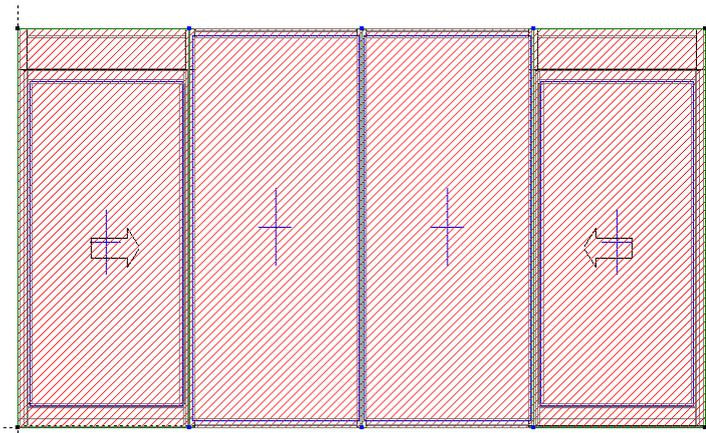
THIS WILL NOW SHOW YOU THE NEW DESIGN. YOU WILL NOT THAT THERE IS A LARGE AUTOMATED DOOR HEADERBAR ABOVE THE HEAD BUT NOT ON THE SIDE SCREENS.



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.



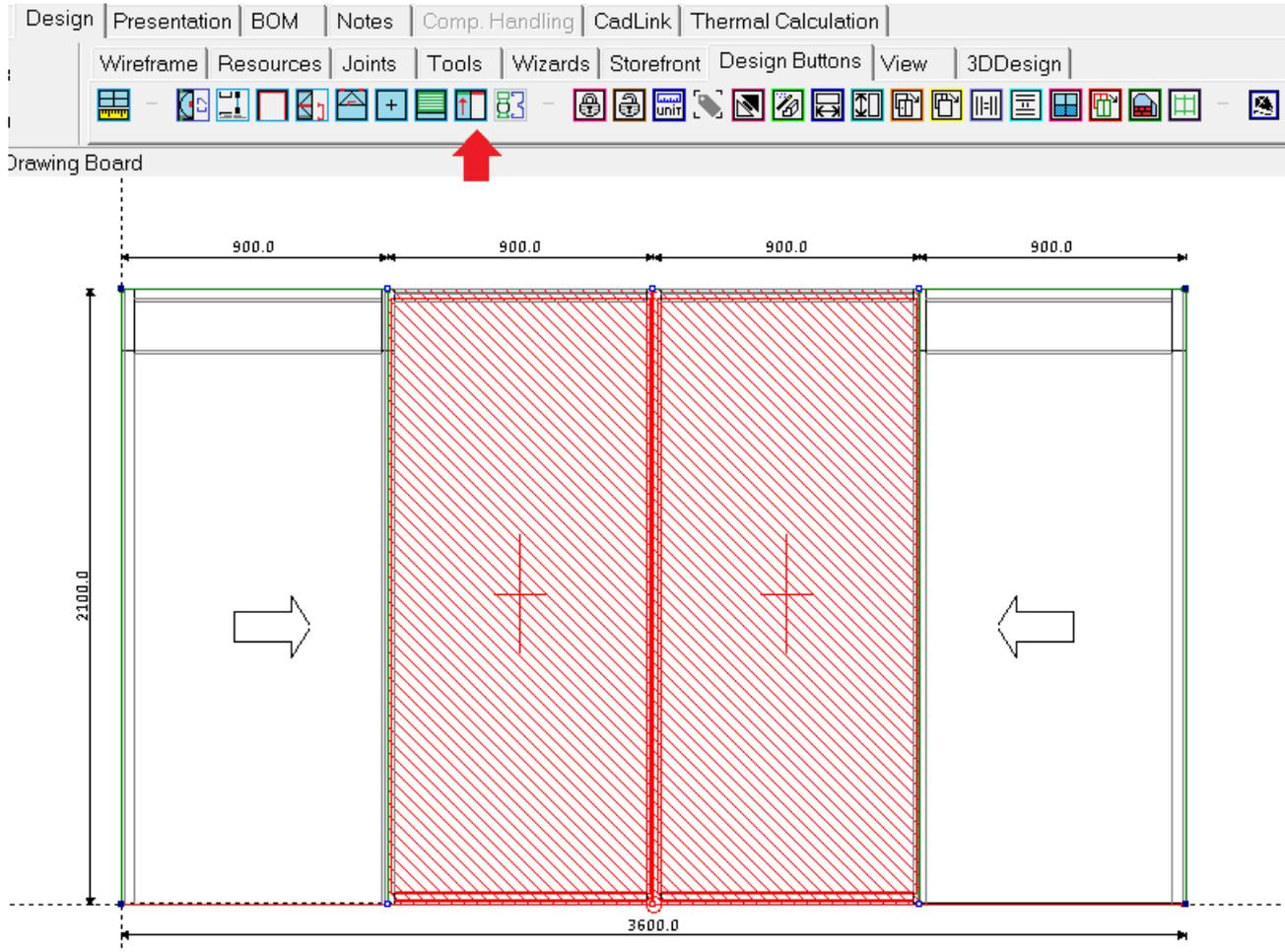
TO SHOW YOU THE DOOR PROPERLY YOU WILL SEE THAT THE DIMENSIONS HAVE DISAPPEARED. WE WILL BE MAKING SOME MORE CHANGES TO THE FRAME, BUT BEFORE WE CAN DO THAT, WE NEED TO HAVE THE DIMENSIONS SHOWING. TO DO THIS, WE NEED TO CLICK ZOOMINTO. HIGHLIGHT THE FRAME IN THE CENTRE USING YOUR MOUSE. YOU WILL SEE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



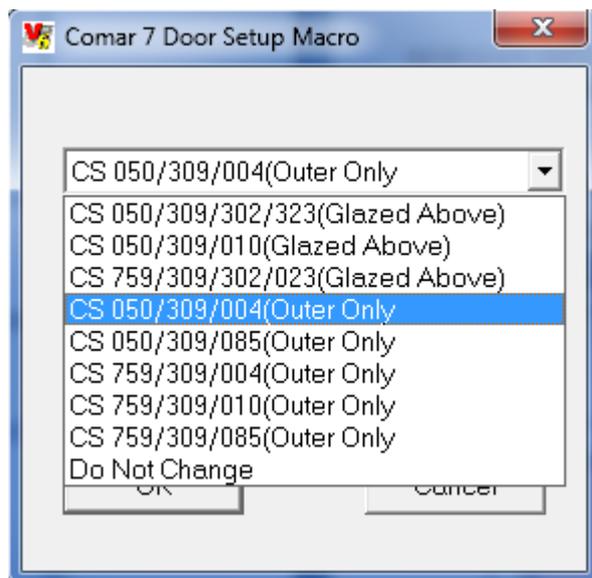
THE LAST THING THAT WE ARE GOING TO DO IS MATCH UP THE DOOR HEADER ON THE SIDE SCREENS TO BE A SIMILAR SIZE TO THE ONES ON THE DOOR. IN AUTO SLIDING DOORS ONLY WE HAVE A SPECIAL BUTTON THAT WILL DO THIS FOR YOU.

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

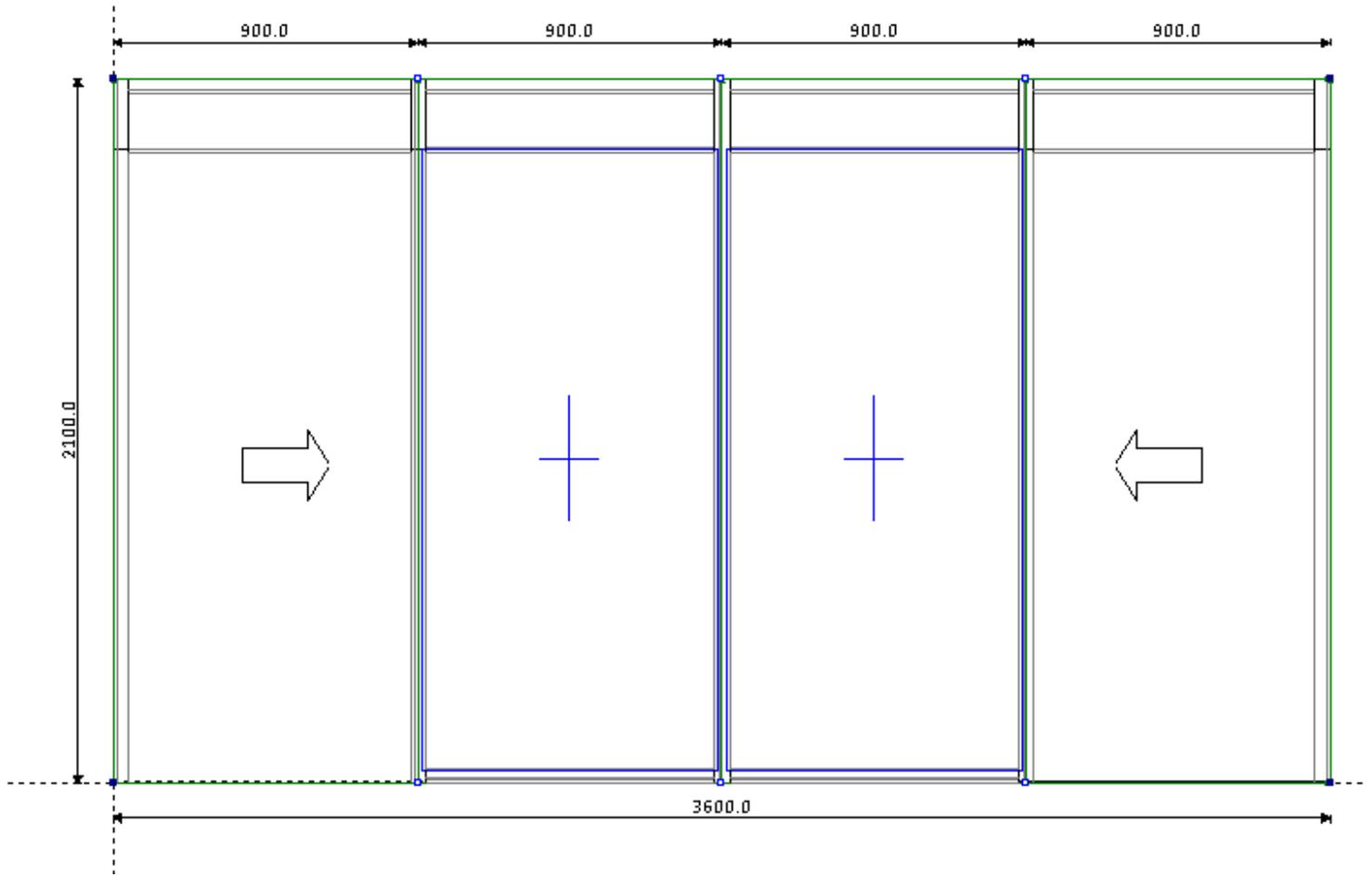
NOW CLICK ONTO THIS HEADER BUTTON AS SHOWN (THIS BUTTON IS ONLY FOR CHANGING FIXED LIGHT HEADERS AND CANNOT BE USED FOR CHANGING OTHER SECTIONS LIKE MIDRAILS ETC).



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.

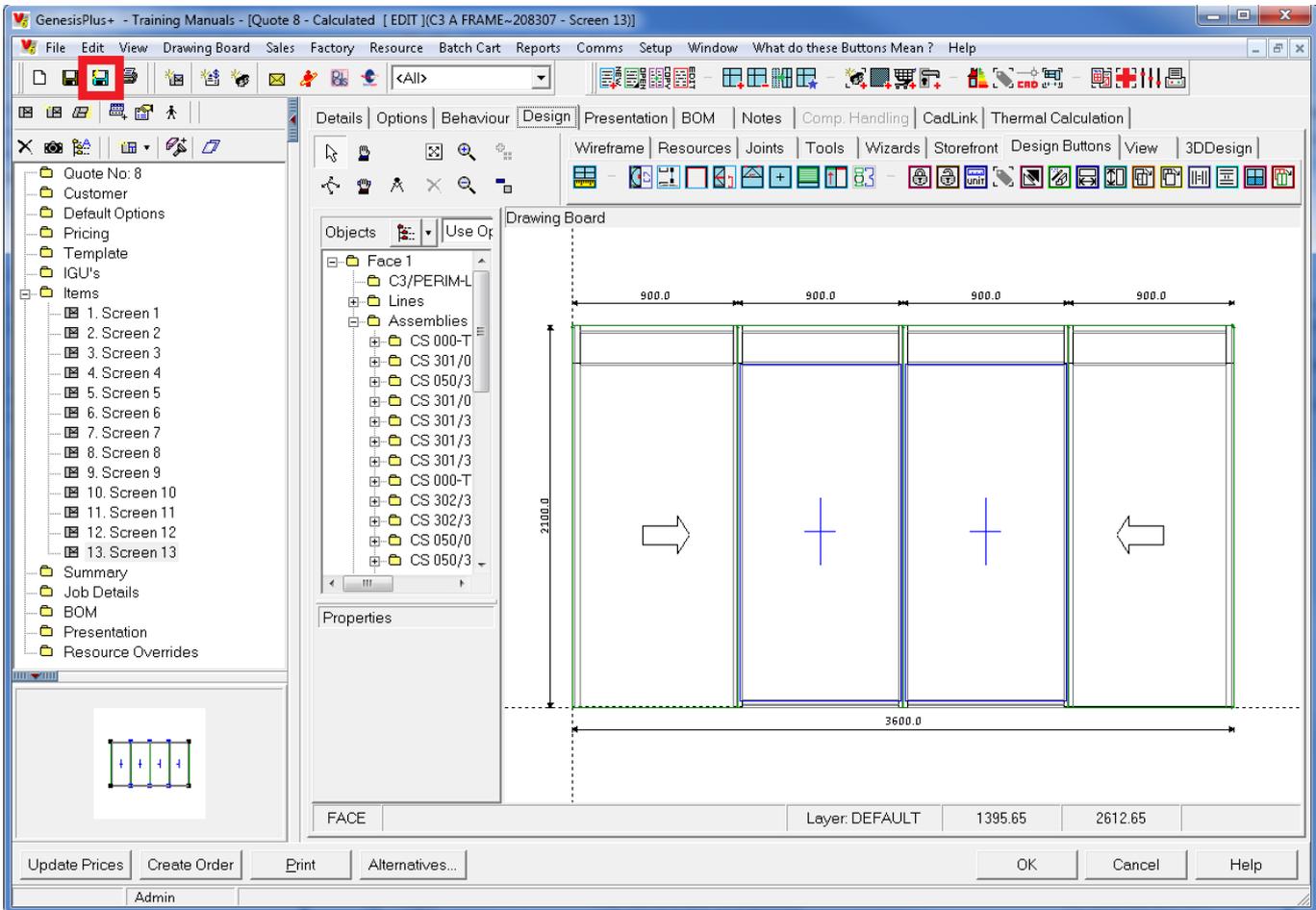


YOU WILL NOW SEE THAT THE SCREEN HAS A MATCHING HEADERBAR.



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.



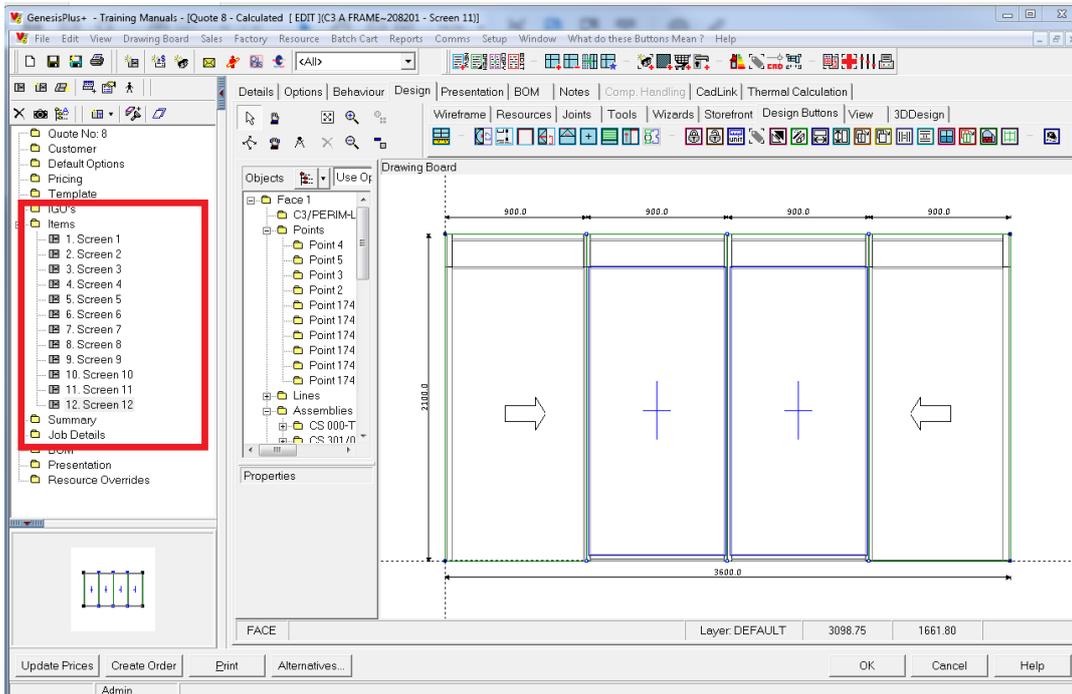
**EDIT A QUOTE.** THIS WILL OPEN A QUOTE THAT YOU HAVE ALREADY STARTED AND SHUT DOWN



## 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.

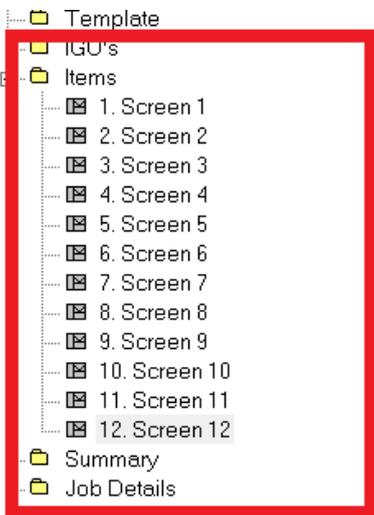


AT PRESENT WE ARE IN THE DESIGN SCREEN, THIS SCREEN ALLOWS US TO SEE THE DESIGN THAT WE HAVE MADE AND MAKE CHANGES ETC. ALONG THE MIDDLE SET OF TOOLBARS AS SHOWN YOU CAN SEE THE DESIGN TAB.

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

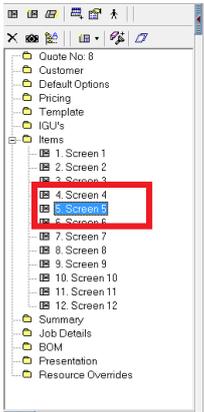


TO DO SO JUST USE YOUR MOUSE TO CLICK THROUGH.



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.

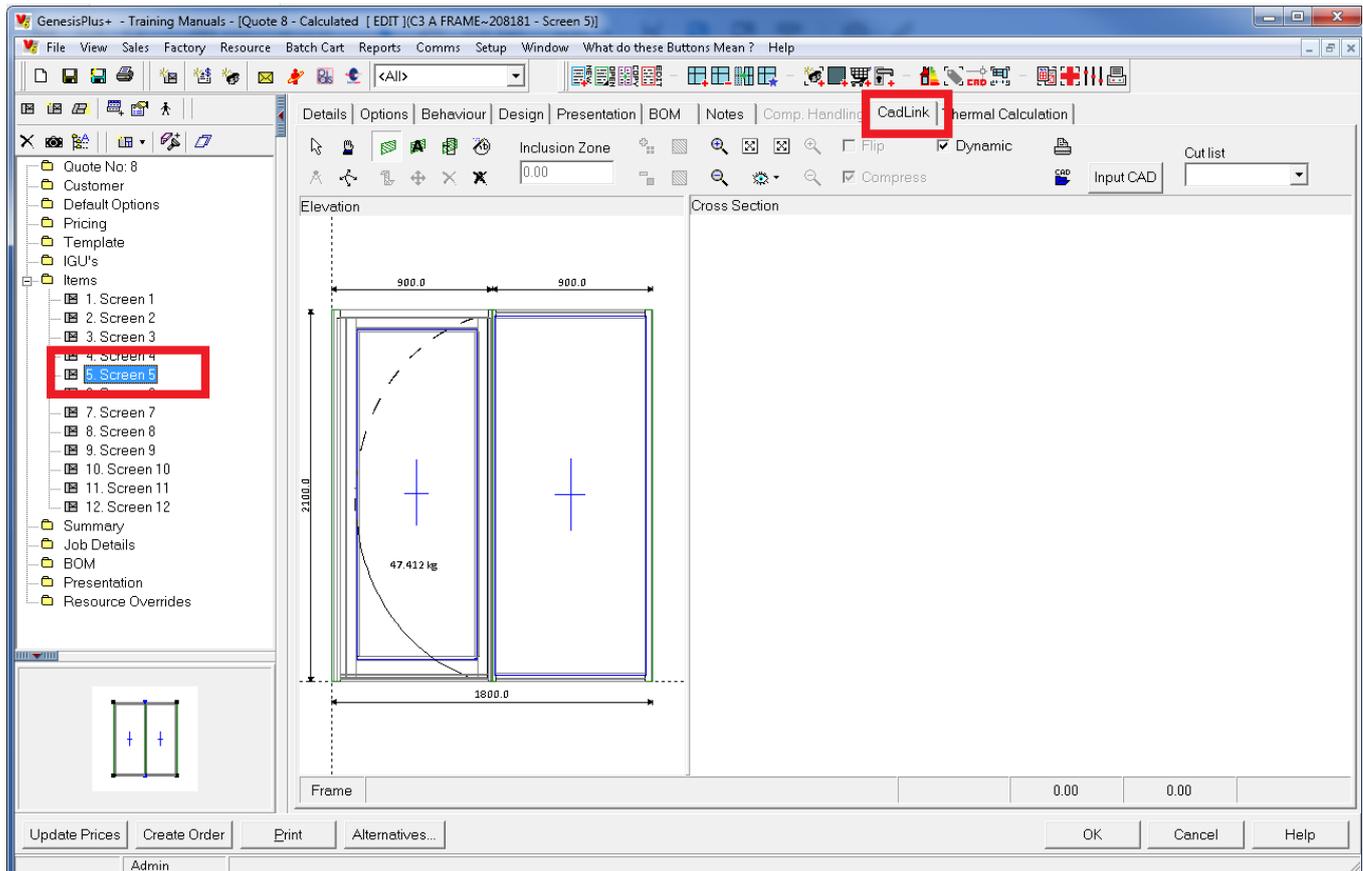
AGAIN WE JUST USE THE YOUR MOUSE TO CLICK THROUGH EACH ITEM.



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.

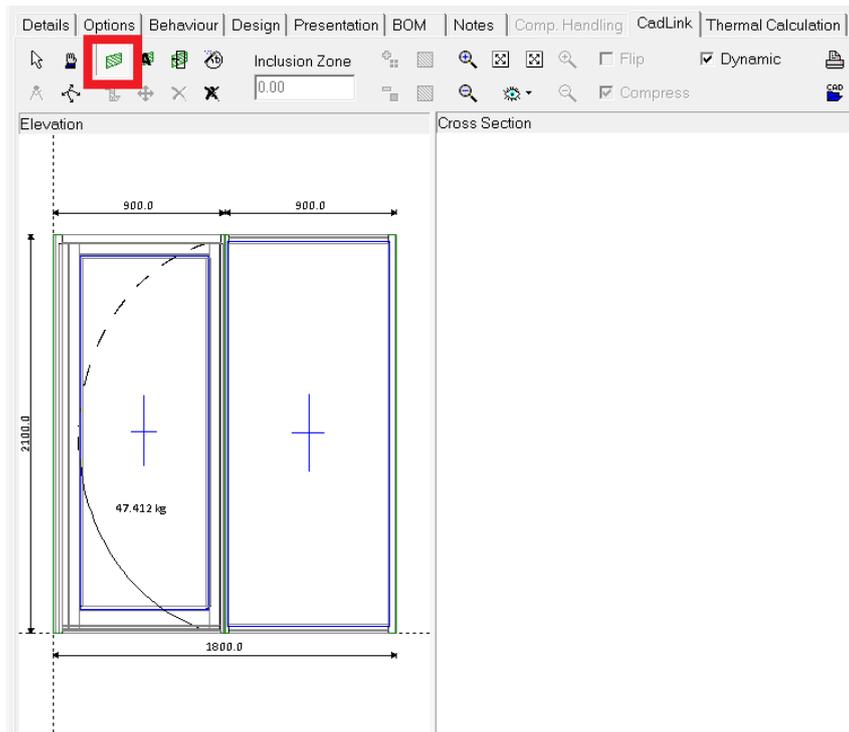
Part Code	Description	Cut1	Cut2	Finish Colour	Quantity	Length
CS008	Infill Plate Plain	0.0T	0.0T	MILL (MILL)	2	832.5
CS008	Infill Plate Plain	0.0T	0.0T	MILL (MILL)	2	2100.0
CS013	O/Frame - Header Bar	0.0T	0.0T	WHITE (WHITE)	1	832.5
CS015	Double Ramped Threshold	0.0T	0.0T	SILVER (SILVER)	1	832.5
CS016	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

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



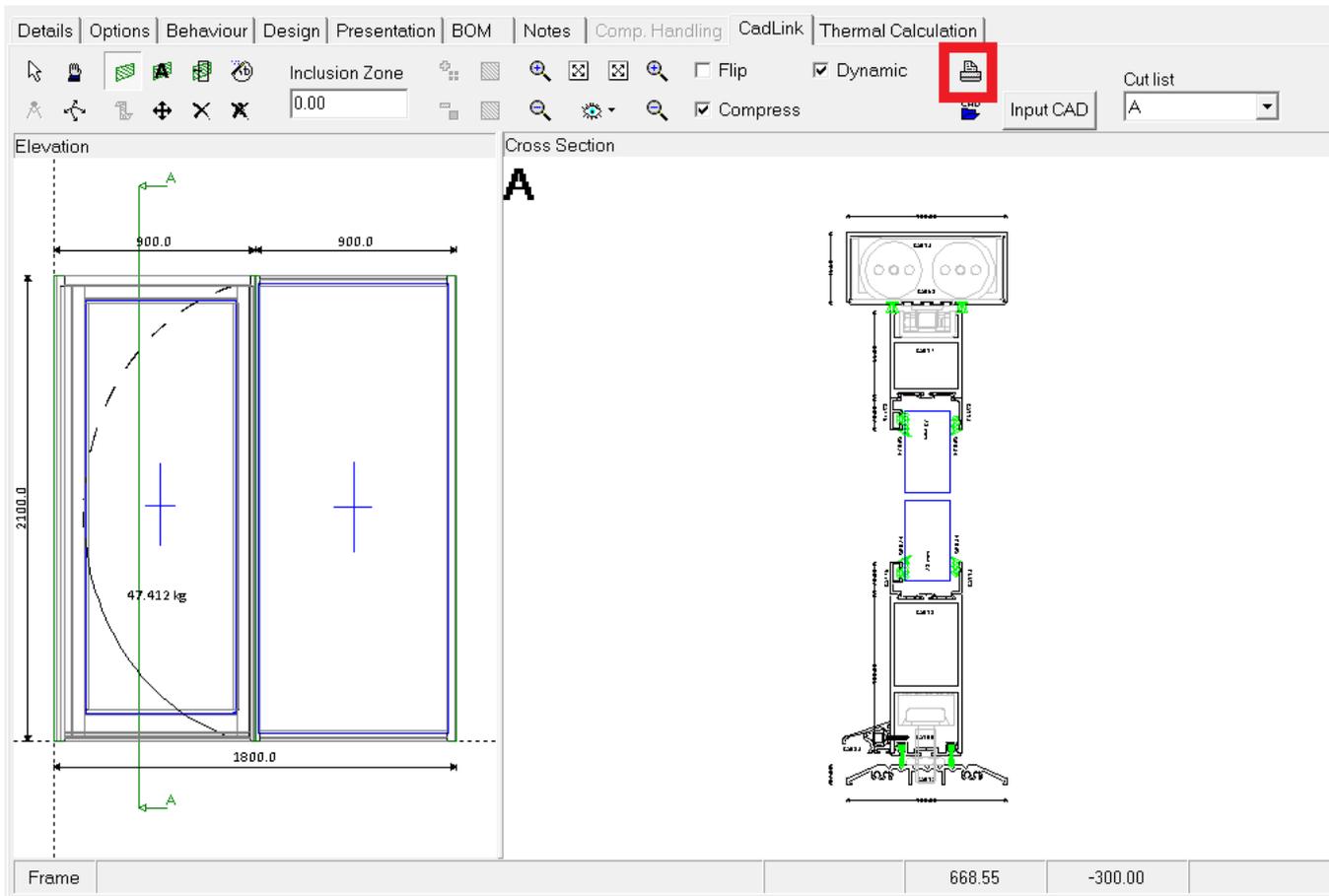
WHEN YOU FIRST GO INTO THIS SCREEN, YOU WILL SEE THE BELOW BUTTON IS PRESSED IS ALREADY PRESSED IN, IF IT ISNT PLEASE CLICK ON IT AND IT WILL BE.

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.





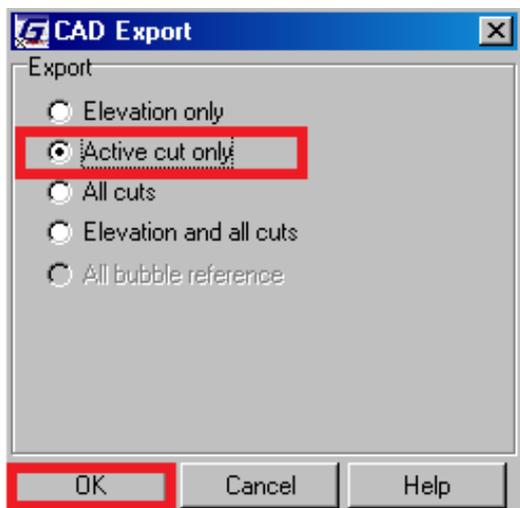
WE CAN DO A FEW THINGS WITH THIS CAD DRAWING, BUT IF WE WANT TO JUST PRINT WHAT WE CAN SEE WE CAN CLICK ONTO THE PRINT BUTTON AS SHOWN IN THE RED BOX BELOW. CLICK ON THIS BUTTON NOW.



WE HAVE SEVERAL OPTIONS FOR PRINTING THESE DRAWINGS,

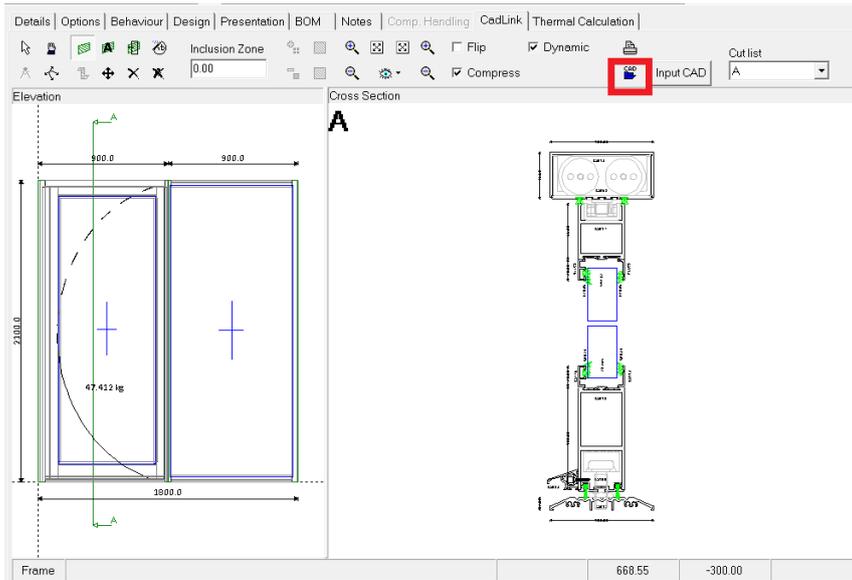
- 1) ELEVATION - THIS PRINTS THE FRAME DRAWINGS
- 2) ACTIVE CUT – THIS OPTION WILL PRINT JUST THE SECTION THROUGH THAT IS SHOWN ABOVE
- 3) ALL CUTS – IF YOU HAVE CREATED MORE THAN ONE CUT THROUGH THIS WILL PRINT ALL OF THEM FOR THIS ONE FRAME
- 4) ELEVATIONS AND ALL CUTS – THIS WILL PRODUCE THE DRAWINGS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

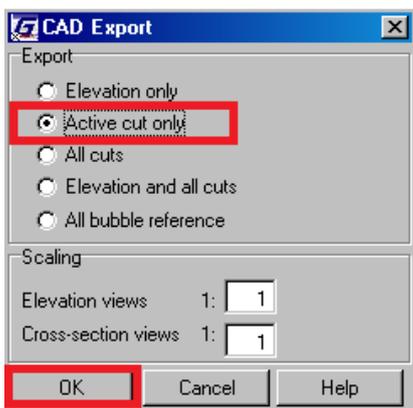


ANOTHER OPTION WE HAVE IS SAVING THE CUTS FOR USE IN AUTOCAD.

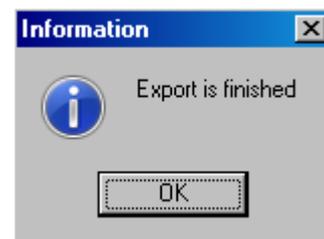
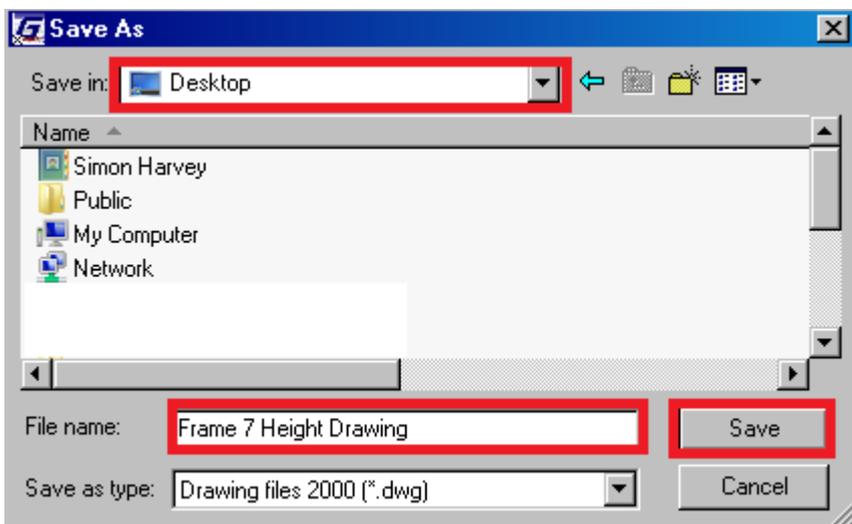
CLICK ONTO THE BLUE CAD BUTTON AS SHOWN IN THE RED BOX BELOW.



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 RENAMING 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 displays the 'Thermal Calculation' tab in the GenesisPlus software. The left-hand navigation pane shows a tree structure with '5. Screen 5' selected. The main window is divided into several sections:

- Details:** Shows input fields for Height (2100.00 mm), Width (1800.00 mm), and Area (3.7800 m²). A 'Thermal protection' checkbox is present and unchecked. The 'Default Uf Option' is set to 'Standard'.
- Results:** A 'Calculate' button is visible, and the resulting 'Uw (W/m².K)' is displayed as 2.6744.
- Transmission of Glazing:** A table listing glazing components with their respective dimensions and transmission values.
 

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
<b>Total area (m²)</b>						2.8524
<b>Total transmission of Glazing (W/K)</b>						3.1376
- Transmission junctions structure - Glazing:** A table listing junction transmission values.
 

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
<b>Total length (m)</b>						10.6420
<b>Total transmission of the junctions structure - Glazing (W/K)</b>						0.0000
- Transmission of structure:** A table listing structural transmission values.
 

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
<b>Total area (m²)</b>						0.8495
<b>Total transmission of the structure (W/K)</b>						6.7624
<b>Total transmission (W/K)</b>						9.9000

## 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.

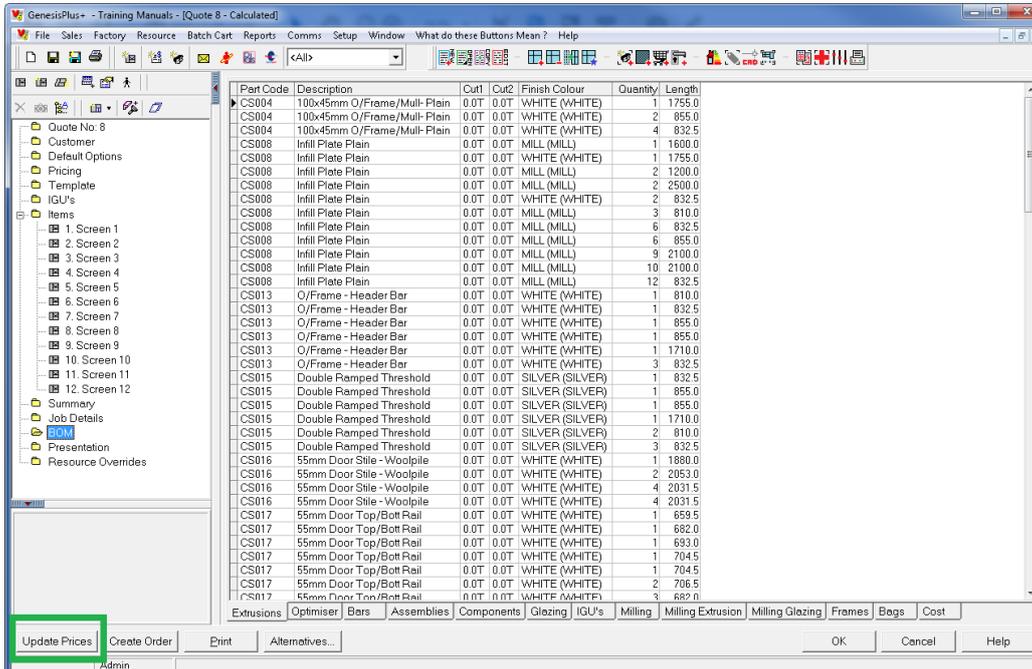
THE BOM DOWN THE LEFT HAND SIDE SHOWS THE BILL OF MATERIALS, EXTRUSIONS, COMPONENTS AND GLASS FOR ALL OF THE ITEMS IN THE QUOTE. CLICK ONTO THIS BOM TAB AND THEN SWIPE THE TABS AT THE BOTTOM UNDER THE EXTRUSIONS TO SWITCH THROUGH TO HAVE A LOOK.

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

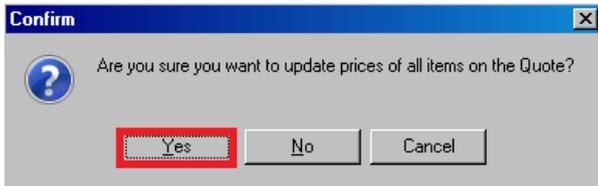
Part Code	Description	Cut1	Cut2	Finish Colour	Quantity	Length
CS004	100x45mm O/Frame/Mull- Plain	0.0T	0.0T	WHITE (WHITE)	1	1755.0
CS004	100x45mm O/Frame/Mull- Plain	0.0T	0.0T	WHITE (WHITE)	2	855.0
CS004	100x45mm O/Frame/Mull- Plain	0.0T	0.0T	WHITE (WHITE)	4	832.5
CS008	Infill Plate Plain	0.0T	0.0T	MILL (MILL)	1	1600.0
CS008	Infill Plate Plain	0.0T	0.0T	WHITE (WHITE)	1	1755.0
CS008	Infill Plate Plain	0.0T	0.0T	MILL (MILL)	2	1200.0
CS008	Infill Plate Plain	0.0T	0.0T	MILL (MILL)	2	2500.0
CS008	Infill Plate Plain	0.0T	0.0T	WHITE (WHITE)	2	832.5
CS008	Infill Plate Plain	0.0T	0.0T	MILL (MILL)	3	810.0
CS008	Infill Plate Plain	0.0T	0.0T	MILL (MILL)	6	832.5
CS008	Infill Plate Plain	0.0T	0.0T	MILL (MILL)	6	855.0
CS008	Infill Plate Plain	0.0T	0.0T	MILL (MILL)	9	2100.0
CS008	Infill Plate Plain	0.0T	0.0T	MILL (MILL)	10	2100.0
CS008	Infill Plate Plain	0.0T	0.0T	MILL (MILL)	12	832.5
CS013	O/Frame - Header Bar	0.0T	0.0T	WHITE (WHITE)	1	810.0
CS013	O/Frame - Header Bar	0.0T	0.0T	WHITE (WHITE)	1	832.5
CS013	O/Frame - Header Bar	0.0T	0.0T	WHITE (WHITE)	1	855.0
CS013	O/Frame - Header Bar	0.0T	0.0T	WHITE (WHITE)	1	855.0
CS013	O/Frame - Header Bar	0.0T	0.0T	WHITE (WHITE)	1	1710.0
CS013	O/Frame - Header Bar	0.0T	0.0T	WHITE (WHITE)	3	832.5
CS015	Double Ramped Threshold	0.0T	0.0T	SILVER (SILVER)	1	832.5
CS015	Double Ramped Threshold	0.0T	0.0T	SILVER (SILVER)	1	855.0
CS015	Double Ramped Threshold	0.0T	0.0T	SILVER (SILVER)	1	855.0
CS015	Double Ramped Threshold	0.0T	0.0T	SILVER (SILVER)	1	1710.0
CS015	Double Ramped Threshold	0.0T	0.0T	SILVER (SILVER)	2	810.0
CS015	Double Ramped Threshold	0.0T	0.0T	SILVER (SILVER)	3	832.5
CS016	55mm Door Stile - Woolpile	0.0T	0.0T	WHITE (WHITE)	1	1880.0
CS016	55mm Door Stile - Woolpile	0.0T	0.0T	WHITE (WHITE)	2	2053.0
CS016	55mm Door Stile - Woolpile	0.0T	0.0T	WHITE (WHITE)	4	2031.5
CS016	55mm Door Stile - Woolpile	0.0T	0.0T	WHITE (WHITE)	4	2031.5
CS017	55mm Door Top/Bott Rail	0.0T	0.0T	WHITE (WHITE)	1	659.5
CS017	55mm Door Top/Bott Rail	0.0T	0.0T	WHITE (WHITE)	1	682.0
CS017	55mm Door Top/Bott Rail	0.0T	0.0T	WHITE (WHITE)	1	693.0
CS017	55mm Door Top/Bott Rail	0.0T	0.0T	WHITE (WHITE)	1	704.5
CS017	55mm Door Top/Bott Rail	0.0T	0.0T	WHITE (WHITE)	1	704.5
CS017	55mm Door Top/Bott Rail	0.0T	0.0T	WHITE (WHITE)	2	706.5
CS017	55mm Door Top/Bott Rail	0.0T	0.0T	WHITE (WHITE)	3	682.0

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.

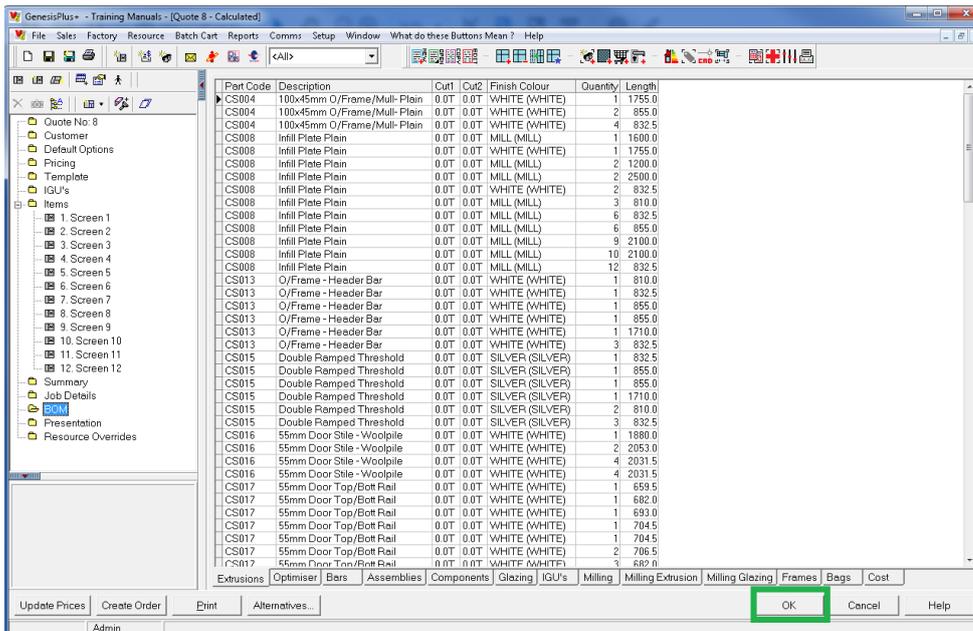
## ALWAYS CLICK THIS BUTTON BEFORE FINALISING A QUOTE



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

Purchase Order Port

Landscape Costed B

Non Costed BOM

Spare

**Ordering Reports**

Survey Reports

Glass Reports

Optimised Cutplan

Fabrication Reports

U Values Reports

Windload Reports

Favourites

Cut Bar Paint List

Full Bar Paint List

Delivery Installation

Order Confirmation

Caldwell Order Form

Spare

Spare

Spare

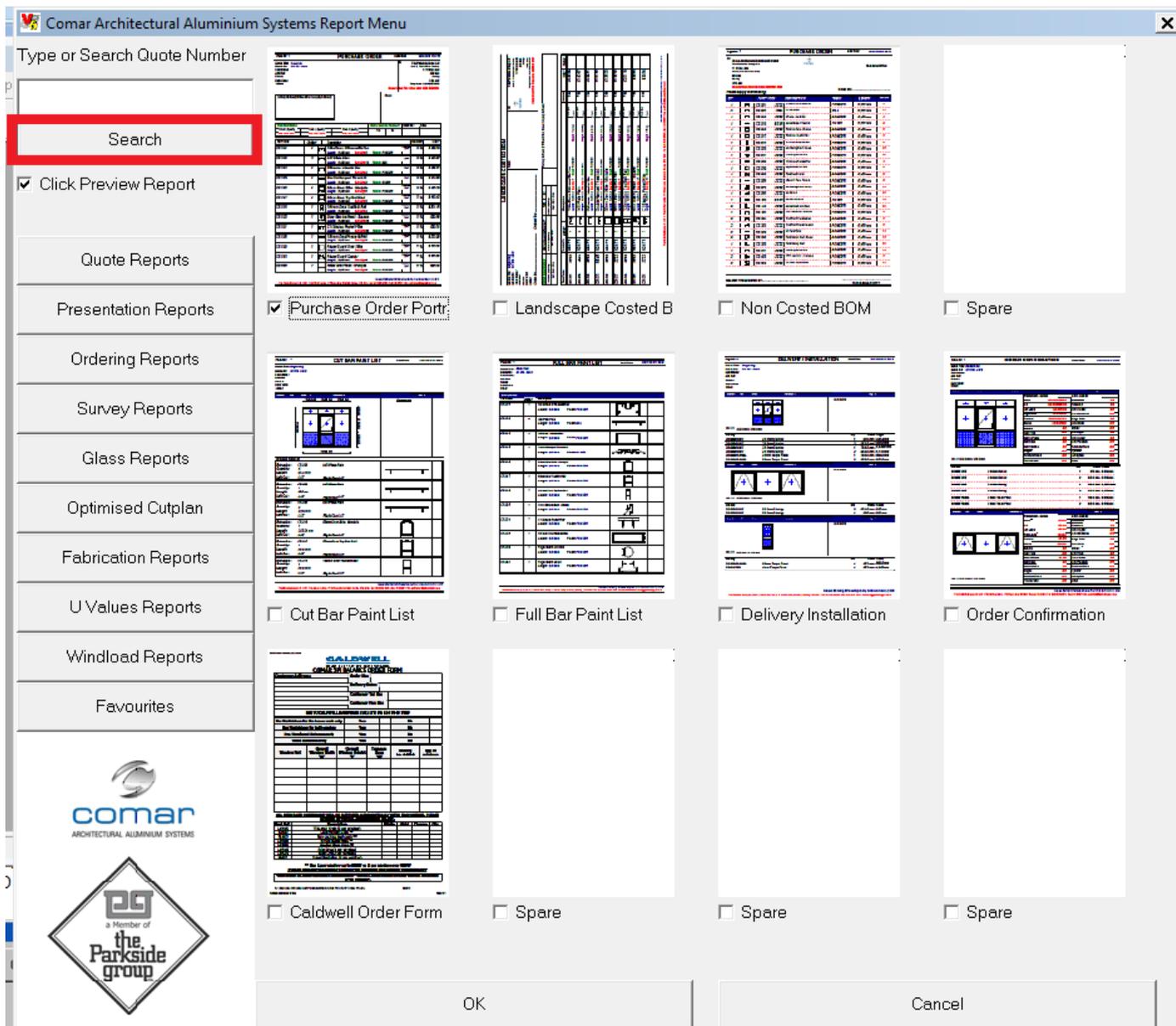
OK

Cancel

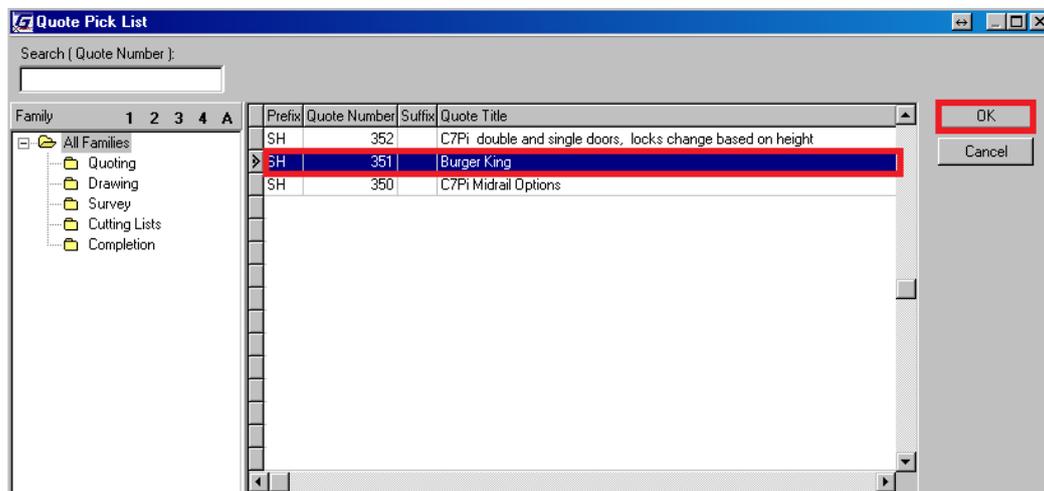
comar ARCHITECTURAL ALUMINIUM SYSTEMS

the Parkside group

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



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



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 Ports

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

**PURCHASE ORDER**



Page No: 1      Date/Time: 29/01/2018 15:35:39

Quote Title: Training - Shopfronts  
 Quote No: SH8--Ver 7  
 Cust Name: 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:

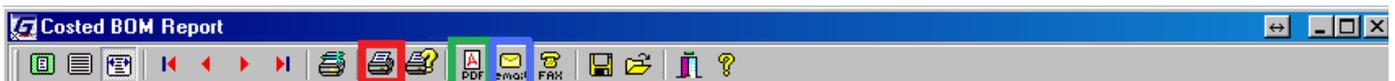
Finish Specification:			Marine Guarantee Required ?		Order No:	Date:
Finish 1 (Spec'd)	Finish 2 (Spec'd)	Finish 3 (Spec'd)	Yes	No		
Mill - Satin - Gloss	Mill - Satin - Gloss	Mill - Satin - Gloss				

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 %	£238.84
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

\*\*\*\*\* 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.

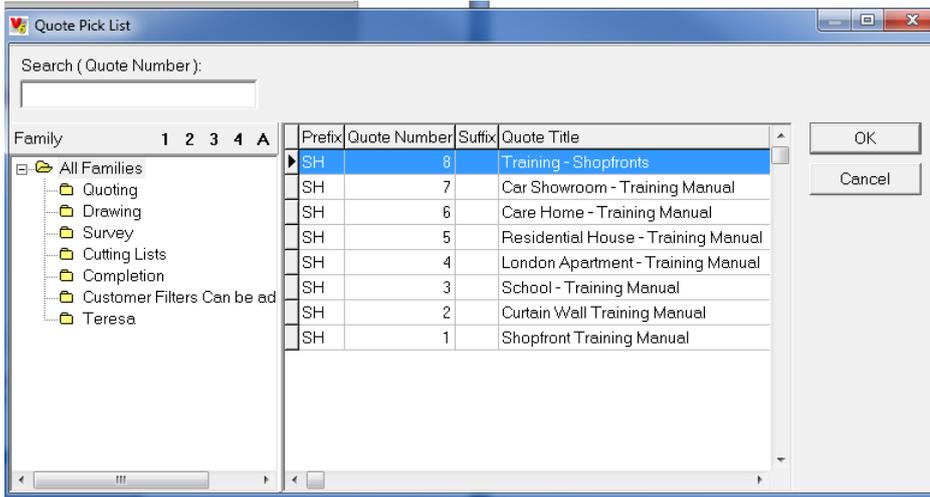


## EDITING/CHANGING AN EXISTING QUOTE

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

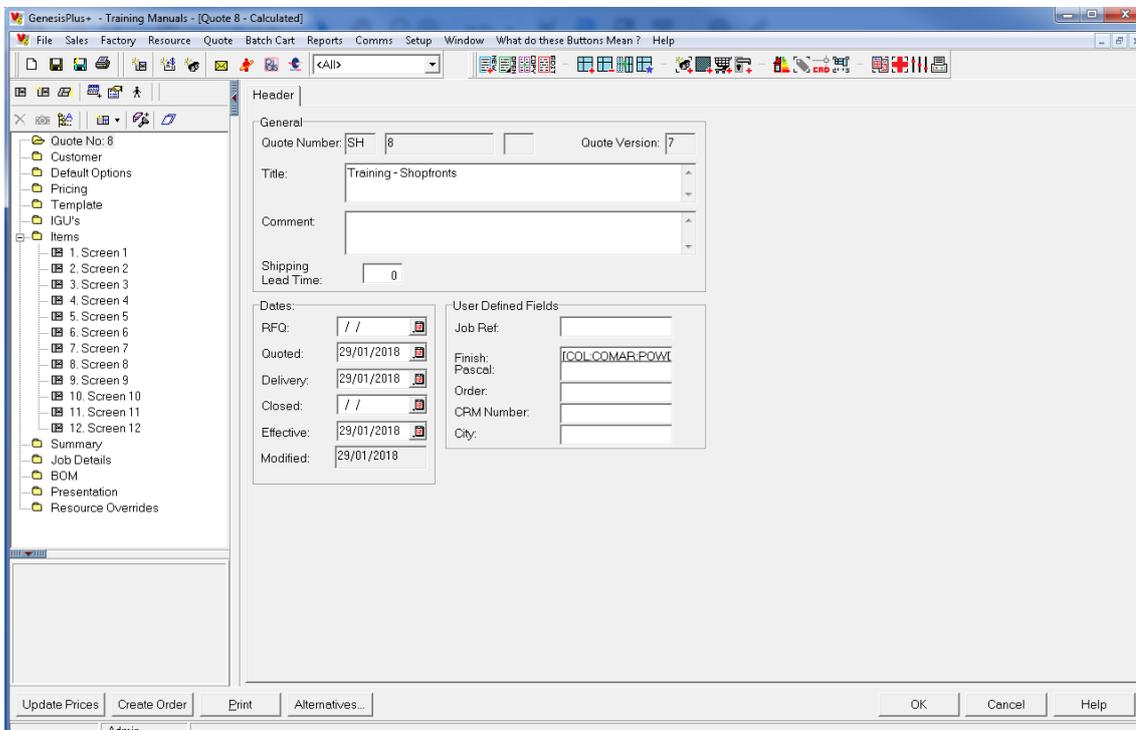


THE BELOW SCREEN WILL APPEAR, CHOOSE THE RELEVANT QUOTE FROM THE LIST AND THEN CLICK OK.



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**