

# Creating an Attached Porch or Carport

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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 do I go about creating that in Chief Architect?

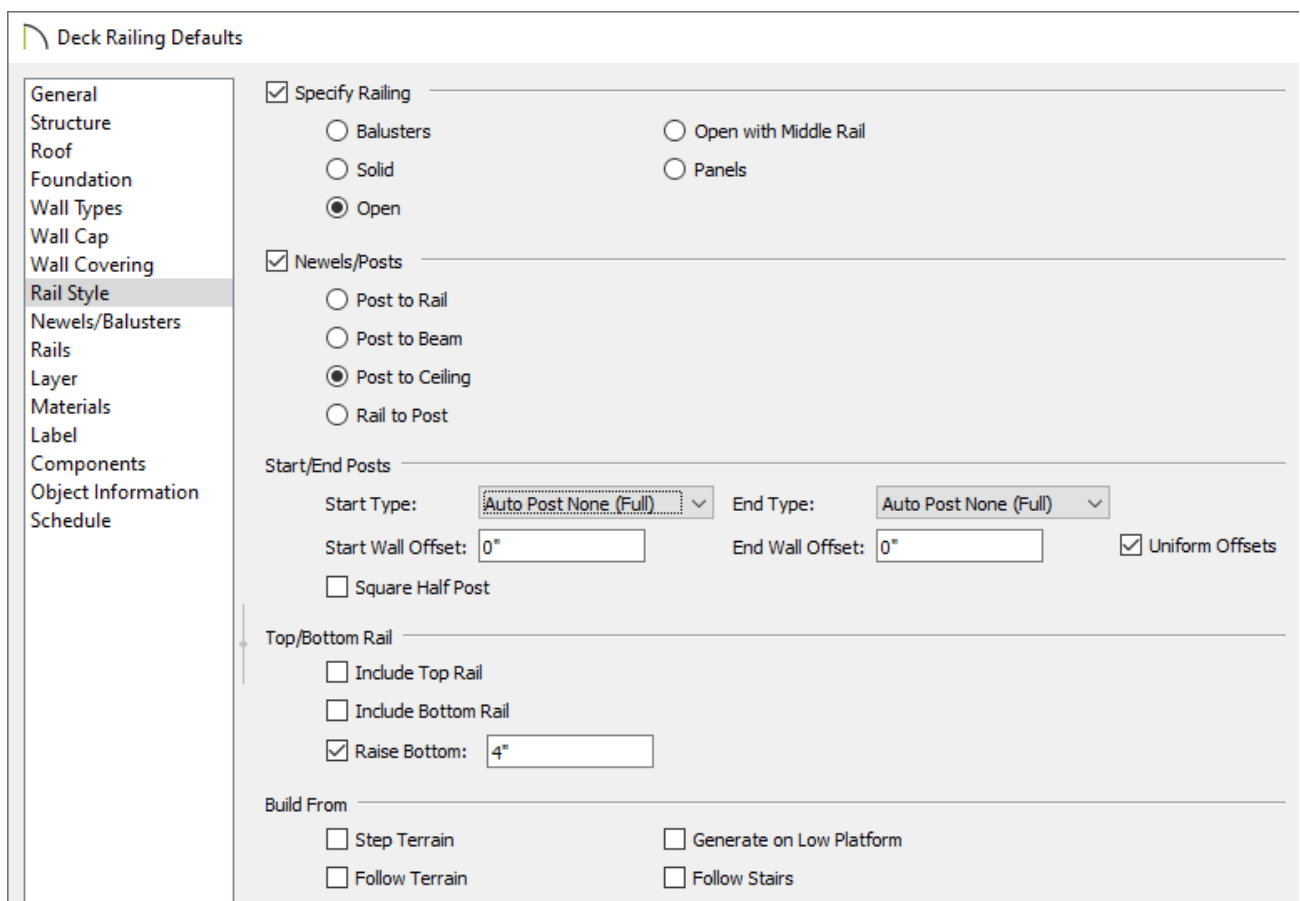


# ANSWER

You can create an attached porch carport very easily in Chief Architect using upper and lower pitch values within the wall specification and automatic roof generation tools.

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 sidebar. The panel contains the following settings:

- Specify Railing:** ☒ Specify Railing. Radio buttons: ☐ Balusters, ☐ Open with Middle Rail, ☐ Solid, ☐ Panels, ☒ Open.
- Newels/Posts:** ☒ Newels/Posts. Radio buttons: ☐ 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 Bottom: .
- Build From:** ☐ Step Terrain, ☐ Generate on Low Platform, ☐ Follow Terrain, ☐ Follow Stairs.

- Move the radio button to **Open** under the top section.
- Move the radio button to **Post to Ceiling** under the second section.
- Change the Start Type and End Type to **Auto Post None (Full)**

- Clear the checkbox for both **Include Top Rail** and **Include Bottom Rail**

4. On the **NEWELS/BALUSTERS** panel, set the **Width** and **Spacing** to your preference.

In this example, the Width is set to 4" and Spacing is set to 144".

Deck Railing Defaults

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

**Railing**  
Height: 36"

**Newels/Posts**  
Width: 4" ☐ Use Wall Width  
Height: 36"  
Offset: 0"  
Spacing: 144" On Center  
Type: Square


**Balusters**  
Width: 5/8"  
Spacing: 4" On Center  
Type: Round

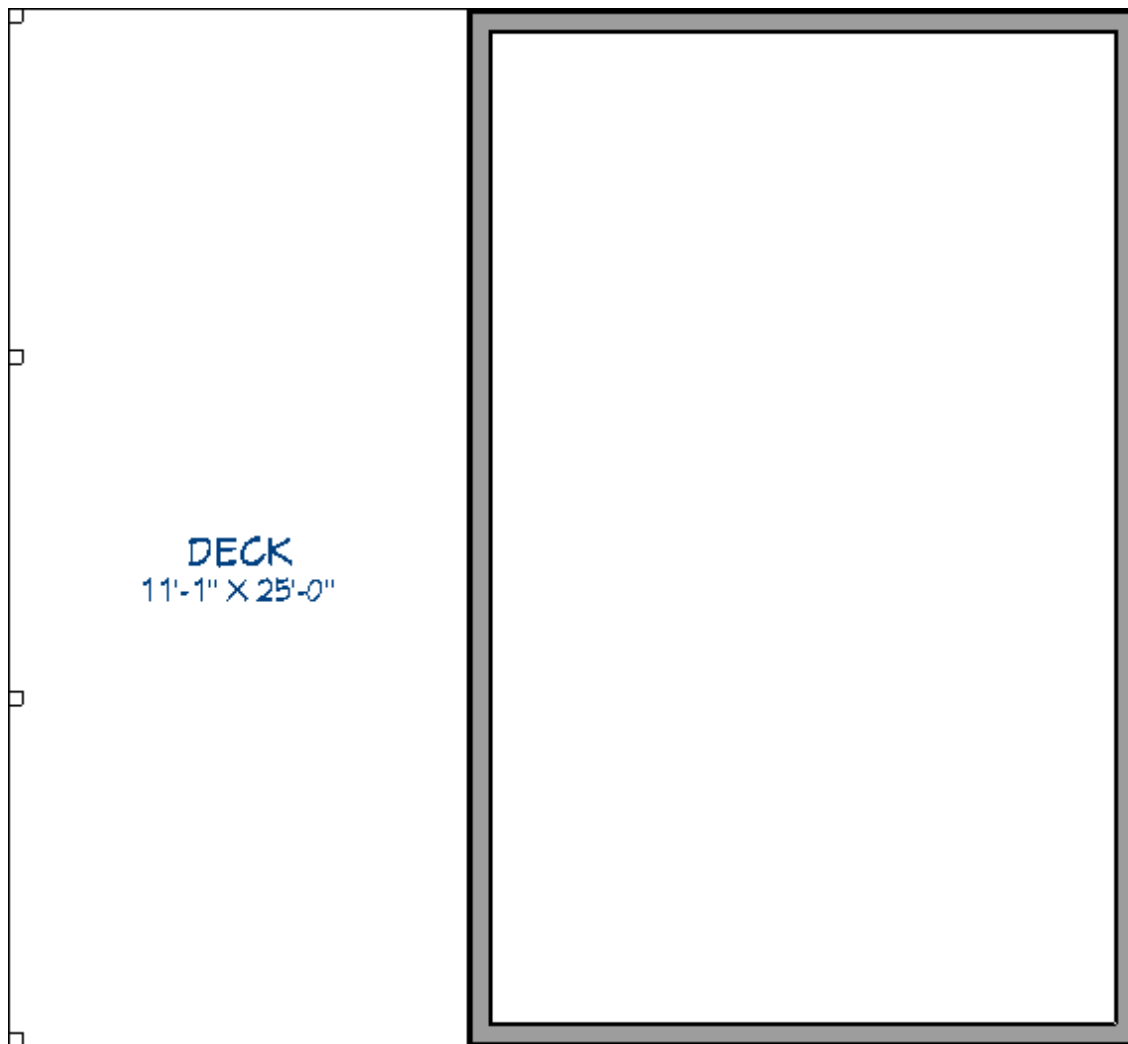
**Panels**  
Thickness: 1 1/2"  
Type: Solid

**Plan Display**  
☒ Use Defaults  
☒ Draw Newels  
☒ Draw Balusters/Panels  
☒ Draw Rails

5. Click **OK**, then click **Done** to apply the changes and close the dialogs.

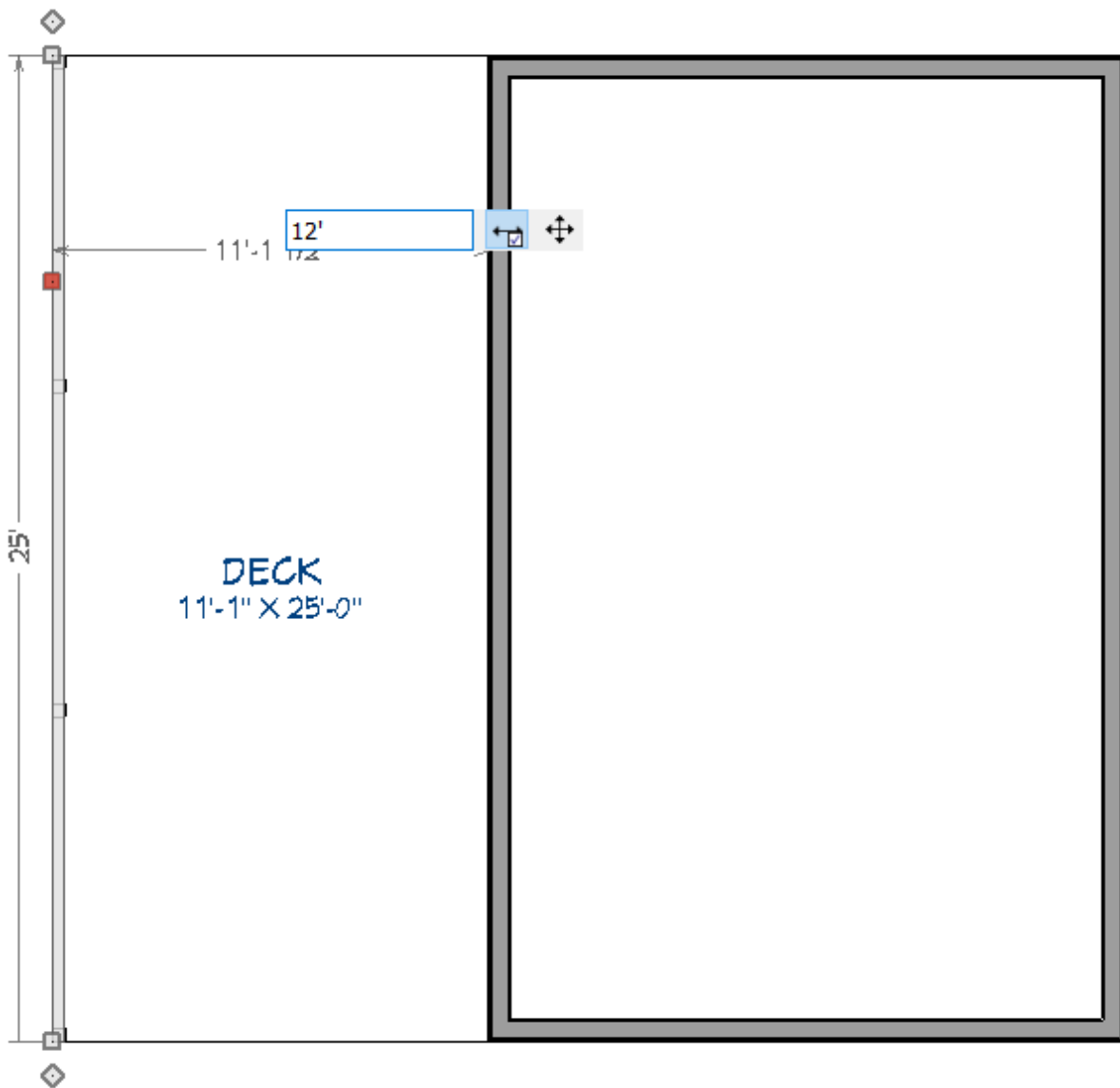
To draw railings

1. Go to the **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.





2. Select the left deck railing, and use the temporary dimension that displays to set the railing to be a specific distance from the main structure.

In this example, we have specified a value of 12'.



**Note:** If you do not have temporary dimensions set to display, select View> Temporary Dimensions to toggle the feature back on.

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 menu to change the room type to one of your preference.

In this example, we have changed the Room Type from Deck to Porch, as shown in the image below. This will replace the deck framing with a 4" concrete slab.

**Room Specification**

**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**

**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:   ☒ Default

Ceiling Finish:   ☒ Default



To build the roof

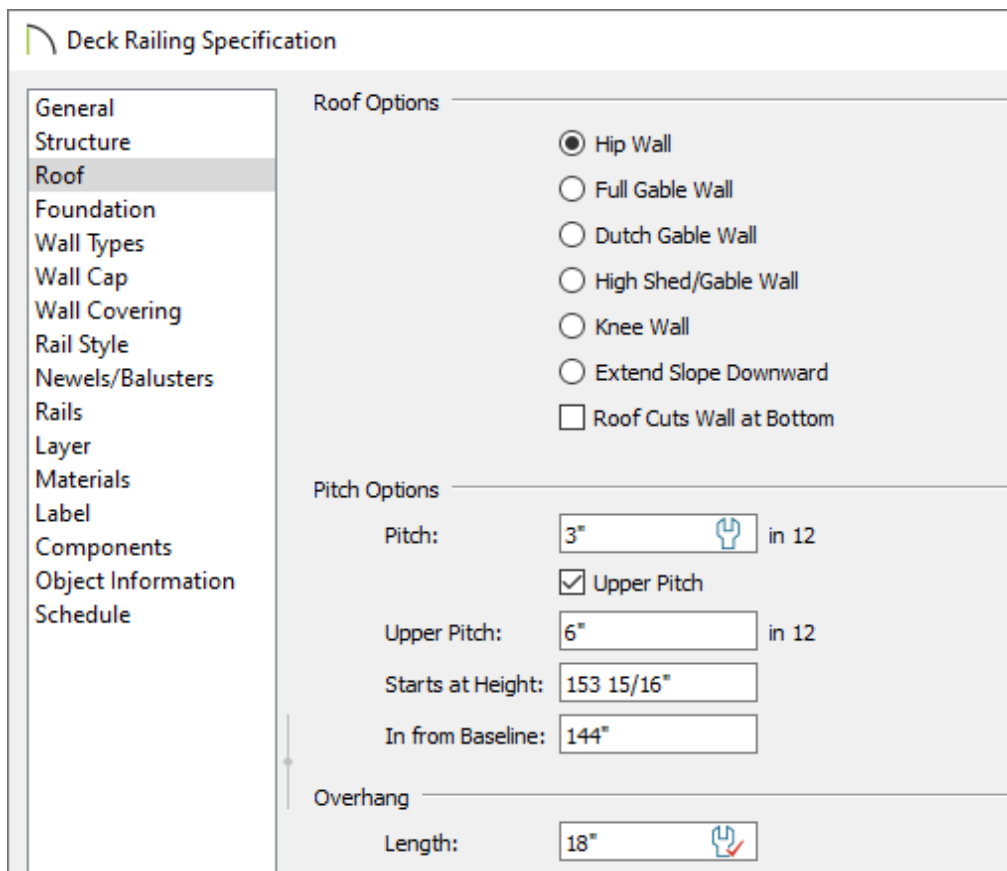
- Using the **Select Objects**  tool, click on the front horizontal wall of the main

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.

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, specify the desired lower **Pitch**.
5. Click the box beside **Upper Pitch** to enable the settings that follow:



The image shows the 'Deck Railing Specification' dialog box. On the left is a vertical list of tabs: General, Structure, Roof (selected), Foundation, Wall Types, Wall Cap, Wall Covering, Rail Style, Newels/Balusters, Rails, Layer, Materials, Label, Components, Object Information, and Schedule. The main area is divided into three sections: 'Roof Options', 'Pitch Options', and 'Overhang'. In 'Roof Options', 'Hip Wall' is selected with a radio button, and other options like 'Full Gable Wall', 'Dutch Gable Wall', 'High Shed/Gable Wall', 'Knee Wall', 'Extend Slope Downward', and 'Roof Cuts Wall at Bottom' are unselected. In 'Pitch Options', the 'Pitch' is set to '3" in 12' with a hand icon for editing. The 'Upper Pitch' checkbox is checked. Below it, 'Upper Pitch' is set to '6" in 12', 'Starts at Height' is '153 15/16"', and 'In from Baseline' is '144"'. In the 'Overhang' section, 'Length' is set to '18" in 12' with a hand icon for editing.


- Specify the desired **Upper Pitch**.

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.

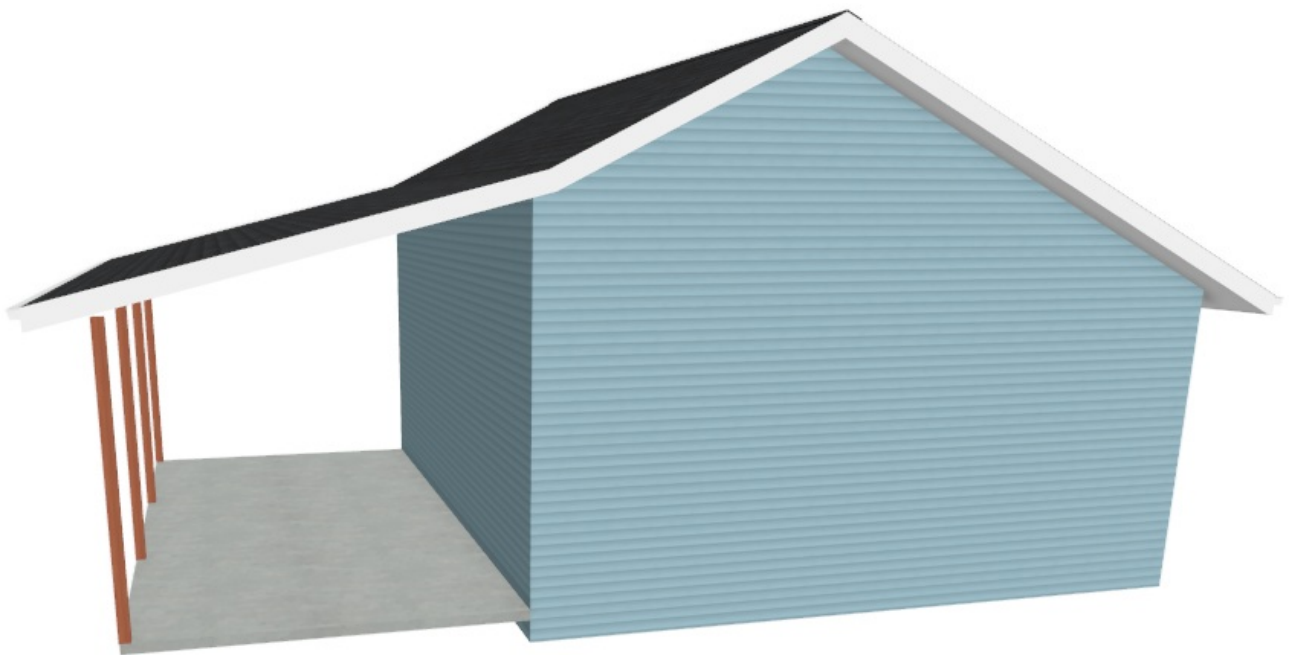
In this example, the carport is 144" deep, so this value is specified in the **In from Baseline** field.

- Click **OK**.

6. Select **Build> Roof> Build Roof**  from the menu, and in the **Build Roof** dialog, specify the desired default pitch for your roof, check either **Build Roof Planes** or **Auto Rebuild Roofs**, then click **OK**.


The roof that results will have the default pitch over all non-gable walls except those for which you specified a different pitch.

7. 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)





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