

# Troubleshooting Missing Patterns in Vector-based Views

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The information in this article applies to:



## QUESTION

I cannot see any pattern lines when switching to the Vector View rendering technique or when using the Orthographic camera tools. How can I solve this problem?

## ANSWER

Patterns lines are used to represent materials in vector-based views. These include views that use the Vector View, Technical Illustration, and Line Drawing rendering techniques. By default, all of the Orthographic camera tools use the Vector View rendering technique, thus displaying patterns when used.

### To toggle the display of patterns

- Navigate to **3D> Toggle Patterns**  from the menu while a vector-based view is active.

If there is a checkmark next to to this option, the patterns are already toggled on.

- Alternately, you can navigate to **Tools> Layer Settings> Display Options**  within the view that patterns are not displaying in, locate the "Patterns, 3D Views" layer, and place a check in the **Disp** column or **Display** box.

If only one particular material does not display a pattern, it may be that particular material does not have a pattern applied to it. In this case, you can either choose a different material, which does have a pattern, or you can instead apply a pattern to the existing material in the plan.

## To check to see if a material has a pattern

1. With your vector-based view is active, select **3D> Adjust Materials> Adjust Material Definition** .
2. Click on the material which does not display a pattern to display the **Define Material** dialog, then access the **PATTERN** panel.
3. Under the Pattern section, locate the **Pattern Type** drop-down.
  - If this is currently set to "No Pattern," a pattern is not specified for the current material and a solid color will appear in the preview square next to the Colors section.

In this example, you can see that we're editing a "Drywall" material which does not contain a pattern, which is the default for this material. Notice, also, that many of the additional properties located on this panel are grayed out and not editable.

Define Material

Material Name:

Keep Pattern/Texture in Sync

Colors

Material Color:

Line Color:

Line Weight:

Shading Contrast:

Pattern

Pattern Type:

Scale

Width:

Height:

Scale:

Offset and Angle

Horizontal Offset:

Vertical Offset:

Angle:

Global Symbol Mapping

Pattern

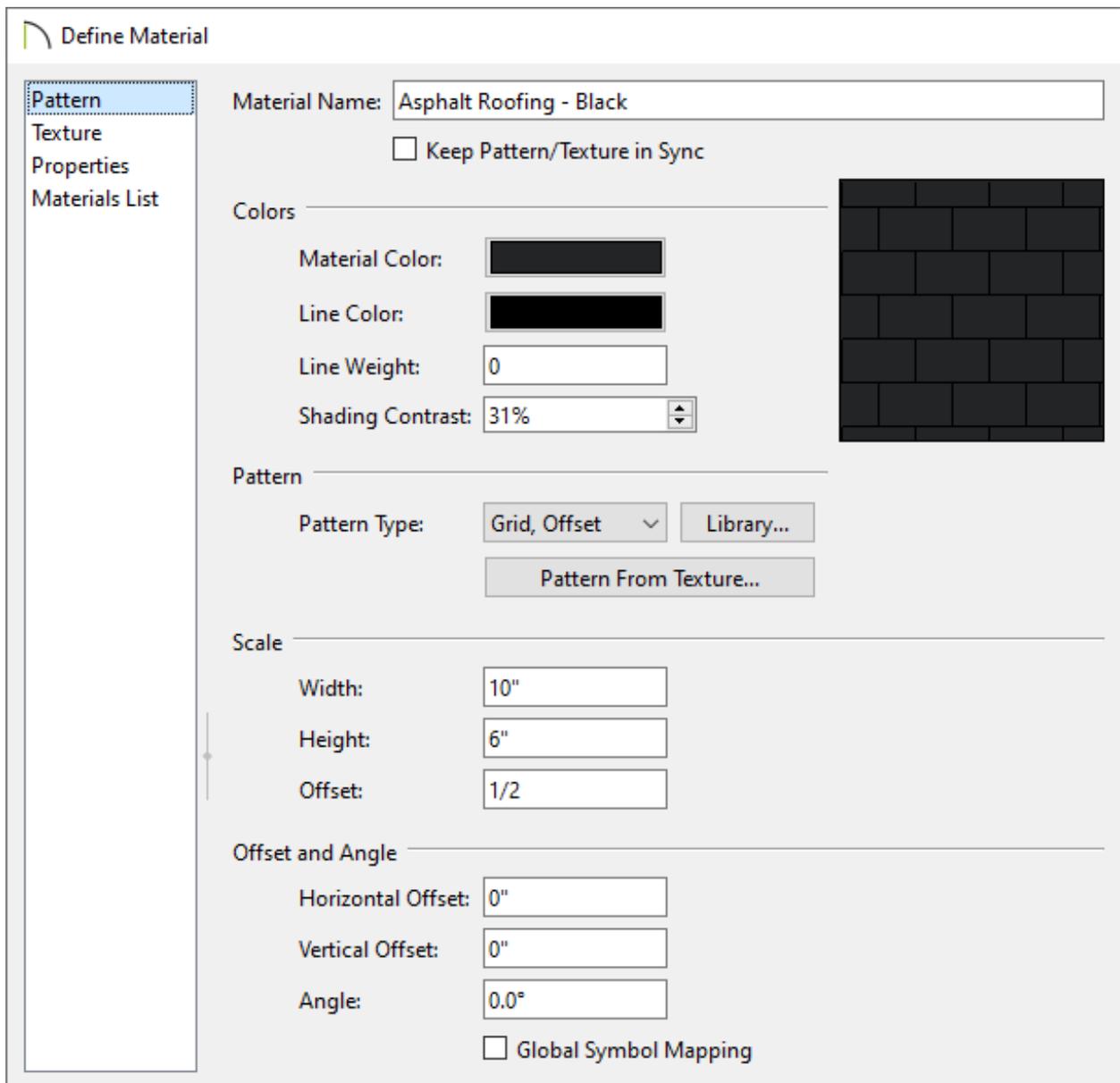
Texture

Properties

Materials List

- If a pattern is specified, it will mention the type of pattern, the preview square next to the Colors section will likely consist of lines, and many of the fields here will be editable.

In this example, you can see that we're now editing the "Asphalt Roofing - Black" material, which has a pattern of "Grid, Offset".



4. You can change the **Pattern Type** using the drop-down, click the **Library** button to choose a pattern from the Library, or use the **Pattern From Texture** button to generate a pattern based on an image.

In Chief Architect X15 and newer versions, custom patterns can be created using CAD, then specified using the Library button mentioned above. For more information, please see [Video # 259: Creating and Editing Custom Patterns](https://www.chiefarchitect.com/videos/watch/259/creating-and-editing-custom-patterns.html) (<https://www.chiefarchitect.com/videos/watch/259/creating-and-editing-custom-patterns.html>).

5. Once you have finished making changes to the material, click **OK**, and all instances

of this material in the plan file should now have the settings you specified.

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