

## DOORWAY RULES

1. Doorway insertion point is set at outside of the wall and can be biased by the “Y” dim in the doorway sym DBX-remember, normally created insertion point is center ,bottom, back unless you change.
2. Insertion point of Door is set at outside/inside of wall depending on door swing direction. Insertion point of door and doorway are determined by the wall and not related except to the symbol plan tab. i.e. A door could be placed next to the wall and the doorway biased away from it.
3. Door recession is only effective for outside swing doors. For inside swing, recession has no effect.
4. Doorway depth is set by wall thickness.
5. Door knob and hinge position is set by door swing and outside/inside status. Both can be changed in the door DBX.
6. In creating the door symbol, the exterior side is the side facing the camera, and is the side you are initially viewing in the symbol DBX. It is brought in this way and cannot be changed except by creating a new symbol. (see #13)
7. Door symbols brought into a doorway are resized based on their stretch planes or if not present, resized overall. The ratio used is the reverse ratio of the door specification DBX dims and the symbol bounding box dims. i.e. A symbol height bounding dim lower than the specified door height would increase the door symbol size by the appropriate ratio.-remember door symbol size is fixed by the Symbol itself. The symbol bounding box should be the same size as the symbol but can be used to crop the symbol or create white space around it.
8. You can only insert door symbols into a doorway, not Chief’s native doors (default internal door cad blocks created by Chief and not in the library – used by default when a lib symbol is not specified). Chief’s native doors such as panels, etc., are not symbols but 3D cad blocks and as such carry accessible id’s for each primitive so they can be identified and modified by Chief. Symbols carry the same ids but since anyone can make them, in any program, Chief has no way of knowing which primitive line(s) to modify
9. Items such as windows moldings, within a Doorway are a fixed part of the Doorway symbol and are not alterable other than material selection, if designated as such by the originator. Remember a doorway is just a symbol and can contain anything.
10. The doorway symbol must contain sufficient open space for the inserted door(s). Only one type door is used for all door(s) within the doorway. Door insertion is at the center point of the

doorway as determined by the doorway section in the symbol plan tab. Door insertion point determines the door location at these plan tab “center points”. You can insert up to five identical doors in a doorway by modifying the image in the doorway symbol plan tab. Each door is centered on the applicable plan section –by door insertion point.

11. The materials applied to the doors are those designated within the door symbol or doorway. They have nothing to do with the door position within the doorway. For that reason they SHOULD correspond to how the symbol and door will be shown within the doorway. i.e. Materials on the exterior should be labeled as such – exterior panel, interior rail, etc. With this method, one can assign multiple materials to each side of the door or the doorway which would also be available for the user to access and modify.
12. The dimensions within the plan/opening tab of the doorway symbol must correlate to the bounding box of the doorway. Otherwise Chief will flag an error – circle shown. The symbol and any inserted doors must completely fill the doorway bounding box; otherwise, open space will be shown.
13. The exterior or interior side of a door symbol is fixed by the symbol upon creation. The exterior side is the side facing the camera- remember to double check the bounding box dims correspond to the door dims as the 3Dview can confuse these dims depending on which view the door was originally created. Symbols can be created in elev. and that always give a true representation of the forward (exterior) face. These faces can be switched in the door DBX with the “reverse interior/exterior” check box. This only reverses the face to the exterior, the symbol and applied materials (and their names) remain the same. To change this, the door symbol must be rotated and a new symbol created- remember to also change the material labeling.
14. Doorways are placed on the Door layer which can be changed. Turning off that layer hides both the doorway symbol and the included door(s) in 3D. Doors inserted into a doorway will be put on the same layer as the doorway.
15. In plan only, the doorway plan representation uses both the window and door layers. The window representation part is put on the window layer although this usage is not noted in the layer DBX; the door is on the door. These layers cannot be reassigned for the plan 2D symbol. The symbol in 3d and elev. Is originally assigned to the door layer and can be reassigned. Turning off this layer hides the symbol and door in 3D/elev. But not the plan. The plan 2D representation is, however, then not selectable. The bounding box (cutout) is not affected nor is its layer selectable as it appears to be on whatever layer the wall is on and is always on with the wall. It is not reassignable.
16. Stretch Planes don't prevent the Opening from being stretched. You can set Stretch Planes outside of the Symbol which prevents the Doorway itself from being resized, but the Opening can still be stretched.

17. The doorway Layer Control makes it virtually impossible to suppress the Display of the Plan View without turning off the display of all Windows & Doors. (see #15)
18. There is no way to control the material for the threshold of the Door.  
There is no material assignment in the dbx for Casings unless you select a Library Molding.  
The 2D Plan View and 3D Symbol can be assigned different dimensions –which will create an error.  
There's no way to specify or modify the Shape of the Inserted Door. Doors can be resized.( See # 7)  
Door Schedule provides incorrect data for the Door, but the doorway is listed correctly if this option is turned on.  
Window Panels in the Doorway are drawn in 2D according to the Plan Default Window Type existing at the time of insertion. All windows are represented the same.  
3D Symbol Origin effects the location of the 3D Doorway Symbol in the Wall but the 2D Plan View ignores this.
19. The plan view tab only affects the 2D representation, not the 3D view. Windows cannot be actually inserted in plan nor is their representation selectable in the doorway; they are just part of the symbol.
20. Door symbols cannot be dropped into the doorway symbol in elev. – only plan. The can be slid into place by first being dropped in the wall. Or selected from the library via the doorway DBX.