

# Defining a New Wall Type

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Reference Number: **KB-02944**

Last Modified: **February 4, 2022**

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The information in this article applies to:





## QUESTION

How can I create new wall types?

## ANSWER

Chief Architect has a variety of wall types that you can readily use in any of your plans. You also have the ability to create your own custom wall type using the Wall Type Definitions dialog.

### To create a new wall type

1. **Open**  the Chief Architect plan in which you would like to create a new wall type.
2. Navigate to **Build> Wall> Define Wall Types** .

Wall Type Definitions

Siding-6

Wall Layers

Layer #	Line Color	Line Style	Weight	Material	Pattern	Texture	Fill	Thickness
<b>Exterior Layers</b>								
1		————	1	Lap Siding				1/2"
2		————	1	Housewrap				0"
3		————	1	OSB-Hrz				7/16"
<b>Main Layers</b>								
4		————	35	Fir Framing 2				5 1/2"
<b>Interior Layers</b>								
5		————	35	Drywall		No Texture		1/2"
6		————	1					

Insert Above  
Insert Below  
Move Up  
Move Down  
Delete  
Total Thickness: 6 15/16"

Material Layer

Framing

Use Default Framing Material

Type: Lumber

Stud Spacing: 4" On Center

Stud Width: 3/4"

Top Plate Count: 2

Top Plate Width: 1 1/2"

Bottom Plate Count: 1

Bottom Plate Width: 1 1/2"

Max Plate Length: 144"

Horizontal Framing

Bottom Run Elevation: 0"

Max Girt Length: 144"

Auto Detail as Insulation

Air Gap

Selected Wall Layer Line

Line Color:  By Layer

Line Weight:  By Layer 1

Line Style:  By Layer Library...

Energy Values

Wall Type: Framed

Cavity R-Value: 21.0

Continuous R-Value: 0.0

Wall Settings

Brick Ledge Depth: 0"

Build Platform to Exterior of Layer: 4 - Fir Framing 2

Dimension to Exterior of Layer: 4 - Fir Framing 2

Foundation to Exterior of Layer: 4 - Fir Framing 2

Foundation Offset: 0"

Partition Wall

- Additionally, this dialog can be accessed by clicking the **Define** button on the **WALL TYPES** panel of the **Wall Specification** dialog or in the **Wall Defaults** dialog.

### 3. In the **Wall Type Definitions** dialog:

- Click the **New** button at the top of the dialog.

Depending on the new wall type you wish to create, you may be able to save time by selecting a similar preexisting wall type from the drop-down list at the top of the Wall Type Definitions dialog. A

preview diagram of the selected wall type appears in the dialog. With the similar wall type selected, click the Copy button at the top of the dialog. You may wish to rename this copy.

- Replace the wall type name with a short, descriptive name.
4. To the right of the Wall Layers listing, click the **Insert Above** or **Insert Below** button to add a new layer to your wall. This new layer is placed above or below the currently selected wall layer respectively.

You can select a wall layer and click **Move Up** or **Move Down** to rearrange the wall layers, or you can click the **Delete** button to remove a layer entirely.

5. Repeat step 4 to add as many layers as needed.
6. Place your cursor in the **Thickness** field beside layer **1**, which is the outermost wall layer.
  - Replace the existing value with the thickness that you need.
  - You can also specify the desired Fill Style for a wall layer by selecting that wall layer and clicking its **Fill** column.
7. You can click on the selected layers' **Material**, **Pattern**, or **Texture** column to open the **Select Material** dialog:
  - Browse through your materials to find a material that meets your needs.
  - Click on the desired material to select it.
  - Click **OK** to close the dialog and return to the previous dialog.
8. Specify the **Line Color**, **Line Weight**, and **Line Style** of a selected wall layer under

the Selected Wall Layer Line section. Check the box beside each option to reset that option to its layer's setting.

9. Specify the wall type's Energy Values. This information is used when exporting to REScheck.
10. Specify whether the selected wall layer is **Framing**, **Insulation**, and/or **Air Gap**.
  - Check **Framing** to produce framing for the selected layer when wall framing is generated. Select the appropriate framing **Type** from the drop-down menu, the **Spacing**, as well as the **Width**.

In X12 and prior versions, these properties are part of the framing material that is chosen for the wall layer.

- Set your **Top** and **Bottom Plate Count** and **Width**, as well as the **Max Plate Length**.

These options are not available in X13 and prior versions.

- Check **Horizontal Framing** to produce framing that runs horizontally instead of vertically, sometimes referred to as girts. When Horizontal Framing is checked, specify the **Bottom Run Elevation**, which is measured from the center of the lowest horizontal framing member relative to zero, the default top height of the subflooring on Floor 1. Also specify the **Max Girt Length**, available in X14 and newer versions.

The ability to create Horizontal Framing did not exist in X12 and prior versions.

- Check **Insulation** to generate Insulation boxes in the selected layer when Auto Detail is used in cross section views.


In X12 and prior versions, an **Ins** (Insulation) column is present in the Wall Layers table that allows you to specify this setting for each layer.

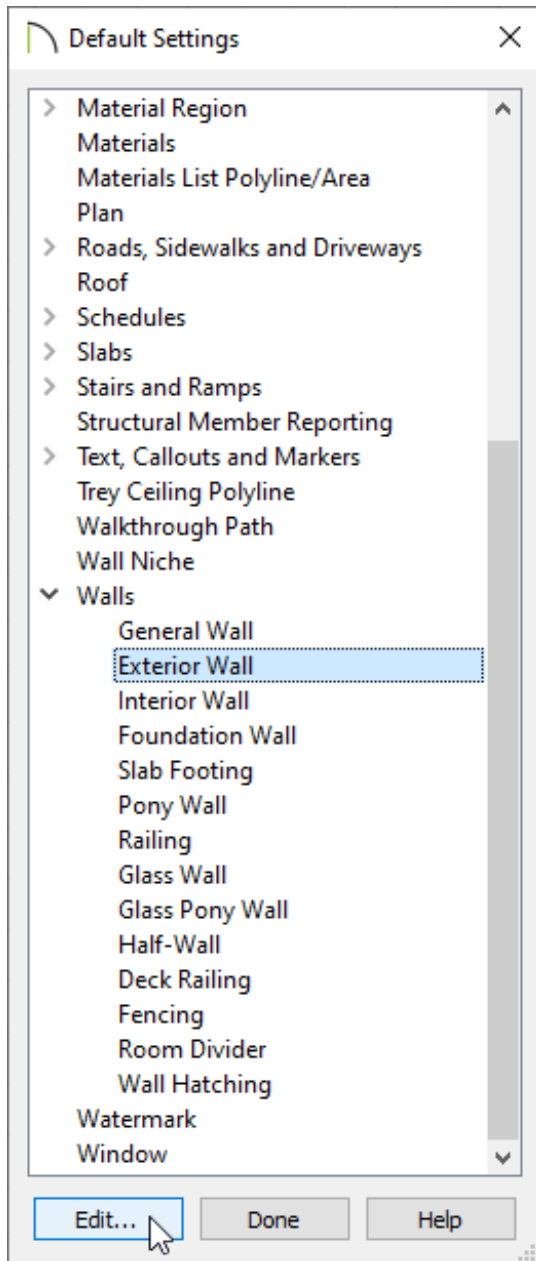
- Check **Air Gap** to prevent the selected layer from displaying in 3D views or being calculated in the Materials List.

In X12 and prior versions, specify an Air Gap material for the selected wall layer.

11. Under the Wall Settings section at the bottom of the dialog, specify additional properties related to the wall type.
  - Specify the **Brick Ledge Depth**, which is the vertical depth of the brick ledge under walls of this type when a Brick material Type is specified for the exterior layer and a monolithic slab foundation is built.
  - Use the **Build Platform to Exterior of Layer** drop-down menu to select the wall layer whose exterior you would like the program to build the floor platform to. If this setting is set to the exterior wall layer, no exterior material will generate to cover the floor platform.
  - Repeat this process for **Dimension to Exterior of Layer** and **Foundation to Exterior Layer** to choose which layer you want dimension lines to locate and which layer you would like the foundation built to respectively.
  - Specify a **Foundation Offset** value to offset the Main Layer of a foundation wall on the floor below relative to the Foundation to Exterior of Layer setting. A positive value offsets toward the exterior; a negative value offsets toward the interior.
  - Check **Partition Wall** to prevent walls of this type from cutting through the surface layers of floors, ceilings, and other walls.
  
12. When you have completed your new wall type, click **OK** to close the dialog.

## To set the new wall type as the default

1. Select **Edit> Default Settings**  , and in the dialog that displays, expand the **Walls** category.
  
2. Select **Exterior Wall**, **Interior Wall**, or the type of wall you wish to change the default wall type for, then click **Edit**.



3. On the **WALL TYPES** panel of the **Exterior Wall Defaults, Interior Wall Defaults**, or other wall defaults dialog, click the **Wall Type** drop-down menu to choose your new wall type.

4. Click **OK** and any new walls that you create will use your new wall type.

You can also change the wall type for walls that already exist in your plan. For further information, please see the "Changing an Existing Wall's Type" resource in the [Related Articles](#) section below.

[📄 Changing an Existing Wall's Type \(/support/article/KB-00443/changing-an-existing-wall-s-type.html\)](/support/article/KB-00443/changing-an-existing-wall-s-type.html)

[📄 Creating Furred Walls \(/support/article/KB-00181/creating-furred-walls.html\)](/support/article/KB-00181/creating-furred-walls.html)

[📄 Group Selecting Objects \(/support/article/KB-00623/group-selecting-objects.html\)](/support/article/KB-00623/group-selecting-objects.html)



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