Chief Architect® X5

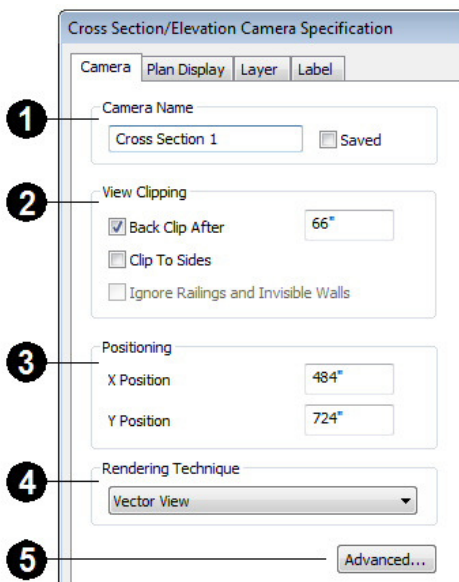Click to view related online training videos

Cross Section/Elevation Camera Specification

The **Cross Section/Elevation Camera** and **Wall Elevation Camera Specification** dialogs can be accessed in floor plan view by selecting a single cross section/elevation camera symbol and clicking the **Open Object** edit button. See In Floor Plan View.

These dialogs can also be accessed while a cross section/elevation camera view is active by selecting **3D> Edit Active Camera** .

Camera Tab

❶ The **Camera Name** displays in floor plan view and is listed in the Project Browser. See Project Browser.

• Check **Saved** to save this view with the plan. As soon as you type anything in the text field, this box becomes checked. If you click OK while this box is checked, it will become checked permanently. Saved cameras are listed in the Project Browser.

❷ The **View Clipping** settings control the extents of the camera view.

• **Back Clip After** - Enter the distance in inches (mm) from camera to backclip plane. If zero, no back clipping occurs.

• Check **Clip To Sides** to limit the selected camera view's side-to-side extents to the length of its Clip Plane Indicator line(s) in floor plan view. When unchecked, the full width of the model is included in the view.

The **Clip Plane Indicator Length** can be specified on the Plan Display tab when callouts are not used, or using the camera's edit handles in floor plan view. See Editing 3D Views.

• Check **Ignore Railings and Invisible Walls** to ignore the room definition created by these types of walls when creating a **Wall Elevation** view. When this is unchecked, **Wall Elevation** views only recognize room definition created by regular walls. Only available for **Wall Elevation** views. See Cross Section/Elevation Camera Tools.

❸ Settings in the **Positioning** section determine the location of the camera in floor plan view.

• Specify the **X Position** of the camera in absolute coordinates.

• Specify the **Y Position** of the camera in absolute coordinates.

❹ Select the **Rendering Technique** used by the selected camera from the drop-down list. See Rendering Techniques.

5 Click the **Advanced** button to open the **Advanced Camera Options** dialog and specify how hidden lines are handled in Vector Views when OpenGL is not used. See Advanced Camera Options Dialog.

Plan Display Tab

The settings on this tab are also found in the **Camera Specification** dialog. See Plan Display Tab.

Layer Tab

For information about this tab, see Layer Tab.

Label Tab

In the **Cross Section/Elevation Camera Specification** dialog, the settings on the Label tab are limited to **Suppress Label** checkbox and **Position** and **Orientation** settings.

Camera labels always use the **Camera Name** specified on the Camera tab. When callouts are used, the **Callout Label** and **Text Below Line** are specified on the Plan Display tab.

For information about this tab, see Label Tab.

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