

Adding Corner Boards and Quoins

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The information in this article applies to:



QUESTION

I would like to add corner trim, such as corner boards and quoins, to my designs. What is the best way to do this?

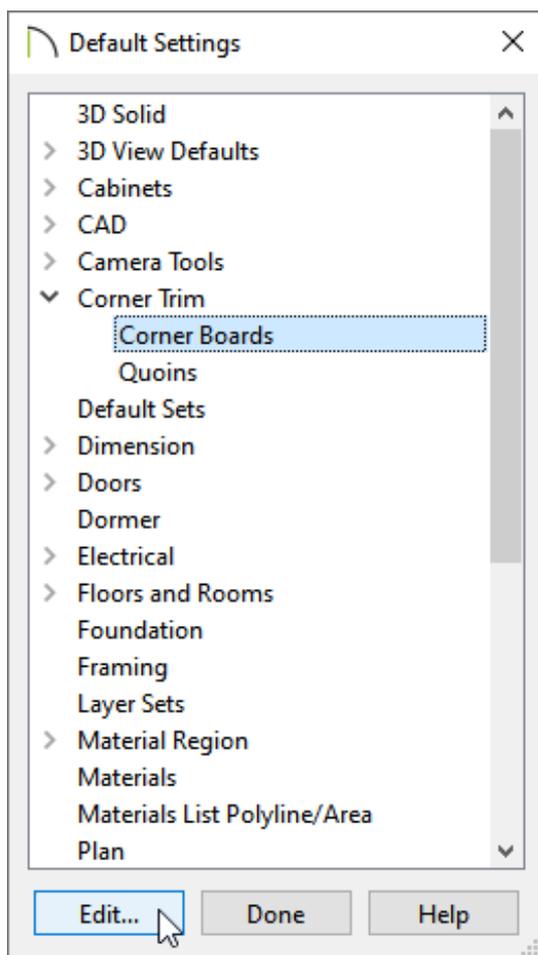


ANSWER

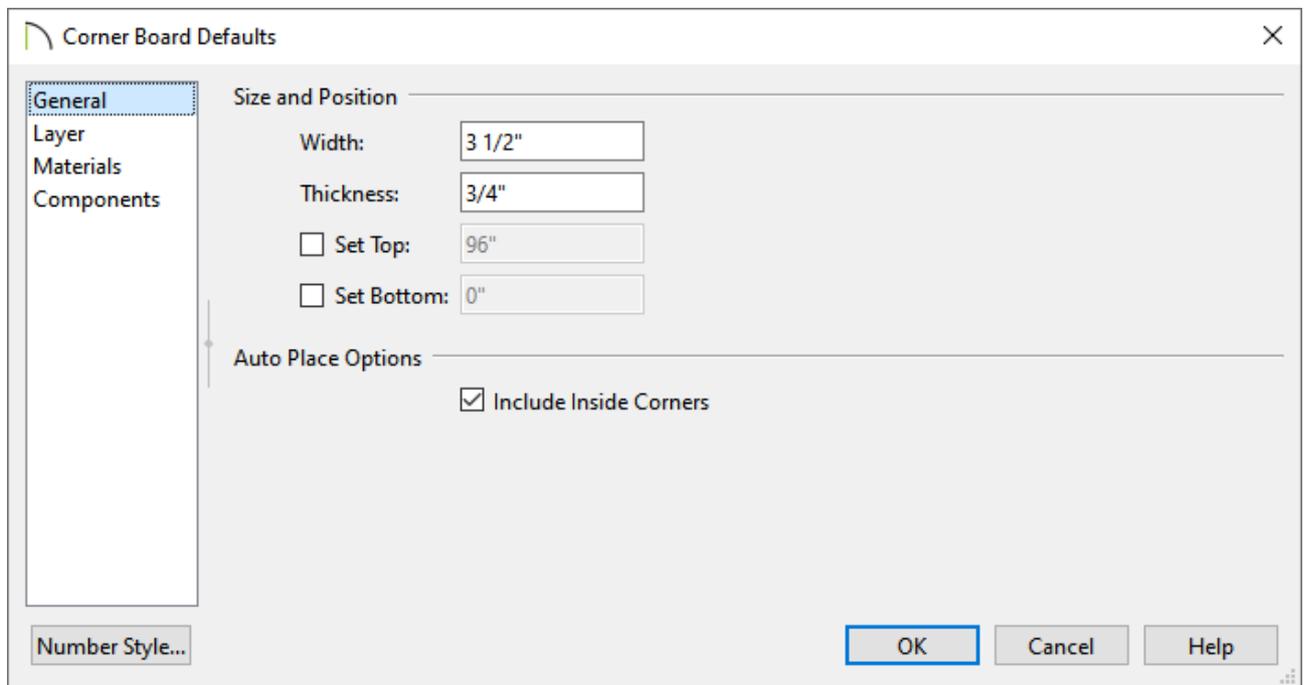
Corners boards and quoins can be added both automatically and manually to your designs using the dedicated Trim tools. However, before doing so, it's a good idea to setup the defaults associated with these tools.

To set the defaults for corner boards and quoins

1. Navigate to **Edit> Default Settings**  from the menu.
2. In the **Default Settings** dialog, expand the **Corner Trim** category, select **Corner Boards**, then click **Edit**.

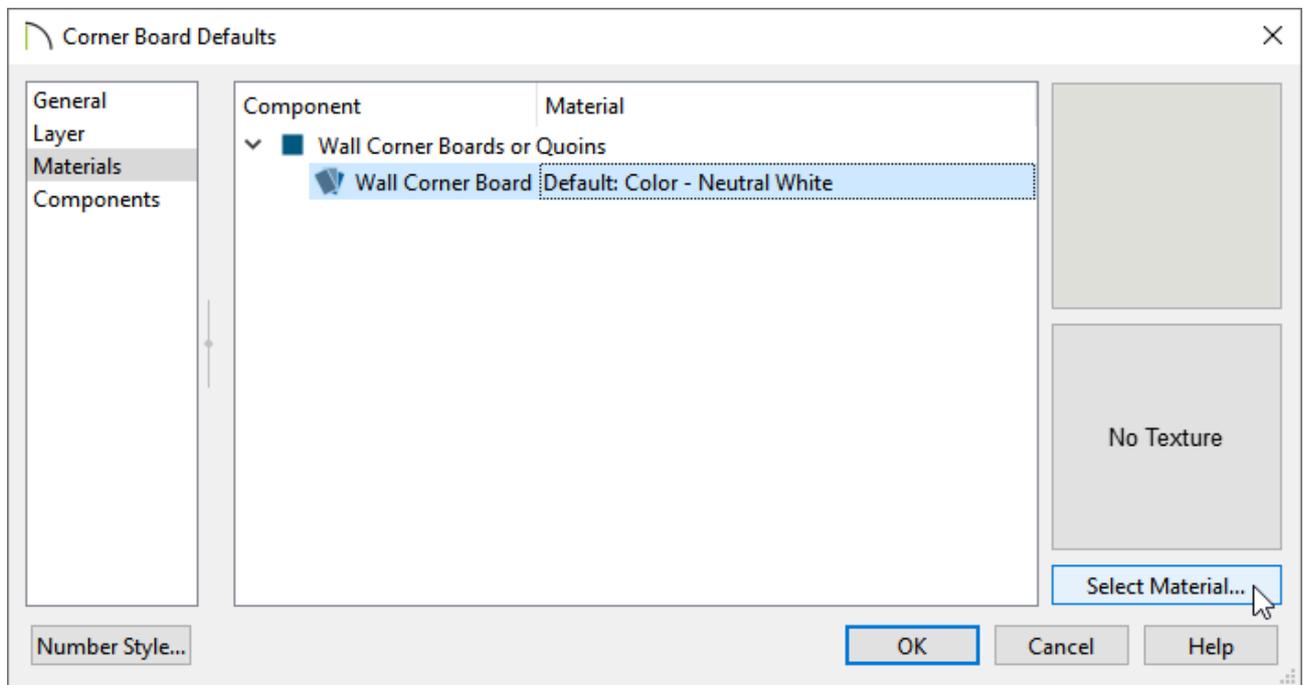


3. On the **GENERAL** panel of the **Corner Board Defaults** dialog that opens:

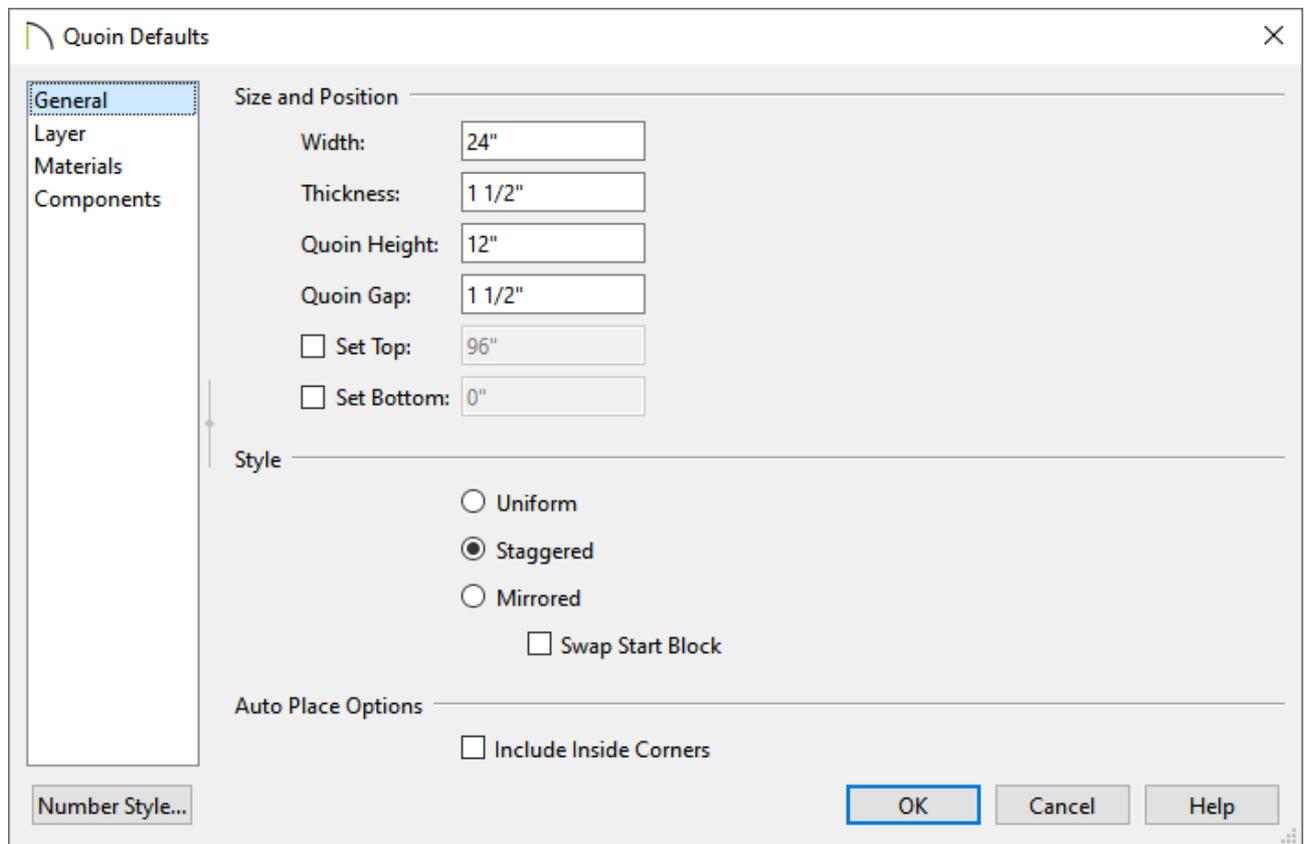


- Set the **Width** and **Thickness** values to your liking under the Size and Position section.
- Check the **Set Top** and/or **Set Bottom** boxes to specify the top and bottom heights. If Set Top is unchecked, the top of the board automatically extends to the top plate. If Set Bottom is unchecked, the bottom of the board automatically extends to the bottom of the floor platform.
- Choose whether or not the **Include Inside Corners** box is checked under the Auto Place Options section. If this option is checked, corner boards will generate for both inside and outside corners on the exterior of a structure when the **Auto Place Corner Boards**  tool is used. When unchecked, only outside corners will receive corner boards.

4. On the **MATERIALS** panel:



- Select the Wall Corner Board component and click on the **Select Material** button.
 - In the **Select Material** dialog, browse for and choose your desired material from the Library, then click **OK**.
5. Make any other desired changes, such as to the **LAYER** and **COMPONENTS**, then click **OK**.
6. Next, select the **Quoins** option in the Default Settings, then click **Edit**.
7. On the **GENERAL** panel of the **Quoin Defaults** dialog that opens:



- Specify the **Width** under the Size and Position section, which is the horizontal dimension of each quoin in the selected Quoin object. The dimension along the other wall is half this value when they are staggered or mirrored.
- Specify the **Thickness**, which is the amount that the quoin protrudes from the exterior surface of the wall.
- Specify the **Quoin Height** for individual quoins and the **Quoin Gap**, which is the distance between successive quoins.
- Check the **Set Top** and/or **Set Bottom** boxes to specify the top and bottom heights. If Set Top is unchecked, the top of the quoin automatically extends to the top plate. If Set Bottom is unchecked, the bottom of the quoin automatically extends to the bottom of the floor platform.
- Under the Style section, choose between **Uniform**, **Staggered**, or **Mirrored**. Uniform produces quoins that are of equal length on both sides of the corner. Staggered produces quoins that have one long side and one short side staggered on opposite sides of the corner. And Mirrored produces quoins that alternate having either two long sides or two short sides. When Staggered or Mirrored is selected, check **Swap Start Block** to switch the starting order for the quoins.
- Choose whether or not the **Include Inside Corners** box is checked under the

Auto Place Options section. If this option is checked, quoins will generate for both inside and outside corners on the exterior of a structure when the **Auto Place Quoins**  tool is used. When unchecked, only outside corners will receive quoins.

8. Adjust the **LAYER**, **MATERIALS**, and **COMPONENTS** to your liking, then click **OK**.
9. Click **Done** to close out of the Default Settings dialog and confirm the changes.

To automatically place corner boards and quoins

1. Navigate to **Build> Trim**  from the menu.
2. Select the **Auto Place Corner Boards**  or the **Auto Place Quoins**  tool.

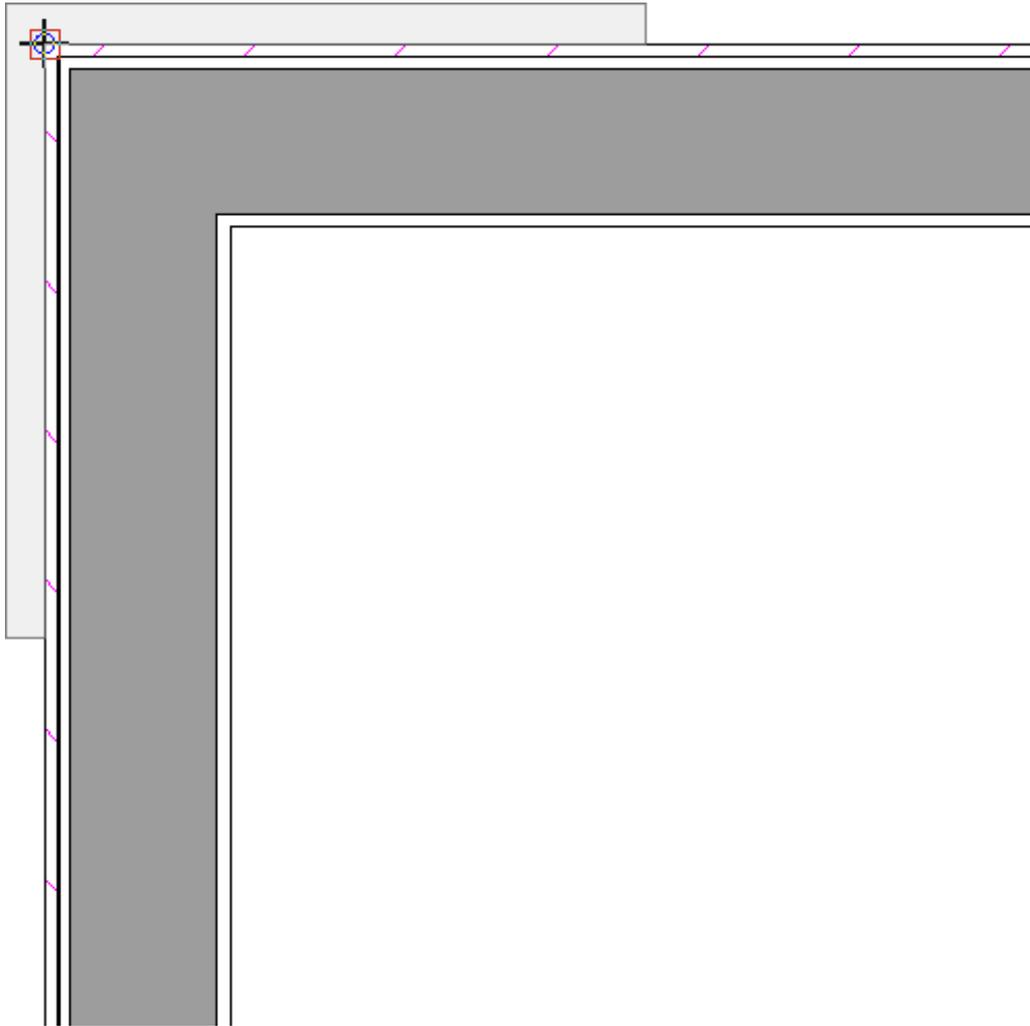
Corner boards or quoins will generate on the exterior of the structure and will now be visible in your 3D Camera and section views.

Note: These tools will not place corner boards or quoins on manually drawn dormers or intersections with Attic Walls.

To manually place corner boards and quoins

1. Navigate to **Build> Trim**  from the menu.
2. Select the **Corner Boards**  or **Quoins**  tool.
3. With one of the mentioned tools selected, hover over a wall corner until a preview of the object displays, then click once to place the corner board or quoin at that

location.



Note: When using these tools, it's important to click at a wall corner where you want to add corner boards or quins. Be sure to click where the outside wall surfaces meet. If you click where the inside surfaces meet, corner boards or quins will be created inside the room.

MORE INFORMATION

- Corner boards and quins do not extend to other floors. If you would like to extend corner trim to other floors, you can either specify the **Set Top/Set Bottom** height of the corner boards/quins to be at an appropriate absolute value within their specification dialog, or add additional corner boards and quins to the other floor levels.

- Selected corner boards and quoins can be moved, but only to another wall corner. In 3D views, corner boards and quoins can be lengthened or shortened using their edit handles.
- The size of corner boards and quoins in plan view is relative to their size in 3D.

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