

Creating a Mullled Window

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The information in this article applies to:








QUESTION

How can I create a mullled window unit?

ANSWER



A window unit composed of multiple smaller windows is often referred to as a mullled window. Windows of different types can be placed together to form a wide variety of attractive designs.

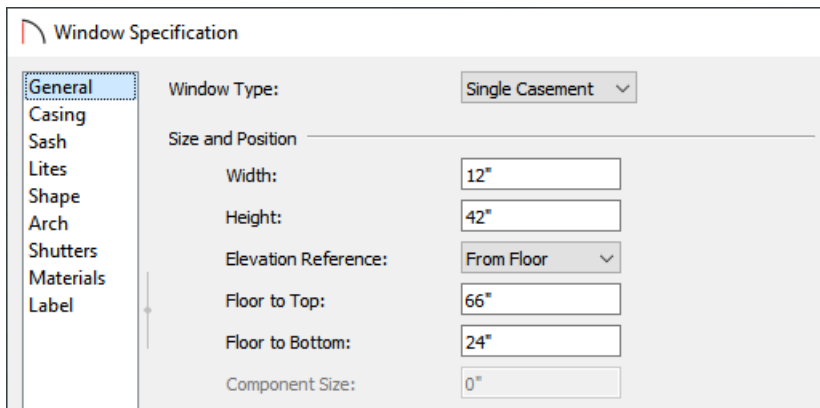
To create a mullled window

1. Select **File> Open Plan**  from the menu to open a plan in which you would like to create a mullled window unit, or select **File> New Plan**  to open a new, blank plan.
2. Before windows can be created, walls must be in place. Select **Build> Wall> Straight Exterior Wall**  from the menu to draw the exterior walls of your plan.
3. Next, select **Build> Window> Window**  from the menu, then click on an exterior wall to place a window at that location.
4. To see the window in 3D, select **3D> Create Camera View> Full Camera**  from the menu, then click and drag a camera arrow on the exterior of your floor plan, facing the window created in step 3.

In Home Designer Pro, navigate to **3D> Create Perspective View> Full Camera**  instead.



5. Windows can be created and edited in both floor plan and 3D views. With the **Select Objects**  tool active, click on the window to select it, then click the **Open Object**  edit button.
6. In the **Window Specification** dialog that displays:



Window Specification	
General	Window Type: Single Casement
Casing	
Sash	
Lites	
Shape	
Arch	
Shutters	
Materials	
Label	
Size and Position	
Width:	12"
Height:	42"
Elevation Reference:	From Floor
Floor to Top:	66"
Floor to Bottom:	24"
Component Size:	0"

- On the **GENERAL** panel, choose a **Window Type**, and set the **Width**, **Height**, and **Floor to Top/Bottom** values.



In this example, a Single Casement window is chosen with the Width set to 12", the Height set to 42", and the Floor to Top set to 66".

- On the **CASING** panel, set both the **Interior** and **Exterior Width** to your liking.



In this example, a value of 1 1/2" is set.

- On the **LITES** panel, set the number of **Lites Across** and **Lites Vertical**.

In this example the Lites Across is set to 1 and the Lites Vertical is set to 4.


- On the **MATERIALS** panel, set the Sash (Exterior) and Trim (Exterior) to the material or color of your choice.
 - Click **OK** to close the dialog and apply your changes to the window.
7. Next, select the window and click the **Copy/Paste**  edit button. Your cursor will now display the Copy/Paste  icon. Click on an empty space on the wall to place to place an additional window. Perform this procedure until there are a total of 4 windows.



8. Click on the second window to select it, then click the **Open Object**  edit button.
9. In the **Window Specification** dialog:
- On the **GENERAL** panel, set the **Width** to your liking. This will serve as our middle component.
- In this example, the Width is set to 24".
- On the **LITES** panel, set both the **Lites Across** and **Lites Vertical** to 1.
 - Click **OK** to close the dialog and apply your changes to this window.
10. Click on the second window to select it and use the **Move**  edit handle to move the window so that it bumps against the first window. In the same way, move the third window over to bump against the second

window.




11. Click on the fourth window to select it and click the **Open Object**  edit button.

12. In the **Window Specification** dialog:


- On the **GENERAL** panel, set the **Width** and **Height** to your liking. This will serve as the top window component that will span the full width of the unit.

In this example, the Width is set to 52" and the Height is set to 10".

- On the **LITES** panel, set the **Lites across** to 5 and **Lites vertical** to 1.
- Click **OK** to close the dialog and apply your changes to this window.

13. Click on the fourth window to select it, then use the **Move**  edit handle to move the window above the other three. Leave a space between the windows and release.

To move an object such as this window through obstructions such as the ceiling in this plan, hold the Ctrl/Command key on your keyboard, then move the object with the Move edit handle.

14. Finally, use the **Move**  edit handle to drag the window down so it bumps the top of the other three windows.



The [Chief Architect Premier](https://www.chiefarchitect.com/products/home-design/premier/) software also has the ability to mull together multiple window components into a single unit so that it can be added to the User Catalog for future use. If you're interested in upgrading, please [contact our Sales team](https://www.chiefarchitect.com/company/contact.html).

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