Building an Accessibility Ramp

Reference Number: **KB-01114** Last Modified: **April 11, 2024**

The information in this article applies to:



QUESTION

How can I create an accessibility ramp?



ANSWER

Creating a ramp with handrails and a landing is easy to accomplish in Chief Architect using the Ramp tool, which behaves much like the stair tools in the software.

Before ramps are created, make sure that the heights for what they are referencing are already set correctly. For example, if the ramp is going to be between two rooms on the same floor where there is a change in the floor height, make sure that these values are set prior to creating the ramp. The same is true of making sure that the terrain and deck are set correctly for outdoor ramps.

Ramps are drawn going up, so they should be drawn from the lower of the two things that they connect, such as from the lower floor height, or from the terrain up to a deck or floor platform.

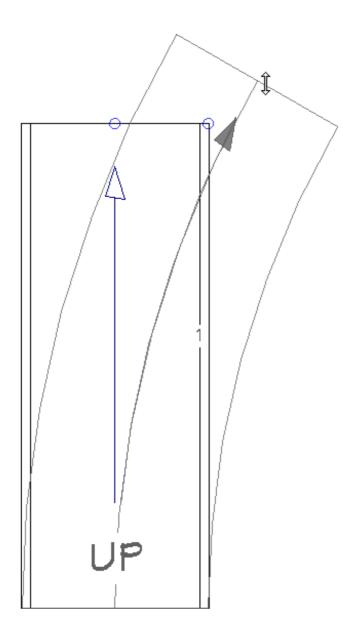
Note: In X16 and newer versions, you're able to add stairs and ramps to your User Catalog for future use. Landings, as well as complete stair/ramp configurations, cannot be added to the library. For more information, please see the <u>Related Articles</u> section below.

To create a curved ramp

1. Select **Build> Stairs> Ramp** 🥢 from the menu, then draw out a ramp in your plan.

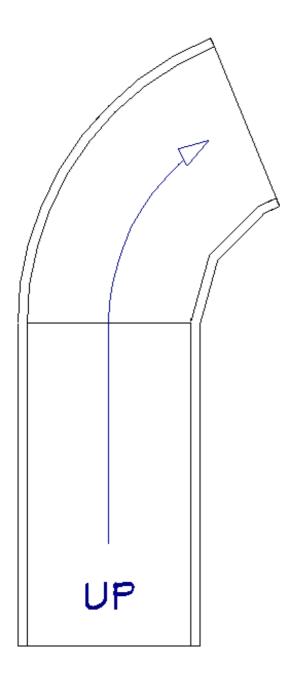
By default, ramps are drawn at a 1:12 slope to a maximum height of 30" (760 mm).

- 2. Using the **Select Objects** \geqslant tool, click on the ramp to select it.
- 3. Hold down the **Alt** key on your keyboard if you're on a Windows PC or the **Control** key if you're on a Mac while left clicking and dragging the top or bottom edit handle any direction to curve the ramp.



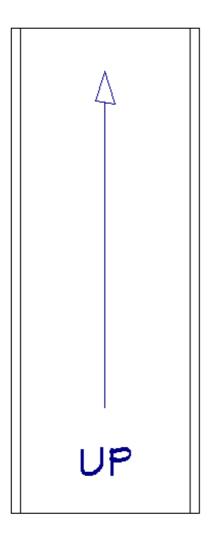
Note: The Alt/Option key and the right mouse button/action are shortcuts for the Alternate edit behavior. If you would like to enable this edit behavior for the left mouse button/action, navigate to Edit> Edit Behaviors> Alternate.

Multiple ramp segments can also be connected to each other. Try placing one ramp segment and then creating another segment from the end point of the first. Once done, curve one of the segments, and notice that the additional, connected ramp remains unchanged.

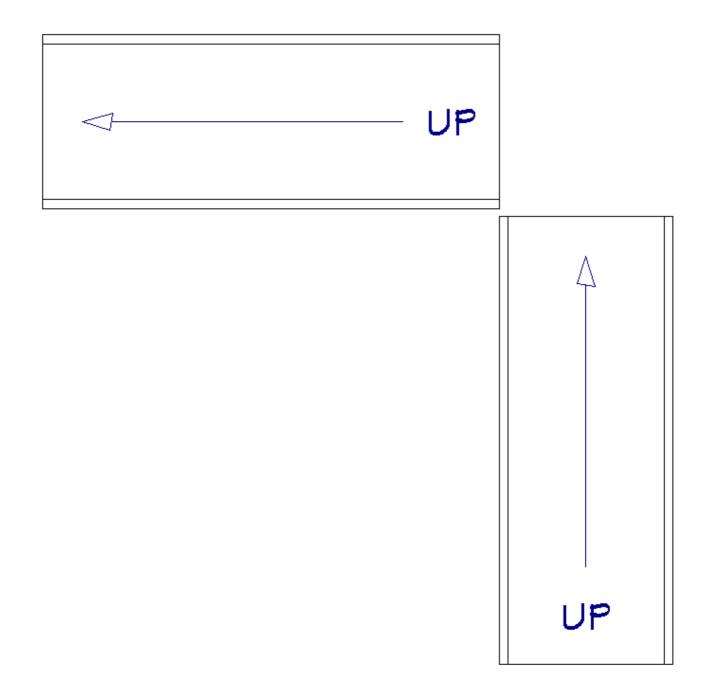


To create two ramp segments connected by a landing

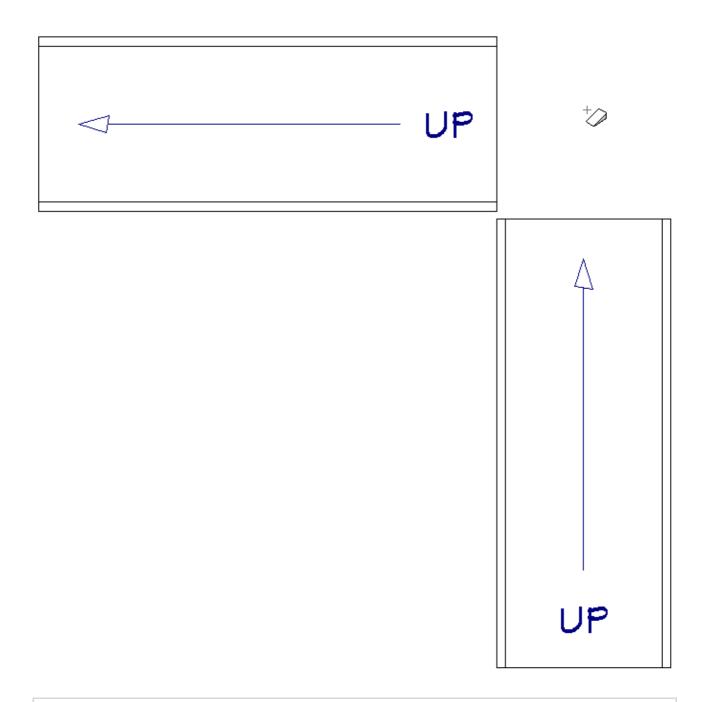
- While in your 2D floor plan view, select **Build> Stairs> Ramp** to draw a sloped ramp.
- 2. Click and drag out your first ramp section.



3. Next, click and drag another ramp section, leaving space for a landing.



4. With the **Ramp** is tool still selected, move your mouse cursor in the open space between the two ramps, then click once to create a landing that will automatically connect to the two ramp sections.



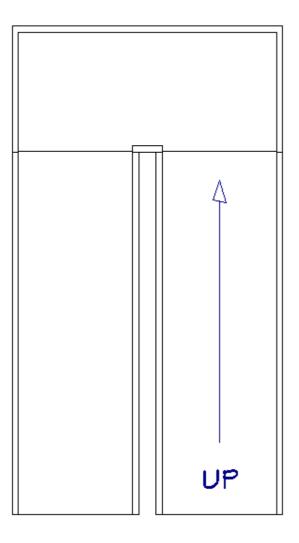
Note: The <u>Americans with Disabilities Act (https://www.ada.gov/)</u> (ADA) guidelines recommend that there is at least 60" x 60" of clear space for landings that are placed where ramps change direction.

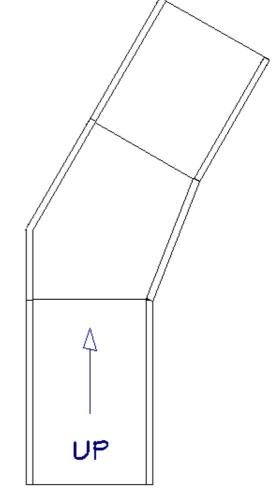
- 5. If desired, you can select the ramp, click on the **Open Object** edit button to open the **Ramp Specification** dialog, and further customize the ramp, such as the height and properties of the handrails, the materials of the items that make up the ramp, etc.
- 6. Click **OK** when you have finished making changes to apply them and close the dialog.

7. Finally, take a **Camera (o)** view to the results.

While the landing shown in the above example is drawn at a right angle of 90 degrees, keep in mind that, as with stairs, you could draw these two segments at various angles and still generate a landing between them. Below are two simple examples:

• Floor Plan





• Camera view



Related Articles

Adding and Copying Objects to the User Catalog (/support/article/KB-03015/addingand-copying-objects-to-the-user-catalog.html)

Creating a Landing Between Two Sets of Stairs (/support/article/KB-00756/creating-alanding-between-two-sets-of-stairs.html)

Modifying the Display of Stairs in Plan View (/support/article/KB-03036/modifying-thedisplay-of-stairs-in-plan-view.html)

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