**Instant Stair Parameters**

Most of the menu items are accompanied by an image to identify the function. Units for this tutorial are shown in inches, but any units that Sketchup supports including Metric or Architectural may be used.

**Type** The basic type of stair or ramp. Click the icon to display the image gallery. A family of related styles can sometimes be made from a single style simply by changing type and saving as a new style.

**Hand** For stairs or ramps that are not straight.

**Flair and Fan Arc stairs** Flair distance is chosen separately for right and left sides for Flair stairs. For Fan Arc stairs the Flair parameter adds a curve in addition to the Flair Angle (see below) and the same for both sides.

**Fan and Fan Arc stairs** The angle for the stair shape in degrees

**Width** The width of the stair or ramp not including curbs or stringer width if any. Units for this tutorial are shown in inches, but any units that Sketchup supports including Metric or Architectural may be used.

**Options for setting Stair Height** There are 3 ways to set the height of the stair

- **Overall height.** Includes all flights and winder landings if any. If there is more than one flight, the heights of the flights will be made equal.

- **By Flight.** The height of each flight is set separately.
**Options for setting Ramp Height**

There are 3 ways to set the height of the ramp:

- **Overall height.** Includes all flights and winder landings if any. If there is more than one flight, the heights of the flights will be made equal.
- **By Flight.** The height of each flight may be set separately.
- Either height or length of ramp may be set by %, but not both for obvious reasons.

**Number of Risers**

The number of risers can be entered manually for each flight or the script can calculate the number of risers making them less than a maximum riser height. I generally prefer to use maximum riser height.

**Number of Levels**

For multi-level stacked stairs.

**Stair Length**

There are 3 ways to set the length of the stair:

- **Overall length.** Includes all flights. If there is more than one flight, the lengths of the flights will be made equal.
- **By Length.** The length of each flight is set separately.
Line Length is a parameter available to the Stair from Alignment method. If “Tread” is chosen for this parameter, the stair length will be based on the Tread length parameter instead of the input line length.

**Ramp Length**  
There are 3 ways to set the length of the ramp.

- **Overall length.** Includes all flights. If there is more than one flight, the lengths of the flights will be made equal.
- **By Length.** The length of each flight is set separately.
- **Either height or length of ramp may be set by %, but not both for obvious reasons.**

**Construction**  
The configuration for the stair or ramp run. Some stair and ramp types may not allow all options for construction. Click the icon to display the image gallery.

- **Radius**  
  For Spiral stairs, to the mid point of the tread

- **Arc Precision**  
  Number of arc segments used for all round features (except round tread nosing which is fixed). Eg. Spiral Stairs, Fan Stairs, Curtail, Center Post.

- **Subtended Angle**  
  For Spiral stairs. The angle that the stair turns through.

- **Center Post**  
  For Spiral stairs, a cylindrical post may be placed in the center (Available for Treads Only, Open Riser, and Closed Riser construction types only)
### Stringer and Curb

Some of these parameters will be unavailable for some types and construction.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
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</thead>
<tbody>
<tr>
<td>Stringer Depth</td>
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<tr>
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<tr>
<td>Stringer Width</td>
<td>2.000&quot;</td>
</tr>
<tr>
<td>Stringer Extension</td>
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### Landings

The top of a stair or ramp will terminate at the top of the ramp or highest stair riser.

- **Make Top Landing**: Creates a top landing at the top of a stair or ramp.
  - For Switchback shaped stairs and ramps
  - For Straight landing shaped stairs and ramps and top landings

<table>
<thead>
<tr>
<th>Parameter</th>
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<tr>
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<td>Extension Top</td>
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<tr>
<td>Extension Bot</td>
<td>12</td>
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### Nosing

Check the NOSING box to add nosing to the treads. Nosing may also project past the side of the stair for some stair types and construction.

- **NOSING**: Types - Angle, Bull, Rect
Extend the nosing around the sides of the tread. Not available for some types and construction.

Nosing dimensions

- Width: 1.125"
- Thickness: 1.125"

Curtail or Bullnose Step

- Not available for some types and construction.

Railing Lines

Instant Stair does not make railings. But it can add curves and lines to assist with making railings by other means.

Important: if you are using Instant Fence and railing and you are using the stair from alignment method or your stair has been rotated, you must copy/paste the stair curves out of the stair component, then make railings and cut/paste the railings back into the stair component. If you make the railings in the rotated component they can get clipped.

- Offset the line in or out from the right side of the stair.
- Offset the line in or out from the left side of the stair.
- Lengthen or shorten the line from the first riser on the right side of the stair.
Lengthen or shorten the line from the first riser on the left side of the stair.

Raise/lower the lines above/below the stair top.