Chief Architect<sup>®</sup> Architectural Home Design Software

# Fixing Jagged or Off Angle Walls and Lines

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## QUESTION

When I draw a straight wall or CAD line, it doesn't appear to be straight. The line appears jagged, or off angle, as shown in the image below.



What is causing this, and how can I stop it from occurring?

## ANSWER

It is often important that objects be drawn at exact angles. This can be accomplished using Angle Snaps, which allow you to draw lines, walls, and other objects at specified Allowed Angles. Angle Snaps also affect the way objects rotate, the radius of arcs, and a variety of other operations.

If you have turned off Angle Snaps, your walls may appear jagged in floor plan view. Also, you may notice the **Angle Snap Indicator** attached to your cursor indicating that angle snaps are turned off.

This can ultimately lead to room definition issues or problems with dimensions, so it is best to correct the file as soon as you notice the behavior.

### To turn Angle Snaps on or off

- Temporarily disable all snaps by holding down the **Ctrl/Command** while you click and drag to either draw or edit an object.
- Click the **Angle Snaps** /// toggle button on the Toggle Modes toolbar.



This toolbar is docked to the right side of the program window if you are using the standard default toolbar configuration.

A blue border along with a small checkmark will display near the lower right of the icon when this tool is enabled.

- Select **Edit> Snap Settings> Angle Snaps** // from the menu.
- Select Edit> Preferences prometer from the menu on a Windows PC or Chief Architect>
  Preferences properties on a Mac, and turn the feature on or off on the SNAP PROPERTIES panel of the Preferences dialog.

▶ Preferences
▶ Preferences    2      × Appearance Colors    Options    2      Ubiogs/Side Windows Library Browser Project Browser Text Patten Editor    Objects in History:    2      Karlington Street    12    Scaled Pixels      Maximum Bump Distance:    130    Scaled Pixels      Y General Folders    ✓ Snap Cabinets After Paste    ✓ Snap Cabinets After Paste      Y General Folders    ✓ Always Snap Walls On Allowed Angles      Snap Indicator Size:    6      Indicator Color:    Indicator Color:      Unit Conversions Time Tracker    May Snap Grid Color:      Achitectural Coordinate System Behaviors    ✓ Bisplay Angle Snap Grid      ✓ Object Snaps    ✓ Display Angle Snap Grid      ✓ Object Snaps    ✓ Intersections      Master List    ✓ Midpoint    ✓ Points/Markers      Video Card Status Reset Options    ✓ Mudpoint    ✓ Points/Markers    ✓ Tangent      ✓ Video Card Status Reset Options    ✓ Bumping/Pushing    Bumping/Pushing for Type in Movement    ✓ Orthogonal      Øther Snaps Restricted Angle Increments:    90.0*    ✓    ✓      Øulde Snaps Restricted Angle Increments:    90.0*    ✓      Øulde Increments:

Once you have toggled Angle Snaps back on, you will still need to correct any walls or lines which have been drawn incorrectly by specifying a valid angle for the object.

#### Correcting the angle of a wall

- 1. Using the **Select Objects**  $\geqslant$  tool, click to select the off angle wall.
- 2. Click on the Off Angle Indicator that looks like a yellow triangle with an exclamation point located at the center of the wall, then select **Fix Off Angle Wall**.



3. Enter a **New Angle** value the wall should conform to, then select between **Start**, **Center**, and **End** to lock the wall for adjustment, then click **OK**.

Fix Off Angle	Wall	×	
Old Angle:	0.222907°		
New Angle:	0.0°		
Lock:	● Start ○ Center ○ End		
ОК	Cancel	Help	

4. Repeat this process to correct any other off angle walls in the plan. If there are any walls that are intentionally off angle that you would like to ignore, you can either select **Ignore Off Angle Wall** or **Ignore All Off Angle Walls**.

**Related Articles** 

Aligning Different Thickness Walls (/support/article/KB-00798/aligning-differentthickness-walls.html)

Understanding Persistent Pointer Icons (/support/article/KB-03143/understandingpersistent-pointer-icons.html) 

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