

Instant Wall Posts

Post Types

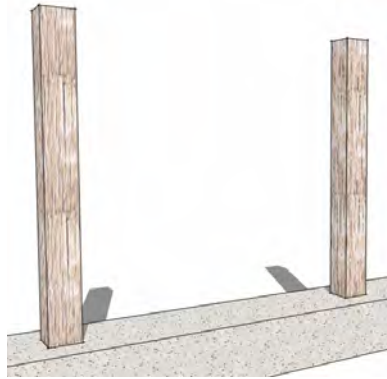
POSTS

Type: **Square**

Height: **3'**

Width: **2"**

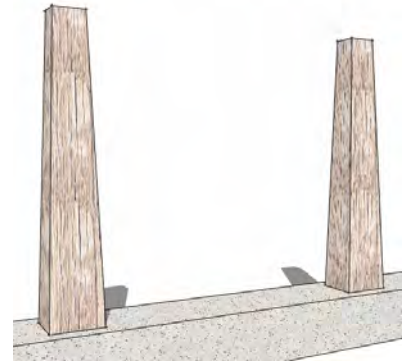
Reduce Spacing? Yes No



Square

POSTS

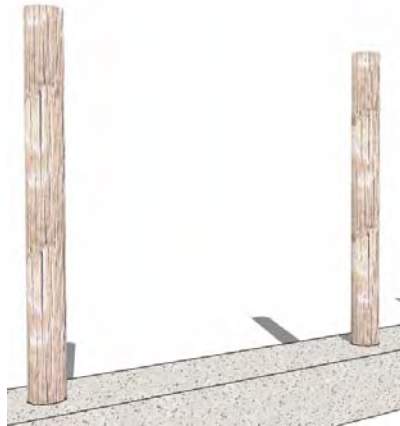
Type: **Square Tapered**



Square Tapered

POSTS

Type: **Round**



Round

POSTS

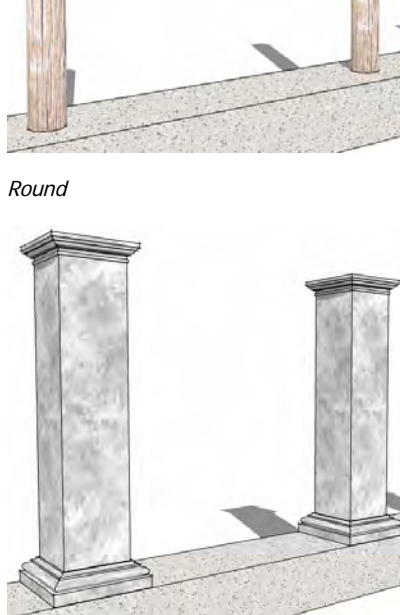
Type: **Round Tapered**



Round Tapered

POSTS

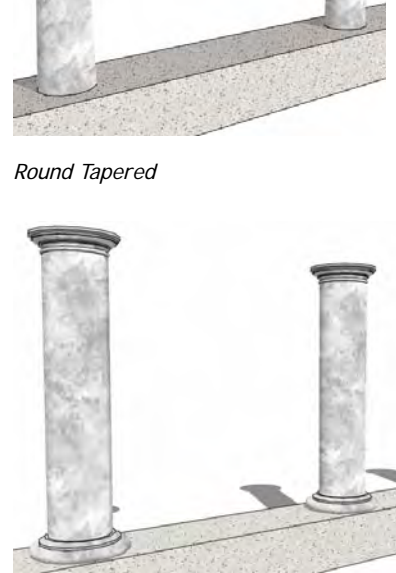
Type: **Column1**



Column1

POSTS

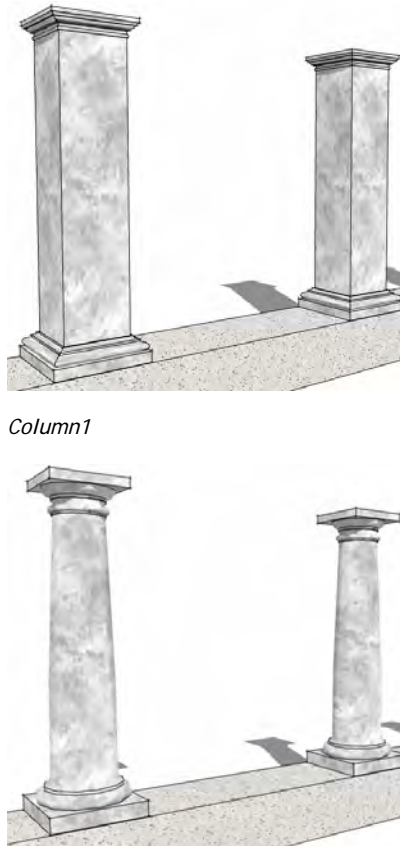
Type: **Column2**



Column2

POSTS

Type: **Tuscan**



Tuscan

POSTS

Type: **Fluted**



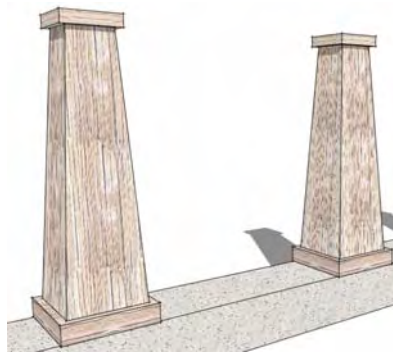
Fluted

POSTS

Type: **Use Component**

Choose Component: **VA_sample_post**





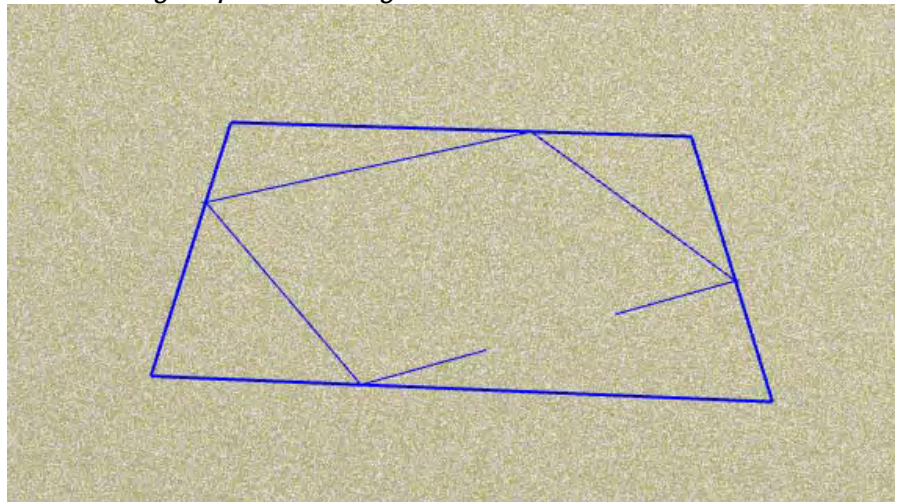
Use Component
VA_Sample_post

"Use Component" for post Example 1

1. First you must create or import a component to use for the pilaster. Here I inserted a light from the components window.



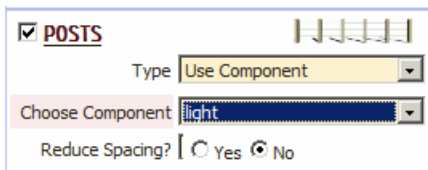
2. I created a terrain and road using the sandbox tool. Then I created a group containing some connected lines.



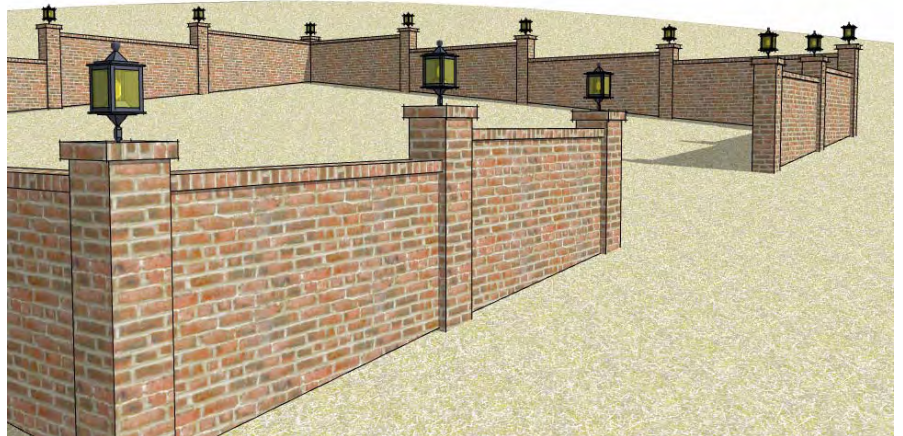
3. In the InstantWall menu, used I chose the preset style "Wall Stepped 3".



Under the "Parameters" drop down menu I checked "POSTS", "Use Component" and selected the light component.



4. Clicked "Make Wall" to create the geometry. The script located and oriented a light on the top of each pilaster.

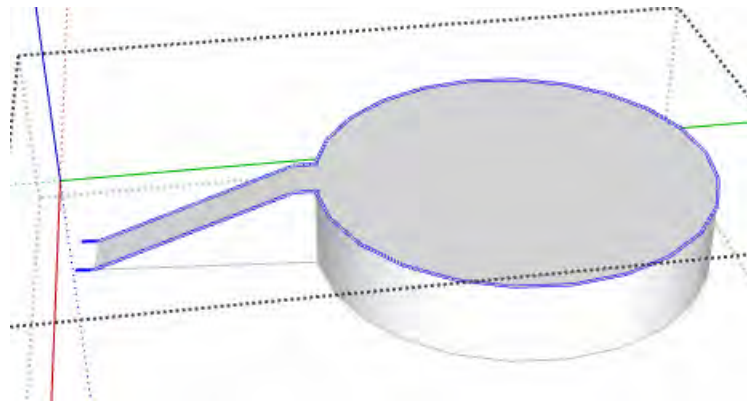


"Use Component" for post Example 2

1. For this example I used a custom post component.



2. I made a raised platform and created a group enclosing the outer edges.



3. In the "InstantWall" menu, I made the following settings to a new style.

MISC PARAMETERS

Slope Step

Drop to Terrain? Yes No End Pts


Extend Bottom? Yes No


Shorten Segments? Yes No


Max Length

Pilaster Rotation

Datum for Infill Pilaster Wall Grade

WALL 


PILASTERS 

POSTS 

Type

Choose Component

Reduce Spacing? Yes No

RAILS 


Type

Width / Diameter

Vertical Thickness:

Top Rail Height

Rail Continuity Warp ~ Allow Breaks

INFILL 

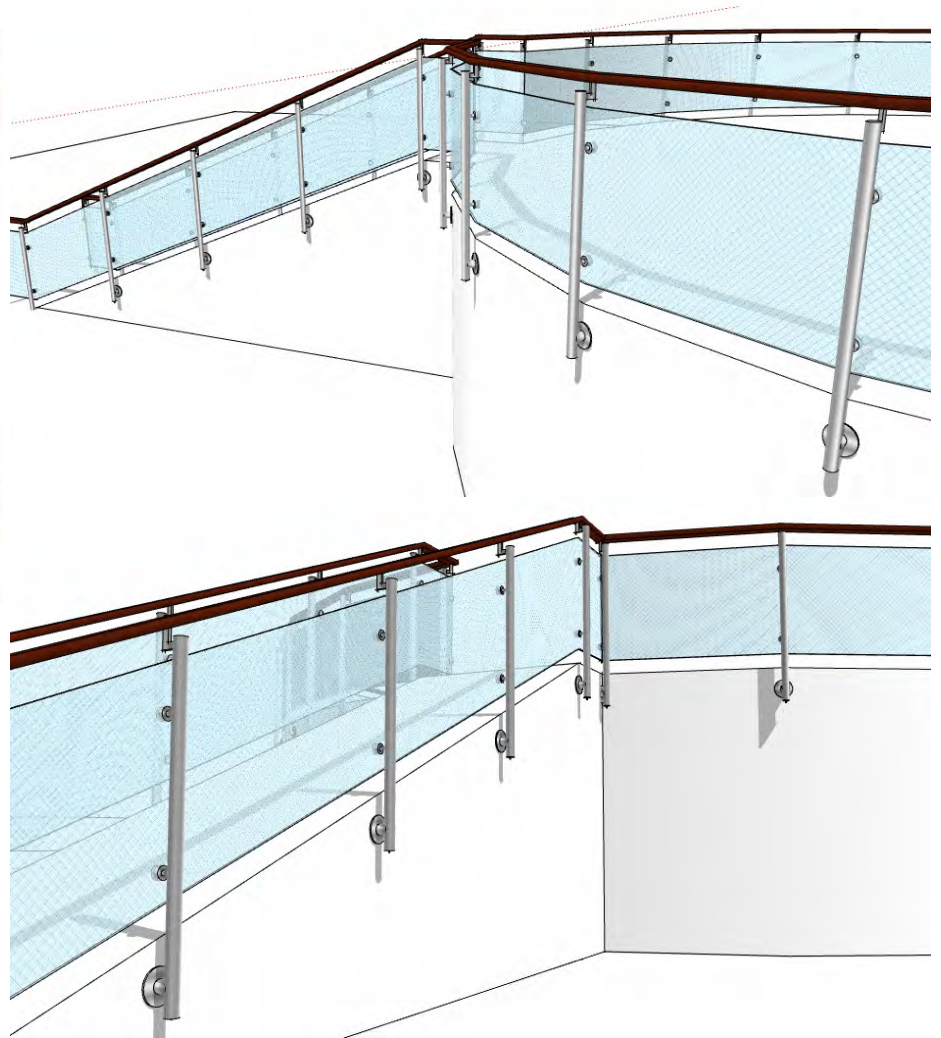
Type

Top

Bottom


Thickness / Diameter

4. Here's the output geometry with materials added.



Post Parameters


Height

POSTS 


Type

Height

Width



Width


POSTS 

Type


Height

Width

Reduce Spacing? Yes No



Taper angle

POSTS 


Type

Taper Angle (deg)


Height

Width

Reduce Spacing? Yes No



Reduce Spacing Adds intermediate posts between pilasters or wall breaks.

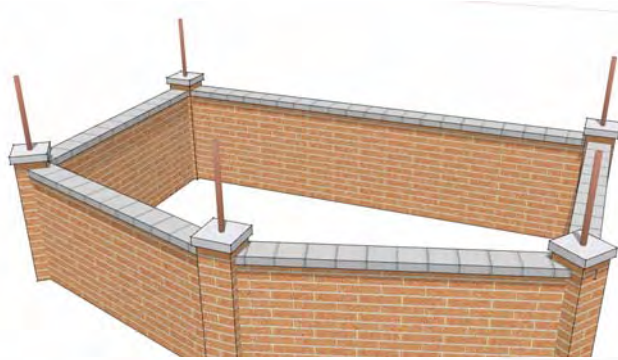

POSTS 


Type

Height

Width

Reduce Spacing? Yes No



POSTS 

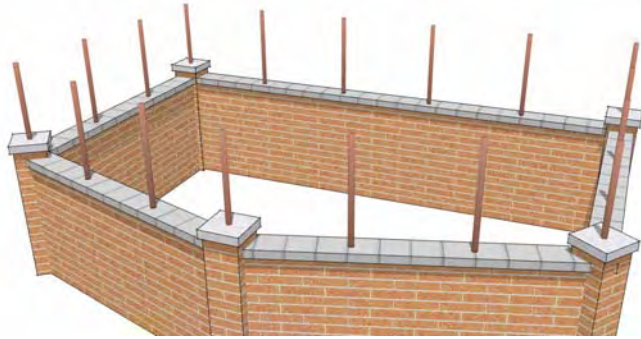

Type

Height


Width

Reduce Spacing? Yes No

Max Spacing



Max Spacing Reduce spacing between added posts

POSTS 


Type

Height

Width

Reduce Spacing? Yes No

Max Spacing



Rotation *The post rotation will match 'Pilaster Rotation' setting under 'MISC PARAMETERS' (Exception: When 'Reduce spacing' is selected, all post will align with wall)*

MISC. PARAMETERS

Slope Step

Drop to Terrain? | Yes No End Pts

Extend Bottom? | Yes No

Shorten Segments? | Yes No

Pilaster Rotation | with Miters except 90 Dec ▾

Datum for Infill | Pilaster Wall Grade

