

# Working with Wall Caps

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The information in this article applies to:



## QUESTION



What are wall caps and how can they be applied and used in Chief Architect?




# ANSWER

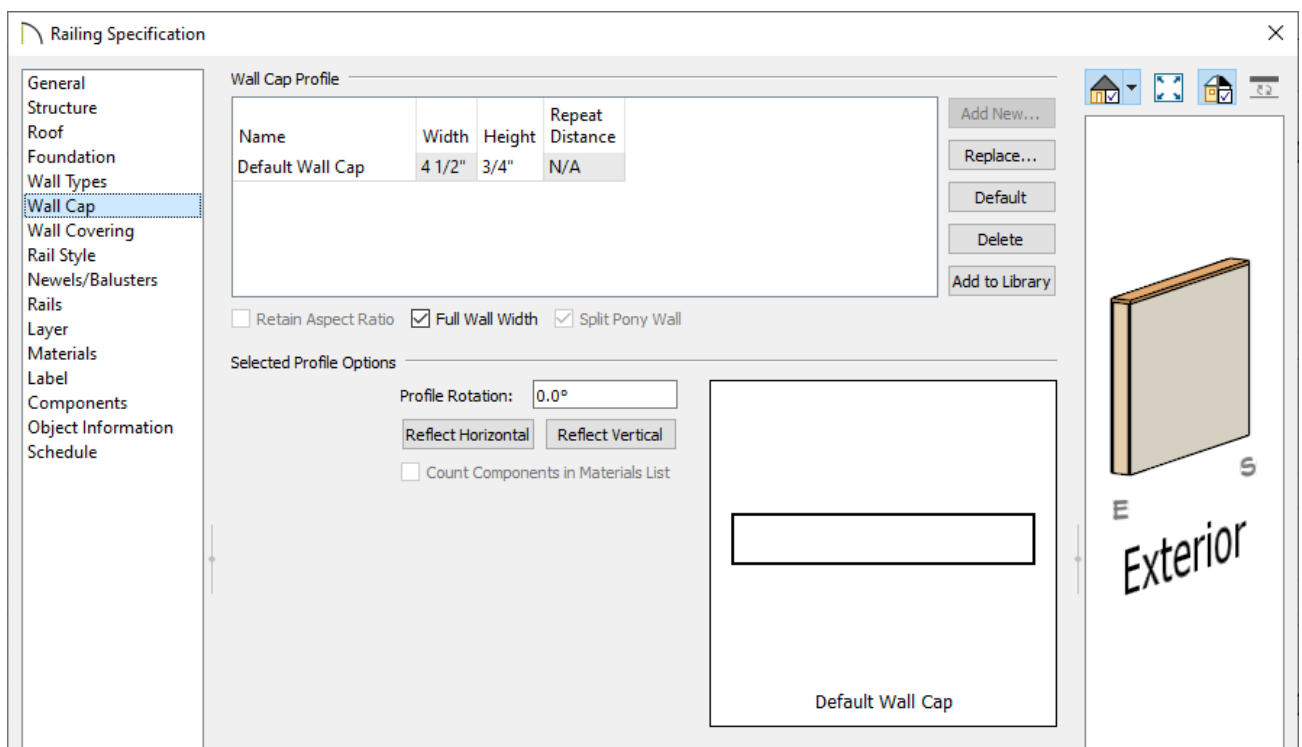
Wall caps are objects that can be applied to the top of half-walls, retaining walls, full height walls, and pony walls. They are often used in glass shower wall situations to separate tile and glass, used as a brick ledge for an exterior pony wall, or are added to half-walls or retaining walls as a finishing material or cap.

## Working with Wall Caps

1. Using the **Select Objects**  tool, click on a wall you would like to add a wall cap to and choose the **Open Object**  edit tool.

Additionally, wall caps can be applied to any applicable wall tools located within the **Default Settings** .

2. In the **Wall** or **Railing Specification** dialog that displays, click on the **WALL CAP** panel.
3. Click the **Add New** button to open the **Select Library Object** dialog and browse the library for a profile that meets your needs. If a wall cap is already present, you can **Replace** or **Delete** it.




4. With a wall cap profile added to a wall, make any other desired adjustments to the

profile.

- Adjust the **Height** of the cap.
- To enter a custom **Width**, uncheck the **Full Wall Width** box.

If this box is checked, the wall cap will be the same width as the lower wall it is applied to.

- By default, the cap generates on the exterior side of the wall, outward from the surface of the upper wall. This detail is sometimes referred to as a “water table”.
- When working with pony walls, a **Horizontal** and **Vertical Offset** can also be specified for the wall cap.

If pony walls have railings above such as with the **Straight Glass Pony Wall**  tool, the wall cap will be placed at the top of the lower wall and the offset options will be unavailable.

- For pony walls without railings above, you can specify that the cap build between the two parts of a pony wall, splitting them.
- You can click **Rotate Profile** in X12 and prior versions, or specify a **Profile Rotation** value in X13.
- In X13, you can also select the **Reflect Horizontal** and/or **Reflect Vertical** buttons to reflect the profile.

5. On the **MATERIALS** panel, click on the **Wall Cap** component, click on the **Select Material** button, and browse the library for an appropriate material to apply to the cap.

6. Once all desired changes have been made, click **OK** to close the dialog.

7. Take a **Camera**  view to see the results.



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