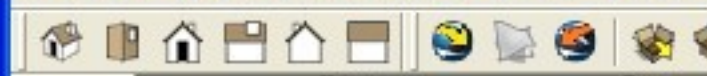


Selected the outer edges that make up the top part of the stringer.
Select from the top of the staircase to the bottom.

Layers

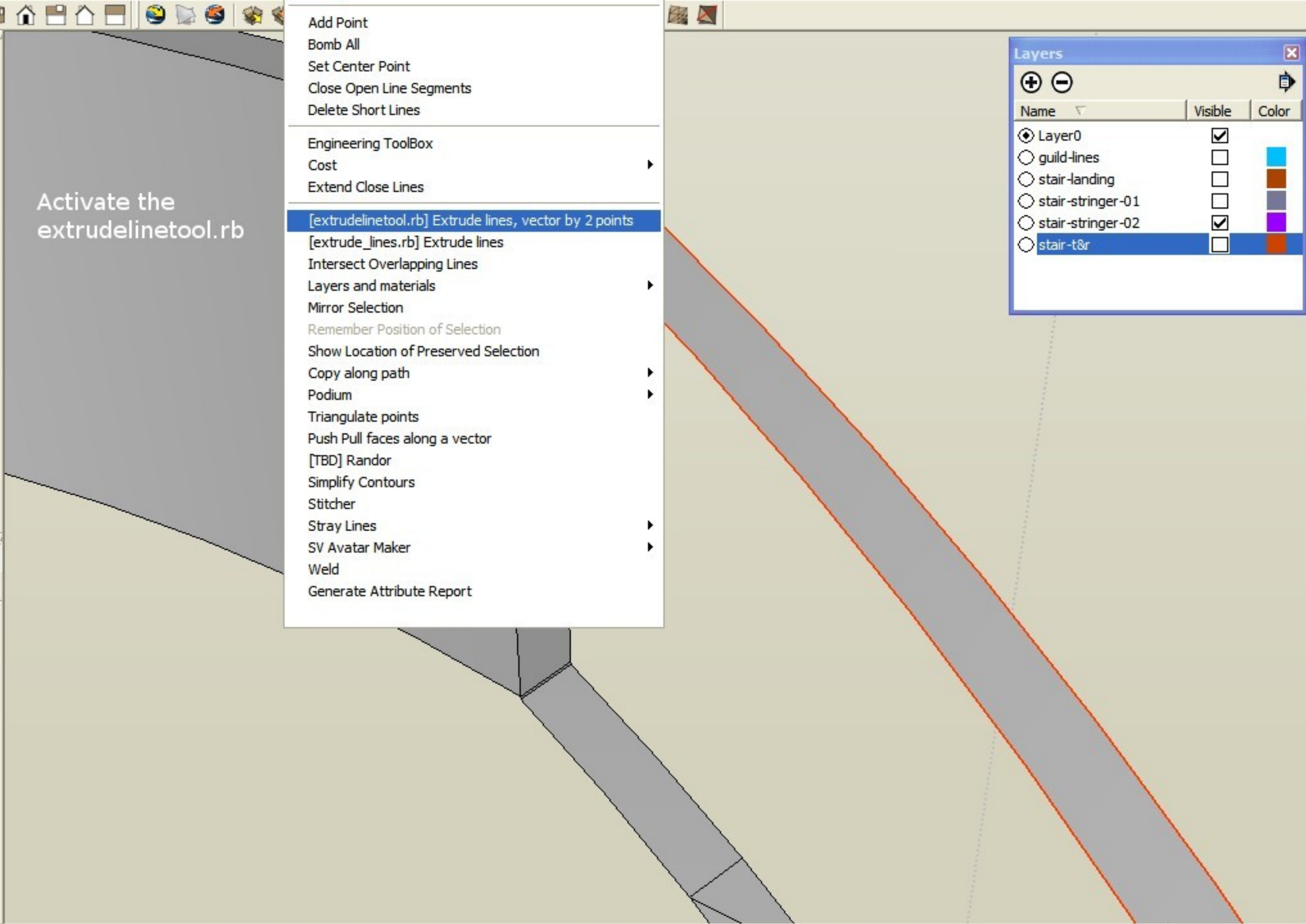
Name	Visible	Color
Layer0	<input checked="" type="checkbox"/>	
guild-lines	<input type="checkbox"/>	Light Blue
stair-landing	<input type="checkbox"/>	Brown
stair-stringer-01	<input type="checkbox"/>	Grey
stair-stringer-02	<input checked="" type="checkbox"/>	Purple
stair-t&r	<input type="checkbox"/>	Orange



Activate the extrudelinetool.rb

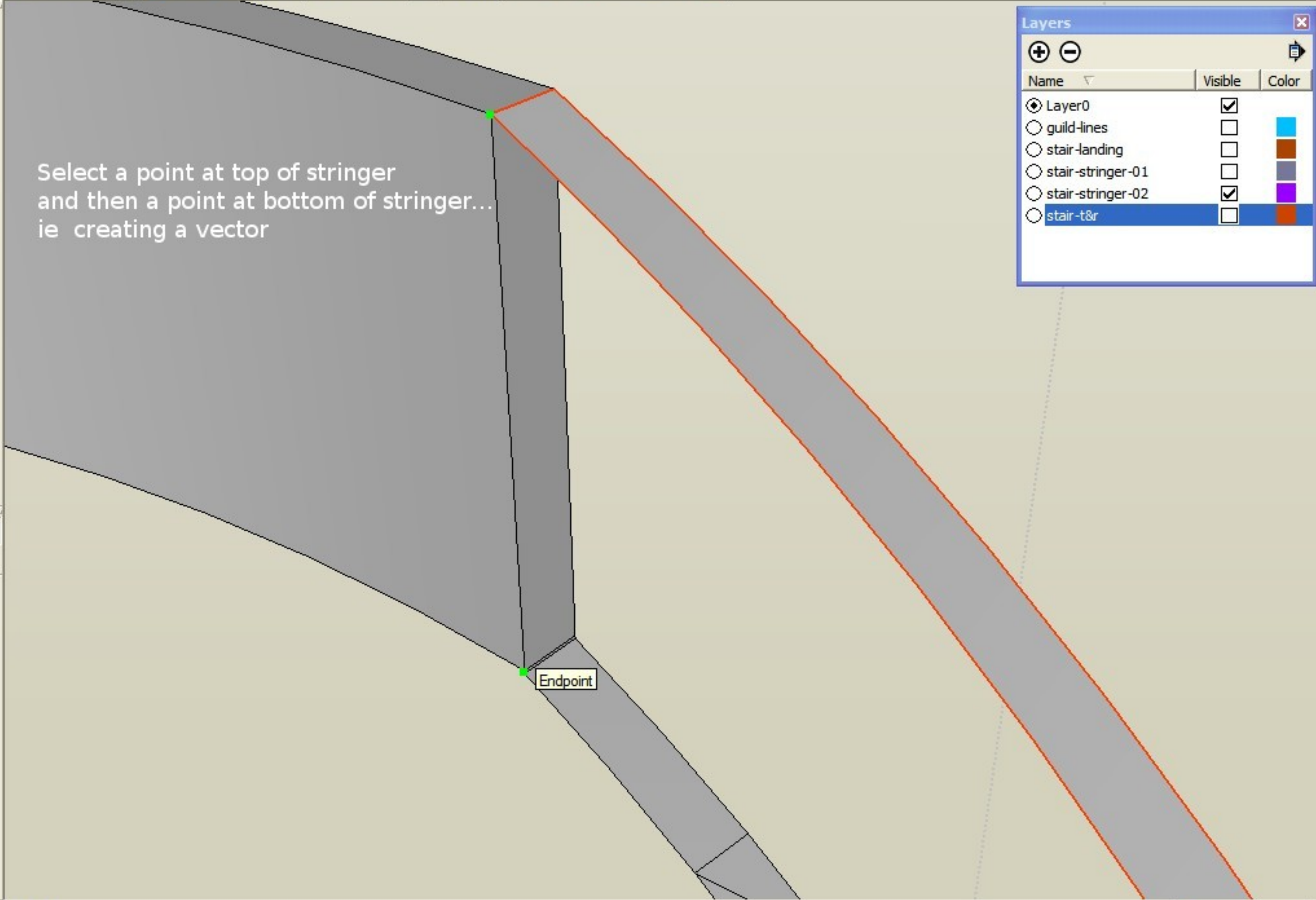
- Add Point
- Bomb All
- Set Center Point
- Close Open Line Segments
- Delete Short Lines
- Engineering ToolBox
- Cost
- Extend Close Lines
- [extrudelinetool.rb] Extrude lines, vector by 2 points
- [extrude_lines.rb] Extrude lines
- Intersect Overlapping Lines
- Layers and materials
- Mirror Selection
- Remember Position of Selection
- Show Location of Preserved Selection
- Copy along path
- Podium
- Triangulate points
- Push Pull faces along a vector
- [TBD] Randor
- Simplify Contours
- Stitcher
- Stray Lines
- SV Avatar Maker
- Weld
- Generate Attribute Report

Name	Visible	Color
Layer0	<input checked="" type="checkbox"/>	
guild-lines	<input type="checkbox"/>	Blue
stair-landing	<input type="checkbox"/>	Brown
stair-stringer-01	<input type="checkbox"/>	Grey
stair-stringer-02	<input checked="" type="checkbox"/>	Purple
stair-t&r	<input type="checkbox"/>	Orange



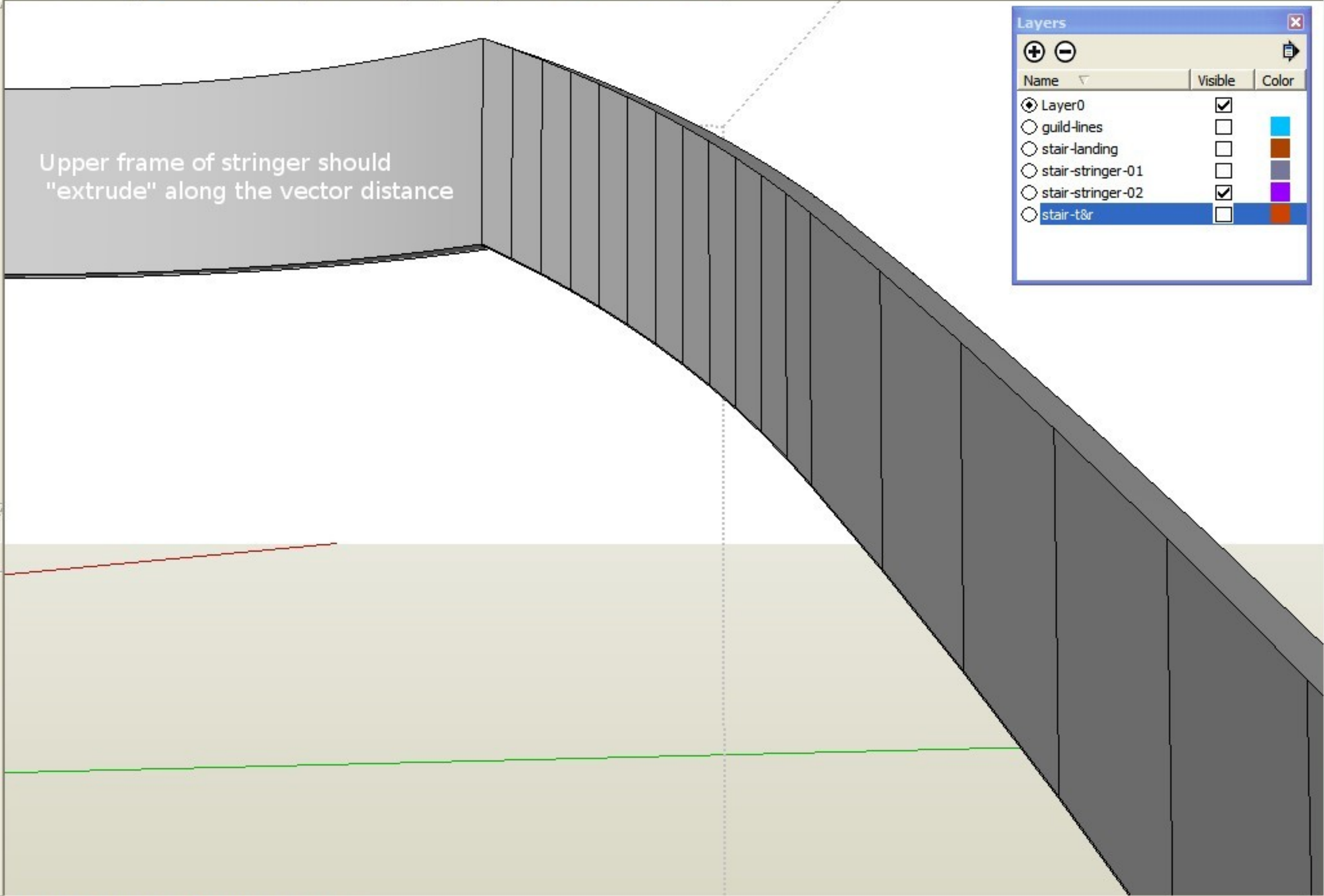


Select a point at top of stringer and then a point at bottom of stringer... ie creating a vector



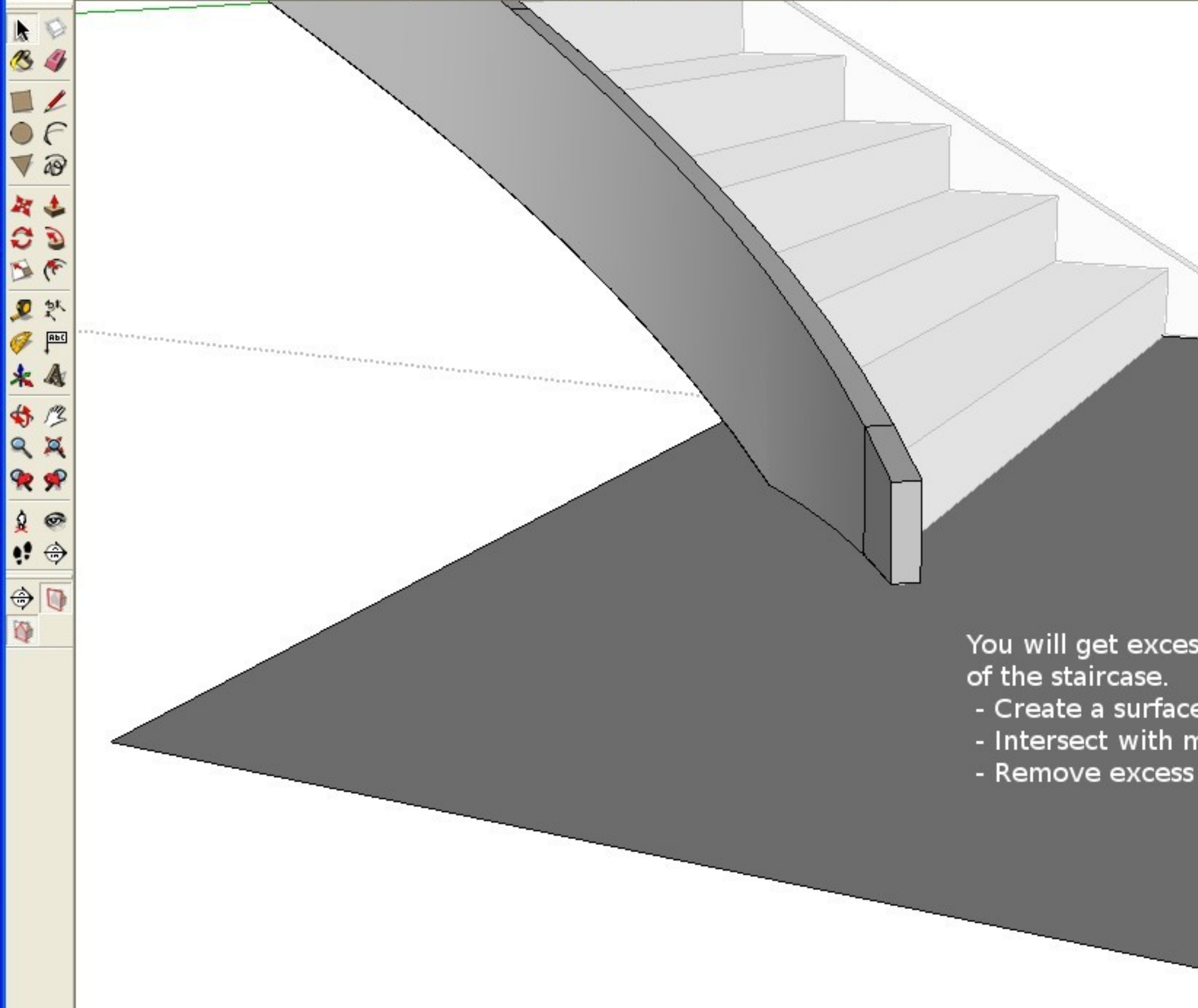
Layers

Name	Visible	Color
Layer0	<input checked="" type="checkbox"/>	
guild-lines	<input type="checkbox"/>	
stair-landing	<input type="checkbox"/>	
stair-stringer-01	<input type="checkbox"/>	
stair-stringer-02	<input checked="" type="checkbox"/>	
stair-t&r	<input type="checkbox"/>	



Layers

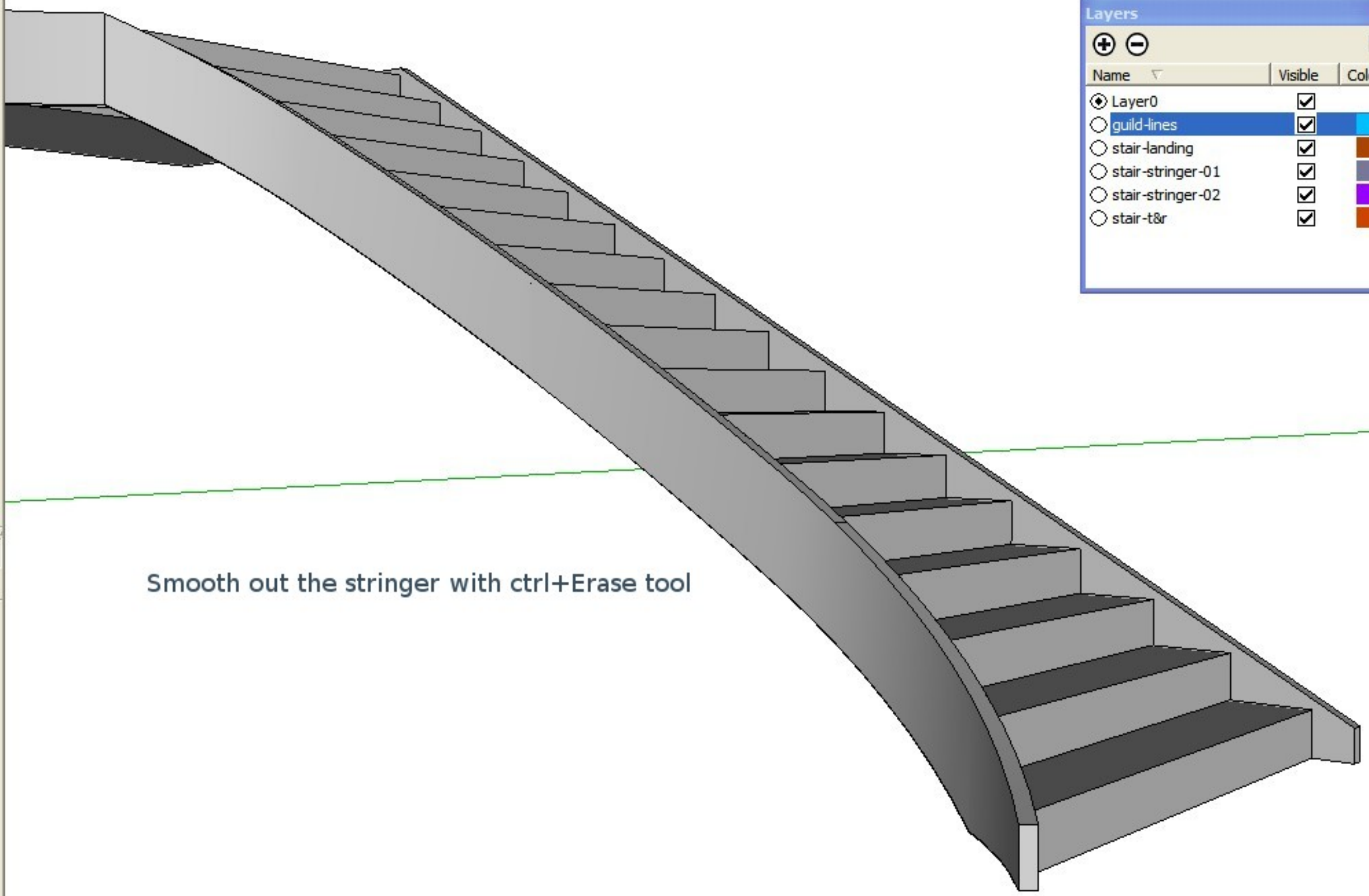
Name	Visible	Color
Layer0	<input checked="" type="checkbox"/>	
guild-lines	<input type="checkbox"/>	
stair-landing	<input type="checkbox"/>	
stair-stringer-01	<input type="checkbox"/>	
stair-stringer-02	<input checked="" type="checkbox"/>	
stair-t&r	<input type="checkbox"/>	



Name	Visible	Color
Layer0	<input checked="" type="checkbox"/>	
guild-lines	<input checked="" type="checkbox"/>	
stair-landing	<input checked="" type="checkbox"/>	
stair-stringer-01	<input checked="" type="checkbox"/>	
stair-stringer-02	<input checked="" type="checkbox"/>	
stair-t&r	<input checked="" type="checkbox"/>	

You will get excess geometry at bottom of the staircase.

- Create a surface,
- Intersect with model
- Remove excess



Layers

Name	Visible	Color
Layer0	<input checked="" type="checkbox"/>	
guild-lines	<input checked="" type="checkbox"/>	
stair-landing	<input checked="" type="checkbox"/>	
stair-stringer-01	<input checked="" type="checkbox"/>	
stair-stringer-02	<input checked="" type="checkbox"/>	
stair-t&r	<input checked="" type="checkbox"/>	

Smooth out the stringer with ctrl+Erase tool