

# Manually Modifying Deck Framing

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Reference Number: **KB-01245**

Last Modified: **February 22, 2022**

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The information in this article applies to:



## QUESTION

I need to manually modify deck framing that Chief Architect created in my plan. What are my options?



# ANSWER





When a room is defined as a Deck in Chief Architect, framing is generated automatically. This is a fast way to generate posts, beams, joists and planking, but sometimes manual modifications may still need to be made.

In this article, we will cover the following topics:


- [Creating the initial structure](#)
- [Adjusting deck planks](#)
- [Adjusting deck joists](#)
- [Adjusting deck beams](#)
- [Adjusting deck posts and footings](#)
- [Adding end profiles](#)

**Note:** Chief Architect is not an engineering program and will not calculate loads or other important structural considerations. Always have your designs approved by a licensed engineer before building.



## To create the initial structure

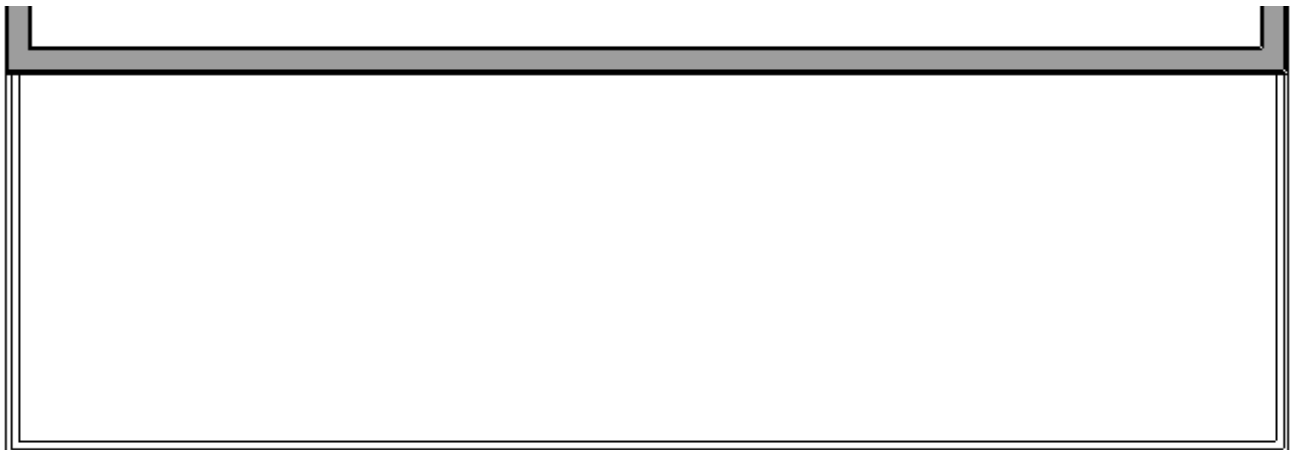
1. Select **File> New Plan**  to open a new, blank plan.
2. Select **Build> Wall> Straight Exterior Wall** , then draw exterior walls forming a perimeter, making sure to create a fully enclosed space.
3. Select **Terrain> Create Terrain Perimeter**  to create a flat terrain pad.
4. Next, navigate to **Terrain> Terrain Specification**  from the menu.
5. On the **GENERAL** panel of the **Terrain Specification** dialog that displays, remove the check from the **Automatic** box beside Subfloor Height Above Terrain, change the

**Subfloor Height Above Terrain** value, then click **OK**.



6. Select **Build > Floor > Build Foundation**  to open the **Build Foundation** dialog.
7. On the FOUNDATION panel, select **Walls with Footings** as the Foundation Type, specify the **Minimum Height** under the Stem Wall section, then click **OK**.

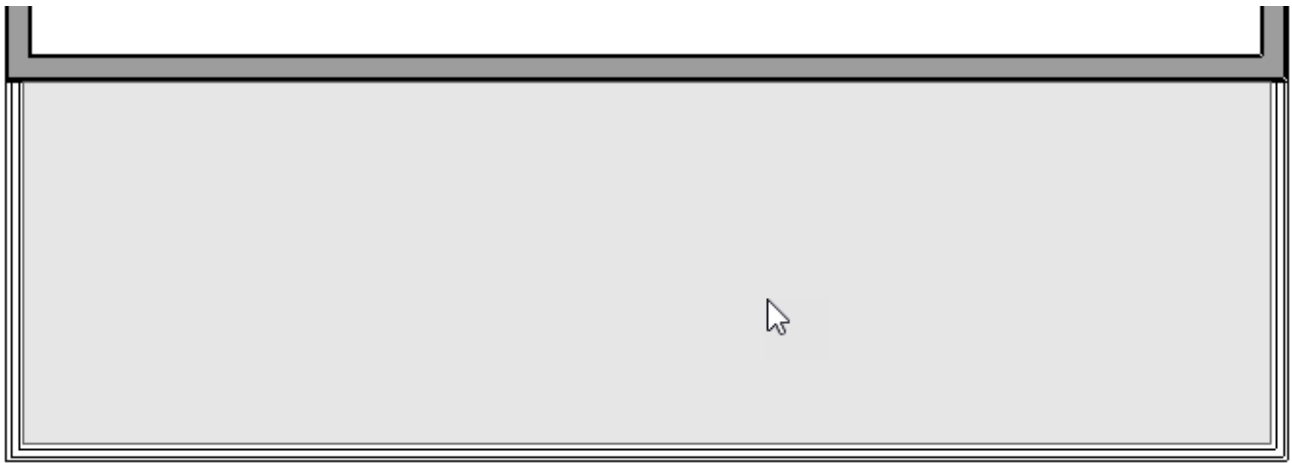
For information on creating a walkout basement in sloping terrain, please see the [Related Articles](#) section below.

8. Go **Up One Floor**  to Floor 1, select **Build > Railing and Deck > Straight Deck Railing**  and draw railings to enclose one or more Deck rooms attached to the structure.

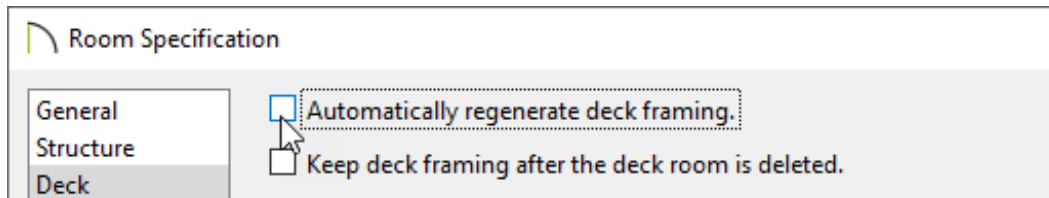


**Note:** If a Deck is drawn on Floor 1 and a foundation is present, the deck framing will be drawn on Floor 0. If no Floor 0 is present, the deck framing will be created on Floor 1.

9. Using the **Select Objects**  tool, click in an empty space in the Deck room to select it, then click the **Open Object**  edit button.




10. On the **DECK** panel of the **Room Specification** dialog that opens, uncheck **Automatically regenerate deck framing**, then click **OK**.




**Note:** Grayed out options on this panel indicate that the Room Type is set to something other than a Deck. For framing to generate, define the room as a Deck, click OK, then open the room back up to specification to disable the setting mentioned in this step.

## To adjust deck planks

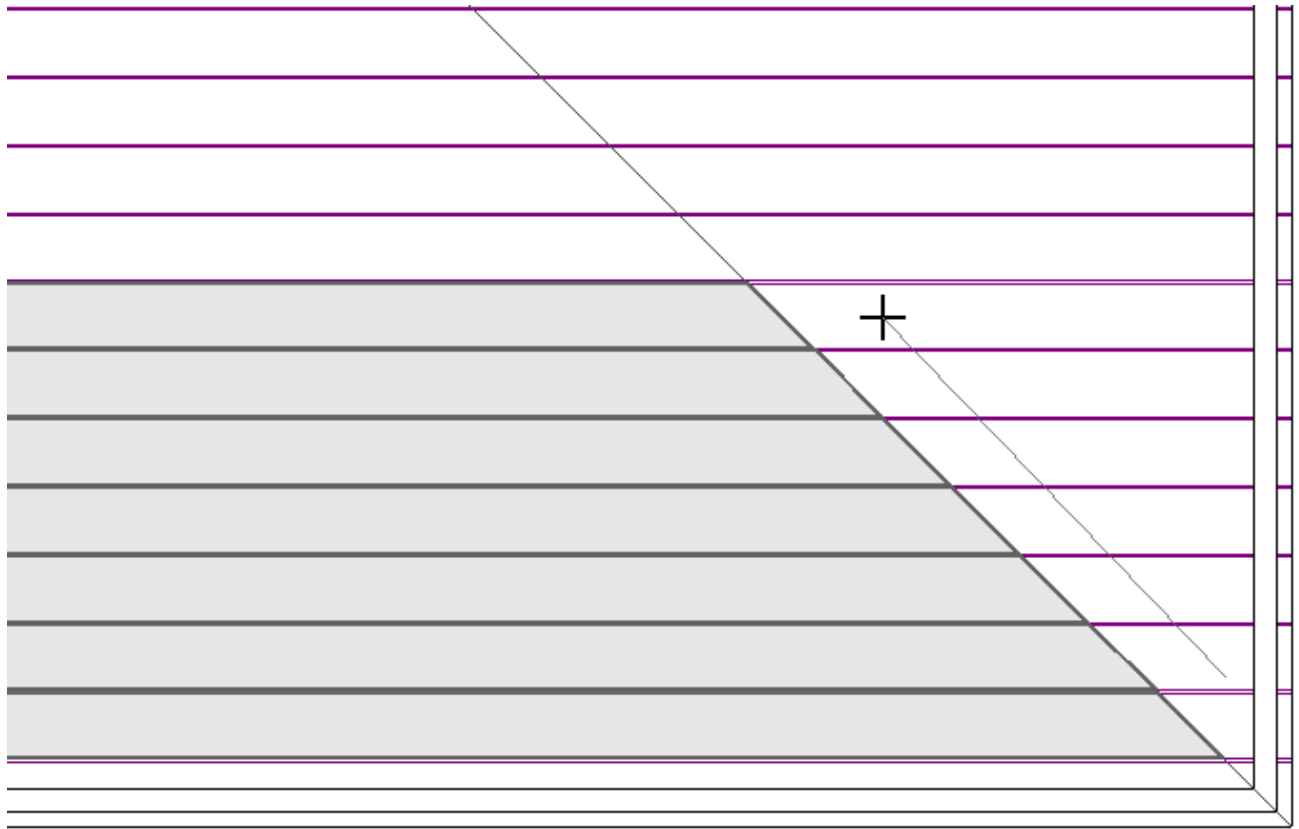
1. With the **CAD> Lines> Draw Line**  tool, create a line at the corner where the miter should be.

In X12 and prior versions, framing ends will be square even if trimmed on an angle.

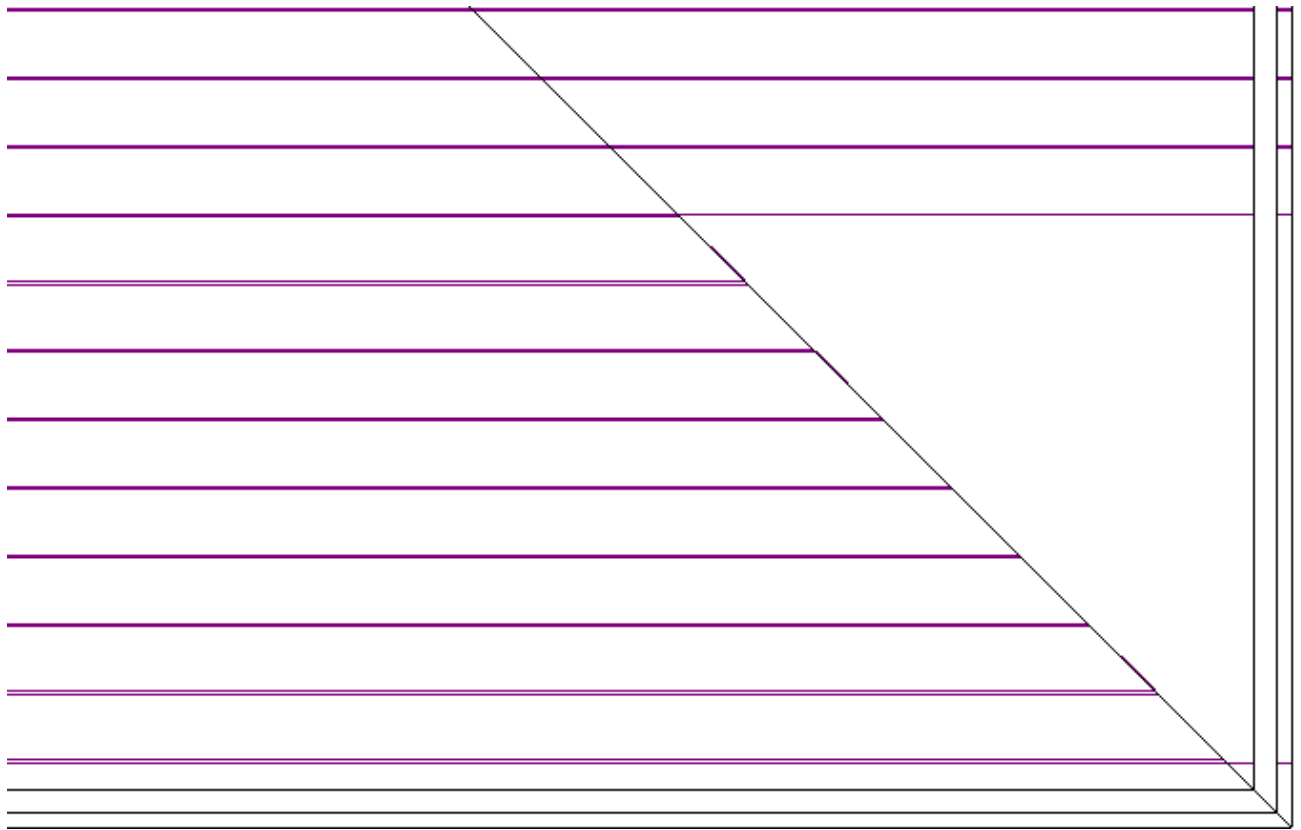
2. Select the CAD line and click the **Trim Object(s)**  edit button.
3. Click and drag a temporary line, or fence, that runs through the deck planks on one


side of the miter CAD line.

In X14 and newer versions, the deck planks will highlight for the portion that will be kept after trimming.



4. When you release the mouse button, the ends of the planks will be trimmed back to the inside edge of the CAD line.





5. Repeat these steps for any other areas where the planks need to be mitered, and use the edit handles to extend the length of the planks as necessary.
6. When you are finished, you can select **3D> Create Perspective View> Full Camera**  to see the results.

## To adjust deck joists

1. Select one or multiple joists with **Select Objects** .

Hold down the Shift key on your keyboard and click on another framing member to add it to the selection set. For more information on group selecting objects, please see the [Related Articles](#) section below.

2. Click **Edit> Delete**  or the **Delete** key on your keyboard to remove the joists that aren't necessary.

3. With the joists still selected, use the edit handles to change their location.
4. Click on **Open Object**  to adjust the **Bottom Height, Depth, Width, Role\***, and **Type**.

\*Only available in X14 and newer program versions.

Framing Specification (Deck Joist)

General

End Profile

Line Style

Fill Style

Materials

Label

Components

Object Information

Schedule

Depth and Height

Raise/Lower: 0" Apply

Lock Top Height: -1 1/8"

Lock Bottom Height: -8 3/8"

Lock Depth: 7 1/4"

Options

Width: 1 1/2"

Role: Use Automatic (Deck Joist) ▾

Type: Lumber ▾

Treated

Length and Angle


Length: 97 1/4"

Angle: -90.0°

Lock:  Start  Center  End

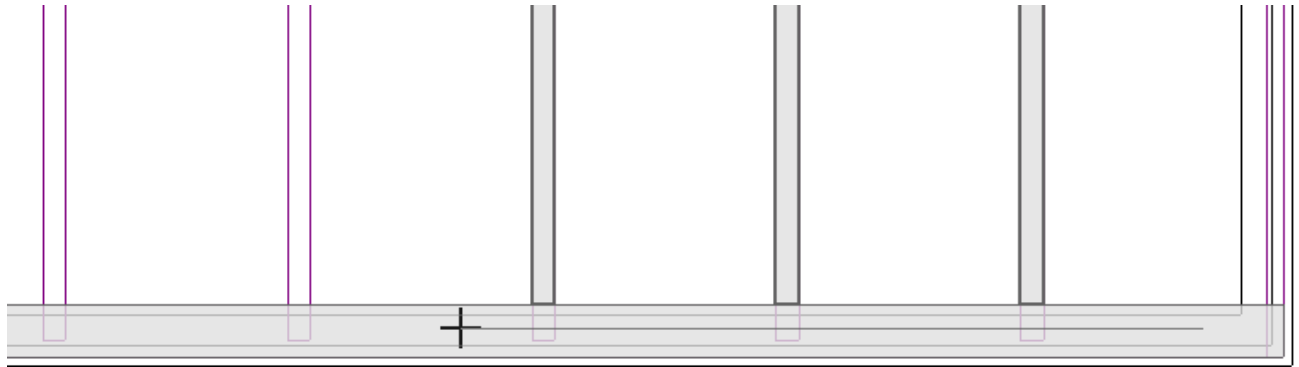
Number Style...

OK Cancel Help

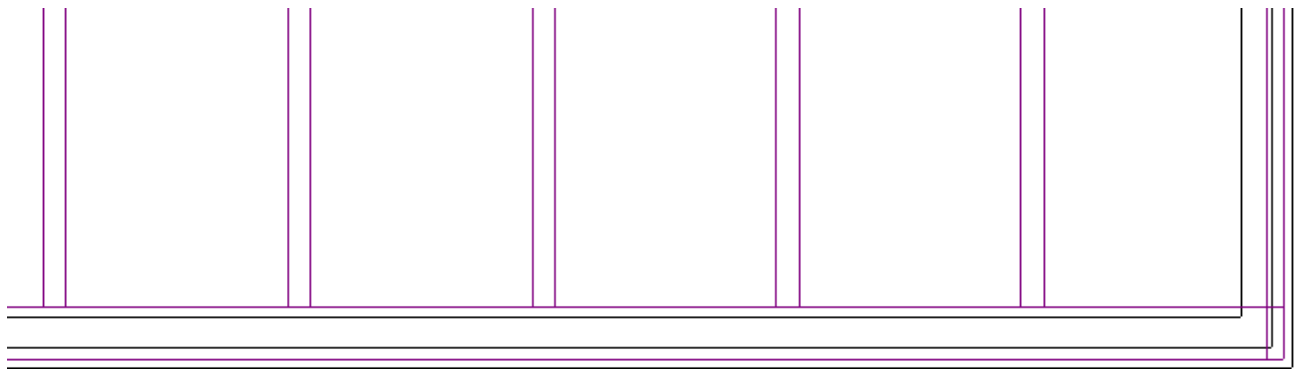
5. Select the beam and click the **Trim Object(s)**  edit button. These steps also work with a CAD line.
6. Click and drag a temporary line, or fence, that runs through the joists where they


extend into the beam.

In X14 and newer versions, the deck joists will highlight for the portion that will be kept after trimming.





7. When you release the mouse button, the ends of the joists will be trimmed back to the inside edge of the beam.




8. When you are finished, you can select **3D > Create Perspective View > Full Camera**  to see the results.

## To adjust deck beams

1. Using the **Select Objects**  tool, click on a beam that runs under the Deck room.
2. Click the **Delete**  edit button or press the **Delete** key on your keyboard to remove this beam.



3. With the beam still selected, use the edit handles to change its location.
4. Click the **Open Object**  edit button, and on the **GENERAL** panel of the **Framing Specification** dialog that displays:

**Framing Specification (Deck Beam)**

**General**

End Profile  
Line Style  
Fill Style  
Materials  
Label  
Components  
Object Information  
Schedule

**Depth and Height**

Raise/Lower: 0" Apply

Lock Top Height: -8 3/8"

Lock Bottom Height: -15 5/8"

Lock Depth: 7 1/4"

**Options**

Width: 3 1/2"

Role: Use Automatic (Deck Beam) ▾

Type: Lumber ▾

Bearing Beam

Treated

**Length and Angle**

Length: 332 7/16"

Angle: -0.0°

Lock:  Start  Center  End

**Concrete Beam Options**

Rebar Size (#): 5

Rebar Count: 4

Rebar Extensions: 20"

Stirrup Size (#): 3

Stirrup Count: 8

Stirrup Overlap: 5"

Number Style... OK Cancel Help

- Change the **Top/Bottom Height** and **Depth**.

Use the different **Lock** radio buttons to keep that field from changing as the other ones are adjusted.




- Change the **Width** to your liking.
- Change the **Type** and **Role\***.

\*Only available in X14 and newer program versions.

- Click **OK** to close the dialog and apply your changes.

The new beam is resized concentrically from the centerline outward, so it may have to be moved to compensate any changes.

## To edit posts and footings

1. Using the **Select Objects**  tool, click on one of the posts to select it.
2. With the post selected, click the **Delete**  button or the **Delete** key on your keyboard.
3. Repeat step 1 and 2 for any footings that need to be removed.
4. Select any posts that need to be edited and select the **Open Object**  edit button.
5. On the **GENERAL** panel of the **Framing Specification** dialog:

- Set the **Top Height**, **Bottom Height**, and/or **Total Height**.


Use the different **Lock** radio buttons to keep that field from changing as the other ones are adjusted.

- Set the **Role\*** and the **Type**.

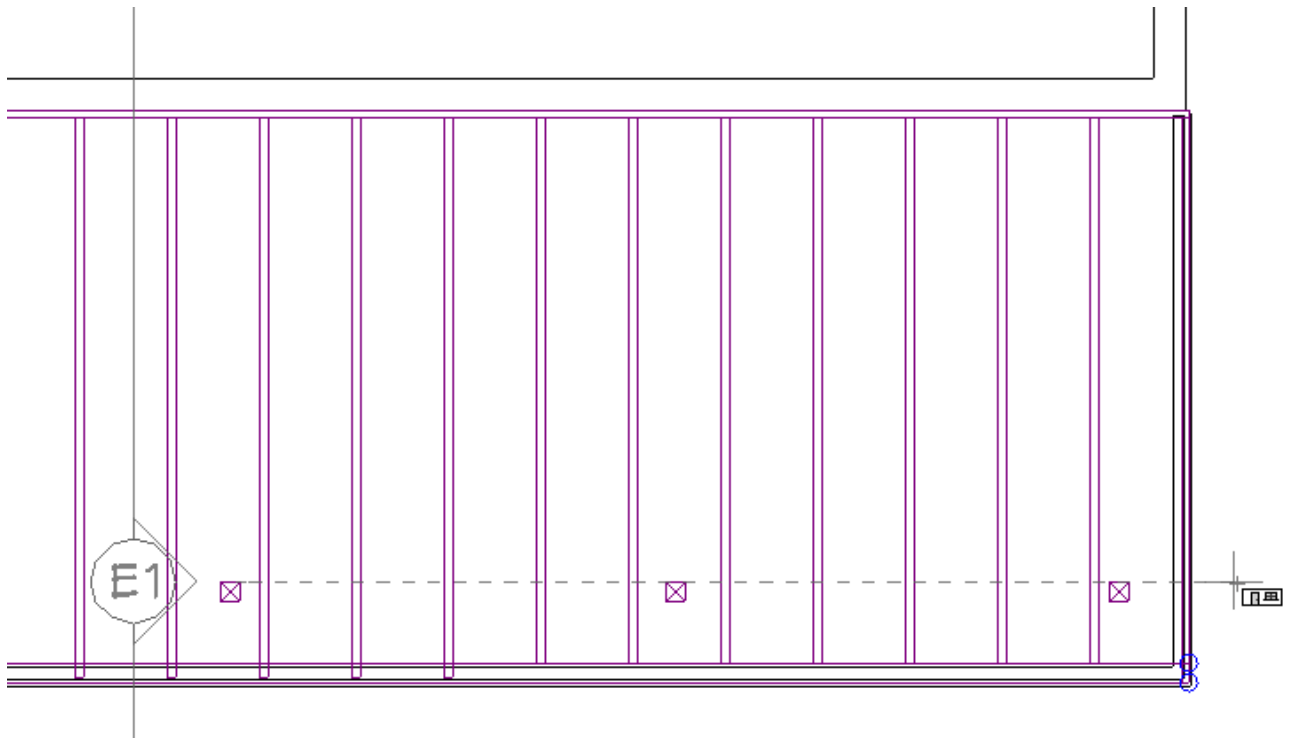
\*Only available in X14 and newer program versions.

- Specify both of the post **Width** values to fit your needs.
- Click **OK** to close the dialog and apply your changes.

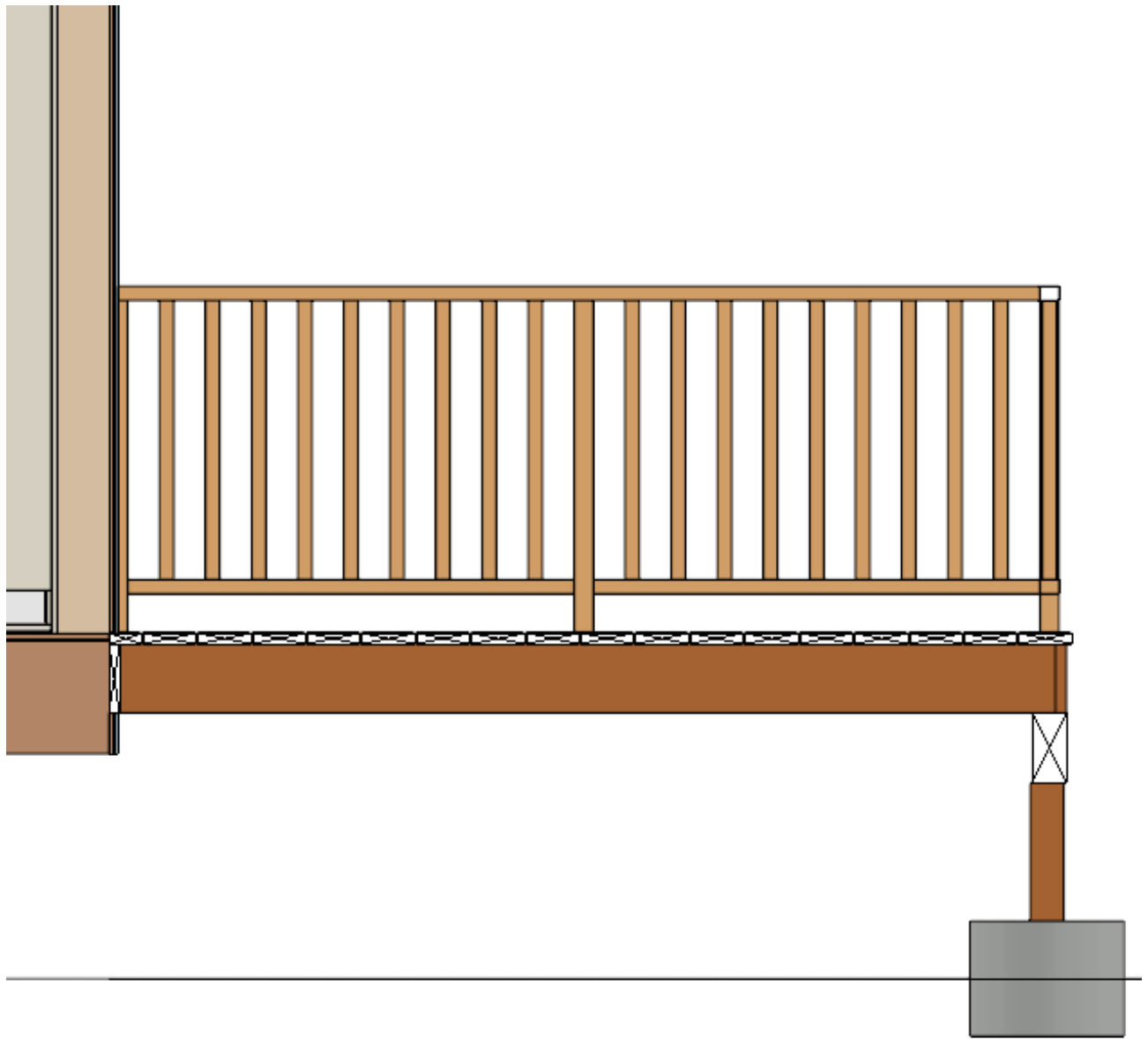
**Note:** You may have to center the resized posts on to their footings again.

6. In order to make sure everything is positioned correctly, click on **3D> Create Orthographic View> Cross Section/Elevation** .

7. Click where the camera view should start and drag through the deck.





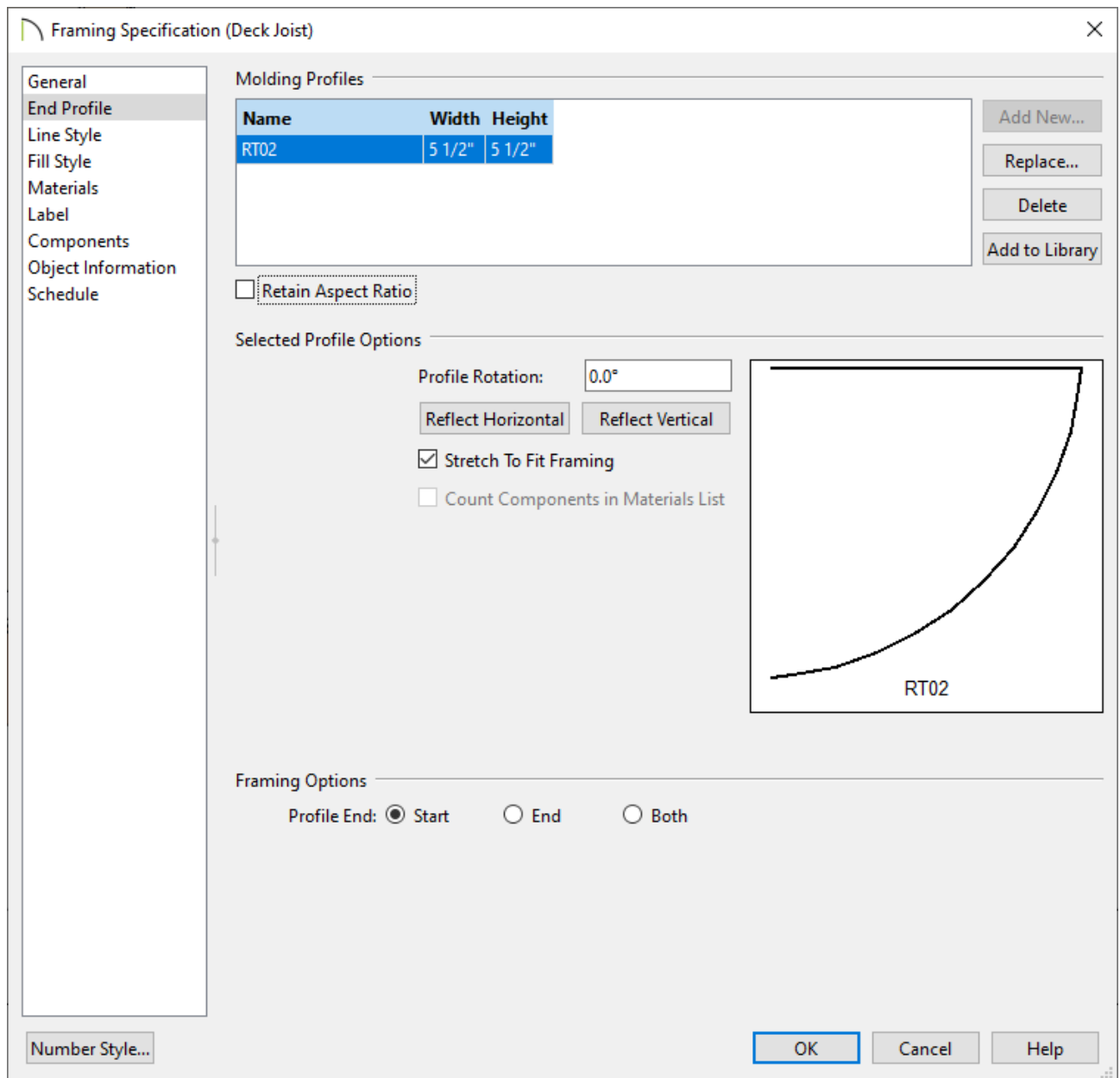
8. In the view, select any framing members that are not in the correct positions and use edit handles and/or dimensions to move these members into the correct location.



## To add end profiles\*

*\*Only available in X13 and newer program versions*

1. With **Select Objects** , select the framing member(s) that you'd like to add end profiles to.
2. Click on **Open Object**  and on the **END PROFILE** panel of the **Framing Specification** dialog:



- Click the **Add New** button to select a molding profile to use at the end profile.
- Set the **Width** and **Height** of the molding profile.
- Adjust the **Profile Rotation** and/or **Reflect Vertical/Horizontal** as necessary.
- Set whether the end profile needs to be on the **Start**, **End**, or **Both**.
- Click **OK** to save your changes and close the dialog.

[📄 Creating a Walk-out Basement \(/support/article/KB-00376/creating-a-walk-out-basement.html\)](/support/article/KB-00376/creating-a-walk-out-basement.html)

[📄 Customizing Deck Planking and Framing Automatically \(/support/article/KB-00794/customizing-deck-planking-and-framing-automatically.html\)](/support/article/KB-00794/customizing-deck-planking-and-framing-automatically.html)

[📄 Displaying Framing in a Cross Section/Elevation View \(/support/article/KB-00017/displaying-framing-in-a-cross-section-elevation-view.html\)](/support/article/KB-00017/displaying-framing-in-a-cross-section-elevation-view.html)

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

[📄 Matching Building and Terrain Heights \(/support/article/KB-00321/matching-building-and-terrain-heights.html\)](/support/article/KB-00321/matching-building-and-terrain-heights.html)



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