

Creating Winder Stairs

Reference Number: **KB-00884**

Last Modified: **July 15, 2021**

The information in this article applies to:



QUESTION

How do I create a set of winder stairs?




ANSWER

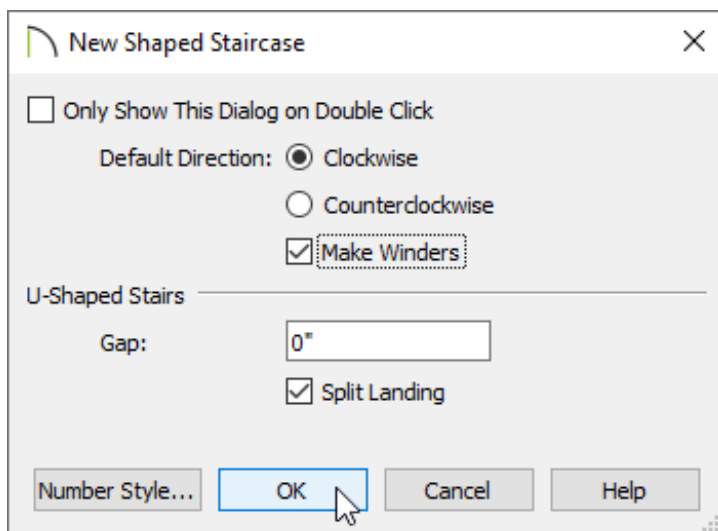
Winders can be created using a variety of different methods, which include:

- Using the L-Shaped or U-Shaped Stair tools
- Using the Stair Specification dialog
- Using manually placed Landings

To create winders using the L-shaped and U-Shaped Stair tools

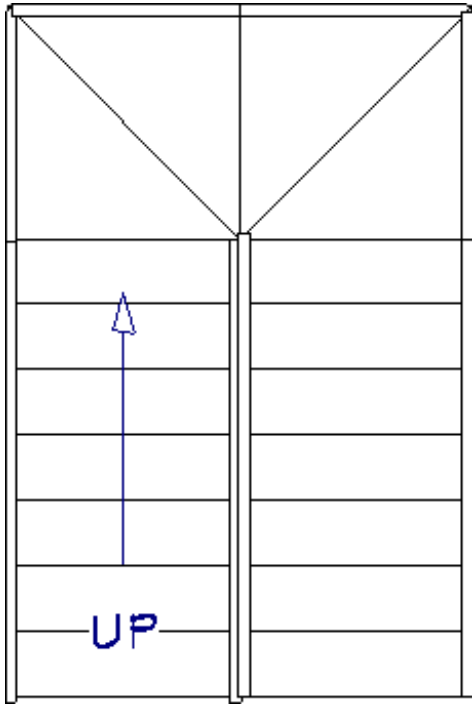
1. Navigate to **Build> Stairs> L-Shaped Stair**  or **U-Shaped Stair** from the menu.
2. In the **New Shaped Staircase** dialog that displays, check the **Make Winders** box, specify any other desired settings, such as a **Split Landing** if you're creating a U-Shaped staircase, then click **OK**.

Note: The Make Winders and Split Landing options are only available in Chief Architect X12 and newer program versions.



If the Split Landing option is also enabled when creating a U-Shaped staircase with winders, four, or five, treads are created depending on the Gap distance set. If the Gap distance is set to 11" or more, five treads will be created.

3. Click in the desired area of your plan to place the staircase containing winders.






Winders that are created automatically using the L-Shaped and U-Shaped stair tools are converted to landings and can be modified further to your liking.


To create stair winders using the Stair Specification dialog

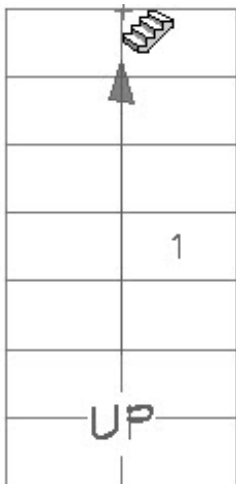
Winders created using the Stair Specification dialog must be created in a room with proper room definition.

You cannot create winders using this method in an area composed of only 2 corner walls. If this configuration is needed, enclose the area in with the Room Divider tool so that a room area is defined.

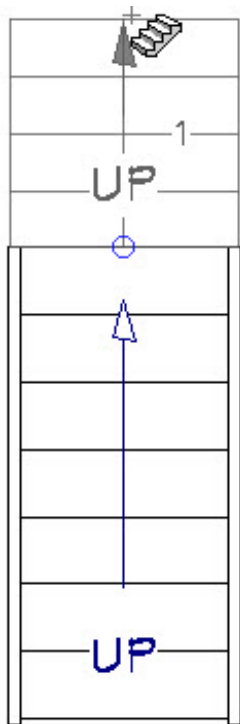
1. First, make sure that the correct editing behaviors and snap settings are used:


- Select **Edit> Edit Behaviors**  from the menu and confirm that **Connect CAD Segments**  is turned on. If you see a check next to this menu item, it is enabled.
- Select **Edit> Snap Settings** from the menu and confirm that **Object Snaps**  is enabled. If there is not a check next to this option, select it once to enable it.

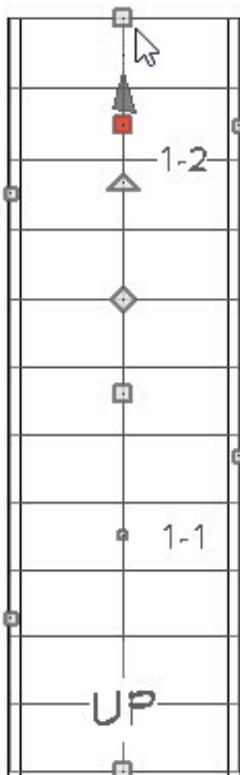
2. Select **Build> Stairs> Draw Stairs** , then click and drag to create a section of stairs with the number of treads leading up to the winder section. In this example, 7 treads are created.



3. Next, create a second set of stairs with the bottom of the first tread snapping to the top of the last tread of the section created in step 2. Draw the number of treads to be equal to the number of winders you'd like. In this example, 4 treads are created.

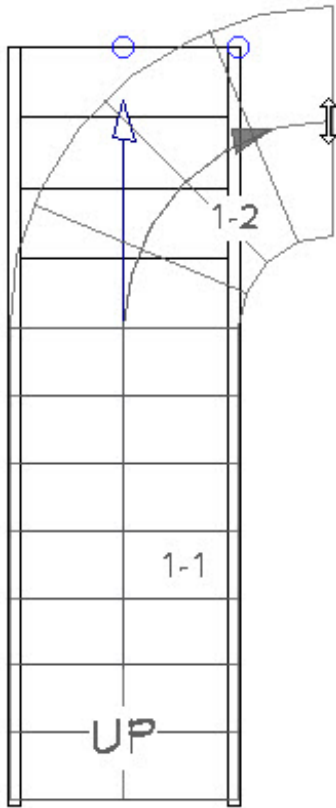


- Using the **Select Objects**  tool, click once on the winder section of stairs to select them.




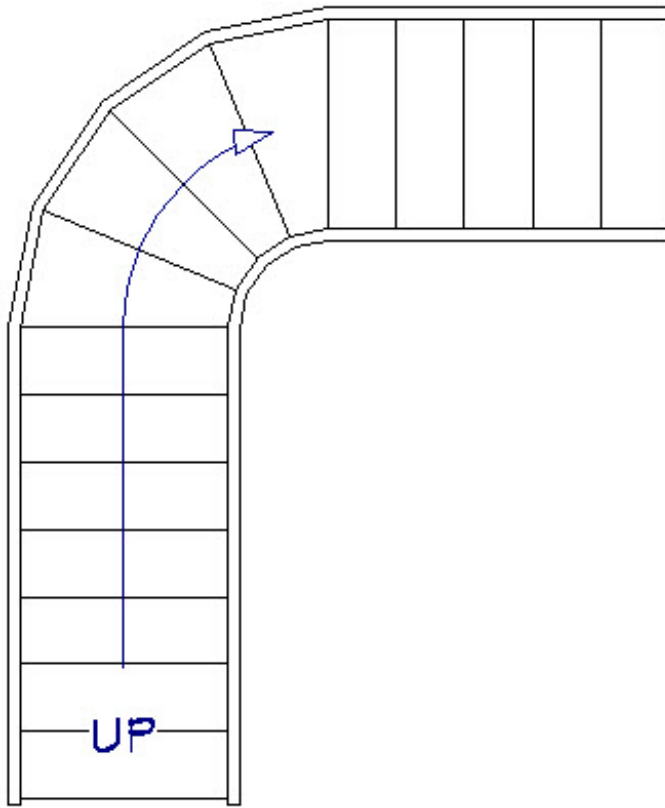
- Press and hold the **Alt** key if you're on a Windows machine, or the **Control** key if you're on a Mac, then click and drag the edit handle at the top of the winder stair section in the direction you want.

Alternatively, right-clicking and dragging will enable this alternate drawing mode as well.





This allows you to change the second straight segment into a curved stair section.

6. Next, using the **Draw Stairs**  tool again, attach a section of stairs to the end of the curved section to finish creating the staircase.



Your staircase should now look similar to the image above.

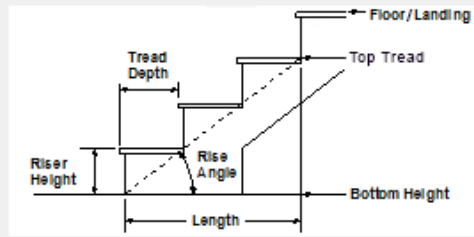
7. **Move**  the staircase into the corner you want it placed, then select the **Open Object**  edit button.
8. On the **GENERAL** panel of the **Staircase Specification** dialog that opens, place a check in the **Windings** box located in the bottom right of the dialog, then click **OK**.

Interior Staircase Specification

- General
- Style
- Stringers
- Breakline
- Railing
- Newels/Balusters
- Rails
- Line Style
- Fill Style
- Materials
- Arrow
- Components

Staircase Information

Staircase reaches next level.
 Best fit riser height of 6 3/4" requires 17 total risers to reach 114 5/8" to next level.
 Number of Sections: 1
 Number of Landings: 0
 Number of Risers: 17
 Rise Angle: 31.51



Make Best Fit

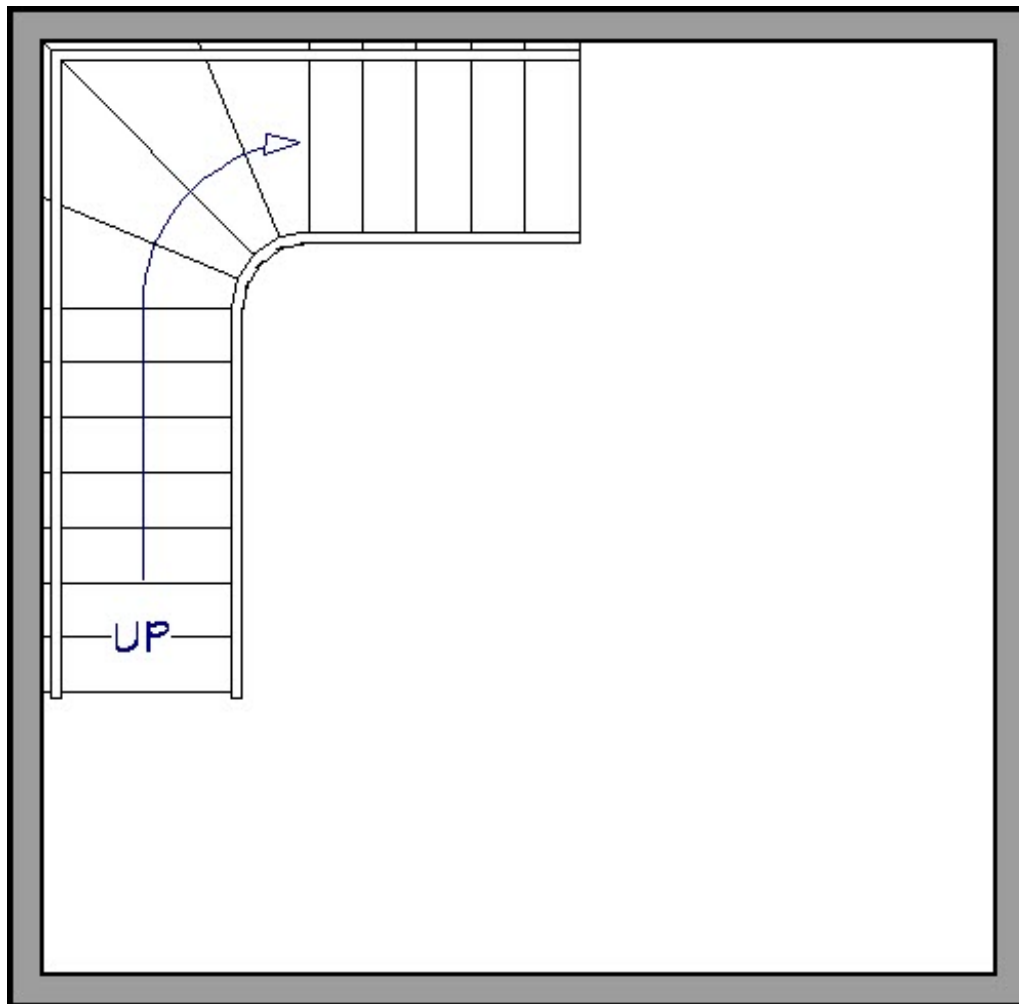
Advanced Options

- Automatic Treads
- Lock Tread Depth
- Lock Number of Treads
- Automatic Heights
 - Top Height Reference
 - Floor/Landing
 - Top Tread
 - Ignore Subsection Boundaries
- Lock Top
- Lock Bottom

Section Number	Length	Width	Tread Depth	Treads	Bottom Height	Top Height	Riser Height	Winders
<input checked="" type="radio"/> 1-1	77"	39"	11"	7	7/8"	115 1/2"	6 3/4"	<input type="checkbox"/>
<input type="radio"/> 1-2	44"	39"	11"	4	7/8"	115 1/2"	6 3/4"	<input checked="" type="checkbox"/>
<input type="radio"/> 1-3	55"	39"	11"	5	7/8"	115 1/2"	6 3/4"	<input type="checkbox"/>

Note: You can also make further adjustments to the staircase while the specification dialog is open. To adjust the Tread Depth or the number of Treads for individual stair sections, select the Lock Tread Depth or Lock Number of Treads radio button. To adjust the Bottom Height, Top Height, or the Riser Height, uncheck the Automatic Heights box.

9. Winders will now be created and will extend into the corner as shown in the image below.

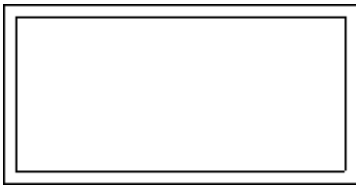



The tread depth for a curved stair section (winder treads) is measured at the walk line. Simply set the tread depth of the curved stair section to your desired value and the treads will update accordingly.

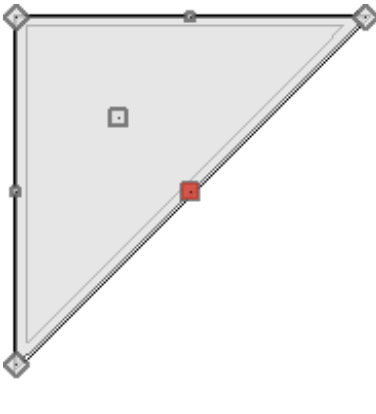
To enable the display of the walk line in a floor plan view, open the staircase up to specification, select the Style panel, and place a check in the Show Walk Line box. For further information on walk lines, please refer your program's Help documentation.


To create winders using manually placed Landings

1. Navigate to **Build> Stairs> Landing**  from the menu, then click and drag to create a landing in your plan.

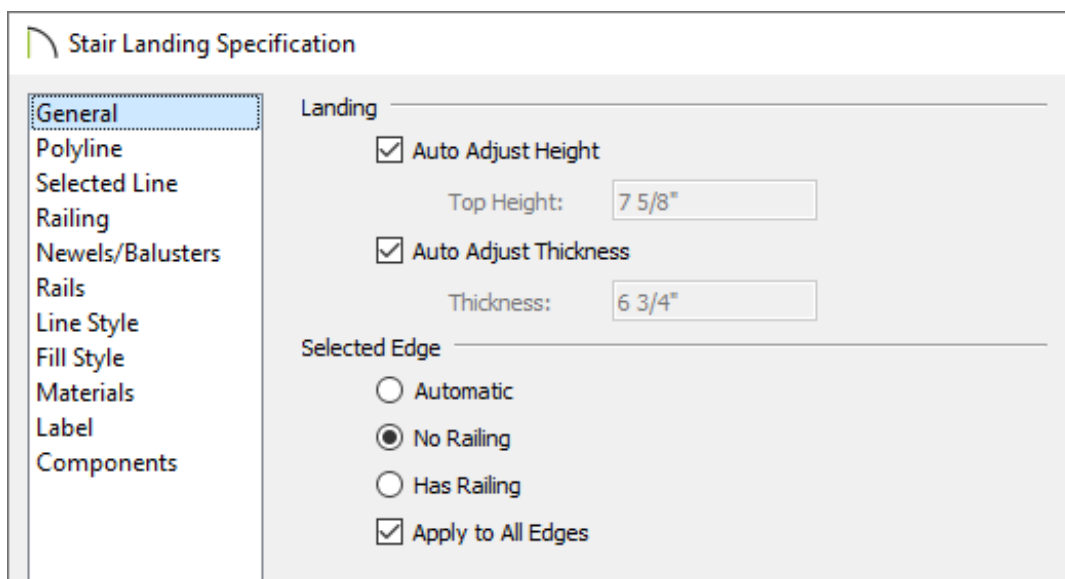


- Using the **Select Objects**  tool, click on the landing and use the various edit handles on each edge to adjust the shape to your liking.



- With the landing still selected and now shaped how you'd like, click on the **Open Object**  edit tool.

- In the **Stair Landing Specification** dialog that displays:



- Adjust the **Top Height**.

If Auto Adjust Height is selected, and the landing is bumped up against the top of a stair or another landing, the landing's Top Height will automatically adjust to


that component.

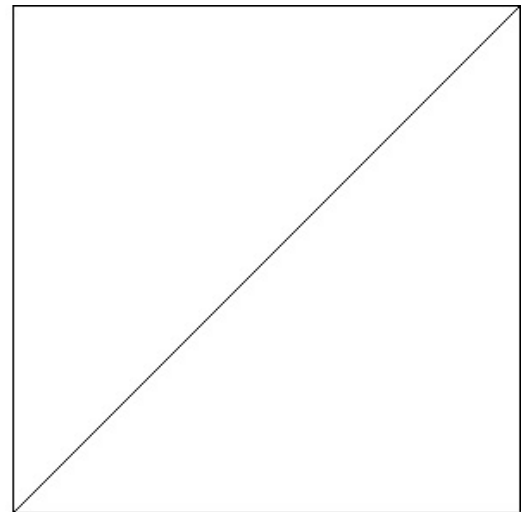
If you'd like to specify a custom value for the Top Height, uncheck the **Auto Adjust Height** box.

- Adjust the **Thickness**.

If you'd like to specify a custom value for the Thickness, uncheck the **Auto Adjust Thickness** box.

- Specify whether or not the landing has railings.
- Make any other desired changes to the landing, such as the materials that are used, then click **OK**.

5. Add additional landings and modify them using the procedures mentioned above, then take a **Camera**  view to see the results.



Related Articles

[📄 Creating Curved or Spiral Staircases \(/support/article/KB-00477/creating-curved-or-spiral-staircases.html\)](/support/article/KB-00477/creating-curved-or-spiral-staircases.html)



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