What's New in Chief Architect X11

Welcome to Chief Architect X11. This guide has been written to help our upgrading customers make a smooth transition from earlier versions of Chief Architect to Chief Architect X11.

Contents

- Getting Started CheckList
- Considerations for Legacy Files
- New and Improved Features

Getting Started CheckList

There are many new features in Chief Architect X11, and many existing features have changed. The following checklist suggests steps you should take before migrating your files to Chief Architect X11. More information about each of these steps can be found after the checklist.

- ☐ 1. Check for and Install Program Updates
- ☐ 2. Review the New Features List
- ☐ 3. Migrate Legacy Library Files
- ☐ 4. Migrate Custom Graphics Files
- ☐ 5. Review Your Preferences Settings
- ☐ 6. Create new custom Template Plan and Layout files
- ☐ 7. Set up Custom Toolbar Configurations
- ☐ 8. Backup Entire Plan
- ☐ 9. Check chiefarchitect.com for more information

1. Check for and Install Program Updates

Program updates contain improvements to the original release version and we recommend using the most current version available. By default, Chief Architect checks for program updates every day when you launch the program. Please note that program updates are available for download, which means that you need internet access to acquire them.

You can check for updates at any time:

• Select **Help> Download Program Updates** from the menu.

• Visit the Program Updates page on the Chief Architect Web site at chiefarchitect.com.

2. Review the New Features List

There are a number of important reasons why you should familiarize yourself with the new and improved features in Chief Architect X11:

• New and improved features allow you to produce drawings more efficiently, so it is to your advantage to use them.

• Some changes to existing functionality may affect your accustomed drawing style and thus your productivity if you are not aware of them.

• New features may affect your choice of settings in your template files, as well as your preferred Preferences settings.

See "New and Improved Features" on page 10.

3. Migrate Legacy Library Files

Library content from previous program versions cannot be installed or copied into the Chief Architect X11 library. If you have Chief Architect version X5 through X10 installed on your computer, the **Migrate Settings** dialog will display after you activate the license, allowing you to migrate Preference settings, toolbars, library content, and more for use in Chief Architect X11. If multiple legacy versions are present on the system, only the data associated with the most recent will be migrated.

You can import library files from versions X1 through X5 at any time by selecting **Library> Import Library (.calib, .calibz)** from the program menu. In addition, library files from versions 10 and prior can be imported by selecting **Library> Convert Legacy (.alb) Library Files** from the program menu.

4. Migrate Custom Graphics Files

If you have custom graphics files, including textures, images or backdrops, that you were using in a previous program version, you can copy them manually using your operating system for use in Chief Architect X11.

• Copy custom texture files to the Chief Architect X11 Textures folder located in the Chief Architect X11 Data folder.

• Copy custom image files to your Chief Architect X11 Images folder located in the Chief Architect X11 Data folder.

• Copy custom backdrop files to your Chief Architect X11 Backdrops folder located in the Chief Architect X11 Data folder.

In Chief Architect X10 through X1, custom graphics were saved in the Chief Architect Data folder, as they are in version X11. In version 10, they were located in the program's installation directory, in folders that began with "My". Custom backdrops, for example, were saved in "My Backdrops".

Texture and image files are not listed in the Library Browser. These files can be assigned to material and image objects, however, which are stored in the library so it is important to retain them.

5. Review Your Preferences Settings

Although you can migrate your Preferences settings from Versions X5 through X10 into Version X11, the settings that are available in Version X11 may differ from previous program versions. You should review all the settings in the **Preferences** dialog to make sure that they are set to suit your drawing needs.

6. Create new custom Template Plan and Layout files

Chief Architect X11 installs a selection of template plan and layout files that have been set up to take advantage of the program's updated tools and features. Although you can migrate your template files for use in Version X11, for best results it is recommended that you either:

•   Use the installed templates when creating new plans and layout files in Chief Architect X11

•   Use the installed templates as the basis for creating new custom templates.

If you choose to continue using custom template files that you created in a previous program version, it is very important that you take the time to carefully review all the default settings in the file, making sure that they will continue to suit your needs in X11. First, make copies of your custom templates in the Chief Architect X11 Templates directory The Templates directory is located in the Chief Architect X11 Data folder. Next, open each template as you would a regular plan or layout file, by selecting **File> Open**, and then save any changes you make by selecting **File> Save**.

If you do choose to continue using a legacy template plan, it is best to also use a legacy layout template from the same program version, as well. As with a template plan, take the time to go through the layout template's defaults and make sure they are suited for use in X11 and that their line weight scales do not conflict with those in your template plans.

7. Set up Custom Toolbar Configurations

It is possible to migrate toolbar configuration files from previous versions to Chief Architect X11; however, it is possible that your migrated toolbars will be missing new tools available in Version X11.

We recommend that you set up your custom toolbars the way you would like them in Chief Architect X11. You may find it most effective to customize your toolbars as you get used to working in the new program version, rather than beforehand.

8. Backup Entire Plan

Before migrating a legacy file created in Chief Architect X10 or prior, it is a good idea to open the plan in the program version in which it was created and use the Backup Entire Plan tool (Export Entire Plan in version X3 and prior) to export the plan with all associated support files, including textures, backdrops and images.

9. Check chiefarchitect.com for more information

If you have additional questions about the changes in Chief Architect, up to date information is available in the Support section of our web site. You can also post questions on the ChiefTalk web forum at chieftalk.chiefarchitect.com.

Considerations for Legacy Files

As in all software, every new program version introduces changes to its functionality as well as to the user interface. If you choose to bring a project forward, be sure to take a few moments to look it over in the new version and confirm that the new functionality does not require you to make any modifications. Particularly if you have an approaching deadline, you may find it best to finish the current project in the version of the software in which you began it.

Chief Architect X11 can open the **.plan** and **.layout** files from prior versions. Files with the older .pl and .la file extensions are no longer supported and cannot be opened by Chief Architect X11. Before opening any files created in earlier versions of Chief Architect, it is important to be aware of changes made in the newest version and the effect they may have on your legacy plan and layout files.

Please note that files saved in the latest program version cannot be read by older versions of the software. When a legacy file is saved in the version X11, an unaltered copy of the original file is created in the Chief Architect X11 Data folder, under Archives, which can still be opened in the original version.

- "For Files Created in Version X10 and Prior" on page 4
- "For Files Created in Version X8 and Prior" on page 6
- "For Files Created in Version X7 and Prior" on page 6
- "For Files Created in Version X6 and Prior" on page 7
- "For Files Created in Version X5 and Prior" on page 7
- "For Files Created in Version X4 and Prior" on page 7
- "For Files Created in Version X3 and Prior" on page 9
- "For Files Created in Version X2 and Prior" on page 9

For Files Created in Version X10 and Prior

In addition to the above recommendations, if you wish to open files created in Chief Architect Version X10 or prior, bear in mind the following:

☐ 1.   Marker and Elevation Point Heights

In Chief Architect X10 and prior, the # sign could be added to the label of a Marker or Elevation Point and the label would report the height of the Marker or the Elevation Point's elevation. In Version X11, text macros are used to report this information instead. In legacy plans, any # signs in Marker or Elevation Point labels will be replaced by the %heightf% or %elevationf% macro.

☐ 2.   Glass Shower Walls

In Chief Architect X10 and prior, the "Glass Shower" wall type was included in installed template files and like other wall types, built to the structural layer of floors and ceilings and to the Main Layer of adjacent walls. In Version X11, this wall type has the new Partition Wall attribute and instead builds to floor, ceiling, and wall surfaces. When a legacy file is opened in Version X11, this wall type will be modified to have Partition Wall checked automatically and existing walls will be affected by this change.

☐ 3.   Fixture Schedules

In Chief Architect X10 and prior, 3D Elevations and Perspectives in Fixture Schedules showed cabinet fixtures inserted into a cabinet. In Version X11, fixtures are shown on their own, even when they are inserted into an object in the plan. When a legacy file is opened in Version X11, any fixture schedules showing 3D views of objects may be affected by this change.

For Files Created in Version X9 and Prior

In addition to the above recommendations, if you wish to open files created in Chief Architect Version X9 or prior, bear in mind the following:

☐ 1.   Parallel Lights

In Chief Architect X9 and prior, Parallel Light sources could be specified for electrical light fixtures and Added Lights. In Version X11, Parallel Lights are no longer supported. In legacy plans opened in Version X11, any Parallel Light sources will be converted to Spot Lights.

☐ 2.   Brick Ledges

In Chief Architect X9 and prior, brick ledges were not represented in floor plan view. In Version X11, brick ledges are drawn in plan view on the "Slabs" layer in stem wall and grade beam foundations, and on the "Walls, Foundation" layer in monolithic slab foundations. When a legacy file is opened in Version X11, brick ledges, if present, will be drawn.

☐ 3.   Window Types

In Chief Architect X9 and prior, the %type% text macro for windows reported some Window Types using abbreviations. In Version X11, the abbreviations were replaced with full words. When a legacy file is opened in Version X11, the width of Window Schedules may be affected, as may the width of columns in saved Materials Lists.

☐ 4.   Joist Direction Lines

In Chief Architect X9 and prior, Joist Direction Lines described all platform framing as "joists" and used nominal lumber sizes in whole inches in US Unit plans. In Version X11, the

platform's framing Structure Type is reported and in US Unit plans, the size is described in fractional inches. When a legacy file is opened in Version X11, Joist Direction Lines will use the new, more accurate labeling.

5. Custom Schedule Columns

In Chief Architect X9 and prior, custom schedule columns could be created by adding a Sub Category to a type of object on the Categories panel of the Preferences dialog. In Version X11, Sub Categories can no longer be created in this manner. When a legacy file is opened in Version X11, any Sub Categories shown as custom schedule columns will be converted to Custom Fields.

6. Registered User Text Macros

In Chief Architect X9 and prior, a selection of Registered User Text Macros could be inserted into Texts, Callouts, and Markers. These macros no longer displayed any data and in Version X11, they are no longer recognized. When a legacy file is opened in Version X11, any Registered User macros inserted into text objects are treated as regular text.

For Files Created in Version X8 and Prior

In addition to the above recommendations, if you wish to open files created in Chief Architect Version X8 or prior, bear in mind the following:

☐ 1. Layer Names

In Chief Architect X8 and prior, turning off the Modify Name in all Layer Sets option made it possible to assign different names to the same layer in different layer sets. In Version X9,this option was no longer supported. When a legacy file is opened in X11, the layer names used in the currently active layer set will be retained and any other layer names in other layer sets will be discarded.

For Files Created in Version X7 and Prior

In addition to the above recommendations, if you wish to open files created in Chief Architect Version X7 or prior, bear in mind the following:

☐ 1. Boxed Eaves

In Chief Architect X8, improvements to the generation of Boxed Eaves ensure that they extend into exterior rooms with "Use Soffit Surface for Ceiling" specified when located between the roof baseline and an interior room. In some legacy plans opened in Version X11, the **Length** value for Boxed Eaves may need to be modified in the **Roof Plane Specification** dialog.

☐ 2. Uppercase Text

The Uppercase option was added to Text Styles in Version X8, whereas in Version X7 and prior, it was an option for Room Labels and Schedules only. In legacy plans opened in Version X8, any Schedules present in the drawing will be assigned a Custom Text Style, as will their associated Schedule Defaults. If any Schedule Default is set to Use Layer for Text Style and no objects are present on that layer, a new Schedule Text Style will be created and assigned to that layer. Room Labels are treated similarly: if any are present, they and their

defaults will use a Custom Text Style. If a given Room Label or Schedule has been sent to layout more than once and was set to use different Text Styles in each layout view, it is possible that its appearance may be affected in some views.

For Files Created in Version X6 and Prior

In addition to the above recommendations, if you wish to open files created in Chief Architect Version X6 or prior, bear in mind the following:

☐ 1.   Built-in Appliances

In Chief Architect X6 and prior, some appliance symbols designed to be inserted into base cabinets had incorrect sizing data. In legacy plans opened in Version X11, these appliances will not fit into the cabinet correctly and will need to be replaced. Built-in dishwashers are particularly affected.

☐ 2.   Formatting of Bulleted and Numbered Lists

In Version X7, various improvements were made to the way lines of Rich Text are spaced. In legacy plans opened in Version X7, Rich Text objects with bulleted and numbered lists may require adjustments.

☐ 3.   Chief Blueprint Font

The Chief Blueprint font was improved for Version X6, with decreased top and bottom spacing. The change in spacing may increase the overall height of text objects using this font in X6 files opened in Version X11. X5 and prior legacy files will not be affected by this change.

For Files Created in Version X5 and Prior

In addition to the above recommendations, if you wish to open files created in Chief Architect Version X5 or prior, bear in mind the following:

☐ 1.   Name-Value Pairs for Doors and Windows

In Version X6, the NVPs door_style_name, door_type_name, and window_type_name were shortened to style_name and type_name. Any object labels or text macros using these NVPs in legacy plans opened in Version X11 will need to be replaced.

For Files Created in Version X4 and Prior

In addition to the above recommendations, if you wish to open files created in Chief Architect Version X4 or prior, bear in mind the following:

☐ 1.   Roof Overhangs and Framing

In Chief Architect X4 and prior, roof overhangs were measured to the outside of the subfascia, whereas in Version X5 and later, they are measured to the outside of the fascia or shadow boards, if present. In legacy plans opened in Version X11, this will not affect the appearance of roof planes in floor plan view because in X4 and prior, roof plane polylines represented the projected framing area whereas in Version X11 they represent the total projected area. But, the position of the fascia and subfascia will shift, as will the length of the rafters.

☐ 2.   Door Swing Direction and Materials

In Chief Architect X4 and prior, exterior doors that swing outward display interior material on exterior side of door. This was corrected in Version X11. Doors modified to work around the old behavior could be affected in legacy plans opened in Version X5.

☐ 3.   Door Swing Direction and Louvers

Improvements to door louver direction may affect louvers in all doors with the exception of bifold doors.

☐ 4.   Wrapped Door/Window Lintels and Window Sills

In Chief Architect X4 and prior, wrapped lintels and sills extended out further than those that were not wrapped. In legacy plans opened in Version X11, the extents of wrapped lintels and sills will be adjusted so that they equal their **Extend** setting.

☐ 5.   Cabinet Feet

The offsets for cabinet foot millwork symbols in Version X4 and prior were set per millwork symbol to insert into cabinets effectively. In Version X11, the offset is set in the **Cabinet Specification** dialogs. When legacy plans are opened in Version X5, cabinet foot offsets are set to 0 and transferred to their containing cabinet, if one exists. Any customized or independently placed cabinet feet will be affected.

☐ 6.   Object Labels in Cross Section/Elevation Views

If a "Label" layer is turned on in a cross section/elevation view and objects of that type are visible in the view, then those objects' labels will display in that view when the plan is opened in Version X11.

☐ 7.   Transparent Materials

In Chief Architect X4, materials assigned to the Transparent Material Class for ray tracing were visible in rendered views even when their Index of Refraction was set to 1.0. When legacy plans are opened in Version X11, Transparent materials with an Index of Refraction of 1.0 are transferred to the General Material class and assigned a Transparency value of 100%. This will not affect these materials' appearance in ray trace views, but will make them completely invisible in rendered views.

8.   Registered User Text Macros

In Chief Architect X4 and prior, a selection of Registered User Text Macros could be inserted into Texts, Callouts, and Markers. These macros reported information that was provided when the program was installed and registered on the computer. In Version X5 and later, the program no longer collects registered user information. When a legacy file is opened in Version X11, any Registered User macros inserted into text objects are treated as regular text.

☐ 9.   Invisible Beams

The legacy **Invisible Beam** check box was removed from the **Wall Specification** dialog. When legacy plans are opened in Version X11, any **Invisible Beam** walls will be converted to Invisible Walls.

For Files Created in Version X3 and Prior

In addition to the above recommendations, if you wish to open files created in Chief Architect Version X3 or prior, bear in mind the following:

☐ 1. Text Styles

The appearance of a number of objects that include text - including object labels, the North Pointer, Sun Angles, Joist Direction Lines, the Up/Down arrows for stairs and ramps - can now be controlled using Text Style. Their appearance may be altered somewhat in legacy plans opened in Chief Architect X11.

☐ 2. Light Sources

The illumination created by light fixtures and Added Lights was improved in Chief Architect X11. Lighting in legacy plans may appear noticeably brighter when viewed in version X11.

For Files Created in Version X2 and Prior

If you wish to open files created in Chief Architect Version X2 or prior, bear in mind the following file management changes and structural enhancements:

☐ 1. Legacy file formats

Chief Architect 9.5 and prior files were saved in .pl and .la the file formats. These file formats files are no longer supported and cannot be opened in version X11.

☐ 2. Material textures, images, and backdrops

Chief Architect X2 and prior installed with a catalog of library content, including a selection of material textures, images, and backdrops. This library catalog is no longer installed with the program because it is now available for download on-demand, so it will be possible to open a legacy plan in version X11 and encounter numerous missing file warnings. To avoid this, we recommend using the **Export Entire Plan** feature in the original program version to create a folder that includes the plan and all associated textures, images, and backdrops before opening this file in X11. This tool is renamed Backup Entire Plan in version X11.

☐ 3. Floor and ceiling finish thicknesses

In Chief Architect X2 and prior, floor and ceiling finish layers were not modeled in 3D, and objects such as railings, stairs, landings, cabinets, fixtures, and furnishings measured their Floor to Bottom height from the subfloor. These objects now measure their Floor to Bottom height from the floor finish surface by default, so it is possible that you may notice height changes for these objects - particularly in saved, annotated cross section/elevation views.

☐ 4. Riser heights and landing thicknesses

The default Best Fit Riser Height for stairs that do not reach the next level has been updated from 9" (225 mm) in version X2 and prior to 6 3/4" (169 mm) in Chief Architect X11.

☐ 5. Auto Adjust Height

The Follow Terrain option in some specification dialogs was replaced by the Auto Adjust Height check box. If a cabinet, fireplace, fixture, furniture, or other library symbol had Follow Terrain unchecked in version X2 or prior and was located in a room with a floor

height other than the default for the current floor, then the object's Floor to Bottom Height will change to equal that room's floor height. The object's position in the model will not change, however.

☐ 6. Adjustable Thickness Walls

In Chief Architect X2 and prior, generic, single-layer wall types were available for use. When a legacy plan file is opened in version X11 and these wall types are detected, they are replaced by an updated, non-generic wall type. Framed walls and Railings will also acquire 1/2" (13 mm) thick layers of sheetrock on each side.

☐ 7. Stairwells defined by railings

Interior railings that used a generic, single-layer wall type drawn in older program versions will acquire layers of sheetrock when the plan is opened in version X11. This can affect the appearance of staircases where they join to a floor platform. To address this issue, select the railing and move it 1/2" (13 mm) away from the top edge of the staircase.

☐ 8. Deck rooms

In legacy plans opened in Chief Architect X11, Deck rooms with Advanced Deck Framing built retain the framing but have Automatic Deck Framing turned off by default. Decks with no Advanced Deck Framing built are converted to Balcony rooms.

☐ 9. Material definitions and light sources

Settings in the **Define Material** dialog that affect materials' appearance of brightness have been modified. The **Ambient** setting was removed, and the **Diffuse** setting for materials in legacy plans will be set to 100% when opened in version X11.

The Quality setting for light sources set to use Soft Shadows in ray tracing was also modified. Lights using Soft Shadows in legacy plans will be set to use Medium quality. The Light Diameter of light sources in legacy plans is capped at 4" (100 mm).

☐ 10. Structural Member Reporting

When a plan created in Chief Architect X2 or prior is opened in Chief Architect X11, Materials Lists are set to calculate **Total Lineal Length**. For a combination of lineal length and piece count, select **Mixed Reporting** in the **Structural Member Reporting** dialog.

☐ 11. Fill New Framing Members

In Chief Architect X2 and prior, Fill New Framing Members was view-specific; in Chief Architect X11 it applies to the entire plan. As a result, it is turned off by default in legacy plans opened in version X11.

New and Improved Features

The following is a list of new and improved features in Chief Architect Version X11.

Installation

• Backup installer media is now offered on reusable USB drive instead of DVD.

- New option in the Mac installer launches Finder to Applications so the program can be launched.

Program Overview

- Items in the File> Import and File> Export menus are now grouped together with divider lines between the groups.
- Improved appearance of the resize grips for dialog and side window panes.
- In the Mac version, Command + . can now be used to close dialogs.

File Management

- New Copy Externally Referenced Material Files to My Data Folder option in the **Preferences** dialog.
- New Associate Files With This Program option in the **Preferences** dialog.

Project Management

- The Reference Display can now show objects in other plan files.

Preferences and Default Settings

- New Color Themes settings in the **Preferences** dialog allow you to customize the colors used in the Chief Architect program interface.
- Dynamic default text fields are now identified by an Active Defaults ⚕ icon instead of a (D).
- The location of the User Library Folder can now be specified in the **Preferences** dialog.
- The Master List File pathname now updates to stay in the Data folder when the My Data Folder location is changed.
- Existing Layer Sets are now always used when importing Annotation Sets.
- Graphical buttons in the **Annotation Sets** and **Active Defaults** dialogs now have tool tips.
- Materials can now be imported using the Import Default Settings 🔃 tool.
- New Custom Colors for the text and header row in the Materials List.

Toolbars and Hotkeys

- New View> Crosshairs ⊞ toggle in the menus.
- Ctrl + F is now the default hotkey for Find/Replace Text 🔤.

View and Window Tools

- Saved plan views can now be imported from one plan to another.

Displaying Objects

- New Tool Tips and icons in the **Layer Display Options** dialog report where layers marked as Used are in use.
- New Tool Tip for Color bars in dialogs through the program reports the RGB value of the selected color.

- New Replace and Copy options for existing layer sets in the **Import Layer Sets** dialog.
- Deprecated Replace Identically Named Layers check box removed from the **Import Layer Sets** dialog.

Editing Objects

- New Marquee Select Similar ⊞ edit tool group lets you marquee-select objects of the same type(s), including rooms.
- The Shift and Ctrl keys now work differently when group-selecting objects.
- New Simplify Polyline ✏ removes very small polyline edges.
- The Disconnect Edges ⊞ tool no longer breaks electrical connections or sprinkler lines.
- The Apply Properties ⊞ edit tool now supports marquee selection.

CAD Objects

- New Fill Style Painter Tools 🗂.
- Fill Styles can now be saved in the library.
- The horizontal and vertical offsets for fill styles can now be specified.
- New Import Pattern 🖹 tool.
- New Attach Tail and Attach Head to Other Objects options for CAD arrows.
- New information regarding segment line count and holes added to the POLYLINE panel of various specification dialogs.
- New **Line Style Management** dialog lets you control which line styles are saved in the current plan or layout file.
- Obsolete Create Line Style tool was removed from the program.
- New Tool Tips and icons in the **CAD Block Management** dialog report where CAD blocks marked as Used are in use.
- Improved performance when blocking a large amount of CAD objects into a CAD block.
- Improved performance creating CAD blocks with large numbers of objects.

Walls, Railings, and Fencing

- New Make Wall(s) Invisible ⬚ and Make Wall(s) Visible ▮ edit buttons.
- New Straight Glass Wall ▯ and Straight Glass Pony Wall ⬚ tools.
- Pony Walls now have a full defaults dialog similar to other wall defaults.
- The OBJECT INFORMATION panel was added to the **Wall Specification** dialog.
- New Wall Schedule ⊞ tool.
- New Partition Wall option in the **Wall Type Definitions** dialog prevents walls from cutting through surface layers of floors, ceilings, and other walls.
- New Split Pony Wall option for wall caps in the **Wall Specification** dialog.
- New No Room Moldings option in the **Wall Specification** dialog.

- New No Room Wall Coverings option in the **Wall Specification** dialog.
- Wall insulation is now only calculated for exterior walls with one or more Framing layers.
- The Upper Wall Outline and Lower Wall setting now works correctly with Railing Pony Walls.
- The Default button on the RAILS panel now restores the rail profiles set in the defaults dialog associated with the selected railing or fencing object.
- The default rail profiles for railings as well as stairs and ramps now have a preview in their objects' specification dialogs.

Rooms

- Redesigned and enhanced cross section diagram in the Room Specification dialog.

Dimensions

- The Auto Interior Dimensions tool was removed in favor of the edit tool of the same name.
- Improved Auto Interior Dimensions generate fewer identical dimension lines.
- Auto Refresh Dimensions is now an option for all Auto Dimensions except Auto Interior and Auto Story Pole Dimensions.
- Dimensions drawn in elevation views can now locate the Top of Pony Wall.
- The initial size and other attributes of Point Markers created in conjunction with dimension lines, are now drawn from the currently active Saved Marker Defaults.
- The LOCATE OBJECTS panel of the **Dimension Defaults** dialogs now has category level check boxes.

Text, Callouts, and Markers

- New Note , Note Schedule , and Note Type Management tools let you efficiently create and edit plan notes.
- New Find and Replace Text tool.
- Notes Callouts and Markers now have the Add to Library edit tool.
- Common shortcut keys to toggle Bold, Italic, and Underline text modifiers now work in the **Rich Text Specification** dialog.
- The Height value in the **Marker Specification** dialog now reflects the height of the marker in cross section/elevation views.
- Common fraction characters have been added to the Chief Blueprint font.
- Lines with Arrows now display the Selected Edge Handle Fill color in an end edit handle when that end is attached to an object.
- The Insert Macro button icon is now used in all dialogs where macro insertion is an option.
- The deprecated # sign in Marker labels was replaced by new text macros: %height% which reports a value in inches (mm) and %heightf% which uses formatting set in the General CAD Defaults dialog.

Doors and Windows

- New Fixed Door ⬚, Barn Door ⬚, and Shower Door ⬚ tools.
- New Custom door panel settings for sliding, pocket, and bifold doors.
- New edit handle for sliding, pocket, and bifold doors lets you control the Percent Open.
- Jambs are now editable for walls in railing pony walls.
- Hinge side for doors can now be transferred using the Match Properties tool.
- New Type setting for door symbols in the **Symbol Specification** dialog.

Cabinets

- New **Custom Backsplash Defaults** dialog.
- The Width setting is now at the top of the **Cabinet Specification** dialogs.

Electrical

- New Rope Light tool.
- Auto Place Outlets ⬚ now works in rooms where no door is present.
- Improved drawing and snapping of Connect Electrical ⬚ splines.
- Electrical symbols can now be assigned a fill color.
- Improved how electrical objects mount on Pony Walls.

Schedules and Object Labels

- In the **Fixture Specification** dialog, 3D Elevations and Perspectives no longer show the containing cabinet of an inserted fixture.
- New Use Plan View Scale option for schedules that have a 2D Symbol column.
- Improved line weights used by 2D Symbols in various specification dialogs.
- The **Schedule Specification** dialog now has Margin settings.
- Improved line weights used by 2D Symbols in various specification dialogs.
- New %simple_schedule_number% Name-Value Pair for objects associated with schedules that omits the schedule label prefix.
- Improved how column width is applied when the Set as Default ⬚ tool is used with schedules.

Foundations

- The default hotkey for Build Foundation was changed to Ctrl + 0 in Windows, Command + 0 in macOS.
- The deprecated Fireplace tool has been removed from the Build menu.
- A progress dialog now displays instead of an Information message when a complex foundation is rebuilding.

Multiple Floors

- The defaults for all floor levels are now listed in the **Default Settings** dialog, and can be group-selected for editing.
- Multiple Reference Floors can now display at the same time, each with its own layer set, using an editable drawing order.
- Improved automatic Reference Floor Display behavior.
- The **Layer Display Options** dialog for the Reference Floor is now accessible via the **Change Floor/Reference**, **Saved Plan View Specification**, and **Layout Box Specification** dialogs.
- The obsolete Reference Floor Display Options tool has been removed from the program toolbars and menu.
- The deprecated Swap Floor/Reference tool was removed from the program toolbars and menu.

Stairs, Ramps, and Landings

- Stair landings now recognize one another and adjust their heights to form stair-like paths.
- Enhanced ability to control generation of railings on each landing edge.
- Improved ability to create fully housed stringers using a wall.
- Improved how flooring materials are mapped on landings.

Roofs

- The gutter material can now be specified for individual roof planes in the **Roof Plane Specification** dialog.
- Ridge Caps, Gutters, and Shadow Boards can now be generated or suppressed for each roof plane edge.
- New GUTTERS panel in the **Build Roof** and **Roof Plane Specification** dialogs.
- Obsolete Gutters check box was removed from the **Build Roof** and **Roof Plane Specification** dialogs.

Framing

- New Find Wall ⬚ edit tool locates the wall associated with a selected framing member in a Wall Detail or 3D view in which wall framing can be seen.

Trusses

- New Lock Truss Envelope and Webbing check box in the **Truss Specification** dialog replaces the Lock Truss Envelope option.
- New Find Trusses ⬚ edit tool locates and selects trusses in plan view associated with a truss in the Truss Detail.

Trim and Moldings

- The MOLDINGS panel found in various dialogs has been redesigned for greater ease of use.
- Moldings assigned to an object can be grouped into a stack.

- New Add to Library as Stacked Molding 🔵 edit tool creates a stacked molding profile composed of multiple components.
- The width of Ridge Caps and other 3D Molding Polylines now displays in plan view.

The Library

- Parametric cabinets, doors, and windows can now be edited in the library.
- Newly imported library catalogs are now selected in the Library Browser tree list.
- Enhanced Add to Library As 🔵 dialog lets you select and add multiple object components as well as materials.

Custom Symbols

- New Select Stretch Plane Item 🔳, Show Stretch Planes 🔳, and Show Bounding Box 🔳 preview display options in the **Symbol Specification** dialog.
- New Convert Selected to Symbol 🔳 edit tool for architectural objects.
- Improved performance of the Auto Generate option for CAD blocks representing symbol objects.

Other Objects

- Improved functionality of Sloped Soffit, Place Under Ceiling, and Place Under Roof options for Soffits.
- Light sources associated with fixtures assigned to Distribution Paths and Regions now cast light.
- Improved how objects in Distribution Paths and Regions are included in schedules and materials lists for individual rooms.
- Redesigned **Material Layers Definition** dialogs for floor and ceiling platforms, Custom Backsplashes, and more.

Materials

- Material patterns are no longer tied to materials list calculations.
- New Keep Pattern/Texture in Sync check box in the **Define Material** dialog.
- New Pattern from Texture tool lets you create a custom material pattern based on the material's texture.
- Global Symbol Mapping now affects patterns as well as textures.
- New MATERIALS LIST panel added to the **Define Material** dialog.
- Obsolete General panel removed from the **Define Material** dialog.
- The 3D shape preview for materials was added to the **Plan Materials** dialog.
- Multiple items in the **Material Defaults** dialog can now be selected and edited as a group.
- Deprecated DXF Code, Joint Width, and Mortar Width settings were removed from the **Define Material** dialog.
- Obsolete Overlap Amount and Grouping settings were removed from the **Define Material** dialog.

- Custom material textures are now copied into the Chief Architect X11 Data folder.

3D Views

- The deprecated Perspective Floor Camera tool has been removed from the menus and default toolbars.
- In the Mac version, the temporary hotkey for Mouse Orbit Camera is now the left mouse button with the Command + Shift keys.
- Expanded options for navigating in Virtual Reality 👓.

3D Rendering and Ray Tracing

- Ray traces can now be Paused ⏸.
- Ray traces view tabs now report the associated camera's name.
- Light sources associated with fixtures assigned to Distribution Paths and Regions now cast light.
- The plan view Display Size of Added Lights can now be specified.
- A Sun Angle can now be specified as the default sun used in newly created cameras.

Pictures, Images, and Walkthroughs

- New **Walkthrough Defaults** dialog.
- The screen resolution used to record walkthroughs can now be specified.
- Walkthroughs can now be recorded as .mp4 and .wmv files.
- The codec used for recording walkthroughs can now be set in the **Walkthrough Options** dialog instead of in Preferences.
- New Export PDF tool.
- Improved how imported PDF boxes update if the associated .pdf file is modified.
- Transparent pixels associated with Image objects are now ignored when selecting objects.

Importing and Exporting

- Chief Architect 3D Viewer models can now be replaced during export.
- Notes can now be created in Chief Architect, seen in camera views, and included in exported 3D Viewer models.
- Added support for Sketchup version 2019 file import.

Terrain

- The Auto Rebuild Terrain check box is now located in the **Terrain Specification** dialog instead of the 3D View Defaults dialog.
- Text macros can now be inserted >M into the text of Elevation Points.
- The deprecated # sign in Elevation Point labels was replaced by new text macros: %elevation% which reports a value in inches (mm) and %elevationf% which uses formatting set in the General CAD Defaults dialog.

Materials List

- The Components edit tool has been replaced by the new Components panel in various object specification dialogs.
- Components data is no longer removed when an object is edited.
- New Calculate Materials From Selection ⊞ edit tool creates a materials list for the selected objects only.
- The Materials List can now be printed and exported in color.
- The Unit column in the Materials List was retired in favor of incorporating units into the Count and Extra columns.
- The Materials List now reports the correct dimensions of lintels, sills, and window aprons.
- The Materials List now correctly reports doorways located in and electrical objects placed on railing walls.
- Pony Walls in the Thermal Envelope are now correctly calculated.
- The deprecated DXF Code setting for materials was removed.

Layout

- New Create Saved Plan View 🔳 and Unlink Saved Plan View 🔳 edit tools for layout boxes.
- Plot Line elevation views with shadows now always have a white as their background color.

Printing and Plotting

- The deprecated Print Model tool has been removed from the software.

Ruby in Chief Architect

- Expanded Name-Value Pairs can report information about related objects and Custom Object Fields, allowing greater flexibility when creating Materials List Line Item macros.
- New Name-Value Pairs for most object types.
- New %object_properties% macro reports all NVPs, NVPublishers, and Collections associated with an object.
- Area and volume values reported by default Object Specific macros are now rounded. Custom User Defined macros are not unless they include rounding code.
- New height, elevation, and position Name-Value Pairs for Markers and Elevation Points.