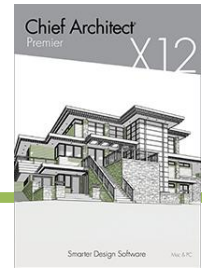# Chief Architect® X12

## New Feature List
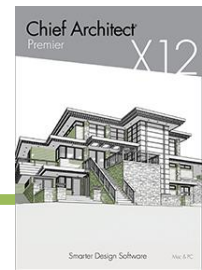
PRODUCTIVITY FEATURES

- 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.

- 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.

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

- 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.

- Point-to-Point Editing Visual Feedback. See visual indicators of starting and ending locations while using the Point-to-Point Move and Point-to-Point Resize tools.

- Centerline Edit Tool. Add the CL marker to any dimension extension using the Toggle Centerline edit tool.

- Extend Dimensions. Extend existing dimensions by simply grabbing the end handle and dragging.

- Edit Dimension from Extensions. Double-click on a specific dimension extension to access its attributes for modification

- 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.

- Architectural Block Add to Library As. Choose the Add to Library As option when storing Architectural Blocks in the Library to store the individual components of the blocks as separate objects.

- Convert to Symbol Naming. When converting objects to a custom symbol, choose the item's name as it gets added to the Library Browser.

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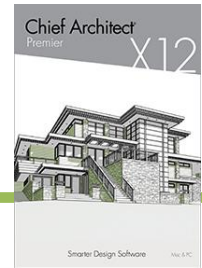Last Updated 12/26/19

# Chief Architect® X12
## New Feature List

## DESIGN FEATURES

- 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.

- Automatically Delete Objects. Choose to delete entire groups of objects from your projects, including walls, railings, fencing, framing, cameras, and added lights. Purge Unused Objects. Clear unused Wall Types, Layers, CAD Blocks, and Line Styles from plans by using the Delete Unused tool in the respective dialogs.

- Break Wall Edit Tool. Similar to adding breaks to polylines, roof edges, or other objects, use the Break tool from the Edit Toolbar to put break points in walls.

- Control Auto Wall Reversing. Choose whether or not the program automatically flips the interior and exterior wall layers based on the wall's relationship to adjacent rooms.

- Wall Caps. Assign a wall cap to any type of wall, including full height walls, railings, pony walls, and retaining walls.

- Control Pony Wall Display in Saved Plan View. Define how to display pony walls per Saved Plan View.

- Control Railing Start and End Posts. Choose to include a full post, half post, or no post at the start and at the end of a railing using controls in the specification dialog.

- 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.

- Add Breaks to Stairs and Ramps. Use the Break Line edit tool and Disconnect Selected Section tool to edit and add break points to an existing stair.

- Control Landings for Automatic Stairs. Split landings into multiple segments using dialog box controls for U-shape and L-shape stairs.

- Locate Stairs using Bumping. Accurately control placement of stairs by bumping them into other stairs, ramps, and landings.

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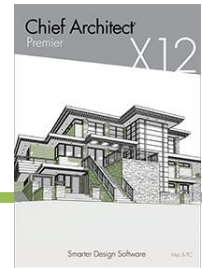
# Chief Architect® X12

## New Feature List

- Move Stairs Individually or as a Group. 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.

- Customize Stair Stringers. Control the number, placement, size, and materials of the stringers under a stair.

- Stair Wall Trim. Control the thickness and material of the wall trim along a stair.

- Stair Materials. Specify materials for stair risers and stringers separately.

- Control Frame Size for Doors. Independently set the top, bottom, left, and right sides for panel and glass panel doors. Create garage and entry doors with asymmetric windows.

- All Glass Parametric Garage Doors. Choose to set all garage door panels to use glass.

- 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.

- 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.

- Framing Headers Match Wall Framing Material. Specify that headers automatically use wall framing material in their defaults.

- Boxed Headers. Specify that the program automatically creates boxed headers for openings.

- Framing Object Information. Access the Object Information Panel for Framing Objects and include details to be reflected in Schedules and Materials Take-Offs.

- 3D Solid Editing. Edit any edge or face of a solid object in any direction. Edit solid objects in plan vies and 3D Views, regardless of the view in which it was originally created.

- Convert Polyline Layer Controls. Set layer properties when editing polyline objects and converting them to smart polylines.

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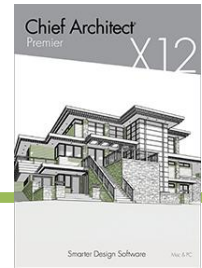
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- Trim/Extend Elevation Lines. Trim and Extend tools work with terrain elevation data such as elevations lines.

## PRESENTATION FEATURES

- 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.

- Object Painter Scoping. Use the Marquee Selection mode for the Object Painter, to apply changes to an area, in addition to other modes like Component, Room, and Floor.

- 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.

- Specify Lighting Sets for Ray Tracing. Choose the Lighting Sets to be used with Ray Traces as you queue them for processing.

- Display Doors, Windows, and Skylights in Framing Views. Use layer controls and 3D View Defaults to display windows, doors and skylights in 3D Framing Views.

- Change Door Hardware with a Single Control. Use the "Match Interior" feature to update both sides of a door's hardware.

- 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.

- Cabinet Interior Material. Set the interior of cabinets to be a separate material or color than the cabinet frame box.

- Turn ON/OFF Cabinet Options. Easily control whether a base cabinet includes an automatic backsplash, counter, and toe kick using the ON/OFF checkbox in the dialog.

- Control Location of Appliances in Cabinet Top. Use offset controls for sides and front/back to accurately control the placement of fixtures and appliances in a cabinet top.

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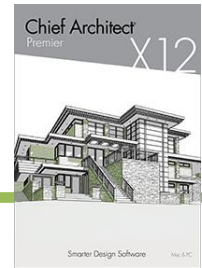
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- Control Orientation of Cabinet Appliances. For each appliance or fixture inserted in a cabinet, the option to Reverse offers individual control.

- Room Molding Defaults. Specify molding configurations for Room Type defaults, for example, exclude crown moldings for Bathrooms, include chair rail or stacked moldings in Living Rooms, or exclude moldings altogether for Closets.

- Rotate Molding Profiles. Use the Rotate Profile feature in specification dialogs to change the molding's installation orientation.

- Ceiling Offset Molding. Specify the distance of molding from the ceiling as well as from floor.

- Automatic Stacked Moldings. Assign multiple moldings to an object; the software will automatically optimize their connections for stacked moldings. Use the Move Up and Move Down controls to further adjust and orient individual molding profiles.

## DRAFTING & PROJECT MANAGEMENT FEATURES

- Save As Template. Use the Save As Template feature to convert an existing project to a new template.  Remove all architectural elements and selectively remove data components to create new template plans and layouts.

- Saved Views. Define and manage Saved Views through the Project Browser for Plans, Cameras, and Details. Specify Active Defaults, Layer Sets, and other controls that can be preserved with the view for more efficient project management.

- 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.

- Duplicate and Save As from Project Browser. Copy CAD Details, Material Lists, and Cameras (excluding sections and elevations) within your plan through the Project Browser's interface.

- Saved Plan View Editing. Modify Saved Plan View names used for Active Defaults from within the Saved View dialog. Turn ON Auto-Save for individual view's changes or specify that views never save when updated.

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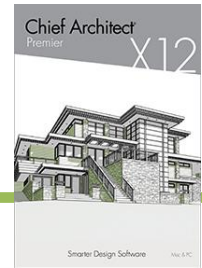
# Chief Architect® X12

## New Feature List

- Set Fill Background Colors. Control fill style line color and line weight in addition to the fill's background color and level of transparency.

- Annotation Sets / Default Sets. Annotation Sets have been renamed to Default Sets. Set up Default Set to be used as Active Default Sets in your Saved Views, or set up Active Default Sets on a view-by-view basis in the Project Browser.

- Revision Clouds Defaults. Create multiple defaults for Revision Clouds and associate them with Active Defaults to easily control their layer, color, and other attributes like other annotations.

- Custom Dimension Text. Replace dimension text with custom information. Create Text Only dimensions indicating "See Plan", "EQ", "TYP.", and other standard drafting annotations.

- Import Multiple Text Macros. Multi-select and import your .json macro files at once.

- Macro Additions:
    - Cabinet Hardware Offset
    - Has Sash
    - Has Backsplash Schedule Category
    - Schedule Categories
    - Label
    - Schedule Category (Auto or Specified)

- Object Information for Soffits. Access the Object Information Panel to include details about the soffits in your design that can be reported to the materials list and reference in schedules and macros.

- Open Multiple Layouts. Open multiple layout files simultaneously allowing you to edit, compare or copy elements between the files.

- Duplicate Layout Pages. Use the Duplicate feature in the Project Browser to copy pages within your layouts.

- Import .DWG to Layout. Add external detail files directly to your layout sheets using DXF/DWG import.

- AutoCAD 2018/2019 Support. Import 2018/2019 DXF and DWG file formats.

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## New Feature List

- 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.

- Schedules in Project Browser. All schedules in your design display in the Project Browser, making it easy to find, update, and manage from a central location.

- Materials List Polyline. Generate a materials take-off that is defined by the boundaries of a polyline; include the same region from floors above and below in the report.

- Materials List Undo. When you make changes in Materials List, use the Undo tool to revert modifications.

- Components. Find the components panel in the specification dialog for objects that are reported to the materials list.

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