Chief Architect®
Architectural Home Design Software

Changing an Object's Layer

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The information in this article applies to:

PREMIER INTERIORS

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 *(Applies to X14 and newer program versions)*

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

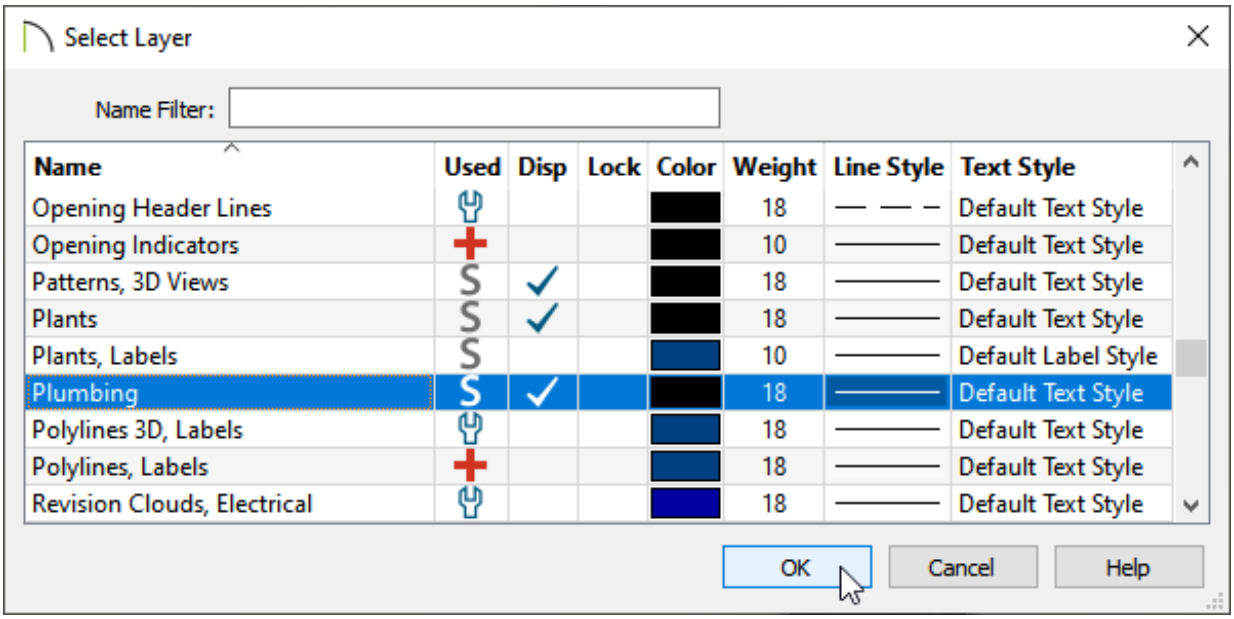
be assigned to.

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, 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, select 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.

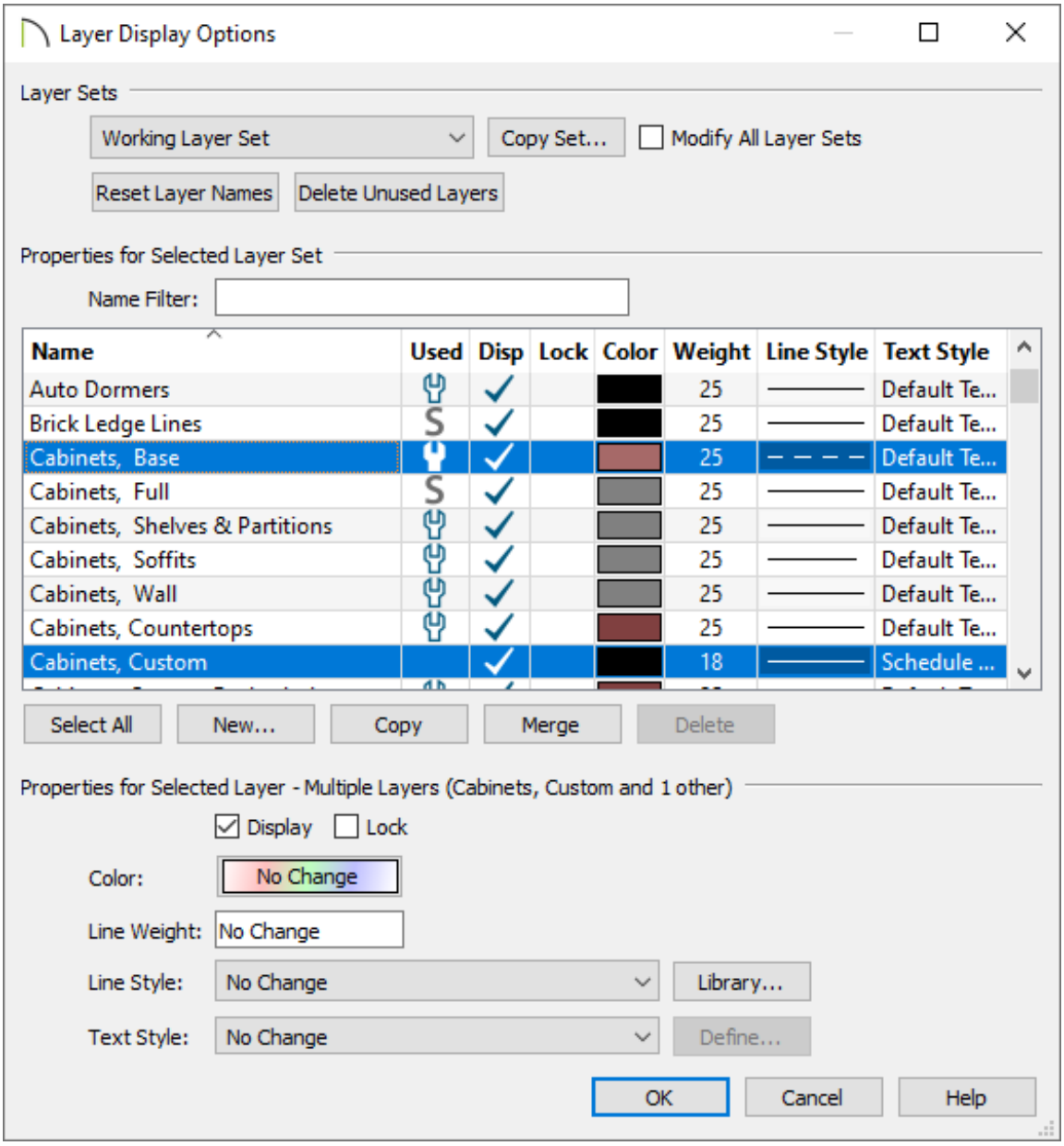
Merging layers together*

**Applies to X14 and newer program versions*

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.

Related Articles

- Toggling the Display of Wall Layers on and off(/support/article/KB-00034/toggling-

the-display-of-wall-layers-on-and-off.html)

Understanding Layer Sets (/support/article/KB-00765/understanding-layer-sets.html)

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