# Removing Moldings from Floors, Rooms, and Walls

Reference Number: **KB-00319** Last Modified: **July 25, 2023** 

The information in this article appliesto:



## 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
- <u>Modifying or removing moldings from a room</u>
- <u>Modifying or removing moldings from a wall</u>

#### 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.

1st Floor Defaults		×
Structure Molding Profiles		III 💼 🔒
Structure Moldings Fill Style Materials Mame Default Base Molding Retain Aspect Ratio Selected Profile Options Type:	Replace Delete Move Up Move Down	
	Default Base Molding	
	OK	Cancel Help

- 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.

	Use Floor Defaults			🖾 🏦 付	
rials Molding Profile Name Default Base	folding 5/8"	and the second se		Add New Make Copy Replace Delete Move Up Move Down	12 5/8" 

- 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 for this room type, simply check the **Use Floor Defaults** box.
- 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**  $\searrow$  tool, click inside of the room to select it, then select the **Open Object**  $\prod$  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**  $\searrow$  tool.

If another object in the room initially selects, use the Select Next Object 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**.

Use Floor Defa	ults		
Name	Vertical To Width Height Offset Top	Add New	
Default Base Mo	lding 5/8" 3 1/2" 0"	Make Copy Replace	
		Delete N	
		Move Up	
		Move Down	
Retain Aspect	Ratio		
Selected Profile Op	tions		104 1/8*-
Type:	Base Molding V		Ī
	Rotate Profile		Figure 1
			100 r Below
	De	efault Base Molding	

- 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 check the **Use Floor Defaults** box.
- 3. Lastly, click **OK** to confirm the change.

#### To modify or remove the moldings from a wall

- 1. Using the **Select Objects**  $\geqslant$  tool, click on a wall to select it, then select the **Open Object**  $\prod$  edit tool.
- On the GENERAL panel of the Wall Specification dialog, select No Room Moldings Exterior and/or No Room Moldings Interior, depending on if you want the moldings off on the exterior side of the wall or the interior side.

Nall Specifi	cation		×
General Roof Materials	General Thickness: Wall Length: Wall Angle: Options	6 15/16"     333"     180.0°     Invisible     No Room Definition     No Locate     No Room Moldings Exterior     No Room Moldings Interior     Ignored by Hide Exterior Walls     Siding-6     Wall exterior is at top of drawing.	Exterior
			OK Cancel Help

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

Moldings can also be removed from walls that have objects touching them. To remove a molding between a wall and an object, open the object in question up to specification, such as a cabinet, then check the Suppress Adjacent Room Moldings box located on the General panel.

#### Related Articles

Adding a Decorative Crown Molding to a Room (/support/article/KB-00541/adding-a-decorative-crown-moldingto-a-room.html)

Applying Moldings to Cabinets (/support/article/KB-00887/applying-moldings-to-cabinets.html)
Assigning Room Moldings (/support/article/KB-00577/assigning-room-moldings.html)

© 2003-2023 Chief Architect, Inc. All rights reserved // Terms of Use (https://www.chiefarchitect.com/company/terms.html) // Privacy Policy

(https://www.chiefarchitect.com/company/privacy.html)