Chief Architect®
Architectural Home Design
Software

Drawing a Pony Wall

Reference Number: **KB-00064**

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The information in this article applies to:

PREMIER   INTERIORS

QUESTION

How do I create a pony wall?

ANSWER

In Chief Architect, a pony wall, sometimes referred to as a split wall or stacked wall, is a single wall composed of two separate wall types, one built above the other.

There are two ways to create a pony wall: by drawing it using one of the Pony Wall tools or by specifying a normal wall as a pony wall.
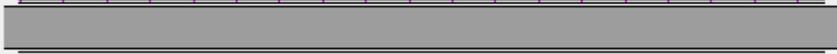
To draw a pony wall

1. Select **Edit> Default Settings** from the menu.

2. In the **Default Settings** dialog that opens, expand the **Walls** category, click on the **Pony Wall** or **Glass Pony Wall** option, then click **Edit**.

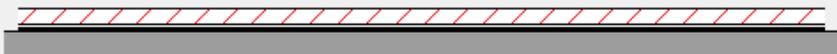3. On the Wall Types panel of the **Pony Wall** or **Glass Pony Wall Defaults** dialog:

- Specify the wall types that you would like to use for the upper **Wall Type** and **Lower Wall Type**.

- Specify the desired Lower Wall height by setting the **Height Off Floor** or **Elevation of Lower Wall Top**.

> **Note:** These two settings are dynamic. When one is changed the other will update automatically. "Elevation of Lower Wall Top" is measured from absolute elevation 0" - the default floor height of Floor 1. "Height off Floor" is measured relative to the room defined by the selected wall.
>
> For example, if the pony wall is located on Floor 2 these settings might have the Elevation of Lower Wall Top as 157 3/4" and the Height Off Floor of 36".
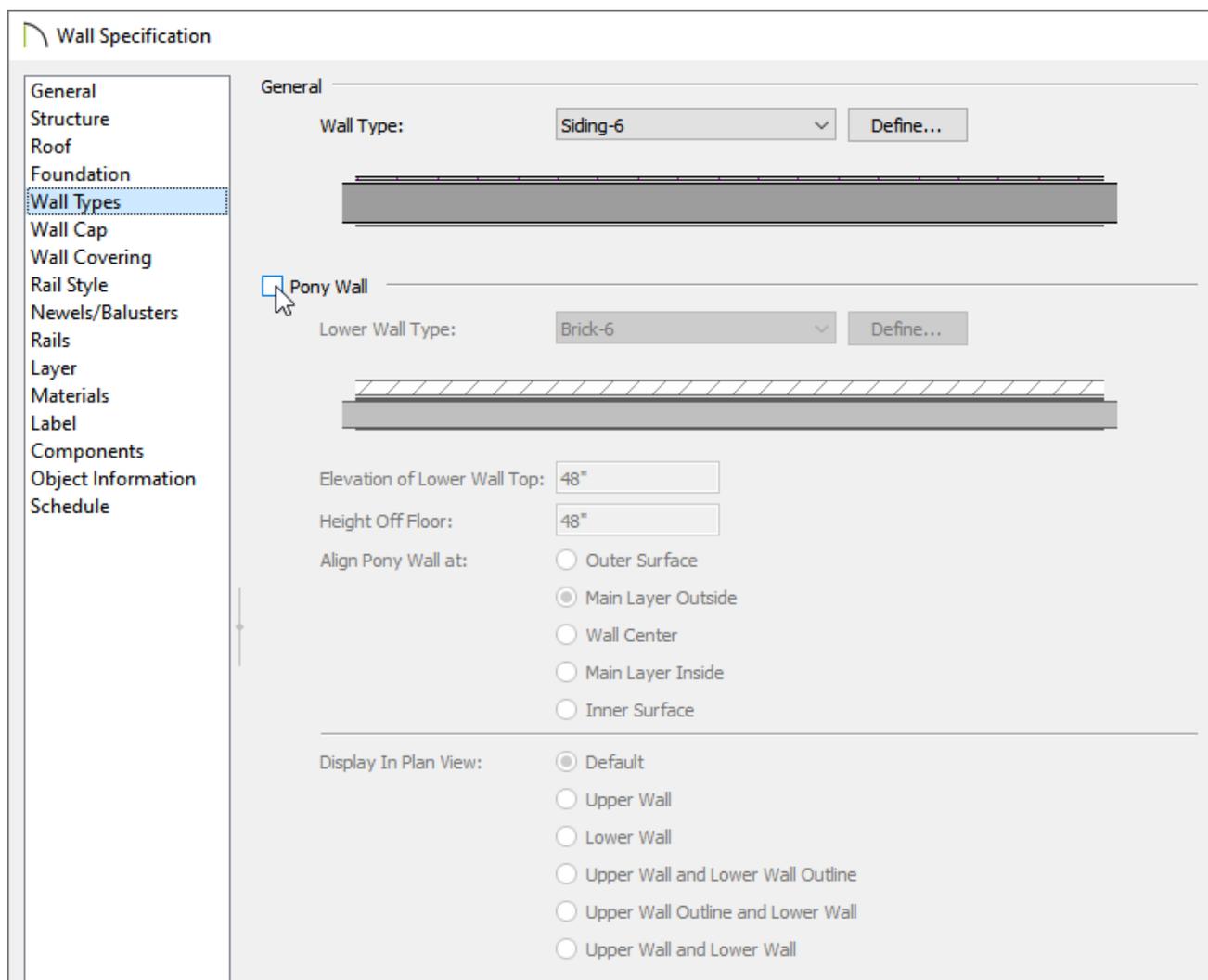
- Select how you would like the pony wall to display in plan view.

For additional information on these options, please see the Related Articles section below.

- Select how you would like openings, such as windows and doors, to be displayed in the portion of the wall that won't be displayed in plan view.

- Click **OK** and then **Done** to apply the changes and close the dialogs.

4. Select **Build> Wall> Straight Pony Wall** or **Straight Glass Pony Wall** from the menu.

5. Click and drag to draw a pony wall based on the default settings that were just specified.

To specify a normal wall as a pony wall

1. Using the **Select Objects** tool, click on a wall to select it, then click the **Open Object** edit button.

2. On the WALL TYPES panel of the **Wall Specification** dialog that opens:
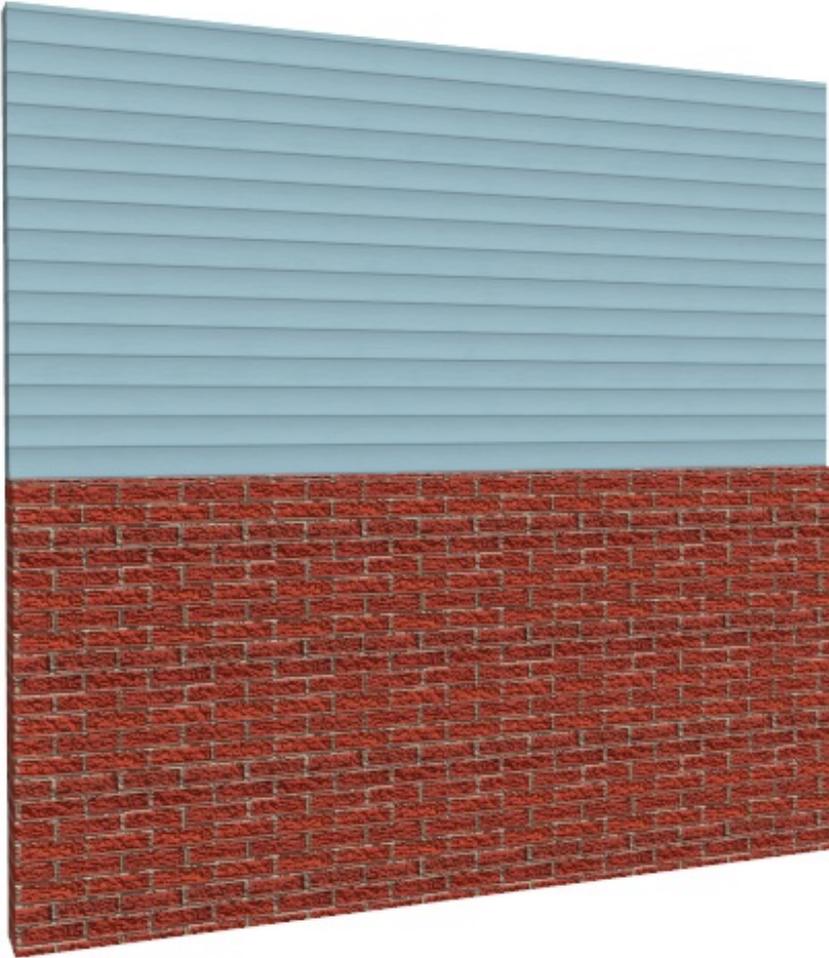
- Check the box beside **Pony Wall**.

- Specify the wall types that you would like to use for the upper **Wall Type** and **Lower Wall Type**.

- Specify the desired Lower Wall height by setting the **Height Off Floor** or **Elevation of Lower Wall Top**.

> **Note:** These two settings are dynamic. When one is changed the other will update automatically. "Elevation of Lower Wall Top" is measured from absolute elevation 0" - the default floor height of Floor 1. "Height off Floor" is measured relative to the room defined by the selected wall.
>
> For example, if the pony wall is located on Floor 2 these settings might have the Elevation of Lower Wall Top as 157 3/4" and the Height Off Floor of 36".

- Select how you would like the pony wall to display in plan view.

- Click **OK** to close the dialog and apply your change to the selected wall.

Wall caps can also be added to pony walls. For more information, please see the "Working with Wall Caps" resource in the Related Articles section below.

Related Articles

Changing How Pony Walls Display in Plan Views (/support/article/KB-03148/changing-how-pony-walls-display-in-plan-views.html)

Defining a New Wall Type (/support/article/KB-02944/defining-a-new-wall-type.html)

Restoring Wall Materials Changed Using the Material Painter (/support/article/KB-00586/restoring-wall-materials-changed-using-the-material-painter.html)

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