

Controlling a Symbol's Bounding Box

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The information in this article applies to:



QUESTION

I would like to modify the bounding box around an object. How can I accomplish this?






ANSWER

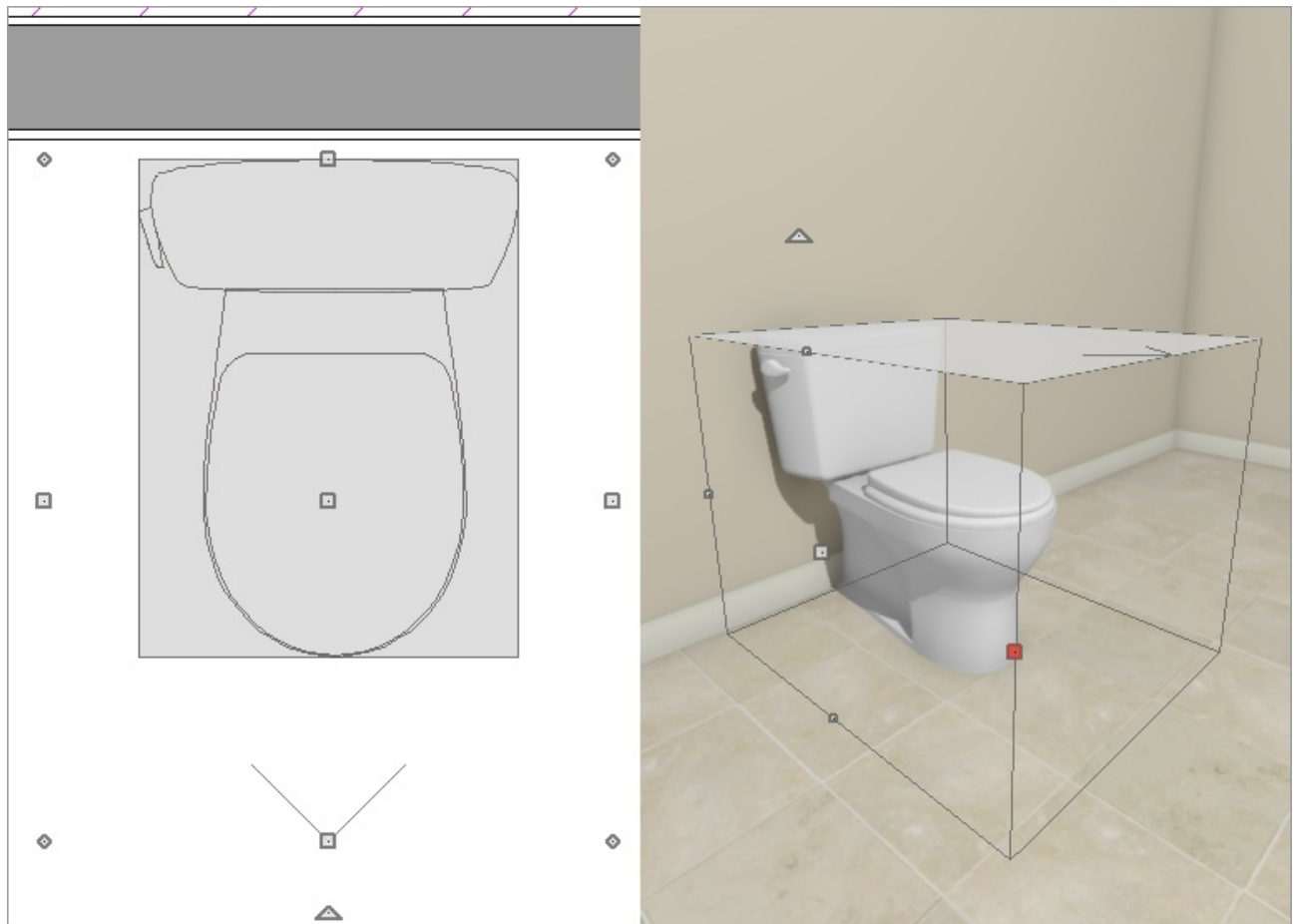
An object's bounding box determines the amount of space it requires in 3D, and thus how close it can be moved to other objects before it bumps into them. When a symbol is selected, its edit handles display around the perimeter of its bounding box.

When a symbol is first created, its bounding box is the same size as the actual 3D object, and in most cases this is appropriate. Some symbols in Chief Architect, however, such as toilets, have a larger bounding box to allow for extra space to their sides.

The bounding box also defines the select-able area around a symbol: when you click within an object's bounding box, it will become selected. Similarly, the bounding box affects whether an object is included in a selection marquee.

To view an object's bounding box


1. Select **View> Library Browser** , and browse to **Chief Architect Core Catalogs> Architectural> Fixtures> Toilets**, and select the **Standard Toilet** symbol.
2. Click in the drawing area to place the selected toilet at that location.
3. Select **3D> Create Perspective View> Full Camera**  from the menu, then click and drag a camera arrow towards the symbol.
4. Using the **Select Objects**  tool, click on the toilet to select it.
5. Note that the edit handles clearly extend out to the sides, and the front of the actual toilet itself in both the 2D and 3D views.

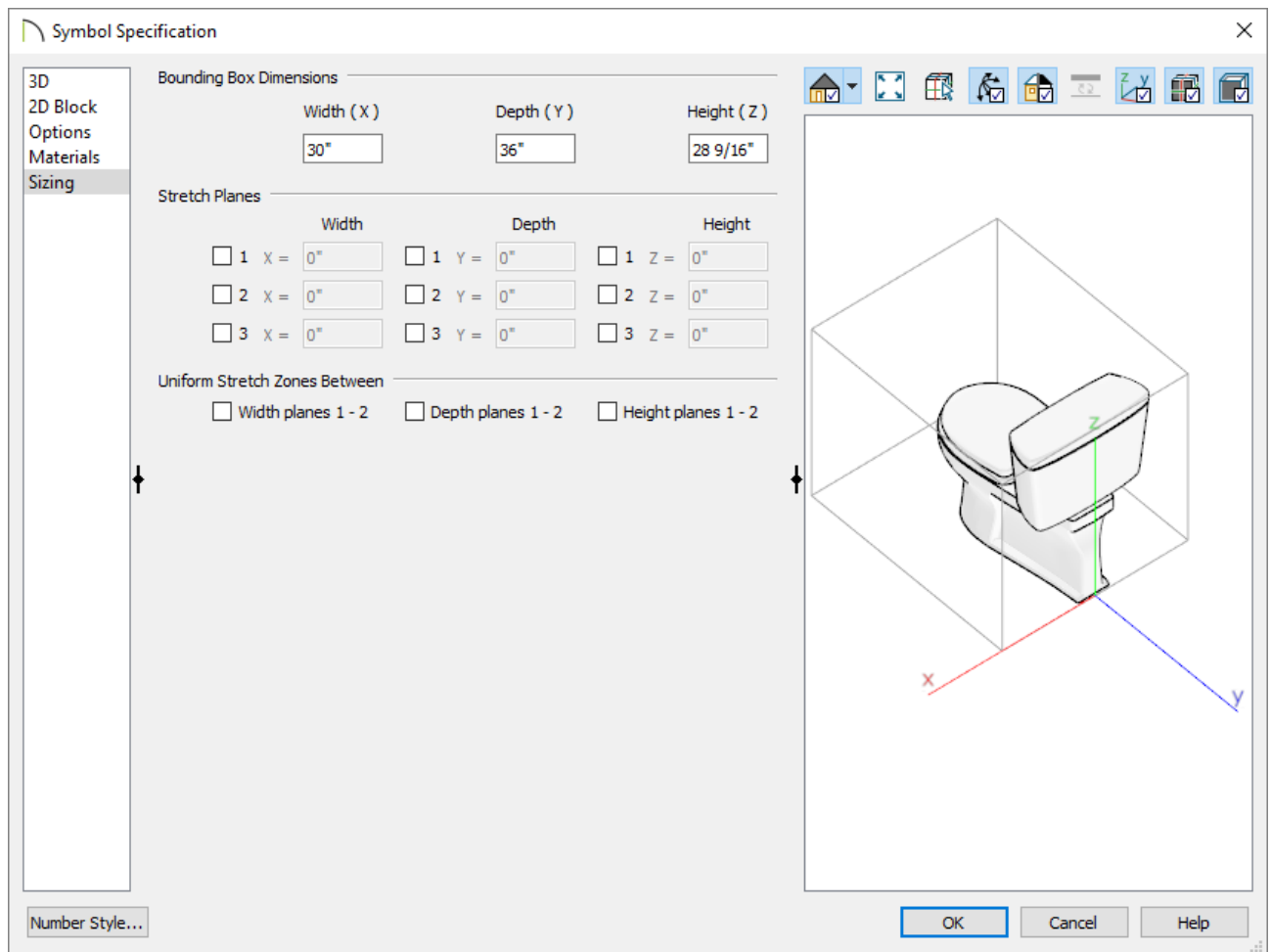


To tile the two views side-by-side, select **Window > Tile Vertically**  from the menu.

Now that you have observed the size of the toilet's bounding box, you are ready to make modifications to it.

To adjust a symbol's bounding box

1. With the toilet still selected, click on the **Open Symbol**  edit button.
2. On the **SIZING** panel of the **Symbol Specification** dialog that opens, under Bound Box Dimensions:




- Specify the **Width (X)** of the bounding box. This is always centered on the symbol's origin point.
- Specify the **Depth (Y)** of the bounding box. This is measured from the symbol's origin point towards its front.
- Specify the **Height (Z)** of the bounding box. This is measured from the symbol's origin point towards its top.
- For many symbol categories, including furnishings and fixtures, the origin is located at the bottom, back, center point of the symbol, as shown here with this toilet.

Note: A symbol's actual size cannot be changed in the Symbol Specification dialog. Bounding box dimensions are measured from the symbol's origin with 1/16" accuracy. These options are not available when multiple symbols are selected.

3. Once all desired changes have been made, click **OK** to apply them and close the dialog.


Now you can add the modified symbol to the User Catalog in the Library Browser.


To add the modified toilet to the Library Browser

1. With our newly edited symbol still selected, click on the **Add to Library**  + edit button to add this modified object to the **User Catalog**.
2. The edited toilet symbol is now ready to be added to future plans, and if you try to place it into a location where there is not enough space for it, you will receive the warning message, "Area too constricted, could not position fixture or furniture item here."

You can now use the information that you learned in this tutorial to apply to other objects that you might want to edit the setback on.

Related Articles

 [Creating a Symbol that Sits on the Roof \(/support/article/KB-01042/creating-a-symbol-that-sits-on-the-roof.html\)](/support/article/KB-01042/creating-a-symbol-that-sits-on-the-roof.html)

 [Locating and Importing 3D Symbols \(/support/article/KB-00117/locating-and-importing-3d-symbols.html\)](/support/article/KB-00117/locating-and-importing-3d-symbols.html)