New Feature List



Productivity

- Custom Pattern Generation. Use the pattern editing view to create new hatch patterns and fill styles or edit and update existing ones.
- Replace Fonts. Use the Replace Fonts tool to substitute font types throughout your plan.
- Dialog Size and Position Preferences. Independently define how dialog sizes and positions are saved between sessions in your user preferences.
- · Customize Toolbars for Dashboard View. Set up custom toolbars for the Dashboard View.
- Multi-Select Time Tracker Log. Select multiple rows in the time tracker's log table to edit or delete entries.
- Snapping in Elevation Views. Access object snaps while drawing and editing in Elevation and Section views to interact with your design accurately.
- Controlled Point-to-Point Move. Use the <SHIFT> tool to restrict movements to destinations along active angle snaps.
- Display Coordinate Axes. Show the XYZ axes indicator and the project origin location in 2D and 3D views. Use toolbar toggles to display the Axis style and Origin Indicator.
- Add 3D Solids to Library Browser. Save shapes that you've created to the Library Browser for reuse in the future.
- Library Browser Re-Design. Use various filter tools based on User-Defined Tags, Object Properties and Types, and Favorites to find and manage objects in the Library Browser. View and browse through filtered results; discover details about individual objects. Customize your experience with personalized Tags and Saved Filters. Use the Back button to view previous results.
- Search Online for Available Catalogs. Use the search tools inside Chief Architect's Library Browser to discover and download content from the 3D Library.
- Update Catalogs on Demand. Reference a catalog's library browser icon to determine if an update is available. Use the context menu to update selected catalogs or use the Update Library Catalogs command to update all at once.
- Unified Symbol Specification. Merged controls to manage imported 3D Symbol data and general specification options are accessible in a single dialog box.

New Feature List



- Group Select and Edit Symbol Objects. Multi-select and edit imported 3D Symbol and Library Objects.
- Display Light Position from Adjust Lights Dialog. Quickly turn ON or OFF light source positions via the table in the Adjust Lights dialog.
- Auto-Dormers Set as Default. Use the Set as Default edit tool to store modifications you've made for future dormer placement.
- Room Size. Reference room information like dimensions, perimeter, area, and volume from the Room Specification Dialog.
- Picture and PDF Layer. Images and PDFs imported into a plan view are assigned to the "Picture/PDF Boxes" layer by default.
- Client Viewer. Share the Client Viewer and your projects with peers, sub-contractors, and customers, allowing them full access to view (but not modify) your work. Include relevant Saved Plan Views to make communicating and sharing ideas easier.

Design

- Toggle Between Flat and Vaulted Ceilings. Use an edit tool to quickly change a room's ceiling type from flat to vaulted.
- Center Hardware on Cabinet Doors. Use controls to locate hardware at cabinet doors' vertical and horizontal centers.
- Cabinet End Panels in Plan View. Display cabinet end panels in plan view.
- Cabinet Pilasters in Plan View. Control the display of cabinet pilasters in plan views from the Cabinet General Defaults dialog.
- Set Pilasters as Always Present. Specify that cabinet pilasters remain on selected cabinets with the "Always Present" option.
- Convert Cabinet Moldings to Molding Polylines. Convert moldings automatically assigned to cabinets to editable molding polylines.
- Attach Electrical to Partitions. Electrical objects like outlets and switches will snap to cabinet partitions in addition to cabinets.
- · Control Partition Toe Kick. Choose to include or exclude a toe kick on cabinet partitions.

New Feature List



- Place Items on Custom Counters. Accessories and furniture objects automatically recognize and sit atop custom counters.
- Door Size Controls. Define doors smaller than the doorway opening, perfect for shower and saloon-style door installations.
- Offsets for Railings. Specify horizontal and vertical offsets for rails on a railing, similar to the offset controls for moldings.
- Lowered Newel Posts. Specify vertical offset for newel posts to drop them below the platform edge.
- Offset Stair Railing from Edge. Horizontal Offset controls of railing alignment for stairs, landings, and ramps. Use positive values to inset the railing from the edge and negative values to align the railing beyond the surface edge.
- Radius Controls for Stairs. Input exact values for arcs in curved stairs.
- Convert to Terrain Modifier. Create elevation changes by converting polylines to terrain modifiers like hills, raised/lowered regions, and flat areas.

Building Construction

- Automatically Build Trusses. Set up your defaults and use parametric features to automatically add floor and roof trusses to your design when you build framing.
- End Truss Control. Specify whether an end truss will be generated over a wall in the Wall's Structure Specification.
- Ridge Framing Control. Choose whether a ridge is automatically generated with a check box to turn it ON or OFF.
- Prehung Door Size. Choose to specify doors as the size, including the jamb, or as the panel only (excluding the jamb).
- Rough Opening Controls. Specify the rough opening measurement behaviors as Additional Space or Clearance Gap in opening dialogs.
- Skylight Sizing Controls. Accurately define the size of skylights through the specification dialog. Set up skylight defaults to standard dimensions. Edit skylight shape using the skylight detail view tool.

New Feature List



- Extend Wall Layers Over Slab. Overlay framing layers, like girts and other wall surface layers, to cover slab edge.
- Corner 'U' Wall Framing. Set up wall framing defaults to include two stud nailers at every corner.
- Suppress Moldings Behind Objects. Choose to remove automatic room moldings behind individual fixtures and furniture objects using the "Suppress Room Molding" setting in the object's specification dialog.

Presentation

- Sky Model. Controls settings for the sun, moon, horizon, and their impact on a scene's lighting from within the camera's specification dialog.
- Artificial Terrain. Use the Extend Terrain to Horizon feature in the Camera Specification dialog to display the ground in 3D beyond the boundaries of the plan view's terrain perimeter.
- Procedural Grass Areas. Use Grass Region tools to create areas that simulate 3D grass; specify
 the length, density, color, and other parameters to achieve more natural-looking grass in your
 scenes.
- Focal Blur. Turn ON Depth of Field in perspective views; set focal points using the camera tools and set the intensity of the blur with F-Stop settings.
- Soft Shadows in PBR Ray Traces. Turn on Soft Shadows when ray tracing in PBR Ray Tracing to show blurrier, more diffused shadows in your scenes.
- Denoise PBR Ray Traces. Use the Denoise feature in the Physically Based Rendering Technique settings and with the menu command to clarify Ray Traced views during the sampling process or when sampling is complete for the scene.
- Depth Cueing. Assign a 'foggy' or shaded effect to areas that are a specified distance from the camera to differentiate the foreground from the background of a scene. Define gradient values to control the intensity range of Depth Cueing.
- Opaque Glass Color. Specify the color used for glass in Rendering Techniques where Opaque Glass is an option.
- Transparent Materials. Control the level of transparency using a slider for Transparent material types for non-Ray Traced rendering techniques.

New Feature List



• Hidden Lines Below Grade. Set camera defaults and specifications to display foundation and items below grade as hidden lines or other line styles.

Drafting / Project Management

- Live Materials List. Dynamic Materials List updates as design changes to reflect product, quantities, prices, and general costs of the goods and services required for your project.
- Control Materials List Formatting. Use defaults to control fonts and table styles for Materials Lists and Reports.
- Sort Schedules by Column. Change the sorting and numbering of objects in a schedule based on different columns in the table. Sort by ascending and descending values.
- · Number Formatting in Schedules. Control the format display of numbers listed in schedules.
- Minimum Rows in a Schedule. Set up schedules to include extra blank rows at the bottom.
- Truss Previews in Schedules. Choose to display Elevation or 3D previews of trusses in framing schedules.
- · Room Volume in Schedules. List Room Volume and totals in Room Schedules.
- Percent Wall Opening. Include the amount of opening per wall in a schedule column.
- Head Height in Window Schedules. Include a column that lists the header height in window schedules.
- Cabinet Doors and Drawers in Schedules. Add a column to report door and drawer styles for cabinet schedules.
- Symbol Information in Schedules. Use the 'Type' column for symbol-based objects like furniture and fixtures; include 'Options' from fixtures (like Natural Gas, High Voltage, etc.).
- Group Edit Schedules. Select and edit multiple schedules and schedule defaults to quickly change their settings at once.
- Callout Shape in Schedules. Show callout shapes in schedules and refer to them for easy cross-referencing.
- Hyperlinks in Rich Text. Embed hyperlinks in text objects; open the URL path using CTRL + click.
- Fill Transparency for Callout Arrows. Set level of transparency for callout arrow fill styles.





- Custom Arrowheads. Create and save custom CAD Blocks and use them as arrowheads for Text Arrows, Leader Lines, and Dimensions.
- Labels for CAD Blocks, Pictures, and PDFs. Display and control labels for images and PDFs inserted into plans.
- Special Characters in Macro Text. Use the Diameter, CenterLine, and Square Foot characters in the custom macro text.
- Designer/Client Information Dialog. Manage the designer and client information associated with your plans and macros.