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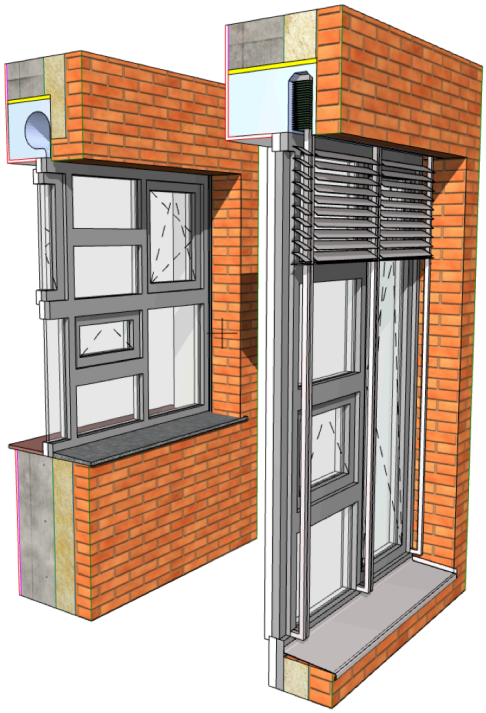
GDL FOR ARCHICAD



MANUAL

Multi-window

One window for everything: rectangular and gable-shaped windows with mullions and transoms, lift-and-slide doors, roller shutters and venetian blinds, window sills, reveals and panels — all in a single object.

Chapters 01 to 04 are enough to get started. Everything after that is reference material and follows the order of the tabs in the settings dialog.

VERSION	DATE	ARCHICAD	DELIVERY
2.29	04.10.2026	from 22 · Win/Mac	1 LCF · window · door · MVO

NEW IN 2.29 Flexi-Raffstore described for the first time (chapter 08): one blind per field, new sub-tab „Building materials“ with surface override, box offset, side overhang and SEO depths in the dialog, rail length via hotspot, overview of all hotspots. New dialog figures in chapters 03 to 14.

NEW marks chapters that have changed with 2.29 — overview in the version history.

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One window for everything

The multi-window creates almost any conceivable rectangular or gable-shaped window, divided by mullions and transoms — from a simple standard window to a multi-part facade.

The object can be used **as a window only**, not as an independent library part. It must therefore always be placed in a wall.

It is not a mullion-and-transom facade but essentially a window element of German construction: outer frame and sash frame, plus divisions made of vertical mullions and horizontal transoms which lie in the same plane as the outer frame.

All dimensions can be set, and all input runs through the graphical interface of the settings dialog. Materials can be chosen separately for the inner and outer faces of frame and sash, and likewise for every single glazing element and every insulation panel.

The levels of detail follow the logic of the Graphisoft windows, separated into 2D, 3D and section/elevation — either as in the model view options, scale-dependent, or fixed to a chosen scale.

An element can be divided into up to **120 rectangular fields**. Depending on the basic type, the parameters are spread over **8 to 19 pages** of the settings dialog.

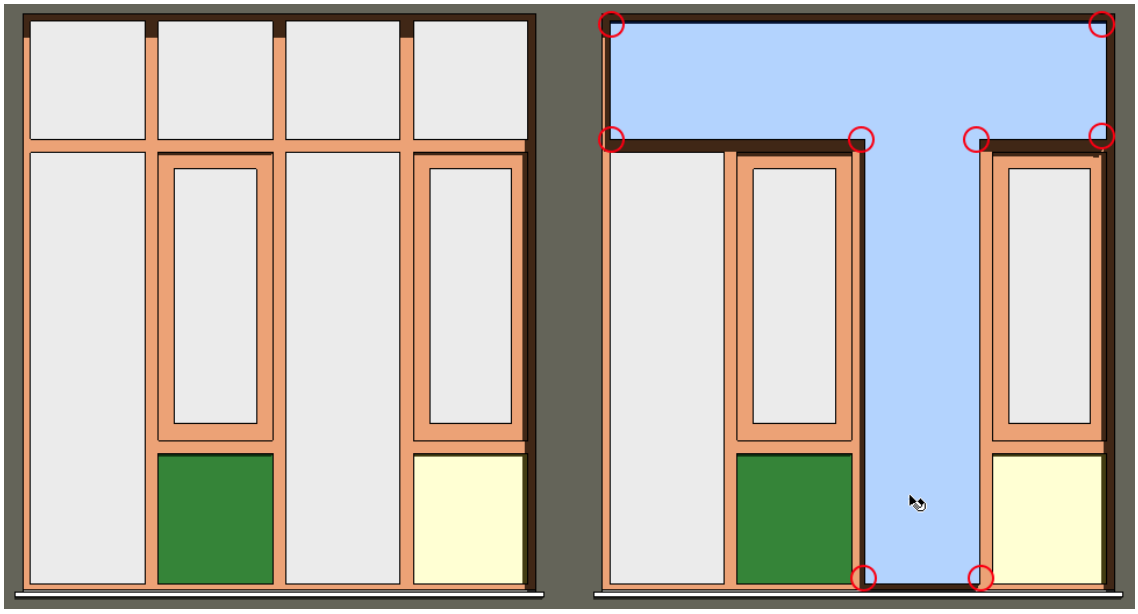

Fig. 01.1 · Multi-part element with continuous mullions: a single object, placed in the wall.

NOTE A door object for entrance doors and a model view options object belong to the window. Both are included in the delivery — see chapter 17.

What the object offers

Where a function is unavailable for certain basic types, this is stated — the figures refer to the numbers of the basic types in chapter 02.

- Rectangular or gable-shaped basic form
- Division into up to **120 rectangular fields** `(not with 3, 4, 5, 6)`
- Every field can be filled individually — the types are listed in chapter 03
- **3D opening lines** configurable per field `(currently not with 3, 4 gable)`
- **Glazing bars** configurable per field `(not with 3, 4)`
- Transfer of parameters from any **field axis** to any other `(not with 3, 4, 5)`
- All dimensions adjustable
- **Top-mounted roller shutter box**, **venetian blind box** or **Flexi-Raffstore** with one blind per field `(not with 3, 4)`
- **Soldier course lintel**; **window sill**, outside optionally as a masonry sill
- Different **materials** for the outer and inner faces of frame and sash
- Different materials **and thicknesses** for every glazing element and every insulation panel
- Horizontal **floor plan cut plane** adjustable
- All input through the user interface
- Additional editing with **movable hotspots** in 2D and 3D — transom heights, mullion positions, field filling

What is on dialog page 1

Length and height of the window, the **type of division** (which determines the layout of all following pages) and the **number of fields** — depending on the basic type up to 20 across with continuous mullions, 2 or 4 with lift-and-slide doors, up to 6 with the roof types, 49 with free division. Plus the levels of detail, the rebate dimensions and the buttons for version check and support request.

Type for scheduling

Give all identical windows an **ID with the same word beginning** (for example TypeAA…). You can then find all windows of one type via **„Find & Select“** — and combine them in the schedule.

Seven types, one object

Within an enclosing rectangular or gable-shaped frame element, seven basic types are available. The type is chosen on the first dialog page and determines which fields appear below it.

BASIC TYPES

Continuous mullions	vertical mullions over the full height, transoms freely placed per axis — up to 20 fields across and 6 high
Lift-and-slide door	two profile variants with different systematics — see the box below the table
Gable roof	gable-shaped top, at most 2 fields wide and 3 high
Shed roof	single-pitch top, same limits as the gable roof
Free definition	up to 49 fields, position defined by movable hotspots
Empty opening	wall opening without a window element
Continuous transoms	horizontal transoms over the full width, mullions per field

OLD AND NEW VARIANT (LIFT-AND-SLIDE DOOR)

Old: 1 fixed light and 1 sliding sash, or 2 outer fixed lights and 2 inner sliding sashes. **New:** 2 or 3 tracks with 1 or 2 fields each, width and position free; single sashes can be marked as **fixed sashes** (checkbox „fixed“) — they stay in place, without an opening arrow.

Fig. 02.1 · Left: lift-and-slide door (new variant), right: monopitch window.

TIP The basic type can be changed later. Field values already set are retained as far as the new type knows them — with free division, clear the internal memory first, see chapter 13.

Widths, heights, transoms, infill

On the second dialog page you define how the element is divided — field widths at the top, field heights and infill below.

- With continuous mullions you set separately for each field axis from 1 to 20: **mullion widths, transom widths, number of transoms, field size** and the type of infill.
- For individual values to take effect at all, **„editable“** must be set — otherwise entries have no result.
- The lower area holds the individual settings per axis: **field heights, transom heights, infill type**.
- At the bottom right, the height of the fields of one axis without the upper and lower frame is compared with the sum of all field and transom heights, and the **difference** is shown.
- If the difference is not zero, adjust individual values or tick **„transoms evenly distributed“**.
- If only one field is too long or too short, **„difference auto remainder“** helps — the topmost field then takes up the remainder.

FILLING PER FIELD

Fixed glazing	default for every new field
Single sash	turn-tilt left and right, side-hung left and right, bottom-hung, top-hung
Double sash	first sash turn-tilt, second side-hung, optionally right or left; division **symmetrical or asymmetrical**
Own panel	for example your own door leaf, see chapter 11
Insulation panel	in any thickness and colour

Taking values from other axes

You can transfer the values of one field axis to any other — optionally **without the length**. If, for example, the first field is 1 m wide and has five transoms, another field will adopt the position and number of transoms and the infills, but keep its own width.

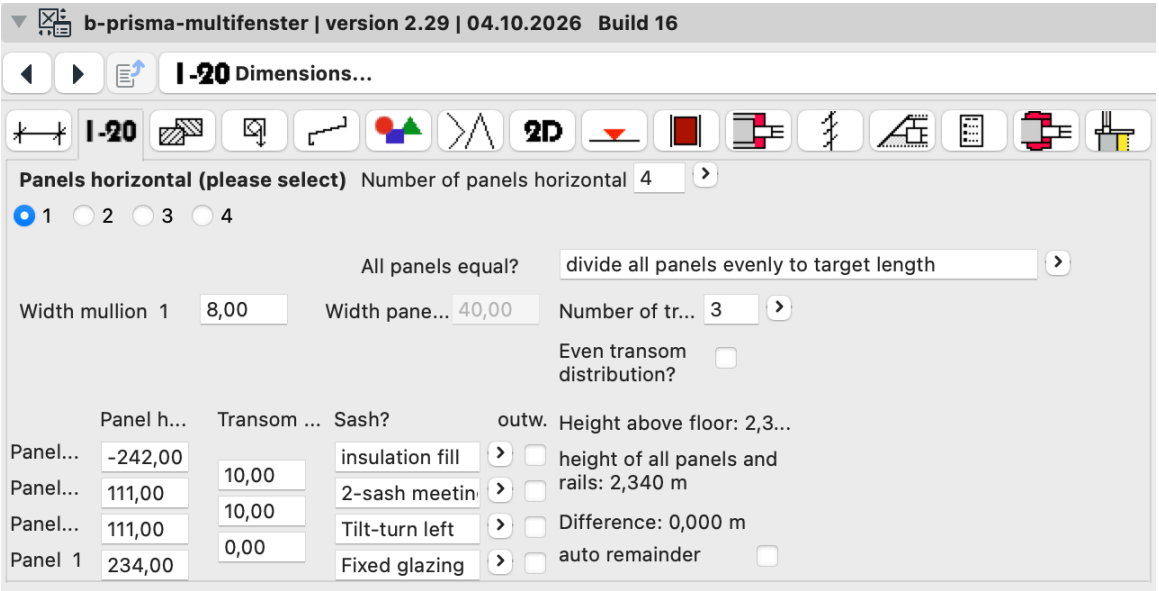

Fig. 03.1 · Dialog page 2: mullion and field width per axis, number of transoms, below field and transom heights with the sash type per field and the height check.

CAUTION If field widths are taken from adjacent fields, the mullions can no longer be dragged via hotspots — the transfer takes precedence.

Building a window from a drawing

First the total number of fields is defined, then the position and filling of each field individually — **seven sub-pages** in the dialog are available for this. Positioning via coordinates (bottom left corner plus the distance to the top right) is possible but impractical; dragging at movable hotspots is what it is designed for.

1 Choose type and field count

Set „free definition“ on dialog page 1 and enter the required number of fields.

2 Place the window

Insert it at target size into the intended wall and set the rebates to zero width.

3 Place an elevation marker

Put an elevation or section marker on the inner face of the wall, across the width of the window.

4 Draw the division

Using the line tool, draw the outline, frame, mullions and transoms next to the window.

5 Move the lines onto the window

Group the lines, move them so they coincide with the window, then activate the movable hotspots.

6 Match the fields

Start at the bottom left and drag field by field onto the drawn division.

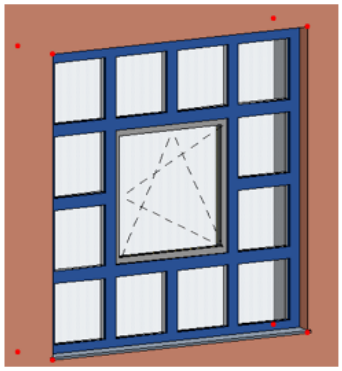

Fig. 04.1 · Result after dragging: the fields coincide with the drawn template. Finally set the sash types — the default is always fixed glazing.

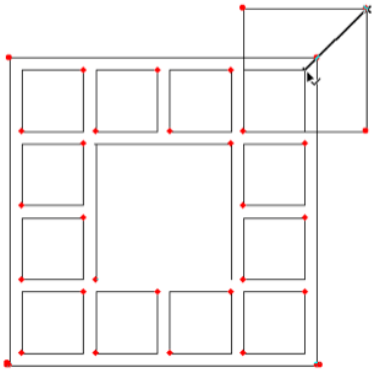

Fig. 04.2 · Free division with active hotspots: each field is dragged onto the template at the red points.

NOTE With free division, frame and sash widths can only be determined graphically. They are therefore hidden in the frame settings on dialog page 3.

Outer frame, sash, extensions

On dialog page 3 you set the profile dimensions: **frame thickness** and the various **frame widths**, plus **sash width and thickness** as well as the offset in width and thickness from the sash to the outer frame.

For the glazing you choose the **glass thickness** and the shift towards the outside. Optionally the glass is shown at full thickness in 2D and 3D instead of as a line.

The **widening** extends the outer frame at the sides, top and bottom. All widenings are executed inwards — except at the bottom, where it sits below the window opening and cuts an opening niche inwards out of the wall.

With window type 1 the frame widening can be directed **inwards or outwards**. Besides that there is the **structural tolerance** mode (from scale 1:50 in 2D and 3D): there the strip stays empty as a joint, but the frame is set back in the same way.

Double sashes have an **outer meeting stile** in 2D and 3D; with french windows the lower sash width and the overlap can be enlarged separately.

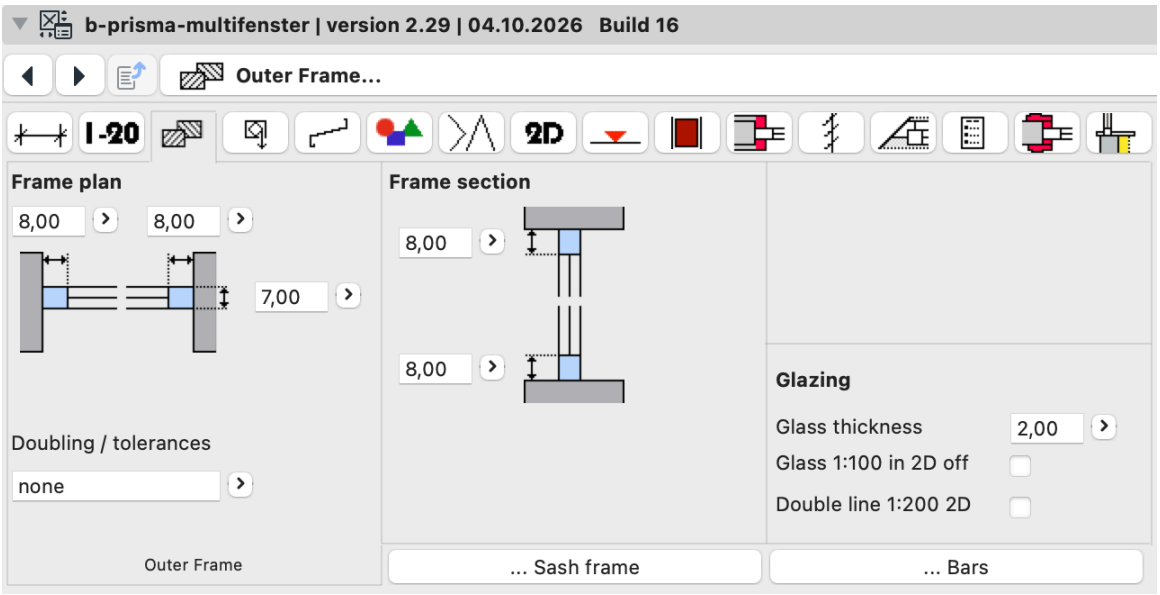

Fig. 05.1 · Dialog page 3: outer frame in plan and in section, widening or tolerances, glazing.

LIFT-AND-SLIDE The new profile variant carries its own frame and sash widths. When the side widening is changed, the object redistributes the sashes over the remaining clear width; the outer frame is set back by the widening, and the strip beside it is built as a separate component with its own section hatching.

Per field, horizontal and vertical

The glazing bars are on the first sub-page of dialog page 3 and can be defined for each field individually.

- The number of **horizontal and vertical bars** can be set separately per field.
- **Bar width and thickness** apply globally to the whole element.
- If you select „take over values“ on dialog page 2, the bars are also adopted axis by axis from another field axis.
- Alternatively, **a single horizontal bar** can be placed at any position in each field.
- In addition to that bar, **a single vertical bar** can be activated in the lower field.

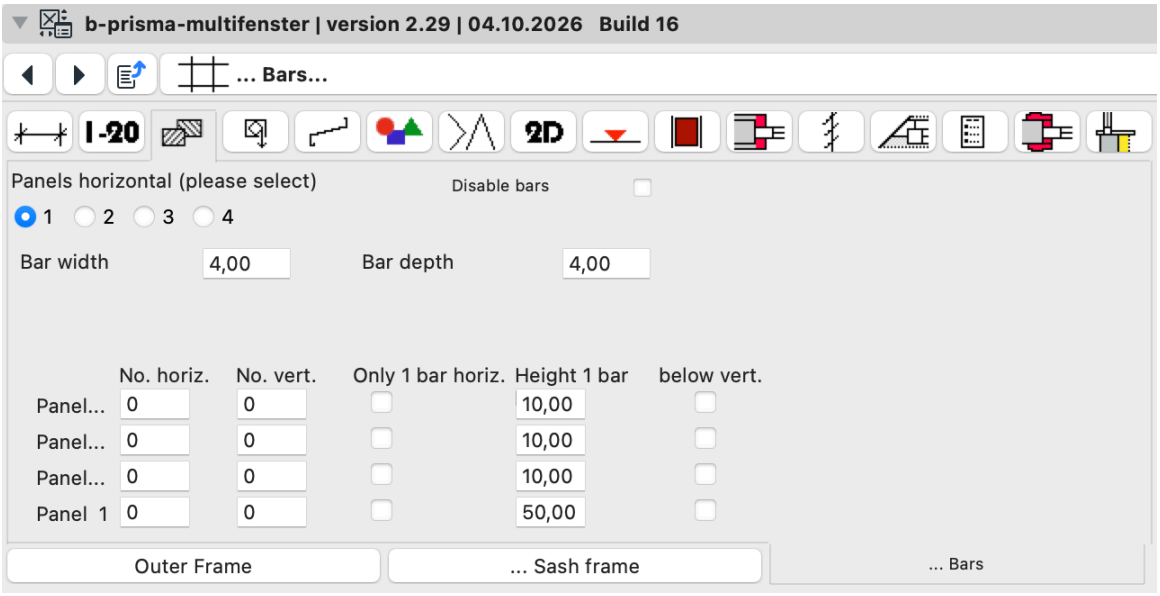

Fig. 06.1 · Sub-page „... Bars“: width and depth for the whole element, number horizontal and vertical per field, single bar with height.

TIP For even divisions it is enough to set up one field and transfer the values to the other axes via „take over values“.

Top-mounted box, guide rails, plaster

On dialog page 4 you choose between no shading, a top-mounted roller shutter, a top-mounted venetian blind box and the Flexi-Raffstore (chapter 08). The following values are available for the roller shutter:

- **Detailed in section** — detailing instead of a solid body.
- **Box height** and the height of the insulation above it.
- **Box depth**, optionally calculated automatically.
- **Offset** of the box horizontally and vertically relative to the window.
- **Guide rail** with its dimensions; can be switched on separately in 3D and 2D and shortened at the top.
- **Lateral and inner projection** of the box.
- **Interior plaster at the box**: the vertical inner face flush with the inner edge of the outer wall can be plastered. Thickness and building material are read from the innermost wall skin.

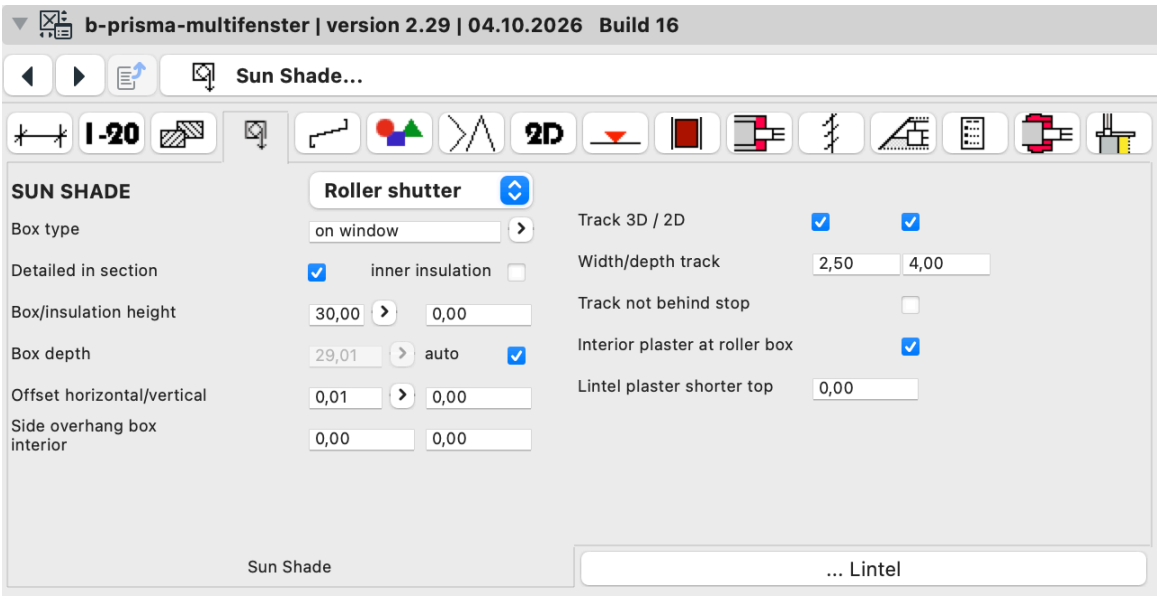

Fig. 07.1 · Dialog page 4 with roller shutter: box type, height, depth, offset and overhangs, on the right guide rail and interior plaster.

> **NOTE** If a venetian blind box is selected, the roller shutter guide rail is switched off automatically — the two systems are mutually exclusive.

Box, recess, slat types

Box height and the height of the insulation above it, **box depth** optionally automatic, plus depth and height of the **recess** into which the blind package retracts from below.

The **offset** of the box can be set horizontally and vertically; the horizontal value is locked and calculated automatically as soon as the box depth is ticked.

Recess distance from outside is the thickness of the apron in front of the housing — it may also be zero. With **„apron lower outside“** it extends further down than the rest of the box, for example where there is an outer rebate at the top.

Interior plaster at the blind box as with the roller shutter: thickness and building material come from the innermost wall skin.

Inner insulation: if the box depth is not automatic, the remaining cross-section can be filled with an insulation layer. **Shorten lintel plaster at top** helps where another component meets the wall above.

With **„blinds highly detailed“** three slat and rail types are available, plus slat hatching for sections, slat width, rail width and depth, rail material and slat spacing.

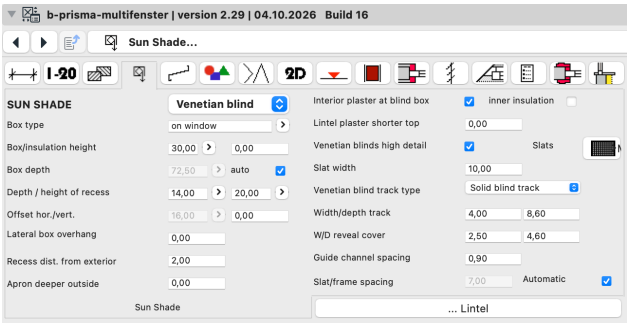

Fig. 08.1 · Standard venetian blind box.

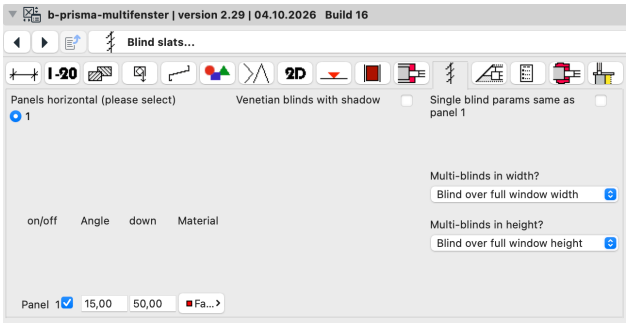

Fig. 08.2 · Highly detailed slats with rails.

> **TIP** On the „blinds“ tab (chapter 16) individual blinds can additionally be parametrised for each window area, fully or partly lowered. For one blind per field with a common box there is the Flexi-Raffstore — from the next page.

Flexi-Raffstore: one blind per field

NEW 2.29 First time in the manual. New in 2.29: sub-tab „Building materials“ with surface override, box offset, side overhang and SEO depths in the dialog, rail length via hotspot — see version history.

The Flexi-Raffstore is the third blind type on dialog page 4. Instead of one blind across the full width, every window field gets its own blind — lowered individually, with its own slat angle and slat colour.

The blinds follow the field division of the window: between two fields a **double rail** sits on the mullion axis, at the ends a single-sided **edge rail**. Box, insulation, plaster carrier and motors all come from the Flexi-Raffstore, and it cuts its own niche into the wall.

The **box position** next to the selection determines the window height: **„on window“** places the box in the opening and the window becomes lower by the box height; **„in front of window“** keeps the full window height.

Left column: type of guide rail (solid, narrow profile, tensioned wires), offset of the edge rails at start and end, „Detailed slats“ — switched off, simplified slats are generated, which saves computing time.

Centre: the box cross-section as a graphic — sheet thickness, motor position (top, inside, outside), box height and depth, insulation inside, outside and on top, plaster carrier inside and outside, and the edges inside and outside: straight, bent or flanged, each inwards or outwards.

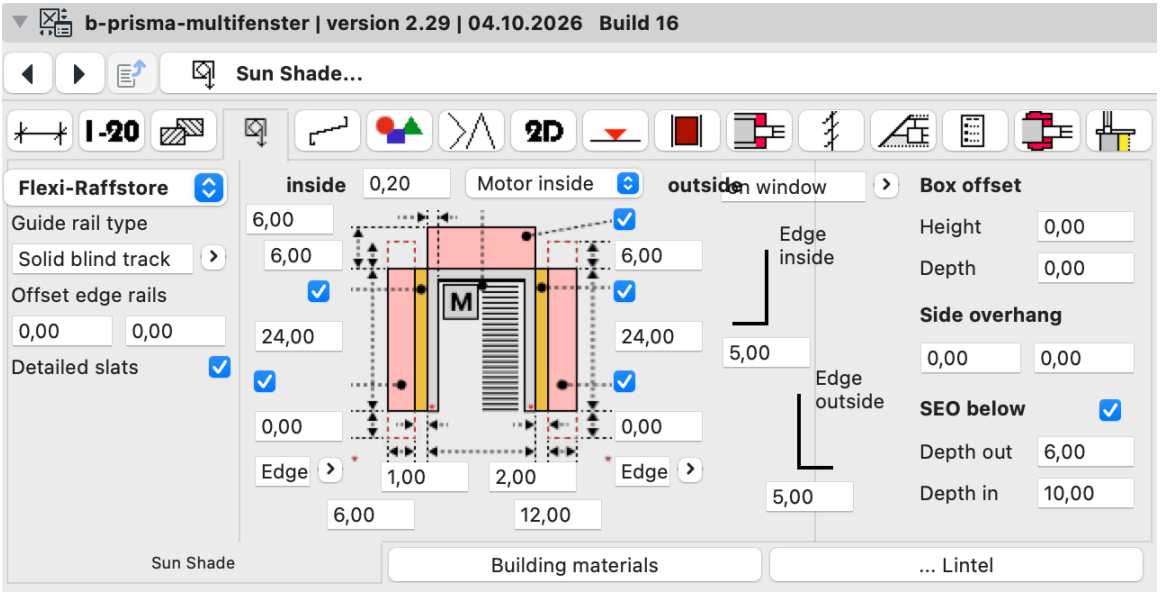

Fig. 08.3 · Dialog page 4 with Flexi-Raffstore: rails on the left, box cross-section in the centre, box position on the right.

Box position, materials, blinds

Right column: position of the box

- **Box offset** height / depth — moves the box from its basic position, for example for an insulated-in blind. Basic position: inner edge of the sheet box flush with the outer edge of the outer frame.
- **Side overhang** start / end — extends box and box niche beyond the window on the left and right, for example so that the service cover can open to the front. Rails, blinds and motors stay at the window.
- **SEO below** — cuts a recess into the wall below the box so that the sheet-metal fascia remains visible; underneath, **Depth out** and **Depth in**. The height of the recess is dragged via hotspot. It stays as wide as the window, even with a side overhang.

Sub-tab „Building materials“

With the Flexi-Raffstore, a separate sub-tab sits between „Sun Shade“ and „... Lintel“. On the left the surfaces of rail and wire, on the right the six building materials of the box: sheet metal, plaster carrier, seal, insulation, motor and motor text. For each building material a **checkbox** overrides the surface with any material — section fill and intersection still come from the building material.

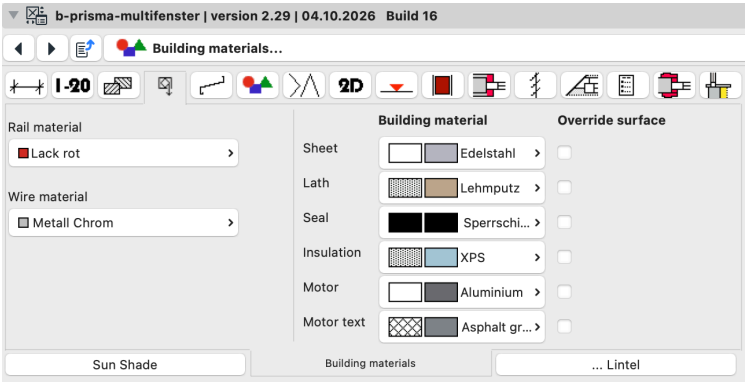

Fig. 08.4 · Sub-tab „Building materials“: optionally a surface of its own for each building material.

Blinds per field — dialog page 12

On the „Blind slats“ tab, **„One continuous blind“** combines all fields into one blind across the full width; **„All panels equal“** applies the values of field 1 to all. Otherwise select the field at the top and set **angle**, **lowering** (blind height) and **material** of the slats. The blind height can also be dragged per field via hotspot.

Hotspots on the Flexi-Raffstore

In 3D, section and elevation these dimensions can be dragged with editable hotspots. Values marked HOTSPOT ONLY are not in the settings dialog — there only the hotspot or the Archicad tab „All parameters“ helps.

BOX AND WALL NICHE

HOTSPOT	PARAMETER	IN THE DIALOG
Box offset height	y_move_raffbox	page 4, right column
Box offset depth	z_move_raffbox	page 4, right column
Box height · box depth	z_blechbox · y_blechbox	page 4, box graphic
Sheet thickness	d_raff_blech	page 4, box graphic
Plaster carrier outside · inside	y_raff_putztrag_a · _i	page 4, box graphic
Insulation outside · inside	y_raff_daemm_aussen · _innen	page 4, box graphic
Insulation higher at top	z_raff_daemm_aussen_hoeher · _innen_hoeher	page 4, box graphic
Insulation lower at bottom	z_raff_daemm_aussen_tiefer · _innen_tiefer	page 4, box graphic
Insulation on top	z_raff_daemm_oben	page 4, box graphic
SEO below: depth outside · inside	y_seo_position · y_seo_below	page 4, right column
SEO below: height of the recess	z_seo_below	HOTSPOT ONLY

RAILS AND BLIND

HOTSPOT	PARAMETER	IN THE DIALOG
Shorten rails at the bottom	z_hoch_schiene2	HOTSPOT ONLY
Offset edge rails start · end	x_start_rand · x_ende_rand	page 4, left column
Rail width · depth (solid rail only)	x_raf_schi_mass · y_raf_schi_mass	HOTSPOT ONLY
Position of the rail in depth	y_pos_schiene	HOTSPOT ONLY
Distance of rails and blind from the window	y_move_innenleben	HOTSPOT ONLY
Blind height per field	z_lam_down_flexi	page 12

Soldier course, inside and outside

Soldier course lintel

- Beam above the window in its own material, with adjustable **height, depth and lateral projection**. Material, hatching and pens are on the materials tab.
- **With horizontal pilaster strips** gives a lintel with one projecting horizontal strip at the top and one at the bottom.

Window sills

- The **interior window sill** can be switched on and its dimensions set freely.
- **Special parapet** raises parapet and sill so that they sit in front of a frame profile at screed height, for example. An additional lower widening is available in the frame settings.
- For the **exterior sills** you can choose between a thin stone sill, a solid masonry sill and an aluminium sill.
- **„Exterior sill as model view“** hands the representation over to the model view options object, see chapter 17.

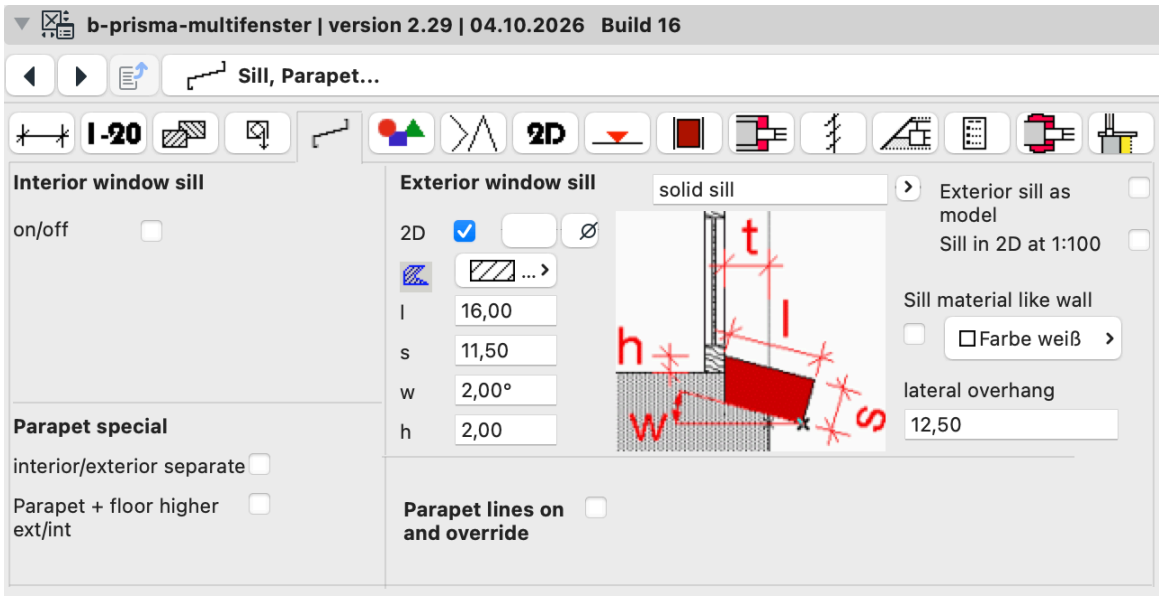

Fig. 09.1 · Dialog page 5: interior sill, special balustrade and exterior sill with dimension graphic.

Per component, partly via model view options

Dialog page 6 holds all material, hatching and pen values of the components. Some of them can be overridden via the model view options — see chapter 17.

Separate materials can be chosen for the inner and outer faces of frame and sash, and likewise for every single glazing element and every insulation panel. The soldier course lintel, the window sills and the roller shutter or blind parts carry their own values.

SECTION Identical hatchings are automatically merged in section. If you want visible edges, for instance between glass and frame, you must choose **different hatching types** — otherwise the areas merge.

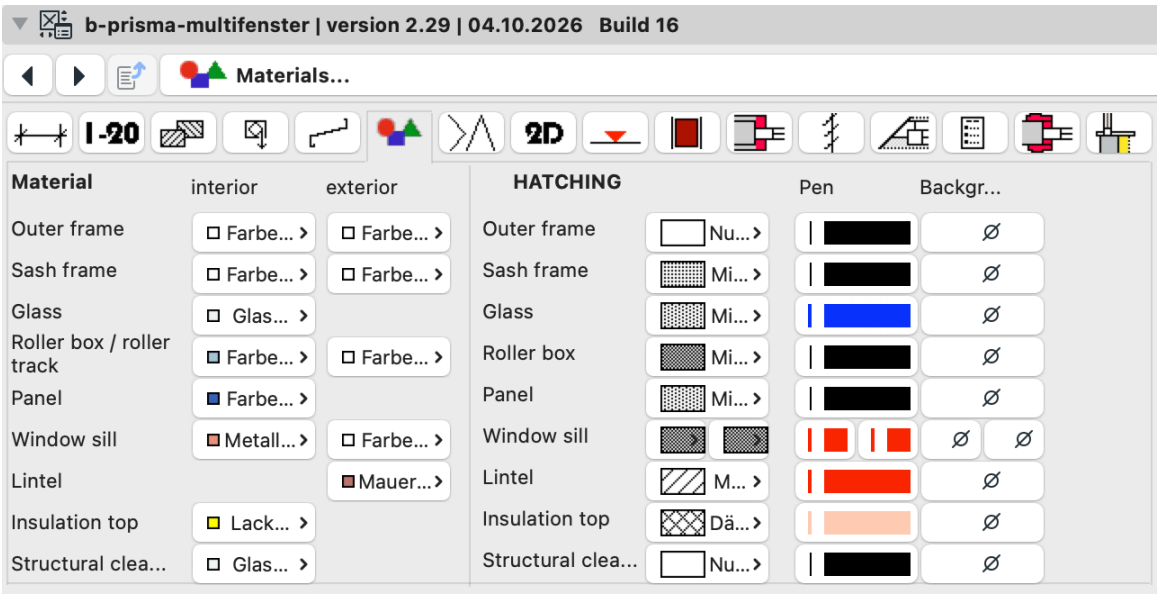

Fig. 10.1 · Dialog page 6: surfaces inside and outside, on the right fills with pen and background pen per component group.

2D and 3D, double sash, own door leaf

Opening lines

On dialog page 7 you switch all 2D and 3D opening lines on and off globally — or separately for each window field. The top row switches all of them; below it there is a switch per field for 2D and 3D.

- **Individual opening angles and line types** for the 2D opening lines, top left on the tab.
- **Bottom-hung sashes** also get 2D opening lines.
- With window type 1, sashes can be shown **opening outwards** (tab 2, checkbox „outw.“).

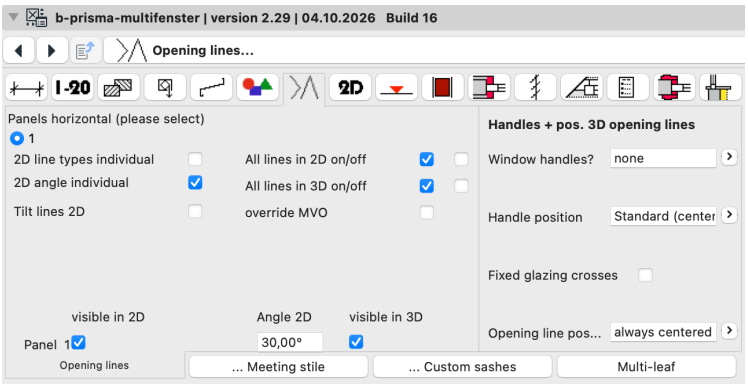

Fig. 11.1 · Dialog page 7: opening lines in 2D and 3D per field, on the right window handles and position of the 3D opening lines.

Double sash

- For each field separately you can define whether the division of double sashes is **symmetrical or individual**.
- As a check, the dialog shows on the right whether the field contains a double sash at all.
- The **secondary sash** can only be shown half open in 2D.

Own door leaf

For basic types 1, 2, 4, 5 and 6 an **own panel** can be selected per field. It must be present in the loaded library and be of the type „door leaf“. This lets you use door leaves created in the floor plan with the slab tool as part of the window. How to create your own door leaves is described in the Archicad manual.

Floor plan, label, height dimension

Dialog page 8 collects the settings relevant to 2D.

- **Hatching of the window sill** in the floor plan.
- **2D display off** deactivates all window elements in 2D.
- Pen and line type of the **reveal line**, plus the core thickness.
- **Wall contour** as a line representation — only useful if there are no window sills.
- **2D hotspots** at the vertical mullions.
- **Line type of the opening arc** in the floor plan.
- **Label showing the parapet height** — for checking only, as it does not align with the viewing direction. For drawing information use the dimension marker of the window tool or Archicad labels.
- **Finished height dimension** overrides the structural heights of the dimension chains. Only effective together with the model view option „window height dimensioning → nominal height“. The 2D dimension can be dragged over the chain dimensions via hotspot.

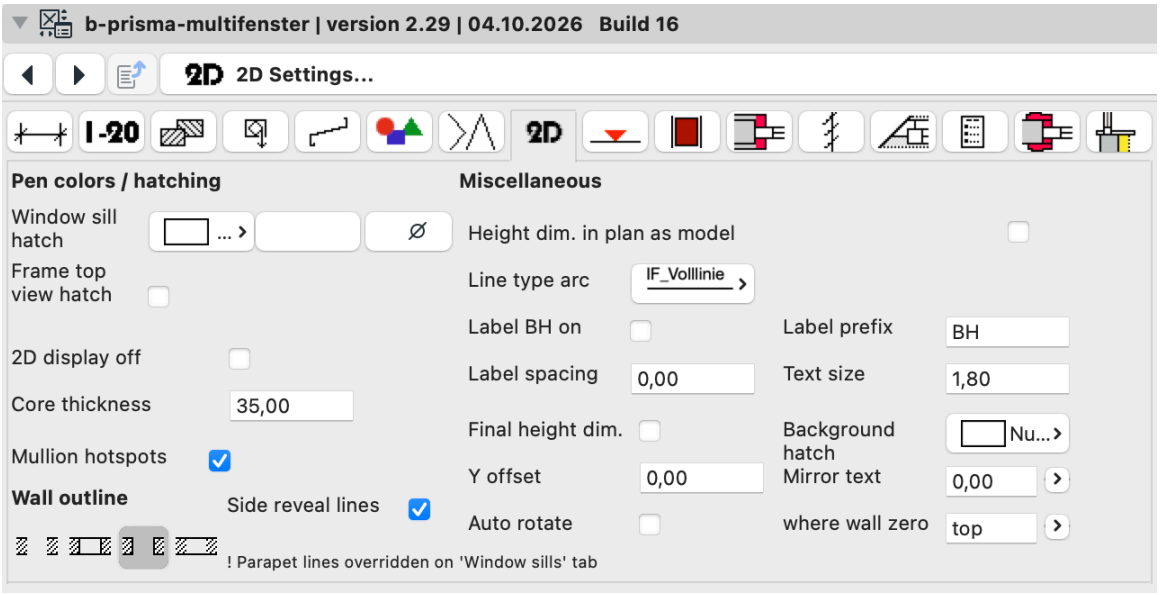

Fig. 12.1 · Dialog page 8: pens and fills, wall contour, label and height dimension.

Which fields are cut

On dialog page 9 you define per basic type which fields are cut by the floor plan cut plane. This only takes effect with a detailed 2D representation, because only there do the sash frames appear.

With **continuous mullions**, the running numbers of the fields seen from below may differ. If, for example, the two outer sash frames are to be cut, each carrying running number 2, while the middle field carries number 3 or 4, set the order accordingly in the selection fields.

With **free division** the object does not know which fields lie above or beside one another — the order is defined by the user. Switch on the **„text“** checkbox and set the elevation preview: the fields then appear numbered in the internal order.

If fields 12, 4 and 7 are to be cut, enter 12 at number 1, 4 at number 2 and 7 at number 3; all other fields stay at zero. While typing, the text size of the affected fields doubles in the preview — so you can see at once whether the choice is right.

ORDER The order matters: for the lower plane, 1, 5, 8, 4 must be observed — not the numerical sequence 1, 4, 5, 8.

CLEAR MEMORY If you want to go one plane deeper after another setting has already been used, or if you adopted the object via eyedropper or favorite, the internal memory must be cleared before changing values in free division: **„free division: clear cut plane“** in the settings.

Polygon panel, thicknesses, materials

The panel settings on dialog page 10 are a special function for windows that do not fit a rectangular grid.

- **Polygon panel** can be switched on and off, separately for 2D.
- **Number of corners** from 3 to 12, **number of layers** of the insulation panel and the **thickness** of the individual layers.
- **Fill, foreground and background pen** per layer, plus a contour pen.
- **Offset inwards** perpendicular to the wall.
- **Hotspots** for editing the shape in the section window can be switched on.

At its position the polygon panel cuts out all other window parts and inserts an insulation panel with the same properties as the others. Specify 4 to 12 corners and position the corners with movable hotspots in the section or elevation window; proceed in the same way in the floor plan.

Infills per field

Every glazing infill and every insulation panel can be defined with its own material and its own thickness. If you want to deviate from the default — all fields alike — activate the corresponding checkboxes at the top and enter the individual values below.

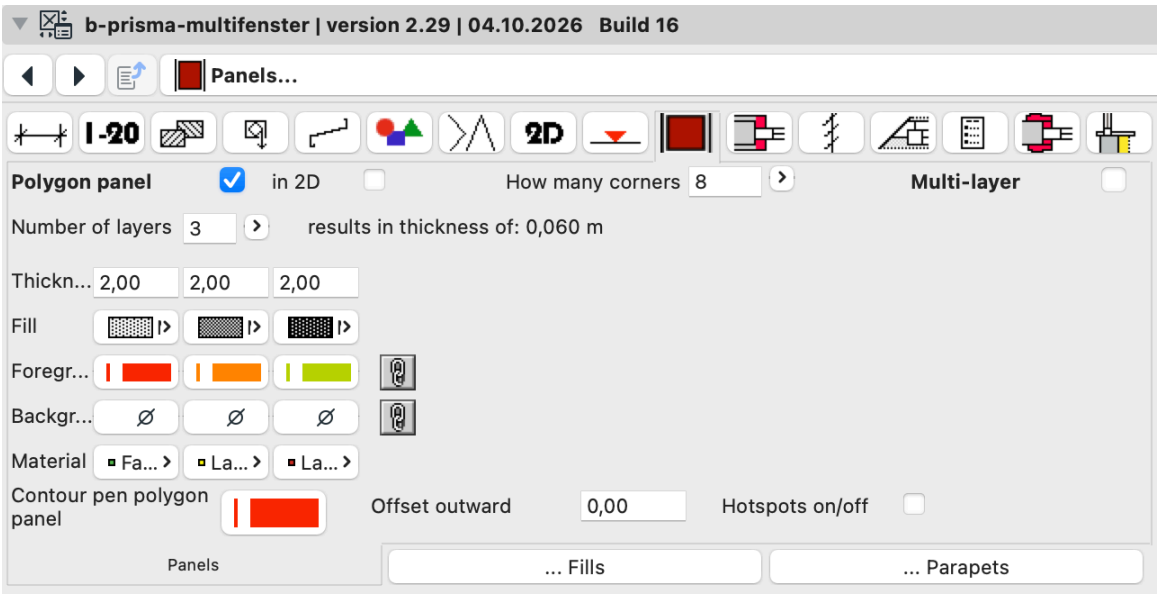

Fig. 14.1 · Dialog page 10: polygon panel with number of corners, layers, thicknesses, fills and pens per layer.

Recesses, roundings, rebate sizes

On dialog page 11 you determine whether there are inner and outer reveal recesses and how the reveal terminates.

- The reveal recesses are created in the **thickness and building material of the first or last skin** of a composite wall — the object reads them from the wall.
- On the inner face the reveal recess **at the top can be switched separately**.
- **„Recess higher at top“** carries the side recess higher than the window and raises the top recess accordingly.
- In the lower area, **rounded reveal terminations** can be selected independently inside and outside, with the upper reveals separate. The radii of the rounding can be entered freely.

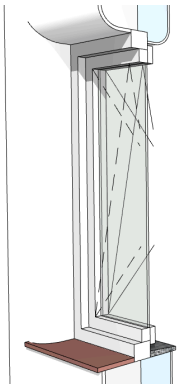

Fig. 15.1 · Rounded termination.

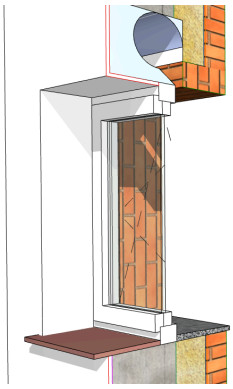

Fig. 15.2 · Square recess.

REBATE The reveal and rebate settings come from the Graphisoft window dialog and are self-explanatory: rebate depth, rebate width at top and bottom as well as left and right.

Per field, angle and drop

On dialog page 12 an individual blind can be defined for each opening, with its own slat colour and its own rotation angle.

FIELDS OF THE DIALOG

read dimensions first	tick when activating for the first time — transfers the opening dimensions to the blind dimensions and returns to empty immediately
on/off	switches a blind into the corresponding field
angle	slat rotation angle, 0° = horizontal
drop	how far the blind is lowered; values greater than the height are allowed, then it ends at the bottom edge of the field
material	material of the slats
xdif · ydif	shift in X direction (to the right seen from outside) and in Y direction
width · height	width and height of the blind

EXAMPLE With a window field having three transoms, four fields lie above one another, so four individual blinds would be possible. If you tick only the topmost and set the height to the total window height minus the box height, a single blind covers the complete element — the rails then run all the way down.

Fig. 16.1 · Individual blind with the slat rotation angle set.

Accessories and model view options

Corner window and listing parameters

Corner windows work in a similar way to the Graphisoft windows, but only for 90° outer corners. The listing parameters also follow the Graphisoft logic; glass area and perimeter are not determined automatically.

The standard parameter list

The Archicad tab **„All parameters“** is used for a few special settings that are not on the graphical interface.

Movable hotspots

Controllable in 2D: the position of the mullions with several fields, as long as the field widths on dialog page 2 are not taken from adjacent fields; also the sash type for each field through which the cut plane runs.

Controllable in 3D and section/elevation: the position of the mullions under the same condition, the position of the transoms where not fixed, the height of structural opening and facing lintel, and the sash type for each field.

The multi-door

Besides the window object there is a door object for entrance doors which accesses the window as a macro — new functions in the window are therefore available to the door as well. As a purchaser of the window object you also get access to the door object as a bonus.

The model view options object

- **Nominal height dimension**: if „finished height dimension“ is ticked on the 2D tab, the model view options control the type of output — wall opening dimension, outer frame dimension or none, plus a default text offset.
- **Type of window sill**, if the option „exterior sill as model view“ is set on the sill tab.
- **Display of the reveal area** inside and outside — for determining interior plaster areas via a separate object.
- **Display of the blind slats in 3D**, optional.

> **WHERE TO FIND IT** The model view options object is called `b-prisma-multifenster` and is located in the model view options.

Generic or your own component

Window handles can be switched on in 3D. The settings are on tab 7 „opening lines“, in the right-hand third.

- **Window handles?** — choice between „none“, „generic handle“ and „own component“. The generic one is a simple angular handle with a rectangular rose.
- **Own handle**: created like the balustrade panel (chapter 19), but saved as a **„door or window handle“**. In the floor plan, align the pivot axis at the top, perpendicular to the drawing plane, with the handle pointing down.
- **Handle position** — „standard (centred)“, „height for all from bottom of sash“ as a uniform user-defined height, or „hotspot“: each handle can then be moved vertically in 3D, section or elevation.
- **Uniform height** — manual entry if „height for all from bottom of sash“ was selected.
- **Half handle width** — half of the overall width including the rose, for horizontal centring.
- **Height to pivot** — height of the handle from its bottom edge to the pivot axis, for vertical centring.
- **Position of opening lines** — „always centred“ or „as handles“; with the latter the tips of the opening lines move to handle height.

> **TOP AND BOTTOM HUNG** Handles of top-hung or bottom-hung sashes always sit centred on the lower or upper sash member.

Own balustrade element, verified second escape route

Balustrade panel as your own component

1 Draw the railing

In the floor plan with the Archicad tools, for example the slab tool, with its bottom edge at 0.00.

2 Set dimensions and material

The part is stretched by the object if required — the dimensions should therefore be close to the target, otherwise the posts are stretched too.

3 Save the selection

Select all parts including the hotspots, then File > Libraries and Objects > Save Selection as > **shading sash**.

4 Select it in the object

Tab 10 „panels“, sub-tab 2 „balustrades“, top left under „select own element“ — the checkbox at the very top must be active.

> **CLEARANCE** If the part is to keep a lateral distance from the outer reveals, place two hotspots at the required distance at the sides — but not lower than the bottom edge.

Checking the second escape route

Depending on the state building code, the object checks whether a window field meets the requirements: **minimum width, minimum height, maximum parapet height** — and whether the field is not partly covered by a balustrade element in front of it. All settings are on tab 10 „panels“, sub-tab 2 „balustrades“.

- **Floor build-up from bottom of wall**: the object always calculates parapet heights from the bottom of the wall — enter the floor build-up here.
- **Text symbol escape route 3D** and **mirror text symbol**, depending on the wall orientation.
- Regardless of whether a text symbol is shown, the parameter `gs_list_acousticrating` and the property derived from it report whether one or more sashes meet the requirements.
- This video helps with creating the calculated property — only the part about creating the property: `youtube.com/watch?v=WTwxOS8SzF4`

> **PARAMETERS VISIBLE** To set the required dimensions, the 3D symbol must be activated temporarily — otherwise the parameters are not visible.

Interior and exterior cladding

Linings and casings can be switched on per side — either as simple rectangular profiles or as your own profiles from the profile manager.

- **Linings and casings per side** (left, right, top, bottom) can be switched on individually.
- **Building material and thickness of the lining**; with profile manager profiles the profile defines the material, so the fields are hidden.
- **Casing on**: can be activated in addition to the lining — or independently not at all.
- **Casing offset**: by default the casing starts at the reveal corner. To move it inwards towards the centre of the window, enter a **negative value**; alternatively it can be moved by hotspot in the floor plan.
- **Casing thickness and width** with rectangular profiles.

Creating the profiles in the profile manager

- Origin of the **lining profiles**: outer or inner edge of the frame — with roller shutter rails offset outwards by the corresponding amount.
- Origin of the **casing profiles**: the reveal corner.
- The thickness always builds up **outwards**, that is away from the wall.
- Where roller shutter rails are present, they can be moved in 2D by hotspot by the casing thickness.

LIMITATION Profile modifiers of the profile manager cannot be queried in GDL objects.

Outer frame and finished dimensions

Outer frame dimensions in the dimension chain

Besides the structural dimensions, the **outer frame dimensions** can also be shown in the dimension chain. These are the structural dimensions minus structural tolerances and blind or shutter boxes.

> THREE CONDITIONS
> It only works with **automatic** dimensioning, not with manual dimensioning. There, **„outer frame dimension“** must be selected, and in the dimension settings themselves **„determined by the dimensioned width“**.

Finished dimensions in the interactive schedule

To output the finished dimensions in an interactive schedule, add these two library part parameters in the schedule settings:

`Finished height without blind` `Finished width`

Floor plan and schedule then agree.

Rotatable views

Views and floor plans can be rotated for scheduling via the model view options. **Multiple glazing** in 2D and 3D is likewise set exclusively on a dedicated tab of the model view options — available with window type 1.

The multi-window at a glance

This page is meant for printing — everything essential without running text.

DIALOG PAGES

1	basic type, rebate, levels of detail, ID
2	field division, widths, heights, infill
3	frames, widening, glass · glazing bars
4	roller shutter, blind, Flexi-Raffstore · materials · lintel
5	window sills inside and outside
6	materials, hatching, pens
7	opening lines · double sash · door leaf

DIALOG PAGES, CONTINUED

8	2D settings, label, height dimension
9	cut plane per basic type
10	panels · infills per field
11	reveal, recesses, roundings
12	individual blinds per field
13	corner window
14	listing parameters

MAXIMUM NUMBER OF FIELDS PER BASIC TYPE

BASIC TYPE	FIELDS	PARTICULARITY
Continuous mullions	up to 20 across	transoms free per axis
Lift-and-slide door	2 to 6	2 or 3 tracks, 1 or 2 fields each
Gable · shed roof	up to 6	gable-shaped top
Free definition	up to 49	position via hotspots

HOTSPOTS

Mullion position	**2D · 3D**
Transom position	**3D**
Structural and lintel height	**3D**
Sash type per field	**2D · 3D**
Flexi-Raffstore, see ch. 08	**3D**

IMPORTANT

The object can be used as a window only and must be placed in a wall. The supplied LCF file contains all macros — load it in the Library Manager.

Installation, licence, contact

Scope of delivery and installation

The multi-window is delivered as an **LCF file** (Library Container File). It contains the complete library: the window object, the door object as a bonus, the model view options object and all required macros.

Load the LCF file into your project via the **Library Manager** (File > Libraries and Objects > Library Manager) — everything is bundled in a single file, so nothing can get lost.

System requirements

This object works from **Archicad 22** upwards, on Windows and macOS.

Language versions

The multi-window is delivered in a German and an English version. Further language versions can be provided on request.

Update check

Please use the **„Version check“** button on the first page of the settings dialog. It takes you to a web page that checks whether you own the current version. All updates are free of charge for verified purchasers of the object — submit the form you find there and you will receive the latest version.

Disclaimer, licence, feedback

DISCLAIMER AND LICENCE

This software is supplied „as is“. The library element has been tested extensively; however, b-prisma accepts no liability for possible loss of data, data corruption, hardware damage or other damage (including damages for loss of profit, business interruption, loss of business information or data, or other financial loss).

This object is not freeware. Please be fair and do not pass it on to third parties. With a purchased licence, however, you may work on any number of computers in your office or at home.

QUESTIONS AND SUGGESTIONS

Questions and suggestions are most welcome — as a GDL programmer I like to learn how you use the object and which limitations or improvement requests you have. Feel free to send me an e-mail at: **25@b-prisma.de**

LIMITATIONS

The object is under continuous development. After ten years of intensive use by the author — who uses this window exclusively — it was thoroughly reworked for market readiness. It was created and optimised from the point of view of an architect with particular preferences and therefore has certain limitations — in return it offers a great many variations. Windows and doors remain the most complex library elements there are. Improvement requests are always welcome and will be implemented as far as the effort involved remains reasonable.

What has changed

Every line names the chapter concerned. That way an existing customer knows within a minute what to read after an update.

2.29

04.10.2026

CURRENT

NEW · 08	Flexi-Raffstore in the manual for the first time: one blind per field, box, blinds per field and all hotspots.
NEW · 08	Sub-tab „Building materials“ under sun protection: rail, wire and box building materials in one place, surface override per building material.
NEW · 08	Side box overhang start / end — box and niche longer than the window, rails and blinds stay.
CHG · 08	Box offset height / depth and SEO below with depth outside / inside now in the dialog instead of hotspot only.
CHG · 02	Lift-and-slide door: label „Number of sashes per track / fixed“ assigns the fixed-sash checkboxes.
CHG · —	Engadine window removed (no longer in use), unused parameters cleaned up.
FIX · 08	Flexi-Raffstore: shortening the guide rails at the bottom had no effect — now via hotspot at the rail end.
CHG · 03–14	New figures of the dialog pages.

2.28

27.08.2026

NEW · 02	Lift-and-slide door, new variant: single sashes can be marked as fixed sashes — they stay in place, no opening arrow.
CHG · 11	One opening arrow per movable sash; direction from its position, double arrow in between.
FIX · 11	3D arrowheads were drawn from the origin — they now sit at the end of the shaft.

2.27 27.08.2026	CHG · 05	Lift-and-slide door, new variant: the side widening is now a separate component in 3D instead of part of the outer frame — own section hatching, can be dimensioned separately.
	FIX · 05	The side widening had no effect: sashes kept their previous widths and extended beyond the frame. They are now redistributed when the widening is changed.
	FIX · 05	In 3D the outer frame kept its full width — it is now set back by the widening, and the adjacent strip is built.
	FIX · 05	Glass openings were cut too wide in 3D, so material was missing in the widening strips.
	FIX · 05	The depth of the side widening now follows the frame depth setting instead of a fixed sum taken from the old variant.
1.25 28.02.2023	STATE	State of the previous manual. The changes between versions 1.25 and 2.27 are documented in the release notes for the object.

HIST

HOW TO SPOT UPDATES

NEW in the contents next to the chapter

NEW 2.29 box at the start of a chapter or section

FIX · 05 line here, with the chapter number to look up

HIST thumb index tab of this page

SUPPORT

Version check and support request directly from the settings dialog, page 1 of the user interface. Or by e-mail to 25@b-prisma.de.

THIS MANUAL

English version, dated 04.10.2026. The German version appears as a separate document b-prisma-multifenster_Handbuch_DE in the identical layout.