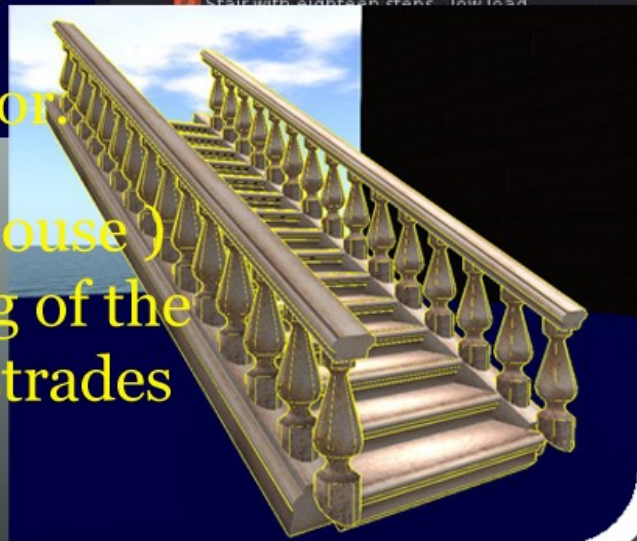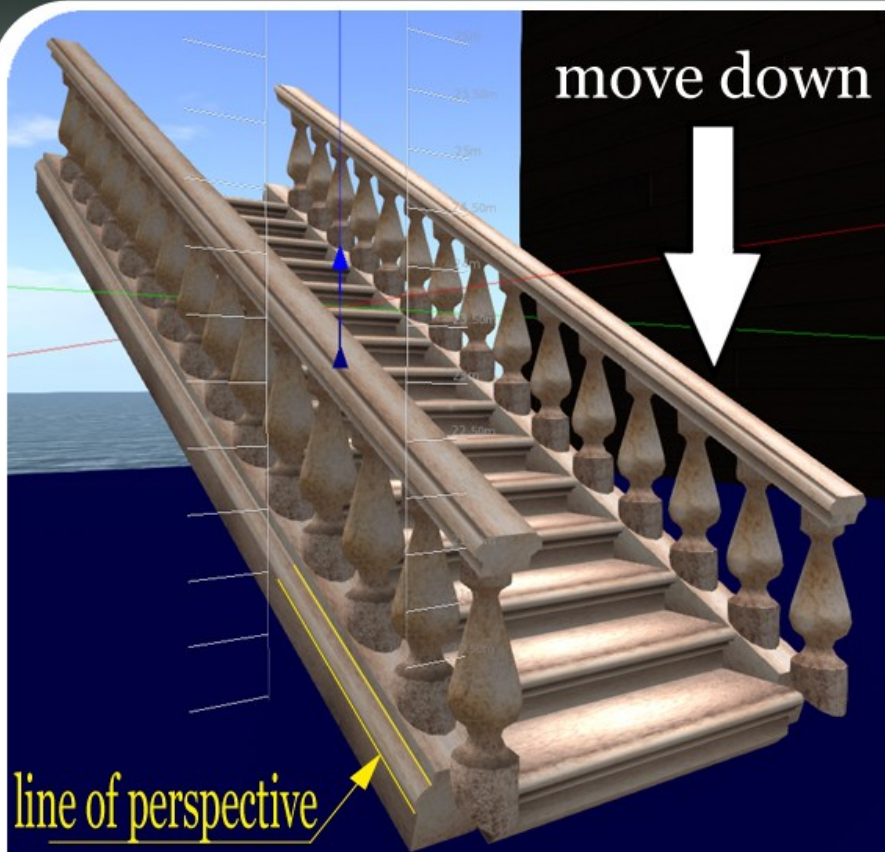drag and drop

The first step is rez any scale from your inventory to the floor.
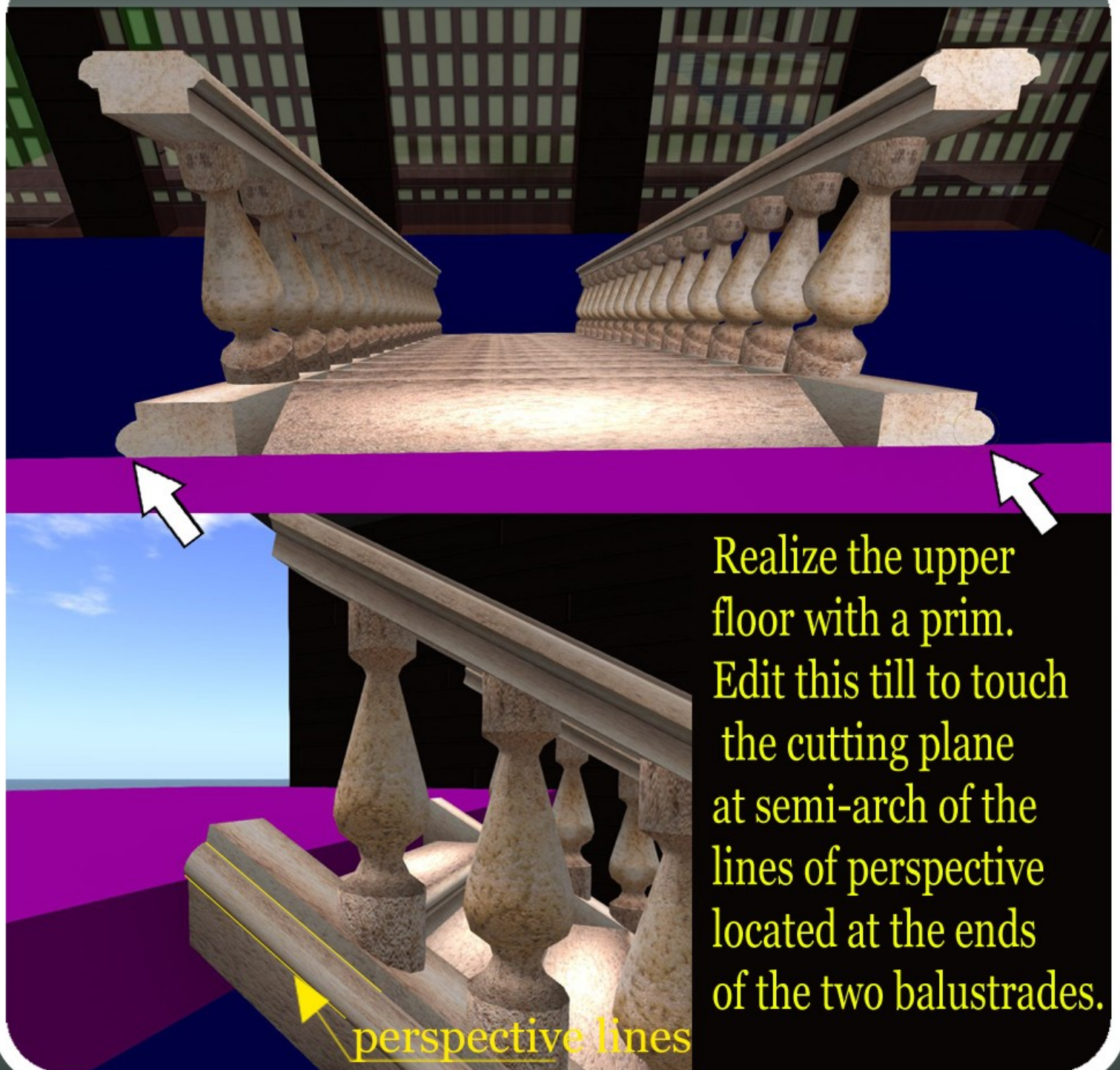
Turn on "edit" (right button mouse) and select the group consisting of the stairs and the two lateral balustrades (SHIFT + CLICK)

▼ 📁 STAIRS
⬚ Texture - stone staircase
⬚ DRIVING STAIRCASE
⬚ Texture - marble column
⬚ Texture - stone column
⬚ Texture - wood column
🔶 Stair with three steps - minimum load
🔶 Stair with six steps - minimum load
🔶 Stair with nine steps - minimum load
🔶 Stair with twelve steps - minimum load
🔶 Stair with fifteen steps - minimum load
🔶 Stair with eighteen steps - minimum load
⬚ Texture - wood staircase
⬚ Texture - handrail wood
⬚ Texture - marble staircase
⬚ Texture - handrail marble
🔶 Stair with three steps - extra low load
🔶 Stair with six steps - extra low load
🔶 Stair with nine steps - extra low load
🔶 Stair with twelve steps - extra low load
🔶 Stair with fifteen steps - extra low load
🔶 Stair with eighteen steps - extra low load
🔶 Stair with three steps - low load
🔶 Stair with six steps - low load
🔶 Stair with nine steps - low load
🔶 Stair with twelve steps - low load
🔶 Stair with fifteen steps - low load
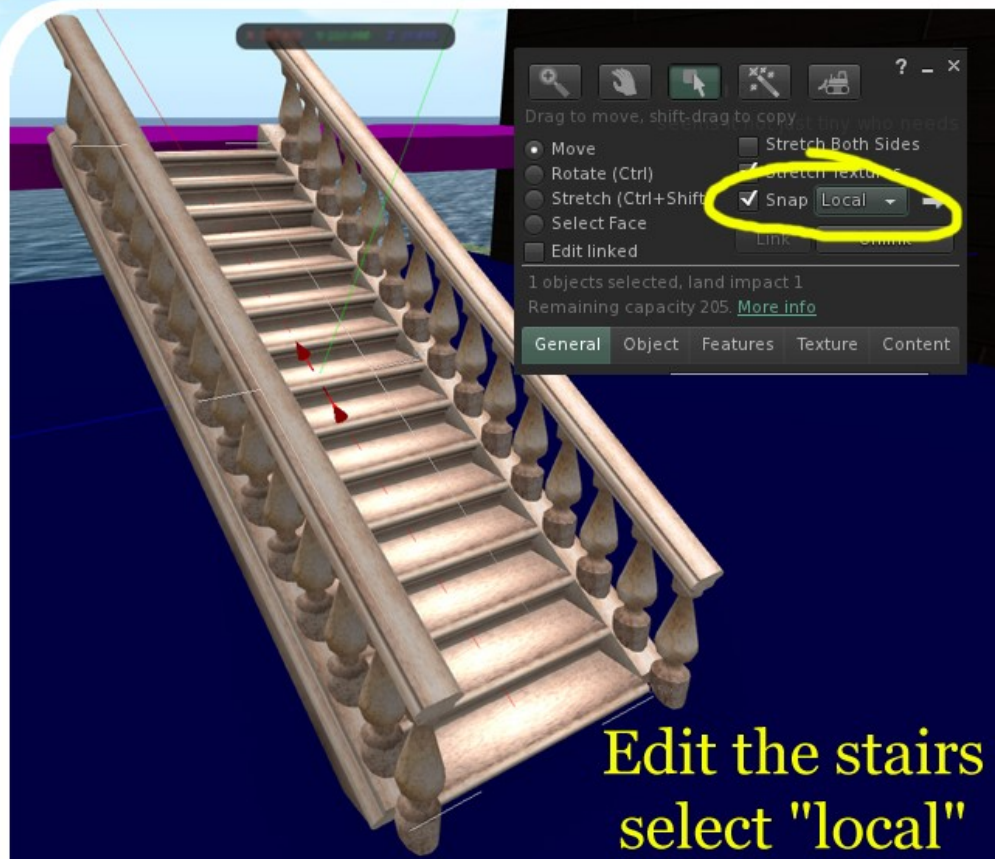🔶 Stair with eighteen steps - low load

move down

Enable "Move." Move the set to staircase down till touch the "line of perspective" of the balustrade to the floor. The corners of the balustrades move down, under the floor surface
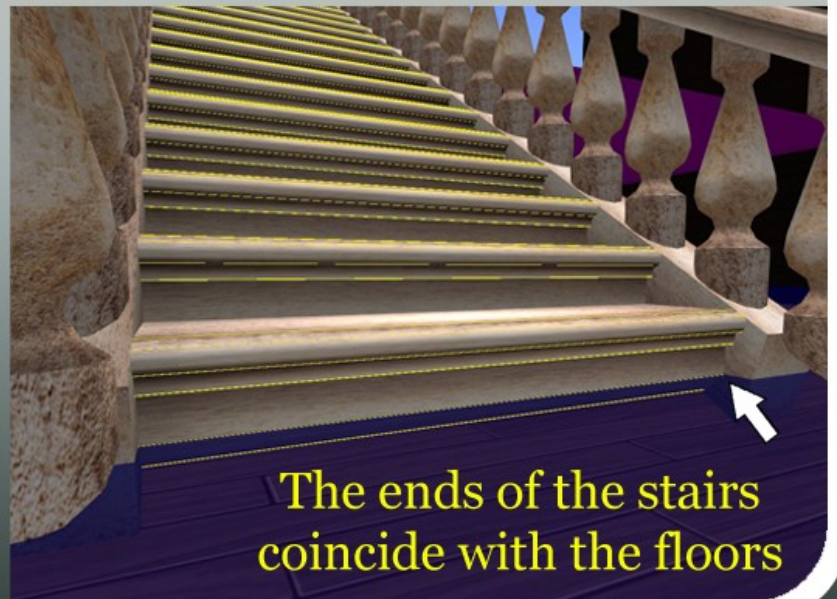
line of perspective

up to this point

Realize the upper floor with a prim. Edit this till to touch the cutting plane at semi-arch of the lines of perspective located at the ends of the two balustrades.
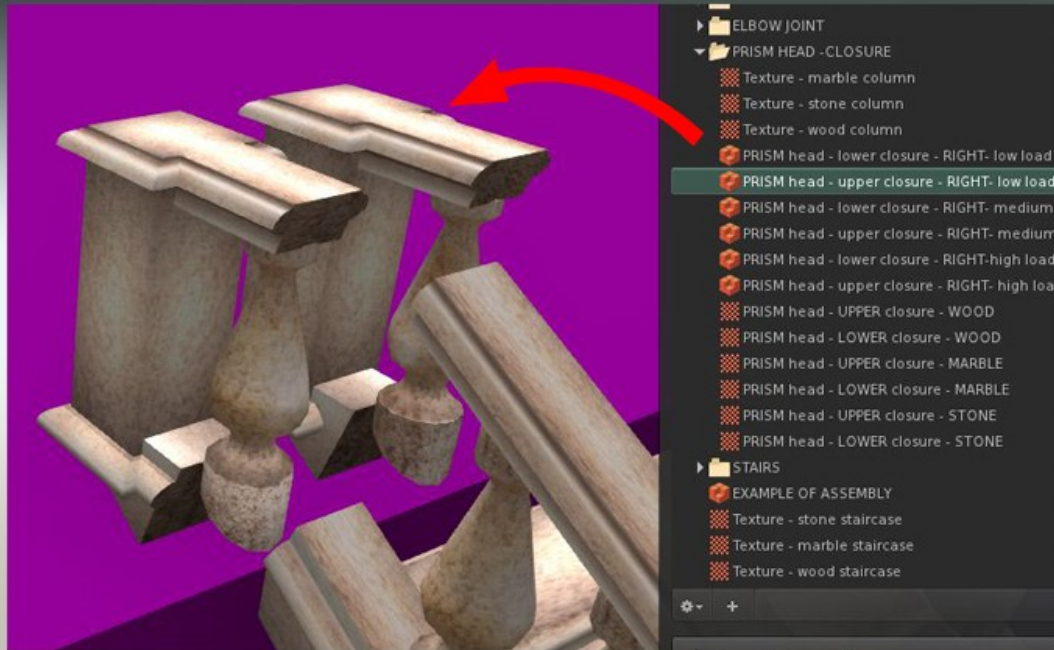
perspective lines

Edit only the stairs and activate snap "local", move the ladder by pulling the red arrow up to join the ends of this with the two floors upper and lower.
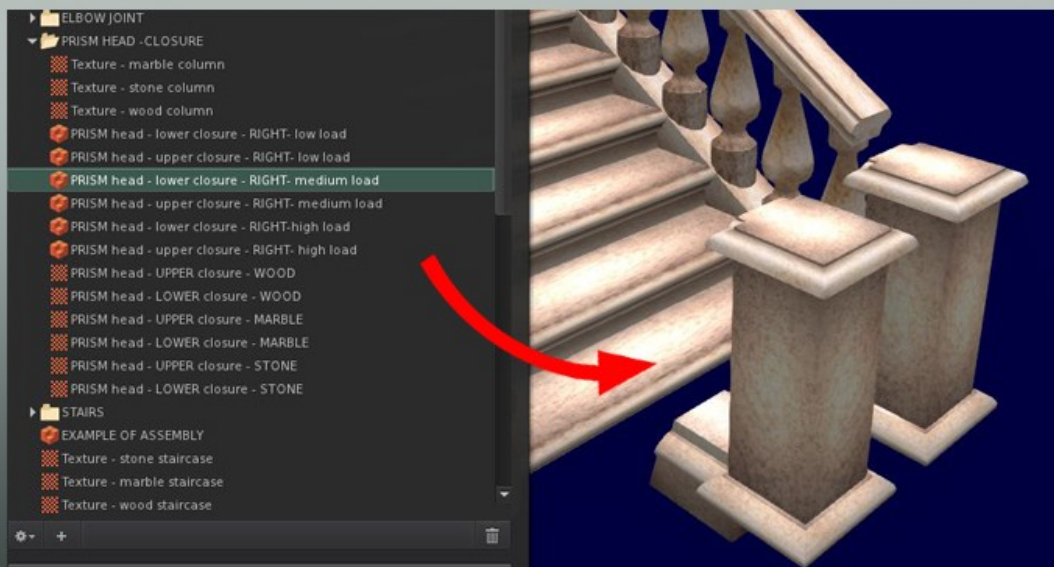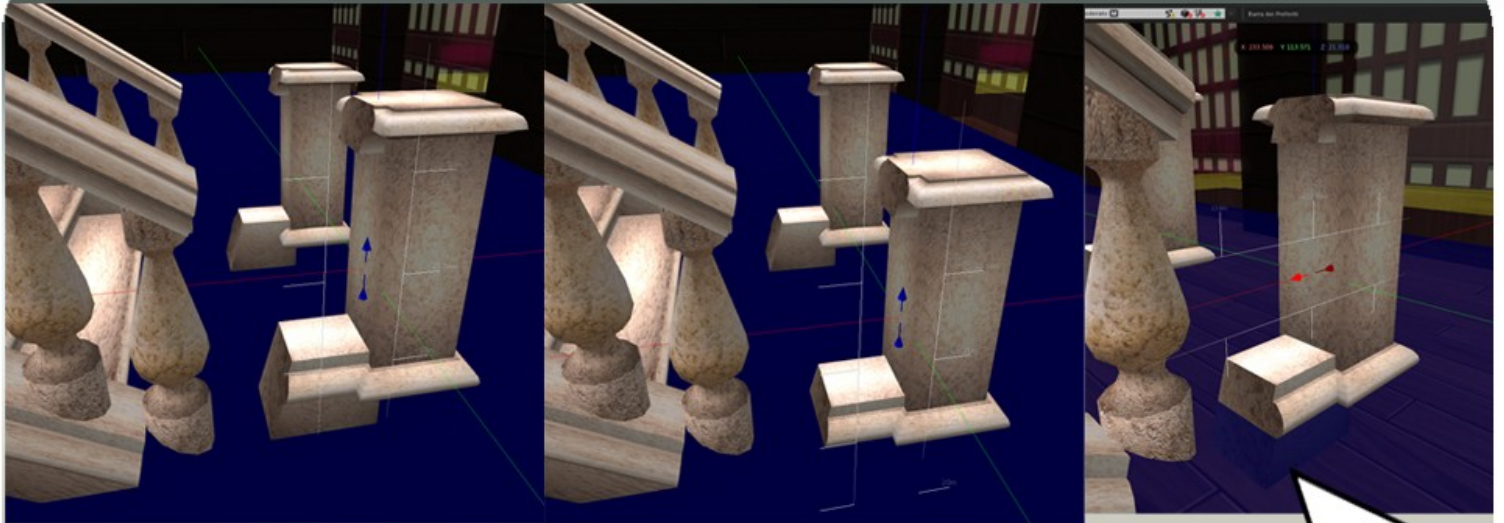
Edit the stairs select "local"

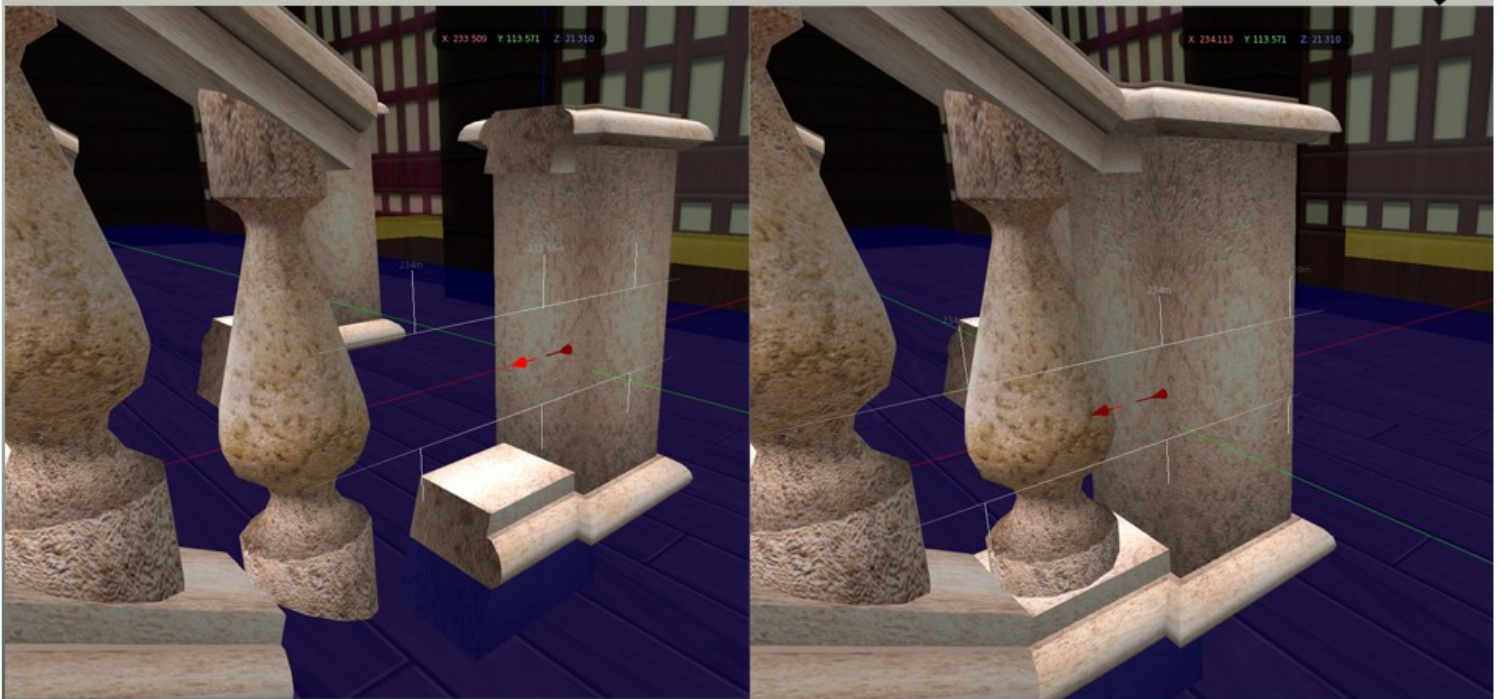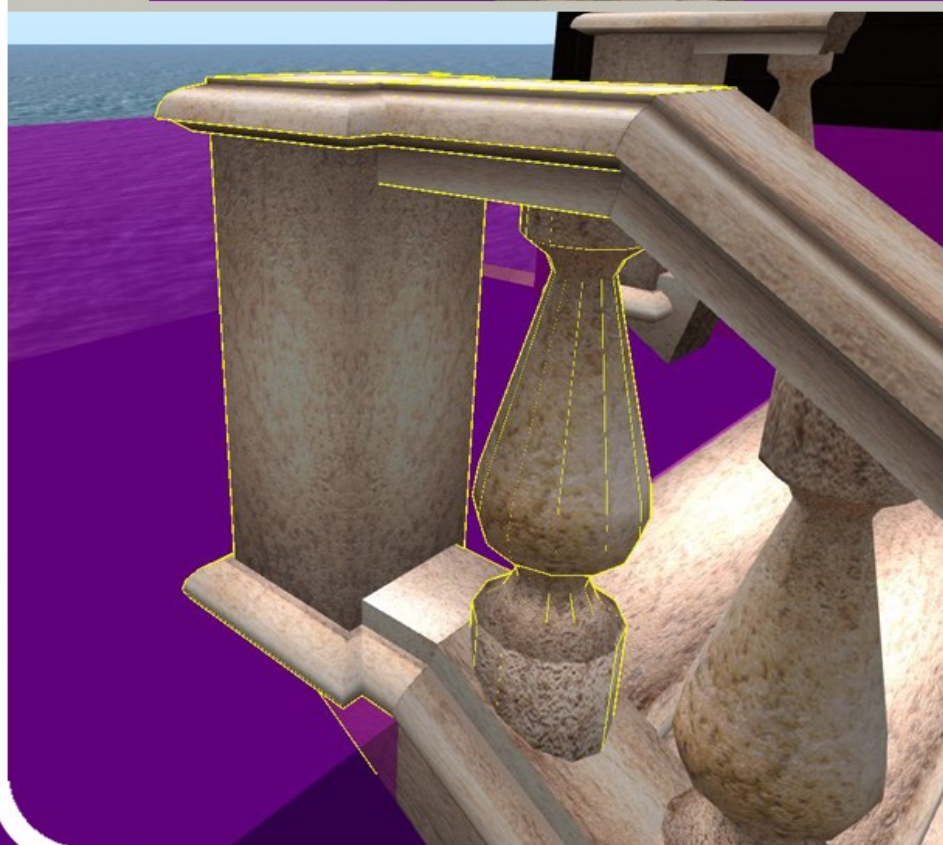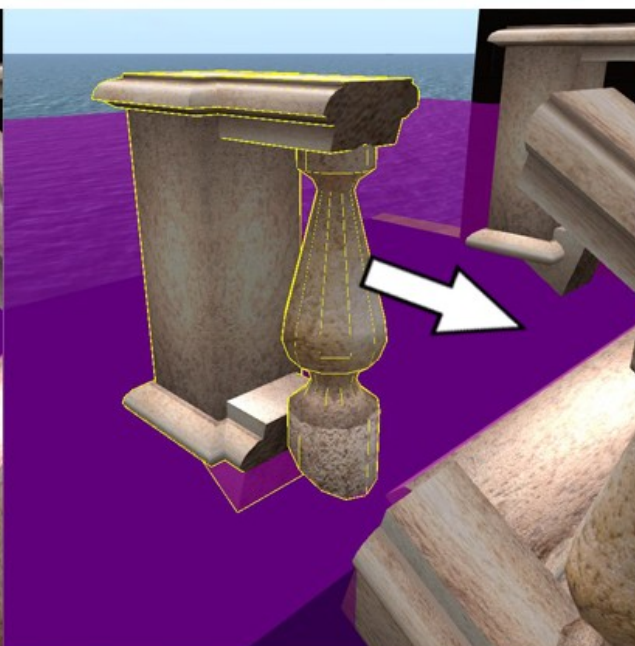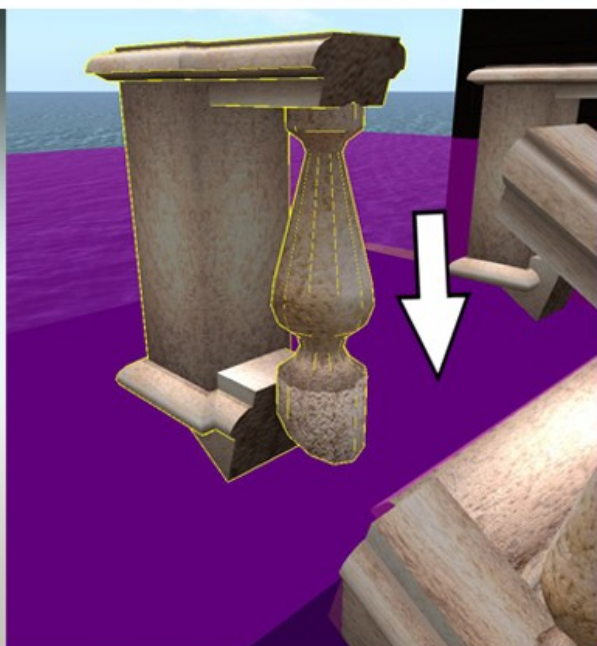The ends of the stairs coincide with the floors

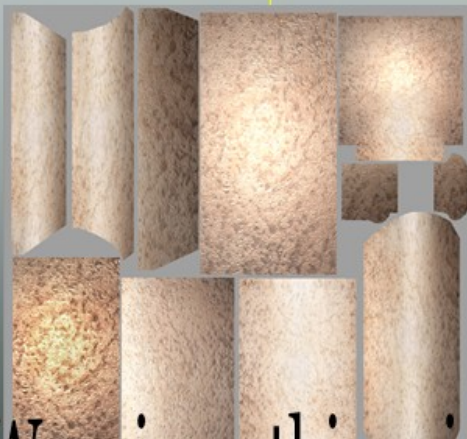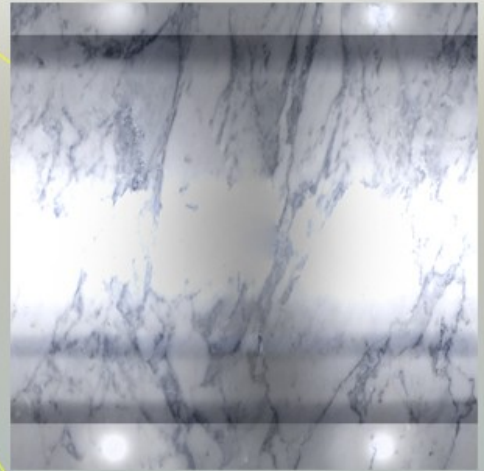Rezz from inventory the pair of prisms, upper and lower, to close the stairs.
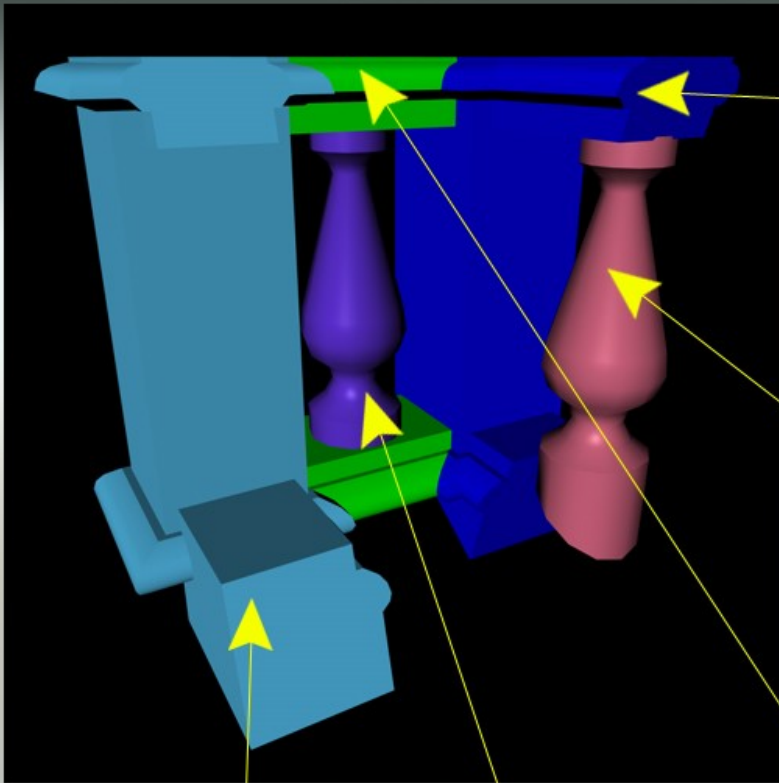
Insert the stem of the prism in the floor
and connect this to the balustrade, cut to cut.

Insert the stem
of the prism
in the floor
and connect this
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cut to cut.

Warning - this prim has five faces with textures selection