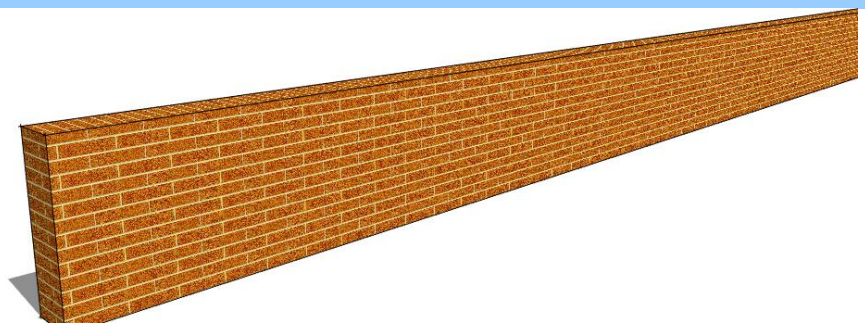
Instant Wall — Walls / Arcades

Wall Type

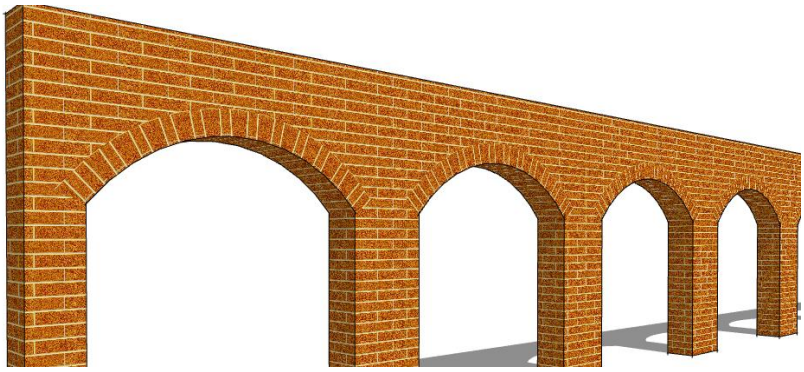
WALL
Type: Vertical
Height: 4'
Width: 1' 2"
Wall Top: Warp ~ Allow Breaks
Make Underside: Yes No
BASE
WALL CAP





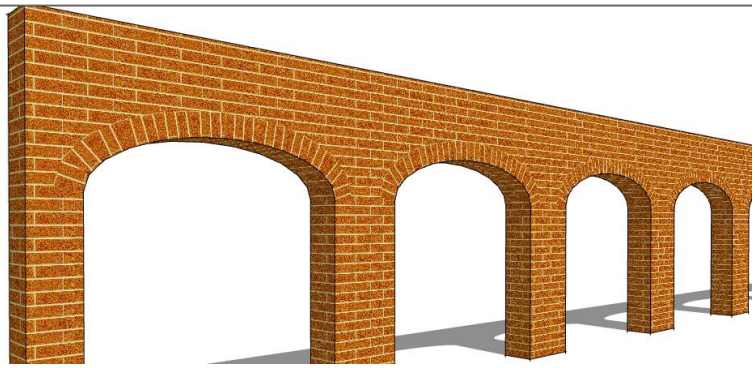
WALL
Type: Arcade-Segmental
Height: 10'
Width: 1' 2"
Pier Width: 2' 6"
Subtend Angle(Deg): 100
Spring Line Height: 6'
Wall Top: Warp ~ Allow Breaks
WALL CAP





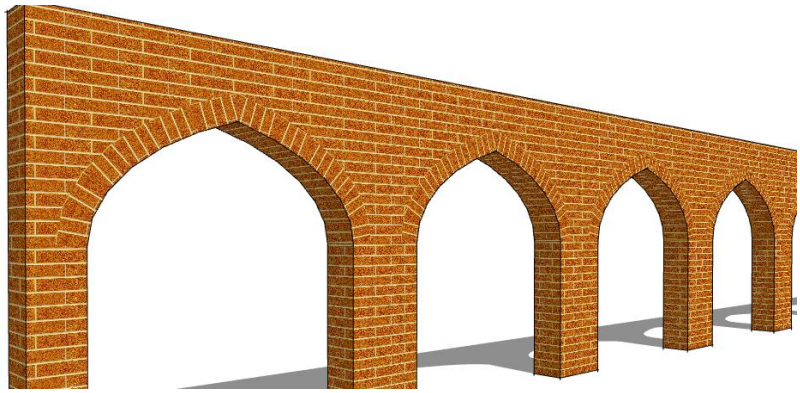
WALL
Type: Arcade-Elliptical
Height: 10'
Width: 1' 2"
Pier Width: 2' 6"
Rise: 1' 6"
Spring Line Height: 6'
Wall Top: Warp ~ Allow Breaks
WALL CAP





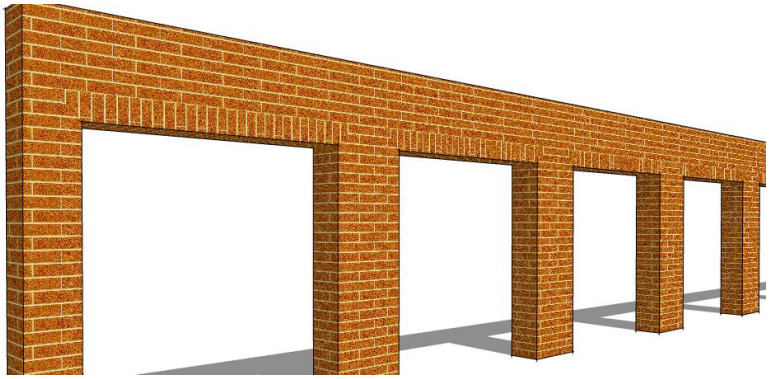
WALL
Type: Arcade-Pointed
Height: 10'
Width: 1' 2"
Pier Width: 2' 6"
Rise: 3' 6"
Spring Line Height: 5'
Wall Top: Warp ~ Allow Breaks
WALL CAP





WALL
Type: Arcade-Flat
Height: 10'
Width: 1' 2"
Pier Width: 2' 6"
Spring Line Height: 7'6
Wall Top: Warp ~ Allow Breaks
WALL CAP

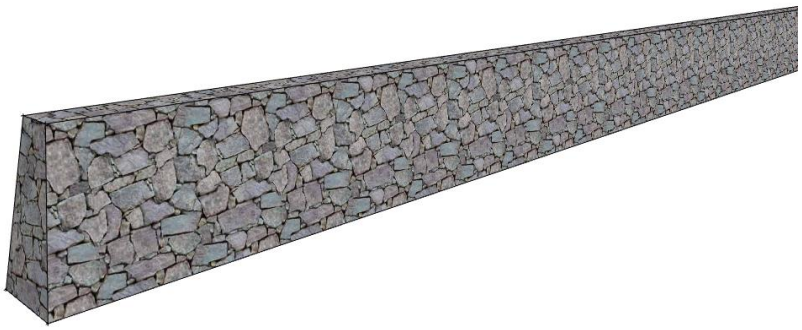




WALL

Type: Battered
Height: 4'
Width: 1' 2"
Batter Angle (Deg): 8.0
Wall Top: (•) Warp ~ ( ) Allow Breaks
[ ] WALL CAP

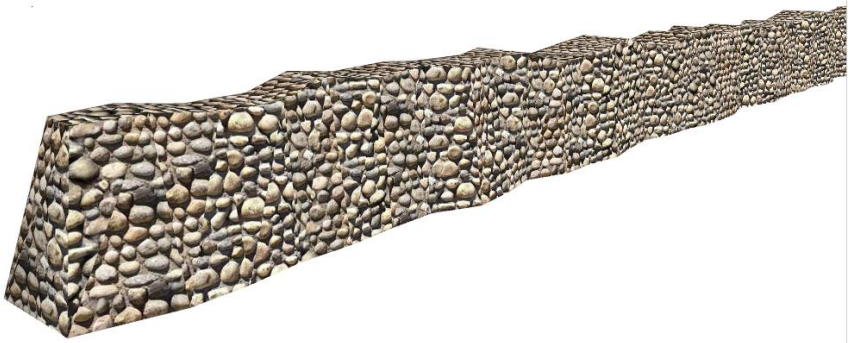




WALL

Type: Distorted
Height: 4'
Width: 1' 2"
Batter Angle (Deg): 8.0
Bump Height: 8"
Bump Spacing: 2'
Make Underside: ( ) Yes (•) No





Wall Parameters

WALL

Type: Vertical
Height: 4'
Width: 1'2"
Wall Top: (•) Warp ~ ( ) Allow Breaks
Make Underside: ( ) Yes (•) No
[ ] BASE
[ ] WALL CAP



WALL

Type: Vertical
Height: 4'
Width: 1'2"
Wall Top: (•) Warp ~ ( ) Allow Breaks
Make Underside: ( ) Yes (•) No
[ ] BASE
[ ] WALL CAP



WALL

Type: Arcade-Segmental
Height: 4'
Width: 1'2"
Pier Width: 2'
Subtend Angle(Deg): 135
Spring Line Height: 3'
Wall Top: (•) Warp ~ ( ) Allow Breaks
[ ] WALL CAP



WALL

Type: Arcade-Segmental
Height: 4'
Width: 1'2"
Pier Width: 2'
Subtend Angle(Deg): 135
Spring Line Height: 3'
Wall Top: Warp ~ Allow Breaks
WALL CAP



WALL

Type: Arcade-Segmental
Height: 4'
Width: 1'2"
Pier Width: 2'
Subtend Angle(Deg): 135
Spring Line Height: 3'
Wall Top: Warp ~ Allow Breaks
WALL CAP



WALL

Type: Arcade-Elliptical
Height: 4'
Width: 1'2"
Pier Width: 2'
Rise: 1' 6"
Spring Line Height: 3'
Wall Top: Warp ~ Allow Breaks
WALL CAP



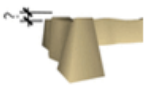
WALL

Type: Battered
Height: 4'
Width: 1'2"
Batter Angle (Deg): 5
Wall Top: Warp ~ Allow Breaks
WALL CAP



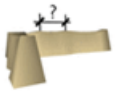
WALL

Type: Distorted
Height: 4'
Width: 1'2"
Batter Angle (Deg): 5
Bump Height: 4"
Bump Spacing: 3'
Make Underside: Yes No



WALL

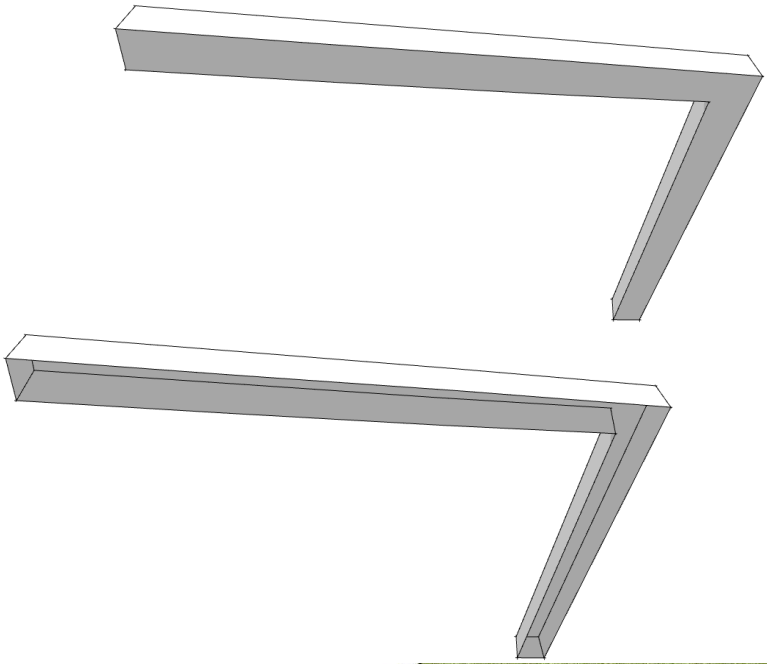
Type: Distorted
Height: 4'
Width: 1'2"
Batter Angle (Deg): 5
Bump Height: 4"
Bump Spacing: 3'
Make Underside: ○ Yes ◉ No



WALL

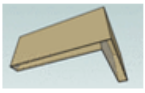
Type: Battered
Height: 1'
Width: 1'
Batter Angle (Deg): 5
Wall Top: ◉ Warp ~ ○ Allow Breaks
Make Underside: ◉ Yes ○ No
☐ WALL CAP





WALL

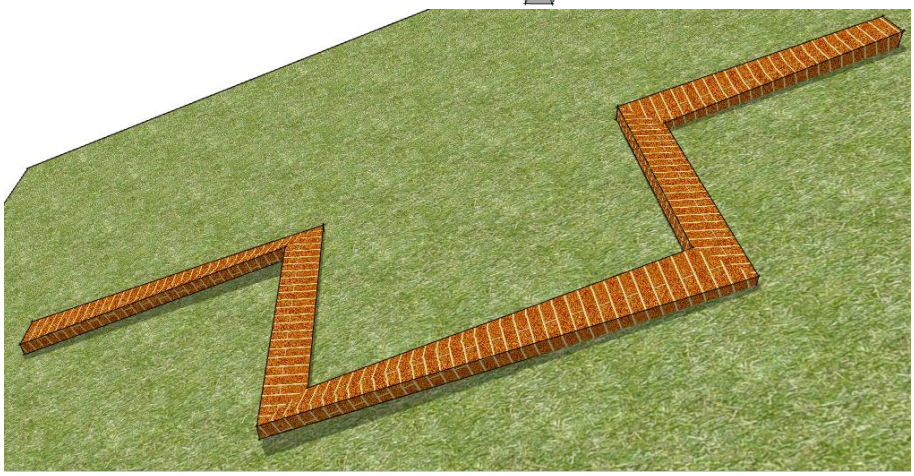
Type: Battered
Height: 1'
Width: 1'
Batter Angle (Deg): 5
Wall Top: ◉ Warp ~ ○ Allow Breaks
Make Underside: ○ Yes ◉ No
☐ WALL CAP



WALL

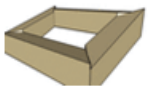
Type: Vertical
Height: 5
Width: 1'
Wall Top: ◉ Warp ~ ○ Allow Breaks
Make Underside: ○ Yes ◉ No
☐ BASE
☐ WALL CAP

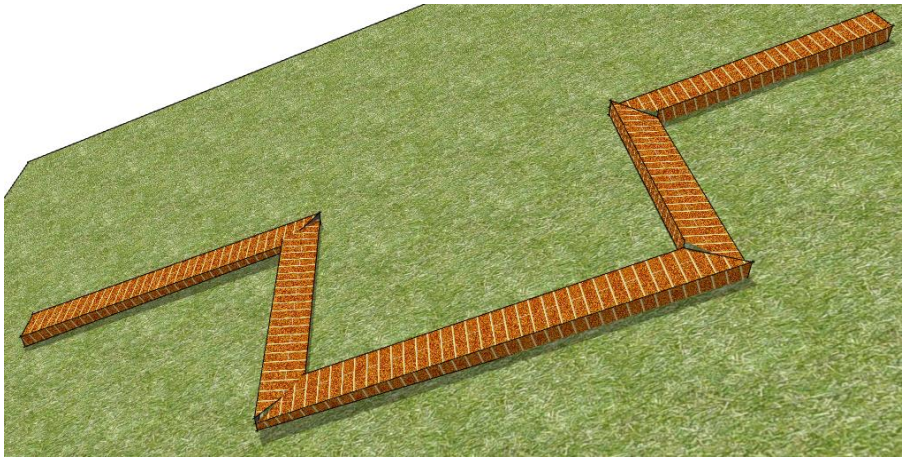




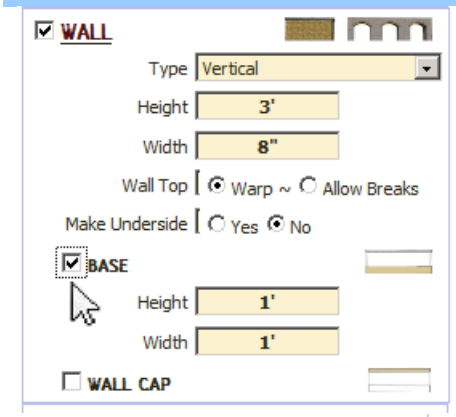
WALL

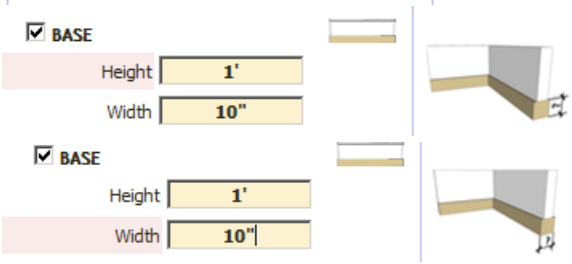
Type: Vertical
Height: 5"
Width: 1'
Wall Top: ○ Warp ~ ◉ Allow Breaks
☐ BASE
☐ WALL CAP



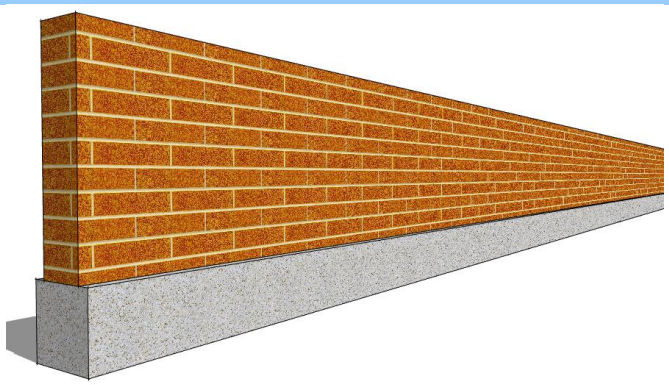


Base


WALL
Type
Vertical
Height
3'
Width
8"
Wall Top
Warp ~
Allow Breaks
Make Underside
Yes
No
BASE
Height
1'
Width
1'
WALL CAP

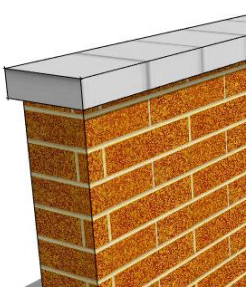

BASE
Height
1'
Width
10"

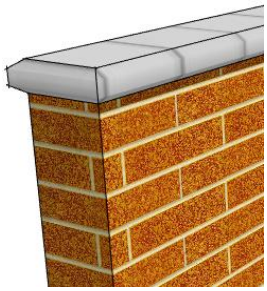
BASE
Height
1'
Width
10"



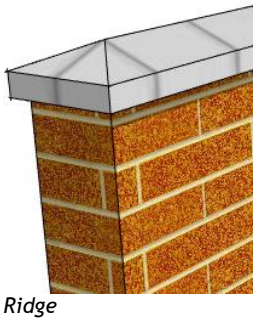
Wall Cap

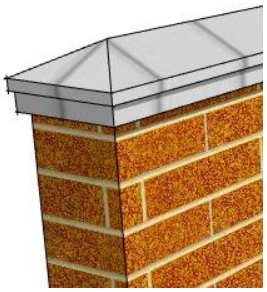



Rectangular. Can warp

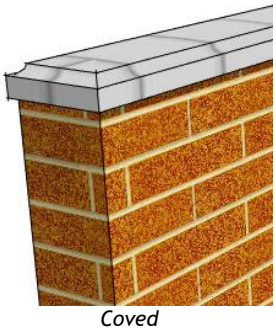

Radius Edge. Can warp


Mushroom

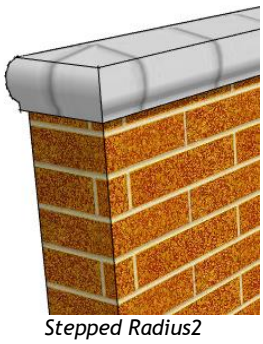

Ridge

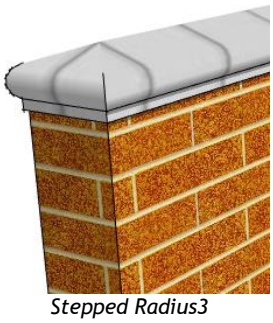

Ridge2


Crown


Coved

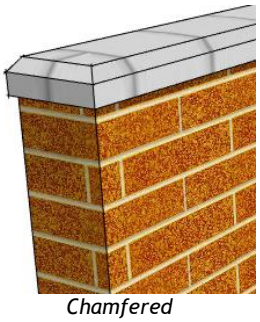

Stepped Radius

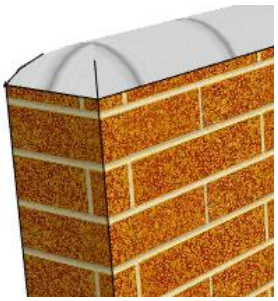

Stepped Radius2


Stepped Radius3

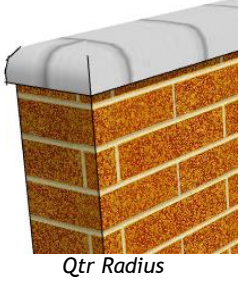

Stone. Can warp

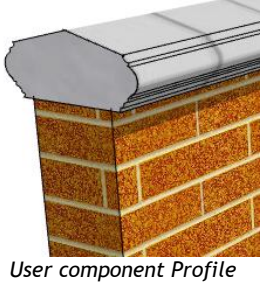

Stone_Rough. Can warp


Chamfered

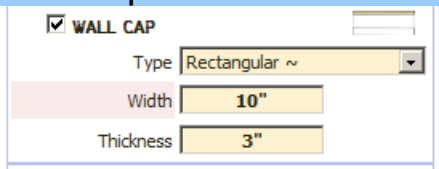

Hogsback


Ogee

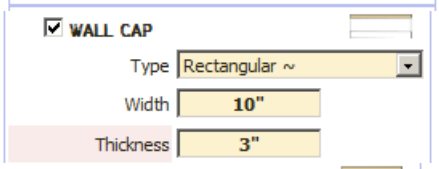

Qtr Radius

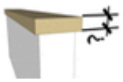

User component Profile
VA_sample_wall_cap

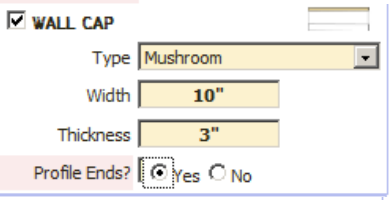
Wall Cap Parameters

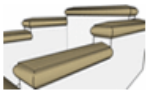


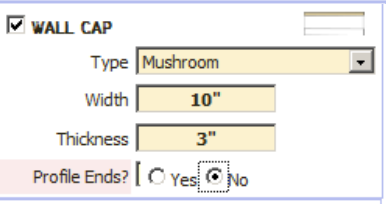


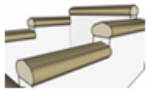






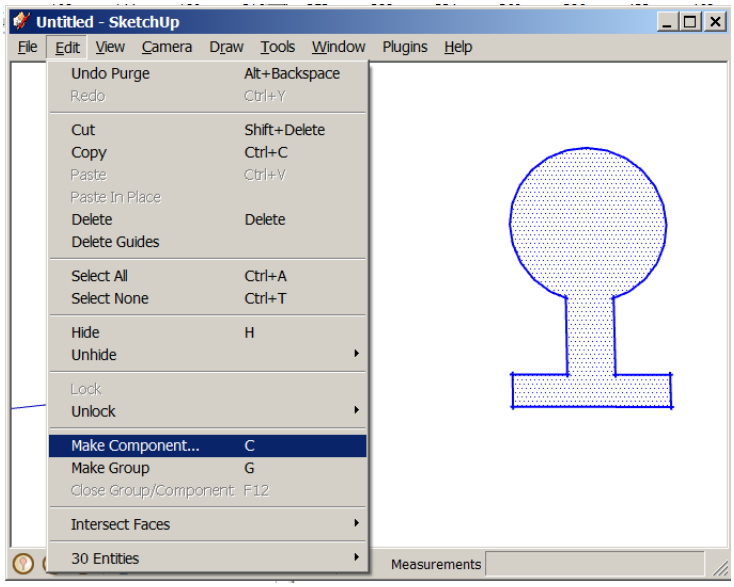




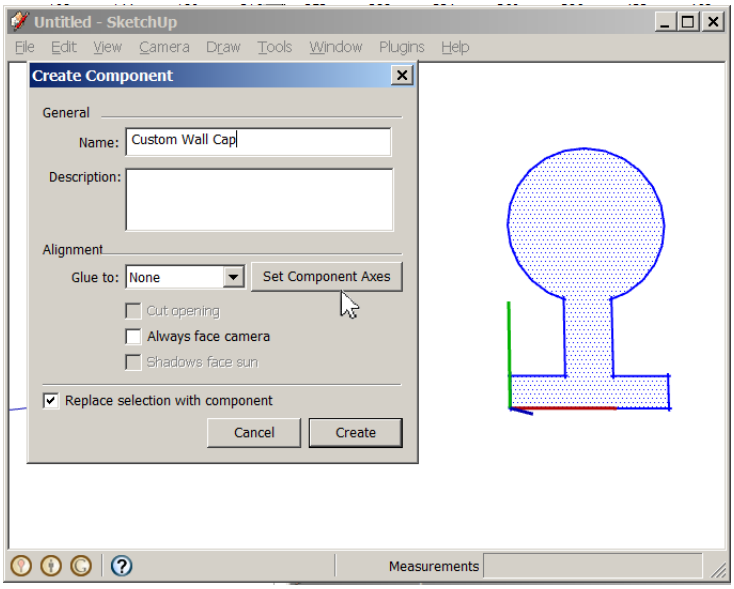


Wall Cap: User Component Profile *Example*

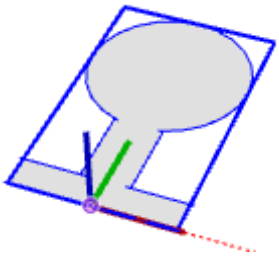
1. Create a 2D face and select it. Open the "Create Component" window.



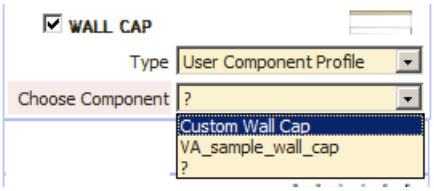
2. Name the component and click "Set Component Axes.



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.



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.

