



# Chief Architect® X11

## New Feature List

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### PRODUCTIVITY / USER INTERFACE

- Revisions to 3D Viewer Files. Choose to update existing 3D Viewer models with newer revisions from Chief Architect, no need to manage multiple versions of the same project.
- Manage File Type Association. Control the file types associated with Chief Architect through preferences; ensure .PLAN, .LAYOUT, .CALIBZ, and .CALIB files are set to open with the latest version of your software.
- Specify Location for User Library. Choose to specify your User Library file path location separately from your other User Data, making sharing your custom catalogs between computers easy.
- Automatic Material Reference Backup. When importing custom textures for materials, a copy of the referenced file will be automatically stored in your User Data folder.
- Automatic PDF Refresh. PDF file references will refresh display when they have been externally updated, ensuring accuracy.
- Manage Line Styles. Control and modify line styles used in your project; change listed order, add line styles, delete unused styles, and learn where styles are used in the plan.
- Toggle Crosshair Cursor. A toggle button can be added to toolbar allowing you to easily turn the crosshairs ON or OFF with a single click.
- Set Default Values in Dialogs. The unified interface in specification dialogs makes it easy to set values as 'Default' or to remove the default attribute for manual specification.
- Custom Stylized Themes. Set up Chief's User Interface with color and style themes of your choosing. Set preferences for the look of dialogs, menus, buttons and other interface elements; import, export, and share saved themes.

### EDITING

- Simplify Polyline Tool. Use this edit tool to clean up extra/unnecessary points along a polyline for easier line management and manipulation.
- Marquee Select Edit Tool. Easily select multiple items of the same type by selecting the first object then using the "Marquee Select" tool from the Edit Toolbar.)
- Move Assembly Layers Up / Down. Move Up and Move Down controls for wall, platform, and roof assemblies make it easy to manage and adjust the construction layers for your structure.



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- Fill Pattern Origin and Sizing Controls. Specify objects' horizontal and vertical offset for Fill Patterns to control their origin on screen; set height and width values to control the sizing of the fill.
- Material Defaults Multiple Select. Quickly select multiple Material Defaults at one time and edit them together.
- Plan Materials Preview. See the full preview of materials, with Normal and Bump maps, in the Plan Materials dialog.
- RGB Tooltip. See RGB values for color swatch buttons as you hover over the interface with your cursor.

### CONTENT / LIBRARY CATALOGS

- Convert Selected Items to Symbol Object. Quickly convert one or more 3D elements to a Symbol Object. Assemble cabinets, polyline solids, soffits, moldings or other 3D items into a custom item, and convert only those that are actively selected to a Symbol that can be stored in the Library Browser and reused in designs.
- Visual Stretch Planes and Bounding Box. Interactive display and control of stretch planes and stretch zones for symbol objects make it easy to define an item's behavior as it is resized in your design.
- Add Notes to Library Browser. Save and reuse Notes, Callouts, and Markers by storing them in the Library Browser.
- Store Patterns and Fill Styles in the Library. Convert and access your favorite patterns in the Library Browser, edit properties like color, scale, and orientation, and copy and rename them as necessary. Easily apply fills and patterns to objects and materials from their specification dialogs.
- Door Panel Symbols by Installation Type. Choose to specify imported Door Panels as Fixed, Bifold, Garage, or any other door installation type; organize your catalog of symbol doors based on their type when placed in a wall.
- Edit Parametric Items in Library Browser. Once saved into the Library, open and edit the properties of Cabinets, Windows, Doors, and other parametric items.
- Save Objects Using 'Add to Library As'. Store components attached to an object (like cabinet doors, hardware, millwork, and moldings) in the Library Browser as separate and unique items using the Add to Library As Edit Tool.
- Catalog Selection on Import. Newly imported catalogs are automatically highlighted and selected in the Library Browser for easy identification.



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- Auto-Generate CAD Blocks. Set symbol objects to automatically generate updated CAD Blocks any time Surface Smoothing, Rotation, or Sizing for the item is modified.

### RAY TRACING / RENDERING / CAMERA VIEWS

- Pause Ray Trace Renderings. Queue and pause multiple Ray Trace Renderings.
- Faster Ray Trace Initialization. Enhanced export to Ray Trace Renderings reduces start times for faster transition into ray traced scenes.
- Control Default Sun. Set defaults for sun source in cameras to leverage existing Sun Angles or the Generic Sun settings.
- Camera Name in Ray Trace Tab. Easily identify queued ray trace rendering by the camera view name displayed in the tabbed window.
- Virtual Reality Navigation. In addition to experiencing the 360d area of a scene using VR headsets, teleport from point to point in a model to experience multiple virtual spaces.
- Virtual Reality View Orientation. Choose to view your models in VR from a First-Person orientation or from an Overhead view; interact with each view type to experience the details of your design.
- Walkthrough Tools. Set defaults for walkthroughs to preserve your preferred settings like FPS and Compression.
- Walkthrough Screen Resolution. Specify recording screen resolutions for walkthroughs without being tied to the active window size.
- Generate Pattern from Texture. Use automatic controls and thresholds to derive vector pattern lines from custom texture maps. Easily create matching 2D patterns for custom tiles and other unique material surfaces.
- Synchronize Pattern and Texture Offsets. Choose to match the orientation of the pattern and texture in a material so that editing one's offset will move the other's value to match.

### LAYOUTS / PRESENTATION DRAWINGS

- Multiple Reference Displays. Choose to display more than one reference floor and/or layer set at a time, set up different configurations with Saved Plan Views, and control the draw order for Reference Displays.



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- Reference Display Floor Level Controls. Choose to automatically reference the floor above or below, always reference the floor above or the floor below, or specify which floor to see in the reference display.
- Reference Display Between Plans. Use the Reference Display controls to show layer sets from other plan files. Display remodeling changes and construction options by showing layers from one design overlaid in a different file in both 2D and 3D views. Create 'ghosted' camera views that include As-Build and Addition designs together.
- Derive Saved Plan Views from Layout. Create Saved Plan Views off of existing layouts. Choose to link or unlink saved plans and layouts.
- Import Saved Plan Views. Share Saved Plan Views between plans. Once you've set up your preferred Saved Plan Views, migrate them into new or existing projects via the Import/Export feature.
- Fill Style Painter. Apply fill styles to objects in Plan View with a scoped painting tool, similar to the Object Painter.

### MATERIALS LIST / SCHEDULES

- Wall Schedule and Legend. Use the Wall Schedule tool to list pertinent information about wall types used in a design or to generate a Wall Legend.
- Generate Schedule from Note. Easily create a schedule for the type of Note you are editing using the Generate Schedule Edit toolbar.
- Edit Component Data in Object. Define the calculation methods and custom data that reports to the materials list directly from an object's specification dialog.
- Material List Calculation Separate from Pattern Display. Set the calculation method of materials (square footage, area, linear feet, etc.) separately from the pattern design that is displayed in 3D views.
- Expanded Macro Support for Materials Lists. Use Ruby scripting language in conjunction with additional Name Value Pairs (NVPs) to create customized formulas and results from the Materials List.
  - NVPs can be leveraged with collections, returning information on all like items for a selected object (like multiple moldings on a cabinet, or wall coverings in a room)
  - NVPs can be leveraged for nested NVPs; for example, return information on a cabinet regarding the NVPs for moldings that are attached to it.



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- Materials List Formulas can be driven from the line item representation of an object in the Materials list, or from the plan instance of the object. Choose to apply a formula to objects in your plan from the materials list, or manage calculations from the objects themselves.
- New “Parent Object” and “Object Specific” macros available to leverage on Material List rows.

### DIMENSIONS / ANNOTATIONS

- Keynote Schedule. Generate numbered note markers with associated descriptions can be displayed in a schedule table and assigned to groupings to create a variety of different note lists. Edit Object Information for individual notes to add data to schedule.
- Note Markers in 3D Views. Include interactive note markers in camera views that can be selected and edited, and exported to 3D Viewer mobile app for client review.
- Find and Replace Text in Plan. Quickly search for and replace words or strings of text used in your project at one time.
- Rich Text Formatting via Hotkeys. Quickly format **bold**, underline, and *italic* text while typing in Rich Text using standard hotkey controls.
- Control Leader Attachment. Specify whether leaders attach to objects at the head and the tail of the arrow. Selection handles show as filled when a leader is attached, and unfilled when set to not attach.
- Multileader Import. Multileader text objects that are part of .DXF and .DWG imported files are retained and can be edited.
- Auto Refresh Dimensions. Set the Auto Dimension tools (like Auto NKBA Dimensions or Auto Elevation Dimensions) to refresh as your design is updated.
- Display Heights for Elevation View Markers. Place markers on your Cross Section and Elevation views and display the actual height for that marker.
- Leverage Macros for Terrain Elevation Points. Specify text macros in Elevation Points to control their text display dynamically.
- Text Macros. Set macros for opening swing direction and X/Y locations for callouts, markers, and elevation points.



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### WALLS / RAILINGS / STAIRS

- Pony Walls Follow Stairs. Create Fully Housed Stairs using a pony wall with a railing on top and set to follow the slope of the stairs.
- Connected Stair Landings. Create complicated stair shapes and paths by leveraging the landing tool; auto-connect multiple landings together to update their height values to suit the staircase. Use Landings to create custom winder stairs and starter treads.
- Landing Rails. Control which landing edge have railings by forcing them ON, OFF, or deferring to the automatic behavior. Marquee selecting and editing landings allows you to turn all railings ON or OFF at one time.
- Glass Wall Tool. Use the glass wall tool to quickly draw a new glass wall via the wall parent toolbar.
- Partition Walls. Use the Partition attribute to specify construction to surfaces of the surrounding walls and platforms instead of cutting through to structural layers.
- Drywall End Caps. Improved wall creation creates wall finish on the end of walls reliably.
- Defaults for Pony Walls. Specify the defaults for interior and exterior pony walls, including wall cap style and size.
- Invisible Wall Toggle. Quickly specify a wall as visible or invisible through the Edit Toolbar toggle.
- Control Moldings per Wall. Specify whether a wall has moldings attached separately from the other walls in an associated room.
- Find Wall from Wall Detail. While in a Wall Detail, select the Find Wall From Wall Detail edit tool to locate the wall in Plan View.
- Object Information Panel. Leverage the Object Information Panel for walls, railings, and fences to add more details to be reported to the Materials List and through Macros.

### STRUCTURE / FRAMING / ROOFS

- Room Dialog. Preview of room construction in the dialog that includes story pole dimensions and updates to reflect the changes made to the room's structure.
- Platform Dialog. Modify the assembly of your floor, ceiling, and roof in a dialog much like Wall Types. Insert layers and move them up and down in the assembly to quickly adjust.
- Floor Defaults. Access any floor's default values from the Edit Defaults dialog, regardless of the active floor level in the plan.



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- Gutter Control. Specify gutter per roof edge, control gutter material per roof plane.
- Lock Truss Envelope. After editing attributes of a truss, choose to “Lock Truss Envelope and Webbing” to permanently retain those edits.
- Find Truss from Truss Detail. Quickly identify which truss in plan view is represented in a Truss Detail using the edit tool Find Trusses
- Birdsmouth Cuts on Rafters. Roof framing members sitting on wall top plates automatically cut a birdsmouth seat.
- Soffits Snap to Custom Ceilings. Edit soffits to bump to custom ceiling planes from within the dialog.

### WINDOWS / DOORS / CABINETS / MOLDING / ELECTRICAL

- Parametric Barn Door. Define a door with surface mounted hardware and that slides to open or close on the wall's face.
- Multi-Panel Sliding and Pocket Doors. Specify retractable walls (also known as stackers and Nanawall) using the panel configuration options for Sliding and Pocket Doors.
- Accordion Doors. Create bifold doors with multiple panel sections to create accordion door types.
- Shower Door. Parametric Shower Door Tool is an easy way to quickly place a glass slab door, ½” thick, without casing.
- Partially Open Pocket and Sliding Doors. Set a percentage for the amount open a Pocket or Sliding door displays in plan and 3D views, or use the edit handles to manually adjust them.
- “Fixed” Door Type. Create non-operable doors, like sidelights for entryways, using the “Fixed” door type. Door hinges and hardware are not included by default, but faux hardware can be turned ON if desired.
- Door Frame and Jamb. Door jambs are modeled as part of the door object for 3D Views.
- Doorway Editing in 3D. Easily select and edit doorways and pass-throughs without casings in 3D Views.
- Molding Specification. Easily manage moldings attached to an object through the Moldings panel, see a preview of their location in the room, set offsets, and save to the library browser for future access.



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- Stacked Moldings. Create stacked molding combinations, then add these compound moldings to the library for reuse.
- 3D Molding Polylines Plan Display. See an indication of a 3D Moldings width in plan view, instead of a single-line display.
- Rope Lighting. Create line-based paths that auto-generate rope lighting objects. Specify light size, spacing, and location for these horizontal linear lights.
- Distributed Lighting. Leverage lighting objects in Distributed Paths and Distributed Regions to quickly control spacing and locations of repeated lighting objects.
- Control Added Light Display Size. Specify the diameter for the plan view representation of added light sources.
- Electrical Connections. Electrical connection arcs, line style, and snapping perform in a more reliable and expected way, minimizing the need for post-creation editing.
- Control Fill Electrical Objects. Electrical 3D Symbols can be set to leverage 2D plan view fill colors like other Symbol objects.