

Digital Canal Corporation

Solution Papers

Summary: *Creating Stairs*

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Overview: The following procedures accurately take you through the steps to create a set of stairs. There are two different methods for creating stairs and this paper walks you through both of them.

Solution:

To Create Stairs using Extend From

Extend From allows that the user to specify the Rise and Run for the stairs in the Options. The other method calculates the rise and run for the user (Between Points).

1. Click on the Elevation icon.
2. Select Floor and click on OK.
3. Select the floor that will match the top of the stairs.
4. Select Extend From from the drop list under Stairs.
5. Click on the Options icon.
6. The Stair Options dialog box displays.
7. Type in the Tread Run and Tread Rise for your stairs.
8. The Tread Maximum and Minimum Rise is used for the other method of creating Stairs. You may also put in an adjustment for the top or bottom of the stairs.
9. Make sure that Drop Top Riser is checked and choose Top for where the stairs are going to begin.
10. Specify the number of Risers.
11. You also have the option to insert railings along with your stairs. The railings are treated as if they were walls.
12. Click on OK.
13. You are prompted:
14. Mark First Corner of Stairs Start Point.
15. Click where the corner of the top riser is going to be placed.
16. You are prompted:
17. Mark Second Point for Width of Stairs.
18. This point is going to be the width of the stairs from the first point.
19. Type in a dimension or move your cursor to the desired location.
20. You are prompted:
21. Indicate the UP direction of the stairs
22. Move the cursor to the direction that the stairs are going in the up direction and left click.

23. The stairs are then created and you can switch views to see how they came out. If they went the wrong direction, remove them and start over, but this time when it prompts to indicate the Up direction, move the cursor the opposite direction.

To Create Stairs using Between Points

Between Points allows the user to select two different elevations and then **SolidBuilder** calculates the rise and run between those two elevations. Before creating the stairs you want to have two floors visible which are the elevations that the stairs are going between.

1. Click on the Elevation icon.
2. Select Floor to set the Current Elevation.
3. Select the higher floor of the two and then Top for the elevation.
4. This is the starting elevation for the stairs.
5. Select Between Points from the drop list under Stairs.
6. The End Elevation dialog box displays which elevates where the stairs end.
7. Select Floor and click on OK.
8. Select the floor that you want the stairs to end at (the lower one of the two) so then the stair is created between the Current Elevation and the End Elevation.
9. Select Top for the Elevation.
10. You are prompted:
11. Mark First Corner of Stair Start Point.
12. Click where the corner of the top riser is going to be placed.
13. You want to pick the left corner of the stair if you imagine yourself standing on top of the stairs looking down.
14. You are prompted:
15. Mark Second Point for the Width of the Stairs.
16. Select a point for the width of the stairs by typing in a dimension or moving the cursor.
17. This is going to be the opposite corner of the first riser.
18. You are prompted:
19. Mark or Enter the Total Run of the Stairs.
20. Give the overall run of the stairs.
21. Type in the dimension or move your cursor to the desired location.
22. The Riser Choice dialog box displays.
23. This lists the choices for how many risers you want your stair to include.
24. Click on one of the choices and then click on OK.

The stairs are created. Switch your views to see the stairs and they should be between the two elevations that you specified for the Current and End Elevation.

If you need to create an L-shape or U-shape set of stairs, then you want to create a landing first. You can create a landing by just creating a small floor, but make sure you have the current elevation set right. You can use Vertical Offset if you need to set it somewhere between two floors. Then you need to create two sets of stairs, one between the top floor and the landing and one between the landing and the bottom floor.