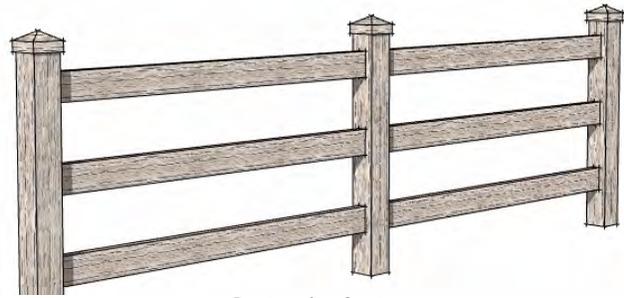
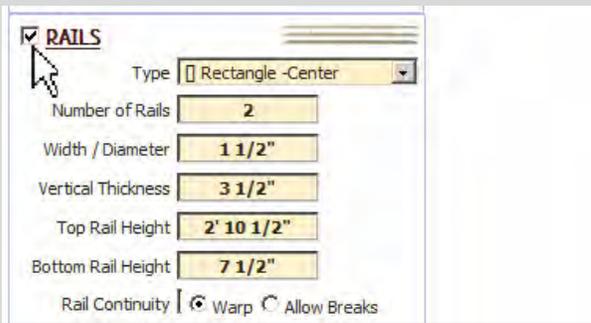
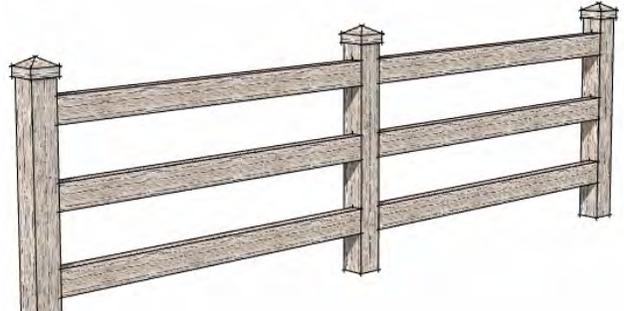
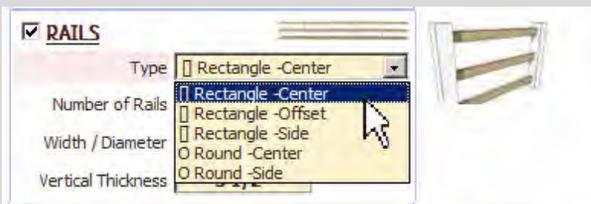


Instant Fence & Railing *Rails and Handrails*

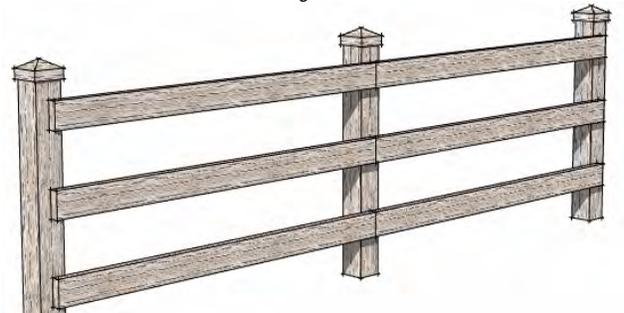
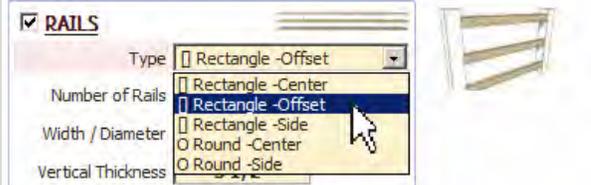
Rail Types *Note: Rails are cut between posts when "Stepped" is selected but will be continuous when "Sloped"*



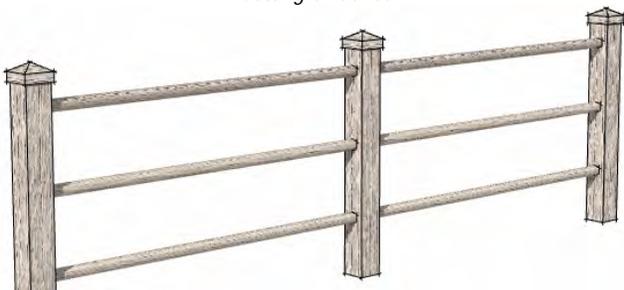
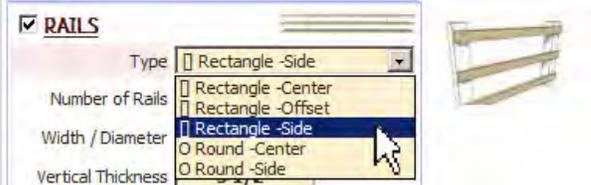
Rectangle -Center



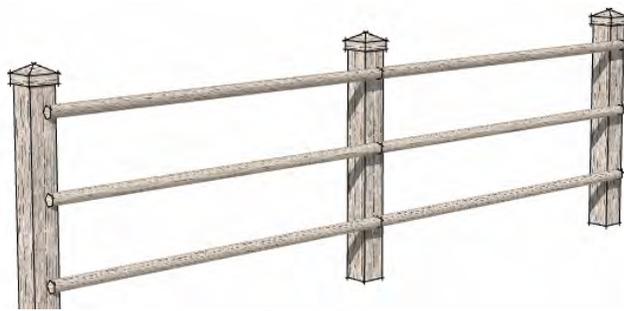
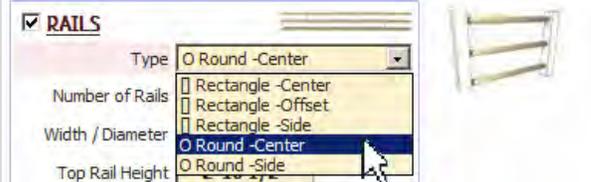
Rectangle -Offset



Rectangle -Center



Round -Center



Round -Side

Rail Parameters.

Number of Rails

RAILS

Type: Rectangle -Center

Number of Rails:

Width / Diameter:



Width / Diameter

RAILS

Type: Rectangle -Offset

Number of Rails:

Width / Diameter:

Vertical Thickness:



Vertical Thickness

RAILS

Type: Rectangle -Offset

Number of Rails:

Width / Diameter:

Vertical Thickness:

Top Rail Height:



Top Rail Height

Number of Rails:

Width / Diameter:

Vertical Thickness:

Top Rail Height:

Bottom Rail Height:



Bottom Rail Height

Width / Diameter:

Vertical Thickness:

Top Rail Height:

Bottom Rail Height:



Rail Continuity *Applies to sloped condition.*

Vertical Thickness:

Top Rail Height:

Bottom Rail Height:

Rail Continuity: Warp Allow Breaks



HANDRAIL

Vertical Thickness:

Top Rail Height:

Bottom Rail Height:

Rail Continuity: Warp Allow Breaks



Handrail Types

HANDRAIL

Type: Rectangular Cap Rail

Width / Diameter: 8"

Vertical Thickness: 3"

Top: 6"

Rail Continuity: Warp Allow Breaks

HANDRAIL

Type: Rectangular Cap Rail

Width / Diameter: Rectangular Cap Rail

Vertical Thickness: Rectangle

HANDRAIL

Type: Round Cap Rail

Width / Diameter: Rectangular Cap Rail

Vertical Thickness: Round

HANDRAIL

Type: Rectangle

Width / Diameter: Rectangular Cap Rail

Vertical Thickness: Rectangle

HANDRAIL

Type: Round

Width / Diameter: Rectangular Cap Rail

Vertical Thickness: Round

Top: Round

Location: Mushroom

Rail Continuity: Rounded

HANDRAIL

Type: Mushroom

Width / Diameter: Rectangular Cap Rail

Vertical Thickness: Rectangle

Top: Mushroom

Location: Radius Edge

HANDRAIL

Type: Radius Edge

Width / Diameter: Rectangular Cap Rail

Vertical Thickness: Rectangle

Top: Mushroom

Location: Radius Edge

Rail Continuity: Rounded

HANDRAIL

Type: Rounded

Width / Diameter: Rectangular Cap Rail

Vertical Thickness: Rectangle

Top: Mushroom

Location: Rounded

Rail Continuity: Iron 1

HANDRAIL

Type: Iron 1

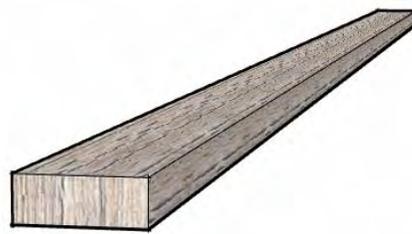
Width / Diameter: Rectangular Cap Rail

Vertical Thickness: Rectangle

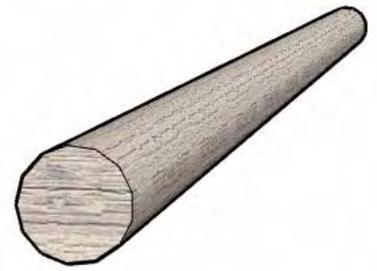
Top: Mushroom

Location: Rounded

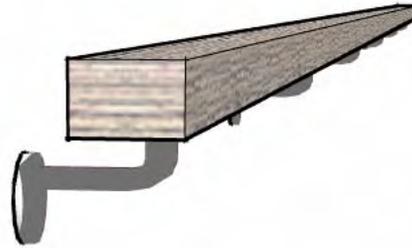
Rail Continuity: Iron 1



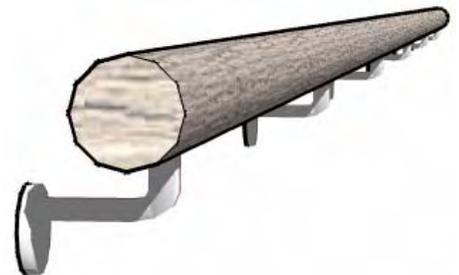
Rectangular Cap Rail



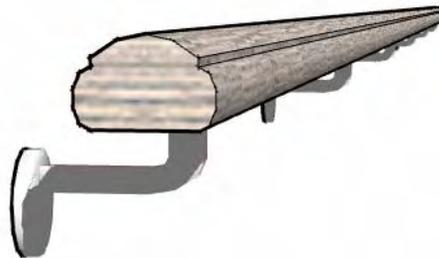
Round Cap Rail



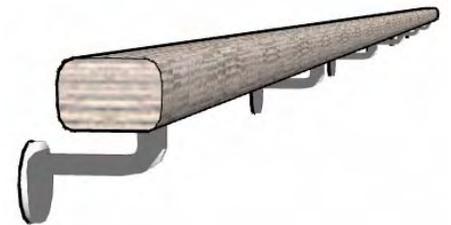
Rectangle



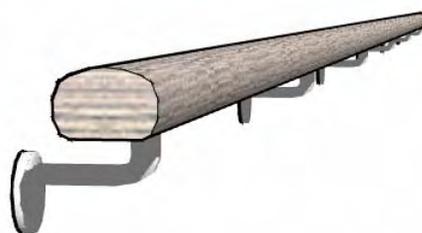
Round



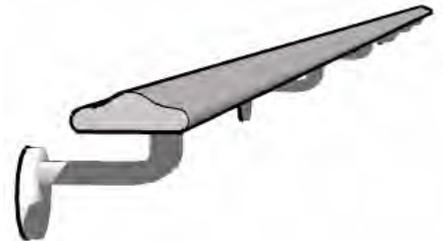
Mushroom



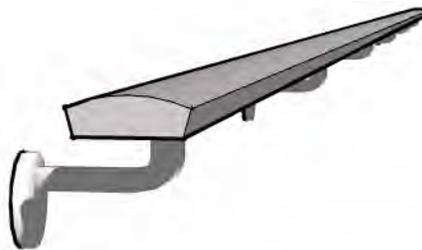
Radius Edge



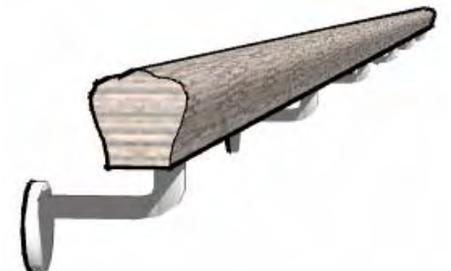
Rounded



Iron 1



Iron 2



Wood 1

HANDRAIL

Type: Iron 2

Width / Diameter: Rectangular Cap Rail

Vertical Thickness: Rectangle

Top: Mushroom

Location: Rounded

Rail Continuity: Iron 1

RAIL ENDS

HANDRAIL

Type: Wood 1

Width / Diameter: Rectangular Cap Rail

Vertical Thickness: Rectangle

Top: Mushroom

Location: Rounded

Rail Continuity: Iron 2

RAIL ENDS

HANDRAIL

Type: Wood 2

Width / Diameter: Rectangular Cap Rail

Vertical Thickness: Rectangle

Top: Mushroom

Location: Rounded

Rail Continuity: Iron 2

RAIL ENDS

FENCING

Type: Wood 3

Width / Diameter: Rectangular Cap Rail

Vertical Thickness: Rectangle

Top: Mushroom

Location: Rounded

Rail Continuity: Iron 2

RAIL ENDS

FENCING

Type: Wood 4

Width / Diameter: Rectangular Cap Rail

Vertical Thickness: Rectangle

Top: Mushroom

Location: Rounded

Rail Continuity: Iron 2

RAIL ENDS

FENCING

Type: Wood 5

Width / Diameter: Rectangular Cap Rail

Vertical Thickness: Rectangle

Top: Mushroom

Location: Rounded

Rail Continuity: Iron 2

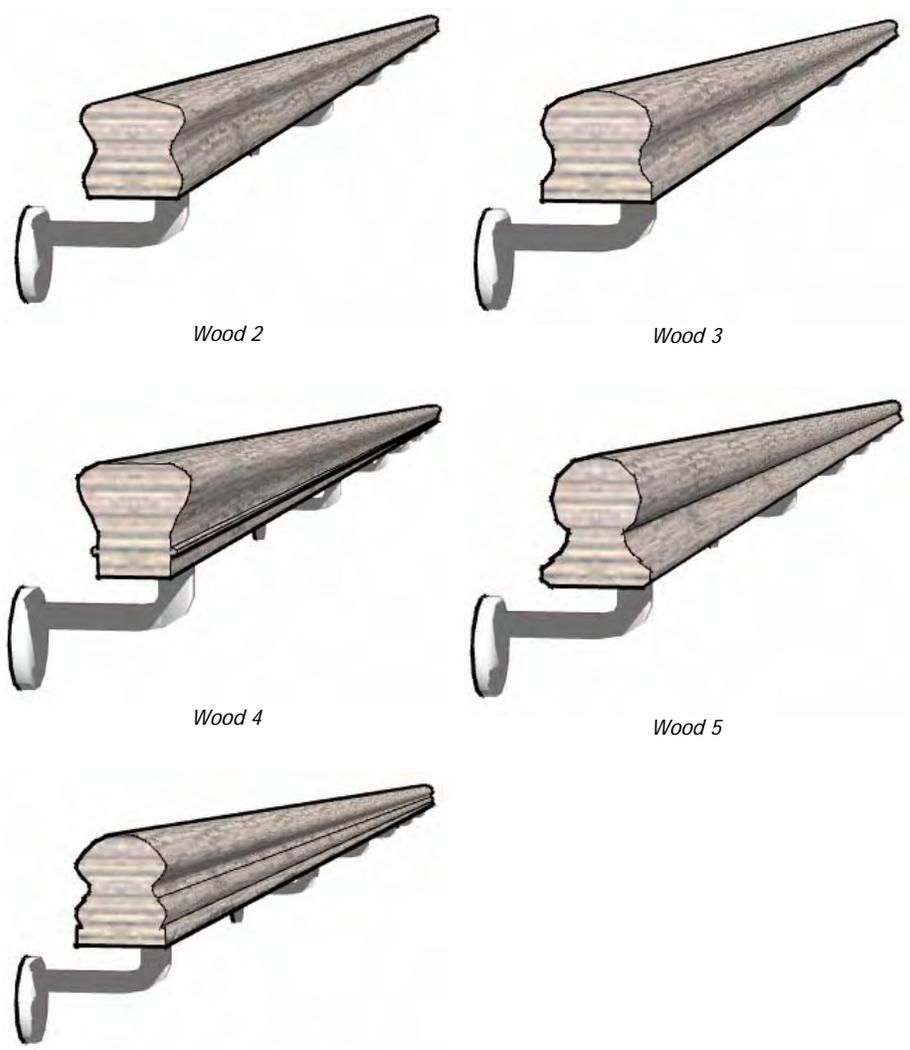
RAIL ENDS

PANELS

HANDRAIL

Type: User Component Profile

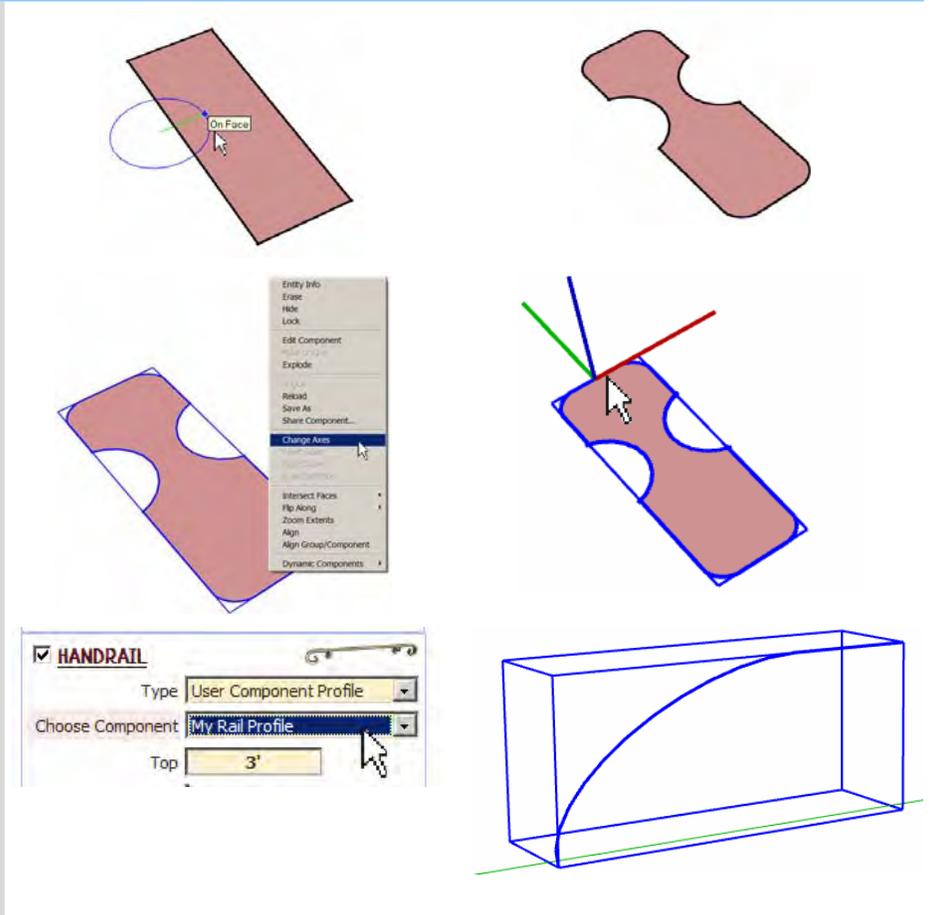
Choose Component: VA_sample_cap_rail



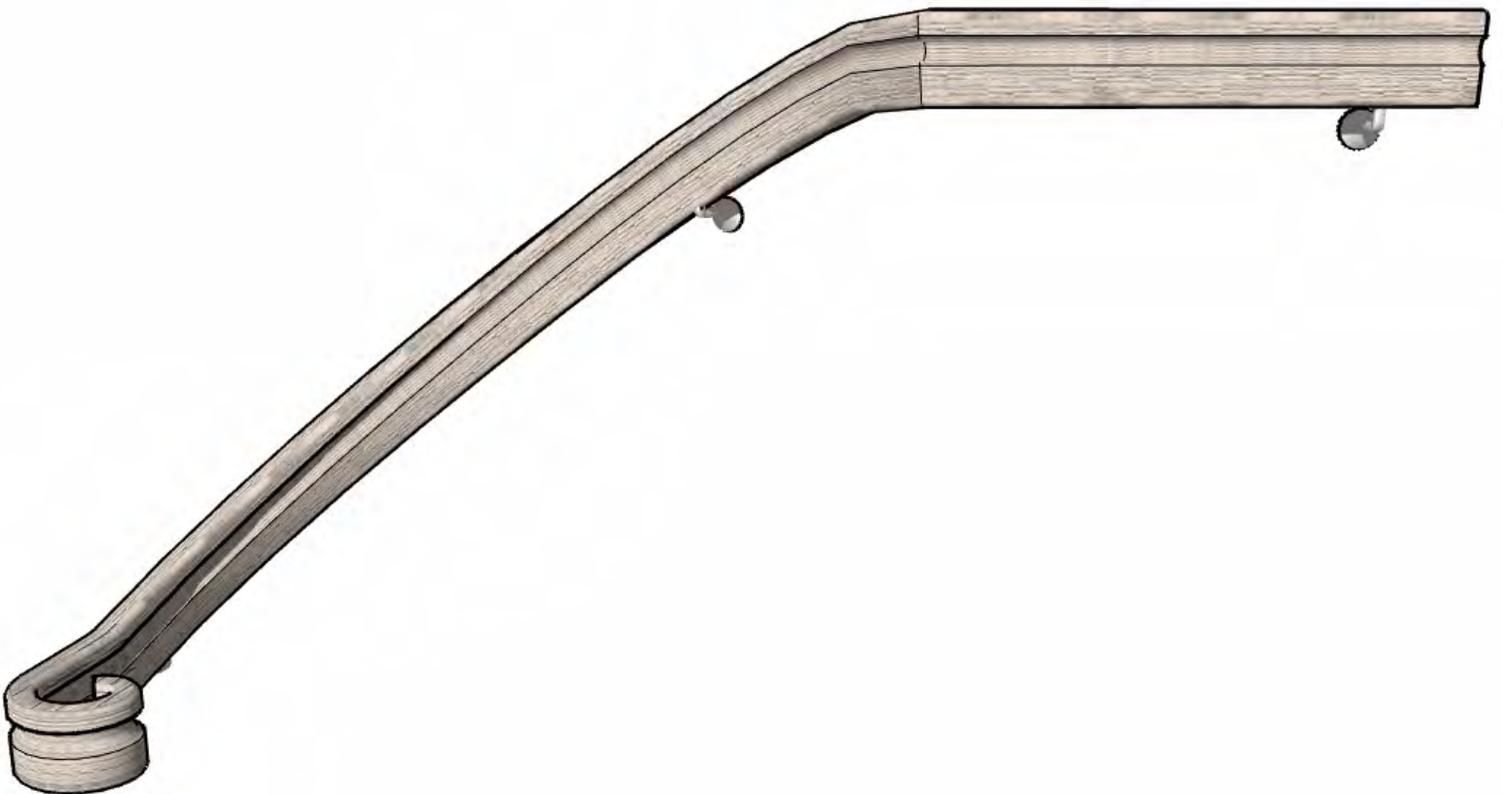
“VA_sample_cap_rail” is shown here. But any user profile can be used.

Example: Custom Railing Profile

1. Draw custom 2D shape and make it into a component
2. Set axis where center of railing is to be. Z direction should be out of face.
3. Start Instant Fence Railing as usual. Choose "User Component Profile" and select the new component from the menu.

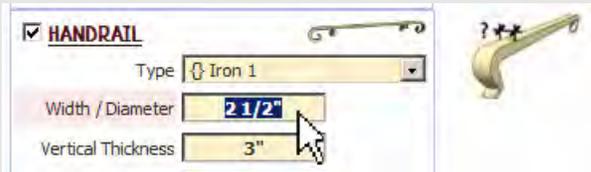


The output is a railing using the new custom profile and aligns material textures. Note: This differs from the SketchUp follow me tool because it twists the railing to maintain a vertical / horizontal cross section.

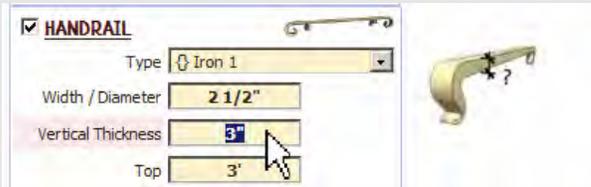


Handrail Parameters

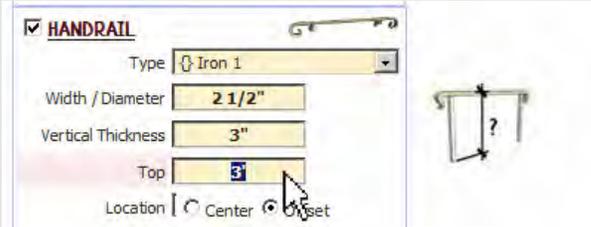
Width / Diameter



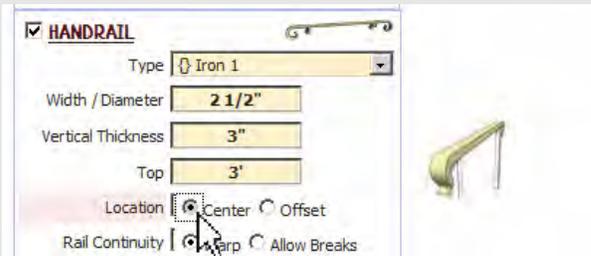
Vertical Thickness



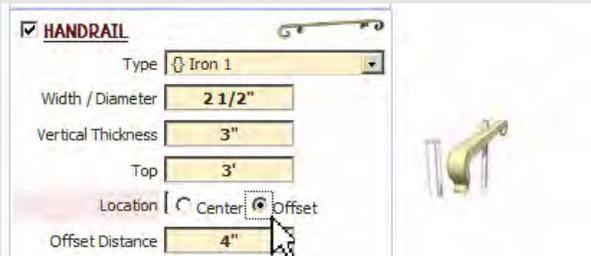
Top



Location: Center



Location: Offset



Offset Distance



Rail Continuity: Warp *Applies to sloped condition*



Rail Continuity: Allow Breaks

Location | Center Offset

Offset Distance |

Rail Continuity | Warp Allow Breaks

BRACKETS



Warp Severity: Low

Offset Distance |

Rail Continuity | Warp Allow Breaks

Warp Severity | Low Med All

BRACKETS

RAIL ENDS



Warp Severity: Med

Location | Center Offset

Offset Distance |

Rail Continuity | Warp Allow Breaks

Warp Severity | Low Med All

BRACKETS

RAIL ENDS



Warp Severity: All

Location | Center Offset

Offset Distance |

Rail Continuity | Warp Allow Breaks

Warp Severity | Low Med All

BRACKETS

RAIL ENDS



Handrail Brackets

BRACKETS

Locations | Posts Wall

Bracket Spacing | RAIL ENDS



Posts

BRACKETS

Locations | Posts Wall

RAIL ENDS



Wall

BRACKETS

Locations | Posts Wall

Bracket Spacing | RAIL ENDS



Bracket Spacing (Wall)

BRACKETS

Locations | Posts Wall

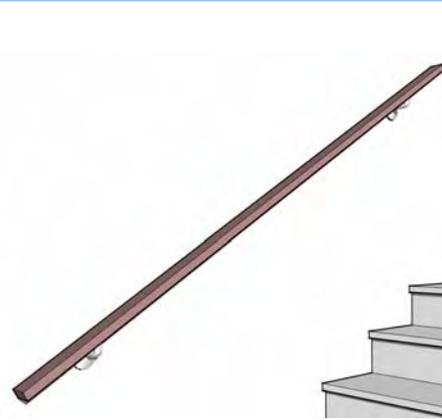
Bracket Spacing |

RAIL ENDS

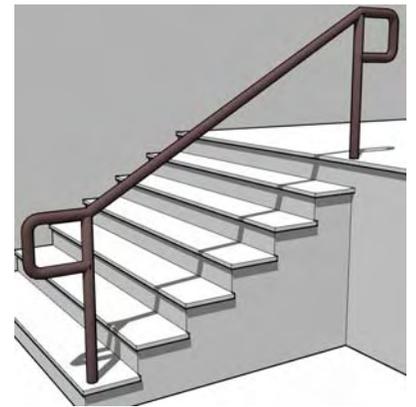


Handrail Ends

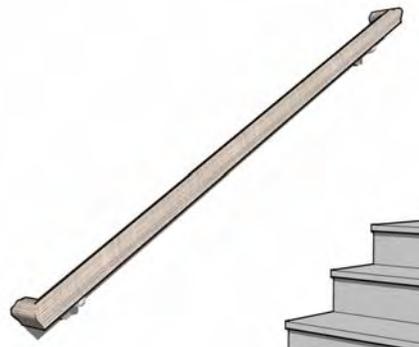
| | | |
|---|-----------------------|--|
| <input checked="" type="checkbox"/> RAIL ENDS | Type: Return -Level | |
| <input checked="" type="checkbox"/> RAIL ENDS | Type: - Extension | |
| <input checked="" type="checkbox"/> FENCING | Type: ADA | |
| <input checked="" type="checkbox"/> RAIL ENDS | Type: ADA | |
| <input checked="" type="checkbox"/> FENCING | | |
| <input checked="" type="checkbox"/> RAIL ENDS | Type: Return | |
| <input checked="" type="checkbox"/> RAIL ENDS | Type: Return -Level | |
| <input checked="" type="checkbox"/> RAIL ENDS | Type: Return -Radius | |
| <input checked="" type="checkbox"/> RAIL ENDS | Type: To Post | |
| <input checked="" type="checkbox"/> RAIL ENDS | Type: To Post -Radius | |
| <input checked="" type="checkbox"/> RAIL ENDS | Type: To Grade | |
| <input checked="" type="checkbox"/> RAIL ENDS | Type: C Scroll | |
| <input checked="" type="checkbox"/> RAIL ENDS | Type: S Scroll | |
| <input checked="" type="checkbox"/> RAIL ENDS | Type: S Scroll Long | |
| <input checked="" type="checkbox"/> RAIL ENDS | Type: @ Volute | |



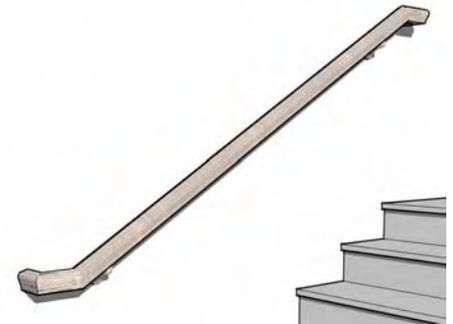
Extension



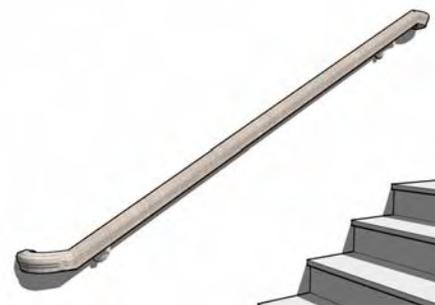
ADA



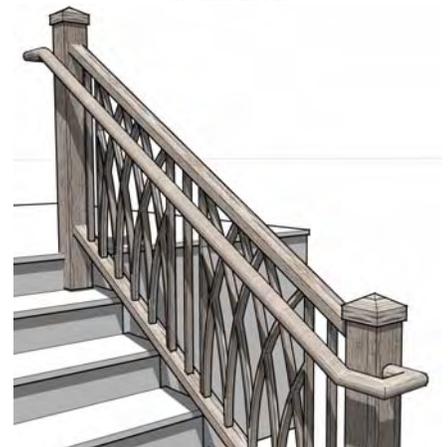
Return



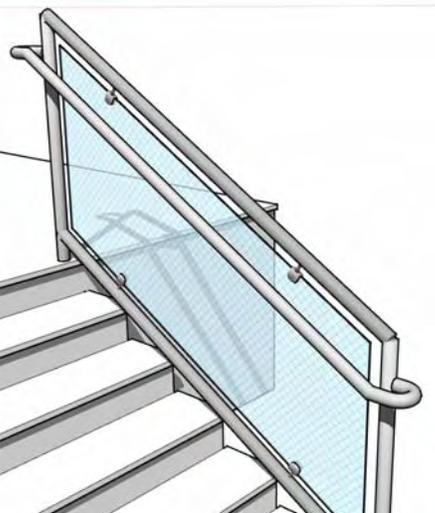
Return-Level



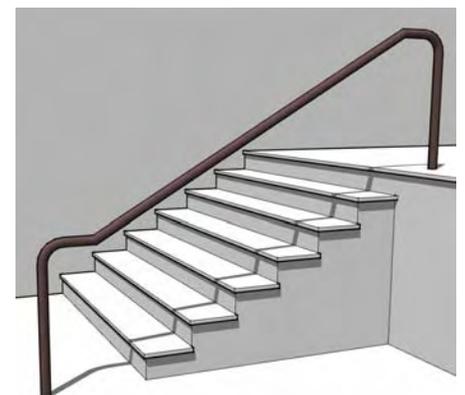
Return -Radius



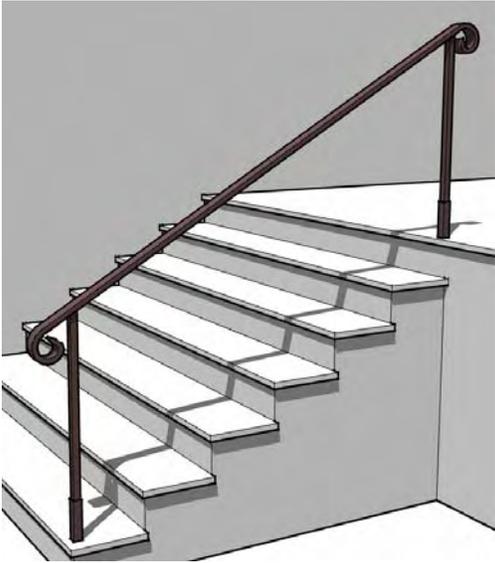
To Post



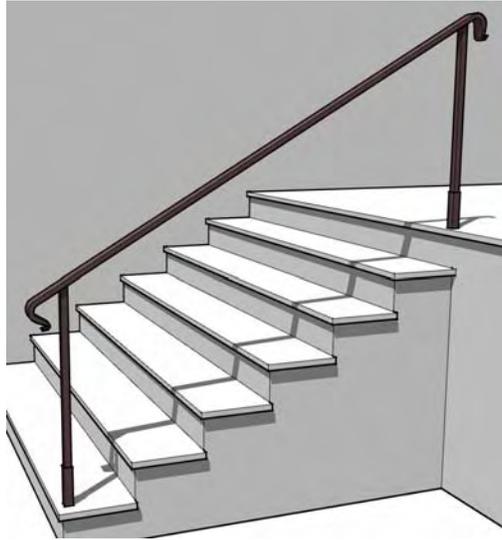
To Post -Radius



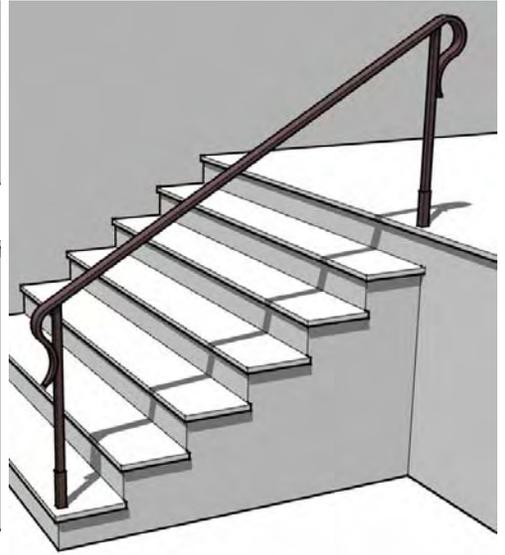
To Grade



C Scroll



S Scroll



S Scroll Long



Volute

*Note: A volute will only be modeled if the handrail is sloped. It will be located at the low end or ends.
Not all rail profiles will have a decorative end cap.*