









```
model = Sketchup.active_model
entities = model.entities
wall= entities.add_face [widthFacade,0, 0], [widthFacade,
0,heightFacade ], [0,0,heightFacade],[0,0,0]
z = heightFacade - verticalDistanceUpperLeftCorner -
windowHeight
for step in 1..levels
x = horizontalDistanceUpperLeftCorner
for step in 1..numberOfWindows
x += windowWidth
y = 0
pt1 = [x, y, z]
pt2 = [x, y, z + windowHeight]
pt3 = [x - windowWidth, y, z + windowHeight]
pt4 = [x - windowWidth, y, z ]
ptShade1 = [x+0.01.m, y, z + windowHeight+0.01.m]
ptShade2 = [x+0.01.m, y, z + windowHeight-winShadeHeight]
ptShade3 = [x+winShadeWidth, y, z + windowHeight-
winShadeHeight]
ptShade4 = [x+winShadeWidth, y, z +
windowHeight+winShadeWidth]
ptShade5 = [x-winShadeWidth-windowWidth, y, z +
windowHeight+winShadeWidth]
ptShade6 = [x-winShadeWidth-windowWidth, y, z +
windowHeight-winShadeHeight]
ptShade7 = [x-windowWidth-0.01.m, y, z + windowHeight-
winShadeHeight]
ptShade8 = [x-windowWidth-0.01.m, y, z +
windowHeight+0.01.m]
x += horizontalCluster
WINDOW = entities.add_face pt1, pt2, pt3, pt4
WINSHADE = entities.add_face ptShade1, ptShade2, ptShade3,
ptShade4,ptShade5, ptShade6, ptShade7, ptShade8
imdadr = Sketchup.find_support_file "/win/win.jpg", "Plugins"
mats = Sketchup.active_model.materials
nwmat = mats.add "nmat1"
nwmat.texture = imdadr
WINDOW.material = nwmat
pts = []
pts[0] = Geom::Point3d.new(pt1)
pts[1] = Geom::Point3d.new(1,0,0)
pts[2] = Geom::Point3d.new(pt2)
pts[3] = Geom::Point3d.new(1,1,0)
pts[4] = Geom::Point3d.new(pt3)
pts[5] = Geom::Point3d.new(0,1,0)
pts[6] = Geom::Point3d.new(pt4)
pts[7] = Geom::Point3d.new(0,0,0)
WINDOW = WINDOW.position_material(nwmat,pts, true)
WINDOW.pushpull deep
WINSHADE.pushpull raised
end
z -= windowHeight
z -= verticalCluster
end
groupWINDOWS = ent.add_group WINDOW.all_connected
```