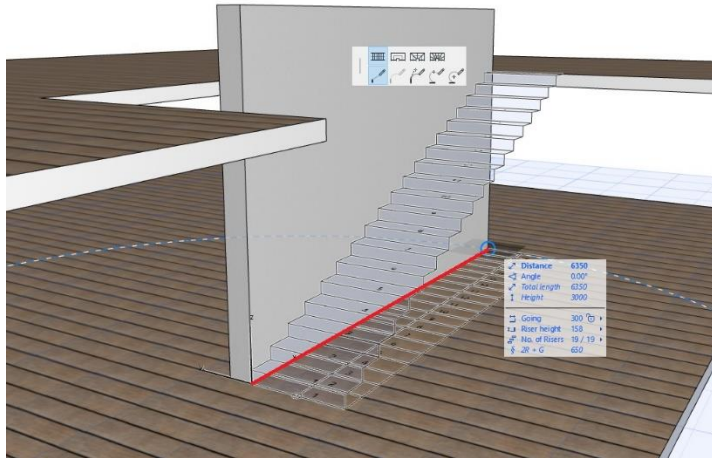


## BASIC STAIRS AND BULLNOSE STEPS 'HOW TO' TECH SHEET

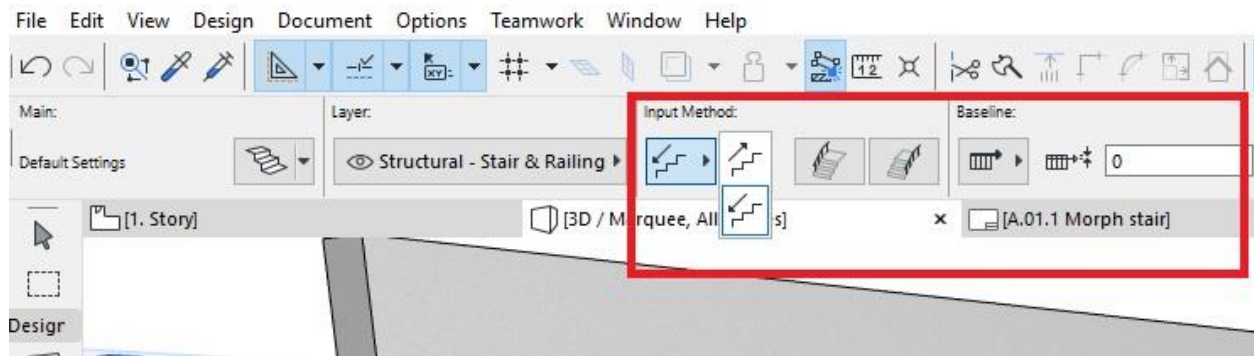
### When we start.

When we start drawing a stair in ARCHICAD your initial left hand click starts the baseline of your stair. As you move you will also get a visual feedback on how your stair will look. Double click you left button to finish the stair.



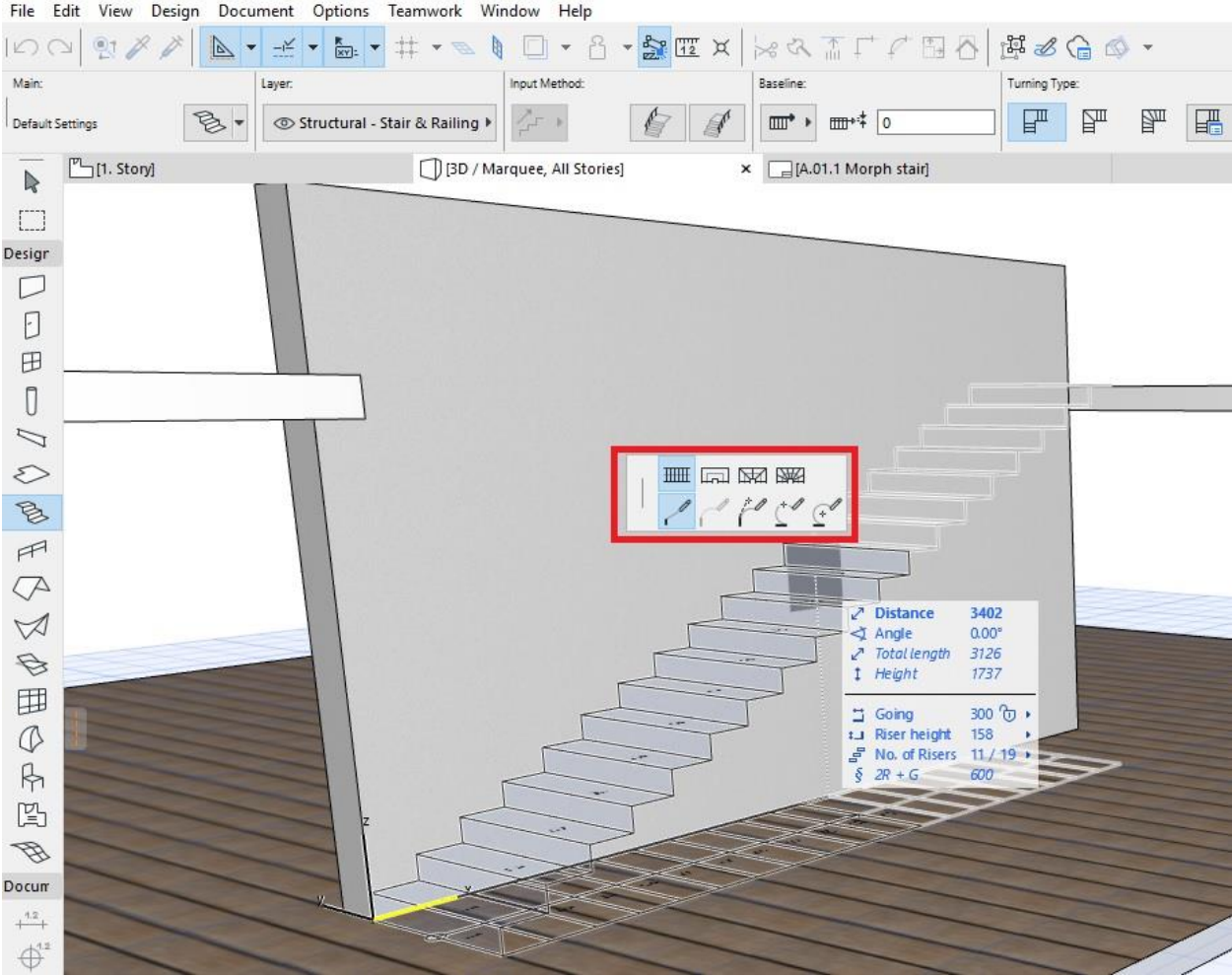
The characteristics of the stair can be made prior to creation or at any time after the stair has been placed through

the Stair setting dialogue box. The settings also allow you to choose an input method and a baseline offset.

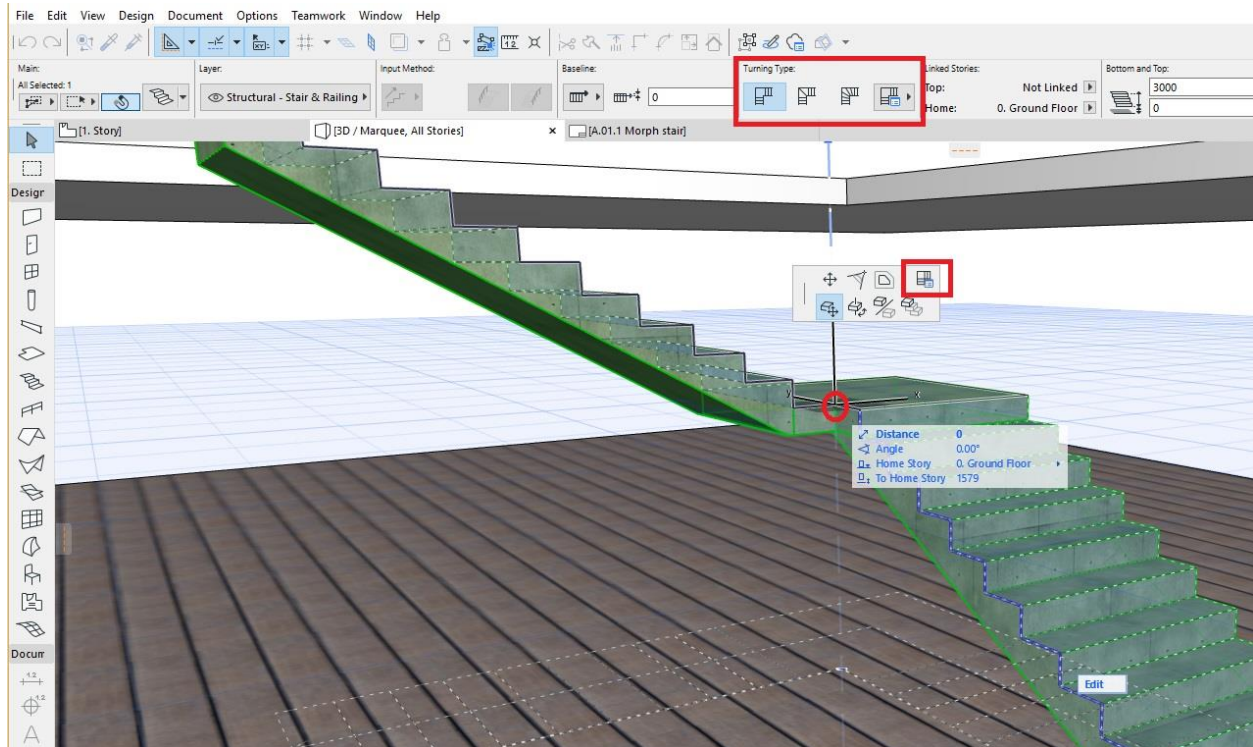


Because the baseline functions as a polyline you get the same 5 construction methods made available to you. You can cycle through these by using the "F" key

As you draw your stair you are also able to scroll through the building methods using the “G” key.

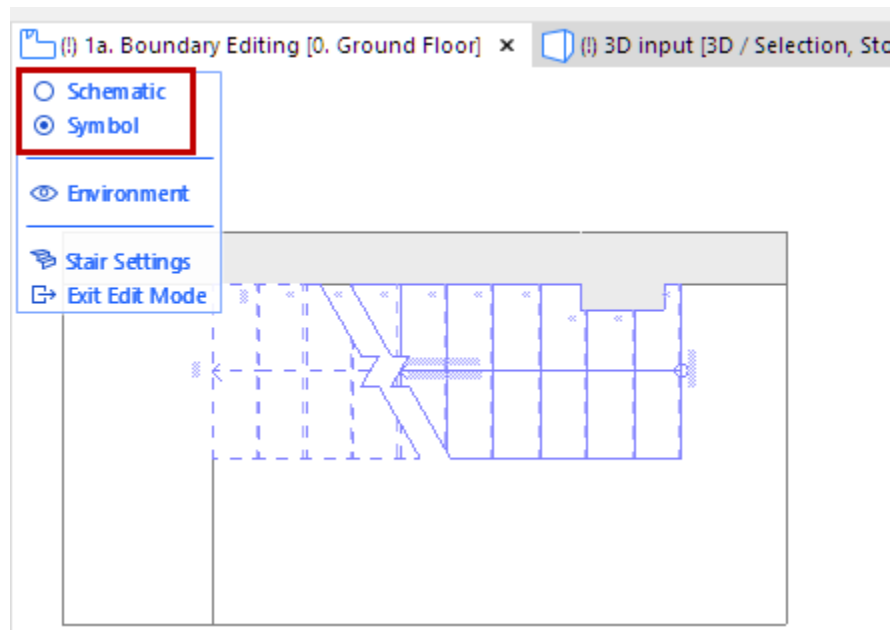
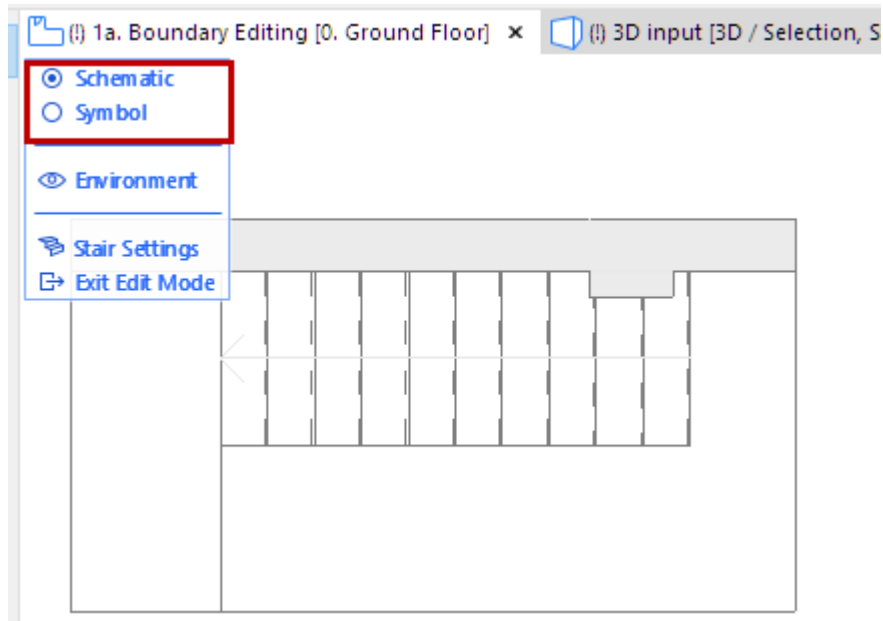


When an L shaped stair is created the landing / turning can be edited from the turning type options. You can activate the options from the settings bar or by the pet palette after you select a corner node.



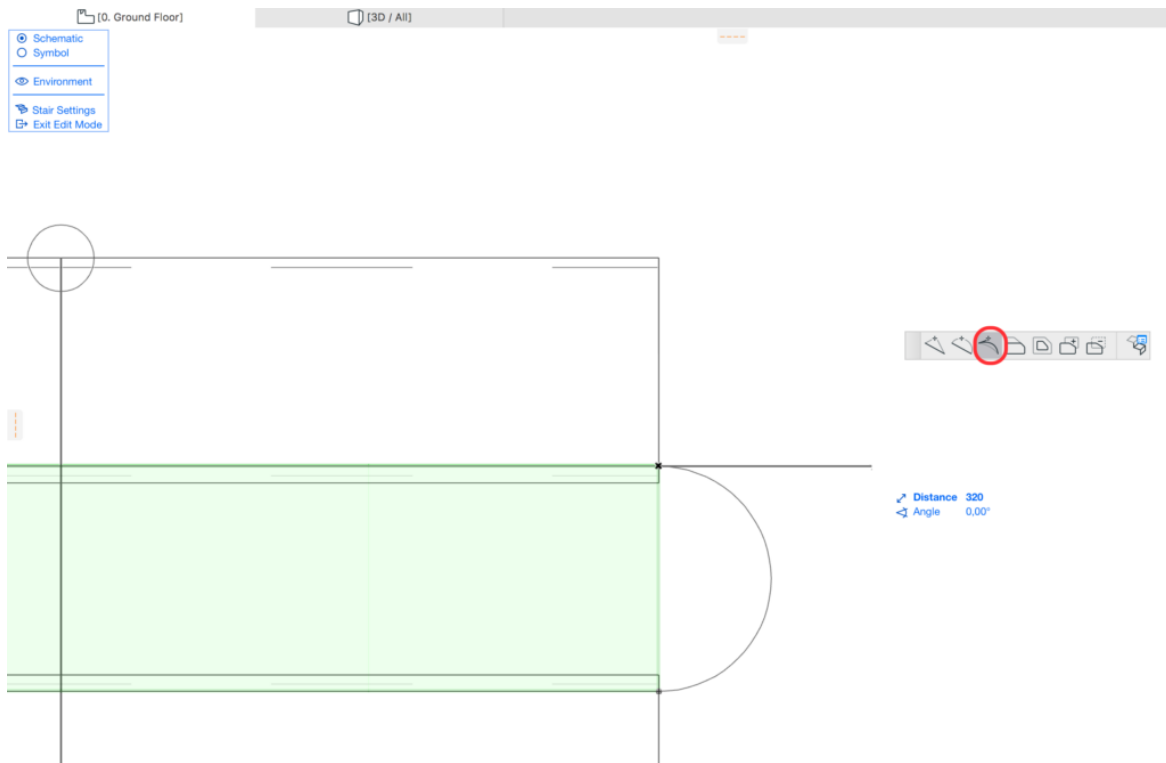
## Schematic vs. Symbol View (2D Edit mode)

The 2D view of Stair Tool Edit mode has two options to display the Stair for optimal editing:

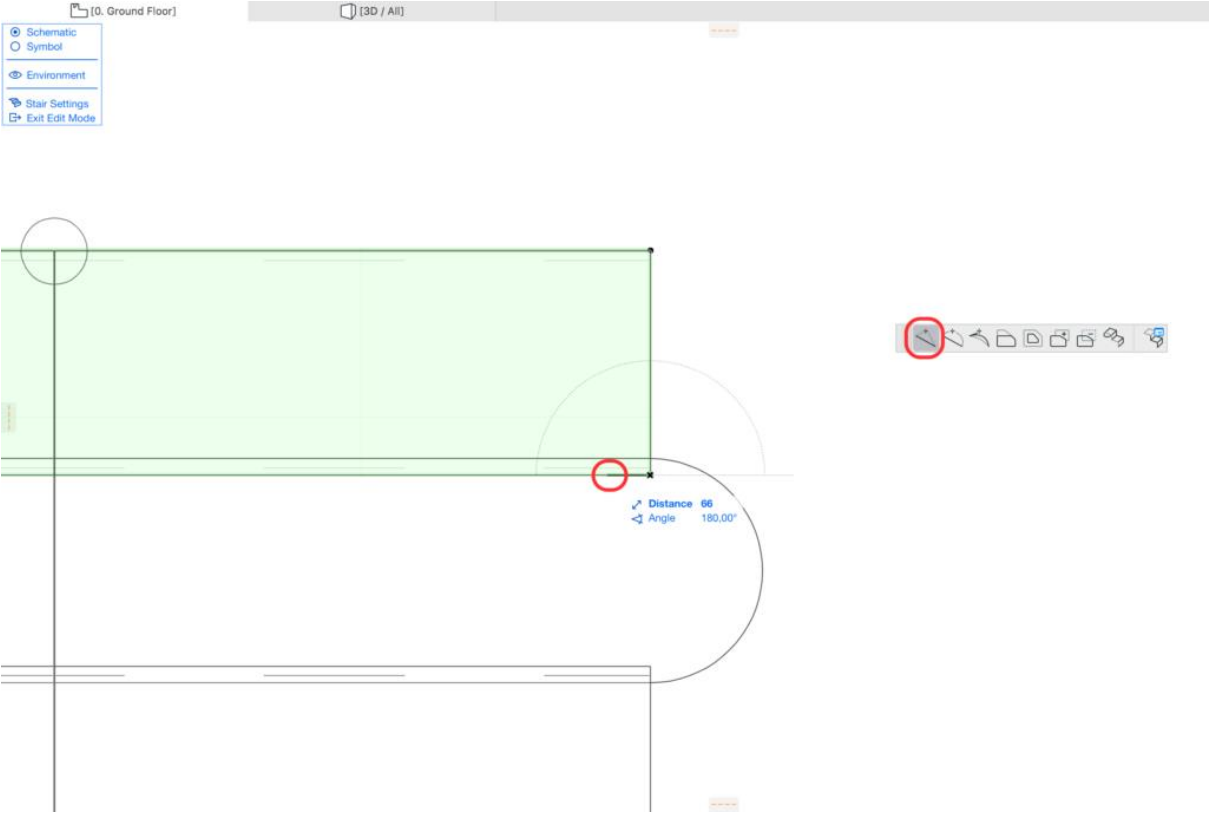


- **Schematic:** shows the Stair as a simplified 3D transparent surface. Use this mode to select Structures, as well as Treads and Risers (use Tab to cycle among multiple highlighted elements):
- **Symbol:** Use this to access the Stair's 2D symbol elements (e.g. Walking Line)

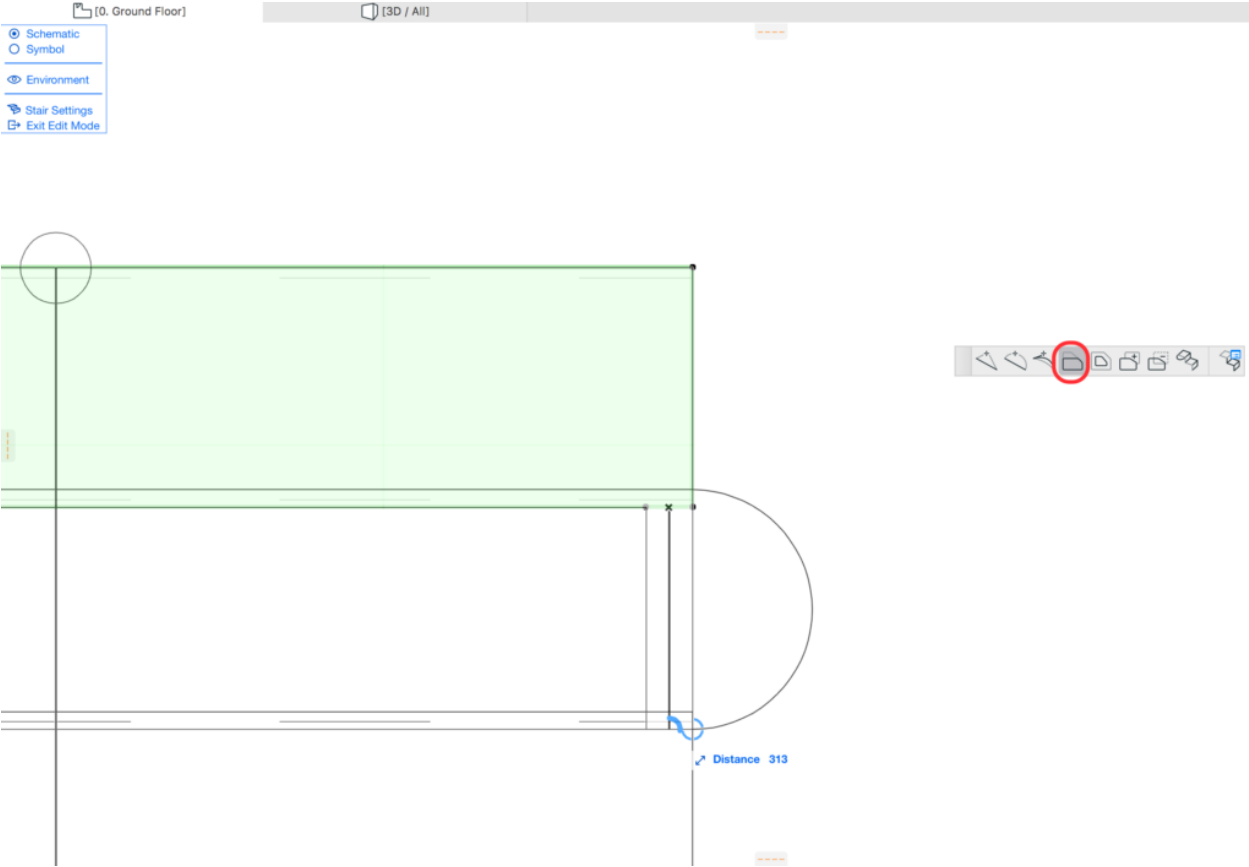
- Activate the Stair Tool and place any Stair of choice (Bullnose steps are mostly made of wood).
- Navigate to the floor plan, select the Stair and click on 'Edit' (The Edit button appears in a blue box next to the selected Stair). The Stair is an assembly element consisting of sub-elements. The sub-elements can be selected and edited one-by-one, if the 'Edit mode' is activated.
- Select the second Tread and make it curved.
- Click on the edge of the selected Tread and select 'Edit segment using tangent' option from the Pet Palette and draw a horizontal line.
- Click to finish the input.



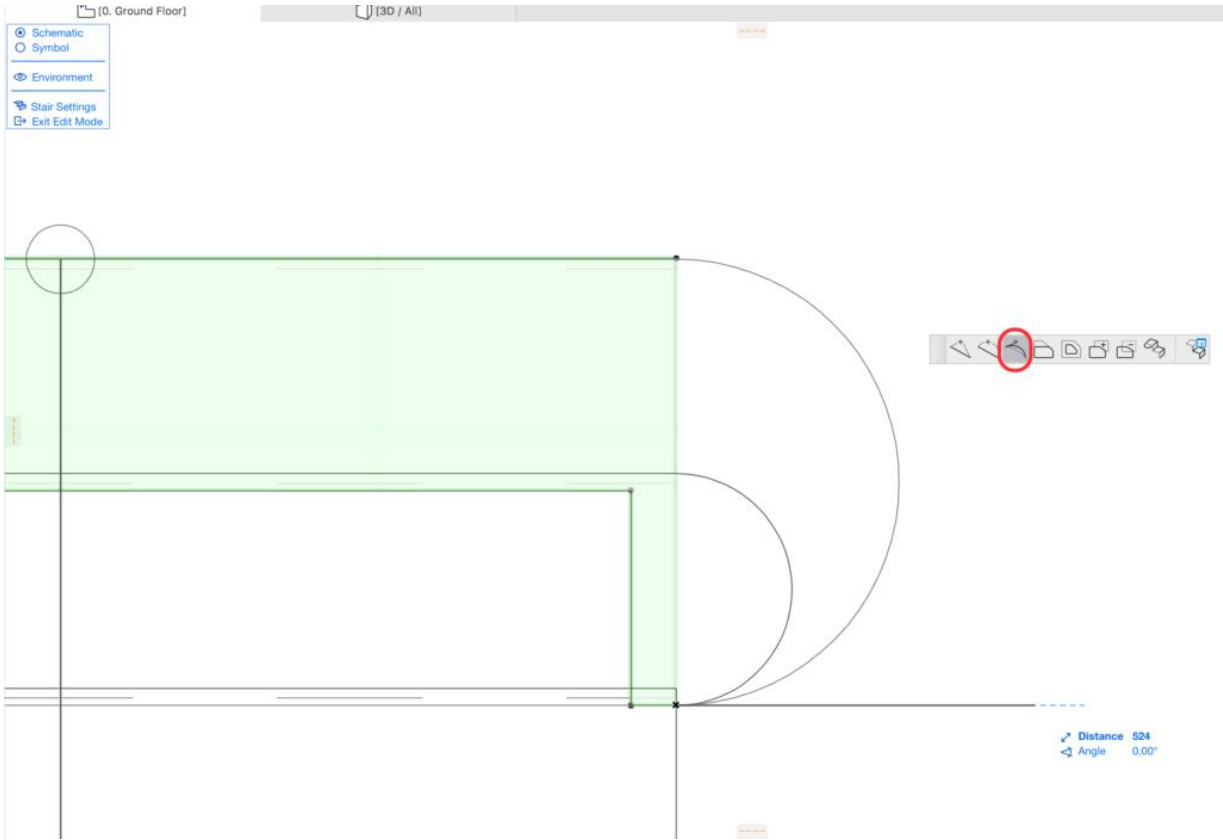
- Let's select the first Tread and add an additional node to its longitudinal side.



- Then extrude the edge between the corner and the new node to the end of the second Tread.

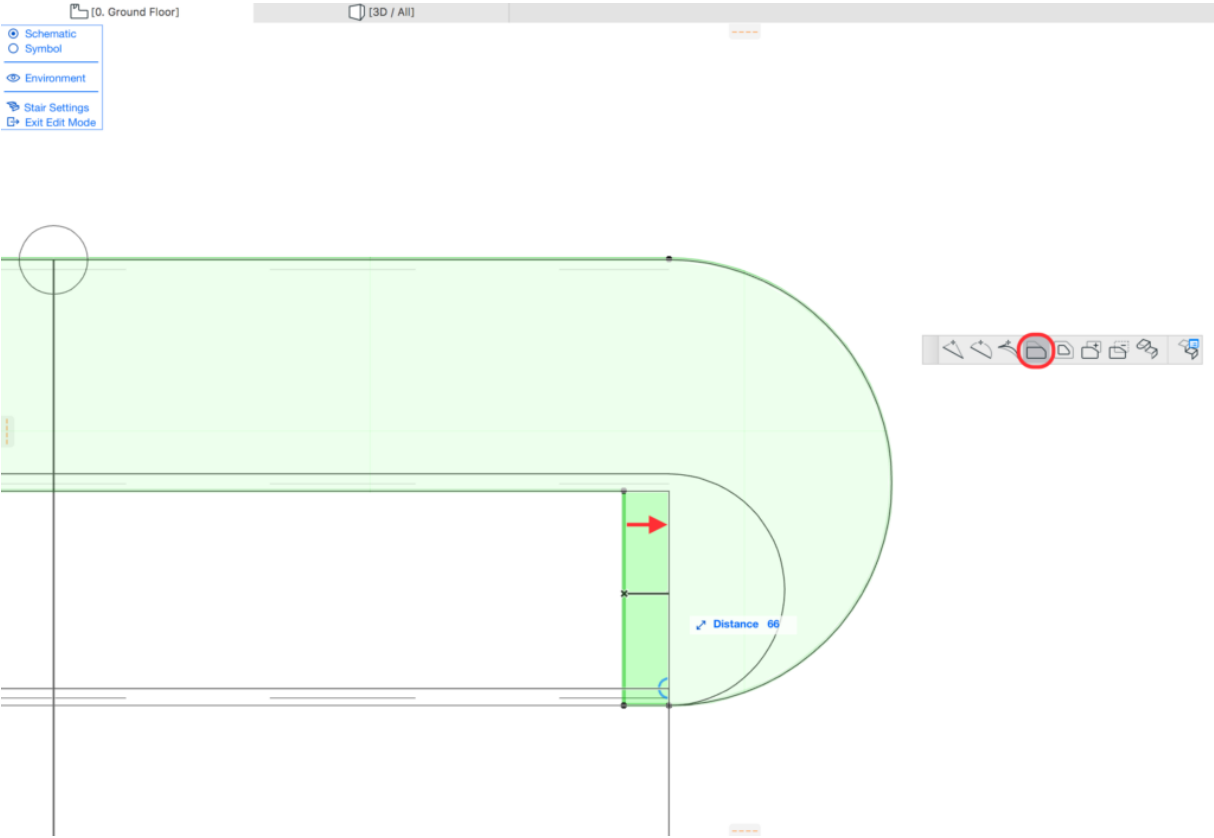


- Curve the shorter edge of the Tread the same way as the second Tread was curved.

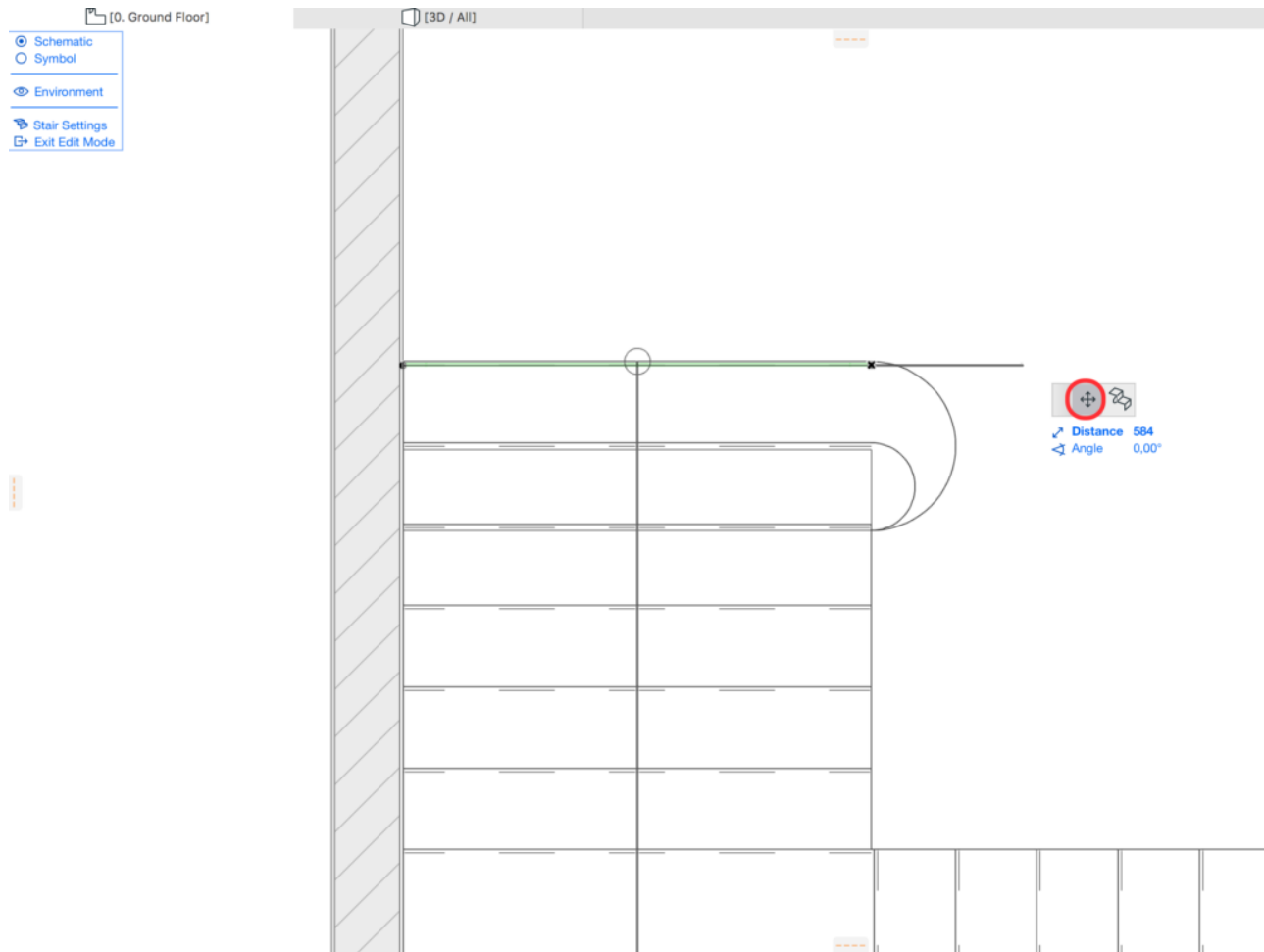




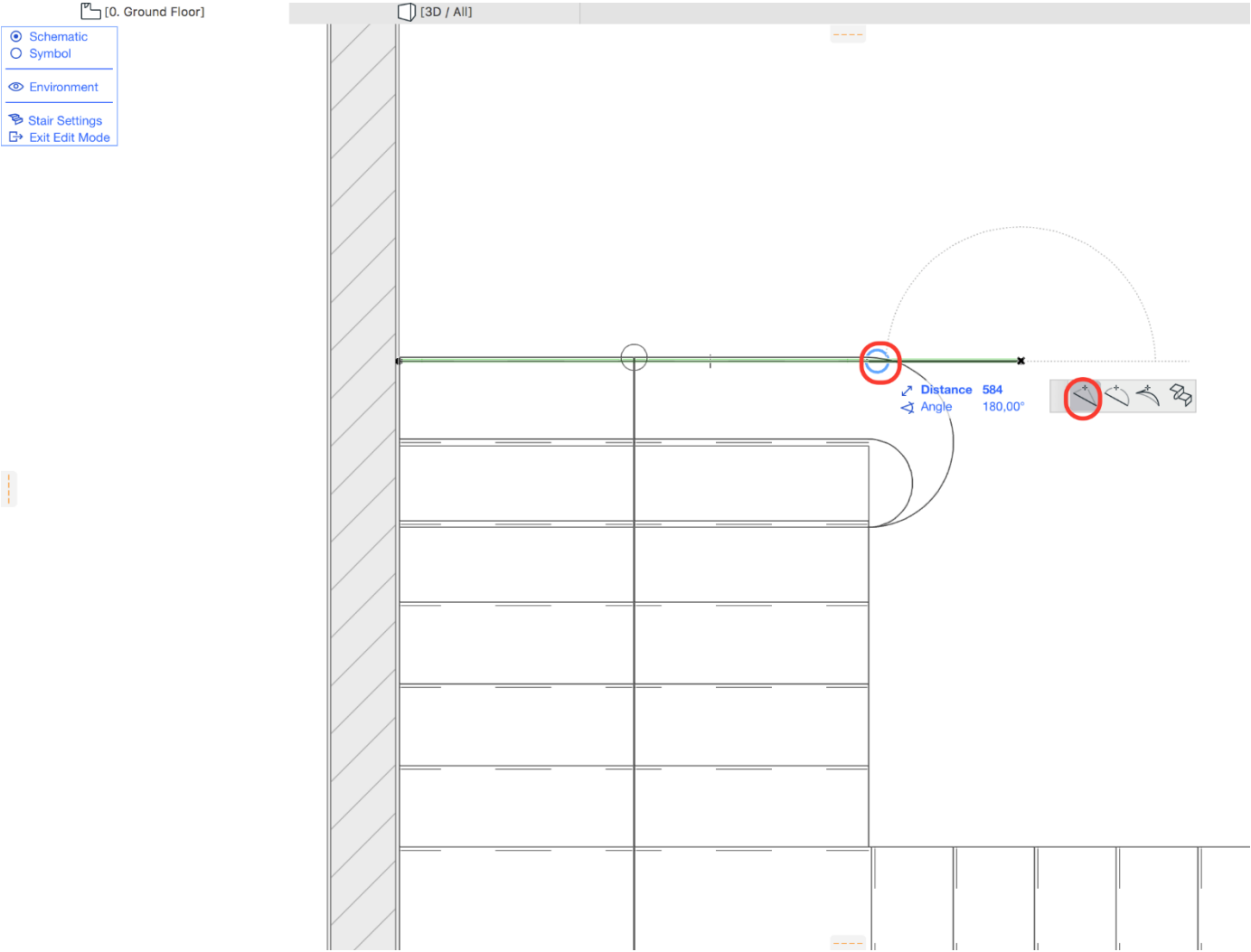
- Adjust the edge of the first step to the right position.



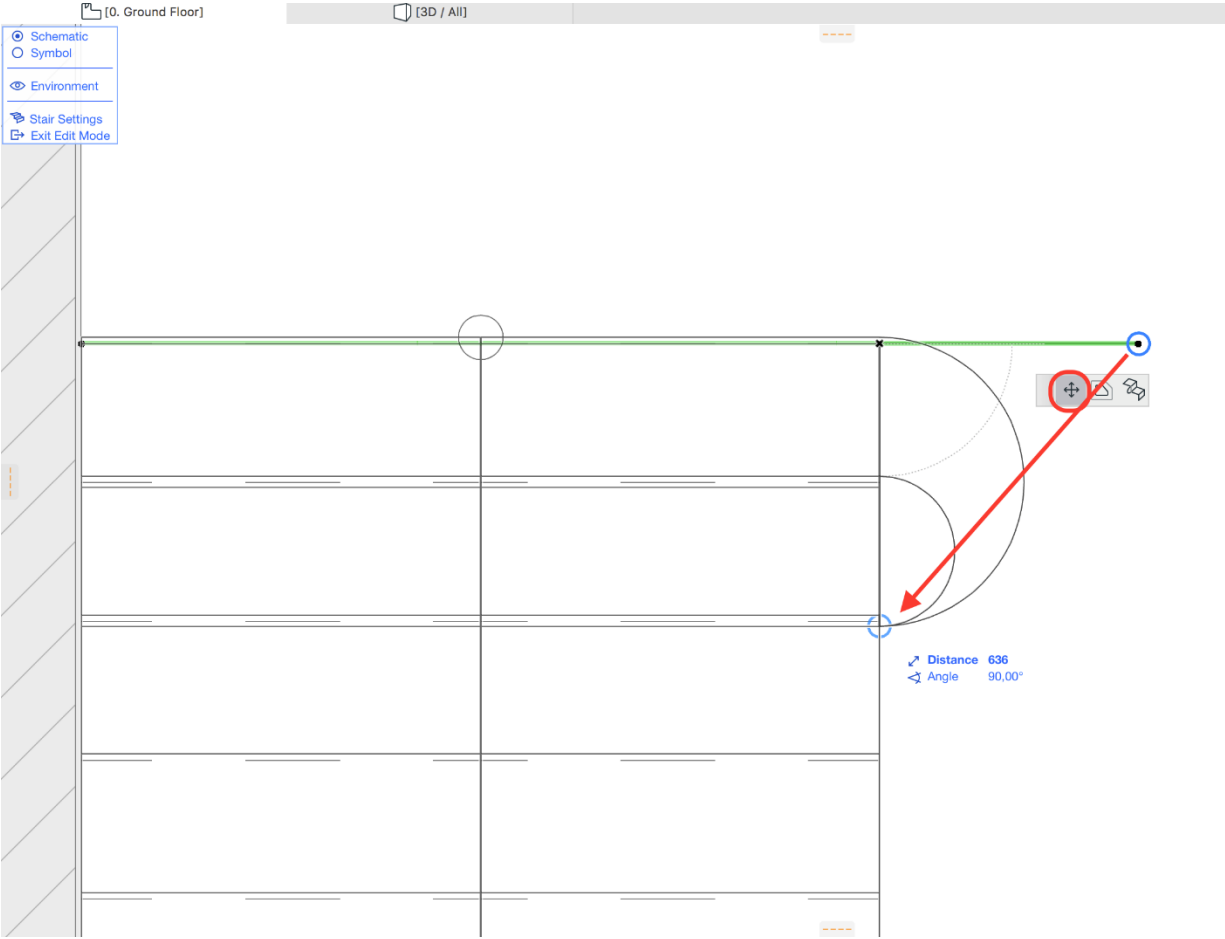
- The Treads are ready, now the Risers need to be edited.
- Select the Riser of the first step (dashed line) and stretch it.



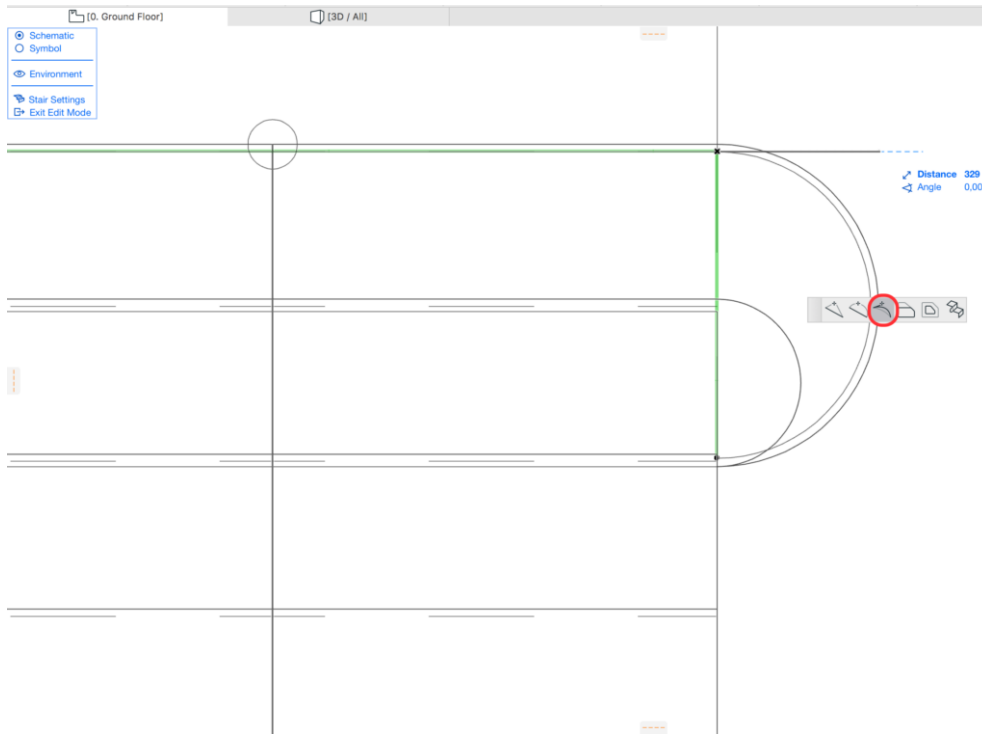
- Add a node to the Riser and move it to the right position.



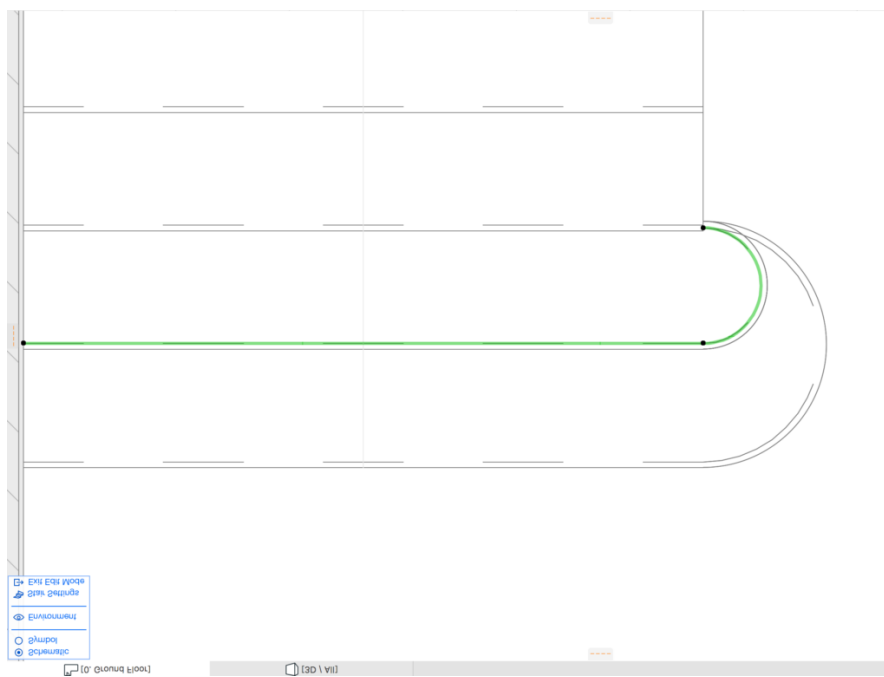
- Drag the endpoint of the Riser in order to make it vertical.



- Curve the Riser using the 'Edit segment using tangent' option from the Pet Palette.



- The same steps should be made with the Riser of the second Step.



- Exit the 'Edit mode' by pressing ESC or clicking on 'Exit Edit Mode' on the blue panel at the left upper corner.