

# Troubleshooting Small or Blank Camera Overviews

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Reference Number: **KB-00021**

Last Modified: **March 24, 2022**

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The information in this article applies to:



## QUESTION

When I create a Full Overview, the image that is generated is much smaller than it used to be, or the view appears blank. Why is this occurring?

## ANSWER



When generating a 3D Full Overview or Floor Overview camera view, the program will look at all of the objects that are set to display in that view. So if you have an object in the distance that may be significantly smaller in regards to the relationship to the actual structure in the plan, the program will generate the view to include that object, but it may be difficult to see.

If you delete the stray object, or move it closer to the structure, and then recreate the camera view, it will display normally.

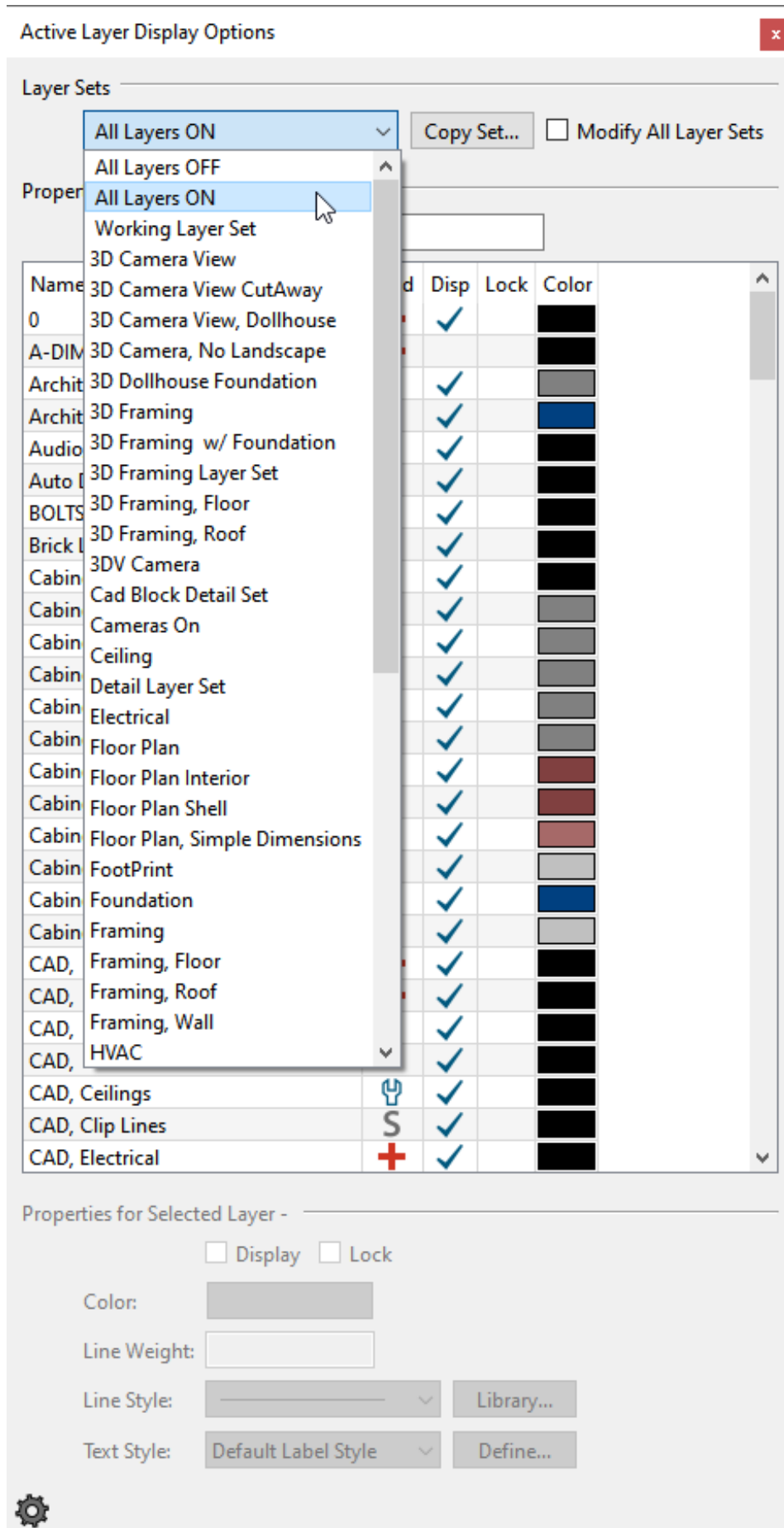
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A Terrain Perimeter is included when you create an Overview, so if your terrain is quite large, and your house is small in comparison, consider using a normal Camera instead of an Overview to create your views


## To locate the stray object(s)

1. Launch Chief Architect and **Open**  the plan that is exhibiting this behavior.
2. If it's not already open, navigate to **View > Active Layer Display Options**  to turn on the display of this side window, then select the **All Layers ON** option using the Layer Sets drop-down.

**Note:** If the Layer Sets drop-down is not visible, select the cog wheel icon at the bottom of the Active Layer Display Options side window, then click on the Layer Set Control option from the contextual menu.

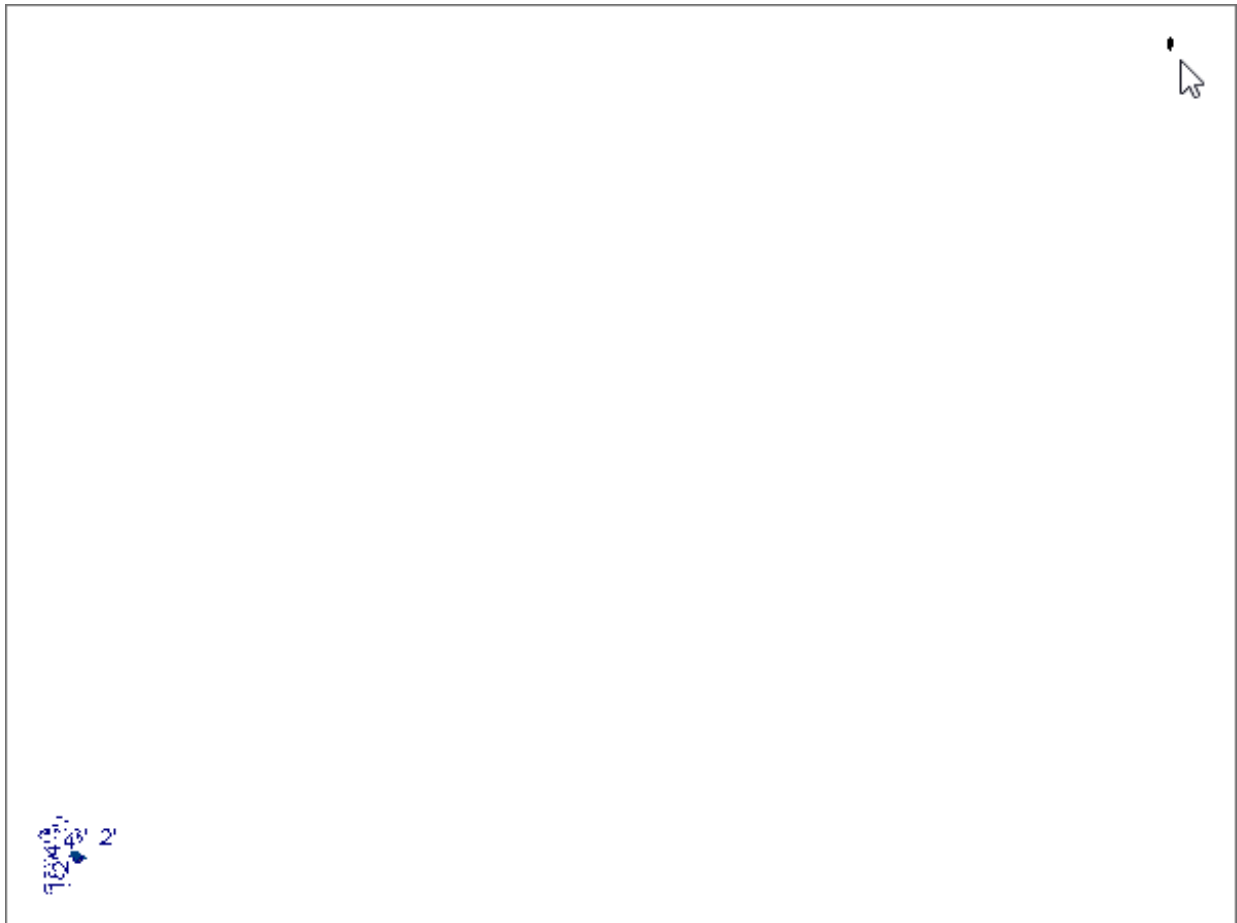




- On the floor you are taking an Overview view of, select **Window > Fill Window**  or press the **F6** key to view everything on screen that is visible. If you are zoomed in so

close that only a portion of the view displays on screen, selecting **Fill Window**  zooms out so that the entire view fits on the screen, which will include the stray object(s), allowing you to more easily locate them.

If you do not initially find the object(s), follow the same procedure on the Foundation and any other floors of your plan.

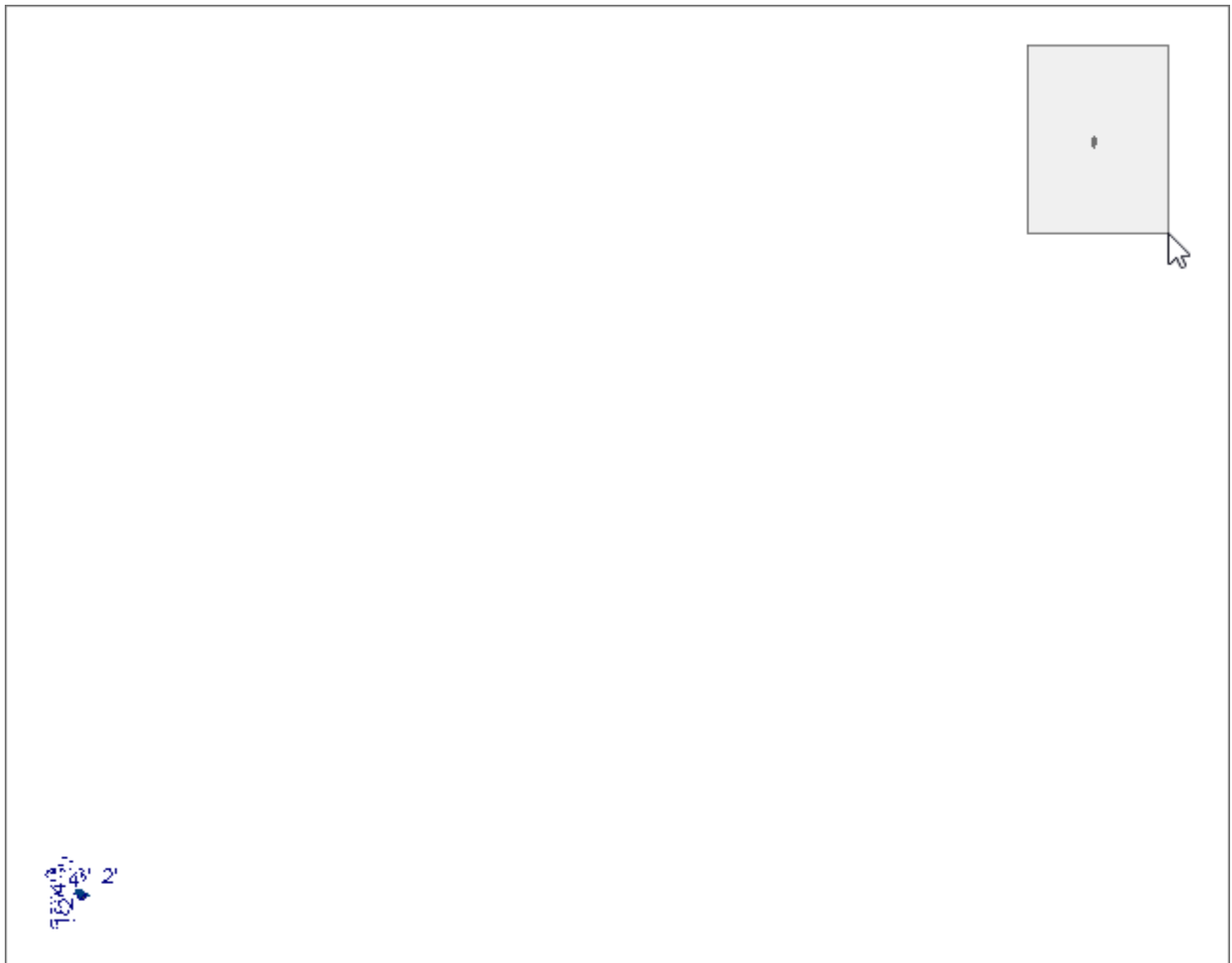
We can see in the image below that the stray object is located in the upper right corner of the plan.





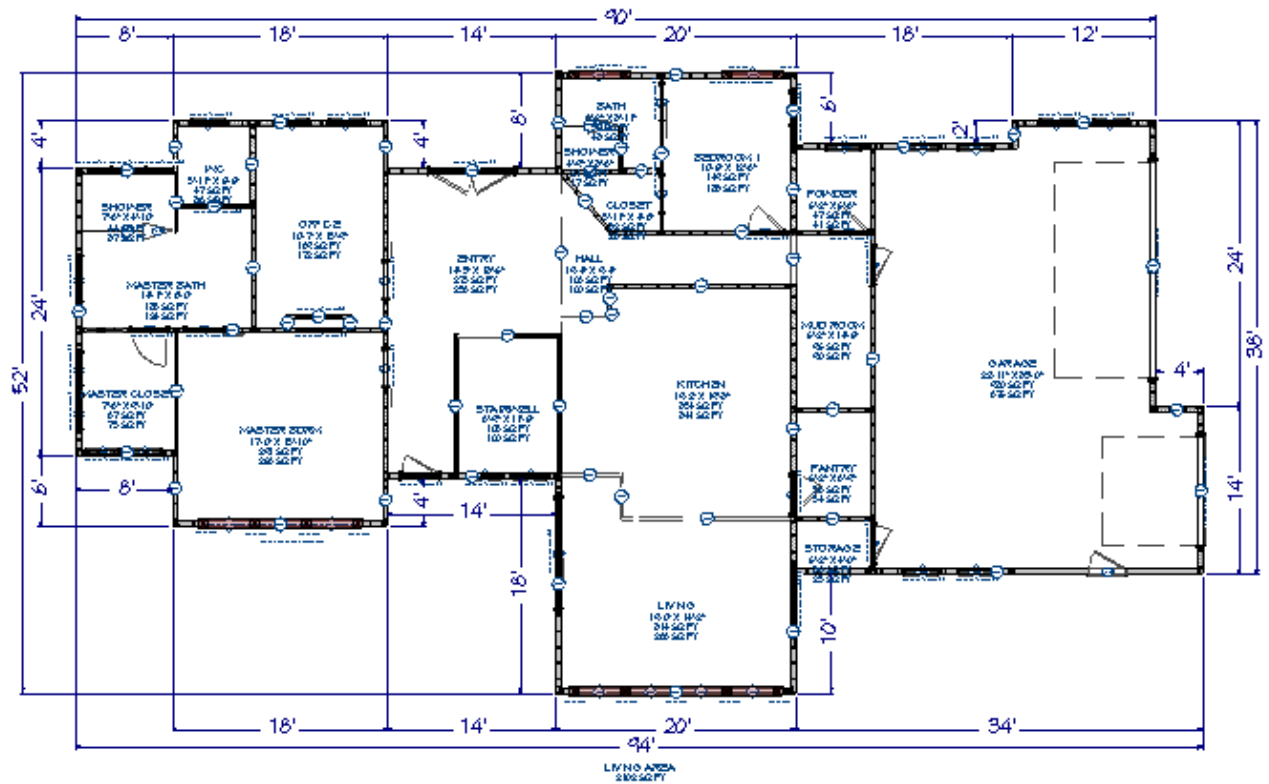
4. Zoom in on the area to locate the object(s) using either the scroll wheel on your mouse or the **Zoom**  tool.
5. Next, use the **Select Objects**  tool to select the stray object(s).


If multiple rogue objects exist, left-click and drag using the left mouse button to create a selection marquee.

**Note:** Alternately, you could navigate to Edit> Edit Area and drag a selection marquee around the area where the objects exist.







6. Once selected, use either the **Delete**  edit button or the **Delete** key on your keyboard to remove the object(s).
7. Click on the **Fill Window**  option again to ensure that the structure now appears as expected.



- Switch back to the original layer set that was used for this plan view using the **Active Layer Display Options**  .


If you are unable to locate the stray object(s), please contact Technical Support using the [Technical Support Center \(https://www.chiefarchitect.com/support/article/KB-00717/using-the-technical-support-center.html\)](https://www.chiefarchitect.com/support/article/KB-00717/using-the-technical-support-center.html).

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