Restoring the Display of Walls in 3D

Reference Number: KB-00378
Last Modified: May 15, 2017

The information in this article applies to:

Premier  Interiors

QUESTION

The walls in my model are visible in floor plan view and I can select them and open their specification dialog, but when I create floor camera or floor overviews, they are not visible. Why aren't my walls visible in these 3D views and how do I correct this?

ANSWER

There are several reasons why walls that are visible in floor plan view might not be visible in 3D views. One is that the walls are specified as Invisible in their specification dialogs. Another possible reason is that the Walls, Normal layer is not set to display in 3D views.

A third, less obvious reason is that the ceiling heights of the rooms that the walls are enclosing are set to 0, which prevents the program from generating the walls upward.

To restore the display of walls in 3D

1. Click one of the walls to select it, then click the Open Object edit button.
On the **General** panel of the **Wall Specification** dialog, make sure that the box beside **Invisible** is unchecked.

If unchecking the **Invisible** check box does not resolve the problem, proceed to step 2.

2. Select **Tools > Layer Settings > Display Options** from the menu, select the **Camera View Set** from the Available Layer Sets drop-down list, then make sure that the various wall layers, particularly **Walls, Normal** are set to display.

If you are using a different layer set for your camera views than the default Camera View Set, make sure to select it instead.
Click OK

If turning on the Wall layers in 3D does not resolve the problem, proceed to step 3.

3. Select **Edit> Reset To Defaults** from the menu.

4. In the **Reset To Defaults** dialog:
   - Click the radio button beside **All Floors**.
   - Check the boxes next to: **Floor Heights, Ceiling Heights, Wall Top Heights** and **Wall Bottom Heights**.
· Click the **OK** button to close the dialog and restore the default floor, ceiling, wall top, and wall bottom heights in your plan.

5. Select **Build > Floor > Rebuild Walls/Floors/Ceilings** from the menu or press the **F12** key on your keyboard.

You can also reset the floor and ceiling heights of rooms in your plan on a room-by-room basis in the Room Specification dialog; however, Reset to Defaults is a faster and more thorough option.