Chief Architect® X8

New Feature List

SYSTEM / USER INTERFACE

- 3D Mouse Support. Use a 3Dconnexion® Mouse as your input device to efficiently navigate camera views

- Enhanced CAD Performance. Improved navigation in 2D views with large amounts of CAD objects

- Collada Export Enhancements. Improvements to Collada export handles groups and materials for use in a wider variety of applications

- Rename Layer Sets. Fully customizable Layer Sets include the ability to rename existing sets

- Create Archival .ZIP files. Export an archive of a project that combines all files into a single .ZIP for easy storage

- Improved Missing Graphic File Handling. Interface to aid in updating, replacing, deleting, and ignoring missing graphics files

- Sun Angle Date and Time Names. Easily identify Sun Angles to be used for saved cameras or to be adjusted by their date and time naming

- Unicode Special Character Support. User accounts and files using accented Western letters can be leveraged for most interactions in the software

DEFAULTS / EDITING

- Set Heights by Absolute or Relative Position. When editing objects, specify heights or offsets based on Absolute location in plan, or the object's relative position to other plan locations

- Paint One Wall. Quickly change the material on the surface of a single wall in a room using the material painter

- Material Painter Scoping Enhanced. Behavior of material painter and scopes more fluid when painting appliances and cabinet doors attached to cabinets

- Object Painter Scoping. Similar to Material Painter Scoping, choose the impact of your changes by object, by room, by floor, or by plan to quickly update objects

- Apply Fill with Object Painter. Use the Object Painter to transfer fill style between polyline based shapes

- Sticky Mode for Break Tool. While editing polylines choose the sticky mode and other edit properties of the Break Tool to repeat the command without button clicks

- Improved Edit Handle Interface. Move and Resize edit handles stay on screen and accessible when zoomed closely on framing and other objects; temporarily hide edge and corner handles

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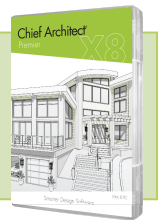New Feature List

CONTENT / LIBRARY CATALOGS

- Origin Indicator for Symbol Specification. Turn on the visual UCS indicator while importing or editing a symbol to easily see and manipulate the object in relation to the origin location and its X, Y, and Z orientation

- Library Search Sorts Exact Match on Top. Quickly locate objects at the top of search results when an exact match is found

- Export Entire User Library. Easily backup and transfer User Library at the top level of the User Library Tree

- Symbol Object Specification Editable from Library. In addition to adjusting the Symbol Properties for objects, edit the specifications like Layer and Label and save with the object in the Library Browser

- Search for 3D Plants. While using the Plant Search choose to find 2D, 3D, or both plant object types

RAY TRACING / CAMERA VIEWS

- Display Shadows on Elevations. Turn on shadows in elevation and section views to display lighting effects and shadows for overhangs and other architectural elements

- Show Shadows per Camera. Control whether shadows are generated through defaults for perspective and orthographic cameras, or toggle them ON or OFF and save the state with a particular view

- Control Shadow Intensity. Control the darkness of shadows in Vector Views and Technical Illustration views using an intensity slider

- Opaque Glass in Camera Views. Set glass to appear as solid fill (non-transparent) in camera views. Choose to show glass as opaque or transparent by default per Render Technique, or adjust individual views

- Sun Rotates with Camera. Optionally specify that the sun is anchored to the active camera and illuminates the scene from the same angle as the view; creates scenes that are never in shadow

- Save Sun Position with Camera. Choose to save the orientation of the sunlight for each camera in your design; preserve the sun angle in views sent to layout

- Color OFF/ON per View. Control the display of color per view; reflect color settings on Layouts

- 3D Focus Tools. Use the 3D Focus on Object tool and select an object to make it the target of the camera's view to fill the screen, or select an object first then use the Focus on Selected edit tool to make the selected object the target

- 3D Perspective Pan and Zoom. Leverage Variable Panning Speed, Pan Window, and Zoom tools to easily navigate a 3D view

- 3D Orbit Mode. Use [ALT + Middle Mouse] button controls to enter Orbit mode; system returns to previous edit state when buttons are released

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- Multiple Cutting Planes for Cross-Section Slider. Choose up to six cutting planes in the Cross-Section Slider view and adjust the cutting distance for each plane to create unique and detailed views

MATERIALS LIST / SCHEDULES

- Schedule Thumbnails. Display a preview thumbnail of objects as a column in schedules; change the view type to control the style of the display

- Multi-Line Text in Schedules. Resize schedule column widths to wrap text to multiple lines in narrow columns

- Callout Label Shapes. Designate rectangular, diamond, capsule, and other shapes for schedules' automatic callout labels

- Real-time Cut List / Buy List. Use dropdown option in the Materials List to swap between reporting styles being displayed

DIMENSIONS / ANNOTATIONS

- Story Pole Dimensions. Use the Story Pole Dimension tool to automatically generate labeled markers for key locations and dimensions between them in Elevation and Cross-Section views

- Input Math to Edit Dimensions. Use simple arithmetic formulas while editing dimensions to easily move objects in a design

- Labels for Polylines. Specify custom labels for polyline-based objects and reference them through plan display and macros

- Multi-Line Labels. Include line returns in customized labels to create wrapping effects and multi-line label text

- Convert Text to All Caps. Define custom Text Styles using Uppercase as an attribute and apply it to annotation elements to display text as capitalized

- Callout and Marker Previews. See previews for callouts and markers while setting them up in the specification dialog

- Room Area Polyline. Use the edit tool Make Standard Room Area Polyline to create polyline shapes that represent the standard area calculation for any room

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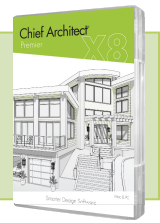
PLAN VIEWS / LAYOUT

- Live Layout Views. Specify views that have been sent to layout to update in real time, or use edit tools and menu commands to update the view directly from the layout page

- Send Colorized Elevations to Layout. Generate fully detailed Section and Elevation views and send them to layout in color mode; views will retain scale, can reflect Render Techniques, and can be automatically updated in real-time

- Perspective Layout Views. Create perspective views and send them to a layout and retain the view's link to the plan; easily transition to camera view and update it to the layout. Unlike an image sent to layout, these views can be printed at high resolution

- Plot Line Layout Views with Shadows. Send views to layout as Plot Line views with controls over line weights; choose to include shadows and color fill in the view

- Group Edit Layout Views. Select multiple layout views and modify their display modes and updating properties at once

FRAMING / FOUNDATIONS / ROOFS

- Roof Assemblies. Create roof assemblies with multiple layers, much like floor and ceiling platforms; great for specifying SIP roofs

- Truss Labels. Label controls for trusses in specification dialog, name value pairs added for trusses

- Curved Roof Beams. Create beams that match the arc of a curved roof or ceiling plane

- Steel Framing for Curved Walls. Generate framing for steel wall types in curved wall scenarios

- Roof Defaults. Access controls for the automatic roof through the Defaults dialog alongside the other defaults in the project

- Framing Schedules. Create a schedule with labels and callouts for framing members; quickly reference sizes and materials for different framing members. Create schedules that reference Deck Framing only

- Blocking Box. Blocking displays in auto-detailed views as a box with a diagonal line; a CAD Blocking Box tool is available to draw this type of box in detail work

- Toggle Square and Round Footings. Easily swap between square or round shaped footings with a single click

- Offset Slab Footings. Create custom slabs and offset footings to extend beyond the edge of the slab

- Control Deck Framing with Joist Direction Line. Add joist direction line to deck rooms to control the orientation and size of deck's structural members; improved behavior of automatic deck framing when using Border Planks

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- Treated Deck Framing. Specify Deck Framing Members as "treated" to reflect the lumber type in your materials list

STAIRS

- Stair Railings in Plan View. Display stair railing, newels, and balusters in plan view; include fill styles on railings

- Detailed Plan Display. Display tread overhang as dashed lines on stairs in plan view, also choose to show or hide stair stringers using its layer while controlling the line style and color

- Stair Handrail Returns and Extensions. Specify returns at each of a stair's handrail and specify horizontal extension lengths

- Stair Break Line. Include and control the display of a cut or break line for stair display in plan view; use a drag handle to position the break line, or specify in the dialog

- Stair Landing Labels. Display and customize labels for stair landing polylines

- Stair and Ramp Dialog Preview. While editing the properties of stairs or ramps, see modifications in the dialog's live preview

DOORS / WINDOWS

- Corner Windows. Bump fixed windows or pass-throughs together at wall corners and choose to include or remove the corner post at the sash joint to create a glass corner

- Objects Bump at Casings. Move cabinets, furniture, or other objects and bump to stop their movement when encountering door and window casings

- Place Windows and Doors at Wall Joints. Span windows and doors at the intersection of multiple walls or at wall breaks to accurately represent the placement of openings in a variety of construction situations

- Wall Coverings on Bay, Box, Bow Windows. Wall Coverings applied to rooms are recognized by the windows' walls

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CABINETS / MOLDINGS

- Cabinet Face Item Locking. Lock editing on cabinet face items as you modify a cabinet to more easily control the manipulation of the cabinet front

- Match Front Option for Cabinet Sides. Automatically specify that the side configuration of a cabinet matches the front; create peninsula end cabinets with matching panels on exposed sides

- Edit Configuration of Sides, Back, and Front of Cabinets Independently. Choose to match the sides and back of a cabinet's configuration to its front, or individually customize the layout of panels, doors, drawers and appliances for any side of a cabinet

- Integrated Side Panels. When creating cabinets with Inset Doors, specify integrated side panels; control the frame sizes for sides to produce a singular recessed side panel or an inset side panel

- Edit Multiple Cabinets' Configuration at Once. Group select cabinets and modify their face items at one time to create similar cabinets easily

- Dynamic Cabinet Face Defaults. Configure the default cabinet front to automatically update cabinets in the design that are set as "Use Default"; configure a single cabinet in a plan and use "Set as Default" to update other cabinets to match

- Appliance Sizes in Cabinets. Size of appliances inserted into cabinet fronts are given higher priority, preventing them from being resized less frequently as the cabinet's face items are modified

- Cabinet Feet Flexibility. Expanded ability to control cabinet feet attached to cabinets, such as including toe-kick with feet and controlling feet attached to adjacent cabinets

- Top and Bottom Hinged Cabinet Doors. Design cabinets with awning and hopper style doors

- Specify Cabinet Top Height. Quickly adjust wall cabinet heights to the same level using the floor to top control in the Cabinet Specification Dialog

- Cabinet Doors on Narrow Cabinets. Specify doors or drawers on cabinets narrower than 6"

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