

Creating a Stairwell

Reference Number: **KB-00757**

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QUESTION



What is the best way to create a stairwell in the program?

ANSWER

When stairs are created in Chief Architect, they begin on the current floor and draw in an upward direction. The program seeks the exact height of the floor above and will snap to that height if at all possible; and, it will produce stairs with consistent treads and risers in the process.

There are a couple of ways to create a stairwell, an opening in the ceiling that allows the staircase to reach the floor above. The easiest is to use the Auto Stairwell tool; however, it is also possible to create a stairwell manually.

To create an automatic stairwell

1. On any floor of the plan other than the top floor, select **Build> Stairs> Draw Stairs**  from the menu, then click and drag a length of stairs in floor plan view.
2. Click on the staircase to select it, then click the **Open Object**  edit button.
3. On the **GENERAL** panel of the **Staircase Specification** dialog:

Interior Staircase Specification

General

Style

Stringers

Plan Display

Railing

Newels/Balusters

Rails

Line Style

Fill Style

Materials

Arrow

Components

Staircase Information

Staircase does NOT reach next level.

Best fit riser height of 6 7/8" requires 16 total risers to reach 109 3/4" to next level.

Number of Sections: 1

Number of Landings: 0

Number of Risers: 12

Rise Angle: 31.12

Make Best Fit

Advanced Options

Tread Depth:

☒ Automatic Treads

☐ Lock Tread Depth

☐ Lock Number of Treads

☐ Ignore Subsection Boundaries

Section Heights:

☒ Automatic Heights

Top Height Reference:

☒ Floor/Landing


☐ Top Tread

Lock End:

☐ Lock Top

☒ Lock Bottom

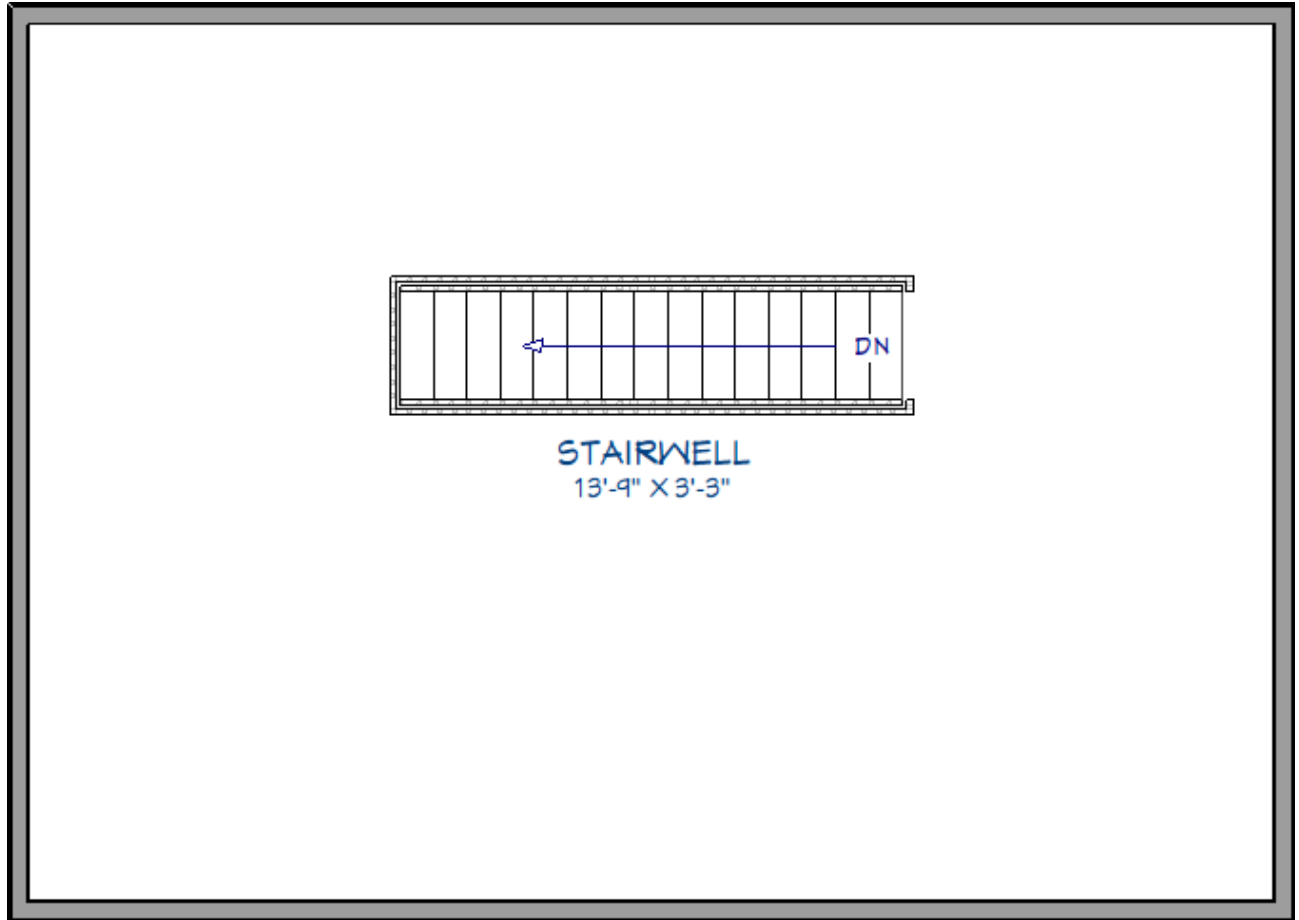
Section Number	Length	Width	Tread Depth	Treads	Bottom Height	Top Height	Riser Height	Winders
<input checked="" type="radio"/> 1	123"	39"	11 3/16"	11	7/8"	81 7/8"	6 3/4"	<input type="checkbox"/>

- Check to see if the staircase reaches the next floor.
 - If the staircase does reach the next floor, then the message will say so.
 - If the staircase does not reach the next floor a message will display "Staircase does NOT reach next level." If this is the case, click the **Make Best Fit** button to extend the staircase or adjust the **Length** of the stairs.
 - If the staircase is too steep, the message will say "Steep staircase reaches next floor." and similarly, if it is too shallow. This problem can be fixed by increasing or decreasing the number of treads.
 - Click **OK** to close the dialog and apply your changes.
4. With the staircase still selected, click the **Auto Stairwell**  edit button to create an opening in the floor above.




This tool automatically creates an Open Below room on the floor above the staircase, which is defined by railing walls. It will also automatically change the room label for the room to say "Stairwell".



Note: The Auto Stairwell tool will only be available if a room exists on the floor

directly above the staircase, and it does not already have its room type set to Open Below.




To create a stairwell manually

1. Once your stairs are in place, navigate to the floor above the staircase.
2. Select **Tools> Floor/Reference Display> Reference Display**  from the menu or press the **F9** key on your keyboard to turn on the Reference Display. This allows you to see walls and other objects, including stairs, that are located on another floor.
3. Next, select **Build> Wall**  or **Build> Railing and Deck** , choose your desired wall or railing tool, then draw a room around the red outline associated with the staircase.

4. With room created, select **Build> Door> Doorway**  from the menu, then click on the railing at the top edge of the stairs to place a doorway opening on that edge if one does not already exist, then resize the doorway as needed.
5. Click in the newly created room to select it, then click the **Open Object**  edit button.
6. On the **GENERAL** panel of the **Room Specification** dialog, change the **Room Type** to **Open Below**, specify your desired **Room Name**, then click **OK**.

To save a staircase to the library*


**Applies to X16 and newer versions.*

1. Once your stairs are defined to your liking, select them using the **Select Objects**  tool.


Note: Landings that are part of a staircase will not be added to the library. Complete stair configurations will also not be added to the library.

2. With the stairs selected, click on the **Add to Library**  edit button to add them to your User Catalog for future use.

Related Articles

 [Creating a Room Under a Staircase \(/support/article/KB-00596/creating-a-room-under-a-staircase.html\)](/support/article/KB-00596/creating-a-room-under-a-staircase.html)

 [Group Selecting Objects \(/support/article/KB-00623/group-selecting-objects.html\)](/support/article/KB-00623/group-selecting-objects.html)

 [Modifying the Display of Stairs in Plan View \(/support/article/KB-03036/modifying-the-display-of-stairs-in-plan-view.html\)](/support/article/KB-03036/modifying-the-display-of-stairs-in-plan-view.html)



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[208-292-3400 \(tel:+1-208-292-3400\)](tel:+1-208-292-3400)

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