

# Adding a Bay, Bow, or Box Window

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Reference Number: **KB-00508**

Last Modified: **February 3, 2022**

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The information in this article applies to:



## QUESTION

What are the different ways to create a bay, bow, or box window?



# ANSWER

Bay, bow, and box windows can be created either automatically or manually. This article will describe how to automatically create a bay, bow, and box window and how to manually create a bay window.

## To create a bay, box, or bow window automatically

1. From the menu, select **Build> Window> Bay Window** , **Box Window**  or **Bow Window** .
2. Once you have made your selection, click once on a wall in which you would like to add the window. A window of the type you selected will be created at that location.

Starting in X14, automatic bay, bow, and box windows can be copied and pasted in different areas of your design using the various copy/paste tools.

3. In X14 and newer versions, automatic bay, bow, and box windows can be exploded into their individual parts to be fully edited using the **Explode Bay/Bow Window**  tool in the Edit toolbar.

Note that 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).

**Note:** A component window within a bay, bow, or box window can be resized like any other standard window. To select a component window, click at the location of the component in question, then click the **Select Next Object**  edit button or press the **Tab** key on your keyboard.

- Only the bay or box window component that was clicked on is selected using this method. If you need to select a different component, click on it and repeat

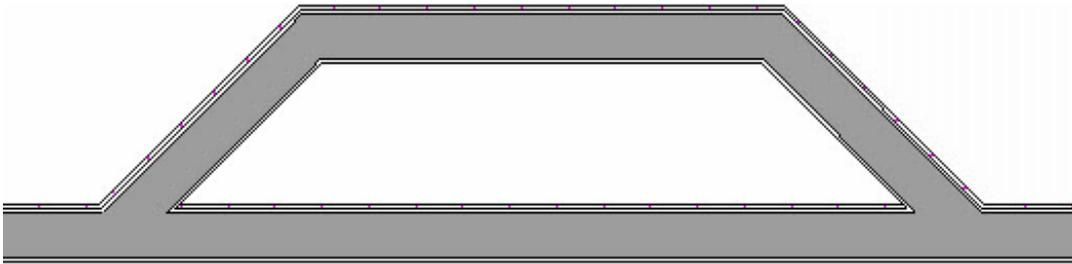
the process.

- In a bow window, all components are identical, so only one component can be selected. Changing this component changes them all.

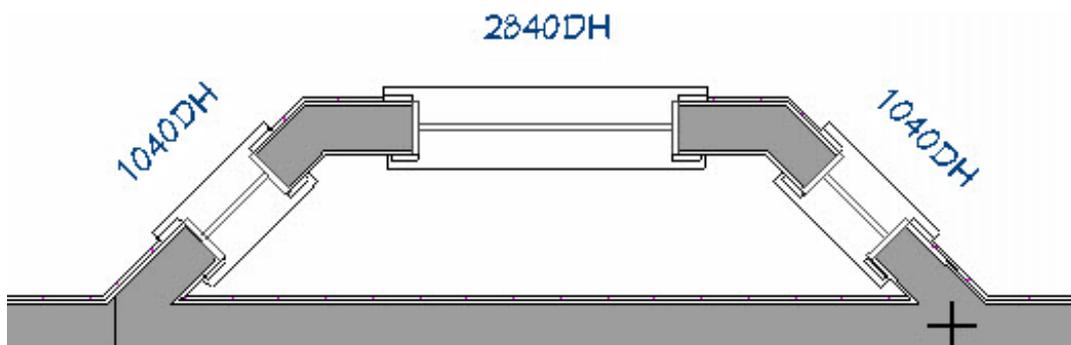
## To create a bay, bow, or box window manually

Bay, bow, and box windows can also be created manually using walls and standard windows.

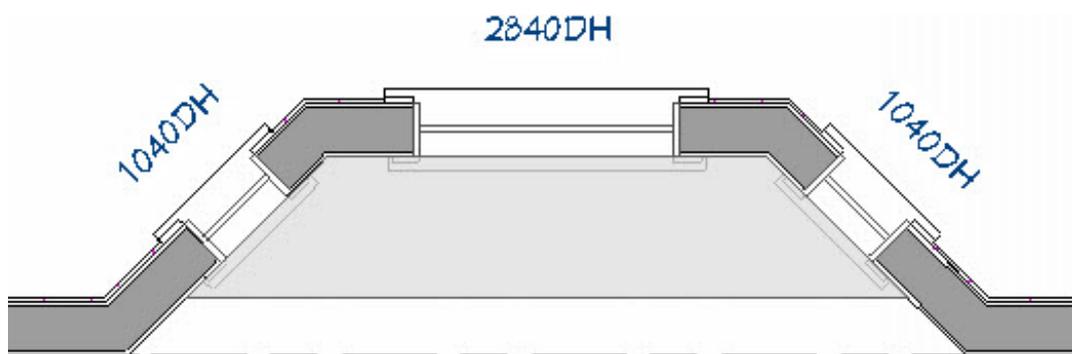
1. From the menu, navigate to **Build> Wall> Exterior Wall**  and draw the walls for the bay, bow, or box window bump-out.



2. Once the additional walls are in place, you will be able to add windows by selecting **Build> Window> Window**  from the menu, then clicking in the wall where you would like to place them.
3. Using the **Select Objects**  tool, click on the straight wall that is now passing through the bump-out to select it, click on the **Add Break**  edit tool located in the Edit toolbar, then click to place break points where the newly created walls intersect.



4. Select this newly defined wall segment using the **Select Objects**  tool, then click on the **Open Object**  edit tool.
5. On the **GENERAL** panel of the **Wall Specification** dialog that opens, place a check in the **Invisible** box, then click **OK**.
6. Take note of the fact that the three walls of the bay window, as well as the invisible wall segment, combine to form a complete room. Click on the **Select Objects**  tool, highlight the bump-out room, then click on the **Open Object**  edit tool.



7. In the **Room Specification** dialog that opens:
  - On the **STRUCTURE** panel, specify the room's floor and ceiling heights to your liking.
  - On the **MOLDINGS** panel, add or remove moldings to the area.
  - Make any other desired changes to the room, then click **OK**.



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