



Chief Architect® X14

New Feature List.

Productivity

- Native ARM Support for Mac M1 Processors
- Tabbed Startup Options Window. Keep the Startup Options open in a tabbed window to access recently used files, file history quickly, and view recent Chief Architect announcements.
- Recent Files List. View and open recently accessed files from the list in the File menu. Use the Clear Recent Files option to reset and clear the list.
- Reset Templates Preference. Choose to reset templates to those distributed with the software. Ensure you have access to the latest template files using this reset option.
- Save As Template. Remove links to Referenced Plan Files during the Save As Template process.
- Predictive Edit Feedback. While editing items in your view, get more visual feedback on the edit before it is applied. Understand what changes will happen before completing an edit to efficiently progress through your designs.
- 3D Solid Tool. Features formerly known as Primitive Shapes and Polyline Solids are unified into a single tool, 3D Solid.
- Fillet and Chamfer 3D Solids. Use the Fillet and Chamfer tools on any edge of a 3D Solid object.
- Merge Layers. Select multiple layers in the Display Options and merge them into a single layer.
- CAD Block Detail Layer Set Defaults. Set up the default layers displayed, their colors, weights, and text styles when editing CAD Block Details.
- Transform/Replicate at Angles. Use controls like “Relative Angle To Itself” and “Absolute Angle” to copy, edit, and move objects accurately.
- Circle Circumference. Reference a circle’s circumference from its specification dialog. Use name-value pairs for radius, diameter, and circumference in macros.

Design

- Library Painter Scoping. Apply library items to parametric objects using scoping. For example, replace cabinet hardware on a single drawer, on an entire cabinet, for all cabinets in a room, on a floor level, or in the whole plan.

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- Library Painter for Cabinet Feet and Pilasters. Change the feet and pilasters for a cabinet; choose objects from the Library Browser and click on the cabinet to apply.
- Replace Freestanding Symbols via Painting. Use Library Painter and Scoping Controls to replace symbol objects in your designs. Choose a new barstool from the library, and click on an existing barstool in your design to replace it and items like it.
- Custom Pattern Generation. Choose any file on your system as a reference for a material's custom pattern generation. Use AO or Roughness maps to generate cleaner custom patterns.
- Merge Collinear Walls. Use the Auto Merge Collinear Wall feature in the General Wall Defaults to control whether wall breaks mend automatically.
- Omit Foundation per Room. Choose to build or exclude a foundation in the Room Specification dialog; useful for spaces like patios.
- Display Control of Shutters. Use layers to control whether shutters are displayed in plan or 3D views—display shutters as Open or Closed.
- Control Louver Size for Shutters. Specify the size for louvers on parametric window and door shutters.
- Copy/Paste Bay Windows. Use the copy/paste tools on the parametric bay, box, and bow windows to replicate them throughout your design.
- Explode Bay/Bow/Box Window. Break parametric bow windows into their wall and window sub-components to be edited fully.
- Rotate Cabinet Hardware. When attaching hardware to cabinets, it is auto-rotated to suit the face item; hardware can manually be rotated in the Cabinet Specification dialog as necessary.
- Resize Cabinet Hardware. Choose to change the size of hardware attached to cabinets through the cabinet's Size Orientation dialog.
- Cabinet Doors Open Beyond 90d. Specify open cabinet doors with a swing up to 180 degrees.
- Control Cabinet Shelf Spacing. Specify the default spacing between cabinet shelves.
- Copy Sun Angles. Create duplicate sun angles, then move and adjust the copies to represent different seasons and times for sun studies and lighting effects.

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Building Construction

- Shoe Plates for Roof Overbuild. Specify roof overbuild conditions for a remodel or in new construction and automatically generate framing with shoe plates.
- Structural Purlins. Specify pocket purlins in the roof's platform assembly to automatically generate them as part of the structural layer.
- Energy Heel Trusses. Choose to set up your default template to use Energy Heel Trusses by default.
- Curved Roof Generation. Turning ON the Curved roof attribute automatically applies curved values.
- Control Frieze Boards per Wall. Use the "Include Frieze" checkbox for granular control over the location of automatic Frieze Boards.
- Wall Plates per Wall Type. Designate the number of top and bottom wall plates within the Wall Type specification dialog.
- Cut Lengths for Wall Plates. Specify maximum plate lengths for wall tops and bottoms. Automatic framing will optimize them to stagger the joints and bear over studs as necessary.
- Multiple King Studs per Opening. Specify the number of kings studs generated for openings in the framing defaults.
- Rough Opening Panel in Dialogs. Access controls unique to rough openings for doors, windows, and wall niches in the object specification dialog.
- Framing Reference Markers. Create framing reference markers for each level of your design to control where framing originates; choose which types of framing members reference the marker (floor, ceiling, wall). Use Stud Rollout controls to manage the framing start point for walls.
- Build All Framing Tool. Choose to "Build All Framing" in your project, generating Roof, Wall, Platform, and Deck framing in a single click.
- Export EasyFrame Wall Panelization. Optimize framing designs for panelized construction and use with automated sawing machines. Export to .EZF format.
- Framing Member Role. Use the Role option in the Framing Specification dialog to control how individual framing objects are represented in schedules.

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Presentation

- 3D Reference Display Rendering Techniques. Display Standard, Technical Illustration, Vector, and Glass House as 3D reference overlay.
- Transparency in Vector Views. Materials with transparent properties will show as see-through in vector views.
- Spherical Backdrop Controls. Control offsets, orientation, and Eye Level for spherical backdrops.
- Control Walkthrough Sunlight. Set up sunlight intensity and direction for individual walkthroughs.
- Cloud Share Walkthroughs. Post recorded walkthroughs to a Chief Architect cloud account and share them via e-mail, hyperlinks, or embedding them onto websites.
- Update and Replace Cloud Files. Choose to replace existing 360 renderings and Walkthroughs stored in your digital locker with updated versions instead of creating copies.

Drafting / Project Management

- Stacked Fraction Dimension Format. Displaying fractions as stacked in a horizontal or diagonal format can make dimensions more readable and compact.
- Centerline Dimension Marker. Control the location and orientation of a dimension's centerline (CL) indicator.
- Wall Dimension Locate Controls. Granular controls for wall dimensions locates; set up combinations to include or exclude interior and exterior walls, and control the side to which dimensions snap.
- Inner and Outer Dimension Controls. When setting up Dimension Defaults, control the behaviors of Automatic Dimension features. Customize how each level of dimensions locate items in your projects; set up multiple defaults to create automatic dimensions for different uses (Kitchen and Bath vs. Framing, for example).
- Dimension Snapping. Dimensions prioritize object snaps, making it easy to accurately control their start and end locations.
- Dimension Framing in Elevation Views. Display and dimension to framing members in Elevation and Cross Section views.

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- Dimension Dialog. Manage dimension extension settings and control multiple elements at once with table interface. See interactive previews of dimension settings.
- Text Arrows. Adding an arrow to Rich Text will automatically recognize the text's justification and orient the arrow's location to the appropriate side.
- Arrow Tails. Add tails to line arrows using flag parametric options.
- Leader Line Arrows. Use edit handles to automatically generate a new leader line on text objects.
- Shape Labels. Specify labels for primitive shape objects.
- Rotate Notes and Callouts. Use the rotate handle to rotate notes and callout shows and control the orientation of text inside them.
- Cross Section Callout Flags. Add flags to the tail end of Cross Section Callouts to show an indication of view direction or as stylistic detail.
- Linked Callouts. Use callouts as hyperlinks between views. Quickly access and open views to traverse between CAD Details, Saved Plan Views, Camera Views, and Layouts.
- Callout Labels in Layouts. Display a view's callout as part of the label when sent to layout.
- Control Display of Schedule Callouts. Independently control the display of object labels and their corresponding schedule callouts. Choose to display both at once, none, or just one in any given view.
- Swap Rows/Columns in Schedules. Change the orientation of schedule data by transposing the listing of the vertical column data as horizontal rows.
- Multiple Text Styles for Schedules. Adjust the text style associated with schedule title and column headers separately from data rows.
- Control Schedule Row Height. Specify the top and bottom margin for rows in schedules.
- Polylines in Schedules. Choose to include CAD polylines in schedules and report information like the number of lines and perimeter.
- Backsplashes, Counters, and Material Regions in Schedules. Include custom 3D surfaces like backsplashes, counters, and wall and floor material regions in schedules.
- Slabs in Schedules. Include custom slabs in schedules and display attributes like thickness, area, and volume.



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- Terrain Objects in Schedules. Include terrain objects (like sprinkler heads) in schedules.
- Brick Ledge Line Layer. Control the display of brick ledges in plan view by turning its layer ON or OFF.
- Display controls for Wall Footings. Control the pattern fill, layer, and line types for Wall Footings within the wall specification dialog.
- Rotate Views Sent to Layout. Rotate layout boxes that contain Elevation and Camera Views.
- Layout Box Label. Create multi-line formatted labels for View Boxes on Layout Pages.
- Layout Box Defaults. Set up default behaviors for views sent to layout to control properties like the label and border.
- Layout Box Specification. Relink plans, change active layer sets, and rescale views displayed in a layout box from its specification dialog.
- Layout Box Scale Controls. Access layout box scaling from within the box's specification dialog.
- Multi-Select and Edit Layout Boxes. Select and edit multiple layout boxes to modify shared attributes at one time.
- Pan and Zoom Layout Box Contents. Use panning and zooming to refocus the contents in a Layout Box.