

Chief Architect® X18 PUBLIC BETA

New Feature List

Productivity

- Import Chief As-Built Files. Use the Chief Architect As-Built* mobile application to scan a space, then import into Chief Architect to continue the design.*App Available only for Apple Devices; see system requirements
- Pin to the Top of List. Use the pin option to save documents in a project, folders, and files to the top of the list in the Project Browser.
- Copy Active Layers Set when Duplicating Saved Plan View. Choose to automatically create a copy of the active layer set when you make duplicate (or Save As) Saved Plan Views.
- Control Fill Style by Layer. Choose to define the display, color, and style of object fill based on layer assignment. Set different fill properties for different layer sets to differentiate between views.
- Manage Client/Designer Information. Add custom fields and categories for Clients and Designers, and import Client and Designer Information.
- Time Tracker Totals. Include total hours when printing and exporting hours from your time tracker logs.
- Time Tracker Sorting. Sort Time Tracker by column; for example, click the column header to sort logs by date.
- Edit In-Progress Time Tracker Log. Manage your active time tracker entries without pausing the log.
- Suppress Label Edit Toolbar. Quickly suppress an object's label in the active view using the "Display/Hide Label in this View" button.
- Convert between Rich Text and Text. Use the convert edit tools to change text formatting between Rich Text and Text.
- Automatic Screen Scrolling. Set your screen to automatically scroll when you drag or draw near the edge of the workspace.
- Nudge Further Action. Hold down SHIFT, then use the arrow keys while an object is selected to move it with a larger increment than the standard Nudge tool.
- Match Paper to Drawing Sheet. Set print projects to use the drawing sheet size as the paper size automatically.

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- Collated Printing. Print multiple layout sets as documents, preserving the page order in which sheets are printed.
- Search for Defaults. The search bar in the Default Settings dialog lets you quickly find the controls you need to modify.
- Line Style Names. See tooltips of line style names when you hover over them in the Style dropdown of the Line Specification dialog.
- Add Custom Patterns to Library. Create custom material patterns, then add them to the Library Browser for reuse.
- Add Distributed Paths to Library. Set up distributed paths and regions, then save them to your user library for reuse.
- Path Searches in Library Browser. Use the search string “Path:” as a prefix for an object’s file location to locate specific items in the Library Browser.
- Replace from Library for Entire Plan. Use the Plan scoping mode to replace identical objects with something from the Library Browser. For example, update all the recessed can lights in your plan with newer versions from the Library Browser.
- Edit Molding Polylines from Library Browser. Update, rotate, or otherwise edit molding polylines directly within your User Catalog.
- Copy Text from Library Browser Details Panel. Use the context menu to easily copy information from a library item’s details, great for quick internet searching or incorporating into notes.
- Sun and Moon Location. See feedback regarding the location of the active sun or moon by enabling the Sun/Moon Direction Indicator.
- .WEBP Image Support. Import and reference .WEBP image files.
- Dark Mode Support. UI graphics and preference controls for displaying dark mode on Windows and Mac.

Design

- Edit Material Builder Settings. Store settings used in Material Builder with material, and access later to make changes.

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- **Style Palette Doors.** Define doors, garage doors, and shower doors as separately defined items in the style palette.
- **Interior vs. Exterior Door.** Choose to set a door as 'Interior' or 'Exterior' regardless of where they are placed in the design.
- **Shelves and Partitions in Style Palettes.** Control and update shelves and partitions using Style Palettes.
- **Cabinet Sides in Style Palettes.** Apply custom cabinet side configurations to other cabinets using the Style Palette and Object Properties tools.
- **Object Painter for Stairs and Ramps.** Use the Object Painter and Match Properties tools to transition attributes from one stair or ramp to another.
- **Manage Mulled Units.** Set Defaults and use the Match Properties, Object Painter, and Add to Library As tools on Mulled Units.
- **Control Cabinet Auto Fillers.** Choose whether to generate auto-fillers for the entire plan, and select individual cabinets to exclude.
- **Recessed Corner Boards.** Choose to set the exterior corner trim either recessed to the wall sheathing layer or to overlay it atop the siding.
- **Automatically Clipped Acute Wall Connections.** Acute wall connections automatically join with a squared end instead of a pointed end. Wall Layer Intersections can be adjusted to create a variety of wall connects for acute angles.
- **Wall Cap Offsets.** Control the offset of wall caps for solid railings and walls, in addition to pony walls.
- **Wall End Auto Connect.** Control whether walls connect automatically using the Auto Connect option. Manage wall joints at acute angles to decide whether they meet at a point or a blunt end.

Building Construction

- **Multi-Ply Framing.** Specify ply count for beams, posts, and girder trusses to create built-up framing members.

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- Retain Manual Framing with Auto Rebuild Tools. Continue to use the automatic framing generation features after you have manually edited or added framing, without losing your manual edits.
- Specify Framing as Manual vs. Automatic. Set framing members as “Manual” to prevent them from being rebuilt with the automatic tools.
- Peak Trusses. Choose whether a truss is added at each roof peak when automatic trusses are generated.
- Truss Material List. Report the truss chords and webbing for each individual truss to the materials list.
- Roof Subfascia Length. Define the maximum length for subfascia materials list calculations.
- Lookout Framing Spacing. Control the offset and spacing for roof lookout framing.
- Wall Details from 3D Framing Views. While in a 3D Framing View, select a wall framing member and use the edit toolbar to open its Wall Detail.
- Staggered Wall Plates. Choose whether the wall plate construction at the corners is staggered or butted flush.
- Treated Lumber Wall Plates. Specify materials for top and bottom rows of wall plates and girts for horizontal framing.
- Edit Wall Intersections for Pony Walls. Choose to edit the wall intersections for both the upper and lower wall type's intersections.
- Framing Defaults for Openings. Specify framing defaults for headers, sills, king studs, and trimmers.
- Sash Inset. Define the inset distance for window sash to sit anywhere within the wall's width.
- Joist Direction Specification. Choose whether it runs parallel or perpendicular to the joists, and edit the width and framing defaults, along with several other parameters, directly from the Joist Direction Line's specification dialog.
- Rim Joist Corner Intersection. Choose whether your platform corners have staggered or flush rim joist intersections using the Double Rim Joist Corner option.
- Deck Ledger Defaults. Specify the size, count, material, and Framing Default for deck ledger boards.

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- Deck Ledger Offset. Control the offset of deck rim joists from adjacent exterior walls.
- Railing Post Count. Choose to define the number of posts or newels in a railing rather than the spacing between posts.
- Footing Material. Control the material applied to footings on foundation walls.

Presentation

- 3D Cladding. Assemble 2D and 3D moldings for walls and roofs to generate 3D surfaces. Create realistic views of Board-and-Batten, Lap Siding, Standing Seam, and other architectural surfaces.
- Center Molding on Polyline. Specify that molding profiles be centered vertically and horizontally along their extrusion paths.
- Create Light Sets from a Selection. Add lighting to a specific light set by selecting specific lights, entire rooms, or electrical items connected to lighted objects.
- Kelvin Color Temperature for Lighting. Define lighting in Kelvins to accurately depict illumination in rendered scenes.
- Vector Rendering Technique for 3D Reference Display. Choose to show Vector view as one of the rendering techniques when using a 3D Reference Display.
- Technical Illustration Line Style. Control the display of the line style and color in Technical Illustrations using individual layer and object properties.
- Gradient Fill Styles. Specify radial or linear gradient options for object fill. Choose multiple colors for the gradient to transition through

Drafting / Project Management

- Override Dimension Snapping. Use a hotkey while drawing dimensions to override the active location snapping controls and instead attach the dimension where you like.
- Note Auto-Numbering Formats. Choose to format the automatic sequential numbering of notes with different character styles, such as numbers, letters, and roman numerals.
- Font Subfamily Support. When specifying fonts, choose from the available subfamily options to customize your font style.

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- Share Label Attributes Between Objects. Use Style Palettes and the Object Painter to propagate label properties. Label name-value pairs also apply to layout boxes and callout labels.
- Label Formatting. Use the 'Edit Label Mode' tool to specify margins, adjust with edit handles for text wrapping, and use justification edit tools to format object labels.
- Room Labels. Control labels for rooms much like other typical object labels. Control their display in 3D Views, define location and offset controls, specify macros, include schedule callouts. Define text styles for individual Room Type Defaults.
- Default Room Fill. Set up templates and plan defaults to use your preferred fill style for Room Types.
- Room Schedule Previews. Display the outline of a room's perimeter and fill style using the 2D Symbol column of room schedules.
- Restrict Schedules to Floor Level. Choose to report items in schedules based on selected floor level(s).
- Cabinet Hardware in Schedules. Include hardware attached to cabinets in schedules using the Cabinet Accessories category.
- 2D Schedule Previews. Include 2D Previews for Cabinets, Architectural Blocks, and Doors and Windows when the column is added to your schedule.
- Schedule Fraction Style. Specify fraction formatting and scale in schedules, including diagonal and stacked.
- Overlapping Wall Hatch. Add multiple wall hatch segments to a wall and choose whether they overlap while controlling the draw order.
- Callout Fill. Choose your favorite fill colors for Callouts and Notes.
- No-Border Callout. Create a callout with no outline shape.
- Story Pole Dimension Defaults. Create saved defaults for Story Pole Dimensions to ensure your preferred format is applied consistently.