Size Limitation- By Lift

Type of shape	Lift System	Min Width (X)	Max	Min	Max
			Width	Length	Length
Single Shade	Continuous Cord Loop	8"	118"	12"	144"
	Cordless	18"	96"		96"
	SmartRelease™	12"	118"		144"
	Motorized	14"	96"		144"
Dual Shade	Continuous Cord Loop	8"			96"
	Cordless	18"	96"	12"	
	SmartRelease™	12"	90	12	
	Motorized	14"			
Coupled Shade	Continuous Cord Loop	24"	236"	12"	144"
	Motorized	26"	192"		

^{1.} Max width goes by fabric width.

Note: Cordless has a special width and height size limitation as shown on the right.

Width (X)	Max Height
18" ≤ x ≤ 19"	48"
19" < x ≤ 24"	72"
24" < x ≤ 96"	96"

Size Deductions

Inside Mount:

Shade width=Order Width -1/8" (Default Top Mount)
Shade height=Order Height

Deductions for Roller Shade with a common valance:

Final left shade width=left shade order width -1/8"
Final center shade width=center shade order width -1/8"
Final right shade width=right shade order width -1/8"

Outside Mount:

Shade width=Order width Shade Height=Order Height

Deductions for Roller Shade with a common valance:

Final left shade width=left shade order width
Final center shade width=center shade order width
Final right shade width=right shade order width

Note: For outside mount, to minimize light leakage, the shade should be overlapping the window opening at least 2" on each side and at the bottom.

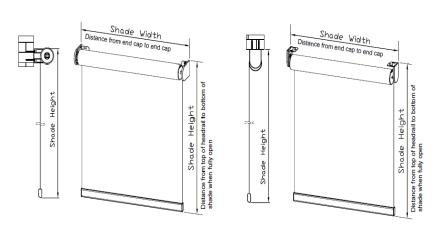
Telescoping Issue

Shades over 3 to 1 ratio length vs width may experience a telescoping (tracking) issue, which is not considered a defect.

Shade Size Definition

Shade Width: Distance from end cap to end cap.

Shade Height: Distance from top of headrail to bottom of shade when fully open.



All blinds/shades will be fabricated with Nien Made standard spec. Changes may be implemented without further notice.

^{2.} For select fabrics that can be railroaded, after the fabric has been railroaded, the max shade height is approximately the original fabric width – 12"

^{3.} For coupled shade, left shade width plus right shade width needs to equal to the total width.