

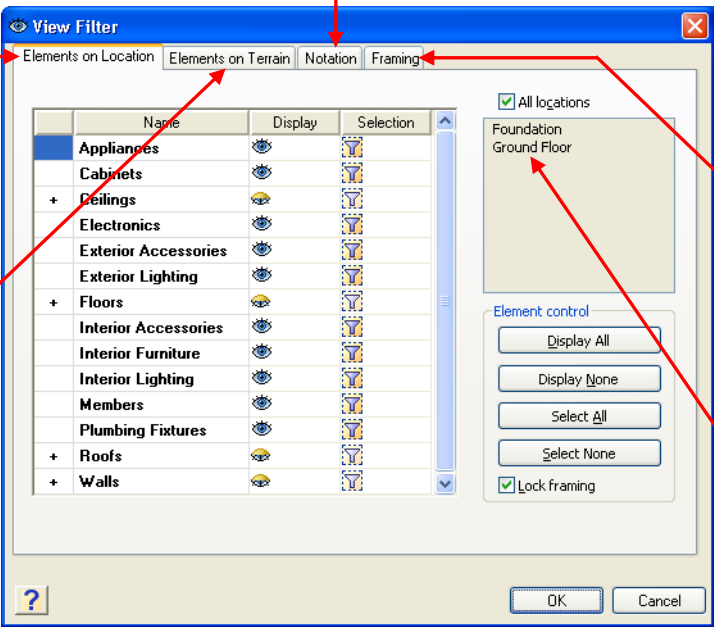
Display and Selection Filters

The visibility and selectability of elements and locations are controlled from a single dialog box called the View Filter.

To access the View Filter:

1. Select **View > View Filters > View Filter**, or click the View Filters button  on the View Control toolbar.

When you open the **View Filter** dialog it lists the contents of the current drawing. The contents are divided into four categories: *Elements on Location*, *Elements on Terrain*, *Notation*, and *Framing*. These categories are represented by tabs in the **View Filter** dialog. The contents of the drawing are displayed in an itemized list on each tab, so you can filter individual types of elements or objects. The dialog also lists the building locations in your project that contain elements. This means that you can filter entire locations if you want.



The **Elements on Location** tab contains building elements such as Walls, Roofs, Cabinets, etc.

The **Elements on Terrain** tab contains the terrain and all elements inserted on it, such as Plants and Paths.

The **Notation** tab contains items such as Text, Dimensions, and Schedules.




The **Framing** tab lists the components available in Framing mode, such as the Intersection tool.

You can filter per individual location or on all locations simultaneously.

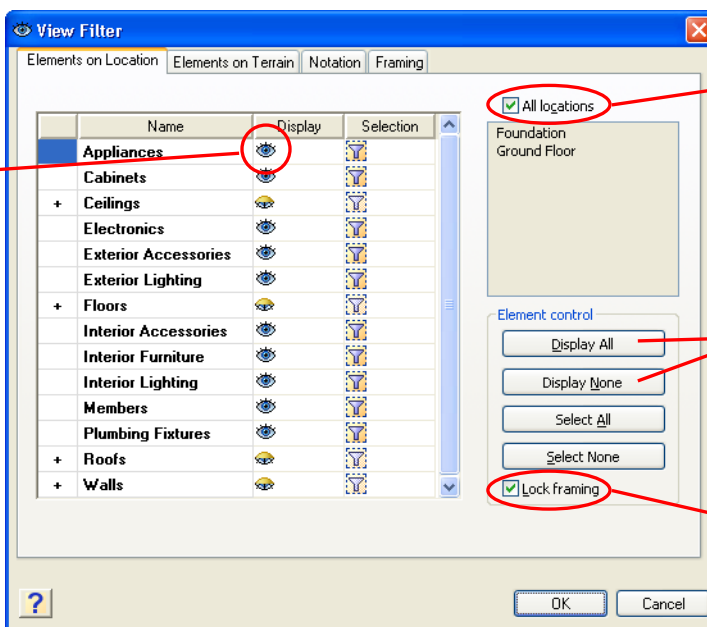
Name	Display	Selection
Appliances		
Cabinets		
+ Ceilings		
Electronics		
Exterior Accessories		
Exterior Lighting		
+ Floors		
Interior Accessories		
Interior Furniture		
Interior Lighting		
Members		
Plumbing Fixtures		
+ Roofs		
+ Walls		

Hiding Elements and Locations from View

You can precisely control which elements and locations are visible in your drawing at any given time. You can choose to hide individual types of elements on all or selected locations, or automatically display all or no elements. You can also filter entire locations from view.

- ▶ To control the visibility of individual element or object types, click the eye icon next to the item that you want to filter.
 -  An open eye means the element is visible in the drawing.
 -  A closed eye means the element is hidden from view.
 -  A half-closed eye means that some of the element's components are hidden from view, while other components are displayed. For example, a Wall has components such as Doors, Windows and Framing, each of which can be controlled individually.
- ▶ To automatically display everything on all or selected locations, click **Display All**.
- ▶ To automatically hide everything on all or selected locations, click **Display None**.
- ▶ To hide an entire location from view, disable the **All Locations** check box, select the location that you want to hide, and then click **Display None**.
- ▶ To filter elements on all locations simultaneously, enable the **All Locations** check box.

Click the eye icon next to the item that you want to filter to toggle between display states.



To hide elements on a specific location, disable the **All Locations** check box, then select the location you want to filter elements on.




The **Display All** and **Display None** tools control the visibility of elements on the currently selected tab.

When **Lock Framing** is checked, the visibility of framing is locked in its current state, regardless of any filtering you do.

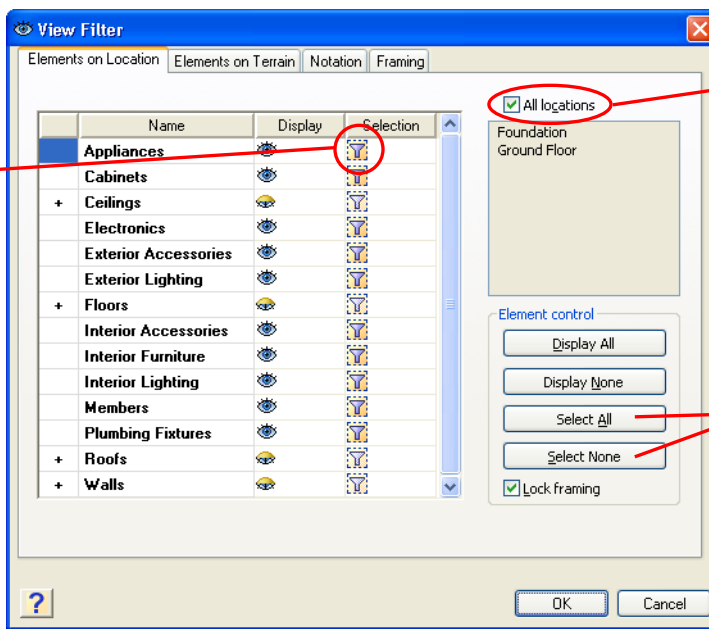
Making Elements Non-Selectable

When you make an element non-selectable, you prevent it from being selected while in Select/Edit mode. This can make it easier to select other elements that occupy the same space. For example, a floor can be very difficult to select because the edges of a floor are typically right up against the walls.

You can use the View Filter to make individual element types non-selectable. You can even prevent entire building locations from being selected.

- ▶ To control the selectability of individual element or object types, click the filter icon next to the item that you want to filter.
 -  A fully colored filter indicates that the element can be selected in your drawing.
 -  A colorless filter means the element cannot be selected.
 -  A lightly shaded filter means that some of the element's components are selectable and other components are not selectable. For example, a Wall has components such as Doors, Windows and Surfaces, each of which can be controlled individually.
- ▶ To automatically make everything selectable on all or selected locations, click **Select All**.
- ▶ To automatically make everything non-selectable on all or selected locations, click **Select None**.
- ▶ To make an entire building location non-selectable, disable the **All Locations** check box, select the location that you want to make non-selectable, and then click **Select None**.
- ▶ To control the selectability of elements on all locations simultaneously, enable the **All Locations** check box.

Click the filter icon next to the item you want to filter to toggle between states of selectability.



To filter elements on a specific location, disable the **All Locations** check box, then select the location you want to filter elements on.

The **Select All** and **Select None** tools control the selectability of elements on the currently selected tab.