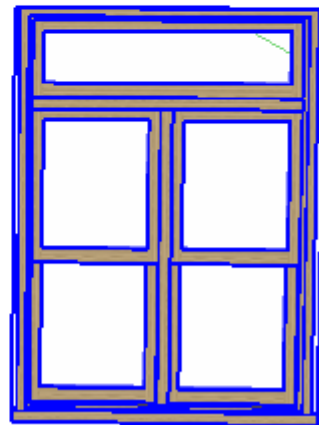
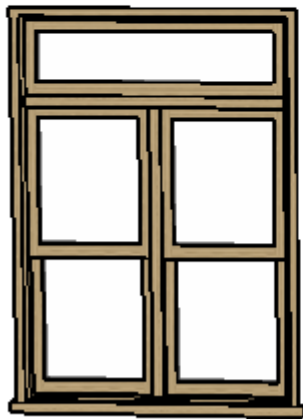
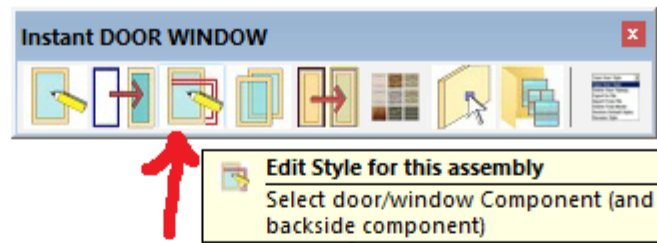


# Instant Door & Window *Edit in Place*

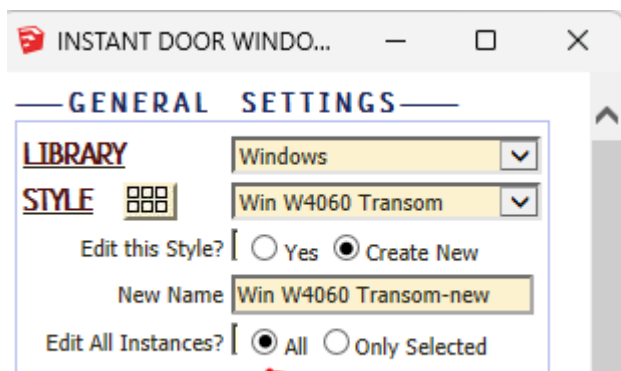
New in version 3.3.

A door or window assembly can be replaced with a different one by making changes in the menu.

1. Select the door or window component (and backside component if there is one).
2. Choose Edit Style from the toolbar (or extension menu)



2. Make changes to the style (or create a new style). Here I changed the style name, chose to update all copies of the window, changed material textures and added muntins.



Sill    Default  90 Deg

**INSIDE**

Sill Inside    Default  90 Deg

**HIDE PARAMETERS**

**STYLE PARAMETERS**

**MAIN**

Type

Width

Height

Height Low

Window Thick

**DETAIL**

Window

Low

Sash Top

Sash Bottom

Sash Side

Glass Thick

**MUNTINS**

GRID

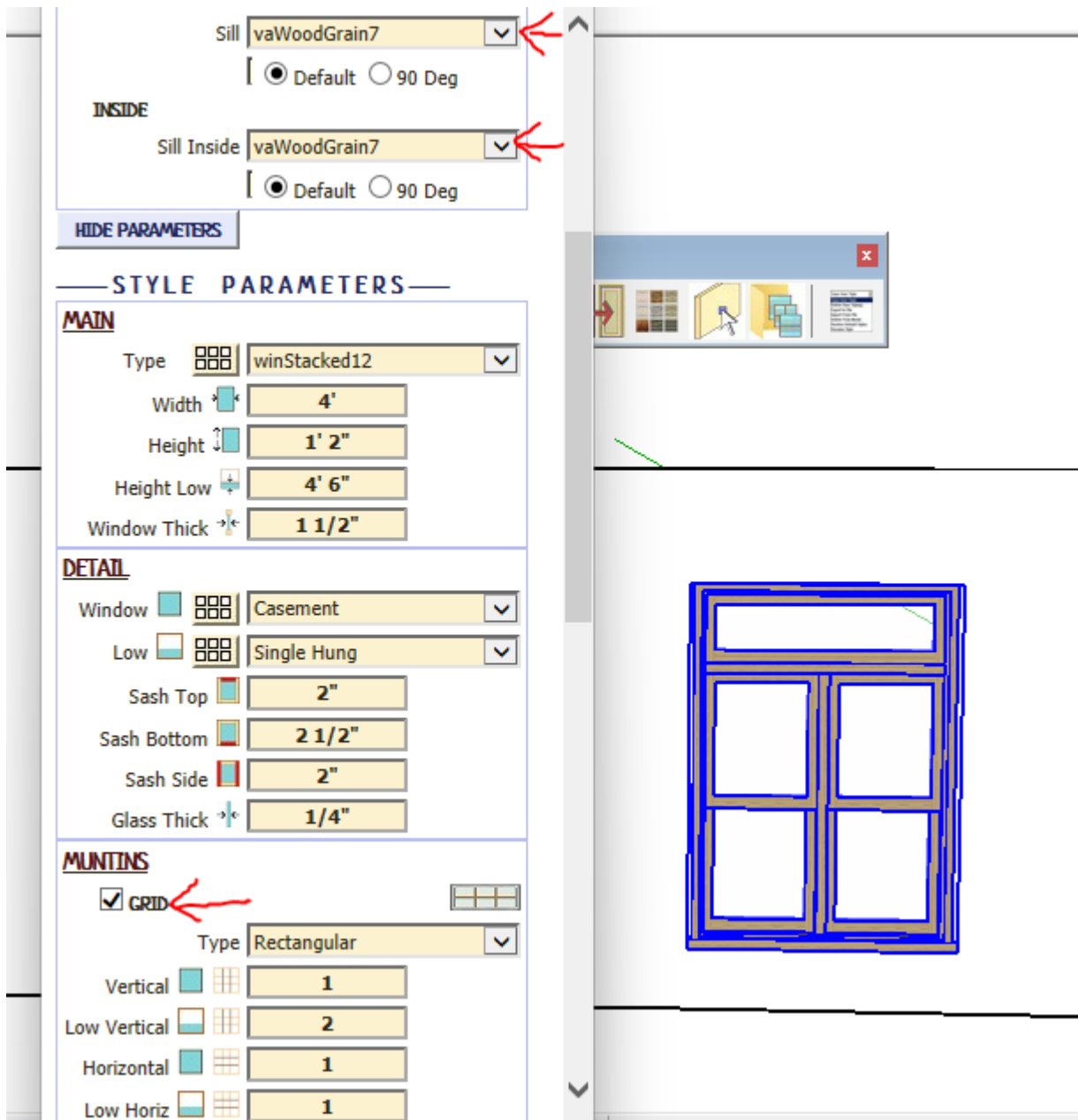
Type

Vertical

Low Vertical

Horizontal

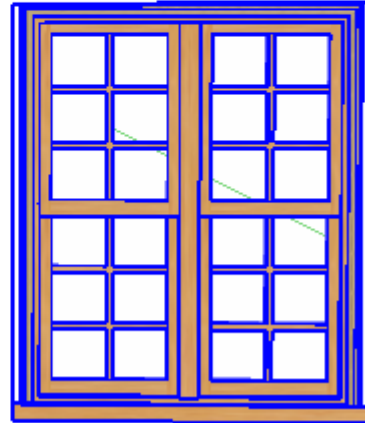
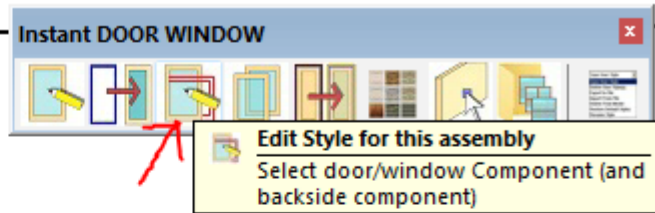
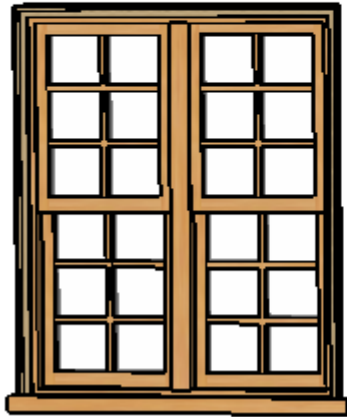
Low Horiz



3. Here is the result:



4. A completely different style can be selected as well:



— GENERAL SETTINGS —

**LIBRARY** Windows Arch

**STYLE** Win W3040 Arch

Edit this Style?  Yes  Create New

Edit All Instances?  All  Only Selected

**MATERIALS**

Door/Window vaWoodGrain6

Default  90 Deg

Glazing default material

Wall vaWoodGrain6

Frame vaWoodGrain6

Default  90 Deg

Sill vaWoodGrain6

Default  90 Deg

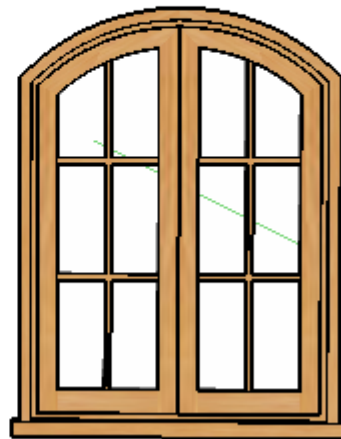
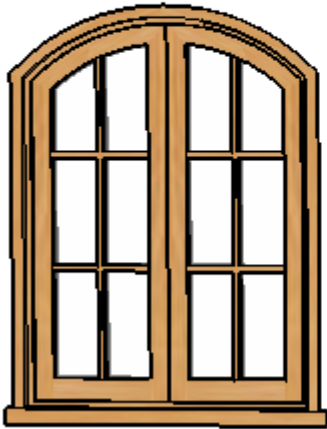
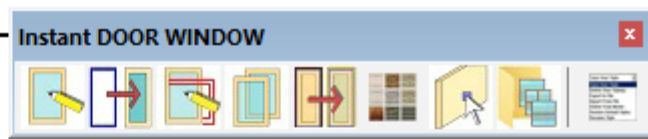
**INSIDE**

Sill Inside vaWoodGrain6

Default  90 Deg

PARAMETERS MAKE DOOR WINDOW CANCEL





**Notes:**

- 1. This tool does NOT edit a door/window component. It makes a new one and replaces the selected. It can also replace all of the instances of that door/window.**
- 2. It is important to select both back and front components when using this tool. If edited separately, the component numbers may not match. Then if the window clone tool is used, it will not associate the back component properly. If you accidentally edit back and front separately, it will be necessary to open the Sketchup component browser and rename either front or back component number so the names match. For example, VA\_Opening#3 is associated with VA\_inside#3.**
- 3. If you don't make a new style when the style in the model will be changed.**
- 4. The way it works is it remembers the style name used to create the door/window component and pulls those parameters into the menu. It is usually better to create a new style each time. Otherwise, if a different component was created with the same original style name, the parameters may not match.**
- 5. If your door/window component was created using an earlier Instant Window version, the Edit menu will load but will only show the default parameters. You will need to manually choose the 'In Model' style it was made using.**
- 6. If you delete the style a door/window was made using, the default parameters will be displayed in the menu.**
- 7. The component names that are assigned are important. Do not rename them. If you rename them this Edit tool will not work correctly. (Nor will other tools such as the window clone tool)**
- 8. Since a new component is created, it is important to run the Purge tool:**



**Manage Styles**  
Save, delete, rename, restore, export, import...

