

Removing Moldings from Floors, Rooms, and Walls

Reference Number: **KB-00319**

Last Modified: **October 14, 2021**

The information in this article applies to:



QUESTION


Whenever I create a 3D view of the interior of my structure I see base molding. Why is this, and how do I get rid of the base molding from an entire floor, a specific room type, or just a single wall?

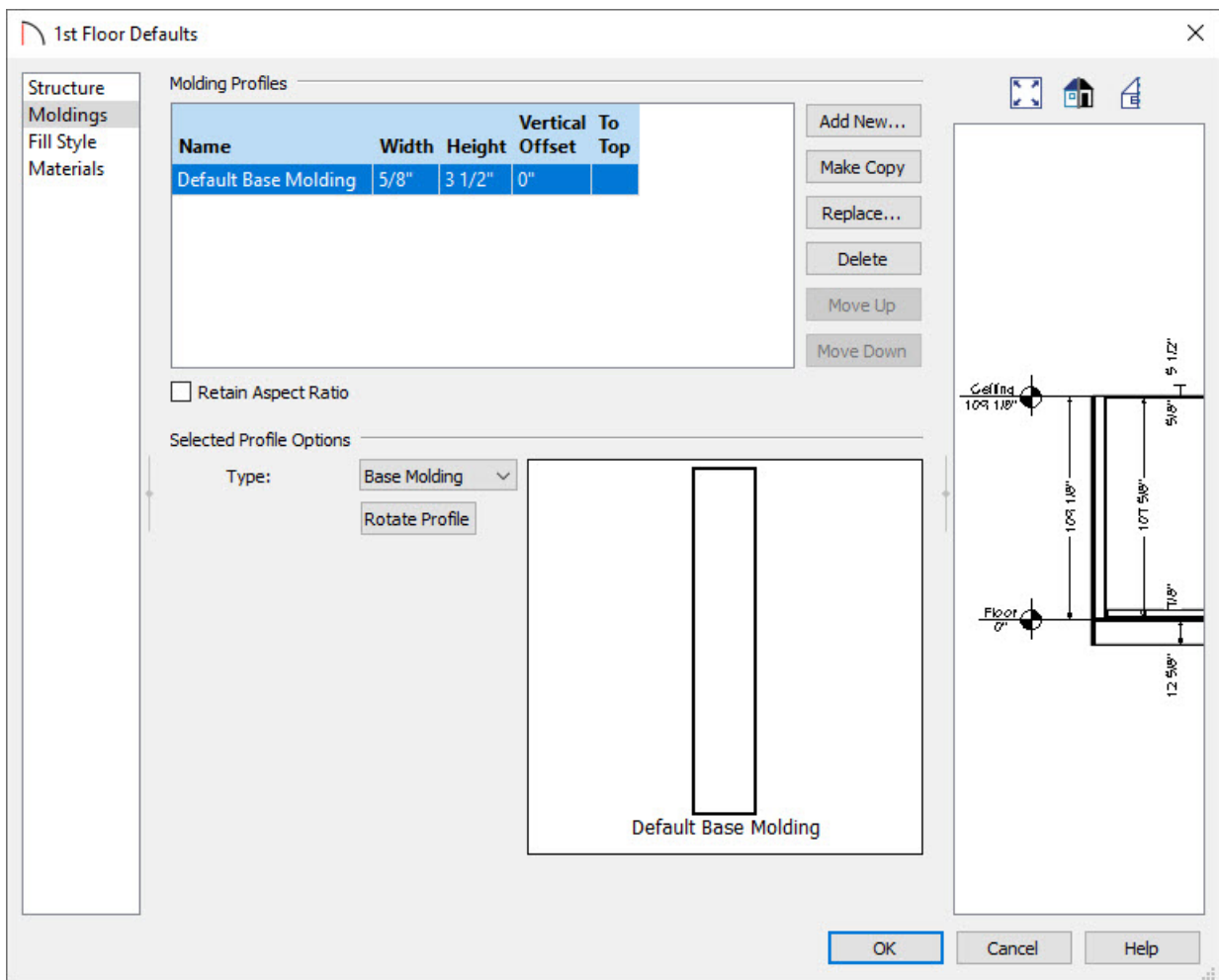
ANSWER

Base molding appears by default once a room is defined in Home Designer. There are multiple ways of modifying or removing moldings, including:

- [Modifying or removing moldings from an entire floor](#)
- [Modifying or removing moldings from a specific room type](#)
- [Modifying or removing moldings from a room](#)
- [Modifying or removing moldings from a wall](#)


To modify or remove a molding from an entire floor

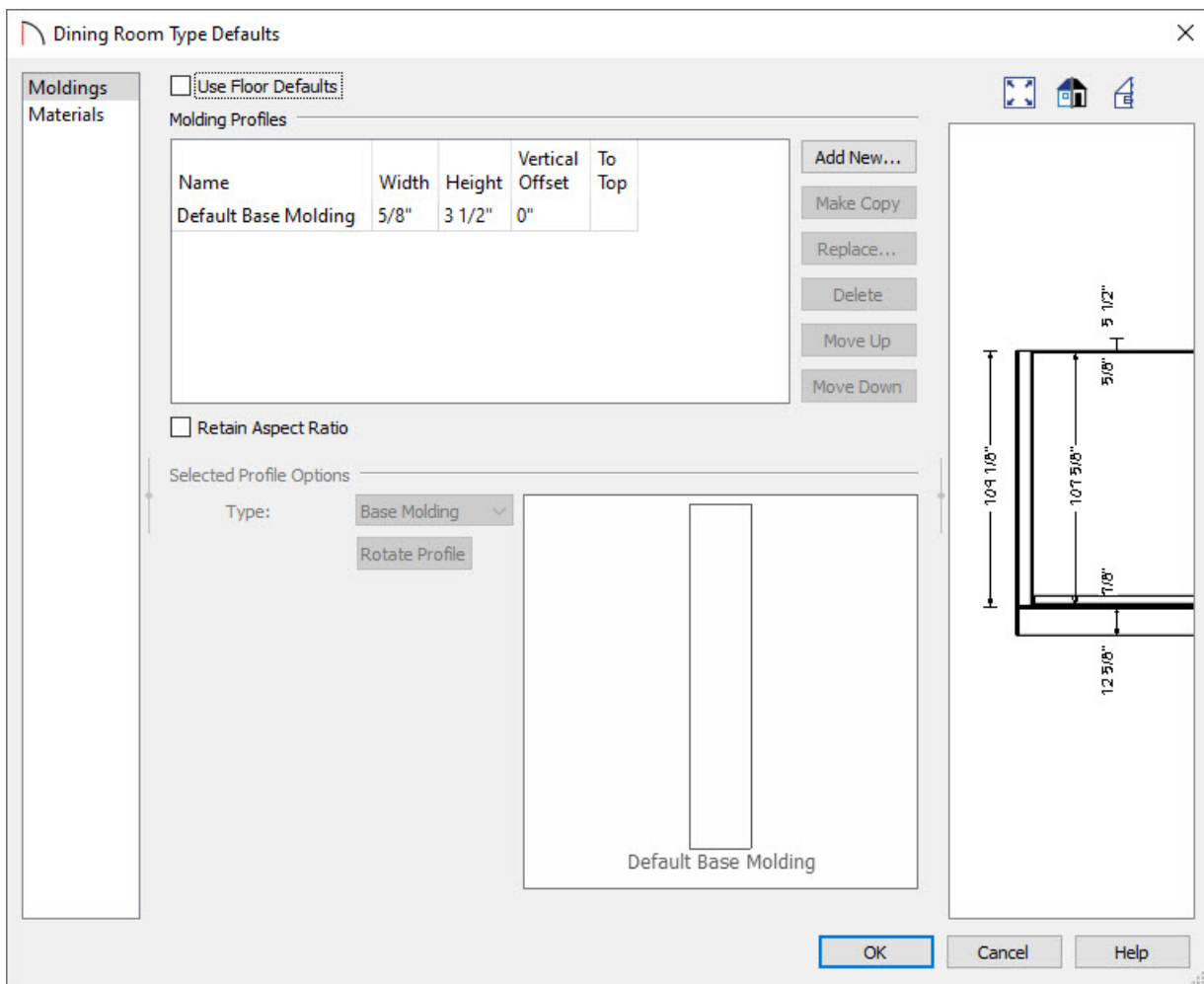
1. Click on **Edit> Default Settings**  and expand both the **Floors and Rooms** and **Floor Levels**.
2. Select the floor level you'd like to modify and click **Edit**.
3. Navigate to the **MOLDINGS** panel to make modifications to all the moldings on this floor.



- Click the **Add New** button If you want to add additional moldings to the room.
- Click the **Replace** button If you want to change the existing selected molding to another molding.
- Click the **Delete** button if you want to remove the selected molding.

To modify or remove a molding from a specific room type



1. Click on **Edit> Default Settings**  and expand **Floors and Rooms**.
2. Select **Room Types** and click **Edit**.
3. Choose the specific room type you'd like to modify and click **Edit**.
4. In the **Room Type Defaults** dialog, uncheck **Use Floor Defaults**.




- Click the **Add New** button If you want to add additional moldings to the room.
- Click the **Replace** button If you want to change the existing selected molding to another molding.
- Click the **Delete** button if you want to remove the selected molding.
- If you want to restore the default base molding in this room, simply replace the checkmark next to **Use Floor Default**.

5. Lastly, click the **OK** button to close out of this dialog window.

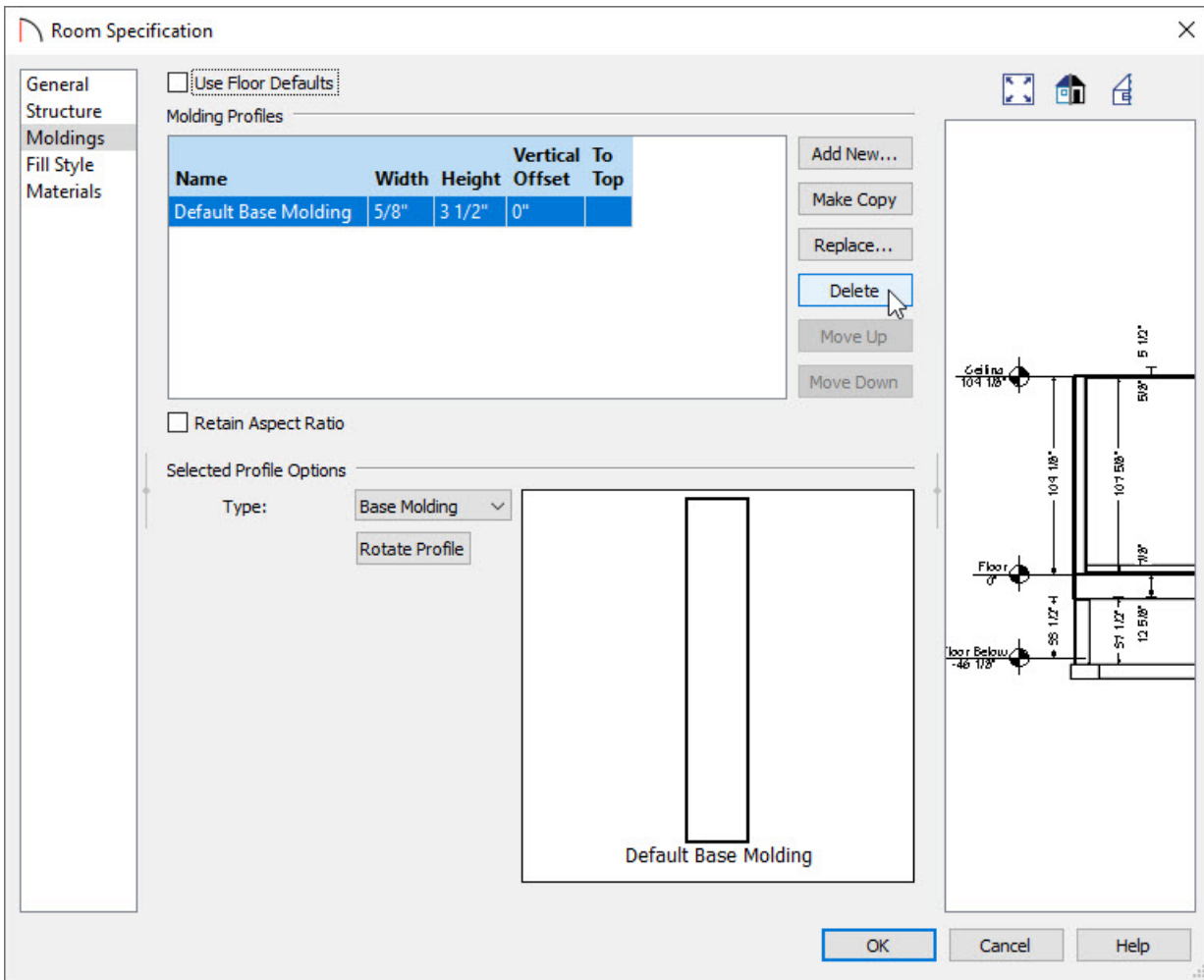
To modify or remove a molding from a room

1. Using the **Select Objects**  tool, click inside of the room to select it, then select the **Open Object**  edit tool.

Multiple rooms can be selected by holding down the Control key on Windows or Command key on Mac while using the **Select Objects**  tool.

If another object in the room initially selects, use the Next edit tool, or press the Tab key on your keyboard, to select the next object until the Status Bar indicates that you have the Room highlighted.



2. In the **Room Specification** dialog, select the **MOLDINGS** panel and uncheck **Use Floor Defaults**.

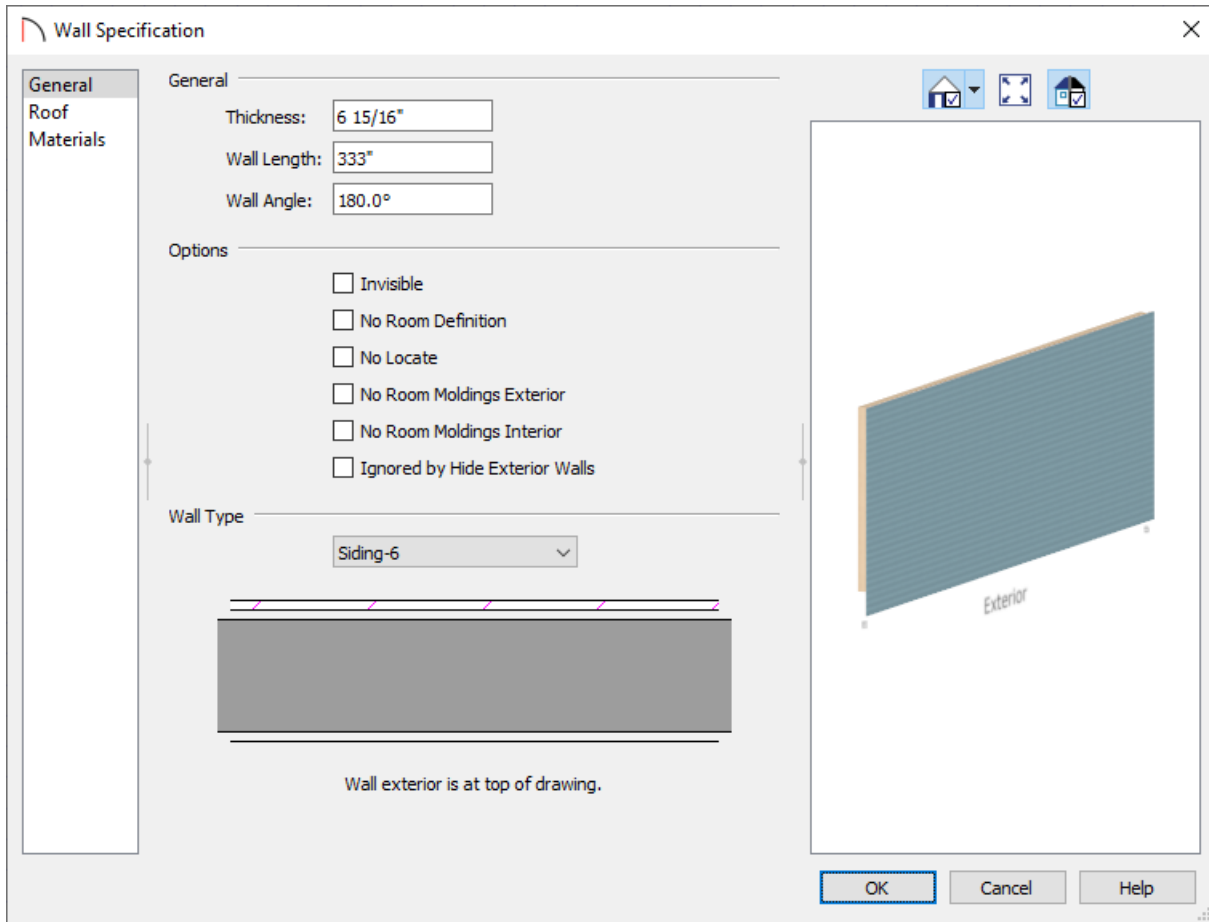


- Click the **Add New** button If you want to add additional moldings to the room.
- Click the **Replace** button If you want to change the existing selected molding to another molding.
- Click the **Delete** button if you want to remove the selected molding.
- If you want to restore the default base molding in this room, simply replace the checkmark next to **Use Room Default**.

3. Lastly, click the **OK** button and then create a new 3D view of the interior of the structure.

To modify or remove the moldings from a wall

1. Using the **Select Objects**  tool, click on a wall to select it, then select the **Open Object**  edit tool.
2. In the **Wall Specification** dialog, select **No Room Moldings Exterior** or **No Room Moldings Interior** depending on if you want the moldings off on the exterior side of the wall or the interior side.



3. Lastly, click the **OK** button and then create a new 3D view of the interior of the structure.