

Installing WinDoor for Windows and Macintosh

1. Double click the downloaded *WinDoor23.0.xMac.zip* or *WinDoor23.0.xWin.zip* if it has not auto-expanded after download, then save or move the resulting *WinDoor 23 Mac* or *WinDoor 23 Win* folder to a convenient location like the Desktop.
2. In Vectorworks 2018, go to the Tools menu/Options/Vectorworks Preferences, click on the User Folders tab, then click the *Reveal in Finder* button (Mac) or *Explore* button (Win) at the top of the dialogue. This will open your current user folder titled "2018". Leave that folder open, then return to Vectorworks, close the preferences dialogue and quit.
3. Now return to the Finder (Mac) or Explorer (Win) and arrange the windows so you can see both the downloaded *WinDoor 23 Mac* or *WinDoor 23 Win* folder and its contents, as well as the Vectorworks 2018 user folder.
4. Expand the 2018 user folder, then open the Workspaces folder in both locations. Copy the applicable workspace file (*Architect + WinDoor.vww* or *Fundamentals + WinDoor.vww*) into the Workspaces folder in the user folder. Close the two Workspaces folders.
5. Open both the Plug-ins folders and copy the *WinDoor 23* and *OzCAD Preferences* folders across to the Plug-Ins folder in the same way.
6. Open the *Libraries/Defaults* folder in the 2018 user folder, then open the *Libraries/Defaults* folder in the downloaded WinDoor folder. Now copy the folder called *Reports~Schedules* to the user folder location.
7. Open the *Libraries/Object Styles* folder in the 2018 user folder, then open the *Libraries/Object Styles* folder in the downloaded WinDoor folder. Now copy the folder called *WinDoor* to the user folder location.
8. Launch Vectorworks then go to the Tools/Workspaces sub-menu and choose one of the WinDoor workspaces. The tools will appear in the *Building Shell* and *Dims/Notes* toolsets in the *Architect + WinDoor* workspace, or the *Walls* and *Dims/Notes* toolsets in the *Fundamentals + WinDoor* workspace.

The menu items will appear in the *AEC* menu in the *Architect + WinDoor* workspace, and the *Model* menu in the *Fundamentals + WinDoor* workspace. Alternatively, use the Workspace Editor to add the three tools and three menu commands to your favourite workspace.

9. You are now ready use the WinDoor.

Registering WinDoor

After installing WinDoor, launching Vectorworks and switching to a workspace containing WinDoor, take the following steps to register the software.

1. Place a WinDoor object in the drawing, then click the Copy or Apply Styles button in the Object Info palette.
2. Click the *Register WinDoor...* button, enter the supplied WinDoor serial number, then click OK.
3. The software is now registered.