

Instant Stair Overview

Please see *Instant Stair Parameters pdf tutorial* for more information.

Features

Create Stairs or ramps from standard shapes, from a center line or from a 2d plan drawing of a stair.

Options for stairs to be closed, open, stringers, treads only, more...

Several nosing options

Materials can be added during creating the Stair component or added/changed after the creation. Textures are oriented to the stair parts.

Option to creates lines or curves for use with other scripts to create railings.

Choose from many preset styles or create custom user style library

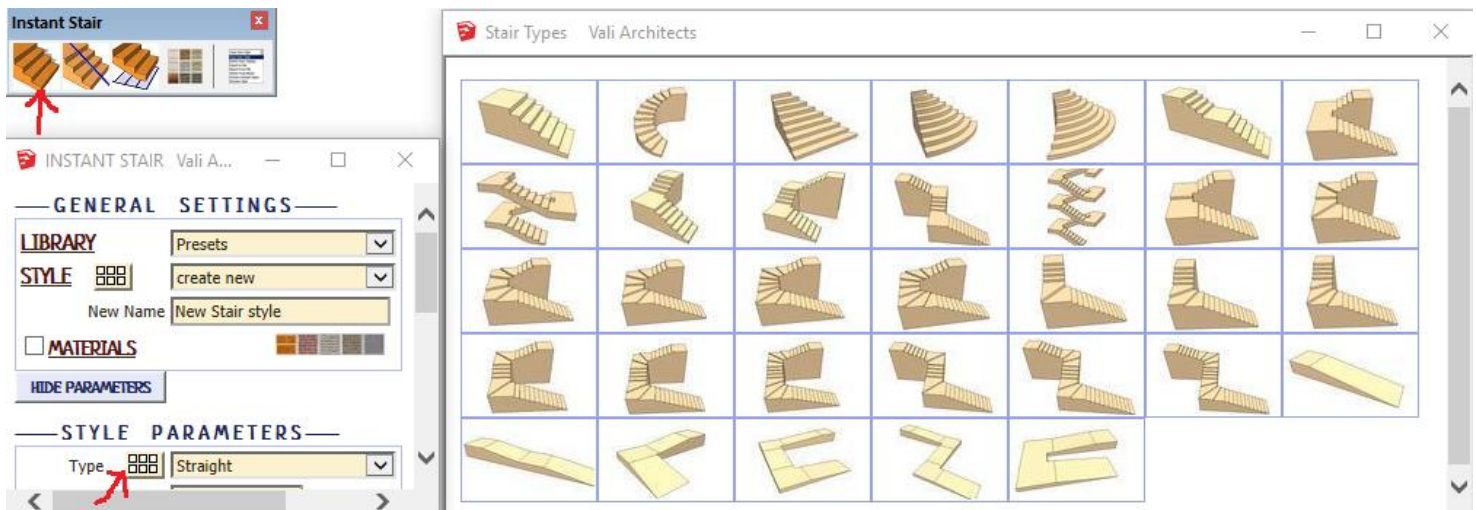
Supports all SketchUp units: Metric, Feet/Inches, etc.

Menu options supported with both thumbnail and enlarged images.

An internet connection is required for using this extension.

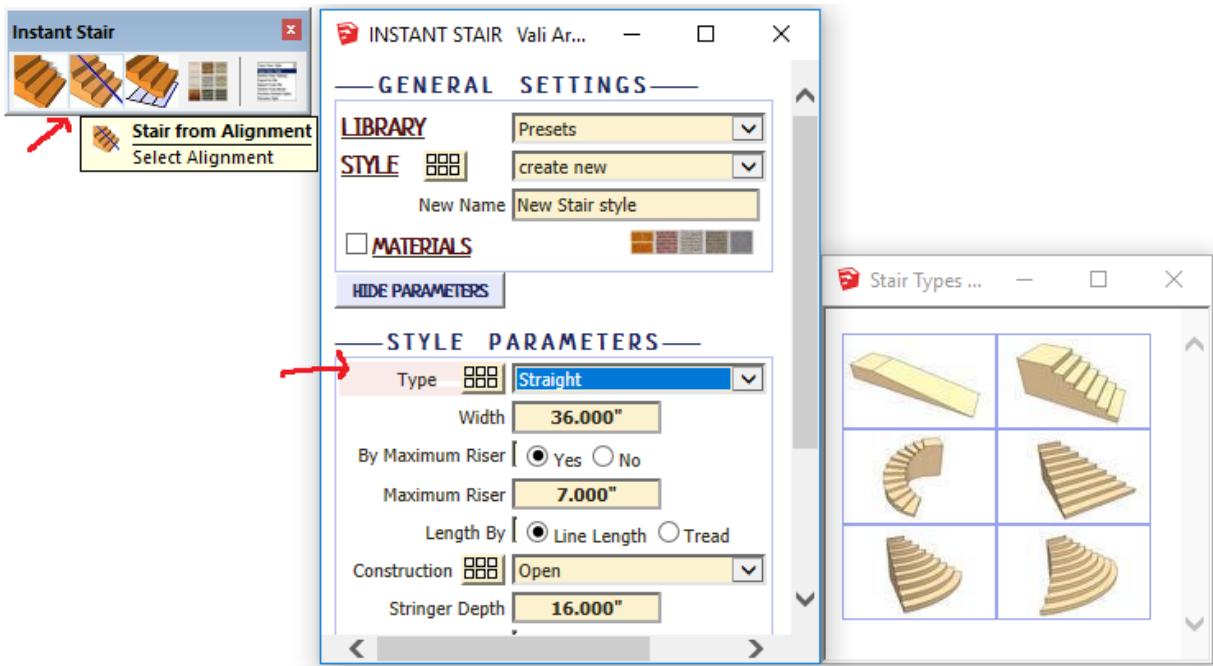
Method 1. Stair or ramp using a standard shape:

Makes a stair or ramp using one of these shapes shown below:

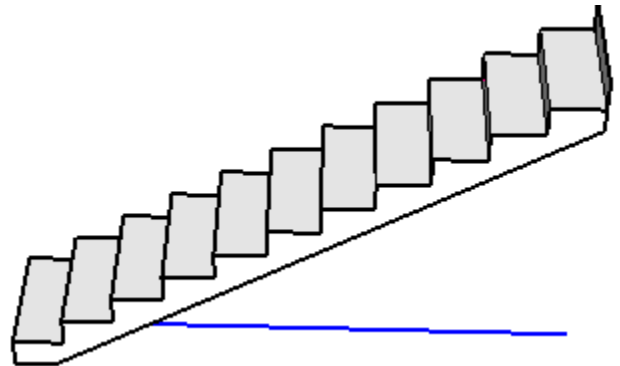
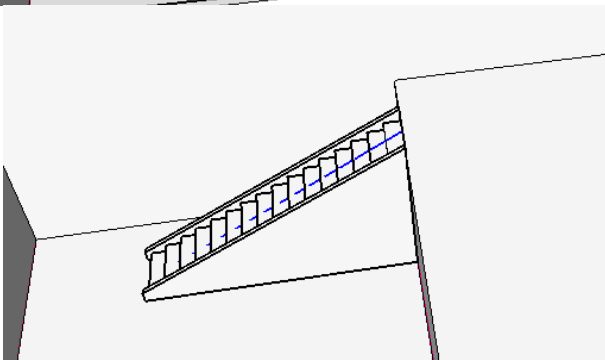
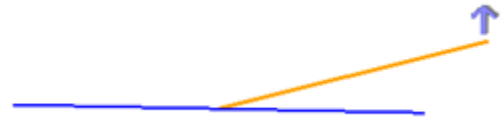
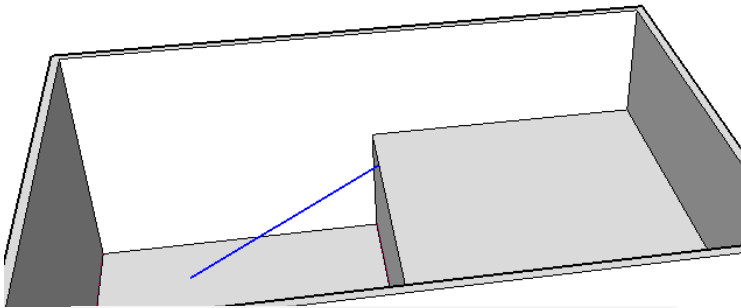


Method 2. Stair or ramp using line for alignment

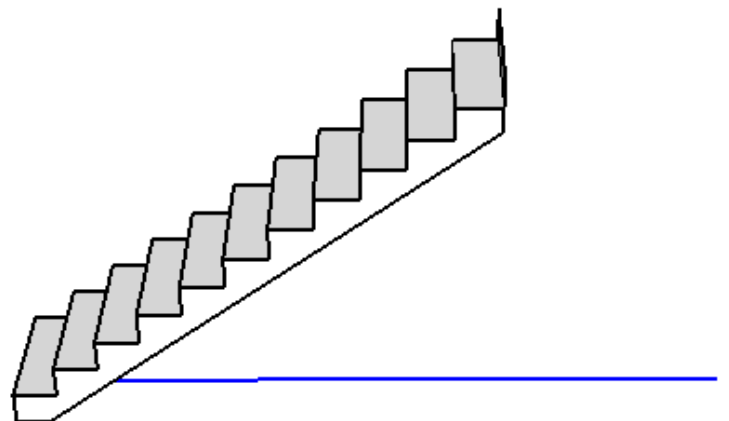
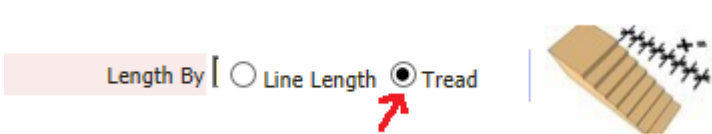
Makes a stair or ramp using a selected line for alignment and one of the shapes shown below:



Start by draw in either a sloped or level line in your model and select it. The line should indicate the location and alignment of the stair or ramp. If the line is sloped, the height of the stair or ramp will also be according to the height of the sloped line. (The line can also be placed in a group if desired and the group selected). Then click the icon. If your line is level, the scrip will prompt for the up direction.

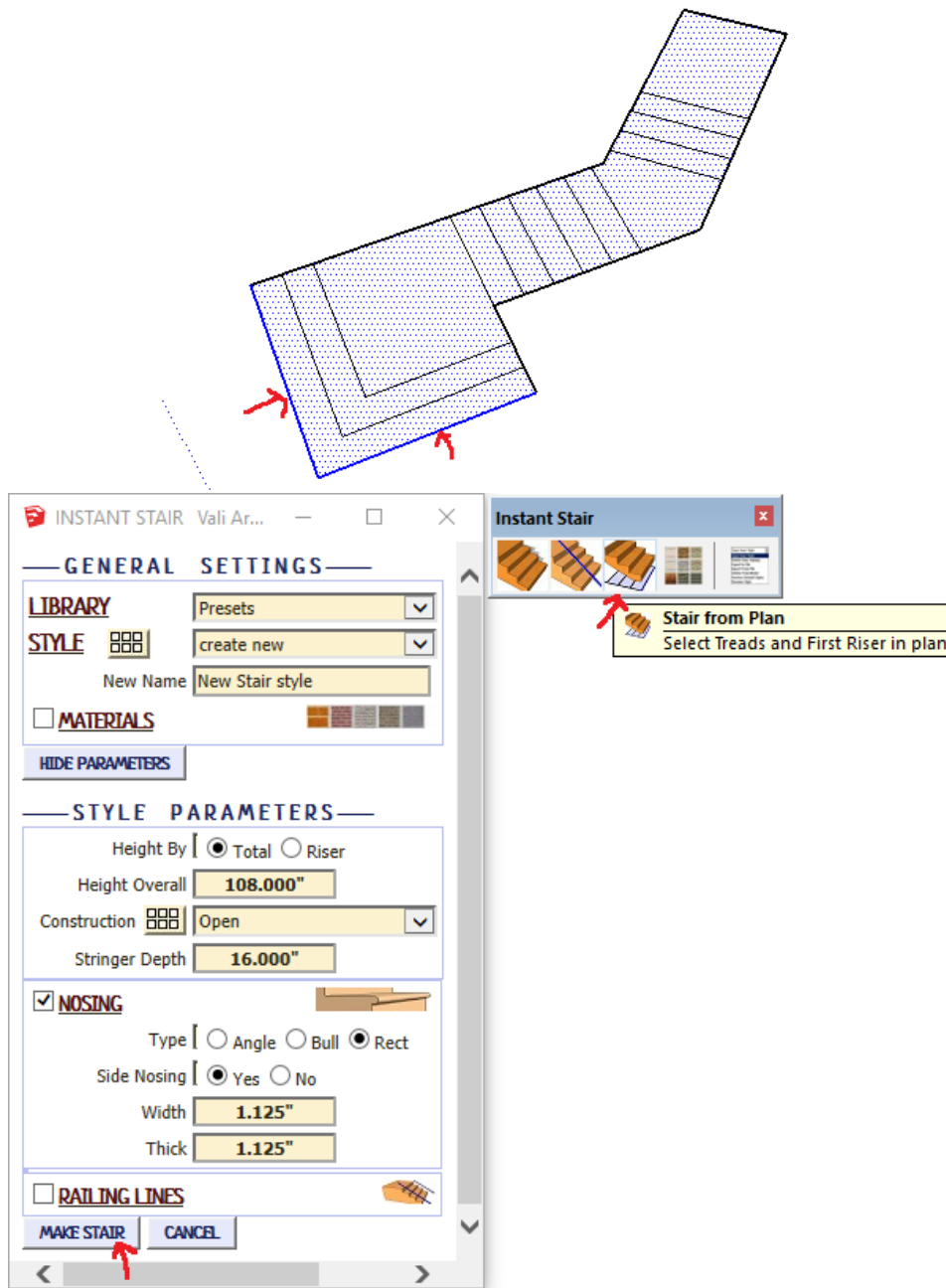


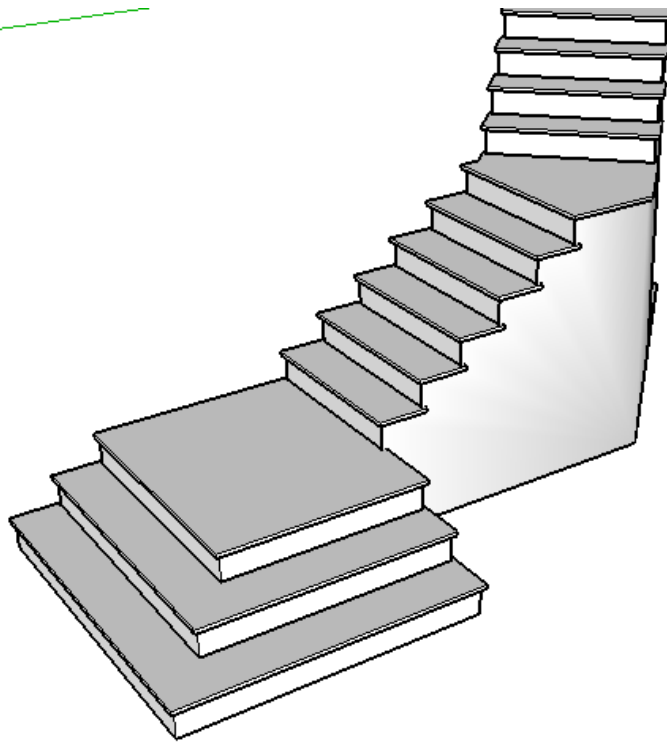
The length of the stair can alternatively be set by the number of treads and tread length instead of the length of the input line.



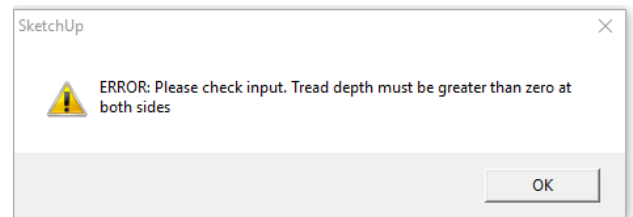
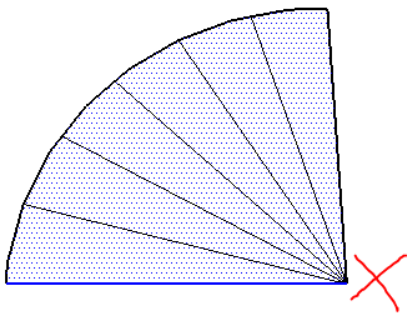
Method 3. Stair from Plan

Makes a stair from a plan view drawing of a stair. Select the edge or curve for the lowest riser and all the tread faces:

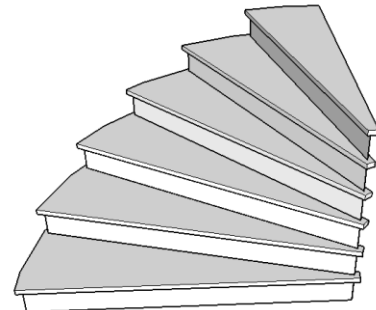
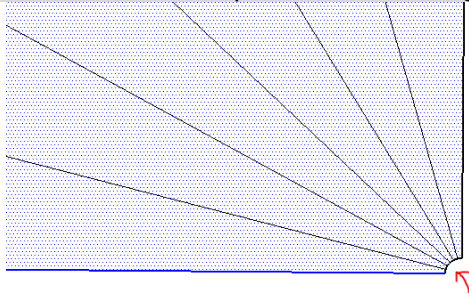




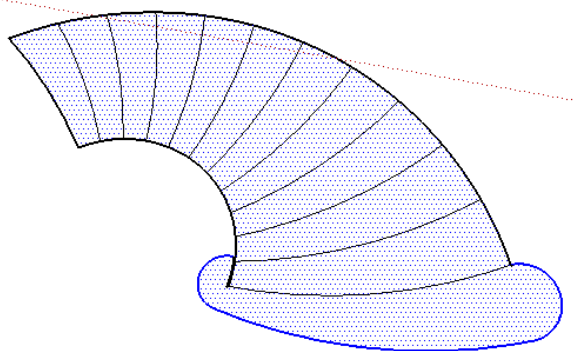
Each tread must have a minimum width at each side and the edges for risers can't have a common end point. For example, the plan below is not allowed without a slight modification.



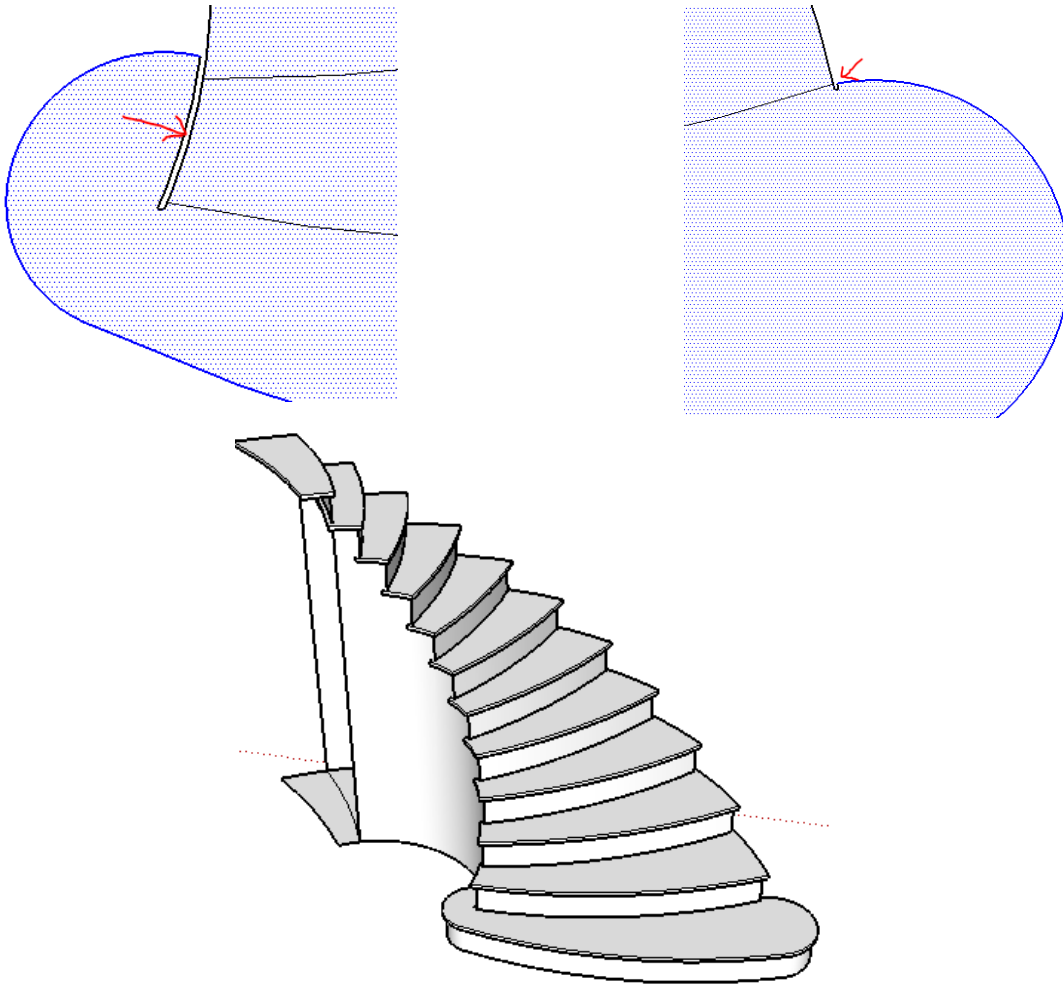
I just made a small arc to separate the riser edges and the script was able to make the stair:



Similarly, if I want a curtail or bullnose tread as shown here, I need to separate the riser end points



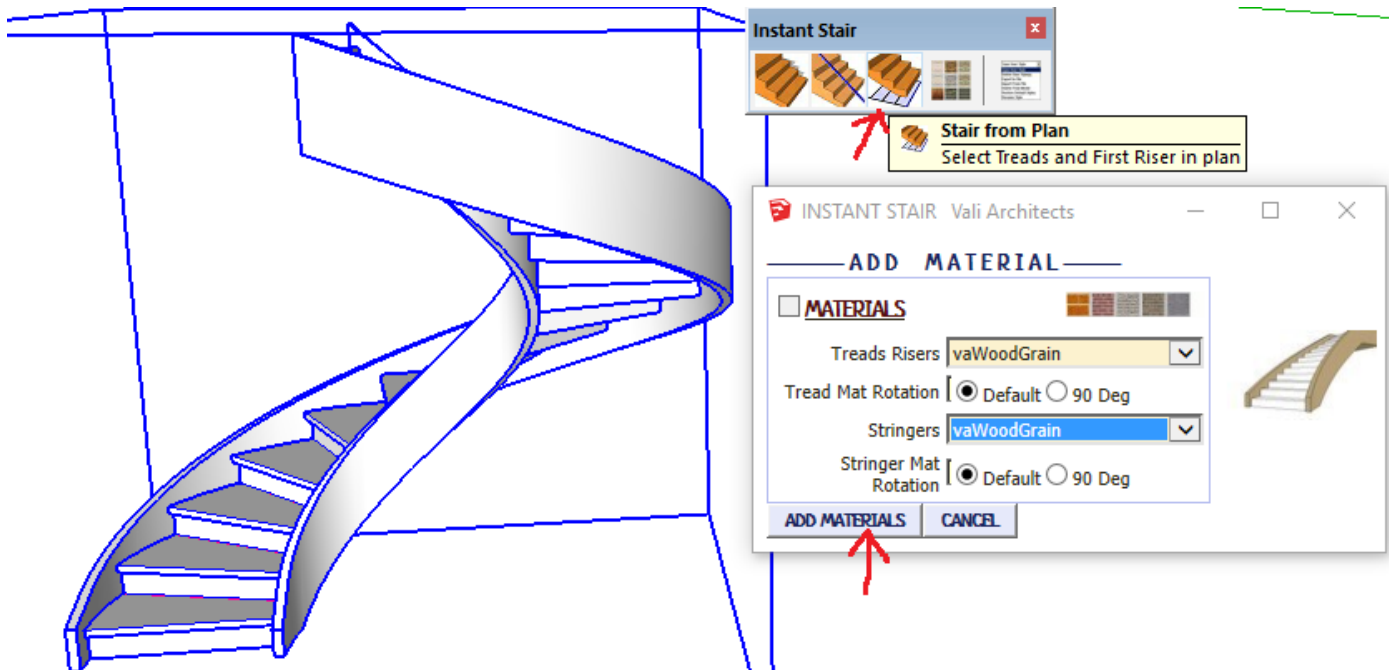
I do this by making a small gap:



Add or Change Materials

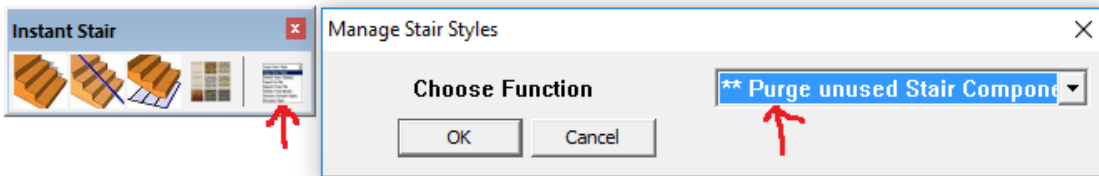
Materials can be added during stair creation or to components already created by the Add Materials tool.

1. Load materials you wish to use into your model.
2. Select the stair component
3. Click the Add Materials icon.
4. Choose the materials to use and click Add Materials.





Purge You can end up making lots of trial stair components that will remain in your model unless purged. Click these 2 buttons often to remove unused stair components.



Extra lines

The script tries to clean up and remove extra lines after creating the stair. Under some conditions this can end up with an unwanted effect of erasing a face somewhere on the stair or landing. If this happens, click Extensions/Vali Architects/Instant Stair/Toggle Erase Extra Lines on/off. You can then erase or hide the extra lines manually.

