

Chief Architect® X8 User's Guide

Professional Design & Drafting Software

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Appendix A: End User License Agreement

Installation

This chapter will walk you through installing your Chief Architect software.

Chapter Contents

- System Requirements
- Downloading Chief Architect
- Installing Chief Architect
- Installing Your Optional Hardware Lock
- Starting Chief Architect
- Migrating Library Catalogs
- Program Updates
- Installing on Multiple Computers
- Uninstalling Chief Architect

System Requirements

In order to install and run Chief Architect, your computer system must meet the following minimum requirements:

- Windows® 10/8/7; Mac OS X® v10.10 (Yosemite) or newer
- Multi-core processor
- 2 GB of memory (32 bit); 4 GB of memory (64 bit)
- 5 GB of available hard disk space
- 512 MB dedicated video card or integrated graphics with 2014 or newer drivers

- Recommended minimum monitor resolution: 1152 x 864
- High speed Internet for registration, license authentication, deactivation, video access, content downloads
- DVD drive (if software purchased on DVD)

Internet access for license authentication is required once every 14 days.

For more information about system recommendations, visit our Web site at chiefarchitect.com.

Downloading Chief Architect

To download and install Chief Architect X8, begin by logging in to your online Chief Architect account at chiefarchitect.com.

Browse to the Digital Locker page, select the version that you would like, click the Download button, and save the file to your local hard drive. Select an easy to find **Save in** location on your computer, such as your Documents folder or Windows Desktop, then click **Save**.

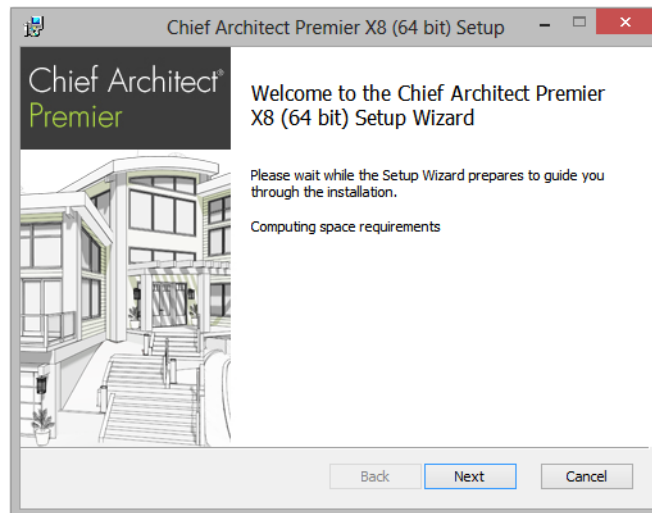
Installing Chief Architect

When the installer file is completely downloaded, browse to its save location and double-click on it to launch the program installer.

If you have a Chief Architect Program DVD, insert it into your DVD drive:

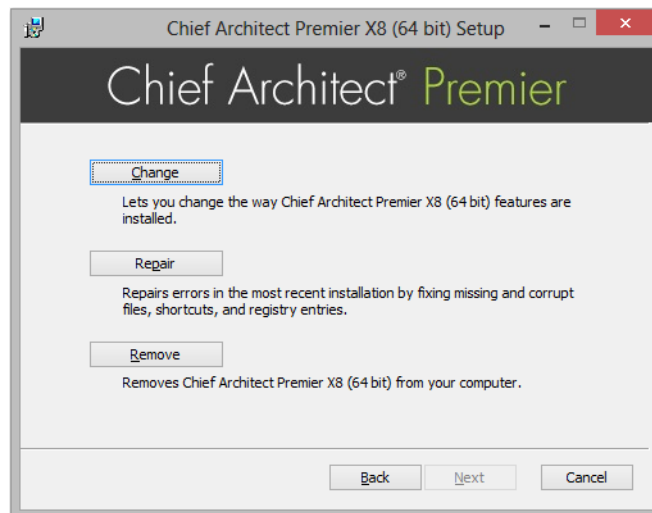
- In Windows, the Setup Wizard will launch automatically. If it does not, press the Windows key on your keyboard, then type the word Computer and press Enter. Right-click on your DVD drive and select **Open** from the menu, then double-click on the file with your program's name.
- On a Mac, the DVD will open in a Finder window automatically. If it does not, right-click on the disk icon on your desktop and select **Open** from the menu. Then, double-click on the file with the **.pkg** file extension.

Setup Wizard Welcome



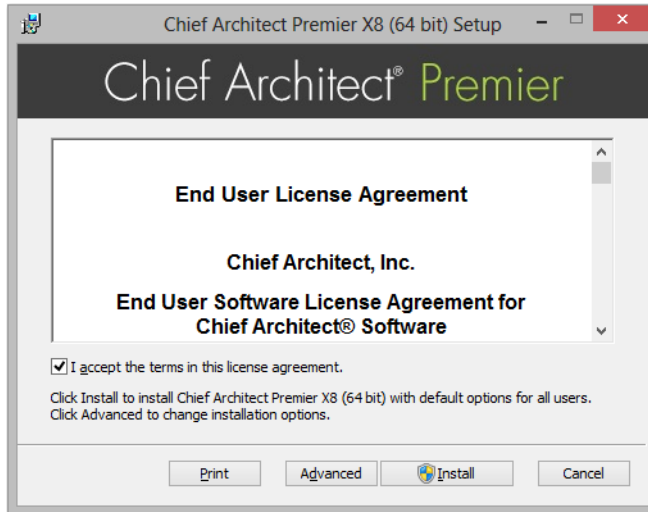
1. Depending on whether or not you have installed the program on this computer before, the text in this window may vary. Click **Next** to continue.

Setup Maintenance



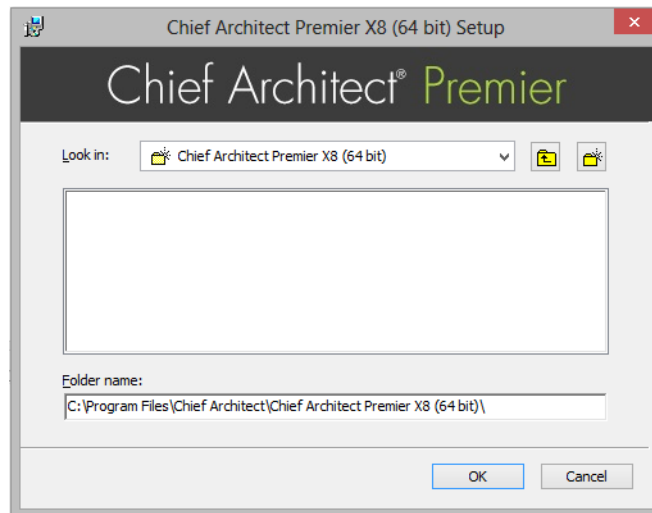
2. If you have installed the program before, this window will display, allowing you to reinstall or uninstall the program. If you are installing the program for the first time, this window will not display.

License Agreement



3. Read the License Agreement carefully. You must check the box beside **I accept the terms and conditions of this license agreement** before installing. See “End User License Agreement” on page 233 of the User’s Guide.
 - Click the **Advanced** button if you’d like to specify a non-default installation location or exclude supplementary content from being installed.
 - Click **Install** to begin installing the software. The Setup Wizard will begin copying files to your hard disk. This may take a few minutes.

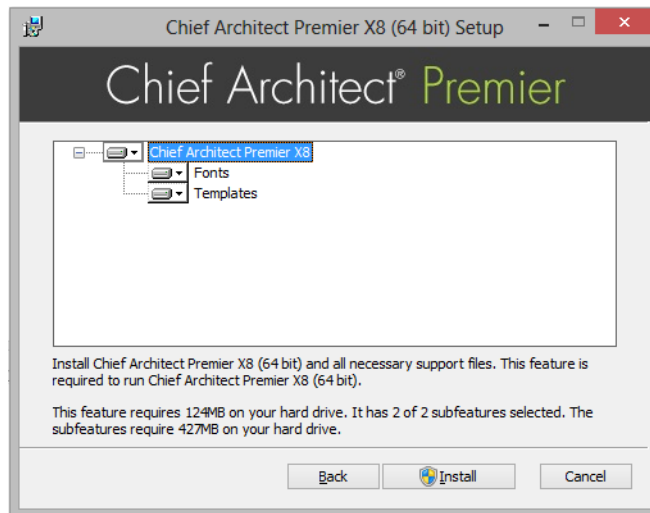
Choose Destination Location



4. This window appears in the Windows version and only if you click the **Advanced** button, and then the **Change** button, in the previous windows. By default, the Windows version of the program installs in a folder with the same name as the program version located at C:\Program Files\Chief Architect. You can, if you wish, choose a different destination folder on the local machine.
- If you prefer a different location, click the **Change** button, then navigate to the desired location on your hard drive.
 - You can also type the full pathname of the installation directory in the **Folder name:** field.
 - Click **OK** to proceed to the next window.

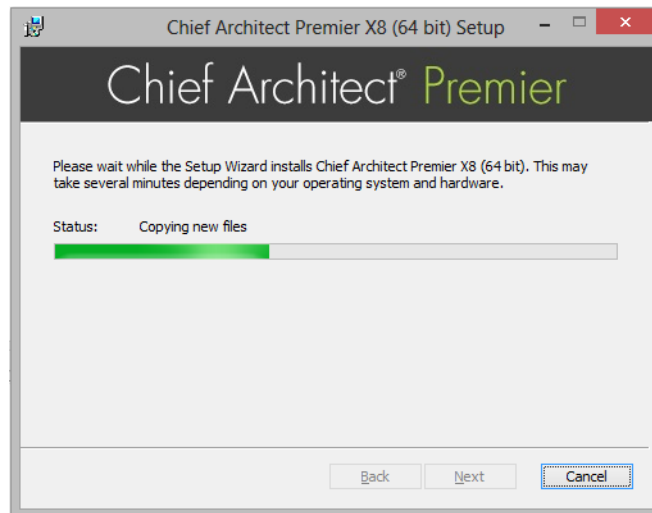
Note: Regardless of the location that you specify here, the program's library content will be installed in your computer's ProgramData folder.

Choose Items to Install



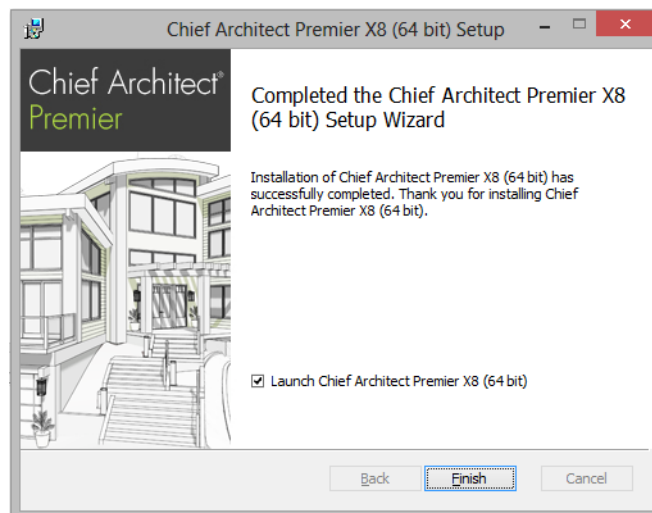
5. You can use this window to specify what features you wish to install.
- Click on a line item to select it. Information about its contents and hard drive space requirements displays beneath the list of features.
 - Click the drop-down arrow beside a line item to specify how it is installed. By default, **Entire feature will be installed** is selected for all line items.
 - Choose **Entire feature will be unavailable** to prevent a selected subfeature from being installed. When this option is selected, a red X will display beside the line item's drop-down arrow. The top level feature cannot be excluded from installing. If you decide to not proceed with the program installation, click the Cancel button.
 - Click **Install** to install the program and supplemental content as specified.

Install



6. The Setup Wizard will begin copying files to your hard disk after a few moments and a green progress bar in this window will show the status of this process. This may take a few minutes.

Setup Wizard Complete



7. When all files have been copied, this dialog will display. Click **Finish** to launch Chief Architect.

Installing Your Optional Hardware Lock

Hardware Lock Security is an alternative to the standard, internet based license security used by Chief Architect Pro licenses and can be used on Windows operating systems only. If you do not have Hardware Lock Security for your Chief Architect Pro license, skip this section and proceed to Starting Chief Architect section of the instructions.

USB Hardware Locks



HASP



Super Pro

Your Hardware Lock

If you do have Hardware Lock Security, the hardware lock is your key for operating Chief Architect Pro on supported Windows operating systems. You will not be able to operate Chief Architect Pro unless this lock is attached to the computer you wish to launch the program on, so please take care of it.

Before Installing Your Lock



Do not plug the hardware lock into your computer until you have completed the preceding Chief Architect installation instructions.

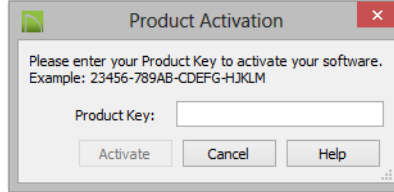
Installing Your Lock

1. Attach your lock to any available USB port.
2. Your Windows operating system should detect the lock and install it automatically.
3. Launch Chief Architect.

Starting Chief Architect

You can use the Start menu or the shortcut on your desktop to start Chief Architect. When you launch the program for the first time, the **Product Activation** dialog will open.

This dialog will also open if you have previously deactivated your license on the current computer, or if you are converting a Trial Version installation into the full software version.



- Enter your **Product Key**, which is located in the account information from your download or on a sticker inside your DVD case.
- Click the **Activate** button to launch the program. Not available unless a valid Product Key has been entered.

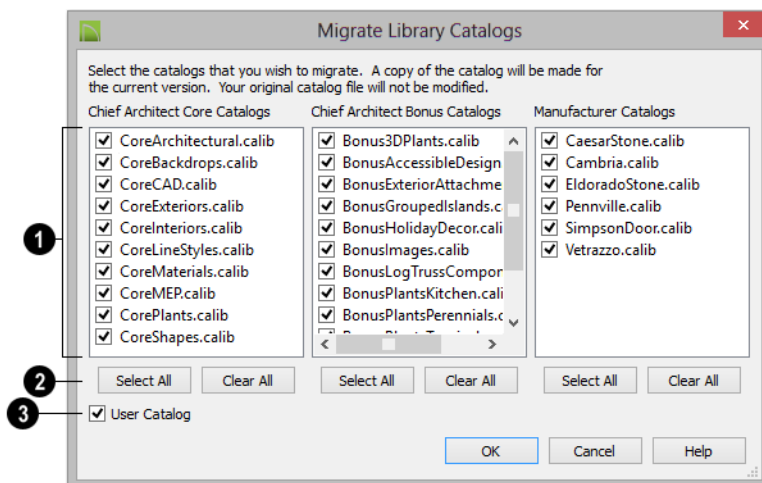
If your product key is not associated with a User Account on our web site, the **Register Chief Architect License** dialog will open next. You can also open this dialog later on by selecting **Help> Register License**.

So that you can take full advantage of our online resources, click the **Register License** button and take a moment to associate your software license with a User Account on our web site, chiefarchitect.com.

Migrating Library Catalogs

If you have Chief Architect version X2 through X7 installed on your computer, the **Migrate Library Catalogs** dialog will display after you activate the license, allowing you to migrate library content for use in Chief Architect X8. If multiple legacy versions are present, only the content associated with the most recent will be migrated. See “Library Content” on page 825 of the Reference Manual.

Migrate Library Catalogs Dialog



1 A list of all **Chief Architect Core**, **Chief Architect Bonus**, and **Manufacturer Catalogs** installed in your version X7 library display here.

- Uncheck the box beside a library catalog's name to prevent it from migrating into the version X8 Library Browser.

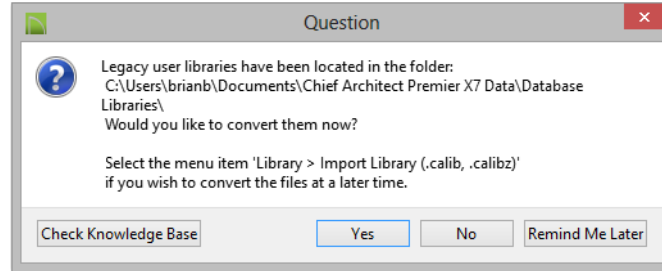
2 **Select All/Clear All** -

- Click the **Select All** button below a list to migrate all catalogs in that list into the version X8 library.
- Click the **Clear All** button below a list to migrate none of the catalogs in that list into the version X8 library.

3 Uncheck **User Catalog** if you do not want to migrate your custom library content into version X8. When this is checked, your version X7 custom library content will be migrated and placed in your User Catalog.

Legacy Library Conversion

If you upgraded to Version X8 from a Chief Architect version between X5 and X1 and have custom library content from that version on your computer, you will be presented with an opportunity to convert that content for use in Version X8.



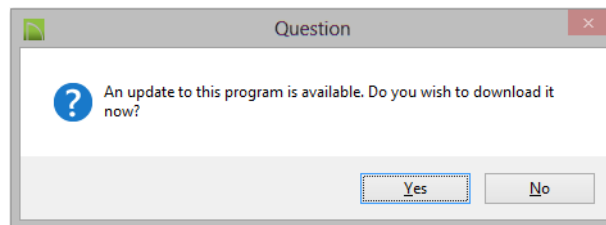
To convert this custom content for use in Version X8, click **Yes**.

Library content from Chief Architect 10 or prior cannot be converted for use in Version X8 automatically; however, you can convert this content yourself. See “Legacy Library Conversion” on page 829 of the Reference Manual.

Program Updates

From time to time, Chief Architect releases Chief Architect program updates that are available for download free of charge from the Chief Architect web site, chiefarchitect.com.

When a program update is available, this dialog will display when the program is opened:



- Click **Yes** to open your default Internet browser to the **Program Updates** section of the Chief Architect Web site.
- Click **No** to launch Chief Architect.

At any time, you can select **Help> Download Program Updates** from the Chief Architect menu to launch your default Web browser to the [Program Updates](http://chiefarchitect.com) section of the Chief Architect Web site.

Program updates are not patches: when an update is installed, the previous version is uninstalled and then the new version is installed. Library content, Preference settings, and information saved in the program’s Data folder are not affected by program updates.

If you prefer that the program not check for program updates every time it launches, you can disable this feature in the **Preferences** dialog. See “General Panel” on page 98 of the Reference Manual.

Installing on Multiple Computers

A license of Chief Architect can only be active on one computer at any given time. If you have been running the software on one computer and wish to run it on a different computer, or if you wish to rename your computer, you must deactivate your license first.

For details, please refer to the **End User License Agreement**, found in both the program installer and the User's Guide .pdf.



An active Internet connection is required to deactivate a Chief Architect license.

To deactivate a Chief Architect license

1. Launch Chief Architect on the computer where the license is active.
2. Select **Help> Deactivate License** from the menu.
3. A message will confirm that you wish to deactivate the license. Click **Yes**.
4. After a pause, the program will close.

License activations can also be deactivated in your User Account on our web site, chiefarchitect.com

To manage license activations online

1. Log in to your User Account on our web site, chiefarchitect.com.
2. Browse to your **Digital Locker: Software Downloads and Product Keys** page.
3. Click the link to **Manage your Active Licenses**.
4. Click the **Deactivate** button to deactivate your license on the computer where it is currently active, making it available for use on another computer.

If you have installed both the 32-bit and the 64-bit version of Chief Architect X8 Premier and deactivate one of these, both will automatically become deactivated.

If you are using hardware lock security, you do not need to deactivate your license. Instead, attach the lock to the computer you wish to use before launching Chief Architect. See “Your Hardware Lock” on page 14.

Uninstalling Chief Architect

Chief Architect can be removed from a Mac by moving it to the Trash. This does not deactivate the license, however, so you may want to deactivate your license before removing the program.

On a Windows® computer, there are two ways that Chief Architect can be removed: from the Control Panel and using the Setup Wizard on the program disk. Please note that if you do not have an active Internet connection, your license will not become deactivated.

To remove the program using the Windows Control Panel

1. Open the Windows Control Panel.
2. Double-click Programs.
3. Find Chief Architect and click **Uninstall**.

To remove the program using the Setup Wizard

1. Launch your downloaded program installer or place the disc in the DVD drive and select **Install** Chief Architect from the Chief Architect startup window.
2. On the Setup Maintenance page, select **Uninstall** and click **Next**. A message will display, asking if you would like to remove the selected application and its components.
3. Click **Yes** to remove Chief Architect.

When Chief Architect is uninstalled, neither the Chief Architect Data folder nor the library content is removed from the system. See “Chief Architect Data” on page 53 and “Library Content” on page 825.



If an emergency forces you to reformat your hard drive, reinstall your operating system, or resort to a system restore point, be aware that none of these actions result in a normal program uninstallation or license deactivation.

House Design Tutorial

This House Design Tutorial shows you how to get started on a design project. The tutorials that follow continue with the same plan. When you are finished, you will have created a sample plan named “Stucco Beach House.” You can then apply the tools and techniques learned to your own plans.

In this tutorial you will learn about:

- Before You Begin
- Getting Started
- Setting Defaults
- Drawing Walls
- Creating Dimension Lines
- Adjusting Wall Positions
- Creating Rooms
- Creating a 3D View
- Adding Floors
- Adding Stairs
- Placing Doors and Windows

Before You Begin






Chief Architect may look differently on your screen than it does in the following tutorials.

- Screen captures are taken from a smaller window to optimize image quality, so the size and proportion of your interface may be different.
- Some features, such as the Reference Grid, have been turned off to optimize image quality. For more information, see “General Plan Defaults Dialog” on page 88 of the Reference Manual.
- Since toolbars can be customized, their default layout and location may differ. For more information, see “Toolbar Customization Dialog” on page 135 of the Reference Manual.
- As the program is updated, features may be added or removed. If you are using the latest version of Chief Architect, you may see buttons and/or menu items that have been added or removed since this tutorial was written. For more information, see “Program Updates” on page 17.
- Depending on your operating system and system settings, dialogs and toolbars may appear differently than they do in the tutorials.

Getting Started

Begin by opening a new, blank plan.

To begin a new plan

1. When Chief Architect launches, the **Getting Started** dialog displays. For more information, see “Startup Options” on page 30 of the Reference Manual.
 - Select **New Plan**  to open a new, blank plan.
 - You can also select **File> New Plan**  to open a new, blank plan.
 - For more information, see “File Management” on page 51 of the Reference Manual.
2. You should begin work on any new file by giving it a name. To do this:
 - Select **File> Save**  from the menu to open the **Save Plan File** dialog.
 - Specify the location on your computer where you would like to save the plan.
 - Type a name for your plan.
 - Click **Save**.
3. It is a good idea to save your work on a regular basis as you proceed. To do this, you can:
 - Select **File> Save**  from the menu to open the **Save Plan File** dialog
 - Click the **Save**  button on the toolbar.
 - Type Ctrl + S on your keyboard.

For more information about saving files, see “Saving, Exporting, and Backing Up Files” on page 55 of the Reference Manual.

Setting Defaults


Default settings determine the initial characteristics of objects when they are first drawn. When set up in advance, they can help you both save time and avoid mistakes. Before you draw walls and create rooms, therefore, you should always make sure the defaults will meet your needs for the current project. For more information about defaults, see “Preferences and Default Settings” on page 73 of the Reference Manual.

While all defaults are important, there are several that can be considered critical because they help determine the size and structural characteristics of the building. These critical defaults are:

- Normal Room Defaults
- Floor Defaults
- Framing Defaults
- Wall Defaults
- Dimension Defaults
- Annotation Sets

It is recommended that whenever possible, you set these defaults before drawing anything in your plan. Changes made to these settings later on are possible, but may require extra work to review and adjust heights and wall positions.

To access a file's default settings

1. Select **Edit> Default Settings**  to open the **Default Settings** dialog.
2. Click on the arrow next to a category to expand it and show its contents.
 - Click on the arrow again to collapse the category.
3. Select a defaults dialog that you would like to open and click the **Edit** button.
 - You can also open the defaults dialog by double-clicking on a line item.

Normal Room Defaults

The **Normal Room Defaults** dialog serves as the master defaults dialog for floor and ceiling structure and finish definitions on all floors. These are particularly important because they influence the overall height of the structure. For more information, see “Floor and Room Defaults” on page 330 of the Reference Manual.

To set the Normal Room Defaults

1. In the **Default Settings** dialog, click the white arrow beside "Rooms", then select "Normal Rooms" from the list and click the **Edit** button.
2. The settings in this are similar to those on the Structure panel of the **Room Specification** dialog, but only four options are active here:

- Specify the default **Ceiling Structure**.
 - Specify the default **Ceiling Finish**.
 - Specify the default **Floor Finish**.
 - Specify the default **Floor Structure**.
3. If you wish, you can also specify unique default Floor Finish definitions for Kitchen/Bath/Utility Rooms, Deck Rooms, and Garage/Porch/Slab Rooms.

Floor Defaults

The **Floor Defaults** dialogs let you set the default floor and ceiling structure and finish definitions for the each floor as well as the default ceiling heights and room moldings. The Floor Defaults dialogs draw their default floor and ceiling structure and finish definitions from the Normal Room Defaults dialog. For more information, see “Floor Defaults Dialog” on page 436 of the Reference Manual.

To set the Floor Defaults

1. In the **Default Settings** dialog, select "Floor" from the list and click the **Edit** button to open the **Floor Defaults** dialog for the current floor.
 - In a plan in progress with multiple floors, begin by navigating to the floor where you would like to modify the floor defaults, then open the **Default Settings** dialog.
2. On the Structure panel, note the **Ceiling Height**. The initial value is 109 1/8" (inches). Leave this value unchanged for this tutorial.
3. Click OK to close the **Floor Defaults** dialog.

To reset the Floor Defaults

1. Select **Edit> Reset to Defaults**.
2. Under Reset Scope, choose either a particular floor, or All Floors.
3. Click **OK** and floor and ceiling heights for any room that was changed in the Room Specification dialog will be restored to the Floor default values.

Framing Defaults

The **Framing Defaults** dialog influence how all of the major structural components of the model are created: including floors and ceilings, walls, and the roof. For more details, see “Framing Defaults” on page 578 of the Reference Manual.

To set the Framing Defaults

1. In the **Default Settings** dialog, select "Framing", then click the **Edit** button to open the **Framing Defaults** dialog.
2. It is a good idea to review the settings on each of the panels; however, there are several settings that should be set before you start drawing:

- On the Foundation panel, set the Floor Joist Width and On-Center Spacing.
 - On the 1st Floor panel, Set the Floor Joist Width and On-Center Spacing.
 - On the Roof panel, set the On Center Rafter Spacing, Rafter Type, and the Height and Width of the roof framing members.
3. When your Framing Defaults suit your needs, click OK.

Wall Defaults

The **Wall Defaults** dialogs let you specify the thickness, materials, and other characteristics of the walls that are drawn by each of the Wall Tools. For more information, see “Wall Type Definitions” on page 301 of the Reference Manual.

To set the Wall Defaults

1. In the **Default Settings** dialog, click on the arrow next to "Walls", select "Exterior Wall" and click the **Edit** button.
2. For this tutorial, go to the Wall Types panel, select "Stucco-6" from the **Wall Type** drop down list and click OK.



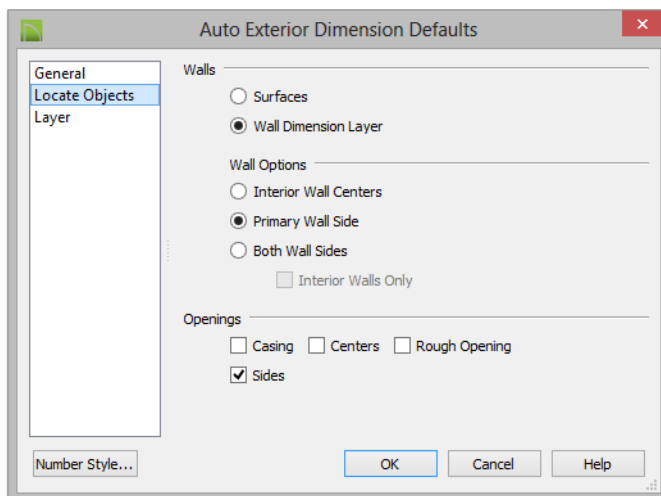
To learn more about defining Wall Types, see “Wall Type Definitions” on page 301 of the Reference Manual.

Dimension Defaults

Dimension lines are important for both positioning walls and other objects and for annotating your drawing. It is a good idea, therefore, to specify how you want dimensions to locate objects as well as their appearance before you begin drawing.

To set the Dimension Defaults

1. In the **Default Settings** dialog, click on the arrow next to "Dimension" to expand this category, then select the type of dimension you want to modify. For this tutorial, select **Auto Exterior Dimensions**, and click the **Edit** button.
2. On the Locate Objects panel, specify how you want Auto Exterior Dimension lines to locate walls: either at their outside surfaces or at their dimension layer.
 - Under the **Walls** heading, select **Wall Dimension Layer** and **Primary Wall Side**.
 - Specify how **Openings** are located. For this tutorial, **Sides** is used.




3. Review each of the panels and settings available for setting up your Dimension Defaults.
4. For more information, see “Dimension Preferences and Defaults” on page 984 of the Reference Manual.

Annotation Sets

While not directly involved in the structural properties of a drawing, if you intend to produce a full plan set for your project you should consider using Annotation Sets to increase your efficiency and productivity. An Annotation Set is a collection of saved defaults for text, dimensions, and other similar objects. When you select an Annotation Set, you are simply enabling a pre-defined group of defaults set up for a particular purpose. For more information, see “Annotation Sets” on page 80 of the Reference Manual.

Other Defaults


You may want to review some of the other available defaults when setting up your template. For example, you can modify your Cabinet defaults, where you can set up your materials for Base, Wall and Full Height Cabinets so that any future cabinets placed in the plan will initially use these default settings.

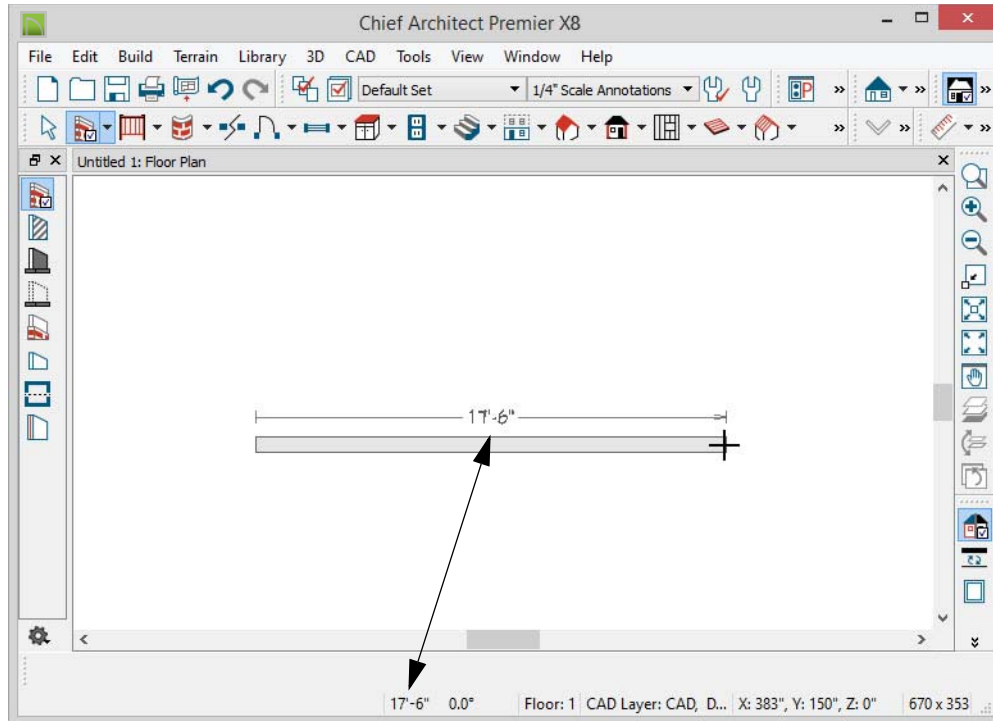
 You can save this plan as a Template for use when creating new plans. See “Creating Templates” on page 85 of the Reference Manual.



Drawing Walls

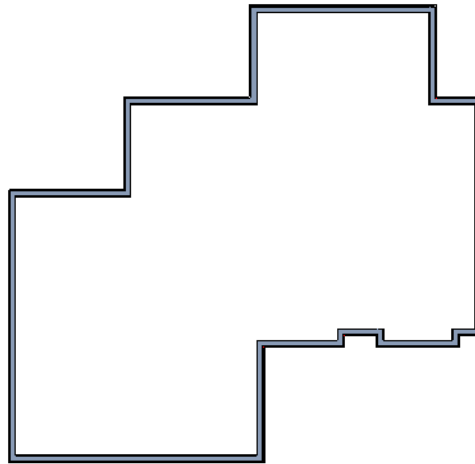
Once your defaults are set, a new drawing can be started by drawing some exterior walls. When drawing walls, do not try to size or position them precisely - they can be more easily positioned after they are created. For more information, see “Walls, Railings, and Fencing” on page 259 of the Reference Manual.

To draw exterior walls

1. When drawing a structure’s perimeter walls, it is recommended that you make sure **Grid Snaps** are turned on. You may choose to disable them, though, once the shell walls are in position. See “Snap Behaviors” on page 162 of the Reference Manual for more information.
2. Select **Build> Wall> Straight Exterior Wall**  from the menu or click the corresponding toolbar button, then click and drag from left to right to draw a wall. Walls can be drawn in two ways:
 - If you first click using the left mouse button, each wall section will end when the mouse button is released. Place the pointer over an existing wall end and click and drag to create a new connected wall section.
 - If you initially click using the right mouse button, you will draw continuously connected walls until you click both mouse buttons simultaneously (or press the Esc key). See “Continuous Wall Drawing” on page 278 of the Reference Manual.
3. There are a few things to make note of as you draw a wall.
 - The wall’s length displays in two places: above the wall and in the Status Bar at the bottom of the screen. Its angle is also shown in the Status Bar:



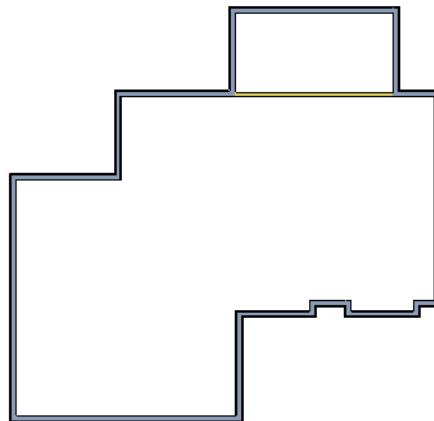
- Wall angles are restricted to increments of 15° when **Angle Snaps**  are on. In most instances, this makes drawing straight walls easy and is desirable; however, you can toggle Angle Snaps on and off by selecting **Edit> Snap Settings> Angle Snaps**  or pressing the F10 key. See “Snap Behaviors” on page 162 of the Reference Manual for more information.
4. Continue drawing walls, creating a rough outline of the building’s exterior, as shown in the following image.
 - Exact dimensions are not important yet, but keep the final size of the structure in mind as you draw. The overall lengths of this building’s sides are 41’ x 39’6”.
 - It is helpful to draw exterior walls in a clockwise direction to ensure the proper orientation of wall surfaces.
 - When the walls enclose an area completely, a Living Area label is created. See “Living Area” on page 339 of the Reference Manual.




Interior walls are drawn the same way that exterior walls are.


To draw interior walls

1. Select **Build> Wall> Straight Interior Wall**  from the menu or click the corresponding toolbar button.
2. Draw an interior wall as shown in the following image.



To delete a wall

1. While the **Select Objects**  tool is active, click on a wall with the pointer to select it.

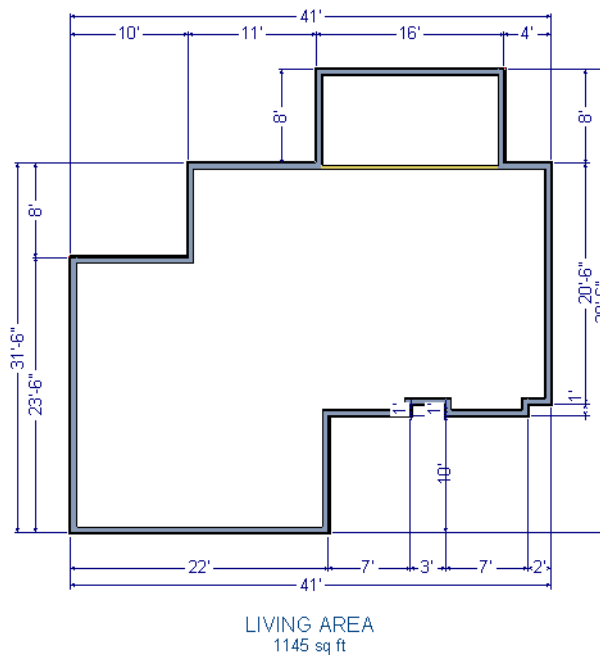
2. Press the **Delete** key or click the **Delete**  edit button.



Creating Dimension Lines


Dimension lines locate walls, openings in walls, and other objects. In Chief Architect, you can generate several types of automatic dimension lines and draw a variety of manual dimensions such as Interior Dimensions, Point to Point dimensions, Baseline dimensions, and angular dimensions. For more information, see “Dimensions” on page 983 of the Reference Manual.

To create automatic exterior dimension lines


1. Select **CAD> Automatic Dimensions > Auto Exterior Dimensions** .

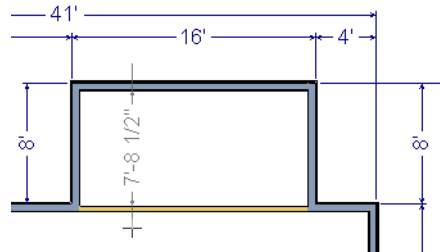


2. For a closer view of a certain area, click the **Zoom**  tool, click and drag a box around the area you want to see in detail, and release the mouse button. That area fills the screen. For more information, see “Window and View Tools” on page 877 of the Reference Manual.
3. To return to the previous zoom factor, select **Window> Undo Zoom** .

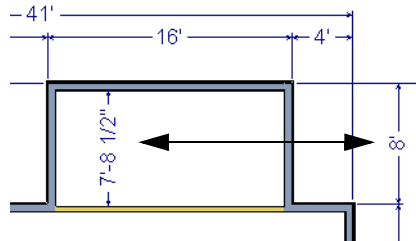
4. If you can't see all the exterior dimension lines at once, select **Window> Fill Window Building Only**  to center your plan on screen.

To draw an interior dimension line

1. Select **CAD> Dimensions> Interior Dimension** .
2. Click and drag a line that intersects the interior wall and other walls you want to locate.



3. Notice that Interior Dimension lines locate the interior side of exterior walls, while other types of dimension lines locate the exterior side.






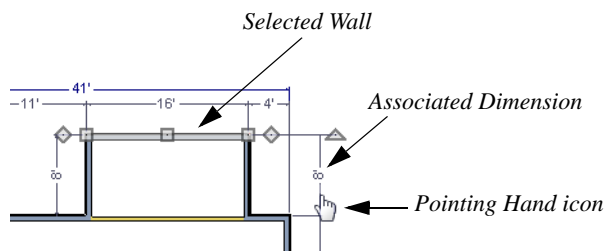
Note: Interior Dimensions locate the Main Layer of walls by default rather than wall surfaces. See "Wall Type Definitions Dialog" on page 304 of the Reference Manual. This and other options can be changed in the Dimension Defaults dialog. See "Dimension Defaults Dialog" on page 985 of the Reference Manual.

Adjusting Wall Positions

With the perimeter walls in place, you can adjust their position with precision. There are several ways to do this, but the fastest and most accurate uses dimension lines. For more information, see “Moving Objects Using Dimensions” on page 1016 of the Reference Manual.

To move walls using dimensions

1. Begin by selecting **Window> Fill Window Building Only**  so the entire building can be seen.
2. Click the **Select Objects**  button, then click on a wall that you want to move.
3. Click on a dimension line that indicates how far the selected wall is from another wall. There are a couple of ways to determine which dimensions can be used for this purpose:
 - Move the selected wall and see which dimensions update.
 - Move your pointer over a dimension. If it is an associated dimension, the icon will change to a Pointing Hand .

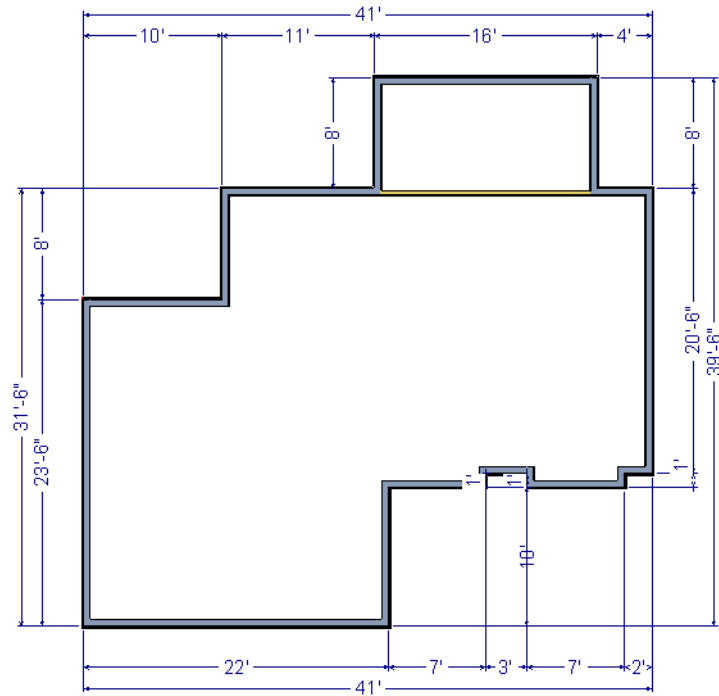


4. With the Pointing Hand icon visible, click on the associated dimension and enter a new value.
 - Remember: Type an apostrophe to denote feet and quotes to denote inches.
 - If neither apostrophes nor quotes are included, inches will be used.
5. Press the Enter key on your keyboard to move the wall to the newly specified distance.
6. Repeat this process for the adjacent exterior wall, continuing in a clockwise direction.



When using dimensions to reposition walls, you should always work in the same direction, adjusting one wall section after another.




When you are finished, your dimensions should match those in the following image:



Dimensions can also be used to change the length of a selected wall. Bear in mind, though, that the when a wall is resized in this manner its Start point will always be locked and its End point will always be moved. Because of this, it is often easier to move walls than to resize them. See “Editing Walls” on page 285 of the Reference Manual.


When your exterior walls are in position, you may find it helpful to delete the dimensions.



To delete all dimensions at once

1. Select **Edit> Delete Objects**  to open the **Delete Objects** dialog. See “Delete Objects Dialog” on page 255 of the Reference Manual.
2. Select the **All Rooms On This Floor** radio button, then under the CAD heading:
 - Check **Manual Dimensions** to delete manually-drawn dimension lines such as those drawn by the **Interior Dimension**  tool;
 - Check **Automatic Dimensions** to delete automatically generated dimension lines such as those created by the **Auto Exterior Dimensions**  tool;
 - Click the **Delete** button, then **Done**.

Although using dimensions is generally the fastest and most accurate way to move walls, you can also move them using their edit handles and edit tools.

To move walls using their edit handles


1. Click the **Select Objects**  tool then click on an exterior wall to select it.
2. Click and drag the Move edit handle that displays at the position along the wall where you clicked. Walls can be moved perpendicular to the direction that they are drawn.
3. As you move the wall, the dimension lines that indicate how far it is from other walls will update.

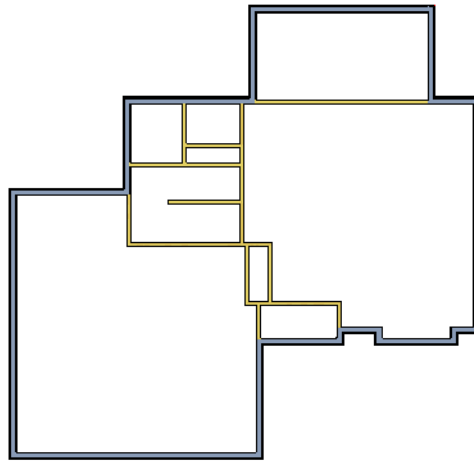
If you have difficulty positioning a wall at a particular location, try zooming in on it using either the **Zoom**  or **Zoom In**  tool or by scrolling with your mouse wheel. You can also use the arrow keys on your keyboard to nudge a selected wall up, down, left, or right on-screen.


Creating Rooms

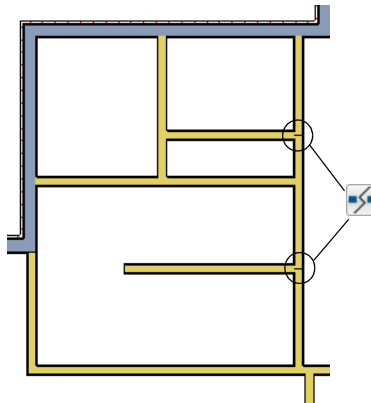
When the exterior walls enclose an area, a single, large room is created. Once the exterior walls are in position, you can add interior walls and to create multiple rooms. Rooms can be assigned a Room Type that applies attributes such as flooring that are typical of that type of room. For more information about rooms, see “Room Types” on page 335 of the Reference Manual.


To define rooms using interior walls

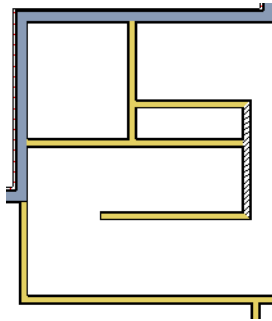
1. Select **Build> Wall> Straight Interior Wall** , then click and drag to draw interior walls. As with exterior walls, you don't need to worry about exact placement as you draw.




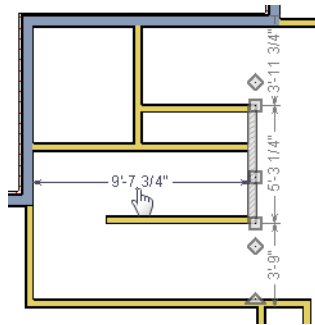
2. Select **Build> Wall> Break Wall**  and click to place two breaks at the locations shown in the following image.




3. Click the **Select Objects**  button, then select the top wall section created by the breaks and delete it. Repeat this process for the bottom wall section, so that only the middle section remains, which is hatched in the image below for illustrative purposes.

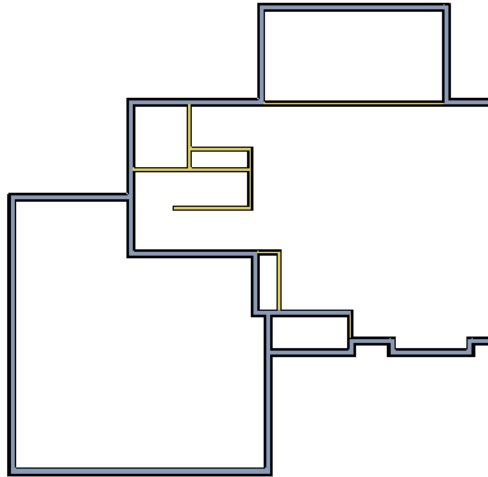


4. Draw a horizontal **Interior Dimension**  inside this new room, then use it to move the vertical interior wall 9' 7 3/4" from the opposing exterior wall.



To change a wall's type

1. Select a wall with the incorrect wall type and click the **Open Object**  edit button to open the **Wall Specification** dialog. See "Wall Specification Dialog" on page 308 of the Reference Manual.
2. On the Wall Types panel, click the **Wall Type** drop-down list and select the desired wall type.
3. Click **OK** to close the dialog and change the selected wall to the chosen wall type. Repeat this process for each of the walls that you want to change, as in the image below.




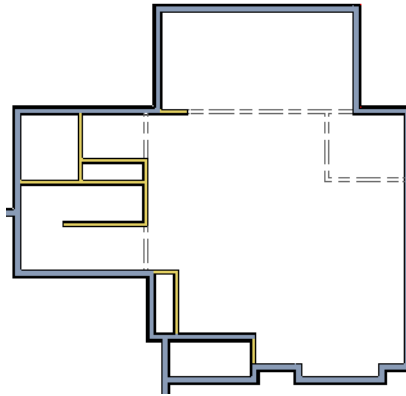
If you need to adjust how a wall intersection displays, see “Wall Layer Intersections Edit Handles” on page 290 of the Reference Manual.




Using Room Dividers

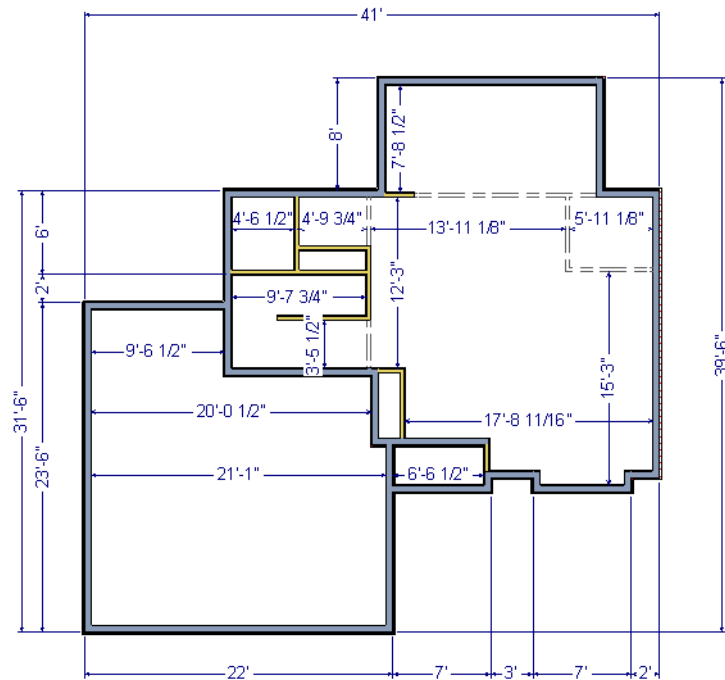
In reality, rooms are not always divided by a physical wall. The separation of two rooms may be marked by a change in the flooring (carpet to tile, for example), or by a change in the interior wall covering. In Chief Architect, a Room Divider or invisible wall can be used to define rooms without creating an actual wall. For more information, see “Room Dividers and Invisible Walls” on page 273 of the Reference Manual.

To create a room divider

1. Select **Build> Wall> Room Divider**  and draw Room Dividers as shown in the following image.





2. Using the **Select Objects**  tool, select one of the Room Dividers, and click the **Open Object**  edit tool. On the **General** panel of the **Wall Specification** dialog, note that **Invisible** and **No Locate** are checked.
3. Uncheck **No Locate** and click **OK**. When No Locate is selected, it will prevent dimensions from locating the wall.
4. Adjust the wall spacing of the interior, exterior, and Room Divider walls using **Interior Dimensions** , just as you did with exterior walls, to match the following image:

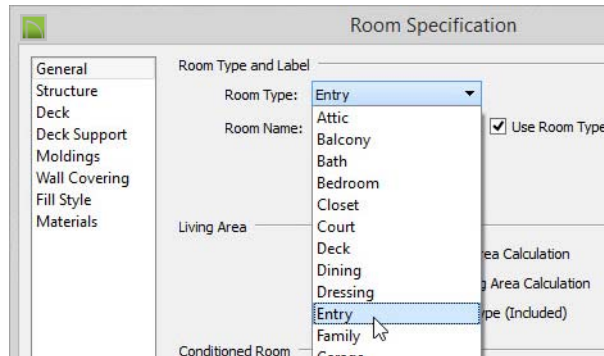


Room Types


Rooms in Chief Architect are given special attributes when they are assigned a Room Type. For example, porches use a concrete floor material and have a ceiling and roof, while decks use floor planking and have no ceiling or roof. For more information, see “Rooms” on page 329 of the Reference Manual.

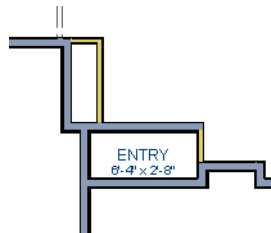
To designate a Room Type for a room

1. Click the **Select Objects**  button, then click in the small room at the bottom of the plan.
2. Click the **Open Object**  edit button to open the **Room Specification** dialog.
3. On the General panel, click the **Room Type** drop-down list and select **Entry**.

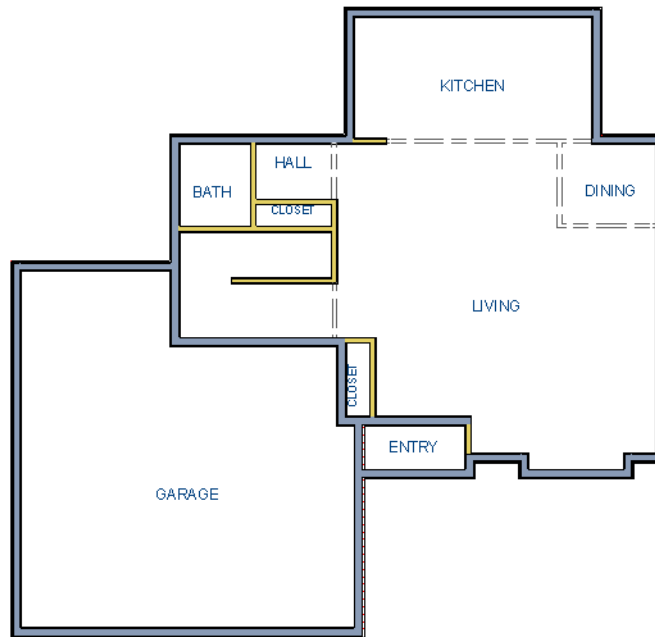


4. Click **OK** close the dialog and apply your change.

Double-clicking inside of a room when the **Select Objects**  tool is active will also open the **Room Specification** dialog. For more information, see “Room Specification Dialog” on page 350 of the Reference Manual.





5. Open each of the rooms and assign room types as shown in the following image.

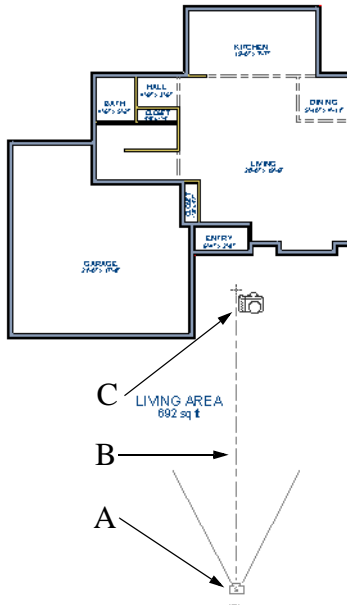





Creating a 3D View

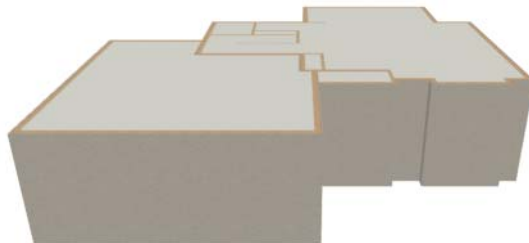
You can create a 3D view of the model to see how it looks so far. For more information, see “3D Views” on page 885 of the Reference Manual.

To create a camera view

1. In floor plan view, click the **Fill Window**  button to zoom out as needed to fill the view window with the entire drawing.
2. Select **3D> Create Perspective View> Full Camera**  (or press Shift + J).
3. Click at the bottom of the floor plan view window and drag a line that stops at the Entry. The point where you click (A) defines the point of perspective and the line (B) defines the direction of perspective.





4. Release the mouse button to create the 3D camera view. Where the mouse is released (C) is the camera's focal point.
5. You can use the **Mouse-Orbit Camera**  tool to change the camera's perspective. The camera will revolve around its focal point (C). See "Repositioning Cameras" on page 908 of the Reference Manual for more information.
6. To smooth out the edges and create a more realistic rendering of the model, you can select **3D> Camera View Options> Final View**  or **Final View with Shadows** .



Note: Final Views often take significantly longer to generate than Previews, so a 3D view will revert back to the Preview Settings as soon as anything is changed within the view.

7. To return to floor plan view, select **File> Close** from the menu.

To create a floor overview


1. In floor plan view, select **3D> Create Perspective View> Perspective Floor Overview** . A floor overview displays the floor without a ceiling or roof.
2. Select **3D> Move Camera With Mouse> Mouse-Orbit Camera**  (which should be selected by default) then click and drag the mouse on screen to change the camera perspective. You can press the I (in) and the O (out) keys on the keyboard to zoom in and out of the plan. For more information on modifying camera views, see “Editing 3D Views” on page 914 of the Reference Manual.




Adding Floors

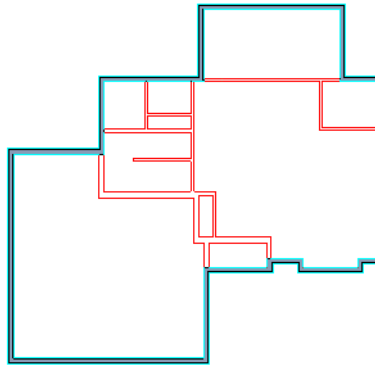
Creating new floors in a plan is easy, but it is best to do so only after the first floor plan has been finalized. With this first floor of this plan completed, you can now add a second story and basement. For more information about working with multiple floors, see “Multiple Floors” on page 435 of the Reference Manual.

To add a second floor

1. Select **Build> Floor> Build New Floor** . The **New Floor** dialog displays.
2. Select **Derive new 2nd floor plan from the 1st floor plan** and click **OK** to close the **New Floor** dialog to display the Floor 2 Defaults. You could also create a blank second floor

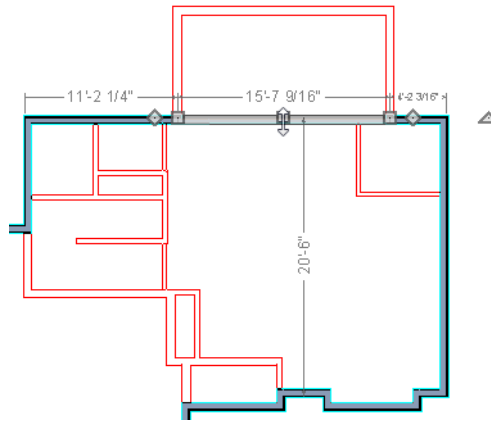
plan and then draw the second story walls manually; however, it is usually faster to automatically generate the perimeter walls and then edit them as needed.

3. Click **OK** and a floor plan for the second floor is created based on the exterior walls of the first floor plan. The second floor perimeter walls will now require some editing. It will be difficult to know where the second story walls should be without knowing where the first floor walls are located.
4. Select **Tools> Reference Floors> Floor Reference Display**  or press the F9 key. The first floor walls are displayed for reference.

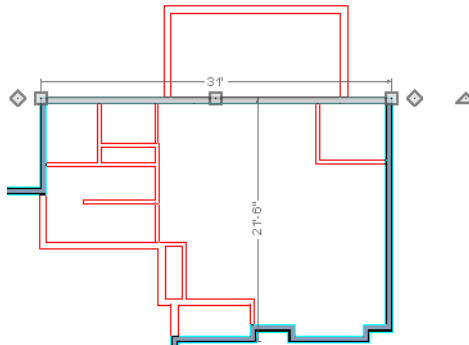


To merge two parallel walls into one

1. Select the topmost horizontal wall, then click and drag its Move edit handle to move it.
2. When the wall becomes aligned with another wall and can merge with it, it will stop at a "sticky point."
3. Release the mouse button. Note that if you keep dragging the mouse, the wall will break free of the sticky point and you can continue moving it.

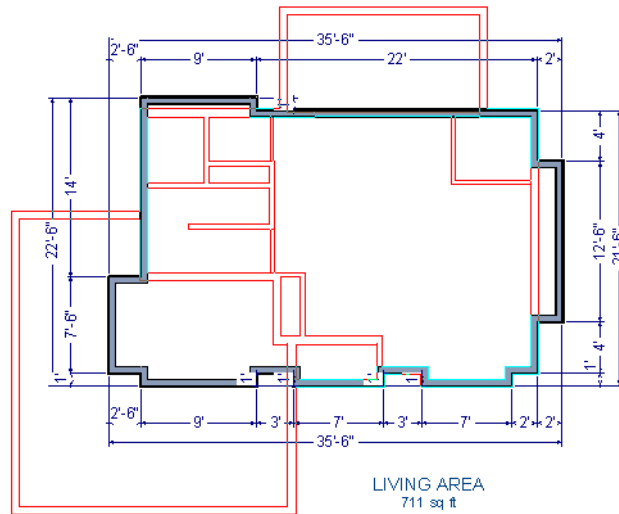


4. When you select the wall now, notice that the edit handles are located along its full length.





Note: Before merging walls, make sure Object Snaps are turned on. For more information, see "Object Snaps" on page 162 of the Reference Manual.

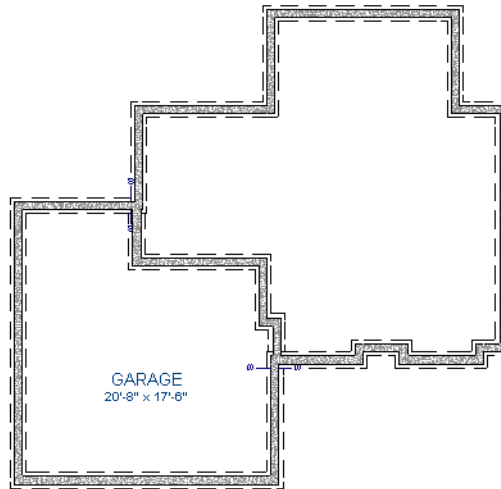
Use the techniques described above and in "Drawing Walls" on page 27 and "Adjusting Wall Positions" on page 32 to create exterior walls as shown in the following image:





5. Remember to **Save** your plan as you work.

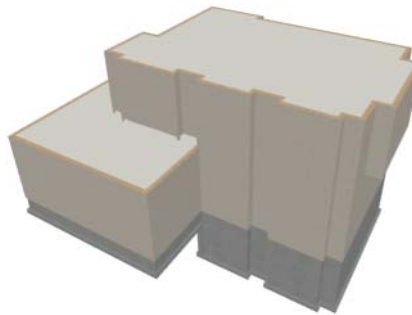
To create a foundation or basement

1. Select **Build> Floor> Build Foundation** . In the **Build Foundation** dialog:
 - Change the **Minimum Stem Wall Height** to 100 inches.
 - Click **OK** to close the dialog and create a foundation level for your plan.
 - For more information, see “Foundation Defaults” on page 448 of the Reference Manual.
2. Select **Derive New Foundation Plan From the First Floor Plan** and click **OK** to close the **New Floor** dialog. For more information, see “Adding Floors” on page 437 of the Reference Manual.
3. You can select **Window> Fill Window Building Only**  from the menu to center the plan on screen.



 Notice the "S" Markers, which indicate steps in the foundation stem wall top heights. For more information, see "Foundation Defaults" on page 448 of the Reference Manual.



4. Select **3D> Create Perspective View> Perspective Full Overview**  to create an exterior 3D overview of the entire plan so far.



To add a second story balcony

Now that a second floor has been created, the tools and techniques described earlier can be used to add a second story balcony that is aligned with the floor below.

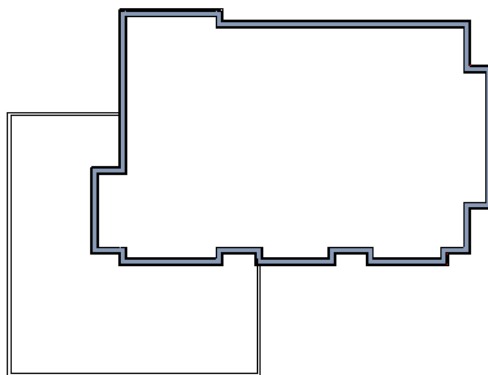
1. Press Ctrl + Tab on your keyboard to switch back to floor plan view and return to Floor 2.






2. If they are not already displayed, select **Tools> Reference Floors> Reference Floor Display**  or press the F9 key to display the positions of the first floor walls on Floor 2.
3. Select **Build> Railing and Deck> Straight Railing** .

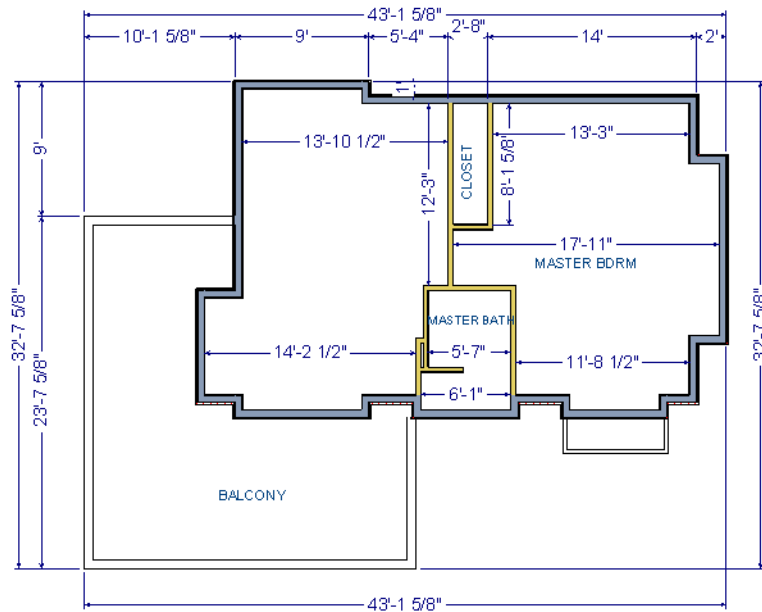


For best results, do not use the Deck Railing tool or specify the balcony room as a Deck.

4. Draw a balcony as shown in the following image:






5. If **Object Snaps**  are on, the second story balcony railing will likely snap into alignment with the walls on Floor 1 as they are drawn. If not, you can manually align them:
 - With a railing selected, click the **Align with Wall Below**  edit button.
 - If **Align with Wall Below**  is not available, the selected railing either needs to be moved closer to the wall below, or the railing is already aligned with the one below. See “Aligning Walls” on page 291 of the Reference Manual.
6. Use the **Select Objects**  tool to select one of the railings, then click the **Open Object**  edit button. On the General panel of the **Railing Specification** dialog, increase the Thickness to 8 1/8” and click **OK**.
7. Repeat these steps for each section of railing that has a wall directly below it on Floor 1.
8. Finally, add interior walls to the second floor. When you are finished, it should look similar to this:

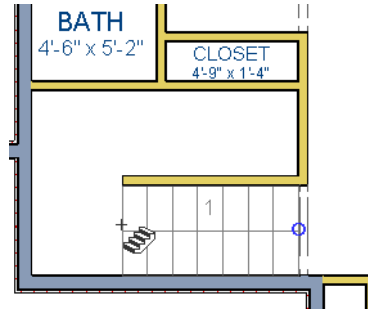


Adding Stairs

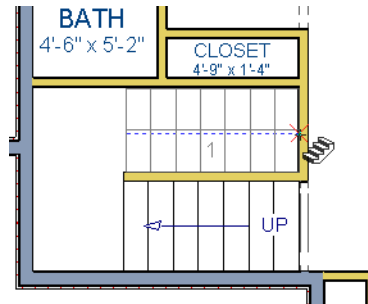
Now that the structure has three floors, it will require stairs. For more information about stairs, see “The Stair Tools” on page 535 of the Reference Manual.


To draw stairs with a landing

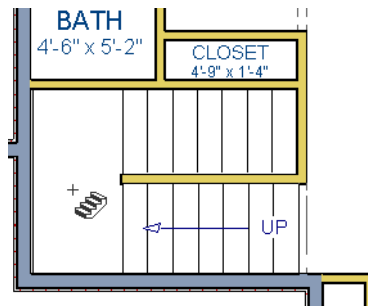
1. Click **Down One Floor**  to go to the first floor. You may want to press F9 to turn off the **Reference Floor Display** .
2. Select **Build> Stairs> Straight Stairs**  (or press Shift + Y).
3. Click and drag to draw a short stair section from right to left, as shown in the following image:





4. Draw another stair section from left to right, directly above the first:





5. While the **Straight Stairs**  tool is still active, click in the space to the left of the two stair sections to create a landing.

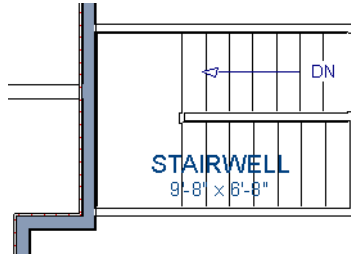



6. Click on the landing with either the **Straight Stairs**  or **Select Objects**  tool active, and if needed, resize it using its edit handles to fit it against the wall.

A stairwell is simply an interior room that has been assigned the Room Type "Open Below". See "Room Specification Dialog" on page 350 of the Reference Manual.




To create a stairwell

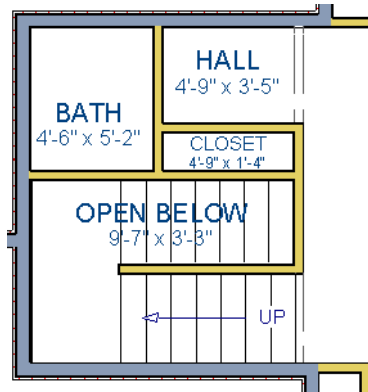
1. Select either of the two stair sections.
2. On the edit toolbar, click the **Auto Stairwell**  button to create a stairwell.
3. Click the **Up One Floor**  button to go to Floor 2. Notice that there is now a stairwell room defined by railings directly above the stairs on Floor 1.



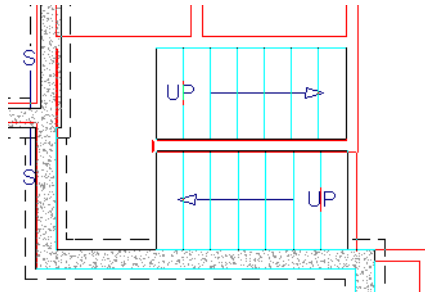
It makes sense to draw the basement stairs directly below the stairs to Floor 1. The **Auto Stairwell**  edit tool could be used to create another stairwell; however, in this situation, it will be better to use the existing interior walls to define the stairwell, rather than by the railings that the Auto Stairwell tool generates.

To manually create a stairwell

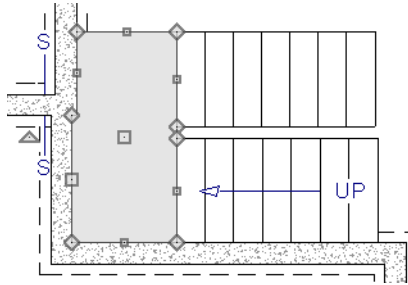
1. Click the **Down One Floor**  button to go down to Floor 1.
2. Next, click on a stair section inside of the stairwell room and click the **Select Next Object**  edit button as many times as needed until the room is selected instead of the stair.
3. With the room selected, click the **Open Object**  edit button and in the **Room Specification** dialog, select "Open Below" from the **Room Type** drop-down list and click OK.






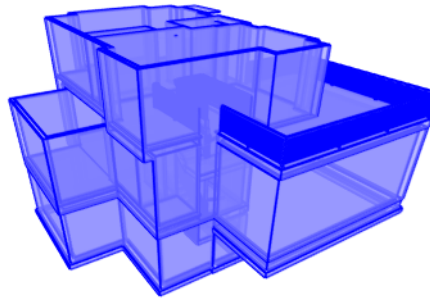
4. Go **Down One Floor** to the foundation (Floor 0) level, and press F9 to turn on the **Reference Floor Display** .
5. Select **Build> Stairs> Straight Stairs** and draw two stair sections directly below the stairs you drew on Floor 1. Do not draw the landing just yet, though.



6. Select each stair section and adjust its width and position using its edit handles so that it fits within the walls forming the stairwell drawn on Floor 1.
7. When the stair sections are positioned properly, click with the **Straight Stairs** tool to create a landing as you did on Floor 1.
8. Next, use the **Select Objects** tool to select the landing, click the **Break Line** edit button, and click along the landing's edge to place a break. This divides the edge into two sections with a corner handle between them, allowing you to reshape it so that it fits against the foundation walls.



9. Select **3D> Create Perspective View> Perspective Full Overview**  to create an exterior 3D view of your plan.
10. When the 3D view has generated, select **3D> Rendering Techniques> Glass House**  to view the entire model inside and out with partially transparent surfaces.
11. Select **3D> Move Camera With Mouse> Mouse-Orbit Camera**  and click and drag the mouse on screen to change the camera perspective. You can press the I (in) and the O (out) keys on the keyboard to zoom in and out of the plan.




Placing Doors and Windows


Now is a good time to add some doors and windows to the model. For more information about doors and windows, see “Doors” on page 361 of the Reference Manual and “Windows” on page 391 of the Reference Manual.

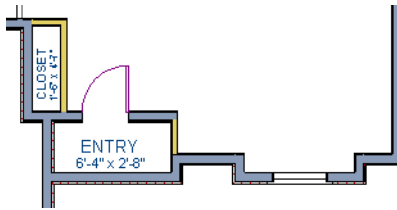
To add a door

1. If your views are still tiled, close the 3D view and maximize the floor plan view.



2. Select **Build> Door> Hinged Door** .
3. Move the pointer to the entry and click on the front wall, left of its center, to place a door.

To add a window


1. Select **Build> Window> Window** .
2. Move the pointer to the entry and click on the wall, right of center, to place a window.



To edit a door

1. To better see the results when the door is edited, create a **Perspective Full Camera** , view inside the structure, pointed at the entry.
2. Click the **Select Objects**  tool, then click on the door to select it in the 3D view.



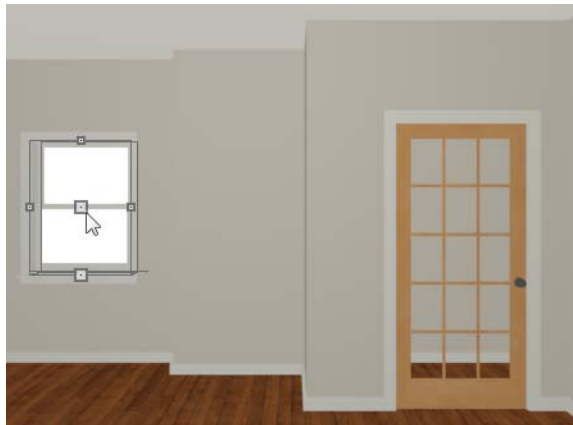
3. Click the **Open Object**  edit button to open the **Door Specification** dialog. For more information, see “Door Specification Dialog” on page 374 of the Reference Manual.
4. On the General panel, set the **Door Style** to "Glass", the **Width** to 36", and the **Panel Frame Bottom** to 8". Press the Tab key to update the preview image on the right side of the dialog so that it reflects your change.


5. On the Lites panel, set the **Lites Across** to 3 and **Lites Vertical** to 5.
6. On the Hardware panel, set the Handle **In from Door Edge** to 2".
7. Click **OK** to return to the 3D view.



To edit a window

1. Next, click on the window to select it.




2. Click the **Open Object**  edit button to open the **Window Specification** dialog. For more information, see “Window Specification Dialog” on page 406 of the Reference Manual.
3. On the General panel, select “Fixed Glass” from the **Window Type** drop-down list and set the **Width** to 54".

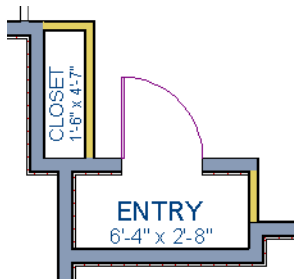
4. On the Lites panel, change both the **Lites Across** and **Lites Vertical** to 4.
5. Click OK to close the **Window Specification** dialog.




To save time, make these changes in the Door Defaults and Window Defaults dialogs before doors and windows are placed. For more information, see “Default Settings vs Preferences” on page 74 of the Reference Manual.

To change the door swing

1. Return to floor plan view and select the door.
2. Click the **Change Opening/Hinge Side**  edit button.






To copy a window or door

1. Return to the 3D view and select the window, or door, you wish to copy.
2. Click the **Copy/Paste**  edit button. For more information about copying objects, see “Copying and Pasting Objects” on page 170 of the Reference Manual.


Doors and windows can be placed, selected, deleted, copied, pasted, and edited in either 2D or 3D views. If there is a window design that you will be using throughout a plan, you can create it once, then just copy and paste it. An even better approach is to set your door and window defaults to the desired settings before placing these objects. For more information, see “Default Settings vs Preferences” on page 74 of the Reference Manual.

To create a doorway

1. Return to floor plan view and **Zoom**  in on the entry room.
2. Select **Build> Door> Doorway**  and click on the front Entry room wall to place a doorway at that location.
3. Select **3D> Create Perspective View> Perspective Full Camera**  and create an exterior camera view of the doorway.

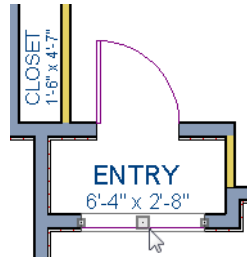



To customize the doorway

1. Select the doorway by clicking on its frame and click the **Open Object**  edit button to open the **Door Specification** dialog.
2. On the General panel, change the **Width** to 54" and the **Height** to 96".
3. On the Casing panel, change the **Exterior Casing Width** to 10". Be sure to delete the (D) from the text field. It stands for "default" and if it is not removed, it will continue to apply the default casing width, regardless of the value you specify.
4. On the Casing panel, click the **Library** button beside **Casing Profile** and select a molding profile from the library.
5. On the Arch panel, click the **Type** drop-down and select "Broken Arch" from the list. Set the **Height** to 12".
6. Click **OK** to close the **Door Specification** dialog.

To center a wall opening

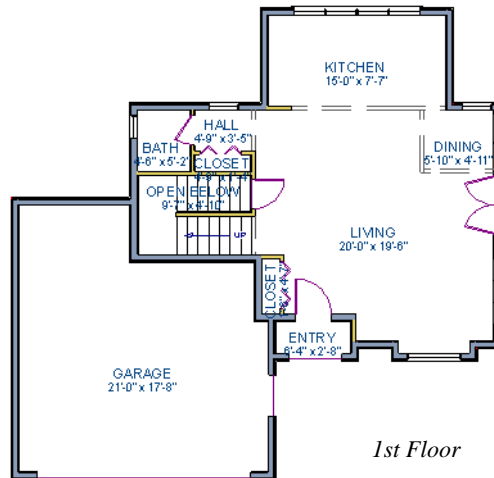
1. Return to floor plan view and select the doorway.



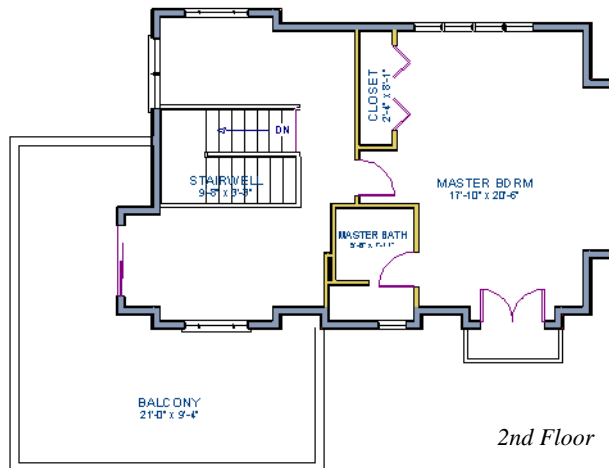
2. Click the **Center Object**  edit button, then click inside the entry room, near the interior wall containing the doorway.
3. When a dashed centering axis displays in the room, click once to center the door. For more information, see “Using Center Object” on page 227 of the Reference Manual.
4. Return to the camera view to see the results.



Use the tools and techniques you’ve learned to add window and doors to the rest of the plan, as shown in the following images. Hinged and Sliding Doors placed in interior walls become interior doors and have different specifications than exterior doors. See “Interior vs Exterior Doors” on page 362 of the Reference Manual.




1st Floor

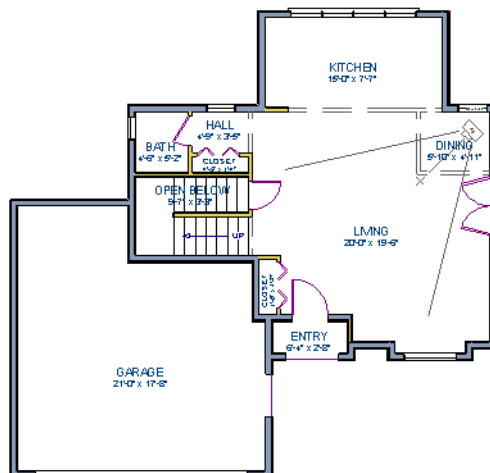



2nd Floor

When you have finished, **Save**  your work.

To take a final look

1. Using the **Full Camera**  tool, create an interior camera view on Floor 1. Remember that where you click determines the camera's perspective and where you release determines the point about which the camera will rotate. A short drag distance is ideal, however, the distance must be greater than one foot.




2. Release the mouse button to create the 3D camera view then use the **Mouse-Orbit Camera**  tool to take a look around and see your progress so far.



3. You can also create a **Floor Overview**  on any floor.



4. When you are finished, be sure to **Save**  your work.

If you would like, you can continue working on this plan in the Interior Design Tutorial or Kitchen and Bath Design Tutorial. You can also learn about materials in the Materials Tutorial or find out more about roofs in the Roof Tutorial. To learn how to arrange views of your model on a page for printing, see the Layout Tutorial.

Roof Tutorial

The majority of Roof Tutorial describes some common roof styles that can be created using settings in the **Wall Specification** dialog and can be completed independent of the other tutorials. It also explains how to add gables over doors and windows, how to create dormers automatically and manually, and how to create skylights.

The Adding a Roof to the Stucco Beach House section continues where the House Design Tutorial left off and explains how to add a roof to that plan.

For more information about Roof Tools, see “Roofs” on page 473 of the Reference Manual.



In this tutorial you’ll learn about:

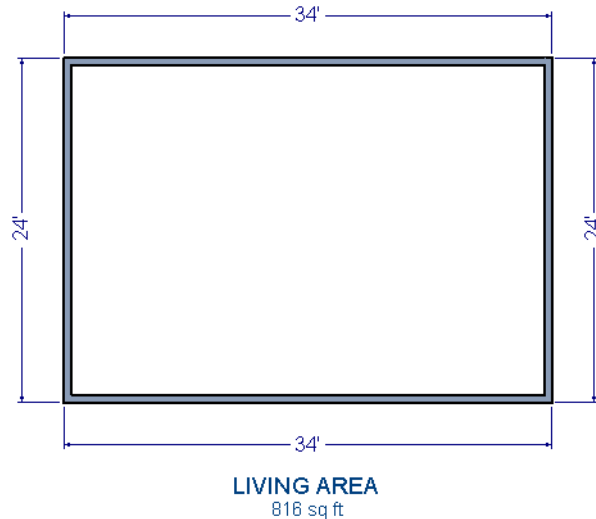
- Getting Started with Automatic Roof Styles
- Hip Roofs
- Gable Roofs
- Shed Roofs
- Offset Gable Roofs
- Gambrel Roofs
- Gull Wing Roofs
- Half Hip Roofs
- Mansard Roofs
- Finding the Start of an Upper Pitch
- Roof Style Quick Reference
- Roof Returns
- Adding Gables over Doors and Windows
- Automatic Dormers
- Crickets and Dormer Vents
- Manually Drawn Dormers
- Skylights
- Using the Break Wall Tool to Modify Roofs
- Adding a Roof to the Stucco Beach House
- Troubleshooting Automatic Roof Issues




Getting Started with Automatic Roof Styles

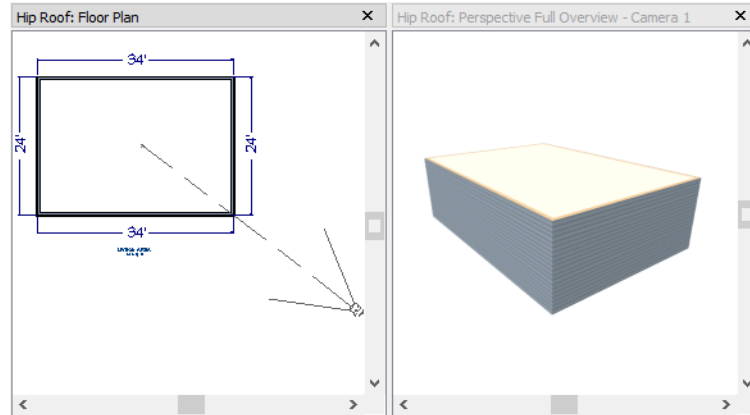
This tutorial uses a simple, rectangular structure to explain how to create common roof styles using roof style directives assigned to the exterior walls.

To begin a new plan

1. If any plans are open, select **File> Close All** from the menu.
2. Select **File> New Plan**  to open a new plan.
3. Select **Build> Wall> Straight Exterior Wall**  and draw a rectangular floor plan, measuring about 34 feet by 24 feet (approximately 10.4 m by 7.3 m), in a clockwise direction. See “Drawing Walls” on page 276 of the Reference Manual.



4. Select **3D> Create Perspective View> Perspective Full Overview**  to create a 3D overview of the house.
 - If you wish, you can select **3D> Toggle Textures**  from the menu to turn off the display of material textures and represent all materials using solid colors.
5. Select **Window> Tile Vertically**  to see both views at the same time.





Roof Style Directives in Walls

By default, the program will generate a roof plane bearing on each exterior wall that does not have a room-defining wall directly above it, and will use the pitch specified in the **Build Roof** dialog. The result is a hip style roof; however, if you need a different condition over a particular wall to produce another roof style, you can define it in that wall's specification dialog.

Individual walls can be selected and edited in both 2D and 3D views. When multiple walls are to be edited, however, it is usually quicker and easier to work in floor plan view: in part, because you can hold down the Shift key and group-select walls. See “Editing Walls” on page 285 of the Reference Manual.

To set a wall's roof directives

1. Click the **Select Objects**  button, then click on a wall to select it.
 - To select multiple walls, hold down the Shift key on the keyboard and click on additional walls to add them to the selection set.
2. Click the **Open Object**  button to open the **Wall Specification** dialog.
3. On the Roof panel:
 - The **Roof Options** control how the roof builds over the selected wall.
 - The **Pitch Options** control how steep the roof that bears on the selected wall is.
 - The **Overhang** setting lets you specify how far the roof above extends past the wall's exterior.
 - The **Auto Roof Return** settings let you specify and customize automatic roof returns.
 - **Lower Wall Type if Split by Butting Roof** lets you create a lower wall type that follows the underside of an adjacent roof plane, if one is present.

The Roof Styles described in this tutorial use only the **Roof** and **Pitch Options**.

To reset all roof directives


1. Select **Edit> Reset to Defaults**.
2. In the **Reset to Defaults** dialog, set the Reset Scope to **All Floors**, check **Roof Directives in Walls**, and click **OK**.

Attic Walls

When a roof is generated, attic walls may also be generated. An Attic wall fills the space between the walls that define a room and the roof above. The triangular-shaped wall of a gable, for example, is created using an Attic wall.




If you do not want to see attic walls in floor plan view, you can turn off their display.

To turn off the display of attic walls

1. In floor plan view, select **Tools> Layer Settings> Display Options**  (or press the ~ key) to open the **Layer Display Options** dialog.
2. Find "Walls, Attic" in the Name column, remove the check from the Display column for this item, and click **OK**. For more information, see "Layer Display Options Dialog" on page 149 of the Reference Manual.

Deleting Roofs

Whether a roof was drawn manually or automatically generated, deleting roof planes is easy:


- Select an individual roof plane and **Delete**  it.
- Select **Build> Roof> Delete Roof Planes**  to delete all roof planes in the plan.
- Select **Edit> Delete Objects**  and in the **Delete Objects** dialog, select either **All Rooms On This Floor** or **All Floors**; place a check beside **Roof Planes**; and click **OK** to delete all roof planes either on the current floor or in the plan.

If a warning message states that roofs cannot be deleted while **Auto Rebuild Roof** is on, click the **Yes** button to turn off **Auto Rebuild Roof** and delete the roof.

Auto Rebuild Roofs

Auto Rebuild Roofs is a convenient feature in Chief Architect that automatically rebuilds the roof in a plan whenever the exterior walls or floor/ceiling heights are changed. Auto Rebuild Roofs is turned off by default, and this tutorial is presented with this feature disabled; however the information presented here also applies when it is enabled.


To turn on/off Auto Rebuild Roofs

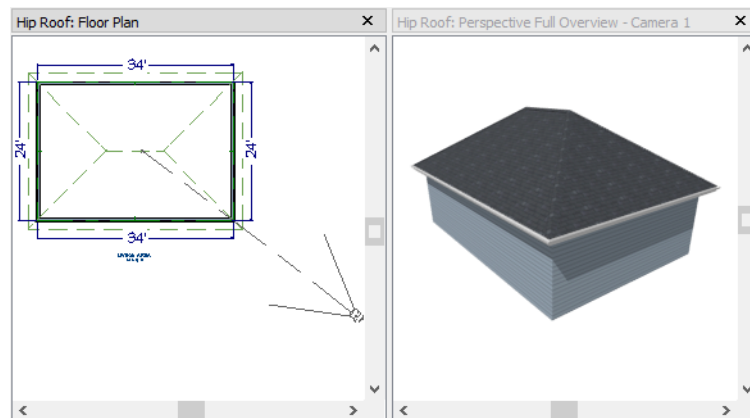
1. Select **Build> Roof> Build Roof**  from the menu.
2. On the Roof panel of the **Build Roof** dialog, check or uncheck **Auto Rebuild Roofs** and click **OK**.

Hip Roofs

When roofs are automatically generated, a roof plane is built over every exterior wall in the plan that does not have another wall drawn above it. The result is referred to as a hip roof.

To create a hip roof





1. Begin with the basic rectangular structure described in “Getting Started with Automatic Roof Styles” on page 64.
2. Select **Build> Roof> Build Roof**  from the menu to open the **Build Roof** dialog.
3. Check **Build Roof Planes** and click **OK** to generate a hip roof.

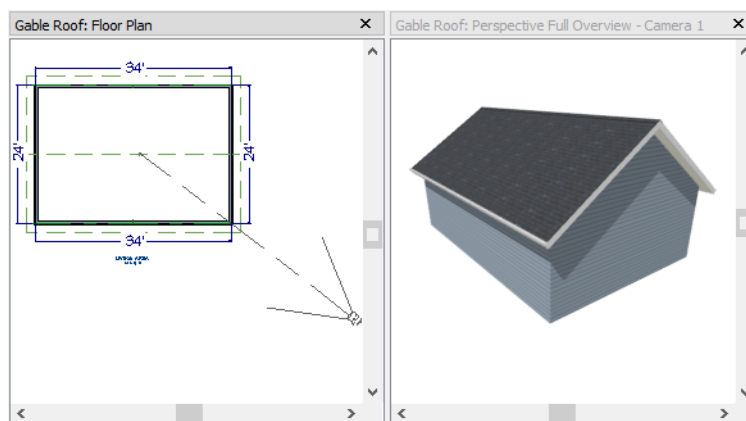


Gable Roofs

If you would like a gable over a particular wall rather than a roof plane bearing on it, you can specify it as a **Full Gable Wall** in the **Wall Specification** dialog. To create basic gable roof, two walls should be specified as **Full Gable Wall**.

To create a gable roof

1. Begin with the basic rectangular structure described in “Getting Started with Automatic Roof Styles” on page 64.
2. Click the **Select Objects**  tool, select the vertical wall on the left, hold down the Shift key, and select the vertical wall on the right. The two walls should be group-selected.
3. Open the **Wall Specification** dialog and on the Roof panel, check **Full Gable Wall** and click **OK**. See “To set a wall’s roof directives” on page 65.
 - Alternatively, you can click the **Change to Gable Wall(s)**  edit button.
 - To remove the Full Gable Wall attribute from a selected wall, click the **Change to Hip Wall(s)**  edit button.
4. Select **Build> Roof> Build Roof**  to open the **Build Roof** dialog, check **Build Roof Planes**, and click **OK**.




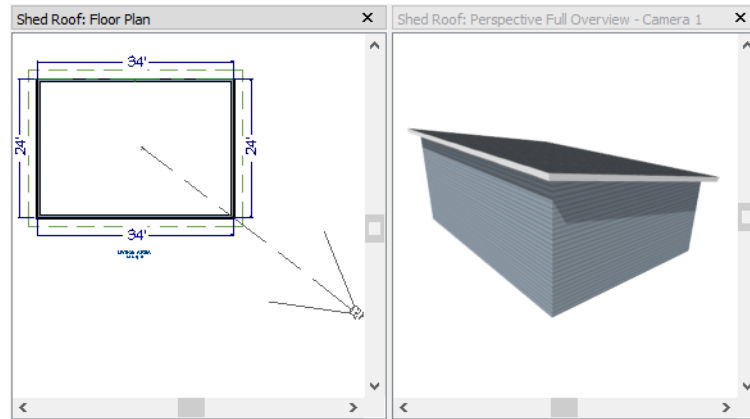
Shed Roofs

To create a single, sloping roof plane, or shed roof, two walls must be specified as **Full Gable Walls**, and one must be a **High Shed/Gable Wall**.

To create a shed roof

1. Begin with the basic rectangular structure described in “Getting Started with Automatic Roof Styles” on page 64.
2. As in the Gable Roofs example, specify the left and right vertical walls as **Full Gable Walls**.


3. Select the lower horizontal wall and open its **Wall Specification** dialog. On the Roof panel, check **High Shed/Gable Wall** and click **OK**. See “To set a wall’s roof directives” on page 65.
4. Select **Build> Roof> Build Roof**  to open the **Build Roof** dialog, specify a **Pitch** of 2 in 12, check **Build Roof Planes**, and click **OK**.

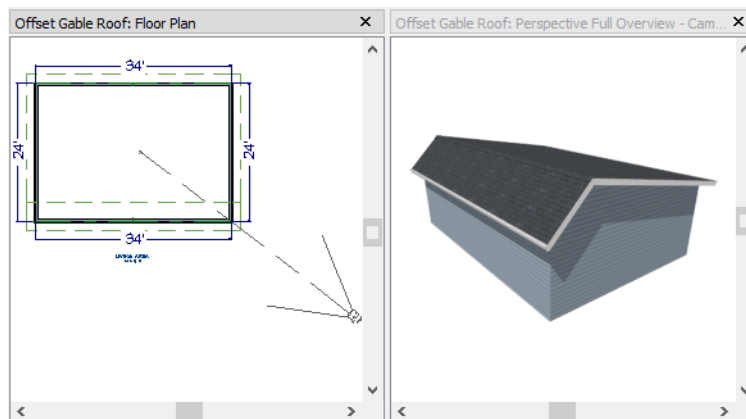


Offset Gable Roofs

An offset gable is a type of gable roof with different pitches on each of the two roof planes and an ridge that is offset from the building’s center line. Assign a different pitch to the two roof planes in the **Wall Specification** dialog for the wall supporting each one.

To create an offset gable roof


1. Begin with the basic rectangular structure described in “Getting Started with Automatic Roof Styles” on page 64.
2. As in the Gable Roofs example, specify the left and right vertical walls as **Full Gable Walls**.
3. Select the lower horizontal wall and open its **Wall Specification** dialog. On the Roof panel, leave the **Roof Options** unchecked and change the **Pitch** to 12 in 12. See “To set a wall’s roof directives” on page 65.
4. Select **Build> Roof> Build Roof**  to open the **Build Roof** dialog, check **Build Roof Planes**, specify the **Pitch** as 2 in 12, and click **OK**.

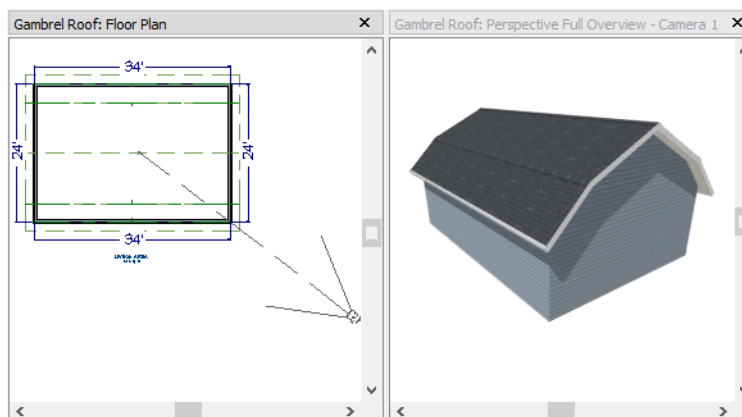


Gambrel Roofs

A gambrel or barn style roof has two pitches on each side of the ridge. The first (lower) pitch on either side is steeper than the pitch near the ridge.

To create a gambrel roof

1. Begin with the basic rectangular structure described in “Getting Started with Automatic Roof Styles” on page 64.
2. As in the Gable Roofs example, specify the left and right vertical walls as **Full Gable Walls**.
3. Click the **Select Objects**  tool, select the horizontal wall on the top, hold down the Shift key, and select the horizontal wall on the bottom. The two walls should be group-selected.
4. Open the **Wall Specification** dialog and on the Roof panel, change the following settings:
 - Make sure that the **Pitch** value is followed by (D), which means that is set to use the default.
 - Check the box beside **Upper Pitch**.
 - Specify the **Upper Pitch** as 6 in 12 and the **Start Height** as 156".
 - To learn more, see “Finding the Start of an Upper Pitch” on page 74.
5. Click **OK** to close the **Wall Specification** dialog. See “To set a wall’s roof directives” on page 65.
6. Open the **Build Roof** dialog, check **Build Roof Planes**, specify the **Pitch** as 12 in 12, and click **OK**.




Experiment with alternate pitches and overhangs. Also, try varying the height at which the second pitch begins so that you can see the effect it has on the gambrel roof design.

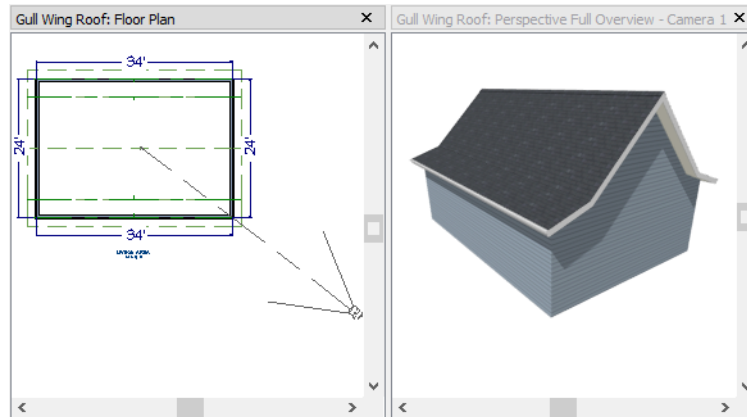
Gull Wing Roofs

A gull wing roof has two pitches on either side of the ridge, as a gambrel does; but the first pitch of a gull wing is shallower than the steeper upper pitch.

To create a gull wing roof

1. Begin with the basic rectangular structure described in “Getting Started with Automatic Roof Styles” on page 64.
2. As in the Gable Roofs example, specify the left and right vertical walls as **Full Gable Walls**.
3. Click the **Select Objects**  tool, select one of the horizontal walls, hold down the Shift key, and select the other horizontal wall. The two walls should be group-selected.
4. Open the **Wall Specification** dialog and on the Roof panel, and change the following settings:
 - Make sure that the **Pitch** value is followed by (D), which means that is set to use the default.
 - Place a check in the box beside **Upper Pitch**.
 - Keep the **Upper Pitch** as 12 in 12 and change the **Start Height** to 125".
 - To learn more, see “Finding the Start of an Upper Pitch” on page 74.
5. Click **OK** to close the dialog. See “To set a wall’s roof directives” on page 65.

6. Click the **Build Roof**  tool, specify a **Pitch** of 3 in 12, check **Build Roof Planes**, and click **OK** in the **Build Roof** dialog.




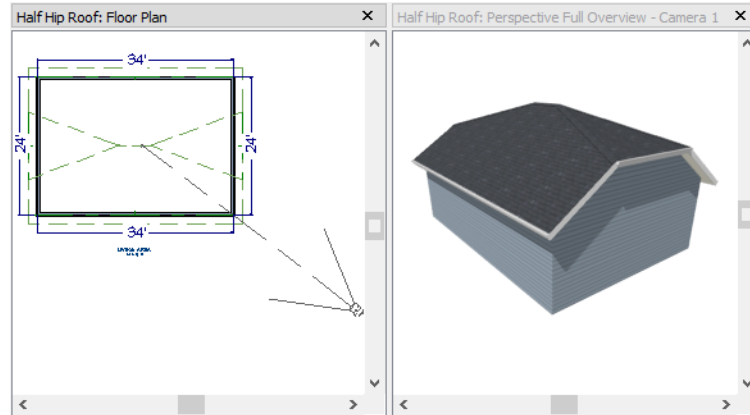
Experiment with the height at which the second pitch begins so that you can see the effect it has on the gull wing roof design.

Half Hip Roofs

A half hip roof has two gable ends. At the top of each gable is a small hip that extends to the ridge.

To create a half hip roof



1. Begin with the basic rectangular structure described in “Getting Started with Automatic Roof Styles” on page 64.
2. As in the Gable Roofs example, specify the left and right vertical walls as **Full Gable Walls**. In addition, change the following **Pitch Option** settings:
 - Check the box beside **Upper Pitch**.
 - Specify the **Upper Pitch** as 3 in 12 and set the **Start Height** at 170".
3. Click the **Build Roof**  tool, check **Build Roof Planes**, and click **OK** in the **Build Roof** dialog.

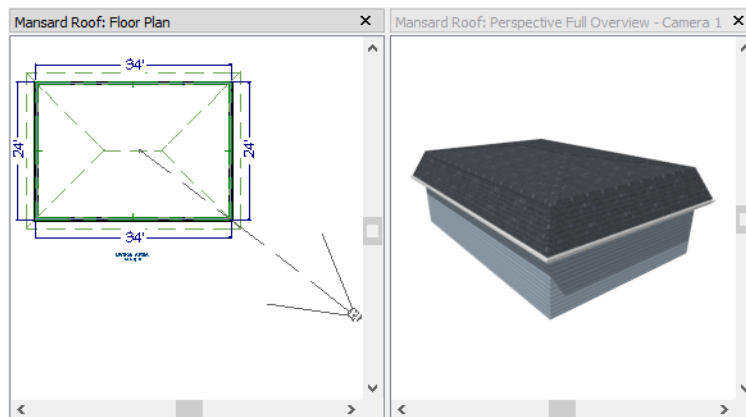


Mansard Roofs

A mansard roof is a hip roof with two pitches on the roof sections above each exterior walls: an extremely steep lower pitch and a gently sloping upper pitch.

To create a mansard roof




1. Begin with the basic rectangular structure described in “Getting Started with Automatic Roof Styles” on page 64.
2. Click the **Select Objects**  tool, select one of the exterior walls, hold down the Shift key, and click on the remaining walls to select them as a group.
3. Open the **Wall Specification** dialog and on the Roof panel, and change the following settings:
 - Check the box beside **Upper Pitch**.
 - Specify the **Upper Pitch** as 1.5 in 12 and the **Start Height** as 132".
 - To learn more, see “Finding the Start of an Upper Pitch” on page 74.
4. Click **OK** to close the dialog. See “To set a wall’s roof directives” on page 65.
5. Click the **Build Roof**  tool, specify a **Pitch** of 24 in 12, check **Build Roof Planes**, and click **OK** in the **Build Roof** dialog.

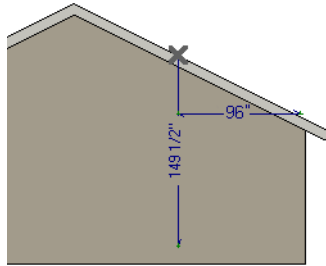


Finding the Start of an Upper Pitch

When creating a roof style with lower and upper pitches, you can determine the exact Starts at Height or In From Baseline values that you need in an elevation view.

To find the start of an upper pitch

1. Generate the roof using only the first, lower pitch. Be sure to define all the roof information for each wall (gable, hip, first pitch, etc.).
2. Create a cross section view that includes the roof plane that will have the second pitch. See “Cross Section/Elevation Views” on page 900.
3. Select **CAD> Points> Place Point** , click to place a temporary point near the location where you want the second pitch to start, and then either:
 - Using the **Point-to-Point Dimension**  tool, drag a dimension line from the floor on Floor 1 (which has a height of 0 by default) to the temporary point.
 - Using the **Point-to-Point Dimension**  tool, drag a dimension line from the baseline to the vertical plane of the temporary point.



4. Enter either of these values in the **Wall Specification** dialog. You can press the Tab key to update the other value. Click **OK** to close the dialog.

Pitch Options

Pitch in 12

☒ Upper Pitch

Pitch in 12

Starts at Height

In from Baseline

5. Open the **Build Roof** dialog, check **Build Roof Planes** and click **OK** to rebuild the roof.

Roof Style Quick Reference

The following chart provides a quick reference for building the roof styles described in this tutorial. The chart shows which walls to change and what to change on the Roof panel of the **Wall Specification** dialog for each wall. These parameters are based on a 34x24-foot model. For different size plans, adjust these numbers.

Roof Type	Wall to Change	Set as Full Gable	Set as High Shed Gable	Lower Pitch	Upper Pitch	Start Height
Gable Roof	Vertical Wall 1					
	Vertical Wall 2					
	Horizontal Wall 1	X				
	Horizontal Wall 2	X				
Shed Roof	Vertical Wall 1	X				
	Vertical Wall 2	X				
	Horizontal Wall 1		X			
	Horizontal Wall 2					
Offset Gable Roof	Vertical Wall 1	X				
	Vertical Wall 2	X				
	Horizontal Wall 1			12 in 12		
	Horizontal Wall 2			3 in 12		
Gambrel Roof	Vertical Wall 1	X				
	Vertical Wall 2	X				
	Horizontal Wall 1			12 in 12	6 in 12	156
	Horizontal Wall 2			12 in 12	6 in 12	156
Gull Wing Roof	Vertical Wall 1	X				
	Vertical Wall 2	X				
	Horizontal Wall 1			3 in 12	12 in 12	125
	Horizontal Wall 2			3 in 12	12 in 12	125
Half Hip Roof	Vertical Wall 1	X			3 in 12	170
	Vertical Wall 2	X			3 in 12	170
	Horizontal Wall 1			6 in 12		
	Horizontal Wall 2			6 in 12		
Mansard Roof	Vertical Wall 1			12 in 12	1.5 in 12	132
	Vertical Wall 2			12 in 12	1.5 in 12	132
	Horizontal Wall 1			12 in 12	1.5 in 12	132
	Horizontal Wall 2			12 in 12	1.5 in 12	132

Roof Returns

A roof return is a small decorative roof plane that connects to the low side of a gable roof overhang and extends below the upper triangular portion of the gable wall. While you can build these manually, the following pictures illustrate the three styles of roof returns that can be produced automatically in Chief Architect.



The first two are called **Gable** and **Hip** returns, since the returns themselves end in either a gable or a hip. The third is called a **Full** return because it extends under the entire gable, connecting both sides. Full roof returns are sometimes referred to as water tables.

The Auto Roof Return settings are found on the Roof panel of the **Wall Specification** dialog. Roof returns can be specified for any wall, but they will only generate on **Full Gable Walls**.

☒ Auto Roof Return

Length:

Extend:

Roof Type: ☒ Gable ☐ Hip ☐ Full

Slope: ☒ Sloping ☐ Flat

☒ Include Shadow Boards

☐ Include Ridge Caps

☐ Include Frieze



☐ Include Gutter

Specify the horizontal **Length** of the returns in inches; the distance to **Extend** the returns past the main roof overhang; the style of roof return; and whether the returns are sloping or flat. As long as your model has a roof, the specified roof returns will be generated when you click **OK**. For more information, see “Roof Returns” on page 527 of the Reference Manual.



Adding Gables over Doors and Windows

You can add a gable roof over a door or window.



To create a gable roof over a door or window

1. Select a door or window, then click the **Gable Over Door/Window**  edit button.
2. Click the **Build Roof**  tool, check **Build Roof Planes**, and click **OK** in the **Build Roof** dialog.
3. A gable is created with an overhang of one foot on each side of the door or window.

To remove a gable roof over a door or window



1. Select the door or window and click the **Delete Gable Over Opening**  edit button.
2. Click the **Build Roof**  tool, check **Build Roof Planes**, and click **OK** in the **Build Roof** dialog.
3. When you rebuild the roof, the gable will be removed.

To create a gable over several doors and/or windows

1. Select a door, window, or mulled unit.
2. Hold down the Shift key and click on additional doors and/or windows to add them to your selection set.
3. Click the **Gable Over Door/Window**  edit button.
4. Click the **Build Roof**  tool, check **Build Roof Planes**, and click **OK** in the **Build Roof** dialog to create a gable over the selected wall openings.





Automatic Dormers

The **Auto Dormer**  and the **Auto Floating Dormer**  tools offer a quick and convenient alternative to drawing dormers manually. With just a few clicks an entire dormer is placed, complete with roof, roof hole, walls, and window.

There is a limit to how low the roof pitch can be set when creating dormers. Generally, 9 in 12 is the lowest pitch that will provide enough elevation to contain a dormer.

Auto Floating Dormer


An **Auto Floating Dormer**  can be placed anywhere within a roof plane, as long as there is enough space to contain it. Floating dormers are sometimes referred to as decorative because they do not tie in with the structure of the building or require support walls.

Select **Build> Roof> Auto Floating Dormer**  and click within an existing roof plane to place a floating dormer at that location. Once a dormer is created, it can be moved, resized and opened for specification. For more information, see “Editing Auto Dormers” on page 523 of the Reference Manual.



An Auto Floating Dormer cannot initially be placed so that its walls align with an exterior wall. Once it is created, its front wall can often be aligned with an exterior wall below; however, its side walls must remain inside the exterior walls.

Auto Dormer

The **Auto Dormer**  tool places a standard dormer, which has the same space and structural requirements as a manually drawn dormer. If you have not drawn dormers manually, you may benefit from learning how. For information, see “Manually Drawn Dormers” on page 80.

- Dormers can only be placed in roofs that are large and steep enough to contain them. You may need to change the pitch and/or size of a roof plane before an automatic dormer can be placed. If a warning message stating that some walls are outside the roof plane appears when you try to place an automatic dormer, try decreasing the **Height** value in the **Dormer Defaults** dialog.
- A knee wall must be present for the dormer to connect to. A knee wall will create attic space and offer structural support. A wall must be present, but it does not necessarily have to be designated as a **Knee Wall** in the **Wall Specification** dialog.
- Dormers cannot be in conflict with the ceiling on the same floor. If you need to create an open, attic condition, check **Ignore Top Floor** in the **Build Roof** dialog and generate roof planes based on the floor below the dormer. If necessary, you can then use **Raise Off Plate** in the **Build Roof** dialog to move roof planes up. See “Build Roof Dialog” on page 480 of the Reference Manual.


Once placed in your model, an automatic dormer can be repositioned and its width adjusted using its edit handles. Double-click on an automatic dormer to open the **Dormer Specification** dialog, which looks just like the **Dormer Defaults** dialog but only affects the selected dormer. You can also select the dormer window separately; resize it with its edit handles; and open it for specification. For more information about dormers, see “Dormers and Crickets” on page 521 of the Reference Manual.




Manually Drawn Dormers

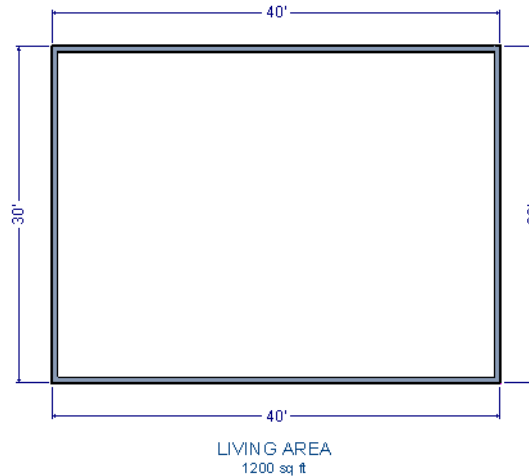
To create dormers in an upper floor, create a new floor for your plan and modify this floor with knee walls and windows to form gables. This example starts with a new 40 x 30 foot plan.



As with automatic dormers, roof pitches of 9 in 12 or greater generally work better than shallow pitches when creating dormers because they provide enough vertical space to build the dormer within.

To create a new plan

1. Select **File> Close All** from the menu to close any open plans.
2. Select **File> New Plan**  to open a new plan.

3. Select **File> Save**  from the menu, save the file to an easy to find location, such as Documents, and give the plan a short, descriptive name like Dormer Tutorial.
4. Select **Build> Wall> Straight Exterior Wall**  and draw a rectangular floor plan, 40 feet by 30 feet, in a clockwise direction.
5. Click the **Fill Window Building Only**  button to zoom in on the house.




6. As in the Gable Roofs example, specify the left and right vertical walls as **Full Gable Walls**. See “To set a wall’s roof directives” on page 65.
7. Select **Build> Floor> Build New Floor** .
8. Choose the **Derive new 2nd floor plan from 1st floor plan** option in the **New Floor** dialog and click **OK**. In the Floor 2 Defaults dialog, which opens next, click **OK** without making any changes.
9. Select **Build> Roof> Build Roof**  to open the **Build Roof** dialog. On the Roof panel, check **Build Roof Planes**, change the **Pitch** to 12 in 12, and click **OK**.

To create two knee walls



A knee wall is a short wall on an upper floor that is cut off by a roof plane rather than building up to full ceiling height. They are often used to separate loft areas from attic space.

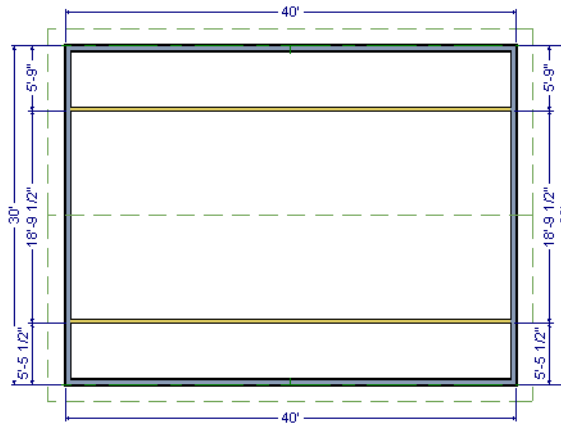


You can create a custom wall type for the knee walls, such as a wall with only a framing layer and one sheetrock layer. See “Wall Type Definitions Dialog” on page 304 of the Reference Manual.


1. Select **Build> Wall> Straight Interior Wall**  and draw a horizontal interior wall from left to right. Position this knee wall so that it is 5 feet from the top exterior wall.
2. Draw another horizontal interior wall and position it 5 feet from the bottom exterior wall. You can reposition the knee walls using dimensions. For more information, see “Moving Objects Using Dimensions” on page 1016 of the Reference Manual.

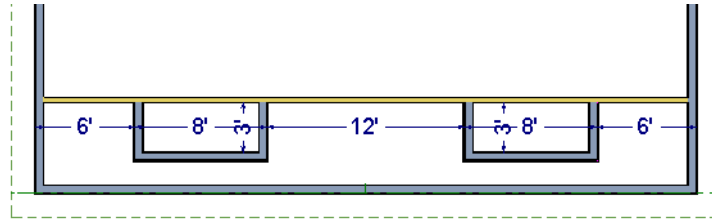



3. Group select both interior walls and click the **Open Object**  edit button. Check the box beside **Knee Wall** on the Roof panel of the **Wall Specification** dialog and click **OK**.
4. Select **CAD> Dimensions> Automatic Exterior Dimensions**  to create exterior dimension lines for your plan, which should now look like this:

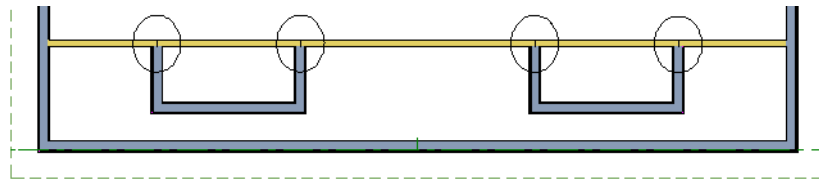


To draw the dormer walls and windows

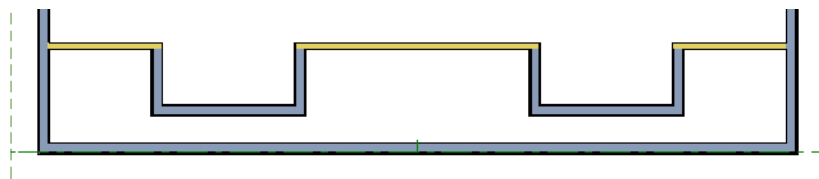
1. Select **Build> Wall> Straight Exterior Wall**  and draw two rectangular boxes on the outside of the lower knee wall, as shown in the following image.






2. Position the front walls of each dormer box 2 feet from the bottom exterior wall. The front dormer walls are those parallel to the bottom wall.
3. Use dimension lines to position the dormer side walls so that the dormers are 6 feet from each vertical exterior wall and 8 feet wide.
4. Select **Build> Wall> Break Wall**  and click along the lower knee wall to place wall breaks where it intersects each of the dormer side walls.





5. Delete the segments of the knee wall located behind the dormers, as in the following image:

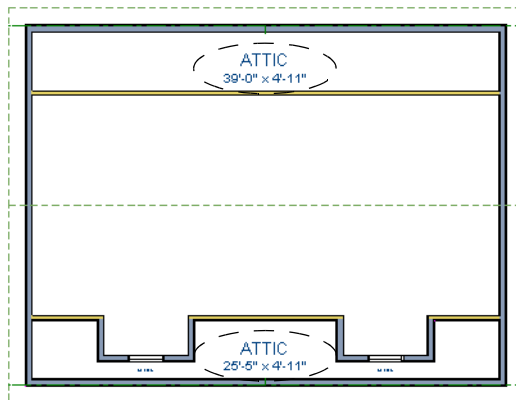




6. Select **Build> Window> Window**  and click on each dormer front wall to place a window.
 - When **Midpoint**  **Object Snaps** are enabled, a "sticky point" will exist at the midpoint of the dormer front wall when you move your mouse along the front wall. For more information, see "Object Snaps" on page 162 of the Reference Manual.

- You can also use the **Center Object**  edit button to center each window along the wall after it has been placed. See “Using Center Object” on page 227 of the Reference Manual.

To build the roof

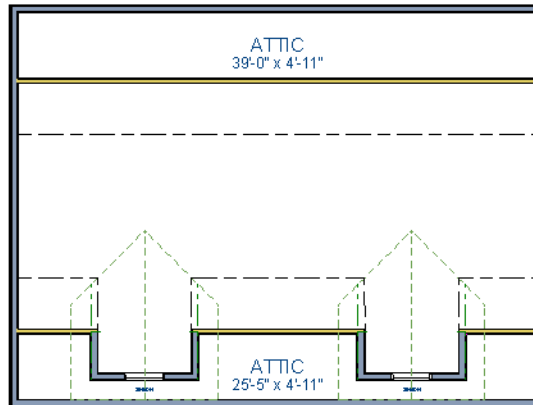
1. Group select the two dormer front walls with windows and open their **Wall Specification** dialog. On the Roof panel, check **Full Gable Wall** and click **OK**.
2. Group select the four dormer side walls and open their **Wall Specification** dialog. On the Roof panel, confirm that **Pitch** is 12 in 12, and click **OK**.
 - Earlier, a pitch of 12 in 12 was specified in the **Build Roof** dialog: that pitch will be in use here by default and will work well for these dormers.
1. Click the **Select Objects**  button, then click in the narrow room between the top knee wall and the top exterior wall to select it.
2. Click the **Open Object**  edit button to open the **Room Specification** dialog. On the General panel, select "Attic" as the **Room Type** and click **OK**.
3. Do the same for the lower attic room.



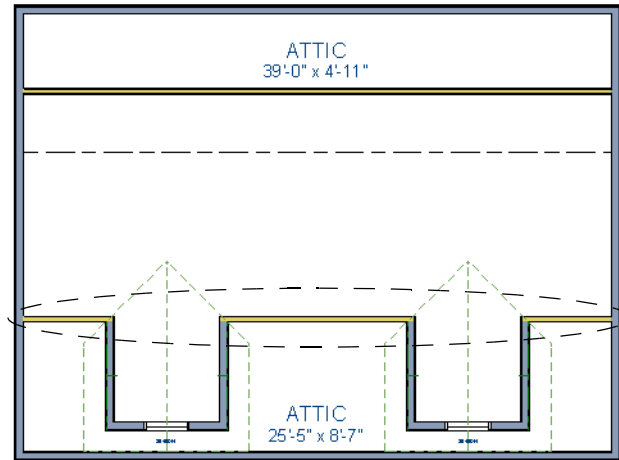
4. Select **Build> Roof> Build Roof**  from the menu.
5. In the **Build Roof** dialog, check **Build Roof Planes**, and click **OK** to rebuild the roof.
6. Select **3D> Create Perspective View> Perspective Full Overview**  to create a 3D overview of the house and see the results.



7. Notice that there are small gaps in the dormer side walls. This gap is caused by the difference between the position of the knee walls and the point at which the ceiling intersects the roof plane. This location is marked by the black dotted Ceiling Break Line in floor plan view.



8. Select each of the knee walls and move them back so that they are in alignment with the ceiling plane. When **Object Snaps** are enabled, the walls will snap into position when they are close to the Ceiling Break Lines.




9. Create a 3D view to see how the roof and dormers look now.




You can move the interior walls closer to or further from the outside walls to change the dormers' elevation, or change the pitch for the roof to make the dormers longer. You can create dormers in more complex plans the same way, but you may want to experiment with wall placement and pitch to achieve the desired effect.

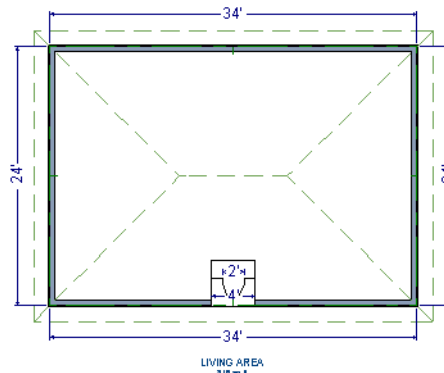
Crickets and Dormer Vents



Roof crickets, sometimes called saddles, are raised roof planes built to divert water or snow. When a roof is generated automatically, crickets will not be produced, but they can be drawn manually using the **Roof Plane**  tool.

Dormer vents can be created using a similar technique.

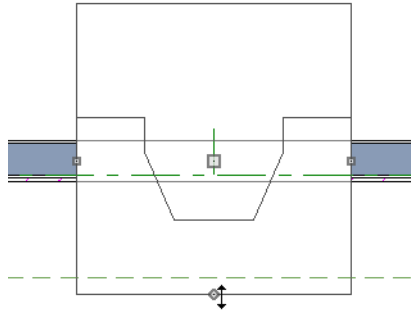
To create a manually drawn chimney cricket

1. Create a basic rectangular structure with a hip roof. See “To create a hip roof” on page 67.
 - In this example, the display of Roof Plane Labels is turned off. See “Roof Plane Labels” on page 491 of the Reference Manual.
2. Select **Build> Fireplace**  and click on one of the exterior walls to place a masonry fireplace at that location in the wall.




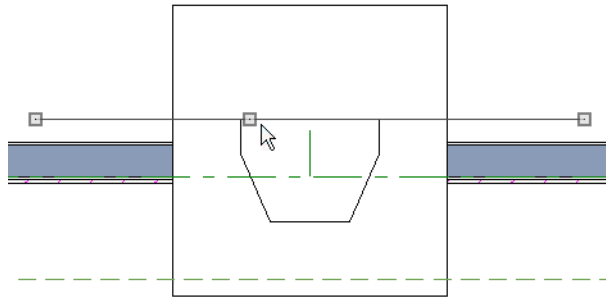
- **Midpoint**  Object Snaps or the **Center Objects**  edit tool can be used to center the fireplace along the wall, if desired. See “Using Center Object” on page 227 of the Reference Manual.

3. Make any required changes to the fireplace.





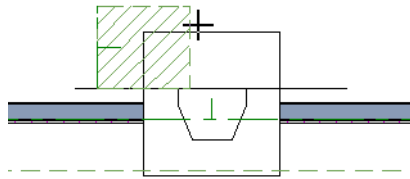
- In this example, the default 48" wide fireplace is used, but its Depth edit handle is used to offset the fireplace 6" towards the exterior. See "Chimneys" on page 471 of the Reference Manual.

4. Select **CAD> Line> Draw Line**  and draw a CAD line along the inside surface of the fireplace's firebox.



- You can also draw the CAD line near the desired location and then move it into place using dimensions. See "Moving Objects Using Dimensions" on page 1016 of the Reference Manual.
- Make sure that the CAD line extends past the fireplace in both directions.

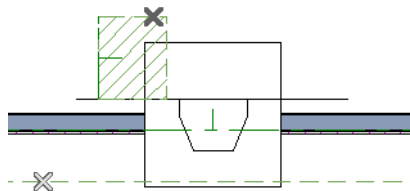
5. Select **Build> Roof> Build Roof**  from the menu, and in the **Build Roof** dialog, specify the Pitch, Framing, and any other attributes that you will need for the cricket.
 - In this example, a Pitch of 12:12 and 1 1/2" x 5 1/2" rafters are specified. See “Build Roof Dialog” on page 480 of the Reference Manual.
 - Do not check Build Roof Planes. Here, the **Build Roof** dialog is being used to set the defaults for manually drawn roof planes. See “Roof Defaults” on page 475 of the Reference Manual.
6. Select **Build> Roof> Roof Plane**  from the menu, then:



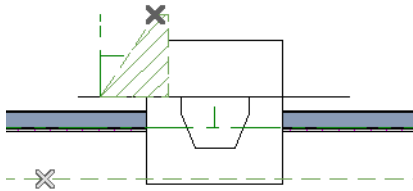
- Click on the CAD line near one of its endpoints and drag to draw a roof baseline perpendicular to the line, towards the structure’s interior.
- Release the mouse button and move the mouse parallel to the CAD line and in the direction of the fireplace’s center and click once.
- The roof plane that is created will draw its height from the top of the roof below at the point where you first clicked to begin drawing.

Note: In this example, the cricket roof plane is assigned an angled fill pattern to make it easier to see.

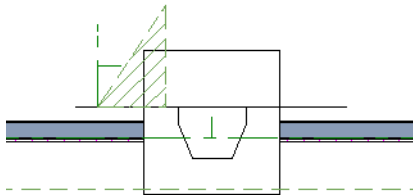
7. Use dimensions to resize the new roof plane so that it measures half the width of the fireplace from its low edge to its ridge. In this example, that distance is 24".
8. Use Roof Intersection Points to find the intersection point for the edge of the roof plane opposite the fireplace. See “Locating Intersections” on page 494 of the Reference Manual.





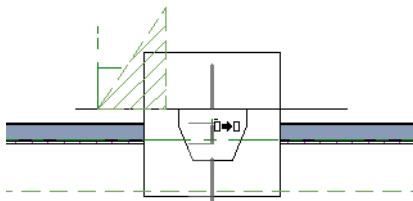
- If the program creates an Intersection Point that is not located on the roof plane edge, move that edge so that it is closer to the fireplace and the roof plane is more narrow and try again..
9. Use the roof plane's edit handles to:
- Angle the low edge of the roof plane up to the Intersection Point.



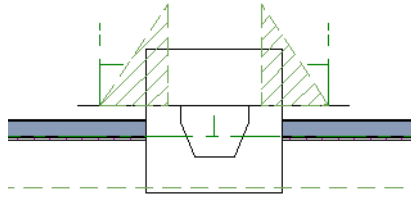
- Drag the short edge of the roof plane outward until it disappears and the roof plane becomes a triangle.




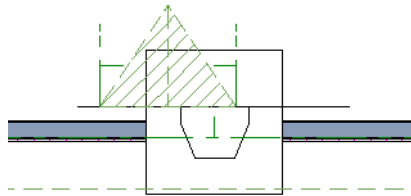
10. Use the **Copy/Paste**  edit tool in combination with the **Reflect About Object**  edit tool to create a copy of the cricket roof plane. See “Reflect About Object” on page 237 of the Reference Manual.




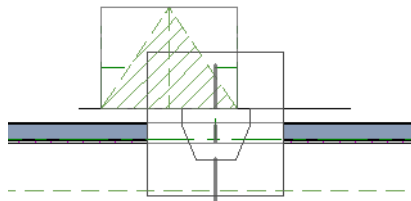
- Copy/reflect the roof plane about the fireplace to produce a roof plane that slopes in the opposite direction as the original.



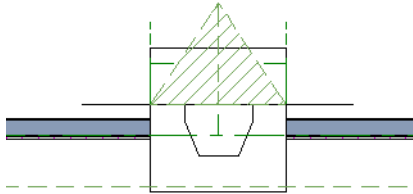
11. Use the **Point to Point Move**  edit tool to move the new roof plane so that its ridge edge is adjacent to the original roof plane's ridge. See "Point to Point Move" on page 222 of the Reference Manual.



12. Center the cricket behind the fireplace:
- Shift+select the two cricket roof planes.
 - Click the **Center Objects**  edit button.



- Move the mouse pointer over the fireplace. When a center axis displays over the fireplace, click once.







13. Create a 3D view to see the results.

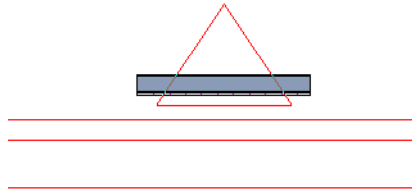




Remember to restore the settings in the Build Roof dialog if you intend to draw more structural roof planes in your plan.

The cricket created above can easily be converted into a dormer vent. Begin by closing the 3D view and returning to floor plan view.

To create a dormer vent

1. Select the fireplace positioned in front of the cricket and click the **Delete**  button.
2. Go **Up One Floor**  and select **Tools> Reference Floors> Reference Floor Display** .
3. Select **Build> Wall> Exterior Wall**  and draw a wall inside the area of the roof cricket on the floor below, parallel to its front.





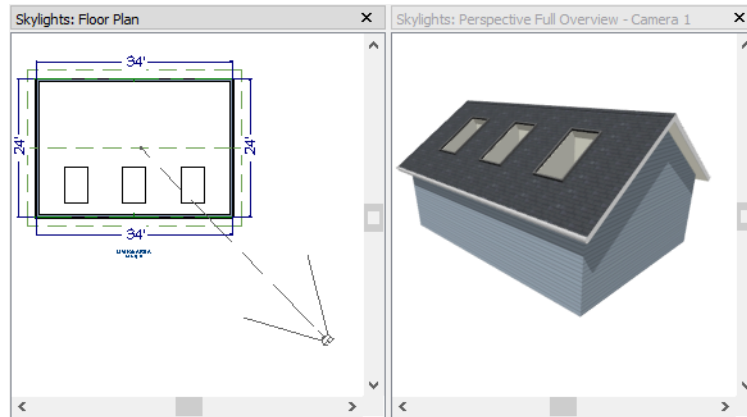
- If you draw the wall in the wrong direction and its siding layer faces the interior, select it and click the **Reverse Layers**  edit button.
- 4. Click on the wall to select it and click the **Open Object**  edit button. On the Roof panel of the **Wall Specification** dialog, check the box beside **Roof Cuts Wall at Bottom** and click **OK**. See “Roof Panel” on page 314.
- 5. With the wall still selected, use its edit handles to move it the desired distance from the eaves of the roof cricket.
- 6. Create a 3D view to see the results.



A selection of attic vents is available in the Library Browser. See “Vents” on page 396 of the Reference Manual.


Skylights

Skylights can easily be added using the **Skylight**  tool. In floor plan view, select **Build> Roof> Skylight**  then click and drag a rectangular shape within an existing roof plane. When you release the mouse button, a skylight is created and can be repositioned and resized using its edit handles. For more information, see “Skylights and Roof Holes” on page 518 of the Reference Manual.




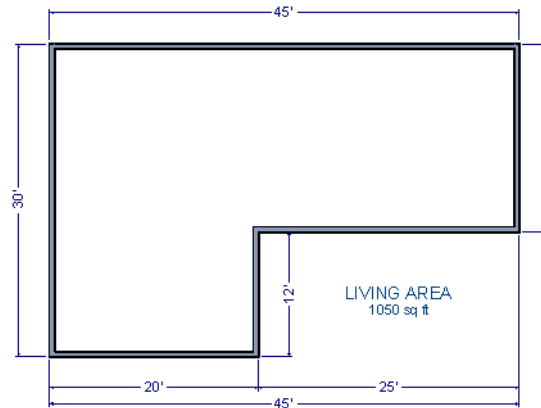
Using the Break Wall Tool to Modify Roofs

Many homes have more than one roof type built above a single exterior wall. One common example is a reverse gable roof, created when a house has gable walls that are perpendicular to one another, as in an L-shaped home.

We can create a reverse gable roof on an L-shaped home using the **Break Wall**  tool.


To create an L-shaped home

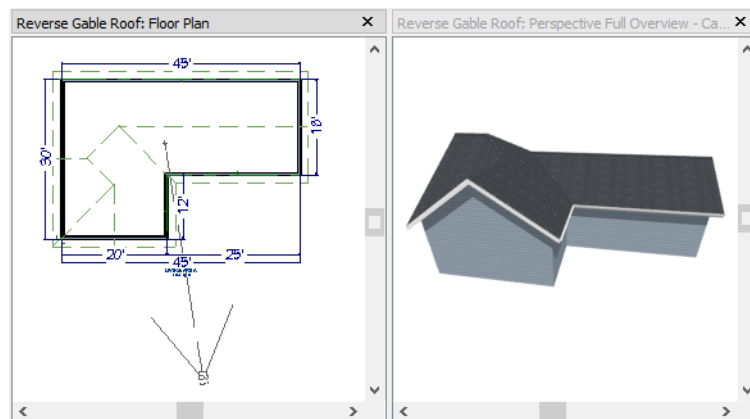
1. Select **File> Close All** from the menu.
2. Select **File> New Plan**  to open a new plan.
3. Draw an L-shaped house with the following dimensions:
 - Left wall - 30 feet long
 - Upper wall - 45 feet long.
 - Right wall 18 feet long.
 - Lower wall extending left from the right wall - 25 feet long.
 - Vertical wall connecting two lower walls - 12 feet long.
 - Lower wall extending right from the left wall - 20 feet long.



To create a reverse gable in this plan, three gable walls are required: two running vertically and one horizontally.


To add a gable roof to the plan

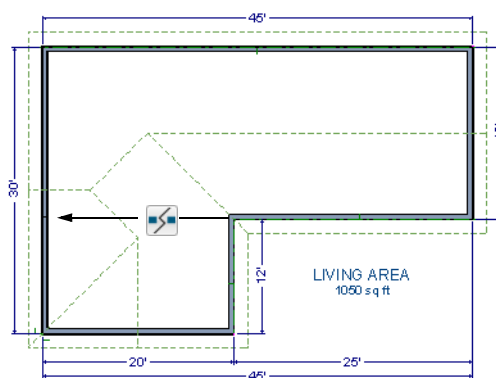
1. Check **Full Gable Wall** on the Roof panel of the **Wall Specification** dialog for these three walls:
 - The far left vertical wall
 - The far right vertical wall
 - The bottom left horizontal wall
2. Click the **Build Roof**  button to open the **Build Roof** dialog, check **Build Roof Planes**, and click **OK** to build the roof. The roof will look like this:




The gable wall on the left produces roof planes that extend too high and interfere with the roof over the front extension of the house. To avoid this, use the Break Wall tool to divide the left wall into two different sections. The upper section can then be specified as a Full Gable without affecting the lower section.

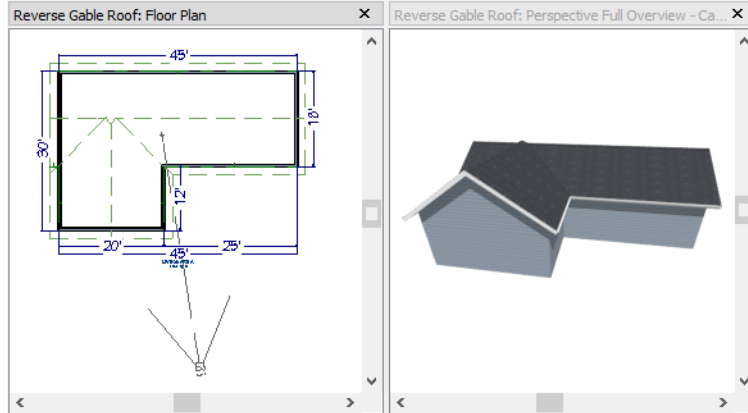
To use the Break Wall tool

1. Select **Build> Wall> Break Wall**  and click the far left wall at a point even with the lower right wall. Extension snaps should help you place the break at the right place. See “Extension Snaps” on page 163 of the Reference Manual.

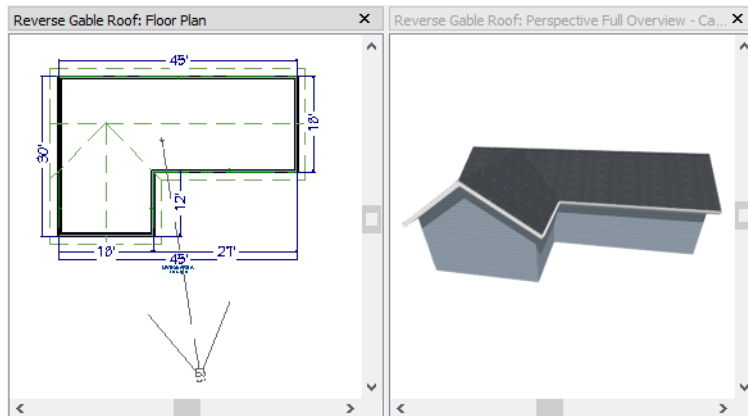


2. Open the lower portion of the wall for specification and on the Roof panel of the **Wall Specification** dialog, clear the **Full Gable Wall** checkbox and click **OK**.
3. Click the **Build Roof**  button, check **Build Roof Planes**, and click **OK** to build a roof based on the new wall specifications.

You now have two full gable roof sections meeting to form your L-shaped roof. Your plan should look like the following image:




Notice the step in the ridge line. This can be corrected by resizing the lower gable wall. Select the vertical wall to the right of the bottom gable wall and move it to the left 2 feet, reducing the length of the gable wall from 20 to 18 feet. When you are finished, rebuild the roof.




This completes this Roof Tutorial. You can use any combination of the techniques described here to create a wide variety of roof designs.

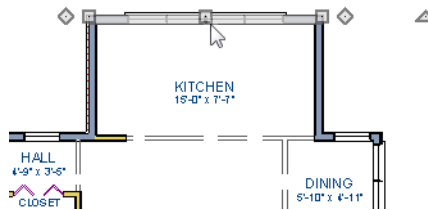
Adding a Roof to the Stucco Beach House





With a basic understanding of how automatically generated roofs work, you can return to the Stucco Beach House plan and add a roof. Select **File> Save As**  and give this plan a new name, such as "Beach House Roof Tutorial" before continuing.

Individual walls can be selected and edited in both 2D and 3D views; however, when multiple walls must be edited, it is usually quicker and easier to work in floor plan view: in part, because you can hold down the Shift key and group-select walls. See “Editing Walls” on page 285 of the Reference Manual.

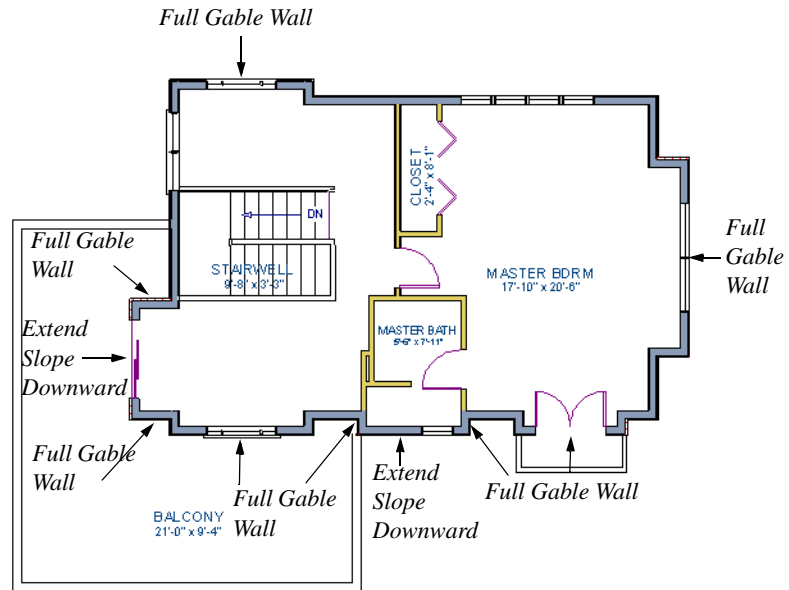
To edit the default roof

1. Close any 3D views that you may have open and work in floor plan view.
2. Starting on Floor 1, use the **Select Objects**  tool to select the top horizontal exterior Kitchen wall:




3. Click the **Open Object**  edit button and specify this wall as a **Full Gable Wall**. See “Gable Roofs” on page 67.
4. Click **Up One Floor**  to go to the second floor.
5. Using the **Select Objects**  tool, select the Balcony room, then click the **Open Object**  edit button. On the Structure panel of the **Room Specification** dialog, uncheck **Roof Over This Room**, then click **OK**.

- Assign the **Full Gable Wall** and **Extend Slope Downward** settings to the exterior walls, as shown in the following image. See “To set a wall’s roof directives” on page 65.




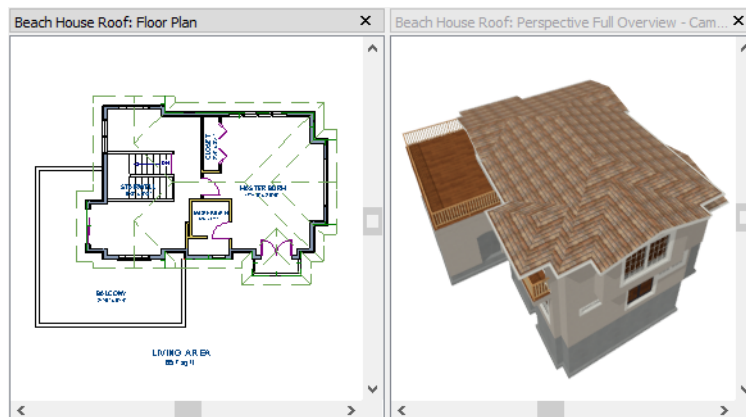
- Once these roof directives have been assigned, the roof can be generated.

To turn on automatic roof generation

- Select **Build> Roof> Build Roof**  to open the **Build Roof** dialog.
- On the Roof panel, check **Auto Rebuild Roofs and Build Roof Planes**. See “Build Roof Dialog” on page 480 of the Reference Manual for more information.
- Set the **Pitch** to 3 in 12.
- You can go to the **Materials** panel to change the material of your roof. Here, an Earth Roof Tile material.
- Click **OK** to close the dialog and generate a roof.

The additional walls that are created are attic walls. See “Attic Walls” on page 66.

6. Select **3D> Create Perspective View> Perspective Full Overview**  to create an exterior view of your plan.



7. Remember to **Save**  your plan as you work.

When you are ready, you can continue working on this plan in the Interior Design Tutorial.

Troubleshooting Automatic Roof Issues

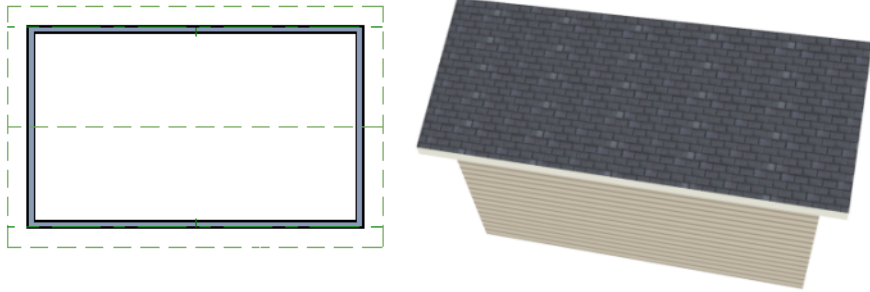
Creating a roof automatically can require experimentation and practice. Here are some suggestions for troubleshooting a problematic roof design.

Bear in mind that some complicated roof plans can only be produced by manually drawing and/or edited roof planes. See “Automatic vs. Manual Roofs” on page 474 of the Reference Manual.

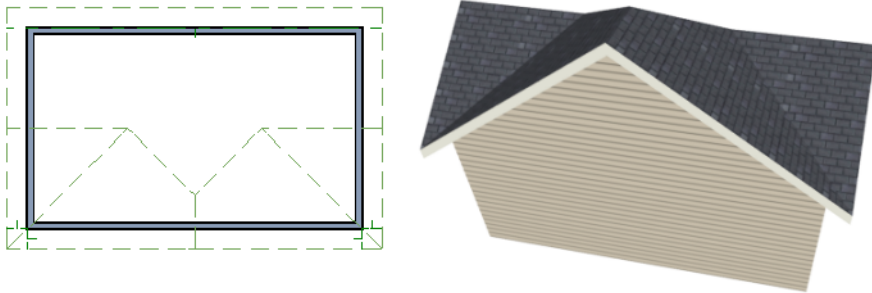
Roof Directives in Walls

As discussed in this chapter and in the Roofs chapter of the Chief Architect X8 Reference Manual, the program will automatically generate a roof plane bearing over each exterior wall in a plan to produce a hip roof. If you require a different condition over a particular wall, such as a triangular gable or side wall of a shed roof, you can specify that condition on the Roof panel of the **Wall Specification** dialog. See “Roof Panel” on page 314 of the Reference Manual.

Specifying roof directives that do not reflect what you require directly above a selected wall, however, can often result in drastic and unwanted changes to your roof. For example, when two parallel walls are specified as Full Gable Walls, a single ridge will be created between them.



If a wall that is perpendicular to these walls is also specified as a Full Gable Wall, the roof becomes more complex with an additional ridge, two valleys, and two hips.



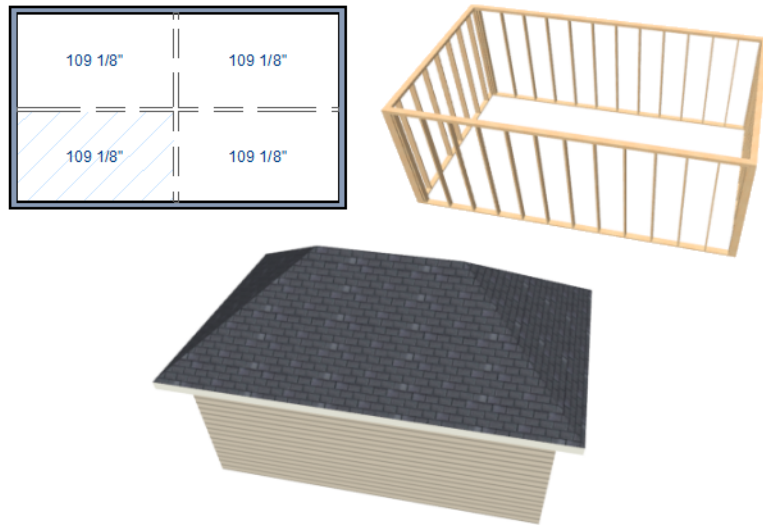
If you are seeing hips or valleys in your roof where you do not expect them, revisit the Roof panel of the walls supporting the affected roof planes.

To review how to restore wall directives back to their default state, see “To reset all roof directives” on page 66.

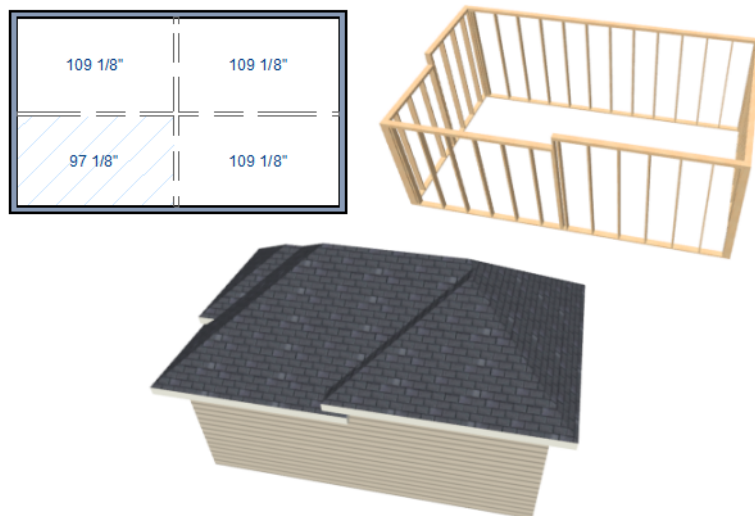
Roof Heights

The heights of all automatically generated roof planes are based on the heights of the walls that they bear on. Wall heights, in turn, are determined by the ceiling heights of the rooms that they define. See “Floor and Ceiling Heights” on page 342 of the Reference Manual.

For example, the hip roof over a simple rectangular structure with a consistent ceiling heights (in this case, 109 1/8") has four roof planes.



This roof will become considerably more complex if one room inside is given a lowered ceiling height (in this case, 97 1/8").



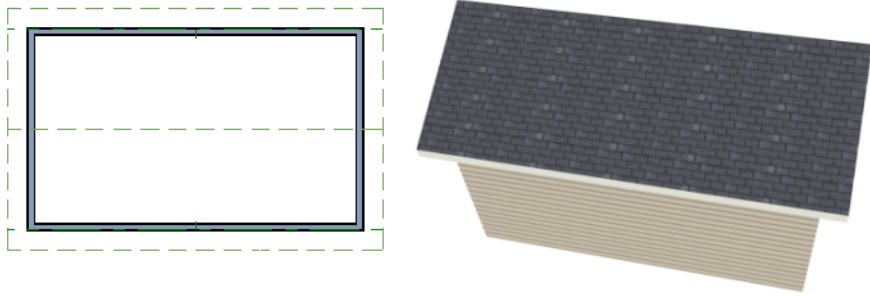
If you generate a roof and it seems to be more complicated and has more roof planes than it should, take a look at the ceiling heights of the rooms in the plan. Often, the correct way to

create a lowered ceiling condition will be to set the ceiling at the default height create a lowered Ceiling Finish. See “Lowered Ceilings” on page 346 of the Reference Manual.

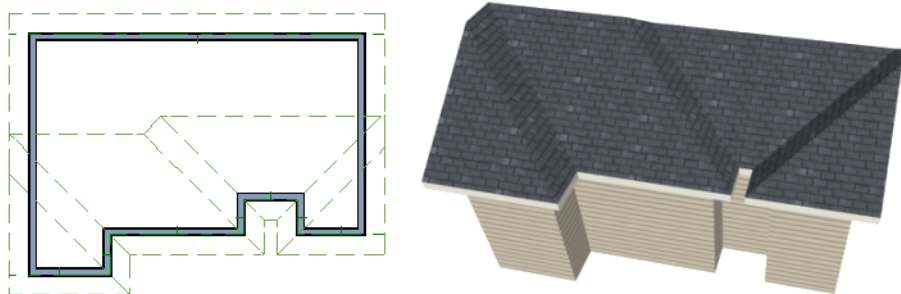
Controlling Roof Ridges

A single roof ridge will generate for as long as the bearing walls that support the roofs on either side of the ridge are the same distance apart. When alcoves or bump outs are introduced along either bearing wall, the ridge is likely to become broken.


For example, a simple rectangular structure with Full Gable Walls at each end generates a roof with a ridge that runs from Full Gable Wall to Full Gable Wall.

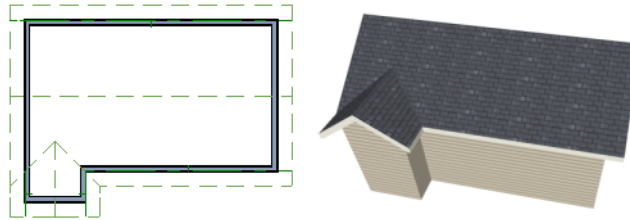


If a bump out is added that affects the length of either Full Gable Wall, or if an alcove is added anywhere along the length of the structure, the ridge will no longer follow a straight line.

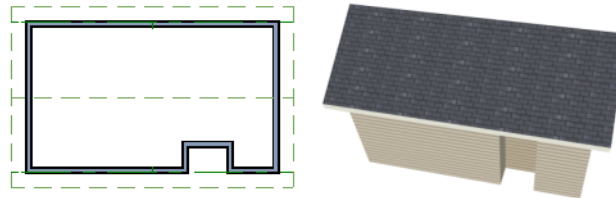


There are a number of ways to maintain a single ridge line in the presence of alcoves or bump outs:

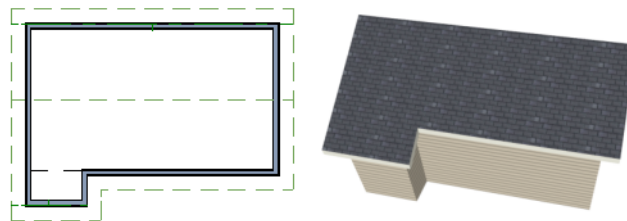
- Use the **Break Wall**  tool to control the length of a Full Gable Wall section. See “Using the Break Wall Tool to Modify Roofs” on page 94.



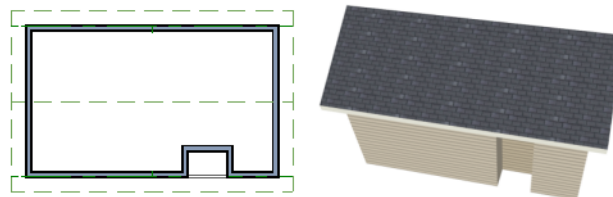
- Increase the **Minimum Alcove Size** to specify what size alcoves are roofed. See “Roof Panel” on page 481 of the Reference Manual.



- Use the **Extend Slope Downward** roof directive to allow the roof over a bump out to extend lower than the ceiling height in that area. See “Roof Directives in Walls” on page 294 of the Reference Manual.



- Specify the area inside of an alcove as an "Open Below" room with a roof but no ceiling, and **Use Soffit Surface for Ceiling** specified. See “Room Types” on page 335 and “Structure Panel” on page 352 of the Reference Manual.



Interior Design Tutorial



The Interior Design Tutorial picks up where the Roof Tutorial left off. The basic structure of the plan is complete, but the plan still needs lights, outlets, and fixtures to be a functional home. In addition, the interior could use some creature comforts such as furniture, wall coverings and moldings. You may want to save this tutorial using a new name to archive your previous work. In this tutorial, you will learn about:

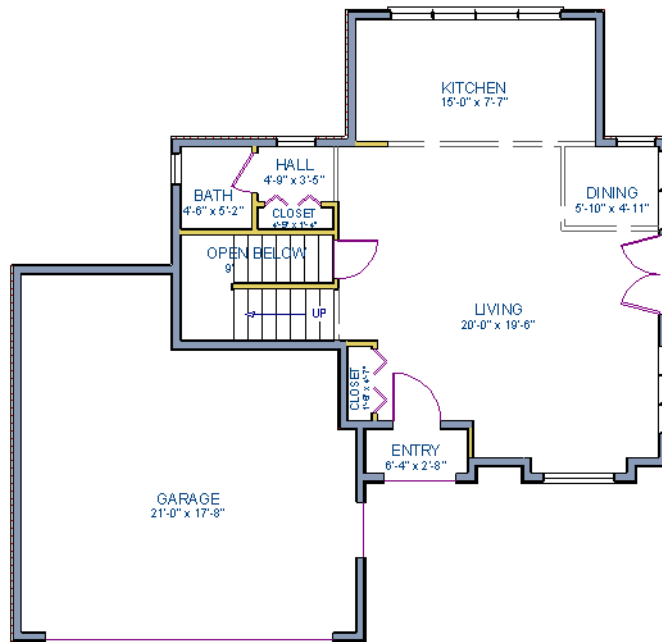
- Controlling the Display of Objects
- Working with Library Objects
- Applying Room Moldings
- Applying Wall Coverings
- Creating a Trey Ceiling

Controlling the Display of Objects

Every object that you create in Chief Architect exists on a layer that lets you control whether it displays as well as some aspects of its appearance. For example, the roof that was created in the House Design Tutorial will only be in the way in this tutorial, which discusses the plan's interior. To avoid this, the "Roof Planes" layer can be turned off in floor plan view. For more information, see "Layers" on page 143 of the Reference Manual.

To control the display of objects

1. First, select **File> Save As**  and give this version of the plan a new name, such as "BeachHouse - Interior Tutorial"
2. Select **Tools> Layer Settings> Display Options**  or press the ~ key to open the **Layer Display Options** dialog.
3. Press the letter R, find the "Roof Planes" layer and remove the check from the Display column. Click OK.
4. To quickly locate and turn off the "Doors, Labels" and "Windows, Labels" layers, type the word "label" in the **Name Filter** field above the list of layers.
 - To restore the full list of layers, remove all text, including spaces, from the **Name Filter** field.






Floor 1 with the display of door and window labels and roof planes turned off

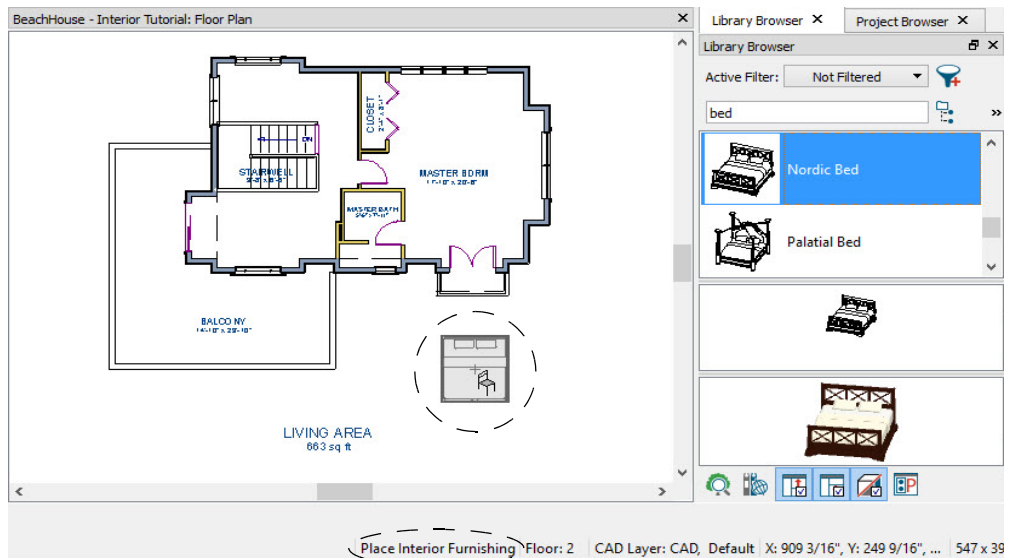
5. You can set up layers to meet your specific needs for different tasks using Layer Sets. For more information, see "Layer Sets" on page 146 of the Reference Manual.


Working with Library Objects


Chief Architect comes with a library that contains thousands of library objects that can be used in a plan. For more information about the library and library objects, see “The Library” on page 819 of the Reference Manual.

To use the Library Search to locate a symbol and place it in the plan

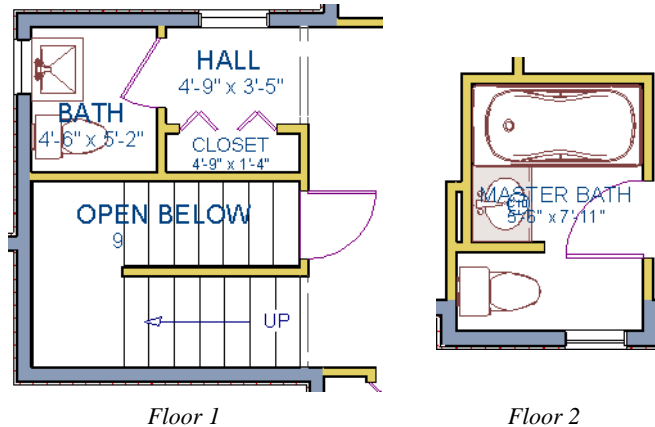
1. Move up to Floor 2 using the **Floor Up**  tool.
2. Select **View> Library Browser**  or press Ctrl + L on your keyboard to open the Library Browser.
3. In the text field, type "bed" and notice that search results will display below as you type. All items with "bed" in any part of their search attributes are included, so in this example, the search results include a variety of items besides furniture.
4. To narrow the search results, click the **Search Filtering Options**  button, then
 - Check the box beside **Entire Word**.
 - Click the arrow beside **Type** then check the box beside **Furnishings (Interior)**. Now only items with the word "bed" in their attributes and are interior furnishing will be included in the search results.
5. Click on a bed in the search results list to select it for placement.




 When a library object is selected for placement the mouse pointer icon indicates the type of library object selected, a preview outline of the object follows your pointer as you move it, and basic information displays in the Status Bar at the bottom of the program window.

6. Click in the master bedroom to place the bed.
7. To see where the selected item is located in the Library Browser, right-click on it and select **Show in Browser** from the contextual menu.
8. To switch from a list of search results to the Library Browser tree view, click the **Browse**  button to the right of the text field.


Using the techniques described above, place fixtures in the bathrooms on Floors 1 and 2.

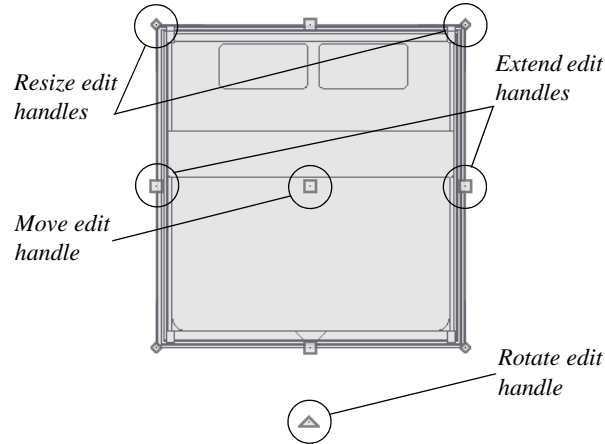


 If existing walls and/or other objects do not allow enough room for a library object to be placed, place the library object where there is enough room and move the object into place while holding down the **Ctrl** key on the keyboard.

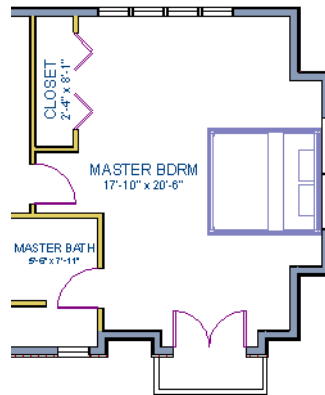
Once a library object has been placed into a plan, it can be edited in a variety of ways.



To modify a symbol from the library

1. Click the **Select Objects**  button or press the Spacebar and click on the bed to select it. When selected, the bed displays ten edit handles. For more information, see "Editing Box-Based Objects" on page 206 of the Reference Manual.



2. Use the Rotate edit handle to rotate the bed.
3. Use the Move edit handle to move the bed up against the right wall.




4. You can modify the materials for the bed by using the **Select Objects**  button tool to select the bed, and clicking the **Open Object**  edit button to open the **Furniture Specification** dialog. See “Symbol Object Specification Dialogs” on page 844 of the Reference Manual.
5. On the Materials panel, select the component of the object that you want to apply a new material to: for example, the Bedspread.
6. Click the **Select Material** button to open the **Select Material** dialog, where you can search or browse the Library to find and apply a new material to the bedspread portion of the bed. Here, a light brown fabric is used.

7. Repeat this process for any of the other materials on the bed you may want to adjust, then click **OK** to apply the changes which will be visible when you create a camera view.





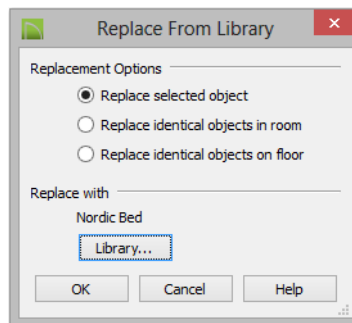
You can also apply materials to objects in 3D views using the Material Painter tool. To learn more, see Using the Material Painter in the Materials Tutorial.

You can replace a library object in your plan with a different item from the library using the

Replace From Library  edit button. This can be particularly helpful if you have multiple copies of the same object throughout the plan, as you might with a fixture like a sink or toilet, and would like to replace them all at once.

To replace a library object

1. While the **Select Objects**  tool is active, click on the bed to select it.
2. Click the **Replace From Library**  edit button to open the **Replace From Library** dialog.






3. Select one of the **Replacement Options** to replace the current object only, all identical objects in the room, or all identical objects on the current floor.
4. Click the **Library** button to select a replacement item from the library.
5. Click **OK** to return to the **Replace From Library** dialog, then click **OK** once more.

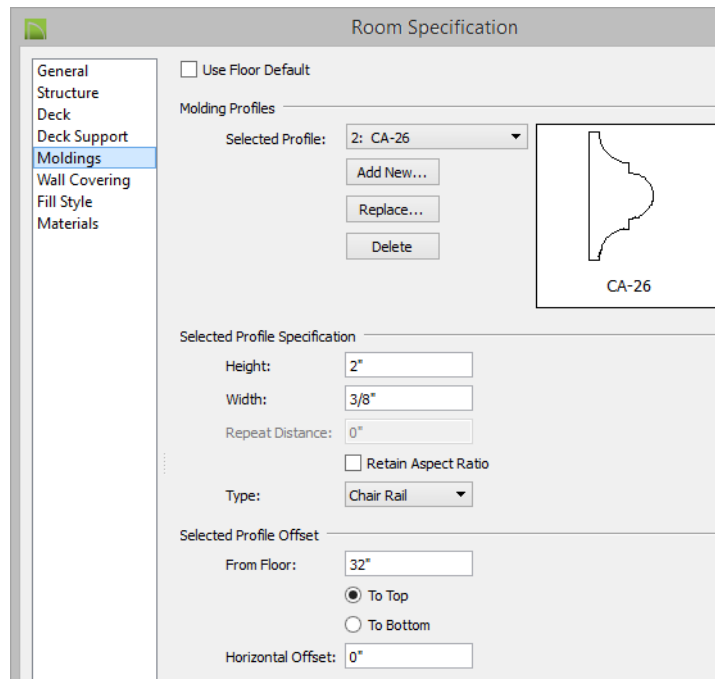
Applying Room Moldings

In Chief Architect, you can specify base, crown and chair rail moldings for any room. The library contains a selection of molding profiles; and in addition, you can create your own profiles and save them for future use. For more information, see “Trim and Molding” on page 653 of the Reference Manual.

To add crown molding to a room

Moldings can be added in floor plan or any camera view. So that you can see the results more quickly, begin by creating a camera view of the master bedroom. See “To create a camera view” on page 41 for information about using the **Full Camera**  tool.

1. Click the **Select Objects**  button or press the Spacebar, then click in a blank space on the floor of the room to select it.
2. Click the **Open Object**  edit button to open the **Room Specification** dialog for the master bedroom.
3. On the Moldings panel:



- Uncheck **Use Floor Default**, and then click the **Add New** button.
- In the **Select Library Object** dialog, either search or browse to find a chair rail profile that you like. When you find one, select it and click **OK**. For more information, see “Select Library Object Dialog” on page 838 of the Reference Manual.
- If you wish, you can specify the **Height** and **Width** of the selected molding. In this tutorial, a **Height** of 2 inches is specified.
- Select "Chair Rail" from the **Type** drop-down list.

- Notice that the **From Floor** value equals the room's Finished Ceiling Height on the Structure panel. Set this value to 32" inches.
- Click OK to close the **Room Specification** dialog.

Crown moldings can be applied to a room in the same manner. Base moldings are already applied in most room types by default, but can be edited, removed or added here, as well.




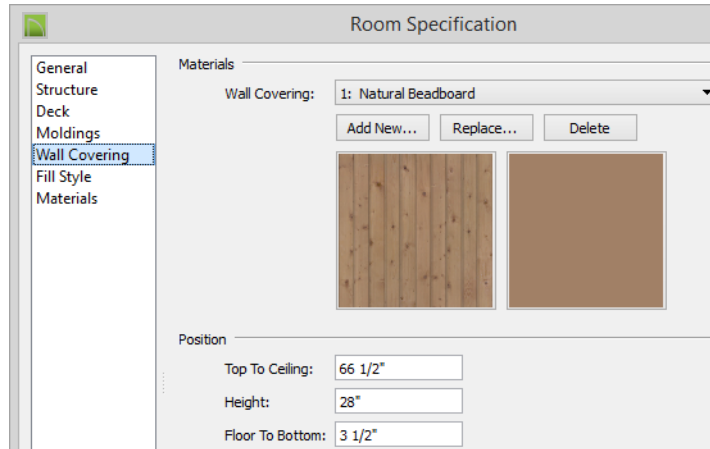
When you have finished, remember to **Save**  your work.

Applying Wall Coverings

Wall coverings can be used in addition to a wall's surface material to create accents like wallpaper borders or wainscoting. For more information about wall coverings, see "Wall Materials" on page 282 of the Reference Manual.

To apply a wall covering

1. Select the master bedroom and click the **Open Object**  edit button to open the **Room Specification** dialog.
2. On the Wall Covering panel:



- Click the **Add New** button to open the **Select Material** dialog.
- Select an appropriate material for your wall covering, and click **OK**. In this example, a Natural Beadboard material is used.
- Change the **Height** to 28 inches, and change the **Floor to Bottom** value to 3 1/2 inches to allow for the distance between the base and chair rail moldings.
- Click **OK** to close the **Room Specification** dialog.



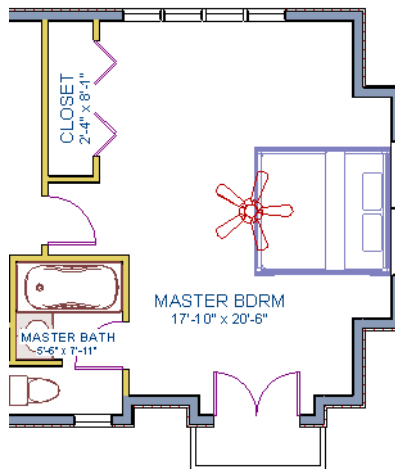
Additional wall covering materials can be downloaded into the Manufacturer Catalogs. See "Downloading Library Content" on page 827 of the Reference Manual.

Creating a Trey Ceiling

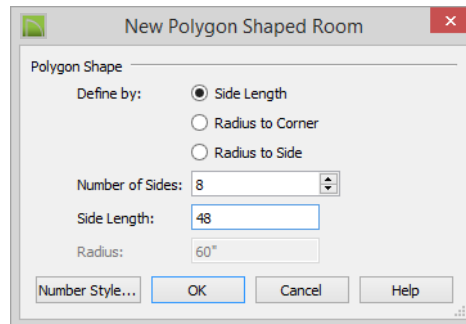
There are several different ways to create a trey ceiling in Chief Architect: Polyline Solids, Primitive objects, and even Soffits can be used to create the lowered ceiling surfaces. Creating a room within a room is another method that works well for some styles of trey ceiling.

To create a trey ceiling with fan

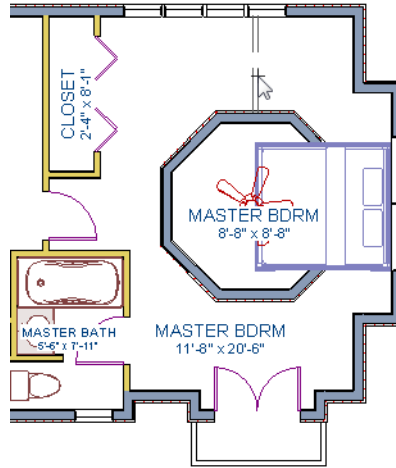
1. Select **File> Close** to close the currently active camera view and return to the floor plan.
2. Select a ceiling fan in the Library Browser and place it near the middle of the master bedroom. For information about how to do this, see “To use the Library Search to locate a symbol and place it in the plan” on page 109.





3. Select **Build> Wall> Polygon Shaped Room**  to open the **New Polygon Shaped Room** dialog.

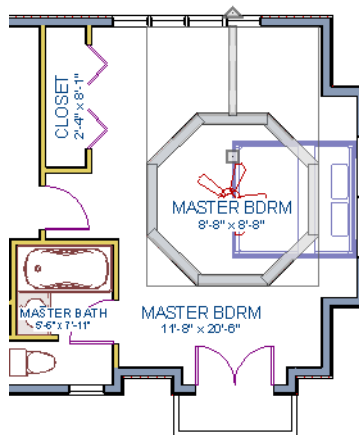




- Specify the **Number of Sides** as 8, and the **Side Length** to 48".
- Click **OK**, and then click near the center of the ceiling fan to create the polygon shaped room.

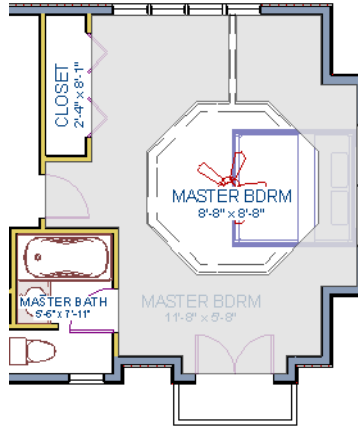



 The program automatically creates an invisible wall to prevent the new room from becoming an island room. For more information, see "Room Definition" on page 331 of the Reference Manual.

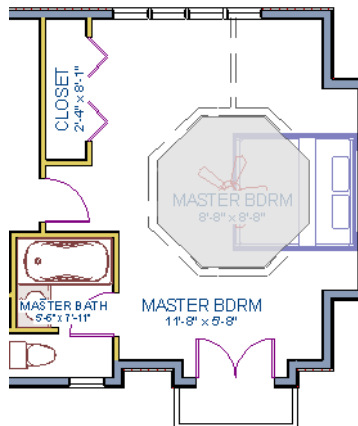
4. Select **Build> Wall> Straight Exterior Wall** , then hold down the Shift key on your keyboard to drag a marquee around the octagonal room to group select its walls



5. Click the **Open Object**  edit tool to open the **Wall Specification** dialog. On the General panel, check the boxes beside **Railing** and **Invisible**, then click **OK**.
6. Click the **Select Objects**  button or press the Spacebar, then click in the main Master Bedroom area to select it.

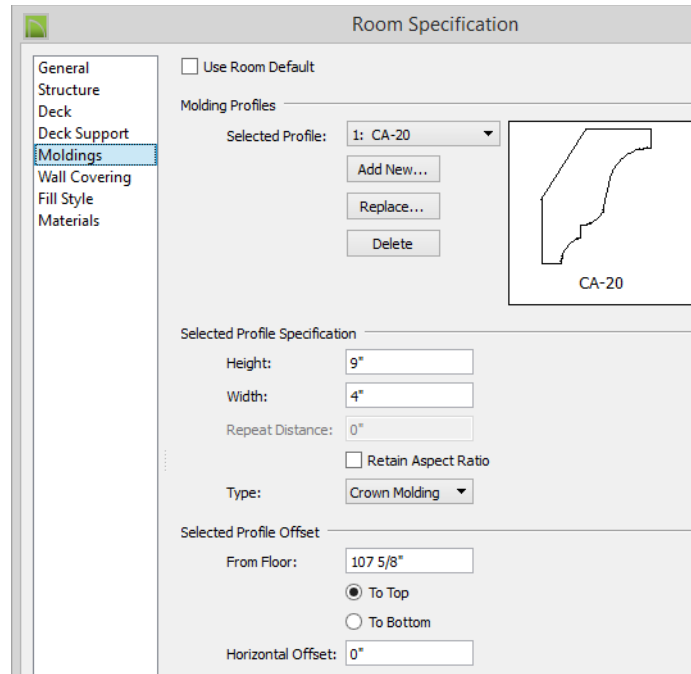


7. Click the **Open Object**  edit button to open the **Room Specification** dialog. On the Structure panel, set the Finished Ceiling Height to 98" and click **OK**.
8. Next, select the small octagonal room and open its **Room Specification** dialog.




- On the General panel, uncheck **Show Room Label**.
- On the Structure panel, verify that this room's **Rough Ceiling Height** is still set to the default of 109 1/8".

- Also on the Structure panel, click the **Ceiling Finish** button, and change the surface material in the **Ceiling Finish Definition** dialog. For more information, see “Floor and Ceiling Platform Definitions” on page 344 of the Reference Manual.
9. Go to the Moldings panel:



- Uncheck **Default**, then click the **Add New** button to open the **Select Library Object** dialog and choose a crown molding profile.
- Set the profile's **Height** to 10", its **Width** to 4", and its **Type** as "Crown Molding" and click **OK**.

Create a 3D view to see the results. See “To create a camera view” on page 41 for information about using the **Full Camera**  tool.



If you would like, you can continue adding interior elements from the Library Browser before continuing to work on this plan in the Kitchen and Bath Design Tutorial.




Kitchen and Bath Design Tutorial

This tutorial continues where the Interior Design Tutorial left off. You should save this tutorial using a new name to archive your previous work.



The tools and techniques used to design kitchens and bathrooms are very similar. This tutorial focuses on kitchen design. When you're finished you can use what you've learned to finish up the bathrooms as well. In this tutorial you will learn about:

- Adding Cabinets
- Placing Appliances
- Editing Cabinets and Appliances
- Creating a Cabinet Island
- Creating Architectural Blocks
- Editing Cabinets and Appliances
- Working in Cross Section/Elevation Views

Adding Cabinets



Begin by selecting **File> Save As** , and name the plan BeachHouse - Kitchen Bath Tutorial.

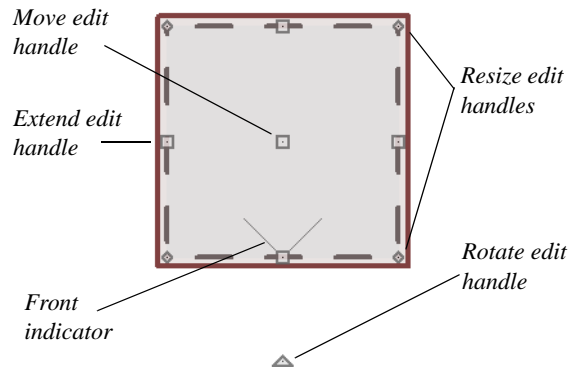
To place a base cabinet


1. **Zoom**  in on the Kitchen area in floor plan view.
2. Select **Build> Cabinet> Base Cabinet** .
3. Click to place a base cabinet anywhere in the kitchen.

Once a cabinet is placed, it can be edited like other objects.

To select and edit a cabinet

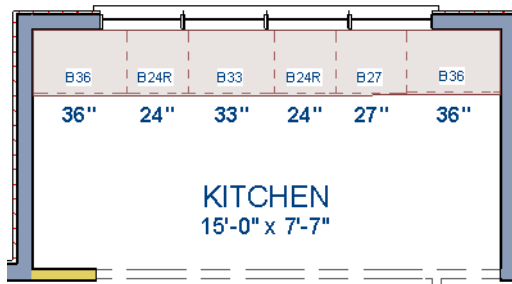
1. Cabinets can be selected using one of the following methods.
 - Click on the cabinet while the **Select Objects**  tool is active.
 - Click on the cabinet while any of the **Cabinet Tools**  are active.
 - Right-click on the cabinet when another tool is active.
2. When the cabinet is selected, edit handles and a front indicator display. The arrow that displays when the pointer is held over an edit handle as well as the Status Bar indicate what function that handle will perform. See “Editing Box-Based Objects” on page 206 of the Reference Manual.



- Move a cabinet using the Move edit handle. By default, you can move a cabinet parallel to its sides or its front and back edges. To allow unrestricted movement, hold down the Ctrl key or click and drag using the right mouse button.
 - Resize two sides of a cabinet using a Resize edit handle, located in each corner.
 - Extend a cabinet's edge on one side using an Extend edit handle.
 - Rotate a cabinet using the Rotate edit handle, which is always offset to one side.
 - A temporary dimension updates as the cabinet is moved or resized.
3. When a cabinet is selected, you can also click the **Open Object**  edit button to open its specification dialog and make a wide variety of changes to the cabinet. For more information, see “Cabinet Specification Dialog” on page 696 of the Reference Manual.

To lay out base cabinets for this tutorial

1. Place and position six base cabinets and edit their widths as shown in the following image:

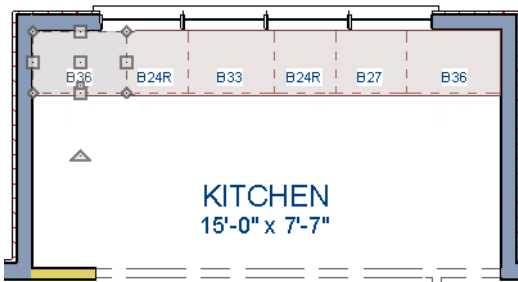



- Two of the cabinets are 36", two are 24" wide, one is 33" and one is 27" wide.
- A cabinet snaps to another if they are in alignment, facing the same direction, and of the same type.

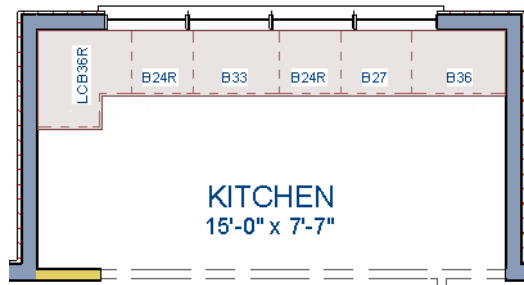
Note: The display of cabinet module lines has been turned on in the following images. See "Displaying Cabinets" on page 684 of the Reference Manual for more information.



To create corner cabinets

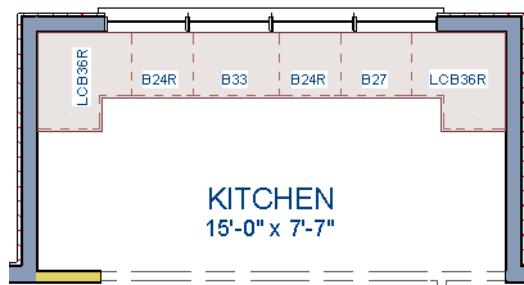
1. Select the 36" wide base cabinet on the left.



2. Click the **Open Object**  edit button to open the **Base Cabinet Specification** dialog. On the General panel:
 - Specify a **Width** greater than the Depth. The selected cabinet's width should already have been changed to 36", which works well with a 24" depth. If it isn't, change it to 36" now.
 - Click the **Special** drop-down list and select "Corner".
 - Uncheck the box beside **Diagonal Door**.
 - Click OK to close the dialog and apply your changes.




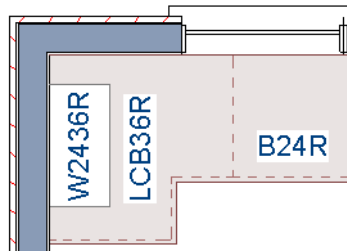
3. With the cabinet still selected, use its Rotate edit handle to rotate it so its back faces the wall corner if necessary.
4. A different approach can be used to create a corner cabinet in the right corner. Begin by selecting the cabinet on the right and pressing the **Delete** key or clicking the **Delete**  edit button.
5. Select **Build> Cabinet> Base Cabinet** , then move your mouse pointer into the corner. When the cabinet preview changes to a corner cabinet, click once.
6. Uncheck **Diagonal Door** for this new cabinet as described in step #2, above.






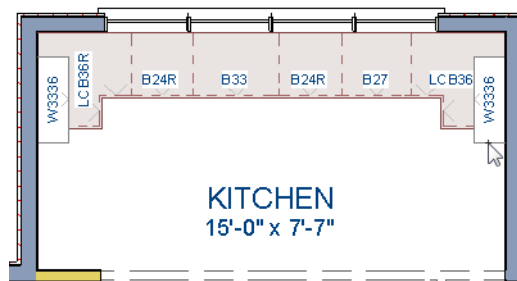
To move a row of cabinets, select one cabinet, then click and drag the Move edit handle towards the other cabinets. The selected cabinet will push the others. See "Bumping/Pushing" on page 221 of the Reference Manual.

To place wall cabinets

1. Select **Build> Cabinet> Wall Cabinet** .
2. Click above the left corner base cabinet to place a wall cabinet as shown.




3. Click the **Open Object**  edit button to open the **Wall Cabinet Specification** dialog:
 - On the General panel, specify a **Width** of 33".
 - On the Door/Drawer panel, change the **Door Style** to "Framed", and check the box beside **Glass Doors**.
 - On the Moldings panel, click the **Add New** button to add crown molding to the cabinet.
 In this example, a crown molding profile with a **Height** of 2 1/2", a **Width** of 2 1/2", and a Vertical **Offset** of - 2 1/2" is used. For more details, see "To add crown molding to a room" on page 113.
 - Click **OK** to apply these changes to the wall cabinet.
4. With the wall cabinet still selected:
 - Click the **Copy/Paste**  edit button.
 - Click the **Reflect About Object**  edit button.
 - Move your mouse pointer into the center of the room so that the room becomes highlighted.
 - When you see a dashed vertical line running through the center of the room, click once. The dashed line is a reflection axis, and a copy of the cabinet will be created on the opposite side of the kitchen, aligned with the original.

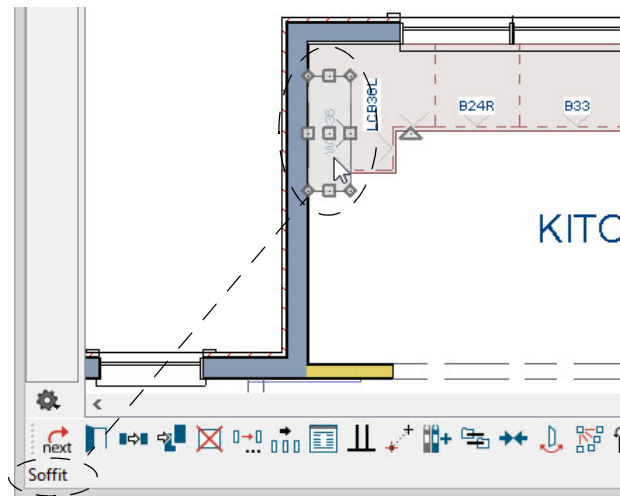



Note: The display of cabinet face indicator lines has been turned on in the following images. See “Displaying Cabinets” on page 684 of the Reference Manual for more information.

With the wall cabinets in place, you may want to add soffits to enclose the space between them and the ceiling.

To place soffits

1. Select **Build> Cabinet> Soffit**  then click above the wall cabinets to place soffits.
2. Adjust their width and orientation to match the wall cabinets below.




 When objects are very close to one another in floor plan view, it may be difficult to select the intended object. When an object is selected, click the Select Next Object edit button or press the Tab key to select a nearby object. See “Select Next Object” on page 185 of the Reference Manual.

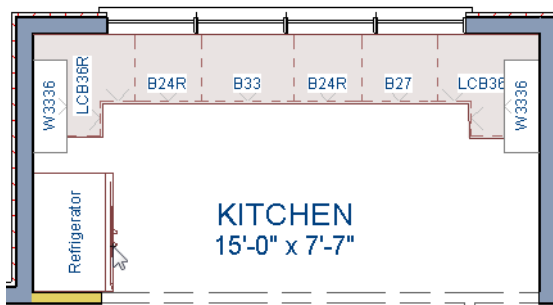
For more information about cabinets, see “Cabinets” on page 675 of the Reference Manual.

Placing Appliances

Appliances come in two basic varieties, freestanding and built-in. For more information about library objects such as appliances, see “The Library” on page 819 of the Reference Manual.


To place a freestanding appliance

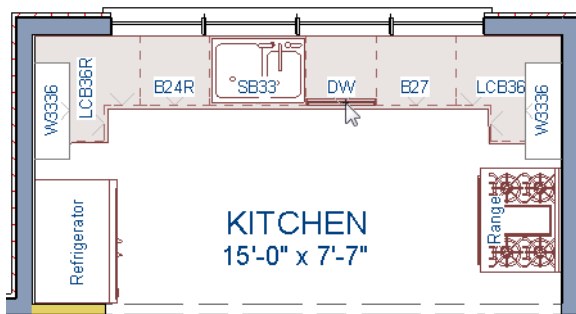
1. Select **View> Library Browser**  to open the Library Browser.
2. In the Core Catalogs, browse to Architectural> Appliances> Refrigerators, locate a refrigerator, and select it.
3. On the left side of the kitchen, click in the empty space below the base corner cabinet to place the refrigerator.




4. In the Appliances catalog, find an electric range and place it in the empty space on the right side of the kitchen.

To place a built-in appliance

1. Select **View> Library Browser**  to open the Library Browser.
2. In the Core Catalogs, browse to Architectural> Fixtures> Sinks, locate a sink, and select it for placement. In this example, the Self Rimming Offset 32" sink is used.
3. Click on the base cabinet near the top of the screen that is 33" wide to insert the sink into that cabinet.
4. In Core Catalogs> Architectural> Appliances> Dishwashers, select a dishwasher for placement, and click on the cabinet to the right of the sink.




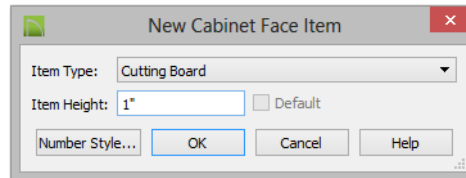
 Only one front mounted fixture can be inserted in this manner. Additional front fixtures can be added in the Cabinet Specification dialog. For more information, see "Front/Sides/Back Panel" on page 701 of the Reference Manual.

Editing Cabinets and Appliances


Like most objects, cabinets and appliances can be edited in their specification dialogs. This method allows a higher degree of customization than using just the edit handles.

To edit cabinet face items

1. Select the cabinet to the left of the sink and click the **Open Object**  edit button to open the **Base Cabinet Specification** dialog.
2. Click on the upper separation between the countertop and the drawer in the preview image on the right side of the dialog. Notice that clicking anywhere on the preview takes you to the Front/Sides/Back panel.
3. On the Front/Sides/Back panel:
4. Select "Front" from the **Side** drop-down list, then "Custom Face" from the **Side Type** list.
5. Click the **Add New** button to open the **New Cabinet Face Item** dialog.




6. Select "Cutting Board" from the **Item Type** drop-down list, assign an **Item Height** of 1 inch and click **OK** to return to the **Cabinet Specification** dialog.
7. A new Cutting Board face item, as well as a new Separation, are added below the separation that you selected.
8. Click OK to close the **Base Cabinet Specification** dialog.

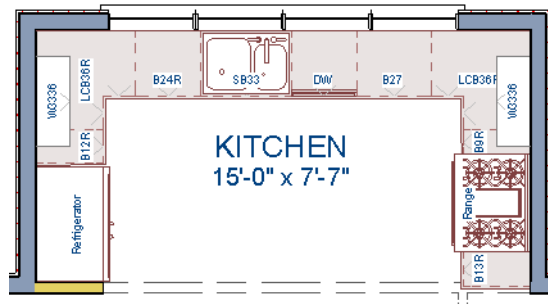
 Shelves can also be specified in Door and Opening cabinet face items. For more information, see "Cabinet Shelf Specification Dialog" on page 709 of the Reference Manual.

These steps can be used to create a wide variety of cabinet front configurations, such as a bank of drawers.

To edit appliances in the Fixture Specification dialog

1. Select the refrigerator and click the **Open Object**  edit button to open the **Fixture Specification** dialog.
2. On the General panel, change the **Depth** to 28.
3. Check the box next to **Reverse Symbol** and click **OK**.



Finally, add some narrow base cabinets to fill in the gaps beside the appliances. You can also add a wall cabinet and soffit above the range.

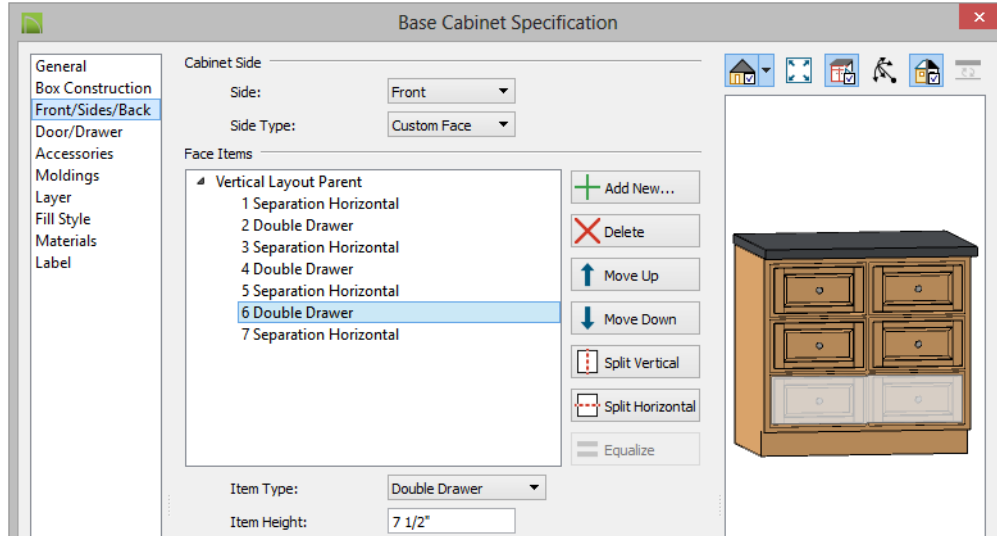


Creating a Cabinet Island


A cabinet island with custom countertop can also be created using the Cabinet Tools. For more information, see “Editing Custom Countertops” on page 684 of the Reference Manual.

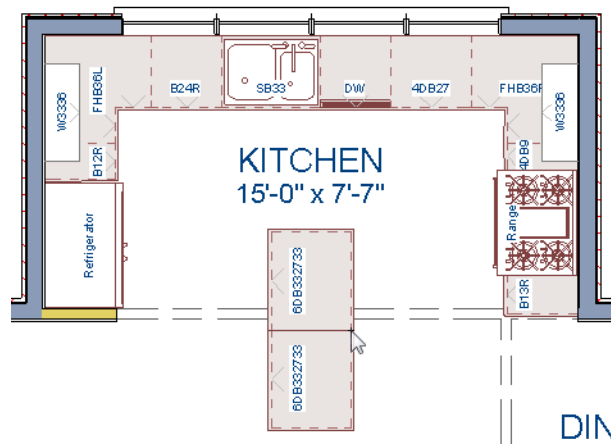
To create a cabinet island


1. Select **Build> Cabinet> Base Cabinet** , then click to place a base cabinet in the middle of the kitchen area.
2. Select the cabinet and click the **Open Object**  edit button to open the **Base Cabinet Specification** dialog.
3. On the General panel, specify a **Width** of 33" and a **Depth** of 27".
4. On the Front/Sides/Back panel, create three **Double Drawers**, each with an **Item Height** of 7 1/2". See “To edit cabinet face items” on page 128.






For more information on customizing the cabinet face, such as using the Split Vertical and Split Horizontal settings, see "Front/Sides/Back Panel" on page 701 of the Reference Manual.

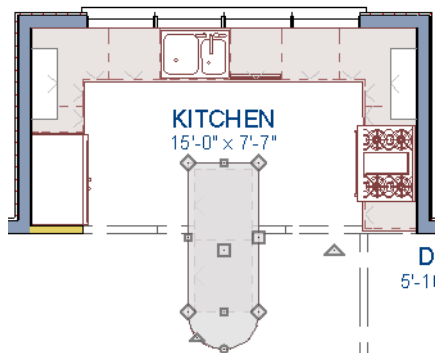
5. On the Door/Drawer panel, set the Drawer Handle **Style** as "Knob", then click **OK** to close the dialog and apply your changes.
6. With the base cabinet still selected, click the **Copy/Paste**  edit button, then:
 - Click and drag the Move edit handle downward on screen until the preview outline snaps directly below the existing cabinet.
 - Release the mouse button to create a copy of the original cabinet, as in the image below:



In the next portion of this tutorial, the display of cabinet labels is turned off. To do this, select **Tools> Layer Settings> Display Options** . In the **Layer Display Options** dialog, locate the "Cabinets, Labels" layer, remove the checkmark in the **Disp** column, and click **OK**.


To create a custom countertop

1. Click the **Select Objects**  button, then click on the island cabinet closest to the sink to select it.
2. Click the **Generate Custom Countertop**  edit button. A new Custom Countertop polyline will be created, replacing the cabinet's countertop, and will be selected.
3. With the new custom countertop selected, use its edit handles to reshape it so it covers all of the island cabinets.
4. Click on the bottom vertical edge of the countertop polyline to make it the Selected Edge. For more information, see "Selected Edge" on page 184 of the Reference Manual.
5. Click the **Change Line/Arc**  edit button to change the Selected Edge from a straight line into a curved arc.
 - Use the triangular Reshape edit handle located along the arc's radius to adjust the curvature of the arc.
 - To temporarily suppress snapping, you can hold down the Ctrl key while you drag the Reshape handle.



6. Create a **Full Camera**  view to see the results.



A Custom Countertop can also be drawn using the **Custom Countertop**  tool and have an edge molding applied to it. For more information, see “Custom Countertops” on page 683 of the Reference Manual.

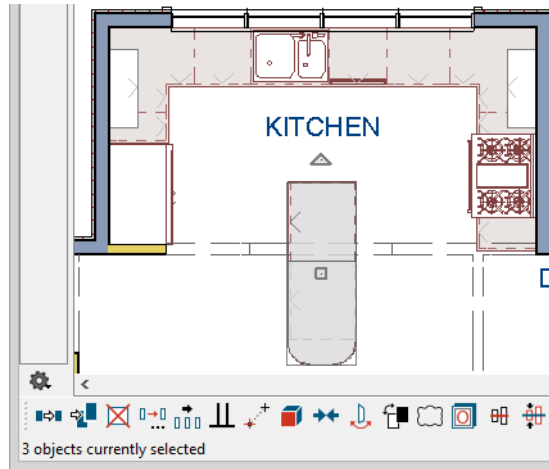
Creating Architectural Blocks

Groups of items can be blocked together and saved to the library for use in other plans.

To create an architectural block


1. While in floor plan view, group select all objects you would like to include in the architectural block.

2. One way to group select the objects is to hold down the **Shift** key and select additional objects to add them to the selection set. There are many other ways to select and group select objects. For more information, see “Selecting Objects” on page 183 of the Reference Manual.



3. Click the **Make Architectural Block**  edit button.

To add an object to the library

1. Select the architectural block.
2. Click the **Add to Library**  edit button to add the architectural block to the User Catalog in the Library Browser.
3. Right-click on the new item in the User Catalog and select **Rename** from the contextual menu to change the name from "Untitled" to something descriptive like "Kitchen Bar".

If you want, you can organize the content in your User Catalog by creating folders and then moving items into those folders. For more, see “Organizing the Library” on page 831 of the Reference Manual.



To explode an architectural block

1. Select an architectural block.
2. Click the **Explode Architectural Block**  edit button.

Working in Cross Section/Elevation Views


Like other objects, cabinets can be edited in cross section/elevation views. This method of editing is powerful because it allows objects to be easily edited in vertical space. Next we'll edit wall cabinets and add a range hood. For more information about working in 3D views, see "Working in 3D" on page 918 of the Reference Manual.

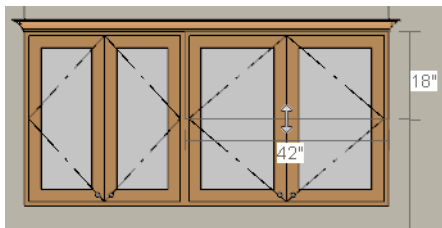
To create an elevation view

1. In floor plan view, select **3D> Create Orthographic View> Wall Elevation** . Click and drag a line of sight pointed directly at the range.
2. **Zoom**  in as needed.



To edit the cabinets in an elevation view


1. Click the **Select Objects**  button, then click on the wall cabinet above the range.
2. Click on the cabinet's bottom edit handle and drag it upwards.

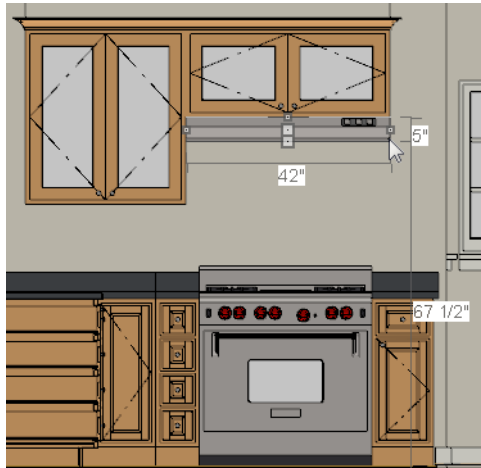


3. When the temporary dimension indicates that the cabinet height is 18 inches, release the mouse button.

Note: If you do not see Temporary Dimensions when an object is selected, select View> Temporary Dimensions to toggle this feature back on.




To place a range hood

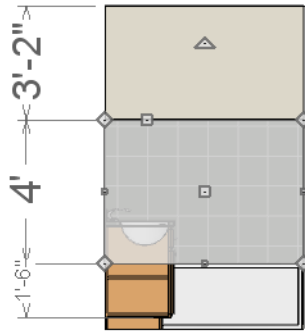
1. Find a range hood in the Fixtures catalog and select it for placement.
2. Click above the range to place the hood.
3. If necessary, you can adjust its position and size using its edit handles.
4. When you are finished, Close  the elevation view and return to floor plan view.





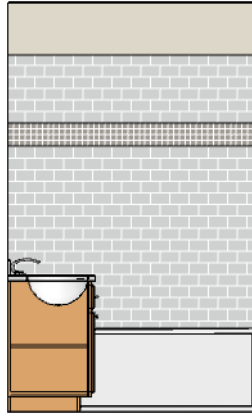
Additional drawing tools are available in Cross Section/Elevation views that can be used to add detail to kitchens and, as in the following example, baths.

To add tile to a bathroom wall

1. Go Up One Floor  to Floor 2.
2. Select **3D> Create Orthographic View> Wall Elevation** , then click and drag a camera arrow in the Master Bath, in the direction of the bathtub
3. In the Wall Elevation view, select **Build> Wall> Wall Material Region**  then click once on the wall to fill its entire surface.
4. Use the edit handles to resize the Material Region's top and bottom so that it starts above the bathtub and extends up 4'.



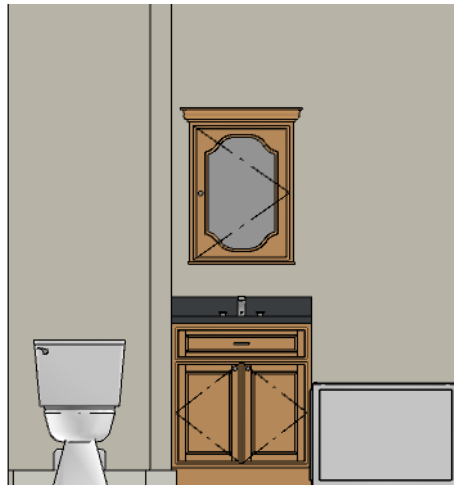
5. With the Material Region still selected, click the **Open Object**  edit tool to open the **Material Region Specification** dialog.
6. On the Structure panel, click the **Material Layers Edit** button.
7. In the **Material Layers Definition** dialog:
 - Click in the **Thickness** field for Layer 1 to select that layer for editing.
 - Click the **Select Material** button.
 - In the **Select Material** dialog, search for or browse to the 3/16" Dusk Tile subway tile material in the Core Catalogs.
8. Click **OK** to close both dialogs and apply your change.
9. Select **Build> Wall> Wall Material Region** , then click and drag to draw a new rectangular region above the first.
 - Using its edit handles, stretch it across the wall and make it 6" in height.
 - Assign a mosaic tile such as Glass Tile 02 to this region.
10. Create one more Wall Material Region above the last that is 18" in height and uses the Dusk Tile material.




If you want to adjust how the tile materials are mapped to the wall surface, see "Determining the Origin" on page 859 of the Reference Manual.

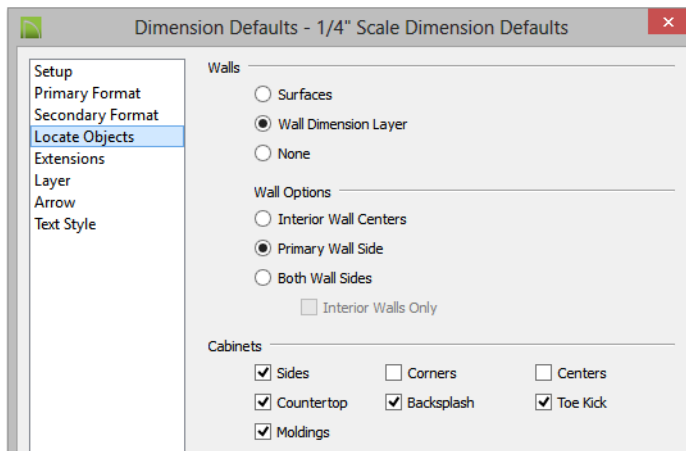
Dimensions can be added to objects displayed in Cross Section/Elevation views, including cabinetry. To begin, return to your Floor Plan view, if you haven't already.



To add dimensions in a cross section/elevation view



1. On Floor 2, select **3D> Create Orthographic View> Wall Elevation** , then in the Master Bath, click and drag a view towards the cabinet containing the sink.

2. With the Wall Elevation active, select **Edit> Default Settings> Dimension> Dimensions** and click on the **Edit** button to display the Saved Dimension Defaults dialog.
3. With the current active default highlighted, click the **Edit** button to open the **Dimension Defaults** dialog.
4. On the Primary Format panel, select " from the drop-down list.
5. On the Locate Objects panel, under the "Cabinets" heading, check the options that you want dimensions to locate. For this example, select Sides, Countertop, Backsplash, Toe Kick and Moldings, then click **OK**.







6. Still in the Wall Elevation view, select **Tools> Layer Settings> Display Options**  to open the **Layer Display Options** dialog. Locate the "Cross Section Lines" layer, remove the checkmark in the **Disp** column, and click **OK**.
7. Next, select **CAD> Dimension> Manual Dimension** , and click and drag to draw a dimension line over the cabinet, from top to bottom.

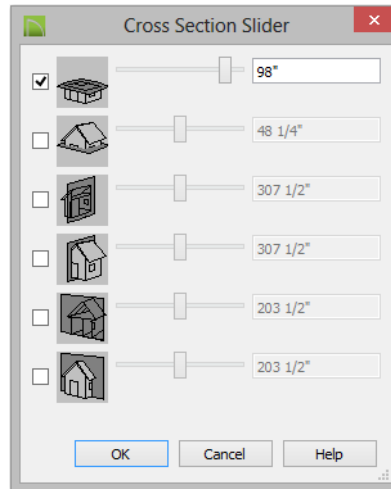
Finishing Touches


A wide variety of furniture, accessories, and other items is available in the Library Browser at Core Catalogs> Interiors, which you can use to furnish this and other plans.

To use the Cross Section Slider and Final View tools

1. In floor plan view, click **Fill Window** .
2. Create a **Full Camera**  view that begins on the exterior of the structure, near the kitchen, and release the mouse button in the kitchen. See "To create a camera view" on page 41.

3. Use the **Mouse-Orbit Camera**  tool to adjust the camera's perspective. If you want, you can turn off the display of the backdrop in the **3D View Defaults** dialog. For more information, see “3D View Defaults Dialog” on page 890 of the Reference Manual.
4. Select **3D> Camera View Options> Cross Section Slider**  to open the **Cross Section Slider** dialog.



5. Select the horizontal cut line and use the **Position** slider to specify the location of the cutting plane. See “Cross Section Slider” on page 917 of the Reference Manual.
6. Select **3D> Camera View Options> Final View**  to create a higher quality final view.



7. Be sure to **Save**  your work.

If you would like, you can continue working on this plan in the Materials Tutorial. To learn how to arrange views of your model on a page for printing, see the Layout Tutorial.

Materials Tutorial

Materials display on the surfaces of objects in 3D views and can make a 3D view appear highly realistic. When applied to most objects, material quantities will also be calculated in the Materials List.

This tutorial continues from where the Kitchen and Bath Design Tutorial ended. You may want to save this tutorial using a new name to archive your previous work. In this tutorial you will learn about:

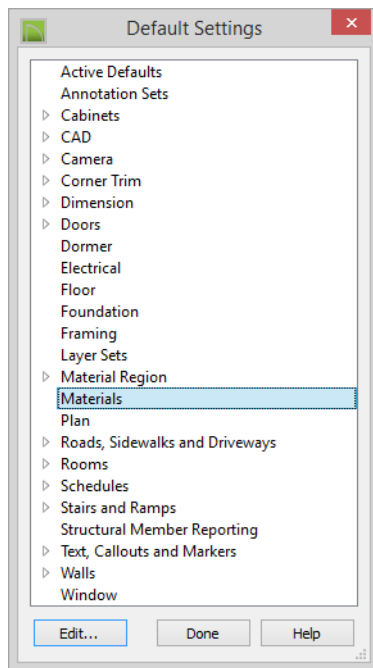
- Setting Materials Defaults
- Using the Materials Panel
- Using the Material Painter
- Blending Colors with Materials
- Using the Material Eyedropper
- Using the Color Chooser
- Custom Materials, Images, and Backdrops
- Generating a Materials List

Setting Materials Defaults

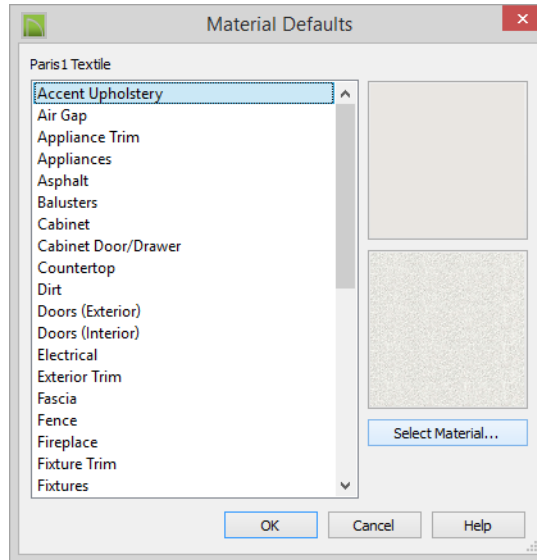
Material default settings determine the materials used by different objects when they are initially created. Setting the correct material defaults before beginning a project may help you save time. For more information, see “Preferences and Default Settings” on page 73 of the Reference Manual.

To set material defaults

1. Select **Edit> Default Settings**  to open the **Default Settings** dialog.



2. There are a two options. You can do either or both:
 - Select an item in the tree list and click the **Edit** button to open the defaults dialog for that type of object. The default dialogs for architectural objects such as doors and windows have a Materials panel that allows you to set the material defaults for object components. See “Using the Materials Panel” on page 143.
 - Select **Materials** and click the **Edit** button to open the **Material Defaults** dialog. Here you can set the material defaults for many different objects, including some that do not have default dialogs. See “Material Defaults” on page 848 of the Reference Manual.





3. When you are finished, click **OK** to close the defaults dialog, then click **Done** to close the **Default Settings** dialog.

Once an object has been placed in a plan, the materials applied to it can be changed in a number of ways.

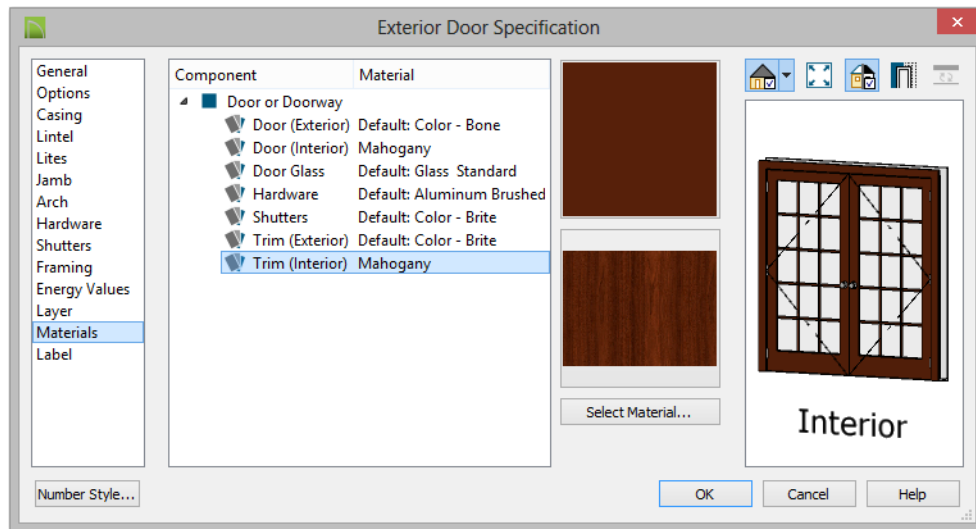
Using the Materials Panel


Most objects' materials can be assigned in their specification dialog in both 2D and 3D views. The materials used by a door, for example, can be edited on the Materials panel of the **Door Specification** dialog. For more information, see "Materials Panel" on page 852 of the Reference Manual.

To change material on an object using the Materials panel

1. Click the **Select Objects**  button, then click on the double door leading from the master bedroom to the deck on Floor 2 to select it.
2. Click the **Open Object**  edit button to open the **Door Specification** dialog.

3. Select one of the door's components from the list on the left.




- Click on the name of a material component in the tree list to select it.
 - Click the **Select Material** button to open the **Select Material** dialog.
4. Find and select a material and click **OK**, to apply it to the selected component.
 5. You can continue to specify component materials. The preview in the dialog updates as changes are made. When finished, click **OK** to close the specification dialog.
 6. Create a **Full Camera**  view of the door to see the results.



The materials used in individual rooms can also be specified. Rooms can be selected in both floor plan and 3D views:


- In floor plan view, click in an empty space within a room. When selected, the whole room is highlighted. If you accidentally select an object other than the room, you can press the Tab key on the keyboard until the room is selected.
- In camera views and overviews, click on the floor of the room to select it.

To edit a room using the Materials panel

1. Select the master bedroom and click the **Open Object**  to open the **Room Specification** dialog.
2. In the tree list on the Materials panel, select "Molding" under the Crown Molding component and click the **Select Material** button.
3. In the **Select Material** dialog, select a material and click **OK** to close the dialog.
4. Click **OK** to close the **Room Specification** dialog.
5. The results can be seen in a **Full Camera**  view.






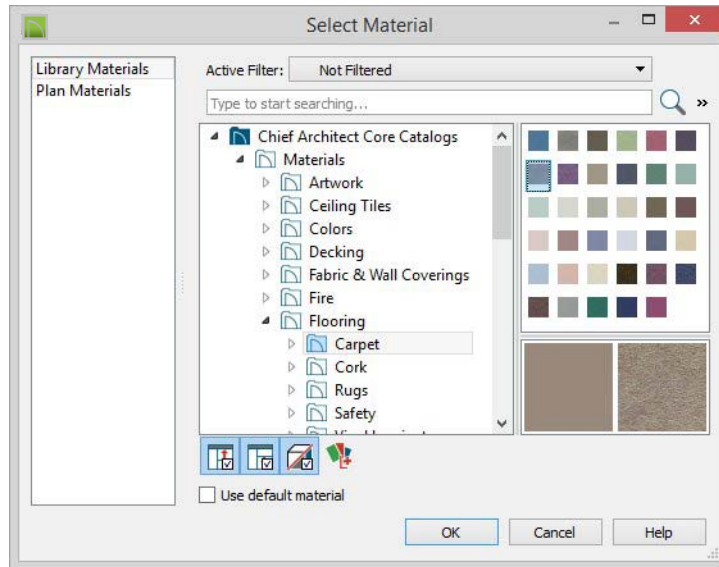
Using the Material Painter


The **Material Painter**  tool allows you to select a material and then apply it to an object in a 3D view.

There are five Material Painter Modes which specify how broadly or narrowly the selected material will be applied to surfaces in your plan. In this tutorial, the **Component Mode** is used. For more information, see "The Material Painter" on page 849 of the Reference Manual.

To apply a material using the Material Painter

1. While still in the 3D view of the door, select **3D> Material Painter**  and confirm that there is a checkmark next to **Material Painter Component Mode** .
2. Click the **Material Painter**  button to open the **Select Material** dialog. Browse to **Flooring> Carpeting**, select a carpet material, and click OK.






3. Move your cursor into the 3D view and notice that it displays a spray can icon .



- Click on the floor of the master bedroom to apply the selected material to that surface, which is a component of the room.



You can also place an area rug symbol from the library in a room and assign to it whatever material you wish. See “Placing Library Objects” on page 836.

With the **Material Painter**  tool you can apply a material to nearly any surface, including many that can't be individually selected like the base molding on a wall or the frame of a window. When either the **Component**  or **Object**  Modes is active, you can continue to apply the selected material to objects until a different tool is selected.

To add artwork to a frame


- A variety of frames can be found in the Interiors library category. Place a wall or desk frame in your plan and create a camera view in which it can be seen.
- Select **3D> Material Painter** and confirm that there is a checkmark next to **Material Painter Component Mode** .
- Click the **Material Painter**  button to open the **Select Material** dialog and choose a painting, photo or print from the Artwork library.

4. Move your cursor over the middle area of the frame and click to apply the selected artwork.









The artwork displayed in a frame can also be specified in the frame's specification dialog. See "Symbol Object Specification Dialogs" on page 844 of the Reference Manual.

Blending Colors with Materials

Instead of using the **Material Painter** to replace a material with a new one, you can use it with the **Blend Colors With Materials**  feature to blend a color with a textured material such as the carpet in the master bedroom and create a new material. For more information, see "Blend Colors With Materials" on page 851 of the Reference Manual.




To blend a color with a texture



1. In a 3D view, select **3D> Material Painter> Material Painter** .
2. In the **Select Material** dialog, select a solid color for the carpet from the Generic Colors library, then click OK.
3. When you move your cursor into the view, it displays a paint roller icon .
 - When **Blend Colors with Materials**  is active and a solid color is loaded in the Material Painter, your cursor displays the paint roller icon .

- If you see the spray can icon  instead, select **3D> Material Painter> Blend Colors With Materials**  or click the **Blend Colors With Materials** edit button to turn this feature on.
4. Click on the carpet to blend the selected color with the carpet texture. The result is a new material with the textured appearance of the carpet as well as the color you selected.




Using the Material Eyedropper

The **Material Eyedropper**  tool allows you to load a material that can be seen on a surface in a 3D view into the **Material Painter**  tool and then apply it to another surface. For example, in the master bedroom the wood material assigned to the crown molding is different than the material assigned to the chair rail and base molding. They can easily be made the same using the **Material Eyedropper**  tool.


1. Return to the Camera view.
2. Select **3D> Material Painter> Material Eyedropper**  and notice that the mouse pointer displays an eyedropper icon .




3. Click once on the crown molding to load the wood material. Notice that the mouse pointer changes to a spray can , indicating that the loaded material is ready to apply to another object.
4. Click on the chair rail and base moldings to apply the loaded material.



Using the Color Chooser

With the **Color Chooser**  you can load any color that is displayed on your monitor and save it to the library for use in your plans.

To create a new material using the Color Chooser

1. Select **Tools> Color Chooser**  to open the **Color Chooser** dialog.
2. Place your mouse pointer over the eyedropper at the right of the dialog, then click and drag the eyedropper to an open image on your screen.



3. Release the mouse button to load the color, then click the **Create Material** button in the **Color Chooser** dialog. Click OK to close the **Color Chooser** dialog.
4. The new "Custom Color" is now saved in the User Catalog with its R, G, B colors specified in its name. It can be renamed and moved, and is available for use in any plan.



Custom Materials, Images, and Backdrops



Chief Architect allows you to customize your 3D views by importing your own materials, image objects, and backdrops that display in 3D views. For more information about images, see “Pictures, Images, and Walkthroughs” on page 1129 of the Reference Manual.

Note: The following steps make use of image files that are not included with the program. You can use your own image files to create materials, images, and backdrops.

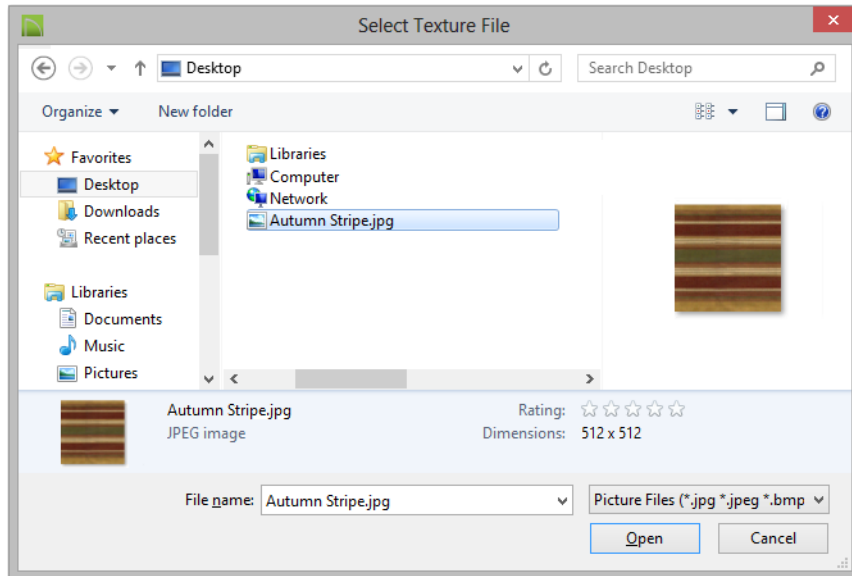
Creating Materials

You can create your own custom materials and save them in the library for use in any plan. Many materials are represented in 3D views using textures, which are digital images that have been specially edited to tile seamlessly when applied to a 3D surface. Bear in mind, therefore, that not all images will necessarily serve as effective material textures.

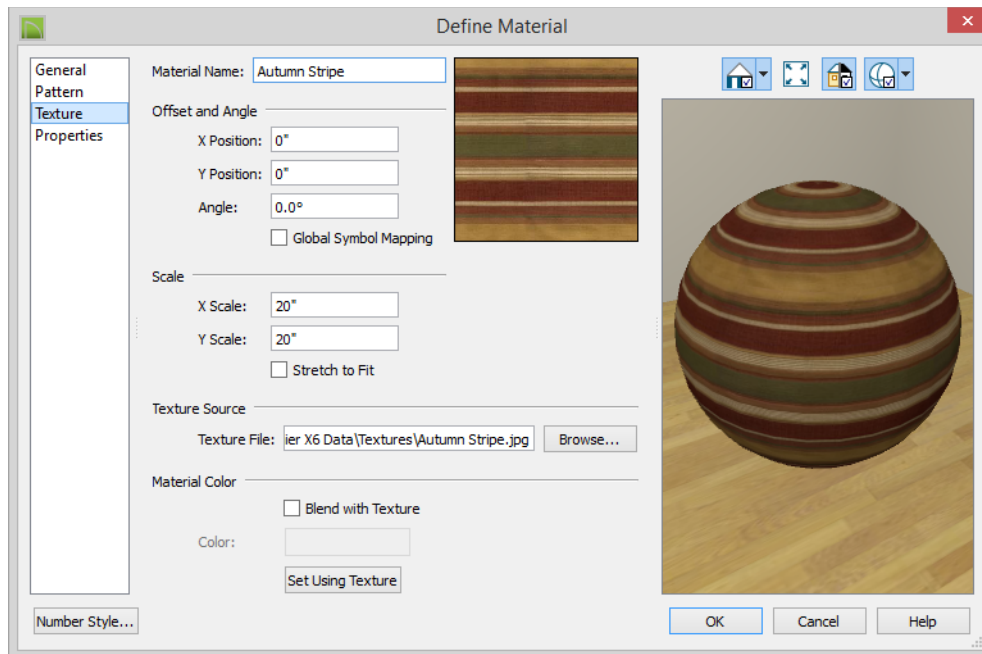
To add a new material to the library

1. Select **View> Library Browser**  or press Ctrl + L to open the Library Browser.
2. Right-click on the User Catalog and select **New> Material**  from the contextual menu.
3. In the **Define Material** dialog, give the new material a short, descriptive **Name**.

4. On the Texture panel, click the **Browse** button to open the **Select Texture File** dialog, where you can choose an image file saved on your computer to be the new material's texture.



5. Select an image file and click the **Open** button to return to the **Define Material** dialog.




6. Specify the **Scale** of the texture, which controls how large the image will appear on the surfaces it is applied to.
7. On the Properties panel, specify the **Material Class** and attributes of the material. A Matte material will most closely resemble cloth, which is what this material will be used for.
8. Click **OK** to add the new material to the **User Catalog**.

For more information, see “Define Material Dialog” on page 864 of the Reference Manual.

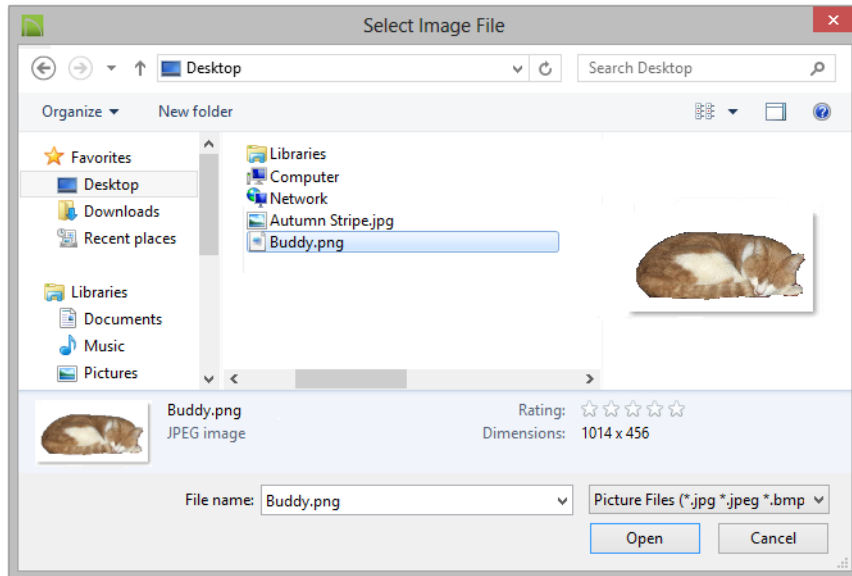
Creating Images

In Chief Architect, image objects are more than just 2D pictures. Images have size and height attributes and can contain transparency information. In floor plan view, they display only as 2D symbols; but in 3D views, the visual information that images contain can be seen.

To create an image and save it to the library

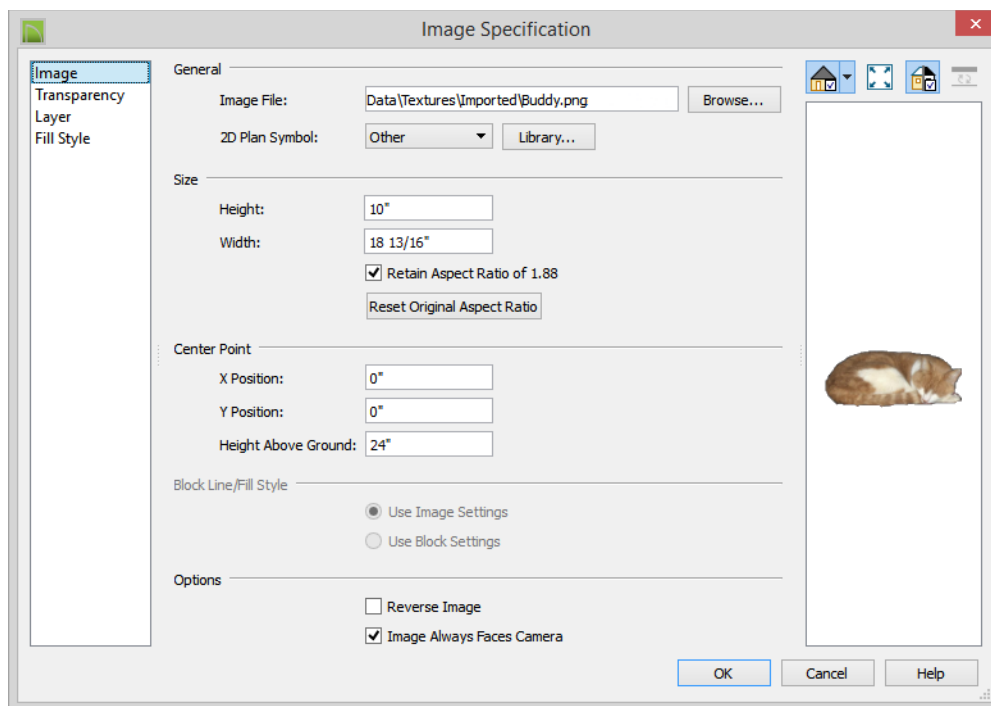
1. Right-click on the User Catalog folder, then select **New> Image**  from the contextual menu to open the **Image Specification** dialog. For more information, see “Image Specification Dialog” on page 1133 of the Reference Manual.

2. On the Image panel, click the **Browse** button and browse to an image file saved on your computer. Here, an image of a cat that has transparency data associated with it is used; however, you can use any image.



3. Click **Open** to return to the **Image Specification** dialog.
4. On the Image panel, enter the **Height** or **Width**, adjusting one will adjust the other, maintaining the correct proportion. Enter a **Height Above Ground** value to specify the

elevation at which the image displays. A value of 24 inches works well in this case as we'll be placing the image on a piece of furniture.



5. Specify the transparency settings on the Transparency panel. Since this example is a png file with transparency already applied, selecting **Use Transparency From the Image File** is the best choice.
6. Click **OK** to close the **Image Specification** dialog and add the new image to the **My Images** category in the Images library.

Images can be placed in a plan just as plants, furnishings and fixtures are: by selecting the image and clicking any floor plan view, camera view or overview.

Importing Backdrops


Backdrops are images that display behind 3D views. In Chief Architect, you can take a photo of a site, save it to the library as a backdrop, and display it behind 3D views to create a realistic rendering of your model and its surrounding view.

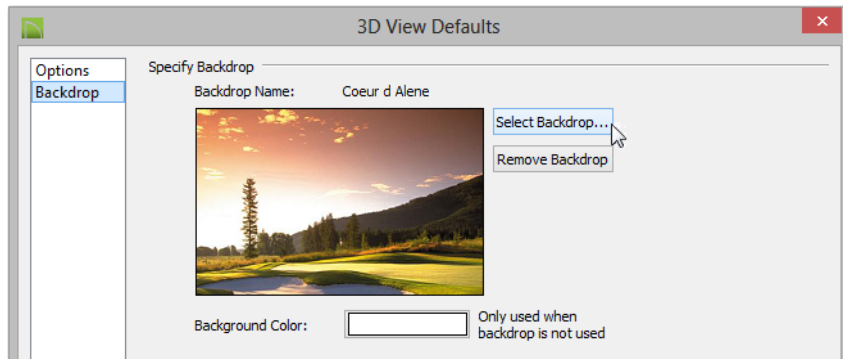
To import a backdrop and save it to the library

1. Select **File> Import> Backdrop**  and browse to an image on your computer.


2. Select the image and click **Open** to add it to the User Catalog.

To apply a backdrop to 3D views

1. Select **3D> 3D View Defaults**  to open the **3D View Defaults** dialog.
2. On the Backdrop panel, click the **Select Backdrop** button to open the **Select Library Object** dialog.
3. Click the **Select Backdrop** button and in the **Select Library Object** dialog, find and select your new backdrop in the User Catalog and click **OK**.



4. Click **OK** to close the **3D View Defaults** dialog.

You can see your custom material, image, and backdrop by creating a **Full Camera**  view.





Generating a Materials List

To conclude this tutorial, we'll generate a materials list for the house. You can generate a materials list for a single room, an area of the plan on one floor, or the whole plan. For more information, see "Materials Lists" on page 1277 of the Reference Manual.




Note: The Materials List is only a rough cost estimate. Always compare the Materials List with a manual take-off before providing a quote or ordering materials for a project.

To generate a materials list for the whole plan



1. Select **Tools> Materials List> Calculate Materials for All Floors** . A materials list is generated for all floors of the house.
2. Locate the an item, such as one under the Fixtures category.
3. Click in the "Price" column and type in a value. Notice that the subtotal and Total both update to reflect the pricing change. You can specify prices for every material in your plan, allowing you to generate a cost estimate.
4. If you wish, you can select **File> Export Materials List**  and save the list as a Tab-delimited **.txt** file, comma-delimited **.csv** file, Excel **.xml** file, or **.html** file.
5. Close the materials list by selecting **File> Close Window** from the menu. A dialog will give you the opportunity to name and save the Materials List before closing, if you wish.

You can generate a materials list to estimate the cost of an entire plan or just a portion of a plan. For more information, see "Materials Lists" on page 1277 of the Reference Manual.

To calculate a materials list for an individual room

1. Click the **Select Objects**  button, then click in a room to select it.
2. With the room selected, click the **Calculate Materials for Room**  edit button or select **Tools> Materials List> Calculate Materials for Room** . The program calculates a list of the objects and materials contained in the selected room.

To calculate a materials list for just the deck

1. In floor plan view, select **Tools> Materials List> Calculate from Area** .
2. Click and drag a rectangle surrounding the an area to display a materials list for the area within the rectangle. The resulting materials list only includes objects and materials located within the rectangle.
3. When you have finished, remember to **Save**  your work.

When you are ready, you can continue working on this plan in the Landscaping Tutorial.

Landscaping Tutorial

This tutorial describes how to use Chief Architect's Terrain Tools. In it, you will learn how to add elevation information to your terrain, how to create terrain features, and how to add plants and other objects from the library.

It is a good idea to become familiar with the Terrain Tools before beginning your own terrain project.

In this tutorial, you will learn about:



- Creating a Terrain Perimeter
- Creating a Walkout Basement
- Creating a Retaining Wall
- Adding a Driveway
- Adding Library Objects to Your Plan

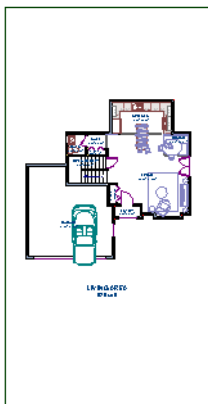
This tutorial continues from where the Materials Tutorial left off, so you may want to save this plan using a new name to archive your previous work.


Creating a Terrain Perimeter


The Terrain Perimeter is a closed polyline that defines the boundary of the terrain that generates in 3D views, and of the contour lines that generate in floor plan view. It can also be used to represent a lot boundary. See “Terrain Perimeter” on page 716 of the Reference Manual.

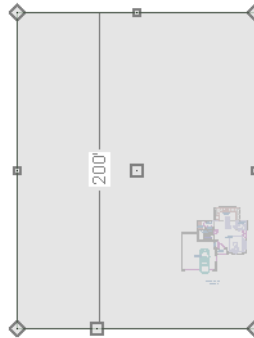
To create and resize a terrain perimeter

1. On Floor 1 of your plan, select **Terrain> Create Terrain Perimeter**  from the menu or click the corresponding toolbar button. See “Toolbar Arrangement” on page 129 of the Reference Manual.
 - If this menu option is not available in a given plan file, a terrain perimeter already exists.
2. Select **Window> Fill Window**  to fill the screen with the Terrain Perimeter.



3. Select **View> Temporary Dimensions**  and make sure temporary dimensions are turned on. When they are enabled, a checkmark displays at the bottom corner of the tool icon.
4. Select the Terrain Perimeter by clicking on either the left or right vertical edges. Notice the temporary dimension indicating that the selected edge of the Terrain Perimeter is 100 feet from the opposite edge.
5. Click on the temporary dimension and enter 150 feet using an apostrophe to denote feet (150'), then press **Enter**. The program will default to inches if no apostrophe is included. For more information about using dimensions to relocate objects, see “Moving Objects Using Dimensions” on page 1016 of the Reference Manual.

6. Select the top edge of the Terrain Perimeter and use the temporary dimension to position it 200 feet from the opposite edge using the same technique.
7. Click **Window> Fill Window**  to fill the screen with the Terrain Perimeter.

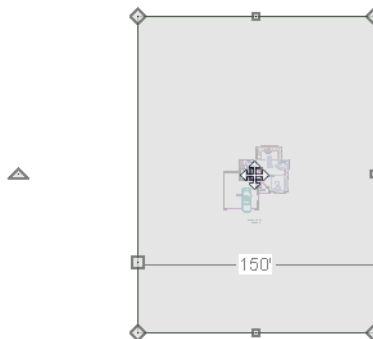




The Reference Grid, or Virtual Graph Paper, is a visual aid that helps create a sense of scale when drawing. The Reference Grid is turned off for these tutorials but can be turned on or off in the Plan Defaults dialog. See “General Plan Defaults Dialog” on page 88 of the Reference Manual.

Your house may already be centered on the Terrain Perimeter. If it is not, you can move it.


To move the terrain perimeter

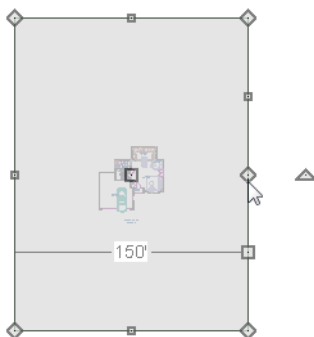
1. Select the Terrain Perimeter and place your pointer over the Move edit handle.
2. Move the Terrain Perimeter so that the house is centered.



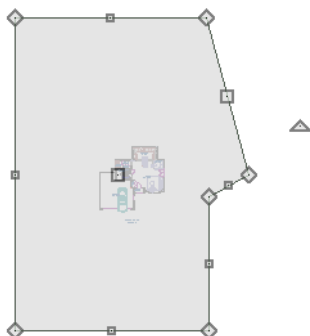
In addition to adjusting the size of your rectangular Terrain Perimeter, you can also use the **Change Line/Arc**  and **Break Line**  edit tools to modify its shape.


To edit the shape of the terrain perimeter


1. To place a break on the right segment of the Terrain Perimeter, creating a new corner edit handle at that location, and two separate edges on either side of that handle, use the **Break Line**  edit tool.

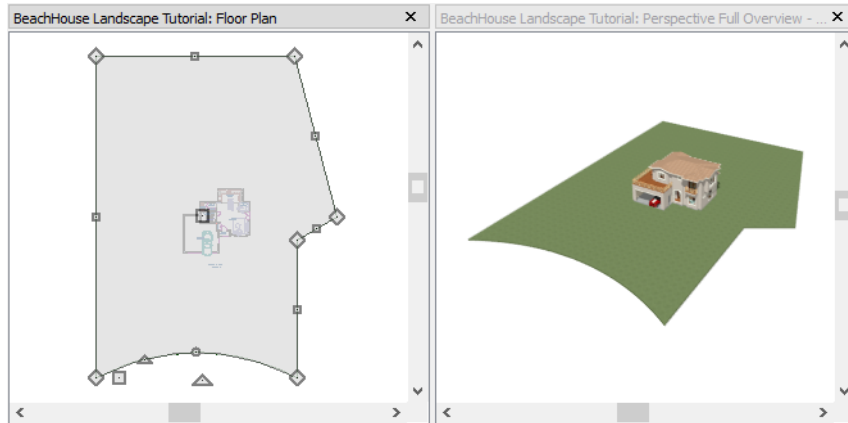


2. You can then use the new edit handles to adjust the size and shape of the Terrain Perimeter. For more information, see “Editing Closed-Polyline Based Objects” on page 201 of the Reference Manual.



3. Select the bottom edge of the Terrain Perimeter, and click the **Change Line/Arc**  edit button, and notice that this segment changes in to an Arc, which can then be modified using its edit handles. For more information on modifying arcs, see “Editing Arc Based Objects” on page 191 of the Reference Manual.
4. Changes to the shape of the Terrain Perimeter can be seen in 3D views as well as in floor plan view.

- To tile floor plan view and a camera view, select **Window> Tile Vertically** .
- When a 3D view is active, press the I key or the O key to move the camera In or Out.





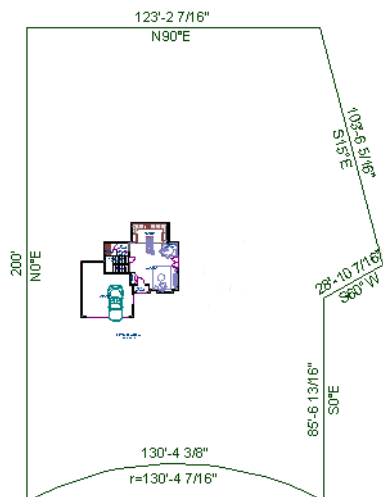
While you can work with two views tiled, you may see slower performance when you do. To avoid this, simply close a 3D view when you are done viewing or working in it.

Displaying Lot Line Information

When plans are submitted for approval, bearing information for the lot perimeter is often required.

To display bearing information in floor plan view

1. Select the Terrain Perimeter and click the **Open Object**  edit button.
2. On the Line Style panel of the **Terrain Specification** dialog, check **Show Length** and **Show Angle**, then click OK. See “Terrain Specification Dialog” on page 732 of the Reference Manual.
3. Select **Edit> Default Settings**  to open the **Default Settings** dialog, browse to **CAD> General CAD** and click on the Edit button to open the **CAD Defaults** dialog. See “To display bearing information in floor plan view” on page 163.
4. Click the radio button to Display Line Angle as **Quadrant Bearing** and click OK.
5. Click Done to close the **Default Settings** dialog, and move the Terrain Perimeter so that it looks similar to the image below.



See “Creating a Plot Plan” on page 194 in the CAD Tutorial for information about creating a plot plan using a property’s legal description.




Creating a Walkout Basement

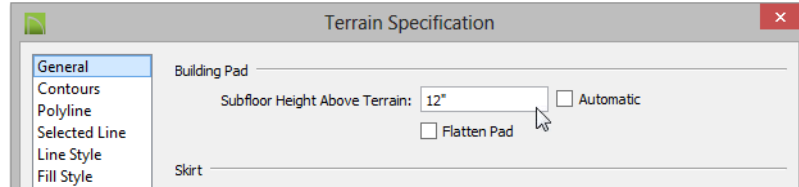
Our terrain is currently flat because there is no elevation data in the plan. For more information about elevation information, see “Elevation Data Tools” on page 719 of the Reference Manual.




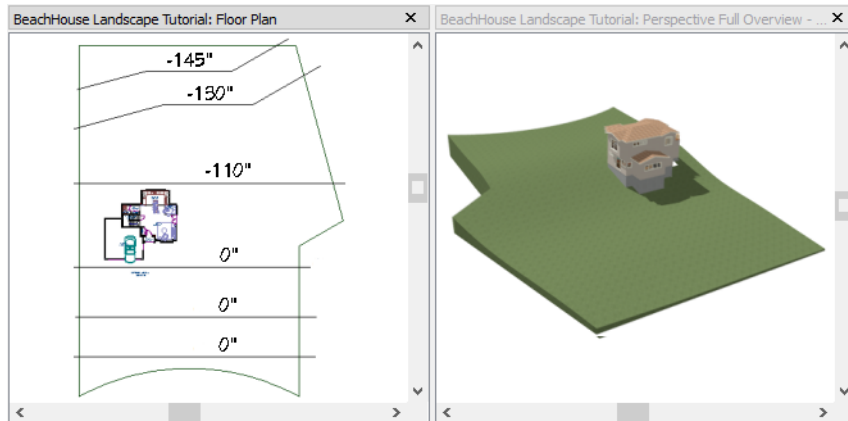
You can display all of the tools in the Terrain menu on your toolbars by using the Terrain Configuration. See “Toolbar Configurations” on page 131 of the Reference Manual.



To add elevation information to your plan



1. Select **Window> Fill Window**  to fill the window with the Terrain Perimeter.
2. Using the **Select Objects**  tool, select the Terrain Perimeter and click on the **Open Object**  edit button to display the Terrain Specification dialog.
3. On the General panel, make sure **Flatten Pad** and **Auto Calculate Elevation** are unchecked, and change the **Subfloor Height Above Terrain** to 12 inches.



- **Flatten Pad** flattens the building pad around the house. When this is unchecked, the terrain can slope where it intersects the house.
 - **Auto Calculate Elevation** places the house at average terrain height. When this is unchecked, the building's height relative to the terrain can be specified.
 - The **Subfloor Height Above Terrain** is the distance between the default floor height of Floor 1 and a terrain elevation of 0". In this example, an Elevation of 12 inches is used to lower the terrain 12 inches below the first floor.
4. Click OK to close the **Terrain Specification** dialog.
 5. Next, Select **Terrain> Elevation Data> Elevation Line**  and draw elevation lines as shown in the following image.
 - When the ends of an Elevation Lines are drawn near one another, they will snap together to form a polyline.



6. To enter elevation information, click the **Select Objects**  button and select an Elevation Line.
7. Click the **Open Object**  edit button and on the Elevation panel of the **Elevation Line Specification** dialog, enter an Elevation value.
 - Values entered are in inches unless the foot (') mark is added.
 - Negative values should be preceded with a hyphen (-).

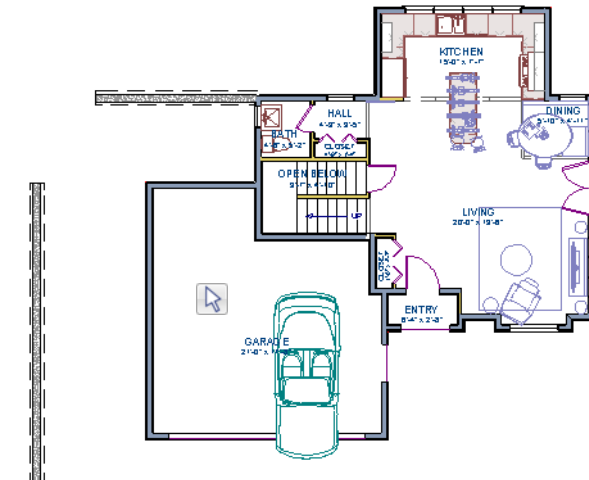
8. Select **Terrain> Build Terrain**  and notice the contour lines that are created in floor plan view in between the Elevation Lines that you drew.
9. To make it easier to draw, you may want to turn off the display of these lines. Select **Tools> Layer Settings> Display Options**  to open the **Layer Display Options** dialog. Remove the check from the Disp column for the layer "Terrain, Primary Contours" and click OK. See "Layer Display Options Dialog" on page 149 of the Reference Manual for more information.


Creating a Retaining Wall


Adding a retaining wall helps create a flat building pad near the garage. For more information see "Retaining Walls" on page 728 of the Reference Manual.

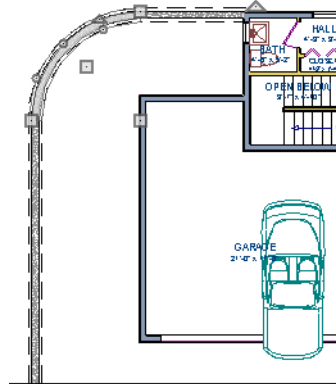
To draw a retaining wall


1. Go to Floor 1.
2. Select **Terrain> Wall and Curb> Straight Retaining Wall** . Draw two straight wall sections as shown in the following image.

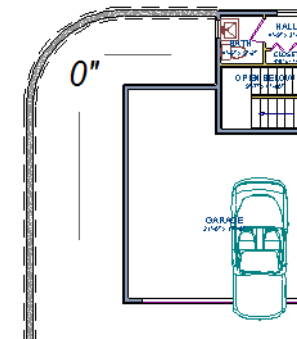



3. Select **Terrain> Terrain Wall and Curb> Curved Retaining Wall**  and draw a curved retaining wall that connects at both ends to the two straight sections. Don't worry about the angle now: it will be adjusted in a moment.

- Select the curved section then click the **Make Arc Tangent**  edit button to open the **Radius of Tangent Curved Wall** dialog. Click OK to make the curved wall section tangent to both straight sections. For more information, see “Make Arc Tangent” on page 291 of the Reference Manual.




- Draw two **Elevation Lines**  just inside the retaining wall to define the height of this area when terrain is generated. These Elevation Lines can stay at their default height of 0".



- Take a look in a **Full Overview** . Your plan should look similar to the image below.






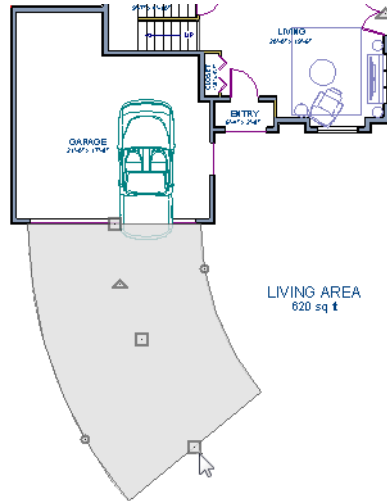
 Open 3D views are redrawn whenever changes are made to the plan, even if the 3D views are not active. Closing 3D views when they are not needed will help maximize your computer's performance.

Adding a Driveway

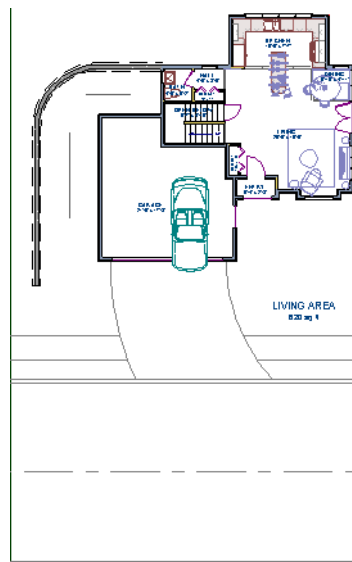
A driveway can now be added to the plan.



To add a driveway to the plan

1. Select **File> Close** to return to floor plan view. You should still be on Floor 1.
2. Click the **Fill Window**  button to fill your screen with the Terrain Perimeter.
3. Select **Terrain> Driveway> Spline Driveway**  then click and drag to draw one or more driveway sections. Driveway sections drawn using the **Driveway**  tool will merge when drawn end to end.
4. Click and drag the Driveway's edit handles to customize its shape as desired. See "Editing Spline Based Objects" on page 209.



5. Next, draw a **Terrain> Road> Straight Road**  and **Terrain> Sidewalk> Straight Sidewalk**  to complete the design.






6. Finally, take a look at your plan in a **Perspective Full Overview**  to see the results.
Select **3D> Camera View Options> Final View**  to smooth surface edges and improve the quality of the view.

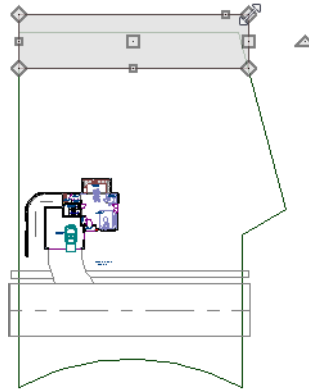





Adding Terrain Features

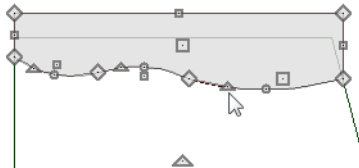
A beach, a water line, and a pathway to the house can be created using Terrain Features. For more information, see “Terrain Feature Tools” on page 724 of the Reference Manual.


To create a beach

1. Close the overview and return to floor plan view.
2. Select **Window> Fill Window**  then select **Window> Zoom Out**  to give us some working space outside the Terrain Perimeter.
3. Select **Terrain> Feature> Rectangular Feature**  and draw a Terrain Feature that extends to the boundaries of the Terrain Perimeter.




4. Select the Terrain Feature and click the **Open Object**  edit button to open the **Terrain Feature Specification** dialog.
 - On the General panel, the **Height** should be at 0 inches.
 - On the Materials panel, select the Terrain Feature component in the tree list. Click the **Select Material** button and choose a sand material from the Landscaping folder.
 - Click OK to close the **Select Library Object** dialog then click **OK** to close the **Terrain Feature Specification** dialog and return to floor plan view.
5. With the Terrain Feature still selected, use the **Break Line**  edit tool to place two breaks in the front of the rectangular feature.
6. Next, select one of the segments you have created, and click the **Change Line/Arc**  edit tool, and use the triangular edit handle to adjust the shape of the curved segment, and repeat this procedure for the remaining front segments of the Terrain Feature, as in the image below.

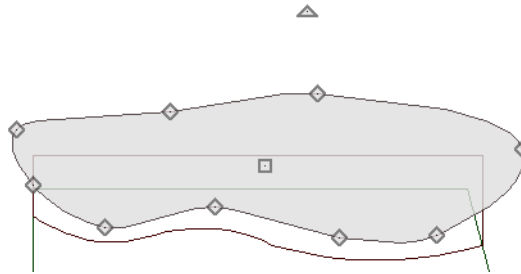




7. Take a look at the new beach in a **Perspective Full Overview** . Notice that only the portion of the Terrain Feature that is included within the Terrain Perimeter is modeled.



To create a body of water

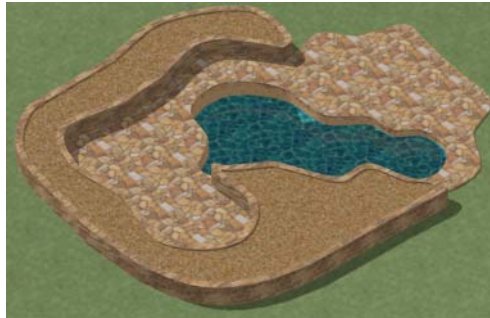
1. Return to floor plan view, select **Terrain> Water Feature> Round Pond**  and draw another spline feature, within the existing beach Terrain Feature and resize it similar to the following image:



2. Select the pond and click the **Open Object**  edit button. On the General panel of the **Terrain Feature Specification** dialog, raise the **Height** to 1 inch. This will position the water material above the beach.
3. Click OK and take a look in a **Perspective Full Overview** .



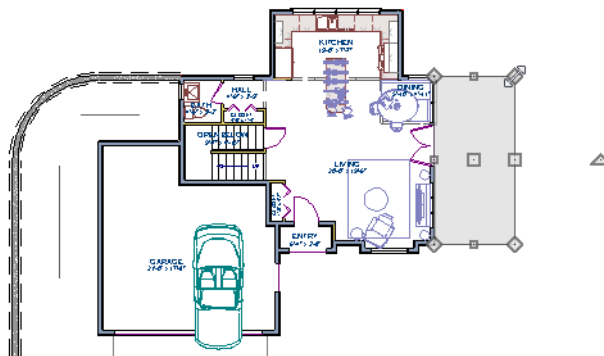
- Using the techniques described above, you can create nearly any type of landscaping features that you might want, such as raised garden beds, landscaping walls, stone patios and ponds.





To use an Elevation Region


An Elevation Region contains absolute elevation data for an enclosed region and is ideal for creating a flat surface in your terrain.

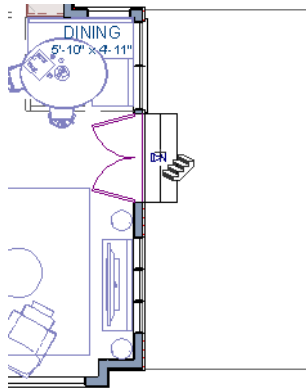
- Select **Terrain> Elevation Data> Elevation Region** , then click and drag to draw a rectangular region to the right of the structure in front of the door.



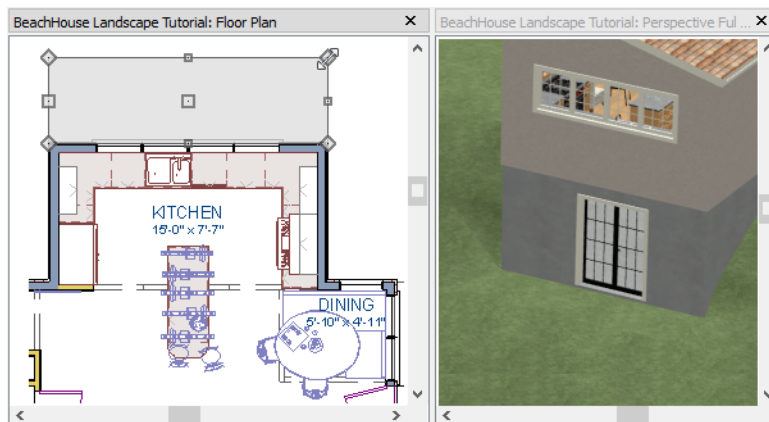
- Select the Elevation Region and click the **Open Object**  edit button. On the Elevation panel of the **Elevation Region Specification** dialog, enter an **Elevation** of -8" and click OK.
- Create a **Perspective Full Overview**  to see the changes that this makes to the terrain.





4. Return to floor plan view and select **Build> Stairs> Click Stairs** , then click outside of the doorway to create a set of stairs from the door down to the newly created Elevation Region.



A typical walkout basement has an upper flat area where you enter the house on the first floor, and a lower flat area where you walk out to ground level from the basement. You can create the lower flat region by replacing the Elevation Line at that location with an Elevation Region that has the same Elevation value of -110".




To add fencing and a gate

1. Select **Build> Fencing> Straight Fencing**  then click and drag to create a basic fence.
2. If the Library Browser is not open, select **View> Library Browser**  to open it.
3. In the Core Catalogs, browse to Architectural> Fences & Railings> Picket Gate, and click on the fence at the location you want to add the gate.

Adding Library Objects to Your Plan



The library contains many objects that can be added to a landscaping plan such as plant images, exterior fixtures, and outdoor furniture. There are two ways to find objects in the library: by browsing and by searching. For more information about library objects, see “The Library” on page 819 of the Reference Manual.

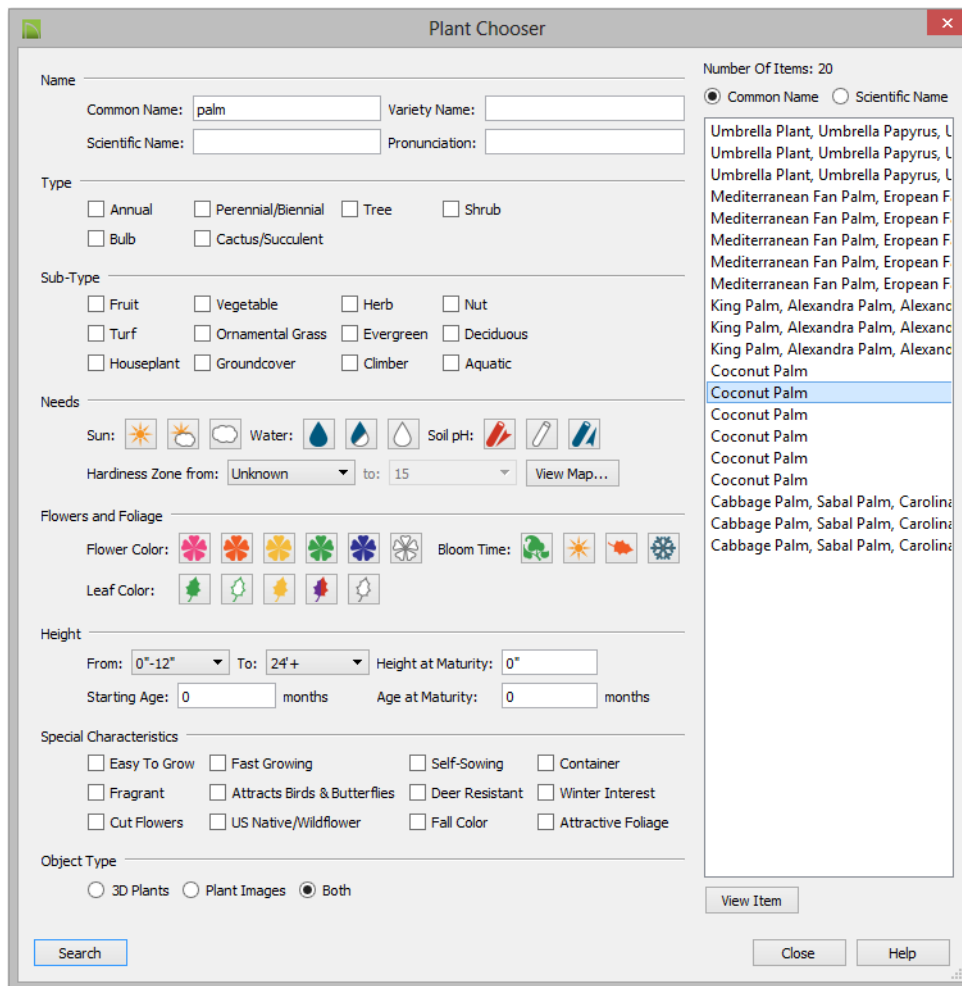
To browse the Plants library category

1. If the Library Browser is not open, select **View> Library Browser**  to open it.
2. In the Core Catalogs, browse to Plants> Trees> Deciduous.
3. Note the many tree species to choose from. Many of these folders contain subfolders with different varieties of that species.

If you know exactly what tree you would like to place in your plan, browsing to it is an efficient way to find and select it; however, with so many options available it is often helpful to perform a search.

To search using the Plant Chooser

1. With the Library Browser still open, click the **Plant Chooser**  button at the bottom of the Library Browser to open the **Plant Chooser** dialog. This dialog can also be opened by selecting **Terrain> Plant> Plant Chooser** .
2. On the Plant Information panel, enter “palm” in the **Common Names** field, and click the **Search** button to see the search results on the right.



Plant Chooser

Name

Common Name: Variety Name:

Scientific Name: Pronunciation:

Type

☐ Annual ☐ Perennial/Biennial ☐ Tree ☐ Shrub

☐ Bulb ☐ Cactus/Succulent

Sub-Type

☐ Fruit ☐ Vegetable ☐ Herb ☐ Nut

☐ Turf ☐ Ornamental Grass ☐ Evergreen ☐ Deciduous

☐ Houseplant ☐ Groundcover ☐ Climber ☐ Aquatic

Needs

Sun: Water: Soil pH:

Hardiness Zone from: to: [View Map...](#)

Flowers and Foliage

Flower Color: Bloom Time:

Leaf Color:

Height

From: To: Height at Maturity:

Starting Age: months Age at Maturity: months

Special Characteristics

☐ Easy To Grow ☐ Fast Growing ☐ Self-Sowing ☐ Container

☐ Fragrant ☐ Attracts Birds & Butterflies ☐ Deer Resistant ☐ Winter Interest

☐ Cut Flowers ☐ US Native/Wildflower ☐ Fall Color ☐ Attractive Foliage

Object Type

☐ 3D Plants ☐ Plant Images ☒ Both

Number Of Items: 20


☒ Common Name ☐ Scientific Name

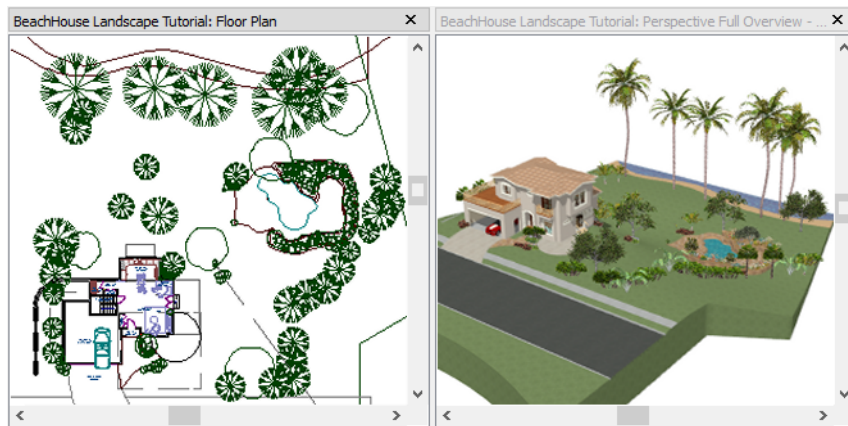
Umbrella Plant, Umbrella Papyrus, U
Umbrella Plant, Umbrella Papyrus, U
Umbrella Plant, Umbrella Papyrus, U
Mediterranean Fan Palm, Eropean F
Mediterranean Fan Palm, Eropean F
Mediterranean Fan Palm, Eropean F
Mediterranean Fan Palm, Eropean F
Mediterranean Fan Palm, Eropean F
King Palm, Alexandra Palm, Alexand
King Palm, Alexandra Palm, Alexand
King Palm, Alexandra Palm, Alexand
Coconut Palm
Coconut Palm
Coconut Palm
Coconut Palm
Cabbage Palm, Sabal Palm, Caroline
Cabbage Palm, Sabal Palm, Caroline
Cabbage Palm, Sabal Palm, Caroline

[View Item](#)


[Search](#) [Close](#) [Help](#)

3. Above the search results, move the radio button to **Common Name**.
4. Select a Coconut Palm from the search results, then:

- Click the **View Item** button to open the **Plant Information** dialog, where you can read size and growing information about the selected plant.
 - Click the **Close** button to close the dialog, locate the plant in the Library Browser, and select it for placement.
5. Click in floor plan view or a 3D view to place the selected plant at that location. You can continue placing the selected plant image until another tool or library object is selected.
 6. Once you have placed a grouping of plants, hold down the Shift key on your keyboard and drag a marquee around the plant objects and click the **Make Architectural Block**  edit tool to block these items together.
 7. Repeat this process for any additional plants that you want to place in your design.



Finishing Touches

1. In the Library Browser , expand the Core Catalogs.
2. The Exteriors catalog contains a selection of landscaping, deck and patio accessories, outdoor furniture, and other objects that you can place in your plan.
3. Additional objects, such as Sprinkler Heads, exterior fixtures, and other objects such as rocks can also be added to customize your landscaping design.
4. When you have finished your landscaping design, create a **Perspective Full Camera**  view to see the results.




Deck Tutorial

The Deck Tutorial continues where the Landscaping Tutorial left off, and explains how to create a deck off the back of the house and connect it to the terrain with an exterior staircase. You may want to save this tutorial using a new name to archive your previous work.

In this tutorial you will learn about:

- Decks and Porches
- Drawing Decks
- Drawing Stairs
- Changing Planking Orientation
- Adding Exterior Furniture







Decks and Porches

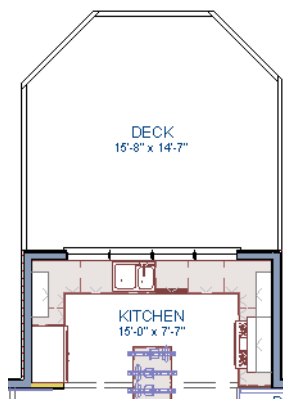
Decks and porches are exterior rooms that are defined by the deck railings and exterior walls that enclose them. When an exterior room is drawn using the **Deck Railing**  tool, the room is automatically assigned the exterior room type of Deck. For more information, see “Room Types” on page 335 of the Reference Manual.




Drawing Decks

Railings and Deck Railings are drawn just like walls. For more information, see “Railing and Deck Tools” on page 266 of the Reference Manual.

To draw a deck

1. In floor plan view, select **Tools> Layer Settings> Display Options**  to open the **Layer Display Options** dialog. Click in the Disp column to remove the checkmark for both the "Terrain, Elevation Data" and "Plants" layers and click **OK**. See "Layer Display Options Dialog" on page 149.
2. Make sure **Angle Snaps**  and **Object Snaps**  are turned on.
3. Go to Floor 0 and **Zoom**  in on the back portion of the house.
4. Select **Build> Railing and Deck> Straight Deck Railing** .
5. Draw five Deck Railings as shown in the following image. The angled railings are drawn at a 45° angle to the others. For more information, see "Drawing Walls" on page 27.
 - The Status Bar at the bottom of the program window will state a wall's length and angle as it is being drawn.
 - Notice that when a room is created using **Deck Railing** , the room is automatically specified as a Deck and given a room label.





6. Click the **Select Objects**  button, then click in the Deck room to select it.
7. Click the **Open Object**  edit button to open the **Room Specification** dialog:
 - On the Structure panel, note that by default, Roof Over This Room and Ceiling Over This Room are unchecked for Deck rooms. You can select these options if you would like; however, for this tutorial they will remain unchecked.
8. Create a **Full Camera**  view showing the first floor deck and notice that the program automatically generated planking, posts, and beams.

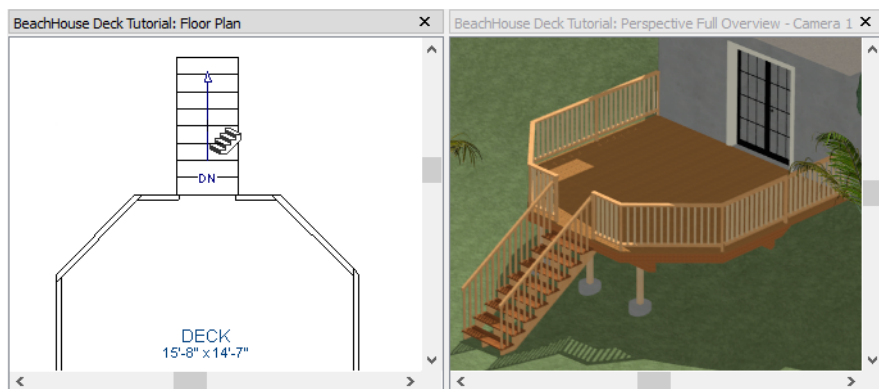



Drawing Stairs


A set of stairs can now be drawn to connect the deck to the terrain. For more information, see “Stairs, Ramps, and Landings” on page 533 of the Reference Manual.

To draw deck stairs to the terrain

1. Select **Window> Tile Vertically**  to see a side by side of both the 2D and 3D views.
2. In the floor plan view, and on Floor 0, select **Build> Stairs> Click Stairs** .
3. Click just to the outside of the deck platform, as shown in the following image:






4. In most cases when using the **Click Stairs**  tool, an opening will be added automatically to the deck railing at the top of a staircase.

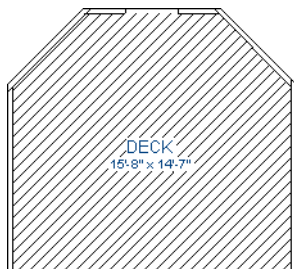
5. If an opening is not created, select **Build> Door> Doorway**  in either floor plan or a 3D view, then click on the deck railing to create an opening in front of the staircase.


Changing Planking Orientation

The angle of the deck planking can be controlled in the **Room Specification** dialog.

To create angled deck planking

1. Click the **Select Objects**  button, then click in the Deck room in floor plan view to select it.
2. Click the **Open Object**  edit button.
3. On the Deck panel of the **Room Specification** dialog:
 - Uncheck the **Automatic** checkbox next to **Plank Direction**, and then change the **Plank Direction** to 45° and click **OK**.
 - For more information about the settings on this panel, see “Deck Panel” on page 356 of the Reference Manual.
4. If you would like, you can also turn on the display of the deck planking in floor plan view. To do this, select **Tools> Layer Settings> Display Options**  and turn on the display of the "Framing, Deck Planking" layer.





5. When deck planking is displayed in floor plan view and you wish to select the Deck room, you will most likely select a plank instead. When this happens, click the **Select Next Object**  edit button or press the Tab key until the room is selected.

Adding Exterior Furniture

A selection of exterior furnishings is available in the Library Browser and can be accessed either by browsing or using the Search feature. For more information, see “The Library

Browser” on page 820 of the Reference Manual.

To add furniture to the deck

1. Select **View> Library Browser**  to open the Library Browser.
2. Browse to Chief Architect Core Catalogs> Exterior> Outdoor Living> Outdoor Furniture and select a chair for placement. In this example, a Wicker Dining Chair from the Furniture Sets folder is selected
3. In floor plan view or a 3D view, click on the deck to place a chair symbol. You can continue clicking to place more chairs.
4. Use the Library Search to find an outdoor grill, select it for placement, and place it on the deck.
5. Next, add some exterior lighting and any other desired exterior elements to your deck design.
6. Finally, create a **Full Camera**  view to see the results.



CAD Tutorial


In this tutorial you'll learn about:

- CAD Detail Windows
- Exploding and Modifying a CAD Block
- Creating a New CAD Block
- CAD Detail from View
- Creating a Plot Plan

CAD Detail Windows

CAD Details are special view windows for drawing, saving, and organizing any 2D drawings associated with the current plan, such as section details, plot plans, and schedules. Like other views, CAD Details are saved with the plan or layout they are created in and can be printed. If a CAD Detail is created in a plan file, it can also be sent to layout at a specified scale. See “Sending Views to Layout” on page 1234 of the Reference Manual.

To create a new CAD Detail window

1. Select **CAD> CAD Detail Management**  to open the **CAD Detail Management** dialog. An alphabetical list of all CAD Details saved with the current plan displays on the left side of the dialog.
2. Click **New** to open the **Create New CAD Detail** dialog.
3. Type a short, descriptive name for the CAD Detail, such as "Foundation & Wall Detail" then click **OK** to open a new, blank CAD Detail window.


Your new CAD Detail window is ready for you to add CAD objects, text, dimension lines, schedules, and more.

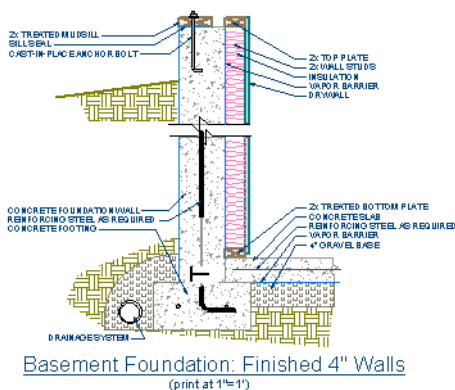
Exploding and Modifying a CAD Block

CAD Detail windows are an excellent place for you to draw and organize your detail drawings. Drawings like foundation details can be created from scratch using the CAD Tools, but you can also save time by choosing a CAD block from the library, placing it into a CAD Detail window, and then modifying it to suit your needs.

A CAD block simply is a group of 2D CAD objects, text objects, and/or other CAD blocks that have been grouped together so that they behave as a single object when selected.

To place a CAD block from the Library Browser

1. Select **View> Library Browser**  and either search or browse to locate a CAD block.
 - For this tutorial, the "Basement Foundation: Finished 4" CAD block from the CAD Blocks and Details Bonus Catalog is used. For information about obtaining Bonus libraries, see "Downloading Library Content" on page 827 of the Reference Manual.
2. Select the CAD block in the library and then click in the CAD Detail window to place it at that location.




A selection of CAD Details is available in the Chief Architect Core Catalogs, however, additional CAD Details can also be downloaded from the website.

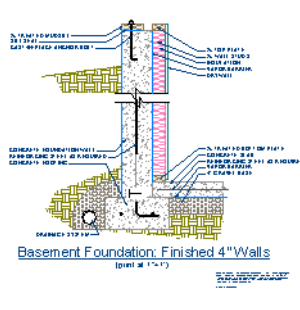
As with other objects, CAD blocks can be selected and edited. A few of the available editing methods are described in this tutorial, and more information can be located in “Editing Objects” on page 101 of the Reference Manual.



Reflecting a CAD Drawing

Like other objects, CAD blocks can be reflected.

To reflect a CAD drawing

1. Select **CAD> Line> Draw Line** , then create a vertical line to the right of the CAD block.





- Next, using the **Select Objects**  tool, click to select the CAD block.
- Click on the **Reflect About Object**  edit tool, then click on the CAD line that you just placed to reflect the CAD block over to the other side of the line.

Exploding a CAD Block

If you click on a CAD block, you will notice that the entire CAD block is selected. This allows you to easily move, rotate, reflect, or copy and paste the entire object; but it also means that you cannot select its individual elements unless you explode the CAD block.




To explode a CAD block

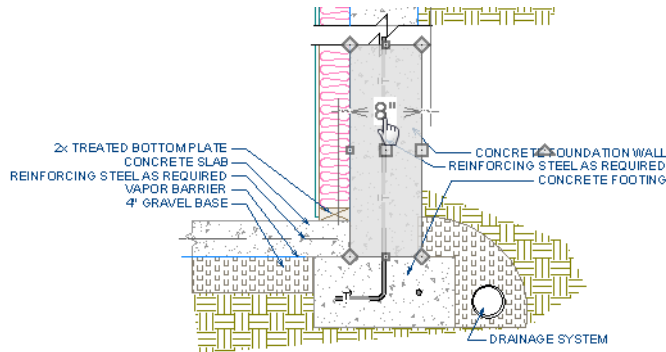
1. Using the **Select Objects**  tool, click to select the CAD block.
2. Next, click on the **Explode CAD Block**  edit button to explode the CAD block into its separate elements.

Editing the Elements of an Exploded Block

If you click on a CAD block that has been exploded, it will no longer behave like a single object. Instead, each of its elements can be modified independent of the others.

To move an edge of a closed polyline using dimensions

1. **Zoom**  in on the lower portion of the CAD Detail, and using the **Select Objects**  tool, click on the right side of the lower Concrete filled polyline.
2. Notice that the blue CAD line is selected first. We can **Delete**  that blue CAD line, and again select the right side of the closed polyline.
3. Move your mouse over the Temporary Dimension of 7 5/8". When the pointer turns in to a hand, click to activate the Move Objects Using Dimensions in-line text box. Type in an exact value of 8" and press Enter on the keyboard to apply this change.




Basement Foundation: Finished 4" Walls

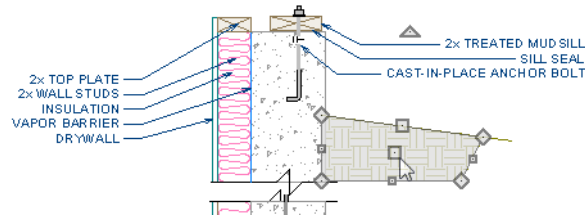
4. Repeat this process on the upper closed polyline with the Concrete Fill Style applied so that both are 8".

Once the rectangular closed polylines with the Concrete Fill Style have been resized, they overlap other polylines.

To display an object behind all other objects

1. Select the upper right closed polyline that is overlapping, and click on the **Open Object**  edit tool.

- On the Line Style panel of the **Polyline Specification** dialog, in the Drawing Group selection, move the radio button to **Back Group** and click **OK**.





Creating a New CAD Block

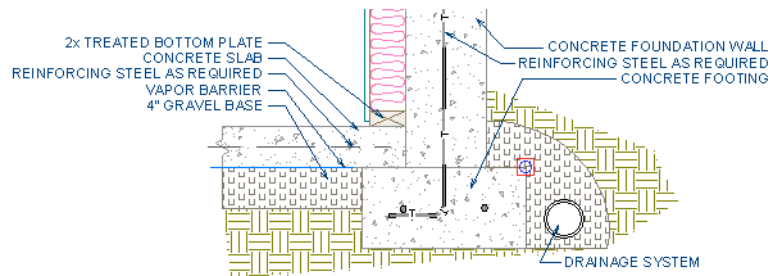
A CAD block can be created from any collection of CAD objects, text, or other CAD blocks - including those that originally came from a CAD block that was exploded. CAD blocks can also be added to the library for future use.


Specifying an Insertion Point

By default, a CAD block will have a placement snap point, referred to as its Insertion Point, at its center. You can specify a custom Insertion Point to make it easy to place the drawing with precision using a particular feature as a reference instead of its center point.

To specify insertion point locations

- Select **Edit> Snap Settings** and make sure that all **Object Snaps**  are enabled. See “Object Snaps” on page 162 of the Reference Manual.
- Select **CAD> Points> Place Point**  then click on the top right corner of the rectangular polyline representing the concrete footing to place a point at that location.






- Place a second CAD Point  at the upper portion at the top right corner of the polyline representing the concrete stem wall. For more information, see “Select Insertion Point” on page 1108 of the Reference Manual.

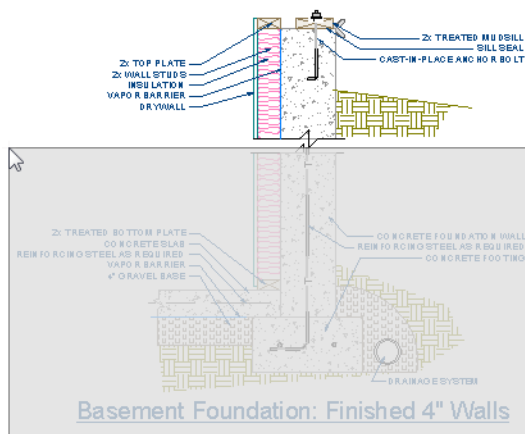
Blocking and Adding the Library



Once a CAD drawing has everything it requires to meet your needs, you can block it; and, if the drawing is one that you can use for other projects, you can add it to the library for future use.

Here, we will create a CAD block composed of two nested blocks with custom insertion points.

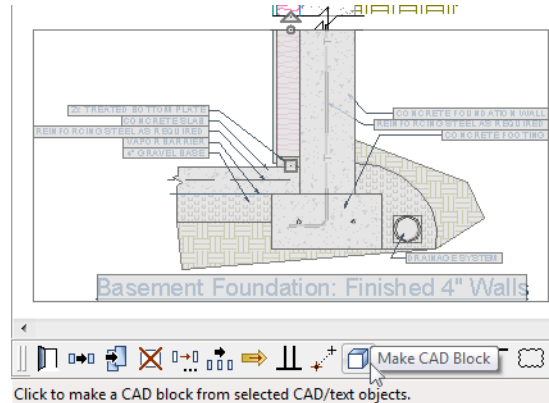
To create a CAD block and add it to the library



- First, let's set up our Preferences so it is easy to select two portions of our CAD drawing separately. Select **Edit> Preferences** , and choose the Edit panel.
 - Under Marquee Selection, click the radio button beside **Select Contained Objects**, then click **OK**. See “Edit Panel” on page 111 of the Reference Manual.
- Select **Window> Fill Window** .
- Using the **Select Objects**  tool, click and drag a marquee around the lower section of the detail drawing.



- Click the **Make CAD Block**  edit button to block all of the selected text, lines, and polylines in to a single CAD block.
- With the CAD block selected:
 - Click the **Select Insertion Point**  edit button.

- Move your mouse pointer over the top right corner of the concrete footing and when you see the Endpoint snap indicator, click once.
 - The CAD block's Move edit handle will now display at the location of its custom Insertion Point.
6. Repeat this process with the upper portion of the drawing.






7. Now, group select both upper and lower CAD blocks and use **Make CAD Block**  edit tool to block them together, forming a single CAD block composed of two nested blocks.
8. Finally, click the **Add to Library**  edit tool to add it to the User Catalog in the library. You can then rename it and move it in to a folder to suit your organizational style. See “Adding Library Content” on page 829 of the Reference Manual.

CAD Detail from View

CAD Detail from View is a powerful feature that converts the current line-based view into a 2D CAD drawing located in its own CAD Detail window. This drawing is composed of CAD lines, arcs, and polylines that you can edit, and is no longer dynamically linked to the model. For more information, see “CAD Detail from View” on page 1114 of the Reference Manual.

To create a CAD Detail from View


1. In floor plan view, select **3D> Create Orthographic View> Backclipped Cross Section** , then click and drag a camera arrow within the interior of the structure.
 - Keep in mind that this type of view will only include objects or portions of objects located between the starting and stopping points of the camera's Line of Sight.

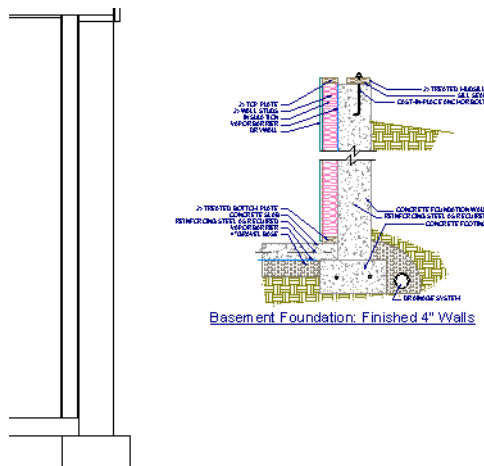
- For more information, see “Cross Section/Elevation Camera Tools” on page 900 of the Reference Manual.
2. Select **Tools> Layer Settings> Display Options** , and turn off the display of any layers that you do not need for the purposes of a foundation wall detail, such as all fixtures, furnishings, and cabinets, then click **OK**.
 3. Zoom in on the right corner of the basement.
 4. Next, select **CAD> CAD Detail from View**  to convert the current view in to a 2D CAD drawing in a new CAD Detail window.
 5. The new CAD Detail window will become the active view and you can edit it to suit your needs. For more information, see “CAD Details” on page 1113 of the Reference Manual


Adding and Positioning a CAD Block


Now we are ready to insert the modified foundation CAD Block into the CAD Detail and precisely position it.

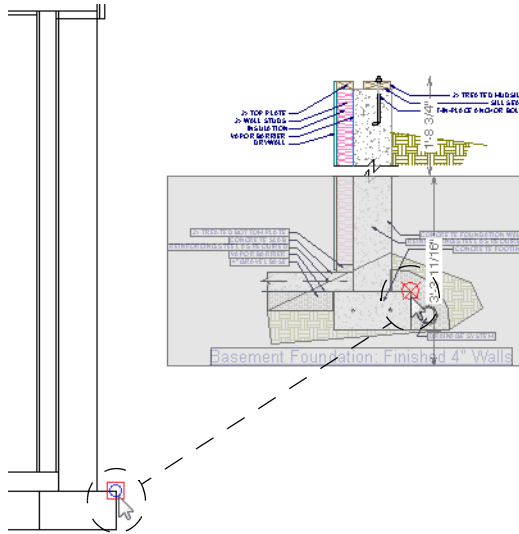
To add and position the CAD block

1. **Zoom**  in on the CAD Detail that represents the lower right portion of the foundation wall.
2. Next, in the Library Browser, browse to your custom modified CAD Block, select it, and click in the view to place it.

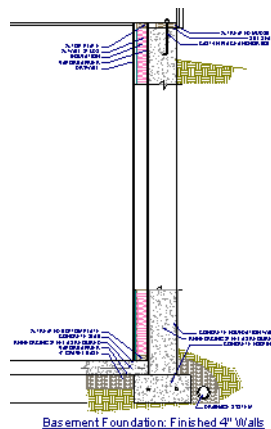



3. Select the CAD Block and click on the **Explode CAD Block**  edit tool.

4. Select the lower CAD Block and use its end handles to move it until it snaps into position over the CAD lines representing the footing in the larger drawing.
5. You can also use the **Point to Point Move**  edit tool to do this. First, click on the CAD block's Insertion Point, then click on the top right corner of the CAD lines representing the footing in the larger drawing. For more information, see "Point to Point Move" on page 222 of the Reference Manual.



6. Repeat this process to place the upper CAD block.



7. The Layout Tutorial discusses how to send views such as this one to layout, so make sure to **Save**  your plan.



Creating a Plot Plan

A plot plan is essentially a map of a property's legal description. Plot plans usually have a North Pointer and can also include other features such as the location of buildings and setback lines.

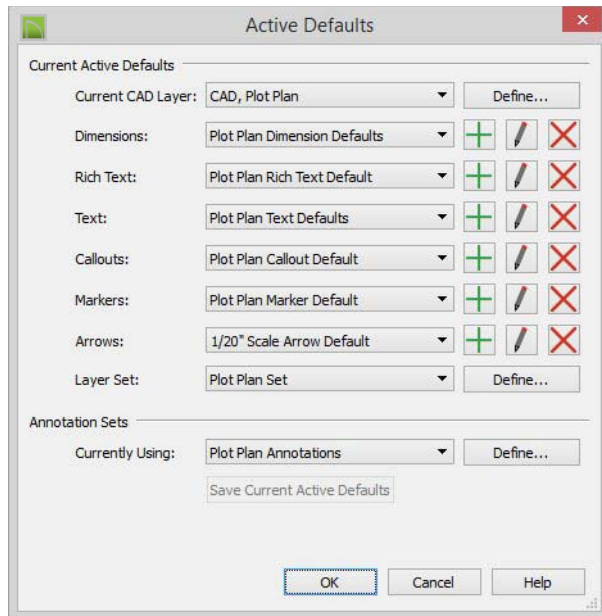
When a property's shape is more complicated than a basic rectangle, you may find it easiest to draw the plot lines yourself, rather than try to edit the terrain perimeter to meet your needs.

A plot plan can be drawn in floor plan view or, if you prefer, in a CAD Detail. See "CAD Detail Windows" on page 185.

To create a CAD Detail for the plot plan

1. If you want to draw your plot plan in a CAD Detail, select **CAD> CAD Detail Management**  and click **New**.
2. Type a short, descriptive name for your detail, such as "Plot Plan" and click **OK**.
3. Select **Edit> Default Settings** , and in the **Default Settings** dialog, double-click on "Active Defaults" in the tree list.

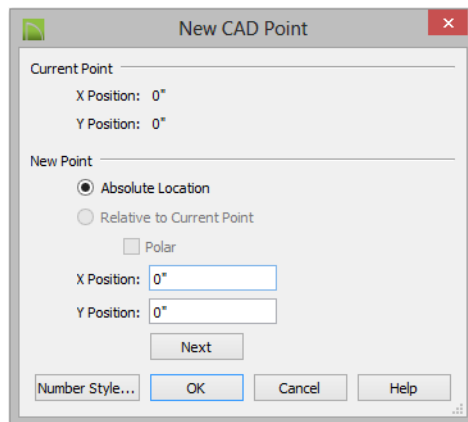
4. In the **Active Defaults** dialog:





- Select "Plot Plan Annotations" from the **Currently Using** drop-down list.
 - Notice the changes to the **Current Active Defaults** settings. They now set to use defaults designed for drawing plot plans.
 - Click **OK** to close the dialog and apply these changes to the current view.
5. When to the CAD Detail window, notice that Plot Plan Annotations is selected in the Active Annotation Set Control in the toolbars. For more information, see "Annotation Sets" on page 80.

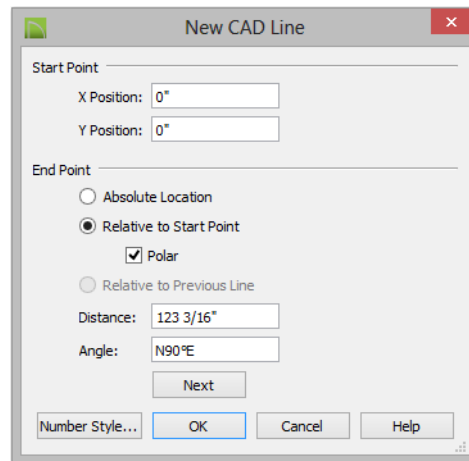
To create a plot plan polyline

1. Select **CAD> Points> Input Point**  to open the **New CAD Point** dialog. See “Input Point” on page 1073 of the Reference Manual.



2. Select **Absolute Location** and define the point's position at (0,0) and click **OK**. This is the current point that serves as the Start Point for the first line of the plot plan. See “Point Tools” on page 1072 of the Reference Manual.
3. Select **CAD> Lines> North Pointer** , then click and drag to create a North Pointer. For more information on this tool, see “North Pointer” on page 941 of the Reference Manual.
4. Select **CAD> Lines> Input Line**  to open the **New CAD Line** dialog. Notice that the Start Point is at (0,0): the location of the Current CAD Point. See “Input Line” on page 1077 of the Reference Manual.
5. Click the **Num Style** button and in the **Number Style/Angle Style** dialog:
 - Select **Decimal Feet** for the **Number Style**;
 - Select **Quadrant Bearing** for the **Angle Style**. See “Dialog Number/Angle Style Dialog” on page 127 of the Reference Manual.
6. Click **OK** to return to the **New CAD Line** dialog
7. Select **Relative to Start Point** and check the box beside **Polar**.
8. Enter the length of the first side of your property boundary's legal description in the **Distance** field, and the angle of that line in the **Angle** field. To enter an angle using Quadrant Bearings, type:
 - The primary direction (N or S), followed by a space; then,
 - The angle in degrees, minutes, and seconds with a space after each value; then,





- The secondary direction (E or W).





9. Click **Next** and enter the **Distance** and **Angle** of the next property line.
10. Continue until all property lines are entered, then click **OK** to close the **New CAD Line** dialog. The resulting polyline should be closed, with the end point of the last line the same as the start point of the first.

Note: The angle of a given line can be described differently depending on which end is used as the start point. Some property descriptions proceed in the same direction around the perimeter, whereas some do not.

To correct an error

1. If a line is entered incorrectly, click **OK** to close the **New CAD Line** dialog.
2. Select **CAD> Lines> Disconnect Edges** , then click on the incorrect edge of the polyline to select it.
3. Click the **Delete** .edit button or press Del key on your keyboard.
4. Place a CAD point at the end of the last correct line using the **Place Point**  tool to create a new current point.
5. Select **CAD> Lines> Input Line**  and continue entering data in the **New CAD Line** dialog.



To create a curved property line

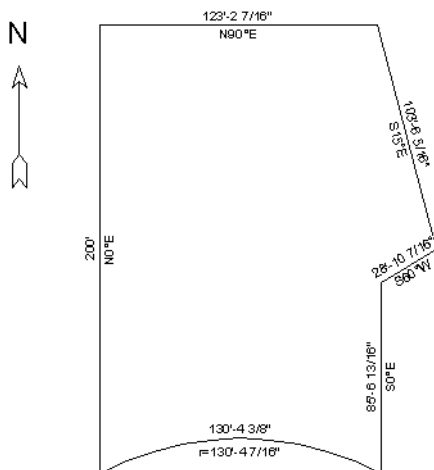
1. Click on a property line to select it, then click the **Change Line/Arc**  edit button to turn this line into an arc.
2. If necessary, use the triangular Reshape edit handle to make the arc concave or convex.
3. Click the **Open Object**  edit button to open the **Polyline Specification** dialog.
4. On the Selected Arc panel, click the **Lock Chord** radio button, then specify the length of the **Radius** and click **OK**.






A curved property line can also be created by entering data in the New Arc dialog. See "Input Arc" on page 1087 of the Reference Manual.

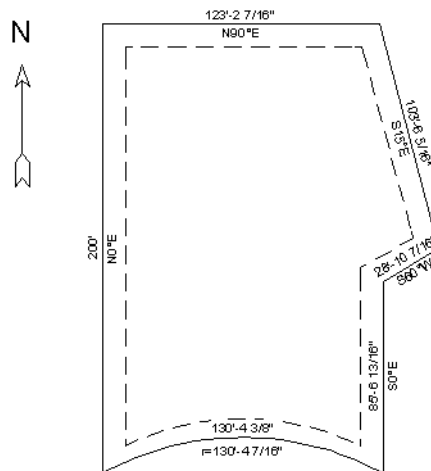
To display line length, bearing and radius


1. Select **Edit> Default Settings** .
2. In the **Default Settings** dialog, expand the CAD category, select "General CAD", and click the **Edit** button.
3. In the **CAD Defaults** dialog, check **Display Line Angle as Quadrant Bearing**.
4. Click **OK**, then click **Done** to close the **Default Settings** dialog, as well.
5. Click the plot plan polyline to select it, then click the **Open Object**  edit button.
6. On the Line Style panel of the **Polyline Specification** dialog, check **Show Length**, **Show Angle**, and **All Angles**.




To create setback lines


1. Select **Edit> Preferences** , and on the Behaviors panel of the **Preferences** dialog, select the **Concentric** Edit Mode. See “Behaviors Panel” on page 113 of the Reference Manual.
2. In the **Jump** field, type in the required setback distance, such as 10', and click **OK**.
3. Click the plot plan polyline to select it, then click the **Copy/Paste**  edit button.
4. Place your cursor over a corner edit handle, then click and drag towards the center of the polyline. When a second, inner polyline appears, release the mouse.
5. Select the inner polyline and click the **Open Object**  edit button to open the **Polyline Specification** dialog.
6. On the Line Style panel, select a dashed line style from the drop-down list, uncheck **Show Length** and **Show Angle**, then click **OK**.




7. When you have finished creating your concentric copy, select **Edit> Edit Behaviors> Default**  to restore the default edit behavior.

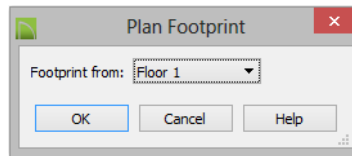
To place the setback polyline on a new layer


1. Select **Tools> Layer Settings> Display Options**  to open the **Layer Display Options** dialog.
2. Click the **New** button at the bottom of the dialog to open the **New Layer Name** dialog. Type a short, descriptive name such as "Lot Line Info", then click **OK**.
3. Click **OK** to close the **Layer Display Options** dialog.

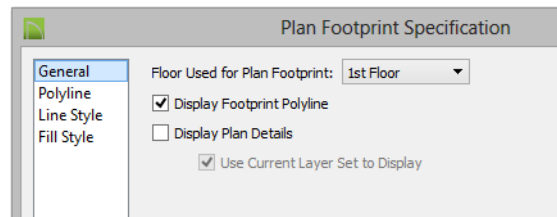
4. In floor plan view, select the setback line and click the **Open Object**  edit button.
5. On the Line Style panel of the **Polyline Specification** dialog, click the **Layer** drop-down list and select the new layer you just created, then click OK.

To add a Plan Footprint to your Plot Plan

1. Select **CAD> Plan Footprint** . In the **Plan Footprint** dialog, a drop-down list allows you to select the Floor you want to create your plan footprint from.

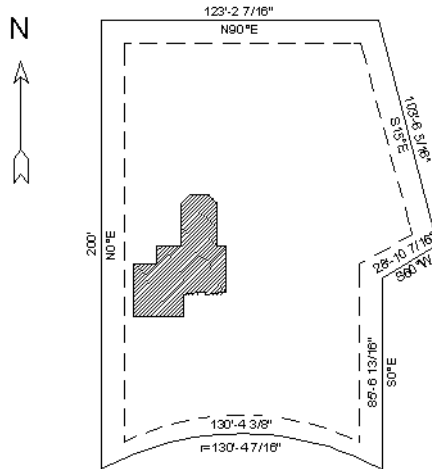


2. Select a floor, then click **OK** to create a CAD object representing the building footprint in the CAD Detail window. See “Plan Footprint” on page 1115 of the Reference Manual.
3. You can control what information displays in the Plan Footprint selecting it and clicking the **Open Object**  edit button. On the General panel:







- Uncheck both **Use Current Layer Set to Display** and **Display Plan Details**;
 - Check the box beside **Display Footprint Polyline**.
4. On the Fill Style panel, select **Angle Hatch** from the drop down menu, and set the spacing to 15", then click **OK** to apply the changes.

- The Plan Footprint can be moved into place on the Plot Plan using its edit handles or edit tools.



To convert to a terrain perimeter


In order to create a terrain perimeter out of your plot plan, it must be copied from the CAD Detail in to your floor plan view.

- Using the **Select Objects**  tool, click on the CAD polyline that forms the perimeter of your plot plan in the CAD Detail window and select **Edit> Copy** .
- Next, click the window tab associated with the floor plan view to activate it, and go to Floor 1.
- Select **Edit> Paste> Paste**  then click in the drawing area to place a copy of the polyline.
- Select the newly pasted plot plan polyline and click the **Convert Polyline**  edit button. See “Convert Polyline” on page 239 of the Reference Manual.
- In the **Convert Polyline** dialog, select **Convert To: Terrain Perimeter**, then click **OK**.




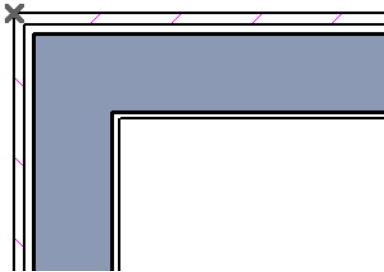
If the Terrain Perimeter option is greyed out, then a Terrain Perimeter already exists in your plan. You will need to locate and delete it before you can convert the polyline.


- Make any needed changes in the **Terrain Specification** dialog and click **OK**. See “Terrain Specification Dialog” on page 732 of the Reference Manual.

7. To increase the size of the text displayed along the Terrain Perimeter polyline, select **Tools> Layer Settings> Display Options** .
8. In the **Layer Display Options** dialog:
 - Search for or scroll down to the "Terrain Perimeter" layer and click to select it.
 - Click the Text Style drop-down arrow, select "Plot Plan Text Style" from the drop-down list, and click **OK**.

To accurately position a building

1. Select **CAD> Point> Place Point** , and then click at a reference point along the perimeter of the building, such as at a corner.



2. Select **CAD> Points> Input Point**  to open the **New CAD Point** dialog.
 - Select **Relative to Current Point**;
 - Using the **X Position** and **Y Position** fields, specify the distance that a known point on the property line should be from the Current CAD Point on the building perimeter. Unless you want to specify the location in distance and bearing, **Polar (CCW from horz)** should remain unchecked.
 - Unless you want to specify the location in distance and bearing, **Polar (CCW from horz)** should remain unchecked.
3. When you click **OK**, a point is created at the specified location. Use this point as a reference to accurately position the Terrain Perimeter polyline.

Layout Tutorial

This tutorial will explain how create a layout template, send views to a layout page, then save the document in PDF format.

In this tutorial you will learn about:

- Creating a Layout Template
- Setting up Layout Page Templates
- Creating a Border and Title Block
- Sending Floor Plan Views to Layout
- Sending Elevation Views to Layout
- Sending Details to Layout
- Sending Perspective Views to Layout
- Printing to PDF


Getting Started

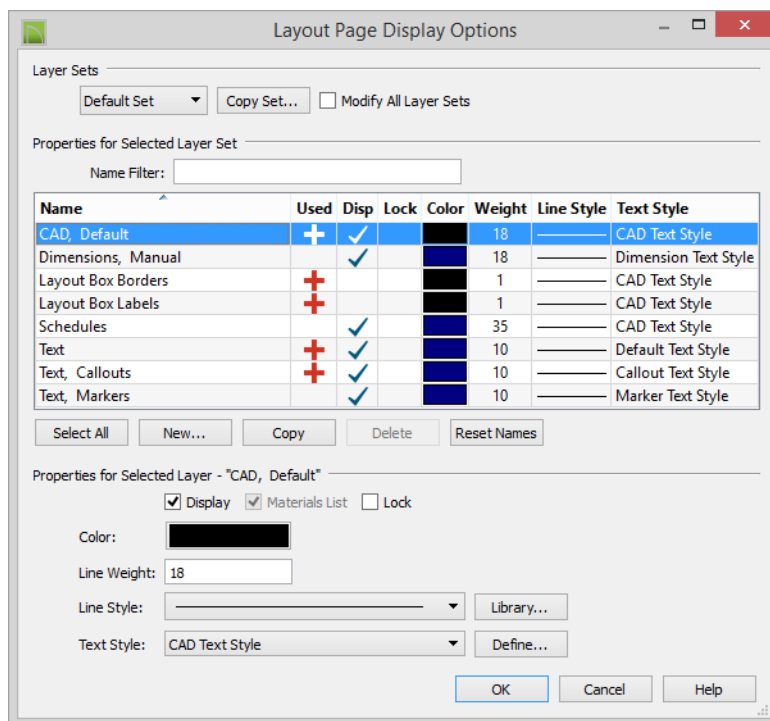
Chief Architect uses two file types: plans and layouts. Plan files (.plan) are used to design a 3D model of a structure, while layout files (.layout) are used to arrange views of that model on a sheet along with text, callouts and other annotation to produce professional quality construction documents. For complete information about layouts, see “Layout” on page 1229 of the Reference Manual.



The previous tutorials explore aspects of creating a 3D model in a plan file. This tutorial will describe how to create a layout file and arrange views of the model - including floor plans, cross section/elevations, presentation views, and CAD Details - on the layout pages.

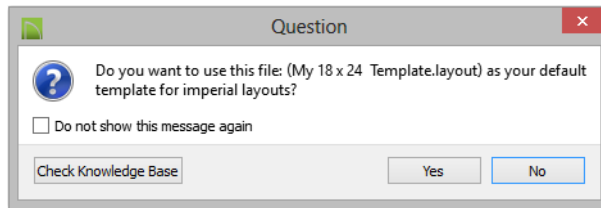
Creating a Layout Template

Template files save default, layer, and print settings and then apply them to new, blank files - saving you the time and work of specifying them every time you begin a new project. In your Layout Template File, you can also set up one or more Page Templates with the borders and title block information that you typically use. For more information about plan and layout templates, see “Template Files” on page 84 of the Reference Manual.

1. Create one or more Page Templates. See “Setting up Layout Page Templates” on page 205.
2. Set up your Drawing Sheet and create a title block and border for each Page Template that requires them. See “Creating a Border and Title Block” on page 210.
3. Select **Tools> Layer Settings> Display Options**  to open the **Layout Page Display Options** dialog. Here you can set up line weights, styles, and colors for the layers in your layout template. See “Layout Page Display Options” on page 1230 of the Reference Manual. These settings do not affect objects within layout views - they only affect CAD, Text, Dimensions, layout page and revision tables, and layout box borders placed on the layout pages. Click OK when you are finished.



4. Select **Edit> Default Settings**  from the menu to open the **Default Settings** dialog. Make any changes to the Text, CAD and General Layout Defaults that you may need. See “Preferences and Default Settings” on page 73 of the Reference Manual.
5. Select **File> Templates> Save as Template** . The **Save Layout File** dialog opens to the Templates directory specified in the **Preferences** dialog. For more information, see “Folders Panel” on page 100 of the Reference Manual.
6. Save your new layout template with a short, descriptive name such as "My 18 x 24 Template".
7. When prompted, click Yes, specifying that you would like to use your new template as the default.




8. Your template layout file will close and a new untitled layout file will open.
9. This tutorial will explain how to set up page templates as well as create a title block and border in your template file. Since only one layout file can be open at a time, select **File> Close** to close the new, untitled layout so you can return to work on your saved template.


Setting up Layout Page Templates

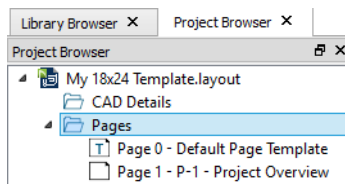
Layout Page Templates allow you to create one or more title blocks and borders and then assign them to the layout pages of your choice. Unlike regular pages with content, Layout Page Templates do not print as part of a print range. See “Layout Page Templates” on page 1255.

In this example, two Page Templates will be created: one for the cover sheet and one for the sheets that follow it.


To create multiple page templates


1. Select **File> Open Recent Files** and select your new layout template from the menu to open it. See “Creating a Layout Template” on page 204.
2. Click on the Project Browser docked to the right side of the program window to make it active.
 - If the Project Browser is not open, select **View> Project Browser**  to open it.

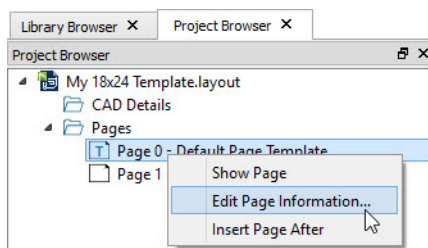
- If your program version does not have the Project Browser feature, select **Tools> Layout> Page Down**  to go to Page 0 and proceed to step 3.
- Click the arrow next to the "Pages" folder to expand a list of the pages in the layout file that are currently in use. In a new layout, only Pages 0 and 1 will be listed.







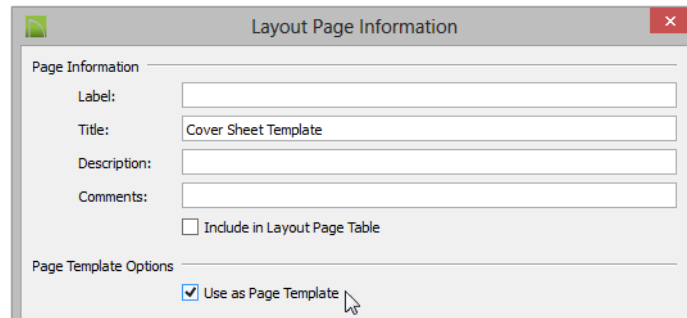
- Notice the icons beside each page. Page 0 is specified as a Page Template, while Page 1 is a page with content.

 Page 1 is listed as a page with content because it has a Layout Page Table placed on it. See "Layout Page Tables" on page 1258.

3. Right-click on Page 0 in the Project Browser and select **Edit Page Information**  from the contextual menu.



- If your program version does not have the Project Browser feature, go to Page 0 and select **Tools> Layout> Edit Page Information** .
4. In the **Layout Page Information** dialog, change the title to "Standard Sheet Template" and click **OK**.
 5. Right-click on Page 1 in the Project Browser and select **Edit Page Information** .
 - If your program version does not have the Project Browser feature, select **Tools> Layout> Page Up**  to go to Page 1 then select **Tools> Layout> Edit Page Information** .
 6. In the **Layout Page Information** dialog:





- Change the **Title** to "Cover Sheet Template".
- Check the box beside **Use as Page Template** and click **OK**.
- Notice that Page 1's icon in the Project Browser has changed and now indicates that it is a Page Template rather than a page with content.


Using the same steps, you can create additional Page Templates for every discipline and sheet type that you typically use in your own layout template file.

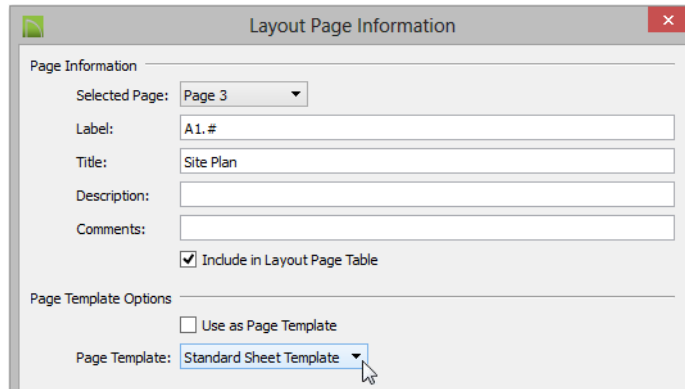
Once multiple Page Templates have been created, they can be assigned to non-template pages: either blank or with content. You can wait and do this when you actually send views to layout for a project, or you can save time and set aside pages for specific purposes beforehand.

Here, a fairly typical variation of the US National CAD Standard page numbering convention is used.


To use multiple page templates

1. Select **Tools> Layout> Change Layout Page** and go to Page 2.
2. Select **Tools> Layout> Edit Page Information** . In the **Layout Page Information** dialog:
 - Specify the **Title** as "Cover Sheet".
 - Click the **Page Template** drop-down and select "Cover Sheet Template" from the list.
 - Click **OK** and notice that page 2 is now listed as a blank page in the Project Browser.
3. Select **Tools> Layout> Page Up**  to go to Page 3.

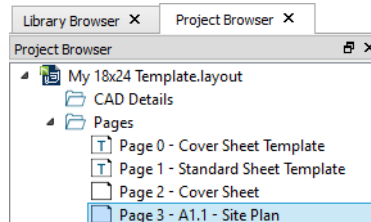
4. Select **Tools> Layout> Edit Page Information** .



- Specify the **Label** as "A1.#".

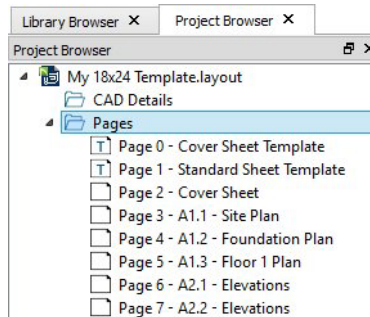
 If you type a pound sign # in the Label field, the characters before it will be treated as a numbering prefix, and the # will be replaced by the current page number on the layout sheet. See "Layout Page Numbering" on page 1254 of the Reference Manual.

- Specify the **Title** as "Site Plan".
 - Confirm that the "Standard Sheet Template" is selected in the **Page Template** drop-down list.
5. Click **OK** and notice that in the Project Browser, Page 3 is listed now and that:



- It uses its **Label**, "A1.#", and that the # has been replaced with a 1.
- It uses its **Title**, "Site Plan".
- Note, too, that the sheet no longer has a title block and border. Instead, it displays a single revision table. This is because at the moment, the only object on its template, Page 1, is a revision table.






6. Repeat the steps above to edit Pages 4 and 5 so that they also use the "Standard Sheet Template" and the **Label** "A1.#", and have the **Titles** "Foundation Plan" and "Floor 1 Plan", respectively.
7. Modify Pages 6 and 7 so that they use the "Standard Sheet Template" use the **Label** "A2.#", and have the **Title** "Elevations".



In your own layout template file, you can assign sheet numbers that you typically use in advance and use the numbering convention of your choice.

If you need to add additional disciplines, types, and/or pages, they can be easily inserted at any time: either in a specific project or in your layout template file.

To insert new layout pages

1. Select **File> Open Layout**  and open the layout file that you wish to insert pages into.
2. Right-click on a Page Template, page with content, or blank page in the Project Browser.
3. Select **Tools> Layout> Change Layout Page** and go to the page that is either before or after the location where you wish to insert a new page.
 - Select **Insert Page Before**  to add a page before the current page. The current page number as shown in the **Change Layout Page** button will increase by one but the page number defined by its Label will not change.
 - Select **Insert Page After**  to add a page after the current page. The current page will not be affected but any pages that follow it will have their page numbers increase by one.
4. Right-click on the new page in the Project Browser and select **Edit Page Information** .
 - If your program version does not have the Project Browser feature, select **Tools> Layout> Edit Page Information** .
5. In the **Edit Page Information** dialog,
 - Specify the **Title**.

- If the page is to be a page with content, specify its **Label** and choose a **Page Template** from the drop-down list.
- If the page is to be a template, check the box beside **Use as Page Template**.

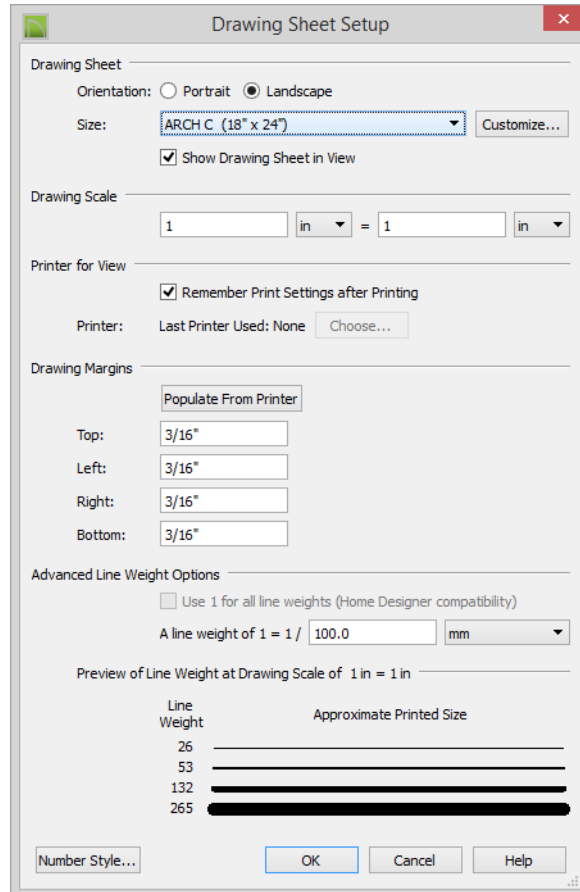
Once your Page Templates have been defined as such, you can create a border and title block for each that matches how it will be used.


Creating a Border and Title Block

Before sending views to layout, it is recommended that you set up your drawing sheet and then use the CAD, Text, and editing tools to create a border and title block for your layout pages on one or more Page Templates. For information about the Drawing Sheet, see “Drawing Sheet” on page 1214 of the Reference Manual.

To set up the layout sheet

1. Select **File> Print> Drawing Sheet Setup**  to open the **Drawing Sheet Setup** dialog.











2. Specify the **Orientation** and **Size** of the **Drawing Sheet**.
3. The **Drawing Scale** for layout files should always be 1 in = 1 in (1 mm = 1 mm in metric files). For more information, see “Drawing Sheet Setup Dialog” on page 1210 of the Reference Manual.
4. You can also specify the drawing sheet’s **Margins** if you want.
5. Click **OK** when you are finished.
6. Select **Window> Fill Window**  so that you can see the entire drawing sheet.

7. Select **File> Save** .

The layout template files that are installed with Chief Architect have a title block and border already drawn in them on Layout Page 0, which is the default Layout Page Template. You can use these as they are, modify them to suit your needs, or delete them and create your own.



You can also create multiple Page Templates, which allows you to control the appearance of the title block and border on each page. In this tutorial, two variations of the existing title block and border will be placed onto separate Page Templates. See “Setting up Layout Page Templates” on page 205.

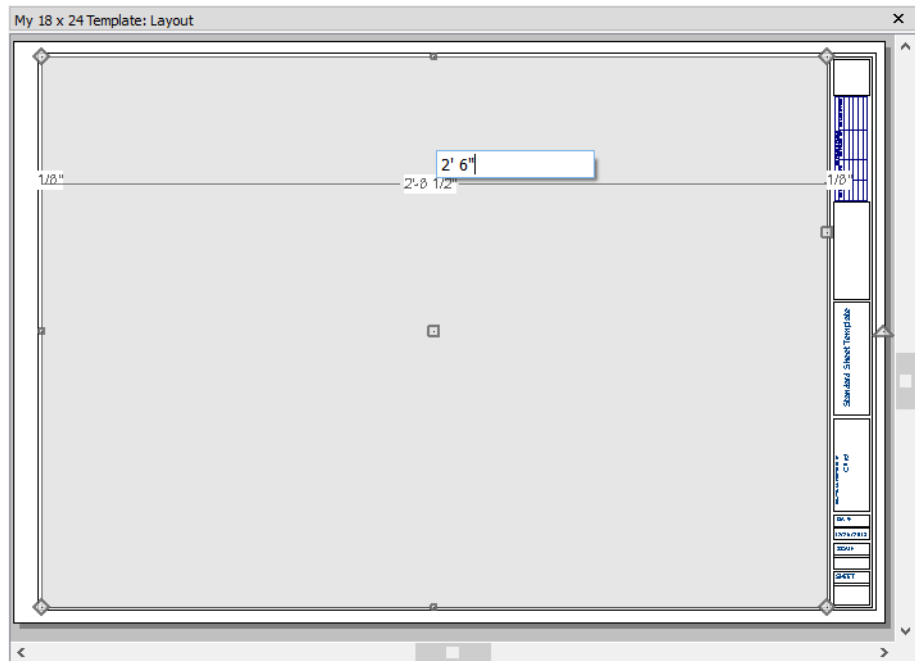
To copy a title block and border

1. Select **Tools> Layout> Page Down**  to go to Page 0.
2. Select **View> Drawing Sheet**  to turn off the display of the Drawing Sheet.
3. Select **Edit> Select All** to select all of the objects in the view.
4. Select **Edit> Copy** .
5. Select **Tools> Layout> Page Up**  to go to Page 1.
6. Click the **Select Objects**  button, then click on the Revision Table and **Delete**  it.
7. Select **View> Drawing Sheet**  to turn the display of the Drawing Sheet back on.
8. Select **Edit> Paste> Paste Hold Position** .
 - Note that the new title block and border is positioned inside the Drawing Sheet exactly like the original.

In this example, the Cover Sheet Template will not use the same title block and border as the Standard Sheet Template. It will instead feature general notes, a table of contents, and space for presentation views.

To modify a title block and border for a cover sheet

1. Select **Tools> Layout> Page Down**  to go to Page 0.
2. Click the **Select Objects**  button, then click on the border that surrounds the part of the page reserved for content to select it.
3. Click on the right vertical edge to select it, then click on the Temporary Dimension that states how far the selected edge is from the opposite edge.

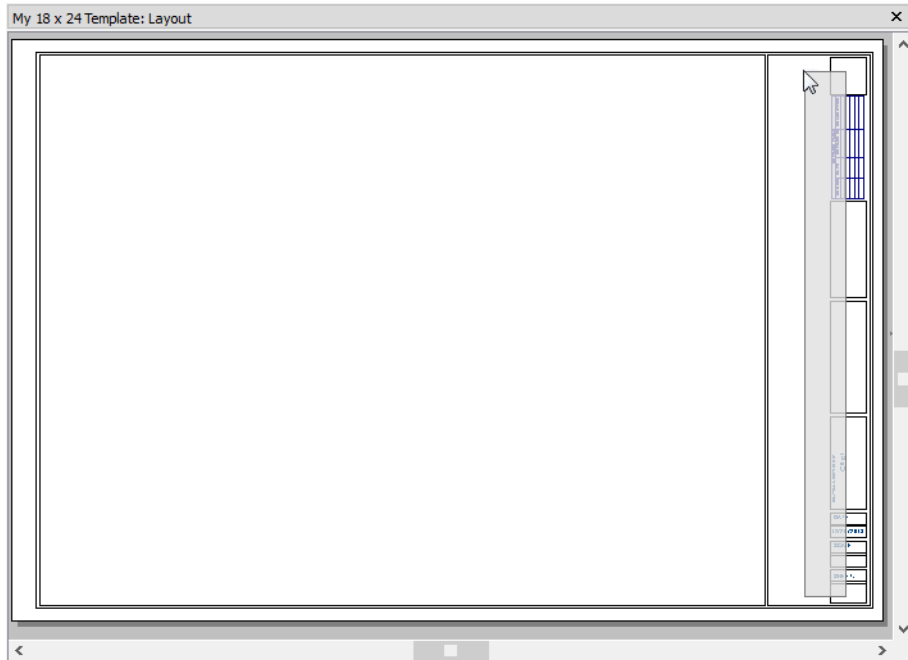




- If you do not see a Temporary Dimension when the edge is selected, select **View>**


Temporary Dimensions  and try again.

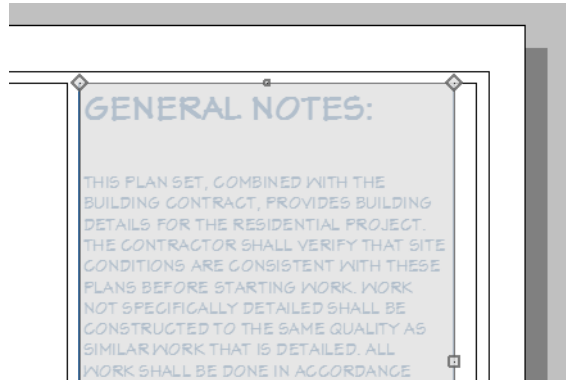
4. Type a new, smaller value and then press the Enter key to make the polyline smaller. In this example, 2' 6" is used. See "Moving Objects Using Dimensions" on page 1016 of the Reference Manual.
5. Select the left vertical edge of the rectangular polyline that surrounds the Title Block, then:
 - Click on the Temporary Dimension that states how far that edge is from the right edge of the Content Area polyline.
 - Type a new, smaller value then press Enter to make the gap smaller and the Title Block polyline, larger. In this example, 1/8" is used.

6. Click the **Select Objects**  button, then:

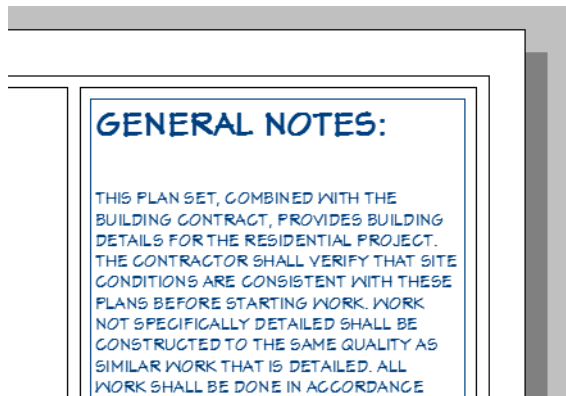


- Click and drag a rectangular selection marquee inside of the Title Block border that partially encloses each of the CAD and Text objects that make up the title block.
 - Click the **Delete**  edit button to delete the selected objects.
 - Select the left edge of the Title Block border and notice the width shown by the Temporary Dimension. In this example, it is 4 1/4".
7. Select **CAD> Text> Rich Text**  and click once in the drawing area to open the **Rich Text Specification** dialog.
- On the Text panel, type your notes.
 - On the Appearance panel, check the box beside **Border**.
 - On the Options panel, uncheck **Auto Width** and specify a **Width** of 4".
 - Click **OK** to close the dialog and create the text at the object where clicked.
8. Select **Edit> Snap Settings** and make sure that **Object Snaps** - and particularly, **Endpoint Snaps** - are enabled.

9. Click on the new text object to select it, then click the **Point to Point Move**  edit button. See “Point to Point Move” on page 222 of the Reference Manual.






- Click on the top left corner of the text object.
 - Click on the top left corner of the Title Block border polyline.
 - The text will move so its top left corner snaps to that of the border polyline.
10. With the text still selected, press the Right and Down arrow keys two times each.



- When an object is selected, you can use the arrow keys to Nudge it in any direction.
- The Nudge distance is equal to file's the Grid Snap Unit, which is 1/8" by default in Imperial layout files. See “Nudging” on page 222 of the Reference Manual.
- The text is now centered in the Title Block border, with a 1/8" space on each side.

A table of contents is often included on the cover sheet.

To add a table of contents







1. Select **Tools> Layout> Layout Page Table** , then click once in the drawing area to create a layout page table at that location.
2. Click on the new table to select it, then click the **Open Object**  edit button. In the **Layout Page Table Specification** dialog:
 - Specify the table's **Name**. In this example, "Table of Contents" is specified.
 - Organize and rename the **Column Headings**. In this example, the Description and Comments columns are **Removed**.
 - On the Attributes panel, you can control the display of border and grid lines.
3. Use the **Point to Point Move**  edit button and Nudge keys to position the table as you wish.





Because the non-template pages of the layout are currently blank, no pages are listed in the table. When views, text, or CAD are added to each page, the table will become populated.

Additional modifications to the Cover Sheet Template can be made using the CAD and Text Tools. These as well as other tools can be used to create a new border from scratch if you wish




To create a new layout border

1. Select **Tools> Layout> Page Up**  to go to an empty page.
 - Alternatively, you can group-select the title block and border on a Page Template as described in “To copy a title block and border” on page 212 and then **Delete**  the selected objects.
2. Make sure that **Object Snaps**  are enabled, particular **Endpoint**  snaps.
3. Select **Edit> Preferences** , then go to the Behaviors panel of the **Preferences** dialog. For more information, see “Behaviors Panel” on page 113 of the Reference Manual.
 - Under the **Edit Type** heading, select **Concentric**.
 - Specify the **Jump** value as the distance you would like your border to be drawn from the edge of the drawing sheet.
 - In this example, 1/2" is used.
4. Select **CAD> Boxes> Rectangular Polyline** , then click and drag a rectangle beginning at one corner of the drawing sheet and ending at the opposite corner.
 - Watch for the red snap indicators that will display at each corner when Endpoint snaps are enabled.




5. Select the rectangular polyline, then click and slowly drag a corner edit handle towards its center. When you reach the your specified **Concentric Jump** distance, the polyline will resize so that its edges are that distance from the drawing sheet edges.
6. You can create a double border in a similar manner. With the polyline still selected:
 - Click the **Copy/Paste**  edit button.
 - Click and drag one of the corner edit handles towards the center. A concentric copy of the polyline is made when you reach the **Concentric Jump** distance.
7. When you are finished concentrically resizing and copying your border objects, it is a good idea to restore the **Default Edit Type**. To do this, select **Edit> Edit Behaviors> Default** .



You can adjust the line weight, style and color for any CAD object in its specification dialog. See “Line Style Panel” on page 1081 of the Reference Manual.

To create filleted corners

1. Select one of the rectangular polylines and click the **Fillet Lines**  edit button.
2. Click the **Set Fillet Radius**  edit button and in the **Fillet Radius** dialog, specify a **Fillet Radius** value and click OK. A value of 1" fillets one inch of each intersecting edge.
3. Click the **Fillet All Corners**  edit button to apply the specified fillet to all corners of the polyline.

To create a new title block

1. Select **CAD> Boxes> Rectangular Polyline** , then click at the bottom right corner of the border and drag up and to the left to create a rectangular polyline.
2. Select the new polyline and use Temporary Dimensions to resize it. In this example, a polyline 3/4" high and 1 1/2" wide is created.
3. With the polyline still selected, press the Left arrow key twice to Nudge the polyline to the left. Press the Up arrow key twice to Nudge it upward.
4. If you would like, use the **Fillet Lines**  edit tool to curve the polyline’s corners, as described above.
 - You may want to adjust the **Fillet Radius** to a smaller value before doing so.
5. With the polyline still selected, click the **Copy/Paste**  edit button, then:
 - Click and drag its Move edit handle straight upward.
 - When you release the mouse button, a copy of the original polyline is created directly above the first.
6. Use Temporary Dimensions to position the new polyline relative to the original.


7. Use Temporary Dimensions or the new polyline's edit handles to adjust the its height.
8. Select **CAD> Text> Rich Text** , then click to open the **Rich Text Specification** dialog:
 - On the Text panel, type the word "SHEET:".
 - Click **OK** to close the dialog and create the text at the object where clicked.
9. Select the new text object and drag it into the second to bottom Title Block box.
10. If necessary, click the **Open Object**  edit button and adjust the text's size. See "Resizing Text" on page 1045 of the Reference Manual.

Repeat these steps to produce a title block with all of the information that you require. A company logo can be added to the title block by importing and embedding an image. For more information, see "Importing Pictures" on page 1139 of the Reference Manual.




Page numbers, layout page labels and titles, the current date, drawing scale, designer and client information, and more can be inserted into text objects using Text Macros. For more information, see "Text Macros" on page 1062 of the Reference Manual.

To use a Text Macro in a title block

1. Select **CAD> Text> Rich Text**  and click once in the drawing area to open the **Rich Text Specification** dialog.
2. On the Text panel, click the **Insert Macro** button and select **Global> Layout Info> Layout Page Number** from the menu.
 - Notice that the characters %page% now appear in the text field.





- Click **OK** to close the dialog and create the text at the object where clicked.
- 3. Position the new text object in the bottom Title Block box, under the word "SHEET:".
- 4. When you are finished creating the new title block and border, specify the page that they are on as a Page Template. See "Setting up Layout Page Templates" on page 205.

When your layout template is finished, be sure to **Save**  it and then select **File> Close**.

Sending Floor Plan Views to Layout

In order to send any view to layout, first open both the destination layout file and the plan file. It is recommended that these two files have the same name and be saved in the same folder in your computer. See "Organizing Your Files" on page 53 of the Reference Manual and "Managing Layout Links" on page 1249 of the Reference Manual.

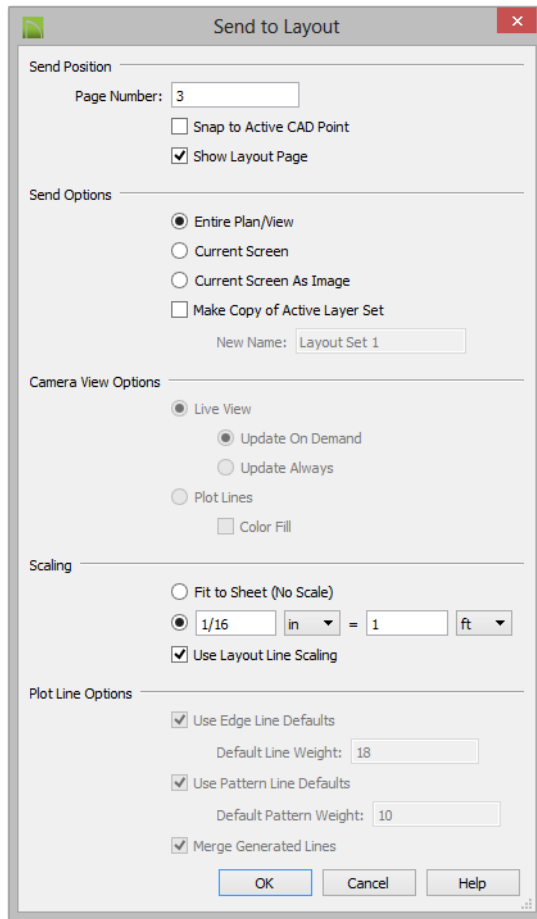
To send a floor plan view to layout

1. Select **File> Open Plan**  and open a plan such as the Walkout Basement Tutorial plan.
2. Select **File> Save As**  and save the file using a new name.
3. Select **Window> Fill Window** .
4. Click the **Active Layer Set Control** drop-down and select "Plot Plan Set" from the list. Selecting this layer set turns off the display of layers that aren't necessary for a site plan, such as cabinets, millwork and door and window labels. See "Layer Sets" on page 146 of the Reference Manual.
5. Select **File> Print> Drawing Sheet Setup**  and make sure that your **Drawing Scale** is correct in the **Drawing Sheet Setup** dialog. This will be the scale of the view once it is sent to layout. For a floor plan, 1/4 inch = 1ft is a typical scale; for a plot plan, a scale such as 1/8 or 1/16 inch = 1 ft works well.



The information in the Drawing Sheet Setup dialog is view-specific. When you open the dialog in floor plan view, its settings only apply to floor plan views of the current file. When you open it in a cross section view or CAD detail window, its settings apply only to the current view or detail window.

6. Select **File> Send to Layout**  to open the **Send to Layout** dialog.

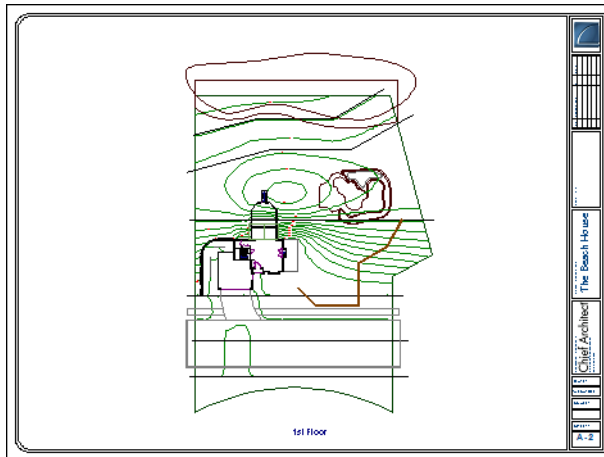


- Under **Send Position**, choose to **Send to Layout Page 3**. and leave **Show Layout Page** checked so that when you click **OK**, the layout window will become active.
- Under **Send Options**, select **Entire Plan/View**.
- Uncheck **Make Copy of Active Layer Set**. This means that once sent to layout, the view will use the Plot Plan Set and changes made to this layer set will affect the view.



For more information about Layout Layer Sets, click the Check Knowledge Base button in the Information message that displays when you click OK in this dialog.

- Confirm that the view is being sent to layout using the same **Scale** as in the **Drawing Sheet Setup** dialog.
7. Click **OK** to send the view to layout. An Information message may display with information about the layer set referenced by the new view on the layout page.
 - Click **OK** to close the message box and continue working.
 - Click the **Check Knowledge Base** button to launch your default web browser to an online Knowledge base article with useful information about layout layer sets.
 - Check the box beside **Do not show this message again** to prevent this message from opening in the future. See “Message Boxes” on page 43 of the Reference Manual.



8. Once sent to layout, the view can be selected and moved using its edit handles or edit buttons, and its edges can be edited like a CAD box. See “Editing Box-Based Objects” on page 206 of the Reference Manual.
9. Select **Window> Select Next Tab** or press Ctrl + Tab to return to floor plan view.
10. Click the **Active Layer Set Control** drop-down arrow and select Default Set from the list of available layer sets. See “Active Layer Set Control” on page 148 of the Reference Manual.





It is important to switch from the Plot Plan Set so that you do not make unwanted changes to the site plan view on the layout page.




Sending Elevation Views to Layout

Cross Section/Elevation , **Backclipped Cross Section**  and **Wall Elevation**  views can also be sent to layout.

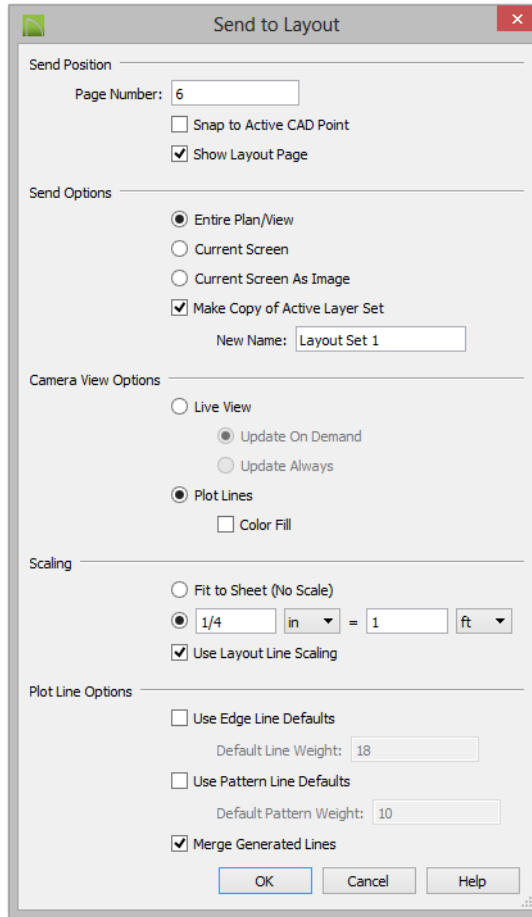
To send an elevation view to layout

1. Select **3D> Create Orthographic View> Cross Section/Elevation** , then click and drag to create a side elevation view. See “Cross Section/Elevation Views” on page 900 of the Reference Manual.
2. You may want to **Zoom**  in on the house.



3. Use the CAD and Text tools to add any annotations that the view might require, such as roof heights, pitches, material specifications, or other notes.
4. Select **3D> Save Active Camera**  so that the camera and your annotations are retained and listed in the Project Browser. See “Saving and Printing 3D Views” on page 920 of the Reference Manual.
5. Select **3D> Edit Active Camera** , and in the **Cross Section/Elevation Camera Specification** dialog, give the Cross Section view a short descriptive name, such as “Exterior Elevation - Right”.
6. Select **File> Print> Drawing Sheet Setup**  and specify a **Drawing Scale** for the elevation view in the **Drawing Sheet Setup** dialog. 1/4 in = 1 ft should work well. Click OK to close the **Drawing Sheet Setup** dialog.

7. Select **File> Send to Layout**  to open the **Send to Layout** dialog.



The **Send to Layout** dialog box is shown with the following settings:

- Send Position:**
 - Page Number: 6
 - ☐ Snap to Active CAD Point
 - ☒ Show Layout Page
- Send Options:**
 - ☒ Entire Plan/View
 - ☐ Current Screen
 - ☐ Current Screen As Image
 - ☒ Make Copy of Active Layer Set
 - New Name: Layout Set 1
- Camera View Options:**
 - ☐ Live View
 - ☒ Update On Demand
 - ☐ Update Always
 - ☒ Plot Lines
 - ☐ Color Fill
- Scaling:**
 - ☐ Fit to Sheet (No Scale)
 - ☒ 1/4 in = 1 ft
 - ☒ Use Layout Line Scaling
- Plot Line Options:**
 - ☐ Use Edge Line Defaults (Default Line Weight: 18)
 - ☐ Use Pattern Line Defaults (Default Pattern Weight: 10)
 - ☒ Merge Generated Lines

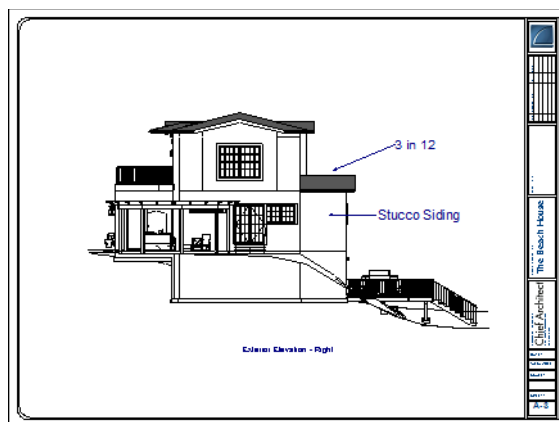
Buttons: OK, Cancel, Help

- Under **Send Position**, choose to **Send to Layout Page 6** and leave **Show Layout Page** checked so that when you click **OK**, the layout window will become active.
- Under **Send Options**, select **Current Screen**.
- Under Camera View Options, select **Plot Lines** and leave **Color Fill** unchecked. See “Plot Line Views” on page 1239.
- In this example, **Make Copy of Active Layer Set** is left unchecked. Once sent to layout, the view will use the Section View Set and changes made to this layer set will affect the view.




For more information about Layout Layer Sets, click the Check Knowledge Base button in the Information message that displays when you click OK in this dialog.

- Confirm that the view is being sent to layout using the same **Scale** as in the **Drawing Sheet Setup** dialog.
 - When Orthogonal Views such as Cross Section/Elevation views are sent to layout, you can specify line weights for surface edge lines and pattern lines. You can also leave these boxes unchecked to use the line weight settings assigned to the individual objects and patterns in the view. See “Send To Layout Dialog” on page 1235 of the Reference Manual.
8. Click OK.




9. Return to the elevation view, then select **File> Close** to close the view. In the **Update View to Layout** dialog, click OK. If you had made changes in the elevation view, clicking OK would update those changes to the layout view. In this case, no changes were made, so it doesn't matter.
10. Return to floor plan view. A camera symbol now displays, indicating the position of your saved elevation camera.
11. Repeat this process for any additional desired elevation views. If sending more than one elevation view to the same page, keep in mind that the elevation views will need to be selected and repositioned so that they are not stacked on top of one another on the page.

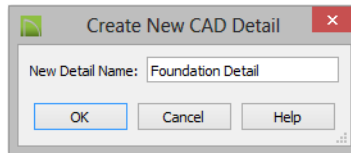
If you would like to make changes to the lines in an elevation view, select **CAD> CAD Detail From View**  to make a copy of the view that is composed of editable lines and polylines in a CAD Detail window. CAD Details can be sent to layout; note, however, that changes made to the model do not affect these views.

Sending Details to Layout

Foundation, roof, cross section, and other details play an important role in professional construction documents. The steps used to send details to layout can also be used to place schedules, legends, keys and other items on the layout page. For more information, see “CAD Details” on page 1113 of the Reference Manual.

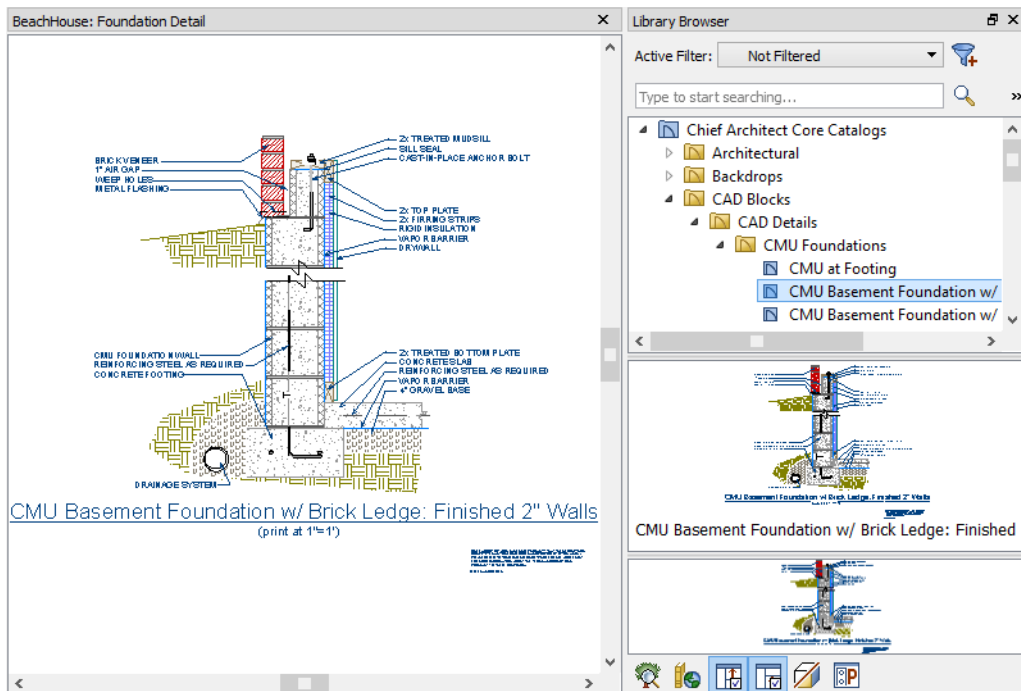
To send a detail to layout

1. Return to floor plan view.
2. Select **CAD> CAD Detail Management**  to open the **CAD Detail Management** dialog. Click the **New** button, type a short descriptive name for your detail, and click OK.



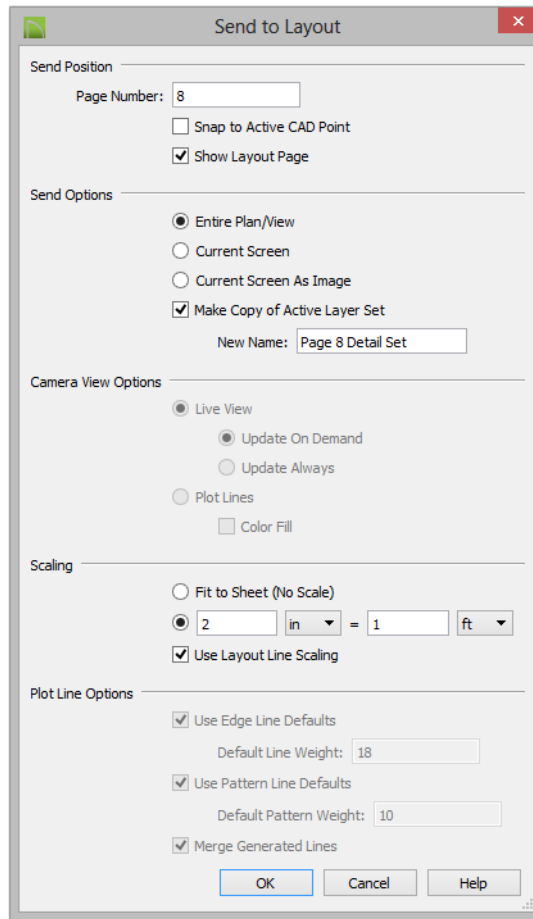
3. A new CAD Detail window opens. You can create a CAD detail from scratch using the CAD tools, or you can place a CAD block from the library.
4. In this example, a detail drawing from the CAD Blocks library category is placed. This block can be exploded and edited as needed. See “CAD Blocks” on page 1107 of the

Reference Manual.



5. Select **File> Print> Drawing Sheet Setup**  and specify a **Drawing Scale** for the CAD detail in the **Drawing Sheet Setup** dialog. 2 inches = 1 foot works well in this case.


6. Select **File> Send to Layout**  to open the **Send to Layout** dialog.



- Confirm that the view is being sent to layout using the same **Scaling** as in the **Drawing Sheet Setup** dialog.
- Select **Entire Plan/View** under **Send Options**.
- In this example, **Make Copy of Active Layer Set** is checked. Type a short, descriptive **Name** for the layer set that the layout view will use, such as "Page 8 Detail Set". Once sent to layout, the view will use this layer set, so any changes made to the Default Set will not affect it.



For more information about Layout Layer Sets, click the Check Knowledge Base button in the Information message that displays when you click OK in this dialog.

- Under **Send Position**, choose to **Send to Layout Page # 4** and leave **Show Layout Page** checked so that when you click **OK**, the layout window will become active.
7. While layout page 8 is active, select **Tools> Layout> Layout Page Information**  to open the **Layout Page Information** dialog. Specify:
- A **Label** of "A5.#" to maintain your page numbering convention. See "To use multiple page templates" on page 207.
 - A **Title** such as "Sections and Details".
 - Select "Standard Sheet Template" from the **Page Template** drop-down list.

Notes, legends, schedules, and other details can be placed into separate CAD Details and sent them to layout in the same manner.

Sending Perspective Views to Layout


Perspective views add visual appeal and clarity to your documentation. They are converted to bitmap images when sent to layout, which means that they increase your file size considerably. As a result, you should send perspective views to layout sparingly.

To send a perspective view to layout

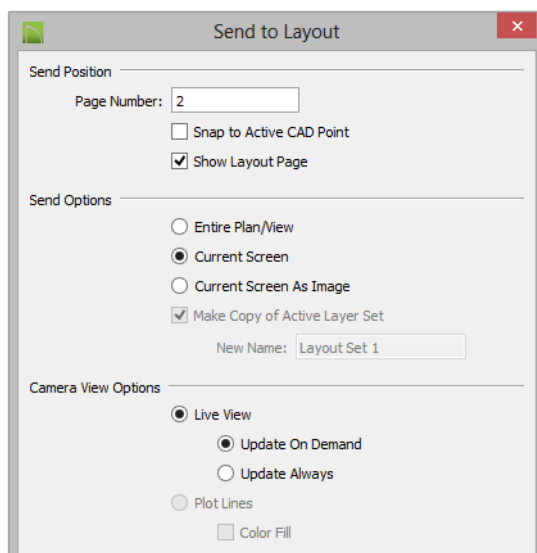
1. Return to floor plan view.
2. Select **3D> Create Perspective View> Full Camera**  and create a 3D view.


3. In the camera view, use the Move, Orbit and Tilt Camera tools available in the 3D menu to adjust the view to your liking. See “Editing 3D Views” on page 914 of the Reference Manual.



4. Select **3D> Camera View Options> Final View**  to redraw the view at a higher quality according to your settings in the **Preferences** dialog. See “Previews vs Final Views” on page 934 of the Reference Manual.

5. Select **File> Send to Layout**  to open the **Send to Layout** dialog.



- **Send to Layout Page # 2** and leave **Show Layout Page** checked.
 - Under Send Options, select **Current Screen**.
 - Under Camera View Options, select **Live View** and **Update on Demand**. See “Semi-Dynamic Views” on page 1238.
6. Click the **Select Objects**  button, then click on the view sent to page 2 to select it.
 - Notice that in the Status Bar, it is described as a Picture File Box rather than a Layout Box.
 7. Use the box’s edit handles to resize and crop the image as needed:
 - Click and drag a corner Resize handle to change the size of the picture box while maintaining its aspect ratio.
 - Click and drag a side Reshape handle to crop the extents of the picture within the box.
 - For more information about editing picture boxes, see “Editing Pictures, Metafiles, and PDF Boxes” on page 1147 of the Reference Manual.

Repeat this process for any other camera views you may want to send to layout, including views using artistic Rendering Techniques such as Watercolor. For more information, see “Rendering Techniques” on page 949 of the Reference Manual.



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