Instant Wall   *Walls / Arcades*

WALL

Type	Vertical
Height	4'
Width	1' 2"
Wall Top	◉ Warp ~ ○ Allow Breaks
Make Underside	○ Yes ◉ No
☐ BASE	
☐ WALL CAP	
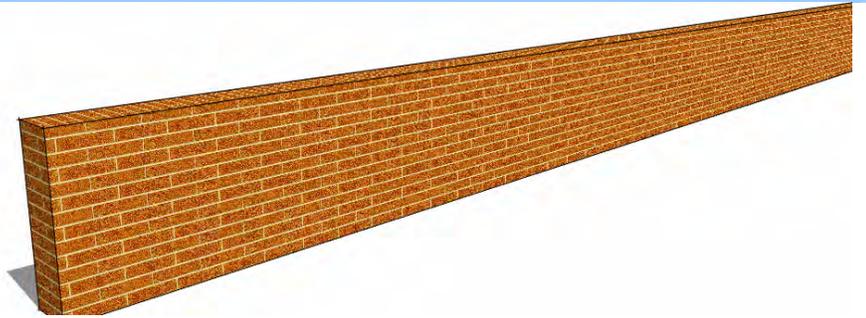
WALL

Type	Arcade-Segmental
Height	10'
Width	1' 2"
Pier Width	2' 6"
Subtend Angle(Deg)	100
Spring Line Height	6'
Wall Top	◉ Warp ~ ○ Allow Breaks
☐ WALL CAP	
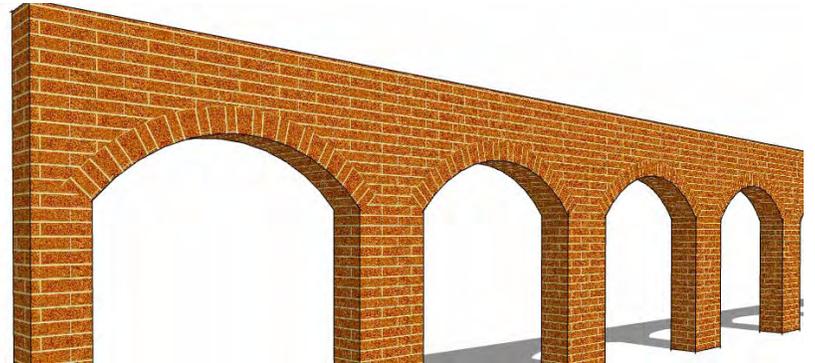
WALL

Type	Arcade-Elliptical
Height	10'
Width	1' 2"
Pier Width	2' 6"
Rise	1' 6"
Spring Line Height	6'
Wall Top	◉ Warp ~ ○ Allow Breaks
☐ WALL CAP	
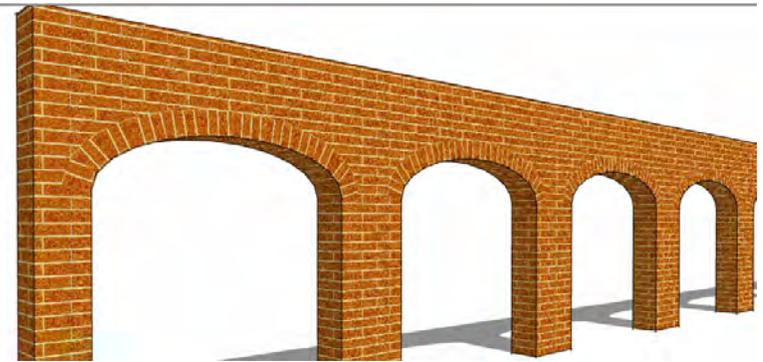
WALL

Type	Arcade-Pointed
Height	10'
Width	1' 2"
Pier Width	2' 6"
Rise	3' 6"
Spring Line Height	5'
Wall Top	◉ Warp ~ ○ Allow Breaks
☐ WALL CAP	
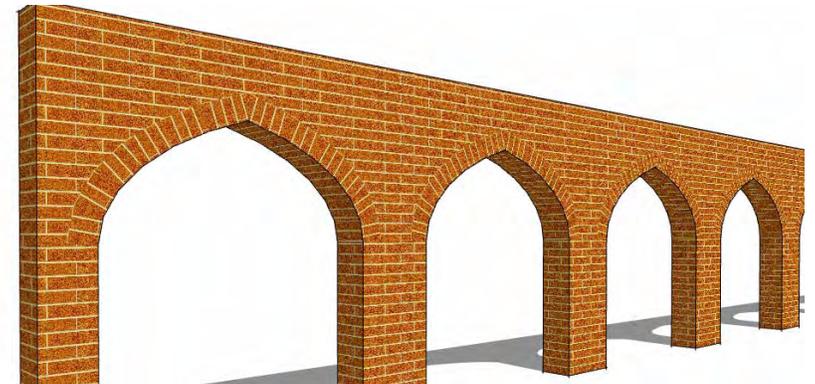
WALL

Type	Arcade-Flat
Height	10'
Width	1' 2"
Pier Width	2' 6"
Spring Line Height	7'6
Wall Top	◉ Warp ~ ○ Allow Breaks
☐ WALL CAP	
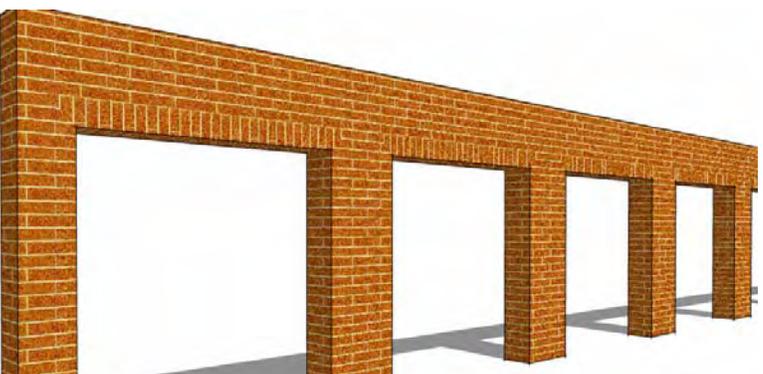
WALL

Type	Battered
Height	4'
Width	1' 2"
Batter Angle (Deg)	8.0
Wall Top	⦿ Warp ~ ◯ Allow Breaks
☐ WALL CAP	
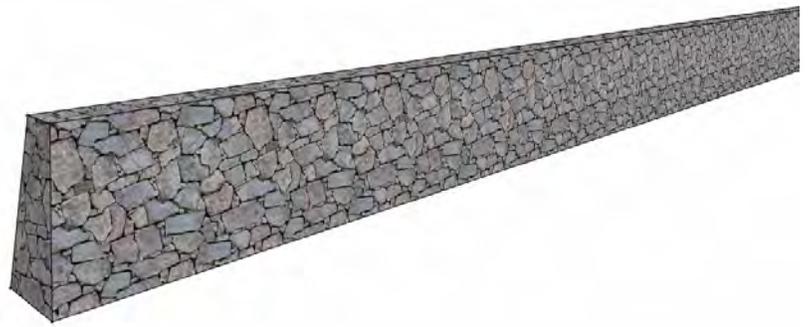
WALL

Type	Distorted
Height	4'
Width	1' 2"
Batter Angle (Deg)	8.0
Bump Height	8"
Bump Spacing	2'
Make Underside	◯ Yes ⦿ No
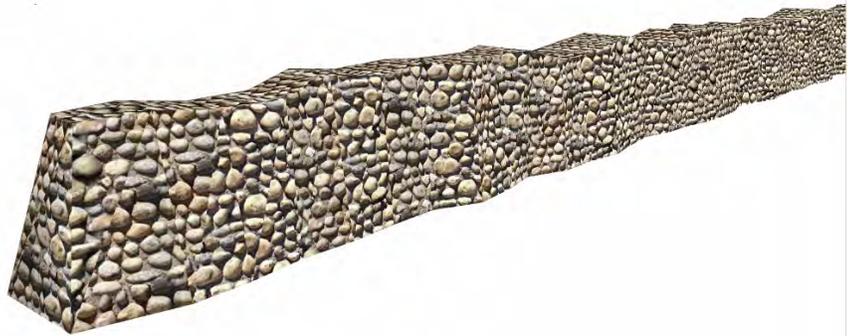
Wall Parameters

WALL

Type	Vertical
Height	4'
Width	1'2"
Wall Top	⦿ Warp ~ ◯ Allow Breaks
Make Underside	◯ Yes ⦿ No
☐ BASE	
☐ WALL CAP	

WALL

Type	Vertical
Height	4'
Width	1'2"
Wall Top	⦿ Warp ~ ◯ Allow Breaks
Make Underside	◯ Yes ⦿ No
☐ BASE	
☐ WALL CAP	

WALL

Type	Arcade-Segmental
Height	4'
Width	1'2"
Pier Width	2'
Subtend Angle(Deg)	135
Spring Line Height	3'
Wall Top	⦿ Warp ~ ◯ Allow Breaks
☐ WALL CAP	

☑ **WALL**

Type	Arcade-Segmental
Height	4'
Width	1'2"
Pier Width	2'
Subtend Angle(Deg)	135
Spring Line Height	3'
Wall Top	⦿ Warp ~ ○ Allow Breaks
☐ **WALL CAP**	

☑ **WALL**

Type	Arcade-Segmental
Height	4'
Width	1'2"
Pier Width	2'
Subtend Angle(Deg)	135
Spring Line Height	3'
Wall Top	⦿ Warp ~ ○ Allow Breaks
☐ **WALL CAP**	

☑ **WALL**

Type	Arcade-Elliptical
Height	4'
Width	1'2"
Pier Width	2'
Rise	1' 6"
Spring Line Height	3'
Wall Top	⦿ Warp ~ ○ Allow Breaks
☐ **WALL CAP**	

☑ **WALL**

Type	Battered
Height	4'
Width	1'2"
Batter Angle (Deg)	5
Wall Top	⦿ Warp ~ ○ Allow Breaks
☐ **WALL CAP**	

☑ **WALL**

Type	Distorted
Height	4'
Width	1'2"
Batter Angle (Deg)	5
Bump Height	4"
Bump Spacing	3'
Make Underside	○ Yes ⦿ No

WALL

Type	Distorted
Height	4'
Width	1'2"
Batter Angle (Deg)	5
Bump Height	4"
Bump Spacing	3'
Make Underside	○ Yes ● No

WALL

Type	Battered
Height	1'
Width	1'
Batter Angle (Deg)	5
Wall Top	● Warp ~ ○ Allow Breaks
Make Underside	● Yes ○ No
☐ WALL CAP	

WALL

Type	Battered
Height	1'
Width	1'
Batter Angle (Deg)	5
Wall Top	● Warp ~ ○ Allow Breaks
Make Underside	○ Yes ● No
☐ WALL CAP	

WALL

Type	Vertical
Height	5
Width	1'
Wall Top	● Warp ~ ○ Allow Breaks
Make Underside	○ Yes ● No
☐ BASE	
☐ WALL CAP	

WALL

Type	Vertical
Height	5"
Width	1'
Wall Top	○ Warp ~ ● Allow Breaks
☐ BASE	
☐ WALL CAP	
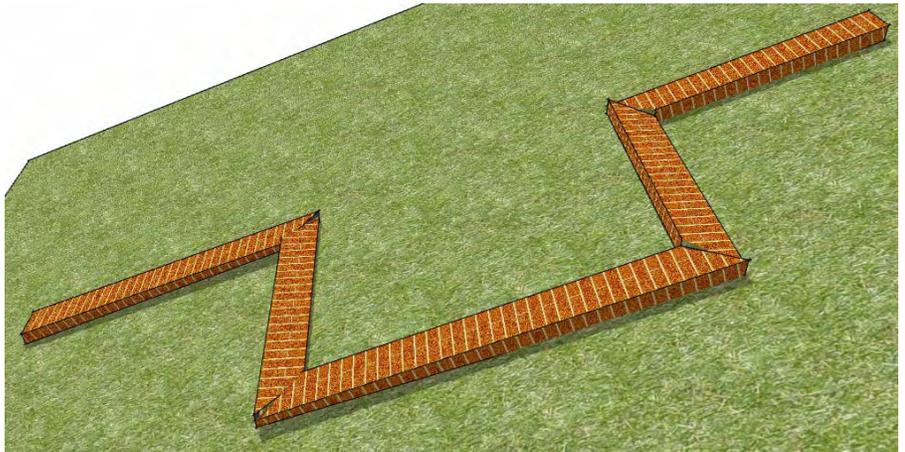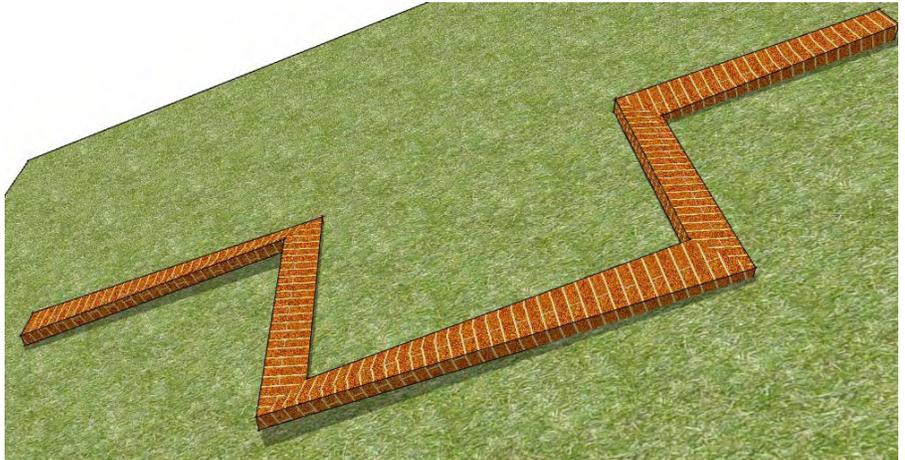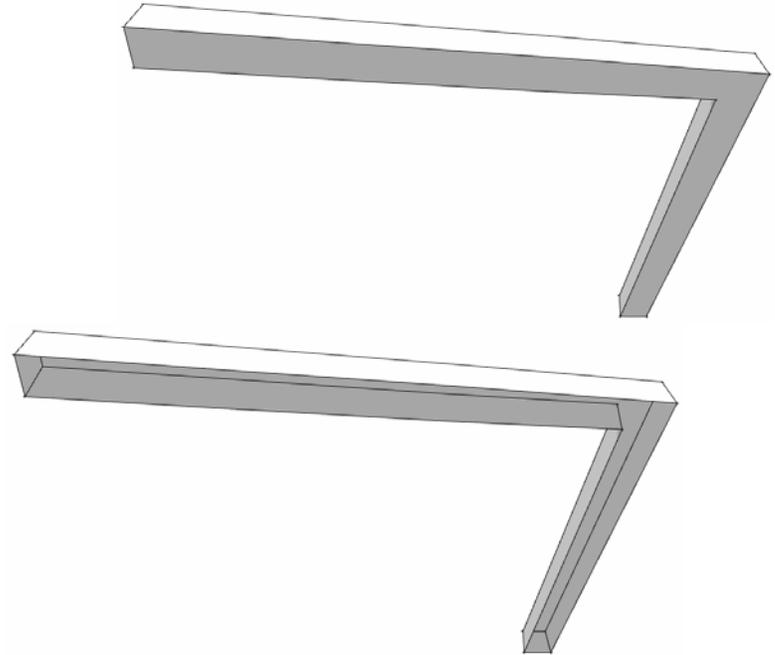
Base

WALL ☑

Type	Vertical
Height	3'
Width	8"
Wall Top	⦿ Warp ~ ○ Allow Breaks
Make Underside	○ Yes ⦿ No

☑ **BASE**

Height	1'
Width	1'
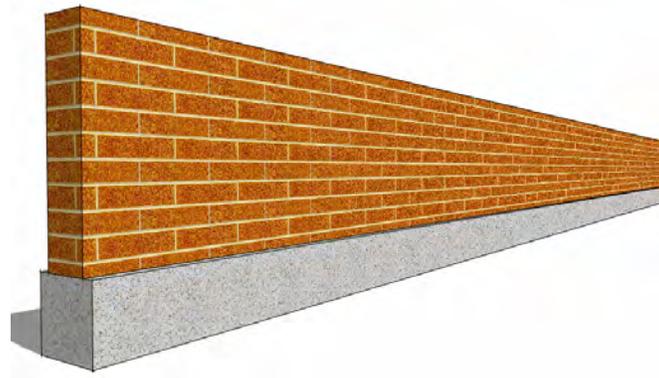
☐ **WALL CAP**

☑ **BASE**

Height	1'
Width	10"

☑ **BASE**

Height	1'
Width	10"

Wall Cap

☑ WALL

Type	Vertical
Height	3'
Width	8"

Wall Top [● Warp ~ ○ Allow Breaks

Make Underside [○ Yes ● No

☐ BASE

☑ WALL CAP

Type	Rectangular ~
Width	10"
Thickness	3"

Type | Radius Edge ~

Type | Mushroom

Type | Ridge

Type | Ridge2

Type | Crown

Type | Coved

Type | Stepped Radius

Type | Stepped Radius2

Type | Stepped Radius3

Type | Stone ~

Type | Stone_Rough ~

Type | Chamfered

Type | Hogsback

Type | Ogee

Type | Qtr Radius

Type | User Component Profile

Choose Component | VA_sample_wall_cap
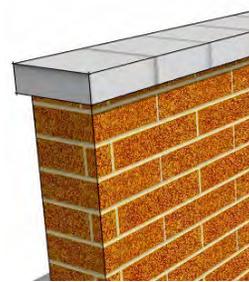
Rectangular. Can warp
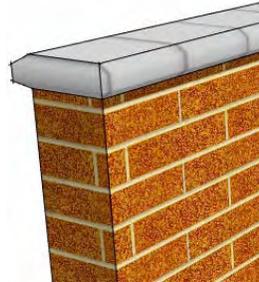
Radius Edge. Can warp

Mushroom

Ridge

Ridge2

Crown

Coved

Stepped Radius

Stepped Radius2

Stepped Radius3
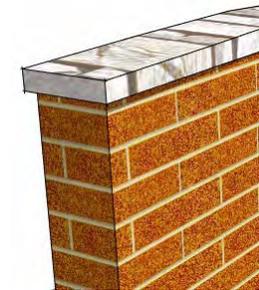
Stone. Can warp

Stone_Rough. Can warp
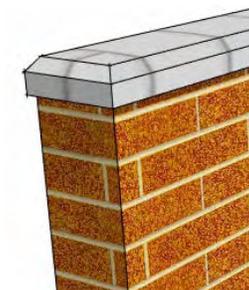
Chamfered
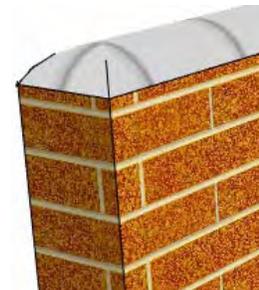
Hogsback

Ogee

Qtr Radius

User component Profile
VA_sample_wall_cap

Wall Cap Parameters

☑ WALL CAP

    Type Rectangular ~

    Width   10"

    Thickness   3"

☑ WALL CAP

    Type Rectangular ~

    Width   10"

    Thickness   3"

☑ WALL CAP

    Type Mushroom

    Width   10"

    Thickness   3"

    Profile Ends? ⦿ Yes ○ No

☑ WALL CAP

    Type Mushroom

    Width   10"

    Thickness   3"

    Profile Ends? ○ Yes ⦿ No
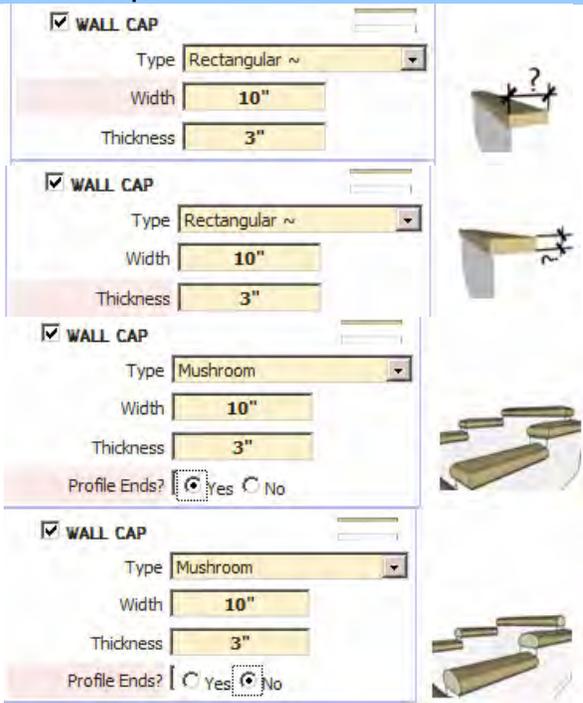
Wall Cap: User Component Profile *Example*

1. Create a 2D face and select it. Open the "Create Component" window.

2. Name the component and click "Set Component Axes.
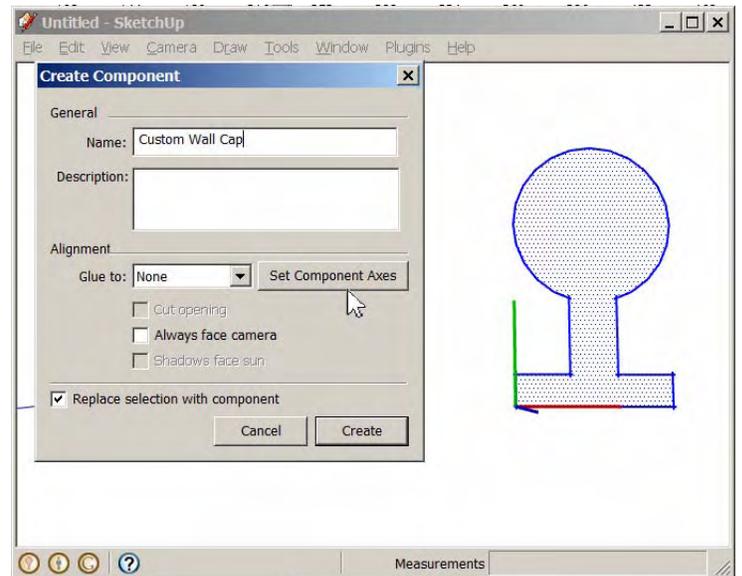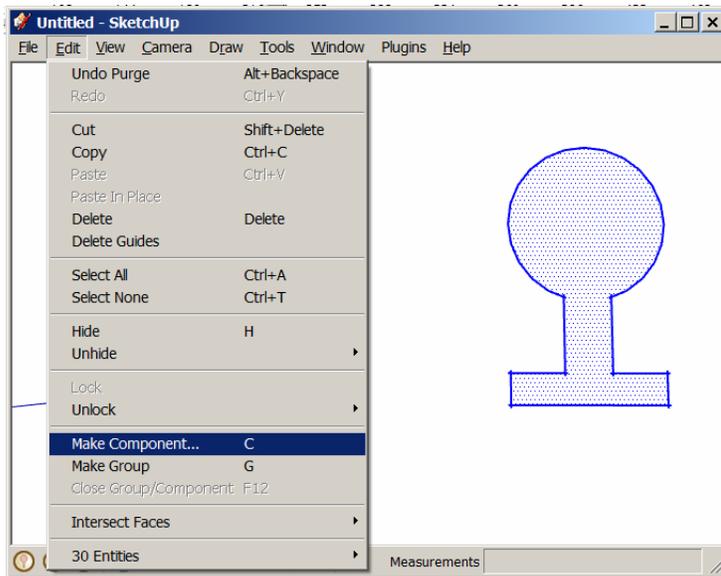
3. Set the axis to the point where you want the wall cap to centered on the top of the wall. Orient the "z" or blue axis perpendicular to the face.

4. When running InstantWall, choose "Use Component Profile" and your new component for the wall cap.

☑ WALL CAP

    Type User Component Profile

    Choose Component ?

    Custom Wall Cap

    VA_sample_wall_cap

    ?
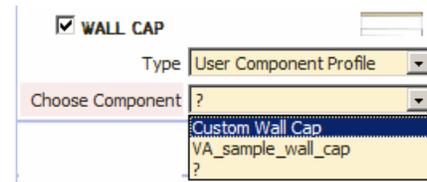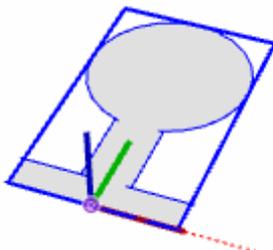
Here is the custom wall cap created for both a sloped and a stepped wall using the component created in steps 1-4 above.