

Chief Architect® X10

New Feature List



PRODUCTIVITY

- **Saved Plan Views.** Create and save multiple plan views (similar to saved cameras). Each view retains Layer Set, Annotation Set and Active Defaults. Open multiple Plan Views in Windows or Tabs, and manage saved views in the Project Browser. Edit the settings in your Plan Views from the Project Browser through a specification dialog; choose to save or ignore Zoom Size and Floor Level with saved plans.
- **Template and Toolbars optimized for Productivity.** Pre-saved Plan Views, CAD Details, and Annotation Sets make new projects efficient for creating plan sets. Toolbars include accessible drop-down tools for quick-switching between views and defaults.
- **Active Icon in Drop-down Tools.** See a visual indicator that differentiates the Annotation Sets, Layer Sets, Saved Plan Views, and Dimension Defaults drop-down tool buttons.
- **Toolbar Drop-down for Dimension Defaults.** Easily switch between dimension defaults from a new toolbar dropdown.
- **Multi Select Views in Project Browser.** Select multiple views from the Project Browser tree to delete, edit or activate them.
- **Close Views from Project Browser.** Manage open windows through the context menus and easily close any group of views.
- **Close All 3D Views.** Quickly manage open tabbed windows from the File Menu and close all of your active 3D views.
- **Tabbed View Icons.** Graphic icons for different view types make it easy to quickly identify open tabbed windows.
- **Custom Watermarks.** Create watermarks and display them on your work. Control location, size, angle, transparency, and include images in your watermark design.
- **Virtual Reality.** Leverage HTC VIVE™ and Oculus Rift Virtual Reality Headsets to view your Chief Architect Designs.
- **Export Cameras to 3D Viewer.** Share projects with clients and sub-contractors, including saved cameras. Multiple cameras can be included and viewed from a single shared 3D View project allowing realtime navigation of your designs.
- **Chief Architect Interiors** Project Browser and Annotation Sets. Access saved Plan Views, Cameras, CAD Details, and Layout Sheets for your open projects through the Project Browser dialog. Create multiple sets of dimensions, texts, callouts, and other annotations and save them as Annotation Sets to easily switch between disciplines while you design.

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EDITING

- Snapping Improvements. Visual snap indicators only show relevant snap points. Snapping now has priority over object bumping making snapping now easier and more intuitive.
- Stretch CAD Tool. Similar to Edit Area; create a marquee that contains or excludes CAD end points and move selection to stretch and scale the components within the selection area.
- Multi-Select between Floors. Select multiple items from different floor levels in elevation and perspective 3D views; select and edit multiple windows at a time.
- Distributed Region/Path Variance Controls. Create more natural looking distributed regions, paths and garden beds by introducing variations in the size, position, and angle values. Apply values that create a staggered effect.
- Convert Polyline to Distribution Region. Create a shape or polyline and use the Convert Polyline tool to transform it to a Distribution Region, Distribution Path, or Garden Bed. Retain arrow attributes when a polyline with arrows is converted to a Distribution Path.
- Selected Edge Highlight Indicator. See visual cues to identify the active edge of a selected object with highlight colors along edge and filled edit handles.
- Edit Multiple Defaults at Once. Group select defaults for Cameras, Doors, Dimensions, Text, Callouts, or Markers and modify their shared attributes.
- Use Delete Objects Tool in 3D View. Quickly remove groups of unwanted objects using the Delete Objects tool while in a camera view.
- Edit Auto Terrain Holes. Convert the automatically generated terrain holes around the house footprint to manually editable holes and modify their shape and size as desired.

CONTENT / LIBRARY CATALOGS

- Library Catalog Location Preference. Specify in preferences where Chief Architect finds library catalogs; store catalogs on an external drive or in a non-default location.
- Symbols Insert into Wall. Symbol objects can be specified to insert into walls and to cut a wall hole partly or completely through the wall. Customize the shape of the wall hole in 3D with the Edit Wall Cutout Polyline edit tool.
- Rotate Symbols in 3D. In 3D views easily rotate symbol objects in the X, Y, or Z planes using rotate edit handles for the selected side.

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- Auto-Refresh Symbol CAD Blocks. Choose to automatically refresh CAD Block for symbol objects as they are rotated or modified.
- Migrate Library Filters. When upgrading to new version and migrating catalog library, choose whether to also migrate custom Library Browser Filters.
- 3D Material Preview. See material previews with normal maps, bump maps, and other properties in the Library Browser applied to a 3D shape (cube, sphere, plane, or teapot).
- Edit Multiple Materials. Select and open the specification dialog to edit multiple materials at once from the Library Browser. Update the shared render properties of your custom materials all at once!
- Dimension Defaults Save with CAD Blocks. CAD Blocks saved in the Library Browser store the originally used dimension styles and transfer them when inserted into new projects.
- Folder Search in Library Browser. Search for items in specific folder using context menus along with the search tools.

RAY TRACING / RENDERING / CAMERA VIEWS

- Physically Based Rendering Technique. Enhanced render view option calculates lighting more accurately, mimicking properties of physical surfaces; see reflections and light effects based on your scene's contents.
- Adjustment Controls for Physically Based Rendering. Fine tune the look of your Physically Based Rendering Technique using Hue, Saturation, Brightness, and Camera Exposure Sliders.
- Material Properties for More Realistic Scenes. Attach Ambient Occlusion Maps, Roughness Maps and Metal Maps, along with Normal and Bump Maps, to add realism to your material properties. Control Emissive materials with more physical accuracy or set a material as Metallic with refined material property controls.
- Ambient Occlusion Mapping in Ray Trace. See effects of Ambient Occlusion from lighting that exists in a view in addition to indirect lighting from photon mapping.
- Specify Number of Lights Used per Scene. Choose to display more than 8 light sources in your 3D views. Set the maximum number of lights used in the Camera Defaults and Camera Specification dialogs.
- Save Backdrops with Camera. Set up saved cameras to leverage different backdrops; show different backgrounds for different cameras.

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- Lighting Management. Easily manage lights in a plan through the lighting management dialog. Sort the display by column, turn lights ON or OFF, change their color, group select, open specification dialog, and more controls make it quick and easy to control your scenes' lighting.
- Light Source Indicator. Display location of light sources in Vector, Glass House, Standard and other rendering techniques to easily verify that they are positioned properly in scenes and in relation to light fixtures.
- Transfer Camera Views between Plans. Copy perspective cameras from one plan to another while retaining their layer sets.
- Multiple Camera Defaults. Specify default values for each camera type; control plan display, layer assignment, active Rendering Technique, and more.
- Group Select and Edit Cameras. Select multiple cameras at one time and edit their properties, like height off floor or the Rendering Technique used.
- Control Shading Contrast. Choose whether or not to show Shading Contrast for colors in the Vector View Render Technique's properties.
- Wall Elevations Include all Wall Types. Walls specified as "No Room Definition" can be displayed and dimensioned in Wall Elevations.

LAYOUTS / PRESENTATION DRAWINGS

- Reshape Views Sent to Layout. Like other Polyline based items, add breaks and curved edges to Layout viewports to control cropping of their display on a layout page.
- Control Linked Views in Layout. Identify and change which plan views are displayed in a Layout's view boxes through the Layout Box Specification dialog.

MATERIALS LIST / SCHEDULES

- Find in Plan from the Materials List. Select items from the materials list and choose to Show in Plan to identify and locate them in your design.
- Find in Plan from a Schedule. Select a row of items from your schedules and choose to Show in Plan to locate them in your design.

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- Open Object Specification from Schedule. Select a row from a schedule and choose to open the specification for the item(s) represented in the row, edit and update them in your project and your schedules.
- Custom Columns for Schedules. Use the Object Information Panel in an item's specification dialog to assign custom fields which can be displayed in Schedules.
- Ruby Macros in Materials List. Leverage Ruby Scripting to create custom formulas for calculations in the materials list.
- Cabinet Schedules. Choose to include Soffits, Partitions, Fillers and Shelves along with Wall Cabinets, Base Cabinets, and Utility Cabinets in Cabinet Schedules.
- Framing Schedule Rounding. Framing members listed in the framing schedule will display nominal vs. dimensional sizes based on the framing type being used; lumber displays as a nominal value while other framing types will list actual sizes.
- Expanded Name Value Pairs. Multiple new name value pairs included for use in creating custom text macros and Ruby scripts.

DIMENSIONS / ANNOTATIONS

- Dimension Snapping. Improved dimension snapping and feedback makes it easier to attach dimensions using Visual Object Snaps; Point to Point dimensions will snap to existing objects instead of creating a point marker when created.
- Dimensions Update with Roof. When roofs are regenerated, dimensions attached to roof edges in plan view update to new roof locations.
- Auto Story Pole Updates with Roof. When roofs are regenerated, auto story pole markers and dimensions update to new ridge locations.
- Auto Story Pole Reach Parameters. Control the number of points located with the Auto Story Pole by setting "Reach" values that find items at a maximum distance away.
- Story Pole Markers. A new story pole label is generated for each dimension mark added.
- Angular Dimensions. Angular Dimensions reference active defaults when added to a design, and can be updated to reference other dimension defaults.

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WALLS / RAILINGS / STAIRS

- Railing Over Solid Wall. Generate Pony Walls with a railing as the upper wall type.
- Pony Wall Ledge Cap. Specify a cap for pony walls where a change in wall thickness occurs; select a profile from the library browser, specify size, and define an offset.
- Display Pony Wall Edge Line in Plan View. Choose to show preferred pony wall layers along with the edge line of entire wall in plan view.
- Control Window Display in Pony Walls. Choose whether to display windows in non-displayed part of pony walls and how they should be drawn.
- Wall Coverings on Wall Ends. Wall covering materials wrap around wall ends.
- Aligning Walls Corrects Off-Angle Cases. Align an off-angle wall with a wall above or below, adjusting both the angle and alignment at once.
- Control Off-Angle Walls Together. Dismiss multiple Off-Angle Wall warnings at once; perfect for special case walls intentionally designed at a custom rotation.
- Edit Railing Height in 3D Views. Select and modify railing heights in 3D views using edit handles.
- Turn off Posts for Railings. Easily specify whether railings or fences include posts with the "No Posts" control.
- Control Stair Railing at Wall. Separately control the stair railings attached to walls and standard stair railing; turn off lower stair railing when stair extends past a wall.

STRUCTURE

- Automatic Dutch Gable Roofs. Easily create a Dutch Gable style roof using the Automatic Build Roof tools; simply set wall properties as "Dutch Gable", adjust the values and build roof.
- Display Brick Ledge in Plan View. When using a brick ledge installation for a slab foundation, display the brick ledge as a line in Plan View.
- Roof Truss Editing. Modify trusses to automatically allow them to partially span a roof with the "No Special Snapping" attribute.

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- Joist Direction Label. Joist Direction Line tool recognizes when dimensional lumber vs. other framing types are used and displays the label accordingly; for dimensional lumber the nominal lumber size is displayed, for other framing materials the actual size is displayed.
- Framing Member Size Rounding by Type. Lumber automatically displays nominal sizes for labels and in schedules while non-lumber framing members use dimensional sizes.
- Multiple Framing Types. Choose from a wide selection of framing types when designing your structure; from lumber, to steel, to engineered materials like LVL, PSL, and VSL. Framing labels reflect the type of material specified.
- Header Labels. Display Headers in Plan Views along with their labels.
- Headers for All Opening Types. Display header indicators for Windows, Doors, Pass-throughs, and Niches with the "Opening Header Lines" layer (formerly "Doors, Headers").
- Consolidate Boards in Buy List. Choose how boards are represented in a Buy List; opt to calculate all Wall Plates, Deck Planking, and Rim Joist together in an assembly for each board type.
- Structure Controls for Floor Platform Resize. When changing the size of a room's floor structure, choose whether the top or bottom of the platform's position is locked to control how rooms above and below are affected.

WINDOWS / DOORS / CABINETS

- Display Wall Edge Lines for Doorways. Turn on or off plan display lines that project the wall above a doorway.
- Casings Bump to Walls. Whether an interior or exterior room type, casings bump to corners as expected.
- Control Open Amount per Cabinet Door / Drawer. Set percent open for cabinet doors and drawer individually. Use edit toggle to quickly return all cabinets to closed or open in a view.
- Insert Items inside Cabinets. Attach custom shelves, storage, and hardware items into cabinet boxes and specify their behavior per face item.
- Object Painter Cabinet Face Frame. Transfer Face Frame and Door Overlay values between cabinets with the Object Painter tool.
- Generate Custom Counter with Fewer Breaks. Converting an automatic counter to Custom through the edit tools creates a counter polyline with fewer line breaks.