Wall Parameters

1. **Battled**
   - Height: 4'
   - Width: 1' 2"
   - Batter Angle (Deg): 8.0
   - Wall Top: Warp ~ Allow Breaks
   - Make underside: Yes

2. **Distorted**
   - Height: 4'
   - Width: 1' 2"
   - Batter Angle (Deg): 8.0
   - Bump Height: 8"
   - Bump Spacing: 2"
   - Make underside: Yes

3. **Vertical**
   - Height: 4'
   - Width: 1' 2"
   - Wall Top: Warp ~ Allow Breaks
   - Make underside: Yes

4. **Arcade-Segmental**
   - Height: 4'
   - Width: 1' 2"
   - Pier Width: 2'
   - Subland Angle (Deg): 135
   - Spring Line Height: 3'
   - Wall Top: Warp ~ Allow Breaks
<table>
<thead>
<tr>
<th>Component</th>
<th>Height</th>
<th>Width</th>
</tr>
</thead>
<tbody>
<tr>
<td>Base</td>
<td>1&quot;</td>
<td>10&quot;</td>
</tr>
<tr>
<td>Base</td>
<td>1&quot;</td>
<td>10&quot;</td>
</tr>
<tr>
<td>Wall</td>
<td>3&quot;</td>
<td>8&quot;</td>
</tr>
<tr>
<td>Wall Cap</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Diagram shows a wall with a base and a wall cap. The base is defined with a height of 1" and a width of 10". The wall has a height of 3" and a width of 8".
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.