

Modifying Individual Component Windows in a Bay, Bow, or Box Window Unit

Reference Number: **KB-00448**

Last Modified: **February 7, 2022**

The information in this article applies to:



QUESTION


I have placed a bay, bow, or box window using these tools in Chief Architect. Now, how can I modify the individual component windows that are part of the unit?



ANSWER

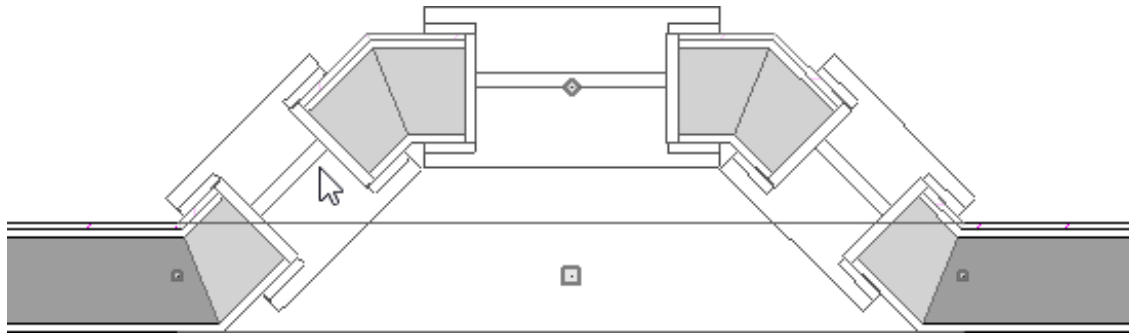
A component window within a bay, box, or bow window can be resized like any other standard window. The steps below can be done either in the 2D floor plan view, a Cross Section/Elevation view, or in a 3D camera view to modify component windows of an automatic bay, bow, or box window.


Modifying component windows

1. Using the **Select Objects**  tool, click at the location of the component window that you would like to modify. The entire window unit will be selected.

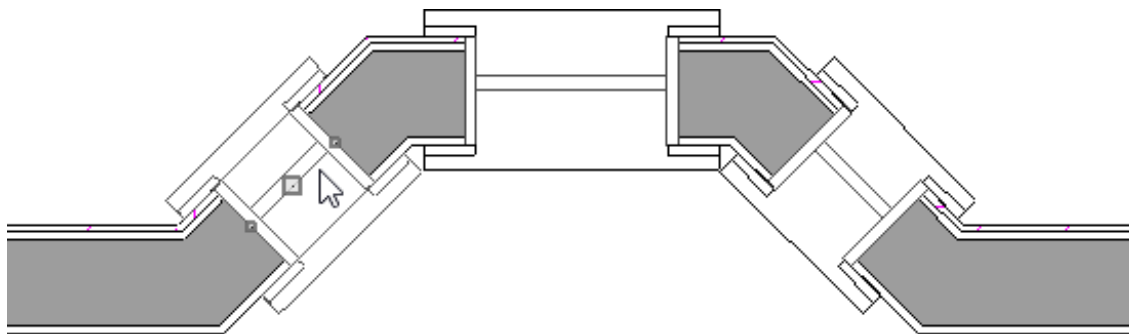
Note: Each component that is part of a bay or box window can be edited individually. For bow windows however, changes that are made to a single component will be applied to all of the components in the unit.

In this example, we have clicked on the first component in a bay window unit, as shown in the image below.

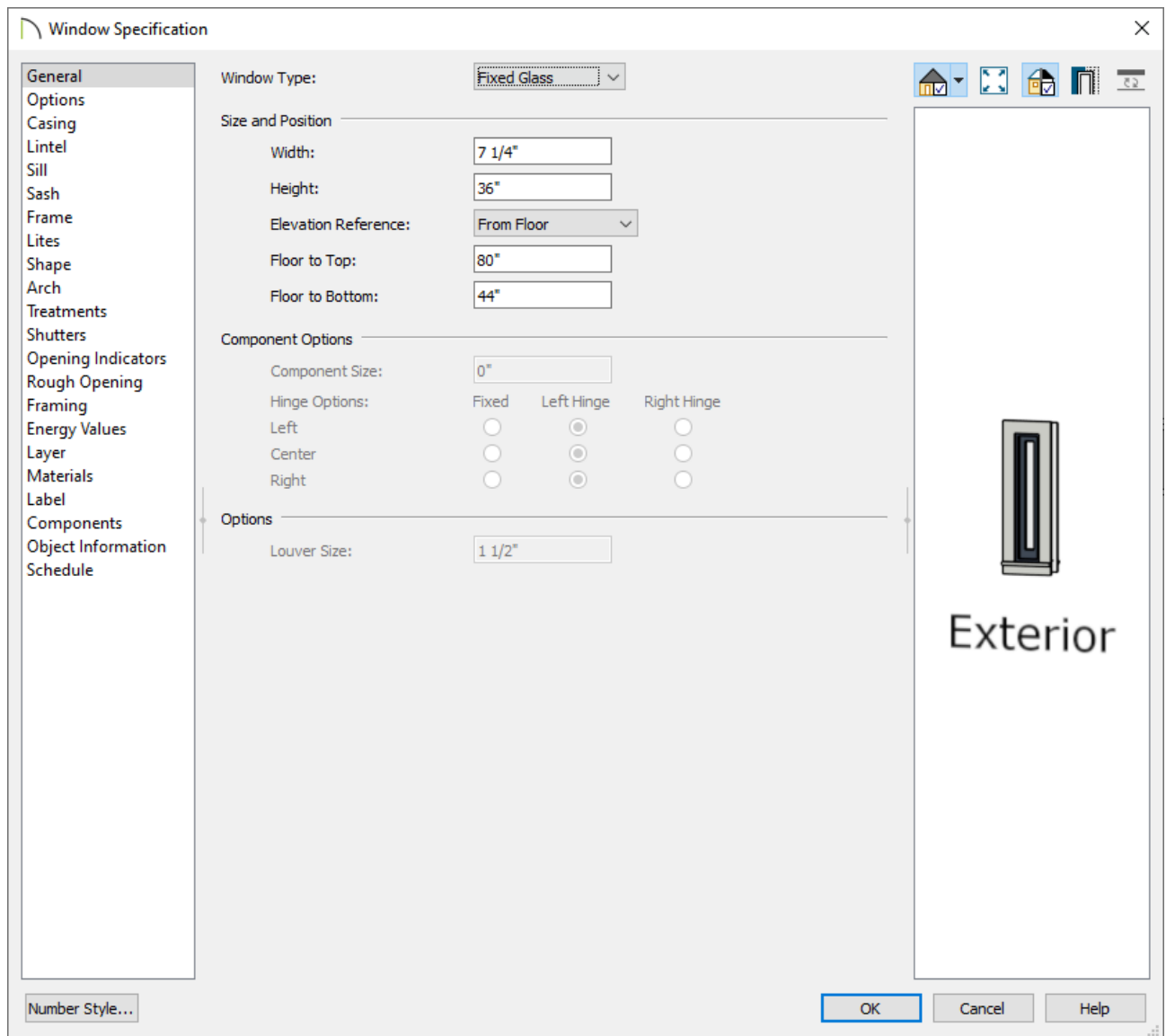


2. Click the **Select Next Object**  edit button or press the **Tab** key on your keyboard to cycle to the component window.

Note: For bow windows, the first component will always be selected and highlighted, no matter where you clicked along the window unit.



3. Once selected, click on the **Open Object**  edit button to display the **Window Specification** dialog, make any desired changes, then click **OK**.

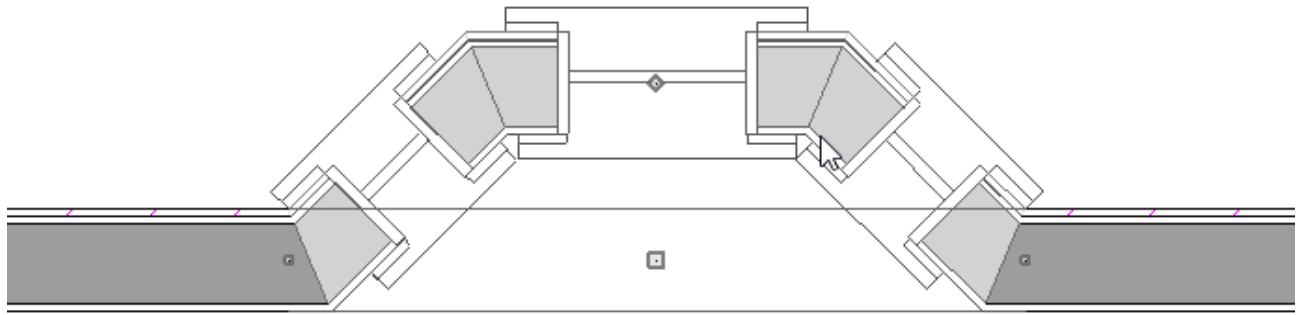





4. If you you like to edit a different component window for a bay or box unit, repeat the procedure until all of the windows have been adjusted to your liking.

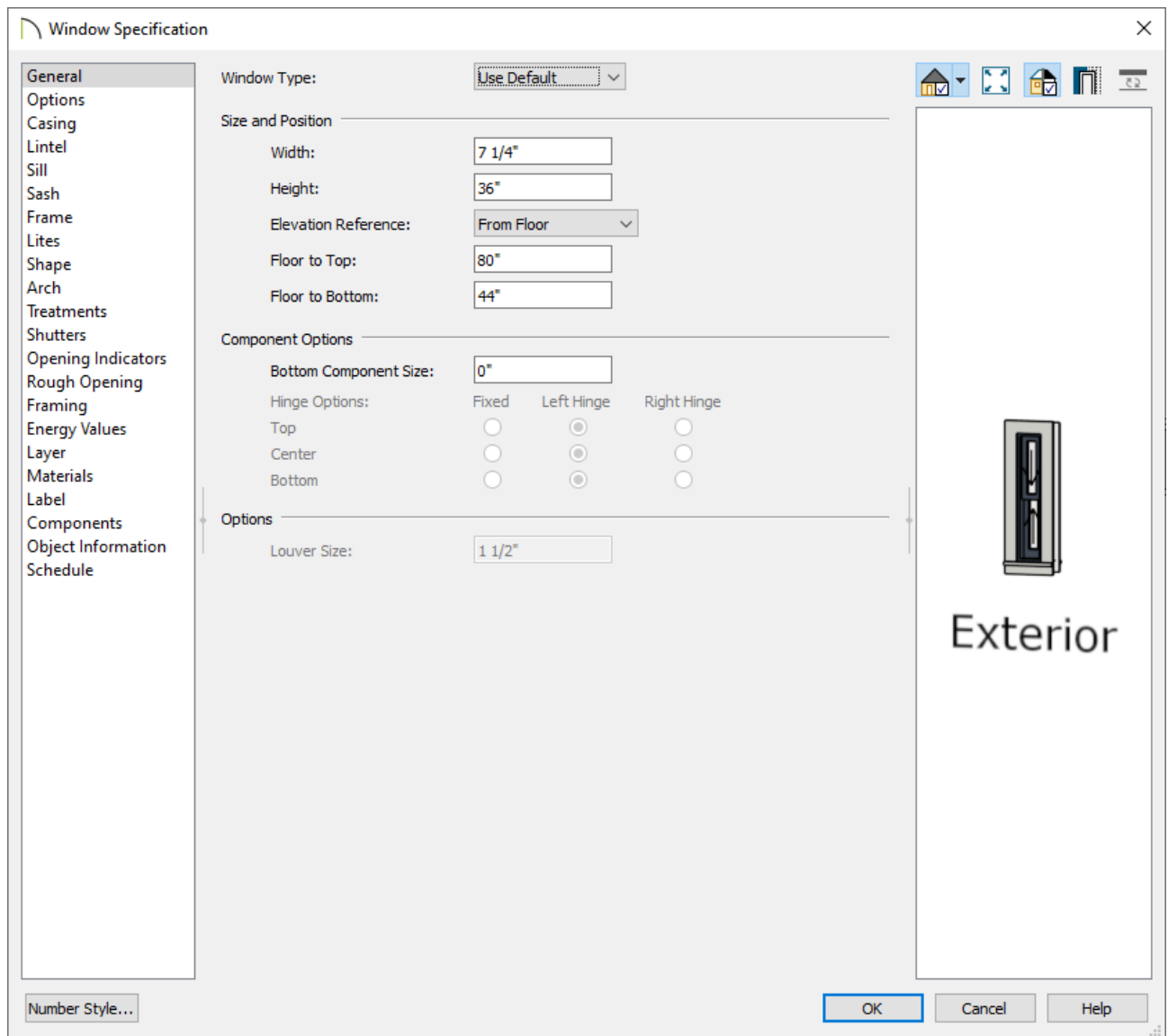
Exploding Bay, Bow, or Box Windows*

**Available in X14 and newer program versions*

1. Using the **Select Objects**  tool, click on the bay window unit to select it.



2. Click the **Explode Bay/Bow Window**  tool to separate the window unit into separate components.
3. Using the **Select Objects**  tool, click on the component that you want to change.
4. Once selected, click on the **Open Object**  edit button to display the **Window Specification** dialog, make any desired changes, then click **OK**.



5. Continue selecting the objects you want to change and use their specification dialogs to make adjustments.

Note: These parts cannot be recombined once exploded, but settings specific to the bay, bow, or box window, such as roof plane and foundation properties will remain intact, and can be altered at anytime by accessing the Room and/or Wall Specification dialog(s).

Related Articles

[Adding a Bay, Bow, or Box Window\(/support/article/KB-00508/adding-a-bay-bow-or-box-window.html\)](/support/article/KB-00508/adding-a-bay-bow-or-box-window.html)



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