What's New in Chief Architect X4

Welcome to Chief Architect X4. This guide has been written to help our upgrading customers make a smooth transition from earlier versions of Chief Architect to Chief Architect X4.

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Before You Begin

There are many new features in Chief Architect X4, and many existing features have changed. These changes affect the way Chief Architect functions, so it is very important to be familiar with them.

Chief Architect X4 can open the **.PL1**, **.LA1**, **.plan**, and **.layout** files from prior versions. 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. For details, see "For Files Created in Version X3 and Prior" on page 3, "For Files Created in Version X2 and Prior" on page 4 and "For Files Created in Version 10 and Prior" on page 5.

As with any software, it is always best to finish any current projects you may have in progress in the version of the software in which you began them. If you do decide to bring a project forward, be sure to take the time to verify that everything in your drawing is correct when it is opened the new program version.

Getting Started Check List

The following checklist suggests steps you should take before migrating your files to Chief Architect X4. More information about each of these steps can be found after the checklist.

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

☐ 8.   Export Entire Plan

☐ 9.   Check www.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 <u>www.chiefarchitect.com</u>.

2. Migrate Legacy Library Files

Extensive changes were made in Chief Architect X4 to the structure and functionality of the library. Library content from previous program versions cannot be installed or copied into the Chief Architect X4 library.

If you have Chief Architect X3 installed on your computer, the Chief Architect X4 installer will locate your Chief Architect X3 User Libraries and will ask if you want to import them for use in Chief Architect X4. You can also import library files from version X3 at any time by selecting **Library> Import Library (.calib, .calibz)** from the program menu.

If you have custom library content from Chief Architect X2 or prior, the installer will not find your custom library content. If you would like to bring your custom library content forward into Chief Architect X4, you can do so by selecting **Library> Convert Legacy (.alb) Library Files** from the program menu.

3. 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 Windows Explorer for use in Chief Architect X4.

• Copy custom texture files to the Chief Architect X4 Textures folder located in the Chief Architect X4 Data folder.

• Copy custom image files to your Chief Architect X4 Images folder located in the Chief Architect X4 Data folder.

• Copy custom backdrop files to your Chief Architect X4 Backdrops folder located in the Chief Architect X4 Data folder.

In Chief Architect X3, X2 and X1, custom graphics were saved in the Chief Architect Data folder, as they are in version X4. In version 10 and prior, 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.

4. 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 X4:

• 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 5.

5. **Review Your Preferences Settings**

Any changes that you made to the Preferences settings in your previous version do not migrate into Chief Architect X4. 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 X4 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. For best results, it is recommended that you either:

• Use the installed templates when creating new plans and layout files in Chief Architect X4

• 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 X4. First, make copies of your custom templates in the Chief Architect X4 The Templates directory is located in the Chief Architect X4 Data folder in Windows Explorer. 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 X4 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 X4; however, it is not recommended because it is likely that you will be missing new tools available in version X4.

Instead, we recommend that you set up your custom toolbars the way you would like them in Chief Architect X4. 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. **Export Entire Plan**

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

9. **Check www.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 Chief Talk web forum at www.chieftalk.com.

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 before you open legacy files in Chief Architect X4.

☐ 1. **Text Styles**

The appearance of a number of objects that include text - including 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 X4. See

☐ 2. **Light Sources**

The illumination created by light fixtures and Added Lights was improved in Chief Architect X4. Lighting in legacy plans may appear noticeably brighter when viewed in version X4. See

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 before you open legacy files in Chief Architect X4.

☐ 1. **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 X4 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 X4. This tool is renamed Backup Entire Plan in version X4.

☐ 2. **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.

☐ 3. **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 X4.

☐ 4. **Auto Adjust Height**

The Follow Terrain option in some specification dialogs was replaced by the Auto Adjust Height checkbox. 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.

☐ 5. **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 X4 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.

☐ 6. **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 X4. 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.

☐ 7. **Deck rooms**

In legacy plans opened in Chief Architect X4, 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.

☐ 8. **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 X4.

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).

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☐ 9. **Structural Member Reporting**

When a plan created in Chief Architect X2 or prior is opened in Chief Architect X4, 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. See

☐ 10. **Fill New Framing Members**

In Chief Architect X2 and prior, Fill New Framing Members was view-specific; in Chief Architect X4 it applies to the entire plan. As a result, it is turned off by default in legacy plans opened in version X4.

For Files Created in Version 10 and Prior

In addition to the above recommendations, if you wish to open files created in Chief Architect Version 10 or prior, these additional steps are also suggested before you open legacy files in Chief Architect X4.

☐ 1. **Select the desired Layer Set**

Before migrating a legacy file created in Chief Architect Version 10, open it in Version 10 and make sure that the active layer set is one that is useful in most situations. Extensive changes to layer sets since Version 10 allow only the active layer set to be migrated in Chief Architect X4.

☐ 2. **Set up your Legacy File Conversion Preferences**

Several different preference settings allow you to control how legacy files from Version 9.5 and prior are migrated into Chief Architect X4. You may want to do some experiments with these settings so that you fully understand how they affect your older plans when they are read into Chief Architect X4:

☐ a. **Set your legacy text and dimension conversion fonts** - Set your Legacy Text Conversion and Legacy Dimension Conversion fonts in the **Preferences** dialog before opening any old plans. Use the same settings here that you had in your preferences for your previous version of Chief Architect so that your text and dimensions will look the same.

☐ b. **Set your legacy plan and layout page setup information** - Page Setup information can be done on an individual plan basis. Use the Page Setup preference for legacy plans and layouts so that your plans and layouts are set up the same way they were in your previous version. Note: You should make sure you leave the scale for layouts at 1 to 1.

☐ c. **Set your legacy layer conversion settings** - Significant changes have been made to improve the setup and control of layers. Preference settings have been provided to control how your legacy plan layers are converted when you open a previous version plan in Version X4. By default, layers should be converted into the new format so that they more closely match the defaults that we provide in the template plans. You can modify these settings so that your layers more closely match how they looked in your previous version.

☐ 3. **Replace problem symbols**

In recent versions of Chief Architect, any symbols placed in a plan are saved with the plan file and can be read by Chief Architect X4. If you open a plan file created in an older version of Chief Architect and notice problems with a symbol, however, you can either delete it or replace it with a new symbol from Chief Architect X4 library.

New and Improved Features

The following is a list of new and improved features in Chief Architect Version X4.

- Sample plans are no longer installed with the program and are now available online.

Installation

- Chief Architect Premier X4 is now available in both 32-bit and 64-bit versions.

Program Overview

- Can now highlight the Product Key in the **About Chief Architect** dialog.

- The Chief Architect Viewer can now read files from both Chief Architect Premier and Chief Architect Interiors.

File Management

- **Search for Plans** command moved from **File** menu to **Tools> Plan Database** submenu.
- New Scripts folder in Chief Architect X4 Data folder for custom user-created Ruby scripts.

Preferences & Default Settings

- New **Set As Default** edit tool allows you to specify the attributes of a selected object as the defaults for objects of that type.
- New Text Styles allow you to apply the same default text settings to all object using dynamic defaults for text information.
- Can now specify whether **Leader Lines** create **Text** or **Rich Text**.
- Can now specify whether **Alternate** drawing behavior restarts after a closed shape is created.
- Can now specify values in 1/10ths of a foot in the **General Plan Defaults** dialog.
- Obsolete **Enhanced Line Drawing** and **Lower Interactive Quality** settings in the **Preferences** dialog have been removed.
- Can now specify whether the Alternate continuous drawing behavior remains active when a closed shape is drawn in the **Preferences** dialog.
- Can now specify a **Codec for walkthrough recordings** in the **Preferences** dialog.

Layers

- New **Object Layer Properties** edit tool lets you access and modify the layer settings associated with a selected object.
- New **Layer Hider** tool lets you turn off all objects on a layer by simply clicking on one of those objects.
- New Text Style attribute for layers.
- New Full Camera, Floor Camera, Full Overview, Floor Overview, Clipped Section and Wall Elevation layer set options in **Layer Set Defaults** dialog.

Walls, Railings & Fencing

- Improved wall drawing: program will automatically orient exterior walls to face outward regardless of which direction they are drawn.
- Can now resize walls using dimensions in addition to moving them.
- Can now locate foundation wall footings using dimensions.
- Reorganized **Wall Specification** dialog with new Structure tab for greater ease of use.
- New **Wall Intersection** settings let you control which walls build through at intersections.
- Can now display lines to distinguish which walls build through at intersections.
- Can now specify the **Height of Lower Pony Wall** in the **Wall Specification** dialog.
- New **Slab Footing** wall tool creates interior footings and defines rooms with Monolithic Slab foundations.
- **Slab Footing Defaults** dialog lets you control default footing size and other attributes of Monolithic Slab foundations.
- New **Bearing Wall** specification produce a foundation wall below the selected wall.
- Improved how the **Align With Wall Above** and **Align With Wall Below** edit tools work with Pony Walls.
- Can now specify the **Pour Number** of concrete Foundation and Footing Walls.
- Can now specify a chamfer for slab footings.
- Can now specify the handrail for Framed Panel Railings.
- **Double Wall** checkbox removed from **Wall Specification** dialog. Walls are specified as **Frame Through** by default.
- Wall layers no longer extend down to cover the sides of slab foundations.
- New **Brick Ledge Depth** setting lets you control the brick ledge size for brick walls built on in monolithic slab foundations.
- New **Foundation to This Line** option and **Offset** setting let you control how foundation walls align with walls above.
- Obsolete 8" Concrete Stem Wall 4" Brick Ledge wall type removed from installed template plans.

Rooms

- Can now control the Text Style of room labels.

- Can now specify the **Pour Number** of rooms on Floor 0 when a Monolithic Slab foundation has been built.

- The Room Area portion of room labels now use the same fill style as the Room Name portion.

- Interior "island" rooms defined by walls that do not connect to other walls in the plan are now automatically connected with an Invisible Wall to avoid undesirable program behavior.

Doors and Windows

- New **Concrete Cutout** specification lets you adjust the size of the cutout for doors and windows placed in pony walls wsith concrete lower walls, and concrete garage curbs, independent of the rough opening.

- New, separate defaults dialogs for Pocket, Bifold and Garage Doors, Doorways, Interior and Exterior Sliding Doors.

- New **Show Door Open in 3D** 🖼 and **Show Door Closed in 3D** 🖼 edit tools.

- Can now customize the labels of Bay, Box and Bow Windows.

- Can now specify label offsets for doors and windows parallel to the object front, not just perpendicular to it.

- New **Louver Size** setting in the **Door** and **Window Specification** dialogs.

- The **Single Label** option for mulled units was moved to the Label Tab of the **Mulled Unit Specification** dialog.

- Can now control the Text Style of door and window labels.

- New **Not Through** option for doors and windows placed in Double Walls.

Foundations

- New **Slab Footing** wall tool and **Slab Footing Defaults** creates interior footings and defines rooms with Monolithic Slab Foundations.

- Monolithic Slab foundations are now modeled using walls with footings rather than Slab objects.

- Can now specify a chamfer for slab footings.

- Foundation wall footings can now be edited using edit handles in floor plan view.

- Can now specify how far Garage floor heights are lowered when a foundation is built.

- Can now specify curbs around Garage and Slab rooms when a Monolithic Slab foundation is built.

- **Build Foundation** command is now available when a foundation has been built, making it easier to rebuild when needed.

- New **Auto Rebuild Foundation** option in the **Build Foundation** dialog replaces **Rebuild Slabs** command.

- Foundation step markers are now placed on their own layer.

- The locations of doors in the stem walls for Garage rooms on Floor 1are now shown on Floor 0.

- **Vertical Footing** checkbox moved from the **Build Foundation** dialog to the **Foundation Wall Defaults** dialog. It is also available for individual foundation walls in the **Foundation Wall Specification** dialog.

- Can now control the Text Style of step markers on foundations.

Roofs

- New Roof labels display pitch and pitch direction.

- New Arrow tab lets you control arrow style of roof pitch indicators.

Stairs, Ramps & Landings

- Can now control display of Up/Down arrows on stairs and ramps by layer.

- Can now control the arrow style and Text Style of the Up/Down arrows in stairs and ramps.

Framing

- Can now control the Text Style and arrow style of Joist Dimension Lines.

Trusses

- Can now turn off the generation of Lookouts, Eave Sub Fascia, Gable Fascia and Eave Fascia when roof framing is built.

- Can now control the Text Style of truss labels.

- Floor/ceiling and roof truss labels now obey the **Minimum Display Size** for labels.

Electrical

- The **Intensity** setting for light sources has been replaced by settings measured in lumens that correspond to light bulb wattages.

- New **Turn Light(s) On** and **Off** edit buttons for light fixtures and light sources make it easy to quickly turn selected lights on or off.

- Can now control the Text Style of electrical fixture labels.

- **Auto Place Outlets** now places GFCI outlets over cabinets in Kitchen rooms.Can now use the **Alternate** continuous drawing mode with the **Connect Electrical** tool.

Trim & Moldings

- New **Horizontal Offset** setting allows you to create built up and/or recessed moldings in rooms and on cabinets and other objects.

- Improved ability to specify a vertical offset to moldings assigned to cabinet objects.

- Improved ability to place **Corner Boards** and **Quoins** at corners with curved walls.

Cabinets

- New **Frameless** cabinet option and **Door/ Drawer Overlay** settings in the **Cabinet Specification** dialogs.

- Cabinet moldings are now calculated in the Materials List and are listed under "Interior Trim".

- Can now specify labels for Soffits, Shelves and Partitions.

- Can now control the Text Style of cabinet labels.

- Single doors on pie-cut corner cabinets are no longer treated as doubled so hardware is not duplicated.

- Moldings applied to cabinets are now listed in the Materials List under the Interior Trim category

Terrain

- Terrain is now located 6" (187 mm) below the top of foundation stem walls rather than below the top of the treated sill plate.

- Font information for contour lines removed from the **Terrain Specification** dialog. Contour lines' text is now set by Text Style.

- Can now turn off display of primary contour lines in **Terrain Specification** dialog.

- Can now turn off red highlight for negative elevation contour lines.

- Can now control the Text Style of Elevation Points.

- Can now control the Text Style of plant and sprinkler labels.

- Improved ability to select plants by clicking on a plant's label.

Other Objects

- Can now specify labels for Soffits.

The Library

- Library content is no longer subscription-based.

- Publish Library Catalog feature removed from program. Libraries can still be exported.

- Library content is now saved in multiple .calib files rather than one database. Custom content can be backed up without backing up the whole library.

- New library shortcuts let you copy items for organizational purposes without increasing library database size.

- New Database Filtering lets you control display of items in library tree list.

- Improved speed of library content downloads and emptying of library Trash.

- Improved library download feedback lets you know when a download is complete or if there were download errors.

Materials

- New **Reflective** Material Class available in the **Define Material** dialog.

3D Views

- "Cameras, Inactive" layer renamed "Cameras" and controls appearance of both active and inactive camera symbols in floor plan view.

- New "Cameras, Labels" layer lets you control display of camera labels independently of camera symbols in floor plan view.

- Camera labels how have their own edit handles and can be moved relative to the camera symbol in floor plan view.

- New **Always Display Active Cameras** option in **Camera Defaults** dialog.

- Can now specify a selected saved or unsaved, active camera's layer. See "Camera Specification Dialog" on page 796 and .

- Can now specify a selected cross section/elevation camera's **Rendering Technique** in the **Cross Section Camera Specification** dialog.

- Reduced the minimum allowed **Clip Surfaces Within** value to 6" (150 mm).

- **View Angle** dialog removed from **View Direction Tools**.

- **Overview Direction Tools** renamed **View Direction Tools**.

- Can no longer export images to the **.pcx** file type.

- Improved **Auto Detail** tool displays insulation behind wall top or bottom plates instead of in front of them.

Rendering & Ray Tracing

- Can now specify custom labels for **Added Lights** .

- New "Light Sources, Labels" layer lets you control the display of labels on **Added Lights** in floor plan view.

- Can now control the Text Style and arrow style of **Sun Angles** .

- New **Turn Light(s) On** and **Off** edit buttons for light fixtures and light sources make it easy to quickly turn selected lights on or off.

- More information about light sources added to the **Adjust Lights** dialog.

- Sunlight can now shine through windows in ray trace views without using Caustic Photons.

- Improved quality of shadows associated with sunlight in ray trace views.

- Improved ray tracing speed by removing any lights in the model that do not contribute to direct lighting in the ray traced scene from the ray trace lighting calculations.

- **Ambient Occlusion** can now be used in interior ray trace views as well as exterior views.

- Improved ray trace time estimate and program feedback during ray trace pre-processing.

- Changed the color of Environment Lighting for exterior ray trace views in Sunny conditions from pale yellow to white.

- Gamma correction in ray trace views is now automatic. **Use Gamma Correction** option removed from interface.

- Ray trace views can no longer be saved to the **.pcx** file type.

Dimensions

- New **Add Additional Text** tool allows you to add text to dimension line labels.

- Can now control the Text Style - including the transparency and text color - of dimension labels.

- Font tab in **Manual Dimension Defaults** dialog replaced by Text Style tab.

Text, Callouts & Markers

- New Text Styles allow you to apply the same default text settings to all objects using dynamic defaults for text information - including Text, Callouts and Markers, but not Rich Text.

- Can now specify whether **Leader Lines** create **Text** or **Rich Text** in the **Preferences** dialog.

- A number of new Object Specific text macros for doors, windows and stairs.

- Text macros for special characters no longer include % before and after the character.

CAD Objects

- Can now control the Text Style of CAD objects set to display line length or angle.

- Can now control the font of line styles that include text, as well as the text transparency.

- Can now control Text Style of North Pointers.

- Line Label Height setting removed from the **CAD Defaults** dialog as this setting is now controlled by Text Style.

- Increased accuracy of line **Length** as stated in the **Line** and **Polyline Specification** dialogs.

- **CAD Block Management** and **CAD Detail Management** dialogs are now resizable to better accomodate longer names.

Project Management

• Can now control the Text Style of Room Box labels.

Pictures, Images, & Walkthroughs

• Exported images can no longer be saved to **.pcx** file type.

Importing & Exporting

• Can now import and export AutoCAD 2012 compatible files.

Printing & Plotting

• **Use Outline Printing** option removed from **Print** dialog.

Layout

• Views sent to layout now have automatic labels stating basic information about the original view.

• Label tab added to the **Layout Box Specification** dialog.

• New Object Specific text macros for layout view box labels.

Schedules

• Can now control the Line Style, Fill Style and Text Style of schedules.

• Can now include schedule number in the label of all objects with schedules except for rooms.

• Can now specify text **Alignment** in schedule columns.

• Improved support of multiple schedules of the same type at the same time.

• **Additional Text** and **Height/Width Display** settings now affect schedule columns as well as labels.

• New "Label" column for all schedules except Room Finish Schedules.

• New "Arch" column for Door and Window Schedules.

• New "Type" column for Window Schedules.

• New "Top" and "Bottom" columns for Door, Window and Cabinet Schedules.

• New "Floor Elevation" and "Floor Finish Elevation" columns for Room Finish Schedules.

• Character Height and Rotate with Plan settings for schedule callout labels removed from the **Schedule Specification** dialog. Schedule callout labels are now controlled using Text Styles.

• Improved the description of slab doors in Door Schedules.

• When you choose to specify an object's label, the text field is now initially populated by the selected object's Automatic Label.

• Removed Product Code Label checkbox from **Schedule Specification** dialog.

Materials Lists

• New "Label" column in Materials Lists, the Master List and the **Components** dialog lists object labels for reference purposes.

• Cabinet moldings are now calculated under the "Interior Trim" category.

• Can now specify the **Pour Number** of concrete Foundation and Footing Walls and Monolithic Slab rooms.

• New **Size** setting in the **Preferences** dialog lets you control the text size in Materials Lists, the Master List and the **Components** dialog.

Ruby Console

• New Automatic Label and Schedule Number Named Values.

• A number of new Named Values for doors, windows, rooms, light fixtures, electrical outlets, stairs and layout boxes.

• The Ruby Console now remembers its position and previous activity when it is closed and later relaunched in the same program session.

Additional Resources

• Can now choose to **View the NKBA Kitchen & Bathroom Guidelines** from the program menu.