

# Controlling Snap Settings

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Reference Number: **KB-00377**

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The information in this article applies to:



## QUESTION

When I try to move an object into place, it seems to bump and snap at locations that I don't want it to. How can I temporarily override these settings, or turn them off?

## ANSWER

There are several snap settings in Home Designer that affect how objects are created and how they can be edited:

- **Object Snaps**, which snap objects to other objects.
- **Angle Snaps**, which snap objects at specific angles. Angle snaps allow you to draw walls, lines, and other objects at angles in 15 ° increments. Angle Snaps also affect the way objects rotate.
- **Grid Snaps**, which snap objects to points on a grid. Each grid box is 1" x 1" (10mm x 10mm) by default.
- **Bumping/Pushing**, which controls whether objects bump into each other.

To learn more about these snap settings, select **Help > Launch Help ?**, and search the keyword 'snap' to review your program's information on this topic.

## To temporarily disable snap settings

1. Using the **Select Objects**  tool, click on the object you want to move.
2. On your keyboard, press and hold down the **Ctrl** key if you are on Windows PC, or the **Command** key if you

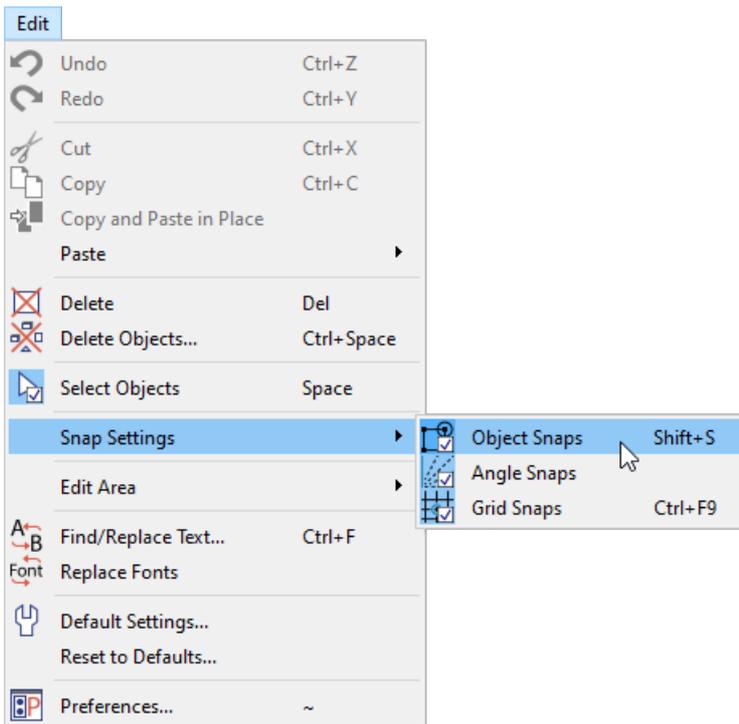
are on a Mac while dragging the **Move**  edit handle.

3. Once the object is placed where you want, you can release the **Ctrl** or **Command** key, and repeat this process for any other objects you want to position without restrictions.

This procedure works in either your 2D Floor Plan view, or in a 3D Camera view.

## To toggle snap settings on/off

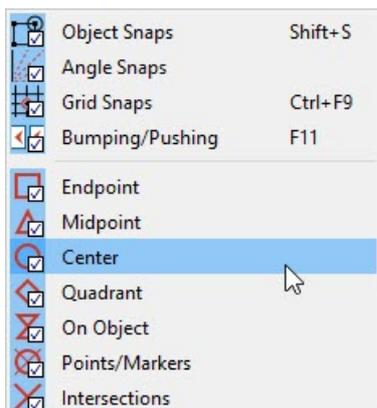
1. Navigate to **Edit> Snap Settings** from the menu to see the available snap settings in your program.



2. Click on an option to toggle it on or off, depending on its current state.

**Note:** Bumping/Pushing can only be toggled in Home Designer Pro.

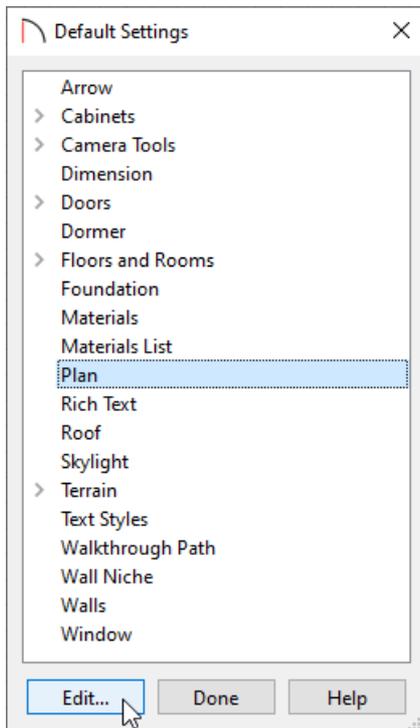
Additionally, Home Designer Pro can control what Object Snaps are enabled and disabled, including the Endpoint, Midpoint, Center Quadrant, On Object, Points/Markers, and Intersection options.



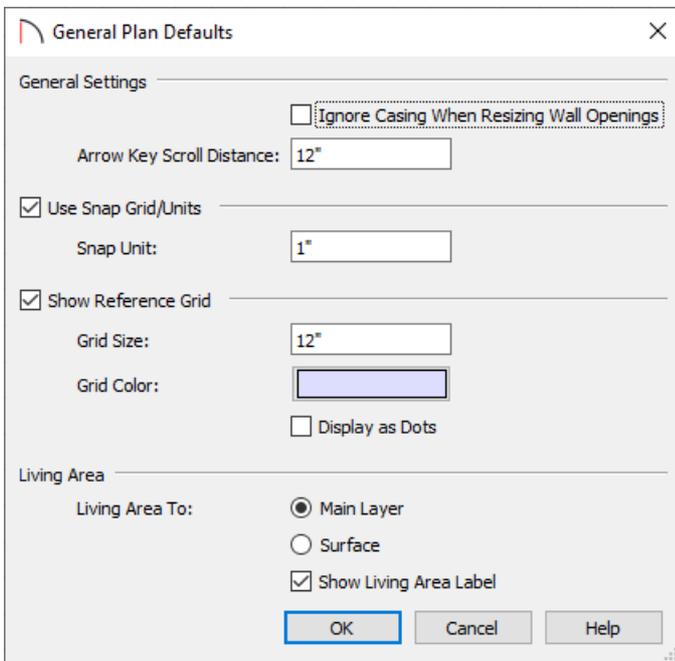
It is recommended that Angle Snaps are only disabled while making a single change. Once that change has been completed, it is best to re-enable Angle Snaps.

## To change the grid snap unit

1. Navigate to **Edit> Default Settings**  from the menu.
2. Select the **Plan** category and click the **Edit** button.



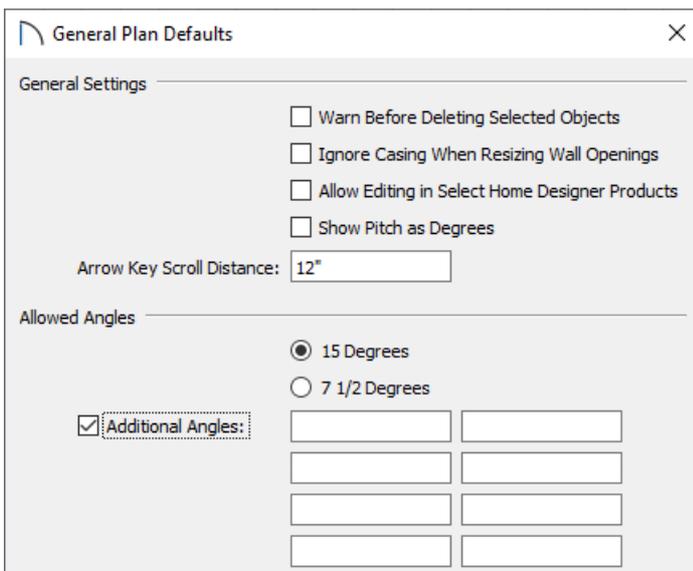
3. In the **General Plan Defaults** dialog that displays, change the **Snap Unit** to your liking. By default, this is set to a value of 1" (10mm).



## To add or change allowed angle values for Angle Snaps\*

\*Applies to Home Designer Pro Only

1. In Home Designer Pro, navigate to **Edit > Default Settings** , select the **Plan** category, then click the **Edit** button.
2. In the **General Plan Defaults** dialog which displays, under the Allowed Angles section, you can switch between **15 Degrees** and **7 1/2 Degrees**. You can also check the **Additional Angles** checkbox and add custom values for which Angle Snaps will work with.



### Related Articles

- [📄 Correcting Crooked Walls or Lines \(/support/article/KB-00311/correcting-crooked-walls-or-lines.html\)](/support/article/KB-00311/correcting-crooked-walls-or-lines.html)
- [📄 Understanding Persistent Pointer Icons \(/support/article/KB-03143/understanding-persistent-pointer-icons.html\)](/support/article/KB-03143/understanding-persistent-pointer-icons.html)

