

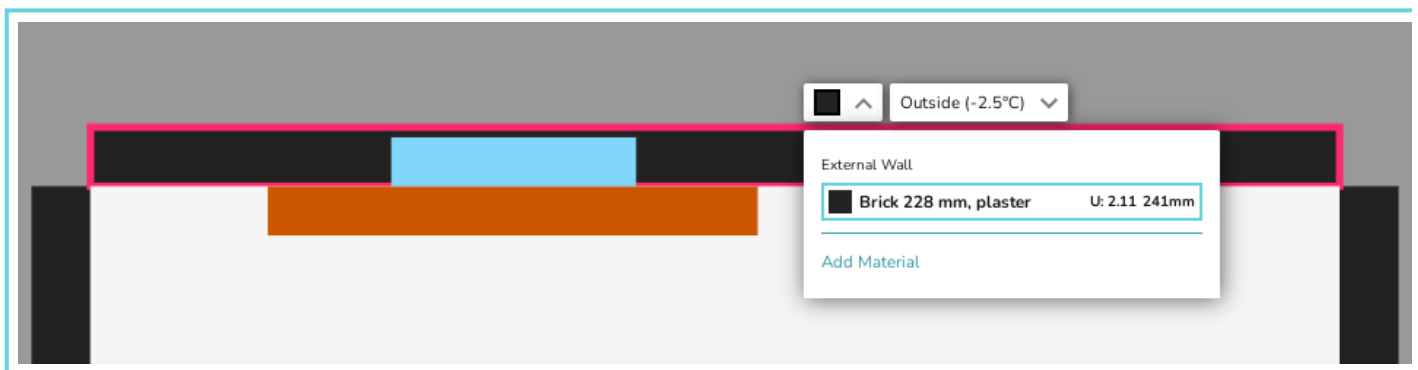
# Walls, Windows, Doors and Radiators

To add windows, doors and radiators, drag and drop the relevant icon from the left hand menu.

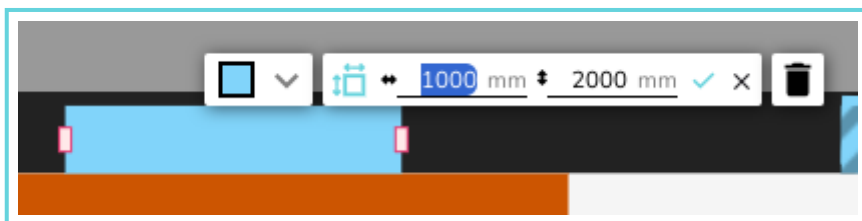


Click on walls, windows, doors and radiators to change their material. The materials shown will be those chosen in your palette. The default defined in your palette will be used initially. If the material you need is not in your chosen palette, you can add a custom material at this stage.

Please see the guide on [Managing Your Material Library](#) for more details on this topic.

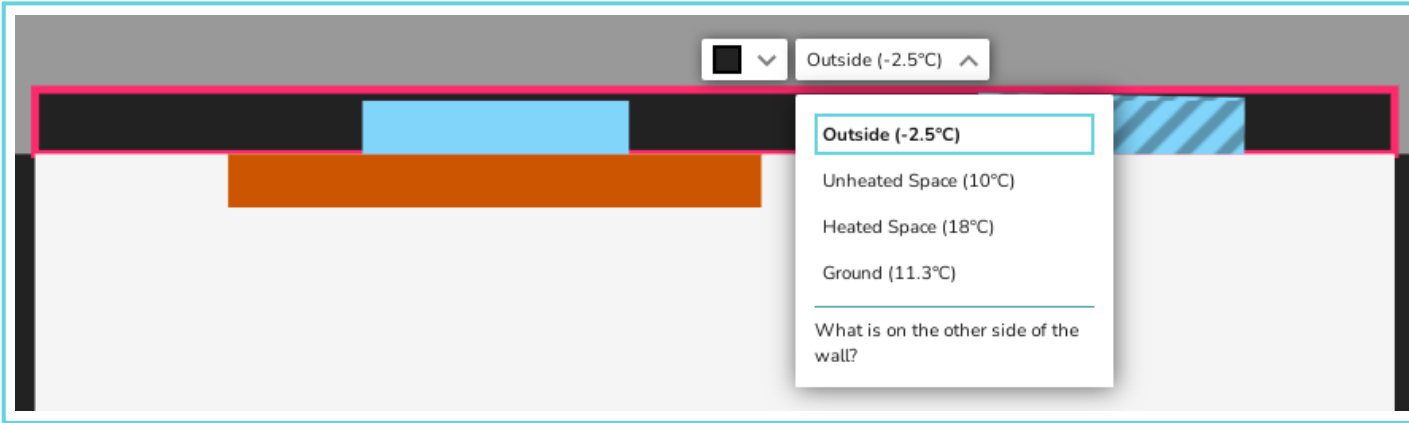


To change the width on windows, doors and radiators you can click and drag the pink handles at each end. Alternatively, you can also click on windows, doors, and radiators, then select the *dimensions* icon to change their dimensions, including height.



## External Walls

You will need to define what is on the other side of your external walls. Heatpunk will automatically set this as *Outside*. To change this, click on walls and use the drop down menu to define what is on the otherside. This is particulalrly important for parting walls.



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