

# Creating an Attached Porch or Carport

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Last Modified: **July 24, 2024**

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The information in this article applies to:



## QUESTION

I want to add an attached carport to my shop or house. How can I build this?




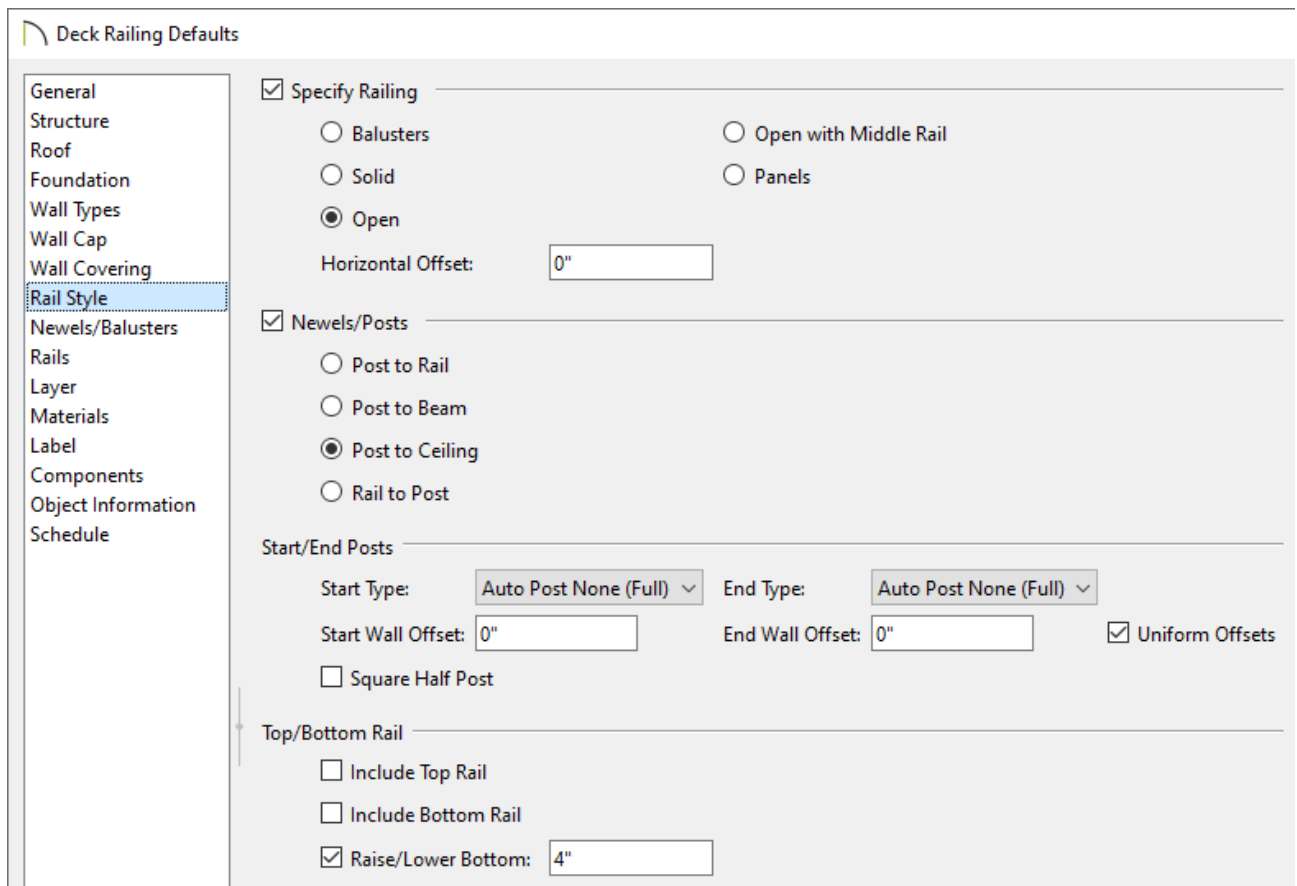
# ANSWER

An attached porch or carport can be created using properly defined railings and the automatic roof generation tools.

- Setting the defaults
- Drawing railings
- Building the roof

## To set the defaults

1. Select **Edit> Default Settings**  from the menu.
2. In the **Default Settings** dialog, expand the **Walls** category, select **Deck Railing**, then click on the **Edit** button.
3. On the **RAIL STYLE** panel of the **Deck Railing Defaults** dialog:



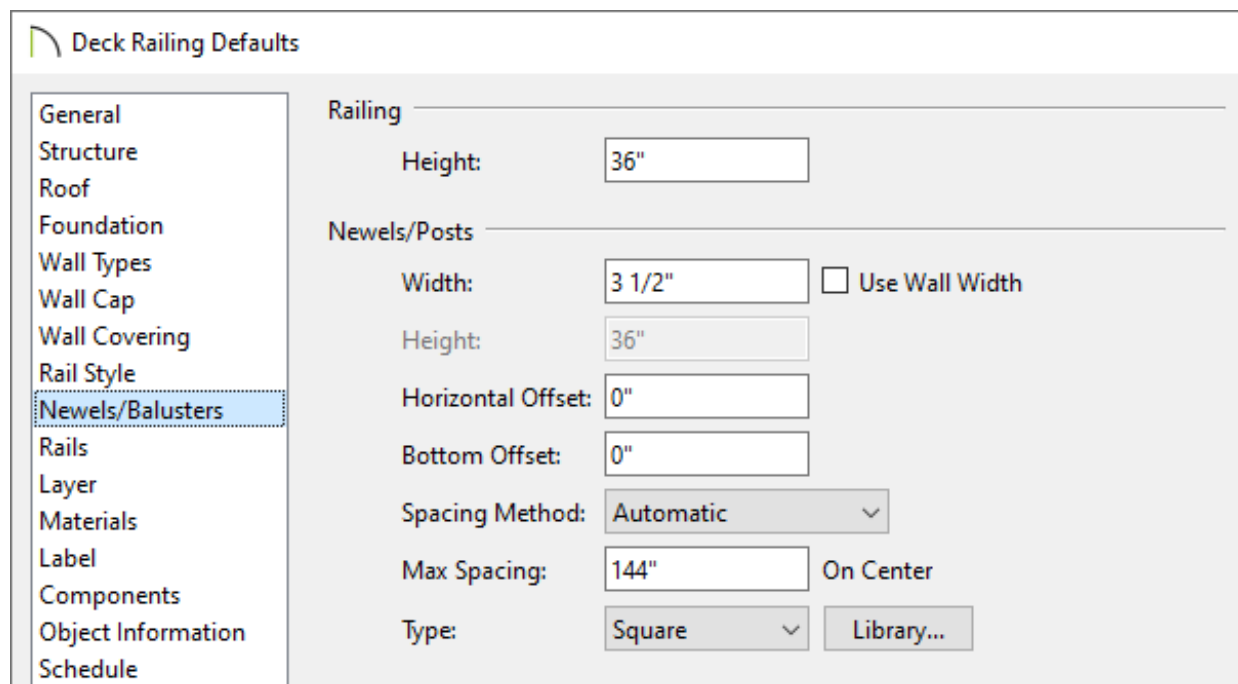
The screenshot shows the 'Deck Railing Defaults' dialog box with the 'Rail Style' panel selected in the left-hand navigation pane. The 'Rail Style' panel contains the following settings:

- Specify Railing
  - Balusters
  - Solid
  - Open
  - Open with Middle Rail
  - Panels
  - Horizontal Offset:
- Newels/Posts
  - Post to Rail
  - Post to Beam
  - Post to Ceiling
  - Rail to Post
- Start/End Posts
  - Start Type:  End Type:
  - Start Wall Offset:  End Wall Offset:   Uniform Offsets
  - Square Half Post
- Top/Bottom Rail
  - Include Top Rail
  - Include Bottom Rail
  - Raise/Lower Bottom:

- Move the radio button to **Open** under the top section.


- Move the radio button to **Post to Ceiling** or **Post to Beam** under the second section.
  - Change the Start Type and End Type to **Auto Post None (Full)**.
  - Uncheck both **Include Top Rail** and **Include Bottom Rail**.
4. On the **NEWELS/BALUSTERS** panel, set the **Width** and **Max Spacing** to your preference.

In this example, a Width of 3 1/2" and a Max Spacing of 144" are specified. This will allow us to create 4" x 4" posts that are 12' apart.

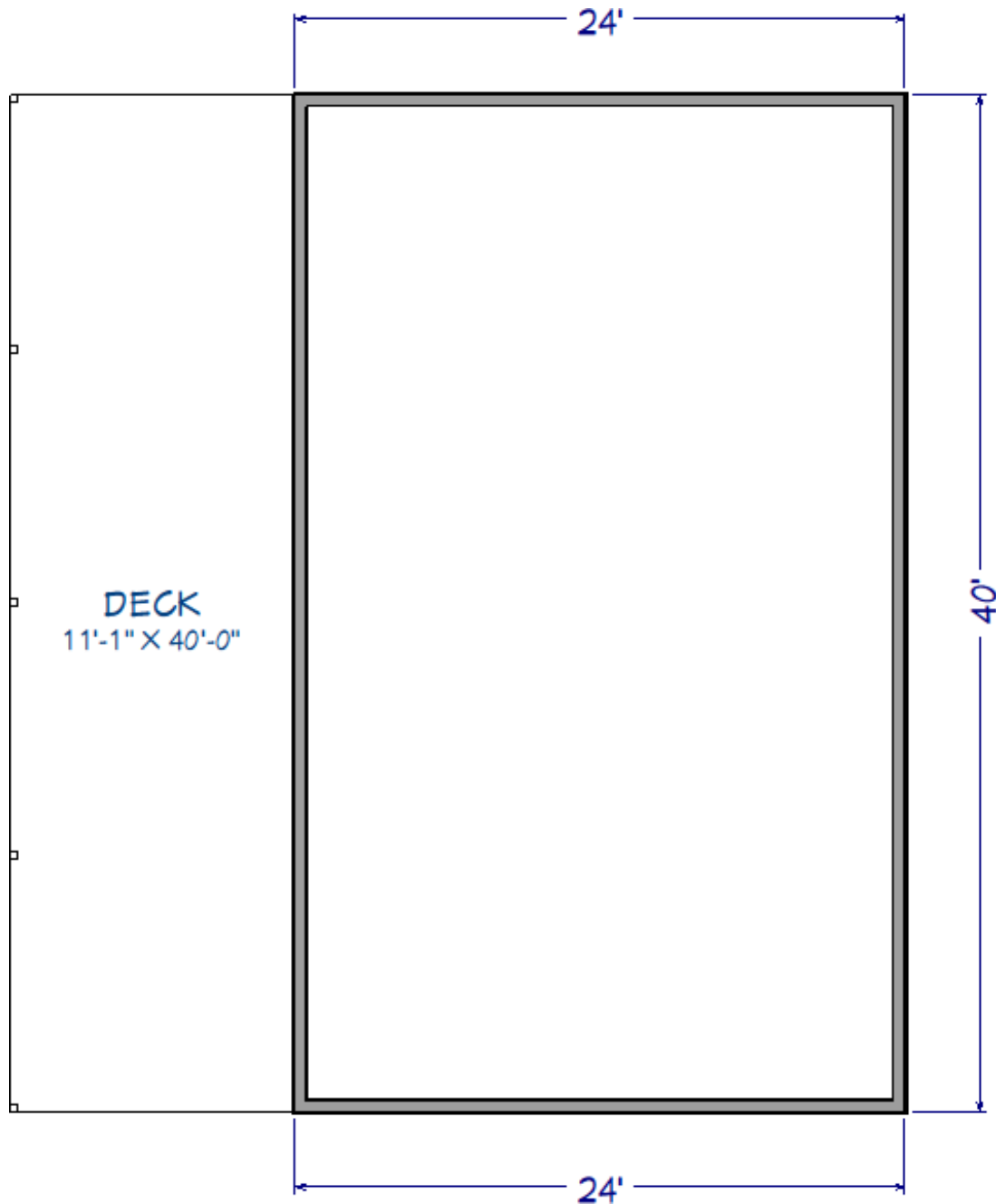


5. On the **RAILS** panel, adjust the Beam's **Width** and **Height** if you specified Post to Beam in Step 3.
6. Click **OK**, then click **Done** to apply the changes and close the dialogs.

To draw railings

1. Navigate to **Build> Railing and Deck> Straight Deck Railing** , then draw three deck railing walls off of the existing structure to create a Deck room, as shown in the image below.

In this example, the existing structure is 24' x 40' and has a ceiling height of 144".

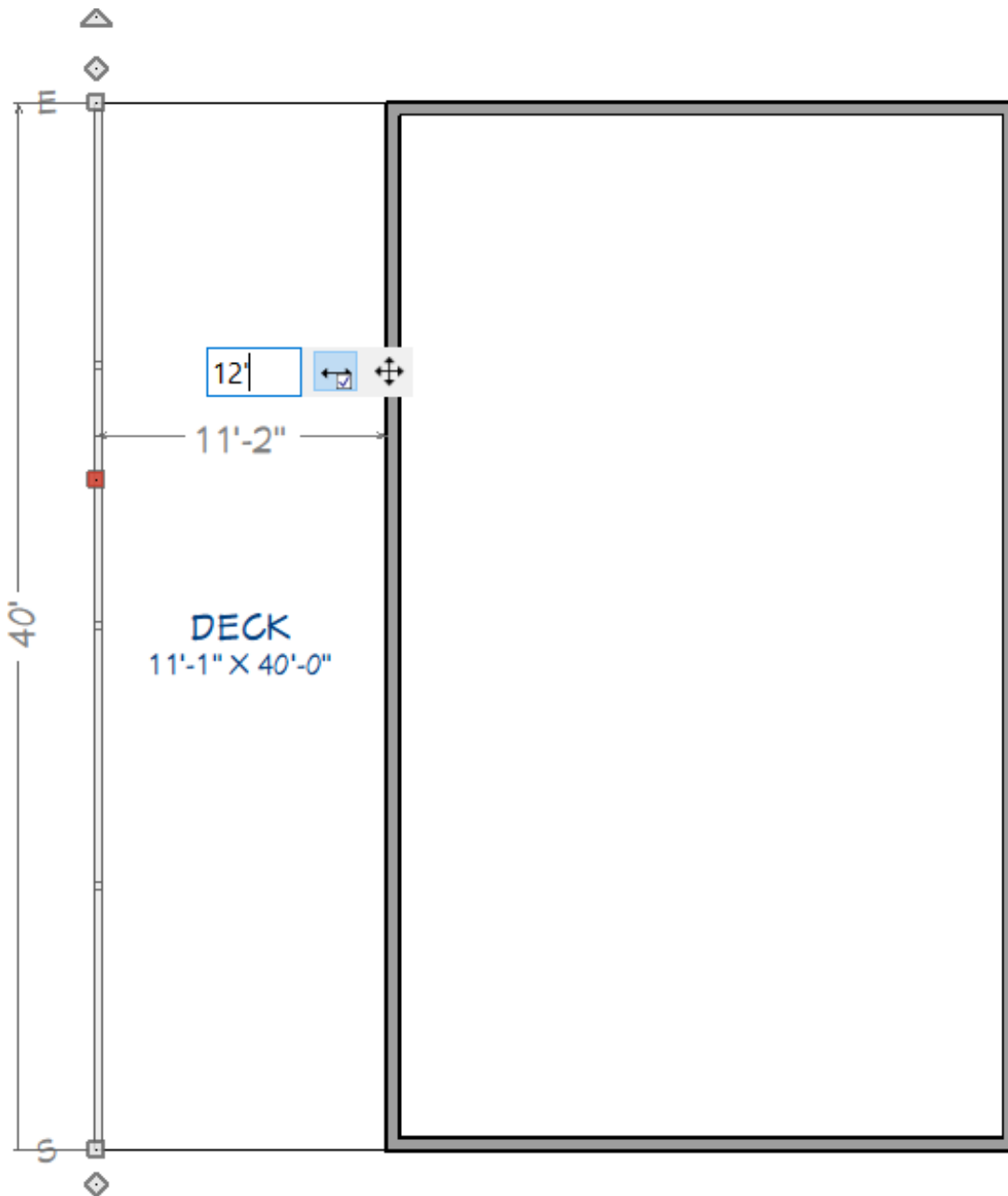




2. If needed, select the left deck railing, then use the temporary dimension that displays to set the railing to be a specific distance from the main structure.

In this example, a value of 12' is specified.

**Note:** If you do not have temporary dimensions set to display, select View>

Temporary Dimensions to toggle the feature on/off.



3. Using the **Select Objects**  tool, select the newly created Deck room, then click on the **Open Object**  edit button.
4. On the **GENERAL** panel of the **Room Specification** dialog that opens, use the **Room Type** drop-down to change the room type to one of your preference.

In this example, the Room Type is changed from Deck to Porch. This will replace the deck framing with a 4" concrete slab.

Room Specification

**General**

Structure  
Deck  
Deck Support  
Moldings  
Wall Covering  
Fill Style  
Materials  
Components  
Object Information  
Schedule

**General**

Room Type:

Room Name:

Show Room Label

**Living Area**

Include in Total Living Area Calculation

Exclude from Total Living Area Calculation

Use Default (Excluded)

- On the **STRUCTURE** panel, ensure that **Roof Over This Room** is checked, uncheck **Flat Ceiling Over This Room**, check **Use Soffit Surface for Ceiling**, then click **OK**.

Room Specification

**General**

**Structure**

Deck  
Deck Support  
Moldings  
Wall Covering  
Fill Style  
Materials  
Components  
Object Information  
Schedule

**Absolute Elevations**

Floor Above:

Ceiling:

Floor:

Floor Below:

**Relative Heights**

Rough Ceiling:

Finished Ceiling:

SWT To Ceiling:

Ceiling Below:

Stem Wall:

SWT = Stem Wall Top

**Ceiling**

Roof Over This Room

Flat Ceiling Over This Room



Shelf Ceiling

Use Soffit Surface for Ceiling



Ceiling Structure: 5 1/2"   Default

Ceiling Finish: 5/8"   Default

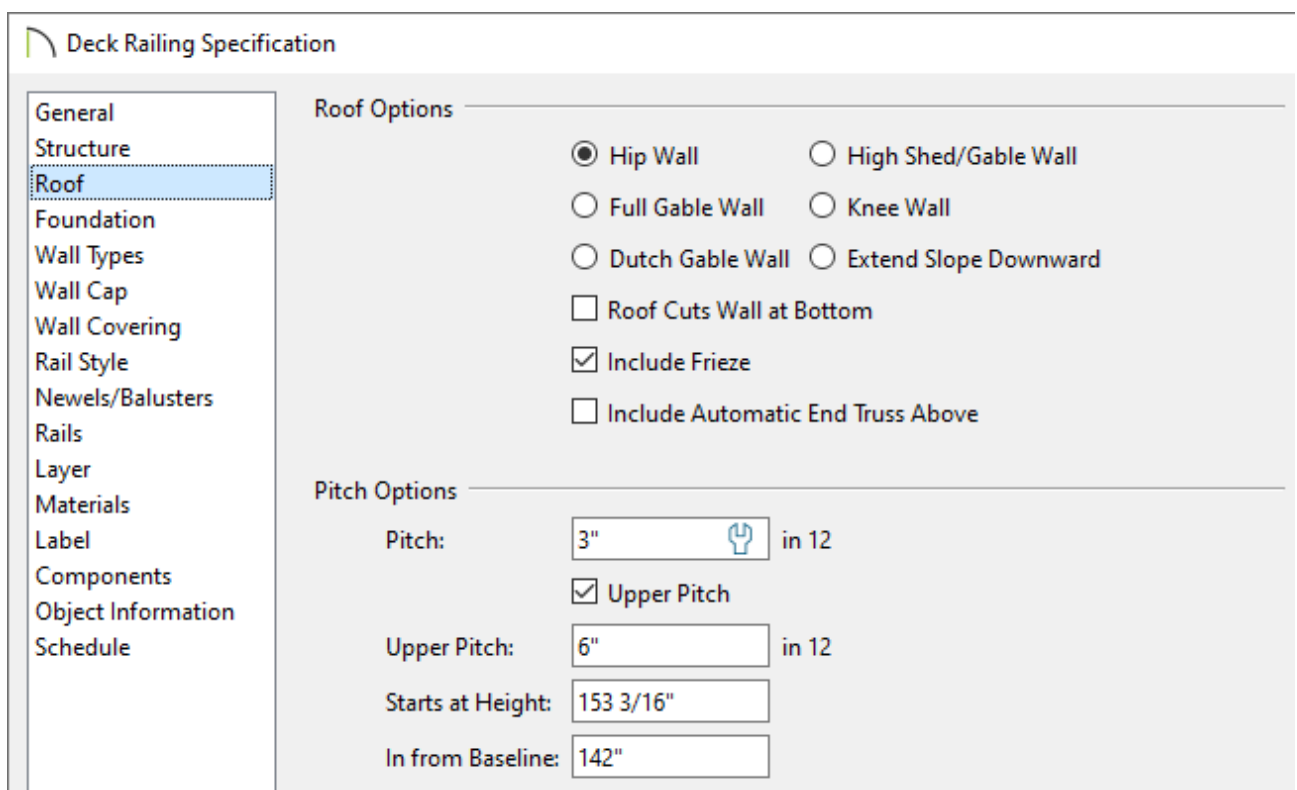
## To build the roof

1. Using the **Select Objects**  tool, click on the front horizontal wall of the main structure to select it, then click the **Open Object**  edit button.
2. On the **ROOF** panel of the **Wall Specification** dialog, select **Full Gable Wall**, then click **OK**. Repeat this process on the opposite parallel wall, as well as to the two short parallel deck railings.

You can select one or more walls/railings and use the Change to Gable Wall(s) edit tool to quickly convert hip walls to full gable walls.

3. Using the **Select Objects**  tool, click on the single vertical railing, then click the **Open Object**  edit button.

4. On the **ROOF** panel of the **Wall Specification** dialog:



**Deck Railing Specification**

**General**  
Structure  
**Roof**  
Foundation  
Wall Types  
Wall Cap  
Wall Covering  
Rail Style  
Newels/Balusters  
Rails  
Layer  
Materials  
Label  
Components  
Object Information  
Schedule

**Roof Options**

- Hip Wall
- High Shed/Gable Wall
- Full Gable Wall
- Knee Wall
- Dutch Gable Wall
- Extend Slope Downward
- Roof Cuts Wall at Bottom
- Include Frieze
- Include Automatic End Truss Above

**Pitch Options**

Pitch:  in 12

Upper Pitch

Upper Pitch:  in 12

Starts at Height:

In from Baseline:

- Specify the desired lower **Pitch**.

In this example, a value of 3" in 12" is specified.


- Check the **Upper Pitch** box, then specify the desired **Upper Pitch** value.

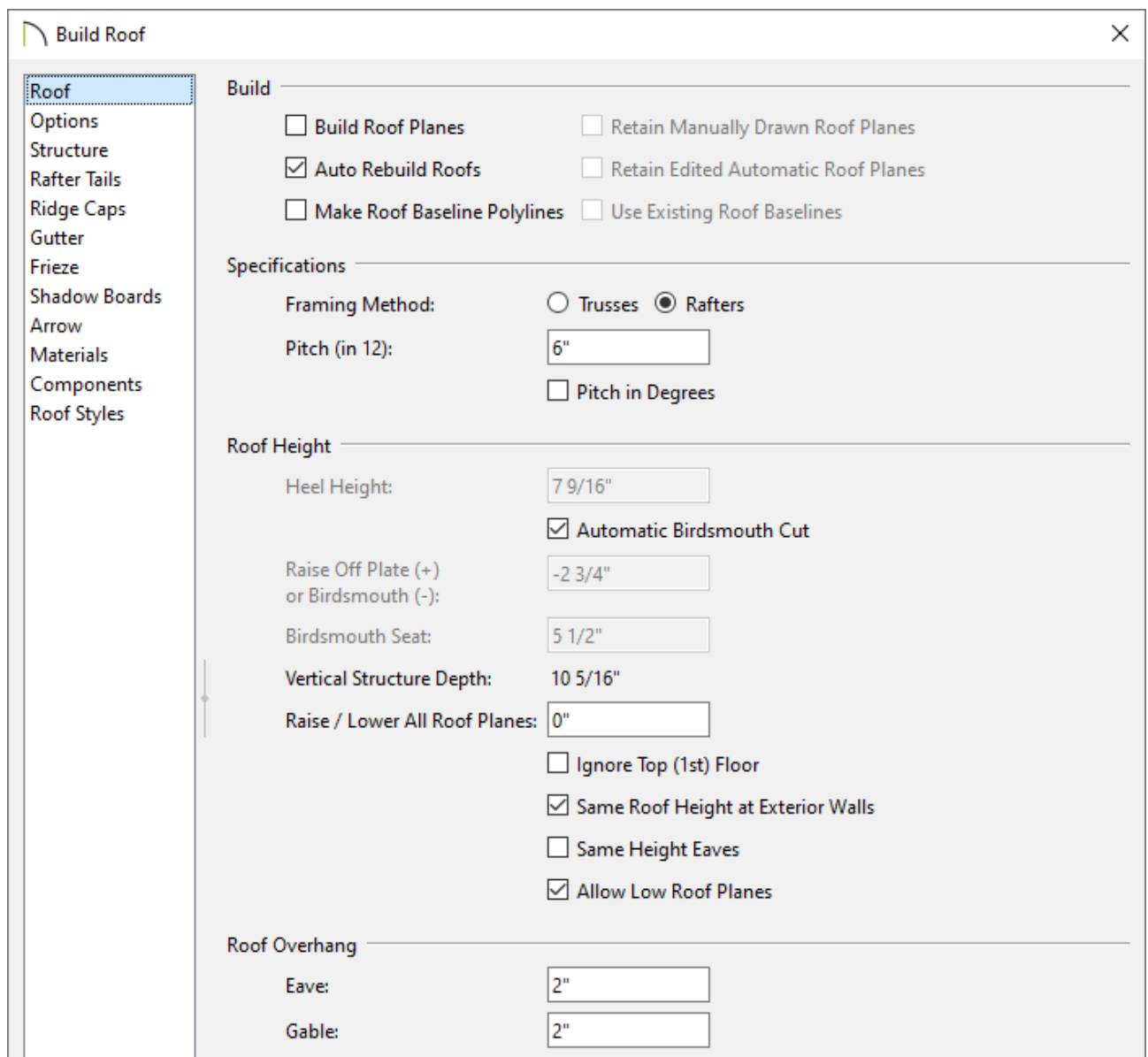
In this example, a value of 6" in 12" is specified.

- Specify where to start the upper pitch by specifying a value in the **Starts at Height** or **In from Baseline** field.

In this example, a value of 142" is specified in the In from Baseline field.

- Click **OK**.

5. Select **Build > Roof > Build Roof** , and on the **GENERAL** panel of the **Build Roof** dialog that displays:



The screenshot shows the 'Build Roof' dialog box with the 'GENERAL' panel selected. The dialog has a sidebar on the left with the following options: Roof (selected), Options, Structure, Rafter Tails, Ridge Caps, Gutter, Frieze, Shadow Boards, Arrow, Materials, Components, and Roof Styles. The main panel is divided into several sections:

- Build**:
  - Build Roof Planes
  - Auto Rebuild Roofs
  - Make Roof Baseline Polylines
  - Retain Manually Drawn Roof Planes
  - Retain Edited Automatic Roof Planes
  - Use Existing Roof Baselines
- Specifications**:
  - Framing Method:  Trusses  Rafters
  - Pitch (in 12):
  - Pitch in Degrees
- Roof Height**:
  - Heel Height:
  - Automatic Birdsmouth Cut
  - Raise Off Plate (+) or Birdsmouth (-):
  - Birdsmouth Seat:
  - Vertical Structure Depth:
  - Raise / Lower All Roof Planes:
  - Ignore Top (1st) Floor
  - Same Roof Height at Exterior Walls
  - Same Height Eaves
  - Allow Low Roof Planes
- Roof Overhang**:
  - Eave:
  - Gable:



- Check either **Build Roof Planes** or **Auto Rebuild Roofs**.
- Specify the desired **Pitch (in 12)**, preferably the value that was set as the upper pitch in the last step.

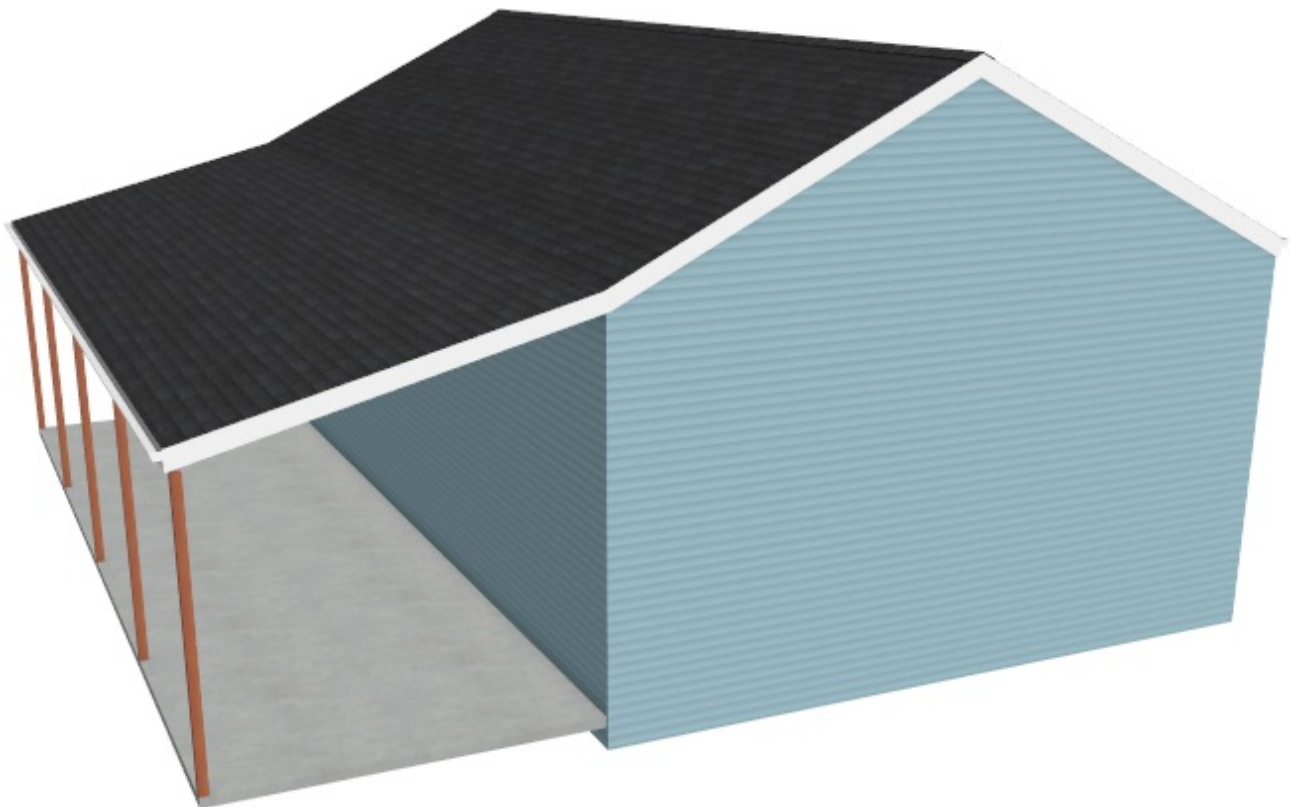
In this example, a value of 6" in 12" is specified.

- Specify the **Eave** and **Gable** Roof Overhang values.

In this example, 2" is specified for both.


- Click **OK**.


6. Finally, select **3D> Create Perspective View> Perspective Full Overview**  to see the results.



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#### Related Articles

 [Creating a Breezeway \(/support/article/KB-00056/creating-a-breezeway.html\)](/support/article/KB-00056/creating-a-breezeway.html)

 [Manually Adjusting Newel Posts \(/support/article/KB-03195/manually-adjusting-newel-posts.html\)](/support/article/KB-03195/manually-adjusting-newel-posts.html)



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