Post Types

- **Square**
- **Square Tapered**
- **Round**
- **Round Tapered**
- **Tuscan**
- **Fluted**

Choose 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.

4. Here’s the output geometry with materials added.
Post Parameters

**Height**
- Type: Square
- Height: 5"
- Width: 6"

**Width**
- Type: Square
- Height: 5"
- Width: 6"
- Reduce Spacing: Yes

**Taper angle**
- Type: Square Tapered
- Taper Angle (deg): 2.0
- Height: 5"
- Width: 6"
- Reduce Spacing: Yes

**Reduce Spacing** Adds intermediate posts between pilasters or wall breaks.

**Max Spacing** Reduce spacing between added posts
Rotation  The post rotation will match ‘Pilaster Rotation’ setting under ‘MISC PARAMETERS’ (Exception: When ‘Reduce spacing’ is selected, all post will align with wall)