

# Chief Architect® X17 PUBLIC BETA

## New Feature List:

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### Productivity

- Sort Library Browser Search Results. When viewing library search results in Tile Mode, right-click to access the 'Sort By' options to view the objects in the most relevant way.
- Modeless Cross Section Slider Dialog. Interact with the Cross Section Slider in real time to efficiently update 3D Views.
- Consolidated Import of Plan Settings. Update projects by importing plan settings using a single 'Import' function that allows you to choose which values to import (walls, layers, defaults, plan views, etc.)
- Angle Snap Controls. Set angle snaps to 90d or 45d increments and use the Angle/Grid controls in the General Plan Defaults to customize the list of Additional Angles for snapping.
- Continuous Draw Same Wall Type. Use the Same Wall Type and Same Line Type edit handles in Continuous Draw Mode.
- 3D Editing of Molding Polylines. Use edit handles in 3D Views to modify, extend, move, and otherwise edit 3D Moldings.
- Custom Toolbar Configuration Graphic. When setting up a custom toolbar configuration, browse to the graphic you want to use for the configuration's button.
- Customize Status Bar Display. Use Preference control to choose what data displays on your status bar.
- Bulk Import 2D DXF/DWG. Import multiple CAD drawings at one time. Edit and manage the objects, like blocking and adding to the library browser.

### Design

- Material Builder. Load Substance Player files directly into the Material Builder feature to create custom materials with associated maps and save them to the library browser. Create custom tile materials and change the grout color. *\*feature available on Windows OS only*
- Interactive Material Editing. Use the interactive material editor to adjust a material's scale, rotation, and origin in 3D Views. Scoping tools allow you to change all materials in the plan at once or make a copy of the material and then make interactive adjustments.
- Show Windows as Open. Set the display of windows to draw ajar in 2D and 3D views.

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- Cabinet Box Sides and Back Thickness. Specify the construction of cabinets, including the thickness of material used for sides and back.
- Under Counter Appliances. Specify Dishwashers, Wine Coolers, and other under-counter appliances to include a counter instead of inserting them into a cabinet.
- Offsets for Built-In Appliances. Specify an offset for inserting appliances in cabinets. Configure appliances to be placed and used as free-standing objects and also inserted into a cabinet.
- Control Display of Appliance Inserted in Cabinets. Use layer assignments to control the display of cabinets and objects inserted into them independently for 2D and 3D views.
- Hex Color Codes. Input Hex Color Values directly into the Select Color dialog to quickly and accurately represent favorite colors.

## Building Construction

- Shoe Plate Generation. When creating roof framing, control whether or not to generate a shoe plate.
- Top and Bottom Girts. Control the sizing of top and bottom horizontal framing members separately from other wall girts.
- Roof and Ceiling Plane Defaults. Set up defaults like Layer, Label, and Fill Style for roofs and custom ceilings.
- Framing Defaults. Specify various defaults for framing items, like Fill, Object Information, and Labels.
- Library Objects Cut Holes in Platforms and Roofs. Symbol objects (like skylights and recessed light fixtures) can cut holes in roofs, floors, walls, and ceilings.
- Ganged Electrical Boxes. Control whether electrical items like switches and outlets in proximity to each other are merged or retained as separate objects.
- Ramp Slope. Input slope and lock ramp top or bottom to automatically create ramps that fit the space.

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### Presentation

- Text Annotations on 3D Views. Add 2D text notes and leader line arrows to 3D Views.
- Dim Lights. Change the brightness of lights using dimming controls at connected switches or through the Adjust Lights dialog.
- Emissive Material Maps. Attach emissive maps to Materials to define which areas of the material can glow and contribute light to a scene. Set up digital displays using materials with emissive maps.
- Anisotropic Materials. Create the effect of brushed metal using the anisotropic material property settings.
- Animated Water Materials. Define material properties for water and liquids that display animation in 3D Views and capture the movement in Walkthroughs.
- Multi-Select and Edit Walkthrough Keyframes.
- Keyframe Pause for Walkthroughs. Create pauses of movement (freeze frame) along a walkthrough path.
- Sun and Shadow Time-Lapse. Create daylight and seasonal light animations using a stationary walkthrough and a sequence of dates and times to illustrate how sunlight and shadows impact your designs.
- Timestamp for Walkthroughs. Choose to include the date and time in each frame of a walkthrough. Create time references for sun studies.
- Derive Sun Angles from Walkthrough. Select a frame from a walkthrough using sun data and generate a new Sun Angle based on the frame.
- Hide Exterior Facing Items. Camera views using 'Hide Exterior Facing Walls' also hide objects attached to those walls, creating better visualization of small spaces.

### Drafting / Project Management

- Managed Projects. Avoid file management with Chief Architect Project Management. Work is automatically organized and stored as projects you can navigate in the Project Browser.
- Add Sub Folders in the Project Browser. Create your own folders for details, schedules, and views to organize your work.

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- Project Browser Details Panel. View information for selected projects or files, like date created, date modified, file size, and other data.
- Search Project Browser. A search bar in the Project Browser makes it easy to filter and find what you are looking for.
- Drag and Drop Views from the Project Browser to Layout Pages.
- Dimension Separation Snaps. Quickly and Accurately adjust the location of dimension strings by snapping to the default's offset values.
- Dimension Electrical Objects by Type. Set up the Locate settings so that dimensions can be set to automatically pick up any combination of outlets, switches, lights, and other electrical items.
- Dimension Locate Controls for Architectural Blocks. Choose whether to include Architectural Blocks when setting up dimension defaults automatic behaviors.
- Define Temporary Dimensions. Set up the behavior of Temporary Dimensions for each Dimension Default.
- Specify Image Resolution on Send to Layout. Define print size and transparency settings when sending views to layout as images.
- Terrain Elevation Reference Point. Define the terrain's elevation relative to the subfloor using a marker.
- Control the Display of Stairs Between Floors. Choose whether stairs, ramps, and landings are displayed on the floor above. Set up exterior stairs to the 2nd floor to be visible on both Floor 1 and Floor 2.
- Wrap Long Schedules. Use the schedule wrapping feature to orient a long schedule for wide formatting by repeating tables to the right. Set the distance between tables and define the number of entries or a measurement to initiate the wrapping behavior.
- Schedule Column Sorting. Specify Primary and Secondary sorting priorities for schedule columns using edit handles or by adjusting in the specification dialog.
- Room Perimeter in Schedules.
- Access Labels for Object Inserted into Cabinets. Control the labels for objects like Ovens inserted into cabinets through the Label panel in the object's specification dialog.