

Chief Architect® X6

New Feature List



SYSTEM / USER INTERFACE

- Mac & PC compatible. Chief Architect can be installed and run natively either on Mac or Windows operating systems with a single license
- Improved Activate/Deactivate Options. You can now deactivate a license remotely from your Chief Architect online account
- Support for Multiple Monitors. Tabbed view windows can be torn or undocked from main user interface and moved between monitors independently
- Independent Control of Library Browser and Project Browser. View the Library Browser and the Project Browser as tabs of the same window, or disconnect them to view them simultaneously and independently
- New Tool Palettes. When you highlight a tool, you will see all of the child tools in the Tool Palette
- Updated User Interface. Dialogs have been updated with a new look and feel, and have been re-designed to optimize the access to controls
- Dialogs Remember Last Position. Location and size of dialogs can be retained for the next time they are accessed
- Use Gestures to Navigate. For Mac Trackpad users, gestures such as Panning and Zooming, can be used to navigate in a view
- Create CAD Details from within the Project Browser. Right-click context menu allows new CAD Details to be created and named as needed
- Rendered Previews in Dialogs. View, rotate, and spin previews of 3D objects in specification dialogs to get a better sense of their attributes while making modifications
- Improved Directory Navigation through Preferences. Easily view and access the location of files stored and referenced through Chief Architect in the Preferences dialog
- Customize Toolbar Search Tool. Use the search bar to quickly locate buttons while customizing toolbars
- Filter Layers in Display Options Dialog. Search for keywords of layers to quickly access relevant information in the Display Options Dialog
- Set up Sequential Hotkeys. Assign combinations of keystrokes, up to 4, to be used sequentially as shortcuts to tools

DEFAULTS / EDITING

- Crop Picture Images Added to Plan and Layout. Crop handles allow picture boundaries to be reduced or enlarged
- Improved Time Tracker. Time Tracker automatically re-starts with you as you work in a design
- Real-Time Scrolling. Scroll views while objects are selected; arrow keys can be used to scroll in all views while Nudge option is inactive
- Angle Snaps Cursor Indicator. Mouse pointer icons reflect current state if Angle Snaps are turned off

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LAYOUT / PRINTING

- Layout Page Information Dialog. Access and control information specific to each layout page like page label and revision information
- Layout Page Table. Create drawing schedules, like Table of Contents, for layouts by controlling each page's attributes such as Label, Title, Description, and Comments
- Document Revisions for Layouts. Revisions can be noted for changes to any layout page and displayed in a Revision Table with information such as; revision number, authors' info, date, description, and label. Current (or last) revision can be displayed using macros
- Control Layout Template Pages. Specify multiple Template pages in a layout and assign individual pages to reference a template
- Print Preview. See previews of the pages to be printed including the orientation and location of the data on the page
- Specify Page Printing Range and Collation. Choose to print all, selected page ranges, or specific pages from your Layout
- Print Page Numbers on Time Tracker Logs
- Manage Layout Pages through the Project Browser. Delete, insert new, and edit layout page information from the Project Browser. Layout pages display with different icons in the Project Browser for template pages, blank pages, and pages that will print
- Layout Page Macros. Create macros for page label, title, description, and comments for individual layout pages. Macros move with pages as they are edited and re-ordered
- Automatic Layout Page Numbering. Use the '#' character in a Layout Page Number Label to automatically number the pages sequentially
- Center Objects in Layout. Use the Center Object tool to quickly orient items on layout pages
- Delete Active Layout Pages. Delete any un-needed layout page whether or not it contains any content
- Reference Display Drawing Order. Control whether the reference display sent to Layout is drawn on top or beneath the active floor
- Update Reference Display and Annotation Sets Used in Layout Views. Use the Plan View controls in the Layout Box Specification dialog to update the Reference Display and Annotation Sets used
- Display and Print Non-Solid Line Styles in Layout Elevations. Elevation views sent to Layout retain line styles; print foundation footings as dashed lines on Layouts
- Change Line Style using Edit Layout Lines Tool
- Display Upper or Lower Portion of Pony Wall in Layout per View. Retain the state of pony wall display from the time the view is sent to Layout

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RAY TRACING / CAMERA VIEWS

- Reflections in Render Views. The standard render camera (OpenGL) generates reflections on mirrors in real-time
- Real-Time Final Views with Fast Shadows. Preference option for Fast Shadows improves the generation of shadows in standard render view and provides real-time results while navigating a scene
- Speed Improvements in Render Techniques. Faster Vector, Glass House, and Technical Illustration render views
- Improved Control of Render Technique Settings. Granularity in Watercolor, Line Drawing, and Glass House controls gives a wider range of setting options
- Save Image Settings with Ray Trace Configurations. Preserve settings like tone mapping, intensity, contrast, and saturation to reuse in ray traces
- Improved Previews in Define Material Dialog. Easily set up material properties and see live updates of the effects of settings in the Ray Trace dialog preview. Choose ray trace quality settings within dialog to preview materials as you would see it in your scene
- Nudge Move in Elevation Cameras. Move items incrementally using the arrow keys
- Control Floor Display of Cross Section Camera Callouts. Choose to display Cross Section Camera Callouts on all floors or on camera owner floor only
- iOS Compatible Movies. Record walk-throughs and animations that you can share to watch on your iOS devices. Available in the Mac version only

CONTENT / LIBRARY CATALOGS

- Rotate Previews in Symbol Specification Dialog. While editing or importing symbol objects, drag and rotate the 3D preview to see all angles of the item
- Library Update Notification. Notification dialog lists which catalogs have been updated after the updated catalog process is complete
- Lock Aspect Ratio for Symbol Resize. Retain the scale of symbol based items when modifying one dimension
- Edit Backdrops from the Library Browser. Open Backdrop properties in the Library Browser to re-assign referenced images and adjust spherical settings. Use the 'New Backdrop' menu item to create a new backdrop directly from the Library
- CAD Block Dimensions Style Preserved in the Library. Dimension styles used with CAD Blocks and added to the Library Browser are preserved so their attributes are retained when added to a new plan or layout

IMPORT / EXPORT

- Support for SKP import on Windows 64 bit. Import SketchUp format files in both Windows 32 bit and 64 bit operating systems. SKP import is not available on Mac OS
- Collada Import and Export. Import and export 3D Collada format files (.DAE) and referenced texture files

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- STL Import and Export for 3D Printing. Import and export 3D objects in .STL format
- Improved GPX data import from Smart Phone Apps. Generate Terrain information by importing GPX data from mobile devices

MATERIALS LIST / SCHEDULES

- Control the Order of Objects in Schedules. Manually drag and re-order items in a schedule to move it up or down in the list
- Control the Order and Display of Columns in Schedules. Reorder, rename, hide, and duplicate columns in schedules as desired
- Room Name Column added to Schedules. Display Room Name column in door, window, cabinet, fixture, furniture, and electrical schedules
- Choose to Display Identical Objects in Groups or Individually in Schedules. 'Group Similar Objects' option allows schedules to be organized so that each object is itemized with its own callout, or grouped and counted together with like items
- Reference Height for Electrical Schedules. Display the reference height column to indicate installation height on walls, or distance off floor and ceiling
- Include Details in Window and Door Schedules. Display columns for Divided Lites, Finish Type, Shutters, and Trim to provide full information about each window and door
- Indicate Door Style in Schedules. Style column can be displayed to show the door type – panel, glass, slab, or Library Name
- Swing, Hinge, and Interior/Exterior Columns for Door Schedules. Choose to include columns in door schedules that indicate swing, hinge side, and interior/exterior doors
- Multiple Callouts for items Duplicated between Schedules. See additional callouts referencing each schedule in which an object is included
- Improved Schedule Size Editing. Better visual feedback while editing column width on schedules
- Control Capitalization of Schedule Text. Set schedule attribute to display text in all caps, or leave unchecked to show text as displayed in dialogs
- Materials List Column Headings Export to spreadsheet format
- Improved Searching in Master List

DIMENSIONS / ANNOTATIONS

- Auto Refresh Exterior Dimensions. Keep Auto Exterior Dimensions up-to-date as you move walls and openings in your design

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- Automatically Populate Camera Callouts with Layout Page Information. Choose to include layout page label in camera callout second line text. Callout information automatically updates if layout label is changed
- Annotation Sets Saved with View. Annotation Sets are retained from view to view so that they automatically swap as you swap between views
- Enhanced Control of Dimension Snapping. Specify how dimensions attach to walls, framing, and openings when dragging new dimension strings; exclude walls, snap to sides or centers of framing, and choose multiple opening options
- Dimension 3D Solid Primitives and Faces. Snap dimensions to centers, edges, and corners; enable/disable dimensioning to these items in the Locate Objects area of the Dimensions dialog
- Improved Spell Check Tools. Syntax highlighting and a context menu allow for quick corrections while editing text

FLOORS / CEILINGS / ROOMS

- Room Divide Tool. Create separations of rooms without walls using the Room Divide Tool – great to differentiate flooring for rooms
- Floor Material Region Tool. Create floor inlays and other floor finish configurations without room boundaries
- Improved Calculation of Room Size. Room dimensions displayed in room labels more accurately calculate size based off floor finish changes at invisible walls
- Framing for Custom Ceilings. Framing panel added to ceiling specification dialog allows you to define custom ceilings' framing independently from roof framing

WALLS / RAILINGS

- Store Walls in Library Browser. Add custom wall definitions to the Library for reuse
- Wall Material Region Tool. Design wall areas specifying different materials and assemblies
- Support for ICF and SIP Wall Connections. Specify multiple main layers for wall types to represent construction types such as ICF and SIP walls
- Control Wall Connection Layer Intersections. Manually control wall intersections by dragging the intersecting wall to snap to a specific layer of another wall
- Show Unconnected Wall Ends. Plan view indicator references problem wall connections, allowing them to be easily corrected in the design
- Control the Thickness of Railing Panels. Separate controls for the thickness of balusters and railing panels that are inserted into railings
- Improved Cap on Solid Railings. Railing cap overhang is equal on all edges not attached to another wall
- Improved handling of Moldings and Wall Coverings where Invisible Walls intersect with Normal Walls

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- Separately Paint Upper and Lower Pony Walls in 3D. Use the Material Painter to separately control the upper and lower portion of Pony Walls

DOORS / WINDOWS

- Expanded Controls for Bay/Box/Bow Windows. Specify width, depth, and height from floor and ceiling of Bay/Box/Bow Windows within dialog
- Specify Wall Material for Bay/Box/Bow Windows. Independently control the interior and exterior wall materials
- Floor to Bottom Controls for Windows. Specify a window's location in a wall by setting its Floor to Bottom value
- Floor and Ceiling Material and Thickness Control for Bay/Box/Bow Windows. Specify floor and ceiling finish and platform thickness in the windows' specification dialog
- Glass Louver window type. Choose the Glass Louver window type and adjust louver size to create Jalousie Windows
- Improved control of Lites in Windows. Better control of the display of lites with multiple sashes
- Symbol Based Shutters for Doors and Windows. Attach shutter objects from the Library Browser to doors and windows through the Shutter tab of the specification dialog – control their height and vertical position
- Control Trim for Interior Doors and Windows. Separately specify the materials and trim assigned to each side of an opening
- Control Plan Display of Symbol Windows. Assign custom CAD Blocks to symbol windows, like Garden Windows, to control their display in Plan View
- Improved Door Display in Plan View. Door jamb/frame displays as part of the 2D view of the door object when added to a wall
- Specify Doors as Safety or Fire Doors. Use setting to indicate if a door is a fire door, which will be reflected in the door schedule
- Specify Number of Hinges for Doors. Control the number of hinges displayed for all door types
- Interior and Exterior Door Schedules. Filter door schedules to display interior and exterior doors in a design
- Sliding Glass Doors indicated as "egress" in Window Schedules

FRAMING

- Rebuild Framing for a single Wall or Roof Plane. Choose to generate framing for a single object without re-creating the framing for the entire plan
- Floor Joists Flush with Stem Wall Top. Automatically generate floor framing platforms inside the foundation which hang from stem walls

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- Control Wall Framing on a Per-Opening Basis. Specify that window and door openings use custom or default settings for Headers, Trimmers, Sills, and other framing related components on the Framing tab of the specification dialog
- Create Built-up Headers. Specify headers with up to 10 members and 5 trimmers for each opening
- Specify Walls as 'Bearing'. Automatically control the generation of butt or lap framing over a wall with the Bearing attribute
- Rim Joist Control. Control the material type and size of rim joists independently from the platform framing
- Separate Layers for Framing Types. Framing items are automatically separated onto layers by type (Sill Plates, Posts, Beams, Joists, Blocking, etc.)
- Wall Framing for Pony Walls and Solid Railings. Plan view display of framing generated for pony walls and solid railings

CABINETS / MOLDINGS

- Custom Backsplash Tool. Click to generate a Custom Backsplash that automatically fits around cabinets, openings, and appliances
- Separate Material Controls for Shelves. Apply a separate material, like glass, to the shelves inside a cabinet
- Architectural Blocks act as Cabinets. More control over Architectural Blocks, such as, default layer, library preview display, floor to bottom height, plan view display, and bounding box size allow Architectural Blocks to act as better representations of cabinet units like bathroom vanities
- Set Defaults for Cabinet Side Panels. Specify cabinet side panels to 'Use Default' to quickly update and change side panel style
- Improved measuring of Clipped Corners for Cabinets. Measure clip distance along the front of the cabinet
- Fireplace Object Accuracy. Resize Fireplaces to 1/16" accuracy
- Retain Aspect Ratio when Sizing Moldings. Choose to maintain the proportion of any molding profile in your design; change the width, and the height will scale proportionally

GREEN BUILDING / ENERGY EFFICIENCY

- REScheck™ Support. Export energy calculations to U.S. Department of Energy's REScheck™ software
- R-Value Controls. Specify R-values for walls, floors, ceilings, and platforms
- Window Glazing Area and U-Factor for Doors and Windows
- Define Conditioned or Unconditioned Spaces. Specify rooms as conditioned, unconditioned, or use the room type's default to generate insulation calculations on the materials list