Chief Architect®

Architectural Home Design Software

Placing a Gate in a Fence or Terrain Wall

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QUESTION

I have placed a fence or terrain wall in my design. What is the best way to add a gate?


ANSWER

Once a fence is created, a gate, which is a door symbol, can seamlessly be placed into a fence, much like doors can be placed into walls. This is because fences are classified as railings, which are a type of wall object.

Terrain walls however, are classified as terrain paths, and it's not possible to place gates directly into these types of objects. The solution is to replace part of the terrain wall with a section of fencing, thus allowing for the placement of a gate.

- Creating a fence
- Creating a terrain wall
- Placing a gate in a fence or terrain wall

To create a fence

1. Select **Build> Fencing> Straight Fencing** , then click and drag in plan view to create one long section of fence.

2. Using the **Select Objects** tool, click on the newly created fence, then click the **Open object** edit button.

3. In the **Fencing Specification** dialog that displays:
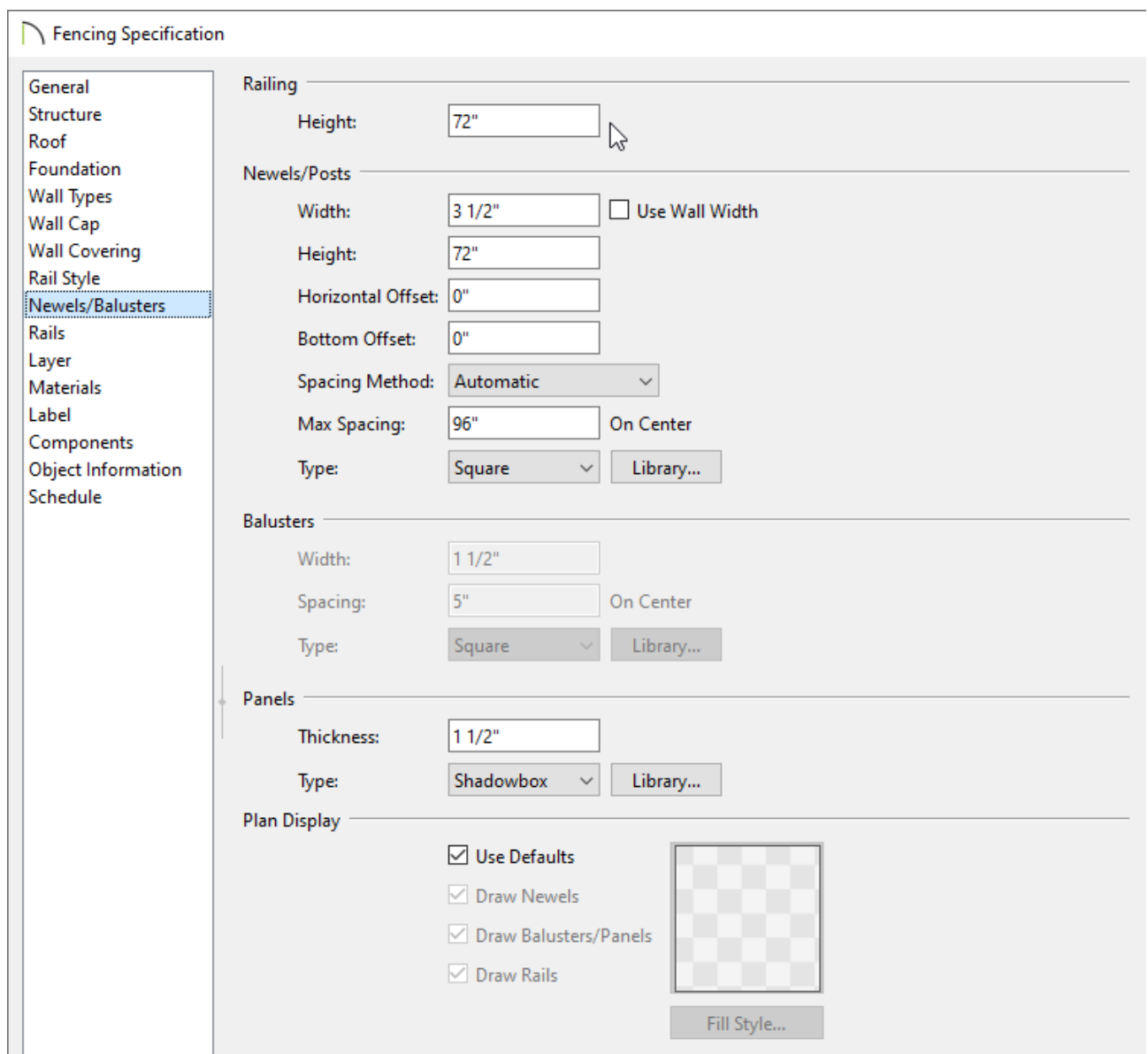
- On the NEWELS/BALUSTERS panel, specify your desired **Height**, as well as the other properties located here.

- Access the RAIL STYLE panel to make additional modifications to how the fence is built.

- Specify the desired fence materials by accessing the MATERIALS panel.

- Once all of your desired changes have been made, click **OK**.

To create a terrain wall

1. Select **Terrain> Terrain Wall and Curb> Straight Terrain Wall** , then click and drag in plan view to create one long section of wall.

If you're unable to place a terrain wall, it's possible that a Terrain Perimeter hasn't been created or you're on a floor level that your Terrain Perimeter isn't placed on. Navigate to Terrain> Create Terrain Perimeter or move to the correct floor level (Floor 0 or Floor 1).

2. Select the newly placed terrain wall, then use the **Add Break** edit tool located in the Edit toolbar to create three separate terrain wall sections.

   Note: To learn more about this edit tool, please view Video 303: Using the Break Tool (https://www.chiefarchitect.com/videos/watch/303/using-the-break-tool.html).

3. Select the middle terrain wall section, click the **Disconnect Selected Edge** edit tool located on the Edit toolbar, then **Delete** it.

4. Using the **Select Objects** tool, click on one of the terrain walls, hold down the **Shift** key, then click the other terrain wall to add it to the selection set.

5. With the two terrain walls selected, click the **Open Object** edit button.

6. In the **Terrain Path Specification** dialog that displays:

Terrain Path Specification

- General
- Polyline
- Line Style
- Fill Style
- Materials
- Label
- Components
- Object Information
- Schedule

Size
Width: 6"
Terrain to Top: 60"
Thickness: 60"

Flare
☐ Start
Start Radius: 24"
☐ End
End Radius: 24"

- On the GENERAL panel, adjust the **Width** and **Terrain to Top** values to your liking.

- On the MATERIALS panel, select the "Terrain Path" component, then specify your desired material.

- Once all of your desired changes have been made, click **OK**.

7. Select **Build> Fencing> Straight Fencing** , then click and drag to draw a fence segment between the two terrain wall segments.

8. Click on the fence segment to select it, then click the **Open Object** edit button to open the **Fencing Specification** dialog:

- On the GENERAL panel, set the **Thickness** to your liking.

- On the RAIL STYLE panel, select **Open** under the Specify Railing section, then choose if you would like **Newels/Posts** to appear by enabling/disabling this checkbox.

- On the NEWELS/BALUSTERS panel, specify your desired **Height**, as well as the other properties located here if Newels/Posts are enabled.

- On the MATERIALS panel, select the "Newel" component, then specify your desired material.

- Once all of your desired changes have been made, click **OK**.

9. With the fence still selected, center it between the two terrain walls using the **Center Objects** ➡️⬅️ edit tool.

To place a gate in a fence or terrain wall

1. Select **Build> Door> Hinged Door** 🚪 and click on the fence to place an opening in it.

   Alternatively, there are a variety of gate styles located in the Library Browser by navigating to Chief Architect Core Catalogs> Architectural> Fences and Railings> Gates. There are also a variety of gates located in bonus and manufacturer catalogs.

   > To learn more about obtaining additional libraries, please see the "Obtaining and Updating Library Content" resource in the Related Articles section below.

2. Click on the newly placed door or gate to select it, then click the **Open Object** 🚪 edit button.

3. In the **Door Specification** dialog that displays:

- On the GENERAL panel, you can change the Door Style using the **Library** button, adjust the **Width**, **Height**, **Thickness**, and **Floor to Top/Bottom** values, and more.

- You can adjust whether a single or double door is created, as well as a variety of other options on the OPTIONS panel.

- Access any additional panels, such as the ARCH, HARDWARE, and MATERIALS panels to make further adjustments.

- Once all of your desired changes have been made, click **OK**.

> To place cap or other decorative finishing on top of posts, you can utilize the various caps, finials, and shapes located in the Chief Architect Core Catalogs.

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