Chief Architect®

Architectural Home Design Software

Adding Electrical Objects and Circuits to a Plan

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The information in this article applies to:

PREMIER   INTERIORS

QUESTION

When I select Build> Electrical from the menu, I see Outlet tools, a Light tool, a Switch tool, a Rope Light tool, and an Electrical Connection tool. How do I add special application outlets and switches, light fixtures with different styles, other objects such as smoke detectors and fans, as well as show how they are connected?

ANSWER

A wide variety of electrical objects, such as cable and telephone jacks, doorbells, thermostats and intercoms are available in the Library Browser to place in your plans. You can also specify which electrical objects are placed when you use the Electrical tools mentioned above. Lastly, you're able to show how these objects connect to each other by using the Connect Electrical tool.

- Placing electrical objects from the library
- Setting your electrical tool defaults

- <u>Showing electrical connections using the connect electrical tool</u>

To place electrical objects from the library

1. From the menu, select **View> Library Browser** 📚 to open the **Library Browser** if it's not already open.

2. Browse to **Chief Architect Core Catalogs> Architectural> Lighting** to find additional light fixtures, or browse to **Chief Architect Core Catalogs> Mechanical, Electrical, Plumbing> Electrical** to find other types of electrical objects.
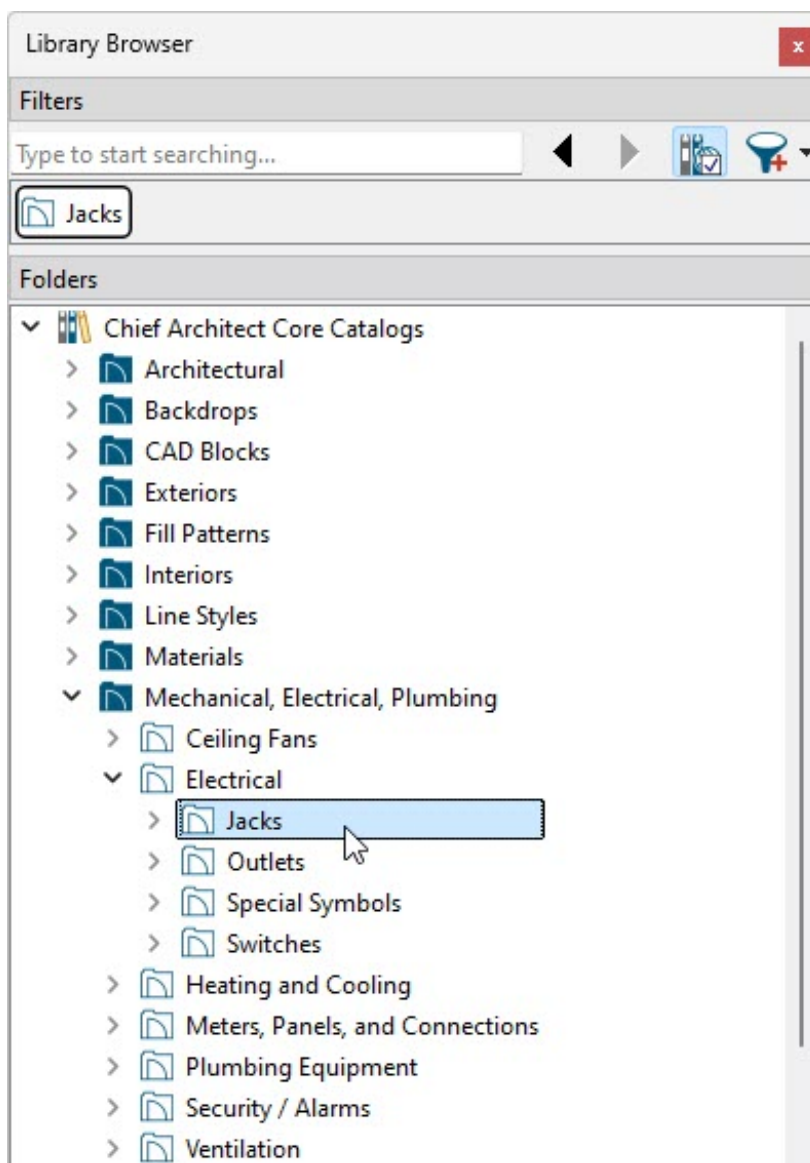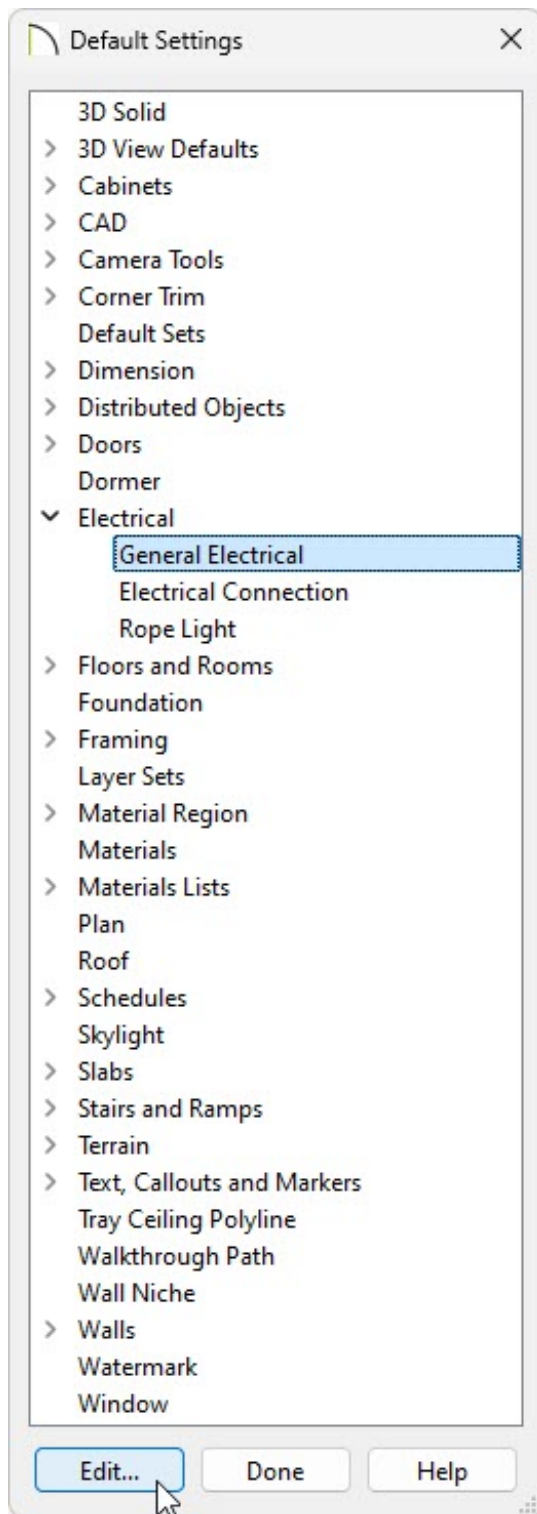

- Once you have found an object you'd like to place, click on it within the library to select it.

- When you move your cursor into the drawing area, it will display the Electrical
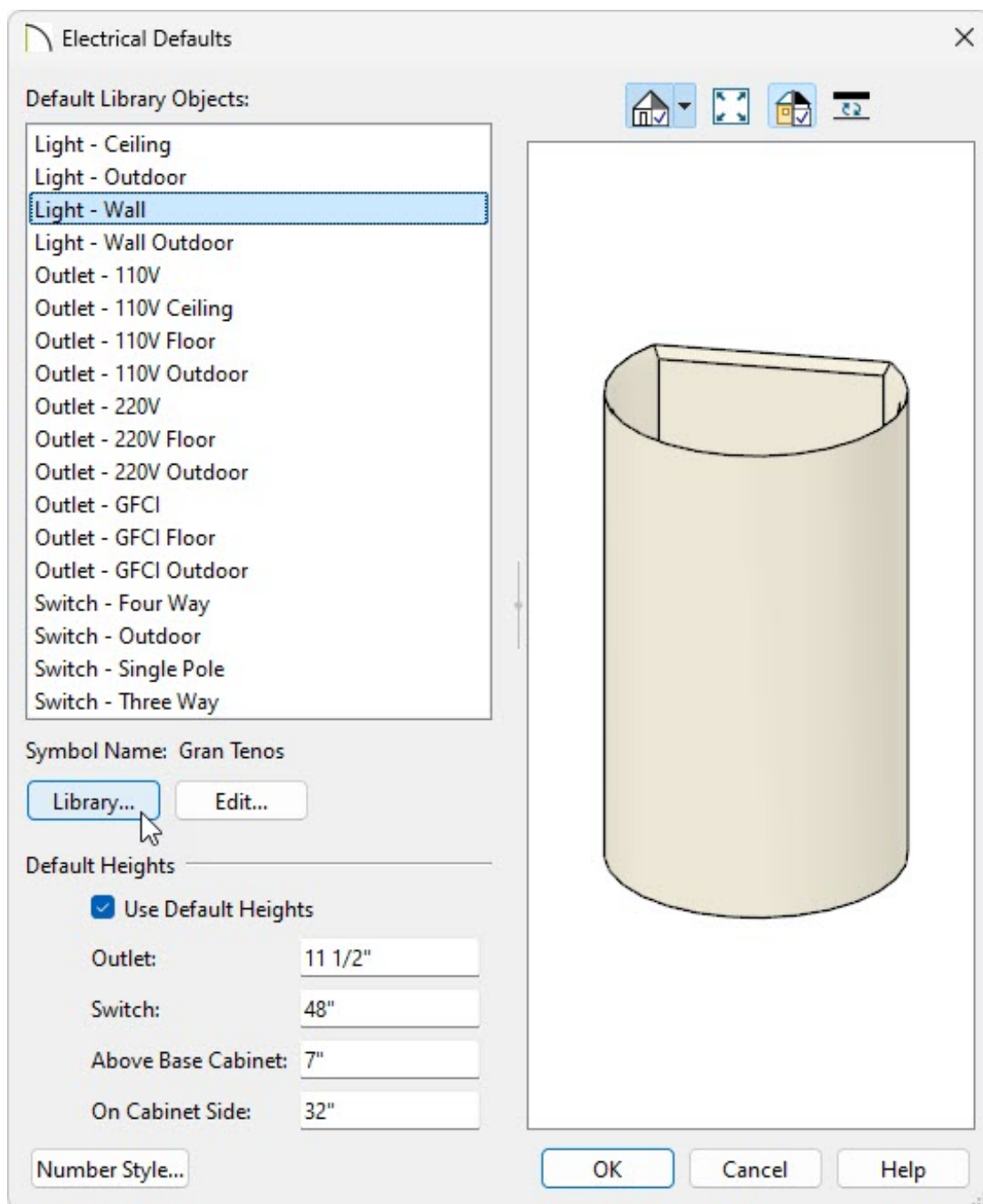
icon $^{+}$▣ .

3. Click once in the drawing area to place the selected electrical object at your desired location.

To set electrical tool defaults

1. Select **Edit> Default Settings** 🔧 from the menu.

2. In the **Default Settings** dialog, expand the **Electrical** option, select **General Electrical**, then click **Edit**.

Default Settings

- 3D Solid
- > 3D View Defaults
- > Cabinets
- > CAD
- > Camera Tools
- > Corner Trim
- Default Sets
- > Dimension
- > Distributed Objects
- > Doors
- Dormer
- ∨ Electrical
  - **General Electrical**
  - Electrical Connection
  - Rope Light
- > Floors and Rooms
- Foundation
- > Framing
- Layer Sets
- > Material Region
- Materials
- > Materials Lists
- Plan
- Roof
- > Schedules
- Skylight
- > Slabs
- > Stairs and Ramps
- > Terrain
- > Text, Callouts and Markers
- Tray Ceiling Polyline
- Walkthrough Path
- Wall Niche
- > Walls
- Watermark
- Window

[Edit...]   [Done]   [Help]

3. In the **Electrical Defaults** dialog:

Electrical Defaults

Default Library Objects:

- Light - Ceiling
- Light - Outdoor
- Light - Wall
- Light - Wall Outdoor
- Outlet - 110V
- Outlet - 110V Ceiling
- Outlet - 110V Floor
- Outlet - 110V Outdoor
- Outlet - 220V
- Outlet - 220V Floor
- Outlet - 220V Outdoor
- Outlet - GFCI
- Outlet - GFCI Floor
- Outlet - GFCI Outdoor
- Switch - Four Way
- Switch - Outdoor
- Switch - Single Pole
- Switch - Three Way

Symbol Name: Gran Tenos

[Library...] [Edit...]

Default Heights

☑ Use Default Heights

Outlet:	11 1/2"
Switch:	48"
Above Base Cabinet:	7"
On Cabinet Side:	32"

[Number Style...]   [OK] [Cancel] [Help]

- Using the Default Library Objects list, click on the type of electrical object that you want to set a default electrical object for.

  Notice that there are varying default options for lights, outlets, and switches, depending on the location they're originally placed at in your plan. For example, if you click along a wall while the **Light** ⭕ tool is selected, it will place whatever object is specified for the **Light - Wall** option.

- Click the **Library** button to browse the library for an object that suits your needs. Once a desired object has been selected click **OK**. To make further adjustments to a selected object, click the **Edit** button.

- Make any needed changes to the **Default Heights** of outlets and switches. When

the **Use Default Heights** box is unchecked, electrical objects use the height saved with their symbol.

- When you are satisfied with your selections, click **OK** to close the dialog and apply your changes.

4. Staying within the **Default Settings** dialog, select the **Rope Light** option, then click **Edit**.

5. In the **Rope Light Defaults** dialog, specify your desired properties.
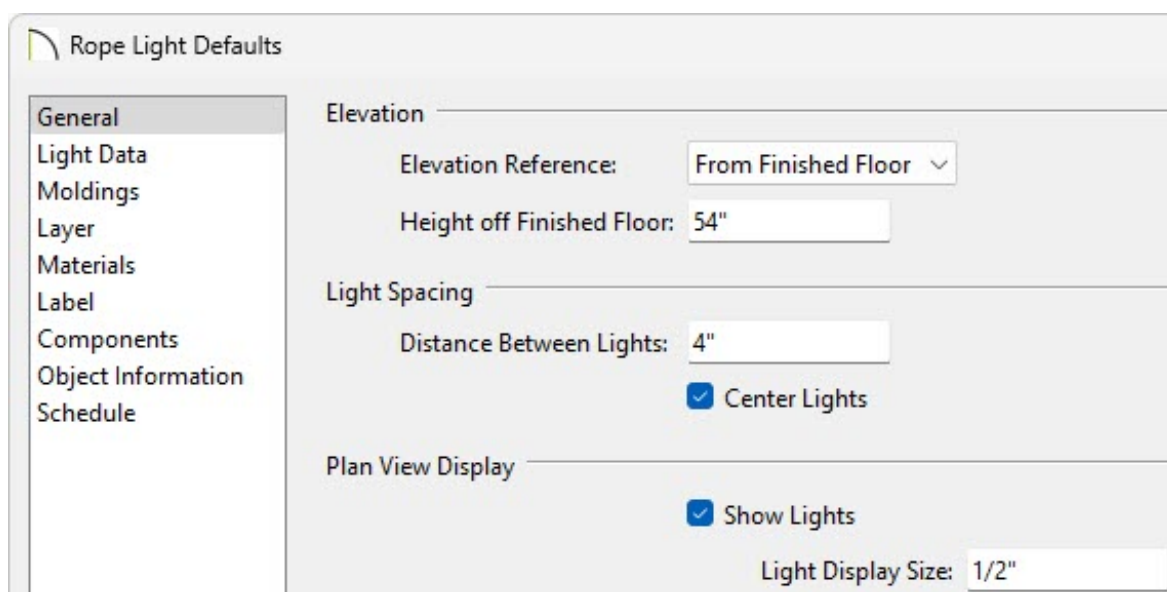
6. Once all desired changes have been made, click **OK** and **Done** to close the dialogs.

7. Select **Build> Electrical** from the menu and choose an electrical tool.

8. With the tool selected, click once in your plan to place the electrical object at that location.

   If you're using the **Rope Light** tool, click and drag instead.
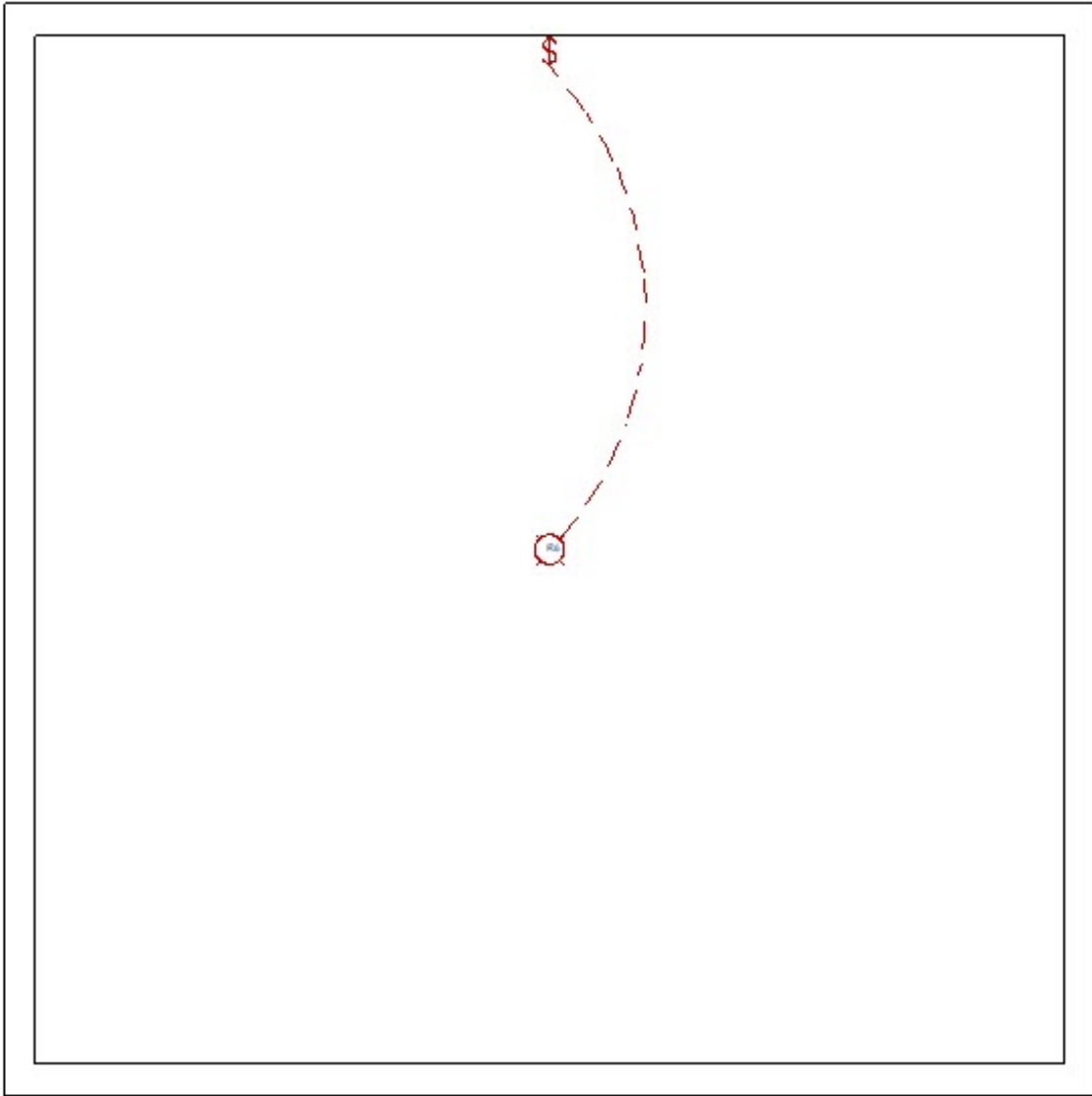
To connect electrical objects

1. In X16 and newer you will first want to configure your electrical connection defaults to your preference by selecting **Edit> Default Settings** from the menu.

   In X15 and prior versions, skip to Step 3.

2. In the **Default Settings** dialog, expand the **Electrical** option, select **Electrical Connection**, then click **Edit**

   - On the SPLINE panel you can adjust the **New Segment Angle** and the **Curvature Ratio** defaults.

   - On the LINE STYLE panel you can adjust the **Layer**, **Color**, **Style**, **Weight**, and **Drawing Group** of the electrical connections.

   - On the LABEL panel you can modify the default label for your electrical connections.

3. Once you have your electrical objects placed and your electrical connection defaults* are configured, navigate to **Build> Electrical> Electrical Connection** , then click and drag between electrical objects to create an electrical connection simulating an electrical circuit.

   *Applies to X16 and newer versions.

   > Typically you will want to draw these connections for objects such as switches, outlets, lights, ceiling fans, and other electrical objects.

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