Chief Architect® X4
Reference Manual

Professional Design & Drafting Software

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Chapter 1:

Program Overview

Chief Architect is specifically designed for the residential and light commercial design professional. It allows you to easily and efficiently produce 3D models and construction documents for your projects. We thank you for choosing Chief Architect and wish you the best in your design work.

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- Chief Architect Premier vs Interiors vs Lite
- Startup Options
- The Chief Architect Environment
- Toolbars
- Menus
- Dialogs
- The Status Bar
- Message Boxes
- Preferences and Default Settings
- Drawing a Plan
- Viewing Your Plan
- Sharing Your Files with Clients
- Getting Help
- About Chief Architect

Chief Architect Premier vs Interiors vs Lite

Not all of the features documented in this manual are available in the Interiors and Lite versions of Chief Architect. In addition, a few select features are only available in the Lite version.

For a list of the features in each program, see our website, www.chiefarchitect.com.

Startup Options

When Chief Architect opens, the **Startup Options** dialog displays, allowing you to choose how you want to begin working in the program or access useful resources.

The **Startup Options** dialog can be opened at any time by selecting **File> Startup Options** .

1 **Getting Started**- Click to launch your default internet browser to the Getting Started page on our web site, www.chiefarchitect.com. There, you will find links to a variety of online resources to help you begin using the program.

2 Select a **File** command to open a .plan or .layout file.

- Click **New Plan** to open a new, blank plan. See “Creating a New Plan or Layout” on page 48.
- Click **New from Template** to open a new, blank plan based on a template that you select. See “Template Files” on page 74.

- Choose **Open Plan/Layout** to work on an existing plan or layout file. See “Opening a Plan or Layout File” on page 54.

❸ **Recent Files** lists the names of the most recently opened files. Click on a name to open the file. You set the number of files that display in this list in the **Preferences** dialog. See “General Panel” on page 85.

❹ Remove the check from **Show Options on Startup** if you do not want this dialog to display when you launch Chief Architect. Instead, a new blank plan the **Create New Plan** dialog opens.

To have the **Startup Options** dialog display at startup again, select **File> Startup Options** and place a check mark at **Show Options on Startup**.

❺ The **Build** number of the program version you are using and the first five characters of your software license **Product Key** display here. If your license has an expiration date or other restrictions, they will also display here.

The Chief Architect Environment

Object-Based Design

Chief Architect’s parametric, object-based design technology means you place and edit objects, rather than work with the many individual lines or surfaces used to represent them.

You can quickly select and edit the location, size, shape, style and other properties of objects as well as change the materials applied to their surfaces.

Use Chief Architect’s editing capabilities to make the objects you place in a plan match the objects they represent in real life. For example, you can set up your windows and doors to match those available from your supplier.

3D Drafting

In Chief Architect, the entire drawing area is laid out on a Cartesian grid, a three dimensional coordinate system described using the X, Y and Z axes. The current position of your mouse pointer displays in the Status Bar at the bottom of the program window.

Architectural objects take up space in all three dimensions and their height, width and depth can be specified in Imperial or metric units. In addition, the location of objects can be precisely defined using coordinates, again specified in Imperial or metric units.

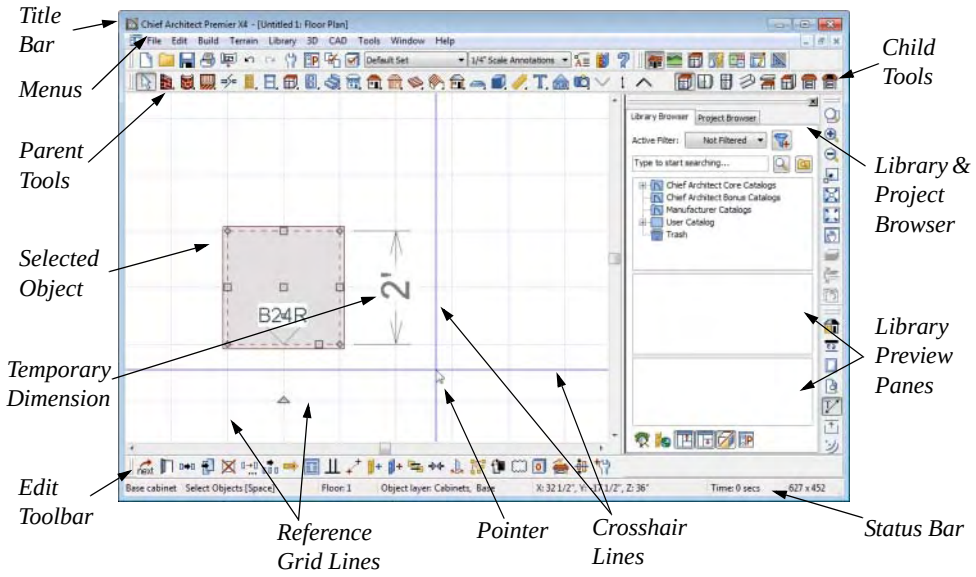
CAD objects such as lines and arcs take up space in two dimensions in the current view. Their dimensions can also be specified in Imperial or metric units and their locations precisely defined using coordinates.

Easy Access to Tools

You can access Chief Architect’s features in various ways using the mouse and keyboard.

- Menus provide access to most tools.
- Convenient toolbar buttons allow fast access to tools and let you customize the interface.

- Keyboard shortcuts are available for most tools and can be customized.
- Contextual menus display with a right-click of the mouse.
- The Status Bar at the bottom of the screen provides tool descriptions and other information about the current task.



Using the Mouse

Many objects, such as doors and cabinets, are created by clicking the left mouse button. Others, such as walls, stairs and dimension lines, are created by dragging the pointer from one end of the object to the other.

The **left button** is the primary button used in Chief Architect. Unless specified otherwise, Chief Architect documentation refers to the left mouse button.

Note: If you are left-handed and have re-programmed your mouse, reverse the instructions for left and right buttons in this manual.

The **Right button** has several uses. Right-click to select any object.

If, for example, the **Straight Exterior Wall** tool is active, the left mouse button allows you to select only walls. You can select other object types such as cabinets with the right mouse button.

Use the right mouse button to temporarily switch to the Alternate edit behavior. See “Edit Behaviors” on page 162.

You can also use the right mouse button to open a context sensitive menu with additional editing commands.

The **Middle button** can be used to pan in floor plan view or to temporarily use the Move edit behavior.

You can also program it to work as a double-click.

The **Mouse Wheel** can be used to zoom in and out in most views.

The Back, or X1, button on a 5-button mouse can be used to temporarily enable the Concentric edit behavior. See the documentation for your mouse.

The Forward, or X2, button on a 5-button mouse can be used to temporarily enable the Resize edit behavior. See the documentation for your mouse.

Using the Edit Handles

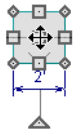
When you select an object, its edit handles display. How each handle behaves when it is clicked and dragged may depend on which **Edit Behavior** is currently active. See “Edit Behaviors” on page 162.

When you pass the mouse over the edit handles, the pointer changes to show how you can use that handle.

- A two-headed arrow indicates that the object, corner or edge can be moved in the direction of the arrows.
- A four-headed arrow indicates that the selected object or edge may be moved in multiple directions.
- A circular arrow indicates that the selected object can be rotated.

Resize handles display along the edges of the object are used to change the size. See “Resizing Objects” on page 211.

The Move handle at the object’s center lets you move the object. See “Moving Objects” on page 202.



The triangular Rotate handle lets you rotate the object. See “Rotating Objects” on page 215.

You can cancel any edit handle operation before it is completed by pressing the Esc key on your keyboard or by pressing any two mouse buttons at the same time.

The edit handles that display depend on the type of object selected, the current view, and how far you are zoomed out.

Edit handles do not resize as you zoom in or out. If you are zoomed out far enough, some edit handles may be hidden so that they do not stack over one another. As you zoom in, these handles become visible again.

Toolbars

Using the toolbar buttons is the fastest, easiest way to access many program features. You can move the toolbars, customize them by adding or removing buttons, or create your own toolbars from scratch. “Toolbar Customization Dialog” on page 116.

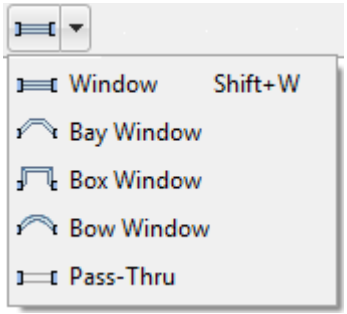
The toolbars that display in a given view depend on the view type. For example, toolbars that control camera position display in 3D views but not in floor plan view.

When you pass the pointer over a toolbar button, a “tool tip” displays the name of the tool. When you see one of these tool tips, press F1 to get more information about that item. A more detailed description displays in the Status Bar at the bottom of the window.

You can use either of two styles of toolbar interface: drop-down tools or parent-child buttons.

Drop-Down Tools

Click on the arrow to the right of a button to display a drop-down list of related tools. For example, click the arrow to the right of the **Window** button to display a drop-down list of the other Window Tools.



The most recently selected tool displays in the toolbar.

Parent and Child Tools

An alternative to the Drop-Down toolbar interface are Parent and Child tools. Parent toolbar buttons have a blue triangle in the lower right corner. When you select a parent button, child tools display on the right side of the toolbar.

When you click the **Window Tools** parent button, for example, its child buttons display to the right.

You can select either Parent - Child or Drop-Down tools in the **Preferences** dialog See “Appearance Panel” on page 78.

Toolbar Configurations

Toolbar configurations are sets of toolbars that are organized for certain tasks.

There are eight toolbar configurations in Chief Architect. Each can be accessed in the

Toolbar Customization dialog by right-clicking on a toolbar button, or by clicking a button:

The **Default Configuration** displays a selection of architectural, file management and display settings tools.

The **Terrain Configuration** displays a selection of terrain, file management and display setting tools.

The **Space Planning Configuration** displays a selection of file management and display setting tools, as well as the **House Wizard** tools.

The **Plan Detailing Configuration** displays a selection of display settings, file management, annotation and other documentation tools.

The **CAD Configuration** displays a selection of CAD, file management and display setting tools.

The **Extended Configuration** displays an expanded selection of architectural, terrain, file managment and display setting tools.

Customizable Toolbars

Since the work you are doing determines the tools you need, Chief Architect allows you to tailor toolbars to suit your own needs. You can store various toolbar configurations for future use. For more information about customizing toolbars, see “Toolbar Customization Dialog” on page 116.

You can add toolbars to each configuration using the **Toolbar Customization** dialog while that configuration is active.

The Edit Toolbar

When you select an object, the edit toolbar appears. By default, it is located at the bottom of the program window, just above the Status Bar. The toolbar buttons that display can be used to edit the selected object(s). Which buttons display depends on the type of object selected, the current view, and how you selected the object.

The edit toolbar buttons are the same as the options in the contextual menu when you right-click on an object.

Hotkeys

Many commands can be invoked from the keyboard. Press Alt on your keyboard and press the underlined letter in a menu name to access that menu, as well as items in the menus and submenus.

Other keys or key combinations will invoke a variety of program commands. If a Chief Architect menu item has a keyboard shortcut, or hotkey, associated with it, that hotkey will display to the right of its name in the menu. You can assign hotkeys to Chief Architect’s tools to best suit your style of work. See “Hotkeys” on page 123.

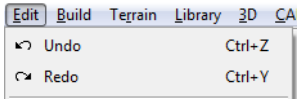
Menus

Chief Architect uses a standard Windows menu format. The menus are located below the title bar in the program window and can be used to access nearly all tools in the program. Click on a menu name to expand it, then click on a menu item to either activate that tool or access the item's submenu. Items with a submenu have an arrow to the right of the name.

Menu items with an icon to their left have a toolbar button associated with them. Some buttons are not included on the toolbars but can easily be added. See "Toolbar Customization Dialog" on page 116.

The menus can be accessed using the keyboard. Press the Alt key once to enable this functionality - one letter in each menu will become underlined. Press the key associated with one of these underlined letters to expand its menu - one letter in each menu item's name will be underlined. Press the key associated with one of these letters to activate that tool or access the item's submenu. Press the Esc key to undo your last selection, or click with the mouse to exit out of this functionality.

Many tools in Chief Architect also have hotkeys associated with them. If a menu item has a hotkey, it will display to the right of the item's name. See "Hotkeys" on page 123.



Edit menu items with button icons to the left and hotkeys to the right

In the Chief Architect documentation, menu paths are written in this format: **Build> Window> Box Window** . An icon image after the menu path indicates that a toolbar button is also available.

Contextual Menus

Contextual menus are context sensitive menus that display tools relevant to a selected object or view.

To access contextual menus, right-click on an object, in an empty space in a view window or in a text field in any dialog box.

Contextual menus can be enabled or disabled in the **Preferences** dialog. See "Appearance Panel" on page 78.

Dialogs

Default and preference settings, object specifications, display settings, and many other functions are accessed through dialog boxes.

Dialog tabs and settings can be accessed using the mouse. You can also navigate the settings on a given dialog tab using the keyboard:

- Press the Tab key proceed from one setting to the next, or Shift + Tab to go in the reverse direction.

- Line items in tree lists can be browsed using the arrow keys. Up and Down navigate the list, while Left and Right expand and contract categories.
- Settings with spin control arrows can be adjusted by typing in the text field, using the up and down arrow keys, or the mouse scroll wheel.
- Settings with slider bars can be adjusted by typing in the text field, using the left and right arrow keys, or the mouse scroll wheel.
- Press Enter on your keyboard to close any dialog and apply your changes.

Many dialogs have a preview that shows how the changes affect the object. This preview updates when you click in a different field or press the **Tab** key on your keyboard.

Some dialog boxes are resizable. Resizable dialogs have a size grip at the lower right corner of the box which you can click and drag.

Specification Dialogs

Each object in Chief Architect has a unique specification dialog where you can enter size, style and other information specific to the selected object. To access it, select the object and click the **Open Object** edit button. You can also double-click on an object with the **Select Objects** tool active to open its specification dialog. See “Selecting Objects” on page 166.

You can open the specification dialog for group-selected objects if they are of the same type, such as base cabinets.

- If a particular setting varies among the different objects, its check box will have a solid fill instead of a check mark. Click once to clear the box for all selected objects, or click a second time to place a checkmark for all selected objects.
- In some dialogs, if a particular setting varies among the different objects, it will have a “No Change” radio button. Leave this button selected, or choose a different option to apply it to all objects in the selection set.
- If the setting has a text field or drop-down list, it will say “No Change”. Changes made to such a setting can be undone by replacing the value in the text field with the letter N before you click OK.

If you select multiple objects of different types, the **Open Object** edit button is usually not available. The button may display if the objects have data in common, but you can only edit the common data.

The Status Bar

The Status Bar at the bottom of the main program window displays information about the current state of the program.

This information depends on a variety of conditions such as settings in the **Preferences** dialog, the type of object selected, and the current position of the

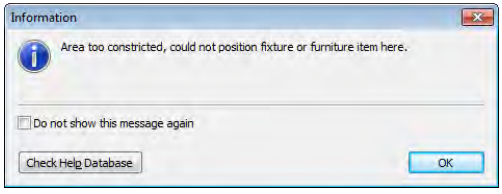
pointer. The information may include the following:

- A brief description of the toolbar button or menu item highlighted by the mouse.
- A description of the selected object.
- The total number of objects currently group-selected.
- Basic information about a selected library object, folder, or catalog.
- The layer that the selected object is on.
- The current floor.
- The dimensions of the active window in pixels.
- The current layout page.
- The Current CAD Layer.
- The current CAD coordinates of the mouse pointer.
- The screen redraw time.
- The length and/or angle of an object as it is being drawn.

The number format used in the Status Bar is set in the **Dimension Defaults** dialog, while the angle style can be specified in the **Number Style/Angle Style** dialog. See "Primary Format Tab" on page 893 and "Number Style/Angle Style Dialog" on page 112.

Message Boxes

As you work in Chief Architect, the program will alert you if you command it to do something that could potentially cause a problem, or if the program encounters a problem that needs your attention.



Situations where such message boxes may display include:

- Closing a file or view without saving;
- A file referenced outside the program, such as an image or texture, is missing;
- Creating an object in a space too small to contain it.

You can access the settings in a message box using the mouse, or navigate them using the keyboard:

- Press the Tab key proceed from one setting to the next, or Shift + Tab to go in the reverse direction.
- When a checkbox is the active setting, press the Spacebar to check or to clear it.
- Buttons have hotkeys associated with them. Press the Alt key on the keyboard to underline the hotkeys in the current message box.
- Press Enter on your keyboard to close the message box and perform the action associated with the highlighted button.

Some message boxes include a "Remember my choice" or a "Do not show this again" checkbox. Check this box to prevent messages of this specific type from displaying in the future.

To allow all message boxes to display again, click the Reset Message Boxes button in the Preferences dialog. See “Reset Options Panel” on page 111.

Preferences and Default Settings

Preference and default settings control many aspects of the user interface and tool behavior in Chief Architect. You can use these settings to customize the program to suit your personal work style.

For more information about defaults and preferences, see “Preferences & Default Settings” on page 63.

Preferences

Preference settings let you change program behavior to suit your workflow. For example, you can:

- Turn certain display elements on or off.
- Choose background and floor plan view colors.
- Set frequency of autosaves, maximum number of “undos,” and file protection.
- Set default folders for various files.
- Control the editing behaviors of objects.
- Setup the materials list categories, sub-categories, and report style, as well as manufacturer and supplier information.
- Set rendering specifications to maximize efficiency and quality.

Preference settings are global, affecting all plan and layout files.

Defaults

Most objects in Chief Architect derive their intial properties from their respective default dialogs.

For example, a newly placed **Window** gets its initial values from the **Window Defaults** dialog and a newly placed **Hinged Door** gets its initial values from the **Door Defaults** dialog.

Once an object is placed in a plan, its initial properties can be overridden, but setting up your defaults before you begin drawing can save you considerable time as you build a model in the program.

Default settings, unlike Preferences, are file specific.

Dynamic Defaults

Dynamic defaults are values that affect existing objects in a plan.

In specification dialogs, dynamic default values have a **Default** checkbox beside them or a [D] in their text fields. As long as this checkbox is checked or the [D] is present, changes made to the default affect the object.

To edit an individual object, you must delete the [D] or uncheck the box in the specification dialog. Objects you edit in this way do not update if you change the default.

To restore a value to the default, click to place a check in the **Default** checkbox or type a “d” into an edit box.

Template Plans

You can set up an otherwise empty plan with the default settings of your choice and use it as your template for new, blank plans. See “Template Files” on page 74.

Drawing a Plan

When you draw a plan in Chief Architect, you are placing 3D objects that represent building components. Chief Architect comes with predefined default settings so you can start drawing plans immediately. You should review these default settings to be sure they match your drawing and building methods. See “Preferences & Default Settings” on page 63.

Set the Defaults

1. Open the plan template you want to use, or choose **File> Startup Options> New from Template** to begin a new plan.
2. Set the structural defaults:
   - Floor Defaults. Set the default ceiling height for Floor 1. See “Floor Defaults Dialog” on page 392.
   - Foundation Defaults. Set the foundation specifics such as type, footing size, and stem wall height. See “Foundation Defaults” on page 408.
   - Framing Defaults. Set the floor framing specifications, including type and dimensions. See “Framing Defaults” on page 520.
   - Default Wall Types. Specify the defaults for walls and railings. See “Wall, Railing and Fencing Defaults” on page 238.
3. Set material defaults for roof, walls, and rooms (optional). See “Material Defaults” on page 796.
4. Set style defaults for doors, windows, molding, cabinets and other objects.

Draw the Floors

1. While the size of the drawing area in Chief Architect is limited only by the resources on your computer, it is best to begin your drawing near the origin, 0,0,0. See “3D Drafting” on page 29.
2. Draw the exterior walls on Floor 1. See “Drawing Walls” on page 253.
3. Adjust the perimeter shape and size as required. See “Using the Edit Handles” on page 261.
4. Place any first floor bearing walls.
5. Define types for special rooms such as garages and decks in the plan. See “Room Types” on page 305.
6. Place perimeter doors and windows. See “Doors” on page 325 and “Windows” on page 349.
7. Build additional floors. See “Adding Floors” on page 394.

8. Specify the default ceiling height for each floor as soon as it is created. See “Floor Defaults Dialog” on page 392.
9. Adjust the perimeter shape of additional floors as needed. See “Editing Walls” on page 260.
10. Align edited or moved walls with those above or below where appropriate. See “Aligning Walls” on page 266.

Entering Dimensions

When using Imperial units, enter distances as inches or feet and inches, in fractional or decimal form. Millimeters are the default unit for all metric distances. See “Dimensions” on page 889.

- To enter feet, include the (') marker or the program assumes inches.
- In most cases, the program allows precision to 1/128th of an inch. Fractions with denominators 2, 4, 8 and 16 are allowed.
- The program usually converts decimals to fractions.
- You can enter angles as decimal degrees, degrees, minutes, and seconds, quadrant bearings, or azimuth bearings. See “Number Style/Angle Style Dialog” on page 112.

Build the Foundation

1. Derive the foundation plan from the first floor. See “Building a Foundation” on page 412.
2. Adjust the foundation perimeter shape as needed.
3. Place interior foundation walls as needed for the first floor bearing walls.
4. Place any other foundation walls required.
5. **Align with Above** as needed. See “Aligning Walls” on page 266.

Add Structure and Details

1. Build non-structural interior walls. Begin on floor one and work up in multiple story structures.
2. Add walls where needed to create features such as chimney chases, plumbing walls, or Open Below areas.
3. Finish the relevant interior structure including interior doors, doorways, cabinets, fixtures, and fireplaces.
4. Build the roof planes. If you generate the roof automatically, remember to carry the roof directives in the walls from the first floor up to the top floor for multiple story structures. See “Roofs” on page 425.
5. Build the framing. See “Framing” on page 519.
6. Build the terrain and landscaping. See “Terrain” on page 647.
7. Create the plot plan and plan footprint. See “Plot Plans and Plan Footprints” on page 663.
8. Create any necessary views and print the plan and use **CAD Detail from View** to create 2D elevations and plan details. Use and modify details from the Library, as well. See “CAD Details” on page 1008.

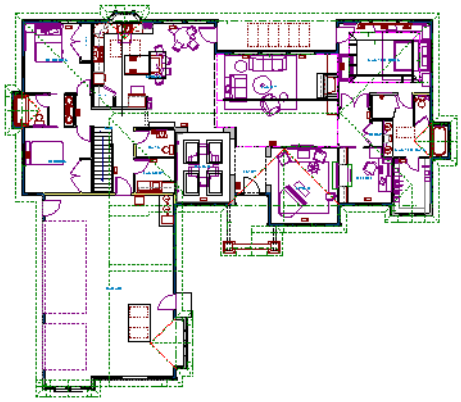
Create the Layout

1. If one does not exist, create a Layout file with a title block, placing the border, title block, and other text on page 0. See “Layout” on page 1107.
2. Send views to the layout, starting with layout page 1. See “Sending Views to Layout” on page 1111.
3. Print the plan. See “Printing & Plotting” on page 1085.

Viewing Your Plan

You can see your model in a wide variety of different 2D and 3D views. You can display more than one view at a time and in any view, you can pan or zoom in or out. See “Zoom & View Tools” on page 799.

Floor plan view is a 2D view of the model and is most commonly used for drawing and editing. In floor plan view, each floor displays separately and you can only edit one floor at a time; however, you have extensive control over which objects display at any given time, can easily switch between floors, and can also display items on a second floor for reference.



You can create interior and exterior 3D views of your model from any perspective. As in floor plan view, you can select and edit many objects in 3D views and can control which objects are visible. See “3D Views” on page 809.

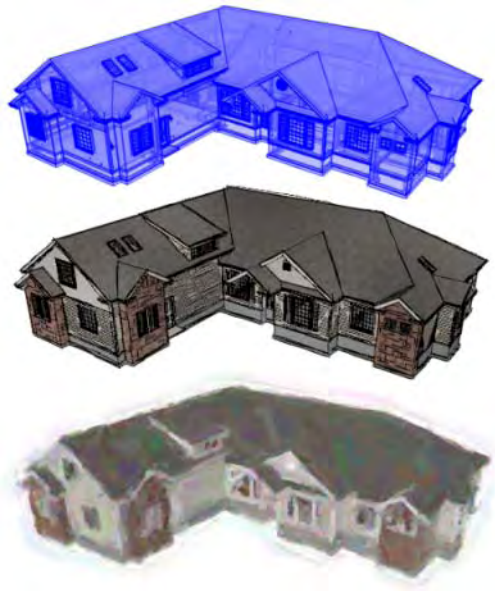
You can also create **Floor Overviews** that show only the current floor. Ceilings are omitted so you can see the interior, visualize the relationships between spaces, and plan traffic flow.

Framing Overviews display framing in 3D, provided that framing has been built. You can

customize 3D views to serve special purposes such as this.

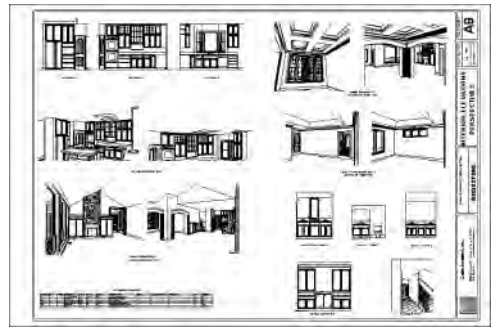
A variety of Cross Section and Elevation camera tools create accurate, scaled 2D views of a model's exterior and interior. Just as in other views, you can select and edit objects in a Cross Section/Elevation view as well as control which objects display. Cross Section/Elevation views can be annotated and dimensioned.

A variety of rendering techniques let you produce customized 3D views, from detail drawings to photorealistic Ray Trace views to artistic presentation views.



Layout

All plan views can be sent to a layout where they can be arranged to produce full construction documentation. See "Sending Views to Layout" on page 1111.



All views can also be exported as a graphic image. See “To export a picture” on page 1030.

Sharing Your Files with Clients

Chief Architect Premier and Chief Architect Interiors users have the option of letting their clients review plan and layout files on their own computers, at their convenience, using the Chief Architect Viewer. The Chief Architect Viewer allows clients to open Chief Architect Premier and Chief Architect Interiors plan and layout files, create 3D views and add text annotations without making any changes to the actual model.

Note: The Chief Architect Viewer cannot open files created in Chief Architect Lite. See “Chief Architect Premier vs Interiors vs Lite” on page 27.

To share files using the Chief Architect Viewer, first invite a client to request a copy of the viewer at www.chiefarchitect.com.

Once a client has installed a copy of the Viewer on their computer, you can share your plan and/or layout files with them. To ensure that all custom backdrops, images and material textures are included, use the

Backup Entire Plan tool when preparing to send files to your client. See “Backing Up an Entire Plan” on page 61.

Getting Help

There are many forms of help available in Chief Architect including: Tool Tips, the Status Bar, and the online Help menu.

All these forms of help assume you have a basic working knowledge of the Windows operating system, including how to use a mouse, open, close and save files, copy, paste, and right-click to access contextual menus. Help also assumes you are familiar with Windows terms.

More information is available in the product documentation in both printed and electronic format and on Chief Architect’s official web site, www.chiefarchitect.com. See “Additional Resources” on page 1201.

Tool Tips

When you move the pointer over a toolbar button or menu item, a **Tool Tip**displays, offering a brief description of the tool. More information displays in the Status Bar at the bottom of the window.

Online Help Menu

Online **Help** is a searchable menu that provides information about all of the tools in Chief Architect. Select **Help> Contents &**

Index to open the online Help and explore the table of contents, browse the Index, or search for keywords.

Current Mode Help

Online Help can also be used to provide instant information about toolbar buttons, menu items, and objects in your plan.

- When you move the cursor over a toolbar button or menu item, a brief summary of that tool displays in the Status Bar. Press the F1 key to open online Help to a page with more information about the tool.
- When an object is selected, edit handles display. Place the cursor over an edit handle and press **F1** to open online Help to a page with information about that handle.
- Press the **Help** button in any dialog box to open online Help to a page describing the options in that dialog.

Chief Architect strives to make our documentation as helpful as possible for all of our customers. Please send any questions, comments, or feedback to documentation@chiefarchitect.com.

About Chief Architect

Select **Help> About Chief Architect** to view information about your software license, the program's version number, and its release date. If your license has an expiration date, it will also display here.

Contact information for Chief Architect, Inc. is available on the **More Information** tab.

Chapter 2:

File Management

Chief Architect reads and edits two main document types: **.plan** files and **.layout** files. The complete 3D model of a structure, surrounding terrain and any CAD data associated with it are stored in the plan file. Data used to create working drawings and the links to various views or details are stored in the layout file.

All commands related to opening, saving and closing plans are located in the File menu. You can also open plans from the **Startup Options** dialog. See “Startup Options” on page 28.

Just as with files created in other software applications, you should back up your plan and layout files externally on a regular basis to avoid accidental loss of work.

Chapter Contents

- Compatibility with Previous Versions
- Organizing Your Files
- Chief Architect Data
- Creating a New Plan or Layout
- Saving a Plan or Layout File
- Thumbnail Images
- Auto Archive
- Undo Files
- Opening a Plan or Layout File
- Searching for Plans
- Backing Up an Entire Plan
- Closing Views and Files
- Exiting Chief Architect

Compatibility with Previous Versions

Plans produced in the following programs can all be read by Chief Architect X4.

- Chief Architect® 5.0 through X3
- 3D Home Architect® 3.0 and 4.0
- Chief Architect® Home Edition 5.0
- All Better Homes and Gardens Home Designer® products, Interior Designer, and Landscaping and Deck Designer, Versions 6 through 8.
- All Chief Architect Home Designer® products, Interior Designer, and Landscaping and Deck Designer, Version 9.
- Trading Spaces® Design Companion™

Note: 3D Home Architect 5.0 was not developed by Chief Architect, Inc. Plans written using 3D Home Architect 5.0 or later cannot be read by Chief Architect.

Only the **.PL1**, **.LA1**, **.plan**, and **.layout** files from prior versions can be opened in Chief Architect X4.

Files that have been opened and saved in Chief Architect X4 cannot be read by the programs listed above. To continue to read files in the program in which they were created, be sure to create copies of your files before opening them in Chief Architect X4.

Note: Chief Architect automatically archives plans created in prior versions. See "Auto Archive" on page 51.

Plans created in Chief Architect can be opened in Home Designer programs for viewing and annotating only. Limited editability in Home Designer programs is an option that can be enabled when the file is opened in Chief Architect. See "General Plan Defaults Dialog" on page 66.

Several steps are required to successfully convert plans created in an earlier program version to the Chief Architect X4 format. Before doing so, see "Before You Begin" on page 1183.

Organizing Your Files

You should keep your plan and layout files separate from the support files needed to run Chief Architect. To keep files organized, you may find it helpful to create a new folder for each project.

Chief Architect files may use imported images, textures and other custom content saved in their own external data files. Consider storing copies of all external files in the same folder as the plan and layout files that use them so that they are easily found. See "Adding Library Content" on page 754.

Here is one way to organize your files:

- Create a folder in your Documents directory ("My Documents" in Windows XP) called "Chief Architect Plans" or another name you prefer. See Microsoft Windows Help to learn how to create folders.

- Inside this folder, make a new folder for each client or project. Save all the files for that client or project inside this folder, including plan and layout files and referenced external files. See “Saving a Plan or Layout File” on page 49.

Bear in mind, though, that path names exceeding 260 characters cannot be opened by Chief Architect. As a result, it is a good idea to limit the number of embedded folders you use in your file organization method.

Once you understand the file management of Chief Architect, you should decide on a naming convention that suits your needs.

It is recommended that each layout file be saved in the same folder as the plan file(s) associated with it. See “Managing Layout Links” on page 1123.

To specify a default Save As location

1. Select **Edit> Preferences** , then select New Plans from Category list. See “New Plans Panel” on page 90.
2. Under Open and Save As, click **Use this Folder**. The **Browse** button becomes available.
3. Browse to the folder you plan to save your projects in. Click **OK**.

Chief Architect Data

When Chief Architect X4 is installed, the program automatically creates a folder in the user Documents directory called **Chief Architect X4 Data**. This folder contains important user-specific information saved in the following folders and files and should not be moved, renamed or deleted:

- **Archives** - A folder of automatically archived plan and layout files. See “Auto Archive” on page 51.
- **Backdrops** - A folder of custom backdrop images. See “3D Backdrops” on page 827.
- **Hotkeys** - A folder of hotkey assignments. See “Hotkeys” on page 123.
- **Images** - A folder of custom images. See “Adding Materials and Images” on page 755.
- **lex** - A folder of customized dictionaries. See “Spell Check” on page 943.
- **Database Libraries** - A folder of user library data. See “Library Content” on page 750.
- **Scripts** - A folder for custom Ruby scripts. See “Ruby Console” on page 1179.
- **Templates** - A folder of plan and layout template files. See “Template Files” on page 74.
- **Textures** - A folder of texture files, including textures referenced by installed template files, that can be used to create custom materials. See “Creating Materials” on page 779.
- **Toolbars** - A folder of customized toolbar files. See “Toolbar Customization Dialog” on page 116.
- **mmaster.mat** - The Master Materials List file. See “The Master List” on page 1175.

- **units.dat** - A list of user-created units of measurement. See “Unit Conversions Panel” on page 92.

The name of the Chief Architect X4 Data folder cannot be changed, but you can specify its location on your computer in the **Preferences** dialog. It’s best to use a location on your local hard drive. See “Folders Panel” on page 88.

Just as with your plan and layout files, it is a good idea to back up your Chief Architect X4 Data folder.

If the Chief Architect X4 Data folder is renamed, moved or deleted, the program will automatically replace it using default information from the Chief Architect installation folder. When this occurs, customized user settings and custom user library content will not be available.

Because the Chief Architect X4 Data contains custom user data, it is not deleted when the program is uninstalled. See “Uninstalling Chief Architect” on page 22 of the User’s Guide.

Creating a New Plan or Layout

To create a new, blank plan, select **File> New Plan**.

You can also choose **New Plan** in the **Startup Options** dialog. See “Startup Options” on page 28.

By default, a new layout file will be assigned the same name of the first plan file sent to it, associating the layout files with the plan files used.

Note: Only one layout file can be open at any given time.

New plan and layout files derive their default settings the from currently selected template files. See “Template Files” on page 74.

New, blank plans are called **Untitled.plan** and new, blank layout files, **Untitled.layout**. Unless these files are named and saved, they will be lost when closed. See “Saving a Plan or Layout File” on page 49.

Units of Measurement

All plan and layout files save measurements in either Imperial or metric units. New files are created using one or the other, depending on the current setting in the **Preferences** dialog. When the program is first installed, the Windows OS setting for units determines what system is used. See “New Plans Panel” on page 90.

A plan or layout file’s unit of measurement must be specified before it is created and cannot be changed later. If you normally work in one set of units but need to create a new file using the other, select **File> Templates> New Plan From Template** to open a new file using an appropriate template without changing your Preferences settings. See “Opening Template Files” on page 74.

While it is recommended that you create new plans using the type of unit that you plan to use, you can display dimensions using any

type of unit. See “Dimension Preferences and Defaults” on page 890.

Template Files

New plan and layout files are created as copies of the current template files specified in the **Preferences** dialog. See “Template Files” on page 74.

Commonly used settings, defaults and other information are included in template files. You can customize the settings in a template file to fit your work style and then save your changes as a new template file. See “To create your own template plan” on page 75.

If no template has been specified in the **Preferences** dialog, new plans and layouts are created using the system defaults. System defaults cannot be modified.

Saving a Plan or Layout File

When you first save a new, untitled file, you must select a location for it on your computer and give it a name. There are two options for saving plan and layout files: **File> Save** and **File> Save As**.

By default, a new layout file is assigned the same name as the first plan file from which a view is sent to it. It is also saved in the same directory as the plan file. If no view has been sent to a layout, it remains untitled until you save it.

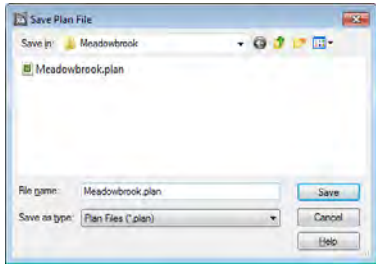
> Although the program warns you if you try to exit without saving, you should get in the habit of saving plan files before exiting the program.

Both **Save** and **Save As** can be used to save your plan and layout files; however, they accomplish this in two different ways.

- **File> Save** saves the current state of your plan or layout file without changing its name and should normally be used for saving your work.
- **File> Save As** opens the **Save Plan File** dialog, allowing you to save the plan or layout file using a different name or location on your computer.

To save an untitled plan or layout file

1. Select **File> Save** to open the **Save Plan File** dialog.



2. In the **Save in** drop-down, browse to the location on your computer where you would like to save the file. See “Organizing Your Files” on page 46.
3. In the **File name** text field, type a name for the file.

4. Chief Architect automatically assigns the **File of type** and file extension **.plan** to plan files and **.layout** to layout files.
5. When both the Save in location and File name are correct, click **Save**.

Any previously saved cross section/elevation views and CAD Details associated with the plan are also saved with this command.

When saving a layout, the program saves all pages of the layout, all the links to the various views saved in the layout, and all the CAD objects added to the **.layout** file.

Initially, all **Open** and **Save As** operations go to the "My Documents" folder of your computer. After that, the location last visited is remembered and subsequent **Open** or **Save As** commands default to the directory last used for that operation. This path is saved when the program exits. The next time Chief Architect is launched, these defaults are used.

If you prefer, you can instead specify a directory to be used for all **Open** or **Save As** operations in the **Preferences** dialog. See "New Plans Panel" on page 90.

Exporting Files

Chief Architect has a number of options for exporting and importing information out of and your drawings. Often, file export dialogs are nearly identical to the **Save Plan File** dialog. See "Importing & Exporting" on page 1043.

Similarly, file import dialogs are often similar to the **Open Plan File** dialog. See "Importing Files" on page 54.

Backup Entire Plan

File> Save As is a simple way to transfer a plan or layout to a different location on your computer. Bear in mind, though, that plan and layout files often reference external data files such as imported textures, images, and backdrops. These external files are not affected when **Save As** is used.

If you transfer a plan file from one computer to another, the program will warn you of missing files if the external data files used by the plan cannot be found when you open it.

Layouts are also dynamically linked to plan files. When transferring layout files to another computer, be aware that the plan files are also external file references and are not actually contained in the layout.

When transferring plans or layouts to another computer that does not have these external files, use the **Backup Entire Plan** tool. See "Backing Up an Entire Plan" on page 61.

Backing Up Your Files

It is always a good idea to create backup copies of all your important files on your computer.

It is strongly recommended, however, that you never save directly:

- Across a network, such as onto a server;
- Onto removable media such as a USB thumb drive, CD, or DVD;
- Across the Internet.

Instead, copy your files to such locations in Windows Explorer only after you have saved them on your computer's hard drive and exited the program.

Similarly, you should never open files saved in these locations. Copy the files to the local hard drive, and then open them. See “Opening a Plan or Layout File” on page 54.

Archive folders are used by Chief Architect to manage prior versions of your files. You should not view these files as a substitute for your own backup routine, and should never save a file in an archive folder. See “Auto Archive” on page 51.

When backing up your Chief Architect files, consider backing up not only your **.plan** and **.layout** files, but your custom user data, as well - including library content, toolbar configurations, and textures. This custom data is all located in the Chief Architect Data folder, so it can be easily backed up. See “Chief Architect Data” on page 47.

You can, if you wish, create a folder inside the Data folder for your **.plan** and **.layout** files, as well. See “Organizing Your Files” on page 46.

Thumbnail Images

A thumbnail is a miniature image that helps identify a file in the **Open Plan File** dialog and in the **Find Plan Wizard**. Any view of a plan or any layout page can be saved as the thumbnail. See “Searching for Plans” on page 55.

If thumbnails are enabled in the **Preferences** dialog, the program automatically creates one when you first save a new plan or layout. You can choose to generate small or large thumbnails. See “File Management Panel” on page 86.

To create a custom thumbnail image

1. You must save the file and give it a name before you can save a thumbnail.
2. Create the 2D or 3D view that you want to use as a thumbnail for the current file.
3. With the desired view active, select **File> Save Plan Thumbnail** .

Thumbnails are saved using the same filename as the associated plan or layout file with the **_p.jpg** file extension for plans and **_l.jpg** for layouts. If a thumbnail already exists, the program asks if you want to overwrite the existing thumbnail.

Auto Archive

The first time a plan or layout is saved, Chief Architect creates an Archive folder in the Chief Architect Data folder. The Archive folder contains Auto Save and Archive files.

The program does not create Auto Save and Archive files for untitled plans and layouts. In order for these to be created, a file must have been previously saved and given a name and save location on your computer.

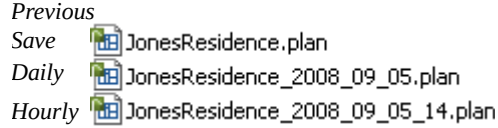
Auto Save and Archive files should not be viewed as a substitute for regularly saving your work by selecting **File> Save** or pressing Ctrl + S on the keyboard, nor should they be considered an alternative to your own file backup routine.

> You should never save a file in an archive folder.

Archive Files

Every time a drawing is saved, Archive files that keep a historical archive of your plan are automatically created.

Files can be archived by hour, day or most recent save. They are renamed according to which archiving option is selected in the **Preferences** dialog. See “General Panel” on page 85.



Archive files illustrating all three archive options

Plan, layout and related files from previous versions of the program are automatically moved to the archive folder when the plan is opened and saved in Chief Architect.

Archive files are meant to be for emergency use only. If you must access an archive file, open it as you would any other file. See “Creating a New Plan or Layout” on page 48.

As soon as the file is open, use **Save As** to save this file to another location.

Legacy Archive Files

If you open a Chief Architect plan or layout file from a previous program version and immediately **Save** it (not **Save As**), the Auto Archive utility will create an additional archive file using the original program version format. This archive file is a copy of the original and can still be opened in the original program version.

If you open and **Save** a Chief Architect Version 10 plan or layout file, the legacy archive file name will be appended “_v10” to help distinguish it from other archived .plan or .layout files of the same name, and a copy of its archive folder will be created in the Chief Architect X4 Archives folder.

Manage Archives

Chief Architect offers two convenient ways to access Archive folders.

- Select **File> Manage Auto Archives** to open the current plan’s Archive folder.
- Click **Yes** in the **Archived Files** dialog when the program warns you that the number of archive files exceeds the **Auto Archive Files** value.

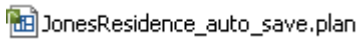
You can also move or delete archived files using Windows Explorer. See your Windows documentation for more information.

Auto Save Files

As you work, Chief Architect automatically creates Auto Save files at regular intervals when changes are made to a file but not saved by selecting **File> Save**.

These Auto Save files are appended **_auto_save.plan** or **_auto_save.layout** and are saved in the Archive folder.

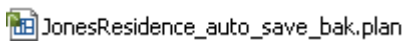
When you close a file normally, its Auto Save file is retained until the next time the file is opened - at which time the Auto Save file is overwritten.



Auto Save file after normal shut-down

You can enable Auto Save and set its frequency in the **Preferences** dialog. See “General Panel” on page 85.

Auto save files created as a result of an improper program shutdown are appended **_auto_save_bak.plan** or **_auto_save_bak.layout**.

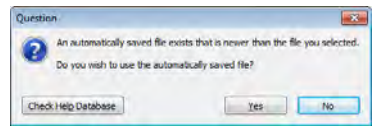


Auto Save file after abnormal shut-down

If your computer shuts down accidentally, you can recover some of your work by opening the **_auto_save_bak** file.

> A file is auto saved only if you have saved it previously. Auto Save does not work for unnamed files.

When you reopen a file after a computer shut down or system crash, the following dialog displays if an Auto Save file newer than the original file is found.



Even with Auto Save, you should save your work manually on a regular basis using any of the following methods:

- Click the **Save** button.
- Select **File> Save** .
- Press Ctrl + S on the keyboard.

Undo Files

Chief Architect stores a set number of copies of all open plan file changes, known as undo files. Undo files are referenced whenever you select **Edit> Undo** or **Edit> Redo** . See “Undo and Redo” on page 235.

Undo files are stored in the Undo Directory, which can be specified in the **Preferences** dialog. See “Folders Panel” on page 88.

By default, the Undo Directory is the Windows Temporary Directory. When you use Windows system cleanup features, these files can be deleted. Because of this, you should only use these type of utilities when Chief Architect is not running.

The maximum number of Undo files is specified in the **Maximum Undos** value in the Preference settings. If you have **Undo** enabled, be sure to define a directory on a hard drive with enough space for these files.

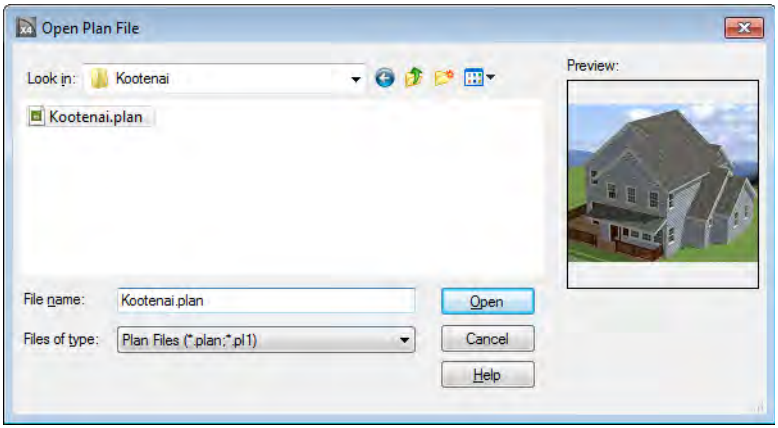
When Chief Architect is closed normally, any current Undo files are deleted.

Opening a Plan or Layout File

Select **File> Open Plan** to open an existing **.plan** file or **File> Open Layout** to open an existing **.layout** file located on your computer. Chief Architect automatically browses to either the directory last used or to a specific directory, depending on your current Preferences settings. See “New Plans Panel” on page 90.

> Never open a file located on a server or other computer on a network, or on a removable storage device. Copy such files to your local machine's hard drive first, and then open the copy.

The **Open Plan File** and **Open Layout File** dialogs can be resized by clicking and dragging the lower right corner.



- In the **Look in** drop-down, browse to the location on your computer where the file you wish to open is saved.
- Any folders and either **.plan** or **.layout** files in the current location display in the field below. The file type that displays depends on the Files of Type selection.
- Click on the file you wish to open. Its name will display in the **File name** text field.
- If a preview image of the file is available, it will display on the right side of the dialog. See “Thumbnail Images” on page 51.
- The only file types available in the **Files of type** list are **.plan** and **.layout**.
- When the desired file is selected, click **Open**.

Plan files open to the floor that was active when the file was last saved and closed; layout files open to the page that was active.

Importing Files

Chief Architect has a number of options for exporting and importing information out of and into your drawings. Often, file import dialogs are nearly identical to the **Open Plan**

File dialog. See “Importing & Exporting” on page 1043.

Similarly, file export dialogs are often similar to the **Save Plan File** dialog. See “Exporting Files” on page 50.

Recently Opened Files

The names of the plan and layout files you most recently opened or saved display at the bottom of the **File** menu. Click on a recent file to open that file without using the **Open Plan File** dialog.

The maximum number of recent files listed in the **File** menu can be changed in the **Preferences** dialog. See “File Management Panel” on page 86.

The names of recently open files also display in the **Startup Options** dialog. Click on the name of a file to open it. See “Startup Options” on page 28.

Searching for Plans

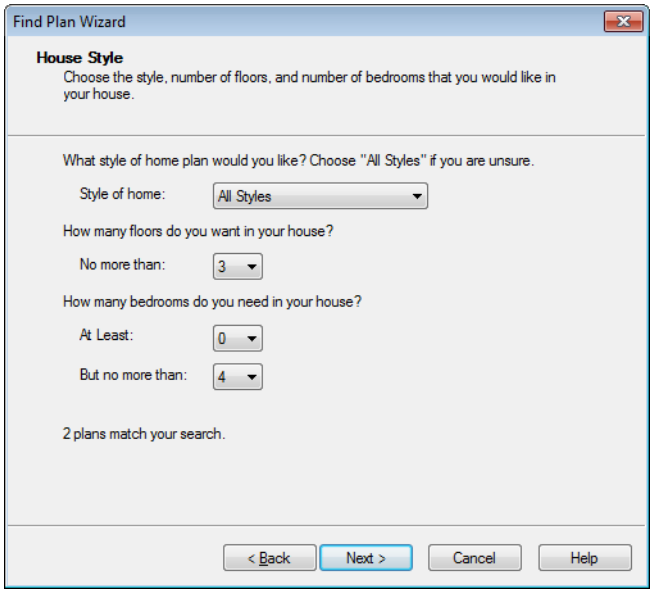
Select **Tools> Plan Database> Search for Plans** to locate an existing plan to open the **Find Plan Wizard**, which helps you search specific plan database files and define search parameters for plans based on parameters that you define.

Find Plan Wizard

The **Find Plan Wizard** can be used to search for plans using stored information about each plan, such as the style of construction and the number of bedrooms and other room types.

When you open the **Find Plan Wizard**, choose a plan database to search. Click the **Browse** button to select a plan database. You must create a plan database before you can use the **Find Plan Wizard** to locate files you created.

House Style

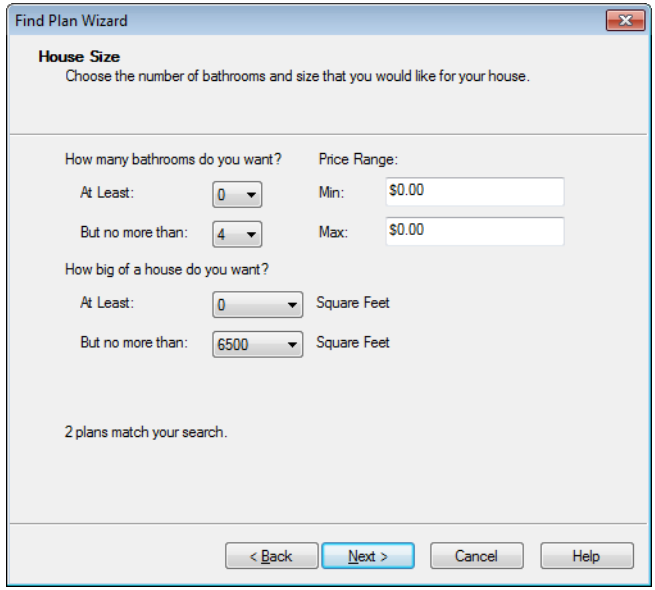


At the bottom of each page, the number of plans that match your current search parameters displays. As you modify the parameters, this number increases or decreases as matching plans are found.

On any page, click the **Back** button to modify any previously selected parameters.

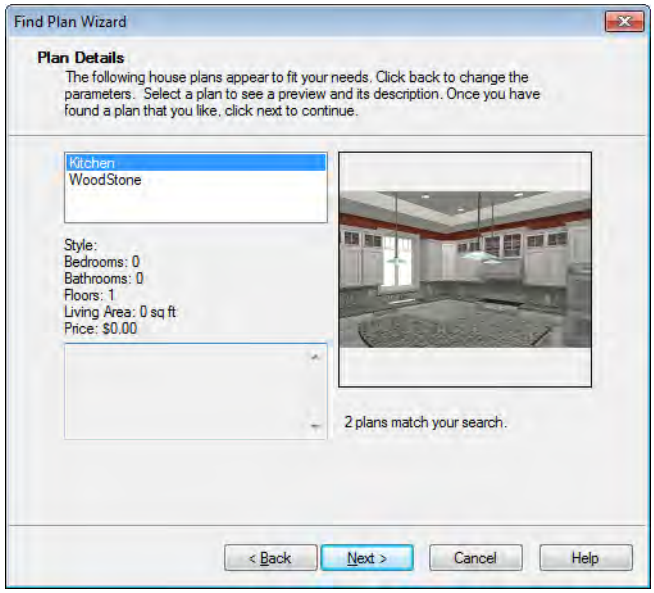
Select the style of house desired, the number of floors in the house, and the number of bedrooms, then click **Next** to continue.

House Size



Select the number of bathrooms, size, and desired price range and square footage of the house, then click **Next** to continue.

Plan Details

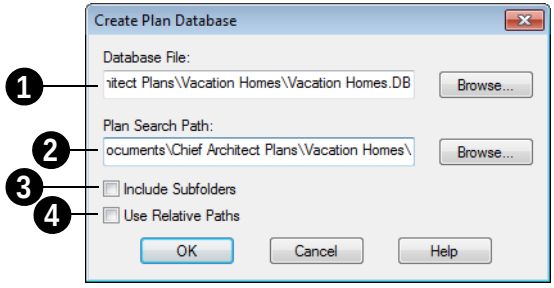


Click on the name of a plan in the list to see a preview of the plan, if one exists. See “Thumbnail Images” on page 51.

Click **Next**, then click the **Finish** button to open the selected plan.

Creating a Plan Database File

Select **Tools> Plan Database> Create Plan Database** to create a new plan database file that can be used to search for plans using the **Plan Find Wizard**. The **Create Plan Database** dialog opens.



❶ Use the **Database File** field to name the plan database file to be created. Click the **Browse** button to save this file at the location of your choice, as well as name it.

❷ Use the **Plan Search Path** to specify the location on your computer of the plans to be included in the plan database. The program searches for any plan files that exist in this folder and adds them to the plan database. Click the **Browse** button to navigate to a particular folder on your machine.

❸ The **Include Subfolders** checkbox allows you to specify whether or not the search looks only in the Plan Search Path or if it also searches any subfolders found.

❹ Check **Use Relative Path** if you anticipate moving the folder containing the database and plans to another location. As long as the database and the plans it references remain in the same folder, the folder can be moved to another location.

When you click **OK**, the program searches for plan files and adds them to the plan database file. The program must read each plan and analyze it so this process may take some time.

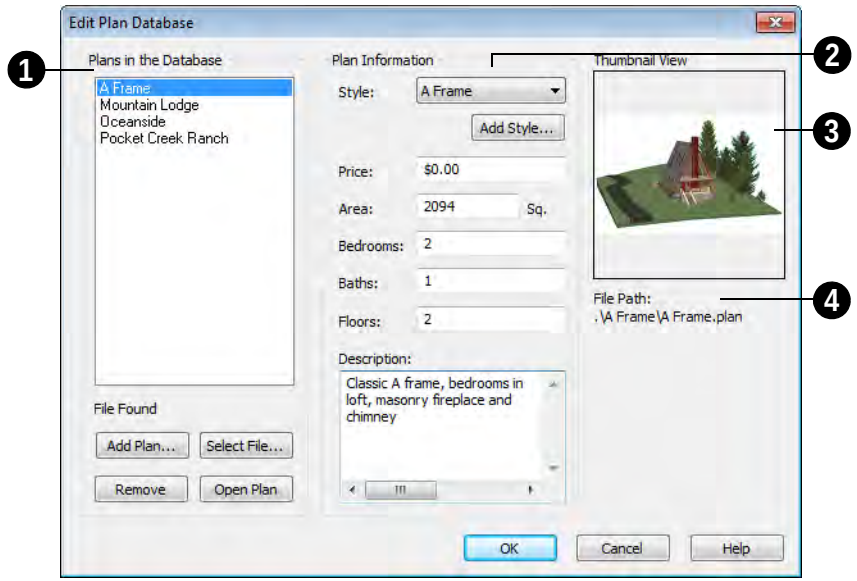
You can **Cancel** the search process at any time. If you do, your plan database will have incomplete information and will not contain entries for all plans in your search folder. When all plans have been found and added to the plan database, the program automatically opens the new plan database file for modification.

Editing a Plan Database File

Once a plan database file is created, it can be modified. Select **Tools> Plan Database> Edit Plan Database**, then select the plan database file you want to modify.

Click **OK** to open the **Edit Plan Database** dialog. You can edit any of the information in the plan database and add and remove plans from the database.

Edit Plan Database Dialog



1 **Plans in the Database** - All plans that currently have information stored in the plan database are listed here.

- Click **Add Plan** to select a plan file to add to the plan database.
- Click **Remove** to remove the currently selected plan from the plan database.
- Click **Select File** to relink the selected plan to a plan file on your computer. If a plan file is renamed, moved or removed from your system, the plan database does not know how to locate it. You must then relink the plan database to the file or remove it to keep the plan database information accurate.
- Click **Open Plan** to open the selected plan. Opening a plan closes the **Plan Database** dialog. If you have not saved any changes you made before clicking the **Open Plan** button, you are asked to do so before you continue.

2 **Plan Information** - Information about the selected plan displays and can be edited here.

- Select a plan **Style** from the drop down list.
- Click the **Add Style** button to add the name of a style to the list.
- Enter the **Price** range for this plan.
- The **Area** is automatically calculated by the program based on the living area of the plan when it is added to the database. You can enter a different value if you wish.
- The number of **Bedrooms** is automatically calculated when a plan is added to the database. You can enter a different number if you wish.

- The number of **Baths** is automatically calculated when a plan is added to the database. You enter a different number if you wish.
- The number of **Floors** is automatically calculated when a plan is added to the database. You can enter a different number of floors if you wish.
- Enter a **Description** for the plan, if desired. This description displays when a plan is found and selected using the **Search for Plans** tool.

❸ **Plan Thumbnail** - The thumbnail preview image of the selected plan displays here. You can create a thumbnail for any plan. See "Thumbnail Images" on page 51.

❹ **File Path** - The selected plan file's path name displays here.

Backing Up an Entire Plan

Because Chief Architect plans and layouts often contain many references to other external files, it is necessary to copy all the associated files to a new location when a plan or layout is moved. You can do this easily by selecting **File> Backup Entire Plan**.

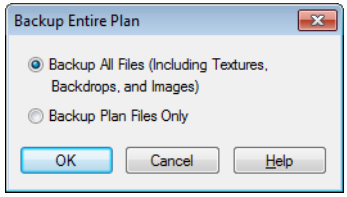
Backing up an Entire Plan is important when:

- Migrating legacy files created in older program versions.
- Transferring files to another computer or sending them to another user.
- Archiving or backing up your work.

Note: Always use File> Backup Entire Plan when sending files to a user of the Chief Architect Viewer to make sure that they have all associated data. See "Sharing Your Files with Clients" on page 42.

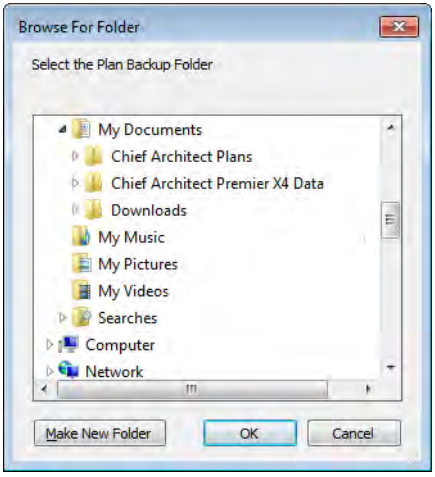
To back up a plan or layout

1. To copy all associated plan or layout files to a new directory, select **File> Backup Entire Plan**. The **Backup Entire Plan** dialog opens for you to choose what files are copied.



   - Choose **Backup All Files** to copy all plan or layout files and all externally referenced files such as linked plan files, inserted picture files, and any graphics files such as textures, images, and backdrops.
   - Choosing **Backup Plan Files Only** copies all associated plan files and any externally linked files and inserted picture files, but it does not copy any graphics or texture files. This is best used when transferring a plan or layout file to a computer that already has the graphics files installed.
2. When you click the **OK** button in the **Backup Entire Plan** dialog, the **Browse for Folder** dialog opens. Here you can

select the destination folder for the associated plan files.



3. Navigate to any empty folder on your system and click on it to select it.
   - To create a new folder, click on a folder already present on your system, then click the **Make New Folder** button.
4. With the destination folder for the backup selected, click **OK**.

You must select an empty folder for the Backup Entire Plan feature to work. If you select an existing folder that is not empty, the backup is cancelled.

Returning Viewer Files

When customers review and annotate files using the Chief Architect Viewer, they only need to return the **.plan** and/or **.layout** files. The associated files do not need to be returned.

Closing Views and Files

Choose **File> Close** to close the active window. If it is the last open view for a plan and you have not saved it, the program prompts you to save before closing. Edited cross section/elevation views also prompt you to save before closing.

Select **File> Close All** to close all currently open windows.

Although the program warns you if you try to exit without saving, you should get in the habit of saving plan files before exiting.

Exiting Chief Architect

Select **File> Exit** to exit the program. If you have not saved any open plans, you are reminded to do so. It is better to save your work before exiting than to save on exit.

When you exit from the program using **File> Exit**, all Autosave files and Undo files are automatically deleted.

Chapter 3:

Preferences & Default Settings

Becoming familiar with Chief Architect's defaults and preference settings is vital to understanding how the programs works and maximizing your productivity.

If you use special settings regularly, it is a good idea to save your settings in a template plan. See "To create your own template plan" on page 75.

Chapter Contents

- Default Settings vs Preferences
- Dynamic Defaults
- General Plan Defaults Dialog
- Multiple Saved Defaults
- Annotation Sets
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- Template Files
- Set as Default
- Reset to Defaults
- Preferences Dialog
- Number Style/Angle Style Dialog

Default Settings vs Preferences

Default and preference settings have important effects on how the tools in Chief Architect function. Default settings are file specific, while Preferences are global, taking effect regardless of what file is open.

Defaults and Preference settings can be customized to suit your needs and improve your efficiency, so it is recommended that you become familiar with them and learn how you can use them to your advantage.

Default Settings

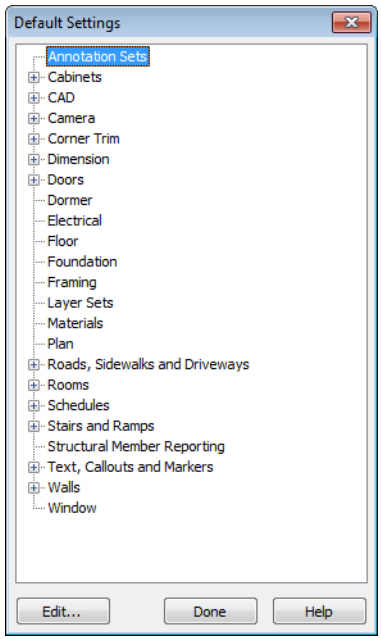
Default settings determine the initial characteristics of objects when they are first drawn. For example, when you place a base cabinet in a plan, its size, materials, front items, hardware and fill style are determined by settings in the **Base Cabinet Defaults** dialog.

Some defaults affect the structure of your model: for example, Floor, Foundation, Framing, and Wall defaults.

Defaults are file-specific, which means that any changes that you make to the default settings in one plan or layout file will have no effect on other plans or layout files.

Default settings are an important aspect of template files, which determine the initial settings of new plan and layout files and can be used to save you considerable time. See “Template Files” on page 74.

You can access a complete list of the various default settings by selecting **Edit> Default Settings** from the menu while floor plan view is active.



- Default settings is also available in other view windows; however, the items in the list may not include tools that cannot be used in the current view.
- Click the + beside a category to expand it and access the defaults for items related to that category.
- To open the defaults dialog associated with an item in the list, double-click on the line item, or click on the item and then click the **Edit** button.

Most items have one defaults dialog that affects all objects of that type. Manual Dimensions and the Text, Callouts, and Markers tools, on the other hand, are able to support multiple Saved Defaults. If you

double-click one of these line items, a **Saved Defaults** dialog will open, allowing you to access and manage all defaults associated with that item. See “Multiple Saved Defaults” on page 68.

Many defaults dialogs can also be opened by double-clicking on a parent and/or child toolbar button of a tool affected by the settings in that dialog. For example, you can:

- Double-click the **Cabinet Tools** parent button to open the **Defaults Settings** dialog for Cabinet tools only;
- Double-click the **Base Cabinet** child button to open the **Base Cabinet Defaults** dialog.

A few defaults dialogs, such as **CAD** and **Layer Set Defaults**, do not have a parent or child tool associated with them. You can add optional buttons to your toolbars to quickly access these dialogs. See “To add a button to a toolbar” on page 118.

You can create Hotkeys to open any of the defaults dialogs listed in the Default Settings dialog. See “Hotkeys” on page 123.

Preferences

Preference settings influence the overall environment of the program, such as what the interface looks like, how the tools are accessed, the basic rules governing how objects are drawn and edited.

Unlike default settings, preferences are global, which means that any changes that you make to them will take effect in all plan and layout files.

Region and Language Settings

There are a few formatting considerations in Chief Architect that are set based on your Windows® operating system’s Region and Language Format:

- **Units of measurement** - When you first install and launch the program, your template plan and layout files will be set to use either Imperial or metric units, depending on your Windows settings. See “New Plans Panel” on page 90.
- **Decimal mark format** - Depending on your Windows settings, either a period or a comma will be used in dimension lines, dialogs, and anywhere the program can display a numeric value using decimals.
- **Currency** - The currency associated with your Region and Language Format will be used in the Materials List, **Components** dialogs, and Loan Calculator. See “Materials Lists” on page 1159 and “Loan Calculator” on page 1021.

Dynamic Defaults

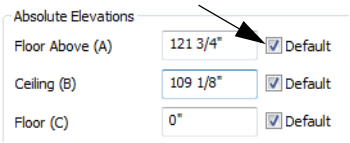
Dynamic defaults are values that can be changed globally throughout a model.

- If you change a dynamic default value in a defaults dialog, all objects of that type that are set to use the default will update automatically to use the new value.
- Any objects of that type that are not using the default value because of editing will not be affected if you change the default.

Dynamic defaults are found in the default dialogs of a variety of objects, including dimension lines, walls, doors, cabinets and rooms.

Materials are another example of an attribute that uses Dynamic Defaults. See “Material Defaults” on page 796.

In object specification dialogs, dynamic defaults are followed by either a (D) in the value field or a Default check box.

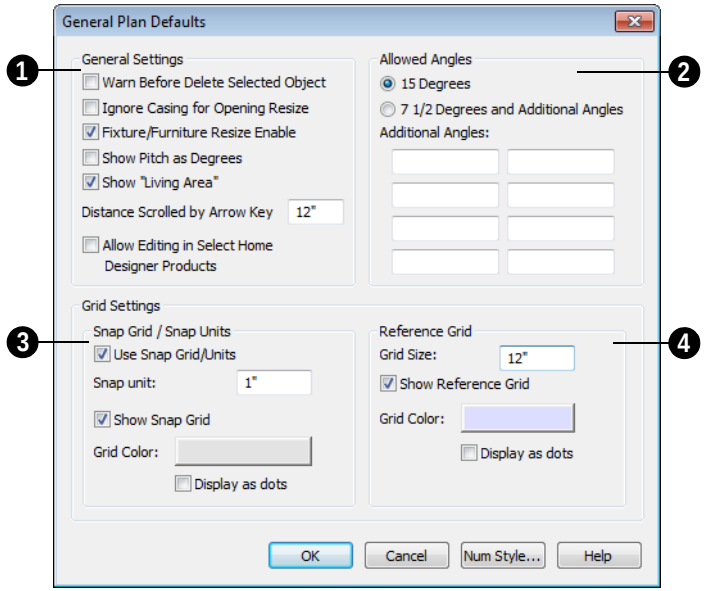


To edit a dynamic default, delete the (D) or remove the check from **Default** box and type the desired value.

To reset a value back to the dynamic default, type the letter D in the field or click the Default checkbox.

General Plan Defaults Dialog

The settings in the **General Plan Defaults** dialog control basic features of the Chief Architect environment. To open this dialog, select **Edit> Default Settings** , select **Plan**, and click the **Edit** button, or double-click the **Select Objects** button.



1 **General Settings** - Specify the default functionality for a variety of general behaviors in the program.

- Check **Warn Before Delete Selected Item** if you want the program to require confirmation before an item is deleted.
- Check **Ignore Casing for Opening Resize** to allow wall openings such as doors to be positioned against an intersecting wall. Clear this box retain sufficient space for the opening's specified trim width.
- Check **Fixture/Furniture Resize Enable** to allow the resizing of library symbols. When enabled, fixtures and furniture can be resized from 1 to 2000 inches (10 to 32760 mm).
- Check **Show Pitch as Degrees** to display the roof pitch in degrees.
- Chief Architect automatically calculates the square footage of each floor in the plan and shows this number as the living area in floor plan view. Uncheck **Show "Living Area"** to disable the display of the Living Area label. See "Living Area" on page 308.
- Enter the number of **Inches/MM Scrolled by Hotkeys** in floor plan view. See "Using the Arrow Keys" on page 801.
- Check **Allow Editing in Select Home Designer Products** to allow limited editing of the current plan in Version 9.0 Home Designer programs, when they become available.

2 Specify the **Allowed Angles** used when Angle Snaps are enabled. See "Angle Snaps" on page 148.

- Select **15 Degrees** to enable Angle Snaps in 15° increments.

- Select **7 1/2 Degrees and additional angles** to enable Angle Snaps in 7 ½° increments.

You can also enter up to eight **Additional Angles** in the fields provided. Click the **Number Style** button to specify the format used to enter angles. See “Number Style/ Angle Style Dialog” on page 112.

❸ The **Snap Grid** allows you to snap objects to specific points on-screen as they are moved or resized. See “Grid Snaps” on page 150.

- Check **Use Snap Grid/Units** to enable Grid Snaps.
- Specify the **Snap Unit** you wish to use.

It may be helpful to change the Snap Unit temporarily when working with large objects such as terrain or small objects such as molding profiles.

- Uncheck **Show Snap Grid** to turn off the display of the Snap Grid, a visual indicator of the location of the snap points.
- Click the **Color** bar to specify the **Snap Grid Color**. See “Color Chooser Dialog” on page 797.
- Check **Display as Dots** to display the Snap Grid using dots rather than lines.

❹ Specify the display of the **Reference Grid**.

- Specify the **Reference Grid Size**.
- Check **Display as Dots** to display the Reference Grid using dots rather than lines.

You can also click **Grid Snaps** toggle button to turn on/off grid snapping or click the **Display Reference Grid** toggle button to turn on/off the grid display.

Multiple Saved Defaults

While most objects in Chief Architect have one defaults dialog that affects all objects of that type in a given plan, there are some that support multiple sets of defaults rather than just one.

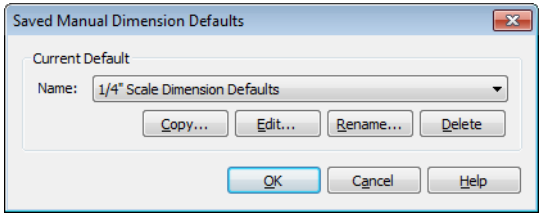
Lumber Tables and objects such as Manual Dimensions, Rich Text, Text, Callouts, Markers, and Arrows each have a **Saved Defaults** dialog associated with it, which lets you:

- Specify which Saved Default setup is active.
- Add and remove Saved Defaults from the list of those available in the current file.
- Make changes to existing Saved Defaults.

To open the **Saved Defaults** dialog for one of these object types, double-click on its name in the **Default Settings** dialog. See “Default Settings” on page 64.

If **Edit Active Default on Double-Click** is selected in the **Preferences** dialog, you can also access the **Saved Defaults** dialog by double-clicking on the toolbar button for one of these object types. See “General Panel” on page 85.

Saved Defaults Dialog



Select the **Name** of a Saved Default for the selected object type from the drop-down list.

Click the **Copy** button to create a new Saved Default.

- The new Saved Default is a copy of the one selected in the Name field.
- In the **New Default Name** dialog, which opens when you click Copy, type a short, descriptive, unique name for the new saved default.
- The **Defaults** dialog for the new Saved Default opens next. Make any needed changes to its settings and click OK.
- Click **OK** to close the **Defaults** dialog and save your new Saved Default. If you click Cancel or press the Esc key, it will not be retained.

Click the **Edit** button to open the defaults dialog for the selected Saved Default.

Click the **Rename** button to open the **Rename Current Default** dialog and type a new name for the current Saved Default. Names are case-sensitive and must be unique.

Click the **Delete** button to remove the selected Saved Default from the list. Saved Dimension Defaults used by a dimension line in the current file cannot be deleted. See “Dimension Line Specification Dialog” on page 916.

Click **OK** to close the dialog and activate the selected Saved Default.

Click **Cancel** to close the dialog without retaining any of your changes. Any newly added Saved Defaults will not be retained.

Saved Defaults can also be managed in the Annotation Sets dialog, and can be grouped into Annotation Sets for specific drawing tasks.

Text Styles

In addition to multiple saved defaults, objects that include text within them as well as object labels can be assigned a Text Style, which includes properties like font, color and size. See “Text Styles” on page 954.

Annotation Sets

An Annotation Set is a collection of Saved Defaults for many of the tools used to annotate plan and layout files: manually-drawn Dimensions, Text, Callouts, Markers, Arrows, the Current CAD Layer, and the Active Layer Set. Multiple Annotation Sets can be saved in any plan or layout, each for a specific purpose, and you can quickly switch from set to set as you work on these various tasks.

Annotation Sets can be set up for different drawing tasks with specific annotation requirements. For example, you could create a set for site plans with large dimensions, text, callouts, markers, and arrows; a dimension format using feet, yards, or meters instead of inches or millimeters; and custom layers for dimensions and text.

A number of Annotation Sets are included in the template plans installed with Chief Architect. You can use these sets as they are or customize them. You can also create additional new sets in both plans and layouts.

An Annotation Set is always active in any view that supports CAD, Text, and Dimensions: floor plan view, cross section/elevation views, CAD Detail and Wall Detail windows, and layout pages.

Many of the objects included in Annotation Sets can be assigned a Text Style.

There are several ways to switch from one Annotation Set to another.

To switch to a different Annotation Set

- Open the **Annotation Sets** dialog, select a set from the **Active Annotation Set** list, and click OK.
- Select a set from the **Active Annotation Set Control** drop-down, which you can add to your toolbars. See “To add a button to a toolbar” on page 118.
- You can also make changes to any of the individual defaults associated with the currently active Annotation Set. A new “Custom” set becomes active.

Custom Annotation Sets

There are two ways to create a new Annotation Set:

- Click the **New** button in the **Annotation Sets** dialog.
- Make changes to any of the individual defaults associated with the currently active Annotation Set.

If you make changes to any of the defaults specified in the active Annotation Set, either by editing a Saved Default associated with that set or switching to a different Saved Default, a new set named “Modified_” followed by the name of the set that was active will become active. If a “Modified_” set is active, its name will display in the **Active Annotation Set Control** drop-down, as well as in the **Annotation Sets** dialog.

If you wish to save this custom set for future use, open the **Annotation Sets** dialog and click the **Add Custom Configuration** button. If you do not do this, the “Modified_”

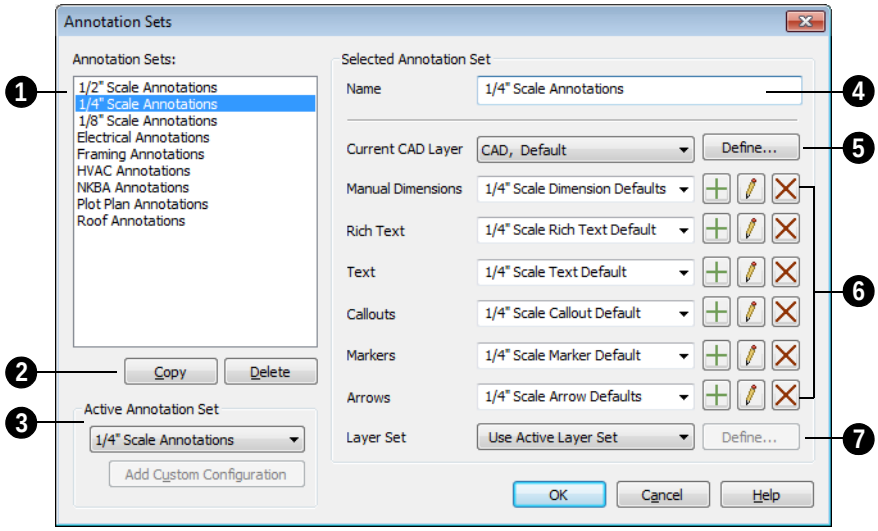
set will not be retained when you switch to another set.

Annotation Sets Dialog

The **Annotation Sets** dialog lists the Annotation Sets available in the current plan or layout file and lets you add, remove, edit, and save them.

To open the **Annotation Sets** dialog, select **Edit> Default Settings** from the menu. Select "Annotation Sets" and click the **Edit** button. See "Default Settings" on page 64.

You can also open this dialog by clicking the **Annotation Sets** button, which you can add to your toolbars. See "To add a button to a toolbar" on page 118.



1 A list of the **Annotation Sets** available in the current plan or layout display here. This list includes unsaved "Modified_" sets. See "Custom Annotation Sets" on page 70.

- Click on an item in the list to select it.
- The selected set is highlighted and displays in the **Name** field to the right.
- When a set is selected, its name and other attributes can be edited.

2 Click the **Copy** button to create a copy of the Annotation Set selected above. Type a short, descriptive name for the new set in the **Name** field.

Click the **Delete** button to delete the selected set from the list above.

3 The name of the **Active Annotation Set** displays here. This is the set that is active in the drawing - not necessarily the set that is selected for editing in this dialog.

- Choose a set from the drop-down list and when you click OK, it will become the Active set in your drawing.
- If the Active Set is an unsaved "Modified_" set, you can click the **Add Custom Configuration** button to add this custom set to the list of those available in the current file.

❹ The name of the **Selected Annotation Set** displays here. You can change the selected set's name by typing in the text field. Names are case-insensitive and must be unique.

❺ Select the **Current CAD Layer** from the drop-down list or click the **Define** button to open the **Layer Display Options** dialog. See "Current CAD Layer" on page 968.

❻ Specify the Saved Default for each of the annotation object types.

- Select a Saved Default from the drop-down list. Click in the text field to type a new name for the selected Saved Default.
- Click the **Add** button to open the defaults dialog for the object type and create a new Saved Default. The new Saved Default is initially named "New Default Object", but can be renamed.
- Click the **Edit** button to open the defaults dialog for the object type and make any changes you may need to the selected Saved Default.
- Click the **Delete** button to remove the selected saved default from the list of those available in the plan or layout.

❼ Select a **Layer Set** from the drop-down list. See "Layer Sets" on page 129.

- Choose the name of a layer set from the drop-down list to activate that set whenever the Selected Annotation Set is made active in the file.
- When "Use Active Layer Set" is selected, the layer set in use in the current view does not change when the Selected Annotation Set is made active. This option is the default for installed Annotation Sets.
- Click the **Define** button to open the **Layer Display Options** dialog. Not available when "Use Active Layer Set" is selected. See "Layer Display Options Dialog" on page 132.

Exporting and Importing Annotation Sets

Annotation Sets can be exported out of a plan or layout file and then imported into other plans or layouts.

When you export Annotation Sets, all of the Multiple Saved Defaults in the file are exported, regardless of whether they are used by an Annotation Set. See "Multiple Saved Defaults" on page 68.

Exporting Annotation Sets

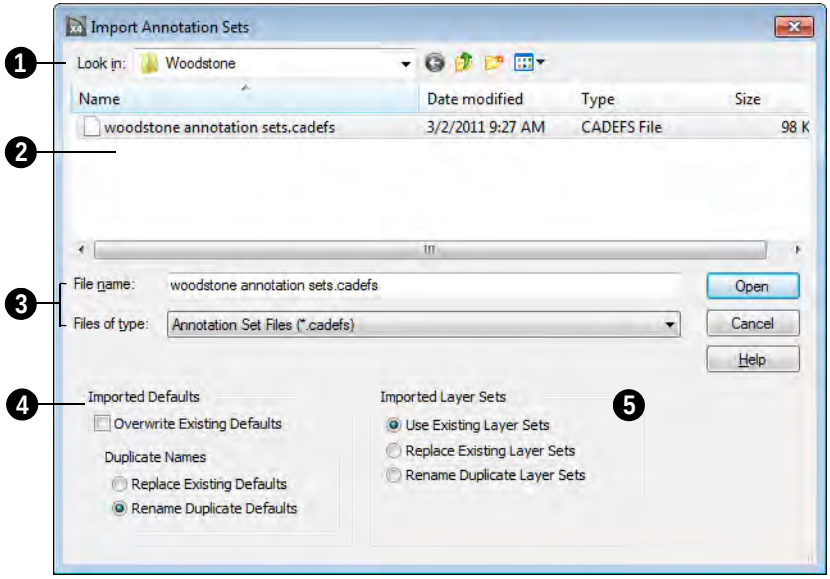
To export a plan or layout's Annotation Sets, open that file and then select **File> Export> Annotation Sets**. The **Export Annotation Sets** dialog is a typical **Save As** dialog that lets you specify the exported file's name and its saved location on your computer. See "Exporting Files" on page 50.

Exported Annotation Sets files use the **.cadefs** file format. Information exported in **.cadefs** files includes:

- All Annotation Sets saved in the current file.
- All Saved Defaults for Manual Dimensions, Text, Rich Text, Callouts, Markers, and Arrows.
- All Layer sets that are associated with an Annotation Set. Layer sets not associated with an Annotation Set are not exported.

Import Annotation Sets Dialog

To import Annotation Sets into a plan or layout, open that file and then select **File> Import> Annotation Sets**. The **Import Annotation Sets** dialog opens.



1 **Save In** - The current directory displays here. Click the drop-down arrow and browse to the location of the **.cadefs** file you wish to import.

2 Existing **.cadefs** files saved in the current directory are listed here.

- Click on a name to select it. Its name will display in the **File Name** field, below.

3 The name of the selected **.cadefs** file displays in the **File Name** text field.

- You can also type a name in this field. As you type, any **.cadefs** files in the current directory that match your entry will automatically populate in a drop-down list.
- The **Files of Type** field indicates that **.cadefs** files can be imported using this dialog.

4 Specify how **Imported Defaults** are handled.

- Check **Overwrite Existing Defaults** to delete all Saved Defaults for Text, Rich Text, Callouts, Markers, and Arrows in the file and replace them with imported Saved Defaults. When this is unchecked, which it is by default, existing defaults are retained along with those that are imported. See “Multiple Saved Defaults” on page 68.

Note: Saved Manual Dimension Defaults are not overwritten when Annotation Sets are imported - even when Overwrite Existing Defaults is checked.

Specify how Saved Defaults with **Duplicate Names** are handled.

- Choose **Replace Existing Defaults** to replace any Saved Defaults already present in the plan.
- Choose **Rename Duplicate Defaults** to retain existing Saved Defaults and rename imported defaults by appending them-with a “2”. If subsequent Saved Defaults with duplicate names are imported, the number will increase.

❺ Specify how **Imported Layer Sets** are handled when duplicates are found.

- Select **Use Existing Layer Sets** to retain the sets that are already present rather than overwrite them.
- Select **Replace Existing Layer Sets** to overwrite the sets that are already present, replacing them with imported sets.
- Select **Rename Duplicate Layer Sets** to retain existing layer sets and rename imported sets by appending them with a “2”.

Template Files

When Chief Architect opens a new, blank plan or layout file, the new file is actually a copy of a template using either metric or Imperial units of measurement and predefined default settings, layer settings, wall definitions, and page setup information.

Once you are familiar with the default settings in Chief Architect, you can create template files to fit your needs, store them in the Templates directory, and even specify them as the defaults for new files.

If you make changes to a default template file, all subsequently created plans or layouts will use the new default settings.

If a template file is not specified or cannot be found, the program starts new plans using a set of system defined defaults. These system defined defaults are very basic and unlikely to meet your drawing needs, so you should always specify a template plan and layout.

Opening Template Files

If you have more than one plan or layout configuration that you regularly use, you can create multiple template files and open whichever is needed for a given project.

To create a new plan or layout file using a template other than the current preference, choose **File> Templates> New Plan from**

Template or **New Layout from Template**. The program browses to the Templates directory specified in the **Preferences** dialog. See “Folders Panel” on page 88.

Note: Make sure you use the appropriate units of measurement when you create a template plan. The Imperial or metric units used in the new plan are the same as when the template was saved.

Creating Templates

The steps for creating template plans and layouts are similar; although, there are fewer default settings in layout files, and most layout templates include a border and title block whereas most plan templates are blank.

To create your own template plan

1. Select **File> New Plan**.
2. Select **Edit> Defaults Settings** and open and modify the settings in the default dialogs as needed. See “Default Settings” on page 64.
3. Select **Tools> Display Settings> Display Options** and create any custom layers, layer sets, and layer settings that you typically use. See “Layers” on page 127.
4. Select **Edit> Defaults Settings** and create any Annotation Sets that you may require. See “Annotation Sets” on page 70.
5. Select **Build> Wall> Define Wall Types** and create any custom wall types that you often use. See “Wall Type Definitions Dialog” on page 278.
6. Select **3D> 3D Settings** and set up your backdrop and other options for 3D views. See “3D Settings Dialog” on page 814.
7. If you draw anything in the template plan, it displays in all new plans created with that template.
8. You can insert text macros into the template. See “Text Macros” on page 956.
9. After modifying all your default settings, select **File> Templates> Save Plan As Template**. Name the template plan and save it in the Templates directory.
10. In the **Change Default Template** dialog, click **Yes** to use the plan as your default template whenever you select **File> New Plan**. Click **No** if you prefer to access this template by selecting **File> New Plan From Template**.
11. The current plan remains untitled, but a copy of it is saved for use as a template.

To create your own template layout

1. Select **File> New Layout**.
2. Select **Edit> Defaults Settings** and open and modify the settings in the default dialogs as needed. See “Default Settings” on page 64.
3. Select **Tools> Display Settings> Display Options** and create any custom

layers, layer sets and layer settings that you typically use. See “Layers” on page 127.

4. Select **File> Print> Page Setup** and specify the desired print settings. See “Page Setup Dialog” on page 1097.
5. Select **Tools> Layout> Page Down** to go to layout page 0 and use the CAD tools to design a border and title block that suits your needs. See “Layout Page Zero” on page 1114.

To set a template as your default

1. Select **Edit> Preferences** and go to the New Plans panel of the **Preferences** dialog. See “New Plans Panel” on page 90.
2. Click **Imperial** or **Metric Units**.
3. Click the **Browse** button for either the plan or layout template.
4. Select a template file from the Templates directory or navigate to a different location and select a template from there.

Updating Template Files

To change the default settings in your template, you must open the template file as though it were a regular plan or layout by selecting **File> Open Plan** or **Open Layout**.

After the necessary changes are made, select **File> Templates> Save Plan as Template**. Select the name of the template from the list of files in the Templates directory. When the program asks if you want to replace the existing file, click Yes.

Set as Default

The **Set as Default** edit button allows you to apply the settings in a selected object’s specification dialog to the defaults for that type of object.

Set as Default affects the attributes of both subsequently created objects as well as any objects using Dynamic Defaults. See “Dynamic Defaults” on page 65.

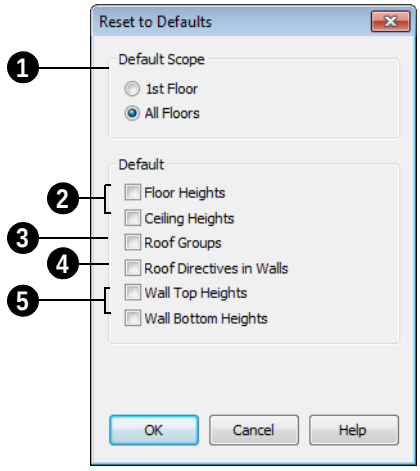
Attributes of already existing objects that are not Dynamic Defaults are not affected when **Set as Default** is used, so it should not be viewed as an alternative to setting up defaults before you begin drawing. See “Default Settings” on page 64.

The **Set as Default** edit tool is not available for Terrain Paths, including Sidewalks, Streams, Terrain Walls and Terrain Curbs. See “Terrain Wall and Curb Tools” on page 659.

Reset to Defaults

Select **Edit> Reset to Defaults** to open the **Reset to Defaults** dialog.

This dialog allows you to clear the special settings you have made in various parts of your plan.



1 The settings can be cleared for the **current floor** or for **All Floors**.

2 **Floor and Ceiling Heights** - Floor and ceiling heights for any room can be changed in the **Room Specification** dialog. Check to reset the default values as specified in the **Floor Defaults** dialog. See “Floor Defaults Dialog” on page 392.

3 **Roof Groups** - You can designate a different roof group for a room in the **Room Specification** dialog. This builds the roof over this room and others in the same roof group independently from the roof built over other parts of the plan. Check to reset to the default roof group, zero. See “Roof Groups” on page 429.

4 **Roof Directives** - You can specify how the roof builds above an exterior wall in its **Wall Specification** dialog. When Roof Directives are reset, all items on the Roof tab are unchecked and any value, such as the roof pitch, is reset to the default. See “Roof Directives in Walls” on page 429.

5 **Wall Top Heights** and **Wall Bottom Heights** - Wall shape and height can be edited in 3D views. Check to reset wall shapes and heights. See “Editing Walls” on page 260.

Preferences Dialog

The settings in the **Preferences** dialog are global: they apply to all plan and layout files and are preserved between sessions. Select **Edit> Preferences** to access this dialog.

The **Preferences** dialog consists of panels which are accessed by clicking on the names in the Category tree along the left side.

The category tree structure is similar to other Windows programs. A “+” next to a category indicates that it has subcategories. Click the “+” to make the subcategories visible; to hide them, click the “-.”

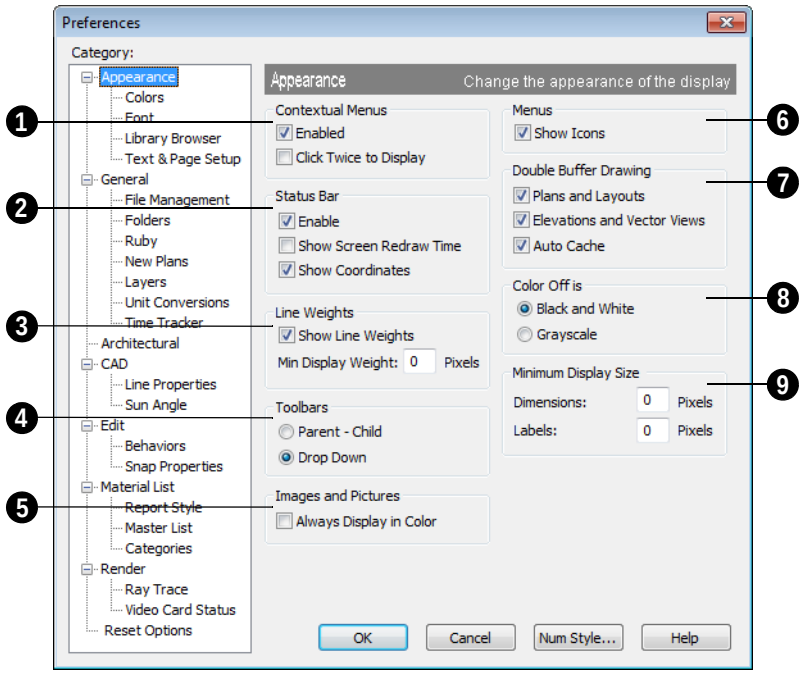
The program remembers which panel you last accessed and opens to that panel the next time you open the dialog.

Preference dialog panels:

- Appearance Panel
- Colors Panel
- Font Panel
- Library Browser Panel
- Text & Page Setup Panel
- General Panel

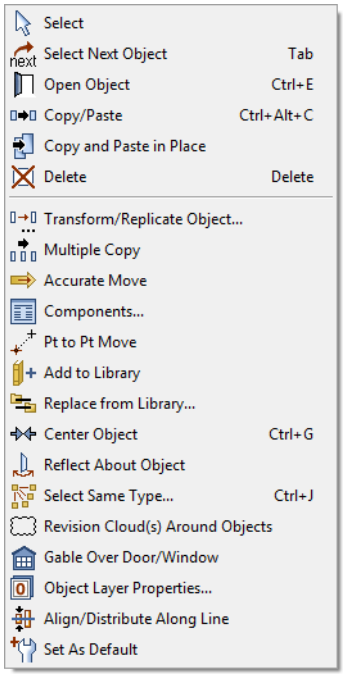
- File Management Panel
- Folders Panel
- Ruby Panel
- New Plans Panel
- Layers Panel
- Unit Conversions Panel
- Time Tracker Panel
- Architectural Panel
- CAD Panel
- Line Properties Panel
- Sun Angle Panel
- Edit Panel
- Behaviors Panel
- Snap Properties Panel
- Materials List Panel
- Report Style Panel
- Master List Panel
- Categories Panel
- Render Panel
- Ray Trace Panel
- Video Card Status Panel
- Reset Options Panel

Appearance Panel



1 When **Contextual Menus** are enabled, you can right-click an object and a contextual menu displays with options that are unique to the selected object. The options in a contextual menu are usually the same as those on the Edit toolbar.

A menu of general commands displays if you right-click in an empty space in a view window, away from any object.



The contextual menu for a window

Since Chief Architect can use the right-click as a general select, you have the option to disable or limit the contextual menus.

- Check **Enabled** to activate contextual menus. Clear the check box to disable contextual menus.
- Check **Click Twice to Display** to require two right-clicks on an object before the contextual menu displays. This allows the first right-click to be a general select. See "Selecting Objects" on page 166.

  In 3D views, the two clicks must be on the same object surface in order for the contextual menu to display: clicking on two different surfaces of the same object is treated like two single-clicks.

❷ The **Status Bar** at the bottom of the main window displays information about the current state of the program. See "The Status Bar" on page 35.

- Check **Enable** to activate the Status Bar or clear the check box to disable it.
- Check **Show Screen Redraw Time** to display the number of seconds it takes to redraw the screen. This is useful for determining the effectiveness of the 3D acceleration of your graphics card.
- Check **Show Coordinates** to display the coordinates of your cursor at all times on the right side of the Status Bar.

The number style for the coordinates is controlled in the **Number Style/Angle Style** dialog. See "Number Style/Angle Style Dialog" on page 112.

❸ Check **Show Line Weights** to represent line weights on-screen. Because of monitor DPI, lines may appear to be much wider on screen than when they are printed. Zooming closer may reflect a more accurate idea of the actual line width.

Specify the **Min Display Weight**, the lowest line weight possible on screen, regardless of how far you zoom out. A Minimum Display Weight of 0 is the same as 1. This setting is ignored when printing or when **Print Preview** is enabled.

The line weight for CAD objects may be defined individually through each object's specification dialog or globally in the Layer Display Options dialog.

❹ Specify how **Toolbars** present child tools when a parent button is clicked.

- Choose **Parent-Child** to display child tools as buttons at the end of the toolbar where the parent button resides.
- Choose **Drop Down** to display child tools when the drop-down arrow to the right of the parent button is clicked.

❺ **Images and Pictures** - Check **Always Display in Color** to display images and pictures in color, even if color is turned off in a particular view. If you uncheck the box, pictures and images appear in grayscale when color is turned off.

❻ Check **Show Icons** to display tool icons next to items in the menus.

❼ **Double Buffer Drawing** - Double buffering means that all drawing is done to an offscreen bitmap and then copied to the screen. The result is that the screen does not flicker, but there may be a slight delay before individual objects appear on screen. This option does not affect Rendered or Ray Trace views.

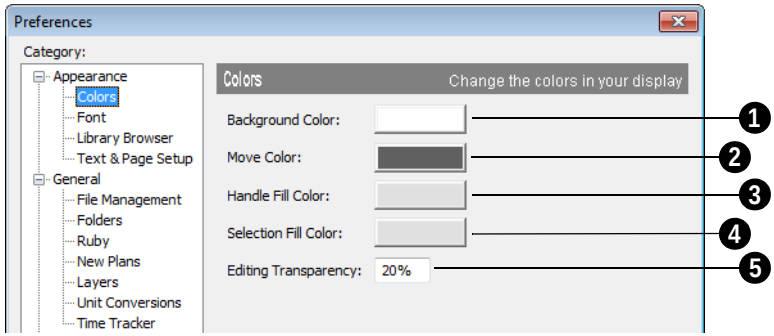
- Check **Plans and Layouts** to double-buffer in floor plan view and layouts.
- Check **Elevations and Vector Views** to double buffer in cross/section elevation and Vector views.
- Check **Auto Cache** to save a bitmap of the last screen draw. This bitmap is used to refresh the screen if no changes are made to the model. This option is not available on computers running Windows Vista.

❽ **Color Off is** - Specify whether views appear in **Black and White** or **Grayscale** when color is toggled off. Does not apply to Rendered or Ray Trace views. See “Color On/Off” on page 827.

❾ Specify the **Minimum Display Size** of **Dimensions** and **Labels**, in pixels. This is the on-screen size and does not affect printed or exported output. To see dimensions and labels on-screen at the printed scale, set this value to 0 or turn on **Print Preview** .

- Dimension sizes are set in the **Manual Dimension Defaults** dialog. See “Manual Dimension Defaults Dialog” on page 891.
- Printed label sizes are set in the **Schedule Defaults** dialogs. See “Label Tab” on page 1138.

Colors Panel



1 **Background Color** - Click the color bar to open the **Color Chooser** dialog. See “Color Chooser Dialog” on page 797.

Select the background color for all views except some rendered views. See “Rendering Techniques” on page 857.

The background color for some rendered views is set in the **3D Settings** dialog. See “Backdrop Tab” on page 817.

2 **Move Color** - Click the color bar to select the color of the lines that represent object(s) as they are being moved.

3 **Handle Fill Color** - Click the color bar to select the color for the edit handles for selected objects.

4 **Selection Fill Color** - Click the color bar to specify a color for selected objects. The color may change to ensure that selected objects are always visible, so this may not always be the color you expect.

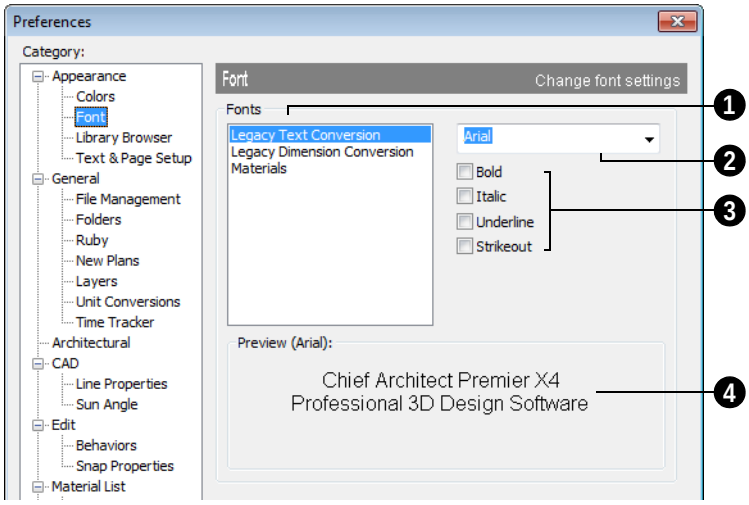
If the move color and the handle fill color are similar, it may be difficult to distinguish between active and inactive points. The colors should be sufficiently dissimilar to avoid confusion between active and inactive points.

5 Specify the **Editing Transparency**, which is the degree to which the selection fill and edit handles are transparent. The default value is 20%.

Font Panel

The Font panel controls the conversion of text in legacy plans when they are opened in

Chief Architect as well as the text used in the Materials List.



1 Choose Legacy Text Conversion, Legacy Dimension Conversion, or Materials to define the font for that use.

Legacy Text Conversion sets the default font for text created in previous versions of Chief Architect. See “Character Size” on page 924.

Legacy Dimension Conversion sets the fonts for dimensions created in previous versions of Chief Architect. See “Dimensions” on page 889.

Materials sets the default font for the Materials List and Master List created in previous versions of Chief Architect. See “Materials Lists” on page 1159.

Legacy Text and Dimension Conversion settings only affect plans from previous versions when they are opened in Chief Architect. Set these values to the default font that you used in previous versions before opening legacy files.

2 Click the arrow to select a font for the specified use. See “Fonts and Alphabets” on page 924.

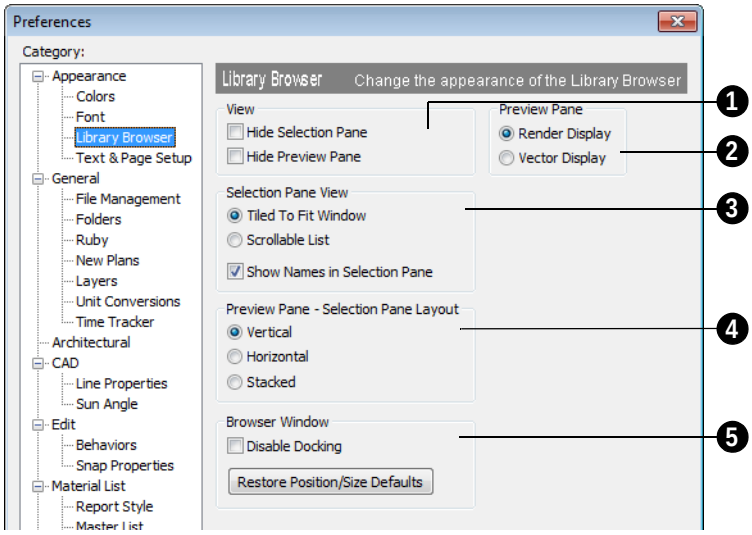
3 Select one or more font styles to apply to the specified use.

4 Sample text displays the selected font and font style.

Text size is set individually in the **Text Specification** dialog or globally in the **Text Defaults** dialog. See “Text, Callouts & Markers” on page 921.

Library Browser Panel

The Library Browser panel controls the appearance of the Library Browser window. See “The Library Browser” on page 744.



1 **View** options control the display of the main sections of the Library Browser.

- **Hide Selection Pane** - Check to hide the pane that displays objects in a selected library or library folder.
- **Hide Preview Pane** - Check to hide the pane that shows a preview of a selected object.
- **Show Status Bar** - Check to display the Library Browser Status Bar.

2 **Preview Pane** - Specify how selected library items look in the Preview Pane.

- **Render Display** - Library items previews display textures and appear as they do in rendered views. See “Rendered and Vector Views” on page 811.
- **Vector Display** - Library item previews are line-based and display patterns as they do in Vector Views.

3 **Selection Pane View** items control the display style of objects in the Selection Pane.

- **Tiled to Fit Window** - Select to display all objects in a library or library folder. If there are many objects, they appear very small.
- **Scrollable List** - Select to display all library objects at the highlighted level on a scrollable list.
- **Show Names in Selection Pane** - Check to display the names of the objects in the Selection Pane.

❹ **Preview Pane - Selection Pane Layout** - Select a radio button to change the appearance of the Library Browser.

- **Vertical** - Displayed sections of the Library Browser are divided vertically.
- **Horizontal** - Displayed sections are divided horizontally.
- **Stacked** - Displayed sections are divided both horizontally and vertically.

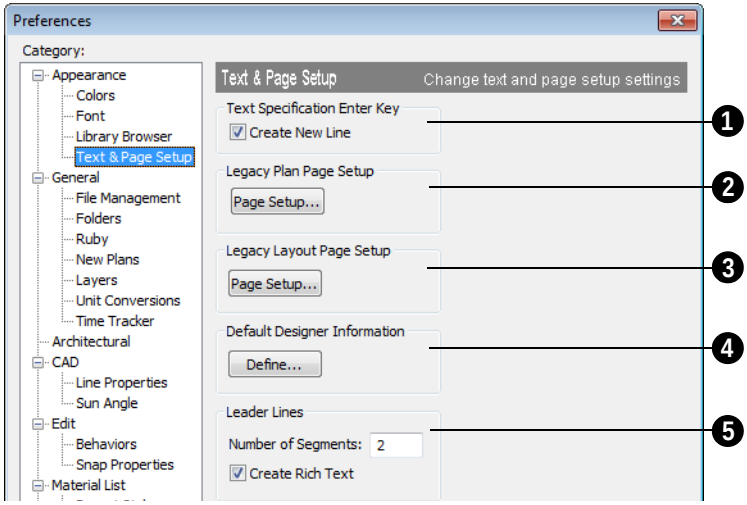
❺ **Disable Docking** - Check to prevent the Library Browser from docking to the sides of the Chief Architect window. See “Docking the Library and Project Browser” on page 748.

Restore Position/Size Defaults - Click to restore the original size and position of the Library and Project Browser: docked on the right side of the Chief Architect window.

Text & Page Setup Panel

The Text & Page Setup panel controls some text objects behaviors as well as the Page Setup information for legacy plan and layout files.

> ⚠ Legacy Plan and Layout Page Setup settings only affect files from version 9.5 and prior when they are opened in Version X4. You should set these values to the default font that you used in previous versions of Chief Architect before opening legacy files. See “What’s New in Chief Architect X4” on page 1183.



❶ Uncheck **Text Specification Enter Key** to close the **Text** and **Rich Text Specification** dialogs when the Enter key is pressed. When checked, a new line of text is created when Enter is pressed. See “Text, Callouts & Markers” on page 921.

❷ Click the **Legacy Plan Page Setup** button to open the **Page Setup** dialog. These settings apply whenever you open a plan, or elevation, or CAD detail created in version 9.5 or prior of Chief Architect. See “Page Setup Dialog” on page 1097.

❸ Click the **Legacy Layout Page Setup** button to open the **Page Setup** dialog. These settings applied whenever you open a layout file created in an earlier version of Chief Architect. See “Page Setup Dialog” on page 1097.

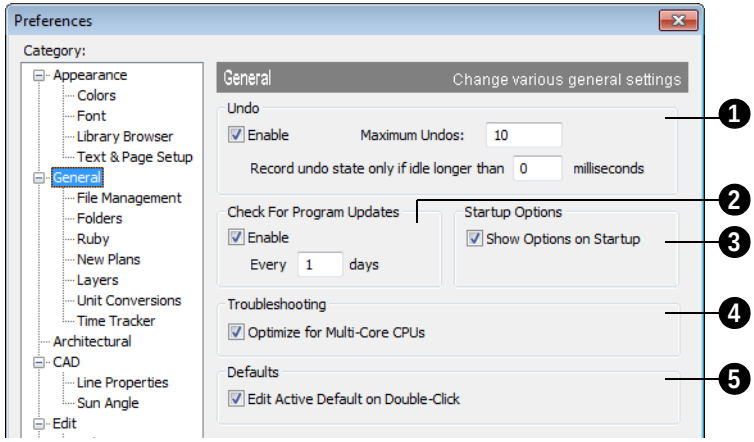
❹ **Default Designer Information** - Click the **Define** button to enter designer information that applies to all plans drawn in Chief Architect. This default may be overridden for individual plans. See “Designer Information” on page 1016.

❺ Specify how the **Leader Lines** tool functions.

- Specify the **Number of Segments** that text Leader Lines have. Changes to this setting affect subsequently drawn Leader Lines: existing lines are not affected.
- Uncheck **Create Rich Text** to create **Text** objects when the Leader Line tool is used. When checked, **Rich Text** is created. See “The Text Tools” on page 925.

General Panel

The General panel contains settings that affect file management and program updates.



❶ **Undo** - Click in the **Enable** check box to enable Undos and Redos. See “Undo and Redo” on page 235.

Maximum Undos - Specify how many levels of Undo and Redo you want available, from 1 to 100. Undo files are saved in the Undo Directory.

Record undo state only if idle longer than - Use this setting to control how often undo states are recorded. If set to 0 milliseconds, an undo state is recorded every time a change is made to a plan.

If set to a number larger than 0, an undo state is recorded if the specified amount of time has elapsed since the last change was made. Depending on the time specified and the speed work is being done, multiple changes might be reversed with one undo.

This setting can have a significant effect on the performance of the undo feature when working with large plans.

❷ **Check For Program Updates** - Check **Enable** and specify a frequency in days to check for program updates. By default Chief Architect will check for program updates once a day, whenever the program is launched.

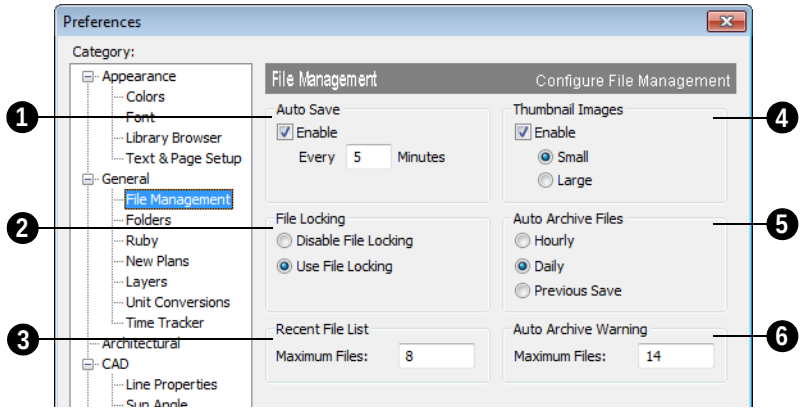
❸ Check **Show Options at Startup** to open the **Startup Options** dialog when Chief Architect is launched. See “Startup Options” on page 28.

❹ **Troubleshooting** - Uncheck **Optimize for Multi-Core CPUs** to turn off program optimizations for multi core processors. This box is checked by default and should only be unchecked for technical troubleshooting purposes.

❺ Uncheck **Edit Active Default on Double-Click** to open the **Saved Defaults** dialog when you double-click the toolbar button associated with a drawing tool that has multiple saved defaults. When this boxis checked, the defaults dialog for the currently active saved default opens. See “Multiple Saved Defaults” on page 68.

File Management Panel

The settings on the File Management panel let you modify functions related to the program’s plan and layout file management.



1 To use **Auto Save**, select the **Enable** check box and enter a value greater than zero in the text field to specify the frequency in minutes that Auto Save files are created. Auto Save files are stored in the Archive folder.

> Even with Auto Save active, you should frequently save your work to the hard drive by selecting File> Save.

In the event that your computer shuts down unexpectedly, you can recover your most recent work by opening the auto save file created by the program. See “Auto Save Files” on page 52.

2 **File Locking** - Choose whether or not to lock **.plan** and **.layout** files when they are open. File Locking prevents another program or copy of Chief Architect software from opening and modifying the same file at the same time.

- Select **Use File Locking** to lock files.
- Select **Disable File Locking** to disable the feature. You should not disable the feature unless you have conflicts with file locking.

3 **Recent File List** - Specify the maximum number of files to list at the bottom of the File menu and in the **Startup Options** dialog. Additional files are included if you increase the value. You can open any of the files in this list by selecting them, making the list a quick way to access your most recent work.

4 Check **Enable Thumbnail Images** to automatically create thumbnail images of files that display when opening or searching for saved files.If this option is disabled, you can still create thumbnails manually. See “Thumbnail Images” on page 51.

Select either **Small** or **Large** thumbnails. Large thumbnails provide a higher quality image but result in larger file sizes.

5 Select an **Auto Archive Files** option. Every time a file is saved by clicking the **Save** button, selecting **File> Save** from the menu, or pressing Ctrl + S on the

keyboard, the current archive file is overwritten. See “Archive Files” on page 52.

Select **Hourly** to save and append archive files based on an hourly format.

Select **Daily** to save and append archive files based on a daily format.

Select **Previous Save** to archive only the most recently saved file, unappended.

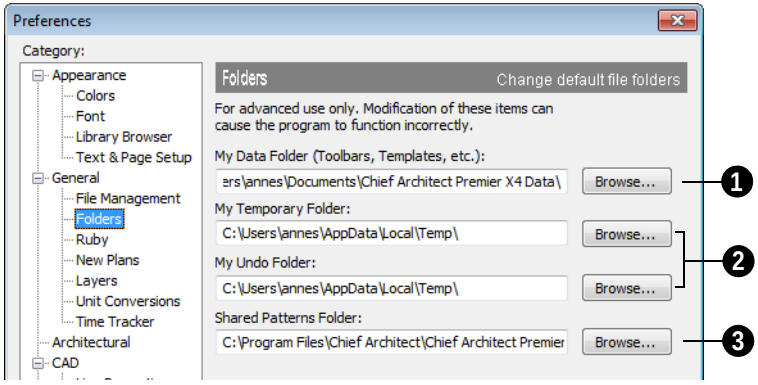
6 **Auto Archive Warning** - Enter the number of files that must be in the Archive directory for the Manage Archives warning to display. Enter 0 to disable the warning. See “Manage Archives” on page 52.

Folders Panel

Chief Architect stores many support files in various folders on your computer. The default locations of these directories are listed and can be redefined on the Folders panel if necessary.

You do not need to change default locations under normal circumstances, but sometimes it may be preferable to locate certain files in another location. To specify a new default folder for a particular purpose, click the **Browse** button to the right of that item.

> ⚠ Changing the settings on the Folders panel can result in unexpected program functionality.



1 Important user-specific information is saved in a folder on your computer called **Chief Architect X4 Data**. This folder contains custom library content, toolbars, template files, archive files, and other important data and is located in My Documents by default. See “Chief Architect Data” on page 47.

While you cannot change the name of this directory, you can change its location. To avoid unexpected results, it is best to use a location on your local hard drive.

If you move this folder on your computer without specifying its location here, the program will automatically replace it using default information from the Chief Architect installation folder. The same result will occur if you specify a location on a network or removable device and this location becomes inaccessible. When this occurs, customized user settings will not be used and custom library content will not be available.

❷ By default, **Temporary** files and **Undo** files are stored in the same folder: by default, the Windows Temporary Directory. If you wish to use a different folder, you must specify a directory on a hard drive with sufficient space to hold these files.

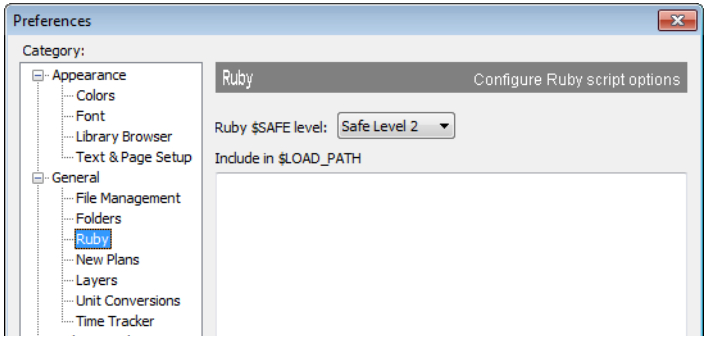
You can specify any directory as your Chief Architect temporary folder, but you should never relocate the Windows Temporary Directory nor use it for anything other than temporary files.

Chief Architect will not let you save your work to or open files saved in the Temporary or Undo folder. See “Undo and Redo” on page 235.

❸ You can share **Patterns** with other users by copying these items into the appropriate Shared Folder in Windows Explorer. Click the **Browse** button to select a location on your computer that other users can access. See “Patterns and Textures” on page 774.

Ruby Panel

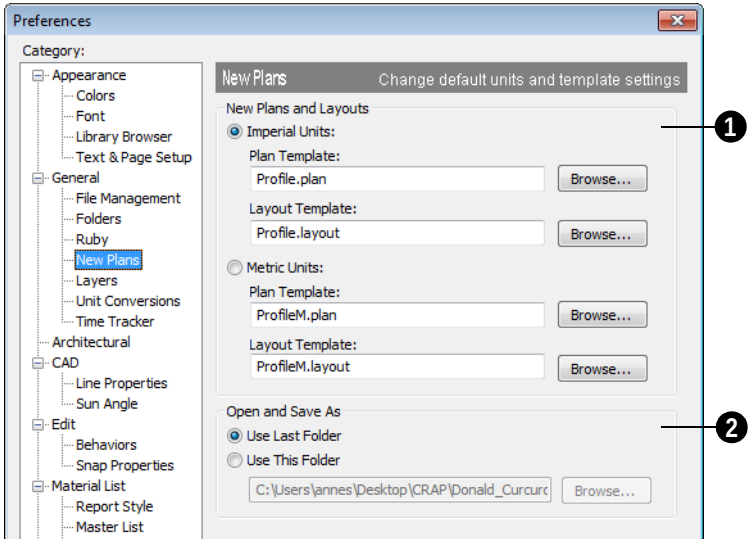
The settings on the Ruby panel let you specify the Ruby safe level and the location of any Ruby files you may run in the Ruby Console. See “The Ruby Console” on page 1180.



Select the **Ruby $SAFE level** you wish to use from the drop-down list. A level of 0 is unprotected and could allow a malicious script to be run, while a level of 5 may prevent you from using the Ruby Console productively. Level 2 is chosen by default.

In the **Include in $LOAD_PATH** field, specify the pathname of the directory where your Ruby scripts are stored. Separate multiple locations with a semi-colon.

New Plans Panel



1 **New Plans -** Select the Imperial Units or Metric Units radio button to determine the units used in your new plans. Once you create a new plan, the units of that plan cannot be changed. You can specify a different set of templates for imperial plans and metric plans.

When Chief Architect is first opened on a computer, it refers to the Windows system settings to determine whether to use Imperial or metric units.

If a template file is not specified or cannot be found, the program starts new plans in the selected units but uses a set of basic system defined defaults for new plans. You should always specify a template plan and layout, as the system defined defaults are unlikely to meet your drawing needs.

> Be sure that you use an imperial plan for your imperial template file and a metric plan for your metric template file. When a new plan is created, the plan is created in the units of the template file regardless of the units setting.

Plan Template - Displays the template file the program uses when you start a new plan. Click the **Browse** button to select the new template.

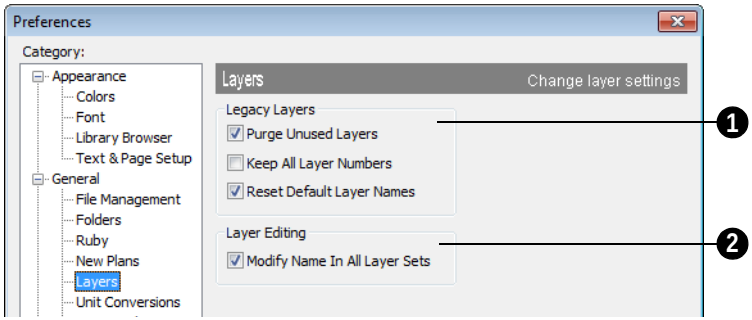
Layout Template - Displays the template file the program uses when you start a new layout file. Select a new default layout template by typing in a new file pathname or click the **Browse** button to select a new file.

For information about creating templates, see “Template Files” on page 74.

2 **Open/Save As Directory** - Control how the program behaves when a new plan is opened or an existing plan is saved.

- **Use Last Directory** refers the program to the directory last used to save or open a plan file.
- **Use This Directory** refers the program to a particular location specified by you.
- Click the **Browse** button to define a particular directory when **Use This Directory** is selected.

Layers Panel



1 Layers were managed differently in earlier versions of Chief Architect. The options on the Layers panel determine how layers are treated when you open plans created in earlier versions.

- Check **Purge Unused Layers** to delete any layers that do not have a name and contain no objects.
- Check **Keep All Layer Numbers** to keep all layers that were on the System and User tabs in version 9 and use their layer numbers as names.
- Check **Reset Default Layer Names** to reset the names of layers that were on the Architectural and System tabs in version 9 to the default names used in Chief Architect Version X4.

If you would like your legacy plans to look like they did in previous versions of Chief Architect, uncheck **Purge Unused Layers**, check **Keep All Layer Numbers**, and uncheck **Reset Default Layer Names**.

Note: When loading legacy plans, there may be a noticeable delay while converting these layers.

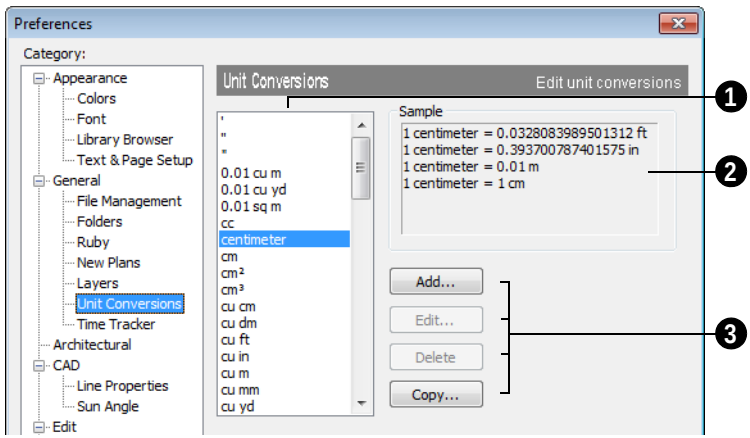
2 If you check **Modify Name In All Layer Sets** and then change the name of a layer in one layer set, it will be changed in all layer sets. Clear the checkmark if you want name changes to only affect a single layer set.

Unit Conversions Panel

In many places throughout Chief Architect, you can choose what units are used with different objects. The program automatically calculates conversions based on the data on this panel.

These conversions are also useful when you import drawings. Chief Architect draws plans in real world measurements. When you draw an object, it appears small on screen, but the program sees it as actual size. The drawing is only scaled at the time you print it. This means that if you import a drawing that is already scaled, you must convert the units using this panel. You must add the units here for them to be available in the Import Drawing Wizard.

The default unit conversions are locked and cannot be changed, but custom conversions can be added to the list.

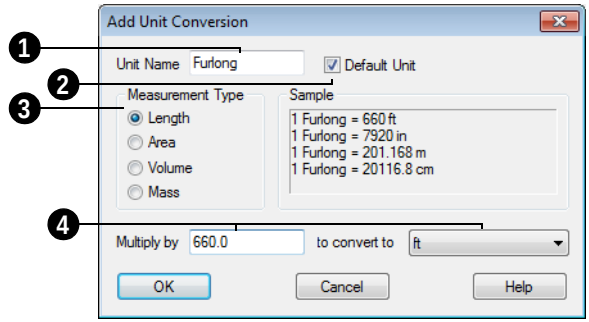


1 A list of available units of measurement displays here. Click on the name of a unit to select it.

2 The **Sample** area shows how the unit selected above converts to a selection of similar units. You can use this to verify that any unit conversion you add is correct.

3 **Add**, **Edit**, **Delete**, or **Copy** the unit conversions. Certain unit conversions are locked and cannot be edited or deleted.

If you click **Add**, **Edit** or **Copy,** the **Add Unit Conversion** dialog displays.



1 **Unit Name** - Type a short, descriptive name of the new unit. Names must be unique. The names of units installed with the program cannot be used.

Names can include any characters, as well as spaces. Bear in mind, though, that names of units for measuring length that have numbers in them may be unusable if entered in some dialogs in the program.

2 Check **Default Unit** to display this new unit in places that present lists of available units. For example, if you have inches as units and make inches a default, inches appear on the list when you are given a choice of units, such as in the Import Drawing Wizard. In other places, such as the Materials List, all units are listed.

3 **Measurement Type** specifies what the new unit measures. Select the appropriate radio button.

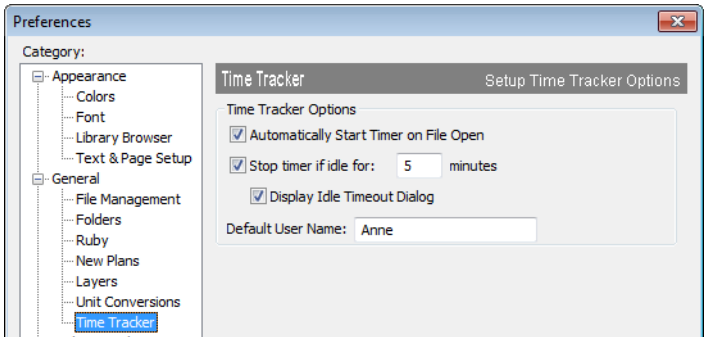
4 **Multiply by** gives you a number to multiply by **to convert to** the unit you select from the drop-down list. A measurement type must be selected before the list is populated.

To create a new unit conversion

Create a unit conversion for furlongs, a unit of measurement equal to 660 feet that originated in England.

1. Click **Add** on the **Unit Conversions** page of the **Preferences** dialog to open the **Add Unit Conversion** dialog.
2. Type **Furlong** into the unit name dialog.
3. Select **Length** in the measurement type.
4. Type 660 in the **Multiply by** field.
5. Select **ft** in the combo box.
6. Click **OK** to close the dialog.

Time Tracker Panel



Uncheck **Automatically Start Timer on File Open** if you do not want to begin logging time whenever a file is opened. If this is not checked, you must select **Tools> Time Tracker> Start Time Logging** to begin logging.

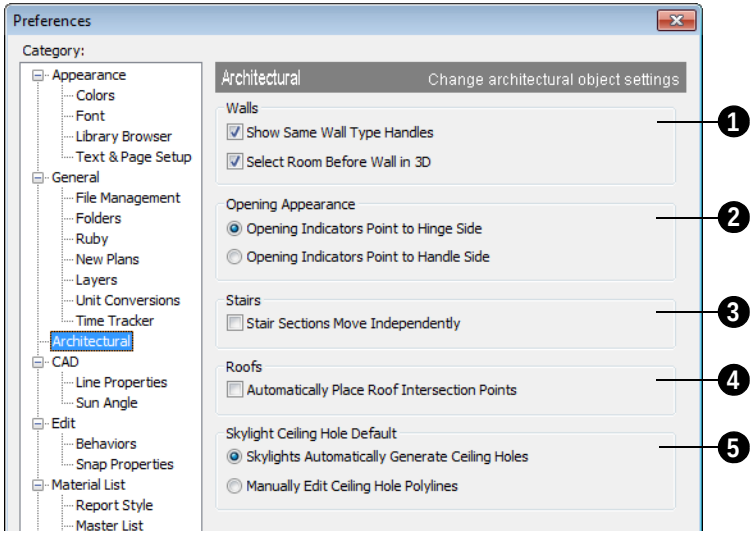
Check **Stop timer if idle for __ minutes**, and enter the number of minutes to stop logging time when a plan has been idle.

Check **Display Idle Timeout Dialog** to warn when a plan is considered idle.

You can specify the **Default User Name**. This field is initially populated by the name that you entered when you registered your software license. See “User Information” on page 19.

For more information, see “Time Tracker” on page 1013.

Architectural Panel



❶ Select the desired default behaviors for selected **Walls**.

- Check **Show Same Wall Type Handles** to display edit handles on selected walls that draw new walls of the same type when dragged. See “Same Wall Type Edit Handles” on page 262.
- Check **Select Room Before Wall in 3D** to select the room defined by a wall when you click on the wall in 3D views. See “Selecting Walls” on page 261.

❷ **Opening Appearance** - Specify the appearance of opening indicators on cabinets, doors, and windows. See “Displaying Cabinets” on page 619, “Displaying Doors” on page 329, or “Displaying Windows” on page 359.

- Select **Opening Indicators Point to Hinge Side** for opening indicators that point to the hinge side of the opening.
- Select **Opening Indicators Point to Handle Side** for opening indicators that point to the handle side of the opening.

❸ Check **Stair Sections Move Independently** to allow stair sections connected by landings to move separately, without moving the entire staircase. See “Editing Stairs and Ramps” on page 485.

❹ Check **Automatically Place Roof Intersection Points** to have the program generate temporary CAD points that correspond to roof plane intersection points. When unchecked, these temporary points are not created. See “Locating Intersections” on page 444.

❺ Select the desired **Skylight Ceiling Hole Default** behavior.

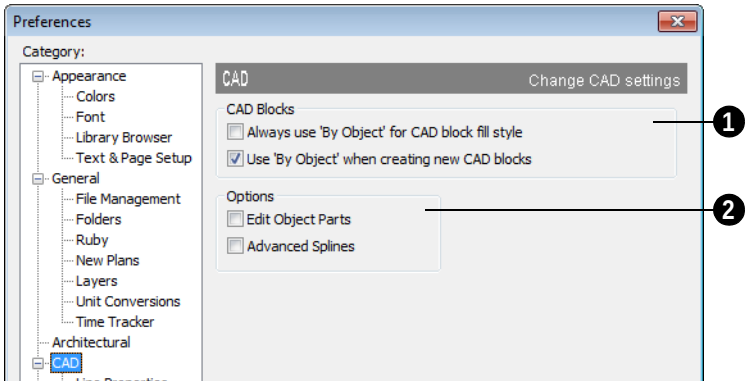
If you select **Skylights Automatically Generate Ceiling Holes,** the program

automatically generates a ceiling hole for a new skylight.

Select **Manually Edit Ceiling Hole Polylines** to create your own ceiling holes.

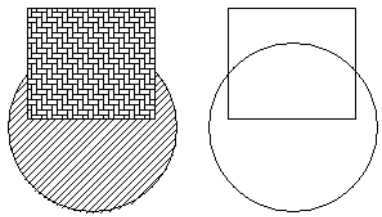
CAD Panel

The CAD panel contains settings that define how CAD blocks and other objects behave.



1 **CAD Blocks** - These settings determine the default fill style behavior for CAD blocks. See “CAD Blocks” on page 1002.

- Check **Always use ’By Object’ for CAD block fill style** to retain the fill patterns of the component objects of CAD blocks. When checked, all settings that would otherwise affect the fill style of a CAD block in its specification dialog are ignored. See “CAD Block Specification Dialog” on page 1006.
- Check **Use ’By Object’ when creating new CAD blocks** to have **By Object** checked in the **CAD Block Specification** dialog when a new CAD block is created. See “General Tab” on page 1006.



Checked *Unchecked*

2 **Options** - These settings control the editability of polylines, polyline-like objects such as walls connected to form a room, and splines.

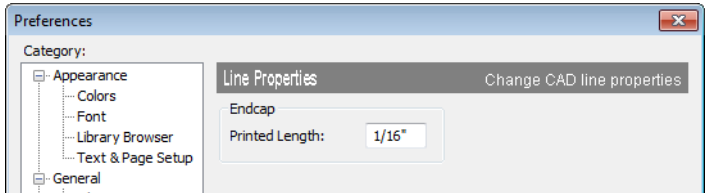
- Check **Edit Object Parts** to edit the individual components of a polyline or polyline-like object. This functionality can also be accessed by clicking the **Edit Object Parts** button. See “Edit Object Parts” on page 168.

Note: Unlike other Preferences, the program always resets Edit Object Parts to be off whenever you close the program.

- Check **Advanced Splines** to enable the advanced spline setting as the default editing behavior for all subsequently drawn splines. You can also enable this function for an individual spline by clicking the **Advanced Splines** edit button. See “Advanced Splines” on page 195.

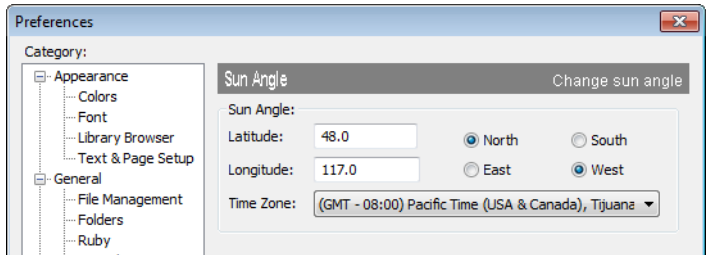
Line Properties Panel

The Line Properties panel controls the appearance of CAD lines.



Printed Length - The beginning and end of CAD lines that are not solid are sometimes difficult to distinguish. Endcaps can be placed to eliminate this problem. Specify the printed endcap length in inches (mm).

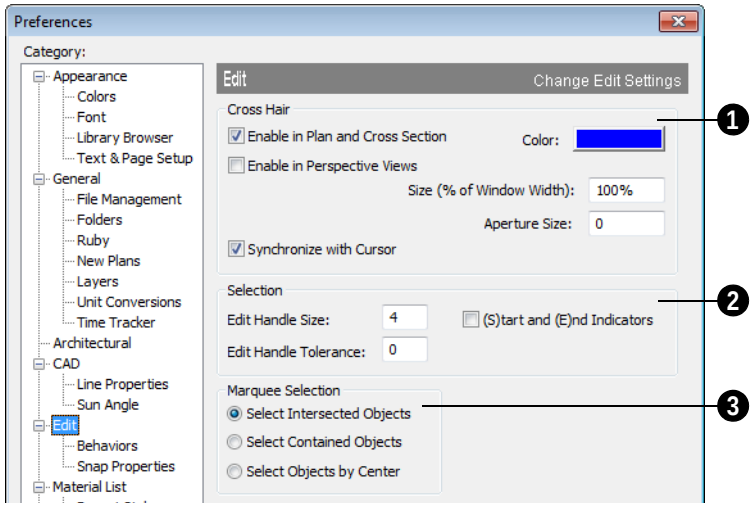
Sun Angle Panel



Define a default **Latitude**, **Longitude** and **Time Zone** used when creating Sun Angles. See “Sun Angles” on page 847.

Edit Panel

The settings on the Edit panel of the **Preferences** dialog control the appearance of the cursor and selection behavior of edit handles.



1 Use a cursor with **Cross Hairs** in different view types and control its appearance.

- Check **Enable in Plan and Cross Section** to use a cross hair cursor in floor plan, cross section, and elevation views. This option is checked by default.
- Check **Enable in Perspective Views** to use a cross hair cursor in perspective camera views and overviews.
- Click the **Color** bar to open the **Color Chooser** dialog and specify the color of the cross hairs.
- Cross hair size is specified as a percentage of the width of the view window. Specify the **Size (% of Window Width)** as 100% to extend the cross hairs across the entire screen.
- Set the **Aperture Size**, measured in pixels. The aperture is the space where the cross hairs meet. A value of 0 makes the cross hairs meet at a point. Larger numbers leave a gap in the center.
- When **Synchronize with Cursor** is checked, the mouse pointer and cross hairs always move together on screen. If you feel that they do not keep up with your mouse movements, try unchecking this option.

2 Specify the desired **Selection** settings, which affect how objects are selected and their appearance.

- Enter an **Edit Handle Size** in pixels. The edit handles are twice this number of pixels plus one. For example, the default value is 3, which results in a handle that is 7 x 7 pixels (3 x 2=6, and 6 + 1=7). A value of 1 results in a handle that is 3 x 3 pixels.
- Enter a value, in pixels, for **Edit Handle Tolerance** to specify how close to an edit handle you must click in order to select it. The default value is 0.
- Check **(S)tart and (E)nd Indicators** to display an S and an E at the start and end points of a selected wall or the selected edge of a CAD-based object. This can make it easier to edit the selected edge in the object's specification dialog. See "Selected Edge" on page 167.

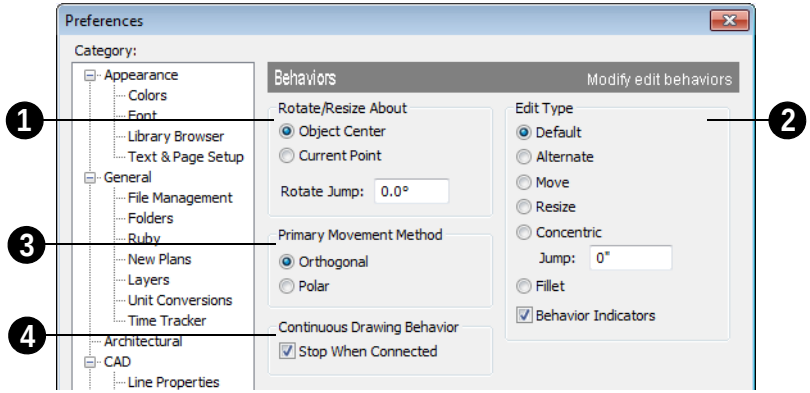
❸ Specify program behavior when using **Marquee Selection** to select objects. See "Marquee Select" on page 169.

- Choose **Select Intersected Objects** to select any objects whose bounding boxes are intersected by or located within the marquee. See "Bounding Boxes" on page 1082.
- Choose **Select Contained Objects** to select only objects located entirely within the marquee. This option provides the best results in most situations.
- Choose **Select Objects by Center** to select only objects whose center points are located within the marquee.

You can add the Selection Modes tools to your toolbars. See "To add a button to a toolbar" on page 118.

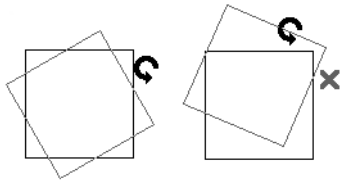
Behaviors Panel

The settings on the Behaviors panel of the **Preferences** dialog define basic editing behaviors of CAD and architectural objects.



❶ **Rotate/Resize About** defines the point an object or a group of objects rotates or resizes about. See “Rotate/Resize About” on page 145.

- Select **Object Center** to rotate or resize the selection about its center point. Object Center is the default setting.
- Select **Current Point** to rotate the object about the current CAD point instead.

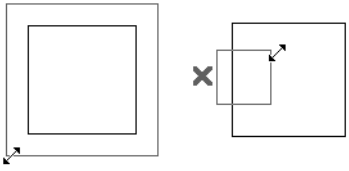


Rotate about Object Center

Rotate about Current Point

To resize a CAD object about a current point, select the **Resize** Edit Type.

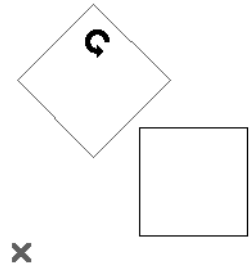
This function can also be accessed by selecting **Edit> Edit Behaviors> Resize** . See “Edit Behaviors” on page 162.



Concentric Resize

Resize About Current Point

Rotate Jump defines the angle an object or group of objects jumps to when it is rotated. It overrides the angle snaps set in **Plan Defaults**. If you set this to zero, the angle snaps set under **Plan Defaults** are used.



Box rotating about Current Point with Jump set to 45°

❷ Select one of the four **Edit Type** options. For detailed information about the different edit types and how they affect different objects, see “Edit Behaviors” on page 162.

- If **Concentric** is selected, specify the desired **Jump** increment.
- Uncheck **Behavior Indicators** to turn off the display of the mouse pointer icons associated with these Edit Behaviors. This box is checked by default.

Note: Unlike other Preferences, the program always restores the Default Edit Behavior whenever you close the program.

❸ The **Primary Movement Methods** control the directions that you can move objects using their edit handles.

- Select **Orthogonal** to move an object perpendicular to any of its edges.
- Select **Polar** to move an object at Allowed Angles.

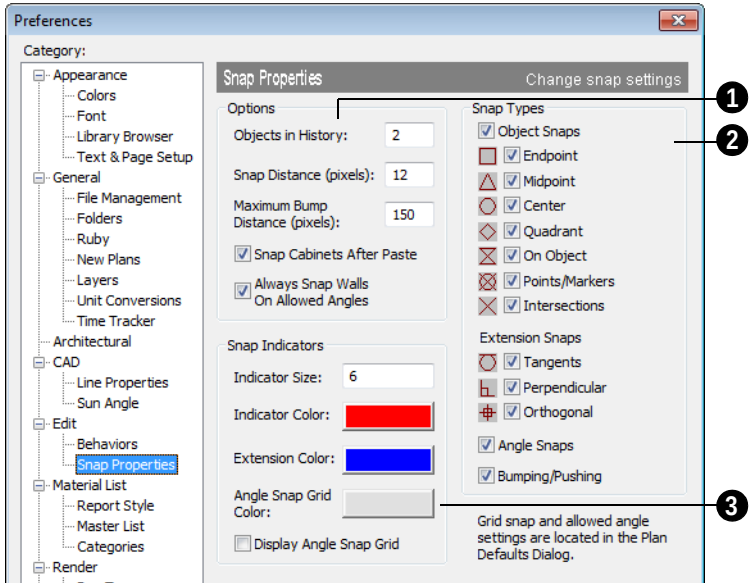
❹ Specify whether the **Continuous Drawing Behavior** restarts after a closed shape is formed. See “Alternate” on page 163.

- Uncheck **Stop When Connected** to remain in the continuous Alternate drawing mode after a closed shape is formed.

When checked, the continuous drawing mode is halted but can be started again.

Snap Properties Panel

The settings on the Snap Properties panel of the **Preferences** dialog control the behavior of Object Snaps as well as the appearance of snap indicators. See “Object Snaps” on page 146.



1 **Options** -

- Specify the number of extension line anchors that can display at one time by changing the **Objects in History** setting.
- Specify the **Snap Distance (pixels)**, which is how far your the cursor can be from a snap point for the snap to occur. This value is measured in screen pixels; the default value is 12.

When working with very small objects, you may find it helful to reduce this value; when working with very large objects, you may find it helpful to increase it.

This setting also controls the minimum length of camera and cross section/elevation lines of sight. See “Creating Camera Views” on page 820.

- Specify the **Maximum Bump Distance (pixels)**, which is the distance that a selected object must be dragged to override bumping and move past an obstructing object.
- Check **Snap Cabinets After Paste** to make the cabinets snap together after you paste them.
- Check **Always Snap Walls on Allowed Angles** to limit walls to Allowed Angles as they are drawn. When unchecked, walls can be drawn at any angle when **Angle Snaps** are turned off. See "Angle Snaps" on page 148.

❷ Enable any combination of **Object Snaps**. You can also turn these options on an off with the toggle buttons on the toolbar.

Check **Object Snaps** to enable the object snap and extension snap options, below.

Endpoint - Enables snapping to the ends of lines, arcs, splines and other objects.

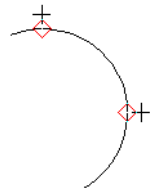
Midpoint - Enables snapping to the midpoint of an object such as a line or arc. For objects such as boxes, you can snap to the midpoint of any side of the box.

Endpoint and midpoint snaps

Center - Enables snapping to the center of cabinets, fixtures, furniture, as well as circles and arcs.

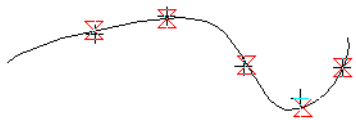
Note: Center snapping only works for arcs and circles if Show Arc Centers and Ends is turned on. See."Aligning Arc Centers" on page 210.

Quadrant - Enables snapping to the left, right, top, or bottom of an object. Only used for arcs and circles.



Quadrant snaps

On Object - Enables snapping to any point on the selected object, including CAD objects and cabinets.

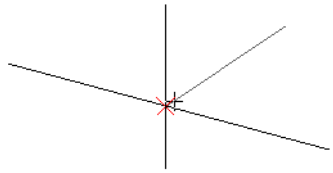


On object snaps

Points/Markers - Allows you to snap to any temporary points you may have placed, as well as callouts and markers.

Points/Markers snaps

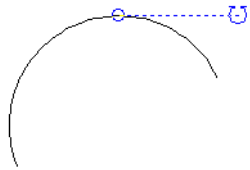
Intersection - Enables snapping to the intersection of two objects, such as the intersection of a line with another line. Intersection snapping also snaps extension lines to objects, and allows you to snap two extension lines to each other.



Intersection snaps

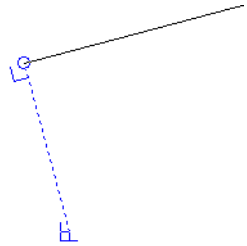
Check any combination of extension anchor options. You can also use the toggle buttons on the toolbar.

Tangent Extensions - Enables snapping to a point tangent to the point where the extension anchor sits.



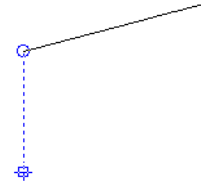
Tangent extension

Perpendicular Extensions - Enables snapping to a point perpendicular to the point where the extension anchor sits.



Perpendicular extension

Orthogonal Extensions - Enables snapping to a point on a 90° axis from the extension anchor.



Orthogonal extension

Check **Angle Snaps** to enable snapping to Allowed Angles. See “Angle Snaps” on page 148.

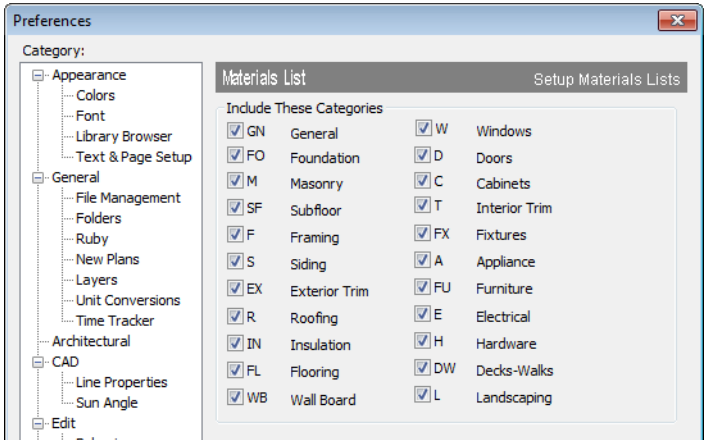
Check **Bumping/Pushing** to enable bumping and pushing. See “Bumping/Pushing” on page 202.

3. Control the appearance of **Snap Indicators**.

- Specify a snap **Indicator Size** in pixels.
- Click the color bar to select a snap **Indicator Color** from the **Color Chooser** dialog. See “Color Chooser Dialog” on page 797.
- Click the color bar to select an **Extension Color** from the **Color Chooser** dialog.
- Click the color bar to select an **Angle Snap Grid Color** from the **Color Chooser** dialog.
- Check **Display Angle Snap Grid Color** to turn on the display of the Angle Snap Grid. See “Angle Snap Grid” on page 149.

Materials List Panel

The settings on the Materials List panel control which categories are included in Materials Lists. The names of all categories and their ID prefixes are listed here. They are defined by the program and cannot be changed.



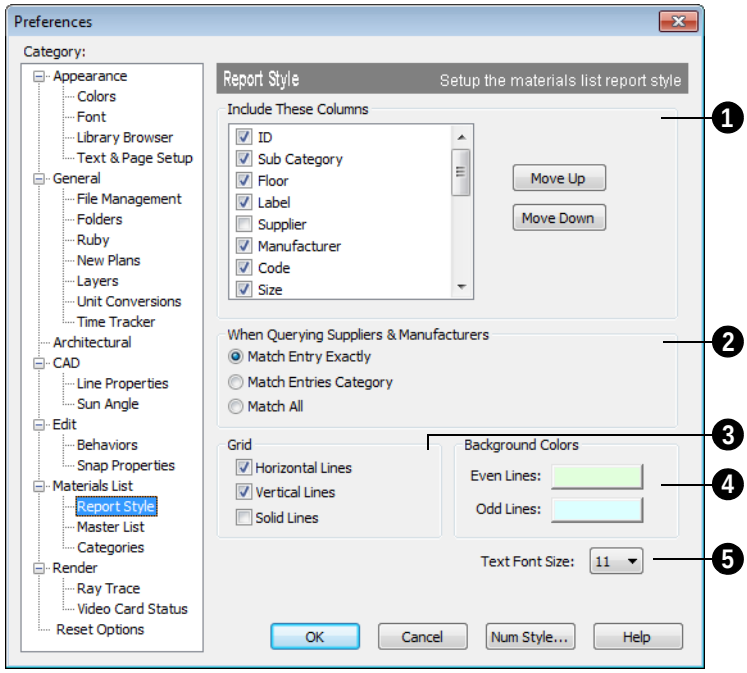
When a material is entered in the Materials List, the program decides what category it goes in and assigns it an ID, which is the prefix followed by a number. EX1 would be the first exterior trim piece entered in the Materials List for a particular plan.

Include These Categories - Check the categories you want to to include in every new materials list generated. Before you hide a category, make sure you know what items are listed within it.

It is usually better to remove categories from individual plan lists in the Layer Display Options dialog, rather than globally. See “Layer Display Options Dialog” on page 132.

Report Style Panel

The Report Style panel specifies the appearance of the Materials List. Most of this information can also be specified individually per Materials List by choosing **Tools> Display Options** from within that Materials List.



1 **Include These Columns** - Check the columns that should be included in the Materials List.

Use the **Move Up** and **Move Down** buttons to change the order that columns appear. To change the order, select one or more items in the list and click the button. The selected columns move up or down by one in the list.

For a more detailed description of Materials Lists, see “Materials Lists” on page 1159.

2 **When Querying Suppliers & Manufacturers** - Select an option to narrow or broaden your query when searching the Master List.

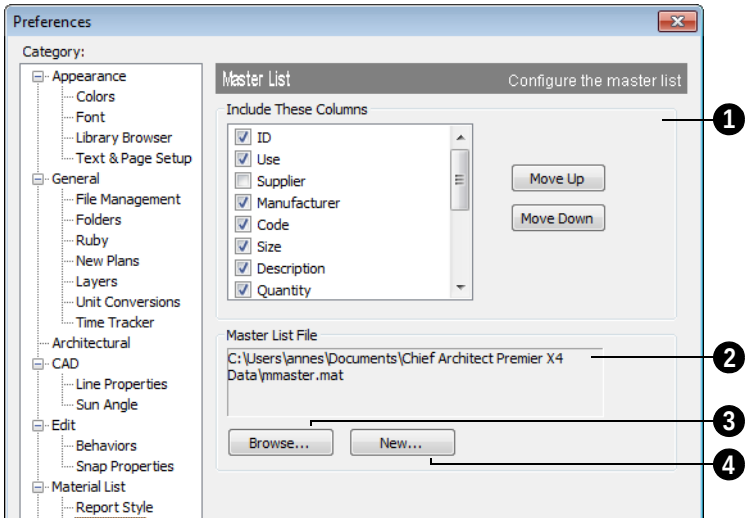
3 **Grid** - Choose whether or not grid lines display in the materials list. If you want lines, choose to have horizontal, vertical, or both. If the lines are turned off, they do not show on-screen or in print. You can select **Solid Lines** for the grids instead of dotted lines.

4 **Background Colors** can be set for even and odd numbered lines.

❺ Specify the **Text Font Size**, which is the height of the font used in the Materials List, Master List and the **Components** dialog. See “Character Size” on page 924.

Master List Panel

The Master List panel specifies how the Master List(s) for materials appears. Master Lists contain price and manufacturer information for materials. You can maintain Multiple Master Lists, but only one may be used at any given time. See “Materials Lists” on page 1159.



❶ **Include These Columns** - Check each column to include it in the Master materials list.

Use the **Move Up** and **Move Down** buttons to change the order of columns. To change the order, select one or more items in the list and click the button. The selected columns move up or down by one in the list.

❷ **Master List File** - The name and pathname of the Master List currently referenced is shown. It is referenced for all subsequently opened plans when a materials list is generated from any model.

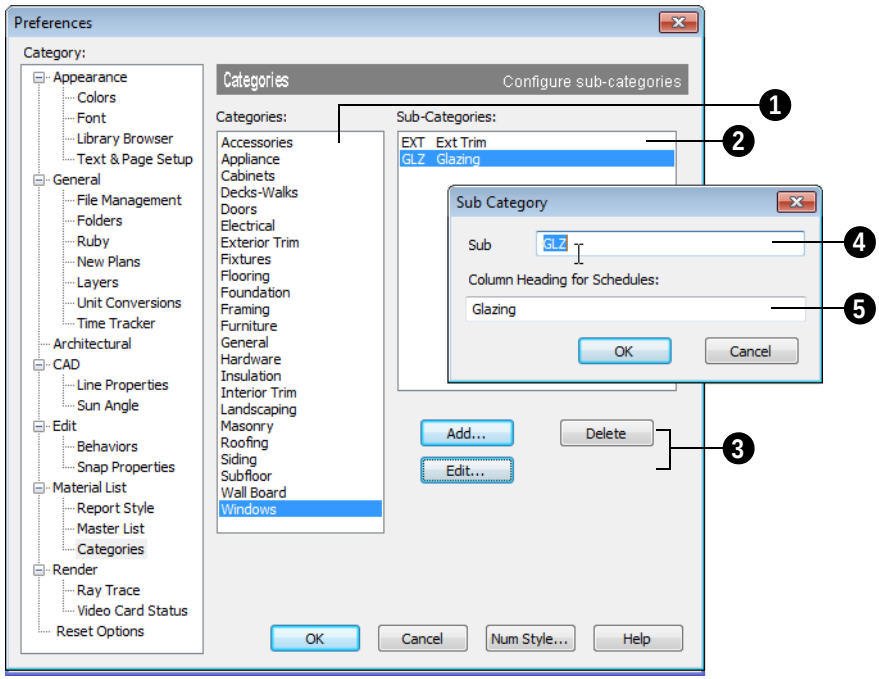
❸ Press **Browse** to select a different Master List. Navigate the directory structure until you find the new Master List to be used, select it, and click **OK**.

❹ Press **New** to create a new Master List. Name and save it in the location of your choice. When you create a new Master List, it is blank until you build a materials list and enter prices, supplier or manufacturer information. The Master List is saved automatically when you close.

Categories Panel

The Categories panel allows you to customize the organization of the Materials List by creating subcategories under the pre-defined Materials List categories. See “Organizing Materials Lists” on page 1161.

Subcategories can also be included in schedules. See “Adding Columns to Schedules” on page 1134.



To create or modify a subcategory

1. Select a **Category** from the list.
2. Existing subcategories display here.
3. To **Add**, **Edit** or **Delete** a subcategory, select it and click the appropriate button. Clicking **Add** or **Edit** opens the **Sub-Category** dialog.
4. In the **Sub Category** dialog, type a name of the subcategory to appear in the **SubCat** column of the Materials List.

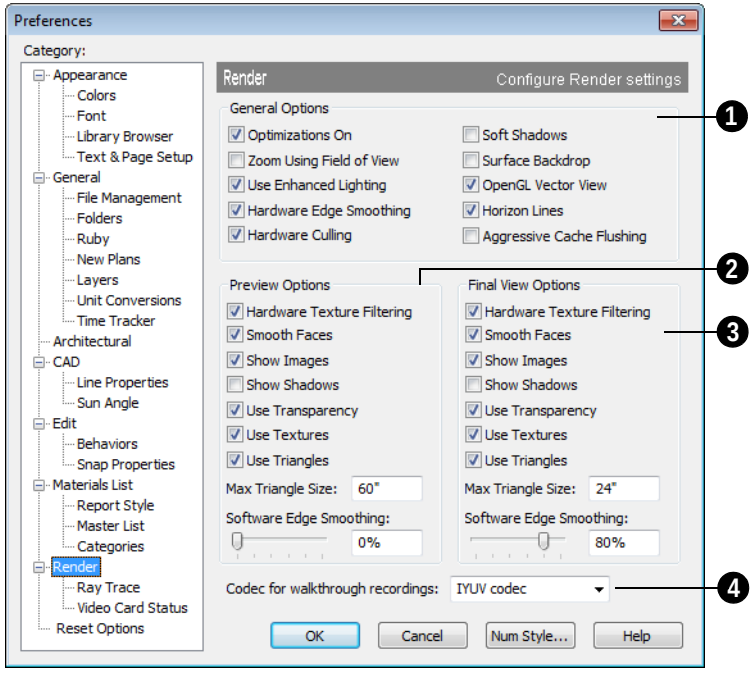
The **Sub Cat** name can be any sequence of characters, up to 12 characters in length.

5. Doors, Windows, Cabinets, Fixtures, Furniture, and Electrical objects can generate schedules. Subcategories for these objects can appear as column headings. Type a **Column Heading for Schedules**.

In the example above, two subcategories are added to the **Windows** category: **GLZ** (Glazing) and **EXT** (Exterior Trim).

Render Panel

The Render panel settings control how 3D views are generated, particularly Render Previews and Final Views. See “Preview vs Final View” on page 845.



1 The **General Options** settings affect both Render Previews and Final Views.

- **Optimizations On** saves rendering data to your video card, which speeds up rendering time. This option may cause problems if the rendering data for your model exceeds the video card’s memory.

  If your computer stops responding when rendering, try unchecking **Optimizations On**. This slows down rendering time considerably, though, so if the problem is not solved, leave this check box selected.

- **Zoom Using Field of View** directs the program to zoom in 3D views by adjusting the camera’s Field of View, which can result in perspective distortion. See “Field of View” on page 833.

  When **Zoom Using Field of View** is unchecked, zooming in 3D views is done by cropping or expanding the view’s extents. See “Zooming” on page 833.

- When **Use Enhanced Lighting** is checked, Standard rendered views generate lighting effects that require a video card that supports OpenGL 2.0. Unchecking this box may speed up Standard rendering times somewhat; however, the quality of lighting effects will be reduced.

Not available if your video card does not support OpenGL 2.0. See “OpenGL and Hardware” on page 810.

- **Hardware Edge Smoothing** uses the video card to remove the jagged edges that sometimes result along surface edges, producing cleaner lines. Not available if your video card does not support this feature.
- **Hardware Culling** improves rendering times by preventing surfaces not actually visible in the scene from being generated. On some systems, this setting may slow down rendering times. If unchecking it does not solve the problem, though, leave this check box selected. See “System Requirements” on page 7 of the User’s Guide.
- **Soft Shadows** displays shadows with soft edges instead of hard edges. This feature is only used when Show Shadows and a Software Edge Smoothing value greater than 0% are also used.
- **Surface Backdrop** generates the backdrop image using hardware acceleration. For some graphics cards, this option improves rendering speed considerably.
- **OpenGL Vector View** directs the program to generate Vector Views using OpenGL hardware acceleration. See “OpenGL and Hardware” on page 810.

  If you encounter problems creating Vector Views, try unchecking **OpenGL Vector View**. This slows down Vector View generation time considerably, though, so if the problem is not solved, leave this check box selected.

Note: If OpenGL Vector View is not selected, you can create Vector Views but cannot apply any of the other Rendering Techniques to them. See “Rendering Techniques” on page 857.

- **Horizon Lines** are lines that generate along the curved edges of symbol objects in Vector Views. Uncheck this box to increase the speed of Vector View generation but also suppress these lines. See “Vector View” on page 858.
- **Aggressive Cache Flushing** regularly flushes cached video memory, which may be helpful for older video cards. On most systems, unchecking this box will produce faster rendering times.

❷ The **Preview Options** settings affect only Render Previews.

- **Hardware Texture Filtering** uses your video card to filter textures and improve their appearance: noticeably, on surfaces angled away from the camera. In some rare instances, this may slow rendering time somewhat. Not supported by some video cards.
- **Smooth Faces** generates smooth curved surfaces. It uses new surface normals to alter the lighting effects on surfaces, making them appear curved, even though it does not alter the shape of the surfaces.
- **Show Images** controls the display of images, such as plants, cars and people, in rendered views. See “Displaying Images” on page 1026.
- **Show Shadows** controls whether or not shadows display. Shadows are extremely complex to calculate and slow down rendering speed significantly, particularly

when multiple lights are set to cast shadows. They are typically used only for Final Views. See “Lighting” on page 846.

- **Use Transparency** allows materials such as window glass to display effects. For some video cards, rendering may be slowed when this feature is selected.
- **Use Textures** controls whether or not surfaces are rendered with textures. This only affects surfaces with materials that have assigned textures. When textures are turned off, surfaces are rendered using the color assigned to the material, but not the texture. See “Mapping Patterns and Textures” on page 781.

  Textures can also be turned on or off in most rendered views by selecting **3D> Camera View Options> Toggle Textures** .
- **Use Triangles** divides large surfaces, such as walls, floors, and ceilings, into small triangles. This feature enhances lighting effects when point or spot light sources are used. Triangles are not used by the Standard, Technical Illustration or Vector View rendering techniques.
- **Max Triangle Size** controls the size of the surface triangles modeled by the program. Lighting looks better with smaller triangles, but rendering takes longer. See “Rendering Tips” on page 844.

  The initial settings for Previews and Final Views are 60” (1500 mm) and 24” (600 mm), respectively. The minimum value is 6" (150 mm).
- **Software Edge Smoothing** removes the jagged edges that sometimes result along surface edges, producing cleaner lines. Use the slide bar or text field to specify how much jagged edge lines should be smoothed.

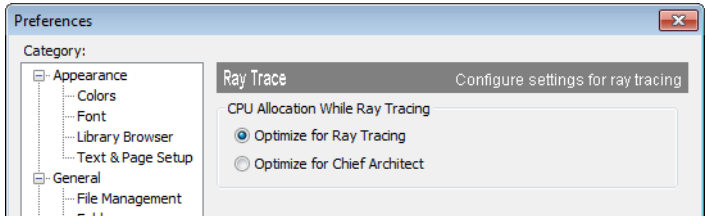
  Initial Software Edge Smoothing settings for Previews and Final Views are 0% and 80%, respectively.

❸ The **Final View Options** settings are exactly the same as the Preview Options, but affect Final Views instead of Render Previews. See “Preview vs Final View” on page 845

❹ Select a **Codec for walkthrough recordings** from the drop-down list. “Cinepak codec” is selected by default in the 32-bit versions of Chief Architect and “IYUV codec” is selected by default in the 64-bit version; but any other codecs that you may have installed on your system will also display in the list. See “Walkthroughs” on page 1039.

Ray Trace Panel

The settings on Ray Trace panel allow you to specify whether your computer’s processor allocates more resources to Chief Architect or to the Chief Architect Ray Tracer when both are running. Changes to these settings do not affect ray traces that are in progress or queued: only ray traces that you start in the future. See “Ray Trace Views” on page 869.



- Select **Optimize for Ray Tracing** to allocate more of your CPU's resources for the Ray Tracer than for Chief Architect.
- Select **Optimize for Chief Architect** to allocate more of your CPU's resources for Chief Architect than for the Ray Tracer.

Video Card Status Panel

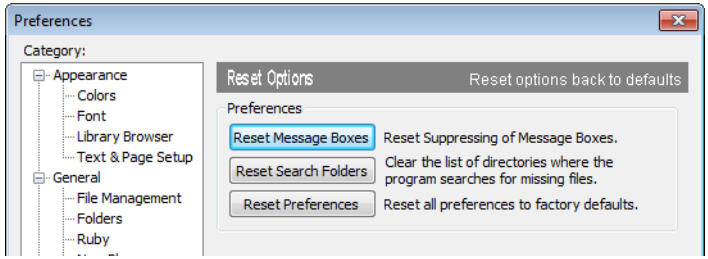
The Video Card Status panel displays information about your video card, including the vendor and the version of OpenGL it uses. See "OpenGL and Hardware" on page 810.

This information may be important if you are having problems generating 3D views.

Notice the information following the **Acceleration** label. If your video card supports hardware acceleration for OpenGL, this says "Installed Client Driver." If it does not, it says "No Hardware Acceleration." There is a significant difference in speed between rendering with acceleration and without.

The **Max Lights** value indicates how many lights you can have turned on at any given time when generating a 3D view. This value should be 8 or higher, depending on your video card. See "Lighting" on page 846.

Reset Options Panel



If message boxes have been suppressed, you can make them display again by clicking **Reset Message Boxes**.

Chief Architect retains a list of locations where you have located missing files in the past. If you find that the program takes a long time to search for files before informing you that they are missing, you can click the **Reset Search Folders** button to clear this list.

Click the **Reset Preferences** button to restore all preferences to those that originally came with the program. For the reset to take effect, you will need to restart the program.

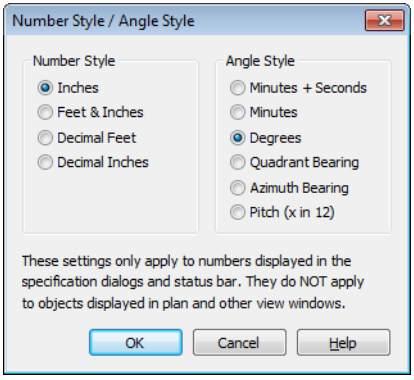
⚠ Resetting all preferences to default can be a drastic step if you have made many changes to your defaults and should be done with caution.

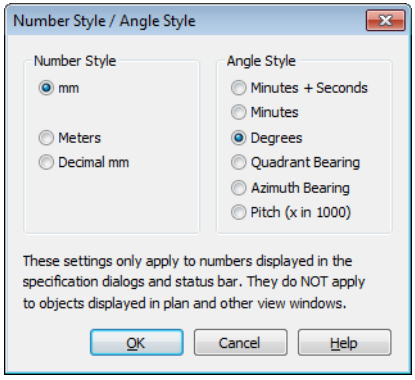
Number Style/Angle Style Dialog

At the bottom of many dialogs, you can click the **Num Style/Angle Style** button to open the **Number Style/Angle Style** dialog.

The settings in this dialog are global and control the format of distances, coordinates and angles of angles in dialog boxes as well as in the Status Bar. See “The Status Bar” on page 35.

These settings control the format of values used in dialogs but do not limit how you must enter these values. For example, if you set your Number Style to use Inches, values will display using fractional inches. You can, however, enter values using decimal inches, inches and feet, or even decimal feet. When the dialog you’re typing in updates, the value will be converted to fractional inches.





When Imperial units are used, the **Inches** and **Feet & Inches** options use fractional inches with denominators of 2, 4, 8 and 16. A few objects, notably text, dimensions, and floor, ceiling and wall structure layers can be sized using still smaller denominators.

Angles can be displayed using one of four basic methods:

- **Degrees/Minutes/Bearings** - Measured counterclockwise from a line drawn horizontally to the right of the angle’s vertex. Useful for most drawing tasks. Select the level of accuracy that you require.
- **Quadrant Bearings** - Measured from a vertical line representing North/ South, Quadrant Bearings use directional bearings in their measurements. Useful for site drawings.
- **Azimuth Bearings** - Measured from a line drawn straight up from the angle’s

vertex (ie, North on a site plan). Useful for site drawings, Azimuth Bearings use degrees, minutes, and seconds in their measurements.

- **Pitch** - Defined as a ratio of vertical rise to horizontal run. In Imperial units, the run is always 12”; in metric units it is 1000 mm. Useful for roofs.

Quadrant and Azimuth Bearings are affected by the orientation of the **North Pointer** , if one is present in the current plan. See “North Pointer” on page 975.

Chapter 4:

Toolbars & Hotkeys

Two of the most efficient ways to access Chief Architect's tools are the toolbars and keyboard shortcuts, also referred to as hotkeys.

Toolbars are organized into configurations, which are basically collections of multiple toolbars arranged for use during specific drawing tasks. Within a given toolbar configuration, buttons are arranged so that similar tools are located near one another.

Both toolbars and hotkeys can be customized to suit your workflow.

Chapter Contents

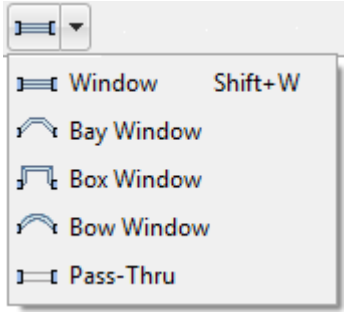
- Toolbar Arrangement
- Customizing Toolbars
- Toolbar Configurations
- Restoring Toolbars
- Hotkeys
- Exporting and Importing Hotkeys

Toolbar Arrangement

Chief Architect installs a set of Toolbar Configurations, which determines what tools are initially included in the toolbars, as well as where these toolbars are located.

Toolbar Preferences

Toolbars can be viewed in Drop - Down or Parent - Child arrangement. Drop - Down toolbar buttons have an arrow to the right of the button that accesses additional, related tools.



Alternatively, you can use Chief Architect's Parent - Child toolbar arrangement. In this arrangement, you select a "parent" button to display its "child" buttons to the right. See "Appearance Panel" on page 78.

You can turn off the display of toolbars entirely by selecting **Tools> Toolbars & Hotkeys> Hide Toolbars**.

Moving Toolbars

You can, if you wish, move any toolbar to a different location. Toolbars can be docked to any side of the program window, or they can be undocked and left floating. Undocked toolbars can also be moved outside of the program window.

Toolbars are saved between program sessions. To restore the original toolbar locations, as well as their display, click the **Reset Toolbars** button in the **Toolbar Customization** dialog. See "Toolbar Tab" on page 119.

Customizing Toolbars

You can create custom toolbars as well as entire custom toolbar configurations in the **Toolbar Customization** dialog. In this dialog, you can:

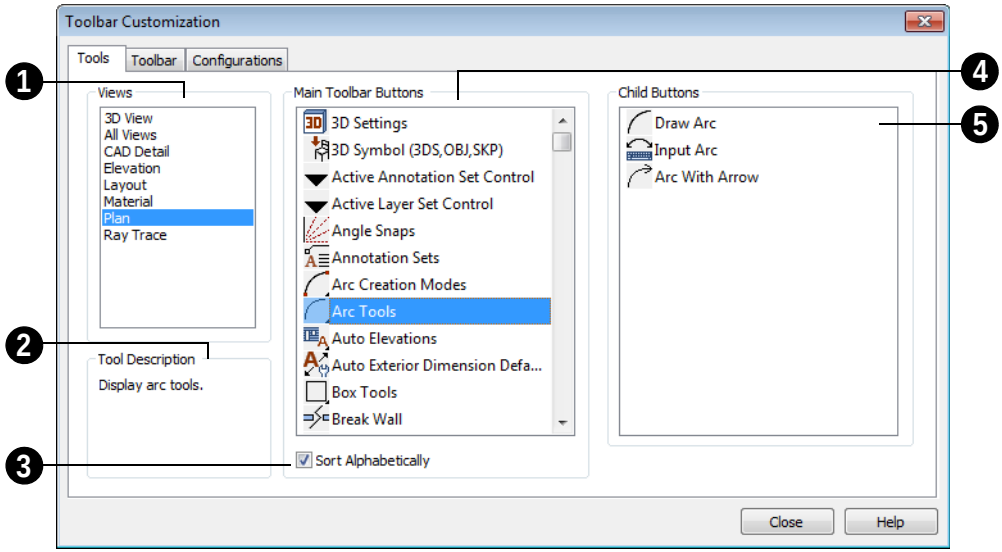
- Add and remove buttons from toolbars.
- Specify which of the available toolbars display in different view types.
- Select the active toolbar configuration.

Toolbar Customization Dialog

Select **Tools> Toolbars & Hotkeys> Customize Toolbars** to open this dialog.

Tools Tab

The Tools tab allows you to add or remove buttons from your toolbars.



1 Select the type of **View** you would like to add toolbar buttons in. As you select various views, the tools available change.

2 A description of the selected button displays here.

3 Check **Sort Alphabetically** to sort the tools in alphabetical order rather than the order they appear on the toolbars.

4 A list of the **Main Toolbar Buttons** available for the selected View displays here.

Click on a button to display any child buttons to the right and a description at the lower left of the dialog. See “Parent and Child Tools” on page 32.

If you do not see a particular button in the list, it may not be available in the currently selected View, or it may be the child of a parent tool.

You can use the Empty Space button in your toolbars as a spacer.

5 Click on a button in the “Main Toolbar Buttons” area to display its child buttons in this **Child Buttons** area. If no child buttons display, the button you selected is not a parent tool.

In the image above, the **Cabinet Tools** parent button is selected under “Main Toolbar Buttons” and its child tools display under “Child Buttons”.

Child tools are permanently associated with the parent tool. If, for example, you add the

Cabinet Tools parent button to a toolbar, its child tools will always display whenever it is selected. An individual child tool can, however, be placed on a toolbar by itself.

To add a button to a toolbar

1. Select the **View** type that you want to add a toobar button in.
2. Select the desired button or its parent from the **Main Toolbar Buttons** list.
3. If the desired button is a child button, select it from the **Child Buttons** list.
4. Click and drag the button you wish to add to a toolbar out of the dialog box.
   - Drop it onto an existing toolbar to add the button to that toolbar.
   - Drop it away from an existing toolbar to create a new toolbar. The selected button is first in the new toolbar. The new toolbar is named with the current view followed by a number.

To create a new toolbar

1. Select the **View** type to which you want to add a new toobar.
   - If you select All Views, your new toolbar will display in all views.
   - You can add any buttons you like to an All Views toolbar; however, not all buttons will necessarily be available for use in all views.
2. Select the first button that you want on the toolbar from the **Main Toolbar Buttons** or **Child Buttons** areas.
3. Click and drag the button out of the dialog box and drop it:.
   - In an empty section of the program window border to create a new toolbar docked at that location.
   - In the drawing area to create a new, undocked toolbar.
4. Additional buttons can be added to this new toolbar.

An undocked toolbar can be docked, or vice versa, at any time.

Removing Tools from Toolbars

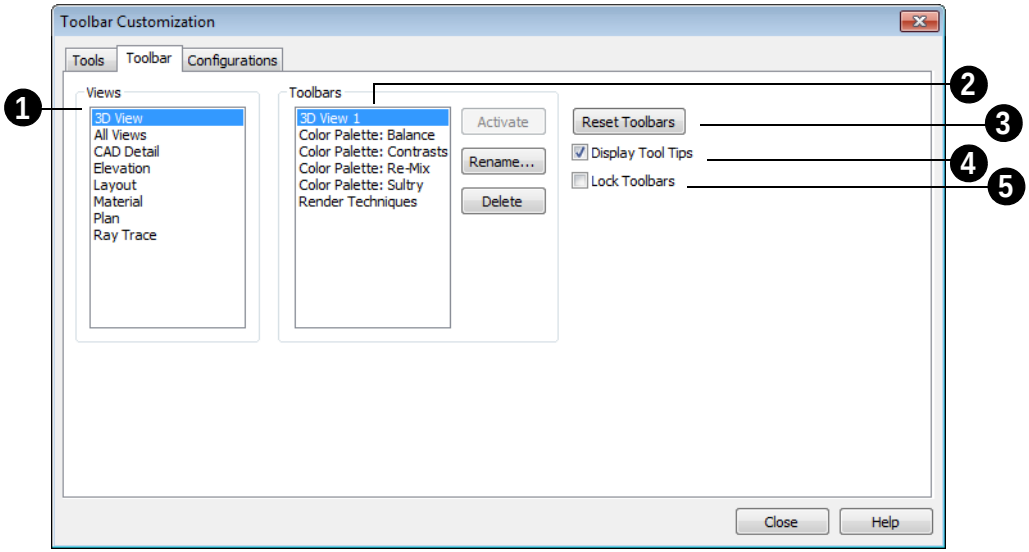
To remove a button from a toolbar, select **Tools> Toolbars & Hotkeys> Customize Toolbars** to open the **Toolbar Customization** dialog. With this dialog open, click and drag the button off its toolbar.

You can only remove a button from a toolbar when the Toolbar Customization dialog is open.

Buttons cannot be added to or removed from the Edit toolbar. See “The Edit Toolbar” on page 33.

Toolbar Tab

The Toolbar tab allows you to manage your individual toolbars.



1. Select a type of **View** to display the toolbars available for use in it.

2. The toolbars available for the selected View display here. Select a toolbar by clicking on its name.

- If the selected toolbar is not active, the **Activate** button is available. Click **Activate** to make the selected toolbar active.
- Click **Rename** to rename the selected toolbar.
- Click **Delete** to remove the selected toolbar from the list. A deleted toolbar is no longer available.

3. Click **Reset Toolbars** to restore all the toolbars to their original configuration. **Reset Toolbars** is only available if a **.toolbar.bak** file with the same name as the toolbar configuration file exists. See “Restoring Toolbars” on page 122.

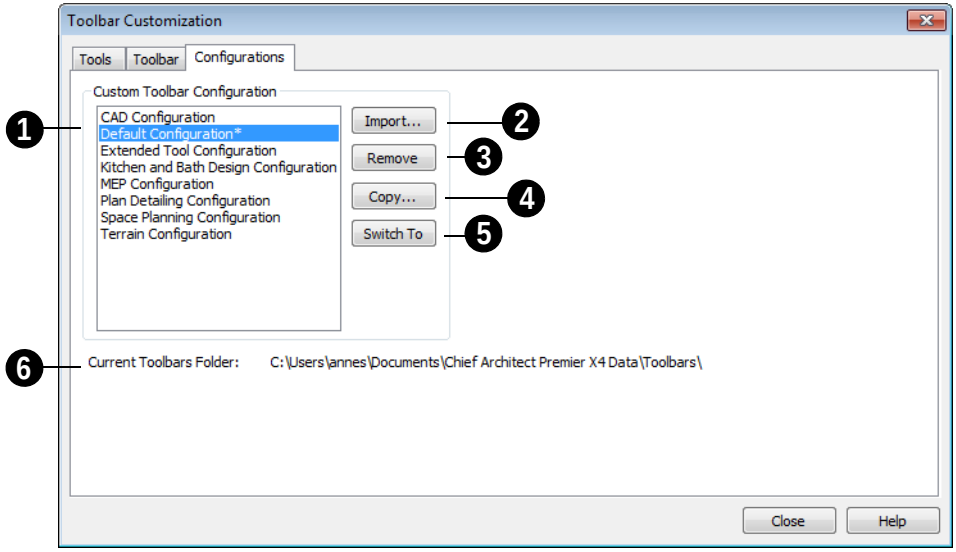
> ⚠ Clicking on the Reset Toolbars button deletes any toolbar customization you have done.

4. Check **Display Tool Tips** to show Tool Tips when you move the cursor over buttons.

5. Check **Lock Toolbars** to lock toolbars in their current position on screen.

Configurations Tab

The Configurations tab allows you to add, remove and switch between toolbar configurations. See “Toolbar Configurations” on page 121.



1 A list of toolbar configurations displays here. Select a configuration before clicking the **Remove**, **Copy**, or **Switch To** buttons.

2 **Add** - Click to browse for a toolbar configuration file and add it to the list.

3 **Remove** - Click to remove the selected toolbar configuration. This removes the configuration from the list but does not delete the configuration file permanently.

4 **Copy** - Click to create a copy of the selected toolbar configuration.

5 **Switch To** - Click to switch to the selected toolbar configuration. You can also right-click on any toolbar and select a configuration from the menu, or click a Toolbar Configuration button.

6 The location of the **Current Toolbars Folder** displays here. It can be specified in the **Preferences** dialog. See “Folders Panel” on page 88.

Note: If you customize your toolbars, it is a good idea to back up your toolbar configuration files (*.toolbar). See “Chief Architect Data” on page 47.

Toolbar Configurations

The Chief Architect program window has limited space for toolbar buttons. How many can be shown depends on your monitor's size and screen resolution settings.

The toolbar configurations that come with Chief Architect organize tools based on the type of work being done as well as on monitor screen resolution.

- The **Default Configuration** displays architectural tools used for house design, including walls, windows, doors, stairs, cabinets, etc.
- The **Terrain Configuration** displays buttons associated with the terrain and road tools, including the plant and sprinkler tools. See "Terrain Toolbar Configuration" on page 648.
- The **Kitchen and Bath Design Configuration** displays buttons associated with kitchen and bath design. See "Cabinets" on page 611.
- The **MEP Configuration** displays buttons associated with mechanical, electrical, and plumbing. See "Cabinets" on page 611.
- The **Space Planning Configuration** displays buttons associated with the House Wizard. See "House Wizard" on page 1017.
- The **Plan Detailing Configuration** is designed for dealing with materials lists, time tracking, and client and designer information.
- **CAD Configuration** shows the tools needed for CAD drawings. See "CAD Objects" on page 963.
- The **Extended Configuration** can be accessed by right-clicking on a toolbar or using the **Toolbar Customization** dialog. It provides access to a variety of tools for various uses in plan files.

To switch toolbar configurations

There are several ways to switch from one toolbar configuration to another.

- Click a Toolbar Configuration button.
- Choose a configuration in the **Toolbar Customization** dialog. See "Configurations Tab" on page 120.
- Right-click on a toolbar and select a configuration from the contextual menu.

To create a custom configuration

You can create a custom configuration that shows only the buttons you need.

1. Access the Configurations tab of the **Toolbar Customization** dialog.
2. Select a configuration similar to the one you want to create and click **Copy**.
3. Give the new configuration a name. It should be saved to the Chief Architect Toolbars folder. See "Chief Architect Data" on page 47.
4. Click **Save**. The program switches to the new configuration and it appears highlighted in the list.

5. Drag tools you want to add out of the **Toolbar Customization** dialog and onto the toolbars.
6. Drag any tools you do not want off the toolbars.
7. When you are satisfied with the appearance of your new toolbar, click **Close**.

By default, new toolbar configurations display a default configuration button.

You can make your own button icon for your custom toolbar configuration. Create a **.bmp** file with the same name as the configuration and save it in the Toolbars folder. To see an example, look at the Default.bmp file in the Chief Architect Toolbars folder, which corresponds to the Default Toolbar configuration.

- Toolbar button bitmaps must be 20 x 20 pixels in size.
- The color (R:192, G:192, B:192) maps to the system 3D face color.
- The color (R:128, G:128, B:128) maps to the system 3D Shadow color.
- The color (R:223, G:223, B:223) maps to the system 3D light color.

To import a custom configuration

You can import an existing toolbar configuration.

1. Access the Configurations tab of the **Toolbar Customization** dialog.
2. Click **Add**.
3. Browse to the location of the toolbar you want to import.
4. Click **Open**. If the **.toolbar** file is not in the Chief Architect Toolbars folder, a copy of the file will be created there.

Color Palettes

Color palettes are toolbars with library materials which have been added to buttons using the **Place Library Object** tool. They are available on the Toolbar tab of the **Toolbar Customization** dialog and can be used in 3D views. You can customize these toolbars and/or create your own toolbar palettes. See “Place Library Object Button” on page 764.

Restoring Toolbars

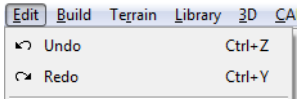
Chief Architect installs two files for each toolbar configuration that affect the way toolbars display. These files are ***.toolbar** and ***.toolbarbak**.

The program updates ***.toolbarbak** anytime you select another toolbar configuration, close the **Toolbar Customization** dialog, or exit from the program.

The program uses ***.toolbar** files to remember original toolbar settings. When you click the **Reset Toolbars** button in the **Toolbar Customization** dialog, the program copies this file and saves it as ***.toolbarbak**. If you make changes to the original toolbar, create a copy of your ***.toolbar** file and save it as ***.toolbarbak**. The next time you click **Reset Toolbars**, the program returns to the default settings.

Hotkeys

Many Chief Architect tools have a keyboard shortcut, or hotkey, associated with them. If such a hotkey exists, it will display to the right of the tool's name in the menu.



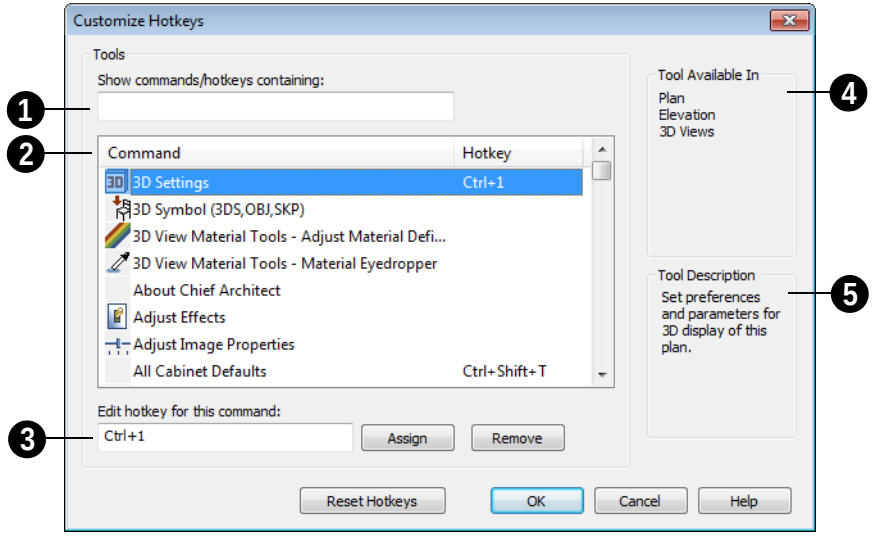
Edit menu items with button icons to the left and hotkeys to the right

To use a hotkey, simply press the appropriate key or combination of keys on your keyboard instead of selecting the menu item or clicking the toolbar button. For example, press the Ctrl and Z keys at the same time to perform an **Undo** .

You can specify which hotkeys activate which Chief Architect tools in the **Customize Hotkeys** dialog. In this dialog, you can program hotkeys to activate tools and invoke a variety of commands such as opening dialogs, including Defaults dialogs.

Customize Hotkeys Dialog

Select **Tools> Toolbars & Hotkeys> Customize Hotkeys** to open the **Customize Hotkeys** dialog.



1 **Show commands/hotkeys containing** - Type part or all of the name of a tool a hotkey to see a list of tool names and hotkeys with that string of characters.

❷ Click on an item in the list of **Commands** and **Hotkeys** to select it.

❸ **Edit hotkey for this command** - Click in this field, then press they key combination that you would like to use.

❹ **Tool Available In** - A list of the view types that the selected command can be used in displays here.

❺ **Tool Description** - A brief description of the selected command displays here.

Note: Nearly all commands can be assigned custom hotkeys; however, a few cannot. Delete and Enter Coordinates are two notable examples.

Create Hotkey List

A list of the hotkeys available to the current program user can be saved in **.html** or **.xhtml** format.

Select **Tools> Toolbars & Hotkeys> Create Hotkey List** to open the **Save Hotkey List File** dialog, a standard Save dialog, and create a hotkey list that can then be opened in a web browser window and printed, if you wish.

Next/Last Command

You can navigate a list of up to 100 recently used tools using the **Cancel Selection/ Previous Command**, **Next Command** and **Previous Command** hotkeys. The tools in this list are organized according to the order in which you selected them during the current program session.

Cancel Selection/Previous Command, **Next Command** and **Previous Command** are hotkeys only: they do not have toolbar buttons associated with them and are not found in the menu.

By default, **Cancel Selection/Previous Command** is assigned to the Esc key. This command can be used to:

- Cancel a current object selection.
- Cancel a current drawing or editing action that is in progress.
- Activate the previously used tool or command if no object is selected or action in progress.

When using the Esc key, be careful to press it only once.

By default, **Next Command** is assigned to the Shift+Esc keys. This command can be used to deactivate the current command and instead activate the one that is next in the list of recently used tools.

If you prefer, you can assign two different hotkeys to the **Cancel Selection** and **Previous Command** instead of one single hotkey.

Exporting and Importing Hotkeys

Customized hotkeys are user specific and are saved in the Chief Architect X4 Data folder. See “Chief Architect Data” on page 47.

Hotkeys can be exported, making them available for import on another computer, or even by another user on the same computer.

Exporting Hotkeys

To export hotkeys, select **File> Export> Hotkeys**. The **Export Hotkeys** dialog is a typical **Save As** dialog that lets you specify the exported file's name and its saved location on your computer. See "Exporting Files" on page 50.

Exported hotkey files use the **.xml** file format. Information exported includes both customized hotkeys and hotkeys installed with the program.

Importing Hotkeys

To import hotkeys, select **File> Import> Hotkeys**. The **Import Hotkeys** dialog is a typical **Open File** dialog. See "Importing Files" on page 54.

When hotkeys are imported, the existing User Hotkeys.xml file is replaced by the imported data. Any previously programmed custom hotkeys will not be retained.

Chapter 5:

Layers

Layers are used to organize and manage the display of all objects in all views and in the Materials List. A layer can be thought of as a transparency sheet with objects placed on it for viewing. Nearly all views use multiple layers, like a stack of transparencies put together to show different types of objects.

You can find out which layer an object is on in its specification dialog or by selecting the object and looking at the Status Bar. You can customize how each layer displays in the **Layer Display Options** dialog.

Multiple layers are organized into Layer Sets, which are designed to help you perform different tasks efficiently or produce specific views for your construction documents or for presentation purposes. You can customize the display settings for individual layer sets and can also copy, add and delete layer sets.

Different types of 2D and 3D views use their own layer sets. You can specify the initial layer set used by a particular type of view in the **Layer Set Defaults** dialog.

Chapter Contents

- Displaying Objects
- Layer Sets
- Layer Set Management
- Active Layer Set Control
- Layer Display Options Dialog
- Select Layer Dialog
- Layer Tab
- Object Layer Properties
- Layer Painter, Eyedropper and Hider
- Layout Layer Sets
- Exporting and Importing Layer Sets
- Layer Set Defaults Dialog

Displaying Objects

The display of objects in different views is controlled by layer sets and layers in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

Primary and Secondary Layers

Every object is placed on a layer which controls whether it displays in a given view. This layer is referred to as the object’s primary layer.

In addition, some objects have secondary layers which may alter the appearance of objects on the primary layer, but do not control whether the objects display or not.

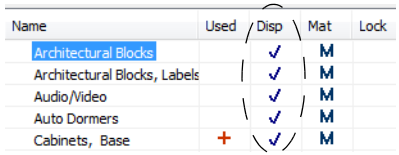
For example, the default primary layer for base cabinets is “Cabinets, Base”. In addition, base cabinets have a number of secondary layers that control the display of the countertop, face indicators, door opening indicators, module lines and labels.

> Note: If an object's primary layer is turned off, information on its secondary layers will not display - even if those layers are turned on.

You can view a list of an object’s primary and secondary layers by selecting it and clicking the **Object Layer Properties** edit button. See “Object Layer Properties” on page 137.

In All Views

All layers with a check in the “Disp.” column display when the current layer set is active. Objects that are not displayed cannot be seen or selected. If you try to place or draw an object on a layer that is hidden, the program asks if you want to turn the layer on.

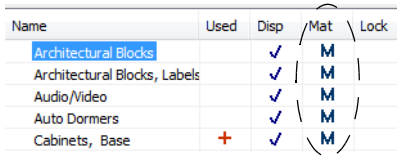


Some objects cannot stand alone in a drawing: they can only be inserted into another object. If the display of an object that contains an inserted object is turned off, the display of the inserted object will be turned off, as well For example, if the display of a wall is turned off, any doors and windows in that wall will not display either. See “Inserted Objects” on page 762.

Materials Lists

Layers showing an “M” in the **Mat** column are included in subsequently generated materials lists. This allows you to control the inclusion of objects in the Materials List on a layer-by-layer basis.

Some default layers, such as Patterns, do not generate materials and are not included by default. See “Materials Lists and Layers” on page 1162.



The overall content and organization of materials lists can be controlled in the

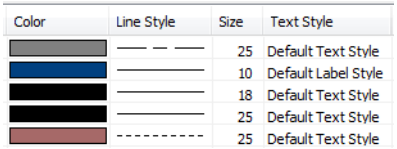
Preferences dialog. See “Materials List Panel” on page 104.

To control the components that are included in a Materials List for a particular object, select the object and click the

Components edit button. See “Components Dialog” on page 1177.

Line and Text Styles

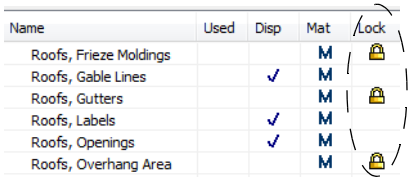
A layer’s **Color**, **Style**, **Size** and **Text Style** attributes determine how an object on that layer appears in floor plan view and in 3D views using the Vector View rendering technique.



Many objects, including all CAD and text objects, allow you to override these settings for an individiual instance without changing its layer.

Locking Layers

Objects on layers with a lock symbol in the **Lock** column cannot be selected by the user.



New objects cannot be drawn on a locked layer, either. If you lock a layer and then attempt to draw a new object on that layer, a warning asks you to unlock the layer.

Layers with objects that you need to see as a reference while working, but not select, are good candidates for locking. For example:

- Locking the “Rooms” layer can make it easier to select objects located inside of rooms.
- Locking the “Roof Planes” layer can make it easier to select objects located under the eaves.

Locking a layer does not prevent objects on that layer from being modified. Most objects can be deleted using the Delete Objects dialog. Objects are also deleted if the floor they are placed on is deleted. See “Deleting Objects” on page 222.

Layer Sets

Layer Sets are used to control the layer settings for different views in a plan or layout file. All views associated with a plan file - including views sent to layout - make use of layer sets stored in that **.plan** file.

A layer set consists of a complete list of the layers in the current plan or layout along with the display settings for each layer as set for a particular type of view or purpose. These display settings can be modified, and can be different for each layer set. See “Layer Display Options Dialog” on page 132.

Any changes made to a layer set in one view affects all other views using the same layer set. If this is not desired, you can create a unique layer set for a particular view. See "Layer Set Management" on page 131.

Layer sets are file specific, which means that changes made in one plan or layout file have no effect on the settings in other files. If you find that you use the same settings often, you should consider adding these layer sets to your template files. See "Template Files" on page 74.

Each plan file can have an unlimited number of layer sets.

While any view is active, select **Tools> Display Settings> Display Options** to make changes to the layer set used for that view type.

Annotation Sets

Layer Sets are among the items associated with Annotation Sets, which are groups of Saved Defaults that can be customized and activated for specific drawing tasks. See "Annotation Sets" on page 70.

Layout Layer Sets

Views sent to layout use layer sets saved with the plan, rather than with the layout. See "Displaying Layout Views" on page 1119.

Layer Sets & Templates

Layers and layer sets are plan-specific. A custom layer set that you created in one plan file may not be available in another. To include a custom layer set in all new plan files, add it to your template plan. See "Exporting and Importing Layer Sets" on page 139 and "Template Files" on page 74.

Modify All Layer Sets

If you want changes made in one layer set to apply to all other layer sets in the current plan, check **Modify All Layer Sets** in the **Layer Display Options** dialog before making changes. The layer name and display attributes are applied to all other layer sets.

For example, if you check **Modify All Layer Sets** and then change the color and line style for the Text layer of the Electrical Set, the same changes are applied to the Text layer of the Framing Set of the same plan.

Layer Set Defaults

Whenever a particular type of view is created, such as floor plan view or a framing overview, a specific layer set is activated for that view. Which layer set becomes active depends on the type of view created.

The default layer sets for nine different view types, including the Reference Display, are specified in the **Layer Set Defaults** dialog.

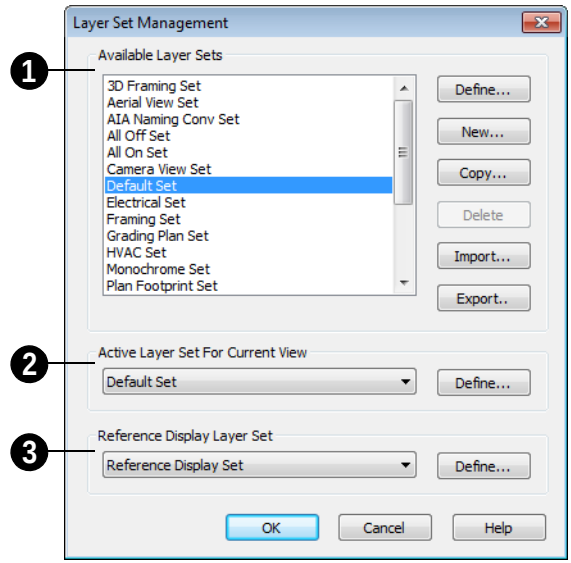
Each of these layer sets can be edited as needed in the **Layer Display Options** dialog. See "Layer Display Options Dialog" on page 132.

Normally, it is best to change the settings in the existing default layer sets rather than select different default layer sets, but you can do so if needed. See "Layer Set Defaults Dialog" on page 140.

Layer Set Management

The **Layer Set Management** dialog lists the layer sets available in the current plan or layout file and lets you add and remove layer sets and modify and copy existing layer sets.

Select **Tools> Display Settings> Layer Set Management** to open the **Layer Set Management** dialog.



1 Use the **Available Layer Sets** options to manage the layer sets saved with the current plan or layout file.

- Click on a layer set name in the list to select it.
- Click the **Define** button (or double-click a layer set) to open the **Layer Display Options** dialog and make changes to the selected layer set.
- Click the **New** button to open the **New Layer Set Name** dialog and create a new layer set using the system default settings.
- Click the **Copy** button to open the **New Layer Set Name** dialog and enter a name for a copy of the currently selected layer set.
- Click the **Delete** button to delete the selected layer set from the current file. The Delete button is enabled if the layer set can be deleted. You cannot delete the active layer set or any layer set in use as a default.

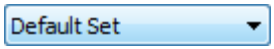
  Do not delete any layer sets that are used by a layout.

- Click the **Import** button to import layer settings from a .layers file. See “Exporting and Importing Layer Sets” on page 139.
- Click the **Export** button to export the layer settings in the current plan in a .layers file.

❷ The **Active Layer Set for Current View** options affect only the layer set used in the view that was active when the **Layer Set Management** dialog was opened. You can select a new **Active Layer Set** from the drop-down list or click the **Define** button to make changes to the active layer set in the **Layer Display Options** dialog.

❸ **Reference Display Layer Set** - Click the drop-down list to specify which layer set is used when the reference display is turned on. While the default Reference Display Set is usually sufficient, you can create as many layer sets as you like and use any of them for the reference display. See “Reference Display” on page 404. Not available when the dialog is opened in a layout file.

Active Layer Set Control



The **Active Layer Set Control** drop-down list displays on the toolbar for all views and provides convenient access to a list of all layer sets saved with the plan. Click the drop-down list to select a new layer set for the current view.

Layer Display Options Dialog

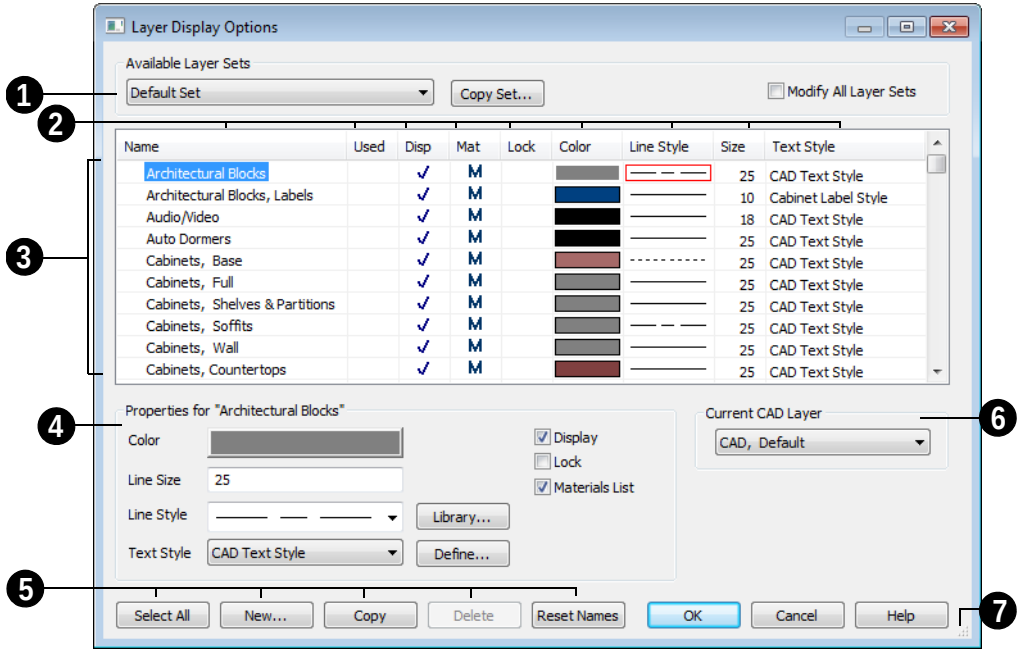
The **Layer Display Options** dialog controls the display of layers in a selected layer set. It consists of a table that lists all available layers and the attributes for each. Layers can be added and deleted. There is no limit to the number of layers that can exist in a plan.

From any view except the Materials List, select **Tools> Display Settings> Display Options** to open the **Layer Display Options** dialog. This dialog is resizeable and maintains its size between program sessions.

Selecting **Tools> Reference Floors> Reference Display Options** opens the **Layer Display Options** dialog with the Reference Display Set active. See “The Reference Floor” on page 404.

The **Layer Display Options** dialog is also available for views sent to layout. See “Displaying Layout Views” on page 1119.

Selecting **Tools> Display Options** in a materials list opens the **Materials List Display Options** dialog. See “Materials List Display Options Dialog” on page 1163.



1 The **Available Layer Sets** options control which layer set is affected by changes made in the **Layer Display Options** dialog.

- The currently selected layer set displays. Click the drop-down list to select a different layer set.
- Click the **Copy Set** button to create a copy of the current layer set.
- When **Modify All Layer Sets** is checked, changes made in the **Layer Display Options** dialog apply to all other layer sets in the plan when you click OK.

Modify All Layer Sets is a one-time action. It is always unchecked when the Layer Display Options dialog is opened.

2 Click the column header to sort all layers in the **Layer Display Options** dialog by that column.

- The **Name** column is sorted alphabetically. Sorting is also case sensitive to allow greater control over organization.
- A red + in the **Used** column indicates which layers have objects placed on them in the current plan. This column cannot be edited.
- A check in the **Disp** column indicates which layers are set to be visible. This controls the display of objects in 2D and 3D views.
- An M in the **Mat** column indicates which layers are included in the Materials List.
- A yellow in the **Lock** column indicates which layers are locked, preventing

objects on that layer from being manually edited.

- The **Color** column shows the line color for each layer. You can sort this column so that like colors are listed together.
- The **Line Style** column shows the line style for each layer and can be sorted so that like line styles are listed together.
- The **Size** column displays the line weight used by each layer and can be sorted so that like line weights are listed together. See “Line Weights” on page 1093.
- The **Text Style** column shows the text style assigned to each layer and can be sorted so that layers using the same style are listed together. See “Text Styles” on page 954.

❸ Layers are named so that similar object types such as Cabinets, Base and Cabinets, Wall are listed near one another alphabetically.

Double-click a layer in the **Name** column to rename it.

If a layer is turned on, a checkmark is shown in the Disp column. If a layer is turned off, the column is blank.

Layers are selected by clicking them in the table. Hold down the Shift key or the Ctrl key to select multiple layers at once. Click the **Select All** button to select all layers in the table. When selected, a layer’s attributes display at the bottom of the dialog. If multiple layers are selected, “no change” may display for attributes that are different among the selected layers.

When one or more layers are selected and you click OK, the program remembers your selection so that the same layers are selected when you reopen the Layer Display Options dialog.

❹ When a layer or layers is selected, single or shared layer attributes can be edited in the section titled **Properties for “Selected Layer”**. Line Color, Style and Size affect lines in floor plan view and surface edge lines in vector views.

- To change the color of lines on a selected layer, click the **Color** bar to select a new color in the **Color Chooser** dialog. See “Color Chooser Dialog” on page 797.
- To change the width of lines on a selected layer, enter a **Line Size**. See “Line Weights” on page 1093.
- To change the **Line Style** of a selected layer, click the drop-down arrow or click the **Library** button to select a line style from the library. See “Line Styles” on page 999.
- To change the **Text Style** of a selected layer, click the drop-down arrow or click the **Define** button to open the **Text Style Defaults** dialog. The **Define** button is not available when multiple layers with different Text Styles are selected. See “Text Style Defaults” on page 954.
- To turn off a selected layer, uncheck **Display**. See “Displaying Objects” on page 128.
- To exclude all objects on a selected layer from the Materials List, uncheck **Include in Materials List**. See “Materials Lists” on page 1159.

- To protect the objects on a selected layer from accidental changes, check **Lock**. Items on locked layers display but cannot be selected, deleted, moved, or modified. See “Locking Layers” on page 129.

❺ The buttons at the bottom left of the dialog provide additional control of the layers in the table.

- Click the **Select All** button to select all layers in the table at once. This allows changes to be quickly applied to all layers.
- Click the **New** button to open the **New Layer Name** dialog and create a new layer with the unique name of your choice. Duplicate layer names are not allowed.

Note: New layers are added to all layer sets. However, newly created layers will be turned on to display only in the current layer set.

- Click the **Copy** button to create a copy of the selected layer. The new layer is added directly below the original layer in the table.
- Click the **Delete** button to delete the selected layer. You cannot delete used layers or any of the system layers used by Chief Architect.
- Click the **Reset Names** button to revert layer names for system layers back to the original names that installed with Chief Architect. This does not affect layers you created.
- Click **OK** to close the dialog and apply your changes.
- Click **Cancel** to close the dialog, ignoring any edits.

❻ Select a layer to serve as the **Current CAD Layer** from the drop-down list. This is the default layer used for new CAD objects such as lines and arcs. See “Current CAD Layer” on page 968.

❼ Click the size grip and drag to resize the **Layer Display Options** dialog.

Note: Not all objects display in all views. For instance, door labels do not appear in 3D views and room labels do not appear in materials lists, regardless of the layer they are placed on, or whether the layer is turned on or not.

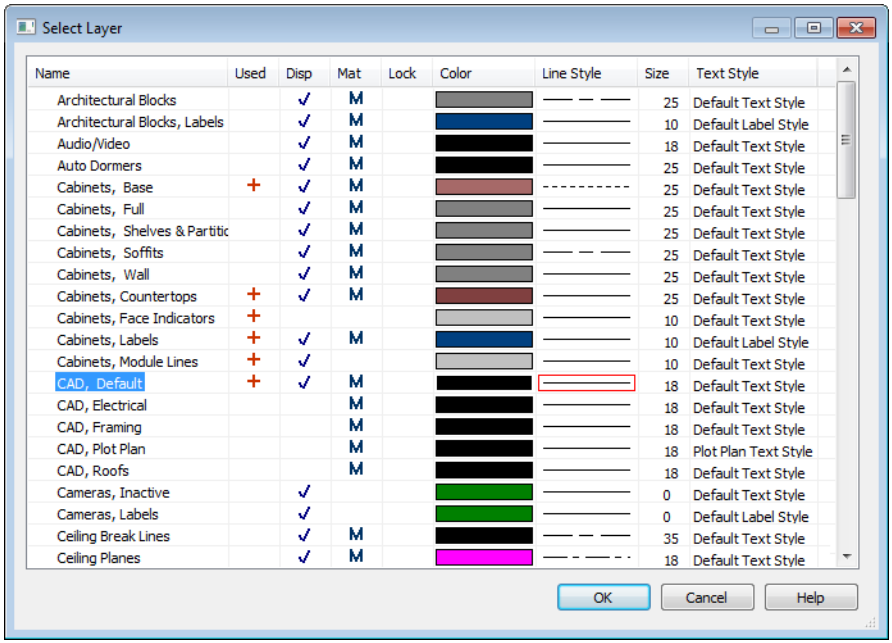
Select Layer Dialog

When new CAD objects are drawn, they are placed on the **Current CAD Layer**. See “Current CAD Layer” on page 968. You can specify which layer is the Current CAD Layer by selecting **CAD> Current CAD Layer** to open the **Select Layer** dialog.

You can also add the **Current CAD Layer**

button to your toolbars. See “To add a button to a toolbar” on page 118.

This dialog also opens when the **Layer Painter** tool is used. See “Layer Painter, Eyedropper and Hider” on page 138.

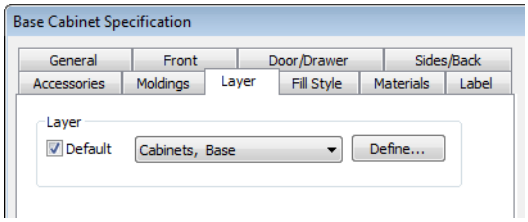


This dialog is similar in appearance to the **Layer Display Options** dialog but only allows a layer to be selected.

Layer Tab

The Layer tab is found in the specification dialogs for many different objects. Here you can specify what layer the program uses to display the selected object.

Note: In some specification dialogs, layer information is located on the Line Style or Appearance tab rather than the Layer tab.



- Check **Default** to place the selected object on the default layer for that object type.
- Click the drop-down list to select a layer from those available in the file.
- Click **Define** to open the **Layer Display Options** dialog and select, modify, or add a new layer. See “Layer Display Options Dialog” on page 132.

Object Layer Properties

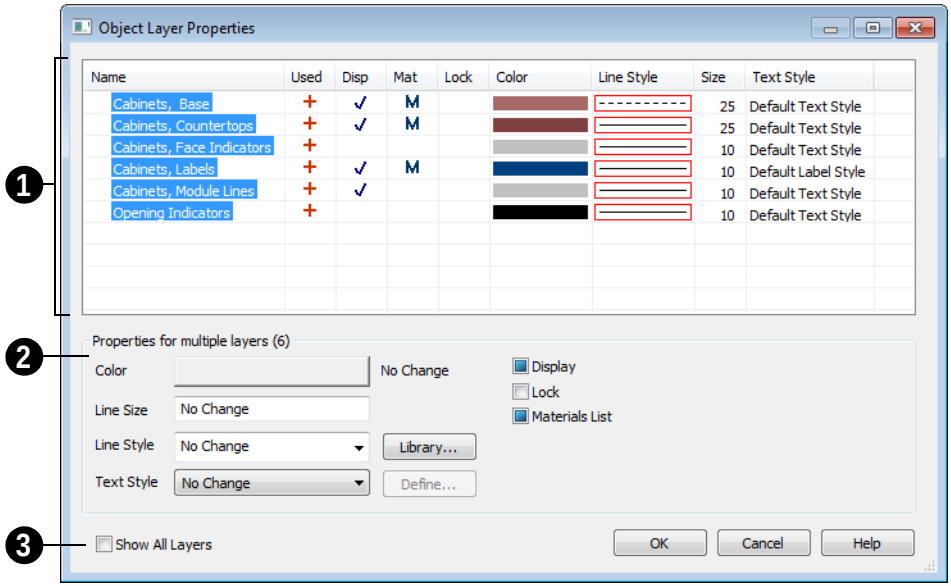
The **Object Layer Properties** edit tool allows you to access and edit the layer or layers associated with one or more selected objects. See “Primary and Secondary Layers” on page 128.

Some objects, such as CAD lines, only have one layer associated with them. Other objects, including many architectural objects like cabinets, have multiple layers that affect their display in various views. A few objects, such as active camera symbols and layout boxes, do not have this edit tool.

Object Layer Properties Dialog

When you click the **Object Layer Properties** edit button, the **Object Layer Properties** dialog opens.

The settings in this dialog are similar to those in the **Layer Display Options** dialog.



❶ A table listing the layers associated with the selected object(s) displays here. This table functions like that in the **Layer Display Options** dialog.

Unlike the Layer Display Options dialog, whenever this dialog is opened, all of the layers will be selected.

❷ The **Properties** of the selected layer(s) display and can be edited here.

- As in the **Layer Display Options** dialog,, when multiple layers with different properties are selected, drop-down lists may display “No Change” and checkboxes may have a solid green fill. See “Dialogs” on page 34.

❸ Check **Show All Layers** to turn on the display of all layers present in the current file in the table above. When unchecked, only the layers associated with the selected object(s) display.

Layer Painter, Eyedropper and Hider

The **Layer Painter** and **Layer Eyedropper** tools allow you to move an object to any layer in any view without opening its specification dialog.

The **Layer Hider** tool lets you turn off the display of any layer in the currently active layer set by clicking on an object on that layer.

To use the Layer Painter

1. In any view, select **Tools> Display Settings> Layer Painter** .
2. In the **Select CAD Layer** dialog, choose a layer and click OK. Your cursor will display the painter icon.
3. Note that the name of the layer being painted is noted on the left side of the Status Bar at the bottom of the program window. See “The Status Bar” on page 35.
4. Move your cursor over an object and notice that the Status Bar now states both the layer being painted and the current layer of the target object.
5. Click on objects in the view to move them to the selected layer.

To use the Layer Eyedropper

1. In any view, select **Tools> Display Settings> Layer Eyedropper** .
2. Click on an object to load the layer it is on into the Layer Painter.
3. Your cursor will display the painter icon, and you can click on other objects to place them on the selected layer.

To use the Layer Hider

1. In any view, select **Tools> Display Settings> Layer Hider** .
2. Your cursor will display the layer icon.

3. Move your cursor over an object and notice that the Status Bar states the object's primary layer.
4. Click on the object to turn off the display of its primary layer in the currently active layer set. See "Layer Sets" on page 129.

Layout Layer Sets

Layer sets are an effective way to control not just what displays while you are working, but what displays in the views you send to layout and print. See "Layout" on page 1107.

When you send a view to layout, you have two choices as to which layer set the view uses:

- You can use the same layer set as the original view being sent to layout.
- You can make a copy of the layer set used by the original view.

Both approaches have advantages and disadvantages, so you should use the option that best suits your needs. To learn more about the pros and cons of each approach, see "Message: You have successfully sent the active view to layout".

Whichever option you choose, remember that the layer set used by a layout view is always saved with the plan that the view was originally sent to layout from. For this reason, you should avoid deleting layer sets from a plan unless you are absolutely sure that they are not being used by layout views.

You can find out which layer set a layout view is using by selecting it and clicking the **Layout Box Layers** edit button. See "Displaying Layout Views" on page 1119.

If you select a layout view and click the **Open View** edit button, you will return to the original view in the plan file. Bear in mind that the layout view's layer set will be active. If you make changes to its settings, the view on the layout page will be affected.

Exporting and Importing Layer Sets

Layer sets created in one plan can be exported as a **.layers** file and imported into other plans. This is a convenient alternative to re-creating one or more layer sets that may already exist in another plan.

Exporting Layer Sets

To export layer sets from the current plan or layout file, select **File> Export> Layer Sets** or click the **Export** button in the **Layer Set Management** dialog.

The **Save Layer Set File** dialog is a typical Save As dialog. Exported layer set files use the **.layers** file extensions. See "Exporting Files" on page 50.

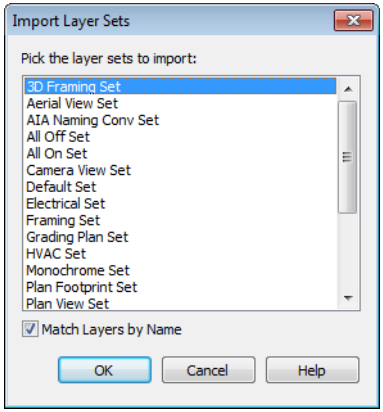
Importing Layer Sets

To import layer sets into the current plan or layout, select **File> Import>**

Layer Sets or click the **Import** button in the **Layer Set Management** dialog.

The **Save Layer Set File** dialog is a typical Open File dialog. See “Importing Files” on page 54.

When the desired **.layers** file is selected, click **Open**. The **Import Layer Sets** dialog will open next.

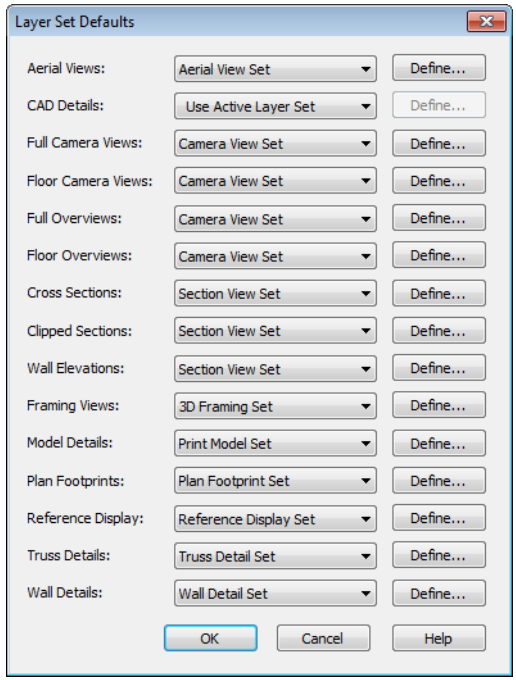


- Select a layer set or hold down the Shift key to select multiple sets.
- Check **Match Layers by Name** to replace any layers present in the destination file if they have identical names to layers being imported. When unchecked, layers in the destination file may be replaced by imported layers with different names. Generally, this box should be checked unless you wish to reset existing layer names in the destination file.
- Click **OK** to close the dialog and import the selected layer sets.

As layers sets are imported, the program checks the destination file for any layers with the same name as those being imported. If a layer in the destination file has an identical name to a layer being imported, it will be replaced by the imported layer.

Layer Set Defaults Dialog

The **Layer Set Defaults** dialog is used to specify the initial layer sets for different view types. Select **Edit> Default Settings** to open the **Default Settings** dialog, then select Layer Sets from the list and click the **Edit** button.



When a new view is created for any of the specified view types, Chief Architect sets the default layer set listed here as the active layer set for that view. Click the drop-down list to change the initial layer set for each type of view.

Select **Use Active Layer Set** to use the currently active layer set for the new view when it is created.

Click the **Define** button to open the **Layer Display Options** dialog and change the layer settings for the layer set. See “Layer Display Options Dialog” on page 132.

Chapter 6:

Creating Objects

There are a wide variety of objects in Chief Architect that you can use to create complete 3D models and working drawings. Although these objects are sometimes very different from one another, the methods used to create them are similar.

Once an object is created, it can be selected and edited to meet the requirements of your project. The editing characteristics common to most objects are described elsewhere. See “Editing Objects” on page 161.

Chapter Contents

- Architectural vs CAD Objects
- Defaults and Preferences
- Snap Behaviors
- Object Snaps
- Angle Snaps
- Grid Snaps
- Creating Objects
- Copying and Pasting Objects

Architectural vs CAD Objects

There are two broad categories of objects in Chief Architect: architectural objects and CAD objects.

CAD objects such as lines, arcs, text, and dimensions are 2D objects that can be created and edited in floor plan view, and cross section/elevation views, CAD detail windows, and on layout pages but do not display in 3D camera views and overviews. See “The CAD Drawing Tools” on page 967.

In contrast, architectural objects such as walls, cabinets, doors, windows, and stairs display in 2D and 3D views. Architectural objects can be created and edited in 2D and 3D views but not in CAD Detail windows or on layout pages.

Some architectural objects, such as custom countertops and slabs, have some behaviors in common with CAD objects and are referred to as CAD-based.

Defaults and Preferences

The ways that objects in the program behave as they are created and edited are affected by a number of default and preference settings. See “Preferences & Default Settings” on page 63.

It is a good idea to be familiar with these options and how they affect both drawing and editing in the program.

Snap Settings

Select **Edit> Snap Settings** to access the three categories of Snap Settings that determine how objects snap to one another and whether they snap to allowed angles or to points on a grid, as well as object bumping and pushing behaviors.

Object Snaps enable snapping to objects. See “Object Snaps” on page 146.

Angle Snaps enable snapping at Allowed Angles. See “Angle Snaps” on page 148.

Grid Snaps enable snapping to the Snap Grid. See “Grid Snaps” on page 150.

Bumping/Pushing enables bumping and pushing behaviors. See “Bumping/Pushing” on page 202.

Edit Behaviors

Select **Edit> Edit Behaviors** to access the six global edit behavior modes that determine how dragging the edit handles with the left mouse button affects a selected object and may also affect how objects are drawn.

The **Default** edit behavior provides the most commonly used editing options. See “Default” on page 162.

The **Alternate** edit behavior provides an alternative to the Default behaviors

that may be more useful in some situations. See “Alternate” on page 163.

The **Move** edit behavior allows you to move a selected object using the corner handles and the Move handle. See “Move” on page 163.

The **Resize** edit behavior scales an object as you drag a corner handle. See “Resize” on page 164.

The **Concentric** edit behavior allows you to resize objects so that the distance moved by each edge is the same as all other edges. See “Concentric” on page 164.

The **Fillet** edit behavior allows you to add a fillet at any corner of an object. See “Fillet” on page 166.

Edit Object Parts

Select **Edit> Edit Behaviors> Edit Object Parts** to toggle the ability to edit the individual segments of polyline-based objects and connected walls. It also affects the ability to snap line- and arc-based objects together as they are drawn to form a polyline. See “Edit Object Parts” on page 168.

Rotate/Resize About

Objects can be rotated or resized about either their own centers or the Current CAD point. See “Point Tools” on page 969.

Specify which behavior is used by selecting **Edit> Edit Behaviors> Rotate/Resize About Current Point** or in the **Preferences** dialog. See “Behaviors Panel” on page 99.

Arc Creation Modes

Select **Edit> Arc Creation Modes** to access the five Arc Creation Modes that control how arcs and curved walls are drawn.

Free Form Arc mode allows you to define an arc by clicking and dragging along the desired path. See “Free Form Arc” on page 981.

Center/Radius/End Arc mode allows you to define the center and radius of an arc, and then its length. See “Center/Radius/End Arc” on page 982.

Start/End/On Arc mode allows you to define the start and end points of an arc, then adjust the curvature. See “Start/End/On Arc” on page 982.

Start/Tangent/End Arc mode allows you to define the start and end points of an arc, its tangent and its curvature. See “Start/Tangent/End Arc” on page 982.

Arc About Center mode allows you to draw an arc by defining the center and then the start and end points. See “Arc About Center” on page 982.

Snap Behaviors

There are three categories of snap behavior in Chief Architect that affect how objects are created and how they can be edited:

- **Object Snaps**, which snap CAD and architectural objects to other objects.
- **Angle Snaps**, which snap objects at specific angles.
- **Grid Snaps** , which snap objects to points on a grid.

Snap behaviors can be controlled in the **Preferences** dialog and in the **Plan** or **Layout Defaults** dialogs. See "Snap Properties Panel" on page 101 and "General Plan Defaults Dialog" on page 66.

You can select **Edit> Snap Settings** to quickly turn Object, Angle and Grid Snaps on or off.

To temporarily disable Snap Behaviors and other move restrictions, press the Ctrl key while dragging an edit handle. See "Moving Objects" on page 202.

Hotkeys

You can also temporarily enable individual Snap Behaviors during a mouse editing operation using hotkeys. This can be helpful if you wish to use one particular type of snap behavior when you begin an operation, but a different behavior when you end it.

The Snap Behavior hotkeys are listed on the right side of the **Edit> Snap Settings** submenu. See "Hotkeys" on page 123.

To use snap behavior hotkeys

1. Select **Edit> Snap Settings** and toggle off the snap behavior category that you wish to control using hotkeys.
2. Select a tool that you wish to draw with or an object you wish to edit.
3. Begin drawing or editing and hold down the left mouse button without releasing.
4. Press and hold the appropriate key on your keyboard to enable the snap behavior associated with it.
5. When you are finished using the snap behavior, release the hotkey but continue holding down your left mouse button.
6. If you wish, you can press and hold a different hotkey on your keyboard and continue the drawing or editing operation.
7. When you are finished, release the left mouse button.

Object Snaps

Object Snaps allow you to position objects precisely relative to each other; for example, to position lines so that their endpoints meet or roof plane edges so that they are colinear.

Object Snaps can be turned on or off by selecting **Edit> Snap Settings> Object Snaps**, by clicking the toggle button, or in the **Preferences** dialog. See "Snap Properties Panel" on page 101.

Object Snaps are indicated visually as you create or edit objects. To remove any object snap indicators that are visible on screen, press the 1 (one) key. As you continue

drawing or editing, new indicators may appear.

With the exception of **On Object** snaps, have priority over all other types of snapping in Chief Architect. **Bumping/Pushing** overrides Object Snaps. See “Bumping/Pushing” on page 202.

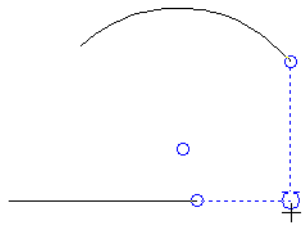
Object Snap Locations

There are many locations on an object that other objects can snap to. In addition to snap points located on objects, Extension Snaps locate points away from objects. Each type of object snap can be toggled by selecting **Edit> Snap Settings** or in the **Preferences** dialog. See “Snap Properties Panel” on page 101.

Regardless of which Object Snaps are active, when multiple objects are selected the selection set’s only snap point is its midpoint.

Extension Snaps

For some operations, it is helpful to snap to a point far away from an original object, while maintaining a relationship to a point on that object. For example, you may want to snap to a point exactly perpendicular to a line’s endpoint. Extension Snaps are helpful in these situations.



Extension anchors and lines

Extension Snaps are indicated by extension anchors, indicated by small blue circles.

Anchors display for Endpoint, Midpoint, and Quadrant snaps when these snap behaviors are enabled.

When an anchor is established, you can create **Tangent**, **Perpendicular** and **Orthogonal** extension lines relative to it.

To use extension snaps

1. Toggle on **Object Snaps** and make sure the extension snaps are enabled.
2. Draw a **Rectangular Polyline**.
3. Select the **Draw Line** tool and move your pointer along the edges of the polyline.
4. When your pointer passes over an end-point or midpoint, an extension anchor is created.
5. Move your pointer perpendicular edge displaying the anchor to create a blue, dashed extension line.

Only a limited number of anchors can exist at one time; creating a new anchor removes the oldest existing anchor. You can specify the number of possible anchors in the **Preferences** dialog. See “Snap Properties Panel” on page 101.

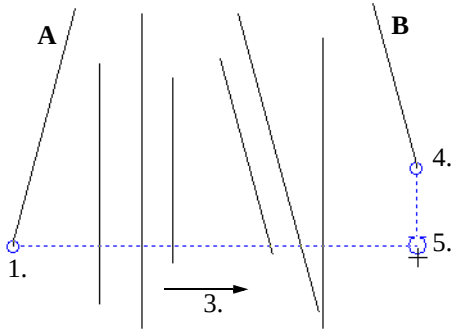
Object Snaps Hotkeys

- Press the “1” key to clear out all current extension anchors.
- Hold down the “S” key to temporarily disable Object Snaps. You are still able to use Extension Snaps to existing anchors,

so the “S” key can be used to avoid picking up unwanted extension anchors.

The “S”Key - Case Study

In the following example, there are several lines. Suppose we want to start a line at the intersection of two orthogonal extension lines drawn from two lines, **A** and **B**. To establish an extension anchor, we need to drag the mouse over line **A**’s endpoint, but there are several lines between the endpoints of lines **A** and **B**. We need to establish the two extension anchors without snapping to the intervening objects.



The S key can help establish extension snaps when other objects may interfere

To establish two extension anchors

1. Drag the mouse over the endpoint for line **A** to establish the first endpoint anchor.
2. Temporarily disable object snapping by holding down the “S” key.
3. Move the mouse to the end of line **B**.
4. Release the “S” key to establish the second endpoint anchor.
5. Move the mouse to the intersection of the two extension lines and draw the new object.

Angle Snaps

It is often important that objects be drawn at exact angles. This can be accomplished using **Angle Snaps**.

Angle Snaps allow you to draw lines, walls, and other objects at specified Allowed Angles. Angle Snaps also affect the way objects rotate, the radius of arcs, and a variety of other operations.

Angle Snaps allow you to snap at either 15° or 7.5° angles plus any additional Allowed Angles that you may specify. See “General Plan Defaults Dialog” on page 66.

Angle Snaps can be turned on or off by selecting **Edit> Snap Settings> Angle Snaps** , by clicking the toggle button, or

in the **Preferences** dialog. See “Snap Properties Panel” on page 101.

Angle Snap Settings

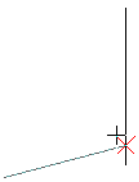
You can change Allowed Angle settings for Angle Snaps in the **Plan Defaults** or **Layout Defaults** dialog. See “General Plan Defaults Dialog” on page 66.

Specify **15 Degree** or **7 ½ Degree** angle snaps. When **7 ½ Degree** Angle Snaps are selected, you can also specify **Additional Angles**.

Angle Snaps and Object Snaps

Angle Snaps have a higher priority than Grid Snaps and **On Object Snaps**, but a lower priority to all other Object Snaps. If a valid Object Snap exists, the program uses that instead of an Angle Snap.

Sometimes both Angle Snaps and Object Snaps apply. For example, suppose a wall is drawn at 15° using Angle Snaps and another wall is approached. You can draw the new wall at 15° using **Intersection Snaps** to snap to a point on the existing wall.

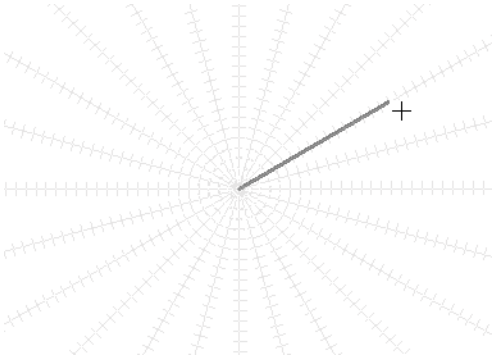


Use both Object Snapping and Angle Snapping to create a 15-degree line that intersects an existing line

Now suppose that we don't want the new line to end on the existing line. Hold down the “S” key to temporarily disable Object Snaps, allowing only Angle Snaps. See “The “S”Key - Case Study” on page 148.

Angle Snap Grid

The Angle Snap Grid is a visual reference aide that displays the Allowed Angles in the current plan when line-based objects are being drawn. The Angle Snap Grid can be turned on and off in the **Preferences** dialog and is disabled by default.



Drawing a line with the Angle Snap Grid on

When the Angle Snap Grid is turned on, it will display in all views where line-based objects can be drawn - including 3D views in which walls can be drawn and edited. See “Editing Line Based Objects” on page 170.

When Grid Snaps are enabled, small perpendicular hatch lines display along the lengths of the Angle Snap Grid lines, indicating the Snap Grid Unit.

Grid Snaps

Grid Snaps allow you to snap objects to points on an on-screen grid. The display and size of this Snap Grid can be controlled in the **Plan** or **Layout Defaults** dialog. See “General Plan Defaults Dialog” on page 66.

Grid Snaps are turned on and off by selecting **Edit> Snap Settings>Grid Snaps** , by clicking the toggle button, or in the **Plan** or **Layout Defaults** dialog.

In addition to the Snap Grid, the **Reference Grid** is provided to give you a visual sense of scale. The Reference Grid is useful for zooming in and out, or for general layout guidelines, but is not used for snapping.

Grid Snaps and Angle Snaps

Of the three snap behaviors, Grid Snaps have the lowest priority and are overridden by Angle Snaps and Object Snaps.

When Grid snaps and Angle Snaps are both enabled, objects are drawn and edited using Polar Coordinates. For example, if the grid **Snap Unit** is set to 12" (1 foot), drawing a new wall at an Allowed Angle snaps the wall length to 0", 12", 24", and so on. The Angle Snap Grid illustrates this nicely: when Grid Snaps are enabled, small perpendicular hatch lines display along the lengths of the Angle Snap Grid lines. These hatches are at regular intervals equal to the Snap Grid Unit, but do not necessarily align with the Snap Grid itself. See “Angle Snap Grid” on page 149.

To draw a line or wall at an Allowed Angle but with unrestricted length, disable Grid Snaps and leave Angle Snaps on.

Creating Objects

In Chief Architect, there are five ways to create objects: by clicking to place an object, by clicking and dragging to draw an object, by entering coordinates, by placing a distribution path or region, or by importing custom symbols, drawings, pictures or metafiles.

While the size of the drawing area in Chief Architect is limited only by the resources on your computer, it is best to begin your drawing near the origin, 0,0,0. The current position of your mouse pointer displays in the Status Bar at the bottom of the program window. See “3D Drafting” on page 29.

Click-to-Create

Many objects, including doors and windows, cabinets, library symbols, terrain objects, text, pictures and images are created by clicking. Select a or library object, then click in the drawing area to place the object at that location.

Continue clicking to place the selected object until another tool is selected.

If you click at a location where there is not enough room for the object to be placed, one of two things may happen:

- Some objects, notably cabinets, doors, and windows, will resize smaller to fit into the space.
- Most objects cannot resize in this manner, so the program will present a warning message indicating that there is not sufficient space at the current location.

When most drawing tools are active or library symbols selected for placement, a preview outline follows your mouse pointer, indicating the size and shape of the object to be created. If your pointer is positioned at a location where the object cannot be placed, this preview outline will not display.

As you move the mouse pointer, the center point of the object's back edge will snap to active snap points when **Grid Snaps** or **Object Snaps** are enabled. See "Snap Behaviors" on page 145.

Many architectural objects can be created in floor plan view or any 3D view. In order to place a stand-alone, click-to-create object in 3D, it is necessary to click near a wall or within the Terrain Perimeter as these objects help orient the new object within the 3D space.

Clicking and Dragging

Other objects, including walls and railings, straight stairs, and CAD and CAD-based objects are created by clicking and dragging to define either a path or an enclosed area. Select a tool, then click and drag in the drawing area to draw an object between your start and end points.

Continue drawing the selected object until another tool is selected.

You can cancel any click-and-drag drawing operation before it is completed by pressing the Esc key on your keyboard, or by pressing any two mouse buttons at the same time.

When the **Alternate** edit behavior is active, a continuous drawing behavior is enabled, allowing you to click at the start and end points of line- and arc-based objects without dragging. See "Alternate" on page 163.

To continuously draw by right-clicking

1. Select a tool that creates line- or arc-based objects.
2. Right-click, drag and release the mouse button to draw the first object.
3. Move the pointer to a different location and notice the drawing indicator that begins at the object's endpoint and follows your pointer as it moves.
4. Click to create a second object beginning at the first object's starting point and ending where you clicked.
5. Continue clicking to create additional objects until a closed shape is formed, another tool is selected, the Esc key is pressed, or two mouse buttons are pressed at the same time.

To keep the Alternate Drawing Mode enabled when a closed shape is formed, uncheck Stop When Connected in the Preferences dialog. See "Behaviors Panel" on page 99.

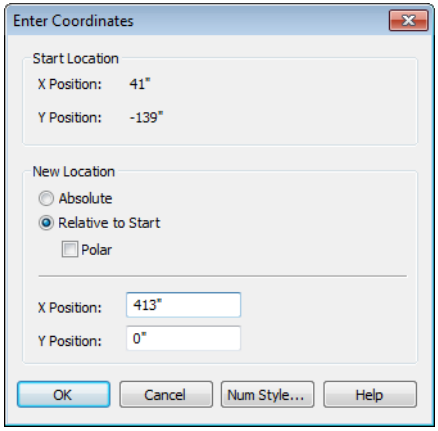
Entering Coordinates

Objects created by clicking and dragging can also be drawn by entering coordinates. See “3D Drafting” on page 29.

Coordinates can be either absolute or relative. Absolute coordinates refer to a fixed point of origin at 0,0,0, while relative coordinates treat the current location of the selected object as the point of origin.

To use the Enter Coordinates dialog

1. Select any tool that requires you to click and drag to create an object.
2. Click and begin dragging to draw the object.
3. Before you finish dragging and with the mouse button pressed, press either the Tab or Enter key on your keyboard.
4. In the **Enter Coordinates** dialog:



   - The **Start Location**, where you clicked and began dragging, displays at the top.
   - Specify the method used to define the **New Location**, or end point.
     - Select **Absolute** to define the end point using absolute coordinates on the snap grid.
     - Select **Relative to Start** to define the end point relative to the start point, as though the start point was at (0,0).
     - Check **Polar** to define the end point of the new line by its **Distance** and **Angle** from the start point rather than as X and Y coordinates.
     - The program remembers which option you last used in this dialog.
5. Specify the position of the end point, either as X and Y Position coordinates, or as Distance and Angle.
6. Click OK to close the dialog and create the object.

CAD lines, arcs and points can also be created using the **Input Line**, **Input Arc** and **Input Point** dialogs. See “Input Point” on page 969, “Input Line” on page 973, or “Input Arc” on page 983.

You can also move objects using the Enter Coordinates dialog. Click and drag the Move edit handle of an existing object, then press the Tab key and proceed with steps 3 and 4. See “Moving Objects” on page 202.

Distributing Objects

You can place multiple copies of any object in an evenly-spaced array either within a region or along a path using the **Distributed Objects** tools. See “Distributed Objects” on page 725.

Importing Objects

Custom symbols, drawings, pictures and metafiles can be imported into the program and placed in the drawing area with a click. See “Importing & Exporting” on page 1043 and “Custom Symbols” on page 1067.

Converting Objects

A variety of objects can be created by converting existing CAD objects and many CAD-based objects into another type of object. See “Converting Objects” on page 219.

Object Creation and Layers

When it is created, every object is placed on a layer, which controls whether and how the object displays. See “Displaying Objects” on page 128.

If you try to create an object on a layer that is not set to display in the current view, the program will ask if you want to turn that layer on. See “Message Boxes” on page 36.

> Note: If you choose to leave the layer off, the object will be created but you will not be able to see it until its layer is turned on.

If you try to create an object on a layer that is locked, the program will prompt you to unlock the layer. If you choose to leave the layer locked, the object will not be created. See “Locking Layers” on page 129.

Copying and Pasting Objects

New objects can also be created by cutting, copying, and pasting existing objects, either individually or in groups. Objects can be copied from one floor to another, one view window to another, and one file to another. Because copying uses the Windows Clipboard, some objects can be pasted into other applications, as well.

Objects cannot be pasted into any views that they cannot be created in normally. For example, CAD objects cannot be pasted into a 3D camera view or overview.

Similarly, architectural objects cannot be pasted into a CAD Detail window or onto a layout page.

If an object is pasted into a different plan or layout file, it will stay on the same layer that it was on in the original file. If that layer does not exist in the new file, it will be created; if a layer of the same name does exist in the new file, the object will be placed on that layer and inherit its attributes. See “Layers” on page 127.

A few objects, such as Terrain Perimeters and camera symbols, cannot be copied.

Cut

Select **Edit> Cut** to remove the selected object(s) from the file and save them in the Windows Clipboard. To paste the selection in Chief Architect or another application, select **Edit> Paste** or press **Ctrl + V** while in that application to enable the Paste function.

Copy

Select **Edit> Copy** to copy the selected object(s) to the Windows Clipboard. To paste the selection in Chief Architect or another application, select **Edit> Paste** or press **Ctrl + V** while in that application to enable the Paste function.

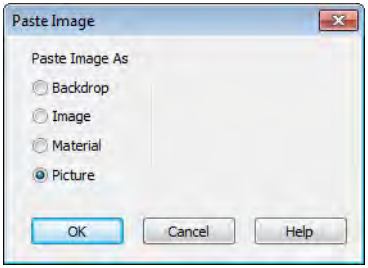
Paste

Select **Edit> Paste** to enable Paste mode, then left- or right-click in the current view to paste the selected object(s) previously copied to the Windows Clipboard at that location.

Once pasted, these object(s) are selected. Objects pasted in 3D views are selected on their top surfaces.

If the selection being pasted consists of text, it is placed in a Text object.

If the selection being pasted is an image, the **Paste Image** dialog opens.



The options in the **Paste Image** dialog and their results are similar to those in the **Screen Capture Setup** dialog. See “Creating Screen Captures” on page 1037.

Copy/Paste

Click the **Copy/Paste** edit button to copy the selected object(s) to the Windows Clipboard and immediately enable the **Paste** function in Chief Architect.

The **Copy/Paste** edit button activates Paste mode in which each available edit tool and handle makes a copy in addition to its primary function and four new edit buttons display on the edit toolbar.

- Click the **Sticky Mode** edit button remain in the current mode and place multiple copies of the selected object(s).
- Click the **Point to Point Move** edit button to make a copy of the selection at a specific location. See “Point to Point Move” on page 204.
- Click the **Reflect About Object** edit button to make a copy of the selection reflected about another object. See “Reflect About Object” on page 218.
- Click the **Main Edit Mode** edit button or press the Esc key to return to the selected objects’s main edit toolbar.

If you paste a selection in a file other than its original source file, when you return to the original, Paste mode is still enabled.

The **Copy/Paste** edit button can be used with the edit handles in either of two ways: by clicking or by dragging an edit handle.

To Copy/Paste by clicking

1. Select an object or objects to copy.

2. Click the **Copy/Paste** edit button, select **Edit> Copy** from the menu or press **Ctrl + C** to copy and then **Ctrl + V** to activate the Paste functionality. The cursor displays the Copy/Paste icon.
3. If you wish to paste the copy in a different view or program window, open that window.
4. If your cursor does not display the Copy/Paste icon, select **Edit> Paste** from the menu or press **Ctrl + V**.
5. Left- or right-click once to paste a copy of the object at that location.

To Copy/Paste by dragging

1. Select an object or objects to copy.
2. Click the **Copy/Paste** edit button, select **Edit> Copy** from the menu or press **Ctrl + C**. The cursor displays the Copy/Paste icon.
3. Drag an edit handle:
   - Drag the Move edit handle to position the copy at a new location.
   - Drag a corner handle to create a copy in the same location but with a different size or shape. The result depends on which **Edit Behavior** you use. See "Edit Behaviors" on page 162.

Use the Concentric edit behavior to create concentric copies of CAD-based objects. See "To create setback lines" on page 218 of the User's Guide for an example.

4. You can resize or position the copy accurately with respect to the original by watching the moved distance in the Status Bar at the bottom of the screen.

Sticky Mode

Normally, after an action is performed using the edit tools or handles while in an edit mode such as Paste mode, you return to the Main Edit Mode. Click the **Sticky Mode** edit button to remain in Paste mode and continue pasting copies of the selected object(s).

To exit Paste mode and return to the main edit toolbar for the selected object, click the **Main Edit Mode** edit button or press the Esc key on your keyboard. If you have not pasted a copy of the selected object and immediately click **Copy/Paste** after returning to the Main Edit Mode, **Sticky Mode** is still enabled.

Sticky Mode is available when the Trim Object(s), Extend Object(s), Copy/Paste or Multiple Copy edit button is clicked. See "Trim and Extend" on page 226.

Copy and Paste in Place

Click the **Copy and Paste in Place** edit button to create a copy of the selected object(s) at the same location as the original. The copy remains selected so you can perform additional operations.

Because multiple walls, railing and fencing cannot share the same space, the **Copy and Paste in Place** edit button is not available for these objects.

Paste Hold Position

When copying between different floors or view windows, you can paste a copy at the same absolute position as the original selection using **Paste Hold Position**.

To use Paste Hold Position

1. Select the object(s) to be copied.
2. Click the **Copy/Paste** edit button.
3. Switch to the desired floor or plan file and select **Edit> Paste> Paste Hold Position**.
4. A copy is placed at the same X, Y coordinates on the new floor or in the new plan as the original's position.

Paste Special

The **Paste Special** tool allows you to choose a representation for the selection to be pasted.

Selections can be pasted as:

- Enhanced Windows Metafiles (EMF). See "Metafiles" on page 1034.
- Device Independent Bitmaps (BMP). See "Importing Pictures" on page 1031.
- Unformatted non-unicode text (TXT).
- File Name (a path to a file). Depending on the file type, it will be either opened or imported (if supported).
- Unformatted text (HTML). Pastes as text.
- Model Objects - Chief Architect format, not compatible with other programs.

To use Paste Special

1. Select an object, image, text or file on your computer and copy it.
2. Switch to the desired Chief Architect view window and select **Edit> Paste> Paste Special**.
3. In the **Paste Special** dialog, select the desired representation for the selection and click OK.
4. Click in the drawing area to place the copy at that location.

Multiple Copy

`The **Multiple Copy** edit button makes it easy to create regularly spaced or concentric copies of any object or group of objects, including CAD Blocks and Architectural Blocks.

The copy intervals, or offsets, between copies can be specified in the **Multiple Copy** dialog. See "Multiple Copy Dialog" on page 157.

To use Multiple Copy

1. Select the object(s) to copy.
2. Click the **Multiple Copy** edit button.
3. Click the **Sticky Mode** edit button if you wish to make more than one set of multiple copies.
4. Three edit handles will display on the selected object.
   - Click and drag the square Move edit handle. Copies of the selection are made at regular intervals between the original and the pointer's location.

- Click and drag the triangular Rotate edit handle. Rotated copies of the selection are made at regular intervals.

A rotated array can be rotated about the selected object's center or a CAD point. See "Rotate/Resize About" on page 145.

- Click and drag the round Concentric Resize edit handle. Concentric copies of the selection are made at regular intervals either within or surrounding the selection. Line-based objects are copied in an array perpendicular to the selection but are not resized.

5. Release the mouse button to place the copies. The dragged distance determines the number of copies placed.
6. If you clicked the **Sticky Mode** edit button, you can drag the last object created to make additional copies.
7. Click the **Main Edit Mode** edit button or press the Esc key to return to the selected objects's main edit toolbar.

The **Multiple Copy** tool can be used with the **Alternate** edit behavior to create arrayed copies of objects. See "Alternate" on page 163.

To create an array of copies

1. Select the object(s) to copy.
2. Click the **Multiple Copy** edit button.
3. Right-click to enable the **Alternate** edit behavior and drag the either Move or the Rotate edit handle in any direction. The **Primary Offset** or **Primary Number of Copies** is used.
4. Release the mouse button and move the pointer in another direction. The **Secondary Offset** or **Secondary Copies** value is used.
5. Click the left or right mouse button to place the array of copies.

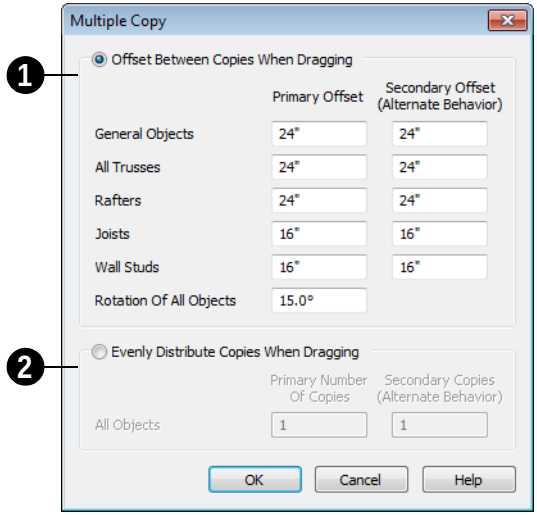
Multiple Copy Dialog

Separate multiple copy intervals can be specified for:

- General objects
- Roof and floor trusses
- Rafters
- Floor and ceiling joists
- Wall studs

To set the copy intervals for these objects, click the **Multiple Copy** button, then click the **Multiple Copy Interval** button to open the **Multiple Copy** dialog.

The specified intervals are retained between program sessions.



1 Click the **Offset Between Copies When Dragging** radio button to specify the offsets, or copy intervals, at which objects are copied as you drag with the mouse.

- **Primary Offset** - Specify the offset, or copy interval, for each object type.
- You can also specify a **Secondary Offset** for each object type that is used when the **Alternate** Alt edit behavior is active. See "Alternate" on page 163.
- **Rotation Of All Objects** - Specify the copy interval, in degrees, to be used when objects are rotated as they are copied.

2 **Evenly Distribute Copies When Dragging** - Click this radio button to specify a set number of copies to be made as you drag with the mouse. The further you drag, the wider the spaces between the copies. These settings apply to all object types.

- **Primary Number of Copies** - Specify the number of copies to be made.
- **Secondary Copies** - Specify the number of copies to be made when the **Alternate** Alt edit behavior is active.

The intervals for automatically generated rafters, joists, and studs are set on their respective tabs in the Build Framing dialog. See "Build Framing Dialog" on page 527

Using the Transform/ Replicate Object Dialog

Objects and groups of objects can be copied and pasted using the **Transform Replicate Object** dialog. See "Transform/Replicate Object Dialog" on page 224.

Copy Region as Picture

The **Copy Region as Picture** tool allows you to copy any portion of the

screen and save it as a picture. See “Copy Region as Picture” on page 1037.

Using Point to Point Move

The **Point to Point Move** edit button can be used in combination with **Copy/Paste** to make a copy of the selected object(s) at a specified location. See “Point to Point Move” on page 204.

To point to point copy

1. Select the object(s) to be copied, click the **Copy/Paste** edit button, then the **Point to Point Move** edit button.
2. Click at the start point and then at the end point.
3. An exact copy of the selected object(s) is created at the end point while the original remains unchanged.

Using Reflect About Object

The **Reflect About Object** edit button can be used in combination with **Copy/Paste** to make a reflected copy of the selected object(s), much the way **Point to Point Move** can. See “Reflect About Object” on page 218.

Chapter 7:

Editing Objects

Just as the methods used to create different objects in Chief Architect are similar, the options for moving, rotating, resizing, and otherwise editing them are also alike.

Edit handles allow objects to be resized, relocated, or rotated using the mouse. Edit toolbar buttons and the contextual menus access edit tools relevant to the selected object(s). Most objects have a specification dialog that allows you to edit it in ways that are specific to that type of object.

The editing characteristics common to most objects are described in this chapter. Unique, object-specific editing behaviors and the specification dialogs are covered in their respective chapters.

Chapter Contents

- Defaults and Preferences
- Edit Behaviors
- Selecting Objects
- Editing Line Based Objects
- Editing Arc Based Objects
- Editing Open Polyline Based Objects
- Editing Closed-Polyline Based Objects
- Editing Box-Based Objects
- Editing Spline Based Objects
- Editing Circles, Ovals and Ellipses
- Displaying Objects
- Moving Objects
- Aligning Objects
- Resizing Objects
- Reshaping Objects
- Rotating Objects
- Reflecting Objects
- Converting Objects
- Deleting Objects
- Transform/Replicate Object Dialog
- Trim and Extend
- Union, Intersection, and Subtract
- Select Same / Load Same
- Edit Area Tools
- Undo and Redo

Defaults and Preferences

The same defaults and preference settings that affect how objects are drawn also influence how they can be edited. See “Defaults and Preferences” on page 144.

It is a good idea to be familiar with these options and how they affect drawing and editing in the program.

Edit Behaviors

There are six **Edit Behavior** modes that determine how edit handles affect an object, and may also affect how objects are drawn. The currently active edit behavior is a global preference setting, affecting all plan and layout files.

Two of these modes, **Default** and **Alternate**, are useful for most drawing and editing needs and can be considered primary editing modes. Default mode, in particular, accesses the most commonly used behaviors and is the best choice in most circumstances. When an Edit Behavior other than Default is active, its icon displays near the mouse pointer.

Note: Regardless of which Edit Behavior is active, the Default behavior is restored when you close the program.

The other four modes, **Move**, **Resize**, **Concentric** and **Fillet**, offer special editing behaviors that may be useful only in certain situations and can be considered secondary.

Each edit behavior can be temporarily enabled using the different buttons on your mouse or by pressing the keyboard keys associated with each. See “Using the Mouse” on page 30 and “Hotkeys” on page 123.

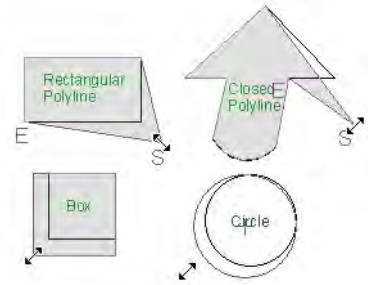
You can also specify which edit behavior mode is active when the left mouse button is used in the **Preferences** dialog, by selecting **Edit> Edit Behaviors** , or by clicking the corresponding toggle button, which can be added to your toolbar. See “Behaviors Panel” on page 99.

Default

The **Default** mode is one of the primary edit behavior modes. It offers access to the most commonly used edit behaviors and should be selected as your preference in most situations.

When the use of a tool is described in this manual, it is assumed that the Default edit behavior mode is active.

- **Drawing -** Standard click and drag drawing behavior is enabled. See “Creating Objects” on page 150.
- **Resize/Reshape** - Default allows you to adjust the angle of any corner of a polyline without affecting adjacent corners, changing the object’s shape.



Default edit behavior

- For box-based objects, the Default mode functions the same as the Alternate mode.
- **Movement** - Default allows you to move objects orthogonal, or at a right angle, to any of their edges.
- **Rotation** - In Default mode, objects snap at Allowed Angles as they are rotated.

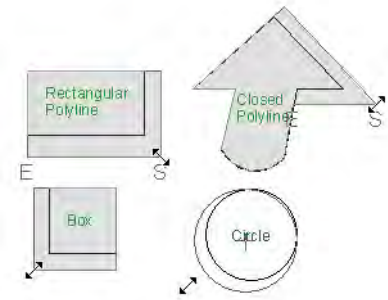
You can temporarily enable the **Default** edit mode when another mode is active by pressing **Alt + Z** or **Alt + /** while performing an edit or drawing operation.

Alternate

The **Alternate** mode is the second primary edit behavior mode. When this mode is active, the Alternate Alt icon displays near the mouse pointer.

Note: Not all commands have an Alternate edit behavior. If a selected tool does not, it will not work when this edit mode is active.

- **Drawing** - Continuous drawing behavior is enabled. See “Clicking and Dragging” on page 151.
- **Resize/Reshape** - Alternate allows you to keep the angle between adjacent edges fixed when a corner edit handle is moved. Instead, adjacent corners move and adjacent edges lengthen or shorten.



Alternate edit behavior

- Alternate allows you to drag an end handle on an open polyline to change it from a line to an arc or vice versa.
- Alternate overrides the **Lock Center** setting of arc-based objects.
- **Movement** - Alternate allows you to move objects at Allowed Angles when **Angle Snaps** are enabled, or orthogonal to any of its edges when they are not. See “Angle Snaps” on page 148.
- **Rotation** - Alternate snaps objects at Allowed Angles as they are rotated.

You can temporarily enable the **Alternate** edit mode when another mode is active by pressing **Alt** or using the right mouse button while performing an edit or drawing operation.

Move

The **Move** mode allows you to move an object using edit handles that would otherwise be used for resizing, as well

as with the Move handle. When this mode is active, the Move icon displays near the mouse pointer.

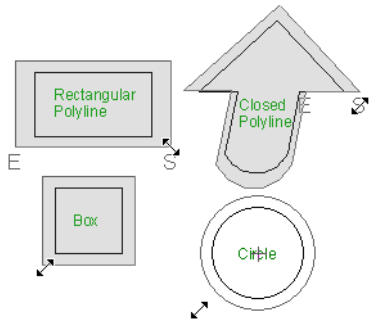
- **Drawing -** Standard click and drag drawing behavior is enabled.
- **Resize/Reshape** - Move allows you to move the selected object when any edit handle is used.
- **Movement** - Move mode allows you to move objects at Allowed Angles.
- **Rotation** - In Move mode, objects snap at Allowed Angles as they are rotated.

You can temporarily enable the **Move** edit mode when another mode is active by pressing **Z** or **/** while performing an edit or drawing operation.

Resize

The **Resize** edit behavior allows you to rescale an object. As you drag a corner edit handle of an object, you get an exactly scaled version of the original. For example, you can resize an object to 50% of its original size while maintaining the same proportions. When this mode is active, the Resize icon displays near the mouse pointer.

- **Drawing -** Standard click and drag drawing behavior is enabled.
- **Resize/Reshape** - Resize allows you to keep the angle between adjacent edges fixed when a corner handle is moved.



Resize edit behavior

To proportionally resize an object, always drag a corner edit handle and not an edge handle.

- **Movement** - Resize allows you to move an object orthogonal, or at a right angle, to any of its edges.
- **Rotation** - In Resize Mode, objects snap at Allowed Angles as they are rotated.

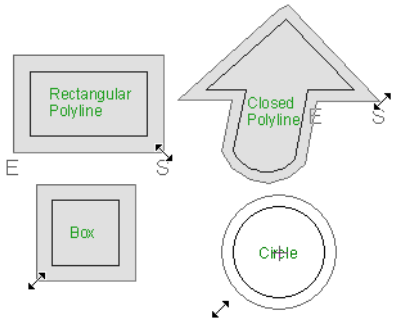
You can temporarily enable the **Resize** edit mode when another mode is active by pressing **X** or the period key, or using the X2 button on a five-button mouse while performing an edit or drawing operation. See “Using the Mouse” on page 30.

Concentric

The **Concentric** mode allows you to resize objects so that the distance moved by each edge is the same. For example, you can resize an irregularly shaped polyline so that each edge is exactly ten feet in from the original position, which is useful for creating site plans with setbacks.

When this mode is active, the Concentric icon displays near the mouse pointer.

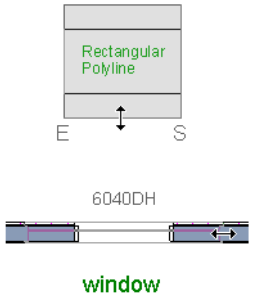
- **Drawing** - Standard click and drag drawing behavior is enabled.
- **Resize/Reshape** - Concentric allows you to resize an irregularly-shaped polyline so that each edge is moved the same distance from its original location.



Concentric edit behavior

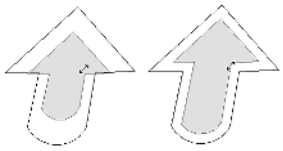
Note: The Concentric edit behavior can be used to create concentric copies of CAD-based objects. See “To create setback lines” on page 218 of the User’s Guide.

- Concentric mode also allows you to move opposite edges of an object so that each edge is moved the same distance from its original location.



- **Movement** - Concentric mode allows you to move an object orthogonal, or at a right angle, to any of its edges.
- **Rotation** - In Concentric mode, objects snap at Allowed Angles as they are rotated.

In some cases, the Concentric and Resize edit behaviors have the same result, such as when a circle is resized. Usually, though, the two behaviors are different because concentric resizing does not maintain the original ratio between an irregular polyline’s edges.



Resize edit behavior *Concentric edit behavior*

In Concentric mode, objects resize in **Concentric Jump** increments specified in the **Preferences** dialog. See “Behaviors Panel” on page 99.

When the **Concentric Jump** distance is set at 0", objects resize according to the **Snap Unit** specified in the **Plan Defaults** dialog. See “Grid Snaps” on page 150.

To concentrically resize an object with no restrictions, set the Concentric Jump value on the Edit> Behaviors panel of the Preferences dialog to zero and turn off Grid Snaps.

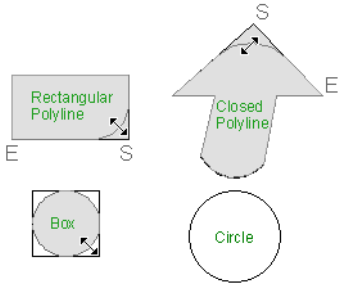
You can temporarily enable the **Concentric** edit mode when another mode is active by pressing **C** or the comman

key, or using the X1 button on a five-button mouse while performing an edit or drawing operation. See “Using the Mouse” on page 30.

Fillet

The **Fillet** mode allows you to add a fillet, or curve, at any corner of an object. Dragging a corner edit handle adjusts the fillet radius at that corner. When this mode is active, the Fillet icon displays near the mouse pointer.

- **Drawing -** Standard click and drag drawing behavior is enabled.
- **Resize/Reshape** - Fillet allows you to create a fillet at by dragging a corner edit handle inward.



Fillet edit behavior

- **Movement** - Move mode allows you to move objects at Allowed Angles.
- **Rotation** - In Move mode, objects snap at Allowed Angles as they are rotated.

The **Fillet** edit behavior adjusts all the corners of a box at once. The radius of each corner is the same.

Fillet does not have an effect on circles, ovals, ellipses or arc segments.

You can temporarily enable the **Fillet** edit mode when another mode is active by pressing **F** while performing an edit or drawing operation.

To produce fillets or chamfers of an exact radius, set the Fillet Chamfer Radius and use the Fillet two Lines or Chamfer Two Lines edit button. See “Fillet Two Lines” on page 213 and “Chamfer Two Lines” on page 214.

Selecting Objects

“Select” refers to selecting an object for editing. An object must be selected before it can be edited.

In order for an object to be selected, it must be both unlocked and visible in the current view. See “Layers” on page 127.

When an object is selected, it displays edit handles and a selection fill color. See “Colors Panel” on page 81.

In 3D views, a selected object will also display lines representing the selected edge or surface. The size of the edit handles does not change as you zoom in or out and is set in

the **Preferences** dialog. See “Edit Panel” on page 98. To prevent them from stacking on one another, some edit handles may not display as you zoom away from the selected object.

When an object is selected, its edit toolbar also displays, typically at the bottom of the Chief Architect program window just above the Status Bar. See “The Edit Toolbar” on page 33.

Information about the selected object or objects may also display in the Status Bar. See “The Status Bar” on page 35.

A selected object remains selected until another object is selected, a different tool is activated, the Esc key on the keyboard is pressed, or any two mouse buttons are pressed at the same time.

Select Objects

With the exception of temporary CAD points, any object created using Chief Architect can be selected using the **Select Objects** tool. Select **Edit> Select Objects**, click the toolbar button or press the **Space** bar on your keyboard to activate this tool, then click on an object or its label to select it. See Object Labels.

You can also select objects or open context sensitive menus using the right mouse button when any tool is active.

By default, you can select an object by clicking within 12 pixels of it. You can adjust this distance by changing the **Snap Distance** in the **Preferences** dialog. A lower value, for example, can be helpful for working with small objects but can also make it very difficult to select larger objects. See “Snap Properties Panel” on page 101.

Selecting Similar Objects

If a tool other than **Select Objects** is active, you can only select objects of that type using the left mouse button. For example, if the **Straight Exterior Wall** tool is active, you can only select walls using the left mouse button.

This can be useful for selecting an object when many objects of a different type occupy the same space in floor plan view.

Objects can be selected using the right mouse button, regardless of which tool is active.

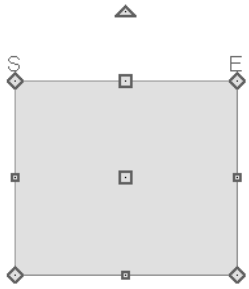
Right-Clicking

Regardless of which tool is active, you can select an eligible object by right-clicking on it once. When you right-click to select an object a contextual menu also appears, displaying the object’s edit tools. You can turn contextual menus on or off in the **Preferences** dialog. See “Contextual Menus” on page 34.

If a drawing tool is active and you right-click to select an object, you can unselect it by left-clicking in an empty space in the drawing area. Although a drawing tool is active, it is not used. If you then left-click a second time, the active tool will be used.

Selected Edge

When you click on a polyline- or box-based object, the edge that you click nearest becomes the selected edge and displays an edit handle larger than those on other edges. The handle on this edge may also display at the point where you clicked to select it.



Selected edge with start and end indicators

This edge can be edited on the Selected Line or Selected Arc tab of the object's specification dialog, as well as using a variety of edit toolbar buttons. It can also be moved using dimensions. See "Moving Objects Using Dimensions" on page 914, "Line Tab" on page 977 and "Arc Tab" on page 985.

The Start and End points of a CAD-based object's selected edge or of a wall can be indicated by an S and an E when the object is selected. These Start and End indicators can be helpful when editing the selected edge in the object's specification dialog, and their display can be turned on and off in the **Preferences** dialog. See "Edit Panel" on page 98.

Edit Object Parts

Polyline-based objects are composed of lines and arcs that are connected end to end. The individual edges of open and closed polylines can be selected and edited independently of the object's other edges when **Edit Object Parts** is enabled.

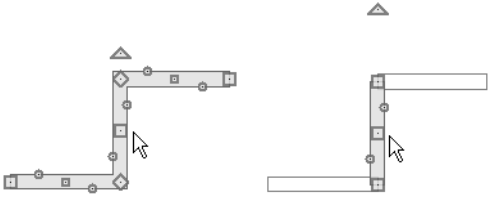
Select **Edit> Edit Behaviors> Edit Object Parts** to enable or disable the ability to edit polyline segments individually. **Edit Object Parts** can also be turned on or off in the **Preferences** dialog. See "CAD Panel" on page 96.

Edit Object Parts also affects connections between walls, railing and fences, but does not affect closed polyline CAD-based object such as slabs and roof planes.

To use Edit Object Parts

1. Turn on **Edit Object Parts**. Your cursor will display the Edit Object Parts icon.
2. Click on an individual edge of a polyline, or a segment of wall, railing or terrain path to select it.

A selected Terrain Wall



Edit Object Parts off *Edit Object Parts on*

3. Notice that it is no longer connected to the rest of the polyline or adjacent walls.
4. The individual segment can now be edited entirely independent of its neighbors.
5. To connect the segment to the polyline again, turn off **Edit Object Parts** and move the end handles so that they snap to the ends of adjacent segments.

When **Edit Object Parts** is enabled, only objects that you click on are actually affected by it. Any objects that you do not select remain intact.

Note: Edit Object Parts is always reset to be off when you close the program.

Select Next Object

If there is more than one object in a particular space, it may be difficult to select the desired object. When a nearby object is selected, click the **Select Next Object** edit button or press the Tab key until the desired object becomes selected. This function cannot be applied to groups of selected objects.

Marquee Select

Groups of objects can be selected by holding down either the Shift or Ctrl key when the **Select Objects** tool is active and then dragging a marquee around the objects to be selected.

You can specify whether objects must be totally contained in or intersected by the marquee, or whether an object's center point must be contained in the marquee, in the **Preferences** dialog or using the **Selection Mode** buttons, which can be added to your toolbars. See "Edit Panel" on page 98.

If an object is currently selected and a selection marquee is drawn around it, that object becomes de-selected. If an object is currently selected and a marquee is drawn around other objects, the original object remains selected and the other objects are added to the selection set.

When using the marquee-select method, both CAD and architectural objects included in the marquee are selected. To remove an object from the selection set, hold down the Shift key and click it.

The marquee-select method can also be used to group-select similar object types. For example, click the **Hinged Door** child button, hold down either the Shift key, drag a marquee, release the mouse button, and only door objects within the marquee are selected.

To make marquee selection easier, you can turn off the display of objects you do not want to include in your selection set. See "Displaying Objects" on page 128.

Shift Select

You can select a group of objects by adding them to the selection set one by one. Select an object, hold down either the Shift or Ctrl key, and click additional objects to select them.

More than one type of object can be selected using this method, but the ability to edit the group-selected items is limited to attributes that all selected objects have in common.

To remove an object from a selection set, click it once more - again, with either the Shift or Ctrl key pressed.

Select All

Select **Edit> Select All** to select all objects drawn on the current floor, in the current cross section/elevation view or CAD Detail window, or on the current layout page.

Edit Area Tools

The **Edit Area Tools** allow you to define an area of your plan and select the objects within that area for editing. See “Edit Area Tools” on page 232.

Using a Fence

The **Fence Select** edit tool allows you to group-select multiple CAD and CAD-based objects in contact with the selected CAD line, arc, polyline or spline.

Using a Fence to make a group-selection can be helpful in a number of situations, for example:

- When many CAD objects must be selected, particularly when they occupy the same area.
- When a selection marquee would be the wrong shape or include too many objects.
- When a selection group needs to be selected more than once.

The **Fence Select** edit tool cannot be used to select architectural objects - only CAD and CAD-based objects. See “Architectural vs CAD Objects” on page 144.

Fences are often used with the **Trim Objects** and **Extend Objects** edit tools. See “Trim and Extend” on page 226.

To Fence Select a group of objects

1. Draw a CAD line, arc, open polyline, closed polyline or spline that crosses or touches all the objects you wish to group-select.
2. Click the **Fence Select** edit button.
3. The originally selected object serves as a fence to select the objects it touches, while becoming deselected itself.
4. You can hold either the Shift or Ctrl key and click objects to add or remove them from the selection set.

You can keep all fences on their own custom layer and turn off their display when not needed. See “Layers” on page 127.

Select Same Type

Rooms, cabinets, windows and doors on the current floor can be selected based on a set of attributes that you specify using the **Select Same Type** edit tool. See “Select Same / Load Same” on page 231.

Editing Line Based Objects

Objects are considered line-based when they can be edited similar to CAD lines using their edit handles.

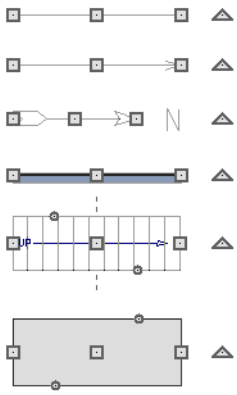
CAD lines, framing members, straight walls and railings, straight stairs and straight roads are examples of line-based objects.

Most line-based objects can be connected to other like objects to form polylines or polyline-based objects provided that they are on the same layer. Line-based objects will only form a polyline with other objects if they share identical arrow specifications, as well. See “Editing Open Polyline Based

Objects” on page 179 and “Editing Closed-Polyline Based Objects” on page 184.

Some objects, notably walls, have line-based editing behavior only when selected on certain surfaces. See “Editing Walls” on page 260.

Wall openings such as doors and windows have line-based editing behavior in floor plan view only but cannot be rotated, reversed or converted to an arc. See “Editing Doors” on page 330 and “Editing Windows” on page 360.



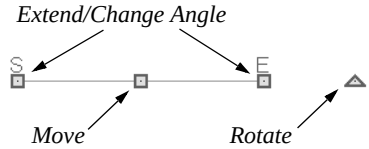
Other objects, such as stairs, foundation walls with footings, and roads, have additional edit handles that allow you to concentrically adjust the object’s width.

Using the Edit Handles

When selected, a typical line-based object displays four edit handles.

Any action performed using the edit handles can be cancelled by pressing the Esc key or any two mouse buttons at the same time.

The behavior of the edit handles may depend on the currently active Edit Behavior. See “Edit Behaviors” on page 162.



Move

- Click and drag the Move handle to move the object according to the currently active **Edit Behavior** . See “Edit Behaviors” on page 162.
- Movement may be limited or stopped by other objects or Snap Behaviors. Move restrictions can be overridden by holding down the Ctrl key while dragging. See “Unrestricted Movement” on page 203.

Rotate

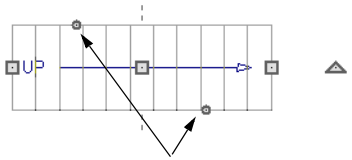
- The **Rotate** handle is used to rotate the object, either about its center or about the current CAD point. See “Rotating Objects” on page 215.

Extend/Change Angle

- Drag an end handle parallel to the selected line to change its length.
- Drag an end handle at an angle to the selected line to change its angle. When **Angle Snaps** are on, the line snaps to Allowed Angles. See “Angle Snaps” on page 148.
- Right-click and drag it to change the adjacent line into an arc, or vice versa. See “Alternate” on page 163.

Adjust Width

Some line-based objects, such as stairs and roads, have additional handles that allow the width of the object to be adjusted.



- Click and drag a small, round **Expand** handle to increase or decrease the object's width. By default, objects are resized in 1" increments. This Snap Unit is defined in the **Plan Defaults** dialog. See "General Plan Defaults Dialog" on page 66.

Using Dimensions

Dimensions can be used to position line-based objects relative to other objects. See "Moving Objects Using Dimensions" on page 914.

Dimensions cannot, however, be used to adjust the length of line-based objects, or the width of line-based objects such as stairs.

Using Extension Line Snaps

Extension line snaps can be useful when editing line-based objects. See "Extension Snaps" on page 147.

Using the Specification Dialog

Line-based objects can be edited using their specification dialogs. See "Line Specification Dialog" on page 976.

Using the Edit Toolbar

A selected line-based object can be edited in a variety of ways using the buttons on the edit toolbar.

The following toolbar buttons may display on the edit toolbar for a selected line-based object:

- Click the **Select Next Object** edit button to select nearby objects instead of the selected object. See "Selecting Objects" on page 166.
- Click the **Open Object** edit button to open the specification dialog for the selected object(s). See "Specification Dialogs" on page 35.
- Click the **Copy/Paste** edit button to copy the selected object(s) to the Windows Clipboard so they can be pasted elsewhere. See "Copying and Pasting Objects" on page 153.
- Click the **Copy and Paste in Place** edit button to create a copy of the selected object(s) at the same location as the original. See "Copy and Paste in Place" on page 155.
- Click the **Delete** edit button to delete the selected object(s). See "Deleting Objects" on page 222.

- Click the **Transform/Replicate Object** edit button to copy, move, rotate, resize, or reflect the selected object(s). See “Transform/Replicate Object Dialog” on page 224.
- Click the **Multiple Copy** edit button to make a series of copies at set intervals. See “Multiple Copy” on page 156.
- Click the **Accurate Move** edit button to slow down the mouse speed when using the edit handles. See “Accurate Move” on page 203.
- Click the **Make Parallel/Perpendicular** edit button to make the selected object(s) parallel or perpendicular to a straight edge. See “Using Make Parallel/Perpendicular” on page 208.
- Click the **Point to Point Move** edit button to accurately move the selected object(s). See “Point to Point Move” on page 204.
- Click the **Center Object** edit button to center an object along along a wall within a room or relative to a cabinet fixture. See “Using Center Object” on page 209.
- Click the **Reflect About Object** edit button to reflect the selected object(s) about another object. See “Reflecting Objects” on page 218.
- Click the **Move to Front of Group** edit button to display the selected object in front of other objects in the same drawing group. See “Move to Front of Group” on page 201.
- Click the **Break Line** edit button to add a new corner or pivot point to the selected object. See “Break Line” on page 212.
- Click the **Reverse Direction** edit button to reverse the direction of the selected object(s). See “Reverse Direction” on page 219.
- Click the **Convert Polyline** edit button to convert the object into a special polyline-based object. See “Convert Polyline” on page 219.
- Click the **Revision Cloud(s) Around Objects** edit button to create a revision cloud around each of the selected object(s). See “Revision Clouds” on page 994.
- Click the **Change Line/Arc** edit button to change a line-based object to an arc, or vice versa. See “Change Line/Arc” on page 213.
- Click the **Fence Select** edit button to use the selected object(s) as a selection fence. See “Using a Fence” on page 170.
- Click the **Fillet Two Lines** edit button, then click on a non-parallel line or arc to create an additional arc connecting the two. See “Fillet Two Lines” on page 213.
- Click the **Chamfer Two Lines** edit button, then click an edge adjacent to the selected edge to chamfer the corner between them. See “Chamfer Two Lines” on page 214.

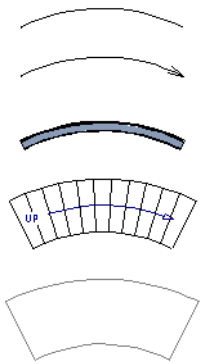
- Click the **Extend Object(s)** edit button to lengthen other object(s) until they intersect the selected object. See “Trim and Extend” on page 226. Not available for Sun Angles or North Pointers.
- Click the **Trim Object(s)** edit button to shorten the length of object(s) intersected by the selected object. See “Trim and Extend” on page 226. Not available for Sun Angles or North Pointers.
- Click the **Align/Distribute Objects** edit button to specify how the selected objects are distributed. See “Align/Distribute Objects” on page 205. Only available when multiple objects are selected.
- Click the **Align/Distribute Along Line** edit button, then click on a line-based object align the selected object(s) relative to that line. See “Align/Distribute Along Line” on page 207.

Editing Arc Based Objects

Objects are considered arc-based when they can be edited similar to CAD arcs using their edit handles.

CAD arcs, curved walls and railings, curved stairs, and curved roads are examples of arc-based objects.

Most arc-based objects can be connected to other like objects to form polylines or polyline-based objects provided that they are on the same layer. Arc-based objects will only form a polyline with other objects if they share identical arrow specifications, as well. See “Editing Open Polyline Based Objects” on page 179 and “Editing Closed-Polyline Based Objects” on page 184.



Some objects, notably curved walls, have arc-based editing behavior only when selected on certain surfaces. See “Editing Walls” on page 260.

Other objects, such as curved stairs and roads, have additional edit handles that allow you to concentrically adjust the object’s width.

The currently active **Arc Creation Mode** determines how an arc-based object is drawn. Once an arc is drawn, the active Arc Creation Mode does not affect it. See

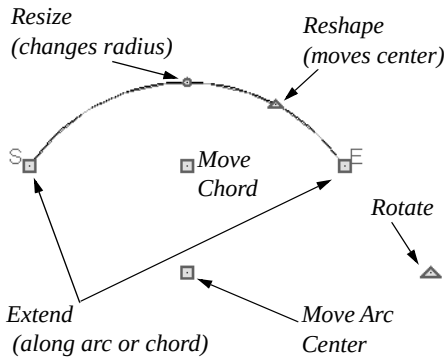
“Drawing Arcs - Arc Creation Modes” on page 981.

Using the Edit Handles

When selected, a typical arc-based object displays seven edit handles.

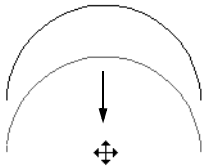
Any action performed using the edit handles can be cancelled by pressing the Esc key or any two mouse buttons at the same time.

The behavior of the edit handles may depend on the currently active Edit Behavior. See “Edit Behaviors” on page 162.



Move

- Two Move edit handles allow the arc to be relocated without changing its shape. One is located at the center of the chord and the other, at the arc center.
- If you would like to snap one of these center points to another point, use that handle when moving the arc. See “Aligning Arc Centers” on page 210.
- Click and drag the Move handle to move the object according to the currently active **Edit Behavior** . See “Edit Behaviors” on page 162.
- Movement may be limited or stopped by other objects or Snap Behaviors. Move restrictions can be overridden by holding down the Ctrl key while dragging. See “Unrestricted Movement” on page 203.



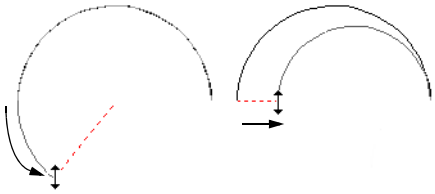
Move edit handle

Rotate

- The **Rotate** handle is used to rotate the arc, either about its center or about the current CAD point. See “Rotating Objects” on page 215.

Extend

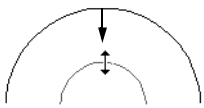
- The end edit handles expand or contract the arc when moved along the arc radius or chord.
- If you follow the path of the arc, the end edit handles allow you to adjust the arc length.
- The angle formed by the center point of the arc and its two endpoints is referred to as the Included Angle. If **Angle Snaps** are on, the Included Angle of the arc, as measured in degrees, can be rotated at Allowed Angles. See “Angle Snaps” on page 148.
- Right-click and drag it to change the adjacent arc into a line, or vice versa. See “Alternate” on page 163.



Extend edit handles

Resize

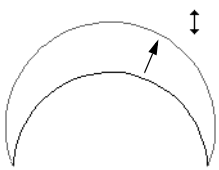
- Drag the small, round **Resize** edit handle to change the radius and included angle of the arc while maintaining its center.



Resize edit handle

Reshape

- Drag the small triangular **Reshape** handle to change the length and location of the center without moving the endpoints.

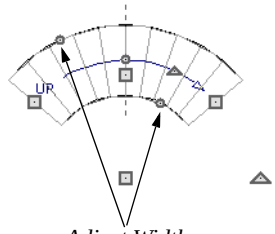


Reshape edit handle

- If the object has a locked center, the **Reshape** edit handle does not display. See “Using Lock Center” on page 178.

Adjust Width

Some arc-based objects, such as stairs, have additional handles that allow the width of the object to be adjusted.



Adjust Width

- Click and drag a small, round edit handle to increase or decrease the object’s width. By default, objects are resized according to the Snap Unit defined in the **Plan Defaults** dialog. See “General Plan Defaults Dialog” on page 66.

Using Dimensions

Dimensions can be used to position arc-based objects. Dimension lines typically locate tangent extension lines and any extension lines that may be parallel to those lines rather than the arc itself. See “Moving Objects Using Dimensions” on page 914.

Using Extension Line Snaps

Extension line snaps can be useful when editing arc-based objects. See “Extension Snaps” on page 147.

Using the Specification Dialog

Arc-based objects can be edited using their specification dialogs. See “Arc Specification Dialog” on page 984.

Using the Edit Toolbar

A selected arc-based object can be edited in a variety of ways using the buttons on the edit toolbar.

The following toolbar buttons may display on the edit toolbar for a selected arc-based object:

- Click the **Select Next Object** edit button to select nearby objects instead of the selected object. See “Selecting Objects” on page 166.
- Click the **Open Object** edit button to open the specification dialog for the selected object(s). See “Specification Dialogs” on page 35.
- Click the **Copy/Paste** edit button to copy the selected object(s) to the Windows Clipboard so they can be pasted elsewhere. See “Copying and Pasting Objects” on page 153.
- Click the **Copy and Paste in Place** edit button to create a copy of the selected object(s) at the same location as the original. See “Copy and Paste in Place” on page 155.
- Click the **Delete** edit button to delete the selected object(s). See “Deleting Objects” on page 222.
- Click the **Transform/Replicate Object** edit button to copy, move, rotate, resize, or reflect the selected object(s). See “Transform/Replicate Object Dialog” on page 224.
- Click the **Multiple Copy** edit button to make a series of copies at set intervals. See “Multiple Copy” on page 156.
- Click the **Accurate Move** edit button to slow down the mouse speed when using the edit handles. See “Accurate Move” on page 203.
- Click the **Point to Point Move** edit button to accurately move the selected object(s). See “Point to Point Move” on page 204.
- Click the **Center Object** edit button to center an object along along a wall within a room or relative to a cabinet fixture. See “Using Center Object” on page 209.
- Click the **Reflect About Object** edit button to reflect the selected object(s) about another object. See “Reflecting Objects” on page 218.
- Click the **Move to Front of Group** edit button to display the selected object in front of other objects in the same drawing group. See “Move to Front of Group” on page 201.
- Click the **Break Line** edit button to add a new corner or pivot point to the selected object. See “Break Line” on page 212.
- Click the **Reverse Direction** edit button to reverse the direction of the selected object(s). See “Reverse Direction” on page 219.
- Click the **Convert Polyline** edit button to convert the object into a special

polyline-based object. See “Convert Polyline” on page 219.

- Click the **Revision Cloud(s) Around Objects** edit button to create a revision cloud around each of the selected object(s). See “Revision Clouds” on page 994.
- Click the **Change Line/Arc** edit button to change an arc-based object to a line, or vice versa. See “Change Line/Arc” on page 213.
- Click the **Convert Curve to Polyline** edit button to convert the selected arc into a polyline. See “Convert Curve to Polyline” on page 215.
- Click the **Lock Center** edit button to lock the selected arc-based object’s center. See “Using Lock Center” on page 178.
- Click the **Make Arc Tangent** edit button to adjust the arc and attached line(s) so they transition smoothly. See “Using Make Arc Tangent” on page 210. Only available when a selected arc is attached on one or both ends to another line or arc.
- Click the **Fence Select** edit button to use the selected object(s) as a selection fence. See “Using a Fence” on page 170.
- Click the **Fillet Two Lines** edit button, then click on a non-parallel line or arc to create an additional arc connecting the two. See “Fillet Two Lines” on page 213.
- Click the **Chamfer Two Lines** edit button, then click an edge adjacent to the selected edge to chamfer the corner between them. See “Chamfer Two Lines” on page 214.
- Click the **Extend Object(s)** edit button to lengthen other object(s) until they intersect the selected object. See “Trim and Extend” on page 226.
- Click the **Trim Object(s)** edit button to shorten the length of object(s) intersected by the selected object. See “Trim and Extend” on page 226.
- Click the **Align/Distribute Objects** edit button to specify how the selected objects are distributed. See “Align/Distribute Objects” on page 205. Only available when multiple objects are selected.
- Click the **Align/Distribute Along Line** edit button, then click on a line-based object align the selected object(s) relative to that line. See “Align/Distribute Along Line” on page 207.

Show Arc Centers

When working with arc-based objects or circles, it can be helpful to see their center points. Click the **Show Arc Centers and Ends** toggle button on the utility toolbar to turn on their display. You can also turn on their display in the **CAD Defaults** dialog. See “CAD Defaults Dialog” on page 964.

Arc-based objects can be aligned using their center points. See “Aligning Arc Centers” on page 210.

Using Lock Center

Click the **Lock Center** edit button to lock or unlock the selected arc-based

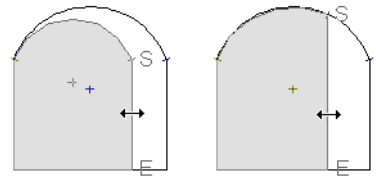
object's center. When an arc's center is locked, it cannot be moved except by using one of its Move edit handles or when the

Alternate Alt edit behavior is enabled.

An arc-based object with a locked center lengthens and shortens along its curve when it is resized. When this is not possible, its radius changes. In either case, its center remains locked in the same place.

Locked-center arcs do not display a **Reshape** edit handle when selected. See "Using the Edit Handles" on page 175.

When it is part of a polyline, a locked-center arc resizes along its arc rather than its chord when an adjacent line or arc is moved. Thus, the radius remains constant for an unlocked center arc, while the center does not change for a locked-center arc.



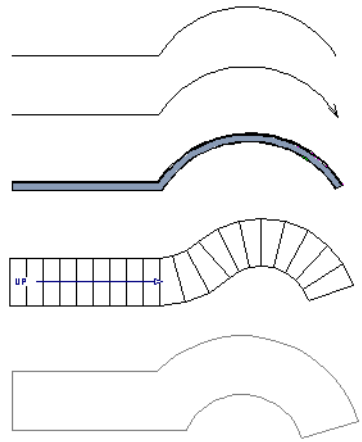
Unlocked center *Locked center*

Editing Open Polyline Based Objects

Open polyline-based objects are composed of individual line- and arc-based objects that are connected at their end points but do not form an enclosed area.

Objects are considered open polyline-based when they can be edited similar to open CAD polylines using their edit handles.

Open CAD polylines, connected walls, stairs, and roads are examples of open polyline-based objects.



Other objects, such as connected stair and road segments, have additional edit handles that allow you to concentrically adjust the width of all segments of the object.

If Edit Object Parts is enabled, clicking on a CAD polyline edge selects the individual edge rather than the entire polyline. See “Edit Object Parts” on page 168.

Using the Edit Handles

A polyline can be composed of many segments. See “Polylines” on page 988.

When selected, an open polyline-based object displays a Move handle, a Rotate handle, a Reshape handle at the intersection of each segment, and an Extend handle at each end.

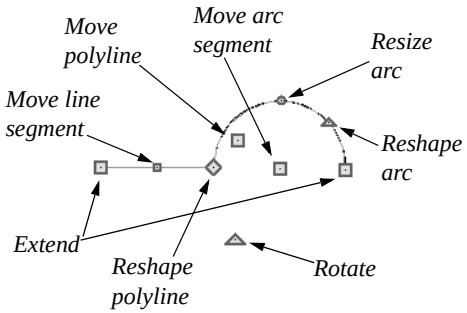
Each straight, line-based segment also has a Move edit handle along its length.

Each curved, arc-based segment has its own Move handle at the center of its chord, a Resize handle and, if it has an unlocked center, a Reshape handle. See “Editing Arc Based Objects” on page 174.

When a polyline is selected, the edge that you click nearest is called the selected edge, and certain operations affect only this edge. The Move handle of the selected edge is larger than that of other edges. It displays along the length of a line segment, or at the center of the chord on an arc segment. See “Selected Edge” on page 167.

Any action performed using the edit handles can be cancelled by pressing the Esc key or any two mouse buttons at the same time.

The behavior of the edit handles depends on the currently active Edit Behavior. See “Edit Behaviors” on page 162.



Move

- Click and drag the Move handle to move the object according to the currently active **Edit Behavior** .
- Movement may be limited or stopped by other objects or Snap Behaviors. Move restrictions can be overridden by holding down the Ctrl key while dragging. See “Unrestricted Movement” on page 203.

Rotate

- The **Rotate** handle is used to rotate the object, either about its center or about the current CAD point. Its position varies depending on which edge is currently selected. See “Rotating Objects” on page 215.

Extend

- Click and drag an Extend handle to lengthen or shorten the unconnected end of the selected line or arc segment, or to change the radius of the selected arc. See “Editing Arc Based Objects” on page 174.
- Right-click and drag it to change the adjacent line into an arc, or vice versa. See “Alternate” on page 163.

Reshape

- Click and drag a Reshape edit handle to change the angle and/or length of the segments on either side of it, or the size of the object, depending on the currently active **Edit Behavior** .

Move Line Segment

- The **Move Line Segment** edit handle is found on straight segments of open polylines and moves the straight section according to the currently active **Edit Behavior** . Adjacent segments may extend or contract in their original directions to maintain their connections.

Move Arc

- Click and drag the Move Arc edit handle to change the radius and/or chord length or position, depending on the currently active **Edit Behavior** and whether the arc has a locked center. Adjacent segments may extend, contract, or change angle to maintain their connections.

Resize Arc

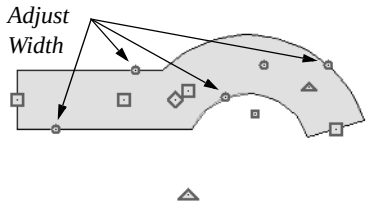
- Click and drag the Resize Arc edit handle to change the radius, chord length and chord position of the arc segment, depending on the currently active **Edit Behavior** and whether the arc has a locked center. Adjacent segments may extend, contract, or change angle to maintain their connections.

Reshape Arc

- Click and drag the Reshape Arc edit handle to change the radius of the arc without moving its end points. Only available if the arc has an unlocked center.

Adjust Width

Some arc-based objects, such as stairs and roads, have additional handles that allow the width of the object to be adjusted.



- Click and drag a small, round edit handle to increase or decrease the object's width. By default, objects are resized in 1" increments. This Snap Unit is defined in the **Plan Defaults** dialog. See "General Plan Defaults Dialog" on page 66.

Using Dimensions

Dimensions can be used to move or reshape polyline-based objects. See "Moving Objects Using Dimensions" on page 914.

Using Extension Line Snaps

Extension line snaps, especially tangent snaps, can be useful when editing polyline vertices. See "Extension Snaps" on page 147.

Using the Specification Dialog

Open polyline-based objects can be edited using their specification dialogs. See "Polyline Specification Dialog" on page 989.

Using the Edit Toolbar

A selected open polyline-based object can be edited in a variety of ways using the buttons on the edit toolbar.

The following toolbar buttons may display on the edit toolbar for a selected open polyline-based object:

- Click the **Select Next Object** edit button to select nearby objects instead of the selected object. See “Selecting Objects” on page 166.
- Click the **Open Object** edit button to open the specification dialog for the selected object(s). See “Specification Dialogs” on page 35.
- Click the **Copy/Paste** edit button to copy the selected object(s) to the Windows Clipboard so they can be pasted elsewhere. See “Copying and Pasting Objects” on page 153.
- Click the **Copy and Paste in Place** edit button to create a copy of the selected object(s) at the same location as the original. See “Copy and Paste in Place” on page 155.
- Click the **Delete** edit button to delete the selected object(s). See “Deleting Objects” on page 222.
- Click the **Transform/Replicate Object** edit button to copy, move, rotate, resize, or reflect the selected object(s). See “Transform/Replicate Object Dialog” on page 224.
- Click the **Multiple Copy** edit button to make a series of copies at set intervals. See “Multiple Copy” on page 156.
- Click the **Accurate Move** edit button to slow down the mouse speed when using the edit handles. See “Accurate Move” on page 203.
- Click the **Make Parallel/Perpendicular** edit button to make the selected straight edge parallel or perpendicular to another straight edge. See “Using Make Parallel/Perpendicular” on page 208. Not available when the selected edge is an arc.
- Click the **Point to Point Move** edit button to accurately move the selected object(s). See “Point to Point Move” on page 204.
- Click the **Add to Library** edit button to add the selected object(s) to the library. See “Add to Library” on page 754.
- Click the **Center Object** edit button to center an object along along a wall within a room or relative to a cabinet fixture. See “Using Center Object” on page 209.
- Click the **Reflect About Object** edit button to reflect the selected object(s) about another object. See “Reflecting Objects” on page 218.
- Click the **Move to Front of Group** edit button to display the selected object in front of other objects in the same drawing group. See “Move to Front of Group” on page 201.

- Click the **Break Line** edit button to add a new corner or pivot point to the selected object. See “Break Line” on page 212.
- Click the **Reverse Direction** edit button to reverse the direction of the selected object(s). See “Reverse Direction” on page 219.
- Click the **Close Polyline** edit button to convert the selected open polyline into a closed polyline. See “Using Close Polyline” on page 184.
- Click the **Convert to Spline** edit button to change the selected polyline into a spline. See “Splines” on page 997.
- Click the **Convert Polyline** edit button to convert the object into a special polyline-based object. See “Convert Polyline” on page 219.
- Click the **Revision Cloud(s) Around Objects** edit button to create a revision cloud around each of the selected object(s). See “Revision Clouds” on page 994.
- Click the **Change Line/Arc** edit button to change a line-based polyline edge to an arc, or vice versa. See “Change Line/Arc” on page 213.
- Click the **Record Walkthrough Along Path** edit button to record a walkthrough movie of your model along the path defined by the selected polyline. See “Walkthroughs” on page 1039.
- Click the **Convert Curve to Polyline** edit button to convert the selected arc into a polyline. See “Convert Curve to Polyline” on page 215. Only available when the selected edge is an arc.
- Click the **Lock Center** edit button to lock the center of the selected curved edge. See “Using Lock Center” on page 178. Only available when the selected edge is an arc.
- Click the **Make Arc Tangent** edit button to adjust the selected curved edge and attached edge(s) so they form a smooth shape. See “Using Make Arc Tangent” on page 210. Only available when the selected edge is an arc attached on one or both ends to another line or arc.
- Click the **Fence Select** edit button to use the selected object(s) as a selection fence. See “Using a Fence” on page 170.
- Click the **Fillet Two Lines** edit button, then click on an adjacent edge to create an arc connecting the two. See “Fillet Two Lines” on page 213. Cannot be used if the adjacent edge is an arc.
- Click the **Chamfer Two Lines** edit button, then click on an edge adjacent to the selected edge to chamfer the corner between them. See “Chamfer Two Lines” on page 214.
- Click the **Extend Object(s)** edit button to lengthen other object(s) until they intersect the selected object. See “Trim and Extend” on page 226.
- Click the **Trim Object(s)** edit button to shorten the length of object(s) intersected by the selected object. See “Trim and Extend” on page 226.

- Click the **Align/Distribute Objects** edit button to specify how the selected objects are distributed. See “Align/Distribute Objects” on page 205. Only available when multiple objects are selected.
- Click the **Align/Distribute Along Line** edit button, then click on a line-based object align the selected object(s) relative to that line. See “Align/Distribute Along Line” on page 207.

Using Close Polyline

An open polyline-based object can be converted into a closed polyline using the **Close Polyline** edit tool. This tool adds an edge to the open polyline, connecting its two ends and closing the gap between them. **Close Polyline** is not available when **Edit Object Parts** is enabled. See “Edit Object Parts” on page 168.

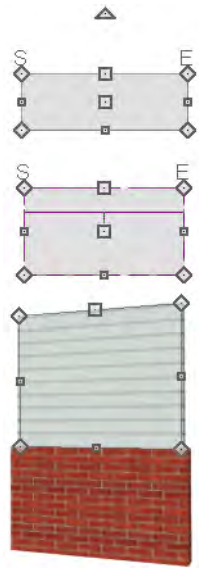
Editing Closed-Polyline Based Objects

Closed polyline-based objects are composed of individual line- and arc-based objects joined end-to-end and forming an enclosed area.

Objects are considered closed polyline-based when they can be edited similar to closed CAD polylines using their edit handles.

Closed CAD polylines, slabs and roof planes are examples of closed polyline-based objects.

Some objects, notably walls, have closed polyline-based editing behavior only when they are selected on certain surfaces in 3D views. See “Editing Walls” on page 260.



Other objects, such as connected road segments, have additional edit handles that allow you to concentrically adjust the width of all segments of the object.

If Edit Object Parts is enabled, clicking on a polyline edge selects the individual edge rather than the entire polyline. See “Edit Object Parts” on page 168.

Using the Edit Handles

A polyline can be composed of many segments. See “Polylines” on page 988.

When selected, a closed polyline-based object displays a Move handle, a Rotate handle, and a Reshape handle at the intersection of each segment.

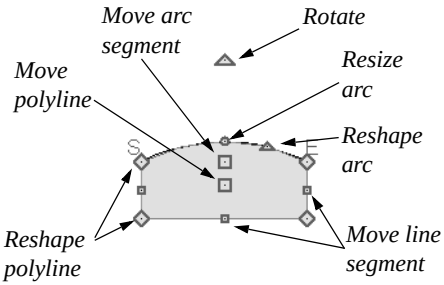
Each straight, line-based segment has a Move edit handle along its length.

Each curved, arc-based segment has its own Move handle at the center of its chord, a Resize handle and, if it has an unlocked center, a Reshape handle. See “Editing Arc Based Objects” on page 174.

When a polyline is selected, the edge that you click nearest is called the selected edge, and certain operations affect only this edge. The Move handle of the selected edge is larger than that of other edges. It displays along the length of a line segment, or at the center of the chord on an arc segment. See “Selected Edge” on page 167.

Any action performed using the edit handles can be cancelled by pressing the Esc key or any two mouse buttons at the same time.

The behavior of the edit handles may depend on the currently active Edit Behavior. See “Edit Behaviors” on page 162.



Move

- Click and drag the Move handle to move the object according to the currently active **Edit Behavior** .
- Movement may be limited or stopped by other objects or Snap Behaviors. Move restrictions can be overridden by holding down the Ctrl key while dragging. See “Unrestricted Movement” on page 203.

Rotate

- The **Rotate** handle is used to rotate the object, either about its center or about the current CAD point. Its position varies depending on which edge is currently selected. See “Rotating Objects” on page 215.

Reshape

- Click and drag a Reshape edit handle to change the angle and/or length of the segments on either side of it, or the size of the object, depending on the currently active **Edit Behavior** .

Move Line Segment

- The **Move Line Segment** edit handle is found on straight segments of closed polylines and moves the straight section according to the currently active **Edit**

Behavior . Adjacent segments may extend or contract in their original directions to maintain their connections.

Move Arc

- Click and drag the Move Arc edit handle to change the radius and/or chord length or position, depending on the currently active **Edit Behavior** and whether the arc has a locked center. Adjacent segments may extend, contract, or change angle to maintain their connections.

Resize Arc

- Click and drag the Resize Arc edit handle to change the radius, chord length and chord position of the arc segment, depending on the currently active **Edit Behavior** and whether the arc has a locked center. Adjacent segments may extend, contract, or change angle to maintain their connections.

Reshape Arc

- Click and drag the Reshape Arc edit handle to change the radius of the arc without moving its end points. Only available if the arc has an unlocked center.

Using Dimensions

Dimensions can be used to move or reshape closed polyline-based objects. See “Moving Objects Using Dimensions” on page 914.

Using Extension Line Snaps

Extension line snaps, especially tangent snaps, can be useful when editing polyline vertices. See “Extension Snaps” on page 147.

Using the Specification Dialog

Closed polyline-based objects can be edited using their specification dialogs. See “Polyline Specification Dialog” on page 989.

Using the Edit Toolbar

A selected closed polyline-based object can be edited in a variety of ways using the buttons on the edit toolbar.

The following toolbar buttons may display on the edit toolbar for a selected closed polyline-based object:

- Click the **Select Next Object** edit button to select nearby objects instead of the selected object. See “Selecting Objects” on page 166.
- Click the **Open Object** edit button to open the specification dialog for the selected object(s). See “Specification Dialogs” on page 35.
- Click the **Copy/Paste** edit button to copy the selected object(s) to the Windows Clipboard so they can be pasted elsewhere. See “Copying and Pasting Objects” on page 153.
- Click the **Copy and Paste in Place** edit button to create a copy of the selected object(s) at the same location as the original. See “Copy and Paste in Place” on page 155.
- Click the **Delete** edit button to delete the selected object(s). See “Deleting Objects” on page 222.

- Click the **Transform/Replicate Object** edit button to copy, move, rotate, resize, or reflect the selected object(s). See “Transform/Replicate Object Dialog” on page 224.
- Click the **Multiple Copy** edit button to make a series of copies at set intervals. See “Multiple Copy” on page 156.
- Click the **Accurate Move** edit button to slow down the mouse speed when using the edit handles. See “Accurate Move” on page 203.
- Click the **Make Parallel/Perpendicular** edit button to make the selected straight edge parallel or perpendicular to another straight edge by either rotating the selected edge or the entire polyline. See “Using Make Parallel/Perpendicular” on page 208. Not available when the selected edge is an arc.
- Click the **Point to Point Move** edit button to accurately move the selected object(s). See “Point to Point Move” on page 204.
- Click the **Add to Library** edit button to add the selected object(s) to the library. See “Add to Library” on page 754.
- Click the **Center Object** edit button to center an object along along a wall within a room or relative to a cabinet fixture. See “Using Center Object” on page 209.
- Click the **Reflect About Object** edit button to reflect the selected object(s) about another object. See “Reflecting Objects” on page 218.
- Click the **Move to Front of Group** edit button to display the selected object in front of other objects in the same drawing group. See “Move to Front of Group” on page 201.
- Click the **Break Line** edit button to add a new corner or pivot point to the selected object. See “Break Line” on page 212.
- Click the **Reverse Direction** edit button to reverse the direction of the selected object(s). See “Reverse Direction” on page 219.
- Click the **Convert to Spline** edit button to change the selected polyline into a spline. See “Splines” on page 997.
- Click the **Union** edit button to join two or more objects. See “Union, Intersection, and Subtract” on page 228. Not available for objects specified as holes.
- Click the **Intersection** edit button to create a new object defined by the areas shared by the original objects. See “Union, Intersection, and Subtract” on page 228. Not available for objects specified as holes.
- Click the **Subtract** edit button, then click a second object to remove the area shared by both objects. See “Union, Intersection, and Subtract” on page 228. Not available for objects specified as holes.
- Click the **Convert Polyline** edit button to convert the object into a special polyline-based object. See “Convert Polyline” on page 219.

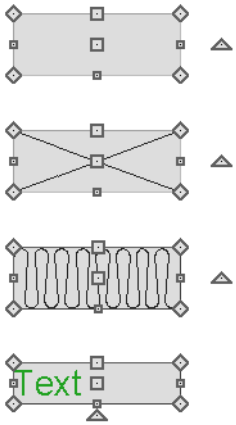
- Click the **Revision Cloud(s) Around Objects** edit button to create a revision cloud around each of the selected object(s). See “Revision Clouds” on page 994.
- Click the **Change Line/Arc** edit button to change a line-based polyline edge to an arc, or vice versa. See “Change Line/Arc” on page 213.
- Click the **Convert Curve to Polyline** edit button to convert the selected arc into a polyline. See “Convert Curve to Polyline” on page 215. Only available when the selected edge is an arc.
- Click the **Lock Center** edit button to lock the center of the selected curved edge. See “Using Lock Center” on page 178. Only available when the selected edge is an arc.
- Click the **Make Arc Tangent** edit button to adjust the selected curved edge and attached edge(s) so they form a smooth shape. See “Using Make Arc Tangent” on page 210. Only available when the selected edge is an arc attached on one or both ends to another line or arc.
- Click the **Fence Select** edit button to use the selected object(s) as a selection fence. See “Using a Fence” on page 170.
- Click the **Fillet Two Lines** edit button, then click on an adjacent edge to create an arc connecting the two. See “Fillet Two Lines” on page 213. Cannot be used if the adjacent edge is an arc.
- Click the **Record Walkthrough Along Path** edit button to record a walkthrough movie of your model along the path defined by the selected polyline. See “Walkthroughs” on page 1039.
- Click the **Chamfer Two Lines** edit button, then click an edge adjacent to the selected edge to chamfer the corner between them. See “Chamfer Two Lines” on page 214.
- Click the **Extend Object(s)** edit button to lengthen other object(s) until they intersect the selected object. See “Trim and Extend” on page 226.
- Click the **Trim Object(s)** edit button to shorten the length of object(s) intersected by the selected object. See “Trim and Extend” on page 226.
- Click the **Align/Distribute Objects** edit button to specify how the selected objects are distributed. See “Align/Distribute Objects” on page 205. Only available when multiple objects are selected.
- Click the **Align/Distribute Along Line** edit button, then click on a line-based object align the selected object(s) relative to that line. See “Align/Distribute Along Line” on page 207.

Editing Box-Based Objects

Objects are considered box-based when they can be edited similar to CAD boxes using their edit handles.

Box-based objects are similar to closed polyline-based objects, but must always have four sides with right-angled corners.

In addition to the CAD Box tools, Text objects, many library symbols, CAD blocks, pictures and images are examples of box-based objects.

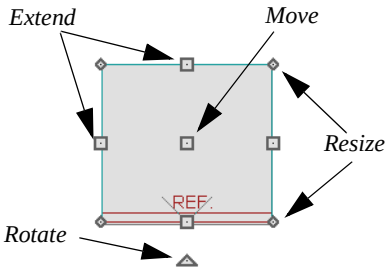


Using the Edit Handles

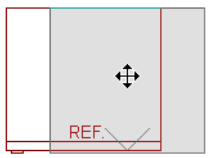
When selected, a box-based object displays ten edit handles. Unlike polylines, boxes must always have four sides with right-angled corners.

Any action performed using the edit handles can be cancelled by pressing the Esc key or any two mouse buttons at the same time.

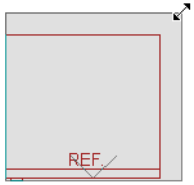
The behavior of the edit handles may depend on the currently active Edit Behavior. See “Edit Behaviors” on page 162.



- Click and drag the Move handle to move the object according to the currently active **Edit Behavior** . See “Edit Behaviors” on page 162.
- Movement may be limited or stopped by other objects or Snap Behaviors. Move restrictions can be overridden by holding down the Ctrl key while dragging. See “Unrestricted Movement” on page 203.

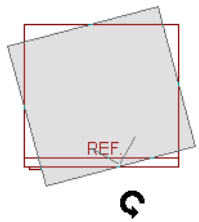


- The four **Resize** handles located at each corner are used to increase or decrease the size of the object.



- The four **Extend** handles display along each edge. If you select an object on an edge, the Extend handle displays at the point where you clicked; otherwise, it displays at the center of the edge.

- The triangular **Rotate** handle located near the selected edge of the object is used to rotate it either about its center or the current CAD point. The pointer changes to a circular arrow when moved over this handle. See “Rotating Objects” on page 215.



Using Dimensions

Dimensions can be used to move or reshape box-based objects. See “Moving Objects Using Dimensions” on page 914.

Using the Specification Dialog

Box-based objects can be edited using their specification dialogs. See “CAD Box Specification Dialog” on page 993.

Using the Edit Toolbar

A selected closed polyline-based object can be edited in a variety of ways using the buttons on the edit toolbar.

The following toolbar buttons may display on the edit toolbar for a selected closed polyline-based object:

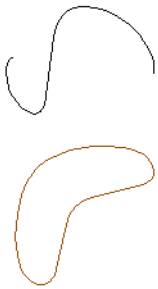
- Click the **Select Next Object** edit button to select nearby objects instead of the selected object. See “Selecting Objects” on page 166.
- Click the **Open Object** edit button to open the specification dialog for the selected object(s). See “Specification Dialogs” on page 35.
- Click the **Copy/Paste** edit button to copy the selected object(s) to the Windows Clipboard so they can be pasted elsewhere. See “Copying and Pasting Objects” on page 153.
- Click the **Copy and Paste in Place** edit button to create a copy of the selected object(s) at the same location as the original. See “Copy and Paste in Place” on page 155.
- Click the **Delete** edit button to delete the selected object(s). See “Deleting Objects” on page 222.
- Click the **Transform/Replicate Object** edit button to copy, move, rotate, resize, or reflect the selected object(s). See “Transform/Replicate Object Dialog” on page 224.
- Click the **Multiple Copy** edit button to make a series of copies at set intervals. See “Multiple Copy” on page 156.
- Click the **Accurate Move** edit button to slow down the mouse speed when using the edit handles. See “Accurate Move” on page 203.

- Click the **Make Parallel/Perpendicular** edit button to make the selected straight edge parallel or perpendicular to another straight edge. See “Using Make Parallel/Perpendicular” on page 208. Not available when the selected edge is an arc.
- Click the **Point to Point Move** edit button to accurately move the selected object(s). See “Point to Point Move” on page 204.
- Click the **Center Object** edit button to center an object along along a wall within a room or relative to a cabinet fixture. See “Using Center Object” on page 209.
- Click the **Reflect About Object** edit button to reflect the selected object(s) about another object. See “Reflecting Objects” on page 218.
- Click the **Move to Front of Group** edit button to display the selected object in front of other objects in the same drawing group. See “Move to Front of Group” on page 201.
- Click the **Convert Polyline** edit button to convert the object into a special polyline-based object. See “Convert Polyline” on page 219.
- Click the **Revision Cloud(s) Around Objects** edit button to create a revision cloud around each of the selected object(s). See “Revision Clouds” on page 994.
- Click the **Extend Object(s)** edit button to lengthen other object(s) until they intersect the selected object. See “Trim and Extend” on page 226.
- Click the **Trim Object(s)** edit button to shorten the length of object(s) intersected by the selected object. See “Trim and Extend” on page 226.
- Click the **Align/Distribute Objects** edit button to specify how the selected objects are distributed. See “Align/Distribute Objects” on page 205. Only available when multiple objects are selected.
- Click the **Align/Distribute Along Line** edit button, then click on a line-based object align the selected object(s) relative to that line. See “Align/Distribute Along Line” on page 207.

Editing Spline Based Objects

Objects are considered spline-based when they can be edited similar to CAD splines using their edit handles. See “Splines” on page 997.

Sprinkler lines, spline terrain curbs, spline terrain walls and both round and kidney-shaped terrain features are spline-based objects. See “Terrain” on page 647.

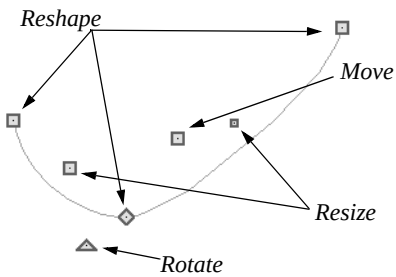


Using the Edit Handles

When a spline is selected, several different types of handles display. How many handles display depends on whether the **Advanced Splines** edit button is on or not. See “Advanced Splines” on page 195.

Any action performed using the edit handles can be cancelled by pressing the Esc key or any two mouse buttons at the same time.

The behavior of the edit handles may depend on the currently active Edit Behavior. See “Edit Behaviors” on page 162.



Move

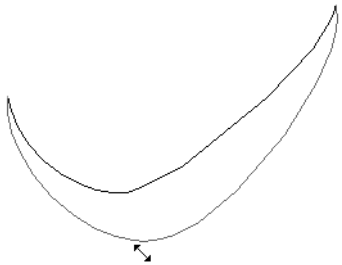
- Click and drag the Move handle to move the object according to the currently active **Edit Behavior**. See “Edit Behaviors” on page 162.
- Movement may be limited or stopped by other objects or Snap Behaviors. Move restrictions can be overridden by holding down the Ctrl key while dragging. See “Unrestricted Movement” on page 203.

Rotate

- Click and drag the Rotate edit handle to rotate the entire spline.

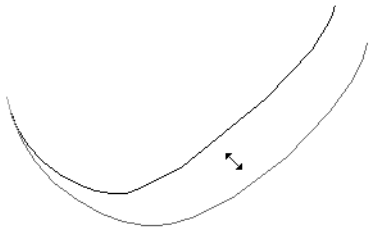
Reshape

- The Reshape edit handles display along the spline at each vertex. Click and drag a Reshape edit handle to change the length, angle and curve of adjacent segments without affecting other reshape handles.



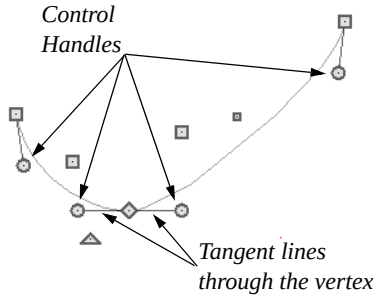
Resize

- The Resize edit handles display along the spline, between each vertex. Click and drag a Resize edit handle to move the adjacent vertices and lengthen or shorten adjacent segments.

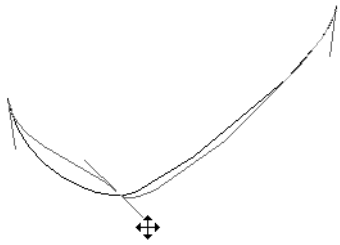


Advanced Splines

Additional edit handles, called Control Handles, display beside each spline vertex when **Advanced Splines** is enabled. See “Advanced Splines” on page 195.



- Click and drag a round Control edit handle to change the angle of the associated tangent line.



- If two tangent lines pass through a vertex, the angle between them remains constant as long as **Lock Control Handle Angle** is enabled. See “Lock Control Handle Angle” on page 196.

Using the Specification Dialog

Spline-based objects can be edited using their specification dialogs. See “Polyline Specification Dialog” on page 989.

Using the Edit Toolbar

A selected spline-based object can be edited in a variety of ways using the buttons on the edit toolbar.

The following toolbar buttons may display on the edit toolbar for a selected spline-based object:

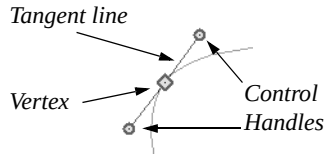
- Click the **Select Next Object** edit button to select nearby objects instead of the selected object. See “Selecting Objects” on page 166.
- Click the **Open Object** edit button to open the specification dialog for the selected object(s). See “Polyline Specification Dialog” on page 989.
- Click the **Copy/Paste** edit button to copy the selected object(s) to the Windows Clipboard so they can be pasted elsewhere. See “Copying and Pasting Objects” on page 153.
- Click the **Copy and Paste in Place** edit button to create a copy of the selected object(s) at the same location as the original. See “Copy and Paste in Place” on page 155.

- Click the **Delete** edit button to delete the selected object(s). See “Deleting Objects” on page 222.
- Click the **Transform/Replicate Object** edit button to copy, move, rotate, resize, or reflect the selected object(s). See “Transform/Replicate Object Dialog” on page 224.
- Click the **Multiple Copy** edit button to make a series of copies at set intervals. See “Multiple Copy” on page 156.
- Click the **Accurate Move** edit button to slow down the mouse speed when using the edit handles. See “Accurate Move” on page 203.
- Click the **Make Parallel/Perpendicular** edit button to make the selected spline edge parallel or perpendicular to another straight edge. See “Using Make Parallel/Perpendicular” on page 208.
- Click the **Point to Point Move** edit button to accurately move the selected object(s). See “Point to Point Move” on page 204.
- Click the **Add to Library** edit button to add the selected object(s) to the library. See “Add to Library” on page 754.
- Click the **Center Object** edit button to center an object along along a wall within a room or relative to a cabinet fixture. See “Using Center Object” on page 209.
- Click the **Reflect About Object** edit button to reflect the selected object(s) about another object. See “Reflecting Objects” on page 218.
- Click the **Move to Front of Group** edit button to display the selected object in front of other objects in the same drawing group. See “Move to Front of Group” on page 201.
- Click the **Break Line** edit button to add a new corner or pivot point to the selected object. See “Break Line” on page 212.
- Click the **Trim Object(s)** edit button to shorten the length of object(s) intersected by the selected object. See “Trim and Extend” on page 226.
- Click the **Extend Object(s)** edit button to lengthen other object(s) until they intersect the selected object. See “Trim and Extend” on page 226.
- Click the **Convert Polyline** edit button to convert the object into a special polyline-based object. See “Convert Polyline” on page 219.
- Click the **Revision Cloud(s) Around Objects** edit button to create a revision cloud around each of the selected object(s). See “Revision Clouds” on page 994.
- Click the **Fence Select** edit button to use the selected object(s) as a selection fence. See “Using a Fence” on page 170.
- Click the **Convert Spline to Polyline** edit button to convert the selected spline into a polyline. See “Convert Spline to Polyline” on page 222.

- Click the **Record Walkthrough Along Path** edit button to record a walk-through movie of your model along the path defined by the selected polyline. See “Walkthroughs” on page 1039.
- Click the **Advanced Splines** edit button to on advanced splines for the selected spline. See “Advanced Splines” on page 195.
- Click the **Straighten Spline Segment** edit button to straighten a segment of an advanced spline. See “Straighten Spline Segment” on page 195. Only available when Advanced Splines is turned on.
- Click the **Lock Control Handle Angle** edit button to maintain the relative angle between the vertex and its control handles. See “Lock Control Handle Angle” on page 196. Only available when Advanced Splines is turned on.
- Click the **Align/Distribute Objects** edit button to specify how the selected objects are distributed. See “Align/Distribute Objects” on page 205. Only available when multiple objects are selected.
- Click the **Align/Distribute Along Line** edit button, then click on a line-based object align the selected object(s) relative to that line. See “Align/Distribute Along Line” on page 207.

Advanced Splines

Click the **Advanced Splines** edit button to display additional edit handles called Control Handles. These edit handles allow you to reshape the spline with more control at each vertex.



The line between the vertex and the control handles defines the tangent to the spline through the vertex.

- Move the control handles at the end of the line to change the direction of the spline at that point. The spline curves away from its tangent direction at the vertex on its way to the next vertex.
- Change the shape of the spline by clicking and dragging the control handles.

Notice that the control handles on either side of a vertex maintain their relationship to each other in a straight line. When one is moved, the other moves to keep the tangent line tangent with the vertex.

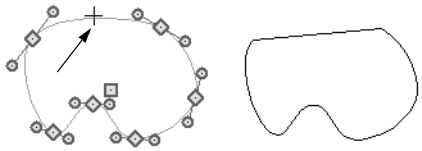
You can specify all subsequently drawn splines to be Advanced Splines in the **Preferences** dialog. See “CAD Panel” on page 96.

Straighten Spline Segment

The **Straighten Spline Segment** edit button is used to straighten a segment

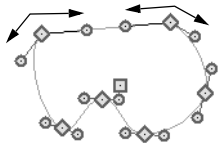
of an advanced spline between two vertex points.

To use, first select the spline. Click the **Straighten Spline Segment** edit button, then click the spline between two vertices. That portion becomes straight.



Click a spline segment *Result*

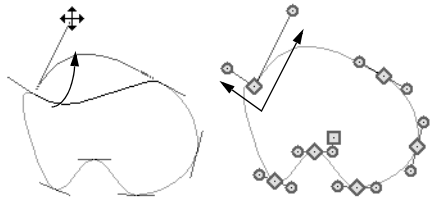
If you reselect the spline, you see that the two control handles point toward the straight section from each vertex point on either end of the straight section.



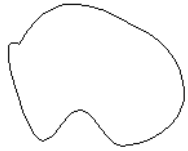
Lock Control Handle Angle

The **Lock Control Handle Angle** edit button is available when Advanced Splines is enabled, and is turned on by default, as well. This tool maintains the relative angle between the vertex and its control handles.

Click the **Lock Control Handle Angle** edit button to free the control of the relative edit angles between the vertex and its control handles. The control handles can now be adjusted individually. The opposite handle remains unaffected by the change. Notice that the spline adjusts so that it is tangent to the lines between the vertex and both of its control handles.



Notice that the control handles are not colinear



Result

Editing Circles, Ovals and Ellipses

Objects created using the **Circle Tools** are unusual in that no architectural objects share their functionalities.

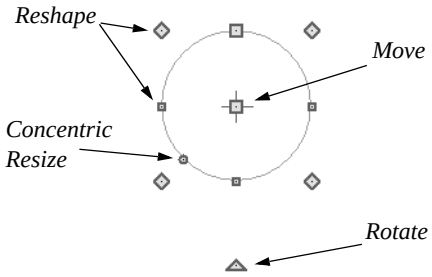
Using the Edit Handles

When selected, circles, ovals and ellipses display eleven edit handles.

Unlike **Ovals** and **Ellipses**, a **Circle** cannot be edited into any other shapes; it can only be a circle unless it is converted into a polyline. See “Convert Curve to Polyline” on page 215.

Any action performed using the edit handles can be cancelled by pressing the Esc key or any two mouse buttons at the same time.

The behavior of the edit handles may depend on the currently active Edit Behavior. See “Edit Behaviors” on page 162.

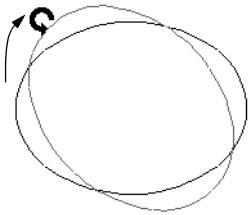


Move

- Click and drag the Move handle to move the object according to the currently active **Edit Behavior**. See “Edit Behaviors” on page 162.
- Movement may be limited or stopped by other objects or Snap Behaviors. Move restrictions can be overridden by holding down the Ctrl key while dragging. See “Unrestricted Movement” on page 203.

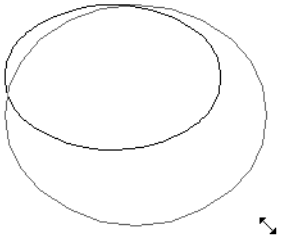
Rotate

- Click and drag the Rotate handle of an oval or ellipse to change its orientation.

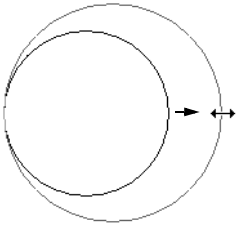


Reshape

- The eight edit handles beyond the perimeter are Reshape edit handles. Move them in or out to resize and reshape an oval or ellipse.

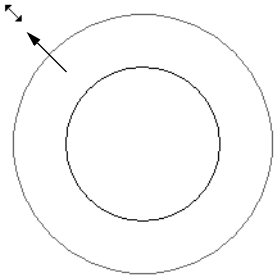


- Unlike ovals and ellipses, circles cannot be reshaped. When a Reshape handle is dragged on a circle, it is only resized.



Concentric Resize

- The Concentric Resize edit handle displays on the perimeter of a circle between a corner Reshape handle and the center. Click and drag this handle to resize the circle without moving its center point.



Using Dimensions

Dimensions can be used to move or resize circle-based objects. See “Moving Objects Using Dimensions” on page 914.

Using the Specification Dialog

Circles, ovals and ellipses can be edited using their specification dialogs. See “CAD Circle/Oval/Ellipse Specification Dialog” on page 987.

Using the Edit Toolbar

A selected circle, oval or ellipse can be edited in a variety of ways using the buttons on the edit toolbar.

The following toolbar buttons may display on the edit toolbar for a selected circle, oval or ellipse:

- Click the **Select Next Object** edit button to select nearby objects instead of the selected object. See “Selecting Objects” on page 166.
- Click the **Open Object** edit button to open the specification dialog for the selected object(s). See “Specification Dialogs” on page 35.
- Click the **Copy/Paste** edit button to copy the selected object(s) to the Windows Clipboard so they can be pasted elsewhere. See “Copying and Pasting Objects” on page 153.
- Click the **Copy and Paste in Place** edit button to create a copy of the selected object(s) at the same location as the original. See “Copy and Paste in Place” on page 155.
- Click the **Delete** edit button to delete the selected object(s). See “Deleting Objects” on page 222.
- Click the **Transform/Replicate Object** edit button to copy, move, rotate, resize, or reflect the selected object(s). See “Transform/Replicate Object Dialog” on page 224.
- Click the **Multiple Copy** edit button to make a series of copies at set intervals. See “Multiple Copy” on page 156.
- Click the **Accurate Move** edit button to slow down the mouse speed when using the edit handles. See “Accurate Move” on page 203.
- Click the **Make Parallel/Perpendicular** edit button to make the selected edge parallel or perpendicular to another straight edge. See “Using Make Parallel/Perpendicular” on page 208.
- Click the **Point to Point Move** edit button to accurately move the selected object(s). See “Point to Point Move” on page 204.

- Click the **Center Object** edit button to center an object along along a wall within a room or relative to a cabinet fixture. See “Using Center Object” on page 209.
- Click the **Reflect About Object** edit button to reflect the selected object(s) about another object. See “Reflecting Objects” on page 218.
- Click the **Move to Front of Group** edit button to display the selected object in front of other objects in the same drawing group. See “Move to Front of Group” on page 201.
- Click the **Extend Object(s)** edit button to lengthen other object(s) until they intersect the selected object. See “Trim and Extend” on page 226. Not available for ellipses.
- Click the **Trim Object(s)** edit button to shorten the length of object(s) intersected by the selected object. See “Trim and Extend” on page 226. Not available for ellipses.
- Click the **Convert Polyline** edit button to convert the object into a special polyline-based object. See “Convert Polyline” on page 219.
- Click the **Revision Cloud(s) Around Objects** edit button to create a revision cloud around each of the selected object(s). See “Revision Clouds” on page 994.
- Click the **Convert Curve to Polyline** edit button to convert the selected circle, oval or ellipse into a polyline. See “Convert Curve to Polyline” on page 215.
- Click the **Align/Distribute Objects** edit button to specify how the selected objects are distributed. See “Align/Distribute Objects” on page 205. Only available when multiple objects are selected.
- Click the **Align/Distribute Along Line** edit button, then click on a line-based object align the selected object(s) relative to that line. See “Align/Distribute Along Line” on page 207.

Displaying Objects

The display of objects in 2D and 3D views can be controlled by layer. See “Displaying Objects” on page 128.

Text, Line and Fill Styles

In addition to text-based objects like Text and Schedules, a variety of objects can display text as part of their line style or label. The appearance of this text can be controlled by layer. See “Line and Text Styles” on page 129.

Line style, weight and color can be controlled by layer or overridden in the specification dialogs for many objects. See “Line Style Tab” on page 977.

You can also toggle the on screen display of line weights on and off. See “Show Line Weights” on page 1089.

In addition, many objects have a fill style that can be specified in the objects' specification dialogs. See "Fill Style Tab" on page 991.

Color On/Off

The display of color on-screen can be toggled on and off in all views except most perspective views by selecting **Tools> Display Settings> Color On/Off**.

You can set defaults to specify whether cross section/elevations, camera views and overviews using the Orthographic rendering technique are generated with colors turned in the **3D Settings** dialog. See "Options Tab" on page 815.

The display of colors may or may not make a view easier to understand. Experiment to see what works for you, then set your default in the **3D Settings** dialog for each view.

Colors are used in Orthographic Views to represent different materials. The colors can be printed if you have a color printer, or can appear as shades of gray on a black and white printer. If you have assigned a picture file to represent the texture of a material in perspective views, the program can sample that picture file and define an approximate color to use in all Orthographic views. See "Define Material Dialog" on page 786.

To display views in gray scale

1. Select **Tools> Display Settings> Color Off** to toggle color off.
2. Select **Edit> Preferences** to open the **Preferences** dialog.
3. On the Appearance panel, check **Obey Color On/Off Setting**. See "Appearance Panel" on page 78.

To display views in black and white

1. Select **Tools> Display Settings> Color Off** to toggle color off.
2. Select **Edit> Preferences** to open the **Preferences** dialog.
3. On the Appearance panel, uncheck **Obey Color On/Off Setting**.

When color is toggled off and **Obey Color On/Off Setting** is unchecked, all lines appear in black and solid fills appear in either white or black, depending on which is closer to the actual line or fill color when color is turned on. The background remains as defined in the **Preferences** dialog. See "Colors Panel" on page 81.

You can also print in color, black and white, or gray scale. See "Print Dialog" on page 1099.

Arc Centers and Ends

The display of arc center- and endpoints, and the display of circle center points can be enabled by clicking the **Show Arc Centers and Ends** toggle button or in the **CAD Defaults** dialog. See "CAD Defaults Dialog" on page 964.

Drawing Groups

Each object in a plan or layout file belongs to one of three drawing groups, which influences whether it displays in front of or behind other objects.

- The **Default Group** is where most objects are placed when first created.
- Objects moved to the **Back Group** display behind those in the other two drawing groups.
- Objects moved to the **Front Group** display in front of those in the other two drawing groups.

With the exception of imported pictures, when an object is first created, it is placed in the Default Group. Objects in this group display in front of or behind one another according to program-defined rules that cannot be modified.

Once a CAD or CAD-based object is created, though, you can control how it displays relative to other objects using its specification dialog. See “Line Style Tab” on page 977.

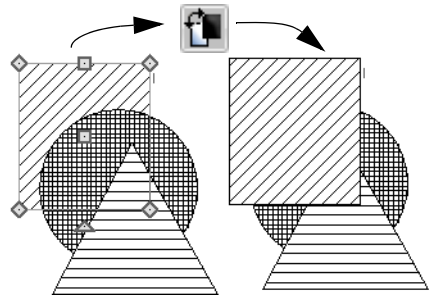
For example, you can move an object to the **Back Group** or **Front Group** so that it displays behind or in front of objects in the other drawing groups.

You can also check **Move to Front of Group** to display the object in front of other objects in its drawing group, but not necessarily in front of objects in other groups.

An object moved to the front of the Default Group, for example, displays in front of objects in that group and those in the Back Group, but still displays behind objects in the Front Group.

Move to Front of Group

Click the **Move to Front of Group** edit button to move the selected object(s) so that it displays in front of other objects in the same drawing group. **Move to Front of Group** functions like the checkbox of the same name in the object’s specification dialog.



Move to Front of Group is useful for creating a sense of depth or to improve a drawing’s clarity. For example, you can move a solid circle representing rebar to the front of a foundation wall with a concrete fill pattern in a cross section so that the rebar is not masked by the wall’s fill pattern.

Patterns and Textures

The appearance of architectural objects in 3D views is affected by the materials applied to the objects’ surfaces. See “Materials” on page 773.

Material patterns display in Technical Illustration, Line Drawing and Vector Views, while textures display in other rendered views. See “Rendering Techniques” on page 857.

You can turn the display of patterns on or off in 3D views that use them by selecting **3D> Toggle Patterns**.

In 3D views that use textures, you can turn on or off the display of textures by selecting **3D> Toggle Textures**.

Delete Surface

In any 3D view, select **3D> Delete Surface**, then click a surface in the view to temporarily remove the surface from the current view. See “Delete 3D Surface” on page 828.

Refresh Display

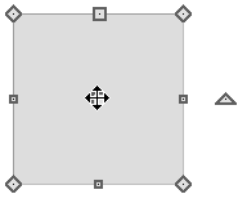
Refresh Display redraws the current window to clean up extra lines, show missing items, and correct random on-screen effects caused by changes to a model. Select **Tools> Display Settings> Refresh Display** or press the F5 key to refresh the on-screen display.

Moving Objects

Objects can be moved individually and in groups using the edit handles, as well as a variety of edit tools.

Using the Edit Handles

Select an object, then click the **Move** edit handle and drag it to a new location. When your pointer is over the Move handle, it displays a four-headed arrow.



As an object is moved, it jumps at set increments when **Grid Snaps** are enabled. See “Grid Snaps” on page 150.

When **Object Snaps** are enabled, a selected object snaps to its original location if it passes over that location while being moved.

The behavior of the Move edit handle varies depending on the currently active **Edit Behavior**. See “Edit Behaviors” on page 162.

- If the **Default**, **Resize**, **Concentric** or **Fillet** edit behavior is active, the object moves orthogonal, or at a right angle to, any of its edges.
- If the **Alternate** edit behavior is active, the selected object(s) can be moved at Allowed Angles if **Angle Snaps** are enabled, or orthogonal to any of its edges if they are not. See “Alternate” on page 163.
- If the **Move** edit behavior is active, the selected object(s) can be moved by clicking and dragging any edit handle that would otherwise be used for resizing. See “Move” on page 163.

Bumping/Pushing

When **Edit> Snap Settings> Bumping/Pushing** is enabled, CAD and CAD-based objects with **CAD Stops Move** and/or **Wall Stops Move** enabled, as well as architectural objects, bump into and

can push one another as they are moved. See “Line Style Tab” on page 977.

When an object bumps into another similar object while it is being moved, it stops. Continue dragging and the selected item resumes movement through the obstructing object. The **Maximum Bump Distance**, or the distance you must drag to override bumping, is set in the **Preferences** dialog. See “Snap Properties Panel” on page 101.

Bumping/Pushing also affects objects when they are moved using dimensions. See “Moving Objects Using Dimensions” on page 914.

Walls, wall openings, cabinets, furnishings and fixtures, and CAD and CAD-based objects are examples of objects that can push other objects of these same types once they have bumped into them. Instead of dragging through the obstructing object(s), release the mouse button and then click and drag the Move edit handle a second time in the same direction to push.

Certain types of objects, notably roof planes, and objects on locked layers can be bumped but cannot be pushed. See “Layer Display Options Dialog” on page 132.

CAD Stops Move/ Wall Stops Move

CAD and CAD-based objects can be set to stop at other CAD objects and/or at walls as they are being moved. See “Line Style Tab” on page 977.

Some objects, such as cross boxes, framing members and insulation, are automatically set to stop when moved against other CAD objects.

CAD Stops Move and **Wall Stops Move** do not function if **Bumping/Pushing** is turned off.

Unrestricted Movement

Many objects have restrictions placed on their movement by their own properties or specification settings. Architectural objects, for example, bump into other 3D objects as they are being moved when **Bumping/ Pushing** is enabled.

CAD-based objects may be set to stop at other CAD objects or at walls. See “Line Style Tab” on page 977.

Other move restrictions are activated by the **Snap Settings**. See “Snap Behaviors” on page 145.

These restrictions can be overridden when necessary by holding down the Ctrl key while dragging to move an object.

To move an object freely

1. Select the object.
2. Hold down the Ctrl key.
3. Click the Move edit handle and drag it to the new location.

You can also press the Ctrl key while dragging an object’s Move handle to override move restrictions.

Accurate Move

Click the **Accurate Move** edit button, then move the selected object(s) at a slower speed than normal for greater precision. **Accurate Move** can also be used to resize, reshape or rotate objects.

Accurate Move is not a toggle button: it only affects the speed of the mouse during the next edit. The next time you want to use this edit tool, you need to click it again.

You can also slow down the movement speed of a selection after you have started moving it by pressing the Shift key. Release the Shift key to resume movement at normal speed.

Nudging

You can use your keyboard to move a selected object or objects by single **Snap Grid** increments in 2D and 3D views. See "Grid Snaps" on page 150.

In floor plan view, the arrow keys are programmed to nudge a selected object by default; however, you can program different buttons for nudging instead.

In Floor Plan View

To nudge an object in floor plan view, select it and press any of the four arrow keys: Up, Down, Left, or Right. These directions are relative to the Snap Grid: if **Rotate View** is used to rotate floor plan view, the definitions of up, down, left, and right are affected. See "Rotate Plan View" on page 217.

In 3D Views

To nudge an object in camera views, overviews, and cross section/elevation views, you can program the keys of your choice for use as nudging hotkeys. See "Hotkeys" on page 123.

In 3D views, nudging is relative to the selected surface. If, for example, you select the front of a cabinet in 3D and nudge it to the left, it will move to the left in floor plan view. If you instead select the back of a cabinet in 3D and nudge it to the left, it will move to the right in floor plan view.

When multiple objects are selected, the surface that was clicked on last is considered the selected surface. When nudged, all selected objects will move relative to that surface. See "Shift Select" on page 169.

If an object is rotated, the directions that it can be nudged in 2D are not affected; however, in 3D, they are. If, for example, a cabinet is rotated 45º, it will nudge to the left as defined by the Snap Grid in floor plan view. When nudged in 3D, however, it will move at a 45º angle to the Snap Grid: parallel to the selected surface.

Point to Point Move

The **Point to Point Move** edit button allows a selected object or group of objects to be accurately moved.

To use Point to Point Move

1. Select one or more objects that you would like to move, then click the **Point to Point Move** edit button.
2. Click a point that you want to accurately reposition.
3. Click the point in the plan where you would like the selected point to be relocated when it is moved.
4. The selected object(s) are moved so that they maintain their position relative to the point.

Point to Point Move can be used with the **Copy/Paste** edit button. See "To point to point copy" on page 159.

Point to Point Move can also be used with the **Edit Area** tools. See “Edit Area Tools” on page 232.

Center Object

The **Center Object** edit button allows you to move walls, cabinets and other objects so that they are centered along a wall within a room or relative to a window or cabinet.

Move to Framing Reference

Framing members can be positioned relative to a Framing Reference using the **Move to Framing Reference** edit tool. See “Framing Reference Marker” on page 526.

Using Dimensions

Objects or the selected edges of some objects can be moved using dimensions. See “Moving Objects Using Dimensions” on page 914.

Enter Coordinates

Objects or the selected edges of some objects can be moved using the **Enter Coordinates** dialog. See “Entering Coordinates” on page 152.

Using the Transform/ Replicate Object Dialog

Objects and groups of objects can be moved relative to themselves or an absolute location using the **Transform Replicate Object** dialog. See “Transform/ Replicate Object Dialog” on page 224.

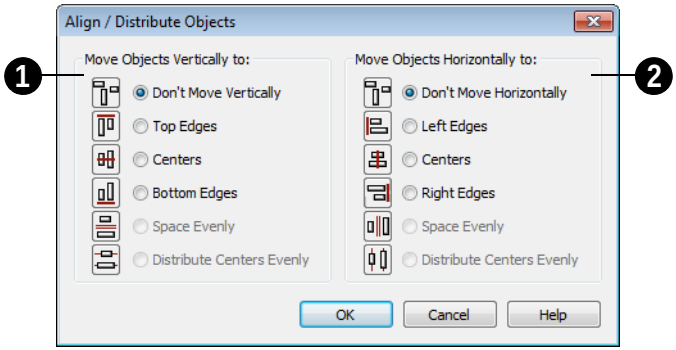
Aligning Objects

It is often important to align objects such as text boxes, roof plane edges or walls, or to align objects on different floors. There are several methods to choose from.

Align/Distribute Objects

Select two or more objects and click the **Align/Distribute Objects** edit button to open the **Align/Distribute Objects** dialog and specify how to align or distribute the selected objects vertically and/or horizontally.

Align/Distribute Objects is available in all views for most CAD objects. For architectural objects, it is only available in floor plan view.



1 Specify what edges or points on the selected objects to **Move Objects Vertically to**.

- Select **Don't Move Vertically** to make no changes to the vertical alignment of the selected objects.
- Select **Top Edges** to move the selected objects so their top edges are aligned. The object with the highest top edge in the selection set does not move.
- Select **Centers** to move the selected objects so their centers are aligned vertically. The object with the center closest to the vertical center of the selection set does not move.
- Select **Bottom Edges** to move the selected objects so their bottom edges are aligned. The object with the lowest bottom edge in the selection set does not move.
- Select **Space Evenly** to produce consistent vertical spacing between the top and bottom edges of the objects in the selection set. The highest and lowest objects on screen do not move and the ones in between move up or down as needed. Only available if three or more objects are selected.
- Select **Distribute Centers Evenly** to produce consistent on-center vertical spacing between the objects in the selection set. The highest and lowest objects on screen do not move and the ones in between move up or down as needed. Only available if three or more objects are selected.

2 Specify what edges or points on the selected objects to **Move Objects Horizontally to**.

- Select **Don't Move Horizontally** to make no changes to the horizontal alignment of the selected objects.
- Select **Left Edges** to move the selected objects so their left edges are aligned. The object in the selection set with the leftmost edge does not move.
- Select **Centers** to move the selected objects so their centers are aligned horizontally. The object with the center closest to the horizontal center of the selection set does not move.
- Select **Right Edges** to move the selected objects so their right edges are aligned.

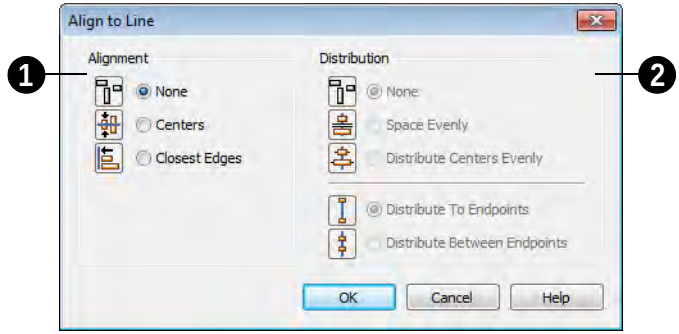
The object in the selection set with the rightmost edge does not move.

- Select **Space Evenly** to produce consistent horizontal spacing between the left and right edges of the objects in the selection set. The left- and rightmost objects on screen do not move and the ones in between move left or right as needed.
- Select **Distribute Centers Evenly** to produce consistent on-center horizontal spacing between the objects in the selection set. The left- and rightmost objects on screen do not move and the ones in between move left or right as needed.

Align/Distribute Along Line

Select one or more objects, click the **Align/Distribute Along Line** edit button, then click on a line or line-based object to open the **Align To Line** dialog and specify how to align the selected objects relative to the line.

Align/Distribute Along Line is available in all views for most CAD objects. For architectural objects, it is only available in floor plan view.



1. Specify the **Alignment** to apply to the selected object(s) relative to the line.

- Select **None** to make no changes to the alignment of the selected objects.
- Select **Centers** to move the selected objects so their centers are aligned with the line.
- Select **Closest Edges** to move the selected objects so the edges closest to the line are aligned with the line.

2. Specify the **Distributation** of the selected objects relative to the line.

- Select **None** to make no changes to the spacing of the selected objects.
- Select **Space Evenly** to produce consistent spacing between the edges of the objects in the selection set in the same direction as the line. The outermost objects in the group do not move and the ones in between move as needed.
- Select **Distribute Centers Evenly** to produce consistent on-center spacing in the

same direction as the line between the objects in the selection set. The outermost objects in the group do not move and the ones in between move as needed.

Specify, too, how the first and last objects align with the line's endpoints. These options are only available if three or more objects are selected.

- Select **Distribute To Endpoints** to position the first and last objects in the array so they align with the line's endpoints.
- Select **Distribute Between Endpoints** to position the first and last objects in the array so inside the line's endpoints, spaced as though there were additional objects aligned with the endpoints.

Using the Mouse Crosshairs

Objects can be aligned by eye using the mouse crosshairs as a reference. This method can help you draw, place and edit objects quickly and with reasonable accuracy, but is not necessarily as accurate as some of the other approaches described here.

The mouse crosshairs can be turned on and off in the **Preferences** dialog. See "Edit Panel" on page 98.

Using Snap Settings

With **Object Snaps** on, you can snap the edge of a selected object to that of another. Select an edge of an object. Drag it to the edge of another object to reveal an Object Snap point, then release the mouse.

With **Grid Snaps** on and **Angle Snaps** off, select the left side of the object, and drag from the center move handle. This snaps the selected side to the grid.

When both **Grid Snaps** and **Angle Snaps** on, objects snap at increments equal to the **Snap unit** specified in the **Plan Defaults** dialog rather than onto the grid itself. This does not align objects to the grid unless they were already snapped to the grid. See "Snap Behaviors" on page 145.

Using Dimensions

Create a temporary or manual dimension relative to an object such as a wall or line, and relocate the objects to the same dimension. See "Moving Objects Using Dimensions" on page 914.

Text objects can be aligned using settings in the Text Specification dialog. See "Aligning Text" on page 940.

CAD Stops Move/ Wall Stops Move

CAD and CAD-based objects can be aligned using another CAD object or a wall as a guide. Check the **CAD Stops Move** and/or **Wall Stops Move** boxes in the objects' specification dialogs, then move them until they bump into the CAD object or wall that you wish to use as a guide for alignment. See "Line Style Tab" on page 977.

Using Make Parallel/ Perpendicular

The **Make Parallel/Perpendicular** edit button allows you to make a

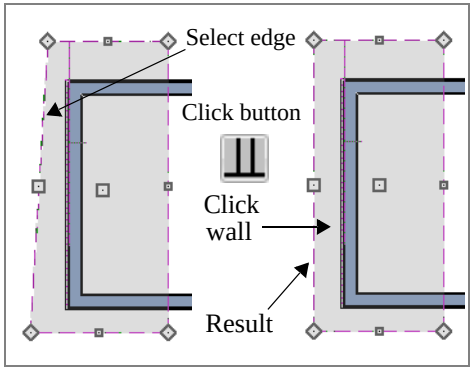
selected object parallel or perpendicular to any straight edge.

If you select an edge of a polyline-based object, adjacent edges extend or contract to maintain contact, but other edges are remain unchanged. The selected edge rotates about its endpoint if selected near the end, or about its center if you click within its middle third.

The **Make Parallel** edit button displays for a selected CAD block instance when a line, including a straight polyline edge, or box edge within a block instance, straight polyline edge is selected. The entire block is rotated to make the selected line or edge perpendicular or parallel to the item subsequently clicked on.

To use Make Parallel/Perpendicular

1. Select an object such as a roof plane on the edge that you would like to make parallel or perpendicular to another object.
   - Click near the center of the edge to rotate it about the center.
   - Click near an end to rotate the edge about that end.
2. Click the **Make Parallel/ Perpendicular** edit button
3. Click on a straight edge such as a wall.
4. If the first object is within 45° of parallel to the second object, it is made parallel. Otherwise, it is made perpendicular to the second object.



You can also make the selected edge parallel by rotating the entire object. See “Make Parallel/Perpendicular with Polyline Based Objects” on page 217.

Using Center Object

The **Center Object** edit button can be used to center a variety of objects relative to another object.

To center an object

1. Select an object.
2. Click the **Center Object** edit button.
3. Move the mouse pointer over the object you would like to center the selected object relative to.
   - As the pointer passes over an eligible object, it becomes highlighted and a dashed centering axis line displays.
4. When the desired centering axis displays, click once to center the selected object along that axis line.

To center an object in a room

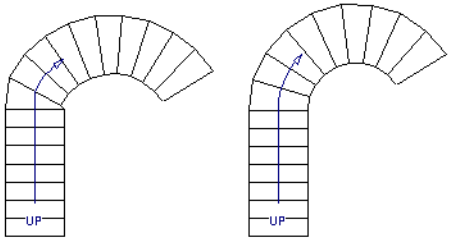
1. Select an object such a cabinet.

2. Click the **Center Object** edit button.
3. Move the mouse pointer in the room that you would like to center the selected object relative to.
   - As you move the pointer, a centering axis will display along the wall it is closest to.
   - The selected object does not have to be inside a room in order to be centered relative to that room.
4. When a centering axis displays along the correct wall, click once.
5. The object is moved perpendicular to the centering axis.

If you click outside an exterior wall instead of clicking inside, the selected object is centered along the edge of the Exterior Room. See "The Exterior Room" on page 302.

Using Make Arc Tangent

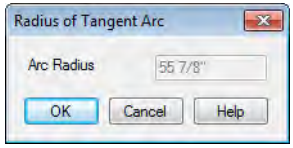
If a selected arc is attached on one or both ends to another line or arc, the **Make Arc Tangent** edit button displays. Click this button to adjust the arc and attached lines so they transition smoothly.



Before *After*

To use Make Arc Tangent

1. Select an arc-based object attached to like objects one or both ends.
2. Click the **Make Arc Tangent** edit button.
3. If the arc is attached to two objects, the **Radius of Tangent Arc** dialog opens.



4. The radius from the center of curvature to the middle of the arc-based object displays. Keep this radius or change it, and click **OK**.
   - If the arc is attached to two perpendicular lines, this dialog opens but the **Arc Radius** field is not enabled.
5. The arc and attached segments adjust so that the arc radius matches the target as closely as possible and the arc is made tangent to the attached segments.

Aligning Arc Centers

The center points of circles and arc-based objects can be aligned, even if the objects are on different floors, when the Reference Display is turned on and **Show Arc Centers and Ends** is enabled. See "The Reference Floor" on page 404 and "CAD Defaults Dialog" on page 964.

To align center points easily, it is helpful to turn on **Object Snaps** and turn off **Angle Snaps**. See "Object Snaps" on page 146 and "Angle Snaps" on page 148.

Aligning Objects on Different Floors

Objects on different floors can be aligned with one another using **Object Snaps** and the **Reference Display**. See “Object Snaps” on page 146 and “The Reference Floor” on page 404.

Resizing Objects

Objects can be resized using the edit handles, specification dialogs, and the **Transform/ Replicate Object** dialog.

Using the Edit Handles

Depending on the currently active **Edit Behavior**, the end, corner and/or side edit handles can be used to resize a selected object. See “Edit Behaviors” on page 162.

When the **Concentric** edit behavior is active, dragging an object’s corner or end handle resizes it according to the **Concentric Jump** value set in the **Preferences** dialog. See “Concentric” on page 164.

Objects can be resized about either their center points or the current CAD point. See “Behaviors Panel” on page 99.

To override any movement restrictions caused by snap settings or the presence of other objects, press the Ctrl key while dragging an edit handle.

As an object is resized, any dimensions indicating its size will update to reflect yoru changes. You can use dimensions as references to help you achieve the correct size for most objects.

Using the Specification Dialog

Most objects can be accurately resized in their specification dialogs. See “Specification Dialogs” on page 35.

Using Dimensions

Many objects can be resized by selecting an edge and then moving that edge using dimensions. See “Moving Objects Using Dimensions” on page 914.

Walls can also be resized using dimensions; however, it is important to understand that the selected edges of other objects cannot be resized using dimensions - they can only be moved. To resize an edge, select an adjacent edge and move that edge instead.

Using the Transform/ Replicate Object Dialog

Most objects can be resized about either their centers or an absolute point using the **Transform Replicate Object** dialog. See “Transform/Replicate Object Dialog” on page 224.

Reshaping Objects

There is a variety of ways to reshape objects using the edit handles, specification dialogs and edit toolbar buttons.

Some objects, notably circles and box-based objects, cannot be reshaped - only resized. See “Resizing Objects” on page 211.

Using the Edit Handles

Depending on the **Edit Behavior** in use, the end, corner and/or side edit handles can be used to reshape a selected object. See “Edit Behaviors” on page 162.

When a line-based, arc-based, or open-polyline based object is selected, you can right-click and drag an end handle to change a line into an arc or vice versa. This behavior does not apply to closed polylines.

To override any movement restrictions caused by snap settings or the presence of other objects, press the Ctrl key while dragging an edit handle.

Using the Specification Dialog

A variety of CAD and CAD-based objects can be reshaped by editing values on either the Selected Line or Selected Arc tab of their specification dialogs. See “Polyline Specification Dialog” on page 989.

Using Dimensions

Both temporary and manually drawn dimensions can be used to increase or decrease the distance between the edge a line- or polyline-based object and another, parallel edge or line.

Angular Dimensions can be used to adjust the angle where two polyline segments meet. See “Using Angular Dimensions” on page 216.

Break Line

The **Break Line** edit button can be used to break an individual line-, arc-, or spline-based object into two segments. The edges of a polyline-based object can also be broken.

> Note: The Break Line edit button is not available for box-based objects, objects created with the Circle Tools, North Pointers, Sun Angles, Joist Direction Lines, or some architectural objects such as stairs and trusses.

The **Break Line** edit tool can be used to create two types of breaks: partial breaks and complete breaks.

When a partial break is created, a new corner edit handle is placed at the location of the break. Partial breaks are also referred to as joints, nodes or pivot points.

- Click the **Break Line** edit button to add a new corner or pivot point to the selected object.

To create a partial break

1. Click the object or edge that you want to break into two segments.

2. Click the **Break Line** edit button once or press the 3 key.
3. Click the edge to create a new corner edit handle at that location and two separate edges on either side of that handle.

If you click and drag one of the edit handles on either side of the partial break, the edge moves at a right angle to itself and another edge forms, connecting the moved edge with the one on the other side that does not move.

You can remove an edge from a polyline-based object by clicking and dragging a corner handle until it snaps to an adjacent corner handle.

When a complete break is created, the object or edge is totally severed at that point.

With the exception of framing members, complete breaks cannot be created on CAD-based architectural objects. In the case of framing members, only complete breaks can be created.

To create a complete break

1. Click the object or edge that you want to break into two segments.
2. Double-click the **Break Line** edit button.
3. Click the edge to create a complete break at that location.

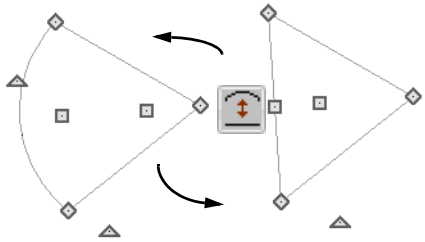
You can now click either side of the location of the break and move the selected object or edge completely independent of the object or edge on the other side of the break.

When **Object Snaps** are enabled, breaks can be placed at snap locations such as midpoints. See “Object Snaps” on page 146.

If you place a complete break at a polyline corner, the adjacent polyline edges become disconnected.

Change Line/Arc

Select an individual line-based or arc-based object or a segment of a polyline-based object and click the **Change Line/Arc** edit button to convert the selected segement from a line to an arc or vice versa.



Make Parallel/Perpendicular

The **Make Parallel** edit button can be used to reshape a polyline by making a selected edge parallel or perpendicular to another straight edge. See “Using Make Parallel/Perpendicular” on page 208.

Fillet Two Lines

The **Fillet Two Lines** edit tool allows you to connect two non-parallel line-based objects using an arc of a specified radius. If the two lines are already connected, this arc is inserted between them.

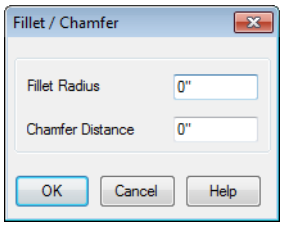
If the two objects are not connected and one of them is an arc, both objects will extend or contract as needed to become connected. No additional arc is created.

The **Fillet Two Lines** edit tool is available for a selected roof or ceiling plane;

however, it cannot be used to create an arc at a corner. Instead, it can only be used to remove edges.

To use Fillet Two Lines

1. Click on a line or polyline segment that you would like to connect to another line or segment with a filleted corner.
2. Double-click the **Fillet Two Lines** edit button to open the **Fillet/Chamfer** dialog.



3. Specify the desired **Fillet Radius** and click OK.
4. Click on the line or polyline segment that you want the selected line to connect to with a fillet.
5. Continue filleting two lines by clicking on one line, clicking the **Fillet Two Lines** edit button, then clicking on the second line. The same Fillet Radius is used until you open the **Fillet/Chamfer** dialog again and change it.

Once two lines are filleted, the arc between them can be edited. See “Editing Arc Based Objects” on page 174.

The **Fillet Two Lines** edit tool can also be used to join non-adjacent edges of an open or closed polyline as long as those edges are not parallel. In doing so, the edges will lengthen or shorten and polyline edges may be removed.

To remove polyline edges

1. Click on a polyline edge that you would like to connect to another edge.
2. Click the **Fillet Two Lines** edit button.
3. Click on a non-adjacent edge of the same polyline. The edges will lengthen or shorten as necessary to join together.

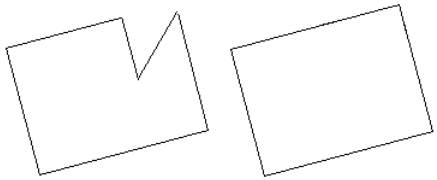
Chamfer Two Lines

The **Chamfer Two Lines** edit tool allows you to create a straight corner bevel of a specified size connecting any two non-parallel lines. It can also be used to extend an arc so that it joins to another arc.

The **Chamfer Two Lines** edit tool is used much the way as the **Fillet Two Lines** edit tool. First, set the Chamfer Distance in the **Fillet/Chamfer** dialog, then select a line, click the button and click a second line to chamfer the two.

Deleting Intervening Lines

Fillet Two Lines and **Chamfer Two Lines** can also be used to eliminate parts of a polyline. To use, fillet or chamfer two non-adjacent lines that are in the same closed polyline.



A dialog warns you that lines will be deleted if you proceed. Click **OK** to approve the polyline edit and see the changes occur.

Close Polyline

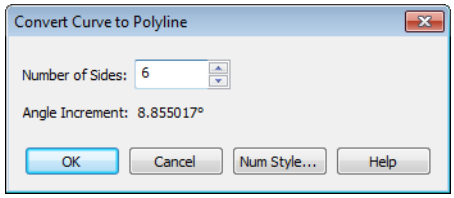
An open polyline-based object can be converted into a closed polyline using the **Close Polyline** edit tool. See “Using Close Polyline” on page 184.

Convert Curve to Polyline

The **Convert Curve to Polyline** edit button allows you to convert the selected arc- or circle-based object to a polyline composed of line segments.

To convert curve to polyline

1. Select an arc-based object or circle.
2. Click the **Convert Curve to Polyline** edit button.
3. In the **Convert Curve to Polyline** dialog, specify the number of sides you would like the converted arc or circle-based object to have.



   - The initial values in this dialog may vary depending on the type of object selected.
4. Click **OK** to convert the selected arc or circle-based object into a polyline with the specified number of edges.

Convert to Spline

Click the **Convert to Spline** edit button to convert the selected polyline-based object into a spline. See “Convert to Spline” on page 215.

Union, Intersection, Subtract

Closed polyline-based objects can be reshaped using the **Union**, **Intersection** and **Subtract** edit buttons. See “Union, Intersection, and Subtract” on page 228.

Rotating Objects

Objects can be rotated individually and in groups using a variety of methods.

By default, an object or group of objects rotate about the center point of the selection set. You can instead specify that objects rotate about the current CAD point. See “The Current Point” on page 970.

Using the Edit Handles

Select an object, then click the triangular **Rotate** edit handle and drag it in any direction. When your pointer is over the Rotate handle, it displays a curved arrow.

The angles of line-based objects can also be changed by dragging an end handle in a direction other than parallel to the object. The object rotates about the opposite end point. See “Editing Line Based Objects” on page 170.

When **Angle Snaps** are enabled, objects snap to Allowed Angles as specified in the **Plan Defaults** dialog as they are rotated. See “Angle Snaps” on page 148.

To override any movement restrictions caused by snap settings or the presence of other objects, press the Ctrl key while dragging an edit handle.

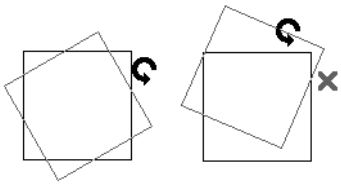
A rotated array of copies of the selected object(s) can be created using the **Multiple Copy** edit tool. See “To create an array of copies” on page 157.

Using the Specification Dialog

The exact angle of some objects such as lines, arcs, walls and the selected edges of polylines can be specified on either the General tab, Selected Line tab, or Selected Arc tab of that object’s specification dialog. See “Polyline Specification Dialog” on page 989.

Rotate/Resize About

Objects can be rotated or resized about either their own centers or the current CAD point. See “The Current Point” on page 970.



You can specify which behavior is used by selecting **Edit> Edit Behaviors> Rotate/Resize About Current Point**. When this option is selected, objects rotate about the current CAD point; when it is not selected, object rotate about their centers.

The Rotate/Resize About behavior can also be specified in the **Preferences** dialog. See “Behaviors Panel” on page 99.

Entering Coordinates

Objects can be rotated by entering coordinates or a distance and angle in the **Enter Coordinates** dialog. See “Entering Coordinates” on page 152.

Using Angular Dimensions

Angular Dimensions are useful for adjusting the angles of a variety of objects with straight edges.

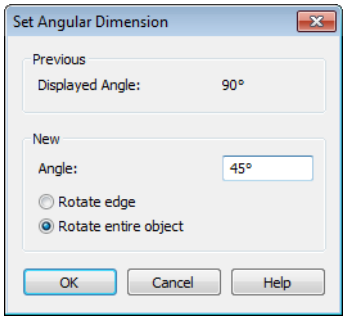
To change an angular dimension

1. Select **CAD> Dimension> Angular Dimension**, then click and drag to

draw an angular dimension line between the objects you want to move.

- Begin and end as close as possible to the two objects you wish to locate.

2. Select the edge that you want to move.
3. Click the dimension value to open the **Set Angular Dimension** dialog.
   - The **Previous Value** is indicated degrees, minutes and seconds.



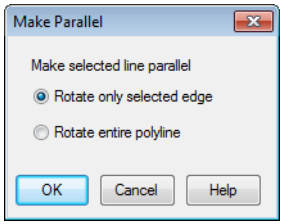
4. Enter a value in the **New Value** field.
5. Select **Rotate Edge** to move the selected edge when OK is clicked or select **Rotate entire polyline** to rotate the entire object the selected edge is a part of, maintaining the Previous Value of the angle.
6. Click **OK** to apply the change.

When an entire polyline is rotated using the **Set Angular Dimension** dialog, it rotates around the vertex of the angle.

Make Parallel/Perpendicular with Polyline Based Objects

The **Make Parallel/Perpendicular** edit button usually adjusts the angle of a selected polyline edge. See “Using Make Parallel/Perpendicular” on page 208.

To rotate the entire polyline instead, double-click the **Make Parallel** edit button to open the **Make Parallel** dialog.



Choose to either **Rotate only selected edge**, as before, or to **Rotate entire polyline**. Your setting remains until you access the **Make Parallel** dialog again and change it.

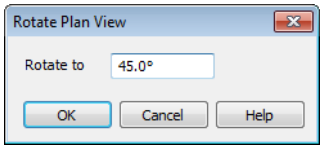
Polylines rotate according to the current **Rotate/Resize About** setting. See “Behaviors Panel” on page 99.

Using the Transform/ Replicate Object Dialog

Objects and groups of objects can be rotated to a relative or absolute angle using the **Transform Replicate Object** dialog. See “Transform/Replicate Object Dialog” on page 224.

Rotate Plan View

To rotate everything in floor plan view, including all objects on all floors, the Snap and Reference Grids, the plan’s Cartesian coordinates, and the drawing sheet, select **Tools> Rotate Plan View** to open the **Rotate Plan View** dialog.



Enter the degrees to rotate the floor plan view to using decimal units with either positive or negative values.

The degrees rotated displays in ±180º format. For example, if you enter 270º, it displays as -90º when the dialog is reopened.

Rotate Plan View rotates a plan relative to its original orientation. For example, entering 90º twice results in a rotation of 90º, not 180º.

Text objects rotate with the plan unless you uncheck **Rotate with plan** in the **Text Specification** dialog for each object. See "Rich Text Specification Dialog" on page 927.

The Rotate Plan View tool does not rotate objects; it literally rotates your view of those objects. As a result, it does not alter the orientation of the plan in layout views or on the printed page.

Reflecting Objects

There are several ways to reflect an object, group of objects, or an entire plan about an axis or another object. Either the original object(s) or copies of the original(s) can be reflected.

Reflect About Object

A selected object or objects can be reflected about another object, regardless of its angle, using the **Reflect About Object** edit tool.

Line-based objects are often used for reflecting a selection, but most objects have an axis that can be used.

- When an open or closed polyline-based object is used as the reflective object, the edge that is clicked on acts as the axis.
- When a circle or box-based object such as a CAD box or cabinet is used as the reflective object, the axis runs down the center of the object from back to front.
- In 3D views, architectural objects can only be reflected about a vertical axis - not a horizontal axis.

To use Reflect About Object

1. Draw a CAD line to act as the reflection line.
2. Select the object(s) to be reflected.
3. Click the **Reflect About Object** edit button.
4. Click the CAD line to reflect the selection about the line.
5. The selection is reflected around the CAD line, and the original is no longer there.

To retain a copy of the selected object(s) in the original location, click the **Copy/**

Paste edit button before clicking the **Reflect About Object** button.

Using the Transform/ Replicate Object Dialog

Objects and groups of objects can also be reflected horizontally or vertically using the **Transform Replicate Object** dialog. See “Transform/Replicate Object Dialog” on page 224.

Reverse Plan

The **Reverse Plan** tool is a quick way to mirror a plan so that everything on all floors of the entire plan is swapped left to right.

Select **Tools> Reverse Plan** to reflect an entire plan right to left, as though it were reflected about a vertical line.

Reversing a plan rebuilds the entire model and affects views sent to layout.

Reverse Direction

Select a line-based, arc-based or polyline-based object and click the **Reverse Direction** edit button to reverse its direction. Not available for Terrain Path objects.

Reversing a line or polyline is useful with certain line styles or with an arrow at one end.

Converting Objects

CAD objects and many CAD-based objects can be converted into a variety of other types of objects.

CAD to Walls

CAD to Walls allows you to convert a 2D line drawing into a 3D model. Double CAD lines and arcs drawn to represent wall layers and other structural items can be converted to actual Chief Architect walls, railings, windows, or doors. See “CAD to Walls” on page 274.

CAD Detail from View

Select **CAD> CAD Detail from View** to create a CAD drawing of the current view. See “CAD Detail from View” on page 1009.

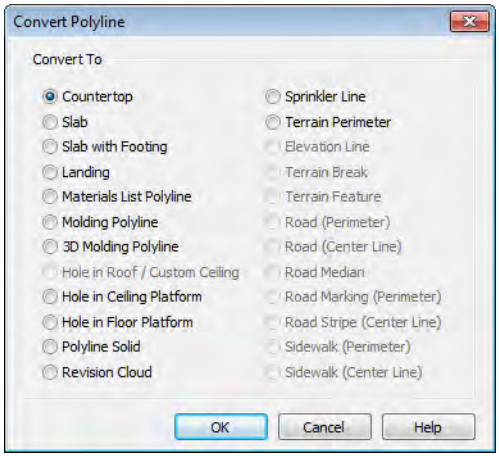
CAD Detail from View does not truly convert objects in the current view into CAD objects; instead, it creates a copy of the original view composed of CAD objects instead of architectural objects, leaving the original view intact.

Convert Polyline

The **Convert Polyline** edit button lets you to turn CAD objects into CAD-based architectural objects such as counter tops and stair landings, special polylines such as materials list polylines, and a variety of slab, hole and terrain objects.

To convert a CAD object into one of these 3D objects, select the object and click the **Convert Polyline** edit button to open the **Convert Polyline** dialog.

Convert Polyline Dialog



Click the radio button beside one of the objects in this dialog, then click OK.

Countertop - Convert the selected closed polyline to a countertop. See “Custom Countertops” on page 614.

Slab - Convert the selected closed polyline to a slab. See “The Slab Tools” on page 420.

Slab with Footing - Convert the selected closed polyline to a slab with footing.

Landing - Convert the selected closed polyline to a landing. Only available when the closed polyline is not a spline. See “Landings” on page 489.

Materials List Polyline - Convert the selected closed polyline to a materials list polyline. See “Calculate From Area” on page 1160.

Molding Polyline - Convert to a molding polyline. See “Molding Polylines” on page 600.

3D Molding Polyline - Convert to a 3D molding polyline. See “3D Molding Polyline Tool” on page 601.

Hole in Roof/Custom Ceiling - Convert the selected closed polyline to a roof/ceiling hole. Only available when the polyline is contained inside a single roof plane or ceiling plane. See “Roof Hole/Skylight Specification Dialog” on page 466.

Hole in Ceiling Platform - Convert the selected closed polyline to a ceiling platform hole. Only available when the polyline is contained inside a single ceiling plane. See “Floor and Ceiling Platforms” on page 397.

Hole in Floor Platform - Convert the selected closed polyline to a floor platform hole. Only available when the polyline is contained inside a single floor platform. See “Floor and Ceiling Platforms” on page 397.

Polyline Solid - Convert the selected closed polyline to a polyline solid. See “Polyline Solids” on page 717.

Revision Cloud - Convert the selected closed polyline to a revision cloud. See “Revision Clouds” on page 994.

Sprinkler Line - Convert to a sprinkler line. See “Sprinkler Tools” on page 692.

Terrain Perimeter - Convert to the terrain permeter. See “Terrain Perimeter” on page 648. This option is only available when:

- The polyline is closed
- A terrain perimeter does not yet exist
- Only one polyline is currently selected

Elevation Line - Convert to an elevation line. See “Elevation Lines” on page 652. Only available when a terrain perimeter exists.

Terrain Break - Convert to a terrain Break. See “Terrain Breaks” on page 654. Only available when a terrain perimeter exists.

Terrain Feature - Convert to a terrain feature. See “Terrain Feature Tools” on page 656. Only available when a terrain perimeter exists.

Road (Perimeter) - Convert the selected closed polyline to a road polyline where the polyline represents the perimeter of the road. See “Polyline Road” on page 697. Only available when a terrain perimeter exists.

Road (Center Line) - Convert to a road where the polyline represents the center line for the road. See “Straight Road” on page 697. Only available when a terrain perimeter exists.

Road Median - Convert the selected polyline to a road median. This is helpful for creating medians on curved roads. See “Median” on page 697.

Road Marking (Perimeter) - Convert to a road marking where the polyline represents the perimeter of the road marking. See “Road Marking” on page 698. Only available when a terrain perimeter exists and the polyline is closed.

Road Stripe (Center Line) - Convert to a road stripe where the polyline represents the centerline of the road stripe. See “Road Marking” on page 698. Only available when a terrain perimeter exists.

Sidewalk (Perimeter) - Convert to a sidewalk polyline where the polyline represents the perimeter of the sidewalk. See “Polyline Sidewalk” on page 699. Only available when a terrain perimeter exists and the polyline is closed.

Sidewalk (Center Line) - Convert to a sidewalk where the polyline represents the center line of the sidewalk. See “Straight Sidewalk” on page 699. Only available when a terrain perimeter exists.

Click **OK** to convert the object or objects.

The specification dialog appropriate to the newly converted object opens, allowing you to specify its height, material and other information.

Convert to Plain Polyline

Click the **Convert to Plain Polyline** edit button to convert special polylines to plain polylines.

After a special polyline is converted into a plain polyline, it can be converted into a special of the same or different type.

Convert to Solid

Click the **Convert To Solid** edit button to convert the selected object into a Primitive object, or solid, so that it can be used with other solids to create complex structures. See “Primitive Tools” on page 708.

Convert to Symbol

Create a 3D view of a custom object, then select **Tools> Symbol> Convert to Symbol** to convert the object into a symbol. See “Convert to Symbol” on page 1080.

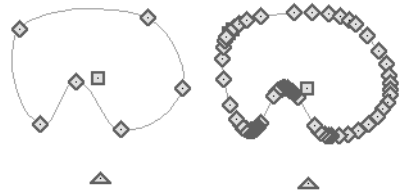
Convert to Spline

Click the **Convert to Spline** edit button to convert some CAD-based objects such as Custom Countertops or splines that have been converted to polylines to spline-based objects. See “Editing Spline Based Objects” on page 191.

Unlike polylines, splines form smooth curves rather than angled corners where their direction changes. See “Splines” on page 997.

Convert Spline to Polyline

Click the **Convert Spline to Polyline** edit button to convert the selected spline-based object into a polyline.



The spline is replaced by the new polyline

A curved portion in a spline is represented as a number of smaller straight lines. You can change a spline into a normal polyline that is made up of these straight lines using this edit tool.

Deleting Objects

Objects can be deleted in a variety of ways:

- Select an object or group of objects, then click the **Delete** edit button, select **Edit> Delete** from the menu, or press the either the Delete or Backspace key on your keyboard.
- Entire categories of objects can be deleted using the **Delete Objects** dialog.
- Objects are deleted if the floor they are placed on is deleted. See “Deleting Floors” on page 397.

If an object has a line with arrow or text leader attached to it, the arrow or leader is deleted if the object is deleted. To prevent the arrow from being deleted, drag the attached end away from the object before deleting it.

A variety of objects in the program can be generated automatically, including roofs, the foundation, and framing. Automatically generated objects cannot be deleted unless the automatic creation option is disabled.

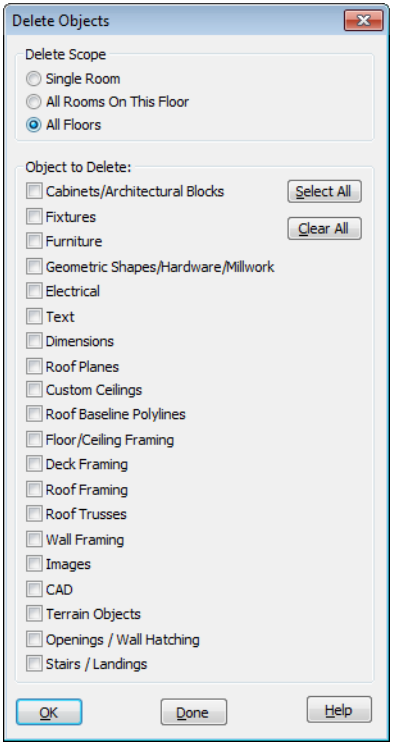
Delete Objects Dialog

Use the **Delete Objects** dialog to delete all objects of one or more specified types in one room, on the current floor, or in the entire plan.

> Although objects on locked layers cannot be selected, most can nevertheless be deleted using the Delete Objects dialog.

To use the Delete Objects dialog

1. Select **Edit> Delete Objects** to open the **Delete Objects** dialog.



2. Specify the **Delete Scope** as **Single Room**, **All Rooms On This Floor**, or **All Floors**.
3. In the **Delete** section, check the box for each category of objects you want to delete. Click **Select All** to check all the boxes or **Clear All** to uncheck all boxes.
   - If “Roof Planes” cannot be selected, they may be locked. See “Editing Roof and Ceiling Planes” on page 442.
4. When the scope is set to **Single Room**:
   - Move your cursor into the drawing area and click in a room of the plan to delete objects of the selected type within that room without closing the dialog.
   - Continue clicking on rooms or choose a different Delete Scope.
   - Click **Done** when all selections have been deleted.
5. If you select **All Rooms On This Floor** or **All Floors**, you do not need to click in floor plan view. The **OK** button becomes available, and clicking it closes the dialog and delete the specified objects.

Deleting Polyline Edges

There are number of different ways to delete individual edges of polyline-based objects:

- Select **Edit Object Parts** . Select the edge and delete. See “Edit Object Parts” on page 168.
- Drag a corner handle until it overlaps an adjacent corner handle to remove the edge between them and merge them into a single handle.

- Create a complete break at both ends. Select the edge and delete. See “To create a complete break” on page 213.
- The **Fillet Two Lines** and **Chamfer Two Lines** tools can be used to delete polyline edges. See “Reshaping Objects” on page 212.

Delete Surface

In any 3D view, select **3D> Delete Surface**, then click a surface in the view to temporarily remove the surface from the current view without permanently affecting the object. See “Delete 3D Surface” on page 828.

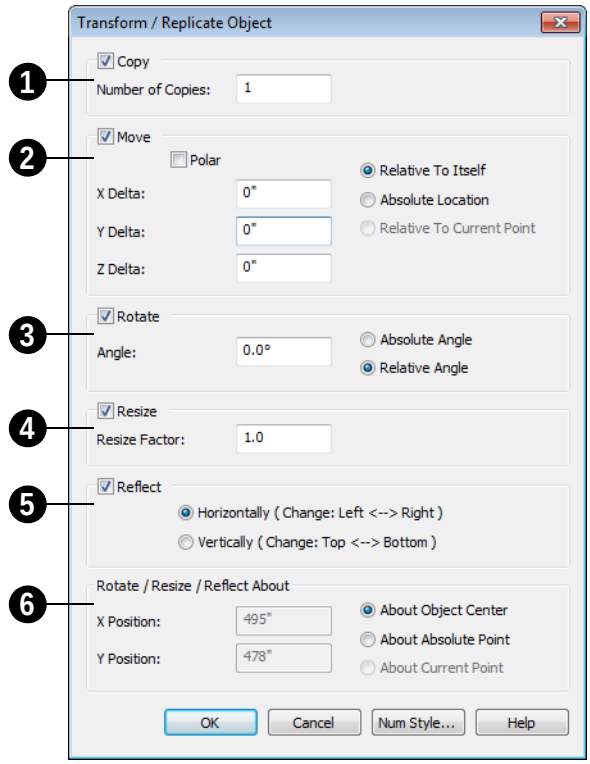
Transform/Replicate Object Dialog

Select any object or group of objects and click the **Transform/Replicate Object** edit button to open the **Transform/Replicate Object** dialog.

If multiple options are selected in the **Transform/Replicate Object** dialog, they are performed in the order they appear in the dialog, from top to bottom.

Always double-check values entered in the Transform/Replicate Object dialog. Large offset values, resize factors, or numbers of copies can result in objects that are time-consuming to create or may be off the screen.

Transform/Replicate Object Dialog



1 Check **Copies**, then specify the **Number of Copies** to make.

2 Check **Move**, then specify how far or where to move the object(s).

- Select **Relative to Itself** to move the object relative to its current position, then specify the **X Delta**, **Y Delta** and **Z Delta** values, which are the object's changes in position along each axis.
- Select **Absolute Location** to move the object to an absolute location. You can either specify its **X** and **Y Position**, or **Angle** and **Distance**, if **Polar** is checked.
- Select **Relative to Current Point** to move the object relative to the current CAD point. See "Point Tools" on page 969. You can either specify its **X Delta** and **Y Delta**, or **Angle** and **Distance**, if **Polar** is checked.

When a CAD-based object is moved to a new floor, only its display in floor plan view is moved - its physical locations in the model remains unchanged. See "Architectural vs CAD Objects" on page 144.

3 **Rotate** - Select this option, then specify the **Angle** to rotate the object(s).

- **Absolute Angle** - Select this option to rotate the object so that its orientation is at an absolute angle.
- **Relative Angle** - Select this option to rotate the object the specified angle relative to its current orientation.

You can also specify the point the selected object(s) rotate about, below.

❹ Select **Resize**, then specify the **Resize Factor** in decimals. A resize factor of 2 doubles the size of the object, while a resize factor of 0.5 halves the object's size. Not available for all objects, including line- and arc-based objects and Primitives.

You can also specify the point the selected object(s) is resized about, below.

❺ **Reflect** - Select this option, then specify which axis to reflect about.

- **Horizontally** - Select this option to reflect the object horizontally.
- **Vertically** - Select this option to reflect the object vertically.

You can also specify the point the selected object(s) is reflected about, below.

❻ **Rotate/Resize/Reflect About** - This section is enabled when the **Rotate**, **Resize** and/or **Reflect** functions are selected.

- **X Position** - Specify the X coordinate of the point to perform the selected edit function(s) about when **About Absolute Point** is selected.
- **Y Position** - Specify the Y coordinate of the point to perform the selected edit function(s) about when **About Absolute Point** is selected.
- **About Object Center** - Select this option to perform the selected edit function(s) about the object's center.
- **About Absolute Point** - Select this option to perform the selected edit function(s) about the specified point.
- **About Current Point** - Select this option to perform the selected edit function(s) about the current CAD point.

Trim and Extend

The **Extend Object(s)** and **Trim Object(s)** edit tools allow you to lengthen or shorten a variety of CAD objects and framing members. See "Framing" on page 519.

When either the **Extend Object(s)** or **Trim Object(s)** edit buttons are clicked, its edit mode is enabled and three new edit buttons display on the edit toolbar.

- Click the **Sticky Mode** edit button remain in the current mode and edit multiple objects or select multiple fences.
- Click the **Select Fence** edit button, then click an object to use it as a fence. See "Using a Fence" on page 170.
- Click the **Main Edit Mode** edit button or press the Esc key to return to the selected objects's main edit toolbar.
  If you did not do a fence selection and then immediately click either **Extend Object(s)** or **Trim Object(s)** after returning to the Main Edit Mode, **Sticky Mode** is still enabled.

Trim Objects

Lines, arcs, polylines, circles and framing items can be trimmed. The trimming, or cutting, object may be any CAD object, a group of CAD objects, or even a CAD block. Select the trimming object(s) and click the **Trim Object(s)** edit button.

The **Trim Object(s)** edit tool can be used in three different ways:

- Individually clicking on objects to be trimmed.
- Selecting objects to be trimmed using a fence. See “Using a Fence” on page 170.
- Selecting objects to be trimmed using a temporary fence.

To trim by clicking

1. Draw the cutting line(s) or polyline(s) through the objects to be trimmed.
2. Select the cutting line(s) and click the **Trim Object(s)** edit button.
3. Click the **Sticky Mode** edit button if you wish to click multiple objects to trim them.
4. Click each segment intersected by a cutting line one-by-one to trim it back to the cutting line.

To trim using a fence

1. Draw the cutting line(s) or polyline(s) through the objects to be trimmed.
2. Draw a fence through the object segments to be trimmed. Be sure that the fence intersects the objects on the side of the cutting line(s) that you want to edit. See “Using a Fence” on page 170.
3. Select the cutting line(s) and click the **Trim Object(s)** edit button.
4. Click the **Sticky Mode** edit button if you wish to trim objects using multiple fences.
5. Click the **Select Fence** edit button.
6. Click the fence(s) to trim the object segments intersected by the fence.

To trim using a temporary fence

1. Draw the cutting line(s) or polyline(s) through the objects to be trimmed.
2. Select the cutting line(s) and click the **Trim Object(s)** edit button.
3. Click the **Sticky Mode** edit button if you wish to trim objects using multiple temporary fences.
4. Click and drag a temporary line to act as a fence, trimming the object segments intersected by it. Be sure to draw this fence on the side of the cutting object(s) that you wish to edit.

Extend Objects

Lines, arcs, polylines and framing items can also be extended to any CAD object, group of CAD objects, or a CAD block.

As with **Trim Objects**, there are three ways to use **Extend Objects**:

- Individually clicking on objects to be extended.
- Selecting objects to be extended using a fence.

- Selecting objects to be extended using a temporary fence.

To extend by clicking

1. Draw the boundary line(s) or polyline(s) you want the objects to extend to.
2. Select the boundary line(s) and click the **Extend Objects** edit button.
3. Click the **Sticky Mode** edit button if you wish to extend multiple objects.
4. Click an object that you would like to extend to the boundary line(s).

To extend using a fence

1. Draw the boundary line(s) or polyline(s) you want the objects to extend to.
2. Draw a fence through the objects to be extended. See “Using a Fence” on page 170.
3. Select the boundary line(s) and click the **Extend Objects** edit button.
4. Click the **Sticky Mode** edit button if you wish to extend objects using multiple fences.
5. Click the **Select Fence** edit button.
6. Click the fence to extend the objects segments intersected by the fence until they meet the boundary line(s).

To extend using a temporary fence

1. Draw the boundary line(s) or polyline(s) you want the objects to extend to.
2. Select the boundary line(s) and click the **Extend Objects** edit button.
3. Click the **Sticky Mode** edit button if you wish to extend objects using multiple temporary fences.
4. Click and drag a temporary line to act as a fence, trimming the object segments intersected by it.

Union, Intersection, and Subtract

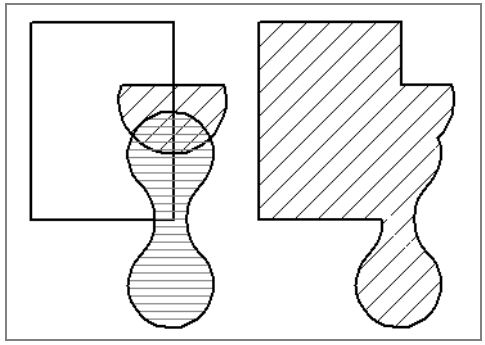
New closed polyline-based objects and solids can be created based on existing closed polyline-based objects of the same type or solid objects. The **Union**, **Intersection** and **Subtract** edit tools are provided for this purpose.

Note: The Union Intersection and Subtract edit tools are not available for objects specified as holes, such asSslab Holes or Custom Countertop Holes.

Union

Use the **Union** edit button to combine two or more closed polylines or solids into a single object.

The following example shows three closed polylines and the single closed polyline that results when the three are merged using the **Union** edit button.



There are two methods of combining closed polylines or solids using the **Union** edit button: the single selection and group selection methods.

Begin by creating two or more overlapping objects of the same type. If one object is a countertop, for example, the others should be countertops, as well.

If the original objects do not overlap, they will either not produce a new object or will be duplicated on top of themselves.

To use the single selection method

1. Select a single closed polyline or solid object.
2. Click the **Union** edit button.
3. Click another closed polyline or solid.
4. If the object is a polyline, choose to retain or delete the original objects in the dialog that opens.

5. The new polyline of the same type as the originals is created and is selected. Its shape is defined by the boundaries of the two originals and, if the original objects were retained, it is superimposed over them and can be moved.

To use the group selection method

1. Group-select two or more closed polylines or solid objects.
2. Click the **Union** edit button.
3. If the object is a polyline, choose to retain or delete the original objects in the dialog that opens.
4. A new object of the same type as the originals is created, is selected, and is superimposed over the originals if they were retained.

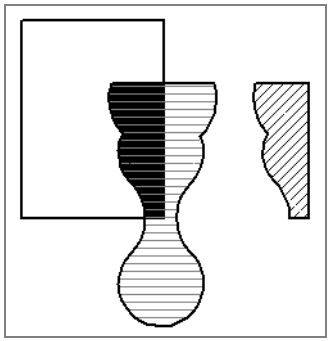
This second method allows you to combine more than two polylines simultaneously.

Note: If the original objects do not overlap, the Union edit tool duplicates them and then either deletes or retains the originals.

Intersection

Use the **Intersection** edit button to create a single polyline based on the overlap area of two or more closed polyline-based objects or solids.

The following example shows two closed polylines and the single closed polyline that results when the **Intersection** edit button is used.



There are two methods of combining closed polylines or solids using the **Intersection** edit button: the single selection and group selection methods. The second method allows you to work with more than two objects simultaneously.

Begin by creating two or more overlapping objects of the same type. If one object is a countertop, for example, the others should be countertops, as well.

If the original objects do not intersect, no new object is created.

To use the single selection method

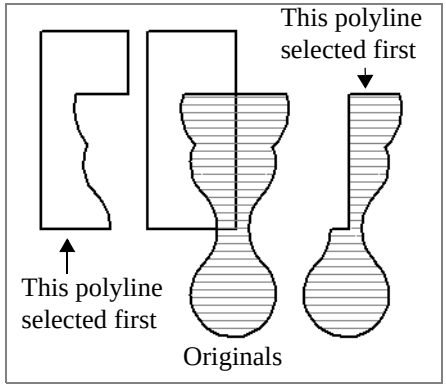
1. Select a single closed polyline or solid object.
2. Click the **Intersection** edit button.
3. Click another closed polyline or solid.
4. If the object is a polyline, choose to retain or delete the original objects in the dialog that opens.
5. A new object of the same type as the originals is created and is selected. Its shape is defined by the area shared by the original objects and, if the originals were retained, it is superimposed over them and can be moved.

To use the group selection method

1. Group select two or more closed polylines or solid objects.
2. Click the **Intersection** edit button.
3. If the object is a polyline, choose to retain or delete the original objects in the dialog that opens.
4. A new object of the same type as the originals is created, is selected, and is superimposed over the originals if they were retained.

Subtract

Use the **Subtract** edit button to subtract the area of one object that overlaps another object of the same type to create a third, new object.



There is one method for using the Subtract edit button.

To use the Subtract edit tool

1. Draw two or more closed polyline-based objects or solids that overlap. One object can be completely enclosed by another.
2. Select one or more of these objects you want to remove a portion from as defined by the area shared in common with the remaining, unselected object.
3. Click the **Subtract** edit button and then click the unselected object.
4. If the object is a polyline, choose to retain or delete the original objects in the dialog that opens.
5. A new object of the same type as the originals is created, is selected, and is superimposed over the originals if they were retained.

Note: If the original objects do not overlap, the Subtract edit tool duplicates the first object selected and then either deletes or retains it.

Select Same / Load Same

The **Select Same/Load Same** edit tools provide a fast way to locate and modify rooms, cabinets, windows, doors, and wall hatching in your plan based on attributes that you specify.

Select Same Type

The **Select Same Type** edit tool allows you to quickly select all cabinets, doors, windows, wall hatching, or rooms on the current floor of your plan that share the same set of specified attributes as the selected object.

With the exception of rooms, all selected objects can then be opened for specification and/or edited using the toolbar buttons.

Although multiple rooms cannot be edited, the **Load Values to Make Same** edit tool can be used to quickly modify multiple rooms. Click any rooms that are not highlighted to change their attributes so that they match those that you specify.

Load to Make Same Value

The **Load Values to Make Same** edit button can be used to apply the selected attributes, or values, to any other objects on the current floor that do not yet share them.

Load Values to Make Same becomes available only after the **Select Same Type** edit tool has been used to select a group of objects that share the same attributes.

Some attributes can only be used for selecting objects and cannot be loaded from one object to another. These attributes display in the **Select Similar Objects** dialog followed by an asterisk.

To use Select Same/Load Same

1. Select a room, cabinet, window, door, or wall hatching with attributes that you would like to apply to other like objects on the current floor.

2. Click the **Select Same Type** edit button.
3. In the **Select Similar Objects** dialog, check the box beside attributes that you want to load into other similar objects and click OK. The set of attributes available varies depending on the type of object selected.
4. All objects sharing all of the specified attributes are now selected in the drawing area.
5. Click the **Load Values to Make Same** edit button, then click any like object that is not currently highlighted to apply the specified attributes to it and add it to the selection set.
6. You can continue selecting/loading objects until the Esc key is pressed or another tool is activated.

Edit Area Tools

The **Edit Area Tools** allow you to quickly define an area of your plan and select the objects in that area. Once selected, they can then be repositioned, copied or deleted. Select **Edit> Edit Area** to access the **Edit Area Tools**.

Unlike other selection methods, the **Edit Area Tools** cut walls, railing and fencing where the selection marquee intersects them, allowing you to edit only the selected portion of these objects.

Some objects, such as cabinets, are included in the selection only if more than half of the object is contained within the marquee.

A few objects, notably CAD points, are not affected by the **Edit Area Tools**.

> The Edit Area tools can cause widespread changes across an entire plan and should always be used with caution.

Edit Area

Select **Edit> Edit Area> Edit Area** and draw a rectangular marquee around the area of the plan to be edited.

Edit Area affects all objects included in the selection marquee that are located on the current floor, regardless of whether they are displaying in floor plan view or not.

Edit Area Visible

Select **Edit> Edit Area> Edit Area Visible** and draw a marquee around the area of the plan to be edited.

Edit Area Visible only affects visible objects included in the selection marquee: objects not currently displayed in floor plan view are unaffected.

Edit Area (All Floors)

Select **Edit> Edit Area> Edit Area (All Floors)** and draw a marquee around the area of the plan to be edited.

Edit Area (All Floors) affects all objects on all floors of the plan that are included in the selection marquee, regardless of whether they display in floor plan view.

Edit Area (All Floors) Visible

Select **Edit> Edit Area> Edit Area (All Floors) Visible** and draw a marquee around the area of the plan to be edited.

Edit Area (All Floors) Visible affects all visible objects on all floors of the plan that are included in the selection marquee. Objects not currently displaying in floor plan view are not affected.

Edit Area Polyline

If a rectangular marquee's shape does not allow you to define an area precisely, use a closed polyline instead.

Select a polyline that defines the desired area in floor plan view and then select one of the **Edit Area Tools**. The polyline becomes temporarily highlighted and acts as an Edit Area marquee.

Using the Edit Handles

An Edit Area marquee displays edit handles that are similar to those of a closed polyline. See "Using the Edit Handles" on page 185.

- Click the **Move** edit handle to move the entire selection set. See "Moving Objects" on page 202.
- Click the **Rotate** edit handle to rotate the entire selection set. See "Rotating Objects" on page 215.
- Click and drag the **Reshape** and **Resize** edit handles at each corner and along each edge to adjust the size and shape of the marquee. See "Using the Edit Handles" on page 185.

Adjusting the size or shape of an Edit Area marquee may change which objects are included in the selection set but does not otherwise affect those objects.

Using the Edit Toolbar

A selected Edit Area marquee and/or the objects within it can be edited in a variety of ways using the buttons on the edit toolbar. See "Using the Edit Toolbar" on page 186.

The following toolbar buttons may display on the edit toolbar for an Edit Area marquee:

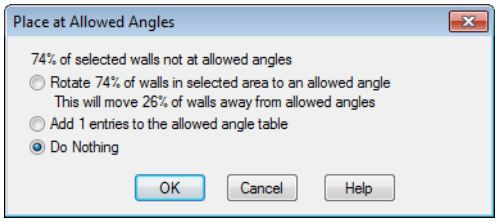
- Click the **Copy/Paste** edit button to copy the selection set to the Windows Clipboard so it can be pasted elsewhere. See "Copying and Pasting Objects" on page 153.
- Click the **Delete** edit button to delete the selection set. See "Deleting Objects" on page 222.
- Click the **Transform/Replicate Object** edit button to copy, move, rotate, resize, or reflect the selection set. See "Transform/Replicate Object Dialog" on page 224.
- Click the **Multiple Copy** edit button to make a series of copies of the selection set at regular intervals. Concentric copies are not possible using the Edit Area tools. See "Multiple Copy" on page 156.

- Click the **Accurate Move** edit button to slow down the mouse speed when using the edit handles. See “Accurate Move” on page 203.
- Click the **Make Parallel/Perpendicular** edit button to rotate the Edit Area marquee and the selection set so that the selected marquee edge is parallel or perpendicular to another straight edge. See “Using Make Parallel/Perpendicular” on page 208.
- Click the **Point to Point Move** edit button to accurately move the selection set. See “Point to Point Move” on page 204.
- Click the **Center Object** edit button to center the selection along along a wall within a room or relative to a cabinet fixture. See “Using Center Object” on page 209.
- Click the **Reflect About Object** edit button to reflect the selection set about another object. See “Reflecting Objects” on page 218.
- Click the **Allowed Angles** edit button to open the **Place at Allowed Angles** dialog.

Place at Allowed Angles Dialog

If more than one percent of the straight walls included in an Edit Area marquee are not at an allowed angle, the **Allowed Angles** edit button displays.

Click the **Allowed Angles** edit button to display the **Place at Allowed Angles** dialog.



Select the first option and click **OK** to rotate the plan so that the largest group of off-angle walls move to an Allowed Angle. This may place this largest group at Allowed Angles, but has two disadvantages.

- First, other groups of off angle walls remain off angle.
- Second, any walls that were at an allowed angle before this action will move to an off angle. The dialog shows how much (weighted by length) of the selected walls are in each category.

Select the second option and click **OK** to add new entries to the Allowed Angles list and allow new walls to be placed at these angles. Walls already at Allowed Angles remain so. See “Angle Snaps” on page 148.

Select the third option and click **OK** to do nothing, which is the same as clicking **Cancel**.

You may want to rotate the majority of the walls to one of the normal allowed angles.

Then, use an **Edit Area** tool to select everything again and select the second option to provide new angle entries to cover the remaining walls.

Undo and Redo

The **Undo** and **Redo** commands allow you to both undo the last action performed, as well as redo actions that were recently Undone.

The ten most recent actions can be Undone or Redone, depending on your settings in the **Preferences** dialog. See “General Panel” on page 85. Actions that can be Undone and Redone include creating, editing, and deleting objects.

To Undo an action, select **Edit> Undo** , click the **Undo** button, or press Ctrl + Z on your keyboard.

The Redo command is only available immediately after Undo has been used. To Redo an Undone action, select **Edit> Redo** , click the **Redo** button or press Ctrl + Y on your keyboard.

It is important to note that **Undo** and **Redo** do not affect all actions in the program. Commands that are not affected include:

- Save and Save As. See “Saving a Plan or Layout File” on page 49.
- Changes made in the Library Browser. See “The Library Browser” on page 744.
- Changes made in a dialog while the dialog box is open. See “Dialogs” on page 34.
- Changes made to the display by panning the display or zooming in or out. See “Undo Zoom” on page 800.

Chapter 8:

Walls, Railings & Fencing

Walls are the single most important building component in Chief Architect. By creating walls and defining the rooms created by the walls, you are telling the program how you want the 3D model built.

There are several ways that walls can be created in Chief Architect. The most common is to simply draw them with the Wall Tools.

In addition, exterior walls can be generated automatically when a new floor is built by using another floor as a model. For more, see "Adding Floors" on page 394.

2D CAD lines can also be converted into actual walls using the **CAD to Walls** tool.

Another feature that can be used to generate walls automatically is the **House Wizard**. See "House Wizard" on page 1017.

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- The Deck Tools
- The Fencing Tools
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- Foundation Walls
- Pony Walls
- Railings
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- Measuring Walls
- Editing Walls
- Editing Straight/Curved Wall Combinations
- Aligning Walls
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- Stepped and Raked Walls

- Double Walls
- CAD to Walls
- Wall Type Definitions
- Wall Type Definitions Dialog
- Exporting and Importing Wall Types
- Wall Specification Dialog
- Wall Hatch Specification Dialog

Wall, Railing and Fencing Defaults

There are several defaults dialogs for walls. Default Settings can be accessed by selecting **Edit> Default Settings**. Click the + next to “Walls” to display the walls sub-headings. Select a subheading and click the **Edit** button to open the **Wall Defaults** dialog associated with your selection:

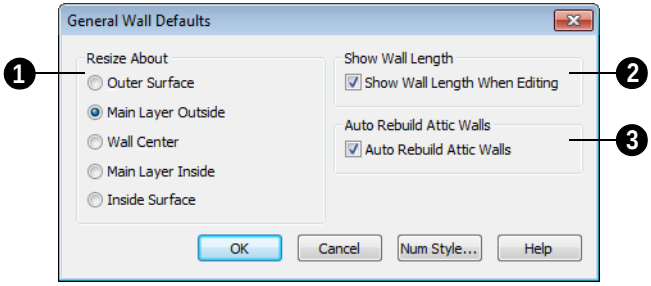
The defaults dialog for each wall tool can also be accessed by double-clicking its toolbar button.

The settings in the various wall defaults dialogs determine what wall types are drawn when the different wall tools are used. It is a good idea to be familiar with these settings and how they relate to your style of building. See “Wall Type Definitions” on page 275.

General Wall Defaults

The **General Wall Defaults** dialog controls the general behavior and display attributes of all walls, railings and fencing.

For quick access, the **General Wall Defaults** button can be added to the toolbar or you can press Alt+Q on your keyboard.



1 **Resize About** - These radio buttons determine what part of a wall retains its position when its wall type or wall type definition is changed. See “Resize About” on page 266.

The **Resize About** location is also where any snap points will be located along a wall as it is drawn or connected to other walls, and is where a wall’s length is measured.

- **Outer Surface** - Snap to and resize about the exterior surface. When a wall is

resized, its exterior surface does not move.

- **Main Layer Outside** - Snap to and resize about the outer line of the Main Layer. When a wall is resized, the outer line of its Main Layer does not move.
- **Wall Center** - Snap to and resize about the center line. When a wall is resized, its center line does not move, but wall layers on either side may.
- **Main Layer Inside** - Snap to and resize about the inner line of the Main Layer. When a wall is resized, the inner line of its Main Layer does not move.
- **Inside Surface** - Snap to and resize about the interior surface. When a wall is resized, its interior surface does not move.

Note: In most circumstances, it is recommended that you Resize About the Main Layer Outside to avoid unexpected results.

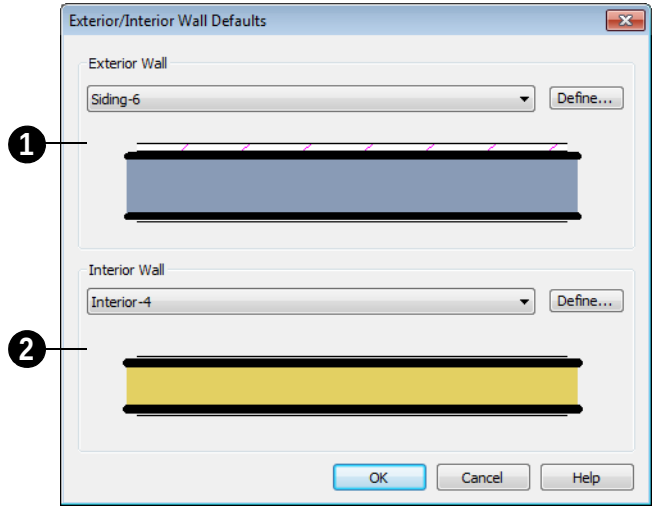
❷ Check **Show Wall Length When Editing** to display a temporary length dimension when a wall is drawn or edited. Wall length only displays when **Display Temporary Dimensions** is on. See "Display Temporary Dimensions" on page 907.

❸ Check **Auto Rebuild Attic Walls** to generate attic walls automatically when the model changes. When unchecked, the automatic generation of attic walls is suppressed.

Exterior/Interior Wall Defaults Dialog

Specify which wall types are drawn using the **Exterior** and **Interior Wall** tools in the **Exterior/Interior Wall Defaults** dialog.

You can also double-click the **Straight** or **Curved Exterior** or **Interior Wall** toolbar buttons to open this dialog.



❶ **Exterior Wall Tool** - From the drop-down list, select the wall type drawn with the **Exterior Wall** tool.

Click the **Define** button to open the **Wall Type Definitions** dialog. See “Wall Type Definitions Dialog” on page 278.

❷ **Interior Wall Tool** - From the drop-down list, select the wall type drawn by the **Interior Wall** tool.

Click the **Define** button to open the **Wall Type Definitions** dialog.

Foundation Wall Defaults

Specify which wall types is drawn when the **Foundation Wall** tool is used either manually or when a stem wall or pier foundation is generated in the **Foundation Wall Defaults** dialog. See “Foundation Walls” on page 246.

The **Foundation Wall Defaults** dialog also controls the wall type drawn by the **Retaining Wall** tool. Unlike other walls, **Retaining Walls** are used to modify your terrain rather than build a structure. See “Terrain Wall and Curb Tools” on page 659.

Footing size and other information used when building stem wall or pie foundations is also specified here. For more information, see “Foundation Defaults” on page 408.

The tabs in these dialogs are the same as their respective tabs in the **Wall Specification** dialog. See “Wall Specification Dialog” on page 282.

Slab Footing Defaults

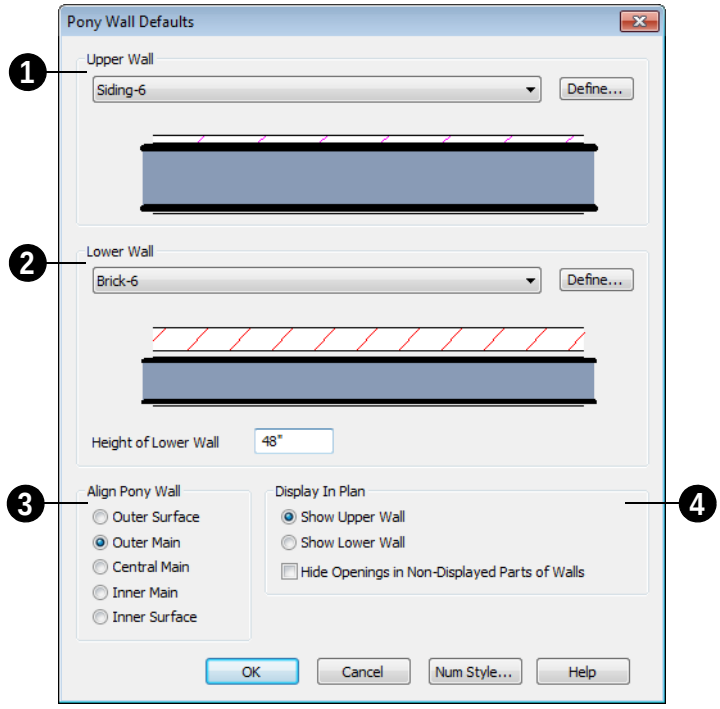
Specify which wall type is drawn when the **Slab Footing** tool is used either manually or when a foundation is generated in the **Slab Footing Defaults** dialog. See “Foundation Walls” on page 246.

Footing size and other information used when building a monolithic slab foundation is also specified here. See “Foundation Defaults” on page 408.

The tabs in these dialogs are the same as their respective tabs in the **Wall Specification** dialog. See “Wall Specification Dialog” on page 282.

Pony Wall Defaults

Specify the wall types used for the upper and lower portions of pony walls and other data associated with pony walls in the **Pony Wall Defaults** dialog. See “Pony Walls” on page 248.



1 **Upper Wall** - From the drop-down list, select the default wall type for the upper portion of pony walls.

- Click the **Define** button to open the **Wall Type Definitions** dialog, where you can create and modify wall types. See "Wall Type Definitions Dialog" on page 278.

2 **Lower Wall** - From the drop-down list, select the default wall type for the lower portion of pony walls.

- **Height of Lower Wall** - Specify the default height of the lower portion of pony walls.
- Click the **Define** button to open the **Wall Type Definitions** dialog.

3 **Align Pony Wall** - Specify the default option for aligning the layers of the upper and lower pony walls. See "Wall Types Tab" on page 290.

4 **Display In Plan** - Specify how pony walls appear in floor plan view.

- Select **Show Upper Wall** to display this wall type in floor plan view instead of the lower wall type.
- Select **Show Lower Wall** to display this wall type in floor plan view instead of the upper wall type.
- Check **Hide Openings in Non-Displayed Parts of Walls** to hide any doors and windows located in the parts of pony walls that are not visible. When unchecked,

these openings will display along with those located in the visible parts of pony walls.

Railing and Deck Railing Defaults

Specify the types of railings created when the Railing and Deck Railing tools are used. See “Railings” on page 249.

The tabs in these dialogs are the same as their respective tabs in the **Wall Specification** dialog. See “Wall Specification Dialog” on page 282.

Note: By default, Railiings and Deck Railngs are drawn using two separate wall types: “Interior Railing” and “Deck Railing/Fence”. See “Wall Type Definitions” on page 275.

Half-Wall Defaults

Double-click the **Half-Wall** or **Curved Half-Wall** button to open the **Half-Wall Defaults** dialog and specify the attributes of a solid railing drawn using either Half Wall tool.

The tabs in this dialog are the same as their respective tabs in the **Wall Specification** dialog. See “Wall Specification Dialog” on page 282.

Fencing Defaults

Double-click the **Fencing Tools** parent button or either of its child tools to open the **Fencing Defaults** dialog and specify the attributes of fencing drawn using either **Fencing** tool.

The tabs in this dialog are the same as their respective tabs in the **Wall Specification** dialog. See “Wall Specification Dialog” on page 282.

Invisible Wall Defaults

Double-click the **Invisible Wall** button to open the **Invisible Wall Defaults** dialog and specify what type of wall is drawn when using the Invisible Wall tool. See “Invisible Walls” on page 250.

The tabs in this dialog are the same as their respective tabs in the **Wall Specification** dialog. See “Wall Specification Dialog” on page 282.

The Wall Tools

Select **Build> Wall** to access the Wall Tools. The type of wall drawn by each wall tool is specified in its corresponding defaults dialog.

The **Curved Wall** tools are similar to their corresponding **Straight Wall Tools**. Select **Build> Curved Wall** to access these tools.

Exterior Walls

The **Exterior Wall** and **Curved Exterior Wall** tools draw walls using the default wall type specified for exterior walls in the **Exterior/Interior Wall Defaults** dialog. See “Exterior and Interior Walls” on page 246.

Interior Walls

The **Interior Wall** and **Curved Interior Wall** tools draw walls using the wall type specified for interior walls. The interior wall type is defined in the **Exterior/Interior Wall Defaults Defaults** dialog.

Note: Whether a wall is recognized as an exterior or interior wall by the program is determined by its position in the model, not by the tool used to draw it. See “Exterior and Interior Walls” on page 246.

Foundation Walls

The **Foundation Wall** and **Curved Foundation Wall** tools draw foundation walls according to the information specified in the **Foundation Defaults** dialog. Foundation walls normally have a footing and can be drawn on any floor of the model, not just the foundation floor. See “Foundation Walls” on page 246.

The **Slab Footing** tool draws a single-layer concrete wall the same width as that specified for footings in the **Foundation Defaults** dialog. Rooms defined entirely by Slab Footings will have a Ceiling Height of 0 and a Monolithic Slab Foundation specified. See “Foundation Defaults” on page 408.

Pony Walls

A **Pony Wall**, also called a split wall, is defined as a wall with two separate wall types, one for the upper portion and another for the lower portion.

The **Pony Wall** and **Curved Pony Wall** tools draw pony walls using the information specified in the **Pony Wall Defaults** dialog. You can also convert a normal wall into a pony wall and vice versa in the **Wall Specification** dialog. See “Pony Walls” on page 248.

Railings

The **Railing** and **Curved Railing** tools create railings. The style and height of railings drawn with this tool are defined in **Railing Defaults** dialog. See “Railing and Deck Railing Defaults” on page 242.

Half-Walls

The **Half-Wall** and **Curved Half-Wall** tools create solid railings: walls that are 36” (900 mm) high

topped with a handrail. The height and other attributes of solid railings drawn with this tool are defined in **Half-Wall Defaults** dialog. See “Half-Wall Defaults” on page 242.

Invisible Wall

Invisible Walls are walls used to define separate room areas in a plan. They can display in floor plan view but not in 3D views. You can also convert a normal wall into an invisible wall and vice versa in the **Wall Specification** dialog. See “Invisible Walls” on page 250.

Polygon Shaped Room

The **Polygon Shaped Room** tool opens the **New Polygon Shaped Room** dialog, where you can specify the exact size and number of sides of a new polygonal room and then click in floor plan view to create that room. See “Polygon Shaped Rooms and Decks” on page 251.

Hatch Wall

The **Hatch Wall** tool applies a hatch pattern to a wall that displays in floor plan views. You must click the wall that you want to apply the hatch pattern to. You can then select the hatch and resize it if you want to only hatch a portion of a wall. See “Hatch Wall” on page 252.

Break Wall

The **Break Wall** tool applies a break in a wall. Once a wall is broken, the two wall segments are separate walls that can be modified independent of each other. See “Break Wall” on page 252.

Fix Wall Connections

The **Fix Wall Connections** tool connects walls whose ends are within a few inches of each other but are not connected. See “Fix Connections” on page 256.

Define Wall Types

The **Define Wall Types** tool opens the **Wall Type Definitions** dialog, where wall types can be created, copied and edited. See “Wall Type Definitions Dialog” on page 278.

The Deck Tools

Select **Build> Deck** to access the Deck Tools. When a room is defined using deck railing, its **Room Type** is automatically set to “Deck”. See “Decks” on page 309.

Deck Railing

The **Straight Deck Railing** and **Curved Deck Railing** tools draw decks, complete with framing and bounded by a railing. If a foundation level exists, supports for the deck are also created. See “Railings” on page 249.

Deck Edges

The **Straight Deck Edge** and **Curved Deck Edge** draw decks complete with framing, but without a railing. No deck supports are created.

Polygon Shaped Deck

The **Polygon Shaped Deck** tool opens the **New Polygon Shaped Deck** dialog, where you can specify the exact size and number of sides of a new polygonal deck room and then click in floor plan view to create that deck room. See “Polygon Shaped Rooms and Decks” on page 251.

The Fencing Tools

Select **Build> Fencing** or click the **Fencing Tools** to access the fencing tools.

The **Fencing** and **Curved Fencing** tools are used to draw fences, which are similar to railings but by default do not define room areas. Fencing is created and edited much like walls and railings, and normally used outside of a building and follows the shape of the terrain. See “Terrain” on page 647.

Fencing automatically follows the shape of the terrain. You can choose to have the fencing follow the terrain smoothly or to have each segment step as it follows the terrain. See “Railing Tab” on page 292.

Define the default fence style in the **Fencing Defaults** dialog. See “Fencing Defaults” on page 242.

Exterior and Interior Walls

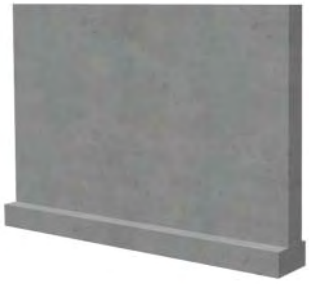
Most walls are drawn using either the **Exterior Wall** or **Interior Wall** tool. The only difference between these two tools is the wall type used. You can specify the default wall type for each tool in the **Wall Defaults** dialog.

To draw a wall using a different wall type, you can change the default wall type for either tool in the **Wall Defaults** dialog. You can also draw a wall using the default type and then change the wall type in the **Wall Specification** dialog.

Whether a wall is recognized by the program as an actual exterior or interior wall is based on the model, not by which tool you use to draw the wall. Any wall that is entirely surrounded by interior room areas is considered an interior wall. Any wall exposed to the outside of the building is considered an exterior wall.

Foundation Walls

Foundation walls are similar to the interior and exterior walls but also have a footing. Foundation walls can either be created automatically when a foundation floor is created or manually by drawing them using the **Straight or Curved Foundation Wall** tool. See “Building a Foundation” on page 412.



The initial foundation wall type and footing size are specified in the **Foundation Wall Defaults** dialog. These values can be changed for individual walls in the **Wall Specification** dialog. See “Wall Specification Dialog” on page 282.

You can draw a foundation wall on any floor of a plan, not just on the foundation level. Any wall can be specified as a foundation wall, regardless of the tool used to draw it. See “Foundation Tab” on page 288.

Foundation walls are placed on the “Walls, Foundation” layer by default, but can be put on any layer you choose. In floor plan view, foundation wall footings are placed on the “Footings” layer and cannot be moved; in 3D views, they are on the “Walls, Foundation” layer. See “Displaying Walls” on page 256.

Slab Footing

The **Slab Footing** tool draws a single-layer concrete wall using the wall type and other attributes specified in the **Slab Footing Defaults** dialog. Slab Footings are used to define Monolithic Slab foundations, garage curbs, and interior footings.

Typically, the wall type should have the same width as that specified for footings. For Garage curbs, the footings should be wider

than the wall type. See “Foundation Tab” on page 288.

Rooms defined by walls drawn using this tool will have a Ceiling Height of 0 and a Monolithic Slab Foundation. See “Structure Tab” on page 318.

Foundation Wall Footings

Normally, a foundation wall’s footing is centered on the wall. If you prefer, you can:

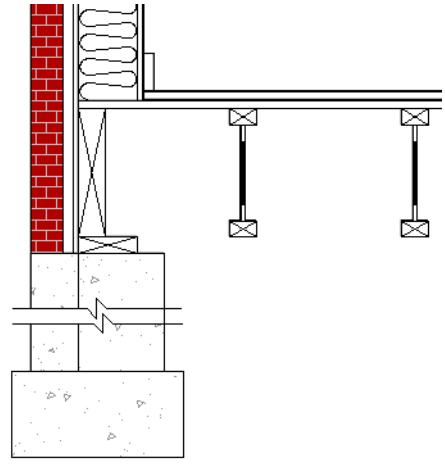
- Center the footing on the main wall layer.
- Align the footing along the wall’s exterior.
- Specify an offset, as measured from the wall’s centerline.

These offset options are set in the Wall Specification dialog. See “Foundation Tab” on page 288.

You can select the footing in 3D views and edit its size and shape using the edit handles. See “Stepped and Raked Walls” on page 271.

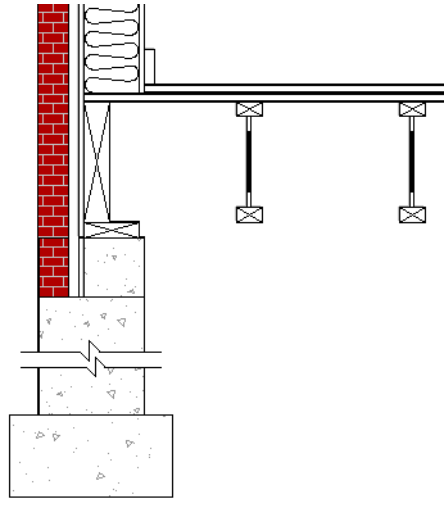
Brick Ledges

Brick ledges can be produced in stem wall and pier foundations if you specify **Foundation to this Line** for the exterior wall material of the brick or stone wall type, and specify a sufficiently thick foundation wall. Brick ledges in these foundation types are flush with the top of the stem wall. See “Wall Type Definitions” on page 275.



Cross section of a stem wall brick ledge

To produce a lowered brick ledge in a stem wall, the stem wall must be specified as a Pony Wall. See “Pony Walls” on page 248.

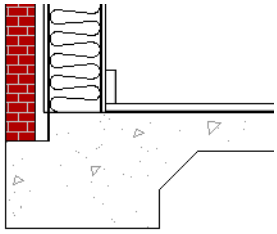


Cross section of a Pony Wall brick ledge

- The upper and lower pony walls should be aligned by their outer layers.

- The Main Layer of the wall above must have **Foundation to This Line** checked. See “Wall Type Definitions Dialog” on page 278. See “Wall Type Definitions Dialog” on page 278.

You can also create brick ledges in monolithic slab foundations:



Cross section of monolithic slab brick ledge

- The width of the ledge is equal to that of the wall layers outside of the Main Layer of the wall above the ledge.
- The depth of the ledge is specified in the Wall Type Definition of the wall above the ledge.
- The wall type’s exterior layer must have **Foundation to This Line** checked in order for the brick ledge to generate.

Brick ledges in monolithic slab foundations do not extend under door openings.

Pony Walls

A **Pony Wall**, sometimes called a split wall, is a wall with two separate wall types for the upper and lower portions.

Walls drawn using the **Pony Wall** tool are created using the wall types and other information specified in the **Pony Wall Defaults** dialog. See “Pony Wall Defaults” on page 240.

You can also convert a normal wall into a pony wall and vice versa in the **Wall Specification** dialog. See “Wall Types Tab” on page 290.

The height where the upper portion meets the lower can be adjusted in the **Wall Specification** dialog and in 3D views using the wall’s edit handles. Because the upper and lower sections of a pony wall are linked, if either portion is modified along the division between the two, such as raking or the stepping of a footing, the other portion of the pony wall adjusts to match. See “Stepped and Raked Walls” on page 271.

You can specify whether the upper or lower portion of pony walls displays in floor plan

view in the **Pony Wall Defaults** dialog. This option can also be set for individual walls in the **Wall Specification** dialog.

Changing Wall Types for Pony Walls

The default upper and lower parts of a pony wall can be specified in the **Pony Wall Defaults** dialog. See “Pony Wall Defaults” on page 240.

The upper and lower parts of a pony wall can be redefined as different wall types in the **Wall Specification** dialog. See “Wall Types Tab” on page 290.

> Note: The only way to control the materials displaying on a pony wall is by changing the wall types.

Railings

Railings are created and edited just like walls. See “Drawing Walls” on page 253. The attributes for railings when they are first drawn are defined in the **Railing Defaults** dialog. See “Railing and Deck Railing Defaults” on page 242.

Railings are ideal for a number of tasks:

- Creating changes in floor and/or ceiling height. See “Floor & Ceiling Heights” on page 311.
- Creating stairwells. See “Creating a Stairwell” on page 502.
- Drawing decks. See “Decks” on page 309.

To produce a break in a railing for a stairway or other access, use a **Doorway** . This keeps the railing continuous and maintains room definition. See “Room Definition” on page 301.

When first drawn, railings are specified as **No Locate**, which prevents **Auto Exterior Dimensions** from locating them. The **No Room Def** attribute may also be helpful if you do not want a railing to divide an area into two separate rooms. See “General Tab” on page 282.

By default, newels and balusters do not display in floor plan view, but their display can be turned on. See “Newels/Balusters Tab” on page 294.

Railing Types

A variety of railing types can be specified in the **Railing** and **Deck Railing Specification** dialogs. See “Railing Tab” on page 292. Available types include:

- **Baluster** creates railings composed of newel posts, balusters, a railing, and an optional shoe.
- **Solid** produces a framed railing wall, or Half Wall. See “Half-Walls” on page 243.
- If **Panels** is selected, you can choose a **Panel Type**. See “Newels/Balusters Tab” on page 294.

Wall Types and Railings

Just like regular walls, railings are assigned a wall type: “Interior Railing”. This wall type has three layers: a framing layer in the middle and a layer of drywall on each side. See “Wall Type Definitions” on page 275.

You can use a different wall type definition for railings if you wish, but bear in mind that this wall type definition determines several important things:

- The railing’s appearance in floor plan view. See “Displaying Walls” on page 256.
- The actual thickness of Solid railings in 3D views.
- The extent of the floor platform, if a platform edge is defined by the railing. is defined by the outer surface of the wall type. See “Floor and Ceiling Platforms” on page 397.
- If the railing is used to create a change in floor height, this wall type controls the structure and position of the partial wall built beneath the railing, if one is required. See “Floor & Ceiling Heights” on page 311.

If the railing is a type other than Solid, its sizing is specified on the Newels/Balusters tab of the **Railing Specification** dialog, and the railing is centered along the width of the wall type. This will not be evident in floor plan view unless newels and balusters are set to display.

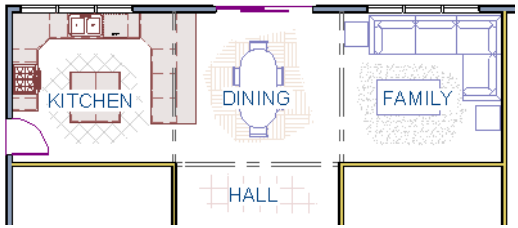
Deck Railing is also assigned a wall type: “Deck Railing/Fencing”. This wall type has a single framing layer and is recommended for use only with deck railing and fencing.

Invisible Walls

Invisible walls can display in floor plan view but not in 3D views. They are used to create or modify room definition, most often by defining smaller areas within larger rooms. See “Room Definition” on page 301.

Invisible walls can also be used to define areas with different floor or ceiling materials or heights.

Common uses for invisible walls include dividing areas of an open floor plan into areas with different purposes.



Invisible walls separate this dining area from adjacent rooms

An invisible wall can be turned into a normal wall, or vice versa, by clicking the **Invisible** check box in its **Wall Specification** dialog. See "General Tab" on page 282.

Invisible walls are drawn using the attributes specified in the Invisible Wall Defaults dialog and are placed on the "Walls, Invisible" layer by default. A wall placed on a non-default layer and then specified as Invisible, however, will not move to the "Walls, Invisible" layer. See "Invisible Wall Defaults" on page 242.

Important Notes on Invisible Walls

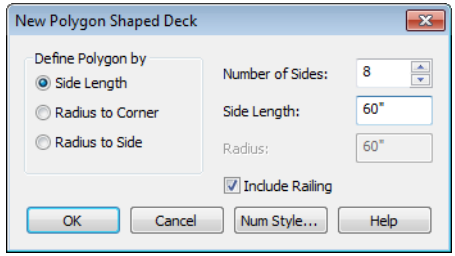
- Floor, wall and ceiling areas are calculated separately for rooms divided by invisible and normal walls.
- Invisible walls are ignored by the **Auto Place Outlets** tool; it functions as though they were not present.
- Cabinets, fixtures and furniture can be moved freely through Invisible walls.
- Invisible walls can be drawn through a cabinet to attach to the wall behind.

Polygon Shaped Rooms and Decks

The **Polygon Shaped Room** and **Polygon Shaped Deck** tools allow you to create rooms with regular sides and work similar to the **Regular Polygon** CAD tool. See "Regular Polygon" on page 992.

Select **Build> Wall> Polygon Shaped Room** to open the **New Polygon Shaped Room** dialog and create a polygon shaped room with regular sides.

Select **Build> Deck> Polygon Shaped Deck** to open the **New Polygon Shaped Deck** dialog and create a polygon shaped deck with regular sides.



The settings in these two dialogs are identical and are saved between program sessions. They are also independent of one another so different settings can be retained for each.

To create a polygon shaped room or deck

1. Click the radio button beside an option to specify whether you want to **Define**

Polygon by Side Length, **Radius to Corner** or **Radius to Side**.

2. Specify the desired **Number of Sides**.
3. Specify the desired **Side Length** or,
4. Specify the desired **Radius**.
5. Uncheck **Include Railing** to produce a deck platform defined by Deck Edges. This option is not available in the **New Polygon Shaped Room** dialog.
6. Click **OK**, then click once in floor plan view to create the specified polygon shaped room.

Hatch Wall

The **Hatch Wall** tool can be used to fill wall segments with a single hatch pattern in floor plan view.

To apply wall hatching, select **Build> Wall> Hatch Wall** , then click on a wall. The hatch pattern covers the entire length and width of the wall segment.

> Note: The Hatch Wall tool cannot be used to apply a hatch pattern to Invisible Walls. See “Invisible Walls” on page 250.

Hatch Wall places a hatch pattern across all layers of the selected wall, covering any fill styles specified for that wall type.

In many cases, it is preferable to create a wall type definition rather than use the **Hatch Wall** tool because multiple fill styles can be created for display purposes. See “Wall Type Definitions Dialog” on page 278.

Once created, wall hatching can be selected, edited and deleted much like other line-based objects. See “Editing Line Based Objects” on page 170.

If you use the **Hatch Wall** tool to apply a hatch pattern to a wall that has been divided into multiple segments using the **Break Wall** tool, the pattern is only applied to the segment that you clicked on . See “Break Wall” on page 252.

Like doors and windows, wall hatching cannot extend across multiple wall segments. Unlike these objects, hatching cannot be located by dimension lines.

The wall hatch pattern and its line weight can be specified in the **Wall Hatch Specification** dialog. See “Wall Hatch Specification Dialog” on page 297.

When editing or deleting wall hatching, make sure that it is selected rather than the wall by noting that “Wall Hatching” displays in the Status Bar. See “The Status Bar” on page 35.

Break Wall

To divide a wall or railing, select **Build> Wall> Break Wall** and click on the wall. The wall is divided into two wall sections at the point where you click.

The **Break Wall** tool remains active, so you can continue to place breaks in walls. When you are finished, select a different tool.

If a wall break is placed near the intersection of two walls, the break is positioned at the center of the intersection.

Once a break is placed, click the **Select Objects** tool and select the original wall.

If edit handles display near the break, the wall was correctly broken.

Walls separated by a break can be rejoined. Select one of the segments, then click on the end edit handle located at the break and drag it a few plan inches (mm) away from the break. See “Connecting Walls” on page 255.

The **Break Wall** tool can be used to create aligned walls on either side of a gap. See “Creating a Nook” on page 266.

Drawing Walls

Walls are drawn similar to the way CAD lines are drawn and can be drawn in floor plan view, camera views, and overviews. See “Draw Line” on page 972.

Drawing walls to create a floor plan is simple if you keep a few things in mind:

- Draw exterior walls first to define the building’s footprint, then draw the interior walls after the perimeter is in place.
- It is easiest to draw walls at the approximate location and length needed and then move or resize them precisely using dimensions later. See “Moving Objects Using Dimensions” on page 914.
- If you wish to input wall lengths as you draw, make sure your General Wall Defaults are set to **Resize About Outer Surface**. See “Entering Wall Lengths and Angles” on page 254.
- As walls are drawn, Object Snap indicators, “sticky” points and extension lines identify points that are either collinear or orthogonal to the end points of other walls, making alignment easier. See “Extension Snaps” on page 147.
- When walls enclose an area to form a room, the program will orient all exterior walls so that the siding material faces outward. See “Wall Type Definitions” on page 275.
- To flip the layers of a wall after it is drawn, select it and click the **Reverse Layers** edit button. See “Editing Walls” on page 260.
- Initial wall heights are determined by the default floor and ceiling heights of the current floor. See “Floor Defaults Dialog” on page 392.

Wall Positioning

The recommended method of drawing walls is to draw them at their approximate location and length, then move them into position with accuracy using dimensions. To make this task quick and efficient:

- Notice the temporary wall that displays as you draw. Its length and angle display in the Status Bar at the bottom of the window and adjust as you move the mouse.

Release the mouse button to draw the wall at the displayed length and angle. See "The Status Bar" on page 35.

- Use Snaps to help ensure proper wall alignment and orientation. See "Snap Behaviors" on page 145.

Once walls are drawn, they can be accurately dimensioned and moved as needed. See "Measuring Walls" on page 259.

Entering Wall Lengths and Angles

The fastest way to draw walls is to draw them at their appoximate position and length, and then move or resize them accurately using dimensions. See "Using Dimensions" on page 262.

For those that wish to enter walls' lengths and angles as they are drawn, first select **Resize About Outer Surface** in the **General Wall Defaults** dialog. See "Resize About" on page 266.

Then draw a wall, select it, and specify its **Length** and **Angle** in the **Wall Specification** dialog. Draw a second wall and specify its length and angle, and so on. See "General Tab" on page 282.

You can also press the Tab key while you are dragging to draw a wall to open the **Enter Coordinates** dialog, where you can enter the wall's **Distance**, or length, and **Angle**. See "Entering Coordinates" on page 152.

Wall Openings

To create a door or doorway, do not draw wall sections with a gap between them. Walls should be drawn to completely enclose rooms, and then door and window objects should be placed in the walls to create openings later. See "Doors" on page 325 and "Windows" on page 349.

Masonry fireplaces placed in walls are also considered to be types of wall openings. See "Fireplaces" on page 731.

Temporary Dimensions

Temporary dimensions will display along the length of a wall as it is drawn when **Display Temporary Dimensions** is toggled on and **Show Wall Length When Editing** is checked in the **General Wall Defaults** dialog. See "Display Temporary Dimensions" on page 907 and "General Wall Defaults" on page 238.

Continuous Wall Drawing

You can draw walls continuously by right-clicking, Alt+clicking or Alt+dragging. See "To draw continuous lines" on page 973.

By default, this continuous drawing behavior will turn off when walls are drawn to form an enclosed area. You can specify that this behavior remain on in the **Preferences** dialog. See "Behaviors Panel" on page 99.

Drawing Curved Walls

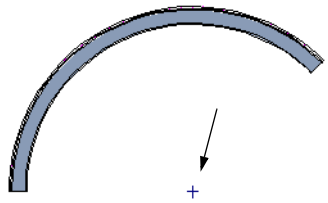
Drawing a curved wall, curved railing, or curved fence is similar to drawing a CAD arc. See "Arc Tools" on page 982.

As with CAD arcs, the method used to draw a curved wall depends on which **Arc Creation Mode** is currently active. See "Drawing Arcs - Arc Creation Modes" on page 981.

A straight wall can also be converted into a curved wall and vice versa using the **Change Line/Arc** edit button. See “Change Line/Arc” on page 213.

To create a room in the shape of a circle, you must draw two curved walls.

A curved wall always has a center point. The center displays as a small cross when **Show Arc Centers and Ends** is enabled. See “Show Arc Centers” on page 178.



Show Arc Center

The radius of a curved wall is measured from the center to a surface or layer of the wall. The radius can be defined in the **Wall Specification** dialog. You may elect to define the radius to the exterior or interior wall layers. See “General Tab” on page 282.

House Wizard

The House Wizard allows you to place and arrange room “objects” that can then be converted into a fully editable house plan, including walls. See “House Wizard” on page 1017.

Wall Framing

Once walls have been drawn, they can be framed. For best results, avoid generating framing until your model is in its final form. See “Wall Framing” on page 520.

Connecting Walls

When walls are drawn sufficiently close to one another, they will snap together to form an intersection. This snapping occurs when the walls’ center lines are within a distance defined by the larger of the two walls’ widths and will occur even when **Object Snaps** are turned off. See “Object Snaps” on page 146.

If the two walls in question have the same wall type and identical specifications, and are collinear, they will merge to become a single wall. See “Aligning Collinear Walls” on page 266.

When three or more walls connect to form a completely enclosed area, that area defines a room. See “Rooms” on page 299.

When walls snap together to form an intersection and **Object Snaps** are enabled, the program joins them at their **Resize About** line, which is specified in the **General Wall Defaults** dialog. See “Aligning Walls” on page 266.

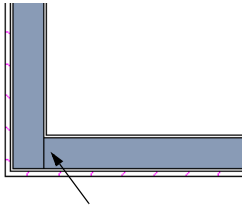
- The wall that is being drawn or edited will move, lengthen, or shorten slightly to meet the other wall.

- The other wall will not move; however, its length may be affected.

Wall Intersections

Any time two walls intersect, one wall will build through the other. You can turn on the display of.the “Walls, Thru Wall Lines” layer in floor plan view to see which walls build through and which do not. See “Displaying Objects” on page 128.

When a wall builds through another wall, it will extend into the intersected wall until it meets the interior surface of that wall’s Main Layer. See “The Main Layer” on page 276.



Wall Build Thru Line

You can specify which walls build through wall intersections at corners in the **Wall Specification** dialog..See “Structure Tab” on page 285.

Fix Connections

Occasionally, one or more walls do not properly connect. To clean up most connections throughout the plan, select **Build> Walls> Fix Connections**.

If you have only one connection to fix, the **Connect Walls** edit button is faster to use.

Connect Walls

Use the **Connect Walls** edit button to complete an intersection of two walls. Select a wall, click the **Connect Walls** edit button, then click on the other wall to connect the two.

If the unconnected wall ends are sufficiently close to one another, the tool connects them. If the separation is too great, extend one towards the other and try again.

Removing Wall Breaks

The **Break Wall** tool allows you to break a wall into two or more separate wall segments. See “Break Wall” on page 252.

To merge two collinear walls separated by a break,select one of the segments, then click on the end edit handle located at the break and drag it a few plan inches (mm) away from the break.

If the two walls do not merge, either one or both walls have been moved and they are no longer collinear, or one or both has been edited in some way and they are no longer identical. Open the **Wall Specification** dialog for each wall and determine how they differ. See “Wall Hatch Specification Dialog” on page 297.

Displaying Walls

While the structure and appearance of each wall type is controlled in the **Wall Type Definitions** dialog, the display of walls in all views is controlled in the **Layer**

Display Options dialog. See “Displaying Objects” on page 128.

The program installs with a number of layers intended for specifically for various types of walls; however, you can specify any layers as the defaults for most of these walls. Once created, you can also place a selected wall on any layer. See “Layer Tab” on page 297.

If a “Walls” layer is turned off, any doors and windows placed in walls on that layer will not display, either. See “Displaying Doors” on page 329 and “Displaying Windows” on page 359.

In Floor Plan View

The appearance of each wall type, including line weights and colors and wall layer fill styles, is specified in the **Wall Type Definitions** dialog. See “Wall Type Definitions Dialog” on page 278.

There are also several options for controlling how walls are displayed in floor plan view. In the **Layer Display Options** dialog, you can specify whether or not various types of walls display. By default, walls are placed on layers with “Walls” at the beginning of the layer name, such as “Walls, Normal”.

The display of the wall layers specified in the **Wall Type Definitions** dialog can be controlled. If you turn off the display of the layer called “Walls, Layers”, wall types display with two lines representing the inside and outside surfaces.

In addition, you can turn off the display of non-structural layers and show only the walls’ Main Layers by turning on the display of the “Walls, Main Layer Only” layer. This allows you to create both fully configured walls and framing layouts. The “Walls, Main Layer Only” layer affects the display of walls in floor plan view only. See “The Main Layer” on page 276.

The “Walls, Thru Wall Lines” layer controls the display of lines indicating which walls build through at wall intersections.

> Note: In floor plan view, railings not specified as Solid display their Main Layer regardless of whether “Walls, Layers” or “Walls, Main Layer Only” is turned on. See “Wall Types and Railings” on page 250.

Foundation Walls have footings that display in floor plan view as long as the “Footings” layer is turned on. See “Displaying Foundations” on page 413.

It is sometimes helpful to display the walls from a floor other than the current floor. To do this, select and display a reference floor. See “The Reference Floor” on page 404. You can also specify which layers are included in the Reference Display Layer Set in the **Layer Display Options** dialog.

In 3D Views

As in floor plan view, the display of walls can be controlled by layer in the **Layer Display Options** dialog.

Each layer of a wall is generated when you create a 3D view. You can see the different layers in 3D using the **Delete Surface** tool. See “Delete 3D Surface” on page 828.

A wall’s framing layer displays as a solid layer rather than studs and plates until wall framing is built. See “Framing” on page 519. Wall framing is placed on the “Framing, Wall” layer by default.

While most architectural objects in the program can display in both floor plan and 3D views, a few cannot. Invisible walls and wall hatching are examples of objects that do not display in 3D, regardless of what layer they are placed on.

In Cross Sections

When the **Auto Detail** tool is used in a cross section view, the fill style of each wall layer as set in its Wall Type Definition is used. See "Auto Detail" on page 824.

Wall Materials

There are several ways that materials can be assigned to walls, depending on how the walls and the rooms they define have been defined. See "Rooms" on page 299.

When you draw a wall, it uses the materials specified in its wall type definition. See "Wall Type Definitions" on page 275.

You can change the surface material of an individual wall in the **Wall Specification** dialog. If you select "Use Default" as the material and the wall is used to define a room, the program refers to the material specified in the **Room Specification** dialog. See "Wall Specification Dialog" on page 282.

You can also change a room's wall material in the **Room Specification** dialog. See "Materials Tab" on page 777. To restore the default Wall Type material, select **Use Default** in the **Select Library Object** dialog. See "Select Library Object Dialog" on page 763.

When neither the wall nor the room has a material assigned to it, the program refers to the general material for walls in the **Material Defaults** dialog. See "Material Defaults" on page 796.

Note: Wall materials that are specified on the Materials tab of either the Wall or Room Specification dialog are not calculated in the Materials List.

Displaying Pony Walls in Floor Plan View

Either the upper or lower portion of a pony wall can display in floor plan view. Only the portion that displays can be snapped to or aligned with walls above or below. See "Aligning Walls" on page 266.

By default, the upper portion of a pony wall displays in floor plan view. To show the lower pony wall in floor plan view instead, select **Show Lower in Plan View** in the **Pony Wall Defaults** dialog. See "Pony Wall Defaults" on page 240.

When **Object Snaps** are enabled, you can only snap to the outer, inner and Main Layer surfaces of the part of the pony wall set to display.

Note: A window or door that is completely contained by one part of a pony wall will display in floor plan view if the other part of the pony wall is shown, but will display the wall's layer or Hatch Wall fill patterns through it.

By default, windows and doors in pony walls are visible in floor plan view regardless of which part of the pony wall displays. You can, if you wish, select **Hide Openings in Non-Displayed Parts of Walls** in the **Pony Wall Defaults** dialog.

In the Materials List

The materials that make up wall assemblies are listed under different Categories in the Materials List:

- **Siding** - Lists all materials located outside of each wall's Main Layer, such as siding, sheathing, and housewrap.
- **Framing** - Lists the Main Layer material for all walls as well as railings specified as Solid. Non-framed walls' Main Layer materials are also listed here when those walls are not specified as Foundation.

  Wall framing, including studs, plates, and headers, is only counted when a wall's Main Layer is a framing material and wall framing has been built. See "Framing" on page 519.
- **Insulation** - Insulation is calculated for all exterior walls that are not specified as Railing, regardless of the wall type definition.
- **Wallboard** - Lists all materials located inside of each wall's Main Layer, such as drywall. Includes all materials aside from framing, concrete,and rebar in walls that do not define rooms.

  Does not include Wall Coverings or materials specified in either the **Room** or **Wall Specification** dialog. See "Materials Tab" on page 297.
- **Interior Trim** - Lists base, crown and chair rail moldings, and Wall Covering materials specified in the **Wall** and **Room Specification** dialogs. See "Wall Covering Tab" on page 295.
- **Foundation** - Lists the concrete and rebar for all walls specified as Foundation as well as their footings. See "Foundation Walls" on page 246.

Additional wall-related information is listed in the **General** category, including the total linear feet of each wall type per floor and the total heated wall area per floor.

A wall type's Main Layer plays a central role in determining how - or whether - wall materials are calculated. For this and other reasons, correct Main Layer assignment is very important. See "The Main Layer" on page 276.

Measuring Walls

Accurate wall measurements are an essential aspect of any drawing, and can be achieved by following two basic rules:

- Be aware of what part of a wall assembly dimensions are locating;
- Position walls using dimensions rather than edit handles or edit tools.

These rules can easily be met when you keep the following recommendations in mind.

Use Dimension Defaults

Manually-drawn, automatic, and temporary dimensions can all be set to locate walls at their Main Layers or at surfaces. Before drawing dimensions - and particularly, before using them to move your walls into position - make sure that all of your Dimension Defaults are set up to meet your needs. See

"Dimension Preferences and Defaults" on page 890.

Be aware, too, that the wall length dimension that displays when a wall is selected as well as the **Length** specification in the **Wall Specification** dialog do not inherit their settings from the Dimension Defaults. Instead, they follow the **Resize About** line. See "Resize About" on page 266.

Edit Dimension Lines

Once a dimension line has been drawn, its extension lines can be edited to locate a number of locations on a wall assembly:

- The exterior surface
- The Wall Dimension Layer's exterior
- The center line of the wall assembly
- The Main Layer's center line
- The Main Layer's interior
- The interior surface

See "Editing Extension Lines" on page 911.

Move Walls Using Dimensions

By far, the most precise method of positioning walls is using dimension lines. To produce accurate measurements, remember to:

- Be aware of what part of your walls is being located by each type of dimension.
- Avoid specifying dimension values with greater accuracy than your dimensions are set to display. See "Primary Format Tab" on page 893.

See "Using Dimensions" on page 262.

Remember that the temporary wall length dimension that displays when a wall is selected may be set to locate a different part of the wall assembly than other dimension lines. See "Wall Length" on page 264.

Use Object, Angle and Grid Snaps

Object Snaps, Angle Snaps, and Grid Snaps make it easier to align walls when they are being drawn as well as when they are edited. See "Snap Behaviors" on page 145.

Object Snaps help to ensure consistent wall connections and are particularly helpful when aligning collinear walls.

When **Grid Snaps** are enabled, walls are drawn on a regularly spaced grid, which helps avoid inaccurate wall placement. This can become particularly important if you forego positioning walls using dimensions in favor of using edit handles to move them.

Angle Snaps make it easy to accurately draw walls at regular angles, ensuring walls that are truly parallel or perpendicular to one another and separated by consistent distances.

Editing Walls

Walls can be selected individually and as a group in all views. When a wall is selected, it displays edit handles and an edit toolbar that can be used to edit it in various ways. When

a wall is selected, temporary dimensions may also display. See “Display Temporary Dimensions” on page 907.

The ways in which a wall can be edited depends on the current view and which edge is selected. See “Selecting Objects” on page 166.

Selecting Walls

- When you try to select a wall in a Cross Section/Elevation or 3D view, the interior or exterior room that it defines may be selected first. Click the **Select Next Object** edit button or press the Tab key on your keyboard to select the wall itself. See “Selecting Rooms” on page 301.

  You can specify that the wall be selected first instead of the room in the **Preferences** dialog. See “Appearance Panel” on page 78.
- In floor plan view, if wall hatching has been applied to a wall using the **Hatch Wall** tool, the hatching may be selected first. Click **Select Next Object** to select the wall itself. See “Hatch Wall” on page 252.
- The **Edit Area** tools allow you to select only part of a wall or walls. See “Edit Area Tools” on page 232.

Using the Edit Handles

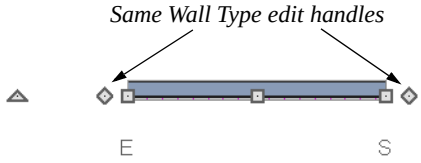
Depending on the type of view, a wall displays a different set of edit handles when selected.

- In floor plan view, straight and curved walls and their footings can be edited like other line- and arc-based objects. See “Editing Line Based Objects” on page 170 and “Editing Arc Based Objects” on page 174.
- In floor plan view, a wall’s edit handles display along its **Resize About** line. See “Resize About” on page 266.
- In a camera view or overview, click on the top surface of a wall to display the same edit handles as in floor plan view, allowing you to rotate, move, and extend or shorten the length of the wall.
- Moving a wall in any view will move any cabinets attached to that wall, as well.
- In a cross section/elevation view, the top and bottom edges of straight and curved walls can be edited like closed polylines. See “Editing Closed-Polyline Based Objects” on page 184. Only the top and bottom edges of walls can be broken, angled or curved: the side edges cannot.
- In a camera view or overview, click on an interior or exterior surface to display the same edit handles as in an elevation view: one at each corner and one on the top and bottom edges.
- When a wall is connected to other walls and **Edit Object Parts** is turned off, it can only be moved perpendicular to itself or, in the case of curved walls, perpendicular to its chord using the Move edit handle. Unconnected walls can be moved at Allowed Angles.
- The footings of Foundation Walls and Slab Footings can be selected in 3D views and edited using the edit handles. See “Footing Width and Height” on page 415.

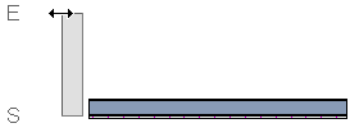
- The **Same Wall Type** edit handles can be enabled, allowing you to draw a new wall segment of the same type as the selected wall.

Same Wall Type Edit Handles

When the **Same Wall Type** edit handles are enabled, two edit handles display just beyond a selected wall's Extend edit handles in floor plan view or when the top edge of the wall is selected in a 3D view.



Click and drag a **Same Wall Type** edit handle at any angle to draw a new wall segment of the same type as the selected wall.



To temporarily enable the Same Wall Type edit handles, select a wall and click the **Same Wall Type** edit button. You can also enable these handles globally in the **Preferences** dialog. See "Architectural Panel" on page 95.

In the Specification Dialog

The appearance and structure of walls can be customized in the **Wall Specification** dialog. See "Wall Specification Dialog" on page 282.

The characteristics of the roof directly above a selected wall can also be specified in the **Wall Specification** dialog. See "Roof Tab" on page 286.

Using the Edit Tools

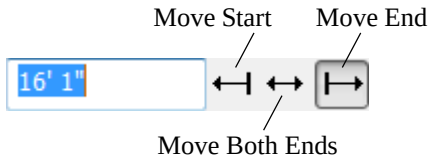
A selected wall or walls can be edited in a variety of ways using the buttons on the edit toolbar. See "The Edit Toolbar" on page 33.

The characteristics of the roof directly above a selected wall can also be specified in the **Wall Specification** dialog. See "Roof Tab" on page 286.

Using Dimensions

Automatic, manually-drawn, and temporary dimension lines can be used to both resize and move walls with accuracy. Select a wall, then click on a dimension line that locates it. See "Moving Objects Using Dimensions" on page 914.

When a wall is resized using dimensions, the inline text field used to edit the dimension will have three unique buttons: Move Start, Move End and Move Both Ends.



Depending on your **Dimension Defaults** settings, manual, automatic, and/or temporary dimension lines may locate wall surfaces or wall dimension lines. See "Locate Objects Tab" on page 896.

Dimension lines do not locate foundation wall footings when they are first drawn. Their extension lines can be edited to do so, however. See “Editing Extension Lines” on page 911.

Unlike other types of walls, the thickness of a **Slab Footing** can be resized using dimensions. A new wall type may result. See “Editing Foundations” on page 414.

Bear in mind that temporary dimensions can be set up to locate different wall layers than automatic and manual dimensions. As a result, they may appear to give different measurements between the same walls. See “Temporary Dimension Defaults Dialog” on page 901.

Only the portions of pony walls that display are located by dimensions. The upper and lower parts of pony walls typically have different thicknesses, so which part you choose to display may affect your plan’s dimensions. See “Pony Wall Defaults” on page 240.

Dimension Defaults and Temporary Dimension Preferences settings can have a significant effect on wall position. It is recommended that you review these settings and make sure that they meet your needs.

Wall Thickness

The initial thickness of a wall is determined by its wall type definition. You can change a wall’s thickness by modifying the definition of it’s wall type. If you do this, all instances of the wall type used in the plan will be affected - not just an individual object. See “Wall Type Definitions” on page 275.

You can also specify a selected wall’s thickness in its **Wall Specification** dialog. See “General Tab” on page 282.

If a selected wall’s thickness is changed:

- A copy of the wall’s wall type is created with the same name but appended with a number equal to the thickness of the Main Layer, and that new type is assigned to the wall. See “The Main Layer” on page 276.
- The change in thickness will be applied to new wall type’s Main Layer.
- The Main Layer must be at least 1/16” thick, and the wall’s thickness cannot be less than the original wall type’s total thickness minus the thickness of its Main Layer.

If a wall type’s thickness is modified, the wall will resize about the **Resize About** line specified in the **General Wall Defaults** dialog. In some instances, the wall may appear to move as a result of changes made to the thicknesses of its layers. See “General Wall Defaults” on page 238.

Wall Heights

The height of a wall is controlled by the ceiling height of the room(s) it defines. If the ceiling or floor height of a room is changed, the height of the walls that define it also change.

- The ceiling heights for all rooms on a floor are controlled in the **Floor Defaults** dialog for that floor. See “Floor and Room Defaults” on page 300. Whenever possible, it is best to set all ceiling heights using the defaults.

- The ceiling height of a single room can be set in its **Room Specification** dialog. See “General Tab” on page 317.
- The default Floor and Ceiling Heights for a given floor can be adjusted by editing the top and/or bottom edges of the Exterior Room in a 3D view. See “The Exterior Room” on page 302.
- If the wall height of the Exterior Room is adjusted in a 3D view, the default Floor or Ceiling Height of the entire floor is changed. See “The Exterior Room” on page 302.
- The top or bottom edge of any wall can be adjusted independent of floor or ceiling heights using the mouse in Cross Section/Elevation and 3D views. Top and bottom edges can also be stepped and raked. See “Stepped and Raked Walls” on page 271.
- The edge dividing an upper and lower pony wall can be edited in Cross Section/Elevation and 3D views. In addition, its height can be defined in the **Wall Specification** dialog. See “Wall Types Tab” on page 290.

Wall Length

Wall length can be modified in several different ways:

- Using dimensions. See “Measuring Walls” on page 259.
- In the **Wall Specification** dialog. See “General Tab” on page 282.
- By dragging the end edit handles. See “Editing Line Based Objects” on page 170 and “Editing Arc Based Objects” on page 174.

Bear in mind that if you try to resize a wall by a small amount using one of its edit handles and that wall is connected to another wall at that end, its length will not change because its end will snap back to the existing intersection. See “Connecting Walls” on page 255.

The most accurate way to specify wall length is using dimensions. By default, wall length is measured at the outside edge of the Main Layer. You can instead specify that manual, automatic, and/or temporary dimension lines locate surfaces in the **Dimension Defaults** dialogs. See “Dimension Preferences and Defaults” on page 890.

Be aware that the wall length dimension that displays when a wall is selected as well as the **Length** specification in the **Wall Specification** dialog do not inherit their settings from the Dimension Defaults. Instead, they follow the **Resize About** line. See “Resize About” on page 266.

Note: By default, dimensions and the Resize About line all use the exterior edge of the Main Layer. When Resize About is set to use a different location, dimension lines may not agree with a wall’s length specification. See “Measuring Walls” on page 259.

Locked vs. Unlocked Centers

The default for curved walls is an unlocked center because it is easier to draw and edit when the center is unlocked.

Once walls are in place and curved walls are properly aligned with straight walls, it is a good idea to lock the curved walls’ centers.

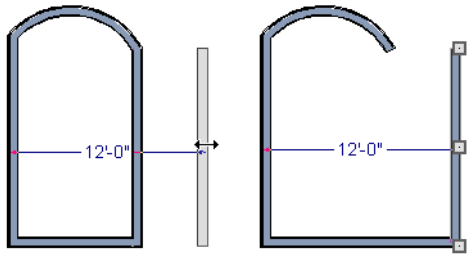
To lock the center of a curved wall, select it and click the **Lock Center** edit button.

See “Using Lock Center” on page 178. The curved wall remains selected, but its edit handles change.

The locked status can also be changed in the General tab of the **Wall Specification** dialog. See “General Tab” on page 282.

Editing Straight/Curved Wall Combinations

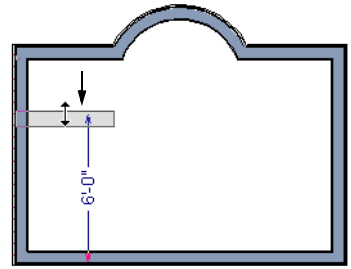
If you move a straight wall connected to a curved wall with a locked center and the connection cannot be maintained without changing the center of the arc, the walls lose their connection.



When an Extend edit handle of a curved wall with a locked center is dragged with the **Alternate** Alt Edit Behavior active, the locked center setting will be overridden. See “Edit Behaviors” on page 162.

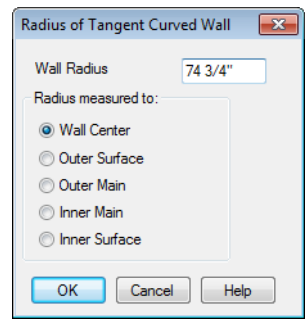
If you move a straight wall connected to a curved wall with a locked center, the curved wall extends along its curve and the straight wall will either lengthen or shorten as needed to stay connected to the curved wall.

If the connection between the straight and curved wall cannot be maintained because of the curved wall’s radius, it will be broken.



Make Arc Tangent

If both ends of a curved wall are attached to straight walls that are nearly tangent and the curved wall is selected, the **Make Arc Tangent** edit button displays. Click this button to open the **Radius of Tangent Curved Wall** dialog.



Here you can determine which wall layer the radius of the curved wall is measuring. Specify a layer and click OK. For more information about Wall Layers, see “Wall Type Definitions” on page 275.

Aligning Walls

Wall alignment refers to the way wall segments line up with one another, either on the same floor or on the floor above or below. Walls may need to be aligned in a variety of situations.

To make alignment easier when drawing or resizing walls, "sticky" points and extension lines identify points that are either collinear or orthogonal to the end points of other walls. See "Extension Snaps" on page 147.

Resize About

The **Resize About** line specified in the **General Wall Defaults** dialog controls two important aspects of wall alignment:

- What part of a wall retains its position when its wall type or wall type definition is changed. See "Wall Type Definitions" on page 275.
- Where walls snap together to form an intersection. See "Connecting Walls" on page 255.

The **Resize About** line is the line along which a selected wall's length is measured in the **Wall Specification** dialog. See "Wall Length" on page 264.

The **Resize About** line is also the line along which a selected wall's edit handles display, and is the line along which any snap points will be located. See "Editing Walls" on page 260.

Aligning Collinear Walls

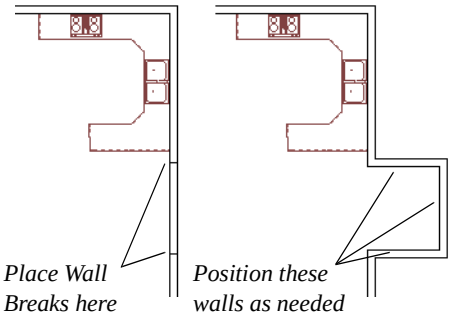
Collinear walls are parallel walls connected end to end and drawn on the same floor. When collinear walls join end-to-end, the walls snap together. If these walls have the same wall type and identical specifications, and if **Object Snaps** are enabled, they will merge to become a single wall segment.

Creating a Nook

Walls can be aligned across an opening such as a nook, so that they are collinear, using the **Break Wall** tool.

To align walls across a gap

1. Select a wall to build a nook into and click the **Break Wall** edit button.
2. Click at a point on the wall close to one side of the nook area. Do not worry about exact placement right now.
3. Click again near the other side of the nook. Two short lines at each location where you clicked indicate Wall Breaks.



4. Right-click the middle section of the wall to select the wall section.
5. Click the middle Move handle and drag the wall outward.

6. Draw side walls to connect the wall back to the rest of the house.
7. Move these short walls using dimensions to accurately size the nook.

Aligning Walls Between Floors

Walls can be aligned between floors by clicking the **Align With Wall Above** and **Align With Wall Below** edit buttons.

By default, walls on different floors are aligned by the outer edges of their Main Layers. See “The Main Layer” on page 276.

In order for these edit tools to be available, the areas of the walls in question must be partially aligned, or overlapping.

To align walls between floors

1. Select a wall that you want to align with another wall either above or below it.
2. If the wall is above or below the other wall along only part of its length, you must click on it along that part. Select **Tools> Reference Floors> Reference Display On** to help make sure you click on the correct part of the wall.
3. When you have selected the wall at the desired location, click either the **Align With Wall Above** or **Align With Wall Below** edit button.

Aligning Curved Walls Between Floors

Curved walls are aligned between floors using the same technique to align straight walls. If the centers and radii of the walls are within a few inches of each other, the **Align With Wall Above** and **Align With Wall Below** edit buttons are enabled for the selected wall. The selected curved wall will take on the radius and center of the referenced wall when the walls are aligned.

Aligning Pony Walls Between Floors

When aligning a pony wall with either the wall above or below:

- **Align With Wall Below** will always align the lower pony wall with the wall below, as specified in the lower pony wall’s Wall Type Definition. See “Wall Type Definitions” on page 275.
- **Align With Wall Above** will always align the upper pony wall with the wall above, as specified in the upper pony wall’s Wall Type Definition.

Aligning Foundation Walls

The **Foundation To This Line** setting in the **Wall Type Definitions** dialog controls how a wall of a given type aligns with foundation walls directly below on Floor 0.

By default, **Foundation To This Line** is specified for the Main Layer of most wall types. An exception to this are brick wall types, which have Foundation To This Line specified for the exterior siding layer. See “Brick Ledges” on page 247.

Aligning Curved Walls With Straight Walls

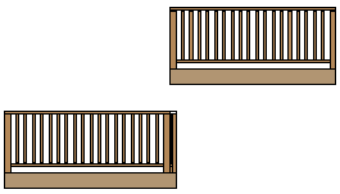
Curved walls can be drawn tangent to an existing straight wall using the **Start/Tangent/End Arc** Mode. See “Drawing Arcs - Arc Creation Modes” on page 981.

If both ends of a selected curved wall are connected to other walls at angles of 45° or less, the **Make Arc Tangent** edit button is available. Click this button to move and resize the wall so that both ends are tangent to the connected walls. See “Editing Arc Based Objects” on page 174.

The wall’s radius is usually changed by this action and a locked center automatically becomes unlocked. Once the wall is tangent, select it and drag its move handle until it is in the appropriate position.

Aligning Railing on Different Platforms

Two collinear Railings or Deck Railings on the same floor can be aligned one above the other when they define rooms with different floor heights.



To align railing on different platforms

1. Click and drag to draw a Railing or Deck Railing that divides a room such as a deck in two.
2. Click the **Select Objects** button, then click in one of the room areas.
3. Click the **Open Object** edit button, and on the General tab of the **Room Specification** dialog:
   - Specify a **Floor Height** that differs from that of the other by at least the height of the railing, then click OK.
   - The default railing height is 36”, so for best results the Floor Height should be changed by at least this amount.
4. Click on the railing drawn in step 1, then click the **Open Object** edit button. On the Railing tab of the **Railing** or **Deck Railing Specification** dialog, check **Generate on Low Platform**. See “Railing Tab” on page 292.
5. Click and drag a second railing parallel to the one drawn in step 1.
6. Select this second railing and click the **Open Object** edit button. On the General tab of the **Railing** or **Deck Railing Specification** dialog, check the box beside **No Room Def** and click OK.
7. With the railing still selected, Ctrl + drag it into the same position as the first railing. See “To move an object freely” on page 203.

Roof Directives in Walls

To automatically generate a roof plane using values other than the defaults or to not generate a roof plane bearing on a particular wall (as for a gable or the sides of a shed roof), you can change the settings in the **Wall Specification** dialog. See “Roof Tab” on page 286.

Hip, Gable, and Shed Roofs

By default, the program will produce a roof plane over each exterior wall to create a hip roof. You can instead specify a gable or shed roof above the selected wall.

- Check **Full Gable Wall** to create a gable with a ridge centered above the selected wall(s).
- Check **High Shed/Gable Wall** for the side walls or the wall under the high side of a shed roof.
- You can also select a wall and click the **Change to Gable Wall(s)** edit button, or change it back by clicking the **Change to Hip Wall(s)** edit button.

Pitch

The default pitch for roof planes is set in the **Build Roof** dialog. However, any exterior wall can define the pitch of the roof plane built above it.

You can also specify a second, upper pitch above a given wall. Mansard, gambrel, gull wing and half-hip are examples of roof styles that use two pitches. See “Roof Tutorial” on page 69 of the User’s Guide.

Overhangs and Roof Returns

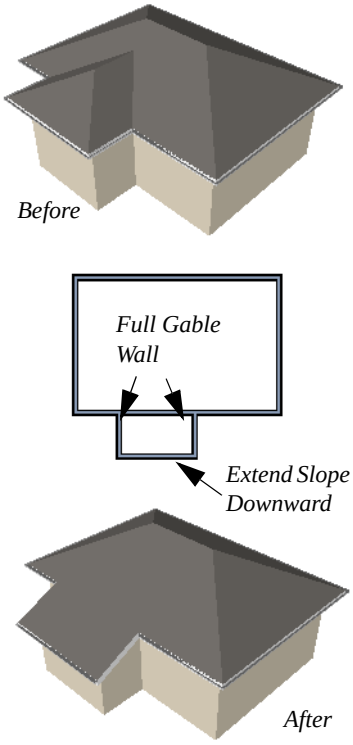
You can specify the overhang of the roof plane to be generated above the selected wall. This setting only takes effect when Same Height at Exterior Walls is unchecked in the the **Build Roof** dialog, which is also where the default Overhang value is set.

Check **Auto Roof Return** to generate roof returns on the selected wall. In most cases, roof returns only generate on Full Gable Walls. See “Roof Returns” on page 474.

Extend Slope Downward

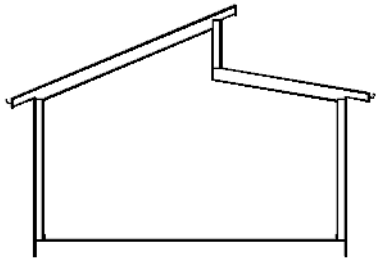
Check **Extend Slope Downward** to extend the roof plane downward over a bumpout, instead of creating additional roof planes. The two connecting walls that create the bumpout must be Full Gable walls.

In the following image, the bearing wall of the bumpout has **Extend Slope Downward** checked. The two short side walls are **Full Gable Walls**.



Clerestory and Dormer Walls

Occasionally, walls are built between two roof planes rather than between a roof plane and a floor platform. Common examples include clerestory walls and the side, or the cheek, walls of floating dormers.

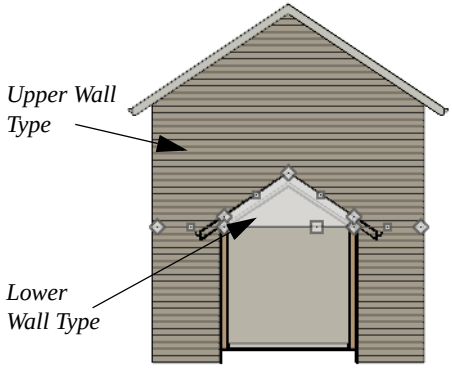


Clerestory wall built between two roof planes

Check **Roof Cuts Wall at Bottom** to have the bottom of the selected wall clipped by the roof plane below, as where a floating dormer wall meets the main roof plane.

Exterior/Interior Pony Walls

It's not uncommon for an individual wall to be an exterior wall near its top, and an interior wall near its bottom.



Lower Wall Type If Split By Butting Roof

Check **Lower Wall Type If Split By Butting Roof** to achieve this. When this option is checked, the selected wall is specified as a pony wall and a second, lower wall type can be specified. Unlike with other pony walls, the change in wall type occurs wherever a

roof plane builds to the exterior of the wall. See “Pony Walls” on page 248.

Attic Walls

In Chief Architect, walls are built between the floor and ceiling platforms of the current floor. See “Floor & Ceiling Heights” on page 311. When the program detects an open space between a wall and the roof plane above it, it automatically creates an Attic Wall on the floor above that wall to fill in the gap.

Attic Walls are typically found above Full Gable Walls, forming a gable or closing the top portion of a side wall beneath a shed roof. They are also generated above all exterior walls when the **Raise Off Plate** value in the **Build Roof** dialog is 3” (175 mm) or greater. See “Build Roof Dialog” on page 431.

Attic walls are often found on the Attic floor, but can be generated on other floors, as well. See “The Attic Floor” on page 404.

You can eliminate an existing Attic wall by combining it with the wall below it. To do this, select **Combine with Above Wall** in the **Wall Specification** dialog for the wall below. See “Roof Tab” on page 286.

Attic Walls are specified as such in the **Wall Specification** dialog. If needed, you can specify a regular wall as an Attic Wall. See “General Tab” on page 282.

When you **Rebuild Walls/Floors/Ceilings** , all Attic Walls in the plan are deleted and rebuilt unless **Auto Rebuild Attic Walls** is also checked in the **General Wall Defaults** dialog. See “General Wall Defaults” on page 238.

Knee Walls

Knee Walls are a bit like Attic Walls in that they are not meant to generate to full ceiling height. Instead, they build upward until they encounter a roof plane. Unlike Attic Walls, however, Knee Walls are used in the interior of a structure, typically to separate unused areas from rooms on the upper floor of a story-and-a-half structure. See “Room Types” on page 305.

Chief Architect does not specify walls as Knee Walls automatically. If an interior wall is drawn in a location where the roof is lower than the ceiling height, you should specify it as a Knee Wall in the **Wall Specification** dialog. See “Roof Tab” on page 286.

Stepped and Raked Walls

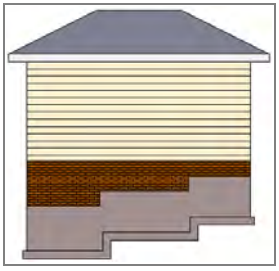
Stepped and raked walls can be easily created using the **Break Line** tool and the wall’s edit handles in any 3D or Cross Section/Elevation view. In many cases, working in a **Backclipped Cross Section** is easiest and allows the greatest accuracy.

When you try to select a wall in a 3D view, the interior or exterior room that it defines may be selected first. Click the Select Next Object edit button to select the wall itself. See "Selecting Walls" on page 261.

Stepped Walls & Footings

One application for pony walls is a stepped foundation. The lower part of the pony wall is the concrete wall with footing, and the upper part of the pony wall is a framed wall built to the first floor platform.

In the illustration above, the lower pony wall is a single layer concrete wall and the upper part of the pony wall is faced with brick.



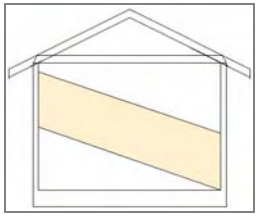
To add a step to a wall

1. Select the wall in a **Backclipped Cross Section** view.
2. Click the **Break Line** tool, then click the top or bottom edge of the wall to place the break.
3. In addition to the corner handles, two handles display along the broken edge.
4. Select one of these two handles, and drag up or down.
5. A square step is created.

The vertical edges of a wall cannot be broken.

By default, a stepped foundation wall displays an "S" symbol at the location of the step in floor plan view. The display of this "S" is controlled in the **Wall Defaults** dialog. See "Exterior/Interior Wall Defaults Dialog" on page 239.

Raked Walls

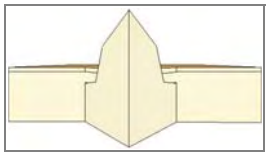


To create a simple raked wall:

1. Select the wall in cross section/elevation or 3D view.
2. Click one of the corner edit handles and drag that handle either up or down.
3. To rake a wall at a specific angle, you can use Angle Snaps, or draw a CAD Line at the desired angle. Select the raked edge of the wall, click the **Make Parallel** edit button, and then click the CAD line. See "Using Make Parallel/Perpendicular" on page 208.

Compound Raked Walls

The illustration below shows two walls meeting in a "V". Both walls have three angles across the top of the wall.



To create a compound raked wall, breaks must be added to the raked edge. Each section of the wall's edge can then be adjusted separately. Breaks cannot be added to the vertical edges of a wall - only the horizontal edges.

To create a compound raked wall

1. In cross section/elevation view, select the wall, click the **Break Wall** tool, then click either edge to be raked.
2. The new break point displays as an edit handle. Click this new handle and drag it to create the desired angle.

Double Walls

In some situations, such as for sound insulation, furring, or where the walls of two modular home units meet, two walls are drawn side-by-side. In instances such as these, where walls are both parallel and touching, they are referred to as Double Walls.

There are three types of Double Walls in Chief Architect: Frame Through, Split Framing and Furred Wall.

Note: The Double Wall options are not enabled for curved walls.

Frame Through

Frame Through walls can be considered the basic Double Wall type. A Frame Through wall could be used as a double wall between hotel rooms for sound insulation.

By default, all walls are specified as **Frame Through** in the **Wall Specification** dialog. See "Structure Tab" on page 285.

Split Framing

Split Framing walls divide floor and ceiling platforms, as well as any walls they intersect. The split occurs at the boundary where the two double walls touch and is useful for separating modular home units.

Chief Architect frames walls and platforms separately on either side of the Split Framing wall boundary, with no framing members crossing it.

You can make floor platform rim joists touch each other at the boundary between Split Framing walls or provide spacing to carry sheathing over them by checking **Build platform to this layer** for the appropriate layer in the **Wall Type Definitions** dialog. For more information, see "Wall Type Definitions Dialog" on page 278.

To create a pair of Split Framing walls, specify both walls as such on the General tab of the **Wall Specification** dialog.

Furred Walls

Furred Walls are placed against the inside of a primary wall, typically an exterior wall. An example is a concrete wall furred out by a framed wall with an air gap or insulation between them. Another example is a thick wall with two framed layers.

Rooms are defined in the normal manner by the primary wall, but the layers of the Furred Wall are treated by the program as though they were added to the primary. An air gap between the primary and furred walls should be defined as a layer of one of the walls, usually the furred wall.

As with Frame Through walls, Furred Walls do not split platforms or connected walls. Unlike Frame Through walls, they do not connect or frame to non-parallel walls like normal walls. Instead, they connect to other Furred Walls.

To create a Furred Wall, specify the primary wall as a **Frame Through** wall and the furred wall as a **Furred Wall** on the General tab of the **Wall Specification** dialog.

Openings in Double Walls

Doors and windows placed in one Double Wall extend through both walls. You can specify how an opening builds through the Double Walls on the Casing tab of either the **Door** or **Window Specification** dialog. See “Door Specification Dialog” on page 337 or “Window Specification Dialog” on page 367.

CAD to Walls

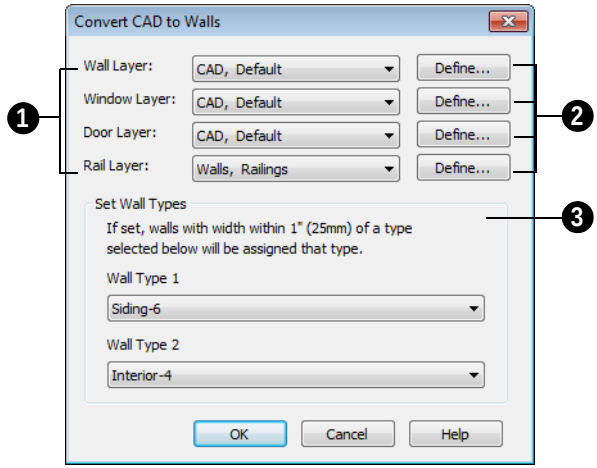
The **CAD to Walls** tool can be used to convert CAD lines in floor plan view into architectural objects. Two or more parallel CAD lines can be converted to both straight or curved walls or rails. CAD lines representing windows and doors can also be converted.

All lines that you want to convert to walls must be located on one layer. The same is true for windows, doors, and rails. It is helpful to place like items on a single layer with unique layer attributes. See “Layer Display Options Dialog” on page 132.

To convert the lines of an imported drawing using **CAD to Walls** , map its layers in the **Import Drawing Wizard**. Do not check “Boxes” or “Polylines”. See “Select File” on page 1046.

When CAD objects are located properly, select **CAD> CAD to Walls** to display the **CAD to Walls** dialog.

Convert CAD to Walls Dialog



❶ Specify the source layers to be converted to walls, windows, doors, or rails.

❷ Click **Define** to view the **Layer Display Options** dialog and select a different source layer if needed.

❸ Specify wall types for the new walls. One, two, or neither can be specified.

To convert to a specific wall type, the lines must be within one inch or 25mm of that wall type's width. If two wall types are specified, new walls are converted to the one having the closest width. The new wall expands or contracts about its centerline to reach the width of the wall type. Typically, only two wall types are used in a plan and an interior and exterior wall type are specified.

Conversion works better if lines representing windows and doors are on different layers, although it should still be satisfactory if they are on the same layer. In either case, the arc indicating door swing helps to identify a door and should be placed on the same layer as doors.

Click **OK** to complete the conversion. Converted items are found in the **Layer Display Options** dialog.

Wall Type Definitions

Every wall drawn in a plan is assigned a wall type, and its Wall Type Definition determines its structure, its appearance in floor plan view, and its default materials.

Material information in the Wall Type Definition can be calculated for take-offs in the Materials List. See "Materials Lists" on page 1159.

Wall types can be viewed, edited and created in the **Wall Type Definitions** dialog. See "Wall Type Definitions Dialog" on page 278.

Walls can have up to ten layers defined, each representing a different material. All of these layers can be calculated in the Materials List. Materials that are applied to the outer layers of the wall type definition also determine the wall's appearance in 3D views.

You can specify the default wall types used when walls are first created, and can specify the wall type of any wall after it is drawn in the **Wall Specification** dialog. See "Wall, Railing and Fencing Defaults" on page 238 and "Wall Types Tab" on page 290.

The Main Layer

In most circumstances, the Main Layer should be specified as the structural layer of the wall, particularly when the wall is a framed type. The Main Layer determines many things, including:

- Floor and ceiling platforms and automatically built foundation walls normally build to the outer edge of the Main Layer.
- At intersections, walls join at the interior surfaces of their Main Layers. See "Connecting Walls" on page 255.
- Exterior walls on different floors are aligned by the exterior edges of their Main Layers.
- Roof baselines are placed at the outer edge of the Main Layer when roofs are automatically generated. See "The Baseline" on page 440.
- Roof base lines and gable/roof lines that are manually drawn snap to the edge of this layer.
- When wall framing is generated, stud depth is based on the thickness of each wall's Main Layer.
- By default, walls resize about the exterior surface of their Main Layer when their wall type or Wall Type Definition is changed. See "Resize About" on page 266.
- By default, Object Snaps locate the exterior surface of a wall's Main Layer. See "Object Snaps" on page 146.

Wall framing will only generate in a wall when a Framing material such as Fir Stud 16" OC or Metal Stud 24" OC is specified for its framing layer. See "Material Types" on page 783.

All of this information is reliant on the Main Layer, so creating your wall type definitions accurately beforehand and specifying the Main Layer is very important.

The Dimension Layer

Dimension Defaults can be set to locate walls at their surfaces or at the exterior line of their Wall Dimension Layer. See "Locate Objects Tab" on page 896.

The Main Layer is the default Wall Dimension Layer for installed wall types; however, this can be changed if need be in the **Wall Type Definitions** dialog. In addition to the Wall Dimension Layer, the program will locate the inside surface of the Main Layer, as well.

Whether Surface or Wall Dimension Layer is selected on the Locate Objects tab of the **Dimension Defaults** dialog determines a

number of aspects related to how dimensions locate walls:

- How Auto Exterior and Manual Dimensions measure the lengths of walls.
- Where both Manual and Automatic Reach are measured from.
- Where Extension line lengths and their Gap From Marked Object are measured from.
- Where First Line Offset for **Auto Exterior Dimensions** is measured from.
- How the minimum enclosed area required by **Auto Exterior Dimensions** is measured.

The settings on the Locate Objects tab control how dimensions initially locate walls. Once a dimension line has been created, you can move its extension lines or add new extensions to locate other points along a wall's assembly. See "Measuring Walls" on page 259.

Interior and Exterior Surfaces

Every wall has an interior and exterior surface - including walls in a plan that are recognized by the program as being interior walls. See "Exterior and Interior Walls" on page 246.

Having separate designations for a wall's two surfaces allows you to specify different materials for each in the **Wall Specification** dialog. See "Materials Tab" on page 297.

It also allows you to specify which direction Wall Detail views face. See "In Wall Detail Views" on page 544.

In the **Wall Type Definitions** dialog, the exterior surface is shown at the top of the wall assembly diagram. In floor plan view, you can identify a selected wall's exterior surface by the location of its edit handles, which display on the exterior of the Main Layer by default. See "Resize About" on page 266.

Legacy Wall Types

In Chief Architect version X2 and prior, generic, single-layer wall types were used as the default for railings, deck railings and fencing. In the earliest program versions, they were the defaults for walls, as well.

- In Chief Architect X1 and prior, there were two such wall types: "Default (wood frame 16"OC)" and "Default (concrete)".
- In Chief Architect X2, these two wall types were replaced by one named "Adjustable Thickness Wall".

When plans that include either of these wall types - in the drawing itself or set as a default - are opened in Chief Architect X4, the legacy wall type is replaced by a new wall type named "Wall-X", where X is the thickness of the wall's Main Layer, rounded up. There are a few exceptions:

- If legacy wall types with the same thickness but different materials are found, they use the same naming convention appended with and additional _X.
- If a wall using a legacy wall type is specified as a Foundation wall, the resulting wall type will be named "Foundation Wall-X".
- If a legacy wall type has the same attributes as a wall type installed with Chief Architect X4, such as 8" Concrete Stem Wall, it will be replaced by that wall type.

Unless a wall is specified as a Foundation wall, Deck Railing, or Fencing, it will be treated as a framed wall and its new wall type will acquire two additional 1/2” (13 mm) thick wall layers: an interior and an exterior layer. These new layers will use the interior and exterior materials of the original wall. The wall’s original layer will maintain its original thickness, acquire a framing material, and will become the new wall type’s Main Layer.

Foundation, Deck Railing, and Fencing wall types converted in this manner will continue to have only one layer.

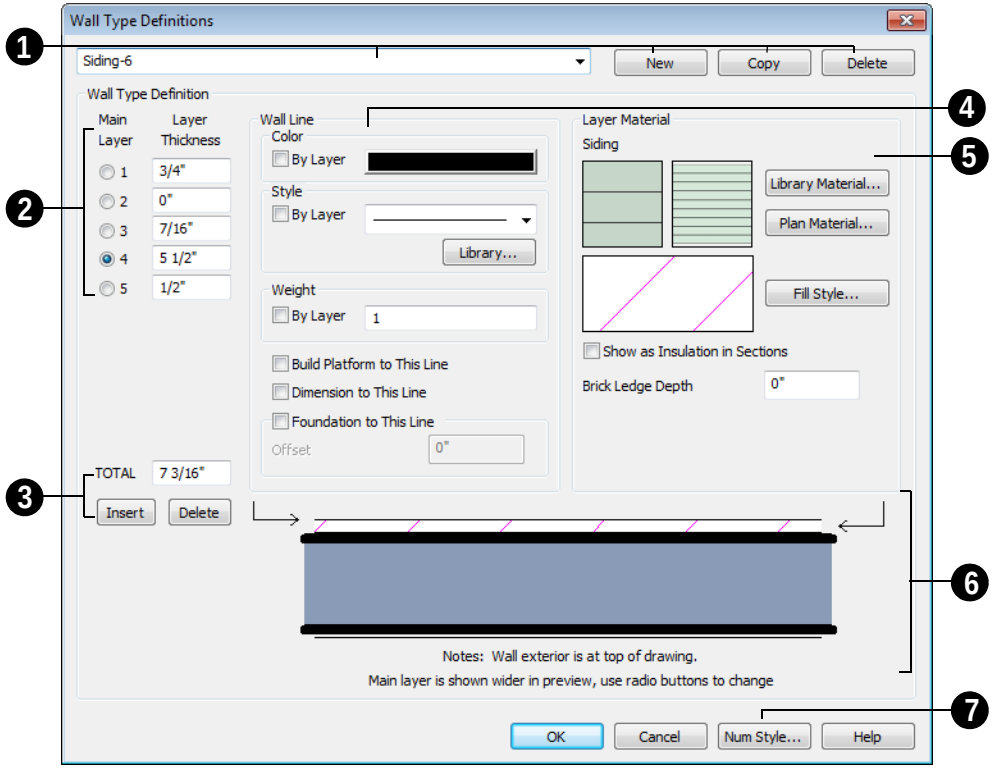
Wall Type Definitions Dialog

The **Wall Type Definitions** dialog is used to define new wall types and redefine existing wall types in the current plan file. Select **Build> Wall> Define Wall Types** to open this dialog.

You can also click the **Define** button on the Wall Types tab of the **Wall Specification** or in most **Wall Defaults** dialogs. See “Wall Types Tab” on page 290.

Changes made to an existing wall type definition affect all walls in the current plan using that wall type. Walls in other plan files are unaffected.

If changes to a wall type affect its thickness, the position of any walls in the plan using that wall type may be affected. See “General Wall Defaults” on page 238.



1 Manage the list of wall types available in the current plan.

- Click this drop-down list to display all available wall types in the current plan. Select a wall type from the list to display its definition. You can rename a wall type by typing in a new name.
- To create a new wall type, click **New** to define a new wall type from scratch or click **Copy** to copy the current wall type. A copied wall type can then be renamed and redefined.
- To remove a wall type, select it and click **Delete**. Wall types currently being used in your plan or set as plan defaults cannot be deleted.

2 The selected wall type's layers are listed here.

- Wall layers are numbered and are listed from exterior at the top to interior at the bottom.
- If the selected wall type has multiple wall layers, select a radio button to specify the **Main Layer**. The Main Layer is usually the structural layer and is often thicker than other layers.
- Define the **Thickness** for each wall layer. The layer thickness format can be

changed by clicking the Num Style button.

- To select a layer for editing, click in its Layer Thickness text field. The arrow to the right of the wall assembly diagram points to the selected layer, while the arrow to the left of the diagram points to its exterior surface.

You can also select a wall layer by clicking on it in the wall assembly diagram at the bottom of the dialog.

❸ Manage the layers associated with the selected wall type definition.

- The **TOTAL** thickness of the wall type definition displays here. If you change this value, the thickness of the Main Layer automatically updates to account for the difference.
- Click the **Insert** button to create a new layer directly above the selected layer in the wall type definition.
- To insert a layer at the bottom, or interior, of the wall type definition, click on the bottom line in the wall assembly diagram and then click the **Insert** button.
- Click **Delete** to remove the selected layer from the wall type definition.

❹ Specify the attributes of the selected **Wall Line**. Wall Lines define the extents of the layers in the wall assembly diagram at the bottom of the dialog. To select a Wall Line for editing, simply click on it in the diagram. The arrow to the left of the diagram points to the selected line.

- Define the **Color**, **Style**, and **Weight** for the selected Wall Line.
- Check **By Layer** if you want the line to assume the attributes of the wall's layer as defined in the **Layer Display Options** dialog. See "Displaying Objects" on page 128.
- Click the **Library** button to open the **Library Browser** to the Line Style category. See "Line Styles" on page 999.
- Check **Build Platform to This Line** to build floor and ceiling platforms to the selected Wall Line. This option can only be selected for one Wall Line at a time. By default, this option is checked for the exterior side of the Main Layer.

Note: If Floor Platform to This Line is checked for the exterior surface line of the wall type, no siding material will generate to cover the floor platform.

- Check **Dimension to This Line** to have dimensions locate the selected Wall Line. This option can only be selected for a single wall layer, and can only be selected for the Main Layer or a layer located between the Main Layer and the exterior surface. By default, this option is checked for the Main Layer. Does not affect Interior Dimensions. See "The Dimension Layer" on page 276.
- Check **Foundation to This Line** to align the Main Layer of a foundation wall or slab footing on the floor below to the selected Wall Line. See "Aligning Foundation Walls" on page 416.
- Specify how far to **Offset** the Main Layer of a foundation wall on the floor below relative to the selected Wall Line. A positive value offsets toward the exterior; a negative value offsets toward the interior.

Only available when Foundation to This Line is checked.

❺ Specify the **Layer Material** for the selected wall layer, which is calculated in the Materials List, as well as the layer's fill pattern, which displays in floor plan view.

- Click the **Library Material** button or either of the two material preview boxes to open the **Select Library Object** dialog tand choose a material for the selected wall layer. See "Select Library Object Dialog" on page 763.
- Click **Plan Materials** to open the **Plan Materials** dialog and choose a material for the selected wall layer. See "Plan Materials Dialog" on page 785.
- Click the **Fill Style** button to open the **Layer Fill Style** dialog and specify a fill style for the selected wall layer. This dialog is similar to the Fill Style tab for CAD objects. See "Fill Style Tab" on page 991.
- Wall layer fill styles are overridden if you use the **Hatch Wall** tool on a wall in floor plan view.
- Check **Show as Insulation in Sections** to have insulation details generated in cross section views when the **Auto Detail** tool is used. See "Auto Detail" on page 824.
- Specify the **Brick Ledge Depth**, which is the vertical depth of the brick ledge under walls of this type when a Brick material Type is specified for the exterior layer and a monolithic slab foundation is built. See "Brick Ledges" on page 247.
  By default, the **Brick Ledge Depth** is equal to the Height value of the Brick material. See "Material Types" on page 783.

❻ An assembly diagram of the selected wall type definition displays here. Any changes made in this dialog display in the diagram, which illustrates how the wall displays in floor plan view. See "Displaying Walls" on page 256.

- The arrow to the left of the diagram points to the selected Wall Line. Wall Lines define the extents of each wall layer. To select a Wall Line, simply click on it.
- The arrow to the right of the wall assembly diagram points to the selected layer. To select a layer, click on a layer in the diagram or click in its **Thickness** field.

❼ Click the **Num Style** button to open the **Number Style/Angle Style** dialog. Here you can change the numbering format. See "Number Style/Angle Style Dialog" on page 112.

Exporting and Importing Wall Types

Wall type definitions created in one plan can be exported as a **.dat** file and imported into other plans. This is a convenient alternative to re-creating one or more wall type definitions that already exist in another plan.

The wall type definitions available to export from the current plan are listed in the **Wall Type Definitions** dialog. See "Wall Type Definitions Dialog" on page 278.

Exporting Wall Types

To export wall type definitions from the current plan file, select **File> Export> Wall Definitions**.

The **Export Wall Definitions File** dialog is a typical Save As dialog. Exported wall types are saved using the **.dat** file extension. See “Exporting Files” on page 50.

Importing Wall Types

To import wall type definitions into the current plan or layout, select **File> Import> Wall Definitions**.

The **Import Wall Definitions File** dialog is a typical Open File dialog. See “Importing Files” on page 54.

When wall type definitions are imported, the names of the wall type definitions in the **.dat** file are compared with those already present in the current plan. If the program finds identical names, it will ask you if you want to replace existing wall definitions with the same name. Click Yes to replace existing files in the plan file, or No to keep the definitions already in the plan.

Wall type definitions that you use often should be saved in your default template plan. See “To create your own template plan” on page 75.

Wall Specification Dialog

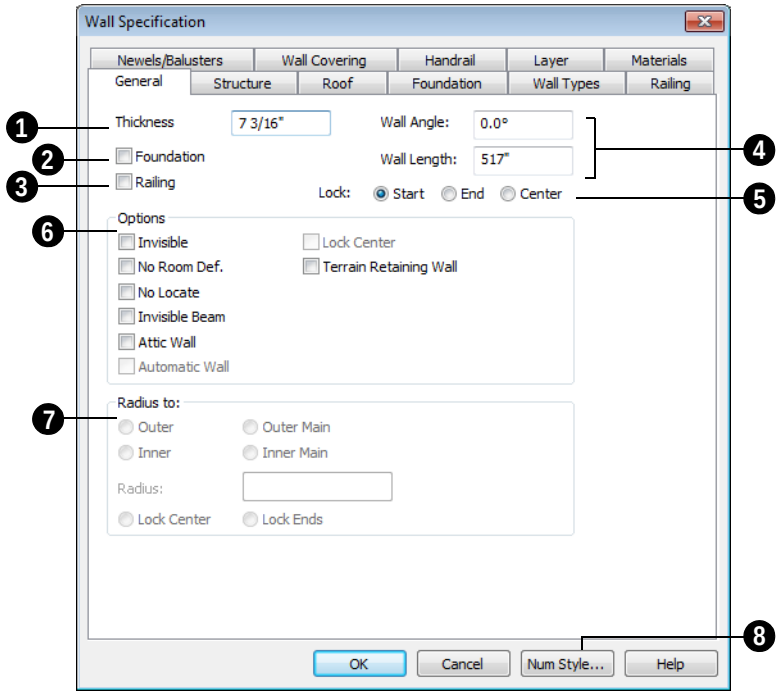
To open the **Wall Specification** dialog, select a wall or group of walls and click the **Open Object** edit button.

The tabs of the **Wall Specification** dialog are also found in the **Footing, Railing**, **Deck Railing**, and **Fencing Specification** dialogs.

The settings in this dialog are also similar to those in the various Wall Defaults dialogs. The settings in these defaults dialogs determine the initial characteristics of railings, deck railings, foundation walls and footing walls, and fencing when they are first drawn. See “Wall, Railing and Fencing Defaults” on page 238.

General Tab

The settings on the General tab determine the basic use of the selected wall, as well as its length, angle, and other attributes.



Some items on the General tab are available only when they apply to the selected wall(s) or railing(s).

1 The **Thickness** of the selected wall displays and can be changed here. If the wall is a Post to Overhead Beam railing, this setting also affects the width of the beam. See “Wall Thickness” on page 263.

2 Check **Foundation** to specify the selected wall as a foundation wall. More foundation wall settings are available on the Foundation tab.

3 Check **Railing** to specify the selected wall as a railing. More railing settings are found on the Railing and Newels/ Balusters and Handrail tabs.

4 Specify the **Wall Angle** and **Wall Length** of a straight wall. These options are not available for curved walls.

- **Wall Angle** - The current absolute angle of the wall in a floor plan view is shown. Type in a new angle to rotate the wall about its locked point.
- **Wall Length** - The current length, as measured along the **Resize About** line, is shown. Type in a new length. The part of the wall that extends or contracts is determined by where it is locked. See “Resize About” on page 266.

5 Select a radio button to **Lock** the selected wall at its Start, End or Center. When the **Wall Angle** or **Wall Length** of the

selected wall is changed, this point along the wall does not move.

6 Check any of the **Options** to modify the selected wall accordingly. In most cases, multiple options can be selected.

- Check **Invisible** to specify the wall as invisible. Invisible walls can display in floor plan view but not 3D views and are used to divide rooms areas not separated by a wall or railing. Unless the wall is on a non-default layer, it will be moved to the "Walls, Invisible" layer when this box is checked. See "Invisible Walls" on page 250.

Select Railing and Invisible to place walls where there is a vertical break in the floor or ceiling level at the invisible wall's location. If railing is not selected, there will be a gap where the levels change.

- Check **No Room Def.** to display the wall in floor plan and/or 3D views but not create room definition. See "Room Definition" on page 301.
- Check **No Locate** to prevent Auto Exterior Dimensions from locating the wall. No Locate is selected by default for Railings and Invisible Walls. Unless the wall is on a non-default layer, it will be moved to the "Walls, No Locate" layer when this box is checked. See "Auto Exterior Dimensions" on page 906.
- Check **Invisible Beam** to have the wall display as two lines in floor plan view. This option is included for compatibility with earlier versions and its use is not encouraged. It does not create a beam.
- Check **Attic Wall** to prevent the wall from extending through the roof above. Unless the wall is on a non-default layer, it will be moved to the "Walls, Attic" layer when this box is checked. See "Attic Walls" on page 271.
- **Automatic Wall** displays for reference and is checked whenever the selected wall was generated by the program. Typically, automatic walls are also Attic walls.
- Check **Wall Butts Other Walls** to connect the selected wall at the surfaces of other walls rather than at their main layer.
- Select **Lock Center** to lock the center of a curved wall.
- Select **Terrain Retaining Wall** to treat the wall as a terrain retaining wall. See "Retaining Walls" on page 660.

7 **Radius To** - This section is only active for curved walls and controls the definition of the curved wall radius.

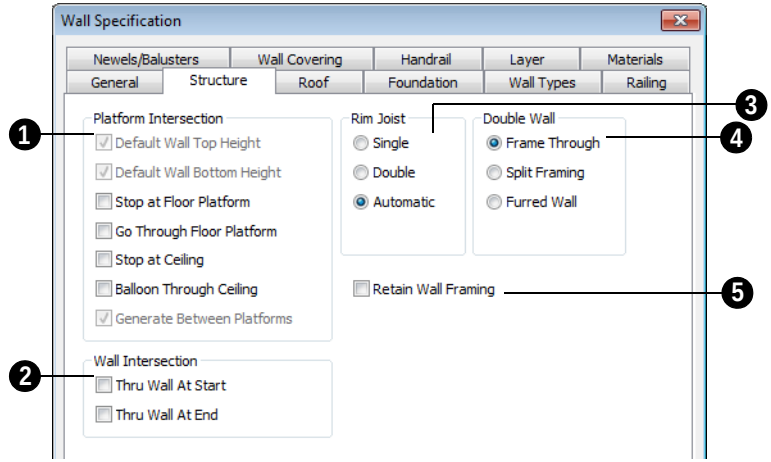
- Select **Outer** to define the radius from the center of the curved wall to the outer surface of the wall.
- Select **Inner** to define the radius from the center of the curved wall to the inner surface of the wall.
- Select **Outer Main** to display or modify the radius from the center of the curved wall to the outside of the main layer of the wall.
- Select **Inner Main** to define the radius from the center of the curved wall to the inside of the main layer of the wall.
- **Radius** - Displays the radius length as defined by the above radio buttons. Modify this value to change the curvature of the wall.

- Select **Lock Center** so that when the radius is changed, the wall's arc center remains locked and the wall ends change.
- Select **Lock Ends** so that when the radius is changed, the wall ends remain locked and the wall's arc center changes.

8 Click the **Num Style** button to open the **Number Style/Angle Style** dialog and change the way the **Wall Angle** and **Wall Length** values display. See "Number Style/ Angle Style Dialog" on page 112.

Structure Tab

The settings on the Structure tab control the height and other structural attributes of the selected wall(s).



1 The **Platform Intersection** settings control the relationship between the selected wall and the floor and ceiling platforms above and below it.

- **Default Wall Top Height** and **Default Wall Bottom Height** are enabled if the selected wall top and/or bottom height has been edited. Check these boxes to restore the default heights.
- Select **Stop at Platform** to have the bottom of the wall stop at the top surface of a floor platform. This is the default for framed wall types.
- Select **Go Through Platform** to have the bottom of the wall go through a floor platform. If there is a wall directly below, the framing will continue downward to its top plate. This is the default for concrete wall types. Does not affect interior walls.

Whether a wall is a framed or concrete type is determined by material assigned to its Main Layer. See "Wall Type Definitions Dialog" on page 278.

- Select **Stop at Ceiling** to have the top of the wall stop at the bottom of a ceiling platform.
- Select **Balloon Through Ceiling** to have the top of the wall go past the ceiling platform. If there is a wall directly above, the framing will continue upward to its bottom plate. The two walls remain separate objects on different floors, however. Does not affect interior walls.
- Select **Generate Between Platforms** to fill in the gap between floor and/or ceiling platforms when the selected railing or invisible wall separates rooms with different floor and/or ceiling heights. When unchecked, this gap is not closed. Only available for railings, invisible railings, and invisible walls. See "Stepped Floor & Ceiling Platforms" on page 398.

❷ The **Wall Intersection** settings control whether the selected wall builds through wall corners at its Start and End points. The display of **Start and End Indicators** can be turn on or off in the **Preferences** dialog. See "Edit Panel" on page 98.

- Select **Thru Wall at Start** to build the wall through the wall corner located at its start point.
- Select **Thru Wall at End** to build the wall through the wall corner located at its end point.
- When neither box is checked, the wall does not build through the corners at either of its endpoints.

❸ Specify the number of **Rim Joists** for the floor platform below the selected wall(s). See "Framing" on page 519.

- Select **Single** or **Double** to generate one or two rim joists, respectively.
- Select **Automatic** to generate two rim joists if there is no wall below the selected wall, and one rim joist when there is a wall below. Automatic produces a single rim joist for Deck Railing.

❹ The **Double Wall** options specify how a selected straight wall frames when it is parallel to and touching a second wall. See "Double Walls" on page 273.

These settings are only available for straight walls.

- Select **Frame Through** to create a basic double wall.
- Select **Split Framing** to create a double wall that splits platforms and connecting walls at its boundary.
- Select **Furred Wall** to treat the selected wall as additional layers added to another wall.

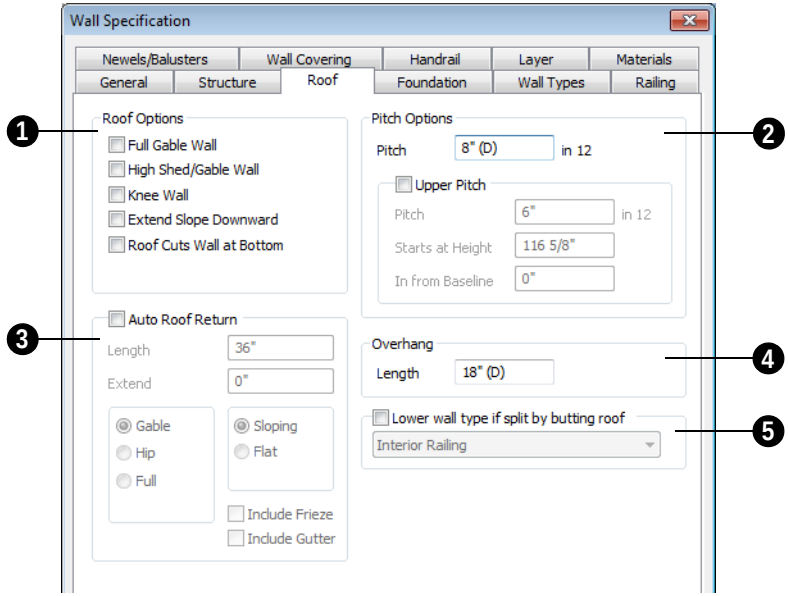
Note: The Double Wall options are not available for curved walls.

❺ Check **Retain Wall Framing** to preserve the framing of the selected wall when the wall framing is globally rebuilt. See "Keeping Framing Current" on page 547.

Roof Tab

Any automatically generated roof style other than a hip requires roof information to be defined in the exterior walls. On the Roof tab, you can specify how the selected wall

interacts with the roof plan, defining the portion of the roof plan that bears on it. See “Automatic vs. Manual Roofs” on page 426.



1 **Roof Options** - Specify the shape of the wall relative to the roof.

- Check **Full Gable Wall** to create a gable end over the selected wall.
- Check **High Shed/Gable Wall** to specify the selected wall as the high end of a shed roof.
- Check **Knee Wall** to define the selected interior wall as a knee wall. Only an interior wall can be defined as a knee wall. A knee wall’s height is defined by the roof above, not the ceiling height. See “Knee Walls” on page 271.
- Check **Extend Slope Downward** to continue a roof down over a bumpout in an exterior wall. See “Extend Slope Downward” on page 269.
- Check **Roof Cuts Wall at Bottom** to prevent the portion of a selected wall located below an intersecting roof plane from building.
- **Combine with Above Wall** is only available when a selected wall has an Attic wall above it. Check this box to extend the selected wall upward to replace the Attic wall and balloon frame the entire wall when automatic framing is built. See “Attic Walls” on page 271.

2 **Pitch Options** - Specify the pitch or pitches of the roof plane(s) above the selected wall.

- Enter a value to define the **Pitch** of the roof plane bearing on the selected wall.

- Check **Upper Pitch** to create a roof with two pitches or, if the selected wall is a Full Gable Wall, a half hip condition.
- Enter the **Pitch** of the second, upper roof.
- Specify the **Height** that the Upper Pitch **Starts at,** or define the distance **in from Baseline** that the second pitch begins. The two values are dynamic. Press the Tab key to update the relative numbers.

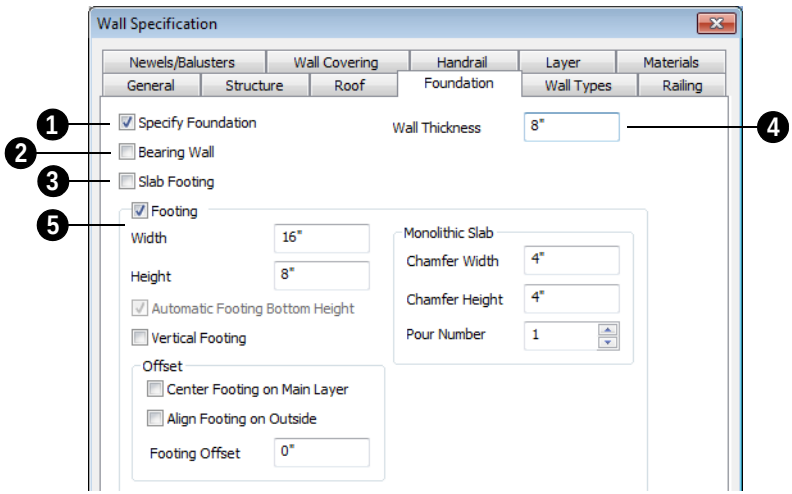
❸ Check **Auto Roof Return** to generate roof returns on the selected wall. In most cases, roof returns only work for Full Gable Walls. See “Roof Returns” on page 474.

- Specify the horizontal **Length** of the roof return in inches.
- Enter a value in inches to **Extend** the roof returns from the overhang.
- Specify a **Gable**, **Hip**, or **Full** roof return. Specify a **Sloping** or **Flat** roof return. See “Roof Tutorial” on page 69 of the User’s Guide.
- Check the boxes to **Include Frieze** molding and **Include Gutter** on the roof returns.

❹ Specify the **Overhang Length**, which is the horizontal distance from the baseline to the eave. See “The Baseline” on page 440.

❺ Check **Lower wall type if split by butting roof** to specify the desired wall type for the portion of the selected wall located beneath an adjacent, abutting roof plane, should one be present. The upper portion is defined on the Wall Types tab.

Foundation Tab



❶ Check **Specify Foundation** to turn the selected wall into a foundation wall and enable the settings on this tab. This box is checked by default for automatically generated foundation walls as well as walls

drawn with the **Foundation Wall** and **Slab Footing** tools, and produces a footing beneath the wall.

❷ Check **Bearing Wall** to specify the selected wall as a bearing wall. When an automatic foundation is built, walls on Floor 0 will be created directly beneath any Bearing walls drawn on Floor 1. See "Building a Foundation" on page 412.

When **Bearing Wall** is checked, **Specify Foundation** and **Slab Footing** will be unchecked.

❸ Check **Slab Footing** to specify the selected wall as a slab footing. See "Foundation Walls" on page 246.

When **Slab Footing** is checked, **Specify Foundation** will also be checked.

Note: Rooms defined by walls drawn using the Slab Footing tool will have a Ceiling Height of 0 and a Monolithic Slab Foundation. Rooms defined by walls that are later specified as Slab Footings will not unless the room is on Floor 0 and the plan has a Monolithic Slab foundation specified.

❹ The **Thickness** of the selected wall displays and can be changed here.

- If Slab Footing is checked, the **Curb Width** can be specified instead.

❺ Check **Footing** to assign a concrete footing to the selected wall(s) and enable the settings below.

- Specify the **Width** and **Height** of the footing below the selected foundation wall(s). The **Height** value will be unavailable if the bottom height of the footing has been edited. See "Stepped Foundations" on page 420.
- Check **Automatic Footing Bottom Height** to restore the default height of the selected wall's footing. Only available when the footing bottom height has been edited.
- Check **Vertical Footing** to generate footings that run up and down along any steps in the foundation wall's bottom height.

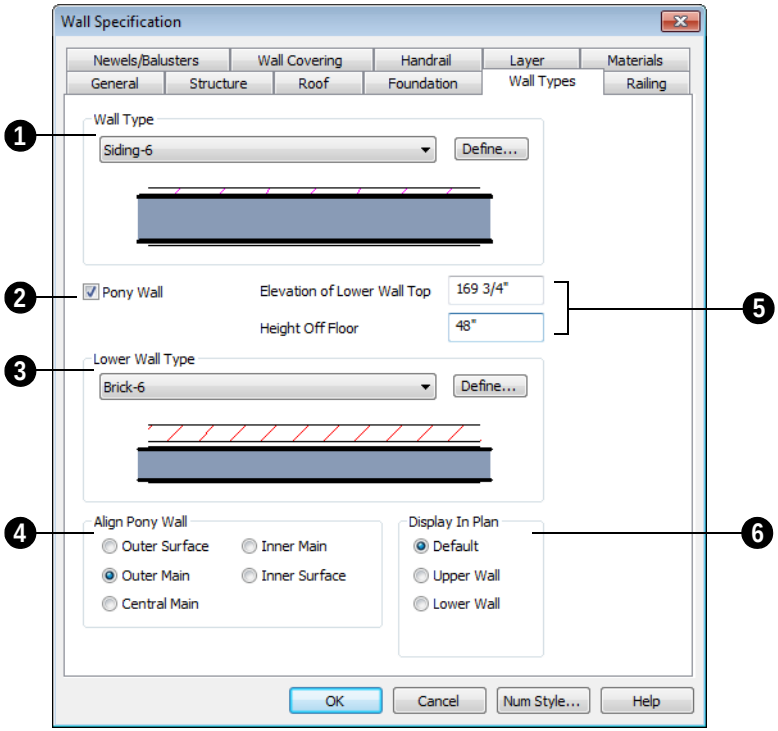
Offset - Specify how the footing is centered under the selected wall.

- Check **Center Footing on Main Layer** to center the footing on the wall's Main Layer. See "The Main Layer" on page 276.
- Check **Align Footing on Outside** to align the footing along the wall's exterior surface. See "Wall Type Definitions" on page 275.
- Specify the **Footing Offset**, which is the distance between the center of the footing and the center of the wall. A value of 0 centers the footing under the wall. A positive value offsets the footing towards the wall's interior surface. A negative value offsets it towards the wall's exterior. Not available if either Center Footing on Main Layer or Align Footing on Outside are checked.

Specify how **Monolithic Slab** footings generate.

- Specify the **Chamfer Width** and **Height**, which define the angled corners where the footing meets the underside of the slab.
- Specify the **Pour Number** of the selected footing.

Wall Types Tab



1 Choose the selected wall's **Wall Type** from the drop-down list of all currently available types. A preview of the selected wall type displays below the drop-down list.

- Click the **Define** button to open the **Wall Type Definitions** dialog to create or modify existing wall types. See "Wall Type Definitions Dialog" on page 278.

2 Check **Pony Wall** to specify the selected wall as a pony wall having different wall types on its upper and lower portions. See "Pony Walls" on page 248.

3 Specify the **Lower Wall Type**: the wall type of the lower portion of the pony wall. A preview of the selected wall type displays below the drop-down list.

- Click the **Define** button to open the **Wall Type Definitions** dialog.

4 **Align pony wall** - Specify how the layers of the selected wall's Upper and Lower portions align.

- **No change** is used by default when multiple pony walls with different alignment settings are selected. Choose this to leave the alignment as it was when the dialog was opened.
- Select **Outer surface** to align wall types at their outer surfaces.

- Select **Outer main** to align wall types at the exterior edge of their main layers.
- Select **Central main** to align the centers of the main layers of both wall types.
- Select **Inner main** to align the wall types at the interior side of their main layers.
- Select **Inner surface** to align wall types at their interior surfaces.

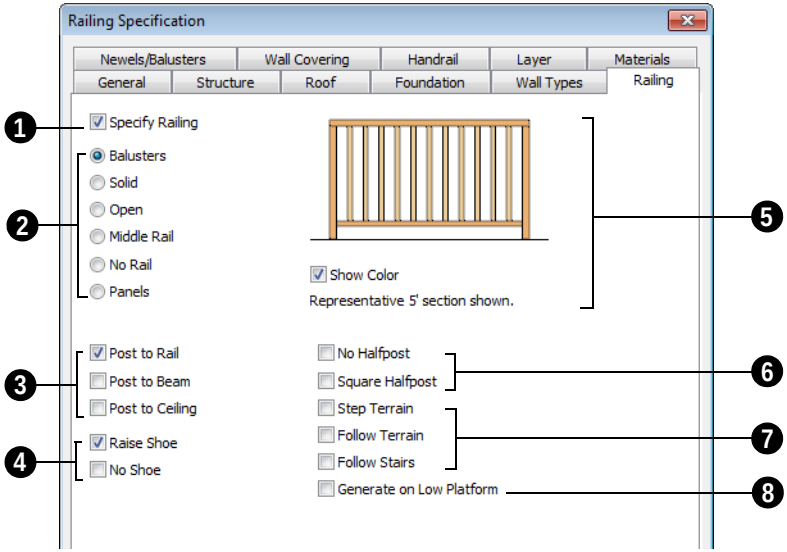
❺ Specify the height of the division between the upper and lower walls. These two settings are dynamic: if one is changed, the other will update accordingly.

- Specify the **Elevation of Lower Wall Top**, which is the division between the upper and lower walls. If the top of the lower pony wall is stepped or raked, this value will be “No Change”. This value is measured from 0” (mm) - the default floor height for Floor 1. See “Floor Defaults Dialog” on page 392.
- Specify the **Height Off Floor** of the division between the upper and lower walls. This value is measured from the floor height of the room(s) defined by the selected wall. If the wall defines rooms with different floor heights, “No change” will display.

❻ Specify which part of the pony wall you would like to **Display in Plan** view.

- Select **Default** to display the portion of the pony wall specified in the **Pony Wall Defaults** dialog. See “Wall, Railing and Fencing Defaults” on page 238.
- Select **Upper Wall** to display the upper portion of this pony wall in floor plan view regardless of the default setting.
- Select **Lower Wall** to display the lower portion of this pony wall in floor plan view regardless of the default setting.
- When walls are group-selected, choose **No Change** to allow each wall in the selection set to maintain its own setting.

Railing Tab



1 Check **Specify Railing** to specify the selected wall as a railing and enable the other options on this tab. Railings can be also drawn directly using the **Railing** or **Deck Railing** tools.

2 **Railing Type** - Select the radio button for the desired railing type. A preview of the selected type displays to the left.

- Check **Balusters** to create balusters.
- Check **Solid** to create a solid, wall style railing. The wall is the type defined by the current wall layer definition.
- Check **Open** to create a railing with only a top rail.
- Check **Middle Rail** to create a railing with a top and a middle rail.
- Check **No Rail** to eliminate rails, leaving only pillars or posts (and overhead beam, if selected).
- Check **Panels** to create a solid panel. You can specify the panel style on the Newels/Balusters tab.

3 Check **Post Length** for the desired post length. A preview of the selected option displays to the left.

- Check **Post to Rail** to create newel posts from floor to rail height. This option is selected by default.
- Check **Post to Overhead Beam** to create newel posts from floor to an overhead beam placed just under the ceiling height. The beam's width is based on the Thickness of the selected railing wall.
- Check **Post to Ceiling** to extend the newel posts to the ceiling.

4 Check **Shoe Options** for the desired placement of the bottom rail, or shoe. If neither box is checked, the shoe is placed at

floor platform level. Not available for railings specified as Solid or No Rail.

- Check **Raise Shoe** to raise the shoe 3½" (87 mm) off the floor platform.
- Check **No Shoe** to eliminate the shoe altogether. Balusters go right to the floor. Not available for Panel railings.

❺ A preview of the railing displays here and updates as options are changed.

- Uncheck **Show Color** to display the preview as a line drawing rather than in color.

❻ Choose a **Halfpost** option for the desired halfpost placement.

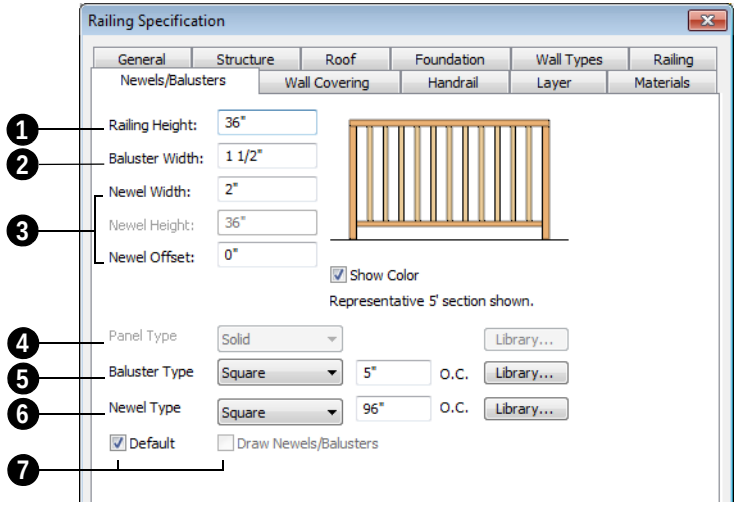
- Check **No Halfpost** to prevent a half-width post from being placed when a railing intersects a wall.
- Check **Square Halfpost** to use a square halfpost where a railing intersect with a wall. Not available if No Halfpost is checked.

❼ Specify whether the selected railing follows the slope of terrain or that of stairs. These options only apply when railing or fencing is drawn outside of a building on top of a defined terrain, or when the railing is drawn at the same location as a staircase.

- Check **Step Terrain** to have the railing or fencing follow the terrain in horizontal steps between each newel.
- Check **Follow Terrain** to have the railing or fencing follow the terrain smoothly.
- Check **Follow Stairs** to have the railing or fencing follow the rise of stairs drawn in the same location. See "Railing Panels" on page 501.

❽ Check **Generate on Low Platform** to display the selected railing on the lower floor platform when the railing defines two room areas with different floor heights. See "Aligning Railing on Different Platforms" on page 268.

Newels/Balusters Tab



1 **Railing Height** - Specify the railing height. For interior railings, this is measured from the height of the floor finish. See "Floor and Ceiling Platform Definitions" on page 399.

2 **Baluster Width** - Specify the width or diameter of each baluster at its widest point. For a Panel railing, this is the panel's thickness and can be no larger than the railing's total thickness, shown on the General tab.

3 Specify the characteristics of the selected railing's newels.

- Specify the **Newel Width**. For a library newel, this is its width or diameter at its widest point.
- Specify the **Newel Height**, which is the height from the ground to the top of the newel. Not available if Post to Rail, Post to Overhead Beam or Post to Ceiling is selected on the Railing tab.
- Specify the **Newel Offset**, which is the amount each newel is offset from the center of the railing. Use this when creating a fence with the newels to one side of the fence boards.

4 **Panel Type** is only available when the railing type has been specified as "Panels." Select Solid, Framed, or Library to select a symbol to be used as a rail panel.

5 **Baluster Type** - Only available when the railing type is not specified as "Panels." Select square, round, or Library Balusters and specify the on-center (**O.C.**) spacing.

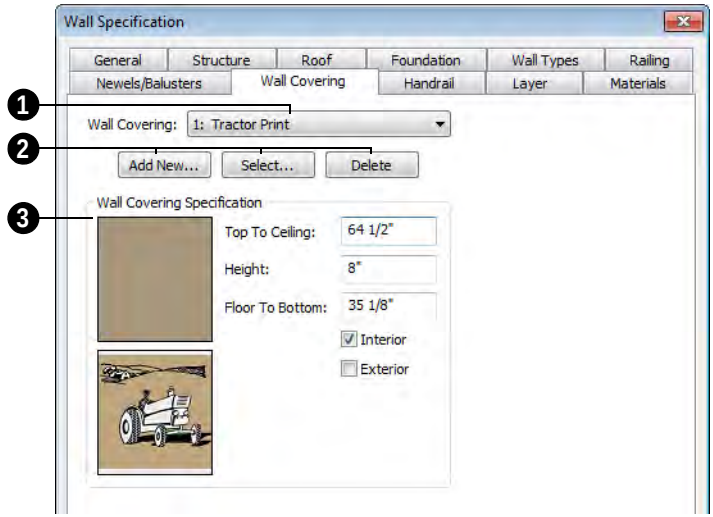
6 **Newel Type** - Select square, round, or Library Newels and specify the on-center (**O.C.**) spacing.

7 Check **Default** to use the Draw Newels/Balusters setting in the **Railing Defaults** dialog. Check **Draw Newels/**

Balusters to draw newels and balusters in floor plan view.

Note: Selecting Library from the Panel, Baluster or Newel Type drop-down list is the same as clicking the Library button to the immediate right and allows you to select a symbol from the library. See “Select Library Object Dialog” on page 763.

Wall Covering Tab



1 All wall covering materials applied to the selected wall are listed here. Select one from the drop-down list to edit it or remove it from the wall.

2 Add, replace or remove the selected wall’s wall coverings.

- Click **Add New** to apply a new wall covering to the selected wall. See “Select Library Object Dialog” on page 763.
- Click **Select** to replace the current wall covering with a new one from the library.
- Click **Delete** to remove the current wall covering from the selected wall.

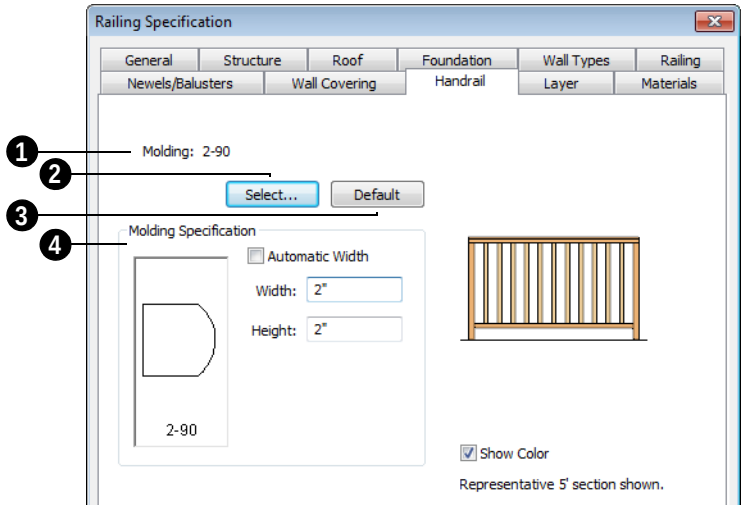
3 Specify the position of the current wall covering. Preview panes of the current wall covering also display here.

- Enter the heights of the current wall covering’s **Top To Ceiling** and **Floor To Bottom**. The wall covering’s **Height** from it’s top edge to its bottom edge can also be specified.
- Check **Interior** and/or **Exterior** to apply the wall covering to the inside and/or outside of the selected wall. Interior is checked by default. See “Wall Type Definitions” on page 275.

Handrail Tab

The settings on the Handrail tab are used to specify the style and size of the handrailing on a selected railing, deck railing, or fence. These settings are not available if the selected wall is a Railing or Deck Railing using Solid or Library Panels. See “Railings” on page 249.

The Handrail Tab is also found in the **Staircase** and **Ramp Specification** dialogs. See “Stairs, Ramps & Landings” on page 479.



1 **Molding** - The name of the currently selected handrail profile displays here. If no handrail profile is selected, “Default Handrail” displays here and a 2” (5 mm) square profile is used.

2 Click the **Select** button to specify a profile from the library to be used as a handrail. See “Select Library Object Dialog” on page 763.

3 Click the **Default** button to remove a custom handrail that has been specified and use the “Default Handrail”.

4 **Molding Specification** - Specify the desired handrail profile.

- Check **Automatic Width** to make the handrail Width equal to the Thickness of the selected railing wall. Not available for stairs or ramps.
- Specify the **Width** and **Height** of the handrail molding. Width is not available if Automatic is checked.
- A preview of the selected profile displays to the left. Handrails are shown on their side, rotated clockwise 90º. If no profile is selected, the “Default Handrail” is used but does not display here.

Layer Tab

For information about the settings on this tab, see “Layer Tab” on page 136.

Materials Tab

All walls have an “Exterior Wall Surface” and an “Interior Wall Surface”, including interior walls. See “Interior and Exterior Surfaces” on page 277.

The materials specified on the Materials tab affect the appearance of walls in 3D views but are not calculated in the Materials List. See “Materials Lists” on page 1159.

The Materials tab is available for a variety of objects. See “Materials Tab” on page 777.

Wall Hatch Specification Dialog

To open the **Wall Hatch Specification** dialog, select a Wall Hatch and click the **Open Object** edit button. See “Hatch Wall” on page 252.

Layer Tab

Specify the layer that the selected Wall Hatch is placed on. See “Layer Tab” on page 136.

Fill Style Tab

The Fill Style tab is found in the specification dialogs for many different objects. See “Fill Style Tab” on page 991.

Chapter 9:

Rooms

When walls or railings create an enclosed area, a “room” is created. You can select rooms defined in this manner like other objects in Chief Architect.

Rooms are assigned a Room Type. Each Room Type has predefined characteristics. For example, a room defined as Porch is assigned certain attributes that are different than a Kitchen.

Floor and ceiling heights, baseboard, chair-rail, and crown moldings and materials can be defined room-by-room or for the entire floor.

Chapter Contents

- Floor and Room Defaults
- Room Definition
- Selecting Rooms
- Displaying Rooms
- Editing Rooms
- Room Types
- Room Labels
- Decks
- Floor & Ceiling Heights
- Special Ceilings
- Room Polylines
- Room Specification Dialog
- Room Finish Schedules

Floor and Room Defaults

Select **Edit> Default Settings** to open the **Default Settings** dialog where you can access several defaults dialogs which directly affect rooms.

Floor Defaults

Default values for rooms are specified in the **Floor Defaults** dialog for the current floor. This dialog also controls important information that the program uses to create 3D models - particularly floor and ceiling heights and materials. Moldings can also be specified in the **Floor Defaults** dialog.

The default **Floor** and **Ceiling Structure** and **Finish** definitions in the **Floor Defaults** dialog are drawn from the **Normal Room Defaults**. See “Floor and Ceiling Platforms” on page 397.

Only the defaults for the first floor of a building can be set ahead of time. The program uses the setting from the first floor to create subsequent floors. Once a new floor is built, its floor defaults can be changed. See “Floor Defaults Dialog” on page 392.

Room Defaults

Additional defaults for several categories of rooms can also be specified:

- Normal Rooms
- Kitchens/Baths/Utility Rooms
- Decks
- Garage/Porches/Slabs

These Room Defaults dialogs are accessed by expanding the “Rooms” category in the **Default Settings** dialog. Select a room type and click the **Edit** button to open the defaults dialog for that room type. The settings in these dialogs are similar to those found in the **Room Specification** dialog, but are limited to material assignments and apply to all rooms assigned a particular room type. See “Room Specification Dialog” on page 317.

If a room is assigned one of these room types, it uses the defaults associated with that type.

If a room type has not been assigned, the room uses the structure and materials specified in the **Floor Defaults** dialog.

Room Label Defaults

The **Room Label Defaults** dialog allows you to specify the initial appearance of room labels. This dialog is also accessed by expanding the “Rooms” category in the **Default Settings** dialog. See “Room Labels” on page 307.

The options on most tabs of the **Room Label Defaults** dialog are similar to those in the **Text Specification** dialog. See “Text Specification Dialog” on page 934.

The options on the Dimension Format tab are similar to those in the **Displayed Line Length** dialog. See “Displayed Line Length Dialog” on page 966.

Any text added to the **Room Label Defaults** dialog displays in all subsequently created room labels, after the Room Name. Changes made to default settings do not alter existing room labels. To update existing labels so that they reflect changes made to the defaults,

delete and replace them. See “Editing Room Labels” on page 308.

Room Definition

A room is a totally enclosed area defined by any combination of joined walls or railings, visible or invisible. To be recognized as a room by Chief Architect, a room must have an unbroken perimeter.

Unless otherwise specified, rooms generate floor and ceiling platforms automatically. Most rooms are also automatically covered by the roof when one is built. There are exceptions to this, such as rooms defined as Decks. See “Room Types” on page 305.

If a room is drawn within a larger structure and none of its walls connect to the exterior walls, either directly or indirectly by connecting to walls that do, the program will connect such a room to the larger structure with an Invisible Wall. See “Invisible Walls” on page 250.

Room definition disappears if part or all of a surrounding wall is deleted. It is a good idea to finalize the position of walls before defining rooms with names and attributes such as floor height and ceiling height.

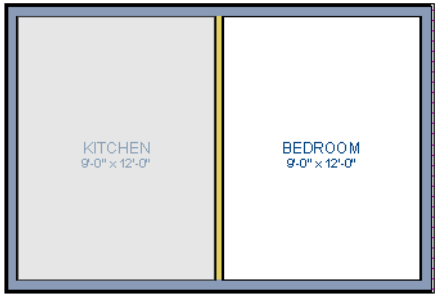
Subdividing Rooms

When a room area is first defined, it inherits its characteristics from the **Floor Defaults** dialog for that floor. If the room is then specified as a particular type, it may inherit material settings from the appropriate **Room Defaults** dialog.

If a new room is created by subdividing a larger room, it inherits its characteristics from that larger room - including any non-default settings.

Selecting Rooms

Room definition is established when a room is completely enclosed by walls. You can confirm that a room has room definition by using the **Select Objects** tool to select it. When a fully-enclosed room is selected, the room highlights.



The room at left is selected

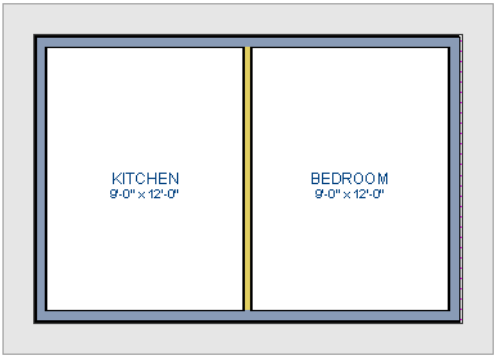
Note: The selection color can be specified in the Preferences dialog. See “Colors Panel” on page 81.

As with many other objects in the program, rooms can be group-selected, as well. Not all attributes of multiple selected rooms can be edited; however, many - such as moldings, materials, and fill style - can be.

The Exterior Room

You can also select the exterior of a model. This allows you to control the building’s exterior wall coverings and materials using the **Room Specification** dialog.

Click just outside an exterior wall using the **Select Objects** tool to select the Exterior Room. When it is selected, a highlighted band around the plan’s exterior displays. This band represents the selection area for the Exterior Room.



The Exterior Room is selected

In camera views and overviews, the Exterior Room can be selected by clicking on the exterior surface of an exterior wall using the **Select Objects** tool, provided that **Select Room Before Wall** in 3D is selected in the **Preferences** dialog. See “Architectural Panel” on page 95.

In 3D Views

Click on the floor of a room or on a wall surface inside the room in a 3D or cross section view using the **Select Objects** tool. If you select another object instead of the room, click **Select Next Object** edit button or press the Tab key until the room is selected. The Status Bar indicates which object is currently selected.

In camera views and overviews, the Exterior Room can be selected by clicking once on the exterior surface of an exterior wall using the **Select Objects** tool, provided that **Select Room Before Wall** in 3D is selected in the **Preferences** dialog. See “Architectural Panel” on page 95.

Note: If the wall height of the Exterior Room is adjusted in a 3D view, the default Floor or Ceiling Height of the entire floor is changed. See “Floor and Room Defaults” on page 300.

Using Select Same Type

Click a room to select it, then click the **Select Same Type** edit button and use it to group-select rooms with shared attributes. See “Select Same / Load Same” on page 231.

Displaying Rooms

Unlike most things in Chief Architect, a room is not an individual object. Rather, a room is defined by the walls that enclose it.

You can see the primary and secondary layers associated with a room by selecting it and clicking the **Object Layer**

Properties edit button. See “Object Layer Properties” on page 137.

In Floor Plan View

Rooms typically display a transparent fill in floor plan view. You can, however, specify a solid color or fill pattern for all the rooms on an entire floor in the **Floor Defaults** dialog, or for individual rooms in the **Room Specification** dialog. See “Fill Style Tab” on page 323.

In order for room fill styles to display, the “Rooms” layer must be turned on. See “Displaying Objects” on page 128.

Room labels that include the room’s name as well as its size and other information can be set to display in floor plan view. See “Room Labels” on page 307.

In 3D Views

Rooms can be viewed in 3D views created by any of the 3D view tools. The Floor Overview tools can be used to see all rooms on the current floor without their ceilings. See “Creating Overviews” on page 821.

In Materials Lists

The contents of a room, including furnishings and floor and ceiling materials can be calculated using the **Calculate From Room** tool. See “Calculate From Room” on page 1160.

Editing Rooms

Once a room is defined by walls or railings, its structure and appearance can be edited using the edit buttons or the **Room Specification** dialog.

In 3D Views

The floor and ceiling heights for floors, rooms, and individual walls can be edited using edit handles in 3D views. Lowered ceilings cannot be edited in 3D. See “3D Views” on page 809.

The default floor and ceiling heights for an entire model can be edited by selecting the Exterior Room. See “The Exterior Room” on page 302.

To change default ceiling heights in 3D

1. Create a 3D or Cross Section/Elevation view of the exterior of your plan.
2. Click on the exterior surface of a wall to select the Exterior Room. The Status Bar indicates when the exterior room is

selected. See “The Exterior Room” on page 302.

3. Click and drag the edit handle on the top wall edge to adjust the default ceiling height, or the edit handle on the bottom edge to adjust the default floor height. Temporary dimensions display.

Note: Any rooms that do not update when the default floor or ceiling height is changed are not using the default values. To use the default values for a specific room, check Default for any of the room height values in its specification dialog. See “General Tab” on page 317.

To adjust room heights in 3D

1. Create a 3D or Cross Section/Elevation view of your plan.
2. Click on the surface of a wall that faces the room to select it. When the room is selected in 3D:
   - The room highlights.
   - The Status Bar says “Room”. See “The Status Bar” on page 35.
   - Two edit handles display on the top and bottom edges of the highlighted wall.
3. Click and drag the edit handle on the top wall edge to adjust the room ceiling height, or the handle on the bottom edge to adjust its floor height. Temporary dimensions display.
4. As you drag a handle, notice that all walls defining that room are affected.

To adjust the height of a wall in 3D

1. Create a 3D or Cross Section/Elevation view of your plan.
2. Click on a surface of the wall. By default, the room will be selected. You can change this behavior in the **Preferences** dialog. See “Architectural Panel” on page 95.
3. Click the **Select Next Object** edit button to select the wall. The Status Bar says “Wall.” See “The Status Bar” on page 35.
4. Click and drag the edit handles. Temporary dimensions display in elevation views. See “Editing Closed-Polyline Based Objects” on page 184.

Room materials such as floor, ceiling, and wall materials can be changed in 3D views using the **Material Painter**. See “The Material Painter” on page 774.

If you use the Material Painter to change a room’s floor or ceiling finish material, it will add that material to the room’s Floor or Ceiling Finish Definition. Changes to a Deck room’s planking or framing will affect its floor structure definition.

In the Specification Dialog

Floor and ceiling heights, floor platform structure, moldings, wall coverings, and materials can all be specified in the **Room Specification** dialog. See “Room Specification Dialog” on page 317.

When multiple rooms are selected, the options available in the **Room Specification** dialog will be limited. You can, however, apply attributes to multiple rooms using the **Select Same Type** and **Load Values to Make Same** edit tools. See “Select Same / Load Same” on page 231.

Using the Edit Tools

A selected room can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

- Click the **Make Room Polyline** edit button to create a polyline that follows the surfaces of the selected room. See “Room Polylines” on page 316.
- Click the **Make Room Molding Polyline** edit button to create a room molding polyline. See “Room Molding Polylines” on page 316.
- Click the **Expand Room Polyline** edit button to create a room polyline that ignores invisible walls and railings. See “Expand Room Polyline” on page 317.
- Click the **Calculate Materials for Room** edit button to create a materials list of the contents of the selected room, not including walls. See “Calculate From Room” on page 1160.
- Click the **Create Room Elevation Views** edit button to create an interior elevation view of each wall defining the selected room. See “Cross Section/Elevation Views” on page 822.

Room Types

When a room is first created by enclosing an area with walls, it is assigned a generic room type of “Unspecified.”

Once your floor plan is laid out, each room should be assigned a **Room Type** in the **Room Specification** dialog. See “General Tab” on page 317. The Room Type applies appropriate structural and display properties to the room.

When you assign a Room Type, a label showing the room’s Type displays in floor plan view.

You can edit the text of a room label in floor plan view, but the type of room originally assigned remains until it is changed in the **Room Specification** dialog. See “Editing Room Labels” on page 308.

Available Room Types

There are three categories of room types: Interior, Exterior and Hybrid.

Interior - Living, Dining, Family, Kitchen, Nook, Bath, Master Bath, Master Bedrm, Bedroom, Study, Office, Entry, Hall, Closet, Dressing, Storage, Laundry, Utility and Unspecified.

Exterior - Court, Deck, Balcony.

Hybrid - Open Below, Garage, Slab, Porch, Attic.

Effects of Room Types

The program applies specific structural and display properties to rooms depending on the assigned Room Type.

Living Area

- All interior type rooms are included in Living Area calculations by default; exterior and hybrid rooms are not.

Ceilings and Roofs

- Interior rooms have a ceiling and roof above them unless specified otherwise.
- Exterior rooms are assumed to be open to the outside and do not generate a roof above them, or room moldings.
- Attic rooms are ignored by the program's automatic roof generator.
- Garage, Slabs, and Porches are treated like exterior rooms in all cases except that they generate a ceiling and a roof above them.

Floors and Foundations

- Open Below is a unique type of interior room. It has no floor platform and can be used for defining stairwell openings.
- Exterior walls of rooms default to create the foundation type specified in the **Foundation Defaults** dialog.
- Walls that define the garage have a foundation under them defined by the **Foundation Defaults** dialog with a concrete slab at the top of stem wall or grade beam.
- The floor in Garage and Slab rooms display in 3D on Floor 0, not the first floor. See "Garages" on page 417.
-
- Defining a room as Slab causes the floor platform thickness to equal the slab thickness value in the **Foundation Defaults** dialog.
- Courts, decks and balconies do not generate foundations.

Doors and Windows

- A window placed in a wall between an exterior room and an interior room always faces out toward the exterior.
- Windows placed between interior rooms generate a warning message.
- Door placed between interior and exterior type rooms display threshold lines.
- Interior doors do not display thresholds.
- Open Below rooms are treated as interior rooms for window and door placement**.**

Electrical

- The **Auto Place Outlets** tool adds outlets automatically to all interior rooms except bathrooms. Only one outlet over each sink is added for a bathroom.
- The **Auto Place Outlets** tool places fewer outlets in hybrid rooms.
- The **Auto Place Outlets** tool does not place outlets in exterior type rooms, Porches or Open Below rooms.
- Any outlet manually placed in an exterior room automatically becomes a waterproof outlet designed for exterior use.

Trim and Molding

- Moldings are not automatically drawn in exterior or hybrid rooms.
- Baseboards and chair rails are not initially drawn in Open Below rooms, but crown molding, if present, is.

Plan Check

- **Plan Check** uses the room type and its characteristics for basic plan checking. For example, a closet does not need a smoke detector but a bedroom does. See “Plan Check” on page 1019.

Room Labels

A label can display in floor plan view for any area defined as a room. There are two parts to each room label:

- The Room Name, which is similar to a **Text** object and can be selected and edited. See “The Text Tools” on page 925.
- The room area, which is not a standard text entry and cannot be directly edited.

You can assign a custom Room Name, move a room label or even delete it without affecting the Room Type. See “Room Types” on page 305.

> Room labels can move or even disappear when room entries are revalidated.

Room Label Defaults

The initial settings that control the size, font, color and other aspects of room label appearance are controlled in the **Room Label Defaults** dialog. See “Room Label Defaults” on page 300.

Custom Room Labels

The Room Names that display in room labels are often based on the Room Types assigned in the **Room Specification** dialog. You can, however create a custom name for a selected room, also in the **Room Specification** dialog. See “General Tab” on page 317.

Before creating a custom Room Name, assign the Room Type most similar to the room’s actual use. For example, if you wish to name a room “Guest Room”, begin by specifying it as a “Bedroom” since these rooms have similar uses.

When a Room Name is based on its Room Type, the name in the label will be in all capital letters. When a custom Room Name is used, capitalization is user-defined.

If you wish to further customize a room’s label by adding text or a text macro, uncheck **Show Room Label** in the **Room Specification** dialog and create your own label using a Text object. See “The Text Tools” on page 925.

Displaying Room Labels

The display of room labels is controlled in the **Layer Display Options** dialog. By default, room labels are placed on the “Rooms, Labels” layer and use the Text Style assigned to that layer. See “Layer Display Options Dialog” on page 132.

You can specify how the area of rooms is calculated by the program by turning on the display of one or more of these layers:

- **Rooms, Standard Area** is measured from the center of interior walls to either the outside surface of exterior walls or exterior wall framing, depending on the **Liv-**

ing Area to setting in the **Floor Defaults** dialog. It is rounded to the nearest square foot or mm and does not include the area within bay, box and bow windows. See “General Tab” on page 392.

- **Rooms, Interior Area** is measured from the inner surfaces of all the room's walls. Its format is set on the Dimension Format tab of the **Room Label Defaults** dialog for the current floor. See “Room Label Defaults” on page 300.
- **Rooms, Interior Dimensions** is also measured from the inner surfaces of the room walls. Its format is set in the **Floor Defaults** dialog for the current floor.

The display of room labels can also be controlled on a room by room basis in the **Room Specification** dialog. See “General Tab” on page 317.

You can customize room labels using a variety of text macros. See “Text Macros” on page 956.

Editing Room Labels

Room labels are similar to simple **Text** objects and can be changed, moved and resized much like any other text object. You can also modify a room label’s Text Style and other attributes in the **Room Label Specification** dialog. See “Text Specification Dialog” on page 934.

The text of a room label cannot be modified in its specification dialog, however: it must be specified in the **Room Specification** dialog. See “General Tab” on page 317.

If you delete a room label, the Room Type remains in the **Room Specification** dialog. To restore the label, check the **Show Room Label** check box on the General tab of that dialog.

Note: If you use the Convert to Rich Text edit tool to convert a Room Label to a Text object, it will no longer be display room size information or update if the room type is changed. See “Convert to Rich Text” on page 939.

Room Area

Unlike the rest of a room label, the room area and dimensions are not standard text entries and cannot be edited or changed. The room area moves, resizes and rotates with the rest of the room label, but you can turn the area and dimensions on or off separately in the **Layer Display Options** dialog.

The **Interior Area** room area calculation includes the areas within bay, box or bow windows, while the Standard Area and Interior Dimensions calculations do not.

You can also insert room areas as well as other information into text objects using Text Macros. See “Text Macros” on page 956.

Living Area

The **Living Area** label displays the area of the floor platform for living areas in a plan. It is found near the bottom center of the plan as soon as a room area is defined by walls and/or railing. The area is recalculated every time you add, delete, or move walls, or **Rebuild Walls/Floors/Ceilings** .

The Living Area displays for an individual building if half or more of that building's area is living area. For example, a living area label would not display for a detached garage that contains a bathroom or small shop.

You can choose not to display this label by clearing the **Show "Living Area"** check box in the **Plan Defaults** dialog or by turning off the display of the Room Labels layer in the **Layer Display Options** dialog.

The Living Area label can be moved or deleted. To restore a deleted Living Area label, select **Tools> Checks> Plan Check** . You can click the **Done** button immediately, without actually completing Plan Check. See "Plan Check" on page 1019.

Living Area vs. Footprint

The Living Area should not be mistaken for the footprint of the house. Only true livable areas are included in the Living Area calculation. By default, exterior and hybrid room types such as Garage, Deck, and Porch are not included. Neither is any room labeled Open Below or Attic. See "Available Room Types" on page 305.

Regardless of its room type, you can specify whether a room is included in the Living Area calculation in the **RoomSpecification** dialog. See "General Tab" on page 317.

Living Area is measured from either the outside surface or the outer surface of the Main Layer of exterior walls. When walls separate the living area from exterior or hybrid room types, it is measured to the wall center line. See "Wall Type Definitions" on page 275.

To find the footprint of a floor

1. Click outside a plan, near an exterior wall. This selects the exterior "room" surrounding the plan.
2. Click the **Make Room Polyline** edit button. This creates a polyline surrounding the plan from the exterior wall surface.
3. You can edit the polyline shape if you want to measure portions of a home.
4. Select the Polyline and click the **Open Object** edit button. A **Polyline Area** displays in the **Polyline Specification** dialog. If no area is shown, the polyline is not closed.

Decks

A Deck room is an exterior-type room that uses deck planking and framing to create a floor platform rather than using a floor finish that spans the entire room area. See "Floor and Ceiling Platform Definitions" on page 399.

The default settings for deck planking and framing are set in the **Deck Room Defaults** dialog. The defaults for deck post footings are set in the **Framing Defaults** dialog. See "Room Defaults" on page 300 and "Posts/Beams Tab" on page 533.

To draw a deck, select **Build> Deck> Deck Railing** , then click and drag to draw a railing.

- To create a deck without a railing, use one of the **Deck Edge** tools. See "The Deck Tools" on page 244.

- You can also create a regular, polygon-shaped deck using the **Polygon Shaped Deck** tool. See “Polygon Shaped Deck” on page 245.

A room does not have to be defined by Deck Railing to be specified as a “Deck.” See “Room Types” on page 305. You can also define a room as a “Deck” in the **Room Specification** dialog. See “General Tab” on page 317.

By default, decks do not have roofs. If you want a roof over a deck, check **Roof Over This Room** in the **Room Specification** dialog. See “Structure Tab” on page 318.

To give the roof a visible means of support, you can select the **Post to Beam** option in the **Wall Specification** dialog. See “Railing Tab” on page 292.

Deck Framing and Planking

When a Deck room is created, the floor platform is modeled using joists, beams, posts, and planking as specified in the **Deck Room Defaults** dialog. See “Structure Tab” on page 318 and “Deck Tab” on page 321.

- If a floor is present below the one that the Deck room is created on, the framing will be created there. If needed, beams may be generated with posts beneath them, if specified. When terrain is present, the posts will have footings, again, if specified.
- If a floor is not present below the Deck, framing will be generated on the same floor as the room. Beams may be created but posts will not.
- Deck framing and planking are placed on the “Framing, Deck Framing” and “Framing, Deck Planking” layers, which are often turned off in floor plan view. See “Layer Display Options Dialog” on page 132.

If standard floor framing is present when a room is specified as a Deck, that framing is deleted and replaced with deck framing.

If changes are later made to the settings on the Deck tab of the **Room Specification** dialog, the deck framing and planking will be automatically rebuilt in response. To prevent this from happening, uncheck **Automatic Deck Framing**.

Once created, the individual planking and framing objects generated for a Deck room can be selected and edited like other framing objects, provided that **Automatic Deck Framing** is turned off. See “Editing Framing” on page 545.

To rebuild a deck’s framing and remove any changes you may have made to individual deck framing or planks, select the Deck room and click the **Build Deck Framing** edit button.

If you delete a Deck room, its deck framing and planking will be automatically deleted, as well. To prevent this from happening, check **Keep Deck Framing After Deck Room is Deleted**. See “Deck Tab” on page 321.

Floor & Ceiling Heights

Default floor and ceiling heights are defined in the **Floor Defaults** dialog for each floor, including the foundation. Use the **Floor Defaults** dialog to change these values on a floor-by-floor basis. See “Floor and Room Defaults” on page 300.

Use the **Room Specification** dialog to set floor heights on a room-by-room basis. See “Room Specification Dialog” on page 317.

Different rooms on the same floor can have unique floor and ceiling heights, allowing you to create:

- Split levels and bi-levels
- Sunken living rooms and garages
- Cathedral, vaulted, and coffered ceilings.

In 3D views, you can adjust the default floor and ceiling height for the entire floor, the floor and ceiling height for an individual room, or the top and bottom heights of an individual wall. See “In 3D Views” on page 303.

All floor and ceiling heights are measured relative to zero, which is the default floor height for Floor 1. Unlike other default floor and ceiling heights, the default floor height for Floor 1 cannot be changed, but the floor heights of rooms on Floor 1 can be edited individually.

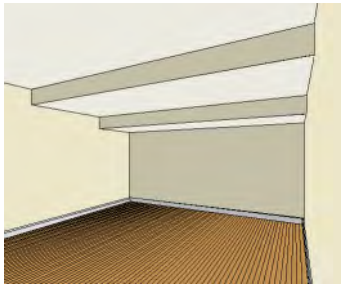
In order to raise or lower an area’s floor or ceiling height, you must give it a room definition. To create room definition without enclosing an area with solid walls, use **Railings** .

Invisible walls and railings will fill in the vertical space between floor platforms of different heights as long as **Generate Between Platforms** is checked in their specification dialog. See “General Tab” on page 282.

Ceiling and floor heights are interrelated. Changing the floor height in one room can affect ceiling heights of the rooms below.

- If a room’s floor is lowered, its ceiling height is increased while the ceiling below that room drops.
- If the floor is raised, the ceiling height decreases while the ceiling below that room is raised.

If the rooms above a particular room have more than one floor height, the room’s ceiling is stepped.



In a situation like this, a Lowered Ceiling can be used to cover “steps” made by different floor heights on the floor above. See “General Tab” on page 317.

Dropped Ceilings and Raised Floors

You can create a dropped, or suspended, ceiling by specifying its structure in the **Ceiling Finish Definition** dialog either for a room or the defaults for a floor. See “Floor and Ceiling Platform Definitions” on page 399.

To create a framed dropped ceiling

1. Select a room and click the **Open Object** edit button.
2. On the Structure tab of the **Room Specification** dialog, click the **Ceiling Finish** button. See “Structure Tab” on page 318.
3. In the **Ceiling Finish Definition** dialog:
   - Specify Layer 1 as the plenum space.
   - Specify Layer 2 as the horizontal framing. Framing member spacing and width are set in the material definition. See “Define Material Dialog” on page 786.
   - Specify Layer 3 as the drywall.
   - Specify Layer 4 as the paint color.

A dropped ceiling composed of a metal grid requires only two layers: one for the plenum and one for the tiles.

You can create a raised floor, such as for a shower pan, in a similar manner by specifying it in the **Floor Finish Definition** dialog.

Split Levels

A split level can be created by raising or lowering the floor and ceiling heights of various areas of the plan.

In the following example, the lowest floor height is 0, the next is 24, and the next is 48 inches. The ceiling height in each room is set at 109 inches. See “Split Levels” on page 402.

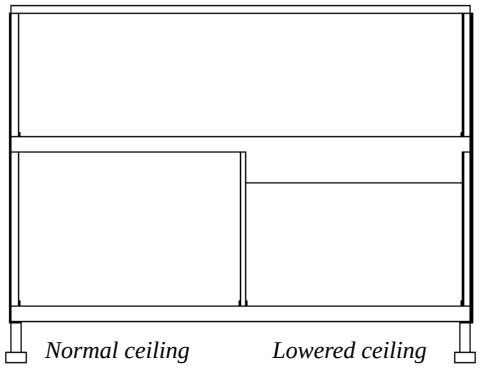
Special Ceilings

By default, the program builds a flat ceiling platform on top the wall plates of a room. More varied and complex ceilings are made using settings in the **Room Specification** dialog and the **Ceiling Plane** tool. Ceiling planes are drawn and can be edited much like roof planes. See “Ceiling Planes” on page 459.

Lowered Ceilings

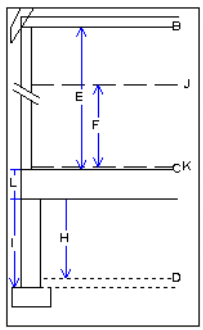
You can define a lowered or dropped ceiling in a room without affecting the top plate height of the walls by specifying the lowered ceiling framing as a layer in the ceiling finish.

In the following illustration, the default ceiling height for the entire first floor is 120", and the room on the right has a ceiling finish lowered to 96".



To create a lowered ceiling

1. Select the room in which you would like to specify a lowered ceiling.
2. Click the **Open Object** edit button to open the **Room Specification** dialog.
3. On the Structure tab, click the **Ceiling Finish** button to open the **Ceiling Finish Definition** dialog. See “Floor/Ceiling Structure Definition Dialog” on page 399.
   - Select Layer 1 of the ceiling finish definition, then click the **Insert** button to create a new layer above the current Layer 1.
   - Specify the desired **Thickness** of the new layer, which will form the lowered ceiling framing.
   - Click either the **Library** or **Plan Material** button and specify the new layer’s material as a Framing material.
   - Specify the **Structural Type**, the type of framing member you want to use to frame the lowered ceiling.
4. Repeat step 3 if you require additional layers, such as an air gap, above the lowered framing.
5. When you are finished, click OK to close the **Ceiling Finish Definition** dialog.
6. On the Structure tab, notice that the preview diagram represents the Finished Ceiling height (F).



Vaulted and Cathedral Ceilings

A cathedral ceiling has the same pitch as the roof and is created using the underside of the roof above the room. A vaulted ceiling typically has a different pitch from that of the roof and is often framed using scissor trusses. See “Scissors Trusses” on page 569.

To create a cathedral ceiling

1. Build a roof for your plan. See “Roofs” on page 425.
2. Select the room and open the **Room Specification** dialog. See “Room Specification Dialog” on page 317.
3. On the Structure tab, clear the check box for **Ceiling Over This Room**.

By default, cathedrals ceiling use the ceiling material set in the **Room Specification** dialog. If you require a different material on a given roof plane, uncheck **Use Room Ceiling Finish** in the **Roof Plane Specification** dialog. See “Options Tab” on page 451.

To create a vaulted ceiling

1. To create a ceiling pitch different from the roof’s, select **Build> Roof> Ceiling Plane** and draw ceiling planes. See “Ceiling Planes” on page 459.
2. Select each ceiling plane and specify its pitch. See “Ceiling Plane Specification Dialog” on page 460.

Tray Ceilings

A tray ceiling is flat in the center and sloped around the perimeter. You can easily create a tray ceiling using the underside of roof planes above.

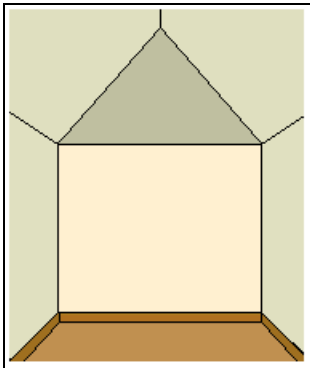
The roof must be built before adjusting the ceiling height for a tray ceiling with a sloping perimeter. If the roof is rebuilt after adjusting the ceiling height, the new roof will be raised to match the new ceiling height.

To create an automatic tray ceiling

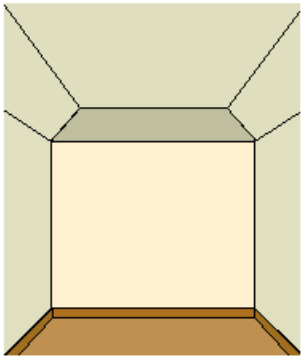
1. In the **Room Specification** dialog, make sure that **Ceiling Over this Room** is checked, then specify the desired height of the walls as the **Ceiling Height**. See “Structure Tab” on page 318.
2. Make sure that **Auto Rebuild Roofs** is unchecked, then build the roof. See “Build Roof Dialog” on page 431.
3. Change the **Ceiling Height** of the room to the desired height of the flat ceiling surface in its center.

In floor plan view, dashed lines indicate where the ceiling changes from sloped to flat. These lines are located on the “Ceiling Break Lines” layer in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132. You can specify whether ceiling break lines indicate the break at the ceiling finish layer or the framing layer in the **Build Roof** dialog. See “Options Tab” on page 436.

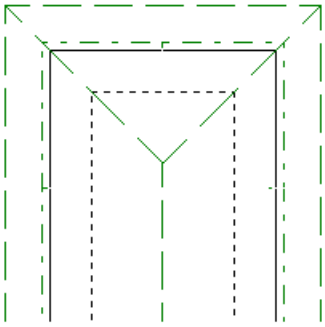
In this example, a hip roof is based on 8’ ceilings. After the roof is built, the Ceiling Height is raised to 10’. The resulting ceiling follows the roof pitch for 2’, then becomes a flat ceiling.



Hip roof with cathedral ceiling over.



Hip roof, ceiling over, ceiling height raised and ceilings rebuilt.



Tray ceiling from floor plan view. Note dashed lines for changed ceiling direction.

Cantilever Undersides

Occasionally, a room will cantilever out past an exterior wall. You can specify the surface material of the underside of a cantilever on the Materials tab of the **Room Specification** dialog. For no material, select "No Material" from the **Plan Materials** dialog. See "Room Specification Dialog" on page 317.

Other Special Ceilings

Soffits can be used in various ways to enhance the 3D model. Soffits' ability to follow the slope of the roof offers unlimited possibilities, such as exposed beams or trusses and coffered ceilings. See "Special Applications for Soffits" on page 720.

Polyline solids, framing members and locked roof trusses can also be used for similar purposes.

Room Polylines

Click the **Make Room Polyline** edit button to create a standard polyline on the Current CAD Layer that follows the surfaces of the selected room. See “Current CAD Layer” on page 968.

Room polylines and room molding polylines are not affected when the room is altered.

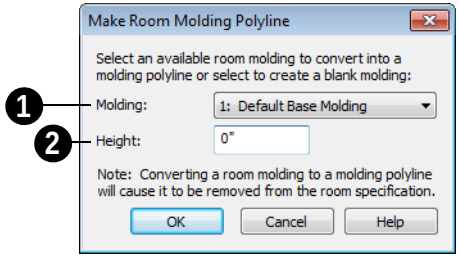
Room Molding Polylines

To create a molding polyline that follows the interior surfaces of a room, select the room and click the **Make Room Molding Polyline** button on the edit toolbar.

Room molding polylines can be edited just like other molding polylines. Their shape and height can be altered and the molding profile can be changed. Additional molding profiles can also be assigned. See “Molding Polylines” on page 600.

Use a room molding polyline to wrap a molding around an object the molding would not normally wrap around. You can also remove a portion of an existing room molding by removing an edge of the polyline. See “Selected Edge” on page 167.

Make Room Molding Polyline Dialog



1 Select the **Molding** type to assign to the room molding polyline from the drop-down list.

The options available will be the moldings already assigned to the selected room.When you convert a molding type to a molding polyline, the room molding turns off. See “Moldings Tab” on page 323.

- **Base Molding** - Select to convert the room’s base molding into a molding polyline.
- **Chair Rail Molding** - Select to convert the room’s chair rail molding into a molding polyline.
- **Crown Molding** - Select to convert the room’s crown molding into a molding polyline.
- **Blank Molding** - Select to generate a blank molding polyline. The polyline follows the room perimeter and has blank sections where the polyline crosses win-

dows and doors if these objects are at the polyline height.

❷ Specify the **Height** of the selected molding polyline, as measured from the selected room's height.

Expand Room Polyline

The **Expand Room Polyline** edit button displays when you select a room separated from other rooms by invisible walls or railings and creates a polyline that ignores those invisible walls and railings.

To use the Expand Room Polyline tool

1. Click in a room defined by at least one invisible wall or railing.
2. Click the **Expand Room Polyline** edit button.
3. Click the **Make Room Polyline** or **Make Room Molding Polyline** edit button to create a polyline that follows the interior surfaces of walls, ignoring invisible walls and railings.

Expand Room Polyline does not create a new room; it only allows you to generate a larger room polyline or room molding polyline.

Room Specification Dialog

The **Room Specification** dialog controls the structural characteristics and appearance of a selected room. To open the **Room Specification** dialog, select one or more rooms and click the **Open Object** edit button. See "Selecting Rooms" on page 301.

Several of the tabs in the **Room Specification** dialog are also found in the **Floor** and **Room Defaults** dialogs. See "Floor and Room Defaults" on page 300.

Some values in this dialog are dynamic. A value with Default checked is referenced from the **Floor Defaults** dialog. To return a value to the default, replace the check mark. See "Dynamic Defaults" on page 65.

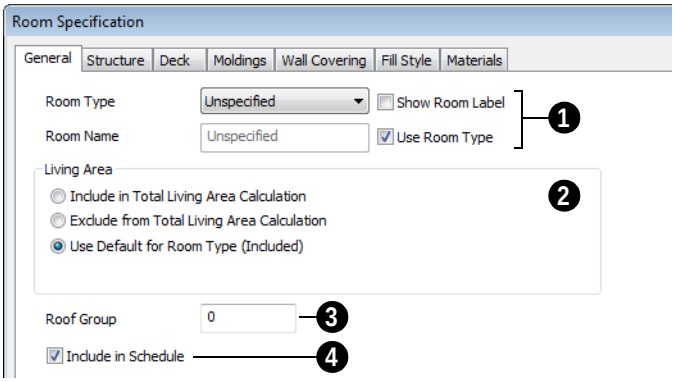
The settings in this dialog are similar to those in the **Floor Defaults** dialog, but affect only the selected room See "Floor Defaults Dialog" on page 392.

If multiple rooms are selected, not all of the settings in this dialog will be available. See "Selecting Objects" on page 166.

Many of the settings in this dialog can be included in a Room Finish Schedule. See "Schedules & Object Labels" on page 1131.

General Tab

Only two of the settings on the General tab are enabled in the **Floor Defaults** dialog; however, none are available in the **Room Defaults** dialogs. See "Floor and Room Defaults" on page 300.



1 The settings here control the Room Type, the appearance of the Room Label, and how the room appears in the Room Finish Schedule. .

- Select the **Room Type**. This affects some of the room's characteristics. Not available when multiple rooms are selected. See "Room Types" on page 305.
- Check **Show Room Label** to display the room label in floor plan view. This option is unchecked automatically if you select "Unspecified" as the room type. See "Room Labels" on page 307.
- If you wish to use a custom name in the room label and schedule, uncheck **Use Room Type**, then specify the desired **Room Name** in the text field.

2 Specify whether the selected room is included in the **Living Area** calculation. See "Living Area" on page 308.

- Select **Include in Total Living Area Calculation** to include the room in the Living Area regardless of its Room Type.
- Select **Exclude from Total Living Area Calculation** exclude the room in the Living Area regardless of its Room Type.
- Select **Use Default for Room Type (Included/Excluded)** to base the selected room's inclusion in the Living Area on its Room Type.

3 Specify the **Roof Group** of the selected room. Change this value to control how the program combines the selected room's roof system with that of the rest of the building when automatic roofs are built. This value is nearly always left at zero. See "Roof Groups" on page 429.

4 Uncheck **Include in Schedule** to prevent the selected room(s) from being included in the Room Finish Schedule. See "Schedules & Object Labels" on page 1131.

Structure Tab

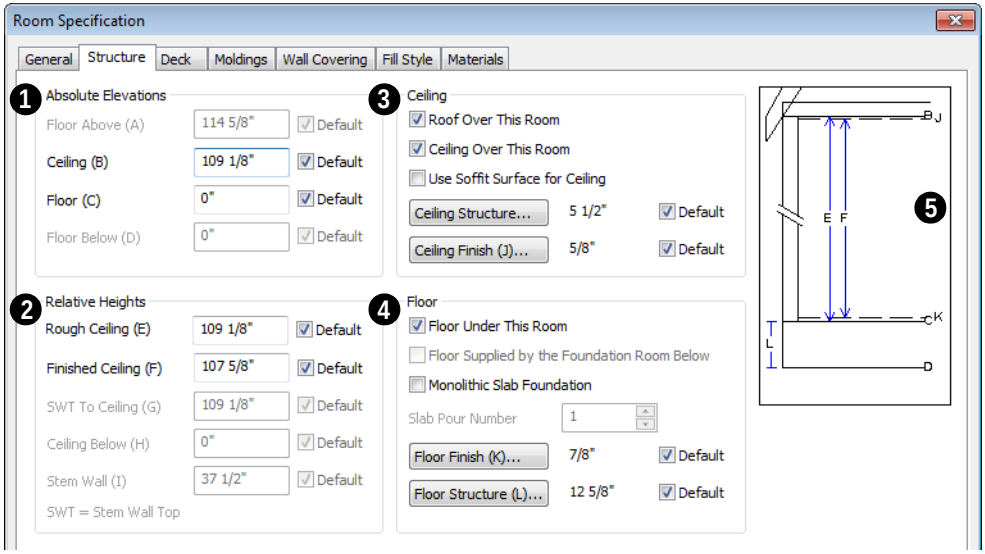
The Structure tab is also found in the **Floor** and **Room Defaults** dialogs and features a cross section diagram that shows the relationships between the various heights and platform thicknesses. It is meant to represent the relationships between heights and

thicknesses rather than provide a scaled drawing of the model.

Two floors can be included in the diagram: the floor that the selected room is located on, and the floor below it, if one exists.

What appears in the diagram may be affected by the location where you clicked to select the room. For example, if the selected room is located over two rooms on the floor below with different structural information, the position of the pointer relative to these lower rooms determines which of them displays as the floor below.

When multiple rooms are selected, only the Floor and Ceiling Structure and Finish can be specified. In some **Room Defaults** dialogs, only the **Floor Structure** and/or **Finish** can be modified. See “Floor and Room Defaults” on page 300.



Check the **Default** box beside any height value to restore the default setting. In the **Floor Defaults** dialog, the Floor and Ceiling Structure and Finish defaults are drawn from the **Normal Room Defaults** dialog. See “Dynamic Defaults” on page 65.

1 **Absolute Elevations** - Specify these height values as measured from the default first floor height of zero. See “Floor & Ceiling Heights” on page 311.

- The **Floor Above** height displays as a reference and cannot be changed here.
- Specify the **Ceiling** height of the selected room. Not available in the **Room** or **Floor Defaults** dialog or if more than one room is defined above the selected room.
- Specify the **Floor** height.

Note: The default floor height for Floor 1 is 0. It can be modified in the Room Specification dialog, but not in the Floor 1 Defaults dialog. See “Floor and Room Defaults” on page 300.

If a room is defined directly beneath the selected room on the floor below, additional settings may be available.

- Specify the **Floor Below** height, which is the floor height of the room directly below where you clicked to select the currently selected room.
- If the selected room is directly above a Garage and there is a foundation present, you can specify the **SWT Below** height, which is the top height of the concrete stem walls around the perimeter of the garage.

❷ **Relative Heights** - Specify these height values as measured from surfaces within the selected room or the room below.

- Specify the **Rough Ceiling** height, as measured to the bottom surface of the ceiling framing to the subfloor surface. Not available if there is a room over all or part of this room.
- Specify the **Finished Ceiling** height, as measured from the finished floor surface to the surface of the finished ceiling. Not available if there is a room over all or part of this room.
- Specify the distance from the **Stem Wall Top to Ceiling**. Only available when **Floor for this Room is Supplied by the Foundation ‘Room’ from the Floor Below** has been checked.
- Specify the **Ceiling Below** height, which is the height of the ceiling of the room below, as measured from that room’s subfloor to rough ceiling surfaces. Not available when Auto Rebuild Foundation is enabled or if there is no room below the selected room. See “Rebuilding Foundations” on page 414.
- Specify the **Stem Wall** height, which is measured from the bottom of the room’s floor framing to the top of the foundation wall footing and including a treated sill plate, if one is specified. Only available if the selected room or the room below it is defined by foundation walls.

❸ Specify the characteristics of the room’s **Ceiling**.

- If **Roof Over This Room** is checked, a roof automatically generates over the room. If unchecked, no roof generates.

  If this option is unchecked and a roof plane is manually drawn over this room, its structure will be that of an eave rather than a regular roof. See “Roof Tab” on page 535.
- If **Ceiling Over This Room** is checked, the room has a flat ceiling. If unchecked, the ceiling follows the underside of the roof or manually drawn ceiling planes.
- Check **Use Soffit Surface for Ceiling** to frame the roof over the selected room using the framing defaults for fascia rather than for rafters.
- Click the **Ceiling Structure** button to open the **Ceiling Structure Definition** dialog and define the layers of materials that form the ceiling platform. Not available for rooms on Floor 0. See “Floor/Ceiling Structure Definition Dialog” on page 399.

- Click the **Ceiling Finish** button to open the **Ceiling Finish Definition** dialog an ddefine the layers of materials that form the finished ceiling surface. See “Floor/Ceiling Structure Definition Dialog” on page 399.
- Check the **Default** box to the right of either button to restore the default structure and/or finish.

❹ Specify the characteristics of the room’s **Floor**.

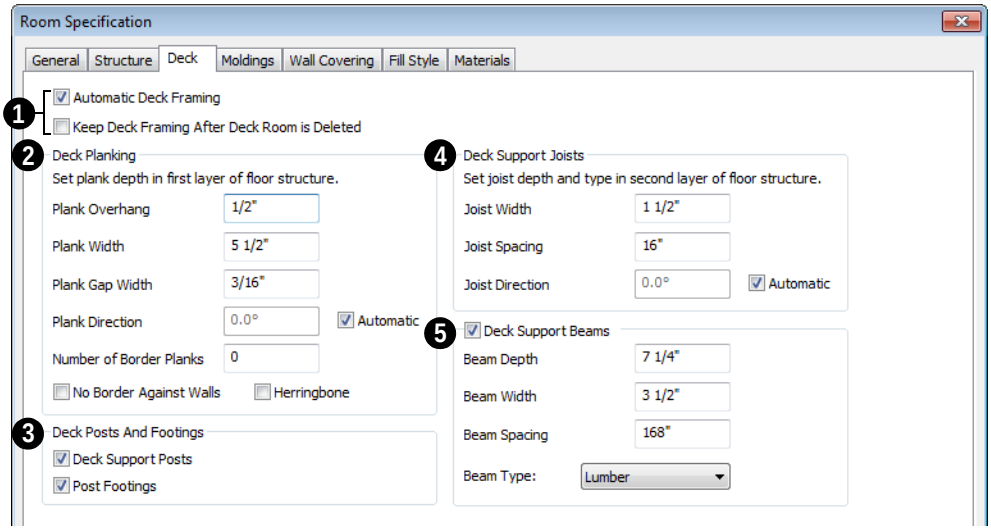
- When **Floor Under This Room** is checked, the room has a floor platform as specified below.
- If **Floor Supplied by the Foundation Room Below** is checked, the floor for this room is a slab located on the floor below.
- If **Monolithic Slab Foundation** is checked, a slab is generated beneath the selected the room when a stem wall or pier and grade beam foundation is generated. If unchecked, the room receives a foundation like the rest of the plan. Only available if the selected room is on Floor 1 and does not have a room beneath it.
- When Monolithic Slab Foundation is checked, specify the **Pour Number** of the selected room’s slab floor.
- Click the **Floor Finish** button to open the **Floor Finish Definition** dialog and define the layers of materials that form the finished floor surface. See “Floor/Ceiling Structure Definition Dialog” on page 399.
- Click the **Floor Structure** button to open the **Floor Structure Definition** dialog and define the layers of materials that form the floor platform. See “Floor/Ceiling Structure Definition Dialog” on page 399.
- If the selected room is a Deck, the Floor Structure button will be labeled **Planks, Joists** instead. See “Decks” on page 309.
- Check the **Default** box to the right of either button to restore the default structure and/or finish.

❺ A cross section diagram showing the relationship between the various height settings displays here for reference.

Deck Tab

The options on the Deck tab are only available for rooms designated as Decks, and control how deck framing and planking are generated. See “Deck Framing and Planking” on page 310.

The settings on this tab are also found in the **Deck Room Defaults** dialog, but affect the selected Deck room(s) only rather than Decks as they are initially created. See “Room Defaults” on page 300.



1 Check **Automatic Deck Framing** to generate planking and support framing for the deck that updates as changes are made to the deck. See “Decks” on page 309.

- Check **Keep Deck Framing After Deck Room is Deleted** to retain the automatically generated framing and planking when the selected deck room is deleted. When this box is unchecked, the framing is automatically removed if the room is deleted.

2 Specify the appearance of the **Deck Planking**.

- Specify how far the deck planking **Overhangs** the rim joists.
- Specify the **Plank Width** of the deck planking.
- Specify the **Plank Gap Width**, which is the distance between individual planks.
- If you want to enter a **Plank Direction**, remove the checkmark from **Automatic**. Enter the direction as degrees.
- Specify the **Number of Border Planks**. These are planks that follow the outside edge of the deck and may not be parallel with the rest of the deck planking. Border planks generate as long as the length of the inside edge is greater than 0”. Border planks are not generated for curved deck edges.

Note: Planking thickness and joist depth are specified in the Floor Structure Definition dialog. See “Floor and Ceiling Platform Definitions” on page 399.

- Check **No Border Against Walls** to prevent border planking from being generated along any walls defining the deck.
- Check **Herringbone** to produce a herringbone pattern where the border planks meet.

3 Specify whether **Deck Posts And Footings** are generated beneath the selected deck.

4. Specify the configuration of the **Deck Support Joists**.

- Enter the **Width** of the joists that support the deck.
- Specify the **Spacing** between joists, as measured from joist center to joist center.
- If you want to specify joist **Direction**, uncheck **Automatic** and enter the direction as degrees. When checked, joists are run in the direction that results in the shortest spans.

5. Specify the configuration of the **Deck Support Beams**.

- Enter the **Depth** and **Width** of the beams that support the deck.
- Specify the **Spacing** between beams, as measured from beam center to center.
- Select the **Type** of deck joists from the drop-down list. See "Framing Member Types" on page 548.

Moldings Tab

Chair rail, crown and base moldings can be assigned to one or more rooms on the Moldings tab. Moldings are placed around the wall surfaces of a room and continue around the surface of any soffit that is attached to the wall at the molding height.

The settings on the Moldings tab are similar to those found in other specification dialogs throughout the program. See "Moldings Tab" on page 595.

The settings on this tab are also similar to those found in the **Floor Defaults** dialog, but affect only the selected room instead of all rooms on the current floor.

Wall Covering Tab

The settings on the Wall Covering tab of the **Room Specification** dialog are the same as those on the same tab of the **Wall Specification** dialog. When a wall covering is assigned in the **Room Specification** dialog, it is applied to all walls in the selected room only. See "Wall Covering Tab" on page 295.

Wall coverings can be applied to exterior rooms as well by selecting the exterior room and opening it for specification. See "Selecting Rooms" on page 301 for information about selecting exterior rooms.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the room in floor plan view. This tab is also found in the **Floor Defaults** dialog. For more information, see "Fill Style Tab" on page 991.

Materials Tab

The settings on the Materials tab affect the appearance of the selected room's walls, floor, ceiling and moldings in 3D views.

Default molding and ceiling and floor covering materials can be set in the **Floor** or **Room Defaults** dialogs.

For more information, see "Materials Tab" on page 777.

Room Finish Schedules

The **Room Finish Schedule** tool allows you to produce customizable room finish schedules with information about room size, structure, materials and molding. See “The Schedule Tools” on page 1132.

Chapter 10:

Doors

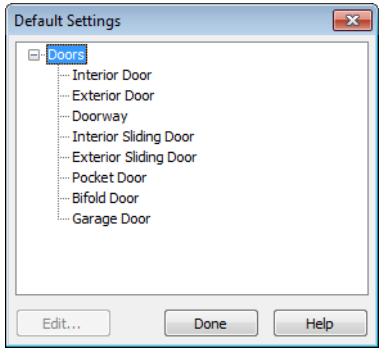
Chief Architect comes with tools for creating a wide variety of interior and exterior doors. In addition, the library offers a large selection of specialty doors and doorways including hinged, sliding, pocket, bifold, and garage doors. Additional name-brand door catalogs are also available for download from our web site, www.chiefarchitect.com.

Chapter Contents

- Door Defaults
- The Door Tools
- Displaying Doors
- Editing Doors
- Changing Door Swings
- Special Doors
- Door Specification Dialog
- Door Schedules

Door Defaults

Default Settings are accessed by selecting **Edit> Default Settings**. Click the "+" next to **Doors** to show the door sub-headings. Select a subheading and click the **Edit** button to open the defaults dialog associated with your selection:



Door Defaults can also be accessed by double-clicking the **Door Tools** parent button or the **Hinged Door** or **Sliding Door** child button. Double-clicking the other Door Tools child buttons will open the defaults dialog for that particular door type.

The values in the **Door Defaults** dialog are initial values for interior or exterior doors. Individual doors can be edited after they are created.

The **Door Defaults** dialogs look nearly the same as the **Door Specification** dialog. See "Door Specification Dialog" on page 337. There are only a couple of differences:

- Since default settings are specified here, "Use Default" is not an option for some settings as it is in the **Door Specification** dialog.
- The **Door Type** cannot be changed in the Defaults dialogs.

Dynamic Door Defaults

A variety of door default values are dynamic, including the **Add for Rough Opening** values, **Casing** and **Lintel Specifications**, and **Hardware**. When a dynamic default is changed, existing doors using the default value are affected. See "Dynamic Defaults" on page 65.

All **Materials** listed under "Doorway" on the Materials tab are also dynamic. Materials assigned to doors and hardware items from the library are listed separately and are dynamically linked to the "Interior Door", "Exterior Door" and "Fixture Trim" and "Hardware" materials set in the **Material Defaults** dialog rather than the **Cabinet Defaults** dialog. See "Material Defaults Dialog" on page 796.

Door Framing

The default Rough Opening for doors can be defined in the **Door Defaults** dialogs. You can also specify an additional amount to cutout for door openings in concrete garage curbs and foundation walls. See "General Tab" on page 337.

The defaults for trimmers and headers can be specified in the **Build Framing** dialog. See "Framing Defaults" on page 520.

The Door Tools

To place a door, select the type you want from the **Build> Door** submenu.

With a Door Tool active, move your mouse pointer over a wall section. If there is room enough along the wall to fit a 12" (300 mm) wide door, a preview of the door will display. When a preview can be seen, click on a wall to place a door in the wall at that location.

Hinged and Sliding Doors have both Interior and Exterior Door Defaults. If the wall is an exterior wall or one that separates an interior from an exterior room, the program places an exterior door based on the default settings for exterior doors. If the wall is an interior wall, the program places an interior door based on the default settings for interior doors. This rule applies to doors copied and pasted from one location to another just as it does to newly placed doors. See "Door Defaults" on page 325.

Doors can also be placed in curved walls. See "Options Tab" on page 339.

Once placed, any door may be changed into any other type of door using the **Door**

Specification dialog. See “Door Specification Dialog” on page 337.

Hinged Doors

Select **Build> Door> Hinged Door** and click a wall where you want to place a hinged door. Hinged doors can be placed on interior or exterior walls. A hinged door becomes a double door when its width is four feet or greater.

The initial swing direction of a hinged door depends on the location of the mouse pointer relative to the wall when you click. The door will swing towards the side of the wall that you click nearest.

The initial hinge side of a hinged door can be set by clicking to place the door and then holding the mouse button down rather than releasing it. Move the mouse toward the end of the door that you would like the hinges to be on: as the mouse pointer nears either end, the door preview’s hinge side will move to that end. You can also adjust the door’s swing direction in this manner. When the swing direction and hinge side are correct, release the mouse button.

Doorways

Choose **Build> Door> Doorway** and click a wall to place a doorway (an opening without a door). Doorways can be placed on interior or exterior walls, or in railings and fences to provide an opening. You can assign a door from the library to a doorway.

Sliding Doors

Select **Build> Door> Sliding Door** and click a wall where you want to place a sliding door. Sliding doors can be placed on interior or exterior walls. If placed in an exterior wall, the door is glass; if placed in an interior wall, it is a solid slab.

The initial opening side of a sliding door can be specified by moving the mouse pointer along the wall while the mouse button is still pressed.

The default sliding door dimensions are 5’-0” x 6’-8” with a 12” bottom frame and a 6” frame on the sides and top.

Pocket Doors

Select **Build> Door> Pocket Door** and click a wall where you want to place a pocket door.

As with sliding doors, the initial opening side of a pocket door can be specified by moving the mouse pointer along the wall while the mouse button is still pressed.

The default pocket door dimensions are 2’-6” x 6’-8” high. A pocket door becomes a double pocket door if its width is four feet or greater.

Bifold Doors

Choose **Build> Door> Bifold Door** and click a wall where you want to place a bifold door.

Like a hinged door, the initial opening side of a bifold door depends on the location of the mouse pointer relative to the wall when you click. The door will open towards the side of the wall that you click nearest.

Similarly, the initial hinge side of a sliding door can be specified by moving the mouse

pointer along the wall while the mouse button is still pressed.

The default interior single bifold door is 2'-6" x 6'-8". A bifold door becomes a double bifold if its width is greater than three feet.

Bifold doors always display closed in all 3D views.

Garage Doors

Choose **Build> Door> Garage Door** and click a wall to place a garage door.

The default garage door is 8'-0" x 7'-0" high. A garage door must be at least two feet wide.

In floor plan view, dashed lines show the size and location of the garage door when open.

Garage doors will build into a garage stem wall provided the room is designated as a garage before the door is inserted. See "Room Types" on page 305.

The Doors & Doorways Library

The Doors & Doorways library can be accessed by selecting **Library> Library Browser** and browsing to Chief Architect Content> Architectural. This library folder contains a variety of interior and exterior doors, as well as special entryways and wrapped openings.

Entryways and wrapped openings are examples of Doorways, which are wall openings that do not have doors within them.

To add a door to the Doorway, select a **Door Type** other than "Doorway" from the drop-down list in the **Door Specification** dialog. See "General Tab" on page 337.

You can also select a custom door from the library and place it into a doorway in floor plan view or any 3D view.

To place a library door in a doorway

1. Go to floor plan view or any 3D view.
2. Open the Library Browser.
3. Navigate through the Doors library category until you find the custom door style desired.
4. Select the door in the Library Browser, then click on the doorway to place the selected door within it. If a door already exists, it is replaced.
5. Continue clicking other doorways until all changes have been made.

Creating Your Own Doors

You can create custom doors and doorways and save them in your own library for use in future plans. See "Custom Symbols" on page 1067.

Displaying Doors

The display of doors, door sizes, opening indicators and headers is controlled in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

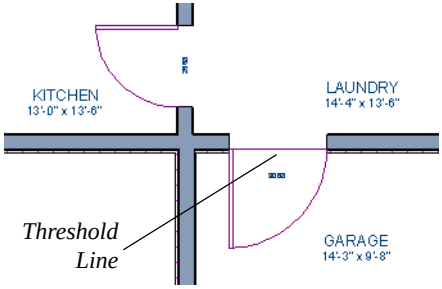
Doors can only be placed in walls, so if a wall’s layer is turned off, any doors placed in that wall will not display, either. See “Displaying Walls” on page 256.

If the “Doors” layer is turned off, doors and their casing do not display but openings in the walls where they are located are visible.

In Floor Plan View

When the “Doors” layer is turned on in floor plan view, door symbols represent the width of the opening and indicate its swing. If a door is recessed, the affected wall layers will adjust to accomodate the casing.

Doors in exterior walls and doors that open to exterior type rooms such as a Garage, Porch, or Deck have a threshold line across the opening in floor plan view. See “Room Types” on page 305.



If an exterior door to a Garage room on Floor 1 extends into a Garage stem wall or curb on Floor 0, its location will be indicated on Floor 0. See “Garages” on page 417.

Door Labels

Door labels display in floor plan view, centered on the doors they represent, when the “Doors, Labels” layer is turned on. Door labels use the Text Style assigned to this layer, as well. See “Object Labels” on page 1156.

Automatic door labels indicate Width and Height. For example:

- In Imperial plans, the automatic label for a 3’-0” wide, 6’-8” high double hung window will read 3068.
- In metric plans, the automatic label for a 900 mm wide, 2100 mm high double hung window will read 900x2100.

If you prefer, you can use one of two other formats: Height/Width and Width Only. Label formats are specified in the **Door Specification** dialog or in the **Door Defaults** dialog if no schedule is present. See “Label Tab” on page 1138.

Customized labels using text and Object Specific Text Macros can also be specified for individual doors in the **Door Specification** dialog. See “Text Macros” on page 956.

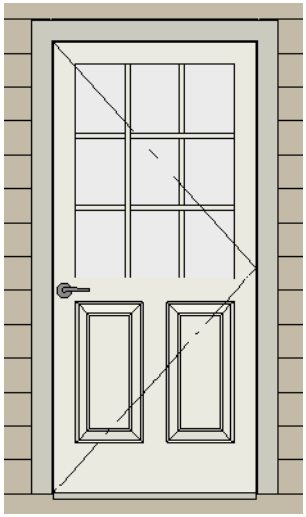
In 3D Views

You can specify whether a selected door is shown open or closed in 3D views by clicking the **Show Door Open in 3D** and **Show Door Closed in 3D** edit buttons as

well as in the **Door Specification** dialog. See “Options Tab” on page 339.

If a door is set to display open in 3D, the angle of the open door can be changed using the edit handles. See “Using the Mouse” on page 331.

To display opening indicator arrows in Vector Views, turn on the “Opening Indicators” layer in the **Layer Display Options** dialog. See “Vector View” on page 858.



Door showing opening indicator

Reverse door opening indicators on the Architectural panel of the **Preferences** dialog. See “Architectural Panel” on page 95.

You can also specify whether door and window glass is opaque or transparent in Vector Views in the **3D Settings** dialog. See “Options Tab” on page 815.

Editing Doors

Before a door can be edited, it must be selected. To select a door, click it when the **Select Objects** tool or any of the **Door Tools** are active. Doors and/or windows can also be group selected and edited. See “Selecting Objects” on page 166.

When you select a door in floor plan view, the door size label indicates the width followed by the height. For example, a 3068 door is 3’-0” wide by 6’-8” high.

Blocked units are made up of individual doors and windows that have been grouped together to act as one object. You can create a blocked door unit or by creating an Architectural Block composed of doors and/or windows. See “Make Mulled Unit” on page 355.

Select a blocked unit by clicking on it in any view. To select a door that is a component of a blocked unit, click at the location of the

component in question, then click the **Select Next Object** edit button. See “Selecting Objects” on page 166.

In the Specification Dialog

The most precise method of editing a door or group of doors is to use the **Door Specification** dialog. Door type, size, casing, materials, shape, and more can all be specified in this dialog. See “Door Specification Dialog” on page 337.

Using the Mouse

In floor plan view, click either of the two end handles and drag along the wall to change the width. The label showing the size updates as the handles are dragged. Click and drag the Move handle at the center to move the door along the wall it is placed in. Use the triangular Rotate handle to adjust the door’s swing. If the door’s label displays, an additional handle is available to move the label.

In 3D views, a selected door has five edit handles: the Move handle at the center and a Resize handle on each edge. Click and drag an edge handle to resize the door.

Using the edit handles, a door resizes according to the currently active **Edit Behavior**. See “Edit Behaviors” on page 162.

A door or window moved against an intersecting wall temporarily stops when the casing meets the intersecting wall. You can continue to drag and it resumes movement past the intersecting wall.

Using Dimensions

Like various other objects, doors can be moved using dimensions. See “Moving Objects Using Dimensions” on page 914.

You can specify how doors and windows are located by dimensions in the **Dimension Defaults** dialog. See “Locate Objects Tab” on page 896.

Dimensions can be set to locate the centers, sides, casing, or rough opening of wall openings, or you can choose to not locate openings at all. If you wish, you can move a dimension’s extension lines to locate non-default locations on a door after the dimension is drawn. See “Editing Extension Lines” on page 911.

Using the Edit Tools

A selected door or doors can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

Centering Doors

The **Center Object** edit button allows you to center a selected door along a wall within a room or relative to a cabinet or window. See “Using Center Object” on page 209.

To center a door along a wall

1. Select a door or combination of windows and doors in floor plan view.
2. Click the **Center Object** edit button then choose from one of the following options:

- Click near a wall inside a room to center the door along that wall in that room.
- Click outside the house (on the exterior room) near an exterior wall to center the door along an exterior wall.

Changing Door Swings

Door swing direction and hinge side can be changed using the **Change Opening/Hinge Side** and **Change Swing Side** edit buttons.

> Note: If the door is set to draw closed, the swing as it appears in floor plan view has no affect on the 3D view. See “Options Tab” on page 339.

The **Change Opening/Hinge Side** edit button is available for all doors except double doors and garage doors.

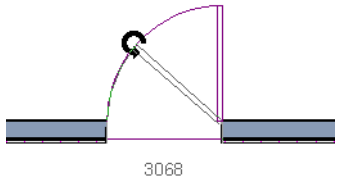
The **Change Swing Side** edit button is available for all doors except pocket doors.

Hinged Doors

In addition to using the edit buttons, hinged doors’ hinge side and swing direction can be changed using the triangular Rotate edit handle.

To adjust the angle of swing:

1. In floor plan view, select the door and grab the triangular handle.
2. Drag to change the amount of swing.

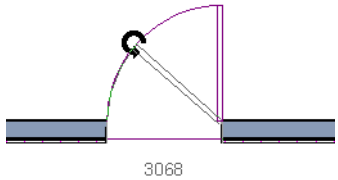


3. Release the mouse.

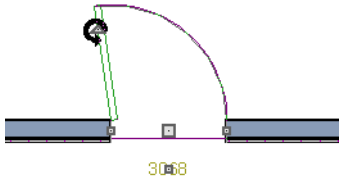
If you drag near the closed position, the door snaps to a closed position.

To change the swing using edit handles:

1. In floor plan view, select the door and grab the triangular edit handle.



2. Drag the pointer along the path of the new arc to change the hinge side and/or swing direction.

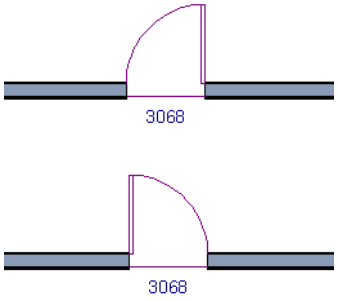


3. Release the mouse.

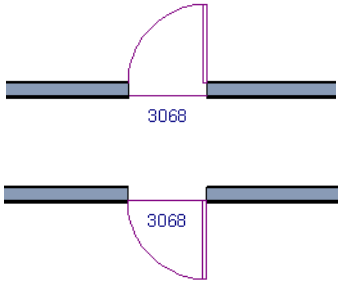
> You can specify a Double Hinged Door to swing from its center in the Door Specification dialog. See “Options Tab” on page 339.

To change the swing using edit buttons:

1. In floor plan view, select the door.
2. To change the hinge side, click the **Change Opening/Hinge Side** edit button.



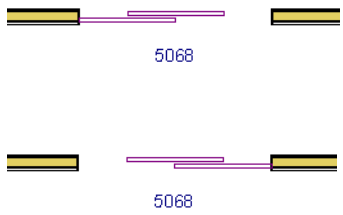
3. To change the swing direction, click the **Change Swing Side** edit button.



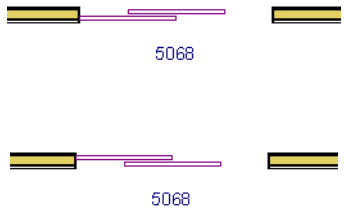
> You can also specify a Hinged Door to swing in both directions in the Door Specification dialog. See “Options Tab” on page 339.

Sliding Doors

To change the side of a sliding door that is fixed, select the sliding door then click the **Change Opening/Hinge Side** edit button.



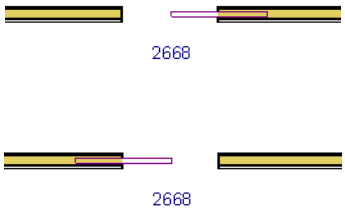
To flip the fixed and moving sides of the door, click the **Change Swing Side** edit button.



As with hinged doors, you can also change the Opening/Hinge and Swing sides of a sliding door by clicking and dragging the triangular edit handle.

Pocket Doors

To change the direction of a pocket door, select it and click the **Change Opening/ Hinge Side** edit button.

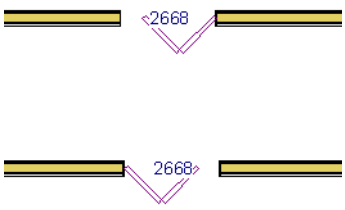


Note: There must be enough room for the entire door to fit in the opposite wall or the door does not change.

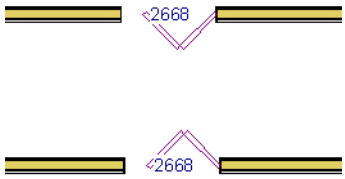
As with hinged doors, you can also change the Opening/Hinge side of a pocket door by clicking and dragging the triangular edit handle.

Bifold Doors

To change the side of a bifold door that is fixed, select it then click the **Change Opening/Hinge Side** edit button.



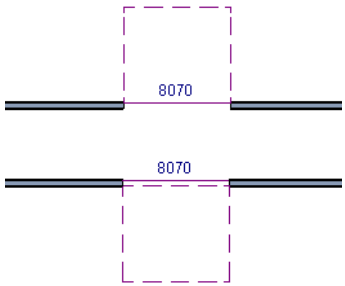
To change the hinged side of the door, click the **Change Swing Side** edit button.



As with hinged doors, you can also change the Opening/Hinge and Swing sides of a bifold door by clicking and dragging the triangular edit handle.

Garage Doors

To change the side of a garage door that it faces, select it and click the **Change Swing Side** edit button.



As with other door types, you can also change the Swing side of a bifold door by clicking and dragging the triangular edit handle.

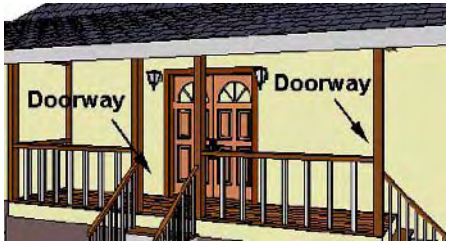
Special Doors

Wrapped Openings

Wrapped openings of various shapes are available in the **Doors & Doorways Library**. You can also create a wrapped opening by placing a doorway in the wall and checking **Suppress Casing** in the **Door Specification** dialog. See “Casing Tab” on page 341. If base molding is present, it will wrap around the opening.

Openings in Railings

Use the **Doorway** tool to open a railing for a stairway or other access.



To open a railing across an entire section, resize the doorway’s **Width** so that it is greater than the length of the railing in the **Door Specification** dialog. The opening resizes to the maximum width possible for that space. See “General Tab” on page 337 of the Reference Manual.

Transoms Above Doors

Transom windows above doors are created the same as other stacked windows. See “Grouped Windows” on page 354.

Recessed Doors

A door placed in a brick or stone wall is often recessed into the wall’s exterior. In the illustration below, the door to the right is recessed, so the brick wraps the opening. The door on the left is not recessed, so the casing is outside the brick.

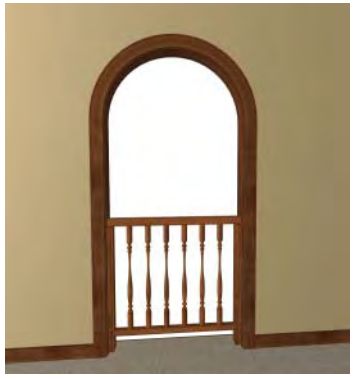
You can specify a door as recessed in the **Door Specification** dialog. See “Options Tab” on page 339.

Blocked Doors and Windows

Combinations of doors and windows can be blocked. Blocked units are mulled together and can be copied together as a unit. Blocked units containing doors can be treated as either windows or doors for materials list and schedule generation. See “Make Mulled Unit” on page 355.

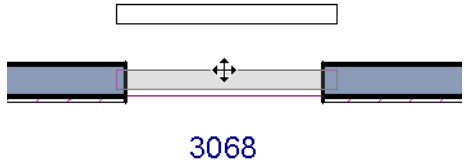
Creating a Doorway with a Railing

When a railing is specified as **No Room Def**, it can be positioned within a **Doorway** .



To create a doorway with railing

1. Place a **Doorway** at the desired location in your plan.
2. Select **Build> Wall> Straight Railing** , then click and drag to draw a railing parallel to the wall with the doorway.
3. Click on the railing, then use the Resize edit handles to adjust the length of the railing as needed. See “Using the Edit Handles” on page 171.
4. With the railing selected, click the **Open Object** edit button.
5. On the General tab of the **Railing Specification** dialog, check **No Room Def** and click OK. See “General Tab” on page 282.
6. With the railing still selected, Ctrl + drag it into position within the doorway. See “To move an object freely” on page 203.



Positioning a railing in a doorway

Placing a Gable Over a Door

Click the **Gable Over Door/Window** edit button to produce a gable roof over the selected door(s) the next time automatic roofs are built. See “Gable Over Door/Window” on page 474.

You can manually edit or delete this gable line at any time. Your changes take effect when the automatic roofs are rebuilt. This can also be used with group selected doors.

Importing Doors

You can import custom doors and save them in your own library for use in future plans. See “Custom Symbols” on page 1067.

Custom Muntins

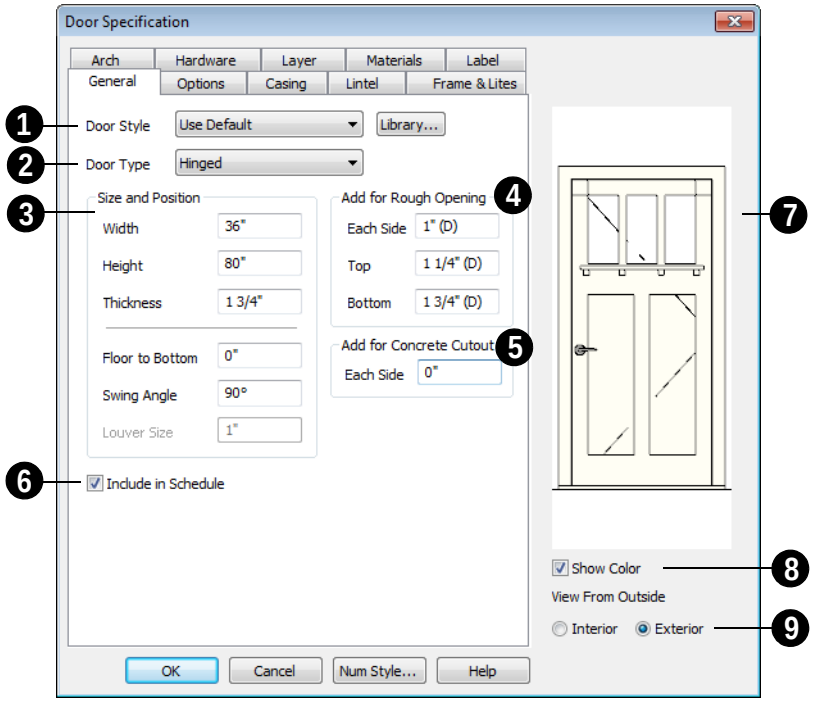
Like windows, doors that are specified as “Glass” can have custom muntins. Custom muntins are created from CAD lines. See “Custom Muntins” on page 362.

Door Specification Dialog

To open the **Door Specification** dialog, select a door or a group of doors and click the **Open Object** edit button or double-click on a door using the **Select Objects** or a **Door** tool.

If a group of doors is selected, changes made in the **Door Specification** dialog are applied to all the selected doors. If interior doors have different attributes than exterior doors, they must be selected and edited as a separate group.

General Tab



1 **Door Style** - Define the door as slab, glass, panel, or louvered, or select a door style from the library. Select"Use Default" to use the default door style set in the **Door Defaults** dialog. See "Door Defaults" on page 325.

- Select "Library" from the list or click the **Library** button to choose a door symbol from the library. Once a library door is selected, that door is added to the Door Style list. See "Select Library Object Dialog" on page 763.

❷ **Door Type** - Specify doorway, hinged, slider, pocket, bifold, or garage door.

Slider, pocket, bifold and garage are not allowed as exterior door defaults.

❸ Specify the **Size and Position** of the selected door.

- Specify the **Width**, **Height**, and **Thickness** of the door.
- **Floor to Bottom** - Specify the height of the bottom of the door frame as measured from the subfloor.
- Specify the **Swing Angle** of the selected door in floor plan view, between 0° and 180°. An angle of 0° displays the door as closed and an angle of 180° displays it as wide open. The Swing Angle for double doors that swing from the center can be no more than 90°. If **Draw Closed** is unchecked on the Options tab, the Swing Angle also affects the door's appearance in 3D.
- **Louver Size** - Specify the vertical height of the selected door's louvers. Only available for doors specified as Louvered.

❹ **Add for Rough Opening** - Specify the amount to add to **Each Side**, the **Top** and the **Bottom** for the door's framed rough opening. The rough opening should be large enough to accomodate the door frame and space for shims. If the Bottom Rough Opening value is greater than the Floor to Bottom value, the difference is added to the top of the rough opening when framing is built.

❺ **Add for Concrete Cutout** - Specify the amount to add to **Each Side** of the door opening when the upper part of the door is in a framed wall and the lower part is located in a concrete wall or garage curb.

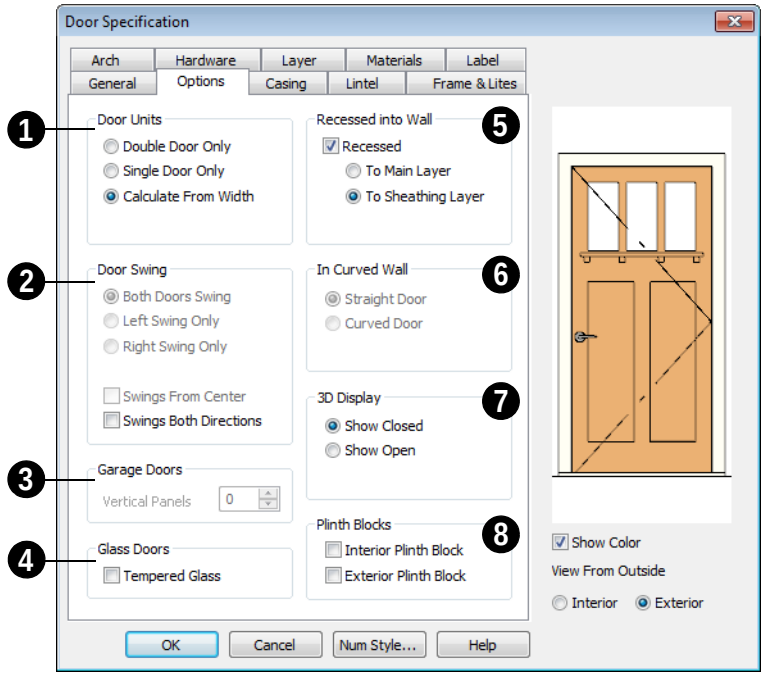
❻ Check **Include in Schedule** to include the selected door(s) in Door Schedules. See "The Schedule Tools" on page 1132.

❼ A preview of the door displays on the right side of the dialog box.

❽ Check **Show Color** to show the door in color in the preview.

❾ Select **Interior** or **Exterior** to specify which side of the door displays in the preview.

Options Tab



1 Specify the number of **Door Units** or panels that the selected door has. Not available for garage doors.

- Select **Single Door** to force the selected hinged, pocket or bifold door to be a single door, regardless of its width.
- Select **Double Door** to force the selected hinged, pocket or bifold door to be a double door, regardless of its width.
- Select **Calculate From Width** to use the program defaults. Hinged, pocket and bifold doors default to **Single Door** when less than four feet (1200 mm) wide. If the width is greater than four feet, **Double Door** is the default.
- If a Slider door is selected, instead choose **Four**, **Three** or **Two Panel**.

Note: The defaults for Calculate From Width are not editable.

2 **Door Swing** - Specify how the selected door swings. Most options here are only available when the selected hinged or pocket door is a Double Door. Not available for bifold, slider or garage doors. See “Changing Door Swings” on page 332.

- Check **Both Doors Swing** to allow both sides of a Double Door to swing.
- Check **Left Swing Only** or **Right Swing Only** to allow only the left or right side of a Double Door to swing.

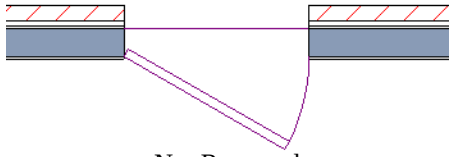
- Check **Swings From Center** to create a Double Door with hinges at the center rather than at the outside edges.
- Check **Swings Both Directions** to allow a door or both sides of a Double Door to swing both directions.

❸ Specify the number of **Vertical Panels** to be placed on a selected garage door. Only available for garage doors.

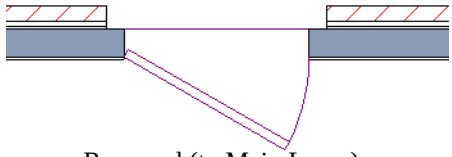
❹ Check **Tempered Glass** to specify the selected door's glass as tempered in the Door Schedule.

❺ The **Recessed into Wall** options allow you to recess the selected door into a wall, away from the exterior surface. Only available if the door is placed in a multi-layered wall. See "Wall Type Definitions" on page 275.

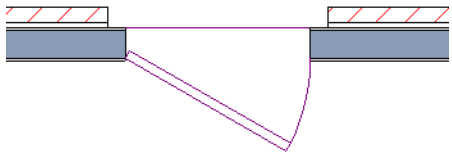
- Check **Recessed** to activate the settings that follow.
- Select **To Main Layer** to recess the door to the wall's Main Layer.
- Select **To Sheathing Layer** to recess the door to the wall's sheathing layer.



Not Recessed



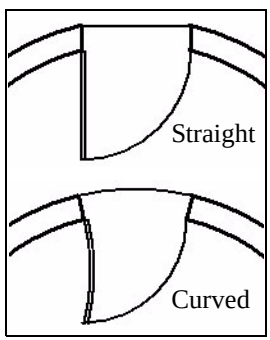
Recessed (to Main Layer)



Recessed to Sheathing Layer

❻ **In Curved Wall** - Specify whether a door placed in a curved wall is **Straight** or **Curved**. Curved is selected for Pocket Doors and cannot be changed. See "Drawing Curved Walls" on page 254.

.



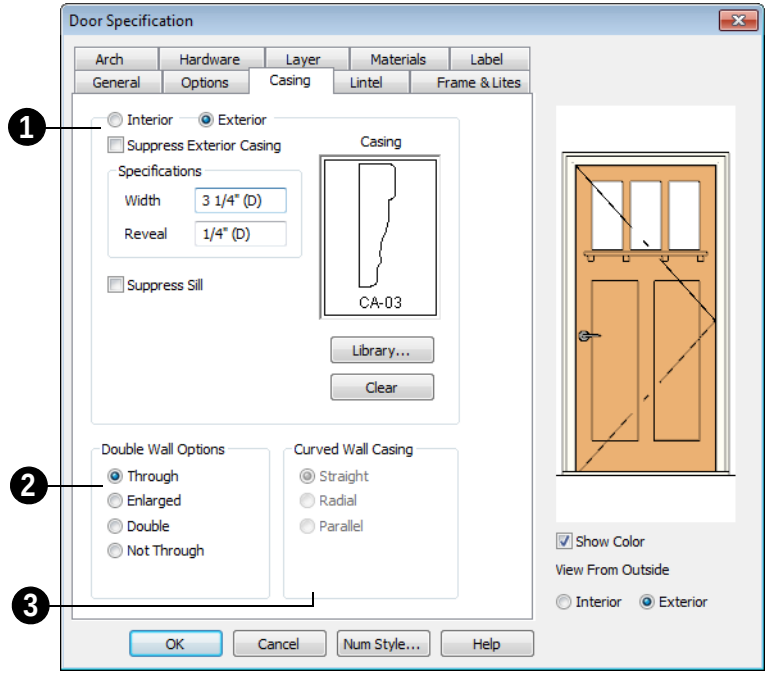
7 **3D Display** - Specify whether the selected door is drawn open or closed in 3D and cross section/elevation views.

If **Draw Open** is selected, the Swing Angle set on the General tab is used in 3D views.

8 **Plinth Blocks** - Add an **Interior Plinth Block** and/or **Exterior Plinth Block** to the selected door. Plinth blocks do not display in 3D views, but are counted in the Materials List.

Casing Tab

Changes made on the Casing tab can only be seen in 3D views. Door casing profiles and materials can also be included in Room Finish Schedules.



1 Specify the casing for the selected door.

- Select the **Interior** or **Exterior** radio button to define the casing for that door side and display it in the preview image. This choice is not available for interior doors, which use the same values for both sides.
- Check **Suppress Interior/Exterior Casing** to have a wrapped opening instead of casing.
- Define the **Width** of the selected casing.
- Define the **Reveal**, the distance between the inside edge of the door frame and the inside edge of the casing. Define the **Width** of the selected casing.

- Check **Suppress Sill** to prevent a sill from being generated under the door.
- Click the **Library** button to select a molding profile for the casing. A preview of the casing profile displays in the window above. See “Select Library Object Dialog” on page 763.
- Click the **Clear** button to remove a selected casing profile from the door.

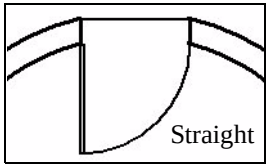
❷ The **Double Wall Options** affect doors placed in a Double Wall. See “Double Walls” on page 273.

- Select **Through** to create a single jamb running through both Double Walls. This option is selected by default.
- If **Enlarged** is selected, casing is created only on the wall the door is inserted in. The opening on the other wall is enlarged to accomodate the casing.
- Select **Double** to place a second door in the Double Wall opposite the selected door. This second door cannot be selected. Casing is produced as with the **Through** type window.
- Select **Not Through** to place the door in one wall with no corresponding opening in the other wall.

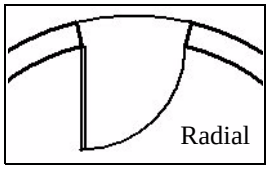
❸ The **Curved Wall Casing** settings are enabled if the door is placed in a curved wall. See “Drawing Curved Walls” on page 254.

Door and window casing and jamb can be constructed three ways in curved walls:

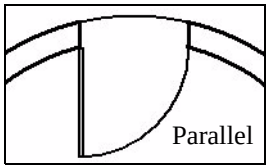
- **Straight** - Both the door and casing are straight. This can be used where the wall’s curvature is not too sharp and the opening is not too wide. It cannot be selected for Pocket Doors, which must be curved if placed in a curved wall.



- **Radial** - A vertical surface that would be perpendicular to a straight wall has its plane pass through the wall's center of curvature.



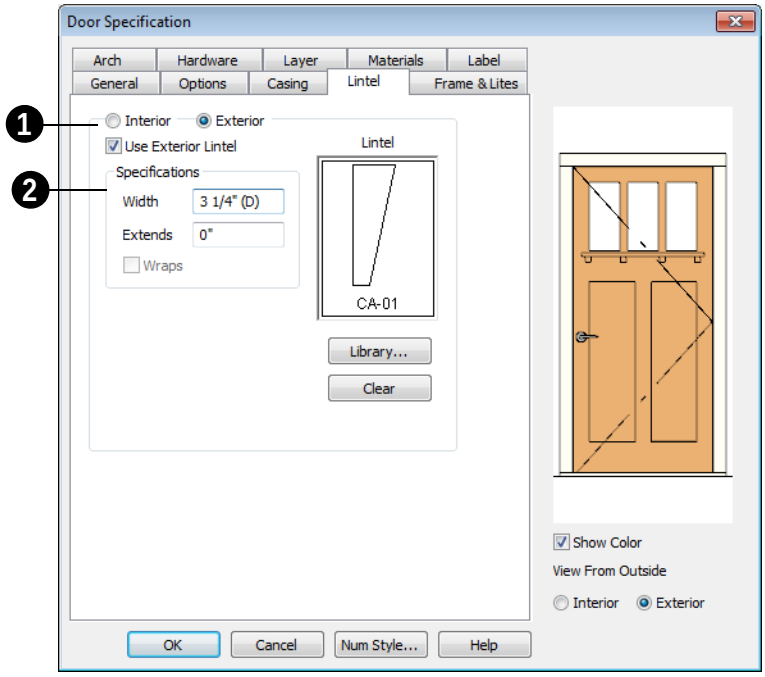
- **Parallel** - A vertical surface that would be perpendicular to a straight wall remains parallel to the line from the wall center through the opening center.



Lintel Tab

The settings on the Lintel tab allow you to assign a lintel,or top molding that meets the side casing using a butt joint instead of a mitred joint. These settings are not available if the door has a reflected arch. See “Arch Tab” on page 345.

Door lintel profiles and materials can be included in Room Finish Schedules.

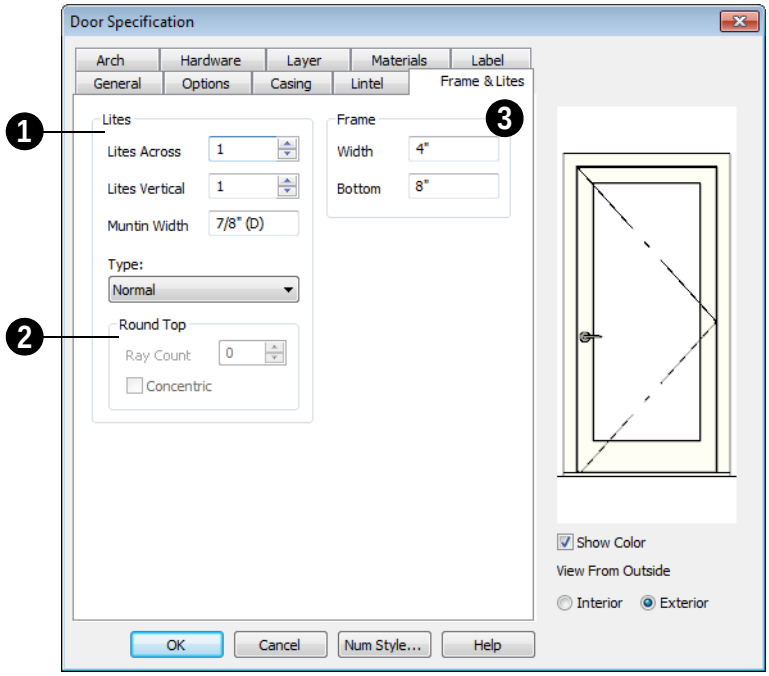


1 Select the **Interior** or **Exterior** radio button to define the casing for that door side and display it in the preview image. This choice is not available for interior doors, which use the same values for both sides.

2 Specify a lintel for the selected door.

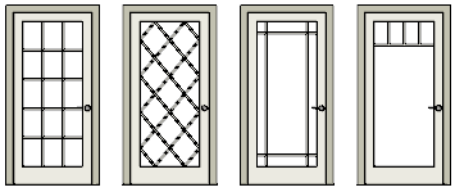
- Check **Use Exterior/Interior Lintel** to have a lintel on the selected side of the door instead of the regular top casing.
- Define the **Width** of the lintel. This is independent of the Casing width.
- Specify how far the lintel **Extends** on either side. A value of 1” (25 mm) aligns it with the outside edges of the casing.
- Check **Wraps** to wrap the lintel profile back toward the wall. Only available if **Recessed** is unchecked on the Options tab.

Frame & Lites Tab



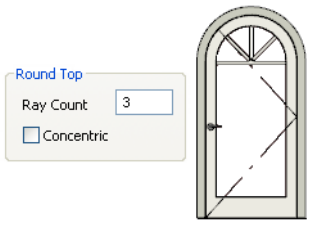
1 Specify the number of **Lites**, or panes of glass, as well as their configuration. Only available for Glass doors.

- Specify the number of horizontal **Lites Across**.
- Specify the number of **Lites Vertical**.
- **Muntin Width** - Specify the width of the muntins used to divide the lites.
- Choose a **Type**, or style, from the drop-down list.
- **Normal** style is the most common, with vertical and horizontal muntin bars.
- **Diamond** style uses angled muntins to divide the lites.
- **Prairie** style is based on the normal style, but with all the central muntins removed, leaving only the two outside muntins, both horizontally and vertically. Lites Across and Vertical are typically set between 6 and 8.
- **Craftsman** style is based on the normal style, but only the topmost horizontal muntin is kept with all the portions of the vertical muntins above it. Lites Across and Vertical are typically set between 4 and 8.

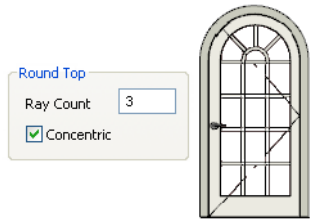


Normal *Diamond* *Prairie* *Craftsman*

❷ If the door is defined as **Round Top** on the Arch tab, you can specify a **Ray Count** of up to 10 radial muntin bars in the portion of the door within the arch. There is one more pane of glass than the number of rays specified.



- Check **Concentric** to produce muntins radiating from a curved inner muntin that is concentric with the door's arch. You must have at least three lites across for this to be used.

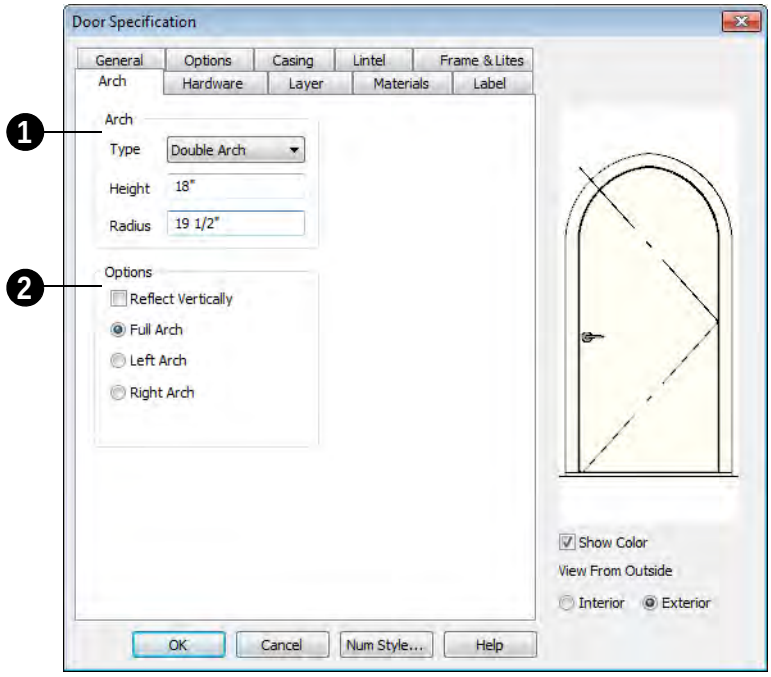


❸ **Frame** - If the door is a glass, panel or louvered door, you can specify the dimensions of the door's rails and stiles.

- Specify the **Width** of the stiles and top rail.
- Specify the height of the **Bottom** rail.

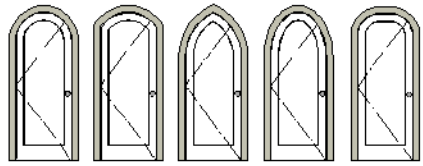
Arch Tab

The settings on the Arch tab are not available if the selected door is a Sliding, Bifold or Garage door. They are also unavailable if the selected door has been assigned a lintel. See "Lintel Tab" on page 342.

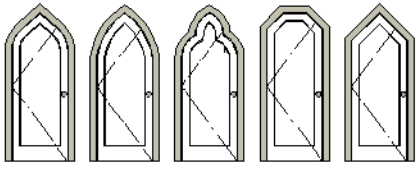


1 Define the style and size of the **Arch**.

- Select a **Type** of arch from the drop-down list.
- Specify the **Height** of the arch, as measured from the base of the arch to the top of the door. The height can be defined for all arch types except Round Top and Octagonal Arches.
- The **Radius** can also be defined for Tudor and Double Arches.



Round Top *Broken* *Gothic* *Elliptical* *Flat Top*



Tudor *Double* *Trifoil* *Octo-gonal* *Dogear*

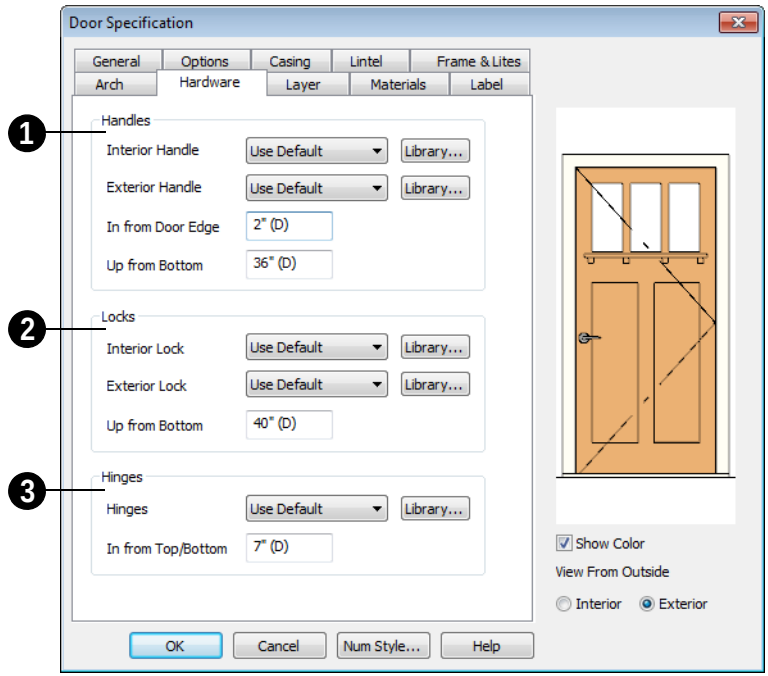
2 **Options** - Define the orientation of the arch.

- Check **Reflect** to reflect the arch, top to bottom. This is rarely used for doors, but can be specified for windows to create unique configurations. Not available if a lintel is specified for the selected door. See “Lintel Tab” on page 342.

- Select **Full Arch** to produce an arch with the apex at the door’s center.
- Select **Left Arch** to produce an arch with the apex on the door’s right side.
- Select **Right Arch** to produce an arch with the apex on the door’s left side.

Hardware Tab

Many of the settings on the Hardware tab are Dynamic Defaults: if “Use Default” is selected, the setting in the **Door Defaults** dialog is used. See “Dynamic Defaults” on page 65.



1 Specify the **Handles** to be used on the selected door.

- Select an **Interior Handle** and/or **Exterior Handle** from the drop-down lists. Select “Library” or click the **Library** button to select a handle from the library. See “Select Library Object Dialog” on page 763.
- Specify the location of the door handles **In From Door Edge**.
- Specify the location of the door handles **Up From Bottom**.

❷ Specify the door's interior and exterior **Locks**.

- Select an **Interior Lock** and/or **Exterior Lock** from the drop-down lists. Select "Library" or click the **Library** button to select a lock from the library.
- Specify the location of the door locks **Up From Bottom**. The locks use the same In From Door Edge value as the handles.

❸ Specify the **Hinges** to be used on the door. Two hinges are placed for interior doors, and three for exterior doors.

- Select a style of **Hinges** from the drop-down list. Select "Library" or click the **Library** button to select a hinges from the library.
- Specify the distance **In From Top/Bottom** of the door to the center of the top and bottom hinges.

Note: For hinges to look right, it is best to have at least a 1/4" (6 mm) reveal for the interior, or hinge side, door casing.

Layer Tab

The Layer tab is available for a variety of different objects. For more information, see "Layer Tab" on page 136.

Materials Tab

The Materials tab is available for numerous objects. For more information, see "Materials Tab" on page 777.

Label Tab

Door labels display in floor plan view when the "Doors, Labels" is turned on and use the Text Style assigned to that layer. See "Door Labels" on page 329.

For information about the settings on this tab, see "Label Tab" on page 1157.

Door Schedules

The **Door Schedule** tool allows you to produce customizable door schedules as well as door labels that display schedule numbers. See "The Schedule Tools" on page 1132.

Chapter 11:

Windows

Chief Architect can model a wide variety of windows. Fixed glass, hung, casement, sliding, awning, hopper, and louver window styles can all be created with the standard Window tool, and even set as the default. The shape of a window can be angled or made into a round top or other arch styles. Chief Architect can create bay, box, and bow windows at the click of a button. In addition, the library contains many mulled window combinations and additional name-brand door catalogs are also available for download from our web site, www.chiefarchitect.com.

Once windows have been placed in the model, the program can automatically generate a window schedule. See "The Schedule Tools" on page 1132.

Chapter Contents

- Window Defaults
- The Window Tools
- Special Windows
- Grouped Windows
- Make Mulled Unit
- Window Levels
- Displaying Windows
- Editing Windows
- Custom Muntins
- Bay, Box, and Bow Windows
- Bay, Box, Bow Windows & Roofs
- Window Specification Dialog
- Bay/Box Window Specification Dialog
- Bow Window Specification
- Window Schedules

Window Defaults

Default Settings can be accessed by selecting **Edit> Default Settings**. Select Window from the **Default Settings** dialog and click the **Edit** button.

You can also double-click the **Window Tools** parent button to open the **Window Defaults** dialog.

The settings in the **Window Defaults** dialog control the attributes of a window when it is initially placed in a plan, so you should define the type of window that will be placed most often in your model. See “Default Settings” on page 64.

The tabs in the **Window Defaults** dialog are similar to those found in the **Window Specification** dialog, with one exception:

On the General tab of the **Window Defaults** dialog, you can specify the **Minimum Separation** for components windows and doors in mulled units in the plan.

The **Minimum Separation** value in the **Window Defaults** dialog specifies how close windows in a mulled unit can be to each other. This setting also determines the width of the shared casing. If 0 is specified, no casing is created between mulled units.

For more information, see “Window Specification Dialog” on page 367.

Dynamic Window Defaults

A variety of window default values are dynamic, including the **Window Type, Add for Rough Opening** values, **Casing**, **Lintel** and **Sill Specifications**, **Sash & Frame** sizes, and **Treatments**. All **Materials** are also dynamic. When a dynamic default is changed, existing windows using the default value are affected. See “Dynamic Defaults” on page 65.

Window Framing

The default Rough Opening for windows can be defined in the **Window Defaults** dialogs. You can also specify an additional amount to cutout for window openings in concrete walls when the upper part of the window is located in a framed wall. See “General Tab” on page 368.

The defaults for headers can be specified in the **Build Framing** dialog. See “Framing Defaults” on page 520.

The Window Tools

To place a window, select **Build> Window** and choose the desired window type. Click on a wall to place a window of the selected type at that location.

Bay, box and bow windows can only be placed in straight walls, while standard windows can be placed in both straight and curved walls.

Standard Windows

Select **Build> Window> Window**, then click on a straight or curved wall to place a standard window at that location.

A standard window is a single window that is not a bay, box, bow window, a corner window or a blocked unit. These special types are made up of multiple standard windows.

A standard window that is part of a special window is called a component window.

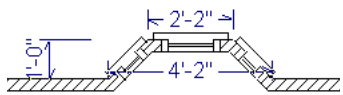
Standard windows can be specified as any of a variety of window types, such as double hung, casement and awning. See “Window Specification Dialog” on page 367.

Bay Windows

The roof is affected by Bay, Box and Bow Windows. These windows should therefore be placed before the roof is built.

A **Bay Window** is composed of three wall sections, each with a single component window. The two side walls are at an angle to the main wall. Select **Build> Window> Bay Window** and click on a straight wall to produce a bay window.

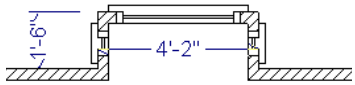
When initially placed, bay windows measure 2’-2” across at the front, 4’-2” across at the back, and are 1’-0” deep. The component windows are specified in the **Window Defaults** dialog and their sizes adjust to fit the available space.



Box Windows

A **Box Window** is a bay window with side angles set at 90°. Select **Build> Window> Box Window** and click on a straight wall to produce a box window.

Box windows initially measure 4’-2” wide with a depth of 1’-6”. The component windows are specified in the **Window Defaults** dialog and their sizes adjust to fit the available space.



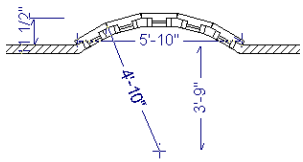
Bow Windows

A **Bow Window** is a group of identical wall segments that form a segmented curve. Select **Build> Window> Bow Window** and click on a straight wall to produce a 5-section bow window.

Bow windows can be composed of between two and twenty sections. The number of bow window components can be changed in the **Bow Window Specification** dialog. See “Bow Window Specification” on page 388.

The component windows are specified in the **Window Defaults** dialog. Their sizes adjust to fit the available space.

The 5-section bow below has a 4’-10” radius centered 3’-9” inside the wall, giving an opening 5’-10” across and a depth of 11½”.



Note that for a bow with an odd number of sections, the radial dimension is from the center of the arc to an outside corner where two window sections join. The depth (11 ½") is measured to the flat area of the center section, not to a corner. As a result, the radius is a bit greater than the sum of the depth and the distance from the center of the bow's curve to the exterior of the wall.

Note: Bay, box, and bow window areas are not included in the living area or in room standard area calculations. They are included in room interior area calculations.

Pass-Thru

Select **Build> Window> Pass-Thru**, then click on a straight or curved wall to place a Pass Thru at that location.

A Pass-Thru is simply a wall opening without a window unit placed inside. Like a window, it can have casing and a sill. It does not, however, have a sash, frame, or glass. It is one of the window **Types** available in the **Window Specification** dialog. See "General Tab" on page 368.

Windows Library

Select **Library> Library Browser**, then browse to Chief Architect Core Catalogs> Architectural to access a selection of special windows. Select the desired window, then click on a wall to place the window at that location.

Special Windows

A variety of special windows can be created using multiple standard windows, the edit tools or custom symbols.

Creating Manual Bay, Box and Bow Windows

Sometimes it is easier to draw bay, box and bow windows manually than to use the automatic tools. Bays created using walls can have more than one window per section, which is not possible using a bay window unit.

Bear in mind that moving a manually created bay, box or bow window is generally more difficult than moving a unit created with one of the **Window Tools** since it is composed of individual walls.

Corner Windows

Corner windows are produced when each window has one edge at or past the interior side of the adjacent wall.

To create a corner window, first create the desired window on each side of the corner. The header height and the sill height of both windows must be the same.

To move a window all the way into a corner, check Ignore Casing for Opening Resize in the Plan Defaults dialog. See "General Plan Defaults Dialog" on page 66.

Slant top, or shaped windows can be components of corner windows as long as their heights are equal at the corners. Windows with single or two segment tops can be used, but windows with three cannot. If a two segment window is used, the segment nearest the corner must be flat.

Once the corner window is formed, its components and corner post size can be adjusted using dimension lines. Blocked units can also meet at a corner this way.

Special Window Shapes

A selection of special shaped windows is available in the Windows Library, including arched windows and mulled units.

In addition, you can create a wide variety of window shapes in the **Window Specification** dialog, including:

- Arched windows. See "Arch Tab" on page 380.
- Trapezoidal windows. See "Shape Tab" on page 378.
- Round windows can be created by reflecting an Round Arch window vertically. See "Arch Tab" on page 380.

Recessed Windows

A window or mulled unit placed in a brick or stone wall is often recessed into the wall's exterior, so the brick wraps the opening.

You can specify a window as recessed in the **Window Specification** dialog. See "Options Tab" on page 369.

Importing Windows

You can import custom windows and save them in your own library for use in future plans. See "Custom Symbols" on page 1067.

Placing a Gable Over a Window

Click the **Gable Over Door/Window** edit button to produce a gable roof over the selected window(s) the next time automatic roofs are built. See "Gable Over Door/Window" on page 474.

You can manually edit or delete this gable line at any time. Your changes take effect when the automatic roofs are rebuilt. This can also be used with group selected windows.

Stained Glass

A selection of solid stained glass materials is available in the Chief Architect Core Catalogs> Materials> Glass library. See "Materials" on page 773.

Vents

A selection of attic, foundation and gable vents are available in the Library Browser. See "The Library" on page 743.

Vents are placed in the same manner as regular windows and can be edited in much the same way, as well.

Grouped Windows

Windows can be grouped together to create a wide variety of custom configurations. Stacked windows are easy to create in 3D views, particular Cross Section/Elevation views, using their edit handles. See “Editing Windows” on page 360.

Notice how the windows and door in this example are separate, with a sections of wall showing between them. Doors and/or windows can also be organized into a unit in which the casing connects the windows and door and no wall surface shows between them.

To help organize their display in floor plan view, you can place stacked windows of varying heights on different Window Levels. See “Window Levels” on page 357.

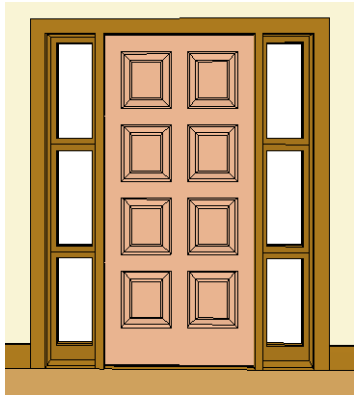
Automatically Mulled Openings

To form a mulled group of windows and/or doors, move them close enough together so that their casings touch. Once the casings touch, the windows are mulled together with one casing between the two of them.

The sill of each window in the group must be at the same level for them to share the middle casing. The casing tops do not have to be at the same level. The casings are modeled as if they are one unit but the windows remain separate objects for dimensioning and the Materials List.

Windows can be automatically mulled to doors if the bottom of the window is at the elevation of the floor, equal to the bottom of the door.

The **Minimum Separation** value in the **Window Defaults** dialog specifies how close mulled window and door units can be to each other. Define a value that specifies the desired width for the shared casing. See “Window Defaults” on page 350.



Mulled Units in the Library

A selection of mulled window units is available in the Windows library. To place one in your plan, select it and click on a wall in any view. See “Placing Library Objects” on page 761.

Make Mulled Unit

Windows and doors can be selected as a group and blocked together into a single unit by clicking the **Make Mulled Unit** edit button.

Make Mulled Unit

The **Make Mulled Unit** edit tool allows you to block a group of selected windows and/or doors into a single unit.

Wall openings in a mulled unit are referred to as components. Components of a mulled unit must be within 24” (600 mm) of one another in order to become a blocked unit; however, their casings do not have to touch.

Windows and doors in a mulled unit can be framed as a single opening or as multiple openings, and can be listed as a single unit or individual objects in the Materials List. See “Materials Lists” on page 1159.

To create a mulled unit

1. In any view, group-select multiple windows and doors on the same wall that are within 24” of each other.
2. Click the **Make Mulled Unit** edit button to create a block.

The **Make Mulled Unit** edit tool can be used to block component windows and/or doors only if they meet the following requirements:

- They must be placed in the same wall.
- Adjacent objects be within 24” (600 mm) of one another (side to side or top to bottom).
- The edges of adjacent components that face one another must be parallel.
- The edges of adjacent components that face one another must be straight, not curved.
- The selected components can be adjacent vertically or horizontally, but not a combination of the two. Complex units can be formed only by mulling several blocks together.

Unlike automatically mulled openings, adjacent component edges of mulled units do not need to be the same length.

Mulling Stacked Openings

Group selection can be done in floor plan view or any 3D view. Floor plan views work well for blocking windows that are side-by-side, but a camera or elevation view is needed to block vertically stacked objects.

To block stacked openings

1. In a cross section/elevation view, select the door and the windows on level 1 and

2 above it, then click the **Make Mulled Unit** edit button.

2. Repeat step 1 with the sidelight on the right and the window above it.
3. Repeat step 1 with the sidelight on the left and the window above it.
4. Group select the three vertically joined units and click the **Make Mulled Unit** edit button to join them side to side.

The configuration of the horizontal and vertical mullions in a mulled unit will vary depending on the order in which you block stacked openings.

- If you form a mulled unit by first blocking objects vertically, the vertical mullions of the larger unit will extend continously from the bottom to the top of the entire unit, breaking any horizontal mullions.
- If you form a mulled unit by first blocking objects horizontally, the horizontal mullions of the larger unit will extend from side to side, breaking any vertical mullions.

In a complex unit composed of smaller units, there may be a variety of ways to organize the sub-units.

Selecting Components of Mulled Units

To select a component of a mulled unit, click at the location of the component in question, then click the **Select Next Object** edit button or press the Tab key until that individual component is selected. Only the component clicked on is selectable using this method. If you need to select a different component, click on it and repeat the process.

The selected component may be on any window level in the mulled unit. If there are multiple levels, it is easiest to select the components in a 3D view. When you have selected an individual component, you can change its parameters in the **Window Specification** dialog. See “Window Specification Dialog” on page 367.

If the selected component is not itself a mulled unit and has no components above it, its **Height** and **Arch** parameters can be changed. Changing the Height causes the component top to move. The bottom remains stationary.

Displaying Mulled Units

As with other windows, the display of mulled window units is controlled in the **Layer Display Options** dialog. See “Displaying Objects” on page 128.

Mulled units are placed on the “Windows” layer by default and have a single label, which is on the “Windows, Labels” layer. Mulled units are also included in the windows category of the Materials List and in window schedules. If the component objects of a mulled unit have unique moldings or materials, they will not be noted in the Materials List or in room finish schedules. See “Schedules & Object Labels” on page 1131.

If a mulled unit includes a door, **Treat as Door** will be checked in the **Mulled Unit Specification** dialog. When this box is checked, the unit’s label is placed on the “Doors, Labels” layer but the unit itself remains on the “Windows” layer unless you

change it. Units set to **Treat as Door** are also included in the Doors category of the Materials List and in door schedules instead of window schedules. Similarly, their casing is recognized as door casing in room finish schedules. See “Options Tab” on page 369.

You can, if you wish, display a mulled unit’s individual component labels instead of a single label for the unit. Labels are placed on the layers they would be on were the unit not mulled. A mulled unit’s label setting also affects how it is listed in schedules and in the Materials List. See “Label Tab” on page 385.

- When **Suppress All Labels** is selected, individual components are counted in schedules and in the Materials List.
- When **Show Component Labels** is selected, components are counted in schedules and in the Materials List.
- When **Show Single Label for Entire Unit** is selected, the unit is treated as a single object in schedules and the materials list.

Mulled units can be placed on different Window Levels to control their appearance in floor plan view. See “Window Levels” on page 357.

Editing Mulled Units

A mulled unit moves as a single standard window in both floor plan and 3D views.

The components of a mulled unit cannot be moved relative to one another. If this is required, you will first need to explode the mulled unit.

To explode a mulled unit

1. Select the mulled unit.
2. Click the **Explode Mulled Unit** edit button.

Window Levels

It is often necessary to position more than one window, mulled unit, and/or door at the same location along a wall in floor plan view: for example, to create an entry with side lites and transom.

To help control and organize the appearance of stacked wall openings in floor plan view, you can assign windows at various heights to different **Window Levels**.

Window Levels do not define the height of a window, just the appearance and behavior of windows and doors in floor plan view.

- In floor plan view, windows and doors on the **Default Level** display the line color and style of the layer they are on. See “Layers” on page 127.
- Windows on any other level appear light gray, regardless of the layer they are on.

The Default Level

The **Default Level** is the Window Level that Standard Windows are initally placed on when created and affects several things:

- In floor plan view, windows and doors on the **Default Level** display the line color and style of the layer they are on.
- When you click on stacked doors and windows in floor plan view, those on the

Default Level are selected first. To select an opening on another level, use the

Select Next Object edit button. See “Select Next Object” on page 169.

Typically, the Default Level is set as 0 (zero).

Window Level Zero

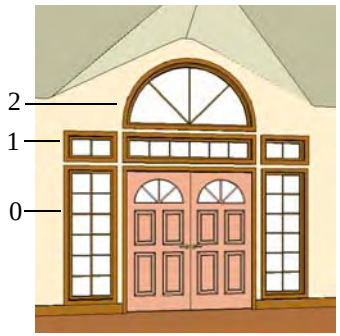
Window Level 0 (zero) is the level that all bay, box and bow windows and doors are always placed on. Typically, it is also the Default Level that standard windows are placed on, as well.

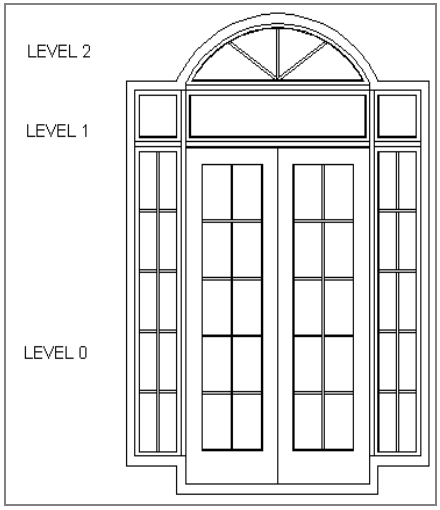
Because doors are always on Level 0 and because these line colors affect printouts, it is best to keep the Default Level at 0. If you do change the Default Level, remember to change it back before printing.

If you specify the Default Level as a value other than zero and then place a window in your plan, it will not use all Window Defaults settings. Instead, its Type will be Fixed Glass, its Height will be 12” (300 mm), and it will have no Sill. Once the window is created, its parameters can be changed.

Creating Stacked Units

The door and windows in the illustration below were organized have been placed on different levels.





To create this entry, set the two windows on either side of the door to level zero. A door is always on level zero. The three windows above the door are placed on level one, and the round top window is placed on level two.

The first row above on the same floor is represented by Window Level 1 and contains any windows stacked above a single window or door. The second row is represented by Window Level 2 and contains all windows stacked above two stacked windows, etc.

When you place a window in floor plan view on a level greater than zero, the program attempts to locate it over windows on lower levels. Once placed, it can be moved to the desired height in a 3D view or in the **Window Specification** dialog. See “Editing Windows” on page 360.

Instead of using levels to manage stacked windows, you may want to combine them into a single blocked unit. See “Make Mulled Unit” on page 355.

Displaying Windows

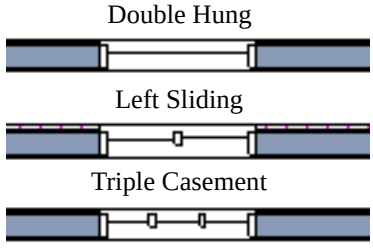
The display of windows, window labels, openings, and headers in floor plan and 3D views can be controlled in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

Windows can only be placed in walls, so if a wall’s layer is turned off, any windows placed in that wall will not display, either. See “Displaying Walls” on page 256.

If the “Windows” layer is not set to display, window casing and other components are not visible, but the openings in the walls where they are located can still be seen.

In Floor Plan View

Some window types, notably Sliding and Double and Triple Casement windows, are distinguishable in floor plan view.



Window types in floor plan view

Bay, box,and bow windows have dimensions lines associated with them.

- You can suppress their display by turning off the “Manual Dimensions” layer or on a unit by unit basis in the unit’s specification dialog. See “Bay/Box Window Specification Dialog” on page 386.
- The arrow style and fill are set in the **Manual Dimension Defaults** dialog. See “Manual Dimension Defaults Dialog” on page 891.

Windows in pony walls display in floor plan view regardless of which part of the pony wall is visible. If you wish, you can instead display only openings located entirely portion of a pony wall that is set to display in floor plan view. See “Pony Wall Defaults” on page 240.

Window Labels

Window labels display in floor plan view, centered on the windows they represent, when the “Windows, Labels” layer is turned on. Window labels use the Text Style specified for this layer, as well. See “Object Labels” on page 1156.

Automatic window labels indicate Width and Height, followed by Type. For example:

- In Imperial plans, the automatic label for a 3’-0” wide, 4’-0” high double hung window will read 3040 DH.
- In metric plans, the automatic label for a 900 mm wide, 1200 mm high double hung window will read 900x1200 DH.

If you prefer, you can use one of two other formats: Height/Width followed by Type and Width Only followed by Type. Label formats are specified in the **Window Specification** dialog or in the **Window Defaults** dialog if no schedule is present. See “Label Tab” on page 1138.

You can specify whether a Bay, Box or Bow Window displays a single label or displays the labels of its component windows and/or doors. This choice will affect how the unit displays in schedules.

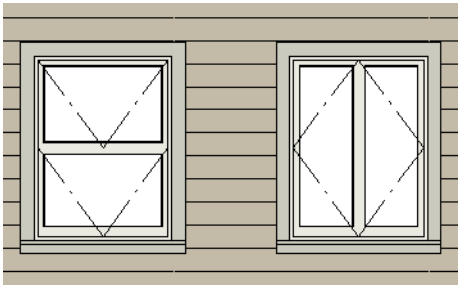
- When **Suppress All Labels** is selected, individual components of Bay, Box and Bow Windows are counted in schedules and in the Materials List.
- When **Show Component Labels** is selected, components of Bay, Box and Bow Windows are counted in schedules and in the Materials List.
- When **Show Single Label for Entire Unit** is selected, the Bay, Box or Bow Windows is treated as a single object in schedules but not in the materials list.

These options are also available for mulled units but affect their display in schedules and the materials list somewhat differently. See “Displaying Mulled Units” on page 356.

Customized labels for individual windows can also be specified in the **Window Specification** dialog. See “Label Tab” on page 385.

In 3D Views

To show opening indicator arrows in Vector Views, turn on the “Opening Indicators” layer in the **Layer Display Options** dialog. See “Vector View” on page 858.



Windows showing opening indicators

You can change the direction of indicator arrows in the **Preferences** dialog. See “Architectural Panel” on page 95.

You can also specify whether window and door glass is opaque or transparent in Vector Views in the **3D Settings** dialog. See “Options Tab” on page 815.

Editing Windows

Before a window can be edited, it must be selected. Click on a window when the **Select Objects** tool or any of the **Window Tools** are active. Doors and/or windows can also be group-selected and edited. See “Selecting Objects” on page 166.

To select a window that is part of a blocked unit, click the component window, then click the **Select Next Object** edit button. See “Selecting Components of Mulled Units” on page 356.

Windows can be edited using their edit handles, the edit toolbar buttons, and the **Window Specification** dialog. See “Window Specification Dialog” on page 367.

When you select a window in floor plan view, the window size label displays the width followed by the height. For example, a 3036 window is 3’-0” wide by 3’-6” high.

Using the Mouse

- In floor plan view, click either of the two end handles and drag along the wall to change the width. The label showing the size updates as the window is resized.
- In 3D views, a selected window has five edit handles: the Move handle at the center and a Resize handle on each edge. Click and drag an edge handle to resize the window.
- Using the edit handles, a window resizes according to the currently active **Edit Behavior**. See “Edit Behaviors” on page 162.

Note: Using the edit handles is the only way to resize bay, box and bow window systems.

- A single window or a group of windows can be moved with the center edit handle.
- A door or window moved against an intersecting wall temporarily stops when it is the casing distance from the intersecting wall. You can continue to drag and it resumes movement past or onto the intersecting wall. Enable **Ignore Casing for Opening Resize** in the **Plan Defaults** dialog to turn off this behavior. See “General Plan Defaults Dialog” on page 66.

Using Dimensions

Like various other objects, windows can be moved using dimensions. See “Moving Objects Using Dimensions” on page 914.

You can specify how windows and doors are located by dimensions in the **Dimension Defaults** dialog. See “Locate Objects Tab” on page 896.

Dimensions can be set to locate the centers, sides, casing, or rough opening of wall openings, or you can choose to not locate openings at all. If you wish, you can move a dimension’s extension lines to locate non-default locations on a window after the dimension is drawn. See “Editing Extension Lines” on page 911.

In the Specification Dialog

The most precise method of editing an individual window or group of windows is to use the **Window Specification** dialog. The window type, size, casing, materials, shape, and more can all be specified in this dialog. See “Window Specification Dialog” on page 367.

Using the Edit Tools

A selected window or windows can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

Custom Muntins

You can design your own muntins for the glazing of a window or door. Muntins are formed from a CAD block composed of lines and arcs drawn over window or door glass in a cross section/elevation view. The CAD block should cover at least half the glass horizontally and one quarter of the area vertically, but should not overlap it in either direction by more than five percent.

Creating Muntins

Custom muntins are created by drawing their pattern using the CAD tools, blocking the pattern to create a CAD block, and then selecting the window and clicking the **Load Muntins** edit button.

To create custom muntins

1. Create a **Cross Section/Elevation** view of the wall the window or door is in and **Zoom** in on the window or door.
2. Use the **Draw Line** and **Draw Arc** tools to design the desired muntins. Try to make them start and end as close to the edge of the glass as possible.
3. When the muntin design is complete, group-select all lines and arcs and click the **Make CAD Block** edit button. See “Selecting Objects” on page 166.
4. Select the door or window and click the **Load Muntins** edit button to convert the CAD block into custom muntins.
   - If the window in question is the component of a mulled unit, bay, or box window, click on it and, then click the **Select Next Object** edit button.
   - If the window in question is the component of a bow window, the custom muntins will load onto all of its components - not just one of them.

If your window has more than one sash (a double-hung window, for example, has two), you must create a separate CAD block for each pane. When you click **Load Muntins**, all CAD blocks are loaded.

Custom muntins move with the opening and copy with their opening. They also stretch or compress when the glass area is resized. This stretching may not be perfect for non-rectangular glass areas that are resized by a large amount.

Custom muntins can be created for the components of **Bay Windows**, **Box Windows**, and mulled units. To create custom muntins for a **Bow Window**, you must draw them on the one component that is selectable. When the muntins are loaded, they will applied to all of the components See “Component Windows” on page 364.

The **Load Muntins** edit tool can also be used to add custom muntins to glass doors. See “Special Doors” on page 335.

A selection of CAD blocks created for use as custom muntins is available in the library in Chief Architect Core Catalogs> Windows> Custom Muntins.

Editing Muntins

Once blocked and loaded, custom muntins cannot be edited. If you wish to make changes to them, you must first remove them.

Removing Muntins

Remove custom muntins from a door or window by selecting the opening in cross section/elevation view and clicking the **Unload Muntins** edit button. The muntins disappear and the original CAD block takes their place.

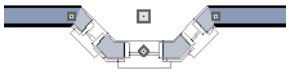
Bay, Box, and Bow Windows

Bay, Box and Bow Windows are created much the way regular windows are: select a tool, then click a wall to place that window type.

Chief Architect automatically builds a foundation under bay/box/bow windows placed on floor 1 unless they are raised from their original position. That section of the foundation wall is also a bay/box/bow, but without windows. If the foundation was generated before the window is placed, the foundation must be rebuilt or edited manually.

Editing Bay, Box and Bow Windows

Bay, box and bow windows are edited similar to regular windows, with one exception: in floor plan view, a diamond-shaped Depth edit handle displays on the section. Drag this Depth handle outward to increase the depth, or inward to decrease the depth of the unit. See “Editing Windows” on page 360.



Depth edit handle on a bay window

Bay, box and bow windows can also be edited in their respective specification dialogs. See “Bay/Box Window Specification Dialog” on page 386 or “Bow Window Specification” on page 388.

Displaying Bay, Box and Bow Windows

The display of bay, box and bow windows is controlled in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

Like other windows, bay, box and bow windows can display labels. See “Window Labels” on page 359.

Bay, box and bow window width and radius dimensions, which display in floor plan view,

are placed on the “Dimensions, Manual” layer. See “Displaying Objects” on page 128.

Component Windows

A component window within a bay, box or bow window can be resized like any other standard window. To select a component window, click at the location of the component in question, then click the **Select Next Object** edit button or press the Tab key.

- Only the bay or box window component that was clicked on is selected using this method. If you need to select a different component, click on it and repeat the process.
- In a bow window, all components are identical, so only one component can be selected. Changing this component changes them all.

Resizing Components

An individual component window can be resized using the edit handles, by changing settings in the component’s **Window Specification** dialog, or by using the **Transform/Replicate Object** dialog. See “Transform/Replicate Object Dialog” on page 224.

When a bay/box/bow window is first created, there is room for one standard trimmer on each side of each component window. When the bay as a whole is moved and resized, its components automatically resize so that a standard trimmer is still accomodated.

If you increase a component window’s width to the point where there is not enough room for standard trimmers, a thinner trimmer can be used. The size of this thinner trimmer is specified in the **Build Framing** dialog. See “Openings Tab” on page 532.

If a component window is resized, it retains its size if at all possible when the containing bay/box/bow window is moved or resized. If the bay is resized in such a way that the component is too large to fit even with a thinner trimmer, the component resumes its default behavior, resizing as the containing bay window is resized.

Floors and Ceilings

When originally created, the floor and ceiling within a bay, box, or bow window are the same heights as the floor and ceiling of the room in which it is placed.

Both the top and bottom heights of these window units can be adjusted in a 3D view using the window’s edit handles to create a lowered ceiling and/or a bench seat or garden window.

When the ceiling is lowered, the top heights of the walls that define the window unit are also lowered. When a roof is built over the unit, its height will be affected, as well.

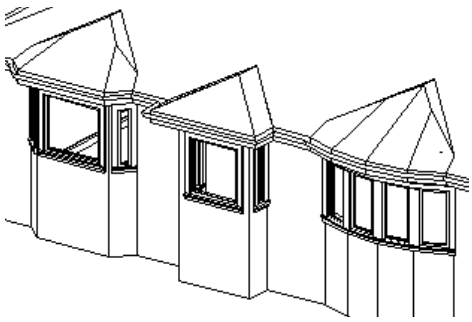
When the bottom of the window is raised to create a bench seat, the unit's walls will not reach the ground. As a result, window units with bench seats will have no foundation beneath them when the foundation is built.

Bay, Box, Bow Windows & Roofs

Several different roof styles are available for bay, box and bow window units.

Hip Roofs

Unless a different option is selected, a hip roof is built above the unit when roofs are automatically generated.

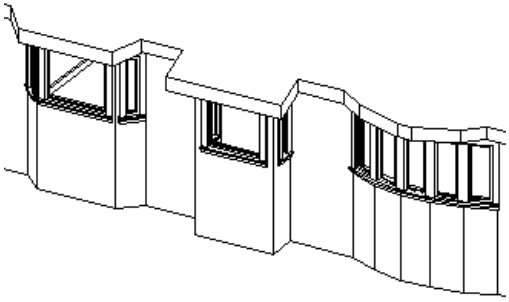


If a different style of roof is desired, the window's specification dialog can be used to change the style of roof that is be generated over a bay, box or bow window.

See "Bay/Box Window Specification Dialog" on page 386.

Place Under Roof Slope

To have the main roof plane extend down over the window unit while following the shape of the unit, select **Extend Existing Roof Over**. Rebuild the roofs to see the changes.

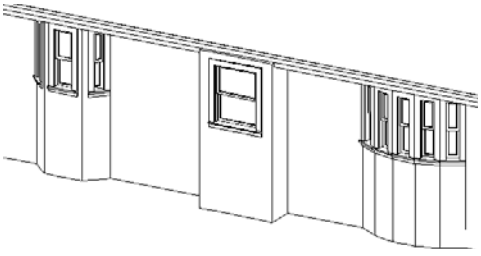


For this roof style to work successfully, the ceiling heights of the window unit and the room containing it must be the same. This does not work if you have lowered the ceiling for the window unit.

If a header is desired over the bay, box or bow window, first build the roof correctly, then lower the ceiling of the bay, box or bow window in 3D. Once the ceiling is lowered, select **Rebuild Walls/Floors/Ceilings** . This fills in the area between the header and the roof. Do not rebuild roof planes, if you do, a lower hip roof over the window unit is created.

Use Existing Roof

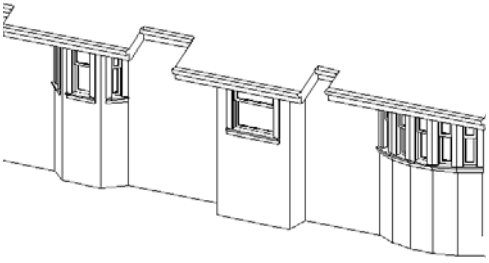
To generate a standard roof with no allowances made for bay, box, or bow windows below, check **Use Existing Roof**. With this option the bay, box, or bow windows is tucked under the roof eave.



Place Under Roof - Rectangular

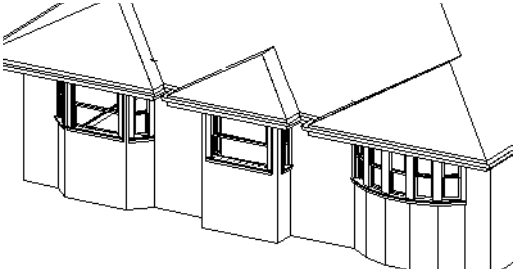
To extend the roof plane down over a bay, box or bow window with a rectangular roof, ignoring the shape of the unit, select both **Extend existing roof over** and **Rectangular roof over** in the specification dialog. The Rectangular roof over option does not work in combination with Use existing roof since the existing roof does not cover the window unit.

See the previous section for directions on extending the roof down over bay, box or bow windows.



Rectangular Hip Roof

To create a rectangular hip roof, select only **Rectangular roof over**, then rebuild the roof.



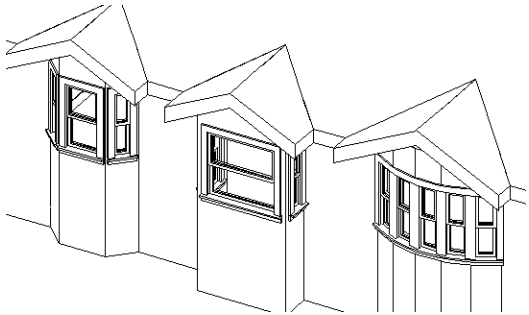
Gable Roof

A gable roof is not one of the automatic options for the roof above a bay, box or bow

window. A gable can be created by manually editing the rectangular hip roofs that are automatically created. See “Roof Planes” on page 439.

To create a gable over a bay window

1. Select each side hip sections on the front angled edge. Select the front ridge corner handle and drag the roof section forward until the fascia is straight and let it snap to the edge of the front hip section.
2. Delete the front hip section.
3. Select each side roof plane at the gable end and drag it out to set the overhang.
4. Once the roof planes are shaped properly, open the **Build Roof** dialog and select the **Build Fascia, Gutters** option to complete the roof. Do not select **Build Roof Planes**.



To create a gable roof over a normal window, use the Gable Over Door/Window edit button. See “Gable Over Door/Window” on page 474.

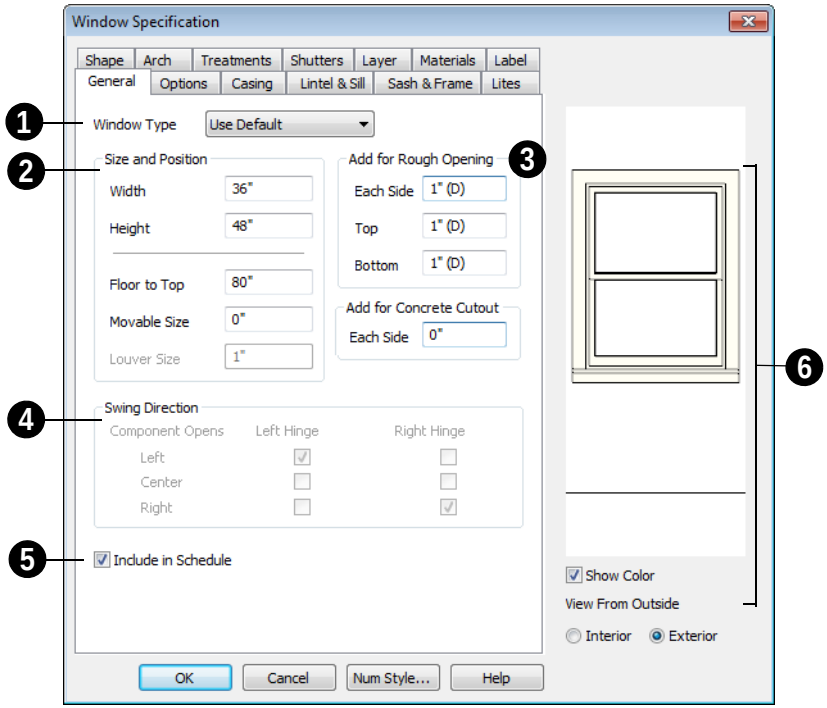
Window Specification Dialog

To open the **Window Specification** dialog, select a window or a group of windows and click the **Open Object** edit button or double-click the window using the **Select Objects** or a **Window** tool.

The settings in this dialog are similar to those in the **Window Defaults** dialog. See “Window Defaults” on page 350.

The settings in this dialog are also similar to those in the **Mulled Unit Specification** dialog for mulled units. Although similar, a number of the options cannot be edited when a mulled unit is selected. See “Grouped Windows” on page 354.

General Tab



1 **Window Type** - Select the type of window from the list. The first entry in the list is the Default type set in the **Window Defaults** dialog.

2 Specify the **Size and Position** of the selected window.

- Specify the **Width** and **Height** of the window.
- **Floor to Top** - Specify the height of the top of the window frame as measured from the subfloor.
- **Movable Size** - Specify the dimension of the movable portion of the window. A value of 0 defaults the movable size to whatever is normal for that type of window. Not available for Fixed Glass, Single or Double Casement, Single Awning or Hopper, Louvered, Pass-Thru or mulled units.
- **Louver Size** - Specify the vertical height of the selected window's louvers. Only available for Louvered windows.

3 **Add for Rough Opening** - Specify the amount to add to **Each Side**, the **Top** and the **Bottom** for the window's framed rough opening. The rough opening should be large enough to accomodate the window frame and space for shims.

4 **Add for Concrete Cutout** - Specify the amount to add to **Each Side** of the

door opening when the upper part of the door is in a framed wall and the lower part is located in a concrete wall or garage curb.

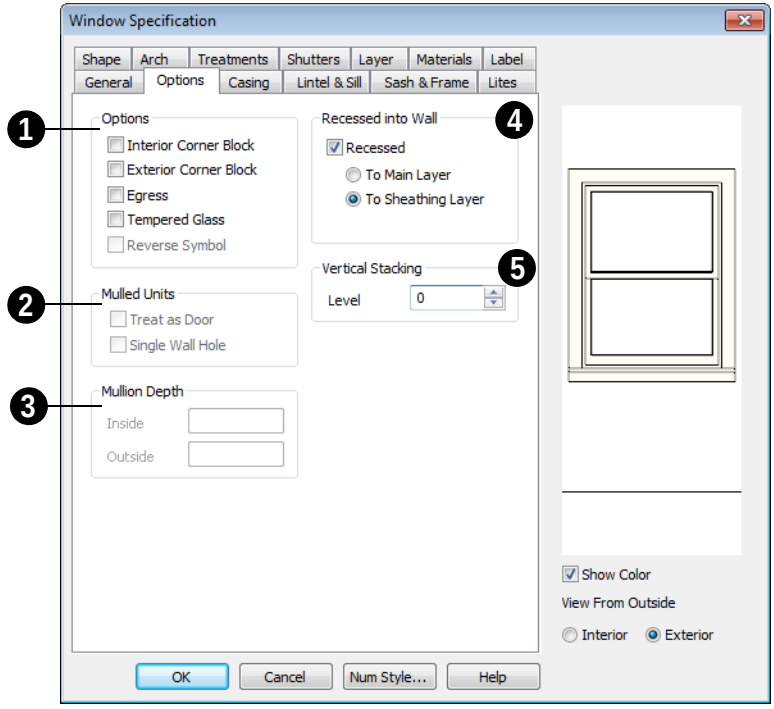
5 **Swing Direction** - Select from the available hinge options. The preview in the dialog updates as options are changed. Only available for Casement, Double and Triple Awning, and Double and Triple Hopper windows.

6 Check **Include in Schedule** to include the selected window(s) in Window Schedules. See “The Schedule Tools” on page 1132.

7 A preview of the selected window displays here.

- Check **Show Color** to show the window preview in color.
- Select **Interior** or **Exterior** to specify which side of the window displays in the preview.

Options Tab



1 **Options** -

- Check **Interior Corner Block** to count interior corner blocks in the materials list. These do not display in 3D views.

- Check **Exterior Corner Block** to count exterior corner blocks in the materials list. These do not display in 3D views.
- Check **Egress** to specify the window as an egress window in the Window Schedule and Materials List. Not available for Pass-Thrus.

> Consult your local building and fire code authorities for your local egress window requirements.

- Check **Tempered Glass** to specify the selected window's glass as tempered in the Window Schedule. See "Adding Columns to Schedules" on page 1134.
- Check **Reverse Symbol** to reverse the window as though it were reflected about a vertical line through its center.

2 The **Mulled Units** options are available when a mulled unit is selected. See "Displaying Mulled Units" on page 356.

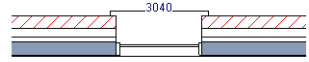
- Check **Treat as Door** to include the unit in door schedules and the Door category of the Materials List rather than in the Window schedules and Materials List category. Only available when the selected unit contains a door.
- Uncheck **Single Label** to produce labels and Materials List and schedule entries for each component of the unit. When checked, the unit is treated as a single object for labeling in floor plan view, in schedules and in the Materials List.
- Uncheck **Single Wall Hole** to produce individually framed wall openings for each unit in a mulled unit. When this box is checked, a single wall opening with one header for the entire unit is produced.

3 Specify the **Mullion Depth** for the casing between the components of a blocked unit, measured from wall surface. Positive values move the mullion surface towards the wall center; negative values, away from it. Only available when a mulled unit is selected.

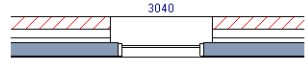
- Specify the **Inside** depth of the mullion on the interior surface of the wall.
- Specify the **Outside** depth of the mullion on the exterior surface of the wall.

4 The **Recessed into Wall** options allow you to recess the selected window or mulled unit into a wall, away from the exterior surface. Only available if the window or mulled unit is in a multi-layered wall. Check **Recessed** to enable these options.

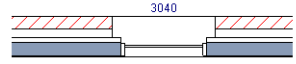
- Select **To Main Layer** to recess the window to the wall's Main Layer.
- Select **To Sheathing Layer** to recess the window to the wall's sheathing layer.



Not Recessed



Recessed (to Main Layer)



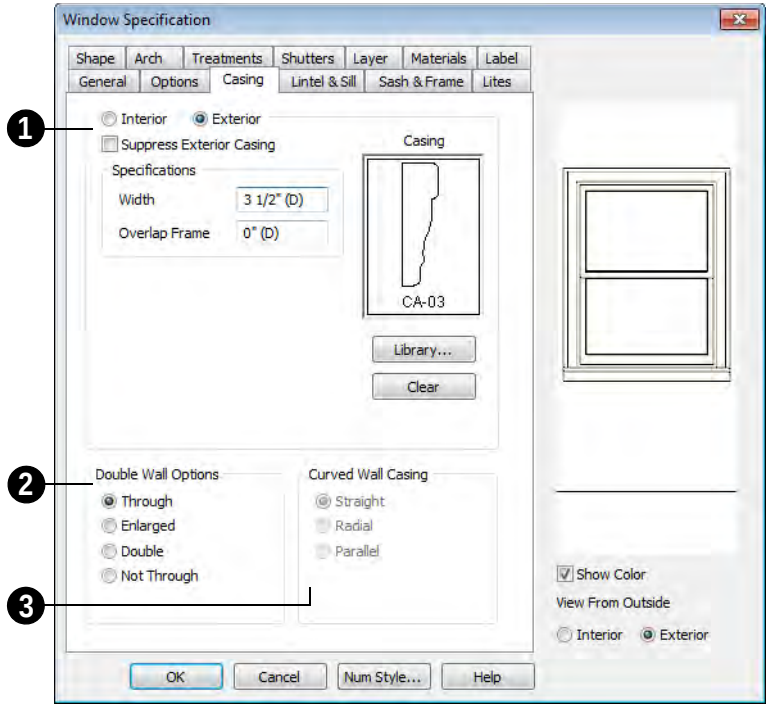
Recessed to Sheathing Layer

5 **Vertical Stacking** - Specify the window **Level** that the selected window

is placed on. See “Window Levels” on page 357.

Casing Tab

Changes made on the Casing tab can only be seen in 3D views. Window casing profiles and materials can also be included in Room Finish Schedules.



1 Specify the casing for the selected window or mulled unit.

- Select the **Interior** or **Exterior** radio button to define the casing for that window side and display it in the preview image.
- Check **Suppress Exterior/Interior Casing** to have a wrapped opening instead of casing on the selected side of the window.
- Define the **Width** of the selected casing, including the Apron, if one is being used. If a Lintel is defined, this setting does not affect the top. See “Lintel & Sill Tab” on page 372.
- Define the **Overlap Frame** value, which is the the distance between the outside edge of the window frame and the inside edge of the casing. The default is 0”, which places the inside edge of the casing against the outside edge of the frame.

  Type a positive value to overlap the cas-

ing over the frame by that amount.

Type a negative value to produce a gap between the casing and the frame.

To produce a reveal of a certain width, subtract the desired reveal from the total width of the frame and type the result here.

- Click the **Library** button to select a molding profile for the casing. A preview of the casing profile displays in the window above. See “Molding Profiles” on page 598.
- Click the **Clear** button to remove a selected casing profile from the window.

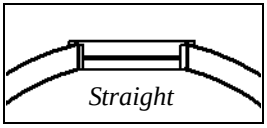
❷ The **Double Wall Options** affect windows placed in a Double Wall. See “Double Walls” on page 273.

- Select **Through** to create a single frame running through both Double Walls. This option is selected by default.
- If **Enlarged** is selected, casing is created only on the wall the window is inserted in. The opening on the other wall is enlarged to accomodate the casing.
- Select **Double** to place a second window in the Double Wall opposite the selected window. This second window cannot be selected. Casing is produced as with the **Through** type window.
- Select **Not Through** to place the window in one wall with no corresponding opening in the other wall.

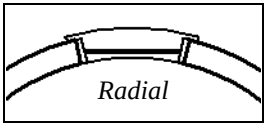
❸ **Curved Wall Casing** - This section is enabled if the window is placed in a curved wall. See “Drawing Curved Walls” on page 254.

Door and window casing and jamb can be constructed three ways in curved walls:

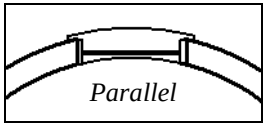
- **Straight** - Both window sash and casing are straight. Straight casing may not fit properly into a wall if the window is too wide or the curvature of the wall, too tight.



- **Radial** - The sides of the casing or jambs are inserted in the wall at an angle that passes through the center of the curve.



- **Parallel** - The sides of the casing are inserted in the wall at a right angle to the line tangent to the curved wall at the center of the window.



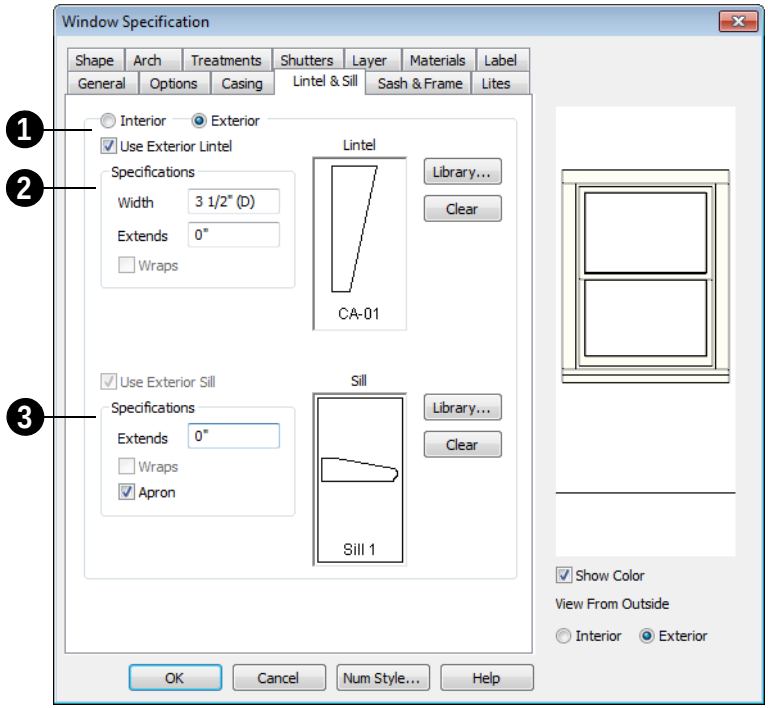
Normally, parallel casing has a straight sash. Radial casing is more like traditional curved windows, and typically has a curved sash.

Lintel & Sill Tab

The settings on the Lintel tab of the **Window** and **Mulled Unit Specification** dialogs allow you to assign a sill and lintel, or top molding that meets the side casing using a butt joint

instead of a mitred joint. These settings are not available if the window has been assigned a reflected arch. See “Arch Tab” on page 380.

The profiles and materials of window lintels and sills can be included in Room Finish Schedules.



1 Select the **Interior** or **Exterior** radio button to define the lintel and/or sill for that window side and display that side in the preview image.

2 Specify a lintel for the selected window or mulled unit.

- Check **Use Exterior/Interior Lintel** to have a lintel on the selected side of the window instead of regular top casing.
- Define the **Width** of the selected lintel. This is independent of the Casing width.
- Specify how far the lintel **Extends** on either side. A value of 1” (25 mm) aligns it with the outside edges of the casing.
- Check **Wraps** to wrap the lintel profile back toward the wall. Only available if Recessed is unchecked on the Options tab.
- Click the **Library** button to select a molding profile for the lintel. A preview of the lintel profile displays in the window to the left of the button. See “Molding Profiles” on page 598.

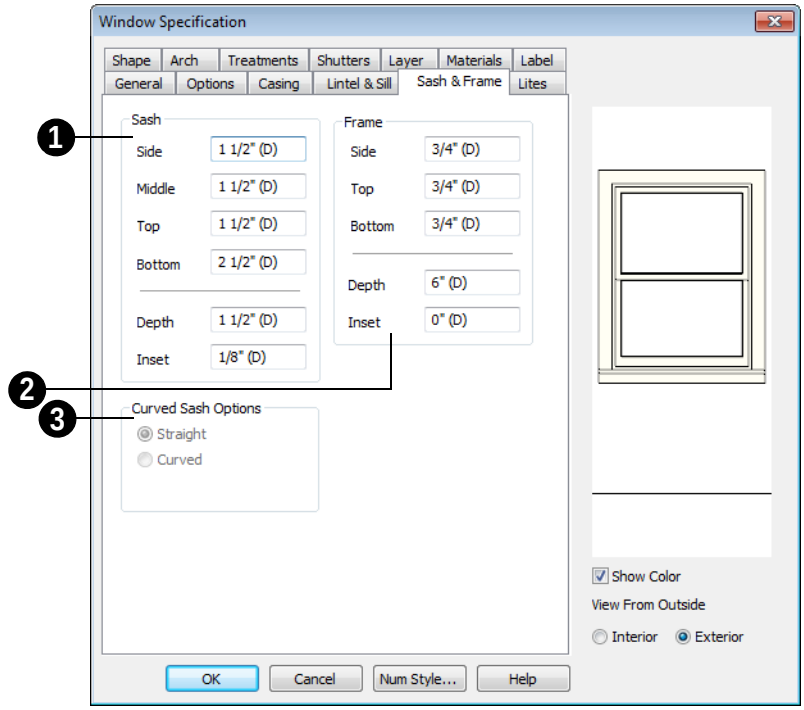
- Click the **Clear** button to remove a selected lintel profile from the window.

❸ Specify the sill for the selected window or mulled unit.

- Check **Use Exterior/Interior Sill** to have a sill on the selected side of the window. This option is selected and cannot be changed when a lintel is specified on the same side of the window.
- Specify how far the sill **Extends** on either side. A value of 1" (25 mm) aligns it with the outside edges of the casing. If an Apron is specified, it is also affected.
- Check **Wraps** to wrap the sill profile back toward the wall. If checked, the sill extends on 1" (25 mm) further on each side of the window.
- Check **Apron** to include an apron under the sill.
- Click the **Library** button to select a molding profile for the sill. A preview of the sill profile displays in the window to the left of the button. See "Molding Profiles" on page 598.
- Click the **Clear** button to remove the selected sill profile from the window.

Sash & Frame Tab

The settings in the Sash & Frame tab are not available in the **Mulled Unit Specification** dialog.



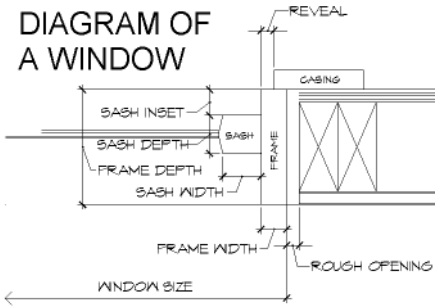
1 Specify the size and position of the **Sash**. Increasing the Side, Middle, Top or Bottom decreases the area of the glass.

- Specify the **Side** width of all vertical sash members: those at the window sides as well as the central members of casement and sliding windows. This is also the width of the top portion of the window when an arch is specified.
- Specify the **Middle** width of horizontal components between the top and bottom sash in double hung, double and triple awning, and double and triple hopper windows. It does not affect casement and sliding windows.
- Specify the **Top** and **Bottom** sash widths. The **Top** value is not used if the window has an arch.
- Specify the **Depth**, or thickness, of the sash stock measured from the exterior to the interior.
- Specify the **Inset**, the distance between the frame and the outermost sash. If there is no frame, the inset is measured from the outer surface of the wall's main layer.

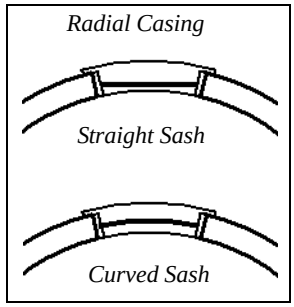
2 Specify the size and position of the **Frame**. If this value is set to zero, the wall's main layer thickness is used as the frame depth.

- Specify the **Side**, **Top** and **Bottom** widths of the window frame.

- Specify the **Frame Depth**. This value cannot be less than the wall's main layer thickness.
- Specify the **Inset**, the distance that the window frame is inset from the exterior of the main wall layer. Normally, the outer surface of the frame aligns with the outer surface of the main wall layer. A positive value moves the frame towards the wall's exterior while a negative value moves it towards the interior.



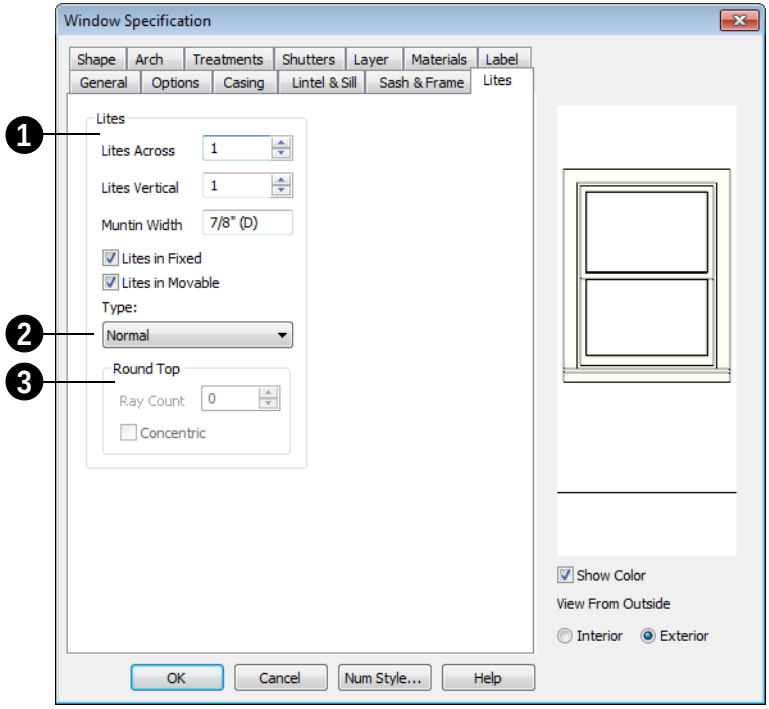
❸ **Curved Sash Options** - Specify whether a window placed in a curved wall is also curved or is straight. Normally, a curved sash is used with radial casing. See "Casing Tab" on page 371.



Lites Tab

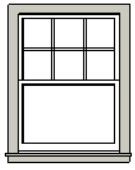
The Lites tab allows you to add muntins to various window styles. There are four possible styles of muntin bars for regular windows, plus two additional options for arch top or round top windows.

A window that has been modified using the Shape tab cannot have divided lites or shutters added. You can, however, create Custom Muntins for such a window. See "Custom Muntins" on page 362.

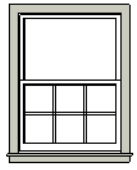


1 Specify the number, position and style of **Lites** for the selected window.

- Enter the number of horizontal **Lites Across** in each sash.
- Enter the number of vertical **Lites Vertical** in each sash.
- Specify the **Muntin Width**, which is the width of the bars dividing the panes of glass.
- Check or uncheck **Lites in Fixed** and **Lites in Moveable** to specify either one or both of the sashes to have divided lites.



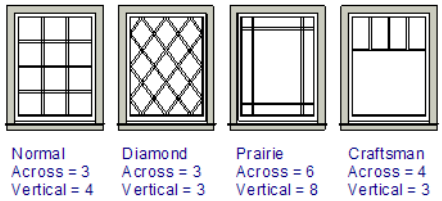
Lites in Fixed



Lites in Movable

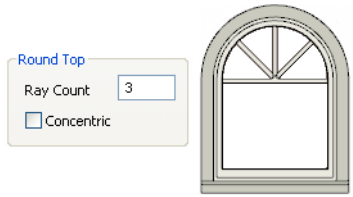
Note: Because the fixed window in a Triple Sliding window is twice the size of the movable windows, the fixed section has a vertical muntin bar. To eliminate this, clear the Lites in fixed check box.

2 Select a **Type**, or style, of window lite from the drop-down list.

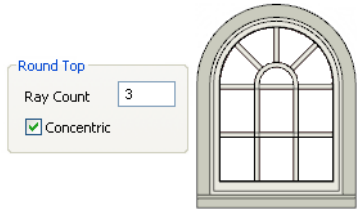


- **Normal** style is the most common, with muntins going horizontally and vertically. Colonial windows are an example of the normal style.
- **Diamond** style uses angled muntin bars to divide up the lites. French windows are an example of the diamond style.
- **Prairie** style is based on the normal style, but with all the central muntin bars removed, leaving only the two outside muntin bars both horizontally and vertically. Typically, both Lites Across and Lites Vertical should be set between 6 and 8. Federal or Federation windows are an example of the Prairie style.
- **Craftsman** style is based on the normal style, but only the topmost horizontal muntin bar is kept with all the portions of the vertical muntin bars above it. Typically, both Lites Across and Lites Vertical should be set between 4 and 8.

❸ If the window is defined as **Round Top**, you can specify a **Ray Count** of up to 10 radial muntin bars in the portion of the window within the arch. There is one more pane of glass than the number of rays specified. See “Arch Tab” on page 380.



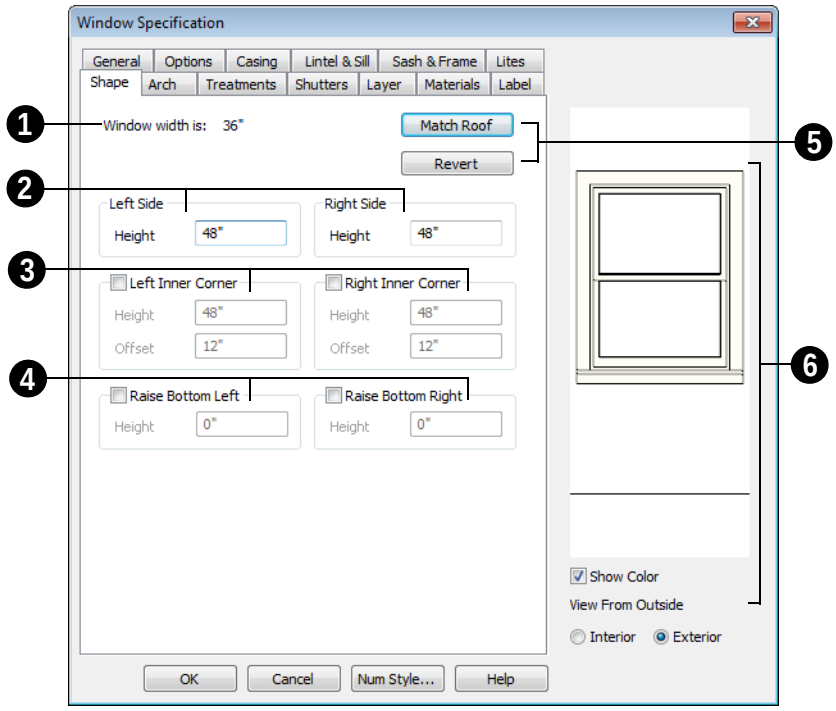
- Check **Concentric** to produce muntins radiating from a curved inner muntin that is concentric with the window’s arch. You must have at least three lites across for this to be used.



Shape Tab

Any type of non-symbol window may be shaped. All “shaped” windows are defined as “Fixed Glass” on the General tab.

If the selected window has an arch assigned to it on the Arch tab and changes are made on Shape Tab, the window will lose its arch assignment.



1 **Window Width** displays for reference. It can be changed on the General tab.

Note: The Left Side settings for a window's Interior affect the Right Side settings for its Exterior, and vice versa.

2 **Left Side** - Specify the **Height** of the left upper corner, as measured from the bottom of the window. Unless changed, this matches the window height. Minimum value is 1/4" (4 mm).

The height of the **Right Side** can be specified in a similar manner.

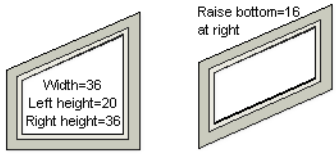
3 Check **Left Inner Corner** to add an additional corner along the top edge.

- Specify the **Height** of the left inner corner, as seen from the exterior, measured from the bottom of the window.
- Specify the **Offset** of the left inner corner, as measured from the left side of the window. Minimum value is 1" (10 mm).

An additional **Right Inner Corner** can be specified in a similar manner.

4 Check **Raise Bottom Left** to raise the height of the bottom left corner.

- Specify the **Height** of the bottom left corner, as seen from the exterior, measured from the bottom of the window. This value cannot exceed the Height of the Left Side.



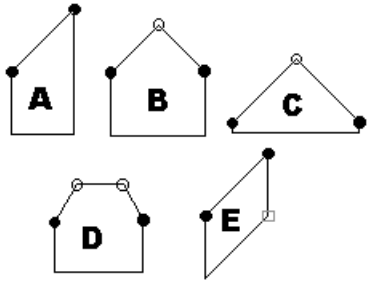
The height of the **Bottom Right** corner can be raised in a similar manner.

❺ Click **Match Roof** to match the angle of the top of the window to the pitch of the roof on a gable end. The window maintains the angle even when resized and repositioned. Left and Right Inner Corner must both be unchecked for this to work. This option does not work for curved roofs.

- Click **Revert** to restore the window to its original shape, type and arch settings.

A shaped window must have two vertical sides at least 1/4” high.

The following diagram represents added Inner corners using open circles and the left and right corners using solid black circles:



- **A** has different left and right heights with no Inner corner added.
- **B** has matching left and right heights with an added Inner corner.
- **C** is the same as **B**, except that the left and right heights have been shortened to 1/4”.
- **D** is the same as **B** except it has two added Inner corners.
- **E** is the same as **A** except that Raise Bottom Right has been defined.

❻ A preview of the selected window displays here.

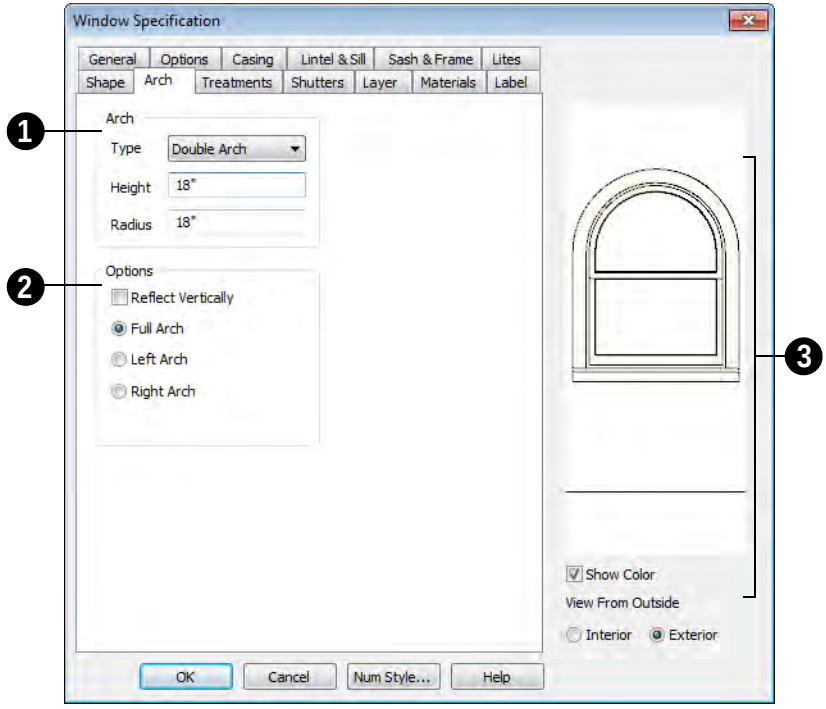
- Check **Show Color** to show the window preview in color.
- Select **Interior** or **Exterior** to specify which side of the window displays in the preview. This can significantly affect a shaped window’s appearance in the preview, as the Left and Right Side settings refer to the side of the window shown in the preview.

Arch Tab

The settings on Arch tab of the **Mulled Unit Specification** dialog define the overall shape of the blocked unit’s top. If the mulled unit already includes a component window with an arch, these settings cannot be modified. If you intend to arch the top of a mulled unit, the top components should be constructed

with horizontal, straight tops all at the same height.

A window that has been modified using the Shape tab cannot have an arched top.



1 Define the style and size of the **Arch**.

- Select the **Type** of arch desired from the drop-down list.

Round Top *Broken* *Gothic* *Elliptical* *Flat Top*

Tudor *Double* *Trifoil* *Octo-gonal* *Dogear*

Note: The settings on the Shape tab take precedence over those on the Arch tab. If the window's Shape has been modified, you can select an Arch but it will have no effect on the window's appearance.

- Specify the **Height** of the arch, as measured from the base of the arch to the top of the window. The height can be defined for all arch types except Round Top and Octagonal Arches.
- The **Radius** can also be defined for Tudor and Double Arches.

❷ **Options** - Define the orientation of the arch.

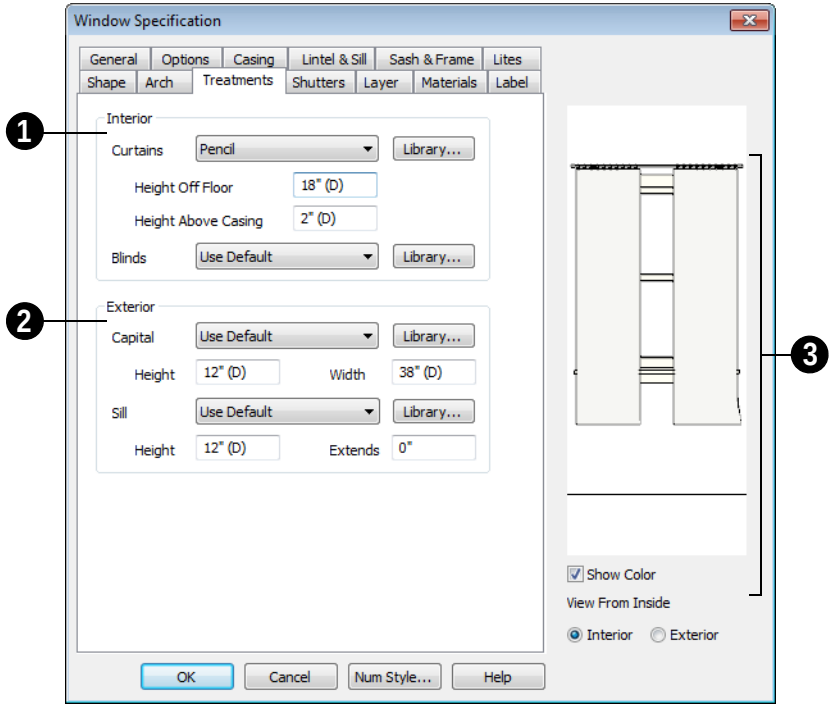
- Check **Reflect** to reflect the arch, top to bottom. You can reflect a window with a Round Top arch to create a round window. Not available if a lintel is specified for the selected window. See "Lintel & Sill Tab" on page 372.
- Select **Full Arch** to produce an arch with the apex at the window's center.
- Select **Arch on Left** to produce an arch with the apex on the window's right side.
- Select **Arch on Right** to produce an arch with the apex on the window's left side.

❸ A preview of the selected window displays here.

- Check **Show Color** to show the window preview in color.
- Select **Interior** or **Exterior** to specify which side of the window displays in the preview. This can significantly affect a shaped window's appearance in the preview, as the Left and Right Side settings refer to the side of the window shown in the preview.

Treatments Tab

The settings on the Treatments tab allow you to assign embellishments to the interior and exterior of the selected window or mulled unit.



1 Specify **Interior** treatments for the selected window or mulled unit.

- Specify a style of **Curtains** by selecting "Use Default", "None" or "Library" from the drop-down list. If a non-default library item has been selected, its name will display in the list, as well.
- Click the **Library** button or select "Library" from the Curtains drop-down list to choose a style of curtain from the library. See "Select Library Object Dialog" on page 763.
- Specify the **Height Off Floor** of the bottom edge of the curtains.
- Specify the **Height Above Casing** of the top of curtains.
- Specify a style of **Blinds** in the same manner that Curtains are chosen, above.

2 Specify **Exterior** treatments for the selected window or mulled unit.

- Specify a **Capital** in the same manner that Curtains are chosen, above, and specify its **Height** and **Width**.
- Specify a **Sill** in the same manner that Curtains are chosen, above. Specify the **Height** of the sill and the distance that it **Extends** past the side casing.

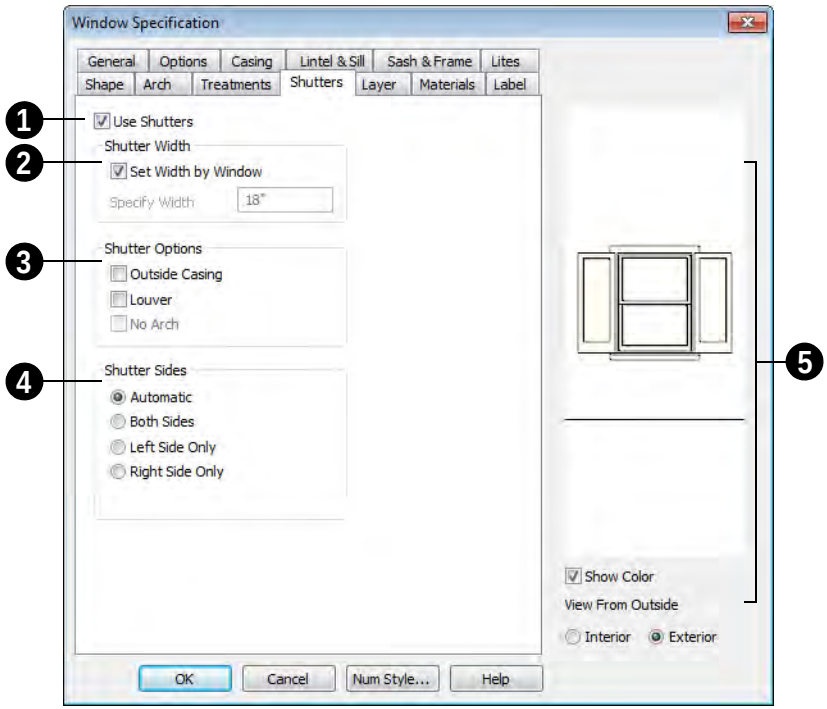
3 A preview of the selected window displays on the right.

- Check **Show Color** to show the window preview in color.

- Select **Interior** or **Exterior** to specify which side of the window displays in the preview. In order to see interior treatments in the preview, Interior must be selected.

Shutters Tab

The settings on the Shutters tab allow you to specify exterior shutters for the selected window or mulled unit.



1 Check **Use Shutters** to apply shutters to the selected window's exterior and enable the settings below.

2 Specify the **Shutter Width** for the selected window(s).

- Unheck **Set Width by Window** to type a width in the **Specify Width** field. If the window is later resized, the shutters width will not adjust in response.
- When **Set Width by Window** is checked, a shutter width exactly half that of the window, excluding casing, is used.

3 Additional **Shutter Options** can be specified here.

- Check **Outside Casing** to position shutters outside the window casing, as decorative shutters often are. Uncheck this to position the shutters just outside the window frame, like functional shutters.
- Check **Louver** for louvered shutters. Uncheck this for solid shutters. If Outside Casing is checked, the louvers face outward, away from the wall; if checked, louvers face toward the wall.
- Check **No Arch** for shutters with flat tops that reach the bottom of the curved portion of an arched window. Only available when an Arch is selected. See "Arch Tab" on page 380.

❹ **Shutter Sides** - Specify which sides of the selected window receive shutters.

- Select **Automatic** to assign shutters to both sides of the window as long as there is sufficient room on the wall. If the window is next to a wall intersection or corner, the shutter closest to the intersection will not generate.
- Select **Both Sides** to assign shutters to both sides of the window under all circumstances, even if there isn't enough room on the wall for one or both of them.
- Select **Left Side Only** to assign a shutter to the left side of the window and none on the right.
- Select **Right Side Only** to assign a shutter to the right side of the window and none on the left.

❺ A preview of the selected window displays on the right.

- Check **Show Color** to show the window preview in color.
- Select **Interior** or **Exterior** to specify which side of the window displays in the preview. In order to see exterior shutters in the preview, Exterior must be selected.

Layer Tab

The settings on the Layer tab are the same as those found on the same tab in dialogs throughout the program. See "Layer Tab" on page 136.

Materials Tab

The settings on the Materials tab are the same as those found on the same tab in dialogs throughout the program. See "Materials Tab" on page 777.

The settings on the Materials tab of the **Mulled Unit Specification** dialog apply to all components of the blocked unit. Any settings made for individual components of the blocked unit are overridden here.

Label Tab

Window labels display in floor plan view when the "Windows, Labels" layer is turned on and use the Text Style assigned to that layer. See "Window Labels" on page 359.

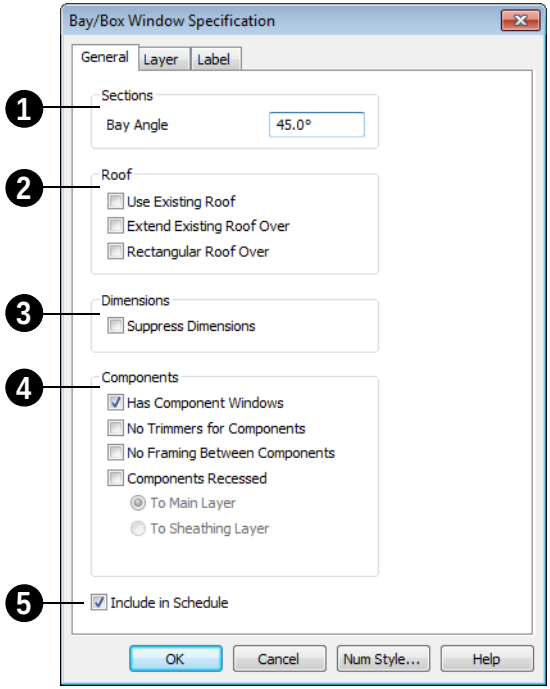
For more information about the settings on this tab. See "Label Tab" on page 1157.

Bay/Box Window Specification Dialog

To open the **Bay/Box Window Specification** dialog, select one or more bay or box windows and click the **Open Object** edit button.

The options in this dialog can only be set for objects placed in a plan: bay or box windows do not have defaults dialogs. Many of these same options are available for Bow windows. See “Bow Window Specification” on page 388.

General Tab



1 Specify the **Bay Angle**, which is the angle of the side components of the bay or bow window. Bay windows have an angle of 45° by default; box windows have an angle of 90°.

2 Specify the structure of the automatic **Roof** over the selected window unit. See “Bay, Box, Bow Windows & Roofs” on page 365.

- Check **Use Existing Roof** if the existing roof needs no changes to accomodate the bay window.

- Check **Extend Existing Roof Over** to extend the existing roof plane to cover the bay window below.
- Check **Rectangular Roof Over** to create a roof over the bay window that is square across the end instead of following the profile of the roof.

❸ Specify the appearance of the selected window unit's **Labels** in floor plan view, the Materials List, and schedules.

- Check **Suppress Dimension** to suppress the automatically-produced dimensions that show the size of the window unit in floor plan view.

❹ Specify the structure of the selected window unit's **Components** and the wall sections containing them.

- Uncheck **Has Component Windows** to remove the component windows of the bay or box window unit and disable the settings that follow.

By default, Bay and Box Windows have one standard trimmer when first created.

- Check **No Trimmers for Components** to eliminate the trimmer stud for bay components, allowing the component window width to increase. See "Wall Framing" on page 520.
- Check **No Framing Between Components** to remove both studs between the bay components.

If the selected unit is later moved or resized, its components automatically resize to use a standard trimmer, regardless of whether either of the two options above are selected.

- Check **Components Recessed** to recess the exterior casing into the wall. Typically used if the window is placed in a brick wall and you want to produce a brick molding. When checked, the options below become available.
- Select **To Main Layer** to recess the components to the wall's Main Layer instead of the outside wall layer. See "The Main Layer" on page 276.
- Select **To Sheathing Layer** to recess the components to the sheathing layer instead of the outside wall layer.

❺ Check **Include in Schedule** to include the selected window(s) in Window Schedules. See "The Schedule Tools" on page 1132.

Layer Tab

For information about using the Layer tab, see "Layer Tab" on page 136.

Label Tab

Bay and Box Window labels display in floor plan view when the "Windows, Labels" layer is turned on and use the Text Style assigned to that layer. See "Window Labels" on page 359.

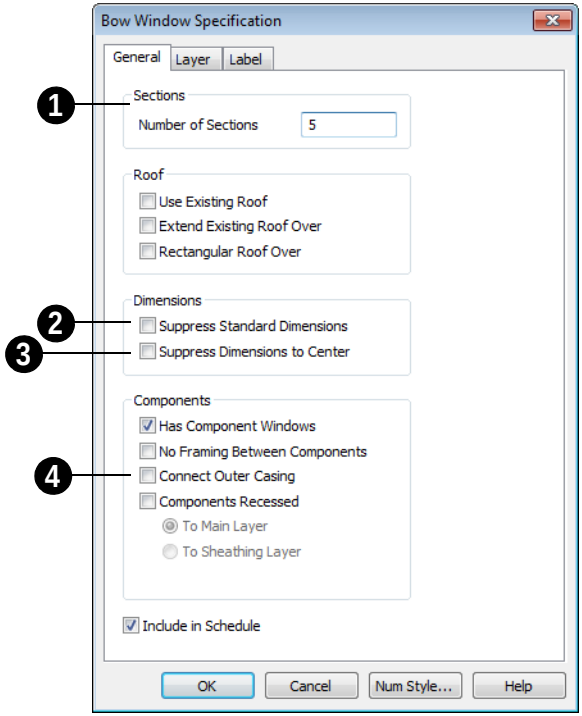
For more information about the settings on this tab. See "Label Tab" on page 1157.

Bow Window Specification

To open the **Bow Window Specification** dialog, select one or more Bow Windows and click the **Open Object** edit button or double-click on a Bow Window using the **Select Objects** or a **Window** tool.

Many of the options in this dialog are the same as the **Bay/Bow Window Specification**. See “Bay/Box Window Specification Dialog” on page 386.

General Tab



Four options are unique to the **Bow Window Specification** dialog:

1. Specify the **Number of Sections**, or components, in the window unit.
2. Check **Suppress Standard Dimension** to suppress the automatically produced dimensions that show the width and depth of the bow in floor plan view.
3. Check **Suppress Dimension to Center** to suppress the radial dimension.

❹ Check **Connect Outer Casing** to have the exterior casing surround all three bay component windows together, not separately. Mullions are provided between components. This is how casing is always done for the interior.

Layer Tab

For information about using the Layer tab, see “Layer Tab” on page 136.

Label Tab

Bow Window labels display in floor plan view when the “Windows, Labels” layer is turned on and use the Text Style assigned to that layer. See “Window Labels” on page 359.

For more information about the settings on this tab. See “Label Tab” on page 1157.

Window Schedules

The **Window Schedule** tool allows you to produce customizable window schedules as well as window labels that display schedule numbers. See “The Schedule Tools” on page 1132.

Chapter 12:

Multiple Floors

When a new plan file is opened in Chief Architect, two floor levels are present: Floor 1 and the Attic Floor. You can add more floors whenever you like: up to 30 total. Once created, floors can also be copied, swapped, and deleted.

Chief Architect also supports special floors for foundations and attics. Only one foundation level and one attic can exist in a plan. Foundations are discussed in their own chapter. See “Foundations” on page 407.

Chapter Contents

- Floor Defaults Dialog
- Floor Tools
- Adding Floors
- Displaying Floors
- Exchanging Floors
- Deleting Floors
- Floor and Ceiling Platforms
- Floor and Ceiling Platform Definitions
- Copying Floors
- Rebuilding Walls, Floors & Ceilings
- Split Levels
- The Current Floor
- The Attic Floor
- The Reference Floor

Floor Defaults Dialog

There is a **Floor Defaults** dialog for each floor in a plan file. The defaults for the current floor can be accessed by selecting **Edit> Default Settings**. Select "Floor" from the category tree and click the **Edit** button to open the **Floor Defaults** dialog for the currently active floor. See "Default Settings vs Preferences" on page 64.

- The **Floor Defaults** dialog can also be opened by double-clicking the **Floor Tools** parent button.
- In addition, the **Floor Defaults** button can be added to a toolbar for quick access to the **Floor Defaults** dialog. See "Toolbar Customization Dialog" on page 116.

The **Floor Defaults** dialog also opens whenever you add a new floor to the plan. See "Adding Floors" on page 394.

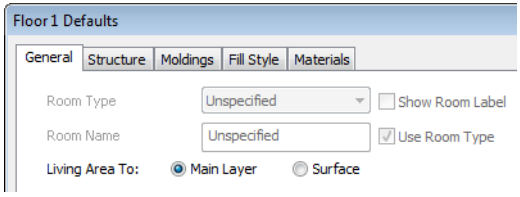
The **Floor Defaults** dialog does not open when you build a foundation; however, the **Floor 0 Default** settings are created based on the current Foundation Defaults. See "Foundation Defaults" on page 408.

The **Floor Defaults** dialog is similar to the **Room Specification** dialog, but controls the default settings for all rooms on the current floor. The settings here also control the height of individual walls as they are drawn on the floor in question. See "Room Specification Dialog" on page 317.

Note: The default floor height for Floor 1 is 0. It can be modified in the Room Specification dialog, but not in the Floor 1 Defaults dialog. See "Floor and Room Defaults" on page 300.

General Tab

Only one setting on the General tab is unique to the **Floor Defaults** dialog.



On Floor 1 only, define the wall layer that you would like to calculate the **Living Area To**. See "Living Area" on page 308.

Structure Tab

The settings on the Structure tab are similar to those in the **Room Specification** dialog. See "Structure Tab" on page 318.

Moldings Tab

The settings on the Moldings tab are similar to those in the **Room Specification** dialog. See “Moldings Tab” on page 323.

Fill Style Tab

The settings on the Fill Style tab are similar to those in the specification dialogs for many objects throughout the program. See “Fill Style Tab” on page 991.

Materials Tab

The settings on the Materials tab are similar to those in the specification dialogs for many objects throughout the program. See “Materials Tab” on page 777.

Floor Tools

Select **Build> Floor** to access the floor tools.

Select **Build> Floor> Build New Floor** to build a new floor. A new floor can be generated based upon the perimeter of the floor below or a blank floor can be created and drawn from scratch. See “Adding Floors” on page 394.

Select **Build> Floor> Insert New Floor** to insert a new floor below the current floor. See “Adding Floors” on page 394.

Choose **Build> Floor> Delete Current Floor** to remove the current floor from the plan. For more information, see “Deleting Floors” on page 397.

Select **Build> Floor> Exchange With Floor Above** to move the current floor up one floor and the floor above it down. See “Exchanging Floors” on page 396.

Choose **Build> Floor> Exchange With Floor Below** to move the current floor down one floor and the floor below it, up. See “Exchanging Floors” on page 396.

Choose **Build> Floor> Build Foundation** to open the **Foundation Defaults** dialog and build a foundation floor. See “Building a Foundation” on page 412.

Select **Build> Floor> Delete Foundation** to remove the foundation from the plan. See “Deleting Foundations” on page 417.

Select **Build> Floor> Hole in Floor Platform** to draw a hole in a floor platform on the current floor. See “Floor and Ceiling Platforms” on page 397.

Select **Build> Floor> Hole in Ceiling Platform** to draw a hole in a ceiling platform on the current floor. See “Floor and Ceiling Platforms” on page 397.

Choose **Build> Floor> Rebuild Walls/Floors/Ceilings** to force Chief Architect to recalculate the relationship between the walls, floors, and ceilings in your model. See “Rebuilding Walls, Floors & Ceilings” on page 402.

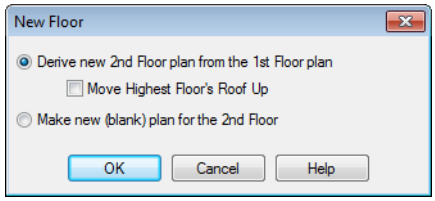
Select **Build> Floor> Rebuild Slabs** to force the rebuild of any slabs in the plan.

Adding Floors

New floors can be added in floor plan view and 3D views.

To create a new floor

1. Select **Build> Floor> Build New Floor** to open the **New Floor** dialog.



2. Select the options that you need and click **OK**.
   - **Derive new 2nd floor plan from the 1st floor plan** creates a new top floor with exterior walls generated directly over the exterior walls of the floor below. Wall types and roof directives associated with the walls on the floor below are duplicated; however, interior walls are not. See “Roof Tab” on page 286.
   - Check **Move Highest Floor’s Roof Up** to move any roof planes displaying on the highest floor in the plan up one floor when the new floor is created. Roof planes displaying on floors other than the top floor are unaffected. This option is only available if there are roof planes built on the top floor and is not available when **Auto Rebuild Roofs** is enabled. See “Build Roof Dialog” on page 431.

When Move highest floor roof up is checked, roof planes on the top floor will move even if the “Roof Planes” layer is locked and manually edited roof planes are set to be retained. See “Roof Tab” on page 432.

   - **Make new (blank) plan for the 2nd floor** creates a new top floor that is blank. This option is typically selected only if none of the exterior walls on the new floor will be directly above the exterior walls on the floor below. If you choose this method, it may be helpful to turn on the Reference Display when drawing walls on the new floor. See “The Reference Floor” on page 404.

3. The **Floor Defaults** dialog for the newly created floor opens next. Make any necessary changes to the floor structure, moldings, or materials and click OK. See “Floor Defaults Dialog” on page 392.
4. The new floor becomes the current floor in floor plan view. If, however, the new floor is created in a 3D view, the camera remains on its original floor and does not move.

Note: Chief Architect allows only one floor, the foundation/basement, below the first floor. Keep this in mind when you begin an as-built or plan for a multi-story building.

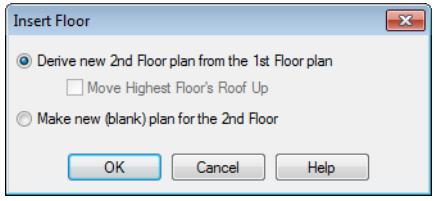
Inserting Floors

A floor can be inserted beneath the current floor in both floor plan view and 3D views.

If you are in a 3D view, begin by selecting **Tools> Reference Floors> Change Floor/ Reference** and select the floor you would like to insert a floor under as the Current Floor. See “Change Floor / Reference” on page 405.

To insert a floor

1. Select **Build> Floor> Insert New Floor**. The **Insert Floor** dialog opens.



2. Select one of the two available options:
   - Select **Derive new 2nd Floor plan from the 1st Floor plan** to insert a new floor below the current floor, based on the exterior walls of the current floor.
   - Select **Make new (blank) plan** to insert a blank floor below the current floor.
3. Click **OK**. The existing floor and any floors above it are moved up, and a new floor is created below.

Adding a Foundation

To add a foundation, select **Build> Floor> Build Foundation**. See “Building a Foundation” on page 412.

Displaying Floors

Chief Architect allows you to view the floors in your plan in a variety of ways.

In Floor Plan View

In floor plan view, only one floor can be active for editing at a time. This is referred to as the Current Floor. See “The Current Floor” on page 403.

In addition to the Current Floor, one other floor can be displayed for reference purposes: the Reference Floor. Objects on the Current Floor can snap to those on the Reference Floor, helping you align objects. See “The Reference Floor” on page 404.

Floor and ceiling platforms do not display in floor plan view. When floor and/or ceiling framing is present, its display can be turned on; however, other components of floor and ceiling platforms like sheathing, drywall, and finish materials, cannot.

In 3D Views

In most 3D views, all floors in a plan are visible, from the foundation up to the attic. There are three exceptions:

- **Perspective Floor Camera** views.
- **Orthographic** and **Perspective Floor Overviews**.
- **Wall Elevation** views.

Floor Cameras and **Overviews** show the Current Floor only, not including its ceiling, while the **Wall Elevation** tool creates an elevation of a wall on a single floor in a single room. See “3D View Tools” on page 818.

In the Materials List

The materials that make up floor and ceiling platform assemblies are listed under different Categories in the Materials List:

- **Subfloor** - Lists floor framing and structural subflooring materials specified in all Floor Structure Definitions in the current plan. See “Floor and Ceiling Platform Definitions” on page 399.
- **Flooring** - Lists flooring and subflooring materials specified in all Floor Finish Definitions in the current plan.
- **Framing** - Lists ceiling framing and any other materials specified in all Ceiling Structure Definitions in the current plan.
- **Wall Board** - Lists ceiling finish materials specified in all Ceiling Finish Definitions in the current plan.
- **Insulation** - Floor insulation is calculated for all rooms that have a floor, and ceiling insulation is calculated for all rooms that have a ceiling - regardless of the Floor or Ceiling Structure Definition. When a ceiling is not present, insulation is calculated for the roof. See “Structure Tab” on page 318.
- **Foundation** - Lists the concrete and mesh for all Floor Structure Definitions in the current plan with a layer of concrete material. See “Material Types” on page 783.

See “Materials Lists” on page 1159.

Exchanging Floors

Select **Build> Floor> Exchange With Floor Above** or **Exchange With Floor Below** to swap the current floor with the floor above or below.

The floor that was moved becomes the current floor at its new location. You can easily move a floor up or down several floors by using either one of these buttons repeatedly.

Copying Floors

The **Edit Area** tools can be used to make copies of entire floors in a plan. See “Edit Area Tools” on page 232. You can use these tools to:

- Make a copy of an existing floor to be pasted onto a new floor.
- Make a copy of all existing floors in a plan to be pasted into a different plan.

You can also copy the information on a floor by pressing Ctrl + A (Select All), then using **Copy** and **Paste Hold Position**. See “Paste Hold Position” on page 156.

Copying Between Plans

While you can copy and paste floors from one plan file to another, this is not always the best approach.

- To make a copy of the plan for backup or your records, use **Save As** to save the file using a new name. See “Saving a Plan or Layout File” on page 49.
- To copy the model into another plan with multiple structures, consider exporting it as a symbol and importing it into the new plan. See “Custom Symbols” on page 1067.

Deleting Floors

Select **Build> Floor> Delete Current Floor** to remove the current floor from the plan. If there is a floor above, it becomes the current floor; if there is no floor below, the floor beneath becomes the current floor.

To delete Floor 0, select **Build> Floor> Delete Foundation**. You can delete the foundation without actually being on Floor 0. Floor 0 cannot be deleted while **Auto Rebuild Foundation** is turned on. See “Deleting Foundations” on page 417.

When a floor is deleted, all objects on that floor are deleted with it, including locked roof planes and any other objects on locked layers. See “Locking Layers” on page 129.

Floor and Ceiling Platforms

In many ways, floors in Chief Architect are defined by the floor platforms below them and the floor and/or ceiling platforms above.

You can specify the thickness and framing materials used to construct floor and ceiling platforms on a floor-by-floor basis in the **Framing Defaults** dialog. See “Floor Tabs” on page 527.

You can also specify the floor and ceiling structures of individual rooms in the **Room Specification** dialog. See “Structure Tab” on page 318.

Floor vs Ceiling Platforms

Floor and ceiling platforms are not the same thing in Chief Architect. Floor platforms have living space above them and are designed to be weight-bearing. Ceiling platforms, on the other hand, have living space below them but not above them. They are not designed to bear weight and are typically less strong - and less thick - than floor platforms.

Stepped Floor & Ceiling Platforms

Each floor has default floor and ceiling heights. You can, however, use the **Room Specification** dialog to specify floor and ceiling heights on a room by room basis to create stepped floors and ceilings. See "Structure Tab" on page 318.

If you require a single floor platform with a uniform height and thickness but different ceiling heights for the rooms below, specify a lowered ceiling using the **Ceiling Finish Specification** dialog. See "Lowered Ceilings" on page 313.

By default, the gap between floor and ceiling platforms that step at a railing or invisible wall is closed off by a short section of solid wall. If you require a gap between the platforms, uncheck **Generate Between Platforms** in the **Wall** or **Railing Specification** dialog. See "General Tab" on page 282.

Cantilever Undersides

If a room cantilevers out past an exterior wall, the cantilever will use the floor platform of the room above it. You can specify the surface material of the underside of a cantilever on the Materials tab of the **Room Specification** dialog. For no material, select "No Material" from the **Plan Materials** dialog. See "Room Specification Dialog" on page 317.

Platform Edges

Typically, floor and ceiling platforms are built so that they bear on top of walls. The edges of the platform structures extend through exterior walls to the layer of the wall type definition with the **Build Platform to This Line** setting. See "Wall Type Definitions" on page 275.

- For framed walls, the **Build Platform to This Line** layer is set as the outside of the wall's Main Layer,
- For concrete walls, it's the inside of the wall's Main Layer.
- The platforms of rooms with raised floors and/or lowered ceilings build in the same manner: to the **Build Platform to This Line** layer of the wall type assigned to the railing or invisible wall defining the room. See "Floor & Ceiling Heights" on page 311.

For a given wall type, you can specify a different **Build Platform to This Line** wall layer surface provided that it is on the exterior side of the Main Layer.

In addition, you can specify that individual walls build through floor and ceiling platforms in the **Wall Specification** dialog. See "General Tab" on page 282.

Platform Holes

Select **Build> Floor> Hole in Floor Platform** or **Hole in Ceiling Platform**, then click and drag a rectangular polyline that forms a hole in the designated platform.

You can also create a hole in a floor or ceiling platform by drawing a closed CAD polyline and then using the **Convert Polyline** edit button to convert it into a platform hole. See “Convert Polyline” on page 219.

Platform hole edges derive their material from the ceiling finish of the room directly below the hole.

Floor and Ceiling Platform Definitions

Floor and ceiling platforms are made up of layers of different materials such as framing, subflooring, drywall, and finish materials. You can specify the composition of floor and/or ceiling platforms on a floor-by-floor and also a room-by-room basis. You can specify how these platforms are constructed in the **Floor** and **Ceiling Structure Definition** dialogs.

- To specify the composition of the floor and ceiling platforms for an entire floor: open the Structure tab of the **Floor Defaults** dialog and click the **Floor Structure** or **Ceiling Structure** button.
- To specify the floor and/or ceiling structure for an individual room, open the Structure tab of its **Room Specification** dialog and click the **Floor Structure** or **Ceiling Structure** button. See “Structure Tab” on page 318.

In addition to the structural layers of a platform, floors and ceilings typically have one or more finish layers. You can specify floor and ceiling finish materials for an entire floor or individual room much the way you can structural layers: by clicking the **Floor Finish** and/or **Ceiling Finish** button on the Structure tab of either the **Floor Defaults** or **Room Specification** dialog to open the **Floor** or **Ceiling Finish Definition** dialog.

> If you use the Material Painter to change a room’s floor or ceiling finish material, it will add that material to the room’s Floor or Ceiling Finish Definition. Changes to a Deck room’s planking or framing will affect its floor structure definition. See “The Material Painter” on page 774.

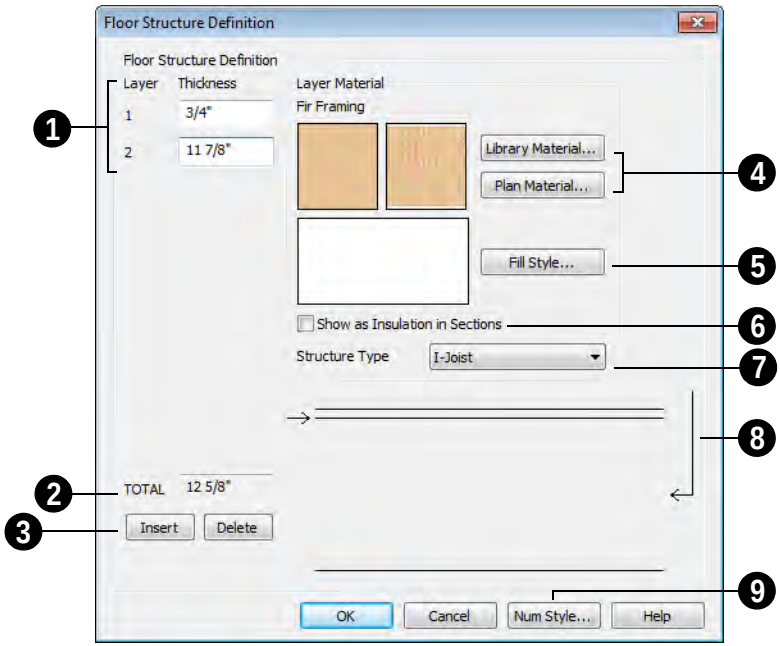
Floor and ceiling platform definitions play a role in determining floor and ceiling heights. Floor and ceiling finishes can be used to create raised floors as well as dropped ceilings. See “Floor & Ceiling Heights” on page 311.

All floor and ceiling materials are used for the calculation of the materials list.

Floor/Ceiling Structure Definition Dialog

The settings in the **Floor** and **Ceiling Structure Definition** dialogs are similar to

one another. They are also similar to the settings found in the **Floor** and **Ceiling Finish Definition** dialogs.



1 The layers of the floor or ceiling platform structure definition are listed here. Layers are numbered and listed from the top of the structure to its bottom.

To select a layer for editing, click in its Layer Thickness text field. The arrow to the right of the structure diagram points to the selected layer, while the arrow to the left of the diagram points to its top surface.

Define the **Thickness** for each structural layer by typing in the text field. The layer thickness format can be changed by clicking the Num Style button.

You can also select a layer by clicking on it in the structure diagram at the bottom right of the dialog.

2 The **Total** thickness of the structure definition displays here as a reference.

3 Click the **Insert** button to create a new layer directly above the currently selected layer in the structure definition.

To insert a layer at the bottom of the structure definition, click on the bottom line in the structure diagram.

Click **Delete** to remove the currently active layer. The arrow to the right of the structure diagram points to the active layer.

4 Specify the **Layer Material** of the selected structural layer.

- Click the **Library Material** button to open the **Select Library Object** dialog. See “Select Library Object Dialog” on page 763.
- Click the **Plan Materials** button to open the **Plan Materials** dialog. See “Plan Materials Dialog” on page 785 .

Previews of the selected material’s pattern and texture display in the boxes to the left of the **Library** and **Plan Materials** buttons.

5 Click the **Fill Style** button to open the **Layer Fill Style** dialog and specify a fill style for the selected wall layer. This dialog is similar to the Fill Style tab for CAD objects. See “Fill Style Tab” on page 991.

A preview of the selected layer’s fill style displays to the left of the **Fill Style** button.

6 Check **Show as Insulation in Sections** to display insulation in the selected layer when the **Auto Detail** tool is used in a cross section view. See “Auto Detail” on page 824.

7 Click the **Structure Type** drop-down and select the type of framing member used for the platform structure. Only available when the selected material is a Framing type. See “Framing Member Types” on page 548.

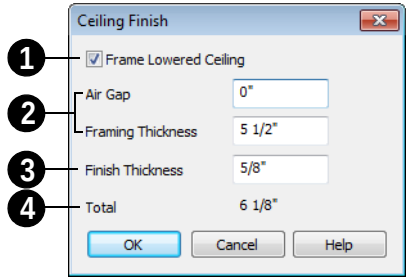
8 The arrow to the right of the structure diagram points to the selected layer. To select a layer, click on a layer in the diagram or click in its **Thickness** field.

The arrow to the left of the structure diagram points to the selected layer’s surface.

9 Click the **Num Style** button to open the **Number Style/Angle Style** dialog. Here you can change the numbering format used in dialogs like this one. See “Number Style/Angle Style Dialog” on page 112.

Ceiling Finish Dialog

The **Ceiling Finish** dialog is only available in Chief Architect Lite.



1 Check **Frame Lowered Ceiling** to enable the two settings that follow.

2 These settings are only available when **Frame Lowered Ceiling** is checked.

- Specify the **Air Gap**, which is the vertical distance between the lowered ceiling framing and the framing of the platform above it.
- Specify the **Framing Thickness**, which is the vertical depth of the framing of the lowered ceiling.

3 Specify the **Finish Thickness**, which is the vertical depth of the ceiling finish material.

4 The **Total** thickness of the structure definition displays here for reference.

Rebuilding Walls, Floors & Ceilings

When you make a change to the walls or to the floor or ceiling platforms in your plan, they may not immediately resize or move in the 3D model. The program does detect such changes, though, and the next time you generate a 3D or section/elevation view, walls, floors and ceilings are rebuilt.

By default, walls, floors and ceilings are also rebuilt when an automatic roof is generated. See “Build Roof Dialog” on page 431.

You can direct the program to rebuild walls, floors and ceilings at any time by selecting **Build> Floor> Rebuild Walls/Floors/ Ceilings** or by pressing the F12 key.

If you do not want the program to rebuild walls, floors and ceilings when a 3D view is created, uncheck **Auto Rebuild Floors & Ceilings** in the **3D Settings** dialog. This may speed up plan view editing for very large plans. When this is unchecked and the structure is not up to date, the Rebuild Walls, Floors, Ceilings icon displays near your mouse pointer. See “Options Tab” on page 815.

Split Levels

Both split level floor plans and split level entries can be created by controlling the floor and ceiling heights of individual rooms in a multiple story structure.

Split Level Floor Plans

A split level, or tri-level, structure is a building where the floor level in one part of the plan is located approximately half way between the floor and ceiling levels of another part of the plan.

Split Level Home

To create a simple split level plan

1. Draw a simple rectangular structure divided into two separate halves by an interior wall.
2. Select one of the rooms and click the **Open Object** edit button. See “Room Specification Dialog” on page 317.
3. Raise the **Floor Height** then press the Tab key.
4. Restore the **Relative Rough Ceiling** to the default value, then click OK.
5. Build a stem wall foundation. See “Foundations” on page 407.
   - The foundation under the room with the lower floor height will have the specified Min Stem Wall Height.

- The foundation under the room with the raised floor will have taller stem walls.
- Both can be edited in the **Room Specification** dialog.

6. If you add a Floor 2, note that the **Ceiling Height** in the room on Floor 1 will be reset to the default value.
   - To maintain a stepped condition on multiple floors, return to this room and set the **Relative Rough Ceiling** back to using the default.

Split Level Entries

A split level entry, or divided entry, is characterized by an entry door that opens onto a landing positioned half way between the basement floor and first floor levels.

Split Level Entry

To create a simple split level entry

1. Create a plan file with a full basement at the location of the entry door. See "Basement Rooms" on page 418.
2. Go to Floor 0 and draw a stair **Landing** at the location of the entry. See "Landings" on page 489.
3. Specify the desired height of the landing. See "Stair Landing Specification Dialog" on page 516.
4. Draw stairs upward from the basement floor to the landing.
5. Draw a second stair section from the landing upward.
6. Select the stairs and click the **Auto Stairwell** edit button. See "Creating a Stairwell" on page 502.

Split level entries are often associated with daylight basements. See "Daylight Basements" on page 419.

For more detailed instructions, visit www.chiefarchitect.com .

The Current Floor

Only one floor can be active at any given time. The active floor is referred to as the **Current Floor**, and it is the only floor on which objects can be edited.

If you want to edit two different floors at the same time, you can open the plan again. This opens a second window on the current open plan that has the same editing abilities as the first. Only one of these windows can be active at any given time.

Floor Up / Floor Down

If you are working with more than one floor, you can select **Tools> Reference Floors> Up**

One Floor or **Down One Floor** to switch from one floor to another.

You can change the current floor in floor plan, cross section/elevation and 3D views. The current floor displays on the **Change Floor/Reference** button, which can be found between the **Down One Floor** and the **Up One Floor** buttons.

Floors become available once they have been built. The Attic and foundation levels are also accessible using these tools.

Change Floor / Reference

If there are multiple floors, select **Tools> Reference Floors> Change Floor/Reference** to open the **Change Floor/Reference** dialog, where you can select both the current floor and which floor is used in the Reference Display, as well as control the appearance of the Reference Display.

The Attic Floor

Chief Architect automatically creates a floor above the top numbered floor level of each plan. This floor is called the Attic floor and has only one purpose: to provide a space for automatically generated Attic walls. See “Attic Walls” on page 271.

Because the Attic floor is not meant to be a living area, a warning message will display if you try to draw walls or other objects on this floor.

In some situations, you may find it necessary to draw one or more walls on this floor; however, even if you enclose an area with walls, rooms cannot be created on the Attic floor.

If you wish to create an attic loft, bonus room, or storage area in your plan, you will need do so on a numbered floor level.

The Reference Floor

When there is more than one floor in a model, it is often helpful to see how different floors relate to each other. Any floor can be shown as the **Reference Floor** along with the current floor.

When the Reference Display is turned on, the floor that you were last on prior to the current floor is used as the Reference Floor. Objects on the current floor can snap to objects on the Reference Floor; however, objects on the Reference Floor cannot be selected or edited.

Reference Display

To display the Reference Floor, select **Tools> Reference Floors> Reference Display** or press F9 on your keyboard. The reference floor can also be toggled on or off quickly in floor plan view by clicking the **Reference Display** toggle button on the utility toolbar.

If the Reference Display is on when a floor plan view is sent to layout, the Reference

Display is always on in that layout view and cannot be turned off.

If the Reference Display is turned on when a view is printed, it will be included in the printed output. See “Display Options and Printing” on page 1088.

Note: If objects on the current floor and the Reference Floor have edges that line up, the Reference Floor may be difficult to see on screen. When lines of two different colors are superimposed upon each other, discoloration may result.

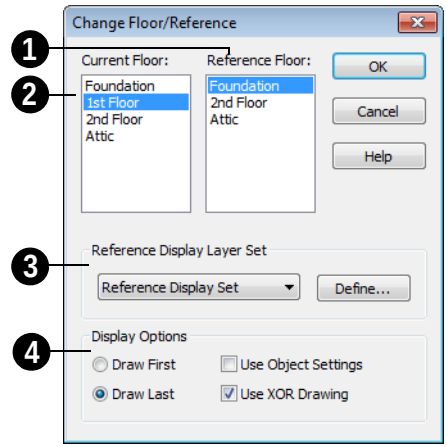
Reference Display Options

The display of objects in the Reference Display is controlled by layer set. You can control the appearance of the layer set currently in use by selecting **Tools> Reference Floors> Reference Display Options**. See “Layer Display Options Dialog” on page 132.

The current Reference Display layer set can be specified in both the **Change Floor/ Reference** and **Layer Set Management** dialogs. See “Layer Set Management” on page 131.

Change Floor / Reference

By default, the floor below the current floor is the Reference Floor, but any floor can be referenced using the **Change Floor/Reference** dialog. To open the dialog, select **Tools> Reference Floors> Change Floor/Reference** button.



1 The **Reference Floor** currently used for reference is highlighted here. You can select another floor.

2 The **Current Floor** is highlighted here. You can select another floor to make it the current floor.

3 The **Reference Display Layer Set**, which controls which layers are visible in the reference display, shows here. The Reference Display Set is active by default. Select another layer set from the drop-down list to use it for the reference display.

While any layer set can be used as the Reference Display Layer Set, for best results you should use the default Reference Display Set or create a new layer set specifically for reference display purposes. See “Layer Sets” on page 129.

4 **Display Options** allow you to control how the lines and fill patterns of objects in the Reference Display appear.

- Select **Draw First** to draw the Reference Display before drawing the objects on the

current floor. The lines and fill patterns of objects in the Reference Display display behind the current floor.

- Select **Draw Last** to draw the Reference Display after the objects on the current floor are drawn. The lines and fill patterns of objects in the Reference Display display in front of the current floor, and may cover objects on the current floor partially or completely.
- **Use Object Settings** displays the line and fill styles of objects in the Reference Display that aren't using their default line and fill styles. When this is unchecked, objects display according to their layer settings in the Reference Display Set.
- **Use XOR Drawing** changes the color of lines in the Reference Display that are drawn on top of one another. Lines with identical properties do not display.

Swap Floor/Reference

If one floor is defined as the current floor and another floor is defined as the reference floor, select **Tools> Reference Floors> Swap Floor/Reference** to switch the status of the two floors.

Chapter 13:

Foundations

There are three foundation types in Chief Architect: stem walls with footings, walls with piers and monolithic slab. All three can be generated automatically or manually. The foundation type can be specified in the **Foundation Defaults** dialog when the foundation is built.

There can be only one foundation level in your plan, Level 0. Foundation walls can be drawn on upper floors using the **Foundation Wall** and Slab tools.

Always consult registered geotechnical and civil engineers for information regarding the proper foundation for your site.

Chapter Contents

- Foundation Defaults
- Building a Foundation
- Displaying Foundations
- Editing Foundations
- Aligning Foundation Walls
- Deleting Foundations
- Foundations and Rooms
- Foundations and the Terrain
- The Slab Tools
- Editing Slabs
- Editing Piers and Pads
- Slab Specification Dialog

Foundation Defaults

There are several defaults dialogs that affect the foundation. TheyFoundation Defaults can be accessed by selecting **Edit> Default Settings**.

Select “Foundation” and click the **Edit** button to open the **Foundation Defaults** dialog.

If a foundation has been built and you are on Floor 0, select “Floor” and click the **Edit** button to open the **Floor 0 Defaults** dialog.

The settings here are initially drawn from those in the **Foundation Defaults** dialog. See “Floor Defaults Dialog” on page 392.

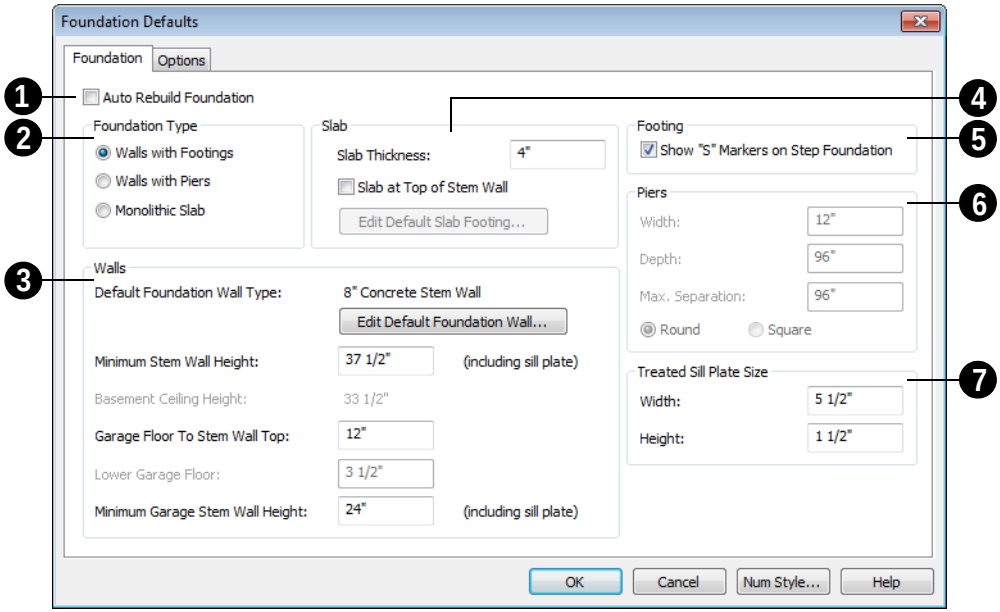
Click the + beside “Walls” to display the subheadings, then select “Foundation Wall” or “Slab Footing” and click the **Edit** button to open the defaults dialog for that wall tool. See “Wall, Railing and Fencing Defaults” on page 238.

Foundation Defaults Dialog

The **Foundation Defaults** dialog allows you to specify stem wall height, slab thickness, treated sill plates, and other characteristics of a foundation. These values determine how a new foundation is generated as well as the sizes for manually drawn foundation walls added to an existing foundation.

The settings in the **Foundation Defaults** dialog are similar to those in the **Build Foundation** dialog, which opens when **Build> Floor> Build Foundation** is selected. The primary difference is that when you click **OK** in the **Foundation Defaults** dialog, no changes are made to the model. See “Building a Foundation” on page 412.

Foundation Tab



1 Check **Auto Rebuild Foundation** to automatically rebuild the foundation whenever changes are made to Floor 1 that affect the structure of the foundation. See "Rebuilding Foundations" on page 414.

2 Three different **Foundation Types** can be created in Chief Architect. Select the radio button next to the desired type.

- Select **Walls with Footings** to produce a foundation composed of stem walls with footings that run continuously under the base of the walls.
- Select **Walls with Piers** to generate a pier and grade beam foundation. The floor framing rests directly on top of the grade beam.
- Select **Monolithic Slab** to build a slab foundation defined by Slab Footings. The foundation forms the floor platform for Floor 1. It is visible on Floor 0 and can be selected and edited. See "Slab Footing" on page 246.

Each type of foundation has different default settings, options, and behaviors.

3 The **Walls** settings affect the generation of all three Foundation Types.

- The name of the **Default Foundation Wall Type** displays here for reference.
- Click the **Edit Default Foundation Wall** button to open the **Foundation Wall Defaults** dialog and change the default settings for foundation walls. See "Foundation Walls" on page 246.
- If Monolithic Slab is the selected Foundation Type, the **Edit Garage Curb** button will be available. Click it to open the

Foundation Wall Defaults dialog and define the walls that form curbs around Garage and Slab rooms.

- Specify the **Minimum Stem Wall Height**, which is the minimum height for foundation walls and grade beams and includes the treated sill plate.
- The **Basement Ceiling Height** displays here as a reference. This is the distance from the top of the slab floor to the basement ceiling and is equal to the Minimum Wall Height minus the Slab Thickness.

  If the Minimum Wall Height is at least 76" (1900 mm), a slab floor is generated above the footing. The ceiling height can be changed later. See "Room Specification Dialog" on page 317. To remove this slab, specify the room areas in the basement as "Open Below". See "Room Types" on page 305.
- Specify the **Garage Floor to Stem Wall Top**, which is the distance between the slab and the tops of the stem walls in both Garage and Slab rooms. Available for Walls with Footings and Walls with Piers foundation types. See "Foundation Defaults" on page 408.

Note: The Garage Floor to Stem Wall Top setting only affects Garage rooms that have a Floor Height of 0. See "Structure Tab" on page 318.

- Specify the **Lower Garage Floor** height, which is the distance that Garage and Slab room floors are lowered when a Monolithic Slab foundation is built. This value is also the height of the curbs around these rooms. See "Garages" on page 417.
- Specify the **Minimum Garage Stem Wall Height**, which is the minimum height that stem walls defining a Garage foundation will be, regardless of the Minimum Stem Wall Height for the rest of the foundation.

4 **Slab**

- Specify the **Slab Thickness**, which is the thickness of the slab produced above the footing or at the top of the stem wall.
- Check **Slab at top of Stem Wall** to raise the slab so its top is flush with the top of the stem walls. Only available when Walls with Footings is the selected Foundation Type.

  If **Slab at top of Stem Wall** is selected, all rooms on the first floor are automatically set to **Floor Supplied by the Foundation Room Below** in the **Room Specification** dialog. See "Structure Tab" on page 318.
- Click the **Edit Default Slab Footing** button to open the **Wall Type Definitions** dialog and change the definition of the default wall type. Only available when Monolithic Slab is the selected Foundation Type.

5 Check **Show "S" Markers on Step Foundation** to include an "S" symbol in floor plan view anywhere there is a step in foundation wall height. See "Displaying Foundations" on page 413.

6 The **Piers** options are only available when Walls with Piers is the selected Foundation Type.

- Specify the **Width**, **Depth**, and **Maximum Separation** of the piers.

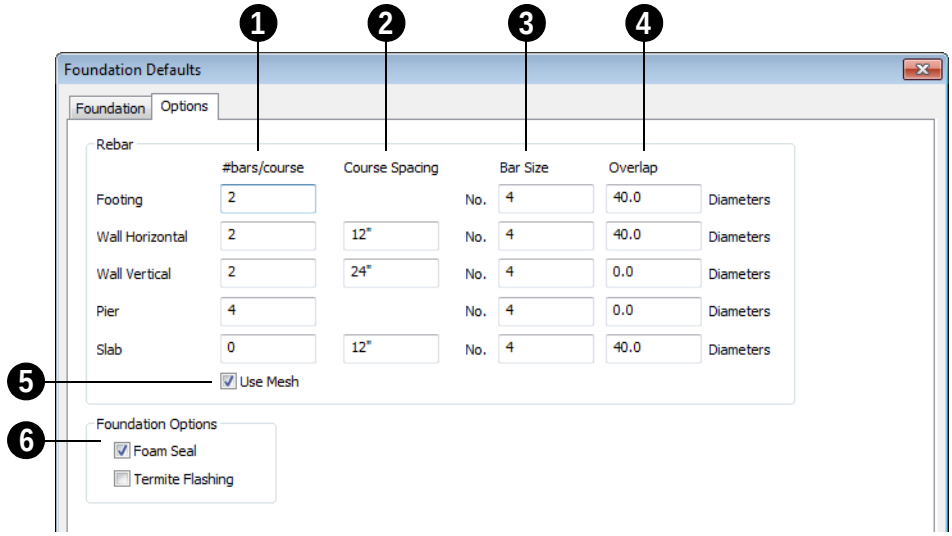
- Choose either **Round or Square** piers.

7 **Treated Sill Plate Size** - Enter a **Width** and **Height** for the treated sill plate, also referred to as a mudsill. If the Height is set to zero, no sill plate is produced. A sill plate is only produced if the Main Layer of the wall above is a framing type. Not available if **Monolithic Slab** is the selected **Foundation Type**. See “Treated Sill Plates” on page 521.

Options Tab

The Options tab allows you to include rebar and other materials related to the foundation in the Materials List. See “Materials Lists” on page 1159.

Some options on this tab may be unavailable depending on the foundation type selected on the Foundation tab.



1 **# bars/course** - Specify the number of rebar in the **Footing**, the number of **Horizontal** and **Vertical** rebar courses in the stem walls, and the number of rebar layers in the **Slab**. If piers are used, specify how many rebar are used per **Pier**. Rebar does not display in 3D or cross section/elevation views, but is added to the Materials List.

2 **Course Spacing** - Define the Wall Horizontal and Wall Vertical spacing for the rebar in the stem wall, and in Slabs. If slabs are to have rebar instead of mesh, this spacing value applies to both directions.

3 **Bar size** - Define the rebar size in 1/8th inches. 4 represents 4/8, or ½ inch.

4 Specify the **Overlap** where sticks of rebar meet, in terms of the rebar’s **Diameter**. A value of 40.0, for example, equals 40 times the Rebar Size.

❺ Check **Use Mesh** to reinforce the slab floor with mesh instead of rebar, or uncheck it to use rebar.

❻ Select either **Foam Seal**, **Termite Flashing** or both. These options are added to the Materials List, but do not display in the model.

Building a Foundation

Foundations can be generated automatically or drawn manually. A combination of the two methods can also be used.

Three foundation types are available: stem walls with footings, walls with piers and monolithic slabs. The first two options are created using walls; the last creates concrete slabs with footings.

Automatically built foundations are placed on Floor 0 and are based on wall positions and floor heights on Floor 1. Foundation walls or slab footings are generated under:

- All exterior walls on Floor 1 that define a room other than a Court, Deck or Balcony room type. See “Room Definition” on page 301.
- Any interior walls on Floor 1 defining rooms with different floor heights. See “Floor & Ceiling Heights” on page 311.
- Any interior walls on Floor 1 specified as **Bearing Walls** in the **Wall Specification** dialog. See “Foundation Tab” on page 288.

At least one room must be defined on Floor 1 for a foundation to be automatically generated. If no rooms are defined on Floor 1, a blank Floor 0 is created.

Once a foundation is generated, you can add walls, piers, and slabs to customize it.

There can be only one Floor 0 per plan. If your plan requires a foundation on more than one floor, you will need to draw the required foundation walls or slabs yourself.

To build an automatic foundation

1. Select **Build> Floor> Build Foundation** .
2. Specify the desired foundation type and other information in the **Build Foundation** dialog. The settings in this dialog are similar to those in the Foundation Defaults dialog. See “Foundation Defaults” on page 408.
3. In the **New Floor** dialog, select **Derive new Foundation plan from the 1st floor plan** and click **OK** to build a foundation based on Floor 1.

If you prefer, you can instead select **Make new (blank) plan for the Foundation** to create an empty foundation level where you can manually draw foundation walls or slabs.

In most cases, it is preferable to base Floor 0 off the first floor plan and then manually edit the foundation as needed. See “Editing Foundations” on page 414.

Openings in Foundation Walls

Any doors placed in walls around a Garage will receive cutouts in the garage stem wall

or curb. The width of that cutout can be specified in the **Door Specification** dialog. See “General Tab” on page 337.

Displaying Foundations

The display of foundation walls, slabs, curbs, piers and footings is controlled in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

- Foundation Walls, including grade beams, Slab Footings and Garage curbs, are placed on the “Walls, Foundation” layer by default.
- Footings under Foundation Walls and Slab Footings are placed on the “Footings” layer by default, as are foundation piers.
- Slabs created using the **Slab Tools** are placed on the “Slabs, Custom” layer by default.

In Floor Plan View

The appearance of foundation wall types, including line weights, colors and fill styles, is specified in the **Wall Type Definitions** dialog. See “Wall Type Definitions Dialog” on page 278.

Changes in stem wall and monolithic slab foundation heights are represented in floor plan view with S markers. These markers are located on the “Footings, Step Markers” layer and use the Text Style assigned to that layer. See “Stepped Foundations” on page 420.

If a door on Floor 1 extends into a stem wall or curb defining a Garage room, its location will be indicated on Floor 0. See “Displaying Doors” on page 329.

In 3D Views

In 3D views, all objects on Floor 0 will only display when the “Foundation” layer is turned on.

While the display of foundation walls and their footings can be controlled independent of one another in floor plan view, in 3D views this is not the case. If a foundation wall is set to display, its footing will as well - even if the “Footings” layer is turned off. The reverse is also true - if a foundation wall’s display is turned off, so will its footing’s.

The display of monolithic slab foundations in 3D views is controlled by the “Foundation” layer. **Slab Footings** are located on the “Walls, Foundation” layer; but if this layer is turned off, any **Slab Footings** that define a foundation room will continue to display as long as the “Foundation” layer is on.

In Cross Sections

When the **Auto Detail** tool is used in a cross section view, the fill style of each wall layer as set in its Wall Type Definition is used. See “Auto Detail” on page 824.

Foundation wall footings use a concrete fill that cannot be specified beforehand but can

be edited once **Auto Detail** has been generated.

Monolithic slabs and their footings use the fill style specified for the slab room's Floor Structure definition. See "Floor and Ceiling Platform Definitions" on page 399.

Editing Foundations

Stem wall with footings, wall with piers and monolithic slab foundations are all created using walls which enclose room areas.

- Foundation walls can be selected and edited much like other walls. See "Editing Walls" on page 260.
- Footing size can be changed on a wall by wall basis. See "Footing Width and Height" on page 415.
- Foundation rooms can also be selected and edited like other rooms. See Foundations and Rooms.

Rebuilding Foundations

By default, foundations do not update automatically when changes are made to the structure on Floor 1. For example, if exterior walls are moved or floor platforms are raised or lowered, the foundation must be rebuilt.

You can direct the program to rebuild an automatically generated foundation whenever changes are made on Floor 1 that affect the foundation by checking **Auto Rebuild Foundation** in the **Foundation Defaults** dialog. See "Foundation Tab" on page 409.

You can also rebuild an automatically generated foundation by selecting **Build> Floor> Build Foundation** from the menu.

When **Auto Rebuild Foundation** is enabled, walls cannot be edited, manually drawn or deleted on Floor 0. When the foundation is rebuilt, any manually drawn or edited walls are deleted. Similarly, rooms on Floor 0 cannot be edited while this option is enabled.

Changing Foundation Types

To avoid unexpected results, it is recommended that you not change the Foundation Type once the foundation is built.

When a foundation is generated, the program creates **Floor Defaults** settings for Floor 0 based on the information in the **Build Foundation** dialog. If you specify a Monolithic Slab foundation, the default Floor Structure on Floor 1 will also be changed to a slab rather than a framed platform. See "Floor Defaults Dialog" on page 392.

If you rebuild the foundation using a different Foundation Type, these Floor Defaults settings will not change, so you should expect to adjust the structural settings for Floor 1 and Floor 0 Defaults, particularly the floor heights.

Once your Floor Defaults settings are adjusted as needed, it is advisable to check the floor heights of all rooms on Floor 1 - particularly Garage and Slab rooms, as well

as any rooms that do not use the default floor height of 0”.

Stem Wall Height

When a foundation is created, all of Floor 0 uses the stem wall height specified in the **Foundation Defaults** dialog,

This height is measured from the bottom of floor platform of Floor 1 to top of the stem walls’ footings. If Floor 1 has multiple floor platform heights, the foundation stem walls will be stepped.

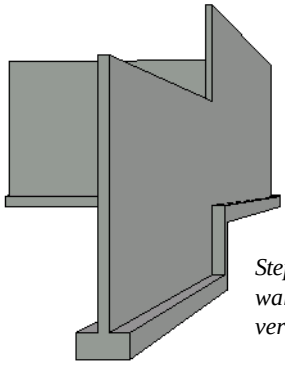
Once a foundation is created, stem wall heights can be adjusted either on a room-by-room basis or for individual walls.

To change a room’s stem wall height

1. Select a room on Floor 0 and click the **Open Object** edit button.
2. Specify the desired **Stem Wall Height** in the **Room Specification** dialog. See “General Tab” on page 317.
3. If you wish to reduce the **Stem Wall Height**, you will first need to reduce the **Ceiling Height** value by the same amount.

If adjacent rooms have stem wall heights that differ by at least 1/16 of an inch, the stem wall separating them uses the larger of these two values.

In 3D views, individual stem walls can be selected and edited. In most cases,this method should only be used for stepping the bottom of the foundation wall. See “Stepped Walls & Footings” on page 272.

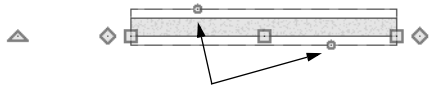


Stepped stem walls with vertical footing

Footing Width and Height

Foundation Wall footings derive their Width, Height and Offset from in the **Foundation Wall Defaults** dialog, Similarly, Slab Footings use the width and height specified in the **Slab Footing Defaults** dialog. Once a Foundation Wall or Slab Footing is created, its footing can be adjusted in its specification dialog. See “Foundation Tab” on page 288.

Footing Width can be adjusted using the edit handles in both floor plan and 3D views. Each side of the footing can be edited independently, which means that the Offset can also be modified using the footing resize edit handles.



Footing resize edit handles on a foundation wall

If the selected wall is a Slab Footing, the footing width can also be resized using dimensions and will resize the Wall Thickness, creating a new wall type if necessary. See “Editing Walls” on page 260.

Stem wall footing heights can also be edited in 3D views just as the rest of the stem wall can. Slab Footing heights, on the other hand, cannot be adjusted in 3D.

You can specify whether stepped stem walls have vertical footings on the Foundation tab of the **Foundation Wall Defaults and Specification** dialogs. You can also specify the chamfer width and height of monolithic slab foundation footings.

Interior Footings

Slab foundations often have interior footings: to support posts, for example. You can specify that an interior footing be created under an interior wall on Floor 1 when the foundation is built by specifying the wall in question as a **Bearing Wall**. See "Foundation Tab" on page 288.

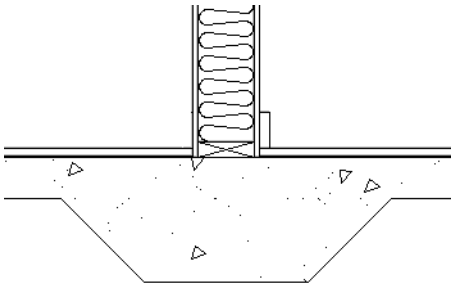
You can also draw them using the **Slab Footing** tool. See "Foundation Walls" on page 246.

If an interior footing is inside of a room with a slab foundation and a curb, as in a garage, specify the **Slab Footing** as **Invisible** to prevent a curb from generating inside of the room. See "Invisible Walls" on page 250.

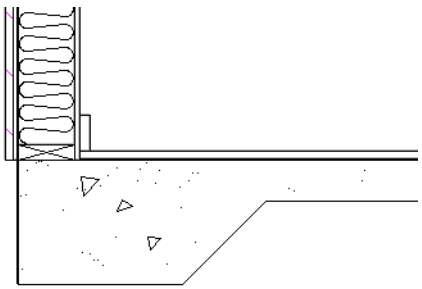
Thickened Slabs

A thickened slab can be created by selecting a **Slab Footing** and specifying its **Chamfer Height** to equal the **Footing Height**. The **Chamfer Width** can be increased, as well.

- When the Slab Footing is drawn on the interior of a slab room, a thickened slab is created.



- When the Slab Footing defines the edge of a slab, a thickened slab edge results.



You can also specify the **Chamfer Height** and **Width** before the Slab Footings are created in the **Slab Footing Defaults** dialog. See "Foundation Tab" on page 288.

Aligning Foundation Walls

By default, foundation walls and slab footings will align with walls on the floor above along the outside surface of the Main Layer of both wall types. If you prefer, you can specify that foundation walls align to a

different part of the walls above. See “Wall Type Definitions” on page 275.

If there is only one layer for both the stem wall and the first floor wall above it, the exterior surfaces of the walls align. The footing is centered on the stem wall unless this option is unchecked in the **Wall Specification** dialog. See “Foundation Tab” on page 288.

Brick Ledges

Brick ledges can be produced in stem wall, pier and monolithic slab foundations. The method used to produce a brick ledge varies depending on the foundation type. See “Brick Ledges” on page 247.

Deleting Foundations

Select **Build> Floor> Delete Foundation** to delete the entire foundation floor.

You can also select and delete individual foundation walls and slabs by clicking the **Delete** edit button or pressing the Delete key. See “Deleting Objects” on page 222.

Deleting and rebuilding the foundation is often the quickest way to update the model when substantial changes are made to Floor 1 after the foundation is built.

Foundations and Rooms

When a foundation plan is created, rooms included in the Living Area calculation generate a stem wall, grade beam, or slab foundation below them. Garage rooms generate slab foundations, but exterior rooms such as Decks, Courts and Balconies do not generate any foundation.

Interior foundation walls are not generated unless:

- They separate the area under a Slab or Garage room from the rest of the plan;
- They separate the area under a room specified as having a slab foundation from the rest of the plan;
- They define areas under rooms with different floor heights.
- A wall on Floor 1 is specified as a **Bearing Wall**. in the **Wall Specification** dialog. See “Foundation Tab” on page 288.

Note: To remove all or part of the concrete slab in the basement area, select a basement room and define it as Open Below in the Room Specification dialog.

Garages

When a foundation is generated based on the floor plan of Floor 1, a room on the first floor specified as either a Garage or Slab type will receive a stem wall or pier foundation with a slab floor and stem walls. If a monolithic slab foundation is generated, the room will receive a slab floor with curbs.

Any doors placed in walls around a Garage will receive cutouts in the stem wall or curb. The width of that cutout can be specified in the **Door Specification** dialog. See “General Tab” on page 337.

By default, a room on Floor 1 specified as a Garage or a Slab will be assigned a lower floor height when the foundation is built. The amount that it is lowered depends on the foundation type:

- The floor height will drop the default thickness of the floor platform for Floor 1 plus 12” (300 mm) in a Walls with Footings or Walls with Piers foundation.
- The floor height will drop 3 1/2” (88 mm) in a Monolithic Slab foundation.

These values are set in the **Foundation Defaults** dialog. See “Foundation Tab” on page 409.

To build a Garage slab with stem walls

1. Before the foundation is generated, specify the room as a Garage or Slab.
2. Build an automatic Wall with Footings or Walls with Piers foundation.

In the Floor 1 Garage’s **Room Specification** dialog, **Floor Supplied by the Foundation Room Below** will now be checked. See “Structure Tab” on page 318.

By default, the program produces a 4" (100 mm) slab and 24” (600 mm) high stem walls around the garage. These stem walls are drawn on Floor 0 and will indicate the locations of any doors that extend into them.

To build a Garage slab with curbs

1. Before the foundation is generated, specify the room as a Garage or Slab.
2. Build an automatic Monolithic Slab foundation, specifying the required Lower Garage Floor value.

By default, the program produces a 4" (100 mm) slab and 3 1/2” (88 mm) high curb around the garage. The curbs are drawn using Slab Footings on Floor 0, use the Default Foundation Wall type, and will indicate the locations of any doors that extend into them.

The floor height of the garage and the stem wall or curb height can then be adjusted, if necessary, in the Garage room’s **Room Specification** dialog. See “Structure Tab” on page 318.

Basement Rooms

When a foundation’s type is Walls with Footings or Walls with Piers, and it is assigned a Minimum Wall Height of 76” (1900 mm) or greater, the resulting basement is automatically created with a 4” (100 mm) concrete slab floor.

Similarly, if a foundation is set up to have a Basement Ceiling Height of 72” (1800 mm) or greater when built, it is automatically given a painted drywall Ceiling Finish. See “Foundation Tab” on page 409.

Regardless of its ceiling height, however, you can specify a floor or ceiling finish for any room in the **Room Specification** dialog. See “Structure Tab” on page 318.

The resulting basement can be divided into separate rooms using **Interior Walls** or

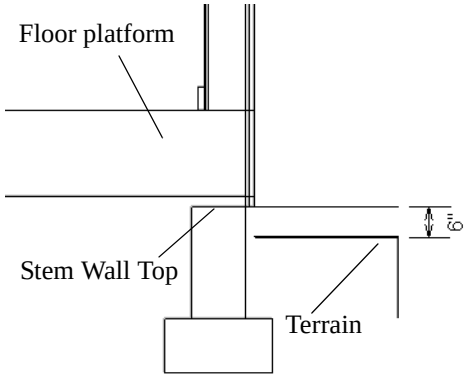
any wall type you wish. If the rooms in a basement have different floor heights, it is best to separate them using walls specified as **Foundation Walls** .

Foundations and the Terrain

Chief Architect automatically positions the terrain a set distance below Floor 1. See “Terrain Height vs Floor Height” on page 649.

In a plan with a foundation present, this distance will be:

- 6” (187 mm) below the top of the stem walls or grade beams in a Walls with Footings or Walls with Piers foundation.
- 8” (200 mm) below the top of the slab in a Monolithic Slab foundation.



By default, the program will also create a flattened pad under the building footprint.

Not all foundations have these requirements, of course, so you can customize your foundation and terrain to suit your needs.

Daylight Basements

Daylight basements, also referred to as look-out basements, have walls that are tall enough for basement windows to be positioned above the terrain. They are often found in split level or split entry structures.

To create a daylight basement condition, build a stem wall foundation and modify these settings in the **Terrain Specification** dialog:

- Uncheck **Auto Calculate Elevation**.
- Increase the **Building Pad Elevation**, which is the distance between the default floor height of Floor 1 and the terrain.

Walkout Basements

Walkout basements are a type of daylight basement typically located on sloped terrain. They feature walls that are above ground at the lower end of the slope so that a door can be positioned above the terrain at that end.

To create a walkout basement, build a stem wall foundation and modify these settings in the **Terrain Specification** dialog:

- Uncheck **Flatten Pad**.
- Uncheck **Auto Calculate Elevation**.

You will also need to create sloped terrain and adjust the **Building Pad Elevation** and/or terrain data so that the terrain is at the appropriate height relative to the structure at both the high and low ends of the slope.

Stepped Foundations

Stepped foundations are usually built on sloping terrain. A stepped foundation will be produced automatically if more than one floor height is present on Floor 1 when the foundation is built.

In floor plan view, steps in stem wall and monolithic slab foundations are represented using S markers. See “Displaying Foundations” on page 413.

As with a walkout basement, you will need to build a stem wall foundation and modify these settings in the **Terrain Specification** dialog:

- Uncheck **Flatten Pad**.
- Uncheck **Auto Calculate Elevation**.

You will also need to create sloped terrain and adjust the **Building Pad Elevation** and/or terrain data so that the terrain is at the appropriate height relative to the structure at both the high and low ends of the slope.

You can also create a stepped foundation by editing foundation rooms and walls. See “Stem Wall Height” on page 415.

The Slab Tools

Select **Build> Slab** to access the Slab Tools. The Slab Tools are designed for more generic purposes than foundations and should not be substituted for a foundation plan. The settings in the **Foundation Defaults** dialog do not affect slabs created with the Slab Tools.

Slabs

Select **Build> Slab**> **Slab** or **Slab With Footing**, then either click or click and drag a rectangle to draw a slab. See “Rectangular Polyline” on page 992.

Once created, slabs can be edited like other closed polylines. See “Editing Closed-Polyline Based Objects” on page 184.

Slab Holes

A hole can be placed in a slab or in the floor of a foundation slab with footings. Select **Build> Slab> Slab Hole** or **Build> Slab> Slab Hole With Footing**, then either click or click and drag within an existing slab to create a hole.

Piers & Pads

Piers and pads can be manually placed under walls, railings, or beams on any floor. Select **Build> Slab> Round Pier** or **Build> Slab> Square Pad** and click in floor plan view to place a pier or pad.

For information about editing Piers and Pads, see “Editing Piers and Pads” on page 421.

Slabs and the Materials List

If the slab material type is specified as Concrete or Volume, the materials list calculates the total volume of the slab and all footings. See “Define Material Dialog” on page 786.

Editing Slabs

Slabs and Slab Holes can be selected in 2D and 3D views both individually and as a group and can be edited using the edit handles, the edit toolbar and the **Slab Specification** dialog. See “Slab Specification Dialog” on page 422.

Using the Mouse

Slabs and Slab Holes can be edited like other closed-polyline base objects in both 2D and 3D views. See “Editing Closed-Polyline Based Objects” on page 184.

Using the Edit Tools

One or more selected Slabs or Slab Holes can be edited in a variety of ways using the buttons on the edit toolbar. As with most objects, slabs can be copied, replicated, moved, deleted, etc. See “The Edit Toolbar” on page 33.

Editing Piers and Pads

Round Piers and Square Pads can be selected individually and in groups in 2D and 3D views and edited using their edit handles and edit toolbars.

There are several ways to move piers and pads; however, they must always be positioned under a wall. A pier or pad can only be moved away from the wall it is placed beneath if it is moved to another wall.

Using the Mouse

In floor plan view, piers and pads can be edited like CAD lines. Three edit handles allow the pier or pad to be resized and moved along the wall it is placed beneath. See “Editing Line Based Objects” on page 170.

In 3D views, piers and pads can be edited like CAD boxes. See “Editing Box-Based Objects” on page 188.

Using Dimensions

In floor plan view, piers and pads can also be moved using dimensions. See “Moving Objects Using Dimensions” on page 914.

If you move a foundation wall or beam, any piers or pads it contains move with it.

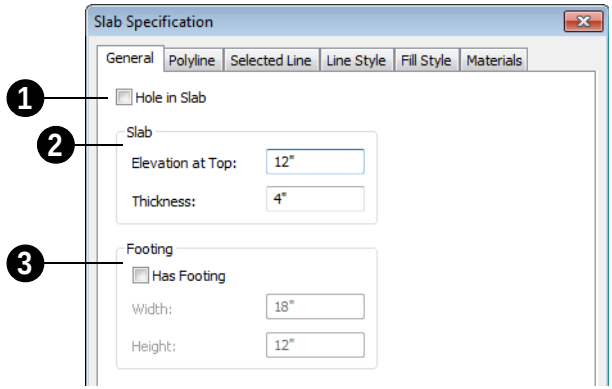
Using the Edit Tools

A selected pier or pad can be edited in a variety of ways using the buttons on the edit toolbar. As with most objects, piers and pads can be copied, replicated, moved, deleted, etc. See “The Edit Toolbar” on page 33.

Slab Specification Dialog

Select a slab and click the **Open Object** edit button to open the **Slab Specification** dialog.

General Tab



1 Check **Hole in Slab** to convert the selected slab into a slab hole. A slab hole must be contained within a larger slab.

2 Specify the characteristics of the selected **Slab**.

- Specify the **Elevation at Top**, which is the height of the slab's top surface.
- Specify the **Thickness**, which is the measurement from the slab's top to bottom surface.

3 Specify the characteristics of the selected slab's **Footing**.

- Check **Has Footing** if you would like the slab to have a footing around the inside of its perimeter.
- Specify the **Height** and **Width** for the footing.

Polyline Tab

The **Length/Perimeter**, total **Area**, and **Volume** of the selected slab displays here. The volume is the amount of concrete required to pour the slab.

If the selected Slab has any Holes in it, they will be subtracted from the **Area** and **Volume** values. See "Slab Holes" on page 420.

Selected Line Tab

The Selected Line tab is available when the selected edge is a line as opposed to an arc. For information about the settings on this tab, see "Polyline Specification Dialog" on page 989.

Selected Arc Tab

The Selected Line tab is available when the selected edge is an arc as opposed to a line. See “Change Line/Arc” on page 213.

Line Style Tab

For information about the settings on this tab, see “Line Specification Dialog” on page 976.

Fill Style Tab

The settings on the Fill Style tab affect the selected slab’s appearance in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

Materials Tab

For information about the settings on this tab, see “Materials Tab” on page 777.

Chapter 14:

Roofs

Chief Architect's manual and automatic Roof Tools allow you to draw almost any roof style.

Proficiency with the Roof Tools can only be attained through practice, but mastering these tools saves you time and effort in plan development. For information about creating specific roof styles, see "Roof Tutorial" on page 69 of the User's Guide.

Verify that all roof planes join as intended. The program does not confirm correct geometry between manually designed or edited roof planes. It is possible to design and edit roof planes with hips and valleys that do not meet properly.

Chapter Contents

- Automatic vs. Manual Roofs
- Roof Defaults
- The Roof Tools
- Automatic Roofs
- Build Roof Dialog
- Roof Planes
- Displaying Roof Planes
- Editing Roof and Ceiling Planes
- Roof Plane Specification Dialog
- Roof Baseline Polylines
- Roof Baseline Specification Dialog
- Curved Roof Planes
- Ceiling Planes
- Ceiling Plane Specification Dialog
- Gable/Roof Line
- Skylights
- Roof Hole/Skylight Specification Dialog
- Dormers and Crickets
- Editing Auto Dormers
- Dormer Specification Dialog
- Roof Returns and Other Details
- Roof Pitches in Degrees

Automatic vs. Manual Roofs

Chief Architect can create just about any roof style. Most common roof styles such as hips and gables can easily be generated automatically. See “Roof Tutorial” on page 69 of the User’s Guide.

More complex roof styles, including curved roof planes, can be created manually. The manual roof tools allow you to create any roof system that can be represented using roof planes.

Automatically Generated Roofs

The quickest and easiest way to create a roof over a structure is automatically. By default, a roof plane is generated over each exterior wall, creating a hip roof. The program automatically joins the roof planes at ridges, hips, and valleys and tries to create roof planes that join together to form a single, integrated system. See “Automatic Roofs” on page 429.

Any deviations from the default hip roof can be specified on the Roof tab of the **Wall Specification** dialog for any exterior wall. Here, you can specify a Full Gable Wall, High/Shed Gable Wall, or other options instead of a default hip roof. You can also specify a different overhang, pitch, an upper pitch, and the elevation where the upper pitch begins for the roof plane that rests on the selected wall. See “Roof Directives in Walls” on page 269.

When you need the roof planes over an area of a plan to be entirely separate from those over the rest of the structure, you can assign those areas to a non-default Roof Group. See “Roof Groups” on page 429.

Roofs can also be automatically generated based on a Roof Baseline Polyline. When a Roof Baseline Polyline is used, information that determines where and how roof planes are generated is contained in the **Roof Baseline Specification** dialog. See “Roof Baseline Polylines” on page 452.

Bay, bow, and box windows also produce roof planes automatically. For information about these windows and the roof styles that can be used with them, see “Bay, Box, Bow Windows & Roofs” on page 365.

Manually Drawn Roofs

Any roof system that can be created automatically can also be created manually. Each roof plane is drawn and edited individually, offering full control over the process and limiting the possibilities only to your imagination.

Note: You cannot manually draw or edit roof planes when Auto Rebuild Roofs is enabled in the Build Roof dialog. See “Roof Tab” on page 432.

Using Both Techniques

Another useful option is to start with an automatically generated roof and use manual design techniques to finish it. Using both automatic roof generation and the manual roof drawing and editing techniques, you can quickly design highly customized roof systems.

Roof Defaults

Select **Edit> Default Settings**, to open the **Default Settings** dialog for a variety of drawing tools, several of which directly affect roof generation.

Build Roof Dialog

While not listed in the **Default Settings** dialog, the **Build Roof** dialog functions as the defaults dialog for roofs. Many, but not all, initial default values for both manually drawn and automatically generated roofs are set in this dialog. See “Build Roof Dialog” on page 431.

If changes are made to the settings in this dialog after the roof has been built, you will need to rebuild the roof in order for your changes to take effect.

Roof Framing Defaults

Default settings for framing can be specified in either the **Build Roof** or the **Framing Defaults** dialog. Framing defaults control the depth of roof planes as well as the depth of floor and ceiling platforms, which influence roof plane heights. See “Framing Defaults” on page 520.

To create roof planes of a particular depth, begin by setting up the desired roof framing defaults, then build the roof. If you later need to change the structure of the roof planes, make the needed change to the Framing Defaults, and then rebuild the roof. You can also edit roof structure on an individual roof plane basis.

Floor and Ceiling Heights

The initial heights of floors and ceilings, which influence roof heights, are specified in the **Floor Defaults** dialog for each floor. See “Floor Defaults Dialog” on page 392.

The floor and ceiling heights in individual rooms also influence roof heights and are specified in the **Room Specification** dialog. See “Structure Tab” on page 318.

If Auto Rebuild Roofs is checked in the Build Roof dialog and you change floor or ceiling heights, floor or ceiling platform depths, wall positions or roof directives in walls, the roof rebuilds to reflect your changes. See “Rebuilding Roofs” on page 431.

Wall Specification Dialog

By default, when an automatic roof is built, a roof plane is generated over each exterior wall, creating a hip roof.

Any deviations from this default hip roof, such as a gable or a different pitch, can be specified in the **Wall Specification** dialog for any exterior wall. See “Roof Tab” on page 286.

Dormer Defaults

The settings in the **Dormer Defaults** dialog determine the initial settings for automatic dormers and are much like those in the **Dormer Specification** dialog. See “Dormer Specification Dialog” on page 471.

The **Dormer Defaults** dialog can be opened from the **Default Settings** dialog or by

double-clicking either of the **Auto Dormer** tools.

The Roof Tools

Select **Build> Roof** to access the Roof Tools.

Build Roof

Select **Build> Roof> Build Roof** to open the **Build Roof** dialog, specify the settings for automatically generated and manually drawn roof planes as well as manually drawn ceiling planes, and build or rebuild a roof. See “Build Roof Dialog” on page 431.

When roofs are automatically generated, a roof plane is created over each exterior wall by default, resulting in a hip roof, and the program tries to join them together to form a single, integrated system.

To automatically generate a roof plane using values other than the defaults or to not generate a roof plane bearing on a particular wall (as with a gable or the sides of a shed roof), you can change the settings in the **Wall Specification** dialog. See “Roof Tab” on page 286.

For more information about creating different roof styles, see “Roof Tutorial” on page 69 of the User’s Guide.

Roof Plane

Select **Build> Roof> Roof Plane** to draw a roof plane manually. See “Roof Planes” on page 439. You can also double-click the **Roof Plane** button to open the **Build Roof** dialog.

Note: You cannot use the Roof Plane tool when Auto Rebuild Roofs is enabled in the Build Roof dialog. See “Manually Drawn Roofs” on page 426.

Ceiling Plane

Select **Build> Roof> Ceiling Plane** to draw a ceiling plane manually. Ceiling planes are drawn and behave much like roof planes. See “Ceiling Planes” on page 459.

Gable/Roof Line

Select **Build> Roof> Gable/Roof Line** to draw a gable line that generates a gable along a baseline edge when roofs are automatically generated. See “Gable/Roof Line” on page 463.

Skylight

Select **Build> Roof> Skylight**, then draw a rectangle over an existing roof plane to create a skylight. The skylight, skylight shaft, and ceiling hole (if a ceiling exists) are drawn at the same time. See “Skylights” on page 465.

Auto Floating Dormer

Select **Build> Roof> Auto Floating Dormer** and click within an existing roof plane to place an auto floating dormer. See “Dormers and Crickets” on page 468.

Auto Dormer

Select **Build> Roof> Auto Dormer** and click within a roof plane to place a dormer. See “Dormers and Crickets” on page 468.

Edit All Roof Planes

Select **Build> Roof> Edit All Roof Planes** to open the **Roof Plane Specification** dialog and edit all roof planes in the entire plan at once. See “Roof Plane Specification Dialog” on page 448.

Delete Roof Planes

Select **Build> Roof> Delete Roof Planes** to delete all roof planes in the plan. See “Deleting Roof Planes” on page 448.

Delete Ceiling Planes

Select **Build> Roof> Delete Ceiling Planes** to delete all manually drawn ceiling planes in the plan. See “Ceiling Planes” on page 459.

Fix Roofs

Select **Build> Roof> Fix Roofs** to remove breaks where a single edge of one roof plane meets the broken edge of another along a ridge, hip or valley. **Fix Roofs** does not affect eave edges. See “Aligning Roof Edges” on page 443.

Automatic Roofs

When roofs are automatically generated, a roof plane is created over each exterior wall by default, resulting in a hip roof, and the program tries to join them together to form a single, integrated system.

There are a number of options available to produce variations in this default roof style.

Roof Directives in Walls

To automatically generate a roof plane using values other than the defaults or to not generate a roof plane bearing on a particular wall (as with a gable or the sides of a shed roof), you can change the settings in the **Wall Specification** dialog for that wall. See “Roof Tab” on page 286.

For more information about creating different roof styles, see “Roof Tutorial” on page 69 of the User’s Guide.

Roof Groups

When an automatic roof is generated, the program tries to create roof planes that join together to form a single, integrated system. Different parts of the structure influence how the roof is generated over the whole.

When you need the roof planes over an area of a plan to be entirely separate from those over the rest of the structure, you can assign those areas to a non-default Roof Group. The program treats different Roof Groups as separate buildings for the purpose of automatic roof generation, preventing their roofs from influencing one another.

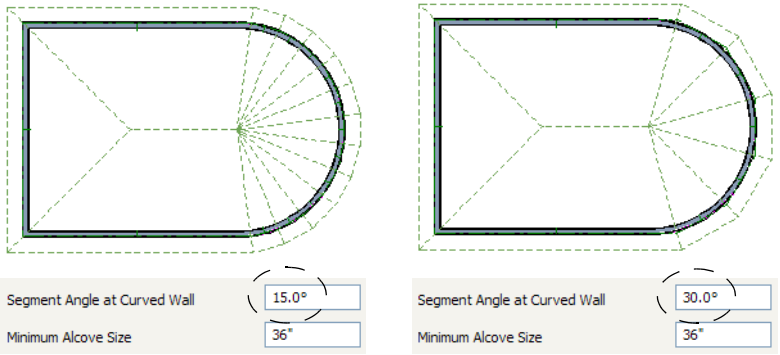
Bear in mind that the use of Roof Groups typically involves using a combination of both automatic roof generation and manual roof editing, and that changes to Attic walls may also be necessary. See “Using Both Techniques” on page 426.

Roof Groups are assigned using numbers. The Default Roof Group is always 0, and you can assign rooms to other roof groups in the **Room Specification** dialog. See “General Tab” on page 317.

Curved Walls and Roofs

Automatically generated roof planes are placed over curved walls at specified increments. In the **Build Roof** dialog, you can specify the degree increments for the roof over curved walls, from 6° to 90°. The lower the number, the more roof sections are created over the curved wall.

The following illustrations show a roof created at two different curved increments: 30° and 15°.

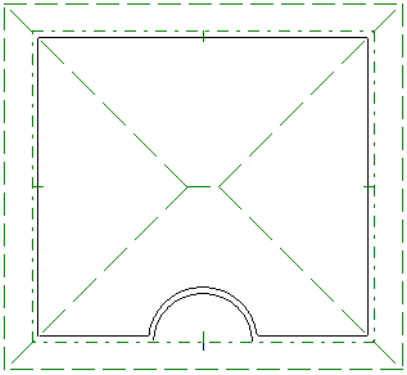


Concave Curved Walls & Roofs

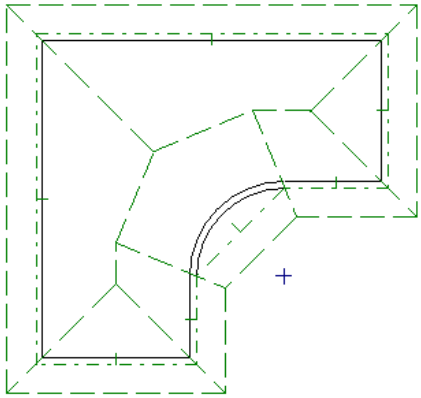
Regular roof plane sections can also generate over concave curved walls. For roof sections to generate over a concave curved wall, the sections’ baselines must be longer than the **Minimum Alcove Size** value on the Build tab of the **Build Roof** dialog.

If the baselines are shorter, the automatically generated roofs are simplified by either:

- Ignoring the curved wall, as if the walls on either side extended to their meeting point.



- Spanning the concave curved wall with a straight Baseline and produce a roof plane for it from that.



Rebuilding Roofs

By default, when changes are made to the model, the roof does not update to reflect these changes. This is the case even if the roof was automatically built.

When **Auto Rebuild Roofs** is checked in the **Build Roofs** dialog, on the other hand, any changes made to the position of an exterior wall or to its roof directives will prompt the roof to regenerate to reflect these changes. See “Roof Tab” on page 432.

Changes made to floor heights, ceiling heights, or floor or ceiling platform thicknesses will also cause the roof to be automatically rebuilt.

You can also rebuild the roof at any time to reflect the current state of the model by opening the **Build Roof** dialog, checking **Build Roof Planes**, and clicking OK.

When the roof is rebuilt using **Auto Rebuild Roof** or **Build Roof Planes** in the **Build Roof** dialog, all roof planes in the plan, both automatically generated and manually drawn, are deleted and replaced.

- To preserve any manually drawn roof planes, check **Retain Manually Drawn Roof Planes** on the Build tab of the **Build Roof** dialog before the roof is rebuilt.
- To preserve any automatically generated roof planes that you have edited, check **Retain Edited Roof Planes** on the Build tab of the **Build Roof** dialog before the roof is rebuilt.

Note: Under some conditions, when the roof is rebuilt new roof planes may be generated in the same location as retained manually drawn or automatic roof planes.

Roof planes cannot be edited or manually drawn when **Auto Rebuild Roofs** is turned on. If you try to either edit or draw a roof plane using the **Roof Plane** tool, a warning message will display.

Build Roof Dialog

The **Build Roof** dialog is used to automatically build or rebuild roof planes and generate Roof Baseline Polylines. The settings in this dialog act as defaults for both manually drawn and automatic roofs. See “Roof Defaults” on page 427.

To open the **Build Roof** dialog, select **Build> Roof> Build Roof**. You can also double-

click the **Roof Tools** button or the **Roof Plane** button to open this dialog.

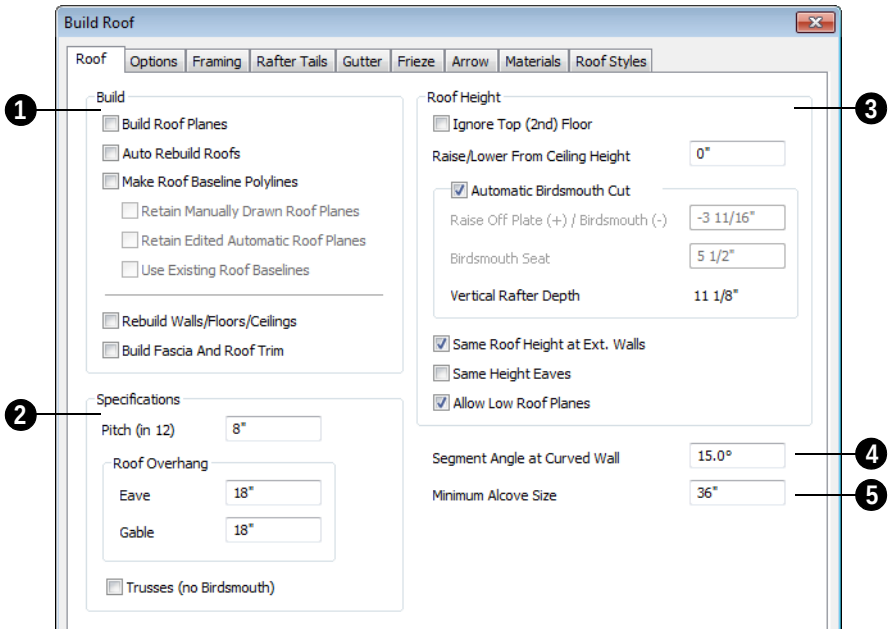
Roof planes and Roof Baseline Polylines are generated based on the positions and roof directive settings for each exterior wall in the plan. If you make changes to any of these walls or to any of the settings in this dialog, you will need to build the roof again for them to take effect. See “Roof Tab” on page 286.

The settings in this dialog are similar to those found in the **Roof Plane Specification** dialog, but affect all subsequently created roof planes rather than one or more selected roof planes. See “Roof Plane Specification Dialog” on page 448.

There are nine tabs in the **Build Roof** dialog:

- Roof Tab
- Options Tab
- Framing Tab
- Rafter Tails Tab
- Gutter Tab
- Frieze Tab
- Arrow Tab
- Materials Tab
- Roof Styles Tab

Roof Tab



1 The **Build** options are commands related to building and rebuilding roof planes.

- Check **Build Roof Planes** to build a new roof structure over the entire model. Unless you specify otherwise, the pro-

gram discards the existing roof planes and produces new ones.

- If you check **Auto Rebuild Roofs**, the program automatically rebuilds the roof whenever you make a change that affects the generation of roofs, such as changes to exterior walls or ceiling heights.
- Check **Make Roof Baseline Polylines** to delete the existing roof and to create Roof Baseline Polyline(s) based on the exterior wall layout and roof information defined in those walls. If checked, **Build Roof Planes** becomes unchecked. See "Roof Baseline Polylines" on page 452.

Specify how manually drawn or edited roof planes are handled when the roof is rebuilt automatically. These options are only available when **Build Roof Planes** is checked. See "Rebuilding Roofs" on page 431.

- Check **Retain Manually Drawn Roof Planes** to prevent manually drawn roof planes from being deleted when roof planes are rebuilt. Automatic roof planes may be generated in the same location. Also available if **Make Roof Baseline Polylines** is checked.
- Check **Retain Edited Automatic Roof Planes** to prevent automatic roof planes that have been manually edited - including roof planes over exploded dormers - from being deleted when roof planes are rebuilt. Also available if **Make Roof Baseline Polylines** is checked.

  If a newly generated roof plane is coplanar with a retained plane, and the area by which they overlap is at least half the area of either of them, the new roof plane is deleted and only the retained plane is kept.

Note: Under some conditions, new roof planes may be generated in the same location as manually drawn or automatic roof planes that have been retained.

- Check **Use Existing Roof Baselines** to produce a roof plan based on your Roof Baseline Polyline(s) instead of the exterior wall layout.

You can also rebuild aspects of the structure related to roofs.

- Check **Rebuild Walls/Floors/Ceilings** to rebuild the walls and floor and ceiling platforms of your model before the roof is built. It is independent of **Build Roof Planes** and helps ensure that your roof is generated based on the most up-to-date model. See "Rebuilding Walls, Floors & Ceilings" on page 402.
- Check **Build Fascia and Roof Trim** to regenerate fascia, frieze boards and gutters. See "Fascia, Frieze and Gutters" on page 475. You can check this box to rebuild fascia, frieze boards and gutters without rebuilding the roof.

Build Fascia and Roof Trim is invoked automatically after you manually edit roof planes or draw new roof planes if **Auto Rebuild Walls/Floors/Ceilings** is checked in the **3D Settings** dialog. See "Options Tab" on page 815.

❷ The options in the **Specifications section** are basic roof structure settings.

- Enter a value to describe the **Pitch** as a ratio over 12. For a conversion to degrees, see "Roof Pitches in Degrees" on page 477.

The **Roof Overhang** is measured horizontally from the exterior Main Layer wall surface to the end of the top of the rafter. It does not include frieze thickness, gutters, sheathing or siding. See “The Main Layer” on page 276.

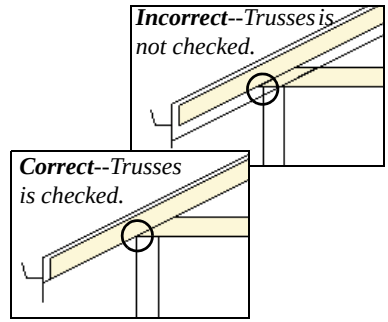
- **Normal** is the overhang at the eaves and is always the overhang for a roof plane having the default Pitch specified above. If the pitch for a particular roof plane is set differently, its overhang may try to maintain its fascia at the same height. Overhang can be greater for a shallower pitch, lesser for a greater pitch.
- **Gable** is the overhang dimension at gable ends or rake walls.

If the roof overhang values are not sufficient to extend past the outer layer of exterior walls, the walls may not generate correctly in 3D views.

Check **Trusses (no Birdsmouth)** if you wish to frame the roof using trusses rather than rafters. The roof is raised so that the bottom edge of the truss top chord (or rafter) is flush with the top of the wall. See “Roof Trusses” on page 554.

- When **Trusses** is checked, the size of the roof rafter framing is the **Top Chord** size specified in the **Framing Defaults** dialog. See “Trusses Tab” on page 537.
- When **Trusses** is unchecked, the size of the roof framing is the **Rafter Depth** specified in the **Framing Defaults** dialog. See “Roof Tab” on page 535.

If **Trusses (no Birdsmouth)** is unchecked when the roof is built, and then trusses are drawn, the roof uses the rafter size instead of the top chord size. The “Incorrect” diagram shows this problem:



❸ The **Roof Height** options affect the heights of roof planes.

- Check **Ignore Top Floor** to ignore the top living floor when roof planes are generated. Roof planes are built on the top plates of the walls below the top floor.

Specify the amount to **Raise/Lower From Ceiling Height**, which controls the height of roof planes relative to the ceiling height specified for the rooms below.

- The default value is 0, which creates roof planes that bear on the wall top plates at the Ceiling Height of the room below.
- Increase this value to raise roof planes so they do not bear directly on the wall top plates. If roofs are raised sufficiently, Attic walls will automatically generate to support them. The exact height depends on the roof pitch.
- Decrease this value to drop roof planes downward, decreasing the height of the bearing walls. If roofs are lowered sufficiently, they may cut extend into rooms, producing areas with angled ceilings.

Specify the structure of roof planes and how they bear on the walls below. The Raise Off

Plate and Birdsmouth settings do not affect the bearing wall heights.

- Uncheck **Automatic Birdsmouth Cut** to specify the birdsmouth cut for stick framed roofs or the energy heel for roof trusses. When this box is checked, the program produces a birdsmouth cut, and no energy heel. See “Birdsmouth Cut” on page 448.
- Enter a positive **Raise Off Plate** value in this field to produce the trusses with an energy heel to allow for more insulation.
- Enter a negative **Birdsmouth Cut** value to control the Birdsmouth Depth. For example, for the Birdsmouth Depth of 3”, enter -3”. The location of the Baseline may change if you use the **Raise Off Plate** setting to specify the birdsmouth depth. See “Birdsmouth Cut” on page 448.
- Specify the **Birdsmouth Seat**, which is the horizontal depth of the birdsmouth cut. If you change this value, the **Raise Off Plate/Birdsmouth Cut** value will automatically adjust.

To control the Birdsmouth Cut, you should also check **Same Roof Height at External Walls**.

- The **Vertical Rafter Depth** displays here as a reference. It can be changed on the Framing tab. See “Framing Tab” on page 438.

Specify how you would like the eaves of roof planes with different pitches to meet. See “Aligning Eaves” on page 445.

- Check **Same Roof Height at External Walls** to keep bearing walls the same height and change horizontal roof overhang distances as needed so that eaves meet correctly. See “Aligning Eaves” on page 445.

  When checked, this option ignores any overhang values you may have entered in the **Wall Specification** dialog. See “Roof Directives in Walls” on page 269.

  Uncheck this option to raise or lower some roof planes relative to the wall’s top plate, allowing all horizontal overhangs to be the same unless a non-default value has been entered in the **Wall Specification** dialog.
- Check **Same Height Eaves** to keep the eave height for all roof planes the same. Roof planes are raised and lowered as needed so that eaves meet correctly.

  The eave height used when this box is checked is that of a roof plane using the default Pitch and Overhang values. When this box is checked, all roof planes are affected, including those that do not need adjustment in order to align with adjacent planes.

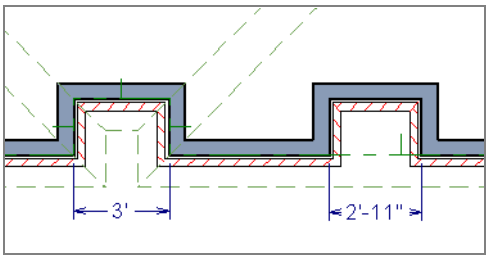
  When **Same Height Eaves** is checked, any non-default overhang values specified in the **Wall Specification** dialog are used. Roof planes are raised or lowered so that the eave height is the same, regardless of the horizontal overhang.
- Uncheck **Allow Low Roof Planes** only when an upper floor overhangs roof planes below.

❹ S**egment Angle at Curved Wall** - Enter the maximum angle for a roof segement that covers a curved wall. This value is only used when roofs are

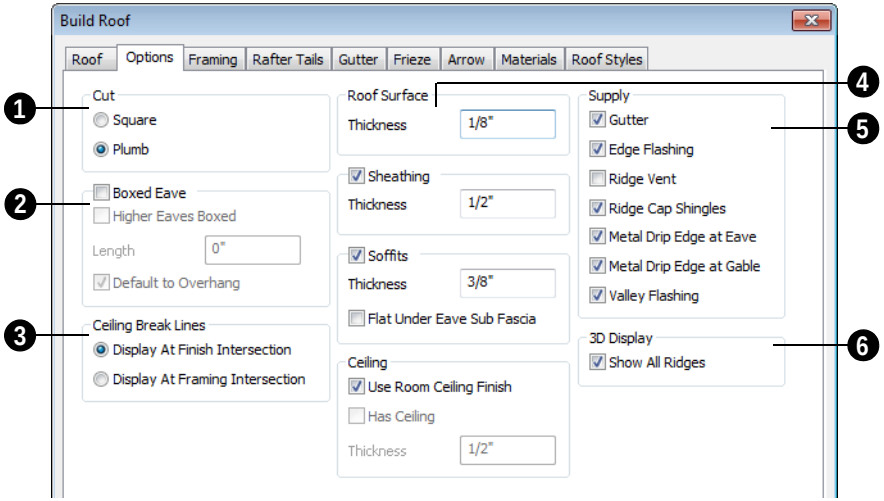
automatically generated. A smaller angle produces more roof planes.

5 Specify the **Minimum Alcove Size**, which is the minimum depth and width of an alcove (depression into an otherwise straight exterior wall). Any alcove with both a depth and width less than this value is treated as though the exterior wall continues straight across. Alcoves either wider or deeper than this value are not roofed over; they affect how the roof is generated.

The following is an example showing this difference. If **Minimum Alcove Size** is 36", a 36" wide alcove requires a change in the roof line and each wall of the alcove has an eave. On the right, the alcove is less than the 36" minimum, so the roof builds right over it.



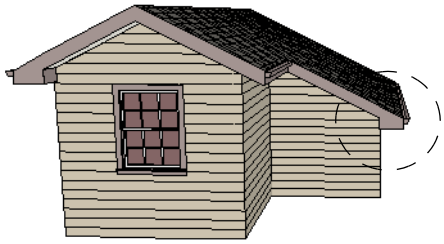
Options Tab



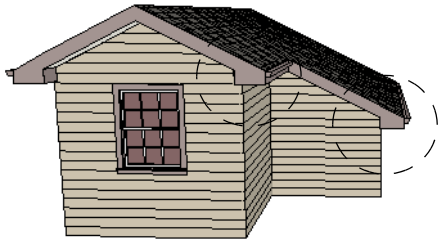
1 Select **Square Cut** or **Plumb Cut** to determine how the rafter tails are cut. This change displays only after you have rebuilt roofs. Individual roof planes can have this defined in their own **Roof Plane Specification** dialog.

2 Check **Boxed Eave** to produce horizontal boxed eaves or uncheck it for sloping eaves. You can also change this for individual roof planes in the **Roof Plane Specification** dialog.

- **Higher Eaves Boxed** - If the selected roof plane contains more than one eave, check this box to box the higher eaves as well as the lower ones.



With Boxed Eave checked



With Higher Eaves Boxed checked

- You can specify the **Length** of the boxed eaves or check **Default to Overhang** to extend the boxed eave from the edge of the roof to the exterior main layer of the wall, covering the overhang area.

❸ Specify where **Ceiling Break Lines** display. See “Special Ceilings” on page 312.

- **Display At Finish Intersection** positions ceiling break lines where the ceiling finish surfaces intersect.
- Select **Display At Framing Intersection** to position ceiling break lines where the ceiling framing surfaces intersect.

❹ Specify the **Thicknesses** of the roof’s non-framing structural components. The materials for these components are specified on the Materials tab.

- Specify the **Thickness** of the **Roof Surface** material.
- Check **Sheathing** to include a sheathing material above the roof framing of subsequently built roof planes and specify its **Thickness**.
- Check **Soffits** to include soffits under the eaves of subsequently built roof plane eaves and specify their **Thickness**.
- Check **Flat Under Eave Sub Fascia** to extend soffits downward until they meet the subfascia. When unchecked, soffits slope downward to the fascia, if the fascia depth is sufficient.
- When **Use Room Ceiling Finish** is checked, the ceiling finish thickness and material on the undersides of roof planes are defined by the room below. Uncheck this box to enable the two settings that follow and define the ceiling finish as part of the roof planes instead.
- Check **Has Ceiling** to enable the Ceiling Thickness option. When this box is unchecked, the selected roof plane will have no ceiling surface at all and the “Ceiling Surface” component will not be available on the Materials tab.
- Specify the **Ceiling Thickness**, which is the thickness of the bottom surface of the ceiling plane.

When **Use Room Ceiling Finish** is unchecked, you can specify the Ceiling Surface material on the Materials Tab.

❺ Specify the material components to **Supply** for subsequently-built roof planes. When checked, these items are calculated in the Materials List. See “Materials Lists” on page 1159. Only Gutter

is available in the **Roof Plane Specification** dialog.

- Uncheck **Gutter** to not include gutters on subsequently-built roof planes. This option affects both the Materials List and 3D views.
- Check **Edge Flashing** to calculate edge flashing in the Materials List.
- Check **Ridge Vent** to calculate ridge venting in the Materials List.
- Check **Ridge Cap Shingles** to calculate ridge caps in the Materials List.
- Check **Metal Drip Edge at Eave** to calculate metal drip edge along the eaves in the Materials List.
- Check **Metal Drip Edge at Gable** to calculate metal drip edge along any gable eaves in the Materials List.
- Check **Valley Flashing** to calculate valley flashing in the Materials List.

❻ **3D Display** - When **Show All Ridges** is checked, a line along each hip between roof planes forming the conical roof above a curved wall displays in Vector Views. Uncheck this box to suppress these lines. See “Rendered and Vector Views” on page 811.

Framing Tab

The settings on the Framing tab of the **Build Roof** dialog are the same as those on the Roof tab of the **Build Framing** dialog. Changes made in one dialog are also applied in the other. See “Roof Tab” on page 535.

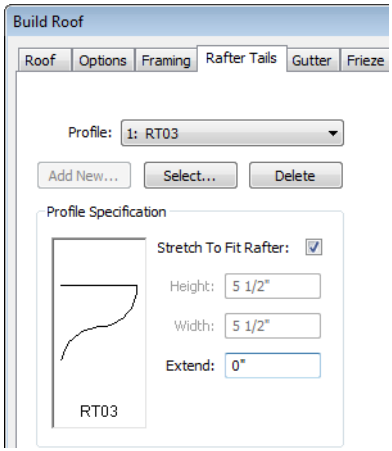
Note: Changes made on the Framing tab will not affect the structure of existing roof planes. To make changes take effect, rebuild the roof.

Rafter Tails Tab

The settings on the Rafter Tails tab allow you to specify a rafter tail profile for exposed rafter ends under roof eaves. See “Rafter Tails” on page 476.

The settings on this tab are like those on the Moldings tab found in a variety of dialogs in the program. See “Moldings Tab” on page 595.

A few things about the Rafter Tails tab are unique:



- Only one rafter tail profile can be specified at a time, so the **Add New** button is only available when no profile is currently selected.
- Uncheck **Stretch to Fit Rafter** to use the rafter tail profile’s default size or to specify its **Height** and **Width**, below. When checked, the profile is sized by the program to match the roof rafters.
- Specify the distance that the rafter tail profile should **Extend** past the inside surface of the subfascia. This distance is measured along the top of the rafter tail,

so it is greater than the length as measured in floor plan view.

Gutter Tab

The settings on the Gutter tab allow you to specify a gutter profile for the eave ends of roof planes. See “Fascia, Frieze and Gutters” on page 475.

The settings on this tab are like those on the Moldings tab found in many dialogs in the program. See “Moldings Tab” on page 595.

Frieze Tab

The settings on the Frieze tab allow you to specify a frieze molding profile to generate under the eaves of roof planes.

The settings on this tab are like those on the Moldings tab found in many dialogs in the program. See “Moldings Tab” on page 595.

Arrow Tab

The settings on the Arrow tab allow you to control the appearance of roof plane slope direction arrows. See “Displaying Roof Planes” on page 441.

For information about these settings, see “Arrow Tab” on page 979.

Materials Tab

The settings on the Materials tab allow you to specify materials for the roof’s various components. For information about using the Materials tab, see “Materials Tab” on page 777.

The “Ceiling Surface” component is only available when **Use Room Ceiling Finish** is unchecked on the Options Tab.

Roof Styles Tab

The Roof Styles tab provides links to tutorial information about creating different roof styles automatically. Click on a roof style to launch the online Help to a page with information about the roof style you selected. See “Roof Tutorial” on page 69 of the User’s Guide.

Roof Planes

When creating a roof, it is helpful to know how to draw a roof plane manually and be familiar with its parts.

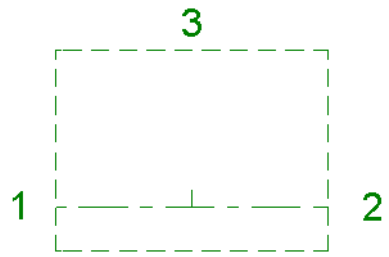
Drawing Roof Planes

Roof planes are CAD-based objects that are created and edited like much closed polylines, and also have pitch, elevation and structural properties.

Before drawing roof planes, you should set your roof defaults so that the 3D attributes of your roof planes are correct. See “Roof Defaults” on page 427.

To draw a roof plane

1. Select **Build> Roof> Roof Plane** .
2. As in the following example, click and drag a Baseline from point **1** to point **2**.



Line 1 - 2 is the Baseline

3. Release the mouse button at point **2** and move your cursor in the upslope direction. As you move the cursor, a preview outline of the roof plane displays.
4. Click at point **3** to build the roof plane. Point 3 is located on the ridge edge of the roof plane.

Note: You cannot manually draw roof planes when Auto Rebuild Roofs is enabled in the Build Roof dialog. See “Roof Tab” on page 432.

The **upslope mark** displays at the center point of the Baseline and indicates the upslope direction of the roof plane.

The distance from the outer main layer of the wall to the end of the eave is the **overhang**.

The Baseline

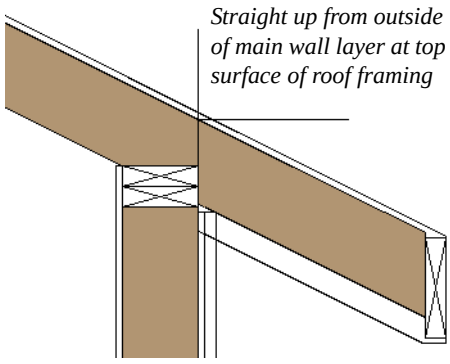
The pitch direction and initial height of any roof plane - manual or automatic - is determined by its Baseline.

The Baseline of the roof plane is normally located over the outer main layer of the wall and is used as the pivot point for the roof plane when the pitch is changed.

The Baseline height is determined by the following formula:

Elevation of the wall top plate
+ Vertical Rafter Depth
- Vertical Birdsmouth Depth
= Baseline Height

In a cross section, the Baseline is located directly above the outer surface of the main wall layer, at the top surface of the roof framing.



Location of Roof Baseline in cross-section

A roof Baseline displays as a separate line within its roof plane when the “Roofs, Baselines” layer is turned on. In 3D views, it can only be seen if the roof plane is selected.

A Baseline has a tick mark at its center point which indicates the direction that the roof plane slopes upward. If the upslope tick is pointing the wrong direction, either rotate the entire roof plane or delete it and draw a new one.

When drawing the Baseline of a roof plane, here are some things to consider:

- A Baseline does not have to be drawn over a wall, although it often is.

- A Baseline drawn along a wall should be drawn over the outer edge of the wall's main layer. It tries to snap to that layer.
- The elevation of the top plate is defined by the ceiling height in the room. If the roof plane is not drawn over a wall, it's height is based on the default ceiling height value for the current floor.
- If a Baseline is drawn over the top of any other roof plane, the Baseline height equals the height of the existing roof plane at the point where you started drawing.

Once drawn, a Baseline can be selected in floor plan view and edited independent of the roof plane. See "Editing Roof Baselines" on page 446.

Displaying Roof Planes

Roof planes are drawn on the "Roof Planes" layer by default, although you can place a roof plane on any layer. See "Line Style Tab" on page 463.

You can also choose to display frieze molding, gutters, gable lines, the overhang area, Roof Baseline Polylines, valley truss bases and roof openings. See "Layer Display Options Dialog" on page 132.

If the "Roof Planes" layer is turned off and **Auto Rebuld Roofs** feature is turned on, changes made to the plan that cause the roof to rebuild will not automatically turn on the display of the roof planes. See "Rebuilding Roofs" on page 431.

The appearance of curved roof planes in 3D views can be controlled by adjusting the **Facet Angle** in the **Roof Plane Specification** dialog. See "General Tab" on page 449.

Roof Plane Labels

Roof plane labels indicating the pitch and slope direction are located on the "Roofs, Labels" layer and can be set to display in floor plan view.

You can specify whether roof plane labels display the pitch in terms of rise and run or in decimal degrees by checking or unchecking **Pitch in Degrees** in the **Roof Plane Specification** dialog. See "General Tab" on page 449.

A roof plane's label can be customized in its specification dialog. See "Label Tab" on page 1157. Roof planes have named value pairs associated with them, so you can create custom labels using Text Macros. See "Text Macros" on page 956.

Manually drawn **Ceiling Planes** and **Skylights** can also display labels when the "Roofs, Labels" layer is on. Unlike roof planes, these objects' do not include a slope indicator and their Automatic Labels are blank; however, you can specify a custom label using text in their specification dialogs. See "Ceiling Planes" on page 459 and "Skylights" on page 465.

When a roof plane, ceiling plane or roof hole/skylight is selected in a 3D view, its label will display on a temporary basis if the "Roofs, Labels" layer is turned on.

Display on Floor Above/Below

In floor plan view, roof planes can display on any floor without affecting their height in 3D.

To move the display of a roof plane to a new floor, select it in floor plan view and click either the **Display on Floor Above** or **Display on Floor Below** edit button. The display of group-selected roof planes can also be controlled in this manner.

Any skylights or roof holes placed in a roof plane moved in this manner will move, as well. Other associated objects like Auto Dormers or gutters will not move, however.

In Cross Section/Elevation Views

When a roof or ceiling plane is viewed in a cross section, the layers that compose it can be seen, including the roof surface, sheathing, and the ceiling surface.

- If roof framing has been built, it's display can be turned on, as well. See "Displaying Framing" on page 543.
- If a roof or ceiling plane is located over a room with **Ceiling Over this Room** checked, the ceiling surface will not generate. See "Vaulted and Cathedral Ceilings" on page 313.

In the Materials List

The materials that make up roof and ceiling plane assemblies are listed under different Categories in the Materials List:

- **Roofing** - Lists most materials associated with roofs, including roofing, sheathing, rafters and trusses, gutters,and skylights.
- **Exterior Trim** - Lists automatically generated frieze molding. See "Fascia, Frieze and Gutters" on page 475.
- **Insulation** - Insulation is calculated for roof and ceiling planes above rooms that do not have Ceiling Over This Room checked. See "Structure Tab" on page 318.
- **Wallboard** - Lists ceiling materials for all rooms, including those that use the underside of the roof as their ceiling.
- **Framing** - Lists ceiling framing for manually drawn ceiling planes.

See "Materials Lists" on page 1159.

Editing Roof and Ceiling Planes

A selected roof or ceiling plane can be edited in 2D and 3D using edit handles, edit toolbar buttons, its specification dialog, and the **Material Painter** .

A roof or ceiling plane's Baseline can also be selected and edited. To select it, first select the roof plane and then click the **Select Next Object** edit button. See "The Baseline" on page 440.

By default, all roof planes are deleted and replaced whenever the roof is rebuilt using the **Build Roof** dialog. If you have manually edited roof planes and do not want them to be replaced, be sure to check **Retain Edited Roof Planes**. See "Roof Tab" on page 432.

Roof planes cannot be edited while Auto Rebuild Roofs is turned on. If you try to do so, the program will prompt you to turn it off.

2D Shape and 3D Orientation

There are two basic aspects to editing roofs: 2D shape and 3D orientation.

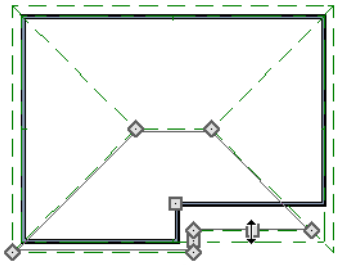
- The 2D shape of a roof or ceiling plane can be edited just like a CAD polyline. As a plane is reshaped in 2D, the program maintains its height and pitch in 3D. See “Editing Closed-Polyline Based Objects” on page 184.
- The 3D orientation of a roof or ceiling plane is defined by its height and pitch and can be edited in its specification dialog. See “General Tab” on page 449.

An understanding of these two concepts allows you to design almost any kind of roof.

A roof or ceiling plane’s display and appearance can be customized. See “Displaying Roof Planes” on page 441 and “Roof Plane Specification Dialog” on page 448.

Adding a Step to an Edge

You can make a step, or jog, in the edge of a roof or ceiling plane by selecting it, clicking the **Break Line** edit button and then clicking on the roof edge. See “Break Line” on page 212.



Aligning Roof Edges

After moving a corner edit handle, it may be difficult to make an edge parallel to an eave or a wall. Use the **Make Parallel/ Perpendicular** edit button to align a roof or ceiling plane edge with a wall, another roof plane edge, or another object with a straight edge. See “Using Make Parallel/ Perpendicular” on page 208.

If opposite sides of a roof plane are parallel, Temporary Dimensions will display between them when one side is selected.

Sometimes, what appears to be a single, straight roof plane edge may actually be broken into two or more edges, which can affect your ability to align the edge properly.

A single edge will have three edit handles; if more than three display, more than one edge is present. An extra handle can be removed removed manually by dragging it into an adjacent handle. You can also use **Build> Roof> Fix Roofs**. See “Fix Roofs” on page 429.

When **Bumping/Pushing** is enabled and **CAD Stops Move** is checked in the **Roof Plane Specification** dialog, a roof plane will bump against another roof plane, CAD or CAD based object as it is moved. Roof planes cannot push these objects, however. See “Bumping/Pushing” on page 202.

Join Roof Planes

Two roof or ceiling planes can be joined at adjacent edges in both 2D and 3D using the **Join Roof Planes** edit button. To use this tool, first identify which edges of the roof planes can extend to meet at a ridge, hip, or valley. The program will join the two planes along the line where they intersect whenever possible.

To use Join Roof Planes

1. Select a roof or ceiling plane on the edge to be joined to another plane.
2. Click the **Join Roof Planes** edit button (or press 2 on the keyboard).
3. Move your pointer to the edge of the second roof or ceiling plane that the first one needs to join to. When your pointer is over the second plane, this plane will highlight.
4. Click on the edge of the second roof or ceiling plane to join it to the first plane.

Note: Join Roof Planes cannot be used to join a roof plane and ceiling plane. Only planes of the same type can be joined using this tool.

If the planes are not close enough, or their shape is not correct, you may need to align their edges, remove extra edges, or move them closer.

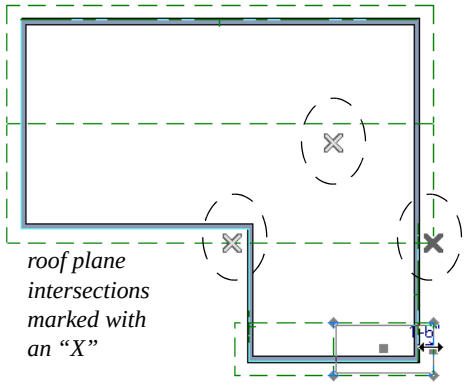
When roof or ceiling planes adjust, the program joins them at the proper location and the adjacent edges extend or contract to remain connected. If the joining of the two will completely eliminate or reverse an adjacent edge, the connection cannot be made.

Locating Intersections

When roof planes of differing slopes meet, they create a ridge, hip, or valley. The **Join Roof Planes** edit tool is the easiest way to move roof plane edges so that they meet correctly; but you can also locate roof plane intersection points where the ridge, hip or valley should be. Once you know where the planes will meet, you can drag edges or corners to those points.

To find roof plane intersection points

1. Make sure that **Automatically Place Roof Intersection Points** is turned on in the **Preferences** dialog. See “Architectural Panel” on page 95.
2. Select the roof plane you would like to place intersection points on.
3. Click the edge of another roof plane to place a temporary CAD Point where it would meet the selected roof plane.
4. Repeat steps 1 and 2 for the ridge edge and both fascia edges. You should have three points located on the larger roof plane: these are the intersection points.



roof plane intersections marked with an "X"

5. Once these intersection points are identified, you can snap the corners of the second roof plane to them.

Aligning Eaves

It is not uncommon for roof plans to feature more than one pitch. In order for the eaves of roof planes with different pitches to meet correctly at ridges and hips, you must control the roof planes' heights and their horizontal overhang distances. Two options in the **Build Roof** dialog allow you to control how the eaves of automatically generated roof planes align. See "Roof Tab" on page 432.

- **Same Roof Height at Exterior Walls** maintains the default height of roof planes where they bear on exterior walls. The horizontal overhang distances of any non-default roof planes are adjusted so that they continue to join correctly with default roof planes.
- **Same Eave Heights** maintains the default roof plane height at the eaves as well as any non-default horizontal overhang distances . All roof planes are raised or lowered so that they all have the same height at the eaves as default roof planes.

Roof planes that do not join other roof planes with different pitches at ridges or hips are referred to as Independent.

- When **Same Roof Height at Exterior Walls** is checked, Independent roof planes are not affected and will maintain any non-default overhang values.
- When both **Same Roof Height at Exterior Walls** and **Same Eave Heights** are checked, the overhangs of Independent roof planes will be adjusted to preserve their heights at both the exterior walls and the eaves.

Move to be Coplanar

The **Move to be Coplanar** edit button allows you to move the selected roof plane to be coplanar (in the same plane) with the next selected roof plane. You can use this tool in both 2D and 3D views. The results can be easily seen in a cross section view. The two roof planes must have parallel Baselines for this to work.

Raising/Lowering Roof Planes

Roof planes can be raised or lowered in the **Roof Plane Specification** dialog. Begin by locking the **Pitch**, then change the value of the **Baseline Height**. See "General Tab" on page 449.

You can open the specification dialog for all roof planes in an entire plan by selecting Build> Roof> Edit All Roof Planes.

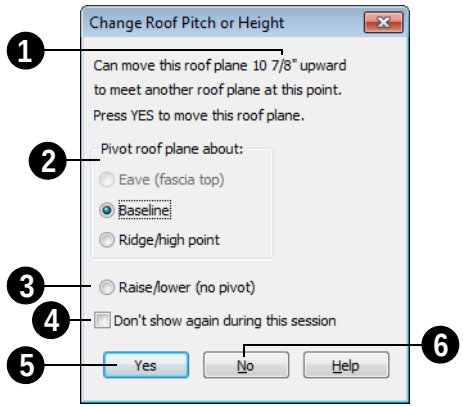
You can also raise or lower roof planes in the **Transform/Replicate Object** dialog. See "Transform/Replicate Object Dialog" on page 224.

In addition, when a new floor is added to a plan, you can choose to move any roof planes displaying on the top floor up one floor. See “Adding Floors” on page 394.

Change Roof Pitch or Height Dialog

This warning dialog displays when you attempt to snap the corner or an edge of a roof plane near the edge of another roof plane that does not match vertically. The **Change Roof Pitch or Height** dialog gives you the option to move the roof plane vertically, or pivot it about a point and change the pitch.

In this case, the current roof plane would have to raise its pitch or height in order to meet the second roof plane at the corner that you moved.



1 The amount of vertical displacement between the selected roof plane and another nearby roof plane displays here.

2 **Pivot Roof Plane About** - Select which part of the selected roof plane to use as pivot point when its pitch is adjusted to meet the other roof plane.

3 **Raise/lower (no pivot)** - Select this option to maintain the current pitch and raise or lower the entire plane to connect the roofs. This may affect plate heights of the walls below.

4 To prevent this dialog from displaying, check **Don’t show again during this session**. The dialog does not display again until you have terminated and restarted the program.

5 Click **Yes** to make the selected change so the roofs meet. The roof plane either changes pitch or is raised or lowered.

6 Click **No** to leave the roof plane unchanged. The roof planes will not meet vertically.

Unless you have a specific reason to adjust the roof plane this way, it is usually best to select No.

Editing Roof Baselines

The pitch direction and initial height of any roof plane - manual or automatic - is determined by its Baseline. See “The Baseline” on page 440.

In floor plan view, a Baseline can be selected and edited independent of the roof plane. To select it, click on the roof plane at the location of the Baseline and then click the **Select Next Object** edit button. The Status Bar tells you when the roof plane Baseline is selected. See “Select Next Object” on page 169.

If a roof plane Baseline is moved, its height will not change. Instead, the height of the roof plane will be affected. In most cases, therefore, moving a roof plane’s Baseline

independent of the roof plane itself is not recommended.

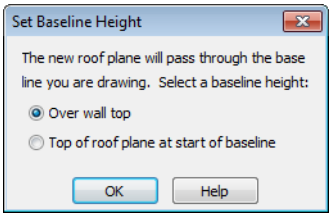
If the angle of a roof plane's Baseline is changed, the direction of the roof plane's pitch will be modified. The Baseline Angle can be modified in either of two ways:

- In the **Roof Plane Specification** dialog. This will change its angle relative to the floor, and will tilt the roof plane along an axis perpendicular to its Baseline. This method is helpful when a specific eave angle is needed. See "General Tab" on page 449.
- Using its Rotate edit handle in floor plan view. This will change its angle relative to the roof plane's eave or ridge and will modify the direction of the pitch. This method is best when the pitch direction matters more than the angle of the eave.
- Both of these methods can be used to modify the same roof plane, although this approach makes it difficult to control both the pitch direction and eave angle, and is not recomended.

The length of a roof plane Baseline can be lengthened or shortened using its edit handles without changing any of the roof plane's attributes.

Set Baseline Height Dialog

If you manually draw a roof plane so that it bears on a wall at its Baseline, and is placed in the same location as an existing roof plane, the **Set Baseline Height** dialog will display. See "The Baseline" on page 440.



- Select **Over wall top** to create a roof plane that bears on the wall it is drawn over and has an overhang as specified in the **Build Roof** dialog. This option would be appropriate to produce a full height dormer. See "Manually Drawn Dormers" on page 470.
- Select **Top of roof plane at start of baseline** to produce a roof plane with a height based on that of the roof plane below it rather than the wall. The Baseline height equals the top height of the existing roof at the point where you began drawing the new roof plane Baseline, and has no overhang. This option would be appropriate to create a dormer vent or cricket. See "Manually Drawn Crickets" on page 470.

Editing Roof Plane Structure

To create roof planes of a particular depth, begin by setting up the desired roof framing defaults, then build the roof. See "Framing Defaults" on page 520.

If you later need to change the structure of the roof planes, make the needed change to the Framing Defaults, and then rebuild the roof. You can also edit roof structure on an individual roof plane basis. See "Roof Plane Specification Dialog" on page 448.

Birdsmouth Cut

The birdsmouth is the notch cut into a rafter where it rests on the wall top plate. You can control its vertical depth and the width of the birdsmouth seat in the **Build Roof** dialog. See “Roof Tab” on page 432.

There are two ways to create a roof plane with no birdsmouth:

- Check **Trusses (No Birdsmouth)** in the **Build Roof** dialog before drawing the roof plane.
- Specify a **Raise Off Plate** value of at least 1/16” in the **Build Roof** dialog.

To change the birdsmouth depth after the roof is built, you can move the roof planes up or down, or change the pitch. For example, if you lock the pitch and raise the roof plane by one inch, you decrease the birdsmouth depth by one inch.

Locking Roof Planes

When the roof plan is correct, roof planes can be locked to prevent accidental changes. To do this, lock the “Roof Planes” layer in all layer sets. See “Layer Display Options Dialog” on page 132.

Locking roof planes will not prevent roof planes from being deleted if the floor they are on is deleted.

Deleting Roof Planes

There are several ways to delete roof planes.

Delete the entire roof quickly by selecting **Build> Roof> Delete Roof Planes**.

You can also delete all roof planes at once in the **Delete Objects** dialog. See “Delete Objects Dialog” on page 223.

In addition, you can select any roof plane or group of roof planes, then press the Delete key or click the **Delete** edit button to delete it from the plan. See “Deleting Objects” on page 222.

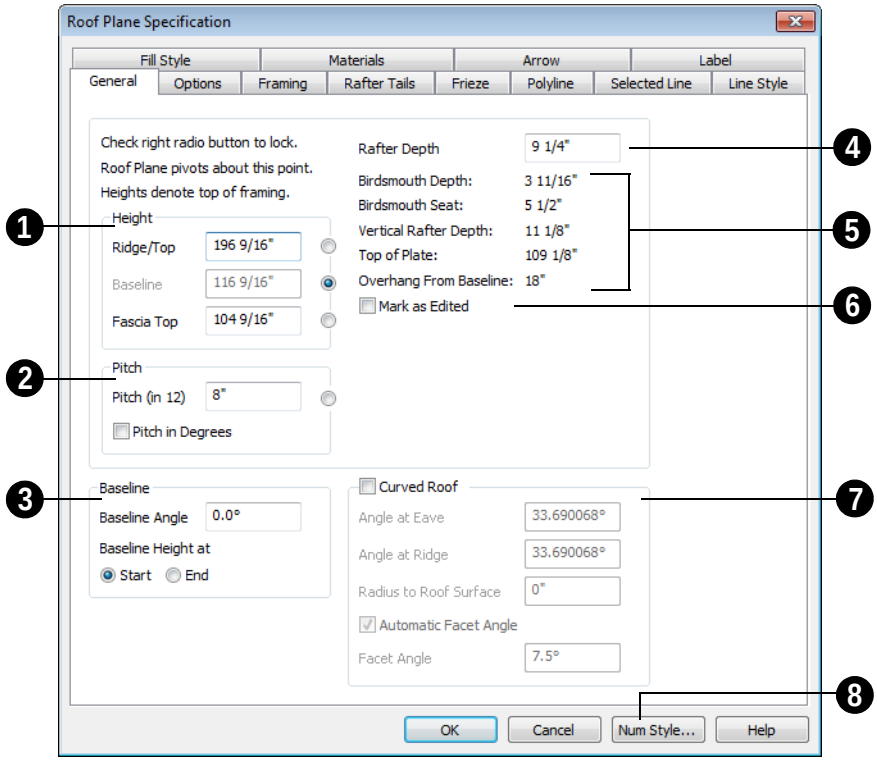
Generally speaking, roof planes cannot be deleted if they are locked. An exception to this rule occurs when an entire floor of a plan is deleted. Any roof planes present on a floor will be deleted when the floor is deleted, locked or not. See “Deleting Floors” on page 397.

Roof Plane Specification Dialog

Select one or more roof planes and click the **Open Object** edit button to open the **Roof Plane Specification** dialog.

You can also open this dialog for all roof planes in the entire plan by selecting **Build> Roof> Edit All Roof Planes** .

General Tab

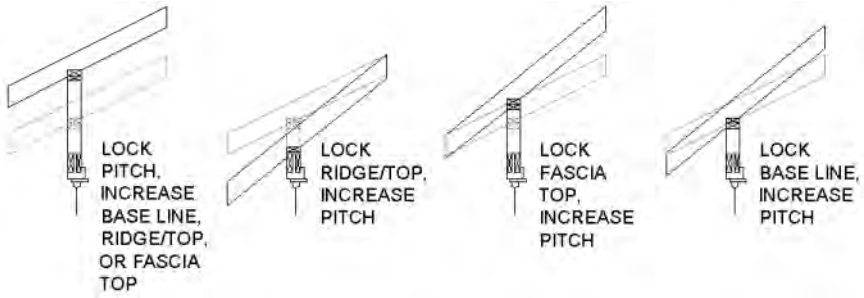


There are four values that define the 3D orientation of a roof plane: **Ridge/Top Height**, **Baseline Height**, **Fascia Top Height** and **Pitch**.

Locking any of the **Height** values defines that value as the pivot point for the selected roof plane. Each of these dimensions is measured from the first floor default elevation of 0' - 0".

If you lock the **Pitch** and change a Height value, the roof plane moves vertically, keeping the same slope. It will not pivot. For a conversion to degrees, see “Roof Pitches in Degrees” on page 477.

Changing these values does not affect the 2D representation of the roof plane.



❶ Specify the **Height** of the selected roof plane(s).

- Define the **Ridge/Top** height of the selected roof plane, or lock this value to make it the roof plane's pivot point.
- Define the **Baseline** height, or lock this value to make it the pivot point.
- Define the **Fascia Top** height, or lock this value to make it the pivot point.

❷ Specify the **Pitch** for the selected roof plane. Lock the Pitch to move the roof plane vertically when a Height value is changed.

- Check **Pitch in Degrees** to display the pitch value in this dialog in degrees in this dialog and in roof plane labels. Values between -80° and 80° can be entered.
- When **Pitch in Degrees** in unchecked, Pitch is described in terms of rise and run: x inches in 12 in Imperial plans and x mm in 1000 in metric plans.

❸ Specify the angle of the selected roof plane's **Baseline**. See "Editing Roof Baselines" on page 446.

- A positive **Baseline Angle** value causes the Baseline to tilt upward from its default height. A negative value causes it to tilt downward. The top heights of any walls under the selected roof plane will become angled, as well.
- The **Baseline Height** defined above can be maintained at either the **Start** or **End** point. In floor plan view, the Baseline direction is clockwise around the house.

❹ Specify the **Rafter Depth** for the selected roof plane. The default rafter depth is set in the **Build Framing** dialog. See "Build Framing Dialog" on page 527.

❺ Information about the structure of the selected roof plane(s) displays here for reference.

- The **Birdsmouth Depth** is the plumb or vertical depth of the birdsmouth cut. To change it, move the roof plane some way. For example, if you lock the pitch and raise the roof plane by one inch, you will decrease the birdsmouth depth by one inch. See "Birdsmouth Cut" on page 448.
- The **Birdsmouth Seat** is the horizontal width of the birdsmouth cut. This value is dynamically linked to the birdsmouth depth - if one changes, so does the other.
- The **Vertical Rafter Depth** is defined by measuring a plumb line across the rafter. The degree of pitch affects the Vertical

rafter width. The greater the pitch, the greater the vertical rafter depth.

- **Top of Plate** is defined by the ceiling height for the room.
- **Overhang from Baseline** is the horizontal overhang measured from the Baseline to the eave.

❻ **Mark as Edited** - When an automatic roof plane is moved or reshaped, the program marks it as "edited". You can check **Retain Edited Roof Planes** in the **Build Roof** dialog to prevent these marked planes from being deleted when the roof is rebuilt. Checking **Mark as Edited** also marks an automatically generated roof plane from being replaced, even if it has not been edited. Edited planes can also be unmarked.

This option is only available for automatically generated roof planes. If a manually drawn roof plane is selected, the words **Manual Roof Plane** will display here instead.

❼ **Curved Roof** - Specify the selected roof plane as curved, then define the curve by specifying the roof plane's **Angle at Eave**, **Angle at Ridge** and **Radius to Roof Surface**. See "Curved Roof Planes" on page 455.

- These three values are interrelated - when one is changed, the other two adjust accordingly. You may find it helpful to first specify the **Radius** value, then the **Angle** values.

A flat roof plane with a pitch of 0 has angles of 0 at both the ridge and eave, as well as a radius of 0.

- Uncheck **Automatic Facet Angle** to specify the **Facet Angle**, which is the angle at which curved roof surfaces are broken in 3D views. The default value is 7.5°; a smaller value produces a smoother curve while a larger value may generate more quickly in 3D views.

  The **Facet Angle** value must divide into 360° evenly; if it does not, the program will choose the nearest value that does.

❽ Click the **Num Style/Angle Style** button to change the way numbers display in the dialog. See "Number Style/ Angle Style Dialog" on page 112.

Options Tab

The settings on the Options tab are the same as those on the same tab of the **Build Roof** dialog, but affect the selected roof plane only. See "Options Tab" on page 436.

Framing Tab

The settings on the Framing tab are the same as those on the Roof tab of the **Build Framing** dialog, but apply to the selected roof plane only. See "Roof Tab" on page 535.

Rafter Tails Tab

The settings on the Rafter Tails tab are the same as those on the same tab of the **Build Roof** dialog, but affect the selected roof plane only. See "Rafter Tails Tab" on page 438.

Most of the settings on this tab are also like those on the Moldings tab found in a variety of dialogs in the program. See "Moldings Tab" on page 595.

Frieze Tab

The settings on the Frieze tab allow you to specify a frieze molding profile and are the same as those on the same tab of the **Build Roof** dialog. See “Frieze Tab” on page 439.

Most of the settings on this tab are also like those on the Moldings tab found in many dialogs in the program. See “Moldings Tab” on page 595.

Polyline Tab

The Polyline tab indicates the length of the roof plane’s Perimeter, its enclosed Area, and its Volume.

Selected Line Tab

The Selected Line tab is similar to the Line tab of the **Line Specification** dialog. See “Line Tab” on page 977.

Line Style Tab

For information about the settings on this tab, see “Line Style Tab” on page 977.

Fill Style Tab

The settings on the Fill Style tab control the appearance of the selected roof plane in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

Arrow Tab

The settings on the Arrow tab allow you to control the appearance of the selected roof plane’s slope direction arrow. See “Displaying Roof Planes” on page 441.

For information about these settings, see “Arrow Tab” on page 979.

Materials Tab

The settings on the Materials tab allow you to specify materials for the selected roof plane’s various components. For more information, see “Materials Tab” on page 777.

The “Ceiling Surface” component is only available when **Use Room Ceiling Finish** is unchecked and **Has Ceiling** is checked on the Options tab.

Label Tab

Roof plane labels display when the “Roofs, Labels” layer is turned on and use the Text Style assigned to that layer. See “Roof Plane Labels” on page 441.

For information about the settings on this tab, see “Label Tab” on page 1157.

Roof Baseline Polylines

Typically, the program builds an automatic roof based on the settings in the **Build Roof** dialog and on the Roof tab of the **Wall Specification** dialog, along with the layout of the exterior walls and floor and ceiling heights.

If you want to build a roof that diverges from the footprint of your building as well as the

roof directives in the exterior walls, you can use Roof Baseline Polylines.

To create roof baseline polylines

1. Select **Build> Roof> Build Roof** .
2. On the Build tab of the **Build Roof** dialog, check **Make Roof Baseline Polylines**.
3. Click **OK**. A set of roof Baselines is created along the outside edge of the Main Layer of the exterior walls, forming one or more closed polylines.

As with roof planes, the heights of Roof Baseline Polylines are determined by ceiling heights in the plan. If roof planes will be built at more than one height, a separate baseline polyline is created for each height.

Once created, a Roof Baseline Polyline can be edited in a variety of ways, then used as the basis for the roof then next time it is built automatically.

To create a new roof using the directives in your Roof Baseline Polyline(s), check **Use Existing Roof Baselines** in the **Build Roof** dialog and click OK. See “Roof Tab” on page 432.

Displaying Roof Baseline Polylines

Roof Baseline Polylines are placed on the “Roofs, Baseline Polylines” layer by default and use the Text Style assigned to that layer. See “Displaying Objects” on page 128.

Roof directive information displays along each edge of the polyline, including:

- **V** - vertical (against wall);
- **G** -gable/shed;
- **K** - knee wall;
- **L** - lower (extend slope downward).

If the directive information includes the pitch, the roof plane slopes toward that edge; if it includes the word (vert), it does not.

Editing Roof Baseline Polylines

A Roof Baseline Polyline’s shape can be edited much like a CAD polyline using its edit handles and edit toolbar buttons. See “Editing Closed-Polyline Based Objects” on page 184.

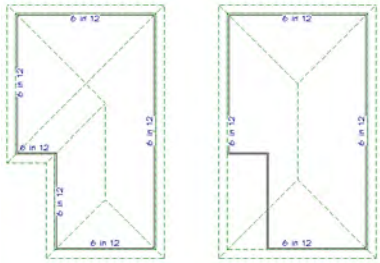
Roof Baseline Polylines always form a closed area with straight sides only. They cannot be severed or curved, but additional joints or corners can be added.

When a new roof is built, it follows the shape of the Roof Baseline Polyline even if that shape does not follow the exterior walls.

In addition to length and direction, each Roof Baseline Polyline edge has roof directives associated with it, much like the roof directives in individual walls. See “Roof Directives in Walls” on page 269.

An Example

For a simple example of Roof Baseline Polyline editing, consider an L-shaped house, with a rectangular roof. The inner part of the ’L’ is a patio that is covered under the same roof.



On the left is the baseline polyline as it was originally produced and the roof plan it creates.

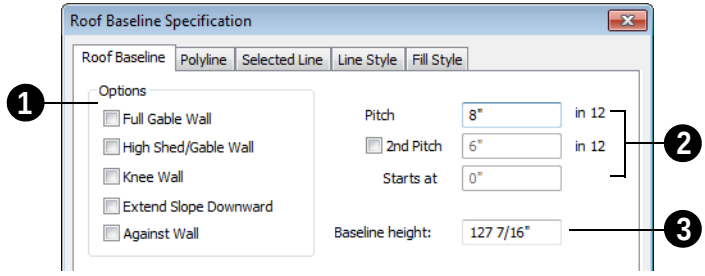
To model the roof plan shown on the right

1. Select the Roof Baseline Polyline along its bottom-most edge.
2. Click the **Fillet Two Lines** edit button. See “Reshaping Objects” on page 212.
3. Click the left-most edge to remove the two intervening edges.
4. A message box informs you that “The system must delete intervening lines (those on the inside of the L) to join the two selected lines.” Click OK.
5. Open the **Build Roof** dialog and select the **Build Roof Planes** and **Use Existing Roof Baseline** check boxes to model the roof plan shown on the right side of the image above.

Roof Baseline Specification Dialog

Like walls, each line of a Roof Baseline Polyline contains roof directives that affect automatic roof generation. Select any edge of a Roof Baseline Polyline click the **Open Object** edit button open the **Roof Baseline Specification** dialog.

Roof Baseline Tab



1 **Options** -

The first four checkboxes: **Full Gable Wall**, **High Shed/Gable Wall**, **Knee Wall**, and **Extend Slope Downward** are the same as

those in the **Wall Specification** dialog. See “Roof Tab” on page 286.

Check **Against Wall** if the roof plane rising from this baseline butts against an exterior wall. This is similar to checking High Shed/ Gable Wall.

❷ Specify the **Pitch** for the selected edge of the Roof Baseline Polyline. This overrides the default pitch set in the **Build Roof** dialog. See “Build Roof Dialog” on page 431.

The **Pitch**, **2nd Pitch**, and **Starts at** settings are the same those in the **Wall Specification** dialog.

❸ **Baseline height** - This is the height of the entire Roof Baseline Polyline, not just that of the selected edge. See “The Baseline” on page 440.

Polyline Tab

The Polyline tab indicates the length of the Roof Baseline Polyline’s **Perimeter**, its enclosed **Area**, and its **Volume**.

Selected Line Tab

This tab is similar to the Line tab of the **Line Specification** dialog. See “Line Tab” on page 977.

Line Style Tab

For information about the settings on this tab, see “Line Style Tab” on page 977.

Fill Style Tab

The settings on the Fill Style tab control the appearance of the selected Roof Baseline Polyline in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

Curved Roof Planes

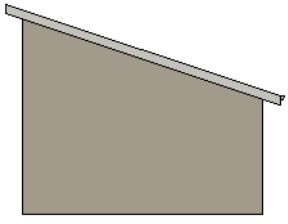
Any roof plane can be turned into a curved roof plane in the **Roof Plane Specification** dialog. See “Roof Plane Specification Dialog” on page 448.

One way to produce a barrel roof is using a single roof plane that starts out flat (zero pitch) and covers the entire building.

Curving a Single Roof Plane

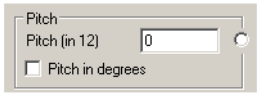
To curve a roof plane

1. Draw a simple four wall structure 18' x 24', set three of the walls as **High/Shed** **Gable** walls on the Roof tab of the **Wall Specification** dialog and automatically generate a roof. The initial pitch does not matter. Tiling the floor plan view and a cross section/elevation view may be helpful.

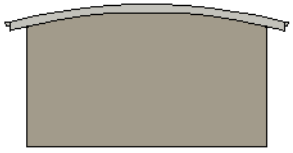


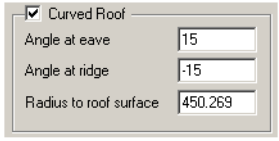
4 in 12 pitch Shed roof

2. Select the roof plane in floor plan view and click the **Open Object** edit button to open the **Roof Plane Specification** dialog for that roof plane.
3. Change the **Pitch** from 4 in 12 to 0 in 12 to flatten the roof.

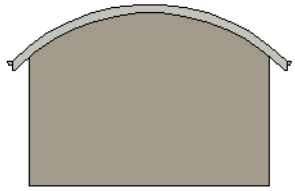


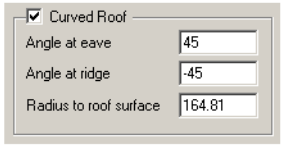
4. On the General tab, check **Curved Roof**. Notice that the angle values are currently at zero.
5. Change the **Angle at eave** from zero to 15 and press the Tab key. Notice that the other values update. All three values are interrelated and dynamic. Changing one changes the others. In order to maintain the underlying 0 in 12 pitch (the chord of the curved roof), the other end of the roof plane must compensate.



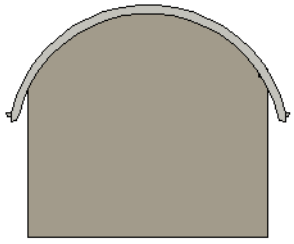


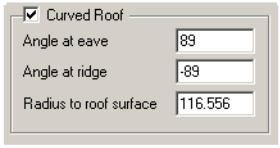
6. Change the **Angle at Ridge** from -15° to -45°.





7. Change the **Radius to roof surface** to a smaller number, such as 50.





A radius of 50 could not be achieved unless the walls were closer together. The curved roof plane accepts the minimum radius, which in this case is 116.5.

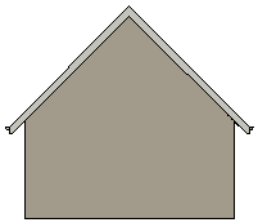
Curving Two Roof Planes

You can also create a barrel roof using two roof planes. We'll use the same basic 24' x 18' plan we used before, designate the two opposite walls as Gable Walls, and generate a gable with a 12 in 12 (45°) pitch. The 12 in 12 pitch often underlies curved roofs because

it allows the curved roof to be nearly vertical at the eave and nearly flat at its peak.

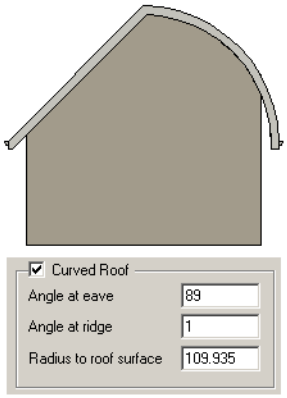
To curve two roof planes

1. Draw a simple four wall structure 18' x 24', set the two end walls as **Gable Walls**, and automatically generate a roof at a 12 in 12 pitch.

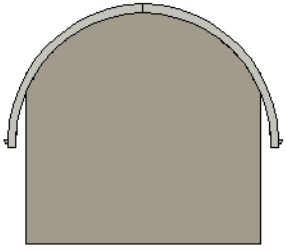


2. Select one of the roof planes and click the **Open Object** edit button to open the **Roof Plane Specification** dialog.
3. Check **Curved Roof** and notice that the Angle values are the same.
4. Change the **Angle at ridge** from 45° to 0°. This makes the roof plane nearly flat at the ridge. The Angle At Eave will update to maintain the 12 in 12 pitch.

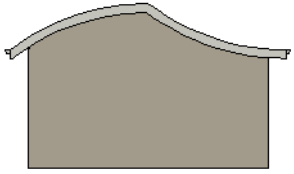
Notice that the program changed the Angle at Ridge from 0 to 1 so that the eave does not become vertical at 90°. Curved roofs are not allowed to be vertical or inverted.



5. In floor plan view, select both roof planes and click the **Open Object** edit button to open the **Roof Plane Specification** dialog.
6. Set the **Angle at ridge** to 0° and click OK.



Similar results can be achieved using two roof planes instead of one. Because the curvature can be set independently for each roof plane, using two roof planes allows more variation.



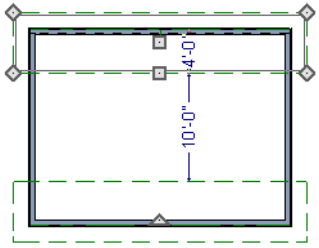
Compound Curved Roof Planes

Compound curves can be created using two or more curved roof planes or a combination of straight and curved roof planes. To illustrate this, we'll produce a flared Asian style roof eave that is almost flat at the eave edge and merges into an 8 in 12 pitch roof.

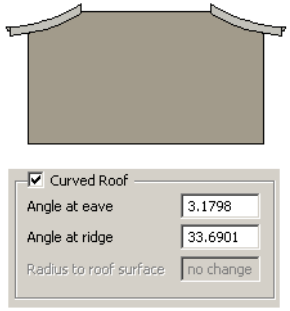
Before curving roof planes or joining the edges of any curved plane, make sure all flat roof planes are joined as well as possible. After this you can curve the roof planes and then make any curved join edges.

To create a compound curved roof

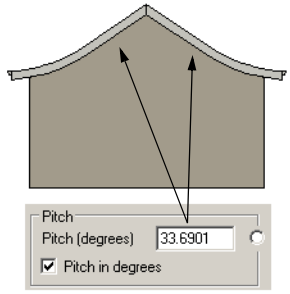
1. Draw a simple four wall structure 18' x 24', set the two end walls as **Gable Walls**, and automatically generate a roof at a 4 in 12 pitch.
2. Turn on **Display Temporary Dimensions**, select one of the roof planes in floor plan view at its ridge edge and pull it back so that it is 4 feet from the wall. Do the same to the other roof plane.



3. Select both roof planes in floor plan view and check **Curved Roof** in the **Roof Plane Specification** dialog. Set the **Angle at Ridge** to 33.6901°, which is the same as 8 in 12. Notice that the **Angle at Eave** is almost flat.



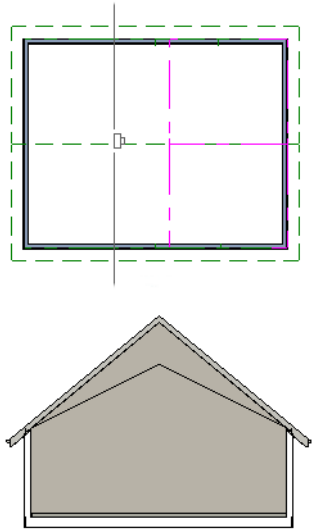
4. To create the high roof plane, use the **Roof Plane** tool and draw the Baseline of the roof plane along the top, or ridge edge of the curved roof plane in floor plan view. The bottom edge of the new roof plane snaps to the top of the curved plane.
5. Select the two new roof planes, open them for specification and change their pitch to 33.6901°. Viewed in 3D, the planes appear to join together into one.



Upper roof planes with pitch set (using degrees) to match the ridge edge pitch of the lower curved roof planes

Ceiling Planes

Ceiling planes are drawn the same way as roof planes and are edited using the same tools. They are useful for creating custom vaulted ceilings. See “Vaulted and Cathedral Ceilings” on page 313.



Cross Section showing ceiling planes.

Ceiling planes are drawn using the same pitch as roof planes, specified in the **Build Roof** dialog. See “Build Roof Dialog” on page 431.

If you wish, you can specify the desired pitch in the **Build Roof** dialog before drawing a ceiling plane, or you can change the pitch after it is drawn in the **Ceiling Plane Specification** dialog. See “Ceiling Plane Specification Dialog” on page 460.

There are a few things to remember when drawing ceiling planes.

- Ceiling planes should be created over rooms that have **Ceiling Over this Room** unchecked in the **Room Specification** dialog. See “Structure Tab” on page 318.
- The Baseline of a ceiling plane should be drawn along the outer surface of the bearing wall’s Main Layer. This allows the ceiling plane to extend over and be supported by the wall. See “The Main Layer” on page 276.
- The sloping edge at the side of a ceiling plane should butt to the inside of the wall.
- Ceiling planes act independent of the roof planes above.
- Usually, the pitch of a ceiling plane is lower than the pitch of the corresponding roof plane.
- Ceiling planes can be joined together using the **Join Roof Planes** edit button. See “Join Roof Planes” on page 444.
- Select a ceiling plane and click the **Open Object** edit button to open the **Ceiling Plane Specification** dialog. See “Ceiling Plane Specification Dialog” on page 460.

Displaying Ceiling Planes

Ceiling planes are drawn on the “Ceiling Planes” layer by default, although you can place a ceiling plane on any layer. See “Line Style Tab” on page 463.

Manually drawn **Ceiling Planes** can also display labels when the “Roofs, Labels” layer is on. See “Roof Plane Labels” on page 441.

Editing Ceiling Planes

Ceiling planes can be edited much like roof planes using their edit handles and edit toolbar buttons. See “Editing Roof and Ceiling Planes” on page 442.

Ceiling planes can also be edited in the **Ceiling Plane Specification** dialog. See “Editing Roof and Ceiling Planes” on page 442.

As with roof planes, the ceiling planes layer can be locked to prevent editing.

Deleting Ceiling Planes

Select **Build> Roof> Delete Ceiling Planes** to delete all ceiling planes in the current plan.

Ceiling planes can also be deleted at once in the **Delete Objects** dialog. See “Delete Objects Dialog” on page 223.

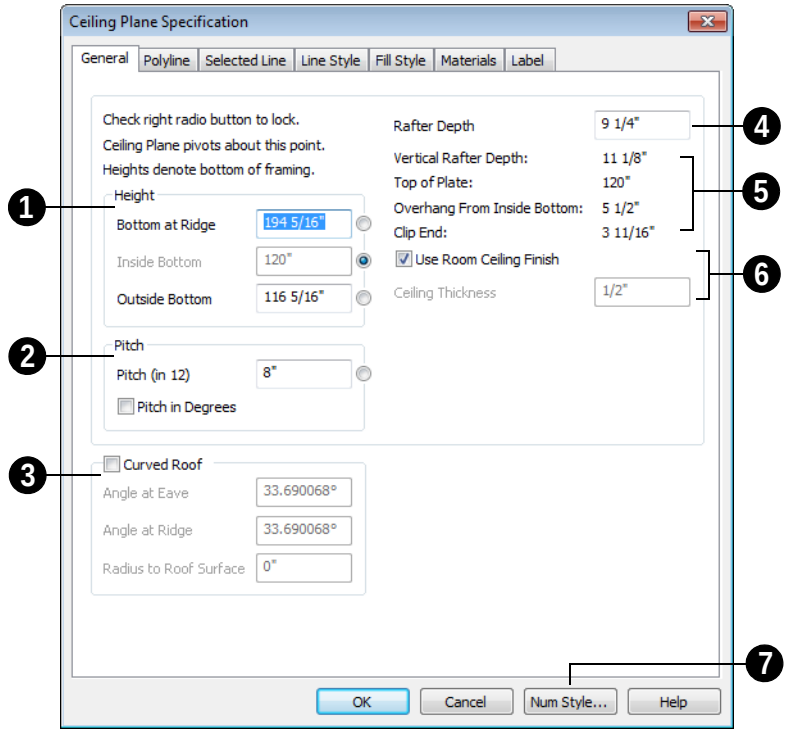
In addition, you can select any ceiling plane or group of ceiling planes, then press the Delete key or click the **Delete** edit button to delete it from the plan. See “Deleting Objects” on page 222.

Ceiling Plane Specification Dialog

Select a ceiling plane and click the **Open Object** edit button to open the **Ceiling Plane Specification** dialog.

The **Ceiling Plane Specification** dialog is similar to the **Roof Plane Specification** dialog. See “Roof Plane Specification Dialog” on page 448.

General Tab



There are four values that define the 3D orientation of a ceiling plane: **Bottom at Ridge**, **Inside Bottom**, **Outside Bottom** and **Pitch**.

Locking any of the **Height** values defines that value as the pivot point for the selected ceiling plane. Each of these dimensions is measured from the first floor default elevation of 0' - 0".

If you lock the **Pitch** and change a Height value, the ceiling plane moves vertically, keeping the same slope. It will not pivot.

Changing these values does not affect the 2D representation of the ceiling plane.

1 Specify the **Height** of the ceiling plane.

- **Bottom at Ridge** - Set the highest point on the underside of the ceiling plane.
- **Inside Bottom** - Set the underside height at the lowest point on the ceiling plane. If the plane is drawn over a wall, this is located at the inside surface of the wall's Main Layer.
- **Outside Bottom** - Only available when a ceiling plane is drawn over a wall, this is the height of the lower edge of the ceiling rafters, were they not clipped by the wall below.

❷ Specify the **Pitch** of the selected ceiling plane. For a conversion to degrees, see “Roof Pitches in Degrees” on page 477.

- Check **Pitch in Degrees** to display the Pitch value in degrees.

❸ **Curved Roof** - Specify the selected ceiling plane as curved, then define the curve by specifying the ceiling plane’s **Angle at Eave**, **Angle at Ridge** and **Radius to Roof Surface**.

These three values are interrelated - when one is changed, the other two adjust accordingly. You may find it helpful to first specify the **Radius** value, then the **Angle** values.

A flat ceiling plane with a pitch of 0 has angles of 0 at both the ridge and “eave”, as well as a radius of 0.

❹ **Rafter Depth** - Specify the rafter depth for the selected ceiling plane. The default rafter depth is the same as that for roof planes and is set in the **Build Framing** dialog. See “Build Framing Dialog” on page 527.

❺ Information about the selected ceiling plane’s structure displays here for reference.

- **Vertical Rafter Depth** - This is defined by measuring a plumb line through a rafter. The greater the pitch, the greater the vertical rafter depth.
- **Top of Plate** - This is the top plate height of the bearing wall, which also defines the ceiling height of the room.
- **Overhang From Inside Bottom** - Only appearing when a ceiling plane is drawn over a bearing wall, this is the horizontal distance from the Baseline to the inside Main Layer surface of the wall. The Baseline is typically drawn over the outside Main Layer surface, so this value is equal to the wall’s Main Layer thickness.
- **Clip End** - Only available when a ceiling plane is drawn over a bearing wall, this is the amount a ceiling rafter’s underside must be clipped at its lower end to rest on the wall top plate. This is equal to the ceiling plane’s rise in slope over the distance of the **Overhang from Inside Bottom**.

  The **Outside Bottom** value plus the **Clip end** value equals the **Top of Plate** value.

❻ When **Use Room Ceiling Finish** is checked, the selected ceiling plane’s ceiling finish thickness and material are defined by the room below and the “Ceiling Surface” component will not be available on the Materials tab. Uncheck this box to enable the **Ceiling Thickness** option.

- Specify the **Ceiling Thickness**, which is the thickness of the bottom surface of the ceiling plane.

❼ Click the **Num Style/Angle Style** button to change the way numbers display in the dialog. See “Number Style/ Angle Style Dialog” on page 112.

Polyline Tab

The Polyline tab indicates the **Length** of the ceiling plane’s **Perimeter**, its enclosed **Area**, and its **Volume**.

Selected Line Tab

This tab is similar to the Line tab of the **Line Specification** dialog. See “Line Tab” on page 977.

Line Style Tab

For information about the settings on this tab, see “Line Style Tab” on page 977.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the selected ceiling plane in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

Materials Tab

The “Ceiling Surface” component is only available when **Use Room Ceiling Finish** is unchecked on the General tab.

For more information about the settings on this tab, see “Materials Tab” on page 777.

Label Tab

Ceiling plane labels display when the “Roofs, Labels” layer is turned on and use the Text Style assigned to that layer. The Automatic Label for ceiling planes is blank, but you can specify a custom label. See “Roof Plane Labels” on page 441.

For information about the settings on this tab, see “Label Tab” on page 1157.

Gable/Roof Line

The **Gable/Roof Line** tool can be used to create a gable above the bearing wall of a hip roof plane.

This tool can also be used to extend a roof plane baseline where there is no wall below, such as across the front of an alcove.

Gable/Roof Lines should only be used in situations where roof directives in walls are not possible: for example, if a Wall Break would be required in the same location as a door or window, or if no wall is present.

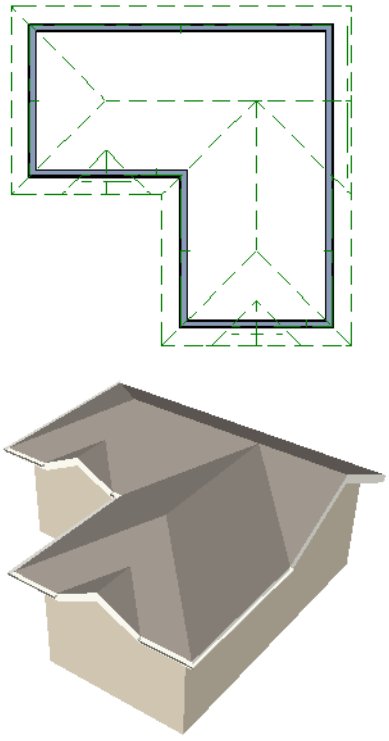
Creating Gables

If an entire wall supports a gable, that wall should be defined as a **Full Gable Wall** in the **Wall Specification** dialog. See “Roof Directives in Walls” on page 269.

To create a Gable/Roof Line

1. Select **Build> Roof> Gable/Roof Line** , then click and drag to draw a line outside of the exterior wall that you want to create a gable over.
2. Position the Gable/Roof Line within 10 feet (2260 mm) of the wall’s Main Layer but not touching it. See “The Main Layer” on page 276.
   - Make sure that the Gable/Roof Line is exactly parallel to the exterior wall.
3. Resize the Gable/Roof Line so that it is the length of the desired gable.
   - The length of the Gable/Roof Line determines the gable width at the wall Main Layer, not at the overhang.
   - At the larger roof eave, a gable roof is wider than the gable line by twice the overhang distance.

4. Select **Build> Roof> Build Roof** and regenerate the roof. See “Build Roof Dialog” on page 431.



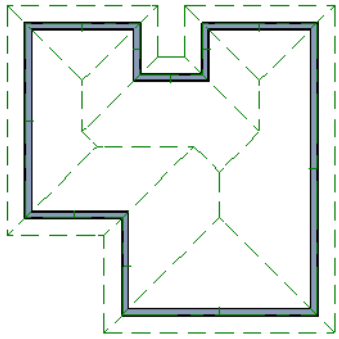
Result, after automatic roof generation

Gable/Roof Lines can be selected and edited much like regular CAD lines. See “Editing Line Based Objects” on page 170.

You can also create a Gable/Roof Line using the **Gable Over Door/Window** edit button. See “Gable Over Door/Window” on page 474.

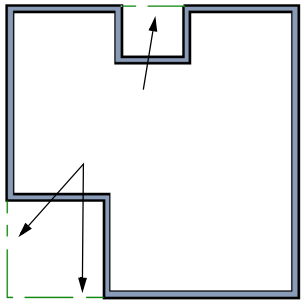
Covering Alcoves

A **Gable/Roof Line** can also be used to maintain a roof plane baseline where there is no wall below. For example, a house may have a large alcove and you want the roof plane to extend across the alcove, rather than wrap into it.



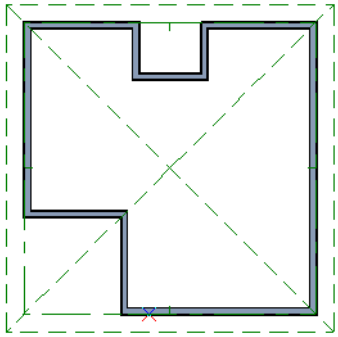
Before, with default roof generation

A **Gable/Roof Line** aligned with the exterior walls’ Main Layer and drawn across the alcove causes roof planes to span across the alcove when roofs are automatically generated.



Gable/roof lines drawn to extend roof planes

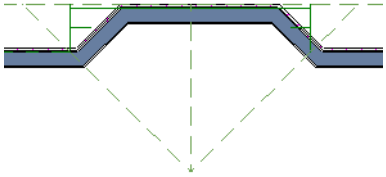
The program models a hip in that area. When extending roof planes across alcoves, the gable/roof line must be drawn inline with the wall's Main Layer.



Result, after automatic roof generation

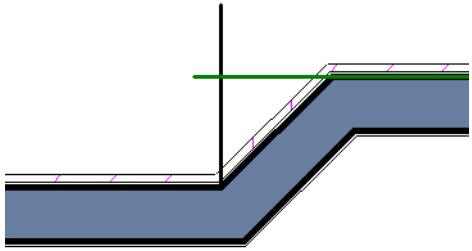
Covering a Bay

A **Gable/Roof Line** drawn across a bay causes a gable to be build above the bay when roofs are automatically generated.



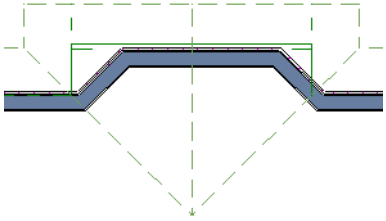
Gable/roof line used to create a gable over a bay

In order for the gable to be built, at least one end of the gable/roof line must extend past the side walls of the bay.



Gable/roof line extends past end of side wall

If the line is drawn along or in front of the Main Layer of the bay's outer wall, the resulting gable will extend only to the eave of the larger roof. Draw the line beyond the bay's outer wall to extend out to cover the bay.



Gable/roof line drawn beyond outer wall of bay results in gable extending to cover bay

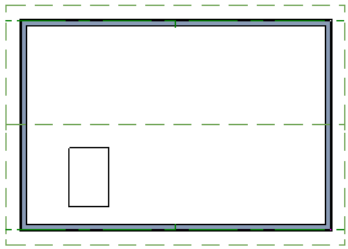
Skylights

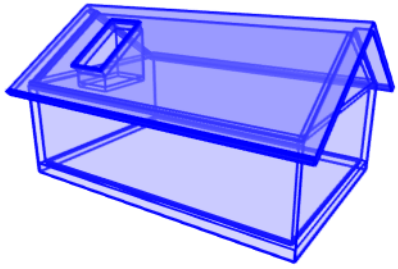
A skylight can be created by selecting **Build> Roof> Skylight** and drawing a rectangular polyline within a single roof plane. You can also simply click once within a roof plane to place a 2' x 2' skylight.

The **Skylight** tool places a flat panel skylight into a roof hole, produces a hole in the ceiling platform below, and automatically generates the skylight shaft between these two holes.

To place a skylight in a vaulted ceiling, uncheck **Ceiling Over This Room** in the **Room Specification** dialog, draw the ceiling planes to produce the vault and edit them as needed, and then draw the skylight. See “Structure Tab” on page 318.

Note: If a sloped ceiling plane is present under the skylight, a hole in this ceiling plane is automatically produced. This hole is visible, and may be located directly under the roof hole. It can be moved and edited separately.





Editing Skylights

Skylights can be selected individually or in groups. Once selected, skylights can be edited using the edit handles, edit toolbar buttons, or the **Roof Hole/Skylight Specification** dialog. See “Roof Hole/ Skylight Specification Dialog” on page 466.

Skylights must always be contained by a single roof plane. If the roof plane is deleted, any skylights or holes it contains are also deleted. Aside from this restriction, skylights can be edited much like standard closed polylines. See “Editing Closed-Polyline Based Objects” on page 184.

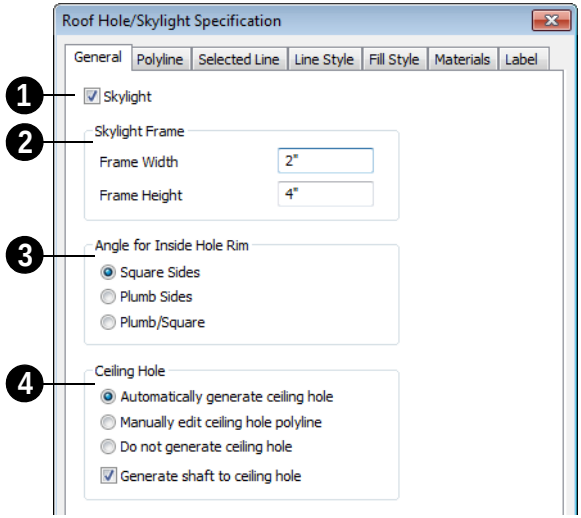
If you clear the **Skylight** check box in the **Roof Hole/Skylight Specification** dialog, the curb and glass for the skylight is removed but the opening remains.

By default, the flat ceiling hole does not display separately; but it can be edited separately, and even deleted entirely. See “Roof Hole/Skylight Specification Dialog” on page 466.

Roof Hole/Skylight Specification Dialog

Select a skylight and click the **Open Object** edit button to open the **Roof Hole/Skylight Specification** dialog. See “Skylights” on page 465.

General Tab



1 Check **Skylight** to specify this polyline as a skylight. If unchecked, the curb and glass for the skylight are removed but the opening remains.

2 **Skylight Frame Width** and **Height** - Define the width and height of the frame or curb of the skylight.

3 **Angle for Inside Hole Rim** - Defines the shape of the skylight well where it passes through the roof plane.

- **Square Sides** - The framing for the skylight is cut square to the pitch of the roof.
- **Plumb Sides** - The framing for the skylight is plumb-cut.
- **Plumb/Square** - The bottom edge is plumb-cut, the top edge square-cut.

4 Specify how the selected skylight/roof hole's **Ceiling Hole** should be built. These options are only available if the room below has a default ceiling specified in the **Room Specification** dialog. See "Structure Tab" on page 318.

- Select **Skylight Automatically Generates Ceiling Hole** to automatically generate and maintain the skylight hole in a flat ceiling. This option is the selected for skylights in valuted ceilings.

> Note: Holes automatically produced in a sloping custom ceiling plane by a new skylight must be manually maintained.

- Select **Manually Edit Ceiling Hole Polyline** to edit the flat ceiling hole polyline manually. Click OK to return to floor plan view and edit the ceiling hole polyline. When this option is selected, the ceiling hole polyline and the skylight can be selected separately in floor plan view.
- Select **Do not generate ceiling hole** to generate a hole through the roof plane but not the ceiling.

- Uncheck **Generate shaft to ceiling hole** to generate a roof hole and a ceiling hole, but no vertical surfaces connecting them. When checked, a shaft between the two is produced. Not available if Do not generate ceiling hole is selected.

Polyline Tab

The Polyline tab indicates the length of the roof plane's Perimeter, its enclosed Area, and its Volume.

Selected Line Tab

This tab is similar to the Line tab of the **Line Specification** dialog. See "Line Tab" on page 977.

Line Style Tab

For information about the settings on this tab, see "Line Style Tab" on page 977.

Fill Style Tab

The settings on the Fill Style tab control the appearance of the selected roof hole or skylight in floor plan view. For information about these settings, see "Fill Style Tab" on page 991.

Materials Tab

For information about the Materials tab, see "Materials Tab" on page 777.

Label Tab

Roof hole and skylight labels display when the "Roofs, Labels" layer is turned on and use the Text Style assigned to that layer. The Automatic Label for these objects is blank, but you can specify a custom label. See "Roof Plane Labels" on page 441.

For information about the settings on this tab, see "Label Tab" on page 1157.

Dormers and Crickets

Dormers can be drawn manually or placed automatically using the **Auto Dormer** tools.

Automatic Dormers can be placed only under certain conditions:

- Automatic Dormers can only be placed entirely within a single roof plane. They cannot extend past the eaves or ridge of this roof plane.
- Automatic Dormer side walls cannot be positioned above other walls in the plan.

If you click within a roof plane to place an automatic dormer, but click too close to an eave or the ridge, a dormer will not be created; however, its outline will. Move this outline box to a location that meets the dormer's requirements and it will be created.

Automatic dormers reside by default on their own layer, "Auto Dormers". Their display cannot be turned off; however, you can lock this layer to prevent unintended editing. See "Layer Display Options Dialog" on page 132.

Auto Floating Dormer

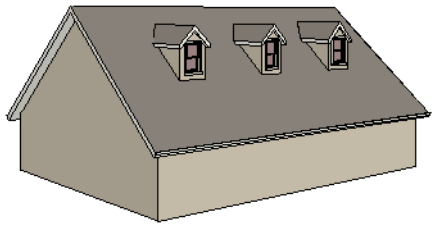
Select **Build> Roof> Auto Floating Dormer** and click the roof plane

where you would like to place the center of the dormer's front wall.

The bottom edges of all floating dormer walls are cut off by the underlying roof plane. To produce such a dormer manually, check **Roof Cuts Wall at Bottom** for the dormer walls on the Roof tab of the **Wall Specification** dialog.

Usually, no room is defined by the walls of this type of dormer.

The images below show both the outside and inside of a typical floating dormer.



A floating dormer can be placed in floor plan view on the same floor that its underlying roof plane displays on, or it can be placed on the floor above. Normally, it does not matter what floor the dormer is on, but in some cases, it may need to be on the floor above so that the dormer walls do not interfere with walls or railings in the room below.

Regardless of which floor it is placed on, a dormer must always fit within a single roof plane. When placing a dormer on the floor above,you may find it helpful to turn on the **Reference Display** . See “Reference Display” on page 404.

You may also find it helpful to display the underlying roof plane on the floor above using the **Roof Plane Specification** dialog. See “Roof Plane Specification Dialog” on page 448.

If the dormer is placed on the same floor as the underlying roof plane and the room below, and the room has a flat ceiling, then defining a room, which is automatically Open Below, causes a hole to be produced in the ceiling under the dormer.

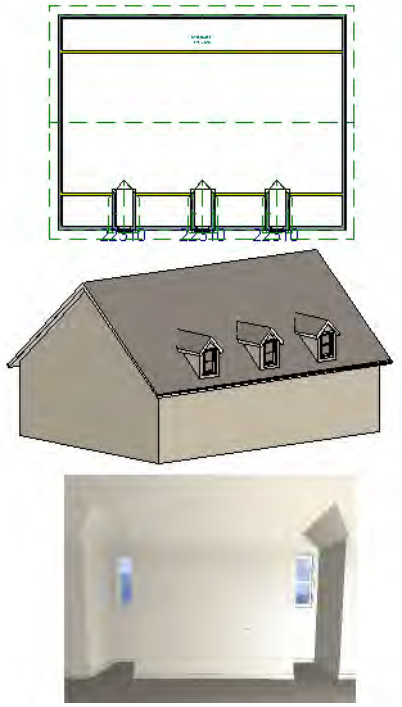
Auto Dormer

Select **Build> Roof> Auto Dormer** and click on a roof plane where you want the center of the dormer's front wall to be.

The walls of an auto dormer go to the floor and meet a knee wall on either side on the back of the dormer. This knee wall must run parallel to the underlying roof plane’s Baseline.

- If you are creating a (non-floating) auto dormer, a knee wall must already exist. The dormer side walls run back to the knee wall and the knee wall is broken where the dormer walls meet it.
- The knee wall does not have to be designated as such in the **Wall Specification** dialog unless you are generating an automatic roof. See “Knee Walls” on page 271.

- A non-floating dormer must always be created on the same floor as the knee walls.



The initial width, height, roof style and other settings of Auto Dormers are set in the **Dormer Defaults** dialog. See “Dormer Defaults” on page 427.

Manually Drawn Dormers

Once you are familiar with Chief Architect’s roof tools, drawing dormers manually can be quite simple. There are several different ways to draw dormers; some methods work better in certain applications.

A variety of resources with information about drawing dormers manually is available at www.chiefarchitect.com .

See, too, “Manually Drawn Dormers” on page 87 of the User’s Guide.

There are a few things to keep in mind.

- Walls extend upward until they meet an overlying roof plane.
- A wall can also be cut by underlying roof planes if **Roof Cuts Wall at Bottom** is checked in the **Wall Specification** dialog. For this to work properly, the edge of the roof plane must extend completely through the width of the wall. See “Clerestory and Dormer Walls” on page 270.
- Polylines can be converted into a **Hole in Roof/Ceiling** that allows walls to extend above or below the roof line. See “Convert Polyline” on page 219.

Manually Drawn Crickets

The automatic roof generator will not produce crickets in a roof plan; however, you can manually draw a cricket using the **Roof Plane** tool. See “Crickets and Dormer Vents” on page 95 of the User’s Guide.

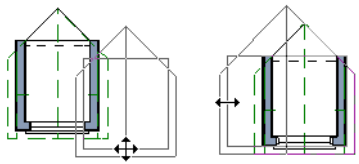
Editing Auto Dormers

Auto Dormers are a collection of objects that behave as one. When a dormer is selected, it can be edited using its edit handles, edit tools, and specification dialog. See “Dormer Specification Dialog” on page 471.

If you click the **Explode Dormer** edit button, the dormer's individual components can be edited.

Using the Mouse

When selected, an auto dormer displays three edit handles. The Move handle displays over the front wall and allows you to relocate the dormer. Two resize handles display on the side walls and allow you to change the width of the dormer.



Move *Resize*

There are some things to keep in mind when editing auto dormers and auto floating dormers using the mouse.

- Dormers move at 90° angles unless the Ctrl key is pressed before moving them.
- The dormer must be contained within one underlying roof plane.
- Auto dormers cannot be moved beyond the required knee wall.

Editing the Window

Dormer windows can be selected, edited, deleted and replaced just like other windows. See "Editing Windows" on page 360. You can place several windows in the front wall.

Unless the dormer's window has been edited or changed in the **Window Specification** dialog, when the dormer width is changed, its width changes automatically to fill the front dormer wall. If the window has been edited, its width stays fixed. If a change to the dormer makes its front wall too short to hold the window, the window reverts to auto width.

Exploding Dormers

Click the **Explode Auto Dormer** edit button to explode the auto dormer into its component parts. The dormer walls, roof planes, window, and hole in the roof/ceiling can be edited individually.

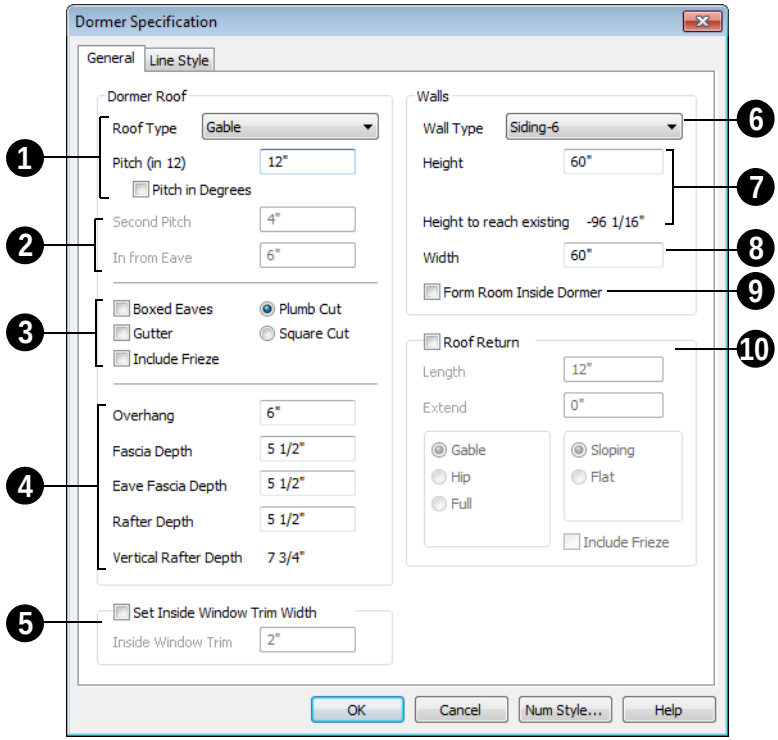
The program treats roof planes over an exploded anto dormer as though they were manually drawn, allowing you to protect them from being rebuilt in the **Build Roof** dialog. See "Roof Tab" on page 432.

Dormer Specification Dialog

Select a dormer or dormers and click the **Open Object** edit button to open the **Dormer Specification** dialog.

The settings in the **Dormer Defaults** dialog are much like those in the **Dormer Specification** dialog, but apply to all dormers as they are created rather than to a selected dormer.

General Tab



1 Specify characteristics of the selected dormer's Dormer Roof.

- Choose a **Roof Type** from the drop-down list. You can choose from Hip, Gable, Shed, Gambrel, Mansard, Barrel, Curved Eave, Hip Curved Eave or Eyebrow.

Hip, Gable, Shed, Gambrel, Mansard, Barrel, Curved Eave, Hip Curved Eave, and Eyebrow dormer roof types

- Specify the **Pitch** of the dormer roof planes. Initially, the default dormer pitch

matches the roof pitch for all dormer roof types except Shed, which has a default 3 in 12 pitch. For Gambrel and Mansard types, this applies to the lowest, or eave, roof planes.

- Check **Pitch in Degrees** to display the pitch in degrees rather than in rise and run.

❷ The **Second Pitch** specifies the upper roof of a Gambrel, Mansard, curved eave, and hip curved eave. Specify the **In from Eave** distance measured from the lower roof plane eave to where the upper roof plane starts.

❸ Plumb or Square cut eaves can be specified for dormer roof planes, as well as **Gutters and Boxed Eaves**.

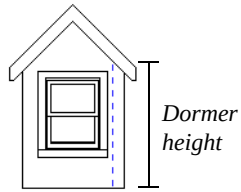
Check **Include Frieze** to include frieze boards on this dormer.

❹ **Overhang**, **Fascia Depth** for gable fascia, **Eave Fascia Depth** and **Rafter Depth** can also be set.

❺ Only available in the **Dormer Defaults** dialog, if **Set Inside Window Trim Width** is checked, the inside casing width for dormer windows defaults to the **Inside Window Trim** value entered below. Dormer windows can appear too narrow on the outside due to the space required for the inside casing to clear the inside surfaces of the side walls. This value sets the width for the inside casing of the dormer window.

❻ Specify the **Wall Type** of the dormer walls here.

❼ Specify the **Height** of the dormer, as measured from where the top of the underlying roof plane meets the dormer front wall exterior to where the underside of the dormer rafter meets the dormer side wall interior.



Dashed line indicates interior dormer side wall.

This top height is called the dormer ceiling height, even if the ceiling in the dormer is not flat. The top dormer window casing is usually close to this height.

Unlike other dormer types, shed dormer height is measured from the same bottom point to where the underside of the dormer rafter meets the dormer front wall interior.

- Check **Set to Existing Ceiling** to assign the ceiling height of the room behind the dormer to the dormer.
- **Height to Reach Existing** shows the difference between the dormer height where the inside of the wall meets the underside of the roof and the ceiling of the room behind it.

❽ **Width** is measured between the outside surfaces of the dormer side walls.

❾ **Form Room Inside Dormer** is used only for floating dormers and creates a flat ceiling in the dormer. If you check this option, you should define the dormer on the floor above the room it is positioned over. If this room has a flat ceiling, checking this option makes a hole in the ceiling under the dormer. This option should normally be left unchecked.

⑩ **Roof Returns** can be specified only for gable dormers. See “Roof Returns” on page 474.

Line Style Tab

For information about the settings on this tab, see “Line Style Tab” on page 977.

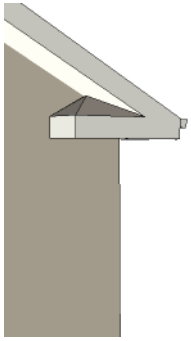
Roof Returns and Other Details

Chief Architect provides a selection of tools to add details to your roof design.

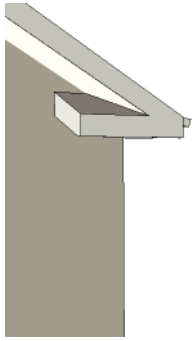
Roof Returns

A roof return is a small decorative roof plane that connects to the low side of a gable roof overhang and extends below the upper triangular portion of the gable wall. There are three styles of roof returns that can be produced automatically.

The first two styles are called **Gable** and **Hip** returns since the return ends in a gable or hip.

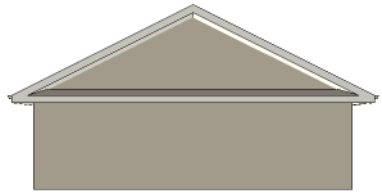


Hip Return



Gable Return

The third is called a **Full** return because it extends under the entire gable, connecting both sides. In order for a Full return to be created, the roof planes on each side must have the same Fascia Top Height.



Full Return

It is not difficult to manually draw roof returns using small roof planes, but it is quicker to produce them automatically.

Roof returns are generated automatically on a wall by wall basis using settings found in the **Wall Specification** dialog. See “Roof Tab” on page 286.

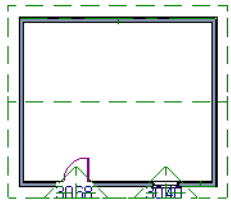
The structure of automatically generated roof returns is the same as that of the subfascia and eaves of the roof plane above. See “Roof Tab” on page 535.

These roof return settings are also found in the **Dormer Specification** dialog for gable roof dormers and function similarly. See “General Tab” on page 472.

Gable Over Door/Window

Click the **Gable Over Door/Window** edit button to add a small gable dormer over one or more selected doors or windows the next time automatic roof planes are built.

The Gable/Roof Line displays in floor plan view when the Roofs, Gable Lines layer is set to display.



It is located about 12 inches (300 mm) outside the wall and extends a foot on either side of the opening. Once produced, a gable line can be moved, stretched, and edited. See “Gable/Roof Line” on page 463.

The **Gable Over Door/Window** edit button is not available for doors or windows placed in Full Gable Walls or if a bay, box or bow window is selected. See “Bay, Box, Bow Windows & Roofs” on page 365.

If you move or resize the door or window(s), the associated Gable/Roof Line does not update until the roof is built again.

To remove a Gable Over Door/Window, select the door or window(s) and click the

Delete Gable Over Opening edit button, or select the gable line and click the

Delete edit button. The next time the roof is built, the gable will be removed.

Fascia, Frieze and Gutters

Fascia, frieze molding, and gutters can be added to both automatic and manually drawn roof planes. They can be generated when the roof planes or drawn when specified in the **Build Roof** dialog, and can also be added to or removed from individual roof planes in the **Roof Plane Specification** dialog.

- Fascia and frieze molding are generated whenever **Build Fascia and Roof Trim** is checked. See “Roof Tab” on page 432.
- Gutters are generated whenever **Gutter** is checked. See “Options Tab” on page 436.
- The materials used for fascia, frieze molding, and gutters can also be specified. See “Materials Tab” on page 439.

Fascia, frieze molding and gutters display in 3D views and are included in the materials list. You can also display them in floor plan view, if you wish. See “Layer Display Options Dialog” on page 132.

Fascia

The material specified for fascia in the **Build Roof** dialog displays as part of the roof plane rather than as a separate object.

In addition, fascia boards are generated when roof framing is generated and are placed on the “Framing, Roof” layer. The fascia material is not applied to these framing members, however.

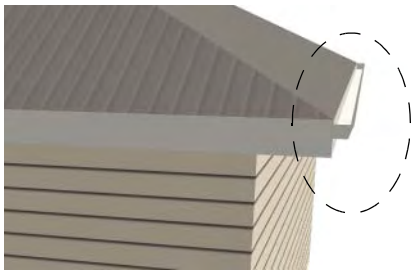
The width and depth of fascia and eave fascia can be specified in the **Build Framing** dialog. See “Roof Tab” on page 535.

If you would like to create shadow boards, or built-up fascia, you can do so using **3D Molding Polylines**. See “3D Molding Polyline Tool” on page 601.

Gutters

You can select a gutter profile on the Gutter tab of the **Build Roof** dialog. See “Gutter Tab” on page 439.

Gutters are placed on the “Roofs, Gutters” layer. By default, this layer is locked and displaying in 3D views but not in plan view.



If you do not want gutters built, open the **Build Roof** dialog, select **Build Fascia and Roof Trim** on the Roof tab, and then uncheck **Gutters** on the Options tab. The fascia, frieze and gutters are rebuilt, but not the gutters. Any existing gutters are deleted.

To delete a gutter on a specific roof plane, select the roof plane and uncheck **Gutter** in its **Roof Plane Specification** dialog. When **Gutter** is unchecked, a gutter will not be generated on this roof plane next time you **Build Fascia and Roof Trim**. See “Options Tab” on page 436.

Frieze Molding

Automatically generated frieze boards are **3D Molding Polylines** placed along all exterior walls directly under the eaves. Frieze does not generate along railings; however, if an attic wall is built above a railing, it can generate along that wall.

You can specify one or more frieze molding profiles in the **Build Roof** dialog. See “Frieze Tab” on page 439.

Frieze moldings are placed on the “Roofs, Frieze Molding” layer. By default, this layer is locked, turned on in 3D views but not in plan view.

Rafter Tails

Rafter tails are the rafters ends that overhang the bearing walls and are located under the eaves. They can be the full rafter depth or trimmed to the depth of the soffits. Rafter tails can also be partially enclosed by soffits, and sometimes feature decorative profiles.

To produce a particular type of rafter tail, set the correct defaults before you build both the roof planes and the roof framing:

To create full-depth exposed rafter ends

- Uncheck **Soffits** on the Options tab of the **Build Roof** dialog. See “Options Tab” on page 436.
- Uncheck **Generate Fascia** and **Generate Eave Sub Fascia** on the Framing tab of the **Build Roof** dialog. See “Roof Tab” on page 535.

To create hidden, trimmed rafter ends

- Check **Soffits** on the Options tab of the **Build Roof** dialog.
- Check **Trim To Soffits** on the Framing tab of the **Build Roof** dialog.

To create full-depth, partially-exposed rafter ends

- Check **Soffits** on the Options tab of the **Build Roof** dialog.

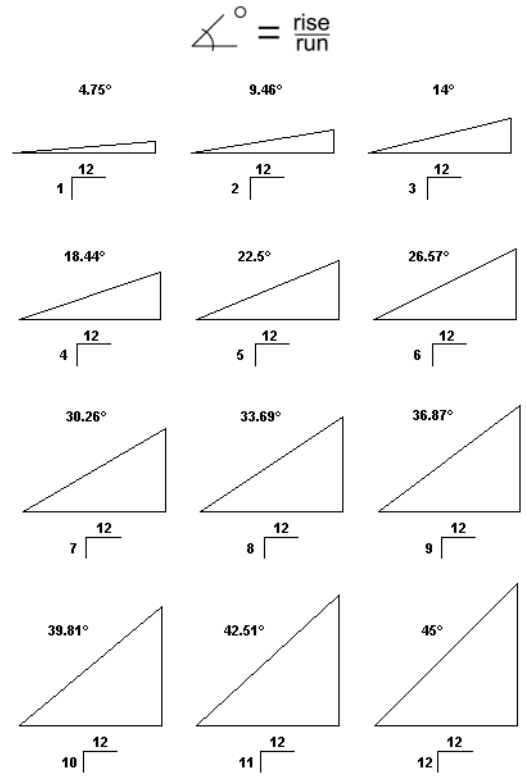
- Uncheck **Trim To Soffits** on the Framing tab of the **Build Roof** dialog.
- Specify the desired **Eave Sub Fascia Depth** on the Framing tab of the **Build Roof** dialog.

Soffit height is determined by the depth of the eave subfascia, which is set on the Framing tab of the Build Roof dialog.

To add a decorative profile to rafter tails

- Set soffits and fascia as needed to produce the desired rafter tail exposure, as described above.
- Select a rafter tail profile on the Rafter Tails tab of the **Build Roof** dialog. See "Rafter Tails Tab" on page 438.

Roof Pitches in Degrees



Chapter 15:

Stairs, Ramps & Landings

Staircases can be composed of one or more straight or curved stair sections, ramps, and landings. Stairs and ramps can be drawn, selected and edited in 2D and 3D views.

Stair sections can be edited individually or as a group. Starter treads can be defined, stair sections can be flared, treads can be wrapped, and curved sections can be turned into winders.

Landings can be created automatically or manually and their shape customized. You can edit an existing landing, or create a landing from a closed CAD polyline. Landing heights can be defined or you can let them automatically adjust as needed.

Stairwells can be created automatically or manually and can be seen in 3D views.

Local building and fire authorities must be consulted for specific stair construction codes and access requirements.

Chapter Contents

- Stair and Ramp Defaults
- The Stair Tools
- Anatomy of a Staircase
- Drawing Stairs and Ramps
- Displaying Stairs, Ramps, and Landings
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- Maintaining Tread Depth
- Flared Stairs and Curved Treads
- Starter Treads
- Winders
- Wrapped Stairs
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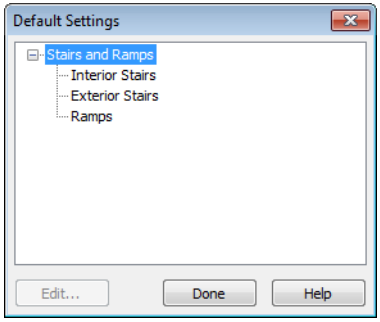
Stair and Ramp Defaults

Default settings for stairs and ramps determine the initial attributes of these objects when they are first created. Access the defaults by selecting **Edit> Default Settings**, then clicking the + beside **Stairs and Ramps**. Select an item and click the **Edit** button to open the defaults dialog associated with your selection. See “Default Settings vs Preferences” on page 64.

The **Stair** and **Ramp Defaults** dialogs can also be accessed by double-clicking the **Stair Tools** parent button or any child tool aside from the **Landing** tool.



Both interior and exterior stairs have default definitions for size, style, materials and much more. In fact, the default dialogs for stairs and ramps are similar to the **Staircase** and **Ramp Specification** dialogs. See “Staircase Specification Dialog” on page 505 and “Ramp Specification Dialog” on page 514.

Interior and Exterior stairs are drawn using the same tools: stairs created inside of a room are considered Interior while those drawn outside of a structure are considered Exterior.

Landings do not have a defaults dialog. Instead, they get their initial attributes from the stairs or ramps that they are connected to.

Structural Defaults

The purpose of interior stairs is to provide passage from one floor platform to another, so the attributes that influence floor heights - including ceiling heights, floor platform thicknesses, and floor finish materials - also influence the structure of stairs. When considering a staircase’s structure, bear in mind that riser height is directly dependent on the distance from one floor platform to another.

When **Automatic Heights** are used, stairs are built so that they rest on the top of the floor structure of the floor where they are drawn, and build up to the top of the floor structure on the floor above. Risers are measured to the floor finish surfaces on both floors. See “Floor and Ceiling Platform Definitions” on page 399.

Ramps are built in a similar manner: interior ramps bear on the floor structure, and when **Automatic Heights** are used, the top surface of both interior and exterior ramps locates floor finish surfaces.

The Stair Tools

Select **Build> Stairs** to access the Stair Tools.

Straight Stairs

To draw a straight staircase select **Build> Stairs> Straight Stairs**, then click and drag in floor plan or a 3D view. You can also click once to place a staircase that extends from the current floor up to the next floor. See “Drawing Stairs and Ramps” on page 483.

Click Stairs

Select **Build> Stairs> Click Stairs** to create stairs between levels on the same floor with a single click of the mouse. Click the low side, within a few feet of where the floor changes height.

- If you click on the low side of a floor platform defined by a railing, a doorway will be created in the railing, adjacent to the stairs.
- If you click on the low side of a floor platform defined by a wall, stairs will be created but a doorway will not.
- If you click at a location that is not near the edge of a floor platform, a full height staircase will be created.

Curved Stairs

Select **Build> Stairs> Curve to Left** or **Curve to Right** and click once in floor plan view to place a curved staircase. See “Curved Stairs and Ramps” on page 483.

Landing

Select **Build> Stairs> Landing** to draw a landing, which is a platform connecting two or more stair sections. See “Landings” on page 489.

There are two ways to create a landing using this tool:

- Click once to place a landing measuring 39” (975 mm) on each side.
- Click and drag from end to end to draw a rectangular landing sized as needed. See “Polylines” on page 988.

You can also create a landing by converting a CAD polyline. See “Convert Polyline Dialog” on page 220.

Ramp

Select **Build> Stairs> Ramp** to draw a sloped ramp. By default, ramps are drawn at a 1:12 slope to a maximum height of 30” (760 mm). See “Drawing Stairs and Ramps” on page 483.

Anatomy of a Staircase

Stairs are often described in terms of **rise** and **run**. Rise is typically between 6" and 8", and the run between 10" and 12". In metric plans, rise is 177 to 190 mm, and the run is about 250 mm.

Staircase Terminology

Balusters - The vertical members that run between the handrail and the treads or shoe.

Bracket - Decorative L-shaped supports on the exposed side of stairs below each tread.

Landing - A platform connecting two or more stair sections.

Newels - The end post of a stair railing located at landings and the beginnings and endings of new stair sections.

Rise - The height of a riser, measured from tread surface to tread surface, Also referred to as Unit Rise.

Rise Angle - The angle of the staircase or stair section, defined by a line drawn through the back surfaces of its treads.

Riser - The vertical stair member located between the treads. Risers may be solid or open. When open, the front surfaces of the stringers are considered the risers.

Run - The depth of a tread, measured from riser surface to riser surface. Run does not include the Tread Overhang. Also referred to as Unit Run.

Runner - The carpet that runs down the center of the staircase.

Shoe - The bottom railing, placed on the landing floor, that anchors the balusters at landings.

Stringer - The inclined support member of a staircase that supports the treads and risers.

Tread - The horizontal member of a stair that the foot is placed on.

Tread Overhang - The portion of a tread extending past the front surface of the riser and over the tread below. Also referred to as Nosing or Nosing Extension, it is not included in the Run or Tread Depth measurements.

Thread Thickness - The vertical depth of the tread material.

Winder - A wedge-shaped stair tread used where curved or angled stairways change direction.

Stair Structure and the Model

By default, stairs locate the height of the floor platform that they are drawn on, and seek the next level, which may be the floor platform of the floor above or a landing. The stringers locate the subfloor of the floor platforms and maintain consistent riser height. If the stairs are long enough to reach the next level at a reasonable rise angle, their tread depth and number of treads are automatically calculated to create a staircase with consistent tread and riser dimensions along its entire length.

You can modify this behavior or turn off it off altogether in the **Staircase Specification** dialog and specify your own rise and run values. Bear in mind, though, that if you turn it off, you will need to specify the correct **Top** and **Bottom Heights** to make sure that the stairs actually meet both floor platforms correctly. See “General Tab” on page 505.

Stair Sections and Subsections

In Chief Architect, staircases can be composed of multiple sections and subsections. See “Merging Stair and Ramp Sections” on page 487.

- Stair sections are separated by landings.
- Subsections are considered part of the same section because they are connected to one another directly rather than separated by a landing.

Drawing Stairs and Ramps

Stairs and ramps can be drawn in floor plan and 3D views but not in cross section/ elevation views. In 3D views, these objects can only be drawn in the presence of a floor platform or terrain perimeter. See “Working in 3D” on page 835.

There are a few things to keep in mind when drawing stairs.

- Before stairs are created, make sure that the heights for both the lower and upper floors are correctly defined.
- Stairs are drawn going **UP**, so they should be drawn from the lower of the two floors they connect.
- By default, stairs adjust their riser and tread dimensions to connect two floor heights if possible. The rise and run are calculated so that the steps are consistent in size.
- If you have the **Reference Display** turned on, stairs snap to the reference display. See “Reference Display” on page 404.
- If a stairwell room has been defined on the floor above, the top of the stairs can be dragged until it stops at the railing or wall defining the stairwell.
- When drawing stairs or a ramp up from the terrain, it is a good idea to make sure the terrain is up to date. See “Building the Terrain” on page 662.

Straight Stairs and Ramps

Straight Stairs can be created in three different ways:

- Click and drag in a straight line to draw stairs that are the length that you drag.
- Click once to place stairs that go from the current floor up to the height of the next floor level.
- Click once using the **Click Stairs** tool to create stairs between rooms on the same floor with different floor heights or between exterior rooms and the terrain.

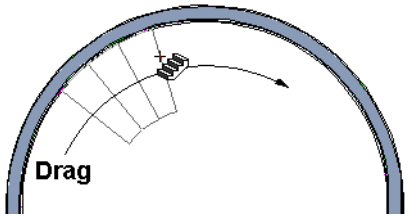
Similarly, **Ramps** can be created by either clicking and dragging or by clicking. A ramp created with a single click will be 30” (760 mm) high, have a slope of 1:12, and be 360” (9120 mm) long.

An individual stair or ramp section must be between 6” (150 mm) and 100’ (30,000 mm) in length. If a greater length is needed, connect two sections using a landing.

Curved Stairs and Ramps

Curved Stairs can be created in floor plan view by selecting **Build> Stairs> Curve to Left** or **Curve to Right**. Click to place a 90º curved stair section that can then be edited. You can continue clicking to place additional curved staircases until another tool is selected.

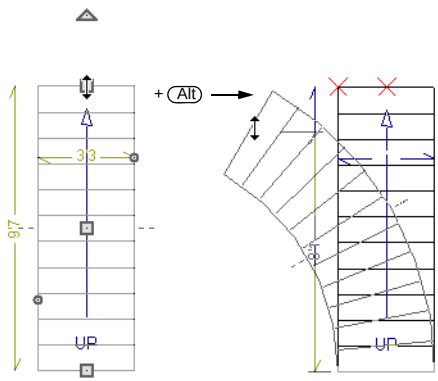
You can also curve straight stairs by drawing them against a curved wall.



Straight stairs drawn along a curved wall

In addition, you can change a straight stair section into curved stairs, or vice versa:

- Select the stairs and click the **Change Line/Arc** edit button. See “Change Line/Arc” on page 213.
- Select the stairs, hold down the Alt key (or right-click), and drag an end edit handle. See “Alternate” on page 163.



Curved **Ramps** can only be created by first creating a straight ramp and then clicking the **Change Line/Arc** edit button.

Drawing Stairs and Ramps Downward

Stairs and ramps can be drawn from the current floor level downward; however, drawing stairs or ramps between floors in this manner is not recommended. Drawing downward should only be used to create a staircase or ramp between a porch or deck and the terrain when you require the direction arrow to say “DN” instead of “UP”.

To draw stairs going downward

1. Select **Build> Stairs> Straight Stairs**.
2. Hold down the Alt key or the right mouse button.
3. Click and drag to create straight stairs.

When drawing stairs or ramps from a floor platform to the terrain, or vice versa, they will locate the height of the terrain as long as it is lower than the floor height. You can also create a landing or “room” outside the structure and use it to establish the bottom height of the stairs or ramp. Then, draw in an upward direction from the lower platform to the upper platform.

Displaying Stairs, Ramps, and Landings

The display of stairs, ramps, and landings in all views is controlled in the **Layer Display Options** dialog. Stairs, ramps, and landings are placed on the Stairs & Ramps” layer by default but, once created,

can be placed on any layer. See “Displaying Objects” on page 128.

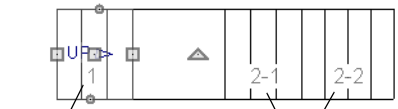
In Floor Plan View

In floor plan view, stairs, ramps and landings display on the floor they were drawn on and are only visible from the floor above if there is a stairwell.

Stairs and ramps have an arrow indicating the direction they run. Interior stairs and ramps have an **UP** arrow on the floor they were created on and a **DN** arrow when viewed from the floor above. See “Drawing Stairs and Ramps” on page 483.

The style and size of a direction arrow can be specified in the **Staircase** or **Ramp Specification** dialog. The Text Style, color and display are controlled by the “Stairs & Ramps, Up/Down Arrows” layer. See “Arrow Tab” on page 979.

When a staircase is selected in floor plan view, the numbers associated with each of its sections and subsections display. Stair sections are assigned a single-digit number. Subsection numbers have two parts: a section number and subsection number, separated by a hyphen.



Stair section number

Stair subsection numbers

You can specify whether newels and balusters display in floor plan view in the **Staircase Specification** dialog. See “Newels/Balusters Tab” on page 510.

You can create custom labels for stairs , ramps and landings using the Text Tools and custom text macros. See “Creating User Defined Text Macros” on page 959.

To see the center of a stair section curve in floor plan view, click **Show Arc Centers and Ends** . See “Show Arc Centers” on page 178.

In 3D Views

Although stairs span between two floors, they can only belong to one floor. As a result, only multi-floor views show the upper floor with the platform opening and the lower floor with the staircase simultaneously. In **Floor Cameras** and Floor Overviews, stairwells may appear as an empty spaces. See “3D View Tools” on page 818.

Editing Stairs and Ramps

Staircases and ramps can be selected and edited in floor plan view and 3D views. See “Selecting Objects” on page 166.

Using the Mouse

When a staircase or ramp is selected, its edit handles display. These edit handles can be used to customize the object in many ways. See “Editing Objects” on page 161.

- Straight stair sections and ramps are edited like lines. They have additional edit handles for resizing the width of the section. See “Editing Line Based Objects” on page 170.
- Curved stair sections and ramps are edited like arcs and also include edit handles for resizing the stair’s width. See “Editing Arc Based Objects” on page 174.
- Ramps can be resized to a maximum top height of 30” (760 mm). If you extend a ramp’s length to greater than 360” (9120 mm), it’s slope will decrease. For a taller ramp and control over the slope, uncheck **Automatic Heights** in the **Ramp Specification** dialog and specify the values you need. See “General Tab” on page 514.
- When stair sections are merged, the edit handles display differently depending on what subsection is currently selected. See “Merging Stair and Ramp Sections” on page 487.
- When moving merged stair or ramp sections, all merged sections move as one.
- Additional edit handles display on the first two treads of a staircase if the **Starter Tread** edit button is clicked. See “Starter Treads” on page 496.
- Several additional edit handles display on a staircase if the **Flare/Curve Stairs** edit button has been clicked. See “Flared Stairs and Curved Treads” on page 493.

In the Specification Dialog

Stairs and ramps can be customized and their structure precisely defined in the **Staircase and Ramp Specification** dialogs. See “Staircase Specification Dialog” on page 505 and “Ramp Specification Dialog” on page 514.

Using the Edit Tools

A selected staircase or ramp can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

Adjusting the Radius of Curved Stairs

The easiest way to match the radius of a stair section to the radius of a curved wall is to draw a staircase near one side of the curved wall using the **Straight Stairs** tool. The stairs snap to the wall, and the radius of the new staircase is defined. See “Curved Stairs and Ramps” on page 483.

Existing curved stairs can be aligned with an existing curved wall by aligning their centers, much the same way that curved stairs on different floors can be aligned. See “Aligning Objects” on page 205.

If there is no curved wall, the radius of a stair section can be aligned to a CAD arc or circle.

To align curved stairs to an object

1. Align the centers of the CAD object and the staircase.
2. Select the curved stairs and move the side nearest to the arc or circle edge using the **Resize** edit handle.

Finally, restore the stair width by dragging from the other side handle or using the **Stair Specification** dialog.

Merging Stair and Ramp Sections

Any combination of straight and curved stair sections or straight and curved ramps using **Automatic Heights** can be merged. The resulting staircase or ramp section is made up of subsections and, if there are no landings, functions as a single unit.

Stair and ramp subsections must be drawn in the same direction if they are to be merged:

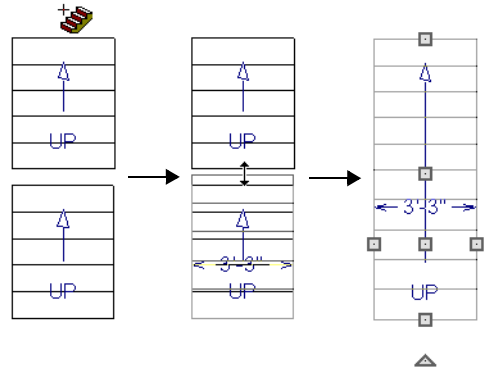
- The top edge of a stair section or ramp cannot merge with the bottom edge of another section or ramp.
- Combinations of stairs drawn in the **UP** and **DOWN** directions cannot be merged.

Stair subsections merge at the center points of their upper and lower edges.

Stair sections and ramps cannot be merged directly. If a combination of stairs and a ramp is required, connect them with a landing. See “Landings” on page 489.

To merge stair or ramp sections

1. Confirm that the stairs or ramps that you wish to merge are using **Automatic Heights**. See “General Tab” on page 505.
2. Position the sections so they are in the desired relationship to each other.
   - In order to merge stair sections correctly, they must be parallel to one another.
   - To create merged subsections that change direction, make one of the merged sections curved and then specify Winders. See “Winders” on page 497.
3. Select either stair or ramp section so that its edit handles display.
4. Click the Extend handle on the end to be merged and drag it to the point where the two stairs or ramps are to meet.



Merging parallel stair sections

A staircase consisting of merged subsections resembles a single stair section in floor plan view. The **UP** (or **DN**) arrows join, becoming a single direction arrow.

When a subsection is selected, the entire staircase is selected. Additional edit handles, indicating the presence of multiple subsections and allowing you to reposition the line along which they join. See “Using the Mouse” on page 485.

Lock Tread Depth

If a staircase with **Lock Tread Depth** selected in the **Staircase Specification** dialog is resized, its length increases or decreases one full tread at a time. See “General Tab” on page 505.

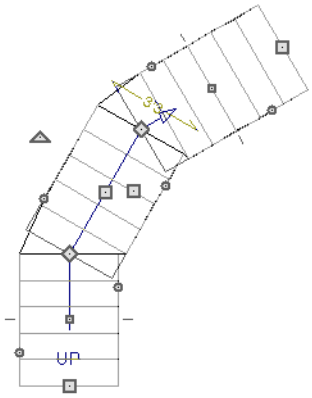
When **Lock Tread Depth** is checked, it can be difficult to merge the section with another section or landing. If this is a problem, you can temporarily uncheck **Lock Tread Depth**. After the stairs are merged, the tread depth can be locked again.

Curved Subsections

Stair subsections attached at both ends by other sections do not have a free end that can be dragged into a curve. In this situation, change the middle sub-section to a curve using the **Change Line/Arc** edit button. See “Change Line/Arc” on page 213.

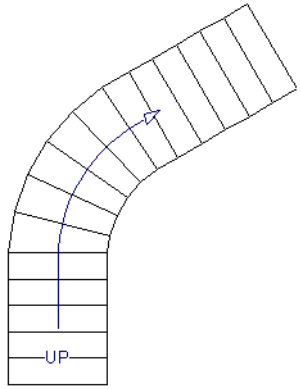
To curve an enclosed stair subsection

1. Draw three straight stair sections and connect them end to end.
2. Select the middle subsection.



Select the middle stair subsection

3. Click the **Change Line/Arc** edit button. The center section turns into a curved stair section.



After using Change Line/Arc

4. Use the triangular Change Curve edit handle to adjust the curvature of the middle section as needed.

Stairs joined in this manner can easily be turned into winders. See “Winders” on page 497.

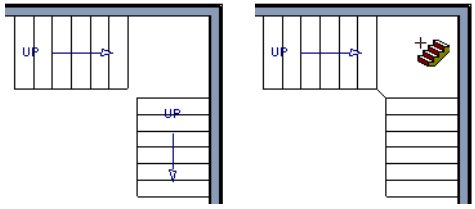
Landings

Stair landings are platforms between stair sections and/or ramps, and can be created in either of three ways:

- Using the **Landing** tool.
- By clicking between two stair sections using the **Straight Stairs** tool.
- By converting a closed CAD polyline into a landing. See “Convert Polyline” on page 219.

To create a landing between stair sections:

1. Draw two stair sections going UP. They can be at any angle.
2. Click between the two sections using the **Straight Stairs** tool to create a landing. Notice that only one direction arrow displays after the sections are joined by a landing.



Creating a stair landing

Similarly, a landing can be created between two ramps by clicking between them with the **Ramp** tool active.

Multiple stair sections and/or ramps can be connected to one landing. For example, two or three stair sections might meet at a landing with a single stair section continuing to the next level.

To be linked by a landing, all sections must be drawn in the same **UP** direction and the top of one section should be near the bottom of the next.

Stair sections connected with a landing will move together as a single unit unless **Stair Sections Move Independently** is checked in the **Preferences** dialog. See “Architectural Panel” on page 95.

A landing formed between two stair sections having less than a 90º angle between them are created with a short edge not less than 6” (150 mm). This is because most building codes require the shortest tread to be at least 6” wide. This edge can be manually edited to less than 6” if needed.

Editing Landings

Landings can be selected in 2D and 3D views, both individually and in groups, and edited using the edit handles, the edit toolbar, and the **Landing Specification** dialog. See “Stair Landing Specification Dialog” on page 516.

Landings derive their initial materials and railing characteristics from the stairs and/or ramps attached to them. You can assign a unique material to a landing in its specification dialog or using the **Material Painter**; however, the railing style is always defined by the attached stairs or ramps.

Custom Shaped Landings

Landings can be edited like other closed polyline-based objects. You can add or remove edges, convert an edge from straight to curved, or vice versa. A curved landing creates curved railings. See “Editing Closed-Polyline Based Objects” on page 184.

You can also create a stair landing out of closed polyline created with the CAD tools using the **Convert Polyline** edit button. See “Convert Polyline” on page 219.

You can edit the shape of a landing into a wide variety of shapes. So that the railings of stair sections connect properly to the landing railings, make sure that each stair section end is snapped to a landing edge with the same length as the stair’s width. If necessary, use the **Break Line** tool to create a break in a landing edge if it is longer than the connecting stairs are wide. See “Break Line” on page 212.

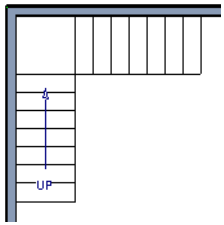
Landing Height

Landing height can be either user-defined or controlled by the program. A landing with a height that has not been specified by the user is considered unlocked, and its height will adjust automatically as the stairs attached to it are modified.

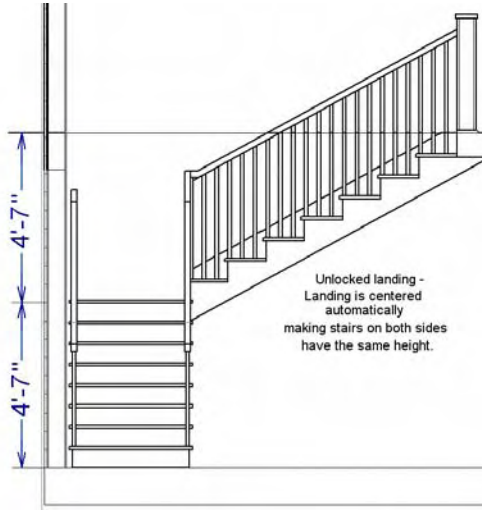
If you specify a landing’s height, that landing becomes locked and will maintain that height no matter how the stairs connected to it are adjusted.

Unlocked Landings

By default, a new stair landing is unlocked, so the stair sections attached to it determine its height. If the entire stair system forms a single path from the lower to the upper floor with each landing connecting only two stair sections, the program can set landing heights without any difficulty.



In this example, two stair sections of the same length are located within a stairwell and connected by a landing. Both stair sections have seven treads. Because the landing height is set automatically according to the number of treads, all treads have the same tread depth and riser height.



An unlocked landing maintains consistent stairs

Since both stair sections are the same length, the landing height is a half of the total height between the two connected floors.

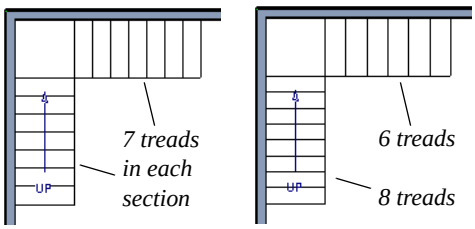
A change to either stair section affects the height of the connected landing and the other stair section. The program tries to maintain the connection to the floor above, and the landing adjusts in height so that the entire stair system has the same riser height, regardless of how many stairs are placed on each side of the landing.

If more than two stair sections meet at a landing, the relationship between them becomes more complex. In this situation, you may want to define the exact height of the landing instead of letting the program define it for you.

Locked Landings

A locked landing has a specifically defined height that does not adjust automatically when there are changes in the attached stairs. Instead, the stairs adjust to the landing.

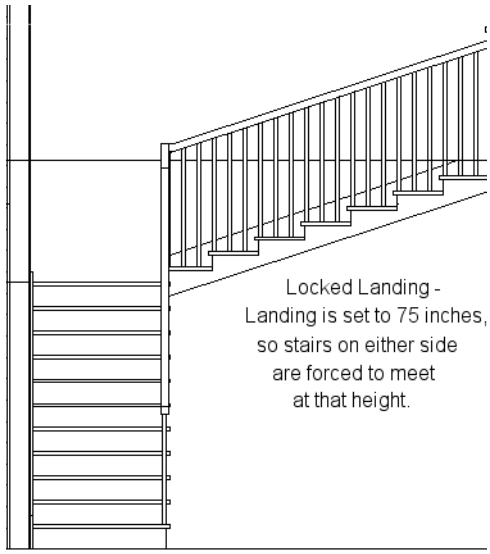
For example, start with the same staircase used to illustrate unlocked landings, with one change: the landing height is now defined at 75 inches (190 mm).



Unlocked landing *Landing locked at 75"*

Notice that a tread is subtracted from the top and added to the bottom. The program makes this adjustment to keep the riser heights within a reasonable range.

The stair sections no longer relate to each other when they are attached to a locked landing. Changes to one stair section do not affect the other.



Locked landings produce independent stair sections

In this example, each set of stairs is adjusted so it bridges the height from the floor to the landing. Since the landing height is above the halfway mark, the upper stair section has very shallow (5") riser height, and the lower section has a steeper (7-1/2") riser height.

When a locked landing is used, the **Staircase Specification** dialog shows only the selected stair section and those connected to it by unlocked landings, rather than the entire stair system.

When a stair section is moved, all unlocked landings and any stair sections connected to those landings move, as well. Locked landings, on the other hand, do not move when attached stairs are moved. To move a

stair section independently, select this option in the **Preferences** dialog. See “Architectural Panel” on page 95.

You can use a locked landing to break up a complex network of stairs and landings into smaller pieces with known starting and ending heights.

To lock a landing

1. Select the landing and click the **Open Object** edit button to open the **Stair Landing Specification** dialog.
2. On the General tab, uncheck **Auto Adjust Height When Connected to Stairs**.
3. Specify the desired **Top Height** and click OK.
4. The landing moves to the specified height and all stairs that connect to that landing are redefined.

To unlock a landing, open its specification dialog, check **Auto Adjust Height When Connected to Stairs**, and click OK. The Top Height will automatically adjust to the presence of any stair sections attached to it and will try to produce a staircase with a single riser height.

Maintaining Tread Depth

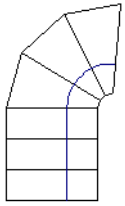
Most building codes require staircases to maintain a consistent tread depth.

Walk Line

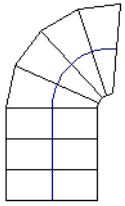
By default, Chief Architect measures the length and tread depth of a stair section along a walk line. The walk line is typically located 12" (30 cm) from the edge of the stair section. On curved stairs, it is measured from the inside edge of the curve.

The walk line distance from the staircase edge can be specified in the **Staircase Specification** dialog. See “Style Tab” on page 508.

Alternatively, you can turn the walk line feature off and tread depth will be measured at the tread center.



Walk Line at 12"



Center Line

When the walk line is used on a curved stair section, the number and/or width of treads in a section or subsection changes when the inner edge is moved because the walk line is measured from this inner edge. You should set the stair section width to its final value as early as possible.

There are two ways to keep tread depth even throughout a stair section made of multiple subsections.

Lock Tread Depth

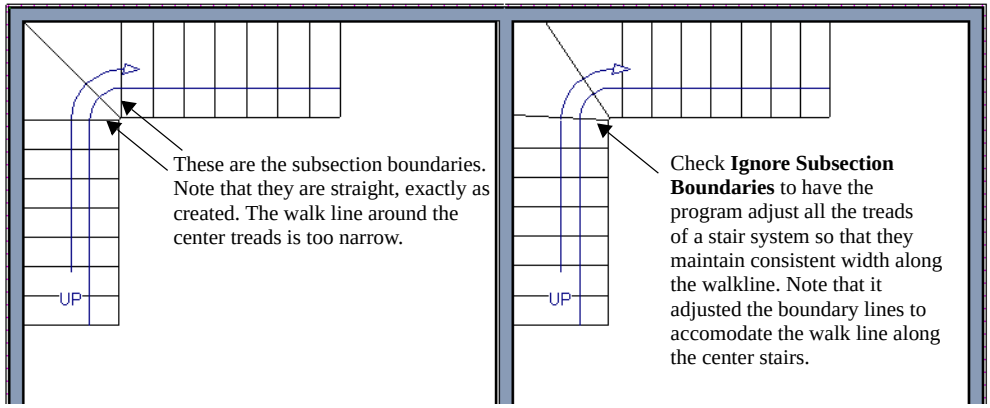
The first way to maintain tread depth is to **Lock Tread Depth** to a specified value in the **Staircase Specification** dialog. See “General Tab” on page 505.

Once locked, any changes to the length of the stair section are achieved by keeping the specified tread depth and changing the number of treads.

Ignore Subsection Boundaries

Uniform tread depth in a stair section with subsections can be maintained by checking **Ignore Subsection Boundaries** in the **Staircase Specification** dialog. This maintains a consistent tread depth throughout a stair section without regard to subsection boundaries. The tread depth value may change when the stair section is edited, but remains consistent throughout all subsections. See “General Tab” on page 505.

Because the program is ignoring the boundaries where one stair section merges with another, the treads where a straight section joins a curved section may angle to accomodate the adjustment.



Flared Stairs and Curved Treads

Any stair section can be flared and/or its treads curved using the **Flare/ Curve Stairs** edit button.

Only exposed sides of a stair section can be flared. If one side of a stair section is against a wall or wrapped (see “Wrapped Stairs” on page 498), only the exposed end can be flared.

Flaring, curved treads, and special treads should be the last changes that you make to any stairs.

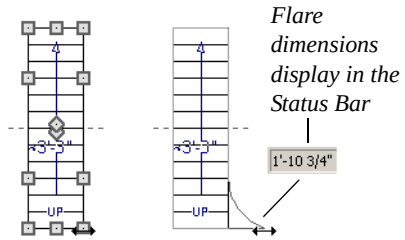
Creating a Flared Stair

Flared stairs grow wider near one end, typically sweeping outward at the bottom.

Stairs can also be flared at the top or on both ends.

To create flared stairs

1. Create the stairs and connect them to a landing, floor platform edge, or another stair section.
2. Specify the section width, tread depth, and any other needed information.
3. Select the stairs and click the **Flare/ Curve Stairs** edit button. New **Flare** edit handles display on all four corners of the stairs.
4. Drag one of the corner handles to flare that corner. As you drag the flare, the Status Bar shows the distance the side handle moves. This allows you to move the opposite handle the same amount.

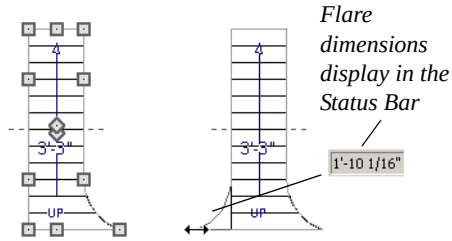


Creating flared stairs

5. When you are finished editing the flare, click the **Main Edit Mode** to restore the stairs' regular edit handles and tool-bar buttons.

Symmetrically Flared Stairs

Use the dimension information that displays in the Status Bar as a reference to create symmetric flares on both sides.



Creating symmetrically flared stairs

Adjusting the Flare Radius

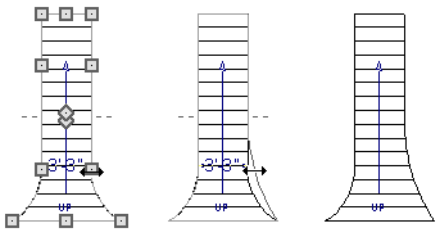
After a flared staircase has been created, you may want to soften the radius of the flare.

The four handles at the sides and the four handles at the corners flare the stair section when dragged outward. The two handles in the center of the section move the starting point for flaring along the stair section.

To adjust the flare radius

First, adjust the curvature of the flared section.

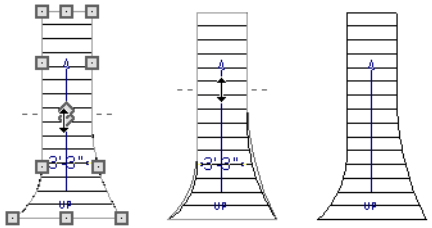
1. Select the flared stair and click the **Flare/Curve Stairs** edit button to access the flare handles again.
2. Select the handle along the flared edge of the stair. Drag this handle outward very slightly. This forms a more gradual flare.



Adjusting the flare curvature

Then, adjust the starting point of the flare:

1. Select the flared stair and click the **Flare/Curve Stairs** edit button to access the flare handles again.
2. This time, drag the lower of the two central handles upward. The handle above it moves with it. This moves the start point for the bottom flare from the middle of the section toward its top, making the flare even more gradual.



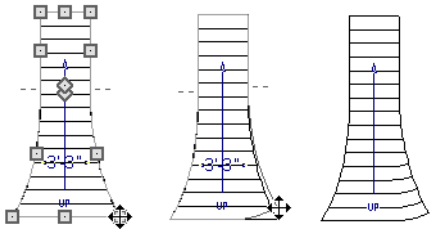
Adjusting the flare's starting point

Treads Perpendicular to Flare

Flared stairs often look best when the treads curve to meet the flared side perpendicular to the radius.

To curve the edges of flared treads

1. Select the flared stair and click the **Flare/Curve Stairs** edit button to access the flare handles again.
2. Drag a corner edit handle upward one tread depth or less.



Curving the edges of flared treads

3. When you are finished editing the curve, click the **Main Edit Mode** to restore the stairs' regular edit handles and toolbar buttons.

This type of tread curving works only on flared edges and concentrates the curvature at that edge.

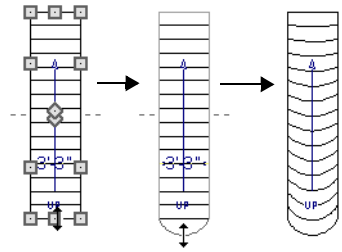
Flared treads can also be curved using the Curve edit handle, which curves the treads more uniformly.

Curving the Treads

When treads are curved, all treads in the section show some degree of curvature. Treads close to the curved end have a greater curve than those at the opposite end, but both ends can be curved.

To curve stair treads

1. Select the staircase, then click the **Flare/ Curve Stairs** edit button.
2. Drag the edit handle at the center of the bottom edge a small distance to curve the treads.



Creating curved stair treads

3. When you are finished editing the curve, click the **Main Edit Mode** to restore the stairs' regular edit handles and tool-bar buttons.

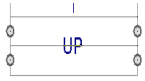
Starter Treads

The first and second treads of a staircase can be turned into starter treads by clicking the **Starter Tread** edit button. Starter treads extend to the side of the staircase, have rounded edges and are common on traditional staircases.

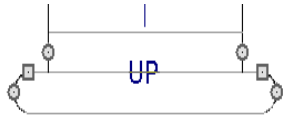
A starter tread can be added only to open sides of a stair section. If one side of a stair section is against a wall or wrapped (see "Wrapped Stairs" on page 498), only the exposed tread end can become a starter tread.

To create starter treads

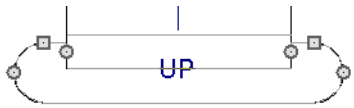
1. Click on a staircase to select it.
2. Click the **Starter Tread** edit button. An edit handle displays on each end of both the first and second treads.



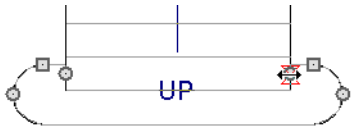
3. Drag either of the handles on the first tread outward from the stair section. If the stair section is against a wall, only one handle displays on the side opposite the wall.
4. As you drag, the ends of the tread become rounded.



5. Two additional edit handles display on each side of the tread, along the back edge.
6. Drag either of the two square handles upward to increase the width of the rounded ends of the tread.



7. Drag the edit handle on the second tread outward from the stair section to create a second starter tread.



8. To make changes to existing starter treads, select the stairs, click the **Starter Tread** edit button and repeat the above steps as needed.
9. When you are finished editing the starter treads, click the **Main Edit Mode** to restore the stairs' regular edit handles and toolbar buttons.

Winders

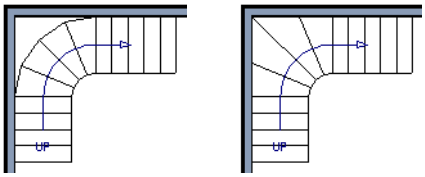
Winders are steps located where a staircase turns and are narrower on the inside of the turn than they are on the outside. A staircase defined as a winder expands to fill in any

gaps between the side of the stairs and nearby walls.

Curved stair sections are typically used to create winders, although straight stairs can also be used. See “Curved Stairs and Ramps” on page 483.

To create winders

1. In an enclosed room area, place and connect the stair sections that you want to be winders. For best results:
   - The stairs should be two straight sections connected by a curved section between them;
   - The curved section should be adjacent to a 90° corner, as illustrated.
2. Select any subsection of the stairs and click the **Open Object** edit button to open the **Staircase Specification** dialog.
3. On the General tab, place a check in the box beside **Winder** and click **OK**.



Winders extend to nearby walls

4. The steps nearest the wall corner adjust their shapes and extend into the corner after the stair is changed to a winder.

> Winders must be in a room with valid room definition. You cannot create winders in an area composed of only 2 corner walls. If this configuration is needed, enclose the area in with Invisible walls so that a room area is defined.

The Winders attribute directs the stair section to expand or contract to meet nearby walls, and can also be used to create a partial railing. See “Partial Railings” on page 499.

Wrapped Stairs

Check **Allow Wrap** on the Style tab of the **Staircase Specification** dialog and the selected stairs can be wrapped around the corner of a deck or landing. Curved stairs and stairs with multiple subsections cannot be wrapped. See “Style Tab” on page 508.

Stair sections that wrap around a corner to meet one another must have identical attributes. As a result, edits made to one wrapped stair section apply to all adjacent, wrapped sections.

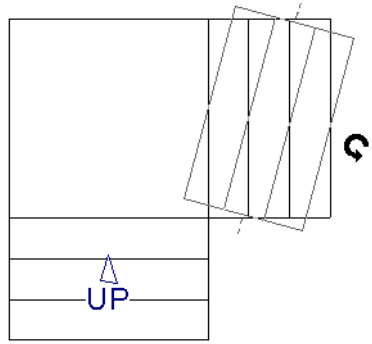
To wrap stairs around a deck

1. Draw a deck if you have not already done so. See “Decks” on page 309.
2. Use the **Click Stairs** tool to draw a stair section on each side of the corner around which you want them to wrap.
3. Draw a second set of stairs on the other edge of the deck the same way.
4. If necessary, move the stair sections toward the corner of the deck. The two sections merge to form wrapped steps.

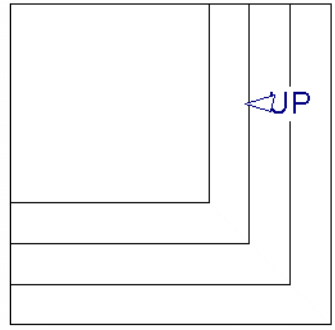
You can also draw stairs down from a deck by right-clicking to draw them or by pressing the Alt key while you drag. See “To draw stairs going downward” on page 484.

To wrap stairs around a landing

1. Draw two perpendicular **Straight Stair** sections.
2. Click between them to create a landing.
3. Rotate one stair section 180°.



4. The stairs wrap around the corner. Notice that the Up arrow displays on the most recently edited stair section.

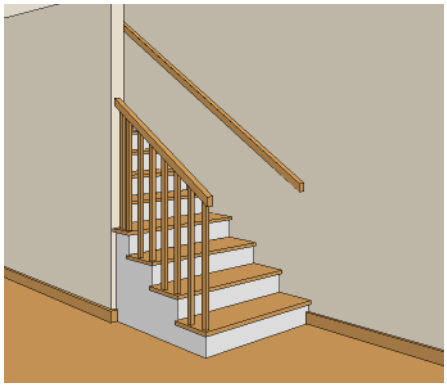


Other Special Railings & Stairs

Stairs can be customized to meet a variety of needs.

Partial Railings

A staircase can be enclosed on one side by a combination of wall and railing.

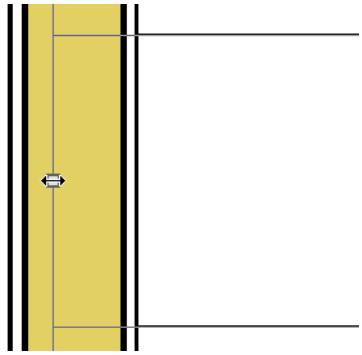


Partial railings can be created by specifying the stairs as winders and increasing the **Max Tread Contraction** in the **Staircase Specification** dialog. See “Style Tab” on page 508.

The **Max Tread Contraction** defines the largest distance that any section of the stair system is allowed to move *inward* when the stairs are turned into winders. If any point on the edge of the stairs would have to move inward more than this defined amount in order to locate the surface of the wall, the stairs do *not* contract and snap to that wall.

To create a partial stair railing

1. Create a staircase and draw an **Interior Wall** against, but not underneath, the stairs.
2. Select the stairs and click the **Auto Stairwell** edit button to create a stairwell.
3. On the General tab of the **Staircase Specification** dialog, check **Winders**.
4. On the Style tab, define the **Max Tread Contraction (for Winder)**. If the interior wall is 4" thick, setting this value to 4" should be sufficient.
5. On the Style tab, increase the **Stringer Bottom** value to enclose the area under the stairs with railings. The best value depends on the design of your stairs.
6. On the Newels/Balusters tab, remove the check from either **Right** or **Left Railing at Wall**, depending on the position of the stairs and wall in your plan.
7. Click the **Object Snaps** toggle button to temporarily turn off Object Snaps. See “Object Snaps” on page 146.
8. Select the stairs and use the side edit handle to move the edge of the stairs to approximately the middle of the wall.

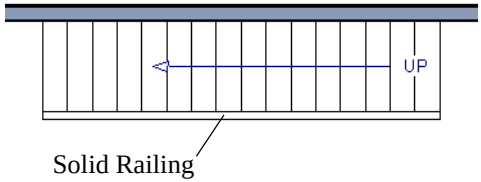


Resizing stairs to the middle of the wall

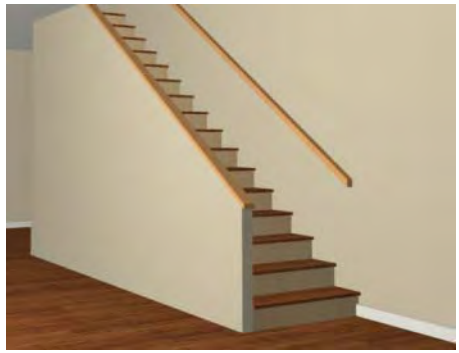
9. You may need to **Zoom** in on the stairs and wall to move the stair edge.

Solid Railings

To create a solid rail along a staircase, create the Railing against, but not underneath, the stairs and specify it as Solid. See “Railing Tab” on page 292.



The solid railing recognizes the adjacent stairs and climbs alongside them.



If any balusters show beyond the railing, eliminate them by unchecking **Left railing** or **Right railing** in the **Staircase Specification** dialog. See “Style Tab” on page 508.

Railing Panels

You can use railing panels, including glass panels or cable, as stair railing instead of newels and balusters by drawing a **Railing** under the stairs or ramp.

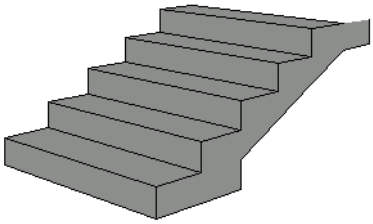
To use railing panels with stairs

1. Create a staircase and draw a **Railing** under the stairs.
   - Make sure that the railing is located entirely within a single stair section.
   - Position it so that it is aligned with the left edge.
2. Select the railing and click the **Open Object** edit button. See “Wall Specification Dialog” on page 282.
3. On the Railing tab of the **Railing Specification** dialog,
   - Select the **Panels** radio button.
   - Check **Follow Stairs**.
4. On the Newels/Balusters tab, click the **Browse** button to the right of **Panel Type** and select the railing panel you want to use on the stairs, then click OK.
5. Select the staircase and click the **Open Object** edit button.
6. On the Newels/Balusters tab of the **Railing Specification** dialog, uncheck **Left Railing** to prevent the default stair railing from generating in addition to the railing panel.
7. Repeat these steps if you want railing panels under the right side of the stairs, as well.

Inset or Middle Railing

Just as you can use a **Railing** to place railing panels as stair or ramp railing, you can also use the same technique to create inset stair railings or a middle railing.

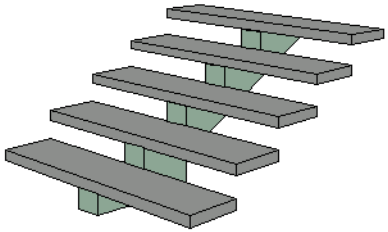
Concrete Stairs



To make a solid concrete staircase:

1. On the Style tab of the **Staircase Specification** dialog, set the **Tread Overhang** to zero.
2. Set the **Tread Thickness** to zero.
3. Uncheck **Open Risers**.
4. On the Materials tab, set the **Riser/Trim**, **Support Wall**, and **Tread** materials to Concrete.

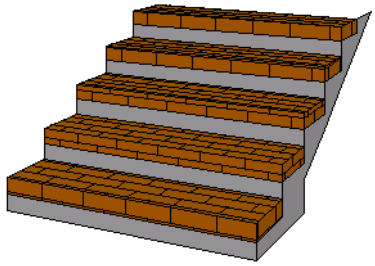
Steel Stringer



To make a steel stringer with concrete treads:

1. On the Style tab of the **Staircase Specification** dialog, set the **Tread Thickness** to 2 inches or more.
2. Select the **Single Stringer** check box.
3. On the Materials tab, set the **Tread** material to Concrete and the **Riser/Trim** material to steel.

Masonry Stairs



To make a set of masonry stairs:

1. Set the **Tread Overhang** to zero.
2. Set the **Tread Thickness** to the thickness of the masonry material.
3. On the Materials tab, set the **Tread** material to the masonry material and the **Riser/Trim** material to concrete.

Creating a Stairwell

An interior staircase must be located in a stairwell, an opening to the floor above. A stairwell is an Open Below room type on the floor above. See “Room Types” on page 305.

If you create a stairwell away from other walls so the Open Below is created in the center of another room, connect a wall of the Open Below room to another wall using an invisible wall.

Creating a Stairwell Automatically

To create a stairwell that matches the perimeter of a selected staircase, click the **Auto Stairwell** edit button. This button is only available when a living space exists above the staircase. It will not be available if the space above is Open Below or on the Attic Floor.

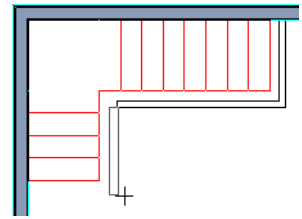
Auto Stairwell automatically creates a room on the floor above enclosed by railings, defined as **Open Below** in the **Room Specification** dialog, and given a **Stairwell** room label. This room can be selected and edited like any other room.

Creating a Stairwell Manually

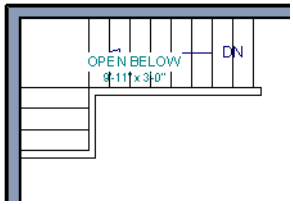
Stairwells can also be created manually.

To create a manual stairwell

1. Draw a two-story building. Create the staircase on the first floor.
2. Make the second floor the **Current Floor** and the first floor the **Reference Floor**. See “The Reference Floor” on page 404.
3. Select **Tools> Reference Floors> Reference Display** to show the Reference Floor, including the stairs.
4. On the upper floor, use the **Railing** tool to create a room around the stairs. Use the edit handles to position the railings as needed.



5. Select the railings one at a time and move them into position.
   - When a railing is selected, its bounding box shows the location of the outer surface of the railing’s drywall layer. For best results, this outer surface (which does not display when the railing is not selected) should meet the top edge of the stairs. See “Wall Types and Railings” on page 250.
   - If you prefer, you can also go **Down One Floor** and adjust the top edge of the staircase to snap it to the surface of the railing on the floor above.
6. When the railings are positioned properly, select **Tools> Reference Floors> Reference Display** to turn off the display of the Reference Floor.
7. Click inside the room using the **Select Objects** tool to select it, then click the **Open Object** edit button.
8. On the General tab of the **Room Specification** dialog, select “Open Below” from the **Room Type** list. Click **OK** to close the dialog.



9. Place a **Doorway** in the railing at the top step for an opening.
10. Select the doorway and define a large width in the **Door Specification** dialog.

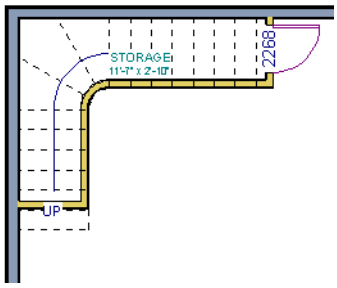
If the doorway is specified wider than the railing, its width maximizes to fit the space available.

Rooms Below Staircases

Rooms such as closets or storage areas are commonly located beneath staircases.

To create a room below a staircase

1. Draw a staircase, select it, and click the **Open Object** edit button to open the **Staircase Specification** dialog.
   - If Winders are specified for this staircase, set **Max Tread Contraction** to 2" on the Style tab to allow walls to be built entirely under the staircase.
   - On the Fill Style tab, select None (Transparent) so the walls and other objects under the stairs can be seen.
2. On the same floor as the staircase, draw the **Interior Walls** under them, following their shape.
3. Reposition the walls as needed, making sure that each is entirely under the stairs.
4. The wall at the foot of the stairs should be placed no closer to the bottom than the second step.
5. Add a door and specify the Room Type.



Staircase Specification Dialog

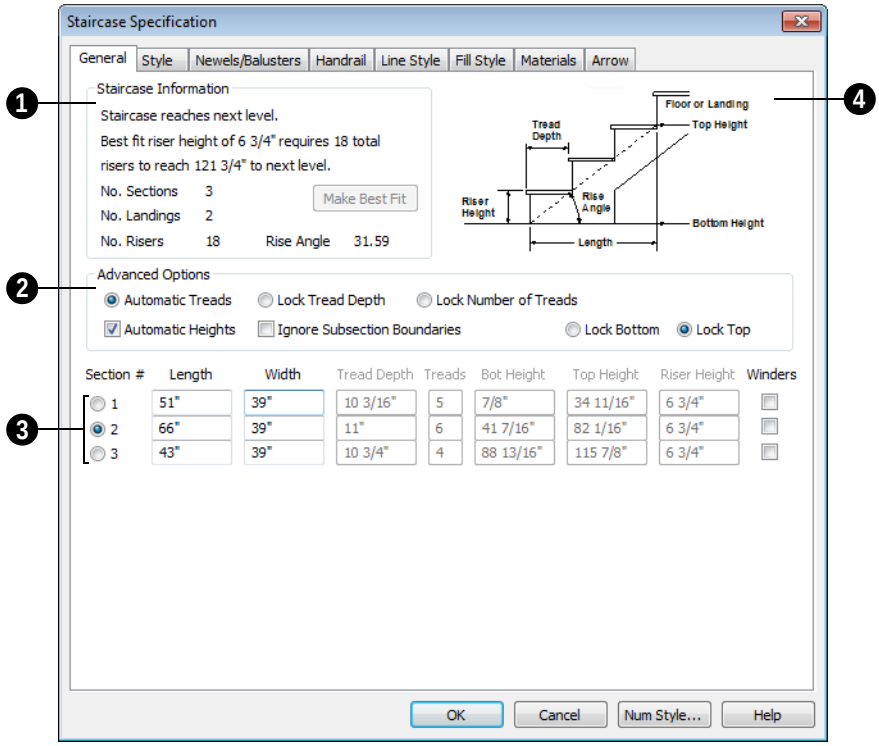
Staircases can be defined with the greatest accuracy using the **Staircase Specification** dialog. To open the **Staircase Specification** dialog, select one or more stair sections and click the **Open Object** edit button or double-click a stair section using the **Straight Stairs** or **Select Objects** tool.

If a staircase is composed of multiple stair sections, the section that you clicked on to select the staircase is the Selected Section; however, information about all the sections is available and can be edited in this dialog.

The settings in the **Staircase Specification** dialog are similar to those in the **Interior** and **Exterior Stair Defaults** dialogs, but affect the selected staircase only. See “Stair and Ramp Defaults” on page 480.

> It is recommended that all floor heights, ceiling heights and platform thicknesses be established before using the Staircase Specification dialog.

General Tab



❶ **Staircase Information** - Structural information about the selected staircase displays here. This information cannot be edited directly, but updates as changes are made in the dialog. If you modify a value elsewhere, press the **Tab** key to update this information.

- The first comment tells whether or not the staircase reaches the next level, which may be a floor platform or locked landing. It also indicates whether its rise angle is either steeper or more shallow than the Best Fit, described below. If **Automatic Heights** is unchecked, this comment instead says "Start and end heights are set manually".
- The second comment, **Best fit riser height of ___ requires ___ total risers to reach ___ to next level**, describes the ideal rise and run for the selected staircase. The program defines the Best Fit Riser Height as the riser height closest to 6 3/4" (168.75 mm) that allows the selected staircase to meet the next level precisely. This comment is only active if **Automatic Heights** is checked, below.

If the staircase includes a locked landing, its height is used to calculate this information. See "Locked Landings" on page 491.

- The total number of stair **Sections**, **Landings**, and **Risers** associated with the selected staircase also display here.
- The **Rise Angle** of the currently active stair section also displays here.
- Click the **Make Best Fit** button to add or remove risers to the Selected Section. Only available when **Automatic Heights** is checked and the staircase does not currently use the Best Fit Riser Height.

Make Best Fit will also extend stairs drawn in a downward direction until they reach the terrain. See "Terrain Perimeter" on page 648.

❷ The **Advanced Options** apply to all sections and subsections.

Automatic Treads, Lock Tread Depth, and Lock Number of Treads affect how treads are calculated. Only one of these options can be selected at a time.

- Select **Automatic Treads** to have the program define the depth and number of stair treads. If the staircase has multiple sections, each may have different tread depths. This option cannot be disabled in the **Interior** and **Exterior Stair Defaults** dialogs.
- Select **Lock Tread Depth** to specify the Tread Depth for each stair section, below, and prevent them from changing. When Lock Tread Depth is selected and the length of the stairs is changed, the number of treads will change.
- Select **Lock Number of Treads** to specify the number of treads in each stair section and prevent it from changing. When Lock Number of Treads is selected and the length of the stairs is changed, the tread depths will change.
- Uncheck **Automatic Heights** if you would like to specify the bottom and top heights of each stair section, as measured from the default floor height of Floor 1, 0" (mm). When checked, the program automatically defines the top and bottom heights by precisely locating floor platforms and landings.
- Check **Ignore Subsection Boundaries** to maintain tread depth throughout a stair section composed of merged subsections,

regardless of whether the subsections have different tread depths assigned to them. See “Ignore Subsection Boundaries” on page 493.

Lock Bottom and Lock Top are actions rather than settings and are not available in the Stair Defaults dialogs. If you make changes to the staircase that will affect its length, first lock either the bottom or top end of the Selected Section to prevent it from moving. The height of the Selected Section’s locked end is not affected by these settings - only its position on the X/Y axis.

- Select **Lock Bottom** to lock the position of the selected stair section’s bottom end to prevent it from moving. Sections and landings below the selected section do not move when you click OK, while those above do move.
- Select **Lock Top** to lock the position of the selected stair section’s top end to prevent it from moving. Sections and landings above the selected section do not move when you click OK, while those below do move.

If you select a staircase by clicking near its bottom end, Lock Top will be selected; if you select it near its top end, Lock Bottom will be selected.

❸ The specifications for each stair section and subsection display and can be edited here. A maximum of ten items can display.

A change in one value usually affects other values. You may need to reposition the staircase after making changes.

- The **Section #** column identifies the Selected Section and the number of each section of the selected staircase. If **Ignore Subsection Boundaries** is unchecked, subsection numbers are also identified. The radio button to the left indicates which section or subsection is selected. See “Displaying Stairs, Ramps, and Landings” on page 484.
- Define the **Length**, or run, of each section or subsection measured along the Walk Line. The length is equal to the number of treads multiplied by the tread depth. See “Walk Line” on page 492.

  When the length of a section changes, other sections and landings in the staircase unit move in response. You can specify whether the bottom or top edge of the Selected Section moves when you resize it by selecting either the Lock Bottom or Lock Top radio button, above.
- Define the **Width** of each section. Only one width can be defined for a section, so all subsections in the same section have the same width. If a section is connected to a landing, its width should equal the length of the landing edge that it connects to. See “Landings” on page 489.
- Specify the **Tread Depth**, or run, of each stair tread in the selected section. To lock this value, check **Lock Tread Depth**, above.

If a landing is created by clicking between two stair sections and one of them has locked tread depth, the resulting staircase also has locked tread depth. Any landings or sections connected to this new staircase adjust to meet it and then have locked tread depth as well.

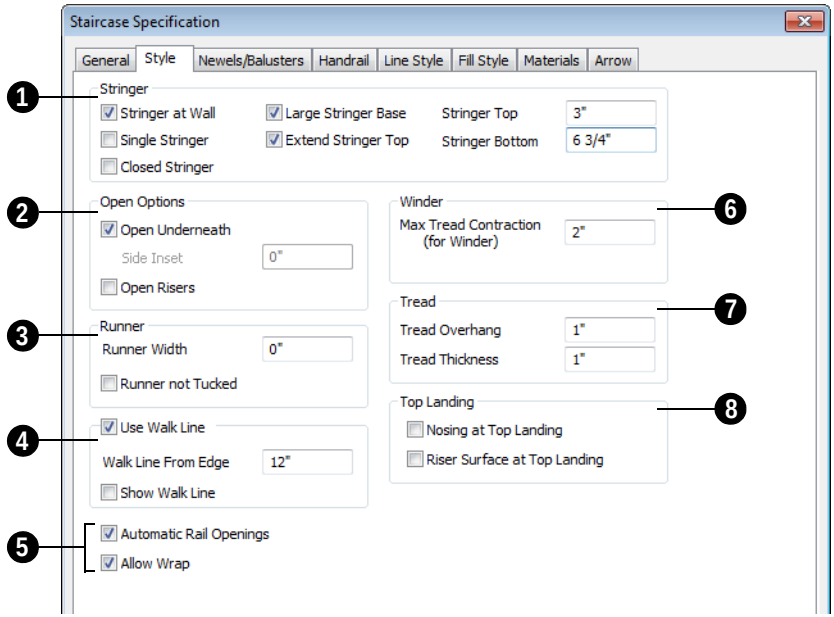
- Define the number of **Treads** in a stair section or subsection. To lock this value, select Lock Number of Treads, above.

- Define the **Bottom Height**, the height of the stair section's bottom edge. To lock this value, click the radio button to the left of the section's number, then click the Lock Bottom radio button, above, and click OK.
- Define the **Top Height**, the height of the stair section's top edge. To lock this value, click the radio button to the left of the section's number, then click the Lock Top radio button, above, and click OK.
- Define the **Riser Height**, the height of the risers in each stair section.
- Check **Winders** to specify the Selected Section as winders. This affects the section as a whole, including subsections. See "Winders" on page 497.

❹ A diagram of a sample staircase's structure displays here for reference.

Style Tab

The settings on the Style tab affect all stair sections and subsections.

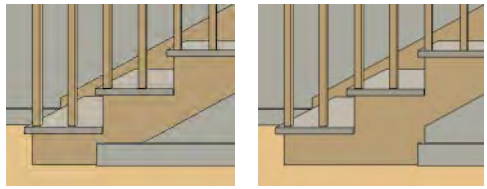


❶ Specify the attributes of the selected staircase's **Stringers**, which are the angled support members that support the treads. See "Anatomy of a Staircase" on page 481.

- Check **Stringer at Wall** to produce a raised stringer top baseboard at the sides of the stair sections against walls. This baseboard follows the slope of the stair.

- Check **Single Stringer** to form a single 5-inch (125 mm) thick stringer in the center of the staircase.

  Checking **Single Stringer** automatically checks **Open Risers** and unchecks **Stringer at Wall** and **Closed Stringer**. You may want to increase the tread thickness when this is checked.
- Check **Closed Stringer** to raise the tops of the exposed stringers to cover the sides of the treads. If this is checked, no central stringer is applied to open riser stairs. This setting only affects those stringers that are not against a wall.
- Check **Large Stringer Base** to widen the stringers at the foot of the staircase. This is helpful when walls are created below the stairs.



Large Stringer Base shown at right

- **Extend Stringer Top** is checked by default and extends a triangular portion of the stringer under the landing or platform at the top of the stairs.
- Specify the height of the **Stringer Top** when **Stringer at Wall** or **Closed Stringer** is selected. This is measured along the plane of the riser face from the top of a tread to the top of the stringer. It cannot be less than 2 inches (5 cm).
- Specify the height of the **Stringer Bottom**. This is measured from the top back corner of a tread down to the bottom edge of the stringer. It must be equal to or greater than the riser height.

❷ **The Open Options** control whether the selected stairs have open risers or an open underside.

- Uncheck **Open Underneath** to add a skirt below the staircase along the two sides. It looks like a wall in 3D, but it has only a single face. Base molding does not generate along the bottom of the skirt, and doors cannot be placed in it.
- Specify the **Side Inset** of the skirt below the staircase. The default value of 0 aligns the skirt with the outside of the surface of the stringers. Only available when **Open Underneath** is unchecked.

In most cases, the recommended way to enclose the area beneath stairs is to use walls. See “Rooms Below Staircases” on page 504.

- Check **Open Risers** to eliminate the riser face under each tread and expose the stringers. If **Closed Sides** is also selected, no central stringer is supplied.

❸ Specify the attributes of the staircase’s carpet **Runner**. A runner is added to all sections connected by unlocked landings. Only available when **Open Risers** is unchecked, above.

- Specify the **Runner Width**. The default value of 0 does not create a runner.
- Check **Runner not Tucked** to have the runner drop straight down from the tread front to the riser below. This is unchecked by default.

❹ Check **Use Walk Line** to have the program calculate the tread depth based on a walk line. Uncheck the box to disable this function. See “Walk Line” on page 492.

- Specify the distance of the **Walk Line from Edge**. The default value is 12" (300 mm).
- Check **Show Walk Line** to show the Walk Line in floor plan view.

❺ Additional options control the behavior and appearance of the staircase.

- Check **Automatic Railing Openings** to automatically create a doorway opening when the selected stairs are snapped to a railing drawn on the same floor as the stairs. This is checked by default.
- Check **Allow Wrap** to wrap the selected stairs around the corner of a deck or landing where another, identical stair section is present. See "Wrapped Stairs" on page 498.

❻ Define the **Max Tread Contraction (for Winder)** value, which is the amount a tread's width may be reduced when it meets a wall. See "Partial Railings" on page 499.

This option only takes effect when the stairs are specified as **Winders** on the General tab.

❼ Specify the characteristics of the staircase **Treads**. See "Anatomy of a Staircase" on page 481.

- Specify the **Tread Overhang**, which is the distance that the tread overhangs the riser.
- Specify the **Tread Thickness**.

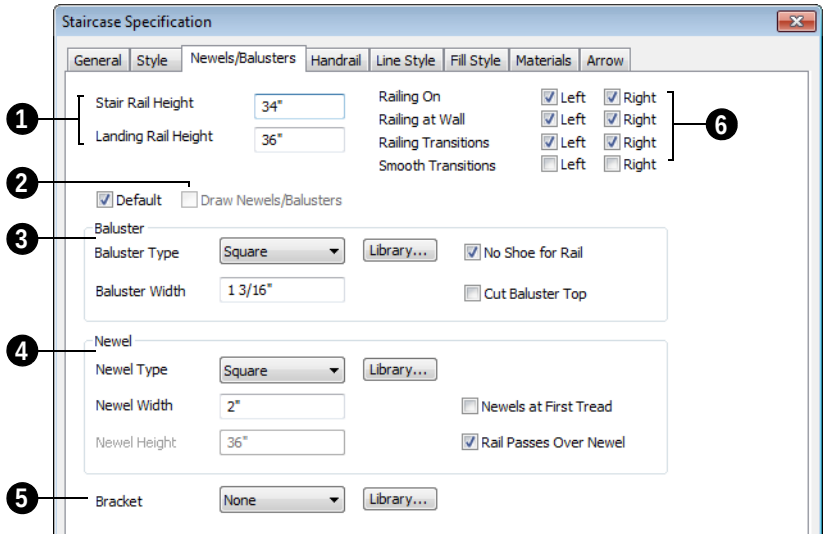
❽ Specify the appearance of the staircase where it meets the **Top Landing**. The edges of landings are not affected by these options.

- Check **Nosing at Top Landing** to produce tread nosing attached to platform edge at the top of stairs.
- Check **Riser Surface at Top Landing** to produce a riser surface against the platform edge at the top of the stairs. This allows stair risers to match all the way to the top of the platform.

Newels/Balusters Tab

The settings on the Newels/Balusters tab will also affect the appearance of railings on any landings attached to the selected staircase. See "Landings" on page 489.

These settings are similar to those found on the same tab of the **Ramp Specification** and **Defaults** dialogs. See "Ramp Specification Dialog" on page 514.



❶ Specify stair and landing rail heights.

- **Stair Rail Height** defines the height from tread surface directly over the riser to railing top.
- **Landing Rail Height** defines the height of the landing rail top from the landing surface.

❷ Check **Draw Newels/Balusters** to display newels and balusters in floor plan view. This displays the Newels and Balusters only for the selected stair section. See “Displaying Stairs, Ramps, and Landings” on page 484.

❸ **Baluster** specifications.

- **Baluster Type** - Select **Square**, **Round**, or **Library** balusters. Selecting **Library** from the drop-down list is the same as clicking the **Library** button to the right and allows selection of a baluster from the library.
- **Baluster Width** - Specify the width of each baluster. For Library balusters, this is the width, or diameter, at its widest point.
- **No Shoe for Rail** - This option applies only to landing rails. Uncheck this box to place a low rail on the landing surface that receives the baluster bottoms.
- **Cut Baluster Top** - Each tread normally has two to three balusters, growing longer toward its back. The default is to use the same baluster and cut it off at the bottom to shorten it toward the tread front. Check this box to cut the balusters at the top instead.

❹ **Newel** specifications.

- **Newel Type** - Select **Square**, **Round**, or **Library** newels. Selecting **Library** from

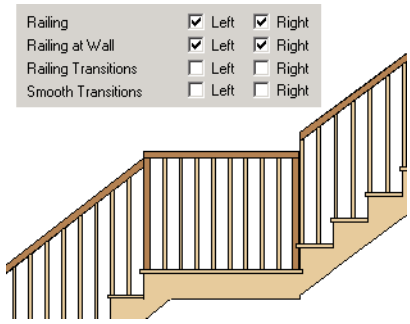
the drop-down list is the same as clicking the **Library** button to the right and allows selection of a newel from the library.

- **Newel Width** - Specify the width of each newel. For Library newels, this is the width, or diameter, at its widest point.
- **Newel Height** - Specify the height from the landing surface to the top of the newel. This is used only when **Rail passes over Newel** is unchecked.
- **Newels at First Tread** - Check this box to place a newel where the rail starts at the base of the stairs. A newel is placed only on a side of the stairs not against a wall.
- **Rail Passes Over Newel** - Adjust the newel height to reach the bottom of the rail that passes over it. Checking this causes the **Newel Height** to be ignored.

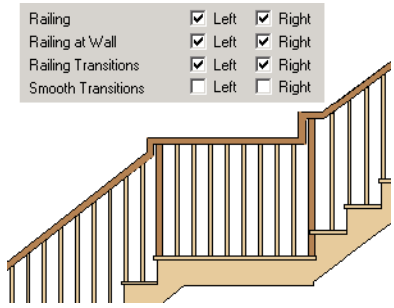
❺ **Bracket** - Click the **Library** button to apply a 1/4 inch thick bracket to the side of the stringer under each riser. Brackets are applied only where the side of the stairs is not against a wall. The stringer on that side is moved in 1/4 inch to accomodate the bracket.

❻ **Railing** specifications.

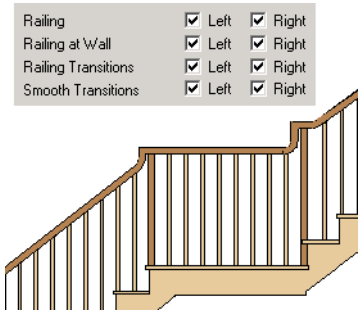
- **Railing On** - Select either or both check boxes to specify placement of railings on stair sections and landings where they are not against a wall.
- Check **Railing at Wall** to specify the placement of wall railings. Not available for ramps.



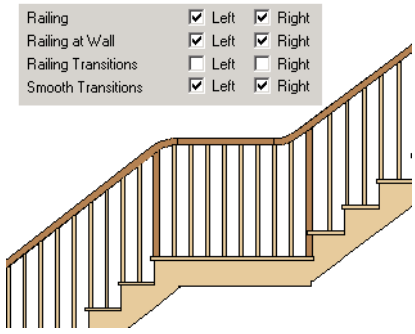
- Check **Railing Transitions** to specify the placement of "gooseneck" connections between stair and landing railings. This option only has an effect when **Rail Passes Over Newel** is checked. Not available for ramps.



Checking both **Railing Transitions** and **Smooth Transitions** produces a handrail like this:



- Check **Smooth Transitions** to specify the placement of smooth connections between stair and landing railings. Not available for ramps.



Handrail Tab

The settings on the Handrail tab are similar to those on the same tab of the **Wall Specification** dialog. See “Handrail Tab” on page 296.

The settings on the Handrail tab will also affect the appearance of railings on any landings attached to the selected staircase. See “Landings” on page 489.

Line Style Tab

The settings on the Line Style tab are available for a variety of other objects in the program. For information about these settings, see “Line Style Tab” on page 977.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the selected staircase in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

Materials Tab

The settings on the Materials tab affect the appearance of the selected staircase in 3D views and are available for a variety of objects throughout the program. For information about these settings, see “Materials Tab” on page 777.

The settings on this tab will also affect the materials applied to any landings attached to the selected staircase. See “Landings” on page 489.

Arrow Tab

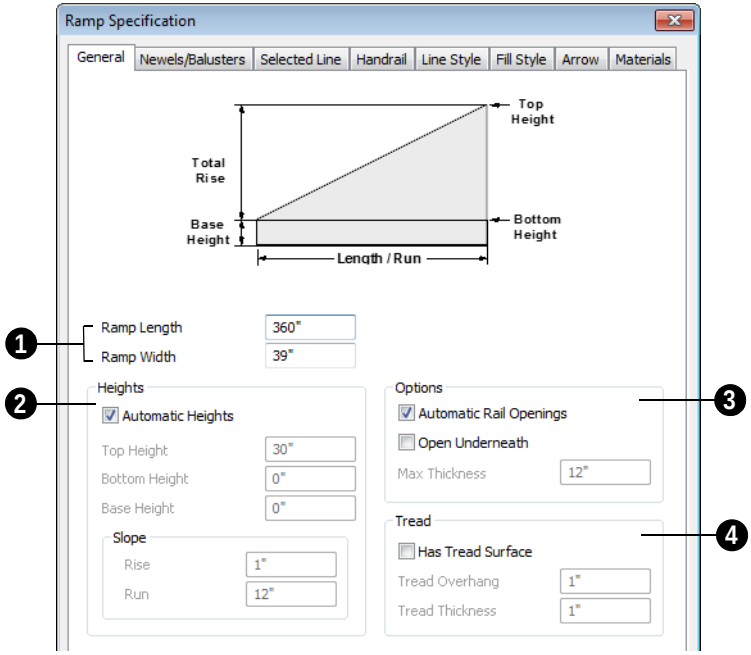
The settings on the Arrow tab control the appearance of the selected staircase’s direction arrow in floor plan view. See “In Floor Plan View” on page 485.

For information about these settings, see “Arrow Tab” on page 979.

Ramp Specification Dialog

Ramps can be defined with the greatest accuracy using the **Ramp Specification** dialog. To open this dialog, select one or more ramps and click the **Open Object** edit button or double-click a ramp section using the **Ramp** or **Select Objects** tool.

General Tab



1. Specify the **Ramp Length** and **Width**.

2. Uncheck **Automatic Height** to activate the settings below, then specify the height and slope of the ramp.

- Specify the **Start Height**, which is the height of the ramp's at its low end.
- Specify the **End Height**, which is the height of the ramp at its high end.
- Specify the ramp's **Slope (Rise/Run)** in the form of a ratio. Type the **Rise** value in the first field, and the corresponding **Run** value in the second field.
- Specify the **Base Height**, which is the height of the bottom surface of the ramp.

3. **Options** -

- Check **Automatic Railing Openings** to automatically create a doorway opening

when the selected ramp is snapped to a railing drawn on the same floor as the ramp. This is checked by default.

- Check **Open Underneath** to remove the skirt around the bottom of the ramp so that it has a uniform, sloped thickness that may not reach the floor or terrain at the high end. This is unchecked by default.
- Specify the **Max Thickness**, which is the ramp's maximum thickness. At the low end of the ramp, where it meets the floor or terrain, its thickness may be less than this value.

❹ Specify the structure of the ramp's **Tread**, which an optional surface layer placed over the top of the ramp.

- Check **Has Tread Surface** to apply a top tread surface to the ramp and enable the settings below.
- Specify the **Tread Overhang**, which is the distance the tread surface extends past the ramp's edges.
- Specify the **Tread Thickness**, which is the tread surface's vertical depth.

Newels/Balusers Tab

The settings on the Newels/Balusters tab will also affect the appearance of railings on any landings attached to the selected ramp. See "Landings" on page 489.

The settings on the Newels/Balusters tab are similar to those on the same tab in the **Staircase Specification** dialog. For more information, see "Newels/Balusters Tab" on page 510.

Selected Line Tab

The Selected Line tab is available when the selected ramp section is straight as opposed to curved. See "Selected Edge" on page 167.

The settings on this tab are available for a variety of other objects in the program. For information about the settings on this tab, see "Line Tab" on page 977.

Selected Arc Tab

The Selected Arc tab is available only when the selected ramp section has been converted to an arc. See "Change Line/Arc" on page 213.

The settings on this tab are available for a variety of other objects in the program. For information about these settings, see "Arc Tab" on page 985.

Handrail Tab

The settings on the Handrail tab are similar to those on the same tab of the **Wall Specification** dialog. See "Handrail Tab" on page 296.

The settings on the Handrail tab will also affect the appearance of railings on any landings attached to the selected ramp. See "Landings" on page 489.

Line Style Tab

The settings on the Line Style tab are available for a variety of other objects in the program. For information about these settings, see "Line Style Tab" on page 977.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the selected ramp in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

Materials Tab

The settings on the Materials tab affect the appearance of the selected ramp in 3D views and are available for a variety of objects throughout the program. For information about these settings, see “Materials Tab” on page 777.

The settings on this tab will also affect the materials applied to any landings attached to the selected ramp. See “Landings” on page 489.

Arrow Tab

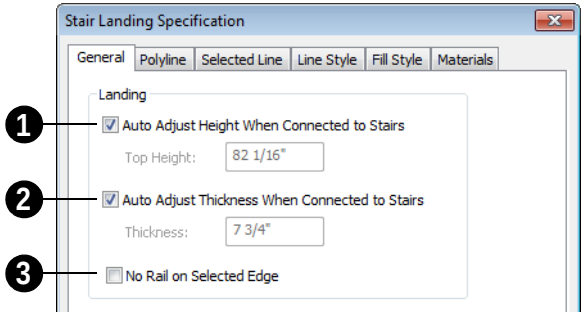
The settings on the Arrow tab control the appearance of the selected ramp’s direction arrow in floor plan view. See “In Floor Plan View” on page 485.

For information about these settings, see “Arrow Tab” on page 979.

Stair Landing Specification Dialog

Select a landing and click the **Open Object** edit button to open the **Stair Landing Specification** dialog. See “Landings” on page 489.

General Tab



1 Uncheck **Auto Adjust Height When Connected to Stairs** to specify the selected landing’s Top Height.

- A free-standing interior landing will have a default Top Height of 6 3/4” (169 mm) plus the thickness of the default floor finish. A free-standing exterior landing will have a default top height equal to its thickness. When this box is checked, the landing height may adjust as needed to maintain consistent riser height in all connected stair sections.
- The **Top Height** field is only active when Auto Adjust Height When Connected to

Stairs is unchecked. See “Locked Landings” on page 491.

❷ Uncheck **Auto Adjust Thickness When Connected to Stairs** to specify the selected landing’s **Thickness**.

- A free-standing landing will have a default thickness of 6 3/4” (169 mm). When checked, the thickness is based on the riser height of the stair sections it is attached to, or the thickness of the ramps it is attached to.
- The **Thickness** field is only active when Auto Adjust Thickness When Connected to Stairs is unchecked.

❸ Check **No Rail on Selected Edge** to suppress the railing on the selected edge of this landing. See “Selected Edge” on page 167.

Polyline Tab

The Polyline tab indicates the length of the landing’s **Perimeter**, its enclosed **Area**, and its **Volume**.

The settings on the this tab are available for a variety of other objects in the program. For information about the settings on this tab, see “Polyline Tab” on page 990.

Selected Line Tab

The Selected Line tab is available when the selected edge is a line as opposed to an arc. See “Selected Edge” on page 167.

The settings on this tab are available for a variety of other objects in the program. For information about the settings on this tab, see “Line Tab” on page 977.

Moving the Start of a line segment moves the end of the previous connected line. Similarly, moving the End of a line segment moves the start of the next connected line.

Selected Arc Tab

The Selected Arc tab is available only when the selected edge has been converted to an arc. See “Change Line/Arc” on page 213.

The settings on this tab are available for a variety of other objects in the program. For information about these settings, see “Arc Tab” on page 985.

Line Style Tab

The settings on the Line Style tab are available for a variety of objects throughout the program. For information about these settings, see “Line Tab” on page 977.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the selected landing in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

Materials Tab

When a landing is attached to stairs or a ramp, its initial materials are derived from the stairs or ramp. When the landing is attached to a ramp, its top surface material is defined by the Landing Sides component unless the ramp is using a Tread material.

The settings on this are available for a variety of objects throughout the program. For information about these settings, see “Materials Tab” on page 777.

Chapter 16:

Framing

In Chief Architect, framing can be produced both manually and automatically, and can be calculated in the Materials List.

Manual framing members are drawn by clicking and dragging, like drawing a CAD line. Automatic framing for the major components of a 3D model (floors, ceilings, walls and roofs) can be generated using the **Build Framing** dialog.

Both manually drawn and automatically generated framing members can be selected and edited in 2D and 3D views.

Trusses are covered in their own chapter, “Trusses” on page 553.

Chapter Contents

- Framing Defaults
- Manual vs. Automatic Framing
- The Framing Tools
- Build Framing Dialog
- Framing Reference Markers
- Bearing Lines
- Joist Direction Lines
- Displaying Framing
- Editing Framing
- Keeping Framing Current
- Framing and the Materials List
- Framing Specification Dialog
- Post Specification Dialog

Framing Defaults

Select **Edit> Default Settings** to open the **Default Settings** dialog. Select Framing from the list, then click the **Edit** button to open the **Framing Defaults** dialog.

Both automatic and manually-drawn framing are generated according to the settings in the **Framing Defaults** dialog.

This dialog is nearly identical to the **Build Framing** dialog in both appearance and function. The only difference is that the **Build Framing** dialog has checkboxes that allow you to automatically generate different types of framing in your plan. See “Build Framing Dialog” on page 527.

Any changes made in the **Framing Defaults** or **Build Framing** dialogs will affect subsequently drawn or generated framing, but not framing already present in the plan.

The settings in the Framing Defaults dialog directly affect a variety of important structural elements in each plan which determine floor, ceiling and roof heights; so it is best to set your Framing Defaults before building your model. See “Drawing a Plan” on page 38.

Floor and Ceiling Framing

Floor and ceiling platform depths contribute to the overall height of a structure, so their default values should be set as early as possible. See “Floor Tabs” on page 527.

If you plan to draw floor trusses, also see “Trusses Tab” on page 537.

The default floor and ceiling platform settings for a given floor can be overridden on a room by room basis in the **Room Specification** dialog, or for individual platforms using **Joist Direction** lines. See “Structure Tab” on page 318 and “Joist Direction Lines” on page 541.

Deck rooms have special framing generated in them automatically and are not affected by the settings in the **Framing Defaults** or **Build Framing** dialogs. See “Decks” on page 309.

Wall Framing

Like other types of framing, wall framing is generated based on settings in the **Framing Defaults** dialog. See “Wall Tab” on page 530, “Openings Tab” on page 532 and “Headers Tab” on page 532.

In addition, wall framing is dependent on settings from other sources:

- The wall type definition settings used by each wall type in the plan. See “Wall Type Definitions Dialog” on page 278.
- The definition of the framing material assigned to each wall type used in a plan. See “Material Types” on page 783.
- The structural specifications for individual walls in the plan. See “General Tab” on page 282.

In order for wall framing to automatically generate, a wall’s framing layer must be set as its Main Layer and its framing material just be a Framing type. See “The Main Layer” on page 276.

Treated Sill Plates

Treated sill plates automatically generate over all exterior walls that support a floor platform or a framed wall directly above, and have either Concrete or Brick material type as their Main Layer material. See “The Main Layer” on page 276 and “Material Types” on page 783.

These sill plates are placed on the “Framing, Floor” layer and are specified as **Treated**. See “Displaying Framing” on page 543.

The default size of treated sill plates is specified in the **Foundation Defaults** dialog. See “Foundation Tab” on page 409.

When a monolithic slab foundation is built, the bottom plates of framed exterior walls are specified as **Treated**. Multiple bottom plates can be specified in the **Framing Defaults** dialog, but only the bottommost plate is specified as Treated. See “Wall Tab” on page 530.

Roof Framing

Settings on the Roof and Trusses tabs of the **Framing Defaults** dialog determine the structure of roof planes and manually drawn ceiling planes as well as how they rest on bearing walls, so it is important that their default values be set before building the roof. See “Roof Tab” on page 535 and “Trusses Tab” on page 537.

If changes are made to these defaults that you need to apply to the entire roof plan, you will need to rebuild the entire roof - not just the roof framing. See “Roofs” on page 425.

Framing Types

By default, all framing is set to use “Lumber” as the material type. You can select from a number of other types, however, including Glulam and steel. See “Framing Member Types” on page 548.

Manual vs. Automatic Framing

Platform, roof, and wall framing can be produced manually or automatically. In most cases, automatically-generated framing is preferable because it is faster than manually placing, replicating and editing numerous individual framing members.

In many plans, though, framing is drawn using both approaches. For example, a combination of automatically generated rafters and manually drawn trusses can be used to model a roof framing plan. See “Mixing Trusses with Stick Framing” on page 560.

Regardless of how it is created, individual framing members can be selected and edited. See “Editing Framing” on page 545.

Automatic Framing

Automatic framing of floor and ceiling platforms, walls and roofs can be generated using the **Build Framing** dialog. The settings in this dialog control the size, spacing, and type of framing drawn in a plan, and related structural information for the major components of the 3D model. See “Build Framing Dialog” on page 527.

Automatic framing of a particular structural component is not generated until the **Build Framing** dialog is opened to the appropriate tab and one of two checkboxes selected:

- Select the **Build** checkbox to build automatic framing once. For example, check **Build Wall Framing** on the Wall tab, then click OK to build wall framing once based on the current state of the model.
- Select the **Automatic** checkbox, then click OK to build automatic framing every time a change is made to that structural component in the plan. For example, check **Automatic Wall Framing** on the Wall tab to rebuild all wall framing any time a wall is affected by changes to the model.

Note: When Automatic framing of a particular type is enabled, framing of that type cannot be manually edited or deleted.

Manual Framing

Framing objects can also be drawn manually. With the exception of Posts, framing objects are drawn by clicking and dragging in a straight line, the way other line-based objects are. See “Draw Line” on page 972.

The manual framing tools are organized into families: general framing, floor and ceiling framing and roof framing. The family that a drawing tool belongs to determines where it can be used:

- Roof framing objects can only be drawn within the area of one or more roof planes.
- Floor and ceiling framing objects can only be drawn within one or more floor or ceiling platforms.
- **General Framing** objects and **Posts** can be drawn anywhere in a model.
- **General Framing** objects can also be drawn in CAD Details. See “CAD Details” on page 1008.
- **Wall Bridging** can only be drawn in a Wall Detail window. See “In Wall Detail Views” on page 544.

Rebuilding Framing

It is important to remember that by default, framing does not update automatically when changes are made to the model. For example, if a window is moved or resized, the wall framing must be rebuilt. If the footprint is enlarged, the wall framing and any roof or platform framing that is affected must be rebuilt.

You can direct the program to rebuild the automatic framing of floors/ceilings, walls and/or roofs every time a change to the model affects one of these components. To do this, select the **Automatic** checkbox on the Floor, Wall and/or Roof tabs of the **Build Framing** dialog.

To learn more, see “Keeping Framing Current” on page 547.

When automatic framing associated with a particular tab in the **Build Framing** dialog is built, any previously existing automatically produced framing of the same type is deleted and replaced.

With the exception of wall framing, manually drawn framing is unaffected when automatic framing is rebuilt and remains along with the newly produced automatic

framing. By default, manually drawn wall framing is deleted when automatic framing is rebuilt; however, you can prevent this from occurring by checking **Retain Wall Framing** in the **Wall Specification** dialog. See “General Tab” on page 282.

Mixing Rafters and Trusses

If you plan to mix roof trusses with rafters and/or ceiling joists, you can save time by:

- Check **Trusses (No birdsmouth)** in the **Build Roof** dialog before automatically building or manually drawing a roof. See “Build Roof Dialog” on page 431.
- Draw and position all roof trusses before using the automatic framing generator to produce rafters and ceiling joists. See “Floor and Ceiling Trusses” on page 554.

Some other important things to consider:

- Rafters and joists that are parallel to a roof truss are not generated closer than 14 inches (350mm) to the truss.
- Automatically produced rafters and joists do not cross an existing truss, but do generate from the eave inward until they butt into a truss.
- Rafters and hip ridges can pass over a drop hip truss. See “Drop Hip or California Hip” on page 566.
- Lookouts can pass over a reduced gable truss.
- When rafters are parallel to trusses, the tops of the rafters are placed in line with the tops of the trusses. Since the depth of a rafter is normally greater than that of a truss's top chord, the lower rafter edge is below the top plate of the supporting wall, requiring a birdsmouth cut into the rafter. If the truss is raised to provide space for insulation, the rafter may not need to be cut at all. If the truss is raised too much, the rafter may not rest on the top plate at all.

Framing with Beams

Floor/Ceiling Beams can be drawn in a plan either before or after automatic framing has been generated. If a beam is created before automatic framing, you can specify whether joists bear on the beam or hang on its sides.

To build joists that bear on a beam

1. Draw a **Floor/Ceiling Beam** at the desired location in your plan.
2. Select the beam and click the **Open Object** edit button. On the General tab of the **Beam Specification** dialog, confirm that:
   - The **Top Height** value is equal to the Ceiling Height of the room(s) over which the beam is placed.
   - **Bearing Beam** is checked.
3. Click OK, then select **Build> Framing> Build Framing** and build the appropriate floor or ceiling framing. See “Floor Tabs” on page 527.

To build joists that butt against a beam

1. Draw a **Floor/Ceiling Beam** at the desired location in your plan.

2. Select the beam and click the **Open Object** edit button. On the General tab of the **Beam Specification** dialog:
   - Specify the desired Depth value and then lock it.
   - Specify the **Bottom Height** value so that it is equal to the Ceiling Height of the room(s) over which the beam is placed.
   - Uncheck **Bearing Beam**.
3. If necessary, select **Build> Framing> Joist Direction Line** and draw a line perpendicular to the beam and within the floor or ceiling platform.
4. Click OK, then select **Build> Framing> Build Framing** and build the appropriate floor or ceiling framing. See “Floor Tabs” on page 527.

The Framing Tools

Select **Build> Framing** to access the automatic and manual Framing Tools.

The Framing Tools family has three separate parent buttons: **General Framing Tools**, **Floor/Ceiling Framing Tools**, and **Roof Framing Tools**.

The default settings for framing members are derived from their respective tabs in the **Framing Defaults** dialog.

Most types of framing can be created both manually and automatically. Once created, both automatically generated and manually drawn framing members can be selected and edited. See “Editing Framing” on page 545.

> As a general rule, horizontal framing members are referred to as "joists" (floor/ceiling platform framing); vertical framing members are referred to as "studs" (wall framing); and sloped framing members are referred to as rafters (roof framing).

Build Framing

Select **Build> Framing> Build Framing** to open the **Build Framing** dialog. Here, you can define settings that control how framing is drawn and generate automatic framing. See “Build Framing Dialog” on page 527.

General Framing

General Framing objects are generic, framing members that can be drawn outside of a floor or ceiling platform or roof plane. Select **Build> Framing> General Framing**, then click and drag in a straight line to create one of these objects. In floor plan view, a horizontal framing member is created; in a Wall Detail, vertical members can also be drawn. See “In Wall Detail Views” on page 544.

Wall Bridging

Wall Bridging can be created both automatically and manually, but can only be drawn manually in a Wall Detail Window. To do so, open a Wall Detail and

select **Build> Framing Framing> Wall Bridging**, then click and drag in a straight line across the wall in the view. See “In Wall Detail Views” on page 544.

Each run of bridging has gaps where it crosses studs, but behaves as a single object.

Automatic wall bridging can be created when wall framing is built or rebuilt. See “Wall Tab” on page 530.

Post

Posts can only be placed manually. To do so, select **Build> Framing> Post** and click in floor plan view. Placing a post on the lowest level of a plan also creates a footing.

Rafter

Rafters can be drawn both manually and automatically. To draw a rafter manually, select **Build> Framing> Rafter**, in floor plan view, then click and drag in a straight line within a roof plane.

Rafters are edited like other framing members, except that you cannot set the height. If a rafter is moved, its height and slope are automatically reset to fit under the roof plane at its new position.

Roof Blocking

Roof blocking can only be drawn manually. To do so, select **Build> Framing> Roof Blocking** in floor plan view and click and drag in a straight line within a roof plane.

Each run of blocking has gaps where it crosses rafters, trusses or other blocking but behaves as a single object.

Blocking is typically drawn perpendicular to the rafters, but at the same pitch. so blocking as seen in floor plan view represents the position of the top of the blocking.

Before drawing Roof Blocking:

- Specify whether you want **In Line**, **Stagger** blocking, or **Cross** bridging in the **Framing Defaults** dialog.
- Build the roof framing. See “Roof Tab” on page 535.

In 3D, roof blocking is tilted to follow the pitch of the roof plane in which it is drawn.

Roof Truss

Roof trusses can only be drawn manually. To do so, select **Build> Framing> Roof Truss** in floor plan view and click and drag in a straight line within one or more roof planes. Roof planes and either a default or manually drawn ceiling must be present before a roof truss can be drawn. See “Roof Trusses” on page 554.

Roof Beam

Roof beams can only be drawn manually. To do so, select **Build> Framing> Roof Beam** in floor plan view and click and drag in a straight line. Roof beams are normally be drawn across rafters and placed directly under them.

Joist

Floor and ceiling joists can be drawn both manually and automatically. To manually draw a joist, select **Build> Framing> Joist** in floor plan view, then click and drag in a straight line within a floor or ceiling platform.

Joists are always drawn as the ceiling framing for the current floor. See “The Current Floor” on page 403. Whether a floor or ceiling joist is drawn is determined by the presence of a floor platform above.

- If there is no floor platform above, a ceiling joist is drawn.
- If there is a floor platform above, a floor joist is drawn.

If you want to draw floor joists for Floor 1, for example, you must do so on Floor 0. See “Foundations” on page 407.

Joists can be automatically generated for multiple floors in the **Build Framing** dialog. See “Floor Tabs” on page 527.

Ceiling joists, floor joists and rafters have their own layers. Proper layer assignment maximizes display and materials flexibility.

Joist Blocking

Joist blocking can only be drawn manually. To do so, select **Build> Framing> Joist Blocking** in floor plan view and click and drag in a straight line within a floor or ceiling platform.

Each run of blocking behaves as a single object.

Before drawing Joist Blocking:

- Specify whether you want **In Line**, **Stagger** blocking, or **Cross** bridging in the **Framing Defaults** dialog.
- Build the floor and/or ceiling platform. See “Floor Tabs” on page 527.

Floor/Ceiling Truss

Floor and ceiling trusses can only be drawn manually. To do so, select **Build> Framing> Floor/Ceiling Truss** in floor plan view and click and drag in a straight line within a floor or ceiling platform. See “Floor and Ceiling Trusses” on page 554.

Floor/Ceiling Beam

Floor and ceiling beams can only be drawn manually. To draw one, select **Build> Framing> Floor/Ceiling Beam** in floor plan view and click and drag in a straight line within a floor or ceiling platform.

Beams can be drawn in two different ways:

- **Under Joists** places the beam underneath the joists so the joists can bear on it.
- **With Joists** places the top of the beam even with the tops of the joists it supports. The joist then butts against it. See “Posts/Beams Tab” on page 533.

Beams should be placed before joists are produced by automatic framing. If **With Joists** is specified, the joists are cut by and butted against the beam. If **Under Joists** is specified, the joists are automatically butted or lapped over the beam.

Framing Reference Marker

Framing Reference Markers are reference points that specify how to lay out automatically-produced framing and can only be drawn manually. To place one, select **Build> Framing> Framing Reference Marker** in floor plan view and click to place a framing reference marker.

A **Framing Reference Marker** can also be created by placing a **Marker** and then specifing its type. See “Markers” on page 951 and “Framing Reference Markers” on page 539.

Bearing Line

Bearing Lines direct the program to lap or butt joists and/or rafters where they cross the line instead of framing across it to the next wall and can only be drawn in floor plan view. To draw one, select **Build> Framing> Bearing Line** and click and drag in a straight line. See “Bearing Lines” on page 541.

Joist Direction

Joist direction lines define the direction in which joists run in a floor or ceiling platform and can only be drawn in floor plan view. To draw one, select **Build> Framing> Joist Direction** and click and drag within a floor or ceiling platform. See “Joist Direction Lines” on page 541.

Build Framing Dialog

Automatic framing can be generated by selecting **Build> Framing> Build Framing** to open the **Build Framing** dialog. This dialog can also be accessed by double-clicking either the **Framing Tools** button or the **Rafter** tool.

The **Build Framing** dialog is organized so that each major structural component of the model has its own tab or tabs. The number of tabs in the dialog varies depending on how many floors are in your model. There is be a tab called “1st” for the first floor, “2nd” for the second floor, and so on.

- Floor and ceiling framing settings are found on the Floor Tabs.
- Wall framing settings are located on the Wall Tab, Openings Tab, and Headers Tab.
- Post, floor/ceiling beam and roof beam settings are found on the Posts/Beams Tab.
- Roof framing settings are located on the Roof Tab and Trusses Tab.
- The settings on the Roof tab are the same as those on the Framing tab of the Build Roof Dialog.
- You can set the default materials used for framing on the Materials Tab. See “Materials Tab” on page 539.

Floor Tabs

The **Build Framing** dialog opens to the framing tab for the current floor, such as **Foundation**, **1st** or **2nd**. Each tab specifies framing for specific floors or assemblies. Switch between tabs to define all settings.

The floor framing information for a given floor is found on the Floor tab for the floor below it, because that is where the framing will display in floor plan view when it is generated. For example, the floor framing

information for Floor 2 is found on the **1st** tab, while the floor framing for Floor 1 is found on the **Foundation** tab.

To automatically generate the floor framing for Floor 1, a Floor 0 must be present. If a Floor 0 has not been built, the **Build Floor Framing** check box on the Foundation tab will not be available.

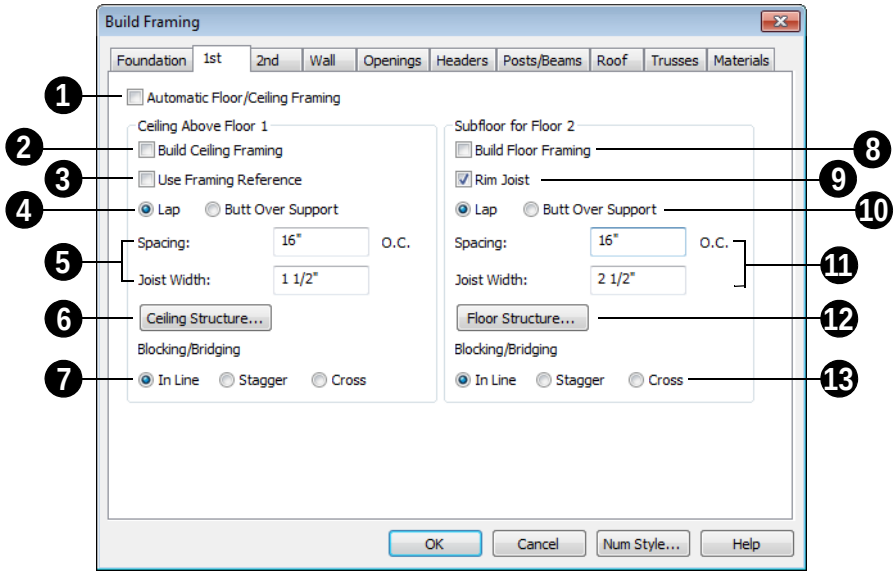
Each Floor tab is divided into two halves:

- The right half is for floor framing specifications, and applies to the model when the floor above has living space.
- The left half is for ceiling framing specifications, and is relevant only for rooms that do not have living spaces above them.

See "Floor and Ceiling Platforms" on page 397.

The platform structure settings defined here affect all rooms on the floor, but can be overridden for individual rooms in the **Room Specification** dialog or for individual platforms using **Joist Direction** lines. See "Structure Tab" on page 318.

By default, joists automatically generate in the direction that results in the shortest span; however, you can produce different results using **Bearing Lines**, **Floor/Ceiling Beams** and/or **Joist Direction** lines. See "Bearing Lines" on page 541 and "Joist Direction Lines" on page 541.



1 Check **Automatic Floor/Ceiling Framing** to regenerate floor and ceiling framing whenever changes are made to the model. See "Automatic Framing" on page 521.

2 Check **Build Ceiling Framing** to generate or regenerate ceiling framing when the **OK** button is clicked. Only available when there is no living space above at least part of the current floor.

❸ **Use Framing Reference** - This applies to ceiling framing only. The Framing Reference Marker is the starting point for framing layout. If a reference is placed, the center of the first joist is placed at this point and spacing goes from there. If joists are lapped, the surface is placed at this point.

If the check box is cleared, the program attempts to position ceiling joists so that they coincide with rafters. Be sure to build the roof framing first if you are doing this.

A Framing Reference Marker is not usually used for both ceiling joists and nearby rafters that run the same way because one is placed on top of the other.

For floor joists, the starting point for a joist layout is always the Framing Reference Marker. See “Framing Reference Markers” on page 539.

❹ Specify whether the ceiling framing members **Lap** or **Butt** over bearing walls. The lap is 8” (200 mm) and centered over the support.

- When a Framing Reference Marker is used and **Butt Over Support** is selected, the joists are placed at reference spacing.
- If **Lap** is selected, the surfaces where the joists lap are placed at reference spacing, so that joists are placed on either side of the framing reference locations.

❺ Specify the spacing and size of the ceiling framing.

- Enter a value for the **Spacing** of ceiling joists above the current floor.
- Specify the **Joist Width**, which is their horizontal thickness.

❻ Click the **Ceiling Structure** button to open the **Ceiling Structure Definition** dialog and define the layers of materials that form the ceiling platform. See “Floor/Ceiling Structure Definition Dialog” on page 399.

❼ **Blocking / Bridging** specifies how blocking is manually drawn after joists have been placed. See “Joist Blocking” on page 526.

- **In Line** produces blocking pieces that align with each other.
- **Stagger** produces blocking that alternates on either side of the line you draw.
- **Cross** produces cross bridging that looks like in line blocking in floor plan view, but shows as cross bridging in 3D views and the materials list.

❽ Check **Build floor framing** to generate or regenerate floor framing when the **OK** button is clicked. Build Ceiling Framing is only available when there is no living space above at least part of the current floor.

❾ Check **Rim Joist** to automatically produce a rim joist across the ends of the floor joists. If this is unchecked, line blocking across the ends of the floor joists is usually drawn in later.

❿ Specify if the framing members **Lap** or **Butt** over bearing walls. See #4, above.

⓫ Specify the spacing and size of the floor framing.

- Enter a value for the **Spacing** of floor joists above the current floor.
- Specify the **Subfloor Thickness**, which is the thickness of the floor sheathing.
- Specify the **Joist Width**, which is their horizontal thickness.

- Specify the **Joist Depth**, which is their vertical depth.

The Subfloor Thickness and Joist Depth both affect floor platform thicknesses and can be overridden per room in the **Room Specification** dialog. See “Structure Tab” on page 318.

When viewing framing, **Subfloor Thickness** may be represented by a gap. To remove this gap, change the value to zero and rebuild the framing.

If the material Concrete is applied to the floor, platform thickness is specified in the **Foundation Defaults** dialog. See “Building a Foundation” on page 412.

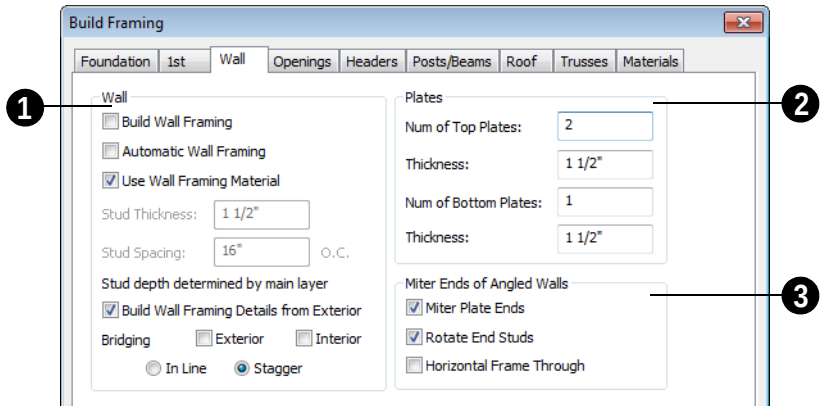
12 Click the **Floor Structure** button to open the **Floor Structure Definition** dialog and define the layers of materials that form the floor platform. Only available if there is living space above at least part of the current floor. See “Floor/Ceiling Structure Definition Dialog” on page 399.

13 Specify how **Blocking / Bridging** is manually drawn after joists have been placed. See “Joist Blocking” on page 526.

Wall Tab

The Wall, Openings, and Headers tabs are all referenced by the program to determine how walls are framed. The settings on these three tabs define how automatic framing generates and how wall framing is calculated for the Materials List.

You can still make changes to your plan once you have framed your model. If your changes affect framing, if a wall or ceiling were moved for instance, rebuild framing to update the model.



1 Specify how **Wall** studs and bridging are built.

- Check **Build Wall Framing** to build wall framing for the entire model. Framing is built in walls whose Main Layer material

type is “framing”. See “Wall Type Definitions” on page 275.

- Check **Automatic Wall Framing** to regenerate wall framing whenever changes are made to the model. See “Automatic Framing” on page 521.
- Check **Use Wall Framing Material** to use the stud thickness and spacing defined for the framing material used by each wall type. See “Define Material Dialog” on page 786. Uncheck this box to use the thickness and spacing values below for all wall types.
- Specify the **Stud Thickness** for all walls in the plan. Stud depth is set by each wall's Main Layer thickness. Not available when Use Wall Framing Material is used.
- Specify the **Stud Spacing** for all walls in the plan, starting from the Framing Reference Marker, if one is present. See “Framing Reference Markers” on page 539. Not available when Use Wall Framing Material is used.
- Check **Build Wall Framing Details from Exterior** to have Wall Detail views display from the exterior of the plan rather than the interior. See “In Wall Detail Views” on page 544.

Specify where and how **Bridging** is drawn. Each run of bridging behaves as a single object but has gaps where it crosses studs. See “Wall Bridging” on page 524.

- Check **Exterior** to automatically produce bridging on external walls when wall framing is built.
- Check **Interior** to automatically produce bridging on internal walls when wall framing is built.
- **In Line** produces bridging pieces that align with each other.
- **Stagger** produces bridging that alternates on either side of a center line along the wall.

Wall bridging is generated exactly half-way up each wall’s total height. Once created, it can be selected in a Framing Overview or Wall Detail.

❷ Define how top and bottom **Plates** are generated.

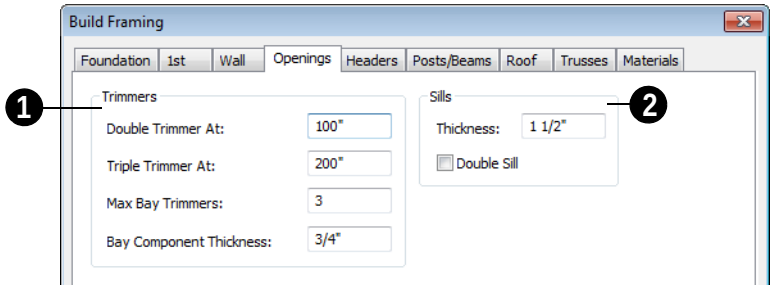
- Specify the **Number of Top Plates**, as well as their **Thickness**.
- Specify the **Number of Bottom Plates**, as well as their **Thickness**.

❸ **Mitre Ends of Angle Walls** - Specify how wall corners that are not right angles are framed. 90 degree corners are not affected by these settings.

- Select **Mitre Plate Ends** to mitre the ends of the top and bottom plates. If unchecked, top and bottom plates will be butted together.
- Select **Rotate End Studs** to rotate the studs closest to mitre ends to the angle of the mitre. If unchecked, studs will remain perpendicular to the angle of the walls.
- Select **Horizontal Frame Thru** to frame through the horizontal walls in floor plan view, butting vertical walls against them. If unchecked, walls that are vertical in floor plan view will frame through.

Openings Tab

The rough openings for doors and windows can be specified in the **Door** and **Window Defaults** dialogs. See “Default Settings” on page 64.



1 Specify when to build more than one **Trimmer**, or stud shortened to support a header, based on wall opening width.

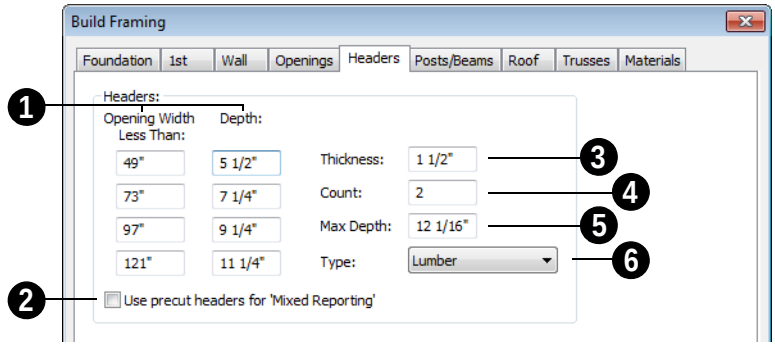
- **Double Trimmer At** - Openings up to this value in width have two trimmers on each side.
- **Triple Trimmer At** - Openings up to this value in width have three trimmers.
- Specify the **Max Bay Trimmers** , which is the maximum number of trimmers that a bay, box or bow window with a lowered top height can have on each side of the opening. Enter 0 to suppress trimmers for bay/box/bow window opening headers.
- Specify the **Bay Component Thickness**, which is the thickness of a thinner trimmer for bay/box/bow window component headers if a standard trimmer does not fit after the component window is manually resized. See “Resizing Components” on page 364. The default for this value is 3/4” (20mm).

2 Specify the construction of the window **Sills**, which refer to the framing below the window rather than the finished sill.

- Specify the **Thickness** for window sills.
- Check **Double Sill** to specify a double sill for all windows.

Headers Tab

Chief Architect does not calculate loads or bearings. It is dependent upon user input and does not attempt any structural analysis. Always consult your local building authorities and contact a licensed engineer for structural calculations.



1 Specify the header depth dependent on the opening width. These values should be set so that the wider the opening, the deeper the header.

2 Check **Use precut headers for 'Mixed Reporting'** to show precut headers in the Materials List. Precut headers are shown only if the walls have been framed and Mixed Reported is selected as the reporting method. See "Structural Member Reporting" on page 1172.

If this is unchecked, the Materials List produces a total footage for all headers. When checked, each different length of precut header is listed separately. Note that the total number of headers is twice the number of openings if **Count** is set to 2.

3 Specify the **Thickness** of all headers.

4 Specify the **Count** of boards required to make a header. Using this number, the program generates a count of header stock for you in the Materials List.

When using stock as thin as 1-1/2 inches, headers are usually doubled or laminated, so the default number of boards making up a header in **Count** is 2.

5 If the top of the rough opening is closer to the top plate than the value in **Max Depth**, a solid header is produced to fill the entire area. This disables the building of short cripple studs between the top of the header top and bottom of the plate. The default of 12 1/16 inch works well for 6'8" headers in 8'0" walls.

6 Specify the **Type** of material used for headers. See "Framing Member Types" on page 548.

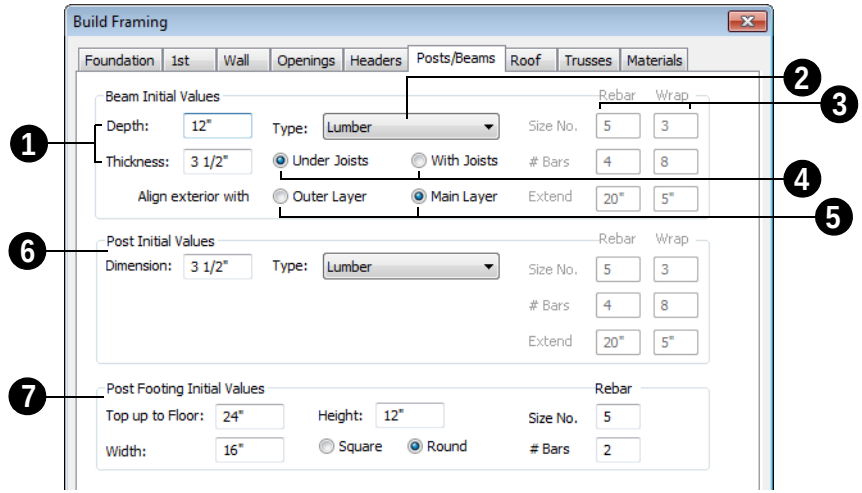
Posts/Beams Tab

Posts and beams are not produced by the automatic framing. They can only be created manually.

Posts are created by clicking in floor plan view where a post is desired using the **Post** tool.

Beams are drawn manually in floor plan view using the **Floor/Ceiling Beam** or **Roof Beam** tool.

Posts and beams may be created under a Deck room automatically, depending on its size, location, and other variables. Unlike deck framing, the defaults for deck post footings are set here. See "Deck Framing and Planking" on page 310.



1 Specify the size of the beams in the plan.

- Specify the beams' vertical **Depth**.
- Specify the beam **Thickness**, which appears as width in floor plan view.

2 Select the **Type** of beam from the drop-down list. See "Framing Member Types" on page 548.

3 Specify the **Rebar** and rectangular rebar **Wrap**, or tie bars, for concrete beams. Only available if the beam Type is "solid concrete".

- Specify the **Size Number** for both Rebar and Wrap.
- Specify the **# Bars**, or number of bars, for both Rebar and Wrap.
- Specify the distance both Rebar and Wrap **Extend**, or overlap.

4 **Under Joists/With Joists** - A beam can be drawn under the joists or up in the floor platform with the joists. If floor joist depths and subfloor thickness have been set in the **Build Framing** dialog, the beam height is properly positioned even if the joists have not yet been produced. If **With Joists** is specified, the beams should be drawn before framing is automatically produced. Then the joists are broken and butted to the beam.

5 **Align Exterior with Outer Layer/ Main Layer** - When a beam is drawn

along and over an exterior wall, its outer surface snaps to either the wall's outer layer or outer main layer, as specified here.

❻ **Post Initial Values** - Specify the initial characteristics of posts placed manually using the Post tool.

- **Dimension** - This is the length of each side of a square post and the diameter of a round post. Once created, posts not specified as Round can be edited to have a rectangular shape with any dimensions. Round posts can be resized but always remain circular.
- Select the **Type** of post from the drop-down list. The Round Type is unique to Posts.
- Specify the **Rebar** and **Wrap** for posts. See #3, above. Only available if the post Type is "Solid Concrete".

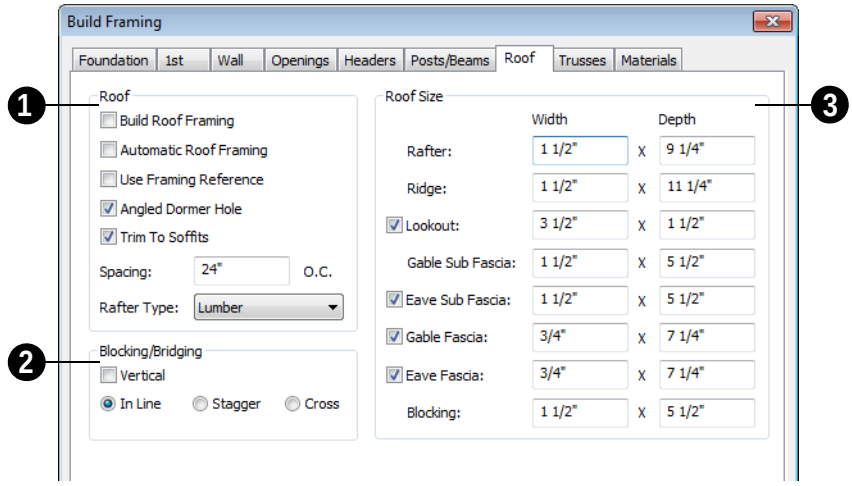
❼ **Post Footing Initial Values** - When a post is created on the lowest floor of a plan and inside a floor platform, a footing for it is automatically produced and included in the Materials List. See "Materials Lists" on page 1159.

- Specify the **Top up to Floor** value, which is the distance from the top of the footing to the bottom of the floor platform.
- Specify the **Width** of the automatically produced footing under a new post.
- Specify the **Height** of the automatically produced footing under a new post.
- Select the **Square** or **Round** radio button to specify the shape of post footings.
- Specify the **Size Number** and number of bars (**# Bars**) for post footing **Rebar**. See #3, above.

Roof Tab

The settings on the Roof tab of the **Build Framing** dialog are exactly the same as those on the Framing tab of the **Build Roof** dialog. See "Build Roof Dialog" on page 431.

Note: Changes made on the Roof tab will not affect the structure of existing roof planes. To make changes take effect, rebuild the roof.



1 Roof -

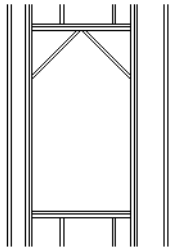
- Check **Build Roof Framing** to build roof framing for the entire model. Only available if roof planes are present in the plan. See “Roofs” on page 425.
- Check **Automatic Roof Framing** to automatically rebuild roof framing if changes are made to the roof plan. See “Automatic Framing” on page 521.
- Check **Use Framing Reference** to use a defined starting point for rafter layout. See “Framing Reference Markers” on page 539.

Note: Use Framing Reference is useful when framing a gable roof, but not necessarily a hip roof. See “Framing References and Roof Framing” on page 540.

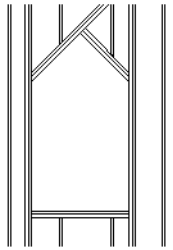
- Check **Angled Dormer Hole** to create a 5-sided hole in a roof plane to accommodate a gable dormer. The two top edges of the hole are located under the dormer valleys, and an angled double-header runs between the doubled rafters on one side to the ridge. A shorter angled doubled header frames the opposite valley.

  If **Angled Dormer Hole** is unchecked, a rectangular hole is framed under the dormer. A double header is placed where the peak of the dormer roof meets the main roof plane, and rafters are placed under the dormer valleys.

  If the double header does not fit within the main roof plane, angled headers are produced regardless of this setting.



rectangular dormer hole



Angled Dormer Hole

- Uncheck **Generate Fascia** if you do not want fascia boards on the roof eaves. If unchecked, the Gable Fascia and Eave Fascia options under Roof Size will be unavailable.
- Uncheck **Generate Eave Sub Fascia** if you do not want subfascia boards on the roof eaves. If unchecked, Eave Sub Fascia under Roof Size will be unavailable.
- Uncheck **Trim To Soffits** to generate full-depth rafters all the way to the subfascia. If checked, rafter depths are trimmed to the top surface of the soffits in the eave area. Does not affect decorative rafter tail ends. See “Rafter Tails Tab” on page 438.
- Specify the **Spacing** of automatically generated rafters. This also sets the initial offset value for laying out rafters using the **Multiple Copy** edit button. See “Multiple Copy” on page 156.
- Select the **Rafter Type** from the drop-down list. See “Framing Member Types” on page 548.

❷ Specify how **Blocking/Bridging** is manually drawn after rafters have been placed. A row of blocking is drawn and can be moved and edited as a single object, but displays as separate pieces separated by the rafters. See “Roof Blocking” on page 525.

- Check **Vertical** to generate blocking that is oriented vertically, or plumb. When unchecked, blocking is perpendicular to the roof framing.
- **In Line** produces blocking pieces that align with each other.
- **Stagger** produces blocking that alternates on either side of the line you draw.
- **Cross** produces cross bridging that looks like in line blocking in floor plan view, but shows as cross bridging in 3D views and the materials list.

❸ Specify the desired **Width** and **Depth** for **Rafters**, the **Ridge**, **Lookouts**, **Gable Sub Fascia** (barge rafter), **Eave Sub Fascia**, **Gable Fascia**, **Eave Fascia** and **Blocking**.

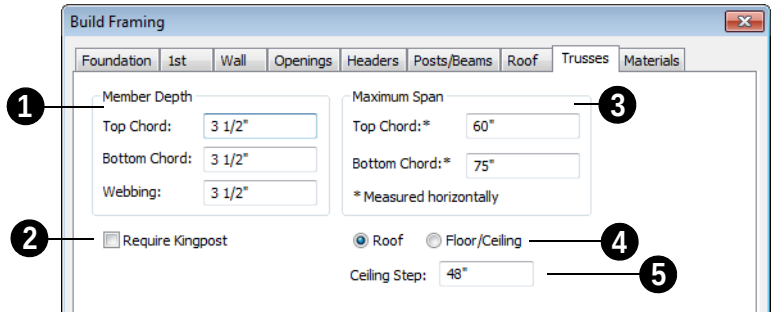
Uncheck the boxes beside **Lookout**, **Eave Sub Fascia**, **Gable Fascia** and/or **Eave Fascia** to prevent these framing members from generating when roof framing is built. When these boxes are checked, these items will generate as specified here.

Trusses Tab

The parameters set in this tab apply to any subsequently drawn trusses. They can be overridden for any selected group of trusses using the **Truss Specification** dialog. See “Trusses” on page 553.

The program uses these values to model trusses for graphic representation only.

> Chief Architect does not engineer trusses. Always consult an engineer or truss company to have your trusses professionally designed.



1 **Member Depth** - Specify the depth of the truss chords and webbing.

- Specify the depth of the **Top Chord**.
- Specify the depth of the **Bottom Chord**.
- Specify the depth of the **Webbing**

2 For triangular trusses, check **Require Kingpost** to require a vertical member from the roof peak to the bottom chord.

If this is not checked, a vertical member may still be supplied, depending on what is needed to support the chords at or closer than the specified maximum spans.

3 The **Maximum Span** settings control the maximum length between junctions of the supporting webbing to the **Top Chord** and **Bottom Chord**. Changing these values may cause different truss configurations such as kingpost, queenpost, fink, double fink, fan, howe, or double howe to be represented. These distances are measured horizontally for both roof and floor and ceiling trusses. In some instances, especially in more complex trusses, making these spans equal may result in the webbing appearing more normal or standard. See “Trusses” on page 553.

4 Select either **Roof** or **Floor/Ceiling** to specify whether the settings apply to Roof or Floor/Ceiling trusses.

5 Specify the **Ceiling Step**, which is the maximum distance its bottom chord can step down to locate a ceiling on the floor below the top floor. See “Ceiling Steps” on page 556.

Truss Spacing

Trusses are always drawn manually, so while their depth, span and kingpost defaults are specified in the **Build Framing** dialog, their spacing is not.

Trusses are typically replicated using the **Multiple Copy** edit button, and their spacing can be set in the **Multiple Copy** dialog. See “Multiple Copy Dialog” on page 157.

Materials Tab

The default materials that display on General Framing objects, Posts, and Rafters in 3D views are specified on the Materials tab. These materials are not used in the Materials List. Materials List information is derived from the structure Type of each framing object. See “Framing and the Materials List” on page 547.

Changes made on the Materials tab of the **Build Framing** dialog only affect subsequently created framing: both manually drawn and automatically generated.

The settings in the Materials tab of the **Build Framing** dialog are the same as in many other specification dialogs. See “Materials Tab” on page 777.

Framing Reference Markers

Framing Reference Markers are reference points that specify how to lay out automatically-produced framing.

- Wall and floor framing always build to the Framing Reference Marker.
- Ceiling and roof framing only build to the Framing Reference Marker when **Use Framing Reference** is specified for that type of framing.

Typically, a single framing reference marker on Floor 1 is used for the entire model.

- When more than one marker is present, framing layout starts at the marker closest to the center of the area to be framed.
- If no framing reference marker is found on the floor being framed, the closest framing reference marker on the first floor is used.

If no framing reference markers exist in your plan, the point at 0, 0 is used as the framing reference marker location and unexpected results may occur.

When **Automatic Wall Framing** is checked, wall framing automatically rebuilds if a Framing Reference Marker is added or moved. See “Automatic Framing” on page 521.

Automatic Floor/Ceiling Framing and **Automatic Roof Framing**, on the other hand, do not respond when a Framing Reference Marker is added or moved. These framing types must be rebuild using the **Build Framing** dialog. See “Build Framing Dialog” on page 527.

Placing Framing Reference Markers

To place a Framing Reference Marker, select **Build> Framing> Framing Reference Marker** . Click in floor plan view to place the framing reference marker.

When **Object Snaps** are enabled, framing reference markers snap to framing members and other CAD-based objects first, and then to a wall main layer surface or corner if possible.

Framing Reference Markers can be modified just like other markers. See “Markers” on page 951.

When framing is generated using a Framing Reference Marker, the first framing member of a givne type snaps to this point and all other framing members are laid out from there.

- Wall and roof framing snap to the Framing Reference Marker at their centers.
- Floor and ceiling framing snap to the Framing Reference Marker along an edge.

Move to Framing Reference

Manually drawn framing and automatic framing that was not generated using a Framing Reference Marker can be moved relative to a Framing Reference Marker using the **Move to Framing Ref** edit button.

When a framing member using the **Move to Framing Ref** edit button, the on-center spacing distance set in the **Build Framing** dialog is used.

The **Move to Framing Ref** edit button may also reference spacing specific to a particular floor or ceiling platform. See “Joist Direction Lines” on page 541.

A group of selected framing objects that are all parallel to each other can be moved using the **Move to Framing Ref** edit button. Only one of the objects in the group is compared to the framing reference marker and moved; the remaining objects are simply moved the same amount as the first object. Ideally, therefore, the group should have proper spacing relative to each other before the move.

To move framing objects to a framing reference marker

1. Group select the framing objects.
2. Click the **Move to Framing Ref** edit button.
3. The framing members are moved to the nearest Framing Reference Marker.

Framing References and Roof Framing

Framing Reference Markers are useful when framing a gable roof, but not necessarily a hip roof. When a Framing Reference is used, common rafters on either side of a hip rafter do not meet in the same place.

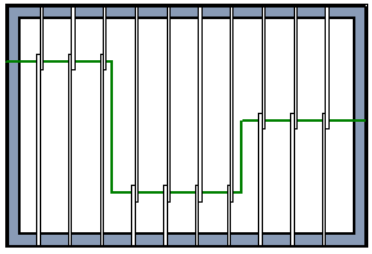
If the Framing Reference is not used, the automatic framing utility starts common rafter spacing from each end of the horizontal ridges, which results in common rafters on either side of hip jacks meeting each other.

Bearing Lines

Bearing Lines direct the program to lap or butt joists and/or rafters where they cross the line instead of framing across it to the next wall.

Select **Build> Framing> Bearing Line**, then click and drag to draw a bearing line as you would draw a CAD line. Bearing lines are edited just like CAD lines or polylines, as well. See “Editing Line Based Objects” on page 170 or “Editing Open Polyline Based Objects” on page 179.

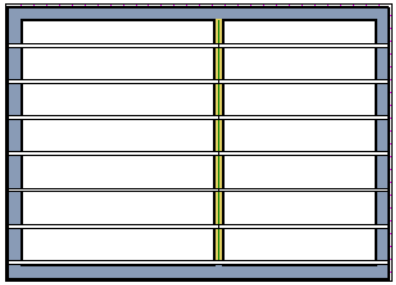
If a bearing line exists, the program laps or butts the joist and/or rafters over the line, depending on the option selected in the **Build Framing** dialog. See “Floor Tabs” on page 527.



Joists lapping over a Bearing Line

A bearing line should start outside the floor or ceiling platform and end outside of it, passing completely through the building.

Bearing lines snap to the center of nearby parallel walls when framing is built.



Joists butting over a Bearing Line and interior wall

A platform can be split into two by a bearing line, and the joist direction and/or depth can be specified separately on each side of the bearing line. Each platform takes on properties given by the joist direction line it contains. See “Joist Direction Lines” on page 541.

Placing a **Floor/Ceiling Beam** in a plan can also have the same effect as a Bearing Line when **Bearing Beam** is checked in its **Beam Specification** dialog. See “Framing Specification Dialog” on page 548.

Joist Direction Lines

A **Joist Direction** line defines the direction in which joists run in the floor or ceiling platform in which it is drawn, as well as the joists’ depth and spacing.

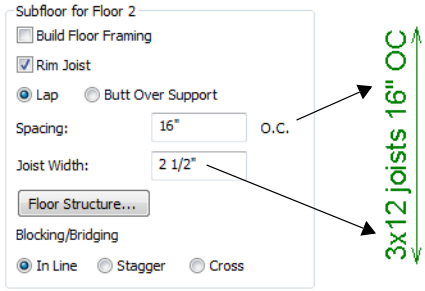
If a direction line is not specified, joists run in the direction that results in the shortest span and use the depth and spacing set in the **Framing Defaults** dialog.. See “Floor and Ceiling Framing” on page 520.

Using Joist Direction Lines

Select **Build> Framing> Joist Direction** and draw a joist direction line just as you would draw a CAD line. In order to work, Joist Direction Lines must be drawn within the area of a floor or ceiling platform.

The text along the joist direction line states the joist size and spacing for the platform. Initially, these values reflect the settings in the **Framing Defaults** dialog. See “Floor Tabs” on page 527.

Joist Direction Lines are located on the “Framing, Bearing Lines” layer by default and use the Text Style assigned to the layer that the Joist Direction Line is on. See “Text Styles” on page 954.

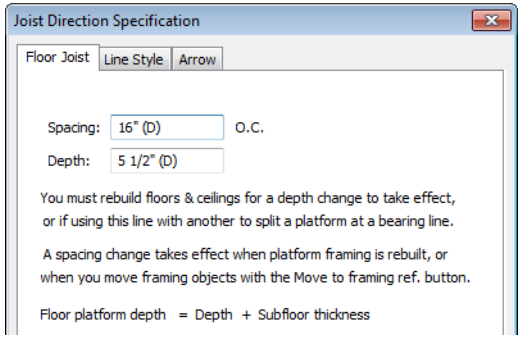


Each floor in a plan can have more than one floor platform, and each floor platform can have its own joist direction.

Two **Joist Direction** lines, one on either side of a **Bearing Line**, can divide a single floor or ceiling platform into two, allowing you to define different framing specifications for each area.

Joist Direction Specification Dialog

A Joist Direction line controls the joist depth and spacing information for the floor or ceiling platform in which it is drawn. To change this information, select a joist direction line and click the **Open Object** edit button. The **Joist Direction Specification** dialog opens.



- Define the **Spacing** of the joists in this platform.

- Define the **Depth** of these joists.

> Note: This is not the recommended method for specifying joist depth. You should instead use the settings in the Room Specification dialog. See “Room Specification Dialog” on page 317.

The Joist Direction line affects the joists in the entire platform, but does not change the settings in the **Build Framing** or **Room Specification** dialogs. Settings in the **Joist Direction Specification** dialog affect subsequently produced framing only in the platform that contains the selected joist direction.

Line Style Tab

For information about the settings on this tab, see “Line Style Tab” on page 977.

Arrow Tab

For information about the settings on this tab, see “Arrow Tab” on page 979.

Displaying Framing

The display of framing members is controlled in the **Layer Display Options** dialog. See “Displaying Objects” on page 128.

In Floor Plan View

Joists, rafters and trusses are represented in floor plan view by line-based CAD objects that are essentially long, thin rectangles. See “Editing Line Based Objects” on page 170.

If you prefer, framing and trusses can instead be represented by a single line. See “Line Properties Panel” on page 97.

By default, framing polylines have a solid white fill, and new members display in front of older ones, helping to distinguish newer members from those drawn previously. You can specify whether new framing members are drawn with this fill. See “CAD Defaults and Preferences” on page 964.

In 3D Views

The easiest way to view framing in 3D is to use either the **Orthographic Framing Overview** or **Perspective Framing Overview** tool, which display the model using the 3D Framing Set layer set. See “Framing Overview” on page 822.

Framing objects can display in other 3D and cross section/elevation views, although by default they are not set to do so. If you wish to see framing in these views, turn on the framing layers in the appropriate layer set.

To reveal framing covered by other objects or wall layers, use the **Delete Surface** tool. See “Delete 3D Surface” on page 828.

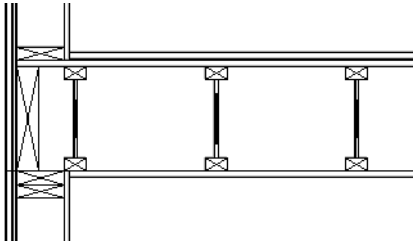
In Cross Section/ Elevation Views

To display framing in a cross section/ elevation view, make sure the framing layers are turned on in the default layer set for

Cross Sections. See “Layer Set Defaults” on page 130.

You can also use the **Delete Surface** tool to temporarily delete the surfaces of wall layers or other objects that block the view.

In cross section/elevation views, framing objects that are cut by the cross section plane display as boxes containing an ’X’.



I-joists, a rim joist, and wall plates cut in a cross section view

Framing Materials and Types

The appearance of a framing member in 3D and cross section/elevation views is affected by the material assigned to it and also by its Type.

The material specified for a framing member determines what it looks like in camera views by applying a texture, pattern, or color to its surface. Materials have no effect on how the framing is calculated in the Materials List, however.

The default materials for framing are set:

- In the **Floor** and **Ceiling Structure Definition** dialogs for floor and ceiling framing. See “Floor and Ceiling Platform Definitions” on page 399.
- In the **Wall Type Definitions** dialog for wall framing. See “Wall Type Definitions Dialog” on page 278.
- In the **Framing Defaults** dialog for General Framing, Posts, and Rafters. See “Materials Tab” on page 539.

Framing Types can also influence how a framing member looks in camera views because some types have special profiles - for example, I-Joists, Steel-I, and C-Channel. Framing types are also stated in the Description column in the Materials List. See “Framing Member Types” on page 548.

Materials and framing types control how framing looks in 3D views

In Wall Detail Views

Wall Details are a special type of wall elevation view in which only the studs, plates and headers used to frame a selected wall display. They are the only views in which **Wall Bridging** can be built. See “Wall Bridging” on page 524.

A Wall Detail view for each framed wall in your plan is automatically created by the program and saved in the Project Browser when wall framing is built. See “The Library Browser” on page 744.

After wall framing has been built, select a wall and click the **Open Wall Detail** edit button to open its Wall Detail. See “Editing Walls” on page 260.

Most wall framing members occupy the entire thickness of the wall's framing layer. Some, notably doubled headers or corner sheetrock nailers, may be turned sideways. Double or triple headers display one behind the other in a Wall Detail. You can select them using the **Select Next Object** edit button. See "Select Next Object" on page 169.

By default, Wall Details show walls as viewed from the interior. You can specify whether Wall Details are viewed from the interior or exterior in the **Build Framing** dialog. See "Wall Tab" on page 530.

The framing members of an individual wall can be selected and edited in its Wall Detail. If you rebuild wall framing after manually editing in a Wall Detail, your changes will be lost. To protect changes made to a wall's framing, check **Retain Wall Framing** in the **Wall Specification** dialog. See "General Tab" on page 282.

As with regular 3D views, Wall Details can be sent to layout and printed. See "Layout" on page 1107 and "Printing & Plotting" on page 1085.

In the Materials List

When framing is calculated in the materials list, its dimensions and type are noted. Treated lumber is also counted separately form regular lumber. See "Framing Member Types" on page 548.

Framing lengths can be counted using one of several methods to produce, for example, cut lists and buy lists. See "Structural Member Reporting" on page 1172.

If framing is not present in a plan when a Materials List is created, it will not be calculated. See "Framing and the Materials List" on page 547.

Editing Framing

Framing members can be individually selected in all views. Some framing members can be group selected. Once selected, framing members can be edited using the edit handles, edit toolbar buttons, or the **Framing Specification** dialog. See "Framing Specification Dialog" on page 548.

Framing is organized into families which determine where it is generated and where it can be manually drawn. See "Manual vs. Automatic Framing" on page 521. Once framing has been created, however, it can be moved out of its structural component. In order to move roof framing above or below a roof plane, you must first check **Manual Rafter Height** in the **Framing Specification** dialog. See "General Tab" on page 549.

Using the Edit Handles

Framing members can be drawn, edited and moved much the way CAD lines can. See "Editing Line Based Objects" on page 170.

In Cross Section/Elevation views, joists and rafters cut by the cross section and displaying a cross box can also be edited. See "Editing Box-Based Objects" on page 188. Also, in Cross Section/Elevation views headers can be edited like closed polylines. See "Editing

Closed-Polyline Based Objects" on page 184.

In a camera view or overview, the handles that display on a framing member depend on where it is clicked for selection and your current zoom factor.

- Click the top surface to display the same edit handles as in floor plan view, allowing you to rotate, move, and extend or shorten the length of the member.
- Click a side surface to display the same edit handles as in an elevation view, one at each end and one at the center.
- Zoom in and click on the appropriate edge to display edit handles that control the width and depth of framing members.

Using Dimensions

Framing members can be both moved and resized using dimensions. See "Moving Objects Using Dimensions" on page 914.

Using the Edit Tools

A selected framing member can be edited in a variety of ways using the buttons on the edit toolbar. See "The Edit Toolbar" on page 33.

Mitered Joints

Mitered joints can be created using the **Fillet Two Lines** edit button. Click on the end edge of a framing member such as a joist, click the **Fillet Two Lines** edit button, then click on the end edge of another nearby joist to extend one framing item to another framing item and join them with angled cut. See "Fillet Two Lines" on page 213.

Steel and Concrete

You can set framing defaults to generate steel framing and concrete structural members as well as lumber and other framing types. Individual framing members can also be specified as concrete or steel, as well.

When setting up defaults or modifying an individul object, make sure you specify both the desired framing Type and the material. See "Framing Materials and Types" on page 544.

Roof and Floor Trusses

Roof and floor trusses cannot be edited like regular framing members can and are discussed in their own chapter. See "Editing Truss Envelopes" on page 559.

Deleting Framing

Individual and group-selected framing members can be deleted the way other objects in the program are. See "Deleting Objects" on page 222.

Categories of framing, such as wall framing or floor and ceiling framing, can also be deleted in the **Delete Objects** dialog. See "Delete Objects Dialog" on page 223.

Keeping Framing Current

When you modify your plan, move walls, raise or lower platforms or redesign the roof, any framing present in the plan will not update to reflect your changes. In order for the framing to be updated, you must regenerate automatically produced framing and either edit or delete and replace manual framing.

For this reason, it is recommended that you wait until your model is finished, or nearly finished, before creating framing. See “Drawing a Plan” on page 38.

Automatic Framing

Automatically-generated framing can be rebuilt using either of two checkboxes in the **Build Framing** dialog:

- Select a **Build** checkbox to build automatic framing once. For example, check **Build Wall Framing** on the Wall tab to build wall framing once based on the current state of the model. If the model is changed later, you may need to do this again.
- Select an **Automatic** checkbox to build automatic framing every time a change is made to that structural component in the plan. For example, check **Automatic Wall Framing** on the Wall tab to rebuild all wall framing any time a wall is affected by changes to the model.

When floor, ceiling or roof framing is regenerated, all automatically produced framing objects and any copies of them are deleted and new framing is calculated. See “Rebuilding Framing” on page 522.

Manual Framing

It is vital to remember that manually drawn framing objects and copies of them are not retained when automatic framing is rebuilt.

If a plan is not final, therefore, do not spend a lot of time altering or copying automatically produced framing objects. It is best to wait until your design is final before doing manual framing work.

Framing and the Materials List

Each framing member created in a plan is counted in the Materials List. See “Materials Lists” on page 1159.

Framing can be calculated using one of several reporting methods. See “Structural Member Reporting” on page 1172.

Depending on what a framing member is used for, it may be listed in the Framing (F), Subfloor (SF), or Roofing (R) category. See “Categories” on page 1162.

- Framing includes all wall framing, posts, and General Framing objects.
- Sub Floor lists floor and ceiling framing joists as well as sheathing.
- Roofing includes trusses, rafters, and sheathing.

It is important to note that the floor, ceiling, and roof framing counted in the Materials List may vary considerably depending on whether framing of those types is actually present in the plan:

- If no framing is present in the model, then the required floor, ceiling, and roof framing is estimated. Total lineal footage for various depths of rafters and joists is estimated, rather than a quantity of specific lumber lengths and sizes. Wall framing is not estimated.
- If even one floor, ceiling, or roof framing object exists in the plan, then objects in that category are counted instead of estimated for the Materials List.

Framing Member Types

A variety of framing member types is available for use in Chief Architect: Lumber, I-Joist, Glulam, Engineered Lumber, LVL, Steel I, Steel Box, Solid Concrete, C Channel, and U Channel. In addition, Round is an available Type for posts.

You can select any of these types as the default for floor and ceiling framing, headers, posts and beams, and roof framing. See “Build Framing Dialog” on page 527.

You can also specify the type for individual framing members in their specification dialog. See “General Tab” on page 549.

Changing the framing member type does not affect how framing is placed, but it may change its profile in cross section and 3D views and will affect its description in the Materials List.

The framing member type does not affect the appearance of the material used by a framing member in 3D views. See “Framing Materials and Types” on page 544.

Structural Member Reporting

You can specify whether framing materials are calculated by lineal foot, as a cut list, or as a buy list. See “Structural Member Reporting” on page 1172.

Framing Materials and the Materials Tab

The materials applied to framing objects in 3D views are not used in the Materials List. Materials List information is derived from the structural use of each framing object and its **Type** - not the material seen on its surfaces in 3D views. See “Materials Tab” on page 539.

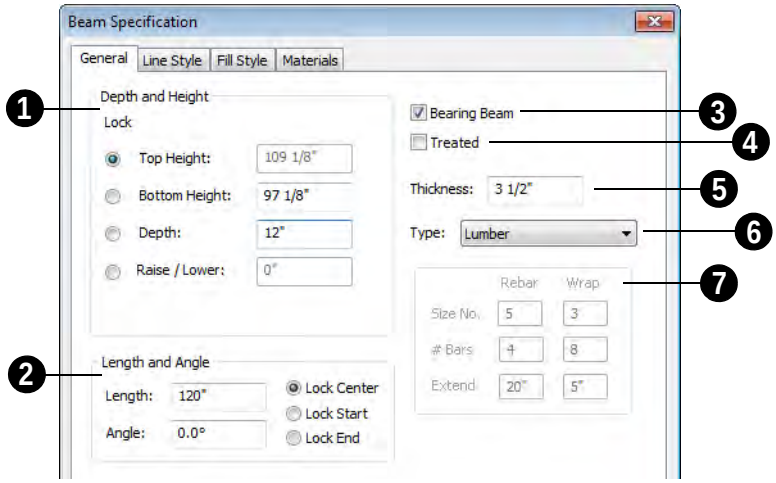
Framing Specification Dialog

Select a floor or ceiling joist, wall stud or rafter and click the **Open Object** edit button to open the **Framing Specification** dialog for the framing member type selected.

The options available in this dialog may vary depending on the type of object selected.

The settings in this dialog are similar to those in the **Beam Specification** dialog. See “Framing with Beams” on page 523.

General Tab



1 **Depth and Height** - Click the radio button beside one of the height values to lock it, then change a value that remains available. Changing the Top Height, Bottom Height or Depth may change the other two values.

- Specify the **Top Height** of the post, as measured from the first floor subfloor at 0”. For a rafter, this is the top height at its low end.
- Specify the **Bottom Height** of the post, as measured from the first floor subfloor at 0”. For a rafter, this is the bottom height its low end.
- Specify the **Depth** of the framing object. For a rafter, this is the depth measured perpendicular to the roof plane.
- Click the radio button beside **Raise/ Lower** to enable it, then enter a value to raise or lower the framing object from its current position. Once a value is entered, the other controls are disabled. The amount is added to both the top height and the bottom height when you click **OK**, and does not affect the depth.
- **Manual Rafter Height** - Normally, the height of each Rafter or Roof Beam end is reset after any move or edit so that it is located just under the roof surface. Check this box to allow the height of the object to be changed. Only available for Rafters and Roof Beams.

2 **Length and Angle** - Lock the point about which you want like the selected object to resize and/or rotate, then specify its exact length and angle.

- **Length** of the framing object. Rafter length is measured along the top of the rafter, and so is greater than the length measured in floor plan view.
- **Angle** of the framing object in floor plan view. Changing this rotates the object about the location specified by the radio buttons described below.

- Select **Lock Center** to resize or rotate the object about its center point.
- Select **Lock Start** to resize or rotate the object about the location from which you started drawing the framing object.
- Select **Lock End** to resize or rotate the object about the location where you stopped drawing it.

❸ Check **Bearing Beam** to specify the selected Floor/Ceiling Beam as a load-bearing beam. When checked, automatically generated joists run perpendicular to the selected beam and either lap or butt over it, as specified in the **Build Framing** dialog. See "Floor Tabs" on page 527. Only available for Floor/Ceiling Beams.

❹ Check **Treated** to specify that the selected framing member be counted as treated in the Materials List.

❺ Set the framing member's **Thickness**, which appears as its width in floor plan view.

❻ Select a **Type** of structural member from the drop-down list. See "Framing Member Types" on page 548.

Note: Instead of counting individual concrete posts and beams in the Materials List, the total volume of their concrete is calculated. The square footage for beam and post forms is also listed.

❼ Specify the **Rebar** and **Wrap** for concrete beams. Only available when the selected object is a Beam and "Solid Concrete" is selected from the Type drop-down list.

- Specify the **Size Number** for both Rebar and Wrap.
- Specify the **# Bars**, or number of bars, for both Rebar and Wrap.
- Specify the distance both Rebar and Wrap **Extend**.

Line Style Tab

For information about the settings on this tab, see "Line Style Tab" on page 977.

Fill Style Tab

The settings on the Fill Style tab affect the selected object's appearance in floor plan view. For information about these settings, see "Fill Style Tab" on page 991.

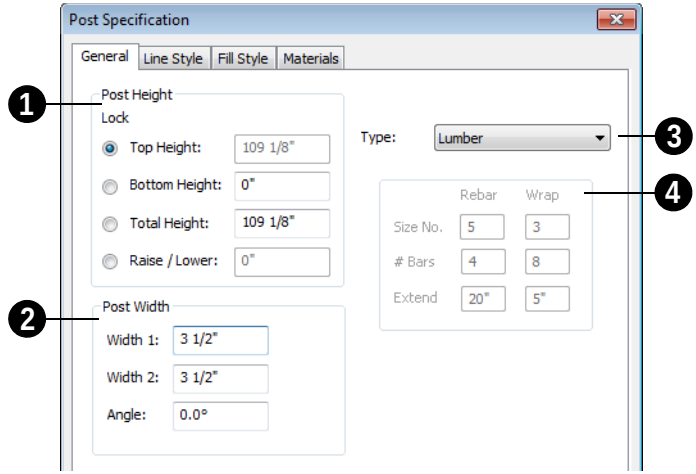
Materials Tab

The default materials on this tab are set in the **Build Framing** dialog. If you change the selected object's framing Type, the material here may update - unless you have specified a non-default material. For information about the settings on this tab, see "Materials Tab" on page 777.

Post Specification Dialog

Select a post and click the **Open Object** edit button to open the **Post Specification** dialog.

General Tab



1 **Post Height** - Click the radio button beside a height value to lock it, then change an unlocked value. Changing the Top Height, Bottom Height or Total Height may change to the other values.

- Specify the **Top Height** of the post, as measured from the first floor subfloor at 0’ 0”.
- Specify the **Bottom Height** of the post, as measured from the first floor subfloor.
- Specify the **Total Height** of the post, which is the difference between the Top and Bottom Heights.
- Click the radio button beside **Raise/ Lower** to enable it, then enter a value to raise or lower the post from its current position. When Raise/Lower is selected, the other controls are disabled. The amount is added to both the top height and the bottom height when you click **OK**, and does not affect the total height.

2 **Post Width 1** & **2** - Specify the post width in each dimension.

- Specify the **Angle** of the post’s rotation.

3 Select a **Type** from the drop-down list. The Round Type is unique to Posts. See “Framing Member Types” on page 548.

4 Specify the **Rebar** and **Wrap** for concrete posts. Only available when “Solid Concrete” is selected as the Type.

- Specify the **Size Number** for both Rebar and Wrap.
- Specify the **# Bars**, or number of bars, for both Rebar and Wrap.
- Specify the distance both Rebar and Wrap **Extend**.

Note: Instead of counting individual concrete posts and beams in the Materials List, the total volume of their concrete is calculated. The square footage for beam and post forms is also listed.

Line Style Tab

For information about the settings on this tab, see “Line Style Tab” on page 977.

Fill Style Tab

The settings on the Fill Style tab affect the selected object’s appearance in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

Materials Tab

The default materials on this tab are set in the **Build Framing** dialog. If you change the selected object’s framing Type, the material here may update - unless you have specified a non-default material. For information about the settings on this tab, see “Materials Tab” on page 777.

Chapter 17:

Trusses

There are two basic ways to frame a roof. The first is commonly called “stick framing,” or sometimes “handstacking” or “cut-and-stack.” This type of roof incorporates framing such as rafters, ridges, and ceiling joists. See “Framing” on page 519.

The other method is to use prefabricated, engineered roof trusses. Chief Architect allows you to design and display a wide variety of trusses.

Disclaimer

Chief Architect does not engineer trusses. The trusses displayed by Chief Architect are for illustrative purposes only. They can show how trusses are used in your plan, and help you communicate to the licensed engineer who produces your final truss design where you want your trusses and how you would like them to work.

Always have your truss designs approved by a licensed engineer.

Chapter Contents

- Truss Defaults
- Floor and Ceiling Trusses
- Roof Trusses
- Displaying Trusses
- Editing Trusses
- Editing Truss Envelopes
- Truss Labels
- Mixing Trusses with Stick Framing
- Truss Bases
- Truss Base Specification Dialog
- Hip Trusses
- Girder Trusses
- Scissors Trusses
- Roof Truss Specification Dialog
- Floor/Ceiling Truss Specification Dialog

Truss Defaults

The default settings for floor, ceiling and roof trusses are set in the Framing Defaults dialog. Select **Edit> Default Settings** and in the **Default Settings** dialog, select Framing and click the **Edit** button.

The default settings for truss chord and webbing depth, maximum span, and kingpost are set in the **Framing Defaults** dialog. See "Trusses Tab" on page 537.

The overall depth of individual floor and ceiling trusses are based on the thicknesses of the platforms in which they are drawn. See "Floor Tabs" on page 527.

The structure of roof trusses is determined by the position of the roof plane(s) above and the ceiling plane(s) below. See "Roof Planes" on page 439 and "Ceiling Planes" on page 459.

Floor and Ceiling Trusses

Floor and ceiling trusses can be used instead of joists to frame platforms. As with manually-drawn floor and ceiling framing, the room type above determines whether a floor or ceiling truss is drawn. For example, a truss drawn on the first floor of a single story home will be a ceiling truss, while a truss drawn on the first floor of a two-story building will be a floor truss for the 2nd floor.

To place a floor or ceiling truss in your plan, select **Build> Framing> Floor/Ceiling Truss** . Click and drag to create a truss in floor plan view.

Roof trusses seek an exterior wall and adjust their length automatically. Floor trusses do not, but if you start or end your truss close to a wall surface or CAD object, the truss snaps to the surface or object.

The Trusses tab of the **Build Framing** dialog contains default settings for floor and ceiling trusses. See "Trusses Tab" on page 537. These default settings can be overridden by the settings in the **Floor/Ceiling Truss Specification** dialog. See "Floor/Ceiling Truss Specification Dialog" on page 572.

Roof Trusses

Roof trusses can only be drawn manually, and can only be created where roof and ceiling planes already are present. Select **Build> Framing> Roof Truss**, then click and drag in floor plan view within one or more roof planes to manually draw a roof truss.

If you intend to use roof trusses, you need first to build your roof planes with this in mind. Before building the roof, select the **Trusses (no birdsmouth)** check box in the **Build Roof** dialog. When this is checked, roof plane thickness is based on the default **Top Chord Depth** set in the **Framing**

Defaults dialog. See “Trusses Tab” on page 537.

If **Trusses (no birdsmouth)** is not checked, the roof plane thickness is determined by the rafter **Depth** setting on the Roof tab.

Draw a truss as you would a CAD line, by dragging from the start of the truss to the end. The first truss can be drawn over a gable end wall or at the ridge end of a hip roof. The program shapes the truss so that it fits properly between the roof and ceiling planes.

Roof Truss Placement

A roof truss can only exist in the space defined by the roof planes above it and the ceiling planes below it. This is because the shape of a truss is defined by the location of the roof and the ceiling.

If **Ceiling Over This Room** is unchecked in the **Room Specification** dialog, you must manually draw a **Ceiling Plane** before a roof truss can be drawn over that room. See “Structure Tab” on page 318.

If the program either does not find both roof and ceiling planes, or if there is not enough room between them, to model a truss, a warning message displays. For example, if you draw a truss in a roof overhang where there is no ceiling , this message displays:

“Roof and ceiling surfaces too close together or cannot be found, so cannot make truss.”

The incorrect truss may still display in floor plan view with a label of the form “**TR-***”. If it does, it should be deleted or moved. See “Editing Trusses” on page 557.

One or both ends of a truss may be truncated if they are drawn across another truss. If this happens, it will end exactly on the surface of the existing truss, producing a girder truss. See “Girder Trusses” on page 569.

Trusses can end on interior walls. You can draw a truss that partially crosses the building by starting and/or ending it within two feet (600mm) of an interior wall. The truss extends over the wall’s Main Layer. Its end lines up with the Main Layer surface on the far side of the wall.

Roof Truss Webbing

The webbing in a newly drawn truss is controlled by the **Top Chord** and **Bottom Chord** settings in the **Framing Defaults** dialog. See “Trusses Tab” on page 537.

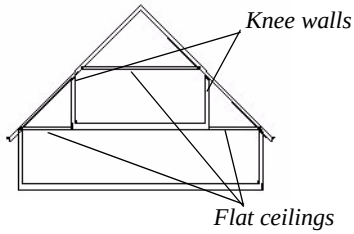
Changing these default values may cause different truss configurations such as kingpost, queenpost, fink, double fink, fan, howe, or double howe to be represented.

When **Trusses (no birdsmouth)** is selected and **Raise Off Plate** is zero, the bottom edge of the bottom chord bears on the top of the exterior supporting walls at the outside edge of the Main Layer.

The bottom chord can be raised to produce an energy heel using the **Raise Off Plate** setting in the **Build Roof** dialog.

Attic Trusses

Attic trusses, a variation of roof trusses, can be drawn if a plan contains an Attic area on both sides and above an upstairs room, such as in a Cape Cod style home. The following is a typical cross section view of a building with attic trusses:



Certain conditions must be met before an attic truss can be built:

- The structure should be sufficiently wide to allow for a loft and attic spaces.
- The loft area must be on a living floor. It cannot be on the Attic floor. See “The Attic Floor” on page 404.
- The loft area must have Attic rooms on both sides. See “Room Types” on page 305.
- The loft area must be separated from the Attic rooms on both sides by Knee Walls. See “Knee Walls” on page 271.
- A flat ceiling in the loft area and a floor below must be present.
- The roof pitch must be steep enough to provide appropriate ceiling height for the loft area. Typical pitches for such a condition are 8 in 12 or greater.
- The roof should bear on the walls of the floor below the loft area and form continuous planes from ridge to baselines.

Once these conditions are met, a roof truss is ready to be designated as an attic truss.

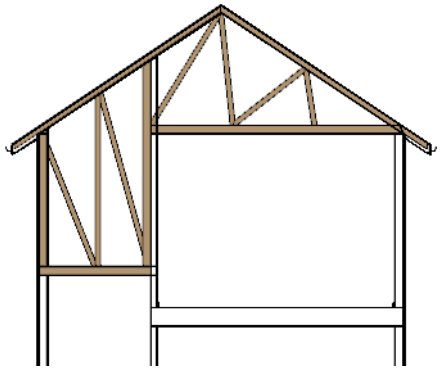
1. Select the roof truss in floor plan view and click the **Open Object** edit button to display the General tab of the **Roof Truss Specification** dialog.
2. Select the **Attic Truss** check box and click OK. See “Roof Truss Specification Dialog” on page 569.

The final product can be scrutinized in a framing overview or in the Truss Detail window. See “Truss Details” on page 559.

Ceiling Steps

If a roof truss is drawn across areas with different ceiling heights on the top floor of a plan, the bottom chord will automatically step to accomodate those ceiling heights.

In addition, a roof truss can be made to recognize ceiling heights on two different floors: one on the top floor of the structure and one on the floor below.



To create a ceiling step

1. The area in which the step is to be produced must be a separate room specified as an “Attic”. See “Room Types” on page 305.
2. Select the roof truss in floor plan view and click the **Open Object** edit button to display the General tab of the **Roof Truss Specification** dialog.

3. In the **Ceiling Step** field, specify the distance that the bottom chord must step down to locate the ceiling platform of the room beneath the Attic.
   - If the Ceiling Step value will place the bottom of the stepped bottom chord within the ceiling platform, a step will be created to the bottom of the ceiling platform.
   - Check **Force Truss Rebuild**, then click **OK** to regenerate the truss.
4. You can now use the **Multiple Copy** edit tool to replicate your truss within the area of the roof plan requiring a step.

For best results, you may want to make sure that the Bottom Chord is the same depth as the ceiling platform framing. See “Structure Tab” on page 318.

Displaying Trusses

The display of trusses and their labels is controlled in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

Truss labels display in floor plan view and the Truss Detail, and are used in the Materials List. See “Truss Labels” on page 560.

In the Truss Detail

All the floor, ceiling and roof trusses present in the current plan display in the Truss Detail, which is a special CAD Detail window in which a diagram of each truss configuration present in the plan is automatically generated. See “Truss Details” on page 559.

In the Materials List

All trusses are listed under the Roofing category in the Materials List. Their labels appear in the Size column, along with their length. See “The Materials List Tools” on page 1160.

Editing Trusses

Trusses can be selected like other objects in Chief Architect. See “Selecting Objects” on page 166 for more information.

Once selected, trusses can be edited using dimensions, their edit handles, the edit toolbar buttons, or by opening them for specification.

Trusses can be deleted all at once in the **Delete Objects** dialog. See “Delete Objects Dialog” on page 223.

Using Dimensions

Trusses can be relocated precisely using dimensions. See “Moving Objects Using Dimensions” on page 914.

Using the Edit Handles

When selected in floor plan view, trusses edit like lines. See “Editing Line Based Objects” on page 170.

When a truss is moved, its shape updates to conform to the roof and ceiling plane positions in its new location.

If a truss has been locked, the size does not update if the truss is moved, but maintains its original settings. See “Roof Truss Specification Dialog” on page 569.

The depth of truss chords can be changed in the truss’s specification dialog, but not using the edit handles.

When a roof truss is moved, it snaps to two things:

- If drawn along an exterior wall, it snaps so that its outer surface is flush with the outer surface of the wall's main layer.
- The center line can snap to the edge or corner of a nearby roof plane.

To prevent this, special snapping, check No special snapping in the **Roof Truss Specification** dialog. See “General Tab” on page 570.

When selected in Cross Section/Elevation views and 3D views, trusses edit like closed polylines. See “Editing Closed-Polyline Based Objects” on page 184.

Like joists or rafters, trusses can be selected and moved in 3D views. The only difference is that the **Lock Truss and Webbing** setting in the **Roof Truss Specification** dialog prevents the truss from moving back to between the roof and ceiling planes the next time it is edited or otherwise changed.

Using the Edit Tools

A selected truss can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

Copying Trusses

When a truss has been edited to suit your needs, use the **Multiple Copy** edit tool to create duplicates at specified intervals. The copies conform to the roof and ceiling plane positions in their new location.

To use Multiple Copy

1. Select the truss to be copied in floor plan view.
2. Click the **Multiple Copy** edit button.
3. Click the **Multiple Copy Interval** edit button to open the **Multiple Copy** dialog. See “Multiple Copy” on page 156.
4. Enter the correct spacing in the **All Trusses** box. Once set, click **OK**.
5. Select the truss and use the Move edit handle to drag it perpendicularly. The pointer becomes a four-headed arrow when it is over the Move handle.
6. New trusses appear as you drag. Drag as far as necessary to produce all desired trusses. Each truss is created according to the particular Roof/Ceiling/Truss Base planes above and below it.

When replicated, trusses and their labels may become different from the original as a result of the roof and ceiling planes around them. See “Truss Labels” on page 560.

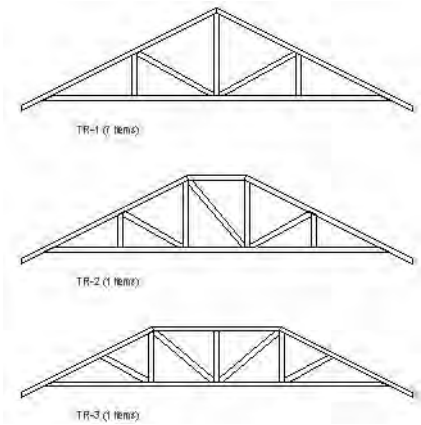
Editing Truss Envelopes

When a truss is viewed at a 90° angle in a 3D view, its envelope, or shape, can be edited. Click on the truss to select it and edit handles display on a surrounding polyline. Change the shape of this polyline and the truss regenerates inside it. Use this function to change overhang or truss end details rather than the overall truss shape.

The **Lock truss and webbing** attribute is set after editing so that the truss does not reshape itself back between the roof and ceiling planes the next time it is edited or otherwise changed. See “Roof Truss Specification Dialog” on page 569.

Truss Details

A Truss Detail is a special CAD Detail window in which a diagram of each truss configuration present in the plan is drawn. To open a plan’s Truss Detail, select **CAD> CAD Detail Management** . See “CAD Details” on page 1008.



A Truss Detail is created autuomatically when a truss is created, and displays all trusses present in the current plan. If multiple trusses are identical, only one diagram is drawn. Each truss’s label displays at the lower left of the truss diagram The quantity of each type is also listed.

In a Truss Detail, individual chords and webbing are represented using framing members. The truss label information is presented in a Text object.

Note: The Truss Detail is for display of trusses only. Editing the members that make up the trusses in the Truss Detail is possible but not recommended.

To restore an edited Truss Detail diagram

1. Delete any new members you have drawn in the detail view.
2. In floor plan view, select the truss and click the **Open Object** edit button to open the **Roof Truss Specification** dialog.
3. Click **OK** and the truss regenerates along with its Truss Detail diagram.

Truss Labels

Labels for roof trusses display in floor plan view when the "Framing, Roof Truss Labels" layer is turned on in the **Layer Display Options** dialog. Similarly, floor and ceiling trusses display in the floor plan view when the "Framing, Floor/Ceiling Truss Labels" is turned on. Truss labels use the Text Style associated with their layer. See "Layer Display Options Dialog" on page 132.

> Note: Truss labels only display when the trusses they identify are also displaying. See "Displaying Trusses" on page 557.

Truss labels also display in the Truss Detail and are used in the Materials List, where they are listed under the Size column. See "Displaying Trusses" on page 557.

By default, truss labels are centered on the truss that they identify. If the truss is moved or deleted, the label is moved or deleted as well. Truss labels have their own Move edit handle which displays when their truss is selected. See "Editing Trusses" on page 557.

Truss labels obey the **Minimum Display Size** for labels set in the **Preferences** dialog. See "Appearance Panel" on page 78.

Truss Label Format

Roof truss labels use the format TR-X, where X is a number indicating the order in which each distinct truss configuration was created. For example, the first truss type created in a plan is labeled TR-1; the second, TR-2; and so on.

Floor and ceiling trusses are labeled FTR-X and use the same numbering convention.

If two or more trusses share the same configuration with identical chords and webbing, they will also share the same truss label.

Mixing Trusses with Stick Framing

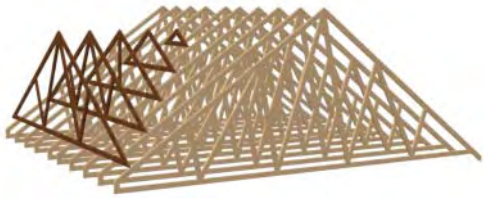
After the trusses for your roof are in place, the **Build Framing** dialog can be used to create roof framing in areas not framed by the trusses. See "Mixing Rafters and Trusses" on page 523.

The framing produced is extended or truncated where it encounters a truss. The exception to this truncation is that hip ridges and common rafters at the end of a hip roof can pass over a drop hip truss.

Lookouts at a gable end are modeled to pass over a truss at the gable and end at the next truss in. Both standard and hip ridges are chopped into blocking between the trusses.

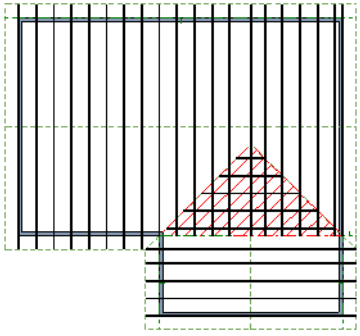
Truss Bases

A **Truss Base** is a closed polyline that defines the area in which valley fill roof trusses are to be built across and above the tops of normal, full size roof trusses.



Valley fill trusses (shown darker)

Valley fill trusses are often used in reverse gable conditions, where a roof ridge builds onto a roof plane that has a ridge running at a different angle. A classic example of this is an "L" shaped house with a gable roof. The main portion of the house is trussed through from end to end with normal trusses. Starting at its outside end, the smaller wing is trussed with normal trusses until the main house is reached. Where the wing's roof builds over the main house, valley fill trusses are used.



Truss Base (in red) with valley fill trusses

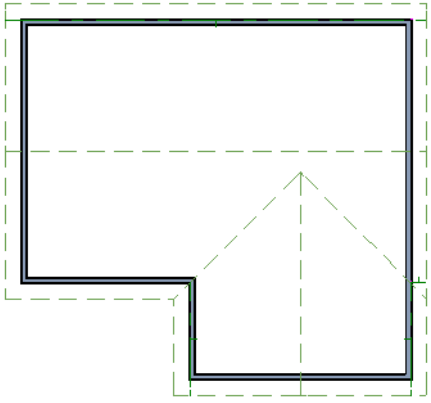
Normal roof trusses are built between roof planes and ceiling planes. See "Roof Trusses" on page 554. Valley fill roof trusses created using a Truss Base, on the other hand, are built between a larger, supporting roof plane below and overbuilt roof planes above.

Truss bases are drawn and can be edited much like roof planes, with some limitations. See "Truss Base Specification Dialog" on page 563.

To work correctly, a truss base must be in the same plane with the underlying roof plane, so their baselines should be colinear.

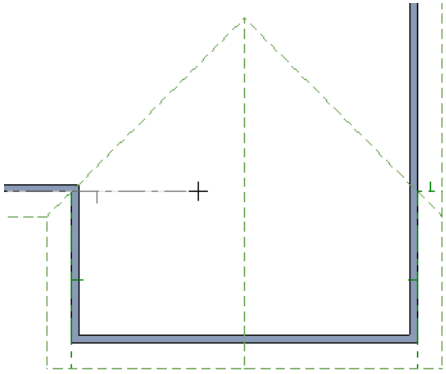
To create a truss base

1. Create an L-shaped house with a reverse gable roof.

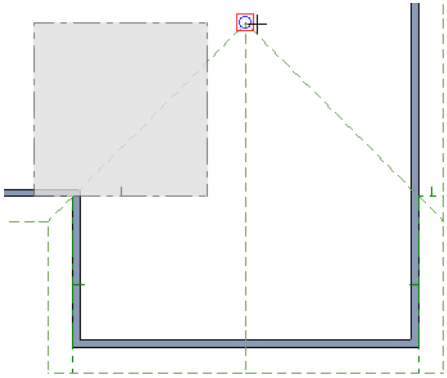


The triangular area of overlap between the main roof and the gable must be defined as a Truss Base.

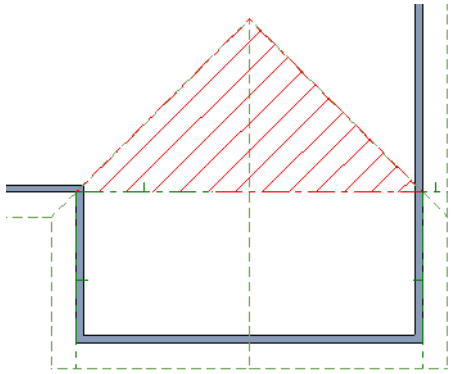
2. Select **Build> Roof> Truss Base**, then draw a baseline that is colinear with the baseline of the roof plane that will support the overbuild. See “The Baseline” on page 440.



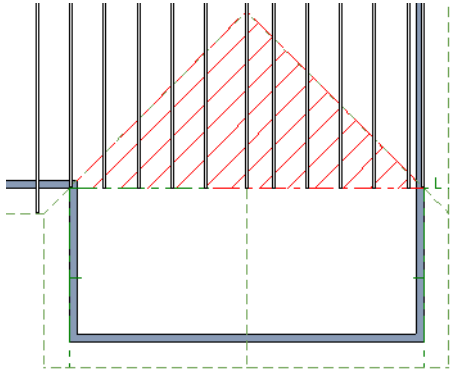
3. Move the pointer and click on the point where the gable intersects the main roof.



4. A rectangular Truss Base is created. Use its edit handles to reposition it and change its shape as needed.
   - The two angled sides should be colinear with the roof valleys.
   - The straight bottom edge must remain colinear with the Truss Base baseline and that of the underlying roof plane.



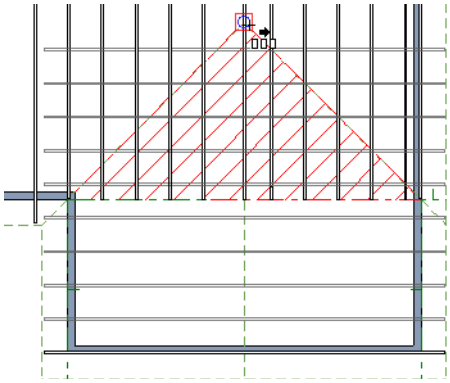
5. Draw the normal **Roof Trusses** across the length of the main portion of the house. See “Roof Trusses” on page 554.
   - The trusses of the underlying roof generate through the Truss Base, but stop at the Truss Base’s bottom edge so that no overhang is produced in that area.



6. When the trusses of the underlying roof are in place, draw the first truss of the reverse gable and position it over the outer wall.
7. With this truss selected, click the **Multiple Copy** edit button and drag

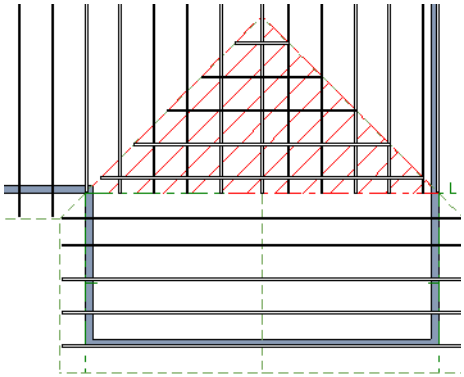
the Move edit handle up to the peak of the Truss Base.

- Copies of the truss appear as you drag the pointer.
- The truss copies all appear to be full length until you release the mouse.



Trusses drawn perpendicular to the baseline of a Truss Base go under the Truss Base. Trusses drawn parallel to the baseline of the Truss Base become valley fill trusses drawn over it..

8. When you release the mouse button, any copies drawn in the Truss Base are clipped by it.



Editing Truss Bases

A selected truss base can be edited in floor plan view using edit handles, edit toolbar buttons, and the **Truss Base Specification** dialog.

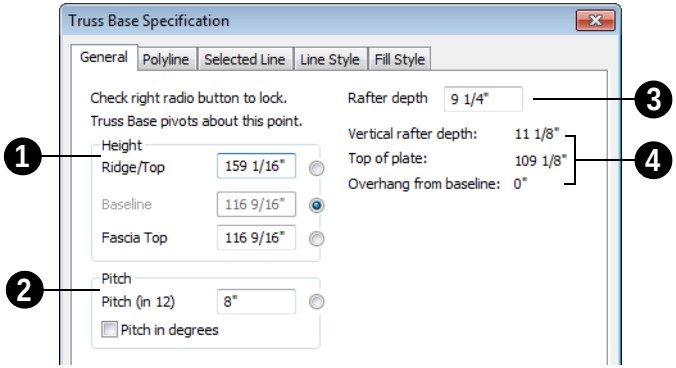
Truss bases can be edited much the way roof planes can, with some limitations. They are not actual 3D objects, so they cannot be assigned materials, moldings or other design attributes; however, their shape, height, pitch and display can be edited. See “Editing Roof and Ceiling Planes” on page 442.

Truss Base Specification Dialog

Select a truss base and click the **Open Object** edit button to open the **Truss Base Specification** dialog.

This dialog is almost identical to the **Roof Plane Specification** dialog. Although truss bases are not the same as roof planes, Chief Architect handles the positioning of the two in a similar manner.

General Tab



Four values define 3D orientation of a truss base: Ridge/Top Height, Baseline Height, Fascia Top Height, and Pitch. These values are related; if one is changed, the others change as well.

These values are measured from the first floor elevation of 0’ 0". Baseline Height and Pitch should be set identical to those for the roof plane that surrounds the truss base.

Click the radio button to the right of a value to define it as the pivot point for the truss base and prevent it from being changed.

Changing these values does not affect the 2D representation of the truss base.

1 Specify the **Height** of the selected truss base.

- Specify the **Ridge/Top**height, which is the truss base’s highest point.
- Specify the **Baseline** height.
- Specify the **Fascia top**height, which is the truss base’s lowest point. Usually, this is the same height as the Baseline.

2 Specify the **Pitch** of the selected truss base. If you lock the pitch and change one of the Height values, the truss base moves vertically keeping the same slope.

- Check **Pitch in degrees** to display pitch in degrees rather than run-and-rise units.

3 **Rafter Depth** - The truss base is a plane used by the program to place trusses, so it has no rafters. This value should be the same as that for the surrounding roof plane in order to align the truss base with it.

4 The **Vertical Rafter Depth**, **Top of Plate** and **Overhang from Baseline** values are shown for reference.

Options Tab

Click **Up** to display the truss base up one floor, or click **Down** to show it on the floor below. If no higher or lower floor exists, the option is not available.

Polyline Tab

The Polyline tab indicates the length of the truss base’s **Perimeter** and its enclosed **Area**. Truss bases have no thickness, so they do not have a **Volume**.

Selected Line Tab

For information about the Selected Line tab, see “Line Tab” on page 977.

Line Style Tab

The settings on the Line Style tab affect the appearance of the selected Truss Base in floor plan view. For information about these settings, see “Line Style Tab” on page 977.

Fill Style Tab

The settings on the Line Style tab affect the appearance of the selected Truss Base in floor plan view. For information about the settings on this tab, see “Fill Style Tab” on page 991.

Hip Trusses

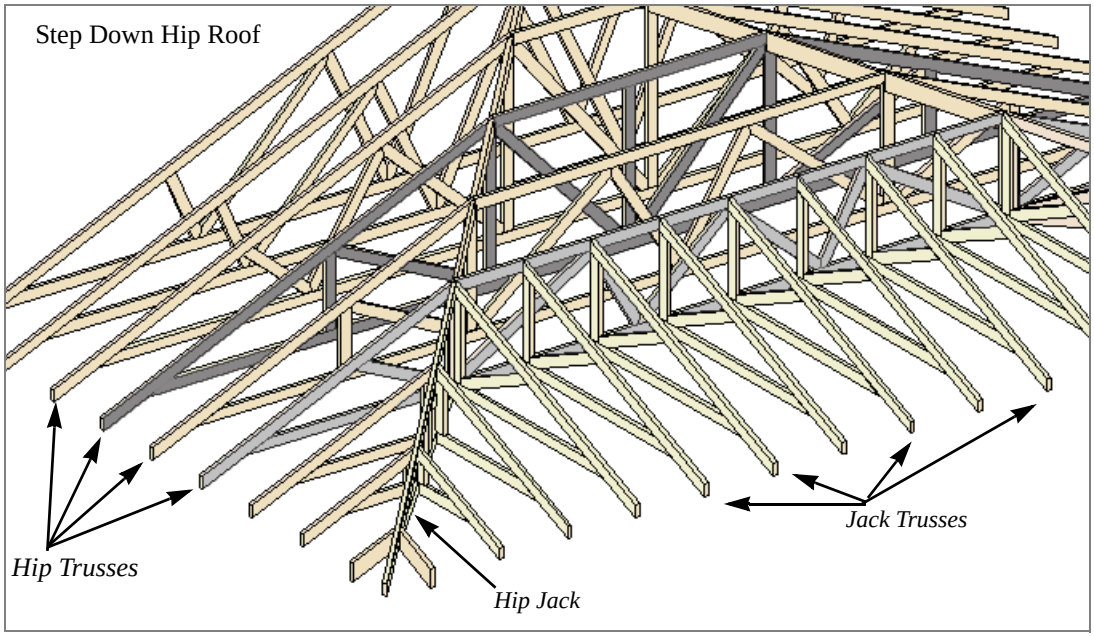
A variety of different hip truss configurations can be created, including:

- Step Down Hip trusses
- Drop Hip or California Hip trusses
- Subgirder Hip trusses

Step Down Hip

Step Down hip roofs are the quickest style of hip truss framing to produce.

In the following illustration, the flat-topped trusses are hip trusses. Alternating hip trusses are colored differently for clarity.



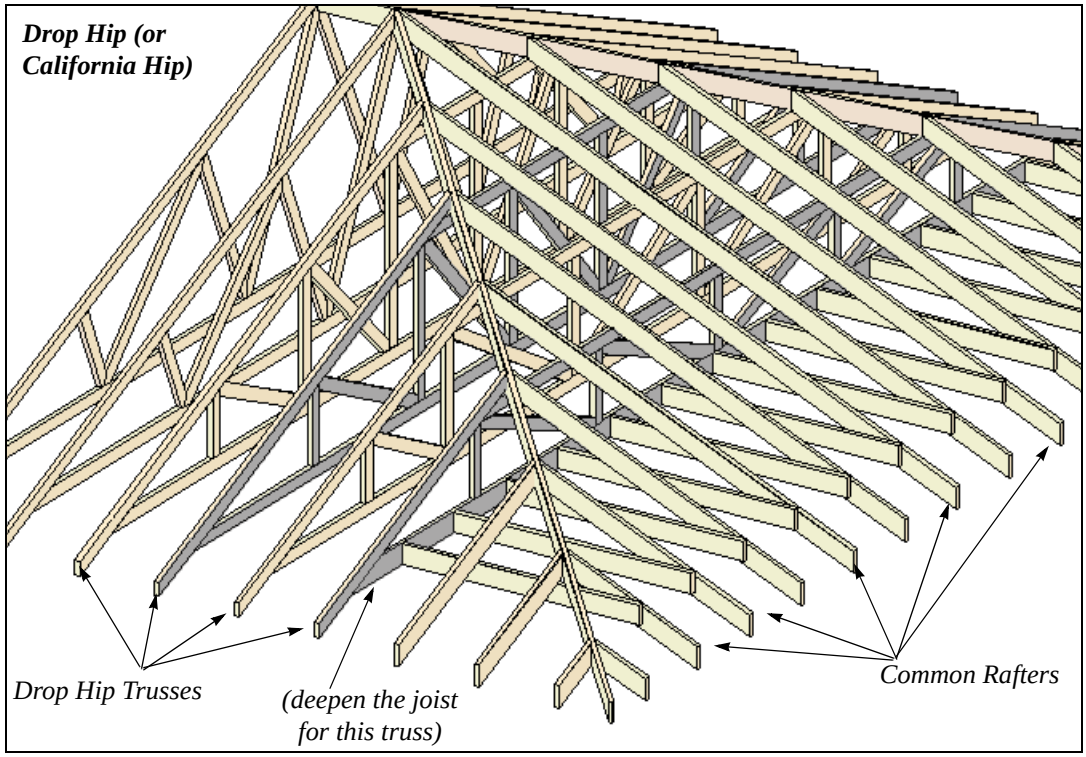
To create a step down hip truss system

1. First, draw a **Roof Truss** at the apex of the triangular hip roof plane. It will snap exactly into position.
2. Select the truss; click the **Multiple Copy** edit button; and click and drag the Move handle down into the hip to create copies at regular intervals. See "Copying Trusses" on page 558.
3. Stop when the height of the hip truss reaches a reasonable minimum.
4. Using the **Roof Truss** tool, draw hip jacks along the hip ridge from the last truss out into the overhang.
5. Using the **Roof Truss** tool, draw a jack truss from the intersection of the last hip truss and the hip jack to the eave.
6. Select the jack truss; click the **Multiple Copy** edit button; and lay out jack trusses up to the other hip jack.

Drop Hip or California Hip

A Drop Hip, or California Hip, system uses trusses with lowered top chords to support stick frame hip ridges and common rafters.

In the following image, two of the drop hip trusses are colored gray for clarity. Notice that these trusses support the rafters.



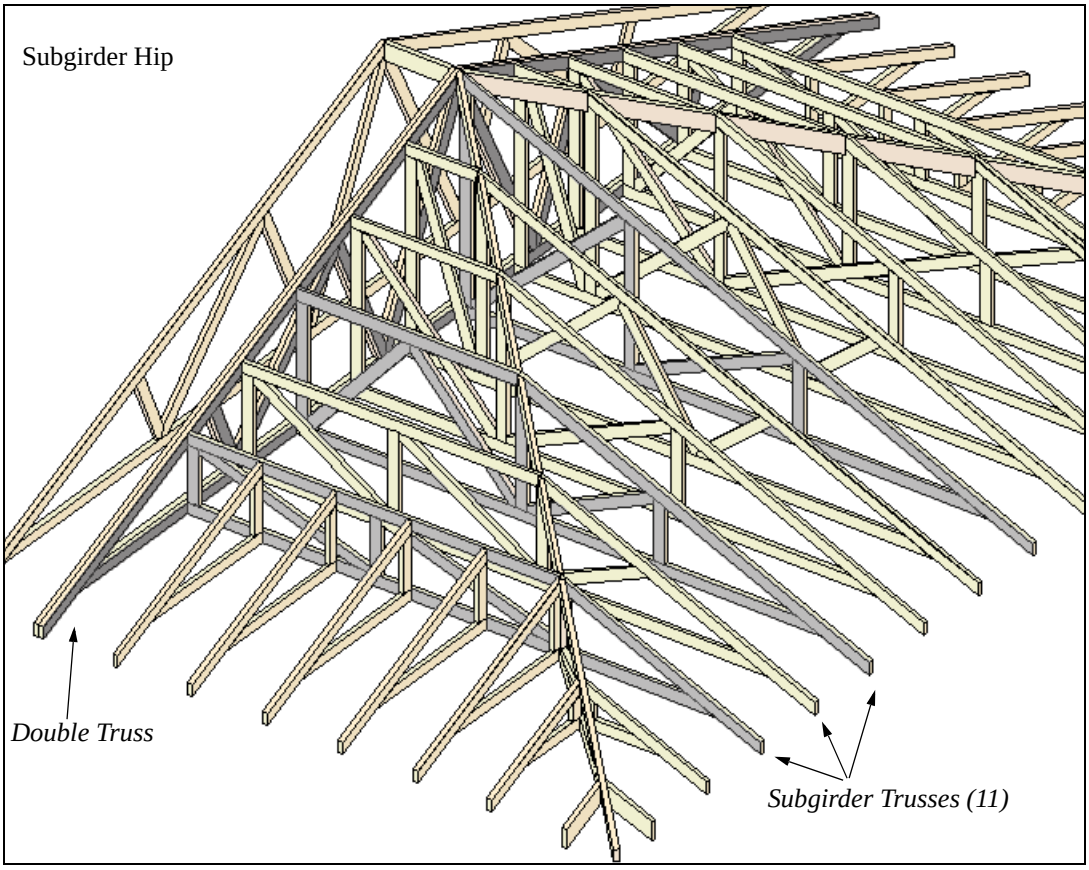
To create a drop hip truss system

1. Start a drop hip truss system as you would a step down hip system. See "Step Down Hip" on page 565.
2. When the hip trusses are drawn, group select them, open the **Truss Specification** dialog, and select the **Drop hip truss** check box. See "General Tab" on page 570.
3. Use the **Build Framing** dialog to produce the common rafters, and the short joists at the hip end. See "Build Framing Dialog" on page 527.

Subgirder Hip

Subgirders are the partial trusses that butt into the doubled truss at the end of the main run.

In the following illustration, the double truss has one face colored dark gray, and several subgirders are colored light gray.



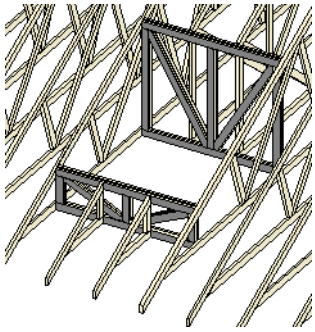
To create a subgirder truss system

1. Draw a **Roof Truss** where the hip apex meets the ridge.
2. Double it by drawing a second truss on the far side from the hip section.
3. Using the **Roof Truss** tool, draw the first subgirder from the hip apex out to the eaves.
4. Select it and using the **Multiple Copy** edit button, make copies in both directions. Stop when the height of the subgirders reach a reasonable minimum.
5. Finish off with hip jacks and jack trusses as in a step down hip system.

Girder Trusses

Girder trusses provide support for trusses that are cut short, for example, by a reverse gable or a skylight. They are often doubled- or tripled-up for strength.

Draw a new truss from an existing truss to the roof edge, as you would to draw a hip or end jack truss; or draw a truss between two trusses, forming a girder. This may be necessary for a large opening, such as a skylight.

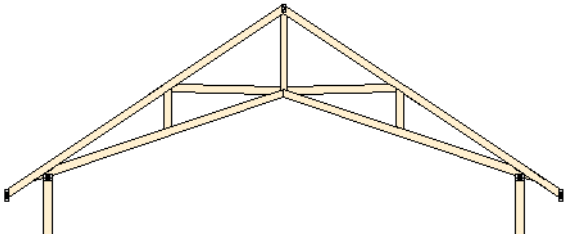


Trusses cannot be drawn through each other. If a truss is drawn through an existing truss, the program automatically shortens it so that it butts into the existing truss.

Scissors Trusses

Trusses drawn between roof planes and sloping ceiling planes of a different pitch than the roof are called Scissor trusses. See “Ceiling Planes” on page 459.

The following is an example of a scissors truss drawn beneath a 6 in 12 pitch gable roof and above 3 in 12 pitch ceiling planes.



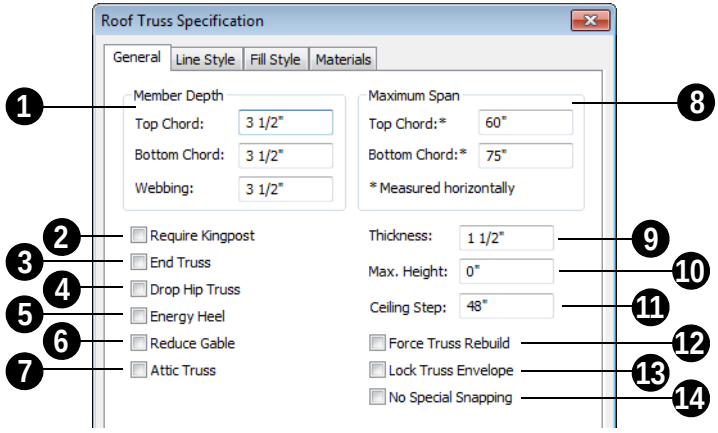
Roof Truss Specification Dialog

Select a roof truss or group of roof trusses and click the **Open Object** edit button to open the **Roof Truss Specification** dialog.

The **Roof Truss Specification** dialog allows you to redefine parts of an existing truss or group of trusses. Some settings affect only individual trusses, such as gable trusses, while others affect the whole group.

The shape or volume of a roof truss is controlled by the roof planes above it and the ceiling planes below it. It cannot be changed from this dialog.

General Tab



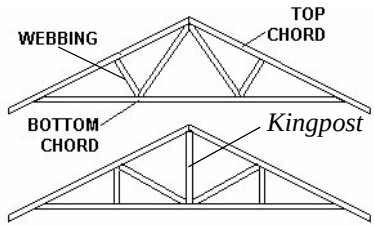
1 Specify the depth of the different members that form the selected truss.

- Specify the depth of the **Top Chord**.
- Specify the depth of the **Bottom Chord**.
- Specify the depth of the **Webbing**.

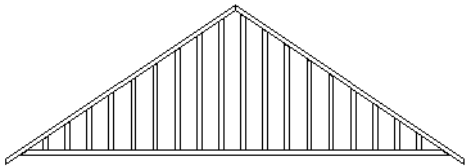
2 Check **Require Kingpost** to require a vertical webbing member from the roof peak to the bottom chord.

If this is not checked, a vertical member may still be supplied, depending on what is needed to support the chords at or closer than the specified maximum spans.

Following is a truss detail. The lower truss was a copy of the upper truss, with Require Kingpost checked.



3 Check **End Truss** to replace the webbing with vertical members positioned and spaced the same as the wall studs below. If an end truss is in the same position as a gable attic wall, it replaces the framing that would otherwise be produced for that wall. See “Framing Reference Marker” on page 526.



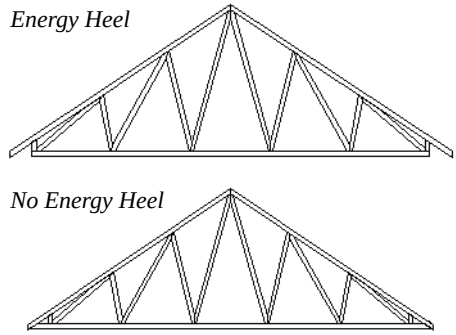
End Truss with vertical supports

❹ Check **Drop Hip Truss** to lower the flat top of a truss in the hip area of a roof.

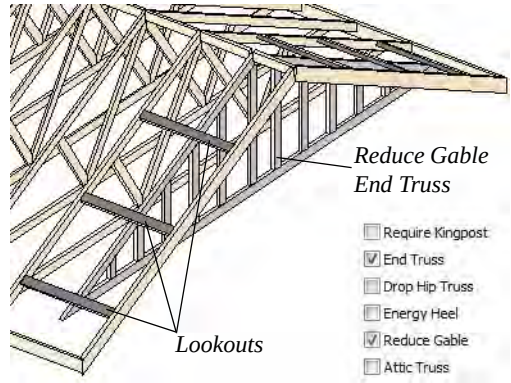
The flat top is lowered so that common rafters and hip ridges can pass over and be supported by it. The amount that the top chord is lowered is derived from the rafter **Depth** on the Roof tab of the **Framing** dialog. Because both common rafters and hip ridges must pass over this truss, the ridge depth should be set equal to that of the rafter depth. For an illustration of a Drop Hip truss, see “Drop Hip or California Hip” on page 566.

❺ Check **Energy Heel** to model a truss with an energy heel, which removes the bottom chord from the overhang area. For this to be modeled, the **Raise Off Plate** value in the **Build Roof** dialog must be equal to or greater than eight.

To provide more space for ceiling insulation at the exterior walls, roofs are sometimes raised off of the top plate with an energy heel. When a truss is built for such a roof, a vertical member is added over the supporting wall to prevent the bottom chord from extend ing into the overhang area as far as the end of the rafter, or until it intersects the rafter.



❻ Check **Reduce Gable** to lower the top chord of the gable truss so that lookouts may pass over the truss. Any overhang is removed from a reduced truss. You can supply this overhang with short rafters drawn at the ends of the truss.



❼ Check **Attic Truss** to specify an attic truss. See “Attic Trusses” on page 555.

❽ Specify the **Maximum Span**, which is the maximum horizontal distance between supports along the **Top Chord** and the **Bottom Chord**. When these values are equal, the truss webbing often appears more regular.

The default Maximum Span settings are set in the **Build Framing** dialog. See “Trusses Tab” on page 537.

> Truss webbing is drawn for representational purposes only and as with trusses in Chief Architect in general, is not engineered.

❾ Specify the **Thickness**, or truss width in floor plan view. This setting overrides default settings.

❿ Specify the **Maximum Height** of the selected truss.

⓫ Specify the **Ceiling Step** of the selected truss, which is the maximum distance its bottom chord can step down to locate a ceiling on the floor below the top floor. See “Ceiling Steps” on page 556.

⓬ Check **Force Truss Rebuild** to rebuild the truss envelope based on the existing roof planes when you click OK. Not available if Lock Truss Envelope is checked.

⓭ Check **Lock Truss Envelope** to lock the size and configuration of the selected truss. If a locked truss is moved, it will maintain its original settings and will not fit properlyif the new roof and ceiling conditions are different from the original.

⓮ Check **No Special Snapping** to prevent the selected truss from snapping along its long edge to a wall’s main layer or to the corner of a roof plane. If enabled, **Object Snaps** may still occur. See “Object Snaps” on page 146.

Line Style Tab

The settings on the Line Style tab affect the appearance of the selected truss in floor plan view only. For information about the settings on this tab, see “Line Style Tab” on page 977.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the selected truss in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

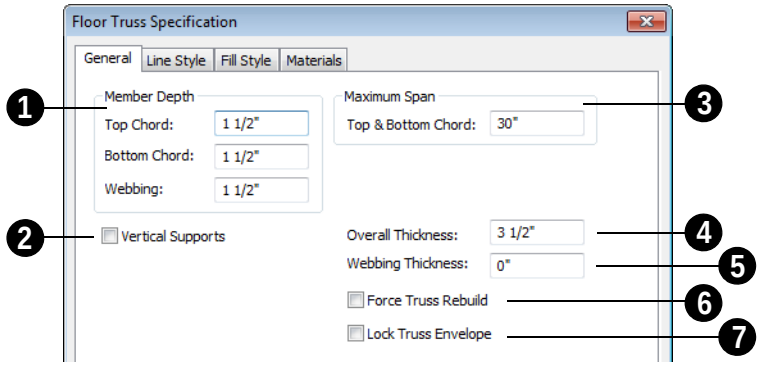
Materials Tab

The settings on the Materials tab affect the appearance of the selected truss in 3D views. For information about the settings on this tab, see “Materials Tab” on page 777.

Floor/Ceiling Truss Specification Dialog

To open the **Floor** or **Ceiling Truss Specification** dialog, select a floor truss in floor plan view and click the **Open Object** edit button. See “Floor and Ceiling Trusses” on page 554.

General Tab



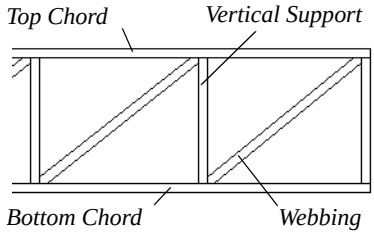
1 Specify the depth of the different members that form the selected truss.

- Specify the depth of the **Top Chord**.
- Specify the depth of the **Bottom Chord**.
- Specify the depth of the **Webbing**.

2 Check **Vertical Supports** to use vertical supports in the selected truss.

3 Specify the **Maximum Span**, which is the maximum horizontal distance between supports along the **Top & Bottom Chord**.

The default Maximum Span is set in the **Build Framing** dialog. See “Trusses Tab” on page 537.



4 Specify the **Overall Thickness** of the selected truss.

5 Specify the **Webbing Thickness** thickness of the webbing.

6 Check **Force Truss Rebuild** to rebuild the truss envelope based on the existing floor or ceiling platform when you click OK. Not available if Lock truss envelope is checked, below.

7 Check **Lock Truss Envelope** to lock the size and configuration of the truss. A locked truss which has been relocated will maintain its original settings.

Line Style Tab

The settings on the Line Style tab affect the appearance of the selected truss in floor plan view only. For information about the settings on this tab, see “Line Style Tab” on page 977.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the selected truss in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

Materials Tab

The settings on the Materials tab affect the appearance of the selected truss in 3D views.

For information about the settings on this tab, see “Materials Tab” on page 777.

Chapter 18:

Electrical

The electrical plan shows the location of all electrical objects such as lights, switches, outlets, smoke detectors and vent fans. Basic wiring diagrams show which objects share circuits and the locations of the controlling switches.

Electrical objects can be displayed in 2D and 3D views. Some electrical light fixtures also add light sources to 3D and ray trace views. See “Lighting” on page 846.

Usually, the electrical plan is one of the last additions to a plan since the position of most electrical objects is determined by the location of walls, cabinets and other objects.

Building requirements vary throughout the country and around the world. It is your responsibility to comply with local codes.

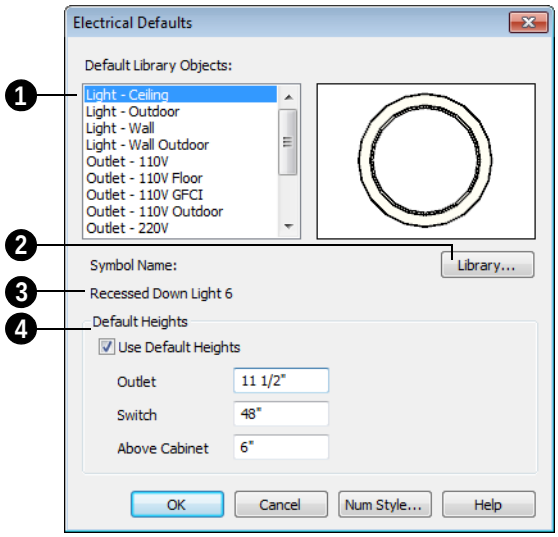
Chapter Contents

- Electrical Defaults
- The Electrical Tools
- Creating Wiring Schematics
- Auto Place Outlets
- Electrical Library
- Displaying Electrical Objects
- Editing Electrical Objects
- Electrical Service Specification Dialog
- Electrical Schedules

Electrical Defaults

Default Settings for electrical objects control which symbols are placed in the current plan when the Electrical Tools are used and can be accessed by selecting **Edit> Default Settings** from the menu or by double-clicking the **Electrical Tools** button. See “Default Settings” on page 64.

Default heights of individual objects can be overridden in the **Electrical Service Specification** dialog. See “Electrical Service Specification Dialog” on page 582.



1 **Default Library Objects** - These are the items used when electrical objects are created or automatically generated using the Electrical Tools. Select an item in the scrollable list to see a preview image to the right and the symbol’s name below.

2 Select an item in the Default Library Objects list and click the **Library** button to select a new default object from the library. See “Select Library Object Dialog” on page 763.

3 **Symbol Name** - The name of the object shown in the preview image displays here.

4 **Default Heights** - Specify the heights at which electrical outlets and switches are initially placed.

- Check **Use Default Heights** to apply the default heights specified here to electrical objects placed directly from the library in floor plan view. See “Placing Library Objects” on page 761.
- **Outlet** - Specify the default height for outlets, and phone, cable and tv jacks.

- **Switch** - Specify the default height for switches, doorbells and thermostats.
- **Above Cabinet** - Specify the default height for switches and outlets placed above most cabinets in floor plan view, as measured from the countertop. See “Adjusting the Height of Electrical Objects” on page 581.

The Electrical Tools

Select **Build> Electrical** to access the Electrical Tools.

Click in floor plan view to place an electrical object. Some can only be placed against walls, some only on the ceiling or floor, and some automatically change as needed. If you click within 12" of the wall, the selected object is placed on the wall.

Electrical objects are placed according to the settings in the **Electrical Defaults** dialog.

Once an electrical object has been placed, it can be edited in the **Electrical Service Specification** dialog. See “Electrical Service Specification Dialog” on page 582.

Outlets

Select **Build> Electrical> 110V Outlet** to place 110 volt duplex outlets in walls or on the floor. Select **Build> Electrical> 220V Outlet** to place 220 volt outlets.

Certain room types and situations cause various types of outlets to be placed. For example:

- In rooms defined as Kitchen, Bath or Master Bath, Ground Fault Circuit Interrupt (GFCI) outlets are placed.

If standard outlets are placed in a room prior to defining it as a Kitchen or Bath, you should replace them with GFCI outlets.

- Outlets placed on the wall behind a base cabinet containing a dishwasher or sink are placed at the normal 12" (300 mm) above the floor. If an outlet is placed above a cabinet, the default Above Cabinet Default Height is used instead.
- Outlets placed outside the building or in an exterior area such as a deck or porch are labeled WP, or Water Proof.

To take advantage of the program’s capabilities, define room types properly before placing electrical objects. See “Room Types” on page 305.

Light Fixtures

Select **Build> Electrical> Light** to place light fixtures as specified in the **Electrical Defaults** dialog. All light fixtures placed in a plan can also serve as light sources in most 3D and ray trace views. To place a light fixture using the Light tool

- Click near a wall to place a wall-mounted fixture at that location.
- Click away from a wall to place a ceiling mounted light.

- Some light symbols from the library can be mounted under wall cabinets, as well.

The rendering characteristics of individual lights that control how they appear in Render and ray trace views can be specified on the Light Data tab of the **Electrical Service Specification** dialog. See “Light Data Tab” on page 583.

Switches

Select **Build> Electrical> Switch** to place electrical switches as specified in the **Electrical Defaults** dialog. Like outlets, the height of switches is measured from the floor to the center of the object.

An electrical switch can be placed on either a wall or a cabinet, depending on the type of switch. A selection of each type is available in the Library Browser. See “Placing Library Objects” on page 761.

If you connect two or more switches in a circuit, they update to 3-way or 4-way switches automatically.

Switches placed from the Electrical Library do not automatically update by default, but can be specified to do so. See “Electrical Service Specification Dialog” on page 582.

Lighting and Electrical Libraries

A selection of free-standing and ceiling-, wall- and cabinet-mounted light fixtures is available in the Library Browser at Chief Architect Core Catalogs> Architectural> Lighting.

Special use outlets, switches, jacks and numerous other electrical items can be found at Chief Architect Core Catalogs> Mechanical, Electrical, Plumbing> Electrical. See “The Library” on page 743.

Creating Wiring Schematics

Electrical schematics can be created in two ways. Using the **Connect Electrical** tool is quick and easy, but if you need detailed schematics, you can create your own wiring diagrams using the CAD tools.

Connect Electrical

Select **Build> Electrical> Connect Electrical** to illustrate circuits. Using this tool, you can show which lights and outlets are attached to any given switch.

To create a new circuit or to add to an existing circuit, click one electrical object while using **Connect Electrical** tool, drag to the next object and release. You can also draw electrical circuits using the **Alternate** continuous drawing mode. See “Alternate” on page 163.

Remove an electrical object from a circuit by selecting it and clicking the **Delete** edit button. See “Deleting Objects” on page 222.

More than one switch can control an object or group of objects. Two switches controlling the same objects are referred to as three-way switches. Three switches controlling the same objects are called four-way switches.

The number of “ways” is one more than the number of switches in the same circuit. This number displays with the switch symbol in floor plan view.

Auto Place Outlets

Select **Build> Electrical> Auto Place Outlets** and click in a room tool to place outlets, usually 110 volt, around the entire room at intervals not greater than twelve feet so that no wall position is farther than six feet (1800mm) from the nearest outlet.

Outlets are placed based on settings in the **Electrical Defaults** dialog. See “Electrical Defaults” on page 576. It is important that the room type be defined before using **Auto Place Outlets** so that outlets are placed appropriately in each room type. For example, GFCI (Ground Fault Circuit Interrupter) outlets are placed over cabinets in Kitchen, Bath and Master Bath rooms

Stand-alone or built-in appliances such as ranges, washers, and dryers each have their required 110 volt or 220 volt outlets placed automatically. Lights are always placed above sinks.

Auto Place Outlets requires a room to have a door before outlets are automatically placed and does not work in any room defined as an exterior room. Exterior rooms require that the outlets be placed individually using the **110V Outlets** tool or from the Electrical Library. See “Room Types” on page 305.

Railings and invisible walls do not separate rooms for **Auto Place Outlets** : If **Auto Place Outlets** is used in a room defined by railings or invisible walls, outlets are automatically placed in all adjacent rooms that share these wall types with that room.

Any outlet can be moved, deleted, or merged with other outlets or switches. See “Switches” on page 578.

Electrical Library

Select **Library> Library Browser** to accesses a variety of electrical symbols. See “The Library” on page 743.

Browse for electrical objects such as bath vent fans, an electrical panel, fluorescent lights, chandeliers, a smoke detector, thermostat, and more. Select a symbol, then click in your plan to place it on a wall, floor, or ceiling.

You can create electrical symbols and save them to the library. See “Custom Symbols” on page 1067.

You can also assign electrical objects from the library to toolbar buttons for easy access and placement to frequently-used library objects. See “Place Library Object Button” on page 764.

Displaying Electrical Objects

The display of electrical objects and connections is controlled in the **Layer Display Options** dialog. See “Displaying Objects” on page 128.

Like most other symbols, electrical objects are represented in floor plan view by a CAD block. You can specify a symbol’s 2D CAD block in the **Symbol Specification** dialog. See “2D Block Tab” on page 1071.

When displayed in 3D views, light fixtures act as sources of light that help illuminate the 3D model. See “Lighting” on page 846.

Electrical Labels

Electrical labels display in floor plan view when the “Electrical, Labels” layer is turned on. Electrical labels use the Text Style assigned to their layer. See “Object Labels” on page 1156.

You can specify a custom label for an individual electrical object in the **Electrical Service Specification** dialog. See “Label Tab” on page 587.

Electrical objects can display callout labels as specified in the **Electrical Schedule Specification** dialog. See “Label Tab” on page 1157.

Electrical labels have their own edit handle and can be moved when the electrical object is selected.

Note: Some electrical objects are represented in floor plan view by a CAD block that includes text. This text is not part of the object’s label and does not use the Text Style assigned to the “Electrical, Labels” layer.

Editing Electrical Objects

Electrical objects can be selected as a group and individually in 2D and 3D and edited using the edit handles, the edit toolbar and their specification dialog. See “Electrical Service Specification Dialog” on page 582.

Light fixtures and Added Lights can be group-selected, but their light data cannot be edited unless they have the same number of light sources associated with each. See “Lighting” on page 846.

Lights can also be edited using the **Adjust Lights** dialog. See “Adjust Lights Dialog” on page 850.

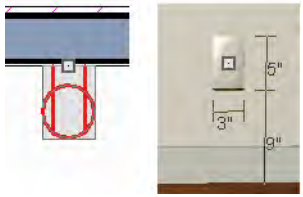
Moving Electrical Objects Using Dimensions

Electrical objects can be moved precisely using manual dimensions. See “Moving Objects Using Dimensions” on page 914. First, dimensions must be checked on the Locate Objects tab of the **Dimension Defaults** dialog. See “Dimension Preferences and Defaults” on page 890.

Using the Edit Handles

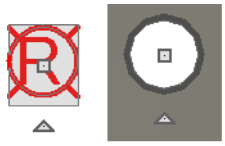
The edit handles for electrical objects vary depending on the location of the object. Wall

mounted electrical objects cannot be rotated, so only the Move edit handle displays.



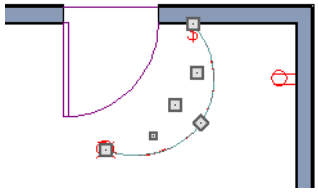
Wall-mounted outlet in 2D and 3D views

Electrical objects placed on floors and ceilings can be rotated.



Ceiling-mounted outlet in 2D and 3D views

Electrical connections edit like splines. See “Editing Spline Based Objects” on page 191.



Using the Edit Buttons

A selected electrical symbol can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

Adjusting the Height of Electrical Objects

The heights where electrical objects display in 3D views are initially based on settings in the **Electrical Defaults** dialog. See “Electrical Defaults” on page 576.

In floor plan view, an outlet placed where a base cabinet meets a wall is placed above the counter unless the cabinet contains a fixture or appliance other than a bathroom sink. If the fixture requires electricity, the outlet remains behind the cabinet at normal wall height, where it can supply power to the fixture or appliance.

Kitchen sinks are assumed to require electricity since they often contain a garbage disposal. Dishwashers are not considered to require electricity since they are usually plugged in under a nearby sink. If an outlet is needed above a cabinet containing a kitchen sink, place the outlet before adding the sink, or move the outlet up.

To change the height of an electrical object in floor plan view, open the object for specification and type the desired height in the **Electrical Service Specification** dialog. See “Electrical Service Specification Dialog” on page 582.

Electrical objects placed in 3D views are placed wherever you click a wall, regardless of the height. In 3D views, the position of an electrical object can be adjusted using its edit handles.

Deleting Electrical Objects

An electrical object can be deleted by selecting it and clicking the **Delete** edit button or by pressing the Delete key.

All electrical objects in a room, on a floor, or in the entire plan can be deleted as a group using the **Delete Objects** dialog. See “Deleting Objects” on page 222.

Electrical Service Specification Dialog

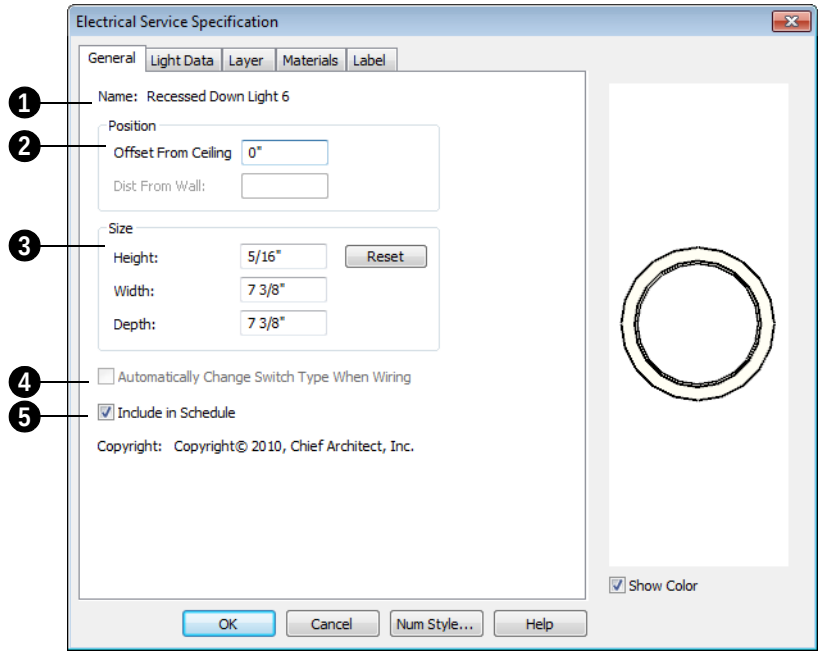
Select one or more electrical objects and click the **Open Object** edit button to open the **Electrical Service Specification** dialog. The settings in this dialog vary, depending on the type of object(s) you select.

The **Electrical Service Specification** dialog consists of five tabs:

- The General Tab specifies the location of the selected electrical object(s).
- The Light Data Tab specifies how lights appear in rendered views. Not available for switches or outlets. See “Lighting” on page 846.
- The Layer Tab specifies the layer the object is placed on.
- The Materials Tab allows you to change materials on electrical objects.
- The Label Tab lets you specify the selected object’s label.

General Tab

The items on this tab vary, depending on the type of electrical object selected.



❶ The **Name** of the selected object as used in the Library Browser and Materials List displays here.

❷ Specify the **Position** of the selected electical symbol. The options available depend on the type of electrical symbol selected.

- Specify the **Offset From Ceiling** of a ceiling outlet or ceiling mounted light. If the light is mounted to a cabinet, this value is the offset from the cabinet.
- Specify the **Height to Center** of a switch, wall outlet or wall light.
- Specify the **Offset From Floor** of a floor outlet or floor lamp.
- Specify the **Distance From Wall** of a wall mounted symbol. A negative value will recess the symbol into the wall and may prevent it from being seen in 3D.

❸ Specify the **Size** of the selected electical symbol.

- Specify the **Height**, **Width** and **Depth** of the selected symbol.
- Click the **Reset** button to restore the electrical symbol's original size

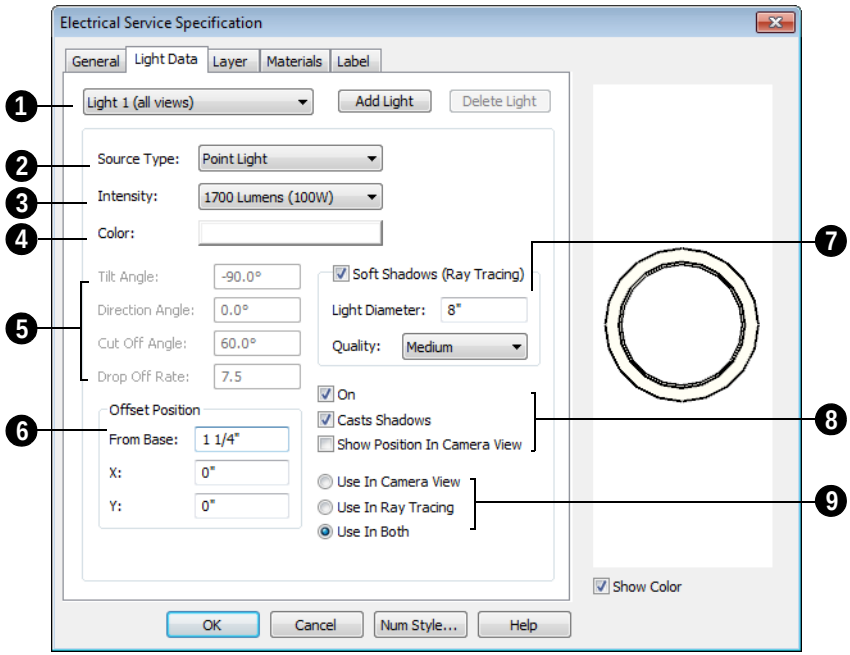
❹ Check **Automatically Change Switch Type When Wiring** for a selected switch to become a three- or four-way switch if your wiring plan later uses it as such. See "Connect Electrical" on page 578. Switches placed from the toolbar use this option by default; switches placed from the library do not. Only available for switches.

❺ Check **Include in Schedule** to include the selected light fixture in electrical schedules. See "Schedules & Object Labels" on page 1131.

Light Data Tab

The Light Data tab is available when the selected electrical object is a light fixture. The available options vary depending on the type of light selected. If multiple light fixtures with different numbers of light sources are selected, the settings on this tab are not available.

The settings on this tab are similar to those on the same tab of the **Light Specification** dialog. See "Light Specification Dialog" on page 853.



1 The currently selected Light Source displays here. Each fixture can have multiple light sources. Not available for Added Lights. See “Lighting” on page 846.

- Select an existing Light Source associated with the selected light fixture from the drop-down list .
- Click **Add Light** or **Delete Light** to add or delete light sources from the list. If the selected fixture has only one light source, Delete Light will not be available.

2 Select a light **Source Type** from the drop-down list for the currently selected Light Source. The type selected determines what options are enabled on this tab. See “Light Types” on page 851.

3 Select an **Intensity** from the drop-down list. The available options are described using lumens and correspond to commonly used light bulb wattages.

- Select “Custom” from the list to open the **Custom Light Intensity** dialog and create a custom Intensity setting. See “Custom Light Intensity Dialog” on page 586.

4 Click the **Color** bar to define the color of the selected light source. Colored lights alter the appearance of textures and can be used to achieve special effects. See “Color Chooser Dialog” on page 797.

The default color of light is pure white, which has the least affect on the appearance of material colors and textures.

5 Specify the direction and drop off rate of a Parallel or Spot Light source. Not

available when the selected Source Type is Point Light.

- The **Tilt Angle** controls the angle of the illumination with respect to the horizon. A value of -90° points the light straight down and a value of 90° points it straight up. 0° is parallel to the horizon.
- The **Direction Angle** defines the direction of the illumination relative to the ground. 0° is measured horizontally pointing to the right. Positive values rotate in a counter-clockwise direction from there. Enter a value up to 360°. If you enter a negative value, the program adds 360° to it when you click OK or press the Tab key.
- The **Cut Off Angle** controls the angle of the cone of illumination for Spot Lights only. A cone angle of 180° creates a spot light that shines in a half sphere on one side of the light source. A small cone angle, for example 10°, creates a very narrow cone of light. The cut off angle should always be between 0° and 180°.
- The **Drop Off Rate** affects how fast the intensity of illumination drops off from the center of the cone to the outside edge. This is only available for Spot Lights.

  The default drop off value is 7.5, which means the light drops off fairly quickly. Do not set this value too low because there are limitations in the OpenGL lighting model that result in jagged circles of light when they are shining on large flat surfaces. Appearances can be improved by decreasing the Maximum Triangle Size and increasing the Drop off Rate.

6 **Offset Position** gives you control over the location of the light source relative to the fixture.

- **From Base** controls how far the light source is from the fixture base. The fixture base is determined by the surface that it is attached to (i.e. wall, floor, or ceiling).
- **Offset in X**/**Offset in Y** allow you to position the light source relative to the center of the fixture, along the floor/ ceiling.

7 Specify the appearance of **Soft Shadows (Ray Tracing)**, or how the selected light source casts soft shadows in a ray trace view.

- Specify the **Light Diameter**, which is how big the source of illumination appears.
- Choose a **Quality** setting from the drop-down list. This determines how many iterations the ray tracer goes through to soften the light.

8 Specify the appearance of the selected light source in camera and ray trace views.

- Check **On** to use the light source is used in camera or ray trace views, or uncheck it if you prefer that the light source not be used. See “Lighting” on page 846.
- **Casts Shadows** controls whether or not the light source casts shadows in Final Views with Shadows and ray trace views. See “Preview vs Final View” on page 845.

  Shadow calculations can slow rendering speed significantly; however, when ray

tracing, it is recommended that this box be checked.

- Check **Show Position in Camera View** to indicate the position of a selected Point or Spot Light source in 3D views when it is turned On. This tool can be used to determine if your light source is positioned correctly.

❾ Specify the view types in which the selected light source is used. The more lights you use a camera or ray trace view, the slower the time to generate that view.

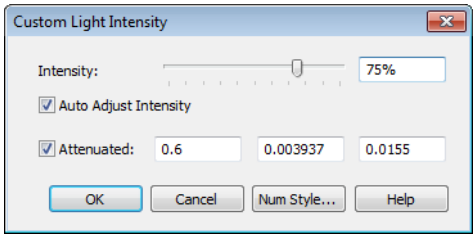
- Select **Use in Camera View** to turn the selected light source on in regular 3D views only.
- Select **Use in Ray Tracing** to turn the selected light source on in ray trace views only.
- Select **Use in Both** to turn the selected light source on in both camera and ray trace views.

Note: Many more lights can be included in ray trace views than in rendered views. Some fixtures may have four or five lights for use in ray trace views but only one in rendered views. See “Rendering & Ray Tracing” on page 843.

- When multiple lights are selected and they are set to be used in different types of views, **No Change** will be available. Leave this option selected unless you want the lights to all be used in the same types of views.

Custom Light Intensity Dialog

Select “Custom” from the **Intensity** drop-down list on the Light Data tab to open the **Custom Light Intensity** dialog.



- **Intensity** - Use the sider bar or text field to control how bright the light appears in camera and ray trace views.
- Check **Auto Adjust Intensity** to have the program to scale the Intensity depending on the number of lights in the room. When unchecked, the Intensity set here is used.
- Check **Attenuated** to control how quickly a light source’s intensity drops as its distance from the light source increases. When unchecked, the light does not drop off. Only Spot and Point Lights have attenuation.

The three **Attenuated** values represent the three coefficients (a, b, and c) in the expression 1 / (a + b*d+c*d*d), where d is the distance from the light source. Increasing any of these values results in the light intensity dropping faster (the light does not travel as far). Decreasing any value results in the light intensity dropping slower (the light travels farther). Small changes in these coefficients can have significant impact on lighting effects. You may need to experiment to fully understand how to use them.

Layer Tab

The Layer tab is found in the specification dialogs for a variety of objects, including electrical objects. For more information, see “Layer Tab” on page 136.

Materials Tab

The Materials tab is found in the specification dialogs for a variety of objects. For more information, see “Materials Tab” on page 777.

Label Tab

Labels for electrical fixtures display when the “Electrical, Labels” layer is turned on and use the Text Style assigned to that layer. See “Electrical Labels” on page 580.

For information about the settings on this tab, see “Label Tab” on page 1157.

Note: If you choose a label shape in the Electrical Schedule Specification dialog, the settings here are overridden and the schedule label is used instead. See “Label Tab” on page 1138.

Electrical Schedules

The **Electrical Schedule** tool allows you to produce customizable electrical schedules as well as electrical labels that display schedule numbers. See “The Schedule Tools” on page 1132.

Chapter 19:

Trim & Molding

Chief Architect offers a wide selection of trim and molding options. Corner boards, quoins, and frieze moldings can be added to a building's exterior. Molding polylines and 3D molding polylines can be edited as 2D CAD objects using the CAD editing tools, then extruded to display in 3D for a variety of powerful applications.

In addition, Chief Architect offers a wide selection of trim and molding options for doors, windows, rooms, and many interior objects. See "The Library" on page 743.

You can also assign moldings to a variety of objects, such as rooms and cabinets, in those objects' specification dialogs. See "Specification Dialogs" on page 35.

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- Corner Boards
- Corner Board Specification Dialog
- Quoins
- Quoin Specification Dialog
- Editing Corner Boards and Quoins
- Millwork
- Moldings Tab
- Molding Profiles
- Symbol Moldings
- Molding Polylines
- Displaying Molding Polylines
- Editing Molding Polylines
- Molding Polyline Specification Dialog
- 3D Molding Polyline Specification Dialog
- Frieze Moldings

Trim and Molding Defaults

Select **Edit> Default Settings** to open the **Default Settings** dialog where you can access the defaults for a variety of drawing tools, including a number that affect trim and moldings.

- Click the + beside “Corner Trim” to access the defaults for Corner Boards and Quoins. See “Corner Boards” on page 590 and “Quoins” on page 592.
- Select “Floor” and click the **Edit** button to specify the default moldings for rooms on the current floor. See “Floor and Room Defaults” on page 300.
- Click the + beside “Door” ” to access the defaults for Interior and Exterior Doors. See “Door Defaults” on page 325.
- Select “Window” and click the **Edit** button to specify the default casing for windows. See “Window Defaults” on page 350.

Corner Boards

Corner boards are added to a building exterior in any view by selecting **Build> Trim> Corner Boards**.

Click at a wall corner where you want to add trim. Be sure to click where the outside wall surfaces meet. If you click where the inside surfaces meet, corner trim will be created inside the room.

Corner boards extend from the top plate down to the bottom of the floor platform of the floor on which it is placed, but do not extend to other floors. You must add corner boards to all floors of the building that you want to have corner boards.

A selected corner board or boards can be moved, but only to another wall corner or corners. In 3D views, corner boards can be lengthened or shortened using the edit handles. Corner boards can be copied, deleted and resized similar to other objects using the edit toolbar or the **Corner Board Specification** dialog.

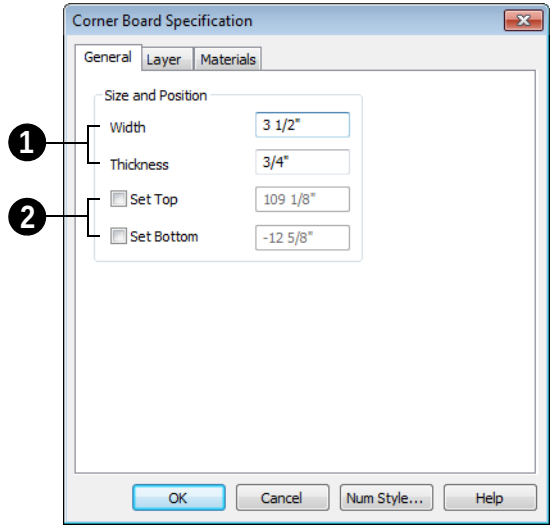
The default material for corner boards is defined by the **Exterior Trim** entry in the **Material Defaults** dialog. See “Material Defaults” on page 796.

Corner Board Specification Dialog

Select one or more corner boards and click the **Open Object** edit button to open the **Corner Board Specification** dialog.

The settings in this dialog are the same as those in the **Corner Board Defaults** dialog, but affect the selected corner boards rather than all subsequently created corner boards.

General Tab



1. Specify the **Width** and **Thickness** of the selected corner board(s).

2. Check **Set Top/Set Bottom** to specify the top and bottom heights of the corner board(s).

- If **Set Top** is unchecked, the top of the corner board automatically extends to the top plate.
- If **Set Bottom** is unchecked, the bottom of the corner board automatically extends to the bottom of the floor platform.

Layer Tab

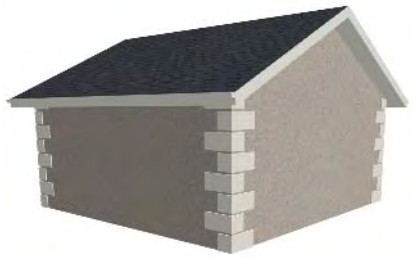
For information about the Layer tab, see “Layer Tab” on page 136.

Materials Tab

The settings on the Materials tab are available for a wide variety of objects in the program. For information about these settings, see “Materials Tab” on page 777.

Quoins

Select **Build> Trim> Quoins** in any view and click at a wall corner where you want to place quoins.



A selected quoin or quoins can be moved, but only to another wall corner or corners. In 3D views, quoins can be lengthened or shortened using the edit handles. Quoins can be copied, deleted and resized similar to other objects using the edit toolbar or the **Quoin Specification** dialog.

The size of quoins in floor plan view is relative on their size in 3D.

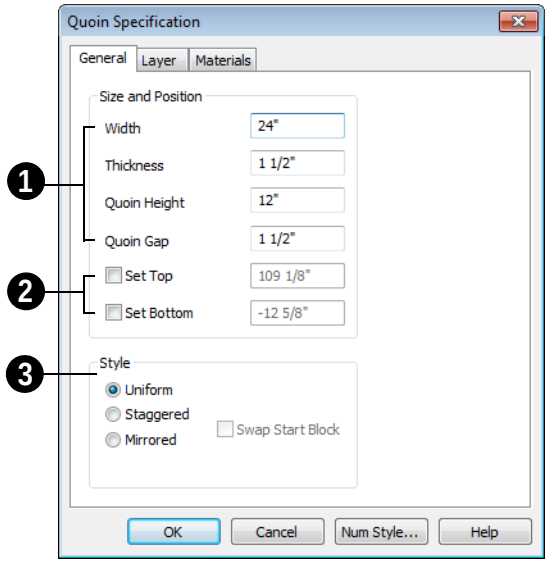
Initially, quoins use the same material as the default material of the wall surface they are placed against. This material is specified in the **Wall Type Definitions** dialog. See “Wall Specification Dialog” on page 282.

Quoin Specification Dialog

Select one or more quoins and click the **Open Object** edit button to open the **Quoin Specification** dialog.

The settings in this dialog are the same as those in the **Quoin Defaults** dialog, but affect the selected quoins rather than all subsequently created quoins.

General Tab



1 Specify the dimensions of the quoins in the selected Quoin object.

- Specify the **Width**, which is the long dimension of each quoin in the selected Quoin object. The dimension along the other wall is half this value when they are staggered or mirrored.
- Specify the **Thickness**, which is the amount that the quoin protrudes from the exterior surface of the wall.
- Specify the **Quoin Height** for individual quoins in the selected Quoin object.
- Specify the **Quoin Gap**, which is the distance between successive quoins.

2 Check **Set Top/Set Bottom** to specify the top and bottom heights of the quoin(s) in the text fields.

- If **Set Top** is unchecked, the top of the corner board automatically extends to the top plate.
- If **Set Bottom** is unchecked, the bottom of the quoin automatically extends to the bottom of the floor platform.

3 Specify the arrangement of quoins used by the selected Quoin object(s).

- **Uniform** - Produce quoins that are of equal length on both sides of the corner.
- **Staggered** - Produce quoins that have one long side and one short side staggered on opposite sides of the corner.
- **Mirrored** - Produce quoins that alternate having either two long sides or two short sides.
- When Staggered or Mirrored is selected, check **Swap Start Block** to switch the starting order for the quoins.

Layer Tab

For information about the Layer tab, see “Layer Tab” on page 136.

Materials Tab

The settings on the Materials tab are available for a wide variety of objects in the program. For information about these settings, see “Materials Tab” on page 777.

Editing Corner Boards and Quoins

Before a corner board or quoin can be edited, it must be selected. Click on a trim object when the **Select Objects** tool is active. Corner boards and quoins can also be group selected and edited. See “Selecting Objects” on page 166.

Corner boards and quoins can be edited using their edit handles, the edit toolbar buttons, and their specification dialogs.

Using the Mouse

Depending on the type of view, a corner board or quoin displays a different set of edit handles when selected.

- In floor plan view, corner boards and quoins display one edit handle and can be moved from one eligible location at a wall corner to another.
- In 3D views, corner boards and quoins can be moved, lengthened, and shorted much the other line-based objects are. See “Editing Line Based Objects” on page 170.

Using the Edit Buttons

A selected corner board or quoin can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

Millwork

A selection of various types of millwork including columns, corbels and finials is available in the Library Browser. See “The Library Browser” on page 744.

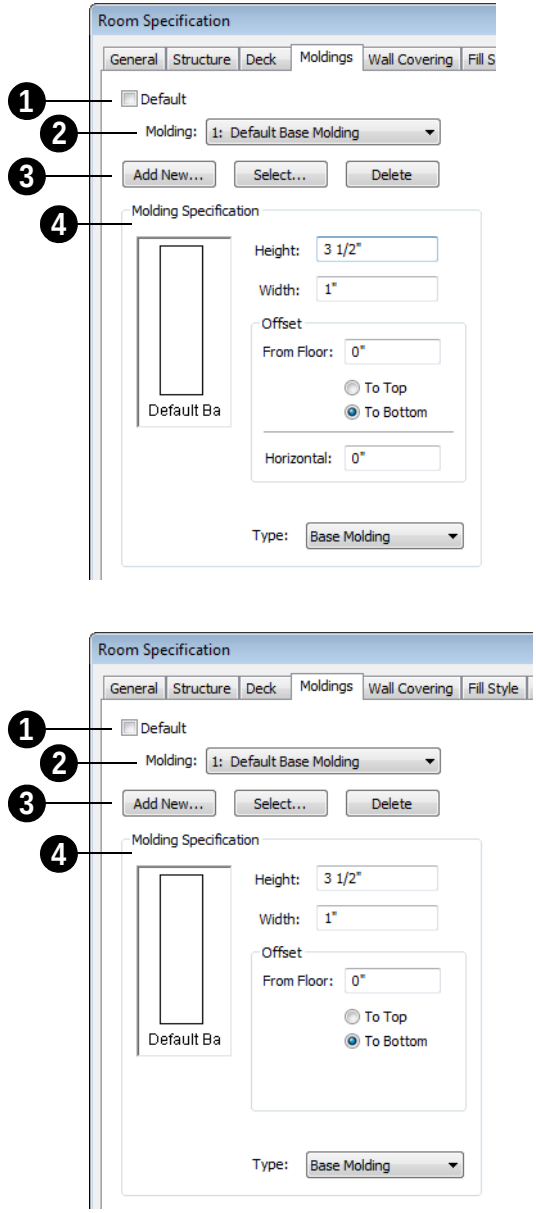
Most millwork items can be placed in a plan as free-standing objects. Some items - notably, newels and balusters - can be assigned to objects such as railings, stairs and ramps. See “Placing Library Objects” on page 761.

Moldings Tab

The specification dialogs for a variety of objects in the program include a Moldings tab. Objects that can have moldings assigned to them include rooms, cabinets, custom countertops, and molding polylines.

There are also a number of attributes of roofs that are assigned the way moldings are. Rafter tails, gutters, and frieze molding are all created the same way that moldings are: by specifying a specially shaped profile and extruding it down a predetermined path. As a result, the settings on the Rafter Tails, Gutters, and Frieze tabs function the same as those on the Moldings tab. See “Build Roof Dialog” on page 431.

Select an object or group of similar objects and click the **Open Object** edit button to open the specification dialog for that selection.



1 Only available for rooms, uncheck **Default** to make the settings that follow

active. Check this box to use the defaults set in the **Room Defaults** dialog for the selected room. See “Room Defaults” on page 300.

❷ A drop-down list of the **Molding** profile(s) or symbol(s) assigned to the selected object displays here. Select the name of a molding to edit it or remove it from the list.

- If multiple objects with different moldings assigned to them are selected, a **No Change** checkbox will be available just above the **Molding** drop-down list.

  Uncheck this box to make the settings that follow active but note that only moldings that all selected objects have in common will be retained.

❸ Add or remove molding profiles and/or symbols from the selected object.

- Click the **Add New** button to open the **Select Library Object** dialog and add a new molding profile or symbol to the list. See “Select Library Object Dialog” on page 763.
- Click the **Select** button to remove the selected profile or symbol and replace it with a new one from the **Select Library Object** dialog. Only available when a profile is already selected.
- Click the **Delete** button to remove the currently selected profile or symbol from the list.

❹ **Molding Specification** - Specify the size and position of the currently selected molding.

- Specify the **Height** of the molding profile.
- Specify the profile’s **Width**. This option is not available for molding polylines created from default room moldings.

Define the **Offset** of the molding relative to the object it is assigned to.

- Specify the offset **From Floor** of the selected molding profile; for objects other than rooms, specify the **Vertical** offset. A positive offset moves the molding upward and a negative offset moves the molding downward.
- Select **To Top** to specify that the top of the molding is offset vertically from the top of the object it is applied to.
- Select **To Bottom** to specify that the bottom of the molding is offset vertically from the bottom of the object it is applied to.
- Specify the **Horizontal** offset, which is how close the molding is to the perimeter of the selected object. Increase this value to create a gap between the selected object and the molding. See “Built-Up and Recessed Moldings” on page 599.
- Select the currently selected molding’s **Type** from the drop-down list: crown, chair rail, or base molding. Only available for rooms. If no Type is selected, the molding will not be listed in the Room Finish Schedule. See “Schedules & Object Labels” on page 1131.

Molding Profiles

A molding profile is a polyline that represents a 2D cross section of a particular style of molding. A molding profile does not display in 3D on its own; it must be applied to a room or a molding polyline. See “Moldings Tab” on page 595 or “Molding Polylines” on page 600.

The library contains a selection of moldings, as well as curbs, gutters, handrails and rafter tails. You can customize library molding profiles and also create your own custom profiles and add them to the library. See “Adding Library Content” on page 754.

Creating a Molding Profile

You can easily create custom molding profiles using the CAD Line and Arc Tools by following a few basic guidelines. The object is to draw a polyline, closed or not.

- Moldings can be drawn in either floor plan view or in a CAD Detail window.
- Draw the profile at its actual, unscaled size.
- The profile must be drawn with the proper orientation. The back of most profiles, or the side facing the wall, must be drawn as a vertical edge on the left side of the polyline.
- Similarly, curbs and gutters are drawn with the back of the profile as a vertical edge on the left side of the polyline.
- Open polylines should be used for gutter and rafter tail profiles. Gutter profiles attach to the roof on the left side.
- Open polylines should be used for rafter tail profiles. Rafter tail profiles should be open on the left side.
- In the case of handrail profiles, the bottom edge must be drawn on the left side of the polyline.

Base molding profile - back edge faces left

Handrail profile - bottom faces left

When the molding profile suits your needs, select it and click the **Add to Library** edit button.

Place Molding Profile

An existing molding profile can be placed in floor plan view or a CAD Detail, edited, and added to the library as a new profile.

Right-click on a molding profile in the library and select **Place Molding Profile** from the contextual menu. Move your pointer into the drawing area and click once to place a closed polyline identical to the selected profile at that location. The polyline can then be edited to suit your needs.

Note: Place Molding Profile cannot be used to apply a molding profile to an object - it is only used to. place a profile polyline.

Built-Up and Recessed Moldings

Built up or stacked moldings can be created in a couple of ways. One way is to draw the entire build-up in a single molding profile.

Another way is to apply multiple molding profiles to an object and specify the vertical and horizontal offsets of each. See “Moldings Tab” on page 595.

To build up two molding profiles

1. On the Moldings tab of the specification dialog of any object that molding can be applied to, click the **Add New** button
2. Add a molding profile to the object and specify its **Height**, **Width**, and **Vertical** and **Horizontal Offset** values. Make a note of these values.
3. Click the **Add New** button and add a second molding profile to the object.
4. Specify the second molding profile’s Height, Width and Offset values.
   - To define the **Vertical Offset**, add the first profile’s Height and Vertical Offset values.
   - To define the **Horizontal Offset**, add the first profile’s Width and Horizontal Offset values.

Similarly, molding can be recessed by specifying a negative Horizontal Offset - for example, to create an under cabinet light rail. See “Editing Cabinet Styles” on page 624.

Symbol Moldings

Symbol Moldings are 3D symbols that are repeated along a path to form molding. Molding symbols are different from molding profiles because they are replicated 3D sumbols instead of extruded 2D shapes.

Creating a Symbol Molding

Begin by opening a new, blank plan and creating a single instance of the molding symbol using the **Primitive Tools** . See “Primitive Tools” on page 708. For example, to create the molding shown in the illustration above, make an object that looks like this:

When you are satisfied with its appearance, convert it to a 3D symbol. See “Convert to Symbol” on page 1080.

You can also import a 3D symbol from another application. See “Importing 3D Symbols” on page 1058.

To import a molding symbol

1. Select **File> Import> 3D Symbol** from the menu. See “Import 3D Symbol Dialog” on page 1059.
2. In the **Import 3D Symbol** dialog, specify the symbol as Molding and click the **Advanced** button.
   - If you plan to use the molding symbol more than once, check the box beside **Add to Library**. See “Add to Library” on page 754.
3. On the 3D tab of the **Symbol Specification** dialog, rotate the symbol as needed so that it faces you in the preview image.

Symbol moldings work best if you make them symmetrical.

Symbol moldings are center aligned. Both ends have a 45° miter, so the end instances may be chopped.

Once created, a symbol molding can be replicated along a molding polyline. See “Molding Polylines” on page 600.

Molding Polylines

A molding polyline is a 3D path that either a 2D molding profile is extruded along or a series of molding symbols is repeated along. Molding polylines can be used to create custom room moldings and decorations anywhere in your 3D model.

The **Molding Polyline** tools are accessed by selecting **Build> Trim** from the menu.

There are four types of molding polylines:

- **Molding Polylines**
- **Molding Lines**
- **3D Molding Polylines**
- **3D Molding Lines**

To create a molding polyline, first select the desired **Molding Polyline** tool. The **Select Library Object** dialog will open. Select a molding profile or symbol from the library, then click and drag to draw the path for the selected molding profile or symbol.

If a molding profile or symbol has been previously selected during the current session in the program, you can begin drawing using this molding without selecting anything from the library.

Molding polylines can also be created using the **Make Room Molding Polyline** and the **Convert Polyline** edit tools.

Molding Polyline Tool

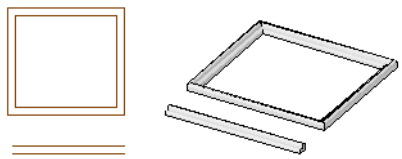
Select **Build> Trim> Molding Polyline** in floor plan view, a camera view or overview to create a molding polyline with a closed shape and a single height off

the floor along its entire perimeter. Molding Polylines are drawn like rectangular polylines.

In floor plan view, Molding Polylines can also be created by selecting a profile from the Library Browser. Single-click to place a 2'x2' closed polyline or click and drag to draw a rectangular polyline.

Molding Line Tool

Select **Build> Trim> Molding Line** in floor plan view, a camera view or overview to create a molding line with a single height off the floor along its entire length. Multiple Molding Lines can be connected to form open or closed polylines as long as they share the same height.



Molding polyline and molding line in Floor Plan View and 3D overview

3D Molding Polyline Tool

Select **Build> Trim> 3D Molding Polyline** in floor plan or cross section/elevation view to create a closed molding polyline.

- When drawn in a cross section/elevation view, a 3D Molding Polyline's top and bottom edges have two different heights. Its sides have different heights at their start and end points.
- If drawn in floor plan view, a camera view or overview, a 3D Molding Polyline has a single height along its perimeter.

In either case, its edges can be edited so that it travels in three dimensions rather than two.

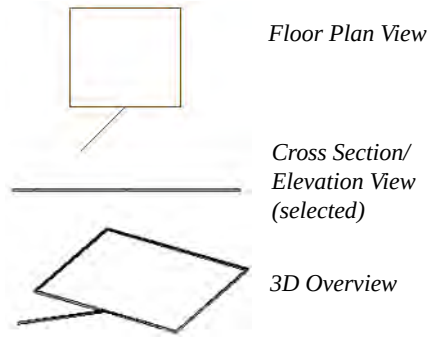
3D Molding Line Tool

Select **Build> Trim> 3D Molding Line** in floor plan or cross section/elevation view to create a molding line.

- If drawn in a cross section/elevation view, a 3D Molding Line's start and end points can have two different heights.
- If drawn in floor plan view, a camera view or overview, a 3D Molding Line has a single height along its length.

3D Molding Lines can be connected to form polylines as long as the ends at which two segments connect have identical heights.

Once drawn, a 3D Molding Line can be edited so that it travels in three dimensions.



3D Molding polyline and 3D molding line as they appear in three different views.

Moldings Library

In the floor plan view, select a molding profile from the library. The **Molding Polyline** tool becomes active, allowing you to draw a molding polyline with using the selected profile.

Converting Room Molding

Select a room and click on the **Make Room Molding Polyline** edit button. This opens the **Make Room Molding Polyline** dialog, allowing you to select which type of room molding to convert to a molding polyline. See “Room Polylines” on page 316.

Converting a CAD Polyline

Select a CAD polyline and click the **Convert Polyline** edit button to covert it into a molding polyline or a 3D molding polyline. See “Convert Polyline” on page 219.

Displaying Molding Polylines

As with other objects, the display of molding polylines in 2D and 3D views is controlled in the **Layer Display Options** dialog. See “Displaying Objects” on page 128.

By default, molding polylines are placed on the “Moldings” layer.

In floor plan view, molding polylines display as two sets of lines: one representing the molding’s front and one its back. The distance between them is determined by the Width of the molding profile. If a Horizontal offset is specified, that value is added to the distance between the two lines. See “Moldings Tab” on page 595.

Editing Molding Polylines

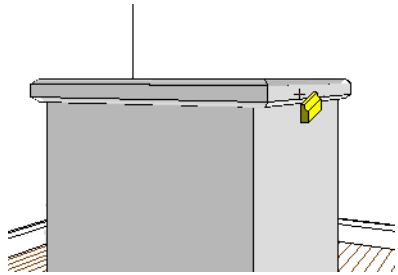
Molding polylines can be edited much the way CAD polylines are. See “Editing Open Polyline Based Objects” on page 179 and “Editing Closed-Polyline Based Objects” on page 184.

Molding lines and polylines also can be edited in their specification dialogs. See “Molding Polyline Specification Dialog” on page 603 and “3D Molding Polyline Specification Dialog” on page 604.

Changing Profiles on Existing Moldings

In 3D views, select a molding profile or symbol from the Library Browser and move your mouse pointer into the view window.

The pointer displays the Moldings icon. Click on a molding polyline, 3D molding polyline, room molding, cabinet molding, door molding, or window molding in the view to change its molding profile. This is the same as changing the molding profile in the object’s specification dialog. See “Moldings Tab” on page 595.

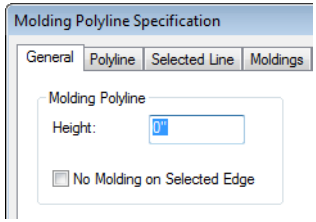


Click on a molding in 3D view to change it

Molding Polyline Specification Dialog

To open the **Molding Polyline Specification** dialog, select a molding polyline or group of molding polylines and click the **Open Object** edit button.

General Tab



- Specify the **Height** of the polyline.
- Check **No Molding on Selected Edge** to create blank section in the molding polyline along the selected line segment.

Polyline Tab

The Polyline tab can be found in dialogs throughout the program. For information about the settings on this tab, see “Polyline Tab” on page 990.

Selected Line Tab

The Selected Line tab is available when the selected segment of the molding polyline is a line, as opposed to an arc. For more information, see “Line Style Tab” on page 977.

Arc Tab

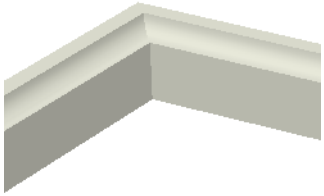
The Arc tab displays when the selected segment of the 3D molding polyline is an arc, as opposed to a line. See “Arc Tab” on page 985.

Moldings Tab

The Moldings tab can be found in dialogs throughout the program. See “Moldings Tab” on page 595.

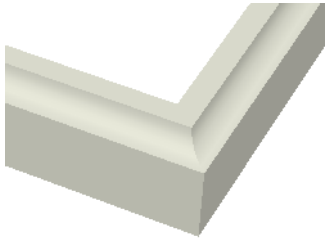
One setting on this tab is unique to the **Molding Polyline** and **3D Molding Polyline Specification** dialogs:

- Check **Inside** to extrude the molding profile on the inside or right side of the polyline.



Molding extruded inside

- When unchecked, the molding profile extrudes on the outside or left side of the polyline.



Molding extruded outside (Inside unchecked)

Line Style Tab

The Line Style tab can be found in dialogs throughout the program. For information about the settings on this tab, see “Line Style Tab” on page 977.

Fill Style Tab

The Fill Style tab can be found in dialogs throughout the program. For information about the settings on this tab, see “Fill Style Tab” on page 991.

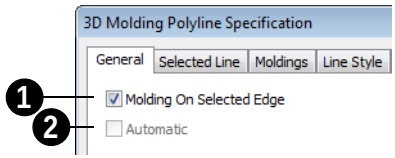
Materials Tab

The Materials tab can be found in dialogs throughout the program. For information about the settings on this tab, see “Materials Tab” on page 777.

3D Molding Polyline Specification Dialog

Select a 3D molding polyline and click the **Open Object** edit button to open the **3D Molding Polyline Specification** dialog.

General Tab



1. Uncheck **Molding on Selected Edge** to turn off the display of the specified molding profile on the edge of the 3D molding polyline that was selected when the dialog was opened. For more information about the selected edge, see “Selecting Objects” on page 166.

2. **Automatic** is enabled when a frieze molding is selected. See “Selecting Frieze Moldings” on page 608.

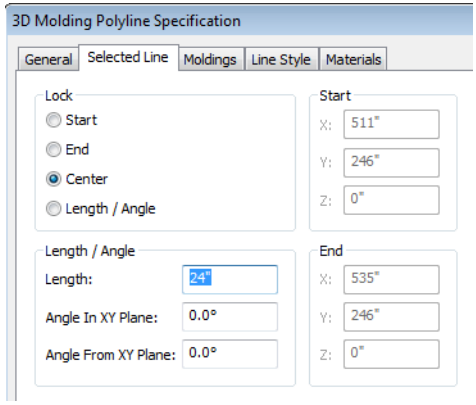
When **Automatic** is checked, a frieze molding is updated whenever you check **Build Fascia and Roof Trim** in the **Build Roof** dialog and click OK.

Once **Automatic** has been unchecked, it cannot be checked again.To restore the automatic updating behavior of the frieze molding, it must be deleted and regenerated. See “Creating Frieze Moldings” on page 608.

Selected Line Tab

The Selected Line tab is available when the selected segment of the 3D molding polyline is a line as opposed to an arc.

The **Length/Angle** section in the **3D Molding Polyline Specification** dialog is different other Selected Line tabs.



Length specifies the 3D length of the selected line of the 3D molding polyline.

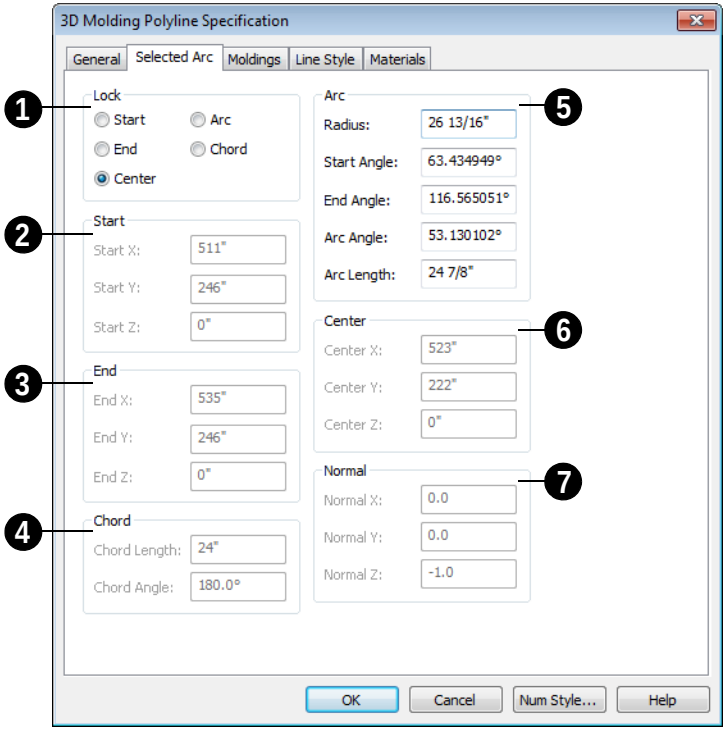
Angle in XY Plane specifies the counter-clockwise angle that the selected line makes with the positive X axis when viewed from above, as in floor plan view.

Angle from XY Plane specifies the angle that the selected line makes with the horizontal XY plane when viewed from the side, as in a cross section/elevation view. A positive value means that the line slopes up; a negative value means that it slopes down.

For more information about using the other settings on the Selected Line tab of the **3D Molding Polyline Specification** dialog, see “Line Tab” on page 977.

Selected Arc Tab

The Selected Arc tab is available when the selected segment of the 3D molding polyline is an arc as opposed to a line.



1 The **Lock** options specify how changing one value affects other values.

Select **Start** to keep the start and center of the arc fixed and move the end.

Select **End** to keep the end and center of the arc fixed and move the start.

Select **Center** to keep the center of the arc fixed and move the start or end.

Select **Arc** to keep the arc geometry fixed and translate the arc.

Select **Chord** to keep the start and end fixed and change the radius.

2 The **Start** options specify the coordinates of the starting point of the selected arc, and are editable when either **Lock End** or **Lock Arc** are selected.

3 The **End** options specify the coordinates of the end point of the selected arc, and are editable when either **Lock Start** or **Lock Arc** are selected.

❹ The **Chord** options specify the length and angle of the selected arc and are editable when either **Lock Start** or **Lock End** are selected. The **Chord Angle** is also editable when **Lock Arc** is selected.

- **Chord Length** - the 3D distance between arc start and end.
- **Chord Angle** - the angle created by the arc chord and the positive X axis.

❺ The **Arc** options specify radius, angle and length values of the selected arc:

- **Radius** - the distance from the arc to the arc center.
- **Start Angle** - the angle created by a line from the arc center to the start and the positive X axis.
- **End Angle** - the angle that a line from the center to the end
- **Arc Angle** - the angle created by a line from the arc center to the start and a line from the center to the end.
- **Arc Length** - the length of the arc.

❻ The **Center** options specify the coordinates of the center point of the selected arc and are editable when **Lock Arc** is selected.

❼ The **Normal** options specify the coordinates of the normal for the plane that the arc exists in. The normal is a vector that is parallel to that plane and is expressed as a line between two points: (0,0,0) and the point defined in the dialog.

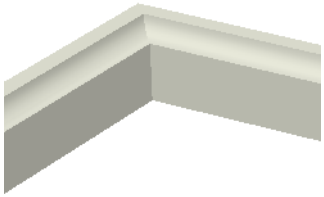
In plan view, the arc direction is counter clockwise if the normal has a positive value on the z axis (0,0,1) and clockwise if the value on the z axis is negative (0,0,-1).

Moldings Tab

The Moldings tab can be found in the specification dialogs for a variety of different objects in the program. See “Moldings Tab” on page 595.

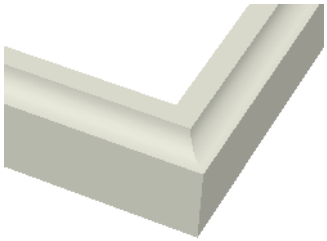
One setting on this tab is unique to the **Molding Polyline** and **3D Molding Polyline Specification** dialogs:

- Check **Inside** to extrude the molding profile on the inside or right side of the polyline.



Molding extruded inside

- When unchecked, the molding profile extrudes on the outside or left side of the polyline.



Molding extruded outside (Inside unchecked)

Line Style Tab

The Line Style tab can be found in dialogs throughout the program. For information about the settings on this tab, see “Line Style Tab” on page 977.

Fill Style Tab

The Fill Style tab can be found in dialogs throughout the program. For information about the settings on this tab, see “Fill Style Tab” on page 991.

Materials Tab

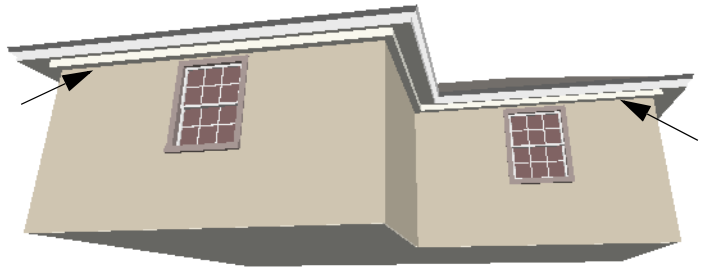
The Materials tab can be found in dialogs throughout the program. For information about the settings on this tab, see “Materials Tab” on page 777.

Frieze Moldings

Frieze moldings, also known as freize boards, are mounted below the eaves of roof planes and can be generated automatically using the **Build Roof** dialog.

Creating Frieze Moldings

To create automatic frieze moldings, specify a molding profile on the Frieze tab of the **Build Roof** dialog; check **Build Fascia, Gutters** on the Build tab of the **Build Roof** dialog; and click OK. See “Build Roof Dialog” on page 431.



Frieze moldings below the eave of automatically generated roof planes

Displaying Frieze Moldings

By default, frieze molding displays in 3D views but not in floor plan view and its default layer, Roofs, Frieze Moldings, is locked. See “Layer Display Options Dialog” on page 132.

Selecting Frieze Moldings

To select a frieze molding, its layer must first be unlocked and turned on. See “Locking Layers” on page 129. In floor plan or cross section/elevation view, select a wall and click the **Select Next Object** edit button or press the Tab key until the frieze molding is selected. When the frieze molding is selected the Status Bar says “3D Molding Polyline.” See “The Status Bar” on page 35.

Editing Frieze Moldings

Like other 3D Molding Polyines, frieze molding can be edited much the way CAD polylines are in floor plan and cross section/

elevation views. See “Editing Molding Polylines” on page 602.

Frieze molding can also be edited in the **3D Molding Polyline Specification** dialog. See “3D Molding Polyline Specification Dialog” on page 604.

If you edit a frieze molding, you may want to uncheck the **Automatic Frieze** property on the **3D Molding Polyline Specification** dialog to avoid losing your edits if fascia is recalculated.

Once **Automatic Frieze** is unchecked, it cannot be checked again.To restore the automatic updating behavior of frieze molding, it must be regenerated.

Chapter 20:

Cabinets

With Chief Architect's cabinet tools you can create base, wall, and full height cabinets as well as soffits, shelves, partitions, and custom countertops. These objects are very versatile, allowing for a wide range of customization.

A selection of cabinet door and drawer styles are available in the Library Browser and, in addition, a numerous cabinet manufacturer catalogs are available for download on our web site, www.chiefarchitect.com.

Chief Architect also has many customized cabinet symbols and cabinet groups available in the library. Cabinets you have customized can be saved to your own library for future use.

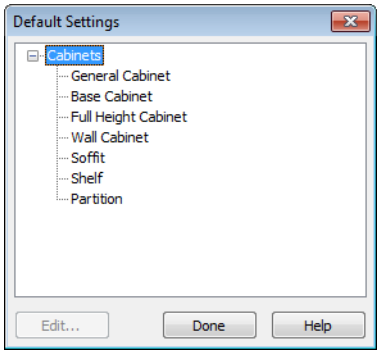
Chapter Contents

- Cabinet Defaults
- The Cabinet Tools
- Cabinet Fillers
- Placing Cabinets and Fillers
- Custom Countertops
- Displaying Cabinets
- Cabinet Labels
- Editing Cabinets
- Editing Cabinet Styles
- Editing Custom Countertops
- Special Cabinets
- Cabinet Specification Dialog
- Cabinet Shelf Specification Dialog
- Shelf/Partition Specification Dialog
- Custom Countertop Specification Dialog
- Cabinet Schedules

Cabinet Defaults

Access default settings for each cabinet tool by selecting **Edit> Default Settings**, then clicking the + beside **Cabinets**. Select a subheading and click the **Edit** button to open the defaults dialog associated with your selection:

The Cabinet Defaults dialogs can also be accessed by double-clicking the **Cabinet Tools** parent button.



Double-clicking a Cabinet Tools child button also opens its corresponding defaults dialog, if that object has a defaults dialog.

Each type of cabinet object has default definitions for size, style, materials and much more. In fact, the default dialog for each cabinet type is similar to its corresponding specification dialog. For descriptions of these settings, see "Cabinet Specification Dialog" on page 629, "Shelf/Partition Specification Dialog" on page 643 and "Soffit Specification Dialog" on page 722.

Cabinet Fillers and Custom Countertops do not have defaults dialogs. Instead, their initial settings are based on the those of other objects.

- Base Cabinet Fillers' initial settings are based on Base Cabinet Defaults.
- Wall Cabinet Fillers' initial settings are based on Wall Cabinet Defaults.
- Full Height Cabinet Fillers' initial settings are based on Full Height Cabinet Defaults.
- Custom Countertops' initial settings are based on Base Cabinet Default settings but are also influenced by the settings of cabinets beneath them. See "Custom Countertops" on page 614.

Dynamic Cabinet Defaults

The following cabinet default values are dynamic: **Separation**, **Backsplash Height** and **Thickness**, **Countertop Overhang** and **Thickness**, **Toe Kick Height** and **Depth**, **Side** and **Vertical Overlap**, **Stiles**, and **Hardware** spacing. See "Dynamic Defaults" on page 65.

All **Materials** are also dynamic, with one exception: materials assigned to doors and drawers when the default door/drawer is a library symbol. When this is the case, the default door/drawer material is dynamically linked to the "Cabinet Door/Drawer" material set in the **Material Defaults** dialog rather than the **Cabinet Defaults** dialog. See "Material Defaults Dialog" on page 796.

When a dynamic default is changed, existing cabinet objects using the default value are affected.

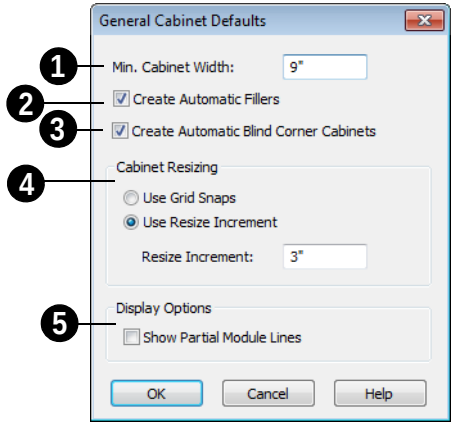
Set as Default

You can set the attributes for a cabinet placed in your plan as the defaults for that cabinet type. See "Set as Default" on page 76

Note: Set as Default is not available for special shaped cabinets. Only Standard cabinets can be the default cabinet Type. See "Special Cabinets" on page 626.

General Cabinet Defaults

The **General Cabinet Defaults** dialog can be accessed only from the **Default Settings** dialog.



1 Specify the **Minimum Cabinet Width**. The minimum allowable width is 1/16 of an inch (10 mm).

2 Uncheck **Create Automatic Fillers** to prevent fillers from automatically generating in spaces between cabinets. This setting is dynamic: changing it will affect cabinets already present in your plan. See “Cabinet Fillers” on page 616.

3 Uncheck **Create Automatic Blind Corner Cabinets** to prevent blind corner cabinets from being created. This setting is dynamic: changing it will affect cabinets already present in your plan. See “Blind Cabinets” on page 629.

4 Specify how **Cabinet Resizing** takes place when the edit handles are used.

- Select **Use Grid Snaps** to resize cabinets using Snap Grid increments. See “Grid Snaps” on page 150.
- Select **Use Resize Increment** to resize cabinets using the increment specified here.
- Set the **Resize Increment** at which cabinets resize. The minimum allowable increment is 1/16 of an inch (10 mm).

5 Uncheck **Show Partial Module Lines** to display lines between merged cabinet modules as specified by the “Cabinets, Module Lines” layer. Check this box to represent module lines as grey lines that do not extend across the cabinets. See “Displaying Cabinets” on page 619.

You can set these values specifically for particular manufacturers.

The Cabinet Tools

Select **Build> Cabinet** to access the Cabinet Tools.

Cabinets are easily created with a single click in any view. See “Click-to-Create” on page 150.

Typically, groups of cabinet objects are positioned closely together and arranged to form work spaces, and there are some special behaviors and techniques to be aware of. See “Placing Cabinets and Fillers” on page 617.

Once created, cabinets, soffits, shelves, partitions and fillers can be selected and edited much like other box-based objects. See “Editing Box-Based Objects” on page 188.

Base Cabinets

Select **Build> Cabinet> Base Cabinet** and click in any view. Base cabinets can be placed directly under wall cabinets and generate a countertop and toe kick by default.

Wall Cabinets

To place a wall cabinet, select **Build> Cabinet> Wall Cabinet** and click in any view. Wall cabinets can be placed directly over base cabinets.

Full Height Cabinets

To place a full height cabinet, select **Build> Cabinet> Full Height** and click in any view. Full height cabinets generate a toe kick by default and cannot be placed on top of other cabinets.

Soffits

Soffits typically fill the space between cabinet tops and the ceiling, but can also be used to create any object that can be modeled as a 3D box. To place a soffit, select **Build> Cabinet> Soffit** and click in any view.

Soffits can display in both floor plan and 3D views. They can be assigned materials that are calculated in the Materials List; by default, they use the material assigned to interior walls in the **Material Defaults** dialog.

Like cabinets, soffits can have molding profiles applied to them.

For more information about using soffits for a variety of purposes, see “Other Objects” on page 707.

Shelves

Select **Build> Cabinet> Shelf** and click in any view to create a shelf.

Create corner shelves by placing one shelf on each wall, then moving or stretching them until they touch.

Once created, shelves can be selected and edited. See “Shelf/Partition Specification Dialog” on page 643.

Partitions

Select **Build> Cabinet> Partition** button and click in any view to create a vertical partition.

Like shelves, partitions can be selected and edited after they are placed.

Partitions can be used with shelves to create complex storage systems.

Custom Countertops

Custom Countertops are drawn and edited just like other closed-polyline based objects. Select **Build> Cabinet> Custom Countertop**, then either click and drag a rectangle or single-click to place a 2’x2’ countertop. See “Custom Countertops” on page 618.

You can also generate a custom countertop over one or more base cabinets using the

Generate Custom Countertop edit tool. See “Using the Edit Tools” on page 623.

Custom Counter Holes

Select **Build> Cabinet> Custom Counter Hole**, then either click and drag a rectangle or single-click to place a 2’x2’ countertop hole. Custom Counter Holes must be drawn within an existing Custom Countertop, can be drawn in any view except cross section/elevation views and can be edited to any shape. See “Editing Custom Countertops” on page 625.

Cabinets Library

In the Library Browser, browse to Chief Architect Core Catalogs> Architectural> Cabinets to access a selection of specialty cabinets. Select the library object you want, then click in any view to place it in the plan. Once placed, library cabinets can be edited. See “The Library” on page 743.

You can add single cabinets or blocked units to the library. See “Adding Library Content” on page 754 and “Architectural Blocks” on page 737.

Cabinet Doors, Drawers, & Panels Library

A selection of special cabinet doors, drawers and panels is available in Chief Architect Core Catalogs> Architectural. Select an item, then click on a cabinet in your plan to place the door or drawer onto that cabinet. Doors, drawers and panels can be assigned to a cabinet in its specification dialog, as well. Cabinet doors, drawers and panels can also be placed as stand-alone fixtures.

You can use the symbol development tools to create custom cabinet doors and drawers and save them in the library for future use. See “Adding Library Content” on page 754.

Built-In Appliances

A variety of fixtures and appliances such as sinks, cooktops, and dishwashers can be placed into cabinets. See “Inserted Objects” on page 762.

Place range tops and sinks into cabinets early, so that any resizing can be done before too many cabinets are placed.

To install an appliance into a cabinet, select the appliance for placement in the selection pane of the Library Browser and click on a cabinet. There must be enough space in the cabinet or adjoining cabinets to contain the selected appliance.

Fixtures can be added to both the top and front of the same cabinet. The fixture on top can be selected by clicking the cabinet and pressing the Tab key or clicking the **Select Next Object** edit button. The fixture on the face can be deleted on the Front tab of the **Cabinet Specification** dialog. When a cabinet has fixtures on both its top and front, the **Open Symbol** edit button opens the specification dialog for the fixture on the front. If a cabinet has only one fixture, the **Open Symbol** edit button opens it for specification.

In the real world, some appliances can share a cabinet, while others cannot. It is up to you to determine which appliances can be effectively and safely combined.

Electrical Switches & Outlets

Electrical switches and outlets can be placed on cabinets in most views. See “The Electrical Tools” on page 577.

Cabinet Fillers

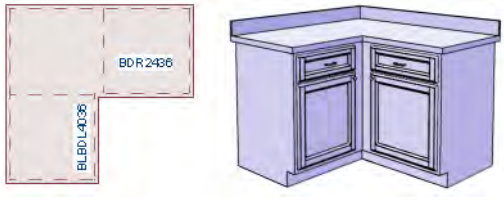
Cabinet fillers can be created automatically or placed manually. See “General Cabinet Defaults” on page 613.

Both automatic and manually placed cabinet fillers are included in the Materials List. Cabinet filler sizes in the Materials List are rounded to the nearest 1/16” (1 mm).

Automatic Fillers

By default, Chief Architect models a continuous countertop and generates fillers automatically when cabinets of the same height are either touching or placed with 3” (30 mm) of one another.

If two cabinets meeting at a corner are separated from each other by 3”(30 mm) or less, the program will automatically generate a filler in the angle between them. A filler is used to separate the front of one of these cabinets from the one it meets so that drawers and doors have room to operate.



Two base cabinets and the filler between them

Cabinet Filler Tools

If you prefer, you can place cabinet fillers manually using the **Cabinet Filler Tools**. Select **Build> Cabinet Filler** to access these tools.

To create a cabinet filler, select **Build> Cabinet Filler**, choose the desired tool from the submenu, then click to place a filler just as you would a cabinet, in any view.

Base Cabinet Fillers are composed of a front surface, a toe kick and a section of countertop.

Wall Cabinet Fillers are composed of a front surface only.

Full Height Cabinet Fillers are composed of a front surface and a toe kick.

You can also convert a regular base, wall or full height cabinet into a filler by checking **Filler** in the **Cabinet Specification** dialog. Similarly, a cabinet filler can be converted to a regular cabinet by unchecking this box. See “General Tab” on page 630.

Once created, manually placed cabinet fillers can be edited much like regular cabinets.

Placing Cabinets and Fillers

Cabinets and cabinet fillers are easily created with a single click in any view. See “Click-to-Create” on page 150.

When used near a wall corner, the Cabinet Tools will produce corner cabinets and soffits. See “Corner Cabinets” on page 626.

When created, cabinets are positioned relative to the floor of the room in which they are placed. Base and full height cabinets typically rest on the floor while wall cabinets are placed a set distance above the floor. See “Cabinet Defaults” on page 611.

If the ceiling height of the room does not accomodate the height of a cabinet, its **Floor to Bottom** value will be retained and its **Height** will be reduced so that it fits under the ceiling. When this happens, some front items may be removed from the cabinet if there is not enough room for them. See “Front Tab” on page 633.

Because cabinets are typically organized into groups with shared attributes, they have some special behaviors.

Cabinet Snapping and Aligning

Cabinets have several special snapping and aligning behaviors which help you create precisely aligned cabinets quickly and easily.

- When Base and/or Full Height cabinets are within 3” of one another’s sides, they will snap together. Wall cabinets snap in a similar manner, but only with other Wall cabinets.
- When Base and/or Full Height cabinets are within 3” of one another’s sides and their front or back surfaces are within 3” of aligning, they will become aligned. Wall cabinets snap in a similar manner with other Wall cabinets as well as Full Height cabinets.
- When a Base and/or Full Height cabinet is placed against the back of another Base or Full Height cabinet, its back surface will automatically face the other cabinet’s back. Wall cabinets snap in a similar manner with other Wall as well as Full Height cabinets.
- When a cabinet or cabinet filler is placed against a wall, its back and/or side will snap to the wall and, if the wall is moved, the cabinet will move with it.

When cabinets are snapped to a wall or to other cabinets, only exposed end cabinets have side counter overhangs, closed toe kicks, feet and corner pilasters. Adjacent cabinet fronts share front pilasters.

Cabinet snapping and aligning occurs even when when **Object Snaps** are turned off; however, you can override this behavior by moving a cabinet into the desired position using dimensions. See “Moving Objects Using Dimensions” on page 914.

Cabinet Merging

When cabinets of the same height and type are placed side-by-side within 3” (30 mm) of one another they will automatically merge, making any shared components such as the toe kick, countertop, backsplash and moldings continuous. Any gap between merged cabinets will be automatically filled.

The exposed ends of merged cabinets have side counter overhangs, closed toe kicks, feet and corner pilasters. Adjacent merged cabinets share front pilasters.

Cabinets placed at different angles will also merge if they face toward one another and meet at a front corner. Cabinets that meet at a back corner will also merge provided that they face away from one another at an angle no greater than 87°. In either case, a filler is created in the angle between the two.

If the side of a cabinet is placed within 3” (30 mm) of a wall, the countertop will extend to the wall and a filler will be created.

Cabinet merging occurs even when **Object Snaps** are turned off; however, you can suppress this behavior for cabinets that do not actually touch by turning off **Create Automatic Fillers**. See “General Cabinet Defaults” on page 613.

Base and Wall Cabinets

Base and wall cabinets have different default heights, so they can be placed directly above or below one another without interference.

You can use **Object Snaps** to center a wall cabinet’s back center point above that of a base cabinet, or vice versa. See “Click-to-Create” on page 150.

Minimum Cabinet Size

If you try to place a cabinet into a space that is too narrow for its default size, the program will place a smaller cabinet with a width that is a multiple of the default **Resize Increment**. For example, if you try to place a 24” wide cabinet in a 20” wide space and your Resize Increment is 3”, the program places an 18” cabinet. See “General Cabinet Defaults” on page 613.

If you try to place a cabinet into a space narrower than the default **Minimum Cabinet Width**, a cabinet will not be placed. If, for example, you have a space that is 8” and your Minimum Cabinet Width is 9”, no cabinet is placed.

Cabinet Fillers

By default, the program will automatically place a filler between cabinets that are within 3” of one another. You can instead turn off **Create Automatic Fillers** and place fillers manually.

Custom Countertops

Countertops are automatically generated on top of base cabinets. These default countertops are basically components of the cabinets. They can be edited in the **Cabinet Specification** dialog but cannot be selected and modified separately. You can instead use **Custom Countertops**, which are drawn and edited just like other closed-polyline based objects can be selected and edited independent of the cabinets beneath. See “Rectangular Polyline” on page 992.

Select **Build> Cabinet> Custom Countertop**, then either click and drag a rectangle or single-click to place a 2’x2’ countertop. Custom Countertops can be

drawn in any view except cross section/ elevation views.

You can also generate a custom countertop over one or more selected base cabinets by clicking the **Generate Custom Countertop** edit button. See “Using the Edit Tools” on page 623.

When a Custom Countertop covers any portion of a base cabinet, it overrides the default countertop.

If a sink or built-in appliance is added to the cabinet, a hole for the fixture is automatically cut in the custom countertop.

A custom countertop bases its thickness and height on the base cabinet(s) below.

- If there are multiple cabinets below, it uses the specifications for the cabinet with the greatest overall height.
- If there is no base cabinet below, its height and thickness are based on the base cabinet defaults. See “Cabinet Defaults” on page 611.

The countertop initially uses the default countertop material set in the Base Cabinet Defaults dialog. You can specify a different material as well as the height and position in the **Custom Countertop Specification** dialog. See “Custom Countertop Specification Dialog” on page 644.

Once created, a custom countertop can be edited like other closed-polyline based objects. See “Editing Closed-Polyline Based Objects” on page 184.

Displaying Cabinets

The display of the various cabinet object types, labels, module lines, door opening indicators and more is controlled in the **Layer Display Options** dialog. See “Displaying Objects” on page 128.

In Floor Plan View

Cabinets are drawn so that wall cabinets, soffits and shelves are always in front of base and full height cabinets, countertops and partitions.

You can select a cabinet of any type and click the **Move to Front** edit button to make that object display in front of other cabinets of the same type. See “Move to Front of Group” on page 201.

If the “Cabinets, Labels” layer is turned on, cabinet labels are centered on the cabinet they represent. See “Cabinet Labels” on page 620.

Fill Styles and colors can be assigned to cabinets and Custom Countertops. Custom Countertops use a transparent fill style by default. If generated using the **Generate Custom Countertop** edit tool, a Custom Countertop uses the same fill style as the selected cabinet. See “Fill Style Tab” on page 991.

Both automatic and Custom Countertops display if the “Cabinets, Countertops” layer is turned on. Custom Countertops can be assigned a molding profile, and can display the width of this profile if **Display Molding**

Edges is selected in the **Custom Countertop Specification** dialog. See “General Tab” on page 644.

By default, cabinet module lines do not display when cabinet modules are merged. To show lines between individual cabinets in floor plan view, set the “Cabinets, Module Lines” layer to display. You can specify whether module lines are full or partial. See “General Cabinet Defaults” on page 613.

You can also display cabinet front indicator arrows in floor plan view by turning on the “Cabinets, Front Indicators” layer.

In 3D Views

To show door opening indicator arrows in cross section/elevation and Orthographic views, turn on the “Opening Indicators” layer. Opening indicators display in Vector Views only. See “Vector View” on page 858.

In the Materials List

There are a number of ways to control how, or whether, cabinets are included in the Materials List. See “Organizing Materials Lists” on page 1161.

You can add and edit information about cabinet accessories and sub-accessories in its **Components** dialog. See “Components Dialog” on page 1177.

If a base cabinet has an under-counter appliance inserted into it, that cabinet will not be counted in the Materials List - only the countertop materials associated with it will be listed. The cabinet will also display the appliance’s label information instead of its own.

Any crown or other moldings applied to cabinets are calculated separately and listed under the “Interior Trim” category.

Cabinet Labels

Labels for cabinets, cabinet fillers, shelves and partitions display in floor plan view when the “Cabinets, Labels” layer is turned on. See “Displaying Objects” on page 128.

Cabinet labels have their own edit handle and can be moved when a cabinet is selected. They use the Text Style specified for the “Cabinets, Labels” layer. See “Text Styles” on page 954.

If a base cabinet has an under-counter appliance inserted into it, that cabinet will display the appliance’s label information instead of its own on the “Cabinets, Labels” layer.

Cabinet labels are available in four different formats:

- **Automatic Labels**, which include size, type and other information in abbreviated form.
- **User-Specified**, which is entered in the **Cabinet Specification** dialog. See “Label Tab” on page 1157.
- **Component Code**, which can be specified in a cabinet’s **Components** dialog and applied using the text macro %component_code%. See “Components Dialog” on page 1177.
- **Schedule Callout Labels**, which are specified in the **Cabinet Schedule**

Specification dialog. See “Label Tab” on page 1138.

The minimum on screen display size of object labels can be specified in the **Preferences** dialog. See “Appearance Panel” on page 78.

Automatic Labels

The format for automatic cabinet labels has four parts: Key, Code, Size, and Door Swing.

The **Key** provides basic information about the cabinet box and its use. B refers to base cabinets, W refers to wall cabinets and U refers to full height cabinets.

Together with the key, the **Code** provides additional information about the shape of the cabinet box:

Code	
	All Cabinets
LS + Key	Lazy Susan
LSD + Key	Lazy Susan Diagonal Door
DC + Key	Diagonal Door
LC + Key	Left Corner
BC + Key	Blind Corner
PBC + Key	Peninsula Blind Corner
Key + P	Peninsula
Key + F	Filler
E + Key	Right or Left End
A + Key	Angled Front
PR + Key	Peninsula Radius
R + Key	Radius End
B	**Base**
OB	Oven Base
SB	Sink Base
RB	Range Base
#DB	Drawer Bank (# is the number of drawers
FHB	Full Height Base (1 full height door
W	**Wall**
Code from above + #D	Drawer (# is the number of drawers
U	**Full Height (Utility)**
OTC	Tall Oven
RTC	Tall Refrigerator

Blind corner cabinets are dependent on the cabinet’s position in the plan. A cabinet can only be a blind corner cabinet when its front is partially hidden by another cabinet. See “Blind Cabinets” on page 629. If a cabinet is moved, therefore, its Code information may change.

Peninsula cabinets are only designated as such when they have one or more doors on the back side. See “Sides/Back Tab” on page 638.

The **Size** follows the Code in a cabinet label. Cabinet width is always included in the label; depth and height, on the other hand, may be included depending on the cabinet type and whether they are standard or non-standard.

Base and full height cabinet labels present Size information in this order: width, depth, height. Wall cabinet labels present it in a slightly different order: width, height, depth.

	Sizes
Base	**W(D)(H)**
Width (W)	Always included
Depth (D)	24” (60 cm)
Height (H)	34 1/2” (90 cm)
Corner Depth (D)	Depth = Width

Wall	**WH(D)**
Width (W)	Always included
Height (H)	Always included
Depth (D)	12" (30 cm)
Corner Depth (D)	Depth = Width
Full Height	**WDH**
Width (W)	Always included
Depth (D)	Always included
Height (H)	Always included
Corner Depth (D)	Always included

Door Swing is included at the end of the label as either **L** or **R**, but only if all the doors on a cabinet have the same swing.

Here are a few examples of automatic cabinet labels and their meanings:

- **3DB24**: Base cabinet with 3 drawers, 24" wide. Depth and height are standard.
- **SB24R**: Sink base, 24" wide, with a right door. Depth and height are standard.
- **BCW2436R**: Blind wall cabinet, 24" wide, 36" high, with a right door. Depth is standard.
- **DCW2436L**: Diagonal corner wall cabinet, 24" wide, 36" high, with a left door. Depth is standard (equal to width).
- **OTC362490**: Full height cabinet with oven, 36" wide, 24" deep, 90" high.

The Automatic Labels for Shelves and Partitions are blank, but you can specify custom labels for both. See "Shelf/Partition Specification Dialog" on page 643.

Editing Cabinets

Cabinets and cabinet fillers can be selected in 2D and 3D views both individually and as a group and edited using the edit handles, the edit toolbar and their specification dialog. See "Cabinet Specification Dialog" on page 629.

Using the Mouse

Cabinets can be edited like other box-based objects. See "Editing Box-Based Objects" on page 188. Depending on the view, the edit handles a cabinet displays when selected will vary.

When a cabinet is selected in floor plan view or on its top surface in a 3D view, ten edit handles display. They are the Move handle at the center, the Rotate handle, and a Resize handle on each edge and at each corner.

If cabinet labels are displayed, a label will move as its cabinet is moved or resized. An edit handle for the label also displays when a cabinet is selected. See "Displaying Cabinets" on page 619.

When a cabinet is selected on a side in a cross section/elevation or 3D view, it has five edit handles: the Move handle and a Resize handle on each edge. In 3D views, cabinets can be selected on any surface: front, side, back or top.

Cabinets cannot be concentrically resized, even when the Concentric edit behavior is enabled. See “Edit Behaviors” on page 162.

In the Specification Dialog

A selected cabinet can be customized in a variety of ways in its specification dialog. See “Cabinet Specification Dialog” on page 629.

Multiple Cabinets

When cabinets are selected as a group, they can be modified as a group in the **Cabinet Specification** dialog. Any specifications that the selected objects share in common can be edited.

When you group select cabinets of different types, some options are not available in the **Cabinet Specification** dialog. For example, you cannot redefine the crown molding on a full height cabinet if it was selected with a base cabinet that does not have crown molding.

Soffits, shelves, and partitions can be group selected and edited using their corresponding specification dialog. It is important that only soffits, or only shelves, or only partitions be a part of the selection set in order to access the needed specification dialog.

Using the Edit Tools

A cabinet or cabinets can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

Add to Library

Cabinets can be saved in the Library Browser. Select a base, wall or full height cabinet or cabinet filler and click either the **Add to Library** or **Add to Library As** edit button. See “Add to Library” on page 754.

If you use **Add to Library As** , you can add the selected cabinet to the library in either of two ways:

- Select Cabinet Module to save the cabinet along with its doors, drawers and panels and any fixtures or appliances.
- Select Cabinet Doors and Drawers to save the cabinet door style only.

Using Dimensions

Like various other objects, cabinets can be moved and resized using dimensions. See “Moving Objects Using Dimensions” on page 914.

In order to be edited using dimensions, cabinets must be located by them. You can specify whether cabinets are located by dimensions in the **Dimension Defaults** dialog. See “Locate Objects Tab” on page 896.

Dimensions can be set to locate the sides and/or corners of cabinet boxes - not the countertop. If you wish, you can move a dimension’s extension lines to locate the

countertop after the dimension is drawn. See “Editing Extension Lines” on page 911.

Temporary Dimensions will locate the wall surface nearest the selected object edge or either cabinet boxes or Custom Countertops, depending on which type of object is selected:

- If a cabinet box is selected, Temporary Dimensions will locate the nearest wall surface or another cabinet box, but not Custom or automatically generated Countertops.
- If a Custom Countertop is selected, Temporary Dimensions will locate the nearest wall surface or another Custom Countertop, but not cabinet boxes or automatically generated counters.

Moving Walls with Cabinets Attached

When a cabinet is placed or moved against a wall, it will snap to the wall and become attached to it. When a wall is moved, all attached cabinets move with it.

Moving a wall to an unattached cabinet will not attach the cabinet to it: the cabinet must be moved to the wall. A cabinet can also be attached to a wall when **Plan Check** is used. See “Plan Check” on page 1019.

When wall layers are resized or the wall layer definition redefined, the cabinets may become unattached. To reattach, select them, drag them away from the wall, and then drag them back again.

Editing Cabinet Styles

A variety of settings allow you customize the appearance of your cabinets to create styles ranging from traditional to contemporary.

If the desired style is known before cabinets are placed, you can save time by specifing that style in the **Cabinet Defaults** dialogs before you start drawing. See “Cabinet Defaults” on page 611.

Doors, Drawers & Panels

Cabinet doors, drawers, and panels can be applied in either of two ways:

- In the **Cabinet Specification** dialog. See “Door/Drawer Tab” on page 636 and “Sides/Back Tab” on page 638.
- Directly from the Library Browser.

Select a style in the library, then click on a cabinet to apply the selected style to that cabinet. In 3D views, click on a face item to apply the selected object to that item. See “Placing Library Objects” on page 761.

Cabinet Hardware

Cabinet handles, pulls, and hinges can be assigned in the **Cabinet Specification** dialog. See “Door/Drawer Tab” on page 636.

In 3D views, pulls and handles can also be applied directly from the Library Browser. Select a hardware item, then click on the cabinet face item to apply it to that face item.

Pilasters, Feet & Moldings

Pilasters can be applied to any cabinet in its **Cabinet Specification** dialog. Cabinet feet

can also be applied to base and full height cabinets. See “Accessories Tab” on page 640.

Multiple molding profiles can also be applied around the perimeter of a cabinet at any height. For example, you may want a wood edge around countertops of base cabinets and a crown molding that ties together the tops of the wall cabinets and full height cabinets. Moldings can be built up or stacked, and can be recessed, as well - for example, to produce light rails . See “Moldings Tab” on page 595.

Base cabinet with front pilasters and feet

Framed & Frameless Cabinets

Both framed and European-style frameless cabinets can be specified in Chief Architect.

For both types of cabinet, you can define the door and drawer overlay or specify inset doors. On a traditional framed cabinet, you can also control the size of the rails and stiles. See “Front Tab” on page 633.

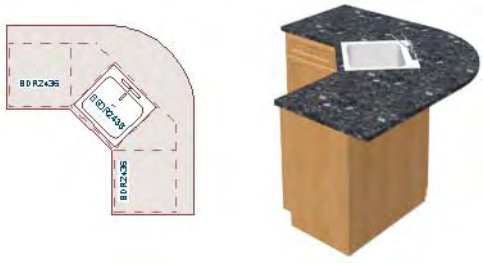
Countertops & Backsplashes

Countertop thickness, overhang, corner shape, and material for a selected base cabinet can be specified in the **Base Cabinet Specification** dialog. See “General Tab” on page 630.

Backsplashes can also be applied to base cabinets as well as down from wall cabinets, also on the General tab of their specification dialogs.

Editing Custom Countertops

Custom Countertops and Custom Counter Holes can be selected in 2D and 3D views and edited using the edit handles, the edit toolbar and their specification dialogs. See “Custom Countertop Specification Dialog” on page 644.



Using the Mouse

Custom countertops are considered to be CAD-based objects and are edited the way closed polylines are. See “Editing Closed-Polyline Based Objects” on page 184.

Using the Edit Toolbar

A selected Custom Countertop or Custom Counter Hole can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

Countertop Edge Profiles

You can specify the edge profile of a custom countertop in the **Custom Countertop Specification** dialog. See “Moldings Tab” on page 644.

Special Cabinets

There are a number of special cabinet shapes that can be specified. Certain requirements must be met before some special cabinet shapes can be specified. If the requirements are not met, a warning message will explain what is needed. See “Cabinet Specification Dialog” on page 629.

> Note: Only Standard cabinets can be the default cabinet Type. See “Cabinet Defaults” on page 611.

Standard Cabinets

Select **Build> Cabinet> Base Cabinet** and click in floor plan view to place a standard, rectangular base cabinet.

Standard (default) cabinet

Corner Cabinets

To create a corner cabinet, click as close to an inside wall corner as possible in using either the **Base Cabinet**, **Wall Cabinet**, or **Full Height** cabinet tool. A corner cabinet remains a corner cabinet when it is moved, edited or copied.

Turn an existing cabinet into a corner cabinet by selecting Corner Cabinet from the **Special** drop-down list in its specification dialog. See “General Tab” on page 630.

- Before a corner cabinet can be specified in the **Cabinet Specification** dialog, the cabinet's Width must be greater than its Depth.
- The **Left** and the **Right Side Widths** can be set independently for corner cabinets.

Corner cabinet with sides of equal width

- You can specify a Diagonal Door on corner cabinets to create an angled corner cabinet. See "Front Tab" on page 633.

Corner cabinet with diagonal door

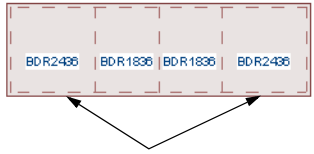
- The diagonal door on corner cabinets can be curved by entering a negative value in the second Right Side Width field. See "General Tab" on page 630.

Corner cabinet with curved door

Exposed End Cabinets

A cabinet that is merged on one side but not the other is referred to as an exposed end. Pilasters, feet, countertop overhangs and closed toe kicks all behave differently when groups of cabinets are merged:

- If multiple cabinets are joined together, only exposed end (outside) cabinets have corner pilasters, cabinet feet, side counter overhangs and closed toe kicks.
- If multiple joined cabinets have both **Front Pilasters** and **Corner Pilasters** specified, the exposed end cabinets include corner pilasters and inside cabinets have front pilasters.
- If multiple cabinets are joined, inside cabinets share Front Pilasters.
- Corner pilasters and cabinet legs are eliminated on the back if the cabinet is against a wall, and on either side if it's joined with another cabinet.
- For more information see "Cabinet Specification Dialog" on page 629.



Exposed End Cabinets

End Cabinets

Open a cabinet for specification and select Left or Right End Cabinet from the **Special** drop-down list to create an end cabinet.

Left End Cabinet

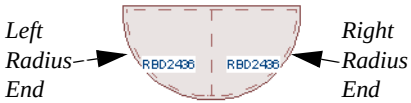
- End Cabinets have an angled front and side.
- The cabinet width must be no greater than its depth for an end cabinet to be specified.

Radius End Cabinets

Open a cabinet for specification and select Right or Left Radius End from the **Special** drop-down list to create a radius end cabinet.

Radius End cabinets have a 90° arch

As you face the cabinet, a right radius end curves to the right, and a left radius end curves to the left.



Peninsula Radius Cabinets

Open a cabinet for specification and select Pen. Radius from the **Special** drop-down list to create peninsula radius cabinet.

Peninsula Radius Cabinet

The radius can be adjusted by changing the Depth/Bow Depth value. See “General Tab” on page 630.

Angled Front Cabinets

Open a cabinet for specification and select Angled Front from the **Special** drop-down list to create an angled front cabinet.

Angled Front Cabinet

- The length of the left and right side of an **Angled Front** cabinet can be defined by changing the Depth/Bow Depth value. See “General Tab” on page 630.

Bow Front Cabinets

Open a cabinet for specification and select Bow Front from the **Special** drop-down list to create a bow front cabinet.

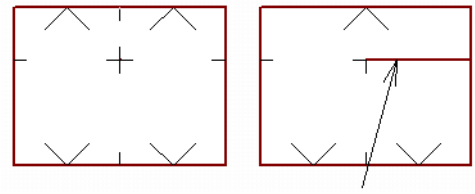
Bow Front Cabinet

- The bow depth of a **Bow Front** cabinet can be defined. See “General Tab” on page 630.
- The bow depth cannot exceed half the cabinet width.
- The doors and drawers on a **Bow Front** cabinet automatically match the curvature of the cabinet.

Kitchen Islands

To create a kitchen island, simply place several cabinets back-to-back and/or side-to-side. Match the widths so that each cabinet back or side meets the back or side of only one other cabinet. If this is not done, the lines separating the cabinets cannot be suppressed.

Two cabinets cannot merge with the same side of another cabinet. The picture shows two instances when cabinets are placed back-to-back. Cabinet fronts and joining surfaces are shown.



Correct - Widths of front and back cabinets match

Incorrect - Solid line here is not suppressed.

Blind Cabinets

Often, when two cabinets meet in a corner, one is partially hidden by the other. This partially hidden cabinet is called a “blind” cabinet. Chief Architect will resize and offset the front items of the partially hidden cabinet so that they are not located in the hidden portion of the cabinet face.

You can turn off this automatic behavior in the **General Cabinet Defaults** dialog. See “General Cabinet Defaults” on page 613.

You can also create a blind cabinet manually by controlling the widths of a cabinet’s left or right stile in its **Cabinet Specification** dialog. See “Front Tab” on page 633.

Cabinet Specification Dialog

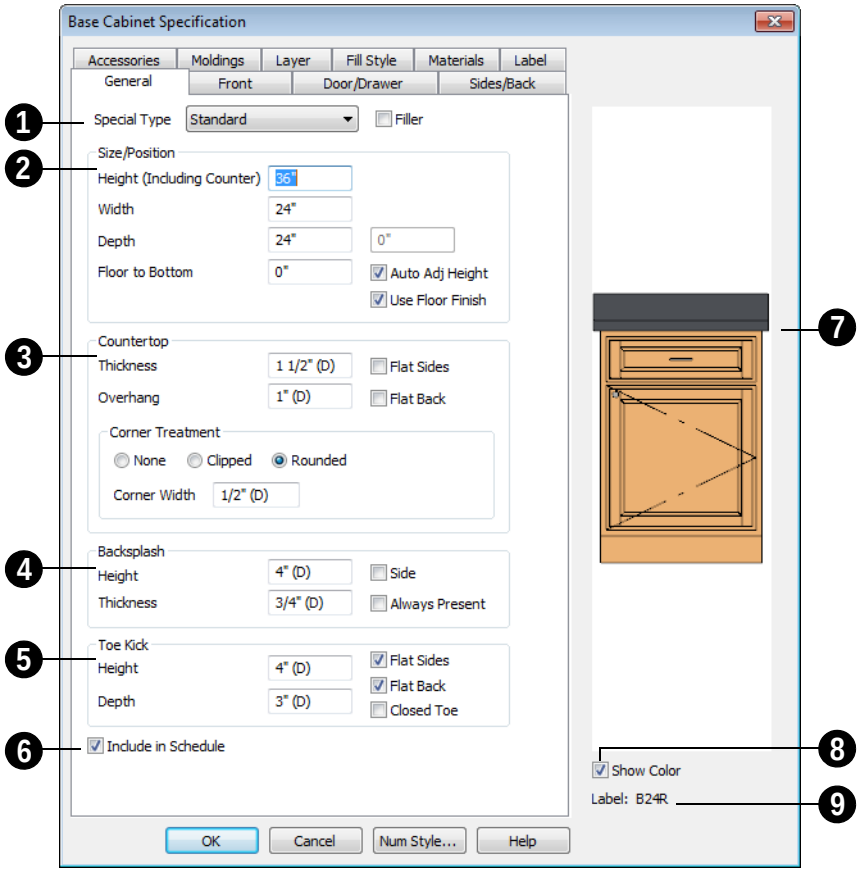
Select one or more cabinet and click the **Open Object** edit button to open the **Cabinet Specification** dialog.

If the selected cabinet is an imported symbol, the **Cabinet Symbol Specification** dialog opens instead and has fewer options than the

Cabinet Specification dialog. See "Symbol Specification Dialog" on page 1067.

The options in the **Cabinet Specification** dialogs are similar to the corresponding **Cabinet Defaults** dialog. See "Cabinet Defaults" on page 611.

General Tab



1 A number of **Special** cabinet types are available in the drop-down list. Certain requirements must be met before some special cabinet shapes can be specified. Not available in the **Cabinet Defaults** dialogs. See "Special Cabinets" on page 626.

- Check **Filler** to specify the selected cabinet as a filler of the same type instead of a true cabinet. See "Cabinet Fillers" on page 616. This checkbox is disabled in the **Cabinet Defaults** dialogs.

❷ **Size/Position** - The selected cabinet's dimensions and position relative to the floor can be specified here. Fractional values are supported to 1/16th of an inch (1 mm).

- Specify the **Height (Including Counter)** of the cabinet box, as measured from bottom to top. For base cabinets, this value includes the countertop thickness, but not the height of the backsplash.

Note: Height refers to the height of the entire cabinet, including countertop and toe kick. If you change the Countertop Thickness or Toe Kick Height, the cabinet's total height is not altered. Instead, the cabinet face height and the heights of face items change in response.

- Specify the **Width** of the cabinet box, as measured across the front of the cabinet box from left to right. This does not include the countertop overhang.
- Specify the **Depth** of the cabinet box, as measured from front to back. It does not include the thickness of overlay doors or the countertop overhang.
- For **Special Type** Bow Front cabinets, specify the **Bow Depth** in inches. Up to half the cabinet width is allowed.
- For corner cabinets, the **Width** and **Depth/Bow Depth** fields become **Right Side Width** and **Left Side Width**. If a corner cabinet is assigned a diagonal door on the Front tab, the second **Right Side Width** field specifies the bow depth: a positive number creates a bow and a negative number, an inside bow.
- Specify the **Floor to Bottom** distance. For base and full height cabinets, this is usually 0.
- **Auto Adjust Height** - If the cabinet is outside a room, check this box to place it relative to the terrain height. When unchecked, the cabinet's Height is measured from the default floor height of Floor 1. See "Terrain Height vs Floor Height" on page 649 of the Reference Manual.
- Check **Use Floor Finish** to measure the Floor to Bottom distance from the surface of the floor finish. When unchecked, this height is measured from the subfloor. Only available when Auto Adjust Height is checked.

❸ Specify the dimensions and style of the **Countertop** here. Only available for base cabinets.

- Specify the countertop **Thickness**. Changing this value does not alter the cabinet height, but it does affect the height of face items. See "Front Tab" on page 633.
- Specify the countertop **Overhang**. The Overhang is used for any side of a cabinet not against a wall or another cabinet.
- Check **Flat Sides** to eliminate the counter overhang on the cabinet's exposed ends.
- Check **Flat Back** to eliminate the overhang on cabinets with an exposed back.
- **Countertop Corner Treatment** - Specify clipped or rounded countertop corners. The options here are the same as those for the Cabinet Corner Treatment, below, but affect the countertop rather than the cabinet box.

❹ The dimensions and style of the **Backsplash** are specified here. The backsplash only displays when the cabinet is

against a wall. Only available for base and wall cabinets.

- Specify the backsplash **Height** and **Thickness**. Height is only available for base cabinets - not wall cabinets.
- Check **Side** to add the same height backsplash on the side of the cabinet if it is against a wall or a taller cabinet.
- Check **Always Present** to display the backsplash at all times. If unchecked, a backsplash is present only when the cabinet is against a wall.
- Check **Backsplash to Base Below** to extend a backsplash from the selected wall cabinet down to the backsplash or countertop of the base cabinet below. Only available for wall cabinets.

The backsplash for a base cabinet is measured from the countertop up. The backsplash for a wall cabinet extends from the bottom of the cabinet down to the base cabinet or its backsplash.

❺ **Toe Kick** - The dimensions and style of the toe kick are specified here. Only available for base and full height cabinets.

- Specify the **Toe Kick Height** and **Depth** values for base or full height cabinets. Changing the Toe Kick Height does not alter the cabinet height but does affect the heights of the cabinet face and face items.

  If the Toe Kick Height or Depth is set to use the default "(D)," the toe kick is only generated when the Floor to Bottom height is 0. Delete the "(D)" and enter a positive value to display a toe kick on a cabinet that is raised off the floor.
- **Flat Sides** can be added to base and full height cabinets. Checking Flat Sides eliminates the toe kick area on the exposed end(s) of the cabinet.
- Check **Flat Back** to eliminate the toe kick on a cabinet with an exposed back. This does not eliminate the toe kick on the cabinet front.
- Check **Closed Toe** to extend the cabinet sides to cover the sides of the toe kick area. If pilasters that do not extend to the floor are specified, checking this places a support block under them at exposed corners.

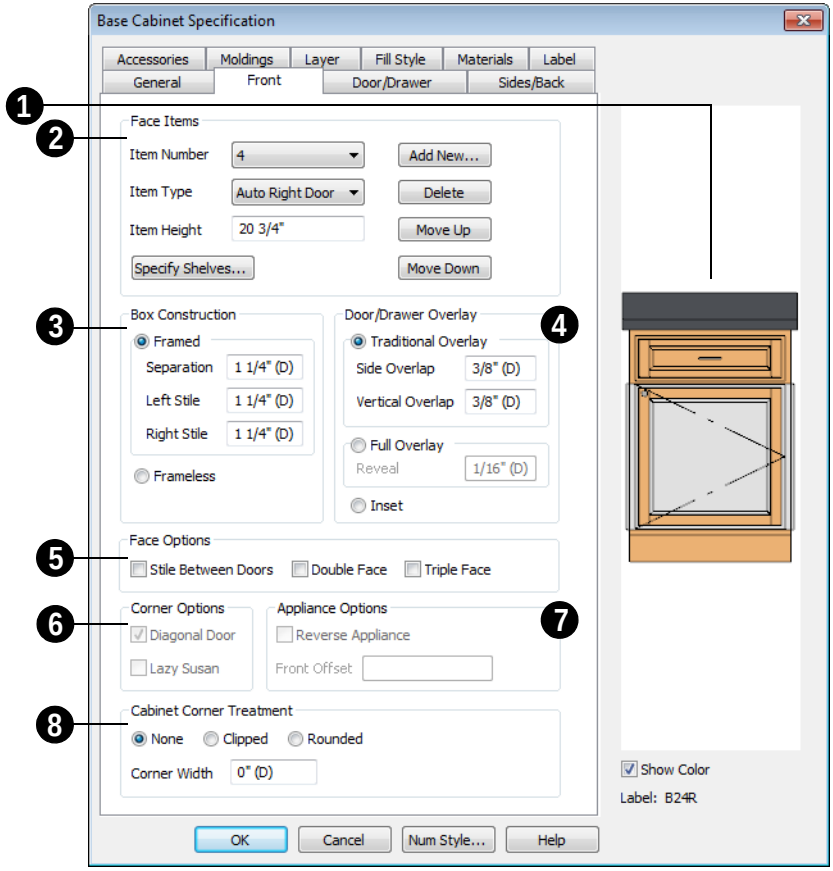
❻ Check **Include in Schedule** to include the selected cabinet(s) in the Cabinet Schedule. See "The Schedule Tools" on page 1132.

❼ The preview of the cabinet updates as the cabinet changes.

❽ Uncheck **Show Color** to show the cabinet preview in black and white.

❾ The **Cabinet Label** displays below the preview diagram. See "Cabinet Labels" on page 620.

Front Tab



1 Click on a face item in the preview diagram to select it. The selected item is highlighted, and the **Face Items** settings below become active, allowing you to edit the selected item.

Front items are usually separated by a frame piece known as a rail or **Separation**. The frame pieces on the sides are referred to as stiles and cannot be selected in the preview.

2 Define the **Face Items** on the front of the selected cabinet. For best results, edit face items starting at the top of the cabinet and work down.

The **Item Number** of the selected face item displays here. Click the drop-down list to select a different item. Item numbers start at the top of the cabinet and go down the face. Item Number 1 is usually the top face frame rail (separation).

Click the **Item Type** drop-down list to apply a type to the selected Face Item, such a door, drawers or panel.

- Cabinet fronts may be composed of any combination of face items, but there is a limit to the number of items that can reasonably fit on a given cabinet's front.
- Auto Right and Auto Left Doors become double doors automatically when the cabinet width is greater than 24" (600 mm). Left, Right and Double Doors are as specified regardless of the cabinet width.
- False Drawers assume the appearance of the drawer style and hardware assigned to the cabinet.
- Door Panels assume the appearance of the cabinet's door style but not the door hardware.
- Appliances cannot be added from the **Item Type** list, but are included once they have been added from the library. See "Built-In Appliances" on page 615.
- The backsplash can be selected but its type cannot be changed.

Item Height - Define a value for the selected item in the cabinet front. Fractional heights are supported to 1/16th of an inch (1 mm).

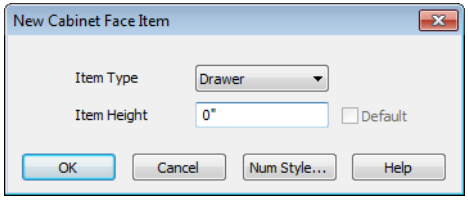
- When the height of a cabinet is changed, or the height of a face item is changed, the height of the lowest face item is altered to make up the difference.
- If you modify the lowest item, the item directly above is adjusted. Set the countertop height and the toe kick height first, and then work from the top to the bottom when adjusting face items.
- If the height of an appliance has been altered, entering "d" restores its default height.

Note: The program makes sure that the heights of the front items equal the total cabinet face height. When necessary, a blank area is inserted at the bottom or the lowest face item is deleted when there is not enough room. This means you should start editing face items at the top and work down.

Click **Specify Shelves** to open the **Cabinet Shelves Specification** dialog and specify the shelf configuration for a door or opening face item. See "Cabinet Shelf Specification Dialog" on page 641.

Click **Add New** to add a new face item directly below the currently selected item.

- When you click **Add New,** the **New Cabinet Face Item** dialog displays. Define the **Item Type**, **Item Height** and click OK.



- If you click **Add New** with no face item selected, the program adds the new item at the bottom of the cabinet face.
- When a face item is added to the cabinet front, the program attempts to reduce the height of the lowest item on the cabinet front to make room for the new item.

Click **Delete** to remove the currently selected item.

- When a face item is deleted, the height of the lowest item is usually increased to make up the difference.

- When an Auto Left, Auto Right, Left, Right, or Double Door is deleted, it is replaced by an Opening.

Click **Move Up** to move the currently selected item up one position, switching places with the item directly above.

Click **Move Down** to move the currently selected item down one position, switching places with the item directly below.

Note: The program tries to maintain a single separation between all face items. When you add or delete a face item, separations are usually added or deleted with them.

❸ Define the **Box Construction** of the selected cabinet. Select **Framed** to create a traditional framed cabinet and enable the settings below, or choose **Frameless** for a European style cabinet.

- Specify the **Separation** value, which is the width of the horizontal face frame piece between doors, drawers, and face items.
- Specify the widths of the **Left** and **Right Stile**, which are the vertical frame pieces to the left and right of all face items.

  When set to default (D), the program uses the default Separation value for the left and right stile widths.

❹ Define the **Door/Drawer Overlay** of the selected cabinet.

- Select **Traditional Overlay**, then specify the **Side** and **Vertical Overlap** values.

  The **Side Overlap** is the distance that doors and drawers overlap the vertical stiles of the cabinet box and is applied to both sides of the doors and drawers.

  The **Vertical Overlap** is the distance that doors and drawers overlap the horizontal separations between front items and is applied to both the top and bottom of the doors and drawers.
- Select **Full Overlay**, then specify the **Reveal**, which is the distance between door and drawer front items.
- Select **Inset** to produce doors and drawers that are flush with the rails and stiles rather than overlaying it.

❺ **Face Options**

- Check **Stile Between Doors** to have double doors and double drawers separated by a stile. This has no effect on other item types.
- Check **Double Face** to replace the cabinet's face items with two faces, each approximately half as wide.
- Check **Triple Face** to replace the cabinet face items with three faces.

❻ The **Corner Options** are available when the selected cabinet is specified as a Corner Cabinet Type. See "Corner Cabinets" on page 626.

- Uncheck **Diagonal Door** to create double doors at right angles instead of a single diagonal door. This option is checked by default in the **Cabinet Defaults** dialog.
- Check **Lazy Susan** to indicate a lazy Susan in the cabinet's label and its appearance in floor plan view. This option does not display in 3D views.

❼ The **Appliance Options** are available when the selected cabinet has an appliance inserted into it. See “Inserted Objects” on page 762.

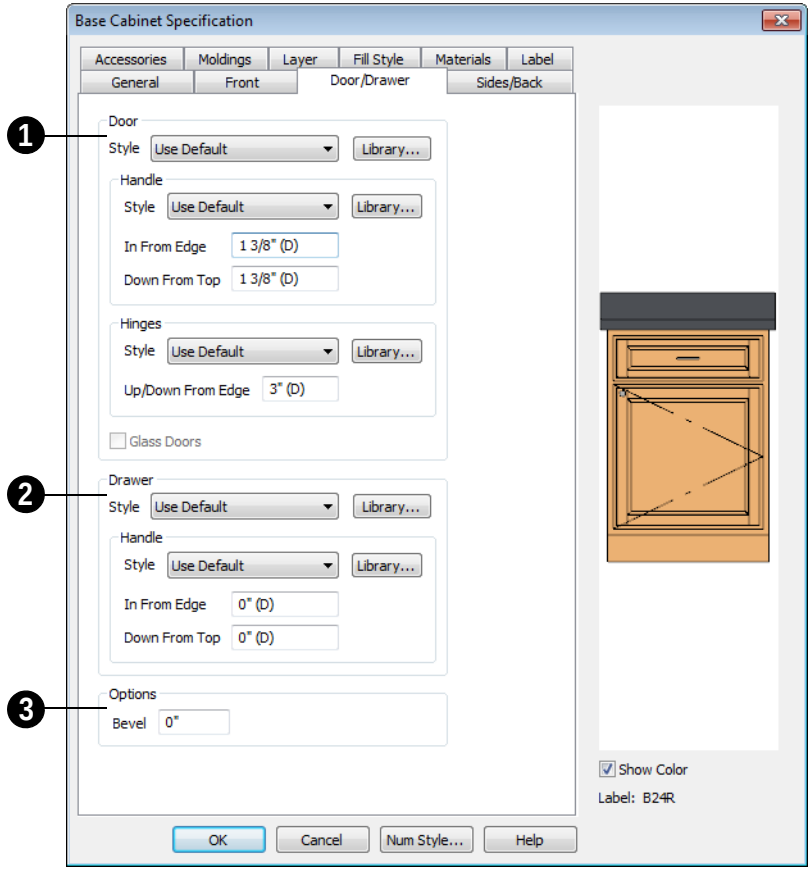
- Select **Reverse Appliance** to reverse the fixture from left to right: for example, to change a left hand door on a built-in refrigerator to a right hand door.
- Specify the **Front Offset**, which is the distance from the front of a top-mounted appliance to the counter edge. Only available for base cabinets with a top-mounted fixture, such as a sink or cooktop.

❽ **Cabinet Corner Treatment** - Specify clipped or rounded corners for the selected cabinet’s box. These settings are only available for Standard, Corner, and Bow Front cabinet types.

- Select **None** for cabinet corners that are neither clipped nor rounded.
- Select **Clipped** to create 45° angled edges at the cabinet corners, then specify the length of those angled edges.
- Select **Rounded** to create rounded cabinet corners, then specify the length of the chords of those rounded corners.
- Specify the **Corner Width** value, which is the length of the angled corner edges or the chord length of curved corners. Only available if Clipped or Rounded is selected.

Door/Drawer Tab

The settings on the Door/Drawer tab allow you to control the appearance of the selected cabinet’s doors, drawers, and hardware.



1 Specify the style and hardware for any **Doors** applied to selected cabinet(s).

Select a door **Style** from the drop-down list. See “Doors, Drawers & Panels” on page 624.

- Select “Plain Doors” to apply a flat door front or “Framed Doors” to apply a door with a frame and flat panel front.
- Select “Library” or click the **Library** button to select a cabinet door from the library. If a library door has been previously selected, its name will display in the list. See “Select Library Object Dialog” on page 763.

Specify the characteristics of the cabinet’s door **Handles**.

- Select a door handle **Style** from the drop-down list or choose one from the library.
- Specify the position of the handle **In From Edge**,as measured from the edge of the door opposite the hinges.
- Specify the height of the handle **Down From Top**, as measured from the top

edge of the door. For wall cabinets, this value is measured **Up From Bottom**.

Specify the characteristics of the cabinet door **Hinges**.

- Select a door hinge **Style** from the drop-down list or choose one from the library.
- Specify the location of the hinges **Up/Down From Edge**, as measured from the door edge. If the cabinet door is more than 35 1/4" (880 mm) high, three hinges will be created instead of two.

Glass Doors is available for cabinets with Plain or Framed doors. Framed door panels are created using a glass material. The entire door is glass on Plain doors.

❷ Specify the style and hardware for any **Drawers** applied to the cabinet(s).

Select a **Drawer Style** from the drop-down list or choose one from the library. For best results, Framed drawers should be at least 6" (150 mm) high.

Select a drawer **Handle Style** from the drop-down list or choose one from the library.

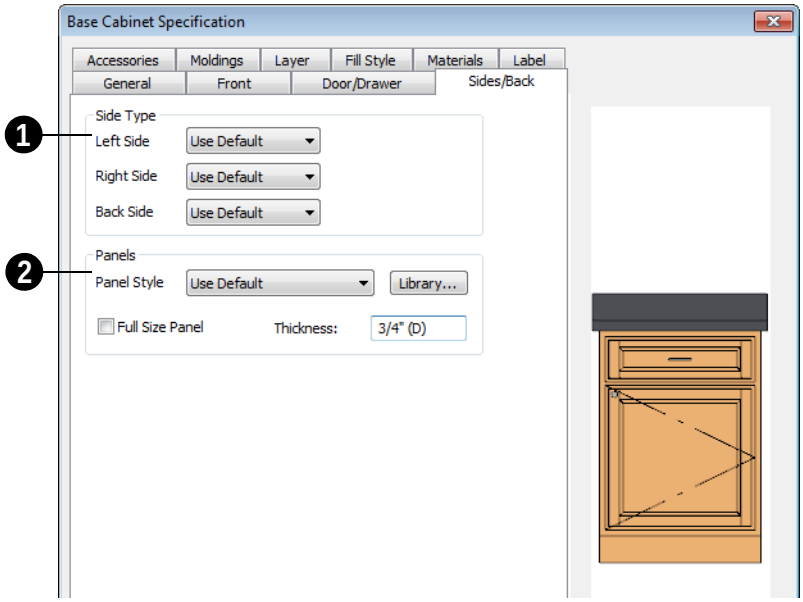
- The **In From Drawer Edge** setting creates two handles the specified distance from the left and right drawer edges. A value of 0 creates a single handle centered horizontally on the drawer.
- Specify the location of the handle **Down From Top**. A value of 0 centers the handle vertically on the drawer.

❸ **Options**

- Enter a **Bevel** width value to create beveled edges on Plain drawers and doors. This does not affect Framed or Library doors. The bevel width, as viewed from the front, has a maximum value of 3" (75 mm).

Sides/Back Tab

The settings on the Sides/Back tab allow you to control the appearance of the selected cabinet's side and back surfaces. See "Editing Cabinet Styles" on page 624.



1 **Side Type** - Specify the appearance of the **Left**, **Right** and **Back Sides** of the cabinet by selecting an option from the drop-down list for each:

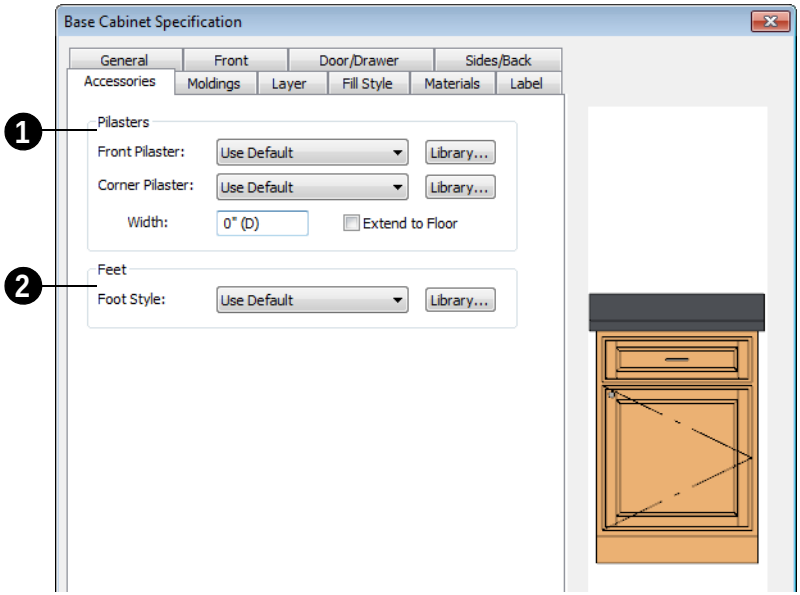
- Select **Use Default** to use the default panel type set in the **Cabinet Defaults** dialog. See "Cabinet Defaults" on page 611.
- Select **Finished** to specify the side a finished.
- Select **Unfinished** to specify the side as unfinished
- Select **Auto Finished** to finish the side only when it is not adjacent to another cabinet or a wall.
- Select **Paneled** to apply a panel to the side.
- Select **Auto Paneled** to apply a panel to the side only when it is not adjacent to another cabinet or a wall.
- Select **Match Front** to apply the same face items as the cabinet front to its back. Only available for the Back Side.

2 Specify the appearance of the selected cabinet's **Panels**.

- Choose "Use Default" or select a Plain, Framed or Library **Panel Style** from the drop-down list.
- Click the **Library** button to select a panel style from the Library Browser. Cabinet doors are typically used, although drawers can be used, as well. See "Select Library Object Dialog" on page 763.
- Check **Full Size Panel** to apply a single panel to the entire side. When unchecked, the panel uses the same Style and Overlap values as the front. If the cabinet has multiple levels of doors on its front, the side will have matching panels.
- Specify the selected panel's **Thickness**.

Accessories Tab

The settings on the Accessories tab let you apply pilasters and feet to the selected cabinet(s). These options only apply to Standard and Corner cabinets. Cabinet feet can also be applied to Bow Front cabinets. See “Editing Cabinet Styles” on page 624.



1 Specify the desired **Pilasters** for the selected Standard or Corner cabinet(s).

- **Front Pilaster** - Select the default front pilaster, a pilaster from the library, or None.
- **Corner Pilaster** - Select the default corner pilaster, a pilaster from the library, or None. Specifying a corner pilaster automatically creates a flat corner surface and overrides the **Flat Corner** setting on the General Tab. Does not apply to Corner cabinets with Diagonal Doors selected.
- Specify the **Width** of the selected cabinet’s pilasters. This value applies to both front and corner pilasters.
- Check **Extend to Floor** to extend front pilasters and corner pilasters to the floor. Removing the Toe Kick on the General tab also extends the pilasters to the floor.

2 Specify the desired **Cabinet Feet** for the selected Standard, Corner, or Bow Front cabinet(s). Select the default cabinet foot, a cabinet foot from the library, or None. Adjoining cabinets share cabinet feet. Not available for wall cabinets.

Moldings Tab

The settings on the Moldings tab allow you to assign one or more horizontal moldings around the selected cabinet. See “Editing Cabinet Styles” on page 624.

For information about the settings on this tab, see “Moldings Tab” on page 595.

Layer Tab

The Layer tab is found in the specification dialogs for many different objects. For more information, see “Layer Tab” on page 136.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the selected cabinet in floor plan view. For more information, see “Fill Style Tab” on page 991.

Materials Tab

The settings on the Materials tab affect the appearance of the selected cabinet in 3D views. For information about these settings, see “Materials Tab” on page 777.

Some material options may be disabled if the selected cabinet is a manufacturer symbol.

Label Tab

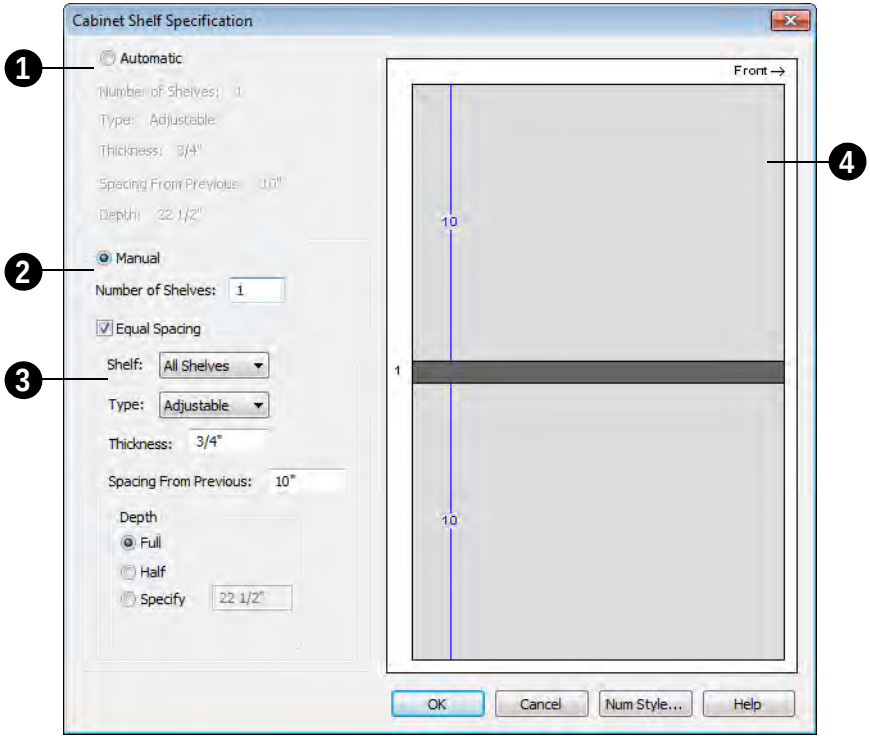
Cabinet labels display in floor plan view when the “Cabinets, Labels” layer is turned on and use the Text Style assigned to that layer. See “Cabinet Labels” on page 620.

For more information about the settings on this tab, see “Label Tab” on page 1157.

Note: If you choose a label shape in the Cabinet Schedule Specification dialog, the settings here are overridden and the schedule label is used instead.

Cabinet Shelf Specification Dialog

From the Front tab of the **Base Cabinet**, **Wall Cabinet**, or **Full Height Cabinet Specification** dialog, select a door or opening face item in the preview diagram and click the **Specify Shelves** button to open the **Cabinet Shelf Specification** dialog. See “Front Tab” on page 633.



Automatic

1 By default, cabinet shelves are specified automatically. The default number of shelves, shelf type, thickness, spacing, and depth display here.

Manual

2 Select the **Manual** radio button to specify cabinet shelving for the selected door or opening. If a cabinet is resized after shelving has been manually edited, the specifications are maintained, but all shelves may not be display in all situations.

The **Number of Shelves** can be specified. **Equal Spacing** is checked by default.

3 The shelf type, thickness, spacing, and depth can be specified on a per shelf basis or for all shelves at once. To determine which, select the shelf number or **All Shelves** from the drop-down list.

Note: If All Shelves is selected after changes have been made to any one shelf, "no change" displays, indicating that all shelves are not the same.

- Specify the shelf **Type** from the drop-down list.
- Enter a shelf **Thickness** in fractions or decimals.

- Changing the **Spacing From Previous** unchecks **Equal Spacing** above.
- You can select Full, Half or Specify the shelf **Depth** manually.

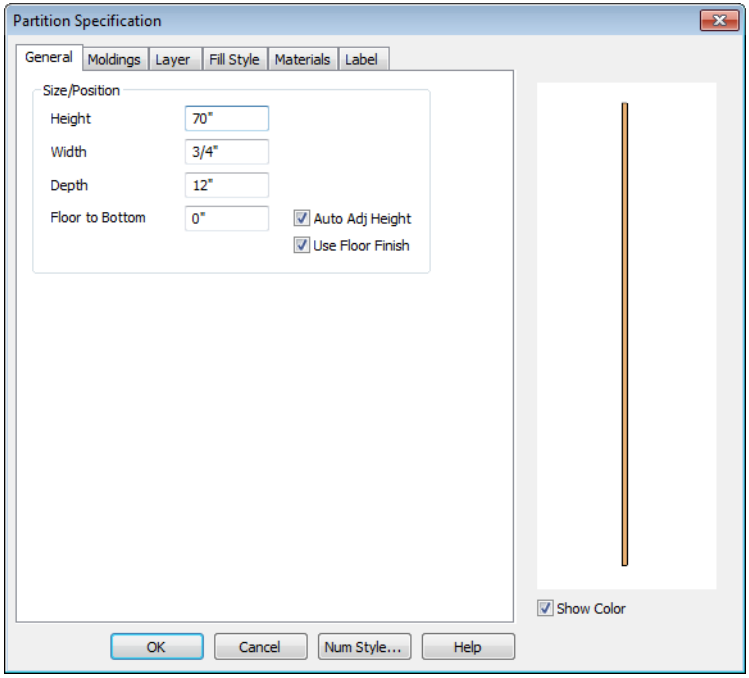
4 The preview shows shelf numbers, thickness, depth, and spacing. Press the Tab key to update the preview as changes are made.

Shelf/Partition Specification Dialog

Select a shelf or partition and click the **Open Object** edit button to open the **Shelf Specification** or **Partition Specification** dialog.

The options in these specification dialogs are similar to the corresponding defaults dialogs. See “Cabinet Defaults” on page 611.

General Tab



Specify the **Height, Width, Depth**, and the distance from the **Floor to Bottom** of the shelf or partition.

Uncheck **Auto Adjust Height** if you do not want the shelf or partition to follow the terrain.

Check **From Floor Finish** to measure the Floor to Bottom distance from the surface of the floor finish. When unchecked, this distance is measured from the subfloor. Only available when Auto Adjust Height is checked.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the selected cabinet in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

Moldings Tab

The settings on the Moldings tab allow you to apply molding to the selected object. For information about these settings, see “Moldings Tab” on page 640.

Layer Tab

For information about the settings on this tab, see “Layer Tab” on page 136.

Materials Tab

The settings on the Materials tab affect the appearance of the selected object in 3D views. For information about these settings, see “Materials Tab” on page 777.

Label Tab

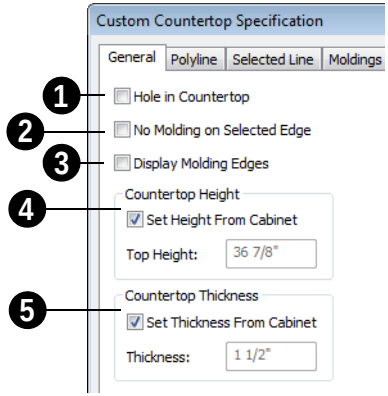
Shelf and Partition labels display in floor plan view when the “Cabinets, Labels” layer is turned on and use the Text Style assigned to that layer. The Automatic Labels for Shelves and Partitions are blank, but you can specify custom labels. See “Cabinet Labels” on page 620.

For more information about the settings on this tab, see “Label Tab” on page 1157.

Custom Countertop Specification Dialog

Select a custom countertop and click the **Open Object** edit button to open the **Custom Countertop Specification** dialog.

General Tab



❶ Check **Hole in Countertop** to convert the polyline into a countertop hole. The selected polyline must be contained within a single Custom Countertop.

❷ Check **No Molding On Selected Edge** to turn off the display of molding on the selected edge. Only has an effect when a molding is specified for the countertop.

❸ Check **Display Molding Edges** to display two edge lines instead of one, indicating the width of any molding applied to the countertop. Only has an effect when a molding is specified for the countertop.

❹ Uncheck **Set Height From Cabinet**, then specify the **Top Height** of the selected Custom Countertop.

When **Set Height from Cabinet** is checked, Countertop Height is determined by the cabinet below.

❺ Uncheck **Set Thickness From Cabinet**, then specify the **Thickness** of the selected Custom Countertop.

When **Set Thickness from Cabinet** is checked, Countertop Thickness is determined by the cabinet below.

Polyline Tab

The Polyline tab state's the length of the countertop's **Perimeter**, its **Area**, and its **Volume**.

If the selected countertop has any Holes, they will be subtracted from the **Area** and **Volume** values. See "Custom Counter Holes" on page 615.

Selected Line/Arc Tab

The Selected Line tab is available when the selected edge is a line as opposed to an arc. For more information, see "Line Tab" on page 977.

The Selected Arc tab is available when the selected edge has been converted to an arc. For more information, see "Arc Tab" on page 985.

Moldings Tab

The settings on the Moldings tab allow you to apply an edge profile to the selected countertop. For information about these settings, see "Moldings Tab" on page 640.

Line Style Tab

For information about the settings on this tab, see "Line Style Tab" on page 977.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the selected countertop in floor plan view. For information about these settings, see "Fill Style Tab" on page 991.

Materials Tab

The settings on the Materials tab affect the appearance of hte selected countertop in 3D views. For information about these settings, see "Materials Tab" on page 777.

Cabinet Schedules

The **Cabinet Schedule** tool allows you to produce customizable cabinet schedules as well as cabinet labels that display schedule numbers. See “Schedules & Object Labels” on page 1131.

Some cabinets with built-in appliances will not be included in a cabinet schedule, even if **Include in Schedule** is checked in the **Cabinet Specification** dialog. Examples include base cabinets with dishwashers or built-in ranges.

Built-in appliances can also be listed in customizable fixture schedules. Note that free-standing appliances can display schedule callout labels, but built-in appliances cannot because they share their label with the cabinet.

Chapter 21:

Terrain

Chief Architect allows you to model the terrain around a house. Begin by specifying elevation data that creates the surface contours, and then add surface features such as planting areas, water features and plants.

You can import terrain data from a variety of sources and use this data to produce your 3D model.

Once the terrain is modeled, shadows that follow the terrain can be created using the Sun Angle tool. See “Sun Angles” on page 847.

Roads and sidewalks are among the objects that can be placed in your terrain and are discussed in “Roads, Driveways & Sidewalks” on page 695.

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- Terrain Feature Tools
- Garden Bed Tools
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- Sun Shadows
- Terrain Objects in the Library
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- Plant Schedules
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Terrain Toolbar Configuration

The Terrain and Road Tools can be accessed through the Terrain menu. You can also display these tools on your toolbar using the **Terrain Configuration**. See “Toolbar Configurations” on page 121.

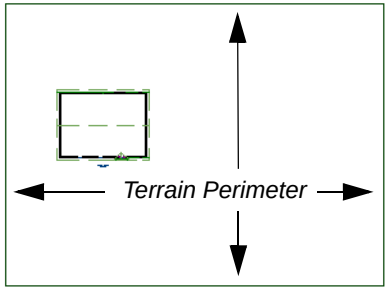
The Terrain Configuration and Terrain menu both display the following terrain and road parent tools:

- **Elevation Data Tools** allow you to add elevation data to your terrain.
- **Terrain Modifier Tools** model changes in elevation within a defined area.
- **Terrain Feature Tools** let you add materials over the top of the terrain.
- **Garden Bed Tools** create Terrain Features with a mulch material.
- **Water Feature Tools** create Terrain Features with a water material.
- **Stepping Stone Tools** are used to create paths composed of multiple Terrain Features.
- **Terrain Wall and Curb Tools** let you draw walls and curbs that follow the terrain.
- **Road, Driveway and Sidewalk Tools** allow you to create paved areas that can form intersections.
- **Plant Tools** allow you to place plant images and 3D plant symbols.
- **Sprinkler Tools** are used to lay out sprinkler symbols and irrigation lines.

Terrain Perimeter

The Terrain Perimeter is a closed polyline defining the boundary of the terrain that generates in 3D views and of the contour lines that generate in floor plan view. Select **Terrain> Create Terrain Perimeter** to create a terrain perimeter.

A CAD polyline can also be converted into a terrain perimeter. See “Editing Terrain Objects” on page 663.



If you create a terrain perimeter in floor plan view but do not see it, select **Window> Fill**

Window . See “Zoom Tools” on page 800.

When created in a new, blank plan, a new terrain perimeter will be 50’ x 100’. If you create a terrain perimeter after you have drawn all or part of a 3D model, it may increase in size as needed to encompass everything in floor plan view.

Once created, the terrain perimeter can be resized and edited like other polyline-based objects. See “Editing Closed-Polyline Based Objects” on page 184.

When a terrain perimeter is first created, it is completely flat and is placed at a height of 0’-0”, or sea level.

Terrain perimeter at 0' - 0" in a 3D view

The terrain perimeter by itself does not have elevation data associated with it. You can use the **Elevation Data** and **Terrain Modifier** tools to create terrain that slopes in a wide variety of ways. If you do not create elevation data within the terrain perimeter, the terrain remains flat at an elevation of 0' - 0". See “Elevation Data Tools” on page 650 and “Terrain Modifier Tools” on page 655.

Terrain Height vs Floor Height

Chief Architect always defines the default height of Floor 1 at 0’-0”. This height value is the constant by which the heights of architectural objects and structural elements in the program, including walls, floors, and ceilings, are measured.

The default height of Floor 1 is not, however, the absolute by which terrain elevation is measured. Instead, elevation data is measured relative to sea level. This means that if you want to, you can use real-world elevation data to generate a 3D terrain model without also having to measure floor and ceiling heights from sea level. See “Importing Elevation Data” on page 677.

The program automatically positions Floor 1 a set distance above the terrain. To do this, it first finds the center point of the building footprint. Then, it determines the elevation of the terrain at that point. Finally, it adds 6” (150 mm) plus the thickness of the floor platform and treated sill plate to this value. The resulting value, referred to as the Building Pad Elevation, is how far the default height of Floor 1 is above sea level in the current plan. See “Foundations and the Terrain” on page 419.

In a plan with a foundation present, the Elevation distance will equal the exact terrain elevation at the building footprint center point, plus 6” (150 mm), plus the thickness of the floor platform.

- In a plan with no elevation data, the terrain is assumed to be at sea level and this Elevation distance is 6” (150 mm) plus the thickness of the floor platform when a foundation is present.
- In a plan with flat terrain at 100’ (30 m) and a foundation present, the Elevation distance is 100’ 6” (30.468 m) plus the thickness of the floor platform.

Once terrain has been built, the Elevation distance is stated in the **Terrain Specification** dialog. You can specify a custom Elevation value to produce a daylight or walkout basement. See “General Tab” on page 664.

Note: When no foundation has been built, the distance from Floor 1 to the terrain is 12” (320 mm).

Build Terrain

Select **Terrain> Build Terrain** to generate the terrain surface based on the provided elevation data. Build Terrain also updates the Building Pad Elevation value in the **Terrain Specification** dialog. See “Building the Terrain” on page 662.

Clear Terrain

To remove the generated terrain contours, select **Terrain> Clear Terrain**. When the terrain is cleared, contours do not display in 3D and contour lines do not display in floor plan view.

Clear Terrain does not remove the terrain perimeter, elevation data, or terrain features from the model. Rather it deletes all program-generated 2D contour lines and 3D contours.

The Terrain Perimeter has a variety of editable properties, including many that affect the appearance of the terrain in 2D and 3D views. See “Terrain Specification Dialog” on page 664.

Terrain Surface Triangles

Chief Architect generates 3D terrain surfaces by dividing them into triangles. The size of the triangles determines how detailed contour lines and terrain surfaces in the 3D model can be. You can specify triangle size in the **Terrain Perimeter Specification** dialog. See “General Tab” on page 664.

Increasing the triangle count decreases triangle size, yielding more detailed contour lines and a better 3D approximation of the terrain. Smaller triangles demand longer terrain generation time and increased memory requirements. If you select a large number of small triangles for a large site, you may wait a long time for the calculation.

Decreasing the triangle count increases triangle size. Elevation lines are sampled less frequently, speeding up terrain generation. If you specify a small number of triangles for a plan with detailed elevation data, contour lines and 3D surfaces may not generate correctly.

Elevation Data Tools

Select **Terrain> Elevation Data** to add elevation information to your terrain.

When terrain is generated, this data is used to calculate the surface of your site and is represented by contour lines in floor plan view and a curved surface in 3D. See “Displaying Terrain” on page 661.

Elevation data can be specified using the **Elevation Point** , **Elevation Line** ,

Elevation Spline, **Elevation Region** and **Terrain Break** tools.

Elevation data can also be imported. See “Importing Elevation Data” on page 677.

The elevation of each Elevation Line, Spline and Region is specified relative to sea level.

In order to create rising and/or falling terrain, multiple terrain data objects with different elevation values must be used. If only one terrain data object is placed, the terrain will be flat regardless of the object’s specified elevation.

To avoid unexpected results, do not draw Elevation Data objects - including Terrain Breaks - with different elevation information at the same location.

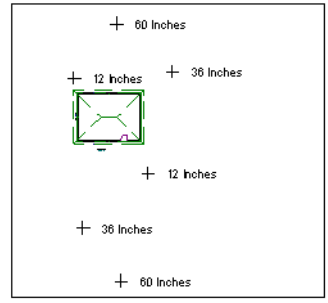
Elevation Points

An **Elevation Point** contains the absolute elevation data for one point in the terrain model. Typically, Elevation Points are imported rather than placed manually.

Chief Architect requires many points to make an accurate approximation of your site. Even small sites may require over a hundred points to generate an accurate model of the terrain if it is sloped. For the sake of illustration, the following example shows only a few elevation points.

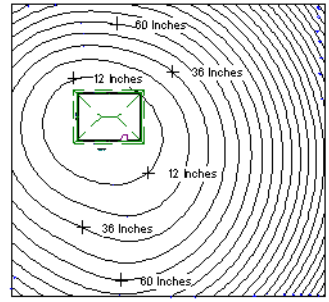
To place an elevation point

1. Select **Terrain> Elevation Data> Elevation Point** and click in floor plan view at the point where you would like to place elevation data. See “Place Point” on page 969.
2. The **Elevation Point Specification** dialog opens. Enter an elevation value and click **OK**. See “Elevation Point Specification Dialog” on page 668.
3. Click somewhere else in floor plan view and the **Elevation Point Specification** dialog opens again with the last elevation value entered.



Elevation Points before terrain generation

4. Repeat steps 1, 2 and 3 to place additional elevation points with varied elevation values as needed.
5. Select **Terrain> Build Terrain**. See “Building the Terrain” on page 662.



Contour lines after terrain generation

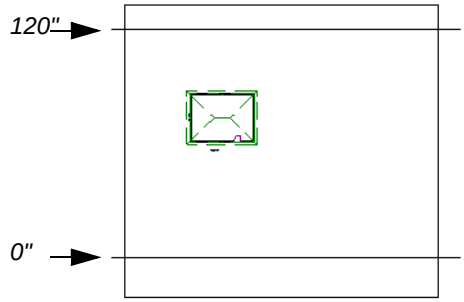
Elevation Points are most effective when they are imported. When adding elevation data manually, use Elevation Lines and Splines instead. See “Importing Elevation Data” on page 677.

Elevation Lines

An **Elevation Line** contains absolute elevation data for many points along a line at a constant elevation. Elevation lines can be connected to create a polyline with many straight sections. For the sake of illustration, the images in the following example show single-section elevation lines.

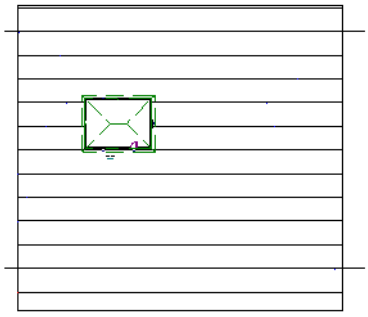
To draw an elevation line

1. Select **Terrain> Elevation Data**> **Elevation Line**, then click and drag a line inside the Terrain Perimeter in floor plan view.
2. Click on the elevation line to select it, then click the **Open Object** edit button.
3. At first, an elevation line is at elevation 0' - 0". In the **Elevation Line Specification** dialog, specify the desired elevation and click OK. See “Elevation Line/Region Specification Dialog” on page 669.
4. Repeat steps 2 and 3 to draw additional elevation lines as needed.



Elevation Lines before terrain generation

5. Select **Terrain> Build Terrain**. See “Building the Terrain” on page 662.



Contour lines after terrain generation

Full Overview after terrain generation

After it is drawn, an Elevation Line can be edited much the way other line-based objects

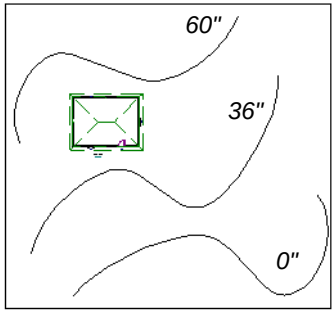
can. See “Editing Line Based Objects” on page 170.

Elevation Splines

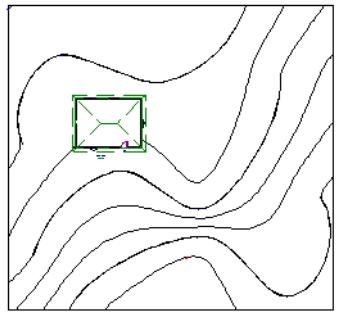
Elevation Splines can be used to form complex curves and shapes. Like elevation lines, elevation splines contain absolute elevation data for many points along a constant elevation.

To place an elevation spline, select **Terrain> Elevation Data> Elevation Spline** and click and drag multiple sections in floor plan view. See “Splines” on page 997.

Elevation splines are initially placed at elevation 0' - 0"and must be opened and assigned an elevation. See “Elevation Line/ Region Specification Dialog” on page 669.



Elevation splines before terrain generation



Contour lines after terrain generation

After it is drawn, an Elevation Spline can be edited much the way other spline-based objects can. See “Editing Spline Based Objects” on page 191.

Elevation Regions

An **Elevation Region** contains absolute elevation data for an enclosed region.

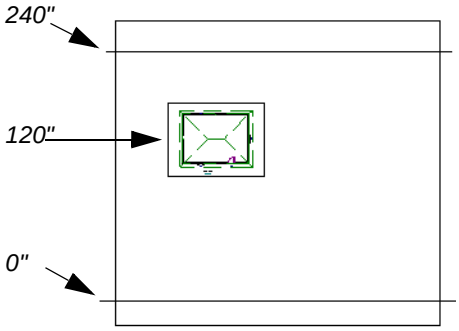
Elevation Regions are similar to Flat Regions in that they produce an area with a flat surface; however, they differ in that an Elevation Region affects the contours of the terrain outside of its perimeter and may also have some sloping within its perimeter. See “Flat Regions” on page 656.

To create an elevation region

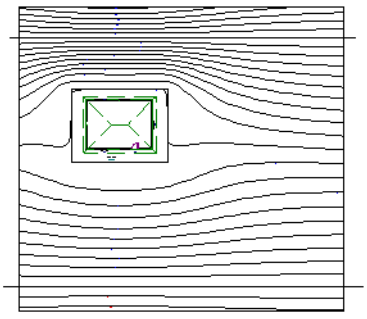
1. Select **Terrain> Elevation Data> Elevation Region**.
2. There are two ways to add a Terrain Modifier to your plan:
   - Click once to place an 8’ (0.6 m) square feature at that location.

- Click and drag from end to end to draw a feature sized as needed. See “Rectangular Polyline” on page 992.

3. Click on the region to select it, then click the **Open Object** edit button.
4. At first, an elevation line is at elevation 0' - 0". In the **Elevation Region Specification** dialog, specify the desired elevation and click OK. See “Elevation Line/Region Specification Dialog” on page 669.



Elevation lines create a terrain grade; an elevation region creates a building pad.



Contour lines after terrain generation

Full Overview after terrain generation

An **Elevation Region** can also be created by drawing a closed polyline using **Elevation Lines**.

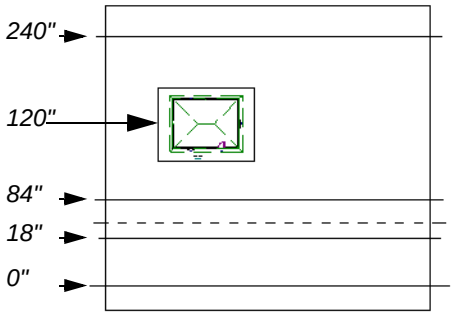
After it is drawn, an Elevation Region can be reshaped much the way other closed polyline-based objects can. See “Editing Closed-Polyline Based Objects” on page 184.

Terrain Breaks

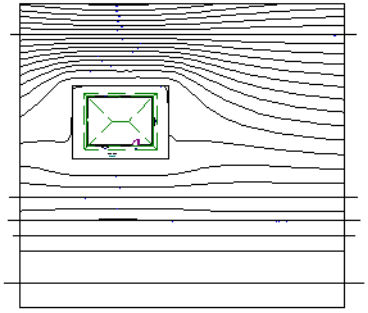
A **Terrain Break** creates a division along the terrain surface that affects terrain generation. Elevation data on one side of the terrain break does not affect the terrain generation on the other side, allowing you to create immediate drops in terrain.

To place a Terrain Break, select **Terrain> Elevation Data> Terrain Break** and click and drag a line in floor plan view.

- If the Terrain Break divides the terrain perimeter into two separate pieces, the terrain data on either side is calculated independently and smoothed separately, resulting in sharp terrain contours.
- If the Terrain Break does not extend completely from one side of the terrain perimeter to the other, the areas near each end of the Terrain Break are blended.



A Terrain Break (dashed line) creates a vertical drop.



Contour lines after terrain generation

Full Overview after terrain generation

The **Retaining Wall** tool creates a similar effect by drawing a Terrain Break as well as a retaining wall that rests against the break. By default, the top height of the retaining wall matches the terrain on the high side of the break and the bottom matches the low side. See “Retaining Walls” on page 660.

Terrain Modifier Tools

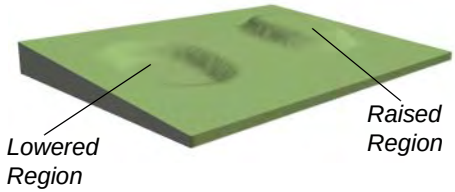
Select **Terrain> Modifier** to access tools that allow you to modify the existing elevation data by drawing a closed polyline. Their height is relative to the terrain surface generated from the Elevation Data provided in your plan.

The elevation data associated with a Terrain Modifier only affects the terrain within its perimeter. The rest of the terrain is unaffected.

Raised and Lowered Regions

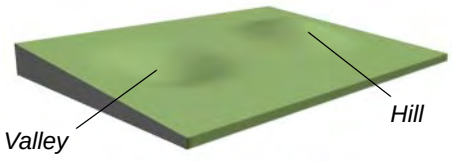
The **Raised Region** tool creates a raised area with a top surface that is flattened like a plateau but follows the surface of the terrain. The **Lowered Region**

tool creates a depression with a bottom that follows the terrain and is flattened.



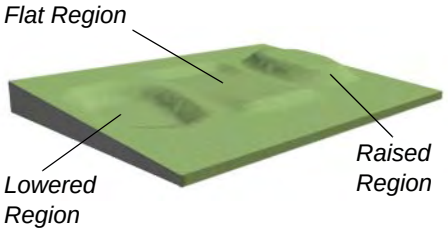
Hills and Valleys

The **Hill** and **Valley** tools create raised and lowered areas in the terrain that come to a point rather than flattening at their highest or lowest elevations.



Flat Regions

The **Flat Region** tool creates an area with a surface that is flattened like a plateau but is level rather than following the contours of the terrain.



There are two ways to add a Terrain Modifier to your plan:

- Click once to place a modifier with end-points that form a 10’ (4 m) square at that location.
- Click and drag from end to end to draw a feature sized as needed. See “Rectangular Polyline” on page 992.

Terrain Modifiers can only be drawn when a Terrain Perimeter is present, and will only display in 3D when they are drawn within the perimeter. See “Displaying Terrain” on page 661.

Once created, Terrain Modifiers can be selected and edited in a variety of ways. See “Editing Spline Based Objects” on page 191.

Terrain modifiers can be blocked with images and stored in the library for future use. See “Creating Architectural Blocks” on page 738.

Terrain Feature Tools

Select **Terrain> Feature** to access tools for drawing bounded areas that follow the contours of the terrain rather than modifying them.

Terrain Features are useful for creating landscaping features because they have specified heights and materials. You can, for example, create paths and planting beds with gravel or mulch materials that stand out in a grassy Terrain Perimeter. See “Adding

Terrain Features" on page 188 of the User's Guide.

In fact, **Garden Beds**, **Water Features** and **Stepping Stones** are special Terrain Features with material and height attributes already applied to them, saving you time when drawing these objects.

Terrain Features can only be drawn when a Terrain Perimeter is present, and will only display in 3D when they are drawn within the perimeter. See "Displaying Terrain" on page 661.

Terrain Features can be created in either of two ways:

- Click once to place a feature with end-points that form a 10' (4 m) square at that location.
- Click and drag from end to end to draw a feature sized as needed. See "Rectangular Polyline" on page 992.

Once created, Terrain Features can be edited into nearly any shape you require. See "Editing Closed-Polyline Based Objects" on page 184 and "Editing Spline Based Objects" on page 191.

Terrain Features can be drawn in 2D and 3D views.

Rectangular Features

The **Rectangular Feature** tool can be used to create straight-sided features that can be edited into a wide variety of shapes.

Rectangular Features can also be edited like other closed polyline-based objects. See "Editing Closed-Polyline Based Objects" on page 184.

Spline Feature

The **Spline Feature** tool can be used to create features with rounded edges and smoothly curved corners.

Spline Features can be edited like other closed spline-based objects. See "Editing Spline Based Objects" on page 191.

Kidney Shaped Features

The **Kidney Shaped Feature** tool allows you to quickly create features with curved edges, smooth corners and a right angle bend in its shape.

Kidney Shaped Features can be edited like other closed spline-based objects. See "Editing Spline Based Objects" on page 191.

Terrain features can also be converted from closed 2D polylines or splines using the **Convert Polyline** edit tool. See "Convert Polyline" on page 219.

For information about adding height and material information to Terrain Features, see "Terrain Feature Specification Dialog" on page 672.

Terrain Holes

A **Terrain Hole** is a region that cuts a hole in the terrain. Using this tool is the same as creating a Terrain Feature and checking **Make Hole** in the **Terrain Feature Specification** dialog. See "Terrain Feature Specification Dialog" on page 672.

Terrain Holes are useful for manually clipping the terrain around a foundation that does not match the footprint of the first floor.

Terrain features can be blocked with images and stored in the library for future use as planting beds. See “Creating Architectural Blocks” on page 738.

Garden Bed Tools

Select **Terrain> Garden Bed** to access tools that can be used to place garden bed features in your terrain.

Garden Beds are basically **Terrain Features** with material and height attributes typical of planting beds. See “Terrain Feature Tools” on page 656.

In addition, you can choose to distribute copies of a plant image within a Garden Bed. See “Distributed Plant Tab” on page 673.

Polyline Garden Bed

This tool draws a garden bed with straight sides and four right angles. See “Rectangular Features” on page 657.

Round Garden Bed

Use this tool to draw garden beds with rounded edges and smoothly curved corners. See “Spline Feature” on page 657.

Kidney Shaped Garden Bed

You can draw a kidney shaped garden bed with this tool. See “Kidney Shaped Features” on page 657.

Once drawn, Garden Beds can be selected and edited just like other Terrain Features.

Specify the material and set the height of Garden Beds in the **Terrain Feature Specification** dialog. See “Terrain Feature Specification Dialog” on page 672.

Water Feature Tools

Select **Terrain> Water Feature** to access tools for drawing ponds and streams in your terrain.

Ponds are basically **Terrain Features** with material and height attributes typical of bodies of water. See “Terrain Feature Tools” on page 656.

Similarly, Streams are Terrain Curbs with a water material. See “Terrain Wall and Curb Tools” on page 659.

Round Pond

Use this tool to draw a pond with rounded edges. See “Spline Feature” on page 657.

Kidney Shaped Pond

This tool draws a kidney shaped pond. See “Kidney Shaped Features” on page 657.

Stream

Select the **Stream** tool, then click and drag to draw a stream. Streams are drawn and edited the same way that splines are. See “Splines” on page 997 and “Editing Spline Based Objects” on page 191.

Click the **Advanced Splines** edit button to activate additional edit handles that you can use to reshape the stream. See “Advanced Splines” on page 195.

Streams follow the contours of the terrain, so they may appear to flow uphill if they are not drawn correctly in the terrain. Try to draw them so that they follow a downward course for their entire length.

Once drawn, Water Features can be selected and edited just like any other Terrain Feature.

Specify the material and set the height of Water Features in their specification dialogs. See “Terrain Object Specification Dialogs” on page 664.

Stepping Stone Tools

Select **Terrain> Stepping Stone** to place a walkway made of individual stepping stones.

Stepping Stones are basically **Terrain Features** with material and height attributes typical of walking paths. See “Terrain Feature Tools” on page 656.

There are two ways to draw Stepping Stones:

- Click once to place a stepping stone with endpoints that form a 1’ (300 mm) square at that location.
- Click and drag from end to end to draw a stepping stone sized as needed. See “Rectangular Polyline” on page 992.

Polyline Stepping Stone

The **Polyline Stepping Stone** tool draws rectangular stepping stones. See “Rectangular Features” on page 657.

Round Stepping Stone

The **Round Stepping Stone** tool draws stepping stones with rounded edges. See “Spline Feature” on page 657.

Once drawn, Stepping Stones can be selected and edited just like any other Terrain Feature.

By default, Stepping Stones have a concrete material; however, you can specify the material and set the height of Stepping Stones in the **Terrain Feature Specification** dialog. See “Terrain Feature Specification Dialog” on page 672.

Terrain Wall and Curb Tools

Select **Terrain> Terrain Wall and Curb** to draw landscaping walls and curbs that follow the contours of the terrain.

Straight and curved Terrain Walls and Curbs are drawn just as other walls are. See “Drawing Walls” on page 253.

Terrain Walls and Curbs are examples of Terrain Paths. Other examples include Sidewalks and Streams. See “Terrain Path Specification Dialog” on page 675.

Terrain Walls

Use the **Straight Terrain Wall** tool to draw a wall that sits on top of and follows the terrain.

Use the **Spline Terrain Wall** to draw a curved terrain wall. This wall is drawn the same way as a CAD Spline. See “Splines” on page 997.

Once drawn, a Terrain Wall can be like other line-based objects. See “Editing Line Based Objects” on page 170 and “Editing Spline Based Objects” on page 191.

Terrain walls are 5’ (1500 mm) high and concrete by default, but you can specify the material, height and more in the **Terrain Path Specification**. See “Terrain Path Specification Dialog” on page 675.

Retaining Walls

The **Retaining Wall** tools function similarly to Terrain Breaks, but include a wall. See “Terrain Breaks” on page 654.

Use the **Straight Retaining Wall** tool draws a straight wall that holds back sloped terrain.

Use the **Curved Retaining Wall** tool to draw a curved retaining wall.

A Retaining Wall’s height is determined by the elevation of the terrain on each side. By default, the height of the wall matches the terrain on the high side of the break and the bottom matches the low side. If you insert a Retaining Wall into flat terrain, it looks like a concrete strip in 3D views.

Once drawn, a Retaining Wall can be edited much like other walls. See “Editing Walls” on page 260.

Terrain Curbs

Terrain Curbs are useful for creating curbs around planting beds and along paths.

Use the **Straight Terrain Curb** tool to draw a straight landscaping curb.

Use the **Spline Terrain Curb** tool to draw a curved landscaping curb. This curb is drawn the same way as a CAD Spline. See “Splines” on page 997.

Once drawn, a Terrain Curb can be like other line-based objects. See “Editing Line Based Objects” on page 170 and “Editing Spline Based Objects” on page 191.

You can specify the height of straight and spline terrain curbs on the General tab of the **Terrain Path Specification**. See “Terrain Path Specification Dialog” on page 675.

You can also add Fencing to your terrain, complete with gates from the Doors Library. See “The Fencing Tools” on page 245.

Sun Shadows

Sun shadows are computed based on the contour of the terrain. If a terrain perimeter exists, the sun shadow adjusts to the terrain.

The Sun Shadow is automatically rebuilt whenever terrain is rebuilt. If you generate a Sun Shadow and the terrain is not up-to-date, the terrain automatically rebuilds. You can turn off the automatic rebuild. See “Sun Angle Specification Dialog” on page 854.

Terrain Objects in the Library

The Library Browser contains a variety of objects that can be placed in a plan’s terrain, including plants, exterior fixtures, accessories and roadway objects. See “The Library Browser” on page 744.

You can also create your own objects and save them in the library. Select any combination of elevation points, elevation lines, terrain features, roads, sidewalks, road markings, or even the terrain perimeter itself and send them to the library as one unit. This library object can then be placed into any plan. Once placed into a plan, each object is independent and is no longer part of the group. See “Adding Library Content” on page 754.

Displaying Terrain

The display of terrain objects in 2D and 3D views is controlled in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

You can customize appearance of Terrain Features, Roads and other terrain objects in floor plan view by changing their line and fill styles. See “Terrain Object Specification Dialogs” on page 664.

Plant images are represented in floor plan view by 2D CAD symbols. You can select a plant’s symbol in the **Plant Image Specification** dialog. See “Image Tab” on page 686.

Contour Lines

When elevation data has been drawn or imported into a plan, contour lines will display in floor plan view. See “Elevation Data Tools” on page 650.

Chief Architect can produce both primary and secondary contours. They are on two different layers so you can control their display separately. Contour line labels use the Text Styles assigned to the “Terrain, Primary Contours” and “Terrain, Secondary Contours” layers.

By default, all contour lines are set to be primary, but you can specify secondary contours, frequency and other attributes of

contour lines in the **Terrain Specification** dialog. See “Contours Tab” on page 665.

In 3D Views

In order for objects such as Terrain Features and Roads to be visible in 3D views, the Terrain Perimeter layer must also display. In addition, only the portions of these objects that are drawn within the Terrain Perimeter will be seen in 3D views. See “Terrain Feature Tools” on page 656.

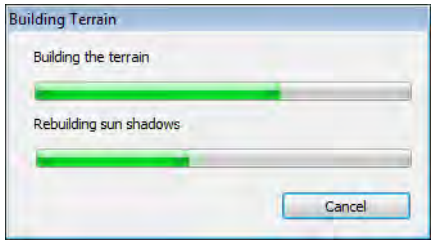
A variety of tools are available to help you adjust the perspective of your 3D views. See “Editing 3D Views” on page 829.

Building the Terrain

When terrain is generated, Chief Architect gathers all elevation data that has been added to the model and creates a terrain surface. The program interpolates the data to produce smooth contours.

A terrain perimeter with no additional elevation data drawn within it generates terrain that is flat at the elevation 0' - 0", or sea level.

By default, the terrain is automatically built before a 3D view is generated and when a sun shadow is created. This process takes a variable amount of time, depending on the amount of elevation data and number of terrain features in the plan. The **Building Terrain** progress dialog displays as terrain is generated, sometimes only briefly, indicating the progress.



You can turn off **Auto Rebuild Terrain** in the **3D Settings** dialog for 3D views and in the **Sun Angle Specification** dialog for sun shadows, and rebuild the terrain manually only when needed by selecting **Terrain>Build Terrain**. When **Auto Rebuild Terrain** is turned off and the terrain is not up to date, the Rebuild Terrain icon displays near your mouse pointer. See “Options Tab” on page 815 and “Earth Data Tab” on page 855.

Terrain & 3D Drawing Time

Terrain is typically large with many surface triangles, which often increases the drawing time of 3D views. The time required is affected by the quality of the terrain, the amount of elevation data and number of terrain features present. For information about surface triangles and how they influence terrain quality, see “General Tab” on page 664.

Lights and symbols can be placed outdoors and included in 3D views when the terrain is generated. These objects can also contribute to the time needed to generate 3D views. See “Rendering Tips” on page 844.

Editing Terrain Objects

Before a terrain object can be edited, it must be selected. All terrain objects can be selected in floor plan view. In addition, the Terrain Perimeter and Terrain Features can be selected in 3D views. See “Selecting Objects” on page 166.

A selected terrain object can be edited using its edit handles, edit tools and specification dialog. See “Specification Dialogs” on page 35.

Any time elevation data is changed, the terrain must be regenerated. This occurs automatically when a 3D view is created. It can also be done manually by selecting **Terrain> Build Terrain** .

Using the Edit Handles

- The shape of the Terrain Perimeter can be edited like other polyline-based objects. See “Editing Closed-Polyline Based Objects” on page 184.
- Elevation Points can be moved in floor plan view using the Move edit handle.
- **Elevation Lines**, **Elevation Splines** and **Terrain Breaks** are edited like other line- and spline-based objects. See “Editing Line Based Objects” on page 170, “Editing Closed-Polyline Based Objects” on page 184, and “Editing Spline Based Objects” on page 191.
- The shape of a **Raised Region**, **Lowered Region**, **Hill**, **Valley**, and **Flat Region** can be edited like a spline. See “Editing Spline Based Objects” on page 191.
- Terrain Features are edited like other spline- and polyline-based objects. See “Editing Closed-Polyline Based Objects” on page 184 and “Editing Spline Based Objects” on page 191.

Using the Edit Tools

A selected terrain object can be edited in a variety of ways using the buttons on the edit toolbar. The edit tools available for a terrain object depends on the type of terrain object selected. See “The Edit Toolbar” on page 33.

Note: If you copy terrain objects from one plan to another, you cannot view the pasted objects in 3D unless a Terrain Perimeter exists.

Moving Terrain Objects Using Dimensions

If dimensions display when a terrain object is selected, the object can be moved using the them. For more information see “Moving Objects Using Dimensions” on page 914.

Plot Plans and Plan Footprints

There are two different ways to create a plot plan in Chief Architect:

- In floor plan view using the Terrain and CAD Tools.
- In a CAD Detail using the **Plan Footprint** tool and other CAD Tools.

Each method has its advantages. For more information, see “Creating a Plot Plan” on page 214 of the User’s Guide.

Terrain Object Specification Dialogs

Just as there are a number of different types of terrain objects, there are a number of different specification dialogs for them.

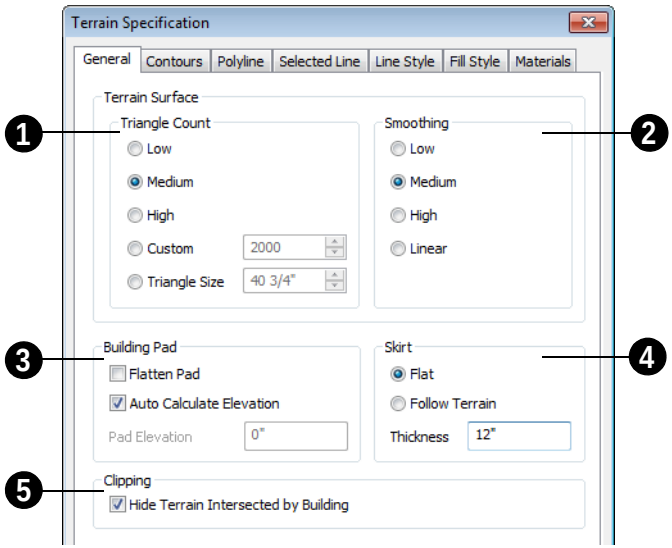
Terrain Specification Dialog

The **Terrain Specification** dialog controls how your terrain is modeled, as well as its appearance.

The **Terrain Specification** dialog can be accessed in any of three ways:

- Select **Terrain> Terrain Specification** .
- Select the Terrain Perimeter and click the **Open Object** edit button.
- Double-click the Terrain Perimeter using the **Select Objects** tool.

General Tab



Chief Architect builds 3D terrain surfaces by splitting them into triangles. See “Terrain Surface Triangles” on page 650.

Triangles are computed roughly as follows:

Size of Triangle = Area of Terrain Perimeter / Number of Triangles

The Low (1000), Medium (2000), and High (4000) values work well for a terrain

perimeter of approximately 20,000 sq ft (288 m²). If your terrain perimeter varies greatly from this, consider defining the number of triangles using the **Custom** setting or the **Triangle Size** setting.

1 **Triangle Count** - Specify the number of surface triangles used to generate the terrain in 3D views. A lower count value will generate more quickly but with reduced quality.

- **Custom** - Specify a custom triangle count value.
- **Triangle Size** - Specify the maximum triangle size in the terrain surface. Smaller triangles produce better quality results in 3D but take longer to generate.

2 **Smoothing** - Control the amount of rounding applied to terrain edges. A low value for smoothing produces terrain that has sharp peaks and abrupt changes in slope. A high value results in terrain that continuously flows from point to point.

3 Specify how the **Building Pad** is generated beneath the structure. See “Foundations and the Terrain” on page 419.

- Check **Flatten Pad** to flatten the area beneath the building. To create a walkout basement, uncheck this box.
- Check **Auto Calculate Elevation** to have Chief Architect automatically position the first floor 6” (150 mm) above the terrain. See “Terrain Height vs Floor Height” on page 649.
- To specify the distance between Floor 1 and the terrain at the building footprint center, uncheck Auto Calculate Elevation and enter a value in the **Pad Elevation** field.

4 Check **Hide terrain intersected by building** to cut out the portion of the terrain that is intersected by the first floor footprint. Checking this box prevents the generation of contour lines inside the house.

If your foundation footprint differs from your first floor footprint, you may need to use the **Terrain Hole** tool for custom clipping instead. See “Terrain Feature Tools” on page 656.

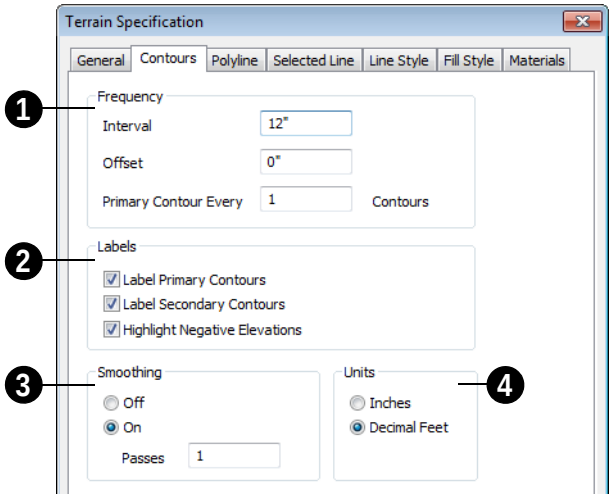
5 Define the thickness of the **Skirt** added to the terrain. The skirt is only visible in 3D views and gives the viewer a sense of depth when viewing the terrain.

- **Flat** specifies that the skirt be flat at its base. Chief Architect determines the lowest point in the terrain and then offsets this value by the user specified thickness value. The resulting value is used as a uniform elevation for the base of the skirt.
- **Follow Terrain** specifies that the skirt base maintains a consistent distance below the terrain. The distance is equivalent to the specified Thickness value.

Contours Tab

Chief Architect identifies two types of contour lines: Primary and Secondary. They are drawn on different layers, so you can

control how they display in floor plan view.
See “Contour Lines” on page 661.



1 Specify the **Frequency** at which contour lines are generated.

- Define the **Interval** between contour lines, which is the change in elevation between contours. If the interval is set to 12”, a contour line is computed for each elevation change of 12”.
- Specify the **Offset** value. When the Offset is 0, a contour line will be drawn at zero elevation and additional contours will generate based on the Interval value.

  If the Offset is changed to 5, a contour line will be drawn 5 units from zero elevation rather than at 0, and additional contours will generate from there.
- **Primary Contour Every__Contours** - Specify the interval for primary contours. A value of 1 produces only primary contours, while a value of 5 defines every fifth contour line as a primary contour.

2 Control the display of contour line **Labels** in floor plan view.

- Check **Label Primary Contours** to label primary contour lines with their elevation data using the Units specified below.
- Check **Label Secondary Contours** to label secondary contour lines with their elevation data.
- Check **Highlight Negative Elevations** to display labels of contour lines with elevations below 0 in red. When unchecked, they use the color set in the Text Style assigned to their layer.

Primary and secondary contour line labels use the Text Style assigned to their respective layers. See “Text Styles” on page 954.

3 If contour **Smoothing** is turned on, Chief Architect attempts to remove

sharp bends and jagged sections from the 2D contour lines.

- Specify the number of **Passes** to perform when smoothing. The more passes, the smoother the contour lines become, but contours become less accurate.

❹ Specify the **Units** used by contour line labels. Select either **Inches** or **Decimal Feet** (**Millimeters** or **Meters** for metric).

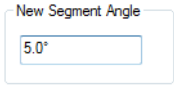
Polyline Tab

The Polyline tab indicates the polyline's **Length/Perimeter**, its enclosed **Area**, and its **Volume**.

The settings on the this tab are available for a variety of other objects in the program. For information about these settings, see "Polyline Tab" on page 990.

Spline Tab

The Spline tab has a single option and is only available if the Terrain Perimeter has been converted to a spline. See "Convert to Spline" on page 215.



New Segment Angle - Specify the angle between line segments that are used to draw the spline. Specifying a smaller angle makes the spline smoother. Specify a larger angle to draw the spline faster.

Selected Line Tab

The Selected Line tab is available when the selected edge of the Terrain Perimeter is a line as opposed to an arc. See "Selected Edge" on page 167.

The settings on this tab are available for a variety of other objects in the program. For information about these settings, see "Line Tab" on page 977.

Selected Arc Tab

The Selected Arc tab is available when the selected segment of the polyline is an arc as opposed to a line. See "Change Line/Arc" on page 213.

The settings on this tab are available for a variety of other objects in the program. For information about these settings, see "Arc Tab" on page 985.

Line Style Tab

The settings on the Line Style tab are available for a variety of other objects in the program. For information about these settings, see "Line Style Tab" on page 977.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the Terrain Perimeter in floor plan view. For information about these settings, see "Fill Style Tab" on page 991.

Materials Tab

The settings on the Materials tab let you specify the terrain surface and terrain skirt materials used in 3D views. These materials are not calculated in the Materials List. See "Materials Tab" on page 777.

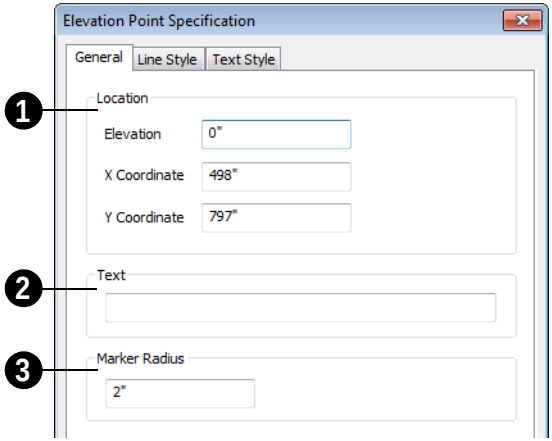
Elevation Point Specification Dialog

To open the **Elevation Point Specification** dialog, select an elevation point and click the **Open Object** edit button, or double-click on an elevation point using the **Select Objects** tool.

Use the **Elevation Point Specification** dialog to define the selected elevation point and control its appearance in floor plan view.

When all changes are made, click **OK** to store the changes or **Cancel** to ignore them.

General Tab



1 **Location** - Specify the exact location of the elevation point.

- **Elevation** - Enter the height of the elevation point in inches and/or feet (mm for metric). For example entering 5’6 (with the apostrophe as foot mark) results in an elevation of 66 inches.
- **X Coordinate** - Enter the x coordinate of the elevation point.
- **Y Coordinate** - Enter the y coordinate of the elevation point.

2 **Text** - Enter notes, such as elevation, in this box. This text displays beside the elevation point in floor plan view. You can also enter a pound (#) sign to display the elevation value in floor plan view.

3 Enter the **Marker Radius** in inches (or millimeters).

Line Style Tab

The settings on the Line Style tab are available for a variety of other objects in the program. For information about these settings, see “Line Style Tab” on page 977.

Text Style Tab

The settings on the Text Style tab control the appearance of the selected Elevation Point's text. For more information, see "Text Style Tab" on page 955.

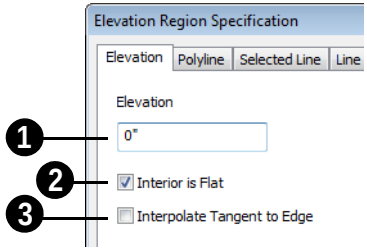
Elevation Line/Region Specification Dialog

To open the **Elevation Line** or **Elevation Region Specification** dialog, select one or more Elevation Line/Splines, or a polyline composed of elevation Lines/Splines, or an Elevation Region and click the **Open Object** edit button. You can also double-click an Elevation Line/Spline using the **Select Objects** tool.

The **Elevation Line Specification** dialog is used to define the selected Elevation Line/Spline and controls its appearance in floor plan view.

The settings in this dialog are the same as those in the **Elevation Region Specification** dialog. See "Elevation Regions" on page 653.

Elevation Tab



1. **Elevation** - Enter the elevation of the Line/Spline in inches and/or feet (mm for metric). For example entering 5'6 (with the apostrophe as foot mark) results in an elevation of 66 inches.

2. Check **Interior is Flat** to maintain a flat surface at the specified Elevation. When unchecked, the perimeter of the region maintains the specified Elevation, but the interior elevation may vary depending on other elevation data in the drawing. Only available for closed Elevation Regions.

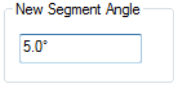
3. Check **Interpolate Tangent to Edge** to flatten the terrain surface as it approaches the edges of the Elevation Region. This option is only available for closed Elevation Regions, and only when Interior is Flat is unchecked.

Polyline Tab

The Polyline tab indicates the line or polyline's **Length/Perimeter**. If multiple Elevation Line/Spline segments form a closed Elevation Region, its Area will be calculated. Elevation Lines/Splines do not have a thickness, so they have no Volume.

Spline Tab

The Spline tab has a single option and is only available when the selected object is an elevation spline. See "Splines" on page 997.



New Segment Angle - Specify the angle between line segments that are used to draw the spline. Specifying a smaller angle makes the spline smoother. Specify a larger angle to draw the spline faster.

Selected Line Tab

The Selected Line tab is available when the selected object or segment is a line as opposed to one that has been converted to an arc. See “Selected Edge” on page 167.

The settings on this tab are available for a variety of other objects in the program. For information about these settings, see “Line Tab” on page 977.

Selected Arc Tab

The Selected Arc tab is available when the selected object or segment is an arc as opposed to a line.

The settings on this tab are available for a variety of other objects in the program. For information about these settings, see “Arc Tab” on page 985.

Line Style Tab

The settings on the Line Style tab are available for a variety of other objects in the program. For information about these settings, see “Line Style Tab” on page 977.

Flat Region Specification Dialog

To open the **Flat Region Specification** dialog, select a Flat Region and click the **Open Object** edit button, or double-click a Flat Region using the **Select Objects** tool. See “Flat Regions” on page 656.

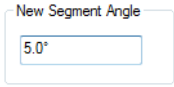
The options in the **Flat Region Specification** dialog are similar to those a number of other dialogs in the program.

Polyline Tab

The Polyline tab indicates the length of the polyline’s **Length/Perimeter**, its enclosed **Area**, and the **Volume** of a closed polyline.

Spline Tab

The Spline tab has a single option and is only available when the selected object is a spline. See “Splines” on page 997.



New Segment Angle - Specify the angle between line segments that are used to draw the spline. Specifying a smaller angle makes the spline smoother. Specify a larger angle to draw the spline faster.

Selected Line Tab

The Selected Line tab is available when the selected edge of the polyline is a line as opposed to an arc. See “Selected Edge” on page 167.

Moving the Start of a line segment moves the end of the previous connected line, if there is one. Similarly, moving the End of a line segment moves move the start of the next connected line, if there is one.

The settings on this tab are available for a variety of objects in the program. For information about these settings, see “Line Tab” on page 977.

Selected Arc Tab

The Selected Arc tab is available when the selected segment of the polyline is an arc as opposed to a line. See “Change Line/Arc” on page 213.

The settings on this tab are available for a variety of objects in the program. For information about these settings, see “Arc Tab” on page 985.

Line Style Tab

The settings on the Line Style tab are available for a variety of objects in the program. For information about these settings, see “Line Style Tab” on page 977.

Fill Style Tab

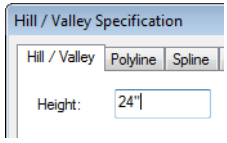
The settings on the Fill Style tab affect the appearance of the selected object in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

Hill / Valley Specification Dialog

The **Hill/Valley Specification** defines the selected Hill or Valley and controls its appearance in floor plan view.

To open the **Hill/Valley Specification** dialog, select one or more Hill or Valley and click the **Open Object** edit button, or double-click the region(s) using the **Select Objects** tool.

Hill / Valley Tab



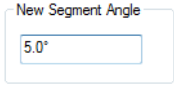
Enter a **Height** for the selected Hill or Valley. This height is relative to the terrain surface that is generated from the Elevation Data in your plan. See “Terrain Modifier Tools” on page 655.

Polyline Tab

The Polyline tab indicates the polyline’s **Length/Perimeter** and its enclosed **Area**. Hills and Valleys do not have a volume measurement.

Spline Tab

The Spline tab has a single option and is only available when the selected object is a spline. See “Splines” on page 997.



New Segment Angle - Specify the angle between line segments that are used to draw the spline. Specifying a smaller angle makes the spline smoother. Specify a larger angle to draw the spline faster.

Selected Line Tab

The Selected Line tab is available when the selected edge of the polyline is a line as opposed to an arc. See “Selected Edge” on page 167.

Moving the Start of a line segment moves the end of the previous connected line, if there is one. Similarly, moving the End of a line segment moves move the start of the next connected line, if there is one.

This tab is similar to the Line tab of the **Line Specification** dialog. See “Line Tab” on page 977.

Selected Arc Tab

The Selected Arc tab is available when the selected segment of the polyline is an arc as opposed to a line. See “Change Line/Arc” on page 213.

This tab is similar to the Arc tab of the **Arc Specification** dialog. See “Arc Tab” on page 985.

Line Style Tab

The settings on the Line Style tab are available for a variety of other objects in the program. For information about these settings, see “Line Style Tab” on page 977.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the selected object in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

Raised / Lowered Region Specification Dialog

To open the **Raised/Lowered Region Specification** dialog, select one or more raised or lowered regions and click the **Open Object** edit button, or double-click the region(s) using the **Select Objects** tool.

The **Raised / Lowered Region Specification** dialog is similar to the **Hill / Valley Specification** dialog. See “Hill / Valley Specification Dialog” on page 671.

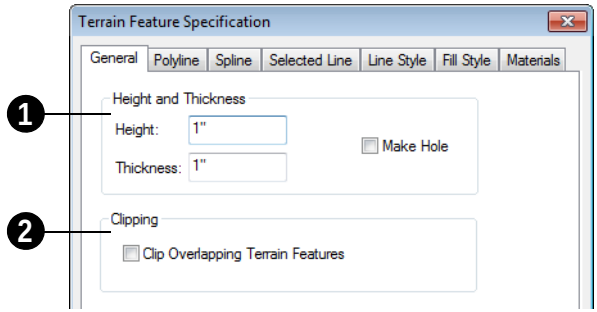
Terrain Feature Specification Dialog

To open the **Terrain Feature Specification** dialog, select a Terrain Feature or group of Terrain Features and click the **Open Object** edit button or double-click the Terrain Feature(s) using the **Select Objects** tool.

The settings in this dialog control the appearance, size, and shape of the selected Terrain Feature.

Most of the tabs in this dialog are similar to those for a variety of other objects in the program.

General Tab



❶ Specify the **Height and Thickness** of the terrain feature relative to the terrain surface.

- Specify the top **Height** of the feature using a positive or negative number.
- Specify the feature's **Thickness**.

If a feature's height above the terrain is greater than its thickness, the program will fill in the resulting gap.

- Check **Make Hole** to specify the selected Terrain Feature as a Terrain Hole. See "Terrain Holes" on page 657.

❷ **Clipping** - Check **Clip Overlapping Terrain Features** to suppress the 3D display of any part of the selected Terrain Feature intersected by other Terrain Features with a lower Height value. Clipping is useful for creating features that contain other features such as planters or swimming pools.

Distributed Plant Tab

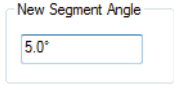
This tab is only available when the selected terrain feature is a Garden Bed. For information about the Distributed Plant tab, see "Distributed Object Tab - Distribution Region" on page 727.

Polyline Tab

The Polyline tab indicates the polyline's **Length/Perimeter**, its enclosed **Area**, and the **Volume** of a closed polyline.

Spline Tab

The Spline tab has a single option and is only available when the selected object is a spline. See "Splines" on page 997.



New Segment Angle - Specify the angle between line segments that are used to draw the spline. Specifying a smaller angle makes the spline smoother. Specify a larger angle to draw the spline faster.

Selected Line Tab

The Selected Line tab is available when the selected edge of the Terrain Perimeter is a line as opposed to an arc. See "Selected Edge" on page 167.

The settings on this tab are available for a variety of other objects in the program. For information about these settings, see “Line Tab” on page 977.

Selected Arc Tab

The Selected Arc tab is available when the selected segment of the polyline is an arc as opposed to a line. See “Change Line/Arc” on page 213.

The settings on this tab are available for a variety of other objects in the program. For information about these settings, see “Arc Tab” on page 985.

Line Style Tab

The settings on the Line Style tab are available for a variety of other objects in the program. For information about these settings, see “Line Style Tab” on page 977.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the selected object in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

Materials Tab

The settings on the Materials tab affect the appearance of the selected object in 3D views. See “Materials Tab” on page 777.

Garden Bed Specification Dialog

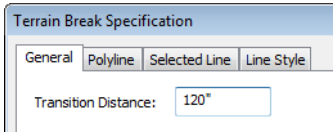
To open the **Garden Bed Specification** dialog, select a Garden Bed or group of Garden Beds and click the **Open Object** edit button or double-click the Garden Bed(s) using the **Select Objects** tool.

Because a Garden Bed is a type of terrain feature, the settings in this dialog are essentially the same as those in the **Terrain Feature Specification** dialog. See “Terrain Feature Specification Dialog” on page 672.

Terrain Break Specification Dialog

To open the **Terrain Break Specification** dialog, select a Terrain Break or group of Terrain Breaks and click the **Open Object** edit button or double-click the Terrain Break(s) using the **Select Objects** tool.

General Tab



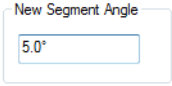
Transition Distance - Define the distance from the edge of the terrain break to where the break stops affecting the terrain.

Polyline Tab

The Polyline tab indicates the line or polyline's **Length/Perimeter**. Terrain Breaks do not have a thickness, so they have no **Volume**. If multiple Terrain Break segments form a closed polyline, its **Area** will be calculated.

Spline Tab

The Spline tab has a single option and is only available when the selected object was converted to a Terrain Break from a spline. See "Splines" on page 997.



New Segment Angle - Specify the angle between line segments that are used to draw the spline. Specifying a smaller angle makes the spline smoother. Specify a larger angle to draw the spline faster.

Selected Line Tab

The Selected Line tab is available when the selected edge of the polyline is a line as opposed to an arc. See "Selected Edge" on page 167.

Moving the Start of a line segment moves the end of the previous connected line, if there is one. Similarly, moving the End of a line segment moves move the start of the next connected line, if there is one.

This tab is similar to the Line tab of the **Line Specification** dialog. See "Line Tab" on page 977.

Selected Arc Tab

The Selected Arc tab is available when the selected segment of the polyline is an arc as opposed to a line.

This tab is similar to the Arc tab of the **Arc Specification** dialog. See "Arc Tab" on page 985.

Line Style Tab

For information about the Line Style tab, see "Line Style Tab" on page 977.

Fill Style Tab

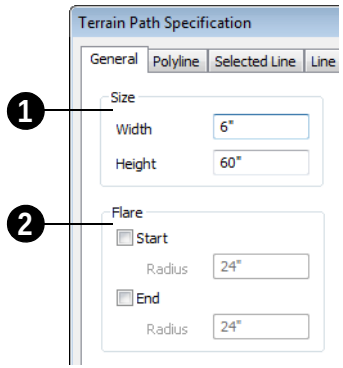
The Fill Style tab is only available when multiple Terrain Break segments enclose an area. The settings on this tab affect the appearance of the closed shape in floor paln view. For more information, see "Fill Style Tab" on page 991.

Terrain Path Specification Dialog

To open the **Terrain Path Specification** dialog, select one or mores Streams, Terrain Walls or Terrain Curbs and click the **Open Object** edit button or double-click the terrain path(s) using the **Select Objects** tool.

Most of the tabs in this dialog are similar to those for a variety of other objects in the program.

General Tab



1 Enter the **Width** of the object and the **Height**. If you enter a negative number for the height, the object sinks into the terrain.

2 When one terrain path joins another, you can **Flare** the intersection.

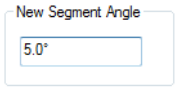
- Check **Start** and/or **End** to create a flare at that end of the terrain path.
- Specify the **Radius** for each flare in inches (mm).

Polyline Tab

The Polyline tab indicates the Terrain Path polyline's **Length/Perimeter**, its enclosed **Area**, and the **Volume** of a closed polyline.

Spline Tab

The Spline tab has a single option and is only available when the selected object is a spline path. See "Splines" on page 997.



New Segment Angle - Specify the angle between line segments that are used to draw the spline. Specifying a smaller angle makes the spline smoother. Specify a larger angle to draw the spline faster.

Selected Line Tab

The Selected Line tab is available when the selected edge of the Terrain Perimeter is a line as opposed to an arc. See "Selected Edge" on page 167.

The settings on this tab are available for a variety of other objects in the program. For information about these settings, see "Line Tab" on page 977.

Selected Arc Tab

The Selected Arc tab is available when the selected segment of the polyline is an arc as opposed to a line. See "Break Line" on page 212.

The settings on this tab are available for a variety of other objects in the program. For information about these settings, see "Arc Tab" on page 985.

Line Style Tab

The settings on the Line Style tab are available for a variety of other objects in the program. For information about these settings, see "Line Style Tab" on page 977.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the selected object in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

Materials Tab

The settings on the Materials tab affect the appearance of the selected object in 3D views. See “Materials Tab” on page 777.

Importing Elevation Data

Elevation data can be added to a plan using the tools and techniques described in this chapter or it can be imported from a file.

Chief Architect can import elevation data saved in DXF/DWG, GPS Exchange (**.gpx**) and a variety of text file formats (**.txt**, **.csv**, .**prn**, .**xyz**, .**auf** and .**nez**). If your terrain data is not saved in one of these file formats, there are third party programs available that can convert to these formats.

DXF/DWG Files

If you have a model of your terrain created on another program that contains contour lines and elevation data, that information can be imported directly as elevation data into Chief Architect as a .dxf or a .dwg file. See “Importing DXF/DWG Elevation Data” on page 683.

Text Files

Elevation data can be saved in text files as x, y, and z coordinates where x and y define the location of a point on a Cartesian grid, and z defines the elevation for that point. Each elevation point must be on a separate line in the text file.

Importable text files can come from surveyors, other software programs, or you can create your own using a GPS system.

Elevation data saved in text files can be imported using the **Import Terrain Wizard**.

GPS Exchange Files

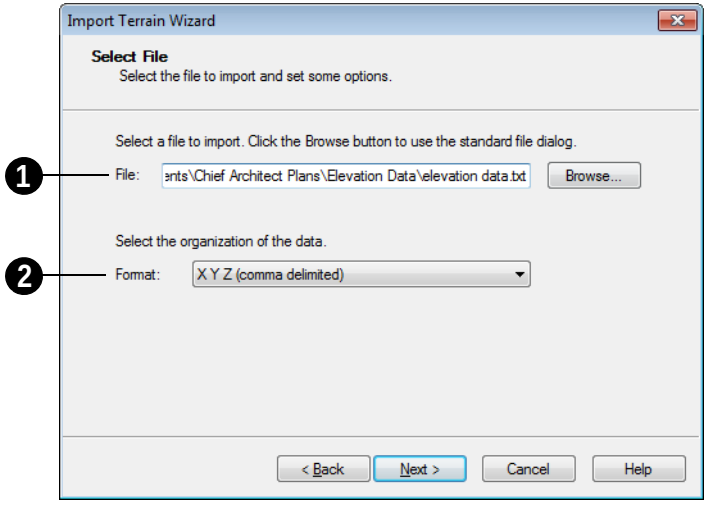
Elevation data can also be imported from **.gpx** files created using a GPS system using the **Import GPS Data Wizard**. See “Import GPS Data Wizard” on page 681.

Import Terrain Wizard

The **Import Terrain Wizard** allows you to import elevation data saved in text (**.txt**) file format into your model.

Select **File> Import> Terrain Data** to open the **Import Terrain Wizard**. Click **Next**.

Select File



1 **Select File to Import -**Enter the name of a text file, or Browse to locate a file on your computer.

2 **Select the Organization of the Data -** You need to know how the data in your text file is organized. Each data point contains information about its X-axis (East to West location), Y-axis (North to South location), and Z-axis (elevation). It might also contain a brief description.

Elevation information can come in one of six different sequences, and is separated by either a comma (comma delimited) or a space (space delimited).

XYZ - Information in this format begins with the X coordinate, followed by the Y coordinate and the Z coordinate.

#XYZ - Information in this format begins with a number that belongs to each data point followed by the X coordinate, the Y coordinate, and the Z coordinate.

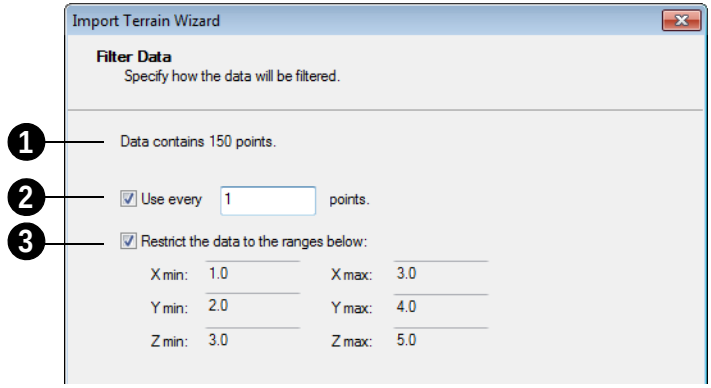
#XYZ Description - Information in this format begins with a number that belongs to each data point followed by the X coordinate, the Y coordinate, the Z coordinate, and a description.

YXZ - Information in this format begins with the Y coordinate followed by the X coordinate and the Z coordinate.

#YXZ - Information in this format begins with a number that belongs to each data point followed by the Y coordinate, the X coordinate, and the Z coordinate.

#YXZ Description - Information in this format begins with a number that belongs to each data point followed by the Y coordinate, the X coordinate, the Z coordinate, and a description.

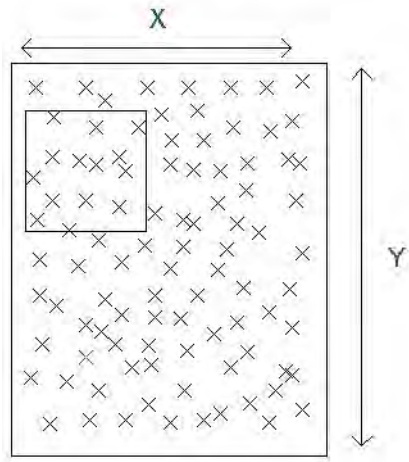
Filter Data



1 This is the number of points your data contains. Building terrain with too many elevation points may take a long time, depending on your processor speed and memory. If you import more than 1000 or 2000 elevation points, the Linear Smoothing option in the **Terrain Specification** dialog is recommended. See “Terrain Specification Dialog” on page 664.

2 **Use Every __ Points -** Reduce the data imported by skipping data points. Specifying every 2 points reduce this data by 50%; specifying every 10 points reduces the data by 90%.

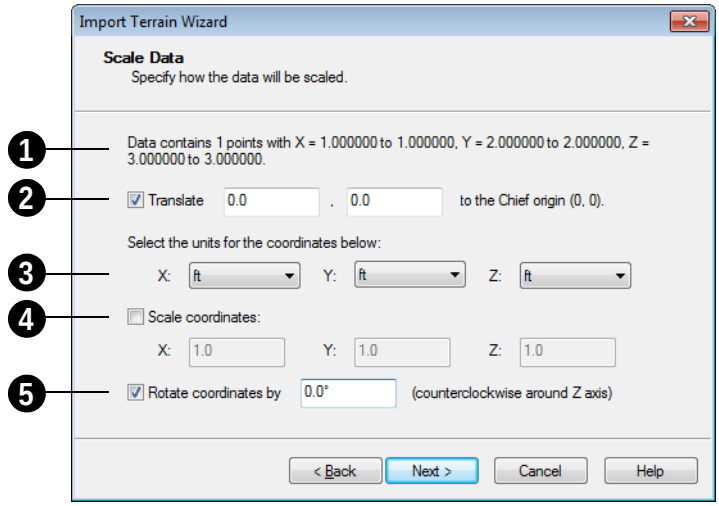
3 **Restrict the Data to the Ranges Below -** Another way to restrict the data used is to define a range. Data within these ranges is imported, while data outside these ranges is not.



The outer box in this diagram and the points within it represent all of the data contained within a given text file. If you are only interested in a small area represented in the text file, a subset of this information could be used instead by defining a range, which is represented by the smaller box in this diagram. To do this you must define the range using X, Y, and Z coordinates. The same effect is accomplished by deleting

unwanted data from your text file before it is imported.

Scale Data



1 This describes the total number of data points to be imported and the range of the coordinates of those points.

2 **Translate** - Accurately position the terrain beneath your plan. You need to know where the origin is located in your plan, and where that origin is located relative to the geographical data in your text file. The coordinates of the data point that correspond with the origin point in Chief Architect should be entered here.

To find the origin point in your plan, open the Move Point dialog, enter absolute coordinates X=0, Y=0, and click OK to move the point to the (0, 0) location. See “Move Point Dialog” on page 971.

3 **Units -** Select the units of measurement used in your data for each axis. Only linear units are available. The units in the drop-down lists are a subset of the units in the **Edit Preferences** dialog. For more information on specifying default units, see “Unit Conversions Panel” on page 92.

4 **Scale Coordinates** - Multiply the coordinates of each axis by a specific number to decrease or increase the relative size or relief of your terrain.

5 **Rotate Coordinates** - Accurately rotate terrain data counterclockwise around the Z axis.

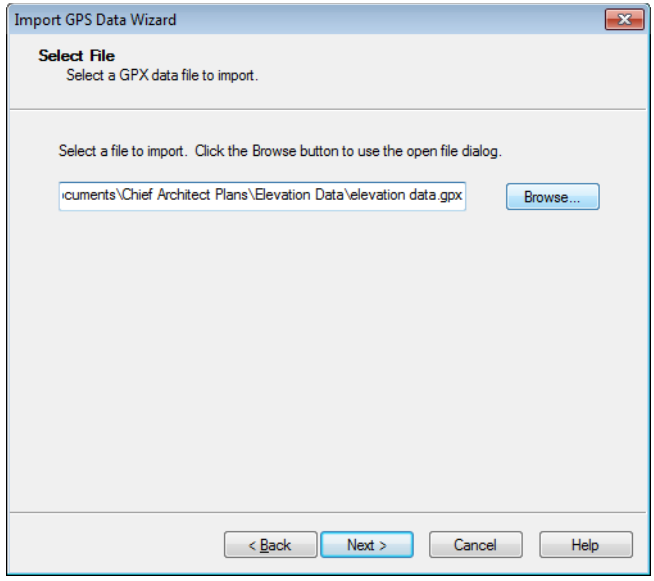
Import GPS Data Wizard

The Import GPS Data Wizard allows you to import terrain data from .gpx file format. Select **File> Import> GPS Data** to open the **Import GPS Data Wizard**.

Click **Next** to continue.

Due to the lack of accuracy in some GPS systems, exact distances using the Import GPS Data Wizard are not guaranteed.

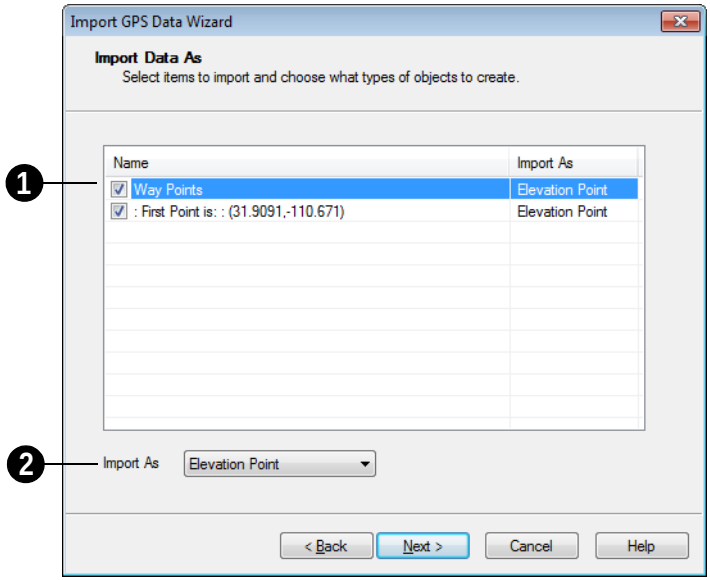
Select File



Enter the name and directory of the file you want to import, or click **Browse** to select a **.gpx** file on your computer.

Click **Next** to continue.

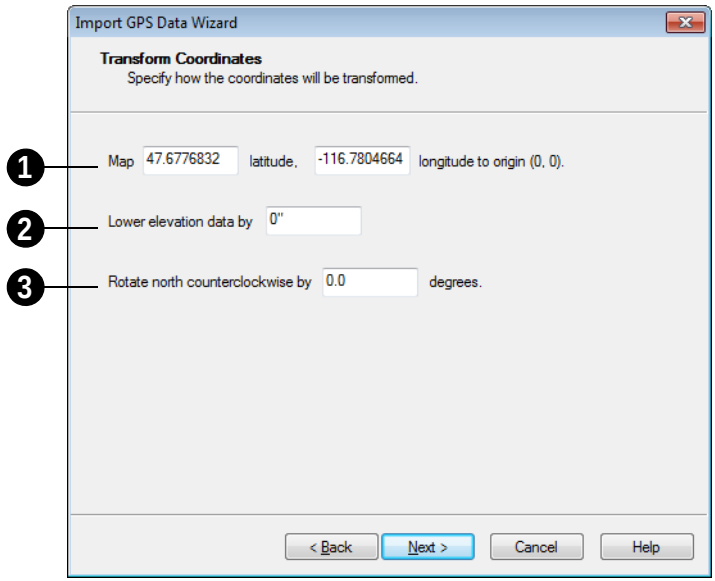
Import Data As



1. Specify which items you want to import by checking the box to the left of the **Name**. Items with unchecked boxes are not imported.

2. Specify what you would like each item to **Import As** from the drop-down list.

Transform Coordinates



1 **Map** - Specify the point in the imported terrain data, defined by degrees **latitude** and degrees **longitude**, that you would like to locate at the origin in the Chief Architect plan.

2 **Lower Elevation Data** - Specify the amount that you would like to lower all imported elevation data.

3 **Rotate** - Accurately rotate the position of north in the imported terrain data counterclockwise around the Z axis.

Click **Finish** to close the **Import GPS Data Wizard** and return to floor plan view.

If you do not see the imported terrain, select **Window> Fill Window** .

Importing DXF/DWG Elevation Data

Select **File> Import> Drawing (DWG/DXF)** to open the **Import Drawing Wizard**, which you can use to import elevation data in .dxf/.dwg format. See “Import Drawing Wizard” on page 1045.

On the Select File page of the Wizard, check the **Terrain Elevation Data** box.

Lines and points in the imported drawing are converted to elevation lines and elevation points, preserving the elevation data associated with them.

- If an imported line has vertices with the same Z values, an elevation line is created.

- If the vertices have differing Z values, an elevation point is created for each vertex.
- Imported points are converted to elevation points.
- Other imported entities (solids, faces, etc.) are imported normally.

When importing elevation data, only import layers containing this data. To import other layers as normal CAD, run the Terrain Import Wizard again with Terrain Elevation data unchecked.

If a terrain perimeter does not already exist in the plan, a perimeter that surrounds the data is generated.

Converting CAD Lines to Terrain Data

CAD lines can be selected and converted to terrain data using the **Convert Polyline** edit tool.

Using this tool, you can convert CAD lines in an imported drawing into terrain data that can be used to generate a 3D terrain model.

Select a CAD line, spline, or polyline in floor plan view and click the **Convert**

Polyline edit button to open the **Convert Polyline** dialog. See “Convert Polyline Dialog” on page 220.

If a terrain perimeter is not present in your plan, this will be the only terrain object available to select. A terrain perimeter must exist before any of the other terrain objects can be created.

Roads and road objects can also be created. They are discussed in “Roads, Driveways & Sidewalks” on page 695.

When you click **OK**, the terrain object’s specification dialog opens, allowing you to specify elevation data or other attributes.

Plant Tools

Select **Terrain> Plant** to add plants to your landscaping plan. Plants can also be placed in a plan directly from the library. See “Placing Library Objects” on page 761.

Plant objects are actually images, which provide realism while avoiding high 3D surface count. Once created, plant images can be selected and edited much like other image objects. See “Editing Images” on page 1026.

Plants have labels which you can display in floor plan view. You can also create a Plant

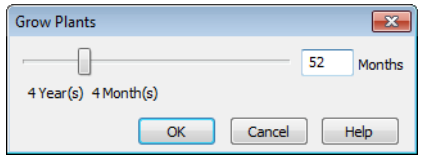
Schedule . See “Schedules & Object Labels” on page 1131.

Select **Terrain> Plant> Plant Chooser** to open the **Plant Chooser** dialog. See “Plant Chooser Dialog” on page 689.

Select **Terrain> Plant> Create Plant Image** to create a plant image. Once a plant image is created, it can be added to the

library for future use. See “Adding Library Content” on page 754.

Choose **Terrain> Plant> Grow All Plants** to open the **Grow Plants** dialog.



Click and drag the slider bar and select a growth period from zero to twenty years. This only works for plants that have a mature height and mature age specified in the **Plant Image Specification** dialog. See “Plant Information Tab” on page 687.

Select **Terrain> Plant> Show Hardiness Zones** to access regional climate zone maps. See “Hardiness Zones” on page 691.

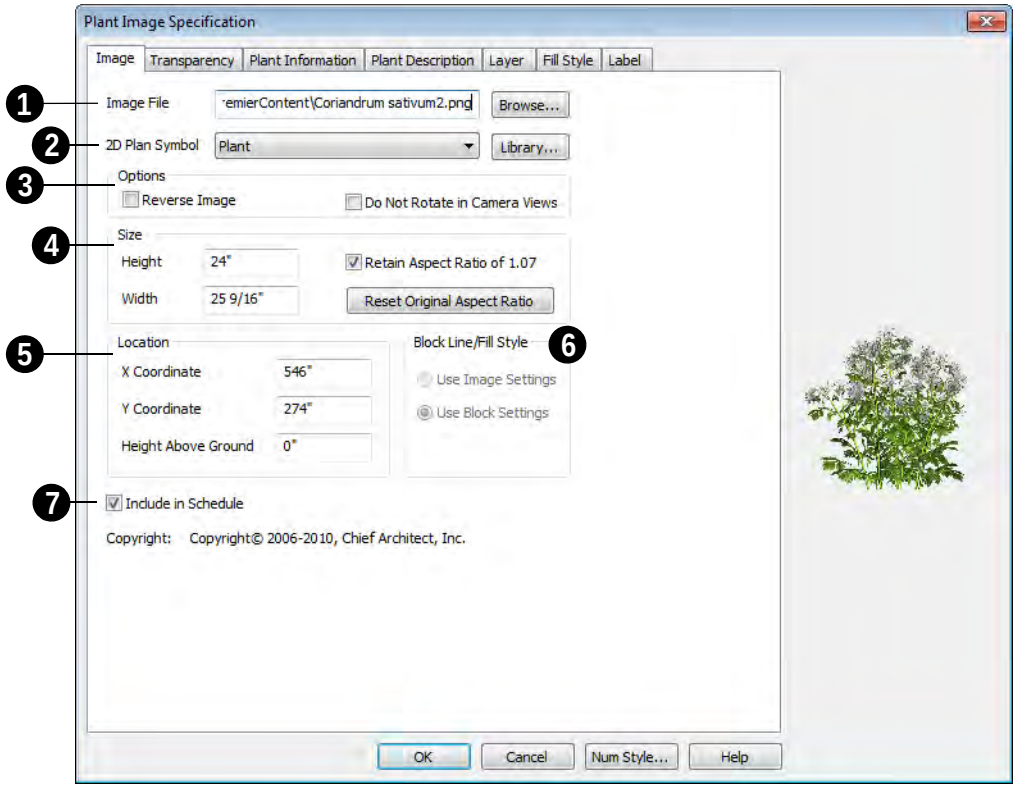
Plant Image Specification Dialog

Select one or more plant in a floor plan or 3D view and click the **Open Object** edit button to open the **Plant Image Specification** dialog.

This dialog can also be accessed by selecting **Terrain> Plant> Create Plant Image** .

The Plant Information and Plant Description tabs are also found in the **Plant Information** dialog, which can be accessed from the **Plant Chooser** dialog. See “Plant Chooser Dialog” on page 689.

Image Tab



1 **Image File** - The path and name of the selected image file displays here. Click **Browse** to specify the saved location on your computer of the image that represents the plant in 3D views.

2 **2D Plant Symbol** - A number of 2D symbols are available to mark the location of the image in floor plan view. Select one from the drop-down list or click the **Library** button to choose a CAD block from the Library Browser.

3 **Options**

- Check **Reverse Image** to reflect the appearance of the image about an imaginary vertical line through its center.
- Check **Do not rotate in 3D view** to prevent the plant image from rotating with the camera.

4 Specify the **Size** of the plant image, as seen in 3D views.

- Enter a **Height** for the image.
- Enter a **Width** for the image.
- When **Retain Aspect Ratio of** is checked, if you change either the Height or Width, the other value changes to maintain this

ratio. If this is unchecked and you resize the plant image, it may become distorted.

- Click **Reset Original Aspect Ratio of** to reset the image's original aspect ratio and remove any distortion caused by resizing.

5. Specify the **Location** of the selected plant image.

- Precisely position the selected plant image in reference to the plan coordinates by specifying its **X Coordinate** and **Y Coordinate**.
- Specify the selected plant image's **Height Above Ground**.

6. Specify the **Block Line/Fill Style** of the selected plant image's 2D symbol in floor plan view. Only available when a CAD block from the library is selected as the image's 2D Plan Symbol.

- Select **Use Image Settings** to use the image's line style, which is set by layer, and its fill style, which is "None (Transparent)".
- Select **Use Block Settings** to use the 2D CAD block's line and fill styles. See "Custom 2D Symbols" on page 1003.

7. Check **Include in Schedule** to include the selected plant in the Plant Schedule. See "Schedules & Object Labels" on page 1131.

Transparency Tab

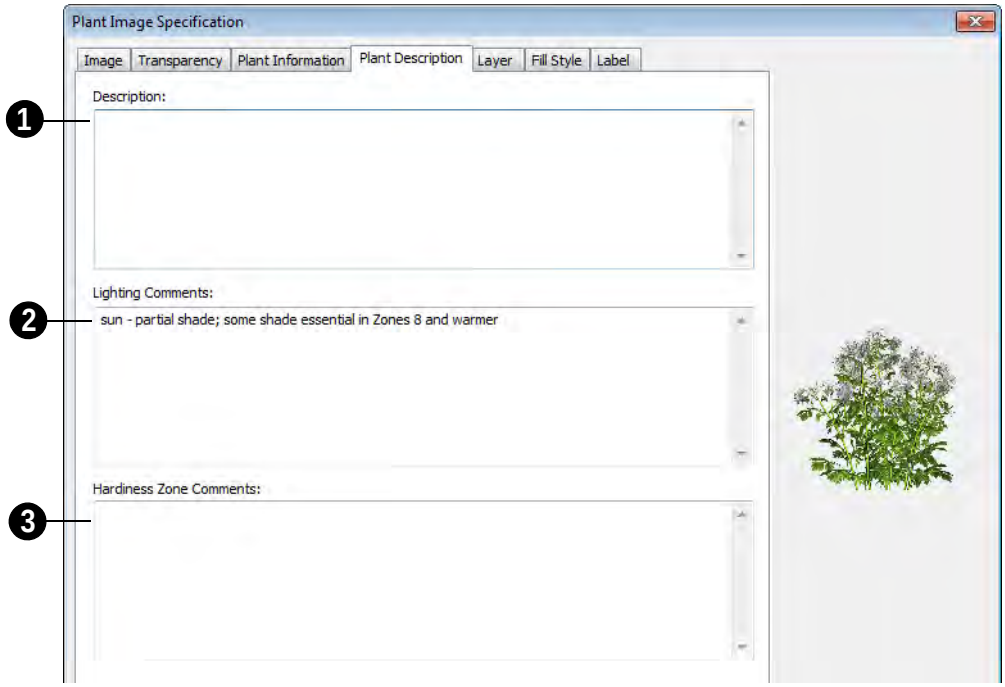
The settings on the Transparency tab of this dialog are similar to those on the same tab of the **Image Specification** dialog. For more information, see "Transparency Tab" on page 1029.

Plant Information Tab

The settings on the Plant Information tab correspond to the search parameters in the **Plant Chooser**. See "Plant Chooser Dialog" on page 689.

When multiple plants with differing attributes are selected, some button icons may be replaced by an X symbol, which signifies "No Change".

Plant Description Tab



1 A detailed **Description** of the plant displays in this text field.

2 Information in the **Lighting Comments** fields describes the plant's light requirements.

3 **Hardiness Zone Comments** are given here. See "Hardiness Zones" on page 691.

Layer Tab

For information about the Layer tab, see "Layer Tab" on page 136.

Fill Style Tab

The Fill Style tab controls the appearance of the selected plant's 2D Plant Symbol in floor plan view. By default, plant images' fill style is None (Transparent). For information about the settings on this tab, see "Fill Style Tab" on page 991.

If the plant's 2D Plan Symbol does not form a closed shape or is a CAD block is selected from the library, the settings on the Fill Style tab will have no effect on the appearance of the plant in floor plan view. If you wish, you can create a custom CAD block with the desired fill pattern. See "CAD Blocks" on page 1002.

Label Tab

Plant labels display in floor plan view when the "Plants, Labels" layer is turned on and

use the Text Style assigned to that layer. See “Object Labels” on page 1156.

For information about the settings on this tab, see “Label Tab” on page 1157.

Plant Specification Dialog

Select a 3D plant symbol and click the **Open Object** edit button to open the **Plant Specification** dialog. This dialog is the same as that for a variety of symbol objects in the program. See “Symbol Object Specification Dialogs” on page 769.

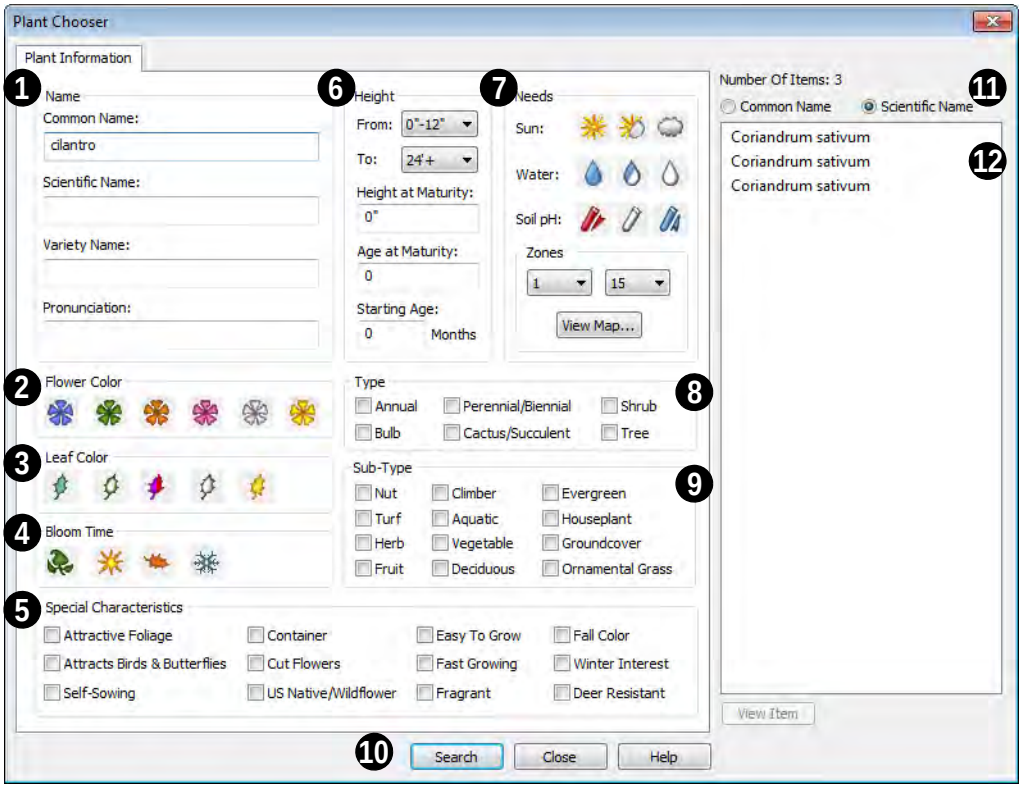
3D plants also have a **Symbol Specification** dialog, which can be accessed by clicking the **Open Symbol** edit button. See “Symbol Specification Dialog” on page 1067.

Plant Chooser Dialog

Select **Terrain**> **Plant**> **Plant Chooser** to open the **Plant Chooser** dialog or click the button at the bottom of the Library Browser window.

Use the **Plant Chooser** to search the library for plant images and symbols that meet your search parameters. You can search using any or all of the options in this dialog.

The search parameters in the **Plant Chooser** dialog correspond to the settings on the Plant Information tab of the **Plant Image Specification** dialog. See “Plant Information Tab” on page 687.



1 The **Common Name, Scientific Name** or **Variety Name** for the plant. A **Pronunciation** field is also provided.

2 Specify the **Flower Color** to search for here.

3 Specify the **Leaf Color** to search for here.

4 Specify the **Bloom Time** to search for, which is the season when the plant produces flowers.

5 Check one or more boxes to search for plants with **Special Characteristics**.

6 Specify the plant **Height** at maturity to search for. This is used with the Grow Plants feature. See “Plant Tools” on page 684.

- An average mature height range can be entered using the **From** and **To** drop-down lists.
- A specific **Height at Maturity** to search for can be entered in the text field.
- A specific **Age at Maturity**, in months, can be entered in the text field.
- A specific **Starting Age**, in months, can be entered in the text field.

❼ Specify the plant **Needs** to search for. These include the **Sun**, **Water**, **Soil pH**, and **Hardiness Zone** range. See “Hardiness Zones” on page 691.

❽ Check one or more boxes to indicate selected plant **Type** to search for.

❾ Check one or more boxes to specify the selecte **Sub-Type** to search for.

❿ Click the **Search** button at the bottom of the dialog to search for plants that meet your search criteria. The search results display to the right.

⓫ Specify whether you want the search results to use the **Common Name** or **Scientific Name**.

⓬ Click on the name of a plant in the list to see its location in the Library Browser.

- If the selected plant has been downloaded, you can click the **View Item** button to see more information about it in the **Plant Information** dialog. See “Plant Image Specification Dialog” on page 685.

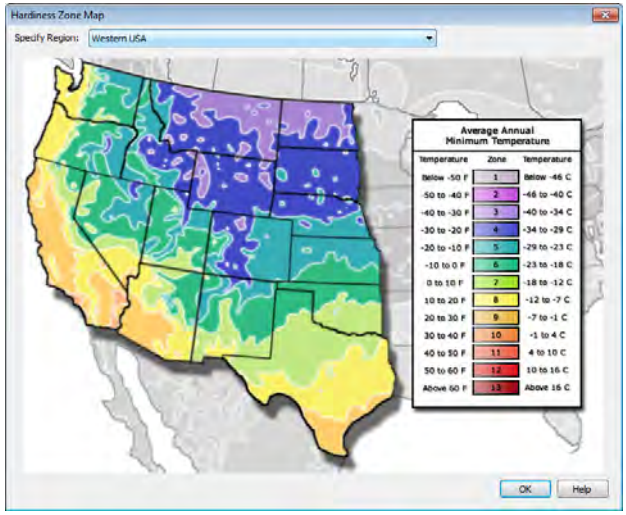
Plant Schedules

The **Plant Schedule** tool allows you to create customizable plant schedules and plant labels that display schedule numbers. See “Schedules & Object Labels” on page 1131.

Hardiness Zones

Select **Terrain> Plant> Show Hardiness Zones** to view a selection

of regional **Hardiness Zone Maps**. Click the drop-down list to select various regions.



Sprinkler Tools

Use the **Sprinkler Tools** to design a sprinkler system in your plan.

Select **Terrain> Sprinkler> Sprinkler Head** to open the **Select Library Object** dialog. Browse to a sprinkler type in the library, click OK, then click in the drawing area to place as many as you need. Once drawn, sprinkler heads can be selected and edited. See “Sprinkler Specification Dialog” on page 693.

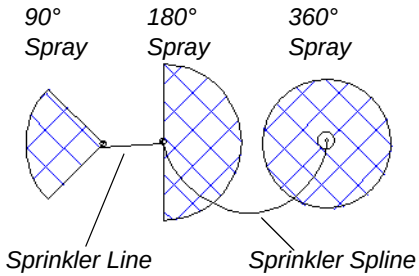
Select **Terrain> Sprinkler> Sprinkler Line** to draw sprinkler lines in your plan. Sprinkler lines are 2D objects and are drawn and edited much like CAD Lines. See “Line Tools” on page 972.

Select **Terrain> Sprinkler> Sprinkler Spline** to draw curved sprinkler lines in your plan. Sprinkler splines are 2D objects and are drawn and edited like CAD Splines. See “Splines” on page 997.

Displaying Sprinklers

The display of Sprinkler Heads, Lines and Splines can be controlled in the **Layer Display Options** dialog. See “Displaying Objects” on page 128.

In floor plan view, Sprinkler Head symbols indicate the spray angle.

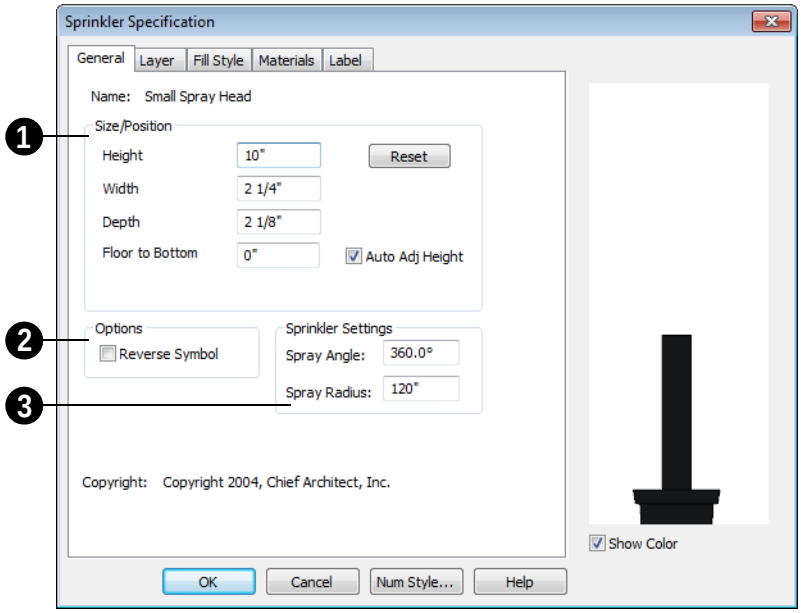


Unlike Sprinkler Heads, Sprinkler Lines and Splines do not display in 3D views. Their total length is calculated in the Materials List, however. See “Materials Lists” on page 1159.

Sprinkler Specification Dialog

To open the **Sprinkler Specification** dialog, select a sprinkler or group of sprinklers and click the **Open Object** edit button. You can also double-click the sprinkler(s) using the **Select Objects** tool.

General Tab



1. Specify the selected sprinkler’s **Size/Position**.
   - Enter the **Height**, **Width**, and **Depth** of the sprinkler.

- Enter a **Floor to Bottom** value to define the distance from the bottom of the sprinkler to elevation 0 of Floor One.
- Click the **Reset** button to return the sprinkler values to the defaults.
- Uncheck **Auto Adjust Height** if you wish to specify an absolute height measured from the default floor height of Floor 1, rather than have the sprinkler follow the surface of the terrain. See “Terrain Height vs Floor Height” on page 649 of the Reference Manual.

Check **Auto Adjust Height** and enter a **Floor to Bottom** value to set sprinkler’s elevation relative to the terrain surface. For example, a value of -6” recesses the sprinkler head 6 inches below the surface of the terrain.

The elevation of a sprinkler can be edited in cross section/elevation view.

2. Check **Reverse Symbol** to reverse the sprinkler from left to right.
3. Set the sprinkler **Spray Angle** and **Spray Radius**.

Layer Tab

For information about this tab, see “Layer Tab” on page 136.

Fill Style Tab

The Fill Style tab controls how the area within the sprinkler’s reach displays in floor plan view and is similar to the Fill Style tab found in many dialogs. See “Fill Style Tab” on page 991.

Materials Tab

The Materials tab lets you control the appearance of the selected object in 3D views. For information about the settings on this tab, see “Materials Tab” on page 777.

Label Tab

Sprinkler labels display in floor plan view when the “Sprinklers, Labels” layer is turned on and use the Text Style assigned to that layer. For information about the settings on this tab, see “Label Tab” on page 1157.

Chapter 22:

Roads, Driveways & Sidewalks

Roads and sidewalks are modeled in 3D like other terrain objects in Chief Architect. Because they have much in common with terrain objects and rely upon terrain data to be viewed in 3D, it is helpful to be familiar with terrain modeling before using these tools. See “Terrain” on page 647.

Chapter Contents

- Road and Sidewalk Defaults
- Road, Driveway and Sidewalk Tools
- Displaying Road Objects
- Editing Road Objects
- Adding Road Objects to the Library
- Road Specification Dialog
- Median Specification Dialog
- Driveway Specification Dialog
- Road Marking Specification Dialog

Road and Sidewalk Defaults

Default Settings can be accessed by selecting **Edit> Default Settings**. Click the + beside Roads, Sidewalks and Driveways to display the subheadings. See “Default Settings” on page 64.

The settings in the **Road Defaults**, **Driveway Defaults**, **Road Marking Defaults**, and **Sidewalk Defaults** dialogs determine the initial settings when the road and sidewalk tools are used. It is a good idea to check these settings before placing any roads or sidewalks in your plan.

Road Defaults

You can access the **Road Defaults** dialog from the **Default Settings** dialog, or by double-clicking the **Road Tools** button.

The settings in this dialog are the same as those in the **Road Specification** dialog. See “Road Specification Dialog” on page 702.

Driveway Defaults

You can access the **Driveway Defaults** dialog from the **Default Settings** dialog, or by double-clicking the **Driveway** button.

The settings in this dialog are the same as those in the **Driveway Specification** dialog. See “Driveway Specification Dialog” on page 704.

Road Marking Defaults

You can access the **Road Marking Defaults** dialog from the **Default Settings** dialog, or by double-clicking the **Road Marking** button.

The settings in this dialog are the same as those in the **Road Marking Specification** dialog. See “Road Marking Specification Dialog” on page 704.

Sidewalk Defaults

You can access the **Sidewalk Defaults** dialog from the **Default Settings** dialog, or by double-clicking the **Sidewalk** button.

The settings in this dialog are the same as those in the **Terrain Path Specification** dialog, but only affect sidewalks and not other types of terrain paths. See “Terrain Path Specification Dialog” on page 675.

Road, Driveway and Sidewalk Tools

Road objects can be drawn in floor plan view, camera views and overviews, but only when a Terrain Perimeter exists in the plan. See “Terrain Perimeter” on page 648.

When road objects are first placed into your plan, their initial dimensions and properties are controlled by their default settings. See “Road and Sidewalk Defaults” on page 695.

Road objects created with the Road Tools have a consistent width that can be defined in their specification dialogs. See “Road Specification Dialog” on page 702, “Terrain Feature Specification Dialog” on page 672, and “Terrain Path Specification Dialog” on page 675.

objects are flat along their widths, which makes it easy to create roads on sloping terrain.

Roads have curbs, and Sidewalks and Driveways cut out curbs and gutters wherever they meet a Road or a Road Polyline.

Once road objects have been placed, they can be edited individually or as a group. See “Editing Road Objects” on page 701.

Straight Road

To place a road without any curves, select **Terrain> Road> Straight Road** and click and drag to draw a line in floor plan view. The ends of multiple road sections can be connected together.

Roads are edited alone their center line like CAD lines and polylines. See “Editing Line Based Objects” on page 170.

Spline Road

Use **Terrain> Road> Spline Road** to draw a curved road. Spline roads are drawn and edited like CAD splines. See “Splines” on page 997.

Polyline Road

A polyline can be used to model roads of any shape. It is ideal for creating parking lots and other non-linear road surfaces. Roads created with the **Polyline Road** tool conform to the surface of the terrain beneath them.

To place a road polyline select **Terrain> Road> Polyline Road** and click and drag to draw a rectangular polyline in floor plan view.

Road Polylines are edited alone their center line like polylines. See “Polylines” on page 988.

Median

A median is a polyline that can be used within a road. The median is

made of the same material as the terrain beneath it and has a curb if the road that encompasses it has one.

To place a median select **Terrain> Road> Median** and click and drag to draw a rectangular polyline in floor plan view. Road median polylines must be contained within a road.

Road medians are edited just like CAD polylines. See “Polylines” on page 988.

Polylines can be converted to road medians. See “Converting Objects” on page 219.

Cul-de-sac

A **Cul-de-sac** is a road object with a special, rounded shape that can be placed at the end of a Road object. Select **Terrain> Road> Cul-de-sac** and click on the end of a road to place a cul-de-sac at that location.

Culs-de-sac cannot be placed on road polylines.

Culs-de-sac can be edited just like CAD polylines. See “Editing Closed-Polyline Based Objects” on page 184.

Road Stripe

The **Road Stripe** tool allows you to paint lines on a road surface.

To place a road stripe, select **Terrain> Road> Road Stripe** and click and drag to draw a line within a road in floor plan view. Multiple road stripes can be connected together.

Road Stripes are edited like CAD lines. See “Editing Line Based Objects” on page 170.

Road Marking

A **Road Marking** paints polylines on a road surface, allowing any shape to be created.

To place a road marking select **Terrain> Road> Road Marking** and click and drag to draw a rectangular polyline within a road in floor plan view.

Road markings are edited like CAD polylines. See “Polylines” on page 988.

A driveway is a road without a curb. A driveway cuts out a curb wherever it meets a road or a road polyline. Like a road, the elevation of a driveway is flat across its width.

Straight Driveway

To create a driveway, select **Terrain> Driveway> Straight Driveway**, then click and drag to draw a line. Multiple driveway sections can be connected together.

Height, thickness and material information can be specified in a driveway's specification dialog. See "Driveway Specification Dialog" on page 704.

Driveways are edited like other line-based objects. See "Editing Line Based Objects" on page 170.

Spline Driveway

Use the **Spline Driveway** tool to create a curved driveway. Select **Terrain> Driveway> Spline Driveway**. Spline driveways are drawn and edited like CAD splines. See "Splines" on page 997.

Polyline Driveway

Use the **Polyline Driveway** tool to create a sidewalk of any shape. Driveway polylines conform to the surface of the terrain beneath them.

To place a driveway polyline, select **Terrain> Driveway> Driveway Polyline** and click and drag to draw a rectangular polyline in floor plan view.

Driveway polylines are edited just like CAD polylines. See "Polylines" on page 988.

Straight Sidewalk

To create a sidewalk with no curves, select **Terrain> Sidewalk> Straight Sidewalk**, then click and drag from end to end to draw a line. The ends of multiple sidewalk sections can be connected together.

Sidewalks are edited along their center line like line- and polyline- based objects. See "Editing Line Based Objects" on page 170.

Sidewalks can be edited in their specification dialog. See "Terrain Path Specification Dialog" on page 675.

Spline Sidewalk

Use the **Spline Sidewalk** tool to create a curved sidewalk. Select **Terrain> Sidewalk> Spline Sidewalk**. Spline roads are drawn and edited like CAD splines. See "Splines" on page 997.

Polyline Sidewalk

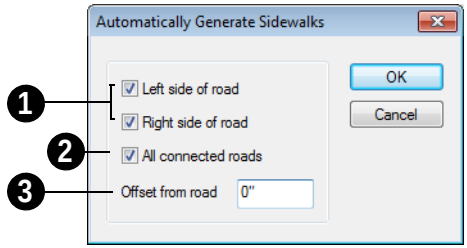
Use the polyline sidewalk tool to create a sidewalk of any shape. Sidewalk polylines conform to the surface of the terrain beneath them.

To place a sidewalk polyline select **Terrain> Sidewalk> Sidewalk Polyline** and click and drag to draw a rectangular polyline in floor plan view.

Sidewalk polylines are edited just like CAD polylines. See "Polylines" on page 988.

Auto Generate Sidewalks

Select a road or median and click the **Auto Generate Sidewalk** edit button to open the **Auto Generate Sidewalks** dialog.



1 **Left/Right Side of Road -** Check one or both boxes to generate a sidewalk on the selected road object.

2 Check **All Connected Roads** to generate a sidewalk along all other roads connected to the selected road object.

3 **Offset From Road -** Specify a gap between the generated sidewalk and the selected road object.

Driveway Area

A **Driveway Area** is a terrain feature with a concrete material assignment. To create a driveway, select **Terrain> Road and Sidewalk> Driveway Area**, then click and drag from corner to corner to draw a rectangle. See “Polylines” on page 988.

Height, thickness and material information can be specified in a driveway’s specification dialog. See “Terrain Feature Specification Dialog” on page 672.

Driveways can be edited like other closed polylines. See “Editing Closed-Polyline Based Objects” on page 184.

Parking Lot

A **Parking Lot** is a terrain feature with an asphalt material assignment. To place a parking lot, select **Terrain> Road and Sidewalk> Parking Lot** , then click and drag from corner to corner to draw a rectangle. See “Polylines” on page 988.

Height, thickness and material information can be specified in a parking lot’s specification dialog. See “Terrain Feature Specification Dialog” on page 672.

Note: The Driveway Area and Parking Lot tools are only available in Chief Architect Lite. See “Chief Architect Premier vs Interiors vs Lite” on page 27.

Displaying Road Objects

Roads and sidewalks display in floor plan and 3D views based on the settings for their layers in the **Layer Display Options** dialog. See “Layers” on page 127.

In 3D Views

Road objects display in 3D views within the Terrain Perimeter. If the display of the Terrain Perimeter is turned off in 3D views, roads and sidewalks will not display, either: even if their layers are turned on.

By default, terrain rebuilds automatically when road objects are added, removed or edited. If it does not, you can select **Terrain**> **Build Terrain** . See “Terrain Perimeter” on page 648.

Editing Road Objects

Road objects can be selected individually and as a group in 2D and 3D views and edited using the edit handles, the edit toolbar and their specification dialogs.

Using the Mouse

The edit handles available for a selected road object depend on the type of object selected.

- **Straight Roads** , straight **Driveways** , straight **Road Stripes** , and **Straight Sidewalks** are edited along their centerline like a line or open polyline. See “Editing Line Based Objects” on page 170.
- **Spline Roads** and **Spline Sidewalks** are edited along their centerline like CAD splines. See “Splines” on page 997.
- **Polyline Roads** , **Cul-de-sacs** , **Medians** , **Road Markings** **Polyline Driveways** and **Polyline Sidewalks** are edited along their perimeter, like standard polylines. The width is determined by the polyline’s shape. See “Editing Closed-Polyline Based Objects” on page 184.
- **Medians** are also edited like polylines.

In the Specification Dialog

Road objects can be customized in their specification dialogs. See “Road Specification Dialog” on page 702, “Terrain Feature Specification Dialog” on page 672, and “Terrain Path Specification Dialog” on page 675.

Using the Edit Tools

A selected road object can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

Convert to Polyline Object

A selected Straight or Spline Road, Sidewalk or Driveway can be converted into a Polyline Road, Sidewalk or Driveway by clicking the **Convert to Polyline Object** edit button.

Polyline Roads, Sidewalks and Driveways display the same edit handles as closed polylines, allowing you to edit their shapes as much as needed.

Adding Road Objects to the Library

You can create your own road objects and save them to the library. Select any combination of elevation points, elevation lines, terrain features, roads, sidewalks, road markings, or even the terrain perimeter itself and send them to the library as one unit.

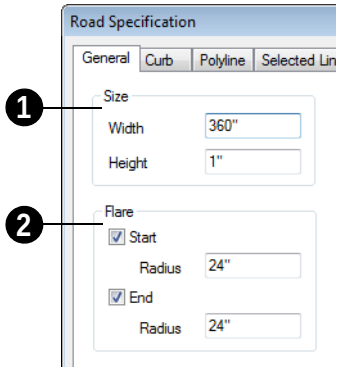
When a group of terrain objects from the library is placed into a plan, each object becomes independent and can be edited individually. See “Adding Library Content” on page 754.

Road Specification Dialog

To open the **Road Specification** dialog, select a Straight Road, Spline Road, Polyline Road, Median or Cul-de-sac and click the **Open Object** edit button.

Many of the settings in this dialog are similar to those in the **Terrain Path Specification** dialog.

General Tab



1. Specify the **Width** and **Height** of the road relative to the terrain.

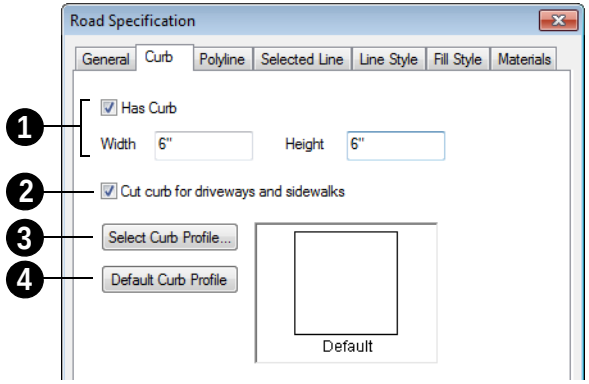
The **Width** option is not available for culs-de-sac and non-centerline roads.

2. **Flare** - Roads can be flared at the **Start** and the **End** when they intersect with other road objects. Check one or both boxes.

- **Radius** - Enter the flare radius.

Flaring is not available for culs-de-sac or non-centerline roads.

Curb Tab



1. Check **Has Curb** if you want the selected road to contain a curb.
   - Enter a **Width** value for the curb.
   - Enter a **Height** value for the curb.
2. Check **Cut Curb for Driveways and Sidewalks** to cut the curb for driveways and sidewalks.
3. Click **Select Curb Profile** to select another curb profile.
4. Click **Default Curb Profile** to use the default curb profile.

Polyline Tab

The Polyline tab lists the length of the road's Perimeter, Area and Volume. Not available in the **Road Defaults** dialog. For more information, see "Polyline Tab" on page 990.

Selected Line/Arc Tab

The Selected Line tab is available when a Straight Road is selected. For more information, see "Line Tab" on page 977.

The Selected Arc tab is available when the curved segment of a Straight Road is selected. See "Arc Tab" on page 985.

Spline Tab

The Spline tab is available when a Spline Road is selected. Specify the angle between the line segments used to draw the spline. For more information, see "Spline Tab" on page 990.

Line Style Tab

This tab is the same as the Line Style tab in many other specification dialogs. See "Line Style Tab" on page 977.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the selected object in floor plan view. For information about these settings, see "Fill Style Tab" on page 991.

Materials Tab

The settings on the Materials tab affect the appearance of the selected object in 3D views. For information about these settings, see “Materials Tab” on page 777.

The material selected here is not calculated in the Materials List. See “Materials Lists” on page 1159.

Median Specification Dialog

Select a median and click the Open Object edit button to open the **Median Specification** dialog.

The settings in this dialog are similar to those in the **Road Specification** dialog.

Driveway Specification Dialog

Select a driveway and click the **Open Object** edit button to display the **Driveway Specification** dialog.

The settings in this dialog are also found in the **Driveway Defaults** dialog and are similar to those in the **Road Specification** dialog. See “Road Specification Dialog” on page 702.

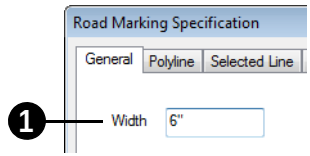
Road Marking Specification Dialog

Select a Road Marking or Road Stripe and click the **Open Object** edit button to open the **Road Marking Specification** dialog.

The settings in this dialog are also found in the **Road Marking Defaults** dialog and are similar to those in the **Road Specification** dialog. See “Road Specification Dialog” on page 702.

General Tab

The Width setting on the General tab is only available for Road Stripes.



1 Enter a **Width** value for the selected Road Marking.

Polyline Tab

The Polyline tab lists the Length/Perimeter of the selected Road Marking, its Area, and its Volume. Not available in the **Road Marking Defaults** dialog. For more information, see “Polyline Tab” on page 990.

Selected Line/Arc Tab

The Selected Line tab is available when the straight segment of a road marking is selected. See “Line Tab” on page 977.

The Selected Arc tab is available when the curved segment of a road marking is selected. See “Arc Tab” on page 985.

Line Style Tab

This tab is the same as the Line Style tab in many other specification dialogs. See “Line Style Tab” on page 977.

Fill Style Tab

The settings on the Fill Style tab affect the appearance of the selected object in floor plan view. For information about these settings, see “Fill Style Tab” on page 991.

Materials Tab

The settings on the Materiasl tab affect the appearance of the selected object in 3D views. For information about these settings, see “Materials Tab” on page 777.

The material selected here is not calculated in the Materials List. See “Materials Lists” on page 1159.

Chapter 23:

Other Objects

Chief Architect has additional objects that can be used to customize your design.

Chapter Contents

- Primitive Tools
- Creating Primitives
- Editing Primitives
- 3D Box Specification Dialog
- Sphere Specification Dialog
- Cylinder Specification Dialog
- Cone Specification Dialog
- Polyline Solids
- Polyline Solid Specification Dialog
- General Shapes
- Soffits
- Special Applications for Soffits
- Calculating Materials on Soffits
- Soffit Specification Dialog
- Distributed Objects
- Distribution Region/Path Specification Dialogs
- Fireplaces
- Fireplace Specification Dialog
- Library Fireplaces
- Chimneys

Primitive Tools

The Primitive Tools allow you to create basic solid geometric shapes, which can be combined to create a wide variety of custom solid objects. Select **Build> Primitive** to display the Primitive Tools.

With the exception of Faces, objects made with the Primitive Tools are included in materials list calculations, although it is best that their specified materials are either Concrete or Volume material types. See “Define Material Dialog” on page 786.

Box

Select the **Box** tool, then click and drag to draw a solid 3D box.

Sphere

Select the **Sphere** tool, then click and drag to draw a solid 3D sphere.

Cylinder

Select the **Cylinder** tool, then click and drag to draw a solid 3D cylinder.

Cone

Select the **Cone** tool, then click and drag to draw a solid 3D cone.

Polyline Solid

Select the **Polyline Solid** tool, then click and drag to draw a polyline solid. Despite their name, polyline solids are not true solids; however, they can be converted into solids. See “Polyline Solids” on page 717.

Face

Select the **Face** tool, then click and drag to draw the edges of a two-dimensional surface. Faces are two-sided, can display in 3D views and be used to create custom Solid objects. See “Face Objects” on page 709.

Creating Primitives

Primitive solids are drawn similar to the way CAD boxes and circles are. Depending on the view in which they are created, however, the method may differ somewhat.

In Floor Plan View

In floor plan view, primitive solids are drawn much the way boxes and circles are. Select a tool, then click and drag to define an area.

- To create 3D **Box** , click and drag in any direction other than vertical or horizontal to define the width and depth of the box’s base. Its initial height is 1”.
- To create a **Sphere** , **Cylinder** or **Cone** , click and drag in any direction to define the radius.

- As it is drawn, the height of a **Cylinder** or **Cone** is equal to its radius.

Initially, the bottom surface of boxes, cylinders and cones, and the center point of spheres, are all set at 0” on the Z axis. See “Entering Coordinates” on page 152.

In 3D Views

In 3D views, the height of boxes, cylinders and cones can be defined as they are drawn.

- To create 3D **Box**, **Cylinder** or **Cone**, click and drag to define the width and depth of the box’s base, then drag upward or downward to define its height.
- Drag upward to set the height of the bottom surface at 0”, or drag downward to set the top surface at 0”.
- To create a **Sphere**, click and drag in any direction to define its radius.

In Cross Section/Elevation Views

With the exception of **Polyline Solids** and **Faces**, primitives cannot be created in cross section/elevation views. See “Polyline Solids” on page 717.

Convert to Solid

Click the **Convert To Solid** edit button to convert the selected polyline solid or slab into a solid so that it can be used with other solids to create complex structures.

Face Objects

Regardless of the view, primitive faces are drawn the way line-based objects are when the **Alternate** edit behavior is active. See “Alternate” on page 163.

To draw a Face

1. Select **Build> Primitive> Face**, then click, drag and release the mouse button to draw the first edge.
2. Click to define the endpoints of additional edges. A Face must have at least three edges.
3. To finish drawing, click at the original starting point. This is easiest to do when **Endpoint** snapping is enabled. See “Object Snaps” on page 146.

Once drawn, Faces can be extruded to create Solid objects. See “Extrude Object” on page 711.

Editing Primitives

Primitives can be selected individually and as a group and edited using the edit handles, the edit toolbar and their respective specification dialogs.

Using the Mouse

Objects drawn using the Primitive Tools can be edited similar to CAD boxes or circles. When selected, a primitive displays six edit handles: a Move handle, a Rotate handle and

a Resize handle on each edge. Unlike CAD boxes or circles, primitives do not have corner Resize edit handles.

Faces are the exception to this statement. Like Polyline Solids, they have Resize edit handles on each edge and can be edited like closed polylines. See “Editing Closed-Polyline Based Objects” on page 184.

Using the Edit Tools

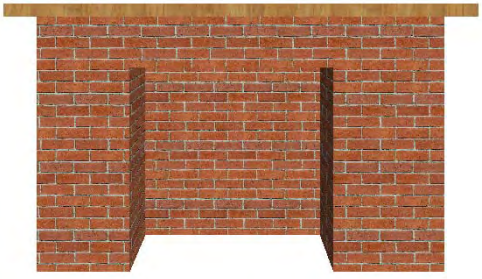
A selected primitive or primitives can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

Creating Complex Structures with Primitives

Primitive objects can be manipulated and combined to produce complex structures.

Use the **Union**, **Intersection** and **Subtract** edit tools to create unique 3D shapes and combine shapes into **Architectural Blocks**. See “Architectural Blocks” on page 737.

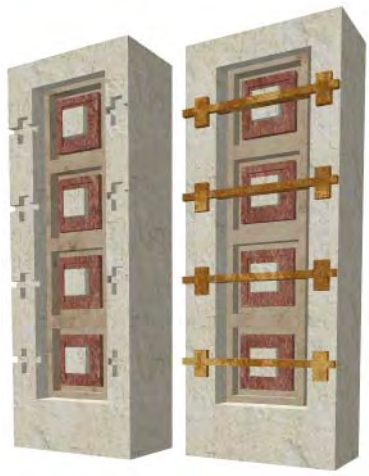
A fireplace, for example, can be created by arranging 3D **Boxes**.



A custom chimney can be designed using 3D **Boxes** and **Cylinders** and the **Union** and **Subtract** edit tools.

A detailed model truck can be created using 3D **Boxes** and **Cylinders** and the **Union**, **Intersection** and **Subtract** edit tools.

Decorative stone columns can be modeled using 3D **Boxes** and the **Union**, and **Subtract** edit tools.



When a primitive has been manipulated using the **Union**, **Intersection** and **Subtract** edit tools, it is no longer a primitive that can be resized or reshaped using the edit handles or specification dialog. Instead, it is a considered a solid. See “Shape Specification Dialog” on page 717.

Structures created using the Primitive Tools can be converted to symbols. See “Convert to Symbol” on page 1080.

Explode Shape

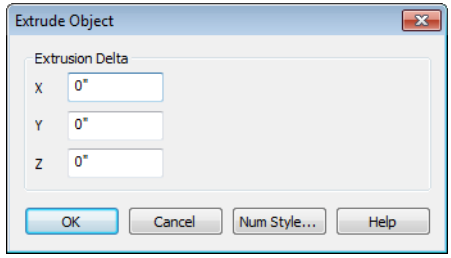
The **Explode Shape** edit tool allows you to explode a selected Solid object into a collection of faces.

Extrude Object

The **Extrude Object** edit tool allows you to produce a Solid object by extruding a selected Face object in any direction. See “3D Drafting” on page 29.

To use Extrude Object

1. Select a Face object and click the **Extrude Object** edit button.



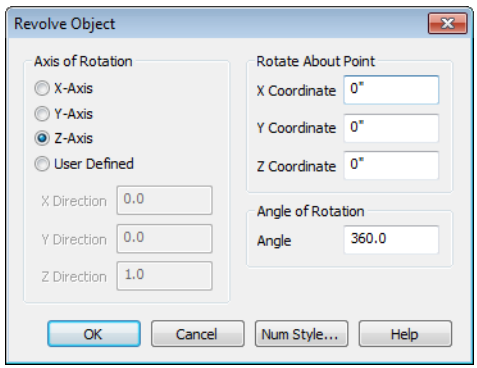
2. In the **Extrude Object** dialog, specify the **Extrusion Delta**, which is the direction and distance that the object is extruded.
   - Specify the distances that the object should extrude in the directions of each of the three axes.
3. Click OK.

Revolve Object

The **Revolve Object** edit tool allows you to produce a Solid object by extruding a selected Face object while rotating it around an axis or point that you specify.

To use Revolve Object

1. Select a Face object and click the **Revolve Object** edit button.



2. In the **Revolve Object** dialog, specify the **Axis of Rotation**, which determines the direction that the object will rotate. The Axis of Rotation is a line that is perpendicular to the direction in which the object will rotate.
   - Select **X-Axis** to revolve the object around a line that runs parallel to the X Axis in the current plan. The object will revolve in the Y and Z axes.
   - Select **Y-Axis** to revolve the object around a line that runs parallel to the Y Axis in the current plan. The object will revolve in the X and Z axes.
   - Select **Z-Axis** to revolve the object around a line that runs parallel to the Z Axis in the current plan. The object will revolve in the X and Y axes.
   - Select **User Defined** to define the axis around which the object will revolve.

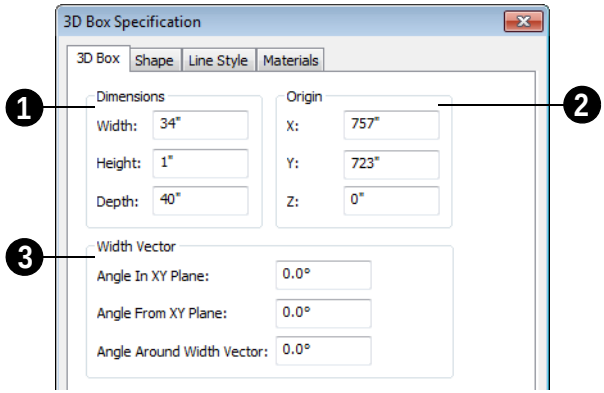
> The Axis of Rotation cannot be normal, or perpendicular, to the plane of the selected Face object. If it is, a warning message will display and the object will not be revolved.

3. When User Defined is selected, the **X**, **Y** and **Z Direction** fields become active. Type a length value in each field to specify the direction of a custom Axis of Rotation. All three values cannot be 0. No specific unit is used: instead, the ratio between these numbers is used to define an axis of rotation.
4. Specify the **Rotate About Point**, which is the point around which the object will rotate.
5. Specify the **Angle of Rotation**, which is how far around the axis of rotation that the object will rotate. A value of 180° will rotate the object half-way around the axis, while 360° will rotate it in a complete circle.
6. Click OK.

3D Box Specification Dialog

Select a 3D box and click the **Open Object** edit button to open the **3D Box Specification** dialog.

When you first draw a 3D box, the origin of the box is the point where you start drawing it; the width of the box is the X axis dimension.



1 **Dimensions** - Use this section to specify the size of the box.

- Enter the **Width**, **Height**, and **Depth** of the box.

2 **Origin** - Use these settings to position the origin of the box in relation to the origin point of your plan. See “Entering Coordinates” on page 152.

- Enter the **X**, **Y**, and **Z** delta coordinates for the box.

3 **Width Vector** - A width vector is an invisible line that runs the width of the box. Use the width vector settings to precisely control the rotation of the box in free space.

- **Angle in XY Plane** - Enter a number from 1 to 360° to specify the rotation of the box on the X axis.
- **Angle From XY Plane** - Enter a number from 1 to 360° to specify the rotation of the box on the Y axis.
- **Angle Around Width Vector** - Enter a number from 1 to 360° to specify the rotation of the box on the Z axis.

Shape Tab

For information about the settings on this tab, see “Shape Tab” on page 717.

Line Style Tab

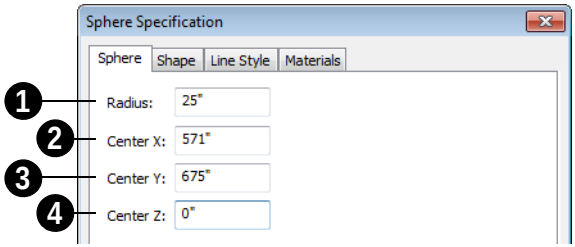
For information about the settings on this tab, see “Line Style Tab” on page 977.

Materials Tab

For information about the settings on this tab, see “Materials Tab” on page 777.

Sphere Specification Dialog

Select a sphere and click the **Open Object** edit button to open the **Sphere Specification** dialog.



1. **Radius** - Specify the radius of the sphere.
2. **Center X** - Specify the exact position of the sphere by entering the location of the center on the X axis.
3. **Center Y** - Enter the position of the sphere center relative to the Y axis.
4. **Center Z** - Enter the position of the sphere center relative to the Z axis.

Shape Tab

For information about the settings on this tab, see “Shape Tab” on page 717.

Line Style Tab

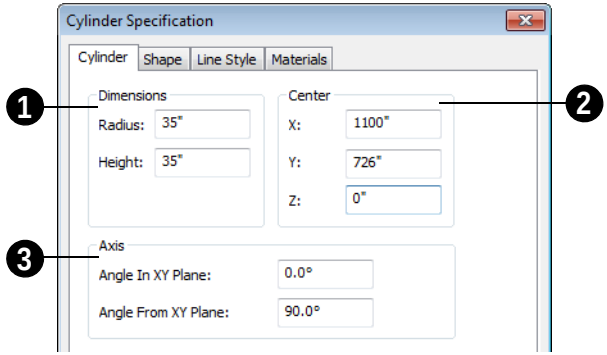
For information about the settings on this tab, see “Line Style Tab” on page 977.

Materials Tab

For information about the settings on this tab, see “Materials Tab” on page 777.

Cylinder Specification Dialog

Select a cylinder and click the **Open Object** edit button to open the **Cylinder Specification** dialog.



1 **Dimensions** - Use these settings to specify the size of the cylinder.

- Specify the **Radius** and **Height** of the cylinder.

2 **Center** - Locate the cylinder precisely with these settings.

- **X** - Enter the location of the cylinder center along the X axis.
- **Y** - Enter the location of the cylinder center along the Yaxis.
- **Z** - Enter the location of the cylinder center along the Z axis.

3 **Axis** - The axis is an invisible line that runs the length of the cylinder. By default, this axis is vertical. Use the Axis settings to control the rotation of the cylinder in free space.

- **Angle in XY Plane** - Use this number to control the rotation on the X axis. Because the cylinder is round, it only changes appearance if you also enter a number in **Angle From XY Plane**.
- **Angle From XY Plane** - This number controls the rotation of the cylinder on the Y axis.

Shape Tab

For information about the settings on this tab, see “Shape Tab” on page 717.

Line Style Tab

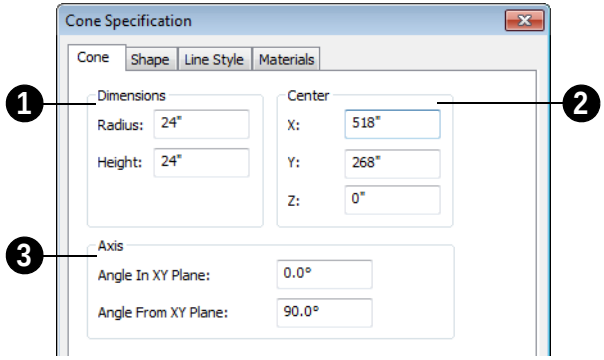
For information about the settings on this tab, see “Line Style Tab” on page 977.

Materials Tab

For information about the settings on this tab, see “Materials Tab” on page 777.

Cone Specification Dialog

Select a cone and click the **Open Object** edit button to open the **Cone Specification** dialog.



1 **Dimensions** - These setting specify the size of the cone.

- Specify the **Radius** and **Height** of the cone.

2 **Center** - You can locate the cone precisely relative to the origin using these settings.

- **X** - Enter the location of the cone center along the X axis.
- **Y** - Enter the location of the cone center along the Yaxis.
- **Z** - Enter the location of the cone center along the Z axis.

3 The **Axis** is an invisible line that runs the length of the cone. By default, this axis is vertical. Use the Axis settings to control the rotation of the cone in free space.

- **Angle in XY Plane** - Use this number to control the rotation on the X plane. Because the cone is round, it only changes appearance if you also enter a number in **Angle From XY Plane**.
- **Angle From XY Plane** - This number controls the rotation of the cone on the Y plane.

Shape Tab

For information about the settings on this tab, see “Shape Tab” on page 717.

Line Style Tab

For information about the settings on this tab, see “Line Style Tab” on page 977.

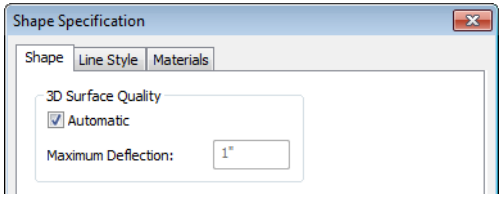
Materials Tab

For information about the settings on this tab, see “Materials Tab” on page 777.

Shape Specification Dialog

Select a Face, a solid created using the **Union**, **Intersection** and **Subtract** edit tools, or a solid created by converting a slab or polyline solid and click the **Open Object** edit button to open the **Shape Specification** dialog.

Shape Tab



The **3D Surface Quality** settings control how any curved surfaces on the selected object are rendered in 3D views.

- Check **Automatic** to have the program define the Maximum Deflection, which is the amount each flat, triangular surface used to represent a curved surface in 3D can deviate from the true curvature of the object. For more information about triangles, see “Higher Quality Rendering” on page 845.
- Specify the **Maximum Deflection** in plan inches (mm). This value is the maximum distance that a point on a triangle can be from the true location of the curved surface. Lower values produce more triangles and a smoother appearance in 3D views.

Line Style Tab

For information about the settings on this tab, see “Line Style Tab” on page 977.

Materials Tab

For information about the settings on this tab, see “Materials Tab” on page 777.

Polyline Solids

Polyline Solids are polyline shaped 3D objects with a specified thickness. They can be oriented either horizontally or vertically and are useful for creating custom details anywhere in your 3D model.

Creating Polyline Solids

A horizontal polyline solid can be created in floor plan view or any 3D view by selecting **Build> Primitive> Polyline Solid**, then either clicking clicking and dragging to draw

a rectangle. See “Rectangular Polyline” on page 992.

A vertical polyline solid can be created in a cross section/elevation view by selecting

Build> Primitive> Polyline Solid , then either clicking or clicking and dragging to draw a rectangle. The polyline solid is placed in front of any objects visble in the view. If no objects are behind, the polyline solid is placed one foot in front of the camera.

Polyline solids can be edited the way other closed polyline-based objects are. See “Editing Closed-Polyline Based Objects” on page 184.

Holes in Polyline Solids

You can create a hole in a polyline solid by drawing one polyline solid entirely inside of another. Select the smaller of the two and check **Hole in Polyline Solid** in its specification dialog.

Both the larger and smaller polyline solid must be drawn in the same type of view in order for the smaller one to become a hole.

Converting CAD Polylines

A closed CAD polyline can be converted into a polyline solid in floor plan and cross section/elevation views using the **Convert Polyline** edit button. See “Convert Polyline” on page 219.

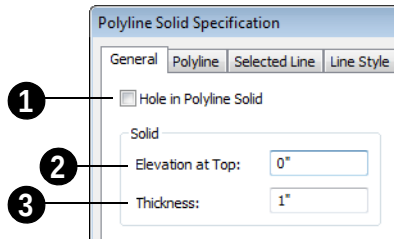
Convert to Solid

You can convert a polyline solid to a primitive in order to build complex solid structures. Select the polyline solid you want to convert and click **Convert to Solid** on the edit toolbar.

Polyline Solid Specification Dialog

To open the **Polyline Solid Specification** dialog, click on a polyline to select it, then click the **Open Object** edit button.

General Tab



1. Check **Hole in Polyline Solid** to convert the polyline solid into a hole in a surrounding polyline solid.

2. Specify **Elevation at Top**, which is the height of the top surface of the polyline solid. This property is not available for vertical polyline solids, which are drawn in a cross section/elevation view.

3. Specify the **Thickness** of the polyline solid. Increasing the thickness will cause the polyline solid to grow upward (horizontal) or toward the elevation/cross section camera (vertical).

Polyline Tab

The Polyline tab indicates the length of the polyline solid's **Perimeter**, its enclosed **Area**, and its **Volume**. See "Polyline Tab" on page 990.

If the selected Polyline Solid has any Holes in it, they will be subtracted from the **Area** and **Volume** values. See "Holes in Polyline Solids" on page 718.

Selected Line Tab

For information about the settings on this tab, see "Line Tab" on page 977.

Line Style Tab

For information about the settings on this tab, see "Line Style Tab" on page 977.

Fill Style Tab

For information about the settings on this tab, see "Fill Style Tab" on page 991.

Materials Tab

For information about the settings on this tab, see "Materials Tab" on page 777.

General Shapes

Items in the Chief Architect Content> Shapes library allow you to create a variety of custom objects using basic geometric shapes. These shapes can can be used individually or combined to create a wide variety of custom objects.

General Shape objects are placed and edited much like other library objects. See "Editing Box-Based Objects" on page 188.

Soffits

Soffits typically fill the space between the tops of wall cabinets and the ceiling, but they are very versatile and can be used to create almost any other object that can be modeled as a 3D box. Select **Build> Cabinet> Soffit** to activate this tool.

Soffit Defaults

The default settings for soffits are set in the **Soffit Defaults** dialog. The settings in this dialog are similar to those in the **Soffit Specification** dialog. See "Soffit Specification Dialog" on page 722.

For best results when placing soffits above wall cabinets:

- The default soffit should be the same width as and 1" (20mm) deeper than the default wall cabinet. See "Cabinet Defaults" on page 611.
- The default soffit **Floor to Bottom** value should equal the sum of the default wall cabinet's Floor to Bottom value plus its Height. See "General Tab" on page 723.
- The default soffit **Height** should be equal to or greater than the space between the ceiling and the top of the wall cabinets.

If the sum of the default soffit's Floor to Bottom value and Height is larger than the ceiling height of the room in which a soffit is placed, the Floor to Bottom value will be retained and its Height will be adjusted so that it fits under the ceiling.

The maximum soffit width is 170 feet (52m), and the minimum width is 1/16" (1 mm).

Once a soffit is placed in a plan, you can change its size and position to meet a variety of needs.

Placing Soffits

Soffits can be created in both 2D and 3D views by simply clicking with the **Soffit** tool active. See "Click-to-Create" on page 150.

They can be assigned materials that are calculated in the Materials List, but by default they use the material assigned to the default wall. See "Wall, Railing and Fencing Defaults" on page 238.

When positioned against a wall in a room, soffits will display any moldings present in that room that are at the same height as the soffit. See "Moldings Tab" on page 323.

Like cabinets, soffits can also have custom molding profiles specified. See "Moldings Tab" on page 640.

To create a corner soffit, click as close to an inside wall corner as possible. A corner soffit retains its shape when it is moved, edited, or copied.

When a soffit is created, it is placed on the "Cabinets, Soffits" layer. See "Displaying Objects" on page 128.

Special Applications for Soffits

Anything that can be represented by a three dimensional box of any size or angle can be represented by a soffit. They can be resized to as small as 1/16" x 1/16" x 1/16" (1mm x 1mm x 1mm) or as large as 135 feet (32m).

> Note: Polyline Solids are better suited for creating irregular or curved shapes. See "Polyline Solids" on page 717.
> For a box that can be rotated around any side, a 3D box may be better suited. See "Box" on page 708.

Soffits can have materials applied to them to represent simple mirrors, posts, chimneys and so on.

Following are some additional examples.

Accent Tiles

A material such as ceramic tile can be assigned to one or more soffits applied to the walls above tubs or in showers.

Masonry Veneer

As an alternative to pony walls, create a brick or stone veneer that extends halfway up a wall using soffits placed around the base of the house. Specify a depth for the soffits equal to the masonry material to be used.

Soffits automatically stop at the floor platform when moved downward. To place a soffit for a brick ledge, create a **Cross Section/Elevation** view looking straight at the brick ledge. Select the brick soffit, hold the Ctrl key down, grab the soffit by its middle handle, and drag it down past the floor so that it covers the floor platform edge as well. See “Unrestricted Movement” on page 203.

Calculating Materials on Soffits

The number of bricks, tiles, shingles, shakes or other materials applied to a soffit is calculated using the following rules:

- If the soffit depth is less than the larger of 4 inches (10 mm) or 1 ½ times the material thickness, then only the front area of the soffit is used. Thus if a soffit is 48"x48”x4” thick, and the Dark Red brick material is used (3"x 8" with 3/8” mortar joint) the front of the soffit is 48"x48”=2304 square inches. Including the mortar joint, each brick requires 3 3/8” x 8 3/8” = 28.26 square inches. 2304 sq. in. divided by 28.26 sq. in. per brick gives 81.5 bricks.
- If the soffit depth is greater than both 4 inches (10 mm) and 1 ½ times the material thickness, then the surface areas of the soffit back, sides and top are used in addition to the front, if these surfaces are not attached to a wall or other soffit. However, only those portions of the sides, top and bottom remaining after subtracting twice the material thickness are used. So, for Dark Red brick, which has a depth of 4", the sides, top and bottom surface areas cannot contribute to the

brick count unless the soffit depth is greater than 8 inches.

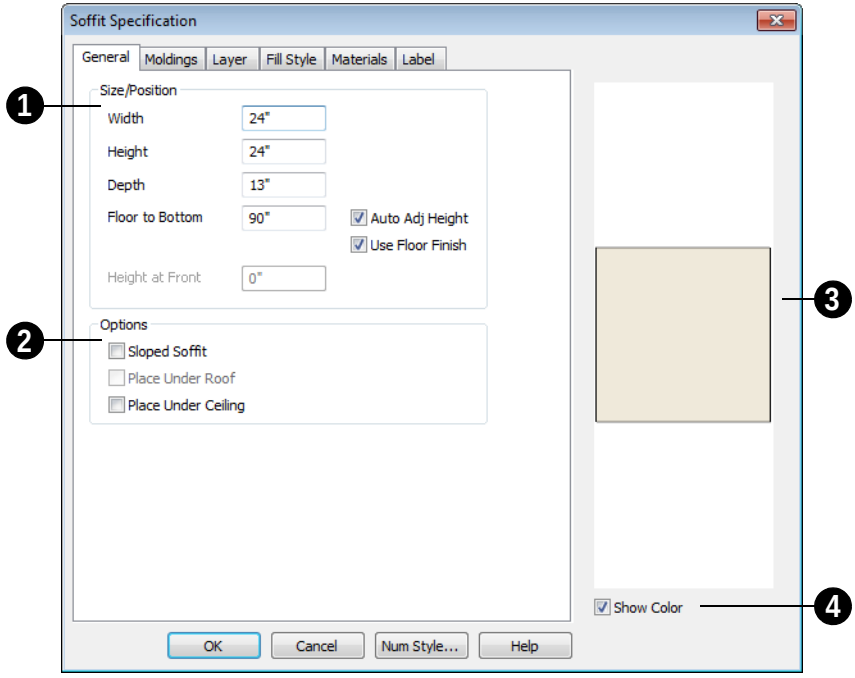
- If surface materials such as brick are applied to a large soffit, the soffit center is assumed to be hollow, with only a single layer of the material applied to each applicable face.
- For shingles and shakes, the overlap amount should be subtracted from the height, as opposed to brick or tile, where the joint width is added to the size.
- For materials in the area category, the soffit area calculation above is used, with the material thickness treated as zero.
- For materials in the volume, concrete or earth categories, the true volume of the soffit is used.

Soffit Specification Dialog

To customize a soffit using the **Soffit Specification** dialog, double-click on the soffit using the **Soffit** tool or select the soffit and click the **Open Object** edit button.

The settings in this dialog are similar to those in the **Soffit Defaults** dialog, but affect only the selected object(s).

General Tab



1 Define the **Size** and **Position** of the selected soffit relative to the floor or terrain.

- Specify the **Width** of the soffit.
- Define the vertical **Height** of the soffit.
- **Depth** - Define the distance between the front and the back of the soffit. When selected in floor plan view, the front of a soffit has a "V," and the back of the soffit has a triangular rotation handle.
- If the selected soffit is a corner soffit, the **Width** controls its left side width, and **Depth** controls its right side width.
- **Floor to Bottom** - Specify the distance from the bottom of the soffit to the floor. This is sometimes more easily done by positioning the soffit in a 3D view.
- **Height at Front** applies to sloped soffits and becomes enabled when Sloped Soffit is checked. See "Sloped Soffits" on page 724.
- **Auto Adjust Height** - If the soffit is outside a room, check this box to place it relative to the terrain height. When unchecked, the soffit's Height is measured from the default floor height of Floor 1. See "Terrain Height vs Floor Height" on page 649 of the Reference Manual.
- Check **Use Floor Finish** to measure the Floor to Bottom distance from the surface of the floor finish. When unchecked, this

height is measured from the subfloor. Only available when Auto Adjust Height is checked.

❷ **Options** - Specify a sloped soffit and/or position relative to the roof or ceiling.

- Check **Sloped Soffit** to slope the soffit vertically from the back up towards the front. When you specify a soffit as sloped, the options on the General tab change. See "Sloped Soffits" on page 724.
- Check **Place Under Roof** to have the soffit's slope follow that of the roof. The soffit moves up and the top of the soffit is in the same plane as the roof, at the same pitch as the roof. Be sure to place the front of the soffit toward the high side of the roof. Only available when **Sloped Soffit** is checked. Not available in the **Soffit Defaults** dialog.
- Check **Place Under Ceiling** to move the soffit vertically until the top contacts the ceiling plane. Not available in the **Soffit Defaults** dialog.

❸ A preview of the soffit displays on the right side of the dialog box.

❹ Check **Show Color** to display the soffit's material in the preview.

Moldings Tab

For information about the settings on this tab, see "Moldings Tab" on page 640.

Layer Tab

For information about the settings on this tab, see "Layer Tab" on page 136.

Fill Style Tab

The settings on the fill style tab affect the selected soffit's appearance in floor plan view. For information about the settings on this tab, see "Fill Style Tab" on page 991.

Materials Tab

For information about the settings on this tab, see "Materials Tab" on page 777.

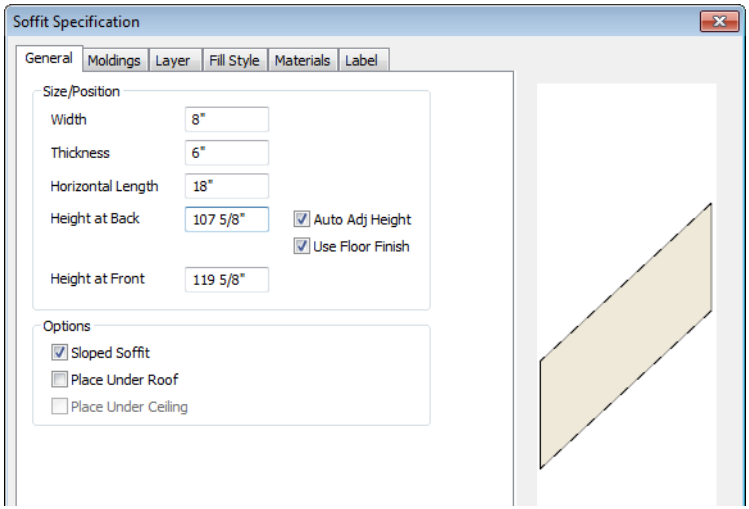
Label Tab

Soffit labels display in floor plan view when the "Cabinets, Labels" layer is turned on and use the Text Style assigned to that layer. The Automatic Label for Soffits is blank, but you can specify a custom label. See "Cabinet Labels" on page 620.

For more information about the settings on this tab, see "Label Tab" on page 1157.

Sloped Soffits

When a soffit is specified as a sloped soffit, the options on the General tab of the **Soffit Specification** dialog change.



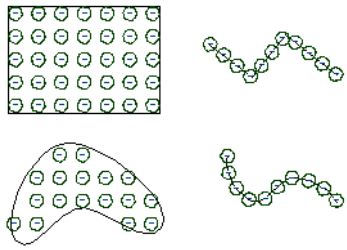
- **Width** is measured left to right across the soffit, parallel to the frontof the soffit.
- **Thickness** is measured perpendicular to the slope of the soffit.
- **Horizontal Length** is measured from back to front in floor plan view. Since the soffit is sloped, this measurement is not the actual length of the soffit. It cannot, for example, be used to determine the length of a sloped beam.

Both the front and back heights of a sloped soffit must be defined.

- **Height at Back** is measured from the finished floor to the lowest point at the back of the soffit.
- **Height at Front** is measured from the finished floor to the underside of the soffit at the upper end.

Distributed Objects

The **Distributed Object** tools allow you to place multiple copies of an object in an evenly spaced array, either within a region or along a path. Select **Build> Distributed Object** to access these tools.



Distribution Regions

Distribution Paths

To create distributed objects

1. Select **Build> Distributed Object** and choose the desired Distributed Object tool.
2. Distribution regions are drawn like other closed polyline and spline-based objects.
   - Click once to place a region with end-points that form a 10’ (4 m) square.
   - Click and drag from end to end to draw a region sized as needed.
3. Distribution paths are drawn like other open polyline and spline-based objects.
   - Click and drag from end to end to draw one or more connected lines or spline segments.
4. Select the region and click the **Open Object** edit button.
5. In the **Distribution Region Specification** dialog:
   - Select the object to be distributed within the region.
   - Specify the distributed objects’ spacing, orientation and positioning.
   - Click **OK** to close the dialog.

Once created, Distribution Regions and Paths can be edited into nearly any shape you require. See “Editing Closed-Polyline Based Objects” on page 184 and “Editing Spline Based Objects” on page 191.

Explode Distributed Objects

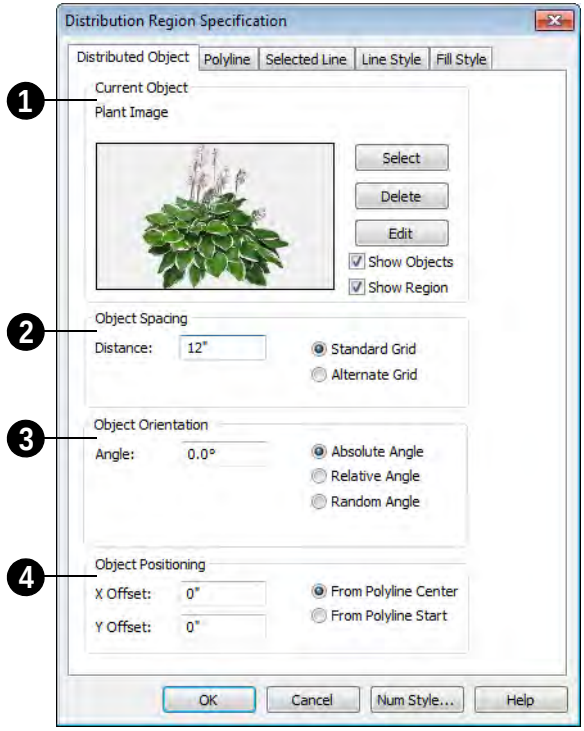
Objects grouped in a Distribution Region or Path cannot be individually selected. You can, however, click the **Explode Distributed Object** edit button to separate a region or path into its individual components. Once exploded, a Distribution Region or Path cannot be regrouped.

Distribution Region/Path Specification Dialogs

Select a Distribution Region or Path and click the **Open Object** edit button to open the **Distribution Region** or **Distribution Path Specification** dialog.

The settings in these two dialogs are similar and most tabs are also found in the specification dialogs for a variety of other CAD-based objects.

Distributed Object Tab - Distribution Region



1 **Current Object** - Specify the object assigned to the selected region.

- Click the **Select** button to choose an object from the library. See "Select Library Object Dialog" on page 763.
- A preview of the Current Object along with its name display to the left.
- Click the **Delete** button to unassign the Current Object from the selected region.
- Click the **Edit** button to open the Current Object's specification dialog. Changes made here affect all objects generated within the region. See "Specification Dialogs" on page 35.
- Check **Show Objects** to display the distributed objects in floor plan view.
- Check **Show Region** to display the edges of the distribution region in floor plan view.

2 **Object Spacing** - Specify how the objects in the region are spaced.

- Specify the **Distance** between the objects in the region, as measured from their center points.
- Select **Standard Grid** to position the objects in rows and columns based on the standard X/Y grid in the program. This grid is affected by **Rotate View**. See "Rotate Plan View" on page 217.

- Select **Alternate Grid** to position the objects in rows and columns based on the shape of the region.

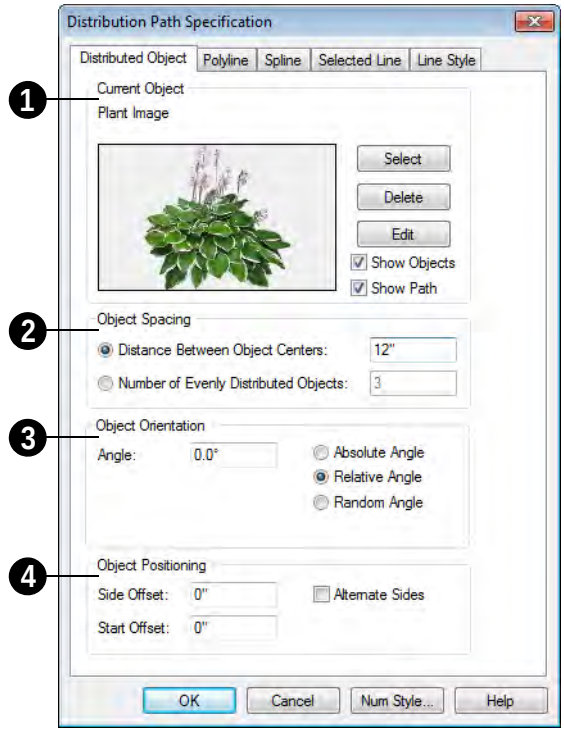
❸ **Object Orientation** - Specify how or if the objects in the region are rotated. These settings do not affect the region itself or its edges.

- Specify the **Angle** that the distributed objects should be placed at.
- Select **Absolute Angle** to rotate the objects to the specified Angle as measured from an imaginary horizontal line drawn from the origin towards the right.
- Select **Relative Angle** to rotate the objects relative to the angle of the region's first edge or, if that edge is curved, to the angle of its chord. The first edge is typically located at the top of the region when it is first created; however, this can change as the region is edited.
- Select **Random Angle** to rotate the objects in the region at a variety of random angles.

❹ **Object Positioning** - Specify the positioning of the distributed objects relative to a point of origin within the region.

- Specify the **X Offset**, the horizontal distance in floor plan view from the region's specified point of origin.
- Specify the **Y Offset**, the vertical distance in floor plan view from the region's specified point of origin.
- Select **From Polyline Center** to measure the offset from the region's center point.
- Select **Polyline Start** to measure the offset from the region's start point. This start point is typically located at the top left of the region when it is first created; however, this can change as the region is edited.

Distributed Object Tab - Distribution Path



1 **Current Object** - Specify the object assigned to the selected path.

- Click the **Select** button to choose an object from the library. See “Select Library Object Dialog” on page 763.
- A preview of the Current Object along with its name display to the left.
- Click the **Delete** button to unassign the Current Object from the selected region or path.
- Click the **Edit** button to open the Current Object’s specification dialog. Changes made here affect all objects generated along the path. See “Specification Dialogs” on page 35.
- Check **Show Objects** to display the assigned objects in floor plan view.
- Check **Show Path** to display the distribution path in floor plan view.

2 **Object Spacing** - Specify how the objects along the path are spaced, as measured from their center points.

- Select **Distance Between Object Centers** to maintain a specific distance between all objects, measured from their centers. If the path is resized, the total number of objects may change.
- Specify the **Distance Between Object Centers** in the text field to the right.

- Select **Number of Evenly Distributed Objects** to maintain a specific number of objects. If the path is resized, the spacing between objects may change.
- Specify the **Number of Objects** in the text field to the right.

❸ **Object Orientation** - Specify how or if the objects on the path are rotated.

- Specify the **Angle** that the distributed objects should be placed at.
- Select **Absolute Angle** to rotate the objects to the specified Angle as measured from an imaginary horizontal line drawn from the origin towards the right.
- Select **Relative Angle** to rotate each object relative to the edge of the polyline or spline that it is located on.
- Select **Random Angle** to rotate the objects in the region at a variety of random angles.

❹ **Object Positioning** - Specify the positioning of the distributed objects relative to the path itself.

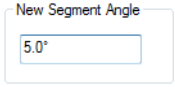
- Specify the **Side Offset**, the distance that the objects are offset to the side of the path, using positive or negative numbers to offset to one side or the other.
- Specify the **Start Offset**, the distance that the first object on the path is offset from the starting point of the line, polyline or spline.
- Check **Alternate Sides** to position objects on alternating sides of the path, creating a stepped pattern.

Polyline Tab

The Polyline tab indicates the polyline's **Length/Perimeter**, its enclosed **Area**, and its **Volume**. See "Polyline Tab" on page 990.

Spline Tab

The Spline tab has a single option and is only available when the selected object is a spline. See "Splines" on page 997.



New Segment Angle - Specify the angle between line segments that are used to draw the spline. Specifying a smaller angle makes the spline smoother. Specify a larger angle to draw the spline faster.

Selected Line Tab

The Selected Line tab is available when the selected edge of the region or path is a line as opposed to an arc. See "Selected Edge" on page 167.

Moving the Start of a line segment moves the end of the previous connected line, if there is one. Similarly, moving the End of a line segment moves move the start of the next connected line, if there is one.

The settings on the Line tab are found in a variety of specification dialogs throughout the program. See "Line Tab" on page 977.

Selected Arc Tab

The Selected Line tab is available when the selected edge of the region or path is an arc

as opposed to a line. See “Change Line/Arc” on page 213.

The settings on the Arc tab are found in a variety of specification dialogs throughout the program. See “Arc Tab” on page 985.

Line Style Tab

For information about the settings on this tab, see “Line Style Tab” on page 977.

Fill Style Tab

For information about the settings on this tab, see “Fill Style Tab” on page 991.

Fireplaces

A masonry fireplace can be placed in or away from a wall by selecting **Build> Fireplace** and then clicking in the drawing area.

- If created in a wall, it is considered a wall opening and can be moved or resized like a window or door.
- If created away from a wall, it moves and resizes similar to a cabinet.

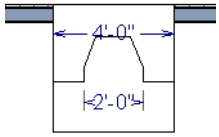
A selection of prefabricated metal fireplaces is also available from the Fixtures (Interior) library category. These can be framed in with standard walls. See “The Library” on page 743.

The display of fireplaces is controlled in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

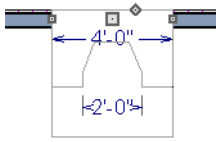
Fireplaces are edited, moved, resized, and deleted similar other objects. See “Editing Objects” on page 161.

Built into a Wall

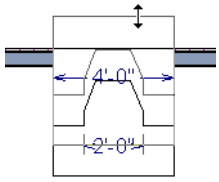
To place a masonry fireplace in a wall, select **Build> Fireplace** and click on a wall. A fireplace is created with the outside of the fireplace flush with the outside of the wall.



Select the fireplace to display four edit handles located along the wall.



Click the diamond-shaped Depth handle and drag toward the outside of the wall. The fireplace will stop when the firebox front is flush with the inside edge of the wall.

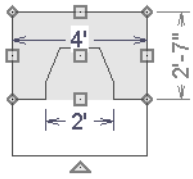


In 3D views, fireplaces placed in walls display five edit handles: a Resize handle along each edge and a Move handle at the center.

Fireplaces always face the interior when placed on an exterior wall. When placing a fireplace in an interior wall, click on the edge of the wall that you want the fireplace to face. The fireplace is created with the firebox on the same side as the wall edge you clicked on to create it.

Freestanding

To place a free-standing masonry fireplace, select **Build> Fireplace** and click in an open area away from a wall.



Unlike fireplaces placed in walls, free-standing fireplace have ten edit handles when selected and may be rotated, resized, or moved in any direction, similar to the way CAD boxes can. See “Editing Box-Based Objects” on page 188.

Free-standing fireplaces can be selected and replaced with a symbol from the library by clicking the **Replace From Library** edit button. See “Replace From Library” on page 765.

Fireplace Foundations

If a fireplace is added on the first floor before building the foundation plan, a foundation will be generated under the fireplace when the foundation is built.

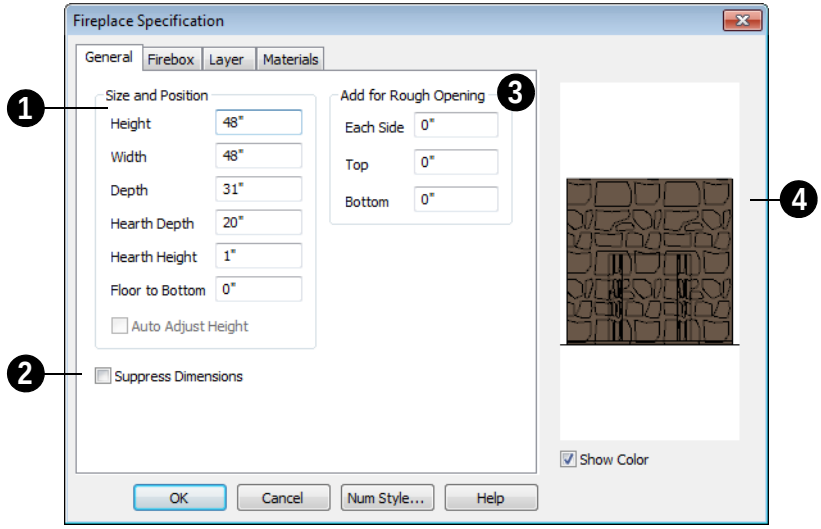
The fireplace foundation is the same material type as the original fireplace, but will not have a firebox or a hearth. This fireplace foundation may be edited or deleted as desired. A firebox and hearth can be added in the **Fireplace Specification** dialog.

Fireplace Specification Dialog

Select a masonry fireplace and click the **Open Object** edit button to display the **Fireplace Specification** dialog. Multiple fireplaces can be group-selected, but all objects in selection group must be either placed in a wall or free-standing.

Dimensions in this dialog here must be entered in whole inches. Fractions and decimals are not accepted.

General Tab



1 Specify the **Size and Position** of the selected fireplace and its hearth.

- Specify the **Height** of the fireplace.
- Specify the **Width** of the fireplace.
- Specify the **Depth** of the fireplace.
- Specify the **Hearth Depth**. This is measured from the front of the fireplace out into the room. To eliminate the hearth altogether, enter a zero for this value.
- Specify the **Hearth Height**, relative to the floor in that room.
- Enter the **Floor to Bottom** distance from the floor to the bottom of the hearth.
- Check **Auto Adjust Height** to make a free-standing fireplace outside a building adjust its height to that of the terrain. Only available when the selected fireplace is free-standing.

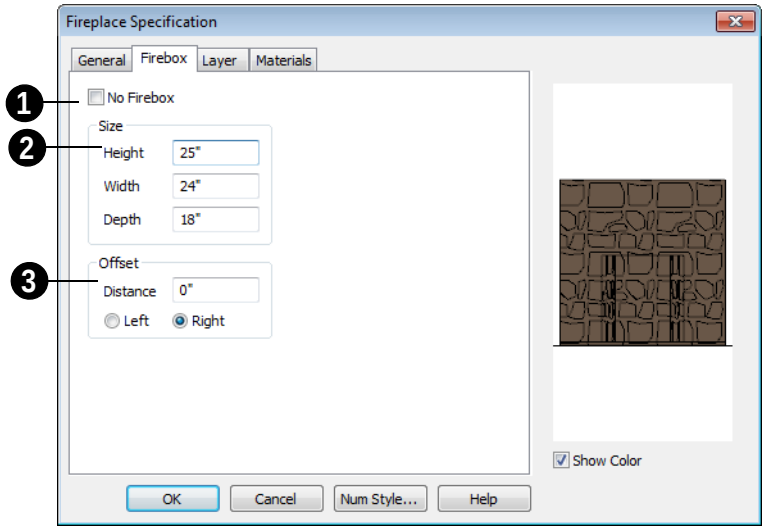
2 Check **Suppress Dimensions** to turn off the display of the selected fireplace's width and firebox width dimensions in floor plan view.

3 **Add for Rough Opening** - Specify the amount to add to **Each Side**, the **Top** and the **Bottom** for the fireplace's framed rough opening. Only available for a fireplace placed in a wall, these values are set to 0" (mm) by default.

If the Bottom Rough Opening value exceeds the fireplace's distance to the floor, the difference is added to the top when wall framing is built. See "Framing" on page 519.

4 The preview image of the fireplace updates as changes are made. Press the Tab key to update to the most recent change.

Firebox Tab



1 Check **No Firebox** to eliminate the firebox from the fireplace. This is checked by default for a fireplace object generated on Floor 0 to serve as a solid matching base for a fireplace on Floor 1.

2 Define the **Size** of the selected fireplace's firebox.

- Specify the firebox's **Height** and **Width**.
- Specify the **Depth** of the firebox.
- The defaults are 25, 24, and 18 inches respectively.

3 Define the firebox **Offset**, measured from the center of the fireplace.

- Enter offset **Distance**, which is how far the firebox is offset from the fireplace center. A value of 0 centers the fire box in the fireplace.
- **Offset to Left/Right** - Choose to offset the firebox to the left or to the right.

Layer Tab

For information about the settings on this tab, see "Layer Tab" on page 136.

Materials Tab

For information about the settings on this tab, see "Materials Tab" on page 777.

Library Fireplaces

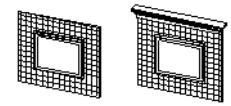
A variety of different fireplace symbols are available in library. See "The Library" on page 743. The fireplaces in the Library behave just like other Library objects.

Always check the manufacturer's product information for the framing and clearance requirements of the fireplace unit you plan to use, and design your plan accordingly

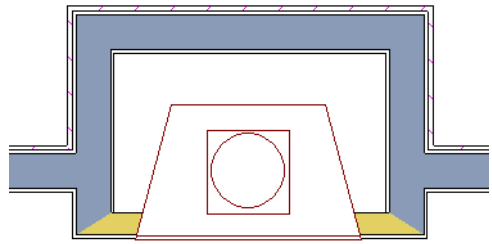
Placing a Library Fireplace

A variety of fireplace symbols are available in the library. See "Placing Library Objects" on page 761.

Flush fireplaces are designed to snap to wall surfaces.



Some fireplace symbols can be enclosed by walls or positioned to project through a wall.



Open Front Library fireplace projecting through a 4" wall

Chimneys

Masonry Fireplace Chimneys

To create a chimney on a masonry fireplace

1. Select the fireplace in a 3D view.
2. Ctrl + drag the top edge of the chimney upward through all the floors and the roof until it is to the desired height. See "Unrestricted Movement" on page 203.
3. When the chimney is approximately the correct height, select the fireplace, click the **Open Object** edit button, and type in the exact height.

Chimney Chases & Caps

There are two ways to draw a chimney chase.

- Place a 3D Box, closed box geometric shape, or soffit in position over the chimney chase, resize it to match, then increase its height either in its specification dialog or in a 3D view using the same method as extending a masonry fireplace.
- Define the chimney chase as a room area using walls, making sure these walls are aligned between floors. The chimney chase "room" on the uppermost floor should have a much higher ceiling than the other rooms on that floor and should also have no ceiling or roof. See "Room Specification Dialog" on page 317.

A selection of chimney tops is available in the library. In addition, custom chimney caps can be made using polyline solids or

other primitive objects, Geometric Shapes, and/or soffits. See “Primitive Tools” on page 708, “General Shapes” on page 719, and “Soffits” on page 719.

Chapter 24:

Architectural Blocks

An architectural block is a collection of individual 3D objects that are grouped together so that they can be placed and moved as a single object. Although blocked together, these objects retain many of their own attributes, such as materials.

Architectural blocks can also be exploded so that the individual sub-objects become independent of one another.

Chapter Contents

- Architectural vs CAD Blocks
- Creating Architectural Blocks
- Displaying Architectural Blocks
- Editing Architectural Blocks
- Architectural Blocks, Sub-Objects, and Components
- Architectural Block Specification Dialog

Architectural vs CAD Blocks

Just as there are two types of objects in Chief Architect, architectural and CAD, there are two types of blocks. See “Architectural vs CAD Objects” on page 144.

Architectural objects such as cabinets and fixtures can be included in architectural blocks, while CAD objects such as lines, arcs, text and dimensions can be included in CAD blocks. See “CAD Blocks” on page 1002.

Knowing the differences between these two types of blocks helps you decide which type of block can best meet your needs.

A CAD block can include and also be nested in a larger block with CAD objects, text and dimensions, but cannot include or be blocked with architectural objects.

An architectural block can include and also be nested in a larger block with architectural objects, but cannot include or be blocked with CAD objects, text or dimensions.

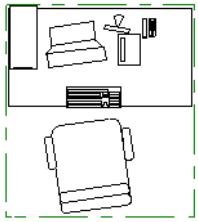
Creating Architectural Blocks

An architectural block is created by group-selecting multiple architectural objects and then clicking the **Make Architectural Block** edit button.

The following is a list of objects that can be included in architectural blocks:

- Cabinets (Base, Wall, Full Height)
- Soffits, Shelves, Partitions
- Fixture/Furniture Symbols
- Hardware Symbols
- Millwork Symbols
- Geometric Shape Symbols
- Electrical objects
- Images
- Custom Countertops & Counter Holes
- Slabs & Foundation Slabs
- Primitives and Polyline Solids
- Molding Polylines
- Roads, Driveways, Sidewalks
- Terrain Features and Terrain Modifiers

Once blocked, the set of blocked objects is contained in a bounding box, indicating that they are now an architectural block.



Architectural blocks can be created in any view.

Displaying Architectural Blocks

Architectural blocks are placed on the "Architectural Blocks" layer by default and can be displayed in all views. The display of architectural blocks, including their bounding box, is controlled in the **Layer Display Options** dialog. See "Displaying Objects" on page 128.

In Floor Plan View

The sub-objects of a block can use the layer attributes assigned to their current layer or the layer attributes assigned to the block. See "General Tab" on page 742.

You can control the appearence of the bounding box by changing the layer properties for the architectural block.

You can select an architectural block and click the **Move to Front** edit button to make that block display in front of other objects in the same drawng group, including cabinets and some library symbols. See "Move to Front of Group" on page 201.

Architectural Block Labels

In floor plan view, architectural blocks can display labels for both the block and any component objects that have labels. Labels for architectural blocks are placed on the "Architectural Blocks, Labels" layer by default and use the Text Style assigned to that layer. See "Object Labels" on page 1156.

You can turn off the display of component labels either by layer or by checking **Ignore Subobjects** in the **Architectural Block Specification** dialog. See "General Tab" on page 742.

The label for an architectural block can be generated automatically, created manually, or suppressed. See "Label Tab" on page 1157.

In Materials Lists and Schedules

The display of architectural blocks in materials lists and schedules can be turned off completely. The block can appear as a single unit or its sub-objects and components can be listed separately. See "General Tab" on page 742.

Editing Architectural Blocks

Architectural blocks can be selected and edited in 2D and 3D views. See "Selecting Objects" on page 166.

> Note: Moving an architectural block in 3D view regenerates the view. If the architectural block contains terrain objects, the terrain is rebuilt.

Once selected, an architectural block can be edited using its edit handles, edit toolbar buttons, and specification dialog. See "Architectural Block Specification Dialog" on page 741.

Using the Edit Handles

A selected architectural block displays a Move handle and a Rotate handle. If the block has a label, it also has its own Move handle.

Architectural blocks cannot be resized, but the individual objects in the block can be.

In the Specification Dialog

Architectural blocks can be edited in their specification dialog. See "Architectural Block Specification Dialog" on page 741.

Using the Edit Tools

A selected architectural block or blocks can be edited in a variety of ways using the buttons on the edit toolbar. See "The Edit Toolbar" on page 33.

Editing Sub-Objects

The individual objects included in an architectural block can also be selected and edited. See "To select a sub-object" on page 741.

Explode Architectural Block

You can break an architectural block to make its objects independent. Select the architectural block and click the **Explode Architectural Block** edit button.

Note: If you open a plan created in the Premier version of Chief Architect and an architectural block includes an object that you cannot create in your version of the software, you cannot unblock it or edit its components.

Adding Architectural Blocks to the Library

You can create your own architectural blocks and save them in the library. See "Add to Library" on page 754.

Architectural Blocks, Sub-Objects, and Components

An architectural block is composed of a group of sub-objects that have been blocked together. For example, a kitchen island architectural block may consist of cabinets, appliances, a custom countertop, and other accessories.

Each of the sub-objects in an architectural block may contain additional parts called components. The cabinets in a kitchen island, for example, may contain handles, hinges, and drawer glide.

Architectural blocks can be treated as a single unit in materials lists, ignoring sub-objects and their components. See "General Tab" on page 742.

Sub-Objects

Certain attributes of an architectural block can be edited at the sub-object level. A sub-object can be edited by accessing its specification dialog in either of two ways:

- Explode the architectural block, select the sub-object, and click the **Open Object** edit button.
- Select the sub-object while it is part of the architectural block and click the **Open Object** edit button. Some attributes may not be editable while the object is part of a block. See “Editing Architectural Blocks” on page 739.

To select a sub-object

1. Click the **Select Objects** button, then click on the sub-object that you would like to edit.
2. With the architectural block selected, click the **Select Next Object** edit button or press the Tab key.

   The selection switches to the individual object and it can be edited using its edit handles, edit toolbar and specification dialog.

The ability to edit an object as part of a block may be more restricted than if the object were independent. If more extensive editing is required, the architectural block must be exploded.

Components

You can view and/or modify the components of an architectural block (or group of blocks) through the **Components** dialog. The **Components** dialog lists all the sub-objects that comprise an architectural block, as well as the components that make up each sub-object.

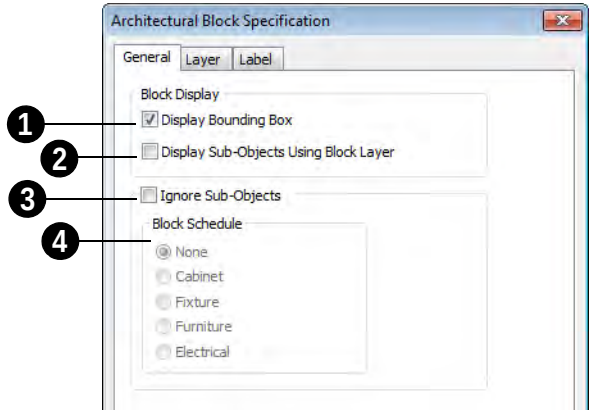
To open the **Components** dialog, select an architectural block and click the **Components** edit button. See “Components Dialog” on page 1177.

Architectural Block Specification Dialog

The **Architectural Block Specification** dialog controls the way architectural blocks display in floor plan view and in materials lists and schedules.

Select an architectural block or group of architectural blocks and click the **Open Object** edit button to open the **Architectural Block Specification** dialog for the selected block(s).

General Tab



1 Check **Display Bounding Box** to show the bounding box of the objects in the architectural block. The box uses the **Architectural Blocks Layer** settings.

2 Check **Display Sub-Objects Using Block Layer** to apply the display properties for the architectural block layer as specified in the **Layer Display Options** dialog to all of the sub-objects.

If this box is not checked, all the sub-objects display according to the display properties set for their current layer. See “Displaying Objects” on page 128.

3 Check **Ignore Sub-Objects** to treat the architectural block as a single unit in materials lists and schedules. This also turns off sub-objects in floor plan view, displaying only the bounding box.

4 **Block Schedule** - Specify which schedule the architectural block appears in when **Ignore Sub-Objects** is checked. Select **None to** exclude the architectural block from all schedules.

Note: "Other" must be checked in the Schedule Specification dialog for the architectural block to appear in the schedule. See “Schedule Tab” on page 1136.

Layer Tab

For information about the Layer tab, see “Layer Tab” on page 136.

Label Tab

Labels for Architectural Blocks display in floor plan view when the “Architectural Blocks, Labels” layer is turned on and use the Text Style assigned to that layer. See “Architectural Block Labels” on page 739.

The Label Tab is available for a variety of different objects. For more information, see “Label Tab” on page 1157.

Chapter 25:

The Library

Chief Architect's library offers thousands of symbols, materials, and images that can enhance any plan.

New library catalogs and enhancements are made available by Chief Architect on a continuing basis and are available for download for the current program version.

You can also customize items from the library or import new items from outside the program and then save them in the library for future use.

The Library Browser shares its window with the Project Browser, which is discussed separately. See "Project Browser" on page 1015.

Chapter Contents

- The Library Browser
- Searching the Library
- Library Content
- Downloading Library Content
- Importing Library Catalogs
- Adding Library Content
- Organizing the Library
- Filtering the Display of Library Content
- Exporting Library Catalogs
- Placing Library Objects
- Select Library Object Dialog
- Place Library Object Button
- Replace From Library
- Displaying Library Objects
- Editing Library Objects
- Symbol Object Specification Dialogs
- Fixture and Furnishing Schedules

The Library Browser

The Chief Architect Library Browser allows you to manage the contents of the library as well as add library content to your drawings.

To open the Library Browser:

- Select **Library> Library Browser** .
- Click the **Library Browser** button .
- Press **Ctrl + L** on your keyboard.

By default, the Library Browser is docked to the right side of the program window, but can be undocked or docked to another side. See "Docking the Library and Project Browser" on page 748.

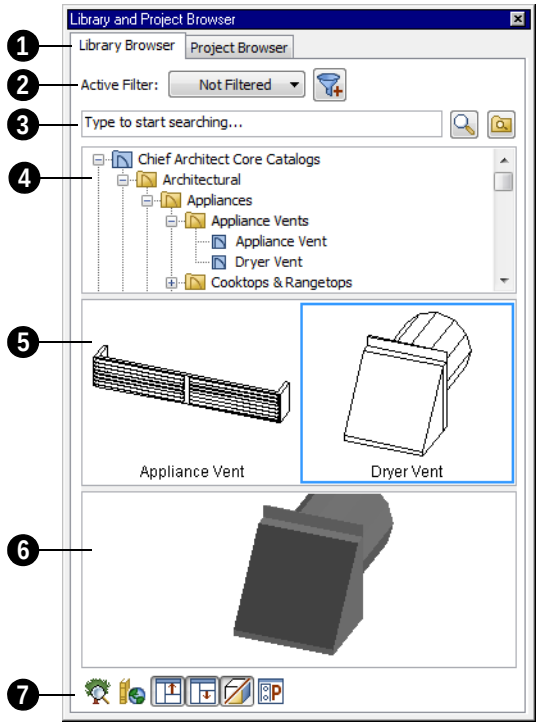
The Library Browser has four sections:

- The filter and search options at the top.
- The Directory and Search Results Pane.
- The Selection Pane.
- The Preview Pane.

To adjust the height or width of a section, place the pointer over the split bar you want to move. When the double-headed arrow ↔ displays, click and drag.

You can control the configuration of the Library Browser panes in the Preferences dialog. See "Library Browser Panel" on page 83.

You can work on your drawing with the Library Browser open. To close the Browser, click the Close button or double-click on an object in the Selection Pane.



1 Select the Library Browser tab to view the Library Browser.

Select the Project Browser tab to view the Project Browser. See “Project Browser” on page 1015.

The library has five categories: Chief Architect Core Catalogs, Chief Architect Bonus Catalogs, Manufacturer Catalogs, User Catalog and Trash. See “Library Content” on page 750.

2 Specify what displays in the Directory Pane’s tree list by selecting a filter from the drop-down list. See Filtering the Display of Library Content.

- When “Not Filtered” is selected, all installed library content will display in the tree list.
- “Not Filtered” will be the only available option until you create a custom filter.
- Click the **Manage Library Filters** button to open the **Manage Library Filters** dialog. See “Manage Library Filters Dialog” on page 760.

3 Search the library using keywords and optional search filters. See “Searching the Library” on page 749.

- Begin typing in the text field to search for library items. As you type, search results will display in the Directory Pane.

- Right-click on an item in the Search Results list and select **Show in Browser** to view the item's location in the Directory list.
- Click the **Browse** button to stop searching and restore the Directory list.
- Click the **Search** button to display the search results for your search entry.
- Click the **Turn On Search Filtering** button to display the search filtering options and customize your search parameters.
- Click the **Turn Off Search Filtering** button to display the search filtering options and customize your search parameters.

4 The library **Directory** and **Search Results** display here. The basic structure of the directory tree is:

- Library Category
- Library Catalog 1
- Library Folder 1
- Library Object
- Library Folder 2
- Library Catalog 2 and so on.

Library items are always placed in alphabetical order within their heirarchy.

The Library Browser includes a Trash bin, where deleted items are moved until you choose to Empty Trash. See "Deleting Library Items" on page 758.

Navigate the Directory Pane using the mouse. Click the beside a catalog or folder to display its contents. Once expanded, you can click the beside it to close it again. You can also scroll the list using the arrow keys on your keyboard.

Click on an item to select it. Preview images display in the Selection and Preview Panes and basic information about it also displays in the program's Status Bar. See "The Status Bar" on page 35.

5 The **Selection Pane** shows a thumbnail image of the item selected in the Directory Pane.

When an item is selected in the Directory Pane, a basic line-based representation of the item displays in the Selection Pane.

- If the selected item is a single object, a preview of that object displays in the Preview Pane. You can move your cursor into the drawing area to place the item. See "Placing Library Objects" on page 761.
- If the selected item is a folder, a thumbnail image displays, representing each item inside. Move your pointer over an item in this pane to see a Tool Tip with the item's name. Click on a folder in the Selection Pane to display its contents here and make it the item selected in the Directory Pane.
- Some folders may have too many items to display useful thumbnails for each; when this is the case, they do not display.

If you have **Scrollable List** checked in the **Preferences** dialog, a scroll bar is present at the bottom of the Selection Pane.

Click the **Show/Hide Selection Pane** button to toggle the Selection Pane on and off.

❻ When an individual object is selected in either the Directory or Selection Pane, an image of it displays in the **Preview Pane**.

You can click the **Toggle Display** button at the bottom of the browser window to switch between preview images in Standard Render and Vector View styles.

If the selected object is a 3D symbol, you can rotate and zoom in or out on the Preview using the mouse. Two-dimensional objects, such as CAD Blocks or Line Styles cannot be adjusted in this manner in the Preview Pane.

If you have rotated a view in the Preview Pane, you can restore the default angle either by clicking in the Selection Pane or by right-clicking on the Preview Pane and selecting **Reset Preview**.

Click the **Show/Hide Preview Pane** button to toggle the Preview Pane on and off.

❼ The toolbar at the bottom of the browser aids in searching, displaying panes, and managing library content.

Click the **Plant Chooser** button to open the **Plant Chooser** dialog. See “Plant Chooser Dialog” on page 689.

Click the **Get Additional Online Content** button to launch your default web browser to the Chief Architect web site, where additional library content is available for download.

Click the **Show/Hide Selection Pane** button to toggle the Selection Pane on and off.

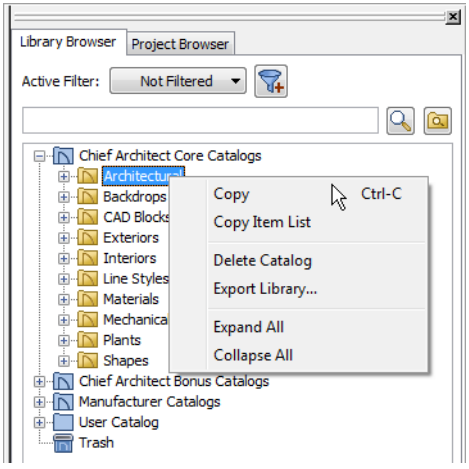
Click the **Show/Hide Preview Pane** button to toggle the Preview Pane on and off.

Click the **Toggle Display** button to switch between Standard Render and Vector View images of a selected library object in the Preview Pane. See “Rendered and Vector Views” on page 811.

Click the **Preferences** button at the bottom of the Library Browser to open the **Preferences** dialog, where display properties for the Library Browser can be controlled. See “Library Browser Panel” on page 83.

Using the Contextual Menus

A number of important library functions can be accessed using the contextual menus. Right-click on an item in the Library Browser to open a contextual menu displaying options related to that item. See Contextual Menus.



The options in the contextual menu vary depending on the item selected, but may include:

- Cut/Copy/Paste
- Paste Shortcut

- Rename
- Delete
- Export Library
- Open
- Components
- Search Attributes
- Text Macro Management
- Place Molding Profile
- Reset Preview
- Expand All/Collapse All
- Show in Browser

Keyboard Commands

The Library Browser can be navigated using the arrow keys on your keyboard.

- The right and left arrow keys expand and collapse folders.
- The up and down keys change which library object is currently selected.
- Select an item and press F2 to rename it.
- Select an item and press the Delete key to delete it.

If you have **Scrollable List** selected in the **Preferences** dialog, pressing the Tab key switches focus between the Directory and Selection Panes. Use your mouse to select an object for placement. See “Library Browser Panel” on page 83.

If you have **Tiled To Fit Window** selected instead, pressing the Tab key switches focus between the tree view and the Selection Pane. You can then use the arrow keys to select a library object within the Selection Pane.

Expand/Collapse All

When a library category or folder is selected in the Directory Pane, **Expand All** and **Collapse All** are available in the contextual menu, allowing you to expand or contract its contents in the tree view.

Docking the Library and Project Browser

Initially, the Library and Project Browser is docked to the right side of the Chief Architect program window.

To undock the browser window, double-click the striped grab bar. You can also undock it by clicking on the grab bar and dragging it into the center of the program window.

Once undocked, the Library and Project Browser can be moved by clicking and dragging the title bar.

When moved to the top, bottom, or side of your screen, it automatically docks in a vertical or horizontal orientation, depending on its location.

- **Disable Docking** in the **Preferences** dialog prevents the Library and Project Browser from docking to the side of the screen. See “Library Browser Panel” on page 83.
- Holding down the **Ctrl** key prevents the Library and Project Browser from docking while moving.
- If you close the program with the Library and Project Browser docked, it displays in the same position the next time the program is opened.

To return the browser window to its original position and size, click the **Restore Position/**

Size button on the Library Browser Panel of the **Preferences** dialog.

Closing the Library and Project Browser

The Library Browser can be closed in either of two ways:

- Click the **Close** button at the top right corner of the browser window.
- Select **Library> Close Library Browser**.

Searching the Library

The Library Browser filtering options let you focus your searches to meet parameters that you define.

Search filters do not affect the display of items in the Directory Pane tree list. You can filter the display of the tree list separately. See “Filtering the Display of Library Content” on page 759.

To search the Library Browser

1. Select **Library> Library Browser** and click in the Search field at the top of the Library Browser.
2. Begin typing a keyword to search for.
3. As you type, the search results will populate in the Directory Pane below.
4. If you move your mouse pointer over the Search field, a Tool Tip will state the number of results of your search.
5. Right-click on an item in the Search Results list and select **Show in Browser** to view the item’s location in the Directory list.

Substrings are not included. For example, searching for “windows” will not produce “window” as a search result. On the other hand, searching for “window” will produce “windows” as a search result.

To search using custom filters

1. Click the **Turn on search filtering optons** button.
   - Check **Match Keyword** to match the entered search keyword with an object’s search attributes.
   - Check **Match Entire Word** to match the entire keyword or words with the complete name of the object.
   - Check **Match Folders** to include library folders in your search.
   - Check **Include Filtered** to include all library catalogs not currently displaying in the tree list in your search. See “Filtering the Display of Library Content” on page 759.
2. Check **Filter by** to enable additional filtering options, which display below.
3. Select a filtering option from the drop-down list on the left, then choose what to include in the filter from the drop-down list on the right:
   - Select **Type**, then select a category of library item to include in your search.

- Select **Style**, then choose a design style to restrict the search results to objects of that style.
- Select **Manufacturer**, then choose the name of a manufacturer to include in your search. Manufacturer catalogs that were imported during the current program session will not be listed until you exit out of and restart Chief Architect.

4. Multiple filters can be created and used at the same time:
   - Click the **Add** button to the right of a filter to make copy of that filter.
   - Specify a new **Type**, **Style**, and/or **Manufacturer** for the new filter.
   - Click the **Delete** button to the right of a filter to remove that filter.

Note: Your custom search settings are not retained when you end the current program session.

Searching Filtered Content

When **Include Filtered** is checked, any items in your search results that are currently filtered out of the tree list cannot be shown in the browser. If you right-click on such an item and select **Show in Browser**, a warning message will display.

Search Attributes

Objects in the library all have one or more search attributes, which are keywords and architecural styles that can be used to find them in a library search. The **Search Attributes** dialog lists these attributes for each library object. See “Search Attributes” on page 768.

Library Content

The Chief Architect library has five categories: Chief Architect Core Catalogs, Chief Architect Bonus Catalogs, Manufacturer Catalogs, User Catalog and Trash. See Deleting Library Items.

Chief Architect Core Catalogs

The Chief Architect Core Catalogs category contains a wide selection of 3D symbols, images, CAD objects, and materials.

When you launch the program for the first time, you will be asked if you want to download the Core Catalogs. Click Yes to begin the download. If you click No, you can download at any time by selecting **Library> Download Core Content** from the menu.

Chief Architect Bonus Catalogs

Chief Architect regularly posts new library catalogs available for download to SSA program members. Not all bonus catalogs are available for Chief Architect Interiors and Lite. See “Chief Architect Premier vs Interiors vs Lite” on page 27.

Users who participate in the Support and Software Assurance (SSA) program can select **Library> Get Additional Content**

Online from the menu to access the bonus catalogs and content.

Manufacturer Catalogs

A variety of name brand library catalogs are available for download on the Chief Architect web site with content ranging from materials to fixtures to CAD blocks.

SSA program members can select **Library> Get Additional Content Online** to access these manufacturer catalogs.

The User Catalog

The User Catalog is the location for items that you add to the library either from a drawing or by importing. See “Adding Library Content” on page 754.

You can create and organize custom library folders and imported items such as symbols, images, backdrops, CAD blocks, line styles, and materials. See “Organizing the Library” on page 756.

Copy Item List

Copy Item List is available in the contextual menu when a library category or folder is selected in the Library Browser Directory Pane. Select this option to copy a list of all objects in the selected library item to the Windows Clipboard. You can then paste this list into a text application such as Notepad.

See “To Copy, Cut and Paste text” on page 942.

Backing up Library Content

The Chief Architect User Catalog File, User_Library.calib, is located in the Chief Architect X4 Data folder. See “Chief Architect Data” on page 47.

The best way to back up your custom library content is to export the items in your User Catalog, as this will ensure that the textures used by custom materials or imported symbols are not lost. See “Backing Up Your Files” on page 50.

Exported libraries use the **.calibz** file format: a zipped file type that can include textures and images along with other library data.

To back up your custom library content

1. Launch Chief Architect and select **Library> Library Browser** from the menu.
2. Right-click on a folder or item in the User Catalog.
3. Select **Export Library** fron the contextual menu.
4. The **Export Library Data** dialog is a typical Save dialog. See “Exporting Files” on page 50.
   - Notice that the file type in the Save as type field is “Library File with Textures/Images (*.calibz)”.

Downloading Library Content

The Chief Architect Core Catalogs, Chief Architect Bonus Catalogs, Manufacturer Catalogs are all available for internet download.

Core Catalogs

When you launch Chief Architect for the first time, you will be asked if you want to download the Core Catalogs. Click Yes to begin the download.

If you click No, you can download at any time by selecting **Library> Install Core Content** from the menu.

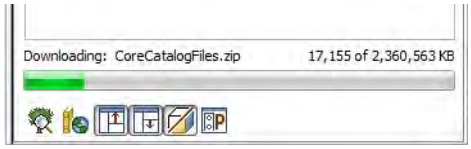
Bonus and Manufacturer Catalogs

Bonus and Manufacturer Catalogs can be downloaded from our web site, www.chiefarchitect.com. Select **Library> Get Additional Content Online** to launch your default internet browser to our Content Resources page.

Download Progress

When library content is downloading, a green progress bar will display at the bottom of the Library Browser. If you choose to download the Core Catalogs while the library is not open, the Browser will open so the progress indicator can display.

Click on the progress bar to display the name of the current file being downloaded, the total amount of data to be downloaded in KB, and the amount downloaded so far.



Pausing and Resuming

Library downloads can only take place while Chief Architect is running. If you close the program while a download is in progress, a dialog will confirm whether you wish to stop the download.

- Click **Stop Download and Close Program** to stop the download and close the program.
- Click **Cancel** to leave the program open and continue downloading.

Most catalogs are composed of a single file. If you stop the download midway, none of the downloaded data will be retained.

The Core Catalogs, on the other hand, contain a large volume of data saved in multiple files. If you close the program and stop the Core Catalogs download midway, only data associated with the file currently being downloaded will be lost. You can resume the download beginning with that file at a later time by selecting **Library> Download Core Content**.

Download Errors

If any problems occur during the library download process, a dialog box will notify you at the end of the download. Click **Retry Download** to repeat the download and correct any errors or click **Cancel** to discard the downloaded catalog.

Importing Library Catalogs

Chief Architect library files have two different file extensions: **.calib** and **.calibz**. Both files can include any combination of Chief Architect library items; in addition, **.calibz** files are able to save data associated with textures and images. Both file types can be imported into the Chief Architect library.

There are several ways to import a **.calib** or **.calibz** file into the program library:

- Double-click on the file in Windows Explorer.
- Drag the file from a Windows Explorer window and drop it into the Chief Architect program window.
- Select **Library> Import Library** from the program menu.

To import library files into the library

1. Select **Library> Import Library** to display the **Import Library Data** dialog.
2. Browse to the **.calib** or **.calibz** file(s) that you want to import and either single or group-select the files so that their names display in the **File Name** field.
   - To select a group of files, click on the first one, hold down the Shift key, then click on another file. The two files plus all files in between are selected.
   - To select multiple files individually, click on one, hold down the Ctrl key, then click on additional files. Only the files you click on are selected.
   - To select all files in the directory, click on one and press Ctrl + A. Only do this if you wish to import all files in the folder.
3. Click the **Open** button.
4. A progress bar will display, telling you the progress of each library data file as it is imported. Once imported, each file will be located in the User Catalog.

When a **.calib** or **.calibz** file is imported into the program, its contents are automatically placed in the User Catalog. Any images or textures saved in a **.calibz** file will be copied into the Chief Architect X4 Data\Images and Textures folders for backup purposes. The program will only reference these copies if it cannot locate the files in their original locations. See “Chief Architect Data” on page 47.

Legacy Library Conversion

If you have any custom library content created in Chief Architect X3, the initial startup of Chief Architect X4 will give you the option to convert this content for use in Chief Architect X4. See “Legacy Library Conversion” on page 21 of the User’s Guide.

You can also import legacy .calib and .calibz files created in Chief Architect X3 or X2 for use in version X4 at any time. See “Exporting Library Catalogs” on page 761.

In addition, you can convert legacy .alb files created in Chief Architect X1 and prior for use in version X4.

To convert legacy library files

1. Select **Library> Convert Legacy (.alb) Library Files**.

2. In the **Select a Legacy Library File Folder** dialog, select one or more .alb files that you want to bring in to Chief Architect X4.
3. The selected files' names will display in the **File name:** field.
4. Click the **Open** button to import these prior version third party **.alb** files into the User Catalog.
5. Organize the imported content to suit your needs. See "Organizing the Library" on page 756.

Note: Library content exported from Chief Architect X3 will not include catalog names. Any subscribed content that has not been downloaded will not be included, either.

Third Party Library Content

There are a variety of third party sources for 3D symbols, textures and other items that may be of use in Chief Architect. Some sources even provide this content in **.alb** file format, which was the library file format used by Chief Architect versions 8.0 through X1. These third party libraries can be converted for use in Chief Architect X4 as described above.

Adding Library Content

In addition to downloading Chief Architect Content and importing entire catalogs into the library, you can also add a variety of individual objects to the library.

Add to Library

Nearly any object imported into a plan, converted into a symbol, or placed from the Library Browser can be added to the library.

- Check **Add to Library** in the **Import 3D Symbol** dialog. See "Importing 3D Symbols" on page 1058.
- Check **Add to Library** in the **Convert to Symbol** dialog. See "Convert to Symbol" on page 1080.
- Select an object in your plan and click the **Add to Library** edit button.

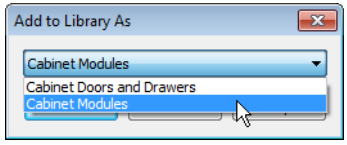
In addition, some Chief Architect objects that are not symbols, such as cabinets, terrain objects, architectural blocks, CAD blocks, molding profiles, windows, and doorways can be added to the library. See "Native Objects vs Symbols" on page 767.

An object created using a drawing tool in Chief Architect will automatically be added to the User Catalog using the name of that tool, whereas a symbol imported will automatically use the Symbol Name. These objects can be renamed after adding them to the Library, either before or after moving them to their appropriate user created folder in the User Catalog. See "Renaming Library Items" on page 757. Some objects, notably cabinets and doors with custom door styles, have other library objects inserted into them. See "Inserted Objects" on page 762. You can choose to add the containing object to the library, or the inserted object:

- Click the **Add to Library As** edit button to choose which symbol category to add the object to. Depending on your choice, either the inserted object is added to the Import library category, or the containing object with the inserted one included is added.

To use Add to Library As

1. Select an object that has another object inserted into it, such as a cabinet and click the **Add to Library As** edit button.
2. In the **Add to Library As** dialog, select what part of the selected object should be added to the library.



- In the case of a cabinet, select "Cabinet Doors and Drawers" to save the selected cabinet's door style to the library rather than the entire cabinet.
- Or, select "Cabinet Modules" to save the entire cabinet, including its doors, drawers and panels.

3. If you selected more than one object for which **Add to Library As** is available:
   - The dialog will open separately for each different type of object selected.
   - The dialog will open just once if all selected objects are the of the same type.

Adding Materials and Images

Chief Architect can use materials and images in a variety of file formats and provides several means of adding new material and image files to the library. For more information, see "Creating Materials" on page 779 and "Adding Images to the Library" on page 1025.

Adding New Backdrops

Backdrops are images that display behind the model in 3D views. See "3D Backdrops" on page 827.

New backdrops can be created using a variety of graphic file formats. Backdrops are automatically adjusted to fit the window size, so they look best when they are created with the same height to width proportions as the window you are working in.

You can create digital photos of a building site for use as a backdrop.

To add a backdrop to the library

1. Select **File> Import> Backdrop** to open the **Import Backdrop File** dialog, which is similar to the **Import Picture File** dialog. See "Importing Pictures" on page 1031.
2. Browse to an image file on your computer, select it, and click **Open**. This backdrop can now be found in the My Backdrops library.

You can also create a new backdrop by copying and pasting an image into Chief Architect or by using the **Screen Capture** tools. See "Copying and Pasting Objects" on

page 153 and “Creating Screen Captures” on page 1037.

> Folders in the Backdrops category cannot have the forward slash “/” character.

New materials, images, plant images, and line styles can be created in the User Catalog or any folder within it. Right-click on the User Catalog or a folder within it, select **New>** from the contextual menu, then select the type of item you wish to create from the submenu.

To import 3D symbols into the library

1. Select **File> Import> 3D Symbol** .
2. In the **Import 3D Symbol** dialog, make sure **Add Symbol to Library** is checked. See “Import 3D Symbol Dialog” on page 1059.
3. Browse to the 3D file(s) that you want to import and either single or group-select the files so that theirits names displays in the **File Name** box.
4. Click the **Open** button.
   - A progress bar will display telling you the progress of each symbol, and once it has completed importing a file, that symbol will be located in the **Import** category of the Library Browser.
5. Click and drag the imported content to the appropriate folder that you have created for it in your **User Catalog**.

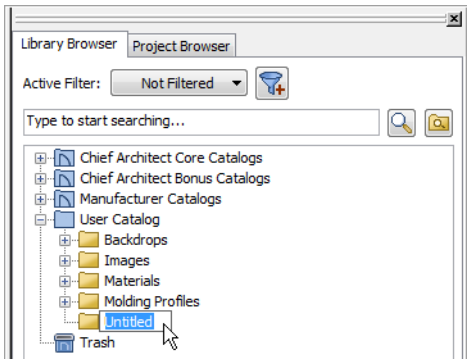
If **Add Symbol to Library** is not checked when a symbol is imported into the program, you can still add it to the library at a later time by selecting it and clicking the **Add to Library** edit button. See “Add to Library” on page 754.

Organizing the Library

Library folders and objects can be copied, pasted, moved, and deleted: allowing you to organize your User Catalog to best suit your work style and needs.

Adding New Folders

New folders can be added to User Catalog or to any folder located within the User Catalog. To add a new folder, right-click on User Catalog or one of its sub-folders and select **New> Folder** from the contextual menu. The new folder is created inside the library item you right-clicked on and is initially named “Untitled”. Type a short, descriptive name and press Enter.



Selecting Library Items

To select a library object, folder, or category, simply click on it. You can also multiple-select library items:

- To select a group of items, click on the first one, hold down the Shift key, then click on another file. The two files plus all files in between are selected.
- To select multiple items individually, click on one, hold down the Ctrl key, then click on additional files. Only the files you click on are selected.

When an item is selected, preview images display in the Selection and Preview Panes and basic information about it also displays in the program's Status Bar. See "The Status Bar" on page 35.

A selected library item can be modified in a number of ways to help meet your organizational needs. When multiple items are selected, these options may be limited depending on the specific selection set.

Renaming Library Items

Only folders and objects in the User Catalog can be renamed. There are several ways to do this from the tree list:

- Right-click on the item, select **Rename** from the contextual menu, and type a new name.
- Click once on the item, press F2 on your keyboard and type a new name.
- Click once on the item, pause for a moment, then click a second time and type a new name.

Library names are case-sensitive and can contain up to 63 characters. While you can have more than one library item that uses the same name, it is best to use short, descriptive and unique names.

Moving Library Items

Folders and objects in the User Catalog can be moved to new locations within the User Catalog. Folders and library objects are always organized alphabetically within each hierarchy.

To move one or more items to a different location, select it in the tree list, then click and drag it to the new location in the list. Directories and folders able to accept new content highlight as your ouse pointer moves over them. Release the mouse button to relocate the selected library item in the highlighted location.

Copying Library Items

All library folders and library objects can be copied and pasted to new locations in the User Catalog.

There are two ways to copy one or more library items to the Windows Clipboard:

- Right-click on it and select **Copy** from the contextual menu.
- Click on the library item and press Ctrl + C on your keyboard.

To **Paste** the item, click on a library catalog or folder in the Library Browser tree view and either:

- Right-click on the new location and select **Paste** from the contextual menu.
- Press Ctrl + V on your keyboard.

When a library item is copied and pasted, the new item that results is independent of the original item. If you make changes to it, the

original item is unaffected. Similarly, changes to the original item do not affect the copy.

Library Shortcuts

In addition to copying and pasting to create new, independent library items, you can copy and paste to create Library Shortcuts. Library Shortcuts are not independent items - they are linked to the original item and are affected if changes are made to the original.

Library Shortcuts are advantageous because you can place a given library item in multiple locations to suit your organizational style without increasing the size of the library database and without having to maintain multiple copies of the same item.

To create a Library Shortcut, copy a library item to the Windows Clipboard. Then, right-click on the location where you would like to create a copy and select **Paste Shortcut** from the contextual menu. Library Shortcuts use the same name as their source item but use the Library Shortcut icon.

To locate a Library Shortcut's source item, right-click on it in the tree list and select **Locate Shortcut Source**

If you move or delete an item from the library, any shortcuts to it will not be updated or removed. If you try to use a "hanging" shortcut, a message about its status will display in the library preview panes.

Deleting Library Items

The five installed library categories: Chief Architect Core Catalogs, Chief Architect Bonus Catalogs, Manufacturer Catalogs, User Catalog, and Trash cannot be deleted.

Catalog level folders in all categories can be deleted; however, individual subfolders and objects can only be deleted out of the User Catalog.

Items in the library that are eligible for deletion can be deleted in either of two ways:

- Right-click on it and choose **Delete** from the contextual menu.
- Select it and press the **Delete** key on your keyboard.

When items from the User Catalog are deleted, they are moved to the Library Browser Trash . Items in the Trash can be retrieved by clicking and dragging them into any location in the User Catalog.

To empty the Trash , right-click on it and select **Empty Trash** from the contextual menu.

Depending on how much content is in the Trash, emptying it can be time consuming. You can click the **Cancel** button to end the process if you wish.

The Empty Trash command is both immediate and permanent. It cannot be undone, so use care when using it. You should back up all your library files regularly. See "Backing up Library Content" on page 751.

Filtering the Display of Library Content

Depending on how much library content you have imported or customized, the tree list in the Directory Pane can be very large. You can control what content displays in the list using **Library Filters**.

Library Filters do not remove content from the library database. They do, however, affect the library Search: unless you check **Include Filtered** in the advanced Search options, library content that is not displaying is not included in your searches.

You can also set up filters for your library Search results, but these two types of filters are unrelated. See “To search using custom filters” on page 749.

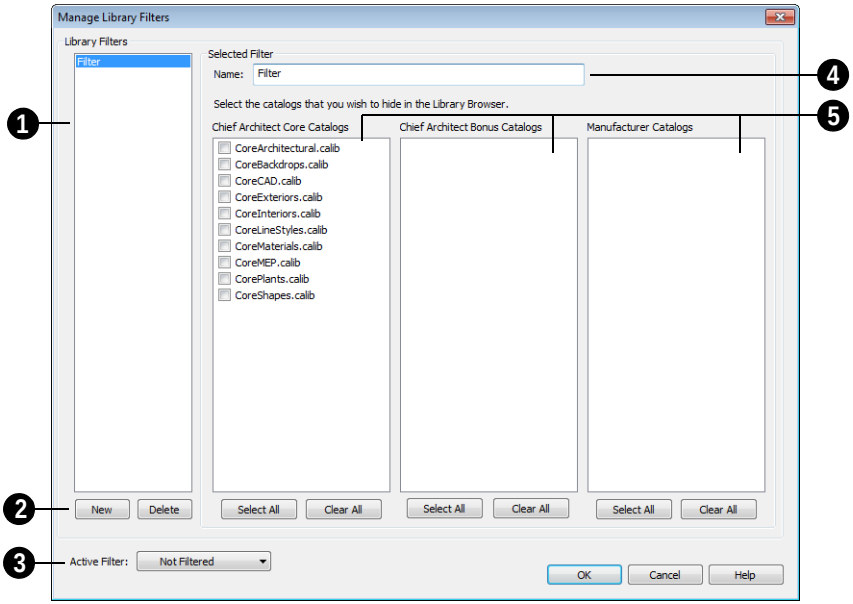
Library filters can be created, edited, and deleted in the **Manage Library Filters** dialog.

Click the **Manage Library Filters** button at the top of the Library Browser to open this dialog or select **Library> Manage Library Filters** from the menu.

You can also add the Manage Library Filters button to your toolbars and assign a hotkey to it. See “Toolbars & Hotkeys” on page 115.

Any library filters that you create will be listed in the **Active Filters** list at the top of the Library Browser. Select a filter from the list to display content in the library tree list according to its settings. See “The Library Browser” on page 744.

Manage Library Filters Dialog



1 A list of available library filters displays here. Click on a filter in the list to select it. The Selected Filter is highlighted and can be edited using the options to the right.

2 Click the **New** button to create a new filter or click the **Delete** button to remove the Selected Filter from the list.

3 Select the **Active Filter** from the drop-down list. This is the filter in use in the Library Browser when the **Manage Library Filters** dialog is closed.

4 Specify the **Name** of the Selected Filter.

5 A list of all **Chief Architect Core**, **Chief Architect Bonus** and **Manufacturer Catalogs** installed in your library display here.

- Check the box beside a library catalog's name to prevent it from displaying in the Library Browser Directory Pane tree list.
- Click the **Select All** button below either list to prevent all catalogs in that list from displaying in the Directory Pane tree list.
- Click the **Clear All** button below either list to include all catalogs in that list in the Directory Pane tree list.

Exporting Library Catalogs

Exporting Chief Architect library files allows you to:

- Back up your custom library content.
- Transfer library content between computers.
- Share custom library content with colleagues.

Exporting is often preferable to simply copying library files because it allows you to include images and textures in the exported library.

To export content from the library

1. Locate an object, folder, or catalog that you want to export, right click on it, and select **Library> Export Library**.
2. In the **Export Library Data** dialog.
   - Choose the appropriate **Save in:** location for your exported library file.
   - Type a short, descriptive name for your library file in the **File Name** field.
   - Click the **Save as type:** drop down list and select whether or not you want the library to include Textures/Images.

If any of the items being exported are images or use textures, be sure to select the .calibz file type.

   - Click **Save**.
3. Your exported library file can now be copied to a network location or storage device in Windows Explorer.

Placing Library Objects

Library objects are subject to placement restrictions based upon typical real-life placement. Most library objects require sufficient free space at the location where they are placed, for example, and some library objects have additional requirements.

Library windows and doors, for example, must be placed in a wall just like standard windows and doors, and some fixtures are designed to be placed in cabinets.

Library symbols have placement restrictions that are determined when the symbol is created but can be changed later. See “Native Objects vs Symbols” on page 767 and “Symbol Specification Dialog” on page 1067.

If a warning message displays when placing a library object or symbol, it will indicate where the object can be placed.

There are three main categories of items available in the Library Browser:

- Stand-alone objects that can be placed directly into a plan. Examples include cabinet modules, furnishings and images.
- 3D objects designed to be inserted into another 3D object. Examples include cabinet fixtures, windows and doors. Some items, such as cabinet doors and fixtures and fence panels, can be inserted into another object or placed as stand-alone objects.

- Materials, line styles and molding profiles, which cannot stand alone and must be assigned or applied to another object.

Stand-Alone Objects

Most library categories contain objects that can be selected in the Library Browser and placed directly in a 2D or 3D view.

- Most stand-alone objects are designed to rest on the floor or terrain.
- Some objects will rest on top of a cabinet, shelf, furniture or roof plane object if one is located at the point where they are first placed.
- A few objects, notably some light fixtures, will mount on the bottom of a wall cabinet or on the ceiling.
- In addition, some objects will attach to a wall if one is nearby.

To place a stand alone library object

1. Click on an object in the tree view or Selection Pane of the Library Browser to select it for placement. See “The Library Browser” on page 744.
2. Move your cursor into the view area and notice that it displays an icon indicating the type of object selected instead of an arrow icon.
3. Click to place the selected object at that location.
4. Continue clicking to place as many instances of the selected object as needed. When you are finished, click the **Select Objects** button.

Once a stand-alone object has been placed, it can be edited in a variety of ways. See “Editing Library Objects” on page 766.

Inserted Objects

Some objects cannot stand alone and must be placed into other objects in a plan. For example, doors and windows must be inserted into a wall, while some appliances and plumbing fixtures must be placed inside a base cabinet. See “Doors” on page 325, “Windows” on page 349 and “Cabinets” on page 611.

An inserted object can only display in a 2D or 3D view if the object that contains it is set to display. This is the case even if the inserted object’s layer is turned on. See “Displaying Library Objects” on page 765.

To insert a library object

1. Click on an object in the tree view or Selection Pane of the Library Browser to select it for placement. See “The Library Browser” on page 744.
2. Move your cursor into the drawing area.
3. Click on the object into which you wish to insert the selected library item. The library item is inserted into the object.
4. Continue clicking to place as many instances of the selected item as needed. When you are finished, click the **Select Objects** button.

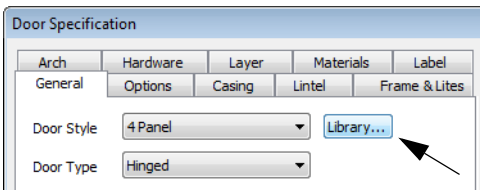
Assigned Items

Some library items, such as moldings and materials, are not objects in themselves but can be applied to objects in a variety of ways.

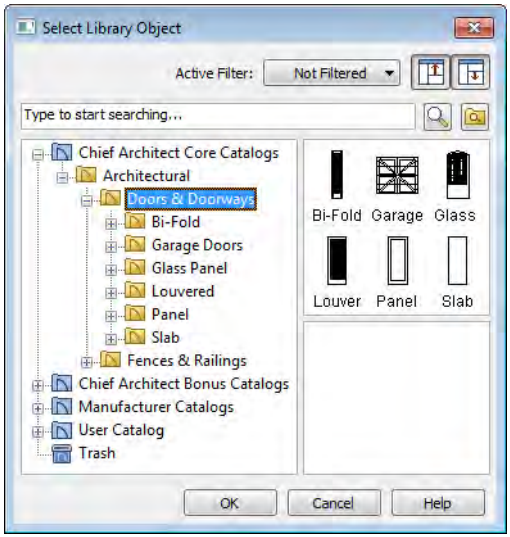
- Using the specification dialog of the containing object. See “Select Library Object Dialog” on page 763.
- By selecting the item in the library and then clicking on the containing object in floor plan view.
- Materials can be assigned to objects directly from the library in 3D views by by selecting the material and then clicking on an object’s surface. See “The Material Painter” on page 774.
- Moldings and Line Styles can also be added to a plan by selecting the desired library item, then clicking and dragging a line in the drawing area. The result is either a Molding Line or CAD Line, depending on the selected library item. See “Molding Polylines” on page 600.

Select Library Object Dialog

The **Select Library Object** dialog is a modal version of the Library Browser that is accessible from object specification dialogs that display the Library... button. Click this button to select and apply items from the library to the object currently opened for specification. See “Specification Dialogs” on page 35.



The **Select Library Object** dialog only displays categories that are related to the opened object. For example, this is how the dialog looks when accessed from the General tab of the **Door Specification** dialog:



If the **Select Library Object** dialog is opened by clicking the **Library Material** button on the Materials tab of any specification dialog or using the **Material Painter**, two additional options are available:

- Click the **Add New Material** button to open the **Define Material** dialog and create a new material.

- Check **Use default material** to apply the default material for the selected object, if one exists. See “Material Defaults” on page 796.

See “Materials Tab” on page 777 or “The Material Painter” on page 774.

To make your selection, highlight the desired object and click **OK**, or simply double-click on the object in the Selection Pane to close the **Select Library Object** dialog.

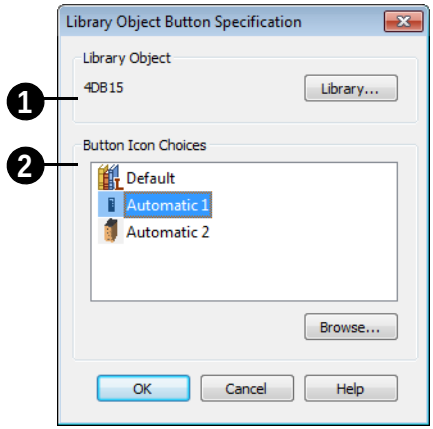
The **Select Library Object** dialog and its individual panes can be resized ↔, display the Preview and Selection Panes, and can includes the search and search filtering options.

Place Library Object Button

The **Place Library Object** button can be added to your toolbar and used for quick access and placement of frequently used library items.

If the **Place Library Object** button has not yet been assigned a library object, click it once to open the **Library Object Button Specification** dialog.

Double-click a **Place Library Object** button that has been assigned a library object to open the **Library Object Button Specification** dialog.



1. Click the **Library** button to open the **Select Library Object** dialog and assign a library object to the button. If a library object has already been assigned, click this button to assign a new library object. See “Select Library Object Dialog” on page 763.

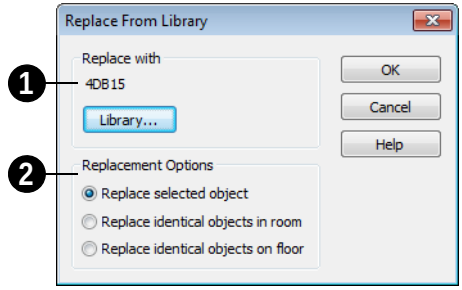
2. When a library object has been selected, assign a button icon. Choose from two automatically generated button icons or click **Browse** to browse your computer for a different icon.

Up to 100 **Place Library Object** buttons can be added to the same toolbar, each assigned a different object.

The library object assigned to the **Place Library Object** button is actually saved with that particular button. If you move or delete the library item from the library, the button will continue to function.

Replace From Library

The **Replace From Library** edit button is available for most selected objects. Click this button to open the **Replace From Library** dialog and replace the selected object, and others like it if you choose, with an object of the same type from the library.



1. Click the **Library** button to open the **Select Library Object** dialog and select an object to use as a replacement. The name of the object that is currently selected as a replacement displays above.

2. Select one of the **Replacement Options**.

Select **Replace Selected Object** to replace only the currently selected object.

Select **Replace Identical Objects in Room** to replace all objects that are in the same room as, and are identical to, the currently selected object.

Select **Replace Identical Objects on Floor** to replace all objects that are on the same floor as, and are identical to, the currently selected object.

A few things to remember about **Replace From Library**:

- Works in floor plan and 3D views.
- The replacement option **Replace Identical Objects in Room** is not available for doors and windows.

Replace From Library is available for any object that can be stored in the Library Browser and can be selected, including: architectural objects, architectural blocks, electrical objects and image objects.

Objects that cannot be replaced using this feature include materials, backdrops, and items assigned to other objects, such as materials.

Displaying Library Objects

The display options available for library objects depend on the type of object in question, as well as the view.

If the display of an object is turned off in a 2D or 3D view, any objects inserted into it will not display in that view, either - even if the inserted object's layer is turned on. See "Inserted Objects" on page 762.

In Floor Plan View

All library objects except materials, doors and drawers applied to cabinets, and backdrops can display in floor plan view.

Library objects are represented in floor plan view by 2D CAD blocks that resemble the size and shape of the object when viewed from above. To learn how to specify the symbol that represents an object, see “2D Block Tab” on page 1071.

As with other architectural objects, the display of library objects is controlled by layer in the **Layer Display Options** dialog. Each library category has its own layer. See “Layer Display Options Dialog” on page 132.

Symbols belong to one of three drawing groups that influence which objects display in front of others in floor plan view. You can click the **Move to Front of Group** edit button to display a selected symbol in front of over symbols or architectural blocks. See “Drawing Groups” on page 200.

Object Labels

Fixtures, Furnishings, Geometric Shapes, Hardware, Millwork, Architectural Blocks and Plants can display labels in floor plan view when the appropriate layer is set to display in the **Layer Display Options** dialog. For example, fixture labels are placed on the “Fixtures, Labels” layer. See “Object Labels” on page 1156.

Object labels have their own edit handle and can be moved when the object is selected.

Library object labels use the Text Style assigned to their layer. See “Text Styles” on page 954.

You can also specify a custom label for an individual object in its specification dialog. See “Label Tab” on page 1157.

In 3D Views

All library objects except CAD blocks can display in 3D views.

By default, images rotate to face the camera in 3D views. For information about turning off image rotation, see “Image Specification Dialog” on page 1027.

Doors, windows and cabinets from the library may also display opening indicators in Vector Views when the “Opening Indicators” layer is turned on. See “Displaying Objects” on page 128.

In the Materials List

Most library objects are counted in the Materials List, as are any comments added to the **Components** dialog for a library object. See “Components Dialog” on page 1177.

Note: Although the size and materials of many library objects can be edited, these changes are not reflected in the Materials List. See “Materials Lists” on page 1159.

Editing Library Objects

Like native Chief Architect objects, library objects can be customized to suit your design needs. There are three approaches to editing library objects:

- Select an object in the User Catalog, edit it using any of the options in its contextual menu, and your changes will be

reflected when you next place this library object in a drawing.

- Place an object in a drawing and then edit it using the various edit tools available for it. This will not affect the original object still saved in the library.
- Place an object in a drawing, edit it using the available edit tools, and then add it back to the library for future use. This will not replace the original object still saved in the library. See “Add to Library” on page 754.

Library objects placed in a drawing can be selected individually or as a group, like other objects in Chief Architect. See “Selecting Objects” on page 166.

Once selected, library objects can be edited in a variety of ways using dimensions, the edit handles, the edit toolbar buttons and the specification dialog. See “Symbol Object Specification Dialogs” on page 769.

Native Objects vs Symbols

In Chief Architect, objects created using the program’s standard tools, such as the **Door Tools** and **Cabinet Tools**, are referred to as native objects.

On the other hand, objects placed from the library, such as fixtures and furnishings, are symbols. Symbols are typically more limited than native objects in how they can be edited.

In addition to the symbols available in the library, you can import additional symbols into the program from 3D **.dxf**, **.dwg, .obj, .3ds** or **.skp** files. See “Importing 3D Symbols” on page 1058.

Remove Manufacturer Lock

Manufacturer symbols are limited in the ways that they can be edited. After such a symbol is placed in a plan, select it and click the **Remove Manufacturer Lock** edit button to remove the manufacturer data so that it can be edited like other symbols.

Using Edit Handles

Most library symbols are box-based objects and can be edited as such once placed in a drawing. See “Editing Box-Based Objects” on page 188. Depending on the type of view and the surface selected, the edit handles a symbol displays will vary.

To resize Fixtures and Furniture, you must check **Fixture/Furniture Resize Enabled** in the **Plan Defaults** dialog. When this option is checked, these library objects have edit handles when selected and can be resized like other objects. See “General Plan Defaults Dialog” on page 66.

When a furnishing or fixture symbol is selected in floor plan view or on the top surface in a 3D view, up to ten edit handles display. They are the Move handle at the center, the Rotate handle just outside the front indicator (a V) and a Resize handle on each edge and at each corner.

When a symbol is selected on a side in a cross section/elevation or 3D view, it displays five edit handles: the Move handle and a Resize handle on each edge.

Symbols cannot be concentrically resized, even when the **Concentric** edit behavior is enabled. See “Edit Behaviors” on page 162.

The labels of library cabinets, electrical, furnishings and fixtures, when displayed, have a separate Move edit handle that displays when the object is selected.

Fixtures and furniture placed in a plan are subject to bumping/pushing behavior when moved. See “Bumping/Pushing” on page 202.

Deleting Built-in Fixtures and Appliances

A fixture installed into the front of a cabinet becomes a cabinet face item, like a door or drawer. It can be resized or deleted like other face items in the **Cabinet Specification** dialog. See “Front Tab” on page 633.

Components

Many architectural objects have a **Components** dialog that lets you control how that object displays in the Materials List. In the Library Browser Directory Pane, right-click on a symbol and select **Components** to open the **Components** dialog. See “Components Dialog” on page 1177.

Changes made to the Components of an object saved in the library do not affect instances of that object already placed in a plan: they are only applied to instances of the object placed in the future.

Once placed in a plan, many objects have a **Components** edit tool that allows you to make changes to that object’s Components without affecting the symbol in the library.

Terrain objects, CAD blocks, moldings, images, backdrops, and materials do not display in the Materials List.

In the Specification Dialog

The specification dialog for any symbol, image, material, or plant image in the library can be edited from the Library Browser Directory Pane. See “Specification Dialogs” on page 35.

Specification dialogs are not available for native objects saved in the library.

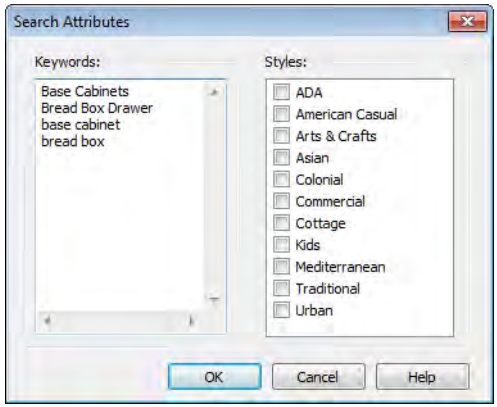
To open the **Symbol Specification** dialog, click on a symbol name in the tree view of the Library Browser and select **Library> Open**. See “Symbol Specification Dialog” on page 1067.

Search Attributes

The **Search Attributes** dialog lists the keywords and styles associated with a selected library object. Keywords and styles can be used to locate the object when performing a library search. See “The Library Browser” on page 744.

To associate keywords with library objects

1. Right-click on an object in any category.
2. Select **Search Attributes** from the contextual menu.



3. Any searchable **Keywords** associated with the object display in the list on the left. Type in any additional keywords.
4. Check the box beside any **Styles** that you want to associate with the object.
5. Click **OK** to close the dialog and apply your changes.

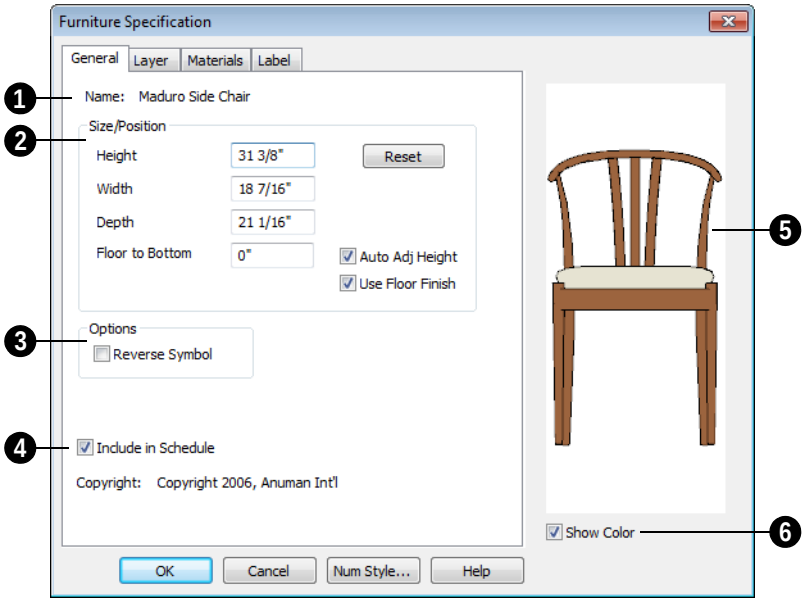
Symbol Object Specification Dialogs

The **Fixture**, **Furniture**, **Geometric Shape**, **Hardware, Millwork,** and **Plant Specification** dialogs all feature the same options. The actual name of the dialog is determined by the type of object that is currently selected.

For example, selecting a library object from the Interiors folder and clicking the **Open Object** edit button opens the **Furniture Specification** dialog.

Many library symbol objects can also be edited in the **Symbol Specification** dialog. See “Symbol Specification Dialog” on page 1067.

General Tab



1 The **Name** of the selected object displays here.

2 **Specification -** Define the size and height above the floor of the object.

- Specify the **Height**, **Width**, and **Depth** of the object.

Note: Some very thin custom symbols may have a Height, Width, or Depth value of 0. In these cases, the 0 value cannot be edited.

- **Floor to Bottom -** Enter the distance from the floor to the bottom of the object. A value of zero makes the object rest on the floor.
- If the selected symbol is ceiling mounted, **Height Above Ceiling** will be available instead of Floor to Bottom. Specify the selected object's height above the ceiling. Enter a negative value to offset the symbol below the ceiling, or uncheck **Follow Ceiling** if you prefer to specify the object's Floor to Bottom height instead.
- Click **Reset** to reset the symbol's original, unmodified size. The Floor to Bottom value is not affected by this button.
- Check **Auto Adjust Height** if you want the object to follow the surface of the terrain when it is placed outside a building.
- Check **Use Floor Finish** to measure the Floor to Bottom distance from the surface of the floor finish. When unchecked, this height is measured from the subfloor. Only available when Auto Adjust Height is checked.

3 Check **Reverse Symbol** to reverse the object's appearance, so that features on its left are positioned on its right, and vice

versa. This turns a right-hand refrigerator, for example, into a left-hand refrigerator. This option has no effect on objects that are symmetrical.

❹ Check **Include in Schedule** to include the selected symbol(s) in the schedule associated with that type of object. See “The Schedule Tools” on page 1132.

❺ A preview of the library object displays here and updates with changes.

❻ Check **Show Color** to display the preview of the object in color.

Layer Tab

For information about the settings on this tab, see “Layer Tab” on page 136.

Materials Tab

For information about the settings on this tab, see “Materials Tab” on page 777.

Label Tab

A variety of library objects can display labels in floor plan view. Labels use the Text Style assigned to the layer they are on. See “Object Labels” on page 766.

For information about the settings on this tab, see “Label Tab” on page 1157.

Manufacturer Tab

If the selected symbol or material is from a Manufacturers catalog, the Manufactuer’s tab lists contact information about the manufacturer. See “Manufacturer Catalogs” on page 751.

Fixture and Furnishing Schedules

The **Fixture** and **Furnishing Schedule** tools allow you to produce customizable fixture and furnishing scheduless as well as fixture and furnishing labels that display schedule numbers. See “The Schedule Tools” on page 1132.

Chapter 26:

Materials

The objects used in Chief Architect have a variety of 3D properties. These objects - walls, windows, doors, cabinets, roof planes, lot perimeters, etc. - can have materials assigned to them so that they look realistic in 3D views. These materials can also be used to generate materials lists that can help with cost estimations.

Designing with objects that look correct in 3D and calculate properly in the Materials List requires that you use realistic material definitions and apply them appropriately to objects in your plan.

Chief Architect comes with many materials that are ready for use. From siding, roofing, flooring, masonry, tile, and paneling, to road surfaces, grass, water, and wood materials, Chief Architect has materials for every application, inside and out. If you cannot find a material that suits your needs, you can customize the materials provided or create your own.

Learning how to create, manage, apply, and edit materials saves time and adds that professional touch to your designs.

Redefining only the visual properties of a material may create unexpected results. For example, changing the image of a brick material to represent siding does not cause the material to be considered as siding during material calculations.

Chapter Contents

- About Materials
- The Material Painter
- Materials Tab
- Viewing Materials
- Editing Materials
- Creating Materials
- Mapping Patterns and Textures
- Material Types
- Managing Plan Materials
- Define Material Dialog
- Material Defaults
- Color Chooser Dialog

About Materials

The materials that are assigned to objects in Chief Architect perform two important roles:

- They determine what the surfaces of objects look like in 3D views.
- They influence how objects are calculated in the Materials List. See “Materials Lists” on page 1159.

Materials are stored in the Materials library in the Library Browser and can be applied to objects in either of two ways:

- Using the **Material Painter** .
- In an object’s specification dialog. See “Materials Tab” on page 777.

Patterns and Textures

In Chief Architect, materials have two attributes that determine what they look like in 3D views: Textures and Patterns.

- Textures are created using special image files that tile seamlessly when applied to surfaces and are visible in Ray Trace views and most Rendering Techniques. See “Textures & Patterns” on page 827.
- Patterns are composed of CAD lines and are seen in Technical Illustration, Line Drawing and Vector Views. See “Rendering Techniques” on page 857.

Unlike textures, patterns are associated with a Type that determines if and how materials are calculated in the Materials List.

Material Types

Every material is classified by Type, which defines how the material is calculated in the Materials List. Not every Type is calculated in the Materials List; however, most determine whether a material is counted by piece, area, volume and so on. See “Material Types” on page 783.

Some Types are associated with patterns. Only Chief Architect Pattern Types are figured in the Materials List. If a **.pat** file is selected, the pattern type is listed as Custom. See “Pattern Tab” on page 789.

The Material Painter

Select **3D> Materials> Material Painter** to access the Material Painter Tools, which are used to apply materials to object surfaces in 3D views.

The **Material Painter** tool can also be activated by selecting a material in the library while a 3D view is active.

If you use the Material Painter to change a room’s floor or ceiling finish material, it will add that material to the room’s Floor or Ceiling Finish Definition. Changes to a Deck room’s planking or framing will affect its floor structure definition. See “Floor and Ceiling Platform Definitions” on page 399.

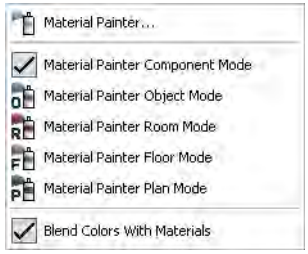
Material Painter Modes

There are five Material Painter Modes. Each mode specifies how broadly or narrowly the selected material will be applied to surfaces in your plan.

- The **Material Painter Component Mode** is the default mode. This applies the selected material to an object component. Using this tool is the same as opening an object for specification and changing the material for one of its components on the Materials tab. See “Materials Tab” on page 777.
- The **Material Painter Object Mode** applies a material to all components of an object that share the same material assignment.
- The **Material Painter Room Mode** applies a material to all the objects in the room that currently have the same material. For example, if you apply a material to a dining room chair, this mode applies the material to all other objects in the room with the same original material, such as other chairs and the dining table.
- The **Material Painter Floor Mode** applies the selected material to all surfaces on the floor that currently have the same material. For example, if you apply a material to the kitchen countertops using this mode, the bathroom countertops on the same floor also have the material applied.
- The **Material Painter Plan Mode** applies the selected material to all surfaces in the entire plan that currently have the same material. For example, if you have the same carpet on all floors in a plan, applying a selected material while this mode is active will change all carpet on all floors.

When the **Material Painter** tool is active, the Material Painter Mode toolbar buttons display in the edit toolbar, allowing you to quickly change modes.

You can also specify the active mode in the **3D> Materials> Material Painter** menu. A check displays next to the active mode in the submenu.



Blend Colors With Materials

In addition to the Material Painter Modes, the **Blend Colors With Materials** option allows you to apply a solid color to a surface displaying a pattern or texture and blend the two.

Blend Colors With Materials works in all five Material Painter Modes. See “Blending Materials” on page 780.

To use the Material Painter tool

1. Create a 3D view in which the patterned/textured material is visible.

2. Select **3D> Materials> Material Painter> Material Painter** .
3. Select a solid color material from the **Select Library Object** dialog. See “Select Library Object Dialog” on page 763.
   - Check **Use Default Material** at the bottom left of the dialog to apply the default material to any object that has a defaults dialog. See “Material Defaults” on page 796.
4. Select a Material Painter Mode from the edit toolbar, which displays at the bottom of the program window when the Material Painter is enabled.
5. Click the **Blend Colors With Textures** edit button to turn this feature on or off depending on your needs.
6. Note that the name of the material being painted displays on the left side of the Status Bar at the bottom of the program window. See “The Status Bar” on page 35.
   - Move your pointer over a surface in the 3D view. The Status Bar now states both the material being painted and the current material on the target surface.
7. Click on the surface to apply the selected material to that surface. The material is applied to surfaces in the model based on the active Material Painter Mode.
   - When both the **Material Painter** and **Blend Colors With Textures** are active, the cursor displays a paint roller icon .
   - When the **Material Painter** is active and **Blend Colors With Textures** is not, the cursor displays a spray can icon .
8. If either the **Component** or **Object Mode** is active, you can continue to click on surfaces to apply the selected material. When you are finished, select a different tool.

Material Painter & Walls

As a general rule, the **Material Painter** cannot be used to apply a material to an individual wall. Rather, it applies the material to an entire room, to all the rooms on the floor, or to all the rooms in the entire plan, depending on which Material Painter Mode is active.

There are a couple of exceptions to this rule that apply when the wall surface being painted faces an exterior room such a porch and/or the Exterior Room. See “Room Types” on page 305.

- If the **Material Painter Room Mode** is active, the selected material is applied to the entire exterior room. If any walls defining this room also define other exterior rooms, their entire lengths are also affected.
- If the **Material Painter Component Mode** is active, the entire length of the individual wall is painted. Other walls defining the exterior room(s) are unaffected.

Material Eyedropper

The **Material Eyedropper** tool allows you to load the material assigned to an existing object and apply that material to other objects.

In a 3D view, select **3D> Materials> Material Eyedropper** and then move your mouse pointer over a surface in the view. The name of the material on that surface is stated on the left side of the Status Bar. Click on the surface to load its material assignment. The pointer then changes to indicate that the material is ready to be applied to another object using the **Material Painter** tool. Depending on the currently active Material Painter Mode, you can continue to apply the material to the surfaces of other objects.

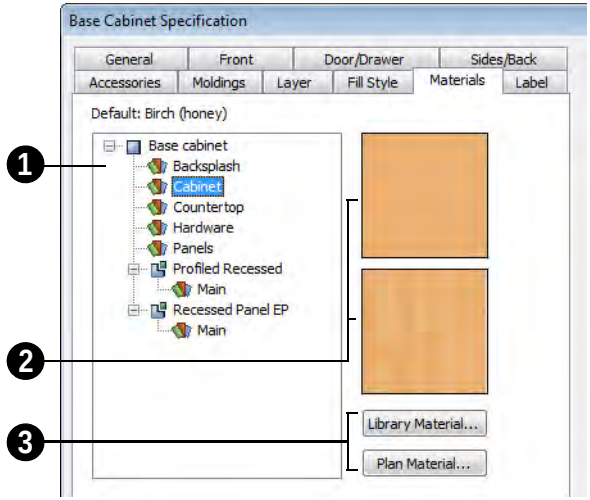
Materials Tab

The specification dialogs for most objects include a Materials tab. Select an object or a group of similar objects and click the **Open Object** edit button to open the specification dialog for that selection.

On the Materials tab, you can specify material assignments for the components that make up that object. When a new material is assigned, the appearance of the preview image on the right side of the dialog updates.

The tree list on the left side of the tab lists the components of the selected object that can be assigned materials. Some objects may only have a single component while more complex objects may have many.

Some components contain additional sub-components, which display separately in the components tree list.



1. Select a component in the tree list to assign a new material to it.
2. The two boxes to the right of the tree list display a preview of the color, pattern and texture of the material assigned to the selected component. If "No Texture" displays in the preview window, either the material has no texture assigned or the texture file could not be found on the system.
3. Click **Library Material** to open the **Select Library Object** dialog. Select a material and click **OK** to assign that material to the selected component. See "Select Library Object Dialog" on page 763.

Click the **Plan Material** button to open the **Plan Materials** dialog and select a material from those already used in your plan. See "Managing Plan Materials" on page 785.

Select **OK** to close the dialog and return to the active view.

Viewing Materials

Textures display in Ray Trace views and most Rendering Techniques, while patterns display in Technical Illustration, Line Drawing and Vector Views. See "Textures & Patterns" on page 827.

In Technical Illustration, Line Drawing and Vector Views, you can turn the display of material patterns on and off by selecting **3D> Toggle Patterns** . See "Rendering Techniques" on page 857.

When most other Rendering Techniques are used, you can turn the display of textures on and off by selecting **3D> Camera View Options> Toggle Textures** .

If you receive an error message regarding a missing file when creating a 3D view, your plan might contain two textures of the same name or textures that did not originally come with the program and are not currently saved in the library.

To resolve this, find the original texture file named in the error message and copy it (while recreating its path) into the "Old Textures" folder. The next time Chief Architect is opened, it will find the missing file and correctly show the texture.

Editing Materials

Much like objects, materials in Chief Architect can be edited so that they better suits your design needs. There are two approaches to material editing:

- Select a material in an unlocked library in the Library Browser, edit it, and your changes will be used when you next use the material in any plan. Changes made in this manner do not affect materials already in use in a plan.
- Apply a material to an object in a plan and then edit that applied material using either

the **Plan Materials** dialog or **Adjust Material Definition** tool. Changes made in this way will affect any instances of that material in the current plan only.

Editing the material applied to an object is not the same as applying a different material to that object. See “The Material Painter” on page 774.

Library Browser

Right-click on a material in an unlocked library and select **Open** from the contextual menu to open the **Define Material** dialog for that material. See “Define Material Dialog” on page 786.

Plan Materials

Select **3D> Materials> Plan Materials** to open the **Plan Materials** dialog for the current plan. Select a material and click the **Edit**, **Copy**, or **New** button to open the **Define Materials** dialog. You can add a newly defined material to the library from the **Plan Materials** dialog by selecting it and clicking the **Add to Library** button. See “Plan Materials Dialog” on page 785.

Adjust Material Definition

The **Adjust Material Definition** tool is useful for changing plan materials directly from a 3D view.

Select **3D> Materials> Adjust Material Definition** and then click any surface in a 3D view to modify the material currently assigned to that surface in the **Define Material** dialog. See “Define Material Dialog” on page 786.

Changing a material definition with this tool affects all objects in the current plan that are using that material but does not affect any materials saved in the library or materials used in other plans. See “Adding Library Content” on page 754.

Creating Materials

Chief Architect provides a wide variety of materials - including numerous name brand material catalogs - that are ready to download and use. If you cannot find a suitable material, you can edit an existing material or create a new one. See “Editing Materials” on page 778.

In the Plan Materials Dialog

There are several ways to create a new material in the **Plan Materials** dialog. See “Plan Materials Dialog” on page 785.

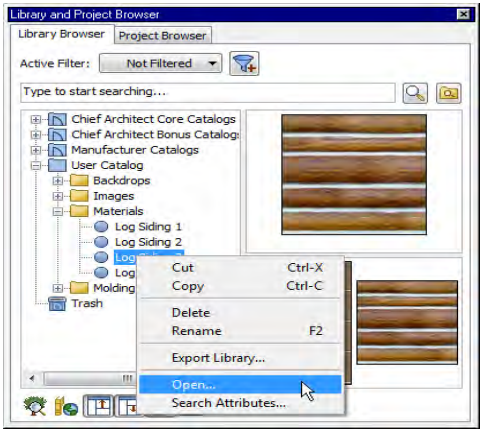
- Click the **New** button to create a new material for use in the current plan file.
- Select a material and click the **Copy** button to make a new material based on the original, which can then be edited and used in the current plan.

To make a plan material available for use in other plans, select it and click the **Add to Library** button. See “Adding Library Content” on page 754.

In the Library Browser

Materials can be created in the Library Browser, making them available for use in any plan. See “The Library Browser” on page 744.

In the directory pane of the Library Browser, right-click on an unlocked folder and select **New> Material** from the contextual menu.



In the **Define Material** dialog, you can create a new material in the selected unlocked folder. See “Define Material Dialog” on page 786.

Using Paste Image

You can create a new material by first copying an image that will serve as its texture to the Windows Clipboard, then navigating to a Chief Architect window and selecting **Edit> Paste> Paste** from the menu. See “Paste” on page 154.

From a Screen Capture

You can use the **Screen Capture** tools to create a texture based on a screen capture from any application and use it to create a new material in the My Materials library. See “Creating Screen Captures” on page 1037.

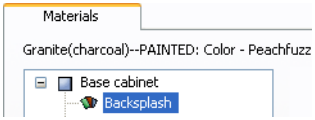
By default, materials created from a screen capture will be set to **Stretch to Fit**. If you would like the texture to tile instead, uncheck this box. See “Stretch to Fit” on page 782.

Blending Materials

In 3D views, you can create a new material by blending a solid color such as a paint color with a textured and/or patterned material. Select **3D> Materials> Material Painter> Blend Colors With Materials** to toggle this feature on or off. See “Blend Colors With Materials” on page 775.

The result is a new material that is saved in the current plan. It can be found in the **Plan Materials** dialog, edited as needed, and added to the library if desired. See “Plan Materials Dialog” on page 785.

Materials created using the **Blend Colors With Materials** tool are given the name of the patterned/textured material with the extension “--PAINTED:” followed by the name of the solid color material.



Converting Textures to Materials

An entire folder of textures can be converted into a library of materials. Select **3D> Materials> Convert Texture to Materials** and then browse to a folder of textures on your computer. The converted library folder assumes the same file structure as the original folder.

Converting Material Template Plans

Select **3D> Materials> Create Plan Materials Library** to create a library of materials based on the materials used in the current plan. This is useful for converting material template plans, a common way to store material definitions in prior versions of Chief Architect, into a materials library. This command creates a new library in the Materials category using the same name as the plan. Adding materials to the library individually allows you to store the material within the existing directory structure.

Mapping Patterns and Textures

Materials have two attributes that determine what they look like in 3D views: patterns and textures. See “About Materials” on page 774.

Both patterns and textures have points of origin, which determine where the pattern or texture begins on an X/Y axis. By default, this origin is 0,0; however, you can specify a different origin in the **Define Material** dialog.

- The origin of a texture can be set either globally or independently for each object. By default, texture mapping is per object. See “Texture Tab” on page 791.
- The origin of a pattern is always per object. See “Pattern Tab” on page 789.

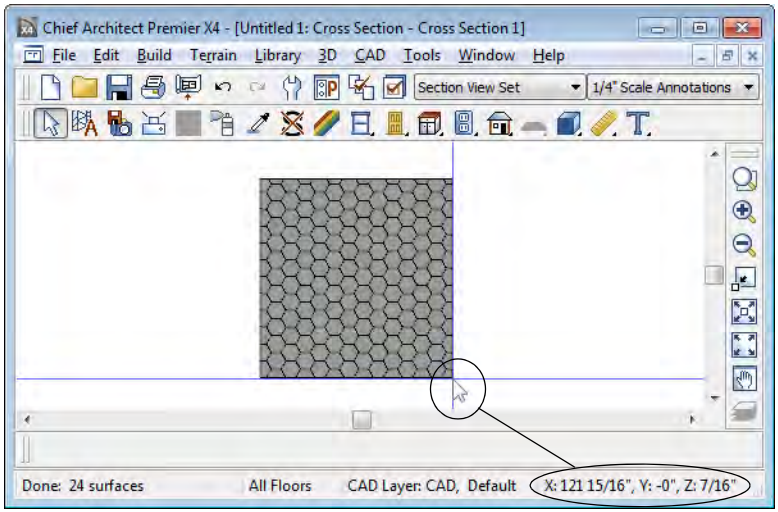
If a texture is set to map globally, it may not look right on some surfaces in 3D views. If this is the case and you do not wish to map the texture independently on each object, you can create a copy of the material for each surface that requires modification and specify its texture’s origin.

Determining the Origin

Before a new origin can be specified, the display of coordinates in the Status Bar should be enabled. See “The Status Bar” on page 35.

To determine origin coordinates on the horizontal plane, place your cursor over the origin location in floor plan view. When the pointer is in the position you want to establish as the material origin, take note of the coordinates that display in the Status Bar.

To determine origin coordinates on the vertical plane, place your cursor over the origin location in a cross section/elevation view.



The pointer's current coordinates display in the Status Bar

Once you have taken note of the new origin coordinates, enter them on either the Pattern or Texture tab of the **Define Material** dialog. See "Define Material Dialog" on page 786.

A texture or pattern origin is a property of the material rather than of the object that the material is assigned to. When an object is moved, the pattern or texture maintains its absolute position and may not look right. It is a good idea to assign pattern or texture origins only after the position of the object has been finalized.

If you have multiple objects using the same material, they all share the same origin. Duplicate materials can be created if you want different origins specified for the same texture or pattern.

Stretch to Fit

Some special textures, often used for artwork, do not tile. Instead, these textures resize to stretch across any surfaces that they are applied to. Materials that behave this way are specified as **Stretch to Fit** in the **Define Material** dialog.

To display an artwork texture, first place a wall or desk frame in your plan. A selection of both are available in the library at Furnishings (Interior)> Interior Accessories> Mirrors & Frames. See "Placing Library Objects" on page 761.

Next, simply apply a material specified as **Stretch to Fit** to the center portion of the frame. See "The Material Painter" on page 774.

Material Types

Every material is classified by **Type** in the **Define Material** dialog. See “General Tab” on page 787. The Type defines how the material is calculated in the Materials List. Some but not all Types are associated with patterns that display in Vector Views. See “Vector View” on page 858.

Not every Type is calculated in the Materials List. Those that are are only calculated when assigned to structural components like wall, floor and ceiling, or roof layers; slabs; or generic objects like Primitives.

Following are the available Material Types and their characteristics:

Type	Pattern	Options	Materials List
Framing	None	n/a	Calculates stick framing quantities when assigned to the Main Layer of a wall type definition, or a layer in a floor or ceiling structure or finish definition. See “Framing” on page 519.
Brick	Typical staggered running bond brick course.	Height, Length, Depth and Mortar Width.	Calculates the number of units based on the total surface area. For a masonry wall with two layers of brick, create a wall type with two layers to get the right count. This Type can be specified for anything using this style of layout, such as plywood with staggered joints.
Strip	Parallel lines.	Height, Grouping, and Overlap Amount.	Calculates lineal footage based on the surface area and the height of the strip minus the Overlap amount. Grouping can be used to model a material that has a repeating pattern across its width.
Sheet	None	n/a	Calculates the number of sheets required to cover the surface area.
Gap	None	n/a	Gap materials create a space between materials. This is equivalent to defining no material at all and is not calculated in the Materials List.
Area	None	n/a	Calculates the total surface area.
Volume	None	n/a	Calculates cubic feet (meters).

Type	Pattern	Options	Materials List
Concrete	None	n/a	Calculates cubic yards (meters).
Tile	Grid	Height, Width, Thickness, and Joint Width.	Calculates the number of units required to cover the surface area.
Shingles	Rows of staggered rectangles.	Height, Width, Thickness, and Overlap Amount.	Calculates the number of shingles required to cover the surface area.
Flooring	None	n/a	Calculates the total surface area.
Shakes	Staggered rows of uneven rectangles.	Height, Width, Thickness, and Overlap Amount.	Calculates the number of shingles required to cover the surface area.
Herringbone	Herringbone.	Height, Length, Depth and Mortar Width. Height and Length are restricted to a 2:1 ratio.	Calculates the number of units required to cover the surface area.
Octagon	Octagons and small squares.	Height, Length, Depth and Mortar Width. Height and Length refer to the small square edges and are restricted to a 1:1 ratio.	Calculates the number of units required to cover the surface area. Units are composed of one octagon and four squares.
Hexagon	Hexagon	Height, Length, Depth and Mortar Width. Height and Length are restricted to a 1:1 ratio..	Calculates the number of units required to cover the surface area.
Parquet	Square parquet units	Size.	Calculates the required number of parquet units to cover the surface area.
Textured	Similar to a Sand fill style.	Spacing.	The Materials List does not calculate this material Type.
Earth	Alternating hatch pattern similar to Parquet.	Size.	The Materials List does not calculate this material Type.
Stars	Six sided stars.	Size.	The Materials List does not calculate this material Type.

Type	Pattern	Options	Materials List
Custom	Multiple options	Depends on the selected pattern.	Calculates the surface area. If you select Use Custom Pattern File, the Material Type will be Custom regardless of the selected pattern.

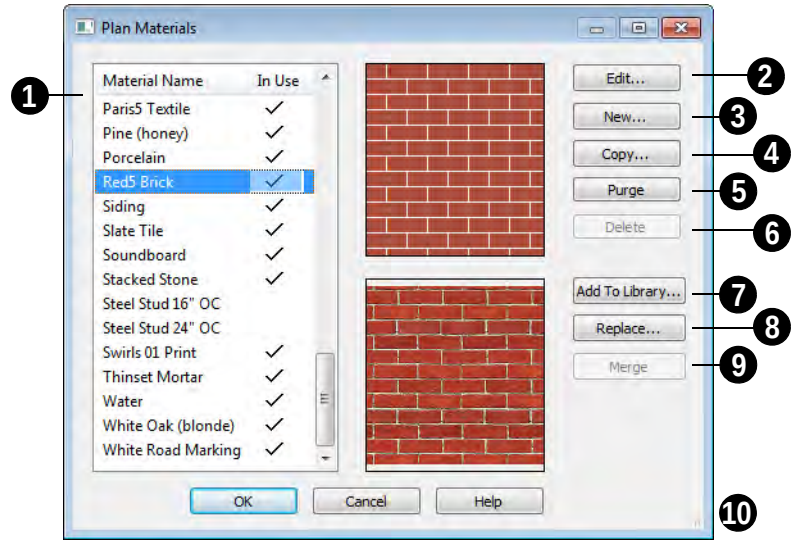
Managing Plan Materials

The **Plan Materials** dialog can be used to manage the materials used in the current plan. Select **3D> Materials> Plan Materials** to open this dialog.

When a material is applied to an object in a plan, a copy of that material is made and saved with the plan. If you access the **Define Materials** dialog through a menu or specification dialog, your changes affect that material wherever it is found throughout that plan. Other objects in that plan that use that material are also affected, but objects outside the current plan are not.

All materials that come with Chief Architect are stored in the Library Browser. You can also create your own materials and save them in the Library Browser. See “Creating Materials” on page 779.

Plan Materials Dialog



1. This is the list of materials in your plan. Click on the name of a material in the list to select it and display a preview of it to the right. If multiple materials are selected simultaneously by holding down the Shift or Ctrl keys, no previews will display.

   If a checkmark displays in the **In Use** column, the material is used by an object in your plan or is defined as a default material for one or more objects in your plan.

   If the **In Use** column is empty, the material was referenced at one time but is no longer assigned to any objects or used as a default.

2. Click **Edit** to open the **Define Material** dialog for the selected material. See "Define Material Dialog" on page 786.

3. Click **New** to open the **Define Material** dialog to create a new material.

4. Click **Copy** to create a copy of the selected material and opens the **Define Material** dialog where you can make changes to the copied material.

5. Click **Purge** to remove all unused materials from the plan.

6. Click **Delete** to remove the selected material from the plan. If the material is used in the model, you cannot delete it.

7. Click **Add to Library** to add the selected material to the Library Browser, making it available for use in other plans. See "Adding Library Content" on page 754.

   The preview window on top shows how the material appears in Vector Views.

   The bottom preview shows how the texture appears in rendered views. If the words "No Texture" display, either a texture has not been assigned to the material or the texture file could not be found on your system. In either case, the material displays in rendered views as a solid color.

8. Click the **Replace** button to replace the selected material with a new one from the library. Materials assigned to objects as well as those set in object defaults dialogs are affected. See "Select Library Object Dialog" on page 763.

9. Click the **Merge** button to merge multiple selected materials into one. The material you selected first is retained and all other materials in the selection set are deleted. Any instances of the deleted materials in the plan are replaced by the first material. Only available when multiple materials are selected.

10. Click and drag the size grip to resize the dialog box.

Define Material Dialog

The **Define Material** dialog allows you to adjust how materials look in 3D views and can be accessed in a number of ways:

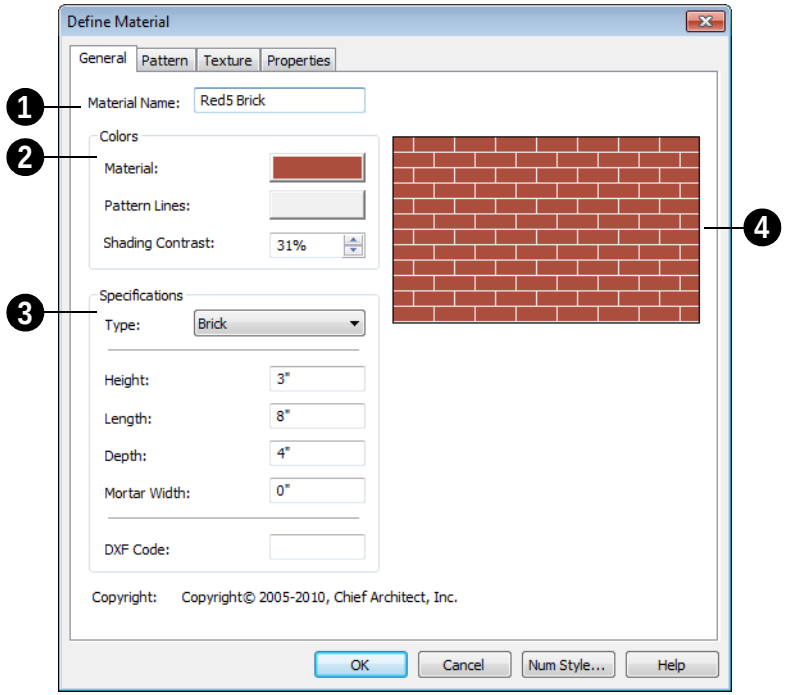
- Select a material from the **Plan Materials** dialog and click **Edit**, **New**, or **Copy**.
- Right-click on a material in an unlocked library in the Library Browser and select **Open** from the contextual menu.
- You can also right-click on an unlocked library and select **New> Material**.

If you select a manufacturer's material, the options in the **Define Material** dialog may change. Some options are not available and the tabs may vary.

If you access the **Define Material** dialog through a menu or specification dialog, your edits affect that material wherever it is found in the current plan. Other objects in that plan that use that material are also affected, but objects outside the current plan are not.

General Tab

The options on the General tab will vary depending on the selected material Type.



1 The **Material Name** displays here. You can type a different name if you wish. Renaming the material does not create a new material: it redefines the existing material. See "Creating Materials" on page 779.

2 Specify the **Colors** used to represent the material's pattern in Vector Views. Click a color box to open the **Color Chooser** dialog and select a color. See "Color Chooser Dialog" on page 797.

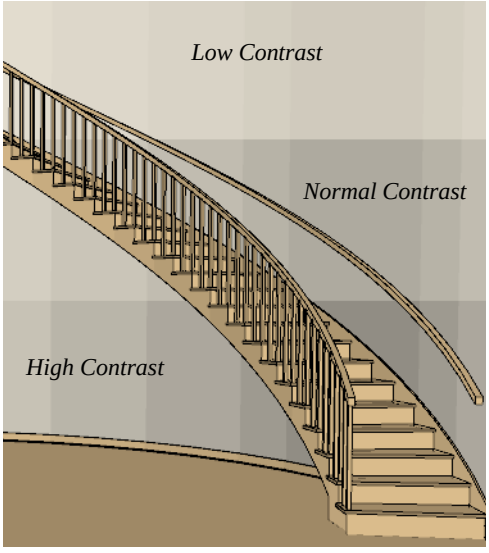
- The **Material** color displays in Vector Views and in rendered views if **Toggle Textures** is off or if no texture has been selected. See "Textures & Patterns"

on page 827.

This color also affects a material's Transparency: choose white for a fully transparent material or black for one that is completely opaque. See "Properties Tab" on page 792.

- The color of the **Pattern Lines** , which display in Vector Views, displays here.
- Specify the **Shading Contrast**, which is the amount of contrast between surfaces at different angles to each other in 3D Vector Views.

The following image shows the same curved wall with three different Shading Contrasts (combined using a separate graphics program). Notice how the lowest contrast at the top appears almost flat.



❸ Specifications -

- Select a material **Type** from the drop-down list. The selected Type defines how - or whether - the material is calculated in the Materials List and may also be associated with a pattern. See "Material Types" on page 783.

Depending on the Type selected, additional settings may become available. Unless otherwise noted, these settings affect both the appearance of the material's pattern in Vector Views and how it is counted in the Materials List:

- Specify the material's **Height**. This value is restricted to a ratio of the Length for Parquet, Octagon, and Hexagon material Types. When applied to a Strip, Shingles, or Shakes Type, the **Height - Overlap Amount = Exposure** of the material.
- Specify a Framing material's **Spacing OC**. This value controls the spacing of wall studs only. See "Wall Framing" on page 520.
- Specify the material's **Length**. This value is restricted to a ratio of the Height for Parquet, Octagon, and Hexagon material Types.
- Specify the **Thickness** of a material Type such as Tile. Thickness does not typically affect the appearance of the material in Vector Views, but is used for Materials List calculations.

Note: When a material is assigned to a wall type layer, floor or ceiling structure or finish layer, or to a structural roofing layer, the Thickness value set here is not used for materials list calculations.

- Specify the **Depth** of a Brick material. Depth does not typically affect the appearance of the material in Vector

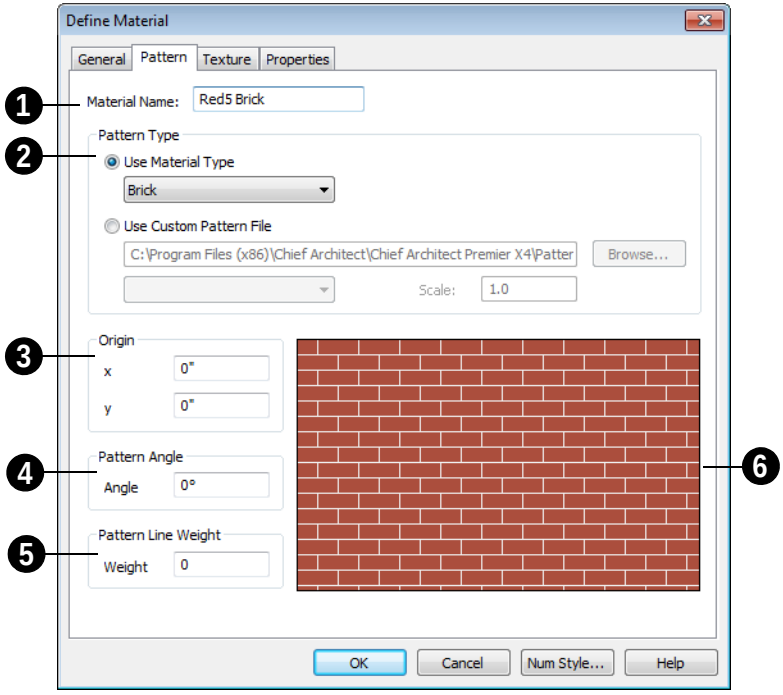
Views, but is used for Materials List calculations.

- Some patterns are defined by relative **Size**. The number does not have any units: it is more like a scaling factor. Material Types with a Size setting are not calculated in the Materials List.
- Specify the **Joint Width**, which is the grout width between pieces of Tile. This affects the size of tiles in Vector Views but not the size of the pattern lines.
- Specify the **Mortar Width** for a Brick or Block material. This affects the size of bricks and blocks in Vector Views but not the size of the pattern lines.
- Specify the **Overlap Amt**, which is the amount that a Strip, Shingles, or Shakes material overlaps itself. The **Height - Overlap Amount = Exposure** of the material.
- **Grouping** is used to describe the repeat of the pattern across the width of a Strip material. A 13" wide Strip with an Overlap Amt of 1" and a Grouping of 3 calculates materials based on a 12" coverage and a repeat line pattern of 4".
- This **DXF Code** holds up to five characters that appear at the end of the layer names used when exporting a 3D DXF file. See “Exporting a 3D Model in DXF/DWG Format” on page 1064.

❹ A preview of the material’s pattern displays here. It updates as you change the material definition.

Pattern Tab

Patterns are used to represent materials in Technical Illustration, Line Drawing and Vector Views. Pattern Types also affect the Materials List. See “Patterns and Textures” on page 774.



1 The **Material Name** displays here. You can type a different name if you wish. Renaming the material does not create a new material: it redefines the existing material.

2 Specify the selected material's **Pattern Type**. The pattern type affects both how the material looks in Vector Views, and how it's calculated in the Materials List. See "Material Types" on page 783.

- Select **Use Material Type** to base the material's pattern on the selected Type, then select a Type from the drop-down list. This drop-down is also found on the General tab.
- Select **Use Custom Pattern File** to specify a Custom pattern and enable the options below. When a Custom pattern is used, the material will be counted as an Area type in the Materials List.
- The pathname of the selected **.pat** pattern file displays here.
- Click the **Browse** to open the **Custom Pattern File** dialog and select a pattern file. This dialog is a typical Open dialog, and opens to the Patterns folder in the program installation directory.
- Select a pattern from the drop-down list. The items available depend on the **.pat** file selected above.
- Specify the pattern's **Scale**. If the pattern displays as grey in the preview, the pattern repeats too often and this value should be increased.

❸ Specify a new **Origin**, if needed, so the pattern displays correctly on surfaces in Vector Views.

❹ Specify the **Pattern Angle**, in degrees measured counterclockwise.

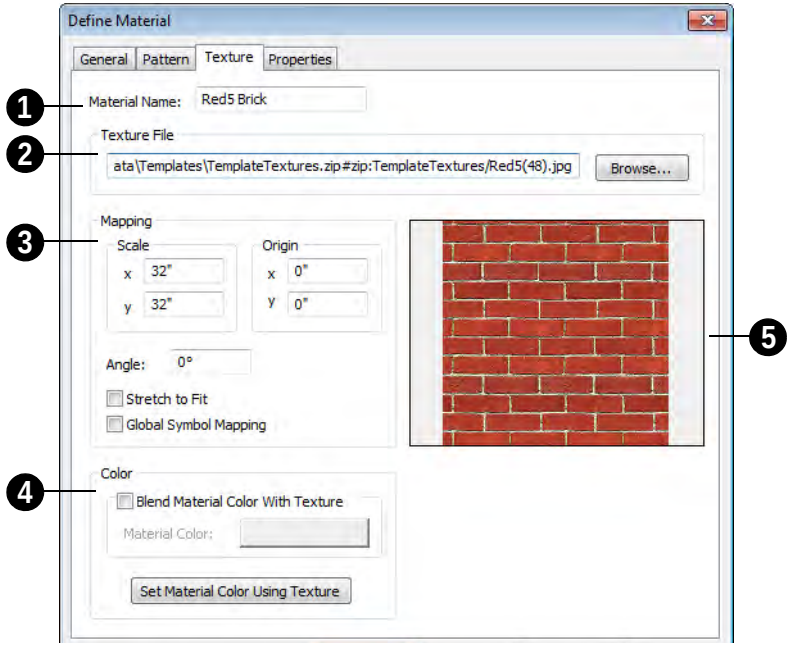
❺ Specify the **Pattern Line Weight**, which is the thickness of the lines that form the pattern.

❻ This is a preview of the material as it appears in Vector Views. The preview updates as changes are made.

Texture Tab

In most Rendering Techniques, materials are represented by textures. See “Rendering Techniques” on page 857.

Transparency information may be contained on the alpha channel of a texture; if so, it is used in rendered views.



❶ The **Material Name** displays here. You can type a different name if you wish. Renaming the material does not create a new material: it redefines the existing material.

❷ **Texture File** - Displays the path and file name of the selected texture.

- Click the **Browse** button to browse to a texture file saved on your computer. Supported file formats are **.jpg**, **.bmp**, **.png**, **.gif**, **.tif**, **.pcx**, **.tga**. See “Creating Materials” on page 779.
- You can also type or paste the full path name of a texture in the text field.

- Textures saved in **.zip** files can also be used.

To use a texture saved in a .zip file

1. Type or copy the full path name of the **.zip** file in the text field.
2. Directly after the path name, type #zip:, followed immediately by the name of the texture file including its file extension.

❸ Adjust the **Mapping** of the selected material's texture. See "Mapping Patterns and Textures" on page 781.

- Adjust the **Scale**, or height and width ratio, of the selected texture. The values are in inches (or mm).

In this example, the texture shown is mapped to a 32" x 32" area. If a rendered surface is larger than this area, the surface has "tiles" of the texture that are 32" x 32". If it is smaller, only a portion of the texture is shown.

- Set a new **Origin**, if needed, so the texture displays correctly on surfaces in rendered views.
- Specify the **Angle** of the texture on the surfaces of objects, in degrees.
- Check **Stretch to Fit** to stretch the texture image to cover each surface it is applied to.

Note: Changing the scale or selecting Stretch to Fit can cause textures to appear distorted if applied to a surface with a different aspect ratio than the original texture image.

- Check **Global Symbol Mapping** to map the texture using the same origin on all objects. When unchecked, the origin is defined individually for each object. See "Mapping Patterns and Textures" on page 781.

❹ Specify the characteristics of the **Color** applied over the selected material's texture.

- Check **Blend Color and Texture** to blend the texture with a solid color, then click the **Material Color** button to specify the color you want to blend it with.

  When a new material is created using the **Blend Colors With Materials** tool, the resulting material has this box checked. See "Blend Colors With Materials" on page 775.
- Click the **Set Material Color Using Texture** button to use the original color of the material's texture. See "Patterns and Textures" on page 774.

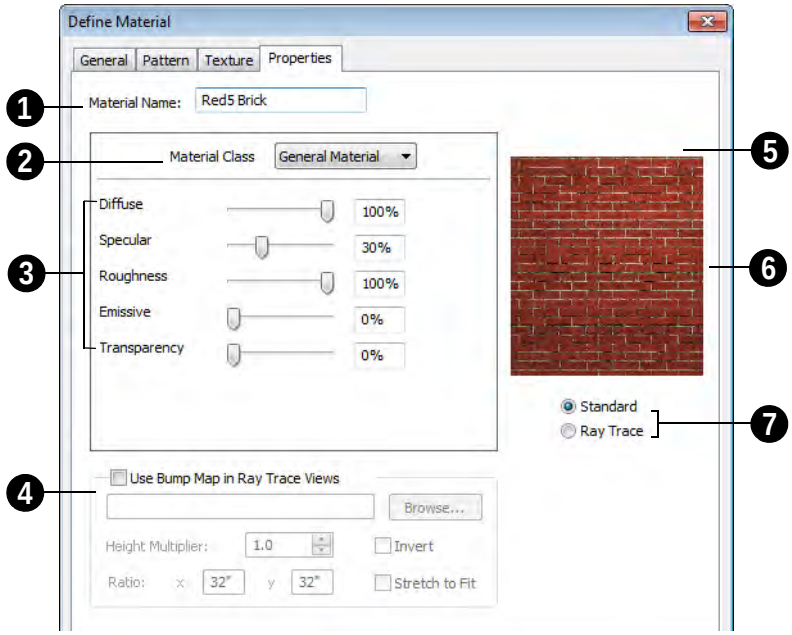
❺ A preview of the selected texture as it appears using the Standard Rendering Technique displays here. As the settings are changed, the preview updates.

Properties Tab

The Properties tab controls how the material appears in most rendered 3D views and in ray trace views. The preview on the right displays the material rendered on a 3' x 6' panel using either the Standard Rendering Technique or ray traced. As the settings are changed, the preview updates.

A material's rendered appearance is also affected by the Render settings in the **Preferences** dialog and the lights that have been placed in the model. See "Light Types" on page 851.

To get special lighting effects on an object, use at least one point or spot light. For these highlights to appear on large flat surfaces, select **Use Triangles** in the **Preferences** dialog. See "Render Panel" on page 108.



1 The **Material Name** displays here. You can type a different name if you wish. Renaming the material does not create a new material: it redefines the existing material.

2 Select a **Material Class** from the drop-down list. Each material class has its own set of visual characteristics.

- **General Material** - Most materials fall into this category, which gives you control over a number of properties.
- **Reflective** - Similar to General Materials, Reflective materials are reflective rather than specular.
- **Plastic** - Plastics are limited in that they are not specular, emissive, transparent, or reflective.
- **Shiny Metal** are also limited for a specific purpose. They are not diffusive, emissive or transparent, do not use the material's pattern or texture when ray traced.
- **Predefined Metal** use the scientifically measured physical properties of a selection of real-world metals. Predefined metals do not use the material's pattern or texture when ray traced, and their editing options are limted to Roughness and metal type.

- **Polished** materials represent surfaces with multiple layers, such as those that are glazed, varnished, or buffed. They are not emissive, transparent, or reflective, but have additional control over Roughness.
- **Mirror** is another class of material limited to a specific purpose. They are not diffusive, specular, rough, emissive, or transparent and do not use the material's pattern or texture when ray traced.
- **Translucent** - Similar to General Materials, Translucent materials are not emissive or reflective. Contrary to the name, Translucent materials are not transparent, either. They do have a Translucency setting, but it only applies to light coming directly from a light fixture and only takes effect in ray trace views. Ambient light or reflected light cannot pass through translucent materials so objects cannot be seen through translucent materials at all - even in ray trace views.
- **Transparent** is another material class limited for a specific purpose. Transparent materials are not diffusive, specular, rough, or emissive, but do allow you to specify how light bends when passing through the material.
- **Matte** is another material class limited for a specific purpose. Matte materials are not specular, emissive, transparent, or reflective.

❸ Adjust settings using the slide bar or by entering a value in the text box to specify the appearance of the material in 3D views in which textures are used.

- **Diffuse** controls the degree to which the material's main color contributes to its appearance. Not available for Metal, Mirror, or Transparent materials.
- **Specular** controls how bright the material appears when illuminated by a point or spot light. It simulates the reflection of light off a surface. Not available for Reflective, Predefined Metal, Mirror, or Transparent materials.
- **Roughness** controls how shiny a material is when illuminated by a point or spot light. A material with a low Roughness value has a bright, round spot of light when rendered with a point or spot light shining on it. Not available for Polished, Mirror, or Transparent materials.
- **Emissive** controls how bright a material appears independent of the lighting in the scene. It can be used to simulate surfaces that are glowing with their own light, such as the glass on a light fixture. Only available for General materials.
- **Transparency** controls how opaque or transparent a material is. Most materials are opaque while some materials, such as glass, are partially transparent. In some situations, materials with transparency can slow down rendering speed. See "Speeding up 3D View Generation" on page 867. Only available for General, Translucent, and Transparent materials.

For a completely transparent material, specify its Material Color as white on the General tab of the Define Material dialog. A black material will be totally opaque regardless of its transparency setting.

- **Reflection** controls how reflective a material appears in ray trace views only. See "Ray Trace Views" on page 869. Click the **Color** button to select a color for light reflecting off the material. For most material classes, reflectivity is best

seen at glancing angles to the surface. For reflectivity from all angles, use a Mirror material. Not available for General, Plastic, Predefined Metal, Polished, or Matte materials.

- **Translucency** controls the degree to which light coming directly from a light fixture shines through the material. Only available for Translucent materials, this setting only affect ray traced views.
- Select a **Metal** from the drop-down list. Only available for Predefined Metal materials.
- **Brushed Metal** creates a brushed appearance for Predefined Metal materials.

Polished and Brushed Predefined Metals can have different amounts of roughness running in different directions on a given surface. These surfaces look different depending on the viewing angle.

- **U Roughness** produces reflective highlights oriented horizontally. Only available for Polished materials and Brushed Predefined Metal materials.
- **V Roughness** produces reflective highlights oriented vertically. Only available for Polished materials and Brushed Predefined Metal materials.
- **Index of Refraction** controls how much light bends when it passes through the material. A value of 1 is the lowest possible value and produces no light bending. Only available for Transparent materials.

❹ Check **Use Bump Map** to enable the settings below and assign a bump map to the selected material. A bump map is an image file that makes a material appear non-flat in ray trace views. See “Bump Maps” on page 884.

- Click the **Browse** button to browse to a bump map image file saved on your computer.
- You can also type or paste the full path name of an image in the text field.
- Bump maps saved in **.zip** files can also be used.

To use a bump map saved in a .zip file

1. Type or copy the full path name of the **.zip** file in the text field.
2. Directly after the path name, type #zip:, followed immediately by the name of the bump map file including its file extension.

- The **Height Multiplier** allows you to specify how drastic the effect of the bump map is. The default value is 1, but larger or smaller values may give better results, depending on the bump map. Values can be typed to 0.001 accuracy.
- Check **Invert** to correspond light areas in the image with low points in the bump map and dark areas with high points. When unchecked, the opposite occurs.
- Specify the **Ratio** of the bump map’s height (x) to its width (y) in inches (mm). If a Ratio of 32”x32”is used, the bump map tiles every 48” in both directions to cover each surface. If a surface is smaller than 48”x48”, only a portion of the bump map is used.
- Check **Stretch to Fit** to stretch the bump map to cover each surface it is applied to.

The **Ratio** and **Stretch to Fit** settings are available when the selected material does not have a texture assigned to it. When the material does have a texture assigned to it,

these settings display for reference only and use the same values as the material's texture. See "Texture Tab" on page 791.

❺ Select an object to display in the preview when **Ray Trace** is selected below.

❻ A preview of the selected texture as it appears in a **Standard** rendered view or in a **Ray Trace** here. As the settings are changed, the preview updates.

❼ Click a radio button to display the texture as it appears in a **Standard** rendered view, or in a **Ray Trace** view.

Manufacturer Tab

If the selected material was copied from the Manufacturer library category, the Manufacturer tab lists contact information. See "Manufacturer Catalogs" on page 751.

Material Defaults

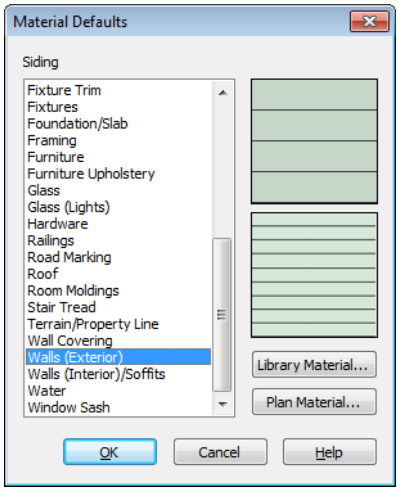
Most objects in the program have defaults dialogs which allow you to set up a variety of attributes, including materials, before the objects are created. Default Settings are accessed by selecting **Edit> Default Settings**. See "Preferences & Default Settings" on page 63.

Not all objects, however, have default settings that can be accessed prior to being placed. Garage doors, for example, do not have a defaults dialog. Instead, you can specify the materials for them in the **Material Defaults** dialog. Once a garage door is created, you can change its materials.

Select **Edit> Default Settings** from the menu, select **"**Materials", and click the **Edit** button to open the **Material Defaults** dialog.

Material Defaults Dialog

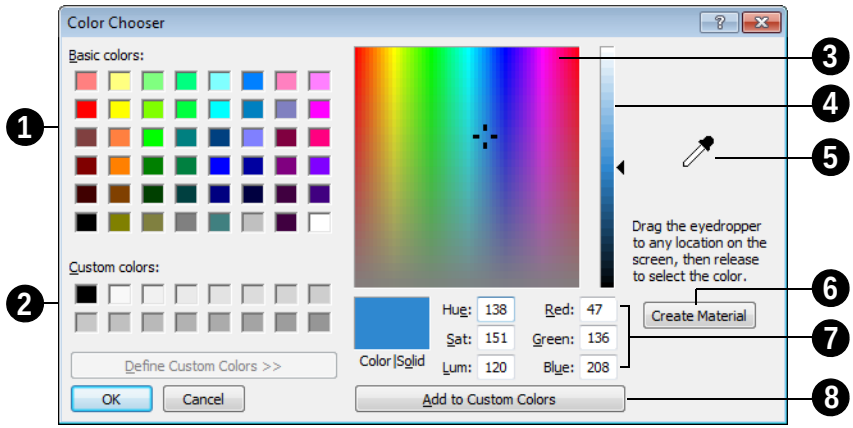
The settings here are similar to those on the Materials tab found in object specification dialogs throughout the program. See "Materials Tab" on page 777.



- Select a category from the scrollable list.
- Click the **Library Material** button or either preview box to open the **Select Library Object** dialog. See "Select Library Object Dialog" on page 763.
- Click the **Plan Material** button to open the **Plan Materials** dialog. See "Plan Materials Dialog" on page 785.

Color Chooser Dialog

The **Color Chooser** dialog is opened by selecting **Tools> Color Chooser** or by clicking on the color bar that can be found in many dialogs throughout the program.



1. Click in any one of the **Base colors** boxes to select it as the new color.

2. Click in one of the **Custom colors** boxes to either select it as the new color or to specify it as the box for a new custom color to be defined.

3. Click anywhere in the color palette area to dynamically choose a color. The location of a selected color is identified by a black crosshairs.

4. Click anywhere in the vertical bar to adjust the selected color's darkness.

5. Drag the **Color Chooser Eyedropper** anywhere on your monitor and release the mouse button to select the color displaying at that location.

You can select a color from any program window. Before opening the Color Chooser dialog, make sure the desired color can be seen onscreen by tiling Chief Architect and the other program window.

6. Click **Create Material** to add the color to the Import library category. The new material's name is "Custom Color" followed by the RGB values of the color. Only available when the dialog was opened by selecting **Tools> Color Chooser** .

7. Information about the selected color displays and can be edited here.

8. Click **Add to Custom Colors** to add the color to selected Custom Colors box.

Chapter 27:

Zoom & View Tools

Use the Zoom tools to position the current view. To work on a specific area, you may need to zoom in so that the entire screen is filled by only a single room. At other times you may need to view the entire plan.

One layout file can be open at a time, but there is no limit to the number of plan files that can be open. The name of the file and the type of view displays at the top of each view window in its title bar. If the view is saved, its name also displays.

There are a number of ways to pan across the screen, shifting the visible part of the plan slightly while still maintaining the same zoom factor.

Multiple views of one or more open files also can be arranged and managed using the View tools.

Chapter Contents

- Zoom Tools
- Undo Zoom
- Fill Window
- Panning the Display
- Swapping Views
- Window Menu Tools
- Cascade
- Tiling Views
- Arrange Icons
- Aerial View
- Closing Views

Zoom Tools

Zoom is used to magnify any given area on the plan or 3D view. Select **Window> Zoom**, then click and drag a marquee around an area on screen. When you release the mouse, the selected area expands to fill the screen.

When the zoom is complete, whatever tool was active prior to selecting the **Zoom** tool automatically becomes active again. If another zoom is needed, click the **Zoom** tool again.

Zoom In - Click to zoom in towards the screen center by a factor of two.

Zoom Out - Click to zoom out from the screen center by a factor of two.

Undo Zoom - Reverse the last zoom operation. See .

Fill Window - Fits all visible items on screen. See .

Fill Window Building Only - Fits all walls and railings on the current floor on screen.

Pan Window - Move the display without changing the zoom factor. See .

Select **Window> Aerial View** to open the aerial view window. See “Aerial View” on page 806.

Zooming With the Mouse Wheel

Use the mouse wheel to zoom in and out in plan and 3D views. Scrolling the mouse wheel one click up or down zooms in or out, centering on the location of your pointer and changing the zoom by about 10%.

Note: Depending on the configuration of your mouse, it may be necessary to hold down the Ctrl key while turning the mouse wheel. If zooming in and out are not working correctly, contact the manufacturer of your mouse and mouse driver for their assistance.

Zooming in 3D Views

Zooming in 3D views does not change the camera’s location or field of view. Instead, the extents of the view are expanded or cropped. You can alternatively set cameras to zoom by adjusting their Field of View. See “Render Panel” on page 108.

Undo Zoom

Select **Window> Undo Zoom** to reverse the last zoom operation.

Note: Undo and Redo do not affect zoom.

Zoom and **Undo Zoom** are also available through the contextual menu. See “Contextual Menus” on page 34.

Fill Window

In floor plan view, a CAD Detail or a cross section/elevation view, select **Window> Fill Window** or press the **F6** key to view nearly everything on screen that is visible, including the Reference Display. CAD Points are the only objects that are not included when Fill Window is used.

If you are zoomed in so that only a portion of the drawing displays on screen, selecting **Fill Window** zooms out so that the entire view fits on the screen. If you are zoomed out so that the entire drawing is smaller than the screen, selecting **Fill Window** zooms in until the drawing fills the screen.

When the drawing sheet is shown, **Fill Window** zooms to the sheet borders.

Fill Window Building Only

Window> Fill Window Building Only is similar to **Fill Window**, but zooms in or out to so that all walls and railings in the view fill the current window. Other objects are ignored.

In 3D Views

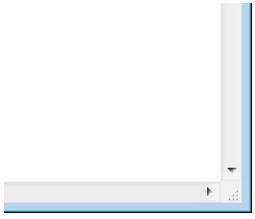
Fill Window and **Fill Window Building Only** behave slightly differently in perspective and orthographic 3D views. In perspective views, the original zoom factor is restored, while in orthographic views the camera's Field of View is adjusted so that all surfaces in the 3D view are included.

Panning the Display

There are four ways to pan the display without changing the zoom factor.

Using the Scroll Bars

One method is to use the scroll bars on the right and bottom edges of the window.



- Drag the square button in the bar itself in order to pan a larger distance.
- Click the end arrow keys on the scroll bars to shift the display in 12" increments.
- The 12" increment is defined in the **Plan Defaults** dialog under **Inches Scrolled by Arrow Key**. See "General Plan Defaults Dialog" on page 66.

Using the Arrow Keys

In floor plan view, the Shift + arrow keys on the keyboard work exactly like clicking the arrow buttons on the scroll bar. They shift the display according to the number of inches defined in the **Plan Defaults** dialog.

Using the Mouse

If you have a wheel mouse, you can pan the display by pressing the middle mouse button, or wheel, and moving the mouse in the direction you would like to pan. When the middle mouse button is held down, the pointer changes to a hand icon.

Mouse drivers sometimes have other functions assigned to the wheel and buttons. These override the Chief Architect setting.

Using the Pan Window Tool

The **Pan Window** tool works much like the mouse wheel method.

- Select **Window> Pan Window**. The pointer changes to a hand icon. Click and drag in floor plan view to pan the window. The command is invoked once and the program reverts to the previously active tool when you release the mouse button.
- Double-click the **Pan Window** tool and the command remains active.

Swapping Views

There are several ways to switch between open view windows.

- Select **Window> Swap Views** or press F7 to switch between the two most recent views.
- The **Swap Views** button toggles between the current view and the view that was current before it.
- Select **Window> Next Window** or **Window> Previous Window** to cycle through all open views in the order you prefer.
- Press the Ctrl + Tab (Next Window) or Ctrl + Shift + Tab (Previous Window) keys to cycle through all open views.
- A list of all the views currently open is located at the bottom of the Window menu. Each view is identified by its name and what type of view it is. Select one to go directly to that view.

Window Menu Tools

Select **Window** from the menu to access the Window Menu tools, which help you display multiple view windows of your model at the same time.

Note: The Window Menu Tools button does not display on the toolbar by default but it can be added. See “Toolbar Customization Dialog” on page 116.

Select **Window> Cascade** to cascade all open views. See “Cascade” on page 803.

Select **Window> Tile Horizontally** or **Tile Vertically** to tile all open views. See “Tiling Views” on page 805.

Select **Window> Arrange Icons** to arrange all open views that are currently minimized. See “Arrange Icons” on page 806.

Select **Window> Next Window** to switch to the next open view. See “Swapping Views” on page 802.

Select **Window> Previous Window** to switch to the previous open view. See “Swapping Views” on page 802.

Select **Window> Show Layout** to switch to the layout file. Only available if a layout file is currently open. See “Layout” on page 1107.

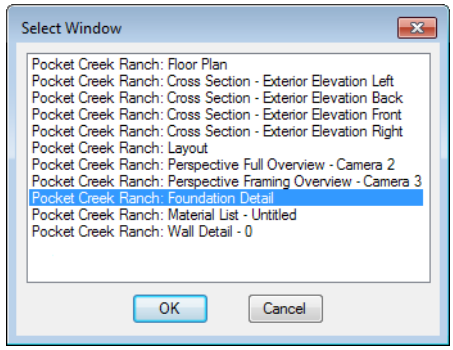
Open View Windows

One layout file can be open at a time, but there is no limit to the number of plan files that can be open. The name of the file and the type of view displays at the top of each view window in its title bar. If the view is saved, its name also displays.

There is no limit to the number of 3D view windows that you can have open at a given time; bear in mind, though, that each window demands use of your computer’s resources and that you may see poor performance if too many views are open. See “3D Views” on page 809.

A list of all view windows currently open displays at the bottom of the Window menu. Each view is identified by its name and what type of view it is. A checkmark is beside the view that is currently active. Select one to go directly to that view.

The names of up to eight views can display here. If more than eight view windows are open, **More Windows** is the last item in the menu. Select this option to open the **Select Window** dialog.

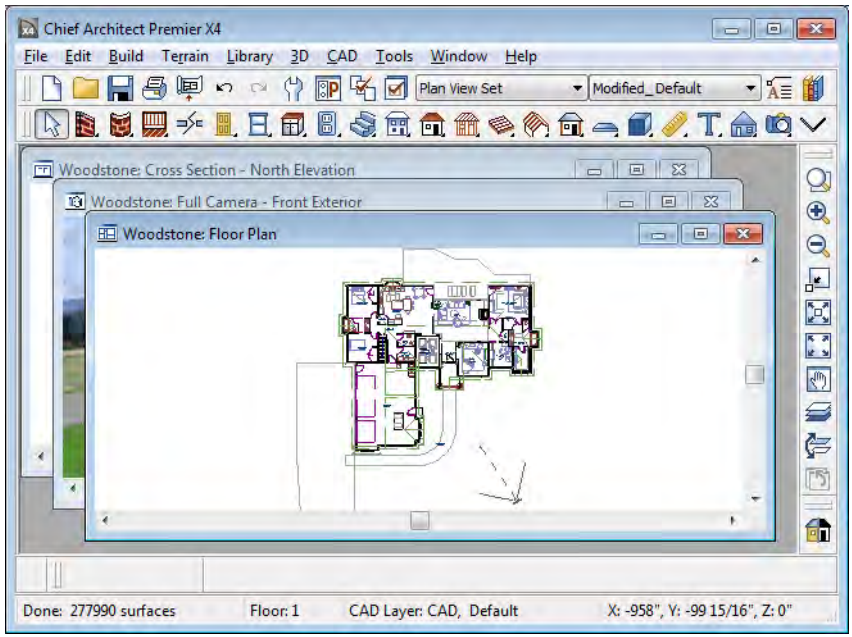


Select the name of a view from the list and click **OK** to make it the active view.

Cascade

Select **Window> Cascade** to cascade all open views. Cascade is a Windows function which allows you to organize open

windows in a cascading pattern. Click on any visible edge to activate that window.



Tiling Views

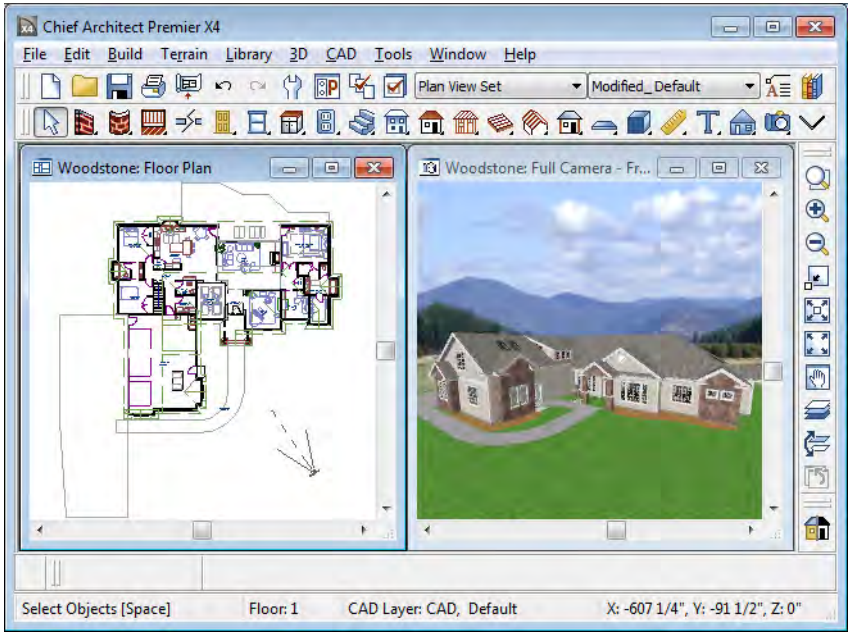
The window tiling options allow you to display multiple views side by side in the Chief Architect window.

Select **Window> Tile Horizontally** to display both views in a horizontal orientation.

Select **Window> Tile Vertically** or press Shift + F6 on the keyboard to display both views in a vertical orientation.

To activate a view, click on its title bar or anywhere in the view window. Note that any changes you make are reflected in other views as well.

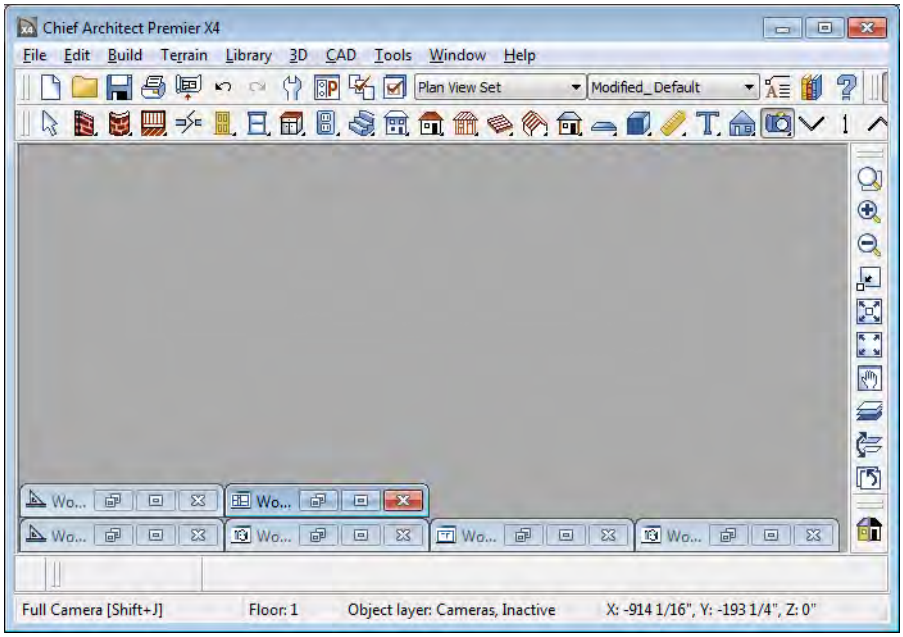
To end window tiling, click the **Maximize** button in the upper right corner of any open view.



Tiling allows you to see the results of changes in floor plan view in 3D or vice versa, and can also be useful for copying objects from one plan to another.

Arrange Icons

Arrange Icons is a Windows function used when several active windows have been minimized. Select **Window> Arrange Icons** to align the minimized title bars in a row at the bottom of the working desktop. You can then click the minimized title bars to reactivate them or use them for swapping and closing views.



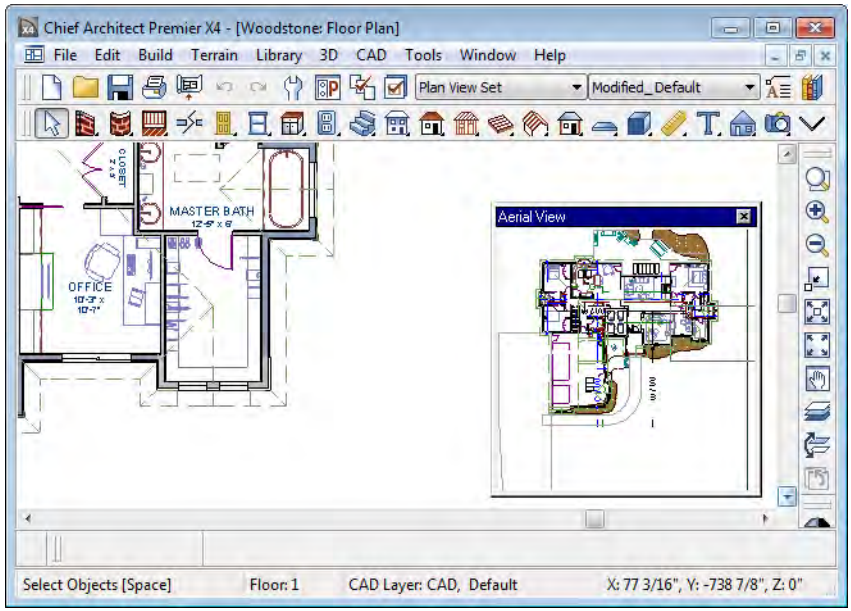
Aerial View

In floor plan view, select **Window> Aerial View** to open the **Aerial View** window.

The Aerial View window shows everything on the current floor as well as a marquee indicating the portion currently visible in the floor plan view window.

As you pan around the floor plan view window or zoom in or out, the marquee in Aerial View moves and resizes to reflect these changes. This can make it easier to navigate in floor plan view.

The Aerial View window is initially docked on the right side of the window, but it can be moved to any other edge or allowed to float. The Aerial View always displays the entire plan, so it has no scroll bars.



The grey border that displays in the Aerial View window represents the extent of the floor plan view.

- The Aerial View window can be moved by clicking and dragging the grip bar and resized by clicking and dragging an edge.
- The grey marquee that displays in the Aerial View represents the extent of the floor plan view. This marquee updates if you zoom or pan in floor plan view.
- Use the left mouse button to drag a new marquee within the Aerial View window. The floor plan view updates to match.
- Use the right mouse button to pan the existing marquee within the Aerial View window. The floor plan view updates to match.
- No matter what tool is active, when you move the pointer to the Aerial View window and drag a marquee, the floor plan view zooms in on that area.
- The display of objects in the Aerial View is controlled by the default layer set for Aerial Views. Since the purpose of Aerial View is to enhance navigation in plan view, you may want to turn off layers that clutter and slow it down. See “Layer Set Defaults” on page 130.

Closing Views

Select **File> Close** or click the ✕ at the top right corner of a window to close it. If the view is still needed, swap to a different view without closing the current views.

Chapter 28:

3D Views

Little preparation is needed to create a 3D view of a model: simply click a button to create an overview or click and drag to create a camera or cross section/elevation view.

To improve the quality of the rendering and create a custom look, you can adjust lighting and edit the materials used in the plan. You can create Final and Ray Trace views that are even more realistic. See “Rendering & Ray Tracing” on page 843.

Many objects can be placed and edited in 3D views, and any camera view or overview can be saved or even used to record a walkthrough. See “Pictures, Images, & Walkthroughs” on page 1023.

Chapter Contents

- OpenGL and Hardware
- Types of 3D Views
- Defaults and 3D Preferences
- Camera Defaults Dialog
- 3D Settings Dialog
- 3D View Tools
- Creating Camera Views
- Creating Overviews
- Cross Section/Elevation Views
- Displaying 3D Views
- Editing 3D Views
- Cross Section Slider
- Working in 3D
- Saving & Printing 3D Views
- Camera Specification Dialog
- Cross Section/Elevation Camera Specification

OpenGL and Hardware

Chief Architect features a built in, easy to use rendering engine that makes use of OpenGL rendering technology, which has good hardware support on most video cards.

To take full advantage of the rendering capabilities of Chief Architect, a graphics card that supports OpenGL hardware acceleration and has at least 256 MB of dedicated video memory is highly recommended. For complex models, an accelerated card generates quality renderings in seconds that might otherwise take minutes or even hours with a non-accelerated card or chipset.

OpenGL is required in order to use most of the stylized Rendering Techniques. See "Rendering Techniques" on page 857.

- Standard rendering requires OpenGL 2.0 when **Use Enhanced Lighting** is checked in the **Preferences** dialog. See "Render Panel" on page 108.
- Duotone and Technical Illustration rendering all require OpenGL 2.0.
- Watercolor and Line Drawing rendering require OpenGL 1.5.

Types of 3D Views

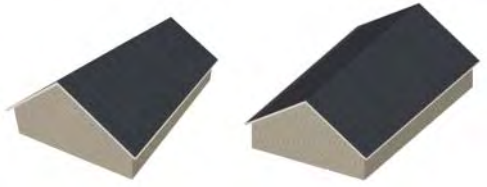
There are three categories of 3D views in Chief Architect: camera views, overviews and cross section/elevation views. Each of these view types can be generated using a variety of rendering techniques. See "Rendering Techniques" on page 857.

Every 3D view is also either orthographic or perspective in nature. Cross section/elevation views are always orthographic while camera views are always perspective. You can choose to generate overviews as either orthographic or persective.

Perspective and Orthographic Views

Perspective views have a focal, or vanishing, point. Surface edges and lines that would be parallel in real life appear to converge towards that focal point, and objects closer to the camera appear larger while objects farther from the camera appear smaller.

Orthographic views do not have a focal or vanishing point. Parallel surface edges and pattern lines appear parallel in these views and objects appear to be the same size regardless of their distance from the camera.



Perspective Overview *Orthographic Overview*

Perspective views display 3D objects much the way that they appear to the eye in real life, so they are ideal for presentation views.

By default, perspective views are created using the Standard rendering technique.

Orthographic views, on the other hand, are useful for technical drawings. By default, orthographic views are created using the Vector View technique.

Rendered and Vector Views

3D views can be generated using a variety of different rendering techniques. See “Rendering Techniques” on page 857.

Most rendered views represent materials using textures. Surface edge lines are generally not drawn and lighting is often modeled, creating results that range from a photorealistic appearance to artistic painting styles. Standard rendered views can also be Ray Traced for additional realism. See “Ray Trace Views” on page 869.

Vector Views are non-photorealistic views in which objects are drawn using surface edge lines, or vectors. Lighting is not calculated, and materials are represented using pattern lines and solid colors, making Vector Views quicker to generate and ideal for layout drawings and high resolution printing.

Defaults and 3D Preferences

There are a number of defaults and preference settings that allow you to control the initial characteristics of 3D views.

Camera positioning, field of view and related initial settings for camera views are specified in the **Camera Defaults** dialog. See “Camera Defaults Dialog” on page 812.

Ambient lighting settings, 3D backdrop information, and other settings that affect 3D views as they are generated are found in the **3D Settings** dialog. See “3D Settings Dialog” on page 814.

Which objects display in a 3D view and which do not is controlled in the **Layer Display Options** dialog. You can specify which layer set is initially used when a view is created by each of the 3D View tools. See “Layer Set Defaults Dialog” on page 140.

3D views can be generated using any of the **Rendering Techniques**. See “Rendering Techniques” on page 857.

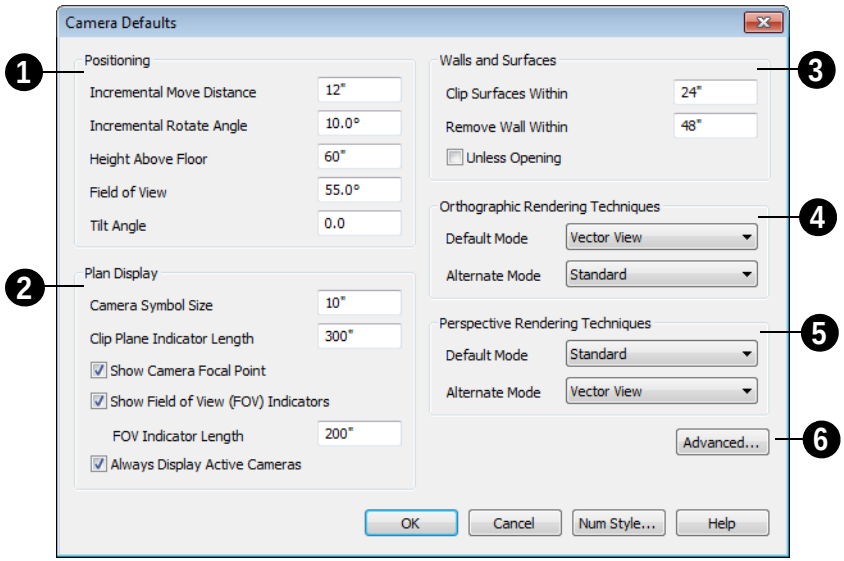
The initial settings for each Rendering Technique can be set in the **Rendering Techniques Defaults** dialog. See **“Rendering Technique Options” on page 860**.

The Render panel of the **Preferences** dialog controls settings for Render Previews and Final Views. See “Render Panel” on page 108.

Camera Defaults Dialog

Default Settings can be accessed by selecting **Edit> Default Settings** or by double-clicking either **Perspective View Tools** parent button or any Camera toolbar button.

The settings in the **Camera Defaults** dialog affect how a camera clips, captures and renders views, how it displays in floor plan view, how it is positioned, and how it moves.



1 The **Positioning** settings determine the position and orientation of the camera.

- The **Incremental Move Distance** controls how many inches the camera moves each time you direct it to move right, left, forwards or backwards. For interior views a small number is good, but for exterior you may want a larger increment.
- The **Incremental Rotate Angle** defines how many degrees the camera rotates each time you direct it to. A setting of 90° would make one full rotation in four moves.
- The **Height Above Floor** defines the height that the camera is above the floor level for the current floor.
- The **Field of View** defines the camera's field of vision in angular degrees.
- The **Tilt Angle** is the camera's angle relative to the horizon. 0° is horizontal, 5° points slightly upward, and -5° points slightly towards the ground.

2 The **Plan Display** settings control the appearance of the camera's symbol in floor plan view. See "Using the Edit Handles" on page 833.

- Specify the **Camera Symbol Size**, measured in plan inches (mm).
- Set the **Clip Plane Indicator Length** for Cross Section/Elevation, Backclipped Cross Section, and Wall Elevation camera symbols. The length is measured in plan inches (mm). See “Cross Section/ Elevation Views” on page 822.
- Check **Show Camera Focal Point** to display the camera’s focal point in floor plan view.
- Check **Show Field of View Indicators** to display the field of view indicator for cameras in floor plan view. You can also change the **FOV Indicator Length**, which is measured in plan inches (mm).
- Uncheck **Always Display Active Cameras** to turn off the display of active camera symbols when the “Cameras” layer is turned off. When checked, active cameras always display, regardless of the layer setting.

❸ The **Wall and Surfaces** settings determine the extent of camera views.

- **Clip Surfaces Within** - Specify that the camera does not display an object within this distance.
- **Remove Wall Within** - Remove the display of walls within this distance of the camera.

Both of these distances are measured as a radius from the camera position.

- Check **Unless Opening** to display a wall that is inside the **Remove Wall Within** range if the camera is pointing through an opening such as a door or window.

❹ **Orthographic Rendering Techniques** - Specify which Rendering Techniques are used to create Orthographic 3D views. See “Rendering Techniques” on page 857.

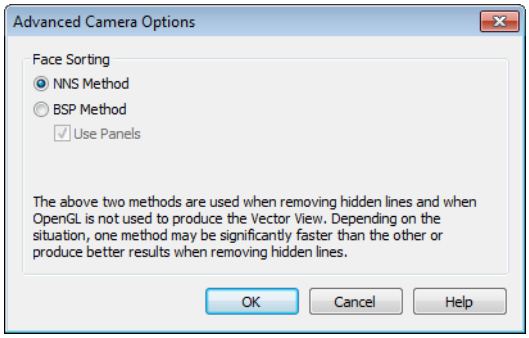
- Select a Rendering Technique from the drop-down list to be used when the **Default Mode** is active. See “Edit Behaviors” on page 162.
- Select a Rendering Technique from the drop-down list to be used when the **Alternate Mode** Alt is active.

❺ **Perspective Rendering Techniques** - Specify which Rendering Techniques are used to create Perspective 3D views. See “Perspective and Orthographic Views” on page 810.

- Select a Rendering Technique from the drop-down list to be used when the **Default Mode** is active.
- Select a Rendering Technique from the drop-down list to be used when the **Alternate Mode** Alt is active.

❻ Click the **Advanced** button to open the **Advanced Camera Options** dialog and specify how hidden lines are removed when OpenGL is not used. See “OpenGL and Hardware” on page 810.

Advanced Camera Options Dialog



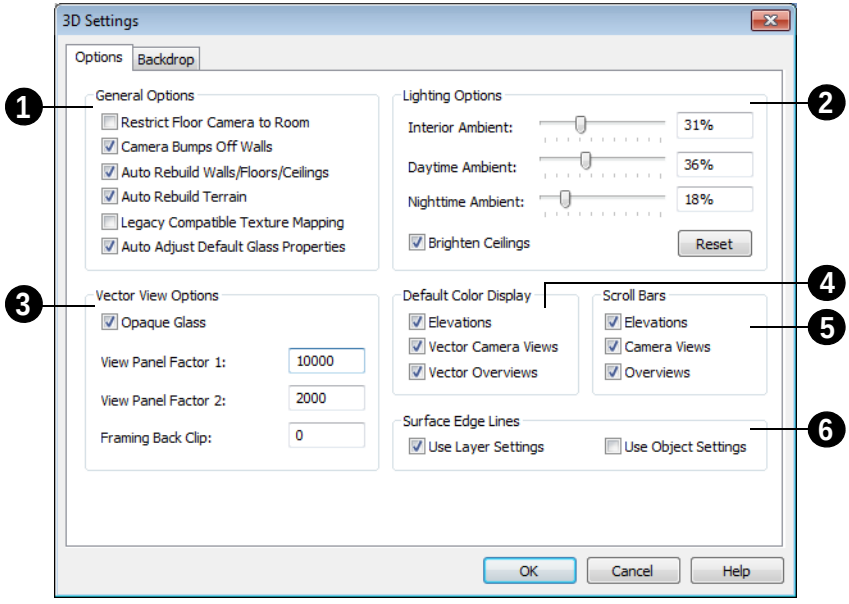
- Select **NNS Method** to use Chief Architect's default method. In most cases, this method is both faster and requires less memory than the BSP Method.
- Select **BSP Method** to use an alternative method. This method may provide better results in some situations; however, it may be slower and require more memory.
- When the BSP Method is used, checking **Use Panels** may increase speed and reduce memory usage.

3D Settings Dialog

Select **3D> 3D Settings** or double-click the **Perspective View Tools** parent button to display the **3D Settings** dialog.

Settings in the **3D Settings** dialog are not global: they are saved with each plan file. Some settings affect rendered views, some affect Vector views, and some affect both view types. See "Rendered and Vector Views" on page 811.

Options Tab



1 The **General Options** affect all 3D views.

- Check **Restrict Floor Camera to Room** to suppress the generation of objects outside the room in which a Floor Camera is created. Only affects subsequently generated Floor Camera views. See “Camera Views” on page 818.

  When checked, a view through a doorway into another room shows only blank space or the selected 3D backdrop. Use this option to reduce 3D view rendering time or to minimize file size when creating a single room 3D Walkthrough.
- Uncheck **Camera Bumps Off Walls** to allow cameras to move freely through walls.
- Check **Auto Rebuild Walls/Floors/Ceilings** to automatically rebuild floors and ceilings before a 3D view or elevation is displayed. When this is unchecked and the structure is not up to date, the Rebuild Walls, Floors, Ceilings icon displays near your mouse pointer. See “Rebuilding Walls, Floors & Ceilings” on page 402.
- Check **Auto Rebuild Terrain** to automatically rebuild terrain to reflect recent changes before generating a 3D view. If this option is unchecked and the terrain is not up to date, the Rebuild Terrain icon displays near your mouse pointer. See “Building the Terrain” on page 662.
- Check **Legacy Compatible Texture Mapping** to use global texture mapping

settings rather than texture mapping fixed to individual objects.

> ⚠ Legacy Compatible Texture Mapping should remain unchecked except for legacy plans with custom rotated textures.

- When **Auto Adjust Default Glass Properties** is checked, the program automatically adjusts the behavior of window, door, and electrical fixture glass in Standard rendered and ray trace views in response to interior and exterior lighting conditions. When this box is unchecked, these adjustments are not made.

❷ The **Lighting Options** control the ambient light in rendered views. Click and drag the slide bar or type in a percent value to adjust these options. See “Ambient Light” on page 846.

- **Interior Ambient** affects interior views.
- **Daytime Ambient** affects daytime exterior views.
- **Nighttime Ambient** affects nighttime exterior views.
- Click the **Reset** button to to restore initial default values.
- Uncheck **Brighten Ceilings** to turn off the default parallel light source that shines upward in interior views to add extra illumination to ceilings. See “Default Lights” on page 846.

❸ The **Vector View Options** only affect views using the Vector View rendering technique. See “Rendered and Vector Views” on page 811.

- Check **Opaque Glass** to make the glass in windows and doors opaque in Vector Views. When unchecked, window and door glass is completely transparent.
- **View Panel Factors** adjust the performance of Vector Views. Normally, these values should not need changing, but you may be able to get modest performance improvements by trying other values. See “Speeding up 3D View Generation” on page 867.
- **View Panel Factor 1** determines how many surfaces are drawn for each horizontal panel. Each horizontal panel is then subdivided into vertical panels - and **View Panel Factor 2** determines how many surfaces are contained in each vertical panel.
- View panel factors represent target numbers of surfaces to use in defining each panel. A value of 10000 for Factor 1 means that a total of 10,000 or more surfaces are collected to define each panel vertically. A value of 2000 for Factor 2 means that 2,000 or more surfaces are collected to define panels horizontally.
- Making these numbers larger results in fewer panels; making them smaller results in more panels. Adjusting these numbers either too low or too high causes the time required to draw to increase.
- **Framing Back Clip** defines the back clip for framing members in cross section views. Framing must be set to display to see the effects of this value. A zero value does not back clip at all.

❹ **Default Color Display** controls whether views created using the Vector View rendering technique are generated using color or not. See “Rendering Techniques” on page 857.

- Select a check box to generate that view type in color or uncheck to generate that view type as a line drawing.
- A colored view can always be changed to a line drawing and vice versa by choosing **Tools> Color Off/Color On** .

5 The **Scroll Bars** check boxes control the display of scroll bars along the right side and bottom of each view window. Clear a check box to suppress the scroll bar in that view type and yield more viewing area.

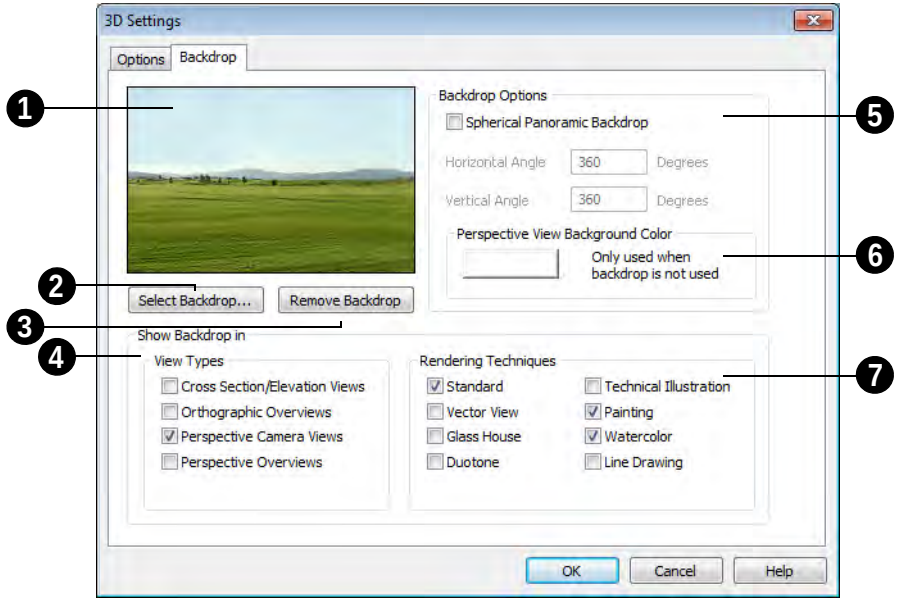
When the scroll bars are suppressed, you can use the keyboard arrow keys to scroll. To pan the display, hold the key and drag the pointer across the window. See “Panning the Display” on page 801.

6 Specify how the **Surface Edge Lines** display for all objects in 3D views.

- Check **Use Layer Settings** to display surface edge lines for objects using the display settings specified by layer in the **Layer Display Options** dialog.

  If this option is not checked, all edge lines are drawn black and solid with a line weight of 0.
- If **Use Layer Settings** is checked you can also check **Use Object Settings**. All objects that have special settings specified on the Line Style tab of their specification dialog display using those settings, overriding the layer settings in the **Layer Display Options** dialog.

Backdrop Tab



1 A preview of the selected backdrop displays. See “3D Backdrops” on page 827.

❷ Click **Select Backdrop** to open the **Select Library Object** dialog. Browse the **Backdrops** library, select a backdrop, and click OK.

❸ Click **Remove Backdrop** to change the backdrop to a solid color. The color used is defined in the **Background Color** section of this dialog.

❹ Check **Show Backdrop in** to specify in which views the selected backdrop image displays.

❺ **Backdrop Options** can be used to create spherical panoramic backdrops.

- Check **Spherical Panoramic Backdrop** to place the selected backdrop onto a sphere that surrounds your model in camera views and overviews.
- The **Horizontal Angle** controls how many times the backdrop appears as you rotate in a full circle from side-to-side. A value of 360 makes the backdrop wrap around the scene once. A value of 720 makes it wrap around the scene twice. 180 makes only half the backdrop wrap around the scene.
- The **Vertical Angle** determines how much of the backdrop stretches up-and-down. To have the backdrop stretch from the highest point in the sky to the lowest point in the ground, use a value of 180. To have the backdrop stretch from just below a horizontal render to just above, use a smaller value such as 100.

Some experimenting with backdrop images and **Angle** values may be necessary to achieve the desired results.

❻ Click the color bar to select the **Background Color** that displays when a backdrop image is not being used. See “Color Chooser Dialog” on page 797.

❼ Specify which **Rendering Techniques** you would like to use the selected backdrop in. See “Rendering Techniques” on page 857. By default, Standard, Painting and Watercolor use backdrops while the other techniques do not.

3D View Tools

Select **3D> Create Orthographic View** to display the Orthographic View Tools or **3D> Create Perspective View** to display the Perspective View Tools.

Camera Views

Camera views are perspective views. They are not scaled and cannot be annotated but are ideal for creating presentation views.

The **Full Camera** tool creates multi-floor views of the 3D model. It can be used to create interior and exterior perspectives, and is good for displaying cathedral ceilings, roofs, lofts, stairwell openings, and other variation in floor and ceiling levels.

The **Floor Camera** tool creates perspective views of the current floor only. Nothing above the ceiling surface is generated, and neither is anything below the floor.

Overviews

An overview can be either orthographic in nature or perspective, depending on the tool used to create it.

The **Orthographic and Perspective Full Overview** tools create views of the entire model including all floors, ceilings, and the roof.

The **Orthographic and Perspective Floor Overview** tools create views of the current floor without a roof or ceiling.

The **Orthographic and Perspective Framing Overview** tools create views of the framing in the model. Framing must be built in order for it to display in a framing overview. See “Framing Overview” on page 822.

Cross Section/Elevation Views

Cross Section/Elevation views are the traditional, orthographic views often used in drafting. They are scaled and can be fully annotated. See “Cross Section/Elevation Views” on page 822.

A **Cross Section/Elevation** view displays all floors of the model. If the view is created outside the structure looking toward it, the result is an exterior elevation. If the view is created inside the structure, or passes through any of the structure, a cross section is created.

The **Backclipped Cross Section** tool includes only the objects between the starting point and stopping point of the cross section line.

The **Wall Elevation** tool creates an elevation of a wall on a single floor and in a single room. The Wall Elevation tool cannot be used to create exterior views.

The **Front Elevation** tool creates an exterior elevation of the front of the model (on screen, the bottom).

The **Back Elevation** tool creates an exterior elevation of the back of the model (on screen, the top).

The **Left Elevation** tool creates an exterior elevation of the left side of the model.

The **Right Elevation** tool creates an exterior elevation of the right side of the model.

The **All Elevations** tool creates an exterior elevation of the front, back, left, and right sides of the model.

The **Create Room Elevation Views** edit tool creates an interior elevation view of each wall defining a selected room. This tool is found on the edit toolbar for a selected room rather than in the 3D menu. See “The Edit Toolbar” on page 33.

The framing members of an individual wall can also be displayed and edited in a Wall Detail view. See “In Wall Detail Views” on page 544.

Ray Trace Views

Ray Trace views are a special type of high-quality 3D view in which the paths individual photons are calculated so that realistic lighting effects can be modeled. They cannot be created directly from floor plan view. Instead, you must first create a

Standard rendered view of the desired scene and then select **3D> Ray Trace Current View**. See “Ray Trace Views” on page 869.

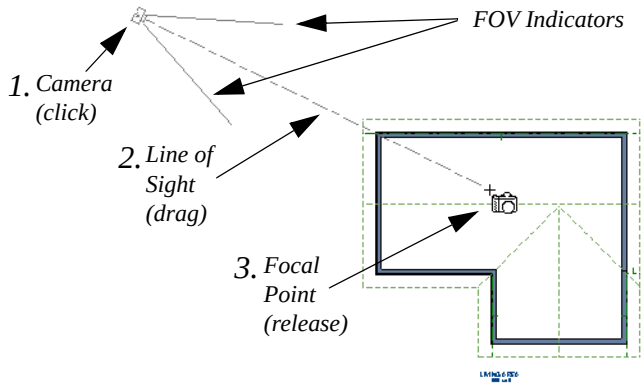
Creating Camera Views

All full and floor camera views are created using the same method.

To create a camera view

1. In floor plan view, select the desired camera tool. The mouse pointer displays the camera icon.
2. Click and drag a line to define the view direction.

- Where your line begins is the camera’s position.
- The line that you drag defines the direction the camera is pointed.
- The end of the line is the focal point of the view, the point the camera rotates around.
- By default, the field of view is 45°, which is similar to what the human eye sees or a 50mm camera lens.



3. When you release the mouse button, a view generates in a new window.
4. Return to the floor plan view. A camera symbol now displays in floor plan view. See “Swapping Views” on page 802.

In order to create a camera view, you must click and drag at least as far as your current **Snap Distance**. See “Snap Properties Panel” on page 101.

Creating Overviews

In Chief Architect, there are three different overview types: Full, Floor and Framing Overviews.

Each type of overview can be generated as either an orthographic or perspective view. An overview window's title bar indicates whether it is perspective or orthographic. See "Perspective and Orthographic Views" on page 810.

Overviews generate as soon as you select the tool and are always created at the same angle. The focal point is always located at the center of the model; however, the position of the camera will vary depending on the size of the 3D model. The larger or more spread out the model, the further away the camera will be from the focal point so that the entire model can be seen in the view.

Once generated, an overview window's title bar indicates whether it is a perspective or orthographic view and a camera symbol representing the overview displays in floor plan view, The overview 'camera' can be edited much like regular camera views can. See "Editing 3D Views" on page 829.

Full Overview

Select **3D> Create Orthographic View> Full Overview** or **3D> Create PerspectiveView> Full Overview** to generate an exterior view of the entire model.

Floor Overview

Select **3D> Create Orthographic View> Floor Overview** or **3D> Create Perspective View> Floor Overview** to create a drawing of the current floor with the ceiling removed.

Floor Overviews are an effective tool for illustrating traffic flow and the relationships between spaces. They are also helpful for trouble-shooting, since they isolate a single floor for review.

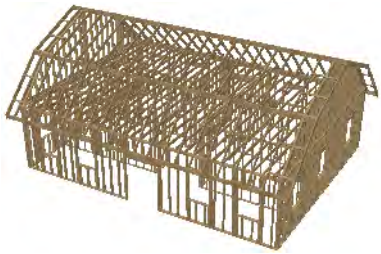
To see a different floor, select **Tools> Reference Floors> Up One Floor** or **Down One Floor** . You can also return to floor plan view and make another floor current before generating the Floor Overview

Framing Overview

Select **3D> Create Orthographic View> Framing Overview** or **3D> Create Perspective View> Framing Overview** to create a view of the entire model, displaying only framing and the foundation.

Framing overviews include all floor, wall, and roof framing as well as foundations. Unlike other overviews, which use the Camera View layer set, Framing Overviews use the 3D Framing Set. See “Layer Sets” on page 129.

Framing must be built before generating this view or the view will be empty.



If you want to save or print a picture using resolution that is higher than your screen resolution, you can create the image using ray tracing. See “Ray Trace Views” on page 869.

Cross Section/Elevation Views

The **Cross Section/Elevation**, **Back-clipped Cross Section** and **Wall Elevation** tools produce the traditional, orthogonal views often used in drafting. Regardless of their distance from the camera, all lines and dimensions in these views are their true lengths, making it easy to accurately see the spatial relationships of the 3D objects in the model.

Two additional elevation tools, **Exterior Elevations** and the **Create Room Elevation Views** edit tool, allow you to create and save multiple elevation views of either the entire plan or a single room with a single click.

Cross section/elevation views can be enhanced with the CAD tools. They are the only 3D views that can have information added to them using the 2D CAD tools. They can be fully annotated and dimensioned and then printed to scale.

Cross Section/Elevation Camera Tools

Each of the three cross section/elevation camera tools has a specific function.

A **Cross Section/Elevation** view displays all floors of the model. The cross section begins at the point where the camera arrow is drawn and continues through the entire model.

The **Backclipped Cross Section** tool includes only the objects or portions of objects between the starting point and stopping point of the camera’s Line of Sight.

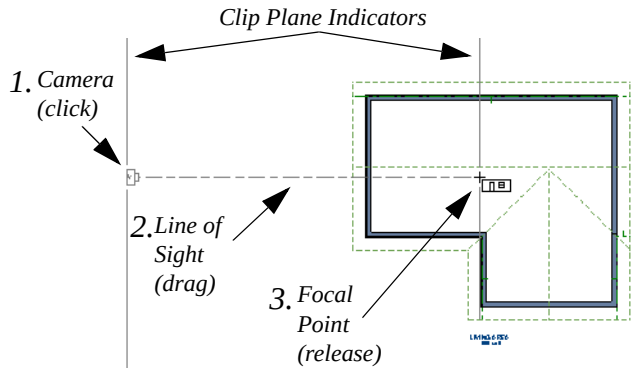
The **Wall Elevation** tool creates an elevation of a single wall defining the room that the camera is drawn in. It does not

cut through walls or show the ceiling, floor, or roof, and it does not recognize room definition created by railings, Invisible walls, or walls on layers that are turned off. It creates a 2D projection of a wall and the objects between the wall and the camera and is used primarily for kitchen and bath elevations. This tool cannot be used to create exterior views.

Cross Section/Elevation, **Backclipped Cross Section** and **Wall Elevation** views are created in the same way.

To create a Cross Section/Elevation view

1. Select the **Cross Section/Elevation**, **Backclipped Cross Section** or **Wall Elevation** tool. The pointer changes to a with crosshairs marking the position of the pointer.
   - Click in floor plan view and drag a line.
   - A Camera symbol displays where you click, along with a Cross Section Line indicating the plane of a cross section's cut line.
2. Drag in the direction of the Line of Sight to draw a camera arrow.
   - Always drag the camera arrow perpendicular to the wall to be viewed.



3. When you release the mouse button, the view generates in a new window.
   - If the view is a Backclipped Cross Section, a second Cross Section Line at the end of the Line of Sight indicates the furthest extent of the backclip.

As with camera views, you must click and drag at least as far as your current **Snap Distance** in order to create a Cross Section/Elevation view. See "Snap Properties Panel" on page 101.

If the Line of Sight does not cut through a 3D object and the object is within the back clipped distance, such as a window shown in elevation, the object retains its 3D definition. 3D objects can be selected, moved, stretched, or otherwise modified in a cross section/elevation view. The 3D model is updated in all views.

Auto Exterior Elevations

The **Auto Elevation** tools create exterior elevations of the front, back, left and right sides of the model. To use any of these tools, simply select it. The camera view - or all four camera views - are automatically created, saved and named. See “Saving 3D Views” on page 836.

At least one wall or railing must be present in the plan in order for the **Auto Elevations** tools to work. If no walls or railings have been drawn, nothing will happen when any of these tools is selected.

The directions that these four elevation cameras point are directly related to the orientation of the X and Y axes, reference grid and snap grid in the plan. See “3D Drafting” on page 29.

The front elevation is located below the model on-screen and points upward while the back elevation is found above the model and points downward. This may not be the case, however, if you have used the **Rotate View** tool. See “Rotate Plan View” on page 217.

If the same Auto Elevation view is created more than once, the additional camera symbols are placed progressively further away from the model in floor plan view and are numbered. If an Auto Elevation is renamed and then the view created again, the symbols may overlap.

The **Auto Elevations** parent button can be added to the toolbars if you wish. See “To add a button to a toolbar” on page 118.

Room Elevation Views

The **Create Room Elevation Views** edit tool creates an interior elevation view of each wall defining or present in a selected room. To create elevation views for a room, select the room and then select this edit tool. See “Editing Rooms” on page 303.

Detailing Cross Section/ Elevation Views

The CAD tools are accessible in cross section/elevation views. CAD information added to a cross section or elevation view, including dimensions and text, is stored in that view when it is saved.

CAD objects are superimposed on the view and have no effect on the 3D model itself. If CAD objects are added to a cross section/ elevation view, the program asks you to save the view before closing the window.

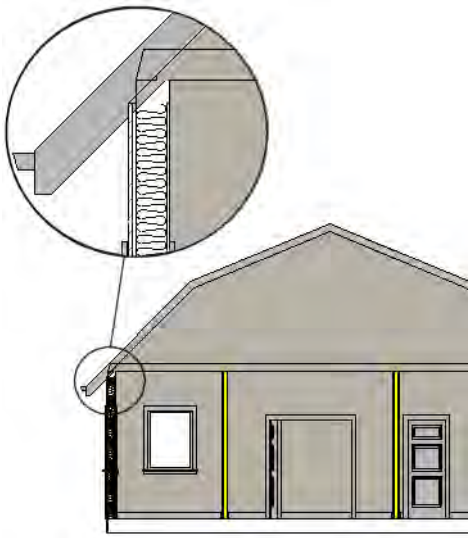
CAD objects will snap to the Snap Grid when **Grid Snaps** are enabled. Note that the 3D model may obscure the display of the Snap Grid. See “Grid Snaps” on page 150.

When the Vector View rendering technique is used, you can select **CAD> CAD Detail From View** to create a 2D line drawing of the active cross section/ elevation view in a CAD Detail window. This drawing can then be edited as needed. See “CAD Detail from View” on page 1009.

Auto Detail

The **Auto Detail** tool automatically creates CAD objects for commonly detailed components of cross section views. To use this tool, select **CAD> Auto Detail**

while a cross section view using the Vector View rendering technique is active.



Auto Detail creates CAD objects in walls, floor and ceiling platforms, foundation walls and footings, and slabs that are intersected by the cross section plane as follows:

- **Walls** - Creates closed CAD polylines for each wall layer with a fill style specified in the wall type definition. The polyline uses the same fill as that specified for the wall layer. See “Wall Type Definitions” on page 275.
- **Floors and Ceilings** - Creates closed CAD polylines for each floor and ceiling layer with a fill style specified in the platform or finish definition. The polyline uses the same fill as that specified for the floor or ceiling layer. See “Floor and Ceiling Platform Definitions” on page 399.
- **Insulation** - Creates rectangular **Insulation** CAD boxes in floor and ceiling platforms and in walls.

  Specify which wall layers display insulation fill when auto-detailed. If the wall layer has a fill style, it will not generate a fill polyline when insulation is also specified. See “Wall Type Definitions Dialog” on page 278.

  Specify which rooms have insulation in the floor or ceiling. See “Floor and Ceiling Platform Definitions” on page 399.
- **Foundations** - Closed polylines are created for foundation walls, footings, and floors. The fill style for walls is specified for the wall layer in the wall type definition. The fill style for footings is “Concrete”. The fill style for the floor is set in the floor platform definition.
- **Slabs** - Closed polylines using the “Concrete” fill style are created for Slabs.

Using **Auto Detail** tool twice results in two copies of the same CAD objects.

Once created, these CAD objects can be selected and edited. See “Editing Closed-Polyline Based Objects” on page 184 and “Editing Box-Based Objects” on page 188.

The CAD objects created by the **Auto Detail** tool are placed on the “CAD, Default” layer. See “Layers” on page 127.

Displaying 3D Views

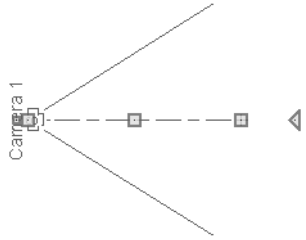
The name of the current plan file and the type of view displays at the top of each view window in its title bar. If a 3D view is saved, its name also displays.

There is no limit to the number of 3D view windows that you can have open at a given time; bear in mind, though, that each window demands use of your computer's resources and that you may see poor performance if too many views are open. See "Open View Windows" on page 803.

A variety of tools and settings allow you to control the appearance of your 3D views. There are also numerous ways to adjust the position, focal point and field of view of a 3D view. See "Editing 3D Views" on page 829.

In Floor Plan View

Active 3D cameras are represented in floor plan view using symbols that indicate the camera's position, field of view and focal point.



You can also display camera symbols for saved cameras. Both saved and active, unsaved cameras are located on the "Cameras" layer by default; however, you can place a selected camera on any layer you wish. See "Layers" on page 127.

By default, active camera symbols display regardless of whether the "Cameras" layer is on or off. If you prefer that their display be turned on or off with this layer, uncheck **Always Display Active Cameras** in the **Camera Defaults** dialog. See "Camera Defaults Dialog" on page 812.

Active camera symbols use the Move color set in the **Preferences** dialog. All other display attributes are derived from the "Cameras" layer. See "Colors Panel" on page 81.

Both saved and unsaved active cameras can have labels indicating the camera name. Camera labels are located on the "Cameras, Labels" layer and use the Text Style assigned to that layer.

- Unsaved camera labels are numbered sequentially in the order they were created.
- Saved cameras' names can be specified in the **Camera Specification** dialog. See "Camera Specification Dialog" on page 838.

Camera symbols display a letter indicating the Rendering Technique it uses. This letter uses the same text style as the camera label. See "Rendering Techniques" on page 857.

Camera symbols are an on-screen reference: they do not print unless Print Image is used and cannot be sent to layout except as an image. They are, however, included when CAD Detail from View is used and in views exported to .dxf/.dwg.

Layer Display Options

Which objects display in a 3D view is controlled in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

Different view types use different layer sets when they are created. See “Layer Sets” on page 129.

To show framing in a cross section/elevation view, framing must first be built using the **Build Framing** dialog and the appropriate framing layers must be turned on in the Section View layer set. See “Framing” on page 519.

3D Backdrops

Backdrop images can be used to add realism and a sense of perspective to 3D views. You can select a backdrop image for a plan file from the library in either of two ways:

- In any view, select **3D> 3D Settings** to open the **3D Settings** dialog. See “Backdrop Tab” on page 817.
- In a 3D view, open the Library Browser. Browse to and select a Backdrop image, then move your cursor into the view window. Click anywhere in the view to apply the selected backdrop.

By default, the Standard, Painting and Watercolor rendering techniques use backdrops while the other techniques do not. You can specify which techniques use backdrops in of the **3D Settings** dialog. See “Backdrop Tab” on page 817.

Regardless of how it is selected, only one backdrop can be used in a plan at any given time. You can specify which views use the selected backdrop in the **3D Settings** dialog.

You can also create your own backdrop images and import them into the library. See “Adding New Backdrops” on page 755.

Color On/Off

Select **Tools> Display Settings> Color On/Off** to control the display of color in all vector-based views. See “Color On/Off” on page 200.

Textures & Patterns

Select **3D> Camera View Options> Toggle Textures** in a 3D view to turn off the display of material textures. See “About Materials” on page 774. Not available in Glass House,Technical Illustration, Line Drawing or Vector Views.

Select **3D> Toggle Patterns** in a Technical Illustration, Watercolor, Line Drawing or Vector View to turn on or off the display of the “Patterns, 3D Views” layer, which controls the display of material pattern lines. See “Layers” on page 127.

Line Style

The line style, color and weight of objects in Vector Views can be specified by layer or, for most objects, individually in their specification dialogs. See “Line Style Tab” on page 977.

Line weights display on screen when **Show Line Weights** is enabled. See “Show Line Weights” on page 1089.

The line weight, color and style for a material’s pattern is set in the **Define**

Material dialog. See “Define Material Dialog” on page 786.

Delete 3D Surface

The individual surface of an object can be temporarily removed from any 3D view by selecting **3D> Delete Surface** and then clicking on a surface. When the pointer is over a surface, that surface will become highlighted.

Surfaces removed in one view are removed in all 3D views, but are not permanently removed from the model. Continue clicking surfaces to remove them, then select another tool when you are finished.

Surfaces in 3D views are composed of multiple triangles. Hold the Alt key while clicking to delete one triangular face at a time rather than all triangles forming a surface. See “Higher Quality Rendering” on page 845.

Select **3D> Delete Surface** or click the toolbar button to restore the most recently deleted surface. All surfaces can be restored by selecting **Build> Floor> Rebuild Walls/ Floors/Ceilings** or by exiting the 3D view and reopening it.

Lighting

Select **3D> Lighting> Adjust Lights** to open the **Adjust Lights** dialog and edit the light sources in the current plan. Interior default lights in the list cannot be changed or altered, but the default sun can be changed. See “Adjust Lights Dialog” on page 850.

Rendering Techniques

Any cross section/elevation, camera view or overview can be generated using a variety of rendering techniques to produce views for a range of different purposes, from detail drawings to artistic presentation views. Select **3D> Rendering Techniques** to access these tools. See “Rendering Techniques” on page 857.

Final Views

Select **3D> Camera View Options> Final View** or **Final View with Shadows** to regenerate the rendered view based on the final view settings on the Render panel of the **Preferences** dialog. See “Preview vs Final View” on page 845.

Rebuild 3D

Select **3D> Rebuild 3D** to regenerate all 3D data asociated with the current plan. All open views will remain open.

Remove 3D

Select **3D> Remove 3D** from floor plan view to close all 3D views associated with the current plan file and remove unsaved 3D data from memory.

Any views saved with the plan are closed but not deleted.

Editing 3D Views

Once a 3D view is created, there are many ways to manipulate the camera location, focal point, and line of site to adjust the view on-screen.

The camera movement tools provide the ability to pivot the camera in any direction, move it perpendicular to the line of sight and rotate the camera around its focal point.

Cameras can be moved in incremental steps using either the toolbar or the keyboard. The distance the camera moves is defined in the **Camera Defaults** dialog. See “Camera Defaults Dialog” on page 812.

Each time you move the camera, the view is updated. If you are using either the toolbar or keyboard to move the camera, you can hold down the Shift key, suppressing the redraw of the view until the Shift key is released and allowing you to move multiple increments more quickly.

In the Specification Dialog

You can make adjustments to a camera in the **Camera Specification** dialog. This dialog is particularly helpful for making fine adjustments to the camera’s position and other attributes. See “Camera Specification Dialog” on page 838.

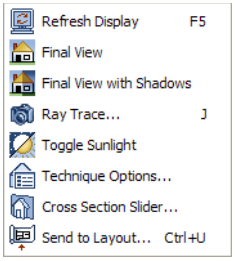
Tile a 3D view and the floor plan view and use the camera movement tools to see how they affect the camera. See “Tiling Views” on page 805.

Using the Contextual Menu

In a 3D view, right-click in an empty space in which the backdrop or background color displays to access the contextual menu. See “Contextual Menus” on page 34.

- In Vector Views, the options are a selection of commonly used commands from the File, Edit, Tools and Window menus.
- In rendered views, the options are a selection of tools and toggles specific to rendered views or override the settings in the **Preferences** dialog. See “Render Panel” on page 108.

Changing a setting in the contextual menu only affects the current view. It does not affect the settings in the **Preferences** dialog.



Up One Floor/Down One Floor

You can move a camera to a different floor. While the camera view is active, select **Tools> Reference Floors> Up One Floor** or **Down One Floor** .

The position and movement of a camera is affected by its location within the model. When the camera is outside a building, its height is relative to the terrain and follows the terrain as it is moved. When inside a

building, the camera height is relative to the floor of the room it is drawn in.

Which floor an active camera is on determines which floor is affected when any floor-specific actions are done. For example, if a camera is on Floor 2 and changes are made to the Floor Default settings while in that view, Floor 2 will be affected.

If the camera is on an upper floor and you move the camera outside of the building, the camera remains at the same height relative to the floor it was created on.

Move Camera with Mouse

A camera's position can also be edited while the view is active. These tools are not available in Cross Section/Elevation, Back Clipped Cross Section, or Wall Elevation views.

Select **3D> Move Camera With Mouse** to access the Move Camera with Mouse modes.

Click **Mouse-Orbit Camera** (or use the hot key Alt + O) then move the mouse to rotate the camera around the current camera focal point. You can also click in the 3D view, move the mouse, and release the mouse button to "throw" the view. Click again in the view to stop the it from rotating.

Click **Mouse-Pan Camera** (or use the hot key Alt + P) then move the mouse to move the camera up, down, left and right. This tool is not available in orthographic views.

Click **Mouse-Dolly Camera** (or use the hot key Alt + D) then move the mouse to move the camera forward and backward by moving the mouse up and down. It also allows you to turn the camera left and right in the same way. This tool is not available in orthographic views.

Click **Mouse-Tilt Camera** (or use the hot key Alt + T) then move the mouse to tilt the camera in any direction while staying in the same location. This tool is not available in orthographic views.

3D Center Camera on Point - Allows you to focus the camera at a particular point in the scene. This also sets the camera center so that future use of the **Mouse-Orbit** tool rotates around that particular point. To use the **3D Center** tool, activate the tool and then click any object in the scene. This tool is not available in orthographic views.

Move Camera with Arrow Keys

You can use the arrow keys on your keyboard to move the camera. The camera direction and field of view do not change: only its position.

Select 3D> Move Camera with Arrow Keys to access these tools. These tools are not available in Cross Section/Elevation, Back Clipped Cross Section, or Wall Elevation views.

Select 3D> Move Camera with Arrow Keys> Arrow-Orbit Camera to rotate the camera around the current focal point. Use the arrow keys on your keyboard to move the camera. This is the only arrow keys tool available in orthographic views.

Select 3D> Move Camera with Arrow Keys> Arrow-Pan Camera to move the camera up, down, right, and left using the arrow keys.

Select 3D> Move Camera with Arrow Keys> Arrow-Dolly Camera to move the camera forward and back using the up and down arrow keys, and side to side using the left and right arrow keys**.**

Select 3D> Move Camera with Arrow Keys> Arrow-Tilt Camera to use the arrow keys to tilt the camera any direction at the same location.

Move Camera Tools

Select **3D> Move Camera** to access these tools. These tools reposition the camera, while keeping the direction of the field of view in the same place. These tools are not available in Cross Section/Elevation, Back Clipped Cross Section, or Wall Elevation views.

Move Camera Forward - Moves the camera and the focal point forward. You can also use the hot key F.

Move Camera Back - Moves the camera and the focal point back. You can also use the hot key B.

Move Camera Left - Moves the camera and the focal point to the left in a line perpendicular to the line of sight. You can also use the hot key L.

Move Camera Right - Moves the camera and the focal point to the right in a line perpendicular to the line of sight.You can also use the hot key R.

Move Camera Up - Moves the camera and the focal point up.You can also use the hot key U.

Move Camera Down - Moves the camera and the focal point down. You can also use the hot key D.

Orbit Camera Tools

Select **3D> Orbit Camera** to access these tools. Orbiting the camera rotates the camera about the focal point. These tools are not available in Cross Section/Elevation, Back Clipped Cross Section, or Wall Elevation views.

Move Camera In - Move the position of the camera closer to the focal point along the line of sight. The camera does not rotate past the focal point using this tool. You can also use the hot key I.

Move Camera Out - Move the position of the camera away from the focal point along the line of sight. You can also use the hot key O.

Orbit Camera Upward - Rotate the camera up about the focal point. The camera does not rotate past the vertical line going up from the focal point.

Orbit Camera Downward - Rotate the camera down about the focal point. The camera does not rotate below the vertical line going down from the focal point.

Orbit Camera Left - Rotate the camera to the left about the focal point.

Orbit Camera Right - Rotate the camera to the right about the focal point.

Tilt Camera Tools

Select **3D> Tilt Camera** to access these tools. Tilting keeps the camera in one place and pivots the camera about its vertical or horizontal axis. This movement is similar to tilting your head up and down or

turning it side-to-side. These tools are not available in Cross Section/Elevation, Back Clipped Cross Section, or Wall Elevation views.

TiltCameraUpward-Tiltsthecameraup whilekeepingitinthesamelocation.The camera does not tilt beyond the vertical position.

TiltCameraDownward-Tiltsthecamera downwhilekeepingitinthesamelocation. The camera does not tilt beyond the vertical position.

TurnCameraLeft-Turnsthecameratothe left while staying in the same location.

TurnCameraRight-Turnsthecameratо therightwhilestayinginthesamelocation.

Keyboard Camera Movements

Camera movement in 3D views can be controlled using the keyboard. These hotkeys are not available in Cross Section/Elevation, Back Clipped Cross Section, or Wall Elevation views.

F - Move **forward**.

B - Move **backward**.

U - Move **up**.

D - Move **down**.

L - Move **left**.

R - Move **right**.

I - Move **inward** along the line of sight.

O - Move **outward** along the line of sight.

W - Increase camera Field of View.

N - Decrease camera Field of View.

Left or Right Arrow - The program remembers the mode you selected under **3D> Move Camera with Arrow Keys**. If you are in a view that does not support the mode you selected, the arrow keys move the screen right or left.

Up or Down Arrow - The program remembers the mode you selected under **3D> Move Camera with Arrow Keys**. If you are in a view that does not support the mode you selected, the arrow keys move the screen up or down.

View Direction Tools

The **View Direction Tools** allow you to view the model from a specific direction in a camera view, overview, or cross section elevation view. While one of these views is active, select **3D> View Direction** to access these tools.

Front View - Create a front view of the model.

Back View - Create a back view of the model.

Top View - Create a top view of the model.

Bottom View - Create a bottom view of the model.

Left Side View - Create a left side view of the model.

Right Side View - Create a right side view of the model.

Restore Original View - Restore the original view position.

Press Ctrl + Alt + S while in a camera view or overview to spin the view. Press Esc to stop the spinning.

Zooming

The **Zoom Tools** are available in all 3D views. See “Zoom Tools” on page 800.

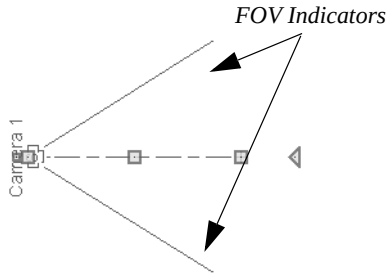
Selecting **Window> Zoom In**, **Zoom Out** or **Fill Window** does not change the camera’s location or field of view. Instead, the extents of the view are expanded or cropped.

If you wish, you can instead set the **Zoom** tools to change the Field of View when used in a 3D view. See “Render Panel” on page 108.

Field of View

The **Field of View** refers to a camera’s field of vision. A wider field of view makes the focal point appear further away, as more of the image is included in the same view window.

In floor plan view, the angled lines of a camera symbol indicate its field of view.



A camera’s field of view can be adjusted in the **Camera Specification** dialog. See “Camera Specification Dialog” on page 838.

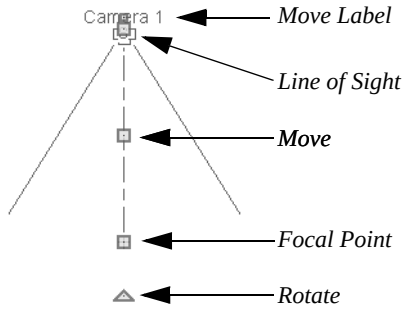
The field of view can also be adjusted while in a camera view by pressing the W key to increase the field of view or the N key to decrease the field of view.

The field of view can also be adjusted with the mouse wheel when **Zoom Using Field of View** is checked in the **Preferences** dialog. See “Render Panel” on page 108.

Using the Edit Handles

Return to floor plan view without closing the 3D view. See “Swapping Views” on page 802.

Using the **Select Objects** tool, select the camera object. When a camera symbol is selected it displays five edit handles.



- Drag the **Line of Sight** handle to change the camera angle without moving the focal point.
- Drag the **Move** handle to relocate the camera while maintaining its relative angle.

- Drag the **Focal Point** handle to reposition the camera, the focal point, and line of sight.
- Drag the **Rotate** handle to rotate the camera's line of sight about its center.
- Drag the smaller **Move Label** handle to move the label.

The 3D view corresponding to the camera symbol reflects changes made to the symbol in floor plan view.

Multiple camera symbols can also be selected; however, their editing options are limited to being moved, rotated, and deleted. You can also create revision clouds around group-selected camera symbols.

Using the Edit Tools

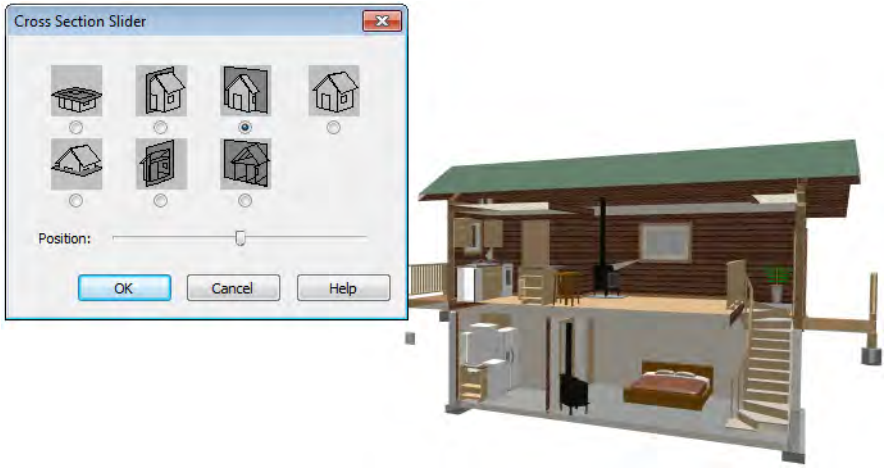
A camera symbol or symbols selected in floor plan view can be edited in a variety of ways using the buttons on the edit toolbar. See "The Edit Toolbar" on page 33.

Cross Section Slider

Select **3D> Camera View Options> Cross Section Slider** when a camera view or overview is active to open the **Cross Section Slider** dialog.

Choose one of the cross section angles and move the **Position** slider to adjust the position of the cutting plane. Select the option at top right to turn off the cutting plane.

Note: The Cross Section Slider is not available when the Vector View Rendering Technique is used. See "Rendering Techniques" on page 857.



Working in 3D

A variety of tools are available in 3D views that allow you to edit your 3D model. You can also use the Dimension, Text, and CAD Tools to add annotation to cross section/ elevation views.

Creating Objects in 3D Views

You can place windows, doors, cabinets, electrical objects, corner trim, and most library objects directly into 3D views. To do this, select the appropriate tool and click in the 3D view. You can then edit the object's size and placement.

When created in 3D, most objects must be placed against a wall, on a floor platform, or within the Terrain Perimeter.

You can also click and drag to draw some CAD-based objects such as custom countertops, roof planes, terrain features and road, in camera views and overviews views.

The **Build Framing** and **Build Roof** dialogs are also accessible in 3D views, although the manual **Framing Tools** and **Roof Tools** are not.

Selecting and Editing Objects in 3D Views

Most objects can be selected and edited in 3D views. Select **Edit> Select Objects** and click on the surface of an object to select it. Once selected, objects can be edited using their edit handles, buttons on the edit toolbar, and the object's specification dialog. See "Editing Objects" on page 161.

When you select an object, edit handles and a handle surface display. The handle surface is a rectangle around the perimeter of the object that indicates the overall height and width of the selected surface. The edit handles that display depend on the type of object selected. Walls, for example, display two resize edit handles when selected while a slab displays ten handles, allowing you to move, resize and reshape it.

> Note: If the wall height of the Exterior Room is adjusted in a 3D view, the default Floor or Ceiling Height of the entire floor is changed. See "Floor and Room Defaults" on page 300.

All moving or resizing is in the plane of the handle surface. You cannot move an object directly towards or away from the camera, for example, because that surface plane cannot be seen in the view.

By default, object movement is restricted to one inch or 10 mm increments, but this restriction can be set to custom increments in the **Plan Defaults** dialog and toggled off and on using the **Grid Snaps** button. See "Grid Snaps" on page 150.

Unrestricted positioning can also be enabled by holding down the Ctrl key while moving or resizing an object. See "Unrestricted Movement" on page 203.

When **Fixture/Furniture Resize Enable** is unchecked in the **Plan Defaults** dialog, only a single handle displays for furniture and stand-alone fixtures and appliances. In this case, the object can only be moved. See "General Plan Defaults Dialog" on page 66.

Temporary dimension lines display when many objects are selected to help you resize the object and determine its height. These are sometimes easier to see when the color is toggled off. See “Display Temporary Dimensions” on page 907.

Because cross section/elevation views are orthogonal and display objects at their actual dimensions, they are sometimes more suitable for editing objects than camera views or overviews. See “Cross Section/ Elevation Views” on page 822.

When several 3D views are open, changes made in the plan automatically rebuild the model in all views. Because of this, it is typically faster to make changes to your plan with as few windows open as possible.

Editing Materials in 3D Views

Select **3D> Materials> Adjust Material Definition**, then click on a surface in the 3D view to open the **Define Material** dialog for that material. See “Adjust Material Definition” on page 779.

Select **3D> Materials> Material Painter** to apply materials to surfaces in the view using the Material Painter Tools. See “The Material Painter” on page 774.

Select **3D> Materials> Material Eyedropper** to apply the material on a surface in the view to other surfaces in the view. See “Material Eyedropper” on page 777.

Rebuild 3D

As changes are made to your plan, a 3D view automatically updates to reflect any changes visible in the view. If you find that a view is not updating as expected, select **3D> Rebuild 3D** to rebuild the entire 3D model.

Annotating 3D Views

The Dimension Tools, Text Tools, and CAD Tools are available in cross section/elevation views, allowing you to add technical information, call attention to certain details, and other tasks in these views. See “Detailing Cross Section/Elevation Views” on page 824.

You can also add annotation to any other 3D view by first making a line-drawn copy of the view using the **CAD Detail from View** tool. See “CAD Detail from View” on page 1009.

Saving & Printing 3D Views

3D camera views, overviews and cross section/elevation views can be saved with the plan in which they are created, exported and saved outside of Chief Architect, as well as sent to layout and printed.

Saving 3D Views

Select **3D> Save Active Camera** to save the current camera in the plan. Saved cameras retain their Rendering Technique settings and can be closed and re-opened for later use. See “Rendering Techniques” on page 857.

You can also save a camera view by checking the **Saved** box in the **Camera Specification** dialog. See “Camera Specification Dialog” on page 838.

In addition, if a cross section/elevation view has been edited using CAD or text, you will be prompted to save the view when you close it. Any CAD or text objects added to a cross section/elevation view are saved with the view as part of the plan file.

Once a 3D view is saved, it is listed in the Project Browser and can be named. The name displays in its label with the camera symbol in floor plan view. See “Project Browser” on page 1015.

When a view is saved, its 2D symbol is placed on the “Cameras, Inactive” layer in the Layer Display Options dialog. See “Layer Display Options Dialog” on page 132.

Activating Saved Views

There are three ways to open a saved 3D view:

- Select the camera symbol in floor plan view and click the **Open View** edit button.
- Double-click the camera symbol using the **Select Objects** tool.
- Double-click on the saved camera view in the **Project Browser** or right-click on it and select **Open View** from the contextual menu.

Unsaved cameras that are open in another view window can also be activated by clicking the **Open View** edit button.

CAD Detail From View

In any 3D view using the Vector View rendering technique, you can select **CAD> CAD Detail From View** to generate an editable line drawing of the view in a CAD Detail window. CAD Details created from a view do not update when the model is changed. See “CAD Detail from View” on page 1009.

Exporting 3D Views

All 3D views can be exported and saved as .bmp, .jpg, .png, or .tif files. Select **File> Export> Picture** to save the current screen image as an image file. See “To export a picture” on page 1030.

In addition, Vector Views can be exported and saved as **.emf** files. See “Metafiles” on page 1034.

Once saved, a picture can be opened and converted into many other formats using a graphics program. Picture files can be sent to layout or used in word processing, desktop publishing, and web development programs to create advertisements, brochures, etc.

When a picture is exported, it is assigned the same size as it displays on screen. You can change the size of the view window to create a smaller or bigger picture.

Plan Backup

When transferring a plan to another computer or to another user, it is helpful to include all the Images, Textures, and Backdrops used in the plan so that rendered views are complete. The **Backup Entire Plan** tool allows you to do so. See “Backing Up an Entire Plan” on page 61.

Printing 3D Views

Since all 3D views other than Vector Views are created using pixels instead of lines, **File> Print> Print Image** must be used when printing. **Print Image** is a special Chief Architect function that prints the screen in picture format. The entire view prints, including images such as plants and textures.

The quality of your print image is affected by your current window size and screen resolution. To maximize the quality of your printed image, generate it in full screen size and use the maximum screen resolution.

3D views can also be sent to layout and then printed as part of your construction documents.

Select **File> Send to Layout** to send the current view to layout. See “Sending Views to Layout” on page 1111.

Select a saved, inactive camera symbol in floor plan view and click the **Send Camera’s View to Layout** edit button to send the view to layout.

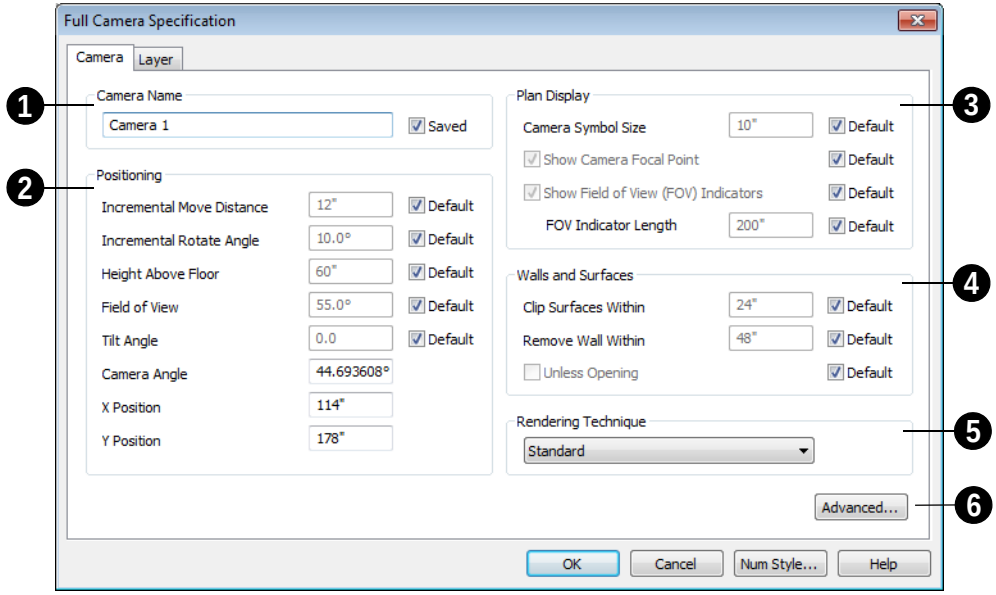
Camera Specification Dialog

The **Camera Specification** dialog can be accessed in floor plan view by selecting a single camera symbol and clicking the **Open Object** edit button. See “In Floor Plan View” on page 826.

This dialog can also be accessed while a camera view or overview is active by selecting **3D> Edit Active Camera** .

The selected view’s specific type is indicated in the dialog’s title bar: the specification dialog for a **Full Camera** , for example, is named **Full Camera Specification**.

This dialog can only be opened for one camera at a time. If more than one camera symbol is selected, **Open Object** will not be available.



Some settings only affect some types of views. Depending on the type of camera view selected, not all the settings may be editable.

To change a setting, first uncheck **Default**, then type a new value in the text field.

1 Specify the **Camera Name** that displays with the camera symbol in floor plan view and in the Project Browser. See “Project Browser” on page 1015.

- Check **Saved** to save this view with the plan. As soon as you type anything in the text field, this box becomes checked. If you click OK while this box is checked, it will become checked permanently. Saved cameras are listed in the Project Browser.

2 Settings in the **Positioning** section determine the position and orientation of the camera.

- The **Incremental Move Distance** controls how many inches the camera moves each time you direct it to move right, left, forwards or backwards. For interior views a small number is good, but for exterior you may want a larger increment.
- The **Incremental Rotate Angle** defines how many degrees the camera rotates each time you direct it to. A setting of 90° would make one full rotation in four moves.
- The **Height Above Floor** defines the height that the camera is above the floor level for the current floor.
- The **Field of View** defines the camera’s field of vision in angular degrees. See “Field of View” on page 833.

You can increase a camera's Field of View when the view is active by pressing the W key, or decrease the Field of View by pressing the N key.

- The **Tilt Angle** determines the angle the camera is tilted. The camera maintains its focal point and position in floor plan view, but if the camera is tilted, the focal point is above or below the current camera height.
- Specify the **Camera Angle** for the selected camera. This is an absolute value. Entering a value of 90° orients the camera to the top of the screen.
- Specify the **X Position** and **Y Position** for the selected camera. These are absolute coordinates. Specifying zero for both places the camera at the plans origin point (0,0).
- Check **Default** for any value to use the default setting.

❸ Settings in the **Plan Display** section determine the camera's display in floor plan view. See "Displaying 3D Views" on page 826.

- Check **Show Field of View Indicators** to display the camera's field of view indicators in floor plan view. You can also change the **FOV Indicator Length**, which is measured in plan inches.
- Check **Show Camera Focal Point** to display the camera's focal point in floor plan view.
- The **Camera Symbol Size** is measured in plan inches.
- Check **Default** for any value to use the default setting.

❹ Settings in the **Wall and Surfaces** section determine the extent of the camera view.

- **Clip Surfaces Within** - Objects located within this distance from the camera do not display in the view.
- **Remove Wall Within** - Remove the view of walls within this distance of the camera.

Both of these **Within** distances are measured as a radius from the camera position.

- Check **Unless Opening** to display a wall that is inside the **Remove Wall Within** range if the camera is pointing through an opening such as a door or window.
- Check **Default** for any value to use the default setting.

❺ Select the **Rendering Technique** used by the selected camera from the drop-down list. See "Rendering Techniques" on page 857.

❻ Click the **Advanced** button to open the **Advanced Camera Options** dialog and specify how hidden lines are handled in Vector Views when OpenGL is not used. See "Advanced Camera Options Dialog" on page 814.

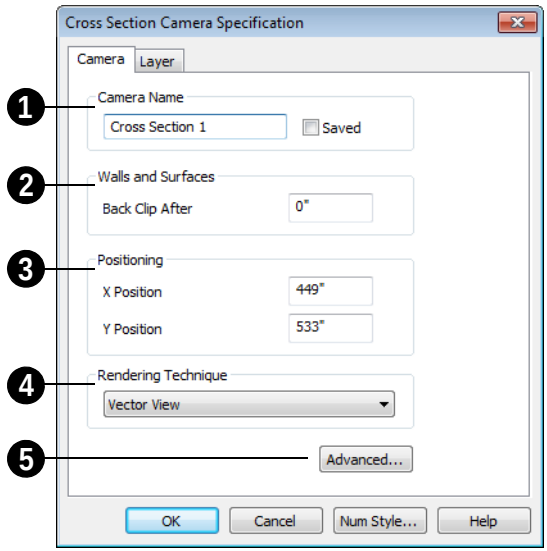
Layer Tab

For information about this tab, see "Layer Tab" on page 136.

Cross Section/Elevation Camera Specification

The **Cross Section/Elevation Camera Specification** dialog can be accessed in floor plan view by selecting a single cross section/elevation camera symbol and clicking the **Open Object** edit button. See “In Floor Plan View” on page 826.

This dialog can also be accessed while a camera view or overview is active by selecting **3D> Edit Active Camera** .



1 The **Camera Name** displays in floor plan view and is listed in the Project Browser. See “Project Browser” on page 1015.

- Check **Saved** to save this view with the plan. As soon as you type anything in the text field, this box becomes checked. If you click OK while this box is checked, it will become checked permanently. Saved cameras are listed in the Project Browser.

2 Settings in the **Wall and Surfaces** section determine the extent of the camera view.

- **Back clip after** - Enter the distance in inches (mm) from camera to backclip plane. If zero, no clipping occurs.

3 Settings in the **Positioning** section determine the location of the camera in floor plan view.

- Specify the **X Position** of the camera in absolute coordinates.
- Specify the **Y Position** of the camera in absolute coordinates.

4 Select the **Rendering Technique** used by the selected camera from the drop-

down list. See “Rendering Techniques” on page 857.

❺ Click the **Advanced** button to open the **Advanced Camera Options** dialog and specify how hidden lines are handled in Vector Views when OpenGL is not used. See “Advanced Camera Options Dialog” on page 814.

Layer Tab

For information about this tab, see “Layer Tab” on page 136.

Chapter 29:

Rendering & Ray Tracing

There are a variety of tools available to create 3D views of a model: simply click a button to create an overview, or click and drag to create a camera or cross section/ elevation view. See “3D Views” on page 809.

To improve the quality of the rendering and create a custom look, you can adjust lighting, edit the materials used in the plan, choose from a variety of rendering techniques and fine-tune 3D view quality settings. From most 3D views, you can create Final views of even higher quality.

You can also use Ray Tracing to create highly realistic images of your Chief Architect plans. As the name implies, ray tracing calculates the rays of light in a view as they travel through the 3D model and reflect off surfaces. As a result, ray tracing is slower than OpenGL rendering, but can be used to achieve much more complex effects such as reflections and highly realistic lighting.

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- Rendering Tips
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- Default Sun Light Specification Dialog
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- Rendering Techniques
- Rendering Technique Options
- Speeding up 3D View Generation
- Ray Trace Views
- Ray Trace Configurations
- Ray Trace Options
- Ray Trace Wizard
- Adjusting Ray Trace Properties and Effects
- Ray Tracing Tips
- POV-Ray

Rendering Tips

There are a variety of factors which affect the appearance and quality of rendered 3D views. You can use these tools and settings to achieve renderings that meet your needs.

Lighting

Lighting is extremely important in most 3D renderings, in ray tracing, and in VRML file export. Lighting controls the visibility of objects in a view, affects the appearance of surfaces, and influences the appearances of colors and textures on those surfaces. Even small changes to light intensity, direction and color can have a large impact on image quality. See “Lighting” on page 846.

Material Textures

Textures are graphic files that represent irregular surfaces of objects such as carpet, bricks, tile, and wood in rendered views. Textures are assigned to materials which in turn are assigned to objects. See “Patterns and Textures” on page 774.

The display of materials in rendered views is controlled by settings on the Texture and Properties tabs of the **Define Material** dialog. See “Define Material Dialog” on page 786.

For realistic rendered views, it is important to adjust texture properties correctly. Textures can be mapped to objects for correct placement. See “Mapping Patterns and Textures” on page 781.

Brightness, shininess and transparency control how light sources affect the display of surfaces in rendered views. See “Lighting” on page 846.

If no texture is selected for a material or if the display of textures is turned off, affected surfaces are a solid color instead.

Images

Images are very important for the appearance of rendered views and exported VRML files. Images are picture files that represent individual objects such as trees, flowers, cars, and people. Images are represented in floor plan view by 2D symbol and are visible in Vector views. See “Placing Images” on page 1024.

Backdrops

Backdrops are images that display in the background of 3D views. Only one backdrop can be used at a time. If a backdrop is not applied, Chief Architect applies a background color.

Backdrops and background colors are selected in the **3D Settings** dialog. See “Backdrop Tab” on page 817.

You can drag and drop a backdrop directly into a rendered view from the Library Browser. Select a backdrop from the upper pane of the Library Browser, notice that the pointer changes in the rendered view ( ) to indicate that a backdrop is loaded for placement, and then click in the view to apply the selected backdrop.

Spherical Panoramic Backdrops are a special type of backdrop that wraps around the model in 3D views and appears to rotate as the camera is moved.

It takes a special camera or an image processing program to generate spherical panoramic backdrops.

Preview vs Final View

With the exception of Vector Views, 3D views are generated using the Preview settings in the **Preferences** dialog. Rather than produce the best quality possible, the installed settings for Previews generate 3D views quickly but with reasonable quality, and are best when working on the model in 3D. See “Render Panel” on page 108.

Final Views produce much higher quality images that are more suitable for printing or saving as graphics files. Final Views often take significantly longer to generate than Previews, so the 3D view reverts back to the Preview settings as soon as anything is changed within the view.

When you have finished making adjustments in the 3D view, select **3D> Camera View Options> Final View** or **Final View with Shadows** .

Final View is not available in Vector Views. **Final View with Shadows** is not available in Vector View, Glass House, or Line Drawing views. See “Rendering Techniques” on page 857.

Higher Quality Rendering

The settings on the Render panel of the **Preferences** dialog allow you to adjust rendering quality and speed so that you can strike a balance that best suits your needs. For high quality Final Views, consider experimenting with these settings:

- **Soft Shadows** displays shadows with soft edges instead of hard edges. This feature is only used when Show Shadows is used and can slow renderings considerably.
- **Triangle Size** - When you use triangles, the program divides surfaces in most 3D views into triangles which are used to illuminate the surfaces properly. Generally speaking the smaller the **Triangle Size**, the slower the rendering, but the higher-quality result you can achieve. Triangles are not used in the Standard and Technical Illustration Rendering Techniques. See “Rendering Techniques” on page 857.
- **Use Transparency** - Necessary to display transparent or semi-transparent surfaces such as the glass in windows in rendered views.
- **Software Edge Smoothing** - A higher degree of surface edge smoothing can significantly improve the quality of a 3D view.

To generate a high-quality picture of your scene, consider ray tracing. See “Ray Trace Views” on page 869.

Lighting

In most rendered views, lighting is calculated on a room-by-room basis; only the light sources in the room containing the camera are used. This limitation does not apply in ray trace views, however.

When the camera is outside a building, the program normally uses sunlight for lighting calculations and turns off all other light sources. You can turn the sunlight off and use all the other exterior lights to simulate night time views.

The maximum number of light sources that can be turned on in a view at the same time is determined by your video card. If your video card's maximum number of lights is eight, the program only uses the eight light sources closest to the camera's position. You can manually turn on and off individual lights in order to get the desired lighting effects. See "Displaying Lights" on page 849.

Each individual light source has a set of Rendering properties, such as intensity and color, that can be defined. See "Light Data Tab" on page 853.

Ambient Light

Ambient light is used to simulate the way light "bounces" around a scene and approximates this by ensuring that all objects are at least as bright as the specified ambient value, which is set in the **3D Settings** dialog. See "Options Tab" on page 815.

Ambient light is in addition to other light sources in a room or scene. Too much ambient light can give a rendered view a flat look.

- **Interior Ambient** controls the ambient light in interior rendered views of the model.
- **Daytime Ambient** controls the ambient light in exterior rendered views of the model when **Toggle Sunlight** is on. See "Sun Angles" on page 847.
- **Nighttime Ambient** controls the ambient light in exterior rendered views of the model when **Toggle Sunlight** is off.

In addition to the ambient lighting specified in the **3D Settings** dialog, there are four ways to create light sources for rendered or ray trace views:

- Default Lights
- Light Fixtures
- Added Lights
- Sunlight

Default Lights

If you create an interior rendered view of a room and no lights have been placed there, the program creates a Default Light source within that room. The Default interior light acts like a central point light source.

By default, a parallel light source is also added to interior views which shines straight up to add extra illumination to ceilings. The intensity of this light is adjusted with the Interior Ambient intensity, and it can be turned off entirely in the **3D Settings** dialog.

The Default Light cannot be adjusted in any way. If you want to control the light in an interior rendered view, you must add a light

to the room that you are rendering by placing a lighting fixture or by adding a light source using **3D> Lighting> Add Lights** .

Light Fixtures

An electric symbol that represents a **Light Fixture** can have one or more light sources associated with it. Properties for each light source such as light type, color and intensity can be modified in the fixture's **Electrical Service Specification**. See "Electrical Service Specification Dialog" on page 582.

If the light source is a Point or Spot Light, you can also adjust the Offsets to specify the light source's position relative to the fixture. By using **Show Position in Camera View**, you can tell where in the scene your light is located.

Lighting looks most realistic if it is offset from a surface.

Added Lights

In floor plan view, select **3D> Lighting> Add Lights** to quickly add a light source to a plan. Added Lights and their labels are placed on the "Light Sources" and "Light Sources, Labels" layers by default.

Added lights only act as light sources in plan files that have at least one room defined. They display 2D symbols in floor plan view but do not display as objects in 3D views.

While Added Lights do not display as objects in 3D, you can specify that an Added Light's position be represented by a cross hairs in rendered views that use lighting. See "Light Data Tab" on page 583.

Added lights can be placed into objects that normally do not generate light, such as a TV.

There are three types of added light sources:

- Parallel Light sources
- Point Light sources
- Spot Light sources

See "Light Types" on page 851.

Sun Angles

Sun Angle arrows display in floor plan view and indicate the angle of the sun at a specific time and location on the Earth at sea level. Sun Angles control the position of the sun in 3D views and can also produce sun shadows in floor plan view.

> Note: Sun Angle calculations do not adjust for elevation. They are based on formulas published by the United States Naval Observatory and have limited accuracy as documented by the USNO.

Multiple Sun Angles can be created in floor plan view, each with different specifications. For best results, only turn one Sun Angle on at a time. See "Sun Angle Specification Dialog" on page 854.

Sun Angles can display their date and time in floor plan view. Both Sun Angles and their shadows are on the "Sun Angles & Shadows" layer by default.

Sun Angles are also Parallel Lights. When an exterior 3D view is rendered, the program looks for any Sun Angles that are turned on. If it finds none, the Default Sun is used.

To accurately define the Sun's location relative to the model, use a **North**

Pointer . See “North Pointer” on page 975.

To create a Sun Angle

1. Make the first floor or foundation level the current floor. Sun Angles can only be created on these floor levels.
2. In floor plan view, select **CAD> Lines> Sun Angle** and click in the d rawing area where the Sun Angle arrow should display.
3. In the **Sun Angle Specification** dialog, specify the Sun Angle’s Earth Data and other information. See “Sun Angle Specification Dialog” on page 854.
4. After it is created, a Sun Angle can be moved to a different location in floor plan view. Shadows are not affected.

A Sun Angle’s position is specified by Latitude and Longitude. The following table lists a sample of latitude and longitude values for some cities:

City	*Latitude*	*Longitude*
Atlanta, GA	33.44'N	84.23'W
Chicago, IL	41.53'N	87.38'W
Denver, CO	33.44'N	104.59'W
Mexico City	19.24'N	99.09'W
New York, NY	40.43'N	74.01'W
Perth, AU	31.56'S	115.50'E
San Diego, CA	32.42'N	117.09'W
San Francisco, CA	37.46'N	122.25'W
Seattle, WA	47.36'N	122.19'W
Sydney, AU	33.52'S	151.13'E

Default Sun Light

If you create an exterior rendered view and no Sun Angle exists, the program creates a **Default Sun**. The Default Sun acts like a parallel light source but its location is not based on any real world locations.

The Default Sun can be opened for specification in a rendered view by selecting **3D> Lighting> Adjust Lights** . See “Default Sun Light Specification Dialog” on page 854.

If you place a **Sun Angle** in floor plan view, the Default Sun is no longer used as a light source in exterior rendered views unless the Sun Angle’s light is turned off.

Sun Shadows

Sun Angles allow the shadow cast by a building at any time of the year to be displayed in floor plan and rendered views.

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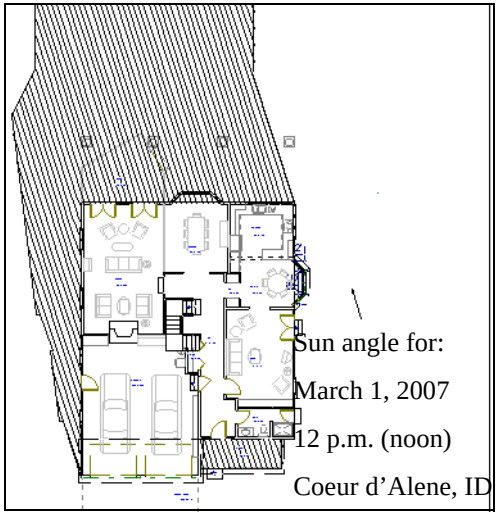


To display shadows created by a Sun Angle

1. On the Render panel of the **Preferences** dialog, check **Show Shadows** for Preview and/or Final View. See “Render Panel” on page 108.
2. Select a Sun Angle and click the **Open Object** edit button.
3. On the Render Data tab of the **Sun Angle Specification** dialog, make sure that **Casts Shadows** is checked.
4. To display the shadow in floor plan view, click the **Make Shadow** button on the Earth Data tab.

Multiple Sun Angles can be placed in the same plan to allow the simultaneous display of shadows cast at different times in floor plan view.

Specify different line colors and/or styles for shadows cast by multiple Sun Angles in the Sun Angle Specification dialog. See “Earth Data Tab” on page 855.

If no Terrain Perimeter has been created, shadows fall on an imaginary plane at height zero, the default height for the first floor. If a Terrain Perimeter exists, shadows are modified to indicate where the real shadow would fall on the actual terrain.

There are several ways to delete the shadow created by a Sun Angle.

- In floor plan view, select and delete the defining polyline.
- In floor plan view, select and delete the Sun Angle arrow.
- In the **Sun Angle Specification** dialog, click the **Delete Shadow** button. See “Earth Data Tab” on page 855.
- In the **Sun Angle Specification** dialog, click the **Make Shadow** button to delete the existing shadow and create a new one.

Displaying Lights

The display of light fixtures and Added Lights in floor plan and 3D views is controlled in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

In addition, they can serve as sources of light in rendered and/or ray trace 3D views. They can be turned on and off, as well as set to cast shadows.

In Floor Plan View

Light fixtures are placed on the “Electrical” layer by default, and Added Lights, on the “Light Sources” layer. See “Displaying Objects” on page 128.

In floor plan view, both light fixtures and Added Lights can display labels when the “Electrical, Labels” and/or “Light Sources, Labels” layers are is turned on. See “Object Labels” on page 1156.

An Added Light's automatic label in floor plan view indicates which of these attributes the light has:

- R - Used in Standard rendered views.
- T - Used in ray trace views.
- S - Casts shadows.

A Point Light that casts shadows in both rendered and ray trace views

These same abbreviations can be displayed at the end of a light fixture's automatic label.

- Make sure that the "Electrical, Labels" layer is turned on. See "Displaying Electrical Objects" on page 580.
- Check **Include Type** in the **Electrical Schedule Defaults** dialog. See "Label Tab" on page 1138.

In 3D Views

Both light fixtures and Added Lights can serve as sources of light in rendered and/or ray trace views.

To turn a light on or off

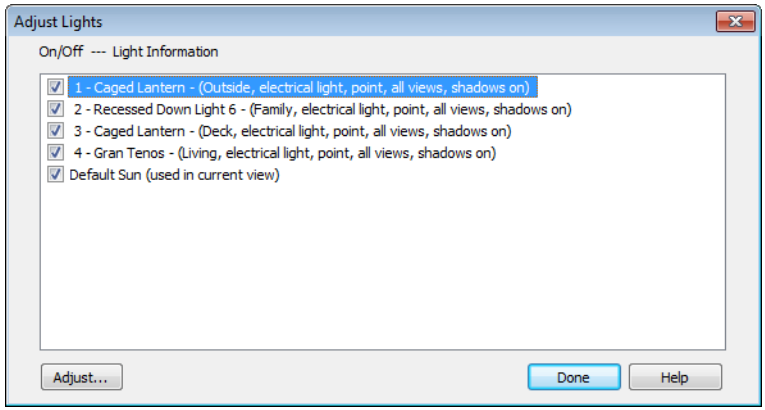
There are several ways to turn a light fixture or Added Light on or off:

- Select one or more fixtures or Added Lights and click the **Turn Light(s) Off in 3D** or **Turn Light(s) On in 3D** edit button.
- Uncheck **On** in the object's specification dialog. See "Light Data Tab" on page 583.
- Clear the **On/Off** checkbox in the **Adjust Lights** dialog.

Added Lights are not associated with a 3D fixture, but you can specify that an Added Light's location be represented in rendered 3D views using a cross hairs. See "Light Data Tab" on page 583.

Adjust Lights Dialog

Light sources in the current plan can be accessed and edited using the **Adjust Lights** dialog. Select **3D> Lighting> Adjust Lights** to open this dialog in floor plan or any 3D view.



The names of all lights, as displayed in their labels, in the current plan are listed here. Additional information about the light follows in parentheses. If the dialog is opened while a 3D view is active, the Default Sun Light will be included in the list. See “Default Sun Light” on page 848.

Check the box beside a light’s name to turn it on or uncheck the box to turn it off.

To adjust the properties a light in the list, select it and click the **Adjust** button. Multiple lights can be selected by holding down the Shift key. Make changes to the light in its specification dialog and click **OK**. For more information, see “Default Sun Light Specification Dialog” on page 854, “Light Specification Dialog” on page 853 or “Electrical Service Specification Dialog” on page 582.

Select another light to adjust or click **Done**.

If you are in a 3D view that displays lighting, the view will regenerate based on the new light settings.

Light Types

There are three types of light source, each of which generates light in a different way and allows you to create a variety of lighting effects:

- Parallel Light sources
- Point Light sources
- Spot Light sources

Both the properties and the light type of an Added Light can be modified in the **Light Specification** dialog. See “Light Specification Dialog” on page 853.

Parallel, Point and Spot lights can also be added to an electrical light fixture in the **Electrical Service Specification** dialog. See “Light Data Tab” on page 583.

Parallel Lights

A **Parallel Light** has a direction but no position. The light appears to illuminate all objects with equal intensity, as if it were at an infinite distance from the object. A Parallel Light source is commonly used to simulate distant light sources, such as the sun and works best when placed on the exterior of a structure.

To add a Parallel Light

1. In floor plan view, select **3D> Lighting> Add Lights** .
2. Click and drag in floor plan view two or more plan feet (600 mm) in any direction.
3. When you have dragged a sufficient distance, the light preview will change to a parallel light icon.
4. When you release the mouse, a parallel light pointing in the direction that you dragged is created.

Point Lights

Like a bare light bulb, a **Point Light** radiates light equally in all directions from its origin. Point lights are a more realistic representation of non-directional electric lighting and should be used when realism is the deciding concern.

If no user defined light exists, Chief Architect creates a Point Light source to represent a light within a room. Any light source, except a Sun Angle, can be changed into a Point Light.

To create a Point Light source

1. In floor plan view, select **3D> Lighting> Add Lights** .
2. Click in floor plan view. Do not drag the pointer when you click the screen, or you will create a spot or parallel light.

Spot Lights

A **Spot Light** focuses the light in a specified direction. The location, tilt angle, direction and intensity of a Spot Light can be defined. You can also change a Spot Light's direction by rotating the light in floor plan view.

To create a Spot Light source

1. In floor plan view, select **3D> Lighting> Add Lights** .
2. Click and drag in floor plan view no more than two plan feet (600 mm) in any direction.
3. As you drag, the light preview will look like a Spot Light icon. If you drag too far, it will change to a Parallel Light icon.
4. When you release the mouse, a Spot Light pointing in the direction that you dragged is created.

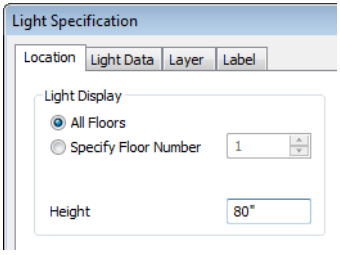
Light Specification Dialog

Select one or more parallel, point or spot lights and click the **Open Object** edit button to open the **Light Specification** dialog.

You can also select **3D> Lighting> Adjust Lights** to access a list of the light sources present in the current plan and open the specification dialog for any of them. See “Displaying Lights” on page 849.

In addition, you can right-click on a light fixture in an unlocked library (see “Adding Library Content” on page 754) or click on it and select **Library> Edit Light Data** to open a version of the **Light Specification** dialog that is similar to the **Electrical Service Specification** dialog. See “Light Data Tab” on page 583.

Location Tab



Light Display - Specify where the selected Added Light displays in floor plan and 3D views.

- Select **All Floors** to display the selected light on all floors in floor plan view.
- Select **Specify Floor Number** to display the light on one floor only, then choose a floor number from the drop-down list.

Note: The floor or floors that an Added Light displays on in floor plan view is totally independent of where it displays in 3D.

- Specify the selected light’s **Height**. The Height of an Added Light is always relative to Floor 1. If you want an Added Light to illuminate a room on Floor 2, use a Height value that includes the total height of the first floor. A value of 0 equals the floor elevation of Floor 1. See “Multiple Floors” on page 391.

Light Data Tab

The settings on this tab are also found on the same tab of the **Electrical Service Specification** dialog. See “Light Data Tab” on page 583.

Depending on the type of light(s) selected, the options available here may vary.

Layer Tab

For information about the settings on this tab, see “Layer Tab” on page 136.

Label Tab

Labels for Added Lights display in floor plan view when the “Light Sources, Labels” layer is turned on and use the Text Style assigned to that layer. See “Text Styles” on page 954.

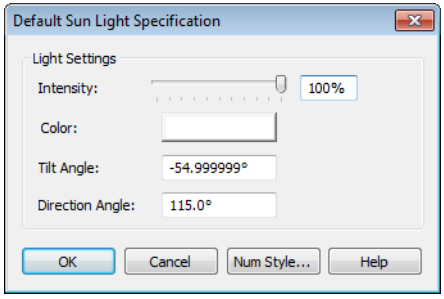
For information about the settings on this tab, see “Label Tab” on page 1157.

Default Sun Light Specification Dialog

The **Default Sun Light Specification** dialog allows you to control the intensity, direction and color of the Default Sun light source.

While in a 3D view, select **3D> Lighting> Adjust Lights**, then select **Default Sun** from the list in the **Adjust Lights** dialog and click the **Adjust** button. See "Adjust Lights Dialog" on page 850.

If there are no light fixtures or added lights in the plan, this dialog will open as soon as **Adjust Lights** is selected.



- **Intensity** - Use the slider bar or text field to control how bright the default sun light appears in rendered views.

  An intensity of 0% is the same as turning the sun light off. An intensity of 100% is the maximum brightness allowed.
- Click the **Color** bar to define the color of the light being modeled. Colored sun light may be used to achieve special lighting effects, but may alter the appearance of your material colors and textures.
- Specify the **Tilt Angle**, which is the angle of the sun light with respect to the horizon. A value of 90° means that the light points straight up, while a value of -90° means that the light points straight down. 0° is parallel to the horizon.
- Specify the **Direction Angle**, which is the direction that the sun light points toward. Zero degrees is measured horizontally on screen, pointing to the right. Positive values rotate in a counter-clockwise direction from there, while negative values rotate clockwise.
- Specify the **Num Style** button to specify the format used to enter angle values. See "Number Style/Angle Style Dialog" on page 112.

The Default Sun light color is pure white, which has the least effect on the material colors and textures.

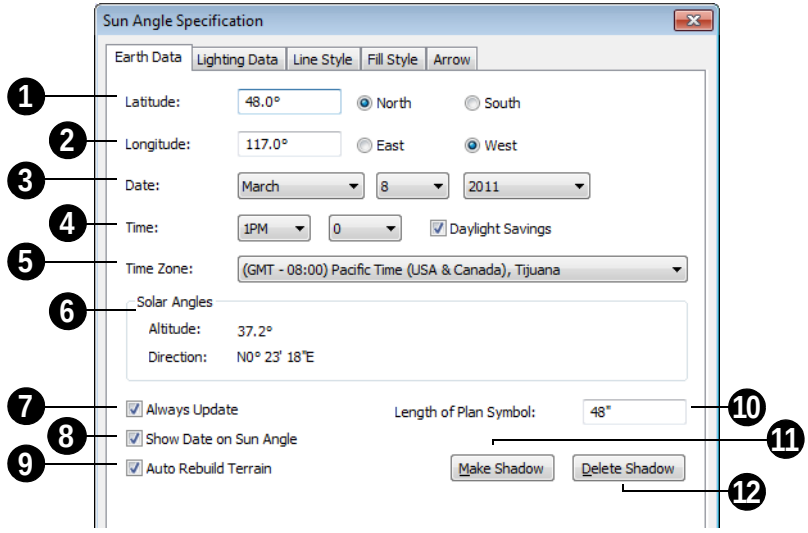
Sun Angle Specification Dialog

Select **CAD> Lines> Sun Angle**, then click anywhere in floor plan view to open the **Sun Angle Specification** dialog and create a new sun angle. See "Sun Angles" on page 847.

You can also open the **Sun Angle Specification** dialog for an existing sun angle by selecting it and clicking the **Open Object** edit button.

Earth Data Tab

The settings on the Earth Data tab let you establish exactly where on the planet your plan's building site is located, and exactly when the sun's light should be calculated. This information allows the program to generate sunlight and sun shadows with accuracy.



1 Specify the **Latitude**, which is measured north or south of the equator.

2 Specify the **Longitude**, which is measured east or west of the Greenwich meridian.

3 Specify a **Date** for each Sun Angle you create.

- Select a month from the first drop-down list, a day from the second, and a year from the third.

4 Specify a **Time** for each Sun Angle you create.

- Select an hour from the first drop-down list; minutes in 15 minute increments can be selected from the second list.
- If you want the Sun Angle to observe **Daylight Savings Time**, check this box.

5 Specify the **Time Zone** that the building site is located in.

The previous values default to the settings in the **Preferences** dialog. See "Sun Angle Panel" on page 97.

6 **Solar Angles** - The **Altitude** and **Direction** of the sun based on the information provided above display here for reference.

- The **Altitude** is the angle of the sun above the horizontal plane, in degrees.
- The **Direction** is the angle between true North and the sun's direction. This is the angle the Sun Angle arrow points in floor

plan view. See “North Pointer” on page 975.

❼ Check **Always Update** to have the program update the selected Sun Angle’s shadow whenever any of the defining information is changed.

- When checked, the program may be slower when changes are made in this dialog.
- If this is not checked, click the **Make Shadow** button to generate a new shadow based on the new information.

❽ Check **Show Date on Sun Angle** to have the date and time display on the Sun Angle arrow in floor plan view. This label uses the Text Style assigned to the “Sun Angle & Shadows” layer. See “Text Styles” on page 954.

❾ Check **Auto Rebuild Terrain** to rebuild the terrain automatically whenever you create a sun shadow. See “Building the Terrain” on page 662.

If **Auto Rebuild Terrain** is unchecked and you regenerate sun shadows, the program will prompt you to rebuild the terrain.

When you use the **Build Terrain** command in floor plan view, all sun shadows in the plan are automatically updated.

❿ Specify the **Length of Plan Symbol**, which is the length of the Sun Angle arrow in floor plan view.

⓫ Click the **Make Shadow** button to create or regenerate the sun shadow in floor plan view. Sun shadows are polylines filled with a hatch pattern. Their shapes and sizes are based on the Sun Angle data specified in this dialog.

No sun shadow generates if the sun is not above the horizon or if the sun is so low on the horizon that the shadow would be extremely long.

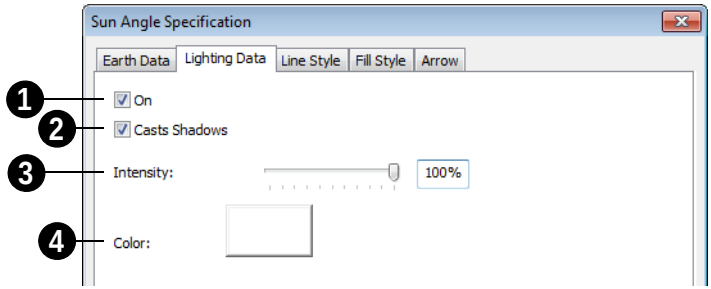
Note that the **Make Shadow** option does not affect 3D views. To view sun shadows in a 3D view, use **Final View with Shadows** . See “Preview vs Final View” on page 845.

⓬ Click the **Delete Shadow** button to remove the sun shadow from floor plan view.

Lighting Data Tab

A Sun Angle can be used as a light source in rendered views. The settings on the Lighting Data tab control attributes of the sunlight associated with the selected Sun Angle.

The settings defined on the Lighting Data tab are not related to how the shadow is displayed in floor plan view: they only affect rendered 3D views in which lighting and shadows can display.



1 Check **On** to specify the selected Sun Angle as a Parallel Light source. See “Parallel Lights” on page 852.

If there is more than one defined Sun Angle, the renderer selects the first Sun Angle that is turned on. To make sure you are rendering the correct Sun Angle, make sure all others do not have this box checked.

2 Check **Casts Shadows** to have this light source cast shadows. These shadows are similar to the shadow shown in floor plan view, but may render differently based on the presence of other light sources.

3 Use the **Intensity** slider bar or text field to define the relative strength of the light source. The time of day as set on the Earth Data tab does not affect how the Sun Angle renders as a light source, but this does.

4 Click the **Color** button to select a color for the sunlight associated with the selected Sun Angle. See “Color Chooser Dialog” on page 797.

Line Style Tab

For information about the Line Style tab, see “Line Style Tab” on page 977.

Fill Style Tab

The settings on the Fill Style tab control the appearance of the selected Sun Angle’s shadow in floor plan view. For information about the settings on this tab, see “Fill Style Tab” on page 991.

Arrow Tab

For information about the settings on the Arrow tab, see “Arrow Tab” on page 979.

Rendering Techniques

Any cross section/elevation, camera view, or overview can be generated using a variety of rendering techniques to produce views for a range of different purposes: from detail drawings to artistic presentation views. When a 3D view is active, select **3D> Rendering Techniques** to access these tools.

There are two ways to create a view using a particular rendering technique:

- Create a 3D view, then select the desired rendering technique from the menu.

- Select the desired rendering technique in the **Camera Defaults** dialog, then create a 3D view. See “Camera Defaults Dialog” on page 812.

Many of the Rendering Techniques have default settings that control their initial appearance. Once a view is created, these settings can be adjusted for that particular view in the **Rendering Technique Options** dialog. See **“Rendering Technique Options” on page 860**.

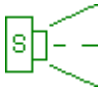
If a camera view is saved, its Rendering Technique settings are saved, as well. See “Saving & Printing 3D Views” on page 836.

You can specify in which Rendering Techniques a backdrop image are used. See “Backdrop Tab” on page 817.

The Painting, Watercolor and Line Drawing techniques require more time to generate than other Rendering Techniques. To save time, adjust the camera’s perspective before using one of these techniques. See “Editing 3D Views” on page 829.

Standard Rendering

Standard rendering is a photo-realistic technique that represents materials using textures, models lighting, and can also display shadows. Surface edge lines are not drawn and no special colors or effects are applied. Lighting is limited to the room containing the camera and the capabilities of your video card.

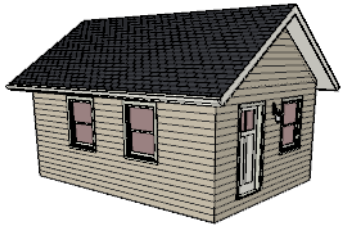


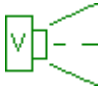
In floor plan view, the camera symbol for a view using the **Standard** technique displays an S in its center. See “Displaying 3D Views” on page 826.

Standard rendering requires a video card that supports OpenGL 2.0.

Vector View

In Vector Views, surface edge lines are drawn and pattern lines and colors are used to represent materials. Textures and lighting are not used, and special colors and effects are not applied.



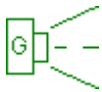


In floor plan view, the camera symbol for a view using the **Vector View** technique displays a V in its center.

Glass House

Glass House rendering uses different shades of a single color to display the

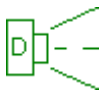
model with surface edge lines and semi-transparent surfaces. Lighting is not modeled, and materials are not represented, so neither pattern lines nor textures are used.



In floor plan view, the camera symbol for a view using the **Glass House** technique displays a G in its center.

Duotone

Duotone rendering represents materials using textures and models lighting. Surface edge and pattern lines are not drawn and two colors, one Light and one Dark, are applied over the surfaces, allowing you to create special effects such as sepiatone or grayscale.



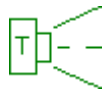
In floor plan view, the camera symbol for a view using the **Duotone** technique displays a D in its center.

Duotone requires a video card that supports OpenGL 2.0.

Technical Illustration

Technical Illustration rendering draws surface edge and pattern lines, and uses shades of two colors, Warm and Cool. The warm shade is applied to surfaces that face the light source in the view, and the cool shade,to surfaces that face away from it.

Only one light source is used: the light with the hightest Intensity found in the room containing the camera. In exterior views, this light is always the Default Sun Light. Lighting is modeled as non-photorealistic, stylized highlights.

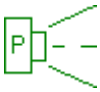


In floor plan view, the camera symbol for a view using the **Technical Illustration** technique displays a T in its center.

Technical Illustration requires a video card that supports OpenGL 2.0.

Painting

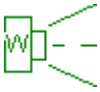
Painting rendering uses textures to represent materials and models lighting, but draws views by placing small regions of color and then stroking them along the surfaces in multiple layers. This technique can produce a variety of distinct non-photo-realistic painting styles.



In floor plan view, the camera symbol for a view using the **Painting** technique displays a P in its center.

Watercolor

Watercolor rendering uses textures to represent materials and models lighting, but approximates the effects of watercolor painting such as pigment pooling and flow. When **Line Drawing on Top** is enabled, pattern lines are also used.

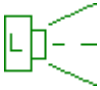


In floor plan view, the camera symbol for a view using the **Watercolor** technique displays a W in its center.

Watercolor requires a video card that supports OpenGL 1.5.

Line Drawing

In a **Line Drawing** rendering, surface edges are represented by lines with a hand-drawn style. Surfaces are completely opaque and patterns are used, but textures and lighting are not.



In floor plan view, the camera symbol for a view using the **Line Drawing** technique displays an L in its center.

Line Drawing requires a video card that supports OpenGL 1.5.

Note: In some plans, the Painting, Watercolor and Line Drawing techniques may take a considerable amount of time. You can press the Esc key to cancel the rendering.

Rendering Technique Options

The settings in the **Rendering Technique Options** dialog allow you to control the specific effects of each rendering technique on an active 3D view. To access this dialog, create a cross section/ elevation view, camera view, or overview

and select **3D> Rendering Techniques> Technique Options**.

The **Rendering Technique Options** dialog can also be accessed by double-clicking the **Rendering Techniques** parent button.

The settings in the **Rendering Technique Defaults** dialog are the same as those in the this dialog, but control the initial settings of each technique when it is first applied.

In the **Rendering Technique Options** dialog, select a technique from the list on the left to make its options active on the right. When this dialog is first opened, the technique currently used by the view is selected. If the view is new, the settings are based on those in the **Rendering Technique Defaults** dialog.

As changes are made in the **Rendering Technique Options** dialog, the 3D view behind the dialog box automatically updates to reflect those changes for all techniques except Painting, Watercolor and Line Drawing. To update views using these techniques, which take more time to draw than the others, click the **Update** button in the dialog.

When a 3D view is saved, its Rendering Technique Options settings are saved, as well. See “Saving 3D Views” on page 836.

Standard Technique

There are no Rendering Technique Options for Standard rendering; however, you can specify the ambient lighting for rendered views in the **3D Settings** dialog. See “3D Settings Dialog” on page 814.

There are a variety of other tools that affect the appearance of standard rendered views. See “Displaying 3D Views” on page 826.

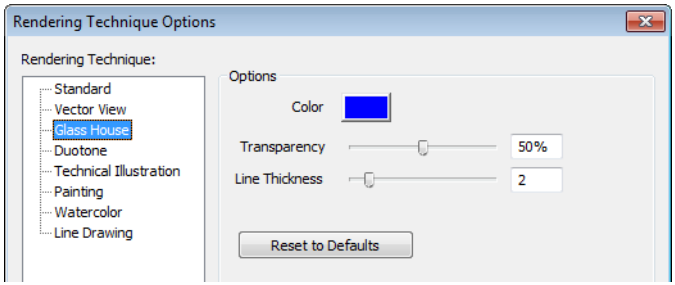
Vector View

There are no Rendering Technique Options for Vector View rendering; however, a variety of settings that affect the appearance of Vector Views an be set in the **3D Settings** dialog. See “3D Settings Dialog” on page 814.

There are a variety of other tools that affect the appearance of Vector Views. See “Displaying 3D Views” on page 826.

Glass House Technique

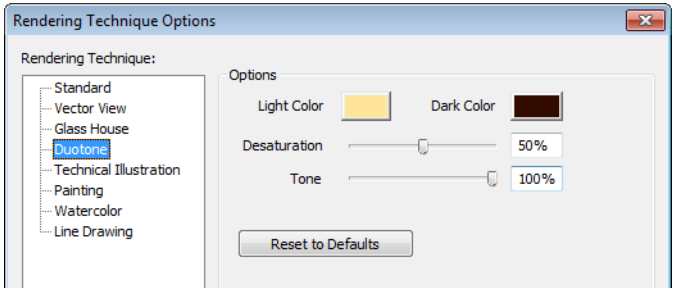
The active 3D view immediately updates to reflect any changes made to the Rendering Technique Options settings for Glass House renderings.



- Click the **Color** bar to select a color for the semi-transparent surfaces and lines in a Glass House view. See “Color Chooser Dialog” on page 797.
- Specify the **Transparency** of the surfaces in Glass House view. For example, to create a wireframe line drawing of your structure, turn transparency to full and minimize line thickness.
- Specify the **Line Thickness** of surface lines in Glass House view.
- Click **Reset to Defaults** to apply the Glass House settings defined in the **Rendering Technique Defaults** dialog. If clicked in the defaults dialog, the originally installed settings are restored.
- In the **Rendering Technique Defaults** dialog, the **Restore Initial Settings** button is available instead. Click this to reset the options on this panel to the originally installed settings.

Duotone

The active 3D view immediately updates to reflect any changes made to the Rendering Technique Options settings for Duotone renderings.

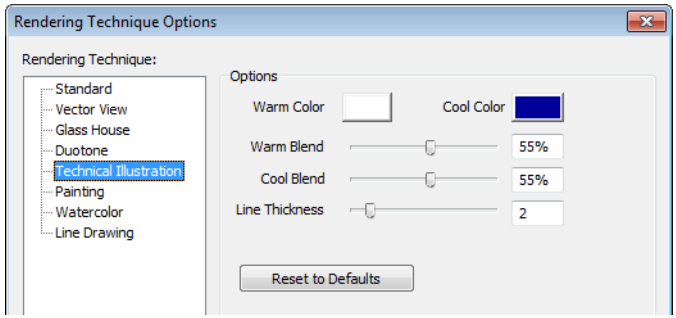


- Click the **Color** bars to select a **Light Color** and **Dark Color** for surfaces and lines in a Duotone view. See “Color Chooser Dialog” on page 797.
- Specify the **Desaturation**, which is the degree to which color is removed from the original image. A value of 0% retains the original colors in the view while a 100% results in a grayscale image.

- Specify the **Tone**, which is the extent to which the **Light** and **Dark Colors** cover the original colors in the view. A value of 100% completely obscures the view's original colors as well as the effects of Desaturation.
- Click **Reset to Defaults** to apply the Duotone default settings set in the **Rendering Technique Defaults** dialog.
- In the **Rendering Technique Defaults** dialog, the **Restore Initial Settings** button is available instead. Click this to reset the options on this panel to the originally installed settings.

Technical Illustration

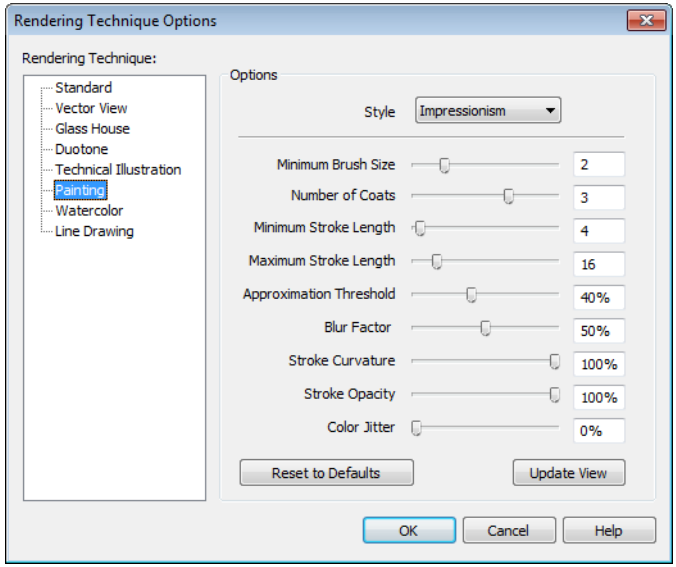
The active 3D view immediately updates to reflect any changes made to the Rendering Technique Options settings for Technical Illustration renderings.



- Click the **Color** bar to select a **Warm Color** for surfaces that face the light source and a **Cool Color** for surfaces that face away from the light. See "Color Chooser Dialog" on page 797.
- Specify the **Warm Blend**, which is the degree to which the selected Warm Color is blended with original colors on well-lit surfaces in the view.
- Specify the **Cool Blend**, which is the degree to which the selected Cool Color is blended with original colors on shaded surfaces in the view.
- Specify the **Line Thickness** of all surface edge and pattern lines in the view.
- Click **Reset to Defaults** to apply the Technical Illustration settings defined in the **Rendering Technique Defaults** dialog..
- In the **Rendering Technique Defaults** dialog, the **Restore Initial Settings** button is available instead. Click this to reset the options on this panel to the originally installed settings.

Painting

In order for the active 3D view to reflect changes made to the Rendering Technique Options settings for Painting renderings, you must click the **Update View** button in the dialog.

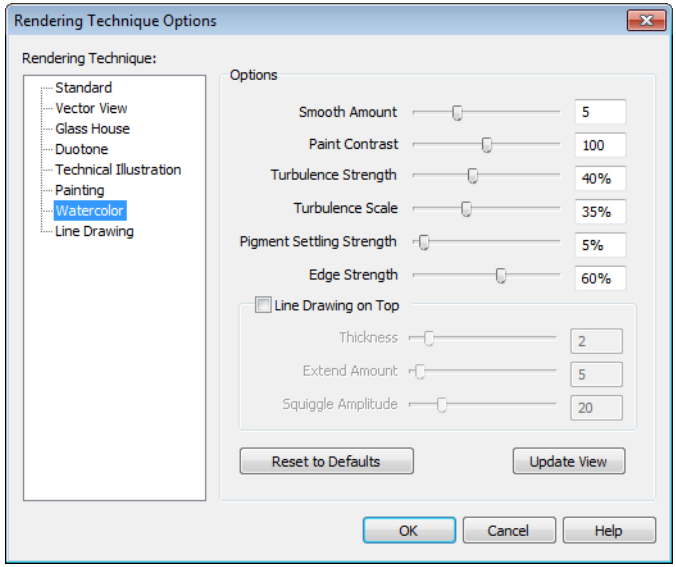


- Select a predefined painting **Style** from the drop-down list. The settings that follow reflect the selected style. If you customize any of the settings, the selected style will be “Custom”.
- Specify the **Minimum Brush Size**, which is the size of the brush used to paint the final layer.
- Specify the **Number of Coats**, which is the number of times the view is painted using progressively smaller brushes.
- Specify the **Minimum Stroke Length** of the brushes used to draw the view. A low value produces finer detail while a higher value creates a choppier appearance.
- Specify the **Maximum Stroke Length** of the brushes used to draw the view.
- Specify the **Approximation Threshold**, which is how closely the painted rendering conforms to the original view.
- Specify the **Blur Factor**, which is the degree to which the original image is blurred. A low value retains more detail in the original view and thus a more accurate representation of the original view
- Specify the **Stroke Curvature** , which is the degree to which brush strokes are curved. A low value produces straight curves while a high value creates small, tight strokes.

- Specify the **Stroke Opacity**, or how transparent the paint brushed over the original view is. A value of 0% results in completely transparent paint.
- Specify the **Color Jitter**, which is the amount of random colors added to brush strokes.
- Click **Reset to Defaults** to apply the Painting settings defined in the **Rendering Technique Defaults** dialog.
- In the **Rendering Technique Defaults** dialog, the **Restore Initial Settings** button is available instead. Click this to reset the options on this panel to the originally installed settings.
- Click **Update View** to apply any changes made to these settings to the active 3D view.
- Click **OK** to close the dialog and redraw the active 3D view based on these settings. Depending on your plan, this may take several moments.

Watercolor

In order for the active 3D view to reflect changes made to the Rendering Technique Options settings for Watercolor renderings, you must click the **Update View** button in the dialog.

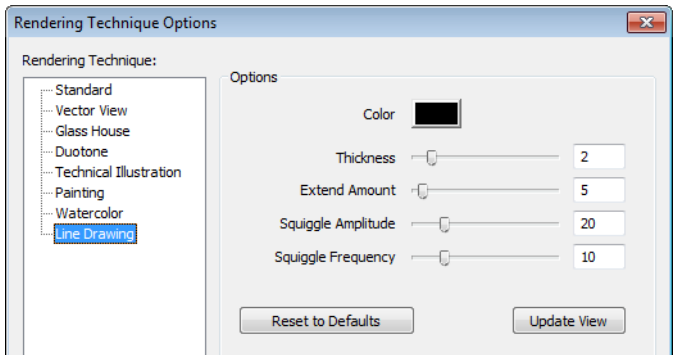


- Specify the **Smooth Amount**, which is the degree to which details are removed from the original view.
- Specify the **Paint Contrast**, which determines the extent to which variations in pigment color are used.

- Specify the **Turbulence Strength**, which produces “pooling”, or variations in the strength of pigment colors.
- Specify the **Turbulence Scale**, which controls the size of the areas of pooling.
- Specify the **Pigment Settling Strength**, which is creates the appearance of pigment settling into low areas in paper.
- Specify the **Edge Strength**, which is how well-defined surface edge lines are.
- Check **Line Drawing on Top** to generate pattern lines and surface edge lines with a hand-drawn appearance, as in the Line Drawing Technique. When checked, the three settings that follow are enabled.
- Specify the **Thickness** of lines drawn on top of the rendering.
- Specify the **Extend Amount**, which is the distance that lines may extend past intersecting surface edges.
- Specify the **Squiggle Amplitude**, which controls the average amount of curvature in the lines’ squiggles. A value of 0 produces straight lines.
- Click **Reset to Defaults** to apply the Watercolor settings defined in the **Rendering Technique Defaults** dialog..
- In the **Rendering Technique Defaults** dialog, the **Restore Initial Settings** button is available instead. Click this to reset the options on this panel to the originally installed settings.
- Click **Update View** to apply any changes made to these settings to the active 3D view.
- Click **OK** to close the dialog and redraw the active 3D view based on these settings. Depending on your plan, this may take several moments.

Line Drawing

In order for the active 3D view to reflect changes made to the Rendering Technique Options settings for Line Drawing renderings, you must click the **Update View** button in the dialog.



- Click the **Color** bar to select a color for the lines used to draw the view. See “Color Chooser Dialog” on page 797.

- Specify the **Thickness** of the lines, in pixels.
- Specify the **Extend Amount**, which is the distance that lines may extend past intersecting surface edges.
- Specify the **Squiggle Amplitude**, which controls the average amount of curvature in the lines' squiggles. A value of 0 produces straight lines.
- Specify the **Squiggle Frequency**, which controls how often the lines have curves. A value of 0 produces straight lines.
- Click **Reset to Defaults** to apply the Line Drawing settings defined in the **Rendering Technique Defaults** dialog.
- In the **Rendering Technique Defaults** dialog, the **Restore Initial Settings** button is available instead. Click this to reset the options on this panel to the originally installed settings.
- Click **Update View** to apply any changes made to these settings to the active 3D view.
- Click **OK** to close the dialog and redraw the active 3D view based on these settings. Depending on your plan, this may take several moments.

Speeding up 3D View Generation

Depending on the speed of your processor, how many cores your processor has, and your computer's video memory, a 3D view may generate in a few seconds or less.

When you have a large, complex model with a lot of detail, many objects, extensive terrain, or patterns composed of many lines, it may take a few minutes to generate a 3D view of everything in the model. During this process, progress information may display in the Status Bar and in a message window.

There are several ways to speed up the generation time of views.

You can turn on "Show Screen Redraw Time" in the Preferences dialog to see how your changes affect 3D view generation time. See "Appearance Panel" on page 78.

Turn Off Layers

The display of objects in 3D views can be turned on or off by layer in the **Layer Display Options** dialog. Turning off the display of unneeded objects in 3D views can speed up 3D view generation time. See "Layer Display Options Dialog" on page 132.

Each camera view and overview uses the default layer set for Camera Views. Changes made to this layer set in one view affect all other views using that set. See "Layer Set Management" on page 131.

Halt Generation with Esc Key

Using the Esc key, you can interrupt the modeling process at any point and display the incomplete model "as is." This is particularly helpful when you just need to

reorient a model on the screen for a specific angle or view.

The Esc option allows you to place the view quickly, then press the F5 function key to refresh the display with all 3D faces intact.

Faster Rendering

To increase rendering speed, consider turning off some or all of the following options in the **Preferences** dialog. Bear in mind that render quality may be affected. See “Render Panel” on page 108.

Use Optimizations - Many video cards with OpenGL are capable of optimizing 3D views for subsequent redraws. Use of this option varies from video card to video card.

In general, you should leave this option turned on unless you are experiencing crashes when rendering.

Show Shadows - This option has the greatest impact on rendering speed and should only be used for Final Views, unless you have an extremely fast OpenGL-accelerated video card.

When rendering shadows, a percentage complete value may display in the Status Bar.

In general, you should make sure you are only using a minimum number of lights to cast shadows.

Soft Shadows - Only used when Show Shadows is turned on, this significantly slows down the rendering speed. To save time, only use this option for Final Views, and consider **ray tracing** as an alternative way to generate a high-quality image.

Surface Backdrop - For some OpenGL-accelerated video cards, this option drastically increases rendering speeds. When turned on, this option creates surfaces that the backdrop is drawn on. When this option is turned off, the backdrop is send directly to the video card. For most modern video cards, Off is the recommended setting.

Software Edge Smoothing - Only use this option for Final Views, as this slows down even the fastest video cards.

Use Textures - Some older video cards slow down significantly using textures. If you find that you need to uncheck this box often, you may want to upgrade your video card.

Use Triangles - This improves the quality of lighting effects on larger surfaces in certain views. Triangles are not used in the Standard, Technical Illustration, or Vector View Rendering Techniques.

View Panel Factors

Vector Views are drawn using an adaptive method that saves time by dividing the screen into horizontal and vertical panels.

The Options tab of the **3D Settings** dialog has two tuning factors that allow you to adjust the way the adaptive method works. See “3D Settings Dialog” on page 814.

Higher Quality Rendering

There are a number of settings you can use to improve the quality of your renderings. Some can affect rendering times, so you may want to consider optimizing them for your needs in Final Views only. See “Preview vs Final View” on page 845.

Hardware Texture Filtering - Improves the appearance of textures, particularly on

surfaces angled away from the camera. Not supported by some video cards.

Use Triangles - When you have lights in your scene, triangles are used to make those lights appear to illuminate objects properly. Generally speaking the smaller you set your **Triangle Size**, the slower the render, but the higher-quality result you can achieve.

Use Transparency - Necessary to display transparent or semi-transparent surfaces in a rendered view.

Software Edge Smoothing - Though slow, this can significantly improve the quality of 3D views.

To generate a high-quality picture of your scene, consider ray tracing.

Ray Trace Views

Ray tracing is a method of generating high-quality 3D views in which the paths of individual rays of light are calculated, making it possible to model effects like reflectivity. Ray tracing a scene can be time consuming, but when lighting and materials are set up properly, the results can be impressively realistic.

Ray trace views are generated in their own view window and are static images of the model and not dynamic. That is, if you make changes to the 3D model, any previously created ray trace views will not be affected.

To create a ray trace

1. Create a 3D camera view or overview.
   - The Standard Rendering Technique must be used. See “Standard Rendering” on page 858.
   - Perspective views are preferable to Orthographic views for ray tracing because they are more realistic to the human eye. See “Perspective and Orthographic Views” on page 810.
2. Position the camera as needed. Do not use the Zoom or Pan tools. See “Editing 3D Views” on page 829.
3. If the Ray Trace Configuration you plan to use has **Use Active Window Size** checked, adjust the shape of the view window as needed.
4. Select **3D> Ray Trace Current View** .
5. In the **Ray Trace Current View** dialog:
   - Select a Ray Trace Configuration from the drop-down list and click the **Ray Trace** button. See “Ray Trace Current View/Ray Trace Defaults Dialog” on page 871.
6. A ray trace can be cancelled at any time:
   - In the **Preparing to Ray Trace** progress dialog, click the **Cancel** button.
   - Once the ray trace view window is open, you can cancel the process by selecting **File> Close** .
7. When the ray trace is completed, save the resulting image for future use:

- Select **File> Print Image** to print the image. See “Print Image Dialog” on page 1101.
- Select **File> Export Picture** to save the image in any of several file formats including .jpg, .bmp, and .png. See “Exporting Pictures” on page 1030.
- Select **File> Send to Layout** to send the ray trace view to a layout page. See “Sending Views to Layout” on page 1111.

The Ray Trace Window

Unlike rendered views, you can minimize a ray trace window while the view is being generated and perform other tasks. Simply restore your ray trace window when you are ready to view the image. See “Window Menu Tools” on page 802.

When the ray trace view window is active, the image will regularly update as the ray trace progresses. As the ray trace is created, its status will display in the Title Bar at the top of the view window. When a ray trace is finished, the total time, including pre-processing time, will display there.

You can specify whether your computer’s processor allocates more resources for the ray trace or for working in the program in the **Preferences** dialog. See “Ray Trace Panel” on page 110.

Note: Your system’s screen saver will be disabled while a ray trace is in process.

If you have specified an image size larger than your monitor and saved the results as an image file, you may only see one corner of the total view. You can, however, use the scroll bars and/or **Zoom In** or **Zoom Out**. See “Zoom Tools” on page 800.

Ray Trace Configurations

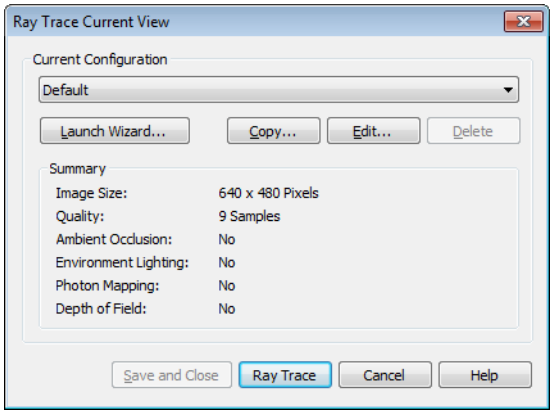
Ray trace views are generated based on settings that control the size of the final image and lighting properties.

You can create multiple sets of saved ray trace configurations for different purposes, and then select the one best suited to the view you want to ray trace. See “Multiple Saved Defaults” on page 68.

To access the ray trace configurations saved in the current plan, select **Edit> Default Settings**. Click the + beside “Camera”, then select “Ray Trace” and click the **Edit** button to open the **Ray Trace Defaults** dialog. See Default Settings.

You can also access the available ray trace configurations by selecting **3D> Ray Trace Current View** while a 3D camera view or overview is active. The **Ray Trace Current View** dialog will open.

Ray Trace Current View/Ray Trace Defaults Dialog



- Select the name of the **Current Configuration** from the drop down list. A **Summary** of the selected configuration's setting displays in the bottom portion of the dialog box.
- Click the **Launch Wizard** button to launch the **Ray Trace Wizard**. See "Ray Trace Wizard" on page 876.
- Click the **Copy** button to create a copy of the Current Configuration.
- Click the **Edit** button to open the **Ray Trace Options** dialog, where you can make changes to the selected Current Configuration. See "Ray Trace Options" on page 872.
- Click the **Delete** button to permanently remove the Current Configuration from the plan. Not available if there is only one configuration in the list.
- If the **Ray Trace Current View** dialog was accessed via **Ray Trace Current View**, click the **Save and Close** button to close the dialog without ray tracing the current view. Any new configurations or changes that you may have made to existing configurations are retained.
- If the **Ray Trace Current View** dialog was accessed via **Ray Trace Current View**, click the **Ray Trace** button to begin ray tracing the active 3D view using the Current Configuration and retain any new configurations or changes made to exiwting configurations.
- If the **Ray Trace Defaults** dialog was accessed via **Default Settings**, click **OK** to close the dialog and save any newly created or renamed configurations.
- Click the **Cancel** button to close the dialog without saving any changes. Any renamed or newly created configurations will not be retained unless you click Next in the warning message box that displays.

You can add your preferred ray trace configurations to your template plan. See"Template Files" on page 74.

Ray Trace Options

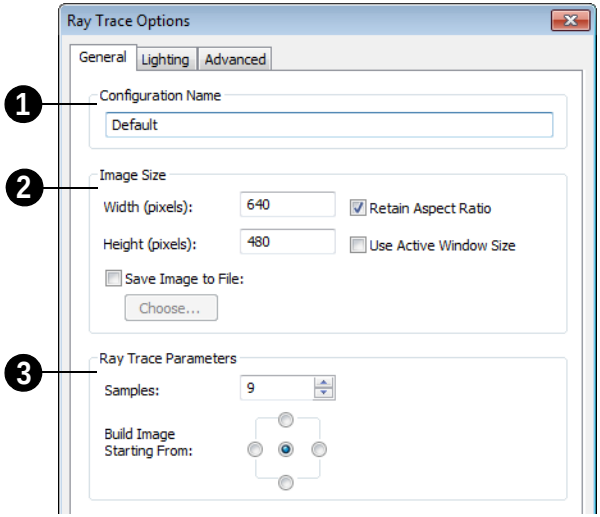
The **Ray Trace Options** dialog can be opened in either of two ways:

- In any view, select **Edit> Default Settings** and expand the “Camera” category. See Default Settings.
- In a Standard rendered view, select **3D> Ray Trace Current View** .

In either case, the you will first need to select the current ray trace configuration in the **Ray Trace Configurations/Ray Trace Current View** dialog. See “Ray Trace Current View/ Ray Trace Defaults Dialog” on page 871.

When the **Ray Trace Options** dialog is opened, the Current Configuration specified in the **Ray Trace Current View** dialog is active. See “Ray Trace Configurations” on page 870.

General Tab



1. Specify name of the current ray trace configuration. Names must be unique.
2. Specify the **Image Size** of the ray trace.

- Specify the **Width** and **Height** of the ray trace image, in pixels.
- Check **Retain Aspect Ratio** to maintain the width to height ratio of the original image and prevent the ray trace from being stretched or distorted.
- Check **Use Active Window Size** to set the ray trace to the current size of the active 3D view window.
- Check **Save Ray Trace to File**, then click the **Choose** button to save the ray trace image directly to a **.jpg**, **.bmp**, **.png**, or

.tif file while it ray traces. When a location and file name has been specified, it will display to the right of the **Choose** button.

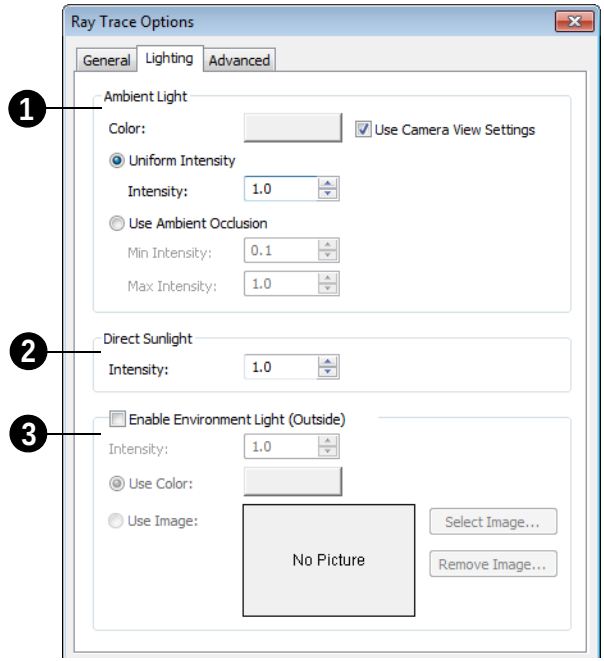
If the file name and location are already in use, when you start a ray trace the program will ask if you to wish to overwrite the existing file or choose a new location and/or name.

❸ Specify the **Ray Trace Parameters**, which affect how the ray trace is generated.

- Specify the **Samples** value, which is the number of rays of light used to ray trace each pixel. Increasing this value increases both ray trace quality and the time needed. This value is initially set at 9 and must be a perfect square value (4, 9, 16, 25, etc) between 1 and 100.
- Choose one of the **Build Image Starting From** options. Click the button on the left, for example, to have the ray trace image outward from the center left of the view window.

Lighting Tab

The settings on the Lighting tab allow you to control the appearance of light in the ray trace scene that isn't associated with a particular light source. See "Lighting" on page 846.



❶ The **Ambient Light Settings** control the appearance of the light present throughout a scene that does not come from a particular source. Ambient light exists everywhere, including shadowed areas. See "Ambient Light" on page 846.

- Uncheck **User Camera View Settings** to enable the **Color** bar and specify the color of the ambient light. See "Color Chooser Dialog" on page 797.
- When **Use Camera View Settings** is checked, the ambient light is grey in color and its brightness is based on the ambient light settings in the 3D Settings dialog. Low ambient values result in darker grey; higher values result in lighter grey.
- Click the **Uniform Intensity** radio button to enable the **Intensity** setting below, then specify the strength of the ambient light throughout the scene either by typing a decimal value in the text field or by clicking the up and down arrows. Values between 0 and 10 can be used.
- Click the **Use Ambient Occlusion** radio button to enable the **Min** and **Max Intensity** settings below. Ambient Occlusion allows variation in the strength of the Ambient Light and is more realistic than Uniform Intensity, but takes longer to ray trace.
- Specify the **Minimum Intensity**, which is the strength of the ambient light on surfaces with minimum exposure to it.
- Specify the **Maximum Intensity**, which is the strength of the ambient light on surfaces fully exposed to it.

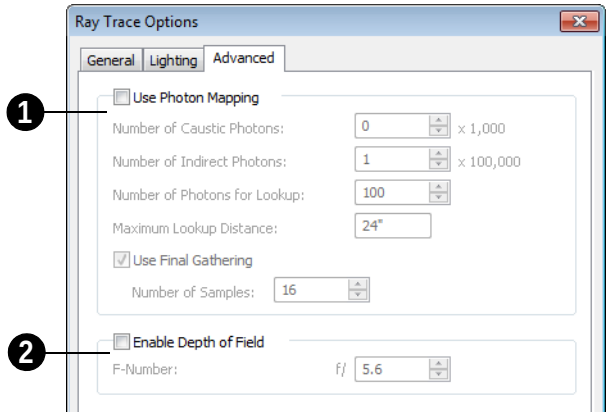
❷ Specify the **Intensity** of the **Direct Sunlight** throughout the scene either by typing a decimal value in the text field or by clicking the up and down arrows. Values between 0 and 10 can be used.

❸ Specify the appearance of atmospheric lighting in exterior views.

- Check **Enable Environment Light** to enable the settings below. When checked, exterior scenes are lit using an encompassing sphere of light, which simulates how light bounces around within the atmosphere. When unchecked, only the Default Sun Light is used. See "Default Sun Light" on page 848.
- Specify the **Intensity** value, which is the strength of the Environmental Light.
- Click the **Use Color** radio button, then click the **Color** bar to specify the color of the outdoor Environmental Light.
- Click the **Use Image** radio button, then browse to select an image to use as a basis for the Environmental Light's color. The image is wrapped around the scene's encompassing sphere and influences the color of the Environmental Light, but does not actually appear in the ray trace view.
- Click the **Select Image** button to select a different image.
- Click the **Remove Image** button to remove the currently selected image and use a color instead.

Advanced Tab

The settings on the Advanced tab allow you to specify the number of paths of light (photons) calculated in the ray trace, as well as how they are calculated.



1 Check **Use Photon Mapping** to enable the settings on this tab. Photon mapping accurately calculates bounced lighting in a scene. When unchecked, ray traces have low quality lighting effects but generate more quickly.

> In order for Photon Mapping to function, at least two different objects must be present in the model.

- Specify the **Number of Caustic Photons**, which are photons used in areas of focused light. This value is usually set to 0 but should be increased to model certain effects such as light shining through windows.
- Specify the **Number of Indirect Photons**, which are photons used to create the indirect light that bounces around in a scene. A higher value typically produces better quality results but also takes more time and computer memory.
- Specify the **Number of Photons for Lookup**, which are the photons used to determine indirect lighting at a point. Too few produce splotchy results, while too many blur the details in the view. Values between 50 and 100 are generally best.
- Specify the **Maximum Lookup Distance**, which is a performance setting. Larger distances improve quality and increase rendering time, while smaller distances may create splotchy results.
- Check **Use Final Gathering**, then specify the **Number of Samples**, which is the number of times indirect lighting is sampled. A larger value will improve quality and increase rendering time; too low a value results in a noisy appearance. The Number of Samples must be a perfect square number between 1 and 100.

2 Check **Enable Depth of Field** to enable the F-Number setting below.

- Specify the **F-Number** value, which defines the camera focal blur and is the like the f-stop in photography. Decrease this value for more focal blur or increase it for less blur.

Ray Trace Wizard

The **Ray Trace Wizard** is an easy way to set up new ray trace configurations. It can be accessed by clicking the **Create New** button in the **Ray Trace Current View/Ray Trace Defaults** dialog. See “Ray Trace Current View/Ray Trace Defaults Dialog” on page 871.

The choices in the Ray Trace Wizard correspond to settings in the **Ray Trace Options** dialog. See “Ray Trace Options” on page 872.

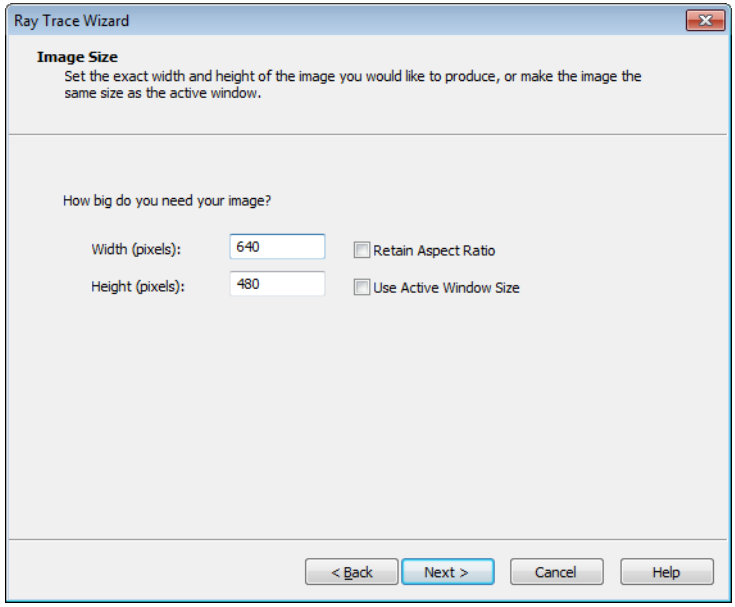
Welcome

Specify the level of quality for the ray trace you would like to create. The options here correspond to the number of **Samples** selected in the **Ray Trace Options** dialog. See “General Tab” on page 872.

- Select **Indoor** or **Outdoor** for a ray trace with lighting effects suitable for the type of view.
- Select **High Quality** for a high quality image that takes a long time to produce.

- Select **Standard** to create an image that balances quality and time.
- Select **Quick** for a relatively low quality image, useful to preview effects such as lighting in the scene.

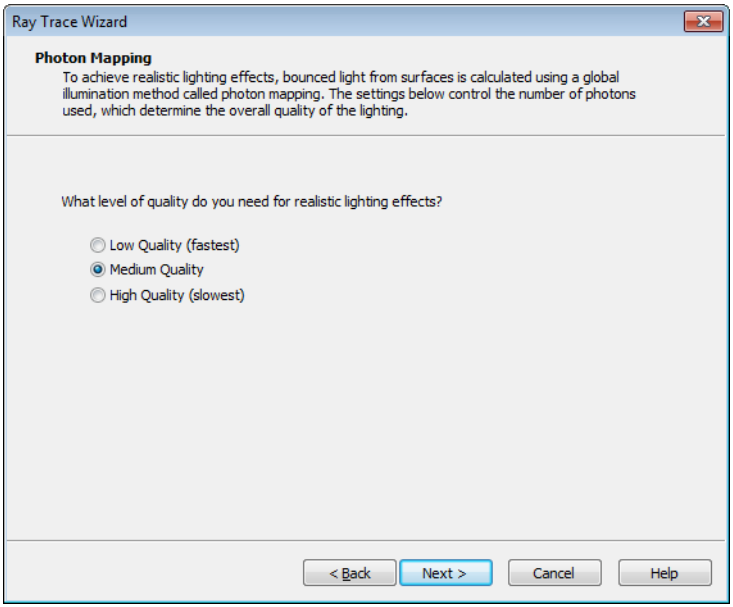
Image Size



Specify the size of the final ray trace image. The options here correspond to the Image Size settings in the **Ray Trace Options** dialog See “General Tab” on page 872.

- Specify the**Width** and **Height** of the ray trace image, in pixels.
- Check **Use Active Window Size** to set the ray trace to the current size of the active 3D view window.
- Check **Retain Aspect Ratio** to maintain the width to height ratio of the original image and prevent the ray trace from being stretched or distorted.

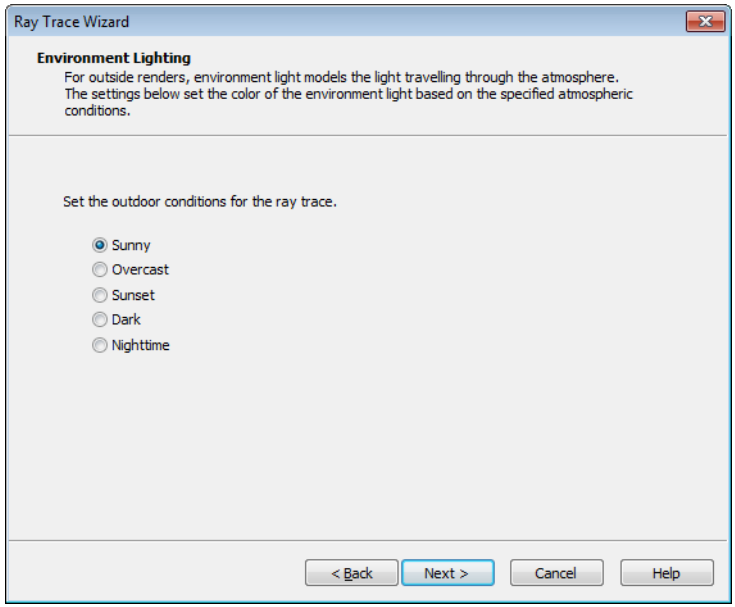
Photon Mapping



The Photon Mapping page is only available when Interior is selected on the Welcome page. Specify the level of quality for the lighting effects in the ray trace you would like to create. The options here correspond to the **Photon Mapping** settings in the **Ray Trace Options** dialog. See “Advanced Tab” on page 875.

- Select **Low Quality** to disable Photon Mapping when this configuration is used.
- Select **Medium Quality** to use Photon Mapping with settings that balance image quality with ray tracing time.
- Select **High Quality** to use Photon Mapping with settings that produce high quality results that may take a long time to generate.

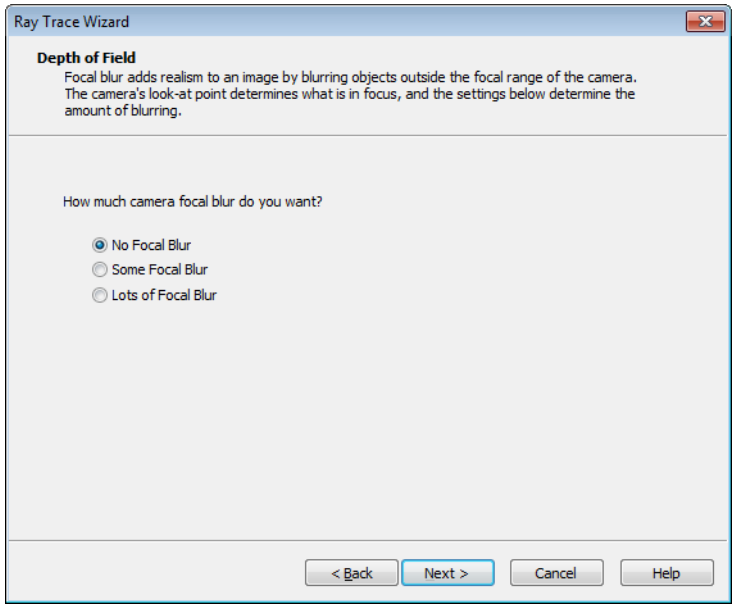
Environment Lighting



The Environment Lighting page is only available when Exterior is selected on the Welcome page. Specify the atmospheric conditions of the exterior view you would like to ray trace. The options here correspond to the **Outdoor Render Settings** in the **Ray Trace Options** dialog. See “Lighting Tab” on page 873.

- Select **Sunny** for environmental lighting that is white in color.
- Select **Overcast** for environmental lighting that uses a pale gray color.
- Select **Sunset** for environmental lighting that uses a pale orange color.
- Select **Dark** for environmental lighting that uses a dark blue color.
- Select **Nighttime** for environmental lighting that uses a dark blue color with a greater intensity than Dark uses.

Depth of Field



Specify the amount of focal blur to use in the ray trace. The options here correspond to the **F-Number** in the **Ray Trace Options** dialog. See “Advanced Tab” on page 875.

- Select **No Focal Blur** to disable Depth of Field when this configuration is used.
- Select **Some Focal Blur** to use an F-Number of 5.6.
- Select **Lots of Focal Blur** for to use an F-Number of 2.8.

Completing the Wizard

Specify a name for the newly created ray trace configuration. This name will be listed in the **Ray Trace Current View/Ray Trace Defaults** dialogs, and can also be changed there in the future. See “Ray Trace Current View/Ray Trace Defaults Dialog” on page 871.

The initial name created by the program is based on the settings from the Welcome page. If you click the **Back** button and change these settings, this name will adjust as well, provided that you did not change it in any way.

Click **Finish** to create the new ray trace configuration and return to either the **Ray Trace Current View** or **Defaults** dialog, where it will be selected as the Current Configuration.

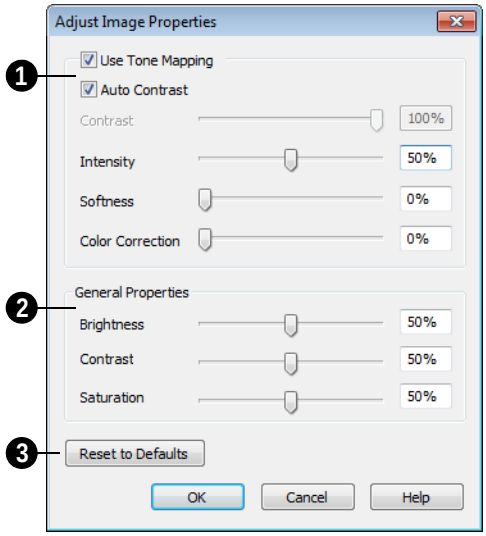
> In order to retain a newly created ray trace configuration, you must click the Ray Trace button in the Ray Trace Current View dialog. If you click Cancel, the configuration will not be saved.

Adjusting Ray Trace Properties and Effects

A number of attributes of a ray trace image can be adjusted while the view is being generated or after it is complete.

Adjust Image Properties

A ray tracer mimics a camera while it generates your image. Select **File> Adjust Image Properties** to open the **Adjust Image Properties** dialog.



1 Chief Architect's ray tracer works with a color range greater than what your monitor or printer can display. When **Use Tone Mapping** is checked, these colors are intelligently mapped to a displayable range. Uncheck this box to simplify how the colors are converted and disable the settings below.

- Uncheck **Auto Contrast** to enable the Contrast setting below. When checked, the program chooses a Contrast value based on the image's properties.
- Specify the **Contrast**, which is the relative difference between light and dark colors in the view, using the slider bar or by typing in the text field
- Specify the **Intensity**. or brightness of the image. This value not necessarily uniform throughout the view and is similar to a camera's exposure setting.
- Specify the **Softness**, which determines whether color intensity is based on pixel or overall image intensity.
- Specify the **Color Correction**, which is the extent to which strong color casts are removed from the image.

It's not unusual for ray traced images to initially be too dark or too bright. Try adjusting the Tone Mapping Intensity.

2 **General Properties** -

- Specify the **Brightness** of the image, which controls how dark or light the image is overall.
- Specify the **Contrast**, or relative difference between light and dark colors. This setting is similar to the setting of the same name, above, but is not as fine a control because it takes place after tone mapping has been done.
- Specify the **Saturation**, which is the intensity of colors in the view.

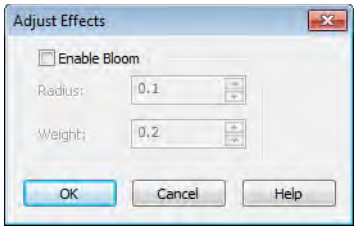
Don't be afraid to over-saturate your image slightly in very bright scenes – this is a common occurrence in actual photographs.

If you are ray tracing an interior scene where the primary source of light is the sun through a window or door, you may need to adjust your image brightness.

3 Click the **Reset to Defaults** button to restore the settings in this dialog to their initial, installed values.

Adjust Effects

Select **File> Adjust Effects** to open the **Adjust Effects** dialog.



- Check **Enable Bloom** to enable the settings below. Bloom, or light bloom, can occur around areas of intense illumination and looks as though the light is 'bleeding' beyond the edges of the light source.
- Specify the **Radius**, which is the width of the bloom area beyond a light source. The higher the Radius setting, the longer the bloom calculation will take.
- Specify the **Weight**, which is the intensity or strength of the bloom effect.
- Click **OK** to close the dialog and apply your changes to the view. Depending on your settings, this could take some time. A progress indicator will display at the bottom of the window. You can press the Esc key to cancel the bloom operation at any time.

Ray Tracing Tips

Ray Tracing gives you the ability to produce high quality, photo-realistic images of your model; however, it is also a resource intensive process that can be quite time-consuming. For best results, there are a number of variables to consider.

Ray Trace Configurations

A Ray Trace Configuration is a group of Ray Trace Options settings saved in the current plan. You can create your own custom configurations for a variety of purposes. See "Ray Trace Options" on page 872.

Ray Trace Configurations can be saved in your template plans, saving you the effort of reproducing them for each new project. See "Template Files" on page 74.

Creating the Camera View

To create a ray trace image in Chief Architect, begin by creating a camera view or overview of the model. The camera position, field of view, and orientation determine the scene's appearance in the ray trace window. See "Editing 3D Views" on page 829.

In order to ray trace a view, the Standard Rendering Technique must be active. See "Standard Rendering" on page 858.

Ray trace views can be created from both Orthographic and Perspective views; however, Perspective views appear more realistic to the human eye and are better suited to producing photo-realistic images. See "Perspective and Orthographic Views" on page 810.

Lighting

Lighting is an extremely important aspect of high-quality ray trace views. For photo-realistic results, be prepared to add light sources to your model and spend some time making adjustments to their positions and light data settings. See “Lighting” on page 846.

Unlike rendered views, which can support only a limited number of lights, ray trace views can handle as many lights as you like. Lighting in ray trace views is also more realistic than the lighting used in rendered views in that lights are not limited to the current room. Instead, all light sources that are turned “On” in their specification dialog and have been set to **Use in Ray Tracing** can be used. See “Light Data Tab” on page 583.

To increase ray tracing speed, the program will identify any lights that do not contribute direct lighting to the scene when a ray trace is preprocessing and will remove them from the ray trace lighting calculations.

For light sources that cast shadows in a ray trace scene, consider using the **Soft Shadows** option. Soft Shadows requires more ray tracing time, but smooths the appearance of shadows created by a light, improving their appearance. See “Light Data Tab” on page 583.

Most other Render settings, including your Render Preferences, are not used for generating a ray trace view, although Ambient Light, set in the **3D Settings** dialog, is. See “Options Tab” on page 815.

It’s not unusual for ray traced images to initially be too dark or too bright. Try adjusting the Tone Mapping Intensity. See “Adjusting Ray Trace Properties and Effects” on page 881.

Material Definitions

The attributes of the materials applied to objects in the scene have an extremely important effect on the final quality of any ray trace. Material definitions can affect ray trace views can be adjusted in the **Define Material** dialog. See “Properties Tab” on page 792.

A prime example is reflectivity, which helps convince the eye that a ray trace image is a real photograph. For example:

- For outdoor scenes, ensure that your windows are slightly reflective. You may want to set up a building across the street that, though not in the scene, appears in the reflections in the windows.
- In interior scenes, use partly reflective materials on objects such as stovetops, tile floors, and coffee pots.
- If a scene includes surfaces with polished or predefined metal materials, you may want to check **Use Final Gathering** to produce glossy reflections. See “Advanced Tab” on page 875.

Bump Maps

A bump map is an image that can be used to make a surface appear contoured rather than flat in ray trace views. Though the effects of bump maps are sometimes subtle, they add to an image’s quality. For example, wood grain

that shades appropriately to the lighting in the room lends to an appearance of realism.

Any image file or texture can be used as a bump map, with dark areas of the image corresponding to low points in the bump map, and brighter areas corresponding to high points. A bump map can be assigned to any material in the **Define Material** dialog. See “Properties Tab” on page 792.

Bump map calculation can be time-consuming, so bump maps should not be used when ray tracing speed is a primary concern.

Interior Views

When creating an interior ray trace view in which sunlight shines through windows, bear these settings mind:

- To improve the quality of sunlight shining through windows and glass doors, **Photon Mapping** should be enabled and **Caustic Photons** used. See “Advanced Tab” on page 875.
- The **Direct Sunlight Intensity** setting for interior views should be set higher than for exterior views. A value of 5 is a good starting point, but you may wish to experiment. See “Lighting Tab” on page 873.
- When your ray trace is finished and the ray trace window is active, select **Edit**>

  Adjust Image Properties and adjust the **Brightness** value as needed. See “Adjust Image Properties” on page 882.

Nighttime Views

For best results when creating a nighttime ray trace view, there are a few considerations to bear in mind:

- While the Standard rendered view you wish to ray trace is active, select **3D**>

  Lighting> **Toggle Sunlight** to turn off the sun as a light source. See “Default Sun Light” on page 848.
- Use the **Ray Trace Wizard** to create an **Outdoor** ray trace configuration. Choose **Dark** or **Nighttime** as the outdoor conditions on the Environment Lighting page. See “Ray Trace Wizard” on page 876.
- When the new configuration is finished, click the **Edit** button in the **Ray Trace Options** dialog and enable **Photon Mapping** using the settings that best suit your needs. The use of **Caustic Photons** is recommended for light to shine through windows. See “Advanced Tab” on page 875.
- When your ray trace is finished and the ray trace window is active, select **Edit**>

  Adjust Image Properties and either lower the **Intensity** value or uncheck **Use Tone Mapping** to turn this feature off altogether. See “Adjust Image Properties” on page 882.

Faster Ray Tracing

Depending on the scene, a ray trace can quite literally take days to produce. There are several things you can do to reduce the time required:

- Reduce the number of surfaces in the 3D model by turning off all layers not used in the scene to be ray traced. For example, you may be able to turn off terrain layers for interior views, or cabinet layers for exterior views. See “Layers” on page 127.

- An even more effective way to reduce the size and complexity of a 3D model is to use **Save As** to create a copy of the plan, then delete all areas of the model that do not affect the scene to be ray traced. Depending on the scene, you may be able to delete entire rooms - or even entire floors.
- Image size is a significant factor in the speed of a ray trace. As you adjust the lighting and other variables in a scene, you can save time by creating smaller ray traces for preview purposes. To do this, specify a relatively small image size in the **Ray Trace Options** dialog. When you are ready to create a final ray trace, specify a larger image size. See "General Tab" on page 872.

CPU Usage

Ray tracing is a data intensive process that can require a lot of resources on any computer. You can specify whether Chief Architect or the ray trace engine has access to more of your computer's processor resources when both are running in the **Preferences** dialog. See "Ray Trace Panel" on page 110.

POV-Ray

The **Persistence of Vision Ray Tracer** (POV-Ray) is a high-quality ray tracer that has been used for years to generate images of virtually anything imaginable. POV-Ray has even been used on the Space Shuttle!

Hobbyist ray tracers can learn more about POV-Ray by visiting the POV-Ray Web site at www.povray.org.

Chief Architect version X2 and prior used a special version of POV-Ray to generate ray trace images. If you have a copy of POV-Ray installed and wish to use it rather than Chief Architect's ray tracer, you can export a Standard rendered view from Chief Architect and ray trace it in POV-Ray.

Positioning the Camera

Using the **Zoom Tools** or panning the display in a Perspective view has no effect on a view exported to POV-Ray. If you have zoomed or panned in a Perspective view and then try to ray trace it, a warning message will inform you that these changes will not be reflected in the ray trace. See "Zoom & View Tools" on page 799.

To position a Perspective camera prior to exporting to POV-RAY, use any of the camera editing tools:

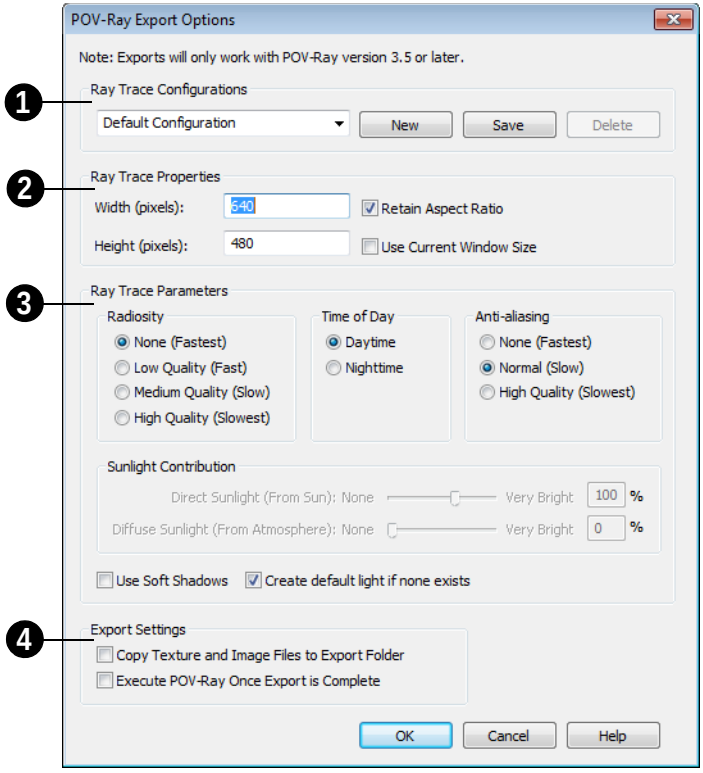
- Move Camera with Mouse
- Move Camera with Arrow Keys
- Move Camera Tools
- Orbit Camera Tools
- Tilt Camera Tools

For more information, see "Editing 3D Views" on page 829.

You can, alternatively, check **Zoom Using Field of View** in the **Preferences** dialog to modify a camera's field of view when you zoom using the scroll wheel. See "Render Panel" on page 108.

POV-Ray Export Options Dialog

While a Standard rendered view is active, select **File> Export> POV-Ray (.POV)**.



1 **Ray Trace Configurations** are saved groups of ray trace settings. Please note that the configurations saved for POV-Ray export are different from those saved for ray tracing within Chief Architect and are only listed in this dialog.

- Select a configuration from the drop-down list.
- Click the **New** button to create a new configuration, and make any changes to the settings that follow to customize it.
- Click the **Save** button to save a new configuration or any changes made to the selected configuration.
- Click the **Delete** button to remove the selected configuration from the list. Not available if there is only one configuration in the list.

❷ **Ray Trace Properties** - Specify the size of the final ray trace image.

- Specify the **Height** and **Width** of the ray trace image you wish to create, in pixels.
- Check **Retain Aspect Ratio** to maintain the width to height ratio of the original image and prevent the ray trace image from appearing stretched or distorted.
- Check **Use Current Window Size** to set the ray trace to the size of the original 3D view window.

❸ **Ray Trace Parameters** - Specify the lighting properties and image quality of the ray trace.

- Specify the level of **Radiosity**, or the calculation of light bouncing around in the scene. None produces lighting effects similar to Standard rendering but is very quick, while High Quality produces photo-realistic effects but can be extremely time-consuming.
- Specify the **Time of Day**. Similar to the Toggle Sunlight options in a rendered view, choose whether to create a **Daytime** or **Nighttime** ray trace view.
- Specify the level of **Anti-aliasing**, which generates smooth edges in the ray trace view.
- Specify the **Sunlight Contribution** in the view. Only available when Radiosity is used. The **Direct Sunlight** setting controls the intensity of the light coming from the sun, while **Diffuse Sunlight** controls the brightness of the sunlight in the surrounding atmosphere.
- Check **Use Soft Shadows** to display shadows with soft edges instead of hard edges and can add to ray tracing time. Only light sources set to create soft shadows will produce them. See “Light Data Tab” on page 583.
- When **Create default light if none exists** is checked, a light source is created in views where none are present so that the ray trace is not calculated in total darkness. Uncheck this box only if you do not want this to occur. See “Default Lights” on page 846.

❹ **Export Settings** -

- Check **Copy Texture and Image Files to Export Folder** to make a copy of all textures and images used in the model into the same directory as the destination for your POV-Ray export.
- Check **Execute POV-Ray Once Export is Complete** to launch POV-Ray so you can begin ray tracing the scene as soon as the export process is finished.

Write POV-Ray File Dialog

After you click OK in the **POV-Ray Export Options** dialog, the **Write POV-Ray File** dialog will open. This is a standard Save dialog which lets you specify the file name and save location of your **.pov** file and any associated textures and images. See “Exporting Files” on page 50.

Chapter 30:

Dimensions

Chief Architect provides a variety of dimensioning tools for measuring walls, doors, windows, and many other objects.

Dimensions can be used to accurately position objects relative to other objects. In addition, dimension lines and extensions can be selected and customized.

Chapter Contents

- Compatibility With Previous Versions
- Dimension Preferences and Defaults
- Manual Dimension Defaults Dialog
- Auto Exterior Dimension Defaults Dialog
- Temporary Dimension Defaults Dialog
- The Dimension Tools
- Displaying Dimension Lines
- Editing Dimension Lines
- Editing Extension Lines
- Add Additional Text
- Moving Objects Using Dimensions
- Dimension Line Specification Dialog

Compatibility With Previous Versions

Dimensions function differently in versions 9.0 and later of Chief Architect than they did in previous versions. Being familiar with these changes is necessary if you plan to open plans from earlier versions.

Extension Lines

In Version 8, extension lines had two modes: normal and short. Version 9 and later offer full control over extension lines. If **Chief Version 8 Compatible Extensions** is checked, you do not have this control. See “Extensions Tab” on page 899.

Accuracy

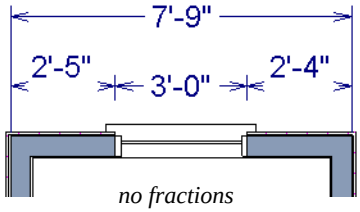
When the model is drawn with greater accuracy than dimensions are set to display, rounding may be required. The **Rounding**

Method in the **Dimension Defaults** dialog controls how Chief Architect handles dimensions that require rounding. See “Setup Tab” on page 892.

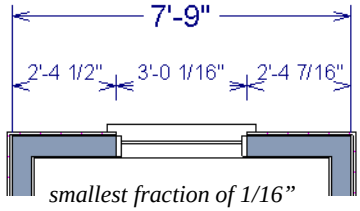
In Chief Architect version 8 and prior, dimensions used Distance Rounding, which shows the distance between equally spaced objects correctly, but dimension runs are not always accurate when added.

In Versions 96 and later, dimensions use Grid Rounding, which always add up dimension runs correctly, but individual distances may be inaccurate in order to achieve this.

Dimensioning the same object using these two rounding methods will obtain the same results as long as objects are placed with the same accuracy as the precision of the dimension lines. If an object is placed using more precision than the dimensions, results may vary between methods.



no fractions



smallest fraction of 1/16”

A good approach to accurate dimensioning is to turn on the accuracy indicators and position objects so that the inaccuracy indicators do not display.

Dimension Preferences and Defaults

There are a number of settings in the **Preferences** dialog that affect dimensions, as well as several dimension defaults dialogs.

Preferences

All plan and layout files save measurements in either Imperial or metric units. The type of unit used is determined when the file is first created and cannot be changed later. See “Creating a New Plan or Layout” on page 48.

You can specify either metric or Imperial files to be used as the templates whenever you open a new, blank plan or layout file in the **Preferences** dialog. See “New Plans Panel” on page 90.

You can also specify the minimum on-screen display size for dimension numbers in the **Preferences** dialog. See “Appearance Panel” on page 78.

Default Settings

In any view in which you can draw dimensions, or by double-clicking any **Dimension Tools** parent button or any of its child buttons (with the exception of **Auto**

Exterior Dimensions). There are three defaults dialogs that affect dimensions:

- Manual Dimension Defaults Dialog
- Auto Exterior Dimension Defaults Dialog
- Temporary Dimension Defaults Dialog

When **Angle Snaps** are enabled, dimensions can be drawn at the **Allowed Angles** set in the **Plan Defaults** dialog. Regardless of their angles, however, dimensions will only locate objects that are parallel to one another. See “General Plan Defaults Dialog” on page 66.

Annotation Sets

Manually drawn dimensions are among the items associated with Annotation Sets, which are groups of Saved Defaults that can be customized and activated for specific drawing tasks. See “Annotation Sets” on page 70.

Manual Dimension Defaults Dialog

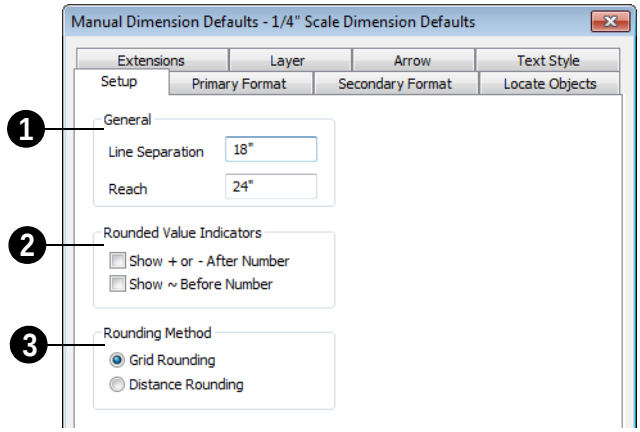
In any view in which you can draw dimensions, select **Edit> Default Settings**, expand the **Dimension** category, select “Manual Dimensions”, and click **Edit** or double-click the **Dimension Tools** button to access the **Manual Dimension Defaults** dialog.

Manually drawn dimensions are able to support multiple Saved Defaults for specific drawing tasks.

- When you access the **Manual Dimension Defaults** dialog via the **Default Settings** dialog, the **Saved Defaults** dialog will open first, allowing you to select which Saved Manual Dimension Default you wish to edit. See “Multiple Saved Defaults” on page 68.
- When you access this dialog by double-clicking the **Dimension Tools** button, the defaults dialog for the currently active Saved Default is opened directly. If you would like the **Saved Defaults** dialog to open first in this situation, you can enable this option in the **Preferences** dialog. See “General Panel” on page 85.
- In either case, the name of the Saved Default being edited will display in the title bar at the top of the dialog box.

The settings in this dialog are dynamic defaults, which means that any changes made here may affect existing dimension lines in the drawing that are using the Saved Manual Dimension Default being edited. See “Dynamic Defaults” on page 65.

Setup Tab



1 General -

- **Line Separation** - Specify the distance between Auto Exterior and Baseline dimension lines in plan inches or mm. This value should always be greater than the font size. If two formats are used, it should be at least twice this value.
- Specify how far manually drawn dimension lines **Reach** to locate walls and/or objects specified on the Locate Objects Tab. The default is 24” (450 mm) in plan files and 1” (10 mm) in layout.

2 Specify the use and appearance of **Rounded Value Indicators**, which can display when the degree of accuracy in use is not sufficient to describe a dimension’s true value.

- Check **+ or - After Number** to indicate that the actual dimension value is higher or lower than the value shown.
- Check **~ Before Number** to indicate dimension values that are not accurate with the ~ symbol.

3 Rounding Method - Specify how the sections of dimension lines that locate more than two objects are rounded.

- **Grid Rounding** ensures that the sum of the parts of a dimension line add up to the whole distance. To produce this result, some sections may not be rounded accurately. This is the recommended rounding method and is selected by default.
- **Distance Rounding** addresses each section of a dimension line individually, which could result in the sum of these sections not being equal to the whole. This option is selected by default for files created in Version 8 or prior but is not recommended for newer files. See “Compatibility With Previous Versions” on page 889.

You can avoid the appearance of inaccuracy that rounding may cause by placing the objects in your plan precisely and by drawing with Grid Snaps enabled. See “Grid Snaps” on page 150.

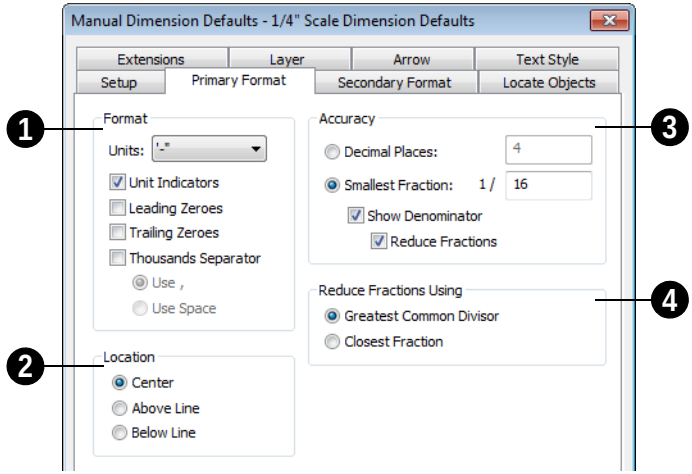
Primary Format Tab

The settings on the Primary Format tab allow you to specify the units, degree of accuracy and position of dimension numbers.

These settings are the same as those on the Primary Format tab of the **Dimension Line Specification** dialog and the Dimension Format tab of the **Room Label Defaults** dialog. See “Dimension Line Specification Dialog” on page 916 and “Room Label Defaults” on page 300.

In addition to these Primary dimension numbers, you can display a set of Secondary dimension numbers that indicate the dimension’s length using different units, degree of acuracy, and/or location.

The settings on this tab also control the format of numbers indicating object length in the Status Bar. See “The Status Bar” on page 35.



1 Specify the numbering **Format** for dimension numbers.

- Select the **Units** of measurement to be used by dimensions from the drop-down list. The choices in this list correspond to all units measuring length specified in the **Preferences** dialog. See “Unit Conversions Panel” on page 92.

Note: Although you can select Imperial or metric units in any plan or layout, it is best to use the same unit type that the file uses to save measurements. See “Units of Measurement” on page 48. .

- Check **Unit Indicators** to display the unit of measurement along with the dimension number.
- Check **Leading Zeros** to include the zero before a decimal less than 1 or to display 0’ or 0” when the ft-in or ’-” unit formats are used.
- Check **Trailing Zeros** to display trailing zeros at the end of decimal values.
- Check **Thousands Separator** to use a thousands separator for values greater than 999.
- Select the **Use ,** or **Use .** radio button to use a comma as the thousands separator.
- Select the **Use Space** radio button to use a space as the thousands separator.

❷ Specify the **Location** of dimension numbers relative to the dimension line.

- **Center** primary dimension numbers on the dimension line. If two formats are used, the primary format is placed above the line and the secondary format, beneath it.
- Position dimension numbers **Above Line**.
- Position dimension numbers **Below Line**.

❸ Specify the degree of **Accuracy** used by dimension numbers.

- Select the **Decimal Places** radio button for dimension numbers in decimal format. In the text field, specify the number of decimal places to use, from 0 to 20. If 0 is used, no decimal places are used.
- Select the **Smallest Fraction** radio button for dimension numbers using whole numbers and fractions. In the text field, specify the largest denominator to use, from 1 to 128. If 1 is entered, whole numbers are used.
- Uncheck **Show Denominator** to turn off the display of fraction denominators used by dimension lines. Typically, denominators are only turned off when eighths are desired.
- Uncheck **Reduce Fractions** to always use the denominator specified above. When checked, the lowest possible denominator will be used.

❹ **Reduce Fractions Using** - Specify how fractions are reduced. These settings are only available when Smallest Fraction is selected above.

- Select the **Greatest Common Divisor** radio button to reduce fractions using the largest value that divides equally into the numerator and the denominator specified above. This option is best for fractional inches.
- Select the **Closest Fraction** radio button to reduce fractions without referring to the denominator specified above. Should only be used with **Distance Rounding**. Not recommended when fractional inches are used.

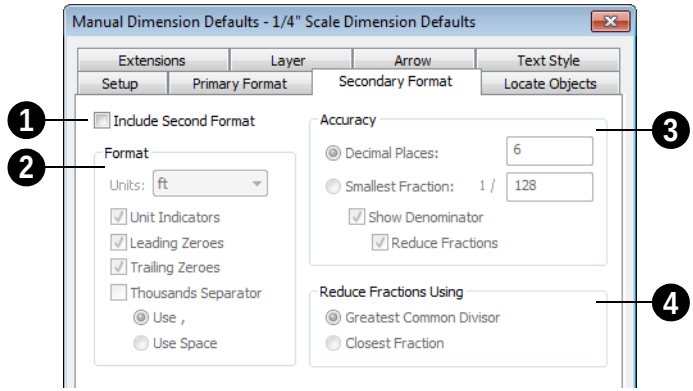
A value of 0.33333 is represented by the fraction 5/16 when Greatest Common Divisor is used and the Smallest Fraction denominator is 16. When Closest Fraction is selected, this value is represented by 1/3.

Secondary Format Tab

In addition to the Primary dimension numbers, you can display a set of secondary dimension numbers that indicate the dimension's length using different units and/or degree of acuracy.

These settings are the same as those on the Secondary Format tab of the **Dimension Line Specification** dialog. See "Dimension Line Specification Dialog" on page 916.

If you choose to use a second format, you may want to increase the default Line Separation on the Setup tab.



1. Check **Include Second Format** to use a secondary format for dimensions.

2. Specify the numbering **Format** for secondary dimension numbers.

- Select the **Units** of measurement to be used by dimensions from the drop-down list. The choices in this list correspond to all units measuring length specified in the **Preferences** dialog. See "Unit Conversions Panel" on page 92.

Note: Although you can select Imperial or metric units in any plan or layout, it is best to use the same unit type that the file uses to save measurements. See "Units of Measurement" on page 48. .

- Check **Unit Indicators** to display the unit of measurement along with the secondary dimension number.
- Check **Leading Zeros** to display the zero before a decimal less than 1 or to display 0' or 0" when the ft-in or '-" unit formats are used.
- Check **Trailing Zeros** to display trailing zeros at the end of decimal values.
- Check **Thousands Separator** to use a thousands separator for values greater than 999.
- Click the **Use ,** radio button to use a comma as the thousands separator.
- Click the **Use Space** radio button to use a space as the thousands separator.

❸ Specify the degree of **Accuracy** used by secondary dimension numbers.

- Select the **Decimal Places** radio button for secondary dimension numbers in decimal format. Specify the number of decimal places to use in the text field.
- Select the **Smallest Fraction** radio button for secondary dimension numbers using whole numbers and fractions. Specify the largest denominator to use in the text field.
- Uncheck **Show Denominator** to turn off the display of fraction denominators used by secondary dimension lines. Typically, denominators are only turned off when eighths are desired.
- Uncheck **Reduce Fractions** for secondary dimensions to always use the denominator specified above. When checked, the lowest possible denominator will be used.

❹ **Reduce Fractions Using** - Specify how fractions are reduced in secondary dimension numbers. These settings are only available when Smallest Fraction is selected above.

- Select the **Greatest Common Divisor** radio button to reduce fractions using the largest value that divides equally into the numerator and the denominator specified above. This option is best for fractional inches.
- Select the **Closest Fraction** radio button to reduce fractions without referring to the denominator specified above. Not recommended when fractional inches are used.

A value of 0.33333 is represented by the fraction 5/16 when Greatest Common Divisor is used and the Smallest Fraction denominator is 16. When Closest Fraction is selected, this value is represented by 1/3.

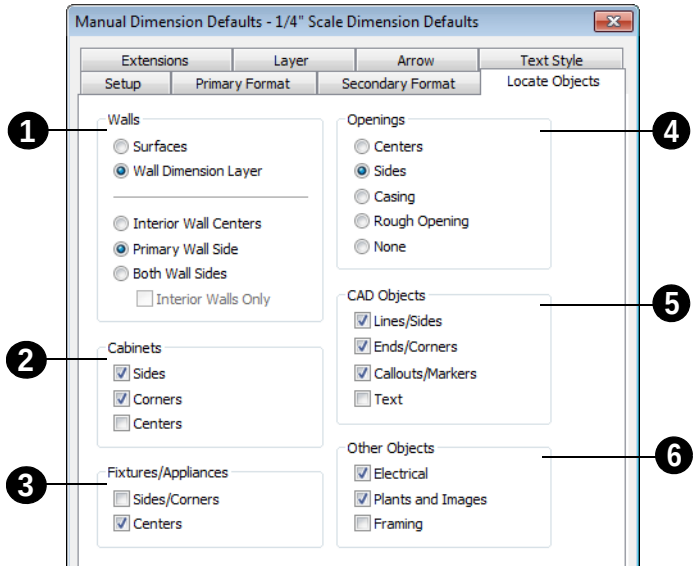
Locate Objects Tab

The settings on the Locate Objects tab specify whether or not dimension lines locate specific types of objects. Changes made on this tab only affect new dimension lines, not those already drawn.

These settings affect dimension lines as they are drawn. Once created, their extension lines can be edited so that they locate objects in ways not specified here.

The **Walls** and **Openings** settings are also found in the **Auto Exterior Dimension Defaults** dialog. See “Auto Exterior Dimension Defaults Dialog” on page 900.

When the **Dimension Defaults** dialog is opened in a layout file or CAD Detail window, only the **CAD Objects** settings on this tab will be available.



1 The **Walls** options affect Manual and Interior Dimensions. See “The Dimension Tools” on page 903.

The first two settings also determine the location of the marked location used by Manual Reach, 1st Line Offset and Extension Lines lengths. See “The Dimension Layer” on page 276.

- Select **Surfaces** to locate exterior walls by outer surface and interior walls by one of their surfaces.
- Select **Wall Dimension Layer** to locate walls at the Dimension Layer. A wall’s Dimension Layer is specified in the **Wall Type Definitions** dialog for its wall type. See “Wall Type Definitions Dialog” on page 278.

The next four settings control how dimensions locate interior walls where they intersect exterior walls, and only apply to interior walls drawn perpendicular to the exterior walls they intersect.

- Select **Interior Wall Centers** to have dimension lines locate the centers of interior walls. If Wall Dimension Layer is selected above, dimensions locate interior walls at the center of their Main Layers. See “The Main Layer” on page 276.
- Select **Primary Wall Side** to have dimension lines locate one side of interior walls.
- Select **Both Wall Sides** to have dimension lines locate both surfaces of interior and exterior walls. Wall thicknesses are also dimensioned.
- Check **Interior Walls Only** for dimensions to ignore the interior surface of exterior walls and the thicknesses of interior walls. Only available when Both Wall Surfaces is selected.

❷ The **Cabinets** options affect only Manual Dimensions.

- Check to locate cabinet **Sides** using manual dimensions. The sides must be perpendicular to the dimension line.
- Check to locate the **Corners** of all cabinets within the manual reach area. Angled cabinets are dimensioned to their corners at a right angle to the dimension line. The cabinet fronts or sides do not need to be perpendicular or parallel to the dimension line.
- Check to locate the **Centers** of all cabinets within the manual reach area.

❸ The **Fixtures/Appliances** options affect Manual, End to End, Centerline and Point to Point Dimensions.

- Check to locate the **Sides/Corners** of appliances and other fixtures using manual dimensions. For sides to be located, they must be perpendicular to the dimension line.
- Check to locate the **Centers** of all fixtures within the manual reach area.

❹ The **Openings** options control how wall openings are located by Manual, Centerline and Auto Exterior Dimensions.

- Select **Centers** for dimensions to locate the centers of wall openings.
- Select **Sides** to locate both sides of wall openings. This option locates the nominal width - not the rough opening.
- Select **Casing** to locate both sides of wall openings at the outer edges of the casing. Because interior and exterior casing often has different widths, an opening may have different interior and exterior dimensions when this option is selected.
- Select **Rough Opening** to locate both sides of windows and doors at the rough opening.
- Select **None** for dimensions to not locate wall openings. This setting does not affect Auto Exterior Dimensions.

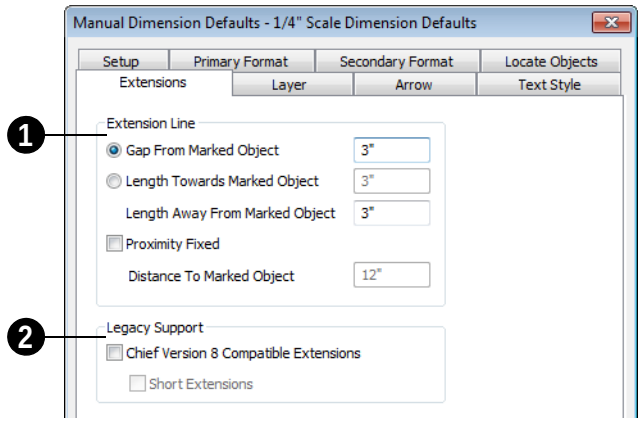
❺ The **CAD Objects** options affect Manual dimensions locating 2D CAD objects, CAD-based objects such as slabs and polyline solids, and stairs.

- Check **Line/Sides** to locate lines and edges that are perpendicular to the dimension line. If the lines or edges are not perpendicular to the dimension line, they are not dimensioned.
- Check **Ends/Corners** to locate all ends of lines or corners of polylines, no matter what angle they are in relation to the dimension line.
- Check **Callouts/Markers** to locate these objects.
- Check **Text** to locate text objects.

❻ The **Other Objects** options affect Manual, End to End, Centerline and Point to Point Dimensions.

- Check **Electrical** to locate electrical objects. Use this option when you want to precisely position electrical objects.
- Check **Plants and Images** to locate these objects.
- Check **Framing** to locate these objects.

Extensions Tab



1 Specify the length and spacing of **Extension Lines** relative to the marked location on an object.

- Select **Gap From Marked Object** to specify the distance between the end of the extension line and the marked location in plan inches or mm. If the dimension line is moved, the extension line updates, and the size of this gap is maintained.
- Select **Length Towards Marked Object** to specify a fixed length for the portion of the extension line that extends from the dimension line toward the object it locates. If the dimension line is moved, this length remains the same but the size of the gap updates.
- Specify the **Length Away From Marked Object**, which is the length of the portion of the extension line that extends from the dimension line in the opposite direction of the object it locates.
- Check **Proximity Fixed** to specify a fixed distance between the marked object and the dimension line. You can only fix the proximity for a single extension line. See “Using Proximity Fixed” on page 912.
- **Distance to Marked Object** - When Proximity Fixed is checked, you can specify the distance from the dimension line to the marked object using a positive value.

Gap From Marked Object

\+ Length Toward Marked Object

= Distance to Marked Object

Proximity Fixed only affects dimension lines that locate an object using an extension line. When a dimension line arrowhead points directly to the object without using an extension line, this option has no effect.

Auto Exterior Dimensions ignore Distance to Marked Object and use the default 1st Line Offset and Line Separation values. See “Setup Tab” on page 892.

Extension Line and Gap lengths are measured from the marked location on a wall. See “The Dimension Layer” on page 276.

❷ **Legacy Support** - Specify how dimensions behave in files created in Chief Architect Version 8 or prior. See “Compatibility With Previous Versions” on page 889.

- Check **Chief Version 8 Compatible Extensions** to make extensions function as they did in Chief Architect Version 8.
- Check **Short Extensions** to have short, uniform-length extension lines instead of extension lines that reach all the way to the objects they locate.

Note: If you select an extension line, Chief Version 8 Compatible Extensions will be turned off automatically.

Layer Tab

The Layer tab is found in the specification dialogs for many different objects. For more information, see “Layer Tab” on page 136.

Arrow Tab

For information about the Arrow tab, see “Arrow Tab” on page 979.

Text StyleTab

The settings on the Text Style tab control the size, font and other attributes of automatic, manually drawn, and temporary dimension line labels. See “Dimension Labels” on page 908.

For information about the settings on this tab, see “Text Style Tab” on page 955.

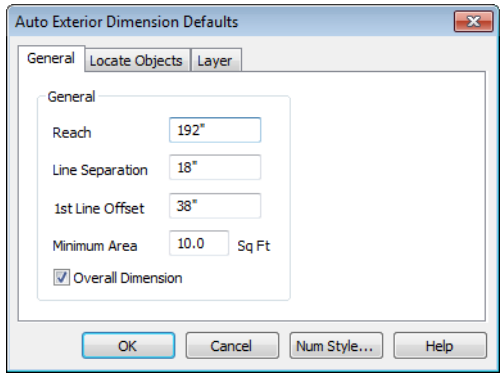
Temporary dimension labels always use the color assigned to their layer - not the color specified in the **Manual Dimension Defaults** dialog.

Auto Exterior Dimension Defaults Dialog

The settings in the **Auto Exterior Dimension Defaults** dialog allow you to control the initial appearance of **Auto Exterior Dimensions**. See “Auto Exterior Dimensions” on page 906.

In floor plan view, select **Edit> Default Settings**, expand the **Dimension** category and choose “Aut Exterior”, and click **Edit** to access this dialog. You can also open this dialog by clicking the **Auto Exterior Dimension Defaults** button, which you can add to your toolbars. See “To add a button to a toolbar” on page 118.

General Tab



- Specify how far Auto Exterior Dimension lines **Reach** to locate objects set back from exterior walls. The default is 192 inches (4800 mm). If exterior walls are set back further than this distance, additional dimension lines are produced to dimension the set-back walls.
- Specify the **1st Line Offset**, the distance between the exterior wall and the nearest Auto Exterior Dimension line in plan inches or mm.
- Specify the **Minimum Area**, which is the minimum enclosed area needed for Auto Exterior Dimensions to generate.
- Check **Locate Openings** for Auto Exterior Dimensions locate doors, windows, and built-in masonry fireplaces.
- Check **Overall Dimension** to generate the overall dimensions of a plan when Auto Exterior Dimensions are created.

Locate Objects Tab

The settings on the Locate Objects tab are also found on the same tab in the **Manual Dimension Defaults** dialog, but only affect how Auto Exterior Dimensions locate walls and wall openings. See “Locate Objects Tab” on page 896.

Layer Tab

The Layer tab is found in the specification dialogs for many different objects. For more information, see “Layer Tab” on page 136.

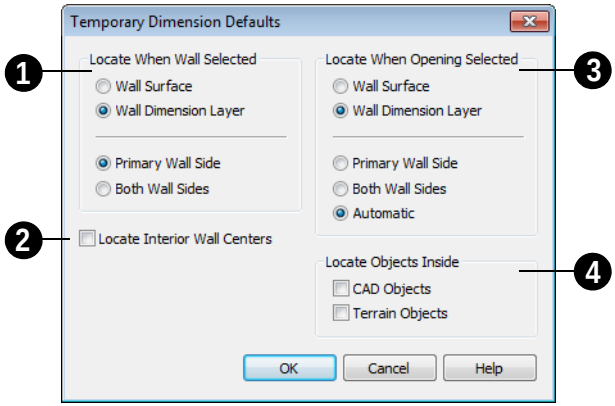
Temporary Dimension Defaults Dialog

The settings in the **Temporary Dimension Defaults** dialog allow you to control how Temporary Dimensions locate walls and CAD objects. See “Display Temporary Dimensions” on page 907.

In any view in which temporary dimensions can be used, select **Edit> Default Settings**, expand the **Dimension** category and choose “Temporary”, and click **Edit** to access this dialog. You can also open this

dialog by clicking the **Temporary Dimension Defaults** button, which you can add to your toolbars. See “To add a button to a toolbar” on page 118.

The appearance of Temporary Dimensions, including their size, format, and extension lines, are set along with those of manual and automatic dimensions in the **Manual Dimension Defaults** dialog. See “Manual Dimension Defaults Dialog” on page 891.



1 **Locate When Wall Selected** - Specify how walls are located by temporary dimensions when a wall is selected.

- Select **Wall Surface** to locate wall surfaces, or **Wall Dimension Layer** to locate wall dimension layers as specified in the **Wall Type Definitions** dialog. See “Wall Type Definitions” on page 275.
- Select **Primary Wall Side** for temporary dimensions that locate walls along their exteriors, or choose **Both Wall Sides** to locate walls on both sides.

  If **Both Wall Sides** is selected, dimensions will locate both sides of interior walls; if **Primary Wall Side** is selected, only one side of each interior wall will be located.

Note: Temporary Dimension Defaults do not affect the temporary wall length dimensions that displays when a waill is selected. See “Measuring Walls” on page 259.

2 Check **Locate Interior Wall Centers** to locate interior walls at their centers instead of their surfaces. When checked, this option overrides the other settings in this dialog for interior walls.

3 **Locate When Opening Selected** - Specify how a wall is located by temporary dimensions when a door, window, or masonry fireplace in that wall is selected.

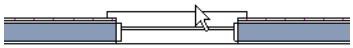
- Select **Wall Surface** to locate wall surfaces, or **Wall Dimension Layer** to locate wall dimension layers.
- Select **Primary Wall Side** for temporary dimensions that locate walls along their

exteriors, or choose **Both Wall Sides** to locate walls on both sides.

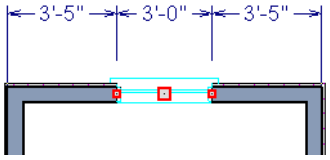
If **Both Wall Sides** is selected, dimensions will locate both sides of interior walls; if **Primary Wall Side** is selected, only one side of each interior wall will be located.

When **Automatic** is selected, you can locate a wall's exterior with temporary dimensions by clicking on a wall opening near its exterior side, or locate the wall's interior by clicking on a wall opening near its interior side.

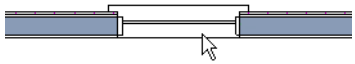
Clicking on the exterior side of a window



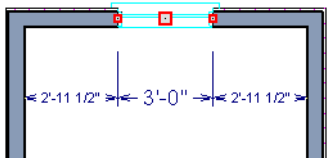
produces temporary dimensions that locate the wall's exterior side



Clicking on the interior side of a window

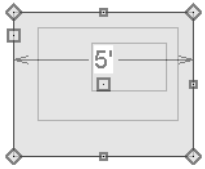


produces temporary dimensions that locate the wall's interior side

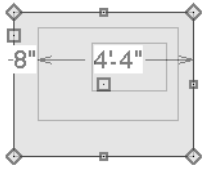


4 **CAD Options** - Specify how CAD objects inside a selected CAD object are located by temporary dimensions.

- Select **Ignore Objects Inside** for temporary dimensions to ignore any other objects inside a selected CAD object.
- Select **Locate First Objects Inside** to locate the first edge of another CAD object drawn inside a selected CAD object.



Ignore Objects Inside



Locate First Objects Inside

The Dimension Tools

Select **CAD>Dimension** to access the Dimension Tools. Dimensions are drawn by clicking and dragging like other line-based objects and can be drawn in floor plan view, cross section/elevation views, CAD Details, and on layout pages.

With the exception of **Angular Dimensions** , dimension lines only locate

objects that are parallel or nearly parallel to one another and should be drawn orthogonal, or at right angles, to the objects being located.

Dimension lines locate objects using **Object Snaps** , although they do not need to be enabled in order to draw dimensions. See “Object Snaps” on page 146. Bear in mind, though, that Object Snaps must be enabled in order to:

- Locate parallel objects drawn at angles other than Allowed Angles.
- Locate more than one object drawn in the same space, such as a CAD line drawn over a wall.

The zoom factor of the current view affects whether objects drawn close together are dimensioned or not. If you try to dimension an array of objects but the dimension line locates only the first and last objects along its path, **Zoom** in on the objects and try again. Similarly, if you want to dimension between two objects but the dimension locates unwanted objects between them, **Zoom** out. See “Zoom Tools” on page 800.

Once created, both manually drawn and automatically generated dimension lines can be selected and edited. See “Editing Dimension Lines” on page 909.

Manual Dimensions

To display the distance between two objects, select **CAD>Dimension> Manual Dimension** and drag a dimension line near or through the objects.

Manual Dimensions locate objects as specified on the Locate Objects tab and lying within the Manual Reach distance specified in the **Manual Dimension Defaults** dialog. See “Manual Dimension Defaults Dialog” on page 891.

End-to-End Dimensions

Use the **End-to-End Dimension** tool to dimension between any two defined objects in floor plan view, cross section/ elevation views, CAD Details and on layout pages.

Select **CAD> Dimension> End-to-End Dimension** , then drag the dimension from the first object to the second object. The dimension line snaps to each object, ignoring any other objects located between either end.

End-to-End Dimensions locate objects as specified on the Locate Objects tab and lying within the Manual Reach distance specified in the **Manual Dimension Defaults** dialog.

Angular Dimensions

The **Angular Dimension** tool measures the angle between any two straight edges, including lines, walls, the sides of boxes, the straight sides of polylines, cabinets, and soffits. Any straight line or side within a CAD block can be dimensioned, as well. Edges nested up to four levels deep within a CAD block can be dimensioned.

To create an angular dimension, click on the first edge to be dimensioned, then drag an arc and release on the second edge.

As with other dimension lines, Angular Dimensions adjust if one of the dimensioned objects is moved. Angular Dimensions can

also be selected and moved using its edit handle. As it is moved, an Angular Dimension maintains the location of its arc center.

Like other dimension lines, an Angular Dimension can be included in a CAD block. When the block is exploded, the Angular Dimension may become invalid and disappear when edited or changed. If this occurs, it can be redrawn.

Interior Dimensions

Draw **Interior Dimension** lines parallel to walls in floor plan view to create interior dimensions.

The **Interior Dimension** tool locates interior wall surfaces only. It does not dimension between layer surfaces in the same wall, and it does not locate walls unless it actually intersects them.

Interior Dimensions locate either wall surfaces or the Main Layer, depending on the settings in the Locate Objects tab of the **Dimension Defaults** dialog. See “Locate Objects Tab” on page 896.

Point to Point Dimensions

The **Point to Point Dimension** tool places Point Markers at the start end and points of a dimension line as it is drawn and dimensions between them. See “Markers” on page 951.

Point to Point Dimensions can be drawn in either of two ways:

- When the **Default** edit behavior is active, a Point to Point Dimension places Point Markers at its start and end points, which it locates. Any objects along the dimension line’s length are ignored. See “Point Markers” on page 970.
- When the **Alternate** edit behavior is active, a Point to Point Dimension locates objects along its length as well as objects or Point Markers at its start and end. See “Edit Behaviors” on page 162.

Point Markers can be selected and edited. See “Editing Markers” on page 953.

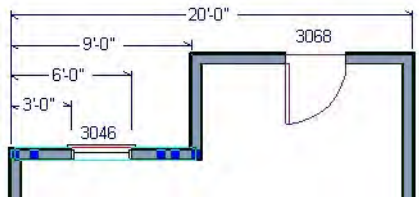
If the objects or point markers located by a **Point to Point Dimension** line are moved, the dimension updates to reflect the change.

Objects and Point Markers located by a **Point to Point Dimension** line can be accurately relocated by specifying new dimension values. See “Moving Objects Using Dimensions” on page 914.

Baseline Dimensions

The **Baseline Dimension** tool creates a series of dimensions that all share the same origin instead of continuing from each previous location. **Baseline Dimensions** are independent and can be edited separately. This tool is not available in layout files.

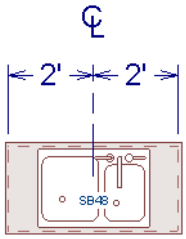
In floor plan view, a cross section/elevation view or a CAD Detail, select **CAD> Dimension> Baseline Dimension** , click near an object and drag a dimension line near or through the objects requiring dimensions.



The spacing between lines is the default **Line Separation** value, which is also used by Auto Exterior Dimensions. See “Setup Tab” on page 892.

Centerline Dimensions

The **Centerline Dimension** tool is available in floor plan and cross section/elevation views. It allows you to locate the centers of walls, wall openings, cabinets, fixtures, appliances, electrical objects, CAD blocks, and CAD arc centers using special centerline extension lines. Centerline extensions can be distinguished by a dashed line style and a ℄ symbol.



Cabinet, fixture and appliance, and wall opening centers are only located when **Centers** is selected for these object types. See “Locate Objects Tab” on page 896.

Both free-standing fixtures and appliances as well as those placed into cabinets can be located by Centerline Dimensions.

The centers of a variety of other objects - including stairs, footings, electrical, and CAD objects - can also be located with a Centerline by adding an extension at the object midpoint. Electrical and CAD objects are only located when these options are selected in the **Dimension Defaults** dialog.

Centerline Dimensions can also locate the edges of other types of architectural objects, as well as CAD objects, and will locate walls as specified on the Locate Objects tab of the **Dimension Defaults** dialog.

You can also specify any extension line as a Centerline in the **Dimension Line Specification** dialog. See “Extensions Tab” on page 918.

Auto Exterior Dimensions

The **Auto Exterior Dimension** tool generates dimensions around a plan’s exterior in floor plan view. The dimension lines locate walls and openings as specified in **Dimension Defaults** dialog. See “Locate Objects Tab” on page 896.

Auto Exterior Dimensions do not generate properly if there is a gap in the exterior walls. For example, sometimes angled walls may not connect properly. If automatic dimensions do not generate, try Build> Wall> Fix Wall Connections .

Auto Exterior Dimension locate objects as specified in the **Auto Exterior Dimension Defaults** dialog. See “Auto Exterior Dimension Defaults Dialog” on page 900.

If you edit an **Auto Exterior Dimension** line, it will be converted to a manual dimension, so if Auto Exterior Dimensions

are later regenerated, your changes will not be lost.

There are a maximum of three rows of automatically generated dimensions per exterior wall direction. The innermost dimension line locates exterior walls, interior walls, and all openings in exterior walls. The second dimension line locates exterior and interior walls. The outermost dimension line is the overall exterior dimension.

Display Temporary Dimensions

Temporary Dimensions display when an object is selected and show the distance between the object's selected edge and other objects. Select **CAD> Dimension> Display Temporary Dimensions** to turn on or off the display of temporary dimensions. This toggle affects all views and is saved between launches of Chief Architect.

As with other dimension lines, Temporary Dimensions only locate objects that are parallel or nearly parallel to one another. They will also locate the endpoints of CAD lines and the corners of objects located past the end of the selected edge, within 4 feet (1200 mm) of the point where you click to select the object.

A temporary dimension will not display when an object is selected if a manually drawn dimension line is already present that shows the same information.

You can control how temporary dimensions locate objects in the **Temporary Dimension Defaults** dialog. See "Temporary Dimension Defaults Dialog" on page 901.

Tape Measure

Use the **Tape Measure** tool to draw a temporary dimension line between any two points in the drawing area. The tool will place temporary markers at the start and end points of the dimension line. These points and the line both disappear when you release the mouse button. If **Object Snaps**

are enabled and an object is located by the temporary line, you can snap to it.

Displaying Dimension Lines

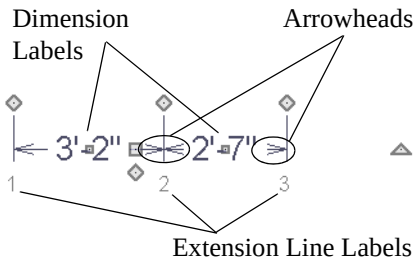
The display of dimension lines is controlled in the **Layer Display Options** dialog. See "Displaying Objects" on page 128.

You can customize the display of dimension lines for different purposes. See "Annotation Sets" on page 70.

Dimension lines created by any of the dimension tools share the same components.

- **Dimension Lines** run parallel with the distance being measured.
- **Extension Lines** are perpendicular to dimension lines, indicating what they locate. If a dimension line locates more than two objects, extension lines divide the dimension line into segments.
- **Arrowheads** display at the intersections of dimension and extension lines.

- **Dimension Labels** display at the mid-point of dimension line segments and indicate the distance that each segment measures.



If a manual dimension line is on a layer that is turned off and you select an object located by that dimension line, it will display for reference using the Move color specified in the **Preferences** dialog. See “Colors Panel” on page 81. This will happen only if **Display Temporary Dimensions** is turned on. See “Display Temporary Dimensions” on page 907.

Extension Lines

If a dimension line is offset from the objects it locates, extension lines can help clarify exactly what is being located. You can specify the default length of extension lines in the **Manual Dimension Defaults** dialog. See “Extensions Tab” on page 899.

Once drawn, the appearance of extension lines can be edited. See “Editing Extension Lines” on page 911.

Any extension line can be specified as a Centerline that displays the ℄ symbol. See “Centerline Dimensions” on page 906.

Dimension Labels

Manually drawn, automatic and temporary dimension labels use the Text Style specified in the **Manual Dimension Defaults** dialog. Unlike many objects that use Text Styles, by default dimensions use a Text Style specified in the defaults dialog rather than the Text Style assigned to their layer. See “Text Styles” on page 954 “Text StyleTab” on page 900.

Like other text, dimension labels are subject to scaling. For example, A font size of 6” prints a 1/8” tall number at 1/4” = 1’ scale. A font size of 125 mm prints a 3 mm tall number at 1 m = 50 m scale. See “Printing Text and Dimensions” on page 1096.

By default, dimension labels have a solid fill that is the same as the **Background Color** set in the **Preferences** dialog. You can instead specify that labels use a Text Style that has a transparent or other fill.

You can also specify the minimum size of dimension numbers displaying on screen in the **Preferences** dialog. See “Appearance Panel” on page 78.

Labels can both a primary and secondary format and can be centered on dimension lines or located either above or below them. See “Primary Format Tab” on page 893.

Dimension labels have their own edit handle and can be moved when a dimension line is selected.

Dimension Arrowheads

You can specify the style, color and size of dimension arrows in the **Manual Dimension**

Defaults and **Dimension Line Specification** dialogs. See “Arrow Tab” on page 979.

The arrow at the end of a dimension line will not display if it is close enough to to another dimension arrow that the two will overlap. A typical example of this is where two sections of an Interior Dimension locate two sides of an interior wall.

Editing Dimension Lines

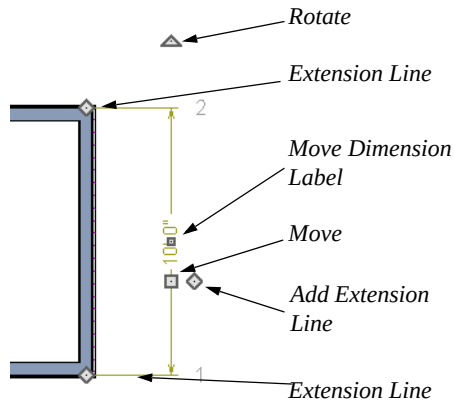
With the exception of Temporary Dimensions, dimension lines can be selected and edited using the mouse, the edit toolbar buttons, and the **Dimension Line Specification** dialog. See “Dimension Line Specification Dialog” on page 916.

If an Auto Exterior Dimension line is edited, it will no longer be considered an automatic dimension line and will not be deleted and replaced the next time the **Auto Exterior Dimensions** tool is used.

Dimension line numbers and extension lines can be individually selected, moved and deleted, and new extension lines can be added. See “Editing Extension Lines” on page 911.

Using the Mouse

When a dimension line is selected, its edit handles can be seen. There are four types of dimension line edit handles. More than one of some types display, depending on how many extension lines are present.



- The **Extension Line** handles mark the location being dimensioned and are used to move or delete extension lines. See “Moving Extension Lines” on page 911.
- The **Add Extension Line** handle displays to the side of the Move handle and is used to add extension lines to the dimension line. Dimension lines do not extend unless an object can be located. See “Adding Extension Lines” on page 911.
- The small, square **Move Dimension Label** handle is located at the center of the selected label. Use this handle to move the dimension number for each dimension line section. The pointer changes to a four-headed arrow when moved over this handle.

- The **Move** handle is located where you clicked to select the dimension line and is used to move the entire dimension line, including any subsections, perpendicular to itself. Extension lines are resized as appropriate. The pointer changes to a two-headed arrow ↔ when moved over this handle.
- The **Rotate** handle is located one plan foot past the end of the dimension line and is used to rotate the dimension line.

Note: A selected dimension lines cannot be moved if Proximity Fixed is checked in the Dimension Line Specification dialog. See "Extensions Tab" on page 918.

Using the Edit Tools

Dimension lines can be repositioned, copied, and deleted using the edit toolbar buttons just like other objects in the program can. See "The Edit Toolbar" on page 33.

Click the **Edit Dimension Ends** edit button to edit the dimension line using edit handles similar to those on line based objects. See "Editing Line Based Objects" on page 170.

Edit Dimension Ends is useful for locating a point on an object that it might not locate otherwise, such as the corner of a polyline.

Click the **Edit Extensions** edit button to edit the lengths of the selected dimension's extension lines. See "Editing Extension Lines" on page 911.

Dimension Number Size

The initial size of dimension numbers is specified in the **Dimension Defaults** dialog. See "Manual Dimension Defaults Dialog" on page 891.

You can specify number height for individual dimension lines in the **Dimension Line Specification** dialog. See "Dimension Tab" on page 916.

As with text and other objects, dimension number size is subject to scaling when sent to layout or printed. See "Printing Text and Dimensions" on page 1096.

Copying and Pasting Dimension Lines

Dimension lines can be copied and pasted into any view type that supports dimensions. If a dimension line is copied independent of the objects it originally locates, the pasted dimension line will locate point markers.

Dimension lines can also be copied and pasted from one plan or layout file to another. Bear in mind that dimension lines use dynamic defaults. If the destination file has a Saved Manual Dimension Default with the same name as that used by the dimension line being copied, the pasted dimension will refer to it. If no such saved default exists in the destination file, the pasted dimension will become associated with the currentlly active Saved Manual Dimension Default.

Deleting Dimension Lines

There are several ways to delete dimension lines.

You can select any manual or automatic dimension line or group of dimension lines,

then press the Delete key or click the **Delete** edit button to delete it. See “Deleting Objects” on page 222.

The **Delete Objects** dialog allows you to delete all dimension lines at once. See “Delete Objects Dialog” on page 223.

Individual dimension line segments located between extension lines can also be deleted. If a segment is located between two other segments along the same dimension line, that dimension will be broken in two.

To delete a portion of a dimension line

1. Select any **Dimension Tool** aside from Angular or Auto Exterior Dimensions.
2. Click and drag a manual dimension line over the segment that you wish to remove, dragging from extension line to extension line.

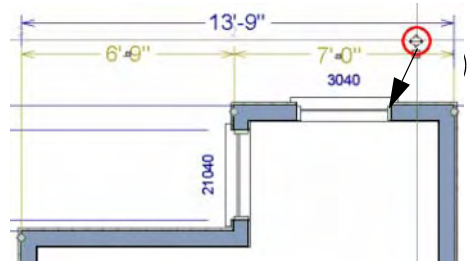
Editing Extension Lines

Extension lines can be added, edited, and deleted using the mouse. Extension lines are also affected by settings in the **Dimension Line Specification** dialog. See “Extensions Tab” on page 918.

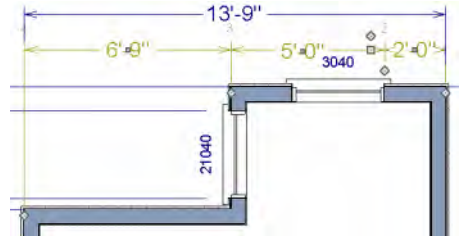
Adding Extension Lines

To add an extension line

1. Select the dimension line.
2. Click the diamond-shaped Add Extension Line edit handle which displays near the Move edit handle. The pointer changes to a two-headed arrow ↔.
3. Drag the handle to the object that you want to locate with a new extension handle. This example adds an extension line to the window edge.



4. Release the mouse button to add an extension line.

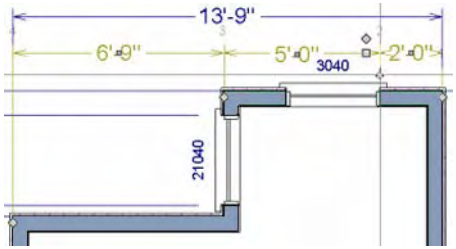


Moving Extension Lines

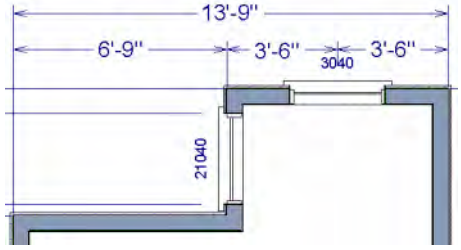
Extension lines can be moved to locate the centers, sides, or surfaces of most objects. In this example an extension line is moved from the windows edge to the center.

To move an extension line

1. Select the dimension line it is connected to, not the extension line itself.
2. Click the Extension Line edit handle. The pointer changes to a two-headed arrow ↔.



3. Drag the handle to a new location. The extension line snaps to possible marks as the handle is moved.
4. Release the mouse button at the new location.



Not all library symbols can be located by a dimension line as it is drawn. Once a dimension is drawn, however, you can move or add an extension line to locate the library object.

Resizing Extension Lines

You can resize extension lines in the **Dimension Line Specification** dialog or using their edit handles. See “Extensions Tab” on page 899.

To resize an extension line

1. Select the extension line or select the dimension line and click the **Edit Extensions** edit button to display two handles along the extension line.

2. Click either handle, turning the pointer into a two-headed arrow ↔.
3. Extend or contract the extension line and release the mouse.

Using Proximity Fixed

The **Proximity Fixed** option allows you to specify a fixed length for one extension line that will not change if the object the extension line locates is moved.

To use Proximity Fixed

1. Select a dimension line that locates multiple independent objects and note the Extension Number of extension line that you would like to have a fixed length.
2. Open the **Dimension Line Specification** dialog and go to the Extensions tab. See “Extensions Tab” on page 899.
   - Select the Extension Number that you noted in step 1 from the **Selected Extension** drop-down list.

- Check **Proximity Fixed**.
- Specify the desired **Distance to Marked Object**, which is the distance from the selected dimension line to the object that the Selected Extension locates. This distance includes the Gap From Marked Object.
- Click **OK**.

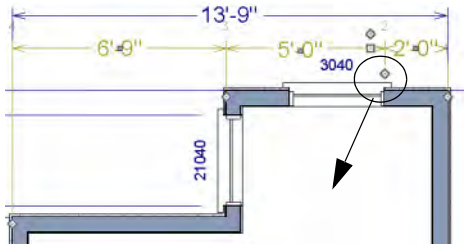
To see how Proximity Fixed works, select the object that the extension line with Proximity Fixed specified and move it. Notice that the dimension line moves in response and that all extension lines' lengths adjust except for the one with Proximity Fixed.

Deleting Extension Lines

When an extension line is deleted, the remaining dimensions update. If a dimension line hasonly two extension lines, they cannot be deleted.

To remove an extension line

1. Select the dimension line it is connected to, not the extension line itself.
2. Click the Extension Line edit handle.



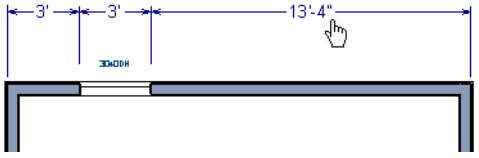
3. Drag it perpendicular to the direction of the arrows, away from any dimension-able object, and release the button when the extension line disappears.

Add Additional Text

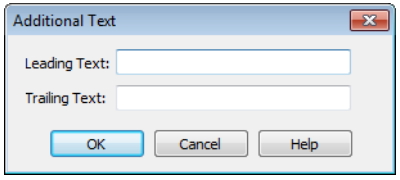
Text can be added to any manual or automatic dimension line using the **Add Additional Text** edit tool.

To add text to a dimension label

1. Select a dimension line that you would like to add text to.
2. Click the **Add Additional Text** edit button.
3. Click on the segment of the dimension line with the label you wish to add text to.

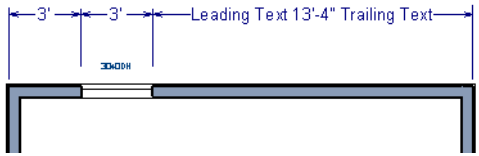


4. In the **Additonal Text** dialog:



- Type any **Leading Text** that you want to display before the dimension value
- Type any **Trailing Text** that you want to display after the dimension value

5. When you click OK, the segment you selected will display the added text.



Additional Text can also be added and edited in the **Dimension Line Specification** dialog. See “Additional Text Tab” on page 919.

Note: Dimension lines with text added are not supported when exported to .dxf/.dwg. When exported, they are converted to text and CAD lines. The same occurs when CAD Detail from View is used. See “CAD Detail from View” on page 1009.

Moving Objects Using Dimensions

Most objects can be moved by changing an automatic, manual or temporary dimension value that locates it. This technique can be applied in nearly any situation where dimensions are present, including angular dimensions. See “Moving Objects” on page 202.

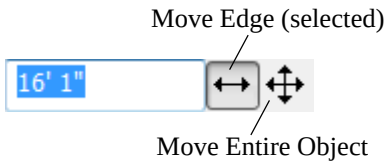
In addition, some objects can be resized using dimensions. See “Resizing Objects” on page 211.

Your pointer indicates which dimensions can be used to relocate the selected object by changing to a pointing hand icon.

Another way to tell is to select an object and drag it in the desired direction. As you drag, note which dimensions update. These dimensions are the dimensions that can be used to move that object.

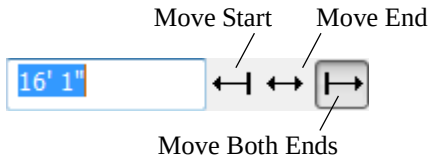
To move an object using dimensions

1. Select the object and click on a dimension line that locates it. An inline text field opens at the location where you clicked.
   - The actual distance displays in the text field using the default primary format. See “Primary Format Tab” on page 893.
   - If the dimension is locating two different objects, the **Move Edge** and **Move Entire Object** buttons display to the right of the text field.



   - If the dimension describes a selected wall’s length, the **Move Start**, **Move**

End and **Move Both Ends** buttons display to the right instead.



2. Click the **Move** button of your choice.
3. Enter a new value in text field. The unit of measurement is set in the **Number Style/Angle Style** dialog.
   - To use a different unit, include its indicator after the value. See “Number Style/Angle Style Dialog” on page 112.
   - To move the selected object past a second object, to its opposite side, enter a negative value.
4. The selected object moves or resizes when you press the Enter key or click outside of the text field.
5. If **Bumping/Pushing** is enabled, the object being moved will bump into any objects in its move path and not move the entire distance. Hold down the Ctrl key when you press Enter to override this move restriction. See “Bumping/Pushing” on page 202.

To resize an object using dimensions

1. Select the object along the edge that you would like to move. See “Selected Edge” on page 167.
2. Click on a dimension line that indicates its distance from the object’s opposite side.
3. In the inline text field, enter a value.
4. Click **Move edge** to move the selected edge only.
5. The selected edge moves, resizing the object, when you press the Enter key.

> You can cancel a move or resize operation using dimensions at any time by pressing the Esc key.

Resizing a House Using Exterior Dimensions

When resizing a house using dimensions, it is important to work your way around the house in one direction. Relocate one wall at a time in succession so that you do not redefine the same dimension more than once.

For more information, see “Adjusting Wall Positions” on page 37 of the User’s Guide.

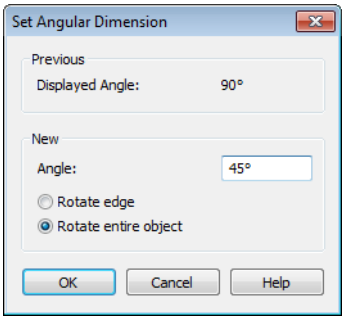
Using Angular Dimensions

Angular Dimensions are useful for adjusting the angles of polyline-based objects and walls.

To change an angular dimension

1. Draw an **CAD> Dimension> Angular Dimension**, then click and drag to draw an arc within the angle you wish to measure.
2. Select the edge that you want to move.
3. Click the dimension value to open the **Set Angular Dimension** dialog.

The **Set Angular Dimension** dialog indicates the **Previous Value** in degrees, minutes and seconds.



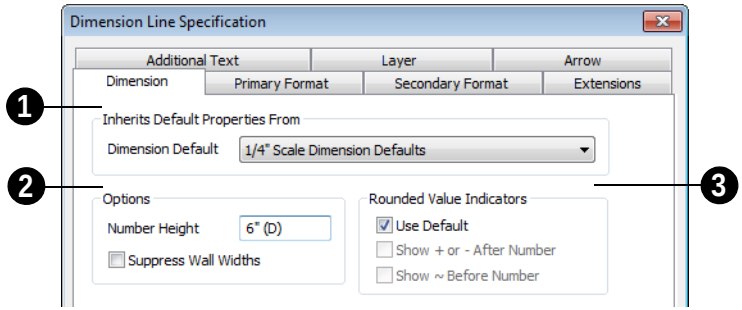
4. Enter a value in the **New Value** field.
5. Specify what you want to rotate:
   - Select **Rotate Edge** to move the selected edge when you click OK, or
   - Select **Rotate entire polyline** to rotate the entire object about the corner formed by the edges that the Angular Dimension locates, maintaining the previous value of that angle.
6. Click **OK** to apply the change.

Dimension Line Specification Dialog

To open the **Dimension Line Specification** dialog, double-click a dimension line using the **Select Objects** or **Manual Dimension** tool, or select a dimension line or group of dimension lines and click the **Open Object** edit button.

The settings in this dialog are dynamic defaults associated with a particular Saved Manual Dimension Default. See “Manual Dimension Defaults Dialog” on page 891.

Dimension Tab



1 **Inherits Default Properties From** - The name of the Saved **Dimension Default** that the selected dimension line gets its default attributes from displays here.

- If multiple dimension lines are selected, “No Change” may display here.
- You can select a different Saved Dimension Default from the drop down list.
- If a dimension line inherits attributes from a Saved Dimension Default, that default cannot be deleted. See “Saved Defaults Dialog” on page 69.

2 **Options** - Specify the size and display of wall widths attributes for the selected dimension line. The minimum on-screen size can be set in the **Preferences** dialog. See "Appearance Panel" on page 78.

- Specify the **Number Height** for the selected dimension. Type "d" in the box to reset the number size to the default.

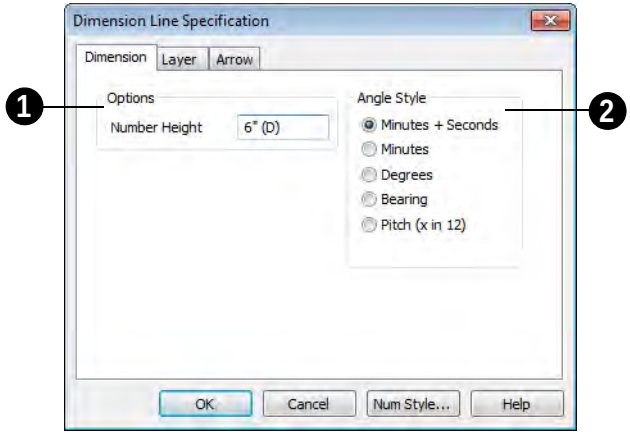
> Dimension Number Height is subject to scaling. For example, A Number Height of 6" prints a 1/8" tall number at 1/4" = 1' scale. A Number Height of 125 mm prints a 3 mm tall number at 1 m = 50 m scale.

- Check **Suppress Wall Widths** to suppress those portions of the dimension line that measure between two surfaces of the same wall. Both sides of a wall may still be located, but its width will not display. This option is checked by default for most manually drawn dimensions, but is unchecked for Interior Dimensions.

3 Specify the use and appearance of **Rounded Value Indicators**, which can display when the degree of accuracy in use is not sufficient to describe a dimension's true value.

- Check **Use Default** to use the default indicator(s). Uncheck this box to make the options that follow active.
- Check **+ or - After Number** to indicate that the actual dimension value is higher or lower than the value shown.
- Check **~ Before Number** to indicate dimension values that are not accurate with the ~ symbol.

Dimension Tab for Angular Dimensions



1 **Number Height** - Define a number height for the selected dimension. Type "D" in the box to reset the number size to the default.

2 **Angle Style** - Click a radio button to specify the how the selected angular dimension line's angle value displays. See

"Number Style/Angle Style Dialog" on page 112.

Primary Format Tab

To enable the settings on the Primary Format tab of the **Dimension Line Specification** dialog, uncheck **Use Default Formatting**.

These settings are the same as those on the same tab of the **Dimension Defaults** dialog, but apply only to the selected dimension line(s). See "Primary Format Tab" on page 893. Not available for Angular Dimensions.

Secondary Format Tab

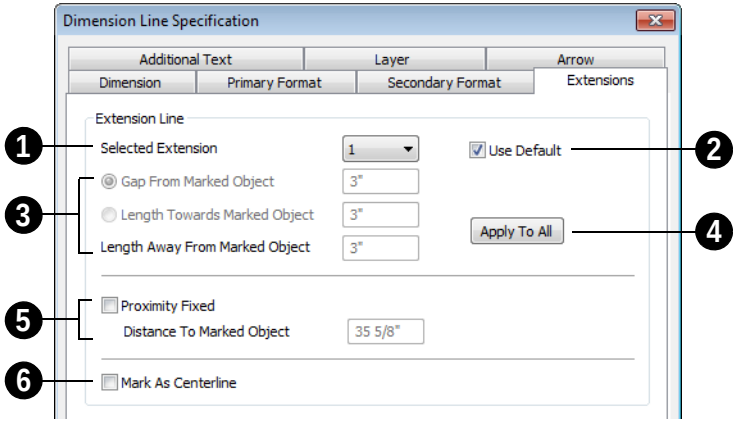
To enable the settings on the Secondary Format tab of the **Dimension Line Specification** dialog, uncheck **Use Default Formatting** and then check **Include Second Format**.

The settings that are enabled are the same as those on the same tab of the **Dimension Defaults** dialog, but apply only to the selected dimension line(s). See "Secondary Format Tab" on page 895. Not available for Angular Dimensions.

Extensions Tab

The Extensions Tab is not available for dimensions selected as a group or for **Angular Dimensions** .

Opening this tab will turn off Version 8 Compatible Extensions if it is enabled in the Dimension Defaults dialog. See "Extensions Tab" on page 899.



1 **Selected Extension -** Choose an extension line associated with the currently selected dimension from the drop-down list. The selected extension can then be edited here. Each extension line's number displays beside it when a dimension line is selected.

2 **U**ncheck **Use Plan Default** to enable the three settings that follow. Check this box to restore the default settings to the

Selected Extension line. See “Manual Dimension Defaults Dialog” on page 891.

❸ These settings are the same as those found on the Extensions tab of the **Dimension Defaults** dialog, but apply to the extension lines associated with the selected dimension line only. See “Extensions Tab” on page 899.

❹ Click **Apply to All** to apply the settings for the Selected Extension line to all extension lines associated with the selected dimension.

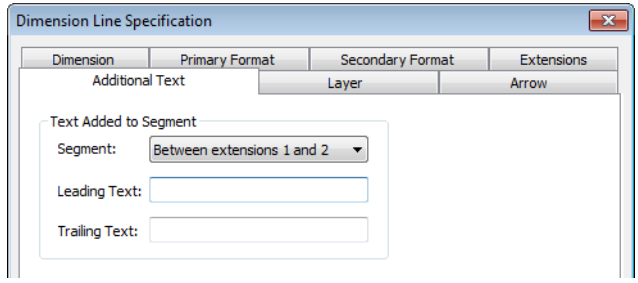
❺ Check **Proximity Fixed** to specify a fixed distance between the marked object and the dimension line. You can only fix the proximity for a single extension line.

- **Distance to Marked Object** - When Proximity Fixed is checked, you can specify the distance from the dimension line to the marked object using a positive value. See “Extensions Tab” on page 899.

❻ Check **Mark as Centerline** to mark the selected extension line with a Centerline symbol. Not available in the **Manual Dimension Defaults** dialog. See “Centerline Dimensions” on page 906.

Additional Text Tab

Additional Text can also be added to a dimension line using the **Add Additional Text** edit tool. See “Add Additional Text” on page 913.



Select the **Segment** of the selected dimension line that you would like to add text to.

Type the **Leading Text**, which appears before the dimension value in the label.

Type the **Trailing Text**, which appears after the dimension value in the label.

Layer Tab

The Layer tab is found in the specification dialogs for many different objects. For more information, see “Layer Tab” on page 136.

Arrow Tab

For information about the settings on this tab, see “Arrow Tab” on page 979.

Chapter 31:

Text, Callouts & Markers

Text, callouts and markers are an ideal way to draw attention to special details in plans. Text can be added in floor plan and cross section/elevation view, and to layout pages.

Text lines with arrow can be attached to text objects, allowing you to direct attention to specific plan details.

The display of text can be controlled by layer or set specifically for each text object.

Chapter Contents

- Text Defaults and Preferences
- Fonts and Alphabets
- The Text Tools
- Creating Text, Callouts and Markers
- Displaying Text, Arrows, Callouts and Markers
- Rich Text Specification Dialog
- Text Specification Dialog
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- Copying & Pasting Text
- Spell Check
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- Editing Callouts
- Markers
- Marker Specification Dialog
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- Text Styles
- Text Macros
- Creating User Defined Text Macros

Text Defaults and Preferences

Text Defaults can be accessed by selecting **Edit> Default Settings** in any view in which text can be created. Click the "+" next to **Text, Callouts and Markers** to display the sub-headings. See “Default Settings vs Preferences” on page 64.

The default settings for Rich Text, Text, Callouts, Markers, and Arrows determine what these objects look like when they are first created. Text Style Defaults determine the appearance of text associated with things like dimensions and object labels.

Rich Text, **Text**, **Callouts**, **Markers**, and **Arrows** can support multiple Saved Defaults. In order to open the defaults dialog for of these tools, you must first open its **Saved Defaults** dialog and choose an available saved defaults setup. See “Multiple Saved Defaults” on page 68.

- When you access a defaults dialog for any of the Text Tools via the **Default Settings** dialog, the **Saved Defaults** dialog will open first, allowing you to select which Saved Default you wish to edit. See “Multiple Saved Defaults” on page 68.
- When you access this dialog by double-clicking a **Text Tool** button, the defaults dialog for the currently active Saved Default is opened directly. If you would like the **Saved Defaults** dialog to open first in this situation, you can enable this option in the **Preferences** dialog. See “General Panel” on page 85.
- In either case, the name of the Saved Default being edited will display in the title bar at the top of the dialog box.

Changes made to default settings do not alter existing text objects, so it is a good idea to go over these settings before placing text.

Text Style Defaults

Select “Text Style” from the list in the **Default Settings** dialog and click the **Edit** button to open the **Saved Text Style Defaults** dialog. The **Text Style Defaults** button can be added to your toolbars. See “To add a button to a toolbar” on page 118.

The **Text Style Defaults** dialog allows you to specify the attributes of the various Text Styles in use in the current file. See “Text Styles” on page 954.

Rich Text Defaults

Double-click the **Rich Text** or **Leader Line** tool to open the **Saved Rich Text Defaults** dialog and edit the currently active Saved Default.

The **Rich Text Defaults** dialog is similar to the **Rich Text Specification** dialog, but the name of the current Saved Default displays in the title bar. See “Rich Text Specification Dialog” on page 927.

Leader Lines and **Text Lines with Arrows** use the same default layer as Rich Text, so by default they have the same color, line weight and line style. See “Layers” on page 127.

Text Defaults

Double-click the **Text** tool to open the **Saved Text Defaults** dialog and edit the currently active Saved Default.

The **Text Defaults** dialog looks almost the same as the **Text Specification** dialog, but the name of the current Saved Default displays in the title bar. See “Text Specification Dialog” on page 934.

Callout Defaults

Double-click the **Callout** tool to open the **Saved Callout Defaults** dialog and edit the currently active Saved Default.

The **Callout Defaults** dialog looks almost the same as the **Callout Specification** dialog, but the name of the current Saved Default displays in the title bar. See “Callout Specification Dialog” on page 948.

Marker Defaults

Double-click the **Marker** tool to open the **Saved Marker Defaults** dialog and edit the currently active Saved Default.

The **Marker Defaults** dialog looks almost the same as the **Marker Specification** dialog, but the name of the current Saved Default displays in the title bar. See “Marker Specification Dialog” on page 952.

Arrow Defaults

Double-click the **Text Line with Arrow** tool to open the **Saved Arrow Defaults** and edit the currently active Saved Default.

The settings in the **Arrow Defaults** dialog determine the initial settings for arrows drawn using the **Leader Line**, **Text Line with Arrow** and **Line With Arrow** tools. These settings also determine the initial appearance of arrows when they are added to CAD lines, arcs, and polylines.

The **Arrow Defaults** dialog looks almost the same as the Arrow tab of the **Line Specification** dialog, but the name of the current Saved Default displays in the title bar. See “Arrow Tab” on page 979.

Avoid typing any text in any text Defaults dialog unless you want it to be present in all text objects you create.

Annotation Sets

The Text Tools are among the items associated with Annotation Sets, which are groups of Saved Defaults that can be customized and activated for specific drawing tasks. See “Annotation Sets” on page 70.

Preferences

Specify the number of segments for new leader lines and whether pressing the Enter key creates a new line of text or closes the **Text Specification** dialog in the **Preferences** dialog. See “Text & Page Setup Panel” on page 84.

Fonts and Alphabets

Chief Architect allows you to use any font found in your Windows Fonts directory.

For best printed results, using true-type or open-type fonts is recommended.

Blueprint Fonts

Three architectural fonts: Chief Blueprint, City Blueprint, and Country Blueprint are installed in the Windows Fonts directory when Chief Architect is installed.

International Alphabets

The **Rich Text** tool supports unicode alphabets and characters. In order to use a unicode alphabet or characters, the appropriate language support must be installed on your computer.

Special characters can be added to any **Rich Text** object by:

- Copying and pasting the character from another application;
- Copying and pasting the character from the Windows Character Map;
- Typing the keystroke associated with the character.

See “Copying & Pasting Text” on page 942.

Character Size

Text, callouts, markers as well as dimension numbers can be sized to 1/128” accuracy when Inches is used as the number style (0.078125 mm when Decimal mm is used). See “Number Style/Angle Style Dialog” on page 112.

Either of two font sizing methods may be used:

- The default method specifies text size as the measurement from the baseline to the topmost part of the capital letter A. This method is similar to that used in most CAD programs.
- Alternatively, you can use a font sizing method similar to most word processing applications, where size is based on information stored in the font. This information varies from font to font and is responsible for apparent differences in font height.

To size **Rich Text** based on the size of the capital letter A, use **CAD Style Font Sizing**. See “Appearance Tab” on page 930.

To size **Text**, **Callouts**, **Markers** and dimension numbers based on font information, use **Legacy Compatible Size**.

The sizing method used for text objects can be set as defaults and also specified per object in objects’ specification dialogs. See “Text Defaults and Preferences” on page 922.

The sizing method used for dimensions can only be specified in the **Manual Dimension**

Defaults dialog. See “Manual Dimension Defaults Dialog” on page 891.

The Text Tools

Select **CAD> Text** to display the **Text Tools**. Text objects can be created in floor plan view, cross/section elevation views, CAD Details, and in layout files.

The **Rich Text** tool is used to create text objects.

The **Text** tool is used to create simple text objects with a single font and style format, or with Tab-delimited columns.

It is not as flexible as the **Rich Text** tool; however, it was the tool used to create text in Chief Architect X1 and prior. See “Creating Text, Callouts and Markers” on page 925.

You can convert simple Text to a Rich Text object by clicking the Convert to Rich Text edit button. See “Convert to Rich Text” on page 939.

The **Text Line with Arrow** tool is used to connect text and another object with an arrow. See “Text Arrows” on page 944.

The **Leader Line** tool places either a Text or Rich Text object with an arrow attached. See “Leader Line” on page 945.

The **Callout** tool is used to place callouts. See “Callouts” on page 947.

The **Marker** tool is used to place markers for **Level Lines**, **Test Borings** and **Point Markers**. See “Markers” on page 951.

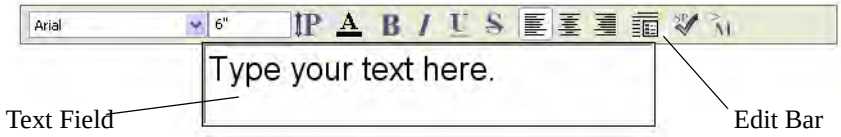
Creating Text, Callouts and Markers

Text, callouts and markers can be created in floor plan view, cross/section elevation views, CAD Details, and on layout pages.

Once created, text, callouts and marker can be selected and edited in a variety of ways. See “Editing Text” on page 938.

To create Rich Text

1. Select **CAD> Text> Rich Text** .
2. Click and drag to draw a rectangle defining the area of the text object.
   - The rectangle that you drag must be at least as tall as the default line spacing for a single line of text. See “Paragraph Options Dialog” on page 929.
   - When you release the mouse button, a blank text box is created with an active cursor, ready for you to type.



3. Type or paste the desired text into the Text Field.
4. Use the options on the Edit Bar, which displays above the Text Field, to change the font, style and size of any portion of the text. See “Editing Text” on page 938.
5. When you are finished, simply click outside of the Text Field to close it and the Edit Bar. The **Rich Text** tool remains active, so you can click and drag to create additional Text objects if you wish.

To create Text

1. Select **CAD> Text> Text** .
2. Click where you want the upper left corner of the text to be located. The **Text Specification** dialog opens. See “Text Specification Dialog” on page 934.
3. Enter text and click **OK**.

Up to 32,000 characters can be inserted in one **Text** object. It is usually better to use several smaller **Text** objects when a lot of text must be inserted.

Note: If you do not type anything in the Text Field, a text object will not be created when you click outside of it.

Rich Text , **Callouts** and **Markers** can also be created in the same manner as **Text** .

You can also create lines with arrows connecting the text that you create to items in the drawing. See “Text Arrows” on page 944.

Text and CAD Objects

Text can be used in combination with CAD objects to create legends, title blocks, and a wide variety of other details. See “CAD Objects” on page 963 and “Layout” on page 1107.

A selection of legends and other CAD blocks that use both text and CAD can be found in the Library Browser. See “The Library” on page 743.

Displaying Text, Arrows, Callouts and Markers

The Text Tools can be used in floor plan view, on layout pages, in CAD Details, and in cross section/elevation views. The display of text objects in these views is controlled in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

By default, text objects are located on layers with “Text” at the beginning of the layer name, such as “Text, Callouts”.

The display attributes of each individual text object can be controlled independent of the layer it is placed on. See “Rich Text Specification Dialog” on page 927.

Custom Text Layers

Text objects do not need to be shown at all times. For instance, electrical notes will be included with the electrical plan, but are not needed in the framing plan. You can create custom layers and layer sets to control the display of text and other objects. See “Layer Sets” on page 129 and “Layer Display Options Dialog” on page 132.

To move text to a different layer, select the text object or group of text objects, then click the **Open Object** edit button to open the **Text Specification** dialog. The selected text object’s layer can be changed on the Line Style tab. See “Line Style Tab” on page 977.

Text Arrows

If a text arrow is attached to a Text object and they are on the same layer, changing the layer of the text will also change the layer of the attached text arrow. However, changing the layer of the text arrow will not change the layer of the text it is attached to. See “Displaying Objects” on page 128.

Rich Text Specification Dialog

The **Rich Text Specification** dialog opens if you select the **Rich Text** tool and then click once in the drawing area.

You can also open this dialog by selecting one or more **Rich Text** objects, then clicking the **Open Object** edit button.

When **Rich Text** objects are group-selected, the text content and zoom factor cannot be changed, but everything else can be.

The **Rich Text Specification** dialog is similar to the **Rich Text Defaults** dialog but affects the selected text rather than all subsequently created text objects. Also, the name of the Saved Default being edited will display in the title bar of the defaults dialog. See “Text Defaults and Preferences” on page 922.

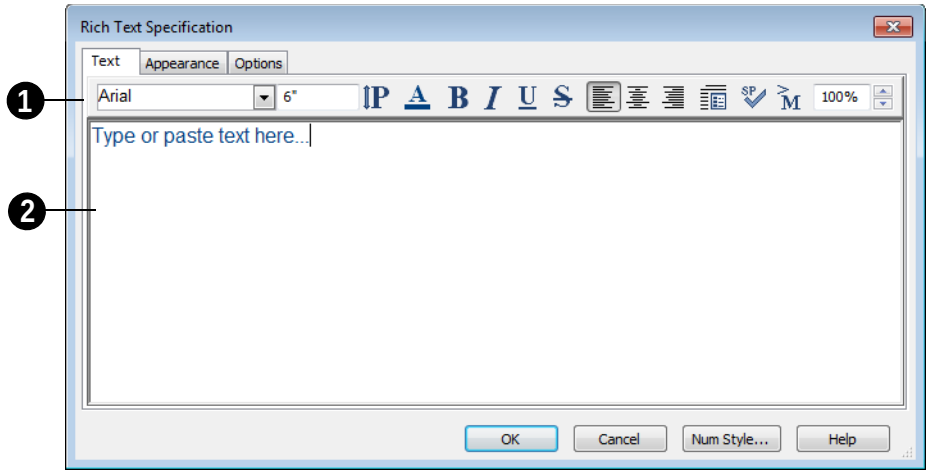
> Note: Text objects have a different specification dialog. See “Text Specification Dialog” on page 934.

Text Tab

The settings on the Text tab allow you to type the selected Rich Text object’s content and control many aspects of its appearance, including its font, size, color and style.

You can specify the appearance of the text before typing, and can also select and change the attributes of all or portions of the text content after it is typed. To change text that

already exists, simply highlight it using the mouse and/or the Shift + arrow keys and then make any needed changes to its attributes.



1 Use the options on the Edit Bar, which displays above the Text Entry field, to change the font, style and size of the text.

The Edit bar also displays in the drawing area above the Text object when you click the **Edit Text in Place** edit button. See "Editing Text" on page 938.

Select the desired options before typing to affect the text as it is typed, or select some or all of the text and then specify which options to apply to it.

- Specify the text size in drawing units. When imperial Inches or Feet and Inches are used, accuracy to 1/128" is possible.
- Select a font from the drop-down list.
- Click the **Print Size** button to open the **Printed Size Input** dialog. See "Scaling Text" on page 940.
- Click the **Color** button to specify the color of the selected or subsequently typed text. See "Color Chooser Dialog" on page 797. If **Layer Color Text** is checked on the Appearance tab, any custom colors specified here are lost.
- Click the **Bold** button to specify the selected or subsequently typed text as bold.
- Click the **Italic** button to specify the selected or subsequently typed text as italic.
- Click the **Underline** button to specify the selected or subsequently typed text as underlined.

- Click the **Strikethrough** button to selected or specify the subsequently typed text as stricken-through.
- Click the **Align Left**, **Align Center** or **Align Right** button to specify the how the selected or subsequently typed text is aligned.
- Click the **Paragraph Options** button to specify the selected paragraph's alignment, spacing and bullets or numbering in the **Paragraph Options** dialog.
- Click the **Spell Check** button to check the spelling in the selected text object. See "Spell Check" on page 943.
- Click the **Insert Macro** button to place a Text Macro at the location of the cursor. Not available when multiple text objects are selected. User Defined macros are only available when the selected Rich Text object points to an eligible object using a leader line or text line wtih arrow. See "Text Macros" on page 956.
- Specify the **Zoom** factor of the selected text by typing a percentage value in the text field or clicking the up/down arrows. This setting only affects the text as it appears in this dialog.

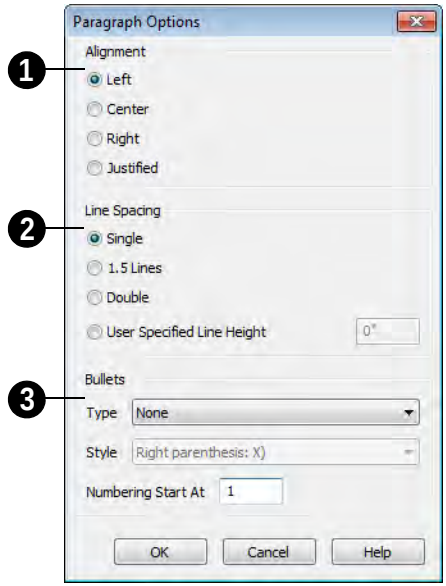
Note: Some fonts cannot be drawn at certain zoom factors. When this is the case, the appearance of the text will not change.

❷ Type or paste text in the Text Entry field. See "Copy, Cut and Paste" on page 941.

Right-click in the Text Entry field to access a contextual menu from which you can select Cut, Copy, Paste, Spell Check and Select All. See "Contextual Menus" on page 34.

To edit text in the entry field, click and drag to highlight any portion of it and then use the tools on the Edit Bar as needed.

Paragraph Options Dialog



❶ Specify the **Alignment** of the selected paragraph(s). See "Aligning Text" on page 940.

❷ Specify the **Line Spacing** of the selected paragraph(s).

- Click the radio button beside **Single**, **1.5 Lines**, **Double** or **User Specified**.
- If you select **User Specified Line Height**, type the desired height for each line of text in the selected paragraph(s). For best results, this value should be at least as much as the largest character size used in the selected paragraph(s).

❸ Specify the appearance of **Bullets** and numbering in the selected paragraph(s).

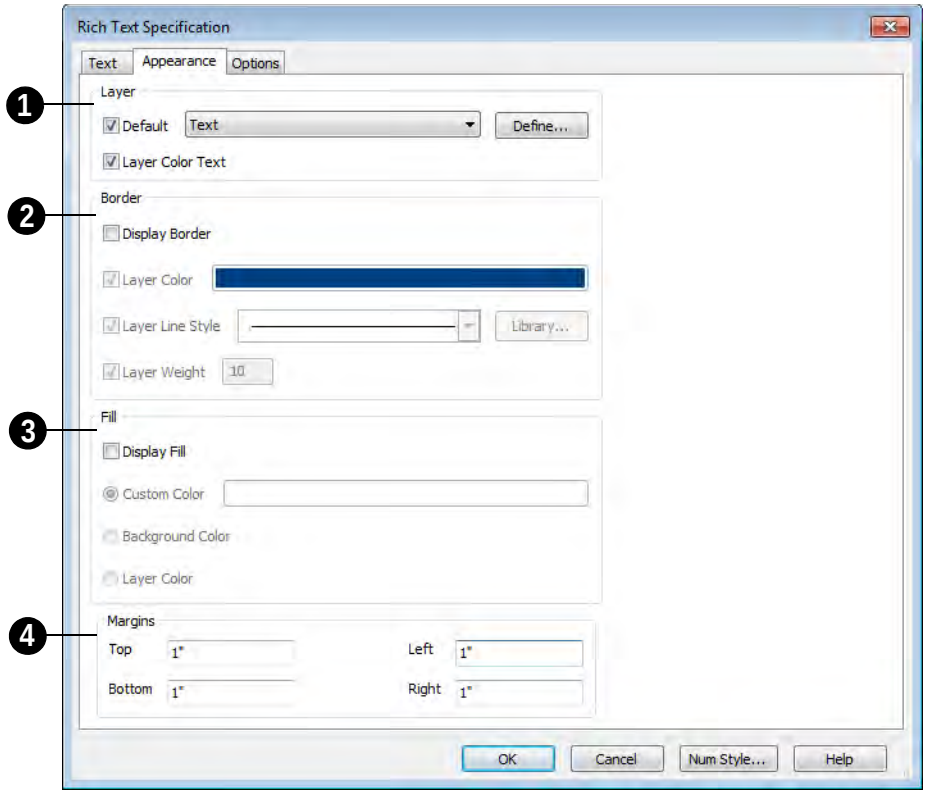
- Select the desired bullet, numbered or lettered **Type** from the drop-down list.
- Select the desired punctuation **Style** for the selected numbered or lettered Type. Only available when a numbered or lettered Type is selected.
- **Numbering Start At** - Specify the number assigned to the first numbered or lettered paragraph in the selected text object. Value must be 1 or greater.

To adjust the size of bullets

1. Click at the end of a bulleted paragraph to position your cursor there.
2. Hold down the Shift key and press the right arrow key once to highlight the end of the paragraph.
3. Specify the desired bullet size in the text size field at the top of the Text tab.

Appearance Tab

Leader Lines and **Text Lines with Arrows** use the same default layer as Rich Text, so they share the same default color, line weight and line style. See “Layers” on page 127.



1 Specify the **Layer** that the selected object is located on.

- Check **Default** to place the selected object on the default Text layer.
- Click the drop-down list to select from all layers available in the plan or layout file.
- Click **Define** to open the **Layer Display Options** dialog and select, modify or add a new layer. See “Layer Display Options Dialog” on page 132.
- Check **Layer Color Text** to apply the layer line color to the text on the Text tab. If a custom color is applied to any portion of the text, this box becomes unchecked. If it is checked again, the custom color will be lost.

Note: If you change the color of some of the selected object’s text and then check Layer Color Text, your customization will be lost.

2 Specify the appearance of the text object’s **Border**.

- Check **Display Border** to display a border around the selected text object and enable the settings that follow.
- Check **Layer Color** to use the line color assigned to the text object’s layer, or click the **Color** bar to select a different color.

See “Color Chooser Dialog” on page 797.

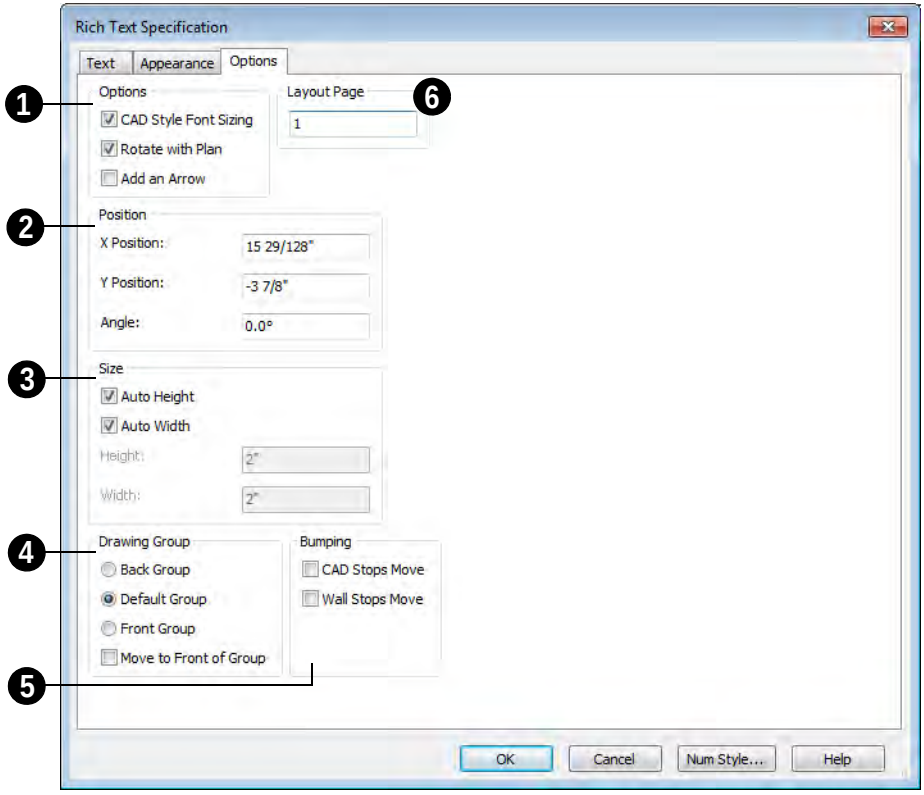
- Check **Use Layer Line Style** to use the line style assigned to the text object’s layer, or choose another style either from the drop-down list or by clicking the **Library** button. See “Line Styles” on page 999.
- Check **Use Layer Weight** to use the line weight assigned to the text object’s layer, or specify a different weight. See “Line Weights” on page 1093.

❸ Specify the appearance of the text object’s **Fill**.

- Check **Display Fill** to display a fill color within selected text object(s) and enable the settings that follow.
- Select **Use Custom Color** then click the Color bar to use a fill color of your choosing. See “Color Chooser Dialog” on page 797.
- Check **Use Background Color** to use program’s Background color as the text object’s fill color. See “Colors Panel” on page 81.
- Check **Use Layer Color** to use the color assigned to the text object’s layer as its fill color.

❹ Specify the **Top**, **Bottom**, **Left** and **Right Margins**, the distance between the text and the border, of the selected text object(s).

Options Tab



1 Options

- **CAD Style Font Sizing** measures text size based on the total height of the capital letter A, as most CAD programs do. Uncheck this to instead size text according to information stored with the font.
- Check **Rotate with Plan** to rotate the selected text when **Rotate Plan View** is used. If unchecked, the selected text is unaffected when Rotate Plan View is used. See “Rotate Plan View” on page 217.

  Rotate with Plan also affects text in views sent to layout if the layout box is rotated. See “CAD and Text in Layout” on page 1114.
- Check **Add an Arrow** to add a Text Arrow to the selected text object. See “Text Arrows” on page 944.

2

Specify the **Position** of the selected text object using CAD coordinates.

The **X Position** and **Y Position** of the pointer can be set to display in the Status Bar, which may help determine the exact coordinates of

a location in a plan or layout file. See “Appearance Panel” on page 78.

An exact **Angle** can be entered. An angle of 90 is vertical (pointing up) and an angle of 180 is upside down.

❸ Specify the **Size** of the selected text object.

- Check **Auto Height** to automatically adjust the text object’s height to match its contents.
- Check **Auto Width** to automatically adjust the text objects width to match its contents. When Auto Width is used, text extends in a single line rather than wrap.
- Specify the **Height** of the selected text object(s).
- Specify the **Width** to of the selected text object(s).

❹ The **Drawing Group** options control how the selected object(s) display relative to other objects. See “Drawing Groups” on page 200.

- Specify the **Back Group** to display the selected object(s) behind objects in the other two drawing groups.
- Specify the **Default Group** to display the selected object(s) in front of those in the Back Group but behind those in the Front Group.
- Specify the **Front Group** to display the selected object(s) in front of objects in the other two drawing groups.
- Check **Move to Front of Group** to display the selected object(s) in front of other objects in the same drawing group. This is an action rather than a state and is not available in the **Rich Text Defaults** dialog.

❺ Specify the desired **Bumping** behaviors for the selected object(s). See “Bumping/Pushing” on page 202.

- Check **CAD Stops Move** to bump the selected object into other CAD or CAD-based objects as it is moved.
- Check **Wall Stops Move** to stop the selected object when it bumps into a wall.

❻ Specify the **Layout Page** that the selected object(s) is located on. Only available in layout files, but not in the **Rich Text Defaults** dialog in layout. See “Layout” on page 1107.

Text Specification Dialog

The **Text Specification** dialog opens if you select the **Text** tool and then click once in the drawing area. It will also open when you use the **Leader Line** tool if **Create Rich Text** is unchecked in the **Preferences** dialog. See “Text & Page Setup Panel” on page 84.

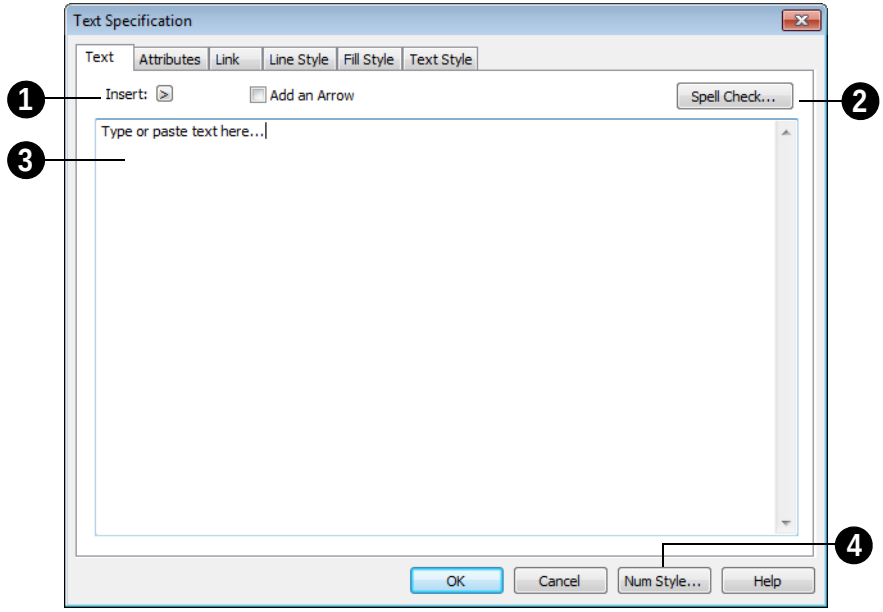
You can also open this dialog by selecting one or more **Text** objects, then clicking the **Open Object** edit button.

The **Text Specification** dialog is similar to the **Text Defaults** and **Room Label Specification** dialogs but affects the selected text object rather than all subsequently created text. Also, the name of the Saved Default being edited will display in the dia-

log box title bar. See “Text Defaults and Preferences” on page 922 and “Editing Room Labels” on page 308.

Note: Rich Text objects have a different specification dialog. See “Rich Text Specification Dialog” on page 927.

Text Tab



1 Click **Insert** to choose from a list of special characters and text macros. User Defined macros are only available when the selected Rich Text object points to an eligible object using a leader line or text line wtih arrow. See “Text Macros” on page 956. Not available when the selected object is a Room Label. See “Room Labels” on page 307.

- Check **Add an Arrow** to add a Text Arrow to the selected text object.

2 Click the **Spell Check** button to check the spelling of the text that displays in the **Text Entry** area. If Spell Check finds a word that may be spelled incorrectly, the **Check Spelling** dialog opens. See “Spell Check” on page 943. Not available when multiple Text objects are selected.

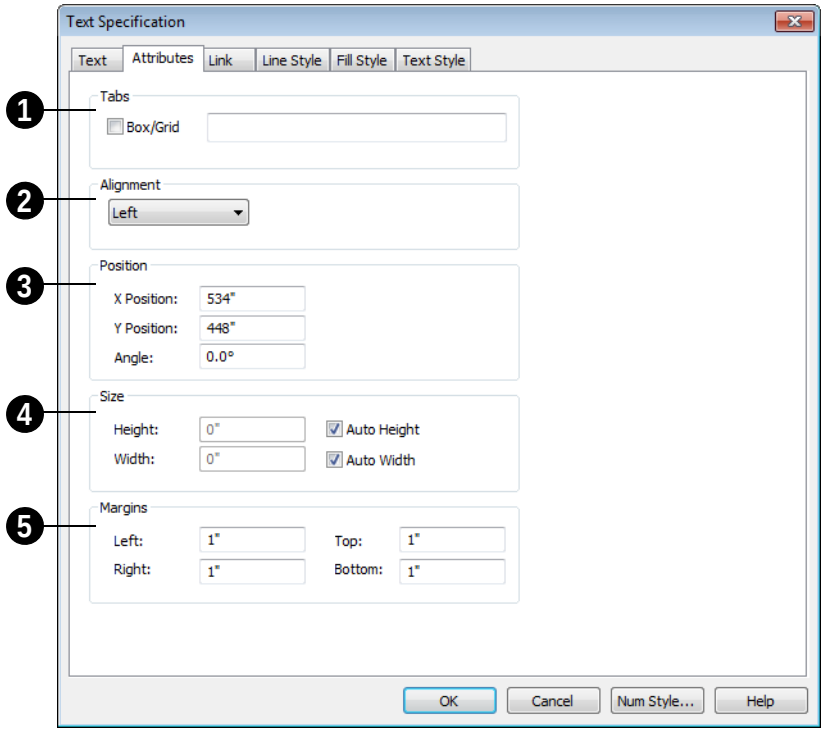
3 Enter text in the **Text Entry** field.

- Depending on the current preference settings, pressing the Enter key either forces a new line in the text box or closes the dialog. See “Text & Page Setup Panel” on page 84.
- Text automatically wraps to a new line without requiring a hard return.

- Tabs can be added to the text by pressing the Tab key.

4 Click the **Num Style** button to specify the number format used in dialog boxes. See “Number Style/Angle Style Dialog” on page 112.

Attributes Tab



1 **Tabs** - Check **Box/Grid** to have gridlines separate the rows and columns of tabbed text. When no tabs are present, a simple box is drawn around the text.

In the text field, specify the number of spaces from the left edge of the text box where each new column begins. The first column always starts at 0 and is not listed.

2 Select an **Alignment** option from the drop-down list to apply to the text.

3 Specify the **Position** of the text using CAD coordinates.

The **X Position** and **Y Position** of the pointer can be set to display in the Status Bar, which may help determine the exact coordinates of a location in a plan or layout file. See “Appearance Panel” on page 78.

An exact **Angle** can be entered. An angle of 90° is vertical (pointing up) and an angle of 180° is upside down.

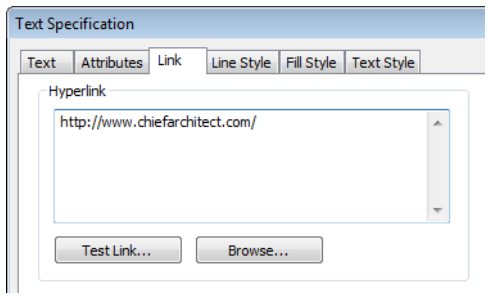
❹ Adjust the **Size** of the text box surrounding the text by entering a **Height** and **Width**.

A width of 0 makes the text box as small as the text within it allows. This is a one-time resizing. To make text automatically resize to the width or height, use the **Auto Width** and **Auto Height** check boxes. If you manually edit the width or height of the text box, the corresponding auto size option turns off.

❺ Specify the **Margins** to be used with the text. This is the distance between the text and the edge of the text box.

A default **Left** and **Right** margin is applied. **Top** and **Bottom** margins are measured relative to the line height and may not extend to the text box completely when given a value of 0.

Link Tab



Hyperlinks can be associated with text objects. The link entered on the Link tab is associated with the text object that is entered on the Text tab.

- If no text object is entered on the Text tab, the link has nothing to attach itself to and is not created.
- Chief Architect appends the http:// prefix automatically for links that begin with "www" when **Test Link** is clicked.

To create a hyperlink

1. Enter text on the Text tab of the **Text Specification** dialog.
2. Enter a link on the Link tab.
   - Click the **Browse** button to browse to a file on your computer or network.
   - The link can be tested by clicking the **Test Link** button.
3. Click OK to close the **Text Specification** dialog.

To use a hyperlink

1. Select the text object.
2. Click the **Follow Hyperlink** edit button to activate the link.

Line Style Tab

The Line Style tab is found in the specification dialogs for many different objects. For more information, see “Line Style Tab” on page 977.

Fill Style Tab

For information about the Fill Style tab, see “Fill Style Tab” on page 991.

Dimension Format Tab

The Dimension Format tab is available in the Room Label Defaults dialog and allows you to control the format of the portion of the room label that describes the room’s size. For information about these settings, see “Displayed Line Length Dialog” on page 966.

Text Style Tab

The Text Style tab is available for a variety of objects in the program and control the appearance of the selected object's text. See "Text Style Tab" on page 955.

Editing Text

Once created, **Rich Text** objects can be selected individually or as a group and edited using the edit handles, the edit toolbar buttons, and the **Rich Text Specification** dialog. See "Rich Text Specification Dialog" on page 927.

Text objects can be selected and edited much the way Rich Text objects can; however, there are a few differences which are described here.

Editing Text Attributes

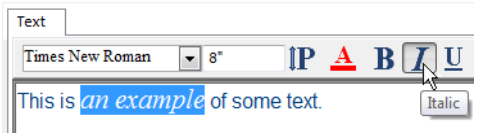
Most text attributes, including the font, size, style, and the content itself, are edited in the **Rich Text** and **Text Specification** dialogs.

In order to edit the attributes of an existing **Rich Text** object, you must select some or all of the text before making changes. See "Text Tab" on page 927.

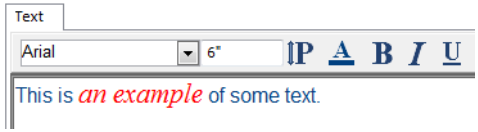
To edit Rich Text attributes

1. Select a **Rich Text** object and click the **Open Object** edit button.
2. On the Text tab of the **Rich Text Specification** dialog, click and drag to select some or all of the text typed into the Text field.

3. With some or all of the text selected, change any of the attributes available along the top of the tab, including the font, size, color, and style.



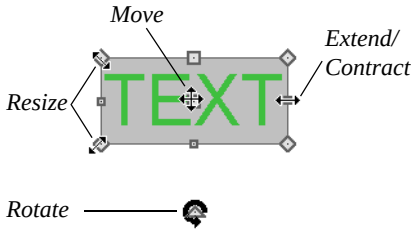
4. As changes are made, the selected text updates. Only the selected text is modified.



Text objects do not support multiple fonts or other attributes in the same text object. When you choose an attribute, it is applied to all characters in the text object.

Using the Mouse

A selected **Rich Text** or **Text** object has the same edit handles as other box-based objects. See "Editing Box-Based Objects" on page 188.



As a **Text** box is made narrower or wider using an edit handle, the bottom of the text box may expand or contract to allow all text to be shown.

As a **Rich Text** box is made smaller using an edit handle, not all of the text may be visible.

Depending on the active **Edit Behavior**, the text box and the characters within it may or may not resize together when a corner edit handle is dragged. See “Edit Behaviors” on page 162.

- If **Resize** editing is enabled, both the text object and the font resizes when a corner edit handle is dragged.
- If **Default** or **Concentric** editing is enabled, the text box resizes, but not the font size.
- If **Fillet** editing is selecting, the corners become rounded and the font size does not change. See “Behaviors Panel” on page 99.

When text is resized using the edit handles, there is a “sticky point” at the natural size of the text box. Hold down the Ctrl key while resizing to override this behavior.

Edit Text in Place

The contents and appearance of text objects created with the **Rich Text** tool can be edited directly in the drawing area using the **Edit Text in Place** edit tool.

To use Edit Text in Place

1. Select a **Rich Text** object and click the **Edit Text in Place** edit button.
   - The text appears as it did when it was first created: inside a text field with the Edit Bar above. See “To create Rich Text” on page 925.
2. Click inside the Text Field to type or select any of the existing text.
3. Use the tools on the Edit Bar to edit any or all of the text as needed. The tools on the Edit bar are the same as those on the Text tab of the **Text Specification** dialog. See “Text Tab” on page 927.
4. When you are finished, click outside of the text field to close it and the Edit Bar.

Convert to Rich Text

Text objects cannot be edited to the same degree that Rich Text can. You can, however, convert a selected simple **Text** object to **Rich Text** by clicking the **Convert to Rich Text** edit button. Most attributes of the selected simple **Text** object are retained; however, columns created using the Tab key are not. See “Tab Spacing” on page 941.

Using the Edit Tools

A selected **Rich Text** or **Text** object can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

Resizing Text

Both the border of a text object and the characters it contains can be resized.

The border of a text object can be resized using its edit handles or by specifying the Height and Width in its specification dialog.

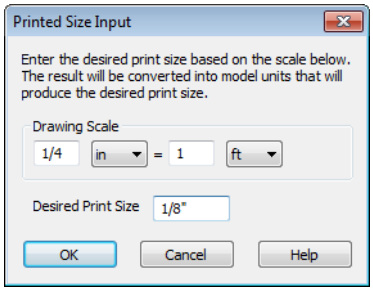
The default character height of **Rich Text** and **Text** objects can be specified as can the character height for individual objects, in their specification dialogs. See “Text Defaults and Preferences” on page 922.

Character height can be measured in either of two ways. See “Character Size” on page 924.

Scaling Text

As with the size of other objects, text size is subject to the current drawing scale specified in the **Page Setup** dialog. See “Page Setup Dialog” on page 1097.

To determine the **Height** needed to produce text of a certain printed size, click the **Print size** button in the **Rich Text Specification** to open the **Printed Size Input** dialog. See “Text Tab” on page 935.



To use the Printed Size Input dialog

1. Click the **Print size** button on the Text tab of the **Rich Text Specification** dialog.
2. In the **Printed Size Input** dialog, confirm the desired Drawing Scale. Enter the **Desired Print Size** of the text.
3. Click OK to return to the **Text Specification** dialog. The **Height** updates, reflecting the character height necessary to print the text at the **Desired Print Size** when printed at the specified Drawing Scale.

In most cases, the **Drawing Scale** does not need to be changed in the **Printed Size Input** dialog unless you intend to send the current view to layout at a different drawing scale.

Aligning Text

Text can be aligned in a number of ways.

- The text content of a text object can be aligned to the left, right, center or justified in the **Rich Text Specification** dialog. See “Text Tab” on page 927.
- The text content of a text object can be also be aligned by clicking the **Align**

Left, **Align Right**, **Center**, or **Justify** edit button.

- The center points of text objects can be aligned with one another by assigning them the same **X** and/or **Y Position**. See “Attributes Tab” on page 950.
- Text objects can be aligned by bumped them against a CAD line or CAD based object such as a roof plane. See “Bumping/Pushing” on page 202.

A variety of other alignment methods are also available. See “Aligning Objects” on page 205.

Copy, Cut and Paste

Copy, Cut and Paste of text into and out of the text specification dialogs can be accomplished using keyboard hotkeys:

- Press Ctrl + X to Cut the selected text and save it to the Windows clipboard.
- Press Ctrl + C to Copy the selected text and copy it to the Windows clipboard.
- Press Ctrl + V to paste your last cut or copied selection in a new text object.

For more, see “Copying and Pasting Objects” on page 153.

Copy, Cut and Paste use the Windows clipboard, making it possible to to transfer text between text objects, between Chief Architect files, from a plan or layout into another application, or vice versa.

Tab Spacing

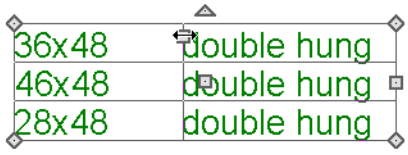
The Tab key functions differently in **Rich Text** and **Text** objects.

In **Rich Text**, the Tab key creates a space. CAD Style Font Sizing affects the size of the space created. See “Options Tab” on page 933.

Tab spacing in **Text** objects produces columns with widths that can be edited using edit handles.

To insert tab-spaced text

1. Highlight a block of text objects containing tabs from another program or text from the Materials List and press Ctrl + C to copy them to the Windows clipboard.
2. Return to the floor plan view, select the- select **Tools> Text** tool, and click to place a text object.
3. Press Ctrl + V to paste the copied materials into the text box, then click **OK**. The text object displays on-screen.
4. Select the text object and note the additional lines with handles separating each column.



Columns automatically resize to fit the contained text. When a text object is selected you can use the edit handles that display at each column to adjust spacing.

Copying & Pasting Text

The Copy, Cut and Paste commands use the Windows clipboard, making it possible to transfer text between text objects, between Chief Architect files, from a plan or layout into another application such as a text editor or spreadsheet program, or vice versa. See “Copying and Pasting Objects” on page 153.

All or selected portions of the Materials List can also be copied and pasted into a text object, as well as into a word processing or spreadsheet program. See “Materials Lists” on page 1159.

Cut, Copy, and Paste can also be accessed from the Edit menu of many applications, including Chief Architect. These menu commands are not available when the text specification dialogs are open, but you can use the associated hotkeys.

To Copy, Cut and Paste text

1. On the Text tab of either text specification dialog or in another program altogether, highlight the text you wish to cut, copy or paste.
2. Press Ctrl + X to **Cut** the selected text out of its original location and save it to the Windows clipboard.
3. Press Ctrl + C to **Copy** the selected text to the Windows clipboard without removing it from its original location.
4. Open the text object or a file in another application and click to place your cursor in the Text field, writing area, or spreadsheet cell.
5. Press Ctrl + V to **Paste** the copied text at the location of your cursor.

Bear in mind that when text is copied and pasted, its formatting is not always retained. The results depend on the program or type of text object in which the content was created as well as the type of text object into which it is pasted.

Pasting into Text

Text pasted into a simple **Text** object from another source will not retain its formatting. Instead, the settings for that **Text** object are always used. See “Text Specification Dialog” on page 934.

This is the case even if the text is copied from another **Text** object unless that object happens to use the same formatting.

Text pasted into a simple **Text** object from a spreadsheet program will retain basic column and row information. Each row can only have a single line of text; however, the width of each column can be adjusted. See “Tab Spacing” on page 941.

Pasting into Rich Text

Text pasted into a **Rich Text** object from another source, on the other hand, will retain most of its custom formatting.

Text pasted into a **Rich Text** object from a spreadsheet program retains basic column and row information. Column width cannot be adjusted as it can in simple **Text**; however, as you add or remove text froma

cell, row height will increase or decrease to accomodate your changes.

The background colors of two or more cells copied from a spreadsheet application will be retained if pasted in to **Rich Text**; however, once pasted background color cannot be edited.

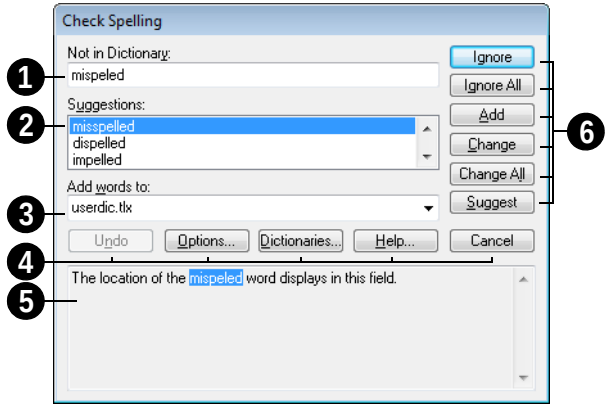
If you want to retain the color of the actual text being pasted into a **Rich Text** object, be sure to uncheck **Layer Color Text** in the **Rich Text Specification** dialog. See “Appearance Tab” on page 930.

Spell Check

Select **Tools> Checks> Spell Check** to open the **Check Spelling** dialog. The **Spell Check** feature checks each text object in the current current **.plan** or **.layout** file consecutively for spelling errors.

Spell Check can also be accessed by clicking the **Spell Check** button in the **Rich Text** or **Text Specification** dialog or by clicking the **Spell Check** edit button. When accessed in this manner, only the selected text object is checked for spelling errors. See “Editing Text” on page 938.

Check Spelling Dialog



Note: Spell Check has its own Help system. For complete documentation, click the Help button in the Check Spelling dialog.

1. Spell check looks in for each word in all open dictionaries. Any words not found display in this field. Type a correction in the field and click **Change** or select one of the suggested corrections below.
2. Spell check displays **Suggestions** for corrections here.

- Click on a suggestion to select it, then click **Change** to accept it.

❸ If a word is not misspelled but is not found in a dictionary, it can be added. Click the **Add words to** drop-down list to select which dictionary the word is saved to, then click the **Add** button.

Note: New words can be added to any dictionary file, but if Chief Architect is uninstalled and reinstalled, only additions to the User Dictionary, userdic.tlx, are retained. Words added to other dictionary files are not saved.

❹ Click **Undo** to reverse the previous Spell Check operation.

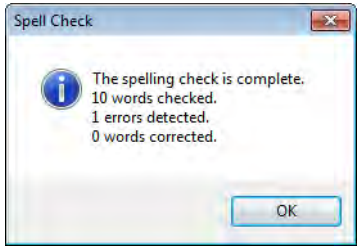
- Click **Options** to open the **Spelling Options** dialog. Select options to specify how Spell Check functions.
- Click **Dictionaries** to open the **Spelling Dictionaries** dialog. Additional dictionaries can be opened or closed by clicking the **Add Dictionary**, **New Dictionary** or **Remove File** buttons.
- Click **Help** to open the **Spelling Checker Dialog Help** system for complete documentation.
- Click **Cancel** to close the **Spell Check** dialog without making any further changes.

❺ The contents of the text object display in this field, and any misspelled words are highlighted to help you locate them in context.

❻ Click **Ignore** to ignore the word in question during the current spell check session. Running spell check again does not ignore the same word.

- Click **Ignore All** to ignore the word in question every time spell check is run.
- Click **Add** to add the word in question to the dictionary.
- Click **Change** to replace the word in question with the suggested word that is currently highlighted.
- Click **Change All** to replace all instances of the word in question with the suggested word that is currently highlighted.
- Click **Suggest** to initiate a deeper search for suggested corrections. Once all possible suggestions have been made, the button is disabled.

When Spell Check is finished checking the text object or file for errors, the Spell Check results window displays.



Text Arrows

Text arrows, which are simply CAD lines with arrows drawn on the "Text" layer, can be used to connect text objects to details of interest in your drawing. See "Line Tools" on page 972.

Text arrows can be snapped together to form open or closed polylines. If two lines with arrows meet within the bounding box of a text object, however, they will not join. This allows you to attach multiple, separate text arrows to a single text object. See “Editing Line Based Objects” on page 170.

Lines with arrows can be independent or attached to other objects. Arrows attach to closed polyline-based objects along their edges, but can attach to an architectural object anywhere within its 2D symbol in floor plan view. If an arrow is attached to text or another object, deleting either the text or the object will also delete the arrow.

Leader Line

The **Leader Line** tool places either a Text or Rich Text object with an arrow already attached. This arrow can be selected and moved like any other line with arrow.

Note: Leader lines create Rich Text and have two leader line segments by default. You can change this in the Preferences dialog. See “Text & Page Setup Panel” on page 84.

To create text with a leader line

1. Select **CAD> Text> Leader Line** .
2. Starting at the point where you want the arrow to point, drag to where you want a bend in the leader line and release the mouse button.
3. Click at the point where you want the center of the first line of text to display. The **Rich Text Specification** dialog opens. See “Rich Text Specification Dialog” on page 927.
4. Enter text and click **OK**.

Click in the same location to create a Rich Text object without a leader.

If multiple leader lines are specified, click in the same location to stop adding leader segments.

The initial alignment of text created with the **Leader Line** tool depends on the direction that the leader line was drawn:

- Leader Lines drawn from left to right produce text that is right-aligned.
- Leader Lines drawn from right to left produce text that is left-aligned.
- Leader Lines drawn from vertically produce text that is center-aligned.

Text Line with Arrow

Text Lines with Arrow can be attached to text, CAD and architectural objects by selecting **CAD> Text> Text Line with Arrow** and then clicking and dragging to draw a line. There is no limit to the number of text lines with arrows that can be attached to an object.

The endpoints of **Text Lines with Arrows** can be joined to form polylines with corners that can be adjusted using the edit handles. See “Polylines” on page 988.

A **Text Line with Arrow** behaves like a **Line With Arrow** with one exception: Text Lines with Arrow are initially placed on the default Text layer, not the “Current CAD Layer. See “Layers” on page 127.

Auto Positioning Arrows

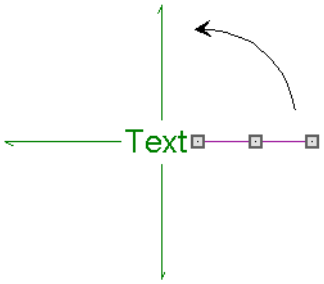
If either or both ends of a line with arrow are attached to a text object, **Auto Position Tail** and **Auto Position Head** are in the **Line Specification** dialog. See “Arrow Tab” on page 979.

Check either or both if you want the text line with arrow to update its position on the text object if the text object or text line with arrow is moved.

- The first segment of a polyline arrow attached to text maintains its angle when Auto Position is off and text is moved.
- Auto Position is turned off automatically when an arrow is not attached to one of the auto position locations.
- Arcs and splines with arrows can also be attached to text objects.

There are four auto position locations on a text object: one at the midpoint of each side.

The following image illustrates the behavior of auto positioning. The arrow has the **Auto Position Tail** option checked. When the head of the line with arrow is moved, the tail of the arrow snaps to different auto position locations on the text object, maintaining its connection.



If a selected Text Line with Arrow is moved away from an auto position location and you check **Auto Position Tail**, the tail will snap to the nearest auto position location.

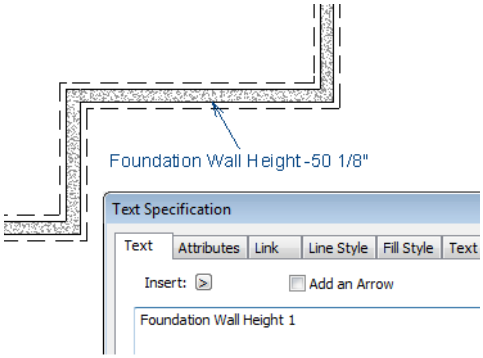
Special Use Arrows

A text line with arrow designated as a special use arrow offers unique functionality that may be useful when annotating the height of various platforms. A special use arrow replaces the first number in the attached text object with the height of the architectural object it is attached to on the other end. The height is relative to the first floor elevation of 0’-0”.

To create a Special Use Arrow

1. In floor plan view, use the **Leader Line** tool to create a text object that includes a number such as, **Foundation Wall Height 1**.
2. Connect the leader line to a foundation wall or slab, slab, slab with footing, stair landing or custom countertop.

3. Select the line with arrow click the **Open Object** edit button.
4. On the Arrow tab of the **Arrow Specification** dialog, check **Special Use** and click OK.
5. The text object should now read **Foundation Wall Height** followed by the height of the connected object in feet and inches.

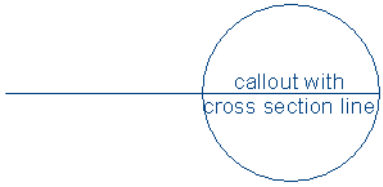


Callouts

Select **CAD> Text> Callout**, then click at the location where you want a callout to be placed in floor plan view, a cross section/elevation view, a CAD Detail or on a layout page. The **Callout Specification** dialog displays. Make any needed changes and click **OK** to place a callout. See “Callout Specification Dialog” on page 948.

Cross Section Lines

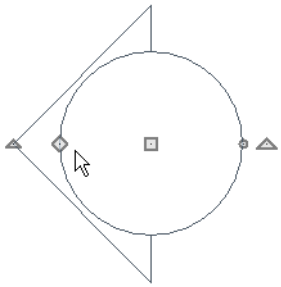
Check the **Cross Section Line** box in the **Callout Specification** dialog to add a cross section line perpendicular to the nearest wall. See “Callout Tab” on page 949.



Cross section lines can be added to any callout shape. Resize or rotate the cross section line by dragging the triangular edit handle near the end of the cross section line.

Pointers and Arrows

To add an arrow or “hat” to a callout, select the callout and drag the diamond-shaped handle away from the center of the callout. An arrow is created, pointing in the direction you dragged.



- Change the arrow's direction by selecting the callout and dragging the edit handle appearing just beyond the arrow.
- Remove an arrow by clicking and dragging the edit handle at the point of the arrow towards the center of the callout.

You can also add as many lines with arrows as you like to callouts. To add an arrow to a callout, select **CAD> Text> Text Line with Arrow**, then click and drag to create a line with arrow, which can be moved or resized as needed.

Double Callouts

Any callout can be specified as a **Double Callout** in the **Callout Specification** dialog. See "Attributes Tab" on page 950.

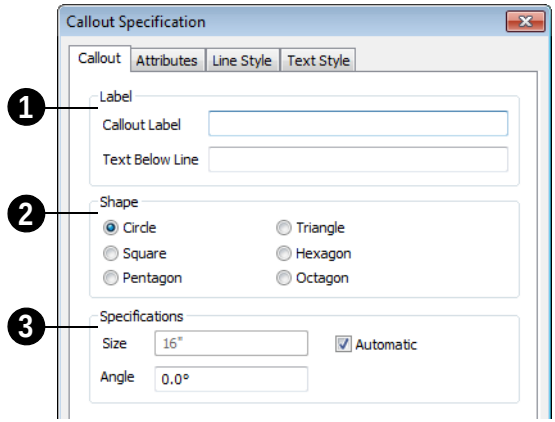
To resize the line between the two callout shapes, select the callout and then click and drag the edit handle at the center of either callout shape. The arrows on a double callout are always the same on both callouts.

Callout Specification Dialog

To open the **Callout Specification** dialog, select a callout and click the **Open Object** edit button. This dialog also displays when a new callout is created using the **Callout** tool.

The **Callout Specification** dialog is similar to the **Callout Defaults** dialog but affects the selected callouts rather than all subsequently created callouts. Also, the name of the Saved Default being edited will display in the title bar of the defaults dialog. See "Text Defaults and Preferences" on page 922.

Callout Tab



1 Specify the text of the selected callout's **Label** by typing in the text fields here.

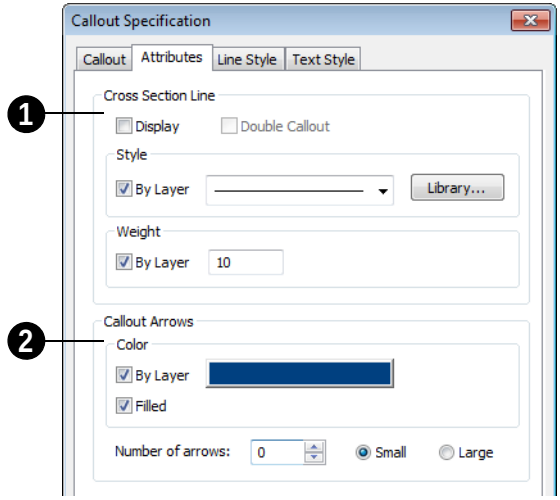
- Type the **Callout Label**, which is the text on the top row of the callout.
- Type the **Text Below Line** for the bottom row, if desired.

2 Specify the **Callout Shape** by clicking the radio button beside one of the options here.

3 Additional Specifications can be set here.

- Uncheck **Automatic** to enable the **Size** field and specify a new value. When checked, the callout is sized so that it encompasses the text of its label.
- Specify the **Angle** of the selected callout.
- Check **Cross Section Line** to add a cross section line to the selected callout.

Attributes Tab



1 Specify the attributes of the selected callout's **Cross Section Line**.

- Check **Display** to apply a cross section line to the selected callout. When unchecked, no cross section line is used.
- Check **Double Callout** to specify two identical callouts connected by the cross section line. Only available when Display is checked.
- Select the cross section line's line **Style** from the drop-down list or by clicking the **Library** button. When **By Layer** is checked, the line style specified in the **Layer Display Options** dialog is used. See "Line Styles" on page 999.
- Specify the **Weight** of the cross section line or check **By Layer** to use the line weight specified in the **Layer Display Options** dialog.

2 Specify the attributes of the **Callout Arrows**.

- Check **By Layer** to use the color specified in the **Layer Display Options** dialog or click the **Color** bar to choose an arrow color. See "Color Chooser Dialog" on page 797.
- Check **Filled** to specify arrows with a solid fill. When unchecked, arrows are unfilled.
- Specify the **Number of arrows** and whether they are **Small** or **Large**.

Line Style Tab

The Line Style tab is found in the specification dialogs for many different objects. For more information, see "Line Style Tab" on page 977.

Additional attributes for the cross section line and arrows can be specified on the Attributes Tab.

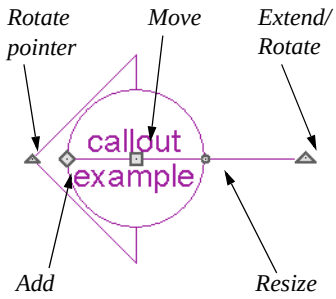
Text StyleTab

The settings on this tab control the appearance of the selected object's text. For more information, see "Text Style Tab" on page 955.

Editing Callouts

Callouts can be edited using the edit handles, the edit toolbar buttons and the **Callout Specification** dialog. See "Callout Specification Dialog" on page 948.

When a callout is selected, it has at least four edit handles. An additional rotate handle displays for each pointer added to the callout.



- The **Move** handle is located at the center of the callout and is used to move it.
- The triangular **Extend/Rotate** handle is used to extend and/or rotate the callout's cross section line, if one exists. See "Cross Section Lines" on page 947.
- The small, square **Resize** handle is located on the edge of the callout and is used to resize it and its associated text.
- The **Add pointer** handle is used to add pointers by dragging away from the callout.
- The small triangular **Rotate pointer** handle located at the end of a pointer, if one has been added, is used to rotate that pointer.

Resizing Callouts

Callout shapes can be resized either in the **Callout Specification** dialog or using the edit handles. See "Callout Tab" on page 949.

Callout text can be resized in the **Callout Specification** dialog. See "Attributes Tab" on page 950.

As long as **Specify Callout Size** box is checked, a callout's shape and text resize independent of one another. When this box is unchecked, the two are dynamically linked: if you resize the shape, the text adjusts accordingly or vice versa.

Markers

Markers for **Level Lines**, **Test Borings** and **Point Markers** can be placed in floor plan viewcross sections, or CAD Details. **Framing Reference Markers** should only be placed in floor plan views.

To create a marker, select **CAD> Text> Marker** and click at the location where you want it to be placed. The **Marker Specification** dialog opens.

You can also place a framing reference marker using **Build> Framing> Framing Reference**. See "Framing Reference Markers" on page 539.

In addition, a Point Marker is placed using the **Point to Point Dimension** tool if an existing object is not available to snap to. See "Point to Point Dimensions" on page 905.

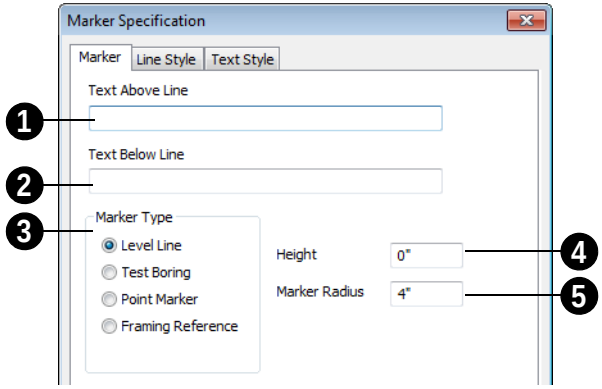
Marker Specification Dialog

To open the **Marker Specification** dialog, select a marker and click the **Open Object** edit button.

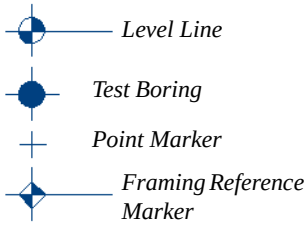
This dialog also displays when a new marker is created by clicking in floor plan view using the **Marker** tool.

The **Marker Specification** dialog is similar to the **Marker Defaults** dialog but affects the selected markers rather than all subsequently created markers. Also, the name of the Saved Default being edited will display in the title bar of the defaults dialog. See "Text Defaults and Preferences" on page 922.

Marker Tab



1. Enter optional **Text Above Line**.
2. Enter optional **Text Below Line** (Level Line Marker only).
3. Choose a **Marker Type**.



Only a **Framing Reference** marker effects the model. The other marker types are only cosmetically different.

❹ Enter a number in the **Height** field. The height value will display with the marker symbol when a pound sign (#) is entered in the **Text Above** and/or **Below Line** fields.

❺ Enter the **Marker Radius**, in inches or millimeters.

Line Style Tab

The Line Style tab is found in the specification dialogs for many different objects. For more information, see “Line Style Tab” on page 977.

Additional attributes for the cross section line and arrows can be specified on the Attributes Tab.

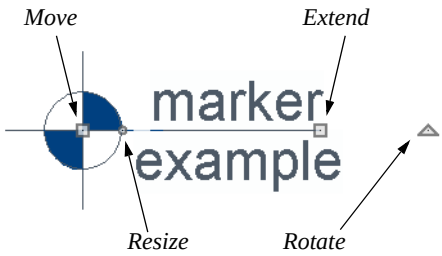
Text Style Tab

The settings on this tab control the appearance of the selected object’s text. For more information, see “Text Style Tab” on page 955.

Editing Markers

Markers can be edited using the edit handles, edit toolbar and **Marker Specification** dialog. See “Marker Specification Dialog” on page 952.

When a marker is selected, it has four edit handles.



- The **Move** handle is located at the center of the marker and is used to move it.
- The **Resize** handle is located on the edge of the marker and is used to resize the marker and associated text.
- The triangular **Rotate** handle is used to rotate the marker and associated text.
- The **Extend** handle is used to adjust the distance between the marker and its associated text.

Text Styles

In Chief Architect, a Text Style is a saved set of attributes that can be assigned to any object that displays text, such as Text, Callouts, Markers, Dimensions Schedules, CAD objects, and object labels. A given Text Style can be assigned to objects:

- In the **Layer Display Options** dialog;
- On the Text Style tab of various objects' defaults dialogs;
- On the Text Style tab some individual objects' specification dialog.

This makes it easy to ensure that various objects display text with a consistent appearance.

Note: Because of its ability to use multiple attributes in the same object, Rich Text does not use Text Styles. See "Rich Text Specification Dialog" on page 927.

You can create your own or edit existing Text Styles to suit your needs in the **Text Style Defaults** dialog

Text Style Defaults

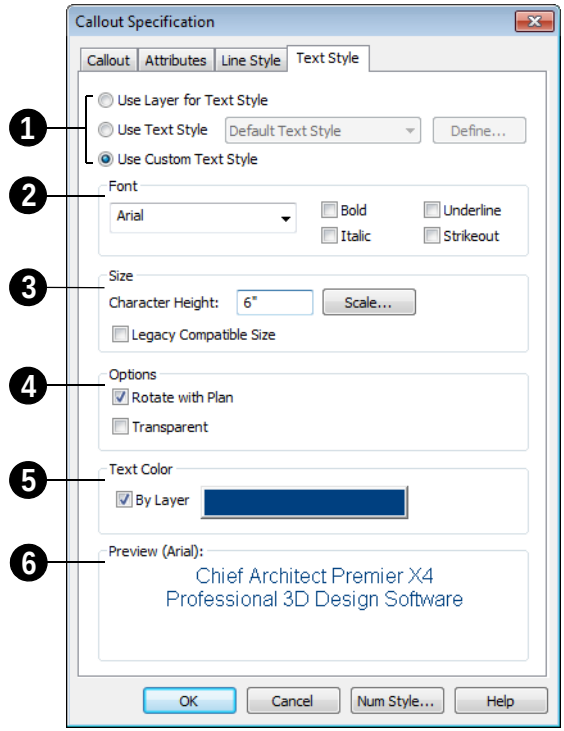
Select **Edit> Default Settings**, expand the Text, Callouts and Markers category, click on "Text Styles" and click **Edit** to open the **Text Style Defaults** dialog. The **Saved Defaults** dialog will open, allowing you to select which Saved Text Style Defaults you would like to edit. See "Multiple Saved Defaults" on page 68.

The **Text Style Defaults** dialog can also be accessed:

- From the **Layer Display Options** dialog. See "Layer Display Options Dialog" on page 132.
- By clicking the **Text Style Defaults** button, which can be added to your toolbars. See "To add a button to a toolbar" on page 118.
- By clicking the **Define** button on the Text Style tab of various objects specification dialogs.

The settings in the **Text Style Defaults** dialog are similar to those on the Text Style tab of object specification dialogs throughout the program but affect all objects using that style rather than an individual selected object.

Text Style Tab



1 Specify where the selected object should draw its Text Style from. These options are not available in the **Text Style Defaults** dialog.

- Select **Use Layer for Text Style** to use the Text Style assigned to the layer tht the selected text is located on.
- Select **Use Text Style**, then choose a style from the drop-down list to apply that style to the selected object, regardless of what layer it is on. When this is not selected, the name of the selected object's Text Style displays here for reference.
- Select **Use Custom Text Style** to enable the settings below and customize the selected objects Text Style attributes.

Check **Use Default Text Style** to use the default style for the selected object type, or uncheck this box to enable the settings below and define a custom style.

The settings that follow are only editable when **Use Custom Text Style** is selected. When it is not selected, information about the Text Style that is assigned to the selected object displays for reference.

2 Specify the attributes of the selected Text Style's **Font**.

- Select a font from the drop-down list.
- The text styles **Bold**, **Underline**, **Italic**, and **Strikeout** are available. Check any of the boxes to apply that style.

❸ Specify the **Size** of text using the selected Text Style.

- Enter the **Character Height** in drawing units. This height is subject to the current drawing scale. When imperial Inches or Feet and Inches are used, accuracy to 1/128" is possible.
- Click the **Scale** button to open the **Printed Size Input** dialog. See "Scaling Text" on page 940.
- In Version 9, text size was driven by dimension information associated with the font. Check **Legacy Compatible Size** to use this information for text sizing. See "Character Size" on page 924.

❹ **Options** -

- Check **Rotate with Plan** to rotate text using the selected Text Style when **Rotate View** is used. If unchecked, the text is unaffected when **Rotate View** is used. See "Rotate Plan View" on page 217.

  Rotate with Plan also affects text in a view sent to layout if the layout box is rotated. See "CAD and Text in Layout" on page 1114.
- Check **Transparent** to make text boxes using the selected Text Style transparent. When unchecked, text boxes have a solid fill the same color as your background color. See "Colors Panel" on page 81.

❺ Specify the selected Text Style's **Text Color**. When Use Custom Text Style is not selected above, a Text Color does not display here for reference.

- When **By Layer** is checked, text uses the line color assigned to the layer that the object it is assigned to is located on. See "Displaying Objects" on page 128.
- Uncheck **By Layer**, then click the **Color** bar to select a different color. See "Color Chooser Dialog" on page 797.

❻ A preview of the Text Style currently assigned to the selected object displays here.

Text Macros

Text macros insert dynamic information relevant to the current plan or layout file, or a selected object. Macros are particularly useful in layouts: page numbers, drawing scale, and information to identify drawings can be inserted to improve organization and clarity.

Text macros can also be used to create customized object labels. See "Creating User Defined Text Macros" on page 959.

There are three categories of text macro:

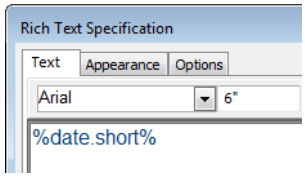
- Global macros have information about the project, the date and time, and can be used to insert special characters.
- Object Specific macros have information specific to a selected object type and can

be included in object labels. See “Label Tab” on page 1157.

- User Defined macros can include a wide range of values, including global and object specific information and text. They can also be written to perform calculations. See “Creating User Defined Text Macros” on page 959.

To insert a text macro

1. Click the **Insert Macro** button on the Text tab of either the **Rich Text** or **Text Specification** dialog.
2. A menu of macros displays. Move your cursor over a menu item to view its submenu.
3. Select from the list of available text macros. In this example **Time& Date> Short Date (%date.short)** is selected.



The macro formula appears in the dialog’s Text Entry field

4. Click OK to close the **Text Specification** dialog and place the text.

3/19/08

5. The text object displays the date rather than the macro formula.

Contact Info

Macros in the **Contact Info** submenu display information about the Client, Designer and the Registered User of Chief Architect.

- Information supplied by Client macros is specified in the **Client Information** dialog. This information is file-specific and can be edited at any time. The client info for a plan file and a layout file are seperate. See “Client Information” on page 1017.
- Information supplied by Designer macros can be specified in the **Designer Information** dialog. Information in this dialog is file-specific and can be edited at any time. See “Designer Information” on page 1016.

  By default, the **Designer Information** dialog is populated by information from the **Default Designer Information** dialog. See “Text & Page Setup Panel” on page 84.
- Information supplied by Registered User macros corresponds to the information that was given when the current installation was registered and cannot be modified without reinstalling and registering the program.

File Info

Macros that display information about the file name and saved location of the current plan or layout are available in the **File Info** submenu.

Macro	Description
%file.dir%	The directory path of the current file. (\myplans\)
%file.drive%	The drive letter of the current file. (C:)
%file.ext%	The file type of the current file. (.plan or .layout)
%file%	The full pathname of the current file (C:\myplans\myPlan.plan)
%file.name%	The name of the current file. (myPlan)

Plan Info

Macros in the **Plan Info** submenu display information about the current plan or layout file.

Macro	Description
%scale%	Current drawing scale. When printed, this is the scale used for printing. On screen this varies based on the zoom factor.
%sheet.size%	The size of the drawing sheet.
%room.area.internal%	Internal room area of the room that the center of the text is in.
%page%	Page number of the current layout page.
%living.area%	Living area of the current plan.
%numpages%	Total number of printable pages in the current layout.
%room.dimensions%	Dimensions of the room that the center of the text is in.
%room.area.standard%	Standard room area of the room (at center of text).
%room.height.ceiling%	Ceiling height of the room (at center of text).
%room.height.loweredceiling	Lowered Ceiling height of the room (at center of text).
%room.volume%	Volume of the room (at center of text) measured from wall, floor, and ceilng surfaces.
%room.name%	Name of the room (at center of text).
%room.type%	Room Type of the room (at center of text).

Macros that display information about rooms derive that information from the location of the text object. Information about a room will display if at least half of the text object is located inside that room.

- Information about a room will display if at least half of the text object is located inside that room. See “Room Definition” on page 301.
- If the text object has a Text Arrow attached to it, room macros display information about the room located at the Text Arrow’s endpoint rather than at the location of the text. See “Text Arrows” on page 944.

Special Characters

Special text characters such as ® and ™ can be inserted into text in the same manner as dynamic text macros.

Time & Date

The current date and time can be displayed using macros in the **Time & Date** submenu. When a documented is printed, these macros display the date and time that the printing took place.

Macro	Description
%time.24%	24 hour time.
%time%	AM/PM time.
%date.short%	Inserts a short version of the date using system settings. (03/19/08)
%date.long%	Inserts a long version of the date using system settings (Wednesday, Mar 19, 2008)

Object Specific

Information about a specific object can be shown in its label, when specified in the object's specification dialog. or in a text object with an arrow pointing to the object. The macros available for a given object depend on its type. Additional, user defined macros can also be created.

Creating User Defined Text Macros

In addition to the text macros installed with the program, you can create your own custom text macros for a variety of purposes.

- Custom object labels See "Object Labels" on page 1156.
- Custom object labels inserted into text.
- Shortcuts for names or other written information.

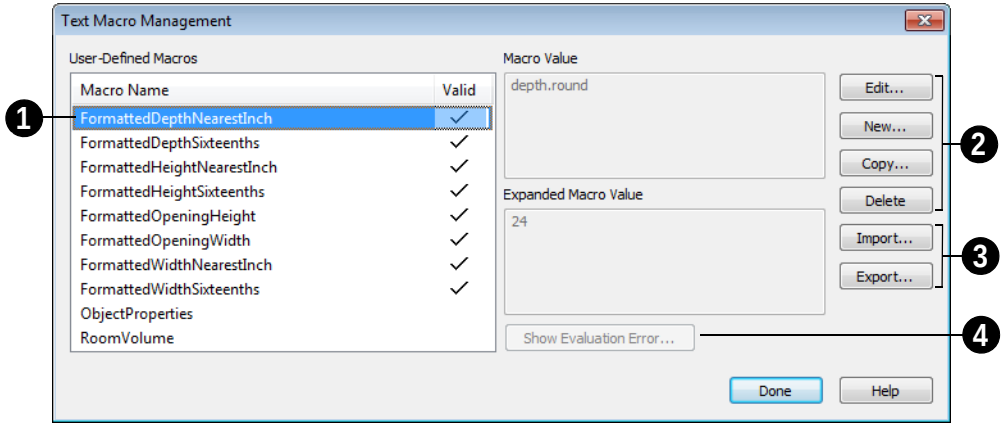
Text Macro Management

A list of all user-defined text macros present in the current plan or layout file can be accessed by selecting **CAD> Text> Text Macro Management**.

- If you wish to create a user defined macro for an object, or find out whether an existing macro is valid for an object, open this dialog while the object is selected.
- To create a user-defined macro to be inserted into a text object that describes another object, or to find out whether such a macro is valid, select a text object with an arrow pointing to the object in question and then open this dialog. See "Named Values and Context" on page 1182.

An object-specific version of this dialog is also available for objects saved in an unlocked library. Right-click on a single object of a type able to display labels and select **Text Macro Management** from the contextual menu. See "Using the Contextual Menus" on page 747.

- Any macros in use by the object as a label when it is added to the library are listed here. Note that objects in some manufacturer catalogs may include macros. See "Manufacturer Catalogs" on page 751.
- Custom macros can be imported to and exported from a library object, and additional macros can be added to the object, but you cannot specify them as part of a label while it is in the library.
- When the object is added to a plan, any macros associated with it are added to the plan, as well.



1 An alphabetical list of all **User-Defined Macros** present in the current file displays here.

- Click on the **Name** of a macro to select it.
- If a macro is **Valid** in the current context, a checkmark will display to the right of its Name. See “Named Values and Context” on page 1182.
- Information about a selected macro displays in the Macro Value and Expanded Macro Value fields to the right of the list.The Macro Value field shows the defined Value of the selected macro. The Expanded Macro Value shows the output of the macro in the current context.

2 Edit or delete the text macro selected in the list on the left, or create a new one.

- Click the **Edit** button to make changes to the selected macro in the **Edit Text Macro** dialog. Only available when an existing macro is selected.
- Click the **New** button to open the **Edit Text Macro** dialog and create a new macro.
- Click the **Copy** button to create a copy of the currently selected macro and open the **Edit Text Macro** dialog. Only available when an existing macro is selected.
- Click the **Delete** button to remove the selected macro from the list. Only available when an existing macro is selected.

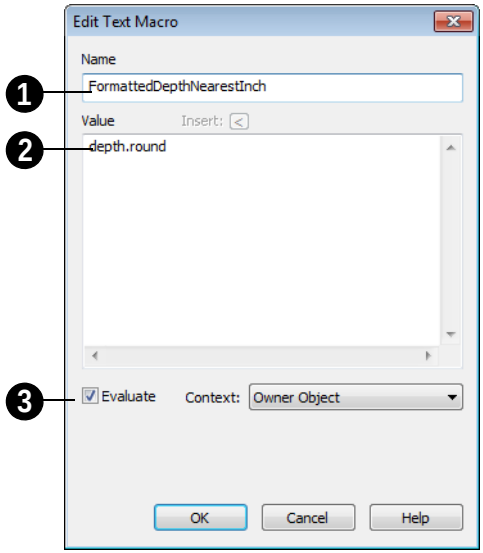
3 User Defined Macros can be imported and exported between files as well as unlocked library objects.

- Click the **Import** button to open the **Import Text Macros** dialog and import macros exported from another file into the current file. See “Importing Files” on page 54.
- Click the **Export** button to open the **Export Text Macros** dialog and make the user-defined macros in this file available to be imported into another file. See “Exporting Files” on page 50.

4 Click the **Show Evaluation Error** button to open an **Information** box with a description of why the selected macro is not Valid. Only available when the selected macro is not Valid.

Edit Text Macro Dialog

The **Edit Text Macro** dialog can be accessed by clicking the **Edit**, **New**, or **Copy** button in the **Text Macro Management** dialog.



1 Type a short, descriptive **Name** for the new object label macro. Macro names must be unique within a given file, or library object.

2 Type a named value, reference to a Ruby **.rb** file, and/or insert an existing macro in the **Value** field.

- You can also copy a Named Value out of the Ruby Console or a definition from an **.rb** file and paste it here. See “To Copy, Cut and Paste text” on page 942.
- Click the **Insert** button above the Value field to insert an already existing macro into the selected macro. See “Text Macros” on page 956.

3 Check the **Evaluate** box, then select a **Context** from the drop-down list.

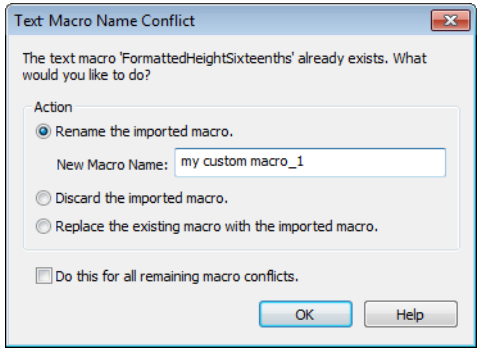
- Choose **None** if the macro’s context - or contexts - are stated in its Value, or if the macro performs a function but doesn’t refer to an object.
- Choose **Owner Object** to create a macro for use in an object label.
- Choose **Referenced Object** to create a macro for use in a Text object with an arrow that points at an object that the macro describes.

Click OK to return to the **Text Macro Management** dialog.

Importing and Exporting Macros

User-defined text macros can be exported out of one plan file, layout file, or library object and imported into another file or object using the **Text Macro Management** dialog.

If the program encounters macros with duplicate names when importing into a plan or layout file, the **Text Macro Name Conflict** dialog will display, allowing you to choose how to handle the name conflict.



- Select **Rename the imported macro**, then type a short, descriptive, unique **New Macro Name** to keep both the existing macro and the one being imported. By default, the new name is simply the original name appended by a number.
- Select **Discard the imported macro** to use the existing macro already present in the destination file or library object rather than import the new one.
- Select **Replace the existing macro with the imported macro** to delete the existing macro and replace it with the one being imported.
- Check **Do this for all remaining macro conflicts** to apply the same choice for any other macros with conflicting names in the current import operation.

If the program encounters a macro name conflict when importing into a library object or when placing a library object in a plan, a **Question** message box will ask if you wish to replace the existing macros. Click **Yes** to replace any existing macros with imported macros of the same name or click **No** to keep the existing macros and not import those of the same name.

Chapter 32:

CAD Objects

With the 2D Computer Aided Design (CAD) tools included in Chief Architect, you can add details to views of your 3D model to create complete working drawings. Custom details can be created, saved, and used in other plans.

The CAD Tools are used to add information to 2D views of your model. CAD objects do not affect 3D objects or display in camera views or overviews, but they can be used to add details to layout pages, floor plan view and cross section/elevation views.

CAD polylines can be converted to 3D objects such as countertops and terrain data, and shown in 3D views. See “Convert Polyline” on page 219.

CAD objects are edited much like other objects in Chief Architect. See “Editing Objects” on page 161.

Chapter Contents

- CAD Defaults and Preferences
- The CAD Drawing Tools
- Point Tools
- Line Tools
- Line Specification Dialog
- Arc Tools
- Drawing Arcs - Arc Creation Modes
- Arc Specification Dialog
- Circle Tools
- CAD Circle/Oval/Ellipse Specification Dialog
- Polylines
- Polyline Specification Dialog
- Box Tools
- CAD Box Specification Dialog
- Revision Clouds
- Revision Cloud Specification Dialog
- Splines
- Displaying CAD Objects
- Line Styles
- CAD Blocks
- CAD Block Specification Dialog
- CAD Details
- Plot Plans and Plan Footprints
- Plan Footprint Specification Dialog

CAD Defaults and Preferences

CAD Defaults can be accessed by selecting **Edit> Default Settings** from the menu and expanding the CAD category.

The behavior and appearance of CAD objects are also affected by settings on the CAD, Line Properties, Sun Angle, Behaviors, and Snap Properties Panels of the **Preferences** dialog.

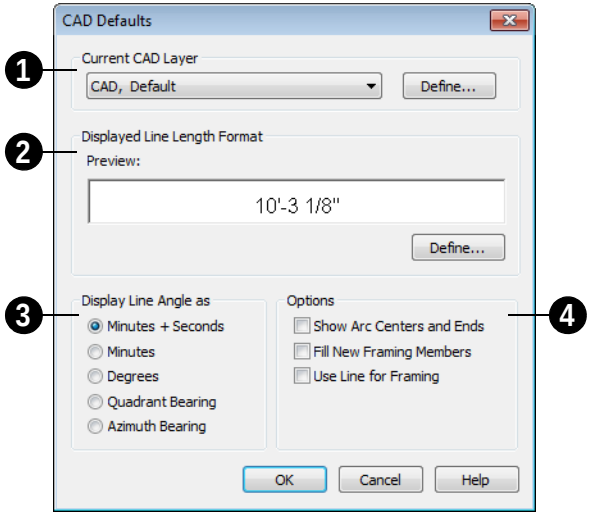
Unlike default settings, preference settings are global, affecting all plan and layout files. See “Preferences Dialog” on page 77.

CAD Defaults Dialog

The settings in the **CAD Defaults** dialog control the basic appearance of CAD objects.

CAD Defaults can be accessed by selecting **Edit> Default Settings** from the menu and expanding the CAD category. It can also be opened by clicking the **CAD Defaults** button, which can be added to a toolbar See “To add a button to a toolbar” on page 118.

Each plan file has multiple **CAD Defaults** dialogs: one affecting floor plan view, one for every cross section/elevation view, and one for every CAD Detail and Wall Detail. Layout files each have their own CAD defaults, as well. Each dialog can be accessed by opening the **CAD Defaults** dialog from within that view.



1. Select the **Current CAD Layer** from the drop-down list. See “Current CAD Layer” on page 998.

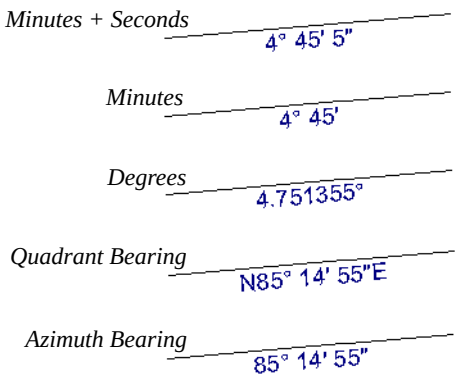
- Click the **Define** button to open the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

Note: Although there are multiple CAD Defaults dialogs in each plan file, only one layer can be specified as the Current CAD Layer at any given time. When a new Current CAD Layer is selected, the change affects all view types.

❷ Specify the **Displayed Line Length Format**, which controls the appearance of line length indicators. These only display when **Show Length** is checked in an object's specification dialog. See "Line Style Tab" on page 977.

- A preview of the current line length format displays here.
- Click the **Define** button to open the **Displayed Number Style** dialog and edit the displayed line length format.

❸ **Display Line Angles as** - Specify the format to use when **Show Angle** is checked in an object's specification dialog. See "Line Style Tab" on page 977.



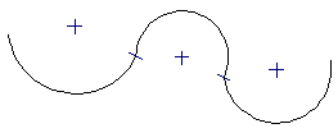
Line angles can be displayed using three basic methods:

- **Degrees/Minutes/Bearings** - Measured counterclockwise from a line drawn horizontally to the right of the angle's vertex. Useful for most drawing tasks. Select the level of accuracy that you require.
- **Quadrant Bearings** - Measured from a vertical line representing North/ South, Quadrant Bearings use directional bearings in their measurements. Useful for site drawings.
- **Azimuth Bearings** - Measured from a line drawn straight up from the angle's vertex (ie, North on a site plan). Useful for site drawings, Azimuth Bearings use degrees, minutes, and seconds in their measurements.

Line length and angle indicators use the Text Style of the layer that their object is on. See "Text Styles" on page 954.

❹ Select any combination of the available **Options**.

- Check **Show Arc Centers and Ends** to show arc centers and ends. Ends display as small lines where arcs connect to one another. Centers also acts as snap points. See "Show Arc Centers" on page 178.



Show Arc Centers andEnds

- Check **Fill New Framing Members** to draw all new framing members with a solid white fill. This settings is not view specific - it affects all new framing mem-

bers, regardless of the floor they are drawn on.

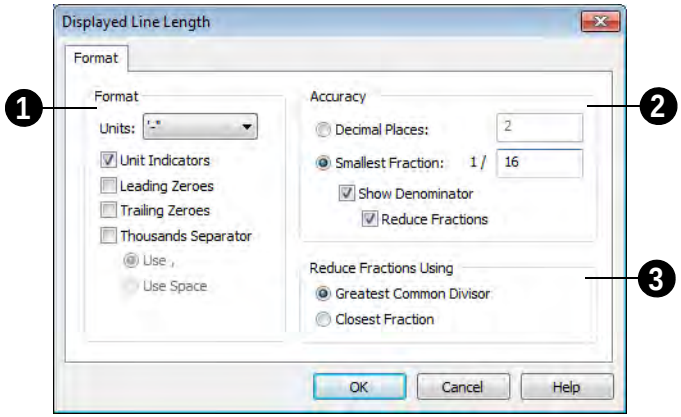
- Check **Use Line for Framing** to show all framing members as single lines rather than as closed polylines in floor plan view. See “Displaying Framing” on page 543.

Displayed Line Length Dialog

The settings in the **Displayed Line Length** dialog control the appearance of CAD line length indicators, when set to display. See “Show Length and Angle” on page 999.

To access this dialog, click the **Define** button under the **Displayed Line Length Format** heading in the **CAD Defaults** dialog.

The settings here are similar to those found on the Dimension Format tab of the **Room Label Defaults** dialog and the Format tabs of the **Dimension Defaults** dialog. See “Primary Format Tab” on page 893.



1. Specify the numbering **Format** for dimension numbers.

- Select the **Units** of measurement to be used by dimensions from the drop-down list.
- Check **Unit Indicators** to display the unit of measurement along with the dimension number.
- Check **Leading Zeros** to display the zero before a decimal less than 1 or to display 0’ or 0” when the ft-in or ’-” unit formats are used.
- Check **Trailing Zeros** to display trailing zeros at the end of decimal values.
- Check **Thousands Separator** to use a thousands separator for values greater than 999.
- Select the **Use ,** or **Use .** radio button to use a comma as the thousands separator.
- Select the **Use Space** radio button to use a space as the thousands separator.

2. Specify the degree of **Accuracy** used by dimension numbers.

- Select the **Decimal Places** radio button for dimension numbers in decimal format. In the text field, specify the number of decimal places to use, from 0 to 20. If 0 is used, no decimal places are used.
- Select the **Smallest Fraction** radio button for dimension numbers using whole numbers and fractions. In the text field, specify the largest denominator to use, from 1 to 128. If 1 is entered, whole numbers are used.
- Uncheck **Show Denominator** to turn off the display of fraction denominators used by dimension lines. Typically, denominators are only turned off when eighths are desired.
- Uncheck **Reduce Fractions** to always use the denominator specified above. When checked, the lowest possible denominator will be used.

❸ **Reduce Fractions Using** - Specify how fractions are reduced. These settings are only available when Smallest Fraction is selected above.

- Select the **Greatest Common Divisor** radio button to reduce fractions using the largest value that divides equally into the numerator and the denominator specified above. This option is best for fractional inches.
- Select the **Closest Fraction** radio button to reduce fractions without referring to the denominator specified above. Not recommended when fractional inches are used.

A value of 0.33333 is represented by the fraction 5/16 when Greatest Common Divisor is used and the Smallest Fraction denominator is 16. When Closest Fraction is selected, this value is represented by 1/3.

Revision Cloud Defaults

Settings in the **Revision Cloud Defaults** dialog determine the initial appearance of Revision Clouds. The settings in this dialog are similar to those in the **Revision Cloud Specification** dialog. See “Revision Cloud Specification Dialog” on page 995.

The CAD Drawing Tools

The CAD Tools are available in the CAD menu, and also in the CAD toolbar configuration, which can be accessed by clicking the **CAD Configuration** button. See “Toolbar Configurations” on page 121.

Point Tools

Select **CAD> Points** to access the Point Tools.

The **Place Point** , **Input Point** , **Point Marker** , and **Delete Temporary Points** tools can be used to create or remove snap points for a variety of purposes. See “Point Tools” on page 969.

Line Tools

Select **CAD> Line** to access the Line Tools.

The **Draw Line**, **Input Line**, **Line With Arrow**, **Sun Angle**, and the **North Pointer** allow you to create various types of lines. See “Line Tools” on page 972.

Arc Tools

Select **CAD > Arcs** to access the Arc Tools.

The **Draw Arc**, **Input Arc**, and the **Arc With Arrow** tools allow you to create arcs. See “Arc Tools” on page 982.

Box Tools

Choose **CAD > Boxes** to access the Box Tools.

The **Rectangular Polyline**, **Regular Polygon**, **Box**, **Cross Box**, and **Insulation** tools allow you to create a variety of polyline and box objects. See “Box Tools” on page 992.

Circle Tools

Select **CAD> Circles** to access the Circle Tools.

The **Circle**, **Circle About Center**, **Oval**, and the **Ellipse** tools are discussed in detail later in this chapter. See “Circle Tools” on page 986.

Revision Cloud

Select **CAD> Revision Cloud**, then click and drag to draw a rectangular shape with edges that display a series of arcs. See “Revision Clouds” on page 994.

Splines

A Spline is a curve that passes smoothly through a set of points. Select **CAD> CAD> Draw Spline** to draw connected line segments that form a spline. See “Splines” on page 997.

Once created, a spline can be selected and edited. See “Editing Spline Based Objects” on page 191 and “Polyline Specification Dialog” on page 989.

Dimension Tools

Select **CAD> Dimension Lines** to access the Dimension Tools. The **Dimension Tools** can be used with CAD and architectural objects and are discussed in their own chapter. See “Dimensions” on page 889.

Text Tools

Select **CAD> Text** to access the Text Tools. The Text Tools are discussed in their own chapter. See “Text, Callouts & Markers” on page 921.

Current CAD Layer

Select **CAD> Current CAD Layer** to change the current default CAD layer. See “Select Layer Dialog” on page 135.

Point Tools

Select **CAD> Points** to access the Point Tools.

Temporary points created using the **Place Point** and **Input Point** tools and permanent **Point Markers** can be used with **Object Snaps** to accurately position a variety of objects. See “Object Snaps” on page 146.

Place Point

Select **CAD> Points> Place Point**, then and click in the drawing area to place a temporary CAD point at that location.

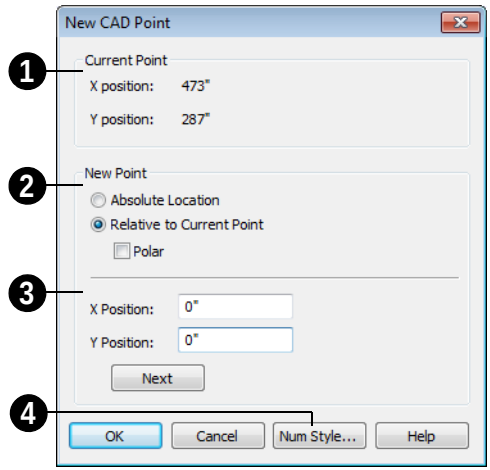
Input Point

Temporary CAD points can be placed with precision by entering coordinates. See “3D Drafting” on page 29.

To use the Input Point tool

1. Select **CAD> Points> Input Point** to open the **New CAD Point** dialog.
2. Select a **Location** option, and enter the desired location of the point.
3. Click **OK** to close the dialog and create the new point. The new point becomes the Current Point and is highlighted. See “The Current Point” on page 970.
4. Alternatively, click **Next** to create the new point but remain in the **New CAD Point** dialog and create additional points. As each is created, it becomes the Current Point.

New CAD Point Dialog



1 The location of the **Current Point** displays here. If no CAD points are present, the origin (0, 0) displays. See “The Current Point” on page 970.

2 Begin by specifying how you want to define the location of the **New Point**.

- **Absolute Location** - Define the point in **X Position** (horizontal) and **Y Position** (vertical) coordinates, relative to (0,0).
- **Relative to Current Point** - Define the new point in **X** and **Y** coordinates that are relative to the Current Point, as though that point was at (0,0). Only available when a Current Point exists.
- Check **Polar** to define the new point by its **Distance** and **Angle** from the Current Point rather than in X and Y coordinates. This is helpful when creating a plot plan. See “Plot Plans and Plan Footprints” on page 663.

❸ The position of the New Point is defined here. The options available depend on the method chosen to define it.

- **X Position** and **Y Position** coordinates relative to (0,0) are entered if the Absolute Location method is specified.
- **X Position** and **Y Position** coordinates relative to the Current Point are entered if the Relative to Current Point method is specified.
- **Distance** and **Angle** from the Current Point are entered if the Relative to Current Point: Polar method is specified.
- Click **Next** to create the new point without exiting the dialog so you can input data for the next point. The newly created point becomes the Current Point.

❹ Click **Num Style** to change the units shown in the **New CAD Point** dialog. See “Number Style/Angle Style Dialog” on page 112.

Point Markers

Use a permanent **Point Marker** as a snap point for dimension lines and other CAD objects. Select **CAD> Points> Point Marker** and click in the view to place a permanent point marker. Point markers display as a simple cross, with or without a text label. They can be opened for specification and modified to include a label or alter their attributes.

You can also place Point Markers using the **Marker** tool, which lets you specify the marker label and type. See “Markers” on page 951.

Point Markers are also created when the **Point to Point Dimension** tool is used. See “Point to Point Dimensions” on page 905.

Delete Temporary Points

All temporary points can be deleted at once using **CAD> Points> Delete Temporary Points**.

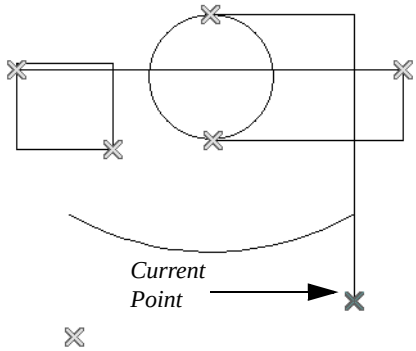
You can also press the **Delete** key when nothing is selected to delete the points one by one; however, **Delete Temporary Points** can save time when there are many points.

The Current Point

In any plan view, there may be multiple temporary CAD points created by the user and/or the program. The Current Point is either the most recently created or the most recently accessed temporary CAD point and is used for a variety of functions, such as:

- As an anchor for snapping objects to a precise location.
- As the starting point for objects as they are drawn by entering data. See “Entering Coordinates” on page 152.
- As the point about which objects are rotated. See “Rotating Objects” on page 215.
- To indicate the points at which roof planes can join. See “To find roof plane intersection points” on page 444.

When multiple temporary points are on-screen, the current CAD point is highlighted so it can be easily identified.



There can only be one Current Point

To delete the Current Point

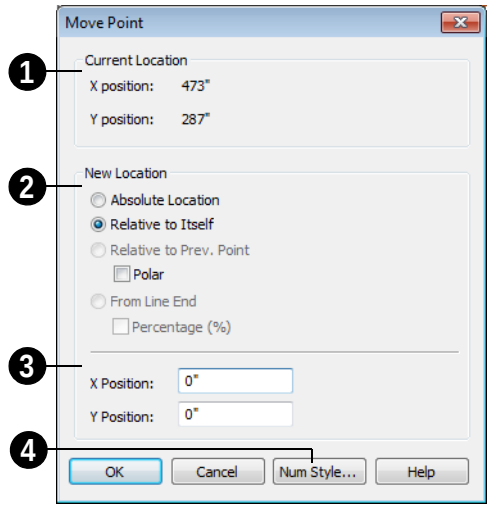
1. Make sure no other objects are selected by clicking the **Select Objects** button. You can also press the Esc key to deselect any selected objects.
2. Press the Delete key on the keyboard to delete the Current Point. The temporary point created prior to this one becomes the new Current Point.
3. If you continue pressing the Delete key, temporary points will be deleted in the reverse order that they were created.

Move Point Dialog

The Current Point can be repositioned relative to itself, another point, or a CAD object such as a line using the **Move Point** dialog.

For example, you can locate the point exactly one-quarter the distance along a given line, or exactly 6 inches from one end. This new location can then be used for the start point of a new line or other purpose.

To reposition a temporary point, double-click the point you want to move using the **Select Objects** tool. Doing so makes that point the Current Point and also opens the **Move Point** dialog.



1. The **Current Location** of the selected point displays here for reference.
2. Begin by specifying how you want to define the **New Location** of the point.

- **Absolute Location** - Define the new location in **X** (horizontal) and **Y** (vertical) coordinates, relative to (0,0).
- **Relative to Itself** - Define the new location in **X Position** and **Y Position** coordinates relative to the current location, as though that point was at (0,0).
- **Relative to Prev. Point** - Define the new location relative to the point that was the Current Point prior to this one, as though that point was at (0,0).

  Check **Polar** to define the new location's

Distance and **Angle** from the previous point instead of using X and Y coordinates.

- **From Line End** - Define the new location along the edge of a nearby CAD object. This option is enabled only when the point is located on a CAD object and refers to the edge nearest to the point's original location. When selected, the Along Line field becomes available, below.

  Check **Percentage (%)** to specify the Along Line value as a percentage of the total line or arc length rather than as a distance. 0% moves the point to the closest end of the nearest edge, 50% to the midpoint, and 100% to the other end. Negative numbers and percentages greater than 100 are allowed.

If the point is near an arc, **Along Line** is measured along the curve.

If the point is near a box or polyline, **Along Line** is measured along the nearest side just as it does with an individual line or arc.

If the point is near an oval or circle, **Along Line** is measured along an (invisible) axis line that the item was originally drawn along.

❸ Specify the new position of the point here. The information used to define it depends on the method chosen to define the New Location.

- **X Position** and **Y Position** coordinates are entered if the Absolute Location method is specified or if either Relative method is used with Polar unchecked.
- **Distance** and **Angle** are entered if either Relative method is specified when Polar is checked.
- **Along Line** - When the From Line End method is used, specify the distance from the new location of the point along the nearest edge of the CAD object to the end it was originally closest to. When **Percentage (%)** is checked, enter this value as a percentage instead.

❹ Click **Num Style** to change the units shown in the **New CAD Point** dialog. See "Number Style/Angle Style Dialog" on page 112.

Line Tools

Select **CAD> Draw Lines** to display the Line Tools.

If **Object Snaps** is enabled and **Edit Object Parts** is disabled, you can connect the ends of two lines and/or arcs to form a single entity called a polyline. See "Polylines" on page 988.

Draw Line

There are two methods that you can use to draw lines with the **Draw Line** tool. The standard method is to select **CAD> Lines> Draw Line**, then click and drag from beginning to end.

An alternative method that allows you to drawing multiple lines is also available. See "Alternate" on page 163.

To draw continuous lines

1. Select **CAD> Lines> Draw Line** .
2. Press the Alt key on your keyboard (or use the right mouse button) and click and drag to draw a line. You can also toggle to alternative mode.
3. Move your cursor to a new location in the drawing area and click once. A new line is drawn that is connected to the end of the previous line.
4. To stop, press Esc on your keyboard or press two mouse buttons at the same time.

By default, this continuous drawing behavior will turn off when a closed shape is created. You can specify that this behavior remain on in the **Preferences** dialog. See “Behaviors Panel” on page 99.

If you double-click the Draw Line tool, the Input Line dialog will open.

Input Line

CAD lines can also be created using absolute values entered with the keyboard by selecting **CAD> Lines> Input Line**. This method is slower but more precise than using the mouse and is ideal when the desired length and angle of each line is known, such as with property lines.

Before any line is drawn using this method, a starting point must be defined. If a starting point has not been defined, Chief Architect assumes a starting point of 0,0.

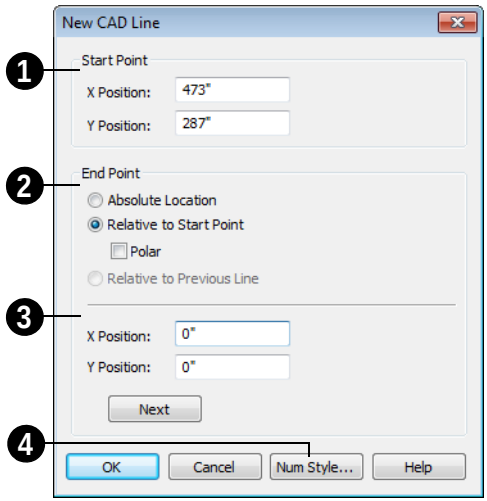
To use the Input Line tool

1. Select **CAD> Points> Place Point** , then click the screen to place a CAD point. This is the Current Point, and is the start point for the new line. See “The Current Point” on page 970.
2. Select **CAD> Lines> Input Line** to open the **New CAD Line** dialog.

   The **New CAD Line** dialog can also be opened by double-clicking the **Line Tools** parent button.
3. If necessary, specify the start point.
4. Specify the method used to define the location of the End Point.
5. Click **OK** to close the dialog and draw the line, or click **Next** to draw the line but remain in the **New CAD Line** dialog and draw additional lines.

Note: If you accidentally click OK instead of Next and need to continue drawing a polyline using the New CAD Line dialog, select the Input Line tool again and continue.

New CAD Line Dialog



1 The **X Position** (horizontal) and **Y Position** (vertical) coordinates of the start point for the new line display here. They can also be changed, if you wish.

2 Begin by specifying how you want to define the line **End Point Location**.

- **Absolute Location** - Define the end point of the new line in **X Position** (horizontal) and **Y Position** (vertical) coordinates, relative to (0,0).
- **Relative to Start Point** - Define the end point of the new line in **X** and **Y** coordinates that are relative to the line's Start Point, as though it were at (0,0).
- Check **Polar** to define the End Point of the new line by its **Distance** and **Angle** from the Start Point rather than in X and Y coordinates. This is helpful when creating a plot plan. See "Plot Plans and Plan Footprints" on page 663.
- **Relative to Previous Line** - Define the End Point of the new line by its **Distance** and **Angle** relative to the end of the last line drawn, as though that line's angle were at 0° and its End Point, at (0,0).

3 The new line's **End Point** is defined here. The information used to define it depends on the method chosen to define the End Point Location.

- **X Position** (horizontal) and **Y Position** (vertical) coordinates relative to (0,0) are entered if the Absolute Location method is specified.
- **X Position** (horizontal) and **Y Position** (vertical) coordinates relative to the start point are entered if the Relative to Start Point method is specified.
- **Distance** and **Angle** from the start point are entered if the Relative to Start Point: Polar method is specified.
- **Distance** and **Angle** from the start point are entered if the Relative to Previous Line method is specified.
- Click **Next** to create the line without exiting the dialog so you can input data for the next line. The start point of the next line is the end point of this line.

4 Click **Num Style** to change the units shown in this and other dialogs. See "Number Style/Angle Style Dialog" on page 112.

Enter Coordinates

Similar to **Input Line**, lines can also be specified by pressing the Tab key on the keyboard when a line is in the process of being drawn. This opens the **Enter Coordinates** dialog. See "Entering Coordinates" on page 152.

Line With Arrow

Create a line or polyline with an arrow on one or both ends by selecting **CAD> Lines> Line With Arrow**, then clicking and dragging on screen. The initial attributes of the line's arrow are set in the **Arrow Defaults** dialog. See "Arrow Defaults" on page 923.

As with lines, lines with arrows can connected to form polylines and can be edited after they are created. See "Editing Line Based Objects" on page 170 and "Line Specification Dialog" on page 976.

You can also create arcs with arrowheads. See "Arc with Arrow" on page 984.

If a line or arc with arrow is snapped to another object such as text and that object is deleted, the line or arc with arrow will be deleted, as well.

North Pointer

The **North Pointer** defines the direction of true north in a plan. The direction of north does not affect the orientation of the Snap and Reference grids, but it does determine the direction of bearing information as well as how shadows and conditioned area totals are calculated.

If a **North Pointer** is not used, north is assumed to be straight up on screen in floor plan view.

Every bearing is defined relative to North, so establish this direction before entering survey information for plot layout or for bearings to establish polar direction for the creation or editing of objects such as points, lines, arcs, etc.

Select **CAD> North Pointer** , then click and drag to draw the pointer, starting at the tail and dragging toward the point. Once it is drawn, you can define its exact length and angle in the **Line Specification** dialog. See "Line Specification Dialog" on page 976.

When a North Pointer is placed on one floor of a plan or into a CAD Detail, a North Pointer drawn on any other floor automatically points in the same direction. If the direction of the North Pointer is reset on any floor, those on all other floors automatically reset, as well.

To enter the angle in bearings

1. First, type ***N*** or ***S*** (for North or South).
2. Next, type the degrees (followed by ***d***), then the minutes (followed by '), then the seconds (followed by ").
3. Finally, type either ***E*** or ***W*** (for East or West).

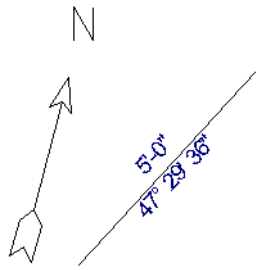
If minutes are zero, you do not need to enter a value. Following are some examples of bearings. It is not necessary to capitalize the letters. Spaces are also optional.

- N 20d 30' E
- S 45' W
- N 89d 48' 30" W
- N 90' E

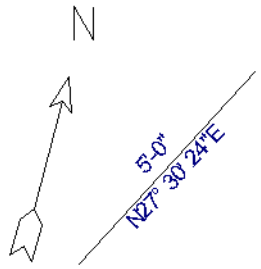
If you choose to display line angles when a North Pointer exists, be sure to select the appropriate format in the **CAD Defaults** dialog. See "CAD Defaults and Preferences" on page 964.

- If angles are set to **Bearings**, they are relative to the North Pointer.

- If angles are set to show as **Degrees**, the angle relates to 0 degrees (horizontal to the right) even if a North Pointer is present.



Line angle shown in degrees. This does not reference the North Pointer.



The same line angle is set to show Bearings. This shows the angle in reference to the North Pointer.

North Pointers can be selected and edited using their edit handles and the edit toolbar buttons. All attributes of the N aside from its size are drawn from the Text Style assigned to the layer they are placed on. For more information, see "Editing Line Based Objects" on page 170.

Sun Angle

In floor plan view, you can create multiple **Sun Angles**. Select **CAD> Lines> Sun Angle**, then click in floor plan view. For each Sun Angle you place, specify time of year, time of day, and a location based on longitude and latitude.

Sun Angles affect the angle of the Default Sun Light. If a North Pointer is present, the Sun Angle will be accurate relative it. See "Sun Angles" on page 847.

Sun Angles can be moved and extended using the edit handles, but cannot be rotated.

Create Line Style

The **Line Style Specification** dialog allows you to create new line styles for use in Chief Architect. Select **CAD> Lines> Create Line Style** to access this dialog. See "Creating Line Styles" on page 1000.

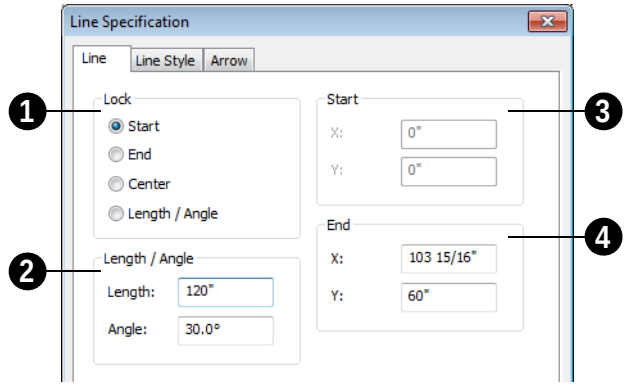
Line Specification Dialog

Select a CAD Line, Line With Arrow, or Text Line With Arrow and click the **Open Object** edit button to open the **Line Specification** dialog.

The settings on the Line, Line Style, and Arrow tabs in this dialog are found in the specification dialogs for a variety of different objects in the program.

Line Tab

The information on the Line tab of the **Line Specification** dialog is similar to that found on the Selected Line tabs of various specification dialogs in the program.



1 **Lock** - These lock options control how changing properties on this dialog affect the line.

Start - Select this option to keep the start of the line fixed when changing the length, angle, and end.

End- Select this option to keep the end of the line fixed when changing the length, angle, and start.

Center- Select this option to keep the center of the line fixed. Changing the length of the line moves the start and end of the line equally. Changing the angle rotates the line around the center.

Select **Length/Angle** to keep the length and angle of the line segment fixed. Moving the start or end moves the other end so the length and angle of the line do not change.

2 Specify the **Length** and **Angle** of the selected line.

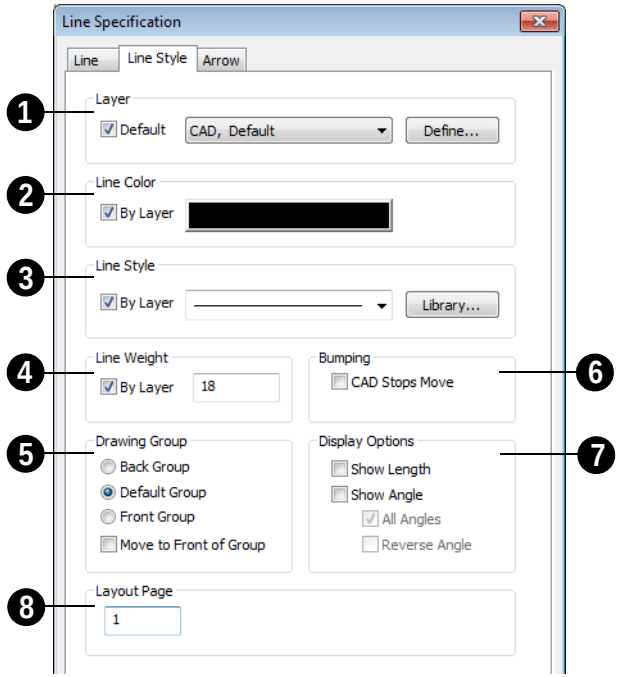
3 Specify the X and Y coordinate for the **Start** of the line.

4 Specify the X and Y coordinate for the **End** of the line.

The format used here can be changed by clicking the **Num Style** button. See “Number Style/Angle Style Dialog” on page 112.

Line Style Tab

The Line Style tab is found in the specification dialogs for many different objects. Here you can control the display of a CAD line(s) and/or arc(s) that make up an object.



1 Specify the **Layer** the selected object should be located on. See “Layer Tab” on page 136.

2 Specify the **Line Color** used to represent the selected object.

Check **By Layer** to use the line color assigned to this layer.

Click the color bar to assign another line color to the selected object(s). See “Color Chooser Dialog” on page 797.

3 Specify the **Line Style** used to represent the selected object.

Check **By Layer** to use the line style assigned to this layer.

Click the drop-down list to select from all available line styles. You can use the keyboard arrow keys to scroll up and down through the options.

Click the **Library** button to access the Line Styles library and add a line style to the drop-down list. See “Line Styles” on page 999.

4 Define the **Line Weight** (in pixels).

Check **By Layer** to use the **Line Weight** assigned to the specified layer.

Setting the line weight to zero (0) makes the line weight print as thin as possible.

5 The **Drawing Group** options control how the selected object(s) display relative to other objects. See “Drawing Groups” on page 200.

- Select **Back Group** to display the selected object(s) behind objects in the other two drawing groups.
- Select **Default Group** to display the selected object(s) in front of those in the Back Group but behind those in the Front Group.
- Select **Front Group** to display the selected object(s) in front of objects in the other two groups.
- Check **Move to Front of Group** to display the selected object(s) in front of other objects in the same drawing group.

  You can also move a selected object to the front of its drawing group by clicking the **Move to Front of Group** edit button. See "Move to Front of Group" on page 201.

Note: "Move to Front of Group" is an action, not an attribute. The box is not checked the next time the specification dialog is opened.

6. Specify the desired **Bumping** behaviors for the selected object(s).

- Check **CAD Stops Move** to bump the selected object into other CAD or CAD-based objects as it is moved, and/or to push the other object(s).
- Check **Wall Stops Move** to stop the selected object when it bumps into a wall. Walls cannot be pushed by other objects.

CAD Stops Move and **Wall Stops Move** are not available for Primitive objects and only function when **Bumping/Pushing** is enabled. See "Bumping/Pushing" on page 202.

7. Select the desired **Display Options**. These options not available for CAD Box- or CAD Circle-based objects, or for North Pointers or Sun Angles.

- Check **Show Length** to show the length of each line centered above the line.
- Check **Show Angle** to show the angle of each line centered below the line. If the object is an arc, it's radius will also display.

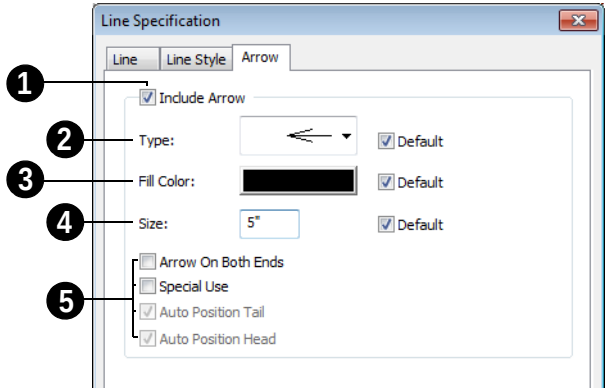
  The **Length** and **Angle** formats are specified in the **CAD Defaults** dialog. See "CAD Defaults Dialog" on page 964.
- Uncheck **All Angles** to show only those angles that are neither horizontal nor vertical. This is automatically checked when **Show Angle** is checked.
- Check **Reverse Angle** to reverse the angle by 180°. This may be helpful when showing a line's bearing, since the direction a line is drawn from start point to end point defines its bearing.

8. Specify the **Layout Page** that the selected object(s) is located on. Only available in layout files, but not in defaults dialogs for objects such as callouts and markers. See "Layout" on page 1107.

Arrow Tab

The Arrow Tab is available for any line, arc, open polyline, or spline that can have an arrow.

Closed polylines, Sprinkler Lines and Electrical connections are examples of objects that cannot have arrows.



1. Check **Include Arrow** to turn the arrows on or off.

2. Select an arrowhead **Type** from the drop-down list.

If multiple arrows are selected, and they have more than one arrowhead type, check **No Change** to keep the defined arrow type for each arrow.

Check **Default** to set the arrow type to the default specified on the Arrow tab of the **Text Defaults** dialog. See “Text Defaults and Preferences” on page 922.

3. Select the **Fill Color** used to fill the arrowheads.

If multiple arrows are selected and they have more than one fill color, check **No Change** to keep the defined Fill Color for each arrow.

Check **Default** to use the default fill color.

4. Define a **Size** for the arrow(s).

   Check **Default** to use the default size.

5. Select from the available **Options**.

   Check **Arrow on Both Ends** to place a head on both ends of the selected arrow(s).

Check **Special Use Arrow** to create an arrow that can be used in layouts and floor plan views to show platform elevations. See “Special Use Arrows” on page 946.

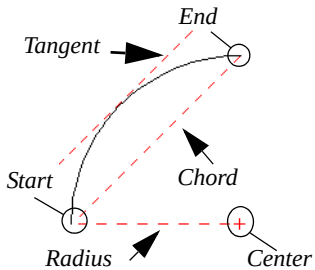
Auto Position Tail and **Auto Position Head** are available when either end of the line is attached to a text object. Check either or both options if you want this text line with arrow to update its position on the text object if the text object or text line with arrow is moved. See “Auto Positioning Arrows” on page 946.

Drawing Arcs - Arc Creation Modes

There are five Arc Creation Modes that control how arcs and arc-based objects are drawn. Each mode allows you to specify a different aspect of the arc, such as its radius or tangent. Select **Edit> Arc Creation Modes** to select a mode.

The program remembers the last creation mode used between sessions. Once drawn, all arcs are edited similarly. See “Editing Arc Based Objects” on page 174.

Before deciding which Arc Tool or Arc Creation Mode is best for the project at hand, it is helpful to be familiar with the different components that make up an arc.



- The **center** of an arc is the point the arc is drawn about.
- The **radius** is the distance from the center to the arc.
- The **start** is where the arc begins.
- The **end** is where the arc stops.
- The **chord** is the straight line between the start and end point.
- A straight line that intersects an arc and is perpendicular to the radius of the arc at that point is **tangent** to the arc.

Free Form Arc

Free Form Arc mode allows you to define an arc by clicking and dragging along the desired path. There are two methods for using this mode.

To draw a Free Form arc

1. Select **CAD> Arcs> Draw Arc**, then click at the arc’s start point.
2. Move the pointer along the desired curve while dragging to curve the arc.
3. Release the mouse button at the end point to complete the arc.

To draw continuous Free Form arcs

This mode is useful for making custom revision clouds.

1. Select **CAD> Arcs> Draw Arc**.
2. Press the Alt key on your keyboard and click and drag to draw an arc.
3. Move your cursor to a new location and click. A new arc is drawn that is connected to the end point of the previous arc.

By default, this continuous drawing behavior will turn off when a closed shape is created. You can specify that this behavior remain on in the **Preferences** dialog. See “Behaviors Panel” on page 99.

Center/Radius/End Arc

Center/Radius/End Arc mode allows you to define the center and radius of an arc, and then its length.

To draw a Center/Radius/End arc

1. Select **CAD> Arcs> Draw Arc** , then click at the center of the arc and drag to define the radius.
2. Release the mouse button, then move the mouse to the end of the arc and click again.

Start/End/On Arc

Start/End/On Arc mode allows you to define the start and end points of an arc, then adjust the curvature.

To draw a Start/End/On arc

1. Select **CAD> Arcs> Draw Arc** , then click at the start point of the arc and drag to the end point.
2. Release the mouse button at the end point.
3. Move the mouse to adjust the curvature of the arc, then click to release the mouse and create the arc.

Start/Tangent/End Arc

Start/Tangent/End Arc mode allows you to define the start and end points of an arc, its tangent and its curvature.

To draw a Start/Tangent/End arc

1. Select **CAD> Arcs> Draw Arc** , then click at the start of the arc and drag a line to define the arc's tangent at the start point.
2. Release the mouse button.
3. Move the mouse to adjust the length and curvature of the arc, then click to release the mouse and create the arc.

Arc About Center

Arc About Center mode allows you to draw an arc by defining the center and then the start and end points.

To draw an Arc About Center

1. Select **CAD> Arcs> Draw Arc** , then click once to define the center point.
2. Click and drag from the start point of the arc to its end point.
3. Or, click and drag an arc. The Current Point is used as the center. See "The Current Point" on page 970.

Arc Tools

Select **CAD> Arcs** to display the submenu of Arc Tools.

Draw Arc

The method used to draw an arc using **Draw Arc** depends on which Arc

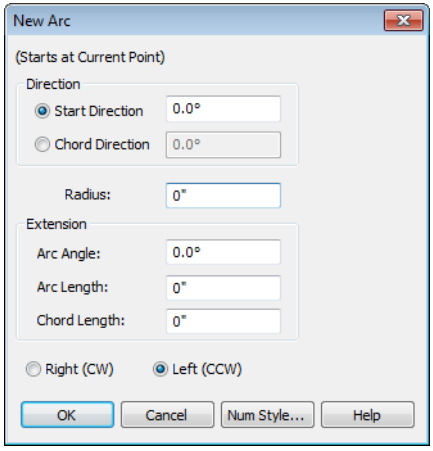
Creation Mode is currently active. Once drawn, an arc can be edited. See “Editing Arc Based Objects” on page 174.

Input Arc

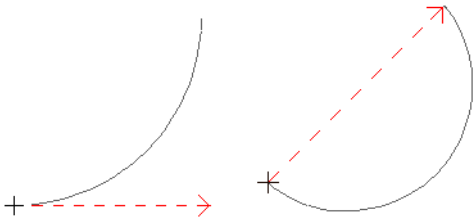
An arc can be drawn to exact specifications using the **New Arc** dialog.

To use the Input Arc feature

1. Define a start point by clicking the screen using the **Place Point** tool. The “X” defines the current point, which is the start point for the new arc.
2. With the start point defined, select **CAD> Arcs> Input Arc** to open the **New Arc** dialog. Define the arc endpoint, curvature, and direction.



3. Select either the **Start Direction** or the **Chord Direction**.
   - The **Start Direction** defines the angle of the tangent from the start point.
   - The **Chord Direction** defines the angle of the arc’s chord from the start point.



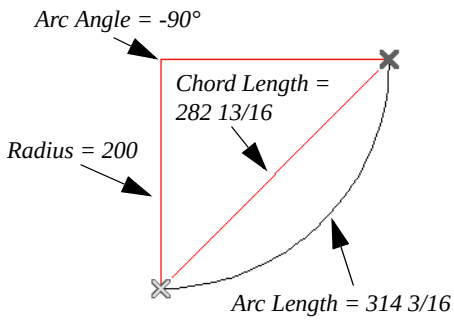
Start Direction = 0 *Chord Direction = 45*

4. Define the **Radius** of the arc.
5. Define one of the values in the Extension group:

   Arc Angle - The positive number of degrees from the center point of the arc to each of its two endpoints.

   Arc Length - The length along the arc itself from one endpoint to the other.

   Chord Length - The length of the straight line from one end to the other.



6. Select the direction the arc bends, either **cw (clockwise)** or **ccw (counter clockwise)**.
7. Click **OK** to draw the specified arc.

Click the **Num Style** button to display the **Number Style / Angle Style** dialog. See

"Number Style/Angle Style Dialog" on page 112.

Arc with Arrow

You can create an arc with an arrow on one or both ends, using the **Arc With Arrow** tool.

Draw an **Arc With Arrow** like a regular arc. When you release the mouse button, the arc has an arrowhead at the end. The default attributes of the arrow are determined by the settings in the **Arrow Defaults** dialog. See "Arrow Defaults" on page 923.

As with regular arcs, arcs with arrows can be edited after they are created. See "Editing Arc Based Objects" on page 174 and "Arc Specification Dialog" on page 984.

Continue to draw connected lines and arcs to form a polyline with an arrowhead at the end. The arrowheads display only at the free ends, not where the lines connect. See "Polylines" on page 988.

Lines with arrowheads can also be created. See "Line With Arrow" on page 975.

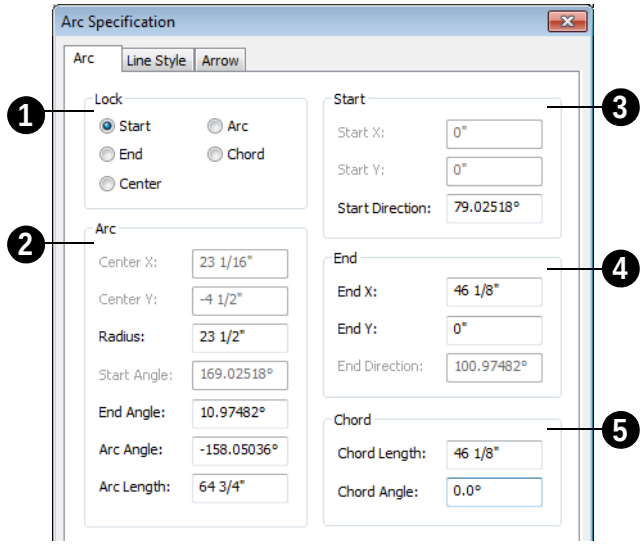
A line can be converted to an arc or vice versa by selecting the line, pressing and holding down the Alt key, then using the edit handle at either end to bend the line.

Arc Specification Dialog

Select an arc and click the **Open Object** edit button to open the **Arc Specification** dialog.

Arc Tab

The settings on the Arc tab are also found on the Selected Arc tabs for many objects.

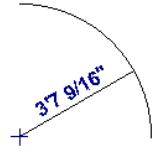


1 The **Lock** options control how changing properties on this dialog affects the arc.

- **Start** - Select this option to keep the start fixed when changing the arc, chord, or end.
- **End** - Select this option to keep the end fixed when changing the arc, chord, or start.
- **Center** - Select this option to keep the center of the arc fixed when changing the arc.
- **Arc** - Select this option to keep the arc fixed when changing the arc location.
- **Chord** - Select this option to keep the arc chord fixed when changing the arc radius.

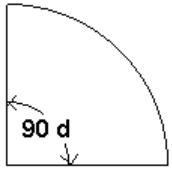
2 **Arc -** These parameters define the arc. Various controls are disabled depending on what lock option is used.

- **Center X** - Specify the X coordinate for the center of the arc.
- **Center Y** - Specify the Y coordinate for the center of the arc.
- **Radius** - The distance between the center of the arc and the arc surface.

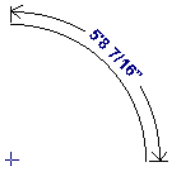


- **Start Angle** - Specify the angle that a line drawn from the arc center to the arc start makes with a horizontal line to the right.

- **End Angle** - Specify the angle that a line drawn from the arc center to the arc end makes with a horizontal line to the right.
- **Arc Angle** - The angle between the center of the arc and each end.



- **Arc Length** - The length of the arc along the curve.



❸ **Start** - These values define the start point of the arc.

- **Start X** - Specify the X coordinate for the beginning of the arc.
- **Start Y** - Specify the Y coordinate for the beginning of the arc.
- **Start Direction** - Specify the angle of a tangent line at the start of the arc.

❹ **End** - These values define the end point of the arc.

- **End X** - Specify the X coordinate for the end of the arc.
- **End Y** - Specify the Y coordinate for the end of the arc.
- **End Direction** - Specify the angle of a tangent line at the end of the arc.

❺ **Chord** - These values define the chord of the arc.

- **Chord Length** - The straight line distance between the two ends of the arc.

- **Chord Angle** - Specify the angle of the chord (the imaginary straight line going from the start of the arc to the end of the arc).

Line Style Tab

For information about the Line Style tab, see “Line Style Tab” on page 977.

Arrow Tab

For information about the Arrow tab, see “Arrow Tab” on page 979.

Circle Tools

Select **CAD> Circles** to access the Circle Tools.

Draw a **Circle** by dragging across the diameter. If a small circle is needed, draw a larger circle and then resize it.

Use the **Circle Specification** dialog to accurately define size, position and other attributes. See “CAD Circle/Oval/Ellipse Specification Dialog” on page 987.

Draw Circle About Center

Select **CAD> Circles**> **Circle About Center** to create a circle by dragging the radius out from the center point.

To draw a Circle About Center

1. Click the **Circle About Center** tool.
2. Click the screen to define the center.
3. Drag the radial distance and release the mouse button. If you are using **Object Snaps** , both the center point and the radius snap to any appropriate nearby CAD object, intersection or point.

Ovals

An **Oval** is a four-arc approximation of an ellipse. To draw an oval, select **CAD> Circles> Oval**, then click and drag.

Use the **CAD Oval Specification** dialog to accurately set the length and width of the oval and other attributes.

Ellipses

An **Ellipse** is a set of points with a constant combined distance from two points called foci. An ellipse looks like a stretched circle, or a circular surface viewed at an angle.

To draw an ellipse, select **CAD> Circles> Ellipse** and drag at an angle to define its maximum height and width.

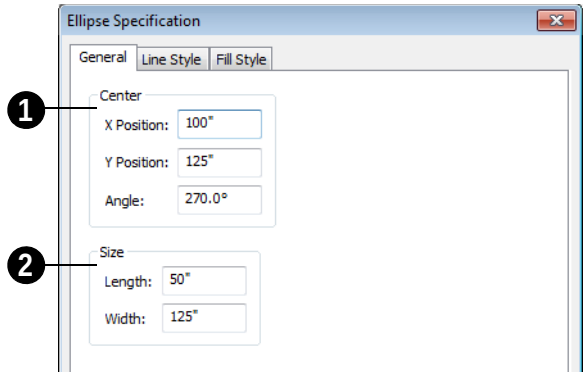
Use the **CAD Ellipse Specification** dialog to accurately set the length and width of the ellipse and other attributes.

CAD Circle/Oval/Ellipse Specification Dialog

Select a circle, oval or ellipse and click the **Open Object** edit button to open the **CAD Circle**, **Oval** or **Ellipse Specification** dialog.

The **CAD Circle**, **Oval** and **Ellipse Specification** dialogs are almost exactly the same. The **Oval** and **Ellipse Specification** dialogs have an additional setting for **Angle** on the General tab.

General Tab



1 Specify the **Position** of the circle, oval or ellipse.

- Specify the **X Position** and **Y Position** of the center of the circle, oval or ellipse.
- Specify an oval or ellipse's **Angle**. Not available for circles.

2 Specify the **Length** and **Width** of an oval or ellipse, or the **Diameter** and **Radius** of a circle.

Line Style Tab

For information about the Line Style tab, see "Line Style Tab" on page 977.

Fill Style Tab

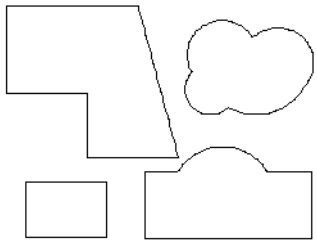
For information about the Fill Style tab, see "Fill Style Tab" on page 991.

Polylines

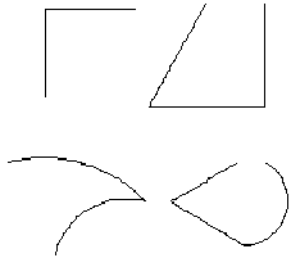
A polyline consists of two or more line and/or arc segments that are attached at their endpoints. Select **CAD> Boxes> Rectangular Polyline**, then click and drag from corner to corner to create a rectangular-shaped, closed polyline.

When **Object Snaps** is enabled and **Edit Object Parts** is disabled, you can also create a polyline by drawing lines and/or arcs end-to-end, allowing the end of each new object to snap to the end of the previous one. Line- and arc-based objects will only snap together to form a polyline if they are on the same layer and share identical arrow specifications .

If one end of the polyline is connected to the other, it becomes a closed polyline. Closed polylines can be assigned a fill pattern and/or turned into special 3D objects such as slabs or countertops that display in 3D views.

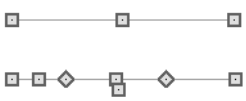


Closed Polylines



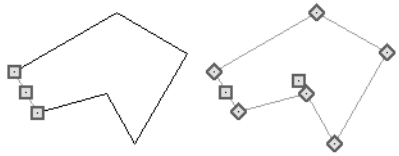
Open Polylines

Lines and polylines can be distinguished by the edit handles that display when you select each. A line displays an edit handle at each end and one in the middle. If more than three edit handles display, the object is a polyline.



Lines that appear connected to a polyline may prove to be unconnected when selected.

For example, the two polylines in the following image appear identical until their left edges are selected. The polyline on the left reveals that its left edge is not attached. In contrast, the left edge of the polyline on the right is part of the larger polyline unit.



Unconnected *Connected*

The **Close Polyline** edit tool can be used to connect the edges of an open polyline. This tool adds a segment between the two open ends, closing the gap between them. See “Using Close Polyline” on page 184.

Polylines can be copied, moved, reshaped, or resized as a single unit. Additionally, the individual segments can be edited. See “Edit Object Parts” on page 168.

Once created, polylines can be edited in a variety of ways. See “Editing Open Polyline Based Objects” on page 179 and “Editing Closed-Polyline Based Objects” on page 184.

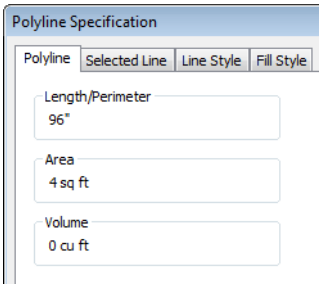
Polyline Specification Dialog

Select an open polyline, closed polyline, spline, Sprinker polyline or Electrical connection and click the **Open Object** edit button to open the **Polyline Specification** dialog.

Polyline Tab

The Polyline tab is found in the specification dialog for open- and closed-polyline-based objects throughout the program.

The Polyline tab indicates the polyline's **Length/Perimeter**, its enclosed **Area**, and the **Volume** of a closed polyline.

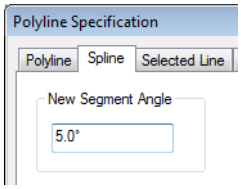


If the polyline is not closed, the Area and Volume are described as "Not closed". The Volume of a 2D polyline will always be 0, even if it is closed.

If the selected object is a closed polyline based architectural object such as a Slab, the Area and Volume values will not include any holes in the object.

Spline Tab

The Spline tab has a single option and is only available when the selected object is a spline. See "Splines" on page 997.



New Segment Angle - Specify the angle between line segments that are used to draw the spline. Specifying a smaller angle makes the spline smoother. Specify a larger angle to draw the spline faster.

Selected Line Tab

The Selected Line tab is available when the selected edge of the polyline is a line as opposed to an arc. See "Editing Line Based Objects" on page 170.

Moving the Start of a line segment moves the end of the previous connected line, if there is one. Similarly, moving the End of a line segment moves the start of the next connected line, if there is one.

This tab is similar to the Line tab of the **Line Specification** dialog. See "Line Tab" on page 977.

Selected Arc Tab

The Selected Arc tab is available when the selected segment of the polyline is an arc as opposed to a line.

This tab is similar to the Arc tab of the **Arc Specification** dialog. See "Arc Tab" on page 985.

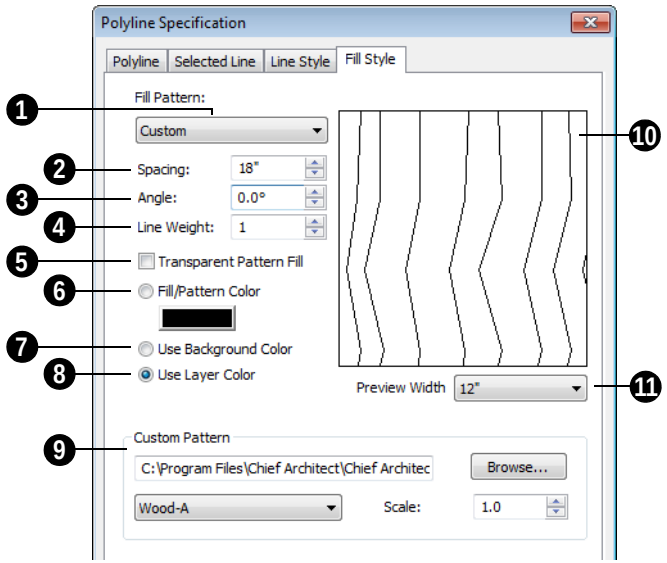
Line Style Tab

This tab is similar to the Line Style tab in the **Line Specification** dialog. See "Line Style Tab" on page 977.

Fill Style Tab

The information on the Fill Style tab for polylines is similar to that for many other objects in the program, including closed CAD shapes and a variety of architectural objects.

The Fill Style tab is not available for Sprinkler Lines or Electrical Connections as these tools cannot be used to form closed shapes.



1 **Fill Pattern** - Choose a fill pattern from the drop-down list. If the **Custom** pattern is selected, the Custom Pattern options become available below.

The options that follow are disabled until you select a pattern other than **None** from the **Fill Pattern** drop-down list.

2 Define the **Spacing** of the selected fill pattern. Hatch spacing set at 12" matches grid/reference spacing set at 12".

3 Define the **Angle** of the selected fill pattern.

4 Set the **Line Weight** for the selected fill pattern.

5 Check **Transparent Fill** to make the fill pattern transparent. When you check this option, any objects behind the fill pattern are visible through it.

6 **Fill Color** - Select a line color for the fill pattern, or fill color if a solid fill is specified. The layer color is used by default. See “Color Chooser Dialog” on page 797.

7 Select **Use Background Color** to use the background color for solid fills or patterns.

8 Check **Use Layer Color** to have the fill pattern use the layer color for the

pattern lines. If it is a solid fill, the fill color is the same as the layer's color.

❾ The **Custom Pattern File** section is only enabled when "Custom" is selected from the **Fill Pattern** list.

- Click the **Browse** button to open the **Custom Pattern File** dialog and select a pattern (**.pat**) file from the Chief Architect Patterns directory or a custom **.pat** file elsewhere on your computer. The selected **.pat** file's path name displays and can be edited in the text field.
- Select a **Pattern** from the drop-down list. This list includes all custom patterns available in the selected file.
- Specify a **Scale** for the selected Custom pattern. This setting affects all instances of the pattern in the current plan or layout file - not just in the selected object(s).

❿ A preview of the selected pattern displays here. As changes are made to the settings on this tab, the preview will update.

⓫ Choose a **Preview Width** from the drop-down list. This value controls how large an area the preview represents. The selected value indicates the length of each side of the preview in actual plan inches (mm).

Arrow Tab

The Arrow tab is available for most open polylines and splines and is similar to the Arrow tab of the **Line Specification** dialog. See "Arrow Tab" on page 979.

The Arrow tab is not available for closed polylines, Sprinkler Lines or Electrical Connections.

Box Tools

Select **CAD> Boxes** to access the Box Tools.

Rectangular Polyline

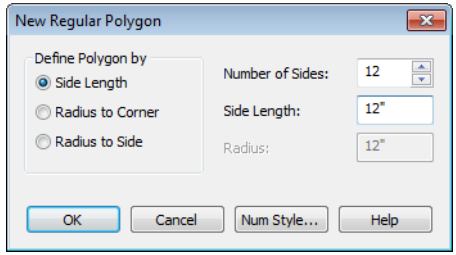
A **Rectangular Polyline** can be drawn in either of two ways:

- Click in the drawing area to place a 24" x 24" square polyline at that location.
- Click and drag from corner to corner to draw a rectangle of any size.

Once created, a rectangular polyline can be edited into any shape or converted to a 3D object. See "Editing Closed-Polyline Based Objects" on page 184.

Regular Polygon

You can draw a regular polygon based on the length of a side, or the length of the radius to a vertex or a side. Select your options in the **New Regular Polygon** dialog and click OK. Click in your plan to place the polygon.



The settings in this dialog are similar to those in the **Polygon Shaped Rooms** dialog. See “Polygon Shaped Rooms and Decks” on page 251.

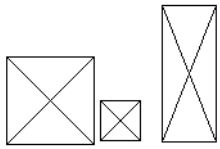
Box

Draw a 2D box from the midpoint of one side to the midpoint of the opposite side. The sides of a box can be resized, but a box always has four 90° corners.

Boxes have some unique editing behaviors. See “Editing Box-Based Objects” on page 188.

Cross Box

The **Cross Box** behaves the same as a box. The only difference is the cross that is automatically drawn whenever this tool is used. Use the Cross Box to add 2D framing details to cross section views.

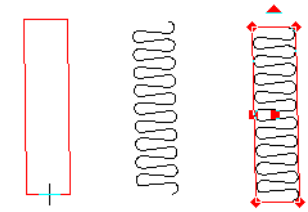


Cross boxes are automatically maintained at ends of framing members cut by a cross section cutting plane. They automatically update when the cross section is first created and whenever you click **Fill Window**.

You may want to create and resize one cross box for each framing member size used, such as 2x4, 2x6, 2x12, then copy and paste the original as needed. It is easiest to resize using **CAD Box Specification** dialog.

Insulation

Use the **Insulation** tool to draw insulation in cross section details. Drag the length of the insulated area, then select the object and use the edit handles to move or resize it. It may be easier to use the **CAD Box Specification** dialog to define the insulation width and length exactly.

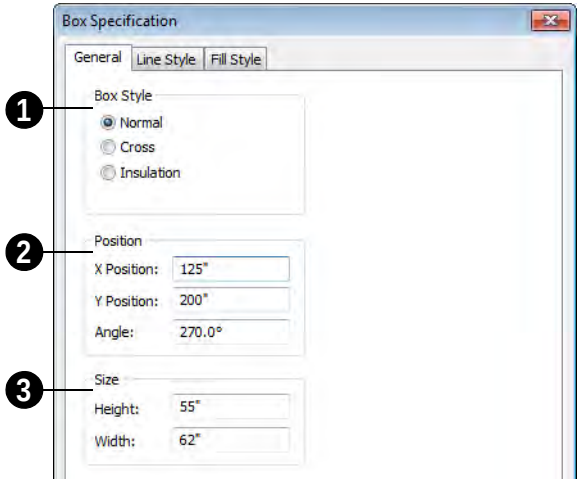


Drag to create *Result* *Select to edit*

CAD Box Specification Dialog

Select a CAD box, a framing box, a wall bridging box, a cross box, or insulation and click the **Open Object** edit button to open the **CAD Box Specification** dialog. See “Box Tools” on page 992.

General Tab



1. Specify a **Box Style**. Select **Normal** to specify a normal box, **Cross** to specify a cross box, or **Insulation** to specify an insulation box. If multiple CAD boxes are selected, "No Change" may display.

2. Define the **Position** of the box.

- Specify the **X Position** and **Y Position** of the center of the box.
- Specify the **Angle** of the box.

3. Define the **Size** of the box by specifying its **Height** and **Width**.

To find out which direction is the height and which is the width of a square box, select it. The triangular rotate handle is nearest the side you originally dragged from when creating the box. Changing the height changes the length of this side.

Line Style Tab

For information about the Line Style tab, see "Line Tab" on page 977.

Fill Style Tab

For information about the Fill Style tab, see "Fill Style Tab" on page 991.

Revision Clouds

The **Revision Cloud** tool allows you to draw a closed polyline with a series of arcs or bulges displaying along each edge. Select **CAD> Revision Cloud**, then click and drag to draw a rectangular shape with edges that display a series of arcs.

There are several additional ways to create a Revision Cloud:

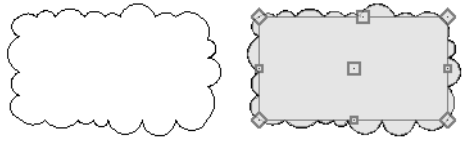
- Click and drag using the **Alternate** Alt edit mode to draw the first edge, then click to define the end points of subsequent edges. Click on the start point of the first edge to finish drawing the cloud.

  The **Revision Cloud** tool is still active until you select a different tool. See “Alternate” on page 163.
- Create Revision Clouds around one or more selected objects in floor plan view by clicking the **Revision Cloud(s) Around Objects** edit button. A separate revision cloud will be drawn around each selected object. This edit tool is also available for CAD objects, text, and dimensions in cross section/elevation views, but not for architectural objects.
- Convert a closed CAD polyline into a Revision Cloud. See “Convert Polyline Dialog” on page 220.

Revision Clouds are drawn based on the settings in the **Revision Cloud Defaults** dialog and are initially placed on the layer specified there. Unlike other CAD objects, they are not placed on the Current CAD Layer. See “Displaying CAD Objects” on page 998.

Once created, Revision Clouds can be selected and edited much like other closed-polyline based objects. See “Editing Closed-Polyline Based Objects” on page 184.

Unlike other closed polylines, however, the edges of a Revision Cloud can only be seen when it is selected. When it is not selected, only the arcs along its perimeter are visible.



Not Selected
Only arcs are visible

Selected
Edges are also visible

The arcs along a Revision Cloud are not its actual edges and cannot be individually selected, although you can control their size and frequency.

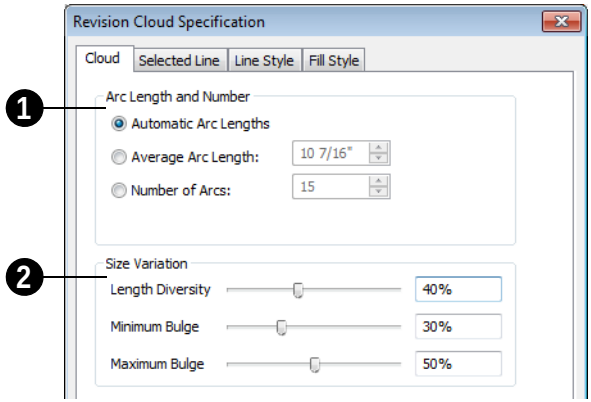
If you wish to individually edit the arcs, convert it to a plain polyline. See “Convert to Plain Polyline” on page 221.

Revision Cloud Specification Dialog

Select one or more Revision Clouds and click the **Open Object** edit button to open the **Revision Cloud Specification** dialog.

The settings in the **Revision Cloud Defaults** dialog are similar to those in the **Revision Cloud Specification** dialog, but determine the initial settings of revision clouds as they are drawn. See “CAD Defaults and Preferences” on page 964.

Cloud Tab



1 Specify how the arcs on the selected revision cloud(s) are sized.

- Select **Automatic Arc Lengths** to have the program automatically size the selected cloud's arcs.
- Select **Average Arc Length** to specify the selected cloud's average arc length, which is measured along its chord.
- Select **Number of Arcs**, then specify the number of arcs on the selected cloud.

2 Use the slider bars or text fields to specify the **Size Variation** of the selected cloud's arcs.

- Specify the **Length Diversity**, which is the maximum amount that a given arc's length can deviate from the Average Arc Length, specified above.
- Specify the **Minimum Bulge**, which is the smallest amount that a given arc can extend out from its center. 0% allows arcs with a radius of 0, essentially flat lines; 50% allows 180° arcs, or half-circles; 100% only allows arcs of about 300°.
- Specify the **Maximum Bulge**, which is the largest amount that a given arc can extend out from its center. 100% allows arcs of about 300°;50% allows 180° arcs; 0% only allows arcs with a radius of 0.

Selected Line Tab

The Selected Line tab is available when the selected cloud edge is a line as opposed to an arc. See "Selected Edge" on page 167.

Moving the Start of a line segment moves the end of the previous connected line, if there is one. Similarly, moving the End of a line segment moves move the start of the next connected line, if there is one.

This tab is similar to the Line tab of the **Line Specification** dialog. See "Line Tab" on page 977.

Selected Arc Tab

The Selected Arc tab is available when the selected segment of the cloud edge is an arc as opposed to a line.

This tab is similar to the Arc tab of the **Arc Specification** dialog. See “Arc Tab” on page 985.

Line Style Tab

This tab is similar to the Line Style tab in the **Line Specification** dialog. See “Line Style Tab” on page 977.

Fill Style Tab

This tab is similar to the Fill Style tab in the **Polyline Specification** dialog. See “Fill Style Tab” on page 991.

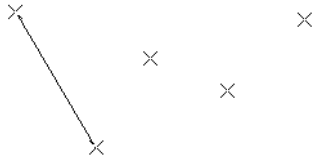
Splines

A Spline is a curve that passes smoothly through a set of points. Splines are typically used in situations where there is an irregular curve. A contour line is a typical example. Splines are useful wherever a free-flowing curve is needed.

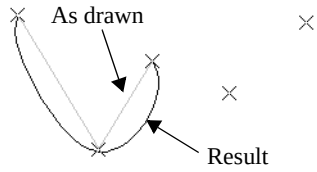
Once created, splines can be selected and edited. See “Editing Spline Based Objects” on page 191 and “Polyline Specification Dialog” on page 989.

To use the Spline tool

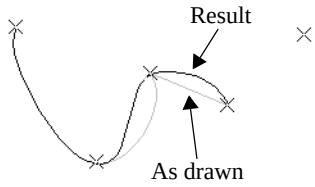
1. Select **CAD> Spline** .
2. Draw the first spline segment just as you would a line. A single spline segment looks identical to a line. You may need to turn off **Angle Snaps** to draw freely.



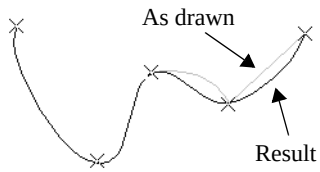
3. Draw the second segment from the end of the first at a different angle. **Object Snaps** should be on to assure that new segments attach correctly to the ends of previous segments.



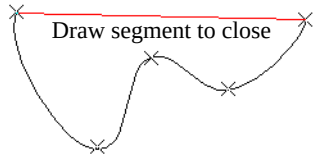
4. As soon as two straight spline segments connect end-to-end, the straight segments become a curve that passes through the endpoints defined by the original segments. Each point is called a vertex.
5. Draw a few more segments, connecting each to the free end of a previously drawn segment.



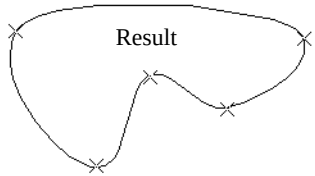
6. Notice as additional segments are drawn that the spline changes the curvature of the previous segment to create a continuous curve between the last three points.



7. Form a closed spline by drawing a segment between its two free ends.



8. The result is an irregular curve that flows smoothly through each vertex.



You can also convert an open or closed polyline into a spline using the **Convert to Spline** edit tool. See “Convert to Spline” on page 215.

Displaying CAD Objects

As with architectural objects, the display of CAD objects is controlled in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

CAD objects can be drawn in floor plan view, CAD Details, layout, and cross section/elevation views. They are 2D objects only, though, so they cannot be seen in any view other than the one they are drawn in and are never visible in camera views or overviews. See “Architectural vs CAD Objects” on page 144.

Current CAD Layer

When drawn, most CAD objects are automatically placed on the **Current CAD Layer**. In floor plan and cross section/elevation views, the name of this layer displays on the right side of the Status Bar at the bottom of the screen. See “The Status Bar” on page 35.

Initially, the “CAD, Default” layer is set as the Current CAD Layer, but this can be changed at any time in any of several ways:

- In the **CAD Defaults** dialog. See “CAD Defaults Dialog” on page 964.
- In the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

- By selecting **CAD> Current CAD Layer** from the menu. See “Select Layer Dialog” on page 135.
- When you switch to a different Annotation Set. See “Annotation Sets” on page 70.

Revision Clouds are placed on the layer specified in the Revision Cloud Defaults dialog - not on the Current CAD Layer. See “Revision Clouds” on page 994.

Changing the Current CAD Layer affects subsequently-drawn objects, but existing CAD objects are unaffected by the change. As a result, you can efficiently produce CAD drawings on multiple layers

Annotation Sets

The Current CAD Layer is among the items associated with Annotation Sets, which are groups of Saved Defaults that can be customized and activated for specific drawing tasks. See “Annotation Sets” on page 70.

Show Length and Angle

You can specify that line segment length and angle display along a CAD line, CAD arc, or along each segment of a CAD polyline. If the segment is an arc, its radius also displays. See “Line Style Tab” on page 977.

The format of the length and angle can be specified in the **CAD Defaults** dialog. See “CAD Defaults Dialog” on page 964.

Line length and angle indicators use the Text Style assigned to the layer that their CAD object is on. See “Text Styles” on page 954.

Endcaps

Dashed lines often display endcaps, which are dashes of a particular length. You can specify the Printed Length of endcaps in the **Preferences** dialog. See “Line Properties Panel” on page 97.

Line Styles

A selection of line styles is available in the Library Browser which you can apply to both CAD and architectural objects. See “The Library” on page 743.

If you do not see a line style that meets your needs, you can create your own custom line styles.

Line Styles

The Line Styles library contains line styles that be applied to objects individually in their specification dialogs, by default in their defaults dialogs, or by layer in the **Layer Display Options** dialog. See “Line Style Tab” on page 977 and “Layer Display Options Dialog” on page 132.

If an object has a line style that includes text, that text will use the font and transparency setting of the Text Style assigned to the layer that the object is on. See “Text Styles” on page 954.

The **MEP Toolbar Configuration** includes a selection of toolbar buttons that access line styles from the library.

You can draw a line with a selected style directly from the library. See “Line Tools” on page 972.

To draw with a line style from the library

1. Select a line style in the selection pane of the Library Browser. See “The Library Browser” on page 744.
2. Click and drag in a 2D view to produce a CAD line with the selected style.

You can also apply line styles to the **Place Library Object** button. See “Place Library Object Button” on page 764.

Additional line styles can be imported into the library.

To import line styles

1. Locate a line style and copy its file to a convenient location on your hard drive. These files have the extension **.lin**. Previous versions of Chief Architect used the **.dat** format, which also works.
2. Select **File> Import> Line Style Definitions**.
3. Browse to the location where you saved the **.lin** file.
4. Click **Open** to add the line style to the library.

In addition, you can create custom line styles for use in Chief Architect. See “Creating Line Styles” on page 1000.

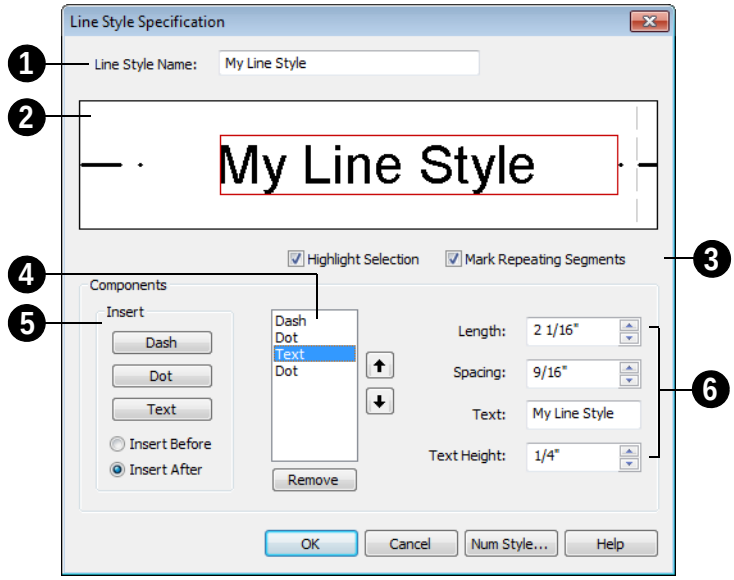
Creating Line Styles

The **Line Style Specification** dialog allows you to create new line styles for use in Chief Architect. To open this dialog, select **CAD> Lines> Create Line Style** or right-click on an unlocked library folder and select **New> Line Style**. See “Adding Library Content” on page 754.

You can also edit an existing line style by copying it to a User library, then right-clicking on it and selecting **Open** from the contextual menu. See “Using the Contextual Menus” on page 747.

Note: Line styles created using the Line Style Specification dialog are not retained in views exported to .dxf/.dwg. See “Exporting 2D DXF/DWG Files” on page 1053.

Line Style Specification Dialog



1 **Line Style Name** - Type the name of your custom line style in the text field. This is the name that will be listed in the Library Browser.

2 A preview diagram of the line style displays here. You can click on a line style component in the preview to select it.

3 These checkboxes allow you to control the display of the preview diagram:

- Check **Highlight Selection** to display a red rectangle around the currently selected line style component.
- Check **Mark Repeating Segments** to display vertical dashed lines indicating the division between the last component of one segment and the first component of the next in the preview diagram.

4 A list of the line style's individual components displays here.

- Click on the name of a component in the list to select it. When **Highlight Selection** is checked, a red rectangle displays around this component in the preview diagram.
- Click the **Up** arrow to move the selected component up one position in the list and one position to the left in the preview diagram.
- Click the **Down** arrow to move the selected component down one position in the list and one position to the right in the preview diagram.
- Click the **Remove** button to remove the selected component from the line style.

5 The **Insert** options allow you to add new components to your line style.

- Click the **Dash** button to add a line segment to the line style.

- Click the **Dot** button to add a single point to the line style.
- Click the **Text** button to add a section of text to the line style.
- Select the **Insert Before** radio button to add the new component before the component that is currently selected.
- Select the **Insert After** radio button to add the new component after the currently selected component.

❻ Control the appearance of the selected component.

- Specify the **Length** of a selected Dash or Text component. If the Length exceeds that required by a Text component, empty space is added on each side of the text.
- Specify the **Spacing** of the selected component by defining the length of an empty space to the component's right.
- Type the **Text** of a selected Text component.
- Specify the **Text Height** of a selected Text component. Each text component can have its own height.

Text inserted into a line style uses the font and transparency setting of the Text Style of the layer that it is on when assigned to an object. See "Text Styles" on page 954.

CAD Blocks

A CAD block is a group of 2D CAD objects, text objects, and/or other CAD blocks that have been grouped together so that they behave as a single object.

A CAD block can also include dimension lines, but only if the object(s) that the dimensions reference are included in the block.

With the exception of some CAD-based architectural objects such as slabs, custom countertops and framing, CAD blocks cannot contain architectural objects. Such objects can instead be blocked as architectural blocks. See "Architectural Blocks" on page 737.

A CAD block contained within a larger CAD block is referred to as "nested".

CAD blocks can be selected, moved, rotated and resized much like CAD boxes. See "Editing Box-Based Objects" on page 188.

CAD blocks can be imported into the program and can also be added to the library as well as exploded into their individual parts. See "Importing & Exporting" on page 1043.

Make CAD Block

To create a CAD block, select multiple CADobjects, text objects, and/or CAD blocks, then click the **Make CAD Block** edit button. See "Marquee Select" on page 169.

Explode CAD Block

When a block is selected, click the **Explode CAD Block** edit button to separate it into its individual components. You cannot explode a block by using a marquee to select it; you must click on it to select it.

If a CAD block includes nested blocks, these nested blocks are not exploded.

When a selected CAD block is exploded, its definition is not affected: only the instance. See “CAD Block Management” on page 1004.

If a block has been resized so that its original aspect ratio is altered, it cannot be exploded. See “CAD Block Specification Dialog” on page 1006.

Select Insertion Point

By default, a CAD block has one insertion point located at its center. When placing the CAD block in a plan or moving it to a new location, you can snap its insertion point to some other snap point for accuracy. See “Object Snaps” on page 146.

In some cases, it may be helpful to position a CAD block using an insertion point other than its center. For example, a CAD block representing a bolt or other fastener may be better positioned using the bottom center of its head or washer rather than its center. You can use the **Select Insertion Point** edit button to replace the insertion point at the center with a different point.

To select an insertion point

1. Make sure that **Object Snaps** are enabled, then select the CAD block.
2. Click the **Select Insertion Point** edit button.
3. Click at the location where you would like the insertion point.

The available snap points on a CAD block are located around the perimeter of its bounding box. If you need a different point, place a temporary CAD Point at that location, and then snap to it when creating the insertion point.

To access the snap points associated with a CAD block’s subobjects, explode the block, place a CAD Point at the desired location, then block it again. The CAD Point can be snapped to, but will not be included in the block.

A CAD block’s Move edit handle displays at the location of its insertion point. If you place an insertion point at the midpoint of one of the bounding box edges, the Move edit handle may display instead of the Resize handle. CAD blocks also rotate about their insertion point.

A CAD block’s insertion point can also be specified relative to the blocks’ center point in the **CAD Block Specification** dialog. See “General Tab” on page 1006.

Add to Library

Like a variety of other objects, CAD blocks can be added to the library for future use in other files. See “Adding Library Content” on page 754.

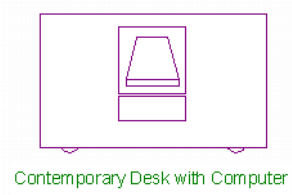
Many manufacturers provide CAD details in DXF/DWG format. These drawings can be imported, blocked and added to the library. See “Importing 2D Drawings” on page 1044.

Custom 2D Symbols

In floor plan view, 3D symbols and images are represented by 2D CAD blocks.

You can specify the CAD block used by a symbol in its **Symbol Specification** dialog. See “2D Block Tab” on page 1071.

The CAD block used by images and plant images is specified in the **Image Specification** dialog. See “Image Tab” on page 1028.



Contemporary Desk with Computer

If you do not see an existing CAD block that suits your needs, you can create your own. For best results, follow these guidelines:

- The CAD block should have the same X and Y dimensions as the 3D symbol. An incorrect CAD block size will result in inconsistent placement of your symbol.
- It is usually best to build your CAD block with solid filled properties. This keeps background patterns and other objects from showing through. See “Fill Style Tab” on page 991.
- So that your custom CAD block can be easily identified, it is best to give it a name in the **CAD Block Specification** dialog. See “General Tab” on page 1006.

CAD blocks that have nested blocks within them cannot be assigned to 3D objects or to images.

CAD Block Management

A list of all CAD blocks present in the current plan or layout file can be accessed by selecting **CAD> CAD Block Management**.

There are two aspects to each CAD block:

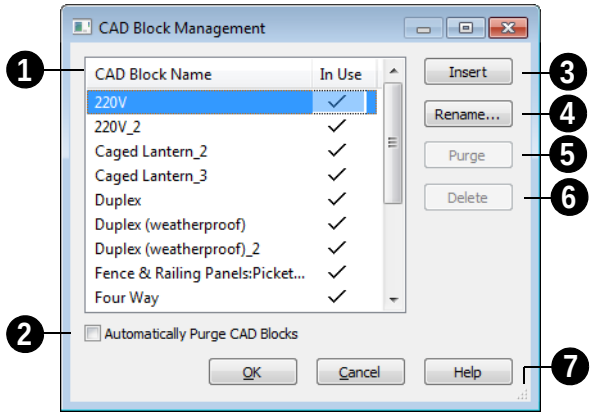
- The block definition, which holds information about the items included the block.
- The block instance, which holds information about its position, orientation, size, aspect ratio and other settings specific to an individual block placed in a file.

All instances of a given CAD block can have unique positions and sizes; however, the block definition that they share is the same regardless of the floor, CAD Detail, view, or layout page that they display in.

Copying a block instance to a completely different file also copies the block definition to that file.

If all instances of a CAD block are deleted from a file, its definition will remain saved with the file. To control file size, it is a good idea to regularly purge files of unused CAD blocks or have the program do it for you automatically. Both options are available in the **CAD Block Management** dialog.

CAD Block Management Dialog



1 An alphabetical list of all CAD block definitions present in the current file displays here. CAD blocks definitions that currently have no instance anywhere in the file may also be included.

- When you click on the name of a block definition in the list to select it, it is highlighted in blue.
- Block definitions with at least one instance in the current file are marked “In Use”.
- Unused CAD block definitions with no instances in the current file have no check mark after their names.

2 Check **Automatically Purge CAD Blocks** to prevent unused CAD block definitions from being retained the current plan or layout. When this is unchecked and you delete all instances of a CAD block from the drawing, its definition will continue to be saved in the file and will be listed here.

3 Select any block in the list, click the **Insert** button, then click in floor plan view, a CAD Detail, or in a cross section/elevation view to place a new instance of the block into that view. Not available for blocks marked for deletion.

4 Select a block from the list, then click **Rename** to specify a new name for it. Not available for blocks marked for deletion.

5 Press the **Purge** button to delete any unused block definitions from the list.

6 Select an unused block from the list and click the **Delete** button to remove it from the list.

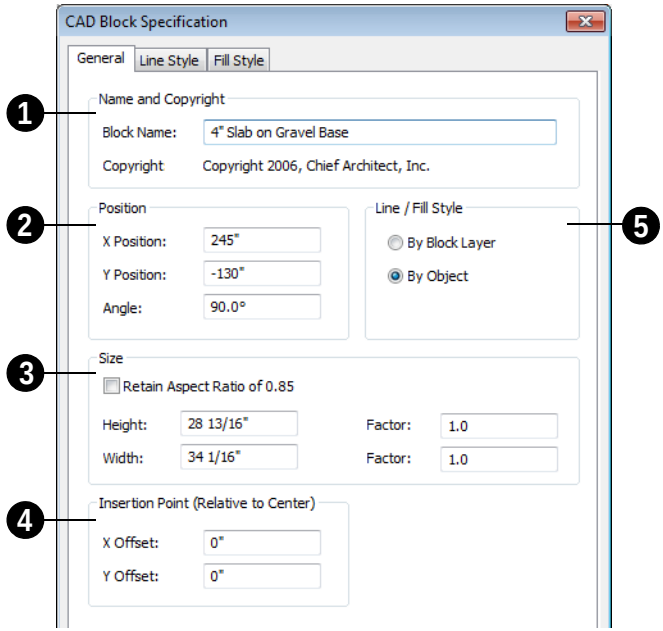
It is not possible to delete all CAD block definitions from a plan file. Even if no objects are present in the plan, the CAD blocks associated with default electrical symbols are saved with the plan and cannot be removed.

7 Click and drag the size grip to resize the dialog box.

CAD Block Specification Dialog

Select one or more CAD blocks and click the **Open Object** edit button to open the **CAD Block Specification** dialog.

General Tab



1 **Name and Copyright** - Specify the name for the CAD block using 255 characters or less. Not available when multiple CAD blocks are selected. If the CAD block has a copyright, that information displays here.

This name is included in the **CAD Block Management** dialog and is used when you export the block via DXF/DWG, and is also imported with DXF/DWG block definitions.

Unlike other settings in this dialog, which affect only the selected instance of the block, changing the name modifies the actual block definition. See “CAD Block Management” on page 1004.

If you use a name that is in use by another CAD block, the definition of the other block is overwritten and the instances of that block are updated to match the current definition.

2 Specify the **Position** and Angle of the selected CAD block instance.

- Specify the **X** and **Y Positions**, which are the x and y coordinates of the center of the CAD block instance.
- Specify the **Angle** at which the CAD block instance is placed.

❸ Specify the **Size** of the selected CAD block instance.

- Check **Retain Aspect Ratio of x** to retain the original ratio between the height and width of the selected block instance. This only affects changes made to the Height or Width values in the dialog and does not affect editing using the edit handles. If a block is resized so that its aspect ratio is changed, you cannot explode it. See "Explode CAD Block" on page 1002.
- Specify the **Height** of the selected CAD block instance.
- Specify the **Height Factor**, which is the ratio of the current height of the CAD block instance to its original height.
- Specify the **Width** of the selected CAD block instance.
- Specify the **Width Factor**, which is the ratio of the current width of the CAD block instance to its original width.

Note: If the Height and Width Factors are set to different values, the selected CAD block instance cannot be exploded and ovals and arcs within it may appear distorted.

❹ Specify the location of the selected CAD block instance's **Insertion Point (Relative to Center)**. These offset values use the CAD block instance's coordinate system rather than that of the drawing area, so if the block is rotated, its insertion point will remain in the same location relative to the block itself. See "Select Insertion Point" on page 1003.

- Specify the **X Offset**, the horizontal distance of the insertion point relative to the CAD block's center point.
- Specify the **Y Offset**, the vertical distance of the insertion point relative to the CAD block's center point.

❺ **Line/Fill Style** - Specify how line and fill styles are applied to the selected CAD block instance.

- Select **By Block** to use the line and fill styles specified for the selected CAD block instance.
- Select **By Object** to use the line and fill styles of the individual objects in the selected CAD block instance.

New block instances use to By Block unless **Use 'By Object' when creating new CAD blocks** is checked in the **Preferences** dialog. See "CAD Panel" on page 96.

Line Style Tab

Many of the settings on the Line Style tab are only available if **By Block** is selected on the General Tab of this dialog. For information about using the Line Style Tab, see "Line Style Tab" on page 977.

Fill Style Tab

The settings on the Fill Style tab are only available if **By Block** is selected on the General Tab of this dialog.

If **Always use "By Object" for CAD block fill style** is checked in the **Preferences** dialog, the settings on this tab are not used. See "CAD Panel" on page 96.

For information about the settings on this tab, see “Fill Style Tab” on page 991.

CAD Details

CAD Details are special view windows for drawing, saving and organizing any 2D drawings associated with the current plan, such as plot layouts and cross section details.

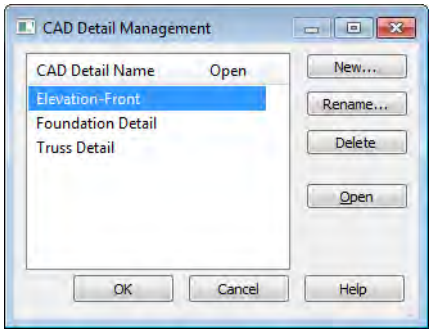
Like other views, CAD Details are saved with the plan or layout they are created in and can be printed. If saved with a plan file, a CAD Detail can also be sent to layout. See “Sending Views to Layout” on page 1111.

2D CAD information can be copied into or out of a CAD Detail window using the group select and copy functions. See “Copying and Pasting Objects” on page 153.

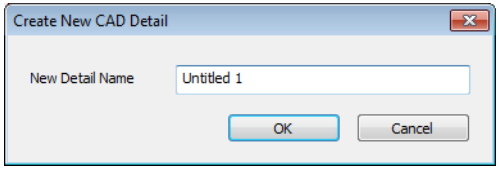
Each plan file can store any number of CAD Details. CAD Details saved with the current plan are listed in the **Project Browser** and in the **CAD Detail Management** dialog. See “Project Browser” on page 1015.

CAD Detail Management Dialog

Select **CAD> CAD Detail Management** to open the **CAD Detail Management** dialog. An alphabetical list of all CAD Details saved with the current plan displays on the left side of the dialog.



- Click **New** to open the **Create New CAD Detail** dialog:



- Type a short, descriptive name for the CAD Detail, click **OK**, and a new CAD Detail view window opens.
- To rename an existing CAD Detail, click **Rename**. In the **Rename CAD Detail** dialog, type a new name for the selected CAD Detail and click **OK**.
- To delete an existing CAD Detail, click its name in the alphabetized list to select it, then click **Delete**.
- To open an existing CAD Detail, click on its name to select it, then click **Open**. CAD Details that are presently open have a checkmark to the right of their name.

- Click and drag the size grip at the bottom right corner to resize the dialog box.

Special CAD Details

Some CAD details are created automatically by the program. If any roof or floor trusses are present in your plan, the program creates a Truss Detail that includes an editable diagram of each truss type used and a count of each. See “Truss Details” on page 559.

When walls are framed using the **Build Framing** dialog, a Wall Detail is created for each wall. These details are listed in the **Project Browser** and are also accessible by selecting a wall and clicking the **Open Wall Detail** edit button. Wall Details are not listed in the **CAD Detail Management** dialog. See “The Library Browser” on page 744.

CAD Detail from View

CAD> CAD Detail from View converts the current view into a 2D CAD drawing composed of editable CAD objects.

Note: CAD Details created using CAD Detail from View are not dynamically linked to the original view. Changes made to the view do not update in the detail or vice versa.

A CAD Detail created using **CAD Detail from View** inherits a variety of settings from the original view, including:

- The layer set used by the original view. See “Layer Sets” on page 129.
- The **Plan Defaults** settings used by the original floor plan or cross section/elevation view. See “General Plan Defaults Dialog” on page 66.
- The **Dimension Defaults** settings used by the original floor plan or cross section/elevation view. See “Manual Dimension Defaults Dialog” on page 891.

Camera views and overviews do not have **Plan** or **Dimension Defaults**, so the defaults for floor plan view are inherited by CAD Details created from these types of views.

CAD Detail from View is available in all line-based views, including floor plan view and any 3D view using the Vector View rendering technique. See “Rendered and Vector Views” on page 811.

Plot Plans and Plan Footprints

Using the CAD Tools and conventional survey information, you can create an accurate plot plan in floor plan view or a CAD Detail. See “Creating a Plot Plan” on page 214 of the User’s Guide.

A plot plan can be sent to layout and included in working drawings. See “Floor Plan Views and CAD Details” on page 1116.

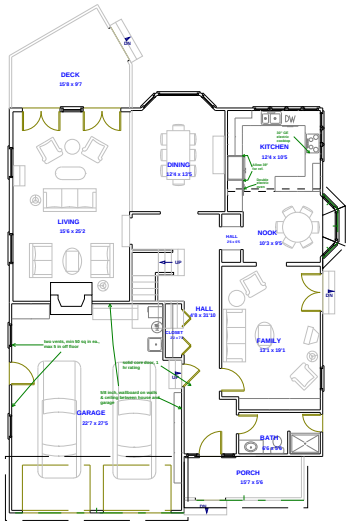
A plot plan can also be converted into a terrain perimeter, allowing you to add elevation data and accurately position buildings for 3D modeling of home and lot.

Plan Footprint

Select **CAD> Plan Footprint** to create a CAD object representing the building footprint in a CAD Detail window. Once the Plan Footprint appears in the detail window, you can control what information displays.

To create a Plan Footprint

1. Open the floor plan view of the plan you want to create a plan footprint from.



Floor Plan View

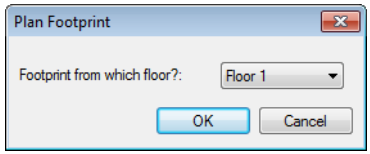
2. Select **CAD> Plan Footprint** . The program creates a new CAD Detail with the footprint of the current floor.

By default, this new CAD Detail uses the Plan Footprint layer set. You can control what displays in the footprint using the **Layer Display Options** dialog. See “Layer Sets” on page 129.

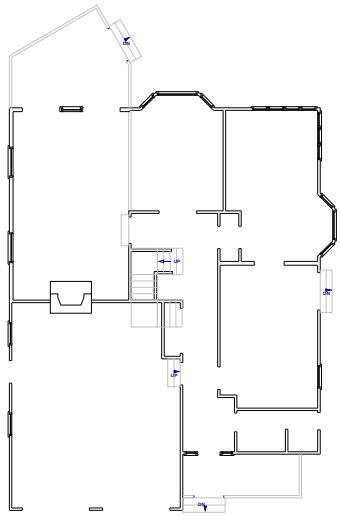
You can also control the appearance of a Plan Footprint in the **Plan Footprint Specification** dialog. See “Plan Footprint Specification Dialog” on page 1011.

To insert a footprint in a CAD Detail

1. Open the CAD Detail in which you want to insert a Plan Footprint.
2. Select **CAD> Plan Footprint** .
3. Select the floor to use from the drop-down list and click **OK**.



4. The floor plan appears in the CAD Detail window. Select **Window> Fill Window** to center the footprint on screen. The footprint can be rotated and moved anywhere in the window.



Plan Footprint

If the model consists of several buildings, a footprint is created for each building. Moving one footprint automatically adjusts all the footprints in order to maintain their relationship.

If you edit a plan using **Reverse Plan** or the **Edit Area** tools, the plan footprint updates automatically.

Layer Display Options Dialog

When you create a plan footprint by selecting **CAD> Plan Footprint** while in floor plan view, the default layer set for plan footprints is used. See “Layer Set Defaults” on page 130.

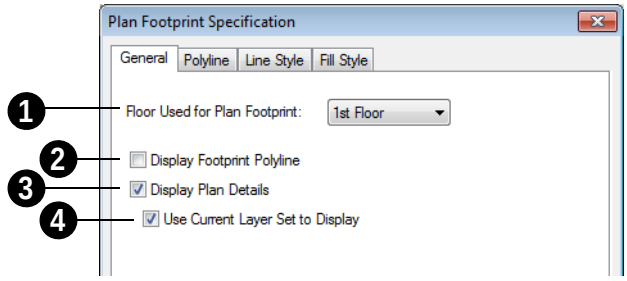
When a plan footprint is created by selecting **CAD> Plan Footprint** while in a CAD Detail, the current layer set is used. See “Layer Set Management” on page 131.

Regardless of the layer set in use, the appearance of objects in a Plan Footprint is controlled in the **Layer Display Options** dialog. Individual objects are on the same layer as in floor plan view, while the entire Plan Footprint is on the “CAD, Default” layer. See “Layer Display Options Dialog” on page 132.

Plan Footprint Specification Dialog

Select a plan footprint and click the **Open Object** edit button to open the **Plan Footprint Specification** dialog for the selected plan footprint.

General Tab



1. Select the **Floor Used for Plan Footprint** from the drop-down list.

2. Check **Display Footprint Polyline** to draw a polyline around the perimeter of the footprint. This polyline may not be visible if you also have **Display Plan Details** checked.This option must be chosen if you want to use a fill pattern or specify a line style.

3. Check **Display Plan Details** to show the walls and other details as they appear in floor plan view.

4. Check **Use Current Layer Set to Display** to to control what displays in

the footprint using Layer Display Options. You can choose an alternate layer set from the drop-down list on the toolbar at any time.

If you uncheck this box, you lose control of what displays and the program makes the determination for you.

Polyline Tab

The Polyline tab indicates the plan footprint polyline's **Length/Perimeter**, its enclosed **Area**, and the **Volume** of a closed polyline. See "Polyline Tab" on page 990.

Line Style Tab

For information about using the Line Style tab, see "Line Style Tab" on page 977.

Fill Style Tab

For more information about the Fill Style tab, see "Fill Style Tab" on page 991.

Chapter 33:

Project Management

The tools described in this chapter allow you to track the time you spend on plans, eliminating guesswork and making billing easier.

Others let you draw plans with ease and flexibility, run checks on plans so you can be more confident that they are free of code violations and common drawing errors, and consider loan calculations for your projects.

Chapter Contents

- Time Tracker
- Time Log Dialog
- Project Browser
- Project Information
- House Wizard
- Plan Check
- IRC Checklist
- Loan Calculator

Time Tracker

The **Time Tracker** tool monitors the time spent on each Chief Architect file. You can enter start and end times each time a plan or layout file is opened and closed, or allow it to run automtically. The Time Tracker keeps a log that can be amended and edited as needed.

Select **Tools> Time Tracker**> **Start Time Logging** to begin logging time for the current plan or layout file. This creates a new entry. Opening a plan or layout automatically starts a time log if you set your preferences to do so. See “Time Tracker Panel” on page 94.

Select **Tools> Time Tracker> Stop Time Logging** to stop logging time for the current file. This button is only available when an entry is currently being recorded.

Select **Tools> Time Tracker> View Time Log** to open the **Time Log** dialog and view the time log for the current file.

Time Tracker information is stored with each file and can be printed or exported from the **Time Log** dialog.

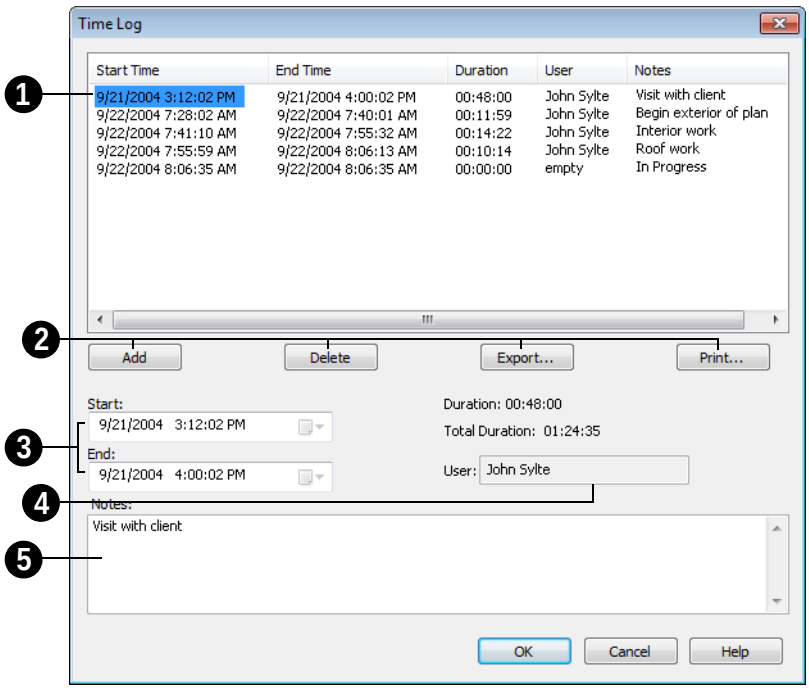
You can control how **Time Tracker** functions in the **Preferences** dialog. See “Time Tracker Panel” on page 94.

Time Tracker logs times for each plan and layout file separately, even if they have the same project name or are saved in the same directory on your computer.

Time Log Dialog

The **Time Log** dialog displays all entries logged for the current plan or layout file. Entries can be added, deleted, edited, exported, and printed.

Select **Tools> Time Tracker> View Time Log** to open the **Time Log** dialog.



1 A summary of the entries displays here. Select an entry in the **Start Time** column and edit the details in the lower portion of the dialog.

2 Click **Add** to add a new entry using the current time.

Select an entry and click **Delete** to remove it.

Click **Export** to open the **Select Log Export File** dialog and specify a name and destination for the exported file. Time log information can be exported as either a text (.txt) or Comma Separated Values (.csv) file.

If you have multiple plan and/or layout files associated with a particular project and wish to bill them together, export your Time Logs to another application and then-combine them.

Click **Print** to open the **Print** dialog and print the log.

❸ Select an entry and edit the **Start** and **End** times. Highlight the digits and enter new values or use the arrow keys on the keyboard. You can also click the drop-down list and select a date from the calendar. The start time must predate the end time.

The **Duration** of the selected entry and the **Total Duration** display at right.

❹ Initially the **User** information is derived from the Chief Architect license registration information. By default, the **User** information prefills from the Default User Name on the Time Tracker panel of the **Preferences** dialog. You can select an entry and change the **User** here.

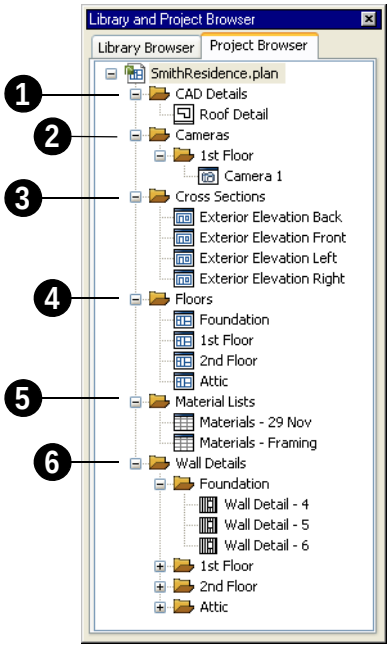
❺ Select an entry and add **Notes**.

Project Browser

The Project Browser is a convenient way access to all the floors, cameras, elevations, CAD Details, Wall Details, and Materials Lists saved with the current plan. The Project Browser is shared with the Library Browser in the **Library and Project Browser** window. You can dock it to the top, bottom, or sides of the Chief Architect window or let it float freely.

To open the **Library and Project Browser** directly, select **Tools> Project Browser** . You can also use one of the many methods to open the Library Browser, then simply click the Project Browser tab. See “The Library Browser” on page 744.

You can open files listed in the Library and Project Browser by double-clicking them. You can rename some files by right-clicking them and selecting Rename.



Library and Project Browser in a floating state (not docked)

1 Any **CAD Details** you have saved with the plan are listed here. Right-click a CAD detail name to rename it. See "CAD Details" on page 1008.

2 Any **Cameras** saved with the plan are listed here by floor, as are overviews. Save or rename 3D views by selecting and opening the camera object in floor plan view. See "Saving & Printing 3D Views" on page 836.

3 Any saved **Cross Sections** and elevation views are listed here. Save or rename these views by opening the camera object. See "Saving & Printing 3D Views" on page 836.

4 All **Floors** in the current plan are listed here, including the Foundation and Attic. Double-click on a floor name to make it active in floor plan view. See "Multiple Floors" on page 391.

5 All materials lists saved with the current plan are listed here. See "Materials Lists" on page 1159.

6 Whenever wall framing is generated, Wall Details are automatically created as well and are listed here by floor. See "In Wall Detail Views" on page 544.

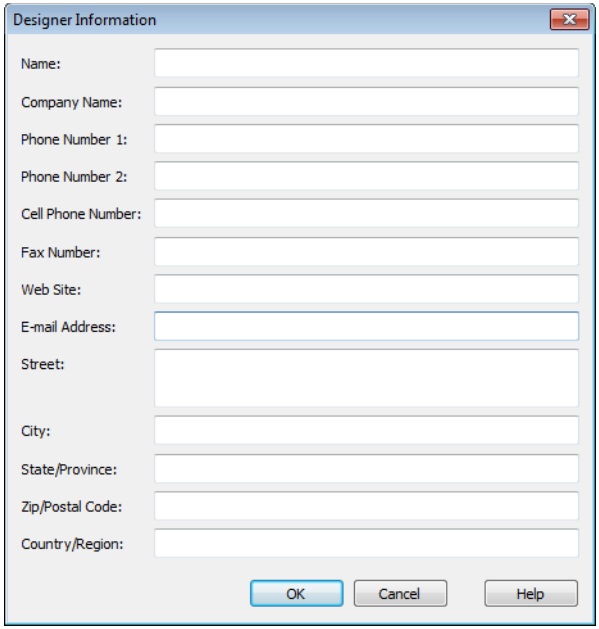
Project Information

Information about the current project, the client it is drawn for, and the registered Chief Architect user can be inserted into text objects to improve organization and clarity in your documents. See "Text Macros" on page 956.

Designer Information

Designer information is specified in the **Default Designer Information** dialog, which is initially populated by registered user information. See "Text & Page Setup Panel" on page 84.

To override designer information for a particular plan, select **Tools> Project Information> Designer Information** to open the **Designer Information** dialog.



Enter information in each field exactly as you want it to display when the corresponding text macro is used. See “Text Macros” on page 956.

Client Information

Select **Tools> Project Information> Client Information** to open the **Client Information** dialog. This dialog is similar to the **Designer Information** dialog, but its specifications apply to Client text macros. This information must be filled out seperately for plan files and layout files.

Registered User Information

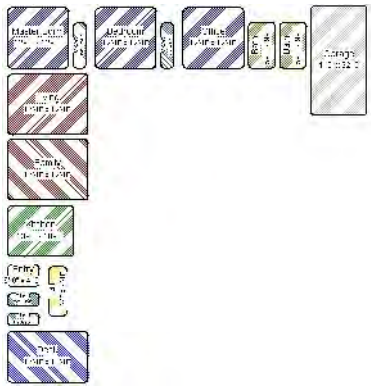
Registered User information corresponds to the information that was given when the current Chief Architect installation was registered and cannot be modified without reinstalling and registering the program. See “User Information” on page 19.

House Wizard

The **House Wizard** is a time-saving feature used to create a preliminary room-by-room design of a home without getting caught up in the details. Once the shape and layout of the rooms are finalized, the **House Wizard** converts them into a working plan that can be edited and detailed to completion.

Start House Wizard

Select **Tools> House Wizard> Start House Wizard**. The **House Wizard** leads you through a series of windows that gather information about the rooms you want to include in your house. When you click **Finish** and close the **House Wizard**, the selected room boxes display.



Room boxes can now be arranged into a floor plan.

Placing Room Boxes

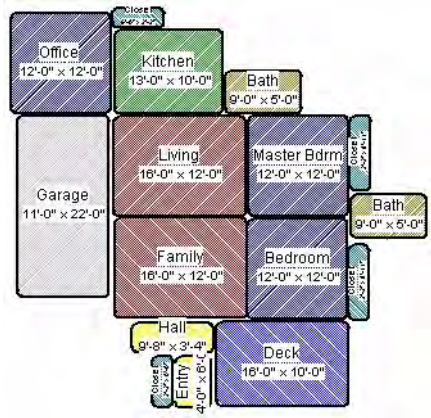
In addition or as an alternative to the room boxes created for you by the **House Wizard**, you can create your own room boxes. To do so, select **Tools> House Wizard**, then choose the desired room type from the submenu. Click in floor plan view to place a room box of the selected type at that location.

Displaying Room Boxes

Room boxes and their labels are located on the "House Wizard Room Boxes" layer. Room box labels use the Text Style assigned to that layer, as well. See "Displaying Objects" on page 128.

Editing Rooms

Once created, room boxes can be edited in a variety of ways.



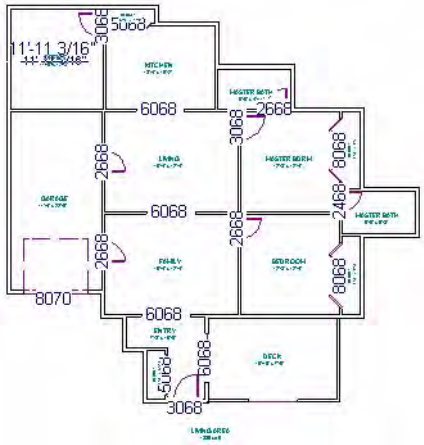
- Select room boxes using the **Select Objects** tool just like other objects in Chief Architect. See "Selecting Objects" on page 166.
- Room boxes can be resized, rotated, and rearranged. See "Editing Box-Based Objects" on page 188.
- Try to line up the rooms so that they are just touching. Excessive overlaps may cause your rooms to form incorrectly. Closets are the exception. You can overlap a room with a closet, or place in inside another room box.
- Rooms can be copied and pasted using the **Copy/Paste** edit button and deleted using the **Delete** edit button.

- Select **Tools> House Wizard** or click the **Space Planning Configuration** button to access the room box tools and place additional room boxes in your plan. Select a tool and click in the plan to place a room box of that type.

- Select **Tools> House Wizard> Hide Room Boxes** or click the toggle button to hide or show the room boxes.

Build House

When the rooms are in place, select **Tools> House Wizard> Build House** to convert the rooms into a building model. Walls and doors are inserted between the rooms that you arranged.



When you Build House, the "House Wizard Room Boxes" layer is automatically turned off. The room boxes that you created are not deleted, however.

Multiple Floors

If you specified a two-story house, follow these steps:

1. Edit and arrange the room boxes on Floor 1 as desired.
2. Select **Tools> House Wizard> Build House** tool to create the walls on the first floor.
3. Go **Up One Floor** and notice that the positions of the walls on Floor 1 display in red as a reference.
4. Arrange the rooms on Floor 2 as desired, using the reference display as a guide.
5. On the second floor, select **Tools> House Wizard> Build House** to complete the second floor.

Plan Check

Plan Check checks the floor of your plan currently shown on screen for anything that appears to violate common building practices. Plan Check may not find

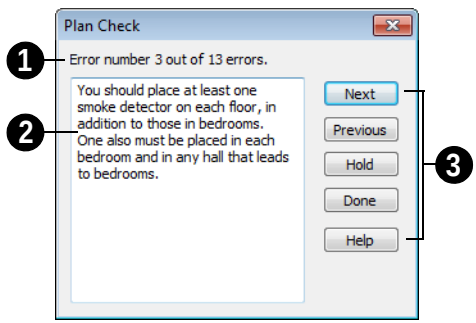
all the problems in a plan, but does it point out areas that may need improvement.

As your plan evolves, a number of things that may become incorrect can be fixed using Plan Check. For example, doors that change from exterior to interior as you add new rooms are redrawn without the threshold line that marks an exterior door. A cabinet, fixture or furniture item that is against a wall because the wall was moved into it, as opposed to the item moving, are attached to the wall.

Disclaimer: The Plan Check feature in Chief Architect compares your plan with common building practices. Plan Check does not claim to detect all building code and design requirements. Always have your plans checked by a licensed professional before beginning actual construction.

To run Plan Check, select **Tools> Checks> Plan Check** .

Plan Check Dialog



1. The current error number, along with the total number of errors found.
2. A description of the current error displays here.
3. Options for navigating Plan Check are found on the right side.

- Click **Next** to ignore the current error and proceed to the next.
- Click **Previous** to return to the previous error.
- Click **Hold** to suspend Plan Check so you can fix the current error. Select **Tools> Checks> Plan Check** again and the check starts where it left off.
- Click **Done** to terminate Plan Check.

Potential plan errors found are usually highlighted in floor plan view. To ensure the highlighted item is on-screen, make sure the entire plan is shown in the window before you run **Plan Check** .

If this dialog obscures the floor plan view, drag its title bar to move it. It remembers its new position and displays there the next time **Plan Check** is run.

Room Types

Plan Check can do a much better job of checking for problems if it knows what the rooms in your plan are to be used for, so you should assign a Room Type to each room in your plan. See “Room Types” on page 305.

The first time **Plan Check** runs in a plan, it automatically assigns a room type to as many undesignated rooms as it can. Some rooms are determined by their size and shape, and others by their contents. For example, a shelf in a small room indicates a closet; a stove or refrigerator indicates a kitchen; or a bed, a bedroom. If the program cannot assign a room type, **Plan Check**

highlights it and suggests that you do so manually.

IRC Checklist

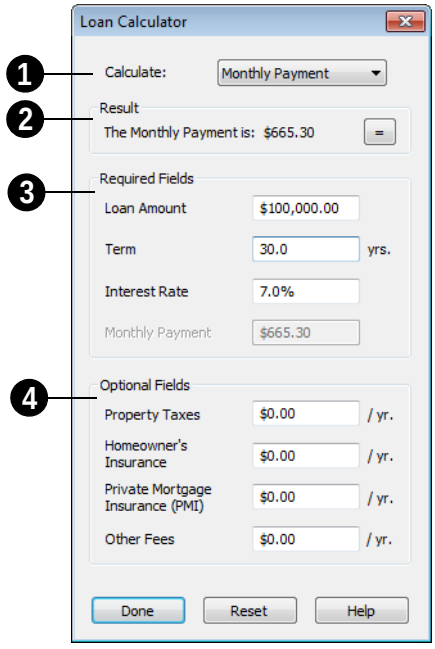
Chief Architect includes the International Code Council's IRC Checklist, a comprehensive list of standard building codes that can greatly facilitate your planning, design, and plan approval processes.

Select **Tools> Checks> Download IRC Checklist** to launch your default Internet browser and download a copy of the IRC Checklist from the International Code Council's web site.

Note: The IRC Checklist is a useful reference tool but is not an alternative to the local building codes in your area.

Loan Calculator

Select **Tools> Loan Calculator** to open the **Loan Calculator** dialog. This dialog lets you calculate different aspects of a loan for the current plan based on a variety of parameters.



❶ Specify what aspect of the loan you would like to calculate from the **Calculate** drop-down list:

- Monthly Payment
- Loan Amount
- Term
- Interest Rate

❷ The calculation **Result**, based on the information you provide, displays here.

If you make changes to any of the fields in the dialog, click the = button to refresh the **Result**.

❸ The **Required Fields** are the same as the options in the **Calculate** drop-down list. The option selected under **Calculate** will be inactive under **Required Fields**.

- Specify the desired **Loan Amount**.
- Specify the desired **Term**, in years.
- Specify the desired **Interest Rate**.
- Specify the desired **Monthly Payment**.

❹ The **Optional Fields** allow you to include additional information in your loan calculation.

- Specify the expected **Property Taxes** per year.
- Specify the expected **Homeowner's Insurance** cost per year.
- Specify the expected **Private Mortgage Insurance (PMI)** cost per year.
- Specify the cost of any expected **Other Fees**.

When Monthly Payment is calculated, each Optional value is divided by twelve (months) and then added to the total payment.

When a Calculate option other than Monthly Payment is selected, these values are divided by twelve (months) and then subtracted from the specified Monthly Payment value. The result, which does not display, is then used to determine the Loan Amount, Term or Interest Rate.

Chapter 34:

Pictures, Images, & Walkthroughs

Chief Architect uses picture files in a variety of ways to enhance your drawings.

The Library Browser contains images of real world objects like plants, vehicles, and people that can display in 3D views.

Picture files can also be imported into Chief Architect and shown in most views.

You can save any view using a variety of picture file formats. In addition, Chief Architect allows you to create virtual tours that can be saved as .**avi** files, shared with others, and played back later.

Chief Architect can also generate a POV-Ray file from a Standard rendered view for photo-realistic rendering capabilities. The POV-Ray feature is covered in its own chapter. See “Rendering & Ray Tracing” on page 843.

Chapter Contents

- Picture Files vs Pictures and Image Objects
- Images
- Displaying Images
- Editing Images
- Image Specification Dialog
- Pictures
- Editing Pictures
- Picture File Box Specification Dialog
- Metafiles
- Editing Metafiles
- Metafile Specification Dialog
- Copy Region as Picture
- Creating Screen Captures
- Walkthroughs
- Creating VRML Files

Picture Files vs Pictures and Image Objects

In common computer language, picture files, pictures and images are more or less synonymous. In the Chief Architect environment, however, there are some notable differences between these terms.

In Chief Architect, a two dimensional image file such as a .bmp, .jpg, .gif, or .png is referred to as a picture file or an image file. Examples of these files are saved on most computers and can be opened in a variety of applications.

A picture, on the other hand, is a file that has been imported into the program. Pictures can be imported into floor plan view, cross section/elevation views, wall elevations, CAD details, and layout pages. They are two-dimensional only and do not display in camera views or overviews.

An image object is also based on a picture file, but it does display in both 2D and 3D views. Images have 3D width and height data associated with them, as well as a 2D symbol which displays in floor plan view.

Picture files have additional uses in Chief Architect, as well:

- Backdrops are picture files that display behind 3D views. See “3D Backdrops” on page 827.
- Textures are picture files that realistically represent materials in 3D views. See “About Materials” on page 774.

Images

Images add realistic detail to 3D views without adding many surfaces to the model. For example, a tree image with a single surface can be used instead of a tree symbol with thousands, dramatically improving realism without compromising drawing time.

There are two types of images in Chief Architect:

- **Images** rotate so that they always face the camera in 3D views.
- **Billboard Images** do not rotate to face the camera. An example of when this may be useful is an image of a trellis, which might look awkward when facing a camera from a side view.

Placing Images

A selection of images are available in the Library Browser. Select one and click in a floor plan view, camera view or overview to place it. See “Placing Library Objects” on page 761.

Creating Images

Select **Build> Image** to view the Image Tools, which allow you to add images to the current plan.

To create an image in floor plan view

1. In floor plan view, select **Build> Image> Create Image** or **Billboard**

Image to open the **Image Specification** dialog. See “Image Specification Dialog” on page 1027.

2. On the Image tab:
   - Click the **Browse** button to select a picture file on your computer or enter the path to a valid picture file in the **Image File** field.
   - Select CAD block or or 2D plan symbol to represent the image in floor plan view. Choose a **2D Plan Symbol** from the list or click the **Library** button and select a CAD block or symbol from the library. See “Image Tab” on page 1028.
   - Enter **Height** and/or **Width** and **Location** information.
3. Enter transparency information and layer information on the Transparency tab.
4. Click OK to close the **Image Specification** dialog.
5. Click to place the new image in floor plan view.

Adding Images to the Library

Chief Architect can use any image with a ***.bmp**, ***.jpg**, ***.png**, ***.gif**, ***.tif**, ***.pcx**, or ***.tga** extension.

Generally, **.png** files work best as images because this format has good compression and allows for the image to contain transparency information.

Right-click on an unlocked folder in the Library Browser. Select **New> Image** from the contextual menu. The **Image Specification** dialog opens.

Browse to the image you want to add and select your other options. For more information in these options, see “Image Specification Dialog” on page 1027.

To create an image in the Library Browser

1. In the Library Browser, right-click on an unlocked folder.
2. Select **New> Image** from the contextual menu to open the **Image Specification** dialog.
3. Once created, the image is listed in the library folder that you right-clicked on. Size and other data is saved.

Using Paste Image

You can also import an image by first copying it to the Windows Clipboard, then navigating to a Chief Architect window and selecting **Edit> Paste> Paste** from the menu, or by using the Screen Capture tools. See “Paste Special” on page 156 and “Creating Screen Captures” on page 1037.

Converting a Folder of Images

A folder of images can be converted into image objects all at once, saving the effort of converting them individually.

To convert a folder of images

1. Select **Build> Image> Create Image Library**.
2. Select a folder of images to convert in the **Browse For Folder** dialog and click OK.
3. When all of the images in the folder are converted, a new library of the same name and directory structure as the con-

verted folder is listed in the Library Browser.

The display of images in floor plan and 3D views is controlled in the **Layer Display Options** dialog. See “Displaying Objects” on page 128.

Displaying Images

The display of images in floor plan and 3D views is controlled in the **Layer Display Options** dialog. See “Displaying Objects” on page 128.

Images are placed on the”Images” layer by default but they can be moved to other layers. See “Image Specification Dialog” on page 1027.

In Floor Plan View

In floor plan view, most images are typically represented by an Image symbol. You can specify a different symbol to represent an image if you wish. See “Image Specification Dialog” on page 1027.

Any 2D CAD block from the library can represent an image object. If you do not see a CAD block that suits your needs, you can create one or import one from another application. See “Custom 2D Symbols” on page 1003.

In 3D Views

The actual picture associated with an image object can be seen in 3D views. It is sized according to its Width and Height specifications. Any transparency data associated with the image is also applied. See “Image Specification Dialog” on page 1027.

Images can be set to either rotate so that they always face the camera or to remain stationary, like billboards. See “Images” on page 1024.

You can also choose to turn off the display of images in rendered 3D views in the **Preferences** dialog. See “Render Panel” on page 108.

In Layout

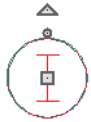
The symbols representing images in floor plan view, whether 2D symbols or CAD blocks, can display on a layout sheet and be printed or plotted. See “Images in Layout” on page 1115.

Editing Images

Images can be selected in 2D and 3D views and edited using the edit handles, edit tools and the **Image Specification** dialog.

Using the Mouse

Images can be resized in floor plan view by dragging the circular Resize handle at the top of the 2D symbol.



Images can also be resized in 3D views by dragging the circular Resize edit handle at the top.

When an image is resized, the aspect ratio of the image and its 2D symbol are retained, so the image resizes proportionally.

Using the Edit Tools

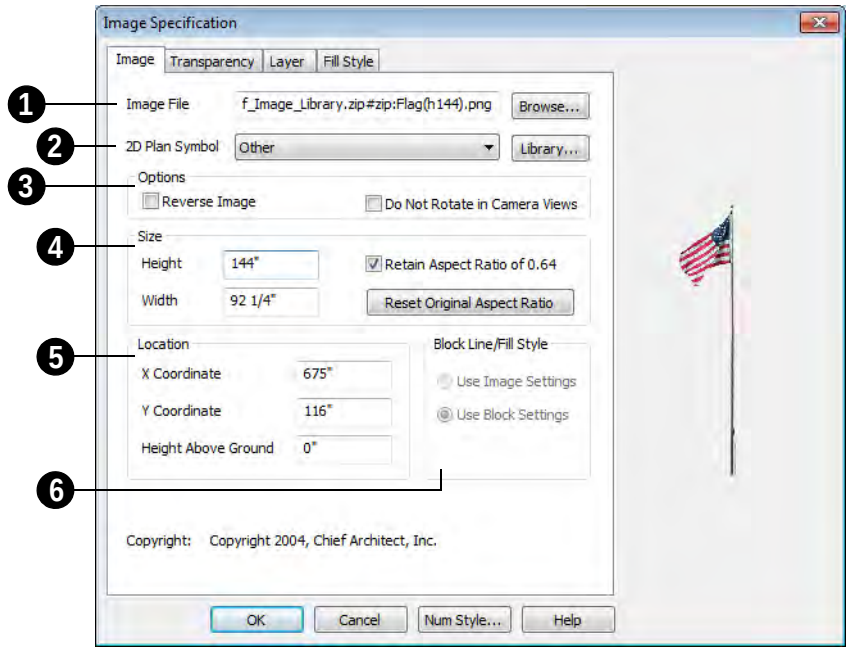
A selected image or images can be edited in a variety of ways using the buttons on the edit toolbar. As with most objects, images can be copied, replicated, moved, deleted, etc. See “The Edit Toolbar” on page 33.

Image Specification Dialog

Select an image and click the **Open Object** edit button to open the **Image Specification** dialog.

You can also open this dialog by right-clicking on an image in an unlocked library and selecting **Open** from the contextual menu.

Image Tab



1 **Image File** - The path and name of the selected image. You can click **Browse** to replace the current image with a different one saved on your computer.

2 **2D Plan Symbol** - Select a CAD block or 2D symbol from the drop-down list to mark the location of the image in floor plan view. See "Displaying Images" on page 1026.

Click the **Library** button to choose a CAD block or symbol from the library. See "Select Library Object Dialog" on page 763.

If you change the CAD block or 2D symbol, you may want to save the change as a new image in the library.

3 **Options**

- Check **Reverse Image** to reflect the appearance of the image about an imaginary vertical line through its center.
- Check **Do Not Rotate in Camera Views** to prevent the image from rotating to face the camera in 3D views. This box is checked for Billboard Images. See "Images" on page 1024.

4 Specify the **Size** of the image as it displays in 3D views.

- Enter a **Height** for the selected image.
- Enter a **Width** for the selected image.
- When **Retain Aspect Ratio of** is checked, if you change either the Height or Width, the other value changes to maintain this ratio. If this is unchecked

and you resize the image, it may become distorted.

- Click **Reset Original Aspect Ratio of** to reset the image's original aspect ratio and remove any distortion caused by resizing.

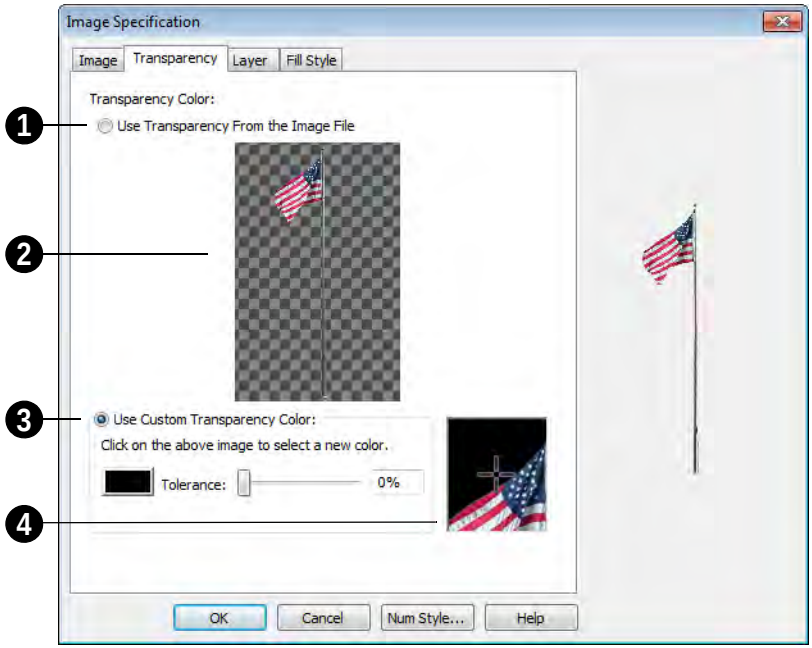
5 Specify the **Location** of the selected image.

- Position the selected image precisely by specifying its **X** and **Y Coordinates**.
- Specify the image's **Height Above Ground**.

6 Specify the appearance of the **Block Line/Fill Style** of the image's 2D symbol in floor plan view. Only available when a CAD block from the library is selected as the image's 2D Plan Symbol.

- Select **Use Image Settings** to use the image's line style, which is set by layer, and its fill style, which is None (Transparent).
- Select **Use Block Settings** to use the2d CAD block's line and fill styles. See "Custom 2D Symbols" on page 1003.

Transparency Tab



1 Click the **Use Transparency From The Image File** radio button to use any transparency data included in the image file.

2 A preview of the image displays here. If you select Use Custom Transparency Color, below, you can move your mouse pointer over this image to select a specific color to use as the Transparency Color.

❸ Click the **Use Custom Transparency Color** radio button to specify another color to represent the transparency.

- Place your pointer over the preview image above. The pointer changes to an eyedropper and a magnified preview displays below. Click to select the color of the pixel your pointer is over as the transparency color. The selected color displays in the Color box, below.
- Click the Color box to select a color in the **Color Chooser** dialog. See “Color Chooser Dialog” on page 797.
- Enter a level of **Tolerance** to be applied to colors that are almost the same color as the specified transparency color. Use the slide bar or type a number in the edit box.

❹ A magnified preview of the area in the preview image above displays here, allowing for accurate pixel selection.

Note: The image preview will display its original orientation, even if Reverse Image is checked on the Image tab.

The Transparency Color

If the portion of the image file that you wish to use contains the transparency color, that part of the image also becomes transparent. If this happens, the image may appear partially disintegrated.

You may need to experiment to find the best transparency color and tolerance for the image.

Layer Tab

For information about the settings on this tab, see “Layer Tab” on page 136.

Fill Style Tab

For information about the settings on this tab, see “Fill Style Tab” on page 991.

Pictures

A variety of picture file types can be imported into and exported out of Chief Architect.

Metafiles are also types of picture files that can be imported and exported. See “Metafiles” on page 1034.

Exporting Pictures

Using the **Export Picture** tool is similar to creating a screen capture of everything in the current Chief Architect window. Pictures can be saved in various file formats and used in other applications.

Export Picture is best suited for rendered and Ray Trace views. When exporting a line-based view, best results can be achieved by saving it as a Metafile. See “To export a metafile” on page 1035.

To export a picture

1. Open the view that you would like to export to a picture file.
2. Zoom, pan or otherwise adjust the view so that what you see on screen suits your

needs. See “Displaying 3D Views” on page 826.

3. Select **File> Export> Picture (BMP, JPG, PNG)** in any view to open the **Export Picture File** dialog, which is a typical Save File dialog. See “Exporting Files” on page 50.

Importing Pictures

There are several ways to import a picture into Chief Architect.

Picture files can be imported into and displayed in floor plan view, cross section/ elevation views, wall elevations, CAD details, and layout pages. Picture files do not display in camera views or overviews.

Using Import Picture

Select **File> Import> Picture (BMP, JPG, PNG)** to insert a picture file into a plan or layout file. The **Import Picture File** dialog opens.

Click **Open** to finish importing the picture. The picture is placed in the center of the current view, and can be selected and edited.

Clicking and Dragging

You can import a picture directly into floor plan view by dragging an image file from a Windows Explorer window into the Chief Architect window

Using Paste Image

You can import a picture by first copying it to the Windows Clipboard, then navigating to a Chief Architect window and selecting **Edit> Paste> Paste** from the menu, or by using the Screen Capture tools. See “Paste Special” on page 156 and “Creating Screen Captures” on page 1037.

Editing Pictures

Pictures can be selected individually and as a group in 2D and 3D views and edited using the edit handles, the edit toolbar and their specification dialog. See “Picture File Box Specification Dialog” on page 1033.

Using the Mouse

Pictures can be edited like CAD boxes. See “Editing Box-Based Objects” on page 188.

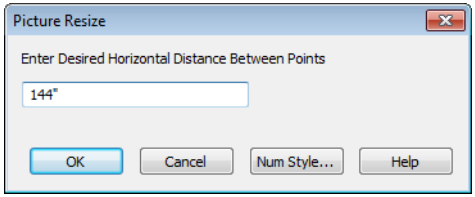
Using the Edit Tools

A selected picture or pictures can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

Resize Picture

A selected picture can be resized in either the X or Y direction with the **Resize Picture** edit tool.

1. Select the picture.
2. Click the **Resize Picture** edit button.
3. Click on two points in the image that have a known distance between them.
4. After you click at the second point, the **Resize Picture** dialog opens showing the current distance between the points.



5. Enter a new dimension that matches the desired distance between the points.
6. Click **OK** to resize the picture.

Resize Factor

With a bit of calculation, an imported picture of a floor plan or site map can be resized to scale using the **Transform/Replicate Object** dialog. Once resized, the picture can be traced using Chief Architect's drawing tools and then deleted.

It is a good idea to delete a resized picture after it is traced to help limit your plan or layout file's size.

To calculate the Resize Factor

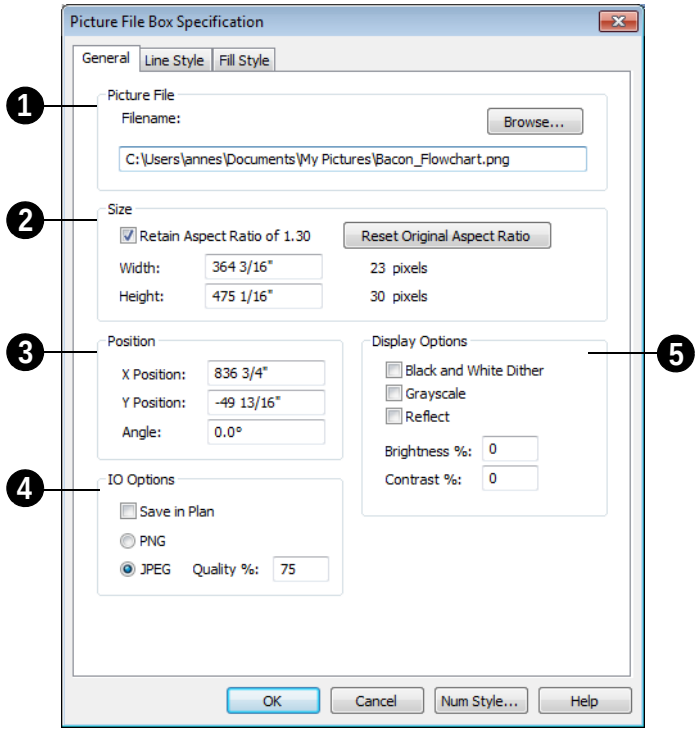
1. Find two items on the imported picture that are separated by a known horizontal or vertical distance, such as two walls or plot lines.
2. Draw parallel CAD lines on top of these two items. See "The CAD Drawing Tools" on page 967.
3. Find the distance between the CAD lines. See "The Dimension Tools" on page 903.
4. The Resize Factor for the image is the distance described in the picture divided by the distance between the CAD lines.

In other words, if the items are supposed to be 10 feet apart on the picture, but the distance between the two CAD lines drawn on them is only 2 feet, you need to set the Resize Factor for the picture to 5. (10' divided by 2' equals 5). When the picture is 5 times the original size, the items on the picture are at the actual scale shown on the picture.

5. Select the picture and click the **Transform/Replicate Object** edit button.
6. In the **Transform/Replicate Object** dialog, select the **Resize Factor** check box.
7. Enter the Resize Factor calculated above, then click **OK**.

Picture File Box Specification Dialog

Select an imported picture file and click the **Open Object** edit button to open the **Picture File Box Specification** dialog.



1 **Filename** - The full pathname for the picture file. Type a new name to change the picture assigned to this box.

- Click the **Browse** button to choose a new picture file or to relink to a missing file.

2 Specify the **Size** of the picture in plan inches (mm).

- Check **Retain Aspect Ratio** to maintain the width to height ratio of the original image. If you change one value, the other recalculates so the image is not stretched or distorted as it is resized.
- **Reset Original Aspect Ratio** - If the aspect ratio is changed, you can click this button to return the picture to its original aspect ratio.
- Specify the desired **Width** of the picture box in plan inches. The original width in pixels displays to the right.

- Specify the desired **Height** of the picture box in plan inches. The original height in pixels displays to the right.

❸ Specify the **Position** of the picture.

- **X Position** - The location of the picture box relative to the absolute origin.
- **Y Position** - The location of the picture box relative to the absolute origin.
- **Angle** - The current angle of the picture box relative to a horizontal line pointing towards the right hand side of the screen.

❹ **Input/Output (IO) Options** - Check **Save in Plan** to embed the image in the plan file. If a picture file is embedded in a plan, you do not need to include it when sending the plan to a different computer.

Click the radio button beside either PNG or JPEG to specify:

- Picture files that were originally using **.jpg** or **.tga** format select the **.jpg** option by default.
- Picture files that were using **.gif** or **.png** formats select the **.png** option by default.

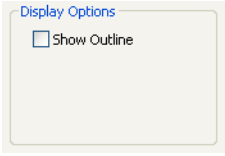
❺ Choose from a variety of **Display Options**.

- Check **Black and White Dither** to dither the selected picture file. Dithering creates a two tone effect that may produce better results when printed.
- Check **Grayscale** to replace the color in the selected picture file with shades of gray.
- Check **Reflect** to reverse the image.
- Enter a degree of **Brightness** from 1 - 100%.
- Enter a degree of **Contrast** from 1 - 100%.

Line Style Tab

The settings on this tab are similar to those on the Line Style tab in numerous other dialogs, with one exception.

Uncheck the **Show Outline** box to turn off the display of the picture's border polyline.



For more information, see "Line Style Tab" on page 977.

Fill Style Tab

For information about using the Fill Style tab, see "Fill Style Tab" on page 991.

Metafiles

A metafile (**.emf**, **.wmf**) is a special picture file format made up of vectors (lines) that allow the image to be rescaled without loss of quality.

High resolution pictures of line-based views can be exported as a metafile.

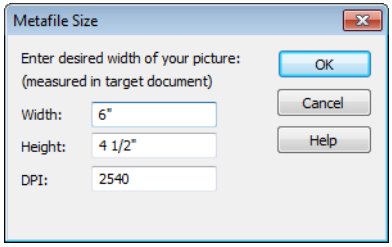
Exporting Metafiles

An enhanced metafile (**.emf**) can be exported from any line-based view: that is, from floor plan view, CAD Details, layout pages, and 3D Vector Views.

Only objects that display on screen are included in an exported metafile.

To export a metafile

1. Accurately position the view on screen.
2. Select **File> Export> Metafile (EMF)** .
3. Drag a marquee from corner to corner, defining the area that will included in the metafile.
4. Release the mouse to open the **Metafile Size** dialog.

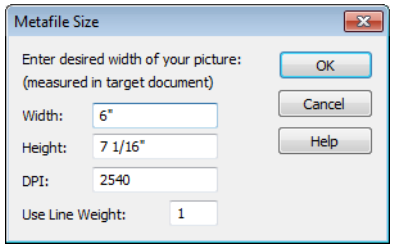


5. Specify the desired **Width** or **Height** of the metafile. When one value is edited, the other changes to maintain its aspect ratio.

   Specify, too, the desired **Dots Per Inch (DPI)** for the metafile. A larger value results in a higher quality metafile, but also a larger file size.
6. Click OK to open the **Export Metafile** dialog, which is a typical Save As dialog. See “Saving a Plan or Layout File” on page 49.
7. Enter a name and location on your computer for the metafile, then click **Save**.

Vector Views and Metafiles

When a metafile is exported from a 3D Vector View, the **Metafile Size** dialog also allows you to specify the printed thickness of lines in the view. See “Vector View” on page 858.



To increase the printing line weight, type a larger number in the **Use Line Weight** field.

This option is not available for metafiles exported from floor plan view. Metafiles exported from floor plan view use the line weights defined in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

Importing Metafiles

Select **File> Import> Metafile (EMF,WMF)** from floor plan view, or a cross section/elevation view, or a CAD Detail to open the **Import Metafile** dialog, which is a typical open file dialog. See “Opening a Plan or Layout File” on page 54.

Editing Metafiles

Once imported into a plan, a metafile can be selected and edited like other objects. See “Selecting Objects” on page 166.

Using Dimensions

Metafiles can be relocated relative to other objects with precision using dimensions. See “Moving Objects Using Dimensions” on page 914.

Using Edit Handles

Metafiles can be edited using their edit handles much the way CAD boxes can. See “Editing Box-Based Objects” on page 188.

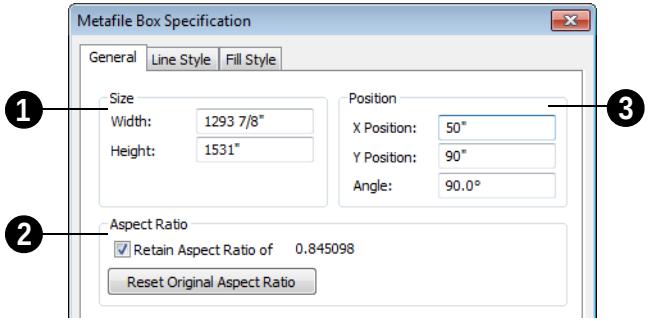
Using the Edit Tools

A selected metfile or metafiles can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

Metafile Specification Dialog

Select an imported metafile and click the **Open Object** edit button to open the **Metafile Specification** dialog.

General Tab



1. The metafile’s Size displays here. You can enter a different **Width** or **Height**.

2. Check **Retain Aspect Ratio** to maintain the aspect ratio when the **Width** or **Height** values are edited. Click **Reset Original Aspect Ratio** to reset the metafile to it’s original size if it has been edited.

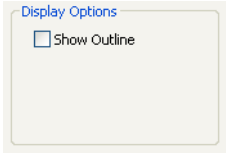
3. The metafile’s current Position and orientation display here. Enter a new **X Position** and/or a **Y Position** to relocate the

Metafile in absolute coordinates. You can also change the Metafile's **Angle**.

Line Style Tab

The settings on this tab are similar to those on the Line Style tab in numerous other dialogs, with one exception.

Uncheck the **Show Outline** box to turn off the display of the picture's border polyline.



For more information, see "Line Style Tab" on page 977.

Fill Style Tab

For information about the Fill Style tab, see "Fill Style Tab" on page 991.

Copy Region as Picture

You can copy any portion of the screen and save it as a picture using the **Copy Region as Picture** tool.

To use Copy Region as Picture

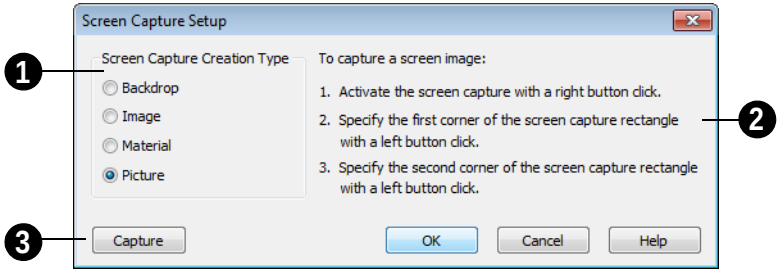
1. Open the view that you would like to copy all or part of as a picture.
2. Select **Edit> Copy Region as Picture**. Your pointer displays a marquee icon.
3. Click and drag a rectangular selection marquee around the desired region.
4. The selection is copied to the Windows clipboard.
   - If the current view is vector-based, the **Metafile Size** dialog displays because the program uses this file format to produce vector-based pictures. See "Metafiles" on page 1034.
   - If the current view is a rendered or Ray Trace view, the region is sent directly to the Windows clipboard.
5. From there, the picture can be pasted into another view or another program.

Creating Screen Captures

Use the Screen Capture tools to add backdrops, images or materials to the Chief Architect Library or to create picture objects. You can capture screens in Chief Architect or other applications.

Begin by selecting **Tools> Screen Capture> Screen Capture Setup** to open the **Screen Capture Setup** dialog.

Screen Capture Setup Dialog



1 Select the **Screen Capture Creation Type** that you want.

- If you select **Backdrop** as the capture type, the program will add the capture to the My Backdrops library category, and it will display in the library preview panes. To use this backdrop, select **3D> 3D Settings** from the menu. See "3D Settings Dialog" on page 814.
- If you select **Image** as the capture type, the program will add the capture to the My Images library category. The image will display in the preview panes and will be selected. Click in the plan to place it.
- If you select **Material** as the capture type, the new material will be added to the My Materials library category and will be shown in the preview panes. Select **3D> Materials> Material Painter** to apply the material.
- If you choose **Picture** as the capture type, the picture displays on screen in Chief Architect.

2 Follow these instructions to create the screen capture after you have selected a capture type.

3 Click **Capture** when you are ready to proceed.

To create a screen capture

1. Select **Tools> Screen Capture> Capture Screen**, or click the **Capture** button in the **Screen Capture Setup** dialog.
2. Navigate to the window you want to capture from. This can be in Chief Architect, another program, or a Web page in your Internet browser.
3. Right-click on screen to activate the capture tool, then left-click to specify the first corner of the capture.
4. Left-click to specify the second corner. A marquee defines the capture area as you move the mouse to the location of the second click.

To change the name of a captured backdrop, image, or material, right-click on it's name in the library list, select **Rename**, and type in the new name. See "Renaming Library Items" on page 757.

Walkthroughs

A 3D Walkthrough is a series of picture files saved in **.avi** format that can be played like a movie by other applications such as Windows Media Player.

There are two ways to record a walkthrough:

- Draw a path in floor plan view using the CAD tools, then direct the program to record a walkthrough along that path.
- Create a 3D view, then begin recording and use the Move Camera tools to navigate through the view.

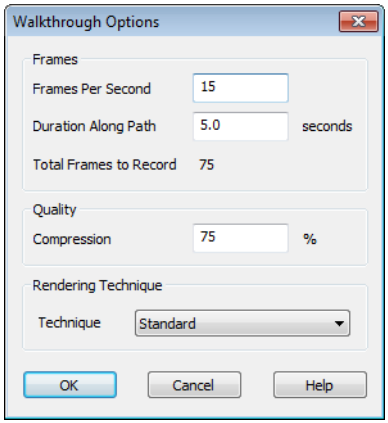
If you resize the current view window while recording a walkthrough, the program will stop recording.

To record a walkthrough along a path

1. Using CAD tools such as lines and arcs or splines, draw a path in floor plan view that travels through a single floor of your plan.
2. Select the polyline or spline path.
3. Click the **Record Walkthrough Along Path** edit button or select **3D> Walkthroughs> Record Walkthrough Along Path** from the menu.

> You can create a video that plays in a continuous loop by specifying a closed polyline as your walkthrough path.

4. An Information message displays, reminding you that while a walkthrough is being recorded along a path, you should avoid using your computer.
5. In the **Walkthrough Options** dialog:

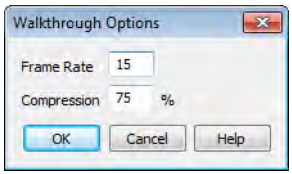


- Specify the desired number of **Frames Per Second**, between 1 and 100. A higher number results in a higher quality recording but also a larger **.avi** file.
- Specify a **Duration Along Path**, in seconds.
- The **Total Frames to Record** displays for reference and equals the Frames Per Second times the Duration along Path.
- Specify a **Compression** percentage between 0 and 100. A value of 0 gives the highest quality images and largest file sizes.
- From the drop-down list, select the **Rendering Technique** you would like the walkthrough to use. See “Rendering Techniques” on page 857.
- Click OK.

To cancel the recording as it is being created, press the ESC key on your keyboard.

To record a walkthrough frame by frame

1. Create a camera view. This view is the first frame of the walkthrough.
2. From the view, select **3D> Walk-throughs> Record Walkthrough** .
3. Specify a location and name for the walkthrough in the **Write Movie File** dialog and click **Save**.
4. In the **Walkthrough Options** dialog:



   - Select a **Frame Rate** between 1 and 100. The value entered is the number of frames per second.
   - Select a **Compression Percent** between 0 and 100. A value of 0 gives the highest quality images and the largest file size.
   - Click OK.
5. Use the camera movement tools to create additional views. Each time the screen redraws, that view is recorded as the next frame in sequence. See “Editing 3D Views” on page 829.
6. To move the camera without saving a view, select **3D> Walkthroughs> Pause Recording** to temporarily stop recording.
   - You can then select **3D> Walk-throughs> Save Frame** button to control what views are saved.
   - You can start recording again by selecting **Pause Recording** once more.
7. When the walkthrough sequence is complete, select **3D>Walkthroughs> Stop Recording** or close the view.

Note: Zooming in and out and using the scroll bars does not change the viewpoint and does not produce a frame for the walkthrough.

To play a walkthrough

1. Select **3D> Walkthroughs> Play Walkthrough** to open the **Open Movie File** dialog.
2. Browse to an **.avi** file on saved on your computer. Your default video application plays the walkthrough.

Selecting a Codec

A codec is a a utility that compresses and decompresses media files, and is used when both recording and viewing **.avi** files such as walkthrough videos.

You can specify which codec to use when recording walkthroughs in the **Preferences** dialog. See “Render Panel” on page 108.

Creating VRML Files

VRML (Virtual Reality Modeling Language) is a 3D file format that can be used by various “walkthrough” viewers, as well as other rendering packages.

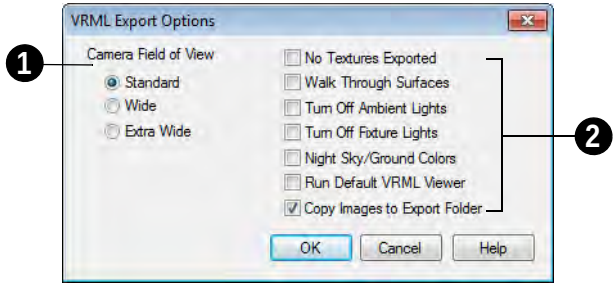
VRML files use the **.wrl** file format and contain an entire 3D model, including lighting information. Images and textures can also be referenced. You can post a **.wrl** file and its associated image and texture files to the web or e-mail them to a customer.

VRML files are often created from rendered views so that lighting and textures are used; however, you can export from a Vector View if you wish. See “Editing 3D Views” on page 829.

The entire model is exported, but the starting point for the walkthrough is defined by the camera location at the time of export.

When a camera view or overview is active, select **File> Export> Export VRML** . The **VRML Export Options** dialog opens.

VRML Export Options Dialog



1 Define the **Camera Field of View**. **Standard** most closely corresponds to the default Chief Architect camera view. The other options generate a wider field of view.

2 Select as many options along the right side of the dialog box as desired.

- Check **No Textures Exported** to prevent texture files from being exported with the **.wrl** file. If textures are exported, the texture files must be in the same folder as the **.wrl** file.
- **Walk Through Surfaces** allows you to walk through walls and closed doors from room to room, instead of stopping when you reach a wall.
- **Turn off Ambient Lights** turns off the default lights that are used to light a scene.
- **Turn off Fixture Lights** turns off the default lights that are generated for fixtures and used to light a scene.
- **Night Sky/Ground Colors** darkens the ground plane and sky to create a nighttime appearance.
- **Run Default VRML Viewer** starts the **.vrml** viewer and opens the new **.vrml** file as soon as it is generated.
- **Copy Images to Export Folder** should be checked if you plan to share the VRML with others. This copies texture bitmaps with the **.wrl** file so that they render correctly when exported.

Once the general parameters have been selected, click **OK**. Name the **.wrl** file and save it in the desired folder and click **Save**.

It is best to keep all .vrml files in a folder separate from your normal Chief Architect files, since all textures used in the model also export to the same folder. This could add a significant number of files, creating potential organization problems.

VRML Use of Texture & Image Files

In order for textures to be rendered correctly, the texture and image files associated with an exported VRML file must be in the same directory as the **.wrl** file.

VRML files do not support the use of .**bmp** textures or images. Instead, compressed file formats such as .**gif**, .**png**, or .**jpg** files must be used.

If you wish to use custom textures or images in your VRML file, you have two options:

- Make sure that they are saved in a format other than **.bmp** before you bring import them into Chief Architect. This is the recommended option.
- Create a .**gif** file with the same name and in the same directory as the **.bmp** file. When you export the **.wrl** file, Chief Architect automatically substitutes the .**gif** for the .**bmp** file. Whenever possible, you should use a supported file format instead of using .**bmp** and .**gif** pairs.

For more information about **.vrml** players, visit the Chief Architect Web site at www.chiefarchitect.com.

Chapter 35:

Importing & Exporting

Importing is the process of opening a file that was produced in a different program in Chief Architect. Exporting, on the other hand, is the process of saving information in a Chief Architect file to a format that can be read by another program.

Chief Architect allows you to import and export a variety of information from and to other applications. This chapter focuses on importing and exporting 2D .dxf/.dwg files and a variety of 3D file formats.

There are numerous other options for importing objects and data in Chief Architect. They are discussed in the chapters in which those objects or settings are discussed.

Chapter Contents

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- Importing 2D Drawings
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- Additional 2D Export Information
- 3D Data Import Requirements
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DXF vs DWG File Formats

Many design programs can read and write .**dxf** and .**dwg** files. Both formats interpret data as CAD objects such as lines, polylines, and circles. Both formats can also contain 3D data which can be imported into Chief Architect, as well.

.dwg is the native AutoCAD file format. Originally a proprietary format, it is now widely used with many different products.

.dxf (**D**rawing e**X**change **F**ormat) is a standard file format created by Autodesk for the transfer of data between other programs.

Binary .**dxf** format is another related file format. It is easier for computers to read, is more accurate, and occupies less disk space and regular .dxf files. When exporting, however, bear in mind that not all applications support binary .**dxf**.

Importing 2D Drawings

2D drawings are imported by reading entities from a **.dwg** or **.dxf** file and creating the equivalent CAD objects in Chief Architect.

Chief Architect X4 can import 2D **.dxf** or **.dwg** files compatible with AutoCAD through version 2012.

Only drawings created in AutoCAD's Model Space can be imported directly into Chief Architect. Entities drawn on the first page of Paper Space are imported as a CAD block and can be inserted into a drawing from the **CAD Block Management** dialog. See "CAD Block Management" on page 1004. Entities drawn on subsequent pages of Paper Space are not recognized.

A .**dxf** or .**dwg** file can be imported into floor plan view, a Wall Elevation view, Cross Section/Elevation view, or a CAD Detail window.

In general, all Z coordinates are mapped to zero. If an entity in an imported drawing has thickness, Chief Architect ignores it.

Supported Entities

The following is a list of the entities that are imported and how they are converted. All other entities are ignored:

- **Lines -** Both 2D and 3D lines.
- **Circles** - Fully supported in 2D.
- **Arcs** - Fully supported in 2D.
- **Ellipses** - Fully supported in 2D.
- **Spline entities** - Fully supported as 2D polylines.
- **Polylines and Lightweight Polylines** - Polylines are imported as polylines. Bumps are converted to arcs. Line widths are ignored.
- **Lightweight Polylines** - Fully supported in 2D.
- **Text & Multi-line Text** - Both are imported as Rich Text and mapped to the Text layer. Multi-line text objects retain their original width. The first font in a multi-line text object is applied to the entire object. If that font is unavailable, Arial is used.
- **Unicode Text -** Fully supported.
- **Blocks** & **Block Inserts** - A block is a named group of CAD entities that have been joined together to behave as a single object. A block insert is a reference to such a block. Blocks are loaded by name. If a duplicate name is found, you can specify whether a block is imported under a new name, replaces an existing block or simply uses the existing block of the same name.

- **Hatch entities** - If **Import Hatch entities** is selected on the Select File page of the **Import Drawing Wizard** for a .dwg file, Hatch patterns are imported as a CAD block consisting of solid black filled polylines.
- **2D Solids** (Not ACIS Solids) - Fully supported in 2D.
- **Solids** - A solid is a 3 or 4-sided filled area. These are imported as 2D faces.
- 2D Solids (Not ACIS Solids)
- **3D Faces/Polyface Meshes** - A 3D face has its Z coordinate mapped to zero, and imports as a polyline.
- **Dimensions** - Rotated, aligned and 3-point angular dimensions are supported. All other dimension types are imported as lines and text rather than functioning dimensions.

  CAD blocks containing dimensions as text must be exploded before the text can be edited separately. For more on exploding, see “CAD Blocks” on page 1002.
- **Attributes** - Attributes are text objects associated with other items, like blocks. These are imported as text objects at the appropriate location but the association with the original object is broken.
- **Line Styles** - Line styles are not imported. Instead, if a style of the same name displays in the Chief Architect line styles, that line style is used. Otherwise a solid line style is used.
- **Layers** - You can specify which layers in the imported drawing to import into your Chief Architect file. You can also choose how you wish to map drawing layers to layers in the destination file. See “Layers” on page 127.

Layers

There can be some confusion between importing a layer and mapping a layer; the distinction, however, is important.

You can control which objects in a drawing are imported by choosing to import the layers they are on.

Once you have elected to import a layer, you can then specify how you would like to map it in the Chief Architect drawing. You have three options:

- You can map all layers in the imported drawing to a single Chief Architect layer.
- You can map all layers in the imported drawing to Chief Architect layers of the same name. The program will create those layers if they do not already exist.
- You can use **Advanced Layer Mapping** to individually map each imported layer to a Chief Architect layer.

Import Drawing Wizard

A **.dxf** or **.dwg** file can be imported into floor plan view, a **Wall Elevation** view, **Cross Section/Elevation** view, or a CAD Detail window.

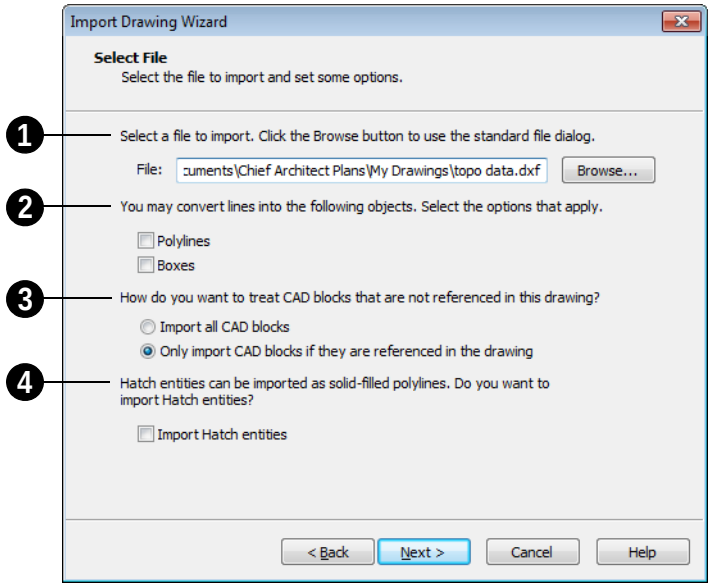
To import a 2D drawing file, open the view window in which you would like to place the drawing and select **File> Import> Drawing**

(DWG/DXF) to open the welcome page of the **Import Drawing Wizard**. Click **Next** to continue.

You can also launch the **Import Drawing Wizard** by dragging a .dxf/.dwg file from a Windows Explorer window into the Chief Architect window.

CAD Detail windows are an excellent place to import and organize CAD drawings. See “CAD Details” on page 1008.

Select File



1 Type the full pathname of the drawing file you want to import or click the **Browse** button to locate a file on your computer. The directory containing the last file selected using the **Import Drawing Wizard** displays in this field.

2 If you want to convert lines to polylines or boxes, check the appropriate options. Polylines are imported as polylines regardless of these settings.

- Check **Polylines** to import lines as polylines. Unconnected lines will be connected.
- Check **Boxes** to import lines as boxes. Unconnected lines will be connected.

3 Specify how to treat CAD blocks associated with the selected drawing.

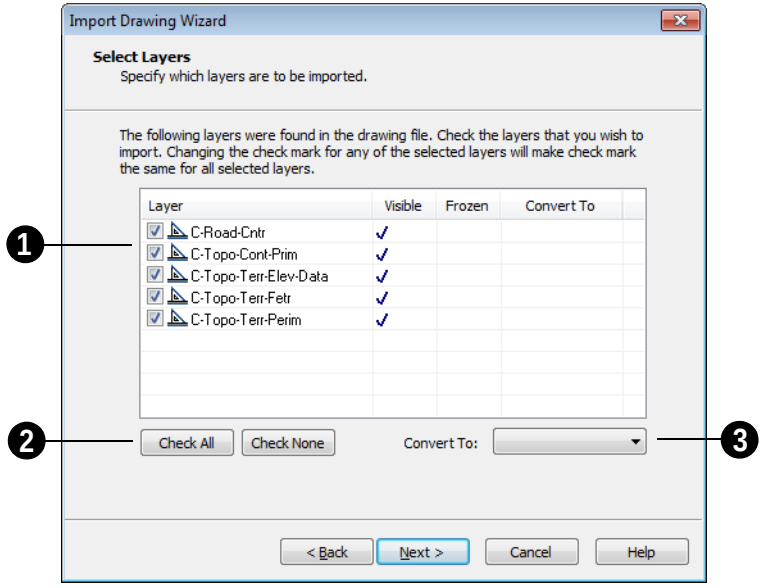
- Select **Import all CAD blocks** to include all CAD blocks associated with the file being imported whether or not they are visible. See “CAD Block Management” on page 1004.

- Select **Only import CAD blocks if they are referenced in the drawing** to reduce the volume of transferred data.

4 Check **Import Hatch entities** to import areas of hatching as solid-filled polylines.

Click **Next** to load the file into memory so that Chief Architect can present information about the contents of the file. This can take a while for larger files.

Select Layers



1 A list of the layers found in the imported file and information about each layer displays in this table.

- In the **Layer** column, check the box to the left of each layer name to specify which layers you want to import. Layers with checked boxes are imported; those with unchecked boxes are not.
- Layers that were **Visible** in the original program are checked by default. You can include a layer that is not visible by checking the box to the left of its name.
- Layers that were **Frozen** in the original program are not checked by default. You can include a frozen layer by checking the box to its left.
- If a layer is set to **Convert To** a terrain perimeter or elevation data, it will be indicated in this column provided that you are importing into floor plan view.

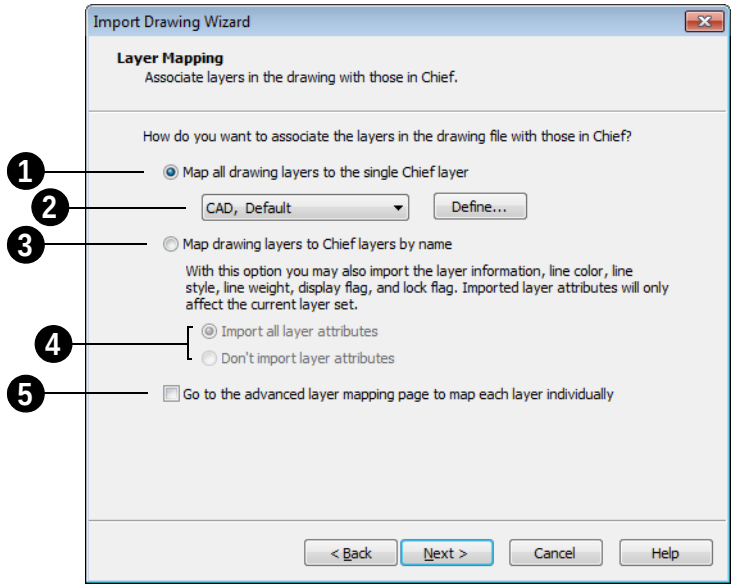
2 Click **Check All** to import all layers associated with the drawing. Click **Check None** to import none of the layers.

❸ The **Convert To** drop-down list allows you convert the data on any layer into a "Terrain Perimeter" or "Elevation Data". See "Terrain Perimeter" on page 648 and "Importing DXF/DWG Elevation Data" on page 683. Only available when importing into floor plan view.

To convert a layer to terrain data, click on the layer in question in the table and then select an option from the **Convert To** drop-down list. The option you choose will then display in the **Convert To** column in the table.

Note: if an open polyline is converted into a Terrain Perimeter, the program will draw an additional edge to close the gap.

Layer Mapping



The **Layer Mapping** page specifies how layers are structured once imported into Chief Architect.

Mapping to a Single Layer

❶ The simplest layer mapping option is to assign all CAD objects to a single Chief Architect layer. This choice offers the least control as original layer attributes are lost. Line color, style, and weight are preserved on a per object basis.

❷ All CAD objects to be imported are placed on the layer indicated in the box. Select a layer from the drop-down list or click the **Define** button to open the **Layer Display Options** dialog and specify a layer and its properties. See "Layer Display Options Dialog" on page 132.

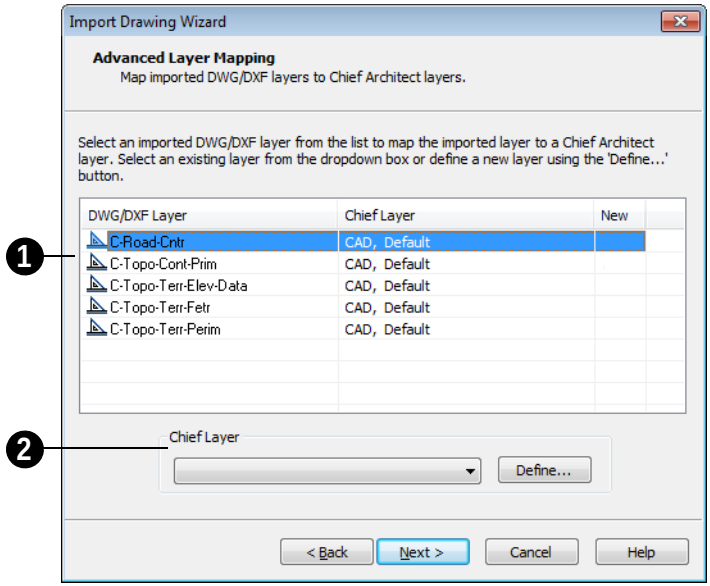
Mapping Layers By Name

3 The second option is to map layers by name. Layers are created in Chief Architect with the same names as those listed on the **Select Layers** window of the **Import Drawing Wizard**, and the imported CAD objects are placed on those layers.

4 In combination with the second alternative, you may choose to import all attributes for each layer or none at all.

5 The third option is to map each layer individually with complete control of all layer mapping options. Selecting the third option opens the **Advanced Layer Mapping** page.

Advanced Layer Mapping



If you select the **Advanced Layer Mapping** option, the **Advanced Layer Mapping** page displays, allowing you complete control of how all imported layers are mapped.

1 A list of the layers found in the imported file and the layers in Chief Architect that they are mapped to display in this table.

- The original name of each **DWG/DXF Layer** is found in the first column.
- The name of the **Chief Layer** that each imported layer is mapped to is listed in the second column. The initial Chief Layer selections depend on which option was selected on the Layer Mapping page.
- If a Chief Layer does not already exist in the destination plan or layout file, it will be listed as "**New**" in the third column.

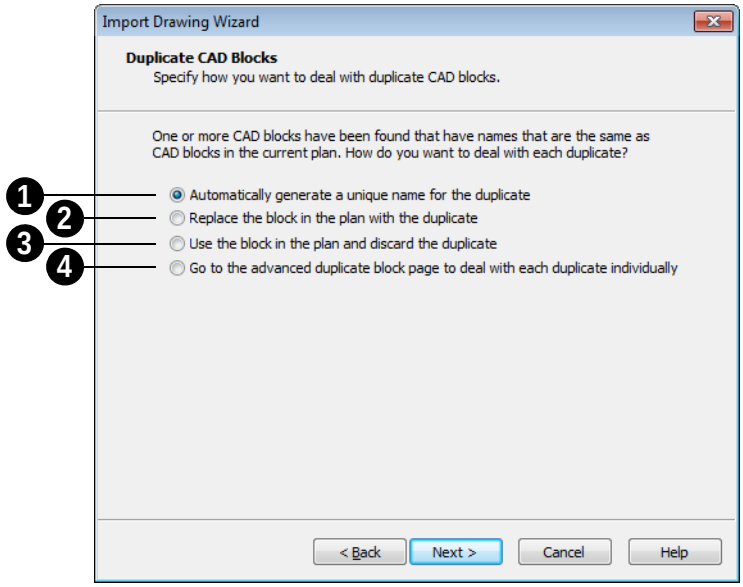
2 When a row in the table above is selected, the **Chief Layer** options

become active. Select multiple entries by holding down the Shift key

- If the layer in the selected row is mapped to an existing Chief layer, it will display in the drop-down; if not, the drop-down will be blank.
- Select a layer already present in the destination plan or layout file from the drop-down list.
- Click the **Browse** button to open the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

Click **Next** to continue.

Duplicate CAD Blocks



If one or more CAD blocks in the imported file have the same name as a block in the destination plan or layout, the **Duplicate CAD Blocks** page displays.

There are four alternatives. Selecting any of the first three applies that choice to *all* duplicate CAD blocks in your plan.

1 The first choice is to allow the program to automatically generate unique names for each duplicate. For instance, if the original file’s name is “blockname,” the program gives the new block a name like: “blockname-copy” or “blockname-copy-1.”

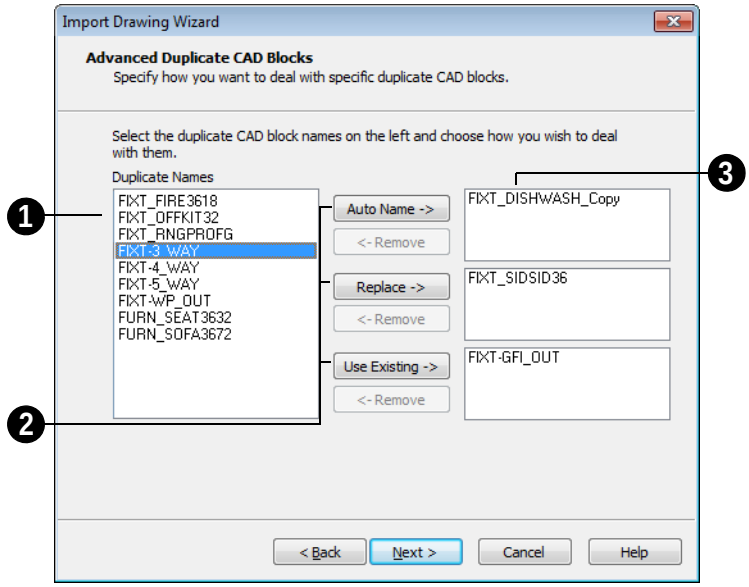
2 The second alternative is to replace the existing block in the plan with the duplicate. This option is not recommended, as all instances of the CAD block are replaced in the plan.

3 The third is to keep the block that already exists in the plan and discard the duplicate.

4 Select the fourth option to open the **Advanced Duplicate CAD Blocks** page and manage each duplicate individually.

Click **Next** to continue.

Advanced Duplicate CAD Blocks



If you chose the fourth option from the **Duplicate CAD Block** page, the **Advanced Duplicate CAD Block** dialog displays, allowing you to manage each duplicate CAD block individually.

1 Click on a CAD block name in the list of **Duplicate Names**. Select multiple names by holding down the Shift key.

2 Click one of the three active buttons in the center of the dialog to specify how the selected block(s) are to be treated.

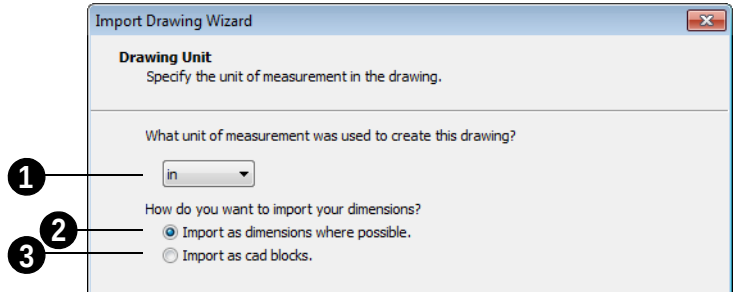
- Click **Auto Name** to have the program automatically generate a unique name for the selected CAD block. The duplicate's name is the same as the original with "_Copy" appended to the end.
- Click **Replace** to replace the existing CAD block in the destination file with the CAD block listed here. This option is not recommended, as all instances of the CAD block are replaced.
- Click **Use Existing** to keep the CAD block already in the destination file and discard the CAD block listed here.

3 Review your choices in the tables at the right.

- To remove a CAD block from a field on the right, select it and click the **Remove** button.

Click **Next** to continue.

Drawing Unit



1 **What unit of measurement was used to create this drawing?** - Select a unit of measurement from the drop-down list. Selecting the correct unit helps ensure that your imported drawing is accurately sized.

> Note: During the import process, Chief Architect defaults to inches or millimeters. If you are importing a site plan or topo prepared by a surveyor, or if you are importing a metric drawing into an imperial plan (or vice versa), you may need to change units.

2 Select **Import as dimensions where possible** to import dimensions as Chief Architect supported dimensions.

3 Select **Import as CAD blocks** to import dimensions as CAD entities that are not recognized by Chief Architect as dimensions.

Import Complete

When a file is imported into Chief Architect, its various components are selected as a group. The group-selection has Move and Rotate edit handles available for relocating the entire drawing. Once another object or tool is selected, the drawing components are no longer group-selected.

Imported drawings are assigned the same coordinates at which they were originally drawn. If you do not see your imported drawing, select **Window> Fill Window** , as it may have been placed at a location not currently visible on screen.

When the drawing can be seen, move your mouse pointer over it and note its coordinates in the Status Bar. If any coordinate value has more than six digits, use the **Transform/ Replicate Object** edit button to move it closer to the origin. See “Transform/ Replicate Object Dialog” on page 224.

Imported CAD objects can be selected and edited just like objects that were drawn in the program. See “Editing Objects” on page 161.

CAD to Walls

This feature allows you to convert a flat line drawing into a 3D model. Once a drawing has been imported into Chief Architect, CAD lines that represent wall layers and other structural items can be converted to actual Chief Architect walls, railings, windows, or doors. See “CAD to Walls” on page 274.

Exporting 2D DXF/DWG Files

Line-based 2D files can be exported from Chief Architect in both **.dxf** and **.dwg** file formats. You can specify the version of AutoCAD to export to. Compatibility with other software may vary.

Custom line styles created in Chief Architect cannot be exported. When exported to **.dxf/ dwg**, they are replaced by a solid line style, although the line weight and color are retained. See “Creating Line Styles” on page 1000.

Dimensions

Aligned, rotated, and angular dimensions can all be exported. CAD blocks containing dimensions as text must be exploded before the text can be edited separately. For more on exploding, see “CAD Blocks” on page 1002.

Dimensions with text added using the **Add Additional Text** tool are not supported when exported to .dxf/.dwg. When exported, they are converted to text and CAD lines. See Add Additional Text.

There are two ways to export a 2D drawing file in Chief Architect: Export Current View and Export All Floors.

Export Current View

To export the floor plan view, Vector view or CAD Detail that is currently visible, select **File> Export> Current View (DWG/DXF)**.

Bear in mind that Orthographic views are drawn to scale and will produce a 2D drawing that can be accurately dimensioned. Perspective views, on the other hand, are not scaled and do not produce drawings that can be dimensioned accurately. See “Perspective and Orthographic Views” on page 810.

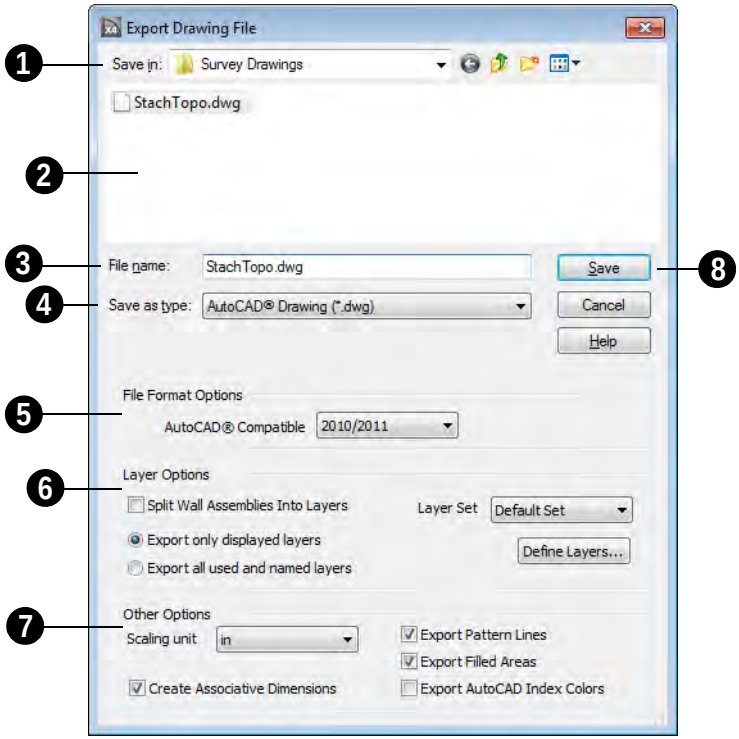
Export All Floors

To export the floor plan view for all floor plans simultaneously, select **File> Export> All Floors (DWG/DXF)** from any floor of the plan. The floor plans are exported to a single **.dxf** or **.dwg** file.

If you choose to export all floors, the file will contain all floors superimposed on each other. Upon export, each layer in your Chief Architect drawing is divided into separate layers: one for each floor. For example: “Electrical-2” contains objects on Floor 2 that were originally on the “Electrical” layer.

You can use the CAD Detail from View tool to automatically create a 2D line drawing from a 3D view. See “CAD Detail From View” on page 837.

Export Drawing File Dialog



1 **Save In** - The current directory displays here. Click the drop-down arrow and browse to the export location you prefer.

2 Existing **.dxf** and **.dwg** files in the current directory are listed here.

3 Enter a **File name**.

4 **Save as type** - Specify the file format Chief Architect should use to export.

- Select **Binary DXF** to export the file in binary **.dxf** format. Binary .dxf is easier for computers to read, is more accurate, and occupies less disk space, but some applications do not support binary **.dxf**.

5 **File Format Options** - **.dxf** and **.dwg** files created by Chief Architect can be compatible with a variety of AutoCAD versions. Specify which version from the drop-down list.

❻ The **Layer Options** settings allow you to control the layers associated with the file being exported. See “Layers” on page 127.

- **Split Wall Assemblies Into Layers** - Wall assemblies can be split into layers, allowing them to be edited separately.
- Select **Export only displayed layers** to export only those layers that are displayed on screen. This is what always occurs when exporting from layout, but is not an available option in layout files.
- Select **Export all used and named layers** to export all layers that either have something on them or have a layer name specified. Not available in layout files.
- Select a **Layer Set** to export. See “Layer Sets” on page 129. Not available in layout files.
- Click the **Define Layers** button to edit the selected layer set. Not available in layout files.

Create a custom layer set to accommodate desired naming conventions or display attributes.

❼ **Other Options**

- **Scaling Unit** - Select the unit of measurement to be used. For best results, choose inches or feet for Imperial plan or layout files, or metric units for metric files. See “Dimension Preferences and Defaults” on page 890.
- Uncheck **Create Associative Dimensions** to export dimensions as simple CAD entities that are not recognized dimensions by other programs. Associative dimensions are recognized by AutoCAD and many other CAD programs.

  When exporting a layout page, it is often best to uncheck this box.
- Check **Export Pattern Lines** to export pattern lines. Pattern lines are exported as normal CAD lines.
- Check **Export Filled Areas** to export filled areas as AutoCAD 2D solid entities.
- Check **Export AutoCAD Index Colors** to automatically map all colors used in the drawing to the closest 256 AutoCAD Index Color (ACI). Black (RGB 0,0,0) and white (RGB 255,255,255) are mapped to ACI 7. When unchecked, colors are exported using RGB colors.

Dimension lines using non-default primary or secondary formatting will lose their changes and will use the default format(s) upon export.

❽ When you are satisfied with your selections, click **Save** to export the file as specified.

The file is now ready to be opened by or imported into another program.

Additional 2D Export Information

The export process converts high level Chief Architect objects (doors, windows, etc) into simple, CAD-based objects (lines, arcs, etc). Chief Architect exports all data to AutoCAD’s Model Space.

Supported Entities

The following entity types are currently supported for 2D export:

Line - The simplest entity. In AutoCAD, lines are 3 dimensional with the Z coordinate set to zero.

Arc - Arcs have a start angle, end angle and radius.

Circle - Fully Supported.

Multi Line Text - If exporting to an AutoCAD release that supports multi-line text, Chief Architect writes the file as multi-line text. If exporting to a version that does not support multi-line text, the file is written as simple text.

Unicode Text - Fully supported.

Polylines - Polylines are a collection of points with lines or arcs connecting them. Chief Architect supports both lines and arcs. Arcs are referred to as bulges in AutoCAD.

Dimensions - Each dimension has an associated block containing a representation of the dimension as it is drawn in Chief Architect. It also contains all the data to recreate that information.

- When an exported dimension is modified in AutoCAD or other CAD program, its appearance changes.
- Chief Architect does not support arrow-head styles or fonts.
- Three kinds of dimensions are generated: Aligned, Rotated and 3 Point Angular.
- Please refer to AutoCAD documentation for more information.

Note: Uncheck “Use Associative Dimensions” in the Export Drawing File dialog if the CAD program you are using does not support AutoCAD Associative dimensions. See “Export Drawing File Dialog” on page 1054.

Block Insert - A block insert is a reference to a block, which is a named collection of entities. A block can also contain block inserts.

Line Types

A line type, or line style, is used by layers and entities to determine how lines are drawn. Chief Architect line types installed with the program are supported on export; custom, user-created line styles, however, are not. See “Line Styles” on page 999.

Layers

Layers in other systems are similar to Chief Architect layers, but there are some subtle differences. Layer information is mapped as follows:

Chief Architect	Other Systems
Name	Name
Color	Nearest AutoCAD Color. Chief Architect uses the default AutoCAD color table to determine this mapping.
Display	On

Size	Line Weight. In AutoCAD, line weights are determined by a table of mm line widths. Chief Architect maps to the closest match in the default line weight table based the Line Weight Scale set in the Page Setup dialog. See “Page Setup Dialog” on page 1097.
Style	Line type
Lock	Lock

3D Data Import Requirements

Importing a symbol that can be used by Chief Architect is a relatively simple process that begins with previously created 3D data. This 3D data often comes from a program other than Chief Architect. If you use another 3D modeling program to create the 3D data, be aware of the following requirements before attempting to create symbols.

Chief Architect is not able to provide support for any third party software.

There are a number of requirements that must be met before any 3D data can be used to create a symbol in Chief Architect:

- The 3D data must be stored in a standard Drawing Exchange File (**.dxf**), AutoCAD Drawing (**.dwg**), object (**.obj**), 3D Studio Mesh (**.3ds**) or SketchUp version 8 and prior (**.skp**) file format. If you have 3D data in another format, you must convert it into one these formats first.
- Geometry and material information stored in **.3ds** files are imported; cameras and lights are not.
- The 3D model must be composed of 3D DWG or 3DSOLID solid entities, or face data. Faces are typically referred to as 3D faces, polygonal faces, or poly meshes. Other types of entities such as lines, curves, circles, polylines, and free form surfaces can exist in the file but are not imported when the symbol is created. This is true for all (**.dxf /.dwg/.obj/.3ds/ .skp**) file types.
- The face data should be assigned to different layers so that you can map them to the correct materials when viewing them in 3D. It is helpful to name your layers using a convention that identifies that materials should be assigned to each subcomponent.
- Pay attention to the origin and orientation of the 3D data when designing symbols. Chief Architect allows some adjustment when creating the symbol, but it is easier to build the 3D data correctly before importing it into Chief Architect. For more information about defining the origin, see “Symbol Origin” on page 1081.

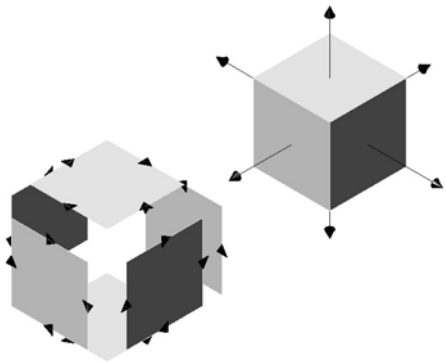
- Chief Architect does not support grouped objects in symbols imported from **.3ds** files.

Surface Normals

If you use third party software to help you create the **.dxf /.dwg/.obj/.3ds./skp** files that will be turned into symbols, you should be familiar with the concept of surface normals.

A surface normal is a vector that is perpendicular to the plane of a surface. This vector points in one direction, determined by the way the face is drawn.

If the face is drawn clockwise, the surface normals are directed outward, if the face is drawn counter-clockwise, the surface normals point inward.



The cube on the left shows which direction each face was drawn and the cube on the right shows which direction the surface normal for each face points as a result.

Many objects can be drawn using only one side of each face. A cube is a good example. The inside of a cube is not visible when only the outside faces are drawn. When the inside faces are not calculated, 3D views in Chief Architect generate faster. Chief Architect assumes that the face on the positive side of the normal vector is the outside face.

Importing 3D Symbols

Chief Architect supports the import of 3D surface and 3D solid objects saved to **.dxf**, **.dwg**, **.3ds**, **.obj**, and **.skp** formats.

There are two ways to import a 3D symbol into Chief Architect:

- By dragging and dropping the file from Windows Explorer into floor plan view.
- Using the **Import 3D Symbol** dialog.

Symbols imported by clicking and dragging are imported for use in the current plan, while those imported using the **Import 3D Symbol** dialog are also saved in the library. See “The Library” on page 743.

Only **.3ds**, **.obj**, and **.skp** files can be imported by dragging and dropping; 3D **.dxf/ .dwg** files can only be imported using the **Import 3D Symbol** dialog.

Note: The .skp file format does not currently offer support for 64-bit applications. As a result, .skp files cannot be imported into the 64-bit version of Chief Architect.

To drag and drop a 3D symbol

1. Open the plan in which you would like to import a 3D symbol and remain in floor plan view.
2. Open a Windows Explorer window in front of the Chief Architect program window.
3. If the Explorer window fills your screen, click the Restore Down button at the top right and resize the window so that the Chief Architect program window can be seen behind it.
4. Click on the desired **.3ds**, **.obj** or **.skp** file and drag it into the Chief Architect program window.
5. When your cursor changes to a +, click in the drawing area to place as many copies of the symbol as desired. When you are finished, select a different tool.

Symbols imported by clicking and dragging are imported as generic stand-alone interior fixtures. If you wish to assign different characteristics to a symbol, use the **Import 3D Symbol** dialog to import it.

Importing Multiple Symbols

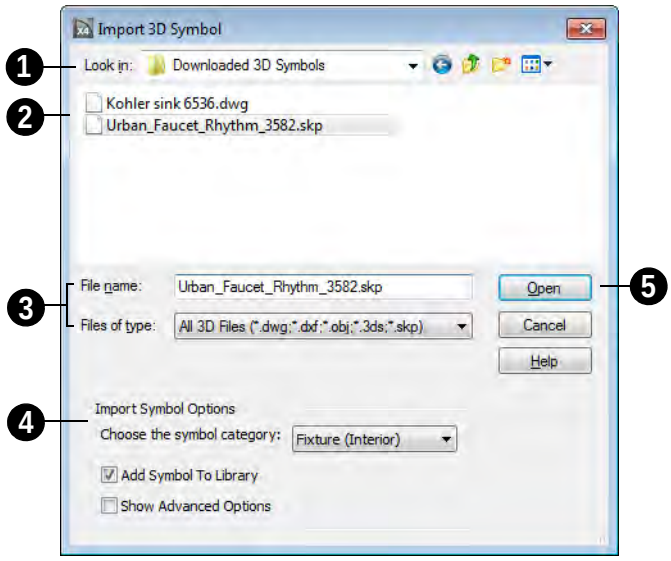
More than one symbol can be imported into the Chief Architect library at a time provided that the following requirements are met:

- The symbols are located in the same folder on your computer.
- Multiple symbols can only be imported using the **Import 3D Symbol** dialog. If you try to drag and drop group-selected files in Windows Explorer, only the file that was selected first is imported.
- When imported as a group, symbols must be assigned to the same symbol category. If you wish to assign them to different categories, they must be imported separately.

Symbols that are imported as a group are assigned names based on their original file names with the file extension omitted.

Import 3D Symbol Dialog

Select **File> Import> 3D Symbol** to open the **Import 3D Symbol** dialog.



1 **Look in** - Browse to the location of the 3D symbol file(s) on your computer.

2 The names of any **.dxf**, **.dwg**, **.3ds**, **.obj** and **.skp** files in the selected location display here.

3 Click on a file in list above to select it and display its **File name** here.

In the **Files of type** drop-down, you can select a particular file type to narrow the variety of files that can be seen in this dialog.

- To select a group of files, click on the first one, hold down the Shift key, then click on another file. The two files plus all files in between are selected.
- To select multiple files individually, click on one, hold down the Ctrl key, then click on additional files. Only the files you click on are selected.
- To select all files in the directory, click on one and press Ctrl + A. Only do this if you wish to import all files in the folder.

4 **Import symbol options** - By default, Chief Architect will import a 3D file as a generic stand-alone interior fixture. If you prefer, you can select different attributes instead.

- **Choose the symbol category** from the drop-down list, which affects how the symbol will behave, how it can be edited, and where it can be used.
- Check **Add Symbol to Library** to save the symbol in the Import library category. This is always checked when multiple symbols files are selected. See “Add to Library” on page 754.
- Click the **Advanced** button to open the symbol’s specification dialog. See “Symbol Specification Dialog” on page 1067.

❺ Click **Open** to import the symbol, then click in floor plan view to place the symbol at that location. Continue clicking to place as many copies of the symbol as needed. Select another tool when finished.

Note: If you import a **.obj**, **.3ds** or **.skp** file with textures that are already present in your library, the **Texture Filename Conflict** dialog opens. See "Texture Filename Conflict" on page 1063.

Symbol Categories

The category that you assign to a symbol will influence how the symbol can be placed in a plan and how it will appear in the Materials List and in schedules. See "Materials Lists" on page 1159 and "Schedules & Object Labels" on page 1131.

Category	Placement	Schedules and Materials Lists
Cabinet	Can only be placed as a free-standing object. See "Cabinets" on page 611.	Listed in Cabinets category of Materials Lists; can be included in Cabinet Schedules.
Cabinet Door/Drawer	Can be assigned to a cabinet or free-standing. See "Cabinets" on page 611.	When free-standing, listed in Cabinets category of Materials Lists. When assigned to a cabinet, listed as a component of the cabinet in Materials Lists and Cabinet Schedules.
Door	Can only be placed in a wall or assigned to a doorway. See "Doors" on page 325.	Listed in Doors category of Materials Lists; can be included in Door Schedules.
Doorway	Can only be placed in a wall. See "Doorways" on page 327.	Listed in Doors category of Materials Lists; can be included in Door Schedules.
Electrical	Can be specified as a variety of free-standing electrical items and may be ceiling-, floor-, wall- or cabinet-mounted. See "Electrical" on page 575.	Listed in Electrical category of Materials Lists; can be included in Electrical Schedules.
Fixture (Exterior)	Exterior Fixtures can act as plumbing items or appliances and have many different options. They may be free-standing, inserted into a cabinet, mounted on the ceiling, a wall, under a cabinet or on a roof.	Listed in Fixtures category of Materials Lists; can be included in Fixture Schedules.
Fixture (Interior)	Interior Fixtures can act as plumbing items or appliances and, like Exterior Fixtures, have many different options.	Listed in Fixtures category of Materials Lists; can be included in Fixture Schedules.
Furnishings (Exterior)	Can only be placed as a free-standing object but can be ceiling-, floor- or roof-mounted.	Listed in Furniture category of Materials Lists; can be included in Furniture Schedules.

Furnishings (Interior)	Can only be placed as a free-standing object but can be ceiling-, floor- or roof-mounted.	Listed in Furniture category of Materials Lists; can be included in Furniture Schedules.
Geometric Shapes	Can only be placed as free-standing object. See "General Shapes" on page 719.	Listed in General category of Materials Lists.
Hardware	Can be specified as a hinge, handle or lock and assigned to a cabinet, to a door, or free-standing.	Listed as a component of the object it is assigned to in Materials Lists or in Hardware category when free-standing; can be included in schedules as a component of the object it is assigned to.
Millwork	Can be free-standing or assigned to an object such as a railing or cabinet. See "Millwork" on page 595.	Listed in Exterior Trim, Interior Trim, or Fixtures category of Materials Lists. May be included in Fixtures Schedules.
Molding	Can only be assigned to a room, cabinet, countertop or molding polyline. See "Trim & Molding" on page 589.	Listed in Exterior Trim or Interior Trim category of Materials Lists.
Plant	Can only be placed as a free-standing object. See "Plant Tools" on page 684.	Listed in Landscaping category of Materials Lists; can be included in Plant Schedules.
Sprinkler	Can only be placed as a free-standing object. See "Sprinkler Tools" on page 692.	Listed in Landscaping category of Materials Lists.
Window	Can only be placed in a wall. See "Windows" on page 349.	Listed in Windows category of Materials Lists; can be included in Window Schedules.

3D Symbols and Materials

When a symbol is imported into Chief Architect, material definitions may be included with it. Whether and how material information is included depends on the symbol's file format. See "About Materials" on page 774.

DXF/DWG Files

.dxf/.dwg files do not include information about material definitions. If the **.dxf/.dwg** file associated with a symbol is changed, all previously specified material information for the symbol will be lost.

All layers, layer names, solids and instances of blocked solids from the **.dxf/.dwg** file display in the list on the left side of the Materials window.

OBJ Files

Material definitions for most **.obj** files are saved in a separate file with the **.mtl** file extension. If such a file exists, the materials associated with the **.obj** file display in the list on the left side of the Materials window.

If Chief Architect does not receive material definition information in an accompanying

.mtl file, default material properties are assigned.

Material definitions for **.obj** files can also include texture information in the form of image files (**.jpg**, **.png**, etc).

In order to properly import an **.obj** file, Chief Architect needs the **.obj** file, the **.mtl** file, and any referenced texture files. If a texture file is not available, the material it is associated with is created without a texture.

The material definitions associated with an imported **.obj** symbol are not available for use by other objects in Chief Architect until that symbol has been placed into a plan. The associated texture files are then copied to the user's Textures folder. See "Chief Architect Data" on page 47.

3DS Files

Material definitions for **.3ds** files refer to texture information in separate image files.

In order to properly import a .3ds file, Chief Architect needs these referenced image files. If a texture file is not available, the material it is associated with will be created without it. The associated texture files are copied to the user's Textures folder.

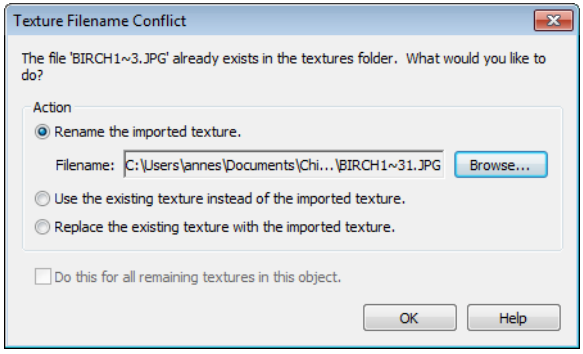
SKP Files

The textures associated with a **.skp** file are saved in the file. After you import a symbol and either place it in a plan or add it to the Library, these textures are saved in the Chief Architect Textures folder.

Chief Architect does not support deformed textures. If a texture associated with a **.skp** file is deformed, it will be imported without the deformations.

Texture Filename Conflict

If a texture of the same name already exists in the plan when an **.obj**, **.3ds** or **.skp** file is imported, the **Texture Filename Conflict** dialog displays.



- Select **Rename the imported texture**, then click the **Browse** button to create a copy of the texture's image file with a new name that you specify.
- Select **Use the existing texture instead of the imported texture** or **Replace the existing texture with the imported texture** to either keep the existing texture or replace it with the new, imported one.

- Check **Do this for all remaining textures in this object** to use the same selection for all textures with filename conflicts associated with this symbol.

Exporting a 3D Model in DXF/DWG Format

The entire 3D model, including geometry, can be exported from Chief Architect as a 3D file, with all surfaces exported as 3DFACE entities. This file can then be imported by any program that is fully compatible with AutoCAD's 3D **.dxf** or **.dwg** format.

A 3D model exported to .dxf/.dwg does not include any material or texture information.

To export the 3D model, a 3D view must be active. Make sure that everything to be exported is visible. If you use the delete surfaces tool, the deleted surfaces are not exported.

When the model is ready, select **File> Export> 3D Model (DWG/DXF)** . Give the file a name, making sure to save it in the desired location. The 3D model is created.

Layer Names for 3D DWG/DXF Models

When you export a 3D model, all surfaces are exported as 3DFACE entities. Each entity represents a surface in the 3D model. The entities are placed on layers that are named by Chief Architect. The names currently used by Chief Architect are listed below.

AutoCAD Layer Name	Chief Architect Surface / Object
A-APPL-MAIN	Appliance
A-CASE-CABF	Cabinet Door
A-CASE-CABN	Cabinet Box
A-CASE-CNTR	Cabinet Counter Top
A-CASE-GLAS	Cabinet Glass
A-CASE-SOFF	Soffit
A-CASE-TOEA	Cabinet Toe Area
A-CEIL-BAY	Bay / Bow Window Ceiling
A-CEIL-MAIN	Platform Ceiling
A-CEIL-SLOP	Roof Ceiling
A-DOOR-STND	Door
A-EQPM-DOOR	Window Hardware
A-EQPM-HDWR	Cabinet Hardware
A-FIXT-GLAS	Fixture Glass
A-FIXT-MAIN	Fixture
A-FLOR-BAY	Bay / Bow Window Floor
A-FLOR-MAIN	Platform Floor
A-FOOT-FOOT	Footing Top
A-FRAM-CEIL	Ceiling Framing
A-FRAM-DECK	Deck Framing
A-FRAM-GENL	Framing
A-FRAM-JOIS	Floor Framing
A-FRAM-ROOF	Roof Framing
A-FRAM-TRUS	Truss Framing
A-FRAM-WALL	Wall Framing
A-FURN-MAIN	Furniture
A-GLAZ-DOOR	Door Glass
A-GLAZ-WIND	Window
A-HRAL-BAL	Stair Baluster
A-HRAL-BLST	Railing Baluster
A-HRAL-NWEL	Newel

A-HRAL-RAIL	Handrail
A-CASE-CABD	Cabinet Drawer
A-MASN-FIRE	Fireplace
A-NONE-NONE	Miscellaneous
A-PLAT-RIM	Platform Rim
A-RISR-MAIN	Stair Riser
A-ROOF-EAVE	Roof Soffit
A-ROOF-FASC	Roof Fascia
A-ROOF-MAIN	Roof
A-STRS-RUNR	Stair Runner
A-STRS-TRED	Stair Tread
A-STRS-UNDR	Stair Bottom
A-WALL-BAY	Bay / Bow Window Wall
A-WALL-EXTW	Corner Board
A-WALL-MAIN	Wall
A-WALL-PAPE	Wallcovering
A-WALL-PONY	Pony Wall
A-WDWK-EXTR	Exterior Door / Window Trim
A-WDWK-EXTTRIM	Exterior Sash
A-WDWK-MOLD	Molding
A-WDWK-SHLF	Shelf
A-WDWK-TRIM	Interior Door / Window Trim
C-PROP-CURB	Curb
C-PROP-ROAD	Road
C-PROP-TERA	Terrain
C-PROP-TRFE	Terrain Feature
C-PROP-TRSK	Terrain Skirt
E-ELEC-TRIM	Electrical

DXF Code

Each layer name exported can include a **DXF Code** for the materials applied to objects on that layer. If a material has been specified for an object and appears on its surface, the DXF code for the material is included in the layer name.

DXF Codes are specified for each material in the **Plan Materials** dialog. See “Plan Materials Dialog” on page 785.

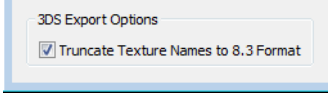
Exporting a 3D Model in 3DS Format

The entire 3D model, including geometry, can be exported from Chief Architect as a 3D **.3ds** file. A **.3ds** file can be opened by any program that is compatible with 3D Studio’s **.3ds** format.

To export the 3D model, a 3D view must be active. All surfaces are exported whether or not they are visible, but if you use the delete surfaces tool, the deleted surfaces are not exported.

When the model is ready, select **File> Export> 3D Model (3DS)** . See “Exporting Files” on page 50.

The **Export 3D Studio (3DS) Mesh** dialog is a typical File Save dialog with one exception:



- Check **Truncate Texture Names to 8.3 format** to truncate material and object

names to an eight character file name with a three character extension. This allows import into applications that support only legacy **.3ds** files.

Chapter 36:

Custom Symbols

Chief Architect provides a complete set of architectural tools for highly customized design, as well as the vast selection of objects in the Library Browser that can be used to add more detail to a plan.

In addition, if you don't find precisely what you need, you can either import symbols from third party sources or create your own symbols in Chief Architect. See "Importing 3D Symbols" on page 1058.

Custom symbols can also be edited and added to the library. See "The Library" on page 743.

Chapter Contents

- Symbol Specification Dialog
- Get Last Symbol
- Convert to Symbol
- Editing Custom Symbols

Symbol Specification Dialog

The **Symbol Specification** dialog allows you to specify the attributes of a symbol before it is imported, as well as to edit existing symbols in either a plan or the Library Browser.

This dialog can be accessed in several ways. The method used determines whether the original symbol in the library or a single copy of the symbol placed in your plan is edited.

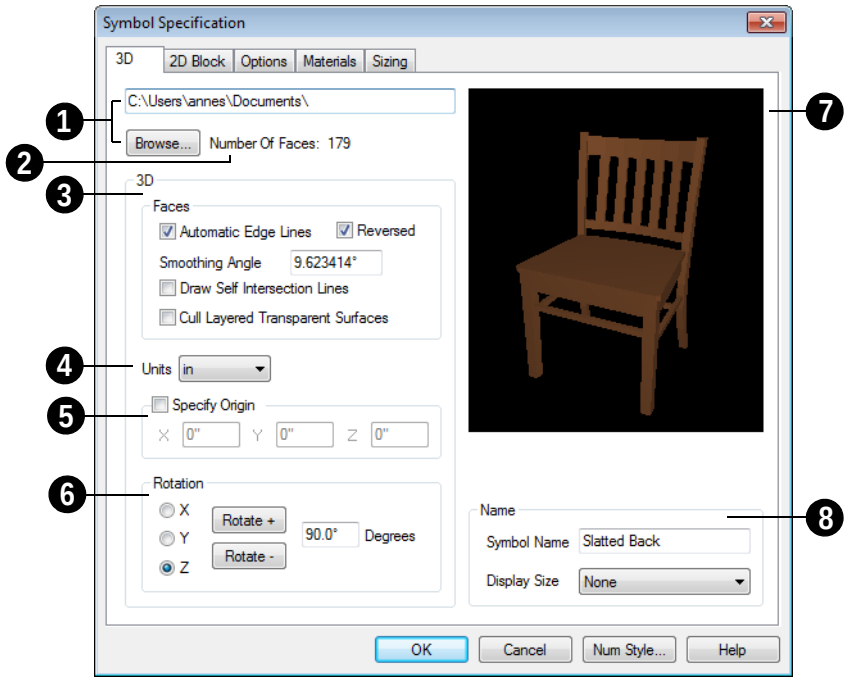
- Select a symbol in your plan and click the **Open Symbol** edit button. Editing a symbol in a plan affects the selected symbol only: the symbol saved in the library and other instances of the symbol in plans are not affected. Cabinet symbols cannot be edited in this manner.
- Right-click on a symbol in the library and select **Edit> Open**. Editing a symbol in the library changes this original symbol and all future instances of it, but not any

symbols already placed in a plan. Cabinet symbols cannot be edited in this manner. See “In the Specification Dialog” on page 768.

- Click the **Advanced** button in the **Import 3D Symbol** dialog. Editing a symbol as it is imported determines the initial attributes that it will have once brought into a plan or saved in the library. See “Importing 3D Symbols” on page 1058.
- Click the **Advanced** button in the **Convert to Symbol** dialog. See “Convert to Symbol” on page 1080

3D Tab

The options in the 3D window affect the symbol’s appearance in 3D views.



1 Enter the path name of the file you want to import, or click **Browse** to locate a file on your computer.

If you assign a new **.dxf/.dwg/.obj/.3ds/.skp** file to an existing symbol, all material information is lost. See “Materials” on page 773.

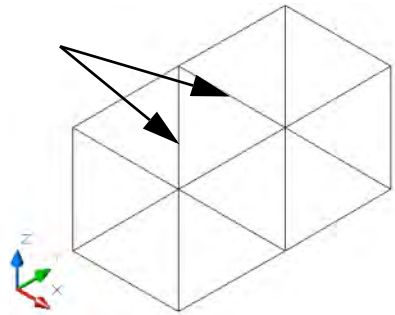
2 This information line indicates the **Number Of Faces** that the selected symbol has. Although there is no limit to the

number of faces, large numbers can increase rendering time significantly.

> If a file with faces containing more than four vertices is imported, the faces are truncated, resulting in an object that appears to have holes. The best remedy is to re-export the model from the original application using only triangular or quadrilateral faces.

3. Specify how the selected symbol's 3D **Faces** are generated.

- Uncheck **Automatic Edge Lines** to display all surface edge lines in 3D views. When checked, the program automatically determines which surface edge lines display in 3D views.



*The center edge lines on this object do not display when **Automatic Edge Lines** is checked*

Edge lines emphasize the edges and corners of the symbol in 3D views. Each face has up to 4 edge lines. Some edge lines are helpful in third-party programs but are not needed in Chief Architect. If your modeling program has the capability to turn edges off, that may be the ideal place to do so.

- **Reversed** - Chief Architect assumes that faces in the imported model are drawn counterclockwise and automatically reverses them to clockwise on import. If the model is already clockwise, click **Reversed** to keep that orientation.

  Chief Architect always imports the front side of faces in **.skp** files; however, it does not support faces with different textures on the front and back and will import the back side as a separate face.
- Specify the **Surface Smoothing Angle**, which determines whether two adjacent surfaces are shown with a smooth or sharp angle between them in rendered views. If the angle between two surface normals is less than this angle, normal averaging is used to give the effect of a curved surface. This value also effects the generation of automatic edge lines.

  A good example is a hexagonal cylinder. The angle between adjacent surfaces is 360/8, or 45°. If you want it to look cylindrical, set the **Surface Smoothing Angle** to something greater than 45°. If you want to make the cylinder look hexagonal, set it to less than 45°.
- Check **Draw Self Intersection Lines** to display lines where parts of the selected symbol are drawn in such a manner that they occupy the same 3D space as other parts of the same symbol. In most cases, this box should be unchecked.
- Check **Cull Layered Transparent Surfaces** to if you need to troubleshoot the appearance of a transparent symbol. Generally, this box should be left unchecked.

4. Select the **Units** of measurement that were used to create the symbol. If any units other than inches or mm are selected, the program will convert the data into units appropriate for Chief Architect.

Note: SKP files are always imported using inches, regardless of the default units used in the plan file.

❺ Check **Specify Origin** to specify how the selected symbol is positioned when placed in a Chief Architect plan. Specifying a particular origin is helpful if the selected symbol will be inserted into another object, such as a sink to be placed in a cabinet. See "Symbol Origin" on page 1081.

There are three options here:

- Leave this box unchecked to accept Chief Architect's default origins for the symbol. Checking this box and entering 0 in the **X**, **Y**, and **Z** fields produces the same results. For most symbols, this is the appropriate option.
- Check this box and enter new values to manually adjust the origin. The values in the **X**, **Y**, and **Z** fields represent the offset of the symbol's origin point from the default Chief Architect origin. This option is appropriate for symbols that will be placed within other objects.
- Check this box and leave the **X**, **Y**, and **Z** values unchanged to use the origin point from the original **.dxf/.dwg/.obj/.3ds/.skp** file. The values in the **X**, **Y**, and **Z** fields represent the difference between the default Chief Architect origin for that type of symbol and the origin from the original **.dxf/.dwg/.obj/3ds** file.

❻ **Rotation** - These settings allow you to rotate the selected symbol(s) about the X, Y and Z axes.

- Select an axis and click **Rotate +** or **Rotate -** to rotate the object around that axis in a clockwise or counterclockwise direction, respectively.
- Specify the number of **Degrees** to rotate the symbol in the text field. 90° is set by default.

❼ A preview of the symbol's appearance in 3D views displays here. The preview updates as changes are made to the settings in this dialog.

When multiple symbols are selected, the most recently selected symbol displays.

If changes are made to an existing symbol in a plan or the Library Browser, you may also want to generate a new 2D Block to represent it in floor plan view.

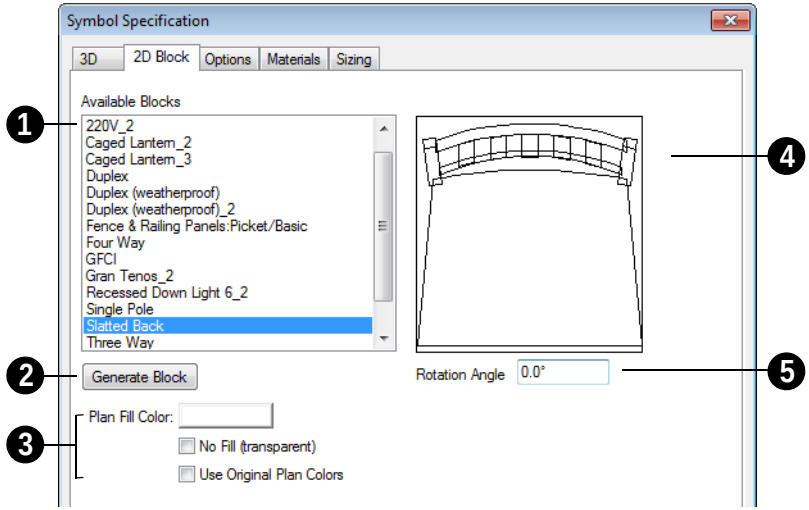
❽ Specify how the symbol's **Name** should appear in the **Symbol Specification** dialog, its object specification dialog, its label and in the Materials List. See "Materials Lists" on page 1159.

- Enter a **Symbol Name** up to 63 characters. Symbol names are case sensitive. Not available when multiple symbols are selected.
- When imported into the program, a 3D symbol is given the same name as its file name. See "Importing 3D Symbols" on page 1058.
- Select a **Display Size** format from the drop-down list to append the name of the symbol with size information. Choose "None" to append nothing to the name.

2D Block Tab

The 2D Block tab allows you to select a 2D CAD block to represent the selected symbol in floor plan view. See “CAD Blocks” on page 1002.

This tab is not available for Windows, Doors, Cabinet Doors, and Doorways.



1 Select a CAD block from the list of **Available Blocks**.

If the selected symbol was imported, its CAD block name will be based on the symbol’s original file name. See “Importing 3D Symbols” on page 1058.

If you do not see a CAD block in this list that suits your needs, you can create your own. See “Custom 2D Symbols” on page 1003.

2 Click **Generate Block** to automatically generate a CAD block based on an overhead projection of the selected symbol.

3 **Plan Fill Color** - Click the color bar to select a fill color for the 2D symbol. See “Color Chooser Dialog” on page 797.

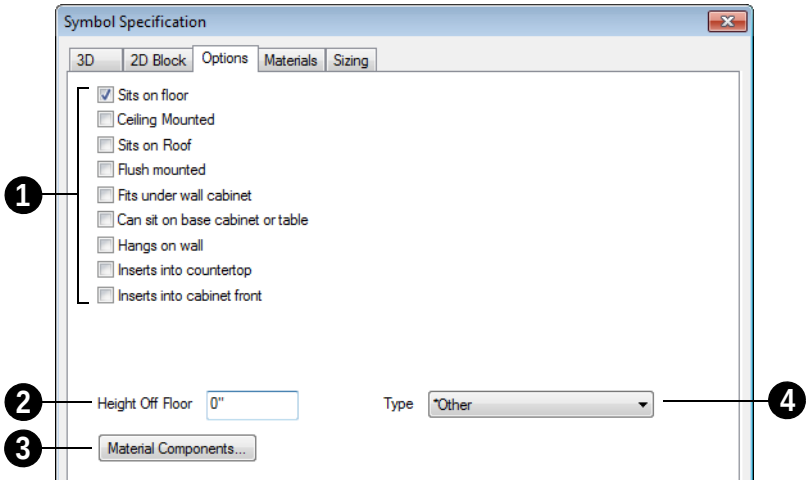
- Check **No Fill (transparent)** to have the 2D background be transparent.
- Check **Use Original Plan Colors** to make the symbol’s fill color white.

4 A preview of the selected CAD Block displays here.

5 Enter a **Rotation Angle** to rotate the 2D CAD block from its original angle. The orientation of the 2D CAD block in floor plan view is independent of the symbol orientation in 3D view.

Options Tab

The settings on the Options tab affect how a symbol behaves and can be placed.



The options that display in this window vary, depending on the type of symbol selected. A complete list of the options available for different types of symbols is available in the Help Contents & Index in the program.

1 **Options -** How each of these options affects a symbol is detailed in the table below.

2 **Height Off Floor -** Enter a value if you want the symbol to rest a certain height above the floor.

3 Click **Material Components** to open the **Components** dialog. Not available for symbols in the process of being imported or converted. See “Components Dialog” on page 1177.

4 Select a **Type of Object** from the drop-down list. Available for doorway, cabinet door/drawer, fixture, furniture and window symbols.

The **Default Light Offset** field is available only for electrical symbols in the process of being imported or converted, and is enabled when the Light option is checked. Enter a distance to offset the light source from the symbol’s origin.

The Light Offset for an existing symbol can be specified in its **Electrical Service Specification** dialog. See “Light Data Tab” on page 853.

Available Options

The following table lists each of the options that are available and how this option affects the behavior of the symbol:

Option	Categories	Effect on Symbol
110 / 220 Volts	Electrical	If a 110V or 220V outlet is on a wall, **Auto Place Outlets** does not place an outlet in that area.
3-Way	Electrical	Electrical symbol is a 3-way switch.
4-Way		Electrical symbol is a 4-way switch.
Appears in appliance schedule	Fixture	Check this box to make this fixture appear in the Appliance Schedule.
Appears in HVAC schedule	Fixture	Check this box to make this fixture appear in the HVAC Schedule.
Appears in plumbing schedule	Fixture	Check this box to make this fixture appear in the Plumbing Schedule.
Breaker Panel	Electrical	No effect
Can sit on base cabinet or table	Fixtures, Furniture, Electrical	Allows fixture to be placed on top of a cabinet. Symbols remain selectable and independent of cabinet after placement. Can also be placed independently, 0" from floor to bottom.
Ceiling Mounted	Electrical	Electrical item is attached to ceiling at origin.
Doorbell	Electrical	Uses switch default height.
Doorway has no threshold	Doorways	Check this box to include a threshold over the floor surface within the doorway. When unchecked, no threshold is created and the floor surface is used.
Fan	Electrical	Recognized by Plan Check as needing to be connected to a switch.
Fits under wall cabinet	Fixtures	Attaches fixture top to bottom of selected wall cabinet and fixture back to adjacent wall. Fixture can be placed independently on plan, and locates itself 54" from floor to bottom.
Floor Mounted	Electrical	Electrical item is attached to floor at origin. Use Height Off Floor to specify distance from floor.
GFCI	Electrical	If an electrical symbol has the GFCI attribute and is placed behind a cabinet in a kitchen or bathroom, **Auto Place Outlets** recognizes it and does not insert a GFCI outlet behind that cabinet.

Option	Categories	Effect on Symbol
Hangs on wall	Fixtures and Furniture	Fixture attaches to wall at 54" from floor if placed within 8" of the nearest wall. Can be placed independently of wall if placed more than 8" away and inserts at 54" from floor to bottom.
Inserts into cabinet front	Fixtures	Fixture attaches itself centrally to the front of a full height cabinet. It becomes merged with the cabinet and is selectable and resizable only in the Cabinet Specification dialog. When this is the only option selected, fixture can be placed in a full height cabinet only. *Note: CAD must also be the same size as the 3D's or width/depth modification is required. For modification, depth must equal distance from back of block to point wanted to attach to cabinet, in order for 2D CAD to show properly.
Inserts into countertop	Fixtures	When placed on a base cabinet, fixture drops into countertop.
Light	Electrical	Creates light source with available properties to individual symbols. Recognized by Plan Check as needing to be connected to a switch.
Mounts under wall cabinet	Electrical	Symbol attaches to underside of wall cabinet if one is present, or to the ceiling if one is not.
No default door in this doorway	Doorways and Windows	Check this option to exclude a door from the doorway.
Outdoor	Electrical	Plan Check warns that this is not a waterproof switch/outlet.
Outlet	Electrical	Can be placed automatically using the Place Outlets option. Electrical Defaults determines placement above floor.
Phone	Electrical	Presence is recognized by Plan Check. Uses outlet default height.
Requires high/ standard voltage	Fixtures	If against a wall, Place Outlets places an outlet of the appropriate type behind the fixture. Also makes fixture appear in Appliance Schedule.
Requires natural gas	Fixtures	Appears in Appliance Schedule.
Requires water drain	Fixtures	Appears in Plumbing Schedule.
Sits on floor	Fixtures and Furniture	Default option for Fixtures. Places fixture on floor.
Sits on Roof	Fixtures and Furniture	Places symbol on top of roof plane.
Smoke Detector	Electrical	Recognized by Plan Check as a requirement for certain rooms.

Option	Categories	Effect on Symbol
Switch	Electrical	Recognized by Plan Check for connection to a switched item. Electrical Defaults determines height above floor.
Switched	Electrical	Recognized by Plan Check as needing to be connected to a switch.
System supplies rectangular casing	Doorways and Windows	Chief Architect automatically supplies rectangular casing if your model does not already have a casing.
Thermostat	Electrical	No affect. Uses switch default height.
TV	Electrical	Presence is recognized by Plan Check. Uses outlet default height.
Wall Mounted	Electrical	Electrical item is attached to wall at origin.

Available Types

Item Type	Placement Affect
Appliances (built-in base cabs)	Placement in base cabinet is allowed if **Inserts into Cabinet Front** option is selected.
Appliances (under wall cabs)	Placement under wall cabinet is allowed if **Fits under Wall Cabinet** option is selected.
Cooktops	Placement in cabinet is allowed if **Inserts into Cabinet Top** option is selected.
Ovens (built-in)	Placement in cabinet is allowed if **Inserts into Cabinet Top** option is selected.
Refrigerators (built-in)	Placement in cabinet is allowed if **Inserts into Cabinet Front** option is selected.
Sinks (bathroom)	Placement in cabinet is allowed if **Inserts into Cabinet Top** option is selected.
Sinks (kitchen)	Placement in cabinet is allowed if **Inserts into Cabinet Top** option is selected.
Sinks (laundry)	Placement in cabinet is allowed if **Inserts into Cabinet Top** option is selected.

Materials Tab

The Materials tab allows you to assign materials to the symbol's components.

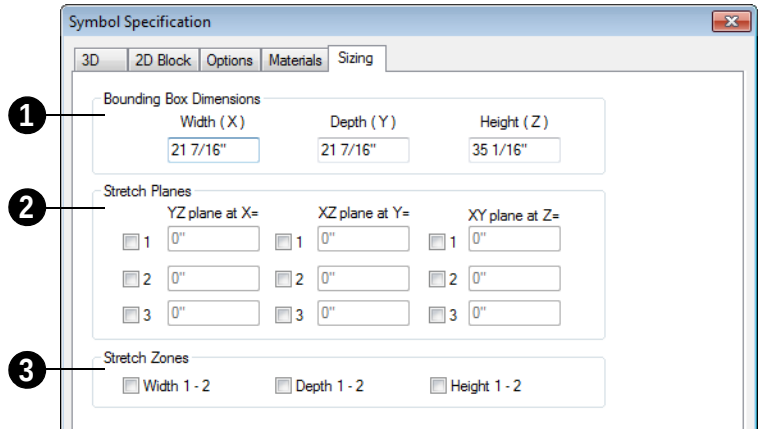
The Materials tab is similar to the Materials tab in many specification dialogs. See "Materials Tab" on page 777.

If the selected symbol is in the process of being imported, bear in mind that .dxf/.dwg files do not include material definition information, so the symbol's components will not have materials assigned to them. See "3D Symbols and Materials" on page 1062.

Sizing Tab

The settings on the Sizing tab allow you to control the size of a symbol's bounding box and how the symbol behaves when resized.

A symbol's actual size cannot be changed in the Symbol Specification dialog. Once created, some symbols can be resized using their edit handles or by clicking the Open Object edit button. See "Resizing Objects" on page 211.



1 **Bounding Box Dimensions** - Specify the **Width**, **Depth** and **Height** of the selected symbol's bounding box. These values are measured from the symbol's origin with 1/16" (1 mm) accuracy. Not available when multiple symbols are selected.

When a symbol is first created, its bounding box is the same size as the actual 3D object, and in most cases this is appropriate. See "Bounding Boxes" on page 1082.

2 **Stretch Planes** define where a symbol stretches when resized. If no stretch planes are used, the symbol resizes uniformly. See "Stretch Planes and Zones" on page 1083.

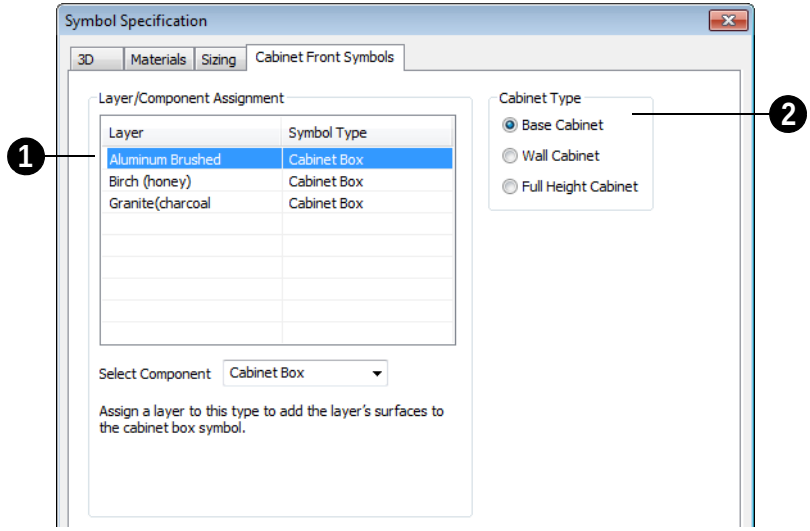
- Planes defined in the first column, **YZ plane at X=**, run along the X axis, from the back of the symbol to its front and affect how its width changes.
- Planes defined in the second column, **XZ plane at Y=**, run along the Y axis, perpendicular to those in the first column and from one side of the symbol to the other. They affect how its depth changes.
- Planes defined in the third column, **XY plane at Z=**, run parallel to the floor or ground and affect how its height changes.

3 **Stretch Zones** define an area between two planes that stretches uniformly, leaving the area outside unaffected.

Note: Stretch Planes and Stretch Zones do not affect how a symbol's 2D CAD block resizes. CAD blocks always resize in a uniform manner. If you resize a symbol based on custom Stretch Planes and Zones, consider generating a new CAD Block. See "2D Block Tab" on page 1071.

Cabinet Front Symbols Tab

The Cabinet Front Symbols tab is only available for Cabinet symbols as they are being imported. The settings on this tab control the function of both the cabinet and its individual parts once it is imported.



1 **Layer/Component Assignment** - Specify the type of component for each layer associated with the cabinet symbol.

Click on a **Layer** in the list, then select the type of cabinet component type from the **Select Component** drop-down list.

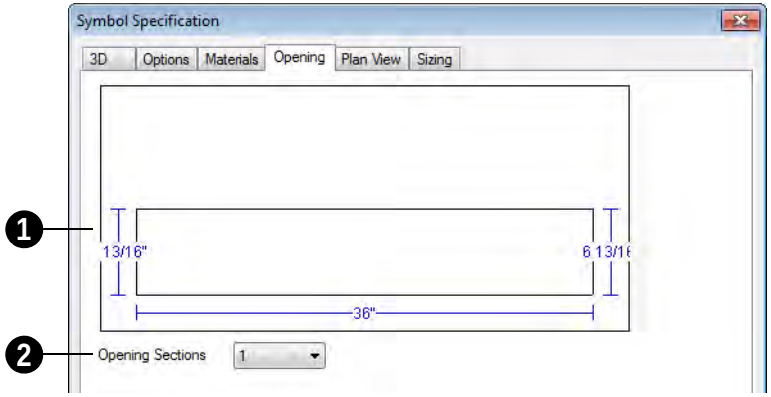
Cabinet symbols should not include hardware. Handles and hinges are assigned according to cabinet defaults when the cabinet is created. See "Door/Drawer Tab" on page 636.

2 **Cabinet Type** - Specify whether the cabinet symbol is a Base Cabinet, Wall Cabinet or Full Height Cabinet.

Opening Tab

The settings on the Opening tab define the selected Window or Doorway symbol's rough opening when placed in a wall.

The Opening tab is only available for Windows and Doorways.



1. An editable diagram of the symbol's wall opening displays here.

Edit the symbol's opening size and shape by clicking on a dimension number and typing the desired value. To update the preview, press the Tab key.

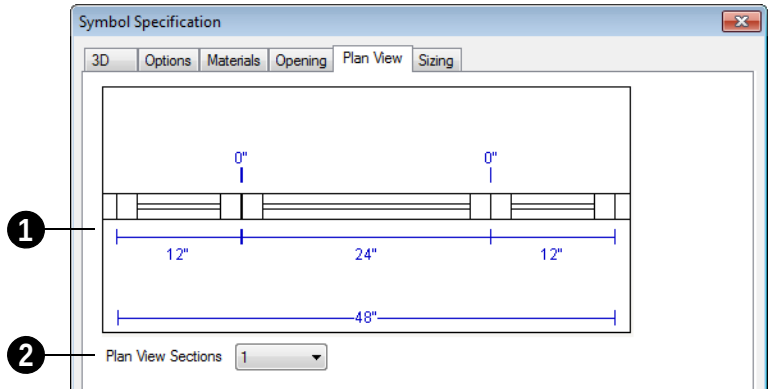
2. If a window or doorway has an angled or arch top, click the **Opening Sections** drop-down and choose the section diagram that most closely resembles the rough opening shape that you want. You can then edit the section as needed.

The size and shape of a symbol's opening is independent of the symbol's size. Make sure that the two are compatible.

Plan View Tab

The Plan View tab controls the appearance of Window or Doorway symbols in floor plan view.

The Plan View tab is only available for Windows and Doorways.



1 An editable diagram of the symbol's representation in floor plan view displays here. The settings here also affect how many units the symbol contains as well as their size in both 2D and 3D views.

- To change the size of the symbol's units in floor plan view, click on a dimension number and type the desired value. Press the Tab key to update the diagram.
- To change a unit in the preview from a window to a door swing, click on the unit in the diagram.

The size of a symbol's units is entirely independent of the size of the symbol itself. Make sure that the total width of the symbol's units in plan view equals the width of the 3D symbol.

2 Click the **Plan View Sections** drop-down and choose the number of units contained by the Doorway or Window symbol. Up to five units are possible.

Plant Information Tab

This tab is available when the **Symbol Specification** dialog is opened for a plant. The options are the same as the Plant Information tab of the **Plant Symbol Specification** dialog. See "Plant Information Tab" on page 687.

Plant Description Tab

This tab is available when the **Symbol Specification** dialog is opened for a plant. The options are the same as the Plant Description tab of the **Plant Symbol Specification** dialog. See "Plant Description Tab" on page 688.

Get Last Symbol

If you import or convert a symbol that cannot be placed in the current view or must be contained by another object that is not present in the view, you can quickly select it for placement once the needed conditions are met using the **Get Last Symbol** command.

Open a view in which the symbol can be placed or create an object to place the symbol into, then select **Tools> Symbol> Get Last Symbol** to retrieve the last symbol created and click in your plan to place the symbol.

Convert to Symbol

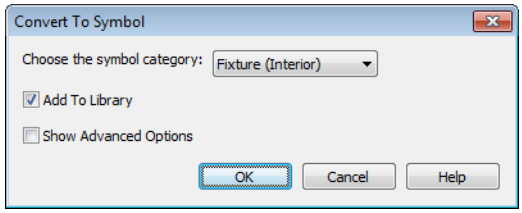
While 3D symbols can be imported from third parties, you can also create your own symbols in Chief Architect using any combination of architectual and CAD-based objects.

A wide variety of unique objects can be created using the Primitive Tools. See “Primitive Tools” on page 708.

When the object(s) are configured as desired, you can use the **Convert to Symbol** tool to create a single symbol assigned to a category of objects that reflects how the object will be used. For example, if you designed a cabinet door, select Cabinet Door/Drawer as the symbol’s category so you can assign the resulting symbol to a cabinet.

To convert an object to a symbol

1. Create a camera view or overview in which the object or objects that you wish to convert to a single symbol are the only things displaying.
2. Select **Tools> Symbol> Convert to Symbol**.
3. The **Convert to Symbol** dialog displays.



4. **Choose the symbol category** from the drop-down list.
5. Check **Add To Library** if you would like the symbol to be added to the library associated with the symbol category you selected. See “Add to Library” on page 754.
6. Check **Show advanced options** to open the **Symbol Specification** dialog when you click OK, where you have more extensive control over the symbol’s settings. See “Symbol Specification Dialog” on page 1067.
7. Click **OK** to close the dialog and convert your custom object to a symbol.

Editing Custom Symbols

Custom symbols can be selected and edited much like other objects in the program. A symbol's category determines exactly what editing options are available; however, most symbols can be edited using the edit handles, edit toolbar and specification dialog. See "Editing Objects" on page 161.

Symbols have some additional options that allow you to control how the symbol behaves when it is placed, selected, moved and resized.

Symbol objects have two specification dialogs: one based on its object type and accessed using the Open Object edit button, and the Symbol Specification dialog accessed using the Open Symbol edit button.

Symbol Origin

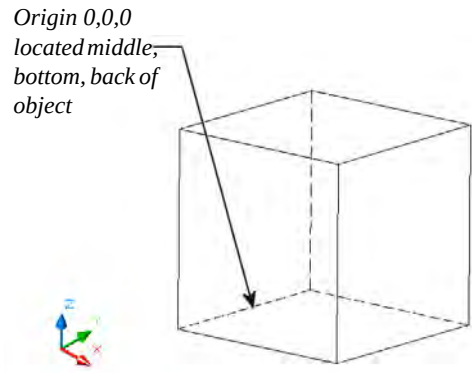
All symbols have an origin point, which determines how the object is positioned when it is placed in a plan. You can offset a symbol's origin point so that when placed in a plan, it easily inserts into another object.

To create an insertable symbol

1. Make a note of the symbol's actual size on the General tab of its specification dialog.
2. Click the **Open Symbol** edit button to open the **Symbol Specification** dialog.
3. On the 3D tab, check **Specify Origin**.
4. Adjust the **X**, **Y** and/or **Z** values as needed:
   - To insert the back of the symbol into the side of another object at a particular distance, specify that distance in the **Y** field as a positive value.
   - To insert the bottom of the symbol into the top of another object, specify the distance that it should be dropped as a negative value in the **Z** field.

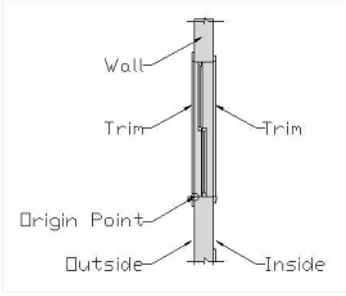
The origin point also determines the location of a symbol's bounding box and 2D block. Unlike the 3D object itself, its bounding box and 2D block cannot be offset from the origin.

The location of a symbol's origin point is typically on its back surface, at the bottom center; however, this may vary, depending on the symbol's category.



The following table lists these default origins by symbol type.

Symbol Type	Origin location
Cabinet	Bottom, Back, Center
Cabinet Door	Bottom, Back, Center
Doors	Bottom, Back, Center
Doorways	Bottom, Outside, Center
Electrical, Ceiling Mounted	Center Top
Electrical, Flush Mounted	Back, Center
Electrical, Floor Mounted	Center, Bottom
Electrical, Wall Mounted	Center, Back
Furniture	Bottom, Back, Center
Fixture	Bottom, Back, Center
Geometric Shapes	Bottom, Back, Center
Hardware	Bottom, Back, Center
Millwork	Bottom, Back, Center
Molding	n/a
Plant	Bottom, Back, Center
Sprinkler	Back, Center. Height varies.
Windows	Bottom, Outside, Center (of sill)



Window origin located bottom, outside, center.

Bounding Boxes

An object's bounding box determines the amount of space it requires in 3D and thus how close it can be moved to other objects before it bumps into them.

The bounding box also defines the selectable area around a symbol: when you click within an object's bounding box, it will become selected. Similarly, the bounding box affects whether an object is included in a selection marquee. See "Selecting Objects" on page 166.

When a symbol is selected, its edit handles display around the perimeter of its bounding box. See "Using the Edit Handles" on page 31.

You can create setback space for a symbol by increasing its bounding box size on the Sizing tab of the **Symbol Specification** dialog. See "Sizing Tab" on page 1076.

To create setback space for a symbol

1. Make a note of the symbol's actual size on the General tab of its specification dialog.
2. Click the **Open Symbol** edit button to open the **Symbol Specification** dialog.
3. On the Sizing tab, increase the **Width**, **Depth** and/or **Height** values by the amount of the desired setback space.
   - The bounding box Width is always centered on the symbol's origin point.
   - The Depth is measured from the symbol's origin point towards its front.
   - The Height is measured from the symbol's origin point towards its top.

You can also allow a symbol to set into another object by reducing its bounding box size.

Stretch Planes and Zones

Stretch Planes and Stretch Zones define where a symbol stretches when resized.

If a symbol has no Stretch Planes or Zones, its surfaces will all resize uniformly; if, on the other hand, a Stretch Plane or Zone is defined, the object will resize only within the plane or zone. Any portions of the symbol located outside of the plane or zone will not resize at all.

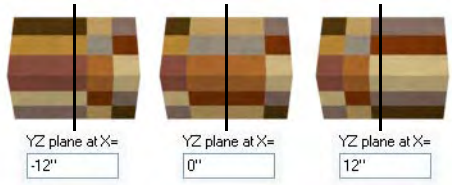
- A Stretch Plane is a two dimensional plane within a symbol which increases or decreases in thickness as the symbol is resized.
- A Stretch Zone defines an area between two Stretch Planes that resizes uniformly, leaving the area outside unaffected.

Stretch Plane coordinates are relative to the symbol's origin point. For many object types, the origin is located at the bottom center of its back surface.

To define an X-axis (width) stretch plane

1. Open a symbol's **Symbol Specification** dialog using any of the available methods. See "Symbol Specification Dialog" on page 1067.
2. On the Sizing tab, check the box beside **1** to the left of the first column under Stretch Planes. The field to its right becomes active.
3. By default, this new plane has a value of 0" along the X axis.
   - Leave it at 0" to run the plane through the object's default origin point.
   - Specify a negative number to define a plane to the left of the origin.
   - Specify a positive number to define a plane to the right of the origin.
4. Click **OK**. When the symbol's width is changed, only the cross section defined by the Stretch Plane will be affected.

Location and effect of X-axis stretch planes



To define a Y-axis (depth) stretch plane

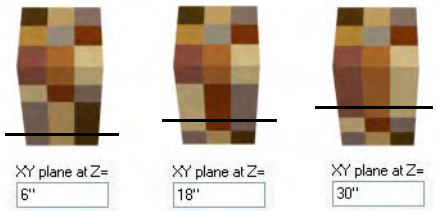
1. Open a symbol's **Symbol Specification** dialog.
2. On the Sizing tab, check the box beside **1** to the left of the second column under Stretch Planes. The field to its right becomes active.
3. By default, this new plane has a value of 0" along the Yaxis.
   - Specify a negative number to define a plane within the symbol.
4. Click **OK**. When the symbol's depth is changed, only the cross section defined by the Stretch Plane will be affected.

Location and effect of Y-axis stretch planes

To define a Z-axis (height) stretch plane

1. Open a symbol's **Symbol Specification** dialog.
2. On the Sizing tab, check the box beside **1** to the left of the third column under Stretch Planes. The field to its right becomes active.
3. By default, this new plane has a value of 0" along the Z axis.
   - Specify a positive number to define a plane within the symbol.
4. Click **OK**. When the symbol's height is changed, only the cross section defined by the Stretch Plane will be affected.

Location and effect of Z-axis stretch planes

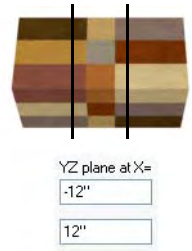


A symbol can have up to three Stretch Planes in each direction, for a total of nine.

To define two stretch planes

1. Open a symbol's **Symbol Specification** dialog.
2. On the Sizing tab, check the boxes beside **1** and **2** to the left of a column under Stretch Planes. The fields to their right becomes active.
3. Specify the desired values to define each Stretch Plane within the symbol.
4. Click **OK**. When the symbol is resized, the two cross sections defined by the Stretch Plane will be affected.

Location and effect of two X-axis stretch planes



To define a stretch zone

1. Open a symbol's **Symbol Specification** dialog.
2. On the Sizing tab, check the boxes beside **1** and **2** to the left of a column under Stretch Planes. The fields to their right becomes active.
3. Specify values for both planes.
4. Check the box beside the corresponding option in the Stretch Zones section of the tab.
5. Click **OK**. When the symbol is resized, only the area within the Stretch Zone will be affected.

Chapter 37:

Printing & Plotting

Chief Architect provides a variety of printing options, from printing plan and 3D views to a set of templates that can be assembled into a 3D model.

To create working drawings, you can use the program's Layout facility. Multiple views of the model can be arranged on pages along with a border and title block. For more information, see "Layout" on page 1107.

Chief Architect also allows you to save your drawings in electronic file formats that can then be sent to a printing service.

Screen captures are provided for illustrative purposes only and are not an endorsement of any products.

Chapter Contents

- Introduction to Printing
- Printers and Plotters
- The Printing Tools
- Display Options and Printing
- Printing Directly from a View
- Printing from Layout
- Printing to Scale
- Printing Across Multiple Pages
- Printing to a PDF File
- Line Weights
- Printing Text and Dimensions
- Creating Custom Sheet Sizes
- Page Setup Dialog
- Print Dialog
- Print Image Dialog
- Print Model

Introduction to Printing

Always familiarize yourself with your printer or plotter before a deadline. It takes a little time to configure the machine properly when you first start.

Chief Architect offers printing options to suit a variety of needs. You will benefit from understanding the output options clearly and choosing the one that makes the most sense for the project at hand.

Output Options

Printing From Layout - For professional quality drawings and details in full size format, printing from layout provides the most control and the best results. For more information, see “Layout” on page 1107.

Printing Directly From a View - For individual drawings, you may prefer to print directly from a view. The process is quick and allows control over scaling, positioning, and line weights, depending on the view type. See “Printing Directly from a View” on page 1090.

Printing to a Remote Plotter/Printer - Plans can be printed to a .pdf file and printed remotely. See “Printing to a PDF File” on page 1092.

Print Model - If your final printed output will be used to create a 3D model of your design, the Print Model feature works best. See “Print Model” on page 1102.

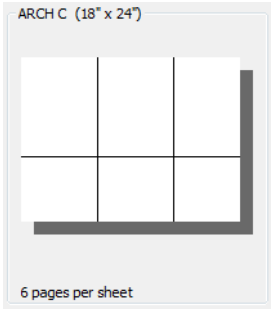
Terminology

There are a few terms that you should familiarize yourself with.

Sheet Size - The dimensions of the final printed output. This may or may not be the same as the printer paper size. If the sheet size and paper size are the same, only one page is required per sheet. See “Page Setup Dialog” on page 1097.

Paper Size - The dimensions of the paper to be printed on. Specifying a paper size that is smaller than the Sheet Size allows large drawings to be printed across multiple pages.

The preview diagram in the **Page Setup** dialog illustrates the difference between page size and drawing sheet size. See “Page Setup Dialog” on page 1097.



When a Printer Paper size of Letter (8½” x 11”) is selected, 8 pages are required to fill an Architectural C Drawing Sheet size (18" x 24").

Check Plot - A test printing, typically at a smaller scale, made before final output to large paper format. For more information, see “Check Plots” on page 1091.

Line Weight - The thickness of a line. A thicker line weight is easier to see, but may not show as much detail. See “Line Weights” on page 1093.

Printing Scale - Drawings are often printed to scale for accuracy. ¼" = 1' and 1 m = 50 m are examples of common scales. Chief Architect prints to a scale of 1/4” = 1’ by

default, although this scale can be changed in the **Page Setup** dialog. See “Page Setup Dialog” on page 1097.

When a particular scale is not important, drawings can also be sized to fill a particular area. See “Printing to Scale” on page 1091.

Printing Problems

Chief Architect can print to almost any printer or plotter that supports printing graphics from Windows programs. If you encounter difficulties when trying to print, see “Troubleshooting Common Technical Issues” on page 1206.

Printers and Plotters

There are many different types of printers and plotters. In general, a printer is smaller, normally outputting 8½ x 11" (Letter or ANSI A size), 8½ x 14" (Legal Size) or sometimes as large as 11 x 17" (Tabloid or ANSI B size).

Plotters are typically used to output larger sheets of paper such as 17 x 22" (ANSI C), 22 x 34" (ANSI D) or 34 x 44" (ANSI E). Printing to pen plotters is not supported.

Printer Drivers

Printer drivers are programs that interpret between software programs and the printer. The drivers are usually created by the manufacturer of the printer and are typically updated regularly. Different drivers are used for different versions of Windows.

It is useful to keep track of the drivers for each printer or plotter you use and update them whenever the Windows operating system is updated or replaced.

Note: You should only update your printer driver if you are having problems printing.

To find the version of your printer driver, select **Start> Control Panel> Printers and Faxes** to view the Printers information for Windows. Select the printer in question, then choose **File> Properties**.

In most **Printer Properties** dialogs is an **About** button which you can click to find the version and creation date of the driver currently in use. If you experience printing problems and yours is not the latest driver, consider replacing it with an updated driver. Visit your printer manufacturer’s Web site for more information.

Windows provides information about installing printer drivers. To access Windows Help, select **Start> Help**. If you have problems installing a driver, refer to your printer documentation for technical support.

Options available with one driver may not be available with another. Printers and plotters supported in one version of Windows may not be supported by the manufacturer in another.

Clearing Printer Information

Some information specific to individual printers and plotters, such as available paper sizes, is saved with each plan and layout file. You can select **File> Print> Clear Printer**

Info to clear the printer-specific information stored with the plan or layout file.

The Printing Tools

Select **File> Print** to view the Print Tools submenu.

Page Setup - Opens the **Page Setup** dialog, where printing options are set. See “Page Setup Dialog” on page 1097.

Scale to Fit - Automatically selects a scale that fits your plan to the drawing sheet. See “Printing to Scale” on page 1091.

Center Sheet - Automatically centers your drawing on the sheet. See “Center Sheet” on page 1090.

Print Preview - Shows how the current view will appear when printed. See “Print Preview” on page 1089.

Print - Prints the current floor plan view, Vector View, CAD Detail, or layout sheet. See “Print Dialog” on page 1099.

Print Image - Prints a screen view including images, textures and backdrops. See “Print Image Dialog” on page 1101.

Print Model - Opens the **Print Model** dialog, allowing you to print templates for making a physical model of your plan. See “Print Model” on page 1102.

Customize Sheet Sizes - Allows you to create custom sheet sizes. See “Creating Custom Sheet Sizes” on page 1096.

Clear Printer Info - Clears the printer information associated with the current page setup.

Toggle Buttons

Toggle buttons are either on or off. When on, they appear depressed and remain depressed until clicked again. See “Toolbar Configurations” on page 121.

Show Line Weights - When this is on, line weights appear on screen as they will print. See “Show Line Weights” on page 1089.

Show Sheet - Turn this toggle on for a preview of your plan relative to the current sheet size. See “Show Sheet” on page 1089.

Display Options and Printing

The display of objects in views can be used to affect the printed output. Some display options allow you to preview the printed output on screen before any paper is used.

Objects must be visible in order for them to print; but not all items that are visible print.

- Camera symbols in floor plan view, CAD points, and the snap and reference grids, for example, do not print.

- The Reference Display does print if it is visible. See “Reference Display” on page 404.

To see how your printed output will appear on paper, select File> Print> Print Preview or click the **Print Preview** toggle button.

Displaying Objects

You can control the display of objects when printing directly from a view in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

To control the display of objects in an orthogonal view sent to layout, select the view, click the **Layout Box Layers** edit button, and make any needed changes in the **Layer Display Options** dialog.

To control the display of objects in a camera view sent to layout, turn layers on/off in the view before it is sent to layout.

Creating a special layer set for printing may be useful if you are not printing from layout. See “Layer Sets” on page 129.

Show Line Weights

Select **Tools> Display Settings> Show Line Weights** for an on-screen representation of line weights and line styles. Turning **Show Line Weights** on or off does not affect the final printed output.

When **Show Line Weights** is turned on, you can **Zoom In** to see the location of lines and dashed lines as they will appear on the printed page.

When **Show Line Weights** is off, dashed lines look the same, regardless of the zoom factor.

Show Line Weights can also be turned on or off in the **Preferences** dialog. See “Appearance Panel” on page 78.

Print Preview

Select **File> Print> Print Preview** for an on-screen representation of how the current view will appear when printed. Print Preview is only available in views that can be scaled. See “Printing to Scale” on page 1091.

Objects such as camera symbols that do not print do not display in **Print Preview** . Text and dimension objects appear on-screen as they will on the printed page.

When **Print Preview** is on the drawing sheet and line weights are displayed, and the toggle buttons **Show Sheet** and **Show Line Weights** are overridden.

Show Sheet

Select **Tools> Display Settings> Show Sheet** to show the drawing sheet on screen. The drawing sheet size is specified in the **Page Setup** dialog. See “Page Setup Dialog” on page 1097.

Any portion of your plan that cannot fit on the drawing sheet at the current scale displays outside the sheet.

A blue border represents the printable area, which varies depending on which printer is currently selected. This border may not

display on all edges of the drawing sheet. See “Printer Drivers” on page 1087.

When **Show Sheet** is on, the drawing sheet behaves as an object.

- When selected at its border the sheet has edit handles, allowing it to be moved. See “Editing Objects” on page 161.
- You can also resize the sheet using its edit handles; however, for best results, it is recommended that you instead select an available sheet size in the **Page Setup** dialog. See “Page Setup Dialog” on page 1097.
- Dimension lines locate the borders of the sheet. These dimensions can be used to relocate other objects in relation to the sheet. See “Moving Objects Using Dimensions” on page 914.

Note: Specifying a standard sheet size in the Page Setup dialog is preferable to editing the sheet size on-screen.

The drawing sheet cannot be rotated or copied.

Center Sheet

Select **File> Print> Center Sheet** to center the drawing sheet on the drawing. This moves the sheet relative to the drawing but does not affect the coordinates of objects in the drawing. The location of the drawing sheet is independent for each floor of the model.

Printing Directly from a View

To print directly from any floor plan view or cross section/elevation view, choose **File> Print> Print**. See “Print Dialog” on page 1099.

To set up print formatting before printing, select **File> Print> Page Setup**. See “Page Setup Dialog” on page 1097.

Rendered 3D views can be printed using **File> Print> Print Image**. See “Print Image Dialog” on page 1101.

Printing from Layout

Chief Architect layout files can be used to print professional working drawings. Multiple views at different scales can be sent to each page and organized as desired. Layout sheets can accomodate a border and title block that display on all sheets and can be printed at full size or printed at a smaller scale for check plots. See “Layout” on page 1107.

Printing to Scale

Several different print scaling options are available. The type of view that you are printing determines which options you may choose from.

Orthogonal Views

Floor plan views, Orthographic 3D views, CAD details, and layout pages are orthogonal views, which means:

- Your line of sight is at a right angle to all objects in the view.
- Objects do not appear to decrease in size as their distances from the viewer increase.

Orthogonal views can be printed to scale, however, Orthographic 3D views can only be printed to scale when the Vector View Rendering Technique is used.

The scale set in the **Page Setup** dialog is inherited by the **Print** and **Send to Layout** dialogs. This scale can be overridden on an individual basis in either of these dialogs. See “Print Dialog” on page 1099 and “Sending Views to Layout” on page 1111.

Select **File> Print> Scale to Fit** in an orthogonal view to select a suitable scale and re-center the drawing sheet so that everything fits on the sheet.

Imperial drawing scales are typically noted in inches per foot. Larger scales, such as 1 inch = 50 feet or 1:200m, are often used for property layouts.

Once a view has been sent to layout, there are a variety of additional scaling options. See “Rescaling Views” on page 1118.

Perspective Views

Camera views and Perspective overviews display the model much the way the eye would see it and cannot be scaled.

- Objects in the view may be at any angle relative to your line of sight.
- Objects seem to decrease in size as their distances from the viewer increase.

Perspective views can only be printed using the **Print Image** tool. See “Print Image Dialog” on page 1101.

While perspective views cannot be scaled, you can control the printed size of the view. If **Fit to Paper** is selected in the **Print** dialog, a percent value can be set that defines how much of the printed page to fill. See “Print Dialog” on page 1099. 50% causes the print to be 50% of both the height and width of the paper, including the non-printable border.

For example, if printing to an 8½ x 11 page with a 1" non-printable border in each direction:

- 100% would print an area 8½ x 11. This is not recommended, as part of the output could fall outside the printable area.
- 50% would print an area 4¼ x 5½.
- Each printer may vary slightly.

Check Plots

A check plot is a test print that allows you to print at a reduced scale on smaller, less expensive paper so you can check that the drawing will print as expected.

In a check plot, the drawing scale is temporarily adjusted to a specified fraction of its true value. Both drawing scale and line weights are subject to this scale adjustment.

For example, if a layout has a Drawing Scale of 1/4” = 1’ and a Drawing Sheet of 24” x 36”, a check plot at 1/2 scale would result in a printed drawing scaled at 1/8” = 1’, which would fit on a 12” x 18” page.

To create a check plot

1. Select **File> Print> Page Setup** . In the **Page Setup** dialog:
   - Confirm that the **Drawing Sheet Size** and **Drawing Scale** are correct for a full size print out - not a check plot.
   - Specify the **Printer Paper Size** that you would like to use for the check plot, then click **OK**.
2. Select **File> Print> Print** to open the **Print** dialog.
   - Click the **Check Plot at** radio button, then choose the desired scale fraction from the drop-down list.
3. When you are finished printing the check plot, return to the **Page Setup** dialog and change the **Printer Paper Size** back to the setting you will use for a full size printing.

Printing Across Multiple Pages

When printing directly from a floor plan view, cross section/elevation view, or layout it is possible to print at a scale that does not fit the drawing on one page.

When printing to a paper size that is smaller than the sheet size, a 2% overlap is used. Crop marks print where the paper needs to be cut between pages. A solid line is drawn at the drawing sheet boundary on the sides that need to be cut.

To see on-screen what the drawing will look like when printed, select **Tools> Display Settings> Show Sheet** and then **Window> Fill Window** . Grey lines across the drawing sheet indicate where the page breaks will occur. See “Show Sheet” on page 1089.

Printing to a PDF File

The **.pdf**, or Portable Document Format, creates viewable and printable documents and is one of the most universally compatible and efficient file formats.

Creating a **.pdf** document requires that a **.pdf** printer driver be installed on your computer. This is not a physical print device, but a software program that is recognized as a printer by all other programs and creates a **.pdf** file that can be read and printed using Adobe® Reader®.

The PDF995 .pdf printer and Adobe Reader .pdf reader are available for download. Select Help> Download PDF Printer Driver or Help> Download PDF Reader.

When you print to a **.pdf** print driver, you will be asked for a file name and destination automatically.

To print to .pdf

1. Select your **.pdf** printer driver as you would select any other printer in the **Page Setup** dialog. See “Page Setup Dialog” on page 1097.
2. Select **File> Print> Print** to open the **Print** dialog. Your **.pdf** printer driver is listed as the selected printer.
3. Select the needed options in the **Print** dialog, then click **OK**.
4. In the **Save As** dialog, select a **File name** and **Save in** location for your .pdf file. For information about the settings in the **Save As** dialog, see “Saving a Plan or Layout File” on page 49.

Line Weights

The weight of a line refers to its thickness on the printed page and is described in absolute terms as a fraction of a unit, often 1/100th of a millimeter or 1/1000 of an inch.

In Chief Architect, line weights are assigned to objects, patterns or layers using whole numbers that correspond to the numerator of this fraction.

You can specify the Line Weight Scale by defining the denominator and the unit used in this fraction in the **Page Setup** dialog. See “Page Setup Dialog” on page 1097.

It is extremely important that every view sent to layout and the layout file share the identical Line Weight Scale, set in the Page Setup dialog. Unwanted printed output can easily result when this is not the case..

Your preferred line weights and line weight scale can be saved in your template plan and layout files. See “Template Files” on page 74.

The method for changing the line weight for a particular object depends on the object and the type of view.

- Most objects’ line weights can be set in their specification dialogs. See “Line Style Tab” on page 977.
- The line weight for a group of objects can be set by layer. See “Layer Display Options Dialog” on page 132.
- The line weights for walls in floor plan view are defined by wall type in the **Wall Type Definitions** dialog. See “Wall Type Definitions Dialog” on page 278.
- The line weights of material pattern lines, which are visible in Vector views, can be set in the **Define Material** dialog. See “Define Material Dialog” on page 786.
- The line weight for fill patterns is set for individual objects on the Fill Style tab of their specification dialogs. See “Fill Style Tab” on page 991.

- The line weight applied to surface edges in Vector views can be set in the **Print** dialog. See “Print Dialog” on page 1099.
- The end cap length of dashed lines in floor plan view is controlled in the **Preferences** dialog. See “Line Properties Panel” on page 97.
- An assigned line weight of 0 draws a line weight of 1 pixel, the thinnest line weight a printer allows. How thick this is varies from printer to printer. See “Printers and Plotters” on page 1087.

Line Weights and Scaling

When a view is sent to layout, line weights may be affected by the drawing scale selected for the view. This occurs when the layout view’s scale is different from the drawing scale of the original view.

For example, assume that you have an object in a view with a line weight of 20, and that the view’s drawing scale is 1 mm = 50 mm.

- If you send the view to layout at 1 mm = 25 mm scale, twice the original scale, the resulting printed line weight for this object will increase to 40 instead of 20.
- If you send the view to layout at 1 mm = 100 mm scale, half the original scale, the resulting printed line weight for this object will decrease to 10 instead of 20.

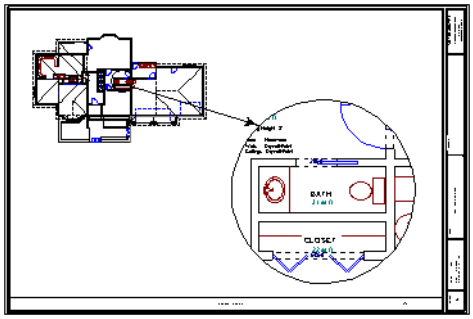
You can specify the drawing scale for any orthogonal view by opening the **Page Setup** dialog while in that view. See “Page Setup Dialog” on page 1097.

For any layout view, you can specify whether the original line weight is maintained or not in the **Send to Layout** and **Change Scale** dialogs. See “Send To Layout Dialog” on page 1112 and “Rescaling Views” on page 1118.

Note: Under most circumstances, you should select Use Layout Line Scaling when sending views to layout.

Line weight scaling affects both line weights and line styles and can be particularly noticable with dashed line styles.

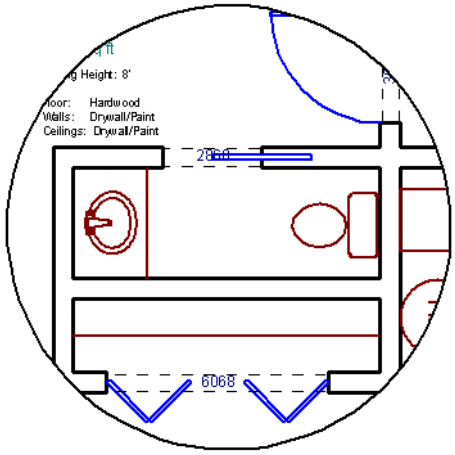
In the following image, the same floor plan view has been sent to layout twice, at two different scales. The view on the left was sent at the same scale as the original view, 1/8” = 1’. The view on the right was sent at 1” = 1’, or magnified eight times, to show an area of the plan in greater detail.



Because the view on the right was sent to layout at a scale other than that of the original, it is subject to layout line scaling.

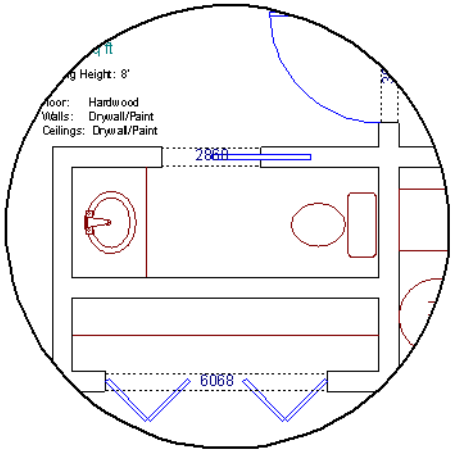
The solid lines representing walls, cabinets and doors are rescaled to be eight times thicker than in the original view.

Similarly, the dashed lines representing the door jambs are rescaled so that the dashes and the spaces between them are eight times larger than in the original view.



with Use Layout Line Scaling disabled

If **Use Layout Line Scaling** is enabled, line weights are no longer scaled and the dashed lines display at the same size as in the original view.



with Use Layout Line Scaling enabled

Because the view in this example is scaled eight times larger in this case, the dashes and line weights look relatively small and fine when **Use Layout Line Scaling** is enabled. Were the view rescaled to be smaller instead, the line weights would look relatively large and thick.

Printers and Line Weight

Line weight and print scaling are subject to the limitations of the printer being used. For example, you will not be able to see the difference between a line that is 1/150th of an inch wide and one that is 1/300th of an inch wide when they are printed using a printer that prints 150 dots per inch (DPI).

That is, a CAD line with a line weight of 1 will look the same as a CAD line with a line weight of 4 when the Line Weight Scale is set at 1 = 1/600th of an inch and you print to a printer capable of 150 DPI.

The default Line Weight Scale of 1 = 1/100 mm makes it easy to meet many professional drawing standards. In most cases, this scale will produce positive results using any printer or plotter and should not be changed.

Legacy Plans

When plans and layouts created in prior versions of Chief Architect are opened in Version X4, they assume the Page Setup settings, including the Line Weight Scale, specified in the **Preferences** dialog. See “Text & Page Setup Panel” on page 84.

When working with legacy files, using a Line Weight Scale of 1 = 1/X, where X is the DPI of your printer, will produce the most faithful translation from the previous version.

Printing Text and Dimensions

As with other objects your drawings, text and dimension numbers are subject to scaling when views are sent to layout or printed. See “Scaling Text” on page 940.

Printed text size is also influenced by the selected font and the method used to specify its size. See “Character Size” on page 924.

Text may not print exactly as it appears on-screen. To get a better idea of how text and dimension characters will print, you may find it helpful to **Zoom In** on them.

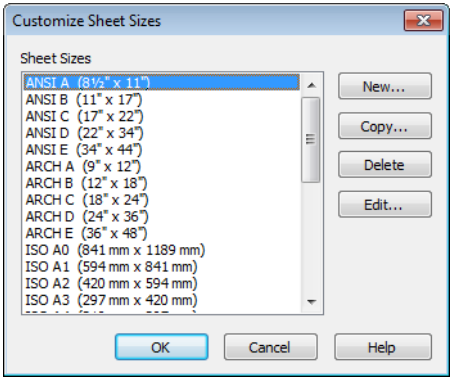
For best printed results, using true-type or open-type fonts is recommended.

> Text may not appear accurately on screen when the font used by the printer is different than the font used on screen. Consult your printer documentation for more information on font substitution.

Creating Custom Sheet Sizes

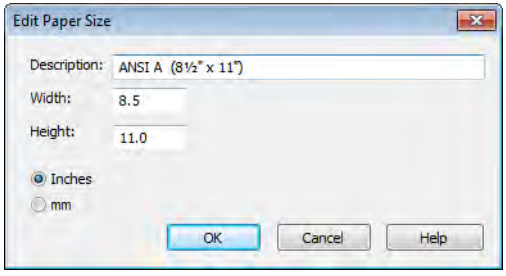
Standard drawing sheet sizes can be selected in the **Page Setup** dialog.

To create custom sheet sizes, select **File> Print> Customize Sheet Sizes** or click **Customize** in the **Page Setup** dialog.



Several options are available:

- Click **New** to create a new sheet size.
- Select a sheet size and click **Copy** to create a duplicate sheet size.
- Click **Delete** to remove the selected sheet size.
- Select a sheet size and click **Edit** to open the **Edit Paper Size** dialog and change its description, dimensions, and units of measurement.



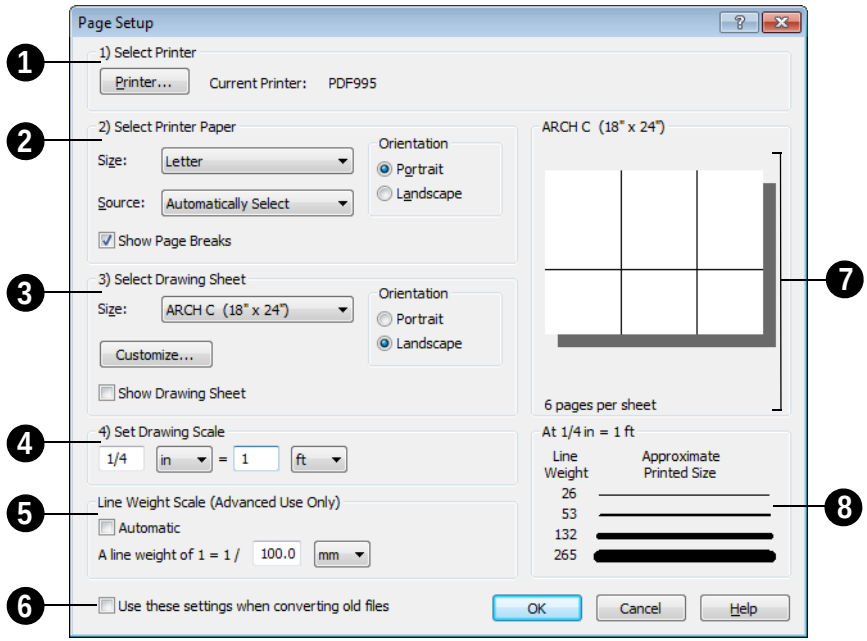
- Click **OK** to close the dialog. Any new sheet sizes created are now available in the **Page Setup** dialog.
- The data for this dialog is stored in the “sheetSizes.sheet” file in the program directory.

Page Setup Dialog

Select **File> Print> Page Setup** to open the **Page Setup** dialog.

The **Page Setup** dialog is only available when an orthogonal view is active. When a perspective view is active, **Page Setup** is not available.

The settings in this dialog, including the selected printer, are specific to the current orthogonal view or layout file, and are saved with the **.plan** or **.layout** file.



1 Click the **Printer** button to select the current printer or edit its settings. If you have questions about your printer's settings, consult its documentation.

2 Select the printer paper **Size** and **Source**. The options available in these drop-down lists are controlled by the currently selected printer's driver. See "Printer Drivers" on page 1087.

Specify the **Orientation** of the printer paper.

Check **Show Page Breaks** to display page breaks as grey lines across the drawing sheet in the plan or layout view when **Show Sheet** is enabled. See "Show Sheet" on page 1089.

Plotters can often have paper inserted into the machine in either of two orientations. Test your own machine and refer to the printer manual to find out which way to insert the paper for correct results.

❸ Specify the **Size** of the Drawing Sheet, which is the final printed output.

Click the **Customize** button to open the **Customize Sheet Sizes** dialog. See "Creating Custom Sheet Sizes" on page 1096.

Specify the **Orientation** of the drawing sheet, which is the orientation of the entire drawing. The dialog preview at right updates as the orientation is changed.

Check **Show Drawing Sheet** to display the drawing sheet on screen.

❹ Specify the **Drawing Scale** for your printed plan. The scale is specified in two parts, which by default are 1 ft = 1 ft or 1 m = 1 m for layout views, and ¼ inch = 1 ft or 1 m = 50 m for all other views. Both imperial and metric units of measurement are available and can be selected independently.

The units of measurement available here can be controlled in the **Preferences** dialog. See "Unit Conversions Panel" on page 92.

This scale is applied for printing purposes only and has no effect on the plan scale.

The **Drawing Scale** acts as the default scale for the **Print**, **Printed Size Input**, and **Send to Layout** dialogs.

❺ Select the **Line Weight Scale**. See "Line Weights and Scaling" on page 1094. This setting should always be the same for both a given layout file and any plan views associated with it.

Check **Automatic** to have the program specify the line weight scale and adjust it to maintain line thickness and dash size when the drawing scale is changed. **Automatic** Line Weight Scale is based on a 1/4 inch = 1 foot drawing scale and 1= 1/300 inch line weight scale and is an option for **.plan** files.

Plan files originally created in any of the Home Designer programs have **Automatic** checked by default; however, this option is not normally recommended. See "Line Weights" on page 1093.

Automatic Line Weight Scale is not available in **.layout** files.

Setting the line weight to zero (0) for any object or group of objects causes the line weight to print as thin as is possible.

❻ Check **Use These Settings When Converting Old Files** and click OK to establish the current settings as the default settings for plans, elevations, and CAD details when opening plans created in earlier versions of Chief Architect. Layout plans must be set separately. See "Text & Page Setup Panel" on page 84.

❼ A preview of the drawing sheet and printer paper size displays on the right side of the dialog box.

❽ A line weight preview shows how changes to the drawing scale affect the printed size of various line weights at the current Drawing Scale.

Clearing Printer Information

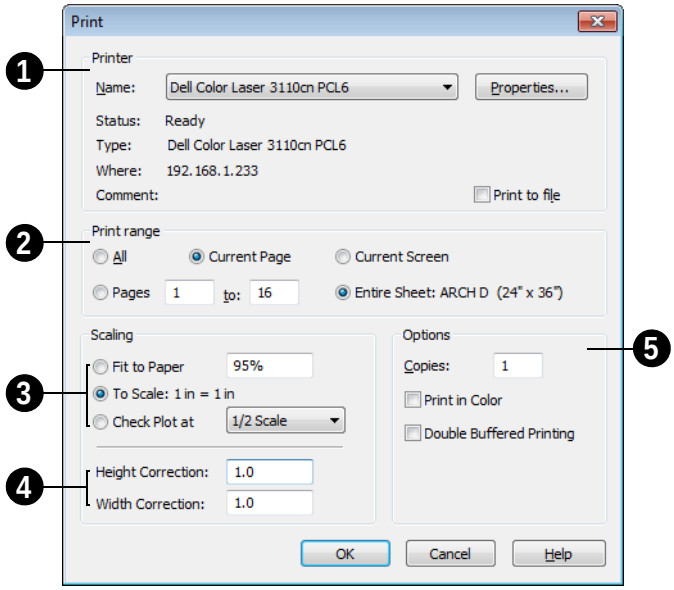
Select **File> Print> Clear Printer Info** to clear the printer-specific information stored in the **Page Setup** dialog.

This is useful for creating template plans without an associated printer. See “Template Files” on page 74.

Print Dialog

To print directly from floor plan view, CAD Details, layout pages, 3D Vector Views and the Materials List, select **File> Print> Print**. The **Print** dialog opens.

Note: 3D views that are not Vector Views can be printed using Print Image. See “Print Image Dialog” on page 1101.



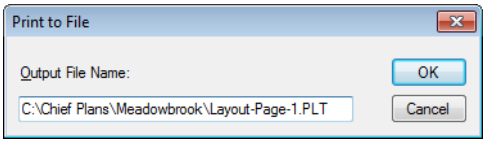
1 Specify the **Printer** parameters.

Browse the **Name** list to choose a printer.

Click **Properties** to verify that the printer is configured correctly. Paper size, orientation, and other settings can be accessed here.

Select the **Print to file** check box if you need to create a file for remote printing.

In the **Print To File** dialog, type the entire pathname of the file to be printed, making sure the name has a **.prn** or **.plt** extension.



Do not check Print to file if you are creating a **.pdf** file.

Printing to a PDF file is often preferable to printing to file. For more information, see “Printing to a PDF File” on page 1092.

❷ Specify the **Print Range**.

- Select **All** to print the entire drawing. In a plan file, the current view is printed on as many pages as needed. In a layout, all pages are printed.
- Select **Current Page** to print only the currently active layout page. Current Page is selected by default in layout files.
- Select **Pages** to specify which layout pages to print, then type the first and last page numbers in the text fields.
- Select **Current Screen** to print only that portion of the active view that can currently be seen on screen. If you are zoomed out, any blank space beyond the printable objects in the drawing is ignored. Not available in the **Print Materials List** dialog.
- Select **Entire Sheet** to print the entire sheet even though you may be zoomed in on a portion of the view. Not available in the **Print Materials List** dialog.

❸ Specify the **Scaling** of the printed output. Not available in the **Print Materials List** dialog.

- **Fit to Paper** prints the view on one page. The program uses whatever scale is necessary to fit the plan on one page.
- When **Fit to Paper** is selected, specify the percentage of the paper to be used. The default value is 95%; however, any changes to this value are global, affecting all files, and will be retained between sessions.
- Select **To Scale** to print at the scale specified in the **Page Setup** dialog. See “Page Setup Dialog” on page 1097.
- To print a check plot, select **Check Plot at** and choose a scale adjustment from the drop-down list. This temporarily modifies the scale for the current print job but does not alter the scale specified in the **Page Setup** dialog. Line weights are also subject to the temporary scale adjustment. If a drawing sheet larger than the printer paper is specified, a check plot prints across multiple pages.

Note: None of these options override the printer paper size specified in the Page Setup dialog.

❹ Check the accuracy of your printed scaled documents using **Height/Width Correction**. If your scaled documents are not correct, you can fine tune or calibrate the printer with these adjustments. These numbers are multiplied into the scaling units. Such corrections should only be necessary if you are using a dot matrix printer.

Check printer calibration by printing a four foot square at ¼” = 1'-0”. Measure the print to see if it measures out exactly 1" square.

❺ **Copies** - Specify the number of copies you would like to print. Not available in the **Print Materials List** dialog.

Check **Print in Color** to print in color or clear the check box to print in either gray scale or black and white.

- To print in gray scale, check **Obey Color On/Off Setting** in the **Preferences** dialog before printing, then uncheck **Print in Color**. See “Appearance Panel” on page 78.
- To print in black and white, uncheck **Obey Color On/Off Setting** in the **Preferences** dialog before printing, then uncheck **Print in Color**. Lines and fill colors print as either black or white, depending on which is closer to the line or fill’s actual color.

Most black and white printers print a grey scale approximation of the colors if **Print in Color** is selected.

Printing to pen plotters is not supported.

Double Buffered Printing uses computer memory to render the output at printer resolution. The resulting bitmap is then printed. This can greatly improve print speed when printing Vector Views, but a lot of memory is required. This method is not normally recommended for layouts, plans, or details; however, it may help you avoid issues with certain drivers for older printers. See “Printers and Plotters” on page 1087.

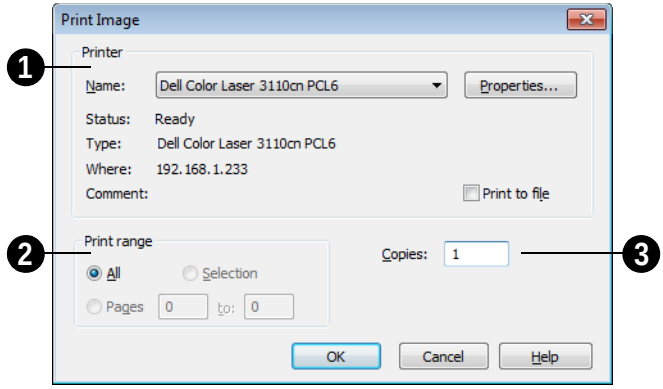
If there are a lot of pictures on your plan or layout, using double buffered printing may improve your print speed.

Line Weight - Available for Vector Views only. Specify the Line Weight for all lines defining the edges of 3D objects. This is a global setting for all edges. Individual lines, other than superimposed CAD lines, cannot be defined with different line weights.To modify individual lines, the 3D view must first be sent to layout. To edit a line once the 3D view has been sent to layout, select **Edit> Edit Layout**, and then select the line to be modified. See “Editing Layout Lines” on page 1121.

Print Image Dialog

Any view can be printed by selecting **File> Print Image**. This is the only way to print a Ray Trace or most 3D views. See “Rendering & Ray Tracing” on page 843.

The **Print Image** dialog is similar to the **Print** dialog; however, the printing process is different. **Print Image** prints individual pixels as opposed to vectors (lines).



1 Specify the **Printer** parameters.

- Choose a printer from the **Name** drop-down list.
- Click **Properties** to verify that the printer's paper size, orientation and other settings are configured correctly.
- Select the **Print to file** check box to save the print to a file for remote printing. For more information, see "Print Dialog" on page 1099.

Printing to a PDF file is often preferable to printing to file. For more information, see "Printing to a PDF File" on page 1092.

2 Specify the **Print Range**.

3 Specify the number of **Copies**.

Print Model

The Model Maker allows you to create a template of your plan that can be printed to scale and assembled into an actual 3D model. Three groups of templates are used in the process. Walls and roofs are printed separately. These can then be placed onto a floor plan view, which is printed as a layout for the entire model.

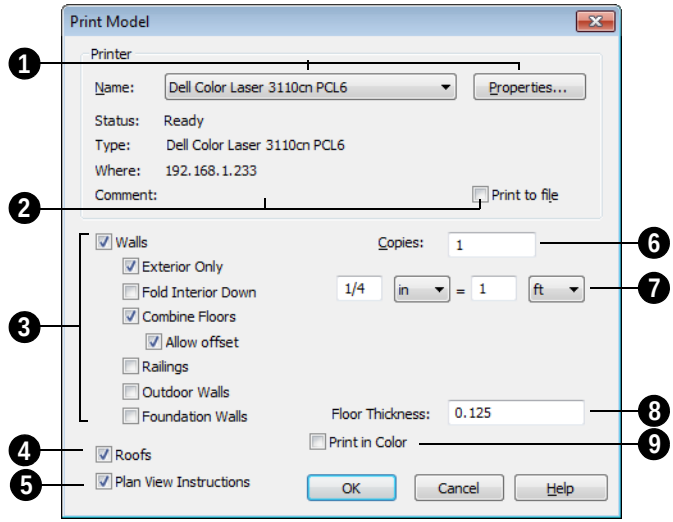
Since different people build house models in different ways, the Model Maker focuses on providing the most necessary tools. It may not necessarily give you everything you might want in order to build house models your way. For example, you may want to affix tabs to certain wall or roof edges to help attach them to their neighbors. While you can draw some of these things onto printed sheets, the system does not provide them automatically. What it does provide is accurate templates for wall and roof sections. Combining these with your own skills helps you create professional quality models.

Printing the Model

The best way to understand how the various options affect the final product is to make a very simple two story plan and try them out.

To print the model templates, choose **File> Print> Print Model** . The **Print Model** dialog opens.

Print Model Dialog



1 **Printer** - Select the printer for your model. Larger sheet sizes are better. Landscape is usually the best mode for printing models. If it is not your default printing mode, it can be selected via the **Properties** button.

2 **Printer Info** - Information about your printer and its current setup displays here.

- Check this box if you prefer to **Print to File**. Leave this unchecked if you are printing to .pdf.

3 Uncheck **Walls** to prevent walls from printing. When Walls is checked, the settings below are available.

- Check **Exterior Only** to suppress interior wall surfaces. Normally it is only the exterior walls that display in a model. If interior walls and surfaces are produced, much more paper is required. Interior surfaces are typically printed when composing a model of only the current floor, without a roof.
- Check **Fold Interior Down** to print the interior surface of a wall above its corresponding exterior surface and upside down. This allows both walls to be cut in one piece and folded over. This is convenient when making a separate model for each floor to show its interior.

- Check **Combine Floors** to print together the exterior surfaces of walls that are on top of each other. Interior surfaces of those walls still print separately.
- **Allow Offset** modifies the outcome of the **Combine Floors** option. Normally, the main layers of stacked walls must be closely aligned and have the same thickness for walls to combine. Check this box to allow an offset of up to six inches (15 cm) and allow different thicknesses.
- Check **Railings** to print railings along with walls.
- Check **Outdoor Walls/Foundation Walls** to include Outdoor Walls and/or Foundation Walls in the walls group. This also affects which walls display in the floor plan view template.
- **Outdoor Walls** - An Outdoor wall is normally a garden wall or a wall used as a fence. It may be a **No Room Def.** type wall, see "Wall Specification Dialog" on page 282, or have exterior type rooms, such as Deck, Porch, or Attic on both sides of it. If a plan has extensive outdoor walls, printing them all may use a considerable amount of paper.
- **Foundation Walls** - Walls on floor zero, the foundation floor, still print unless they are specified as foundation walls on either the General or Foundation tab of the **Wall Specification** dialog.

4. Uncheck **Roofs** to suppress roofs from printing.

5. Uncheck **Plan View Instructions** to suppress floor plan view instructions from printing.

6. Specify the number of **Copies** to be printed.

7. Specify the **Scale** to be printed in inches per feet. A simple ratio (1:48 for example) is used for metric plans.

The system arranges as many wall or roof sections as possible onto a single sheet. For larger scale models, a printer with a larger sheet sizes is helpful. If any wall surface, roof surface, or floor plan view covers more than one sheet, it prints by itself on the number of sheets required. Models with large surfaces may require a lot of paper.

8. Specify the **Floor Thickness**, which is the thickness of the material you use for the floor platform.

9. **Print in Color** - This option depends on whether you have a color printer. Check this box to print in color.

Assembling the Model

Once the templates have been printed, they are ready to be assembled. You need scissors and an adhesive and a rigid material that can be easily cut and glued, such as thin cardboard or styrofoam, to provide support for the 3D model.

Floor Plan View Template

Begin by laying out the floor plan view, which is used as a layout for the entire 3D model. If your floor plan view template printed on a number of sheets, they should be combined into one. Exterior and interior wall surfaces should match throughout.

Adhere your complete floor plan view template to a sturdy and dedicated surface to provide support for your walls.

Walls

Walls should be cut and fixed to a rigid backing so that they can stand on their own and support the weight of the roof or floors above them. How they are cut and assembled varies depending on the desired final appearance of the model and how they were printed.

It may be helpful to take the thickness of the rigid material being used into consideration and override the scale thickness of the walls so that it agrees with your material thickness.

If your walls were resized in the **Print Model** dialog, you may see unwanted lines between floors that should merge together seamlessly. This is usually due to walls whose exterior surfaces match but overall thickness does not. You can prevent this by checking **Use Scale Wall Thickness**, which prevents walls from resizing. This is best if you do not want to print the interior wall surfaces, or are using a modeling material that closely matches the scale thickness of your walls.

Roofs

Roof planes are joined together when possible before printing. For each roof surface, the fascia and soffit surfaces are attached at the eave, so that the least amount of taping produces the roof and adjoining surfaces.

All flattened roof/fascia/soffit surfaces are placed into a CAD detail named “Model Detail.” This is overwritten and updated each time the roof group is printed for a particular model. If the roof or portions of the roof need to be reprinted, those pieces can be printed from the detail.

Chapter 38:

Layout

The Chief Architect layout facility offers a set of easy to use tools for arranging multiple views and/or details on a single page for printing. You can create and print sets of working drawings or blueprints in almost any paper size.

Each layout can contain many pages, and each page can contain multiple views, details, images, CAD objects, or text, or schedules.

For detailed information about printing in Chief Architect, see “Printing & Plotting” on page 1085.

Chapter Contents

- Layout Defaults
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Layout Defaults

To access the layout defaults for the current layout file, select **Edit> Default Settings**. The options in the **Default Settings** dialog are similar to those found in this same dialog in a plan file, although there are fewer choices in the list. See “Default Settings” on page 64.

In the **Default Settings** dialog, select **Layout** and click **Edit**.

The settings in the **CAD Defaults** dialog in layout are similar to those in a plan file but only affect CAD drawn on the layout page. Some options that do not apply to layouts are disabled. See “CAD Defaults Dialog” on page 964.

The settings in the **Layout Defaults** dialog are similar to those in the **Plan Defaults** dialog. Some options that do not apply to layouts are disabled. See “General Plan Defaults Dialog” on page 66.

The settings in the **Page Setup** dialog are also file-specific and are particularly important considerations in layout files. See “Page Setup Dialog” on page 1097.

You can customize these default settings for future layouts and create a template. See “Template Files” on page 74.

Preparing for Layout

Very little preparation is necessary before creating a layout file. There are a few things that are helpful to keep in mind.

Printer Setup

You can print to any printer or plotter that uses a Windows driver and can change the current printer at any time in the **Page Setup** dialog. See “Page Setup Dialog” on page 1097.

Printing Services

Find out what paper size the print service uses and select it in the **Page Setup** dialog.

If you plan to use a printing service, you will need to install a PDF writer. See “Printing to a PDF File” on page 1092.

You can also print to file using the driver for the printer that the service will use. See “Printer Drivers” on page 1087.

Check Plots

When a large drawing sheet size has been specified, you can print a check plot at a reduced scale so that it can be printed on a smaller printer. This allows you to make final checks before printing to the larger size. See “Check Plots” on page 1091.

Creating a Layout File

Choose **File> New Layout** to create a blank layout file. A layout file is created with the name **untitled.layout**. By default, new layout files open to page one.

If you have specified a layout template file, a new layout file will have its default and layer settings. See “Template Files” on page 74.

If a layout file is not open when you try to send a view to layout, a warning message will ask you if you want to create a new layout file. See “Sending Views to Layout” on page 1111.

To open an existing layout file, select **File> Open Layout** . Browse to a directory and select the layout file to open. See “Opening a Plan or Layout File” on page 54.

Only one layout can be open at a time. When a layout file is open, it is listed at the bottom of the Window menu as an open view. Layout files are also listed in the Project Browser. See “Project Browser” on page 1015.

Select **File> Save** to save the layout file. It is important that you save the layout in the same directory as the plan file from which views have been sent to the layout pages. See “File Management” on page 45.

Although it is possible to use multiple plan files with a layout, it is generally best to associate only one plan file with a layout and to use the same file name for both. If more than one plan file is used, all should be saved in the same directory as the layout file.

When you save your layout, take a moment to also save the plan file associated with it.

When a view is sent to layout, the layout view is linked to the **.plan** file. Do not change the path name by moving the **.plan** file to a new folder or renaming it. If the path name is changed, the link in the layout file must be reestablished for the view to appear in layout. Use the **Relink File** tool or resend the drawing to layout. See “Relinking Layout Views” on page 1125.

The Layout Tools

There are a variety of tools available to send views to layout and edit them, as well as manage layout pages and links.

Many of the tools available in layout are described in the Printing chapter. See “The Printing Tools” on page 1088.

Sending Views to Layout

Select **File> Send to Layout** to open the **Send to Layout** dialog and send the current view to the specified layout page. See “Sending Views to Layout” on page 1111.

In floor plan view, select a saved cross section/elevation view symbol and click the **Send Camera’s View to Layout**

edit button. See “Saving & Printing 3D Views” on page 836.

Select **Tools> Layout> Layout Files** to see a list of the files that are referenced by the layout. See “Layout Files Dialog” on page 1124.

Editing Layout Views

A selected layout view can be edited much like other box-based objects. See “Editing Box-Based Objects” on page 188. In addition, a variety of edit tools allow you to control the appearance of each view.

Select a layout view and click the **Open View** edit button to open the view that was originally sent to layout. This tool is only available for dynamic views. See “Editing Dynamic Views” on page 1118.

Select a layout view and click the **Rescale Layout** edit button to open the **Change Scale** dialog and apply a different scale. See “Rescaling Views” on page 1118.

Select a layout view and click the **Relink File** edit button to open the **Choose Layout File Reference** dialog and relink the selected layout view. See “Relinking Layout Views” on page 1125.

Select a layout view and click the **Layout Box Layers** edit button to open the **Layer Display Options** dialog for the selected view. See “Displaying Layout Views” on page 1119.

Note: You can also modify the layers of the layout file itself. See “Layout Page Display Options” on page 1120.

Select **Tools> Layout> Edit Layout** to allow the lines of a Vector View sent to layout to be edited individually. See “Editing Layout Lines” on page 1121.

Managing Layout Pages

Select **Files> Layout> Insert Page** button to add a new layout page, moving the current page and all following pages up one page, as long as there is nothing on page 1000.

Select **Files> Layout> Delete Page** button to delete the current layout page, moving all following pages down one page, as long as nothing is on the current page.

Select **Files> Layout> Exchange With Next Page** button to switch the current layout page with the following page. Not available on Layout Page 1000.

Select **Files> Layout> Exchange With Previous Page** button to switch the current layout page with the page preceding it. Not available on Layout Page 0.

You can also move all the objects on a layout page by Shift + selecting them, clicking the Open Object edit button, and specifying a new page number. See Line Style Tab.

Viewing Layout Files

Use **Tools> Layout> Page Up**, **Page Down**, and **Change Layout Page** to navigate the layout document. See “The Current Page” on page 1113.

Select **Window> Swap Views** to switch between the current view and the view that was current before it. See “Swapping Views” on page 802.

Click the **Show Layout** button to switch to a layout file that is currently open.

Sending Views to Layout

Layout files can contain many different views and details sent to it from one or more plan files. To send a view from a plan file to layout, select **File> Send to Layout**.

You can also send one or more saved, closed cross section/elevation views to layout by selecting the camera symbol and clicking the **Send Camera’s View to Layout** edit button. See “Saving & Printing 3D Views” on page 836.

When a view is sent to layout, the program sends it to the layout file that is currently open. While more than one plan file can be open at once, only one layout file can be open at a time.

If no layout file is open, the program searches for a layout file with the same file name as the plan that the view is being sent from. If it cannot find such a layout file, the program asks if you want to create a new layout and send the view to it.

To send a view to layout

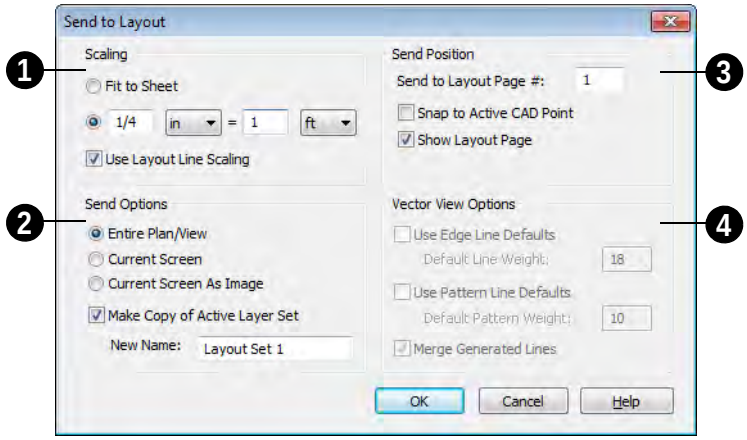
1. Prepare the view so that objects that should be seen are visible and those that should not are suppressed. See “Layer Display Options Dialog” on page 132.

   Remember that if the Reference Display is turned on when a view is sent to layout, it becomes a static part of the view and cannot be turned off later. See “Reference Display” on page 404.

If there are layer settings that you use often, it may be helpful to define custom layer sets for your layout files. See “Layer Sets” on page 129.

2. Select **File> Send to Layout** . In the **Send to Layout** dialog, the available options vary depending on the type of view being sent to layout.
3. Click **OK** to send the view to the specified layout page. Depending on the type of view and size of the model, you may see a progress indicator in the Status Bar. See “The Status Bar” on page 35.

Send To Layout Dialog



1 Select a radio button to specify the method of **Scaling** for the view sent to layout.

- Select **Fit to Sheet** to send the view to layout at no specific scale. The view can be resized on the layout sheet later.
- Specify the **exact scale** for the view in layout. The view can be rescaled later from layout if necessary. Both Imperial and metric units of measurement are available and can be selected independently.
- When views are sent to layout at different scales, line weights and line styles are subject to the same scaling. See “Line Weights and Scaling” on page 1094. In most cases this is not desirable. When **Use Layout Line Scaling** is checked, the lines in views sent to layout appear the same as lines drawn directly on layout. This option is not available for rendered views.

2 Which **Send Options** are available depends on the type of view being sent to layout.

- Select **Entire Plan/View** to send to layout the extent of the plan that is visible when you click **Fill Window** . This option is available for Vector views, wall details, and cross section/elevation views.
- Select **Current Screen** to send only what is shown on screen to layout. This option is available for Vector Views and Wall Details.
- Select **Current Screen As Image** to send only what is shown on screen to layout as an embedded image. See “Picture File Box Specification Dialog” on page 1033. This option is available for all views, and is the only option available for rendered and Ray Trace views.
- Uncheck **Make Copy of Active Layer Set** to reference the currently active layer set in the layout view. When this option is checked, a copy of the currently active

layer set is created for use by the layout view. You can specify a **New Name** for this layer set if you wish. The copied layout set is saved with the plan file that the view is sent from. Your choice is maintained between sessions. See “Layout Layer Sets” on page 139.

❸ Specify the desired **Send Position** for the view. These options are available for all views.

- **Send to Layout Page #** - Enter a page number to send the view to.
- Check **Snap to Active CAD Point** to snap the view you are sending to layout to the active CAD Point. See “Point Tools” on page 969.
- Check **Show Layout Page** to go to the selected layout page when you click OK.

❹ The **Vector View Options** are only available when a 3D view using the Vector View Rendering Technique is sent to layout. See “Rendered and Vector Views” on page 811. These settings are preserved between sessions.

- Check **Use Edge Line Defaults** and specify a **Default Line Weight** to override all layer specific and object specific line weight settings when the view is sent to layout. If unchecked, the layout view respects the **Surface Edge Lines** settings in the **3D Settings** dialog. See “3D Settings Dialog” on page 814.
- Check **Use Pattern Line Defaults** and specify a **Default Pattern Weight** to override the Line Weight setting in the **Define Material** dialog. See “General Tab” on page 787.
- Uncheck **Merge Generated Lines** to prevent the merging of colinear lines. Horizontal and vertical lines still merge.

  If **Merge Generated Lines** is selected and a cross section/elevation view is sent to layout, the program merges any lines that are superimposed or parallel with each other so that the layout has only one line rather than several. This makes the final view easier to edit in layout if necessary, but may slow down the process of sending 3D views containing non-vertical or horizontal lines to layout.

The Current Page

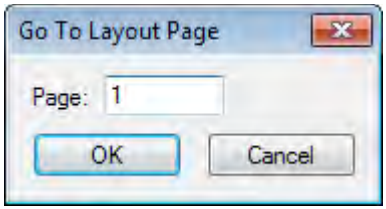
The current page is indicated at the center of the Layout Page buttons. When a layout file is first created, the current page is page one.

The current layout page is the default target of any view sent to layout. If sent to the wrong page, a view may be moved from one page to another. To accomplish this, select the view you want to move, then click the **Open Object** edit button to open the **Layout Box Specification** dialog. You can change the page number on the Line Style tab. See “Layout Box Specification Dialog” on page 1127.

To navigate between layout pages

- Click the arrow buttons on either side of the **Layout Page** button.

- Click the **Current Page** number between the arrows to open the **Go To Layout Page** dialog. Enter a page number and click **OK**.



- Select one of the options from the **Tools> Layout>** menu.
- Press Shift + N (up one page) or Shift + M (down one page) on the keyboard.
- Double-click a page in the Project Browser. See “Project Browser” on page 1015.

Note: Layout pages do not print if they are blank, even if a border and title block are present.

Layout Page Zero

Layout page zero is unique because anything on page zero displays and prints on all pages in the layout. This allows you to create a title block and border that appear on all layout pages without recreating them on each page.

Add anything to page zero that you want on all subsequent layout pages, such as:

- Title Block. See “Text, Callouts & Markers” on page 921.
- Borders. See “CAD Objects” on page 963.
- Text Macros. See“Text Macros” on page 956.
- Imported images. See “Images” on page 1024.

Note: The printable area varies from printer to printer. For best results, inset layout borders 1/2" to 3/4" from the paper edge.

For more information about creating a title block and border for your layout template, see “Creating a Border and Title Block” on page 228 of the User’s Guide.

CAD and Text in Layout

CAD objects and text can be incorporated into your layout by both including them in your views sent to layout and by drawing them on the layout page.

In Views Sent to Layout

CAD and text in views sent to layout are scaled just like other objects in the view. If you want text in a layout view to print at a particular size, specify its size based on the scaling you will use when you send the view to layout. See “Character Size” on page 924.

If you rotate a view on the layout page, any text in that view will rotate as well, provided that its Text Style is using the **Rotate with Plan** setting. See “Text Styles” on page 954.

If you wish to use Global Text Macros that provide information about a view, such as its drawing scale or the plan's file name, make sure that the text object is in the view sent to layout - not on the layout page. See "Text Macros" on page 956.

A number of macros with information about the layout view can also be added to a layout view's label as Object Specific Macros. See "Layout Box Labels" on page 1120.

On the Layout Page

CAD and Text objects can also be added directly to any layout page. These are added to the layout page itself, not to any specific view on the page which may have its own CAD and text objects within it.

CAD and Text objects created in layout can be selected and edited just as they can in other views. See "Editing Text" on page 938 and "CAD Objects" on page 963.

Any Text or CAD objects that you would like to display on every page of your layout file - such as a title block and border - should be drawn on Page 0. See "Layout Page Zero" on page 1114.

To move Text or CAD objects to another page, change the **Page** number on the Line Style tab. See "Line Style Tab" on page 1129.

Images in Layout

Image files can be imported onto a layout page just as they can into floor plan view. See "Images" on page 1024.

Views can also be sent to layout as images. In fact, Rendered and Ray Trace views sent to layout are always treated as imported images embedded in the file. See "Send To Layout Dialog" on page 1112.

An image on the layout page can be selected and edited using its edit handles, edit tools and specification dialog. See "Editing Pictures" on page 1031.

Embedded images increase layout file size. Limit the number of large and/or multiple images.

Keeping Layout Views Current

If a plan changes after views of the model are sent to layout, some of the views may become out of date. Depending on the type of view, some may update automatically and other must be updated manually.

Dynamic and Static Views

A dynamic view references the view saved with the original plan. Any changes made to the original plan update the dynamic layout view.

For information about controlling the display of dynamic views in layout, see "Displaying Layout Views" on page 1119.

A static view does not reference the original plan and does not update when the plan changes. Static views are like a snapshot taken at a specific time; subsequent changes do not appear in that snapshot. Changes made in the original plan must be resent to layout manually.

Floor Plan Views and CAD Details

Floor plan views and CAD details sent to layout are dynamic. Any changes made to these items in plan are reflected automatically in layout.

- The display of everything is under your control. All editing must be done in floor plan view or the original CAD detail, and all changes are automatically reflected on every copy in layout.
- To edit a floor plan view or CAD detail sent to layout, select the view and click the **Open View** edit button. This opens the plan file where editing can be done. Any changes made update the layout.
- If the reference display is on when a floor plan view is sent to layout, it becomes a permanent part of that layout view. See “Reference Display” on page 404.

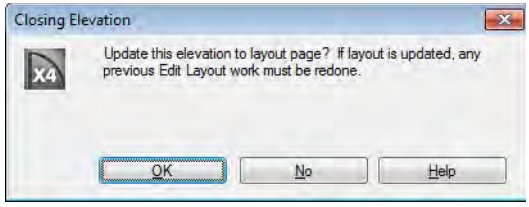
Cross Sections/Elevations

Views created using the **Cross Section/ Elevation**, **Wall Elevation**, and **Backclipped Cross Section** tools are dynamic, but their behavior in layout is different from other dynamic views.

- CAD objects can be drawn in cross section/elevation views. Any CAD objects added to a cross section/elevation view automatically update in the layout.
- CAD objects added in a cross section/elevation view can only be edited in the cross section/elevation view.
- Double-clicking a cross section/elevation view in layout using the **Select Objects** tool activates the original view, allowing you to modify the model or add CAD objects.
- The lines that define cross section/elevation views in layout are automatically generated copies that are no longer linked to the 3D model. Once in layout, these lines can be edited using the **Edit Layout** button. See “Editing Layout Views” on page 1117.

Updating Cross Sections/ Elevations

If a cross section/elevation view is sent to layout,and that camera is activated while the layout sheet is open, closing the view opens the following dialog:



- If the layout view is up-to-date with the 3D model or if you do not want your changes to be seen in the layout view, select **No**.
- To update the view on the layout page choose **OK**. When the picture is updated, the layout view is replaced with a new

copy. Any manual changes made to the original picture are lost. For this reason, you should only make changes made to a layout view using the **Edit Layout** tool after the model has been finalized.

Static Views

With the exception of **Cross Section/ Elevation**, **Backclipped Cross Section**, and **Wall Elevation** views, all camera views, overviews, and Ray Trace views sent to layout are static. They are treated as imported images embedded in the layout file. See “Picture File Box Specification Dialog” on page 1033.

Any changes made to the 3D model have no effect on static views. To update these views in layout, delete the old view and send a new one. See “Dynamic and Static Views” on page 1115.

The lines that define Vector views in layout are automatically generated copies that are no longer linked to the 3D model. Once in layout, these lines can be edited using the **Edit Layout** button. See “Editing Layout Lines” on page 1121.

Editing Layout Views

To edit a layout view, first select its layout box using the **Select Objects** tool. Once selected, the view box can be edited using its edit handles, edit toolbar or specification dialog. See “Layout Box Specification Dialog” on page 1127.

Using the Edit Handles

Layout view boxes can be edited like CAD boxes. See “Editing Box-Based Objects” on page 188.

Floor plan views and CAD Details can be rotated. Both the layout box and the view inside it rotate. Cross section/elevation and 3D views sent to layout cannot be rotated.

In the Specification Dialog

Layout views can be customized in their specification dialog. See “Layout Box Specification Dialog” on page 1127.

Using the Edit Tools

A selected layout view or views can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

Moving Layout Views

Layout views can be moved using the Move edit handle using dimensions. See “Moving Objects Using Dimensions” on page 914.

Moving Views to a Different Page

To move a view from one layout page to another, select the view, click the **Open Object** edit button, and change the **Page** on the Line Style tab of the **Layout Box Specification** dialog. See “Layout Box Specification Dialog” on page 1127.

Copying Views

Just like many objects, views sent to layout can be copied and pasted onto different layout pages or even into different layout files.

As a general rule, though, if multiple copies of a view are needed, it is best to send the view to layout as many times as necessary because each view can then be controlled independently.

Bear in mind, too, that if a layout has views copied from a different layout file and is later moved to a different location on your computer, the link to the original plan file may be broken. See “Keeping Layout Views Current” on page 1115.

Editing Dynamic Views

Select a dynamic view and click the **Open View** edit button to open the original view that was sent to layout. You can also double-click a dynamic view in layout to open the original view. See “Dynamic and Static Views” on page 1115.

Resizing Scaled Views

Scaled views retain their scale regardless of how you resize the border. You can resize the border proportionally from a corner handle or select one of the handles on an edge to change the size in one direction only. The image may be cropped if the border is resized small enough.

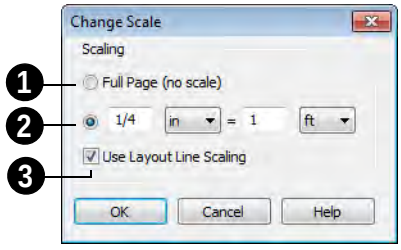
Resizing Non-Scaled Views

If the view was sent to layout using the **Fit to Sheet** setting, resizing may have one of several results:

- Drag a corner handle in or out to resize both the border and the image proportionally.
- If you drag a side handle in or out, the image stays the same size, but the border changes. If you make the border smaller, it may crop the image; if you make it larger, you may show more of the image.

Rescaling Views

Floor plan views, cross section/elevations,wall elevations and CAD details sent to layout can be rescaled. To change the scale of a layout view, select the view and click the **Rescale Layout View** edit button. The **Change Scale** dialog opens.



1 Choose **No Scale** to remove any specific scale factor associated with the selected view.

❷ Select this option to specify a scale for the image. When the scale is changed, the layout picture resizes.

In most cases, you should specify a scale for floor plan views, CAD details, and cross sections/elevation views. Typical scales are ¼ in = 1ft and 1 m = 50 m.

❸ When a view is sent to layout at a scale other than that of the original view, line weights and line styles are affected. In many cases, this is not desirable. Check **Use Layout Line Scaling** to make lines in the selected view appear the same as lines of the same weight drawn on the layout page. See “Line Weights and Scaling” on page 1094.

Displaying Layout Views

Select **Window> Show Layout** to make the layout file that is currently open the current view. You can also press **Ctrl + Tab** on your keyboard.

When a view is sent to layout, the active layer set is used. Some view types give you the option of duplicating and renaming the active layer set before sending the view to layout. See “Sending Views to Layout” on page 1111.

Once sent to layout, static views cannot be changed. See “Dynamic and Static Views” on page 1115.

The layer set referenced by a dynamic view is saved with the plan rather than the layout file, and the display of the view can be modified by either editing the referenced layer set or by selecting a different layer set for that view. From the layout page, you can quickly do either using the **Layout Box Layers** edit tool.

Do not delete layer sets that are used in layouts.

To use the Layout Box Layers tool

1. Select a layout view.
2. Click the **Layout Box Layers** edit button to open the **Layer Display Options** dialog for the selected view. See “Layer Display Options Dialog” on page 132.
   - If this edit button is not available, the view is not dynamic.
   - The layer set for the layout view displays at the top of the dialog.
   - The settings for the currently selected layer display below.
3. You can make changes to settings of the current layer set.

   Changes made to this layer set affect all other views that use it, not necessarily the selected layout view alone.
4. Alternatively, you can select a different layer set for the layout view from the **Layer Set** drop-down list. Changes made to this layer set affect the layout view, regardless of whether the changes were made using the **Layout Box Layers** tool.

5. Save your changes before closing the layout file.

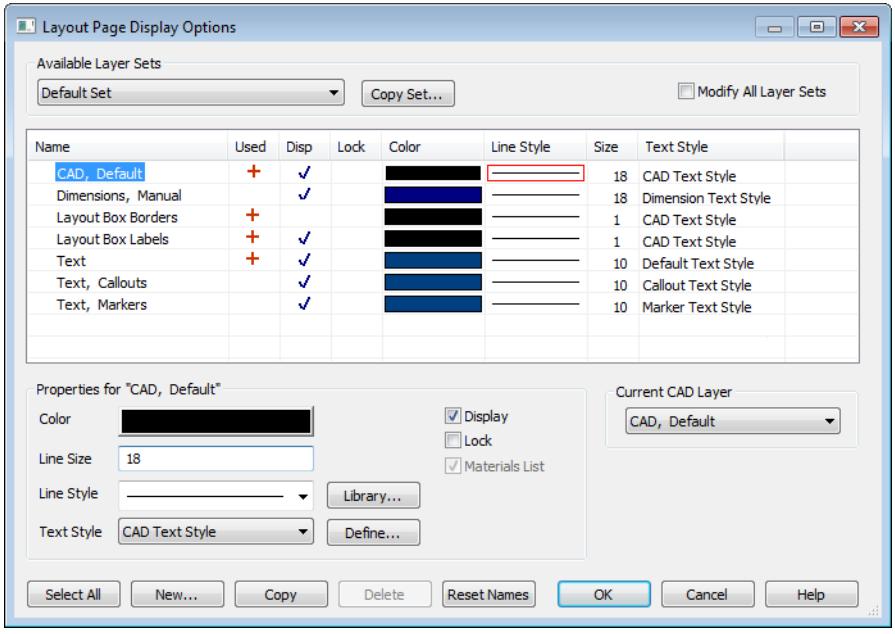
Layout Box Labels

Layout boxes can display labels when the “Layout Box Layers” layer is set to display in the **Layout Page Display Options** dialog. See “Object Labels” on page 1156.

Automatic layout box labels display basic information about the original view in the plan. For example, floor plan view sent to layout from Floor 1 will have an automatic label that says, “1st Floor”. A camera view sent to layout will have a label that states the camera’s name. Layout box labels have their own edit handle and can be customized to include text as well as Object Specific Text Macros. See “Text Macros” on page 956.

Layout Page Display Options

Select **Tools> Display Settings> Display Options** from a layout file to open the **Layout Page Display Options** dialog.



The **Layout Page Display Options** dialog is similar to the **Layers Display Options** dialog, but controls only the display of objects drawn on the layout page, such as the layout borders and other CAD objects, text and dimensions.

For information about how to use this dialog, see “Layer Display Options Dialog” on page 132.

For information about controlling the display of views sent to layout, see “Displaying Layout Views” on page 1119.

Opening Layout Views

Dynamic views sent to layout reference an original view in a plan. From the layout page, you can quickly access that original view by selecting a layout view, then clicking the **Open View** edit button. The original view can also be opened by double-clicking the layout view using the **Select Objects** tool.

Changes made in this view update in the original layout view. Depending on the changes, other views may also be affected.

Notice the name of the current layer set that displays in the **Active Layer Set Control** drop-down list. Changes made to this layer set affect not only the current view, but also the associated layout view and any other views that use this layer set.

It is important to remember that when a plan view is accessed by opening a dynamic layout view, that view uses the same layer set as the layout view.

Editing Layout Lines

Individual lines in any Vector View sent to layout can be selected, edited and drawn using the **Edit Layout** tool. Changes made using this tool have no effect on the 3D model. See “Rendered and Vector Views” on page 811.

The full set of CAD editing tools is not available when using Edit Layout. In many cases, it is more efficient to edit lines in a Vector view by sending it to a CAD detail for editing first. See “CAD Detail from View” on page 1009.

Selecting Layout Lines

CAD lines in Vector Views sent to layout cannot be edited with the **Edit Layout** tool. Only lines generated by the program can be edited using this tool.

To select a line in a layout view, click the **Edit Layout** button and click the line. You can also select additional lines in the same layout view using the marquee select or group select methods. See “Selecting Objects” on page 166.

Adding New Layout Lines

Add a line to a layout Vector View by clicking the **Edit Layout** button, selecting a layout view, and dragging a new line within the layout box. Once drawn, this line can be edited like any other layout line and maintains its position in relation to the layout view it was drawn in.

Editing Layout Lines

When a line is selected, use the edit handles to change its size, angle, and position, as with standard CAD lines. A selected layout line can also be deleted like a standard CAD line.

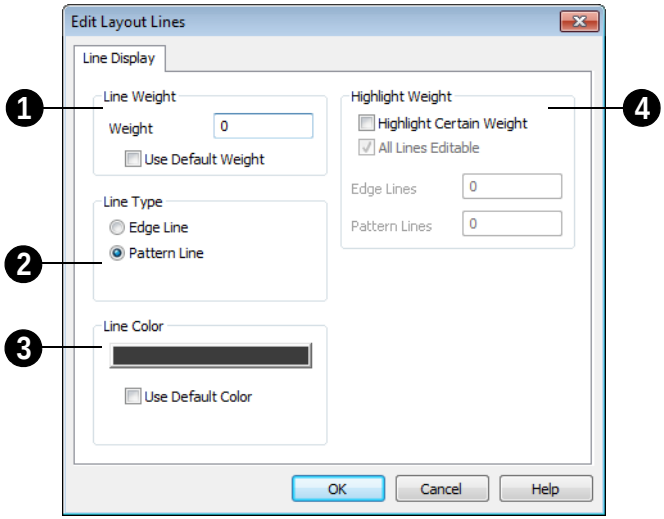
Angle Snaps, **Object Snaps**, and **Grid Snaps** are all available in layout. See "Snap Settings" on page 144.

Layout line properties can be changed in the **Edit Layout Lines** dialog. See "Edit Layout Lines Dialog" on page 1122.

Edit Layout Lines Dialog

When lines have been selected with the **Edit Layout** tool, click the **Open Object** edit button to open the **Edit Layout Lines** dialog.

The dialog allows you to change the properties of the selected lines without affecting the other lines in the view or change the properties for all lines in the view.



1 Specify the **Line Weight** of the Selected Line(s). See "Line Weights" on page 1093.

- Specify the **Weight**, or thickness, of the selected line or lines.
- Check **Use Default** to use the default line weight value, which can be set in the **Layout Box Specification** dialog. See "General Tab" on page 1128.

2 Specify the selected line or lines' **Line Type**.

- Select **Edge Line** to specify the selected line(s) as defining the edges of the surface of 3D objects.

- Select **Pattern Line** to specify the selected line(s) as patterns lines for materials such as brick, siding, and shingles.
- When multiple lines are selected, **No Change** may be available. Choose this option to make no changes to the selected line types.

❸ Specify the selected line or lines' **Line Color**.

- Click the **Color** bar to select a line color. See "Color Chooser Dialog" on page 797.
- Check **Use Default Color** to use the default color as specified for the selectd Line Type in the **Layout Box Specification** dialog. See "General Tab" on page 1128.

❹ The **Highlight Weight** settings allow you to highlight all lines the current that meet the criteria set here. Check **Highlight Certain Weight** to activate the settings that follow.

- Check **All Lines Editable** to select all layout lines, even those that are not highlighted. If All Lines Editable is not checked, only highlighted lines are selectable until you return to this dialog and check Highlight Certain Weight again.
- Specify the line weights to highlight for **Edge Lines** and **Pattern Lines**.

When **All Lines Editable** is unchecked, the highlighted lines of the specified weight are simple to select by holding down the Shift key and dragging a marquee around the view (inside the border). Only the highlighted lines are selected.

Managing Layout Links

Chief Architect allows you to review plan files linked to a current layout, change existing links from one plan file to another, and reestablish links to plan files that have been moved or renamed.

Protecting Layout Links

Careful file management is needed to avoid missing files and disrupted layout links. See "File Management" on page 45.

The following guidelines can help prevent layout links from being broken:

- Save plan files in the same folder as the layout, or in a sub-folder in that folder.
- Legacy plan files referenced by a layout must have the **.plan** file extension. Plans from version 9.5 and prior with the **.pl** file extension cannot link to **.layout** files.
- Custom graphics included in a plan or layout should be embedded in the file or saved in the same folder as the layout.
- Plan files used to save CAD details or other information should be copied and saved in the same folder as the layout.
- Plan files should never be renamed. If a new name is desired, make a copy of the file and rename it. Changes made in the copy do not affect the layout.
- Avoid sending cross section/elevations to layout more than once. Changes made to

the view can affect layout views in unintended ways.

- Layout files should never be moved. If a layout file must be moved, the entire folder it is saved in should be moved or copied and then moved.
- Use **File> Backup Entire Plan** to create an independent copy of the original layout. Avoid use of "Save As." See "Backing Up an Entire Plan" on page 61.
- Do not delete any layer sets that are used by a view that was sent to layout. See "Layer Sets" on page 129.
- If you relink a layout view to a new plan, be sure to save the plan file so the layer sets are updated.

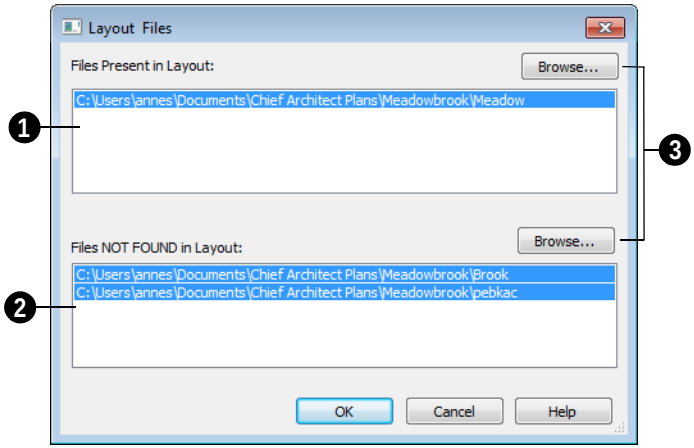
Finding Missing Files

When a layout file is opened, the program performs a breadth-first search for dynamically linked views. This means that it:

- Looks first in the same folder as the layout.
- Looks next in the folders located closest to the layout's folder.
- If a missing file is not found, it expands its search further from the location of the layout file until the files with the linked views are located.
- If a missing file is not found, a second breadth-first search will be performed, searching all zipped files found in the first search.

If a file remains missing after the program performs a search of your system, a Warning message will indicate that the program could not successfully open all of the layout's associated plan files. When you click OK, the **Layout Files** dialog will open, allowing you to relink the layout to its missing associated files.

Layout Files Dialog



❶ **Files Present in Layout** lists all files with intact links to the layout.

❷ **Files NOT FOUND in Layout** lists the names of files with disrupted links to the layout. Any files listed here have been moved, renamed, or deleted and cannot be found by the program. Intervention is required to find these files and reestablish their links to the layout.

❸ Select a missing file and click the **Browse** button just above the NOT FOUND field to open the **Browse For Missing File** dialog, which is a typical **Open** dialog. See “Opening a Plan or Layout File” on page 54.

- Locate the missing file in your system’s directory structure. When the missing file is selected, click **Open** to link it to the layout.
- You can also redirect an intact link to from a File Present in Layout to a different file in the same manner.

Be sure to choose **File> Save** when the missing files have been located to save their links to the layout file.

You can access the **Layout Files** dialog at any time by selecting **Tools> Layout> Layout Files** while a layout file is open.

Results of Missing Files

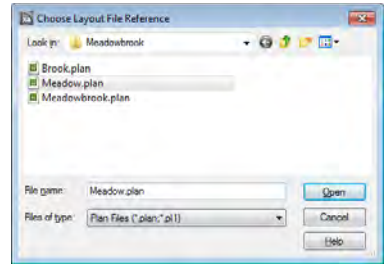
If all missing files are correctly redefined, the layout opens when you click **OK**.

If an error message displays, one or more of the missing files could not be replaced by the redefined file. Click **OK** to continue. The layout opens, but with the following characteristics:

1. Any floor plan views or CAD details associated with the missing file(s) are blank. Only the border displays.
2. Any elevations or cross sections associated with the missing file(s) show the automatically generated lines, but any added CAD objects are absent.

Relinking Layout Views

You can change the file that a dynamic layout view is linked to by selecting the view and clicking the **Relink File** edit button. The **Choose Layout File Reference** dialog opens. Select the file that you want to link to and click **Open**.

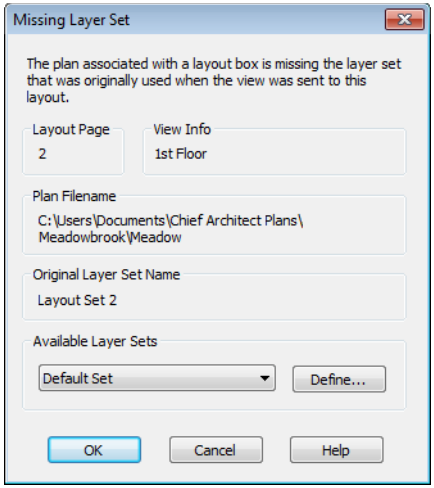


If you want to relink all references to this file, use the **Layout Files** dialog by choosing **Tools> Layout> Layout Files**.

Missing Layer Sets

The layer set associated with each view in a layout is saved with the plan file from which the view was sent. Just as it is important to not move, rename, or delete the plan file, it is important that you not rename or delete a layer set used by a layout view.

If a layer set used by a layout view cannot be found when the layout is opened, the **Missing Layer Set** dialog will display.



This dialog provides information about which layout view is affected by the missing layer set, the path name of the plan file that the layer set is missing from, and the original layer set name.

Select a replacement layer set from the **Available Layer Sets** drop-down list.

Click the **Define** button to open the **Layout Page Display Options** dialog, where you can make changes to the selected layer set.

Printing Layout Files

Printing layout files is similar to printing directly from a view in a plan file. See “Printing Directly from a View” on page 1090.

As in a plan view, printing options for layouts are set in the **Page Setup** dialog. These options apply to all pages of the layout file. See “Page Setup Dialog” on page 1097.

Select **File> Print> Print** to open the **Print** dialog. See “Print Dialog” on page 1099.

Scaling

The drawing scale is specified in the **Page Setup** dialog. While you can specify any drawing scale that you wish, in nearly all circumstances, you will want the scale to be **1 in = 1 in** for all layout files.

The views sent to your layout pages haves already been assigned a scale, and if you select a scale other than **1 in = 1 in** in the **Page Setup** dialog, these views will be scaled a second time when printed.

> Layout views will print at their specified scales only when the drawing scale for the layout file is 1 in = 1 in.

You can also print a Check Plot which is a test printing, typically at a smaller scale, made before final output to large paper format. See “Check Plots” on page 1108.

To see or change the current scale of a layout view, select the view and click the **Rescale Layout View** edit button. See “Rescaling Views” on page 1118.

When a view is sent to layout at a scale other than that used by the original view, line

weights may be affected. See “Line Weights and Scaling” on page 1094.

Exporting Layout Files

Layout pages can be exported to **.dxf/ .dwg** files much like any other vector-based view.

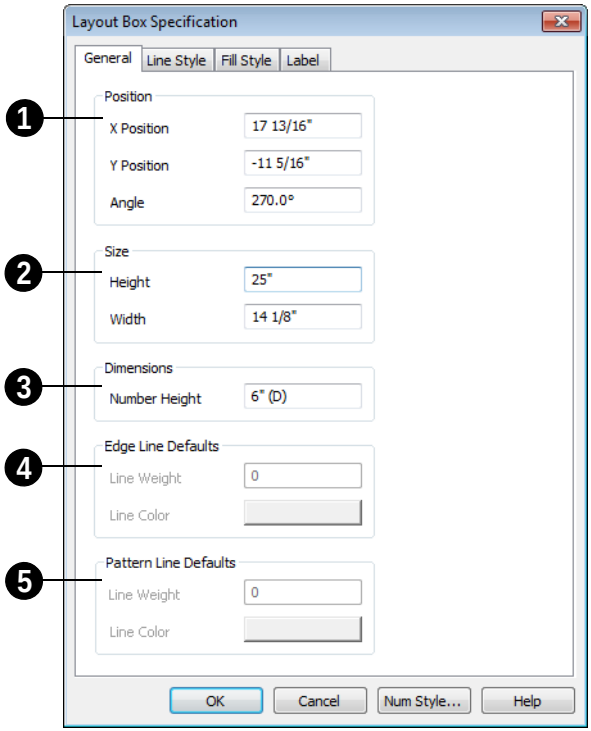
The main difference is in the scale of the output, which is in scaled paper units rather than model units. If a 50” line in a plan would be scaled to 1” inch when printed, it is exported as a 1” line instead of its length before prior to scaling. See “Exporting 2D DXF/DWG Files” on page 1053.

Layout Box Specification Dialog

A layout box is essentially a CAD box that contains a view that has been sent to layout from a plan. When selected, a layout box has edit handles similar to those of a CAD box that allow you to rotate, relocate, and resize the layout box. See “Editing Box-Based Objects” on page 188.

Select a layout view and click the **Open Object** edit button to open the **Layout Box Specification** dialog, which is very similar to the **CAD Box Specification** dialog.

General Tab



1 Specify the **Position** of the selected view's bounding box. See "3D Drafting" on page 29.

2 Specify the **Size** of the selected view's bounding box.

3 Specify the **Number Height** for **Dimensions** in the selected view. Type a (D) to use the default height for the selected view. See "Dynamic Defaults" on page 65.

This setting is only available for views sent to layout from floor plan view and CAD Details. It affects the size of dimension numbers in the layout view but not in the original view in the plan file.

The Number Height setting is included for legacy files and is not the recommended method of specifying dimension size. See "Dimension Labels" on page 908.

4 Specify the **Edge Line Defaults** for the selected cross section/elevation view. The initial values are defined in the **Send to Layout** dialog. See "Send To Layout Dialog" on page 1112.

- Specify the default **Line Weight**, or thickness, for all edge lines in the view.
- Specify the default **Line Color** for all edge lines in the view.

❺ Specify the **Pattern Line Defaults** for the selected cross section/elevation view. The initial values are defined in the **Send to Layout** dialog.

- Specify the default **Line Weight**, or thickness, for all pattern lines in the view.
- Specify the default **Line Color** for all pattern lines in the view.

Line Style Tab

The Line Style tab allows you to set the properties of the selected layout box and to specify the selected layout box's layout page.

For more information, see "Line Style Tab" on page 977.

Fill Style Tab

For information about the Fill Style tab, see "Fill Style Tab" on page 991.

Label Tab

Layout box labels display in floor plan view when the "Layout Box Labels" layer is turned on and use the Text Style assigned to that layer. See "Layout Box Labels" on page 1120.

For more information about the settings on this tab, see "Label Tab" on page 1157.

Chapter 39:

Schedules & Object Labels

A schedule is similar to a simple Text object with grid lines separating rows and columns; however, schedules are dynamically linked to objects in your plan and update as changes are made to those objects.

Schedules are available for doors, windows, cabinets, fixtures, furniture, electrical items, plants and rooms. Each schedule can contain information for one or all floors of your plan.

Schedules update automatically whenever an object is created, deleted, moved, or altered.

You should check each schedule carefully to be sure it accurately represents what is in the model. Never assume it includes what you expect or need.

A variety of objects in Chief Architect have labels that display information about them in floor plan view. Some of those objects also have schedules associated with them and may display schedule numbers.

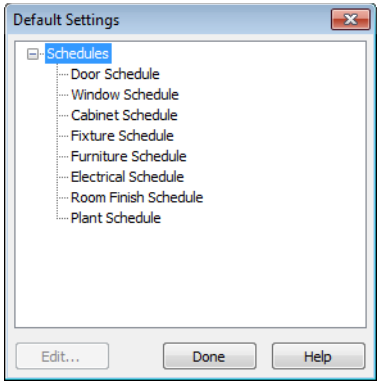
Chapter Contents

- Schedule Defaults
- The Schedule Tools
- Editing Schedules
- Adding Columns to Schedules
- Working with Multiple Schedules
- Schedule Specification Dialog
- Columns and Objects to Include
- Object Labels

Schedule Defaults

The initial settings for each type of schedule can be set in its **Schedule Defaults** dialog. Default Settings are accessed by selecting **Edit> Default Settings**. Click the "+" next to **Schedules** to display the schedule sub-headings. Select a

subheading and click the **Edit** button to open the **Schedule Defaults** dialog associated with your selection. See “Default Settings” on page 64.



Schedule defaults can also be accessed by double-clicking the **Schedule Tools** parent button or any of the child tools.

When a schedule is created, its initial characteristics are determined by the settings in the **Schedule Defaults** dialog for its schedule type. Default settings for callout schedule labels are also set here.

Each **Schedule Defaults** dialog looks the same as its corresponding **Schedule Specification** dialog. See “Schedule Specification Dialog” on page 1135.

The Schedule Tools

Schedules are created by selecting the appropriate tool and then clicking in the drawing area. In either floor plan view or a CAD Detail window, select **Tools> Schedules** to access the Schedule Tools. Select a Schedule Tool, then click anywhere in the view to place a schedule of the selected type at that location. You can continue clicking to place additional copies of the schedule. See “Click-to-Create” on page 150.

While you can place schedules in floor plan view, you may find it helpful to place them in one or more CAD Detail windows instead. Saving schedules in organized CAD Details allows you to send them to layout without needing to resize the layout view box. See “CAD Details” on page 1008.

Select **Tools> Schedules> Door**, then click to create a Door Schedule.

Select **Tools> Schedules> Window**, then click to create a Window Schedule.

Select **Tools> Schedules> Cabinet**, then click to create a Door Schedule.

Select **Tools> Schedules> Fixture**, then click to create a Fixture Schedule.

Select **Tools> Schedules> Furniture**, then click to create a Furniture Schedule.

Select **Tools> Schedules> Electrical**, then click to create an Electrical Schedule.

Select **Tools> Schedules> Room Finish**, then click to create Room Finish Schedule.

Select **Tools**> **Schedules**> **Plant**, then click to create a Plant Schedule.

Editing Schedules

Schedules can be edited using the edit handles, the edit toolbar buttons, or the **Schedule Specification** dialog.

Edit Handles

A selected schedule has the same edit handles as a CAD box. See “Editing Box-Based Objects” on page 188.

In addition, schedules have edit handles along the side of each column, in the Schedule heading near the top. Click and drag one of these handles to adjust the width of the columns on either side. See “Tab Spacing” on page 941.

The behavior of the edit handles may depend on the currently active Edit Behavior. See “Edit Behaviors” on page 162.

In the Specification Dialog

The appearance and other attributes of schedules can be modified in the **Schedule Specification** dialog.

You can control how objects are listed by specifying which Columns to Include. For example, if you were to uncheck “Common Names” and “Scientific Names” in the **Plant Schedule Specification** dialog, and then check “Flower Color”, the resulting schedule would list all red flowers in one line item, regardless of their species.

Using the Edit Tools

A selected schedule or schedules can be edited in a variety of ways using the buttons on the edit toolbar. See “The Edit Toolbar” on page 33.

Schedule Numbering

Schedule numbering is dependent on the order in which objects are placed in the plan, as well as the floor they are on.

- Any objects present in your plan before a schedule is created will be listed first in ascending alphanumeric order, according to their Label information.
- A new, unique objects placed in the plan after the schedule is created will be added to the bottom of the schedule in the order that they are placed, regardless of its Label information.

When an object is edited, its schedule number may or may not change:

- If an object with a Quantity of 1 in the schedule is edited, its position in the schedule will not change.
- If a group of objects listed on the same row in a schedule are edited simultaneously, their position will not change.
- If an object listed on the same row in a schedule with other similar objects is edited so that it is no longer similar enough to share the same row, it will

move to the bottom of the schedule. See “Columns and Quantity” on page 1140.

To reorganize the items in a schedule so that their order is based solely on their Label information, select the schedule and click the **Renumber Schedule** edit button.

Converting Schedules to Text

Click the **Schedule to Text** edit button to convert the selected schedule to a tabbed text object. You can then edit the schedule as text.

When a schedule is converted to text, it no longer updates automatically. In addition, shaped labels displaying as specified in the schedule’s specification dialog will no longer be present.

You can copy the text from the Text Specification dialog and paste it into other applications.

Adding Columns to Schedules

With the exception of Room Finish Schedules, schedules can be customized by adding user-defined columns.

For example, you could create a column for locksets to be included in your door schedules. The information in this column can also be included in your Materials Lists. See “Materials Lists” on page 1159.

In this example, a custom column for lock sets is created for a door schedule; however, the same steps apply to any object that can be included in a schedule with the exception of rooms.

To create a custom schedule column

1. Select a door in your plan and click the **Components** edit button.
2. In lower left corner of the **Components** dialog, click the **Edit Sub Categories** button. See “Components Dialog” on page 1177.
3. In the **Preferences** dialog, select the “Doors” category and create a new “LKS” Materials List subcategory. See “Categories Panel” on page 107.
4. Click OK to return to the **Components** dialog, then click the **Add** button to add a new “accessory” to the list.
5. Select the new accessory and click in the **Sub Category** column. Choose the new subcategory from the drop-down list, then replace “Accessory” with a brief description in the **Description** column. Click OK.
6. Next, include the new subcategory in the **Door Defaults** dialog. See “Schedule Defaults” on page 1131.
7. Create a schedule and note that the custom column is present and includes the Components information for the door that you edited.

If a door schedule is already present, the new column is available but will not display. You can include this new column in the schedule’s specification dialog. See “Schedule Tab” on page 1136.

If you would like to use your door with custom Components information in other plans, you can add it to the library. See “Adding Library Content” on page 754.

Working with Multiple Schedules

You can create multiple versions of any type of schedule for a variety of purposes. For example:

- Multiple Fixture Schedules can be set up for use as Plumbing, Appliance or HVAC schedules.
- Separate Electrical Schedules can be created for light fixtures and other electrical items.
- Separate Cabinet Schedules can be set up for each floor of a plan.
- Special Door or Window Schedules can be prepared for Energy Ratings, Fire Doors or other information.

If you intend to use schedule callout labels, it is best to avoid including a given object in more than one schedule. Doing so can result in conflicting information and unexpected results

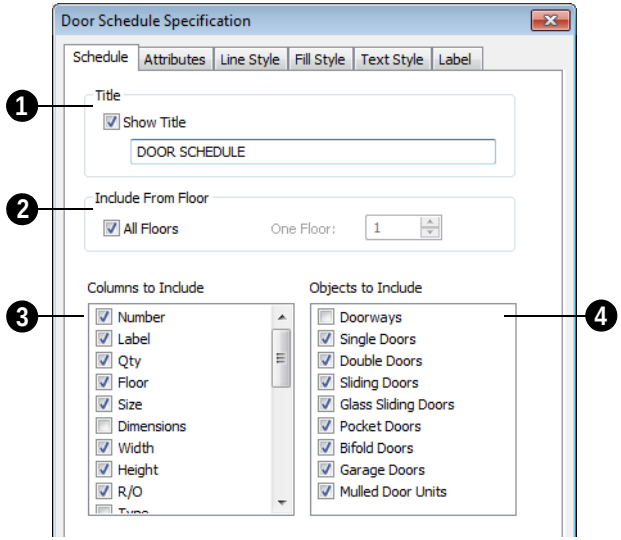
For more information about customizing schedules, refer to the Chief Architect Help Database at www.chiefarchitect.com.

Schedule Specification Dialog

Schedules and the object labels associated with them can be edited in the **Schedule Specification** dialog. To open this dialog, either select a schedule and click the **Open Object** edit button or double-click the schedule using the **Select Objects** tool.

The options in these dialogs are similar to those found in their corresponding **Schedule Defaults** dialogs.

Schedule Tab



1 Specify a **Title** for the selected schedule. Check **Show Title** to display the title at the top of the schedule.

2 **Include From Floor** - Specify the floor whose objects appear in the schedule. The default for all schedules except for room and plant schedules is **All Floors**.

- In the **Schedule Specification** dialog, uncheck **All Floors** to specify a particular floor in the text field.
- In the **Schedule Defaults** dialog, uncheck **All Floors** to create a schedule for the floor that the schedule is created on.

3 **Columns to Include** - Check the box for each column you want to display in the schedule. At least one column must be checked to create a schedule.

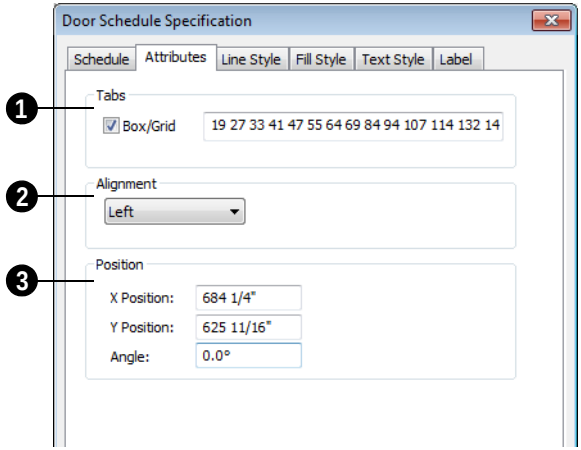
Columns may be added or removed at any time by selecting or clearing check boxes.

The columns that are available will very depending on the type of schedule selected. For a description of these options, see “Columns and Objects to Include” on page 1139.

4 **Objects to Include** - Check the boxes for objects you want to include in the schedule. For a description of these options, see “Columns and Objects to Include” on page 1139.

You can create multiple unique schedules using the Columns to Include and Objects to Include filters.

Attributes Tab



❶ Specify the appearance of the selected schedule's **Tabs**.

- Check **Box/Grid** to display lines around the rows and columns of schedule, forming boxes around each item.
- In the text field, specify the number of spaces from the left edge of the schedule where each new column begins. The first column always starts at 0. In this case, the second column starts 22 spaces in, the third, 31 spaces in, and so on. Not available in the **Schedule Defaults** dialogs.

❷ Specify the **Alignment** of the selected schedule's text within its columns by choosing an option from the drop-down list.

❸ Define the **Position** of the selected schedule. Not available in the **Schedule Defaults** dialogs.

- Specify the **X** and **Y Positions** of the schedule's center point.
- Specify the schedule's **Angle**.

Line Style Tab

The Line Style tab lis found in the specification dialogs for many different objects. For more information, see "Line Style Tab" on page 977.

Fill Style Tab

For information about the settings on this tab, see "Fill Style Tab" on page 991.

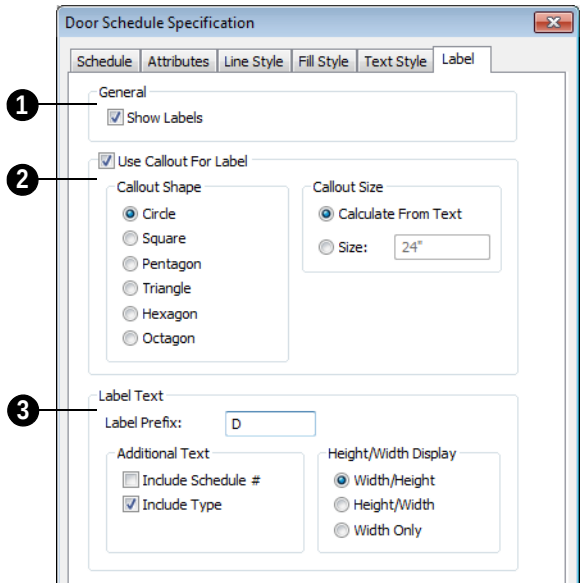
Text Style Tab

The settings on this tab control the appearance of the selected schedule's text. For more information, see "Text Style Tab" on page 955.

Label Tab

The Label tab of the **Schedule Specification** dialog controls the type, size and appearance of the labels that display in floor plan view.

This tab is not available in the **Room Finish Schedule Specification** dialog.



1 Check **Show Labels** to display object labels in floor plan view. This also turns on the appropriate layer for the objects labels in the **Layer Display Options** dialog. See "Layer Display Options Dialog" on page 132.

You can suppress the label for an individual door or window by checking **Suppress Label** in the specification dialog for that object. See "Label Tab" on page 1157.

2 When **Use Callout For Label** is checked, the callout shape and size can be specified below. When this option is unchecked, Automatic or user specified labels are used. See "Label Tab" on page 1157.

- Select a **Callout Shape**. There are six shapes to choose from.

When callout labels are used, the schedule numbers are included in the labels. Like other object labels, callout labels use the Text Style assigned to the layer they are on. See "Text Styles" on page 954.

Specify the label **Callout Size**.

- Select **Calculate from Text** for callout labels that are sized to accomodate the text within them.

- Select **Size** and then type the radius in inches (mm). This radius will be used regardless of the size of the label text.

❸ Additional **Label Text** options are available here.

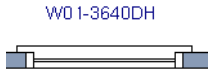
- **Label Prefix** - Specify the leading characters used in callout labels or when Include Schedule # is checked.

The **Additional Text** options are available for door, window, and electrical schedules and affect the format of Automatic Labels.

- In a window schedule, check **Include Type** to include the abbreviation for each window's type in its Automatic Label. For example, 3050DH describes a 3050 double hung window. Also affects the Label column of the schedule.

Include Type

- In a door schedule, check **Include Type** to include the hinge side and whether each door is interior or exterior in the Size column of the Door Schedule. Also affects the Label column of the schedule, but does not affect door labels.
- In an electrical schedule, check **Include Type** to include abbreviations indicating how light are used at the end of Automatic Labels. See "Displaying Lights" on page 849.
- Check **Include Schedule #** to show the schedule number at the beginning of the Automatic Label text and in the Label and Size columns of the schedule.



Include Type and Include Schedule #

An alternative to displaying Type information in the Label and/or Size columns is to include the Type column in a schedule. See "Columns and Objects to Include" on page 1139.

The **Height/Width Display** options control the format of Automatic Labels as well as the Labels and Size columns of the schedule, and are only available for Door and Window Schedules.

- **Width/Height** - Automatic labels use a numeric format in which the width in inches (mm) is followed by the height.
- **Height/Width** - Automatic labels use a numeric format in which the height in inches is followed by the width.
- **Width Only** - Automatic labels use a numeric format in which only the width in inches (mm) is indicated.

Columns and Objects to Include

Every schedule has a selection of **Columns to Include** and **Objects to Include** on the Schedule tab of its **Schedule Defaults** and **Specification** dialogs. The columns that are available depend on the type of schedule selected. See "Schedule Tab" on page 1136.

In addition to the columns that are included in the program, you can create your own

custom columns. See “Adding Columns to Schedules” on page 1134.

Information in the **Description**, **Code**, **Manufacturer**, and **Comments** columns is drawn from an object’s **Components** dialog. See “Components Dialog” on page 1177.

Some objects have several components, but the schedule refers to only one. To find the correct row, look at the **Description** column. Often but not always, the first item in the ID column is the one the schedule refers to; for doors, this is D1, for windows, W1, for cabinets, C1, and so on.

A complete list of the columns and objects available in the program can be accessed by selecting **Help> Contents and Index** from the program menu and browsing to Schedules> Columns and Objects to Include on the Contents tab of the Chief Architect X4 Help.

Columns and Quantity

It is important to remember that the number of columns you choose to include in a schedule influences the number of separate line items that will be listed in the schedule.

For example, if you have three 30” wide doors, and do not include the Size and Description columns, the three doors will be listed in the same line item - even if one is a hinged door, one a slider and one a pocket door.

For Doors and Windows

The **Columns to Include** available in the **Door** and **Window Schedule Specification** dialogs are nearly identical, while the **Objects to Include** are not.

Columns for Doors and Windows

The following **Columns to Include** are available on the Text tab of the **Door** and **Window Schedule Specification** dialogs.

Columns	Description
Number	Describes the position of the line item in the sequence of this schedule’s entries. For example the first line item in a Door Schedule is defined as D01, and the rest are labeled sequentially. This number may also be used as all or part of the door’s label.
Label	Check this box to include automatic and manually defined object labels in the schedule. See “Object Labels” on page 1156.

Columns	Description
Qty	Quantity of the items represented by the row. The quantity of an item is dependent on how much information about it is shown in the schedule.For example, a 3068 door is not the same as a 3068 arch top door, but they may appear the same in the schedule if **Description** is not included. Be careful to include enough columns in your schedules to distinguish the objects. See "Columns and Quantity" on page 1140.
Floor	Indicates the floor for each item in the schedule. This column is usually needed only if the check box for All Floors is selected.
Size	Shows the total door unit, window or mulled opening size in feet-inches or mm, according to the format defined on the Label tab. A 3068 door is 3'0" x 6'8". Units of measurement are not included. If **Include Type** is selected on the Label tab of the Schedule Specification dialog, Door Size information may include "R" or "L" for swing and "EX" or "In" for exterior or interior. Window Size information may indicate the window type, such as "DH" for "Double Hung." or "EG" for Egress. See "Label Tab" on page 1138.
Dimensions	Displays the height and width of openings based on the settings on the Label tab of the Schedule Specification dialog. Door thickness is also included. The number of doors in hinged, slider and bifold door units with multiple doors appears in parentheses before the dimensions. If **Include Type** is selected on the Label tab, the dimension is followed by letters describing the object type. See "Label Tab" on page 1138. Size and dimensions are typically not used in the same schedule.
Width	Lists the width of a door or window. See "Door Specification Dialog" on page 337 or "Window Specification Dialog" on page 367.
Height	Lists the height of a door or window. See "Door Specification Dialog" on page 337 or "Window Specification Dialog" on page 367.
Top	Lists the top height of a door or window, as measured from the floor of the room it is located in.
Bottom	Lists the bottom height of a door or window, as measured from the floor of the room it is located in.

Columns	Description
R/O	Lists the rough opening size. See “Door Specification Dialog” on page 337 or “Window Specification Dialog” on page 367.
Type	States the door type (hinged, slider, etc.) or window type (fixed glass, single hung, etc.) and number of doors or windows in the unit. Including the Type column is an alternative to checking Include Type on the Label tab. See “The Door Tools” on page 326 and “The Window Tools” on page 350.
Arch	Lists the arch type (Round Top, Broken Arch, etc.) of a door or window that has an arch specified. See “Door Specification Dialog” on page 337 or “Window Specification Dialog” on page 367.
Egress	States “YES” for windows specified as Egress in the Window Specification dialog. See “Options Tab” on page 369.
Description	Shows the general description of the object as found in the Item column of the Components dialog and Materials List. See “Components Dialog” on page 1177.
Header	Shows the dimensions and quantity of header stock for each item. See “Headers Tab” on page 532.
Thickness	Displays the door thickness. Not available for windows. See “General Tab” on page 337.
Hinge	Lists the name of the hinges assigned to a door. See “Hardware Tab” on page 347.
Handle	Lists the name of the door’s interior handle. See “Hardware Tab” on page 347.
Ext. Handle	Lists the name of the door’s exterior handle, if one has been assigned.
Lock	Lists the name of the door’s lock, if one has been assigned. See “Hardware Tab” on page 347.
Ext Lock	Lists the name of the door’s exterior lock, if one has been assigned.
Tempered	States “YES” for doors and windows specified as having Tempered Glass in their specification dialogs. See “Options Tab” on page 339 or “Options Tab” on page 369.

Columns	Description
Code	Lists the value entered in the Code cell of the object's Components dialog. See "Components Dialog" on page 1177.
Manufacturer	Lists manufacturer information, if added in the object's Components dialog.
Comments	Shows the information entered in the Comments column of the Components dialog.
Qty	The Quantity and Number columns can be included at the beginning and/or end of a Door or Window schedule.
Number	The Quantity and Number columns can be included at the beginning and/or end of a Door or Window schedule.

Objects for Doors

The following **Objects to Include** are available on the Text tab of the **Door Schedule Specification** dialog.

Door Objects	Description
Doorways	Include doorways. See "The Door Tools" on page 326.
Single Doors	Include single doors. See "Options Tab" on page 339
Double Doors	Include double doors.
Sliding Doors	Include sliding doors.
Glass Sliding Doors	Include glass sliding doors. These may be included as part of a window schedule, if desired. See "General Tab" on page 337.
Pocket Doors	Include pocket doors.
Bifold Doors	Include bifold doors.
Garage Doors	Include garage doors.

Door Objects	Description
Mulled Door Units	Include mulled door units. If Treat as Door is checked in the Mulled Unit Specification dialog, it is included here. See “Options Tab” on page 369.

Objects for Windows

The following **Objects to Include** are available on the Text tab of the **Window Schedule Specification** dialog.

Window Objects	Description
All Window Types	Include any of the window Types that can be specified in the Window Specification and Defaults dialogs. See “General Tab” on page 368.
Bow Windows	Include bow windows that have Single Label for Entire Bow checked. See “Bow Window Specification” on page 388.
Bay Windows	Include bay and box windows that have Single Label for Entire Bay checked. See “Bay/Box Window Specification Dialog” on page 386.
Glass Sliding Doors	Include glass sliding doors. These may be included as part of a door schedule, if desired.
Mulled Window Units	Include mulled window units. If Treat as Door is unchecked in the Mulled Unit Specification dialog, it is included here.
Vents	Include vents from the library. See “Vents” on page 353.
Pass-Thrus	Include wall openings created using the Pass-Thru tool. See “Pass-Thru” on page 352.

For Cabinets

The following Columns to Include and Objects to Include are available for Cabinet Schedules.

Columns for Cabinets

The following **Columns to Include** are available on the Text tab of the **Cabinet Schedule Specification** dialog.

Columns	Description
Number	Describes the position of the line item in the sequence of this schedule's entries. For example, the first line item in a Cabinet Schedule is defined as C01, and the rest are labeled sequentially. This number may also be used as all or part of the objects label.
Label	Check this box to include automatic and manually defined object labels in the schedule. See "Object Labels" on page 1156.
Qty	Quantity of the items represented by the row. The quantity of an item is dependent on how much information about it is shown in the schedule.For example, a 3040 fixed glass window is not the same as a 3040 arch top window, but they may appear the same in the schedule if **Description** is not included. Be careful to include enough columns in your schedules to distinguish the objects.
Floor	Indicates the floor for each item in the schedule. This column is usually needed only if the check box for All Floors is selected.
Dimensions	Displays the dimension of the opening, including the units, in the format Width x Height. If **Include Type** is selected on the Label tab, the dimension is followed by letters describing the object type. Size and dimension are typically not used together, as they provide similar information.
Width	Lists the width of a cabinet.

Columns	Description
Depth	Lists the depth of a cabinet.
Height	Lists the height of the cabinet.
Top	Lists the top height of a cabinet, as measured from the floor of the room it is located in.
Bottom	Lists the bottom height of a cabinet, as measured from the floor of the room it is located in.
Description	Shows the general description of the object as found in the Item column of the Components dialog. See “Components Dialog” on page 1177.
Drawer Pull	Lists the name of any attached drawer pulls.
Door Pull	Lists the name of any attached door pulls.
Hinge	Lists the name of any attached hinge.
Left Side	States finish or panel information pertaining to a cabinet’s left side.
Right Side	States finish or panel information pertaining to a cabinet’s right side.
Back Side	States finish, panel or face information pertaining to a cabinet’s back.
Code	Lists the value entered in the Code cell of the object’s **Components** dialog. See “Components Dialog” on page 1177.
Manufacturer	Lists manufacturer information, if added in the object’s **Components** dialog.
Comments	Shows the information entered in the Comments column of the **Components** dialog.
Qty	The Qty and Number columns can be included at the beginning and/or end of a Cabinet schedule.
Number	The Qty and Number columns can be included at the beginning and/or end of a Cabinet schedule.

Objects for Cabinets

The following **Objects to Include** are available on the Text tab of the **Cabinet Schedule Specification** dialog.

Cabinet Objects	Description
Base Cabinets	Include base cabinets. See “The Cabinet Tools” on page 613
Wall Cabinets	Include wall cabinets.
Full Height Cabinets	Include full height cabinets.
Other	Include architectural blocks set to be included in cabinet schedules. See “Architectural Block Specification Dialog” on page 741.

For Fixtures and Furniture

The **Columns to Include** available in the **Fixture** and **Furniture Schedule Specification** dialogs are nearly identical, while the **Objects to Include** are not.

Columns for Fixtures and Furniture

The following **Columns to Include** are available on the Text tab of the **Fixture** and **Furniture Schedule Specification** dialogs.

Columns	Description
Number	Describes the position of the line item in the sequence of this schedule’s entries. For example, the first line item in a Furniture Schedule is defined as F01, and the rest are labeled sequentially. This number may also be used as all or part of the objects label.
Label	Check this box to include automatic and manually defined object labels in the schedule. See “Object Labels” on page 1156.

Columns	Description
Qty	Quantity of the items represented by the row. The quantity of an item is dependent on how much information about it is shown in the schedule.For example, a 3040 fixed glass window is not the same as a 3040 arch top window, but they may appear the same in the schedule if **Description** is not included. Be careful to include enough columns in your schedules to distinguish the objects.
Floor	Indicates the floor for each item in the schedule. This column is usually needed only if the check box for All Floors is selected.
Dimensions	Displays the dimension of the opening, including the units, in the format Width x Height. If **Include Type** is selected on the Label tab, the dimension is followed by letters describing the object type. Size and dimension are typically not used together, as they provide similar information.
Width	Lists the width of an item.
Depth	Lists the depth of an item.
Height	Lists the height of an item.
Description	Shows the general description of the object as found in the Item column of the Components dialog.
Code	Lists the value entered in the Code cell of the object's **Components** dialog. See "Components Dialog" on page 1177.
Manufacturer	Lists manufacturer information, if added in the object's **Components** dialog.
Comments	Shows the information entered in the Comments column of the **Components** dialog.
Qty	The Qty and Number columns can be included at the beginning and/or end of a Fixture or Furniture schedule.
Number	The Qty and Number columns can be included at the beginning and/or end of a Fixture or Furniture schedule.

Objects for Fixtures

The following **Objects to Include** are available on the Text tab of the **Fixture Schedule Specification** dialog.

Fixture Objects	Description
Plumbing	Include any fixtures with the **Appears in plumbing schedule** option checked in the Symbol Specification dialog. See “Symbol Specification Dialog” on page 1067
Appliances	Include any fixtures with the **Appears in appliance schedule** option checked in the **Symbol Specification** dialog.
HVAC	Include any fixtures that have the **Appears in HVAC schedule** option checked in the **Symbol Specification** dialog.
Indoor	Include any interior fixtures that don’t appear in Plumbing, Appliances, or HVAC.
Outdoor	Include any exterior fixtures that don’t appear in Plumbing, Appliances, or HVAC.
Other	Include any other fixtures that don’t appear in Plumbing, Appliances, or HVAC, such as architectural blocks set to be included in fixture schedules. See “Architectural Block Specification Dialog” on page 741.

Objects for Furniture

The following **Objects to Include** are available on the Text tab of the **Furniture Schedule Specification** dialog.

Furniture Objects	Description
Indoor	Include any interior furniture from the library. See “The Library” on page 743
Outdoor	Include any exterior furniture from the Furniture (Exterior) library.
Other	Include other furniture objects, such as architectural blocks set to be included in furniture schedules. See “Architectural Block Specification Dialog” on page 741.

For Electrical

The following Columns to Include and Objects to Include are available for Electrical Schedules.

Columns for Electrical

The following **Columns to Include** are available on the Text tab of the **Electrical Schedule Specification** dialog.

Columns to Include	Description
Number	Describes the position of the line item in the sequence of this schedule’s entries. For example, the first line item in an Electrical Schedule is defined as E01, and the rest are labeled sequentially. This number may also be used as all or part of the objects label.
Label	Check this box to include automatic and manually defined object labels in the schedule. See “Object Labels” on page 1156.

Columns to Include	Description
Qty	Quantity of the items represented by the row. The quantity of an item is dependent on how much information about it is shown in the schedule.For example, a 3040 fixed glass window is not the same as a 3040 arch top window, but they may appear the same in the schedule if **Description** is not included. Be careful to include enough columns in your schedules to distinguish the objects.
Floor	Indicates the floor for each item in the schedule. This column is usually needed only if the check box for All Floors is selected.
Dimensions	Displays the dimension of the opening, including the units, in the format Width x Height. If **Include Type** is selected on the Label tab, the dimension is followed by letters describing the object type. Size and dimension are typically not used together, as they provide similar information.
Width	Lists the width of an item.
Depth	Lists the depth of an item.
Height	Lists the height of an item.
Attached To	Indicates what an electrical object is attached to.
Description	Shows the general description of the object as found in the Item column of the **Components** dialog.
Code	Lists the value entered in the Code cell of the object's **Components** dialog. See "Components Dialog" on page 1177.
Manufacturer	Lists manufacturer information, if added in the object's **Components** dialog.
Comments	Shows the information entered in the Comments column of the **Components** dialog.
Qty	The Qty and Number columns can be included at the beginning and/or end of a Electrical schedule.

Columns to Include	Description
Number	The Qty and Number columns can be included at the beginning and/or end of a Electrical schedule.

Objects for Electrical

The following **Objects to Include** are available on the Text tab of the **Electrical Schedule Specification** dialog.

Electrical Objects	Description
Outlets	Include any electrical items that are designated as outlets. See “The Electrical Tools” on page 577.
Switches	Include any electrical items that are designated as switches.
Lights	Include any electrical items that are designated as lights.
Other	Include any electrical items that are not outlets, switches or lights, such as architectural blocks set to be included in electrical schedules. See “Architectural Block Specification Dialog” on page 741.

For Room Finishes

The following Columns to Include and Objects to Include are available for Room Finish Schedules.

Columns for Room Finishes

The following **Columns to Include** are available on the Text tab of the **Room Finish Schedule Specification** dialog.

Objects to Include	Description
Room Name	Lists the names of each room as specified in the Room Specification dialog. See “Room Labels” on page 307.
Room Type	Lists the rooms’ types as specified in the Room Specification dialog. See “Room Types” on page 305.
Floor	States the floor that the room is located on. See “Multiple Floors” on page 391.
Std. Area (Sq Ft)	Indicates the rooms’ Standard areas, measured as specified in the Floor Defaults dialog. It is rounded to the nearest square foot or mm and does not include the area within bay, box and bow windows. See “Displaying Room Labels” on page 307.
Int. Area (Sq Ft)	Indicates the rooms’ Interior area, measured from the wall surfaces. See “Displaying Room Labels” on page 307.
Dimensions	Indicates the interior dimensions of the room. See “Displaying Room Labels” on page 307.
Ceiling Height	States the Ceiling Height of the room, not including the ceiling finish, as set in the Room Specification dialog. N/A indicates no roof or ceiling over the room. See “General Tab” on page 317.
Ceiling Finish Height	States the Ceiling Finish Height of the room, including its ceiling finish, as set in the Room Specification dialog. N/A indicates a Lowered Ceiling Height the same as the Ceiling Height, or no roof or ceiling over the room. See “General Tab” on page 317.
Floor Elevation	States the Floor Height of the room, not including the floor finish, as set in the Room Specification dialog. N/A indicates no floor in the room. See “General Tab” on page 317.
Floor Finish Elevation	States the Floor Finish Height of the room, including its floor finish, as set in the Room Specification dialog. N/A indicates no floor in the room. See “General Tab” on page 317.

Objects to Include	Description
Wall Material	States the names of the room's wall material. Wall surface materials assigned to individual walls are not included. See "Wall Materials" on page 258.
Wall Coverings	States the names of any wall coverings assigned to the room. Wall coverings assigned to individual walls are also included. See "Wall Covering Tab" on page 323.
Floor Structure	States the names of the materials used for the structural layers of the room's floor. See "Floor and Ceiling Platform Definitions" on page 399.
Floor Finish	States the names of the room's floor finish material or materials. See "Floor and Ceiling Platform Definitions" on page 399.
Ceiling Finish	States the names of the room's ceiling finish material or materials. See "Floor and Ceiling Platform Definitions" on page 399.
Ceiling Structure	States the names of the materials used for the structural layers of the room's floor. See "Floor and Ceiling Platform Definitions" on page 399.
Base Molding	States the name of the room's base molding profile or profiles. See "Moldings Tab" on page 323.
Base Molding Material	States the name of the room's base molding material or materials. See "Materials Tab" on page 323.
Chair Rail	States the name of the room's chair rail molding profile or profiles. See "Moldings Tab" on page 323.
Chair Rail Material	States the name of the room's chair rail molding material or materials. See "Materials Tab" on page 323.
Crown Molding	States the name of the room's crown molding profile or profiles. See "Moldings Tab" on page 323.
Crown Molding Material	States the name of the room's base molding material or materials. See "Materials Tab" on page 323.
Window Casing	States the name of the molding profile used for the window casing in the room. See "Casing Tab" on page 371.

Objects to Include	Description
Window Casing Material	States the name of the room's window casing material. See "Materials Tab" on page 323.
Window Lintel	States the name of the molding profile used for the window lintels in the room. See "Lintel & Sill Tab" on page 372.
Window Lintel Material	States the name of the room's window lintel material. See "Materials Tab" on page 323.
Window Sill	States the name of the molding profile used for the window sills in the room. See "Lintel & Sill Tab" on page 372.
Window Sill Material	States the name of the room's window sill material. See "Materials Tab" on page 323.
Door Casing	States the name of the molding profile used for the door casing in the room. See "Casing Tab" on page 341.
Door Casing Material	States the name of the room's door casing material. See "Materials Tab" on page 323.
Door Lintel	States the name of the molding profile used for the door lintels in the room. See "Lintel Tab" on page 342.
Door Lintel Material	States the name of the room's door lintel material. See "Materials Tab" on page 323.

Objects for Room Finishes

The following **Objects to Include** are available on the Text tab of the **Room Finish Schedule Specification** dialog.

Room Finish Objects	Description
Standard Room Types	Include any of the standard Room Types available in the Room Specification dialog. See "Room Types" on page 305

Room Finish Totals

When the Standard Area and/or Interior Area columns are included in a Room Finish Schedule, an additional row is added at the bottom of the schedule for **Totals**. The word "Totals" displays in the first cell of this row and the sums of the Standard and/or Interior Areas columns are calculated.

The **Totals** row is included if the first column of the schedule is either Standard Area or Interior Area; however, it will not say "Totals" in the first cell.

Object Labels

Object labels can display in floor plan view for a variety of different object types based on one of several parameters:

- Automatic Labels provide basic information about the object, such as its type, size, or name.
- You can create a custom label for an object in its specification dialog using text and/or a text macro. See "Label Tab" on page 1157.
- Objects associated with a schedule can display a shaped callout label with each object's schedule number. See "Schedule Specification Dialog" on page 1135.

The labels for a variety of objects have their own edit handle when their object is selected and can be moved. See "Using the Edit Handles" on page 31.

Automatic Labels

Most objects that can display labels have an Automatic Label created by the program that states basic information about it. When **Automatic Labels** is selected in the object's specification dialog, this is usually the label that will be used; however:

- If a user-defined label is specified in the object's defaults dialog, that label will be used instead of the Automatic Label.
- If a user-defined label is specified in the object's specification dialog, that label will be used instead of the Automatic Label.
- If the object is included in a schedule and callout labels are specified in that schedule, a callout label will be used.

Displaying Labels

The display of object labels can be controlled by layer in the **Layer Display Options** dialog. See "Layer Display Options Dialog" on page 132.

You can choose to suppress the label for an individual object on the Label tab of its specification dialog.

You can also turn the display of labels for a particular object type on or off in the **Schedule Specification** dialog for that object type. See "Label Tab" on page 1138.

Object labels use the Text Style assigned to each label's layer. For example, cabinet labels are located on the "Cabinets, Labels" layer and use that layer's Text Style. See "Text Styles" on page 954.

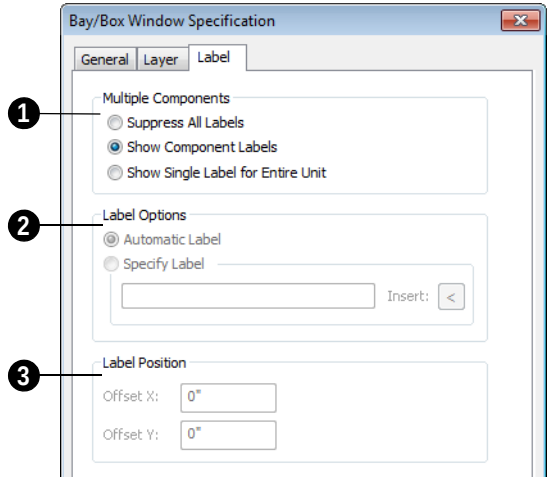
The minimum on screen display size of labels can be specified in the **Preferences** dialog. See "Appearance Panel" on page 78.

With the exception of those for rooms and roofs, labels can also be included in the Materials List, Master List and in the **Components** dialog. Items in the Labels column of the Materials List are editable; however, any changes will not be applied to the objects' labels. See "Materials List Columns" on page 1165.

Label Tab

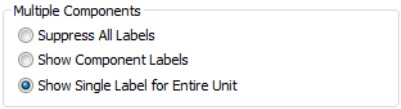
The Label tab is found in the specification and defaults dialogs for a variety of different objects.

Note: If you choose a callout shape in the Schedule Specification dialog, the settings here are overridden and the schedule label is used instead. See "Label Tab" on page 1138.



1 Check **Suppress Label** to suppress the selected object's label.

Bay, Box and Bow Windows and Mulled Window units have additional settings here for controlling component labels. See "Window Labels" on page 359.



- Select **Suppress All Labels** to display no label in floor plan view. Individual components are counted in schedules and in the Materials List.
- Select **Show Component Labels** to produce labels for each component in floor plan view. Individual components are counted in schedules and in the Materials List.
- Select **Show Single Label for Entire Unit** to produce one label for the unit and suppress component labels. When this

option is selected, the settings that follow on the Label tab become enabled.

These settings also affect how Bay, Box and Bow Windows and Mulled Window units are counted in schedules and the materials list. See “Window Labels” on page 359 and “Displaying Mulled Units” on page 356.

❷ Specify the desired **Label Options** , which control what information is contained in the label.

- Select **Automatic Labels** to use the default label for the selected object. See “Automatic Labels” on page 1156.
- Select **Specify Label** to replace the selected object’s Automatic Label with whatever you type in the text field below.

  When Specify Label is chosen, the selected object’s Automatic Label initially populates the text field
- Click the **Insert** arrow to insert a Global, User Defined or Object Specific Text Macro into the custom label. See “Text Macros” on page 956.
- To use the selected object’s Component Code as its label, type %component_code%. See “Components Dialog” on page 1177.

❸ Specify the **Label Position**, which is the position of the label relative to the object it describes..

Regardless of which way the selected object is facing, the **Offset X** will move its label side to side, parallel with its front face. The **Offset Y** value will move the label perpendicular to its front.

Chapter 40:

Materials Lists

Chief Architect can calculate a Materials List in three ways: **From All Floors**, **From Area**, or **From Room**. In addition, a polyline or multiple polylines can be used to define areas in a plan a Materials List can be generated from.

Materials Lists can be created, edited, and printed directly from the program. They can also be exported as text, html or xls (Microsoft Excel) format files for use in other programs.

The Materials List is based on certain assumptions that may not match your building style. Chief Architect makes no representation as to the accuracy or reliability of the Materials List generated by Chief Architect. Always compare the Materials List with a manual take-off before providing a quote or ordering materials for a job.

Chapter Contents

- The Materials List Tools
- Creating an Accurate Materials List
- Organizing Materials Lists
- Materials List Display Options Dialog
- Materials List Columns
- Editing Materials Lists
- Materials Polyline
- Managing Materials Lists
- Exporting the Materials List
- Conditioned Area Totals
- Structural Member Reporting
- The Master List
- Components Dialog

The Materials List Tools

Select **Tools> Materials List** to access the Materials List tools.

A Materials List is like a snapshot of the current plan at the time that the list is made. Any changes made to the model after a Materials List is generated are not included in that list. Create a new Materials List if you would like it to include these changes.

It is not necessary to wait until the plan is complete to generate a Materials List. In fact, you can create a series of Materials Lists reflecting costs at various stages of a project.

For comparison, generate Materials Lists with and without a proposed plan modification.

When you close a Materials List window, the program will ask if you want to save the Materials List. Type a name and click **Yes** to save the list or click **No** to close the list without saving it.

Calculate from All Floors

Select **Tools> Materials List> Calculate From All Floors** to generate a Materials List for the entire model.

Materials lists calculated from all floors can be lengthy, and only a portion of the list may display on your screen at one time. Use the scroll bars to scroll through the complete list. Move the pointer to cells in the list and click to make changes.

Calculate From Area

Select **Tools> Materials List> Calculate from Area** to produce a Materials List for the portion of a plan on a single floor that is included within a rectangular Materials Polyline.

Calculate From Room

To create the Materials List for a room, select the room, then select **Tools> Materials List> Calculate From Room**.

Calculate From Room is also available on a selected room's edit toolbar. See "Editing Rooms" on page 303.

A Materials List calculated from a room is created for only the contents of that room: wall materials are not included.

Materials Polyline

You can also produce a Materials List for a defined area of a plan using a **Materials Polyline**. Materials Polylines are advantageous because they can be edited to any shape, saved, and used as many times as needed. There are also several ways to create them. See "Materials Polyline" on page 1168.

Master List

Select **Tools> Materials List> Master List** to open the Master List, a list of previously used materials and any added information such as price or manufacturer. See "The Master List" on page 1175.

Materials List Management

Select **Tools> Materials List> Materials List Management** to open a list of saved Materials Lists associated with the current plan. See “Managing Materials Lists” on page 1169.

Creating an Accurate Materials List

In order to take full advantage of Chief Architect’s Materials List capabilities, there are several things to keep in mind.

- The accuracy of your Materials List is directly related to the accuracy of your model. Floor and ceiling heights, wall lengths, and structural settings all directly affect Materials List calculations.
- It takes more than just making your drawing look right to generate an accurate Materials List. If, for example, you use CAD lines to draw an item on a floor plan, that item will not be included in the Materials List. A better way would be to use a symbol or structural element.
- If you use custom materials, make sure their material definitions are set up correctly.
- Bear in mind that using generic objects like geometric shapes from the library to represent objects that aren’t available in Chief Architect can result in items being calculated in the Materials List in a manner that you might not expect.

Framing in the Materials List

You can specify whether framing materials are calculated by lineal foot, as a cut list, or as a buy list. See “Structural Member Reporting” on page 1172.

For more information about how framing appears in the Materials List, see “Framing and the Materials List” on page 547.

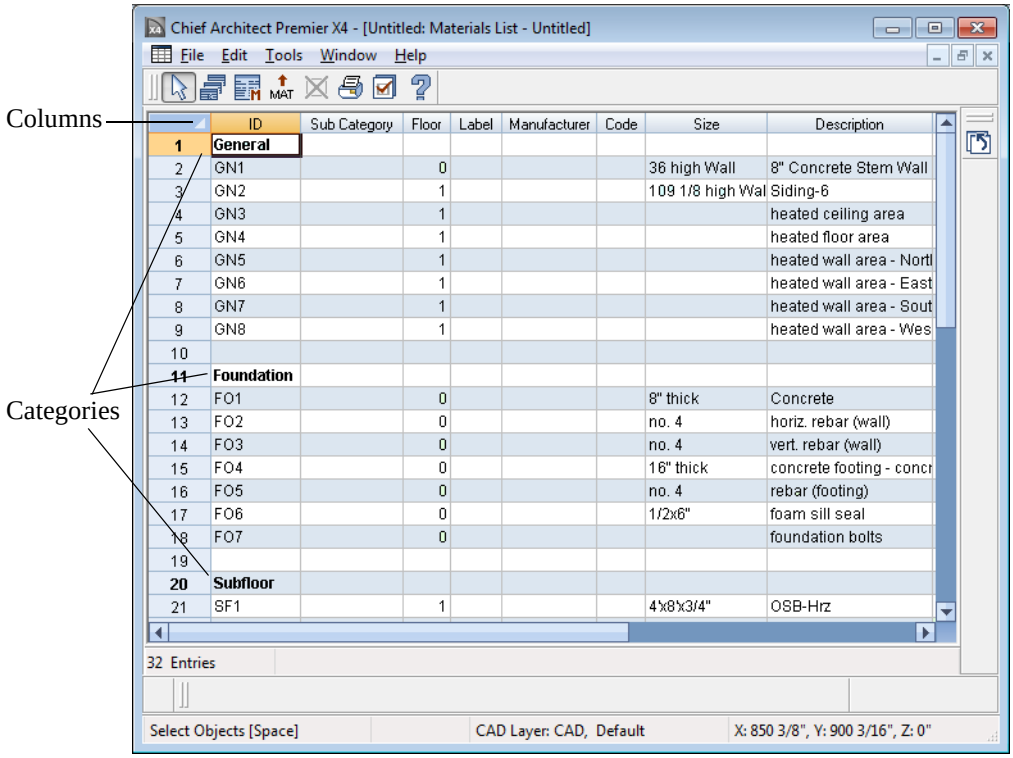
Organizing Materials Lists

There are two basic ways to control what items are calculated in the Materials List:

- By specifying which layers in the plan are included in the list.
- By specifying which categories and subcategories are used.

In addition, you can control how much information about each item is included by specifying which columns to display.

There are some parts of a model that cannot be excluded from the Materials List. Floor and ceiling platforms are prime examples. If you need to generate a Materials List for only part of a plan, such as an addition, consider making a copy of the plan file. In the copy, delete the as-built portion of the plan and then generate a Materials List.



Materials Lists and Layers

You can control which objects are included in the Materials List by layer in the **Layer Display Options** dialog. See “Layer Display Options Dialog” on page 132.

The inclusion of objects in the Materials List is controlled using the **Mat** column of the **Layer Display Options** dialog.

An “M” in this column indicates that objects in a layer are included in the Materials List. Click in the cell to add or remove the “M.”

Categories

The line items in the Materials and Master Lists are organized into a set of predefined categories, such as Electrical and Framing, which display in the **ID** column.

You can specify which category each item belongs to in the Materials List and Master List. In addition, many items can be assigned to a category prior to generating a Materials List in the **Components** dialog. See “Components Dialog” on page 1177.

To specify a line item's category

1. Create a Materials List, open the Master List, or open the **Components** dialog for a particular object.
2. Click in the cell in the ID column for a line item.
3. Select the desired category from the drop-down list that becomes available.

The categories that are available cannot be altered; however, you can specify which categories are included in the Materials List in either of two ways:

- Globally, in the **Preferences** dialog. See "Materials List Panel" on page 104.
- For individual lists in the **Materials List Display Options** dialog. See "Materials List Display Options Dialog" on page 1163.

Subcategories

You can create any number of subcategories for each Materials List category in the **Preferences** dialog. See "Categories Panel" on page 107.

Items can be assigned to a subcategory in the Materials List and, for many items, in their object's **Components** dialog in the same manner that they can be assigned to a category.

Subcategories can be useful when creating schedules. See "Adding Columns to Schedules" on page 1134.

Materials List Columns

There are two ways to specify which columns are included in the Materials List as well as the order in which they display:

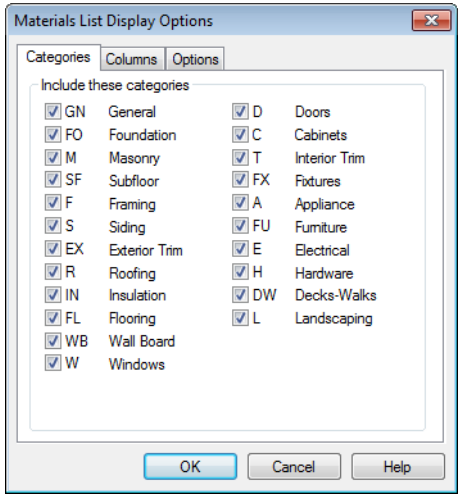
- Globally, in the **Preferences** dialog. See "Report Style Panel" on page 105.
- For individual lists in the **Materials List Display Options** dialog.

Materials List Display Options Dialog

When a Materials List or the Master List is open, select **Tools> Display Options** to open the **Materials List Display Options** dialog for the currently open list.

In the **Materials List Display Options** dialog for the Master List, only the Columns tab is available. See "The Master List" on page 1175.

Categories Tab



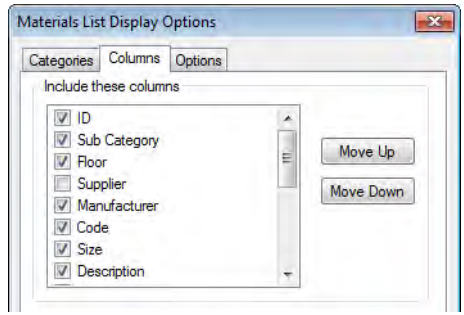
Check the box beside the name of each category that you want to include in the active Materials List.

These categories appear in the ID column in the order they are presented here.

The Materials List changes automatically to reflect any changes you make as soon as the **OK** button is clicked.

Note: The information in a suppressed category is still part of the Materials List. If the Materials List is exported, suppressed categories are exported, as well.

Columns Tab



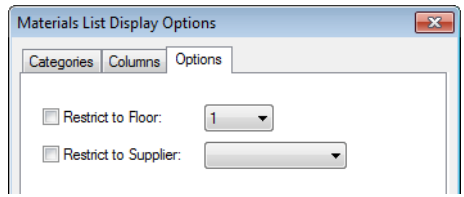
Check the box beside each column you want to include in the Materials List. You can suppress the column's display by removing the check next to the column name.

Columns appear in the Materials List in the same order that they display here.

Move Up - Click on a column name, then click this button to move that item up one place in the list.

Move Down - Click this button to move the selected column down in the list.

Options Tab



Check **Restrict to Floor** and select a floor number to restrict the Materials List to. Whcn unchecked, the Materials List includes all floors.

If you plan to buy materials from multiple suppliers, you can create a Materials List for each. Check **Restrict to Supplier**, then

choose a supplier from the drop-down list. The resulting materials list will include only materials to be purchased from that supplier.

Suppliers can also be added to the list in the **Components** dialog. See “Components Dialog” on page 1177.

Materials List Columns

The columns in the Materials List, the **Components** dialog, and the Master List are very similar, but not all columns appear in all places.

The following lists the capabilities of each column.

Column Name	Available In	Editable In	Description
ID	Materials List, Master List, Components Dialog	Materials List, Components Dialog	Displays an automatically generated identifier for each line item. Select the cell in this column to change an item’s category.
Use	Master List, Components Dialog	Master List, Components Dialog	Check boxes indicate if each item is included in the Materials List.
Sub Category	Materials List, Components Dialog	Materials List, Components Dialog	Select a cell in this column to change a line item’s subcategory.
Floor	Materials List	N/A	States the floor that the line item is located on. See “Multiple Floors” on page 391.
Label	Materials List, Master List, Components Dialog	Materials List	Lists the label that displays in floor plan view for most items that have labels associated with them. See “Object Labels” on page 1156.
Supplier	Materials List, Master List, Components Dialog	Materials List, Master List, Components Dialog	Specify a supplier for the item. A Supplier in the Master List is not used if one has been entered in the Components dialog.
Manufacturer	Materials List, Master List, Components Dialog	Materials List, Master List, Components Dialog	Specify a manufacturer for the item. A Manufacturer in the Master List is not used if one has been entered in the Components dialog.

Column Name	Available In	Editable In	Description
Code	Materials List, Master List, Components Dialog	Materials List, Master List, Components Dialog	Specify a Code, such as a SKU, for the item. A Code in the Master List is not used if one has been entered in the Components dialog. The Code can also be used in a schedule or used as a label. See "Schedules & Object Labels" on page 1131.
Size	Materials List, Master List, Components Dialog	Materials List, Components Dialog	Click in a cell to edit the size description of the line item. To restore the original size, delete the text you typed in. For a blank cell, type a single blank space
Descrip-tion	Materials List, Master List, Components Dialog	Materials List, Components Dialog	Click in a cell to edit the description of the line item in the same way that the Size can be edited.
Quantity	Master List	Master List	Specify how many of an item must be found before information from the Master List is applied to it in a Materials List. If at least this many items are found, price, supplier, and other information is used.
Count	Materials List, Components Dialog	Components Dialog	This is the actual number of an item, either associated with the selected object or in the Materials List. Count can increased for accessories added to a selected object.
Extra	Materials List, Components Dialog	Materials List, Components Dialog	Specify an additional amount of the line item. Changes made in the Components are reflected in the Count column in the Materials List.
Unit	Materials List, Components Dialog	Materials List, Components Dialog	Indicates the units used to measure an item. When the unit is changed, the Quantity updates to reflect the change.
Price	Materials List, Master List, Components Dialog	Materials List, Master List, Components Dialog	This is the price of an item per unit. A Price in the Master List is not used if one has been entered in the Components dialog.
% Markup	Materials List, Master List, Components Dialog	Materials List, Master List, Components Dialog	Specify a markup percentage for the item. A markup in the Master List is not used if one has been entered in the Components dialog.

Column Name	Available In	Editable In	Description
Labor	Materials List, Master List, Components Dialog	Materials List, Master List, Components Dialog	Specify a labor cost for the item. A Labor value in the Master List is not used if one has been entered in the Components dialog.
Equipment	Materials List, Master List, Components Dialog	Materials List, Master List, Components Dialog	Specify an equipment cost related to the item. An Equipment value in the Master List is not used if one has been entered in the Components dialog.
Total Cost	Materials List, Components Dialog	Materials List, Components Dialog	This is the total cost based on Count, Unit, Price, % Markup, Labor and Equip values.
Default	Master List	Master List	Indicates which item is to be used as the default when more than one item is available. Click in this column to specify the line item as the default.
Comment	Materials List, Master List, Components Dialog	Materials List, Master List, Components Dialog	Additional information related to the item can be entered here. A Comment in the Master List is not used if one has been entered in the Components dialog. A Comment can also be used in a schedule.

Editing Materials Lists

Materials lists can be edited in a variety of ways. You can adjust the width of a column by clicking and dragging the bar on the right side of the column name.

Adding Information

You can enter information in the Price, Supplier, Code, Comment and Manufacturer columns for each item.

Adding price or other information for any item is straightforward. Simply click in the cell and type the desired information. When the information is correct, you can add it to the Master List. See “Adding to the Master List” on page 1176.

You can switch between several existing suppliers or manufacturers for a given item by double-clicking on the right side of the cell in an appropriate column. A drop-down arrow displays to the left of the cell. Click it to view a list of suppliers or manufacturers for that item and select one.

When a Materials List is calculated, you can have the program search the Master List for Price, Supplier, and Code information for each item by selecting **Tools> Update From**

Master. The information used is marked as "Default" in the Master List. See "Materials List Columns" on page 1165.

Changing Information

Although the information in some columns cannot be saved to the Master List, you can change the information in any column in an individual Materials List. As with added information, click in a cell to select the existing text, then type in the desired text.

To move an item in a Materials List to a new category, select the cell in the **ID** column and choose a new category from the drop-down list that becomes available. You can also select a subcategory by clicking in the cell in the **Sub Category** column. See "Categories" on page 1162.

Total Cost

Total Cost is calculated using the Count, Unit, Price, %Markup, Labor and Equipment columns to calculate the cost. The formula used is:

(**Count** + **Extra**) * **Price** * (1 + (**% Markup**/100)) + ((**Count** + **Extra**) * **Labor**) + ((**Count** + **Extra**) * **Equipment**)

If a column does not appear, 0 is used for the value of that column with the exception of Count and Price, which are always used in the calculation even if they are not shown.

Copying Information

Portions of a Materials List can be copied and then pasted into a **Text** object or into a word processing program or spreadsheet program using the standard Windows Copy (Ctrl + C), Cut (Ctrl + X), and Paste (Ctrl + V) commands. See "Copying & Pasting Text" on page 942.

Changing the Font

The font used for Materials Lists, the Master List and the **Components** dialog can be specified in the **Preferences** dialog. See "Font Panel" on page 81.

The size of the font used for Materials Lists, the Master List and the **Components** dialog can also be specified in the **Preferences** dialog. See "Report Style Panel" on page 105.

Materials Polyline

To create a materials polyline, select **Tools> Materials List> Materials Polyline**. Draw a rectangular polyline in floor plan view around the area to be calculated.

You can also convert a regular closed polyline into a Materials Polyline using the **Convert Polyline** edit tool. See "Convert Polyline" on page 219.

Once drawn, a Materials Polyline can be edited like other closed polylines. See "Editing Closed-Polyline Based Objects" on page 184.

When the Materials Polyline is positioned and shaped as needed, select it and click the **Calculate Materials List** edit button. A Materials List is created for items within the polyline on the current floor.

Objects such as cabinets, furniture, studs, windows and doors are included in the Materials List only if their center point is within the Material Polyline.

Larger objects such as walls, framing, floors and ceilings, and floor and ceiling joists can be partially selected by a Materials Polyline, so that only portions of them are included in the Materials List.

A few objects, such as floor joists, which are counted as pieces in a full Materials List must be counted in linear measurements to accomodate this. For example, if three 16-foot joists fall within a four foot square area, the Materials List shows 12 linear feet of joist material. This can be useful for additions and/or remodels.

Categories

The Materials List categories included in a Materials List created using a Materials Polyline can be specified prior to the generation of the list in the **Materials List Polyline Specification** dialog.

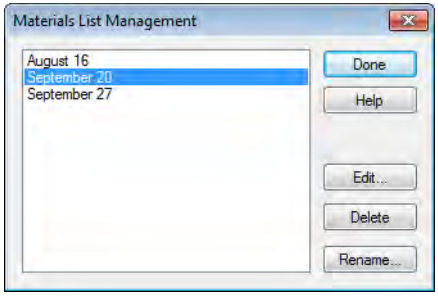
To specify Materials List polyline categories

1. Select the Materials Polyline and click the **Open Object** edit button.
2. On the Categories tab of the **Materials List Polyline Specification** dialog, check the categories to be included in the materials calculation. Categories not checked for this polyline are ignored.

Since you create multiple polylines for materials calculation, one polyline might show only Masonry and Framing while another might include only Roofing.

Managing Materials Lists

Select **Tools> Materials List> Materials List Management** to open the **Materials List Management** dialog, where you can access and manage a list of saved Materials Lists.

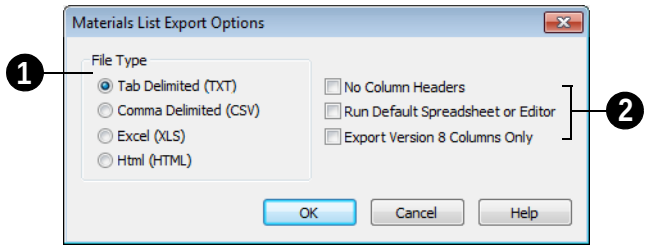


Click on the name of a saved Materials List in the list on the left to select it.

- **Done** - Close the **Materials List Management** dialog.
- **Help** - Open the Help Index to the page describing this dialog.
- **Edit** - Open the selected Materials List. You can also double-click an item in the list.
- **Delete** - Delete the selected Materials List.
- **Rename** - Open the **Rename Materials List** dialog and type a new name for the list.

Exporting the Materials List

Any Materials List can be exported into a text (**.txt**) file that can be opened directly by most spreadsheet programs. In a Materials List window, or in the Master List, select **File> Export Materials List** to open the **Materials List Export Options** dialog.



1 Specify the **File Type** that you would like to export to.

- Select **Tab Delimited (TXT)** to create a text file with a tab between each field entry in the Materials List, and a carriage return between each row.
- Select **Comma Delimited (CSV)** to create a text file with a comma between each field entry in the Materials List and a carriage return between each row.
- Select **Excel (XLS)** to create a Microsoft Excel format file.
- Select **HTML** to create an html file that you can view with your web browser.

2 Additional export options are available here.

- Check **No Column Headers** to prevent column headings from appearing in the first row of the text file.
- Check **Run Default Spreadsheet or Editor** to open the exported file with the program specified on your computer when you finish exporting.
- Check **Export Version 8 Columns Only** to limit the export to only those columns that would have been exported by Chief Architect 8. This is useful if you are using a program that expects the file to be in this format.

When you click OK, the **Write Materials Export File** dialog will open. This is a typical File Save dialog. See “Exporting Files” on page 50.

Estimating Software

You can export a Materials List to a word processor or spreadsheet program to arrange it in your estimating format. You can also export the Materials List to a number of commercial estimating programs in whose databases you can keep your current pricing, labor costs, and markups and generate reports based on this data.

Before purchasing an estimating software program, be sure that the program supports the direct import of Chief Architect Materials Lists.

Any questions regarding estimating software packages and how they interact with Chief Architect should be directed toward the company providing the estimating software. Chief Architect is unable to provide any technical support for third party programs.

Conditioned Area Totals

The Materials List calculates the total areas of walls, floors, ceilings, doors and windows that separate the conditioned space in a plan from unconditioned space. This information is listed in the General category of the Materials List. See “Categories” on page 1162.

Conditioned area totals can be entered into third party programs such as **REScheck** to determine whether the plan meets the energy code in use in your area.

> Chief Architect does not check plans for compliance with building or energy codes.

Walls, doors and windows are categorized as north, south, east, or west facing for the purposes of conditioned area totals. These directions are based on the orientation of the plan’s **North Pointer** . If no North Pointer is used, north is assumed to be straight up on screen in floor plan view. See “North Pointer” on page 975.

If a wall is oriented at 45º or less to north in a plan, it will be categorized as a “North” wall. Any doors and windows in this wall will also be categorized as “North”.

Similarly, south-facing walls, doors and windows are categorized as “South” if they are oriented at 45º or less of south in the plan.

Walls, doors and windows oriented within 45º of either east or west will be classified as “East” or “West”, respectively.

The orientation of a curved wall is based on the direction of its chord. See “Drawing Arcs - Arc Creation Modes” on page 981.

Doors are always categorized as doors rather than as glass (windows). This is the case even when a door is specified as a Glass Door or when it is part of a mulled unit.

Structural Member Reporting

The **Structural Member Reporting** dialog allows you to specify the method used to calculate framing members in the Materials List.

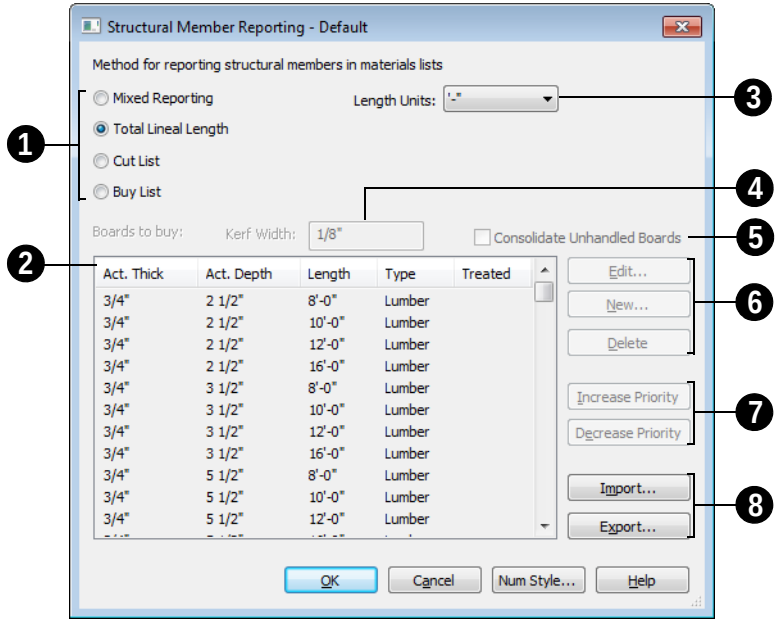
To open the **Structural Member Reporting** dialog, select **Edit> Default Settings** , then select "Structural Member Reporting" from the tree list and click the **Edit** button. See "Default Settings vs Preferences" on page 64.

You can also open this dialog by clicking the **Structural Member Reporting** button, which can be added to your toolbars. See "To add a button to a toolbar" on page 118.

You can create a list of the framing member sizes that you wish to purchase, and if an item in The Materials List is the same length as or shorter than one of these defined lengths, it will be described using the defined length rather than its actual length. An effective Buy List will include all types of framing materials that you typically use, as well as each of the different lengths that you expect to purchase. An example is installed with the program, which you can use as-is or copy and modify to suit your needs.

Structural Member Reporting can support multiple saved defaults. In order to open this dialog, you must first open its **Saved Defaults** dialog and choose an available saved defaults setup. When the dialog is open, the name of the Saved Default being edited will display in the title bar at the top of the dialog box. See "Multiple Saved Defaults" on page 68.

Structural Member Reporting Dialog



1 Choose a **Method for reporting structural members in Materials Lists**. The selected method will affect subsequently created Materials Lists, but not any that may already exist.

- Select **Mixed Reporting** to calculate framing materials using a combination of lineal lengths and piece counts.
- Select **Total Lineal Length** to calculate the framing materials of the different structural components of the plan in linear feet.
- Select **Cut List** to calculate the framing materials of the different structural components of the plan by counting individual pieces.
- Select **Buy List** to calculate the framing materials of the different structural components of the plan by counting individual pieces and matching them to the list of **Boards to buy**, below.

2 The **Boards to buy** table is only active when **Buy List** is selected, above.

- Click on a line item to select it.
- Double-click on a line item to open its **Board Specification** dialog.

3 Specify the **Length Units**, from the drop-down list. The unit or units selected are used in the Structural Member Reporting dialog, and in the Materials List when either **Cut List** or **Buy List** is selected as the method of reporting.

4 Specify the **Kerf Width**, which is the width of the material lost to the saw blade when a framing member is cut.

❺ Check **Consolidate Unhandled Boards** to handle short board segments by combining them so they can be cut from lengths from the **Boards to buy** list.

❻ Add, remove, or modify a line item in the **Boards to buy** table.

- Click the **Edit** button to open the **Board Specification** dialog for the selected line item in the table. Only available when a line item in the table is selected.
- Click the **New** button to open the **Board Specification** dialog for a new line item in the table.
- Click the **Delete** button to remove the selected line item from the table. Only available when a line item is selected.

❼ Items in the **Boards to buy** table are listed in order of priority. If an item in a Materials List could be cut out of more than one item in this table, the program will select the item with the highest priority. Specify the **Priority** of the selected line item in the table.

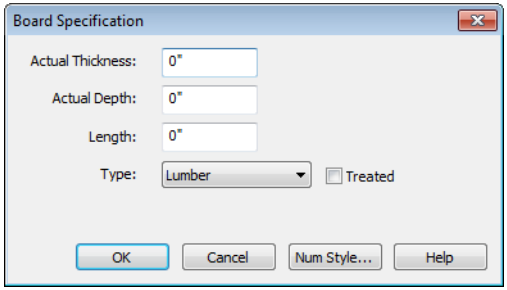
- Click the **Increase Priority** button to move the selected item one line up in the table. Only available when a line item is selected and it is not first in the list.
- Click the **Decrease Priority** button to move the selected item one line down in the table. Only available when a line item is selected and it is not last in the list.

❽ Buy List tables can be saved as **.json** files and shared between plans.

- Click the **Import** button to import a saved Buy List table into the currently active Structural Member Reporting saved default.
- Click the **Export** button to save the Buy List table as a **.json** file which can be imported into other plans.

Board Specification Dialog

Click either the **New** or the **Edit** button in the **Structural Member Reporting** dialog to open the **Board Specification** dialog, where you can define a line item for the **Boards to buy** table. You also double-click on a line item in the table to modify it.



- Specify the **Actual Thickness** - as opposed to the nominal thickness - of the selected item in the Buy List table.
- Specify the **Actual Depth** - as opposed to the nominal depth - of the selected item in the Buy List table.
- Specify the **Length** of the selected item in the Buy List table.
- Select the **Type** of structural member from the drop-down list. See “Framing Member Types” on page 548.
- Check **Treated** if the selected item is a treated lumber product.
- Click **OK** to close the dialog and add the information specified here to a line item in the Buy List table.

The Master List

Select **Tools> Materials List> Master List** to specify price, supplier, manufacturer, and other information for all of the items in your Materials Lists.

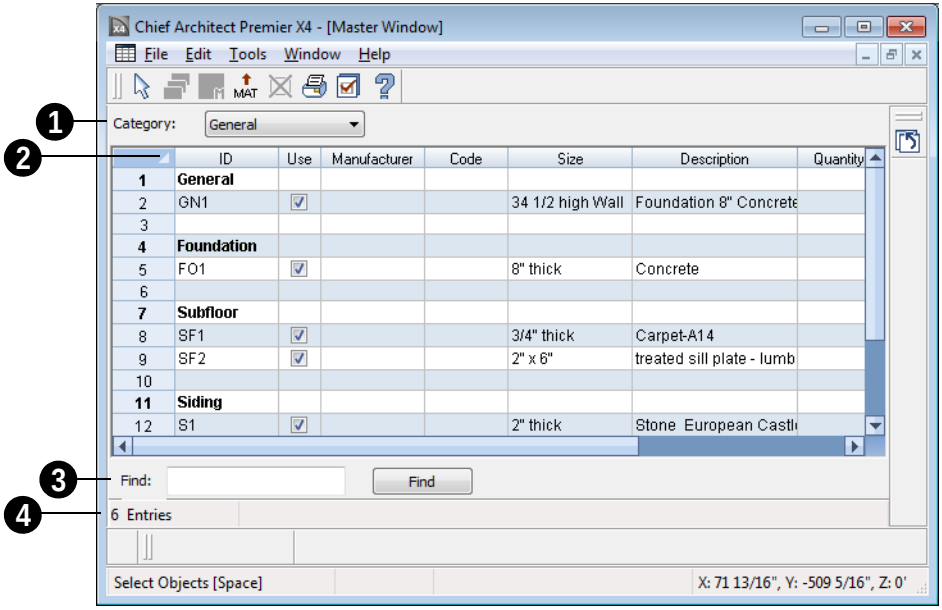
When a Materials List is calculated, you select **Tools> Update from Master** to have the program search the Master List for a record for each line item. If an identical record is available, its information is included in the Materials List.

If the Master List contains more than one record for an item, the program references the last one entered. You can override this by defining one specific entry as the default. This is achieved by clicking on the check box in the Def column.

Chief Architect allows you to have more than one Master List. Only one can be active, however, and only the active list is updated with new information. You can specify which Master List is active in the **Preferences** dialog. See “Materials List Panel” on page 104.

You should regularly back up the Master Materials List (mmaster.mat) or lists using Windows Explorer.

The **Master List** is almost identical to a Materials List, but has a few additional controls to help with viewing.



❶ The **Category** drop-down list at the top left corner of the window lets you select one particular category for display, or all categories.

❷ As with individual Materials Lists, you can specify which **Columns** display in the list. See “Materials List Display Options Dialog” on page 1163.

❸ Use the **Find** field near the bottom of the window to search for text in the Master List.

The search starts from the currently selected cell and moves to the right, then moves down to the next row starting at the left column, and so on, until it finds an instance of the text you entered.

❹ The **Status Bar** at the bottom indicates how many entries are listed.

Adding to the Master List

You can add edited records in a Materials List to the Master List by selecting **Tools> Update to Master**.

To use Update to Master

1. Create a Materials List and make changes to any editable column of a line item.
2. Select the line item by clicking on the line number on the left side of the list. When selected, then entire line becomes highlighted.
3. You can select multiple adjacent rows by holding down the Shift key while clicking.
4. Select **Tools> Update to Master**. The information in the selected line is saved in the Master List.

Once Master List information exists for a particular item, you do not need to enter it again until you want to update it.

Similarly, items in a Materials List can be updated to include changes made to the Master List by selecting rows in the Master List, then selecting **Tools> Update from Master**.

Editing the Master List

In the Master List, existing line items can be modified or deleted. For information about the editability of columns in the Master List, see “Materials List Columns” on page 1165.

Often, the Master List will include items that you may not want to include in all Materials Lists.

- Checkboxes in the **Use** column indicate whether each item is included in the Materials List. If **Use** is unchecked, the item is not included. This is useful in cases where several line items will be purchased as a single unit.
- This **Quantity** column is used to specify how many of an item must be found before information from the Master List is applied to it in a Materials List. If at least this many of the item are found, price, supplier, and other information is used. **Quantity** is useful for applying a quantity discount.
- When more than one line item is available for a specific component or accessory, the **Default** column indicates which item is to be used. Click this column to specify this item as the default. This is useful when a

line item has been updated to the Master List more than once with different price, supplier or other information.

To delete a row from the Master List, click on the row number at the far left. The entire row highlights. Select **Edit> Delete**, click the **Delete** button, or press the Delete key on your keyboard.

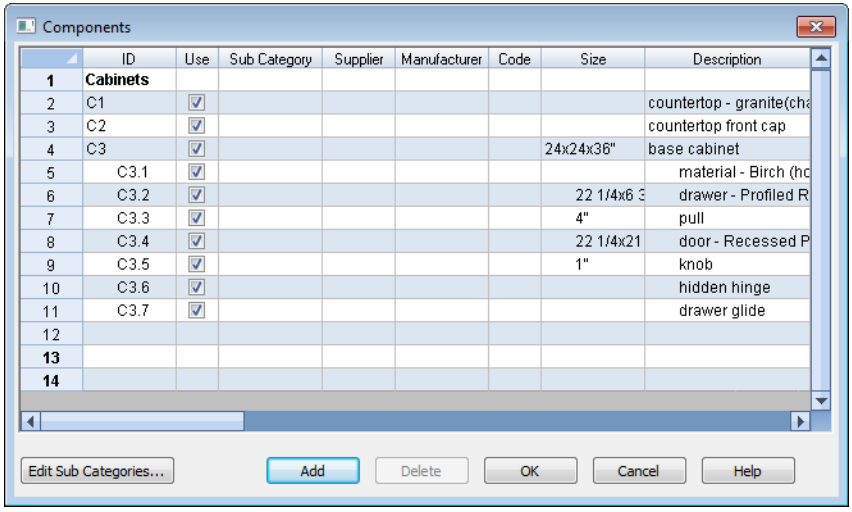
Components Dialog

Many architectural objects in the program, from walls to cabinets to images, have components and accessories associated with them that are calculated in the Materials List.

In addition to editing and adding information for objects and their accessories in the Materials and Master Lists, you can edit and add information directly to these objects in the **Components** dialog.

Select an object, then click the **Components** edit button to open the **Components** dialog for that object.

You can also define the Components for a variety of items saved in unlocked categories of the Library Browser. When a library item is placed into a plan, its Components information goes along with it. See “Editing Library Objects” on page 766.



The information in the **Components** dialog is the same as the Materials List line item(s) for the selected object and can be edited in much the same way. See “Editing Materials Lists” on page 1167.

Price, Supplier, Manufacturer, Comments, Code and Type information can be added and saved with the object itself. When that object is copied, even into a different plan, this information is transferred, as well, and will be calculated in the Materials List.

In addition to their components, cabinets also have subcomponents such as their doors, drawers and hardware. Subcomponent information in the ID, Size and Description columns is indented to help distinguish it from regular component information.

If the selected object has a label, information in the Code column can be displayed in the label. In the object's specification dialog, select Specify Label and type the text macro %component_code%. See "Label Tab" on page 1157.

Accessories

In the **Components** dialog, you can add additional Materials List entries to a selected object. These user-created entries are called **Accessories**.

Note: Accessory quantities can only be edited when one object is selected. If multiple objects are group selected, accessory quantities are locked.

To create a new accessory

1. Select an object and click the **Components** edit button to open the **Components** dialog.
2. Click the **Add** button and a new line is added to the spreadsheet.
3. The new entry is given an item name of **Accessory#**. You can give it any name you wish.
4. All other columns for accessory items except **ID** can also be edited.
5. To remove an accessory, click any part of its row and click the **Delete** edit button.

To create a new cabinet sub-accessory

1. Select an object and click the **Components** edit button to open the **Components** dialog.
2. Click in any cell in the row of the component with the Description that matches the cabinet type: base, wall or utility cabinet.
3. Click the **Add** button. A new line is added to the spreadsheet and its ID, Size and Description information is indented to denote that it is a sub-accessory.

Chapter 41:

Ruby Console

Ruby is a popular, open-source programming language that can be used for a wide variety of purposes.

In Chief Architect, the Ruby Console allows you to create custom text macros which can be used to produce object labels for specific needs.

Ruby is considered to be easy to use by its many users - not all of whom are software developers. If you'd like to learn more, visit: http://www.ruby-lang.org/.

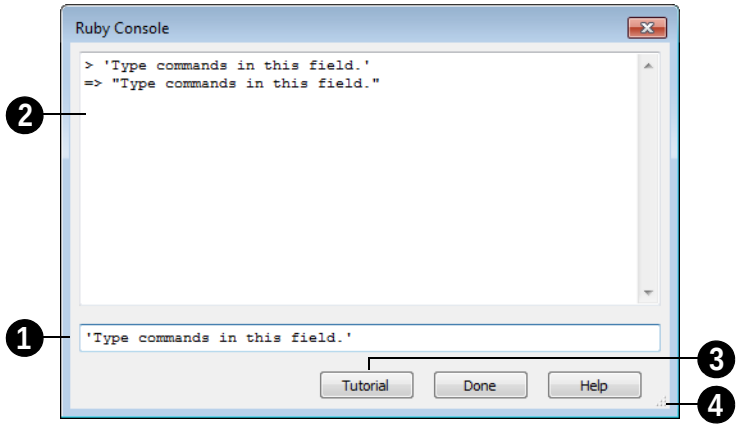
Chapter Contents

- The Ruby Console
- Viewing the Interactive Tutorial
- Working with Named Values

The Ruby Console

Select **Tools> Ruby Console** to open the **Ruby Console** window. The Ruby Console can be open while you work using other tools in the program.

The Ruby Console interface is simple: at the bottom of the window is an Input field where you can type commands, and the results of your commands display in the Output field above.



1. Type expressions, or commands, in the Input field at the bottom of the window.
   - Press Enter on your keyboard to enter your expressions and see the results.
2. The results of your expressions display in the larger Output field, above.
   - **>** at the beginning of a line indicates that what follows is your expression.
   - **=>** at the beginning of a line indicates that what follows is a result.
   - As you type multiple expressions, they and the new results are added below the previous ones.
   - Use the scroll bar on the right to scroll up and down the results field.
3. Click the **Tutorial** button to view an interactive written tutorial presented in the Ruby Console. See “Viewing the Interactive Tutorial” on page 1181.
4. Click the size grip and drag to resize the Ruby Console window.

Useful Expressions

The following are a few commonly used expressions that you can use to obtain the attributes of one or more selected objects.

Macro	Description
owner	Returns the selected publisher
selected	Returns an array of multiple selected publishers
referenced	Returns the publishers
.names	Preceded by owner, selected, or referenced, this returns an array of named values for the selected publisher(s).
.<variable _name>	Preceded by owner, selected, or referenced, this returns the value of the named value bounded by the brackets for the selected publishers(s).
puts	Returns a list instead of an array.
$	Indicates a global variable rather than a local variable.

Viewing the Interactive Tutorial

An introductory tutorial is included with Chief Architect and can be run in the **Ruby Console**. To run it, select **Tools**> **Ruby Console** , then click the **Tutorial** button at the bottom of the dialog or simply type **show** in the Input field.

If you have previously run the tutorial during the current program session, the tutorial will open to the last topic shown. If you have not run the tutorial this session, its Table of Contents will open.

To view the tutorial's Table of Contents at any time, type **toc** in the Input field.

Working with Named Values

The Ruby Console can be used to access information about a variety of objects in Chief Architect: information which can then be used to create custom text macros and object labels. See "Text Macros" on page 956.

This information is in the form of Named Values. In the Ruby Console, these values appear as the names of various attributes of the object such as its height or the presence of a special feature. Named Values use all lower case characters and separate words using an underscore _ instead of a space.

Objects for which these Named Values are available in the Ruby Console are referred to as NVPublishers, or just publishers.

Named Values and Context

A Named Value only makes sense in context: that is, when its publisher and its publisher's purpose are identified. There are two types of publisher:

- **Owner Objects** are literally those that 'own' the Named Values - the values describe that object. Macros created using Owner Object Named Pairs can be inserted into an objects's label. See "Object Labels" on page 1156.
- A **Referenced Object**, on the other hand, is a text object with an arrow pointing to the object described by the Named Values. Macros created using Referenced Object Named Values can be inserted into text objects.

> Note: The named values for rooms cannot be used to create Referenced Object macros. They only work as Owner Object macros. A number of macros that describe rooms are available as Global Macros, which do work when placed in a Text object located inside of a room. See "Plan Info" on page 958.

To view a publisher's named values

1. Select **Tools> Ruby Console** .
2. Select an object in your plan - for example a base cabinet. This is an Owner Object.
3. Type **object.names** in the Input text field of the Ruby Console and press the Enter key.
4. An array of Named Values will display in the Output field. These values are all attributes of the selected object.
5. To view the array as a list, type **puts object.names** and press Enter.

You can request the Named Values for a Referenced Object just as you can for an Owner Object: select the Referenced Object and open the Ruby Console. Then, instead of typing object.names in the **Ruby Console**, type **referenced.names** (or **puts referenced.names**).

Named Values and Defaults

A number of Named Values for various objects end in '_is_default'. These Named Values will return either 'true' or 'false', depending on whether the object in question is set to use the dynamic default for that attribute. See "Dynamic Defaults" on page 65.

Appendix A

What's New in Chief Architect X4

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

Chapter Contents

- Before You Begin
- New and Improved Features by Chapter

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.

- "Getting Started Check List" on page 1184
- "For Files Created in Version X3 and Prior" on page 1187
- "For Files Created in Version X2 and Prior" on page 1187
- "For Files Created in Version 10 and Prior" on page 1189

Be sure to read this section before opening any plans created in earlier versions of Chief Architect.

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 1187,

"For Files Created in Version X2 and Prior" on page 1187 and "For Files Created in Version 10 and Prior" on page 1189.

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. For information about changing this, see "General Panel" on page 85. 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 www.chiefarchitect.com.

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. See “Importing Library Catalogs” on page 753.

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. See “Legacy Library Conversion” on page 753.

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. See “Chief Architect Data” on page 47.

- 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. There are several tools available for adding materials and images to the library. For more information, see “Images” on page 1024 and “Creating Materials” on page 779.

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 by Chapter” on page 1190.

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. For more information, see “Preferences Dialog” on page 77.

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. See “Template Files” on page 74. 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. See “Line Weights and Scaling” on page 1094.

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. See “Toolbar Configurations” on page 121.

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. See “Backing Up an Entire Plan” on page 61.

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 “Text Styles” on page 954.

☐ **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 “Light Data Tab” on page 583.

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. See “Backing Up an Entire Plan” on page 61.

☐ 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. See “Floor and Ceiling Platform Definitions” on page 399.

☐ 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. This may affect the riser heights of stairs, as well as the thicknesses of landings attached to those stairs. See “Staircase Specification Dialog” on page 505.

☐ 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. See “Terrain Height vs Floor Height” on page 649 of the Reference Manual.

☐ 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. Railings that define a Deck room with Advanced Deck Framing Built will not acquire sheetrock layers. See “Legacy Wall Types” on page 277.

☐ 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. See “Creating a Stairwell Manually” on page 503.

☐ 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. See “Decks” on page 309.

☐ 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). See "Texture Tab" on page 791 and "Light Data Tab" on page 583.

☐ 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 "Structural Member Reporting" on page 1172.

☐ 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. See "CAD Defaults Dialog" on page 964.

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. For more information, see "Font Panel" on page 81.
- ☐ 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. For more information, see "Text & Page Setup Panel" on page 84.

▢ 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. For more information, see “Layers Panel” on page 91.

▢ 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. See “Replace From Library” on page 765.

New and Improved Features by Chapter

The following is a list of new and improved features in Chief Architect Version X4. Where possible, cross-references to additional information has been provided.

Installation

- Chief Architect Premier X4 is now available in both 32-bit and 64-bit versions. See “System Requirements” on page 7.
- Sample plans are no longer installed with the program and are now available online. See “Online Chief Architect Gallery” on page 1203.

Program Overview

- Can now highlight the Product Key in the **About Chief Architect** dialog. See “About Chief Architect” on page 43.
- The Chief Architect Viewer can now read files from both Chief Architect Premier and Chief Architect Interiors. See “Sharing Your Files with Clients” on page 42.

File Management

- **Search for Plans** command moved from **File** menu to **Tools> Plan Database** submenu. See “Searching for Plans” on page 55.
- New Scripts folder in Chief Architect X4 Data folder for custom user-created Ruby scripts. See “Chief Architect Data” on page 47.

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. See “Set as Default” on page 76.
- New Text Styles allow you to apply the same default text settings to all object using dynamic defaults for text information. See “Text Styles” on page 954.

- Can now specify whether **Leader Lines** create **Text** or **Rich Text** . See “Text & Page Setup Panel” on page 84.
- Can now specify whether **Alternate** drawing behavior restarts after a closed shape is created. See “Behaviors Panel” on page 99.
- Can now specify values in 1/10ths of a foot in the **General Plan Defaults** dialog. See “General Plan Defaults Dialog” on page 66.
- Obsolete **Enhanced Line Drawing** and **Lower Interactive Quality** settings in the **Preferences** dialog have been removed. See “Appearance Panel” on page 78.
- Can now specify whether the Alternate continuous drawing behavior remains active when a closed shape is drawn in the **Preferences** dialog. See “Behaviors Panel” on page 99.
- Can now specify a **Codec for walk-through recordings** in the **Preferences** dialog. See “Render Panel” on page 108.

Layers

- New **Object Layer Properties** edit tool lets you access and modify the layer settings associated with a selected object. See “Object Layer Properties” on page 137.
- New **Layer Hider** tool lets you turn off all objects on a layer by simply clicking on one of those objects. See “Layer Painter, Eyedropper and Hider” on page 138.
- New Text Style attribute for layers. See “Text Styles” on page 954.
- New Full Camera, Floor Camera, Full Overview, Floor Overview, Clipped Section and Wall Elevation layer set options in **Layer Set Defaults** dialog. See “Layer Set Defaults Dialog” on page 140.

Creating Objects

- Improved Orthogonal Extension Snapping to locate the end of a wall, making it easier to create closed rooms and draw bumpouts. See “Extension Snaps” on page 147.

Walls, Railings & Fencing

- Improved wall drawing: program will automatically orient exterior walls to face outward regardless of which direction they are drawn. See “Drawing Walls” on page 253.
- Can now resize walls using dimensions in addition to moving them. See “Using Dimensions” on page 262.
- Can now locate foundation wall footings using dimensions. See “Using Dimensions” on page 262.
- Reorganized **Wall Specification** dialog with new Structure tab for greater ease of use. See “Structure Tab” on page 285.
- New **Wall Intersection** settings let you control which walls build through at intersections. See “Structure Tab” on page 285.
- Can now display lines to distinguish which walls build through at intersections. See “Displaying Walls” on page 256.

- Can now specify the **Height of Lower Pony Wall** in the **Wall Specification** dialog. See “Wall Types Tab” on page 290.
- New **Slab Footing** wall tool creates interior footings and defines rooms with Monolithic Slab foundations. See “Slab Footing” on page 246.
- **Slab Footing Defaults** dialog lets you control default footing size and other attributes of Monolithic Slab foundations. See “Foundation Wall Defaults” on page 240.
- New **Bearing Wall** specification produce a foundation wall below the selected wall. See “Foundation Tab” on page 288.
- Improved how the **Align With Wall Above** and **Align With Wall Below** edit tools work with Pony Walls. See “Aligning Pony Walls Between Floors” on page 267.
- Can now specify the **Pour Number** of concrete Foundation and Footing Walls. See “Foundation Tab” on page 288.
- Can now specify a chamfer for slab footings. See “Foundation Tab” on page 288.
- Can now specify the handrail for Framed Panel Railings. See “Handrail Tab” on page 296.
- **Double Wall** checkbox removed from **Wall Specification** dialog. Walls are specified as **Frame Through** by default. See “Double Walls” on page 273.
- 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. See “Wall Type Definitions Dialog” on page 278.
- New **Foundation to This Line** option and **Offset** setting let you control how foundation walls align with walls above. See “Wall Type Definitions Dialog” on page 278.
- Obsolete 8” Concrete Stem Wall 4” Brick Ledge wall type removed from installed template plans. See “Brick Ledges” on page 247.

Rooms

- Can now control the Text Style of room labels. See “Text Styles” on page 954.
- Can now specify the **Pour Number** of rooms on Floor 0 when a Monolithic Slab foundation has been built. See “Structure Tab” on page 318.
- The Room Area portion of room labels now use the same fill style as the Room Name portion. See “Room Labels” on page 307.
- 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 behavor. See “Room Definition” on page 301.
- New “Cantilever Underside” material component for rooms allows you to specify a material for the bottom surface of a cantilever. See “Cantilever Undersides” on page 315.

Doors and Windows

- New **Concrete Cutout** specification lets you adjust the size of the cutout for doors and windows placed in pony walls with

concrete lower walls, and concrete garage curbs, independent of the rough opening. See “General Tab” on page 337.

- New, separate defaults dialogs for Pocket, Bifold and Garage Doors, Doorways, Interior and Exterior Sliding Doors. See “Door Defaults” on page 325.
- New **Show Door Open in 3D** and **Show Door Closed in 3D** edit tools. See “Displaying Doors” on page 329.
- Can now customize the labels of Bay, Box and Bow Windows. See “Displaying Bay, Box and Bow Windows” on page 363.
- Can now specify label offsets for doors and windows parallel to the object front, not just perpendicular to it. See “Label Tab” on page 1157.
- New **Louver Size** setting in the **Door** and **Window Specification** dialogs. See “General Tab” on page 337.
- The **Single Label** option for mulled units was moved to the Label Tab of the **Mulled Unit Specification** dialog. See “Label Tab” on page 1157.
- With the exceptions of trim and shutters, materials for mulled units are now controlled per component object. See “Make Mulled Unit” on page 355.
- Can now control the Text Style of door and window labels. See “Text Styles” on page 954.
- New **Not Through** option for doors and windows placed in Double Walls. See “Openings in Double Walls” on page 274.

Foundations

- New **Slab Footing** wall tool and **Slab Footing Defaults** creates interior footings and defines rooms with Monolithic Slab Foundations. See “Slab Footing” on page 246.
- Monolithic Slab foundations are now modeled using walls with footings rather than Slab objects. See “Editing Foundations” on page 414.
- Can now specify a chamfer for slab footings. See “Foundation Tab” on page 409.
- Foundation wall footings can now be edited using edit handles in floor plan view. See “Editing Foundations” on page 414.
- Can now specify how far Garage floor heights are lowered when a foundation is built. See “Garages” on page 417.
- Can now specify curbs around Garage and Slab rooms when a Monolithic Slab foundation is built. See “Garages” on page 417.
- **Build Foundation** command is now available when a foundation has been built, making it easier to rebuild when needed. See “Rebuilding Foundations” on page 414.
- New **Auto Rebuild Foundation** option in the **Build Foundation** dialog replaces **Rebuild Slabs** command. See “Rebuilding Foundations” on page 414.
- Foundation step markers are now placed on their own layer. See “Displaying Foundations” on page 413.
- The locations of doors in the stem walls for Garage rooms on Floor 1are now

shown on Floor 0. See “Displaying Foundations” on page 413.

- **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. See “Foundation Tab” on page 288.
- Can now control the Text Style of step markers on foundations. See “Text Styles” on page 954.

Roofs

- New Roof labels display pitch and pitch direction. See “Displaying Roof Planes” on page 441.
- New Arrow tab lets you control arrow style of roof pitch indicators. See “Displaying Roof Planes” on page 441.

Stairs, Ramps & Landings

- Can now control display of Up/Down arrows on stairs and ramps by layer. See “Displaying Stairs, Ramps, and Landings” on page 484.
- Can now control the arrow style and Text Style of the Up/Down arrows in stairs and ramps. See “Displaying Stairs, Ramps, and Landings” on page 484.

Framing

- Can now control the Text Style and arrow style of Joist Dimension Lines. See “Joist Direction Lines” on page 541.

Trusses

- Can now turn off the generation of Lookouts, Eave Sub Fascia, Gable Fascia and Eave Fascia when roof framing is built. See “Roof Tab” on page 535.
- Can now control the Text Style of truss labels. See “Truss Labels” on page 560.
- Floor/ceiling and roof truss labels now obey the **Minimum Display Size** for labels. See “Appearance Panel” on page 78.

Electrical

- The **Intensity** setting for light sources has been replaced by settings measured in lumens that correspond to light bulb wattages. See Light Data Tab.
- 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. See “Displaying Lights” on page 849.
- Can now control the Text Style of electrical fixture labels. See “Displaying Electrical Objects” on page 580.
- **Auto Place Outlets** now places GFCI outlets over cabinets in Kitchen rooms. See “Auto Place Outlets” on page 579.
- Can now use the **Alternate** Alt continuous drawing mode with the **Connect Electrical** tool. See “Connect Electrical” on page 578.

Trim & Moldings

- New **Horizontal Offset** setting allows you to create built up and/or recessed

moldings in rooms and on cabinets and other objects. See “Moldings Tab” on page 595.

- Improved ability to specify a vertical offset to moldings assigned to cabinet objects. See “Moldings Tab” on page 595.
- Improved ability to place **Corner Boards** and **Quoins** at corners with curved walls. See “Trim & Molding” on page 589.

Cabinets

- New **Frameless** cabinet option and **Door/Drawer Overlay** settings in the **Cabinet Specification** dialogs. See “Front Tab” on page 633.
- Cabinet moldings are now calculated in the Materials List and are listed under “Interior Trim”. See “In the Materials List” on page 620.
- Can now specify labels for Soffits, Shelves and Partitions. See “Cabinet Labels” on page 620.
- Can now control the Text Style of cabinet labels. See “Text Styles” on page 954.
- Can now turn off **Automatic Blind Corner Cabinets**. See “General Cabinet Defaults” on page 613.
- Single doors on pie-cut corner cabinets are no longer treated as doubled so hardware is not duplicated. See “Corner Cabinets” on page 626.
- Moldings applied to cabinets are now listed in the Materials List under the Interior Trim category. See “In the Materials List” on page 620.

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. See “Terrain Height vs Floor Height” on page 649.
- Font information for contour lines removed from the **Terrain Specification** dialog. Contour lines’ text is now set by Text Style. See “Text Styles” on page 954.
- Can now turn off display of primary contour lines in **Terrain Specification** dialog. See “Contours Tab” on page 665.
- Can now turn off red highlight for negative elevation contour lines. See “Contours Tab” on page 665.
- Can now control the Text Style of Elevation Points. See “Elevation Point Specification Dialog” on page 668.
- Can now control the Text Style of plant and sprinkler labels. See “Text Styles” on page 954.
- Improved ability to select plants by clicking on a plant’s label. See “Plant Tools” on page 684.

Other Objects

- Can now specify labels for Soffits. See “Soffit Specification Dialog” on page 722.

The Library

- Library content is no longer subscription-based. See “Library Content” on page 750.
- Publish Library Catalog feature removed from program. Libraries can still be

exported. See “Exporting Library Catalogs” on page 761.

- 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. See “Backing up Library Content” on page 751.
- New library shortcuts let you copy items for organizational purposes without increasing library database size. See “Library Shortcuts” on page 758.
- New Database Filtering lets you control display of items in library tree list. See “Filtering the Display of Library Content” on page 759.
- Improved speed of library content downloads and emptying of library Trash. See “Library Content” on page 750.
- Improved library download feedback lets you know when a download is complete or if there were download errors. See “Downloading Library Content” on page 751.

Materials

- New **Reflective** Material Class available in the **Define Material** dialog. See “Properties Tab” on page 792.

3D Views

- “Cameras, Inactive” layer renamed “Cameras” and controls appearance of both active and inactive camera symbols in floor plan view. See “Displaying 3D Views” on page 826.
- New “Cameras, Labels” layer lets you control display of camera labels independently of camera symbols in floor plan view. See “Displaying 3D Views” on page 826.
- Camera labels how have their own edit handles and can be moved relative to the camera symbol in floor plan view. See “Using the Edit Handles” on page 833.
- New **Always Display Active Cameras** option in **Camera Defaults** dialog. See “Camera Defaults Dialog” on page 812.
- Can now specify a selected saved or unsaved, active camera’s layer. See “Camera Specification Dialog” on page 838 and “Cross Section/Elevation Camera Specification” on page 841.
- Can now specify a selected cross section/elevation camera’s **Rendering Technique** in the **Cross Section Camera Specification** dialog. See “Cross Section/Elevation Camera Specification” on page 841.
- Reduced the minimum allowed **Clip Surfaces Within** value to 6” (150 mm). See “Camera Specification Dialog” on page 838.
- **View Angle** dialog removed from **View Direction Tools**. See “View Direction Tools” on page 832.
- **Overview Direction Tools** renamed **View Direction Tools**. See “View Direction Tools” on page 832.
- Can no longer export images to the **.pcx** file type. See “Exporting 3D Views” on page 837.
- Improved **Auto Detail** tool displays insulation behind wall top or bottom plates instead of in front of them. See “Auto Detail” on page 824.

Rendering & Ray Tracing

- Can now specify custom labels for **Added Lights** . See “Light Specification Dialog” on page 853.
- New “Light Sources, Labels” layer lets you control the display of labels on **Added Lights** in floor plan view. See “Object Labels” on page 1156.
- Can now control the Text Style and arrow style of **Sun Angles** . See “Sun Angles” on page 847.
- 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. See “Displaying Lights” on page 849.
- More information about light sources added to the **Adjust Lights** dialog. See “Adjust Lights Dialog” on page 850.
- Sunlight can now shine through windows in ray trace views without using Caustic Photons. See “Ray Tracing Tips” on page 883.
- Improved quality of shadows associated with sunlight in ray trace views. See “Default Sun Light” on page 848.
- 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. See “Ray Trace Views” on page 869.
- **Ambient Occlusion** can now be used in interior ray trace views as well as exterior views. See “Lighting Tab” on page 873.
- Improved ray trace time estimate and program feedback during ray trace pre-processing. See “Ray Trace Views” on page 869.
- Changed the color of Environment Lighting for exterior ray trace views in Sunny conditions from pale yellow to white. See “Environment Lighting” on page 879.
- Gamma correction in ray trace views is now automatic. **Use Gamma Correction** option removed from interface. See “Adjust Image Properties” on page 882.
- Ray trace views can no longer be saved to the **.pcx** file type. See “General Tab” on page 872.

Dimensions

- New **Add Additional Text** tool allows you to add text to dimension line labels. See “Add Additional Text” on page 913.
- Can now control the Text Style - including the transparency and text color - of dimension labels. See “Text Styles” on page 954.
- Font tab in **Manual Dimension Defaults** dialog replaced by Text Style tab. See “Manual Dimension Defaults Dialog” on page 891.

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. See “Text Styles” on page 954.
- Can now specify whether **Leader Lines** create **Text** or **Rich Text**

in the **Preferences** dialog. See “Text & Page Setup Panel” on page 84.

- A number of new Object Specific text macros for doors, windows and stairs. See “Working with Named Values” on page 1181.
- Text macros for special characters no longer include % before and after the character. See “Special Characters” on page 958.

CAD Objects

- Can now control the Text Style of CAD objects set to display line length or angle. See “Show Length and Angle” on page 999.
- Can now control the font of line styles that include text, as well as the text transparency. See “Line Styles” on page 999.
- Can now control Text Style of North Pointers. See “Text Styles” on page 954.
- Line Label Height setting removed from the **CAD Defaults** dialog as this setting is now controlled by Text Style. See “CAD Defaults Dialog” on page 964.
- Increased accuracy of line **Length** as stated in the **Line** and **Polyline Specification** dialogs. See “Line Tab” on page 977.
- **CAD Block Management** and **CAD Detail Management** dialogs are now resizable to better accomodate longer names. See “CAD Block Management Dialog” on page 1005 and “CAD Detail Management Dialog” on page 1008.

Project Management

- Can now control the Text Style of Room Box labels. See “Displaying Room Boxes” on page 1018.

Pictures, Images, & Walkthroughs

- Exported images can no longer be saved to **.pcx** file type. See “Exporting Pictures” on page 1030.

Importing & Exporting

- Can now import and export AutoCAD 2012 compatible files. See “Importing 2D Drawings” on page 1044.

Printing & Plotting

- **Use Outline Printing** option removed from **Print** dialog. See “Print Dialog” on page 1099.

Layout

- Views sent to layout now have automatic labels stating basic information about the original view. See “Layout Box Labels” on page 1120.
- Label tab added to the **Layout Box Specification** dialog. See “Layout Box Specification Dialog” on page 1127.
- New Object Specific text macros for layout view box labels. See “Layout Box Labels” on page 1120.

Schedules

- Can now control the Line Style, Fill Style and Text Style of schedules. See “Schedule Specification Dialog” on page 1135.

- Can now include schedule number in the label of all objects with schedules except for rooms. See “Label Tab” on page 1138.
- Can now specify text **Alignment** in schedule columns. See “Attributes Tab” on page 1137.
- Improved support of multiple schedules of the same type at the same time. See “Working with Multiple Schedules” on page 1135.
- **Additional Text** and **Height/Width Display** settings now affect schedule columns as well as labels. See “Label Tab” on page 1138.
- New “Label” column for all schedules except Room Finish Schedules. See “Columns and Objects to Include” on page 1139.
- New “Arch” column for Door and Window Schedules. See “Columns for Doors and Windows” on page 1140.
- New “Type” column for Window Schedules. See “Columns for Doors and Windows” on page 1140.
- New “Top” and “Bottom” columns for Door, Window and Cabinet Schedules. See “Columns for Doors and Windows” on page 1140 and “Columns for Cabinets” on page 1145.
- New “Floor Elevation” and “Floor Finish Elevation” columns for Room Finish Schedules. See “Columns for Room Finishes” on page 1152.
- 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. See “Text Styles” on page 954.
- 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. See “Label Tab” on page 1157.
- 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. See “Materials List Columns” on page 1165.
- Cabinet moldings are now calculated under the “Interior Trim” category. See “In the Materials List” on page 620.
- Can now specify the **Pour Number** of concrete Foundation and Footing Walls and Monolithic Slab rooms. See “Foundation Tab” on page 288 and “Structure Tab” on page 318.
- New **Size** setting in the **Preferences** dialog lets you control the text size in Materials Lists, the Master List and the **Components** dialog. See “Changing the Font” on page 1168.

Ruby Console

- New Automatic Label and Schedule Number Named Values. See “Working with Named Values” on page 1181.
- A number of new Named Values for doors, windows, rooms, light fixtures, electrical outlets, stairs and layout boxes.

See “Working with Named Values” on page 1181.

- The Ruby Console now remembers its position and previous activity when it is closed and later relaunched in the same program session. See “The Ruby Console” on page 1180.

Additional Resources

- Can now choose to **View the NKBA Kitchen & Bathroom Guidelines** from the program menu. See “NKBA Kitchen & Bathroom Guidelines” on page 1203.

Appendix A

Additional Resources

Chief Architect offers a variety of resources to help you become familiar with the many features it offers.

- Reference Manual
- User's Guide
- Chief Architect Web Site
- Chief Talk Online User Forum
- Technical Support

Reference Manual

The Chief Architect Reference Manual is a comprehensive source of information for Chief Architect X4. Chapters are organized by subject, beginning with the fundamental concepts and progressing to the more advanced features. The Reference Manual is presented in .pdf file format and includes a Table of Contents and Index. This manual is available online by selecting **Help> View Reference Manual** from the program menu.

The Reference Manual is also available for optional purchase in printed form.For more information, visit www.chiefarchitect.com.

User's Guide

Written for new Chief Architect users, but a helpful reference for users of all experience levels as well, the User's Guide features a series of tutorials designed to introduce the basics of using the program.

The Chief Architect User's Guide is organized by topic and walks you through the process of creating a complete model, from the first wall to the interior design and landscaping.

This guide is available online by selecting **Help> View User's Guide** from the program menu.

Like the Reference Manual, the User's Guide is available for optional purchase in printed form at www.chiefarchitect.com.

Online Help Videos

Another resource designed to illustrate Chief Architect's powerful tools is the set of tutorial videos available on our web site. These videos are available to users who participate in the Support and Software Assurance program.

To view the online videos, select **Help> View Online Help Videos** from the program menu or visit video.chiefarchitect.com/videos.

Chief Architect Web Site

If you have questions that the Reference Manual and online Help feature have not answered, feel free to turn to the our web site.

A database of common technical support questions and answers related to supported versions of Chief Architect is available through a searchable interface.

Select **Help> Visit Chief Architect Web Site** from the menu to launch your default internet browser to www.chiefarchitect.com.

Online Personal Training

With a Personal Trainer, it's fast and easy to meet your personal training needs from the comfort of your own computer.

While connected to the Internet, you converse by telephone with a trainer and draw in Chief Architect. You can observe each other as you draw, taking turns controlling the screen. The action can be very close to real time, depending on your Internet connection.

To learn more about Personal Training, visit the Chief Architect Web site at www.chiefarchitect.com.

Training Seminars

Chief Architect regularly offers live online training seminars to meet the needs of beginners, proficient users, and everyone in between. On site seminars are also held from time to time at locations in both the U.S. and

Canada, delivering two full days of hands-on work with Chief Architect.

For information about upcoming seminars, visit www.chiefarchitect.com.

Online Chief Architect Gallery

A collection of plan sets, detail drawings and renderings is available for viewing and download on our web site.

Select **File> Download Sample Plans** to launch your internet browser to www.chiefarchitect.com.

NKBA Kitchen & Bathroom Guidelines

A copy of the National Kitchen & Bath Association's Kitchen and Bath Planning Guidelines and Access Standards is available on our web site to participants in the Support and Software Assurance program.

Select **Tools> Checks> View the NKBA Kitchen & Bathroom Guidelines** to launch your internet browser to www.chiefarchitect.com.

Chief Talk Online User Forum

The Chief Talk Bulletin Board offers several ongoing discussions about a variety of topics related to the use of Chief Architect. It's rich with useful tips and available free of charge to all registered Chief Architect users.

- Discussions are initiated and carried out by users.
- The tone is professional and friendly.
- Experienced users share knowledge with each other and beginners.
- Chief Architect Staff members post announcements, advice and technical information.

To visit the Chief Talk forum, select **Help> Chief Talk** or go to: www.chieftalk.com.

Technical Support

Chief Architect takes pride in offering world class technical support services that can be accessed by telephone or on our web site at www.chiefarchitect.com or by selecting **Help> Technical Support** from the program menu.

Before contacting Technical Support, take a moment to see if the answer to your question is found in the Reference Manual, tutorial videos, or in our on-line Help Database at www.chiefarchitect.com.

When you contact us, Technical Support will refer you to these resources if the answer can be found there.

So that our Technical Support specialists can assist you as efficiently as possible, please refer to “Technical Support Services” on page 1205 for additional trouble-shooting suggestions and information that will be needed before placing your call.

Appendix B

Technical Support Services

Chief Architect is committed to providing world-class technical support to complement our professional products.

The primary function of technical support is to make sure our software is functioning correctly and to help you quickly resolve problems that prevent its normal use. Our technical support professionals are eager to work with you to make certain our software is functioning as designed.

We have also assembled a team of certified trainers offering instruction in the use of our software. Training is available via online seminars, online personal training, and on-site classroom seminars.

Reference and Training Resources

Chief Architect offers a variety of reference and training options in addition to the resources that come standard with the program. Many of these resources are available for free or at a significant discount to Support and Software Assurance program members.

Help Database

The Chief Architect online Help Database contains a variety of articles describing how to resolve common technical problems and achieve specific design goals.

The Help Database is found in the Technical Support section of the Web site and can be referred to again and again at your convenience at www.chiefarchitect.com .

Video Training

Chief Architect has developed a collection of training videos that contain in-depth training on a wide range of topics from beginning to advanced experience levels. These videos are available on our Web site, www.chiefarchitect.com for users who participate in the Support and Software Assurance program.

Live Seminars

Chief Architect regularly conducts live, online training seminars on a variety of topics. Learn the basics of using Chief Architect the right way by joining a Jump Start class, then progress through topics of interest, such as Construction Documents, Kitchens and Baths, and Terrain. A list of upcoming seminars is available online at www.chiefarchitect.com.

Throughout the year, Chief Architect also conducts training seminars in various locations around the United States and Canada. Information about these seminars is also posted at www.chiefarchitect.com.

Interactive Training

If you have questions about how to use Chief Architect, consider contacting our Training Department for a Personal Training session.

Personal Training is an excellent way to learn how to use the program, providing one-on-one interaction with a certified Chief Architect trainer via the internet. Discuss topics that interest you and learn how to accomplish your specific design goals.

User Forum

Our Chief Talk User Forum is a great place to discuss and exchange ideas with other Chief Architect users. Here you can post questions, read discussions from other users, and post suggestions to improve our product. In addition to our regular users, from time to time our support and engineering teams monitor the forum and provide input and discussion on current topics. This resource is available free of charge at www.chieftalk.com.

Troubleshooting Common Technical Issues

Chief Architect strives to make certain our software works correctly; however, from time to time issues arise that prevent its normal operation.

Installation Issues

The following are common reasons for installation failure of Chief Architect and other software:

- Anti-virus software is enabled and interfering with installation. Anti-virus software is the most common cause of installation failures for any type of software. Refer to your anti-virus software's documentation for details on how to disable the software and re-enable it once installation is complete.
- The recommended minimum system requirements are not met. See "System Requirements" on page 7.

- The computer has a CD drive but not a DVD drive. A standard CD drive will not read DVD discs.
- The DVD has fingerprints, scratches, or other defects. Sometimes a small fingerprint can prevent the program from installing. Clean the disk with soft cotton cloth. Be sure to use soft cotton rather than paper products on disks to avoid scratching.

If you see visible cracking on a CD or DVD, do not insert it in your CD/DVD drive. Cracked disks can fly apart and cause damage to your drive.

- You do not have sufficient rights to install the software. Verify that you have administrative rights and the administrative password during the installation process. If you are on a corporate network, consult your network administrator for assistance.

Refer to the on-line **Help Database** for solutions to common installation problems. If the answer to your question is not found there, contact our Technical Support department for assistance.

Emergency Transfer Message

When using Software Lock Security, you may receive an Emergency Transfer message when moving from one computer to another. To avoid this message, you must deactivate your license on the last computer on which you ran the program. See “Deactivating Chief Architect Licenses” on page 22.

If you must use the Emergency Transfer, type in the code you were given when you registered the program. See “Completing the Registration Wizard” on page 20.

Remember that you have a limited number of Emergency Transfers and that if you use them all, you will need to purchase additional transers from Chief Architect, Inc. You can avoid this expense by always deactivating your license before using it on a different computer, or by purchasing an additional license.

If you use an Emergency Transfer, your license will be immediately deactivated on the other computer.

Hardware Lock Not Recognized

If you are using Hardware Lock Security and your hardware lock is not recognized on startup, launch the **Hardware Lock Troubleshooter**. The Troubleshooter can diagnose and provide solutions to most common problems with hardware locks.

The Hardware Lock Troubleshooter can also be launched manually by selecting **Help > Hardware Lock Troubleshooter**.

Troubleshooting Printing Problems

Printing problems fall into two main categories: those that prevent the printer from working in any program and problems printing from Chief Architect. To determine if the problem is specific to Chief Architect, try the following:

1. Begin by clicking on the Windows **Start** button, and select **Printers**.
2. Right-click the printer that is not functioning properly in the **Printers** folder.
3. Click **Properties** from the menu that appears.
4. On the **General** tab, click the **Print Test Page** button.

If the printer does not produce a test page, the problem is not one that Chief Architect Technical Support can solve. Follow these suggestions:

- Check the connection between the computer and the printer.
- Check your printer documentation for troubleshooting printer problems.
- Contact your printer's manufacturer or check their Web site for support information.

Your printer manufacturer is the best resource for solving problems of this type. Chief Architect Technical Support is not able to help diagnose and solve problems that prevent printing from any program.

It is a good idea to keep the Owner's Manual for your printer or plotter close at hand. Write inside the Owner's Manual the various phone numbers for technical support for that printer or plotter – for the original manufacturer and for your local dealer.

Printers and plotters vary widely in how they function. Sometimes a faulty cable can be a problem. Other times, a plotter may require that the paper be loaded in a different orientation. Often, solving a printing problem is as simple as downloading and installing an updated printer driver. See "Printer Drivers" on page 1087.

If you can print from Chief Architect but are not satisfied with the output, refer to "Printing & Plotting" on page 1085 for information on how to set up and use the printing functions in the program. Legacy users should bear in mind that each release has new features and enhancements, so techniques that were used in prior versions may not work in the current version.

Make sure that you use **Print Preview** before printing. Print Preview displays the printed paper, or drawing sheet, as a white rectangle on screen, and shows how the sheet is scaled and positioned relative to your drawing. If the drawing is not on the drawing sheet on-screen, it will not be on the sheet when you print. See "Print Preview" on page 1089.

Make sure that your scaling is correct for the paper size. If the plan is much smaller or much larger than the drawing sheet, you may need to change your Scale. See "Printing to Scale" on page 1091.

64 Bit Versions of Windows

Some printers may not function correctly on 64 bit Windows operating systems. If you are experiencing a printing problem while using a 64 bit version of Windows, please contact the printer's manufacturer to verify that you have the correct driver installed.

Printing to a legacy parallel printer port on a Windows 64 bit machine may not work correctly when using a hardware lock. USB printers should not be affected. If you run into difficulty with this type of setup, you

may want to consider Software Lock Security.

Clearing Printer Information

Some information specific to individual printers and plotters, such as available printer paper sizes, is saved with each plan and layout file.

If you are encountering problems when printing, or unexpected options in the **Page Setup** dialog, select **File> Print> Clear Printer Info** to clear the printer-specific information stored with the plan or layout file.

After using **Clear Printer Info**, select **File> Print> Page Setup** . Make sure the settings in the **Page Setup** dialog are correct, and then click OK and **Save** the file.

Slow Printing from Layout

The most common reason for unusually slow printing from layout is the presence of a rotated view. To avoid this issue, rotate the view prior to sending it to layout, or change the orientation of the paper in layout so you do not need to rotate the view. See “Layout” on page 1107.

Help Database

For answers to frequently asked questions regarding printing and other topics, select **Help> Visit Chief Architect Web Site** and browse the Technical Support section of our Web site, www.chiefarchitect.com. Our Technical Support specialists post new articles periodically to help resolve problems you may encounter.

Error Messages

Most common error messages have a known cause and simple resolution. When you encounter an error or warning message in Chief Architect, you can click the **Check Help Database** button in the message box to launch your default internet browser to the Chief Architect Help Database on our Web site, www.chiefarchitect.com. If an article discussing the message is available it will display, providing information about the message and how best to avoid it.

It is important that abnormal errors be reported to Chief Architect Technical Support so that we can identify and resolve any problems.

The content of an error message is useful in diagnosing its cause. If you encounter an error message, read it carefully and write down the error number and the exact text of the error message.

Press the Print Screen key on your keyboard to capture a picture of the error message. Open a new word processing document or e-mail message and choose Edit> Paste to paste a copy of the error message into the document for later reference.

If you encounter the error more than once, make a note of your steps prior to receiving the message.

Before you report an error, check the Help Database to see if the error is already documented by typing the error message or part of the error message into the search form.

Finally, check to see if there are program updates available. These updates are provided free for the current version of Chief Architect and contain enhancements and other changes that allow the program to perform at an optimum level. Select **Help> Download Program Updates** from the Chief Architect menu to visit our Web site, www.chiefarchitect.com, and follow the instructions.

Error Reporting

When and error occurs, you may have the option in the message box to send the report to Chief Architect.

No personal information is sent. When you click **Send**, your default internet browser launches and a Web page appears on screen This message confirms that the report was sent successfully and may give you further instructions on how to proceed.

Contacting Technical Support

Chief Architect provides free online and telephone support to users participating in the **Support and Software Assurance** program. Users who have not purchased SSA receive installation support for 30 days after purchase. If you would like to sign up for Support and Software Assurance, please contact the Chief Architect Sales Department.

Before contacting Technical Support, take a moment to see if the answer to your question is found in the Reference Manual, Help index, or in our on-line Help Database. When you contact us, Technical Support will refer you to these resources if the answer can be found there.

Chief Architect's world-class technical support is available Monday through Friday from 6 AM to 5 PM Pacific Standard Time and can be reached at (208) 292-3399 or via our Web site, www.chiefarchitect.com.

There are several things you can do to ensure a speedy answer to your question when you contact Technical Support.

- Before contacting Technical Support, select **Help> About Chief Architect** and make a note of the first characters of your Product Key and the exact version of Chief Architect you are using. Technical support is available to the owners of software licenses. When you contact Technical Support, be prepared to verify that you are the owner of the software license.
- Before contacting Technical Support, check to see if there are program updates available for download. Our engineering team periodically creates updates to the program to resolve functionality or program issues that were unknown at the time of release. These updates are provided free of charge for the current released version and can be accessed by selecting **Help> Download Program Updates** from the menu.

- When you first encounter a problem or error message, copy the exact wording of the message or a detailed description of the problem. This helps us isolate the problem and provide you with a solution as quickly as possible.
- When placing a call to Technical Support, be at the computer or work station that is experiencing the problem and have Chief Architect running. If you do not have access to the problem computer at the time of the call, the technician may be unable to reproduce the issue and/or suggest a remedy that can be implemented and verified immediately.
- Be prepared to reproduce the problem when you contact us. If the problem cannot be reproduced, there is a reduced chance that we will be able to resolve the problem on your first phone call.

Priority Support

Chief Architect X4 users who participate in the **Support and Software Assurance** program should use the Priority Support telephone number provided in their SSA documentation. The Priority Support number bypasses the regular phone queues to give you the fastest possible answers to your questions.

Online Information

Chief Architect has a variety of support resources available on our Web site. These include our **Technical Support Help Database**, the **How do I…? Solution Finder**, downloadable program updates, and ways to contact our Technical Support department. To access these resources, visit: www.chiefarchitect.com .

Our support team is happy to assist you in finding the best resource to answer your questions, and can resolve most issues in just a few minutes. In order to allow us to quickly answer your calls, we ask that you limit yourself to one question per support call.

Online Support

Questions can be answered online by the Technical Support department. To submit a technical inquiry online, visit the Technical Support section of our Web site and use the Online Support Center.

This route ensures that your question is delivered to the first available support professional. Requesting assistance of an individual specialist is not recommended, since that person may not be available to answer your question in a timely manner.

Telephone Support

Our Technical Support team is committed to answering your questions as quickly as possible and in the order received. Your call is important to us; however, there are times when we get more calls than expected and you may have to wait a few minutes before speaking to a technician.

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