Chief Architect
Architectural Home Design Software

Changing an Object's Layer

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QUESTION

How do I change the layer that an object is on?

ANSWER

An object's layer can be changed using a variety of methods in Chief Architect. In this article, we will discuss the following:

- Changing the layer in Default Settings
- Changing the layer through the object's Specification dialog
- Using the Layer Painter tool
- Using the Layer Eyedropper tool
- Merging layers together

Changing the layer in Default Settings

Note: In most cases, changing the layer in the Default Settings will only affect new objects that are created. If you would like to change the layer for existing objects in a plan, please refer to one of the other methods mentioned below.

1. Navigate to **Edit> Default Settings** from the menu.

2. Choose a category you'd like to change the default layer for, then click the **Edit** button.

3. In the dialog that appears, select the LAYER or LINE STYLE panel.

4. Using the **Layer** drop-down menu, select the layer you would like these objects to be assigned to.

5. Click **OK** to confirm the change, then click **Done**.

Changing the layer through the object's Specification dialog

1. Using the **Select Objects** tool, click on the objects that you'd like to change the layer for, then click on the **Open Object** edit button.

> Multiple objects can be selected and modified all at once. To learn more, please see the "Group Selecting Objects" resource in the Related Articles section below.

2. In the object's **Specification** dialog, select the LAYER or LINE STYLE panel.

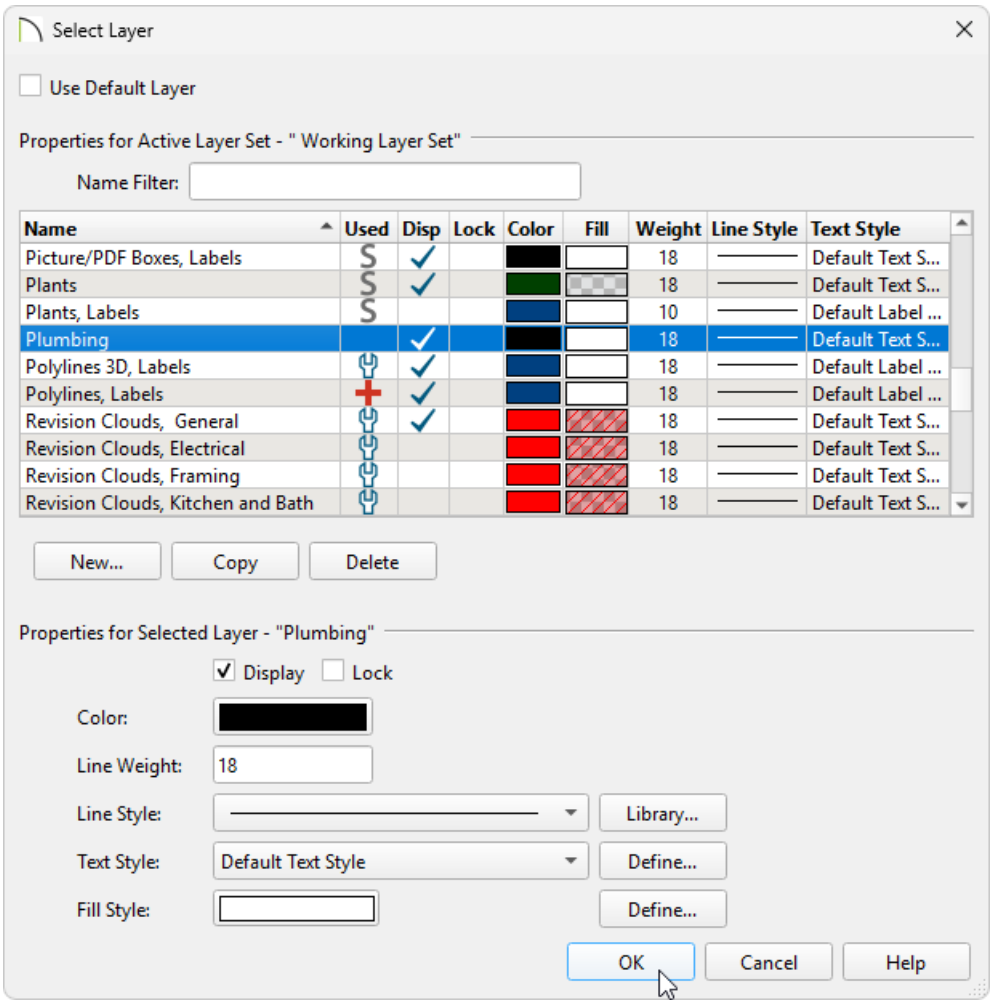
3. Using the **Layer** drop-down menu, select the layer you would like these objects to be assigned to.

4. Click **OK** to confirm the change.

Using the Layer Painter tool

1. Select **Tools> Layer Settings> Layer Painter** from the menu.

2. In the **Select Layer** dialog that displays, select the layer that you would like to assign objects to, make any desired modifications to the selected layer, then click **OK**.



3. Your cursor will now display the Layer Painter icon.Click on the objects that you would like to assign to your specified layer.When you are finished, press the **Spacebar** on your keyboard or click on the **Select Objects** tool.

Using the Layer Eyedropper tool

1. In any view, select **Tools> Layer Settings> Layer Eyedropper** from the menu.

2. Click on an object to load the assigned layer into the **Layer Painter**.

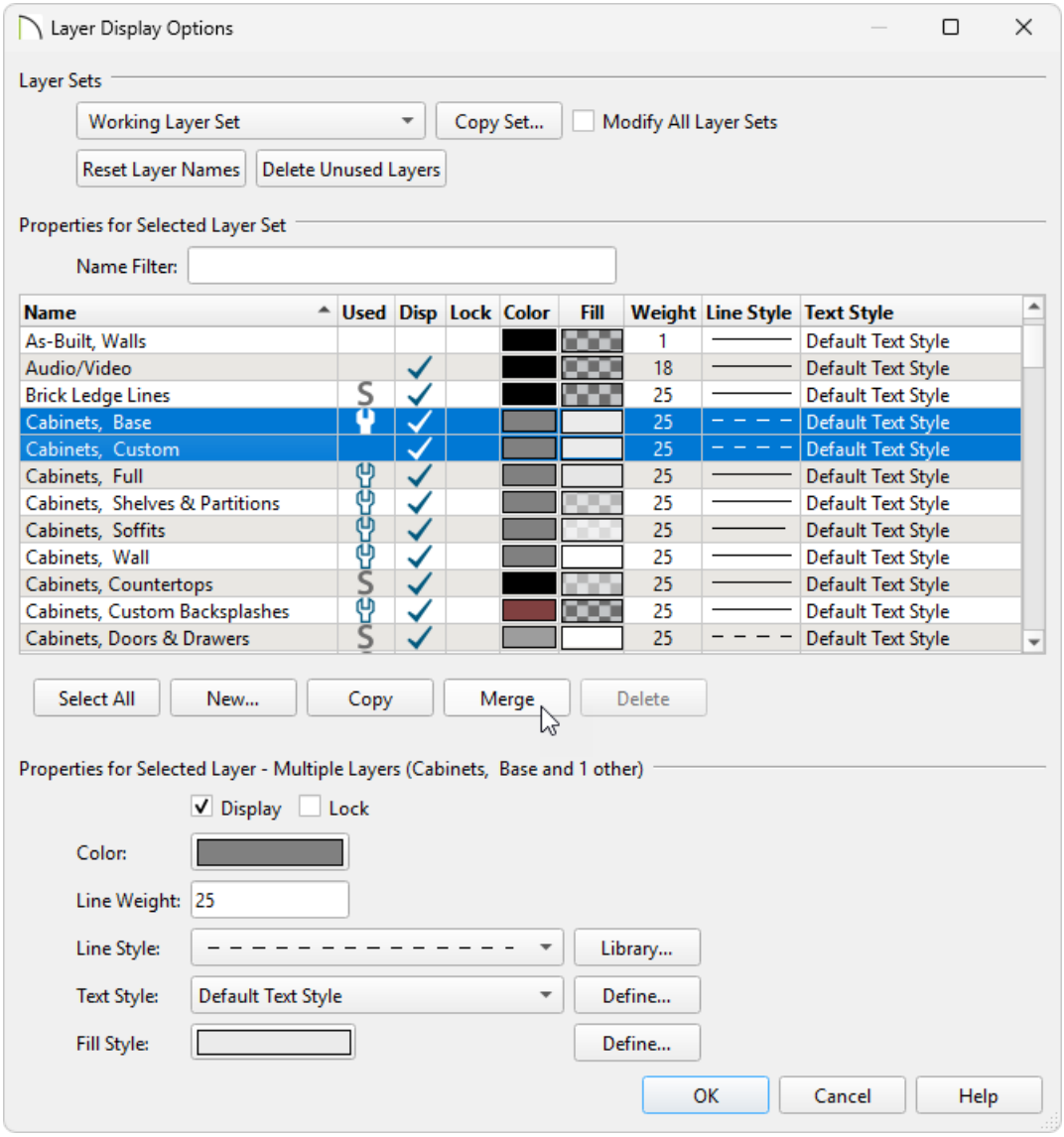
3. Your cursor will display the Layer Painter icon, and you can click on other objects to assign them to the selected layer.

Merging layers together

1. Select **Tools> Layer Settings> Display Options** from the menu.

2. In the **Layer Display Options** dialog that displays, select the two layers that need to be combined together using the **Control** key on Windows or **Command** on macOS. The first layer selected will be the one that is kept.

   You can also select a group of layers using **Shift** on both Windows and macOS.



3. Click the **Merge** button to merge the layers.

> **Note:** System layers and layers that are used in the Default Settings will not be removed, merged, or deleted.

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Related Articles

- Adjusting the Display of Wall Layers (/support/article/KB-00034/adjusting-the-display-of-wall-layers.html)
- Group Selecting Objects (/support/article/KB-00623/group-selecting-objects.html)
- Understanding Layer Sets (/support/article/KB-00765/understanding-layer-sets.html)
- Understanding Layers (/support/article/KB-03183/understanding-layers.html)

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