

## Troubleshooting Missing Patterns in Orthographic or Vector Views

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Reference Number: **KB-00383**

Last Modified: **January 6, 2016**

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The information in this article applies to:



### QUESTION


I cannot see any patterns in my vector camera views and overviews. How can I solve this problem?

### ANSWER


Patterns are used to represent materials in Orthographic views, or using the Vector Rendering Technique, and can be thought of as a kind of fill style composed of CAD lines.

The display of patterns in Vector Views can be turned on or off, depending on your needs.

To toggle patterns in Orthographic or Vector Views


- Click on **3D> Toggle Patterns**  from the menu, while an Orthographic View is active.

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

- Alternately, you can open **Display Options**  for your currently active layer set for the view using the Vector rendering technique, navigate to the "Patterns, 3D Views" layer, and place a check mark in the **Disp** column.

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

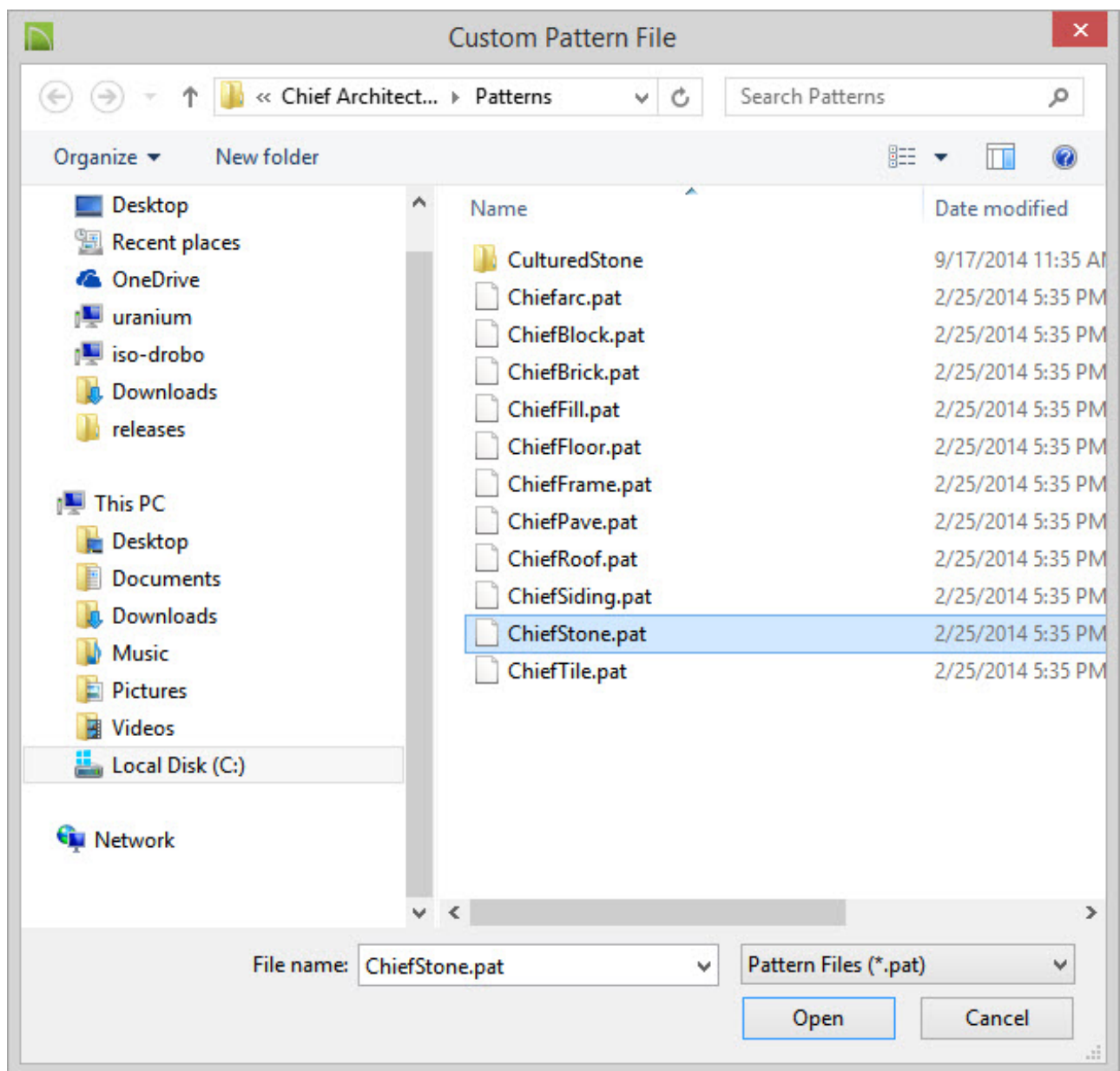
1. With your Vector view active, select **3D> Materials> Adjust Material Definition** .
2. Click on the material which does not display a pattern to display the **Define Material** dialog, and go to the **PATTERN** panel.

For the purposes of this example, we selected the "Rio Grand" River Rock stone from the El Dorado manufacturer catalog.

3. Under Pattern Source, select **Use Custom Pattern File**.

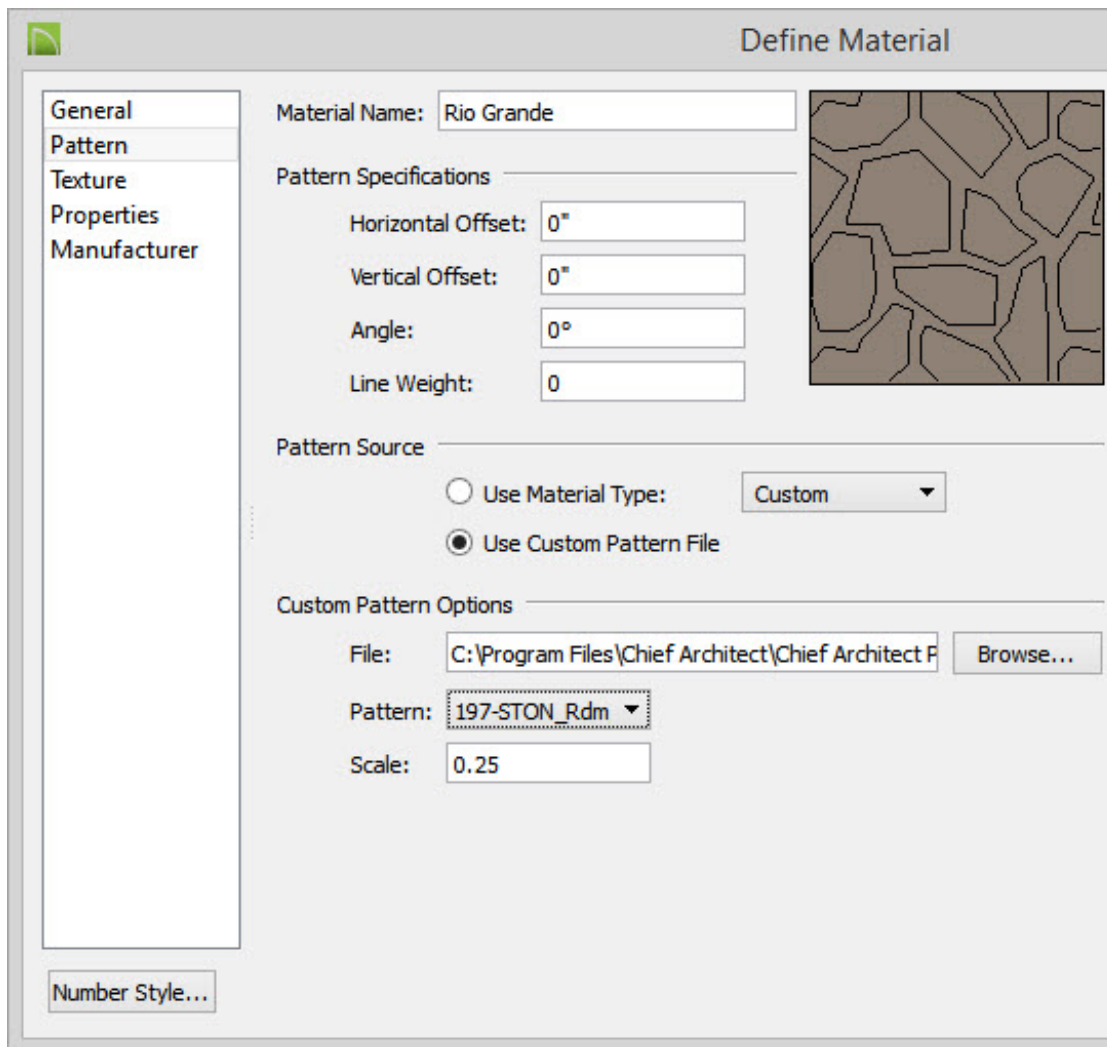
If you have a custom .pat file from another location, you can select it here.

4. By default, the File: field should locate the Chief Architect Patterns folder so that when you click on the **Browse** button, it displays a number of .pat files provided by Chief Architect.



For the purposes of this example, we will select ChiefStone.pat and click **Open**.

5. From the Pattern: drop down menu, select an appropriate pattern file that approximates the look of the stone.



You may need to adjust the **Scale** to see the preview of the pattern more easily.

6. 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 pattern applied.

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#### Related Articles

[Troubleshooting 3D Camera View Display Problems \(/support/article/KB-00106/troubleshooting-3d-camera-view-display-problems.html\)](/support/article/KB-00106/troubleshooting-3d-camera-view-display-problems.html)