What's New in Chief Architect X8

Welcome to Chief Architect X8. This guide has been written to help our upgrading customers make a smooth transition from earlier versions of Chief Architect to Chief Architect X8.

- Before You Begin
- New and Improved Features

Before You Begin

There are many new features in Chief Architect X8, and many existing features have changed. These changes affect the way Chief Architect functions, so it is very important to be familiar with them.

Chief Architect X8 can open the **.plan**, **.layout**, **.PL1**, and **.LA1** 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 "Files Created in Version X7 and Prior" on page 4, "For Files Created in Version X2 and Prior" on page 7.

Please note that files saved in the latest program version cannot be read by older versions of the software. When a legacy file is saved in the version X8, an unaltered copy of the original file is created which can still be opened in the original version.

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

Getting Started Check List

The following checklist suggests steps you should take before migrating your files to Chief Architect X8. 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. Backup Entire Plan
- ▢ 9. Check chiefarchitect.com for more information

1. Check for and Install Program Updates

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

You can check for updates at any time:

- Select **Help> Download Program Updates** from the menu.
- Visit the Program Updates page on the Chief Architect Web site at chiefarchitect.com.

2. Migrate Legacy Library Files

Library content from previous program versions cannot be installed or copied into the Chief Architect X8 library. If you upgraded from version X1 or later and have custom library content on your computer from that program version, the program installer will locate it and ask if you want to migrate it into the Chief Architect X8 library.

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

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 your operating system for use in Chief Architect X8.

- Copy custom texture files to the Chief Architect X8 Textures folder located in the Chief Architect X8 Data folder.
- Copy custom image files to your Chief Architect X8 Images folder located in the Chief Architect X8 Data folder.
- Copy custom backdrop files to your Chief Architect X8 Backdrops folder located in the Chief Architect X8 Data folder.

In Chief Architect X7 through X1, custom graphics were saved in the Chief Architect Data folder, as they are in version X8. In version 10 and prior, they were located in the program's installation directory, in folders that began with "My". Custom backdrops, for example, were saved in "My Backdrops".

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

4. **Review the New Features List**

There are a number of important reasons why you should familiarize yourself with the new and improved features in Chief Architect X8:

- New and improved features allow you to produce drawings more efficiently, so it is to your advantage to use them.
- Some changes to existing functionality may affect your accustomed drawing style and thus your productivity if you are not aware of them.
- New features may affect your choice of settings in your template files, as well as your preferred Preferences settings.

See "New and Improved Features" on page 8.

5. **Review Your Preferences Settings**

Any changes that you made to the Preferences settings in your previous version do not migrate into Chief Architect X8. You should review all the settings in the **Preferences** dialog to make sure that they are set to suit your drawing needs.

6. **Create new custom Template Plan and Layout files**

Chief Architect X8 installs a selection of template plan and layout files that have been set up to take advantage of the program's updated tools and features. For best results, it is recommended that you either:

- Use the installed templates when creating new plans and layout files in Chief Architect X8
- 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 X8. First, make copies of your custom templates in the Chief Architect X8 Templates directory The Templates directory is located in the Chief Architect X8 Data folder. Next, open each

template as you would a regular plan or layout file, by selecting **File> Open**, and then save any changes you make by selecting **File> Save**.

If you do choose to continue using a legacy template plan, it is best to also use a legacy layout template from the same program version, as well. As with a template plan, take the time to go through the layout template's defaults and make sure they are suited for use in X8 and that their line weight scales do not conflict with those in your template plans.

7. **Set up Custom Toolbar Configurations**

It is possible to migrate toolbar configuration files from previous versions to Chief Architect X8; however, it is not recommended because it is likely that you will be missing new tools available in version X8.

Instead, we recommend that you set up your custom toolbars the way you would like them in Chief Architect X8. You may find it most effective to customize your toolbars as you get used to working in the new program version, rather than beforehand.

8. Backup Entire Plan

Before migrating a legacy file created in Chief Architect X7 or prior, it is a good idea to open the plan in the program version in which is was created and use the Backup Entire Plan tool (Export Entire Plan in version X3 and prior) to export the plan with all associated support files, including textures, backdrops and images.

9. Check chiefarchitect.com for more information

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

Files Created in Version X7 and Prior

In addition to the above recommendations, if you wish to open files created in Chief Architect Version X7 or prior, bear in mind the following before you open legacy files in Chief Architect X8.

▢ 1. **Boxed Eaves**

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

▢ 2. **Uppercase Text**

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

layout more than once and was set to use different Text Styles in each layout view, it is possible that its appearance may be affected in some views.

Files Created in Version X6 and Prior

In addition to the above recommendations, if you wish to open files created in Chief Architect Version X6 or prior, bear in mind the following before you open legacy files in Chief Architect X8.

▢ 1. **Built-in Appliances**

In Chief Architect X6 and prior, some appliance symbols designed to be inserted into base cabinets had incorrect sizing data. In legacy plans opened in version X8, these appliances will not fit into the cabinet correctly and will need to be replaced. Built-in dishwashers are particularly affected.

▢ 2. **Formatting of Bulleted and Numbered Lists**

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

▢ 3. **Chief Blueprint Font**

The Chief Blueprint font was improved for Version X6, with decreased top and bottom spacing. The change in spacing may increase the overall height of text objects using this font in X6 files opened in Version X8. X5 and prior legacy files will not be affected by this change.

For Files Created in Version X5 and Prior

In addition to the above recommendations, if you wish to open files created in Chief Architect Version X5 or prior, bear in mind the following before you open legacy files in Chief Architect X8.

▢ 1. **Named Values for Doors and Windows**

In Version X6, the Named Values door_style_name, door_type_name, and window_type_name were shortened to style_name and type_name. Any object labels or text macros using these Named Values in legacy plans opened in Version X8 will need to be replaced.

For Files Created in Version X4 and Prior

In addition to the above recommendations, if you wish to open files created in Chief Architect Version X4 or prior, bear in mind the following before you open legacy files in Chief Architect X8.

▢ 1. **Roof Overhangs and Framing**

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

But, the position of the fascia and subfascia will shift, as will the length of the rafters.

☐ 2. **Door Swing Direction and Materials**

In Chief Architect X4 and prior, exterior doors that swing outward display interior material on exterior side of door. This was corrected in Version X8. Doors modified to work around the old behavior could be affected in legacy plans opened in Version X5.

☐ **3. Door Swing Direction and Louvers**

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

☐ **4. Wrapped Door/Window Lintels and Window Sills**

In Chief Architect X4 and prior, wrapped lintels and sills extended out further than those that were not wrapped. In legacy plans opened in Version X8, the extents of wrapped lintels and sills will be adjusted so that they equal their **Extend** setting.

☐ **5. Cabinet Feet**

The offsets for cabinet foot millwork symbols in Version X4 and prior were set per millwork symbol to insert into cabinets effectively. In Version X8, the offset is set in the **Cabinet Specification** dialogs. When legacy plans are opened in Version X5, cabinet foot offsets are set to 0 and transferred to their containing cabinet, if one exists. Any customized or independently placed cabinet feet will be affected.

☐ **6. Object Labels in Cross Section/Elevation Views**

If a “Label” layer is turned on in a cross section/elevation view and objects of that type are visible in the view, then those objects’ labels will display in that view when the plan is opened in Version X8.

☐ **7. Transparent Materials**

In Chief Architect X4, materials assigned to the Transparent Material Class for ray tracing were visible in rendered views even when their Index of Refraction was set to 1.0. When legacy plans are opened in Version X8, Transparent materials with an Index of Refraction of 1.0 are transferred to the General Material class and assigned a Transparency value of 100%. This will not affect these materials’ appearance in ray trace views, but will make them completely invisible in rendered views.

☐ **8. Invisible Beams**

The legacy **Invisible Beam** checkbox was removed from the **Wall Specification** dialog. When legacy plans are opened in Version X8, any **Invisible Beam** walls will be converted to Invisible Walls.

For Files Created in Version X3 and Prior

In addition to the above recommendations, if you wish to open files created in Chief Architect Version X3 or prior, bear in mind the following before you open legacy files in Chief Architect X8.

▢ 1. **Text Styles**

The appearance of a number of objects that include text - including object labels, the North Pointer, Sun Angles, Joist Direction Lines, the Up/Down arrows for stairs and ramps - can now be controlled using Text Style. Their appearance may be altered somewhat in legacy plans opened in Chief Architect X8.

▢ **2. Light Sources**

The illumination created by light fixtures and Added Lights was improved in Chief Architect X8. Lighting in legacy plans may appear noticeably brighter when viewed in version X8.

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 X8.

▢ 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 X8 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 X8. This tool is renamed Backup Entire Plan in version X8.

▢ 2. **Floor and ceiling finish thicknesses**

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

▢ 3. **Riser heights and landing thicknesses**

The default Best Fit Riser Height for stairs that do not reach the next level has been updated from 9” (225 mm) in version X2 and prior to 6 3/4” (169 mm) in Chief Architect X8.

▢ 4. **Auto Adjust Height**

The Follow Terrain option in some specification dialogs was replaced by the Auto Adjust Height checkbox. If a cabinet, fireplace, fixture, furniture, or other library symbol had Follow Terrain unchecked in version X2 or prior and was located in a room with a floor height other than the default for the current floor, then the object’s Floor to Bottom Height will change to equal that room’s floor height. The object’s position in the model will not change, however.

▢ 5. **Adjustable Thickness Walls**

In Chief Architect X2 and prior, generic, single-layer wall types were available for use. When a legacy plan file is opened in version X8 and these wall types are detected, they are

replaced by an updated, non-generic wall type. Framed walls and Railings will also acquire 1/2” (13 mm) thick layers of sheetrock on each side.

☐ 6. **Stairwells defined by railings**

Interior railings that used a generic, single-layer wall type drawn in older program versions will acquire layers of sheetrock when the plan is opened in version X8. This can affect the appearance of staircases where they join to a floor platform. To address this issue, select the railing and move it 1/2” (13 mm) away from the top edge of the staircase.

☐ 7. **Deck rooms**

In legacy plans opened in Chief Architect X8, Deck rooms with Advanced Deck Framing built retain the framing but have Automatic Deck Framing turned off by default. Decks with no Advanced Deck Framing built are converted to Balcony rooms.

☐ 8. **Material definitions and light sources**

Settings in the **Define Material** dialog that affect materials’ appearance of brightness have been modified. The **Ambient** setting was removed, and the **Diffuse** setting for materials in legacy plans will be set to 100% when opened in version X8.

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).

☐ 9. **Structural Member Reporting**

When a plan created in Chief Architect X2 or prior is opened in Chief Architect X8, 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.

☐ 10. **Fill New Framing Members**

In Chief Architect X2 and prior, Fill New Framing Members was view-specific; in Chief Architect X8 it applies to the entire plan. As a result, it is turned off by default in legacy plans opened in version X8.

New and Improved Features

The following is a list of new and improved features in Chief Architect Version X8.

Program Overview

- Added support for 3D Connexion's 3D mice.
- Enhanced support for basic math in dialogs and when moving objects using dimensions.
- The Move edit handle of a selected framing object, Soffit, or group-selection will now shift position to remain on-screen when you zoom in.
- Improved how names with numbers at the end are sorted in the Project Browser.

File Management

- The **Backup Entire Plan** tool now automatically creates a zipped folder.

- New **Missing Files** dialog assists in handling of missing referenced graphics files.

Preferences and Default Settings

- New **Enable 'Show Room Labels' Automatic Behavior When Changing Room Types** setting in the **Preferences** dialog gives the option of leaving **Show Room Labels** unchecked when a Room Type is assigned to a room.
- New **Reset Toolbars** button in the **Preferences** dialog.

Layers

- Layer sets can now be renamed.

Editing Objects

- New **Object**, **Room**, **Floor**, and **Plan** **Modes** for the **Object Painter** tool.
- New properties including Fill Style can be applied using the **Object Eyedropper** and **Apply Properties** tools.
- New **Elevation Reference** setting for a variety of architectural objects lets you specify where their height is measured from.
- The heights of various architectural objects can now be measured from either their top or bottom surface.
- The Edit Object Parts toggle has been replaced by a **Connect CAD Segments** toggle, **Disconnect Edges** tool, and **Disconnect Selected Edge** edit tool.
- **Sticky Mode** is now available for the **Break Line** edit tool.
- New **Complete Break** edit tool replaces double-clicking the **Break Line** edit button.
- New **Corner Edit Handles** and **Edge Edit Handles** toggles for the **Break Line** edit tool.

Walls, Railings, and Fencing

- The **Wall Specification** dialog now has a LABEL panel.
- Railing newels, balusters, and rails can now be displayed in floor plan view.
- **Wall Hatching** now only covers wall layers that are set to display, improving its usability with railings.

Rooms

- Living Area labels are no longer created for structures that are not included in the Living Area Calculation such as detached garages and decks.
- New **Make Room Area Polyline** edit tool creates a polyline showing the extents of its Standard Area.
- Deck Planking and Joists can now be specified as **Treated**.
- Improved how deck joists are generated when Border Planks have been specified.

- Improved how deck joists and planking are automatically generated when deck joists have been rotated.
- Improved ability of planking in separate deck rooms to miter along an angled Room Divider.
- Improved how deck planking is automatically generated for adjacent decks.
- The **Display in Uppercase** checkbox for room labels was moved to the TEXT STYLE panel of the **Room Label Specification** dialog.

Doors and Windows

- Doors and windows can now span the intersections of straight, collinear walls.
- Corner windows can now be pushed further into a wall corner to produce a minimal corner post.
- Fixed glass corner windows can now have no corner post.
- Architectural objects like cabinets will now bump against door and window casings and sills.
- When a wall type is specified for a Bay, Box, or Bow Window placed in a Pony Wall, it now replaces both wall types and spans the entire unit.

Foundations

- **Slabs** now have a LABEL panel in their specification dialog.
- **Slabs** now have a **Footing Offset** setting in their specification dialog.
- Post footings can now be specified as **Round** or **Square**.

Roofs

- New **Roof Defaults** dialog is accessible via the **Default Settings** dialog.
- Roof framing can now be generated at the same time as roof planes in the **Build Roof** dialog.
- The Surface, Structure, and Ceiling layers of roof planes can now be specified.
- The Surface, Structure, and Ceiling layers of roof planes can now be Auto Detailed .
- The Framing Member Type can now be specified for the rafters of individual roof and ceiling planes.
- New option for a **Rebuild Fascia and Roof Trim** hotkey.

Stairs, Ramps, and Landings

- Stairs and Ramps now have object preview panes in their specification dialogs.
- New **Top Height Reference** settings control where a staircase's Top Height measures to.
- New **Break Line** settings allow you to create a break or cut line with optional transparency on staircases.
- New settings for creating stair railing returns and extensions.
- Stair and ramp newels, balusters, and rails can now be displayed in floor plan view.

- New “Stair & Ramp, Details” layer controls the display of stair and ramp overhangs and tread nosing in floor plan view.
- New “Stair & Ramp, Stringers” layer controls the display of stair stringers in floor plan view.
- New **Handrail at Wall** settings allow railing returns and extensions.
- The **Stringer Top** and **Bottom** values in the **Staircase Specification** dialog are now measured from the top front and bottom back corners of stair treads, respectively. Both can now be set to zero, as well.
- Improved how stairs snap to nearby walls.

Framing

- Improved wall framing around floor/ceiling beams.
- New **Rotate** options in the **Framing Specification** dialog allow you to rotate and align wall framing and blocking within the wall framing layer.
- **Wall Blocking**  now displays as a box with a single diagonal line when cut by a cross section plane.
- Improved information text in **Wall Detail**  views.
- When multiple sill plates are specified, only the bottom one is now Treated.

Trusses

- The text of truss labels can now be specified.
- Unnecessary **Measurements** information removed from the **Truss Base Specification** dialog.
- Automatic Truss label numbering now begins with 1 instead of 0.

Cabinets

- Enhanced control of face items on cabinet sides and back.
- New “Door - Hinge Bottom” and “Door - Hinge Top” face items create awning and hopper doors.
- New “Side Panel - Applied” and “Side Panel - Inset” face items.
- New **Full Overlay** and **Extend to Bottom** options for side panels.
- New **Floor to Top** setting in the **Cabinet Specification** dialog.
- Box construction, overlay, and corner treatment settings are now grouped on the new BOX CONSTRUCTION panel in the **Cabinet Specification** dialogs.
- New **Lock from Auto Resize** option for cabinet face items.
- The list of cabinet face items is now alphabetized.
- Cabinet front settings can now be modified when multiple cabinets are selected.
- New **Always Present** option places cabinet feet under cabinets that are not end cabinets.
- New **Retain Toe Kick** option preserves the toe kick on cabinets with cabinet feet.

- Improved functionality of **Stretch to Fit** option for toe kicks.
- Cabinet feet no longer display on Corner cabinets.
- The **Custom Countertop** and **Custom Backsplash Specification** dialogs now have a LABEL panel.

Plants and Sprinklers

- New "Unknown" option for plant Hardiness Zones.
- New **Object Type** filter in the **Plant Chooser** dialog.

The Library

- Improved Library Search sorts the most relevant results first.
- The **Export Library** command is now available for the User Catalog.
- All specification settings are now saved when a symbol object is added to the library.

Materials

- Improved ability to paint a single wall in a room using the **Material Painter** .
- Improved interface of the MATERIALS panel.

3D Views

- The **Cross Section Slider** now supports multiple cutting planes.
- Enhanced panning and zooming in Perspective 3D views.
- New **3D Focus on Object** tool.
- Zoom Using Field of View setting replaced by the **Perspective Crop Mode** toggle .
- The active **Sun Angle** , **Toggle Shadows** , and **Toggle Sunlight** status are saved on a per-camera basis.

Rendering and Ray Tracing

- New **Adjust Sunlight** tool opens the **Adjust Sunlight** dialog.
- **Sun Angles** and the Generic Sun are no longer listed in the **Adjust Lights** dialog.
- The Generic Sun now has a defaults dialog.
- The Generic Sun can now be set to follow the camera.
- The active **Sun Angle** can now be specified on a per-camera basis.
- **Sun Angles** now derive their date format from your operating system settings.
- The **Opaque Window Glass** option was moved from the 3D View Defaults dialog and made available for most Rendering Techniques.
- New **Toggle Shadows** tool.
- **Show Shadows** moved from the **Preferences** dialog to the **Camera Defaults** dialog.
- Shadows are now supported in the Vector View Rendering Technique.

- Now **Shadow Intensity** option for the Vector View and Technical Illustration Rendering Techniques.
- **Show Shadows** can now be specified per camera view.
- Improved handling of reflective surfaces in Ray Trace views.

Dimensions

- New **Auto Story Pole Dimensions** tool.
- New **Blank Segment** setting added to the SEGMENTS panel of the **Dimension Line Specification** dialog (formerly the ADDITIONAL TEXT panel).
- New **Location** settings for automatic elevation dimensions.
- New **Elevation Marker** settings for vertically oriented dimension lines in cross section/elevation views.

Text, Callouts, and Markers

- New Ellipse, Capsule, Diamond, and Rectangle callout shapes for Callouts.
- Callouts and Markers now have an object preview in their specification dialogs.
- New options for specifying the **Alignment** of Level Line **Marker** text.
- New **Uppercase** option for Text Styles as well as Rich Text.

CAD Objects

- New **Blocking Box** tool draws a CAD box with a single diagonal line through it.

Importing and Exporting

- Import of **.skp** files created in SketchUp version 2016 is now supported.
- Import and export of **.dxf//dwg** files created in AutoCAD® version 2016 is now supported.

Custom Symbols

- New **Show Origin** option for custom symbols in the **Symbol Specification** dialog.
- New **Use Imported UV Map** option in the **Symbol Specification** dialog.
- The **Height off Floor** setting was moved from the **Symbol Specification** dialog to the regular specification dialog.
- Obsolete **Components** button removed from the **Symbol Specification** dialog.

Printing and Plotting

- Super B (13” x 19”) and E1 (30” x 42”) sheet sizes added to plan and layout template files.

Layout

- New **Live View** options for camera views, overviews, and cross section/elevation views sent to layout.

- New **Color Fill** option for Vector Views sent to layout using Plot Lines.

Schedules and Object Labels

- New schedule columns allow you to insert dynamic object previews into most types of schedules.
- New **Framing Schedule** tool can be used to create framing, deck framing, and truss schedules.
- New Ellipse, Capsule, Diamond, and Rectangle callout shapes for schedule labels.
- Object labels and schedules now support multiple lines of text.
- CAD objects as well as CAD-based architectural objects like slabs now have labels.
- The **Display All Text in Uppercase** setting for schedules replaced by **Uppercase** style option for Text Styles.

Materials Lists

- New **Include Hidden Columns** option when exporting a Materials List.
- The **Structural Member Reporting** dialog can now be accessed via the Tools menu.
- New **Structural Member Reporting Method** drop-down in the toolbar lets you change the reporting method used by an active Materials List.

Ruby Console

- New named values for layers, stairs, cabinets, and trusses.