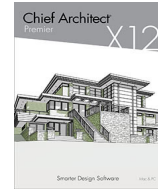


Chief Architect

Feature Comparison X12



Summary Differences Premier vs. Interiors

Feature Description

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.

Premier

Interiors

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Foundation Tools.

Set up a default foundation type, controlling stem-wall height, footing size, slab or pier information. Edit the foundations settings after it has been built.

■

Limited

Rebar calculations for Posts & Beams. Specify the amount of rebar required for foundations so that it is calculated on the Materials List.

■

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Automatic Framing.

Floors, walls, ceilings, roofs, openings, headers can be framed and updated automatically as the structure evolves. Define Trimmers and Headers based on opening sizes.

■

-

Manual Framing Tools. Draw individual framing members or select and edit automatically generated members.

■

-

Post & Beam Framing Tools. Specify Round or Square posts. Customize the attributes of framing posts and beams, show cross box in plan view, width and depth, materials and other attributes.

■

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Deck Designer Tool. Design Straight and Curved Decks. Define roof and ceiling attributes for a covered deck. Control the orientation and size of deck planking, gap, width, overhang, direction, border planks, beams and joists. Polygon Deck tool, specify the number of sides and the size of the deck.

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Deck Framing Options. Define widths, spacing, direction and type of deck structure. Automatically rebuild framing as the design changes. Include or exclude beams, posts and footings.

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Roof Assembly Controls. Create roof assemblies with multiple layers, much like floor and ceiling platforms; great for specifying SIP roofs.

■

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Roof Framing Options. Hand Stack or Truss Framing. Define rafters, control rafter spacing, ridges, lookouts, sub-fascia, block, bridging. Exposed roof beams, trusses, and rafter tails with custom tail cuts - choose a molding profile or draw your own profile.

■

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BuilderTREND Support. Export Materials List with accounting codes, descriptions, quantities, and pricing. Accounting codes conform to the NAHB Standards.

■

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REScheck™ Support and R-Value Controls. Specify energy R-Values, Glazing, and U Factors to objects and structural components. Export energy calculations to U.S. Department of Energy's REScheck™ software.

■

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Terrain tools.

Generate a 3D terrain model with elevation data you enter or import. Controls the terrain smoothness, triangle generation, skirt, clipping around structures, and contours.

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Terrain Accessory tools.

Stepping Stones, Streams, Garden Curbing, Pre-defined Garden Beds, Blocked garden beds

■

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Fence tool.

Create picket, privacy, iron, and panel fences. Choose gate styles from the Library Catalog. Fences follow the terrain.

■

-

Feature Description

Premier Interiors

Landscaping Plants. Plant Images - Trees, Shrubs, and Flowers can be placed in 2D and 3D views. Over 4,000 plants are included in the Premier SSA catalogs.



Automatic Story Pole Dimensions. Use the Story Pole Dimension tool to automatically generate labeled markers for key locations and dimensions between them in Elevation and Cross-Section views. A new story pole label is generated for each dimension mark added. Set "Reach" values to control the distance points are located.



Revision Clouds. Encircle objects with revision clouds, or draw your own. See a preview of the Revision Cloud you are creating or editing from within its specification dialog. Define Revision Cloud defaults to easily manage clouds with your Saved Views.



Architectural CAD Details. Details for residential structural elements. Detailed assemblies for floors, roofs, decks, walls and foundations. Over 500 details are included with Premier SSA catalogs.



CAD Detail From View. Generate a CAD Detail from any view. Add or remove lines, add dimensions, fill patterns, text, and callouts. Send CAD Details views to your Layout.



3D Rendering & Visualization

Perspective and Orthographic 3D Camera tools. Create 3D presentation views and 2D technical views using camera tools for real-time representations of your designs. Use layers to turn off or on different elements, like framing. Camera views can be named, edited, saved, and copied. Use 3D Settings Controls to adjust the display options and settings.



3D Navigation Tools & Virtual Tours. Create 3D views and navigate, spin, rotate, pan, orbit, tilt, and move forward or backward. Use the View Direction Tools to quickly set the view to top down, left side, right side or bottom angles.



Auto-Hide Exterior Walls While Navigating. Set navigation camera views to automatically hide the backs of walls that prevent seeing into a small room. Use the Hide Camera-Facing Exterior walls tools to easily navigate small rooms.



Cross Section Slider™. Show views being cut from the top, bottom, front, back, left and right side. Adjust the amount cut away from the model.



Walkthrough Tools. Create detailed walkthrough recordings along paths that you can save and share in standard video formats. Add key frames at any point on the spline to control view direction and speed; walk up or down stairs and to span walkthrough between floors.



Export 360° Spherical Views. Ray Traced and Rendered cameras can be shared locally and to the cloud, and in apps and embedded in websites for interactive navigation. Export Render Views at a resolution of up to 8192 x 4096.



Artistic Rendering Techniques. 3D Standard, Physically Based, Watercolor, Squiggle Line Drawing, Technical Illustration, Painting, Vector View, Glass House, and DuoTone render modes transform the look and feel of a scene in real-time.



Custom Backdrops. Import images from building site, or use a generic scene, to add realistic backgrounds to your renderings. Set up saved cameras to leverage different backdrops to show different scenes for different cameras in the same project.



Photo Realistic Ray Trace Rendering. Ray Trace rendering uses multiple core processors with lighting and materials that can be set for photo realistic rendering. Preview ray trace renders as they refine and iterate image quality; export the image at any time or define the total ray trace duration. Pause and resume Ray Traces and queue multiple scenes for processing. Export common image formats for presentations and marketing use.



Camera Default Sets. Set up camera defaults to leverage Default Sets in your Template plans and for projects; for example, control the Dimensions Defaults used for Wall Elevations vs. Cross-Sections.



Cross Sections & Elevations

Feature Description

Premier Interiors

Isometric View Tools. View designs from any of the eight standard Isometric viewing angles.



Control Shadow Intensity. Control the darkness of shadows in Vector Views and Technical Illustration views using an intensity slider.



Cross Sections, Back-Clipped Cross Sections & Elevations. Use orthographic cameras to create elevation or cross section views. Back-Clipped Cross Section views control the cut distance generated for a cross section. Cross Sections can also be clipped at the sides to control the width of view.



Dimension, Annotate and Detail Cross Sections & Elevation Views. Use the text, arrow, dimension, and CAD tools to add complete details to your Cross Section and Elevation views. Select and edit, delete, resize, or move objects. Choose from over 500 CAD Details in the premium SSA catalog to overlay on your design. Use the Auto-Detail tool to add CAD details to cross-section and elevation views.



Show Cameras as Callouts. Easily set up view callouts directly from the camera object. Show Elevation, Section, and Cross-Section cameras as Callouts in Plan Views. Add callout labels and descriptions; callouts remain when sent to layout.



Automatically Populate Camera Callouts with Layout Page Information. Choose to include layout page label in camera callout second line text. Callout information automatically updates if layout label is changed.



Automatic Labels in Elevations. Generate schedule callouts and labels for windows, doors, cabinets, and other items in Cross-Section and Elevation views.



Auto-generate Exterior & Interior Room Elevations.



Stepped Cutting Plane Cross-Section. Generate Cross Section Views along a custom plane and use breaks to create steps in the Cross-Section.



Plans & Layouts

Plan Templates. Start projects from pre-defined Plan Templates or create your own. Use the Save as Template feature to convert an existing project to a new template.



Space Planning Assistant. Drag-and-drop room bubbles and arrange them before converting them to walls. Provides a quick way to lay out rooms that adjoin the project to illustrate how the completed project would look.



Plan Check tool. Provides a review for basic room egress, roof, wall layout, and more.



Rotate and Flip Plan tools. Use Flip Plan to create a mirrored version of your design. Use Rotate Plan to change the orientation of the floor plan on your screen.



Chief Architect Viewer file compatibility. Share your Chief Architect design files with clients using the free Chief Architect Viewer software.



Design Structures with multiple Floors. Excludes attic and basement or foundation.

30 Floors

10 Floors

Insert & Exchange Floors. Use the Floor Above/Below tool to insert and exchange floors. Insert new Floors or levels between existing floors.



Saved Plan Views. Create and save multiple plan views (similar to saved cameras). Each view retains Layer Set, Default Set and Active Defaults. Open multiple Plan Views in Windows or Tabs, and manage saved views in the Project Browser. Edit the settings in your Plan Views from the Project Browser through a specification dialog; choose to save or ignore Zoom Size and Floor Level with saved plans. Import and export between plans



Project Browser. Manage and navigate Layout pages, project files, floors, elevations, cross sections, 3D views, cameras, schedules and CAD details. Rename cameras, view multiple projects at once and easily access their details. Multi Select Views to edit, activate, duplicate or delete views from the Project Browser.



Excludes CAD Details

Time Tracker™ tool. Measure working time per project, per client, or per task. Start and stop the Time Tracker. View, edit, and export a time log, and add notes for each project. Time Tracker automatically re-starts with you as you work in a design.



Plan Database tool. Create a plan database to organize your plan portfolio.



Feature Description

Premier Interiors

Feature Description	Premier	Interiors
R-Value Controls. Specify R-values for walls, floors, ceilings, and platforms.	■	-
Layout Plan Sets. Layout sheets are used to organize plans, elevations, CAD details, schedules, site plans, and other items for construction documents. The drawings can be scaled and printed at any size. All views are linked to the original model reflecting any updates you make. Reorder the Layout pages dynamically. Create templates for Layouts with borders and title blocks.	■	■
Reshape Views Sent to Layout. Like other Polyline based items, add breaks and curved edges to Layout viewports to control cropping of their display on a layout page.	■	■
Open Multiple Layouts. Open multiple layout files simultaneously allowing you to edit, compare or copy elements between the files.	+	+
Advanced Layout Editing. Edit line views sent to the layout, rescale views sent to layout, re-link views on the layout to reference different files.	■	■
Set up multiple Pages per Layout File. Create multi-sheet documents within a single layout file to organize entire professional designs.	1000 Pages	200 Pages
Control Layout Template Pages. Specify multiple Template pages in a Layout and assign individual pages to reference a template.	■	■
Document Revisions for Layouts. Revisions can be noted for changes to any layout page and displayed in a Revision Table with information such as; revision number, authors' info, date, description, and label. Current (or last) revision can be displayed using macros.	■	■
Layout Page Table. Create drawing schedules, like Table of Contents, for layouts by controlling each page's attributes such as Label, Title, Description, Revisions and Comments.	■	■
Layout Page Macros. Create macros for page label, automatic page numbering, title, description, and comments for individual layout pages. Macros move with pages as they are edited and re-ordered.	■	■
Home Designer® Plan Share. Share Chief Architect® plans with the consumer / DIY Home Designer® products of the same release version. Your clients can use this for floor/space planning and change colors, materials and textures. Features a Plan Lock to prevent Home Designer from editing the Plan file. See https://homedesignersoftware.com/products/matrix.html for more information about Home Designer®.	■	■
Room Defaults. Control initial behavior by specifying default values like ceiling height, style, moldings, wall covering, floor materials. Define room attributes by room type. Preview of room construction in the dialog.	■	■
Custom Room Definitions. Create and specify room types to customize the available rooms list to suit your most common needs and regional naming conventions.	■	■
Living Area Calculation. Specify which rooms should be included or excluded in the living area calculation.	■	■
Room Polygon tool. Create a Room automatically with pre-specified dimensions in different geometric shapes.	■	■
Room Molding Polyline & 3D Molding Polyline tool. Automatically generate a molding polyline derived from the room's perimeter. Reshape the polyline as desired and attach multiple molding profiles. Designate sizes for each profile and specify its height off the floor. 3D Molding Polyline create horizontal and vertical moldings.	■	■
Room Polyline. Automatically generate a polyline derived from the room's perimeter. Use the polyline tools to generate a Materials List, view the area, or convert to a molding, slab, and other custom options.	■	■
Accurately Layered Floor & Ceiling Platforms. 3D model includes Finished Floor and Finished Ceiling layers. Use these layers to add dimension details and define floor coverings, finishes, and sub-layers.	■	Limited
Floor Material Region Tool. Create floor inlays and other floor finish configurations without room boundaries.	■	■
Raised Floor Platforms. Specify raised floor platforms that are automatically framed.	■	-

Rooms

	Feature Description	Premier	Interiors
Walls	Define Conditioned or Unconditioned Spaces. Specify rooms as conditioned, unconditioned, or use the room type's default to generate insulation calculations on the materials list.	■	-
	Room Label Dimension Format Defaults. Define the display of the dimensions supplied with a room label. Edit units, fraction or decimal display and other settings much like standard dimension formats.	■	-
	Wall Tools. Draw and edit walls in 2D and 3D. Wall Styles include interior, exterior, railing, pony, half wall, curved, angled, raked, stepped. All styles are customizable with unique layers. Wall Types include structural wood, stucco, ICF, SIPS, glass, railings, partitions.	■	■
	Pony Walls. Create walls with different upper and lower types. Control wall caps, window and door display, dimensions, framing, alignment between floors. Adjust the height of individual Pony Wall pieces. Display Pony Wall Edge Line in Plan View.	■	■
	Railing Tools. Specify interior and exterior railing styles with unique attributes like newels, balusters, panels, materials, handrails, and heights. Control the size and shape of panels, balusters, railings, shoe, and more	■	Interior Railings Only
	Railing Over Solid Wall. Generate Pony Walls with a railing as the upper wall type.	■	■
	Create Raked & Stepped Walls. Control heights of walls, add breaks and adjust in Cross Section and Elevation views. Define stepped foundations with vertical footing control.	■	■
	Custom Wall Types. Use controls in the Wall Type Definition dialog to easily edit wall assemblies, set materials, and define individual properties of each wall layer. All the Wall layers calculate into the Materials List.	■	■
	Multiple Framing Layers in Wall. Create wall types with multiple framing layers and automatically generate framing for both layers; ideal for furred basement walls.	■	■
	Support for ICF and SIP Wall Connections. Specify multiple main layers for wall types to represent construction types such as ICF and SIP walls.	■	■
	Wall Niches. Create recesses in walls like a shower niche or wall display. Define the niche depth, casing, arch, and other attributes similar to windows.	■	■
	Partition Walls. Use the Partition attribute to specify construction to surfaces of the surrounding walls and platforms instead of cutting through to structural layers.	■	■
	Remodeling Plans. Place New, Existing, Demolition and Remodeling Walls on unique layers.	■	■
	Store Walls in Library Browser. Add custom wall definitions to the Library for reuse.	■	-
Cabinets	Wall Corner Boards & Quoins. Manually or Automatically place Corner Boards and Quoins at wall intersection corners. Set default size and material attributes.	■	-
	Wall Material Region Tool. Design wall areas specifying different materials and assemblies.	■	-
	Double Walls for Marriage Walls and Multi-Family Units. Includes window and door control.	■	-
	Control Wall Connection Layer Intersections. Manually control wall intersections by dragging the intersecting wall to snap to a specific layer of another wall.	■	-
	Continuous Wall Draw mode. Right click to enable continuous wall drawing mode - speeds up wall draw time.	■	-
	Smart Cabinet Tools. Create any style of Cabinet using the smart parametric tools including Framed, Frameless, Curved, Angled and Bow. Adjust drawers, face frames, doors, styles, shapes, shelves, moldings, backsplashes, appliances, countertops and more. Use a specification dialog to define and customize your cabinets.	■	■
	Define Cabinet Defaults. Control the initial behavior by specifying default values - define, colors, sizes, doors and drawer styles, moldings, materials, countertops, hardware, and several other attributes for the cabinets as you begin a new design.	■	■

Feature Description

Premier Interiors

Architectural Blocks. Save any Cabinet, group of Cabinets, or an entire room of Cabinets as an Architectural Block and store in the Library for future use. Unblock the cabinet grouping and modify as needed. For example, store kitchen islands or an entire kitchen in your library for future designs.



Insert Items inside Cabinets. Attach custom shelves, storage, and hardware items into cabinet boxes and specify their behavior per face item. Attach appliances to the face of cabinets.



Waterfall Counters. Automatically specify the edge of a custom counter as "Waterfall" to create a solid section from the counter's top to the floor.



Custom Countertop Tool. Draw and edit countertops manually. Add countertop holes, edge profiles, adjust the thickness and height off the floor. Dialog preview allows you to visualize a custom counter as you manipulate its properties.



Custom Backsplash Tool. Click to generate a Custom Backsplash that automatically fits around cabinets, openings, and appliances.



Cabinet Fillers. Create cabinet fillers automatically between cabinets, or add them manually.



Stacked Moldings. Add multiple moldings to objects and specify vertical and horizontal offset distances with different Molding Profiles to create stacked moldings. Use the Auto-Stack feature to allow the software to group moldings together automatically.



National Kitchen & Bath Association (NKBA) Standardized. Cabinet display options conform to NKBA standards including countertops, line styles, labels and more. NKBA approved software for professional certification testing.



Cabinet Brand Catalogs. Cabinet catalogs include door and drawer styles, colors, wood species, and accessories that can be attached to parametric cabinet tools.



Show Cabinet Doors Open. Use layers and controls in the cabinet dialog to draw doors and drawers open in 2D and 3D views. Set percent open for cabinet doors and drawer individually. Use edit toggle to quickly return all cabinets to closed or open in a view.



Hide Cabinet Doors. Use the "Cabinets, Doors & Drawers" layer to show or hide their display in Elevation, Plan (when drawn open), and Perspective Views.



Separate Material for Cabinet Components. Apply a separate material to each cabinet element, including shelves, cabinet interior, toe kicks, individual doors and drawers, cabinet feet, moldings, and countertops.



Rounded Cabinet and Countertop Corners. Specify rounded or chamfered corners on a cabinet box and Automatic Countertops.



Cabinet Millwork & End Panels. Pilasters, feet, legs, and moldings. All resize automatically as the cabinet changes. Define End Panels or Finishes to the sides and back of cabinets. Panels can be set to be automatically generated when an end or back is exposed, or they can be manually turned on or off.



Edit Configuration of Sides, Back, and Front of Cabinets Independently. Choose to match the sides and back of a cabinet's configuration to its front, or individually customize the layout of panels, doors, drawers and appliances for any side of a cabinet



Blind Corner Cabinet Controls. Turn On or Off Automatic Blind Corner Cabinet behavior.



Doors & Windows

Custom Door & Window tools. Create any style of Door, Doorway, and Window including Arched, Shaped and Mullied. Use the Smart Parametric tools. Doors styles include interior, exterior, sliding, barn, pocket, bi-fold, atrium, fixed, double-swing, shower, and garage. Hardware Library - Hinges, Handles and Locks. Window styles include interior, exterior, pass-through, single/double hung, sliding, casement, corner, recessed, louvered, bay, and box.



Door Defaults by Door Type. Set unique door defaults for different types of doors: hinged, pocket, bifold, sliding, barn and garage.



Feature Description

Premier Interiors

Customize Door Glass. Independently set the top, bottom, left, and right sides for panel and glass panel doors. Create garage and entry doors with asymmetric windows. Choose to set all garage door panels to use glass.

+

+

Multi-Panel and Accordion Doors. Specify retractable walls (also known as stackers and Nanawall) using the panel configuration options for Sliding and Pocket Doors. Create bifold doors with multiple panel sections to create accordion door types.

■

■

Bay, Box, Bow Windows. Select then edit a group of bay, box or bow windows. Specify width, depth, and height from floor and ceiling of Bay/Box/Bow Windows within dialog; control the structure of the units, including wall type, ceiling and floor platforms, and roofing.

■

■

Corner Windows. Bump windows together at wall corners and choose to include or remove the corner post at the sash joint to create a glass corner

■

■

Mulled Door and Windows. Create custom Mulled door and window blocks. Move, dimension, and label them as single units and add them to the Library. Mulled Units that contain Doors are automatically recognized as Door objects for Schedules and Schedule Labels.

■

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Windows and Doors for Double Walls. Control openings for double walls in multi-family and marriage wall configurations; specify double units or single units that span both walls.

■

■

Control Plan Display of Symbol Windows. Assign custom CAD Blocks to symbol windows, like Garden Windows, to control their display in Plan View.

■

■

Custom Muntins. Design your own muntins using the CAD tools and attach them to windows.

■

■

Window Treatments & Shutters. Adjust curtains by the height off floor and height above casing. Specify shutters on either side of a window. Blinds fit inside casing when attached to Windows.

■

■

Door & Window Lintels & Sills. Specify sills, lintels, and aprons for openings and set the height, width, and overhang. Attach custom symbols to Window or Door casing and set the height and width.

■

■

Window Glazing Area and U-Factor for Doors and Windows.

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Roofs & Ceilings

Automatic Roofs. Create gable, hip, shed, Dutch gable, gambrel, mansard, and other roof styles automatically. Use the Auto-Rebuild Roofs feature to automatically update the roof as your design changes. Define roof attributes per eave wall including multiple roof pitches, overhangs, and roof returns.

■

■

Auto Dormer™ tool. Generate floating (false) and structural dormers automatically. Set the dormer size, roof pitch, and accurately place them on a roof. Dormers types – eyebrow, gable, hip, shed, gambrel, mansard, barrel, and hip curved.

■

■

Build Roof Options. Specify pitch, overhang, raise off plate for energy heels, curved roof information, framing details, fascias, gutters, exposed rafters and roof returns and many other options. Includes roof and ceiling framing and trusses. See the Framing section for details.

■

Controls for Custom Ceilings Only

Roof Pivot Controls. The roof specification dialog's diagram, along with multiple controls for locking roof pivot locations, makes it easy to control roof settings based on rafter, truss, and remodel construction conditions.

+

+

Draw and Edit Roofs in 2D and 3D. Design with both the 2D and 3D views up at the same time to visualize the changes in design.

■

■

Ridge Caps. Automatically generate Ridge Caps on roofs; turn ridge caps on/off on a per roof basis; assign custom ridge cap profiles.

■

Non-Editable Ridge Caps

Control Rafter Spacing per Roof Plane. Specify rafter spacing values for individual roof planes in a design.

■

-

Skylights. Automatically cut the roof with correct structural framing. Define Square or Plumb sides and frame width and height.

■

■

Feature Description	Premier	Interiors
Automatic Ceilings & Ceiling Tools. Automatic ceilings are created once a roof is generated. Manual Ceilings can be drawn and modified to reflect non-standard ceiling designs; create cathedral, tray, coffered, and barrel ceilings.	■	■
Automatic Trey Ceilings. Use the trey ceiling tool to automatically create trey ceilings. Define the slope, moldings, and LED rope lights for the trey ceiling. Once a trey ceiling is created, modify it with the trey ceiling polyline. Specify trey ceiling offset to be above or below the default ceiling.	+	+
Roof Assembly Controls. Create roof assemblies with multiple layers, much like floor and ceiling platforms; great for specifying SIP roofs.	■	-
Gutters & Frieze Moldings. Create custom profiles for gutters and friezes. Attach them to roofs so that they update and resize as the roof design changes.	■	-
Shadow Boards. Apply Shadow Boards to the fascia of roof planes automatically. Specify molding profiles and stack moldings to create the desired molding build-up.	■	-
Stair Tool. Specify tread width, length, tread number, overhang, and thickness. Set riser height, top and bottom height. Specify details about stringers, open underneath, runners, railing details, baluster and newel styles and shapes, brackets, handrails on walls next to stairs, around corners, and hand rail profile. Specify riser heights, tread width, start height, and bottom height.	■	■
One-Click™ Stairs & Ramps. Auto place stairs from platform to platform. Platform to terrain Stairs and Ramps automatically connect to the terrain when drawn from the ground to the structure. Create L and U-shaped stairs with a single click.	■	Excludes Terrain
Advanced Stair tools. Customize curved sections, flared treads, starter treads, winders, definable walk line, maintainable tread width, and landings.	■	■
Wrap Around Stairs. Connect treads around corners to form stairs for decks and other specialty spaces.	■	■
Connect Stairs of Different Widths. Easily create staircases with different tread widths. Perfect for creating a stair that has exposed railing on the bottom, and is encased in walls at the top.	+	+
Refined Stair Controls. Use the Break Line edit tool and Disconnect Selected Section tool to edit and add break points to an existing stair. Use the <ALT> key to select, disconnect, edit, or move an individual stair section or landing; the default move handle allows the entire group to be moved together.	+	+
Control Landings for Automatic Stairs. Split landings into multiple segments using dialog box controls for U-shape and L-shape stairs.	+	+
Customize Stair Components. Control the number, placement, size, and materials of the stringers under a stair. Control the thickness and material of the wall trim along a stair. Specify materials for stair risers and stringers separately.	+	+
Auto Stairwell™. Creates stairwell and the platform to match the staircase.	■	■
Ramp Tool. Specify length, slope rise and run to create ADA compliant Ramps. Specify overhangs, railings, tread surface, open underneath, baluster and newel styles, shapes, and hand rail profile.	■	■
Landing Tool. Create Custom Landings to auto-connect Stair sections or Ramp sections together. Auto-connect multiple landings together to update their height values to suit the staircase. Use Landings to create custom winder stairs and starter treads. Choose auto adjust features for the height and thickness based on stair or ramp connection. Turn railings on or off per Landing edge.	■	■
Stair Railings. Railings specified for stairs can be customized with the following elements; rail style (balusters, open, middle rail, panels), multiple rails and their controls, newel spacing and offset, and baluster spacing. Display stair railing, newels, and balusters in plan view.	■	■

Stairs & Ramps

Feature Description

Premier

Interiors

Custom Newels & Balusters. Choose from newels and balusters in the Library Catalog or import your own.



Stair Defaults for Interior & Exterior Stairs. Set up defaults for stairs to create the same custom style every time.



Detailed Plan Display. Display tread overhang as dashed lines on stairs in plan view, also choose to show or hide stair stringers using its layer while controlling the line style and color. Include and control the display of a cut or break line for stair display in plan view; use a drag handle to position the break line, or specify in the dialog.



Stair Handrail Returns and Extensions. Specify returns at each of a stair's handrails and specify horizontal extension lengths to meet code requirements for stair handrails.



Foundations

Foundation Tools for Slab, Pier, Crawlspace, Full Basement, Stem Walls, Footings, Post & Beam, Grade Beam. Set up a default foundation type, controlling stem-wall height, footing size, slab or pier information. Edit the foundations settings after it has been built.



Excludes Pier Foundations and custom controls over footings and slabs

Auto Rebuild Foundations. Automatically update the foundation plan to align with the 1st floor as the design progresses.



Pier/Pad Specification. Select Round Piers or Square Pads and control their size and position in the dialog. Toggle between round and square with a single click.



Monolithic Slabs. Create monolithic slab foundations with inset ledges for masonry wall construction. Specify curbing for monolithic slab foundations and specify garage specific settings.



Foundation Footings. Generate automatic footings and supports under Bearing Walls, control footings for slabs, and define stepped footings with vertical pours.



Framing

Automatic Framing. Floors, walls, ceilings, roofs, openings, headers can be framed and updated automatically as the structure evolves. Define Trimmers and Headers based on opening sizes.



Manual Framing Tools. Draw individual framing members or select and edit automatically generated members. Access the Object Information Panel for Framing Objects and include details to be reflected in Schedules and Materials Take-Offs.



Multiple Framing Types. Choose from a wide selection of framing types when designing your structure; from lumber, to steel, to engineered materials like LVL, PSL, and VSL. Framing labels reflect the type of material specified.



Roof Framing Options. Hand Stack or Truss Frame. Define rafters, ridges, lookouts, sub-fascia, blocking, bridging. Valley fill roof trusses. Exposed Rafter Tails and custom rafter tail cuts - choose a molding profile or draw your own profile.



Auto-Fit Trusses. Floor, ceiling, and roof trusses. Create trusses that automatically conform and fit between platforms; manually edit and customize them. Truss options include scissor, attic, step down, girder, sub-girder, drop hip, jacks, kingpost, gable end, reduced gable, energy heel.



Truss Details. Automatically generated truss details for floor, ceiling, and roof trusses. Each truss is labeled for easy identification.



Wall Framing Options. Define number of plates, stud thickness, spacing, bridging, miter ends, framing for short walls and knee walls. Balloon Wall Framing platforms extend through walls or walls through platforms. Steel Framing for walls, headers, joists, and rafters - automatically creates C-Channel and U-Channel shaped framing members for typical steel framing. Define the number of Rim Joists generated on a per wall basis.



Post & Beam Framing Tools. Specify Round or Square posts. Customize the default attributes of framing posts and beams; show cross box in plan view, width and depth, materials, and other attributes.



Feature Description	Premier	Interiors
Wall Framing per Opening. Specify that window and door openings use custom or default settings for Headers, Trimmers, Sills, and other framing related components on the Framing tab of the specification dialog. Create Box Headers and Built-Up Headers with up to 10 members and 5 trimmers for each opening.	■	-
Wall Framing Details per Wall. For each wall, view and edit wall framing, add dimensions or callouts. Use to produce framing schedules or wall details.	■	-
Framing Labels. Label controls for posts, beams, and other framing objects. Set up custom labels and assign them to layers.	■	-
Build Framing per Room. Choose to generate floor framing for a selected room or those included in a framing group; for example, create framing for an addition or remodeled space.	+	-
Rebuild Framing per Wall or Roof Plane. Choose to generate framing for a single object without re-creating the framing for the entire plan.	■	-
Specify Walls as 'Bearing'. Automatically control the generation of butt or lap framing over a wall with the Bearing attribute.	■	-
Floor Joists Flush with Stem Wall Top. Automatically generate floor framing platforms inside the foundation which hang from stem walls.	■	-
Automatic Platform Holes and Foundation Holes. Use polyline tools to generate holes for the floor or ceiling and automatically generate framing around them.	■	-
Deck Framing Options. Define Plank overhang, width, gap, direction, border planks, beams and joists. Define widths, spacing, direction and type of planks. Automatically re-build framing as the design changes. Include or exclude beams, posts, and footings.	■	-
CAD Tools. Comprehensive CAD objects and editing tools: Points, Lines, Polylines, Splines, Arcs, Circles, Ovals, Boxes, Arrows, Fence, Trim Extend, Parallel, Perpendicular, Reflect, Replicate, Transform, Fillet, Chamfer, and several others.	■	■
Arc Creation Modes. Choose from a number of methods to precisely draw arcs.	■	■
Visual CAD Snaps™. Snap indicators – center, end point, tangent, and several others. Snap to objects or a grid. Snap to Reference Floor layer (a floor above or below the current floor).	■	■
Paste Hold Position tool. Copy an item between layers, plans or floors while maintaining orientation and exact position.	■	■
Point-to-Point Move tool. Accurately move or copy objects. See visual indicators of starting and ending locations while using the Point-to-Point Move and Point-to-Point Resize tools.	■	■
CAD Detailing. Use cross-box, blocking box and insulation detail tools to add feature elements to cross-sections and callouts.	■	■
Convert 2D CAD to Smart Object. Quickly convert CAD to Polyline Solids, Molding Polylines, Countertops, Slabs, Landings, Distributed Regions and Paths, Holes in Roofs and Platforms. Convert Arcs and Circles to Polylines. Convert polylines to Revision Clouds and Material List Areas. Convert to Elevation and Terrain data, Sprinklers, Garden Beds, Roads, Road Markings, and Sidewalks.	■	Excludes Elevation and Terrain Objects and Distributed Objects
Multiple Copy tool. Replicate objects at pre-defined increments. Set default increments for different types of framing objects, as well as general objects.	■	■
3D Primitive, Advanced Polyline & Face Tools. Create custom solids with a variety of shapes. Edit polylines using Polyline Subtract, Polyline Union, and Polyline Intersection. Create solid faces, extrude and revolve them to create custom objects. View and rotate a 3D preview while adjusting the attributes of primitive shape objects. Edit any edge or face of a solid object in any direction. Edit solid objects in plan views and 3D Views, regardless of the view in which it was originally created.	■	■
Polyline Solid Tools. Create 3D shapes using the Polyline Solid tool. Create custom countertop shapes, backsplashes, tub platforms, etc.	■	■

CAD Tools

Feature Description

Premier Interiors

Polygon CAD Tool. Creates regularly-shaped polylines of pre-specified dimensions. Specify the number of sides and specify the polygon size by length of sides or overall radius.



Fillet All and Chamfer All. Quickly edit polyline corners, like custom counters, with fillets or chamfers with the click of a button.



CAD-to-Walls™. Import CAD files, such as AutoCAD®, and convert CAD lines to fully configured 3D walls, windows, and doors.



Architectural CAD Details. Details for residential structural elements. Detailed assemblies for floors, roofs, decks, walls and foundations. Over 500 details are included in the premium SSA catalogs.



Includes a subset of CAD Details

Align / Distribute Objects tool. Define distribution and automatic alignment of CAD objects.



Create and manage CAD Details & Blocks. Draw customized details and diagrams, print them to scale, and save for reuse in the Library. Specify insertion points to control how details are added to a design.



CAD Detail From View. Generate a CAD Detail from any view. Add or remove lines, add dimensions, fill patterns, text, and callouts. Use CAD details in your Layout and save to the Library for future use.



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. Design your own lines styles and reuse them throughout your projects.



Layers

Layer Sets. Set up unique layer groupings for display and printing. Create separate Layer sets for Electrical Plans, Framing Views, or Space Planning. Edit, copy, and rename existing layer sets; use the Layer Set toolbar to quickly swap active Layer Sets or swap Layer Sets using Default Sets.



Layer Management. Create, edit, and delete layers. Adjust line weight, color, style and display. Search for layers and assign objects to layers as desired. Specify which layers report to Materials List.



Layer Eyedropper & Layer Painter tool. Select a layer assigned to an object using the Layer Eyedropper tool, then apply that layer to a different object with Layer Painter.



Layer Hider tool. Click on an object in plan view to turn off its layer display.



Object Layer Properties edit tool. Quickly and easily modify the layer properties for any object from the Edit Toolbar.



Reference Layer Sets. 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.



Limited

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.



Dimensions

Dimensioning tools. Baseline, Running, Centerline, Angular, End-to-End, Interior, Point-to-Point, and Temporary dimensions. Use One-Click Auto Dimensions™ for exteriors.



Excludes Baseline

Precisely Position Objects with Dimensions. Select any object, and enter a corresponding dimension number to move the object a set distance. Use simple arithmetic formulas while editing dimensions to easily move objects in a design.



Auto Exterior Dimensions. Add dimensions to the design exterior with a single click. Define the default behavior, like included objects and distance offsets, of Automatic Exterior Dimensions. Automatically regenerate dimensions as your design changes with the Auto Refresh option.



Wall Editing with Dimensions. Adjust wall lengths by selecting dimensions or temporary dimensions that run parallel to the wall. Display Wall length as you draw; press TAB to input an exact dimension.



Excludes TAB input

Dimension Snapping. Control where and to which objects dimension attach, such as on the sides, corners, or center of walls, framing doors, cabinets, and other objects.



Feature Description

Premier Interiors

Specify Dimension Units, Accuracy, & Display. Use Imperial and Metric systems. Control the units displayed for dimensions, number height and font, arrow size and style, accuracy in decimals or fractions to 1/128" or 0.0078125.



Input Accurate Dimensions using a DISTO™ or other Laser Distance Meter. Use a Bluetooth or Wireless compatible device to automatically measure a space then input the distances directly into dimension strings.



National Kitchen & Bath Association (NKBA) Automatic Dimensions. Automatically dimension interior rooms and elevations to the National Kitchen and Bath Association dimensioning standards.



Automatic Elevation Dimensions. Use the Auto Elevation Dimension tool to add dimensions to Elevation and Cross Section views.



Multiple Dimension Defaults. Define multiple dimension styles and attributes for your specific needs, such as defaults for floor plans, cabinet elevations and site plans. For each Default, define the attributes for number height, unit of measure, arrow, fonts and more.



Define or convert any dimension extension to a Centerline Extension. Toggle ON or OFF the CL indicator using the Centerline edit tool, or by editing the dimension string from the specification dialog.



Display Secondary Dimensions. Show two formats of dimension text on the same dimension string.



Custom Dimension Text. Replace dimension value with text or insert additional text before or after the dimension value for any dimension string.



Automatic Story Pole Dimensions. Use the Story Pole Dimension tool to automatically generate labeled markers for key locations and dimensions between them in Elevation and Cross-Section views. A new story pole label is generated for each dimension mark added. Set "Reach" values to control the distance points are located.



Lighting / Electrical / HVAC

Electrical & HVAC Tools. Create Electrical, Plumbing and Heating / Ventilation plans. Electrical – place lights, switches, outlets, low voltage, and wiring. Circuit Connection tools draw the connections and circuits for your electrical layout. Connect electrical components together to create circuits. Adjust the lines and arcs of the circuit design. Connections will automatically change switches for 3-way and 4-way. Specify Electrical, Fixture, and Furniture items to attach to ceilings and roofs and auto-rotate to match the pitch of roofs or vaulted ceilings.



Auto Place Outlets. Place outlets at regular intervals based on room type. Use the Auto Place Outlet tool to add GFCI outlets to your kitchens and bathrooms.



Electrical Lighting & Lighting Sources. Use Light Sources in addition to light fixture symbols to enhance the lighting in a scene. Light Fixtures have light sources for Render and Ray Trace Views.



Custom Lighting Controls. Define custom lighting with shadows and intensity; turn lighting on or off per fixture to control whether a light is used for a 3D scene.



Lighting Management. Easily manage lights in a plan through the Adjust Lights dialog. Sort the display by column, turn lights ON or OFF, change their color, group select, open specification dialog, and more controls make it quick and easy to control your scenes' lighting.



Lighting Sets. Define Lighting groups to control which lights are ON at any time. Assign Lighting Sets to view defaults, individual cameras, and Ray Trace Views.



Rope Lighting. Create line-based paths that auto-generate rope lighting objects. Specify light size, spacing, and location for these horizontal linear lights.



Terrain & Landscape

North Pointer & Sun Angles for shadows. Define a North Pointer and Sun Angle. Specify latitude, longitude, date and time; generate shadows in 2D and 3D. Sun Angles are listed by date and time stamps in dialogs for easy identification.



Feature Description	Premier	Interiors
Display Line Angle Controls. Display angles as Azimuth Bearings, Quadrant Bearings, Degrees, Minutes, or Minutes + Seconds.	■	■
Terrain tools. Generate a 3D terrain model with elevation data you enter or import. Controls the terrain smoothness, triangle generation, skirt, clipping around structures, and contours.	■	-
Create Plot Plans, Site plans, & Subdivisions. Input accurate length, bearing and setback information.	■	-
Import Terrain Assistant. Import GPS data: text files, DWG/DXF. Generate Terrain information by importing GPX data from mobile devices.	■	-
Terrain Elevation Splines, Polylines, Regions & Points. Input elevations data for Terrain by drawing splines, lines, and points. Attach elevation value to each object, then automatically generate the terrain contours. A Clear Terrain tool is available to remove contouring and adjust elevation data.	■	-
Terrain Modifier tools . Hills, Valleys, Elevated Regions, Flat Regions.	■	-
Retaining Walls, Terrain Break tools. Generate retaining walls with built-in terrain breaks to automatically create steps in the terrain with the wall. Use the Terrain Break tool for steps without the wall structure.	■	-
Terrain Accessory tools. Stepping Stones, Streams, Garden Curbing, Pre-defined Garden Beds, Blocked garden beds.	■	-
Road & Sidewalk tools. Tools to create a Road, Road Median, Road Striping/Marking, Curb, Gutter, Driveway, Sidewalk and Cul-de-sac. Automatically attach a sidewalk to the road or driveway objects you are generating and specify custom curb profiles.	■	-
Automatic Plan Footprint tool. Use the Plan Footprint tool to automatically generate a CAD Detail for a Site Plan. Turn on only the layers you need visible for the site plan such as roof planes, overhang and exterior walls.	■	-
Deck Designer™ tool. Design Straight and Curved Decks. Define roof and ceiling attributes for a covered deck. Control the orientation and size of deck planking, gap, width, overhang, direction, border planks, beams and joists. Full Deck framing – see framing section for more details. Polygon Deck tool, specify the number of sides and the size of a deck.	■	-
Fence tool. Create picket, privacy, iron, and panel fences. Choose gate styles from the Library Catalog. Fences follow the terrain.	■	-
Sprinkler Designer™ tool. Place sprinkler heads and connect them to create irrigation runs and zones.	■	-
Landscaping Plants. Plants Images - Trees, Shrubs, and Flowers can be placed in 2D and 3D views. Over 4,000 plants are included in the premium SSA catalogs.	■	Interior Plants Only
Create & Import Plants. Import photos of plants and add them to the Library Browser to use in your designs. Add plant growth information and adjust transparency attributes.	■	-
Plant Chooser™ with Hardiness Zone Maps. Plant Hardiness Zone maps show plant data by region. Use the Plant Chooser to filter results by attributes like common name, water and light needs, and 2D or 3D plant object.	■	-
Plant Encyclopedia™. Detailed plant information – common and scientific name, type, sub-type, characteristics, height range, zones, sun and water needs, bloom time, and leaf and flower color.	■	-
Create Landscaping Plans. Assign fill colors to plants in Plan view and display plant labels, garden beds, and contours. Place text and CAD details. Create Plant Schedules.	■	-
Grow Plants tool. Use sliding scale and grow the plants up to 20 years from the current maturity.	■	-
3D Plants. Use 3D Plant Symbols for added detail. Generate realistic 3D views where plants cast shadows. Download plants from 3D Library.	700+ in SSA Catalog	-
3D & 2D Editing of Architectural Objects. Place and edit objects directly in 3D and 2D Plan View or Elevation View. Design simultaneously in 2D and 3D for any of the views.	■	■

3D Design & Materials

Feature Description

Premier Interiors

Object Painter™ / Eyedropper. Use eyedropper functionality to match properties from one object and apply them to another object. Choose which attributes to be applied between objects, and use scoping to apply changes by object, by room, by floor, by selection or to entire plan.



Material Painter™ & Default Painter. Apply colors, materials and textures to objects or components of the object. Apply colors as solid or stain. Use the Default Painter tool restore items to their default material.



Material Eyedropper™ & Color Chooser™. Material Eyedropper: copy a material from one object and apply to another. Color Chooser: capture colors and materials from a photo or website, such as tile for a custom backsplash or a wood stain color for a floor.



Material Properties for More Realistic Scenes. Attach Ambient Occlusion Maps, Roughness Maps and Metal Maps, along with Normal and Bump Maps, to add realism to your material properties. Control Emissive materials with more physical accuracy or set a material as Metallic with refined material property controls.



Fill Styles. Control the scale and rotation angle, offset, transparency, and color of Patterns and Fills. Use the Fill Style Painter to apply fills in plan view with a scoped painting tool, similar to the Object Painter.



Material Class Definitions. Use class definitions to define your materials: General, Plastic, Brushed Metal, Shiny Metal, Pre-Defined Metal, Matte, Mirror, Polished, Transparent, and Translucent. Preview the Material classes for standard rendering or ray trace.



Manage Plan Materials. Manage all the materials used in the design. Replace materials used in a plan with a material from the Library Catalog. Select a group of materials to merge.



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.



Screen Capture Tool. Screen capture an image and apply in the design, such as a photo of tile for a custom backsplash.



Style Palette. Curate design options like finish colors and door, window, and cabinet styles that can be stored in the Library Browser and applied to your scenes. Make as many palettes as you'd like so you can update your designs on the fly.



Center Between Two Objects. Using the Center Object tool, choose the Point-to-Point Center button to center an object between to other items. For example, center a cabinet between two windows.



Match Properties / Apply Properties tool. Match properties between items of the same type. Edit similar items, including Electrical and Images.



Import Custom Symbols. Import custom 3D objects from popular brand catalogs or other sharing sites and store them in the Library Browser for use in your designs.



Smart Symbol Creation. Import and create smart objects with behaviors specific to the software's feature. Sinks that insert into cabinets, decorations that hang on walls, light fixtures with brightness properties.



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.



Create Custom Moldings. Draw your own molding profile. The software will extrude the molding in 3D. Create stacked molding combinations, then add these compound moldings to the library for reuse.



Distributed Region and Path. Automatically generate groupings of an object in an area or along a path (garden beds or cable lighting, for example). Set variances like size, position and angle for a more naturalized look.



	Feature Description	Premier	Interiors
Library / Catalog	Catalog Library Browser. Access thousands of Objects / Items, both Manufacturer and generic. Download, import and create new objects. Search for objects in the Library or use the advanced search features to filter the results. Number of Library Items is displayed in the status bar.	■	■
	Catalog Migration. Library Filters and Core, Bonus, Manufacturer and User Catalogs from previous installs automatically migrate and update to latest version at install time; User Catalog automatically migrates from previous installs.	■	■
	Automatic Catalog Updates. Check for updates for catalogs distributed by Chief Architect and automatically update to the latest version. Options to Continue or Cancel downloads when Chief Architect closes. Catalog Downloads automatically restart if Chief Architect is closed then re-launched . Notification dialog lists which catalogs have been updated after the updated catalog process is complete.	■	■
	Library Search & Instant Search bar integrated into the Library. Search for Library items by keyword, object type or style. Instant Search bar is integrated into the Library, just start typing in the search bar to find objects in the Library. Customize Library Search Attributes, view or modify key words for searching on Library objects.	■	■
	Library Browser Filtered Views. Choose to show or hide entire library catalogs in the Library Browser tree. Improved library load times as hidden items are not loaded into 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.	■	■
	Add Notes to Library Browser. Save and reuse Notes, Callouts, and Markers by storing them in the Library Browser.	■	■
	Library Object Shortcuts. Create shortcut items to any object in the Library Browser to customize your organization.	■	■
	Replace From Library tool. Select objects in the plan and replace with an object in the Library. Replace single items or all identical items in a plan.	■	■
	Library Painter. Update library items associated with an object by 'painting' them onto the item; visual feedback through the cursor and when hovering over objects. Update doors, cabinet doors, railing panels, newels, balusters, handrails, casings, shutters, and window treatments in 2D and 3D.	■	■
Materials List & Cost Estimating	Edit Parametric Items in Library Browser. Once saved into the Library, open and edit the properties of Cabinets, Windows, Doors, and other parametric items.	■	■
	Edit Symbol Objects from the Library Browser. In addition to adjusting the Symbol Properties for objects, edit the specifications like Layer and Label and save with the object in the Library Browser.	■	■
	Find in Library. Determine whether or not a selected object exists in the library browser using an edit tool, or through the Replace from Library dialog.	+	+
	Save Objects Using 'Add to Library As'. Store components attached to an object or Architectural Block (like cabinet doors, hardware, millwork, and moldings) in the Library Browser as separate and unique items using the Add to Library As Edit Tool.	■	■
	Automatically generate Materials Lists. Automatic Materials List with columns for equipment, unit costs, percent markup, and labor costs. Change order of the columns. Generate a list for the entire plan, single room, or defined area using a polyline.	■	■
	Master Materials List. The Master Materials List stores master data, such as price. Choose which data is stored in a Master List, and when to load saved Master List information into your project's Materials List. Save and load multiple Master Materials Lists.	■	■
	Find in Plan from the Materials List. Select items from the materials list and choose to Show in Plan to identify and locate them in your design.	■	■

Feature Description

Premier Interiors

Comments and Notes per Object. Use the Object Information panel to easily add and manipulate Code, Comment, Description, and Manufacturer fields through items' specification dialog. Data appears in both Materials Lists and Schedules.



Object Componentets. Find the components panel in the specification dialog for objects that are reported to the materials list. Adjust calculation methods and other details for the object from the Components panel.



Specify Layers when calculating a Materials List. Use Layers to control what is included in the Materials List.



Ruby Macros in Materials List. Leverage Ruby Scripting to create custom formulas for calculations in the materials list. Leverage reference codes for elements in the program to write custom text macros and Ruby scripts.



Material Schedules. Create Schedules for Doors, Windows, Cabinets, Fixtures, Appliances, Furniture, Electrical, HVAC, Notes, Plumbing, Plants, Room Finish and Walls. Exclude specific items from Schedules such as cabinet hardware. Automatically Customize the information contained in the Schedule and label controls for Schedules.



Callout Label Shapes. Designate rectangular, diamond, capsule, and other shapes for schedules' automatic callout labels.



Custom Schedules. Generate schedules that include multiple types of objects, and specify in which schedule grouping individual objects belong; for example, specify Glass Sliding Doors as Window Schedule objects or separate objects into "Existing" and "New" schedules.



Find in Plan from a Schedule. Select a row of items from your schedules and choose to Show in Plan to locate them in your design.



Open Object Specification from Schedule. Select a row from a schedule and choose to open the specification for the item(s) represented in the row, edit and update them in your project and your schedules.



Schedule Thumbnails. Display a preview thumbnail of objects as a column in schedules; change the view type to control the style of the display.



Custom Columns for Schedules. Use the Object Information Panel in an item's specification dialog to assign custom fields which can be displayed in Schedules.



BuilderTREND Support. Export Materials List with accounting codes, descriptions, quantities, and pricing. Accounting codes conform to the NAHB Standards.



Cut & Buy Lists . The Structural Lumber Table can be used to calculate lumber materials for a Cut List and a Buy List. This calculation is in addition to square feet and lineal feet calculations and can be especially helpful for your framing and decking board calculations.



Text / Annotation / Scripting

Fully editable Text tools. Control font, size, weight, color, position, justification, and more.



Advanced Rich Text tools. Format text with varying colors, font, and more. Convert plain text to rich text.



Find and Replace Selected Text. Use the Find and Replace tool to modify the selected text only.



Callouts & Markers. Place Callouts and Markers in Plan, Elevation, Layout, and Detail views. Adjust fill color, line style, line weight, and double-headed Callouts. Callouts and Markers have unique layers. Use multiple default styles for Arrows, Markers, and Callouts.



Object Labels. Type your own customized labels objects; include macros to make them dynamically update with the item. Control label size and orientation.



Labels for Layout Boxes. Automatic labels for layout views will display the camera name for elevation and section views or the floor plan name for plan views. Create custom labels that will move with the views as you set up your layout .



Text Styles. Create Text Styles and assign them per layer, per default, or per object to control the appearance of labels, dimensions and other text in your design.



Feature Description

Premier Interiors

Default Sets. Default Sets control a subset of defaults including Dimensions, Text, Arrows, Markers, Callouts, and Layers. Default Sets can be used to quickly change your defaults and streamline the annotation process.



Notes. Generate numbered note markers with associated descriptions can be displayed in a schedule table. Include interactive note markers in camera views that can be selected and edited, and exported to 3D Viewer mobile app for client review.



Spell Checker Highlight. See onscreen the highlighted word in its context while using Spell Check



Spell Check Schedules. When using Spell Check, discover spelling errors in Schedules.



Embed Hyperlinks in Text. Add links to website or other files using the text tools.



Text Macros & User Defined Text Macros. Insert macros into text objects. Add Contact Info, File Info, Plan Info, Special Characters, and Time and Date macros. Create custom Macros, such as macros for Contractor, Supplier, or Revision Number. Use Text Macros in combination with the Ruby Scripting tools to dynamically update object labels or other annotation in your design.



Text Macro Management dialog. Create New, Edit, Copy, Delete, and Test custom macros from within the Text Macro Management dialog.



Ruby Scripting. Use the Ruby Scripting Console for writing program scripts - such as determining room volume, custom cabinet labels and several others. Includes an Interactive tutorial on how to create user-defined macros.



Limited

Revision Clouds. Encircle objects with revision clouds, or draw your own. See a preview of the Revision Cloud you are creating or editing from within its specification dialog. Define Revision Cloud defaults to easily manage clouds with your Saved Views.



Printing

Save Prints in PDF Format. Save to a PDF file for outsourcing print jobs.



Custom Watermarks. Create watermarks and display them on your work. Control location, size, angle, transparency, and include images in your watermark design.



Print Preview. Displays printable area, paper edges, and line weights.



Drawing Sheet Setup. Determine plan sheet size and specify how it prints to different paper size.



Import / Export

Export Materials List to Microsoft Excel, CSV, TXT, or HTML.



Import PDF files. Import Adobe® PDF file formats into plans, layouts, and CAD Details; retain print resolution and quality when printing final documents with embedded PDF files.



AutoCAD® Compatibility. Import or Export DXF and DWG files.



Import & Export 3D files. Import 3D DXF, DWG, OBJ, 3DS, SKP, STL, Collada (DAE). Export 3D DXF, DWG, 3DS, STL, DAE.



Excludes STL Export

Import image files: BMP, JPG, GIF, TIFF, PNG, Metafiles. Image import - specify transparency color and add plant data or image information for materials and backdrops. Display Metafile on plan, elevation, and layout views. Specify fill style to show through and transparency on the image.



HD Picture Export. Create and export high-quality, larger than screen resolution renders (watercolor, technical illustration, and final view with shadows). Choose to export images with transparent backgrounds.



Import and Export Chief Objects. Import/Export Saved Plan Views, Default Sets, Layer Sets, Hot Keys, Wall Types, Line Styles, Defaults, Macros, and Ruby Scripts. Share with other users or transfer them from plan to plan.



Excludes Wall Types, Ruby Scripts, and Line Styles

3D Mass Import. Group import 3D DWG, DXF, 3DS, OBJ, SKP files and convert them to Library Objects.



Create Materials from Textures. Group import texture image files and convert them to materials automatically.



Feature Description

Premier Interiors

Import Terrain Elevation data. Import survey data from AutoCAD or other sources.



Migrate Settings. Choose to migrate your settings after the initial installation of X12. If you forgot to migrate a file, or want to review the X12 Out-of-Box settings, you can do so and then migrate your custom settings like toolbars and hotkeys later.



User Resources

Mac & PC compatible. Chief Architect can be installed and run natively either on Mac or Windows operating systems with a single license.



Chief Architect 3D Viewer. Save 3D designs to the Chief Cloud for sharing and viewing in Chief Architect's 3D Viewer application. Multiple cameras can be included and viewed from a single 3D Viewer project, allowing real-time navigation of your designs on the web or mobile devices.



Chief Viewer™ . Free Download version of Chief Architect allows sharing a restricted project with clients. They can add notes, create 3D views, and otherwise navigate the plan without editing the design.



Home Designer® Compatibility. Open and edit plans created using Chief Architect's Home Designer software products. Full editing allows you to take a DIY design to the professional level.



Support for Multiple Monitors. Tabbed view windows can be torn or undocked from main user interface and moved between monitors independently.



Touch Screen Optimization. Smooth and accurate touch controls for pinch zoom, pan, rotate and other controls for Windows computers (not supported by Mac OS).



HD Interface Graphics and Icons. Toolbar buttons and high definition icons scale to fit screen resolutions and increased DPI (128px vs 20px)



Specify Preferences & Defaults. Set up Preferences for display and editing tools to customize the interface to your needs. Specify defaults for most architectural elements so that their initial placement suits your project's design and style.



3D Mouse Support. Use a 3Dconnexion Mouse as your input device to efficiently navigate camera views. *Not compatible with Mac OS.



Virtual Graph Paper™ display. Adjust grid to display a reference in any increment, great for modular design, space planning, and as an indication of scale.



Auto-Archive. Set Auto-Archive Preference to schedule how frequently projects are backed up to an archive file.



Create Archival .ZIP Files. Export an archive of a project that combines all files into a single .ZIP for easy storage. Use the Backup Plan feature to overwrite files into an existing folder instead of requiring an empty directory.



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.



Customizable Toolbars. Modify the toolbar to match your work style. Add and remove buttons, create toolbar groupings, dock and undock toolbars. Create Toolbar Sets. Use the search bar to quickly locate buttons.



Toolbar Sets. A collection of tools on a toolbar set organized by discipline: Default, Terrain, Kitchen & Bath, Space Planning, and Mechanical Electrical Plumbing.



Limited

Customizable Hotkeys. Assign and change shortcut key mapping. Set up Sequential Hotkeys. Assign combinations of keystrokes, up to 4, to be used sequentially as shortcuts to tools.



Virtual Reality. Leverage HTC VIVE™ and Oculus Rift Virtual Reality Headsets to view your Chief Architect Designs. In addition to experiencing the 360d area of a scene, teleport from point to point in a model to experience multiple virtual spaces. 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.



Feature Description	Premier	Interiors
Dockable Layer Display Options. Configure Active Layer Display Options Dialog (ALDO) to be docked and accessible while designing to quickly and easily control your layers.	■	+
REScheck™ Support. Export energy calculations to U.S. Department of Energy's REScheck™ software.	■	-
Support & Software Assurance. Updates, Major Releases and New Versions, Priority Technical Support, Online Training Video access, Download Library Catalogs access, Discounted Training Seminars, Discounts on Secondary Licenses.	■	■
Activate/Deactivate Options. Deactivate a license remotely from your Chief Architect online account in order to access the program from another computer.	■	■
30-Day Satisfaction Guarantee. If you are not completely satisfied, Chief Architect, Inc. will gladly refund your purchase price within 30 days of purchase.	■	■