## **Doors-Related Methods**

Doors are openings with leaves, frames, stops, glasses, handles. Styles define aperture type, leaves alignment, blocks.

AddDoorStyle

* Signatures (Overloads):
  + Guid AddDoorStyle(String name, Guid profileTemplateId, Guid modelBlockId, Guid planBlockId)
  + Guid AddDoorStyle(String name, Guid profileTemplateId)
* Description: Creates a new door style, optionally with model/plan blocks, returns the Guid.
* Example:  
   Basic  
   style\_id = va.AddDoorStyle("MyDoor", profile\_template\_id)  
   With blocks  
   style\_id2 = va.AddDoorStyle("MyDoor2", profile\_template\_id, model\_block\_id, plan\_block\_id)
* Notes: ProfileTemplateId from va.GetRomanArchProfileTemplate() or similar.

AddDoor

* Signature: Guid AddDoor(Guid doorStyleId, Point3d position, Double rotation)
* Description: Creates a door at position with rotation using the style, returns the Guid.
* Example: pos = Point3d(5, 0, 0) door\_id = va.AddDoor(style\_id, pos, 0.0)

GetAllDoorStyleIds

* Signature: Guid[] GetAllDoorStyleIds()
* Description: Returns array of all door style Guids.
* Example: style\_ids = va.GetAllDoorStyleIds()

GetCurrentDoorStyle

* Signature: Guid GetCurrentDoorStyle()
* Description: Gets the current/default door style Guid.
* Example: current\_id = va.GetCurrentDoorStyle()

SetCurrentDoorStyle

* Signature: Boolean SetCurrentDoorStyle(Guid styleId)
* Description: Sets the current/default door style. Returns True on success.
* Example: success = va.SetCurrentDoorStyle(style\_id)

AddDoorLeaf

* Signatures (Overloads):
  + Guid AddDoorLeaf(Guid doorStyleId, String name, Double size, Double thickness, Boolean invertSide, Boolean fixedAperture)
  + Guid AddDoorLeaf(Guid doorStyleId, String name)
* Description: Adds a leaf to the door style, returns the leaf Guid.
* Example:  
   Full  
   leaf\_id = va.AddDoorLeaf(style\_id, "Leaf1", 0.9, 0.04, False, True)  
   Basic  
   leaf\_id2 = va.AddDoorLeaf(style\_id, "Leaf2")

AddDoorLeafGlass

* Signatures (Overloads):
  + Guid AddDoorLeafGlass(Guid doorLeafId, String name, Double thickness)
  + Guid AddDoorLeafGlass(Guid doorLeafId, String name)
* Description: Adds glass to a door leaf, returns the glass Guid.
* Example:  
   Full  
   glass\_id = va.AddDoorLeafGlass(leaf\_id, "Glass1", 0.006)  
   Basic  
   glass\_id2 = va.AddDoorLeafGlass(leaf\_id, "Glass2")

AddDoorLeafHandle

* Signatures (Overloads):
  + Guid AddDoorLeafHandle(Guid doorLeafId, String name, Double verticalOffset, Double horizontalOffset)
  + Guid AddDoorLeafHandle(Guid doorLeafId, String name)
* Description: Adds a handle to a door leaf, returns the handle Guid.
* Example:  
   Full  
   handle\_id = va.AddDoorLeafHandle(leaf\_id, "Handle1", 1.0, 0.05)  
   Basic  
   handle\_id2 = va.AddDoorLeafHandle(leaf\_id, "Handle2")

AddDoorFrame

* Signatures (Overloads):
  + Guid AddDoorFrame(Guid doorStyleId, String name, Double width, OpeningFrameDepthSource depthSource, Double depth)
  + Guid AddDoorFrame(Guid doorStyleId, String name)
* Description: Adds a frame to the door style, returns the frame Guid.
* Example:  
   Full  
   frame\_id = va.AddDoorFrame(style\_id, "Frame1", 0.08, va.OpeningFrameDepthSource.Host, 0.2)  
   Basic  
   frame\_id2 = va.AddDoorFrame(style\_id, "Frame2")

AddDoorStop

* Signatures (Overloads):
  + Guid AddDoorStop(Guid doorStyleId, String name, Double width, Double depth)
  + Guid AddDoorStop(Guid doorStyleId, String name)
* Description: Adds a stop to the door style, returns the stop Guid.
* Example:  
   Full  
   stop\_id = va.AddDoorStop(style\_id, "Stop1", 0.02, 0.05)  
   Basic  
   stop\_id2 = va.AddDoorStop(style\_id, "Stop2")

GetDoorStyleId

* Signature: Guid GetDoorStyleId(String name)
* Description: Gets the door style Guid by name.
* Example: style\_id = va.GetDoorStyleId("MyDoor")

IsDoor

* Signature: Boolean IsDoor(Guid id)
* Description: Checks if the Guid is a door instance.
* Example: is\_door = va.IsDoor(id)

IsDoorStyle

* Signature: Boolean IsDoorStyle(Guid id)
* Description: Checks if the Guid is a door style.
* Example: is\_style = va.IsDoorStyle(id)

GetDoorStyleId

* Signature: Guid GetDoorStyleId(String name)
* Description: Gets the door style Guid by name.
* Example: style\_id = va.GetDoorStyleId("MyDoor")

GetAllDoorStyleIds

* Signature: Guid[] GetAllDoorStyleIds()
* Description: Returns array of all door style Guids.
* Example: style\_ids = va.GetAllDoorStyleIds()

DeleteStyle

* Signature: Boolean DeleteStyle(Guid styleId)
* Description: Deletes a door style. Returns True on success.
* Example: success = va.DeleteStyle(style\_id)

RenameStyle

* Signature: Boolean RenameStyle(Guid styleId, String newName)
* Description: Renames a door style. Returns True on success.
* Example: success = va.RenameStyle(style\_id, "NewDoorStyle")

GetStyleName

* Signature: String GetStyleName(Guid styleId)
* Description: Gets the name of a door style.
* Example: name = va.GetStyleName(style\_id)

DeleteStyleComponent

* Signature: Boolean DeleteStyleComponent(Guid componentId)
* Description: Deletes a style component (e.g., leaf, frame). Returns True on success.
* Example: success = va.DeleteStyleComponent(leaf\_id)

Enums/Options Reference for Doors/Openings

* OpeningApertureType: Swing (0), Sliding (1), Awning (2), Hopper (3), Hung (4)
* OpeningLeavesAlignment: Interior (0), Center (1), Exterior (2)
* OpeningHorizontalAlignment: Left (0), Center (1), Right (2)
* OpeningVerticalAlignment: Bottom (0), Top (1)
* OpeningHostAlignment: Interior (0), Center (1), Exterior (2)
* OpeningSide: Left (0), Right (1)
* OpeningCutDepthSource: Opening (0), Auto (1)
* OpeningFrameDepthSource: Frame (0), Host (1)

## **Windows-Related Methods**

Windows are openings similar to doors, with leaves, glasses, handles, frames, stops, and unique sills. Styles define aperture type, leaves alignment, blocks. Many component-specific getters/setters are not exposed in the API (e.g., GetWindowLeafSize), so use style components for access. Shared with doors via opening methods.

AddWindowStyle

* Signatures (Overloads):
  + Guid AddWindowStyle(String name, Guid profileTemplateId, Guid modelBlockId, Guid planBlockId)
  + Guid AddWindowStyle(String name, Guid profileTemplateId)
* Description: Creates a new window style, optionally with model/plan blocks, returns the Guid.
* Example:  
   Basic  
   style\_id = va.AddWindowStyle("MyWindow", profile\_template\_id)  
   With blocks  
   style\_id2 = va.AddWindowStyle("MyWindow2", profile\_template\_id, model\_block\_id, plan\_block\_id)
* Notes: ProfileTemplateId from va.GetRomanArchProfileTemplate() or similar.

AddWindow

* Signature: Guid AddWindow(Guid windowStyleId, Point3d position, Double rotation)
* Description: Creates a window at position with rotation using the style, returns the Guid.
* Example: pos = Point3d(5, 0, 2) window\_id = va.AddWindow(style\_id, pos, 0.0)

GetAllWindowStyleIds

* Signature: Guid[] GetAllWindowStyleIds()
* Description: Returns array of all window style Guids.
* Example: style\_ids = va.GetAllWindowStyleIds()

GetCurrentWindowStyle

* Signature: Guid GetCurrentWindowStyle()
* Description: Gets the current/default window style Guid.
* Example: current\_id = va.GetCurrentWindowStyle()

SetCurrentWindowStyle

* Signature: Boolean SetCurrentWindowStyle(Guid styleId)
* Description: Sets the current/default window style. Returns True on success.
* Example: success = va.SetCurrentWindowStyle(style\_id)

AddWindowLeaf

* Signatures (Overloads):
  + Guid AddWindowLeaf(Guid windowStyleId, String name, Double size, Double thickness, Boolean invertSide, Boolean fixedAperture)
  + Guid AddWindowLeaf(Guid windowStyleId, String name)
* Description: Adds a leaf to the window style, returns the leaf Guid.
* Example:  
   Full  
   leaf\_id = va.AddWindowLeaf(style\_id, "Leaf1", 1.2, 0.03, False, True)  
   Basic  
   leaf\_id2 = va.AddWindowLeaf(style\_id, "Leaf2")

AddWindowLeafGlass

* Signatures (Overloads):
  + Guid AddWindowLeafGlass(Guid windowLeafId, String name, Double thickness)
  + Guid AddWindowLeafGlass(Guid windowLeafId, String name)
* Description: Adds glass to a window leaf, returns the glass Guid.
* Example:  
   Full  
   glass\_id = va.AddWindowLeafGlass(leaf\_id, "Glass1", 0.008)  
   Basic  
   glass\_id2 = va.AddWindowLeafGlass(leaf\_id, "Glass2")

AddWindowLeafHandle

* Signatures (Overloads):
  + Guid AddWindowLeafHandle(Guid windowLeafId, String name, Double verticalOffset, Double horizontalOffset)
  + Guid AddWindowLeafHandle(Guid windowLeafId, String name)
* Description: Adds a handle to a window leaf, returns the handle Guid.
* Example:  
   Full  
   handle\_id = va.AddWindowLeafHandle(leaf\_id, "Handle1", 0.5, 0.1)  
   Basic  
   handle\_id2 = va.AddWindowLeafHandle(leaf\_id, "Handle2")

AddWindowFrame

* Signatures (Overloads):
  + Guid AddWindowFrame(Guid windowStyleId, String name, Double width, OpeningFrameDepthSource depthSource, Double depth)
  + Guid AddWindowFrame(Guid windowStyleId, String name)
* Description: Adds a frame to the window style, returns the frame Guid.
* Example:  
   Full  
   frame\_id = va.AddWindowFrame(style\_id, "Frame1", 0.06, va.OpeningFrameDepthSource.Host, 0.15)  
   Basic  
   frame\_id2 = va.AddWindowFrame(style\_id, "Frame2")

AddWindowStop

* Signatures (Overloads):
  + Guid AddWindowStop(Guid windowStyleId, String name, Double width, Double depth)
  + Guid AddWindowStop(Guid windowStyleId, String name)
* Description: Adds a stop to the window style, returns the stop Guid.
* Example:  
   Full  
   stop\_id = va.AddWindowStop(style\_id, "Stop1", 0.02, 0.04)  
   Basic  
   stop\_id2 = va.AddWindowStop(style\_id, "Stop2")

AddWindowSill

* Signatures (Overloads):
  + Guid AddWindowSill(Guid windowStyleId, String name, Double thickness)
  + Guid AddWindowSill(Guid windowStyleId, String name)
* Description: Adds a sill to the window style, returns the sill Guid.
* Example:  
   Full  
   sill\_id = va.AddWindowSill(style\_id, "Sill1", 0.05)  
   Basic  
   sill\_id2 = va.AddWindowSill(style\_id, "Sill2")

GetWindowSillInteriorOffset

* Signature: Vector2d GetWindowSillInteriorOffset(Guid sillId)
* Description: Gets the interior offset (X/Y?) of a window sill.
* Example: offset = va.GetWindowSillInteriorOffset(sill\_id)

SetWindowSillInteriorOffset

* Signature: Boolean SetWindowSillInteriorOffset(Guid sillId, Vector2d offset)
* Description: Sets the interior offset for a window sill. Returns True on success.
* Example: offset = Vector2d(0.1, 0.0) success = va.SetWindowSillInteriorOffset(sill\_id, offset)

GetWindowSillExteriorOffset

* Signature: Vector2d GetWindowSillExteriorOffset(Guid sillId)
* Description: Gets the exterior offset of a window sill.
* Example: offset = va.GetWindowSillExteriorOffset(sill\_id)

SetWindowSillExteriorOffset

* Signature: Boolean SetWindowSillExteriorOffset(Guid sillId, Vector2d offset)
* Description: Sets the exterior offset for a window sill. Returns True on success.
* Example: success = va.SetWindowSillExteriorOffset(sill\_id, offset)

GetWindowSillThickness

* Signature: Double GetWindowSillThickness(Guid sillId)
* Description: Gets the thickness of a window sill.
* Example: thickness = va.GetWindowSillThickness(sill\_id)

SetWindowSillThickness

* Signature: Boolean SetWindowSillThickness(Guid sillId, Double thickness)
* Description: Sets the thickness for a window sill. Returns True on success.
* Example: success = va.SetWindowSillThickness(sill\_id, 0.06)

GetWindowStyleId

* Signature: Guid GetWindowStyleId(String name)
* Description: Gets the window style Guid by name.
* Example: style\_id = va.GetWindowStyleId("MyWindow")

IsWindow

* Signature: Boolean IsWindow(Guid id)
* Description: Checks if the Guid is a window instance.
* Example: is\_window = va.IsWindow(id)

IsWindowStyle

* Signature: Boolean IsWindowStyle(Guid id)
* Description: Checks if the Guid is a window style.
* Example: is\_style = va.IsWindowStyle(id)

(Shared opening methods like GetOpeningAperture, SetOpeningSide, etc., as in Doors)

DeleteStyle

* Signature: Boolean DeleteStyle(Guid styleId)
* Description: Deletes a window style. Returns True on success.
* Example: success = va.DeleteStyle(style\_id)

RenameStyle

* Signature: Boolean RenameStyle(Guid styleId, String newName)
* Description: Renames a window style. Returns True on success.
* Example: success = va.RenameStyle(style\_id, "NewWindowStyle")

GetStyleName

* Signature: String GetStyleName(Guid styleId)
* Description: Gets the name of a window style.
* Example: name = va.GetStyleName(style\_id)

DeleteStyleComponent

* Signature: Boolean DeleteStyleComponent(Guid componentId)
* Description: Deletes a style component (e.g., leaf, sill). Returns True on success.
* Example: success = va.DeleteStyleComponent(sill\_id)

## **Openings-Related Methods**

IsOpening

* Signature: Boolean IsOpening(Guid id)
* Description: Checks if the Guid is an opening (door/window).
* Example: is\_opening = va.IsOpening(id)

IsOpeningStyle

* Signature: Boolean IsOpeningStyle(Guid id)
* Description: Checks if the Guid is an opening style.
* Example: is\_style = va.IsOpeningStyle(id)

GetOpeningAperture

* Signature: Double GetOpeningAperture(Guid openingId)
* Description: Gets the aperture angle/position of an opening (door/window).
* Example: aperture = va.GetOpeningAperture(door\_id)

SetOpeningAperture

* Signature: Boolean SetOpeningAperture(Guid openingId, Double aperture)
* Description: Sets the aperture for an opening. Returns True on success.
* Example: success = va.SetOpeningAperture(door\_id, 90.0) # Degrees?

GetOpeningMaxAperture

* Signature: Double GetOpeningMaxAperture(Guid openingId)
* Description: Gets the maximum aperture of an opening.
* Example: max\_aperture = va.GetOpeningMaxAperture(door\_id)

SetOpeningMaxAperture

* Signature: Boolean SetOpeningMaxAperture(Guid openingId, Double aperture)
* Description: Sets the maximum aperture for an opening. Returns True on success.
* Example: success = va.SetOpeningMaxAperture(door\_id, 90.0)

GetOpeningSide

* Signature: OpeningSide GetOpeningSide(Guid openingId)
* Description: Gets the opening side of an opening.
* Example: side = va.GetOpeningSide(door\_id)

SetOpeningSide

* Signature: Boolean SetOpeningSide(Guid openingId, OpeningSide side)
* Description: Sets the opening side for an opening. Returns True on success.
* Example: success = va.SetOpeningSide(door\_id, va.OpeningSide.Left)

GetOpeningHorizontalAlignment

* Signature: OpeningHorizontalAlignment GetOpeningHorizontalAlignment(Guid openingId)
* Description: Gets the horizontal alignment of an opening.
* Example: alignment = va.GetOpeningHorizontalAlignment(door\_id)

SetOpeningHorizontalAlignment

* Signature: Boolean SetOpeningHorizontalAlignment(Guid openingId, OpeningHorizontalAlignment alignment)
* Description: Sets the horizontal alignment for an opening. Returns True on success.
* Example: success = va.SetOpeningHorizontalAlignment(door\_id, va.OpeningHorizontalAlignment.Center)

GetOpeningVerticalAlignment

* Signature: OpeningVerticalAlignment GetOpeningVerticalAlignment(Guid openingId)
* Description: Gets the vertical alignment of an opening.
* Example: alignment = va.GetOpeningVerticalAlignment(door\_id)

SetOpeningVerticalAlignment

* Signature: Boolean SetOpeningVerticalAlignment(Guid openingId, OpeningVerticalAlignment alignment)
* Description: Sets the vertical alignment for an opening. Returns True on success.
* Example: success = va.SetOpeningVerticalAlignment(door\_id, va.OpeningVerticalAlignment.Bottom)

GetOpeningHostAlignment

* Signature: OpeningHostAlignment GetOpeningHostAlignment(Guid openingId)
* Description: Gets the host alignment of an opening.
* Example: alignment = va.GetOpeningHostAlignment(door\_id)

SetOpeningHostAlignment

* Signature: Boolean SetOpeningHostAlignment(Guid openingId, OpeningHostAlignment alignment)
* Description: Sets the host alignment for an opening. Returns True on success.
* Example: success = va.SetOpeningHostAlignment(door\_id, va.OpeningHostAlignment.Center)

GetOpeningHostAlignmentOffset

* Signature: Double GetOpeningHostAlignmentOffset(Guid openingId)
* Description: Gets the host alignment offset of an opening.
* Example: offset = va.GetOpeningHostAlignmentOffset(door\_id)

SetOpeningHostAlignmentOffset

* Signature: Boolean SetOpeningHostAlignmentOffset(Guid openingId, Double offset)
* Description: Sets the host alignment offset for an opening. Returns True on success.
* Example: success = va.SetOpeningHostAlignmentOffset(door\_id, 0.1)

GetOpeningPosition

* Signature: Point3d GetOpeningPosition(Guid openingId)
* Description: Gets the position of an opening.
* Example: pos = va.GetOpeningPosition(door\_id)

SetOpeningPosition

* Signature: Boolean SetOpeningPosition(Guid openingId, Point3d newPosition)
* Description: Sets the position of an opening. Returns True on success.
* Example: success = va.SetOpeningPosition(door\_id, new\_pos)

GetOpeningRotation

* Signature: Double GetOpeningRotation(Guid openingId)
* Description: Gets the rotation of an opening.
* Example: rotation = va.GetOpeningRotation(door\_id)

SetOpeningRotation

* Signature: Boolean SetOpeningRotation(Guid openingId, Double newAngle)
* Description: Sets the rotation of an opening. Returns True on success.
* Example: success = va.SetOpeningRotation(door\_id, math.pi / 2)

GetOpeningProfile

* Signature: Guid GetOpeningProfile(Guid openingId)
* Description: Gets the profile Guid of an opening.
* Example: profile\_id = va.GetOpeningProfile(door\_id)

SetOpeningProfile

* Signature: Boolean SetOpeningProfile(Guid openingId, Guid profileId)
* Description: Sets the profile for an opening. Returns True on success.
* Example: success = va.SetOpeningProfile(door\_id, new\_profile\_id)

GetOpeningCutDepth

* Signature: Double GetOpeningCutDepth(Guid openingId)
* Description: Gets the cut depth of an opening.
* Example: depth = va.GetOpeningCutDepth(door\_id)

SetOpeningCutDepth

* Signature: Boolean SetOpeningCutDepth(Guid openingId, Double depth)
* Description: Sets the cut depth for an opening. Returns True on success.
* Example: success = va.SetOpeningCutDepth(door\_id, 0.2)

GetOpeningCutDepthSource

* Signature: OpeningCutDepthSource GetOpeningCutDepthSource(Guid openingId)
* Description: Gets the cut depth source of an opening.
* Example: source = va.GetOpeningCutDepthSource(door\_id)

SetOpeningCutDepthSource

* Signature: Boolean SetOpeningCutDepthSource(Guid openingId, OpeningCutDepthSource source)
* Description: Sets the cut depth source for an opening. Returns True on success.
* Example: success = va.SetOpeningCutDepthSource(door\_id, va.OpeningCutDepthSource.Auto)

GetOpeningFrameDepthSource

* Signature: OpeningFrameDepthSource GetOpeningFrameDepthSource(Guid frameId)
* Description: Gets the frame depth source of an opening.
* Example: source = va.GetOpeningFrameDepthSource(frame\_id)

SetOpeningFrameDepthSource

* Signature: Boolean SetOpeningFrameDepthSource(Guid frameId, OpeningFrameDepthSource source)
* Description: Sets the frame depth source for an opening. Returns True on success.
* Example: success = va.SetOpeningFrameDepthSource(frame\_id, va.OpeningFrameDepthSource.Host)

GetOpeningStyleApertureType

* Signature: OpeningApertureType GetOpeningStyleApertureType(Guid openingStyleId)
* Description: Gets the aperture type of an opening style.
* Example: aperture\_type = va.GetOpeningStyleApertureType(style\_id)

SetOpeningStyleApertureType

* Signature: Boolean SetOpeningStyleApertureType(Guid openingStyleId, OpeningApertureType apertureType)
* Description: Sets the aperture type for an opening style. Returns True on success.
* Example: success = va.SetOpeningStyleApertureType(style\_id, va.OpeningApertureType.Swing)

GetOpeningStyleLeavesAlignment

* Signature: OpeningLeavesAlignment GetOpeningStyleLeavesAlignment(Guid openingStyleId)
* Description: Gets the leaves alignment of an opening style.
* Example: alignment = va.GetOpeningStyleLeavesAlignment(style\_id)

SetOpeningStyleLeavesAlignment

* Signature: Boolean SetOpeningStyleLeavesAlignment(Guid openingStyleId, OpeningLeavesAlignment leavesAlignment)
* Description: Sets the leaves alignment for an opening style. Returns True on success.
* Example: success = va.SetOpeningStyleLeavesAlignment(style\_id, va.OpeningLeavesAlignment.Center)

GetOpeningStyleAlignedLeaves

* Signature: Boolean GetOpeningStyleAlignedLeaves(Guid openingStyleId)
* Description: Checks if leaves are aligned in an opening style.
* Example: aligned = va.GetOpeningStyleAlignedLeaves(style\_id)

SetOpeningStyleAlignedLeaves

* Signature: Boolean SetOpeningStyleAlignedLeaves(Guid openingStyleId, Boolean alignedLeaves)
* Description: Sets if leaves are aligned in an opening style. Returns True on success.
* Example: success = va.SetOpeningStyleAlignedLeaves(style\_id, True)

GetOpeningStyleModelBlock

* Signature: Guid GetOpeningStyleModelBlock(Guid openingStyleId)
* Description: Gets the model block Guid for an opening style.
* Example: model\_block = va.GetOpeningStyleModelBlock(style\_id)

SetOpeningStyleModelBlock

* Signature: Boolean SetOpeningStyleModelBlock(Guid openingStyleId, Guid planBlockId)
* Description: Sets the model block for an opening style. Returns True on success.
* Example: success = va.SetOpeningStyleModelBlock(style\_id, block\_id)
* Notes: Param named planBlockId but for model; possible typo in DLL.

GetOpeningStylePlanBlock

* Signature: Guid GetOpeningStylePlanBlock(Guid openingStyleId)
* Description: Gets the plan block Guid for an opening style.
* Example: plan\_block = va.GetOpeningStylePlanBlock(style\_id)

SetOpeningStylePlanBlock

* Signature: Boolean SetOpeningStylePlanBlock(Guid openingStyleId, Guid planBlockId)
* Description: Sets the plan block for an opening style. Returns True on success.
* Example: success = va.SetOpeningStylePlanBlock(style\_id, block\_id)

GetOpeningStyleProfileTemplate

* Signature: Guid GetOpeningStyleProfileTemplate(Guid openingStyleId)
* Description: Gets the profile template Guid for an opening style.
* Example: template\_id = va.GetOpeningStyleProfileTemplate(style\_id)

SetOpeningStyleProfileTemplate

* Signature: Boolean SetOpeningStyleProfileTemplate(Guid openingStyleId, Guid profileId)
* Description: Sets the profile template for an opening style. Returns True on success.
* Example: success = va.SetOpeningStyleProfileTemplate(style\_id, template\_id)

GetOpeningStyleSizeProfiles

* Signature: Guid[] GetOpeningStyleSizeProfiles(Guid openingStyleId)
* Description: Gets array of size profile Guids for an opening style.
* Example: profiles = va.GetOpeningStyleSizeProfiles(style\_id)

GetOpeningStyleFromSizeProfile

* Signature: Guid GetOpeningStyleFromSizeProfile(Guid sizeProfileId)
* Description: Gets the parent opening style Guid from a size profile.
* Example: style\_id = va.GetOpeningStyleFromSizeProfile(profile\_id)

FindOpeningStyleSizeProfile

* Signature: Guid FindOpeningStyleSizeProfile(Guid openingStyleId, String name)
* Description: Finds a size profile Guid in an opening style by name.
* Example: profile\_id = va.FindOpeningStyleSizeProfile(style\_id, "Standard")

FindOpeningsBySizeProfile

* Signature: Guid[] FindOpeningsBySizeProfile(Guid sizeProfileId)
* Description: Finds all opening Guids (doors/windows) using a specific size profile.
* Example: openings = va.FindOpeningsBySizeProfile(profile\_id)

IsOpeningStyleSizeProfile

* Signature: Boolean IsOpeningStyleSizeProfile(Guid openingStyleId, Guid sizeProfileId)
* Description: Checks if a Guid is a size profile in the opening style.
* Example: is\_size = va.IsOpeningStyleSizeProfile(style\_id, profile\_id)