

# Creating a Cutout for Doors in Concrete Walls

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Reference Number: **KB-00965**

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## QUESTION

When I place doors into a concrete garage curb, stem wall, or pony wall, I typically make the opening in the concrete larger than the doors framed rough opening. How can I do this in Chief Architect?

## ANSWER

You can specify the desired size of a door's concrete cutout and then modify the framing around the door manually within a Wall Detail view.

### To specify the default concrete cutout size for doors

1. In your desired plan, select **Edit> Default Settings**  from the menu.

In this example, a simple rectangular garage structure with a stem wall foundation is used.

2. In the **Default Settings** dialog, expand the **Doors** category, select your desired door default, then click the **Edit** button.

In this example, the Garage Door Defaults is selected for editing.

3. On the **ROUGH OPENING\*** panel of the **Garage Door Defaults** dialog:

*\*Applies to X14 and newer program versions. Rough opening properties for X13 and prior versions can be specified on the **FRAMING** panel.*

The screenshot shows the 'Garage Door Defaults' dialog box with the 'Rough Opening' panel selected in the left-hand navigation pane. The 'Rough Opening' panel contains the following settings:

- Total Width:** 110"
- Total Height:** 99"
- Header Bottom Height:** 99"
- Additional Space** (selected with a radio button):
  - Additional Width:** 2"
  - Additional Height:** 3"
- Clearance Gap** (unselected with a radio button):
  - Side Clearance:** 1/4"
  - Top Clearance:** 1/2"
  - Bottom Clearance:** 0"
- Add for Concrete Cutout** section:
  - Each Side:** 3"
  - Plan Display:** ☒ Show In Floor Below

- In the Add for Concrete Cutout section, specify the amount to add to **Each Side** of the door opening when the upper part of the door is in a framed wall and the lower part is located in a concrete wall, stem wall, or garage curb.
- Uncheck **Show In Floor Below** to suppress the display of the concrete cutout in plan view.

In X15 and prior versions, this setting was called **Show in Plan**.

In this example, 3" is used, which will accommodate two trimmers (jack studs) on each side of the garage door.

4. On the **FRAMING** panel:

Garage Door Defaults

- General
- Options
- Casing
- Lintel
- Sill/Threshold
- Lites
- Jamb
- Arch
- Hardware
- Shutters
- Opening Indicators
- Rough Opening
- Framing**
- Energy Values
- Layer
- Materials
- Label
- Components
- Object Information
- Schedule

### Header

☒ Include Header

Type: Lumber ☒ Automatic

Thickness: 1 1/2"

Count: 2

Depth: 11 1/4" ☒ Calculate from Width

☒ Evenly Spaced

Spacing: 1"

Framing Method: Standard

Header Label Defaults ☒ Default

### Header Placement

Depth Placement:	Vertical Placement:
<input checked="" type="radio"/> Flush Against Exterior Edge	<input checked="" type="radio"/> Top of Opening
<input type="radio"/> Flush Against Interior Edge	<input type="radio"/> Top of Wall

### Adjacent Openings

☐ Combine Headers

Max Combine Distance: 3"

### Supports

Trimmer Count: 2

King Stud Count: 1

### Sills

Bottom Sill Thickness: 1 1/2"

☐ Double Bottom Sill

☐ Include Top Sill

Top Sill Thickness: 1 1/2"

☐ Double Top Sill

- Specify the Header **Type, Thickness, Count, Depth, Spacing,** and **Framing Method\***.

Keep Calculate from Width checked if you want the Header depth determined by the width of the door. The Calculate from Width settings are located in the Framing Defaults.

When Evenly Spaced is checked, the boards that comprise the header are evenly spaced within the wall's framing layer. Uncheck this box to specify the spacing of the header boards.

*\*Applies to X16 and newer program versions. In X15 and prior versions, a box header can be specified by checking the Box Header box.*

- Specify the **Depth** and **Vertical Placement** options. If the Vertical Placement is set to Top of Wall, the Combine Headers box can be checked and a Max Combine Distance value can be specified.
- Specify the **Trimmer Count** and the **King Stud Count\***.

*\*Applies to X14 and newer program versions.*


- Specify any properties related to Sills.
- Specify any other settings, then click **OK** to apply your settings.

**Note:** For more information on the various options listed here, select the Help button at the bottom of the dialog to open your program's documentation.

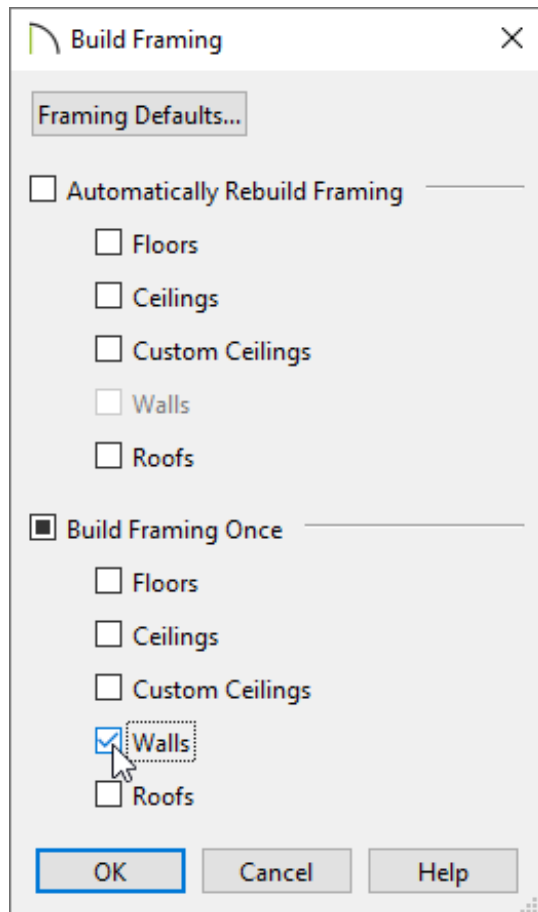
5. Click **Done**, then repeat Steps 3 - 4 for any other door defaults that need to be modified in this way.

## To edit framing around a door

It's important to make sure a foundation is built before generating wall framing. To build a foundation, navigate to Build> Floor> Build Foundation.

1. If you have not done so already, go ahead and generate wall framing in the plan.
  - Navigate to **Build> Framing> Build Framing** .
  - In the **Build Framing** dialog that displays, check the **Walls** box under the



Automatically Rebuild Framing or Build Framing Once section, then click **OK**.



In X15 and prior versions, access the **WALL** panel, check either the **Automatically Build Wall Framing** or **Build Wall Framing** box, then click **OK**.



- A message may ask if you want to turn on the display of framing layers. Click **Yes** to turn on the associated framing layer(s) in floor plan view, or **No** to leave them turned off. Regardless of your choice, wall framing will be built.

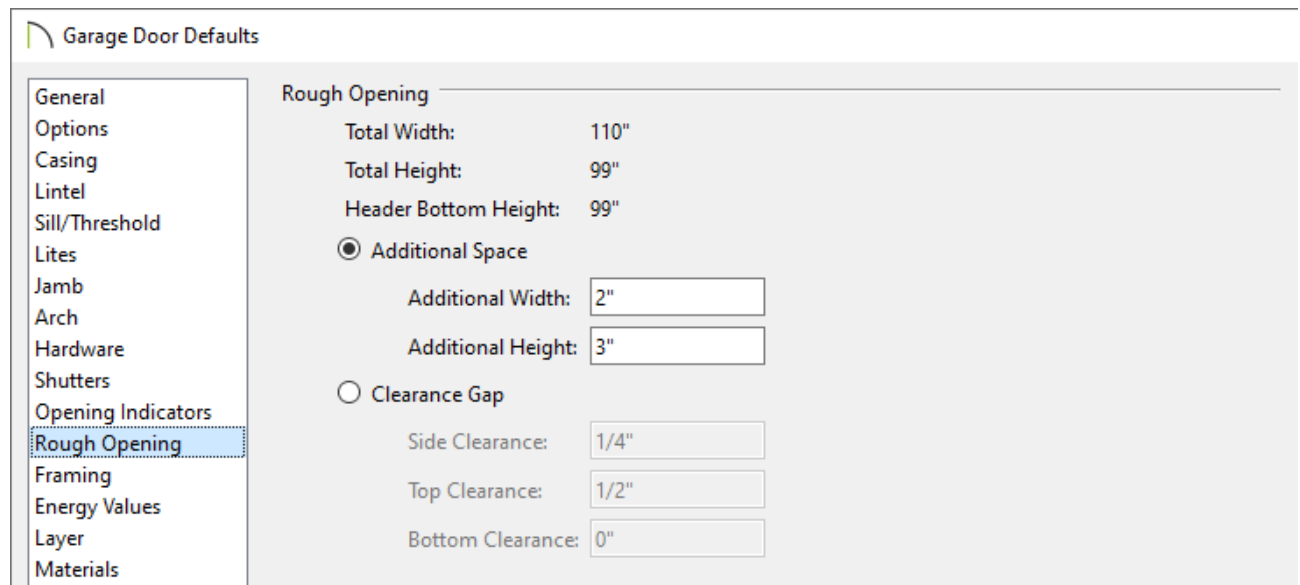
2. Using the **Select Objects**  tool, click on a door to select it, then click the **Open Object**  edit button.

3. On the **ROUGH OPENING\*** panel of the **Door Specification** dialog, take note of the

**Total Height** value listed, then click **OK**.


In X14 and prior program versions, this value isn't listed. Instead, take note of the **Top** and **Bottom** values, as well as the door's **Height** listed on the **GENERAL** panel, then combine them together to obtain the total height.

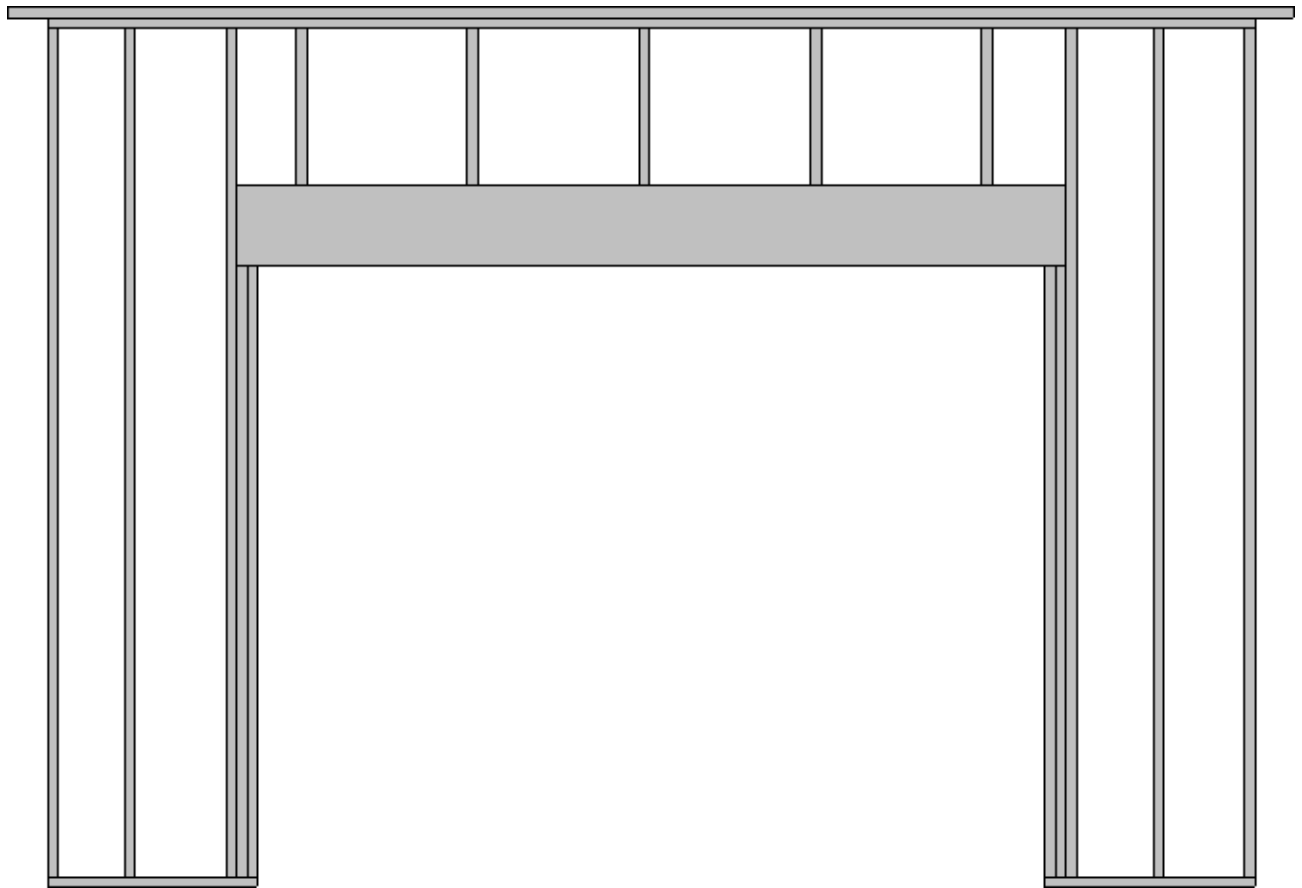
*\*Applies to X14 and newer program versions. Rough opening properties for X13 and prior versions can be specified on the **FRAMING** panel.*




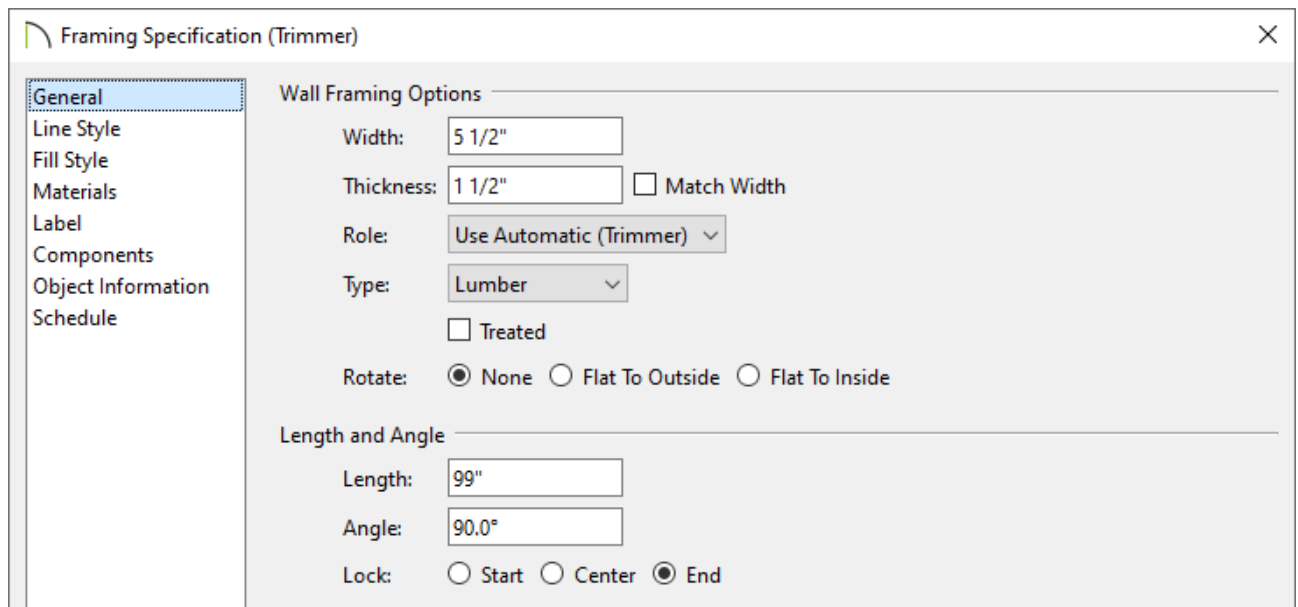
The screenshot shows the 'Garage Door Defaults' dialog box with the 'Rough Opening' panel selected. The left sidebar lists various settings: General, Options, Casing, Lintel, Sill/Threshold, Lites, Jamb, Arch, Hardware, Shutters, Opening Indicators, **Rough Opening** (highlighted), Framing, Energy Values, Layer, and Materials. The main panel displays the following values:

Rough Opening	
Total Width:	110"
Total Height:	99"
Header Bottom Height:	99"
<input checked="" type="radio"/> Additional Space	
Additional Width:	<input type="text" value="2"/>
Additional Height:	<input type="text" value="3"/>
<input type="radio"/> Clearance Gap	
Side Clearance:	<input type="text" value="1/4"/>
Top Clearance:	<input type="text" value="1/2"/>
Bottom Clearance:	<input type="text" value="0"/>

- Next, click on the wall that has a door with framing that you want to edit to select it, then click the **Open Wall Detail**  edit button.



5. Select one of the door trimmers and click the **Open Object**  edit button. On the **GENERAL** panel of the **Framing Specification (Trimmer)** dialog:



**Framing Specification (Trimmer)**

**General**

Line Style  
Fill Style  
Materials  
Label  
Components  
Object Information  
Schedule

**Wall Framing Options**

Width: 5 1/2"

Thickness: 1 1/2" ☐ Match Width

Role: Use Automatic (Trimmer) ▼

Type: Lumber ▼

☐ Treated

Rotate: ☒ None ☐ Flat To Outside ☐ Flat To Inside

**Length and Angle**

Length: 99"

Angle: 90.0°

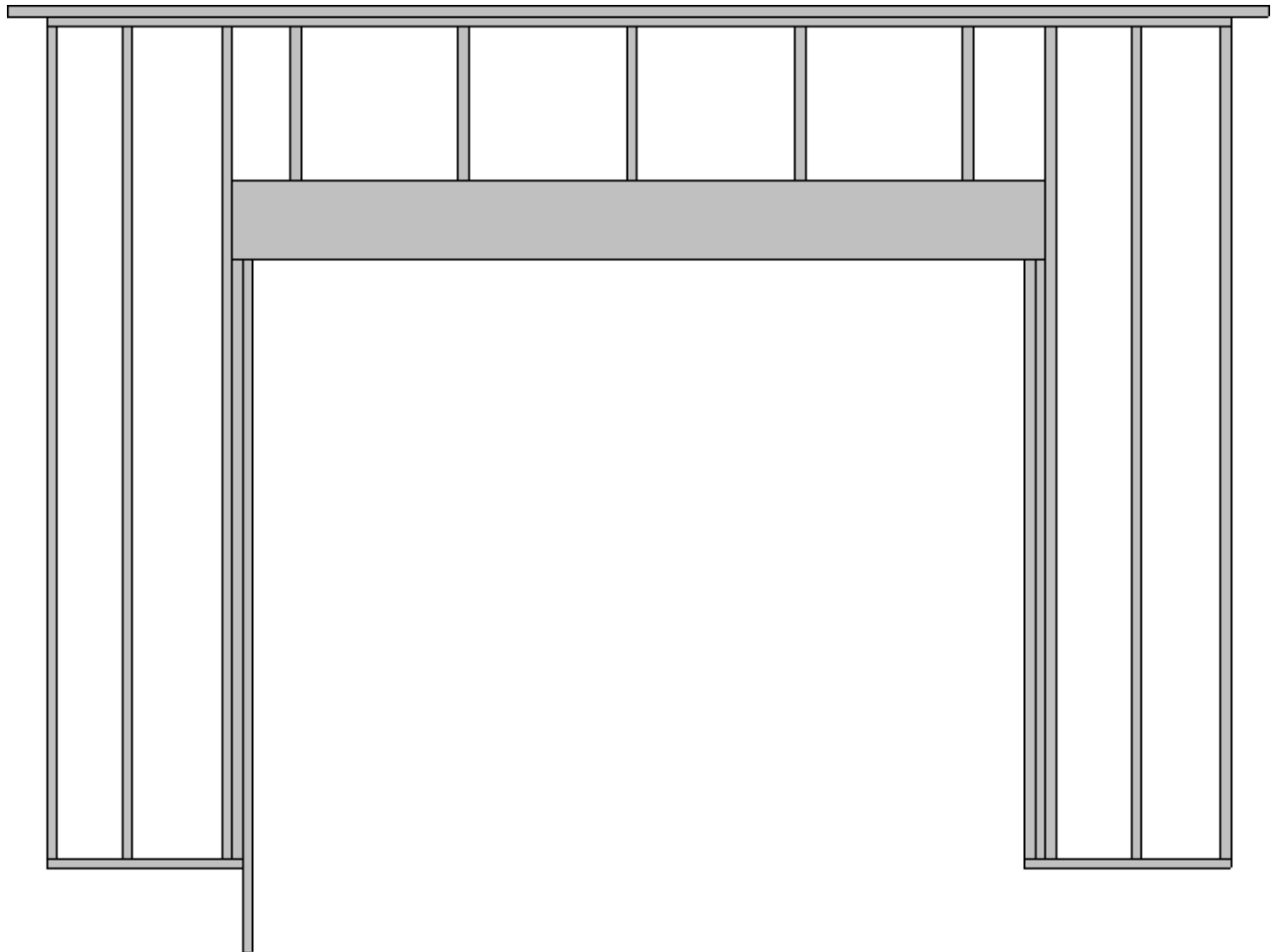
Lock: ☐ Start ☐ Center ☒ End

- Click the radio button beside Lock **End** to prevent the top edge of the selected trimmer from moving.
- Specify the **Length** as the total noted for the door in Step 3, above.

In this example, we will be specifying a value of 99".

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

6. Notice that the selected trimmer is now longer than the others.



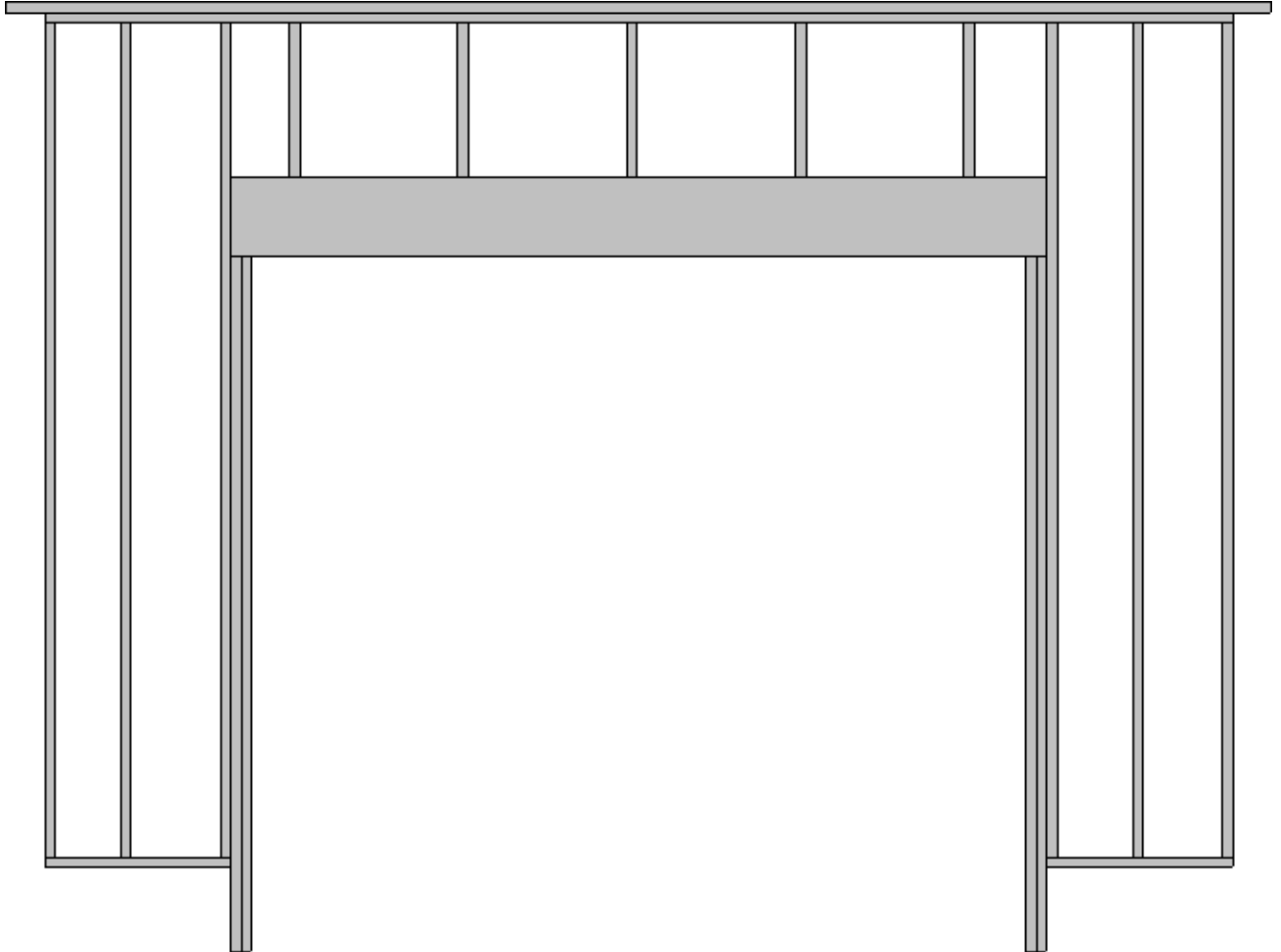
7. Repeat Step 5 to lengthen all of the trimmers as needed.


**Note:** If adjusting a king stud, select it and use the edit handles to adjust the overall length, as desired.

8. Select each of the bottom plates and adjust them to your liking, making sure that they snap to the studs.



If you have trouble adjusting the plates or studs, ensure that Object Snaps are enabled by navigating to Edit> Snap Settings, then reattempt to adjust the framing members.



9. Close the Wall Detail window, then create a **Framing Overview**  to see the results.

**Note:** If the floor platform does not display in the framing overview, select Tools> Layer Settings> Display Options, enable the display of the "Floor Surfaces" layer, then click OK.



#### Related Articles

-  [Controlling Door and Window Framing \(/support/article/KB-00985/controlling-door-and-window-framing.html\)](/support/article/KB-00985/controlling-door-and-window-framing.html)
-  [General Framing Guidelines \(/support/article/KB-00465/general-framing-guidelines.html\)](/support/article/KB-00465/general-framing-guidelines.html)
-  [Manually Drawing Framing Members \(/support/article/KB-00727/manually-drawing-framing-members.html\)](/support/article/KB-00727/manually-drawing-framing-members.html)
-  [Toggling the Display of the Foundation in a Cross Section/Elevation View \(/support/article/KB-00175/toggling-the-display-of-the-foundation-in-a-cross-section-elevation-view.html\)](/support/article/KB-00175/toggling-the-display-of-the-foundation-in-a-cross-section-elevation-view.html)
-  [Understanding Layers \(/support/article/KB-03183/understanding-layers.html\)](/support/article/KB-03183/understanding-layers.html)



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