



April 8, 2003

Chief Architect 9.0 New Feature List

3D and Render Views

- Advanced, photo-realistic rendering using the latest Ray-tracing technology. Ray-tracing includes reflections and radiosity, providing the most realistic images available in the CAD software market
- A new Glass House™ View provides a fully translucent view of the interior and exterior simultaneously
- New low detail mode for faster view generation and walk-throughs
- New 3D mouse control of camera movement and animation tools
- Ability to place Objects such as windows, doors, cabinets, symbols, and more in any 3D or Render View
- The 3D editing works in all 3D and Render Views and has been extended to include framing, electrical items, windows, doors, cabinets, etc.
- Material Painter™ allows you to apply materials to individual objects in 3D or Render views. For example, spray the counter top with Granite, cabinets with Cherry Wood, or paint the walls with your favorite color
- Improved walk-through tools including support for AVI movie files
- Auto-Detailing automatically fills in details in cross-section views, including insulation, foundations, and wall layers
- “Round-Trip DXF” -- Automatically generate CAD details from any view
- Spherical panoramic backdrops enable more realistic exterior Render Views
- Ability to save perspective and Render cameras

Cabinets / Fixtures / Furniture

- Detail cabinets with hardware including hinges, handles and pulls
- Create cabinet groupings ("Architectural Blocks") and save these to the Library, such as an entertainment center, kitchen island or entire room
- Cabinets, Fixtures and Furniture can now be placed on any User or CAD layer
- New Cabinet Hardware Library with over 350 items
- Cabinet labels and plan fill color can be defined

CAD Tools, Blocks, Details

- Horizontal and Vertical 3D Polyline Solids to create custom 3D shapes
- New CAD tools, including Move, Rotate, Resize, Reflect, Replicate, Move-To-Front, Reverse Direction
- Convert To/From Polyline tool added for many Architectural Objects (including terrain objects, roads, countertops)
- CAD Block management improvement including renaming and faster Detail/Layout Generation
- Ability to add nested blocks to the CAD Block Library
- Unlimited number of CAD Objects in CAD Blocks and CAD views
- Arcs/Splines with arrowheads, text justification tools, Multiple-Edit of different CAD Objects at the same time

Dimensions

- New Point-to-Point dimensions from any point or object to another
- New Baseline dimensions for a cumulative measurement from one end to another
- Aligned dimensions for off-angle walls and lines
- Fully editable extension lines, and configurable dimensioning editing
- Improved dimension accuracy, configurable dimension rounding and inaccuracy reporting

Doors

- Ability to add Door Hardware such as Hinges, Handles and Locks
- New Door Hardware Library

Import / Export

- DWG/DXF Export now includes hatching, fills, fonts, text blocks, text alignment and filled areas
- "Pack-and-Go" Entire Plan Export -- exports plan with all necessary textures, patterns, images, etc.
- DWG/DXF Import allows unit specifications
- Image file export and import added for JPG and PNG formats
- POV-Ray (.POV) Rendering Export
- AVI walk-through movie support
- Microsoft Excel, and HTML Material List export (version 8.0-style exporting also supported)
- Ability to import Terrain Elevation Data

Editing

- New "Select Same" tool allows similar objects to be selected at the same time
- New "Load Properties" tool allows the application of object properties to other objects
- Improved dialog box layouts, new shortcut tools, new shortcut keys available
- New architectural and CAD Object edit tools including Move, Rotate, Resize, Reflect, and Replicate
- New Edit Area Tools which work on currently visible layers only

Electrical / Lights

- Ability to adjust all lights in plan with new "Adjust Lights" dialog
- Electrical objects may include more than one light, and library lights come pre-configured appropriately
- Expanded light specifications, including soft shadow parameters and full positional/directional control
- Ability to put Electrical Objects on any User or CAD layer
- Added labels for Electrical items and Electrical Connections are editable
- Edit Electrical items in 3D Render Views

Foundations / Framing

- Framing items each have individually editable materials
- Automatic Blocking and Bracing (linear or staggered) for walls, joists, and rafters
- Mud Sills may be included in framing system
- Platform edges can have materials applied to them
- New post and beam framing tools
- I-Joists are now included

Layouts

- Layout templates allow you to save and reuse title blocks and borders
- Improved Layout Management tools, including ability to send view to any page in layout, viewport border properties
- Faster Layout generation from 2D and 3D views

Libraries

- Over 3,000 new items added to the Library, bringing the library count to more than 8,500 items. New categories include Fixtures (Exterior), Furnishings (Exterior), Geometric Shapes, Hardware, Millwork, Architectural Blocks; new Library items include window treatments, door hardware, new cabinet hardware, road signs, landscaping plants and terrain
- A new Search Engine allows you to search for library items and much more
- Library browser is now dockable
- Library items come pre-packaged with their own materials -- user-created library items can have materials applied to them
- Electrical lights come pre-packaged with appropriate lights for rendering purposes
- Improved Create Symbol Wizard™ tool imports CAD Blocks from 3D files and allows 3D positioning and rotation of symbols
- Automatic CAD Block generation for user-created Library items
- Library doors can now have interior and exterior material settings
- Dynamic Material Defaults -- library items use the current plan's default materials as appropriate
- Unlimited number of materials can be included with any library object

Material List

- Improved, customizable spreadsheet appearance, and improved material list editing with new columns for equipment, unit costs, percent markup, and labor requirements. Material List now has the ability to change the order of the columns. Exports directly to Microsoft Excel
- New “USE” option to determine which components for an object go into material list
- Ability to save and load material lists for editing and comparison

Materials

- New Material defaults - including cabinet door panels, styles, hardware, molding, and custom countertop configurations
- Ability to apply materials to many new types of individual objects including room moldings, window moldings, individual walls and framing
- Hierarchical view for displaying object and sub-object materials
- New material settings such as reflectivity, bump-maps, and translucency for Ray-tracing
- Full texture rotation capability and Ray-trace preview of materials

Molding

- Moldings can be added to custom countertops
- Create moldings anywhere using Molding Line and Molding Polyline tools
- Room Molding Polyline tool allows fully customizable room moldings

Plans

- Ability to create and use Plan Templates when creating a new file, allowing you to select from several default attributes for new plans
- Ability to create a Plan Database for browsing and searching plans
- Ability to create plan thumbnails which will appear in Plan File Open and Search dialogs
- Inclusion of several new sample plans

Railings / Stairs

- Library newels and balusters may be assigned to railings or stairs
- New baluster and newel specification options
- Railing panels may be created between posts and newels, and stored in the Library
- Custom Handrail Moldings for stairs and railings
- Handrails on walls next to stairs, and around corners
- Stair Runners and Brackets are included

Roofs / Gutters / Skylights

- Advanced materials for Roofs, Gutters, Fascia, Ceilings, Soffits, Eaves and Skylights

Rooms

- Platform thickness separate for each room
- Floor coverings, finishes and under layers
- Room fills and patterns display in plan view
- Create Room Polyline tool
- New space planning and room area tools for the House Wizard™

Schedules

- Schedules for cabinets, fixtures, furniture, and electrical items
- HVAC, plumbing schedules also available (through Fixture schedules)
- Schedule exporting to text and spreadsheet formats

Terrain / Roads / Sidewalks

- New Roads, Road Medians, Road Striping/Marking, Curbs, Gutters, Driveways, Sidewalks and Cul-de-sac tools with automatic generation
- New terrain elevation editing tools, terrain elevation regions and terrain holes
- Save Terrain and Road Objects to the Library as Terrain Blocks
- Ability to import terrain elevation data from a text file or from DWG/DXF CAD data
- New Fence tool

Walls

- Walls may now be drawn at any angle
- New curved wall tools including Lock Ends, and Specify Radius
- Separate Interior, Exterior, Foundation and Duplicate Wall Type tools
- New pony wall tool, including pony wall defaults
- Align groups of walls with floor above and below
- Cornerboards and Quoin heights fully definable; improved cornerboard and quoin specification

Windows

- Curtains, Blinds and Window Treatments may be applied to windows
- Exterior Trim details can be applied to windows
- Editable Skylight frame width, height and glass