

## Troubleshooting Why Floor and Ceiling Framing Doesn't Generate

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Reference Number: **KB-00400**

Last Modified: **July 16, 2021**

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The information in this article applies to:



### QUESTION

When I build framing for my model, the entire structure frames quite nicely. However, despite my best efforts, the floor and ceiling will not frame. Why won't the framing generate in these areas?



### ANSWER

Framing for the floor and ceiling will not generate, even if there is sufficient platform thickness for each, if certain attributes within the Room Specification dialog are set incorrectly. See the procedure below to ensure that these attributes within the Room Specification dialog are not conflicting with the framing of your model.

Trey ceiling framing is part of the roof framing component in Chief Architect. If you have recently created a trey ceiling, but you notice that the framing hasn't updated to accommodate the trey, try rebuilding your roof framing.

In X13 and newer versions, you can also select the tray ceiling polyline in your plan and click the Build Framing for Select Object(s) edit button to build the necessary framing.

To ensure that framing generates properly in your floor and ceiling platforms

1. Using the **Select Objects**  tool, click in a room in which floor and/or ceiling framing is not generating correctly, then click the **Open Object**  edit button.

**Note:** If all rooms on a particular floor are not generating floor and/or ceiling framing correctly, the Floor/Ceiling Platform properties may have been modified in the Default Settings. If this is the case, navigate to Edit> Default Settings, expand the Floors and Rooms category, then edit the Floor/Ceiling Platform category. Once in this dialog, skip to Step 3 in this article.

2. On the **STRUCTURE** panel of the **Room Specification** dialog, make sure that both the **Flat Ceiling Over This Room** and **Roof Over This Room** boxes are checked.

Room Specification

General  
**Structure**  
 Deck  
 Deck Support  
 Moldings  
 Wall Covering  
 Fill Style  
 Materials  
 Components  
 Schedule

**Absolute Elevations**

Floor Above:

Ceiling: 109 1/8"

Floor: 0"

Floor Below: -46 1/8"

**Relative Heights**

Rough Ceiling: 109 1/8"

Finished Ceiling: 107 5/8"

SWT To Ceiling: 109 1/8"

Ceiling Below: 33 1/2"

Stem Wall: 37 1/2"

SWT = Stem Wall Top

**Ceiling**

Roof Over This Room

Flat Ceiling Over This Room

Shelf Ceiling

Use Soffit Surface for Ceiling

Ceiling Structure: 5 1/2"   Default

Ceiling Finish: 5/8"   Default

**Floor**

Floor Under This Room

Floor Supplied by the Foundation Room Below

Monolithic Slab Foundation

Retain Floor/Ceiling Framing

Slab Pour Number / Framing Group: 1

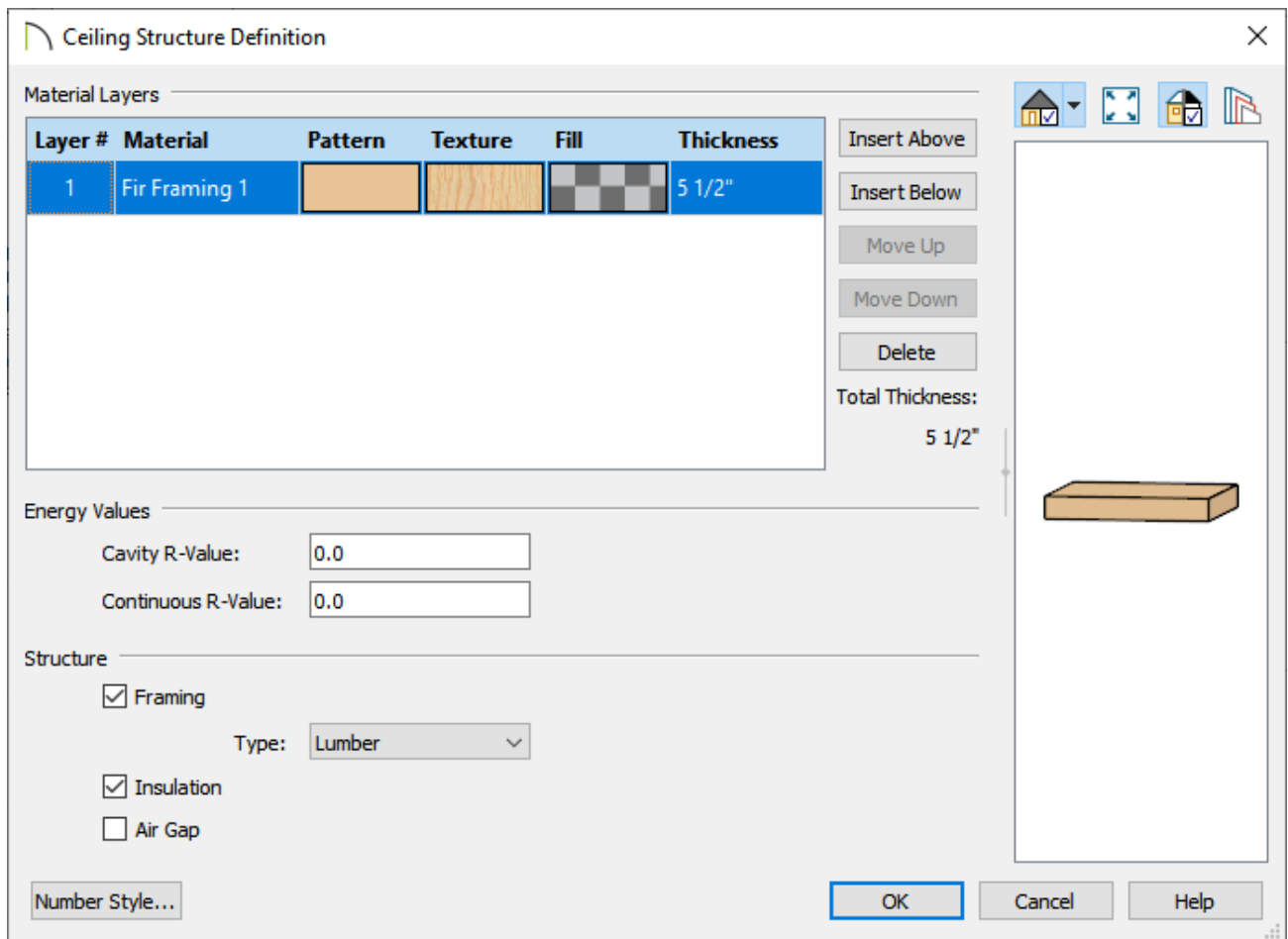
Floor Finish: 7/8"   Default

On Structure Resize:  Lock Floor Top  Lock Floor Bottom

Floor Structure: 12 5/8"   Default

If Flat Ceiling Over This Room is unchecked, the ceiling follows the underside of the roof or manually drawn ceiling planes.

- Next, with the **STRUCTURE** panel still active, click the **Edit** button next to Ceiling Structure to display the **Ceiling Structure Definition** dialog.

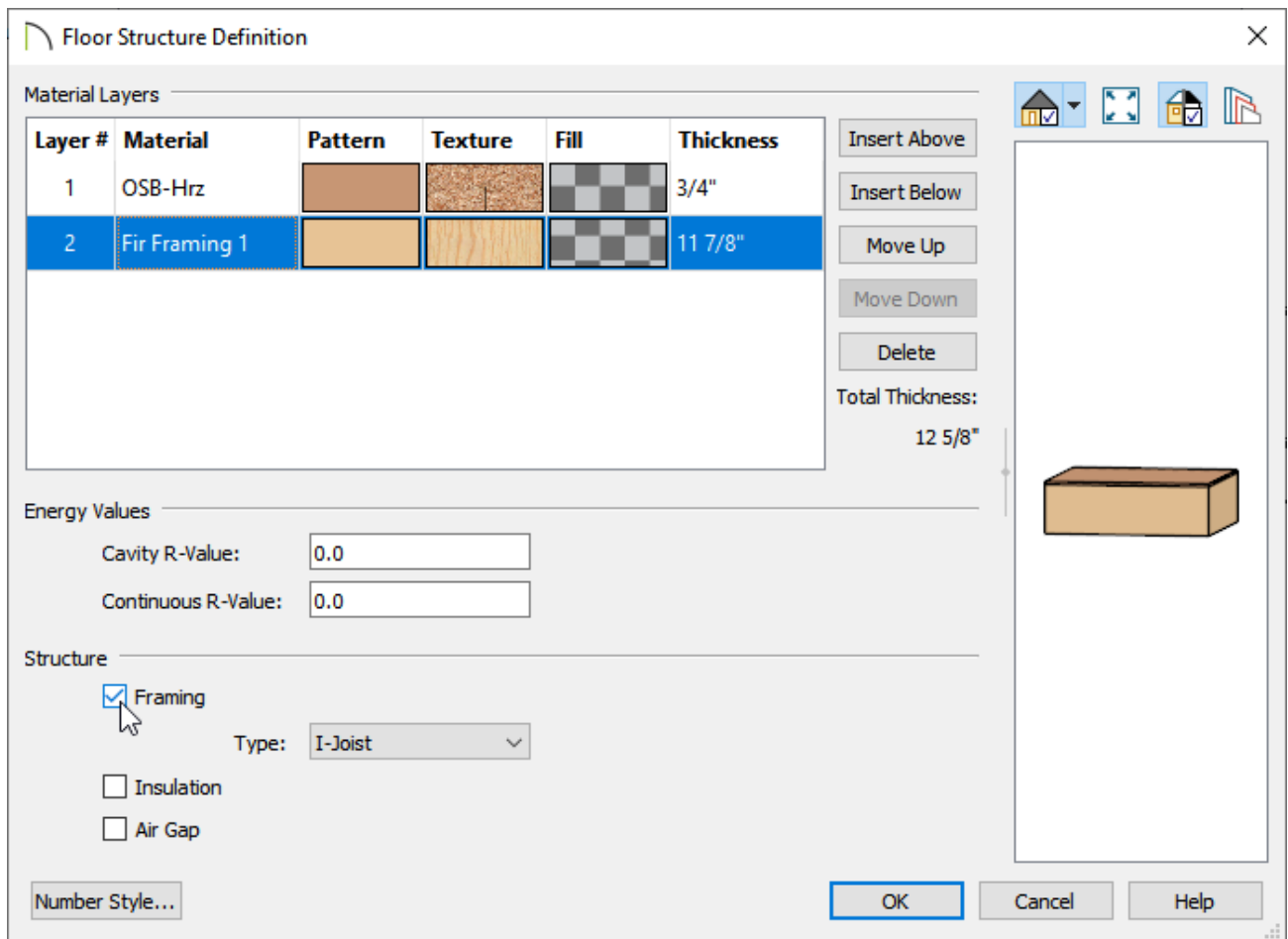



In X13, the **Framing** box needs to be checked for at least one of the Material Layers. When at least one layer has this box checked, specify the **Type** of framing, as well as an appropriate **Thickness**, then click **OK**.

In X12 and prior versions, a framing material needs to be specified for at least one of the Material Layers. You can click on the **Material** name for a specific layer to browse the Library for an appropriate framing material. Once one has been chosen, set the **Thickness** and **Structure Type** to your liking, then click **OK**. For reference, framing materials can be located by navigating to Chief Architect Core Catalogs> Materials> Framing.

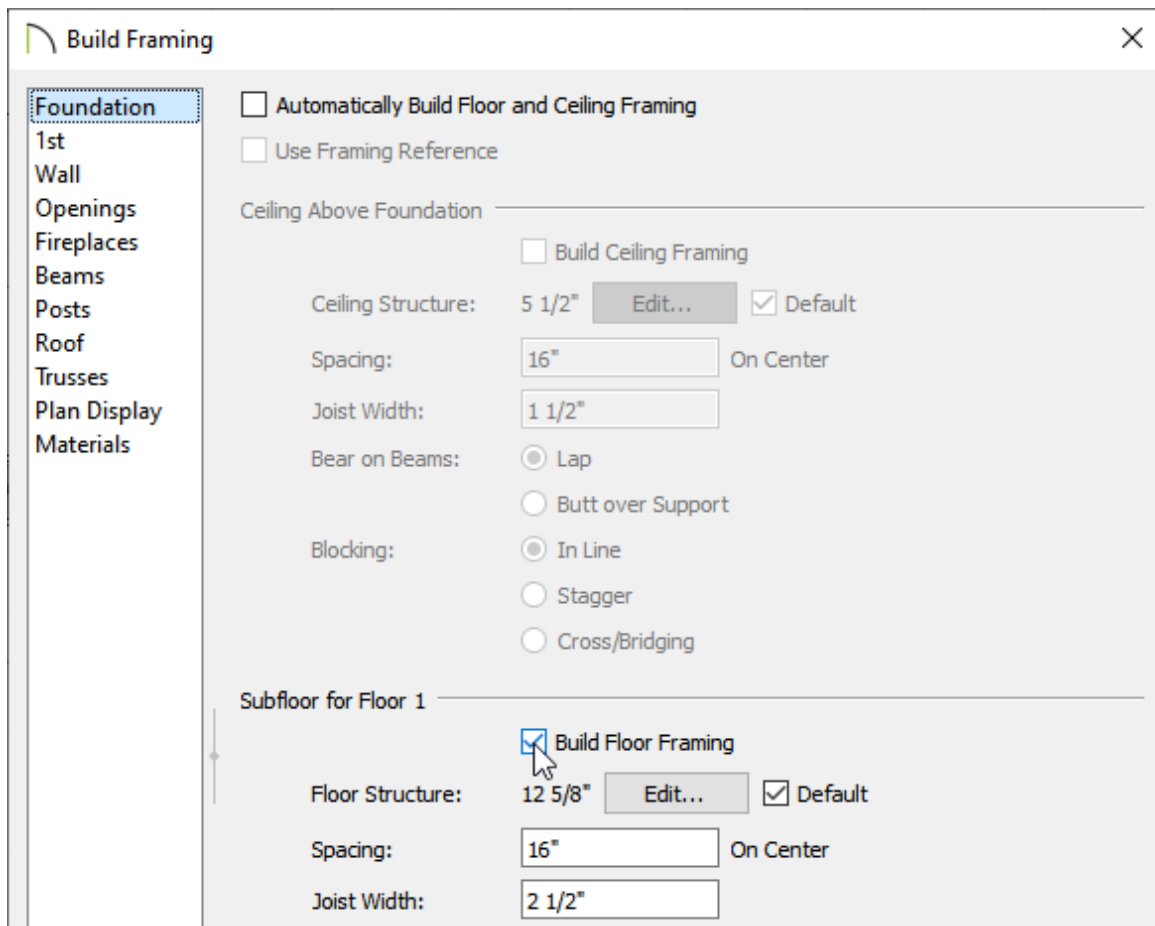
- ▾
📁 Framing
  - 📁 CA-B Pressure Treated Lumber
  - 📁 Fir Framing
  - 📁 Fir Stud 16" OC
  - 📁 Fir Stud 24" OC
  - 📁 LSL
  - 📁 PSL
  - 📁 Steel Stud 16" OC
  - 📁 Steel Stud 24" OC

4. Repeat this process for the Floor Structure, then click **OK**.



5. Staying on the **STRUCTURE** panel, make sure that the **Floor Under This Room** box is checked, then click **OK** to close the dialog and confirm the changes.
6. Now that you have verified that a Roof and Ceiling are set to be built, and the Floor and Ceiling Structure are specified correctly, select **Build> Framing> Build Framing**  from the menu.
7. In the **Build Framing** dialog, check the **Build Floor/Ceiling Framing** boxes for each floor (Foundation, 1st, 2nd, etc.) that you would like to generate framing for, then click **OK** to rebuild the selected framing types.

Do note that in order to create the floor framing for the 1st floor, a Foundation must be present.



You can also check the box for Automatically Build Floor and Ceiling Framing for each floor so that framing will be regenerated automatically anytime a change is made to the model.

#### Related Articles

- [Changing Joist Directions \(/support/article/KB-02932/changing-joist-directions.html\)](/support/article/KB-02932/changing-joist-directions.html)
- [General Framing Guidelines \(/support/article/KB-00465/general-framing-guidelines.html\)](/support/article/KB-00465/general-framing-guidelines.html)
- [Manually Drawing Framing Members \(/support/article/KB-00727/manually-drawing-framing-members.html\)](/support/article/KB-00727/manually-drawing-framing-members.html)



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