

# Understanding Persistent Pointer Icons

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The information in this article applies to:
















## QUESTION

I have an icon that is following my mouse pointer when using the program. What is causing this to occur, and how do I fix it?

## ANSWER


Persistent icons that follow your mouse pointer may indicate an uncommon setting is enabled or disabled, an edit behavior other than the Default is selected, the structure or the terrain in the plan needs to be rebuilt, or an object, such as a wall, is not connecting properly or is at an irregular angle.

In this article, we will describe the various icons that may appear and how to control them.

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## Angle Snaps



Angle Snaps allow you to draw walls, lines, and other objects at specified Allowed Angles. They also affect the way objects rotate, the radius of arcs, and a variety of other operations. You can specify the Angle Snap increment in the General Plan Defaults. Because drawing at regular angles is extremely important, when Angle Snaps are disabled, the icon above will follow the mouse pointer. To toggle Angle Snaps on and off, navigate to **Edit> Snap Settings> Angle Snaps** .



## Alternate Edit Behavior

### Alt

The Alternate edit behavior is the second primary edit behavior mode, with the first being the Default. When this mode is active, the icon above will follow the mouse pointer. To switch between edit behaviors, navigate to **Edit> Edit Behaviors** .


## Move Edit Behavior



The Move edit behavior mode allows you to move an object using edit handles that would otherwise be used for resizing, as well as with the **Move**  handle. When this mode is active, the icon above will follow the mouse pointer. To switch between edit behaviors, navigate to **Edit> Edit Behaviors** .


## Resize Edit Behavior



The Resize edit behavior mode allows you to rescale an object. As you drag a corner edit handle of an object, you get an exactly scaled version of the original. For example, you can resize an object to 50% of its original size while maintaining the same proportions. When this mode is active, the icon above will follow the mouse pointer. To switch between edit behaviors, navigate to **Edit> Edit Behaviors** .


## Concentric Edit Behavior



The Concentric edit behavior mode allows you to resize objects so that the distance moved by each edge is the same. For example, you can resize an irregularly shaped polyline so that each edge is exactly ten feet in from the original position, which is useful for creating site plans with setbacks. When this mode is active, the icon above will follow the mouse pointer. To switch between edit behaviors, navigate to **Edit> Edit Behaviors** .


## Fillet Edit Behavior



The Fillet edit behavior mode allows you to add a fillet, or curve, at any corner of an object. Dragging a corner edit handle adjusts the fillet radius at that corner. When this mode is active, the icon above will follow the mouse pointer. To switch between edit behaviors, navigate to **Edit> Edit Behaviors** .


## Connect CAD Segments



Typically, when two CAD objects share the same properties and Endpoint Snaps are enabled, they can be snapped end-to-end to form a polyline. Connect CAD Segments controls whether CAD objects with the same properties can be snapped together to form polylines. It also controls whether spline segments can be snapped together. In addition to CAD objects, Connect CAD Segments also affects stairs, ramps, and road objects. When Connect CAD Segments is disabled, CAD objects cannot connect to form polylines and the icon above will follow the mouse pointer. Select **Edit> Edit Behaviors> Connect CAD Segments**  to toggle this behavior on or off.



## Rotate/Resize About Current Point



Objects can be rotated or resized about either their own centers or the current CAD point. When this mode is active, the icon above will follow the mouse pointer. Select **Edit> Edit Behaviors> Rotate/Resize About Current Point**  to toggle this behavior on or off.


## Auto Rebuild Terrain



The Auto Rebuild Terrain feature will automatically rebuild terrain to reflect recent changes before generating a 3D view or a Sun Shadow. If this setting is disabled, and the terrain is not up to date, the icon above will follow the mouse pointer. To rebuild the terrain a single time, navigate to **Terrain> Build Terrain** . However, the next time a change is made to the terrain, this icon will reappear. To prevent this from occurring, and to make sure your terrain is always up-to-date, navigate to **Terrain> Terrain Specification** , check the **Auto Rebuild Terrain** box, then click **OK**.


## Rebuilding Walls, Floors, and Ceilings





When you make a change to the walls or to the floor or ceiling platforms in your plan, they may not immediately resize or move in the 3D model. The program does detect such changes, though, and the next time you generate a 3D or section/elevation view, walls, floors and ceilings are typically rebuilt. If they are not and you notice the icon above following the mouse pointer, you can direct the program to rebuild walls, floors, and ceilings by selecting **Build> Floor> Rebuild Walls/Floors/Ceilings** . If this icon continues to appear, it's possible that you may have Auto Rebuild Walls/Floors/Ceilings disabled. To enable this setting, navigate to **3D> 3D View Defaults**, check the **Auto Rebuild Walls/Floors/Ceilings** box, then click **OK**.

## Fix Wall Connections




Occasionally, intersecting walls may not properly connect. When this is the case and the connection in question is on the current floor, a **Caution**  symbol will display at the problem location in plan view and the icon above will follow the mouse pointer. Click on the Caution symbol that displays over the wall to open a contextual menu:

- Select **Delete** to delete the wall.
- Select **Ignore Unconnected Wall** to leave the wall unchanged and suppress the symbol.

In Chief Architect Premier, Chief Architect Interiors, and Home Designer Pro, you can also navigate to **Build> Wall> Fix Wall Connections**  or use the **Connect Walls**  edit button to resolve the issue.


## Irregular Wall Angles





With very few exceptions, walls should be drawn and edited with Angle Snaps enabled. Walls that are drawn at irregular angles can result in wall connection, alignment, and room definition problems. If a wall is drawn at an off angle, the icon above will follow the mouse pointer and a **Caution**  symbol will display over the problem wall in plan view. To correct the wall's angle, click on the Caution symbol that displays over the wall and select **Fix Off Angle Wall** from the contextual menu. A dialog will appear allowing you to specify the New Angle. Although not recommended unless the walls in question are Fencing, Terrain Walls, and/or Retaining Walls, you can choose the **Ignore Off Angle Wall** or **Ignore All Off Angle Walls** option from the contextual menu when clicking on the Caution symbol.

## Reverse Layers



When walls enclose an area to form a room, the program will orient all exterior walls so that the siding material faces outward. When needed, you can click the **Reverse Layers**  edit button to flip the orientation of the interior and exterior layers of a selected wall. When a wall has **Lower Wall Type if Split By Butting Roof** checked

in its specification dialog and its interior wall layers are oriented to face adjacent roof planes, a **Caution**  symbol will display at the problem location in plan view and the **Reverse Layers**  icon will follow the mouse pointer. Click on the Caution symbol to open a contextual menu.

- Select **Reverse Layers** to flip the wall's interior and exterior layers.
- Select **Ignore Reversed Wall** to leave the wall unchanged and suppress the symbol.