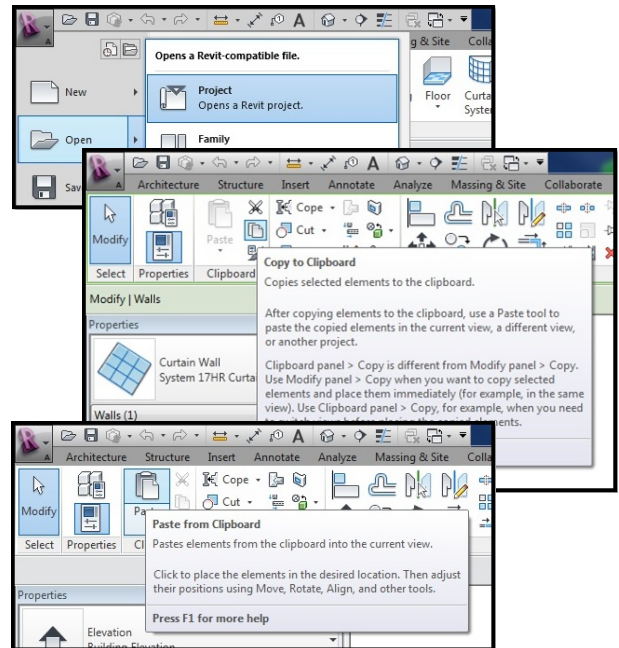




**Curtain walling in Revit is classed as a system family, this means it isn't recognized as a component and therefore cannot be loaded as a typical family would be. You can copy the curtain walling into your project using the following method:**

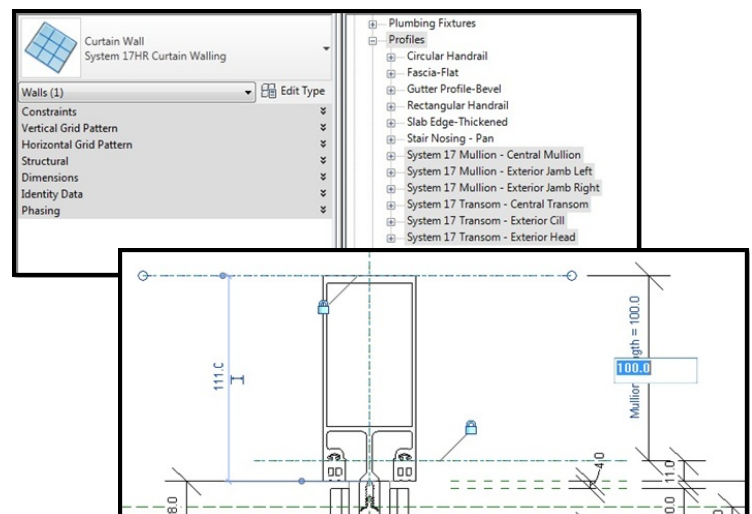
### Load the system to your project.

1. Save the component that you have just downloaded from our BIM library to your desired location.
2. Open the Revit file containing the 'project' you would like to insert the MT curtain walling screen to, and navigate to a an appropriate floor plan view.
3. Open the MT curtain walling component you have downloaded, select/highlight the curtain walling system and copy to your clip board (ctrl + c).
4. Return to your project (plan view), and paste the element (ctrl + v). Now position the curtain walling grid in the required location and adjust all elements to suit your designs.
5. The system has now been embedded into your project and may be selected from the wall type selector.



### Adjusting the Mullion / Transom Box Depth.

1. In the project browser navigate to Profiles.
2. Scroll down to find the 3no MT mullion types, and 3no MT transom types (Jamb Left, Jamb Right, Central Mullion, Head, Cill & Central Transom).
3. To adjust the depth of these individual profiles, right click and select the edit command.
4. You should now select the reference plane to the rear of the profile, now the dimension named mullion\_length can be amended in line with the required profile depth (Always refer to MT structural properties sheet to ensure the correct section has been used).



### Amending the Curtain Walling Grid.

The curtain walling design will be imported as having no internal Mullions or Transoms, to give the user the option to design the screen. As the project will be preloaded with the information required, your Mullions / Transoms may be added where required very easily as follows:

1. Navigate to the Architecture tab, and across to Curtain Grid.
2. Simply hover over the curtain walling grid where you will be shown a dotted line which is the point of insertion for your mullion / transom.
3. Left click to add your mullion / transom at this point, then continue until your grid is complete.

