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Windows \& Doors
Specifications
Required for
Standard Architectural Shapes


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Other shapes available upon request.

## Specifications Required for Standard Architectural Shapes

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

## CT- Circle Top

| W | Width (Required $)=$ |
| :--- | :--- |
| H | Height $($ Required $)=$ |
| DIM3 | Radius (Optional $)=$ |

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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.

QAL or QAR- Quarter Arch (Left or Right)

| W | Width (Required) $=$ |
| :--- | :--- |
| H | Height $($ Required $)=$ |
| DIM3 | Radius (Optional) $=$ |



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

CTX- Circle Top with Extended Legs

| W | Width $($ Required $)=$ |
| :--- | :--- |
| H | Height $($ Required $)=$ |
| DIM3 | Radius (Optional) $=$ |

DIM4 Length of Leg (Req.) $=$

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.

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

| W | Width (Required) $=$ |
| :--- | :--- |
| H | 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) $=$
$\qquad$
$\qquad$
Height is less than
$1 / 2$ the width.
DIM3 Radius is continuous.
Corner angle must be above
angle limits.


## EBX- Eyebrow with Extended Legs

| W | Width (Required) $=$ |
| :--- | :--- |
| H | Height (Required) $=$ |
| DIM3 | Radius (Optional) $=$ |
| DIM4 | Length of Leg (Req. $)=$ |



DIM4 Radius must be above profile limits.
DIM4 must be less than DIM3.

## EP- Ellipse

| W | Width (Required) $=$ |
| :--- | :--- |
| H | 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.

HBL or HBR- Half Eyebrow (Left or Right)

| W | Width $($ Required $)=$ |
| :--- | :--- |
| H | Height $($ Required $)=$ |
| DIM3 | Radius $($ Optional $)=$ |



DIM4 Radius must be above profile limits.

## OV- Oval

| W | Width (Required) $=$ |
| :--- | :--- |
| H | 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.

## CH- Cathedral

W Width (Required) $=$
$\mathrm{H} \quad$ Height (Required) $=$

DIM3 Radius (Optional) $=$


View required for single units: OSLI or ISLO.

TZL or TZR- Trapezoid (Left or Right)

| W | Width (Required) $=$ |
| :--- | :--- |
| H | Height (Required) $=$ |
| DIM3 | Short Leg (Req. $)=$ |



DIM3 Radius must be above profile limits.

CHX- Cathedral with Extended Legs

| W | Width (Required $)=$ |
| :--- | :--- |
| H | Height $($ Required $)=$ |
| DIM3 | Radius (Optional) $=$ |
| DIM4 | Length of Leg (Req. $)=$ |



TRL or TRR- Triangle (Left or Right)

| W | Width (Required) $=$ |
| :--- | :--- |
| H | Height $($ Required $)=$ |

$\qquad$



On this style, all sides are equal.

## TRE- Triangle Equilateral

W Width (Required) =

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TRI- Triangle Isosceles

| W | Width (Required $)=$ |
| :--- | :--- |
| H | Height $($ Required $)=$ |



On this style, all sides are equal.

## HX- Hexagon

W or H Width or Height (Required) =
$\qquad$
$\qquad$


HXX- Hexagon with Extended Legs

| W | Width (Required $)=$ |
| :--- | :--- |
| H | Height (Required) $=$ |
| DIM3 | Length of Leg (Req. $)=$ |



OTX- Octagon with Extended Legs

| W | Width (Required $)=$ |
| :--- | :--- |
| H | Height (Required) $=$ |
| DIM3 | Length of Leg (Req.) $=$ |



## PT- Pentagon

| W | Width (Required) $=$ |
| :--- | :--- |
| H | Height (Required) $=$ |
| DIM3 | Length of Leg (Req. $)=$ |


| RT- Rectangle |  |
| :--- | :--- |
| W | Width $($ Required $)=$ |
| H | Height $($ Required $)=$ |



PTL or PTR- Pentagon (Left or Right)

| W | Width (Required) $=$ |
| :--- | :--- |
| H | Long Leg (Required) $=$ |
| DIM3 | Short Leg (Required) $=$ |
| DIM4 | Top (Required $)=$ |

DIM4 Top (Required) $=$


On this style, all sides are equal.

## PTE- Pentagon Equilateral

W Width $($ Required $)=$

