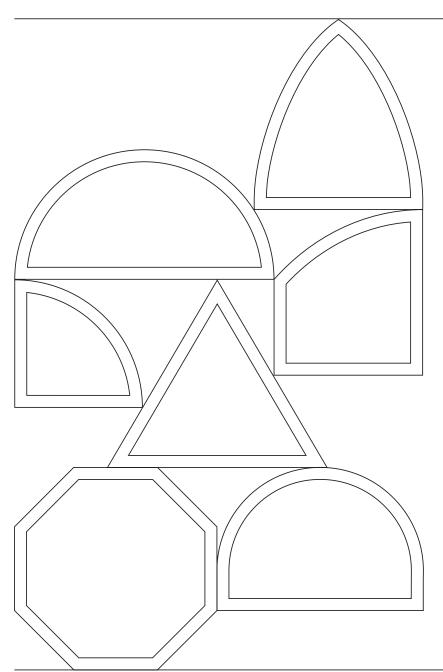


Windows & Doors

Specifications Required for Standard Architectural Shapes



Page 2:

Circle Top
Circle Top with Extended Legs
Full Circle
Quarter Arch Left and Right
Quarter Arch with Extended Legs

Page 3:

Eyebrow
Eyebrow with Extended Legs
Half Eyebrow Left and Right
Half Eyebrow with Extended Legs
Ellipse
Oval

Page 4:

Cathedral
Cathedral with Extended Legs
Trapezoid Left and Right
Triangle Left and Right
Triangle Equilateral

Page 5:

Triangle Isosceles
Octagon
Octagon with Extended Legs
Hexagon
Hexagon with Extended Legs

Page 6:

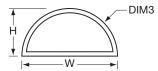
Pentagon Pentagon Left and Right Pentagon Equilateral Rectangle

Other shapes available upon request.

Energy King Windows & Doors

815 Smith Street • Buffalo, New York 14206
Telephone: (716) 854-1600 • Fax: (716) 856-4509
www.energykingwindows.com
eMail: orders@energykingwindows.com





Height / DIM3 Radius = exactly 1/2 the width.

H Left Right

Width and height are equal. View required for single units: OSLI or ISLO.

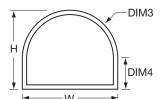
For segmented units, the exact height of the overall radius and width of the mull space are also required.

CT- Circle Top

W	Width (Required) =
Н	Height (Required) =
DIM3	Radius (Optional) =

QAL or QAR- Quarter Arch (Left or Right)

W	Width (Required) =
Н	Height (Required) =
DIM3	Radius (Optional) =



DIM3 Radius = exactly 1/2 the width.

H Left Right DIM4

Width and radius are equal.

View required for single units: OSLI or ISLO.

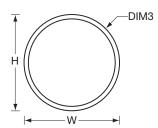
For segmented units, the exact height of the overall radius and width of the mull space are also required.

CTX- Circle Top with Extended Legs

W	Width (Required) =
Н	Height (Required) =
DIM3	Radius (Optional) =
DIM4	Length of Leg (Req.) =

QXL or QXR-Quarter Arch (Left or Right) with Extended Legs

W	Width (Required) =
Н	Height (Required) =
DIM3	Radius (Optional) =
DIM4	Length of Leg (Req.) =



Width and height are equal.

Radius = exactly 1/2 the width.

FC- Full Circle

W	Width (Required) =	



DIM3

Height is less than 1/2 the width.

angle limits.

DIM3 Radius is continuous. Corner angle must be above Right

DIM4 must be above profile limits. View required for single

units: OSLI or ISLO.

For segmented units, the exact height of the overall radius and width of the mull space are also required.

EB- Eyebrow

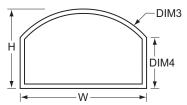
W	Width (Required) =
Н	Height (Required) =
DIM3	Radius (Optional) =

HXL or HXR-Half Eyebrow (Left or Right) with Extended Legs

W	Width (Required) =
Н	Height (Required) =
DIM3	Radius (Optional) =
DIM4	Length of Leg (Req.) =

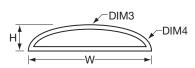
DIM3

DIM4



Height of curve must be less than 1/2 the width.

DIM4 must be above profile limits.



DIM4 Radius must be above profile limits.

DIM4 must be less than DIM3.

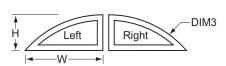
EBX- Eyebrow with Extended Legs

W	Width (Required) =
Н	Height (Required) =
DIM3	Radius (Optional) =
DIM4	Length of Leg (Req.) =

EP- Ellipse

W	Width (Required) =
Н	Height (Required) =
DIM3	Major Radius (Optional) =
DIM4	Minor Radius (Optional) =

View required for single units: OSLI or ISLO. Corner angle must be above angle limits.



For segmented units, the exact height of the overall radius and width of the mull space are also required.

DIM4

-DIM3

DIM4 Radius must be above profile limits.

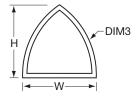
HBL or HBR- Half Eyebrow (Left or Right)

W	Width (Required) =
Н	Height (Required) =
DIM3	Radius (Optional) =

OV- Oval

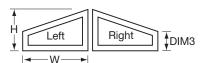
W	Width (Required) =
Н	Height (Required) =
DIM3	Major Radius (Optional) =
DIM4	Minor Radius (Optional) =





DIM3 Radius must be greater than 1/2 the width.

DIM3 Radius must be above profile limits.



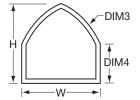
View required for single units: OSLI or ISLO.

CH- Cathedral

W	Width (Required) =
Н	Height (Required) =
DIM3	Radius (Optional) =

TZL or TZR- Trapezoid (Left or Right)

W	Width (Required) =
Н	Height (Required) =
DIM3	Short Leg (Req.) =



DIM3 Radius must be above profile limits.

H Left | Right | View required for single units: OSLI or ISLO.

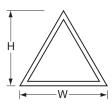
_____VV _______

CHX- Cathedral with Extended Legs

W	Width (Required) =
Н	Height (Required) =
DIM3	Radius (Optional) =
DIM4	Length of Leg (Req.) =

TRL or TRR- Triangle (Left or Right)

W	Width (Required) =
Н	Height (Required) =



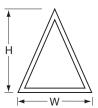
On this style, all sides are equal.

TRE- Triangle Equilateral

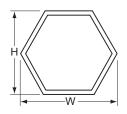
W	Width (Required) =		

Specifications Required for Standard Architectural Shapes





On this style, two sides are equal.



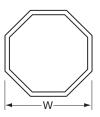
On this style, all sides are equal.

TRI- Triangle Isosceles

W	Width (Required) =	
Н	Height (Required) =	

HX- Hexagon

N or H	Width or Height (Required) =	



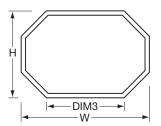
On this style, all sides are equal.

OT- Octagon

W	Width (Required) =

HXX- Hexagon with Extended Legs

W	Width (Required) =
Н	Height (Required) =
DIM3	Length of Leg (Req.) =

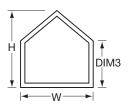


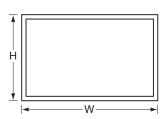
OTX- Octagon with Extended Legs

W	Width (Required) =
Н	Height (Required) =
DIM3	Length of Leg (Req.) =

Specifications Required for Standard Architectural Shapes





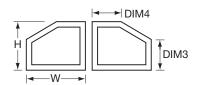


PT- Pentagon

W	Width (Required) =
Н	Height (Required) =
DIM3	Length of Leg (Req.) =

RT- Rectangle

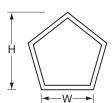
W	Width (Required) =
Н	Height (Required) =



View required for single units: OSLI or ISLO.

PTL or PTR- Pentagon (Left or Right)

W	Width (Required) =
Н	Long Leg (Required) =
DIM3	Short Leg (Required) =
DIM4	Top (Required) =



On this style, all sides are equal.

PTE- Pentagon Equilateral

W	Width (Required) =	