

Chief Architect® X7

New Feature List



SYSTEM / USER INTERFACE

- Dockable Layer Display Options. Configure Active Layer Display Options Dialog to be docked and accessible while designing to quickly and easily control your layers
- HD Interface Graphics and Icons. Toolbar buttons and new high definition icons scale to fit screen resolutions and increased DPI (128pixels vs. 20pixels)
- Re-Designed Delete Objects Dialog. The reorganized dialog now includes schedules and makes it easy to delete families of objects from rooms, floors, or the entire design
- 3D Preview for Primitives. View and rotate a 3D preview while adjusting the attributes of primitive shape objects

DEFAULTS / EDITING

- Object Painter™ / Eyedropper. Use eyedropper functionality to match properties from one object and apply them to another object. Choose which attributes to be applied between objects
- Partially Transparent Fill. Set fill styles to be partially transparent to expose elements drawn below objects
- Apply Plan Materials using Material Painter. When using Material Painter, choose from a list of materials from the Library Browser or Plan Materials to quickly select new materials or reuse those that are used in your design
- Set Default Electrical Items. Use the 'Set as Default' feature to define wall, ceiling, and exterior, for lighting, switches, outlets and other electrical items as the default style in your designs
- Fillet All and Chamfer All. Quickly edit polyline corners with fillets or chamfers – such as creating rounded corners on a custom countertop
- Edit CAD using Same Line Type Control. Quickly create new line, spline, or arc segments at the end of existing objects using the Same Line Type handle
- Make Shadow Edit Tool. Quickly regenerate plan view shadows or delete them through the Make Plan Shadow and Remove Plan Shadow edit tools for Sun Angle Lines
- Open Specification Dialog for Space Planning Room Boxes. Adjust attributes, like fill and label, for room boxes

RAY TRACING / CAMERA VIEWS

- HD Picture Export. Create and export larger than screen resolution renders (watercolor, technical illustration, and final view with shadows)

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- Export Images with Transparent Background. Export .PNG and .TIF images that treat the backdrop as transparent, making it easy to overlay the graphics on other artwork without the need for additional photo manipulation
- Stepped Cutting Plane Cross-Section. Generate Cross Section Views along a custom plane and use breaks to create steps in the Cross-Section

CONTENT / LIBRARY CATALOGS

- Electrical Symbol Improvements. Electrical objects retain values like layer attributes, labels, schedule inclusion, and offset values once they have been added to the Library Browser. Electrical items can be Reversed to easily create mirror versions of asymmetrical fixtures
- 3D Preview of Lights in Library Browser. Library objects defined as "Lights" display 3D preview in Library Browser (instead of 2D)
- Create 3D Objects that Cut Terrain Holes. Library Objects can be defined to cut holes in terrain, like window wells and swimming pools
- Import New 3D Objects from Library Browser. Use the Right-Click contextual menu in the Library Browser to import new 3D Objects directly into the Library folder

MATERIALS LIST / SCHEDULES

- Room Specific Door/Window/Cabinet Schedules. Select a room and use the Room Object Schedule tool to isolate objects associated with the room

DIMENSIONS / ANNOTATIONS

- Exclude Interior Walls from Auto Exterior Dimensions. Set up Auto Exterior Dimension Default to exclude interior walls
- Dimension to Cabinet Toe Kicks, Moldings, Backsplashes and Countertops. Set up locate configuration for dimensions; use the automatic dimension tools in elevation views to automatically include these dimensions
- Unfilled Arrowhead Styles. Unfilled arrowheads to correlate to the filled styles available from the arrowhead list
- Copy Text from Word Processing Apps. Create text and tables using word processing applications then copy/paste into Chief as Rich Text

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WALLS / RAILINGS

- Multiple Framing Layers in Wall. Create wall types with multiple framing layers and automatically generate framing for both layers; ideal for furred basement walls
- Pony Wall Framing. Automatically generate framing of different sizes for upper and lower pony walls by specifying different wall types
- Wall Defaults. Default controls for interior and exterior walls; use Set As Default to update values for default walls
- Easily Modify Wall Types. Use controls in the Wall Type Definition dialog to easily move wall layers toward the interior or exterior of the wall, set materials, and define individual properties of each wall layer
- Wall Labels. Specify wall labels or generate automatic labels when Wall Details are created. Cross-reference wall details in Project Browser with walls in plans and use macros to create dynamic wall labels
- Option for Solid Railings to Follow Stairs. Specify solid railings adjacent to stairways and choose whether or not the railing slopes with the stair
- No Molding / Railing on Selected Edge. Easily access the control for including or removing moldings and railings on a polyline through an Edit Toolbar toggle

DOORS / WINDOWS

- Specify Windows Height from Floor Finish. Controls in the Window Specification Dialog allow you to specify height values referencing the finish floor height vs. the subfloor
- Pocket Door Framing. Automatically generate wall framing to represent standard pocket door installations

FRAMING/ FOUNDATIONS / ROOFS

- Framing Labels. Label controls for posts, beams, and other framing objects. Set up custom labels and assign them to layers
- Use Match Properties/Apply Properties on Framing Objects
- Control Framing Joints Using Edit Tools. Choose to Lap or Miter framing members at joints by selecting the framing and choosing the edit tool for the joint type
- Pier/Pad Specification. Select Round Piers or Square Pads and control their size and position in the dialog

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- Create Posts with Footings Independently of Terrain
- Open Truss Detail Tool. View individual truss details by selecting a truss and using the open truss detail tool
- Deck Support Controls. Specify size and type of deck posts and height, width, shape of deck footings for individual deck rooms or as project defaults
- Deck Framing Layers. Deck framing, posts, beams, and footings are each added to their own separate layers
- Deck Post and Beam Defaults. Control defaults for fill, size, line style, and other attributes for deck structures
- Post and Beam Default Controls. Customize the default attributes of framing posts and beams; show cross box in plan view, width and depth, and other attributes
- Multiple Sill Plates. Specify the number and size of sill plates that are added to foundation walls
- Lookout Spacing Controls. Specify the maximum spacing for Roof Lookout Framing in the Framing dialog

CABINETS / MOLDINGS

- Control Cabinet Hardware. Use the Center option to adjust cabinet drawer hardware location and specify cases where two knobs will be used
- Specify a Separate Material for Cabinet Toe Kicks. Assign different materials to cabinet boxes and toe kicks
- Evenly Space Doors and Drawers on Cabinet Fronts. Use an Equalize Layout button on Horizontal and Vertical layouts to space face items equally
- Multiple Faced Cabinets. Use the Split Items button to add horizontal and vertical layout of doors and drawers on any cabinet. Create Entertainment Centers and Vanity cabinets with doors on one side and drawers on the other
- Control Soffit Molding. Specify whether soffits interact with room molding from within the Soffit Specification dialog