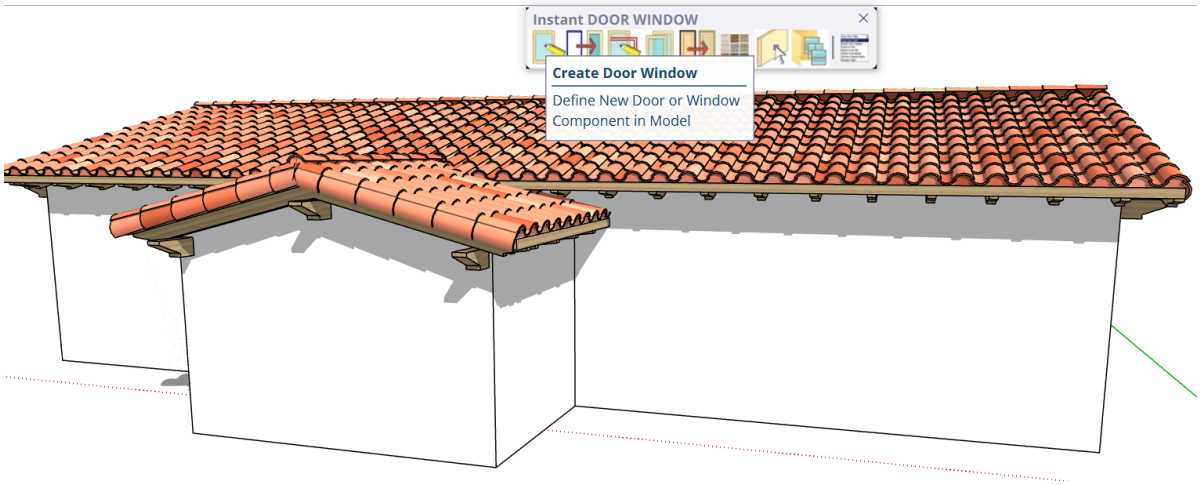
Instant Door & Window Material Sets

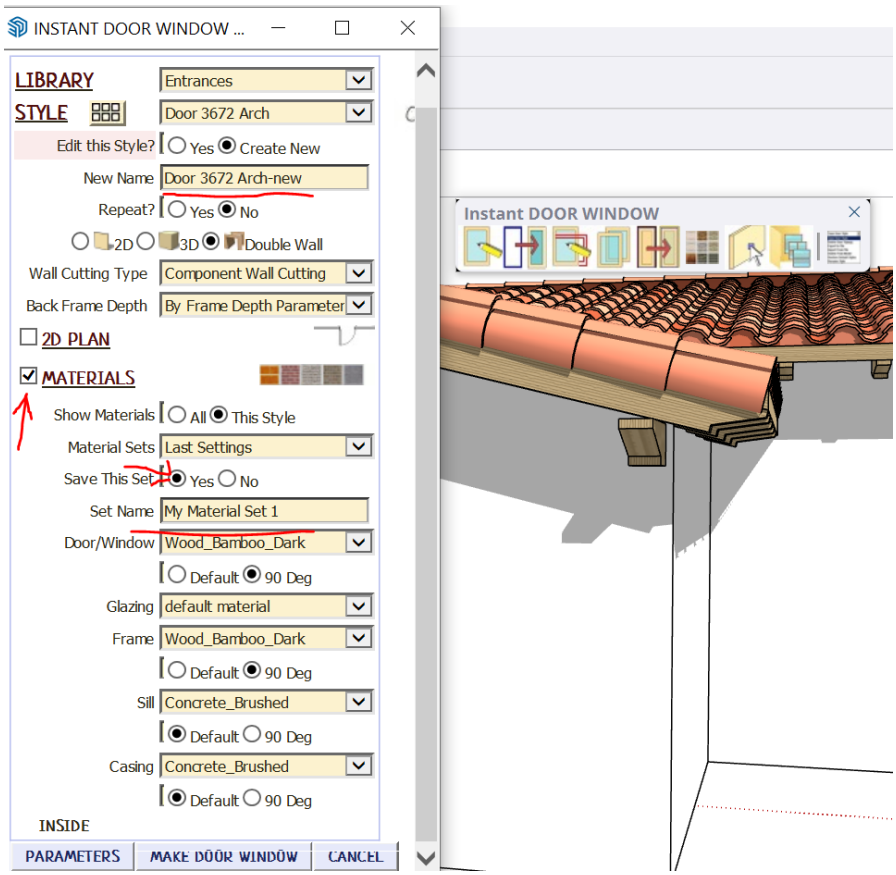
New in version 3.6.

Materials and material settings and can now be saved as sets and imported or exported between models.

1. Here is an example of using materials sets. I start with a simple model made using my Instant Roof. I have some materials loaded in the model that I will use to make the set. Start Instant Door/ Window.



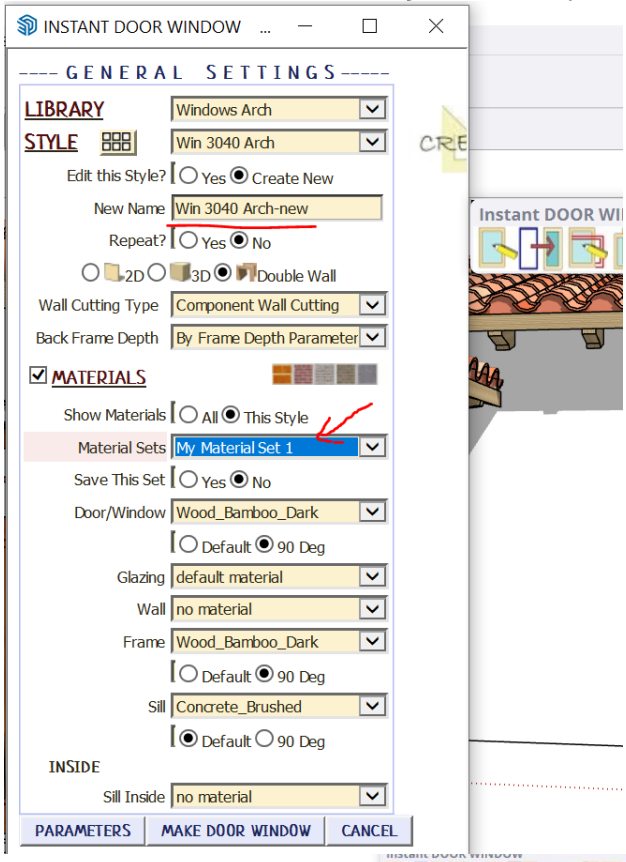
2. Choose an assembly from preset styles, choose material and rotation options, click 'Save this Set', and give it a name. I called it 'My Material Set'.



3. Here is the result.

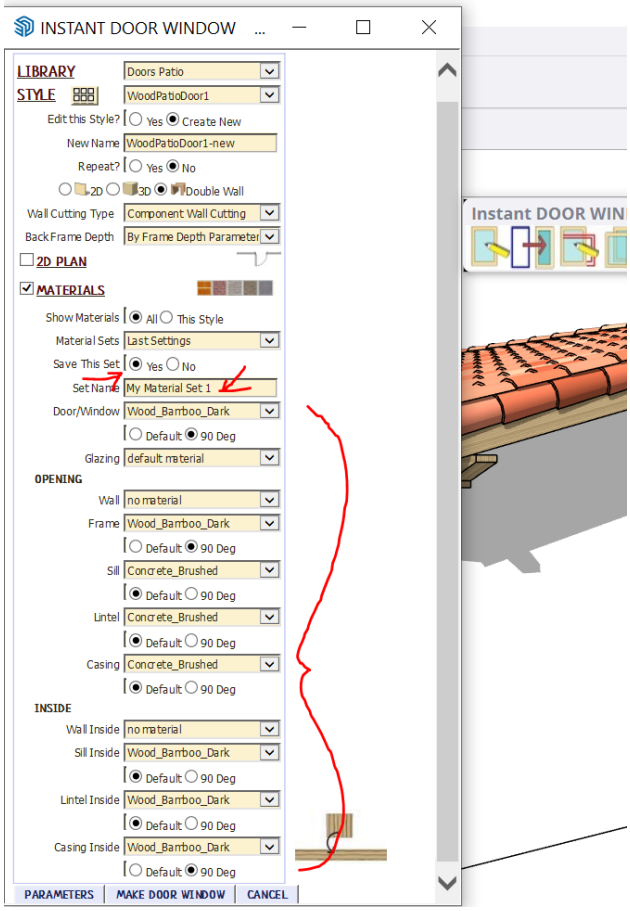


4. Now I make another assembly. The extension automatically displays the last material settings, which in this case are the same as the set I just created, but I can choose any saved material set so I choose the material set I just made for material parameters and make a new window.



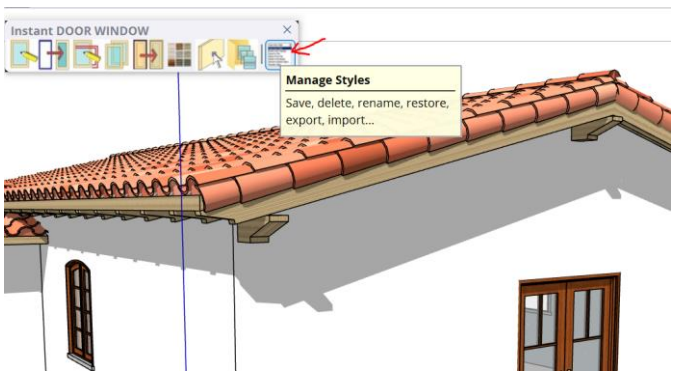


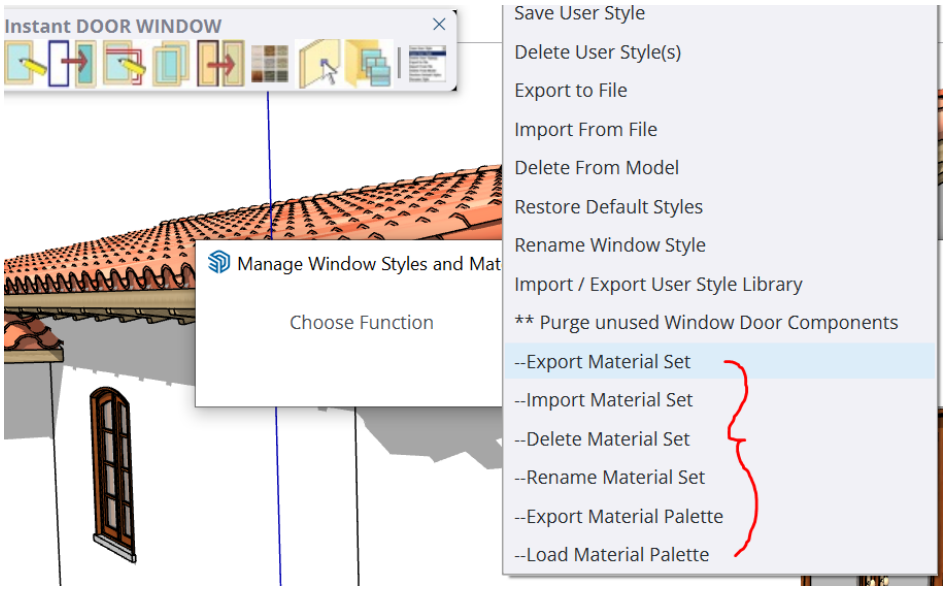
5. Material sets include ALL possible parameters. But only material parameters that are appropriate for the assembly are displayed by default. To complete the set so it has consistent materials across all parameters, click "All" for "Show Materials". Then choose values and save it under the same name.

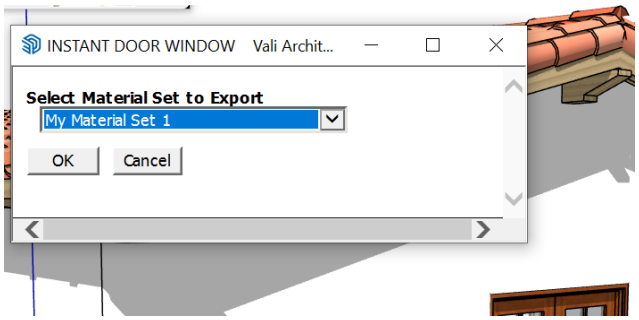


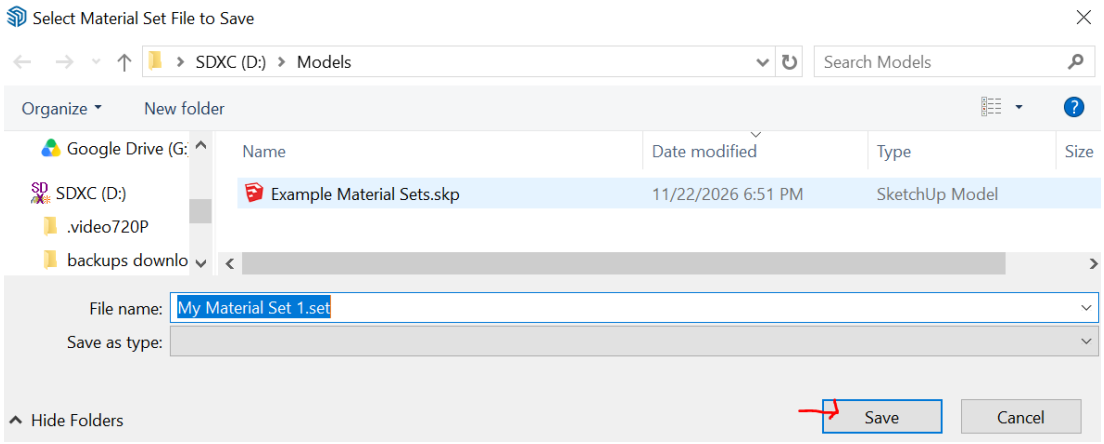


6. The material set is only saved in this model but I may want to use it in another model. So I click "Manage Styles". There are options to Export, Import, Delete and Rename sets. I choose "Export Material Set", choose the new set and save it somewhere on my computer.

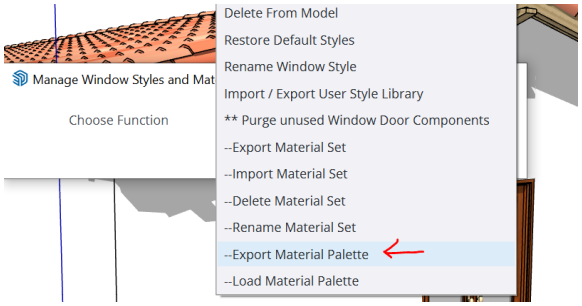


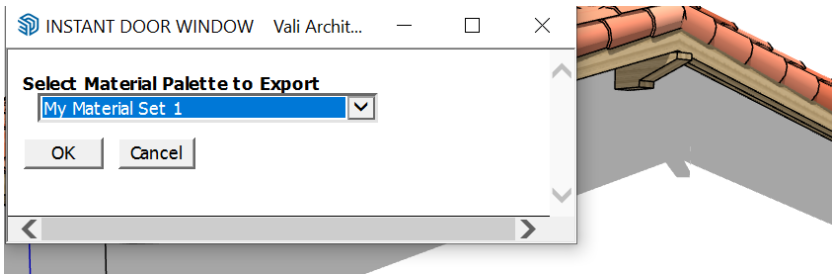


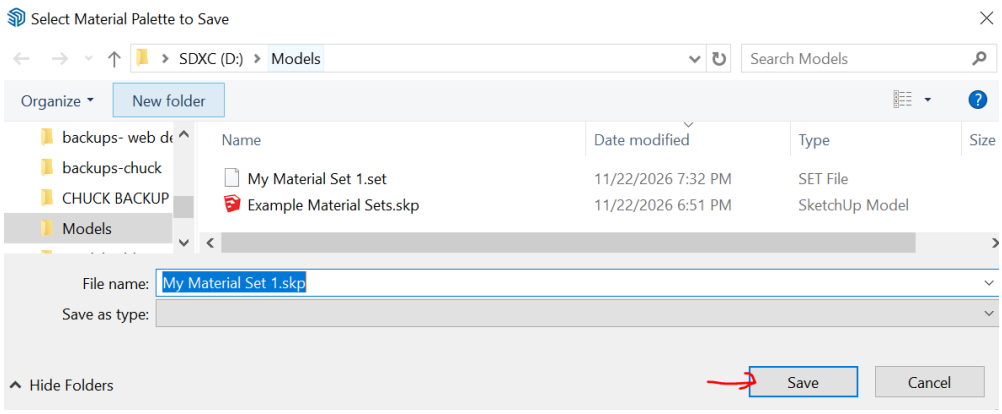




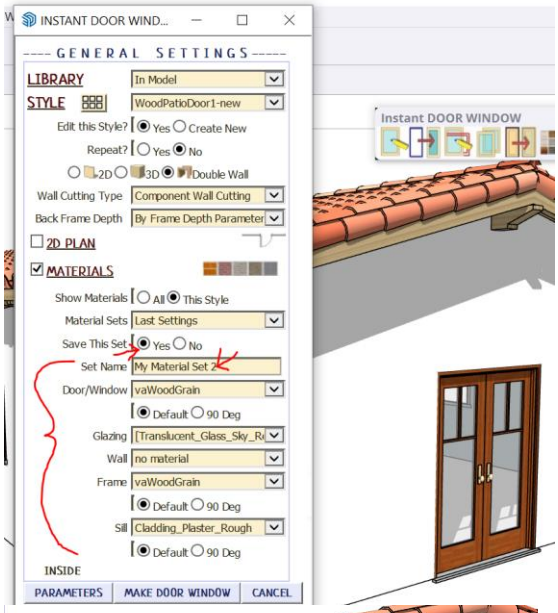
7. I usually like to have palettes components that contain all the materials I will use in a model, so I simply import the palette. But since I may not have the appropriate materials loaded in the new model that are used in this set, I also export the associated material palette.

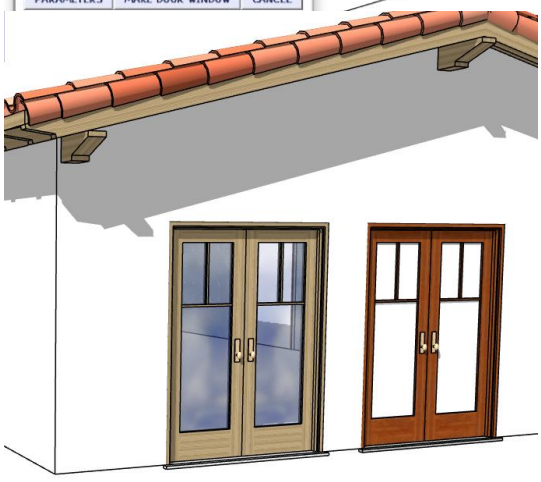




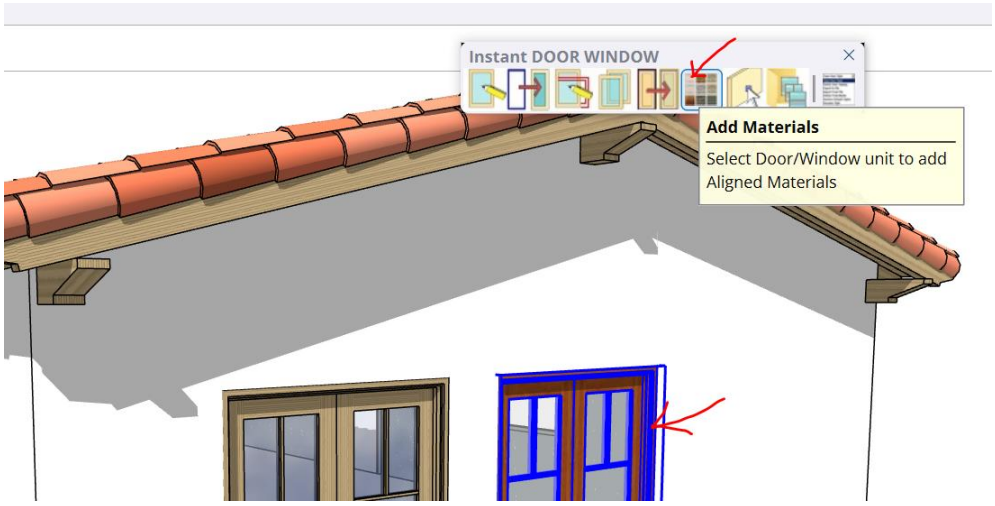


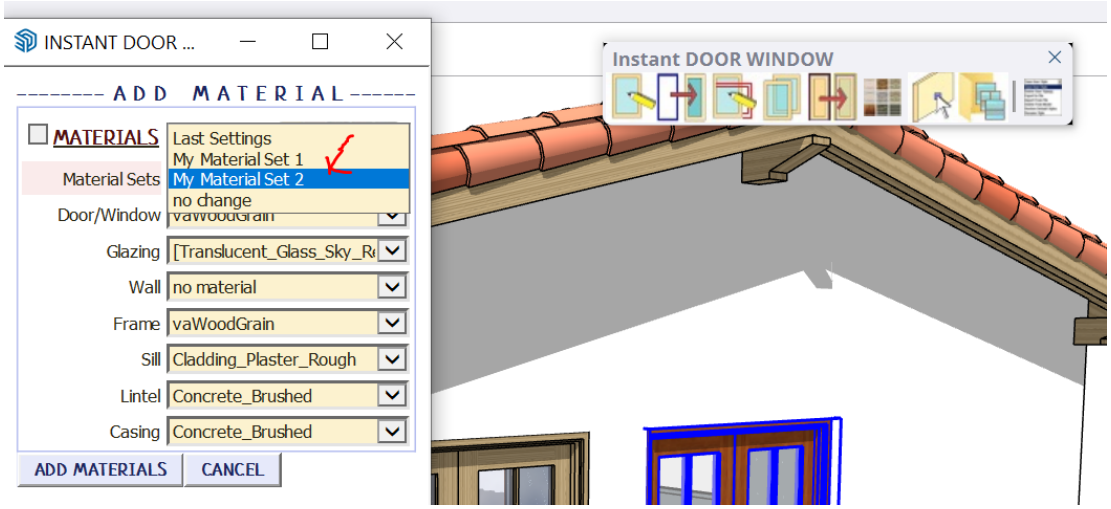
8. Now I'll make another set. I choose different materials and save under a new set name, and make the assembly.





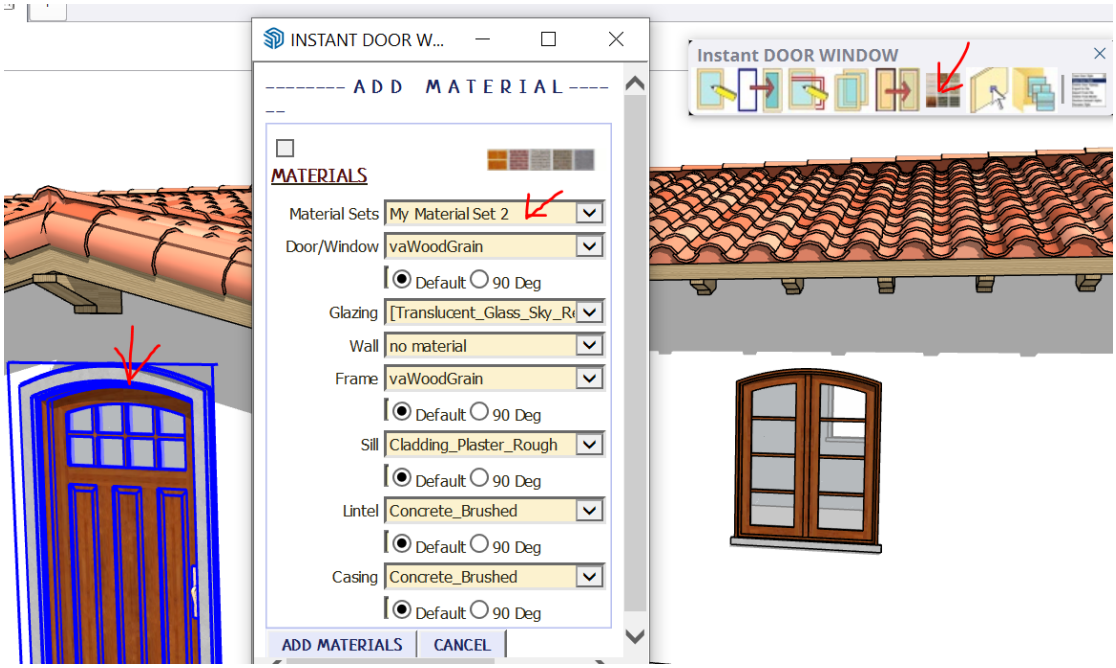
9. I can repaint other assemblies with any set. So I select the previous assembly, click the "Add Materials" icon, and use the last material set I saved.





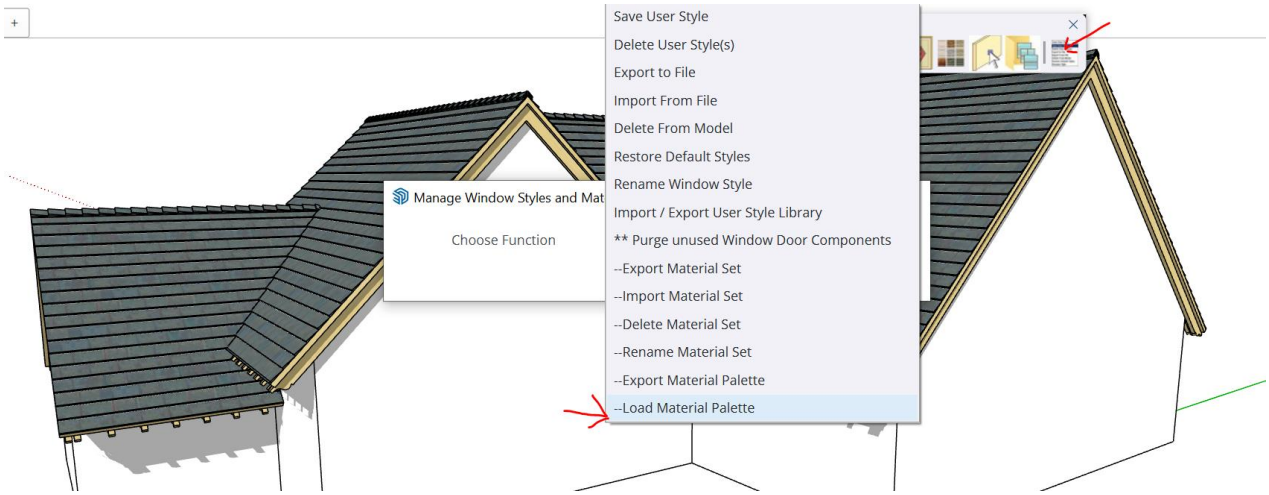


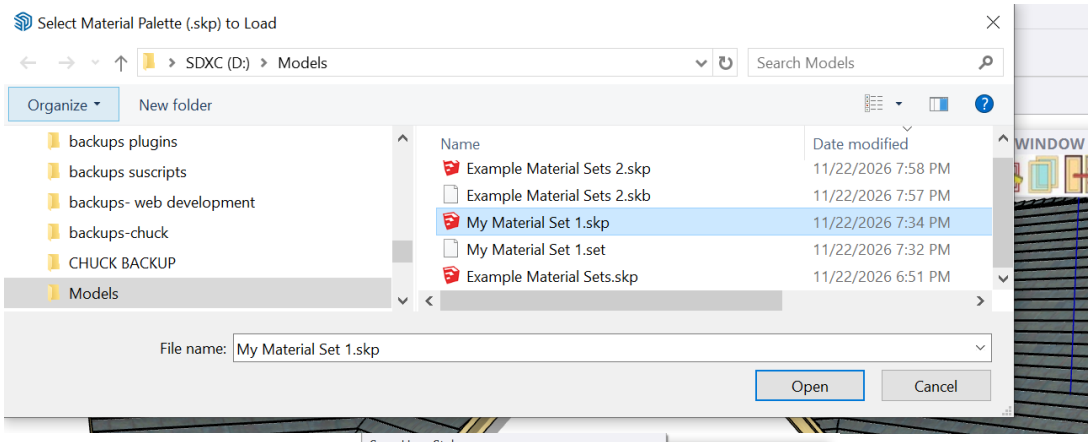
10. I can repaint the other assemblies as well in the same way.

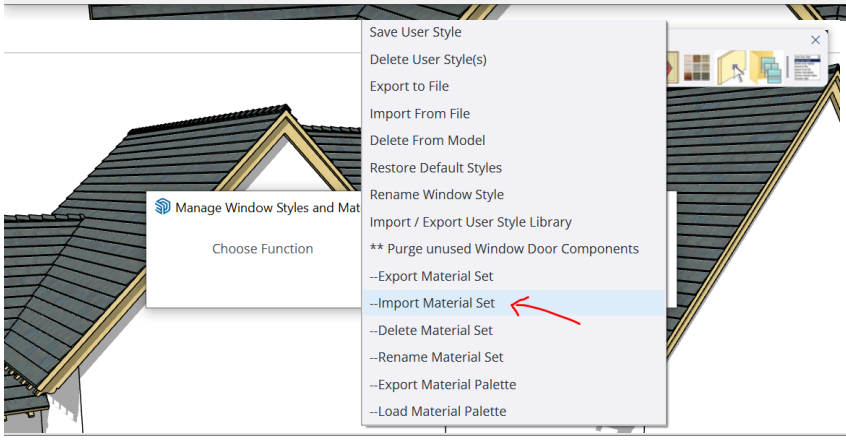


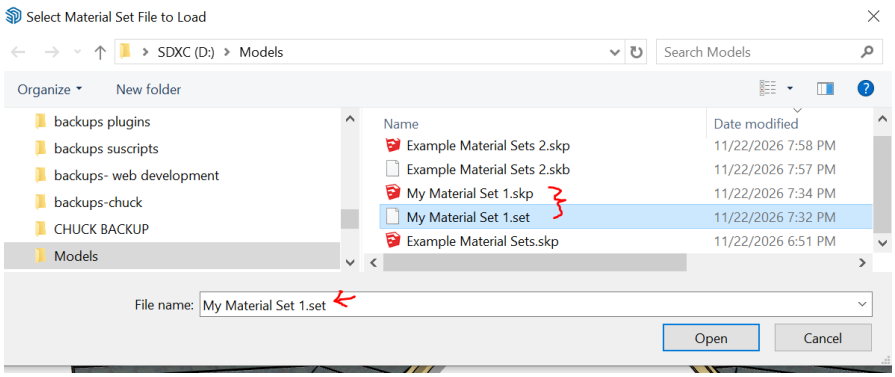


11. I use the save set and palette in any another model. So I open a different model, load the material palette and import the set.

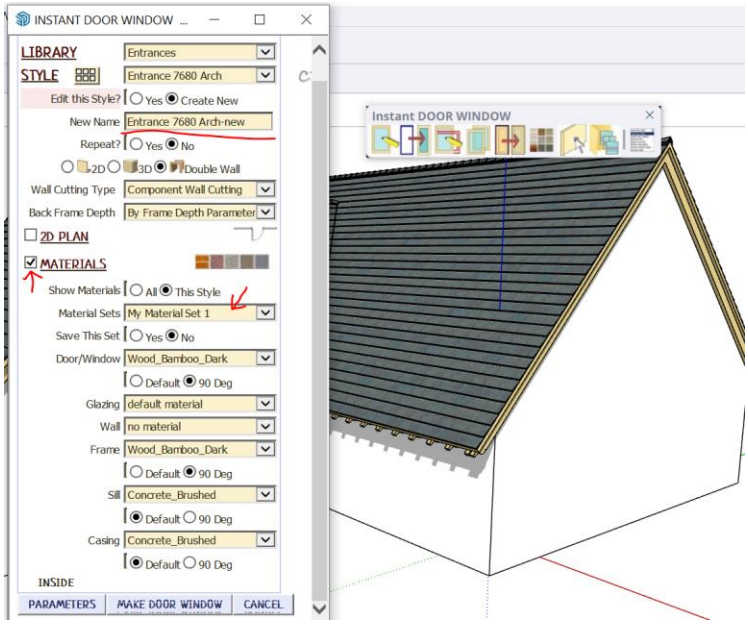








12. Then when I make an assembly, I can choose the imported set for material parameters.





Notes

1. The material palettes are imported components defined in the model but not inserted. So when you are done using them you can Purge Unused components to delete them.