Instant Wall Walls / Arcades





Wall Parameters

WALL		Innn	
Туре	Vertical	+	
Height	4'		1
Width	1'2"		T
Wall Top		llow Breaks	
Make Underside	C Yes C No		
BASE			
WALL CAP			

WALL		nnn	
Type Ve	ertical	•	
Height	4'		2
Width	1'2"		1
Wall Top [6	Warp ~ C	Allow Breaks	
Make Underside [(Yes INO		
BASE			
WALL CAP			
WALL		Innn	
Type Ar	cade-Segme	ntal 💌	
Height	4'		
Width	1'2"		-
Pier Width	2'		- ++
Subtend Angle(Deg)	135		
Spring Line Height	3'		
Wall Top 🛛 🔇	Warp ~ C	Allow Breaks	

WALL		nn	
Type A	rcade-Segmental	*	
Height	4'		
Width	1'2"		
Pier Width	2'		
Subtend Angle(Deg)	135	5	\bigcirc
Spring Line Height	3'		8
Wall Top [(Warp ~ C Allow B	reaks	
WALL CAP			
WALL		nn	
Type 4	Arcade-Segmental		
Height	4'		
Width	1'2"		
Pier Width	2'		
Subtend Angle(Deg)	135		
Spring Line Height	3'		0
Wall Top	• Warp ~ C Allow I	Breaks	-
WALL CAP			
Pier Width	2' 1'6" 3' • Warp ~ O Allow E	reaks	4
Pier Width	2' 1'6" 3' • Warp ~ O Allow B	reaks	
Pier Width Rise Spring Line Height Wall Top (Wall Top (WalL CAP	2' 1' 6" 3' • Warp ~ • • Allow E	reaks	-
Pier Width	2' 1' 6" 3' © Warp ~ C Allow E	reaks	
Pier Width Rise Spring Line Height Wall Top (Wall Top (Wall CAP	2' 1'6" 3' • Warp ~ Allow E attered 4' 1'2"	reaks	
Pier Width	2' 1' 6" 3' Varp ~ C Allow E Allow	reaks	
Pier Width	2' 1'6" 3' Warp ~ C Allow E attered 4' 1'2" 5 Warp ~ C Allow B	reaks reaks	
Pier Width Rise Spring Line Height Wall Top (Wall Top (Wall CAP	2' 1'6" 3' Warp ~ Allow B attered 4' 1'2" 5 Warp ~ Allow B	reaks reaks	
Pier Width	2' 1'6" 3' Warp ~ O Allow E attered 4' 1'2" 5 Warp ~ O Allow B	reaks reaks	
Pier Width Rise Spring Line Height Wall Top (Wall Top (WalL CAP WalL CAP Width Batter Angle (Deg) Wall Top (WalL CAP	2' 1'6" 3' Warp ~ C Allow E attered 4' 1'2" 5 Warp ~ C Allow B Distorted 4'	reaks	
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Pier Width Rise Spring Line Height Wall Top (Wall Top (Wall CAP Wall CAP Width Batter Angle (Deg) Wall Top (Wall Top (Wall CAP Wall CAP	2' 1'6" 3' Warp ~ C Allow E attered 4' 1'2" 5 Warp ~ C Allow B bistorted 4' 1'2" 5	reaks reaks	
Pier Width Rise Spring Line Height Wall Top (Wall Top (Wall CAP Width Height Width Batter Angle (Deg) Wall Top (Wall Top (Wall CAP Wall CAP	2' 1'6" 3' Warp ~ C Allow E attered 4' 1'2" 5 Warp ~ C Allow B Distorted 4' 1'2" 5 4' 1'2" 5 4' 1'2"	reaks reaks	
Pier Width Rise Spring Line Height Wall Top (Wall Top (Wall CAP Wall CAP Wall CAP Width Batter Angle (Deg) Wall Top (Wall Top (Wall CAP Wall CAP	2' 1'6" 3' Warp ~ C Allow E attered 4' 1'2" 5 Warp ~ C Allow B Nistorted 4' 1'2" 5 4" 3'	reaks reaks	

Type Distorted	
Width 1'2"	
Brimo Spacing 31	
Make Underside C Yes © No	
Type Battered	
Height 1	
Wall Top	
Make Linderside Civics Civics	
Type Battered	
Height 1'	
Width 1'	
Batter Angle (Deg) 5	
Wall Top • Warp ~ C Allow Breaks	
Make Underside C Yes No	
I WALL CAP	
Type Vertical	and the second
Height 5	
Make Linderside C V-a C Na	







Base





Wall Cap



Qtr Radius



Radius Edge. Can warp



Mushroom



Crown



Stepped Radius2



Stone_Rough. Can warp



Ogee





User component Profile VA_sample_wall_cap

Wall Cap Parameters

WALL CAP			
Type Re	ctangular ~	-	2 2
Width	10"		1
Thickness	3"	1	
WALL CAP			
Type Rec	ctangular ~	•	1
Width	10"		~
Thickness	3"	1	
WALL CAP		-	
Type Mus	hroom	¥	
Width	10"		-
Thickness	3"		
Profile Ends?	Yes C No		
WALL CAP		-	
Type Must	hroom	-	
Width	10"		_
Thickness	3"		- 0
Profile Ends?	(es O No		

Wall Cap: User Component Profile Example

1. Create a 2D face and select it. Open the "Create Component" window.

💞 U	ntitled - S	ketchUp						
<u>F</u> ile	Edit Viev	<u>C</u> ame	ra D <u>r</u> aw	Tools	<u>W</u> indow	Plugins	<u>H</u> elp	
	Undo P	urge	ŀ	lt+Back	space			
	Redo		(Ctrl+Y				
	Cut		5	Shift+De	lete			
	Сору		0	Ctrl+C				
	Paste			Ctrl+V				
	Paste Ir	i Place						
	Delete		[Delete				
	Delete (Guides						
	Select A	ll	C	Ctrl+A				
	Select N	lone	(Ctrl+T				
	Hide		H	ł				
	Unhide				•			
	Lock							
\vdash	Unlock				•			
	Make O	omponen	t (2				
	Make G	roup	(6				
	Close G	roup/Corr	nponent P	12				
	Intersec	t Faces			+			
0	30 Enti	ies			+	Measur	ements	1.

3. Set the axis to the point where you want the wall cap to centered on the top of the wall. Orient the "z" or blue axis perpendicular to the face.



2. Name the component and click "Set Component Axes.

General	Custom Wall Con				
Name	Custom wai Cap				
Description					
Alignment					
Glue to	None 🔻	Set Component	Axes		
			<u> </u>		
	Always face ca	mera			
	Shadows face	sun			
	selection with comr	opent			
			-to	-	
			die		

4. When running InstantWall, choose "Use Component Profile" and your new component for the wall cap.



Here is the custom wall cap created for both a sloped and a stepped wall using the component created in steps 1-4 above.

