

Fixing Wall Display Issues

Reference Number: **KB-00379**

Last Modified: **July 23, 2021**

The information in this article applies to:



QUESTION

A number of walls on my plan are invisible in 3D views, though I can select them and edit them in Plan view. They are not set as Invisible. How do I correct this?



ANSWER

Typically, this means that a room is defined with a floor and ceiling height that are the same. Often, the value for both Floor Height and Ceiling Height are set to zero or another very low value.

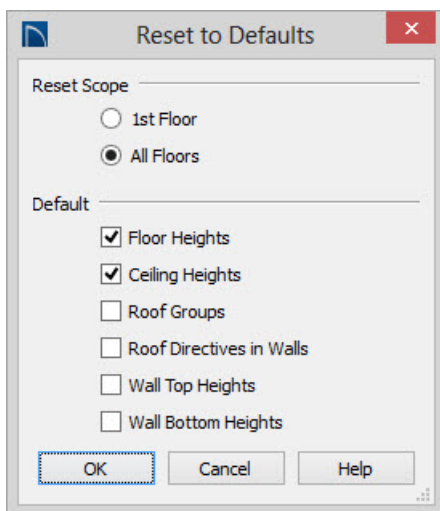
To correct this, first check your Floor Defaults to make sure that your Finished Ceiling Height value is set to a reasonable number and, if needed, adjust this value. Second, reset your Floor and Ceiling Heights on the floor where the walls are not currently displayed.



To check the default settings

1. Click **Edit> Default Settings** from the menu.
2. Select the 'Floor' category and click the **Edit** button.
3. Verify that the floor and ceiling heights on the **STRUCTURE** panel are correct.

To reset your Floor and Ceiling Heights

1. From the menu, select **Edit> Reset To Defaults**.
2. In the **Reset to Defaults** dialog



- o Set the **Reset Scope** to **All Floors**.
 - o Under the **Default** section, check the boxes next to **Floor Heights** and **Ceiling Heights**.
 - o Click **OK**.
3. Select **Build> Floor> Rebuild Walls/Floors/Ceilings** , or press the **F12** shortcut key on your keyboard.
 4. To see the changes in a 3D View, from the menu select **3D> Create Perspective View> Full Camera** .
 5. Click inside the room and drag to create a new camera view.

Related Articles

[Adjusting Render Camera Quality \(/support/article/KB-00399/adjusting-render-camera-quality.html\)](/support/article/KB-00399/adjusting-render-camera-quality.html)

