genesisplus+ 2018

CURTAIN WALL

Module 2: Building Basic Curtain Wall

LEVEL: BASIC

Genesis Release 18

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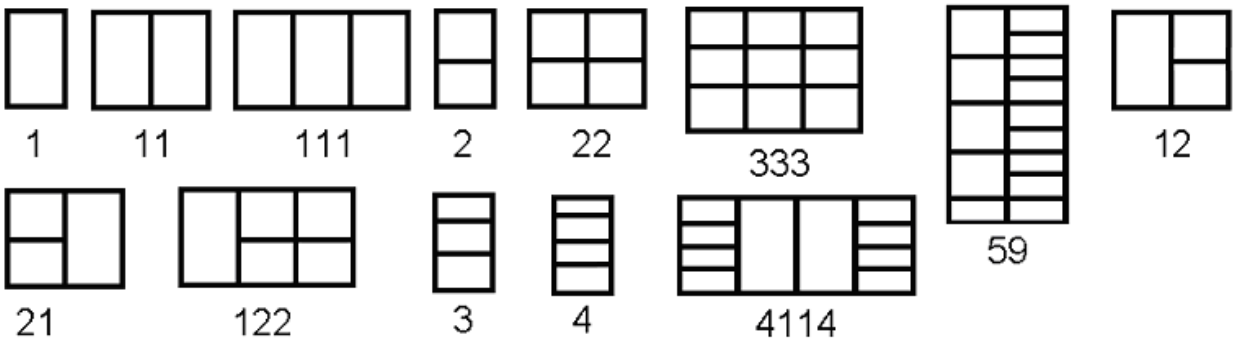
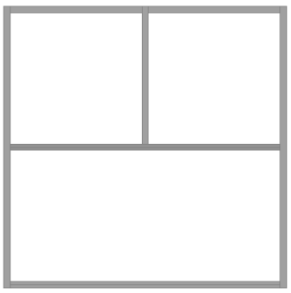
BEFORE WE START – LET'S EXPLAIN SOMETHING!!

WHAT IS A LIGHTCODE?

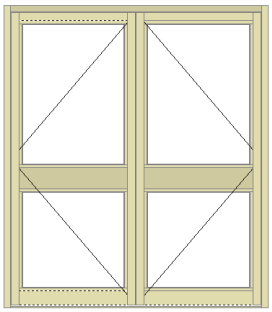
A LIGHTCODE IS JUST ANOTHER WAY TO SPECIFY COLUMNS AND ROWS, SOMETIMES IF YOU DO NOT HAVE A CONITNUOUS AMOUNT OF COLUMNS AND ROWS THEN YOU WILL HAVE TO DELETE SOME OF THE MULLIONS OR TRANSOMS TO GET TO THE DESIRED DESIGNS, LIGHTCODE CAN SOMETIMES SAVE YOU TIME SO WHEN DETERMINING A **LIGHTCODE**. YOU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



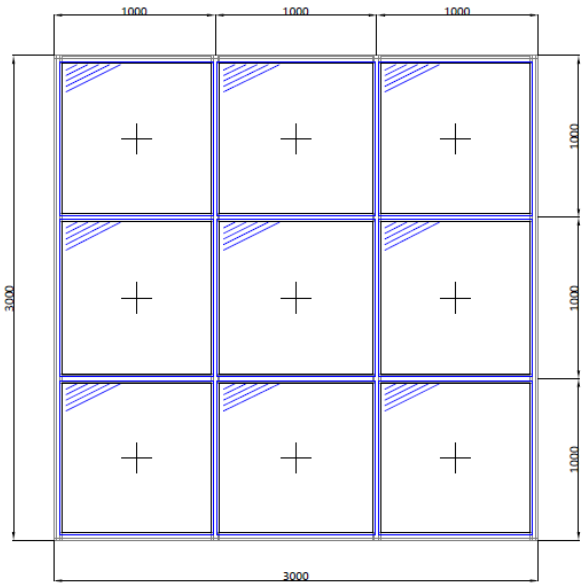
IF YOU HAVE A DOOR OR A VENT THEN YOU IGNORE THE LIGHTCODE CONTAINED WITHIN THEM SO THE DOOR BELOW WILL ACTUALLY BE A LIGHTCODE OF '1' THIS IS BECAUSE THE DOOR IS ADDED INCLUDING ALL MIDRAILS AS A COMPLETE ITEM.
BASICALLY IGNORE THE DOOR WHEN WORKING OUT THE LIGHTCODE.

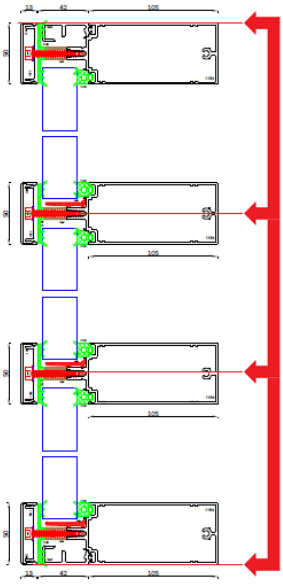


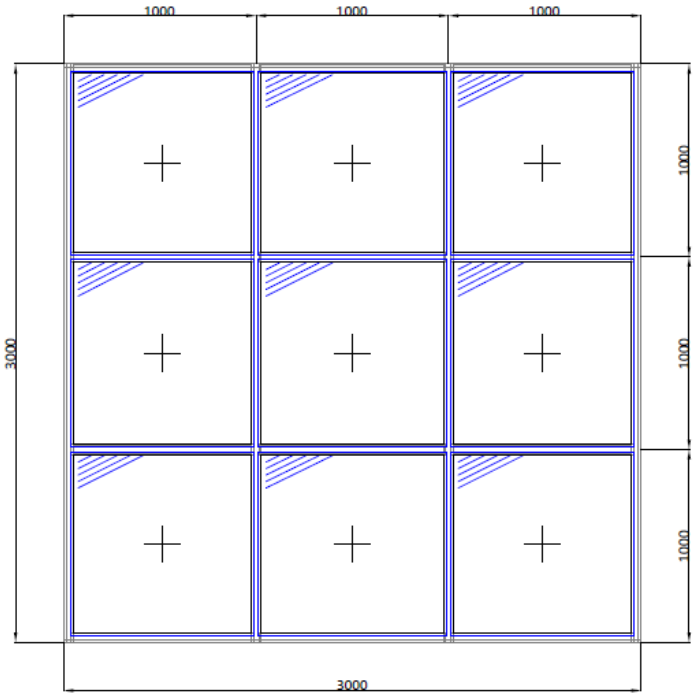
HAVE YOU UNDERSTOOD THIS ? IF NOT PLEASE ASK

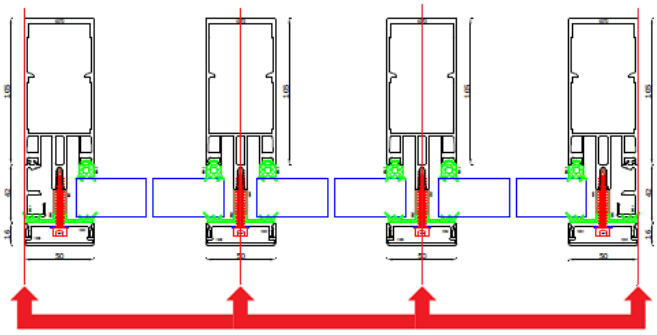
HOW DOES GENESIS SHOW DIMENSIONS

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.









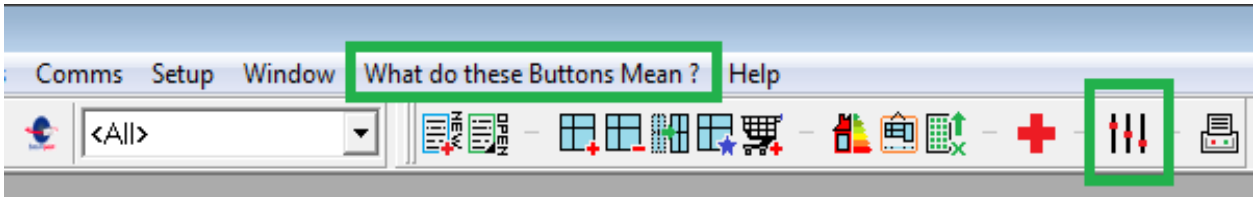
PROCESSING A QUOTE

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 KNOWLEGE. 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 EXISITNG 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 DECRIPTION 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.

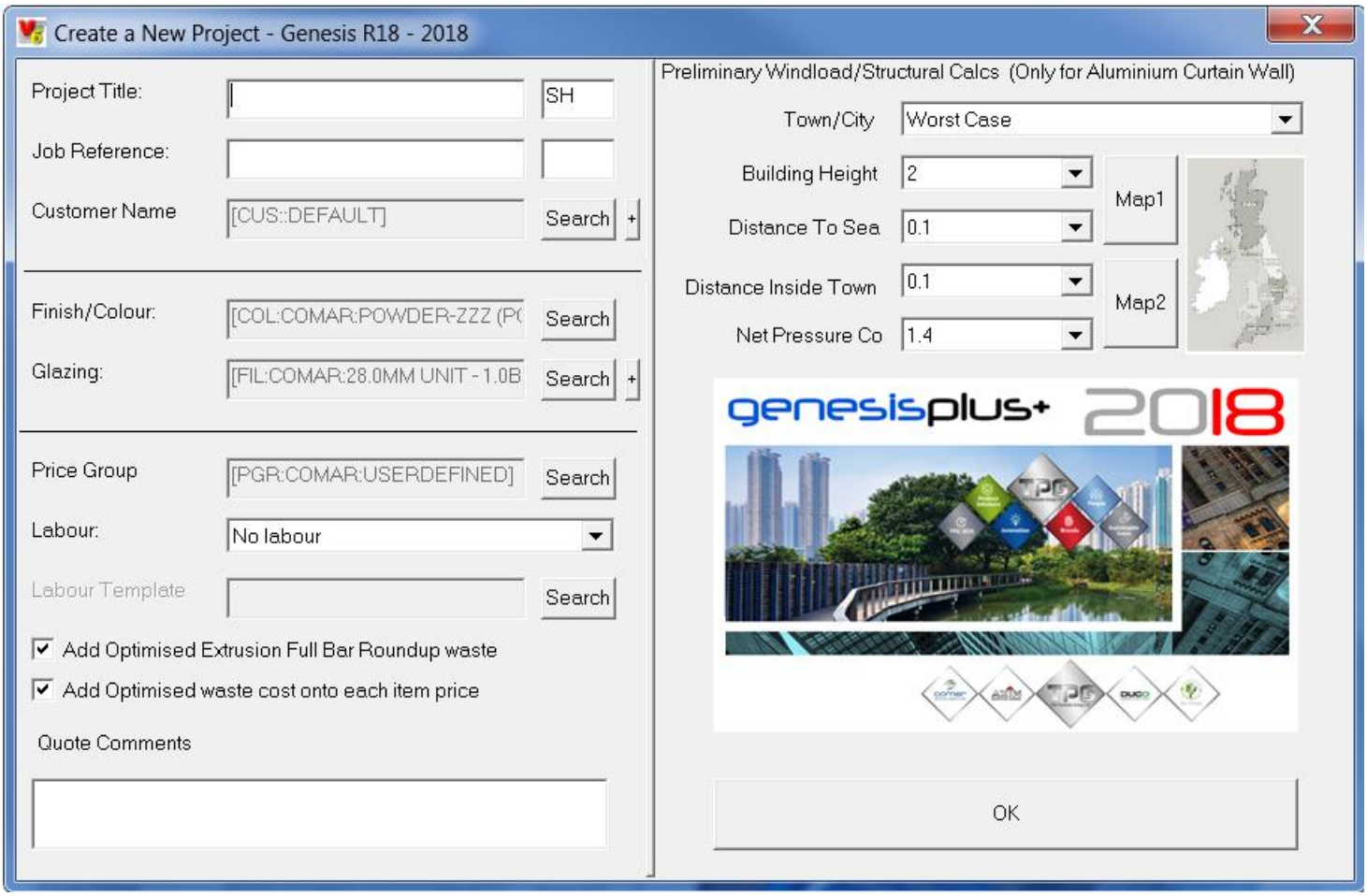
CONTROL PANEL. OTHER DEFAULTS AND HELP ASWELL AS AN ONLINE HELP BUTTON WHICH CUSTOMERS USE TO CONNECT TO US IF THEY NEED HELP, HELP IS ALWAYS AVAILABLE AND WE ARE ABLE TO SEE YOUR SCREEN ONCE CONNECTED.

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 BE CHANGING THE DETAILS LATER ON IN THIS MANUAL).



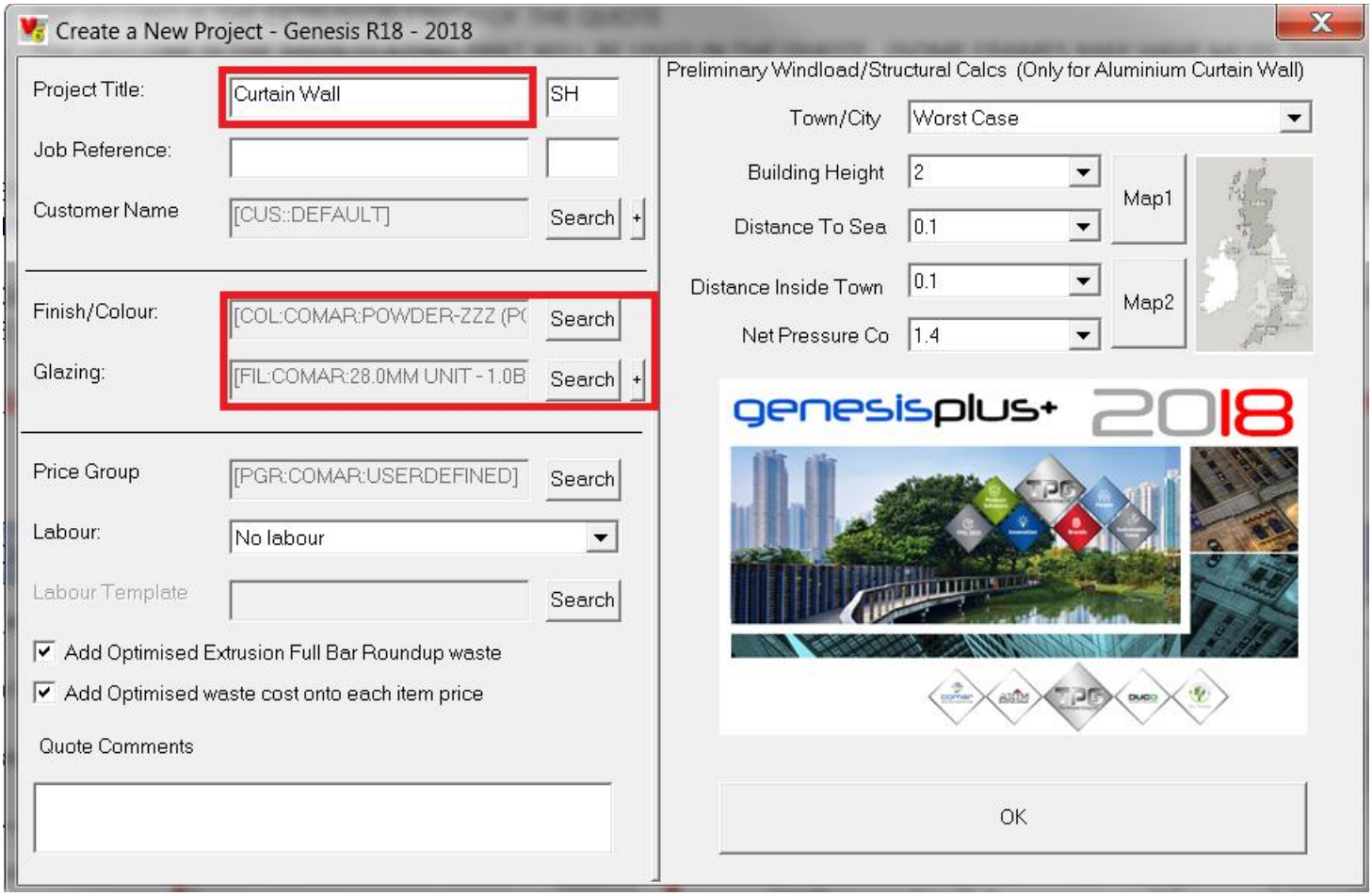
THERE ARE THREE MAIN THINGS THAT WE NEED TO GET CORRECT BEFORE WE START ADDING FRAMES TO THE QUOTE,

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.

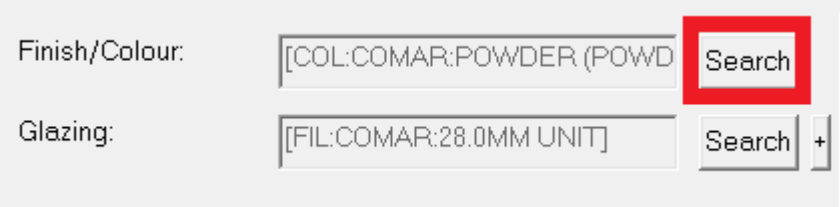
CHANGE THE QUOTE TITLE AS SHOWN BELOW, THIS IS TYPED INTO THE TEXT BOX. THIS FINISH AND THE GLAZING WILL BE CHANGED IN ONE MOMENT SO PLEASE DO NOT CLICK OK AT THIS POINT.

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.

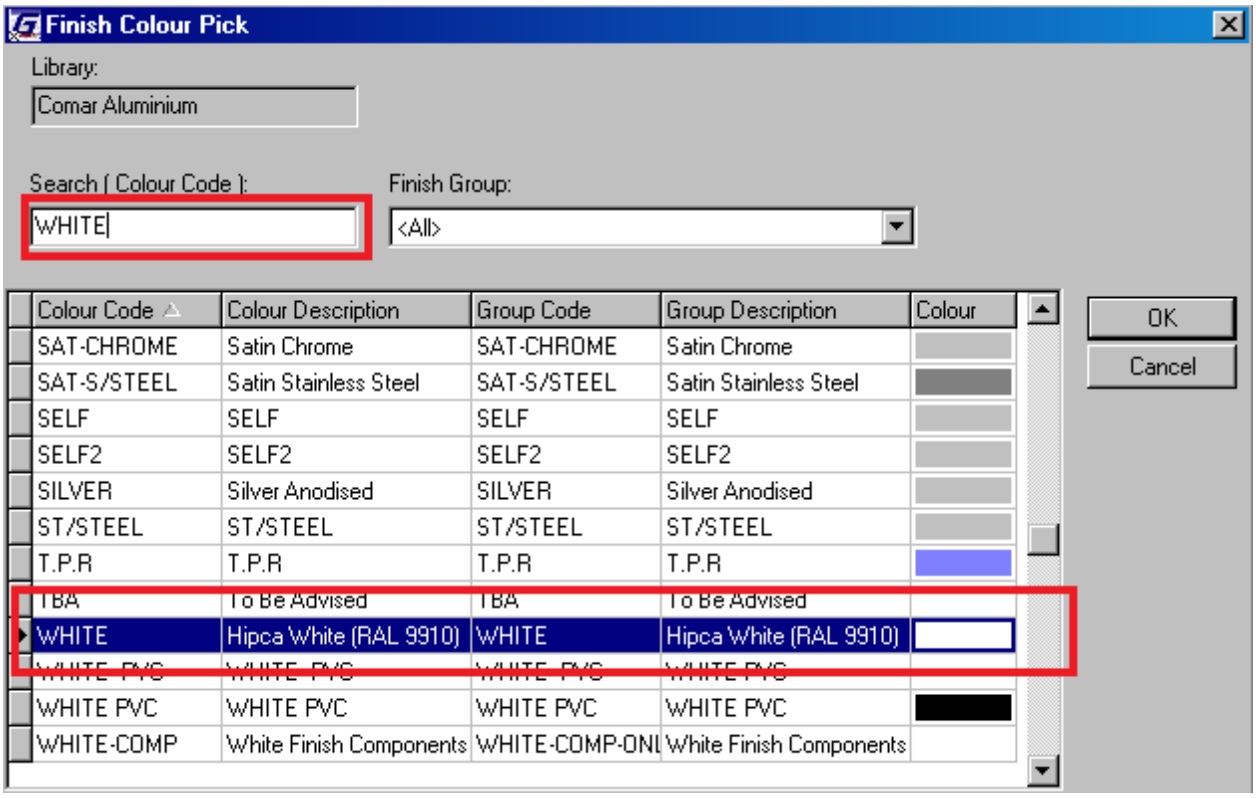


THE FRAME FINISHES ARE NOT TEXT BOXES AND HAVE A SEARCH BUTTON NEXT TO IT. THE DEFAULT SET IN GENESIS IS POWDER THIS COVERS MOST NON METALLIC RAL FINISHES. FOR THIS JOB WE WILL BE USING OUR STANDARD WHITE FINISH WHICH IS HIPCA WHITE 9910 AND IS CHEAPER THAN THE OTHER RANGE OF RAL COLOURS.

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

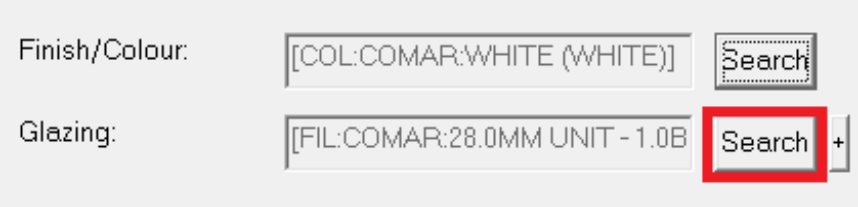


THE SEARCH BOX WILL APPEAR, IN THE SEARCH BOX TYPE IN WHITE AND THEN IT SHOULD BRING UP THE HIPCA WHITE IN THE LIST AS SHOWN BELOW. HIGHLIGHT IT AS SHOWN ON THE SECOND BOX BELOW AND THEN CLICK THE **OK** BUTTON. PLEASE MAKE SURE THAT YOU DO NOT PICK UP ANY OF THE PVC FINISHES WHICH ARE COMPONENT OPTIONS.

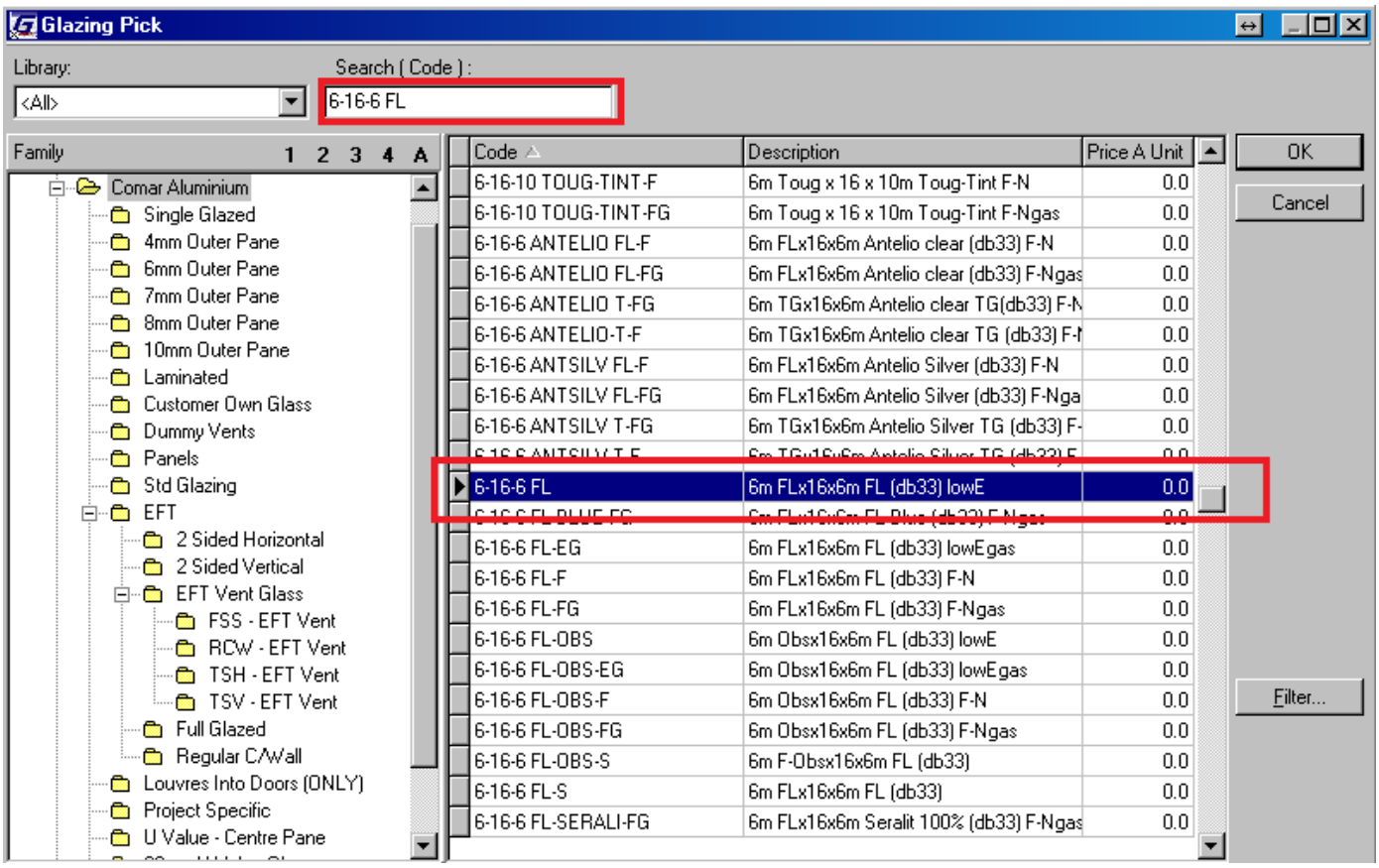


THE MAIN SCREEN WILL RETURN AND YOU WILL SEE THAT THE WHITE FINISH IS NOW IN THE FINISH BOX

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



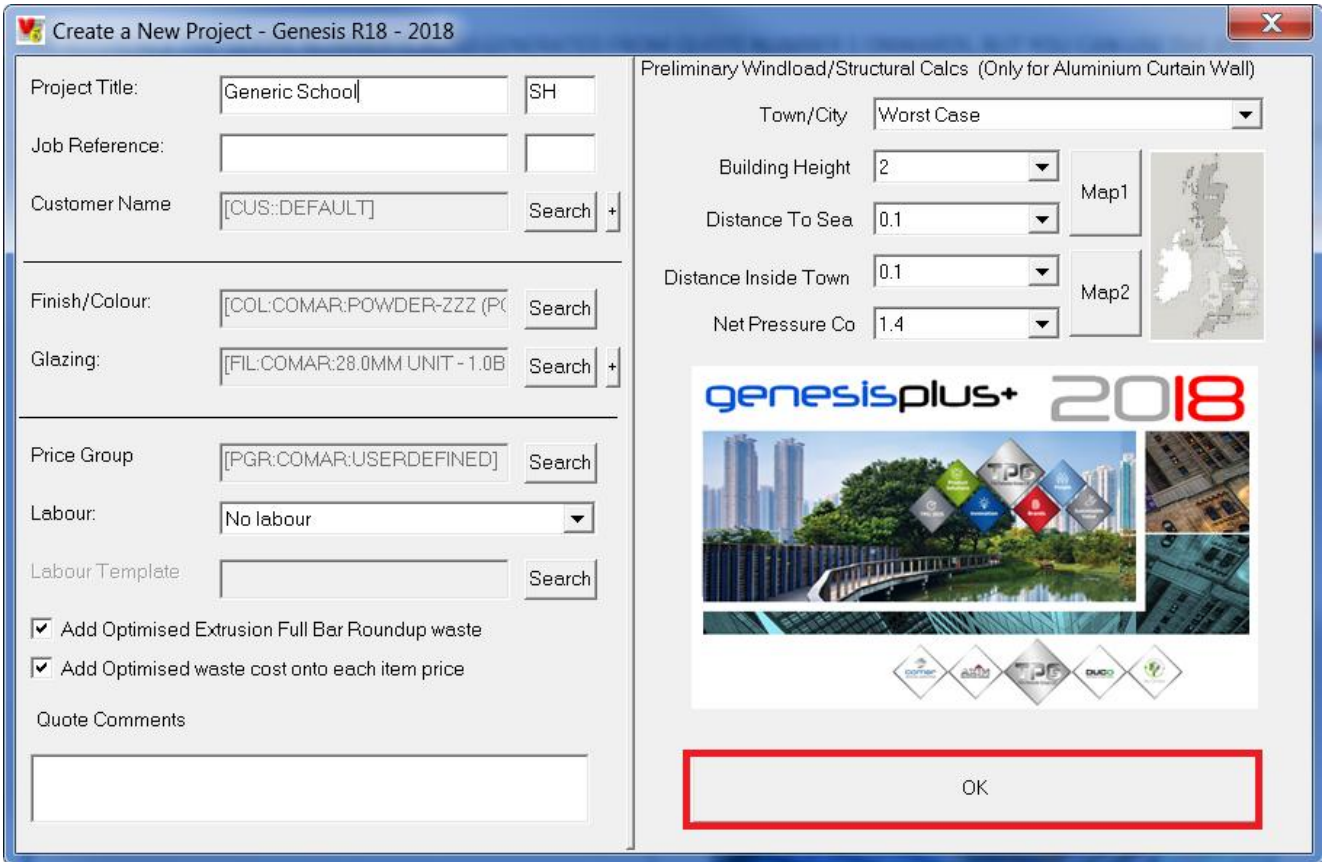
THE SEARCH BOX WILL APPEAR, IN THE SEARCH BOX TYPE IN 6-16-6 FL AND THEN IT SHOULD BRING UP THE 6-16-6 FL IN THE LIST AS SHOWN BELOW. HIGHLIGHT IT AS SHOWN ON THE SECOND BOX BELOW AND THEN CLICK THE OK BUTTON.



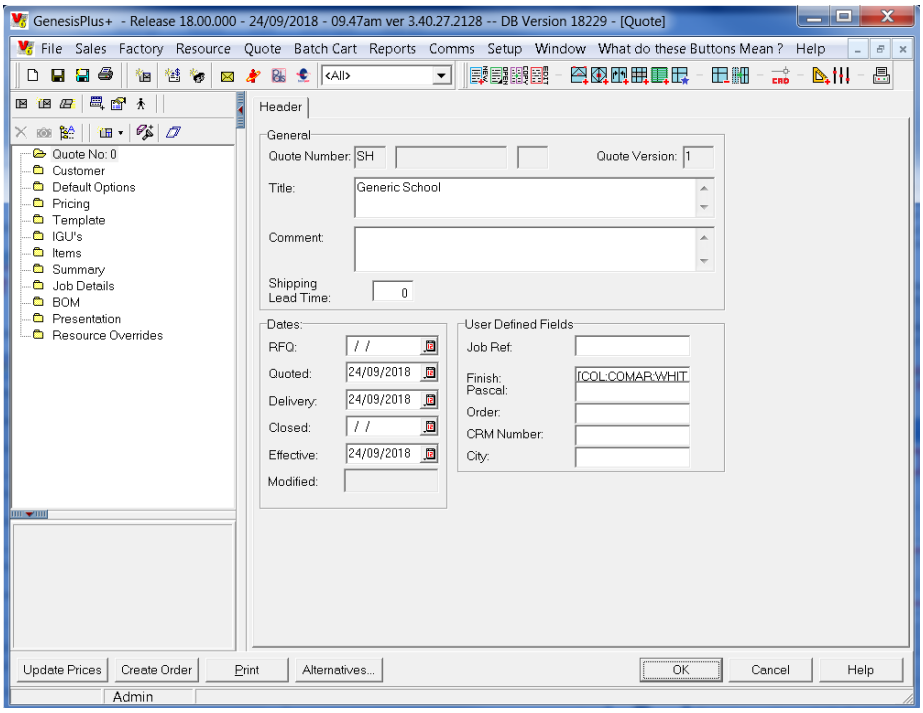
THE MAIN SCREEN WILL RETURN AND YOU WILL SEE THAT THE 6-16-6 FL IS NOW IN THE GLAZING BOX

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.



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.



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 EXISITNG QUOTE DETAILS LIKE TITLE)

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

Page No: 1

ELEVATION PORTRAIT

Date/Time: 26/03/2018 12:03:01

Quote Title: Curtain Wall Training Manual
Quote No: SH-2- -Ver 6
Cust Name:
Job Ref:
Finish:
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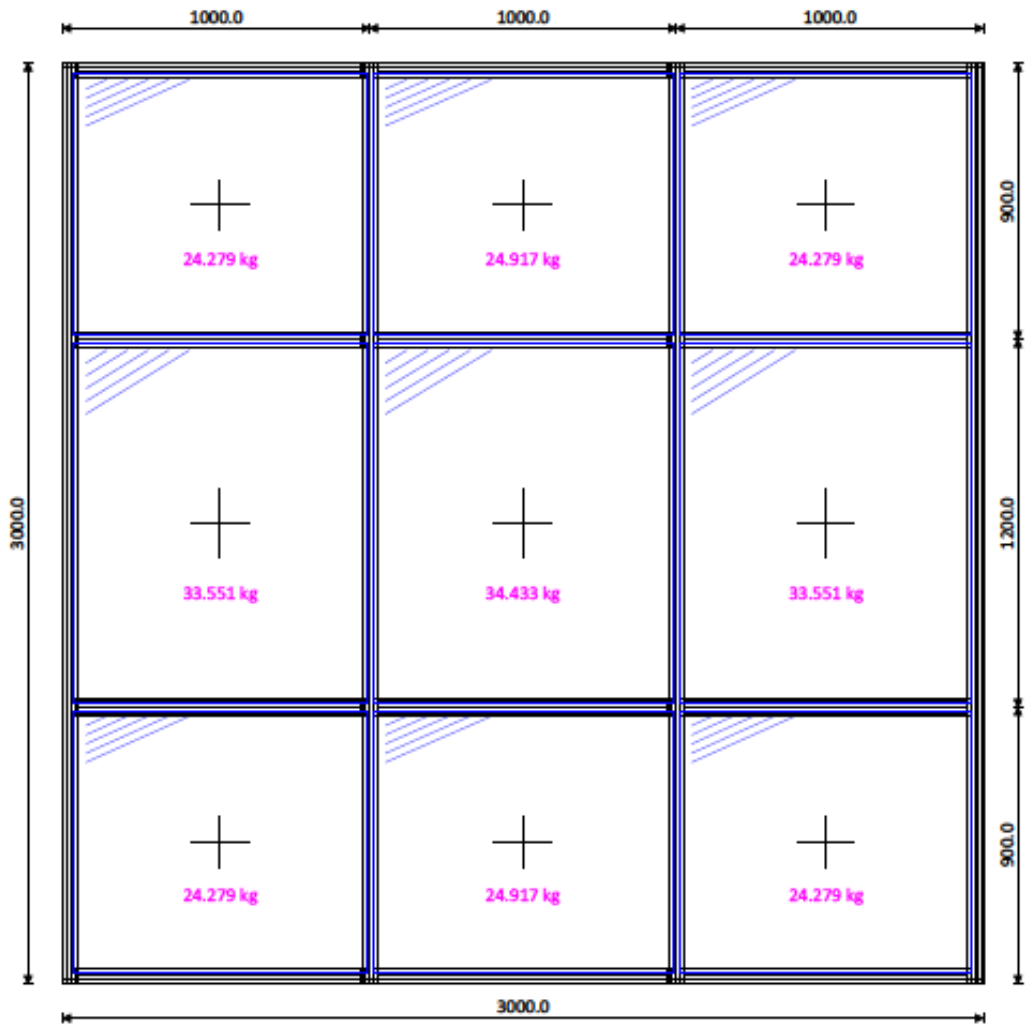
Other:

Do Not Scale

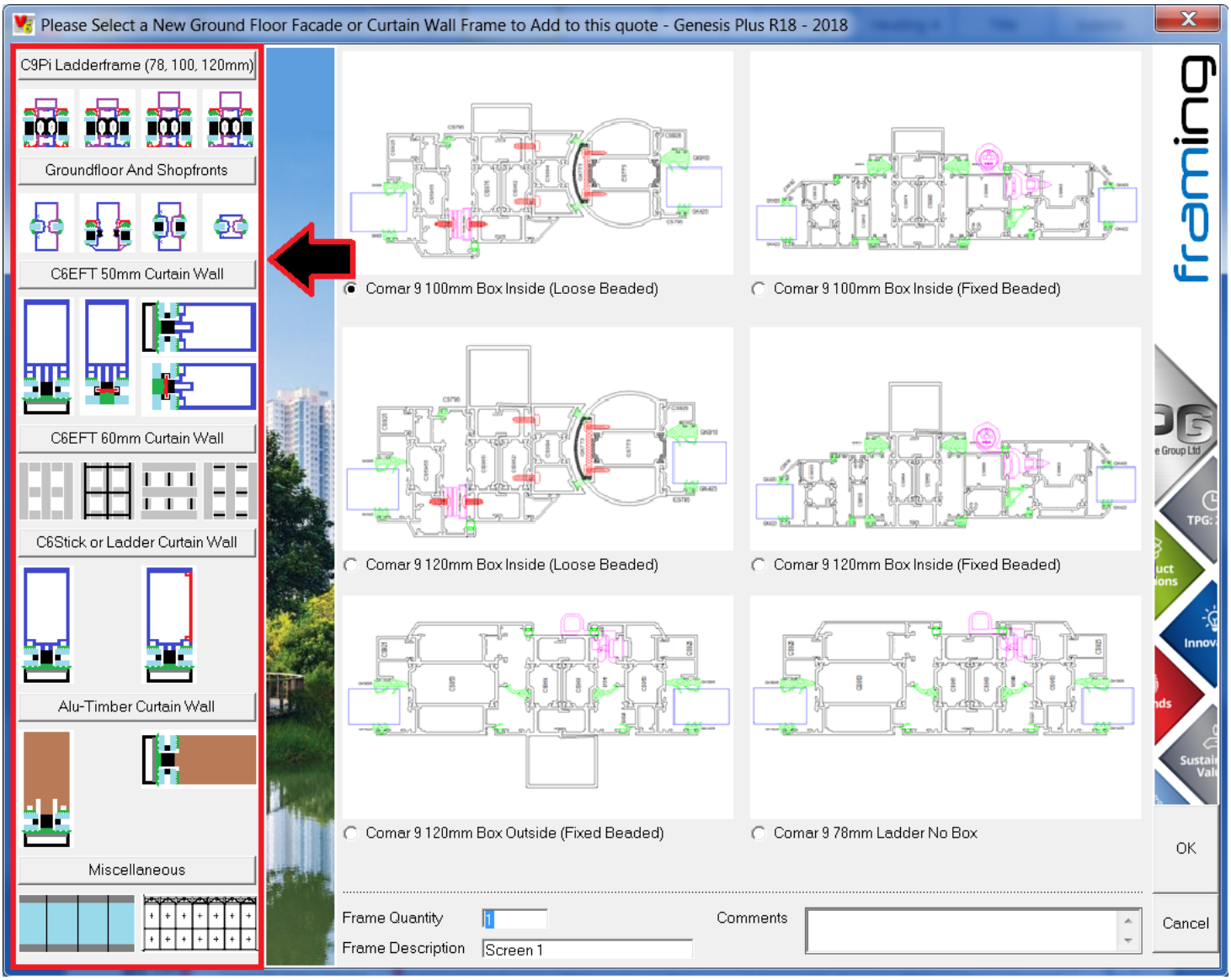


Item Description: Comar 6EFT (RCW - Capped) Curtain Wall " Item Number: 1 Quantity: 1

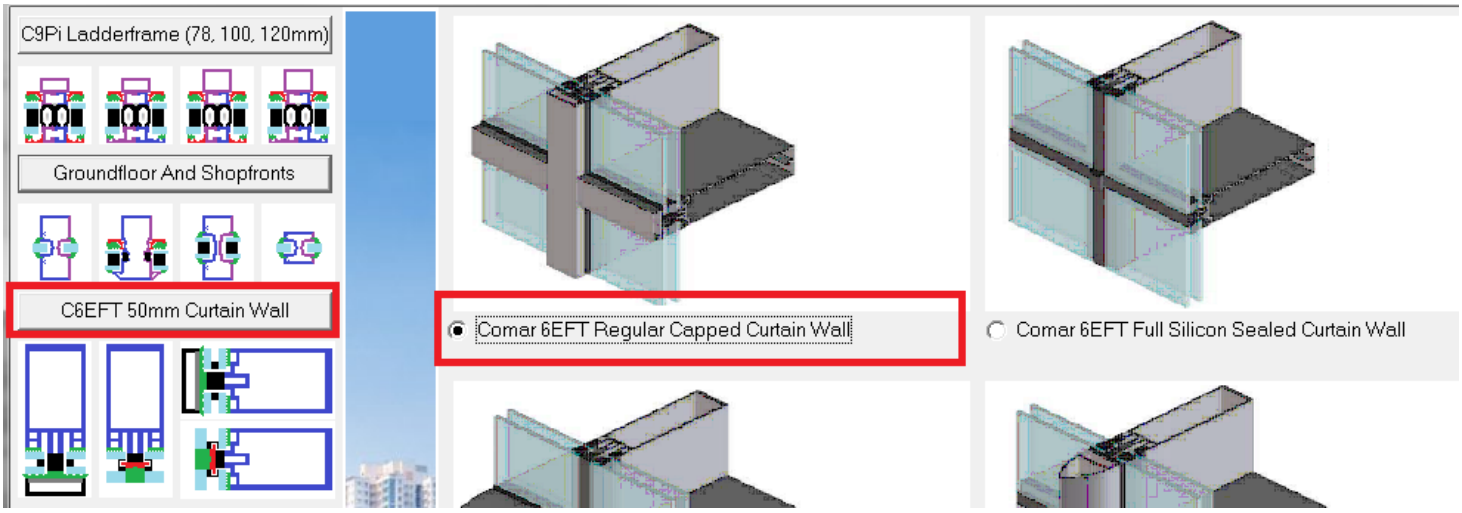
ADDING A FRAME TO THE QUOTE

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

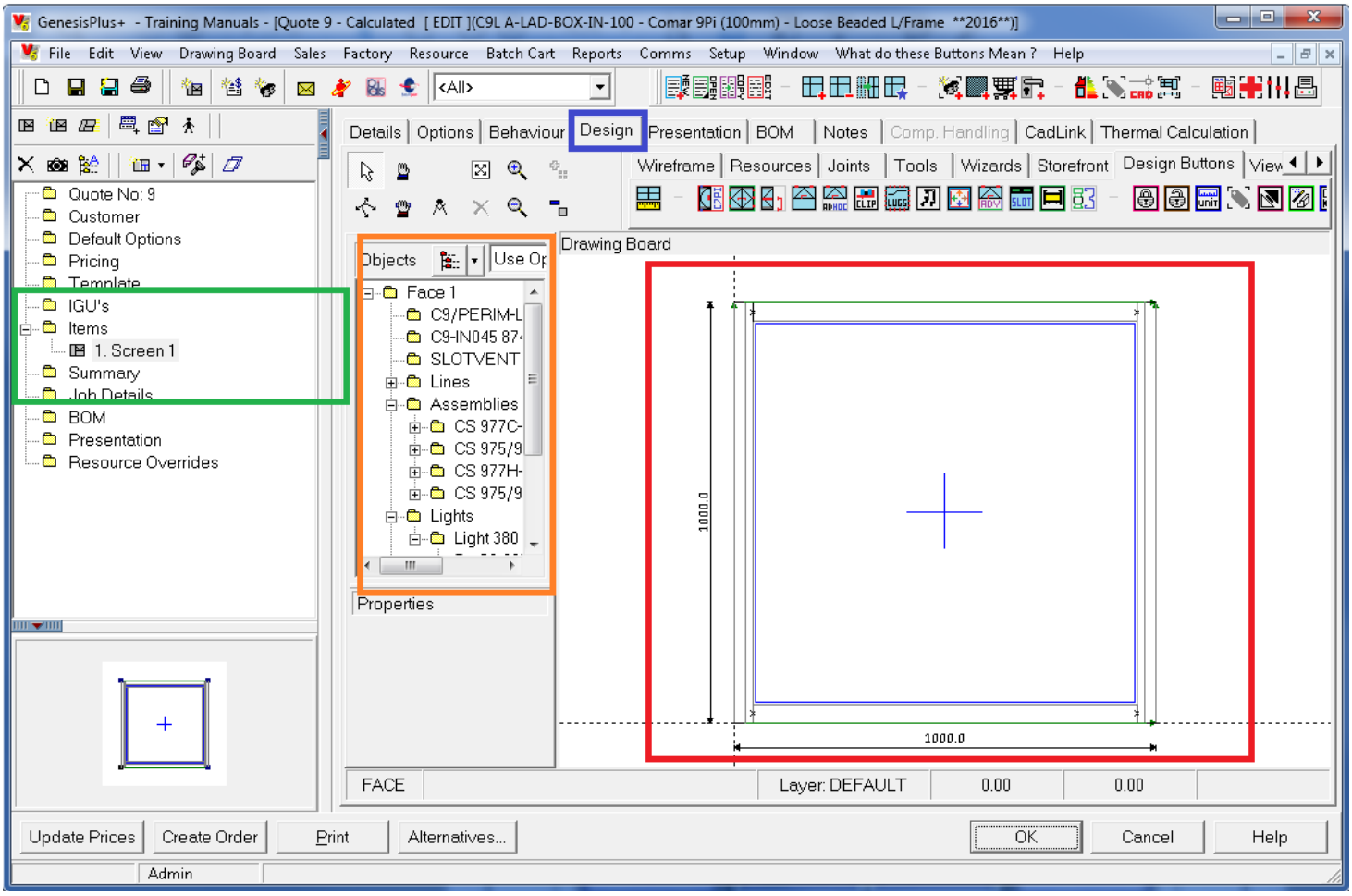
THE FOLLOWING SCREEN WILL APPEAR. THIS SHOWS YOU THE ENTIRE STANDARD FRAMING SYSTEMS THAT WE HAVE. YOU WILL SEE THAT THERE ARE TABS DOWN THE LEFT SIDE WHICH FILTER DOWN THE DIFFERENT TYPES OF SYSTEMS WHEN YOU CLICK ONTO THEM. **PLEASE DO NOT CLICK OK YET**



FOR THE FIRST SCREEN WE WANT TO USE THE COMAR 6 EFT CURTAIN WALL . THIS IS LOCATED UNDER THE C6EFT 50MM CURTAIN WALL TAB, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



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

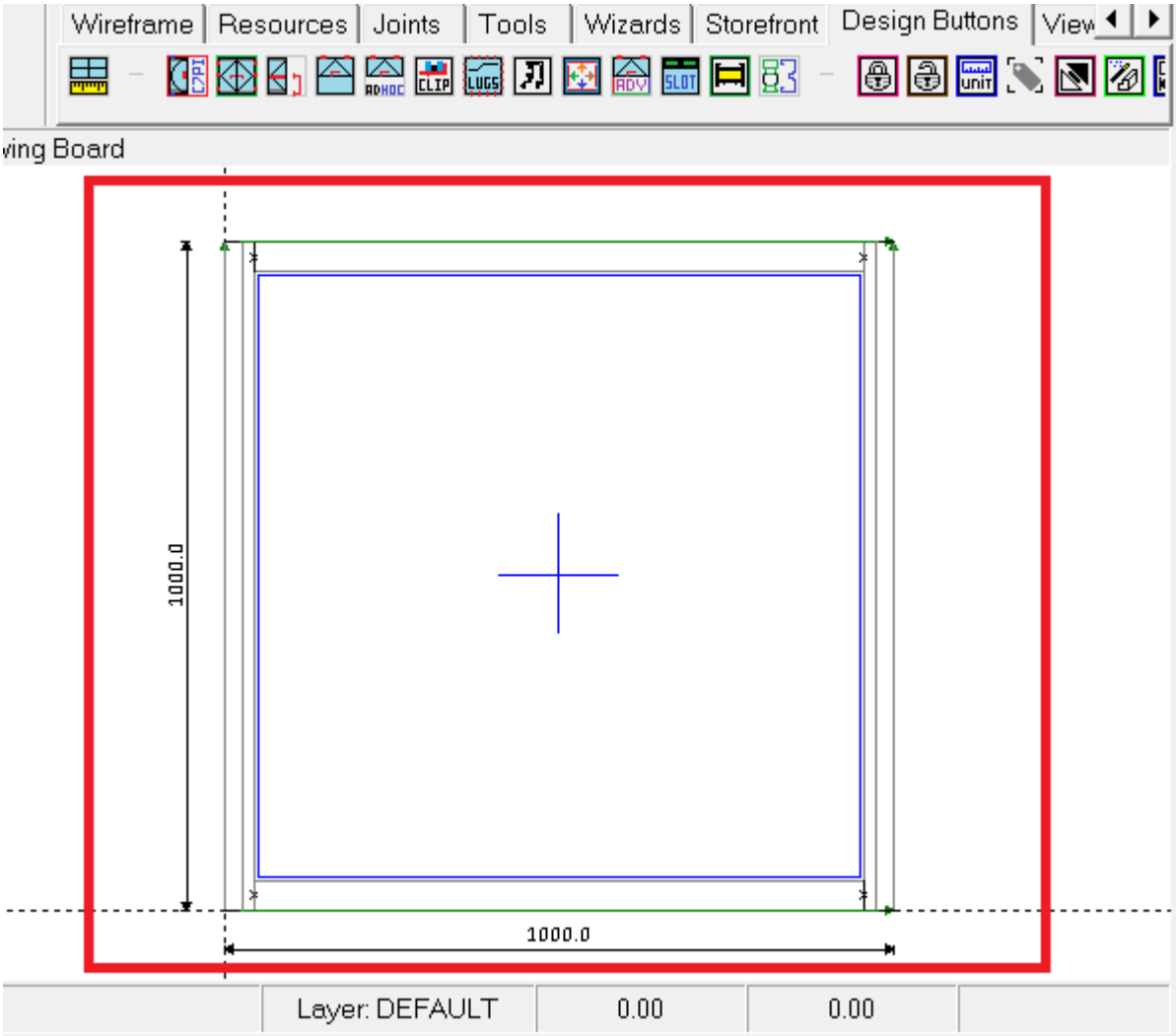
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

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 RELEVENT 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 WOULNDT 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).

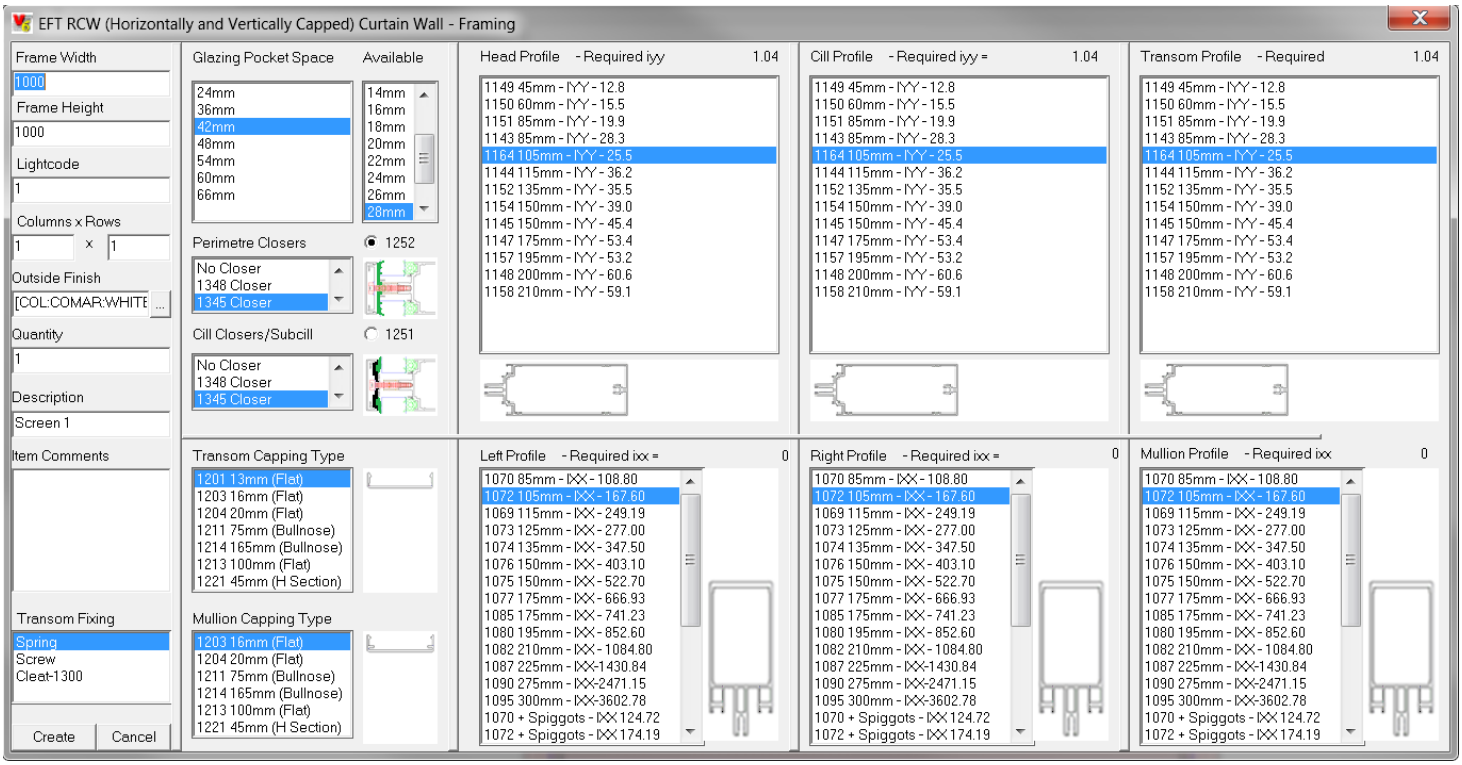
CLICK ONTO THE FIRST BUTTON.

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 DESCIPTION 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**

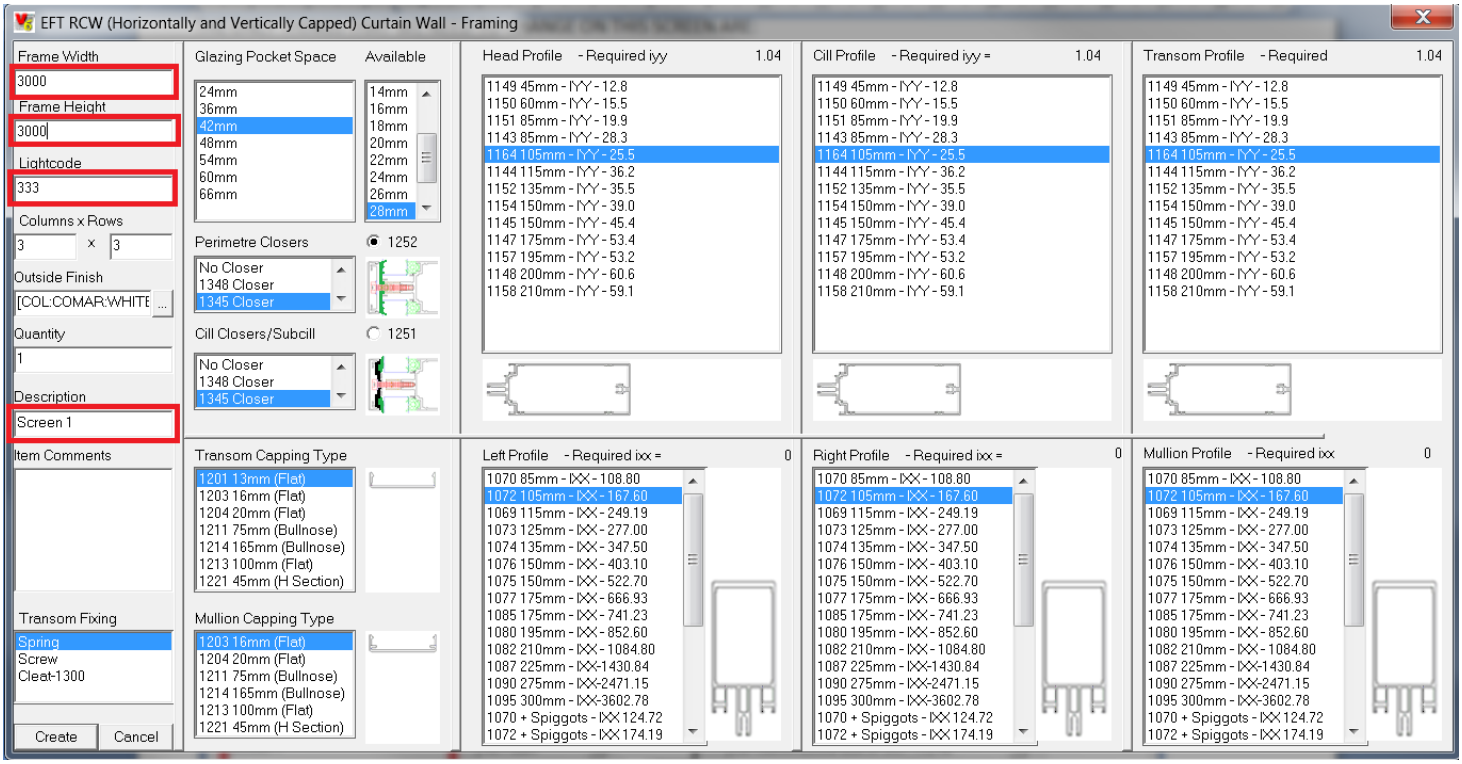


YOU WILL SEE THAT THE BELOW SCREEN HAS ALREADY SELECTED THE PROFILES THAT ARE THE STANDARD DEFAULT FOR THIS SYSTEM. (SHOWN ON THE RIGHT HAND SIDE), THE SOFTWARE WILL NOT WINDLOAD THESE SECTIONS SO PLEASE BE AWARE THAT ALTHOUGH THEY ARE DEFAULT THEY DO NOT LOOK AT THE SIZE OF THE FRAME.

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

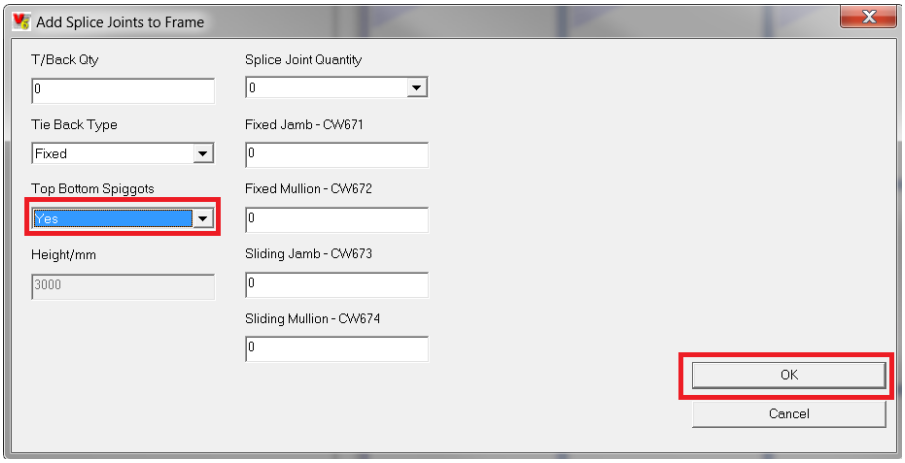
1) THE FRAME WIDTH
2) THE FRAME HEIGHT
3) THE LIGHTCODE (AS EXPLAINED EARLIER, THIS IS JUST ANOTHER WAY TO SPECIFY COLUMNS & ROWS BUT YOU COULD USE THE COLUMNS AND ROW FIELDS IF YOU LIKE.
4) THE DESCIPTION OF FRAME OR A FRAME CODE. I.E "ED1", IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA TO USE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

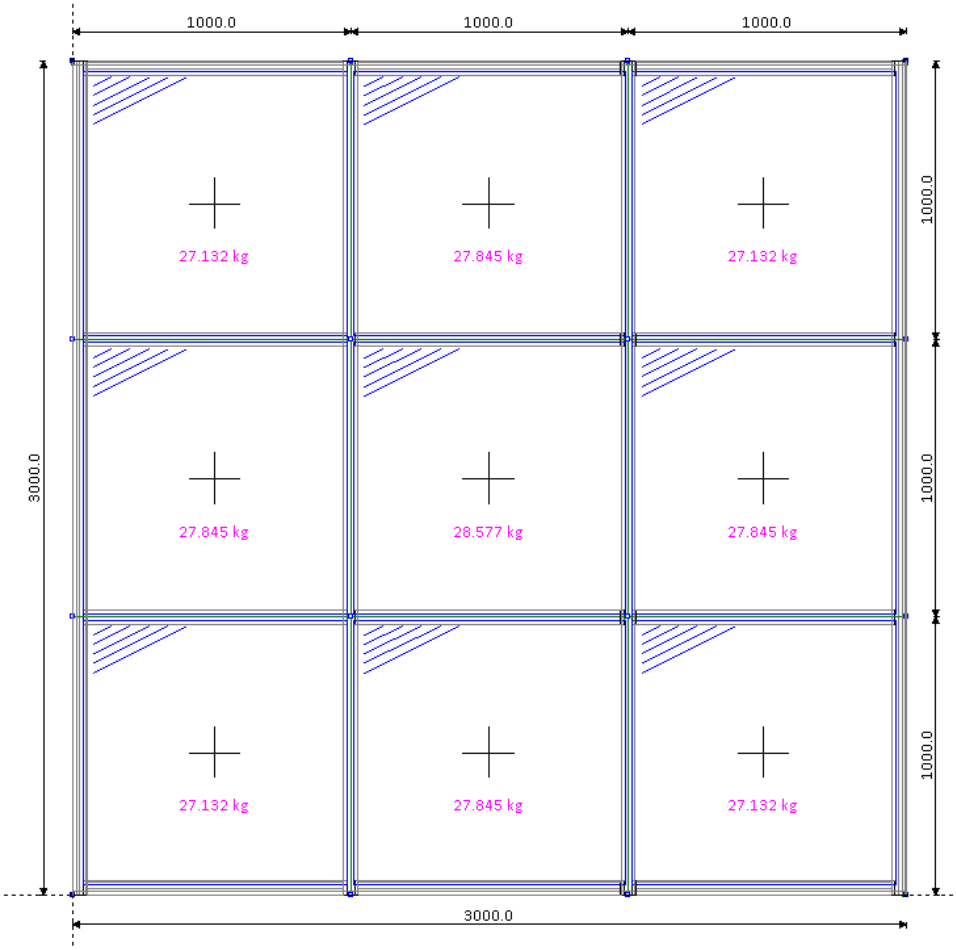


THE FOLLOWING BOX WILL COME UP, WE WILL GO THROUGH MORE OF WHAT IT DOES LATER BUT FOR NOW, CHANGE THE TOP AND BOTTOM SPIGGOTS TO BE "YES".

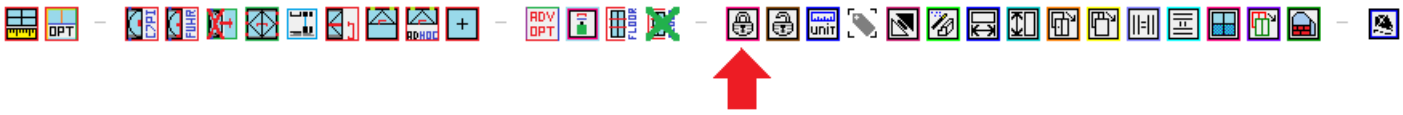
TOP AND BOTTOM SPIGGOTS ARE ALUMINIUM LEAVES THAT ARE 300MM LONG AND ALLOW YOU TO EASILY FIX THE MULLIONS INTO A BASE PLATE AT THE TOP AND THE BOTTOM OF THE FRAME



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.

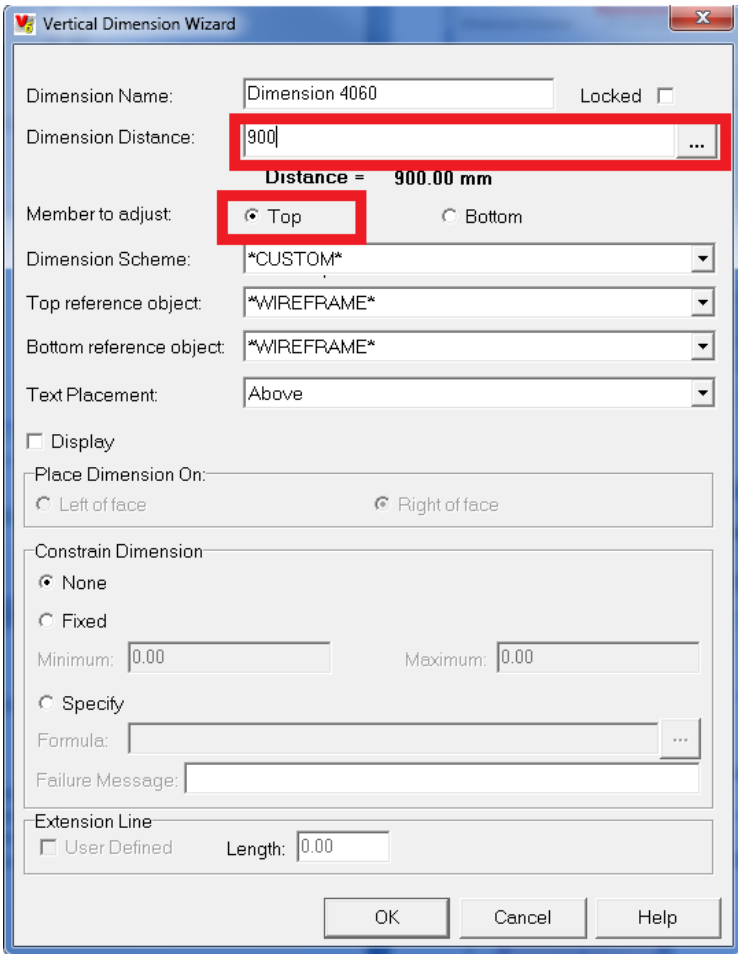


AS THIS SCREEN HAS SOME TRANSOMS IN IT WE WANT TO MOVE THE HEIGHTS SO THAT WE CAN ADD A DOOR . HIGHIGHT ONE OF THE BOTTOM LIGHTS AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.

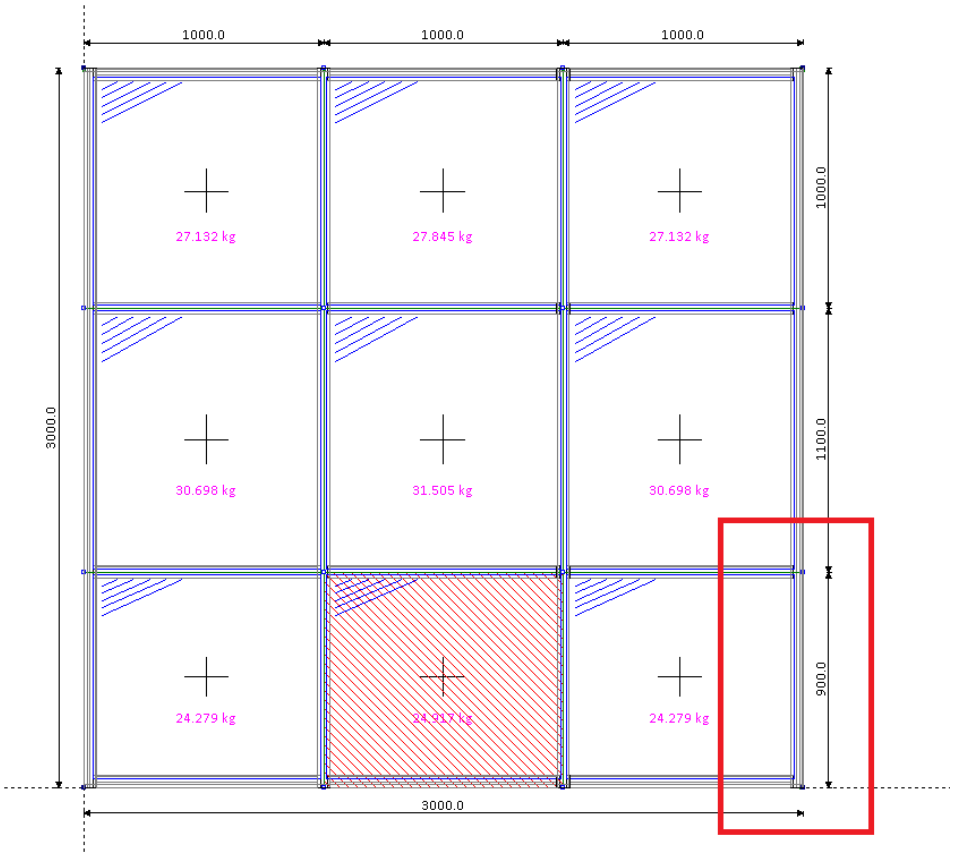
THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE A LOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW:

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.



THE TRANSOM HEIGHT HAS NOW CHANGED.

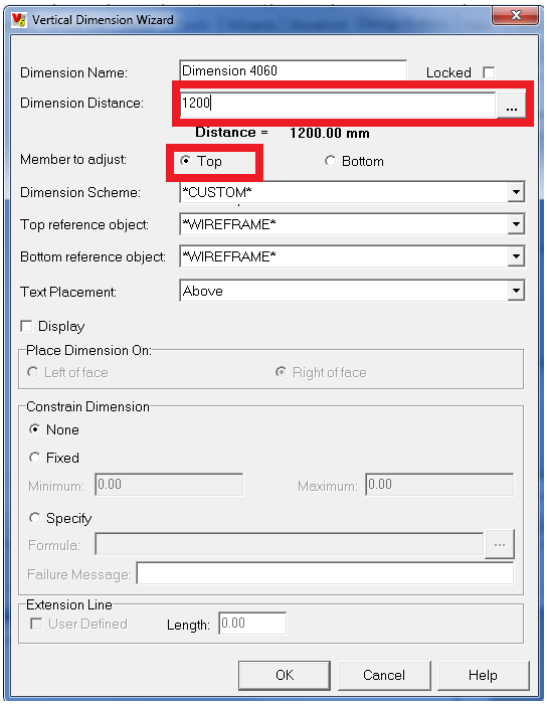


WE NOW WANT TO DO THE SAME ON THE SECOND TRANSON. HIGHIGHT ONE OF THE MIDDLE LIGHTS AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.

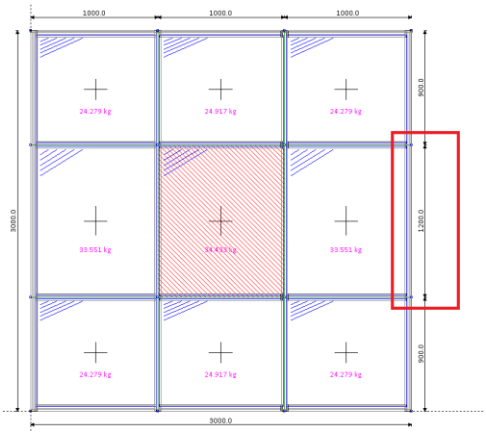
THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE A LOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW:

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.



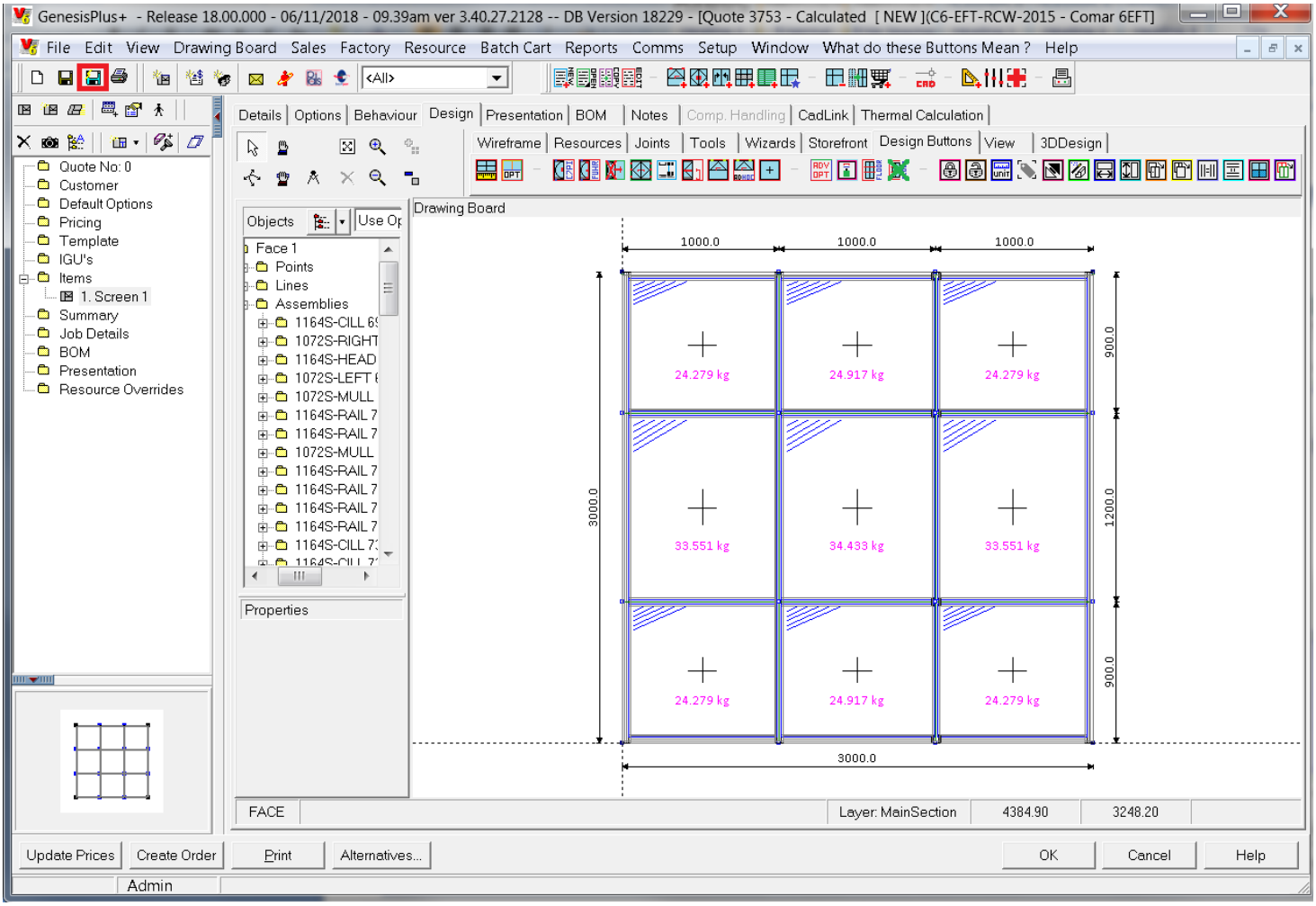
THE TRANSOM HEIGHT HAS NOW CHANGED.



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: 2

ELEVATION PORTRAIT

Date/Time: 26/03/2018 12:03:04

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Quote No: SH-2- -Ver 6
Cust Name:
Job Ref:
Finish:
Deliv Date:
Other:

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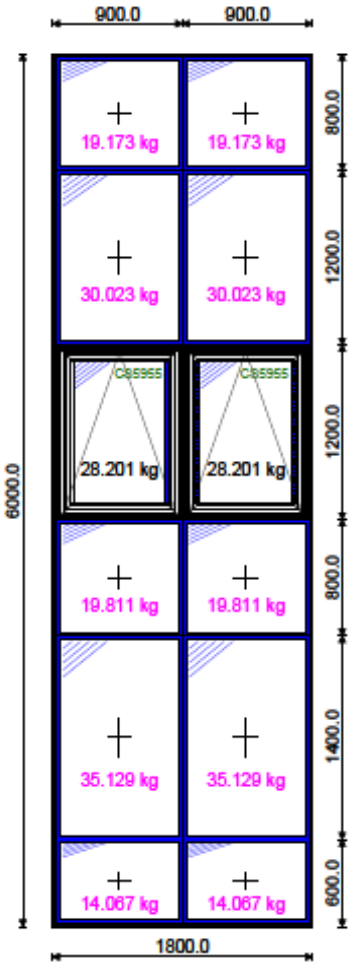
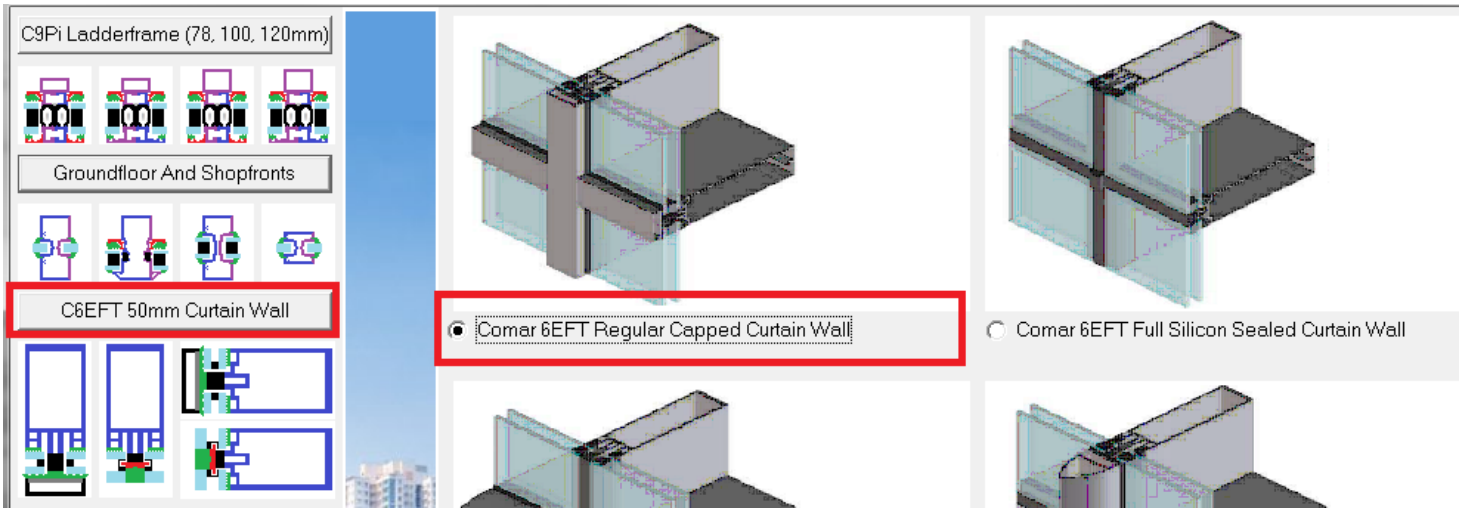


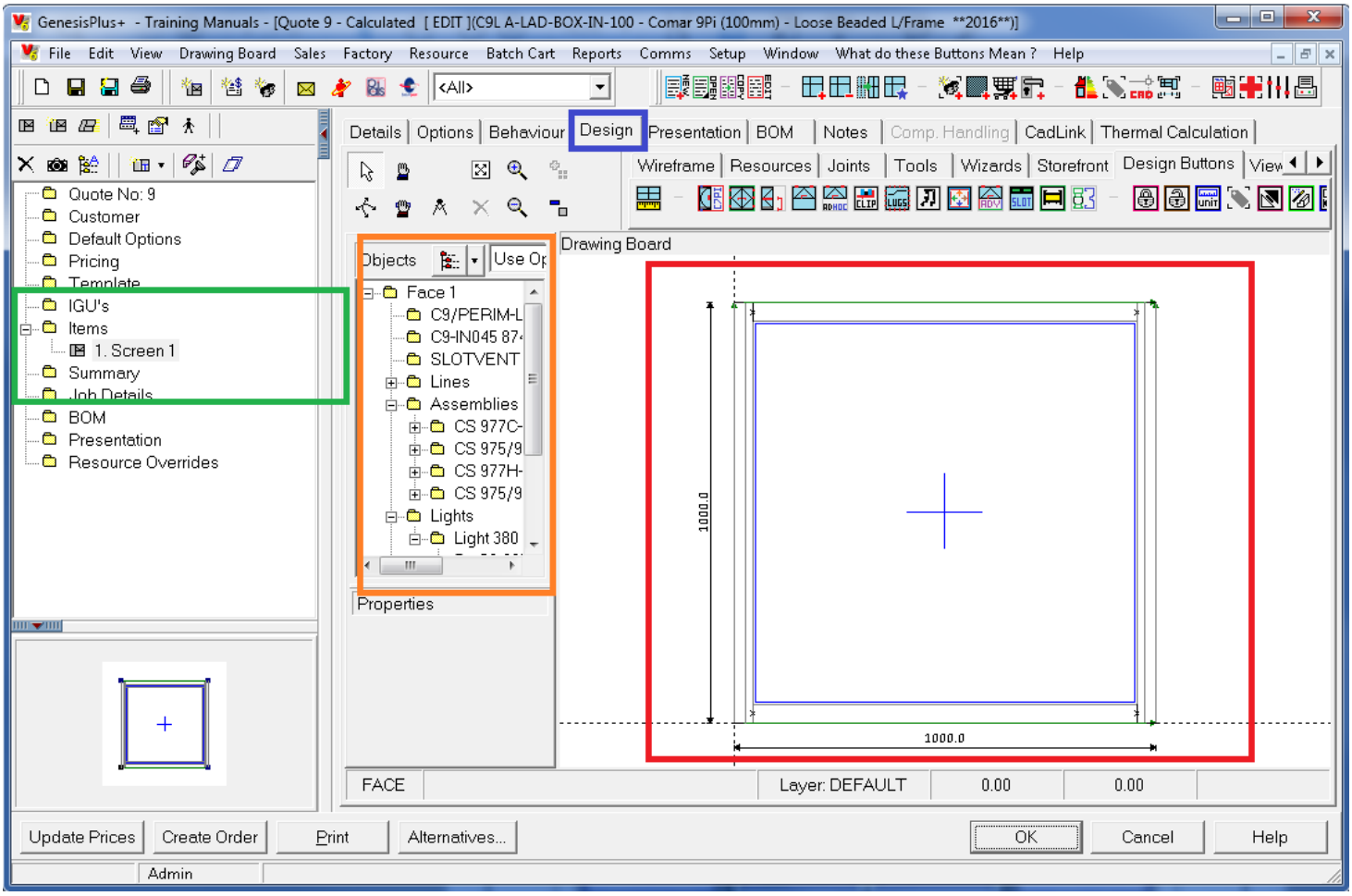
Item Description: Comar 6EFT (RCW - Capped) Curtain Wall " Item Number: 2 Quantity: 3

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

FOR THE NEXT SCREEN WE WANT TO USE THE COMAR 6 EFT CURTAIN WALL . THIS IS LOCATED UNDER THE C6EFT 50MM CURTAIN WALL TAB, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



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

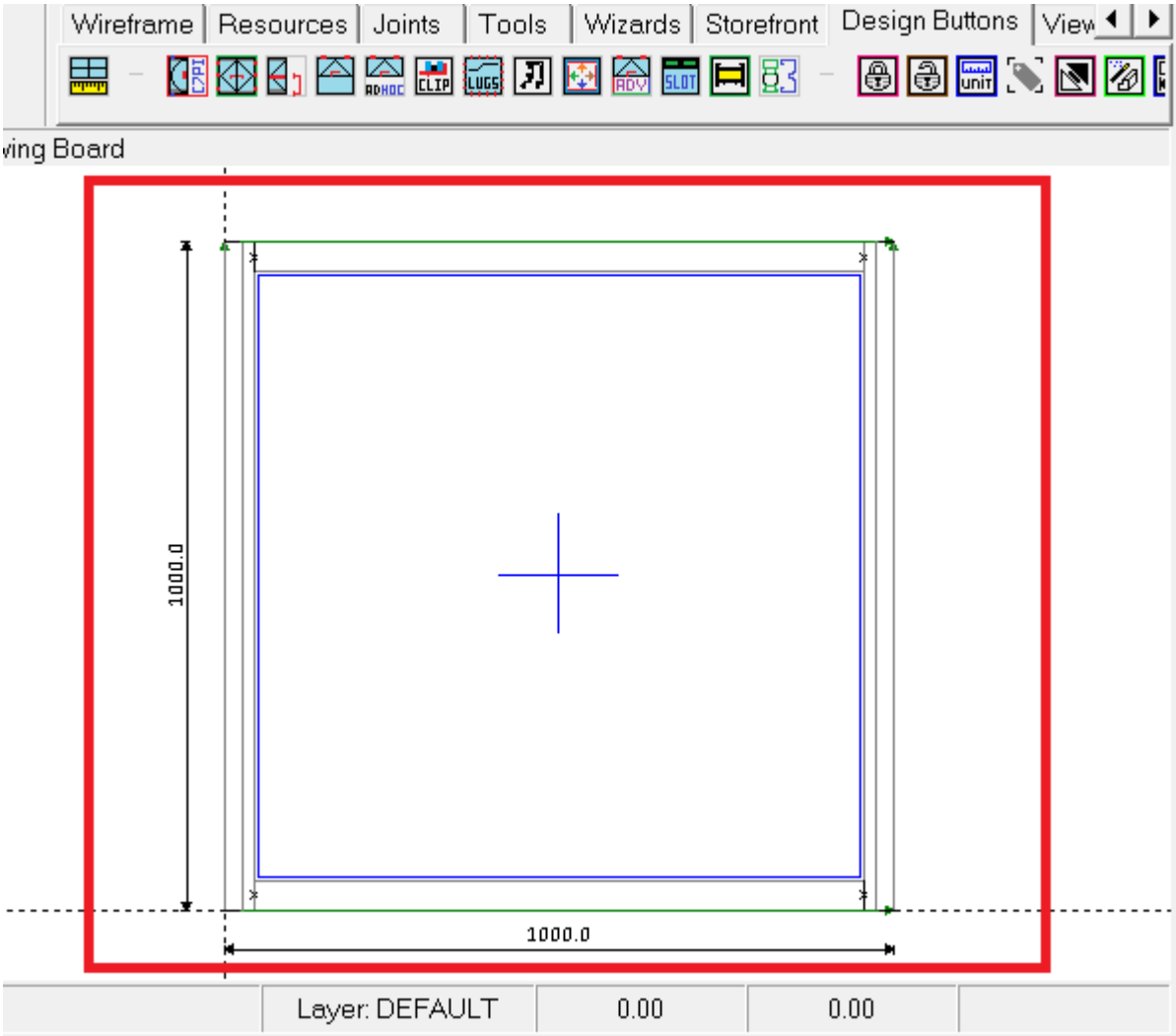
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

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 RELEVENT 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 WOULNDT 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).

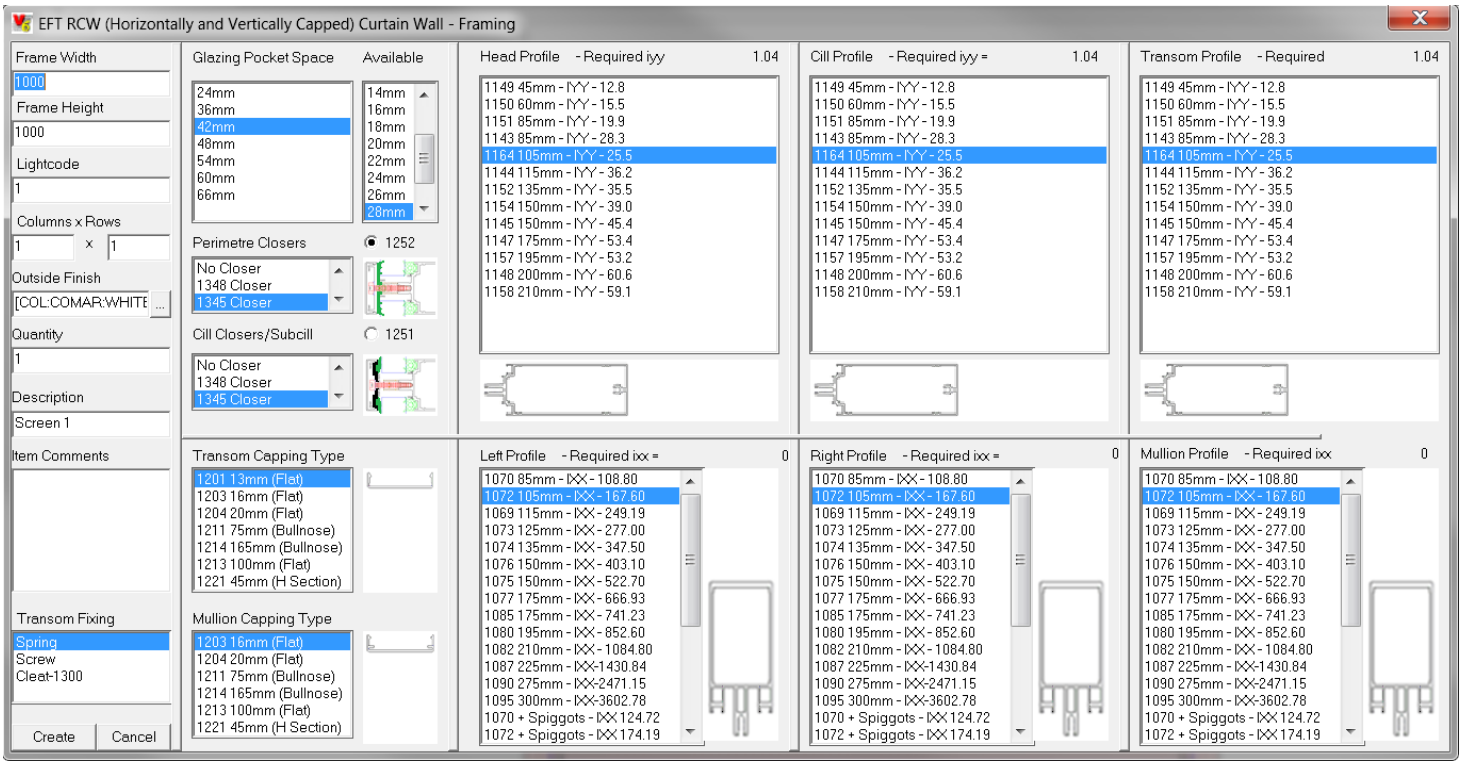
CLICK ONTO THE FIRST BUTTON.

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 DESCIPTION 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**

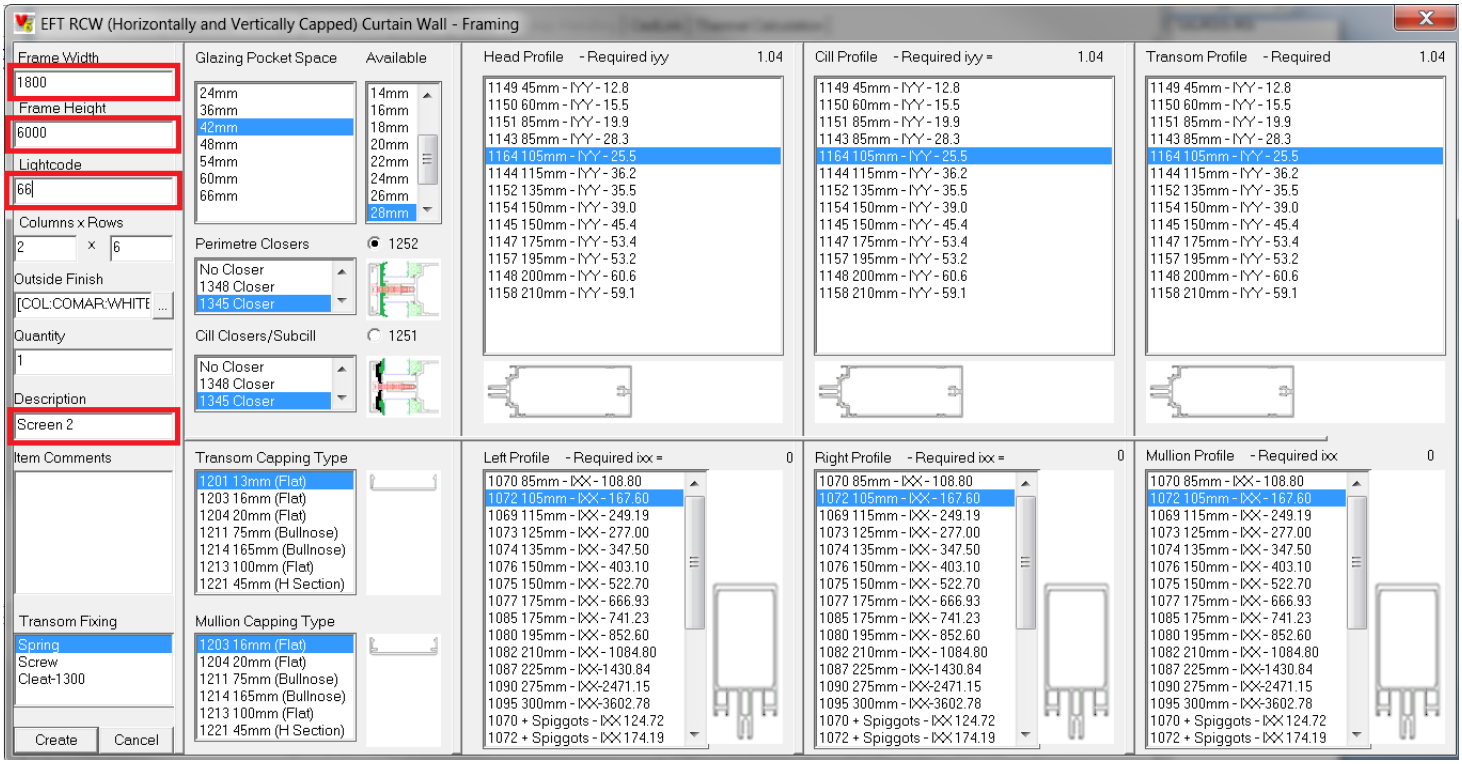


YOU WILL SEE THAT THE BELOW SCREEN HAS ALREADY SELECTED THE PROFILES THAT ARE THE STANDARD DEFAULT FOR THIS SYSTEM. (SHOWN ON THE RIGHT HAND SIDE), THE SOFTWARE WILL NOT WINDLOAD THESE SECTIONS SO PLEASE BE AWARE THAT ALTHOUGH THEY ARE DEFAULT THEY DO NOT LOOK AT THE SIZE OF THE FRAME.

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

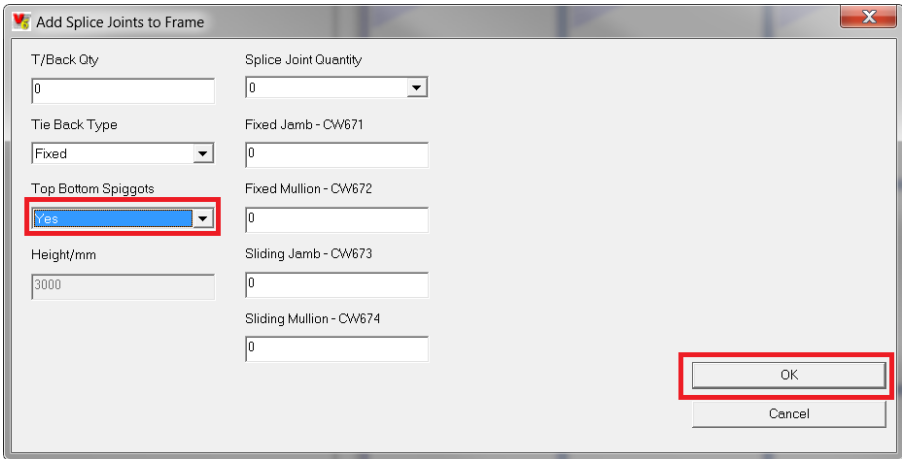
1) THE FRAME WIDTH
2) THE FRAME HEIGHT
3) THE LIGHTCODE (AS EXPLAINED EARLIER, THIS IS JUST ANOTHER WAY TO SPECIFY COLUMNS & ROWS BUT YOU COULD USE THE COLUMNS AND ROW FIELDS IF YOU LIKE.
4) THE DESCIPTION OF FRAME OR A FRAME CODE. I.E "ED1", IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA TO USE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

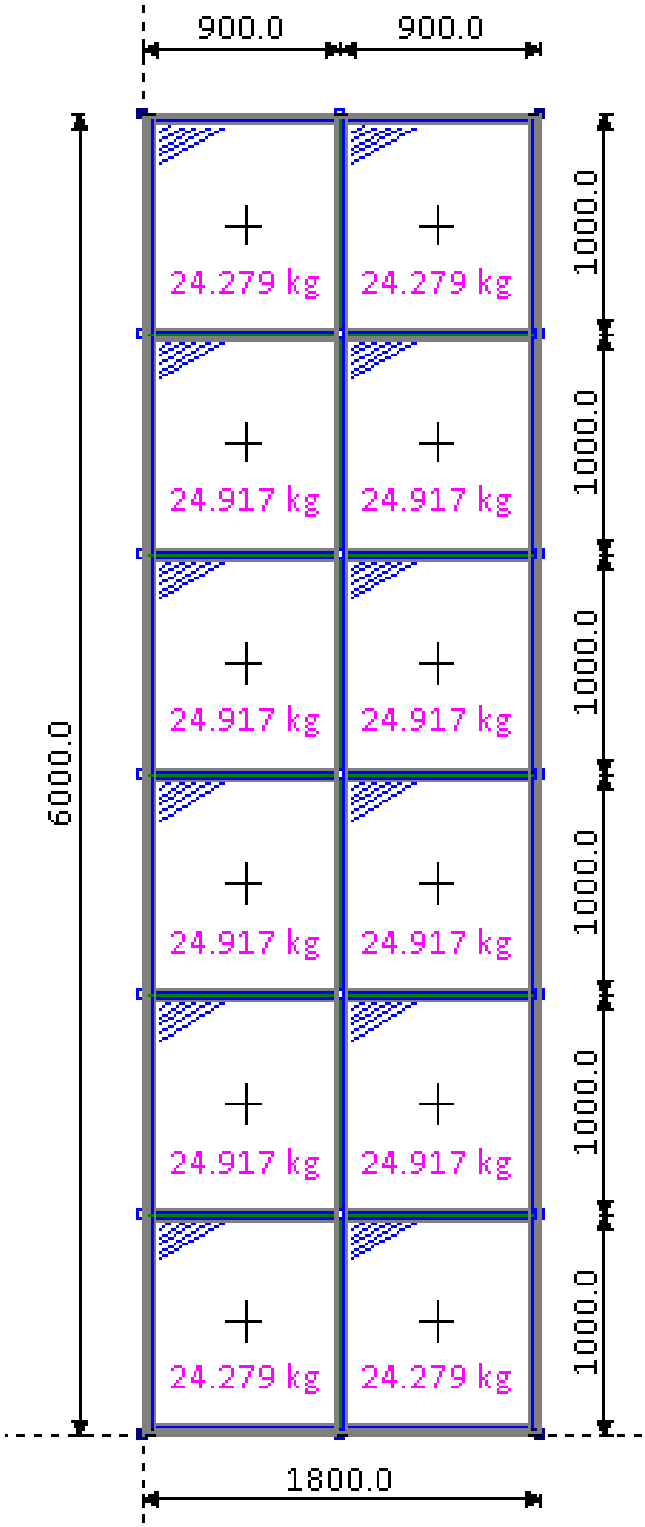


THE FOLLOWING BOX WILL COME UP, WE WILL GO THROUGH MORE OF WHAT IT DOES LATER BUT FOR NOW, CHANGE THE TOP AND BOTTOM SPIGGOTS TO BE "YES".

TOP AND BOTTOM SPIGGOTS ARE ALUMINIUM LEAVES THAT ARE 300MM LONG AND ALLOW YOU TO EASILY FIX THE MULLIONS INTO A BASE PLATE AT THE TOP AND THE BOTTOM OF THE FRAME



THE SCREEN HAS NOW BEEN REDESIGNED.



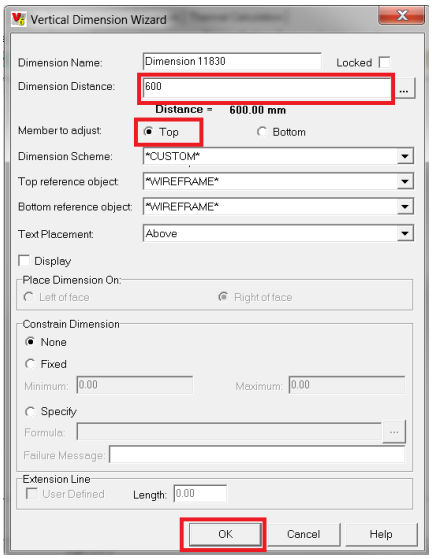
AS WE HAVE CONNECTING TRANSOMS (I.E TRANSOMS THAT SIT AT THE SAME HEIGHT), WE CAN LOCK THEIR POSITIONS TOGETHER. THIS ONLY WORKS IF THE TRANSOMS ARE NEXT TO EACH OTHER. TO DO THIS WE CLICK ONTO THE LOCK BUTTON. THE ONE NEXT TO IT UNLOCKS THE TRANSOMS.

AS THIS SCREEN HAS SOME TRANSOMS IN IT WE WANT TO MOVE THE HEIGHTS SO THAT WE CAN ADD A DOOR . HIGHIGHT ONE OF THE BOTTOM LIGHTS AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.

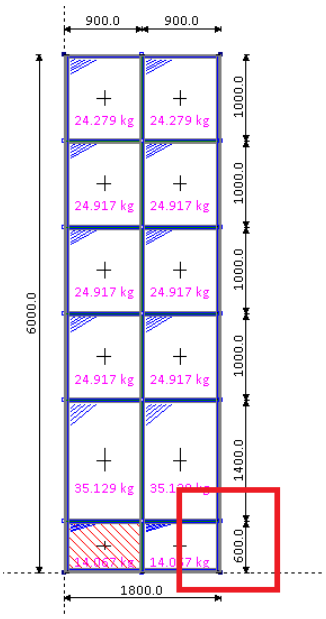
THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE ALOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

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 DO THE SAME ON THE THIRD TRANSON UP . HIGHIGHT ONE OF THE MIDDLE LIGHTS 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:

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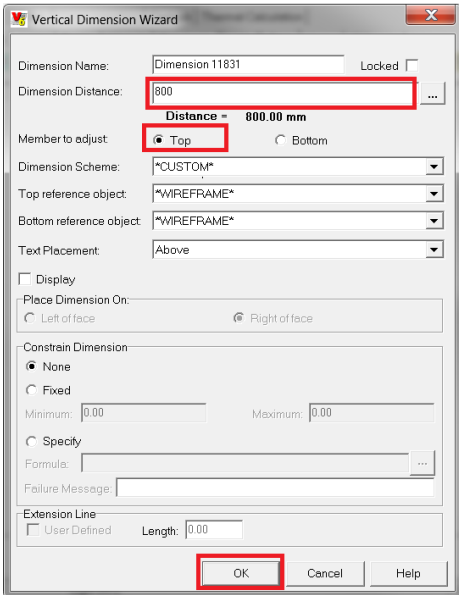
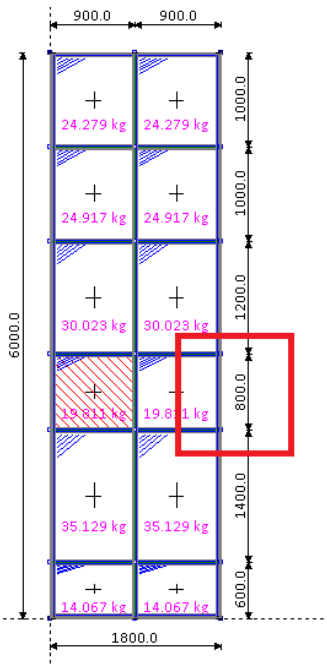
3) THE OK BUTTON MAKES THE CHANGE FOR US.

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

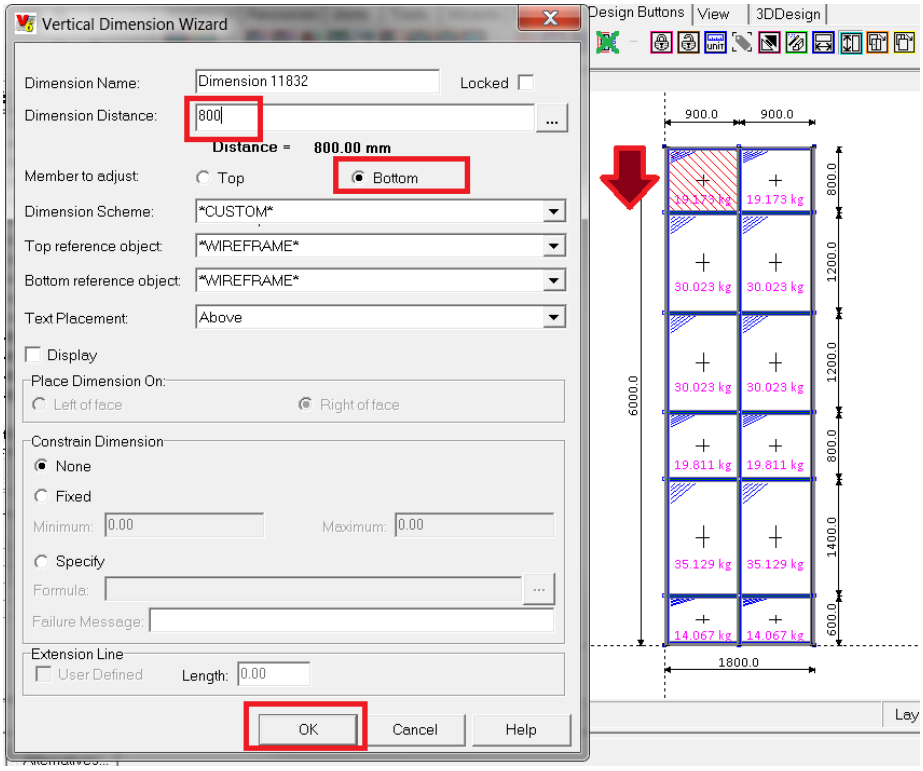


THE TRANSOM HEIGHT HAS NOW CHANGED.

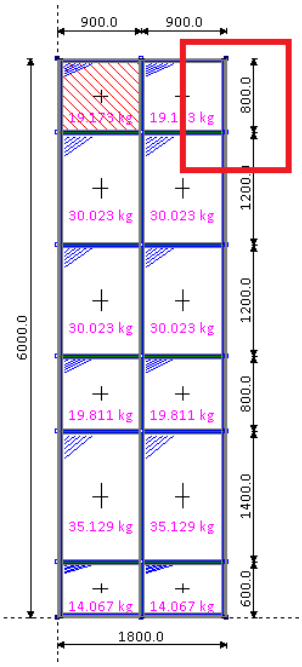


WE NOW WANT TO DO THE SAME ON THE TOP TRANSON UP . HIGHIGHT ONE OF THE TOP LIGHTS AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.

THE FOLLOWING SCREEN WILL APPEAR, THIS TIME WE ARE MOVING A TRANSOM DOWN (IT IS VERY IMPORTANT THAT WHEN MOVING TRANSOMS THAT WE WORK WITHIN THE FRAME AND DO NOT TRY AND MOVE AN OUTER SECTION. IN THIS EXAMPLE SHOWN CLICK ONTO "MEMBER TO ADJUST = BOTTOM" THIS IS BASED ON THE LIGHT THAT I HAVE HIGHLIGHTED BELOW AND SHOWS THE DIRECTION IN WHICH THE TRANSOM "BELOW THE LIGHT HIGHLIGHTED" WILL MOVE.

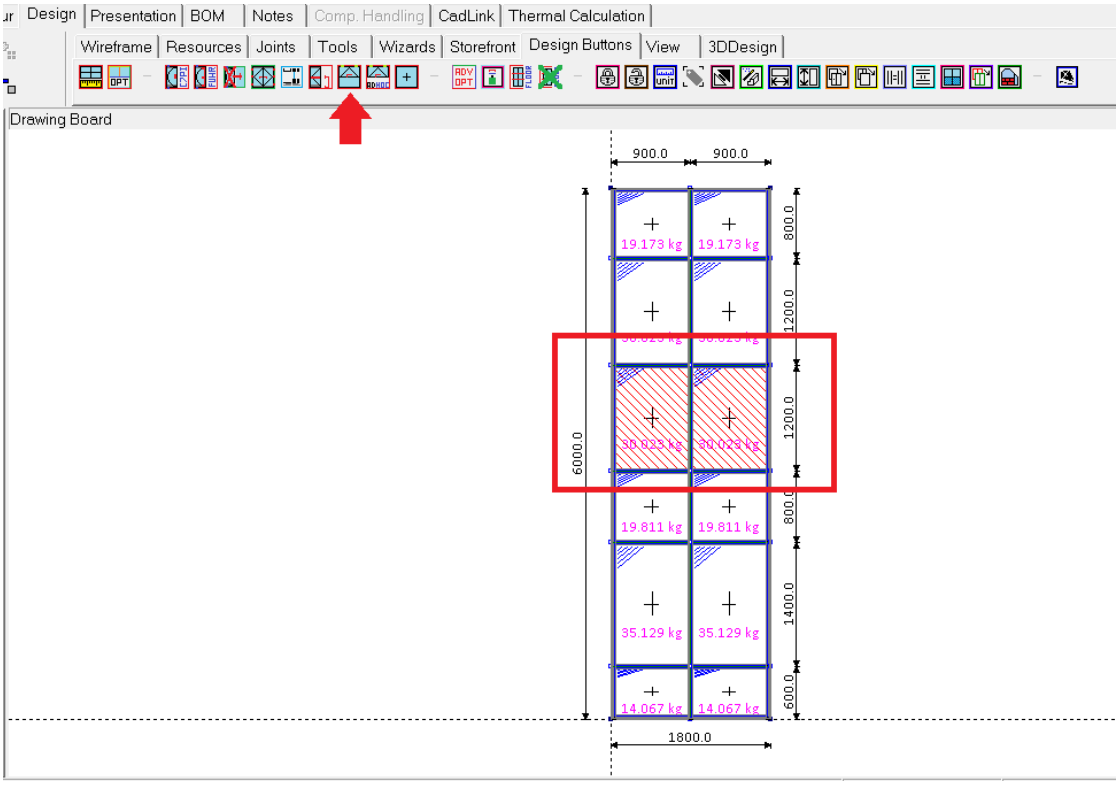


THE TRANSOM HEIGHT HAS NOW CHANGED.

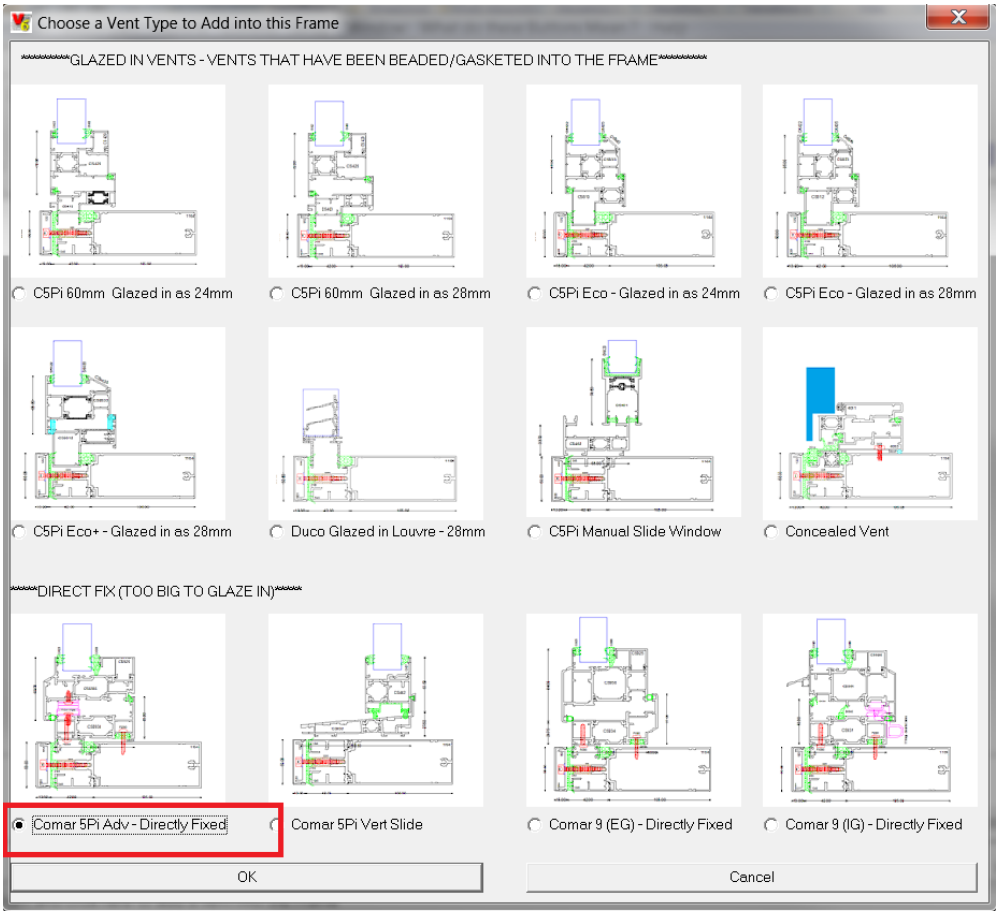


WE ARE NOW GOING TO ADD SOME VENTS INTO THE CURTAIN WALL. HIGHLIGHT THE TWO LIGHTS (USING THE SHIFT KEY TO HIGHLIGHT MULTIPLE LIGHTS).

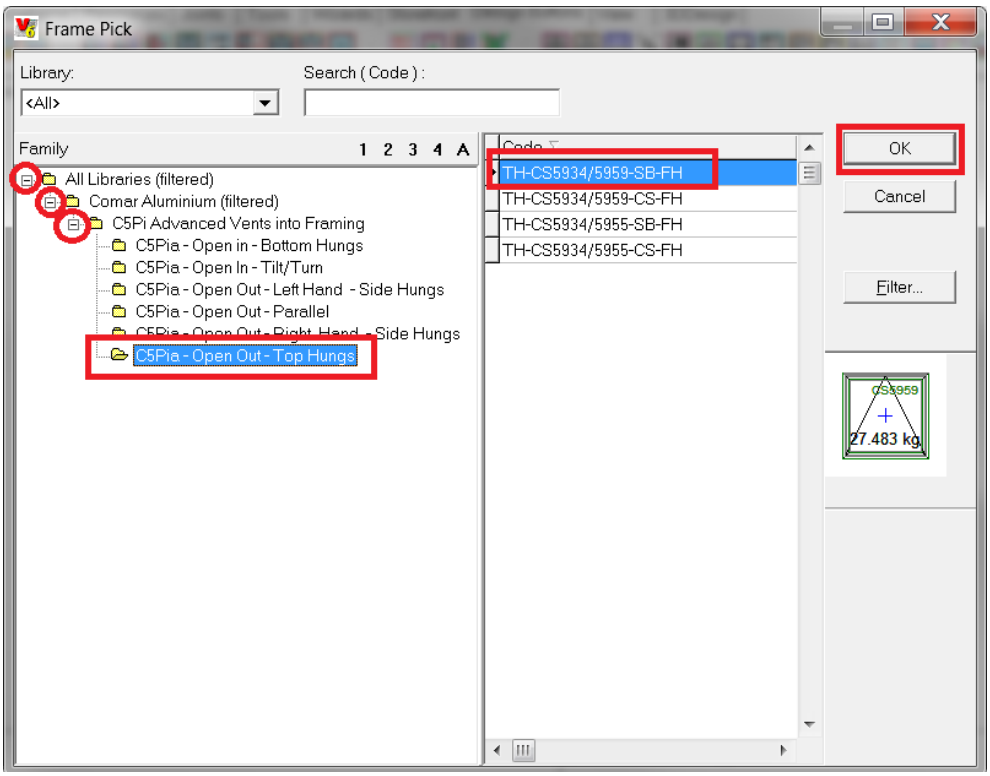
NOW CLICK ONTO THE VENT BUTTON AS SHOWN BY THE ARROW BELOW.



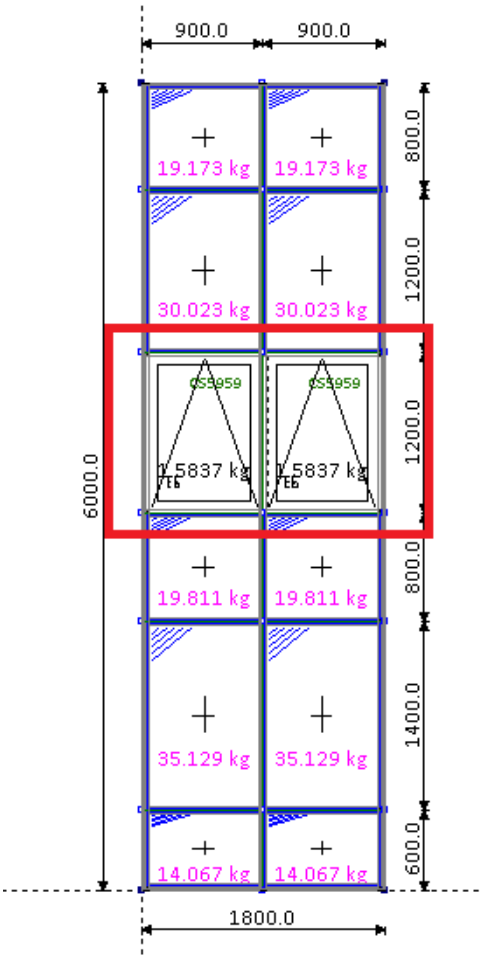
WE HAVE MANY VENT OPTIONS THAT WILL GO INTO OUR CURTAIN WALL SYSTEMS BUT IN THIS CASE WE WILL CHOOSE "COMAR 5PI ADVANCED" AS SHOWN BELOW. CLICK THIS AND THEN CLICK OK



USING THE PLUS BUTTONS AS SHOWN IN THE RED CIRCLES BELOW, EXPLAND THE FOLDERS ON THE LEFT HAND SIDE AND THEN CHOOSE THE OPTION AS SHOWN BELOW. WHEN FOUND, CLICK OK

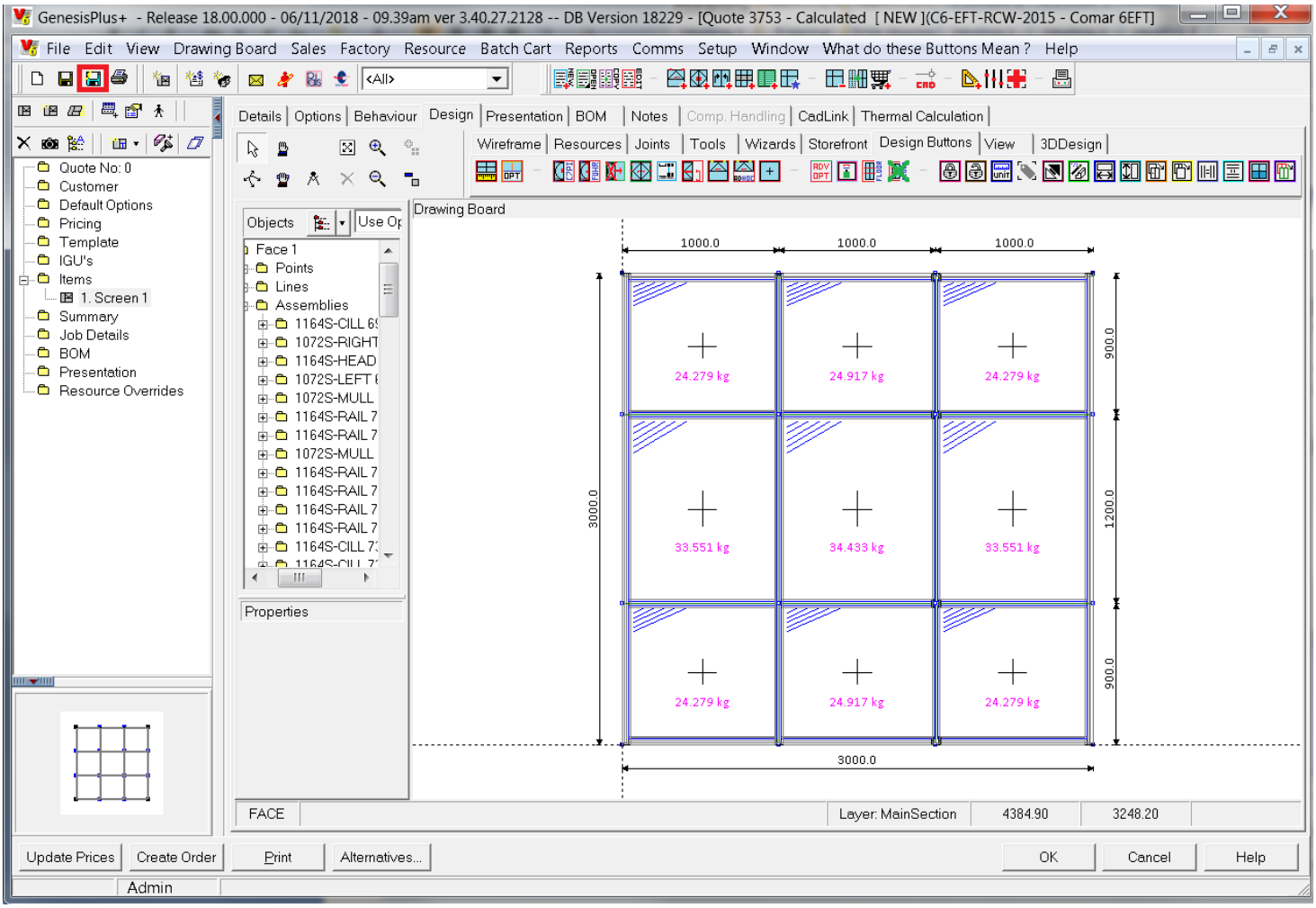


THE VENTS WILL NOW ADD TO THE CURTAIN WALL (REMOVING THE GLASS AND GASKETS THAT WERE ORIGINALLY THERE FOR THE FIXED LIGHT



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

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



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

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

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

Page No: 3

ELEVATION PORTRAIT

Date/Time: 26/03/2018 12:03:06

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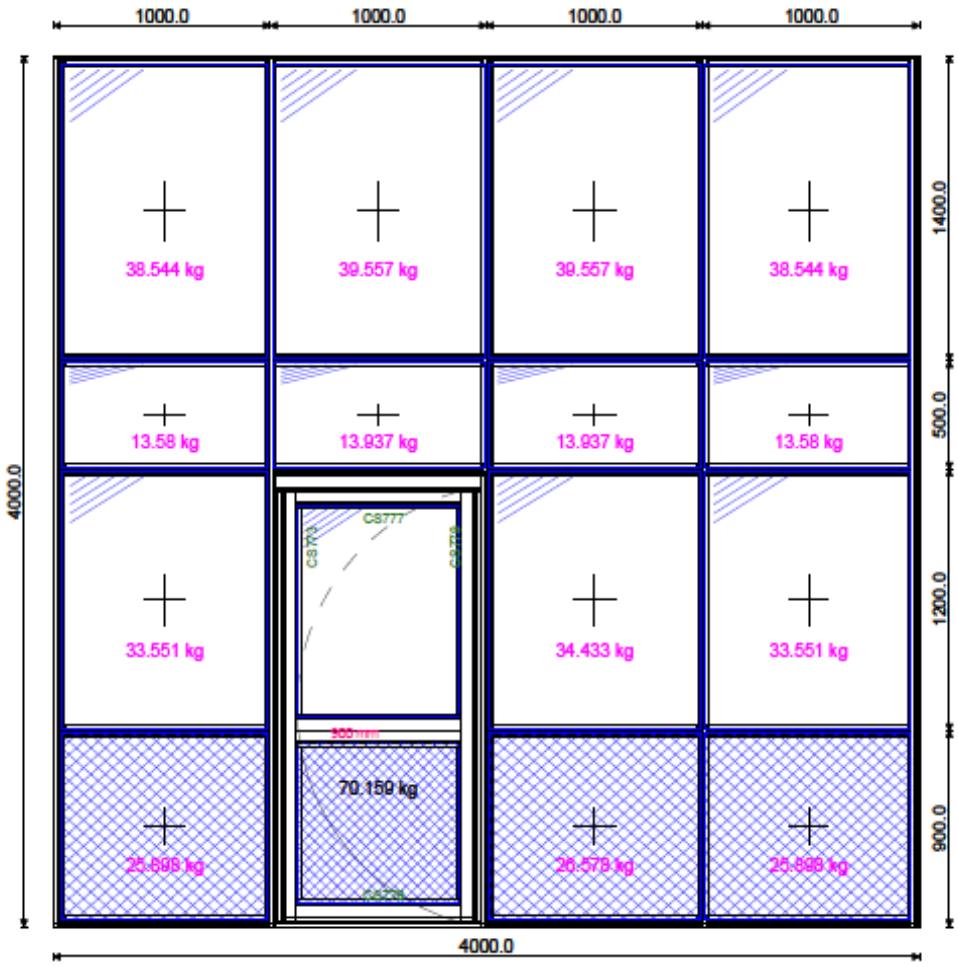
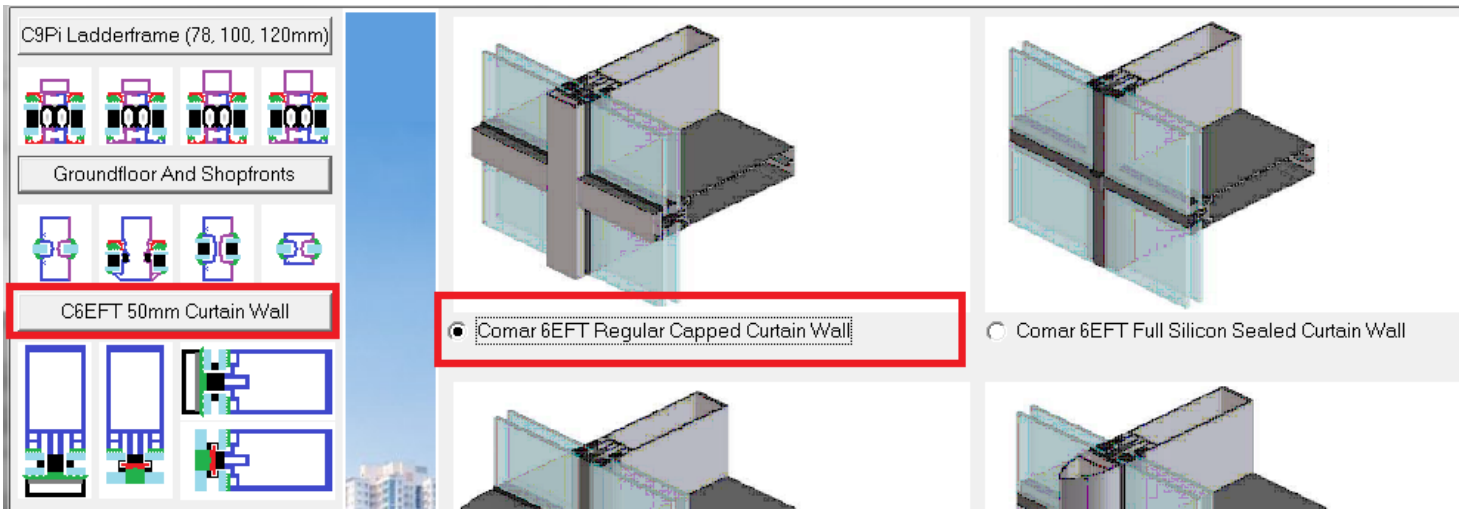


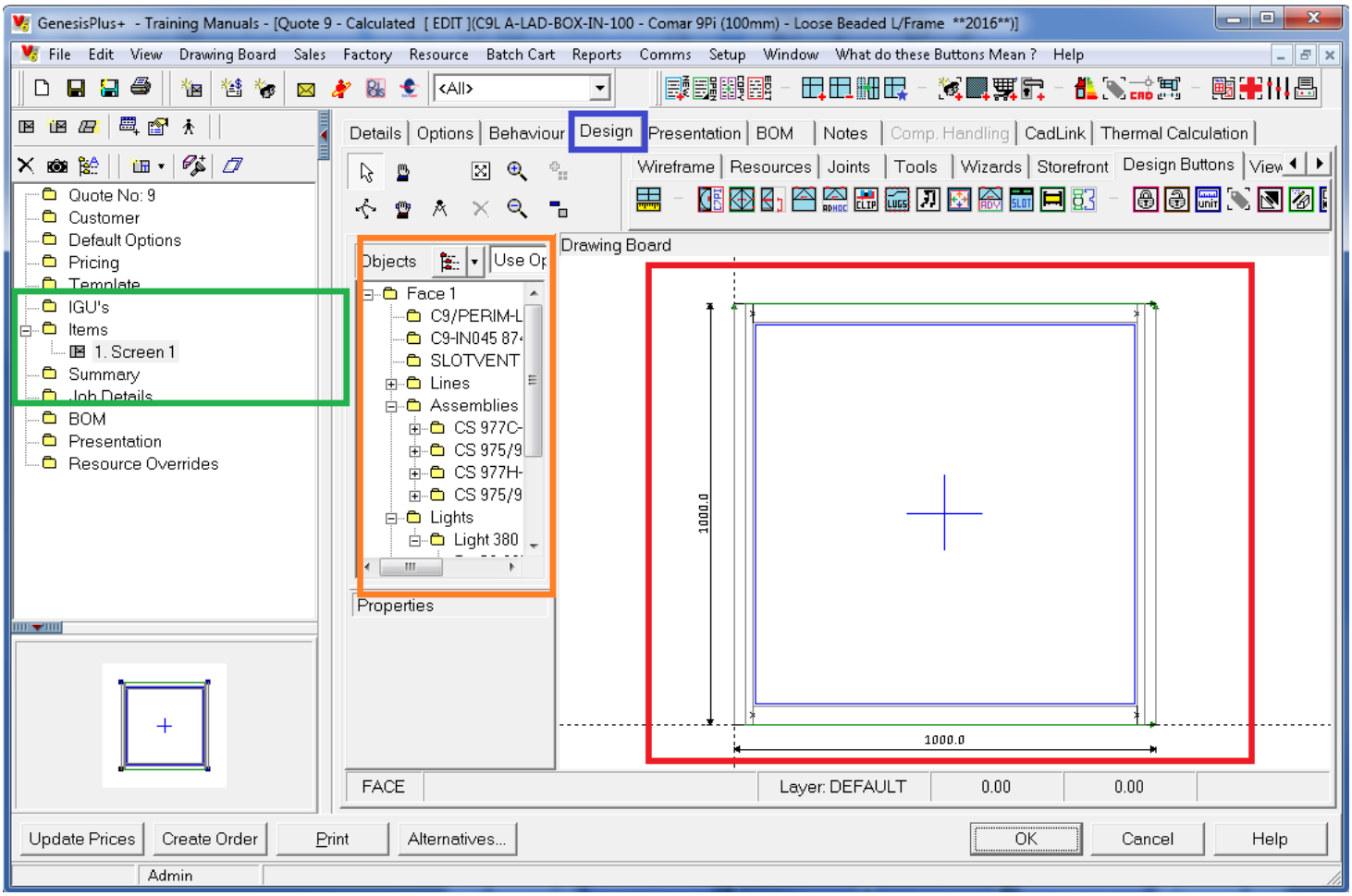
Item Description: Comar 6EFT (RCW - Capped) Curtain Wall " Item Number: 3 Quantity: 1

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

FOR THE NEXT SCREEN WE WANT TO USE THE COMAR 6 EFT CURTAIN WALL . THIS IS LOCATED UNDER THE C6EFT 50MM CURTAIN WALL TAB, CLICK ONTO THE COMAR 3 (ROUND RADIO BUTTON) AS SHOWN AND THEN CLICK OK AT THE BOTTOM OF THE ADD FRAME BOX (SEE ABOVE)



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

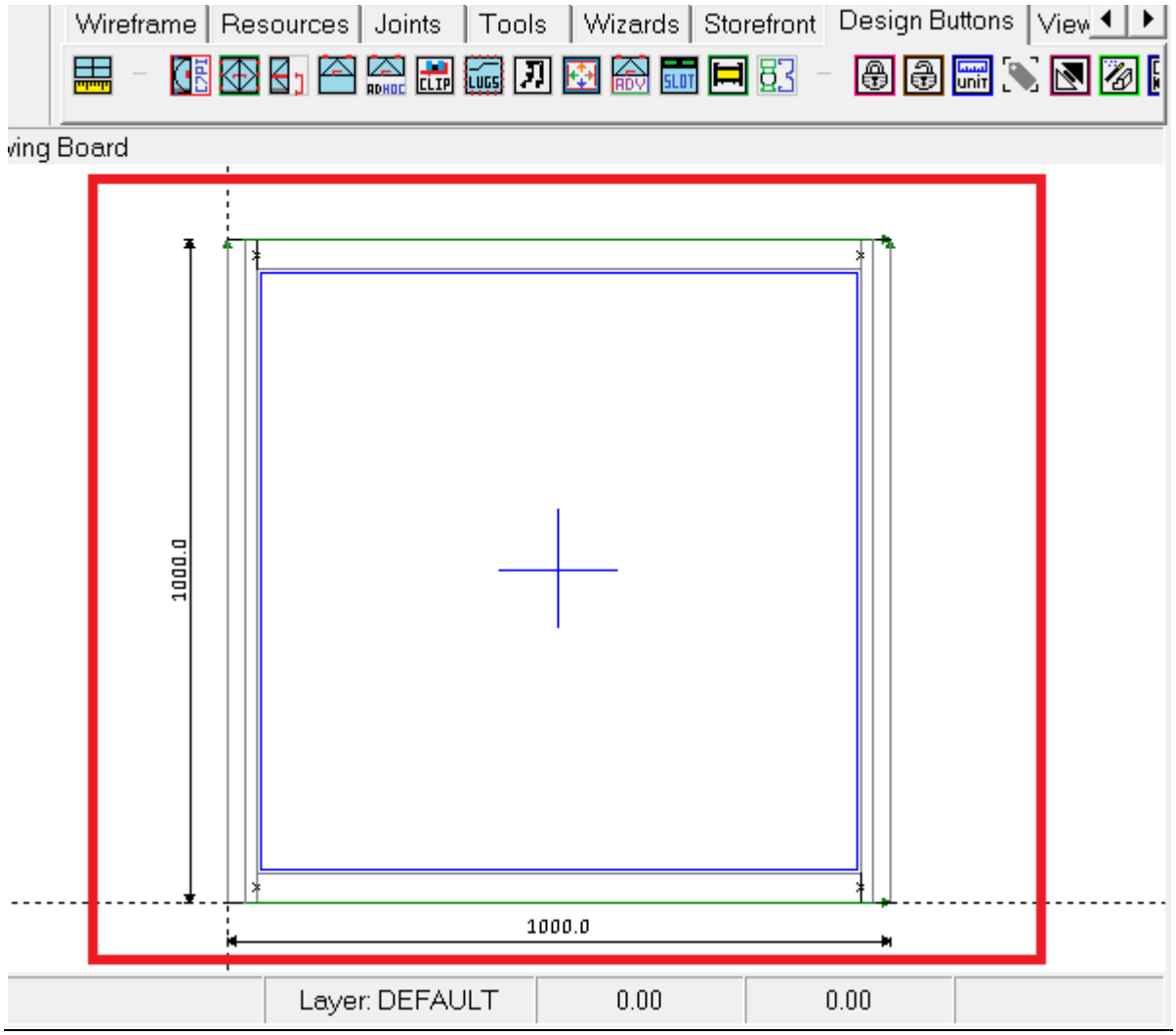
THE DESIGN SCREEN DRAWING BOARD WILL SHOW YOU WHAT THE FRAME LOOKS LIKE, ALL CHANGES TO THE FRAME INCLUDING ADDING TRANSOMS, CHANGING SIZES ETC AND ADDING WINDOWS OR DOORS ARE DONE HERE. THE FRAMES SHOWN ARE BEING BUILT IN FULL SIZED EXTRUSIONS SO THE SCALE IS A TRU REPRESENTATION OF THE FINISHED PRODUCT.

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 RELEVENT 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 WOULNDT 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).

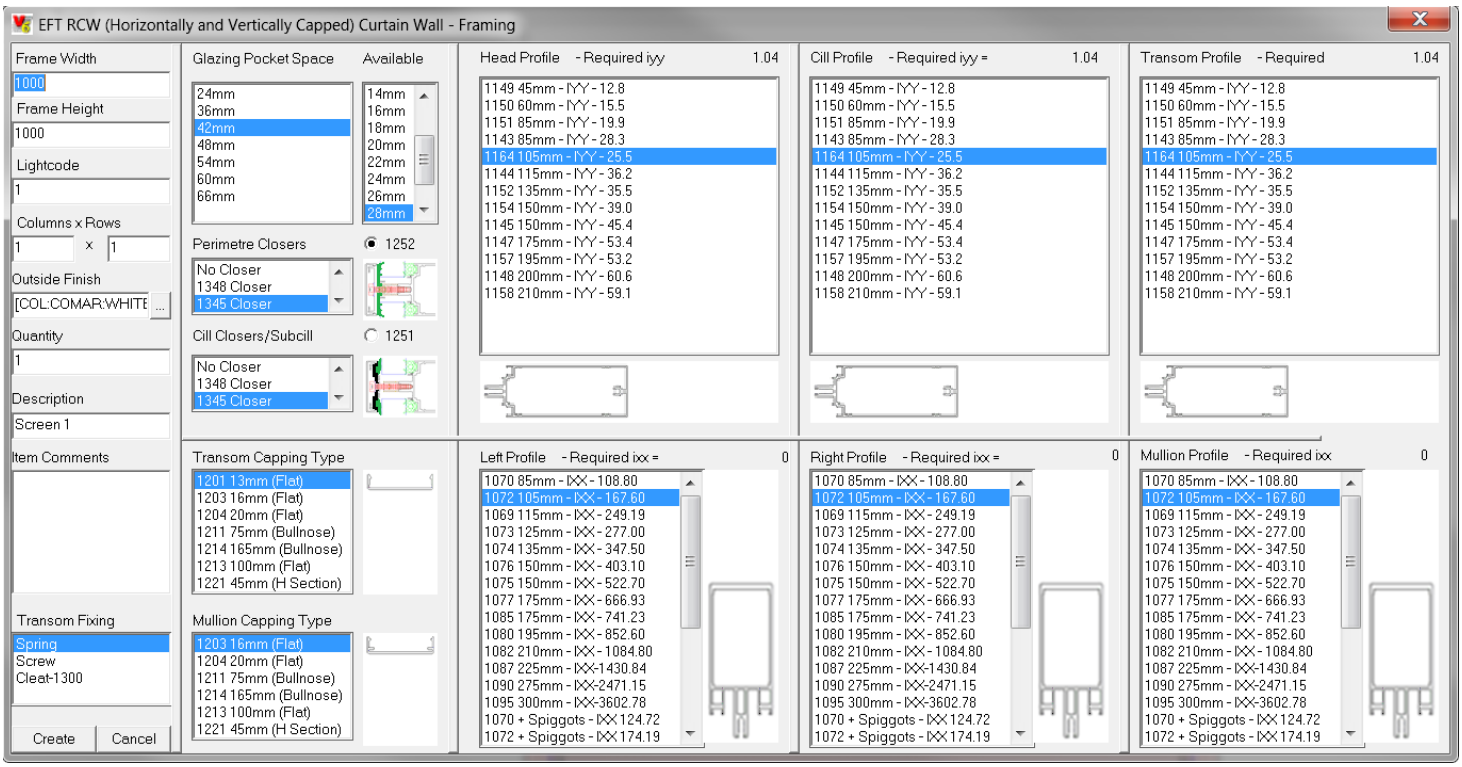
CLICK ONTO THE FIRST BUTTON.

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 DESCIPTION 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**

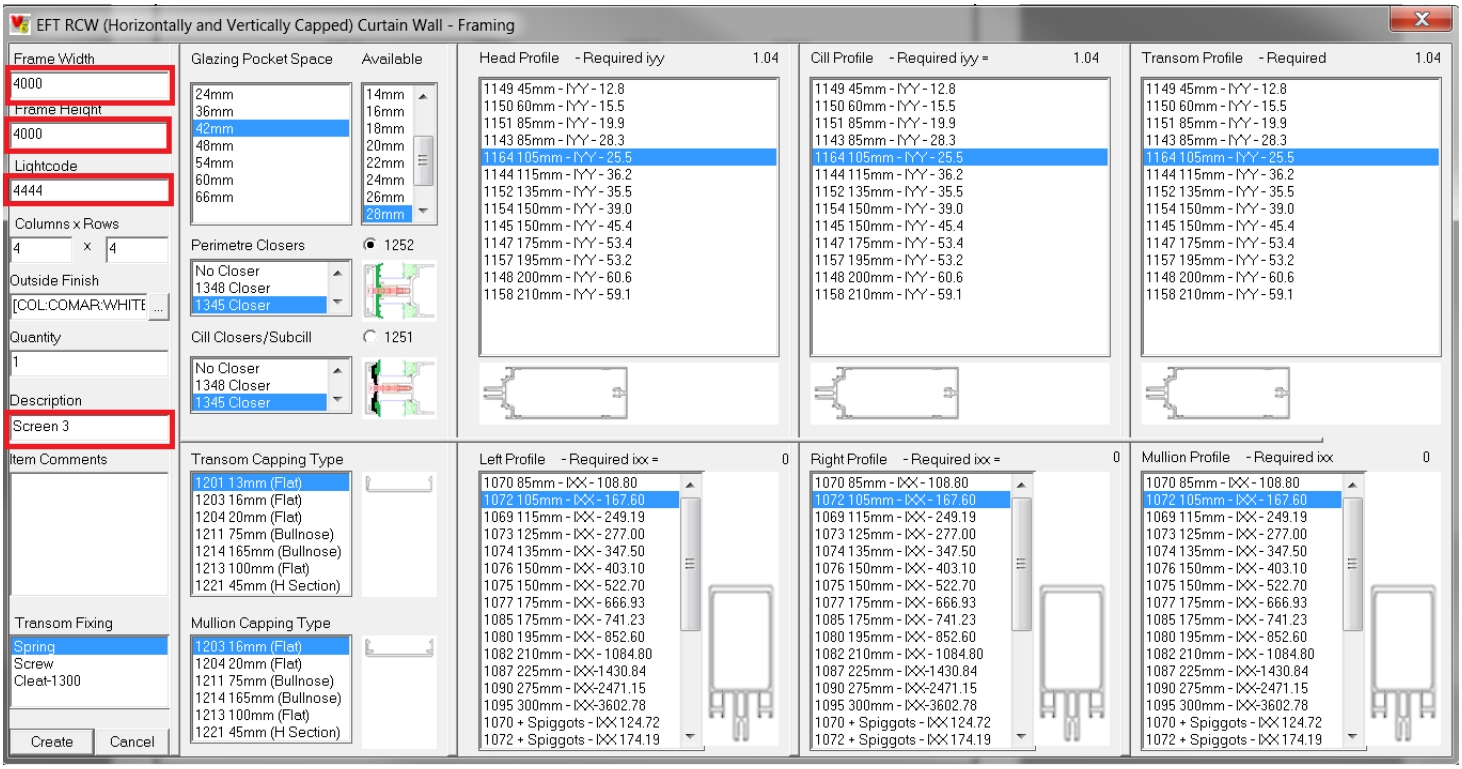


YOU WILL SEE THAT THE BELOW SCREEN HAS ALREADY SELECTED THE PROFILES THAT ARE THE STANDARD DEFAULT FOR THIS SYSTEM. (SHOWN ON THE RIGHT HAND SIDE), THE SOFTWARE WILL NOT WINDLOAD THESE SECTIONS SO PLEASE BE AWARE THAT ALTHOUGH THEY ARE DEFAULT THEY DO NOT LOOK AT THE SIZE OF THE FRAME.

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

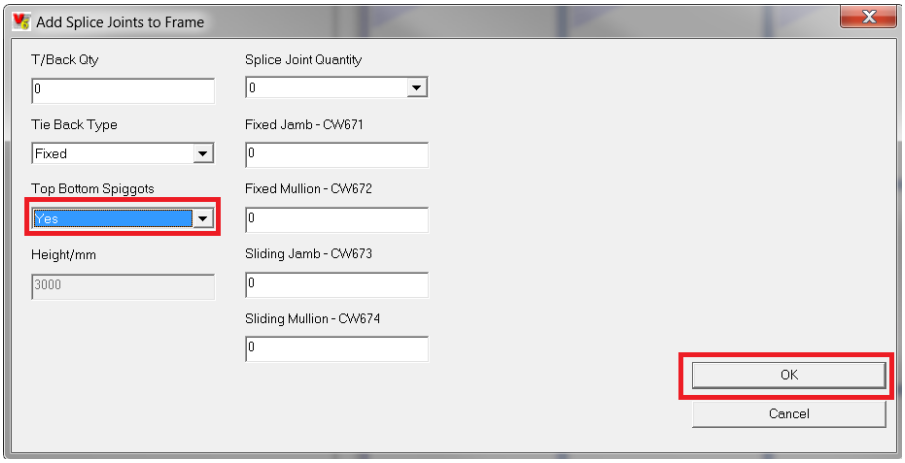
1) THE FRAME WIDTH
2) THE FRAME HEIGHT
3) THE LIGHTCODE (AS EXPLAINED EARLIER, THIS IS JUST ANOTHER WAY TO SPECIFY COLUMNS & ROWS BUT YOU COULD USE THE COLUMNS AND ROW FIELDS IF YOU LIKE.
4) THE DESCIPTION OF FRAME OR A FRAME CODE. I.E "ED1", IF YOU DO NOT HAVE AN ITEM NUMBER IT IS A GOOD IDEA TO USE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

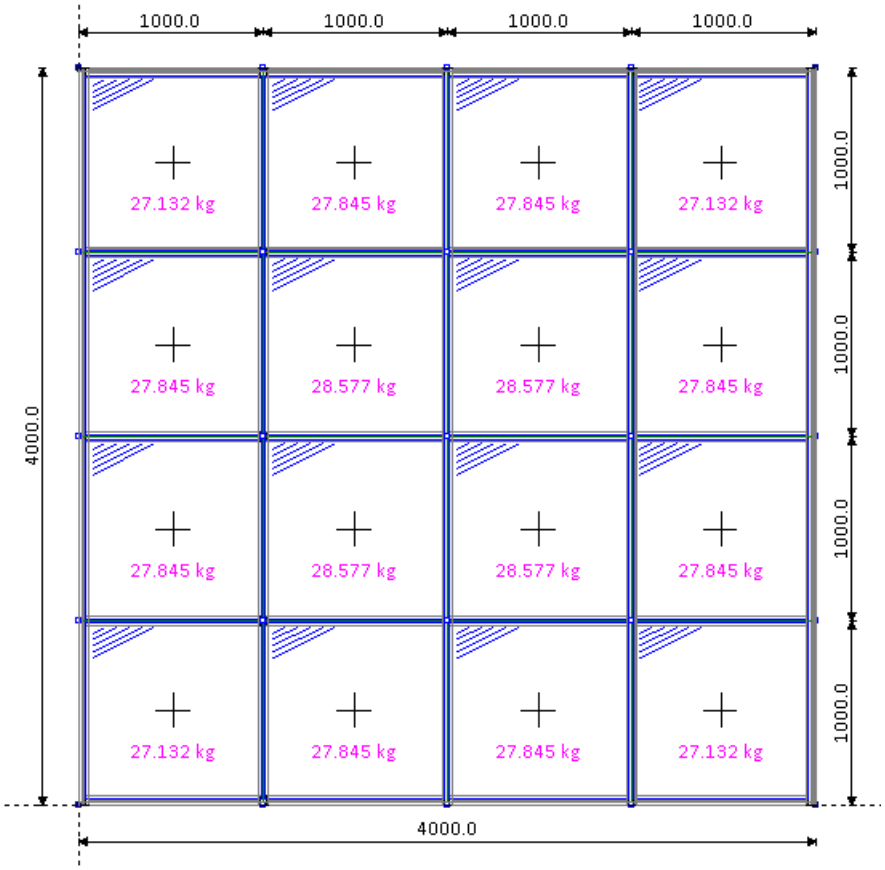


THE FOLLOWING BOX WILL COME UP, WE WILL GO THROUGH MORE OF WHAT IT DOES LATER BUT FOR NOW, CHANGE THE TOP AND BOTTOM SPIGGOTS TO BE "YES".

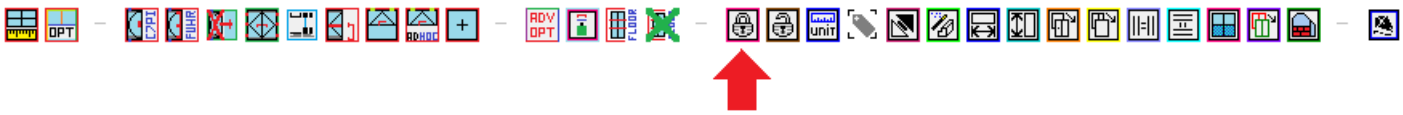
TOP AND BOTTOM SPIGGOTS ARE ALUMINIUM LEAVES THAT ARE 300MM LONG AND ALLOW YOU TO EASILY FIX THE MULLIONS INTO A BASE PLATE AT THE TOP AND THE BOTTOM OF THE FRAME



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.

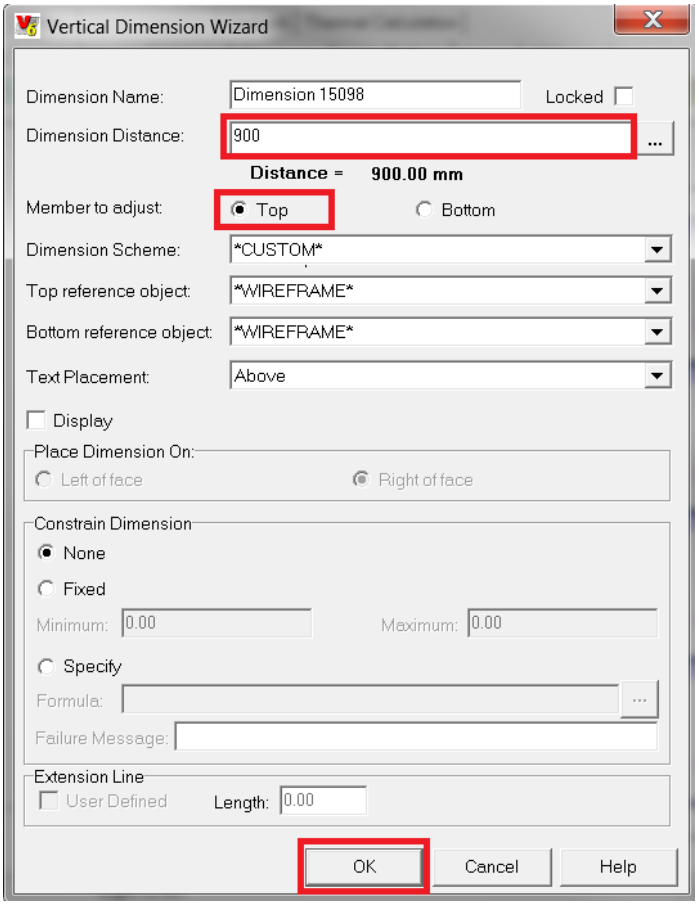


AS THIS SCREEN HAS SOME TRANSOMS IN IT WE WANT TO MOVE THE HEIGHTS SO THAT WE CAN ADD A DOOR . HIGHIGHT ONE OF THE BOTTOM LIGHTS AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.

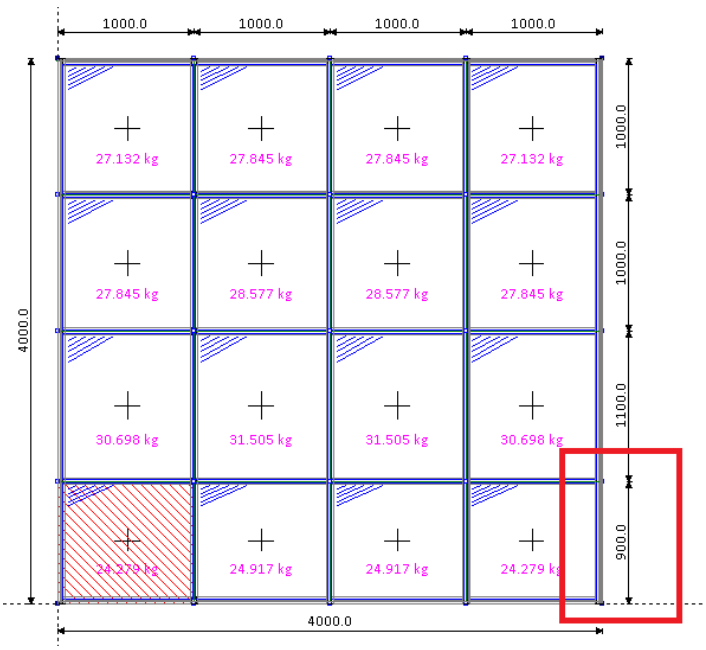
THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE ALOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW.

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.



THE TRANSOM HEIGHT HAS NOW CHANGED.

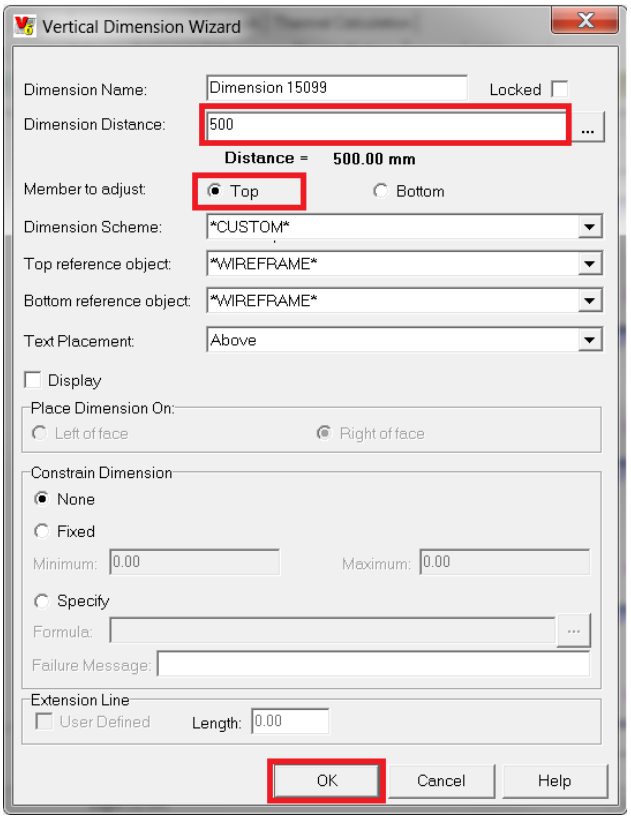


WE NOW WANT TO DO THE SAME ON THE THIRD TRANSON UP . HIGHIGHT ONE OF THE MIDDLE LIGHTS AND THEN CLICK ONTO THE CHANGE TRANSOM HEIGHT.

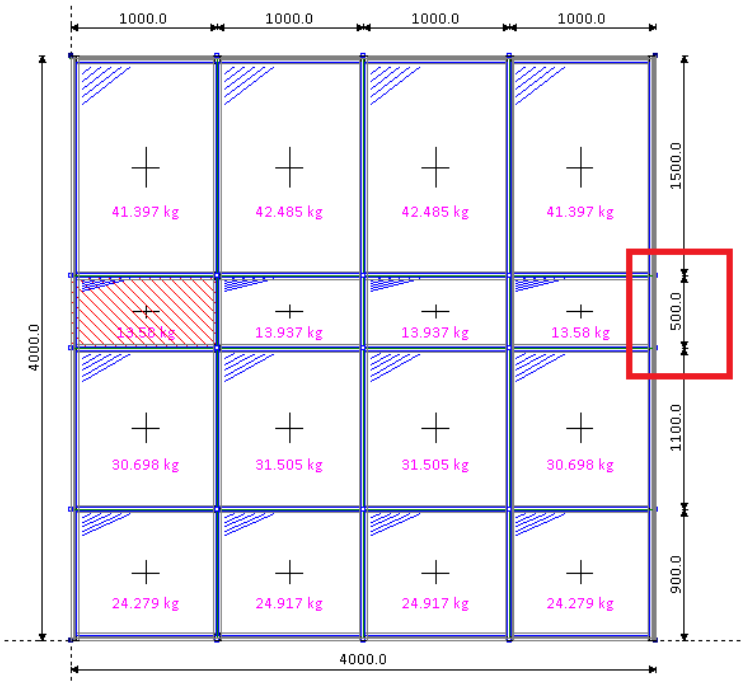
THE FOLLOWING SCREEN WILL APPEAR, ALTHOUGH THERE ARE A LOT OF DETAILS SHOWN ON THIS SCREEN BUT THE PARTS WE ARE INTERESTED ARE VERY FEW:

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.



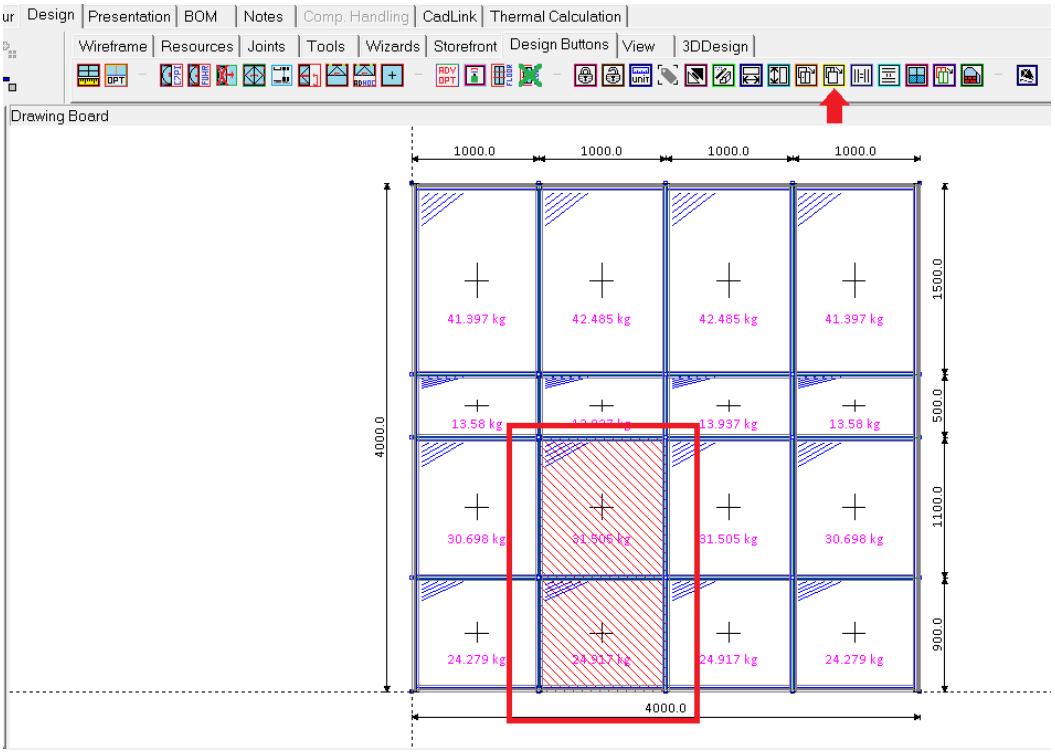
THE TRANSOM HEIGHT HAS NOW CHANGED.



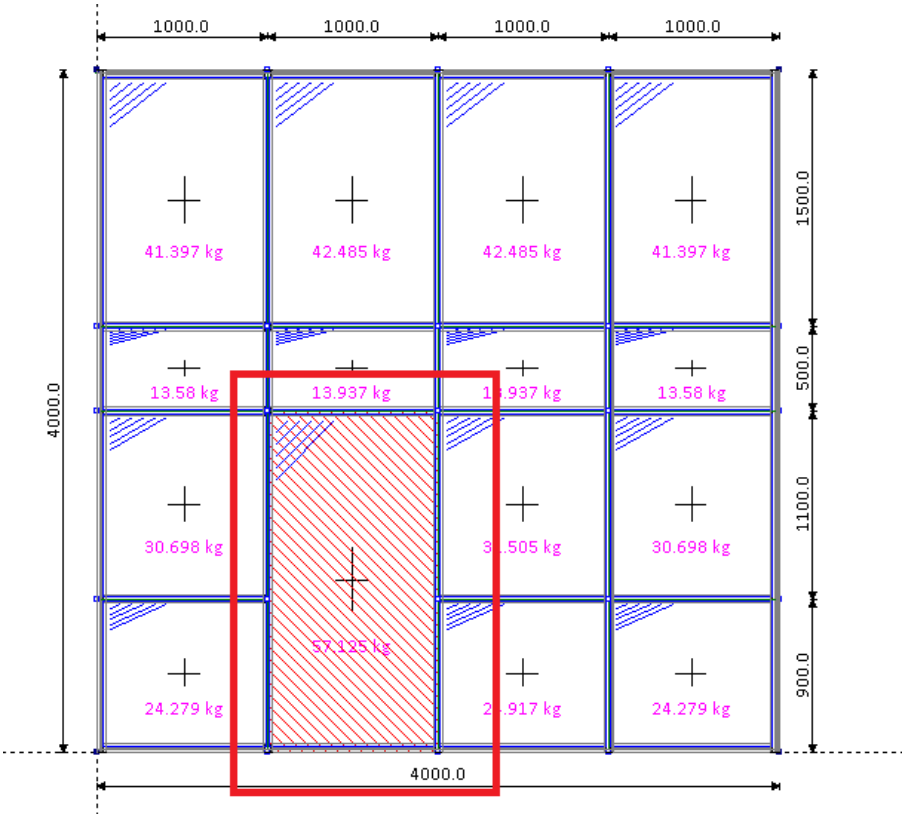
WE WANT TO ADD A DOOR INTO THE SCREEN NOW BUT CURRENTLY THE DOOR POSITION IS MADE UP OF TWO LIGHTS AND HAS A TRANSOM. WE ARE GOING TO DELETE THE TRANSOM BEFORE WE CAN ADD THE DOOR.

THIS IS NEVER ACHEIVED BY DELETING THE SECTION INSTEAD WE MERGE THE LIGHTS ABOVE AND BELOW THE TRANSOM INTO ONE LIGHT.

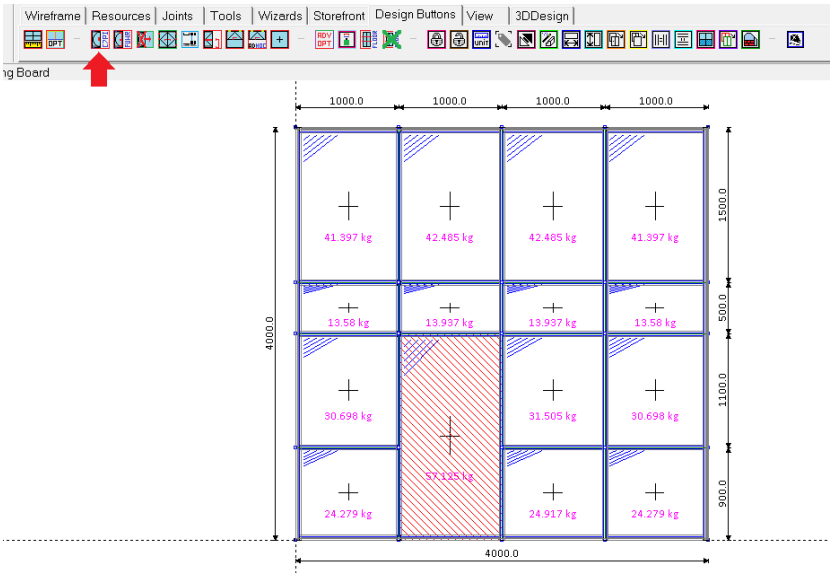
HIGHLIGHT THE TWO LIGHTS AS SHOWN BELOW (USING THE SHIFT KEY TO HIGHIGHT MULTIPLE LIGHTS) AND THEN CLICK ONTO THE "MERGE LIGHT" BUTTON AS SHOWN BY THE ARROW BELOW.



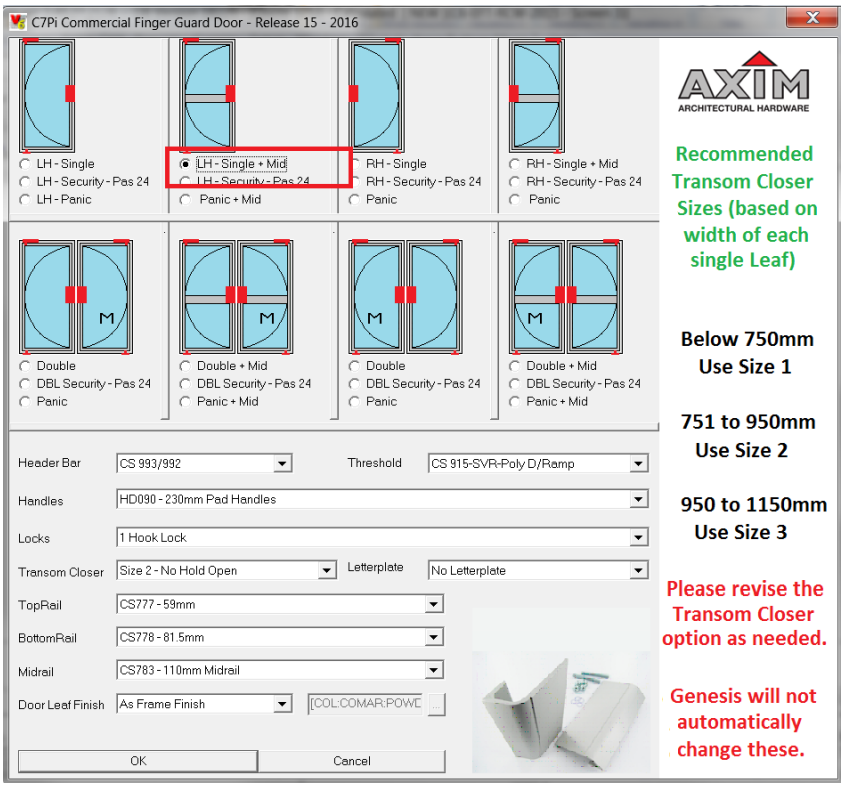
YOU WILL NOW SEE THAT THE TRANSOM HAS BEEN REMOVED AND THE LIGHT HAS MERGED INTO ONE LIGHT.



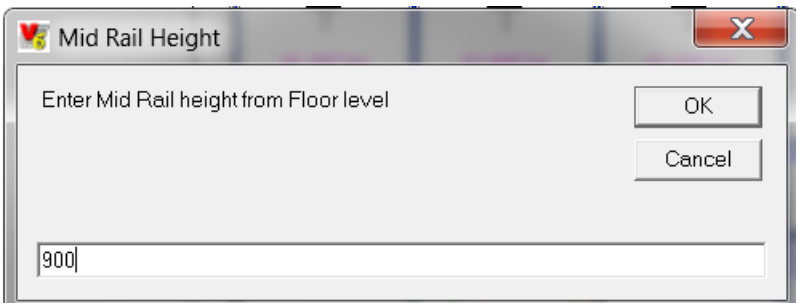
HIGHLIGHT THE NEWLY CREATED FIXED LIGHT AND CLICK ONTO THE DOOR BUTTON (AS SHOWN BELOW)



CHOOSE THE OPTION AS SHOWN BELOW (WITH A MIDRAIL) AND THEN CLICK OK

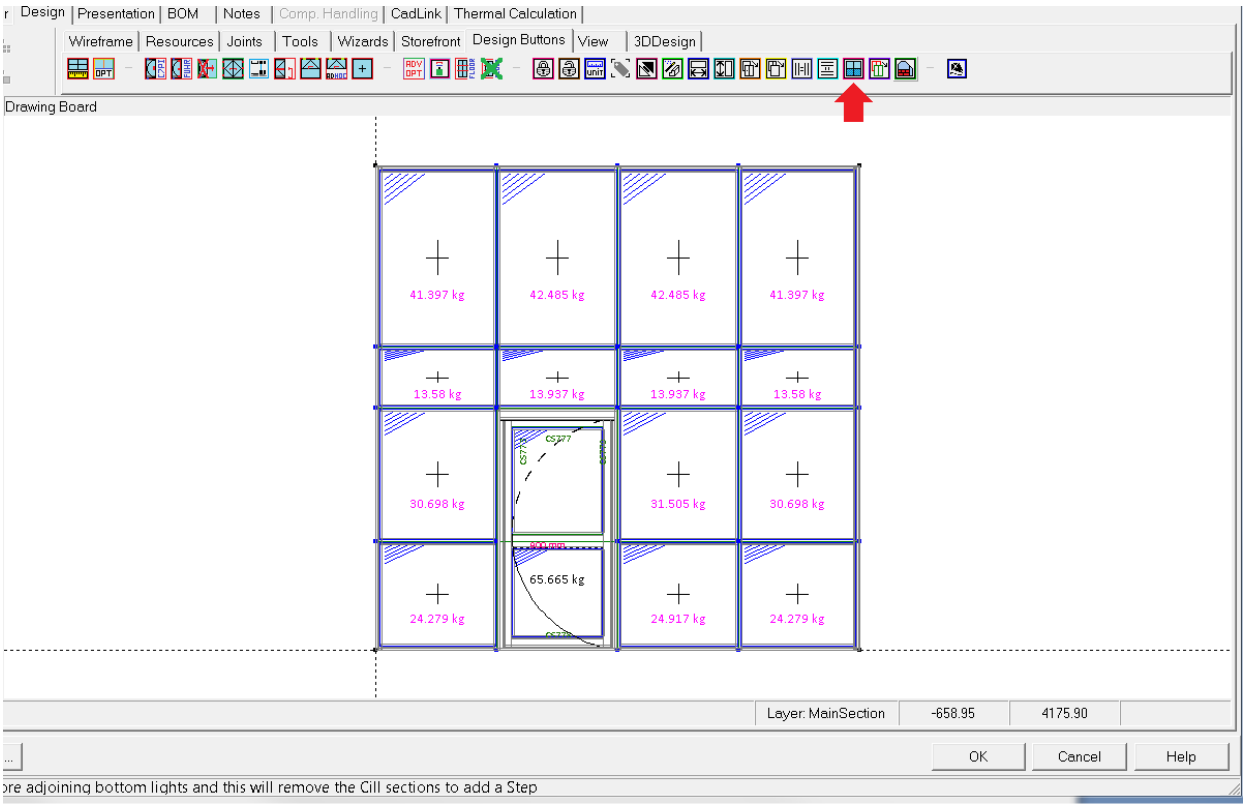


WHEN THE MIDRAIL OPTION COMES UP, TYPE IN 900 AND THEN CLICK OK

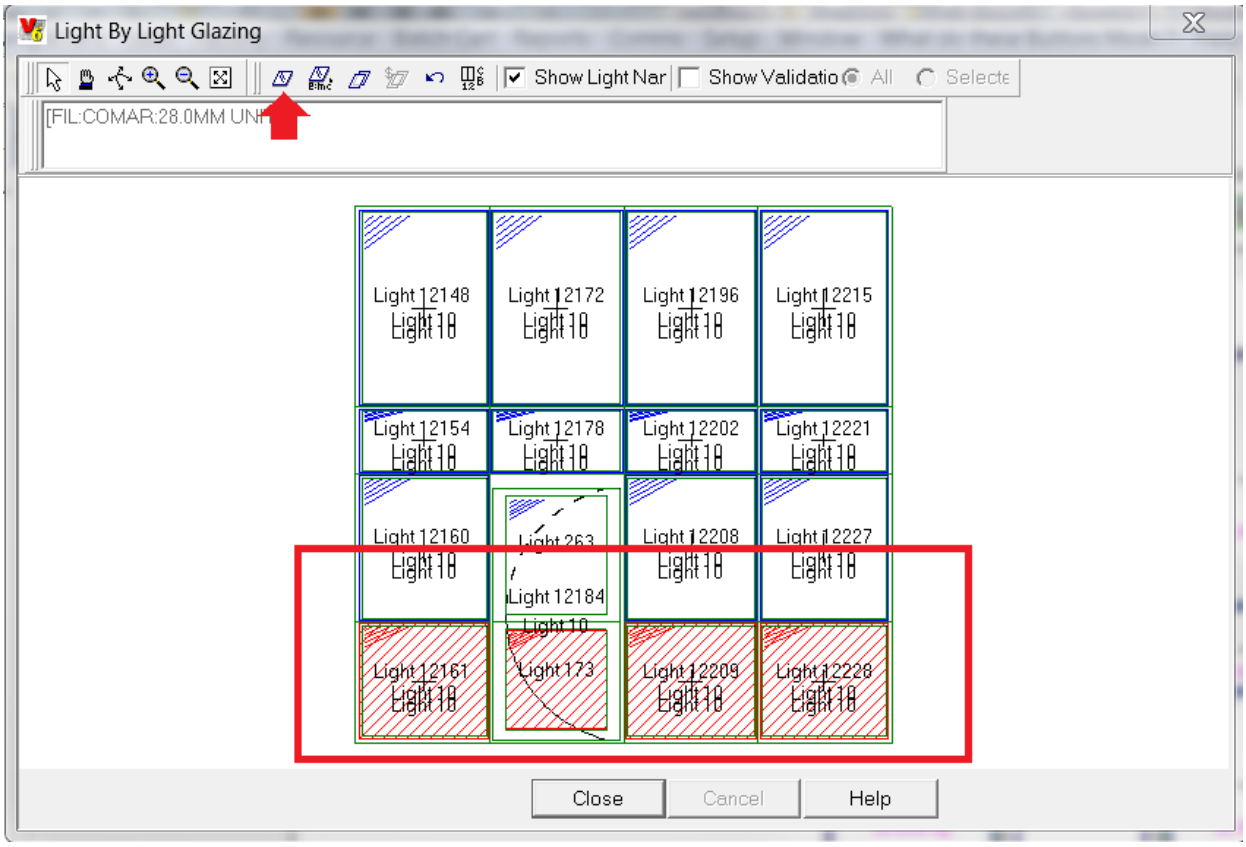


THIS WILL NOW ADD THE DOOR (AS SHOWN BELOW)

WE WILL NOW BE ADDING SOME GLAZING PANELS INTO THIS SCREEN. CLICK ONTO THE BUTTON AS SHOWN (WE DO NOT NEED TO HIGHLIGHT THE LIGHTS THAT WE WILL BE CHANGING AT THIS STAGE)



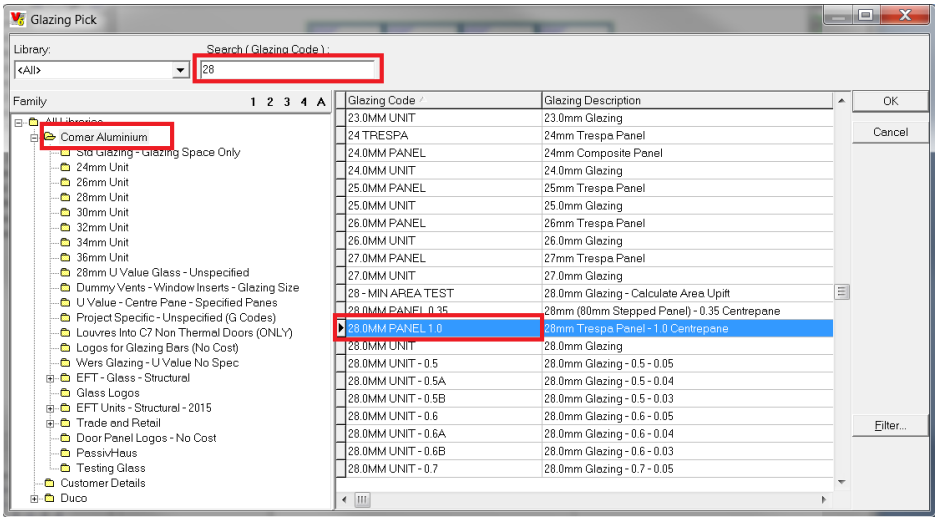
WHEN THE FOLLOWING COMES UP HIGHLIGHT THE FOUR BUTTON LIGHTS (USING YOUR MOUSE AND SHIFT KEY) AND THEN CLICK ONTO THE GLAZING BUTTON (AS SHOWN BELOW)



IN THE LEFT HAND COLUMN FIND THE TOP OPTION AND THEN CLICK ONTO COMAR ALUMINIUM. YOU CAN USE THE SMALL “+” BUTTONS AS WELL AS THE “1 2 3 4 A” BUTTONS TO EXPAND THE LIGHT

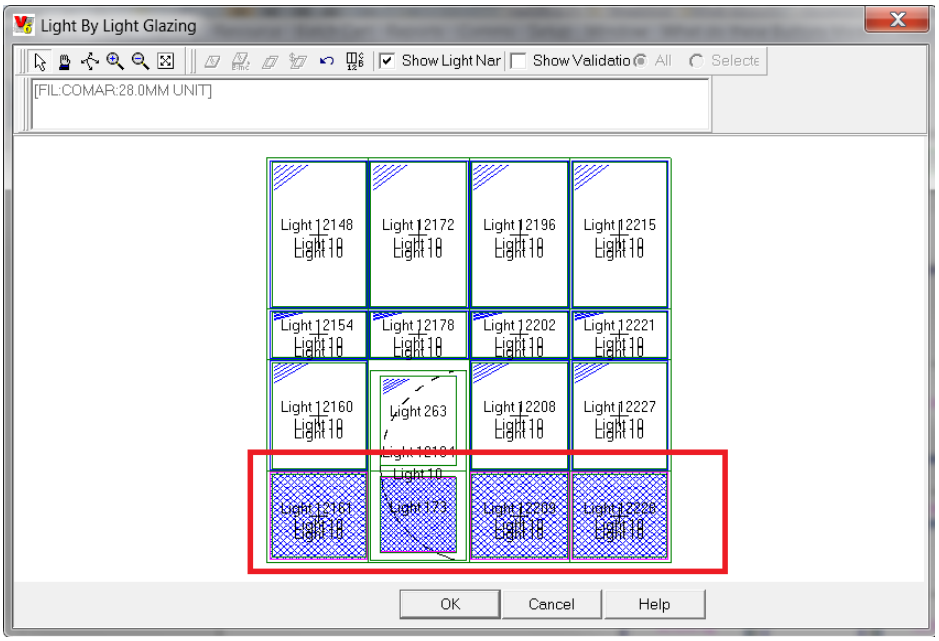
NOW IN THE SEARCH (GLAZING CODE) BOX TYPE IN “28” AND THEN LOOKING DOWN THE LIST FIND THE 28.00MM PANEL 1.0.

NOW CLICK OK

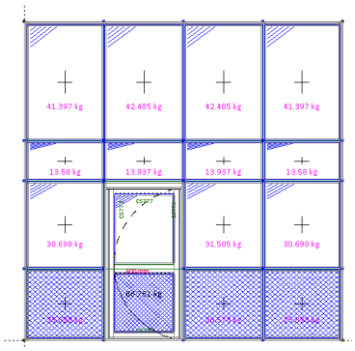


THIS WILL RETURN YOU TO THE OTHER SCREEN AND YOU WILL SEE THE GLASS HAS CHANGED TO A PANEL LOGO (FOR REFERENCE THERE IS A WAY TO HAVE DIFFERENT GLASS/PANEL LOGOS FOR DIFFERENT TYPES)

HOW CLICK OK TO FINISH CHANGING THE GLASS



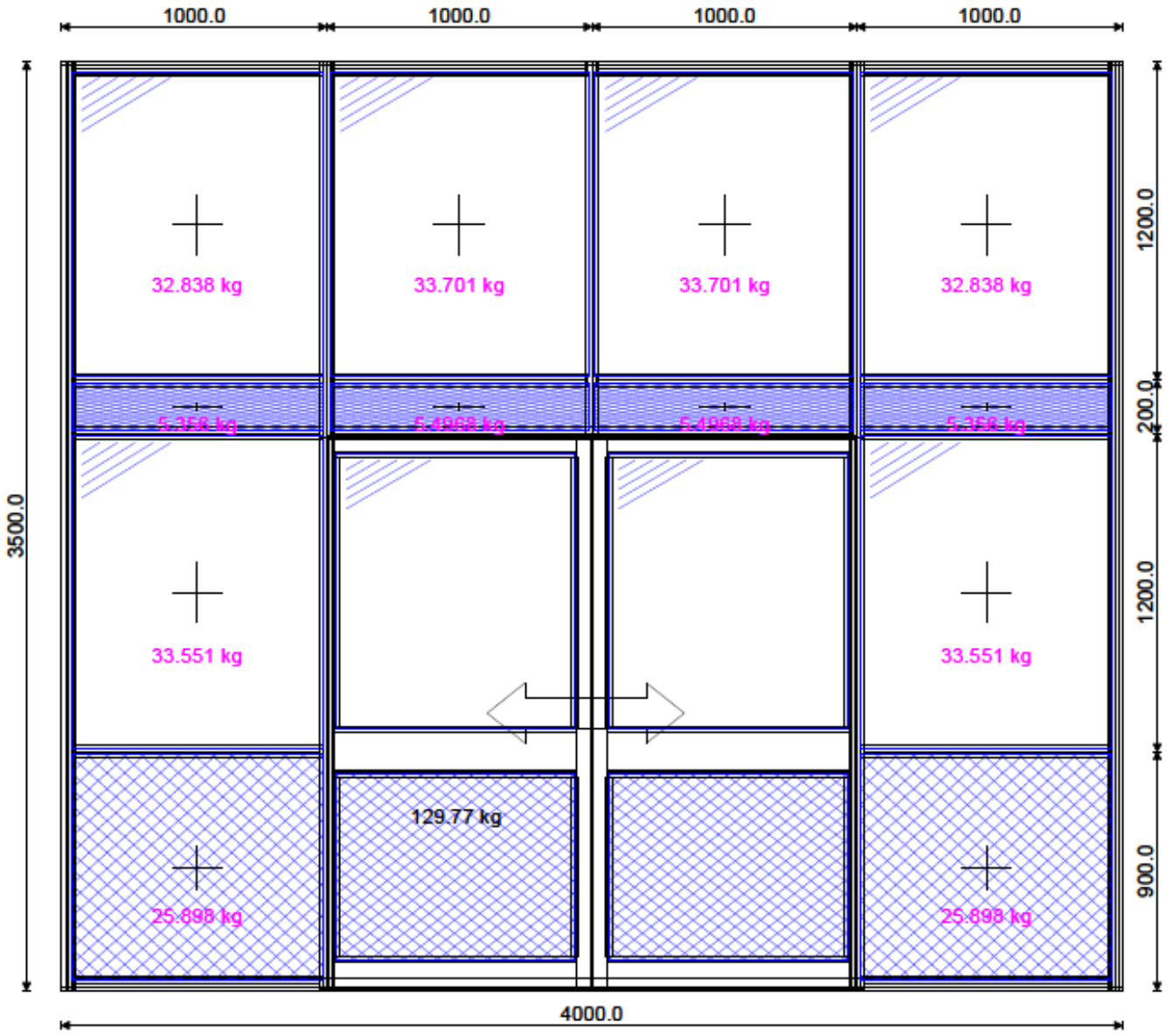
THIS FRAME IS NOW COMPLETE



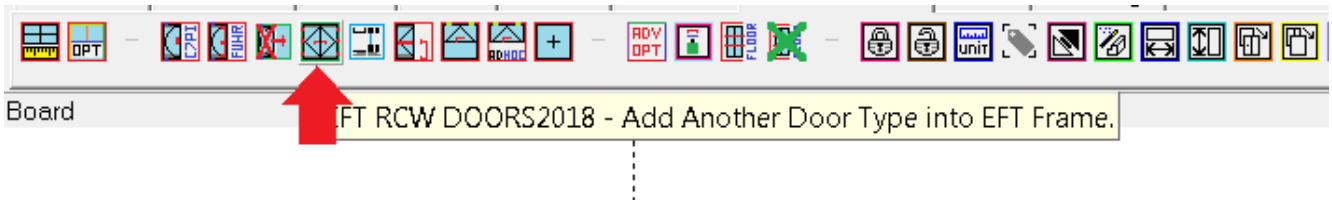
EXAMPLE SCREEN 4

USING THE SAME INSTRUCTIONS ABOVE, SEE IF YOU CAN RUN THROUGH THE FOLLOWING SCREEN

COMAR 6 EFT
COMAR 7 (NON THERMAL) AUTOMATIC SLIDING DOORS



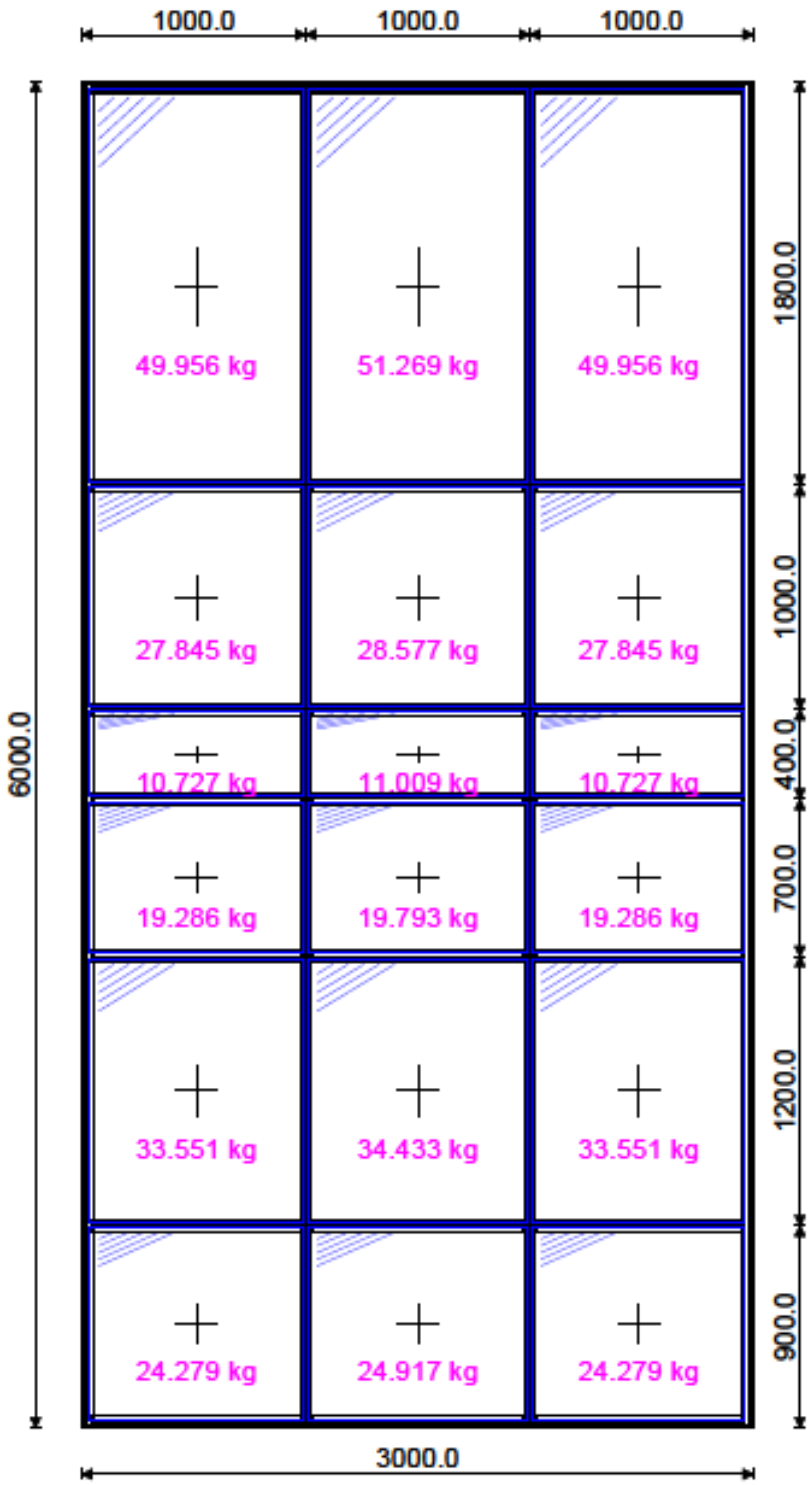
FOR REFERENCE THE DOORS CAN BE FOUND IN THE FOLLOWING BUTTON AND NOT THE ONE USED PREVIOUSLY



EXAMPLE SCREEN 5

USING THE SAME INSTRUCTIONS ABOVE, SEE IF YOU CAN RUN THROUGH THE FOLLOWING SCREEN

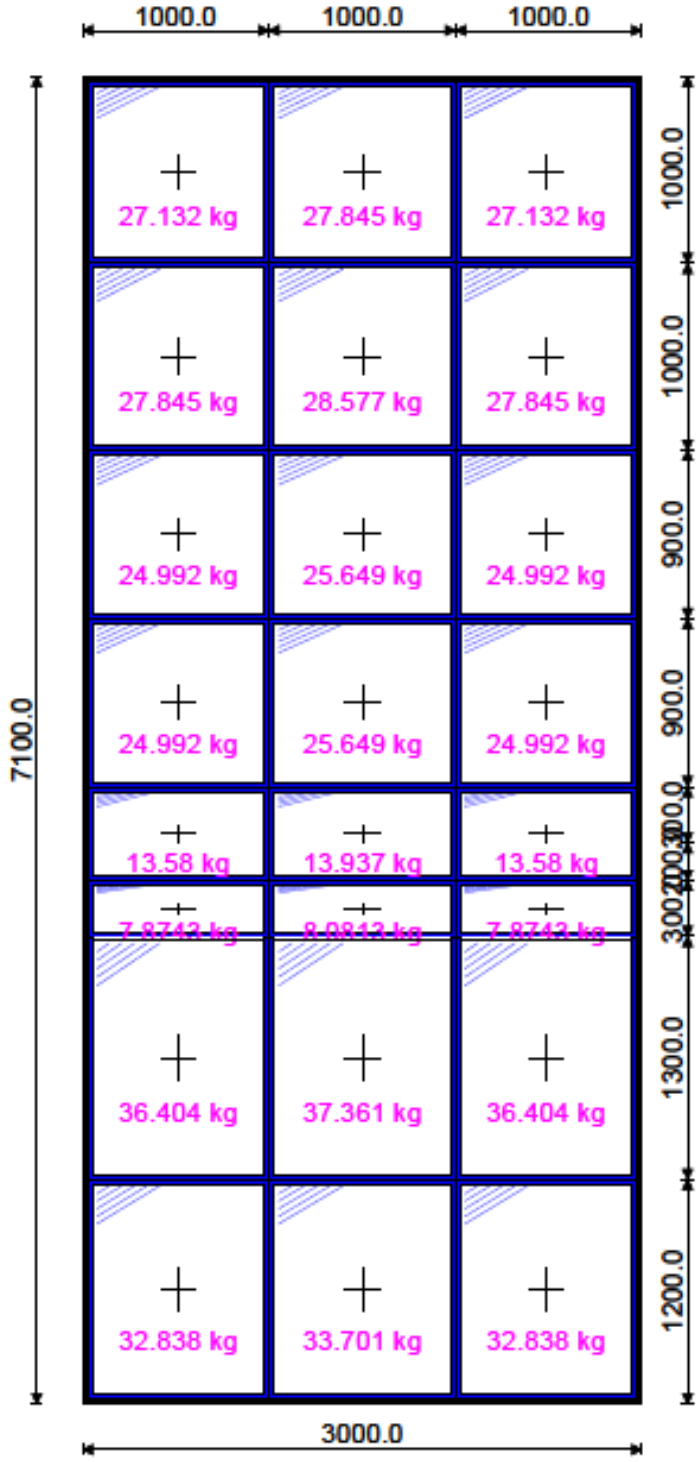
COMAR 6 EFT



EXAMPLE SCREEN 6

USING THE SAME INSTRUCTIONS ABOVE, SEE IF YOU CAN RUN THROUGH THE FOLLOWING SCREEN

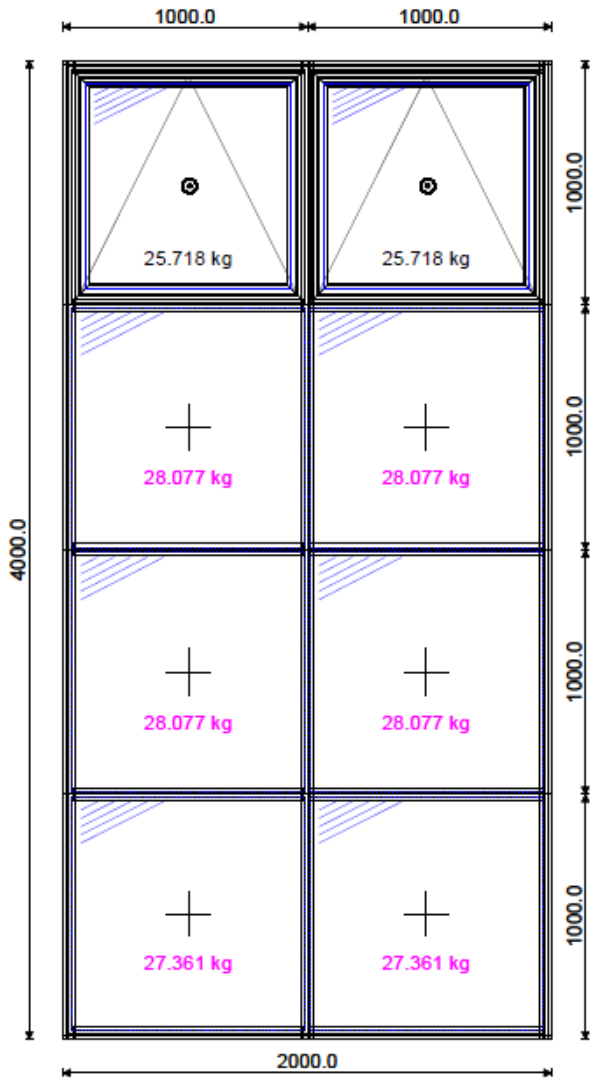
COMAR 6 EFT



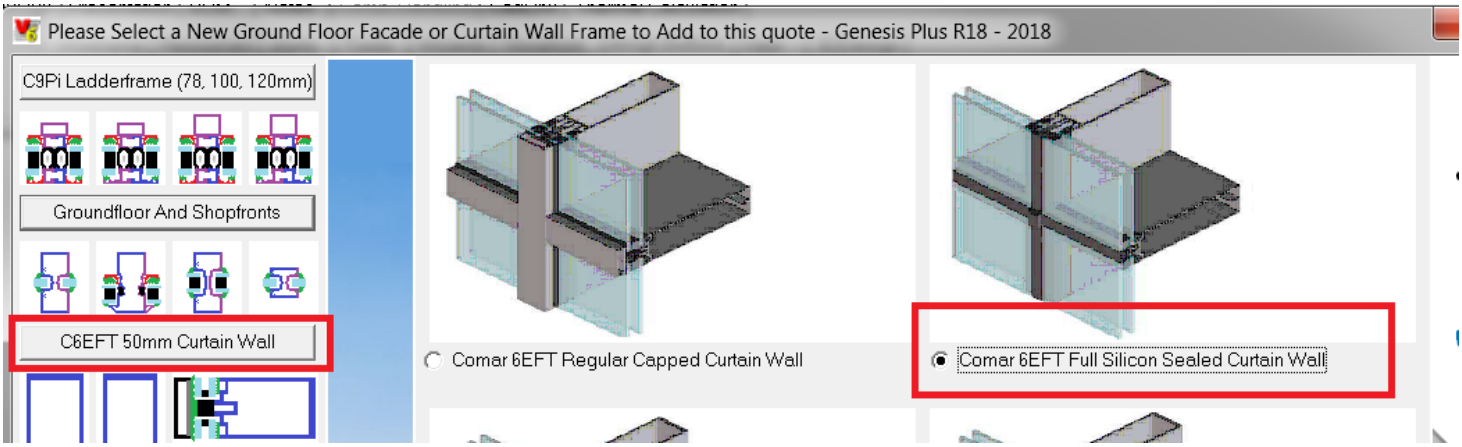
EXAMPLE SCREEN 7

USING THE SAME INSTRUCTIONS ABOVE, SEE IF YOU CAN RUN THROUGH THE FOLLOWING SCREEN

COMAR 6 EFT SILICON SEALED

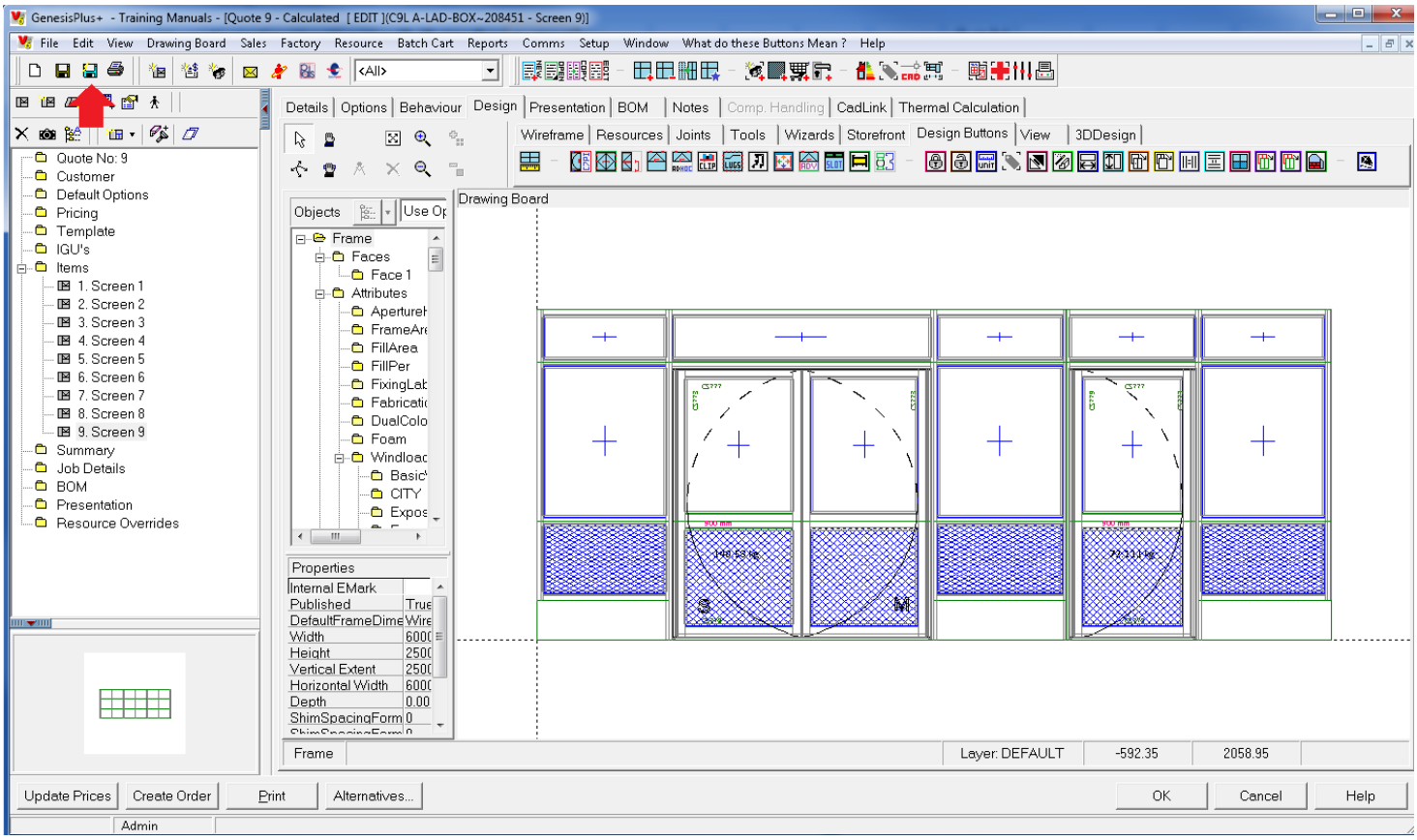


FOR REFERENCE THE FRAME IS IN THE SAME PLACE AS BEFORE BUT CHOOSE THE FOLLOWING OPTION



ITS 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.

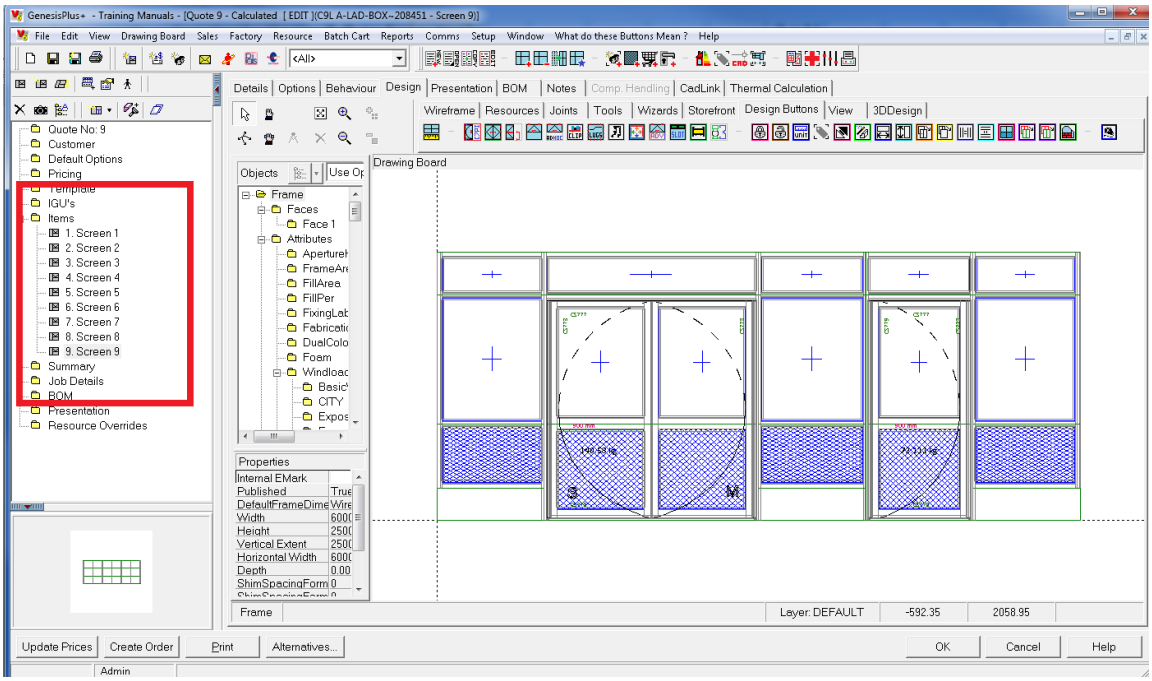
IF YOU DO CLICK THIS BUTTON THEN CLICK BACK ONTO THE OPEN QUOTE BUTTON TO OPEN IT BACK UP

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

FINALISING THE QUOTE

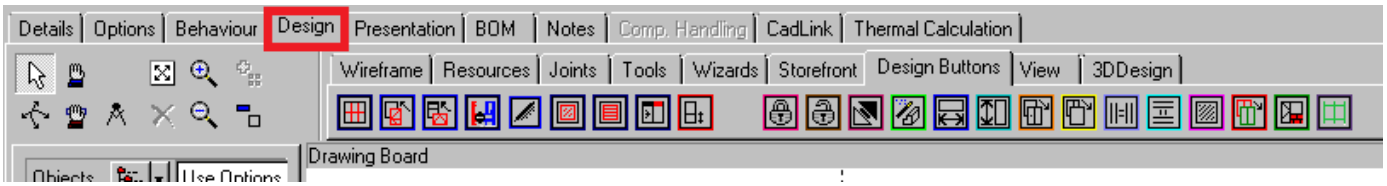
BEFORE WE SHUT THIS DOWN THIS QUOTE LET US HAVE A LOOK AROUND THE OTHER SCREENS IN GENESIS. THIS PROCEDURE OBVIOUSLY DOESNT NEED TO BE PERFORMED ON EVERY QUOTE BUT IT MAY ANSWER SOME OF THE QUESTIONS ON WHAT ELSE CAN BE DONE.

THE LEFT HAND SIDE OF THE SCREEN SHOWS THE 3 ITEMS THAT WE HAVE ALREADY DESIGNED.

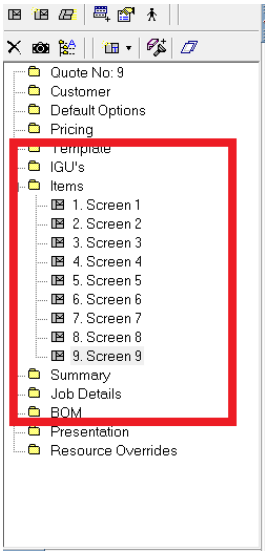


AT PRESENT WE ARE IN THE DESIGN SCREEN, THIS SCREEN ALLOWS US TO SEE THE DESIGN THAT WE HAVE MADE AND MAKE CHANGES ETC. ALONG THE MIDDLE SET OF TOOLBARS AS SHOWN YOU CAN SEE THE DESIGN TAB.

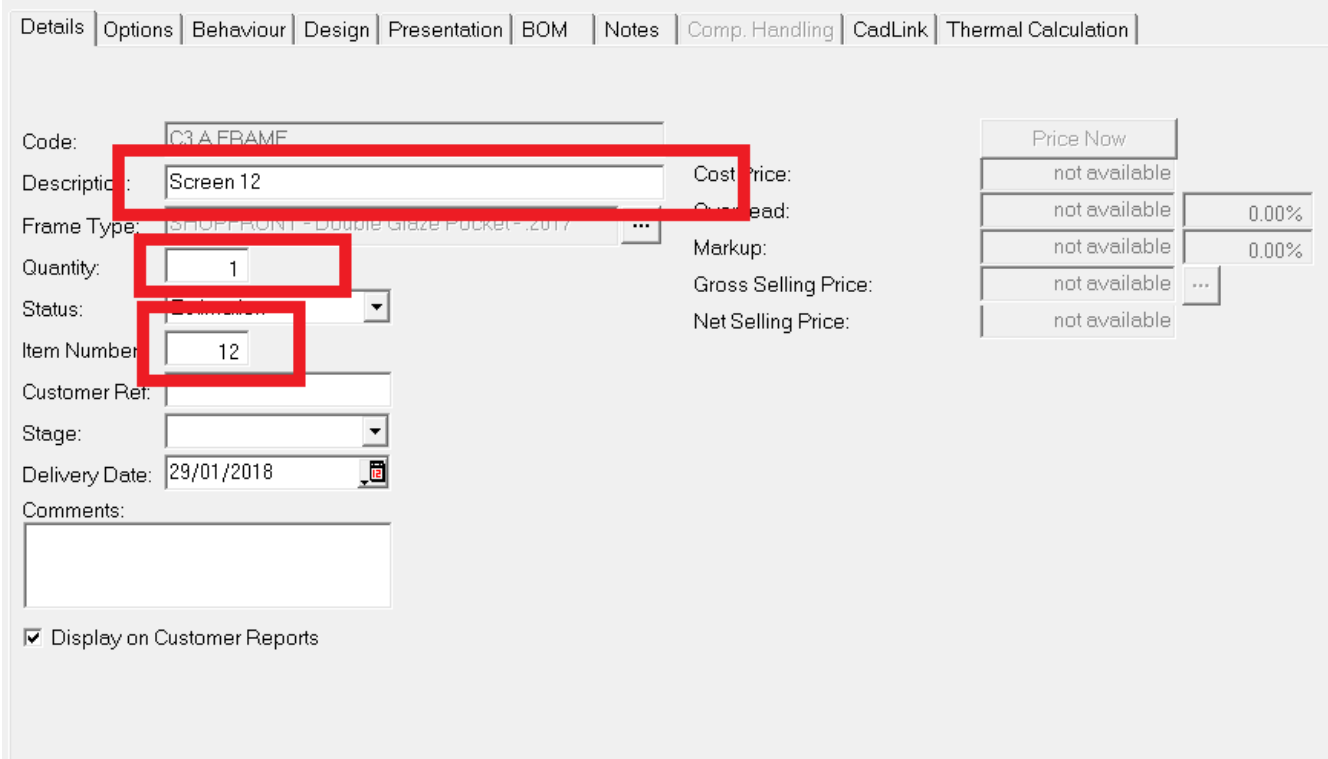
WHILST IN THE DESIGN SCREEN WE CAN CLICK FROM ITEM TO ITEM AND THE DESIGN SCREEN WILL SHOW EACH FRAME AS WE DO SO.



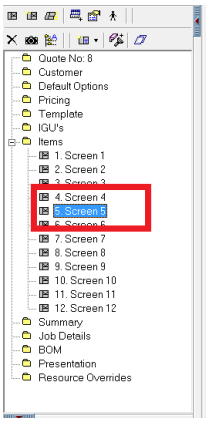
TO DO SO JUST USE YOUR MOUSE TO CLICK THROUGH



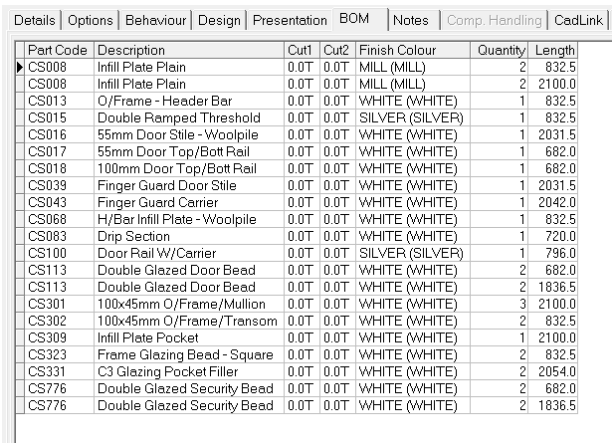
ALONG THE MIDDLE SET OF TABS AGAIN, WE CAN CLICK FROM DESIGN SCREEN TO THE DETAILS TAB, THIS SCREENS SHOWS THE DESCRIPTION THAT WE ADDED EARLIER (WHICH CAN BE CHANGED HERE), WE CAN ALSO ADJUST THE FRAME QUANTITY (IF WE HAVE FORGOT TO CHANGE IT WHEN BUILDING THE FRAME). IT ALSO SHOWS A PER ITEM PRICE.



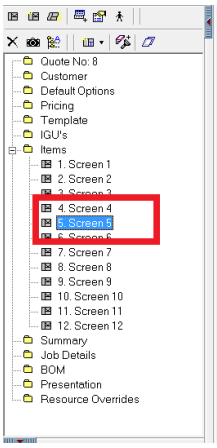
AGAIN WE JUST USE THE YOUR MOUSE TO CLICK THROUGH EACH ITEM



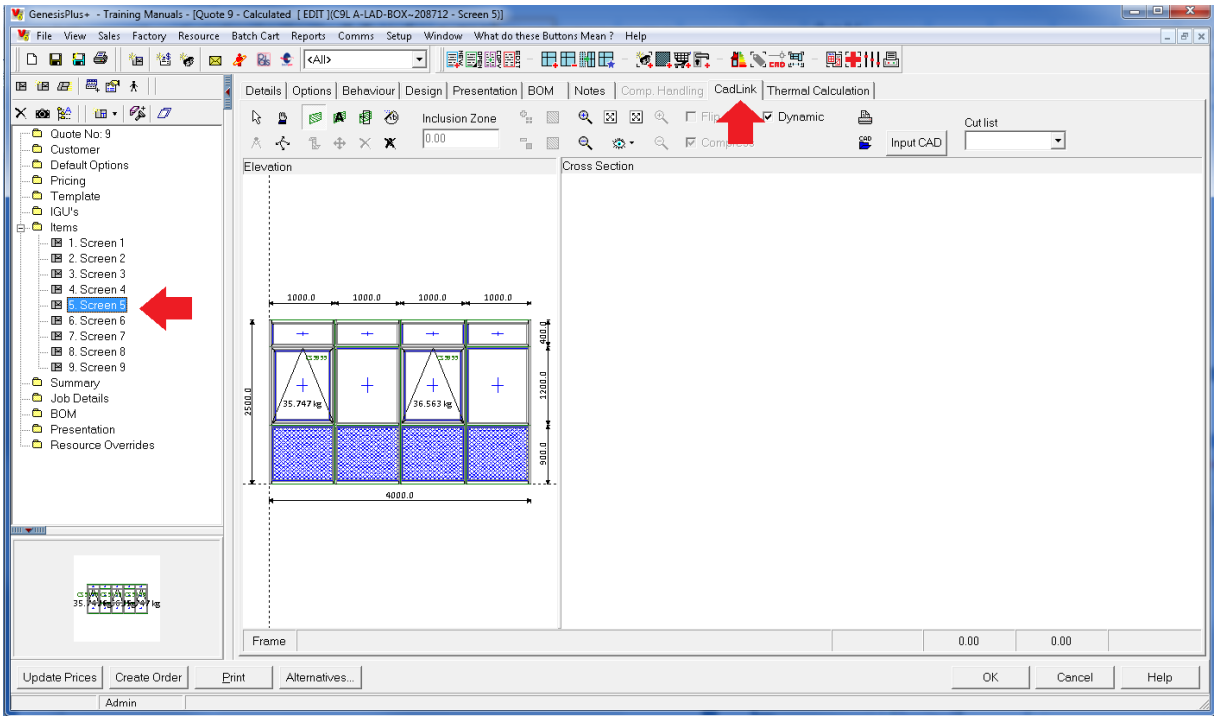
IN THE SAME LINE OF TABS WE CAN CLICK ON BOM (BILL OF MATERIALS) THIS SHOWS THE LIST OF CUT ITEMS AND COMPONENTS THAT HAVE BEEN INCLUDED IN THIS ONE FRAME. CLICK THROUGH THE ITEMS AS SHOWN ABOVE BEFORE.



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

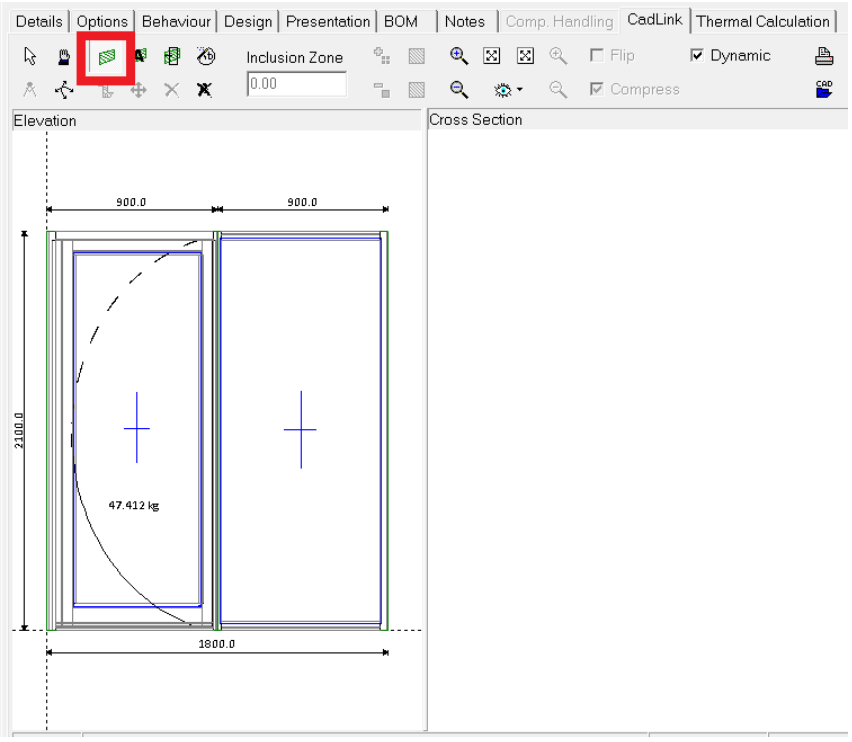


ANOTHER TAB ON THE SAME GROUP IS CADLINK. SWITCH INTO THIS TAB.



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.

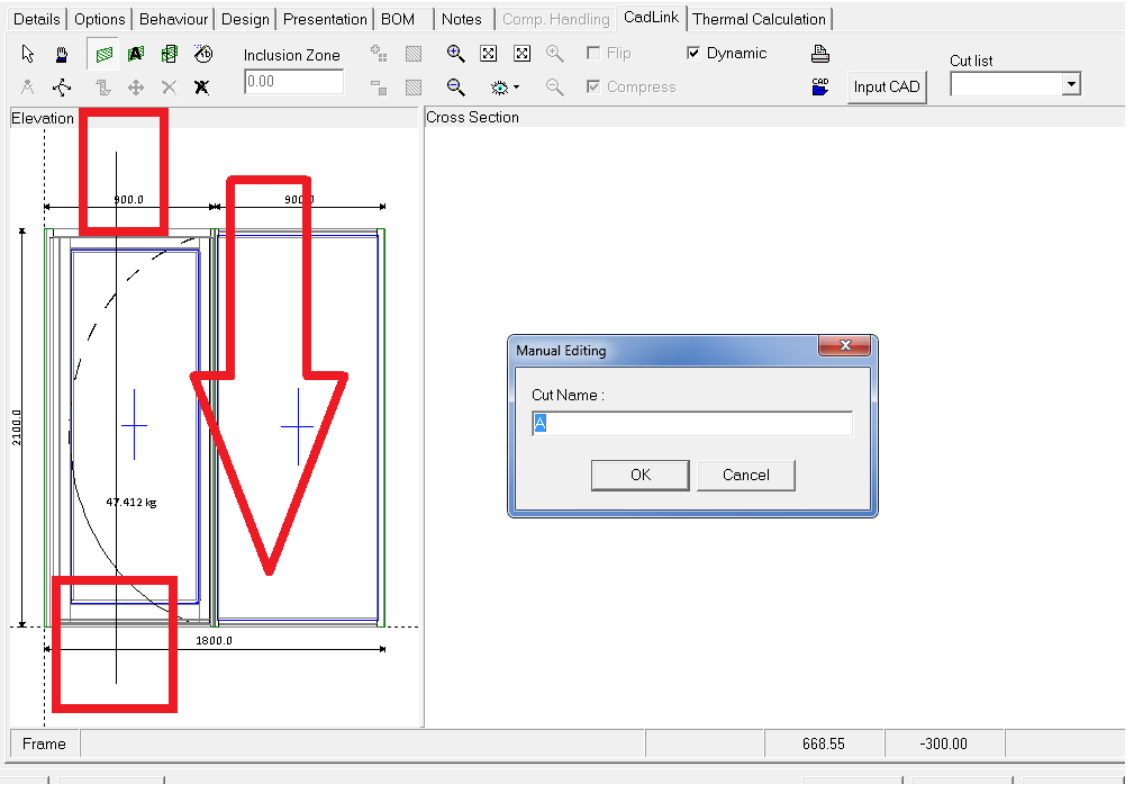


POSITION YOUR MOUSE ROUGHLY IN THE AREA THAT IS SHOWN IN THE RED SQUARE BELOW, WE WILL BE SWIPING THROUGH THE TOP OF THE VENT AND SO THIS IS THE ONLY REASON THAT WE ARE STARTING HERE.

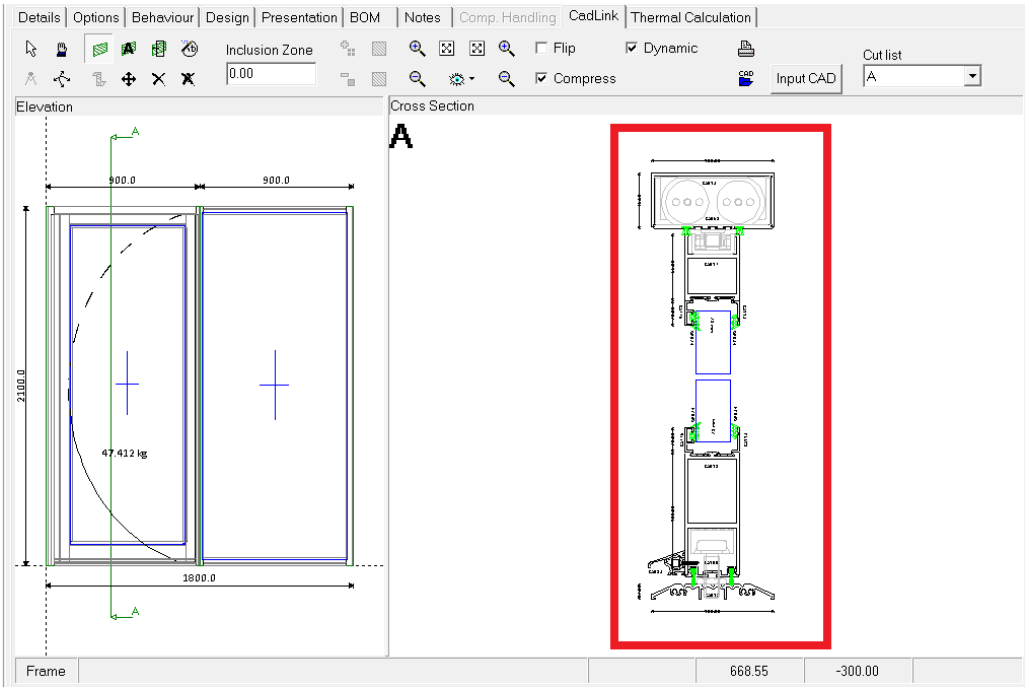
NOW HOLD DOWN YOUR MOUSE BUTTON AND MOVE IT TOWARDS YOU SO THAT YOU ARE NOW POSITIONED ROUGHLY IN THE SECOND BLUE SQUARE (AS SHOWN BELOW).

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

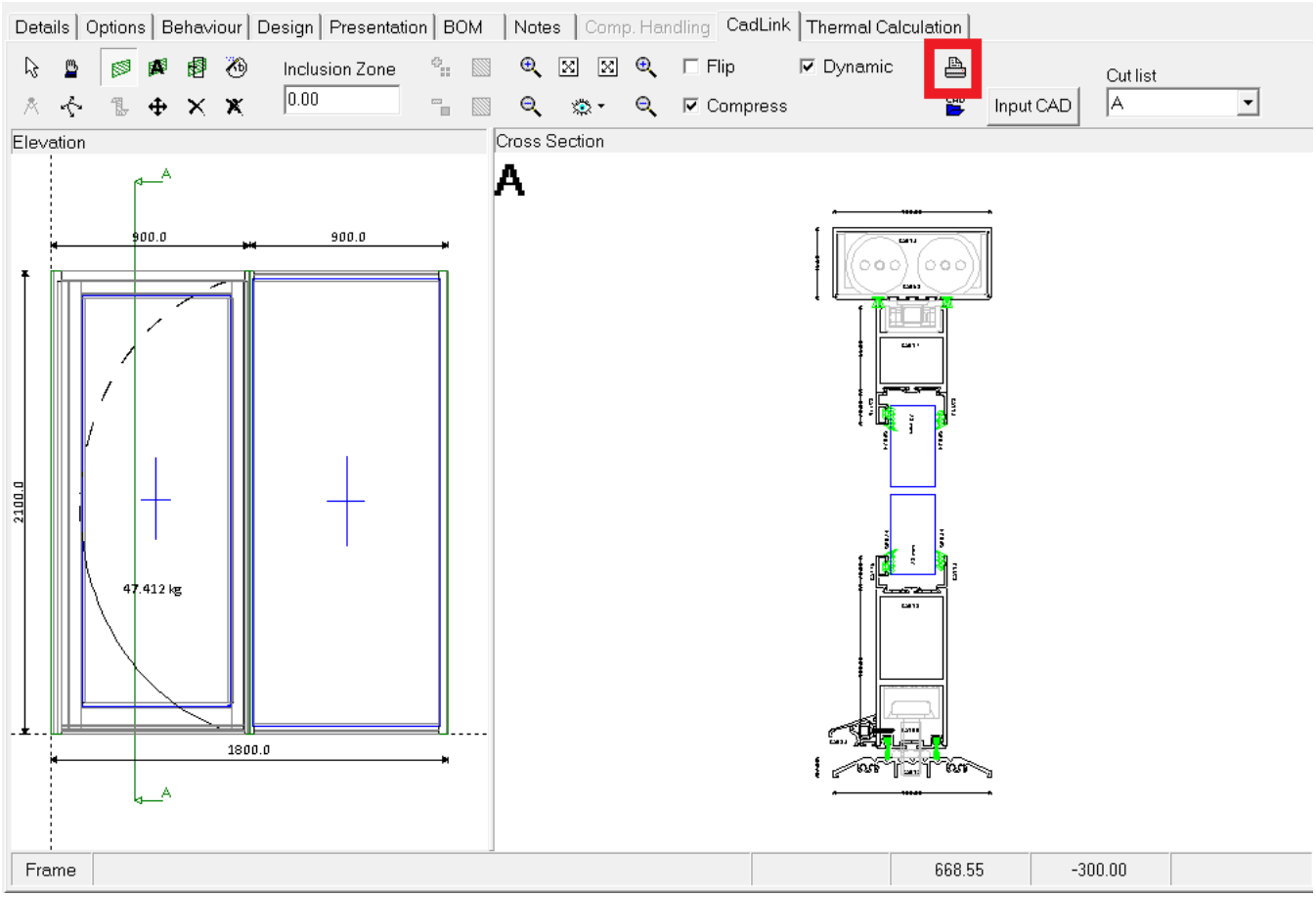
DO NOT CHANGE THE CUT NAME AND NOW CLICK OK



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



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



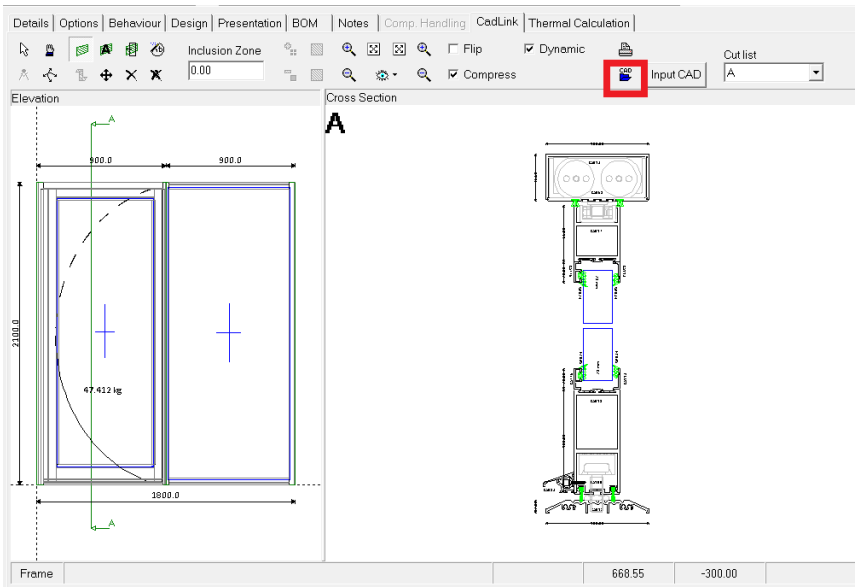
WE HAVE SEVERAL OPTIONS FOR PRINTING THESE DRAWINGS,

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

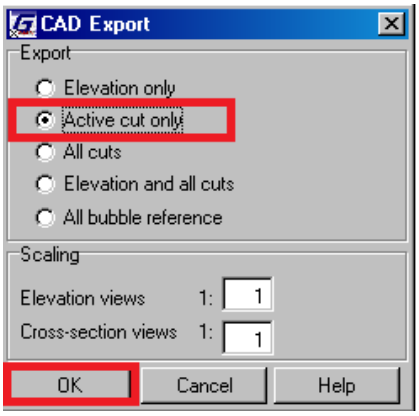
FOR OUR EXAMPLE JUST CHOOSE ACTIVE CUT AND CLICK OK. PLEASE BE AWARE THAT YOU WONT ACTUALLY SEE WHAT IS HAPPENING AS IT WILL BE SENT STRAIGHT TO THE PRINTER (IF ONE IS CONNECTED)

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

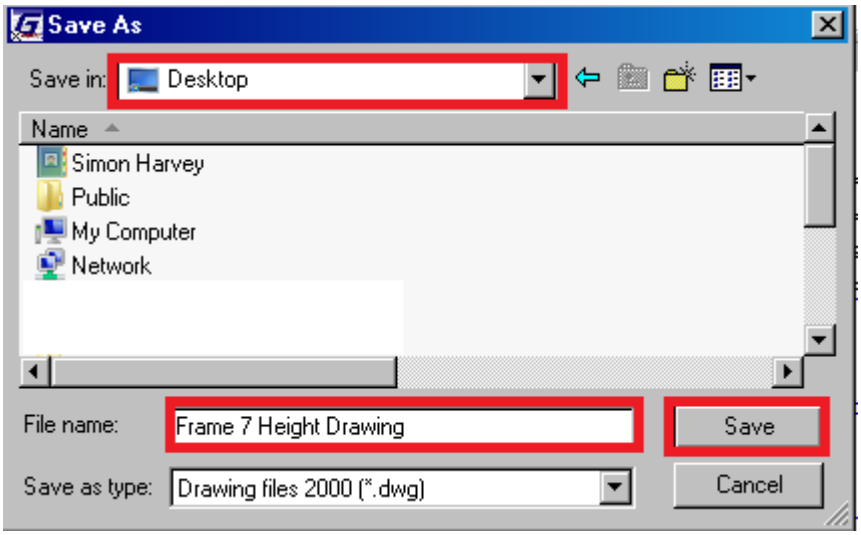
CLICK ONTO THE BLUE CAD BUTTON AS SHOWN IN THE RED BOX BELOW.

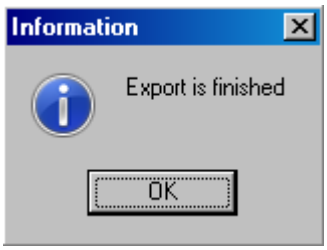


THIS BOX FOLLOWS THE SAME EXPLAINATION AS BEFORE AND SHOULD BE SELF EXPLANATORY. CLICK ON ACTIVE CUT ONLY FOR THIS EXAMPLE AND CLICK OK.



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



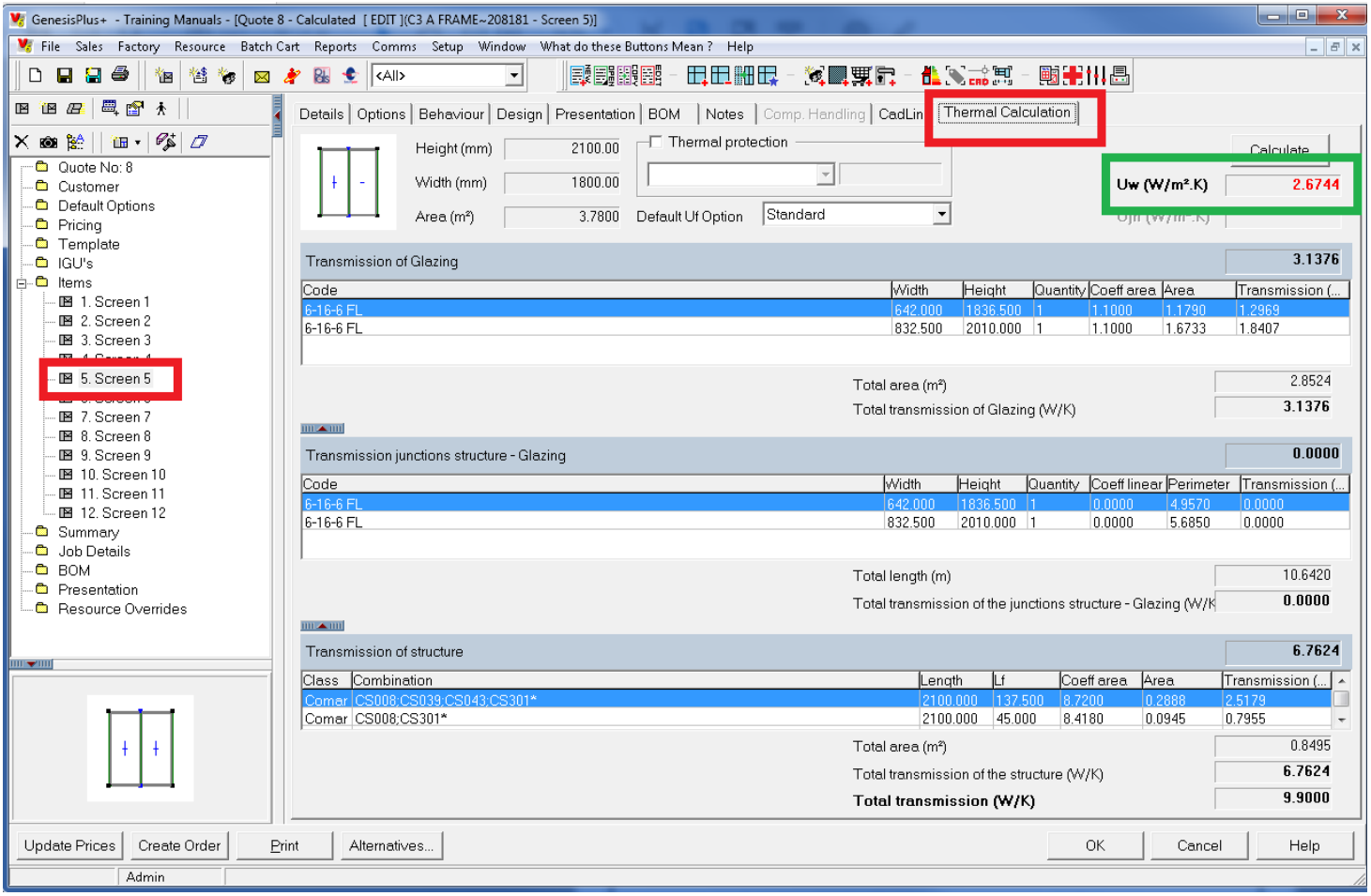


U VALUES

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 4 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 ALOT 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.



FINALISING THE QUOTE

OK WE HAVE ADDED 7 FRAMES 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.

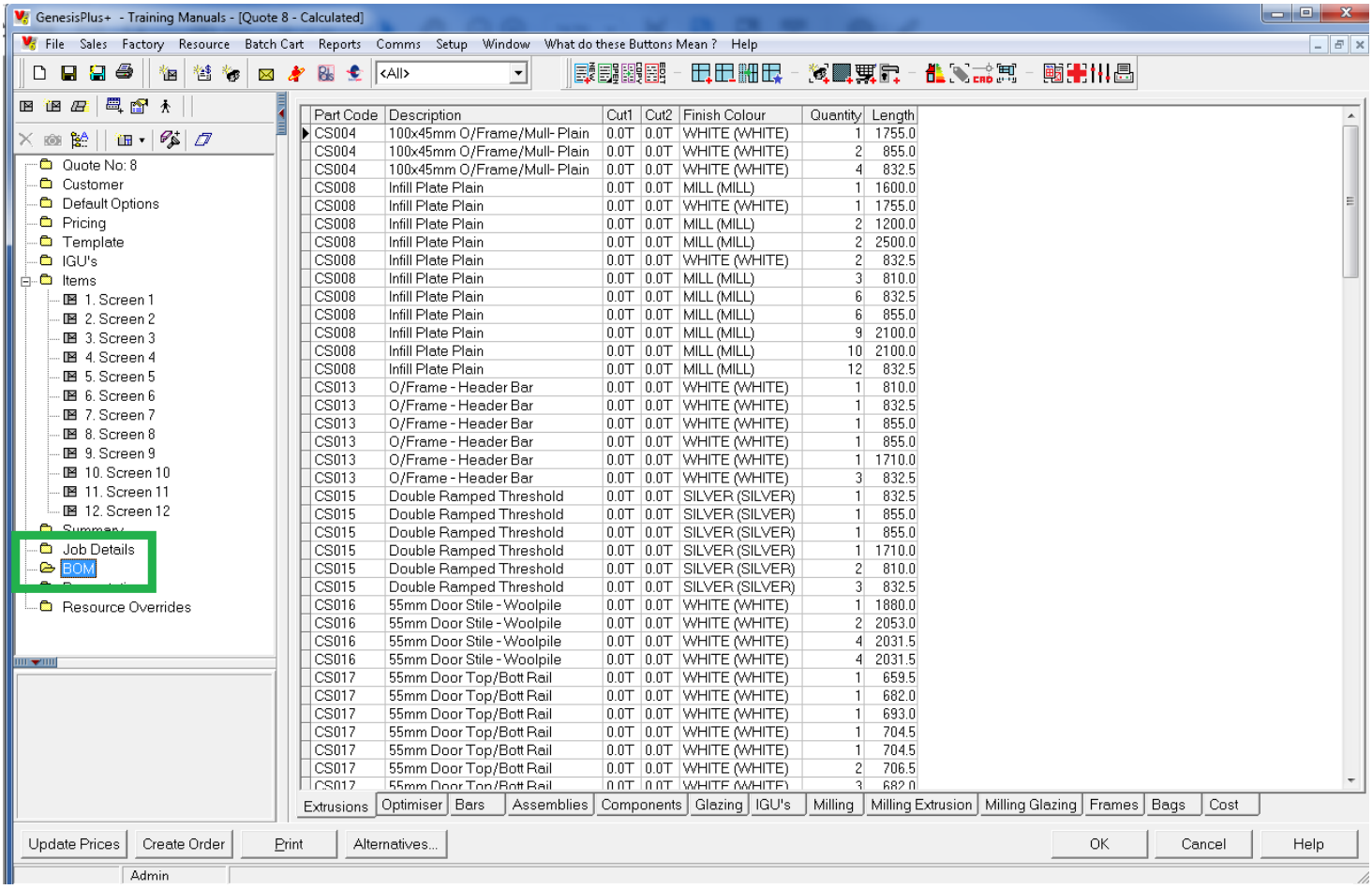
THE PROGRAM WILLCOME SETUP WITH EXTRUSIONS AND COMPONENTS AND WILL GIVE YOU GLASS SIZES AND CUTTING LISTS. WE MAY HAVE ALSO SET UP THE DISCOUNTS THAT YOU RECIEVE AS A COMPANY FROM US, BUT THIS NEEDS TO BE SETUP ONE IN THE DATABASE AND DOESNT NEED TO BE INCLUDED IN THIS BASIC MANUAL.

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 LOOKAGAIN 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 RELEVENT 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 SUE THE TABS AT THE BOTTOM UNDER THE EXTRUSIONS TO SWITCH THROUGH TO HAVE A LOOK

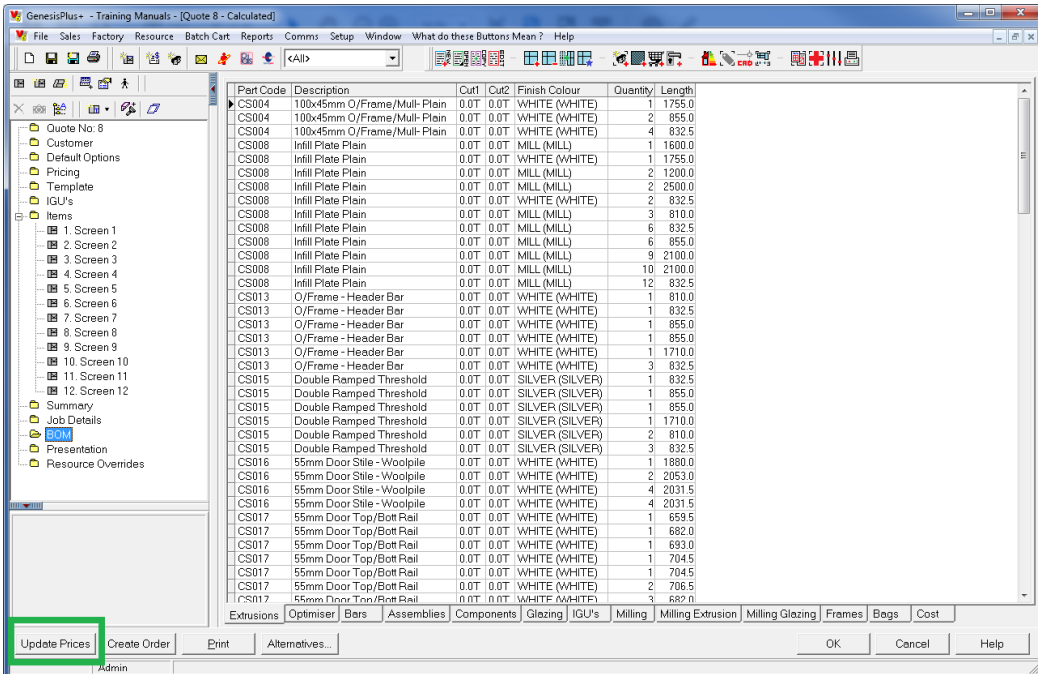
AGAIN THIS ISNT SOMETHING YOU HAVE TO DO EVERYTIME BUT WE ARE JUST FINDING OUR WAY AROUND THE SCREEN.



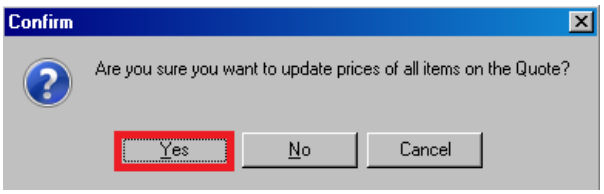
Part Code	Description	Cut1	Cut2	Finish Colour	Quantity	Length
CS004	100x45mm O/Frame/Mull- Plain	0.0T	0.0T	WHITE (WHITE)	1	1755.0
CS004	100x45mm O/Frame/Mull- Plain	0.0T	0.0T	WHITE (WHITE)	2	855.0
CS004	100x45mm O/Frame/Mull- Plain	0.0T	0.0T	WHITE (WHITE)	4	832.5
CS008	Infill Plate Plain	0.0T	0.0T	MILL (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.

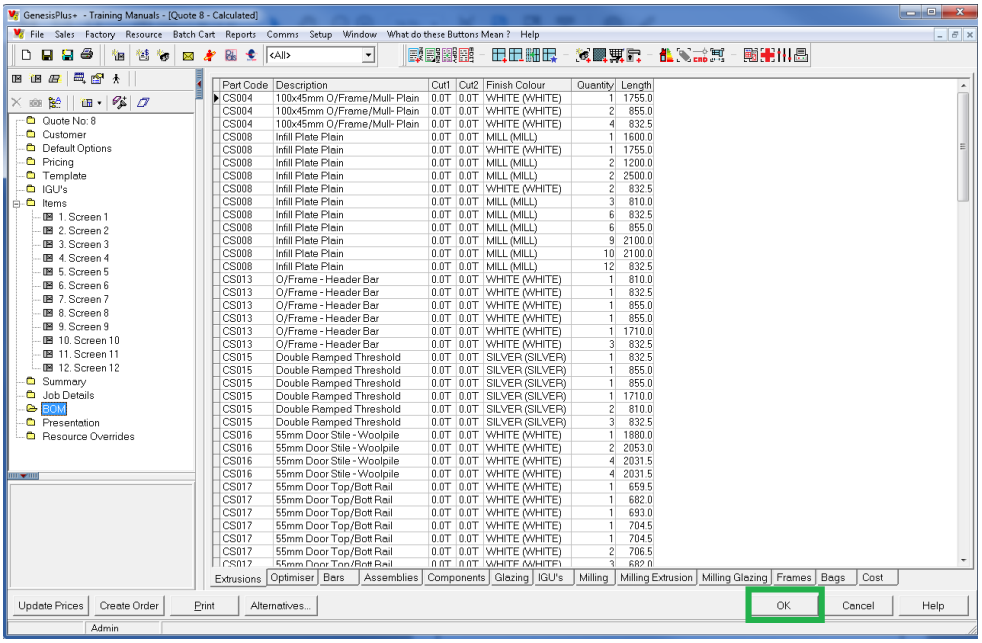
ALWAYS CLICK THIS BUTTON BEFORE FINALISING A QUOTE



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)

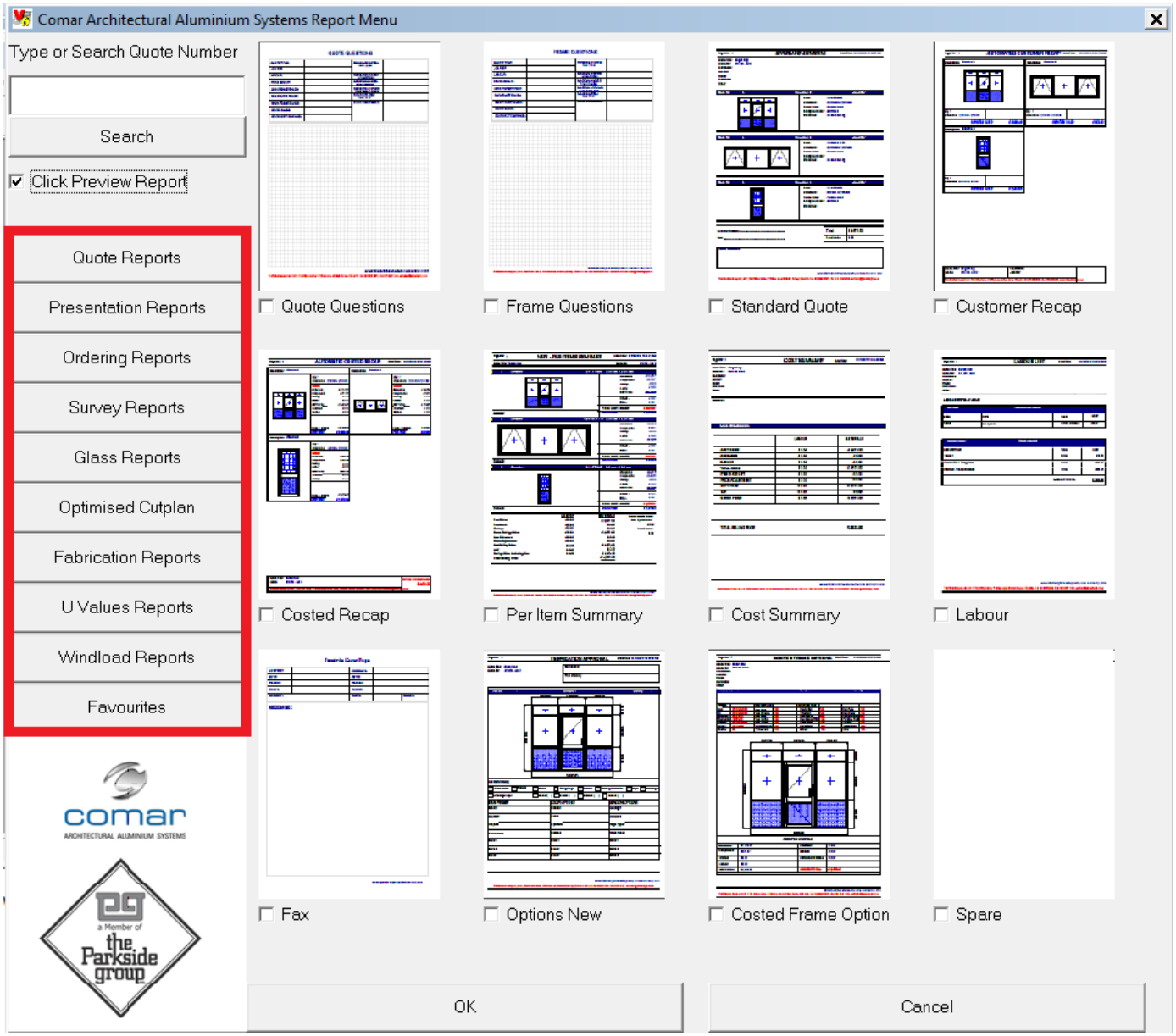


YOU MAY NOTICE THE STATUS BAR OF THE SAVING AT THE BOTTOM OF THE SCREEN.

PRINTING OUT REPORTS

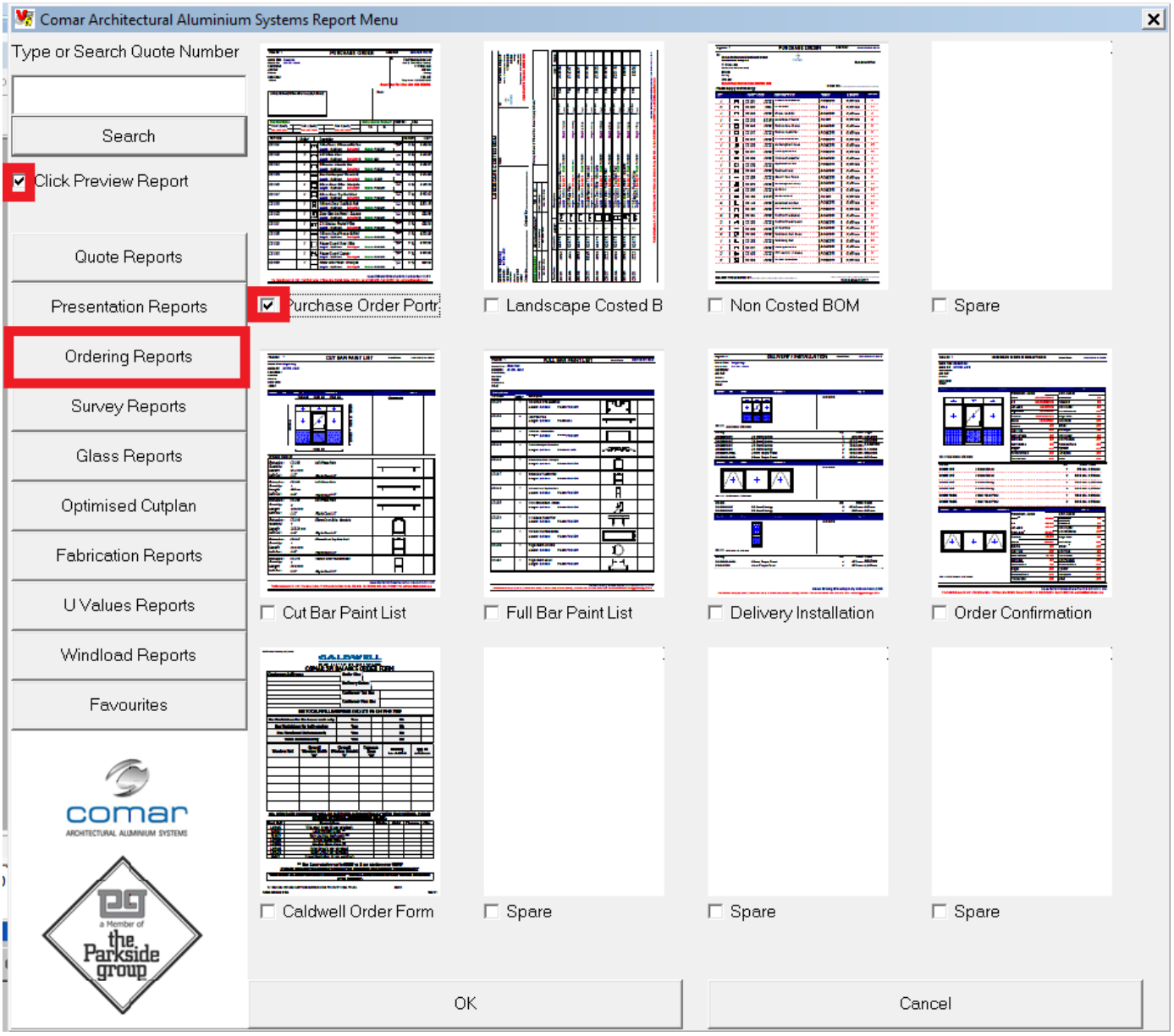
AT THE TOP OF THE SCREEN YOU WILL SEE THE TOOLBAR SET OF BUTTONS, ONE OF THEM IS A PRINTED BUTTON; THIS CONTAINS MOST OF OUR CUSTOMISED REPORTS. CLICK ONTO THIS BUTTON

HOPEFULLY THE TABS ALONG THE TOP WILL BE SELF EXPLANATORY.

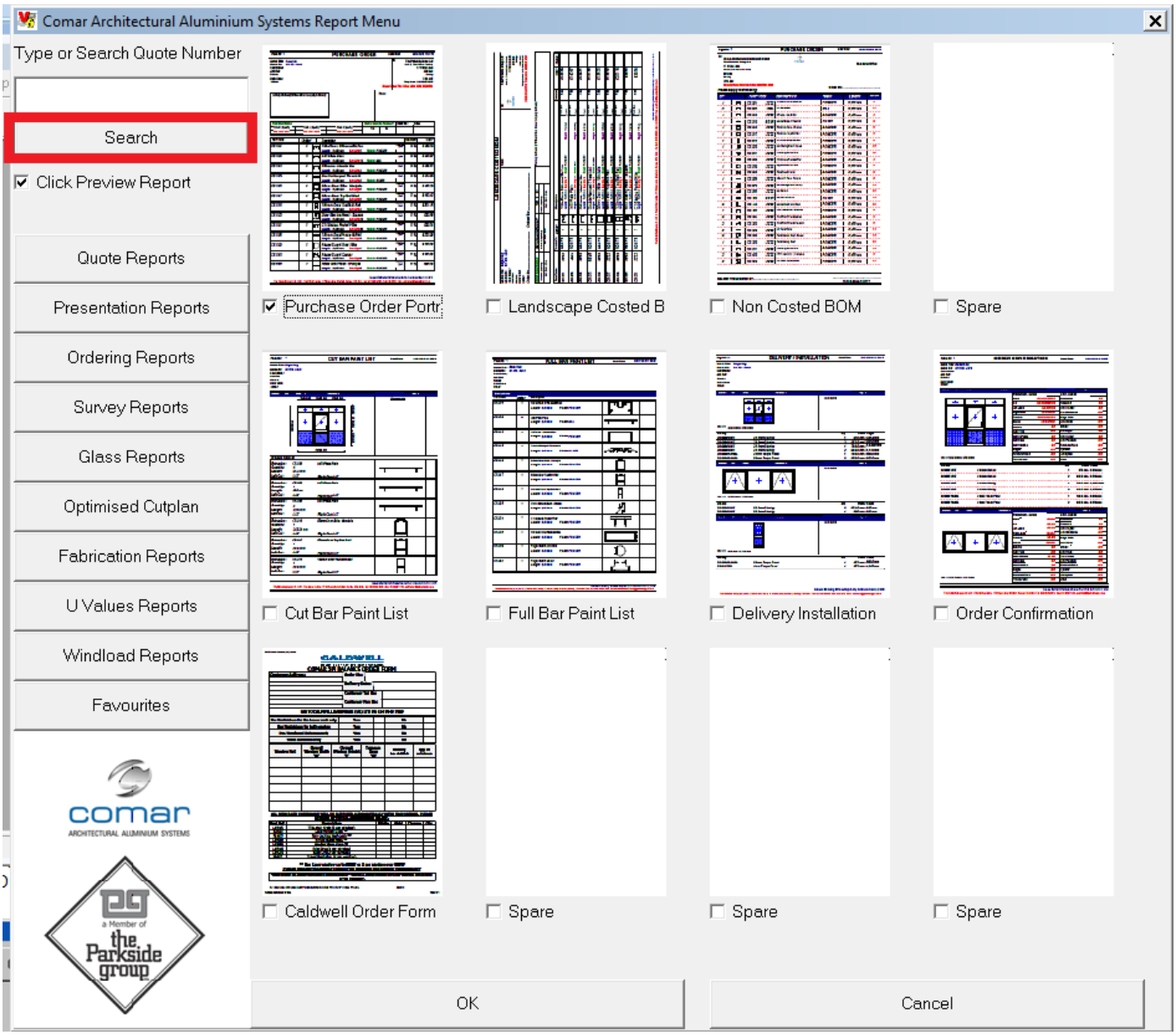


WE WILL PRINT OUT A PURCHASE ORDER WHICH WILL LIST OF THE MATERIALS.

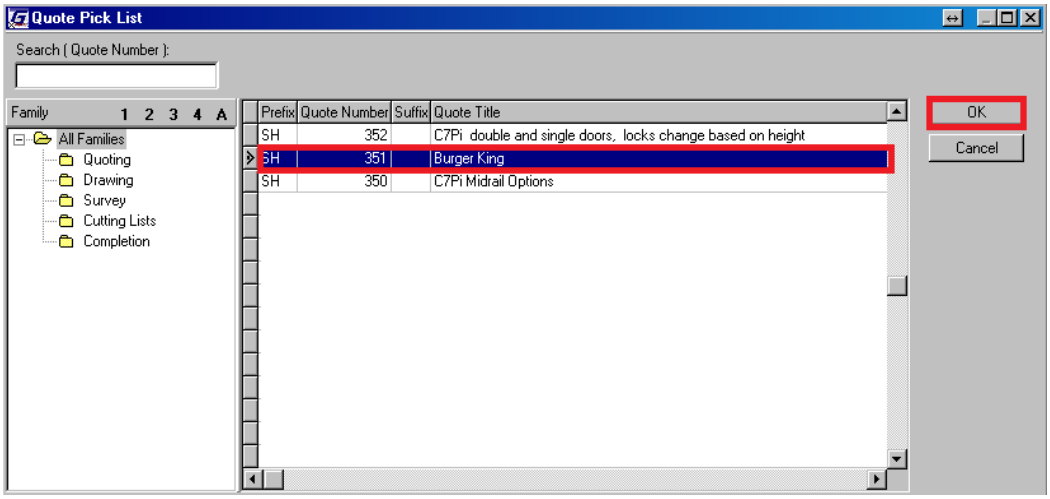
1) CLICK ONTO THE ORDERING TAB
2) TICK THE PURCHASE ORDER TICK BOX
3) CLICK ONTO PREVIEW (THIS MEANS THAT WE WILL GET TO SEE IT FIRST BEFORE PRINTING)
4) QUOTE NUMBER (SEE FURTHER BELOW FOR THIS).



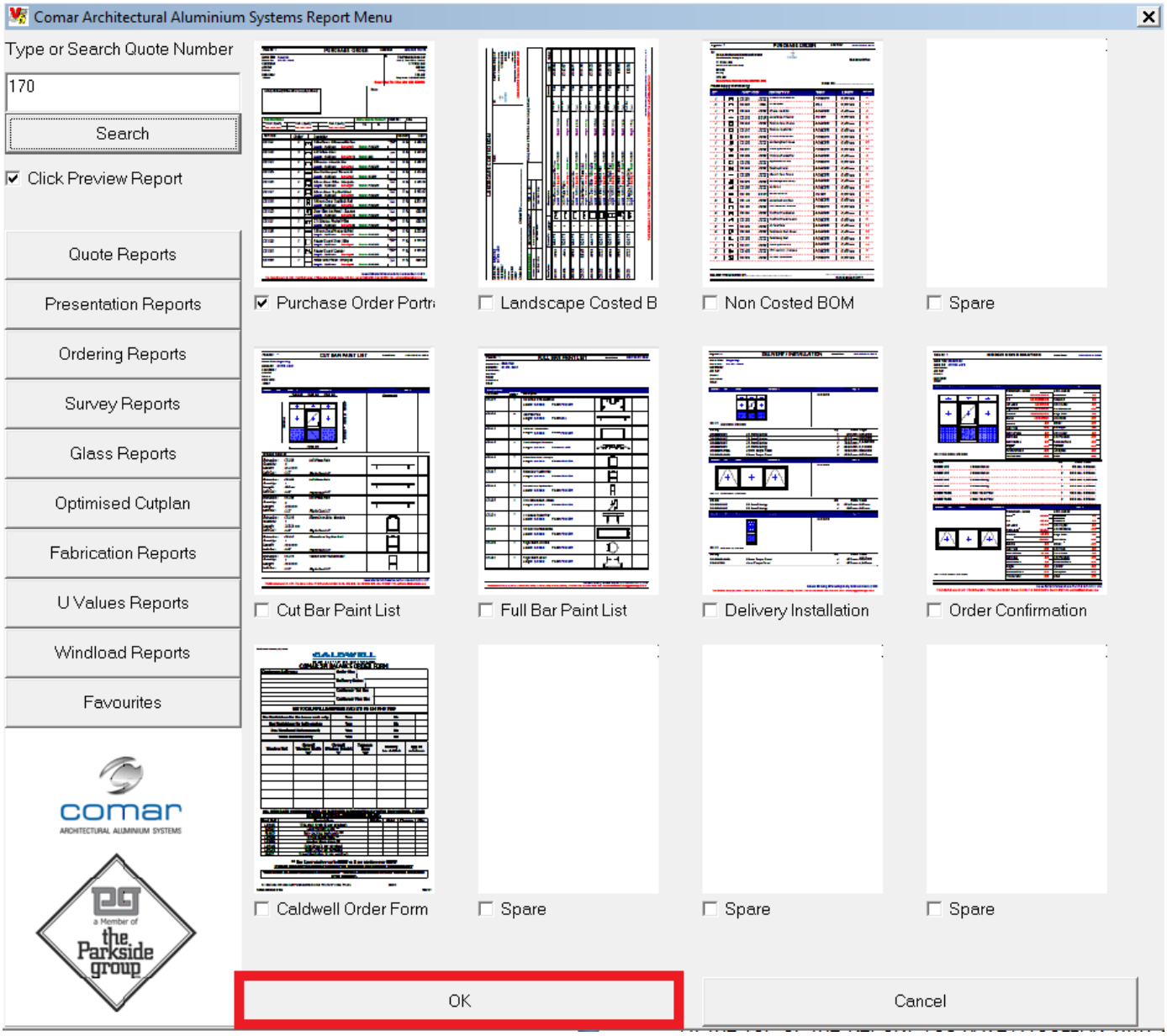
IF WE KNOW THE QUOTE NUMBER YOU CAN TYPE IT INTO THE BOX, IF NOT WE CAN SEARCH FOR IT USING THE BUTTON SHOWN IN THE RED BOX BELOW. CLICK ONTO SEARCH



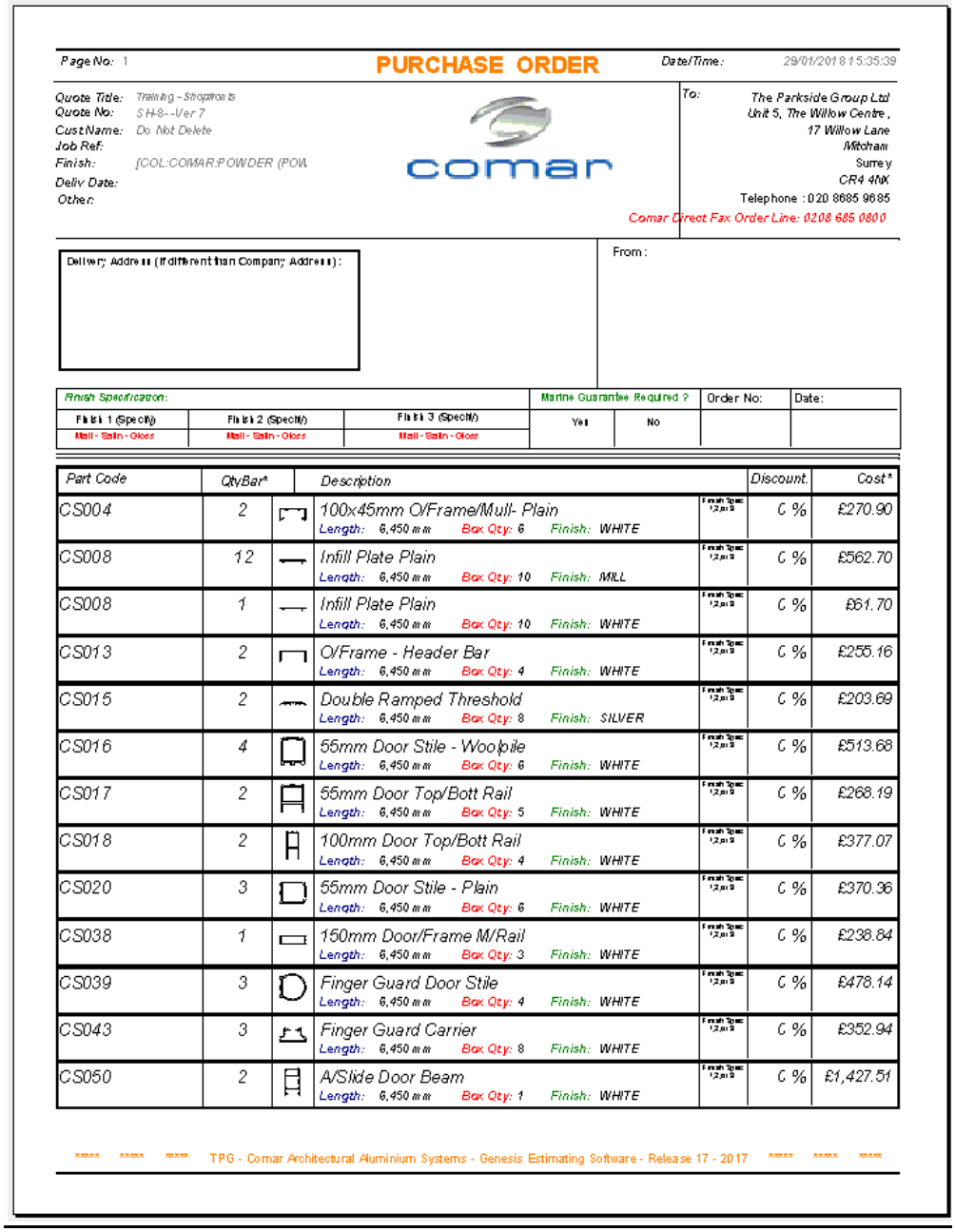
WHEN THE BOX COMES UP FIND THE QUOTE THAT YOU HAVE CREATED, HIGHLIGHT IT AND THEN CLICK OK.



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



THE REPORT THAT YOU HAVE CHOSEN WILL PREVIEW



Page No: 1 **PURCHASE ORDER** 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: [COL:COMAR:POWDER (POW
Deliv Date:
Other:

comar

To: The Parkside Group Ltd
Unit 5, The Willow Centre,
17 Willow Lane
Mitcham
Surrey
CR4 4NX
Telephone : 020 8685 9685
Comar Direct Fax Order Line: 0208 685 0800

Delivery Address (if different than Company Address):

From:

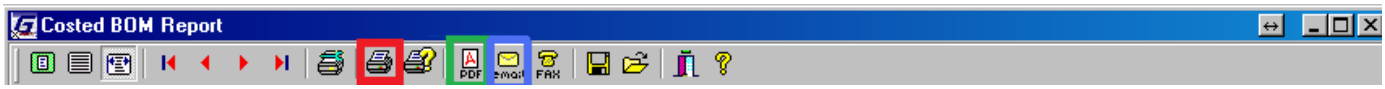
Finish Specification:			Marine Guarantee Required ?		Order No:	Date:
Finish 1 (Specify)	Finish 2 (Specify)	Finish 3 (Specify)	Yes	No		
Mill - Satin - Gloss	Mill - Satin - Gloss	Mill - Satin - Gloss				

Part Code	QtyBar*	Description	Discount	Cost*
CS004	2	100x45mm O/Frame/Mull- Plain Length: 6,450 mm Box Qty: 6 Finish: WHITE	0 %	£270.90
CS008	12	Infill Plate Plain Length: 6,450 mm Box Qty: 10 Finish: MILL	0 %	£562.70
CS008	1	Infill Plate Plain Length: 6,450 mm Box Qty: 10 Finish: WHITE	0 %	£61.70
CS013	2	O/Frame - Header Bar Length: 6,450 mm Box Qty: 4 Finish: WHITE	0 %	£255.16
CS015	2	Double Ramped Threshold Length: 6,450 mm Box Qty: 8 Finish: SILVER	0 %	£203.69
CS016	4	55mm Door Stile - Woolpile Length: 6,450 mm Box Qty: 6 Finish: WHITE	0 %	£513.68
CS017	2	55mm Door Top/Bott Rail Length: 6,450 mm Box Qty: 5 Finish: WHITE	0 %	£268.19
CS018	2	100mm Door Top/Bott Rail Length: 6,450 mm Box Qty: 4 Finish: WHITE	0 %	£377.07
CS020	3	55mm Door Stile - Plain Length: 6,450 mm Box Qty: 6 Finish: WHITE	0 %	£370.36
CS038	1	150mm Door/Frame M/Rail Length: 6,450 mm Box Qty: 3 Finish: WHITE	0 %	£238.84
CS039	3	Finger Guard Door Stile Length: 6,450 mm Box Qty: 4 Finish: WHITE	0 %	£478.14
CS043	3	Finger Guard Carrier Length: 6,450 mm Box Qty: 8 Finish: WHITE	0 %	£352.94
CS050	2	A/Slide Door Beam Length: 6,450 mm Box Qty: 1 Finish: WHITE	0 %	£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.

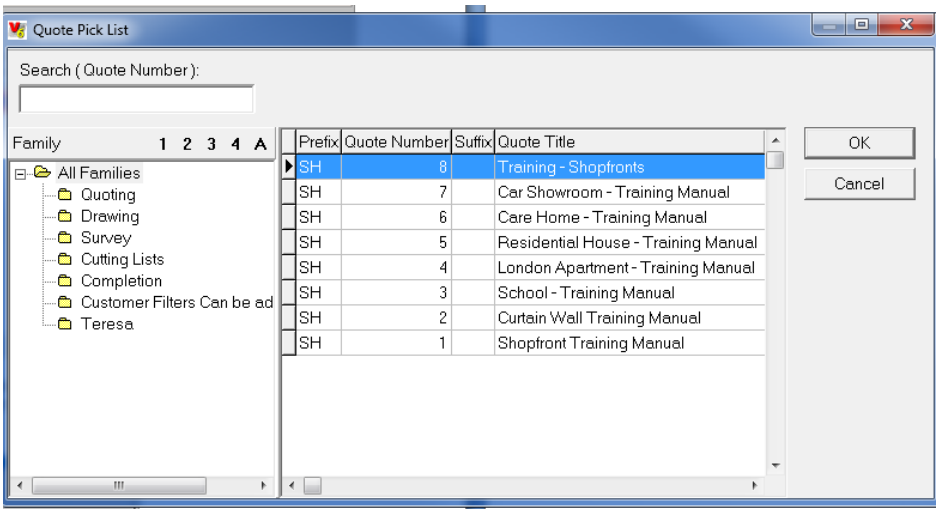


WHEN YOU HAVE FINISHED LOOKING AT THE REPORT CLICK THE CLOSE BUTTON AS SHOWN BELOW.

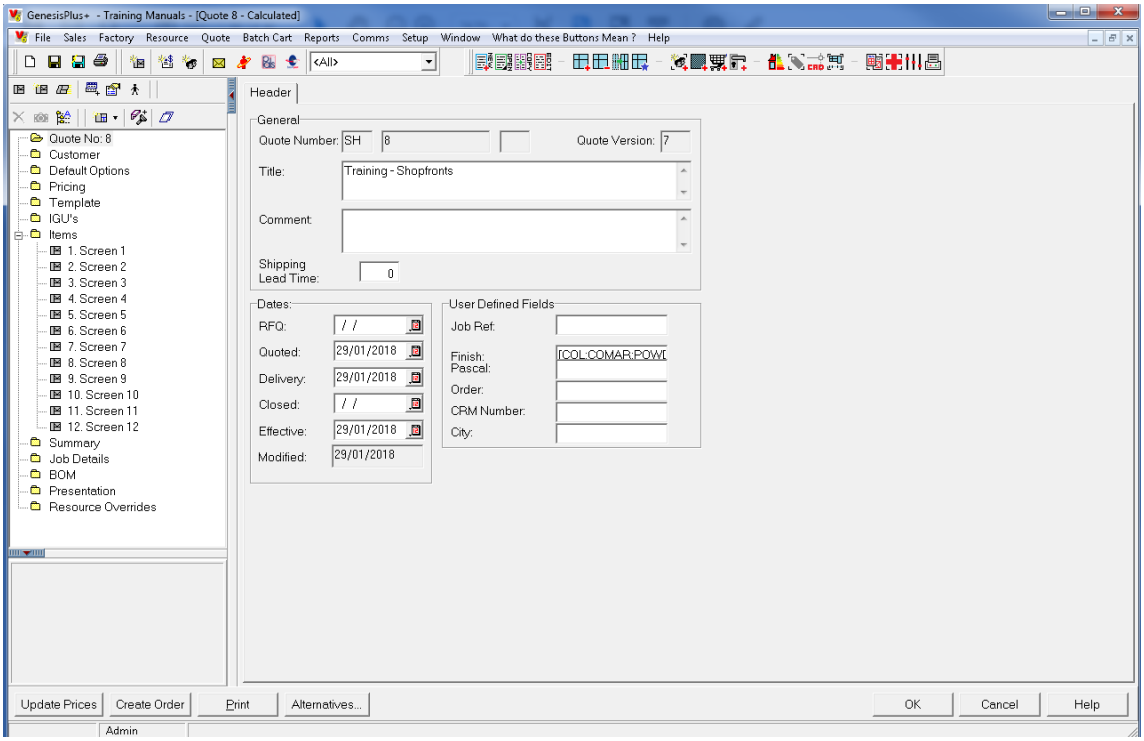
EDITING/CHANGING AN EXISTING QUOTE

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

THE BELOW SCREEN WILL APPEAR, CHOOSE THE RELEVENT 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 CURTAIN WALL MANUAL

CURTAIN WALL/ADVANCED FUNCTIONS
Module 2: Building Advanced Framing
LEVEL: BASIC
Genesis Release 18

Comar Architectural Aluminium Systems part of TPG. The Parkside Group Ltd, The Willow Centre, 17 Willow Lane, Mitcham, Surrey CR4 4NX, UK
Tel: +44 (0)20 8685 9685 Fax: +44 (0)20 8646 5096 Email: projects@parksidegroup.co.uk Web: www.comar-alu.co.uk Company Registration Number: 921619.

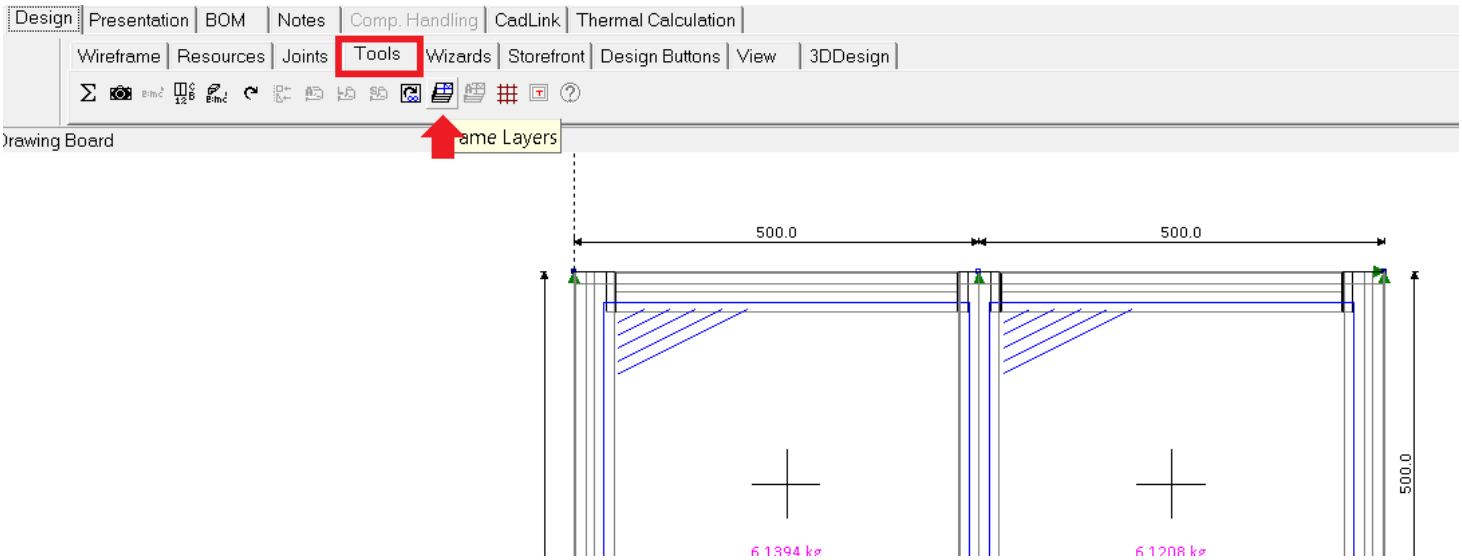
CURTAIN WALL LAYERS

UNLIKE ALL OTHER FRAMING SYSTEMS, CURTAIN WALL IS MADE UP WITH EXTRA LAYERS. THERE ARE THREE MAIN LAYERS TO A CURTAIN WALL FRAME. (THE LAYERS ARE STORED ON THE DRAWING BOARD AND ARE A WAY OF SEPERATING DIFFERENT PARTS OF THE DRAWING)

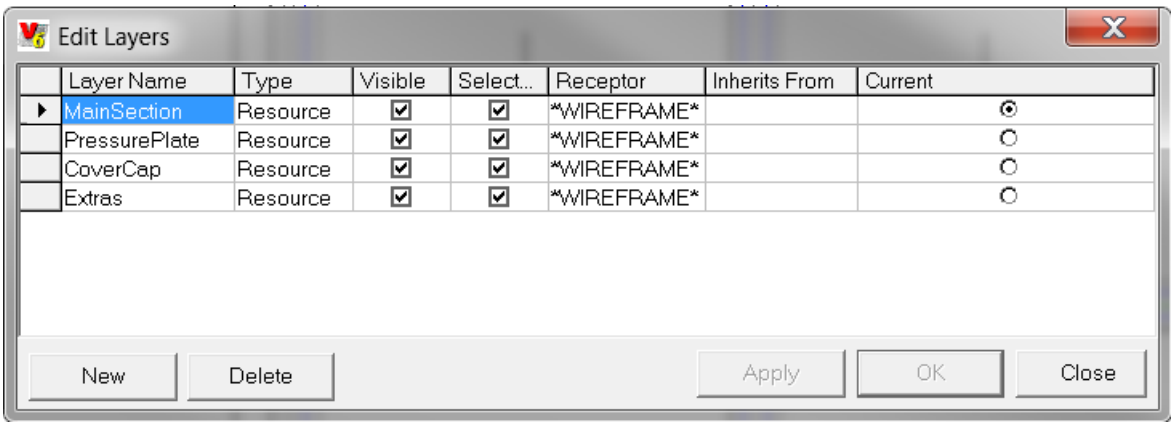
MAINSECTION – BACKBOX MULLIONS AND TRANSOMS
PRESSUREPLATE – PRESSUREPPLATE, ISOLATIOR AND FIXING BOLTS
COVERCAP – FRONT HORIZONTAL AND VERTICAL COVERCAPS

EXTRAS – THERE IS ALSO ANOTHER LAYER WHICH IS USED FOR SUBCILLS AND CLOSERS

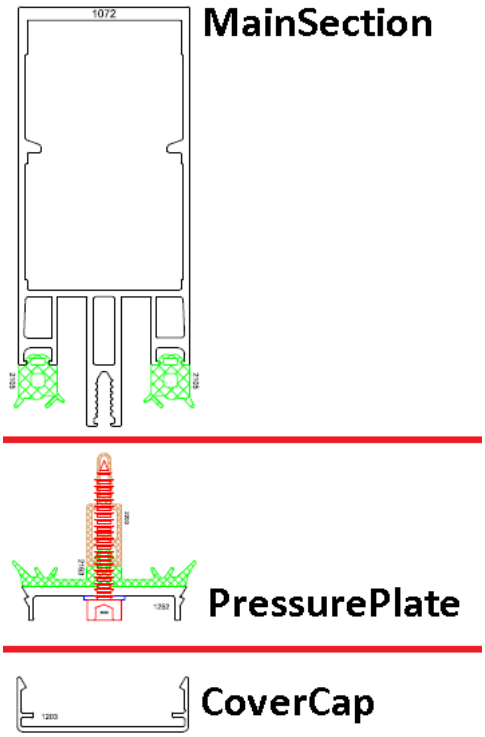
THEY CAN BE VIEWED MANUALLY BY GOING INTO TOOLS AND CLICKING ONTO THIS FRAME LAYERS BUTTON

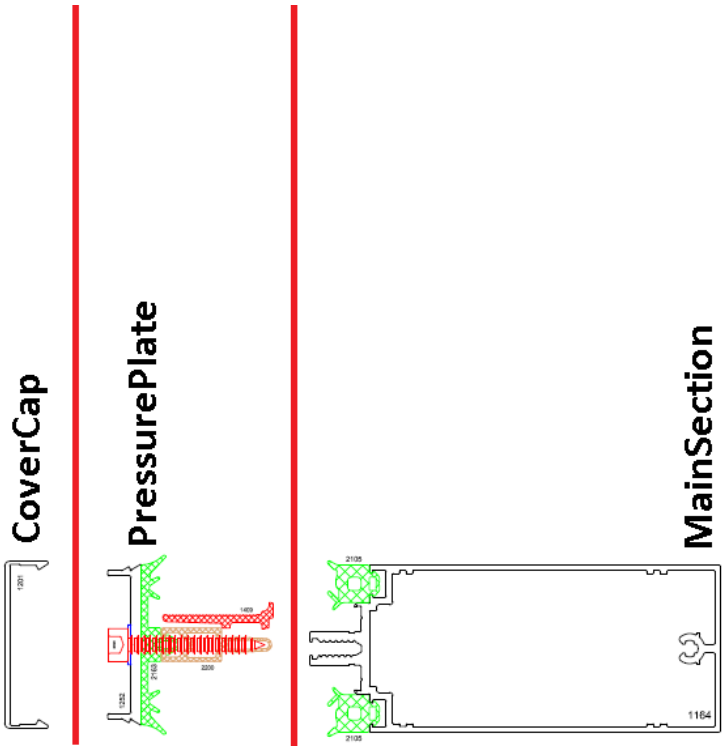


THE LAYERS ARE LISTED LIKE THIS



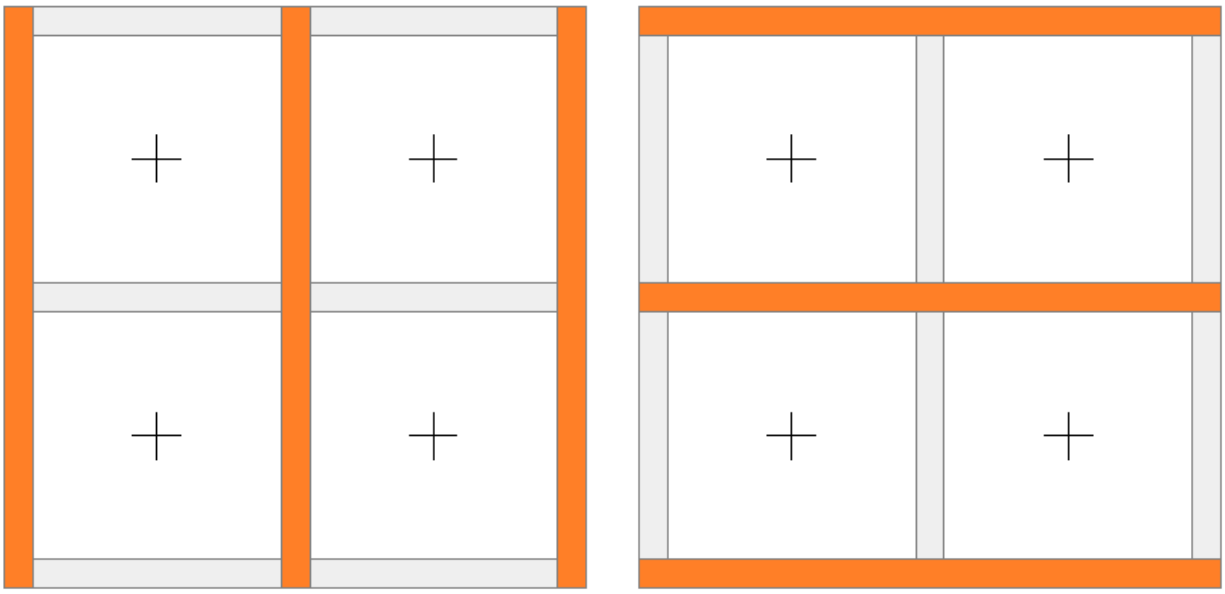
AND VISUALLY THEY LOOK LIKE THIS





HAVING DIFFERENT LAYERS MEANS THAT WE CAN PERFORM COMPLEX JOINTS AND HAVE THE MULLION LAYER WITH A DIFFERENT JOINTING SCHEDULE THAN THE PRESSURE PLATE AND COVERCAP

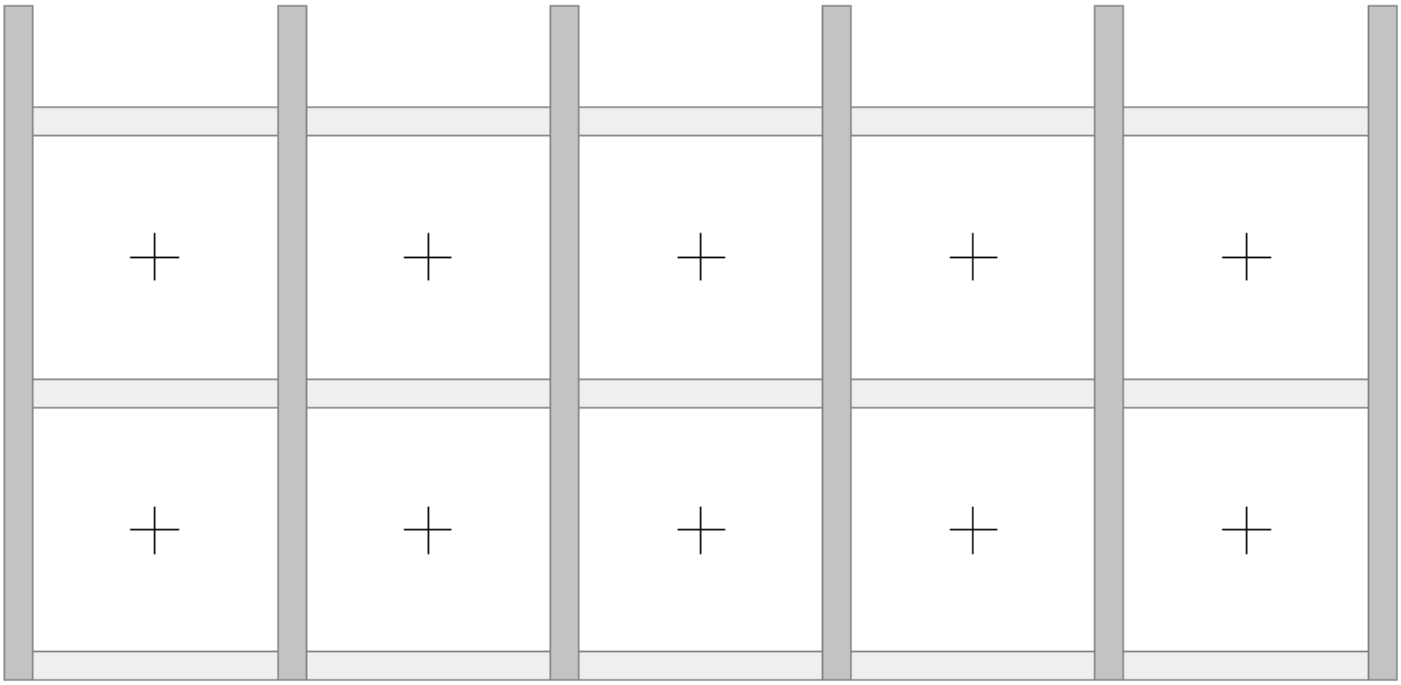
THE BOTTOM DRAWING SHOWS THE MULLIONS RUNNING THROUGH FOLLOWED BY THE PRESSUREPLATES AND COVERCAP (FOR EXAMPLE)



EXTENDING BARS PER SECTION (MANUAL OPERATION)

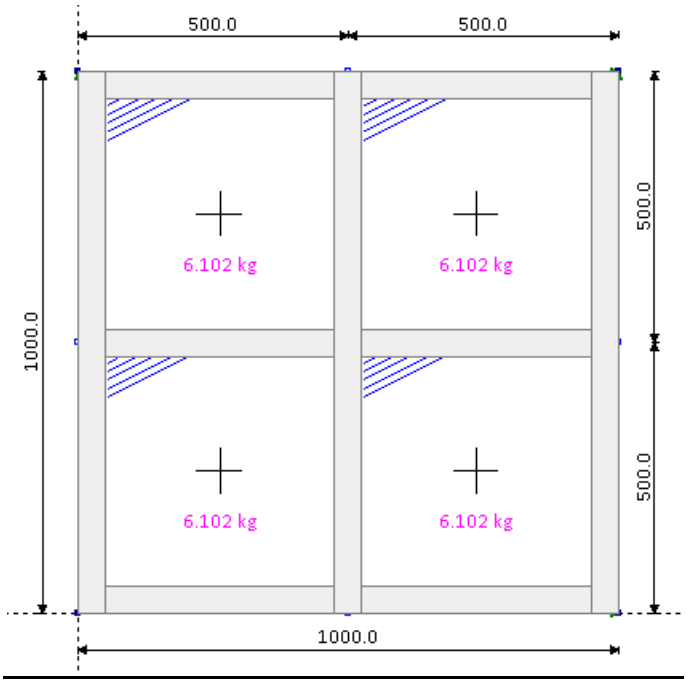
SOMETIMES WE MAY WISH TO EXTEND THE MULLIONS TO TIE THEM INTO A FALSE CEILING (AS SHOWN BELOW)

ALL ADDED ON DIMENSIONS IN THE FOLLOWING EXAMPLES WILL BE AN EXTENTION ONTO THE OVERALL SIZES AND WONT BE SHOWN OR INCLUDED IN THE OVERALL SIZE (WE WILL DISCUSS THAT A LITTLE FURTHER ON)



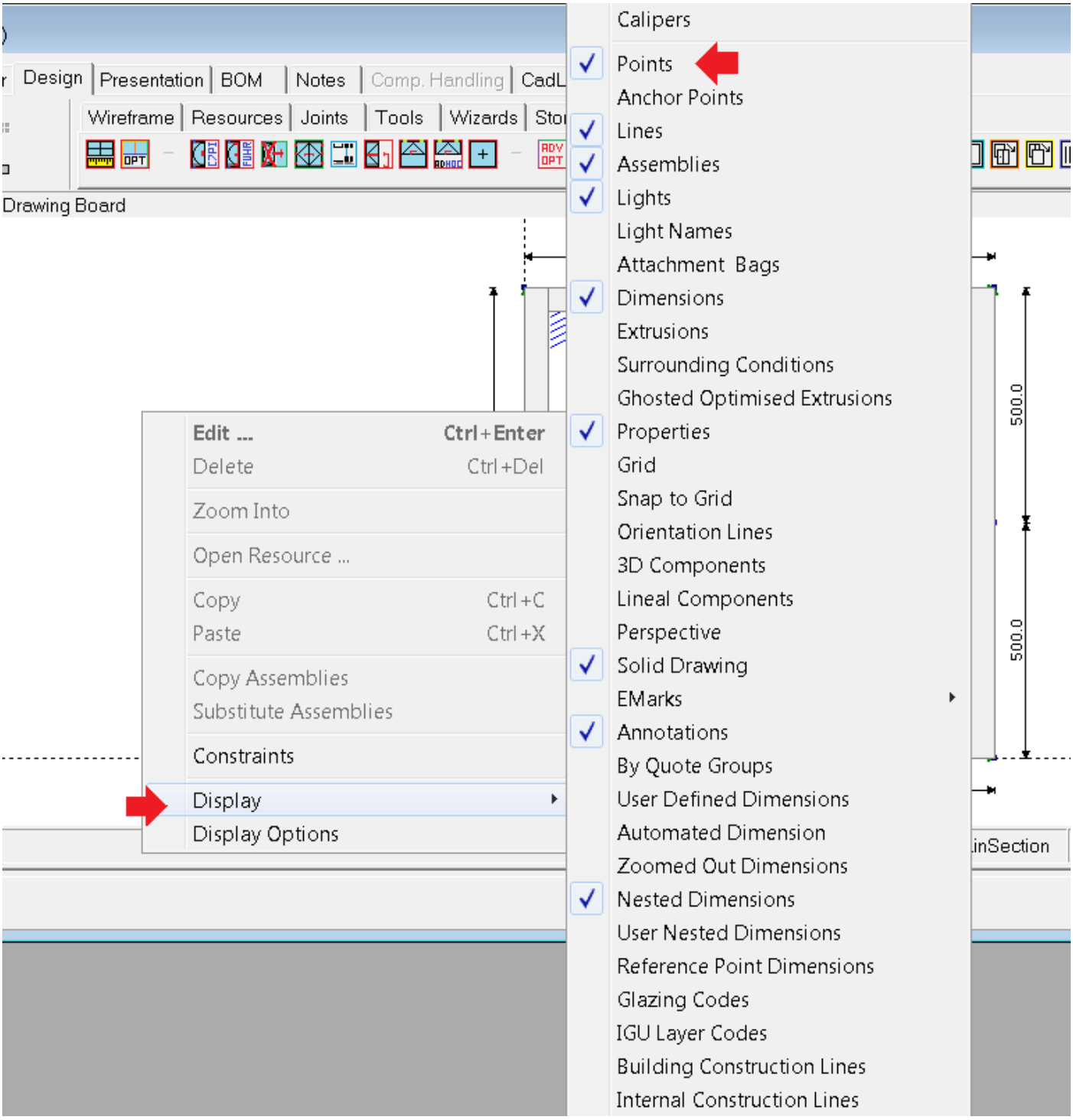
ON THE FIRST EXAMPLE WE WILL MANUALLY CHANGE EACH JOINT BEFORE MOVING ONTO AUTOMATICALLY CHANGING THEM LATER ON. THIS WILL ALLOW US TO LEARN THE PROCEDURE LONG HAND AND UNDERSTAND HOW THE SOFTWARE WILL AUTOMATE THE PROCEDURE LATER ON.

FIRST OF ALL ADD AN COMAR 6 EFT FRAME AND BUILD IT 1000MM WIDE X 1000MM HIGH WITH A LIGHTCODE OF 22 (2 X 2)



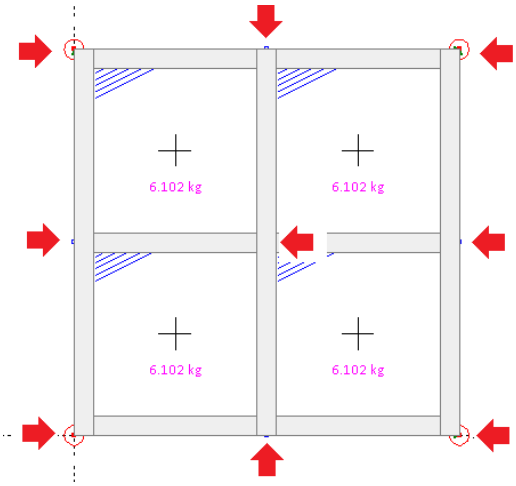
BEFORE WE CAN MAKE ANY CHANGES WE NEED TO MAKE SURE THAT WE CAN VIEW THE POINTS ON THE FRAME

TO DO THIS RIGHTCLICK ON THE DRAWING BOARD, GO DOWN TO DISPLAY AND ACCROSS TO THE RIGHT TO MAKE SURE THAT POINTS IS TICKED (IF IT ISNT THEN PLEASE CLICK ON IT) AS SHOWN BELOW



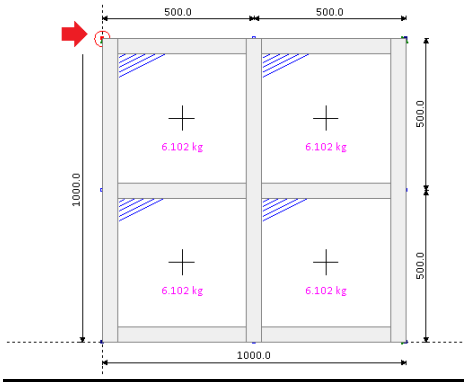
ONCE YOU CLICK IT THE BOX WILL DISSAPEAR AND WILL RETURN YOU TO THE OTHER SCREEN

YOU SHOULD NOW SEE SOME FAINT BLACK DOTS ON ALL CORNERS AND JOINTS OF THE FRAME (INDICATED BY THE ARROWS BELOW)

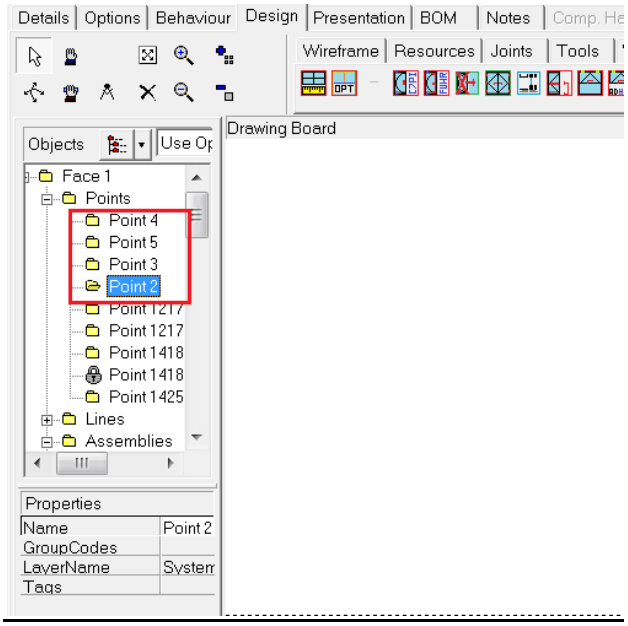


WE WILL NOW EXTEND ONE OF THE TOP SECTIONS.

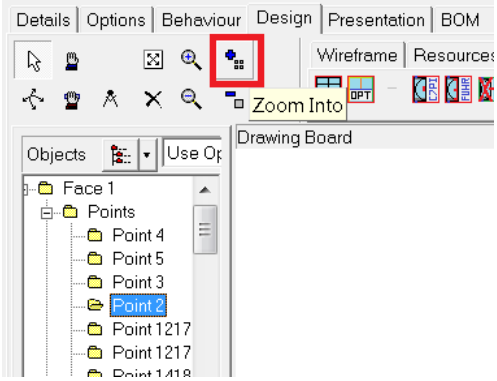
HIGHLIGHT THE TOP LEFT HAND POINT USING YOUR MOUSE, IT CAN BE A LITTLE FIDDLEY TO DO THIS SOMETIMES BUT I WOULD SUGGEST CLICKING JUST OUTSIDE OF THE FRAME NEAREST TO THE POINT AS CLICKING INSIDE MAY HIGHLIGHT A JAMB OR HEAD SECTION OF THE FRAME INSTEAD.



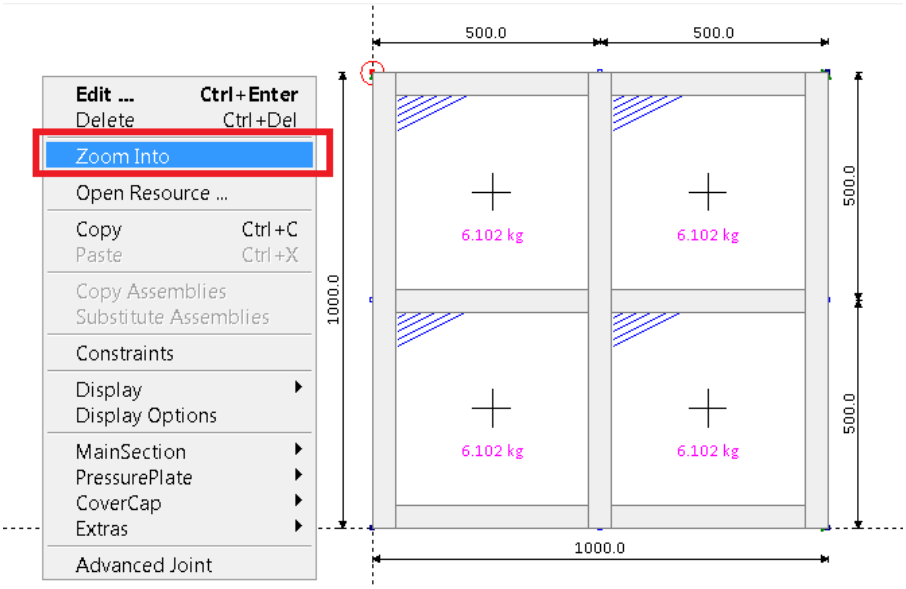
ALTERNATIVELY YOU CAN LOOK IN THE OBJECTS BOX AND FIND THE POINTS, HIGHLIGHTING THEM IN THE BOX WILL HIGHLIGHT THEM ON SCREEN. IT IS NORMALLY THE FIRST 4 POINTS THAT REPRESENT THE 4 CORNERS OF THE FRAME (THESE MAY HAVE DIFFERENT POINT NUMBERS THAN MINE SHOWN ON SCREEN)



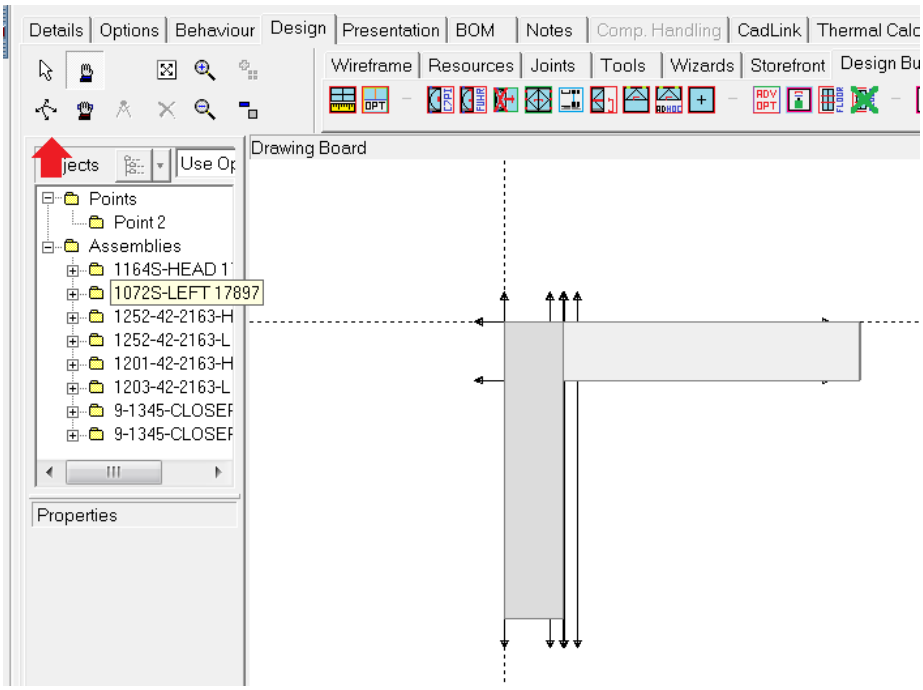
WHEN THE TOP LEFT HAND POINT IS HIGHLIGHTED, CLICK ONTO THE “ZOOMINTO” BUTTON AS SHOWN BELOW



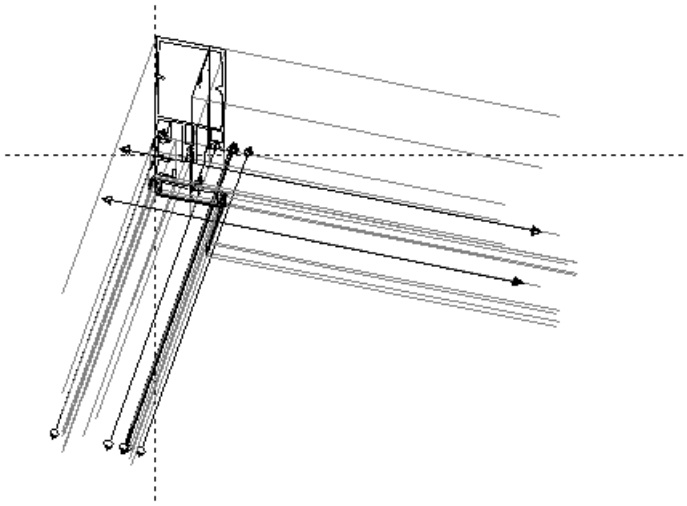
AN ALTERNATIVE WAY IS TO RIGHTCLICK ONTO THE POINT AND CHOOSE “ZOOMINTO” (THEY BOTH DO THE SAME THING)



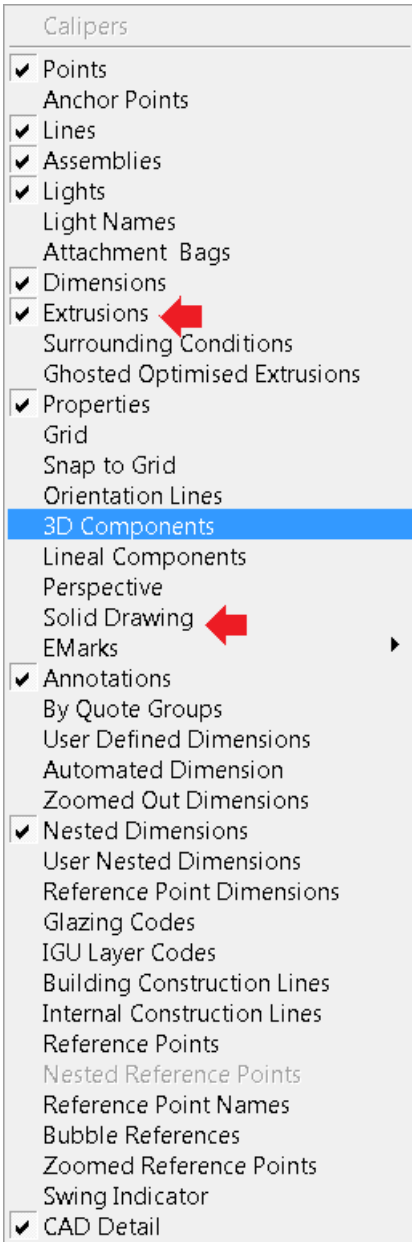
THIS WILL BRING UP A REPRESENTATION OF THE JOINT ASWELL AS ALL OF THE SECTIONS LISTED FOR THE TWO ASSEMBLIES THAT MAKE UP THE JOINT. TO SEE A BETTER EXAMPLE OF THE JOINT CLICK ONTO THE BUTTON INDICATED BY THE ARROW BELOW AND THE CLICK ON THE FRAME (DRAGGING IT DOWN TO ROTATE IT)



DEPENDING ON WHAT LEVEL OF DETAIL YOU HAVE TURNED ON AND THE SANGLE THAT YOU ROTATE IT TO YOU SHOULD SEE MORE DETAIL OF HOW THE JOINT IS MADE UP.

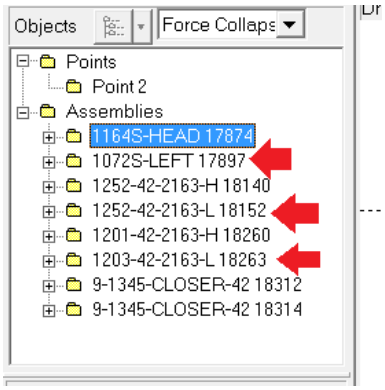


YOU CAN RIGHTCLICK TO TURN ON SOME OF THE DISPLAY PROPERTIES, IN THIS OPTION I HAVE DONE THE FOLLOWING MAKING SURE THAT EXTRUSIONS IS TICKED AND SOLID DRAWING IS UNTICKED



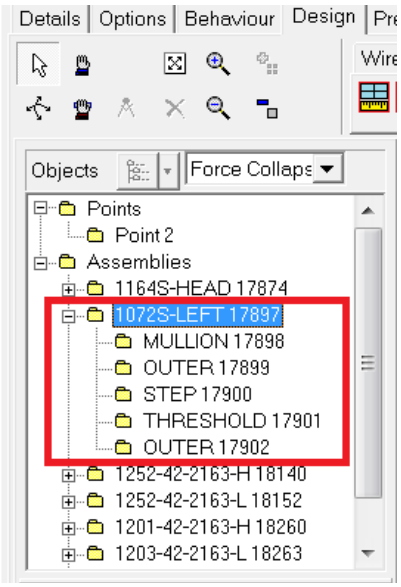
IF YOU HIGHLIGHT SOMETHING ON SCREEN THEN IT HIGHIGHTS IN THE OBJECTS BOX. IN THIS EXAMPLE WE WILL BE EXTENDING THREE DIFFERENT ASSEMBLIES (AS INDICATED BY THE ARROWS BELOW), 1072S-LEFT (MULLION) , 1252-42-2163-L (PRESSUREPLATE) AND 1203-42-2163-L (COVERCAP)

(IGNORE THE NUMBER AT THE END OF THE COMBINATIONS THEY ARE UNIQUE EVERYTIME.

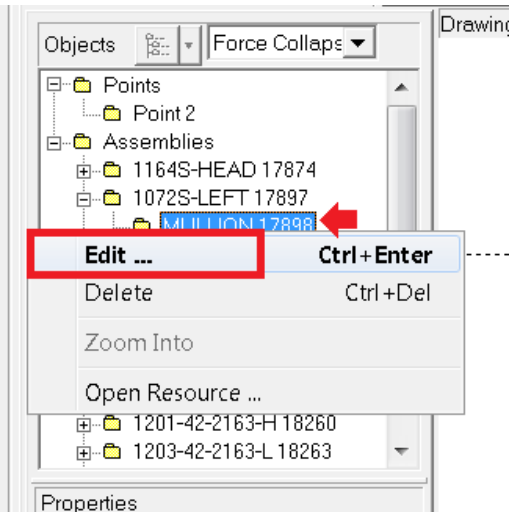


FIRST OF ALL LETS HIGHLIGHT 1072S-LEFT (MULLION) AND THEN DOUBLE CLICK ONTO IT, THIS WILL EXPAND THE BOX AS SHOWN BELOW.

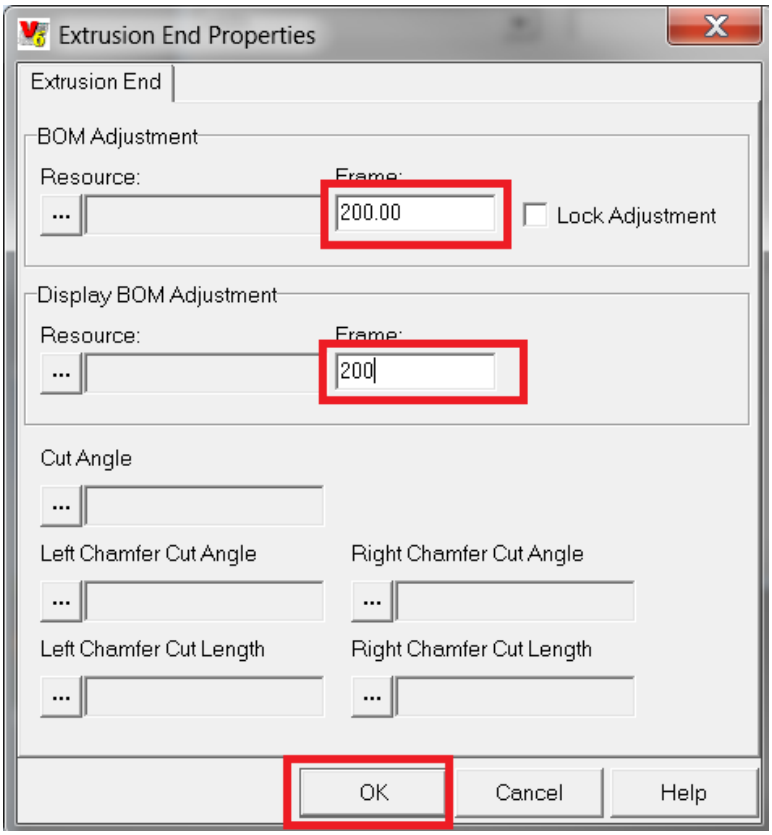
THE SOFTWARE LISTS THE SECTION BUT ALSO LISTS OTHERTHING LIKE BUTT LINES WHICH WE DO NOT NEED TO CHANGE)



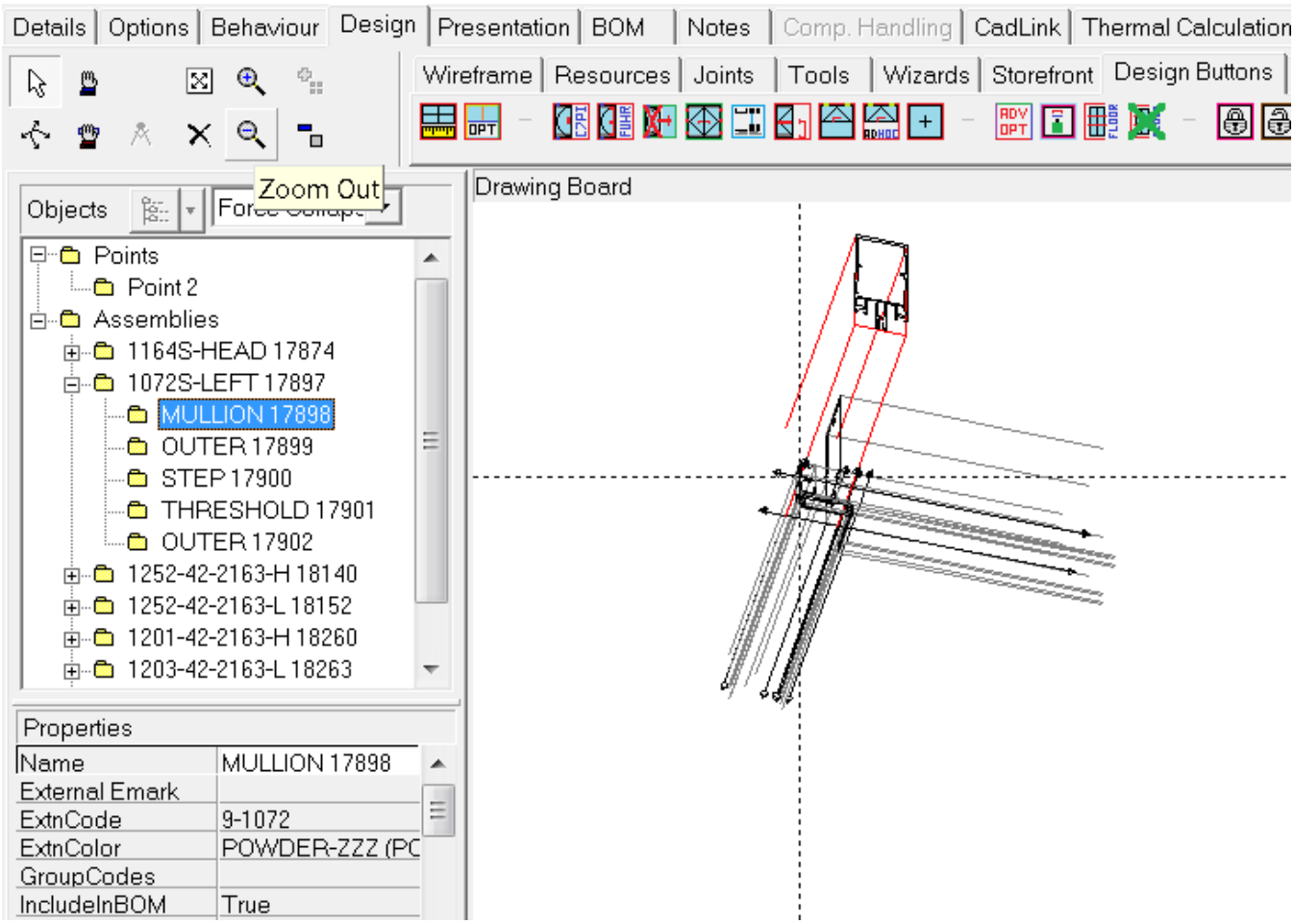
RIGHTCLICK O NTO THE MULLION AND THEN RIGHCLICK AND CHOOSE EDIT.



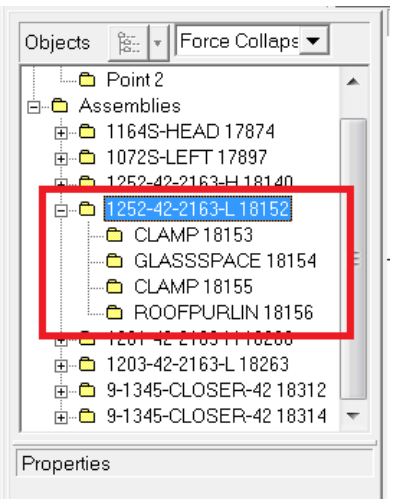
TYPE IN 200 INTO BOTH THE BOXES AS SHOWN AND THEN CLICK OK



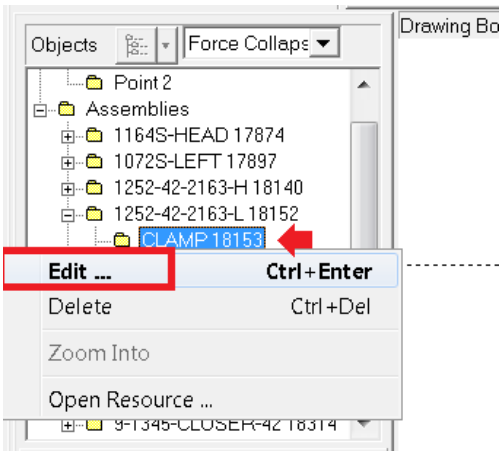
WHEN THE SCREEN RETURNS YOU WILL SEE THAT THE MULLION HAS EXTENDED IN THE JOINT



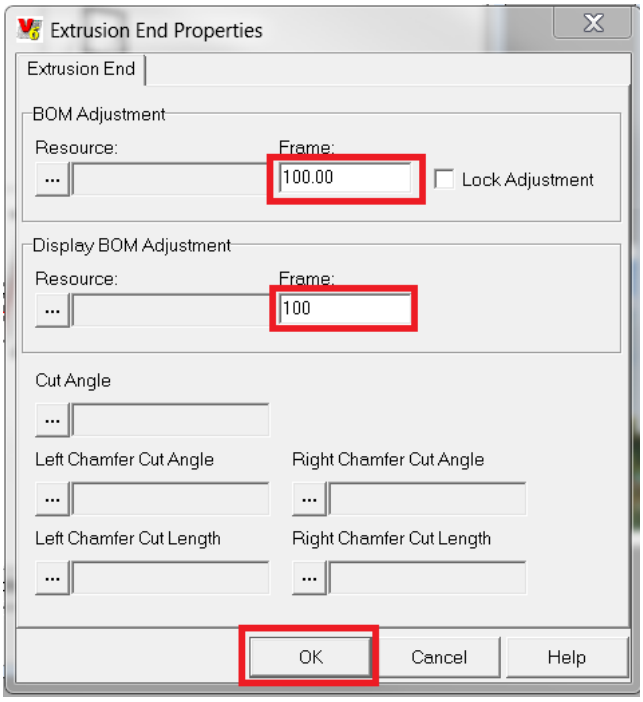
NOW LETS HIGHLIGHT 1252-42-2163-L (PRESSUREPLATE) AND THEN DOUBLE CLICK ONTO IT, THIS WILL EXPAND THE BOX AS SHOWN BELOW.



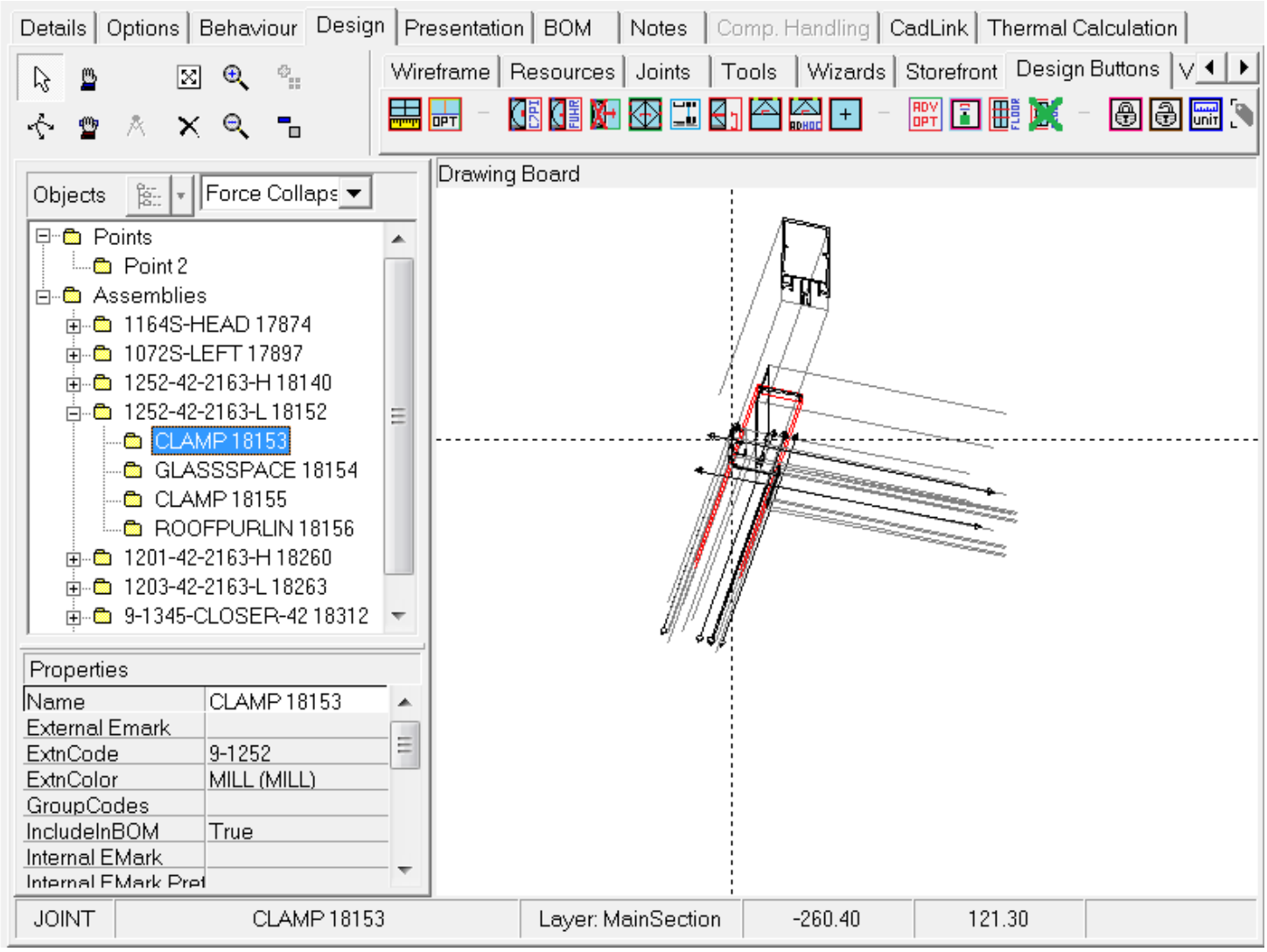
RIGHTCLICK ONTO THE CLAMP AND GO TO EDIT



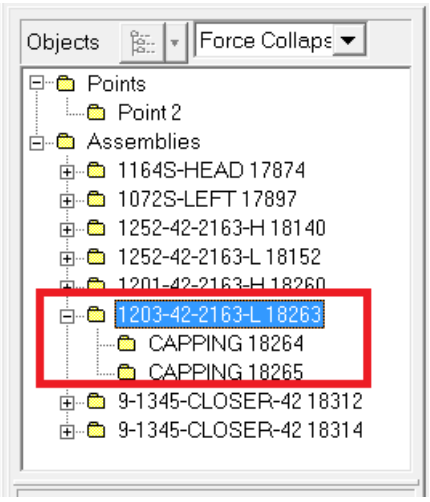
TYPE IN 100 INTO BOTH THE BOXES AS SHOWN AND THEN CLICK OK



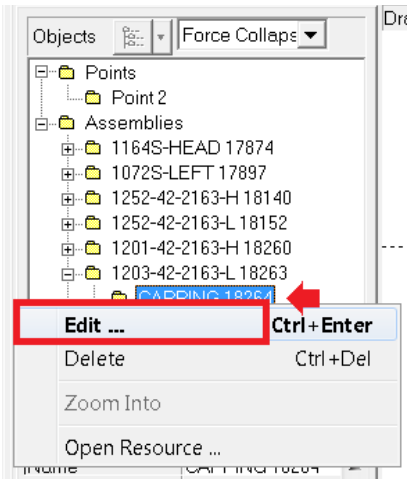
WHEN THE SCREEN RETURNS YOU WILL SEE THAT THE PRESSUREPLATE HAS EXTENDED IN THE JOINT



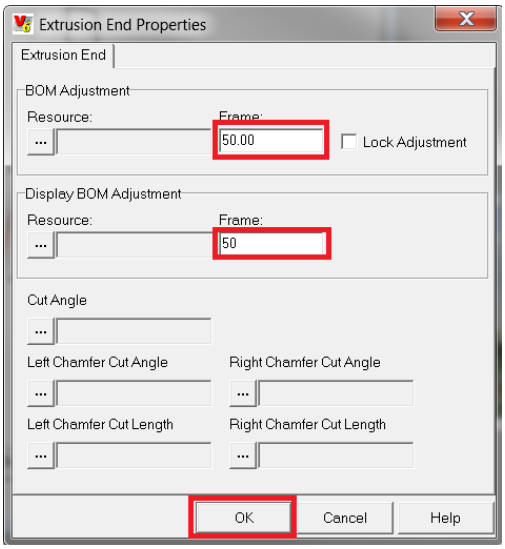
NOW LETS HIGHLIGHT 1203-42-2163-L (COVERCAP) AND THEN DOUBLE CLICK ONTO IT, THIS WILL EXPAND THE BOX AS SHOWN BELOW.



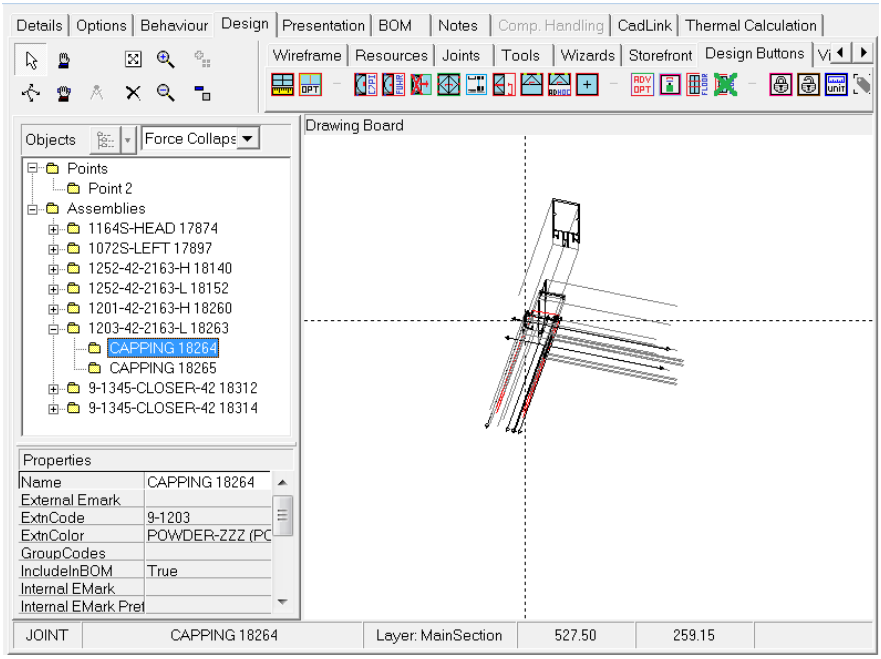
RIGHTCLICK ONTO THE 1ST CAPPING AND GO TO EDIT (THE SECOND IS A BUTTLINE)



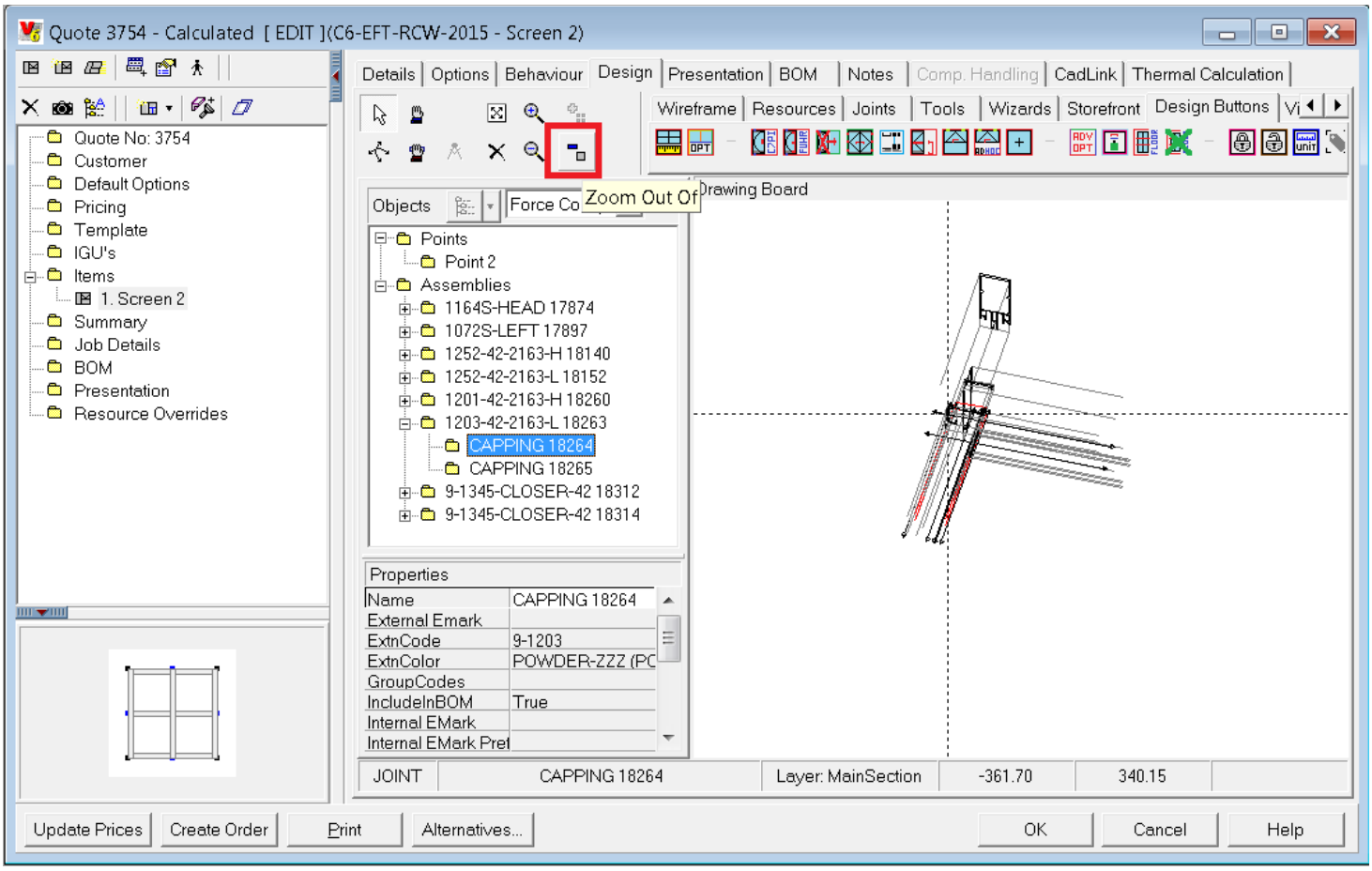
TYPE IN 50 INTO BOTH THE BOXES AS SHOWN AND THEN CLICK OK



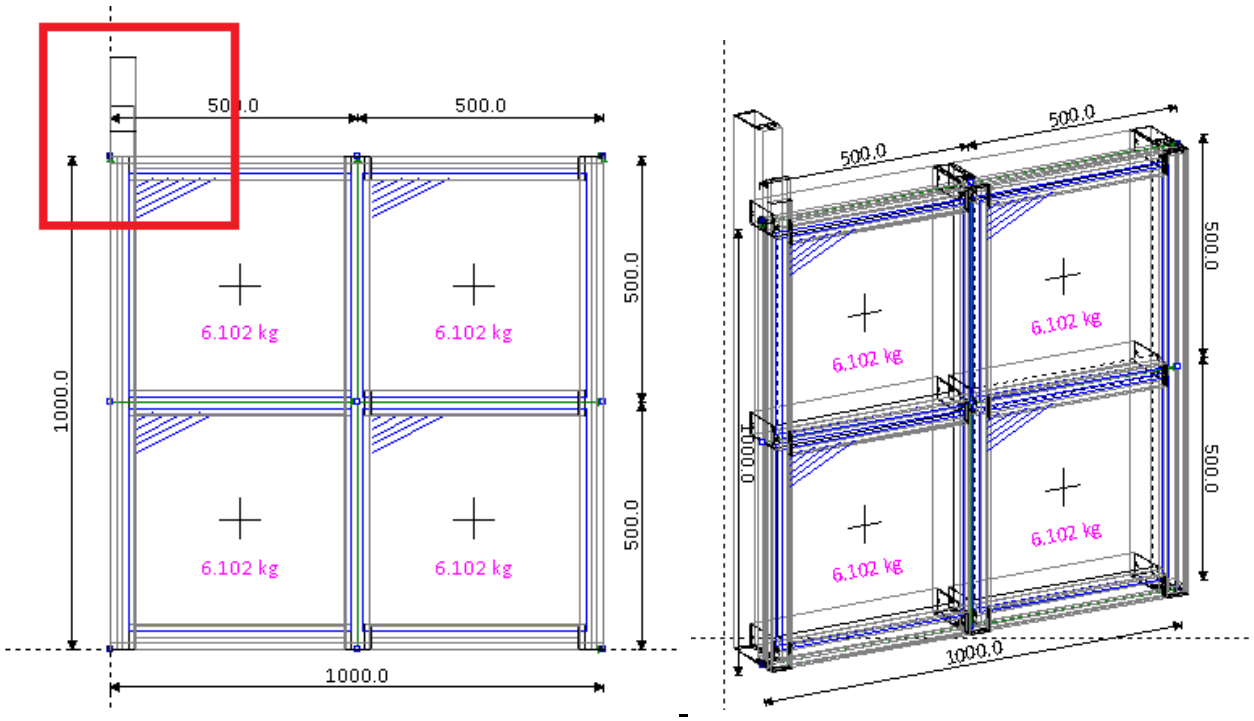
WHEN THE SCREEN RETURNS YOU WILL SEE THAT THE PRESSUREPLATE HAS EXTENDED IN THE JOINT



NOW CLICK THE “ZOOMOUTOF” BUTTON (AS SHOWN BELOW)



YOU CAN NOW SEE THE EXTENTION AS SHOWB BELOW. USING THE ROTATE BUTTON AGAIN YOU CAN SEE MORE DETAIL



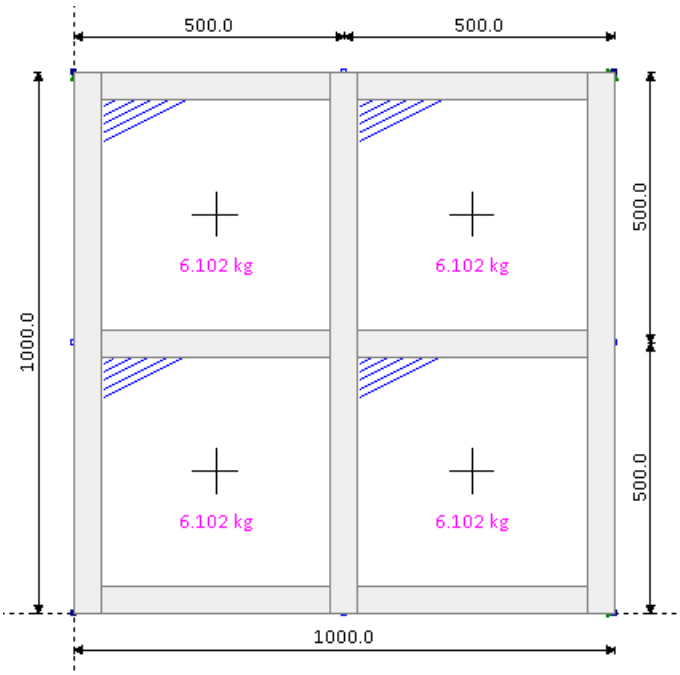
REPEAT THESE STEPS FOR THE OTHER MULLIONS BEFORE MOVING ONTO THE NEXT SEGMENT (MAYBE CONSIDER CHANGING THE BOTTOM MULLIONS TOO.

EXTENDING BARS TOP AND BOTTOM USING THE MACRO

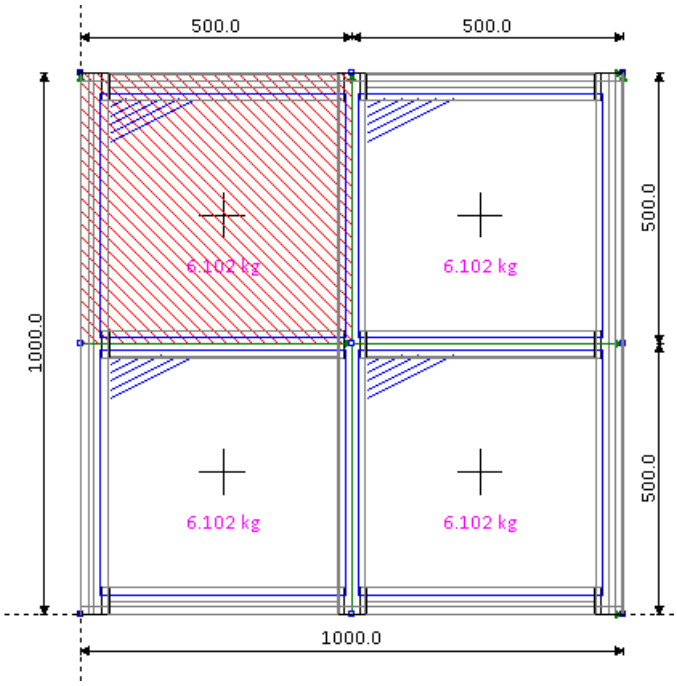
NOW THAT WE UNDERSTAND WHAT THE SOFTWARE DOES WHEN IT EXTENDS A BAR THERE ARE WAYS TO AUTOMATE THE PROCESS

THE SOFTWARE USES A COMMAND “EXTEND A BAR BASED ON LIGHT”. THIS BASICALLY MEANS THAT YOU HAVE TO HAVE A LIGHT HIGHLIGHTED LEADING ONTO THE POINT THAT WE WANT TO EXTEND. THE POINT THAT WE WANT TO EXTEND HAS TO BE AN EXTERNAL FRAME POINT.

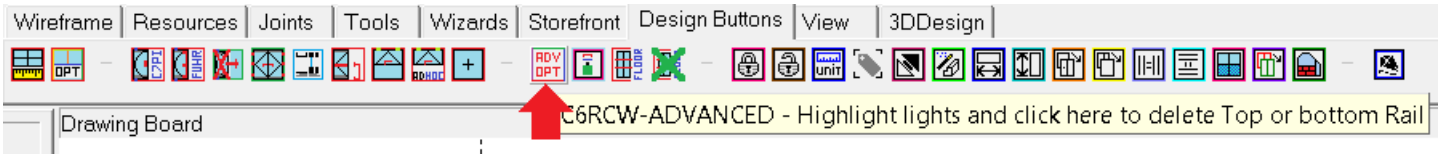
FIRST OF ALL ADD AN COMAR 6 EFT FRAME AND BUILD IT 1000MM WIDE X 1000MM HIGH WITH A LIGHTCODE OF 22 (2 X 2)



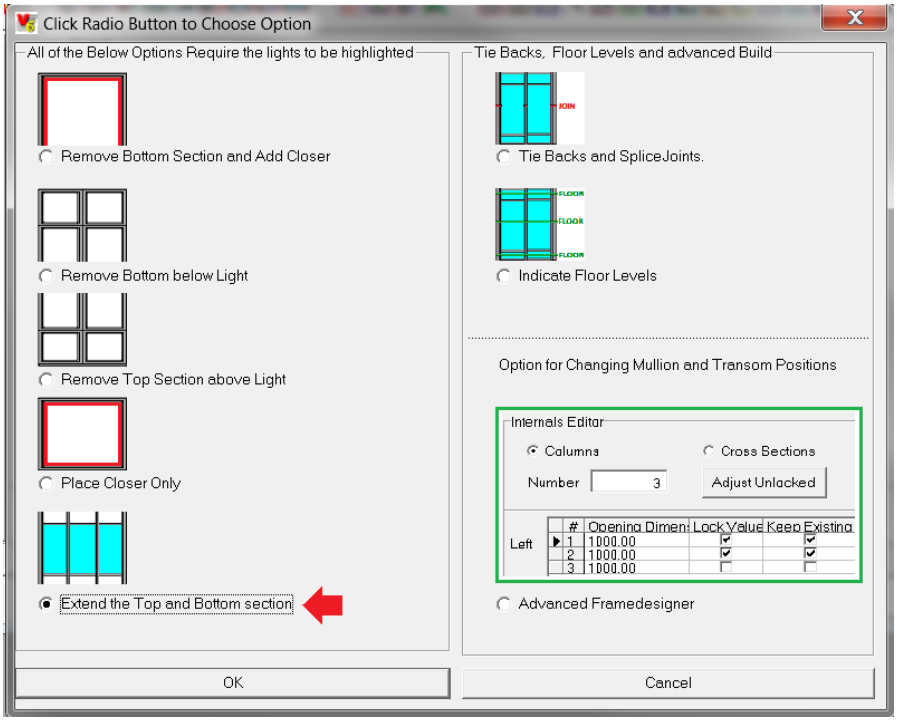
ONCE BUILD HIGHLIGHT THE TOP LEFT HAND LIGHT AS SHOWN



NOW CLICK ONTO THE C6RCW-ADVANCED BUTTON

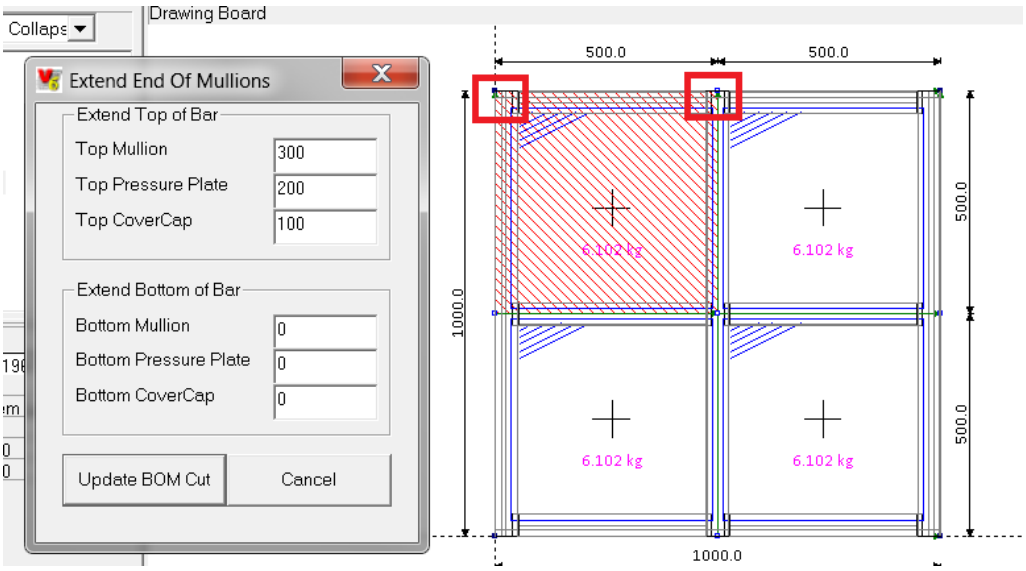


FIND THE "EXTEND THE TOP AND BOTTOM SECTION" BUTTON AND CLICK TO CHOOSE IT AND THEN CLICK OK

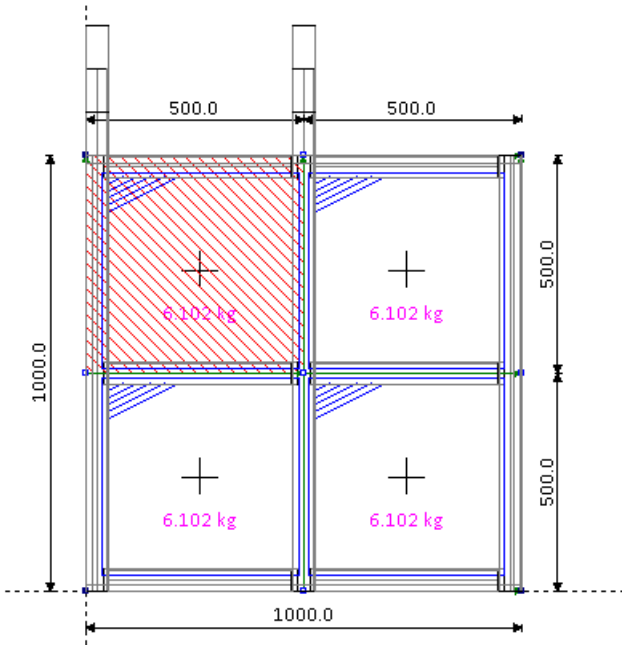


WHEN THE BOX COMES UP ADD THE FIGURES AS SHOWN 300,200,100. YOU WILL SEE THAT THE TWO POINTS THAT IT WILL CHOOSE AND CHANGE ARE SHOWN BELOW. ON THIS LIGHT YOU CAN ONLY CHANGE THE "EXTEND TOP OF BAR" OPTIONS AS THEY ARE THE ONLY TWO OUTER POINTS THAT IT HAS ACCESS TO ON THIS LIGHT.

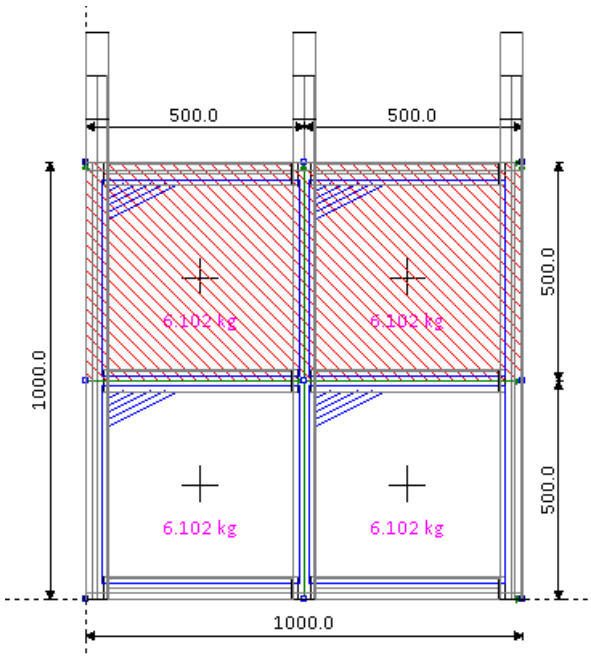
NOW CLICK "UPDATE BOM CUT"



YOU WILL SEE THE JOINTS CHANGING ON SCREEN AND ONCE FINISHED IT WILL END UP LIKE THIS.



USING YOUR MOUSE AND SHIFT KEY YOU CAN HIGHIGHT MORE THAN ONE LIGHT AS SHOWN BELOW RUNNING THE BUTTON AND IT WILL EXTEND ALL THE MULLIONS.

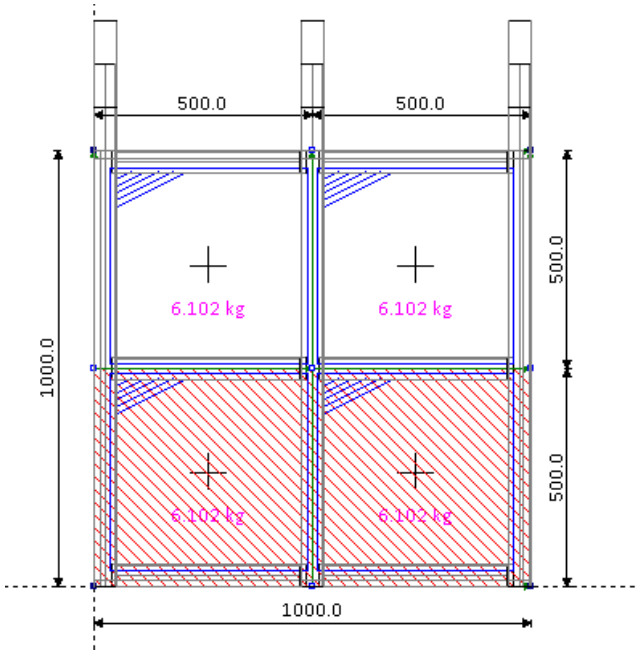


IF YOU MAKE A MISTAKE ON THE SIZES SIMPLY REHIGHLIGHT ALL OF THE TOP LIGHTS AND REPEAT THE EXCERCISE, THE SOFTWARE WILL NOT ADD ONTO THE EXTENTION IT WILL CHANGE THE ORIGINAL

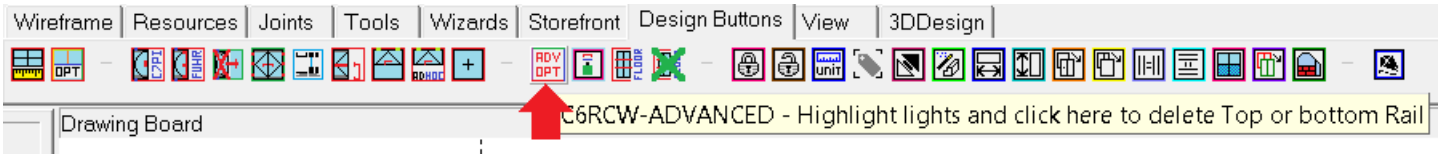
USING THE PREVIOUS MANUALLY LEARNED OPTION OF CHANGING THESE YOU CAN ALSO HIGHLIGHT AND ZOOM INTO A POINT AND MANUALLY CHANGE THE DIMENSIONS OF ANY SPECIFIC MULLION AS REQUIRED

WE WILL NOW REPEAT THE PROCESS FOR THE BOTTOM MULLIONS

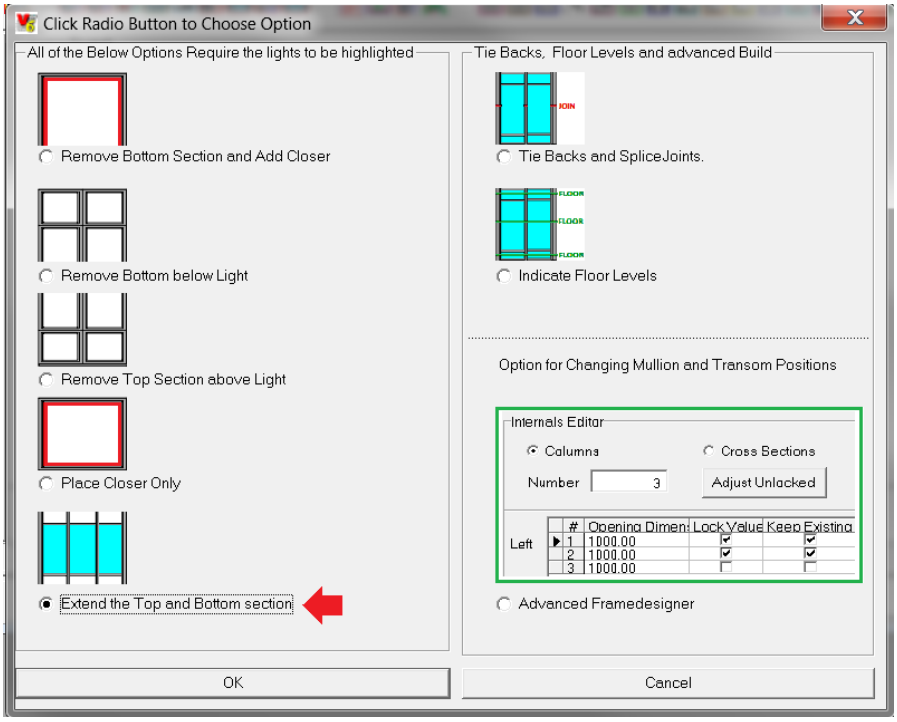
USING YOUR MOUSE AND SHIFT KEY HIGHLIGHT THE TWO BOTTOM LIGHTS AS SHOWN



NOW CLICK ONTO THE C6RCW-ADVANCED BUTTON

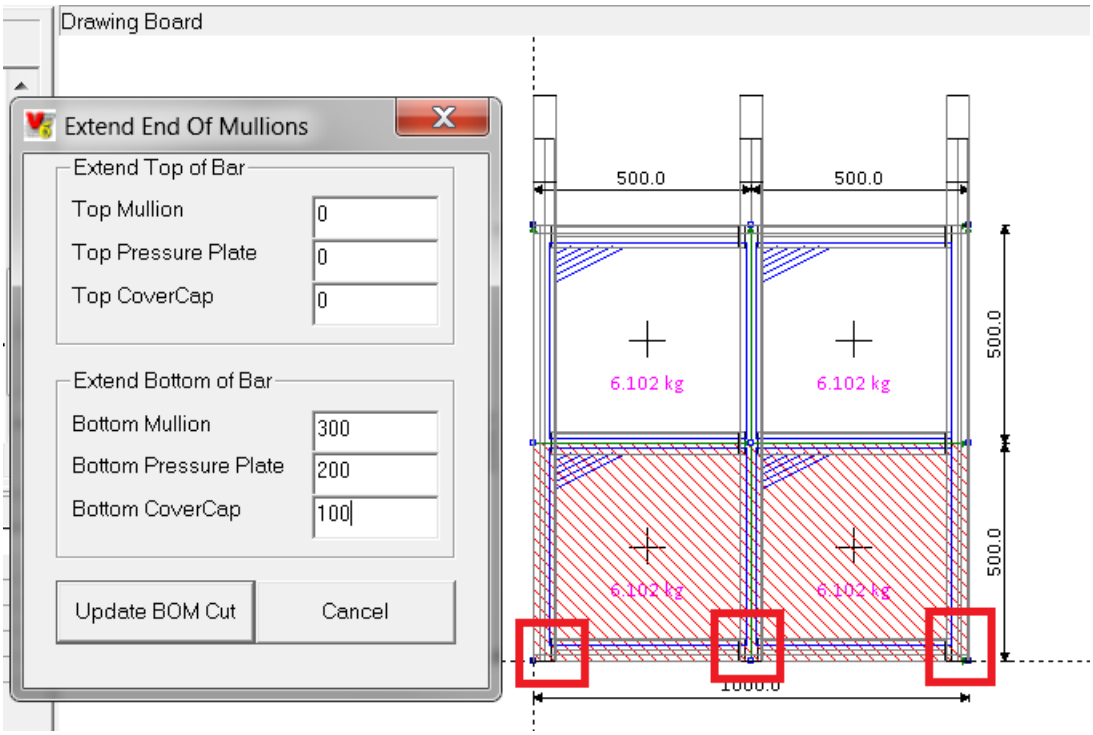


FIND THE "EXTEND THE TOP AND BOTTOM SECTION" BUTTON AND CLICK TO CHOOSE IT AND THEN CLICK OK

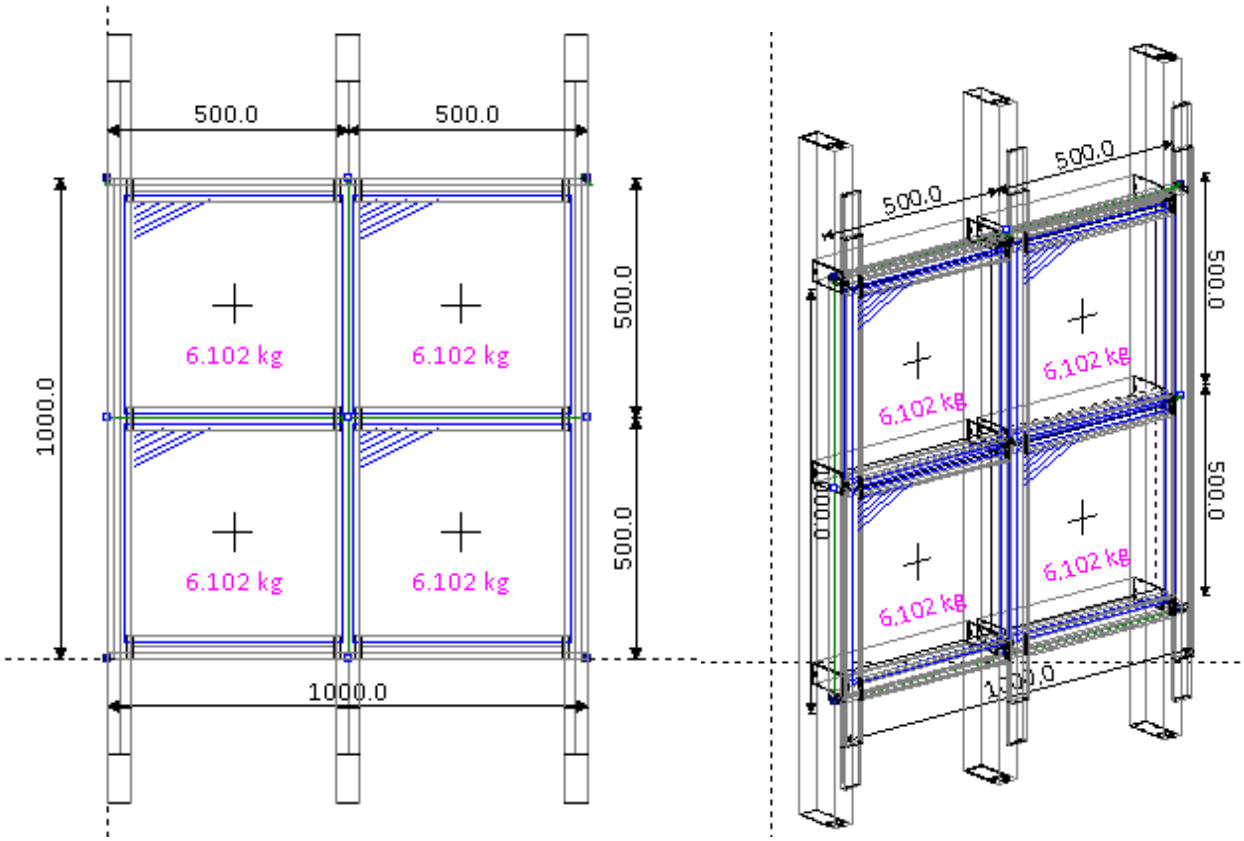


WHEN THE BOX COMES UP ADD THE FIGURES AS SHOWN 300,200,100. YOU WILL SEE THAT THE TWO POINTS THAT IT WILL CHOOSE AND CHANGE ARE SHOWN BELOW. ON THIS LIGHTS YOU CAN ONLY CHANGE THE “EXTEND BOTTOM OF BAR” OPTIONS AS THEY ARE THE ONLY THREE OUTER POINTS THAT IT HAS ACCESS TO ON THIS LIGHT.

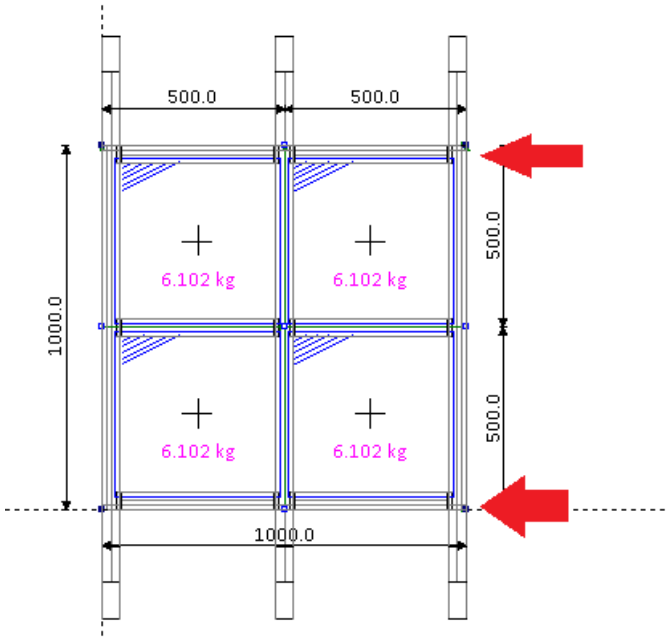
NOW CLICK “UPDATE BOM CUT”



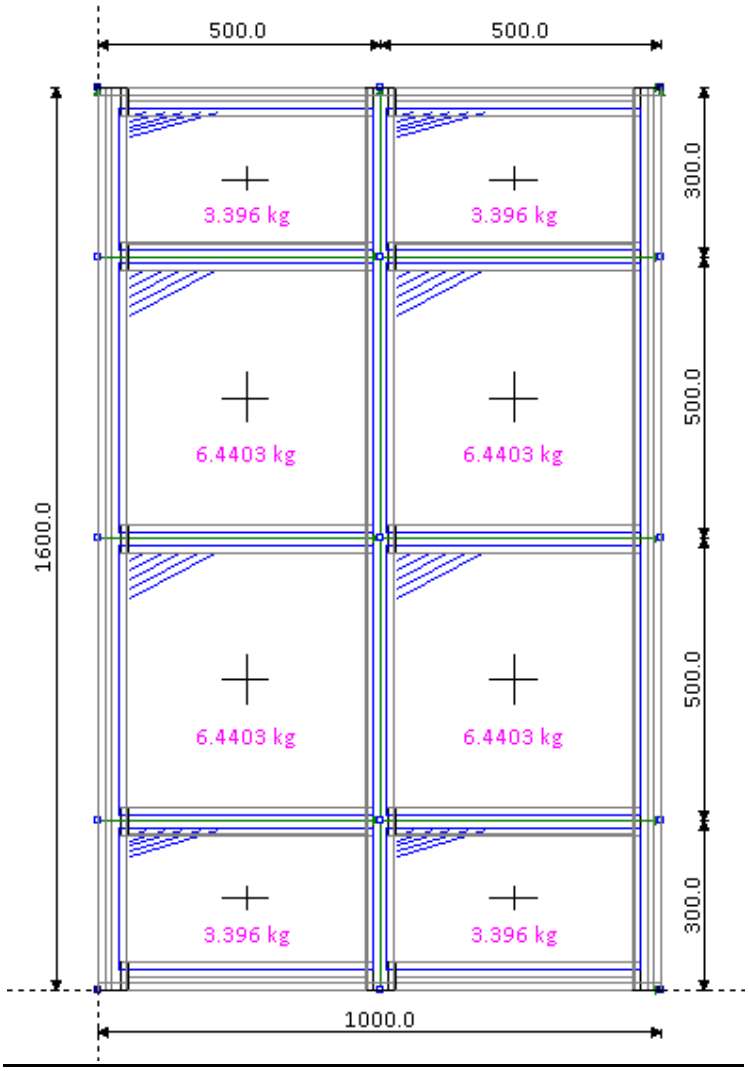
YOU WILL SEE THE JOINTS CHANGING ON SCREEN AND ONCE FINISHED IT WILL END UP LIKE THIS. YOU CAN USE THE ROTATE BUTTON TO SEE A BETTER DETAIL OF WHAT YOU HAVE JUST CHANGED



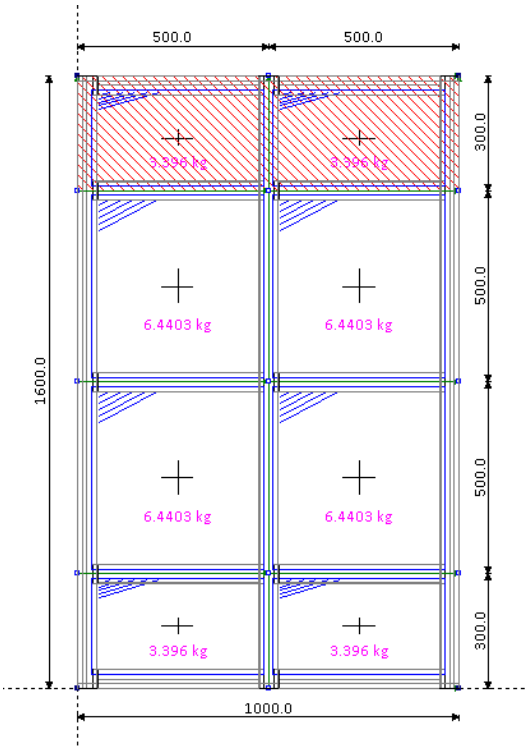
PLEASE NOTE THAT WHEN EXTENDING THE BARS THE SOFTWARE STILL SHOWS THE DIMENSIONS TO THE STANDARD OUTERFRAME SIZE AND DOES NOT SHOW THE EXTENTION.



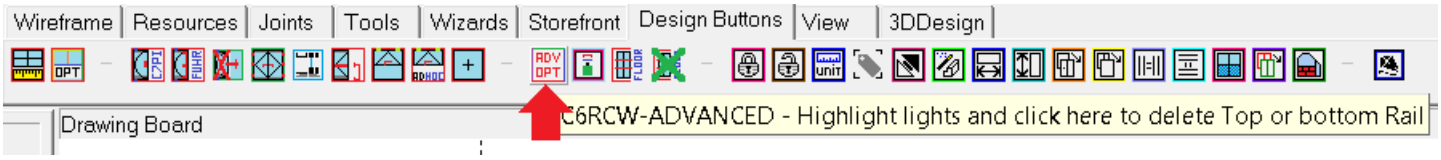
THERE IS ONE MORE WAY TO GIVE THE IMPRESSION OF EXTENDING BARS WHILST KEEPING THE DIMENSIONS OF THE EXTENTION SHOWN ON THE DRAWING. ADD A NEW C6EFT FRAME AND DRAW AND DIMENSION IT AS SHOWN BELOW



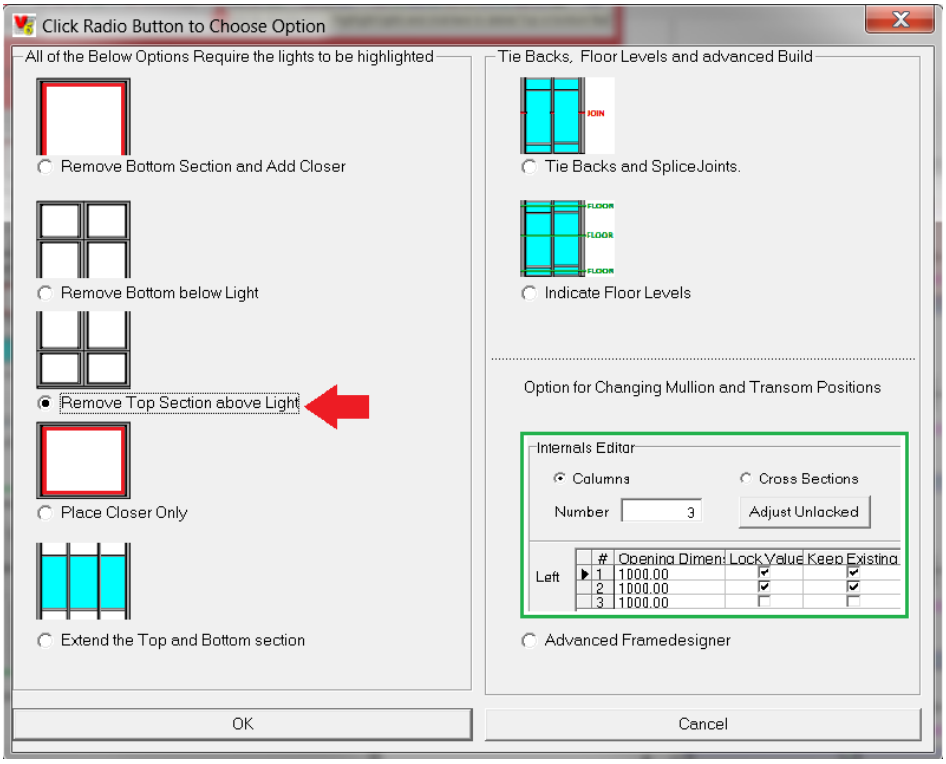
NOW HIGHLIGHT THE TWO TOP LIGHTS AS SHOWN BELOW



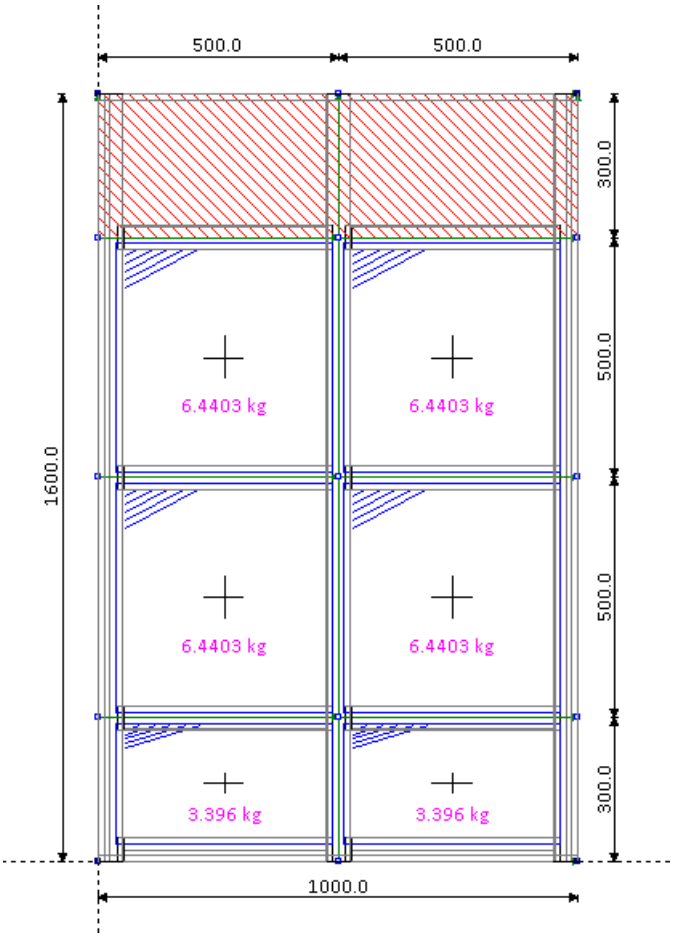
NOW CLICK ONTO THE C6RCW-ADVANCED BUTTON



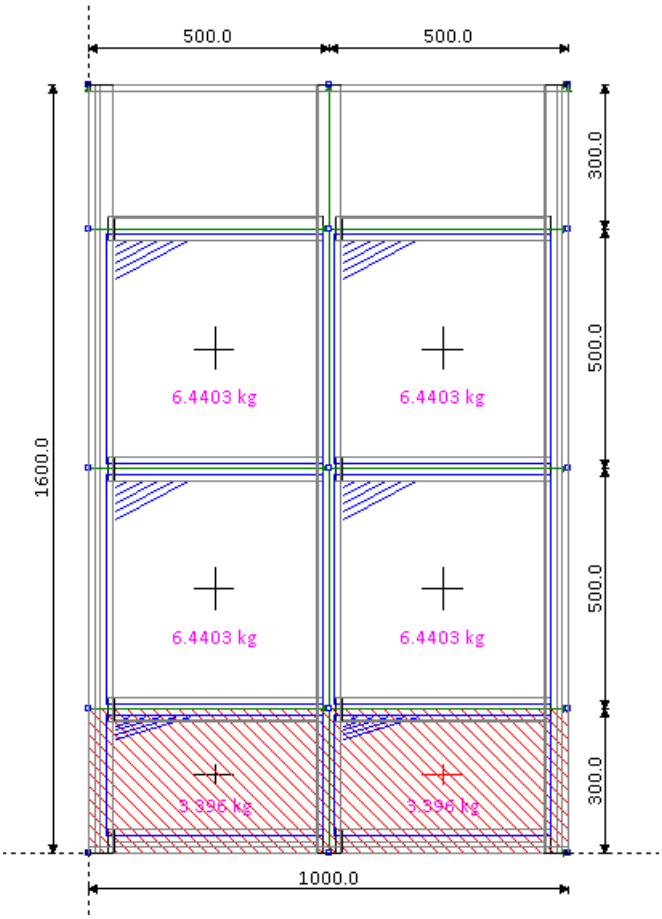
FIND THE "REMOVE TOP SECTION ABOVE LIGHT" BUTTON AND CLICK TO CHOOSE IT AND THEN CLICK OK



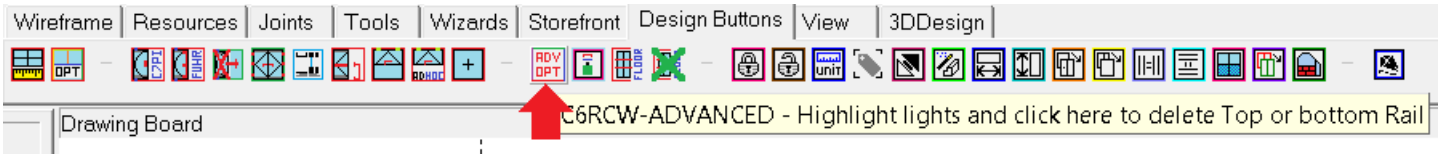
WHEN FINISHED THE SCREEN WILL LOOK LIKE THE BELOW



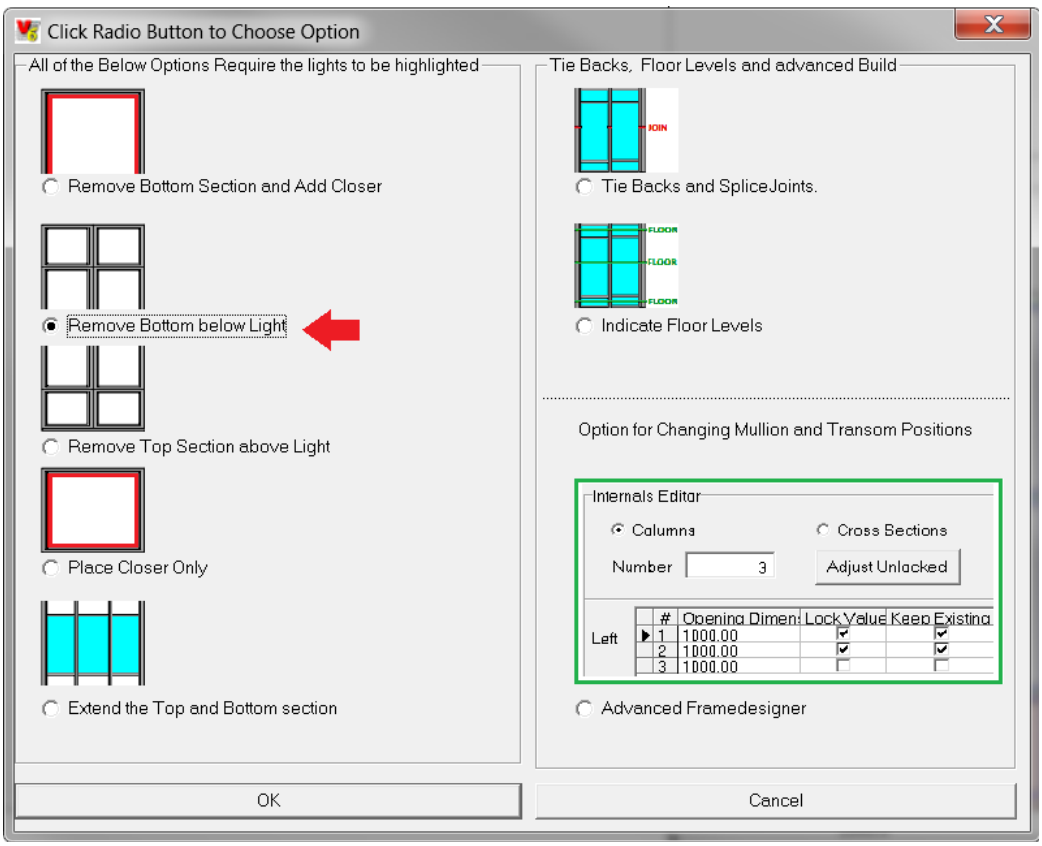
NOW REPEAT THE SAME FOR THE BOTTOM LIGHTS AND HIGHLIGHT THE LIGHTS AS SHOWN BELOW



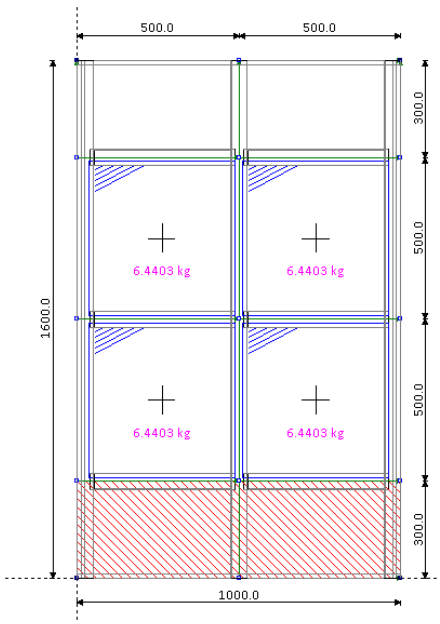
NOW CLICK ONTO THE C6RCW-ADVANCED BUTTON



FIND THE "REMOVE BOTTOM SECTION BELOW LIGHT" BUTTON AND CLICK TO CHOOSE IT AND THEN CLICK OK



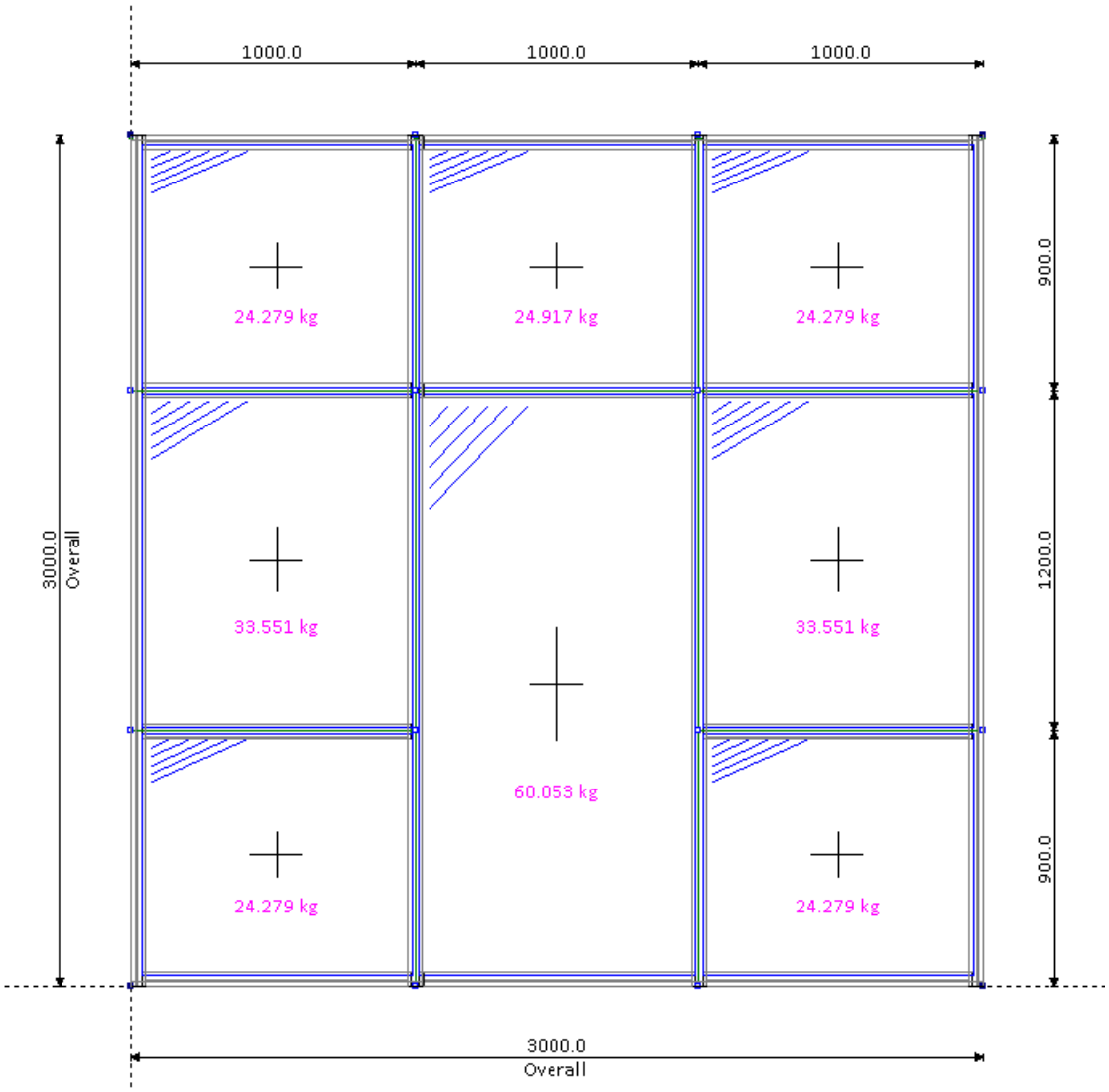
THE SCREEN WILL NOW LOOK LIKE THIS AND THE DIMENNSIONS FOR THE EXTENTION ARE SHOWN WITHIN THE DIMENSION LINES. PLEASE NOTE THAT THIS IS BASICALLY EXTENDING THE MULLIONS, COVERCAPS AND PRESSUREPLATES TO BE THE SAME SIZE SO YOU MAY WANT TO CLICK AND ZOOMINTO THE POINT AS SHOWN EARLIER TO ADJUST THESE IF REQUIRED



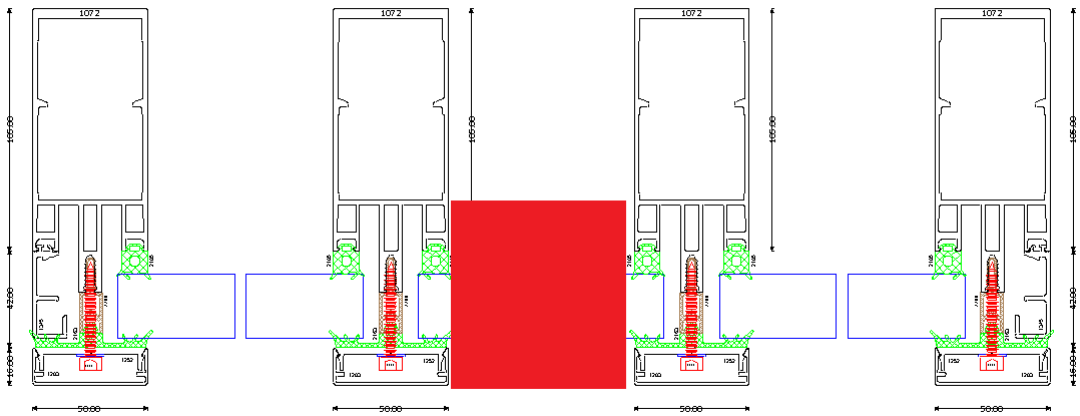
ADDING A BLANK OPENING AND CLOSING OFF A GLAZING POCKET

SOMETIMES YOU MAY WISH TO ADD ANOTHER DOOR LIKE A TIMBER DOOR AS AN EXAMPLE AND MAY WISH TO CLOSE OFF A POCKET OF A CURTAIN WALL AND ADD A “GOALPOST” TYPE FRAME (I.E REMOVE THE BOTTOM RAIL”

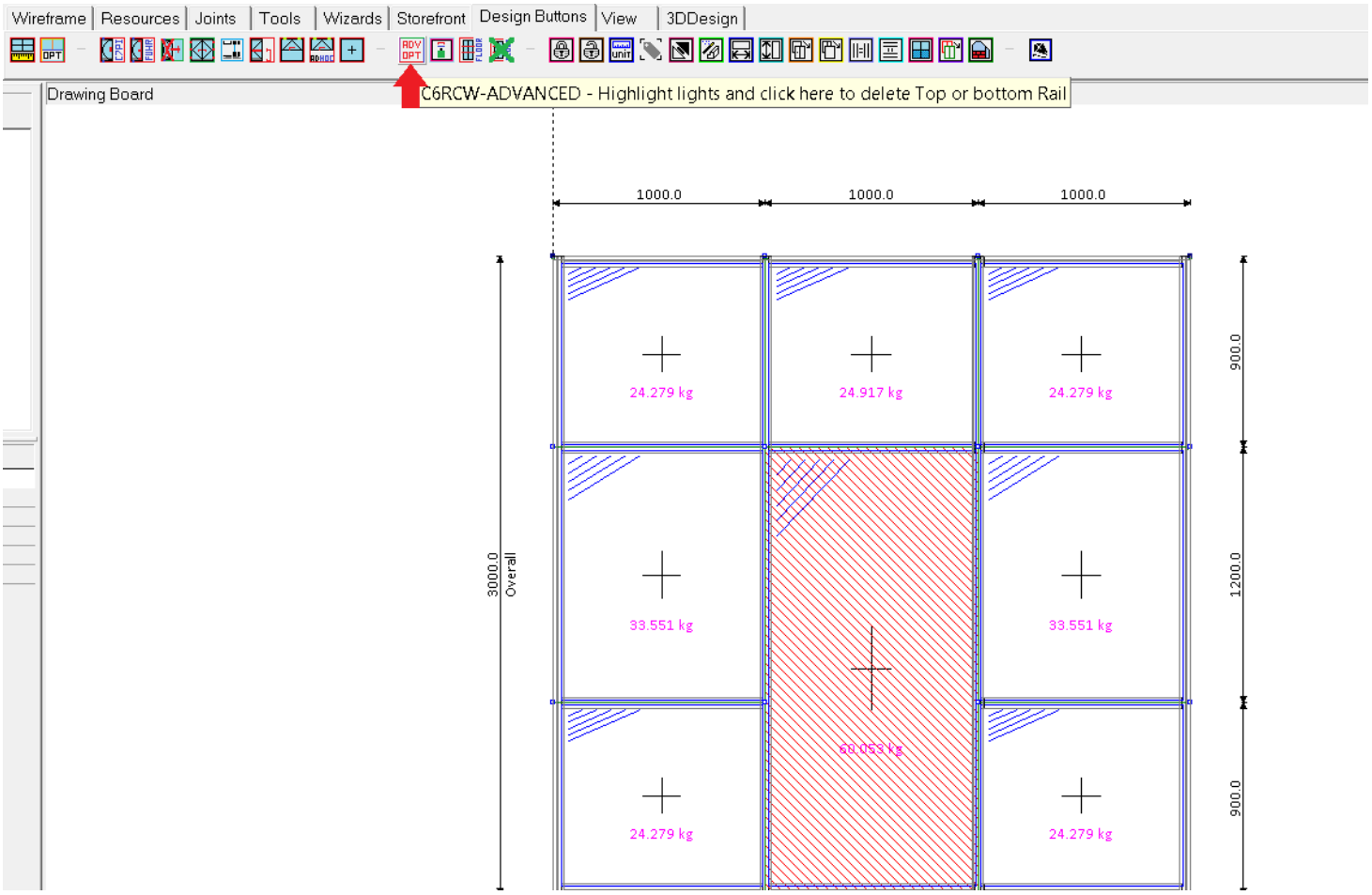
BUILD A FRAME SIMILAR TO THE BELOW, WE WILL BE ADDING A BLANK OPENING TO THE MIDDLE OF THE FRAME BELOW



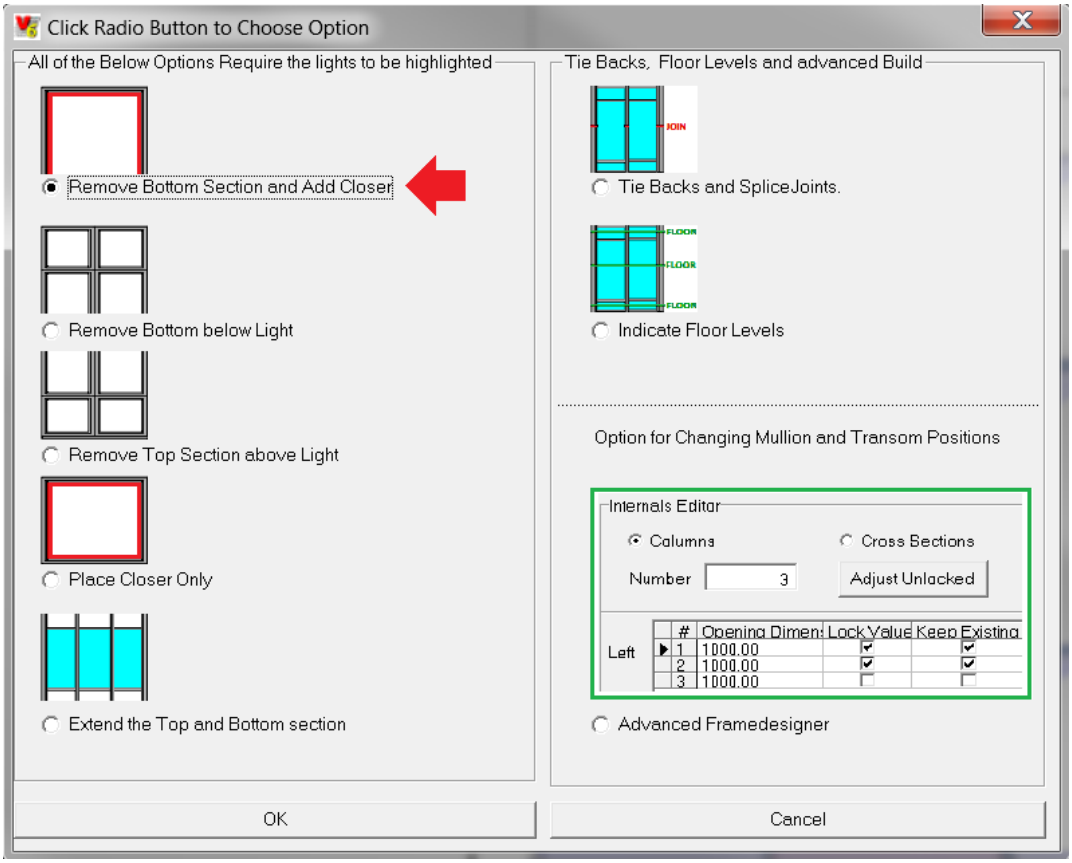
CURRENTLY THE DOOR IS GLAZED AND WE WANT TO PUT CLOSE OFF THE FRAME IN THE RED AREA SHOWN BELOW.



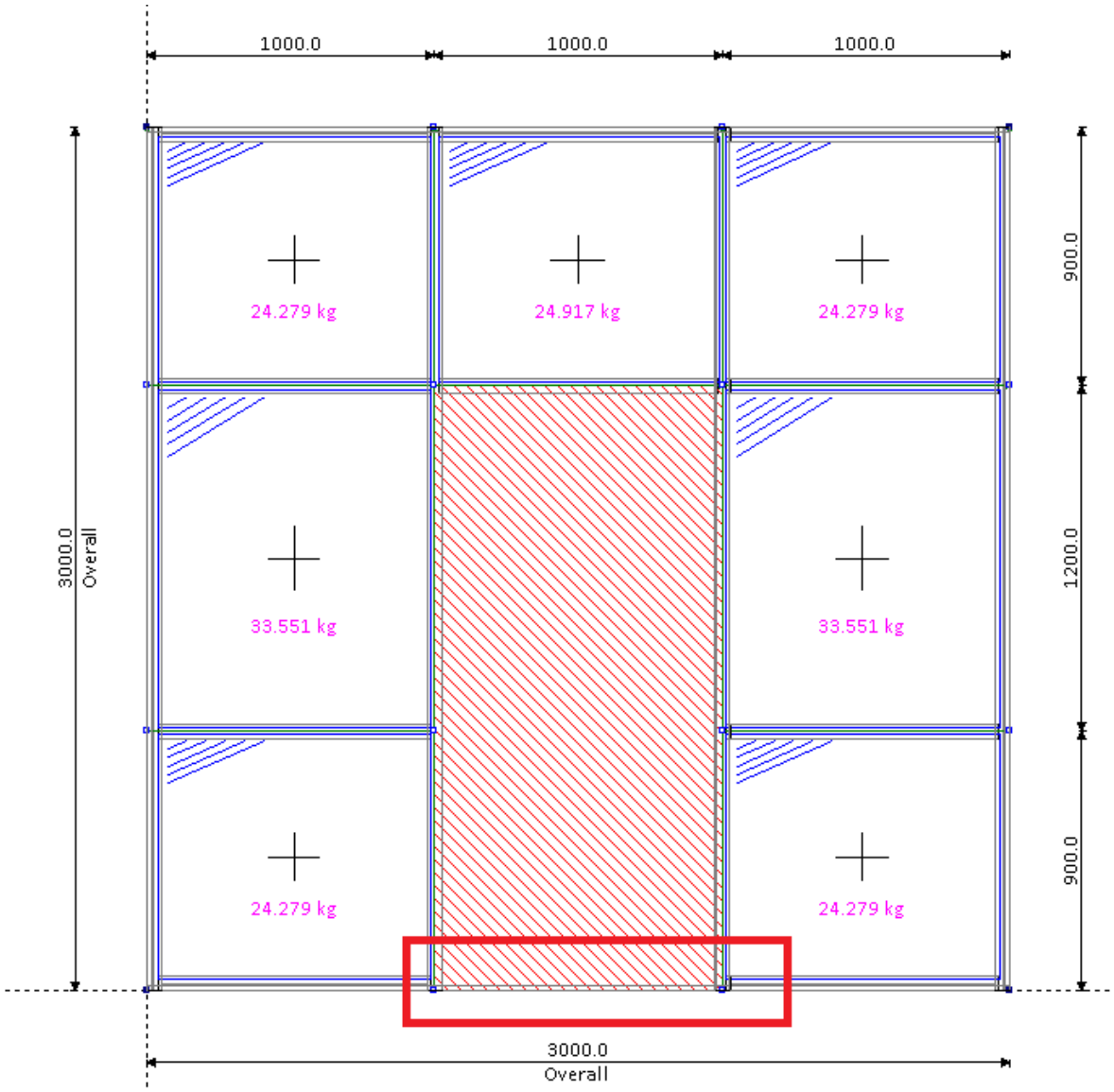
HIGHLIGHT THE LIGHT AS SHOWN BELOW AND THEN CLICK ONTO THE “C6RCW-ADVANCED” BUTTON AS SHOWN BY THE RED ARROW BELOW.



CHOOSE THE OPTION “REMOVE BOTTOM SECTION AND ADD CLOSER” AND THEN CLICK OK



THE BOTTOM SECTION WILL BE REMOVED



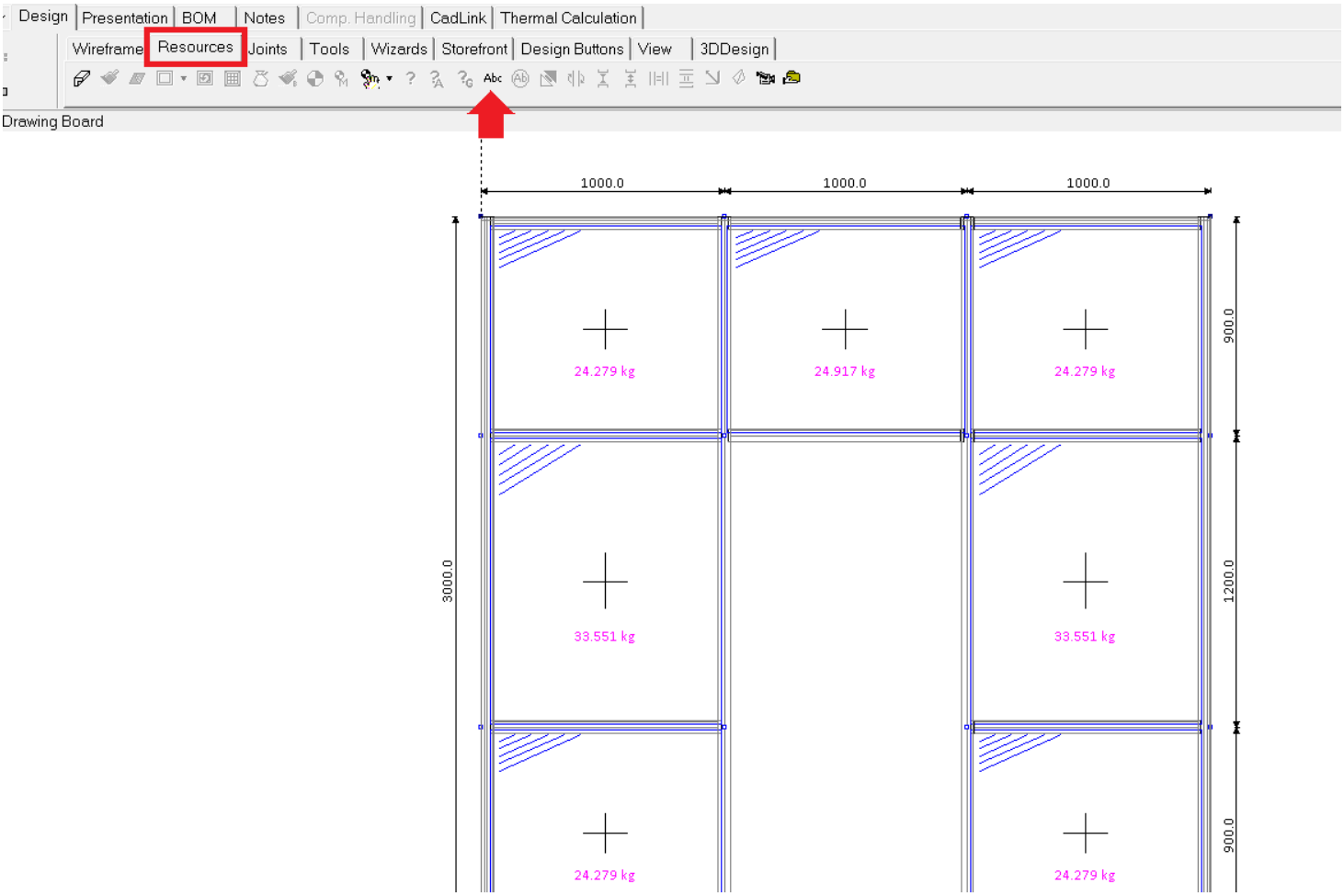
AND THE SOFTWARE HAS ADDED A POCKET CLOSER TO CLOSE OFF THE POCKET

ABC – ADDING ANOTATIONS ONTO THE DRAWING

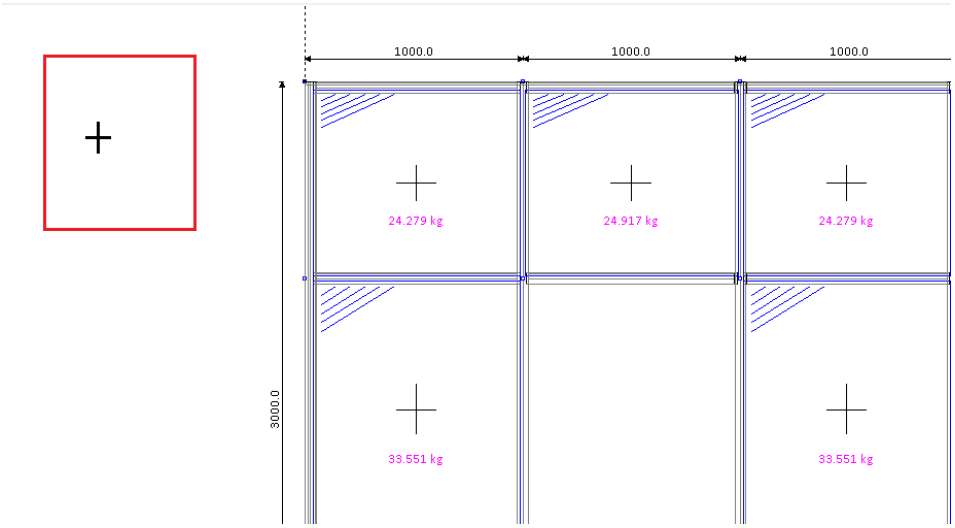
SOMETIMES WE MAY WANT TO ADD NOTES ONTO THE ELEVATION OF THE FRAME TO INDICATE THAT THERE IS A SPECIAL DETAIL

USING THE EXAMPLE THAT WE HAVE JUST DRAWN ABOVE WE WILL ADD A NOTE TO MENTION THAT THE FRAME HAS A BLANK OPENING. BRING UP THIS FRAME OR ANY OTHER FRAME FROM ANY QUOTE

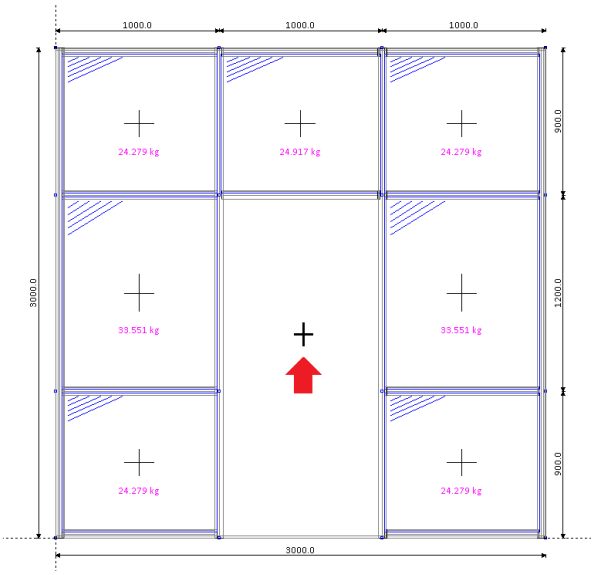
WHILST IN THE DESIGN SCREEN, GO INTO RESOURCES AND FIND THE ABC (ANNOTIATION) BUTTON AND CLICK ONTO IT



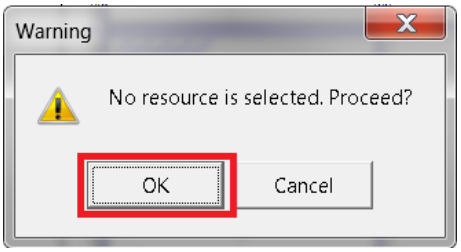
ONCE YOU HAVE CLICKED IT YOU WILL NOTICE THAT YOUR MOUSE POINTER HAS TURNED INTO AN CROSSHAIR AS YOU MOVE IT AROUND THE SCREEN. THIS IS SO YOU CAN CHOOSE WHERE TO PUT THE ANNOTATION (NOTE).



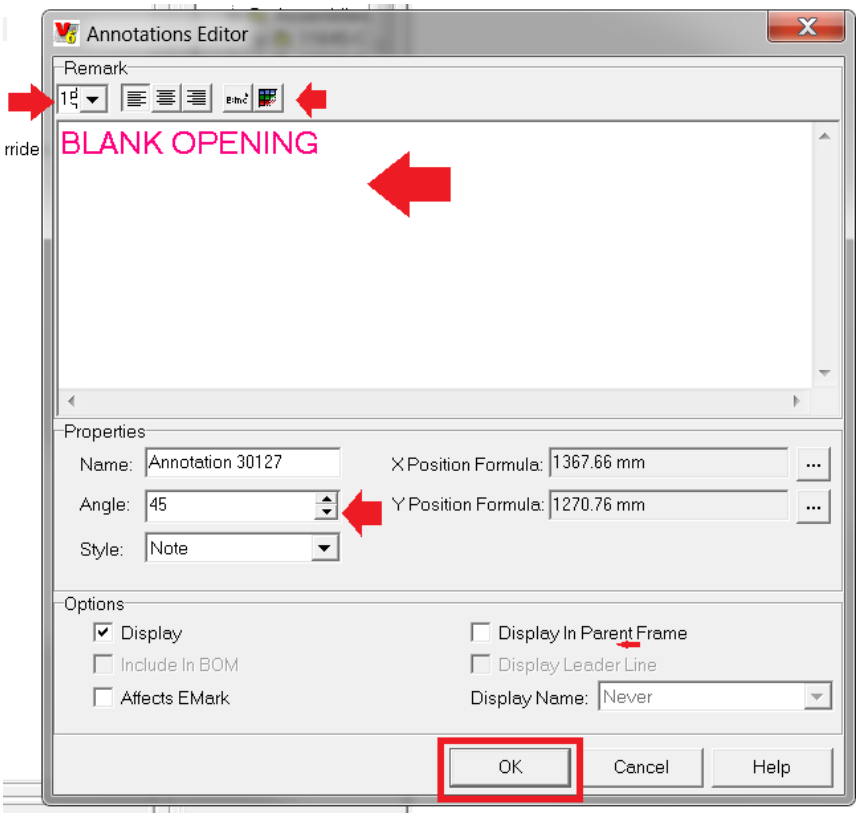
USING YOUR MOUSE POSITION THE CROSSHAIR ROUGHLY WHERE THE DOOR IS AND THEN CLICK YOUR LEFT HAND MOUSE BUTTON



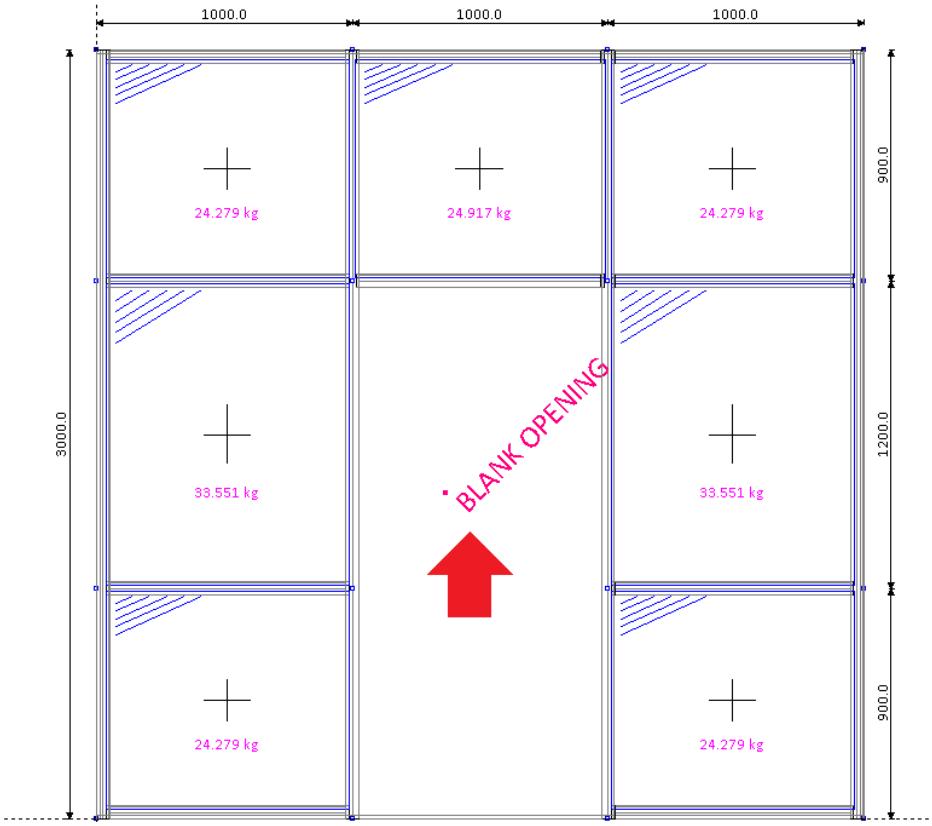
CLICK OK WHEN THIS BOX APPEARS



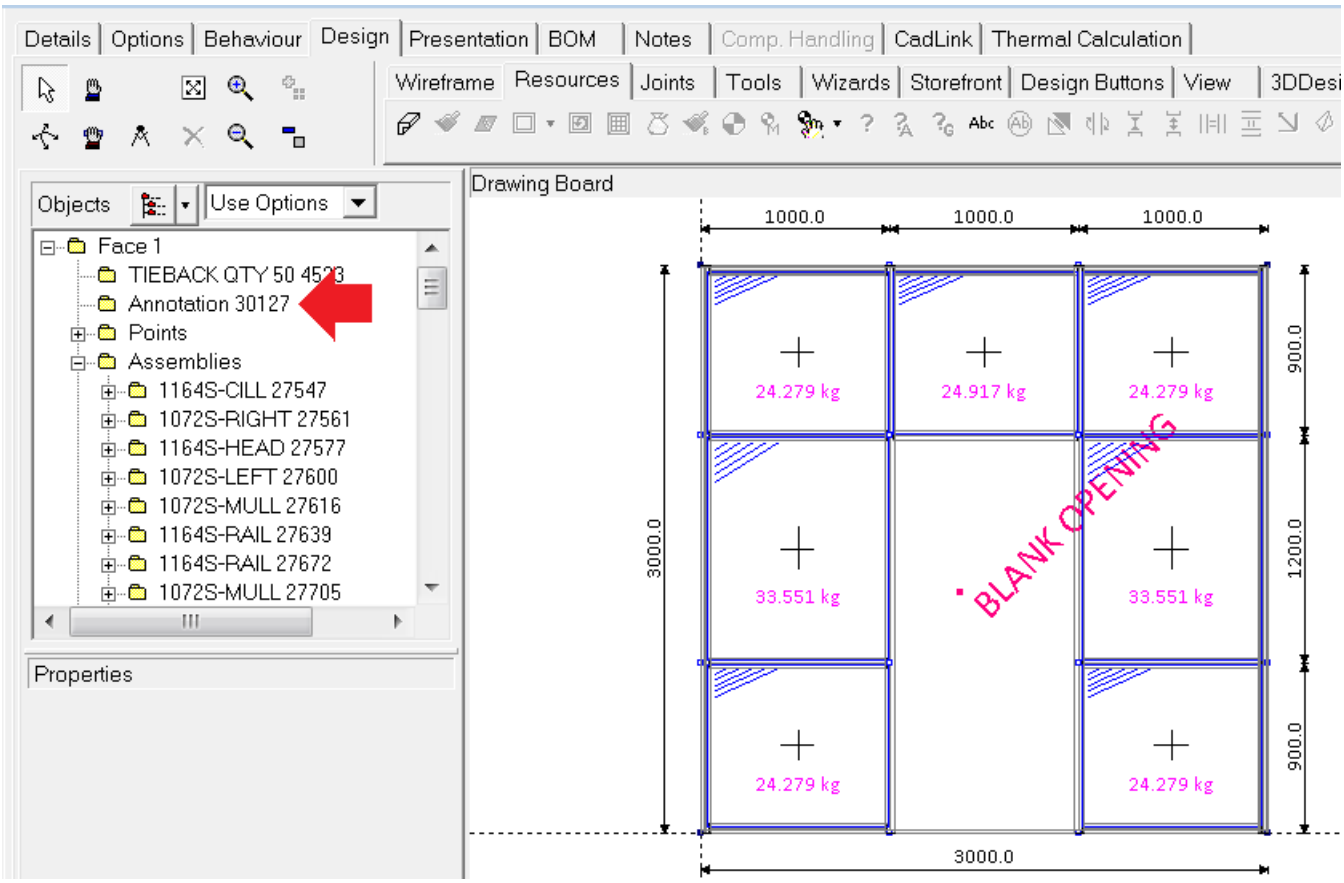
WHEN THE FOLLOWIN BOX COMES UP YOU CAN WRITE IN IT AS SHOWN, CHANGE THE FONT SIZE, FONT COLOUR AND EVEN THE ANGLE (AS SHOWN), CHANGE A FEW OF THESE AND THEN CLICK OK



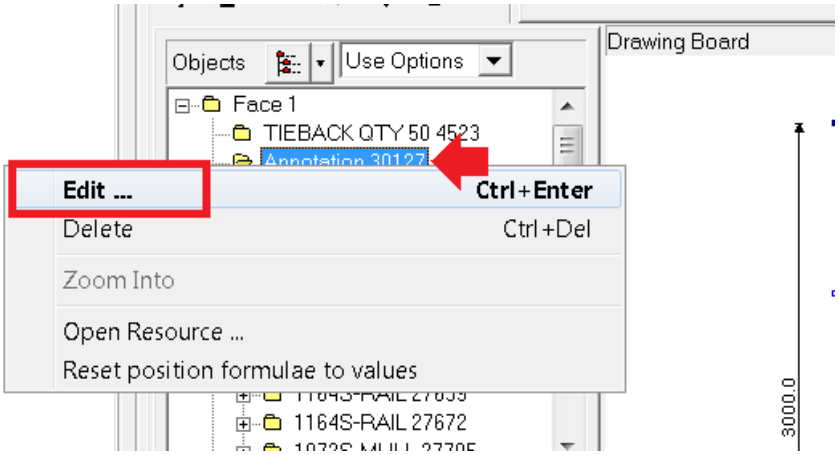
YOU SHOULD NOW SEE YOUR COMMENT AS(SHOWN BELOW)



THIS "ANNOTIATION" WILL SHOW UP IN THE OBJECTS BOX AND WE CAN HIGHIGHT IT TO DELETE IT, WE CAN ADD MULTIPLE NOTES ONTO A DRAWING.

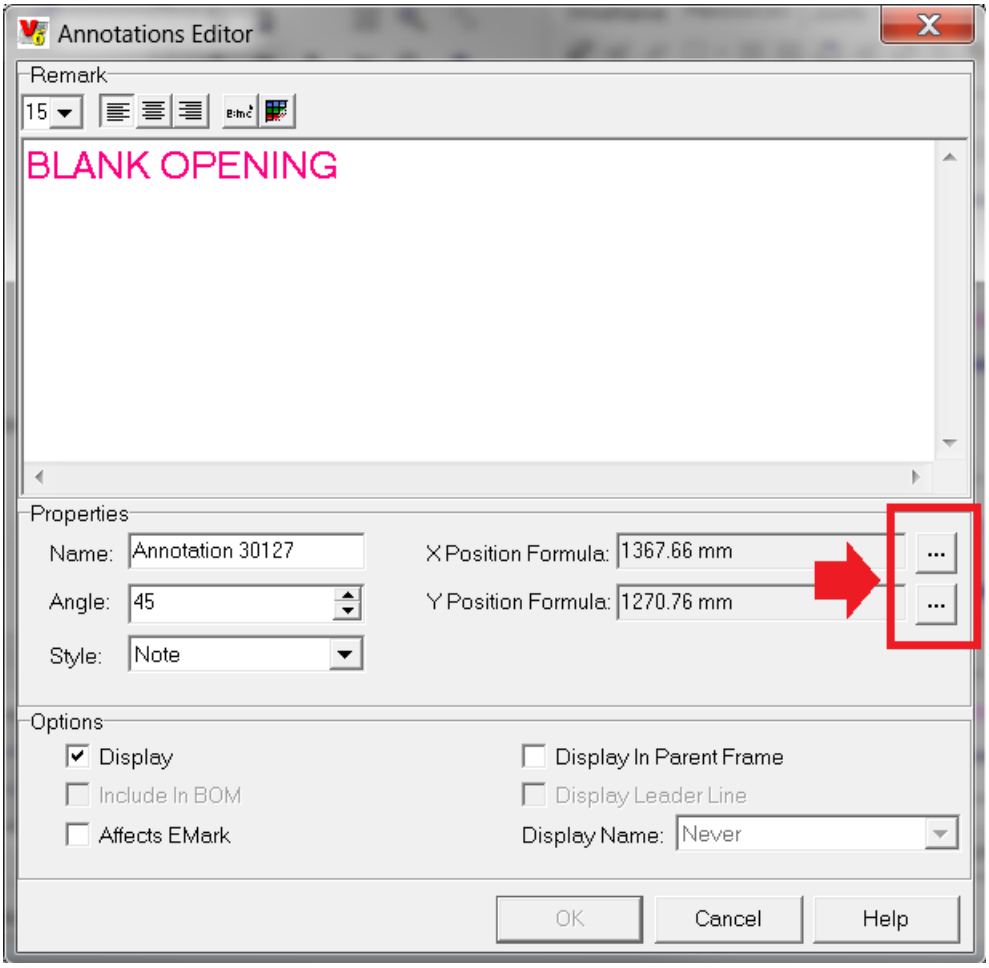


SHOULD YOU WISH TO MOVE IT ABOUT YOU CAN HIGHIGHT IT IN THE OBJECTS BOX AND RIGHTCLICK ON IT AND GO TO EDIT



YOU CAN CLICK ONTO THE X POSITION FORMULA (THREE DOTS) TO CHANGE THE WIDTH AND THEN REPEAT THE SAME FOR THE Y POSITION TO CHANGE THE HEIGHT

THE X AND Y ARE EXACT POSITIONS OF THE ANNOTATION FROM THE BOTTOM LEFT OF THE FRAME IN MILLIMETRES



TRY ADDING A FEW MORE NOTES ONTO THE FRAME ASWELL AS DELETING THEM AND MOVING THEM AROUND TO MAKE SURE THAT YOU HAVE UNDERSTOOD THIS.

THESE NOTES SHOULD COME OUT OF THE REPORTS, BUT IF YOU WANT A SPECIFIC REPORT TO SHOW THEM THEN YOU MAY NEED TO CONTACT US TO ENABLE THIS

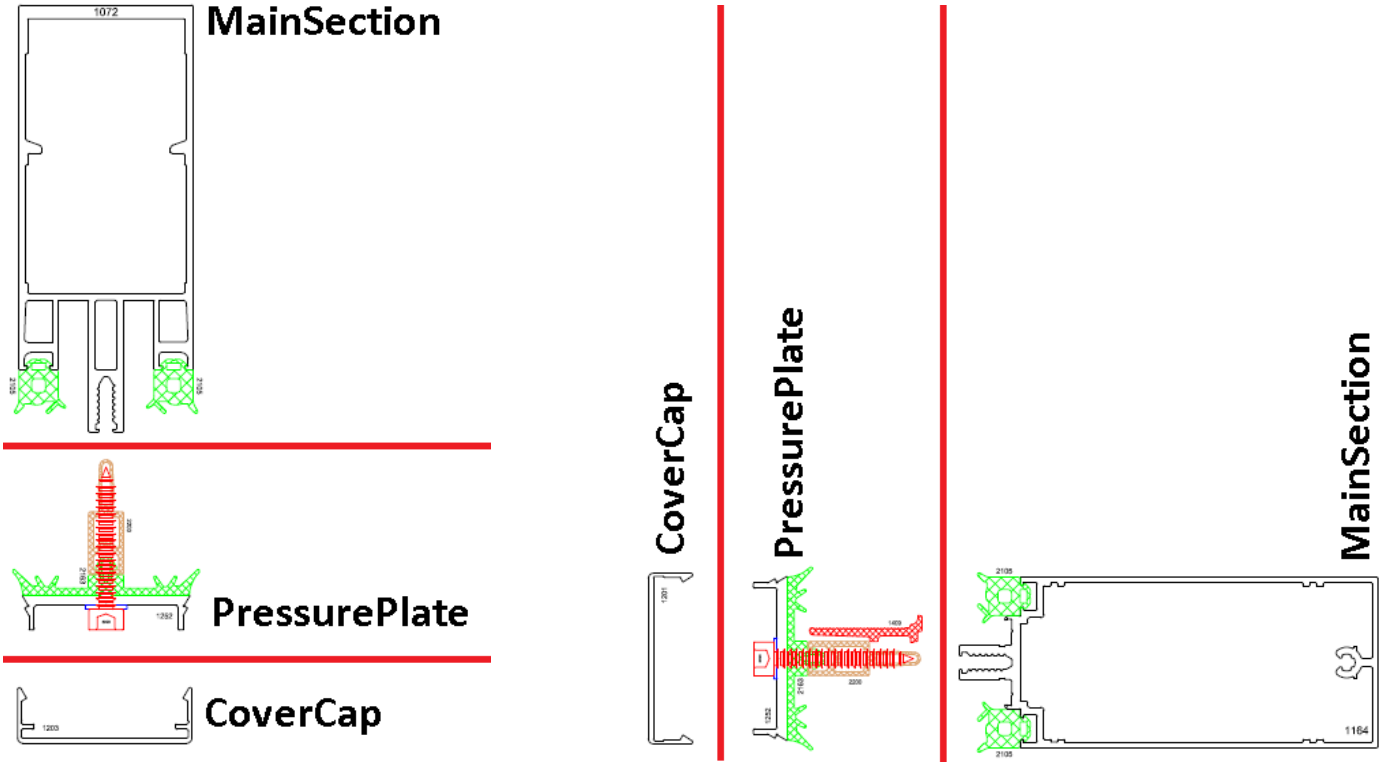
CHANGING SINGLE MULLIONS

WHEN BUILDING CURTAIN WALL, THE OPTION IS THERE TO CHANGE ALL OF THE MULLIONS OR ALL OF THE TRANSOMS, BUT THERE IS NO MENTION OF SINGLE MULLIONS AND TRANSOMS

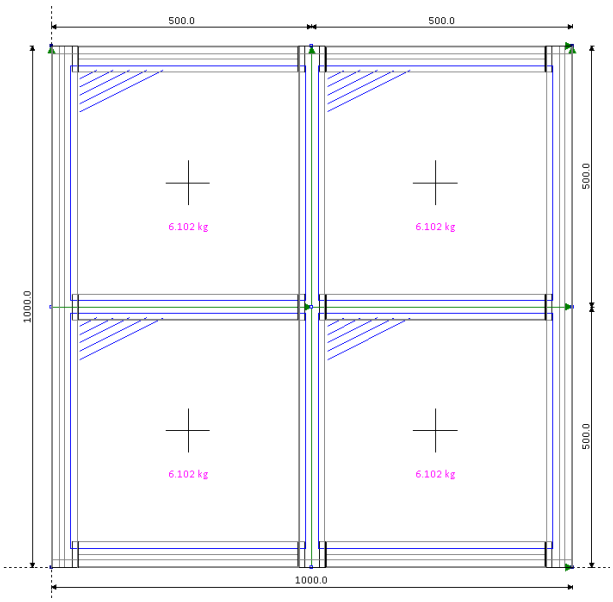
CURTAIN WALL HAS DIFFERENT LAYERS SO UNLIKE A NORMAL WINDOW YOU HAVE TO BE CAREFUL THAT YOU ARE SUBSTITUING A MULLION FOR A MULLION AND NOT A COVERCAP FOR A MULLION AS THE FIRST THING AT THE FRONT OF THE SCREEN WILL BE THE COVERCAP ANC CHOOSING THIS DIRECTLY ON THE SCREEN WILL MOST LIKELY PICK UP THE COVERCAP.

WE LEARNED PREVIOUSLY ABOUT THE LAYERS AND SO WE CAN HIDE THEM SO THAT WE ARE ONLY LOOKING AT THE LAYER THAT WE WANT TO. THIS HAS BEEN MADE EASIER USING MACROS THAT WE HAVE ALREADY WRITTEN.

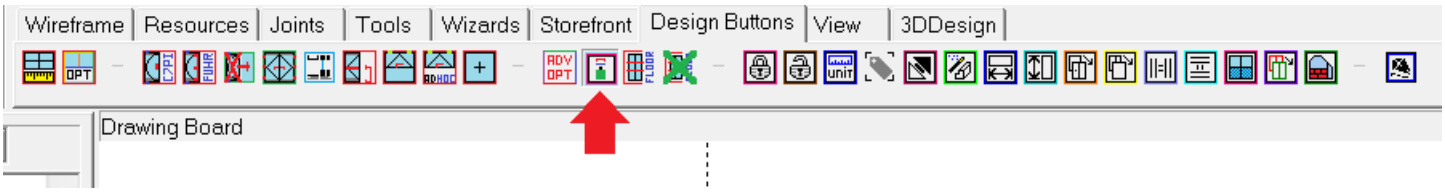
THE LAYERS THAT WE WILL BE WORKING WITH ARE DEVIDED UP AS FOLLOWS FOR A MULLION AND A TRANSOM



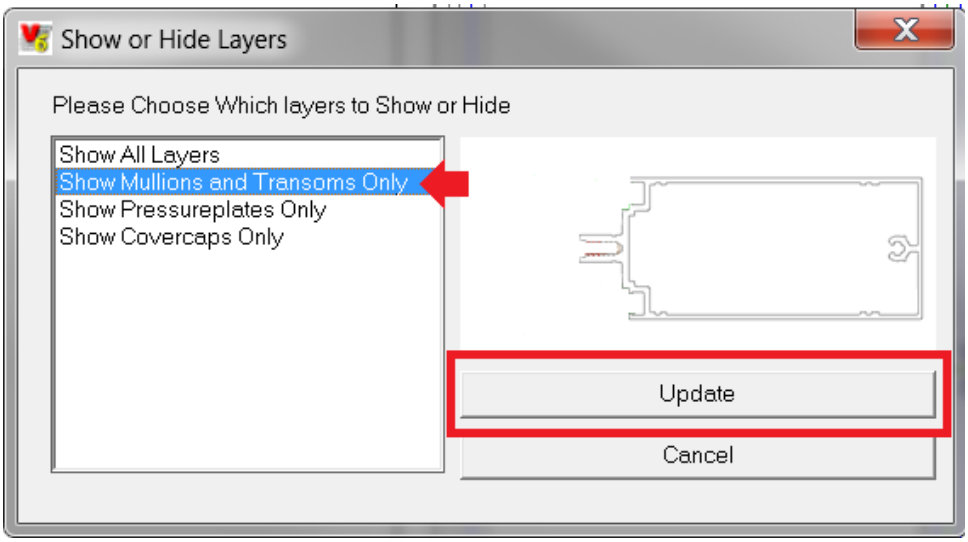
BUILD THE FOLLOWING FRAME OR SOMETHING SIMILAR



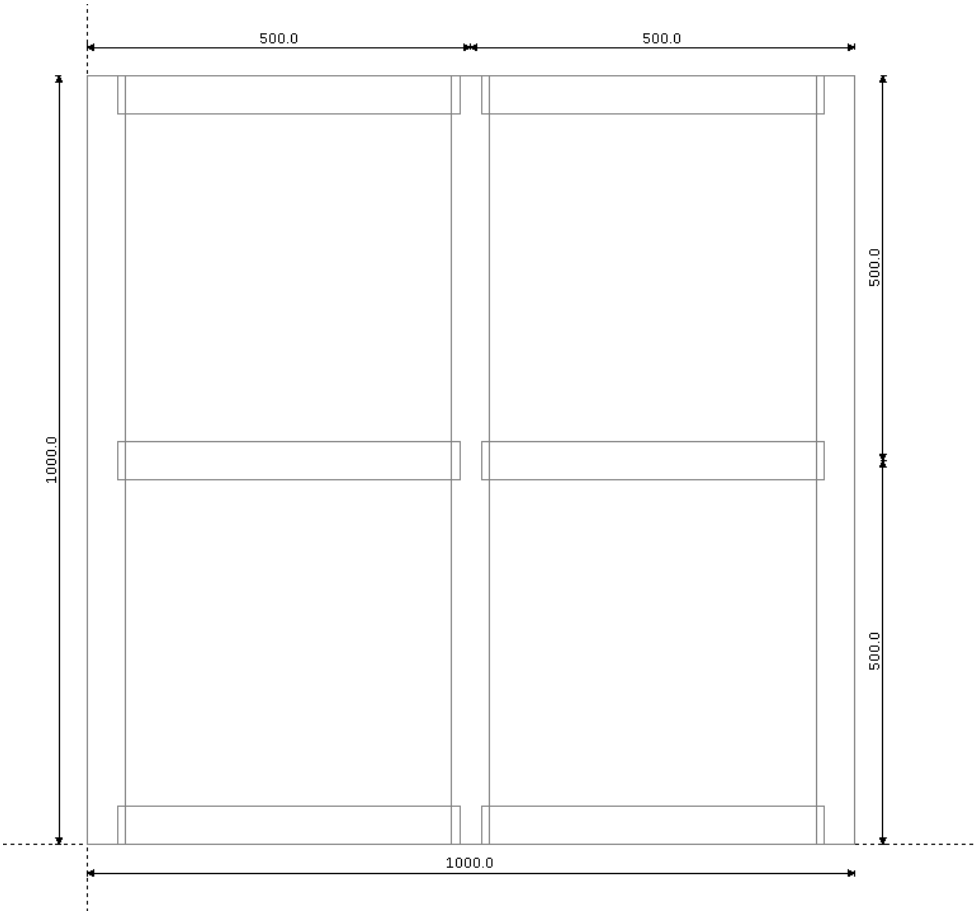
ONCE THE FRAME IS BUILT CLICK ONTO THIS BUTTON



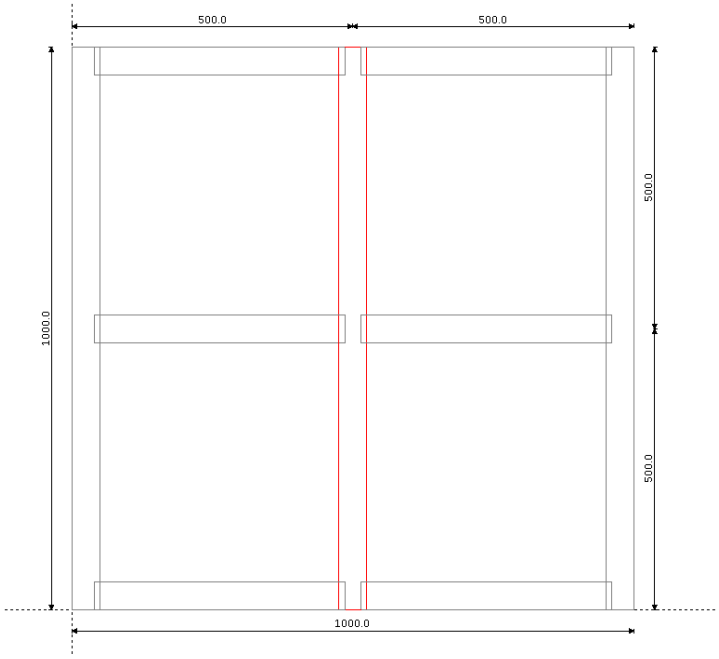
WHEN THE FOLLOWING SCREEN COMES UP, CHOOSE “SHOW MULLIONS AND TRANSOMS ONLY” AND CLICK “UPDATE”.



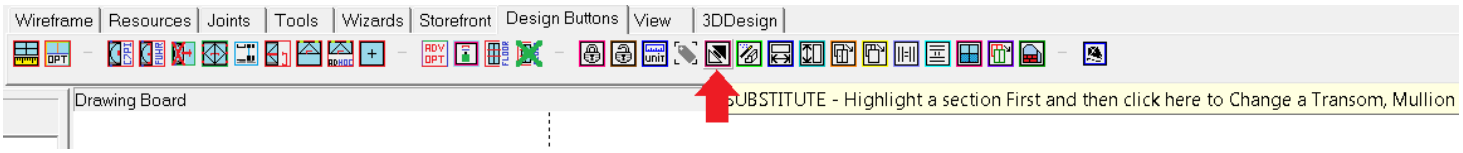
THE SCREEN WILL NOW LOOK LIKE THE BELOW, THE FRONT TWO LAYERS INCLUDING THE GLASS HAVE BEEN HIDDEN AND WE ARE NOW JUST VIEWING THE MULLIONS AND TRANSOMS.



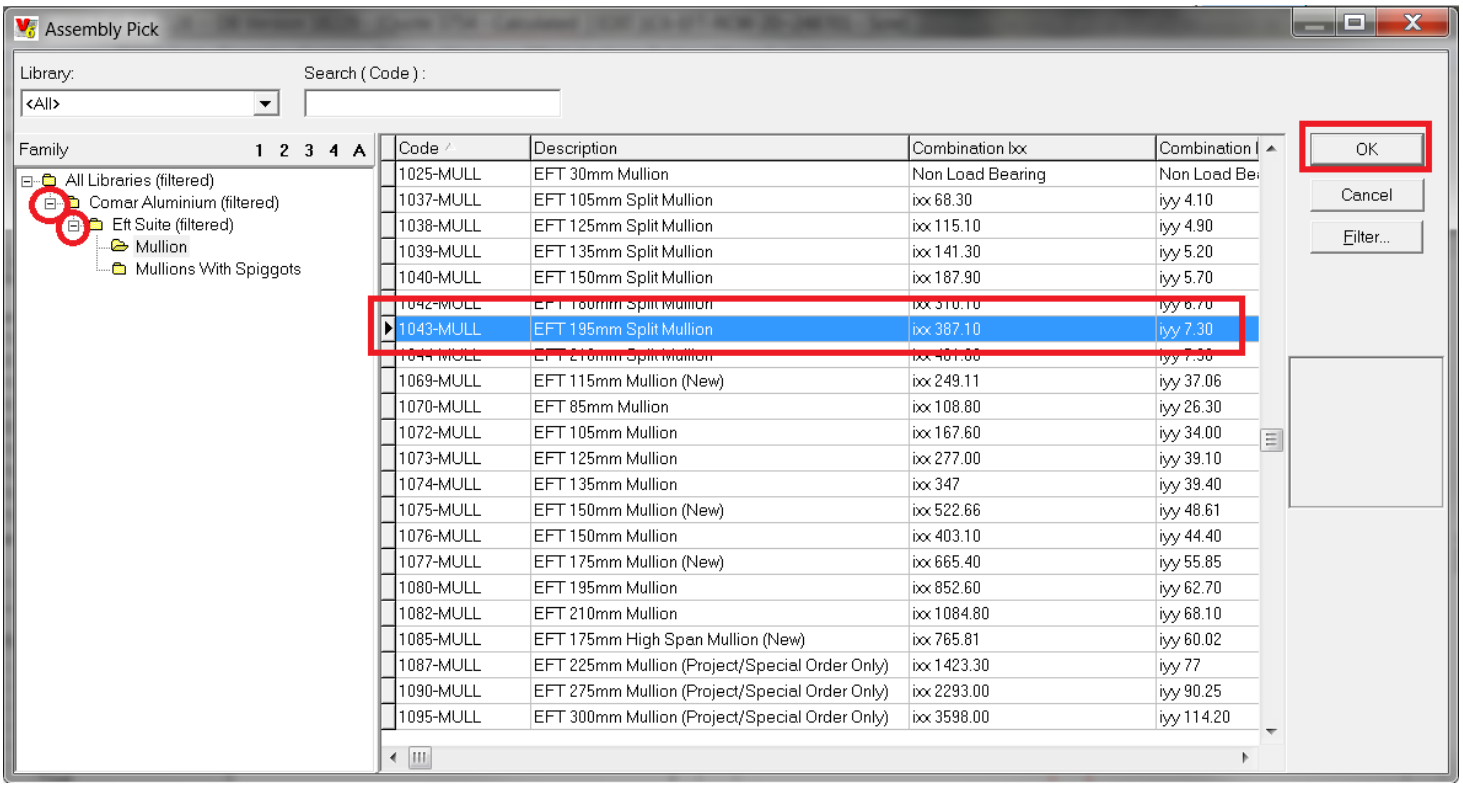
USING THE MOUSE , HIGHLIGHT THE MIDDLE MULLION AS SHOWN.



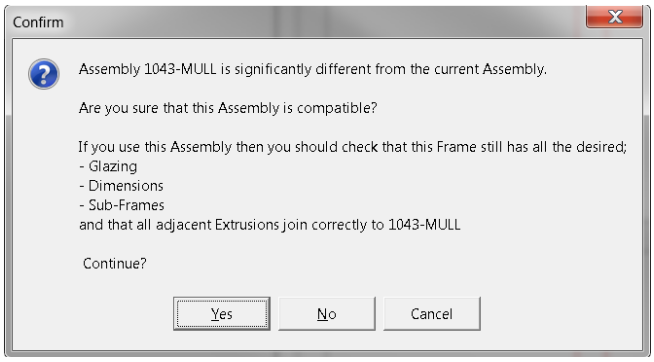
NOW CLICK ONTO SUBSTITUTE ASSEMBLY (AS SHOWN)



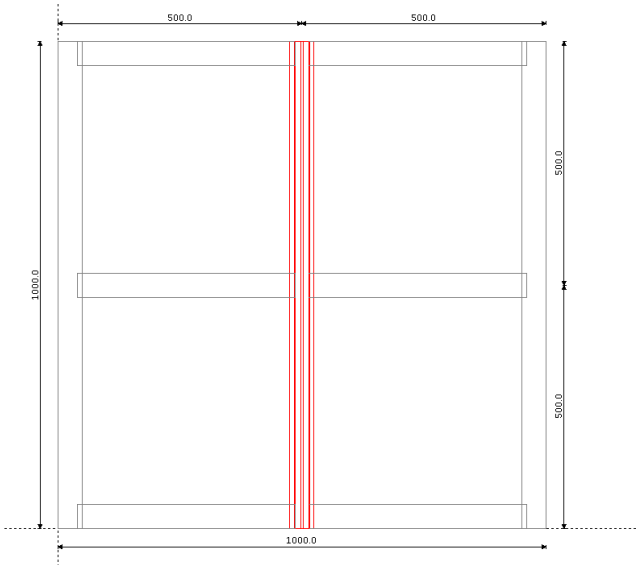
USING THE LITTLE "+" OR THE "1 2 3 4 A" BUTTONS EXPAND THE OPTIONS SO THAT YOU CAN SEE ALL OF THE SECTIONS AND THEN UNDER MULLION CHOOSE "1043-MULL (195MM SPLIT MULLION) AND THEN CLICK OK



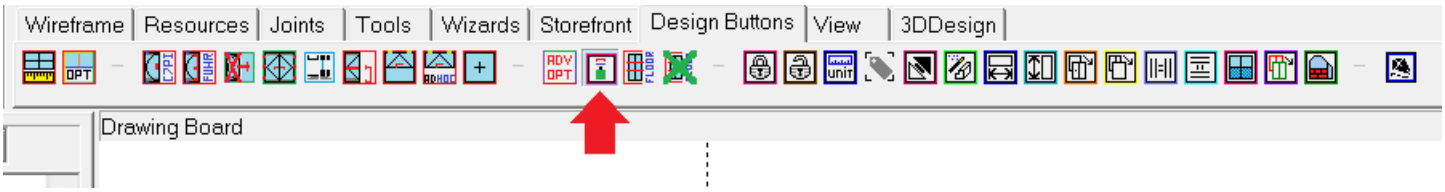
CLICK “YES” WHEN THE FOLLOWING SCREEN COMES UP.



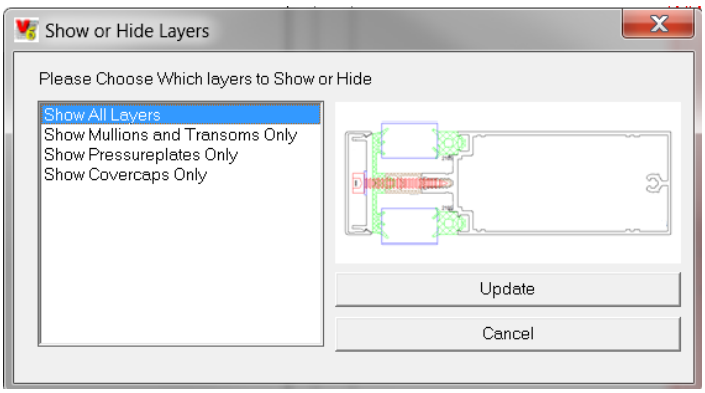
IN THIS EXAMPLE WE WILL SEE THE DIFFERENCE IN THE SCREEN WHEN IT COMES BACK (AS ITS A SPLIT MULLION), WE WILL LOOK AT THE RESULTS OF THIS CHANGE A LITTLE LATER ON USING CAD AFTER WE HAVE CHANGED THE COVERCAP.



YOU CAN CLICK ONTO THE LAYERS BUTTON AGAIN TO TURN THEM BACK ON



CHOOSING THIS OPTION



CHANGING TRANSOMS IS THE SAME PROCEDURE AS CHANGING MULLIONS AND WE TURN OFF THE SAME LAYERS

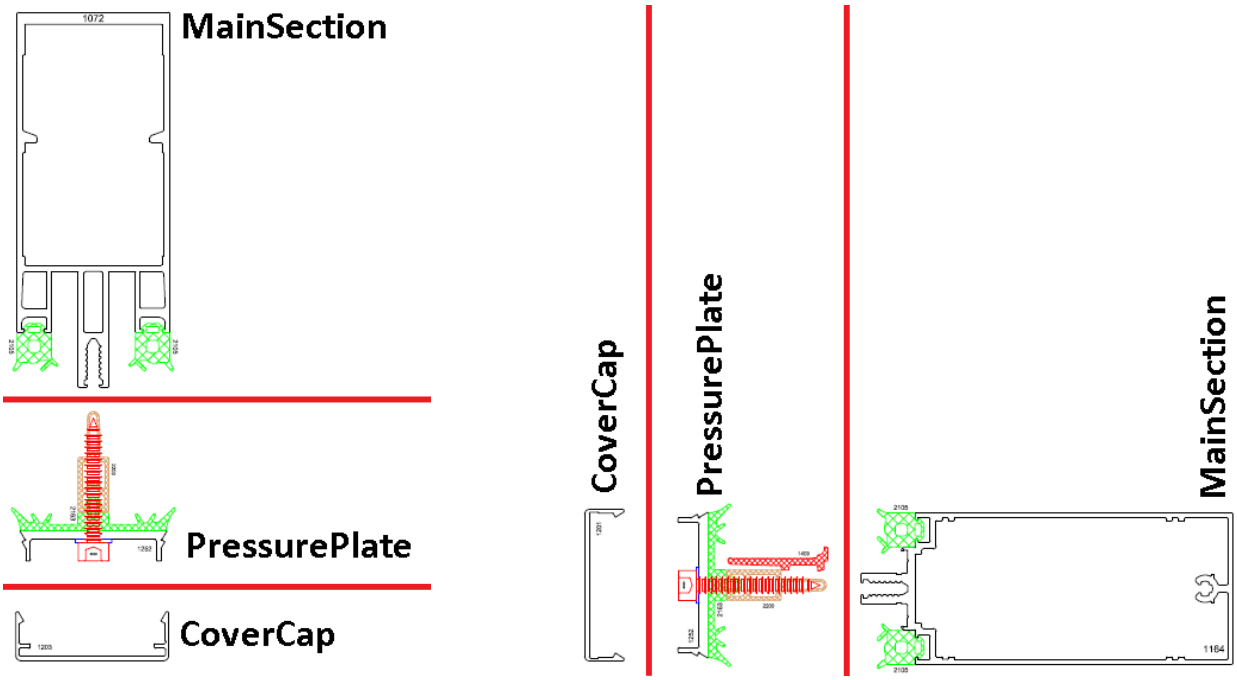
CHANGING SINGLE COVERCAPS

WHEN BUILDING CURTAIN WALL, THE OPTION IS THERE TO CHANGE ALL OF THE HORIZONTAL COVERCAPS AND VERTICAL COVERCAPS, BUT THERE IS NO MENTION OF SINGLE COVERCAPS

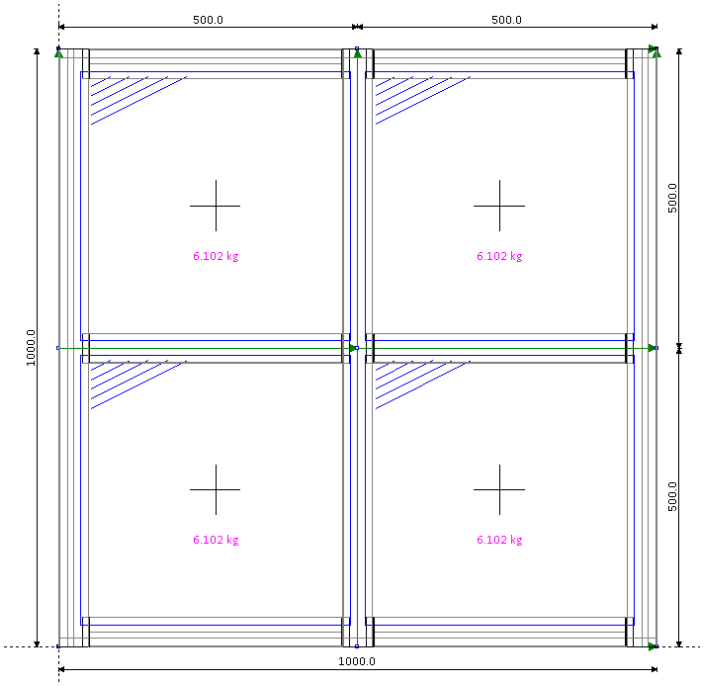
CURTAIN WALL HAS DIFFERENT LAYERS SO UNLIKE A NORMAL WINDOW YOU HAVE TO BE CAREFUL THAT YOU ARE SUBSTITUING A MULLION FOR A MULLION AND NOT A COVERCAP FOR A MULLION AS THE FIRST THING AT THE FRONT OF THE SCREEN WILL BE THE COVERCAP ANC CHOOSING THIS DIRECTLY ON THE SCREEN WILL MOST LIKELY PICK UP THE COVERCAP.

WE LEARNED PREVIOUSLY ABOUT THE LAYERS AND SO WE CAN HIDE THEM SO THAT WE ARE ONLY LOOKING AT THE LAYER THAT WE WANT TO. THIS HAS BEEN MADE EASIER USING MACROS THAT WE HAVE ALREADY WRITTEN.

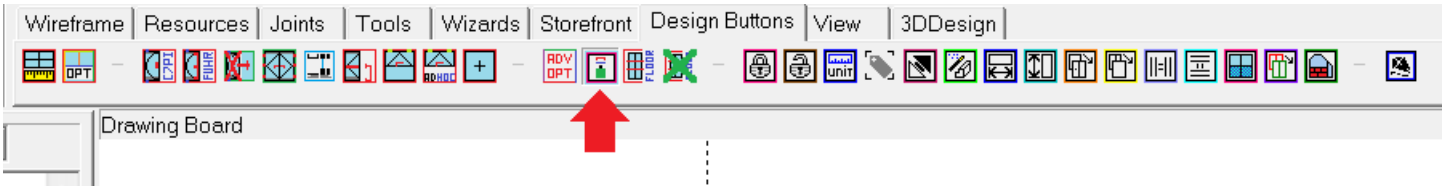
THE LAYERS THAT WE WILL BE WORKING WITH ARE DEVIDED UP AS FOLLOWS FOR A MULLION AND A TRANSOM



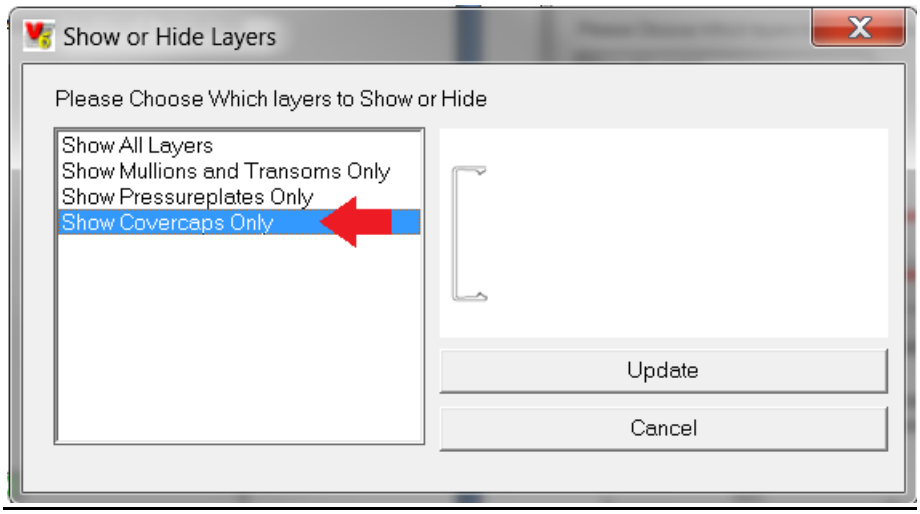
USING THE PREVIOUS FRAME OR SOMETHING SIMILAR



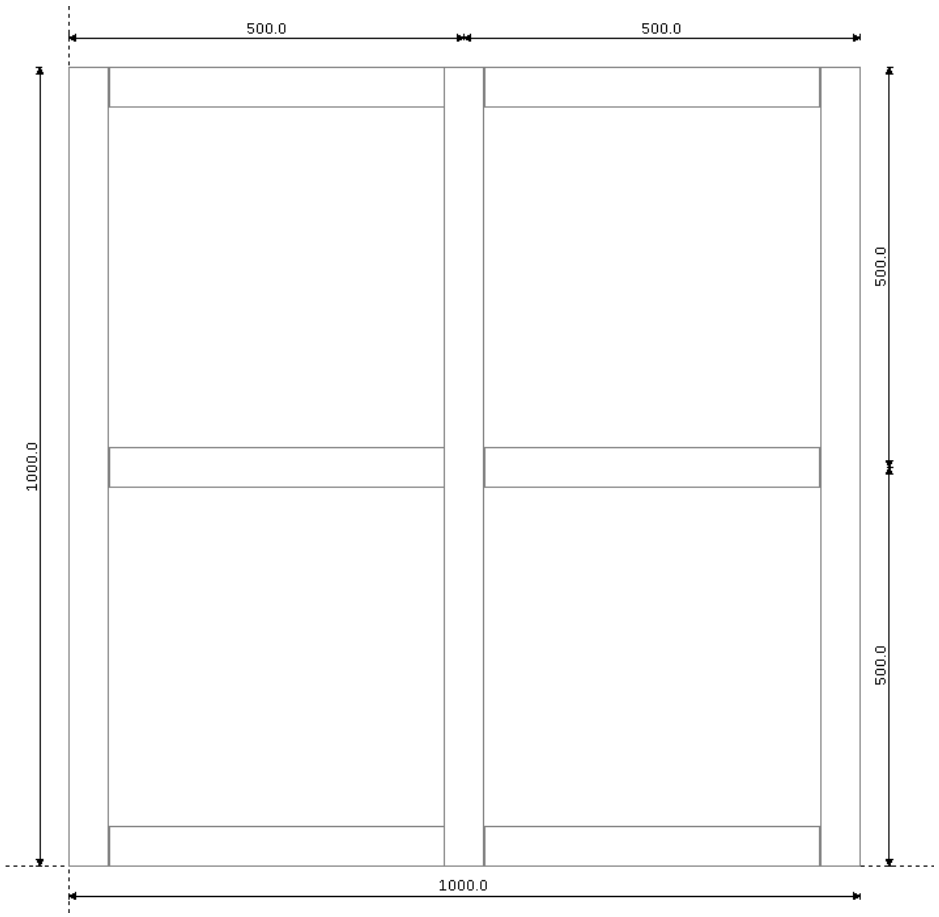
ONCE THE FRAME IS BUILT CLICK ONTO THIS BUTTON



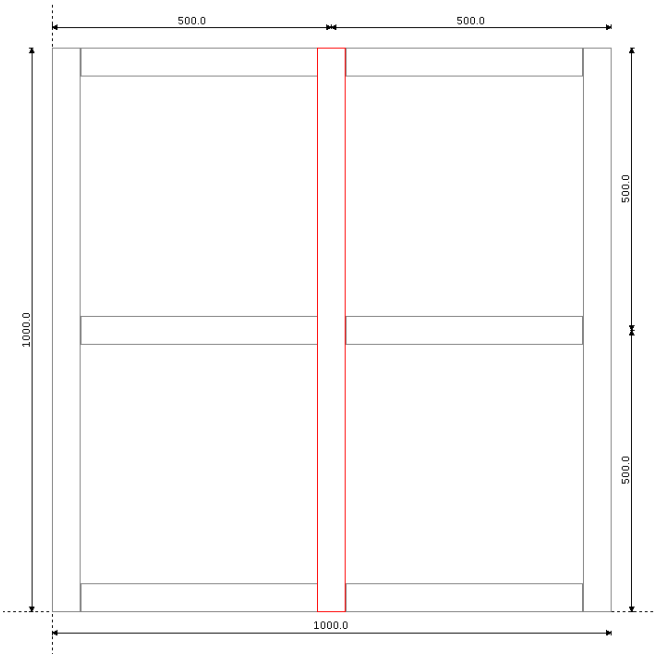
WHEN THE FOLLOWING SCREEN COMES UP, CHOOSE “SHOW COVERCAPS ONLY” AND CLICK “UPDATE”.



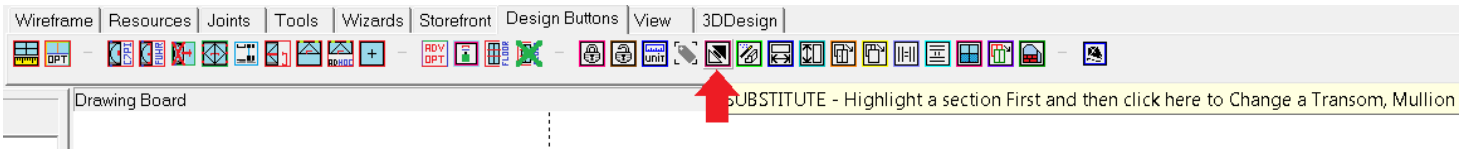
THE SCREEN WILL NOW LOOK LIKE THE BELOW, THE FRONT TWO LAYERS INCLUDING THE GLASS HAVE BEEN HIDDEN AND WE ARE NOW JUST VIEWING THE MULLIONS AND TRANSOMS.



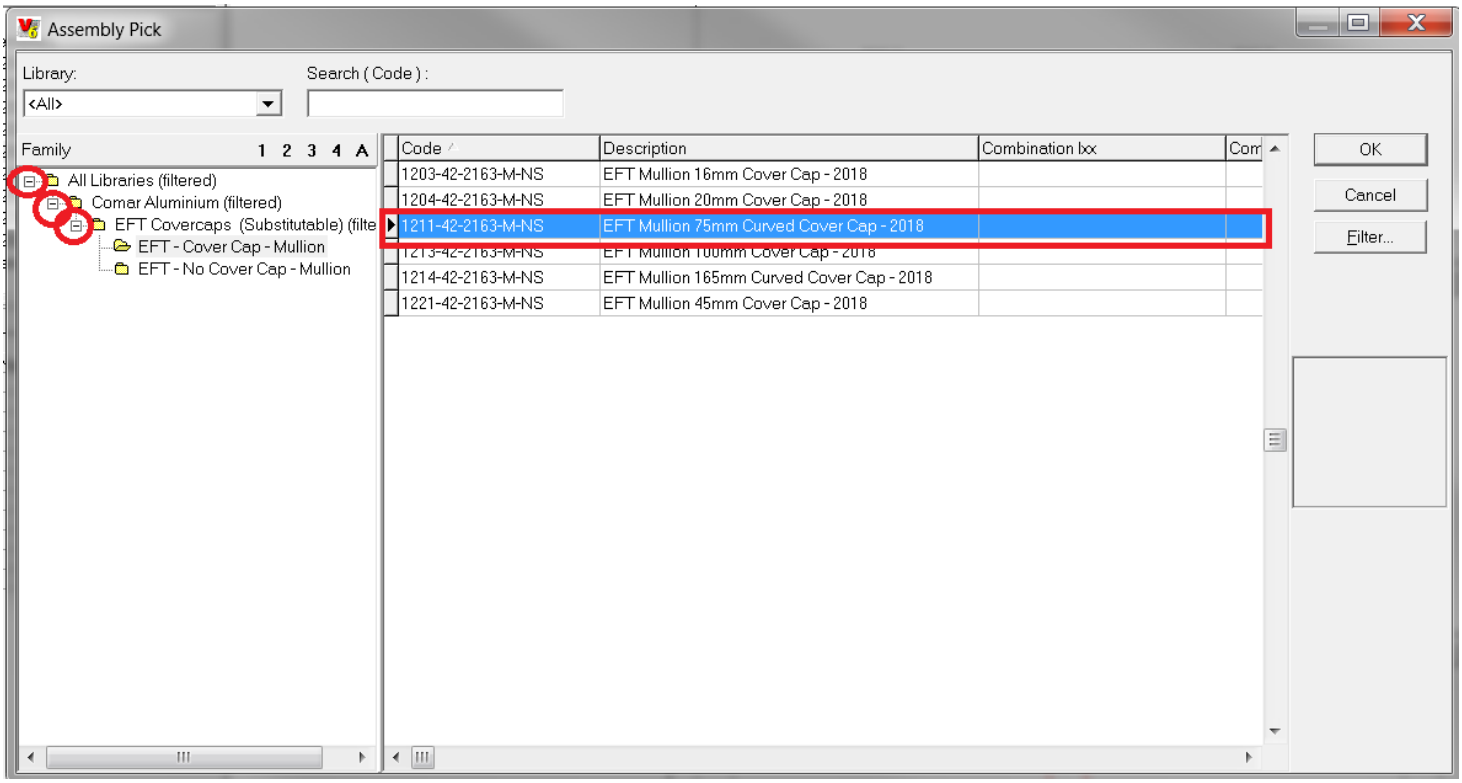
USING THE MOUSE , HIGHLIGHT THE MIDDLE COVERCAPS AS SHOWN.



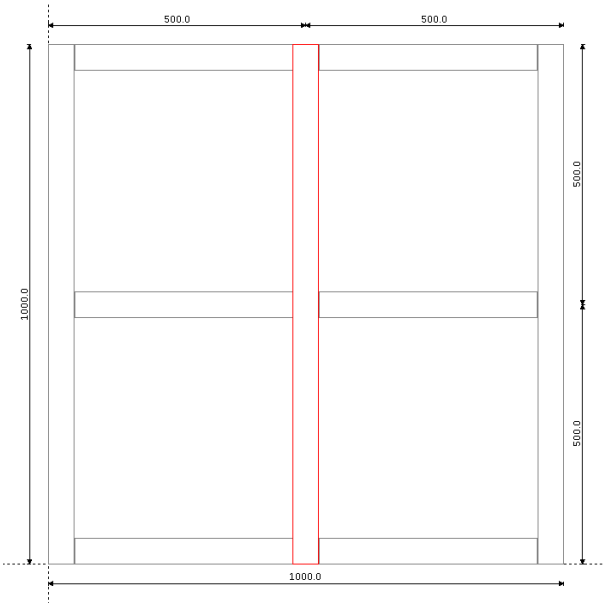
NOW CLICK ONTO SUBSTITUTE ASSEMBLY (AS SHOWN)



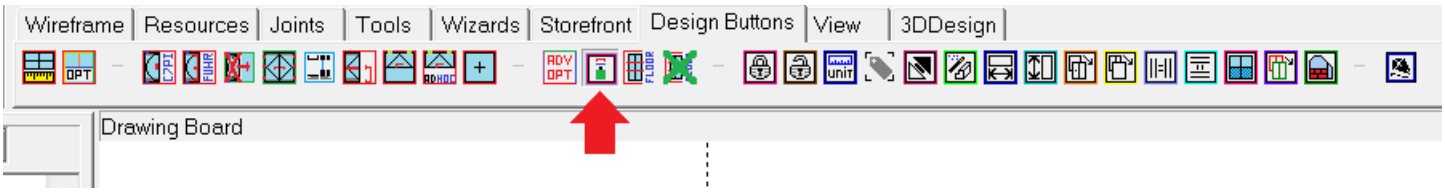
USING THE LITTLE “+” OR THE “1 2 3 4 A” BUTTONS EXPAND THE OPTIONS SO THAT YOU CAN SEE ALL OF THE SECTIONS AND THEN UNDER MULLION CHOOSE “1211-42-2163-M-NS (75MM CURVED COVERCAP) AND THEN CLICK OK



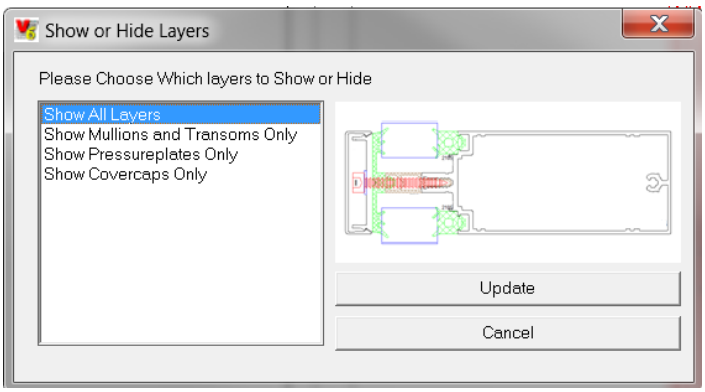
IN THIS EXAMPLE YOU MAY NOT SEE THE THE DIFFERENCE IN THE SCREEN WHEN IT COMES BACK, WE WILL LOOK AT THE RESULTS OF THIS CHANGE A LITTLE LATER ON USING CAD IN A MOMENT.



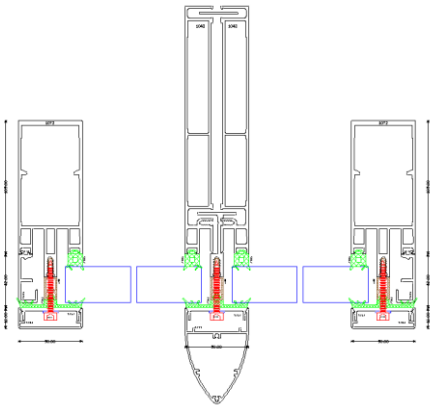
YOU CAN CLICK ONTO THE LAYERS BUTTON AGAIN TO TURN THEM BACK ON



CHOOSING THIS OPTION

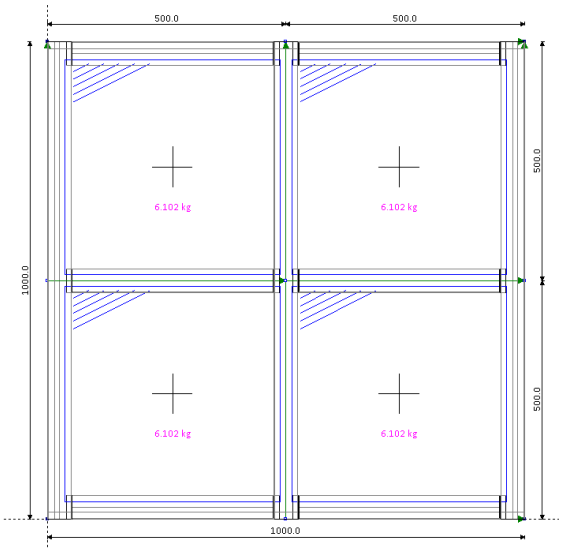


GO INTO CADLINK NOW AND LOOK AT THE RESULTS OF YOUR CHANGES, MINE LOOKS LIKE THIS



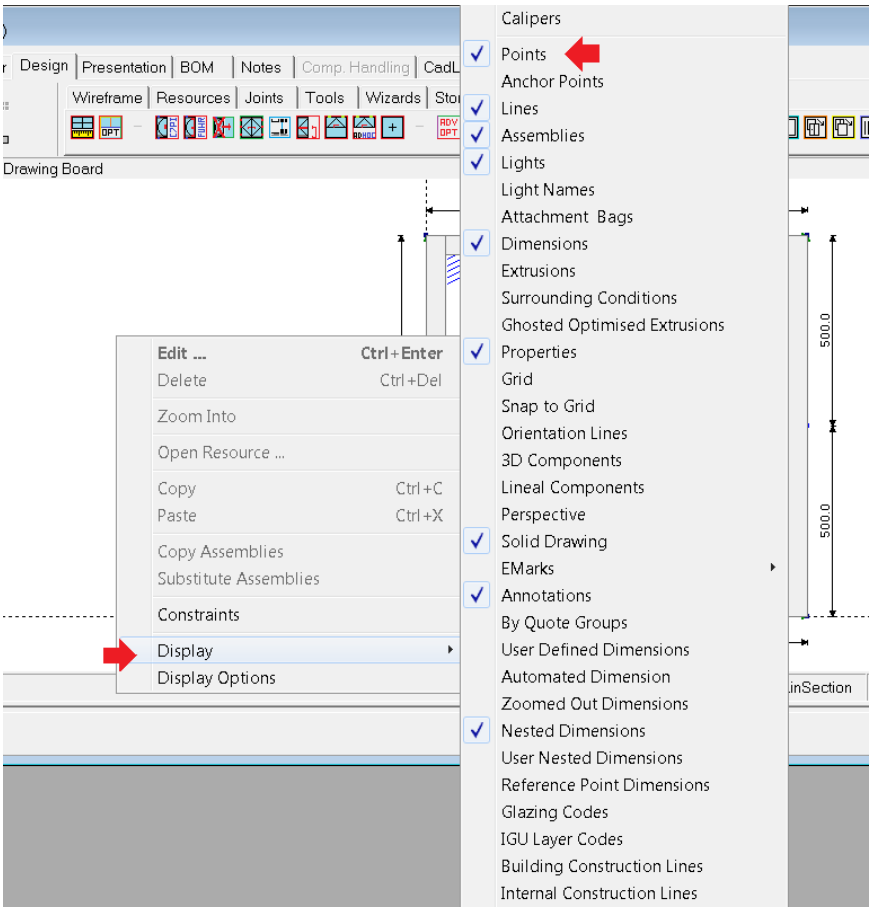
SINGLE RAKING A FRAME

BUILD THE FOLLOWING FRAME SOMETHING SIMILAR, PLEASE LOCK THE TRANSOMS TOGETHER USING THE PADLOCK BUTTON AS IT MAKES IT EASIER LATER ON

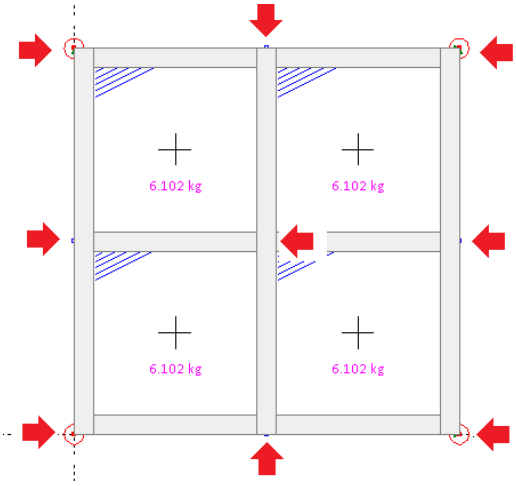


BEFORE WE CAN MAKE ANY CHANGES WE NEED TO MAKE SURE THAT WE CAN VIEW THE POINTS ON THE FRAME

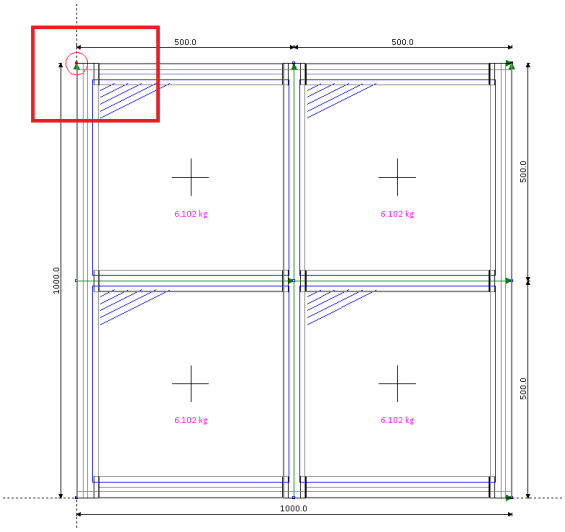
TO DO THIS RIGHTCLICK ON THE DRAWING BOARD, GO DOWN TO DISPLAY AND ACCROSS TO THE RIGHT TO MAKE SURE THAT POINTS IS TICKED (IF IT ISNT THEN PLEASE CLICK ON IT) AS SHOWN BELOW



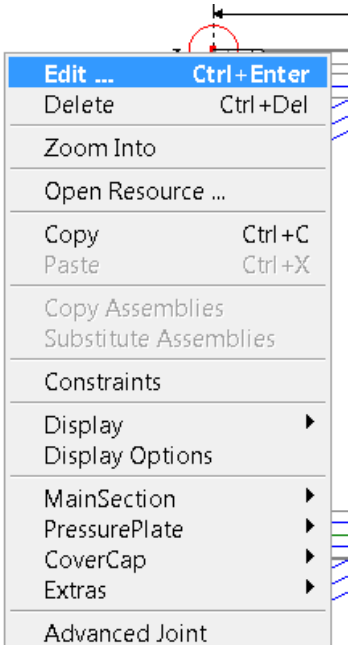
ONCE YOU CLICK IT THE BOX WILL DISSAPEAR AND WILL RETURN YOU TO THE OTHER SCREEN
YOU SHOULD NOW SEE SOME FAINT BLACK DOTS ON ALL CORNERS AND JOINTS OF THE FRAME (INDICATED BY THE ARROWS BELOW)



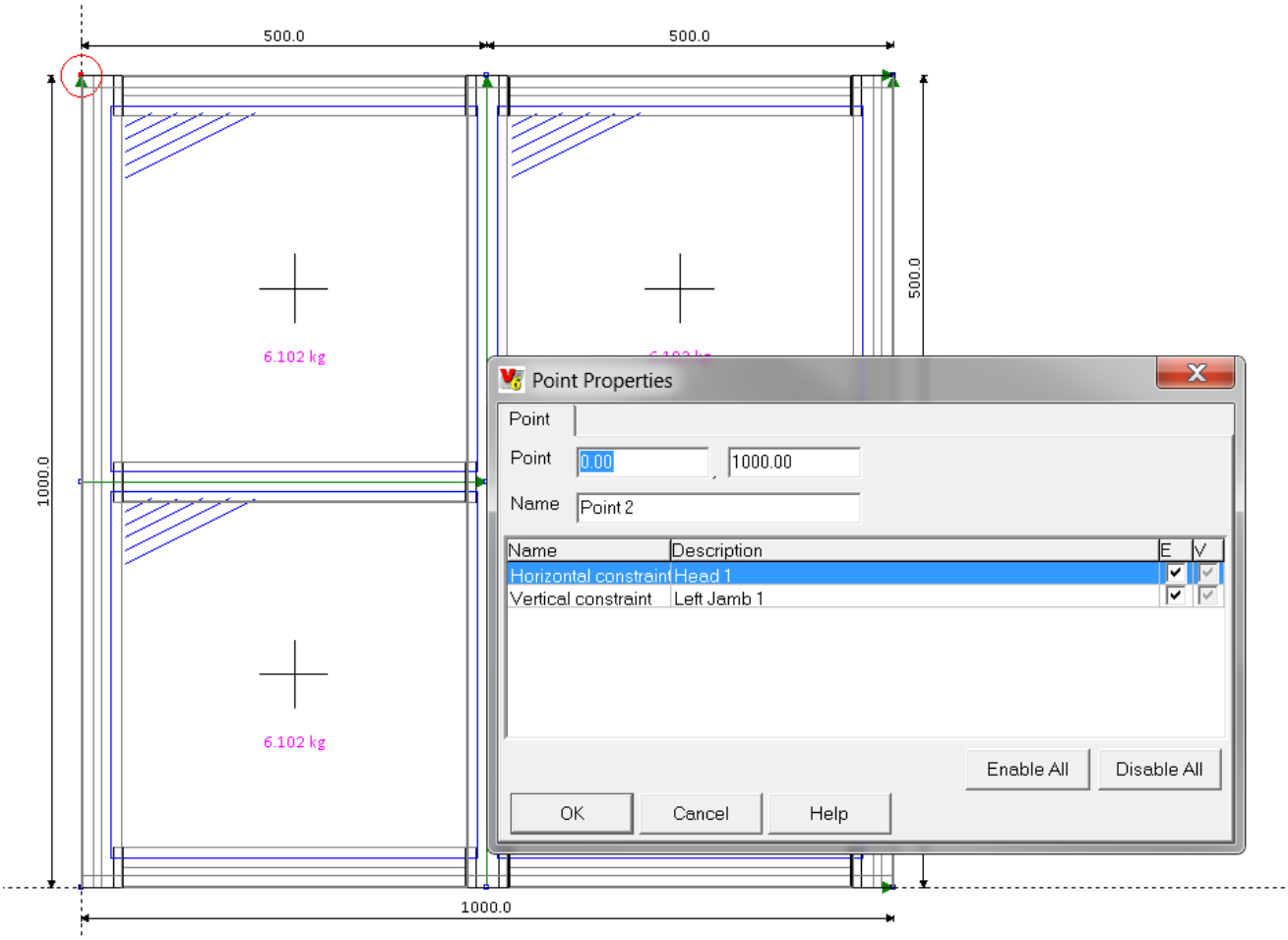
USING YOUR MOUSE HIGHLIGHT THE TOP LEFT HAND POINT AS SHOWN



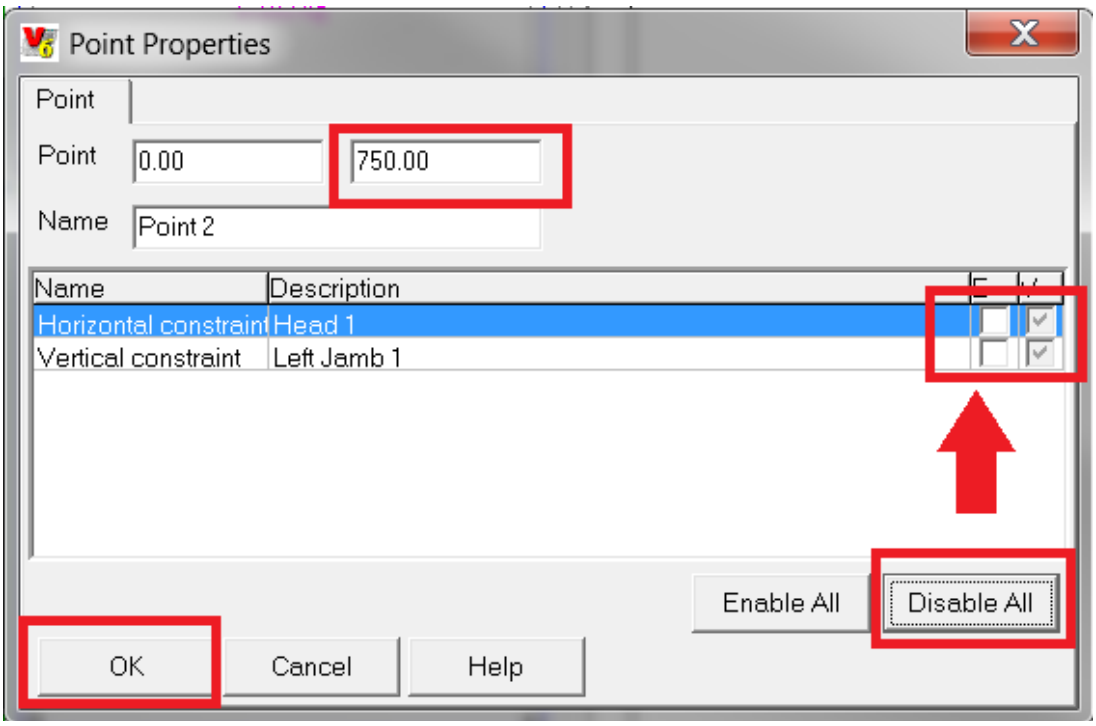
NOW RIGHTCLICK AND GO TO EDIT



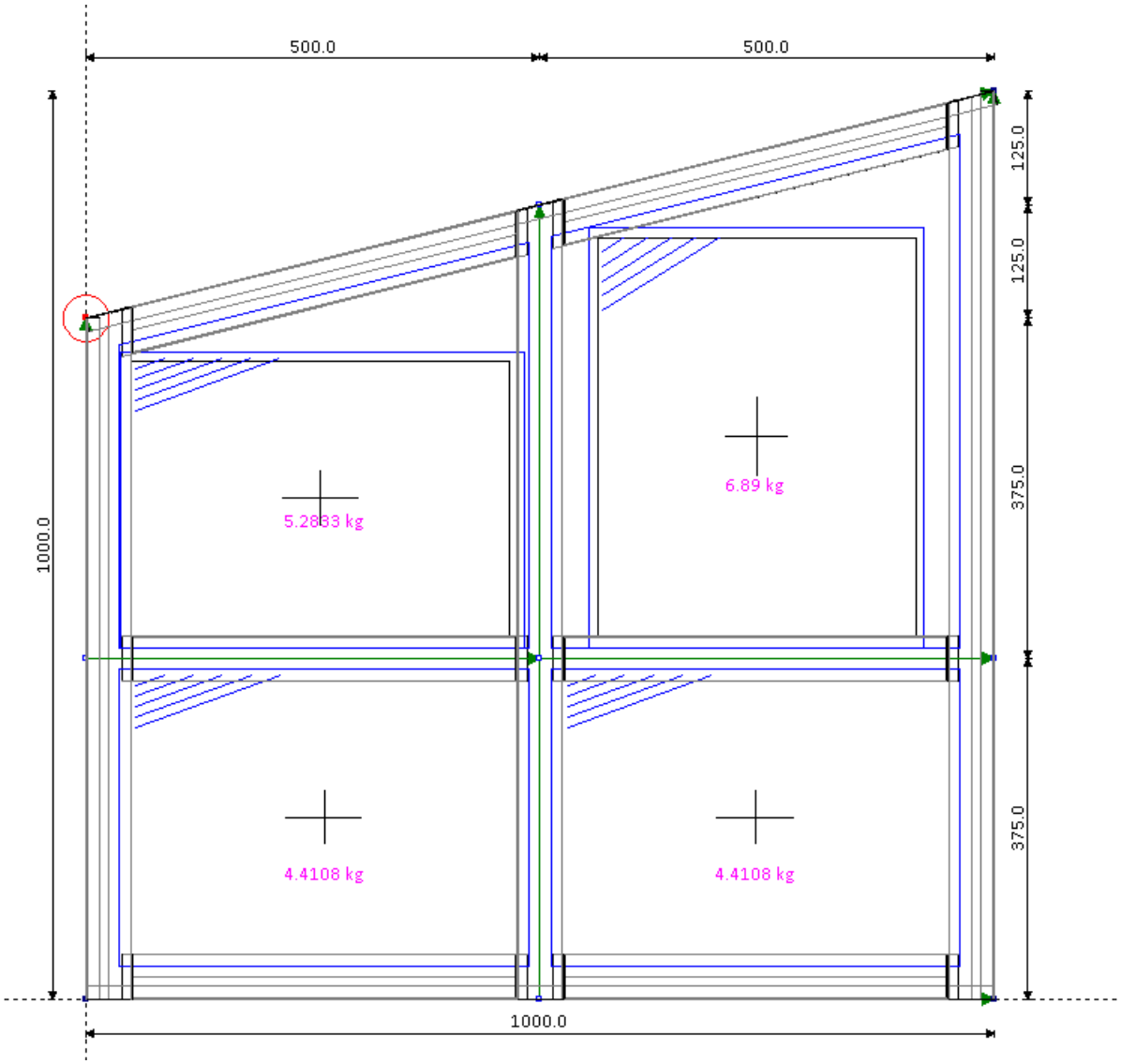
THE BOX THAT COMES UP GIVES YOU AN EXACT POSITION OF THE POINT BASED ON THE BOTTOM LEFT OF THE FRAME, SO THIS IS OMM FROM THE LEFT AND 1000MM HIGH (UP)



CHANGE THIS TO BE 750 ON THE SECOND BOX (HEIGHT) AND THEN CLICK DISABLE ALL (THIS ALLOWS THE SCREEN TO GO OUT OF SQUARE. WHEN YOU CLICK DISABLE ALL THE BOXES AS SHOWN WITH THE ARROW WILL UNHIGHLIGHT. YOU CAN MANUALLY UNTICK THEM BYT DISABLE ALL IS QUICKER

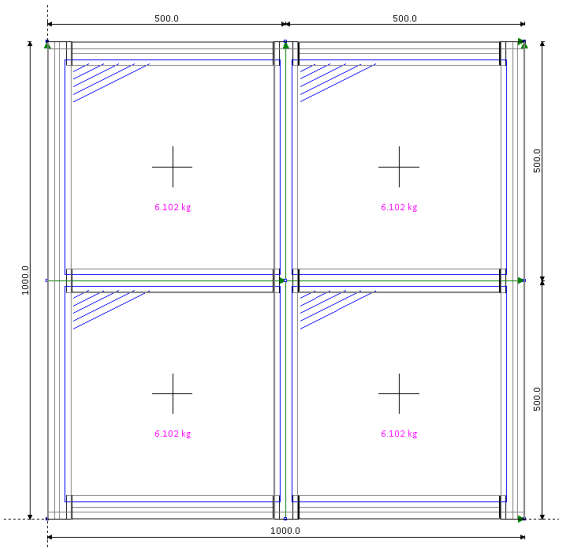


THE SCREEN WILL NOW LOOK LIKE THE BELOW. DONT WORRY ABOUT THE SQUARE BOXES SHOWN IN THE GLASS, THE GLASS WILL RAKE ITS JUST THE LOGO THAT I HAVE DRAWN FOR THE GLAZING TYPE THAT REMAINS SQUARE, THESE CAN BE REMOVED IF YOU CONTACT US TO MAKE YOUR DRAWINGS MORE PRESENTABLE ON RAKED SCREENS.



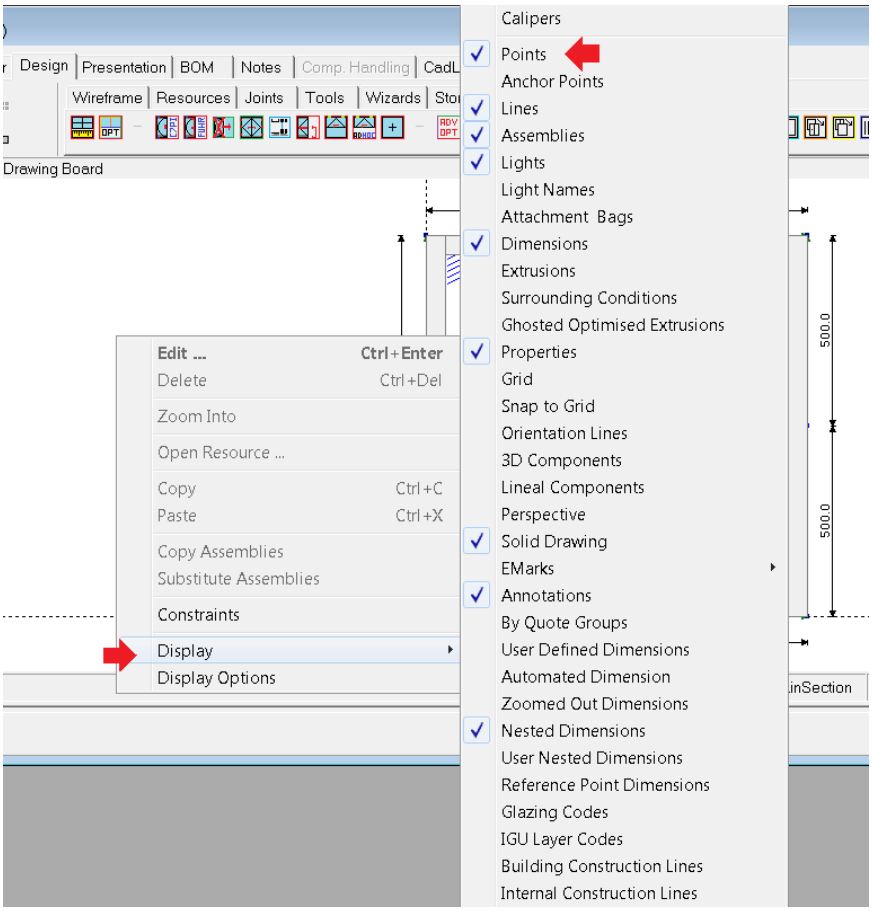
DOUBLE RAKING A FRAME

BUILD THE FOLLOWING FRAME SOMETHING SIMILAR, PLEASE LOCK THE TRANSOMS TOGETHER USING THE PADLOCK BUTTON AS IT MAKES IT EASIER LATER ON

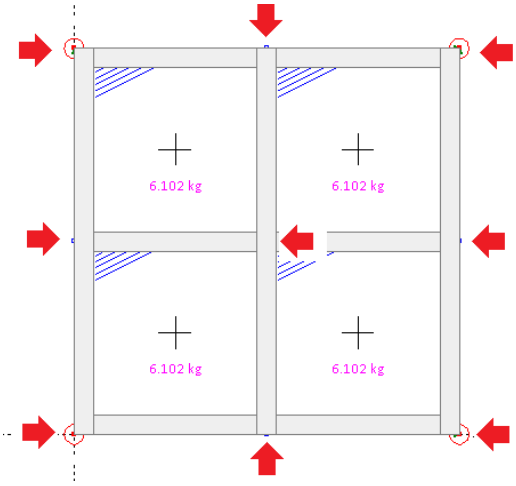


BEFORE WE CAN MAKE ANY CHANGES WE NEED TO MAKE SURE THAT WE CAN VIEW THE POINTS ON THE FRAME

TO DO THIS RIGHTCLICK ON THE DRAWING BOARD, GO DOWN TO DISPLAY AND ACCROSS TO THE RIGHT TO MAKE SURE THAT POINTS IS TICKED (IF IT ISNT THEN PLEASE CLICK ON IT) AS SHOWN BELOW

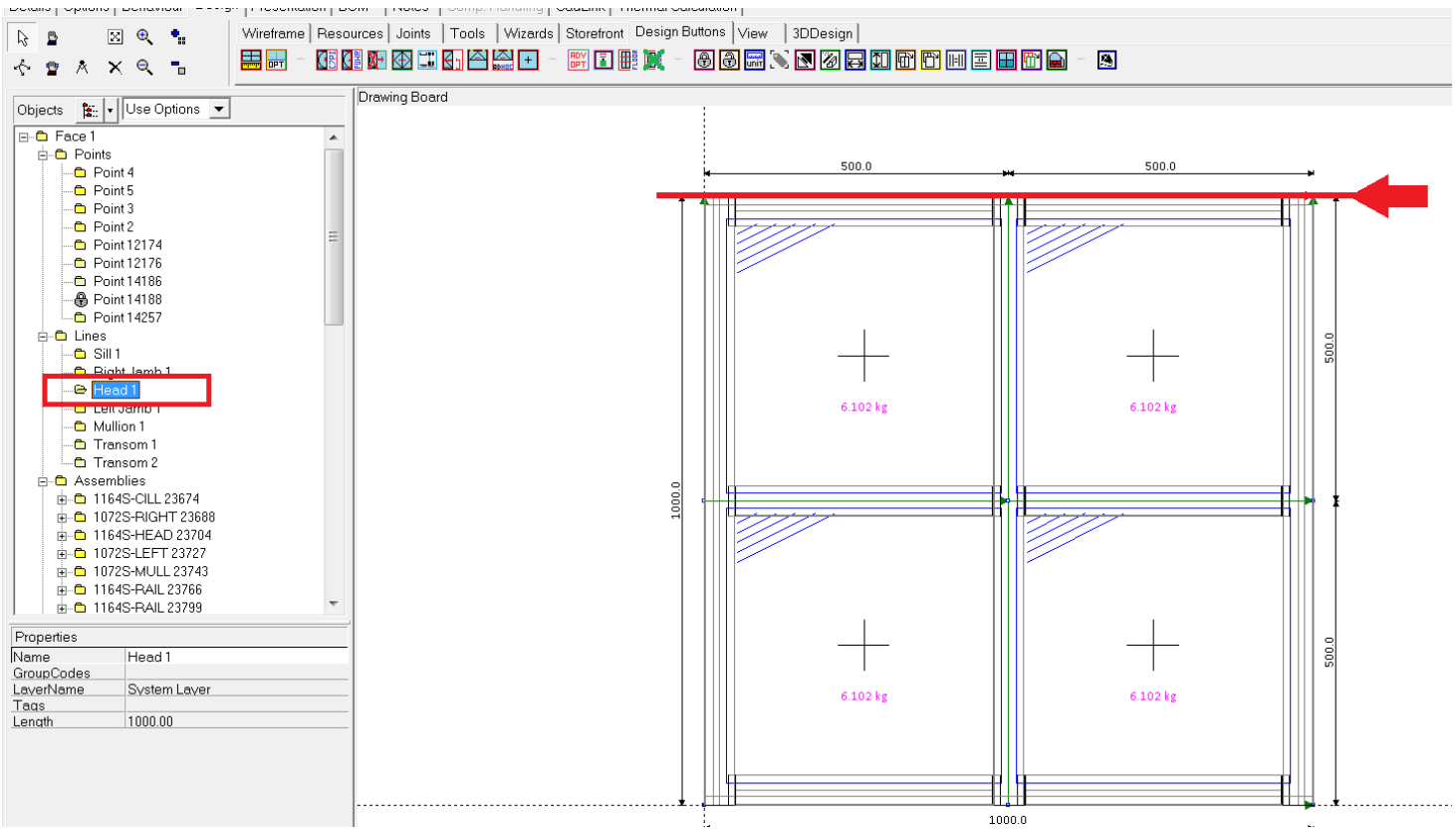


ONCE YOU CLICK IT THE BOX WILL DISSAPEAR AND WILL RETURN YOU TO THE OTHER SCREEN
YOU SHOULD NOW SEE SOME FAINT BLACK DOTS ON ALL CORNERS AND JOINTS OF THE FRAME (INDICATED BY THE ARROWS BELOW)



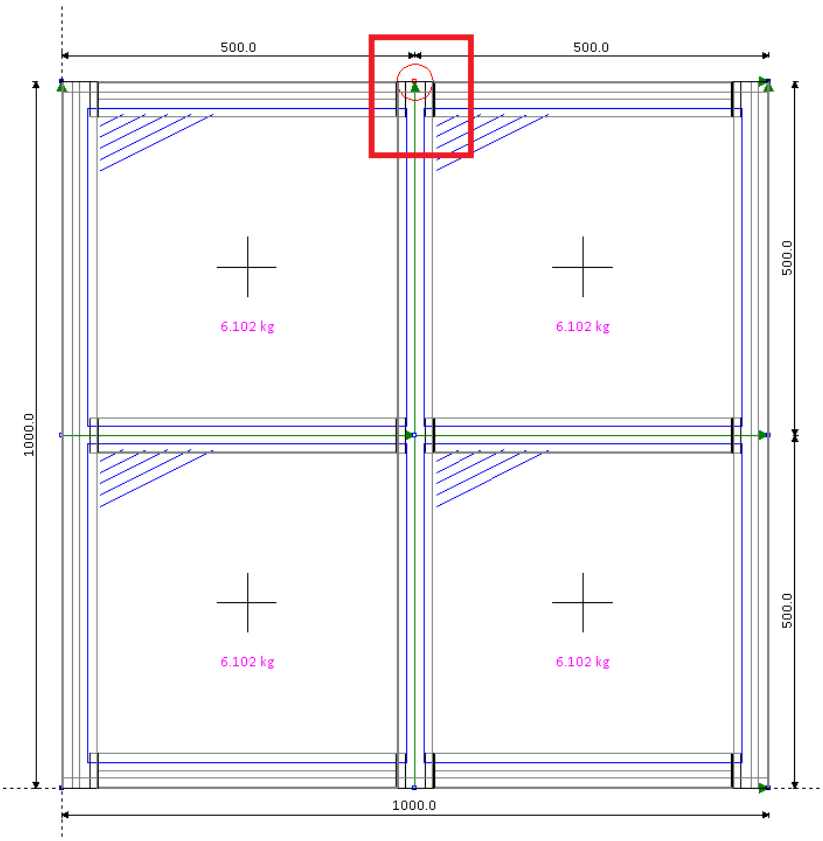
LIKE THE PREVIOUS SCREEN IF WE ATTEMPT A DOUBLE RAKE USING THE PROCEDURE OF THE SINGLE RAKE, THE FRAME WILL LOOK THE SAME AND WILL NOT END UP AS A DOUBLE RAKE.

THIS IS DUE TO RESTRICTIONS IN THE PROGRAM, THIS PARTICULAR ONE IS THAT THE FRAME IS BASED ON A WIREFRAME. A WIREFRAME IS BASICALLY A LIST OF POINTS AND LINES MAKING UP THE GRID OF THE FRAME. THIS ONE INDICATED BELOW IS HEAD 1 AND IT RUNS FROM ONE POINT (TOP LEFT HAND CORNER) TO ANOTHER POINT (TOP RIGHT HAND CORNER). IT ALWAYS WANTS TO FOLLOW THIS RULE.

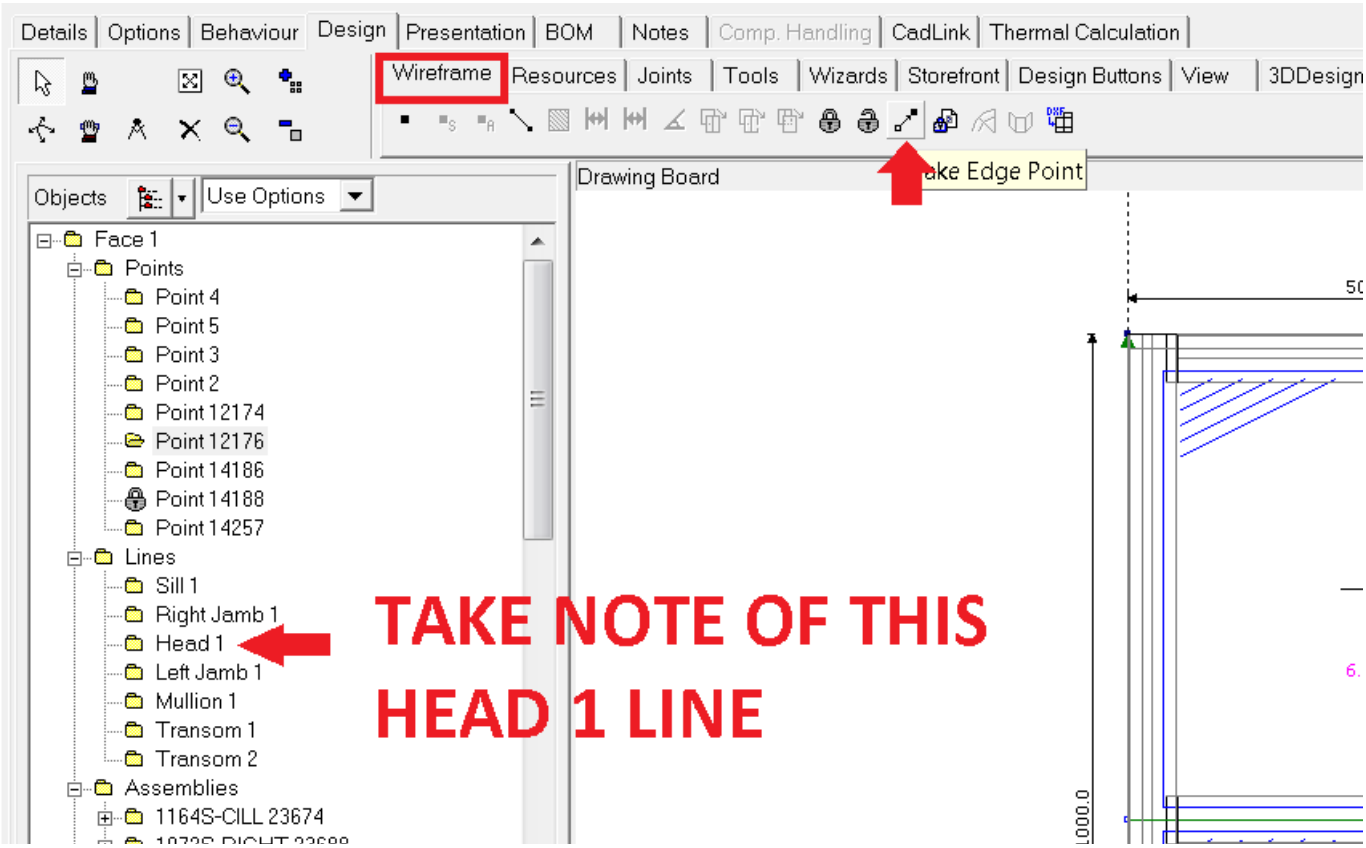


SO WHAT WE NEED TO DO IS BREAK THE HEAD LINE INTO TWO LINES, THIS WILL ALLOW IT TO FOLLOW A NEW RULE ALLOWING HEAD 1 AND HEAD 2 TO EACH START AND END AT A POINT INDEPENDANTLY

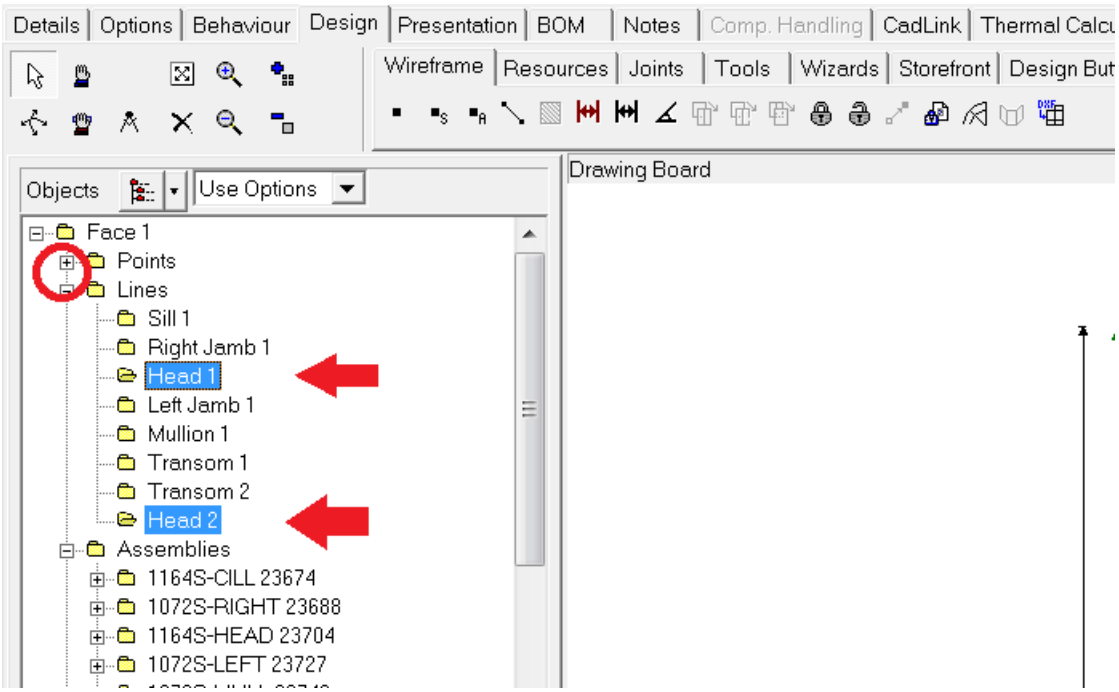
USING YOUR MOUSE HIGHLIGHT THE MIDDLE TOP POINT AS SHOWN



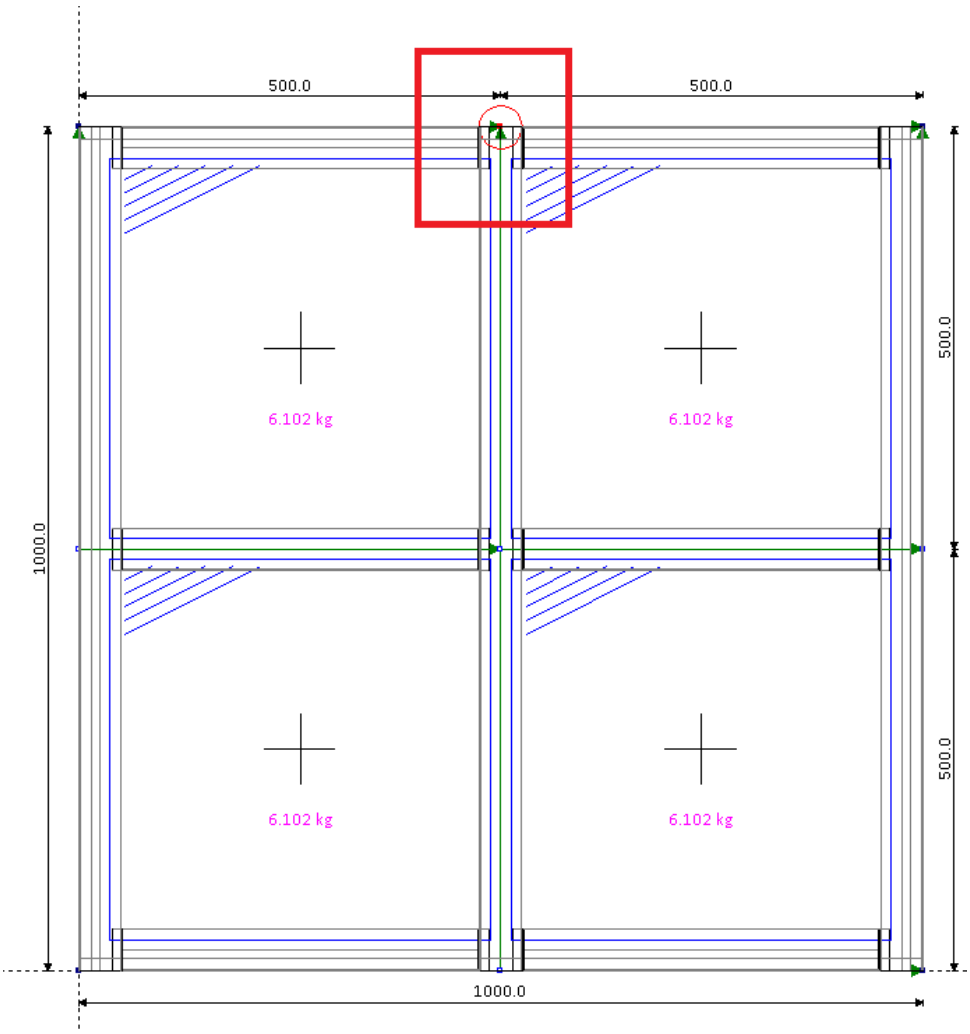
NOW GO TO WIREFRAME AND CLICK ONTO MAKE EDGE POINT. NOTICE THAT AT THIS STAGE WE HAVE ONLY ONE LINE WITH HEAD ON IT



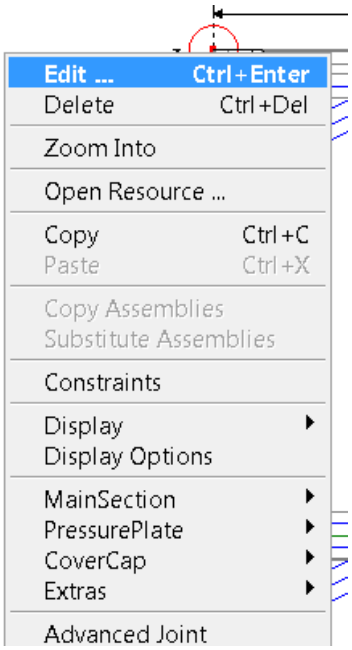
YOU MAY NEED TO USE THE LITTLE “+” SYMBOLS AS CIRCLED TO EXPAND THE OPTIONS AGAIN BUT YOU SHOULD NOW BE ABLE TO SEE A HEAD 1 AND A HEAD 2. THIS NOW MEANS THAT THE LINE ARE NOW INDEPENDENT



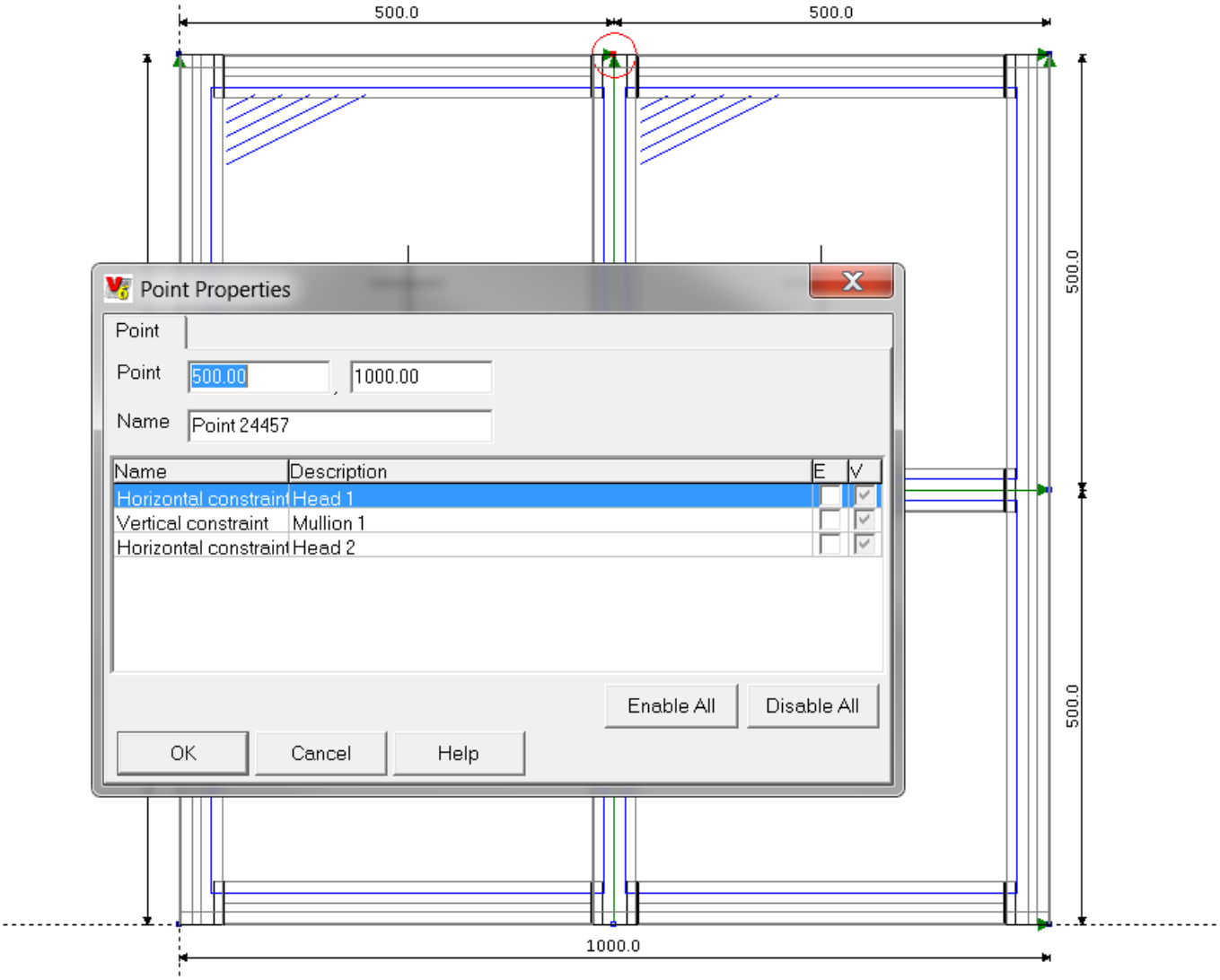
USING YOUR MOUSE HIGHLIGHT THE TOP MIDDLE POINT AS SHOWN



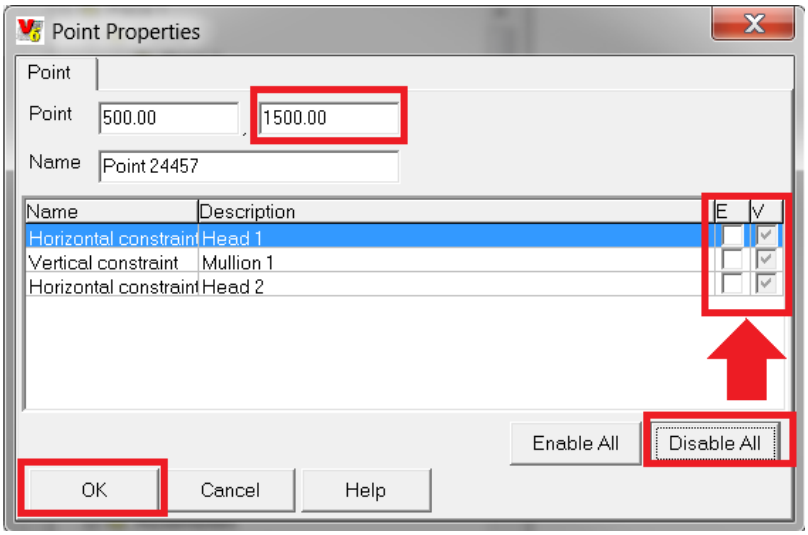
NOW RIGHTCLICK AND GO TO EDIT



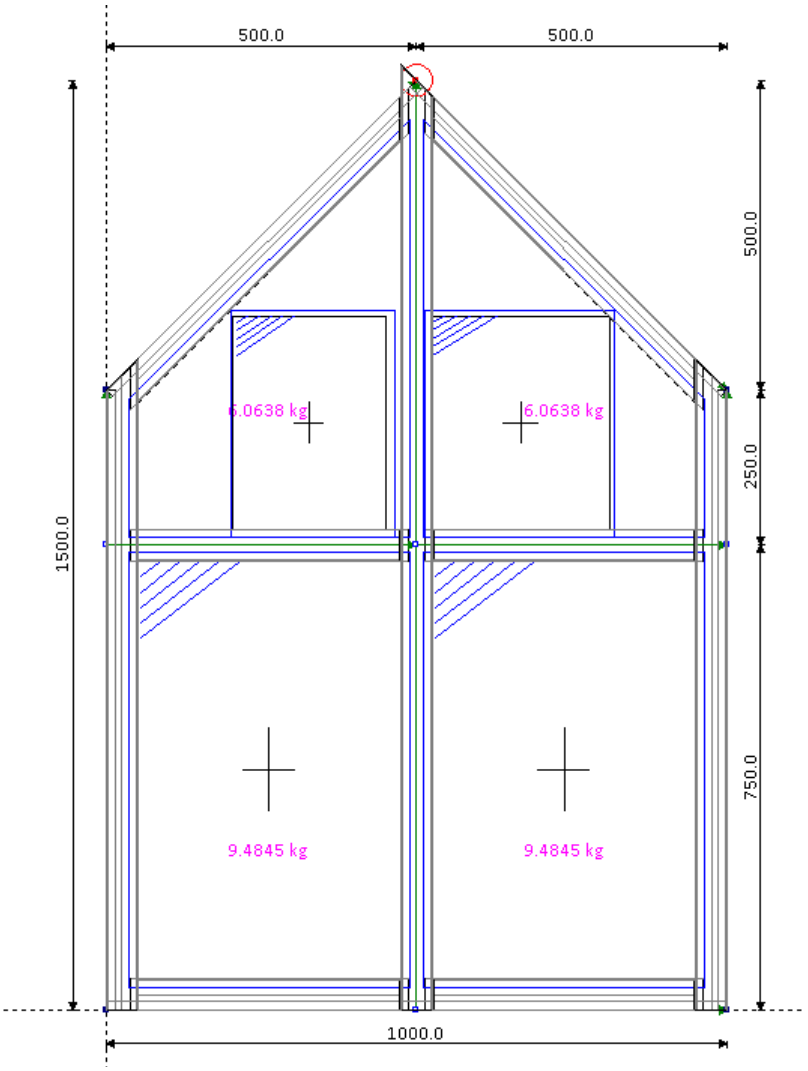
THE BOX THAT COMES UP GIVES YOU AN EXACT POSITION OF THE POINT BASED ON THE BOTTOM LEFT OF THE FRAME, SO THIS IS 500OMM FROM THE LEFT AND 1000MM HIGH (UP)



CHANGE THIS TO BE 1500 ON THE SECOND BOX (HEIGHT) AND THEN CLICK DISABLE ALL (THIS ALLOWS THE SCREEN TO GO OUT OF SQUARE. WHEN YOU CLICK DISABLE ALL THE BOXES AS SHOWN WITH THE ARROW WILL UNHIGHLIGHT. YOU CAN MANUALLY UNTICK THEM BYT DISABLE ALL IS QUICKER

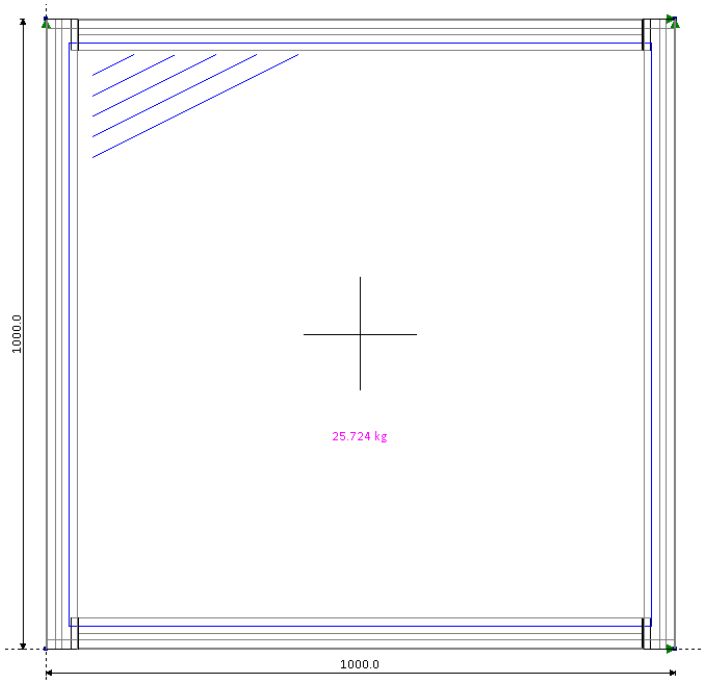


THE SCREEN WILL NOW LOOK LIKE THE BELOW. DONT WORRY ABOUT THE SQUARE BOXES SHOWN IN THE GLASS, THE GLASS WILL RAKE ITS JUST THE LOGO THAT I HAVE DRAWN FOR THE GLAZING TYPE THAT REMAINS SQUARE, THESE CAN BE REMOVED IF YOU CONTACT US TO MAKE YOUR DRAWINGS MORE PRESENTABLE ON RAKED SCREENS.



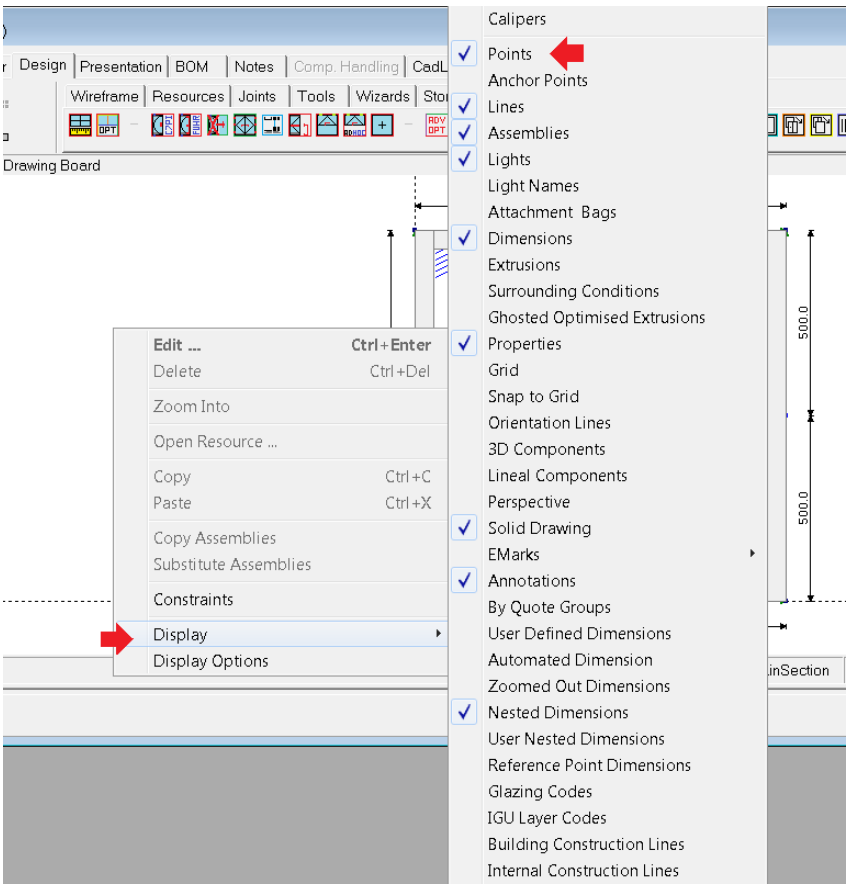
DOUBLE RAKING A FRAME WHEN NO MULLION OR POINT TO RAKE TOO

BUILD THE FOLLOWING FRAME SOMETHING SIMILAR, THIS OPTION DOESNT HAVE A MULLION OR A POINT TO BREAK AND SO WE WILL HAVE TO CREATE ONE TO COMPLETE THIS (MENTIONED LATER ON)



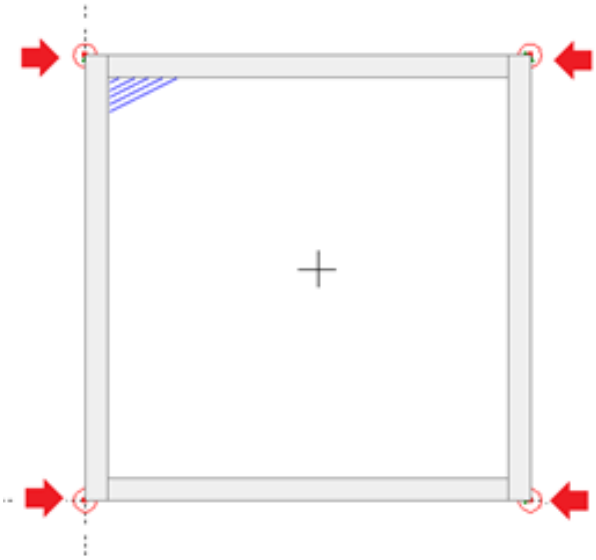
BEFORE WE CAN MAKE ANY CHANGES WE NEED TO MAKE SURE THAT WE CAN VIEW THE POINTS ON THE FRAME

TO DO THIS RIGHTCLICK ON THE DRAWING BOARD, GO DOWN TO DISPLAY AND ACCROSS TO THE RIGHT TO MAKE SURE THAT POINTS IS TICKED (IF IT ISNT THEN PLEASE CLICK ON IT) AS SHOWN BELOW



ONCE YOU CLICK IT THE BOX WILL DISSAPEAR AND WILL RETURN YOU TO THE OTHER SCREEN

YOU SHOULD NOW SEE SOME FAINT BLACK DOTS ON ALL CORNERS AND JOINTS OF THE FRAME (INDICATED BY THE ARROWS BELOW)



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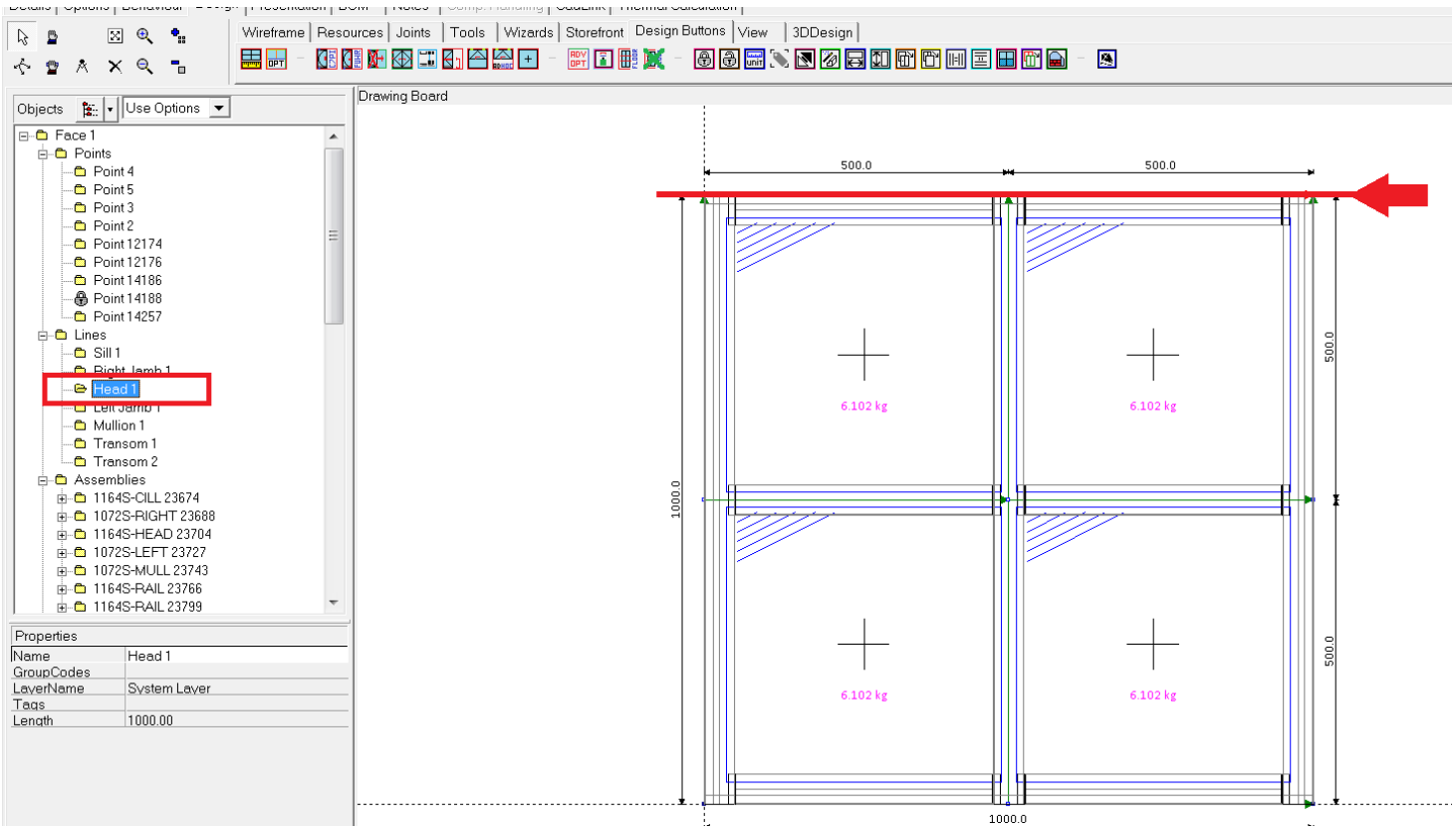
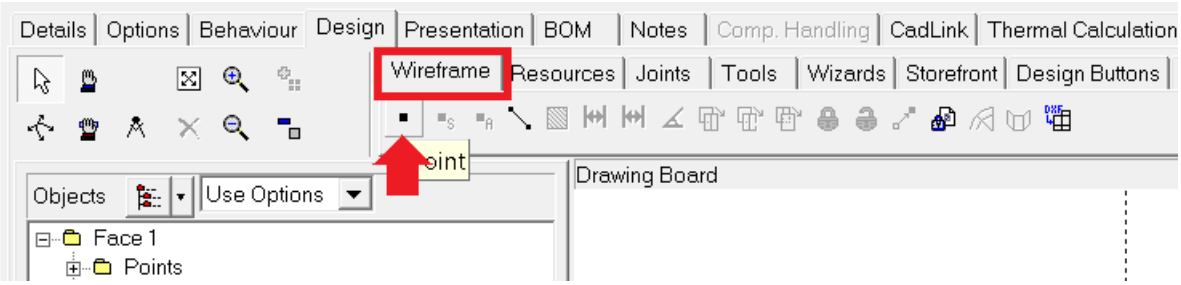
THIS IS DUE TO RESTRICTIONS IN THE PROGRAM, THIS PARTICULAR ONE IS THAT THE FRAME IS BASED ON A WIREFRAME. A WIREFRAME IS BASICALLY A LIST OF POINTS AND LINES MAKING UP THE GRID OF THE FRAME. THIS ONE INDICATED BELOW IS HEAD 1 AND IT RUNS FROM ONE POINT (TOP LEFT HAND CORNER) TO ANOTHER POINT (TOP RIGHT HAND CORNER). IT ALWAYS WANTS TO FOLLOW THIS RULE.



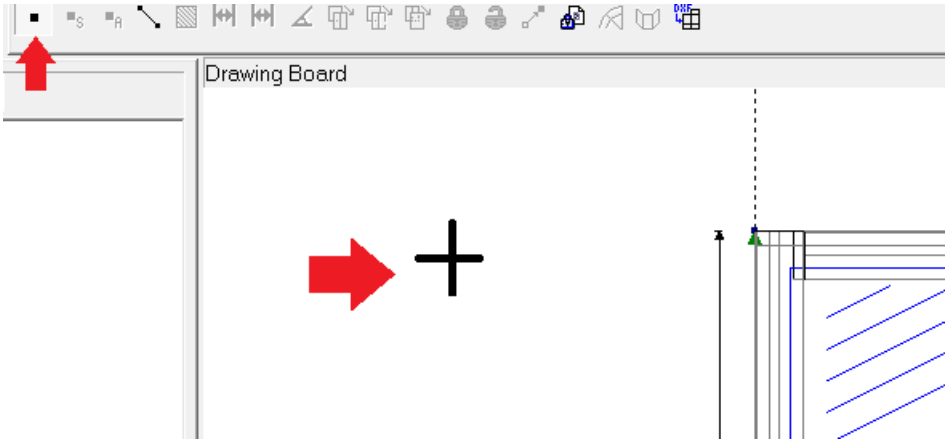
SO WHAT WE NEED TO DO IS BREAK THE HEAD LINE INTO TWO LINES, THIS WILL ALLOW IT TO FOLLOW A NEW RULE ALLOWING HEAD 1 AND HEAD 2 TO EACH START AND END AT A POINT INDEPENDANTLY

UNLIKE BEFORE WE HAVE NO POINT TO HIGHLIGHT SO HAVE TO CREATE ONE

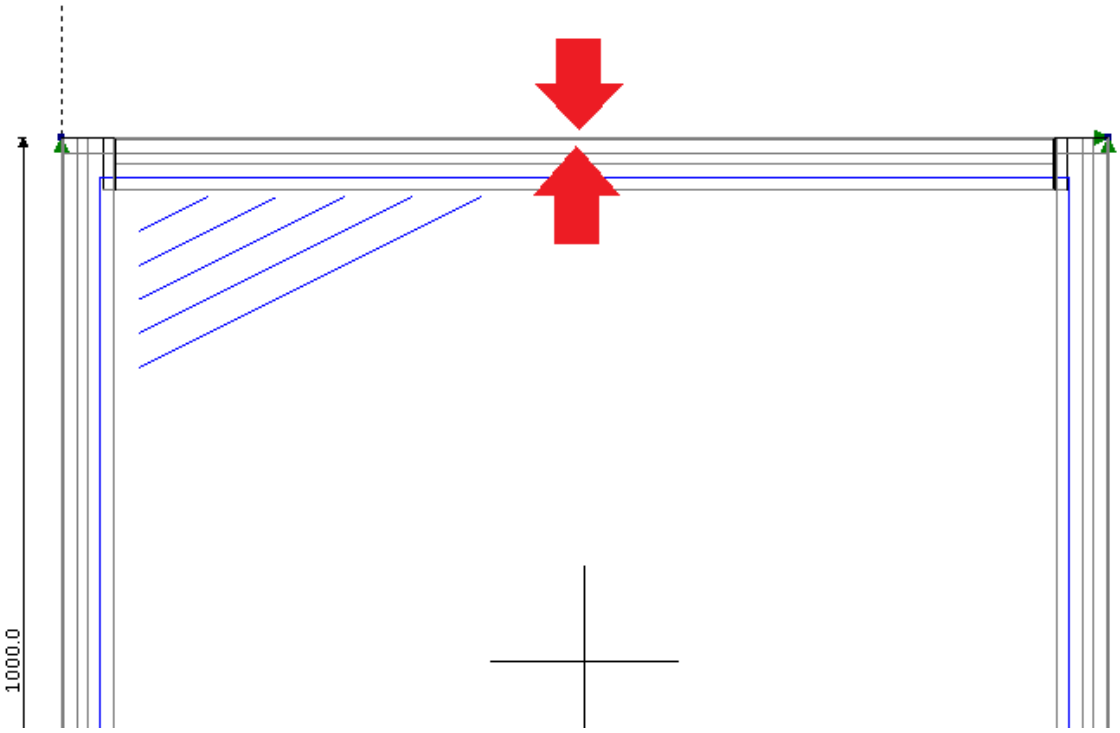
TO DO THIS WE HAVE TO GO TO WIREFRAME AND CLICK ONTO POINT



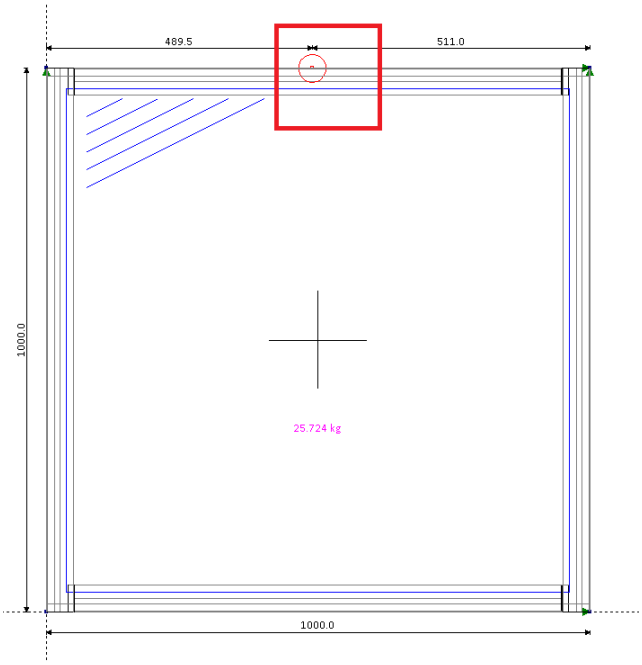
ONCE TICKED YOU WILL SEE THAT THE POINT SHOWS AS THOUGH IT IS PRESSED IN AND WHEN YOU MOVE YOUR MOUSE YOU WILL SEE A CROSS HAIR INSTEAD OF A POIINTER



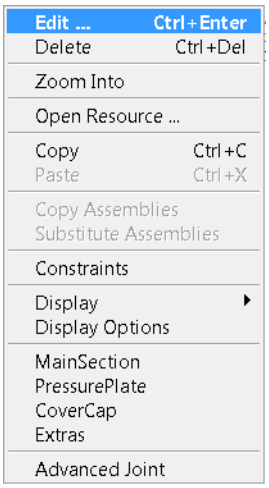
POSITION YOUR MOUSE ROUGHLY IN THE POSITION SHOWN BELOW AND YOU WILL NOTICE AS YOU GO OVER THE LINE (BETWEEN THE TWO ARROWS) THAT THE CROSS HAIR CHANGES, IT CAN BE A BIT TRICKLY BUT CLICK WHEN THIS CHANGES



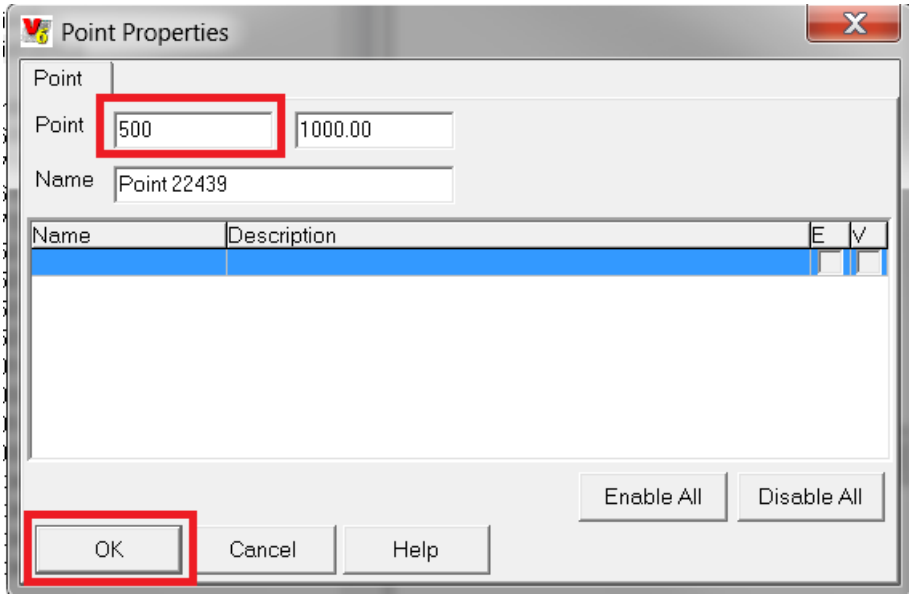
THE SOFTWARE WILL NOW ADD A NEW POINT AS SHOWN BELOW.



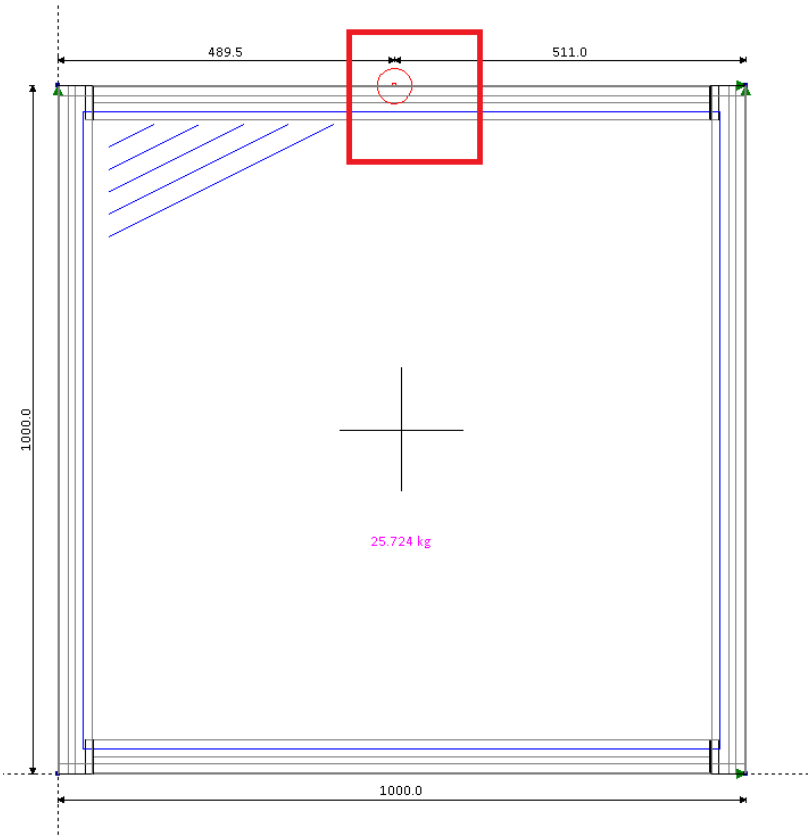
IT SHOULD BE HIGHLIGHTED STILL SO RIGHTCLICK ON THIS POINT AND GO TO EDIT



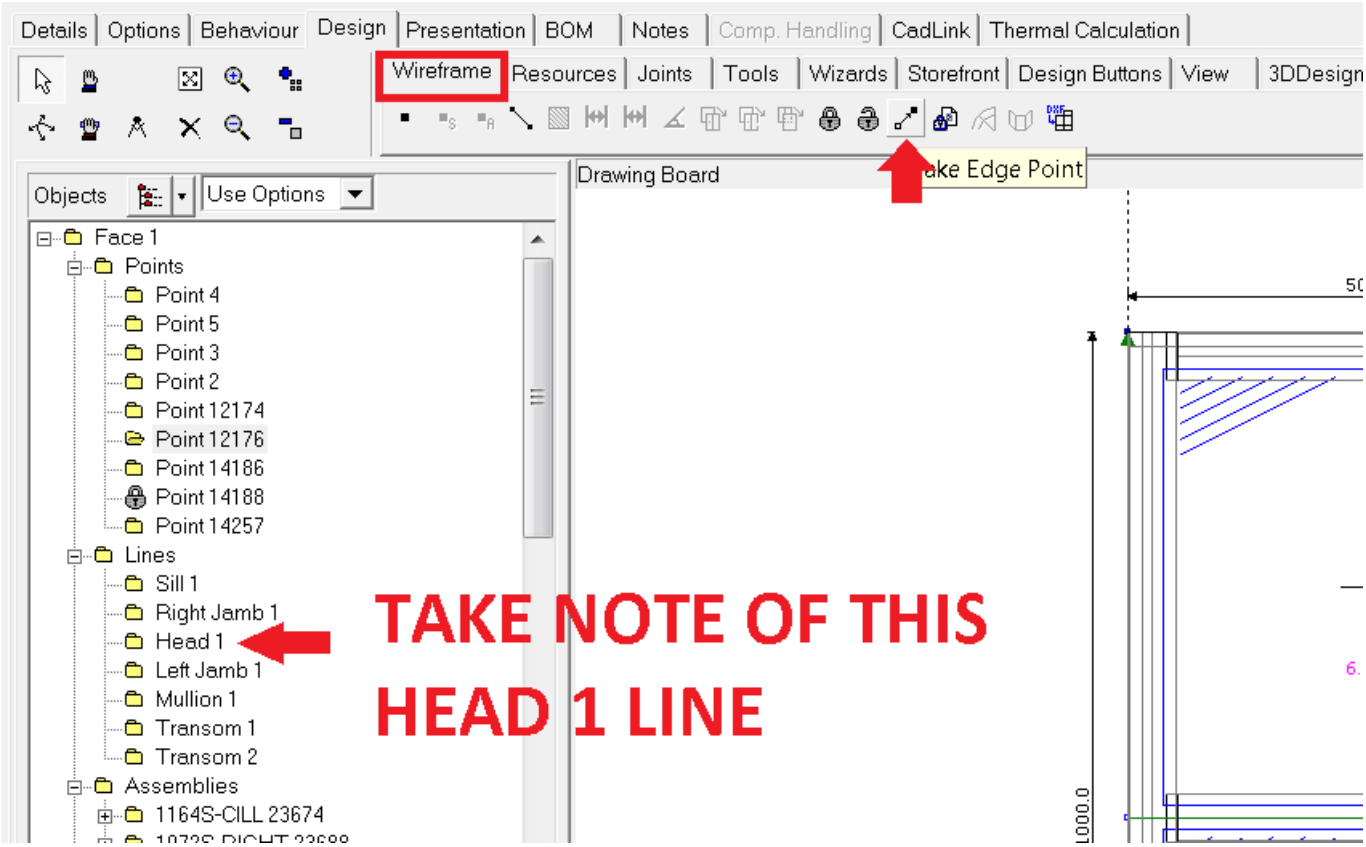
CHANGE THIS FIGURE AS SHOWN TO BE 500 (THIS IS THE POSITION FROM THE LEFT HAND SIDE OF THE FRAME) AND THEN CLICK OK



NOW WE HAVE A POINT AND CAN FOLLOW THE SAME RULES SO USING YOUR MOUSE HIGHLIGHT THE MIDDLE TOP POINT AS SHOWN



NOW GO TO WIREFRAME AND CLICK ONTO MAKE EDGE POINT. NOTICE THAT AT THIS STAGE WE HAVE ONLY ONE LINE WITH HEAD ON IT



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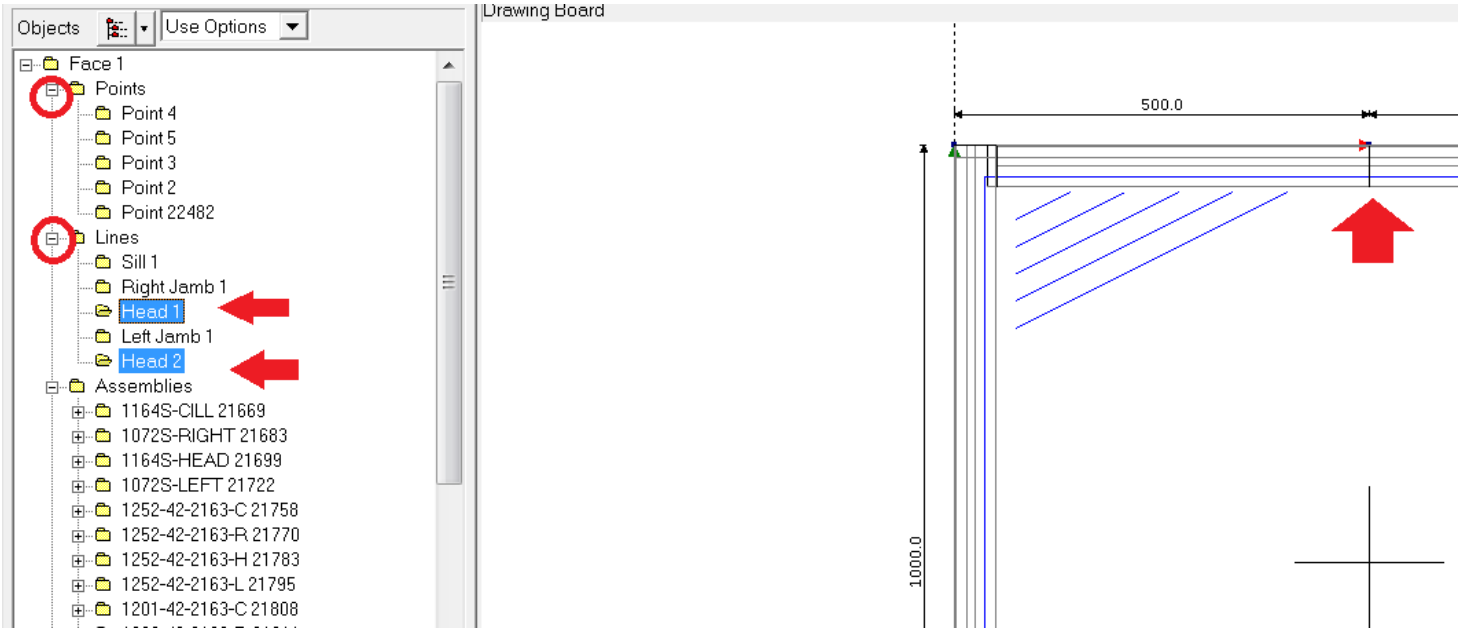
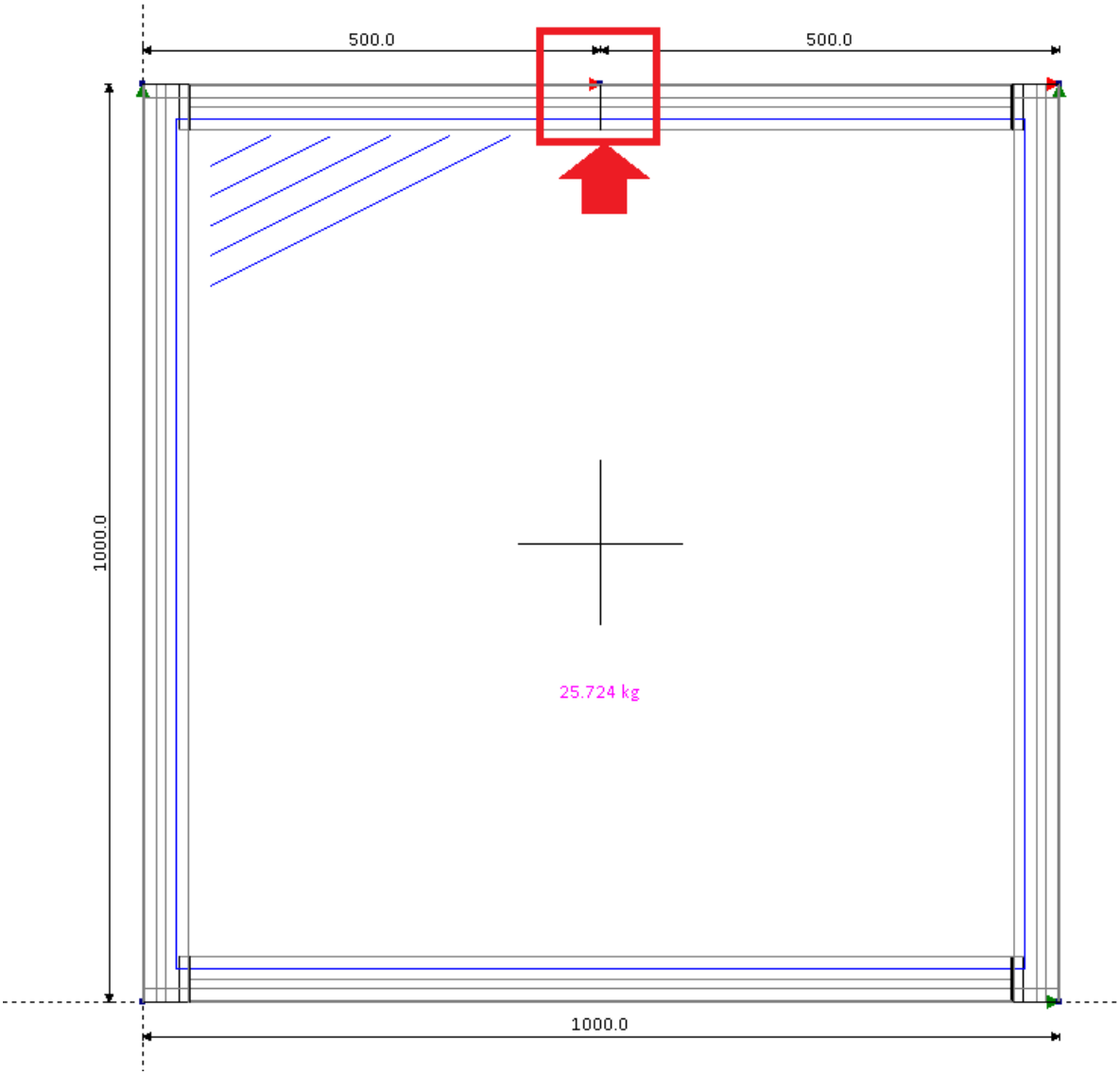
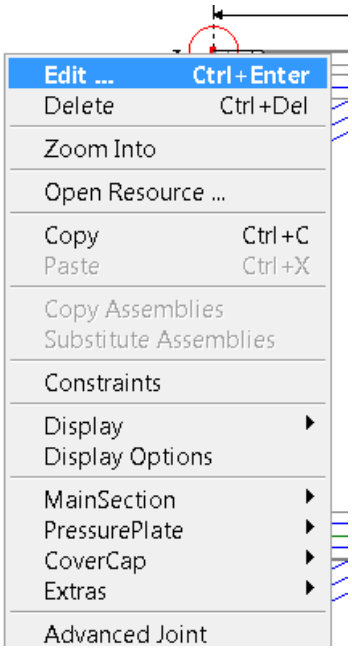


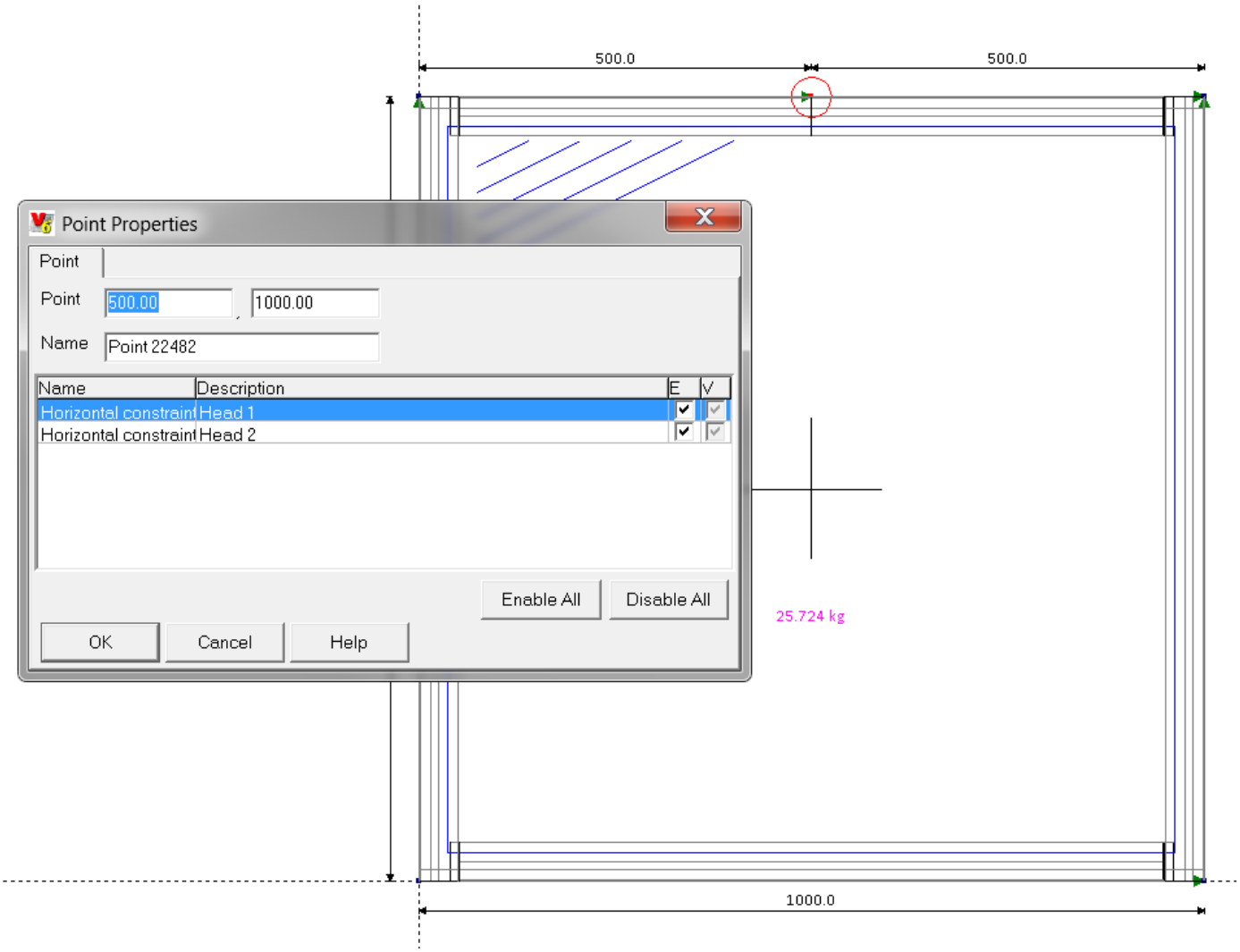
USING YOUR MOUSE HIGHLIGHT THE TOP MIDDLE POINT AS SHOWN



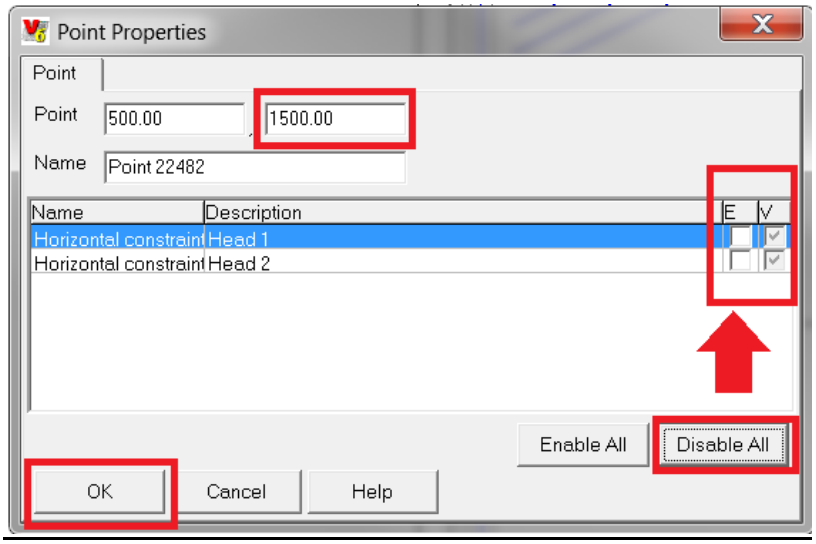
NOW RIGHTCLICK AND GO TO EDIT



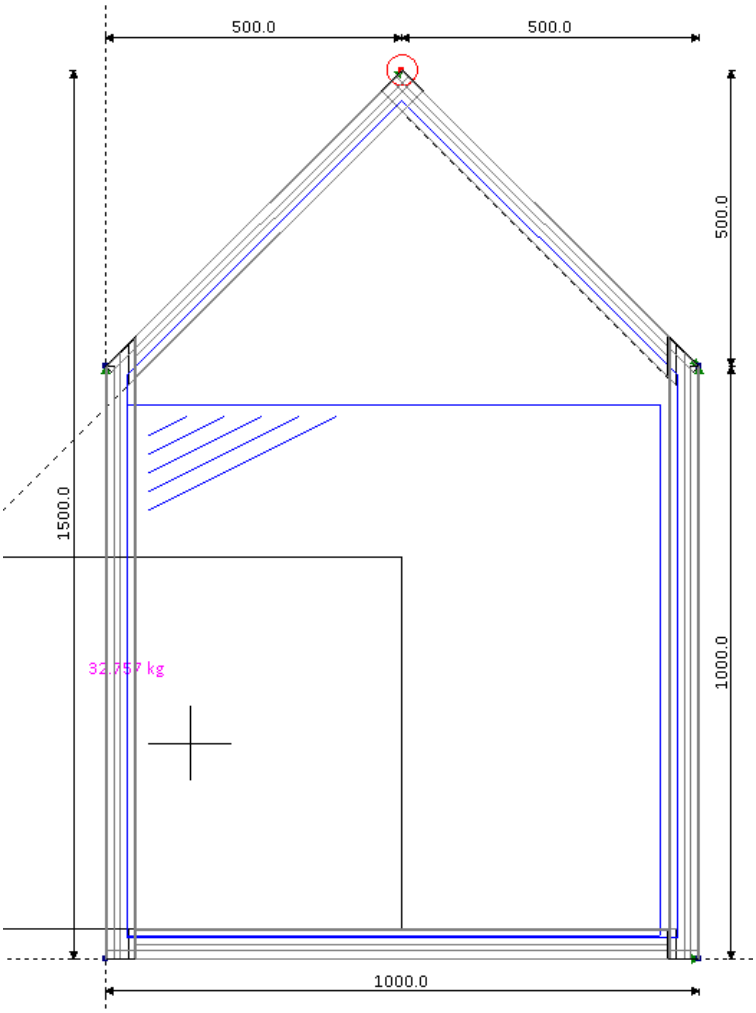
THE BOX THAT COMES UP GIVES YOU AN EXACT POSITION OF THE POINT BASED ON THE BOTTOM LEFT OF THE FRAME, SO THIS IS 500OMM FROM THE LEFT AND 1000MM HIGH (UP)



CHANGE THIS TO BE 1500 ON THE SECOND BOX (HEIGHT) AND THEN CLICK DISABLE ALL (THIS ALLOWS THE SCREEN TO GO OUT OF SQUARE. WHEN YOU CLICK DISABLE ALL THE BOXES AS SHOWN WITH THE ARROW WILL UNHIGHLIGHT. YOU CAN MANUALLY UNTICK THEM BYT DISABLE ALL IS QUICKER

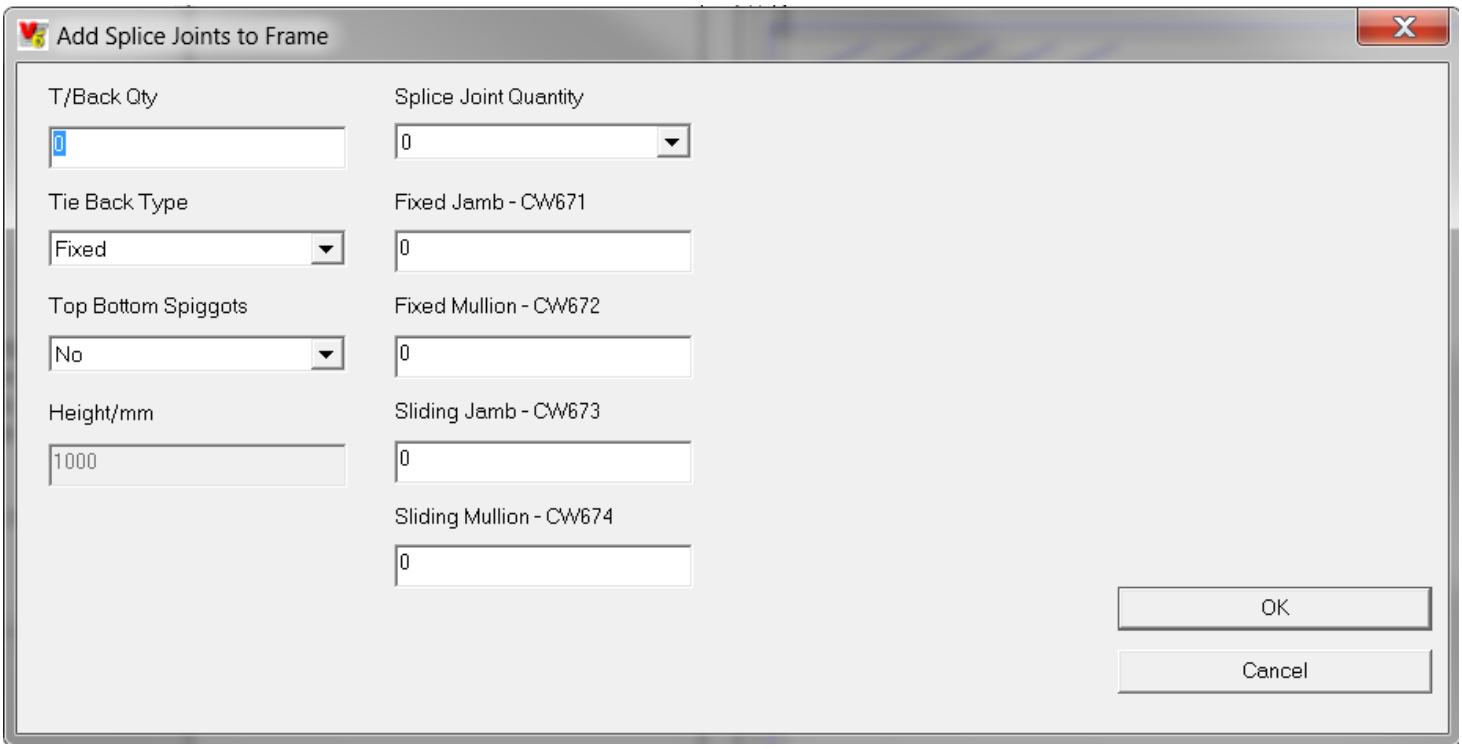


THE SCREEN WILL NOW LOOK LIKE THE BELOW. DONT WORRY ABOUT THE SQUARE BOXES SHOWN IN THE GLASS, THE GLASS WILL RAKE ITS JUST THE LOGO THAT I HAVE DRAWN FOR THE GLAZING TYPE THAT REMAINS SQUARE, THESE CAN BE REMOVED IF YOU CONTACT US TO MAKE YOUR DRAWINGS MORE PRESENTABLE ON RAKED SCREENS.

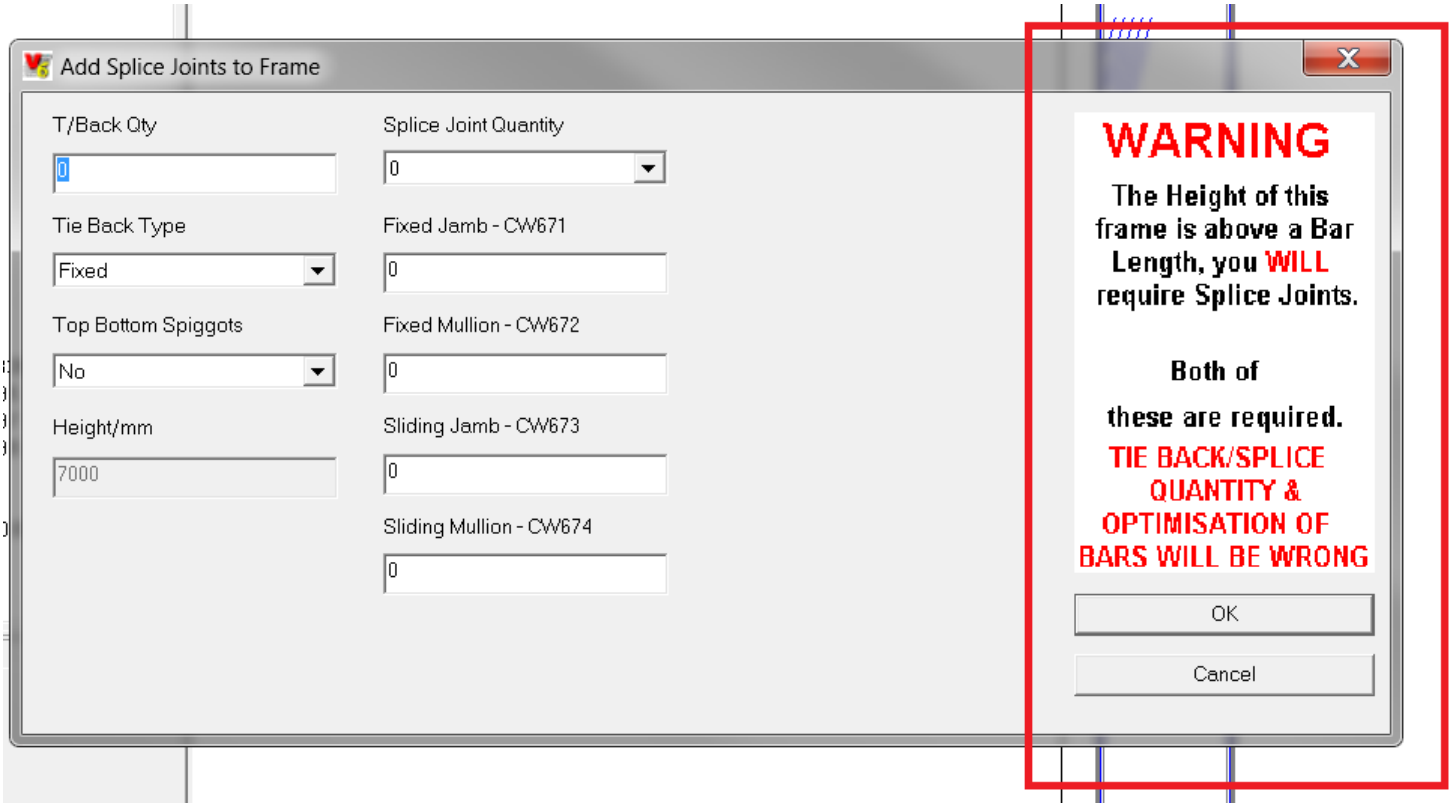


TIE BACKS , SPLICE JOINTS , SPIGGOTS ON CURTAIN WALL

AFTER BULDING A CURTAIN WALL FRAME THE FOLLOWING MACRO COMES UP

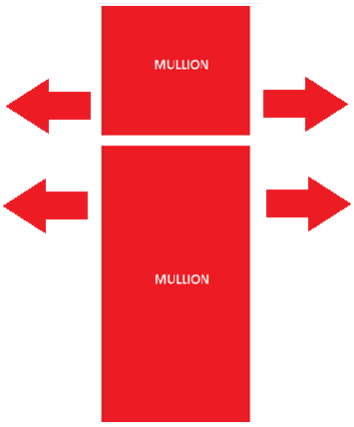


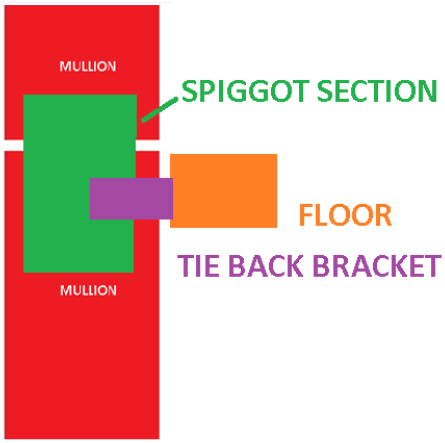
IF THE FRAME IS HIGHER THAN A LENGTH OF A BAR (NORMALLY 6450MM) THEN YOU WILL GET THE FOLLOWING WARNING APPEAR. THIS IS TELLING YOU THAT THE SOFTWARE WILL USE A BAR LENGTH AND THEN ADD THE REST OF A HEIGHT AS A SPERATE PIECE FROM ANOTHER BAR.



THE PROBLEM WITH THIS IS THAT THE JOIN IN THE BAR NEEDS TO BE AT THE POSITION OF A FLOOR AND A TIE BACK POSITION. IF YOU IMAGINE A SPLIT ON A BROKEN LEG, IT WOULD BE FIXED WHILST SPANNING THE BROKEN JOINT. WITH NO SUPPORT THE JOINT CAN MOVE BACKWARDS AND FORWARDS AND EVEN WITH A MIDDLE SPIGGOT THIS WOULD BE UNSAFE AND VERY WEAK.

ON THE EXAMPLE TO THE RIGHT WE HAVE A TIE BACK (FIXED TO THE FLOOR) AND THIS HELPS TO SUPPORT THE JOIN





AN EXAMPLE OF BAD OPTIMATION DUE TO NOT SPECIFYING A TIE BACK WOULD BE AS FOLLOWS.

BASED ON A TIE BACK AVAILABLE AT 6450MM

HEIGHT OF FRAME 7000MM
BAR LENGTHS AVAILABLE 6450MM
2 X MULLIONS REQUIRED AT 7000MM

GENESIS WILL DO THE FOLLOWING

2X 6450MM = TWO BAR LENGTHS
2 X 5500MM = ONE EXTRA BAR LENGTH

REQUIRED BARS ARE 3 X 6450MM
WASTE IS ON ONE BAR
6450MM – 550MM – 550MM = 5350MM = **OVERALL WASTE 5350MM**

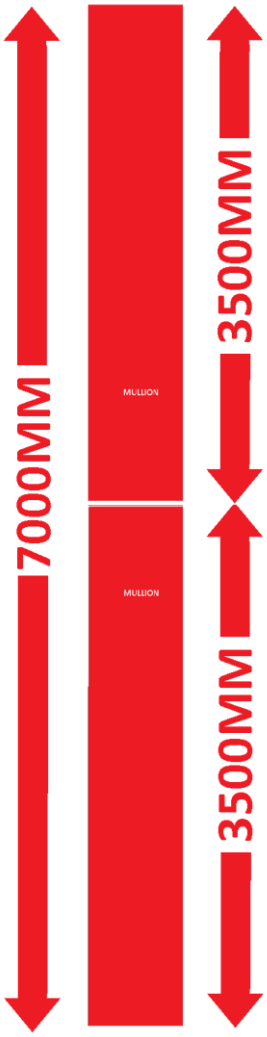
BASED ON A TIE BACK AVAILABLE AT 3500MM

HEIGHT OF FRAME 7000MM
BAR LENGTHS AVAILABLE 6450MM
2 X MULLIONS REQUIRED AT 7000MM

GENESIS WILL DO THE FOLLOWING

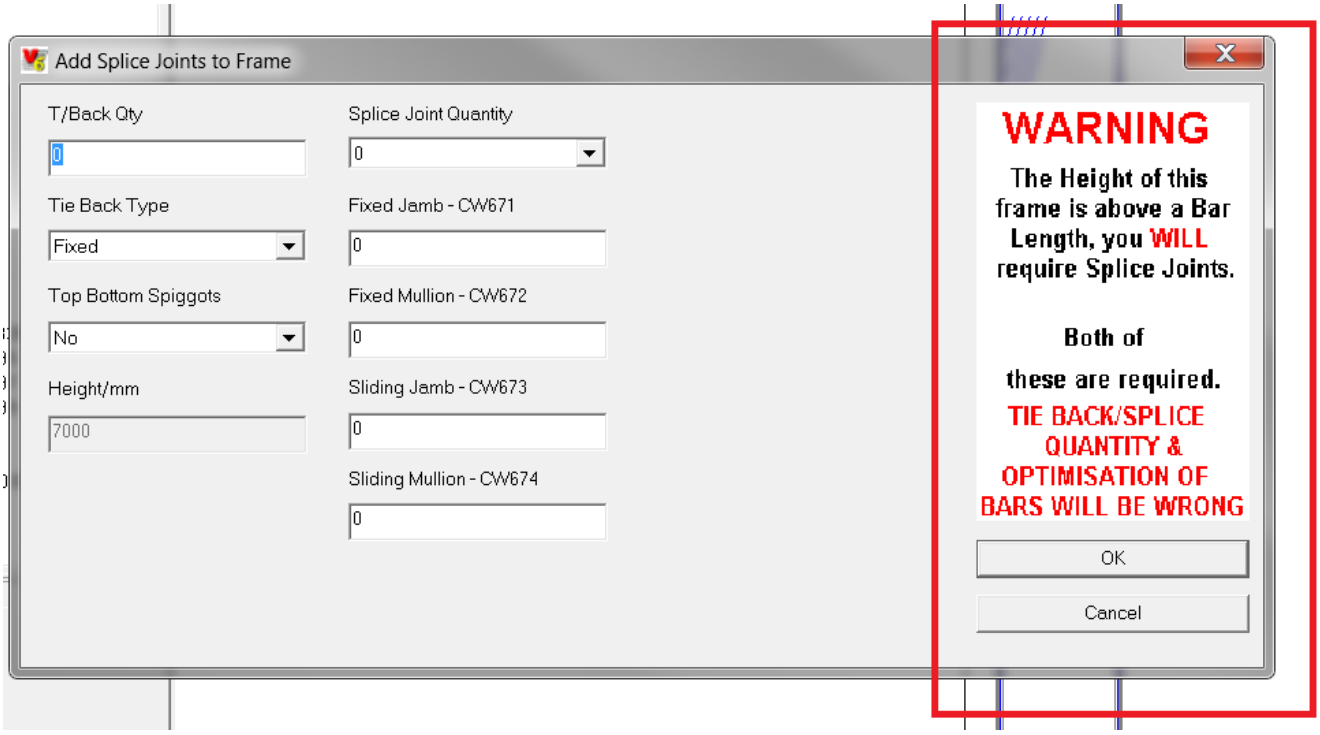
4X 3500MM = FOUR BAR LENGTHS

REQUIRED BAR IS 4 X 6450MM
WASTE IS ON THREE BARS
6450MM – 3500MM = 2950MM *3 = **OVERALL WASTE 8850MM**



WE CANNOT ALWAYS ANSWER THE QUESTION AT THE QUOTING STAGE AND MAY NEED TO LOOK AT THE JOB LATER SO SOMETIMES IT IS BETTER TO CANCEL THIS MACRO AND THEN ANSWER THE QUESTIONS LATER

LETS LOOK AT THE TERMINOLOGY OF THE BELOW MACRO SO THAT WE UNDERSTAND WHAT EVERYTHING MEANS BEFORE WE MOVE ONTO THE NEXT SECTION.

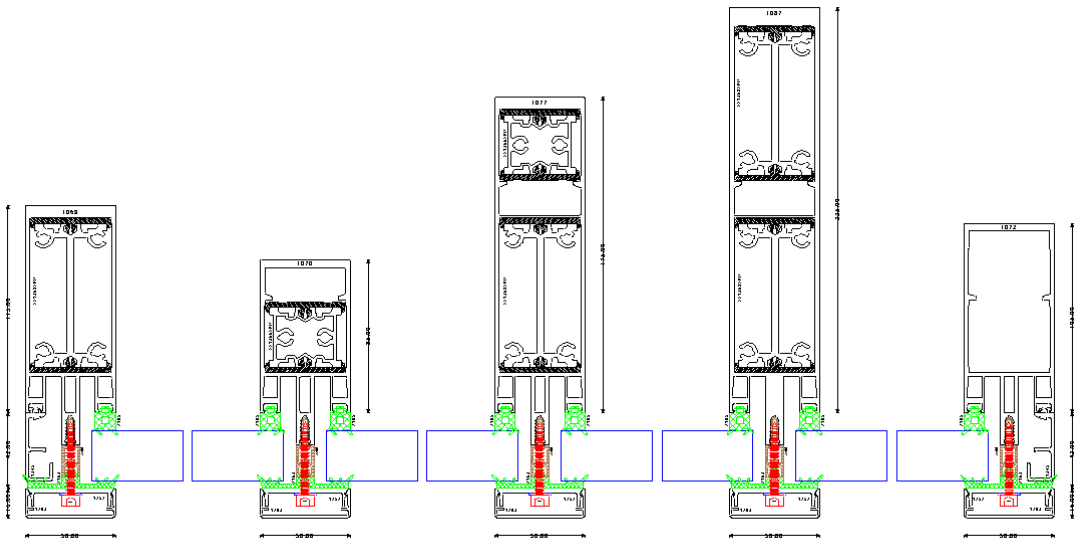


T/BACK QTY = IF YOU ARE GOING TO BE FIXING THE CURTAIN WALL BACK TO A STRUCTURE ON TWO FLOOR POSITIONS THEN WE WOULD PUT 2 IN HERE. WE DO NOT NEED TO COUNT UP THE MULLIONS TO ANSWER THIS QUESTION, GENESIS WILL DO THAT FOR YOU AND IT WILL PRICE FOR JAMB BRACKETS AND MULLION BRACKETS

TIE BACK TYPE = WE HAVE TWO TYPES OF TIE BACK BRACKET A FIXED AND A SLIDING OPTION (PLEASE SEE THE TECHNICAL MANUAL FOR FURTHER DETAILS), TIE BACKS HAVE TO BE USED WHERE A SPLICE JOINT IS BUT CAN AND IS USED MID SECTION TO (WHERE A FLOOR IS) TO GIVE STRENGTH AND LIMIT THE SIZE OF THE MULLION WHICH IS REQUIRED

TOP AND BOTTOM SPIGGOTS = THIS IS THE SAME PROFILE AS THE MIDDLE SPIGGOT THAT WE USE WHEN JOINING FRAME TOGETHER, BUT AT THE TOP AND BOTTOM IF YOU ANSWER YES THEN THE SOFTWARE WILL COUNT UP THE QUANTITY OF MULLIONS AND WILL ADD THE QUANTITY OF MULLIONS X 2 (TOP AND BOTTOM) X 300MM LENGTH.

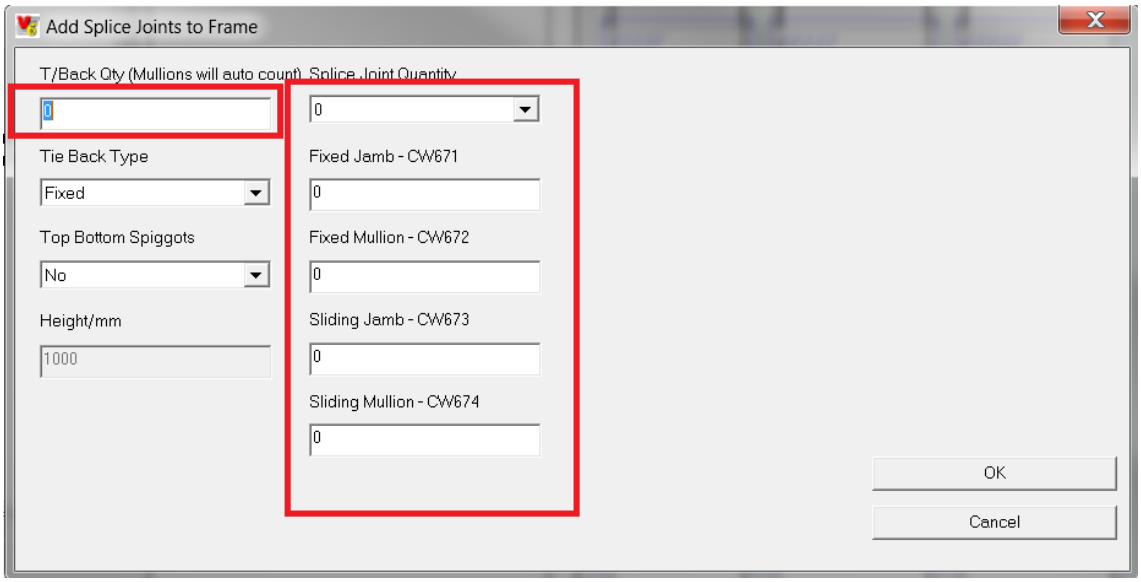
DIFFERENT SIZE MULLIONS HAVE DIFFERENT SPIGGOTS IN THEM (AS SHOWN BELOW)



SPLICE JOINT QUANTITY = THIS IS HOW MANY TIMES YOU WILL JOIN THE BAR. THE SOFTWARE ADDS IN A SPIGGOT (600MM) LONG PER MULLION/JAMB AT THIS POINT AND WILL ALSO ADD ANOTHER DRAINAGE SPOUT. (TIE BACKS ARE INCLUDED SEPERATELY AND THIS QUESTION DOESNT ADD THEM IN)

THE FOUR FIX AND SLIDING JAMBS SHOWN BELOW ARE USED INSTEAD OF TE T/BACK QTY. THE TIE BACK QTY ONE AUTOMATICALLY ADDS UP THE MULLIONS, WHEREAS THE 4 OTHER BOXES YOU SPECIFY THE OVERALL QUANTITY OF EACH. SOMETIMES YOU MAY WANT A MIXTURE OF SLIDING AND FIXED BRACKETS.

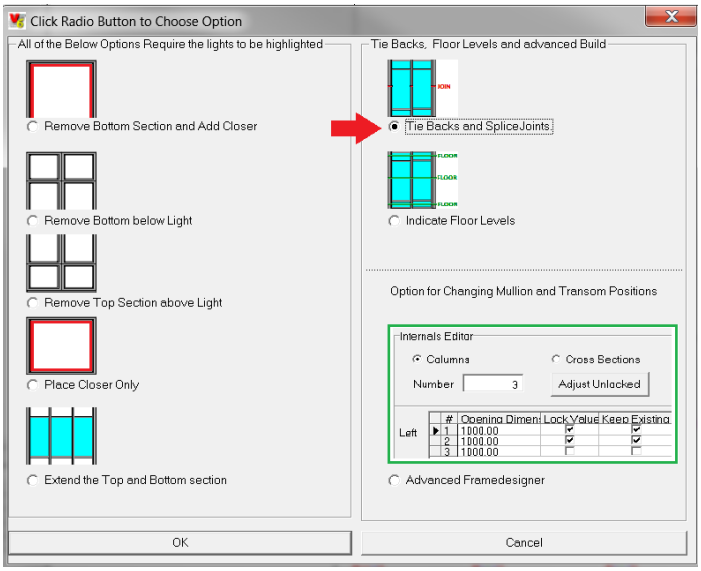
YOU WOULD NEVER USE BOTH OPTIONS OF T/BACK QUANTIY AND THE 4 OTHER BOXES TOGETHER.



IF YOU DO SHUT DOWN THIS MACRO WHEN BUILDING AND NEED TO GET BACK INTO IT LATER THEN YOU CAN DO THIS

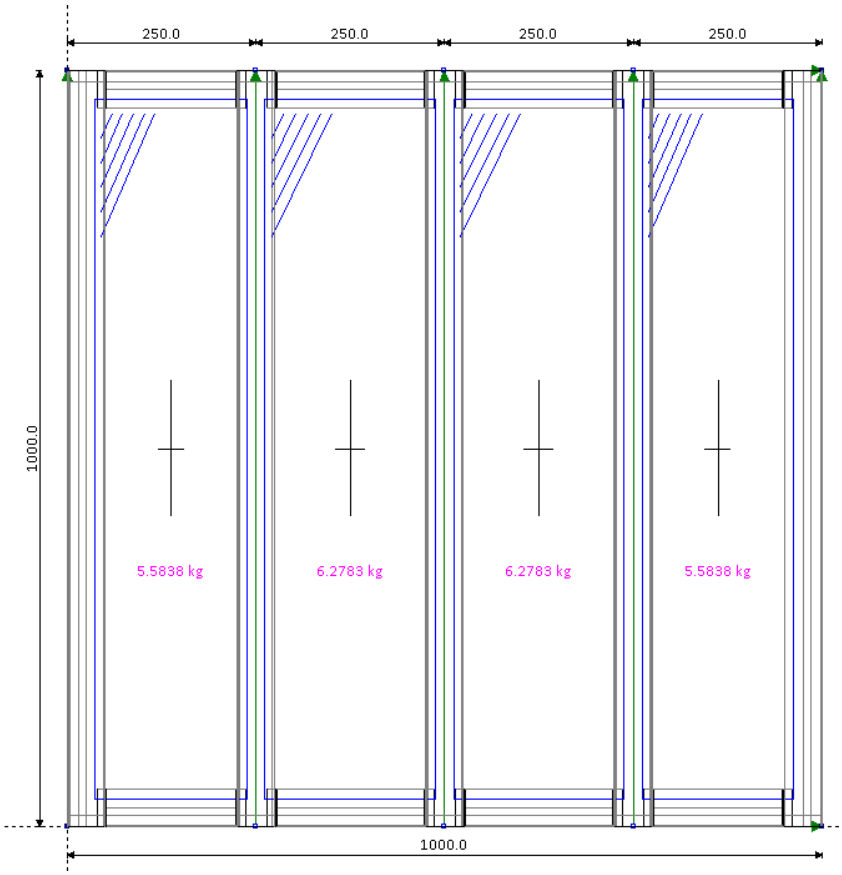
CLICK ONTO THE ADVANCED OPTIONS BUTTON AS SHOWN BELOW.

NOW CHOOSE TIE BACKS AND SPLICE JOINTS AND THIS WILL BRING YOU BACK INTO THE MACRO.



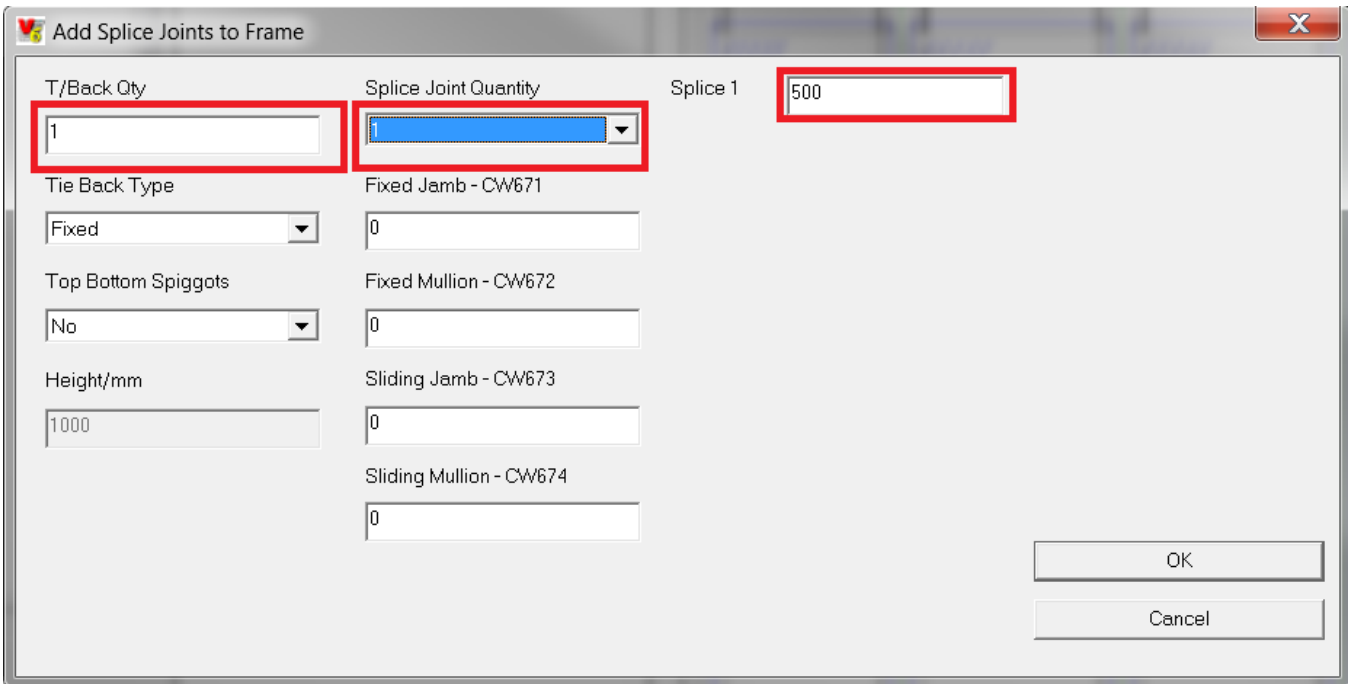
SPLICE JOINTS USING AUTOMATED MACRO AFTER FRAME BUILD

BUILD THE FOLLOWING FRAME IN COMAR 6EFT, WE WILL BE USING THE SPLICE JOINT OPTION IN THIS EXAMPLE BUT IN REAL TERMS IT ISNT REQUIRED AS IT ISN OVER A BAR LENGTH, WE ARE JUST USING IT AS AN EXAMPLE

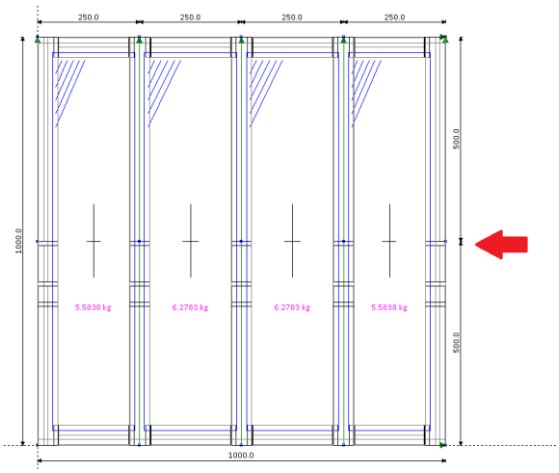


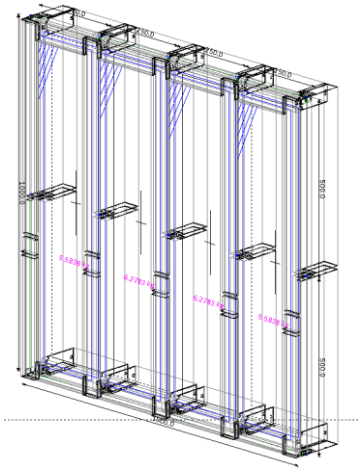
WHEN THE FOLLOWING SCREEN COMES UP FILL IT OUT AS SHOWN. IF ADDING A SPLICE JOINT WE ALWAYS NEED AT LEAST ONE TIE BACK SO FILL THIS OUT TOO.

WHEN YOU DROP THE SPLICE JOINT QUANTITY DOWN TO 1 YOU WILL SEE THAT A NEW BOX APPEARS GIVING THE HEIGHT OF THE SPLICE JOINT FROM THE FLOOR . IT WILL AUTOMATICALLY EQUAL THEM OUT BUT THEY CAN BE CHANGED IF REQUIRED.



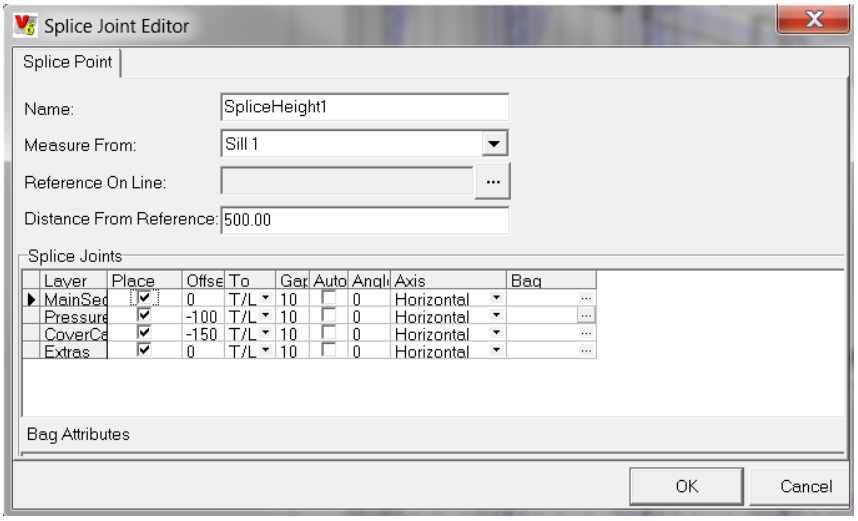
WHEN THE MACRO FINISHES YOU WILL SEE THAT IT HAS NOW ADDED A SPLICE JOINT AT 500MM TO ALL MULLIONS AND JAMBS





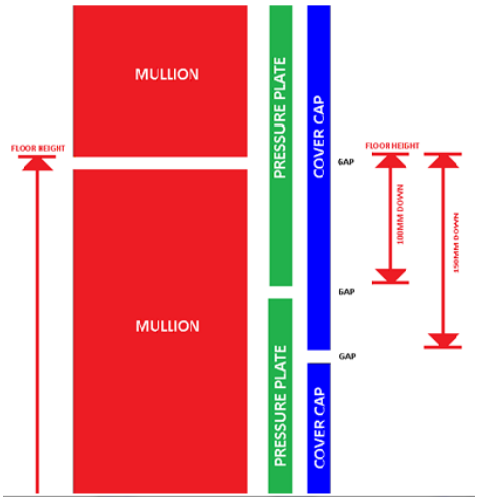
YOU WILL SEE THAT THE JOINT FROM MULLION TO PRESSUREPLATE AND COVERCAP ARE ALL STAGGERED. THEY ARE MADE UP AS FOLLOWS.

MULLION: BOTTOM SECTION TO TOP OF THE 500MM SPECIFIED – 10MM GAP THEN NEW MULLION BEGINS AT 500MM. (BOTTOM SECTION IS 490MM AND TOP SECTION IS 500MM)



PRESSUREPLATE: 500MM SPECIFIED – 10MM THEN OFFSET 100MM DOWN

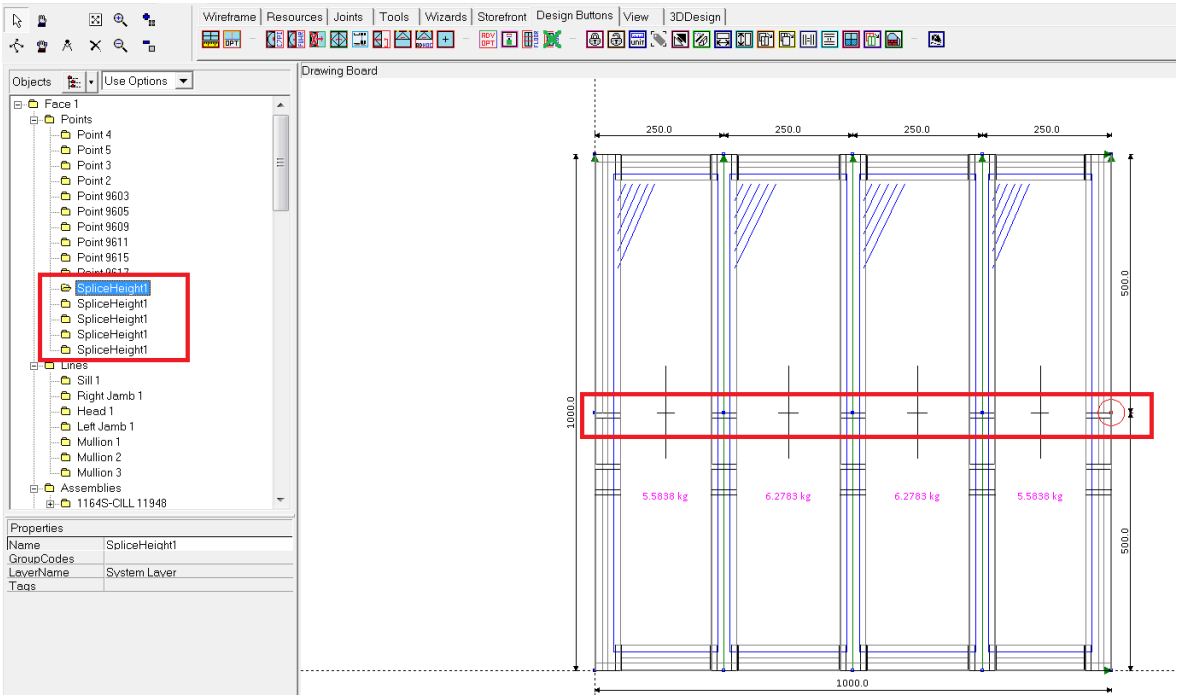
COVERCAP: 500MM SPECIFIED – 10MM THEN OFFSET 150MM DOWN



SSS

WHEN THIS MACRO ADDS IN SPLICE JOINTS IT CREATES A NEW POINT AND GIVES IT THE NAME SPLICEHEIGHT1, THIS MAKES IT EASY TO FIND THEM AND ALSO TO DELETE THEM AND EDIT THEM.

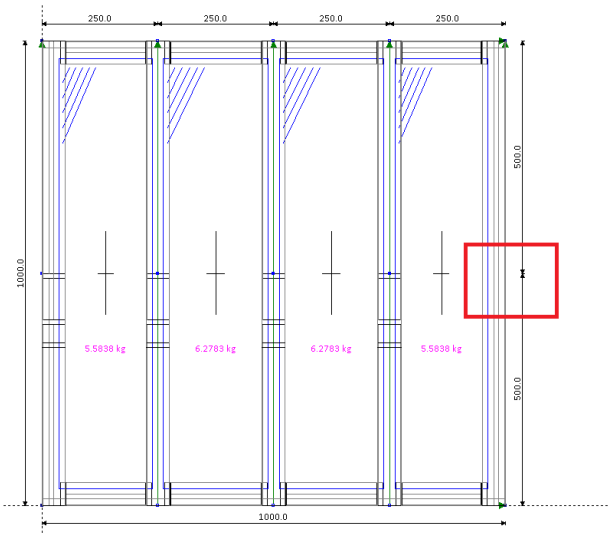
LOOK IN THE OBJECTS BOX (USING THE LITTLE "+" TO EXPAND EACH LEVEL UNTIL YOU SEE POINTS.



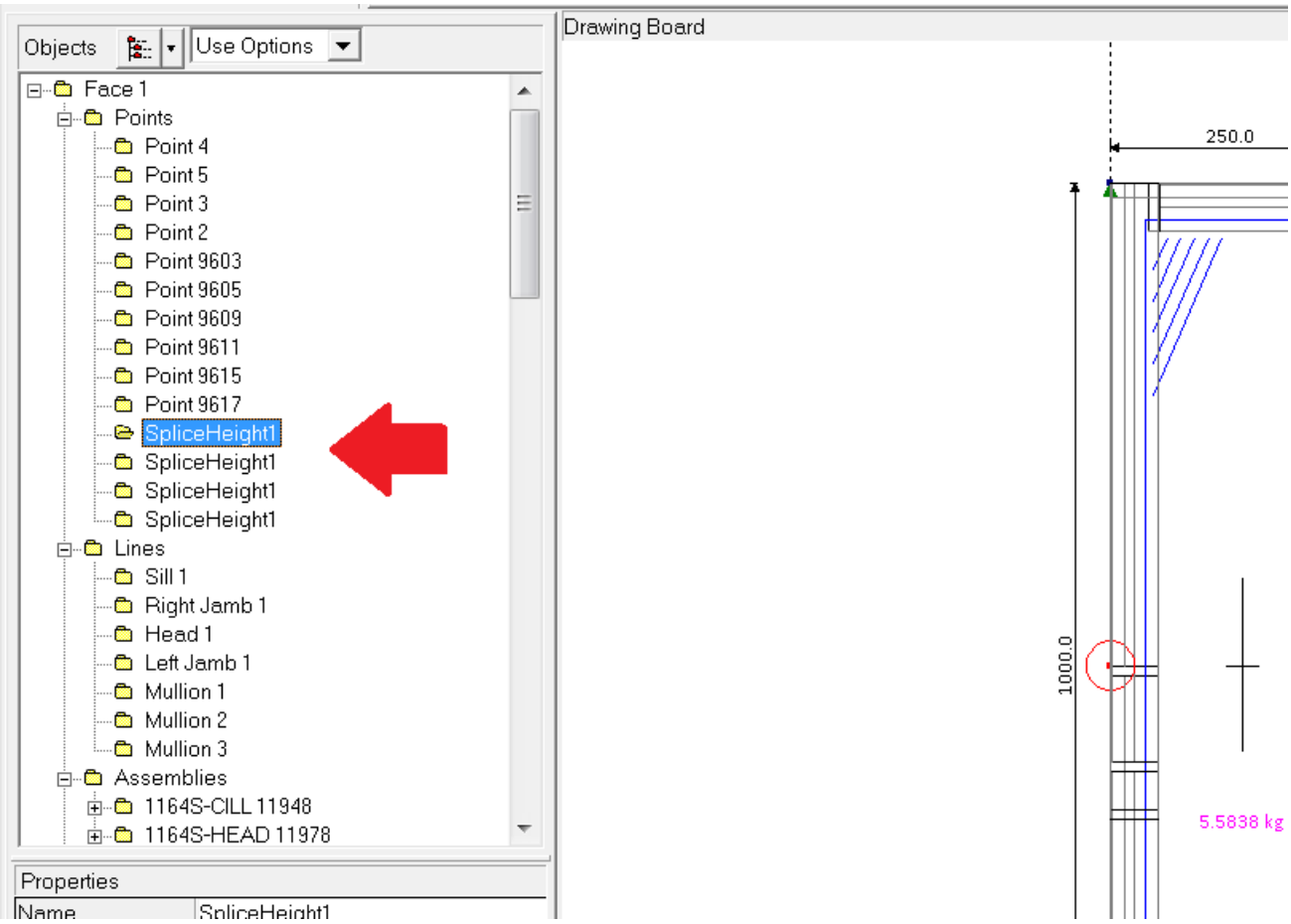
AS AN EXAMPLE LETS TRY AND DELETE ONE, TO DO THIS HIGHIGHT ONE OF THEM AND JUST PRESS DELETE ON YOUR KEYBOARD (BE CAREFUL TO MAKE SURE THAT IT IS A SPLICEJOINT AND NOT A NORMAL POINT AS DELETING A NORMAL POINT WILL RUIN THE FRAME DESIGN)

CLICK YES TO DELETE IT

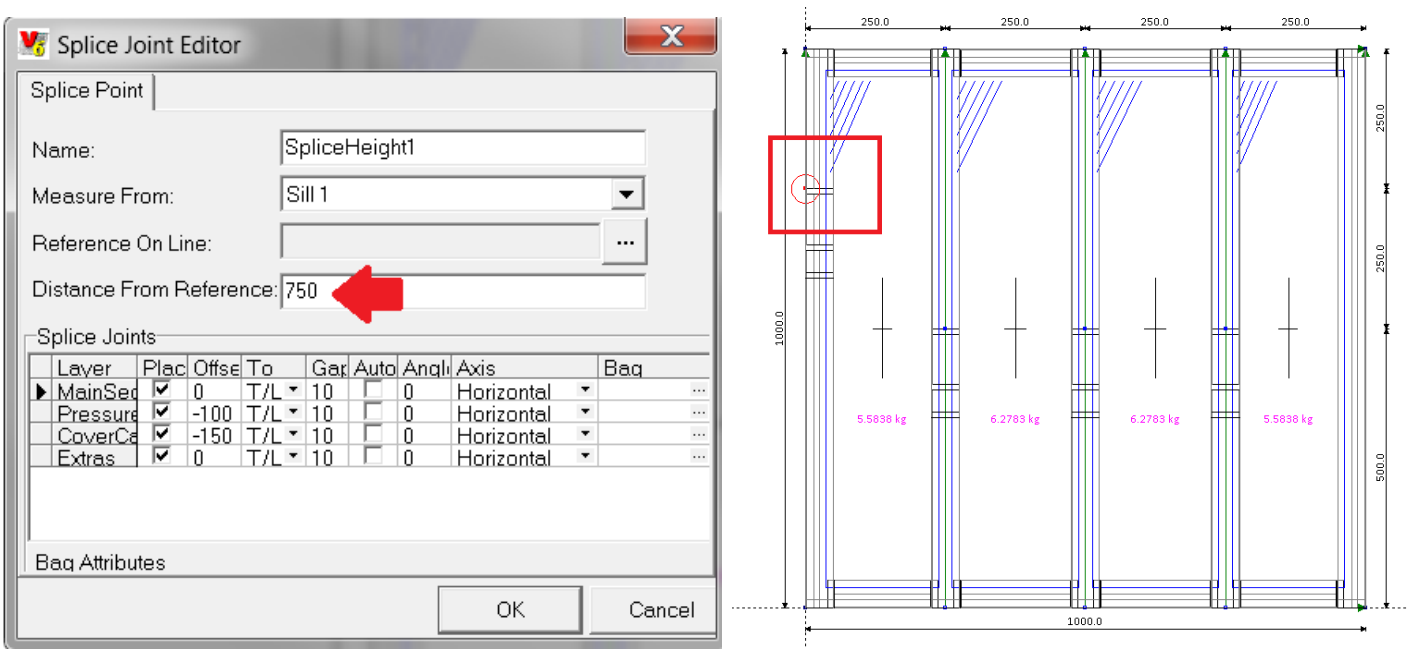
YOU WILL SEE THAT ONE OF THE POINTS DISSAPEARS



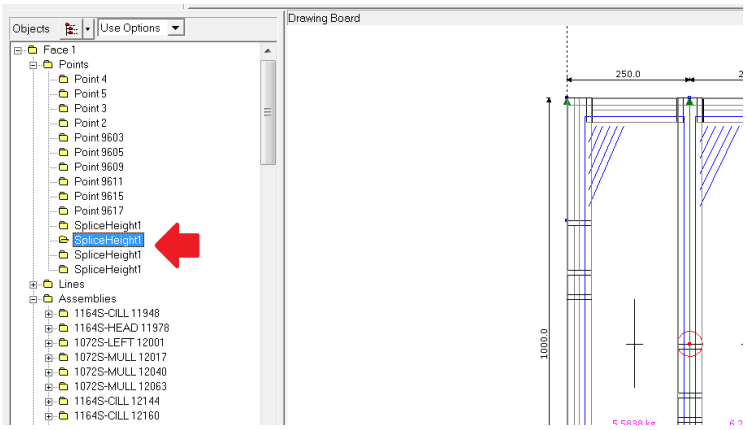
FOR THE NEXT EXAMPLE LETS MOVE ONE OF THEM, HIGHLIGHT ONE OF THEM AS SHOWN BELOW



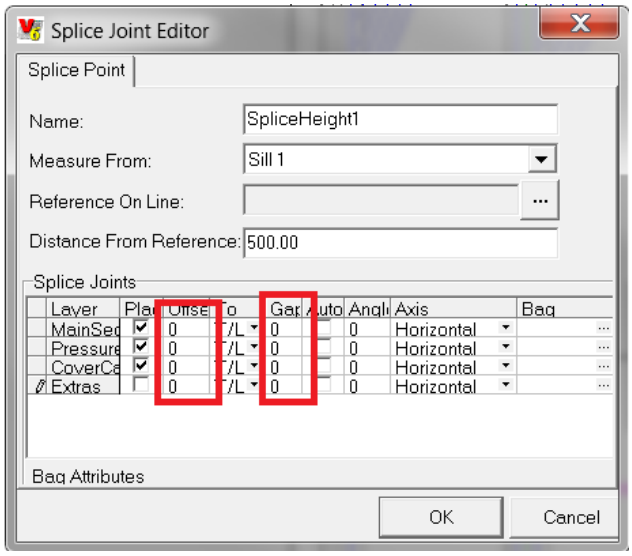
NOW DOUBLE CLICK OR RIGHTCLICK ONTO IT (GOING INTO EDIT), CHANGE THIS HEIGHT TO BE 750MM AND THEN CLICK OK



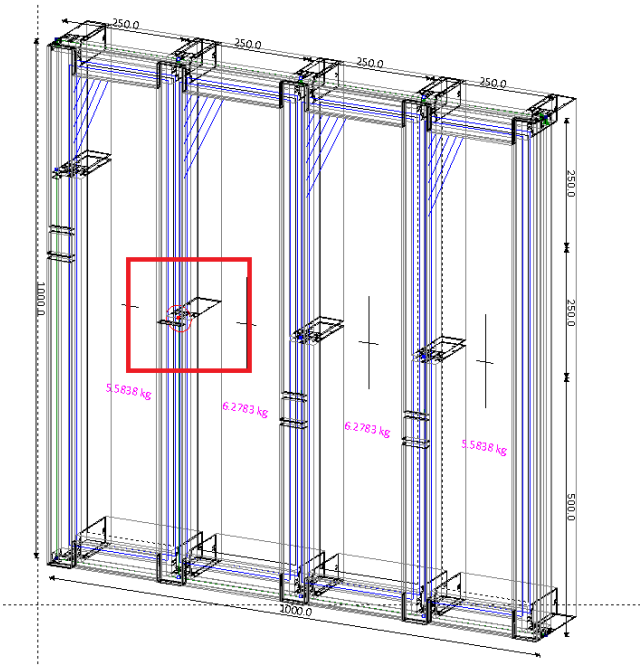
FOR ONE FINAL EXAMPLE LETS CHANGE THE OFFSET AND GAPS ON ONE OF THE JOINTS, HIGHLIGHT ANOTHER SPLICEHEIGHT1 AND THEN RIGHTCLICK AND GO TO EDIT (OR DOUBLE CLICK)



CHANGE THE OFFSETS AND THE GAPS TO ALL BE 0 AND THEN CLICK OK



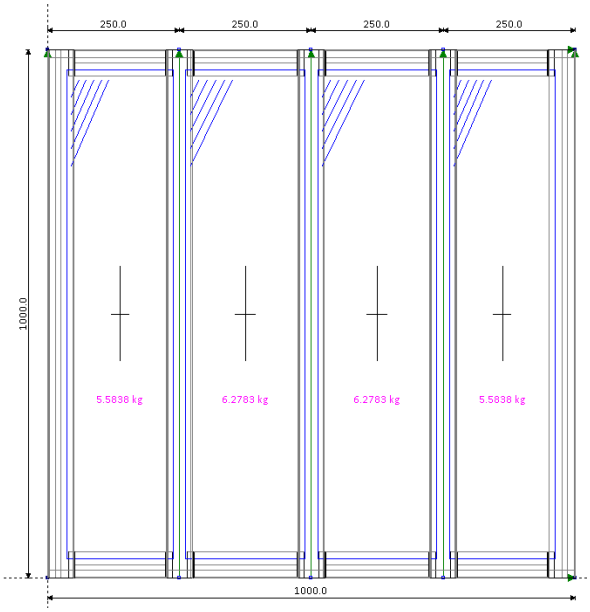
YOU CAN SEE THAT THE PRESSURE PLATES AND COVERCAPS ARE NO LONGER STANGGERED AND THAT THERE ARE NO GAPS



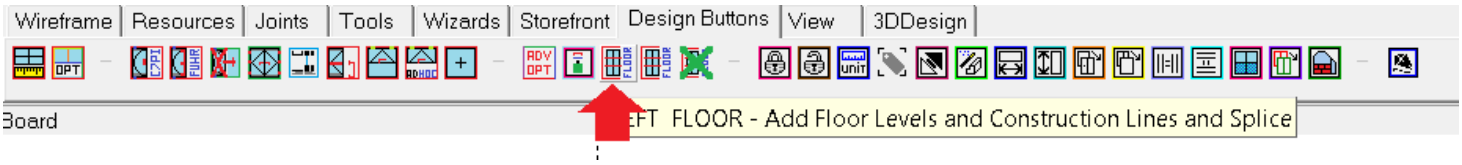
ADD CONSTRUCTION LINES AND THEN A SPLICE JOINT

FOLLOWING THE EXAMPLE OF MOVING SPLICE JOINT POSITIONS AS YOU CAN IMAGINE IF YOU HAD QUITE A FEW SPLICE JOINTS TO MOVE IT COULD TAKE QUITE A LONG TIME TO DO THEM SEPERATELY. WE ARE NOW GOING TO LEARN HOW TO ADD A CONSTRUCTION LINE AND THEN APPLY A SPLICE JOINT TO IT. THIS EXAMPLE IS BASED ON CANCELLING THE SPLIE JOINT MACRO OR ADDING TIE BACKS AND NOT INCLUDING SPLICE JOINTS. PLEASE NOTE THAT IF YOU ARE ADDING SPLICE JOINTS THIS WAY THAT YOU WILL STILL NEED TO GO INTO THE PREVIOUS MACRO TO ADD TIE BACK KITS AND TOP AND BOTTOM SPIGGOTS.

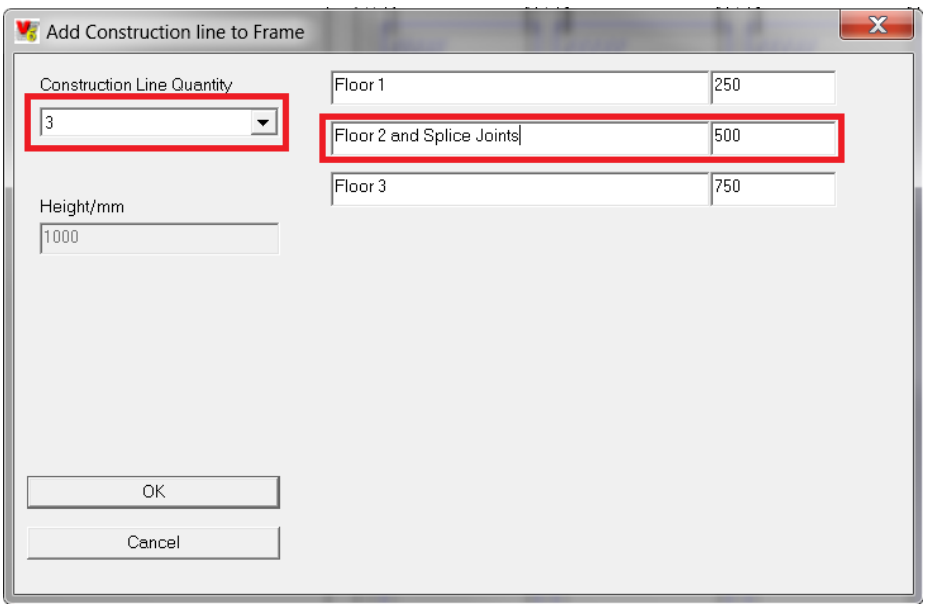
BUILD THE FOLLOWING FRAME IN COMAR 6EFT, WE WILL BE USING THE SPLICE JOINT OPTION IN THIS EXAMPLE BUT IN REAL TERMS IT ISNT REQUIRED AS IT ISN OVER A BAR LENGTH, WE ARE JUST USING IT AS AN EXAMPLE



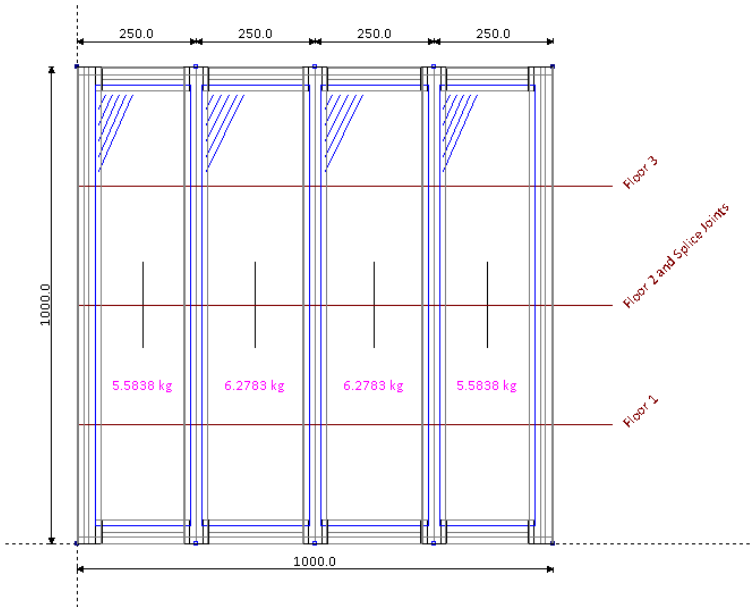
NOW CLICK ONTO THE FIRST FLOOR BUTTON (AS SHOWN BELOW)



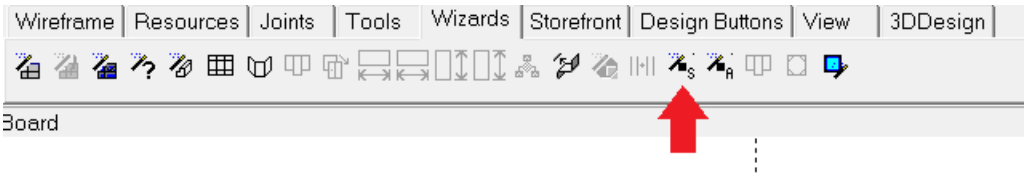
ADD THREE CONSTRUCTION LINES IN AND THEN CHANGE THE SECOND NAME (AS SHOWN)



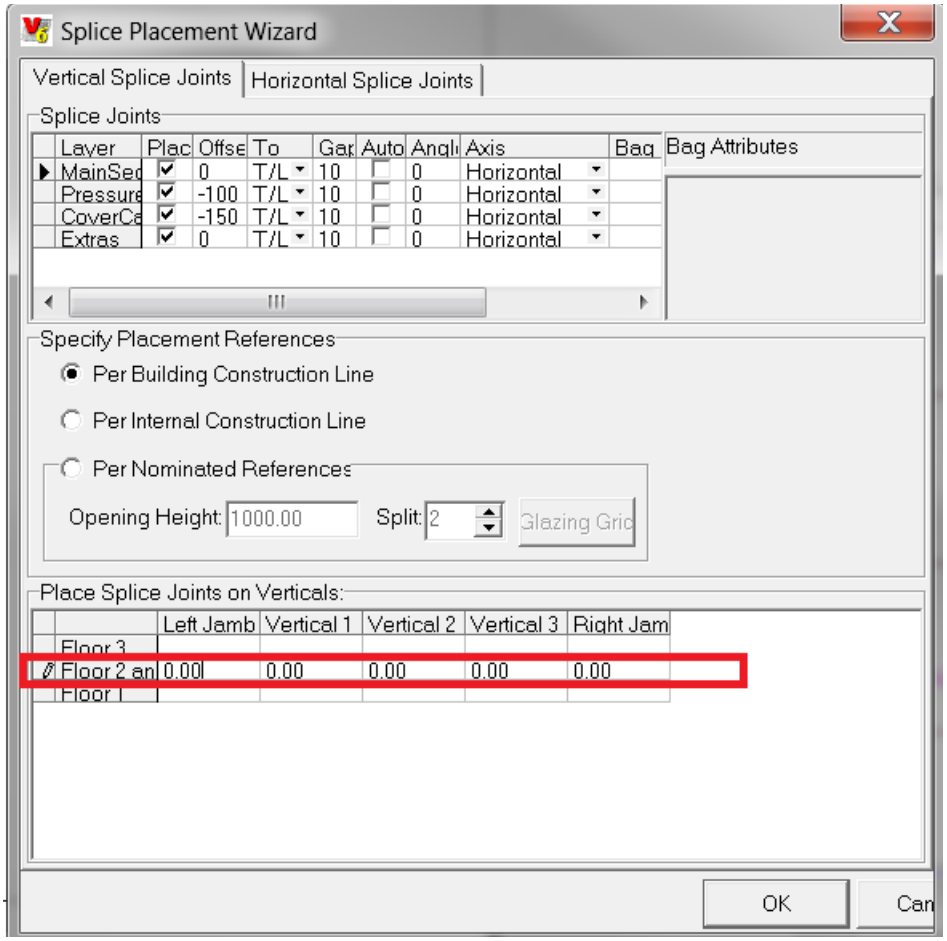
THE SCREEN WILL NOW SHOW THE THREE CONSTRUCTION LINES



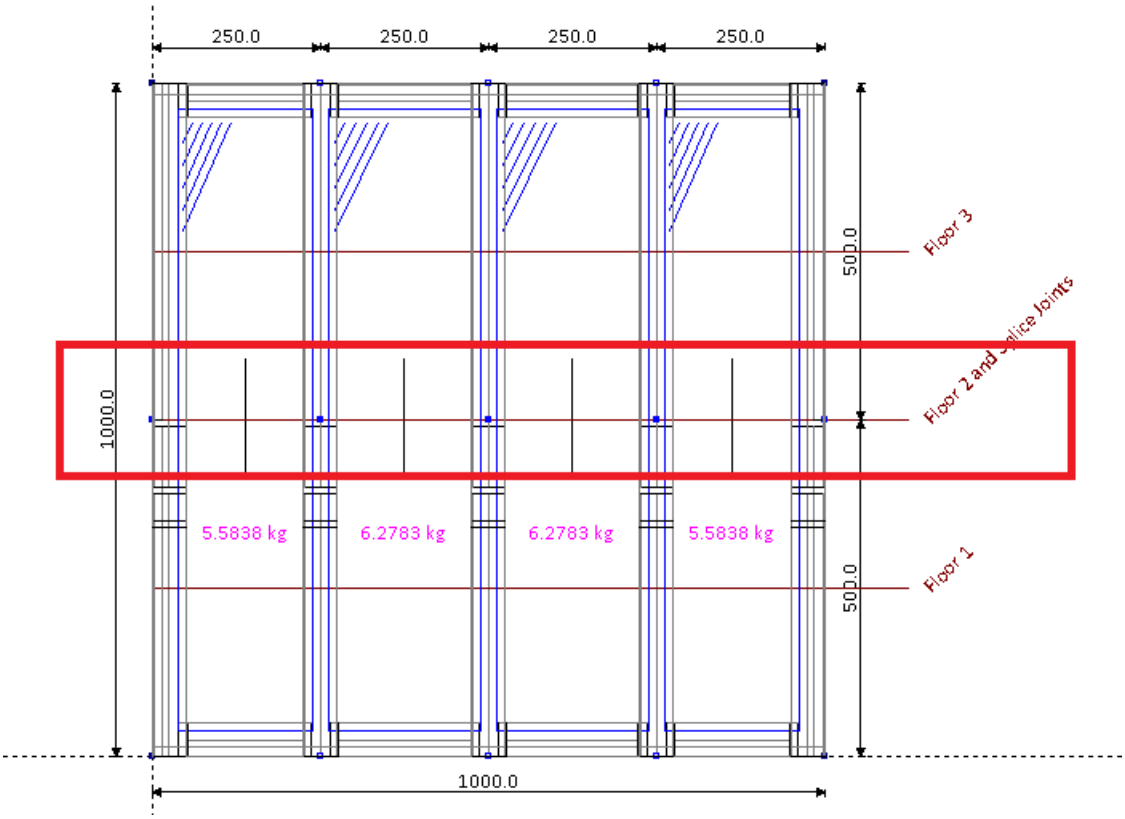
NOW GO INTO WIZARDS AND THEN CLICK ONTO THE SPLICE PLACEMENT WIZARD



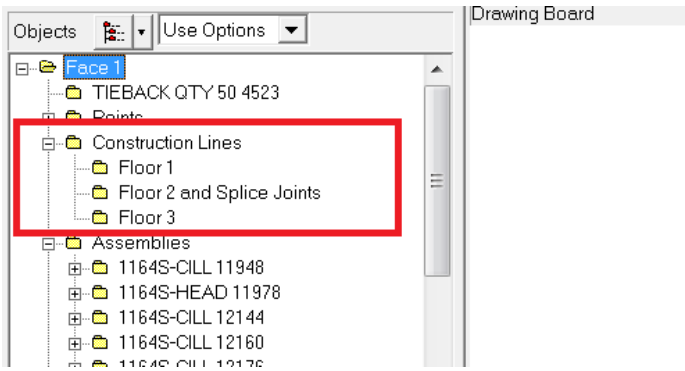
WHEN THIS SCREEN APPEARS ADD A 0 INTO EVERY ENTRY ON THE SECOND LINE (AS SHOWN BELOW) ADDING A FIGURE INTO THIS ADDS A SPLICE JOINT AND IF YOU LEAVE IT BLANK THEN IT IGNORES IT



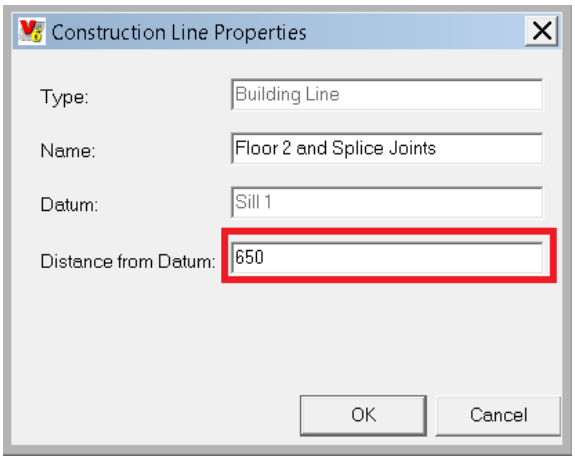
WHEN THE SCREEN RETURNS IT HAS ADDED A SPLICE JOINT ALL THE WAY THROUGH THE CONSTRUCTION LINE



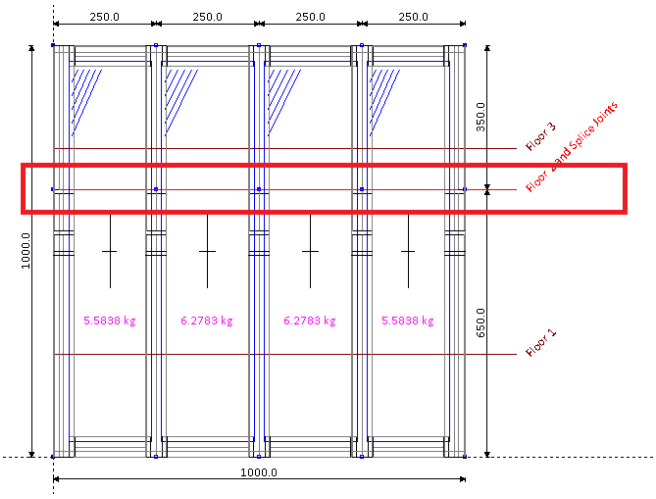
THE FACILITY ADDS A CONSTRUCTION LINE INTO THE OBJECT BOX.



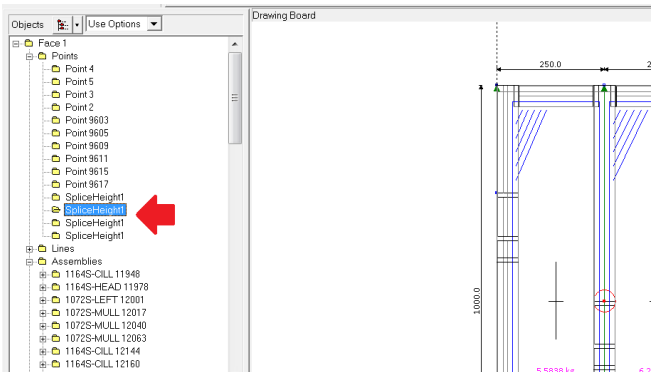
YOU CAN RIGHTCLICK ON THE MIDDLE ONE AND GO TO EDIT AND CHANGE THE DIMENSION TO 650 AND THEN CLICK OK



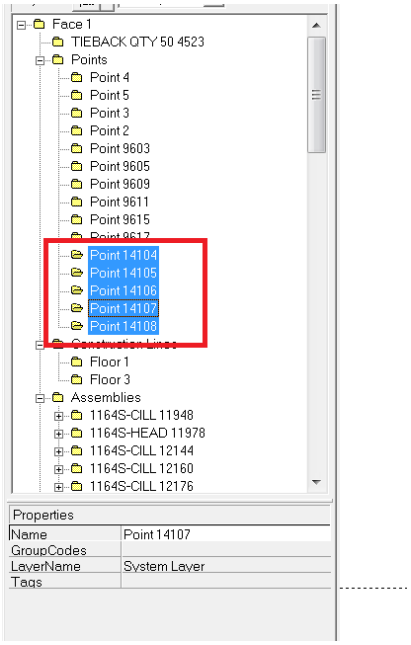
YOU WILL SEE THAT THE CONSTRUCTION LINE AND ALL OF THE SPLICE JOINTS HAVE MOVED IN ONE GO



IF YOU WANT TO DELETE THE CONSTRUCTION LINE SIMPLY HIGHLIGHT IT ON THE SCREEN OR IN THE OBJECTS BOX AND PRESS DELETE ON YOUR KEYBOARD.



DELETING A CONSTRUCTION LINE WILL NOT DELETE THE SPLICE JOINTS AND THESE WILL HAVE TO BE MANUALLY DONE BUT PLEASE BE AWARE THAT ADDING SPLICE JOINTS THIS WAY DOES NOT NAME THEM WITH THE WORD SPLICEHEIGHT1 ETC, SO BE CAREFUL WHEN DELETING THEM, HOWEVER YOU WILL NOTICE THAT THE SOFTWARE DOES GIVE THEM AUNIQUE NUMBER WHICH IS QUITE DIFFERENT FROM ALL OF THE OTHERS . I.E 9617 TO 14184 WHICH SHOULD HELP PARTLY



WELL DONE, YOU HAVE COMPLETED THE ADVANCED CURTAIN WALL MANUAL