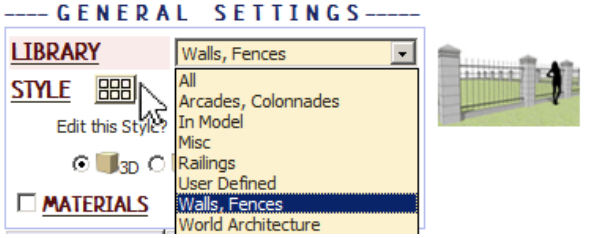
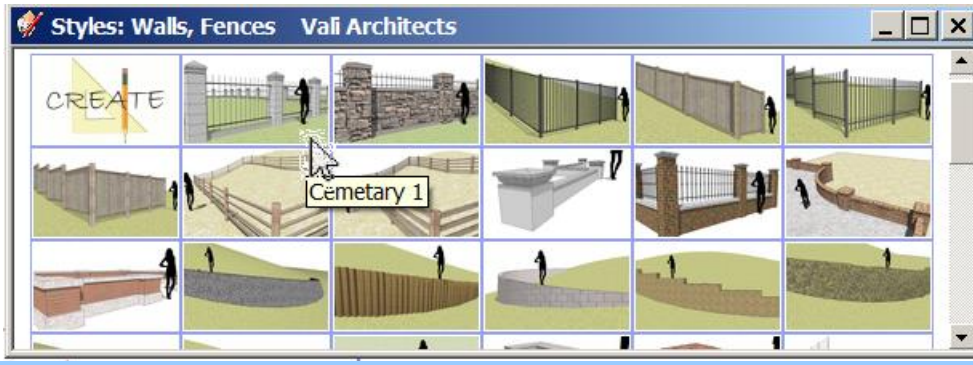
Instant Wall General Settings

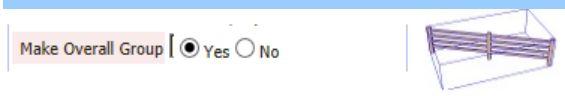
Style Libraries *See InstantWall-Styles.pdf for more information on styles.*

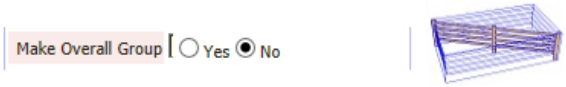
Show Icon menu for style libraries





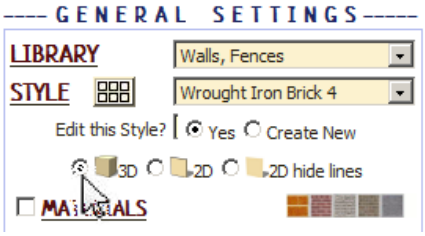
Make Overall Group: *Encloses the output within an overall group.*





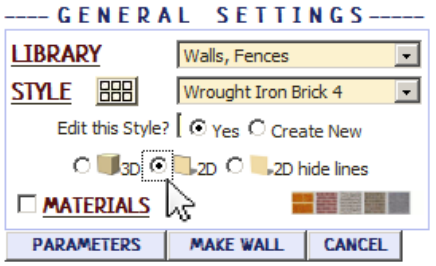
Geometry Creation Modes: 3D, 2D, and 2D Hide Lines

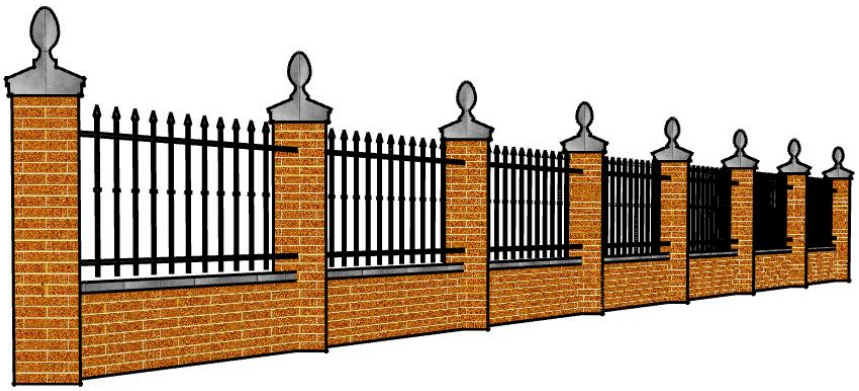
3D



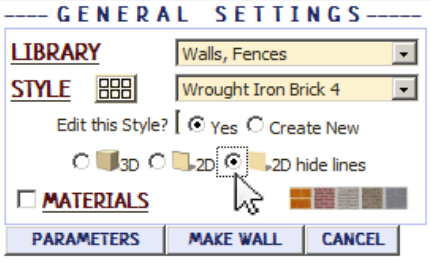


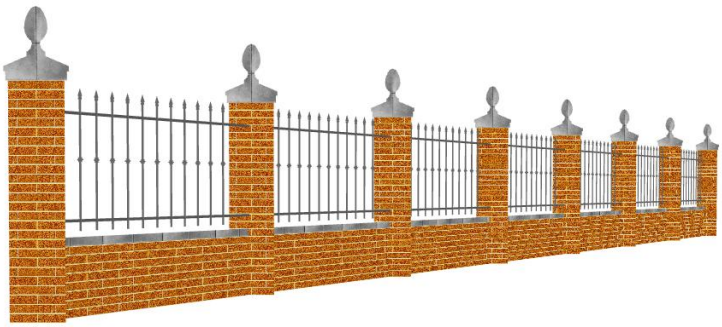
2D *Single surface and Face-Me elements for background and entourage*





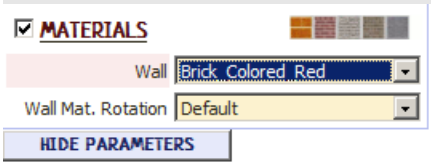
2D Hide Lines *For background and entourage. Prevents heavy black lines.*



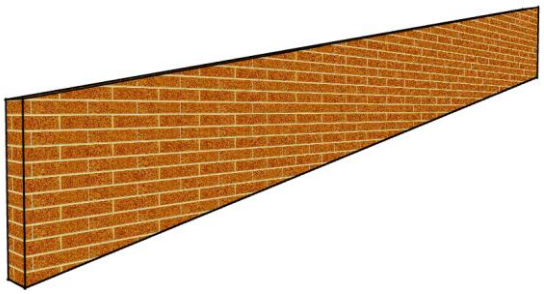


Materials *Before running the Instant Wall, paint the materials that you wish to use on something in the model.*

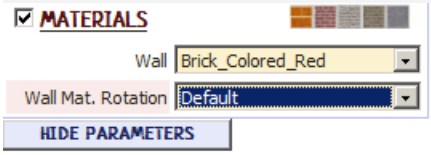
Wall *3 texture orientations:*



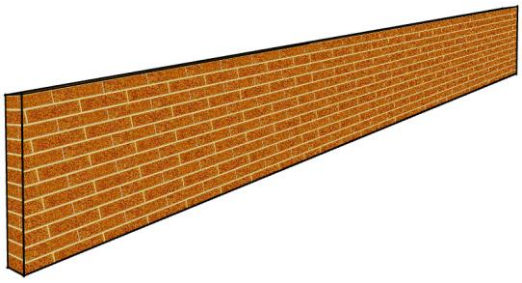




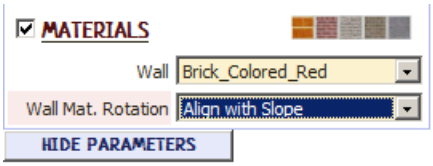
Default



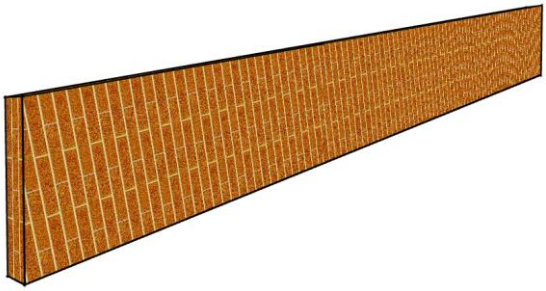




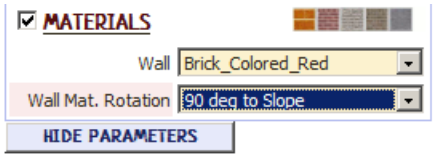
Align with Slope





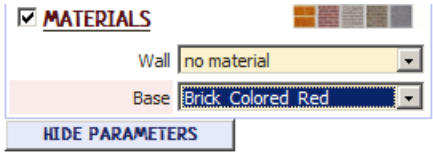


90 deg to slope

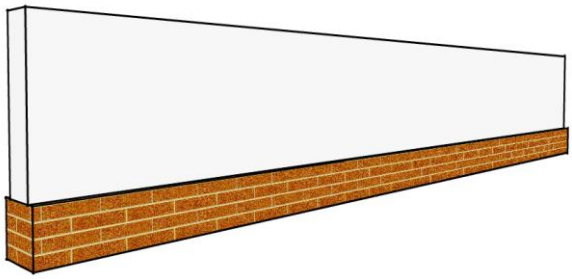




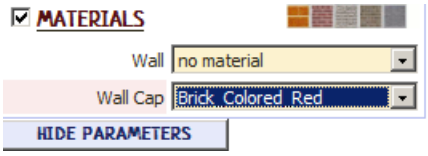
Wall Base



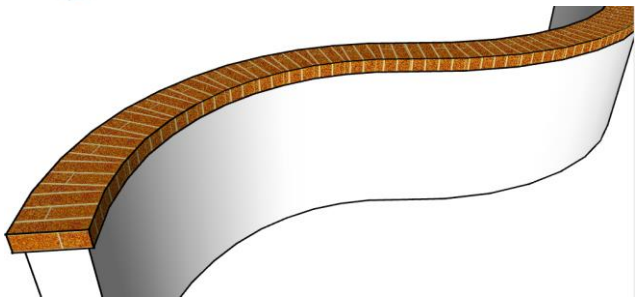




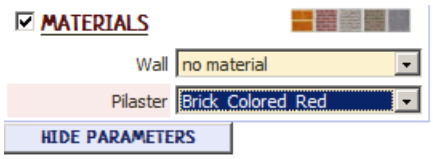
Wall Cap

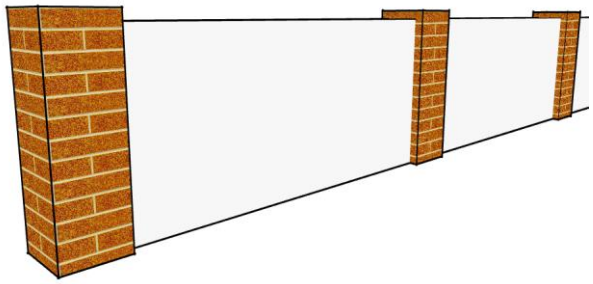




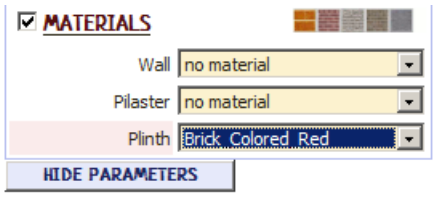


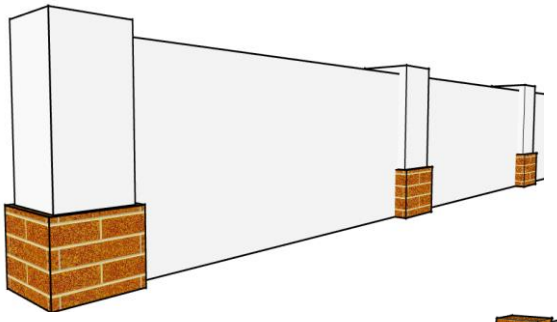
Pilaster



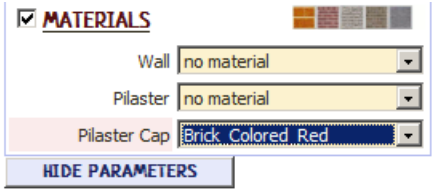


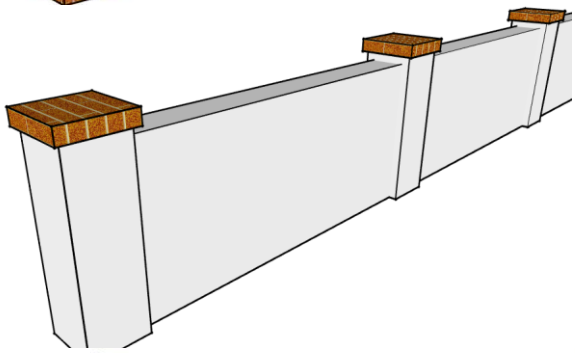
Plinth



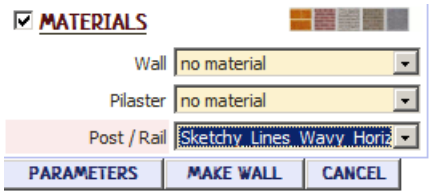


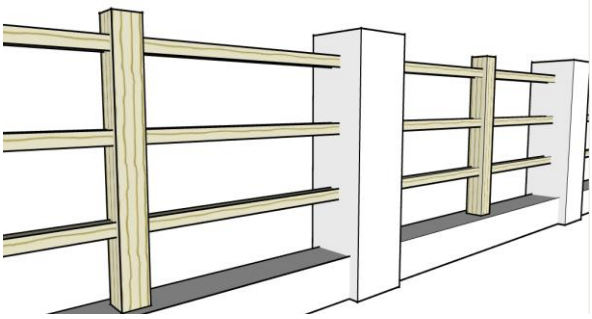
Pilaster Cap



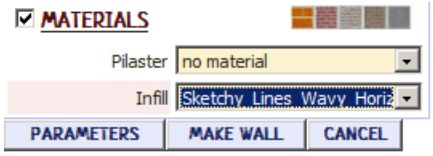


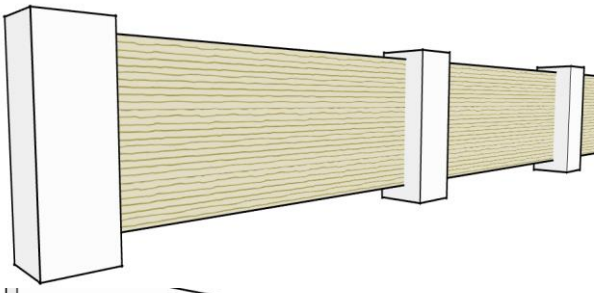
Post / Rail



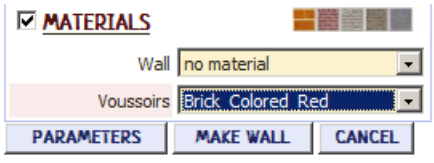


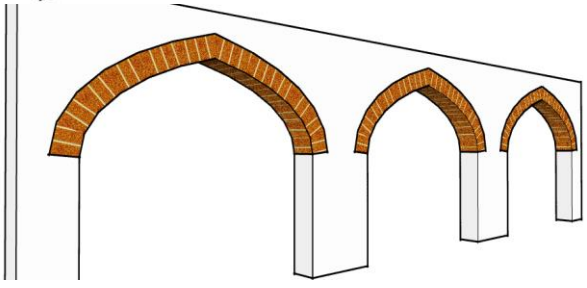
Infill





Voussoirs





Slowness *The user profiles options for pilasters, posts, pickets and wall caps can cause the menu to load slowly in a large model with many components because the plugin queries the model for components. If the menu is loading slowly, try disabling user profiles option as shown below*

