Instant Door & Window *General Settings*
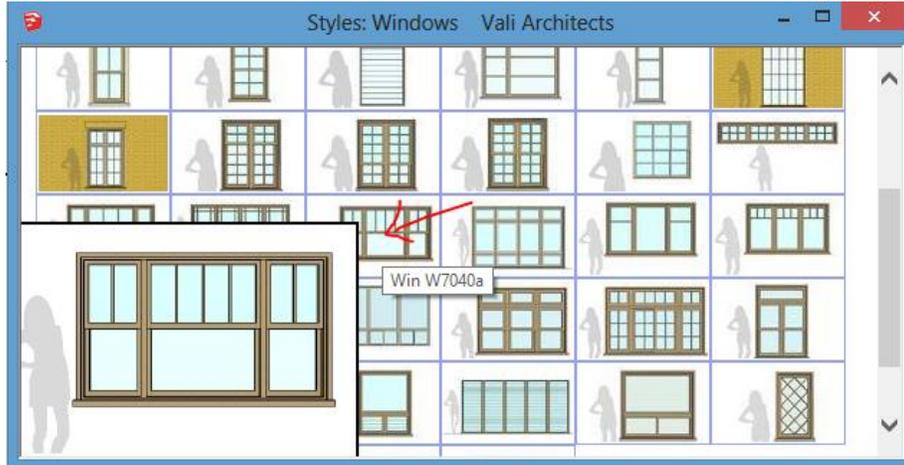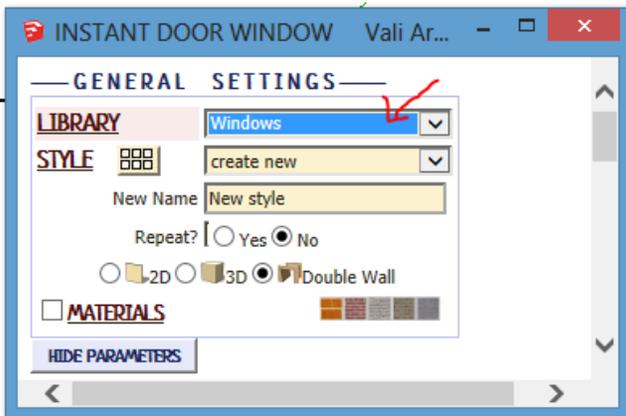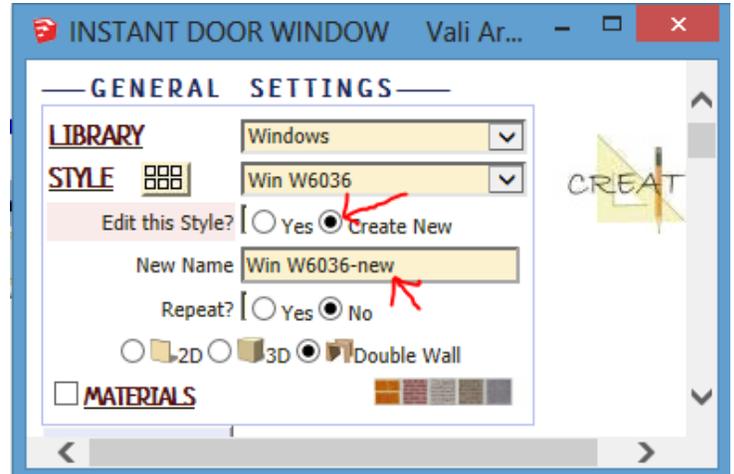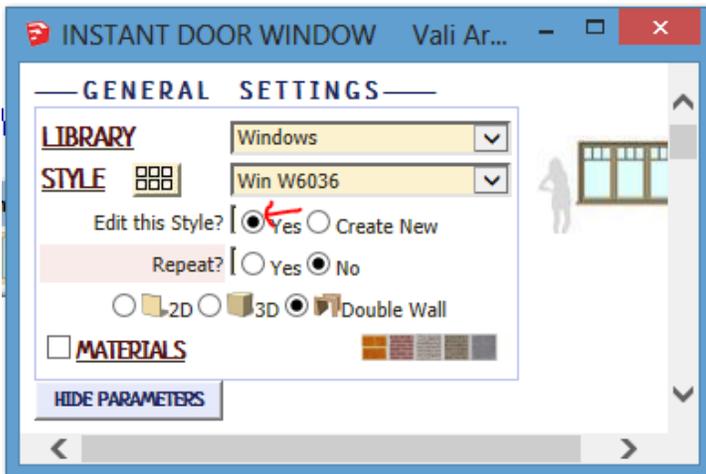
## Style Libraries *(See InstantDoorWindow-Styles.pdf for more information on styles.)*

Modify Style *Either modify the Style or create a new one using it as a template. Style changes update the model file only and do not revise model definitions for other models. See InstantDoorWindow-Styles.pdf for more information.*
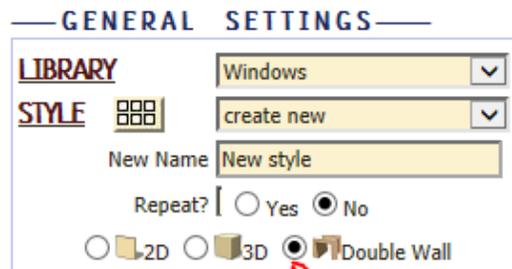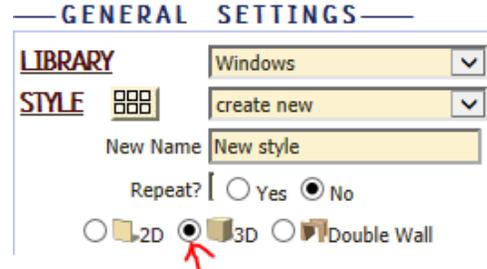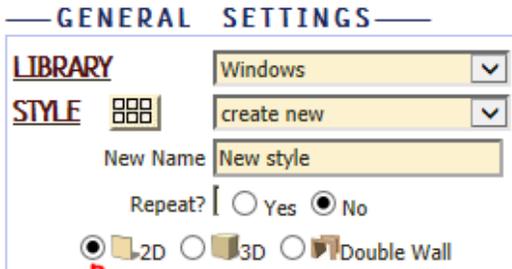

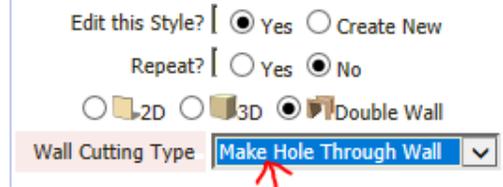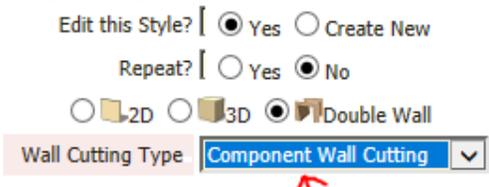## Repeat *Places multiple instances of the door or window at one time.*
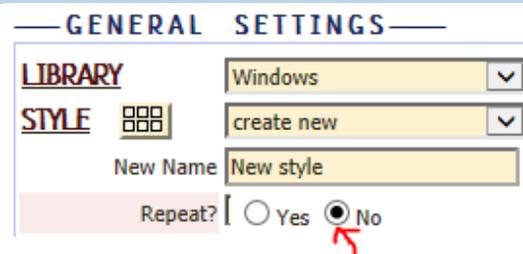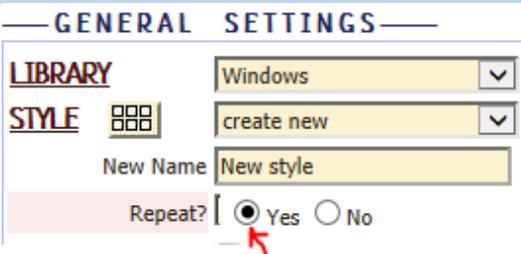
2D, 3D, Double Wall

- 2D cuts a single wall and does not model the back face of doors or windows.(Note that 2d is not actually a flat 2d but only models the parts of the door or window unit that are visible from the outside)
- 3D cuts a single wall plus models back faces.
- Double Wall models back and front plus creates a back component for cutting the double wall back face.

Note: Door interact behavior is disabled in 2D mode.

—GENERAL SETTINGS—

LIBRARY	Windows ⌄
STYLE 🔳	create new ⌄
New Name	New style
Repeat?	◯ Yes ⦿ No

⦿ 2D ◯ 3D ◯ Double Wall

—GENERAL SETTINGS—

LIBRARY	Windows ⌄
STYLE 🔳	create new ⌄
New Name	New style
Repeat?	◯ Yes ⦿ No

◯ 2D ⦿ 3D ◯ Double Wall

—GENERAL SETTINGS—

LIBRARY	Windows ⌄
STYLE 🔳	create new ⌄
New Name	New style
Repeat?	◯ Yes ⦿ No

◯ 2D ◯ 3D ⦿ Double Wall

Wall Cutting
'Component Wall Cutting' uses Sketchup's built in component cutting behavior for double walls. 'Make Hole Through Wall' uses the same back and front components but models a hole through double walls instead of using cutting behavior.

| Edit this Style? | ⦿ Yes ◯ Create New |
| Repeat? | ◯ Yes ⦿ No |

◯ 2D ◯ 3D ⦿ Double Wall

| Wall Cutting Type | Component Wall Cutting ⌄ |

| Edit this Style? | ⦿ Yes ◯ Create New |
| Repeat? | ◯ Yes ⦿ No |

◯ 2D ◯ 3D ⦿ Double Wall

| Wall Cutting Type | Make Hole Through Wall ⌄ |

Back Frame Depth (added V2.8)
Provides options to override the back frame depth parameter and adjust the back component so that back and front depths equal overall wall thickness . NOTE: This option changes only the Back Component depth.

| Back Frame Depth | By Frame Depth Paramete ⌄ |
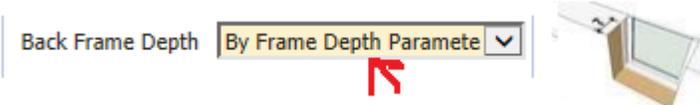
The default method. Does Not override the Back Frame Depth Parameter.
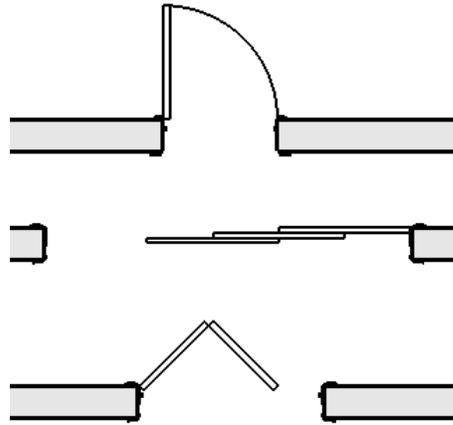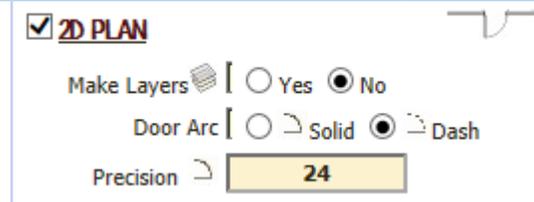
| Back Frame Depth | By Overall Wall Thickness ⌄ |
| Thickness | 8.0" |

Sets the back component depth so that the front and back depths equal the thickness entered as a parameter.
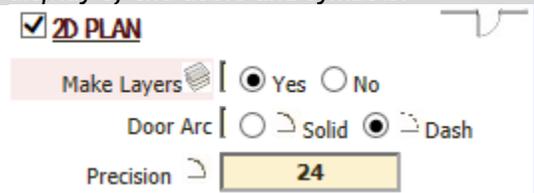
| Back Frame Depth | By Wall Selection ⌄ |
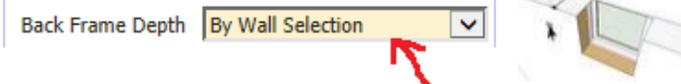
Sets the back component depth so that the front and back depths equal the thickness of the wall selected using the thickness Select Wall Face tool shown below. First use the tool to select one of the Active wall faces of a double faced wall.
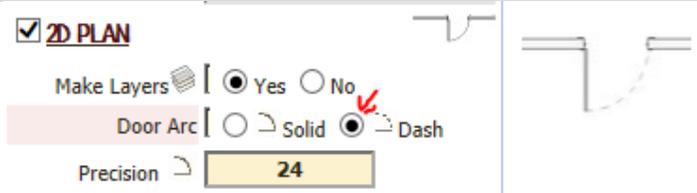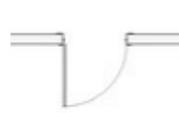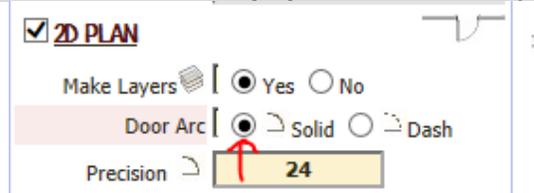
Instant Door Window ✕

Select Wall Face
Select a Wall Face for Thickness
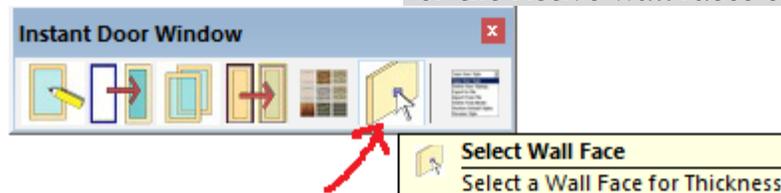
2D Plan *Adds a door2d door symbol for use in plan views.*

☑ **2D PLAN**

Make Layers ◯ Yes ◉ No

Door Arc ◯ Solid ◉ Dash

Precision [24]

Make Layers *Creates 2 layers: one for the 3d doors and one for the symbols. The objects can easily be moved to your own layers using the basic Sketchup method. If you do not wish to use layers, you can use Hide and Unhide to control display of the doors and symbols.*

☑ **2D PLAN**

Make Layers ◉ Yes ◯ No

Door Arc ◯ Solid ◉ Dash

Precision [24]

Door Arc *For swinging doors, the arc may be dashed or solid*

☑ **2D PLAN**

Make Layers ◉ Yes ◯ No

Door Arc ◉ Solid ◯ Dash

Precision [24]

☑ **2D PLAN**

Make Layers ◉ Yes ◯ No

Door Arc ◯ Solid ◉ Dash

Precision [24]

Precision *The number of segments in the door swing arc*

☑ **2D PLAN**

Make Layers ◉ Yes ◯ No

Door Arc ◉ Solid ◯ Dash

Precision [24] ✕

Materials *Instant Door Window can only use materials that are loaded into the model. If you don't know what that*

means, one way is to paint the materials that you wish to use on anything in the model before running the script. The materials are aligned based on the type of door or window part.
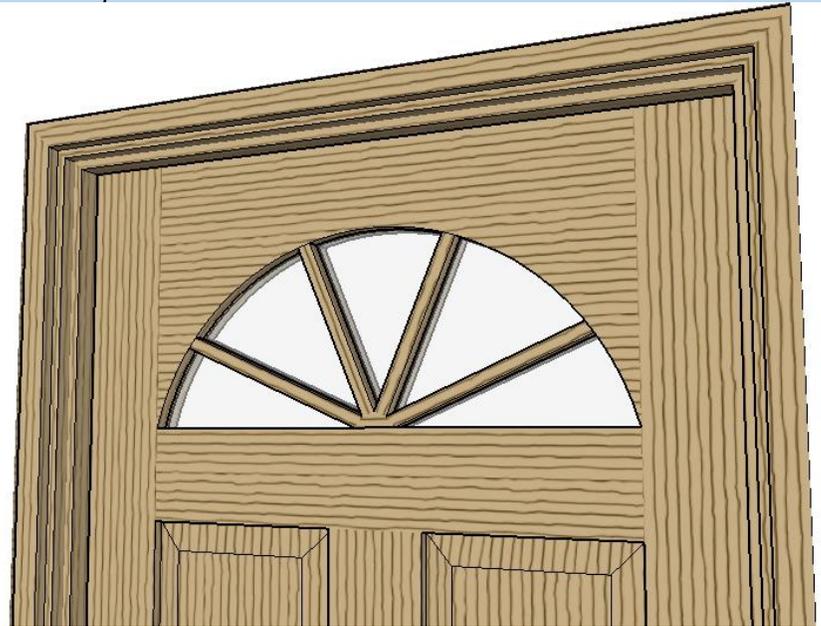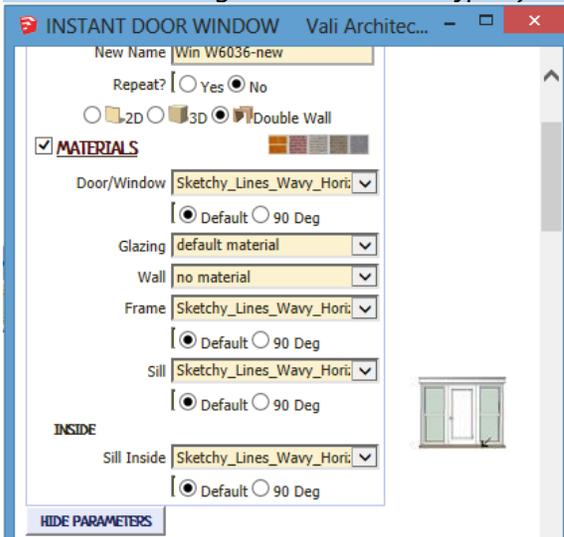
Slowness *The user profiles options for mouldings, sills, and lintels can cause the menu to load slowly in a large model with many components because the plugin queries the model for components. If the menu is loading slowly, try disabling user profiles option as shown below*