





4-Sided Frame
100mm DOUBLE Screen Installation

Considerations

Wizard Screen Solutions

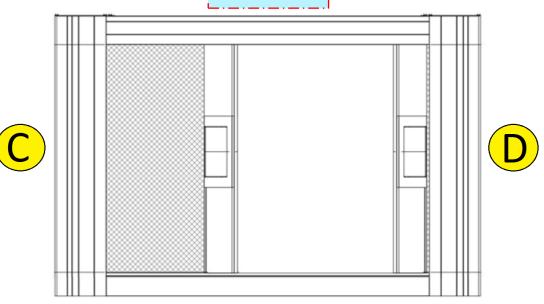
Minimum 2 installers required

Call 604-299-4426, or email support@wizardscreens.com prior to starting if you

have any questions

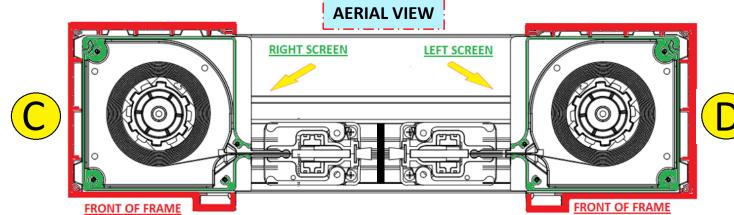








Spray tracks *only* with **dry** silicone.









FIRST
Confirm the frame is plumb, level, straight, and square.
Adjust where necessary if possible.



Tools

A View Towards **Excellence**

REQUIRED















Chop Saw



Drill



Step Ladder



Flat Pry Bar



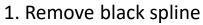
RECOMMENDED

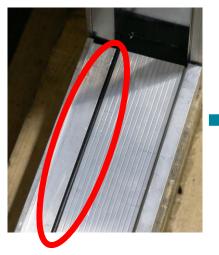
Laser Distance Measure



Remove Sill Cover







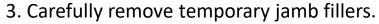








Integrated System











1. Install screen units. See "Considerations" for orientation.





2. Release brakes using supplied **RED** wedges.









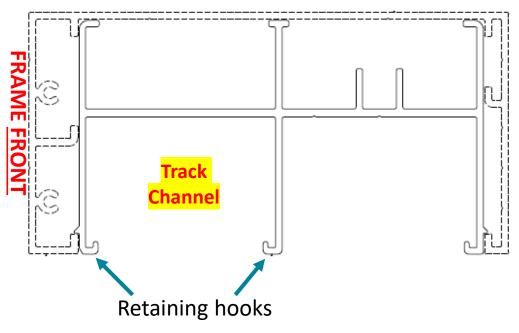
1. Attach header inserts







! Ensure insert is oriented in header as shown



Total header insert length will be 1/8" shy. This means the housing will be removable without having to remove the header insert. Simply lift unit and tilt bottom out.

Recording Track Measurements







THE

Integrated System

Make sure the housing is **fully** inside the jamb when measuring. Housing must *not* lean out of jamb. <u>Do not accidentally measure too short.</u>

Measure and Cut Tracks



Lower track:

- 1. Measure at <u>bottom</u> between **housing endcaps** and **desired joint location.** Record lengths.
- 2. Subtract another **5/16**" (half of lower track joiner thickness) from each length and cut <u>lower tracks</u>.
- 3. Cut <u>lower track runner</u> to fit between **lower endcap spigot** and **lower track joiner latch**.



ALTERNATIVELY: Temporarily affix track joiners and measure to those.

Upper track:

- 1. Repeat above steps for **upper**.
- Cut <u>upper track runner</u> to fit between upper endcap and upper track joiner latch.





DO NOT CUT TRACKS AND RUNNERS TOO SHORT

Prepare Track Runners Entry End







Slightly counter-sink.



Barely trim the corners off.



Deburr and clear debris.



Install Lower Track



1. Ensure the grooves are free of dirt to allow lower track to fully interlock.



2. Extend track runner, lift pull bar.



3. Slide track runner onto mesh, against housing endcap.



NO DIRT!

4. Lower pull bar.



5. Feed track through pullbar endcap, pushing fully against housing – **no gaps**.



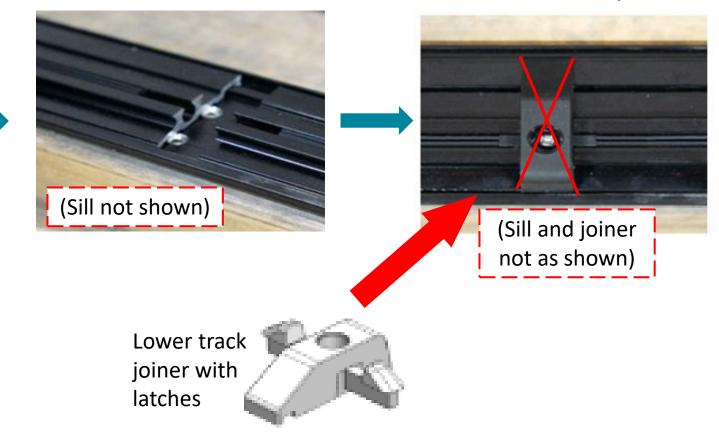
6. Interlock track with sill and fit in retaining spline.







6. Attach lower track joiner

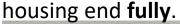


Track Limiters for Upper Tracks

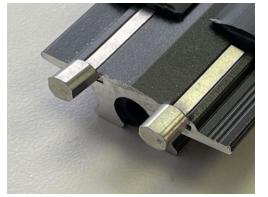


1. Insert track limiters into upper track wing slots on

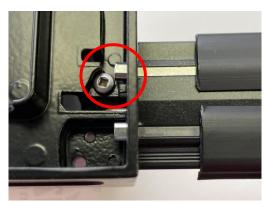
OR



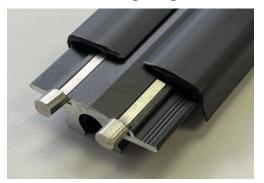




! If track limiter is *not* fully inserted, screw head may interfere



2a. Butt wings against



2b. Cut off insert part the length of track limiter.





Install Upper Tracks



1. Insert upper tracks into the header insert track channel and release them. Tracks will initially overlap.



2. Feed track runner along zipper, then track through pullbar endcap, pushing fully against housing – **no gaps**. Repeat on other side.





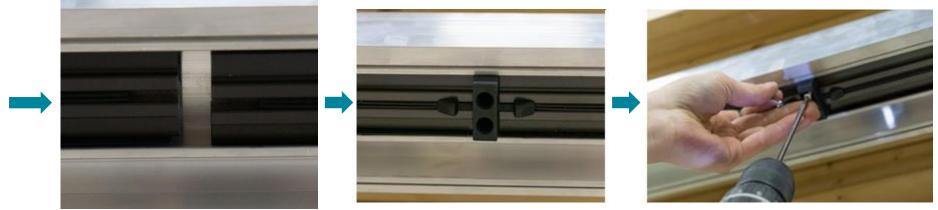




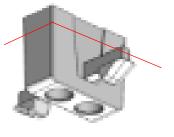


3. Ensure track floats freely and that bottom of track is even with bottom of header insert.





!IMPORTANT: It may be necessary to cut the top of the upper track joiner **shorter**. Test functionality first.



This will be **magnet**, *not* mohair.









Check the following:	√ or ×
Frame is Plumb, Level, Square, and not twisted?	
Tracks are level, parallel, and plumb side-to-side and front-to-back?	
Housing on the ground AND plumb?	
Housing mesh slot has not been squeezed during the install?	
Tracks are fully against the housing?	
The track limiters are on the entry end of the upper track?	
Tracks are fully against the housing?	
Track runners are not cut too short?	
Zippers are following through the housing endcap keyholes?	
Track runners have been sprayed inside with dry silicone?	

If any problems are not resolved, call 604-299-4426, or email support@wizardscreens.com

before leaving site!

If necessary, review The Horizon Troubleshoot Manual