

Creating Corner Windows

Reference Number: **KB-00673**

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The information in this article applies to:



QUESTION

How do I create a corner window unit?



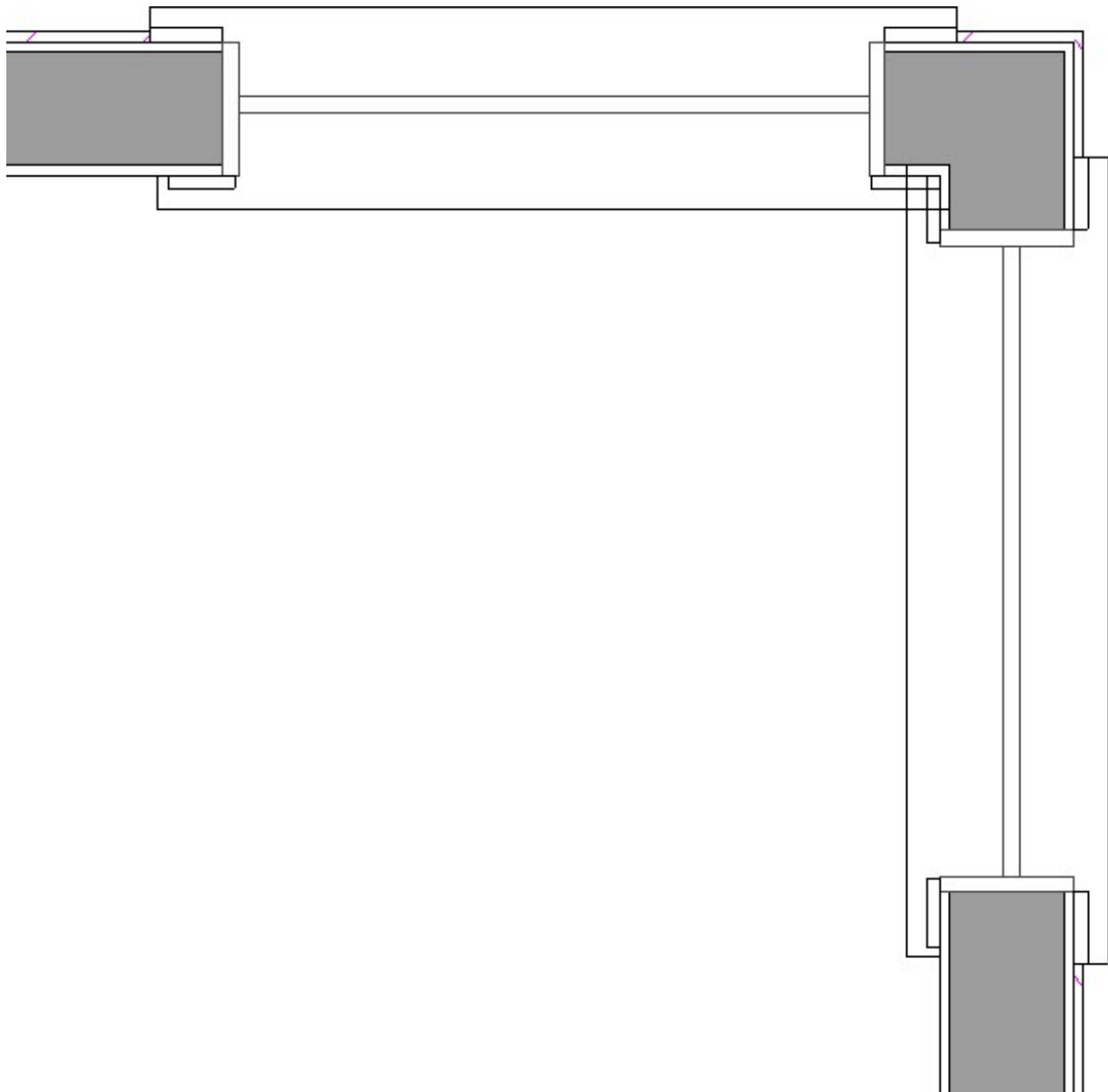
ANSWER

A corner window is a unit that occupies the corner of a structure. The wall framing is modified to wrap around the opening and in some cases the corner post for the window will be removed to create an all glass opening.

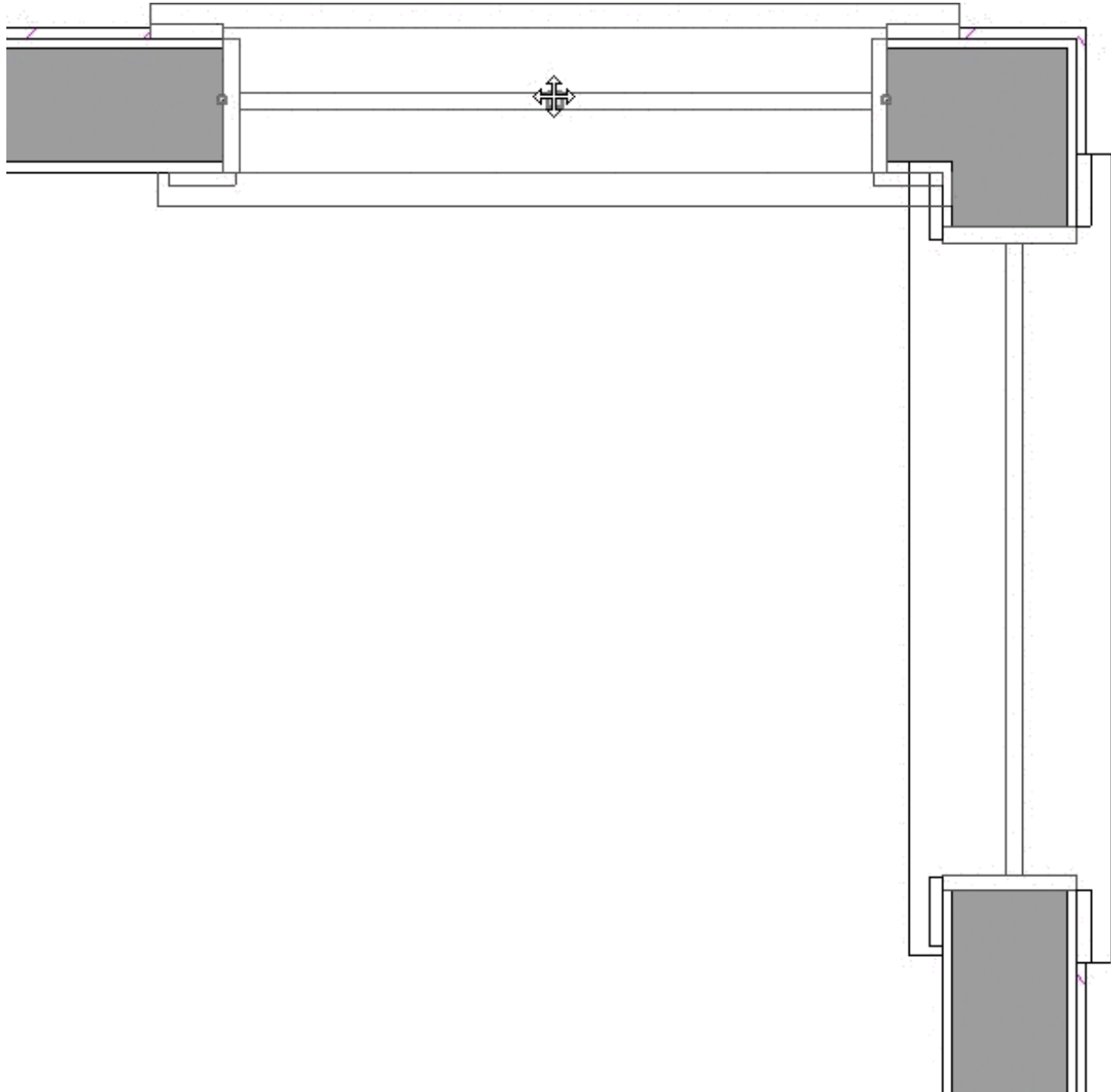
In this article, we will cover the steps for creating a corner window unit in Chief Architect.

To create a corner window

1. Place two windows on each side of a corner where two walls meet.

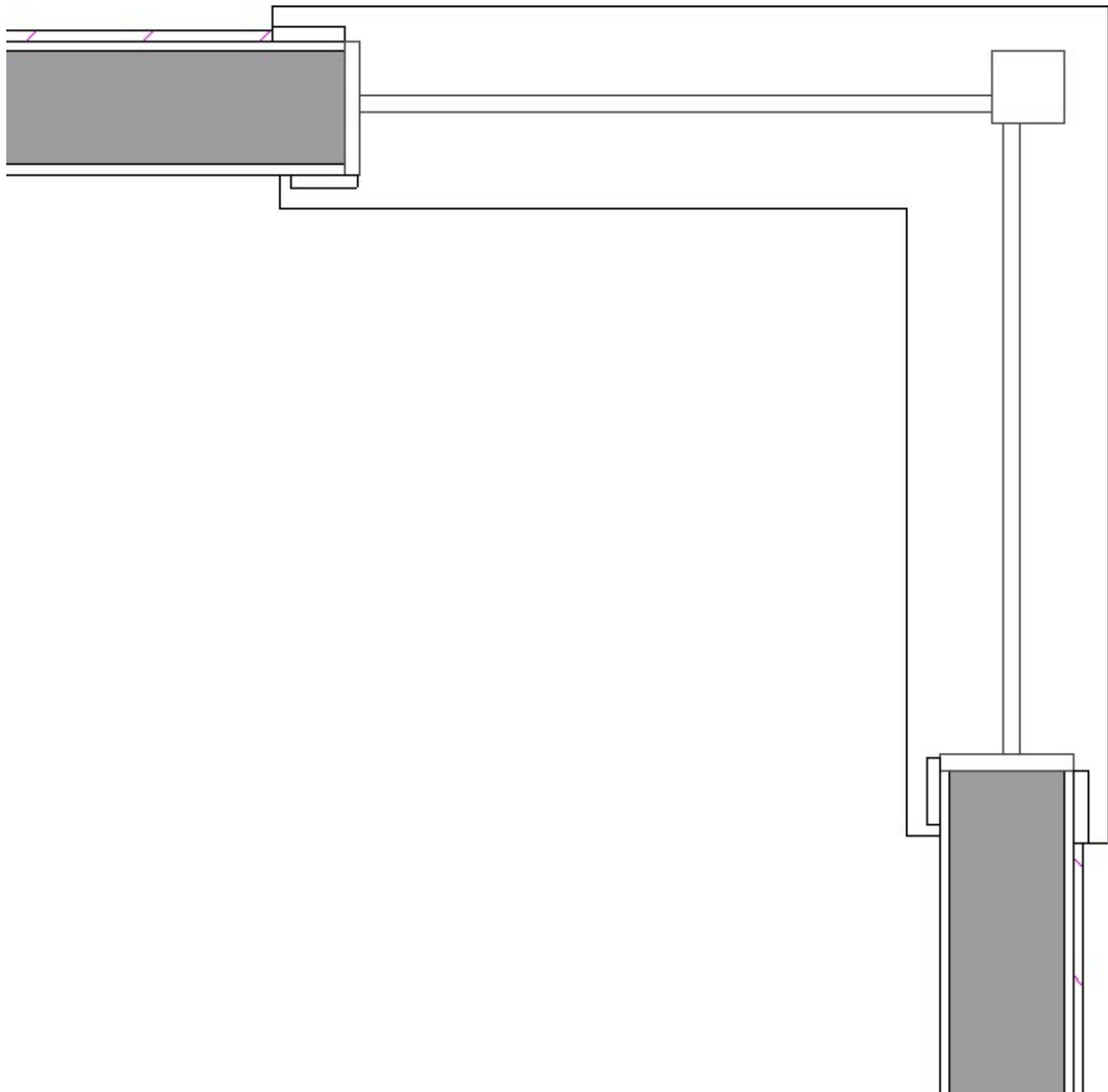


2. Select the first window, and drag it to the corner until you see the window snap to the end of the wall.





If you're having trouble moving windows into the corner like shown above, try holding down the Ctrl/Command key on your keyboard while the window is being moved. Doing this will disable the snap settings temporarily, allowing for free movement of the object without any restrictions.

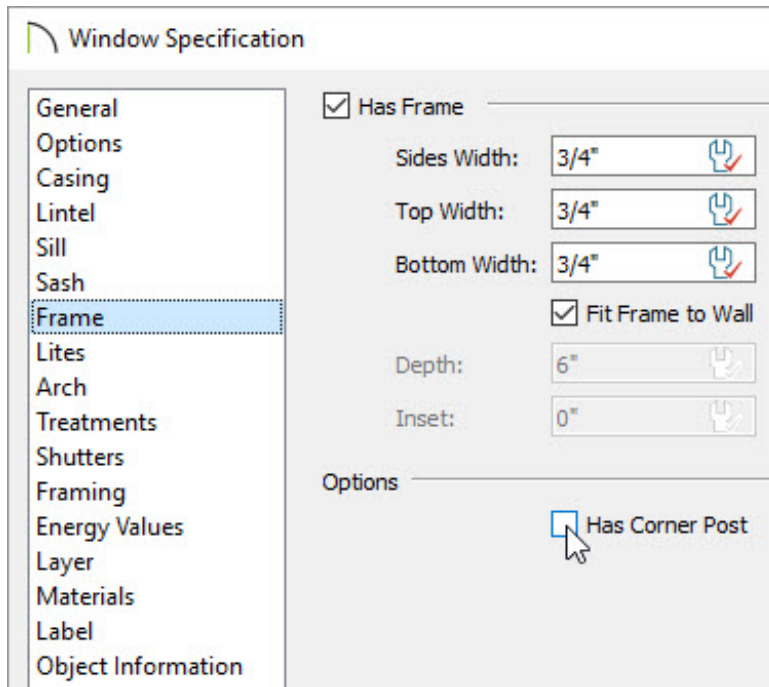
3. Repeat this process for the second window to achieve the result shown below.



To remove the corner post

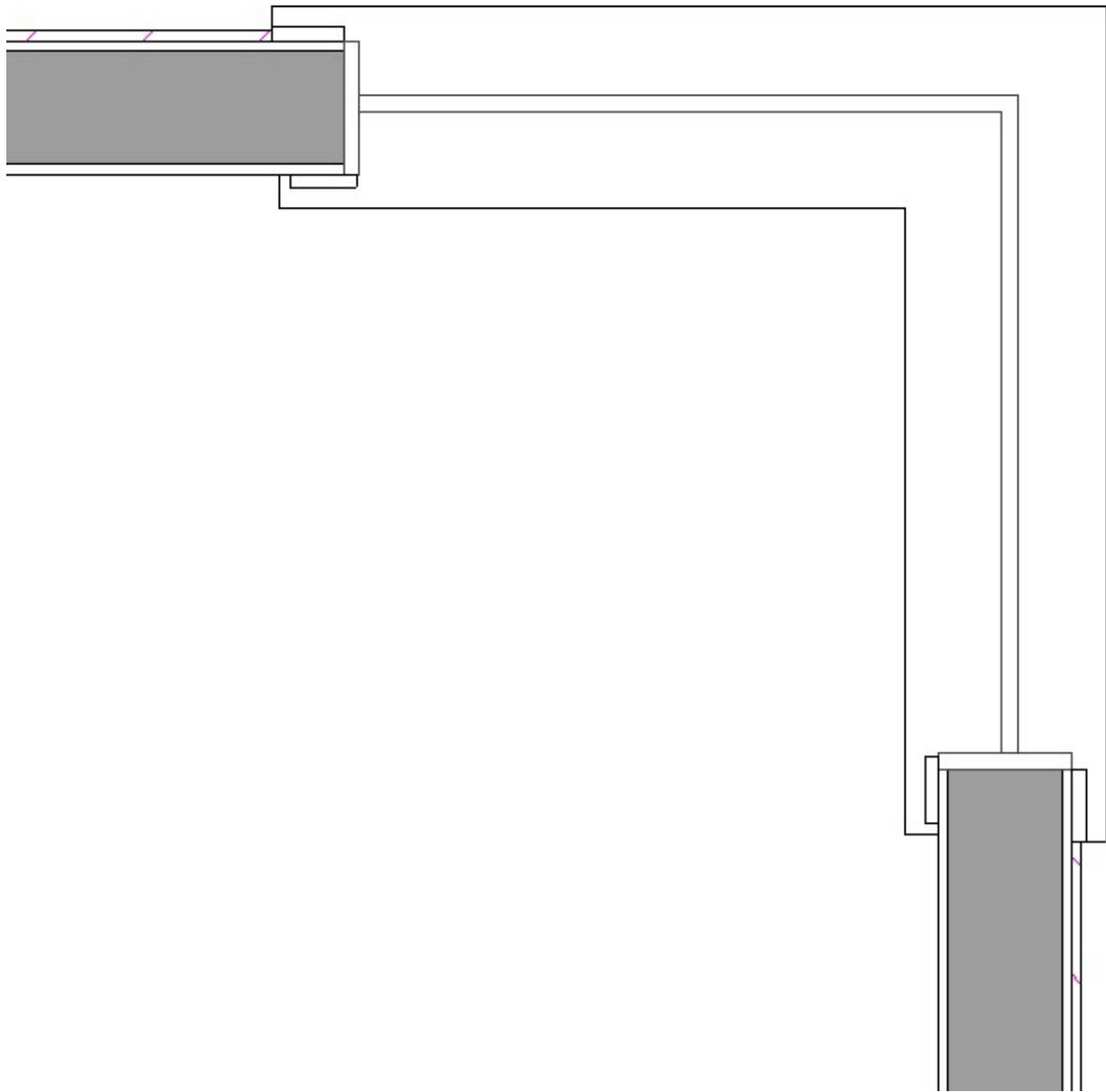
1. Use the **Select Objects**  tool and select the first window.
2. Hold the **Shift** key on your keyboard, and click on the second window.
3. Click the **Open Object**  edit button to open the **Window Specification** dialog.
4. On the **GENERAL** panel, change the **Window Type** to **Fixed Glass**.

5. On the **FRAME** panel, uncheck **Has Corner Post**.



6. Click **OK** to accept these changes and close the **Window Specification** dialog.

7. Your corner window should now be a glass-to-glass window unit.



Related Articles

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