

Creating Custom Muntins

Reference Number: **KB-00930**

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QUESTION

I would like to design my own custom muntins for a window or door. How can I do this?






ANSWER

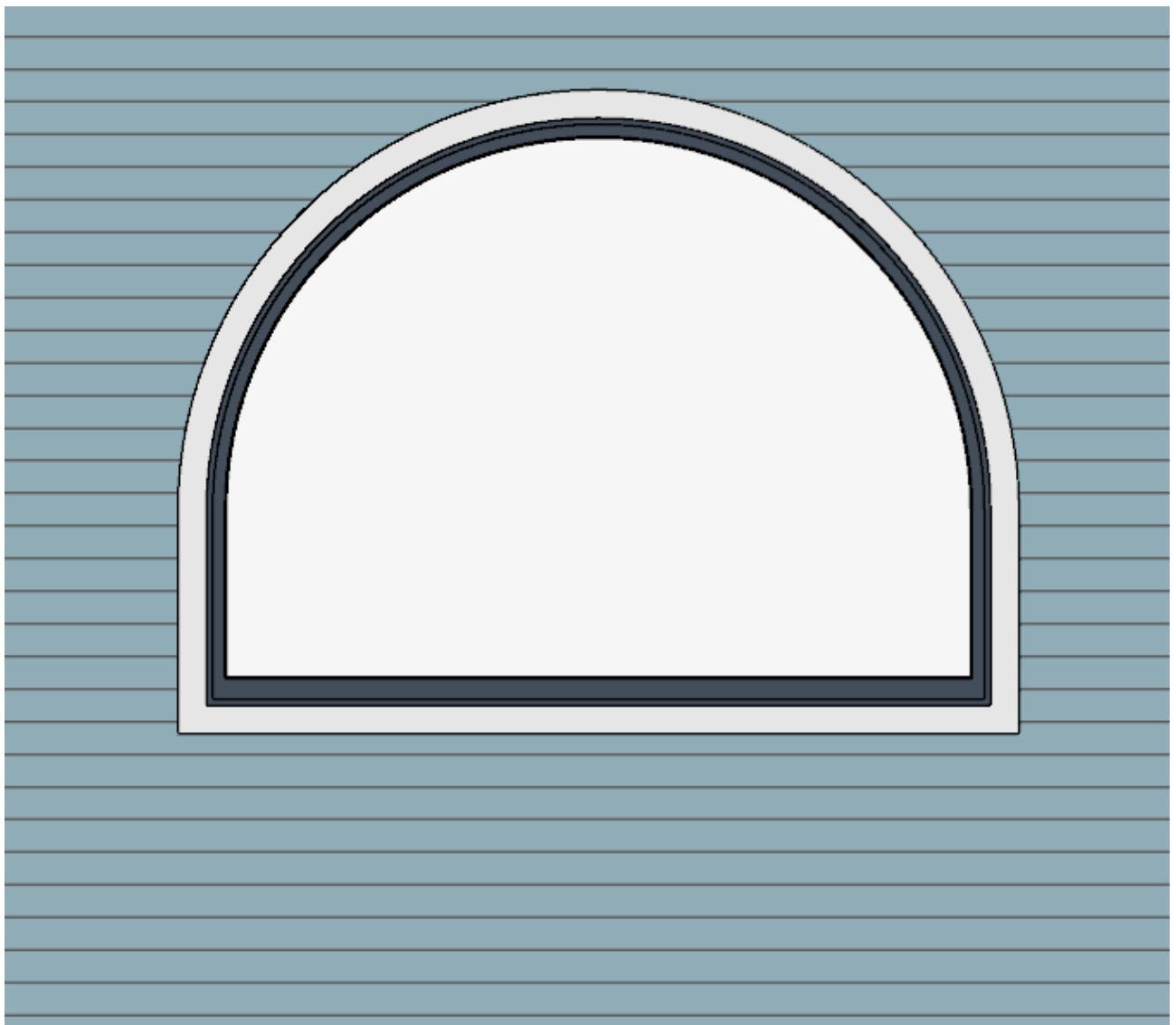
Custom muntins are created by drawing their pattern using the CAD tools in a cross section/elevation view, blocking the pattern to create a CAD block, and then selecting the window or glass door and clicking on the Load Muntins edit button. The CAD block

should cover at least half the glass horizontally and one quarter of the area vertically, but should not overlap the sash, frame, or casing by more than five percent in any direction.

To create custom muntins

1. Launch Chief Architect and **Open**  the plan in which you would like to create custom muntins within.
2. Select **3D> Create Orthographic View> Cross Section/Elevation** , then create a view of the wall the window or glass door is in.

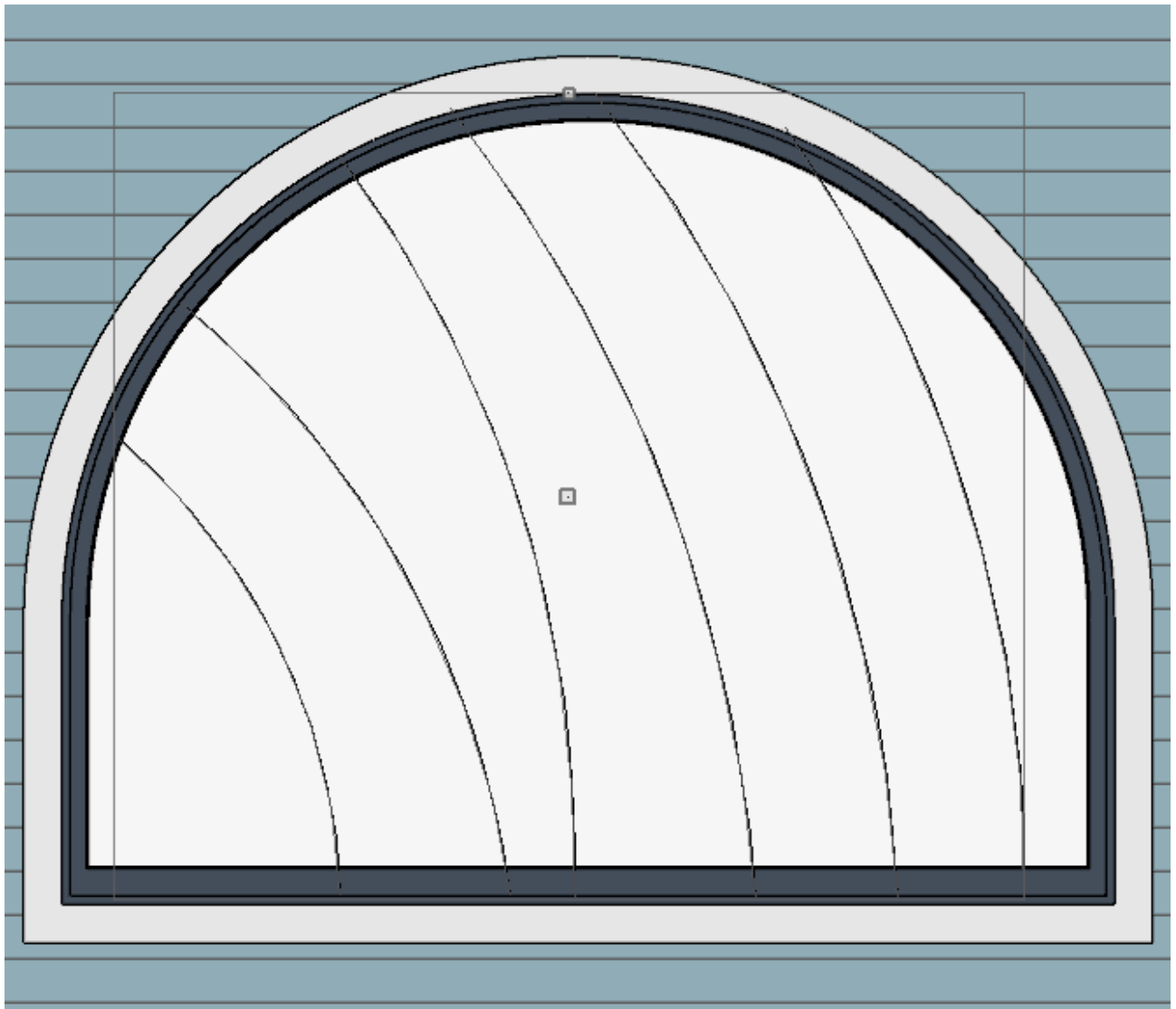
If needed, use the **Zoom**  tool to focus in on the window or glass door.





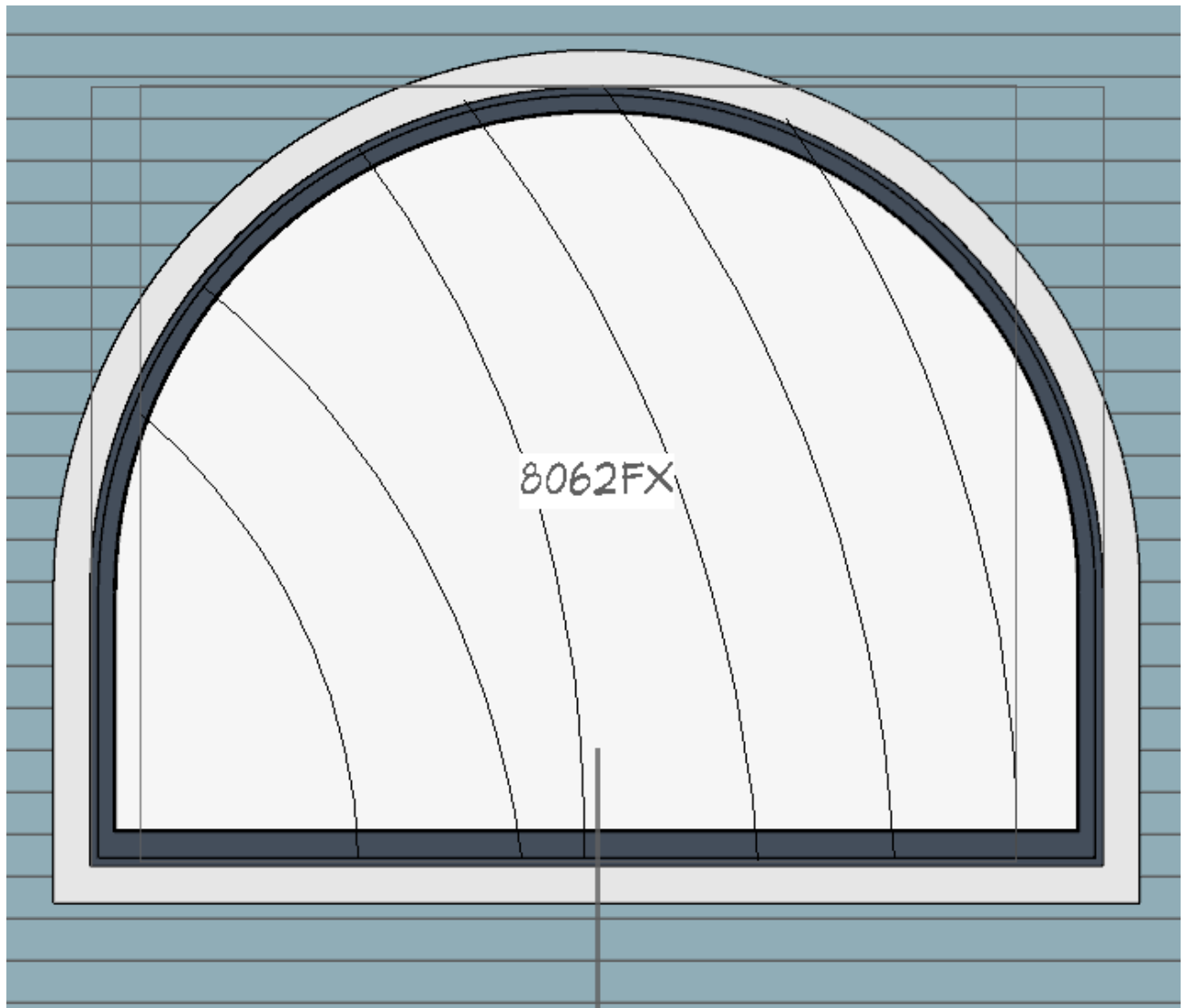
3. Use the **Draw Line**  and **Draw Arc**  tools to design the desired muntins.



Try to make them start and end as close to the edge of the glass as possible. Keep in mind that you will want to use two arcs to create a full circle.

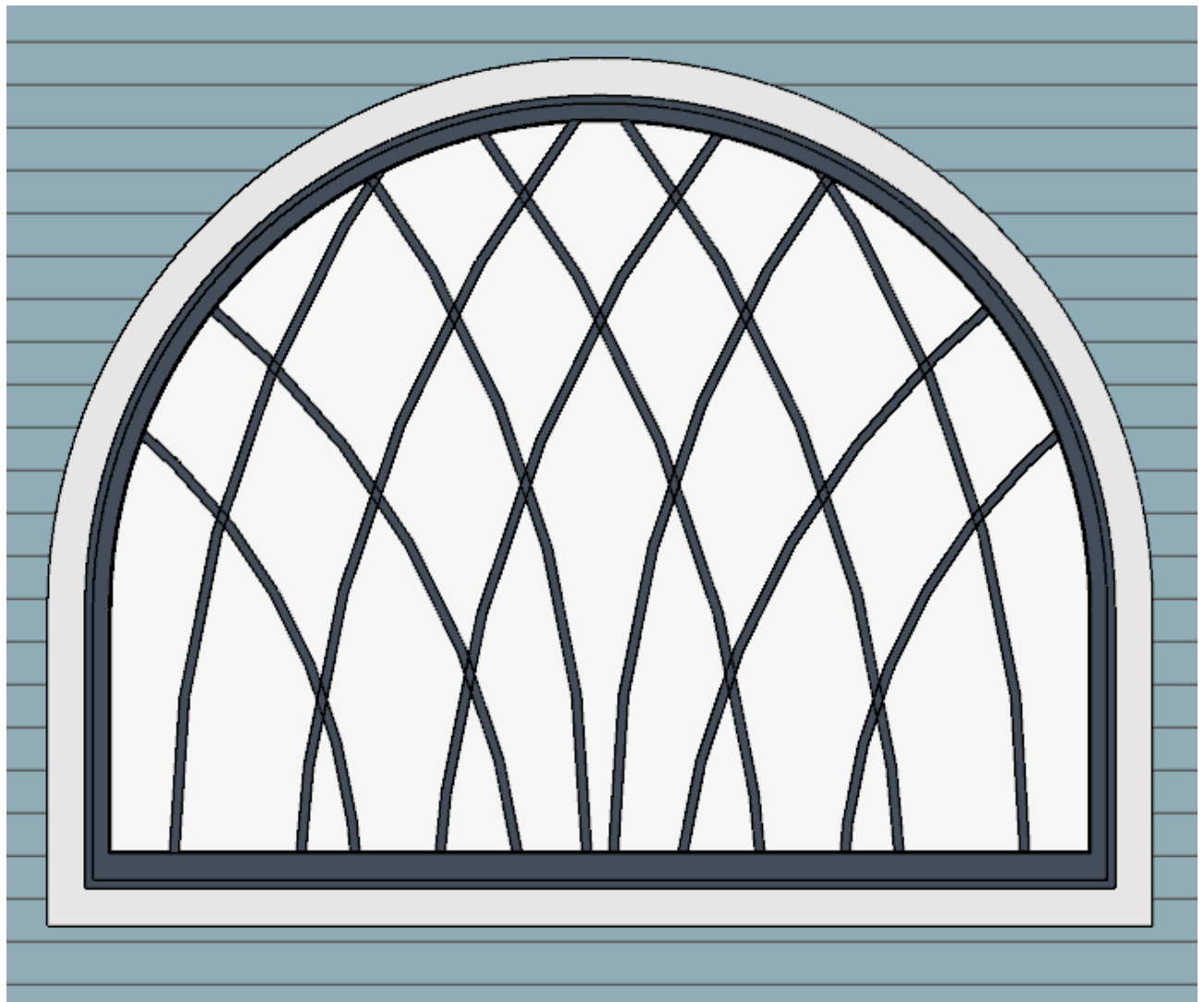
4. When the muntin design is complete, group-select all of the lines and arcs using the **Select Objects**  tool, then click the **Make CAD Block**  edit button.



5. (Optional) With the CAD block created and selected, click the **Copy/Paste**  edit button, select the **Reflect About**  secondary edit button, then hover your cursor over the window. When the gray dashed line meets up with the center of the window vertically, click once to create a reflected copy of the CAD block.







6. Using the **Select Objects**  tool, click on the window or glass door to select it, then click the **Load Muntins**  edit button to convert the CAD block(s) into custom muntins.





Note: If your window has more than one sash (a double-hung window, for example, has two), you must create a separate CAD block for each pane of glass. When the Load Muntins tool is used, all CAD blocks created for the window will be loaded.

MORE INFORMATION

- There are also CAD blocks created for the purpose of muntins. Navigate to Chief Architect Core Catalogs> Architectural> Windows> Custom Muntins in the Library Browser to see the options available.
- Custom muntins move with the opening and copy with their opening. They also stretch or compress when the glass area is resized. This stretching may not be perfect for non-rectangular glass areas that are resized by a large amount.

- Once blocked and loaded, custom muntins cannot be edited. If you wish to make changes to them, you must first remove them.
- Remove custom muntins from a door or window by selecting the opening in a cross section/elevation view and clicking the **Unload Muntins**  edit button. The muntins disappear and the original CAD block takes their place.
- Custom muntins can be created for the components of **Bay Windows** , **Box Windows** , and mulled units. To create custom muntins for a **Bow Window** , you must draw them on the one component that is selectable. When the muntins are loaded, they will be applied to all of the components

Related Articles

-  [Creating Corner Windows \(/support/article/KB-00673/creating-corner-windows.html\)](/support/article/KB-00673/creating-corner-windows.html)
-  [Creating Shaped Windows \(/support/article/KB-00036/creating-shaped-windows.html\)](/support/article/KB-00036/creating-shaped-windows.html)



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