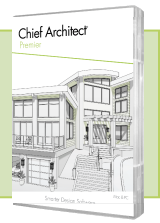


Chief Architect® X9

New Feature List



SYSTEM / USER INTERFACE

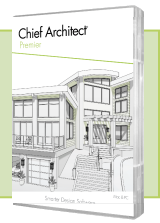
- Migration Tools for Upgrading. An X9 Migration Dialog will help transition previous version Hotkeys, Preferences, Templates, Toolbars, and Library Catalogs when you install.
- Touch Screen Optimization. Smooth and accurate touch controls for pinch zoom, pan, rotate and other controls for Windows computers (not supported by Mac OS).
- Control UI Button Size. Use Preference settings to change the size of toolbar buttons. Make the display of the toolbars bigger without adjusting system settings.
- Drag to Reorder Layout Pages. Use the Project Browser to drag-and-drop to change the sequence of Layout pages.
- Faster Undo / Redo. The architecture for UNDO and REDO is improved; notice faster, more responsive, and more UNDOs (up to 100) without affecting performance.
- CAD Block Management. Interface in the CAD Block Management dialog displays a preview of the selected block, offers columns for sorting and renaming blocks, the ability to add blocks to the library, and multiple select and insert blocks directly into a design.
- Import Multiple Pictures at Once. Similar to importing .PDFs, import a series of reference images into a view.
- Background Color Controls. Change the user preference for background color separately for plans and layouts; set a black background for plan views and white background for layouts, for example.
- Off-Angle Notification. Cursor icon indicates when walls are inaccurately and slightly off-angle to allow you to correct walls when they may be slightly off-angle.
- Backup Plans into Existing Location. Use the Backup Plan feature to overwrite files into an existing folder instead of requiring an empty directory.

DEFAULTS / EDITING

- Draw Order Controls. Use the Draw Order Edit Tools to fully control the display of items in plan view in relation to each other. Move object forward and backward in a group, or move to different drawing groups altogether.
- Edit Multiple Defaults at Once. Group-select and modify defaults for Arrows, Text, Text Styles, Callouts and Markers from their respective Multiple Default dialogs.

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- Living Area Label Position. When Living area label is moved to a new location it will retain its position in the plan.
- Multiple Materials Selection. When editing an object's specification dialog, multiple select different material layers and change them at once; select cabinet, doors, drawers, moldings, and change their materials at once.
- Material Scaling. Use the Retain Aspect Ratio setting when specifying materials to retain the scaling size of textures.
- Delete Similar Objects at Once. Expanded interfaces allows you to quickly remove all objects of a type using the Delete Objects Dialog; delete items in a room, on a specific floor, or from the entire plan using the expanded list of object types in the dialog.

CONTENT / LIBRARY CATALOGS

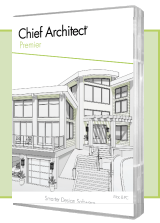
- Library Search Improvements. Enhanced search algorithm more reliably finds results by prioritizing results through better word matching and includes folders in search results; use quotes to search for specific phrases or words.
- Library Painter. Update library items associated with an object by 'painting' them onto the item; visual feedback through the cursor and when hovering over objects. Update railing panels, newels, balusters, handrails, casings, shutters, and window treatments in 2D and 3D.

RAY TRACING / CAMERA VIEWS

- Improved Render Features. Ambient Occlusion, Bloom, and Bump Maps are all optional elements that can be used in Rendered Views.
- More Responsive 3D Navigation. Significant speed improvements in camera views while navigating the scene.
- Fast Line Drawing Views. Rendered views using the hand drawing or "sketched" feature (Water Color with Line Drawing, and Line Drawing) are as fast to generate as other Rendering Techniques.
- Normal Maps. Specify Normal Maps in Material Definitions to add depth and realism to materials for Rendered and Ray Traced views. For example, show the depth of board and batten siding, texturing on drywall, and grout in brick.

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- Export 360° Spherical Views. Ray Traced and Rendered cameras can be shared locally and to the cloud, and in apps and embedded in websites for interactive navigation. Export Render Views at a resolution of up to 8192 x 4096.
- Copy Saved Cameras. Duplicate perspective and overview cameras in the same plan, or between existing plans, to easily replicate angle, direction, and other camera attributes.
- Control Reflections per Camera. Specify whether to show Render View reflection through camera defaults or through individual cameras.

MATERIALS LIST / SCHEDULES

- Comments and Notes per Object. Replacing the former "Components" construct, use the Object Information panel to easily add and manipulate Code, Comment, Description, and Manufacture fields through items' specification dialog. Data appears in both Materials Lists and Schedules.
- BuilderTREND Support. Export Materials List with accounting codes, descriptions, quantities, and pricing. Accounting codes conform to the NAHB Standards.
- Cabinet Schedule Improvements. New column options for cabinet schedules, including Box Height, Side Finish, and Door Hinging.
- Control the Display of Windows and Doors in Schedules. Use options to show or hide Casing, Lintel and Sills, and Treatments and Shutters in the schedule thumbnail images.

DIMENSIONS / ANNOTATIONS

- Dimension to 3D CAD items Elevation Views. Snap dimensions to countertops, polyline solids, and slabs, regardless of the view in which they were originally drawn.
- Revision Cloud Preview. See a preview of the Revision Cloud you are creating or editing from within its specification dialog.

ROOMS

- Custom Room Definitions. Create and specify room types to customize the available rooms list to suit your most common needs and regional naming conventions.
- Short Ceilings for Rooms within Larger Rooms. Create plant shelves, shorter closets, or other rooms that have a lower ceiling than the greater space and control the ceiling platform and materials automatically.

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New Feature List



- Ceiling Planes Relative to Floor. Custom ceiling planes can be set as "Relative to Floor" to easily locate them in reference to floor levels other than level 1.

WALLS / RAILINGS

- Wall Niches. Create recesses in walls like a shower niche or wall display. Define the niche depth, casing, arch, and other attributes similar to windows.
- Railing Top and Bottom Rail. Specify railings and fences with symbol panels, then define the size, and profile of the hand railing and shoe rail separately.
- Brick Ledge on Stem Walls. Set Brick Ledge depth in the wall specification to automatically generate a notch in the stem wall top.

FRAMING / FOUNDATIONS / ROOFS

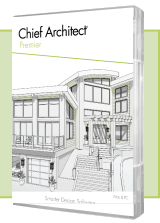
- Flush End Boxed Eaves. Auto-generate boxed roof soffits that are flush at gable walls and control their materials.
- Gable Line Pitch and Overhang. Use the Gable Line tool to automatically add a gable roof along the edge of a roof plane's eave; specify the pitch and overhang for the gable within the line's specification dialog.
- Improved Automatic Roof Generation. Create more roof scenarios automatically, like inline Gables.
- Specify Mudsill per Wall. Adjust the thickness of mudsill framing on a wall by wall basis.
- Slab Specification Preview. Dialog preview allows you to visualize a custom slab as you manipulate its properties.

STAIRS

- Stair Railings. Railings specified for stairs can be customized with the following elements; rail style (balusters, open, middle rail, panels), multiple rails and their controls, newel spacing and offset, and baluster spacing.
- Auto L-Shaped and U-Shaped Stairs. Use the L and U stair tools to automatically drop stairs with landings into plans; stairs will orient and snap to adjacent walls.

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New Feature List



- Visual Feedback while Placing Stairs. While in stair mode, see feedback of stair's location and orientation before dropping into the design.
- Single-Click Stairs Snap to Walls. Stairs will snap to, rotate, and align with nearby walls when dropped in a view.
- Newel and Baluster Spacing. Specify newel and baluster spacing for stairs; define multiple newels along the stair and set baluster spacing per tread and along bottom rail.
- Landing Controls. Modify railings on landings independently from stairs. Dialog preview allows you to visualize your landing as you manipulate its properties.

CABINETS / MOLDINGS

- Show Cabinet Doors Open. Use layers and controls in the cabinet dialog to draw doors and drawers open in 2D and 3D views.
- Hide Cabinet Doors. Use the "Cabinets, Doors & Drawers" layer to show or hide their display in Elevation, Plan (when drawn open), and Perspective Views.
- Cabinet Hardware per Drawer. Control the hardware attached to any door or drawer on a single cabinet separately.
- Cabinet Mounted Electrical. Attach outlets and switches to the sides of cabinet boxes, soffits, and panels. Outlets will automatically snap to, and move with, cabinets with which they are associated.
- Control Counter Overhang. Control the overhang distance of automatic countertops for each side of a cabinet.
- Cabinet Closed Toe Always Present. Set cabinet toekick to closed on a per-cabinet basis, regardless of the cabinet being connected or adjacent to other cabinets.
- Custom Countertop Preview. Dialog preview allows you to visualize a custom counter as you manipulate its properties.