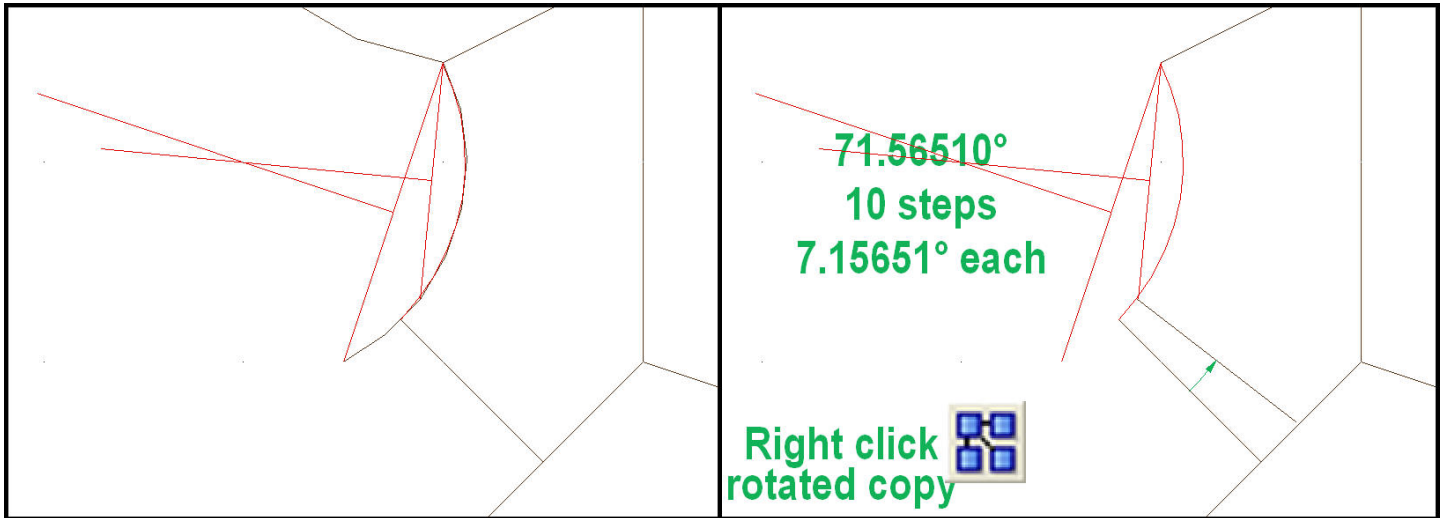
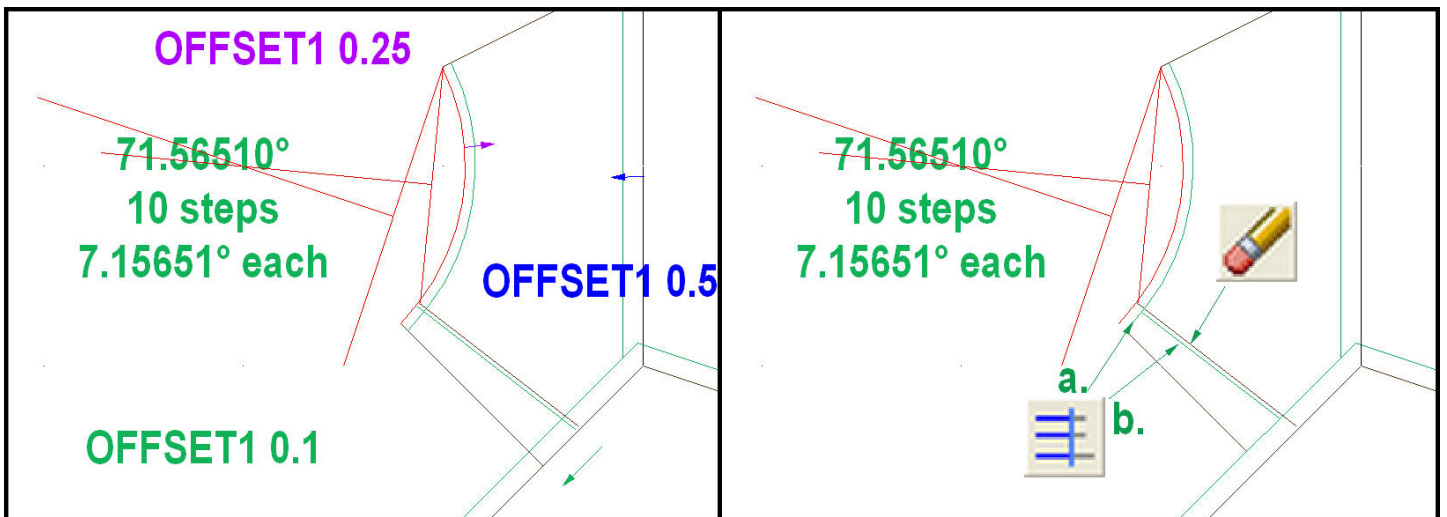


Doing stairs the JDR way...



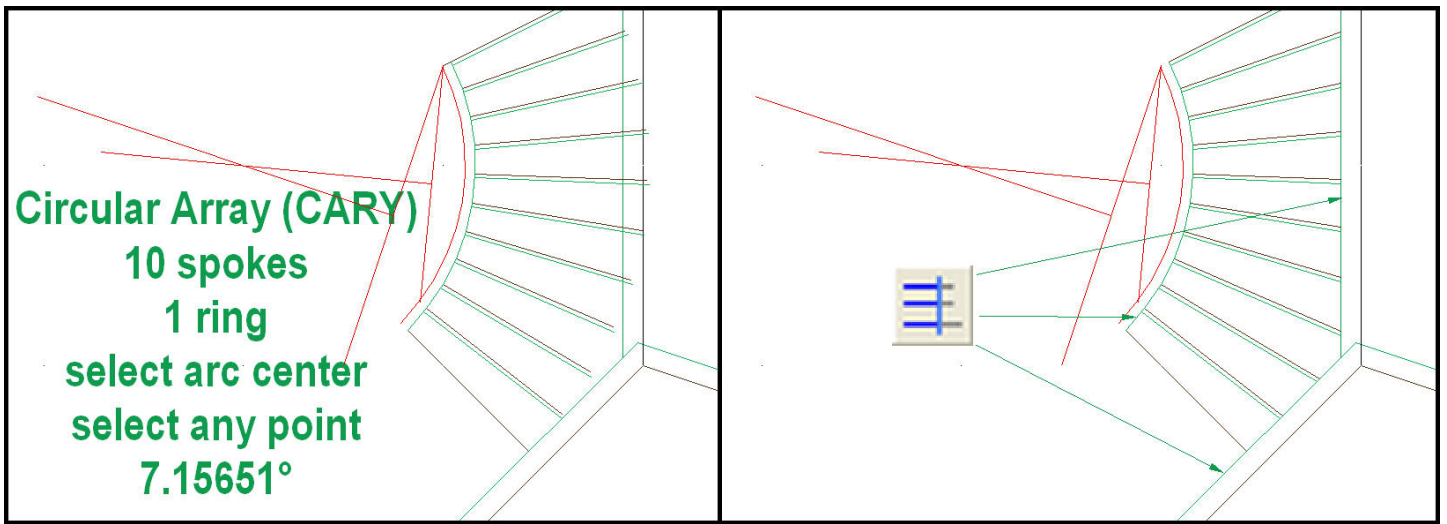
Left: I made a copy of the walls elements on a new WORK sheet. I removed the line thickness and drew perpendicular bisectors to find the center of the path that looks like an arc turned in a path with a Line to Path command or such... Then I redrew the arc to get it's angle width with the LIST command.

Right: the angle width is 71.56510° . To make 10 steps divide this number by 10 (divide by the number of steps you'd like). Right-click on the copy icon to select **rotated copy** and copy the bottom (I assume it's the bottom) line with a 7.15651° angle around the arc's center (the intersection point of the bisectors).



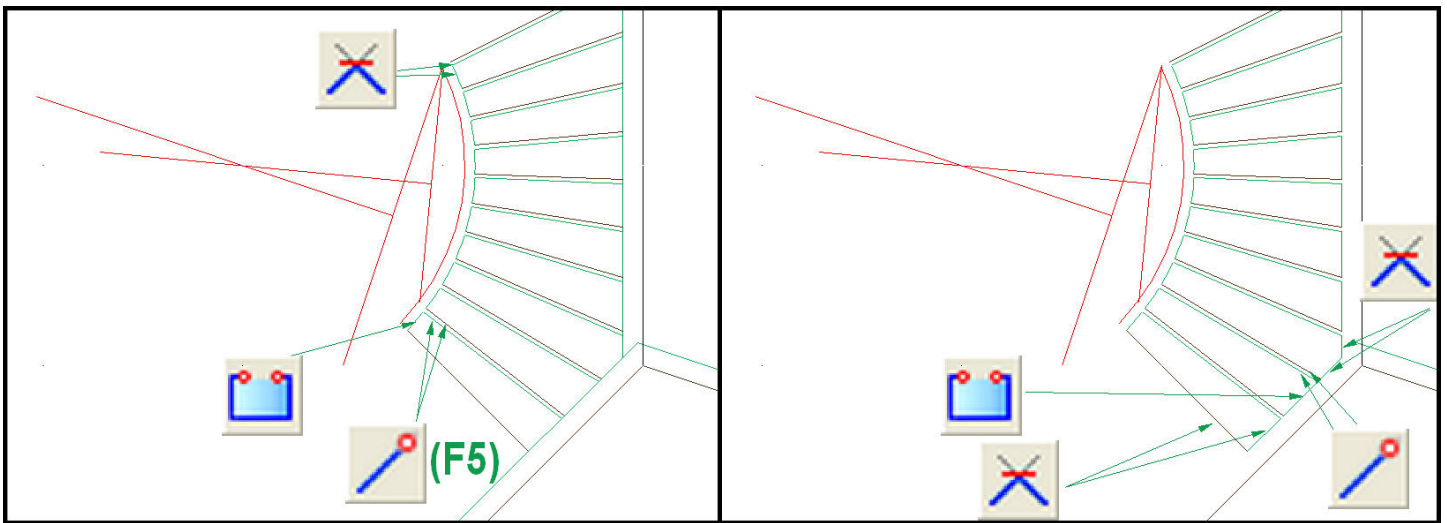
Left: to create a gap between steps, I offset the new line 0.1 toward the bottom (perhaps 0.25 would be better), and the arc and wall lines are also offset to half the line width you used to have the limits.

Right: erase the rotated copy. Trim the steps line to the arc.



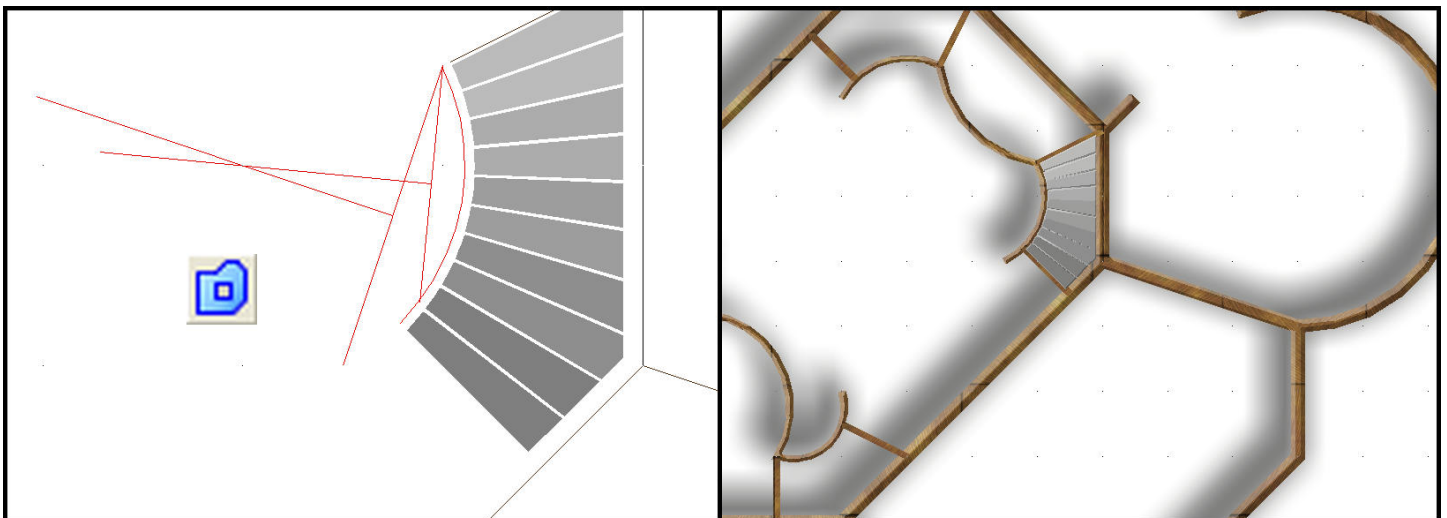
Left: use the circular array command to copy the step lines with the same angle as before (angle width divided by the number of steps) around the arc's center.

Right: trim those copies to the walls line.



Left: break the arc between the step gaps using the endpoint modifier (F5). The last must be trimmed to intersection.

Right: do the same with the wall lines, also trimming the angled sides to intersection.



Right: multiply each step and change the colors and fill style as you like. If you want to apply the same fill style to all the steps, multiply all the steps in one go otherwise you'll notice that the same part of the fill style picture is applied again and again on each step.

Hope it helps!

Good luck, Joachim de Ravenbel !