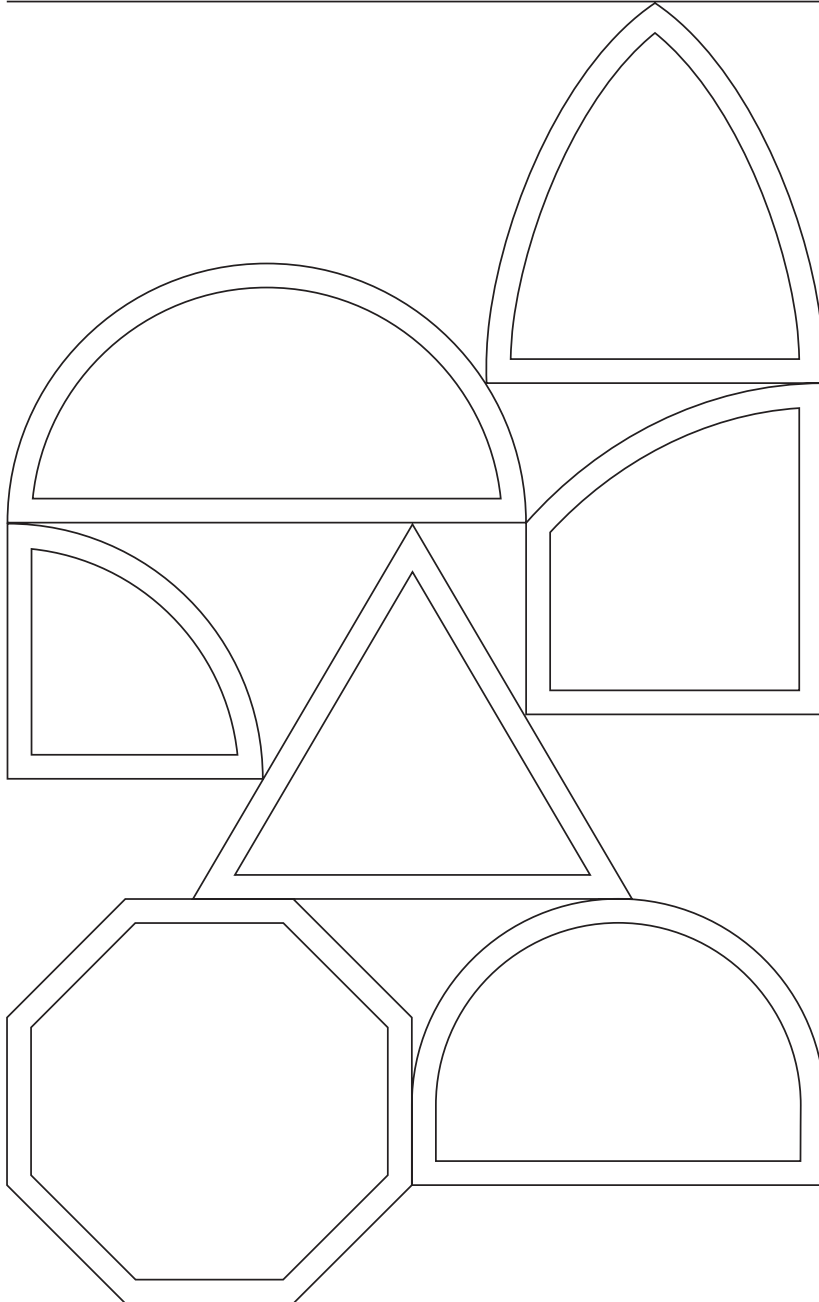


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**Specifications  
Required for  
Standard  
Architectural Shapes**

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**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

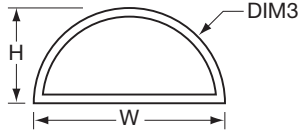
*Other shapes available upon request.*

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**Energy King Windows & Doors**

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**Specifications Required for  
Standard Architectural Shapes**



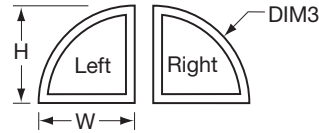
Height / DIM3 Radius =  
exactly 1/2 the width.

**CT- Circle Top**

W Width (Required) = \_\_\_\_\_

H Height (Required) = \_\_\_\_\_

DIM3 Radius (Optional) = \_\_\_\_\_



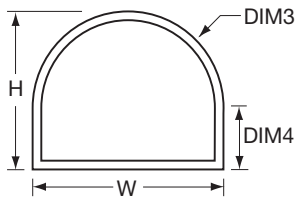
Width and height are equal.  
View required for single units:  
OSLI or ISLO.  
For segmented units, the exact  
height of the overall radius and  
width of the mull space are  
also required.

**QAL or QAR- Quarter Arch (Left or Right)**

W Width (Required) = \_\_\_\_\_

H Height (Required) = \_\_\_\_\_

DIM3 Radius (Optional) = \_\_\_\_\_



DIM3 Radius =  
exactly 1/2 the width.

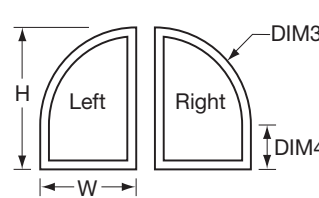
**CTX- Circle Top with Extended Legs**

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.

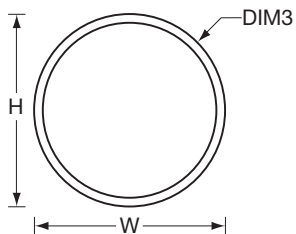
**QXL or QXR-  
Quarter Arch (Left or Right) with Extended Legs**

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.

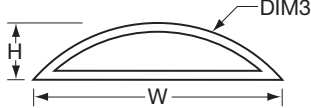
**FC- Full Circle**

W Width (Required) = \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Specifications Required for  
Standard Architectural Shapes**



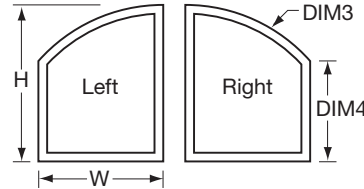
Height is less than 1/2 the width.  
DIM3 Radius is continuous.  
Corner angle must be above angle limits.

**EB- Eyebrow**

W Width (Required) = \_\_\_\_\_

H Height (Required) = \_\_\_\_\_

DIM3 Radius (Optional) = \_\_\_\_\_



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.

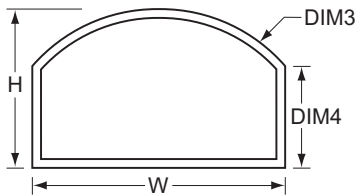
**HXL or HXR-  
Half Eyebrow (Left or Right) with Extended Legs**

W Width (Required) = \_\_\_\_\_

H Height (Required) = \_\_\_\_\_

DIM3 Radius (Optional) = \_\_\_\_\_

DIM4 Length of Leg (Req.) = \_\_\_\_\_



Height of curve must be less than 1/2 the width.  
DIM4 must be above profile limits.

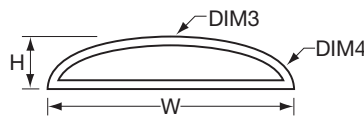
**EBX- Eyebrow with Extended Legs**

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) = \_\_\_\_\_

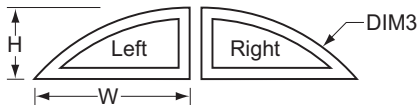
H Height (Required) = \_\_\_\_\_

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.

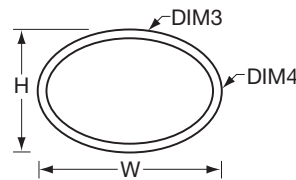


**HBL or HBR- Half Eyebrow (Left or Right)**

W Width (Required) = \_\_\_\_\_

H Height (Required) = \_\_\_\_\_

DIM3 Radius (Optional) = \_\_\_\_\_



DIM4 Radius must be above profile limits.

**OV- Oval**

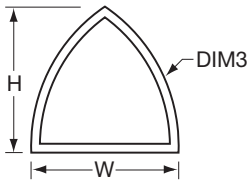
W Width (Required) = \_\_\_\_\_

H Height (Required) = \_\_\_\_\_

DIM3 Major Radius (Optional) = \_\_\_\_\_

DIM4 Minor Radius (Optional) = \_\_\_\_\_

**Specifications Required for  
Standard Architectural Shapes**



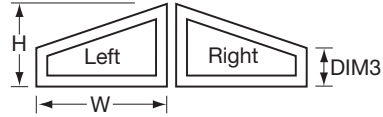
*DIM3 Radius must be greater than 1/2 the width.  
DIM3 Radius must be above profile limits.*

**CH- Cathedral**

W Width (Required) =

H Height (Required) =

DIM3 Radius (Optional) =



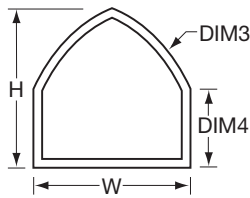
*View required for single units:  
OSLI or ISLO.*

**TZL or TZR- Trapezoid (Left or Right)**

W Width (Required) =

H Height (Required) =

DIM3 Short Leg (Req.) =



*DIM3 Radius must be above profile limits.*

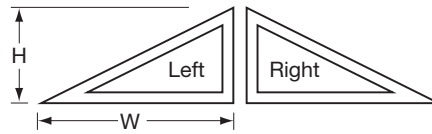
**CHX- Cathedral with Extended Legs**

W Width (Required) =

H Height (Required) =

DIM3 Radius (Optional) =

DIM4 Length of Leg (Req.) =

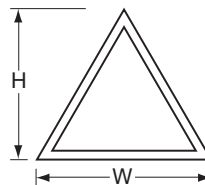


*View required for single units:  
OSLI or ISLO.*

**TRL or TRR- Triangle (Left or Right)**

W Width (Required) =

H Height (Required) =

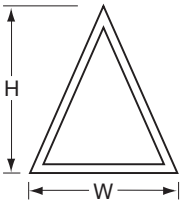


*On this style, all sides are equal.*

**TRE- Triangle Equilateral**

W Width (Required) =

**Specifications Required for  
Standard Architectural Shapes**

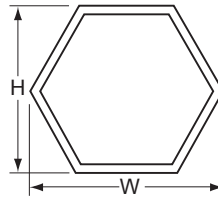


*On this style, two sides are equal.*

**TRI- Triangle Isosceles**

W Width (Required) =

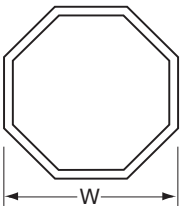
H Height (Required) =



*On this style, all sides are equal.*

**HX- Hexagon**

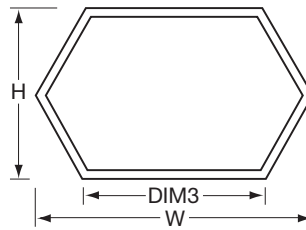
W or H Width or Height (Required) =



*On this style, all sides are equal.*

**OT- Octagon**

W Width (Required) =

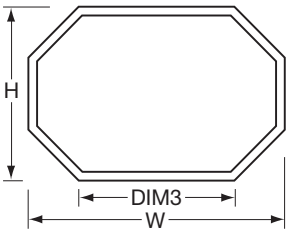


**HXX- Hexagon with Extended Legs**

W Width (Required) =

H Height (Required) =

DIM3 Length of Leg (Req.) =



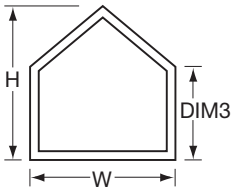
**OTX- Octagon with Extended Legs**

W Width (Required) =

H Height (Required) =

DIM3 Length of Leg (Req.) =

**Specifications Required for  
Standard Architectural Shapes**

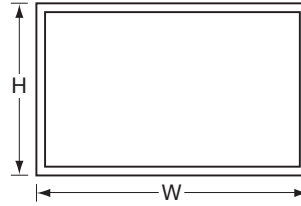


**PT- Pentagon**

W Width (Required) = \_\_\_\_\_

H Height (Required) = \_\_\_\_\_

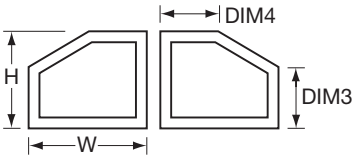
DIM3 Length of Leg (Req.) = \_\_\_\_\_



**RT- Rectangle**

W Width (Required) = \_\_\_\_\_

H Height (Required) = \_\_\_\_\_



*View required for single  
units: OSLI or ISLO.*

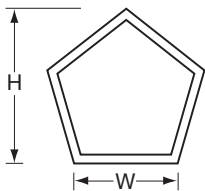
**PTL or PTR- Pentagon (Left or Right)**

W Width (Required) = \_\_\_\_\_

H Long Leg (Required) = \_\_\_\_\_

DIM3 Short Leg (Required) = \_\_\_\_\_

DIM4 Top (Required) = \_\_\_\_\_



*On this style, all sides are equal.*

**PTE- Pentagon Equilateral**

W Width (Required) = \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_