ARCHLine.XP® 2019

New features

Preview 1

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This manual was produced using *Microsoft Word* and *ARCHLine.XP*®.

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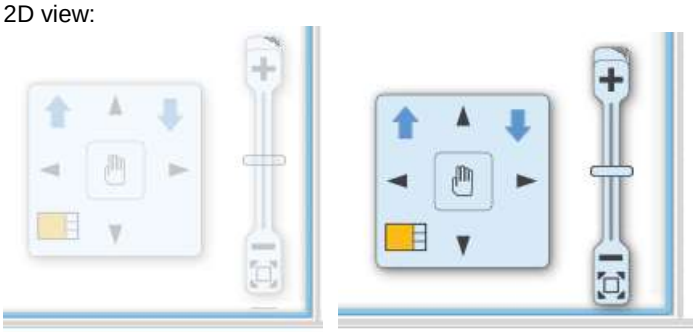
1. User interface Enhancements

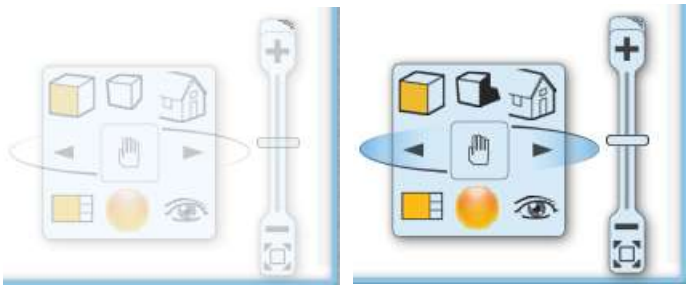
1.1. Renewed Navibar tool

The navigation controls are in the bottom right corner of the view and fade when you are not using them. To show the navigation controls, move the mouse over the navibar.

2D view:



3D view



Zoom in/out and optimal view:

Drag the zoom slider or click the + or – to zoom in or out

1.2. View Control Bar

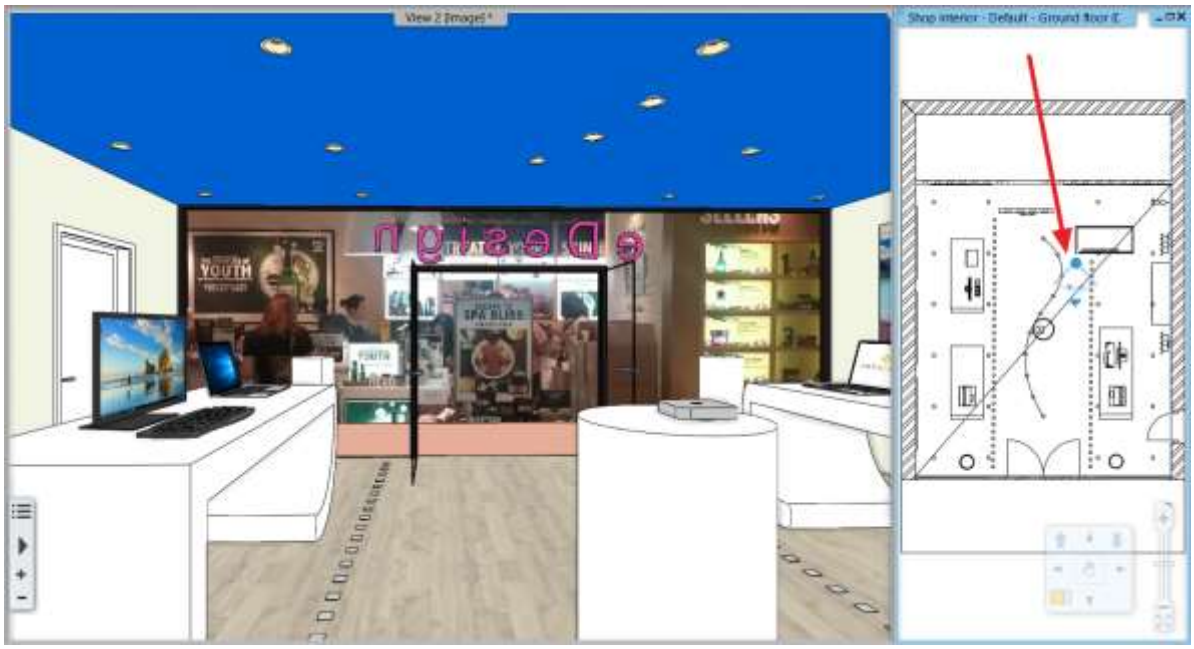
The View Control Bar provides quick access to rules to control the display of elements in different views.
The View Control Bar includes the following tools:

- Phase status
- Phase filters
- Wall state
- Opening Detail Level
- Layer visibility groups
- Input field

The View Control Bar by default is located above the status bar:

1.3. Camera icon on Floor Plan view

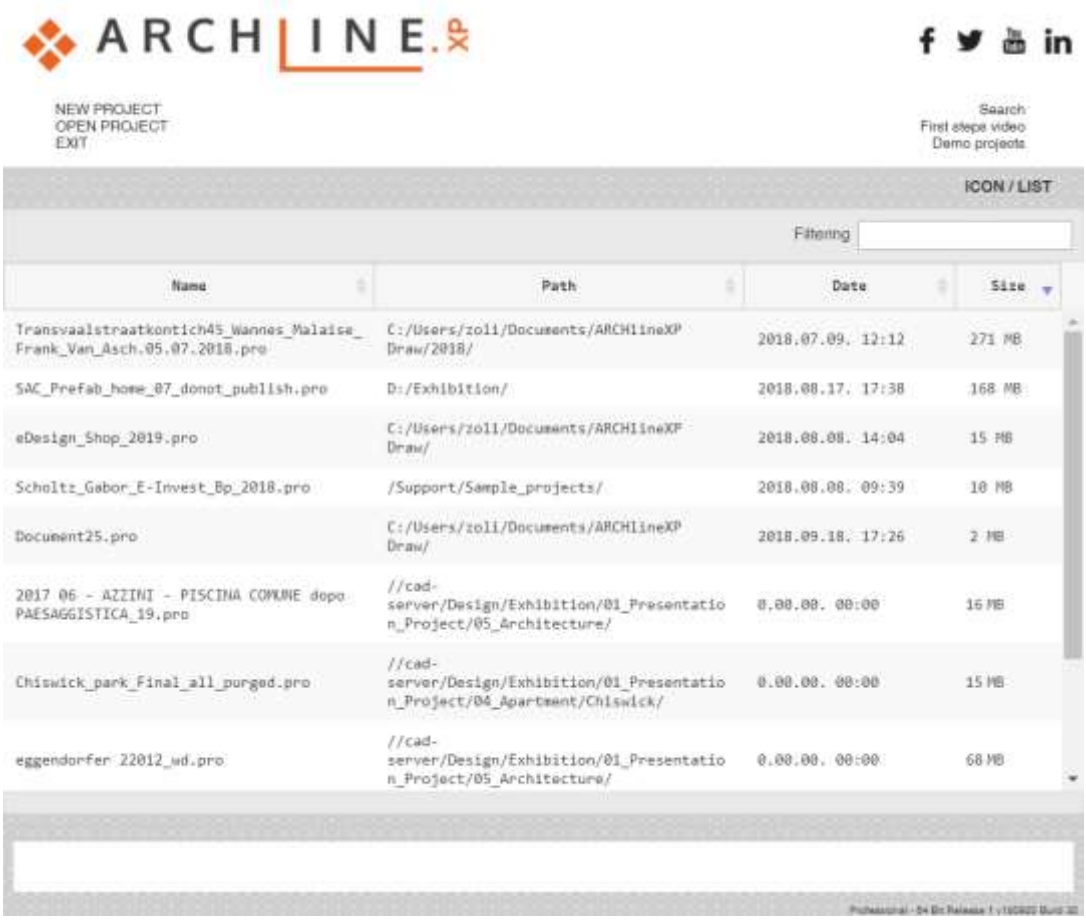
Camera icon allows to view what we would actually see if we were standing at the given location in the floorplan.



1.4. Welcome Screen – Icon / List view

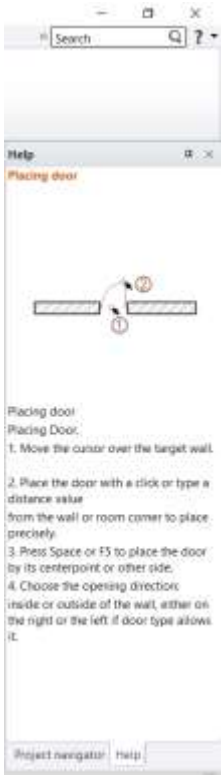
Expanding the welcome dialog with a simple list view where all projects are listed with following details:
Project name | Path | Date and Size form.
This would allow you to display up to hundreds of projects at once sorted by name, date, etc.
You can swap the ICON / LIST view to the right side of the dialog.

Create a new project or open an existing one
ARCHLINE.XP
NEW PROJECT
OPEN PROJECT
EXIT
Search
First steps video
Demo projects
HIGHLIGHTED PROJECTS
ICON / LIST
Scholtz_Gabor_E-Invest_Bp_2018.pro
eDesign_Shop_2018.pro
RECENT PROJECTS
Gyurjan_tarsashaz_2019.pro
eggendorfer 22012_wd.pro
Gyurjan_tarsashaz_2018.pro
Gyurjan_tarsashaz_.pro
polarplan-web-1.pro
2017 06 - AZZINI - PISCINA COMUNE dopo PAESAGGISTICA_19.pro
Chiswick_park_Final_all_purge


ARCHLINE.XP
NEW PROJECT
OPEN PROJECT
EXIT
Search
First steps video
Demo projects
ICON / LIST
Filtering
Name
Path
Date
Size
Transvaalstraatkontich45_Wannes_Malaise_Frank_Van_Asch.05.07.2018.pro
C:/Users/zoli/Documents/ARCHlineXP Draw/2018/
2018.07.09. 12:12
271 MB
SAC_Prefab_home_07_donot_publish.pro
D:/Exhibition/
2018.08.17. 17:38
168 MB
eDesign_Shop_2019.pro
C:/Users/zoli/Documents/ARCHlineXP Draw/
2018.08.08. 14:04
15 MB
Scholtz_Gabor_E-Invest_Bp_2018.pro
/Support/Sample_projects/
2018.08.08. 09:39
10 MB
Document25.pro
C:/Users/zoli/Documents/ARCHlineXP Draw/
2018.09.18. 17:26
2 MB
2017 06 - AZZINI - PISCINA COMUNE dopo PAESAGGISTICA_19.pro
//cad-server/Design/Exhibition/01_Presentation_Project/05_Architecture/
0.00.00. 00:00
16 MB
Chiswick_park_Final_all_purged.pro
//cad-server/Design/Exhibition/01_Presentation_Project/04_Apartment/Chiswick/
0.00.00. 00:00
15 MB
eggendorfer 22012_wd.pro
//cad-server/Design/Exhibition/01_Presentation_Project/05_Architecture/
0.00.00. 00:00
68 MB

1.5. Help panel

On the right side of the screen, the Help palette appear together with Project Navigator by default.
The Help palette shortly introduces how to use the currently selected tool. It may contains an image (optional) and the instructions what to do next when using a tool.



If you want to create more space in the drawing area, click the Auto Hide icon in the upper right corner and the Help palette disappears behind a tab. To see the Help palette again, hover over the tab, and you see the palettes in a slimmed-down format. To close the Help palette completely, click the X in the upper right corner.
To see the Help palette again, select Options > User Interface - Help.

1.6. Visual keyboard layout for keyboard shortcuts

Keyboard shortcuts provide an alternative way to execute commands.
The new ARCHLine.XP 2019 keyboard shortcuts management can boost your productivity.

Each of the keyboard shortcuts assigned to that key is displayed by the visual keyboard when holding the mouse over a button for a short time.

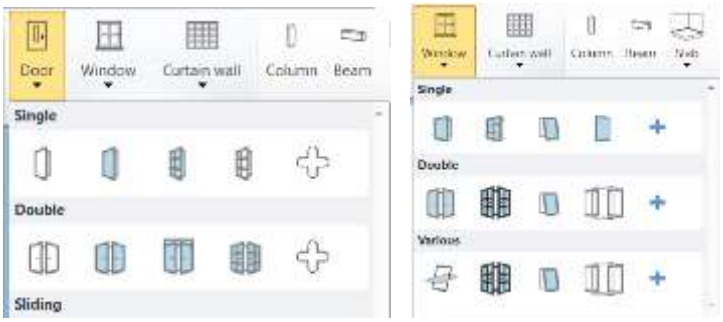
Pressing the Ctrl, Shift, Alt buttons rearranges the visual keyboard and displays the keyboard shortcuts available with the key pressed.

When you change a shortcut, you can choose Save it as new profile to save the customized shortcut set as a new profile.

Ide kép kell…

1.7. Ribbon bar menu access to most common door / window types

For elements such as doors and windows clicking on type icons you can place directly the most common door / window types.
In addition clicking on the + icon the program displays the selected category in the Design Center. You can place the content of the category with drag and drop method.

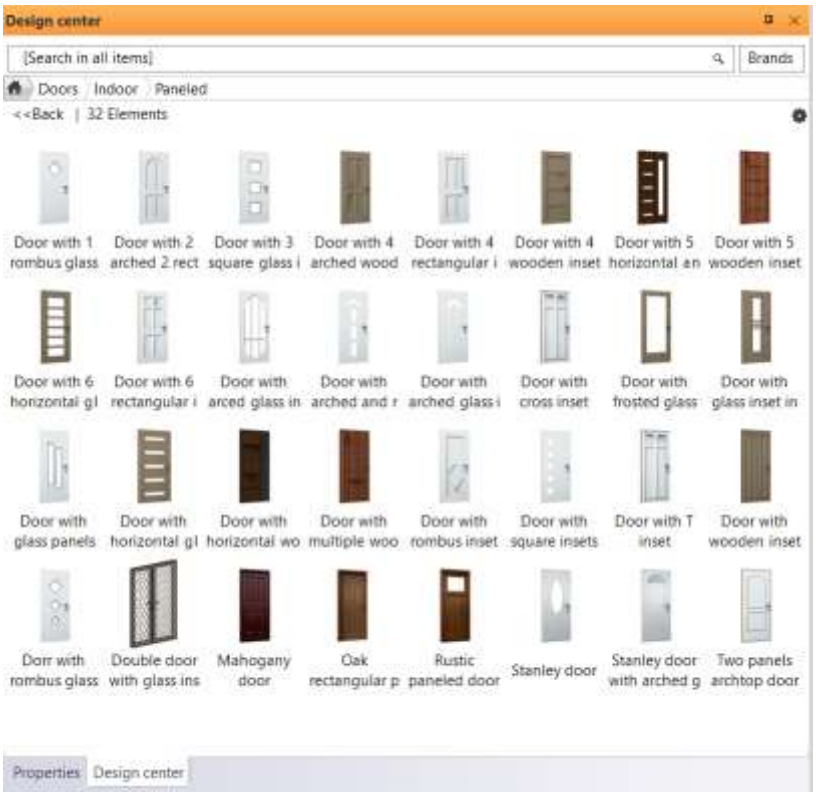


1.8. Ribbon bar menu access to most common object types

For elements such as objects, lamps, switches and sockets, cabinets clicking on icons the program displays in Design Centre the selected category. You can place the content of the category with drag and drop method.

1.9. New Paneled Doors

For The Paneled doors category is extended with 32 new typical paneld doors.



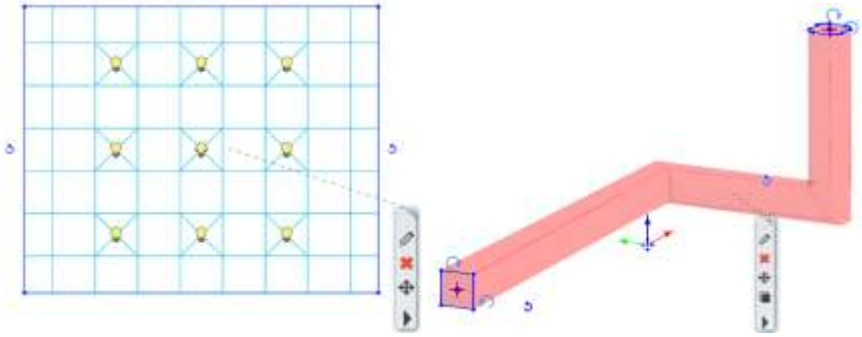
1.10. New grips

1.10.1. Parapet height /relative height modifier

For elements such as doors and windows clicking on the grip will cause the change of parapet height.
In addition for elements such as object, column, beam clicking on the grip will cause the change height relative to floor.

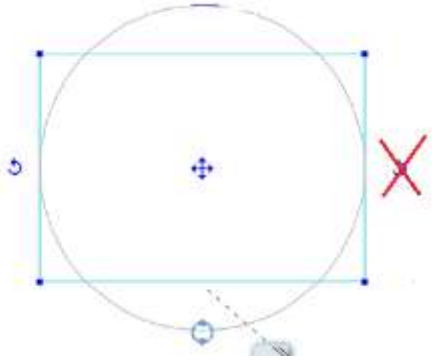
1.10.2. New grip points for ceiling, sweep 3D

Extended grip points help the editing of the selected element.



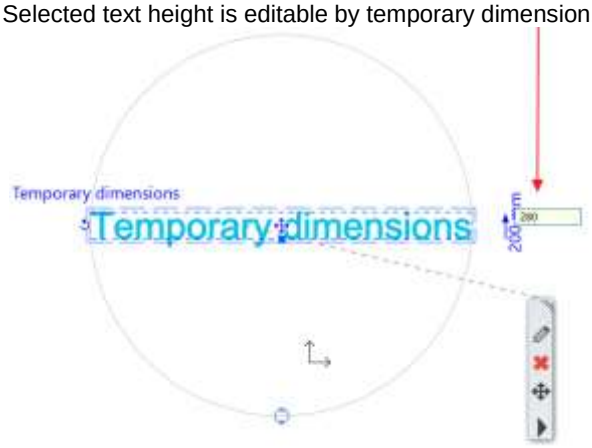
1.10.3. New rotation grip at 2D elements

New rotation grip for 2D elements: line, polyline, arc, text, 2D group, raster image. The rotation icon on the right side disappears.



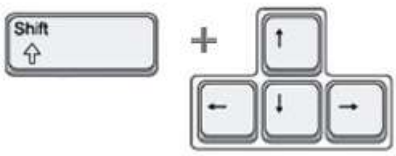
1.10.4. Text height modifier

Selected text height is editable by temporary dimension.



1.11. Nudging Elements

Nudging is a very simple way to move the selected elements.
Press the keyboard arrow keys to move the elements horizontally or vertically in specific distance.
Each press of a keyboard arrow key moves the selected elements with the normal or fine increments.



Nudge settings:
Set up your setting in Option dialog > Snap and Grid panel.
Default increments:

Normal - 100 mm.
Increment to move the selected elements (Pressing the arrow keys on keyboard)

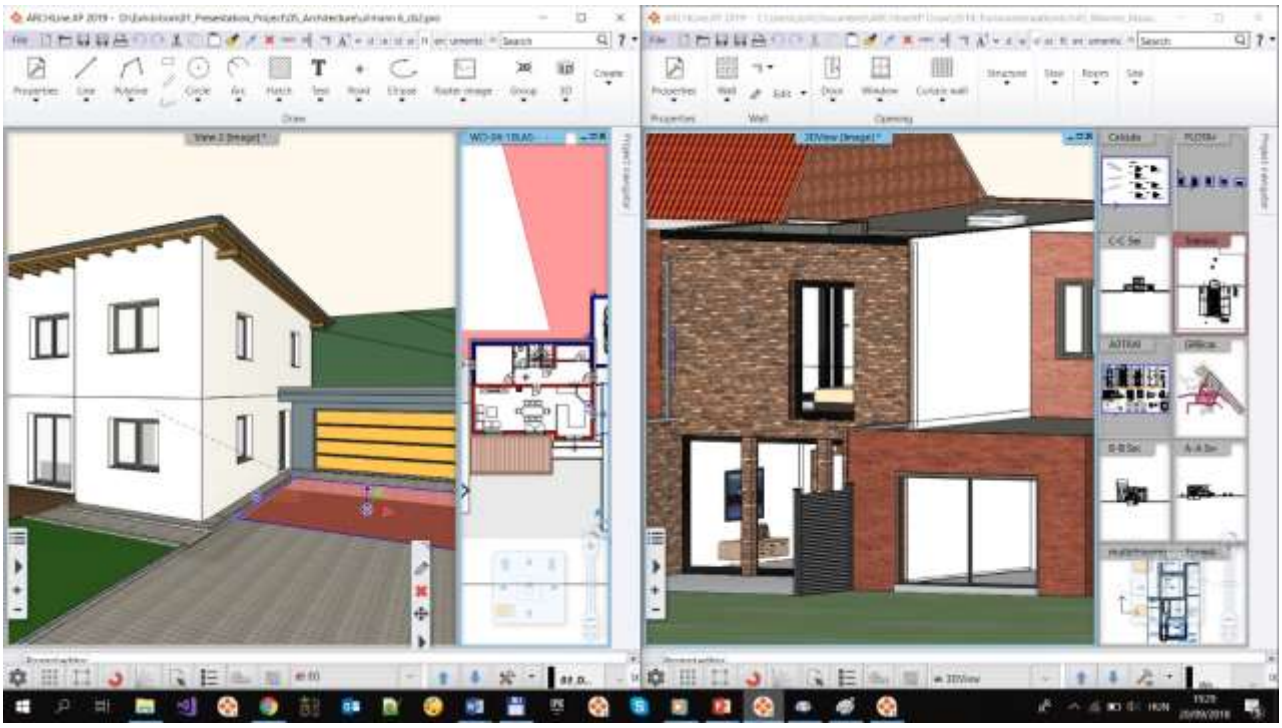
Fine - 10mm.
Fine increment to move the selected elements (holding down the SHIFT key then selecting the arrow keys on keyboard)

2. Interoperability

2.1. Multiple instances of ARCHLine.XP

Some users are so multitasking that they need everything to be done together or in parallel. ARCHLine.XP 2019 can bring them this kind of ease. Now it is possible to run multiple versions of ARCHLine.XP 2019 at the same time.

Using multiple instances of ARCHLine.XP you can copy data from one project to another.
To copy a part of your floor plan from one project to another, using multiple instances of ARCHLine.XP, simply use the copy and paste clipboard commands in Edit menu.



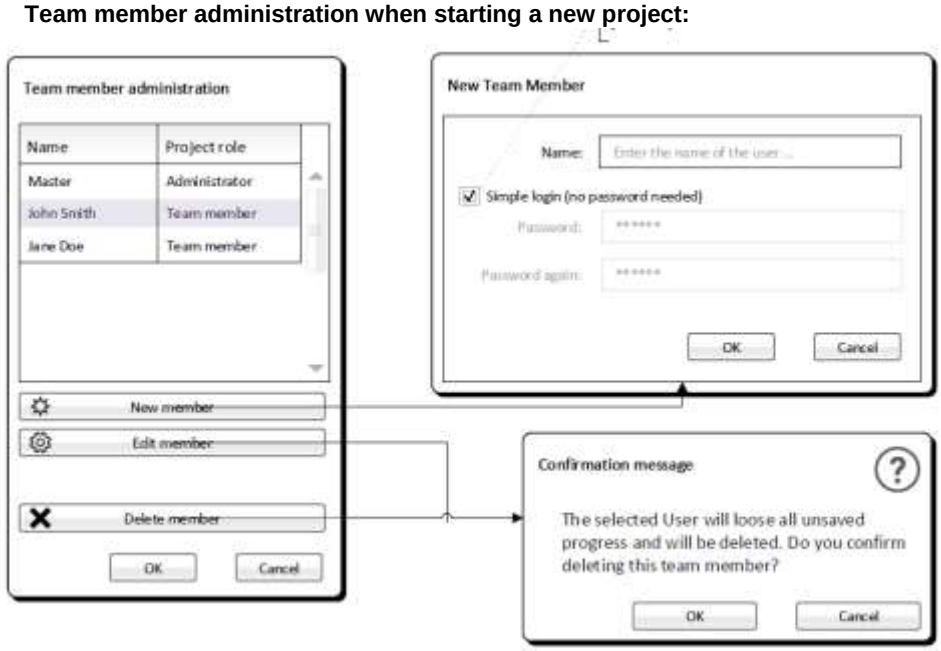
2.2. Renewed worksharing with Multi-user (team) mode

Working on a team project is enabled for worksharing.
The principles of multi-user (team) project are the following:

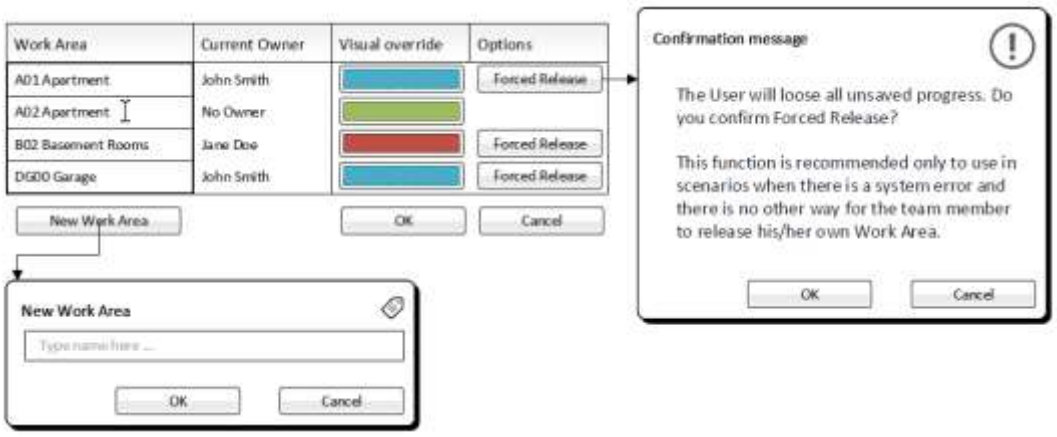
- Members of the multi-user project: Administrator, Team members.
- The only high priority player in the team is the user (administrator) who creates the multi-user project and saves first time the file. Administrator has the right to define and later modify the basic project features such as: buildings, floor structure, and layer structure.
- The administrator can create or delete team members in a multi-user project.
- By default, administrators can add team members by entering just one name. No password required. Team members can log in from the list of contacts registered by the administrator.
- Elements of multi-user project: Master Workspace, additional Workspaces.
- The administrator divides the plan into self-editable units (hereafter Workspace).
- The workspace can be in 3 states:
Active (new items are created and edited here),
Enabled (visible and editable),
Reference (visible and referenced only).
It works similar like layers.
- Any number of workplace is allowed and all of them can be seen for Team Members. One Workspace may only be active for Team Members.
- The multi-user project consists of a main file and Workspace Workspace files that are stored in subfolders in the designated central location. Team members can only save active and Enabled Workspaces.
- Administrator may release workspace arbitrarily (Release) at the expense of the work being lost (such as a system shutdown or a damaged Workspace file).
- The multi-user project team members can own any number of Workplaces. One Active and more in Enabled state. Ownership is automatically terminated by closing the project.
- A Team Member can only create elements in the Active Workspace only. A team member can only modify or delete items in the Active and Enabled Workspace. If you need Workspace elements that are in a Reference state, you must request the Workspace owner to release that Workspace. The elements of Reference workspaces (similarly to elements of the inactive level) are only available as references.
- Ownership over the Workspace can be voluntarily released by the owner at any time (Release). This allows you to release the Workspace and allow other Team members to open it in Active state.
- Only the administrator can take workspace owned by other people, and may optionally merge into other workspace or even terminate it.
- You can see the list of workspace properties and ownership by any participant at any moment by opening a dialog for that purpose.
- The Workspace can be represented by color-coded override to show any participant in the floor plan and in the model.

Flow diagram:

1. **Team member administration when starting a new project:**



2. **Project view as Administrator:**



3. **Project view in the morning when the first Team Member arrives (John Smith):**

Work Area	Current Owner	Visible	Visual override	Options
A01 Apartment	No Owner	☑		Take over
A02 Apartment	No Owner	☑		Take over
B02 Basement Rooms	No Owner	☑		Take over
DG00 Garage	No Owner	☑		Take over

4. **Project view as Team Member (John Smith):**

Work Area	Current Owner	Visible	Visual override	Options
A01 Apartment	John Smith	☑		Release
A02 Apartment	No Owner	☑		Take over
B02 Basement Rooms	Jane Doe	☑		Leave message
DG00 Garage	John Smith	☑		Release

5. **Project workplace ownership phases example:**

6. **Relase of a workplace:**

7. **Workplace takeover:**

2.3. Design Phases

Using design phases you can separate the building construction into multi-phase design.
Building renovation projects, or the project complexity often requires to separate in multiple phases.

Design phase

The design phase can be Existing and New.
When creating a new element, it will be associated to the current phase (Existing or New).
Demolition is NOT a phase you cannot create an element with demolished phase.
Any elements can be set for demolition with modification command.

The design phases can be tracked in full documentation, so 3D views, sections, elevations, and consignation lists follow the status of the current phase.

1. New Elements are created in the New Construction phase.
2. Existing elements are created in the Existing Phase
3. Demolished: The element created in the previous phase disappears in the given phase.

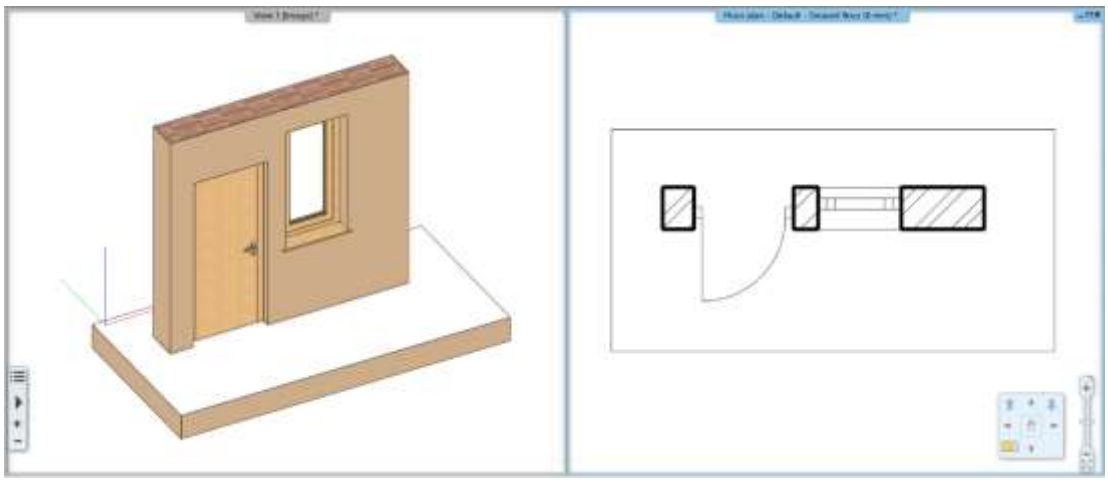
Any elements can be set for any other design phase with modification command. Select an element and set the

Phase filters

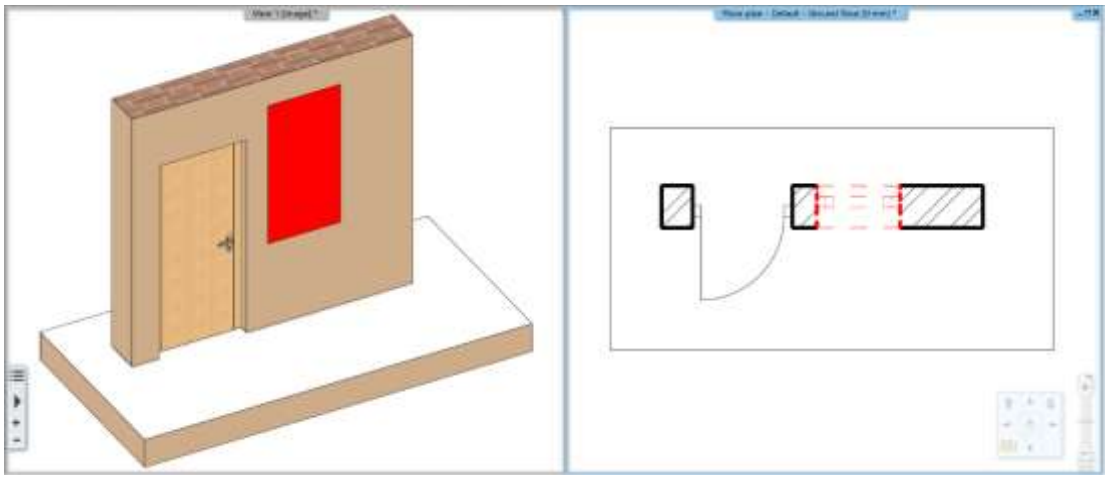
Phase filter means rules applying to display of elements based on their phase status: new, existing or demolished.
ARCHLine.XP comes with 5 phase filters:

a. All phases
b. Existing plan
c. Demolition plan
d. Existing plan after demolition
e. New construction plan

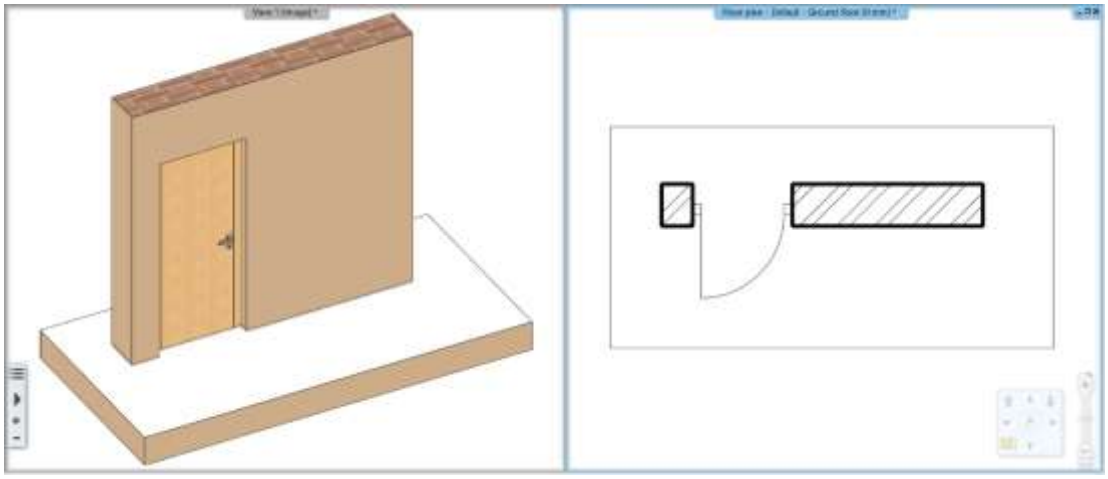
The following images display a floor plan with existing wall, demolished window and new window in different phases:



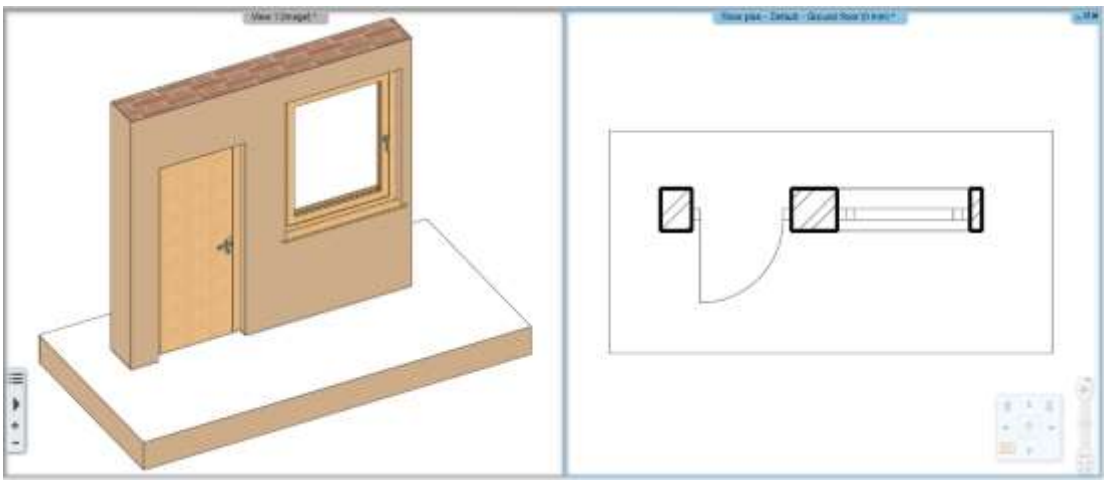
Phase filter: Existing plan



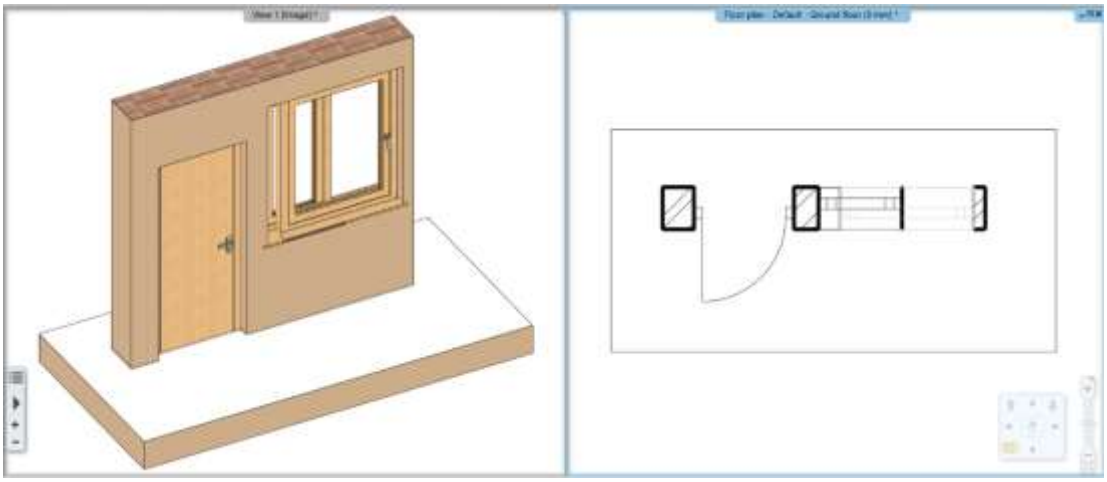
Phase filter: Demolition plan.
ARCHLine.XP in 2D marks with red and in 3D automatically refills the void in red left by the demolished window.



Phase filter: Existing plan after demolition
ARCHLine.XP in 3D will automatically refill the void left by the demolished window within the wall.



Phase filter: New construction plan



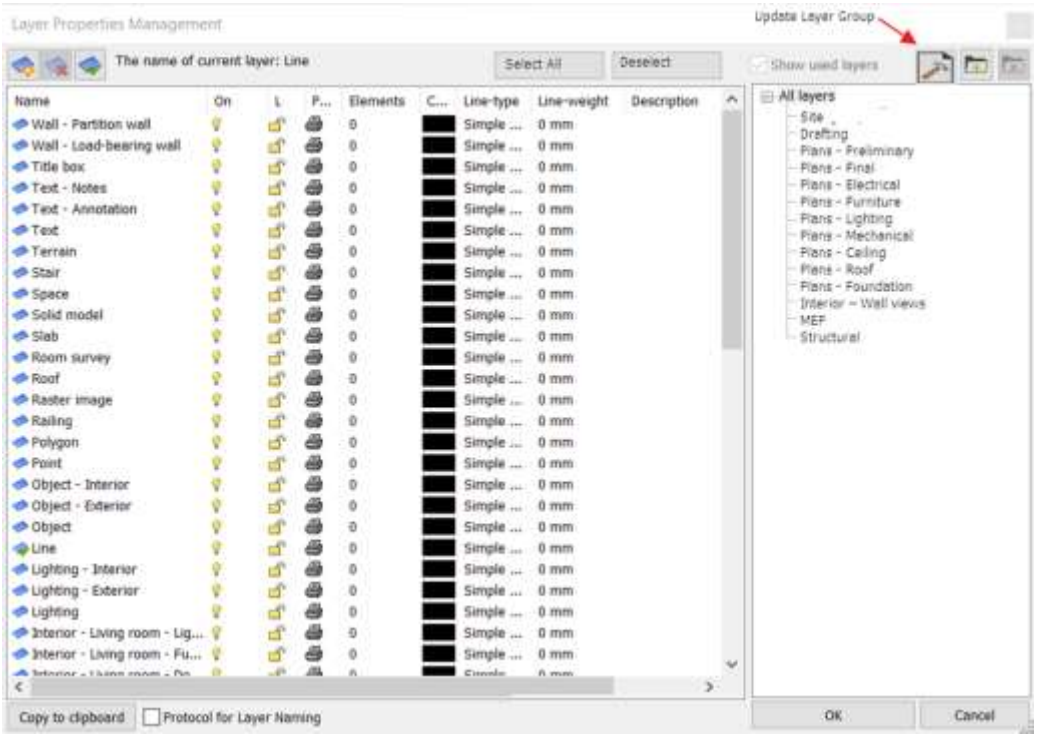
Phase filter: All
ARCHLine.XP displays all elements with different colors.

The following image displays a real floor plan in different phases of a project:

Existing plan | Demolition plan | New construction

2.4. Layer visibility groups

Layer visibility groups is a new feature in the organization of project data.
When the project has entailed so much information that it becomes confusing to understand you can control the project visibility by Layer visibility groups.
Switching between visibility groups you can hide or show the desired part of the project in one step.



3. Architectural Enhancements

3.1. Join two windows as corner window

Any combination of standard windows can be joined.
Wall ends allow window joins. It is allowed to pull them apart and using the trim/extend to wall corner.

There are two methods to create the corner windows:

1. Automatic
2. Manual

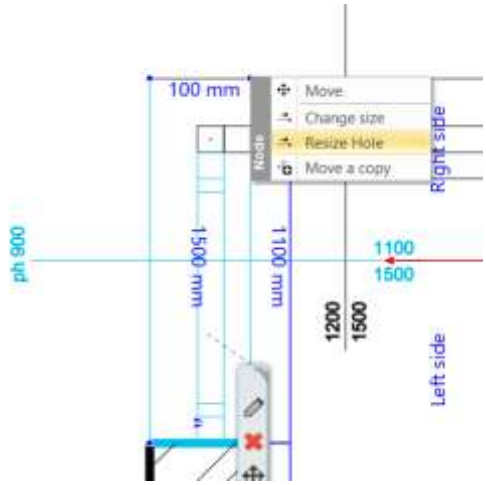
Automatic

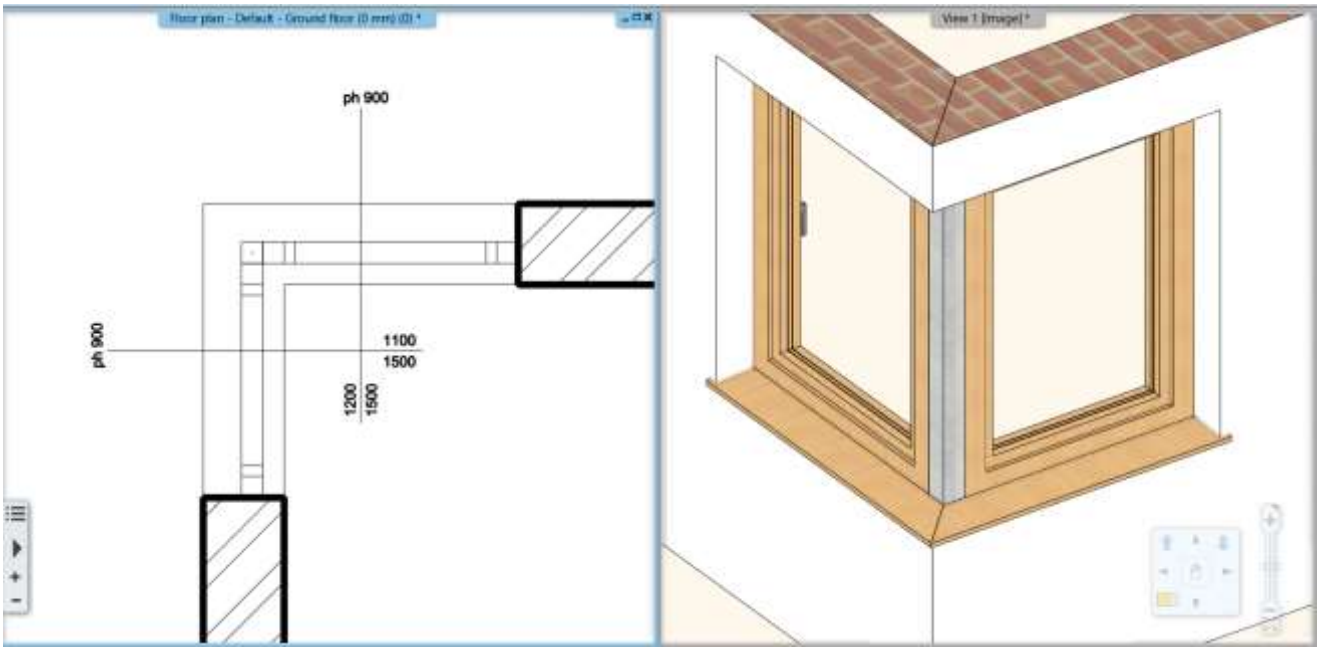
To create a corner window place two windows on each side of a corner where two walls meet.
Using the Join two windows/doors on wall corner command select the first abd second window.
ARCHLine.XP can create a corner post between two windows.

Manual

Select the first window, and drag it to the corner until you see the window snap to the end of the wall.

Using the Resize empty void command you can extend the void separately on left or right side of the door / window, breaking the wall properly on wall junction.

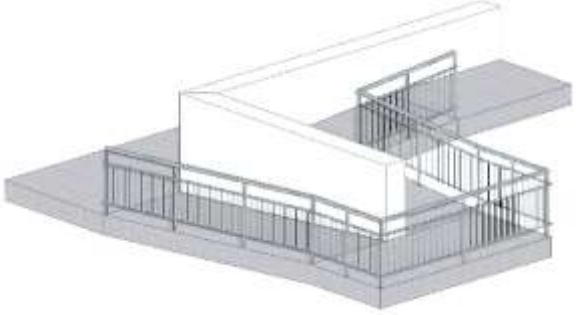




3.2. Renewed ramp tools

Creating a ramp with or without handrails and a landing is easy to accomplish using the renewed Ramp tool, which behaves much like the stair tools.
3 new tools are available:
-Straight sloped ramp
-Arc ramp
-Two ramp segments connected by a landing

Ramps are drawn going up so they should be drawn from the lower part to higher.
Ramp cross section is editable by Add Section Profile command

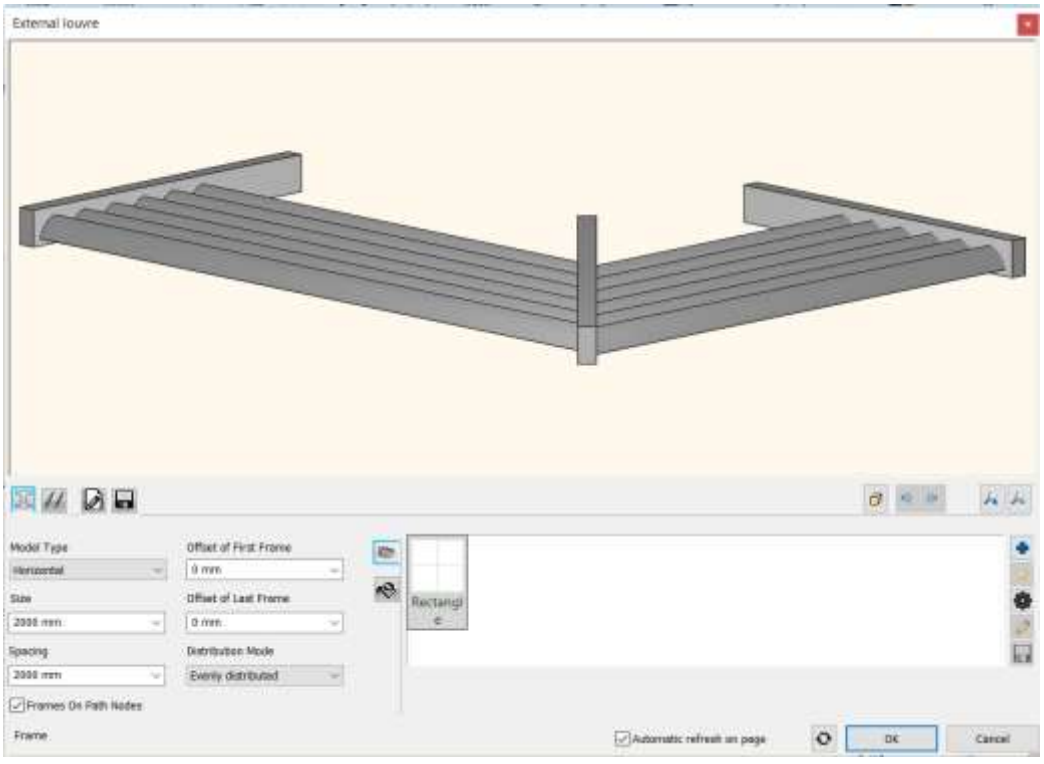


3.3. Brise Soleil

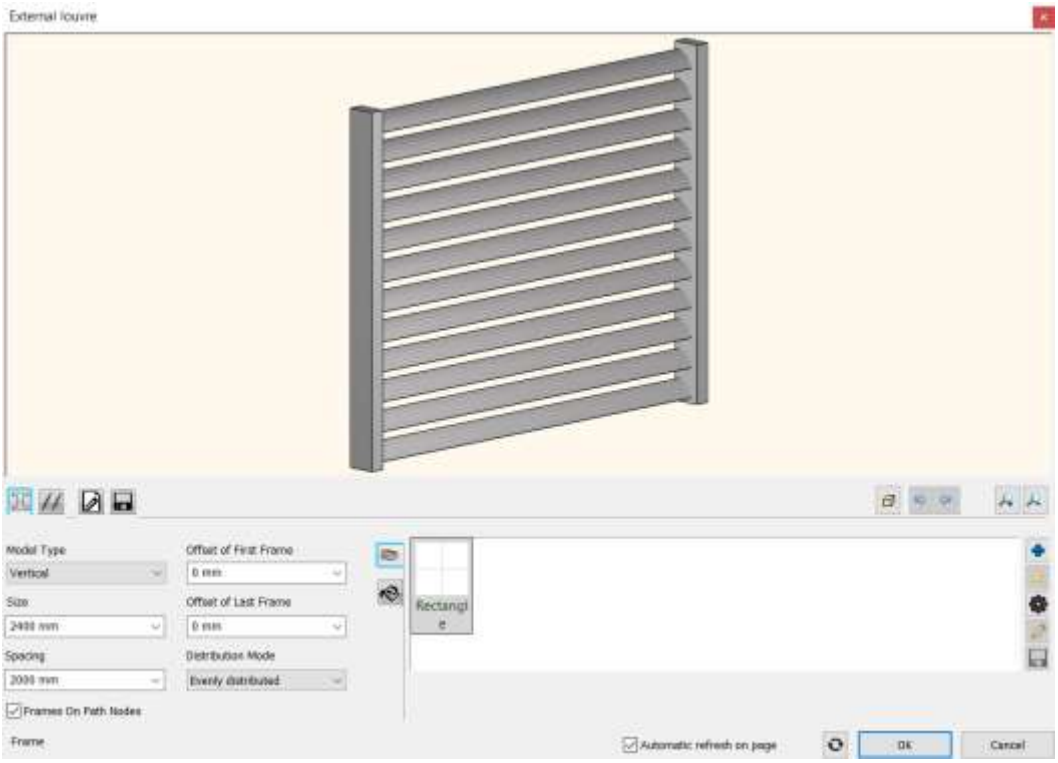
The modern building structures require the brise soleil objects. According the international standard we renamed the Outdoor Shader toll to Brise Soliel tool.
The tool is renewed. The Brise Soleils are ready to use as 3 separate tools in the ARCHLine.

3 new methods are available:
-Horizontal -Vertical -Custom

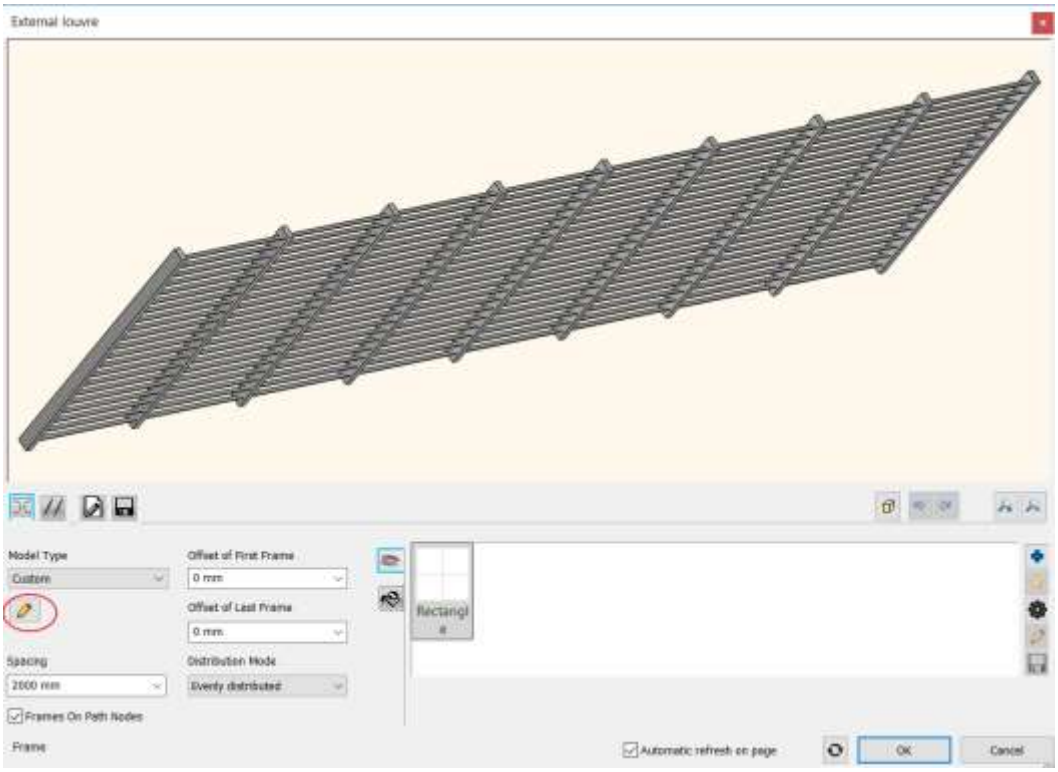
Brise Soleil – Horizontal



Brise Soleil – Vertical

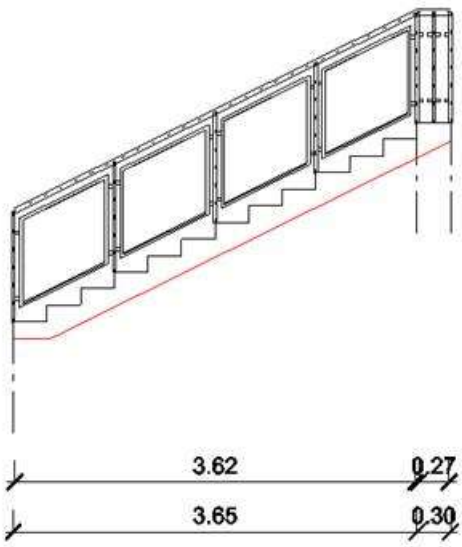


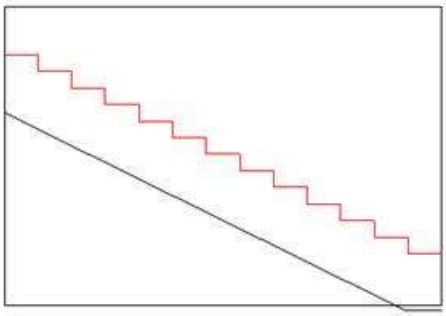
Brise Soleil – Custom – Free form profile

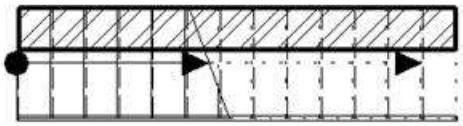


3.4. Uniforming a staircase contour appearing in various Edit Layout commands

The lower and upper contours of the stairs are also displayed in the editing commands. This way, you can decide whether the stair wall cut command is to hold the stairs above or below the stairs. Structurally, both situations may be justified.

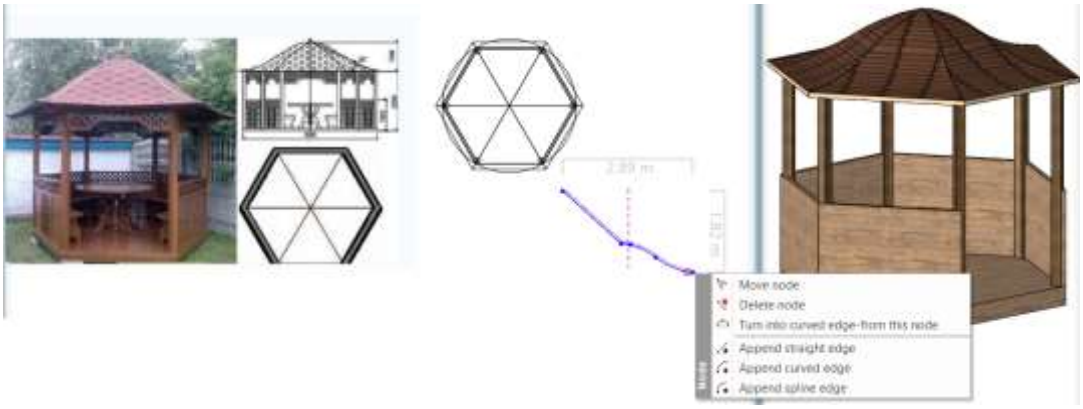






3.5. Roof with custom shape - cross section profile editable

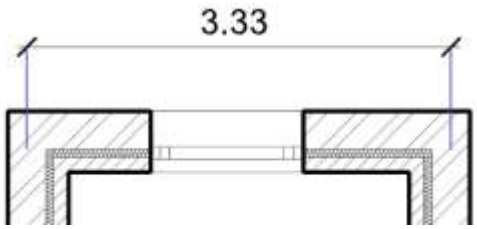
When you create a roof with custom shape you sketch the profile first and then use that shape on the roof you create. This profile is available later to edit with Edit section profile command.



3.6. Wall Dimension to Core Layer axis

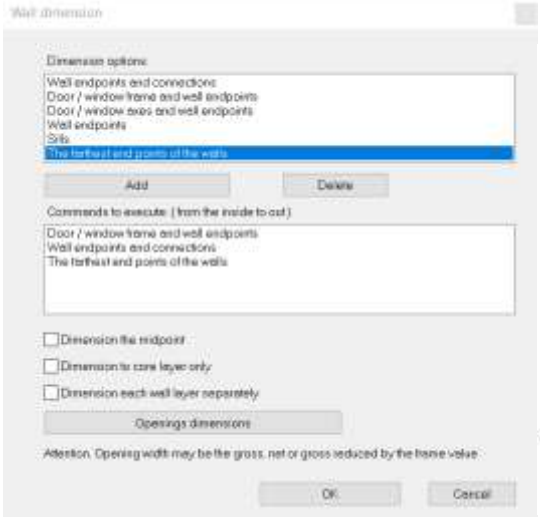
You can dimension the axis of the core layer in the wall.

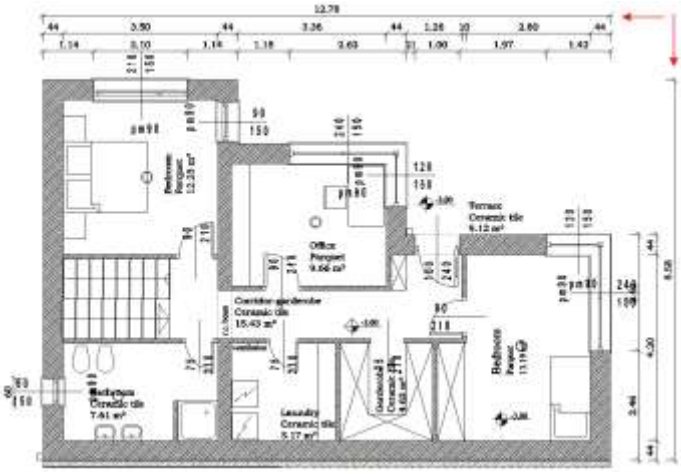
Select the wall dimension command and switch on the Dimension to core layer only and the Dimension the midpoint checkbox together.



3.7. Wall Dimension to farthest end points

Building > All Walls dialog Dimension options is extended with this: The farthest end points of the walls.

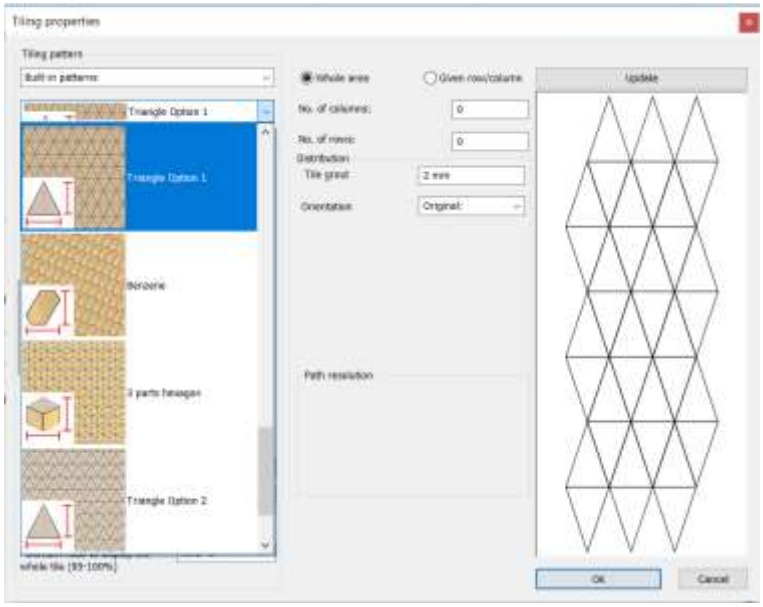




4. Interior Design Enhancements

4.1. Tiling with predefined patterns

Modern tiling layouts require novel interior design solutions. Number of built-in patterns has increased. New patterns: Triangle, Benzene, 3 parts hexagon, various Chevron types, Fan, Alhambra.



Examples: www.equipeceramicas.com

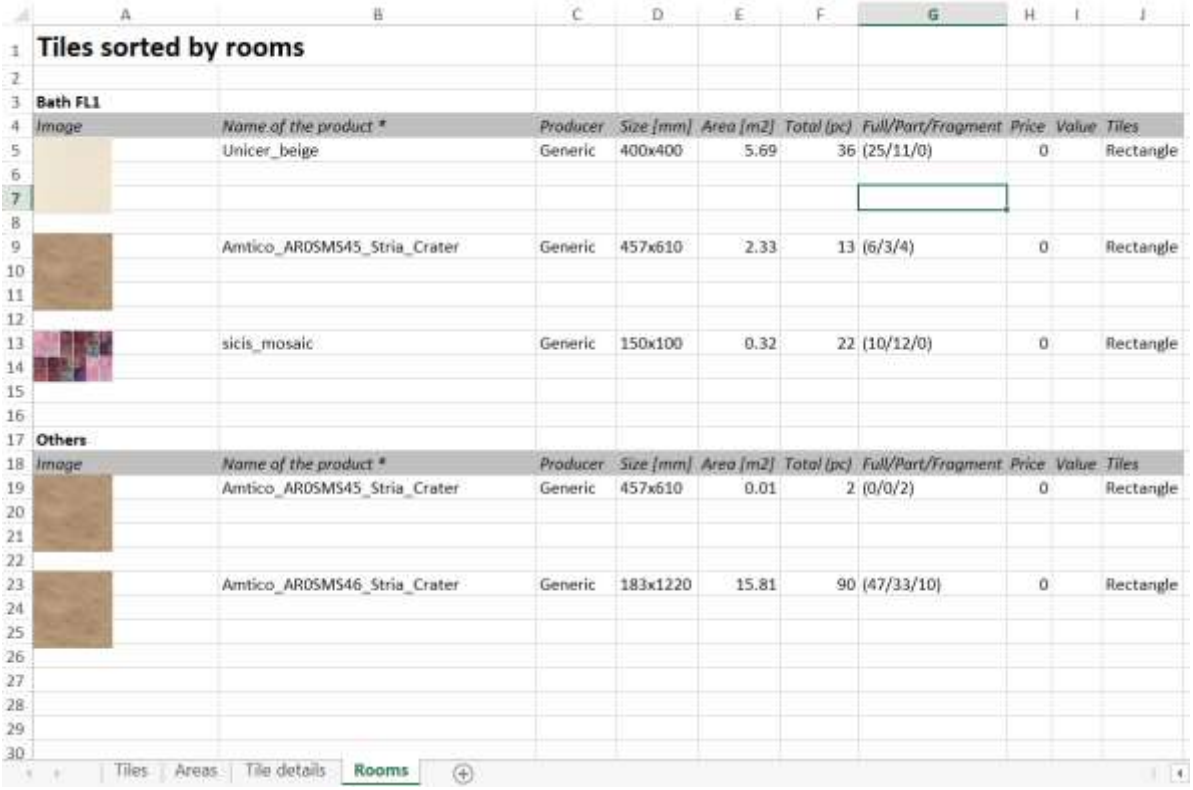
4.2. Picture in wall new feature: Managing transparent images

Images that are saved in PNG format can be transparent.
The Picture on Wall command has been expanded to handle PNG format images, so you can place any background and borderless shape on the wall.

ARCHLINE.XP

4.3. Tiling list sorted by rooms

The Tiling consignation is extended with a new Excel worksheet that lists the tiles sorted by rooms.



Tiles sorted by rooms

Bath FL1

Image	Name of the product *	Producer	Size [mm]	Area [m2]	Total (pc)	Full/Part/Fragment	Price	Value	Tiles
	Unicer_beige	Generic	400x400	5.69	36	(25/11/0)	0		Rectangle
	Amtico_AR0SMS45_Stria_Crater	Generic	457x610	2.33	13	(6/3/4)	0		Rectangle
	sicis_mosaic	Generic	150x100	0.32	22	(10/12/0)	0		Rectangle

Others

Image	Name of the product *	Producer	Size [mm]	Area [m2]	Total (pc)	Full/Part/Fragment	Price	Value	Tiles
	Amtico_AR0SMS45_Stria_Crater	Generic	457x610	0.01	2	(0/0/2)	0		Rectangle
	Amtico_AR0SMS46_Stria_Crater	Generic	183x1220	15.81	90	(47/33/10)	0		Rectangle

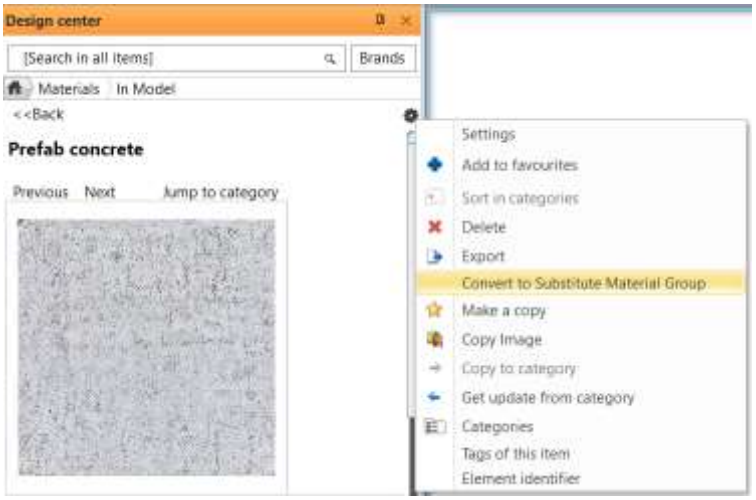
Tiles | Areas | Tile details | Rooms

5. Materials

5.1. Color Card

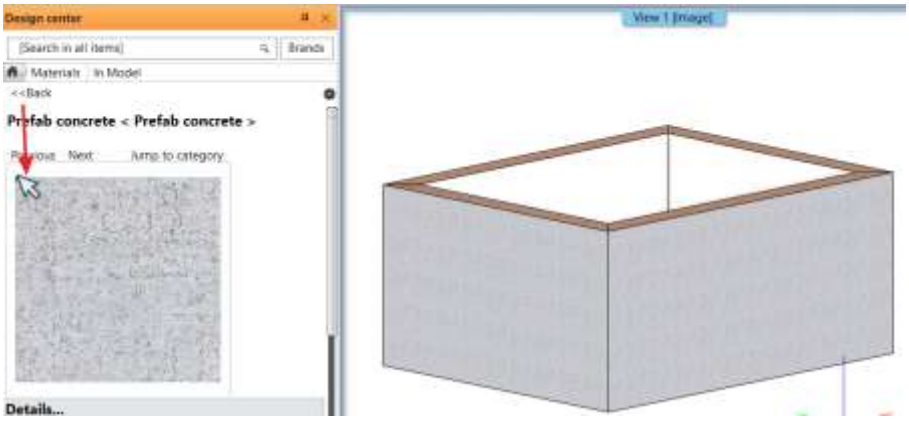
The Colour Card is for replacing a colour or texture with another colour or texture you choose - but this time, the change will take place on the entire 3D model. It replaces the used colour or texture with one of the predefined group of elements.

With only one click, you can visualize how the building would look like in an entirely different colour scheme. You can either create a new Colour Card, or turn an existing material into a new Card.
In the Design Center, select the Material panel and In Model category
Click on a material you are going to convert. Click on Options button and select the command: Convert to Colour Card Group.

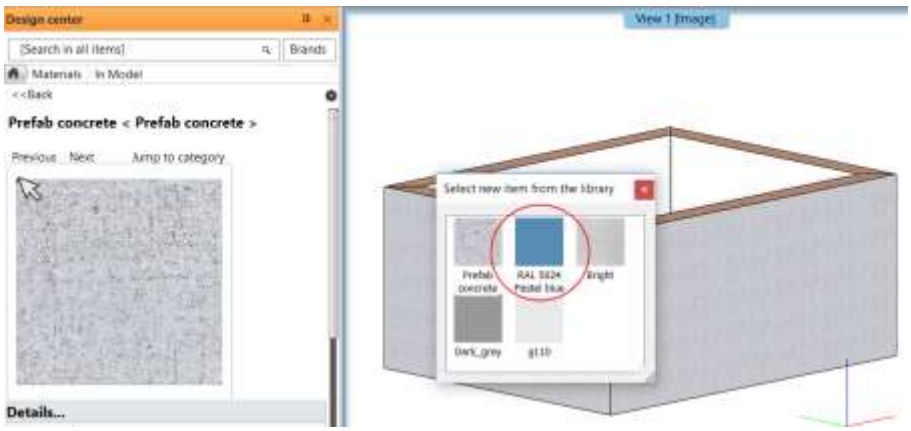


In the dialog you can add new materials, delete from the group and you can select a new current one.
When you close the dialog with Ok, the program replaces the given material with the current one.
Attention the material name remains the same!

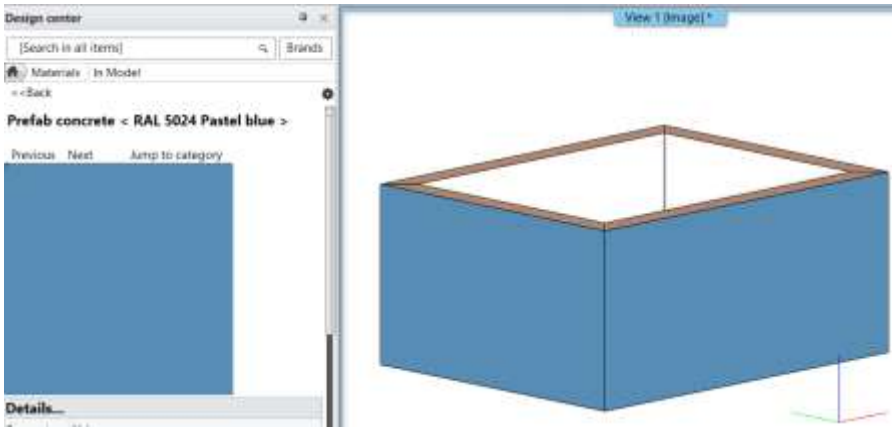
You can change the current material from the Color CardArd anytime. Click on the arrow icon in the left top corner of the image or click on Options button and Settings command.
Example:



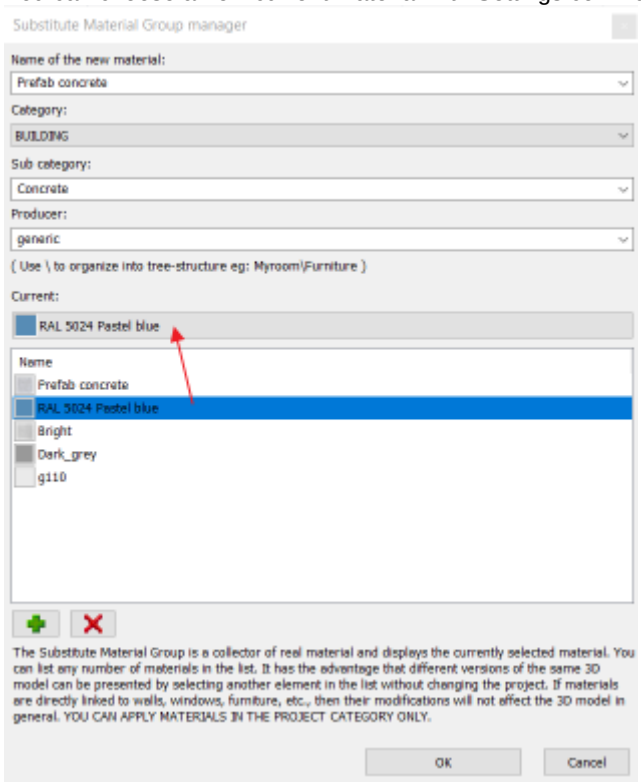
Select a new current material.



Output:



You can choose a new current material with Settings command too:



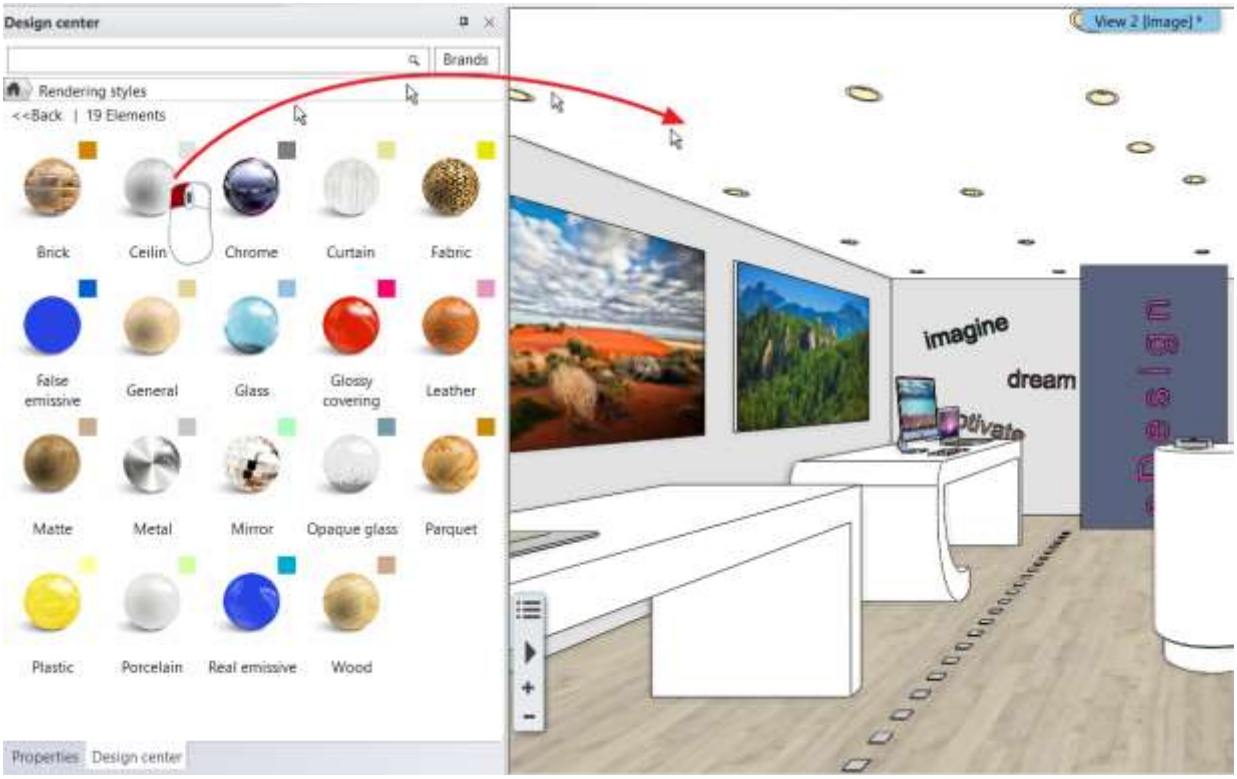
6. Visual Enhancements

6.1. Rendering Styles

The Render quality and performance parameters are classified into specific groups such as metal, glass, brick, mirror, etc. The render styles are optimized groups to visualize the associated quality and performance parameters.

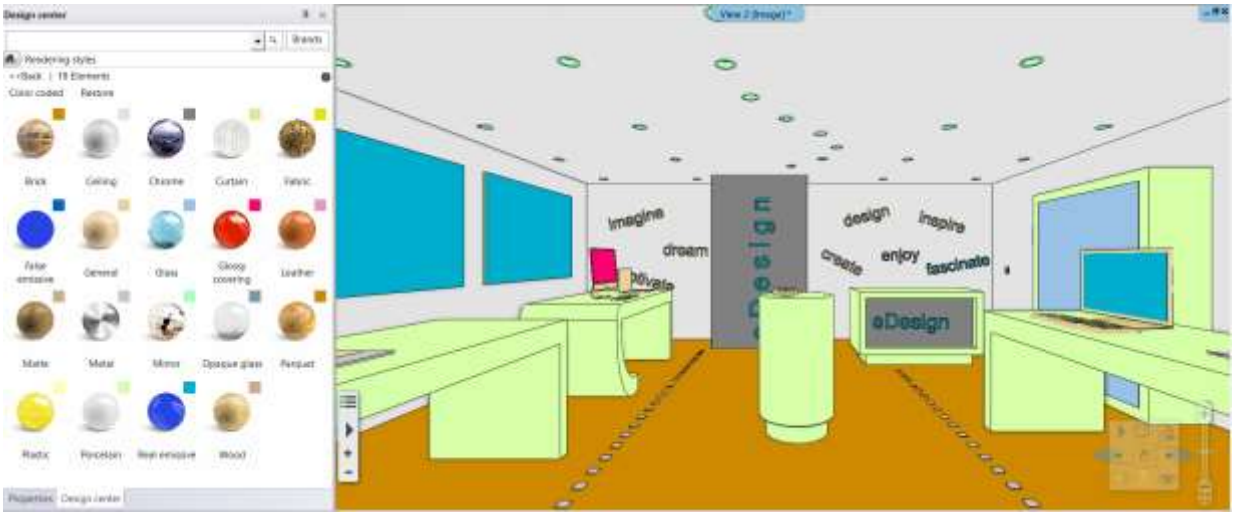
The render styles can be assigned with drag and drop to any materials.
The effects are visible in internal Rendering application.

The command does NOT change the size and texture of the materials, it replaces the material quality parameters only.
In addition to the sets, custom settings can be made, but the use of custom properties is primarily recommended for users with rendering experience.



Color coded visualization

Color-coded view enables the classified visualization of render styles.
Color codes are displayed in the upper right corner of the render style icons.
Clicking on the Color coded command in the Design Center the ARCHLine.XP displays the model with the pure colors assigned to each render style. It makes easy to check render styles assignment through the related colors.



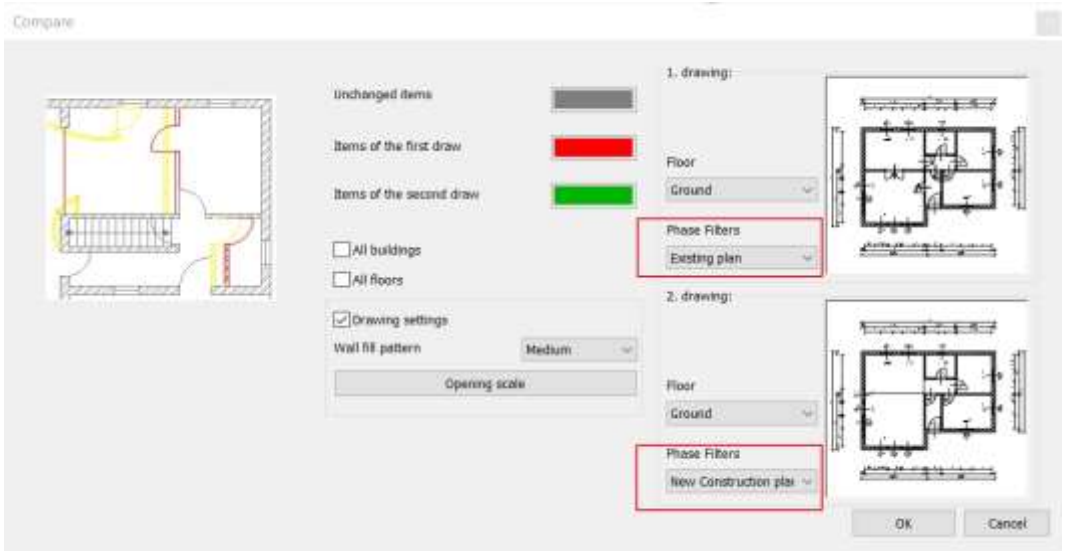
Restore view:

7. Documentation Enhancements

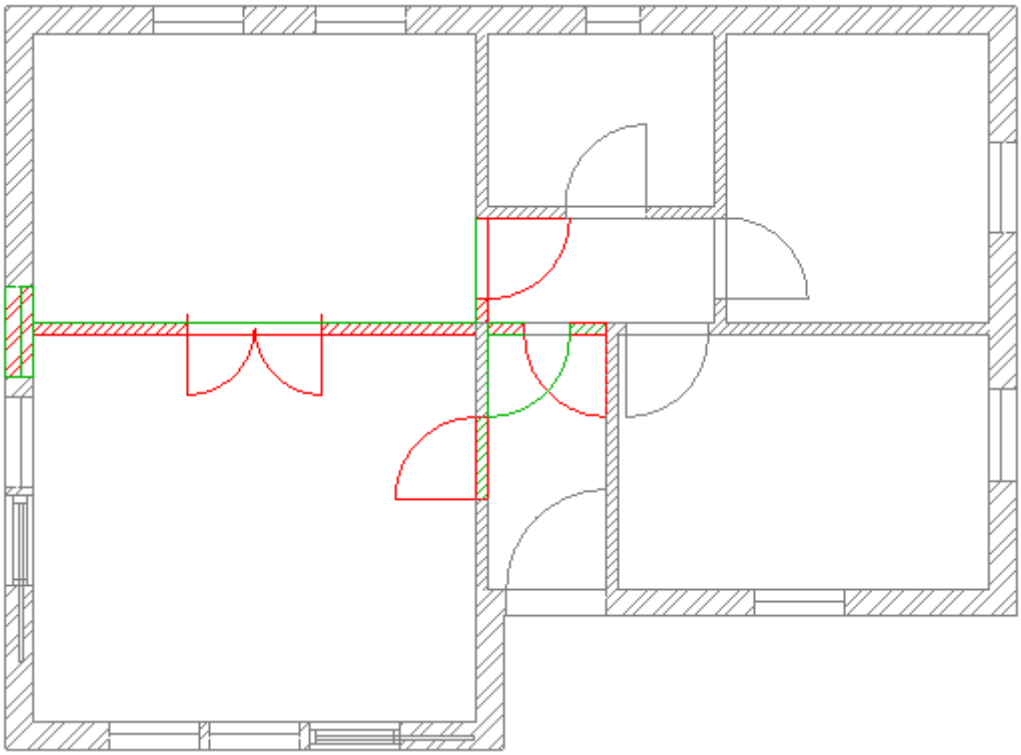
7.1. Compare between 2 design phases

The function compares two design phases of the same floor plan and displays the graphical changes visually.

- Choose the design phases to compare.
- Specify different colours for unchanged objects, objects of the first (original) drawing, and objects of the second (new) drawing.



The result is a third drawing which displays the changes between the two phases with the assigned colours.

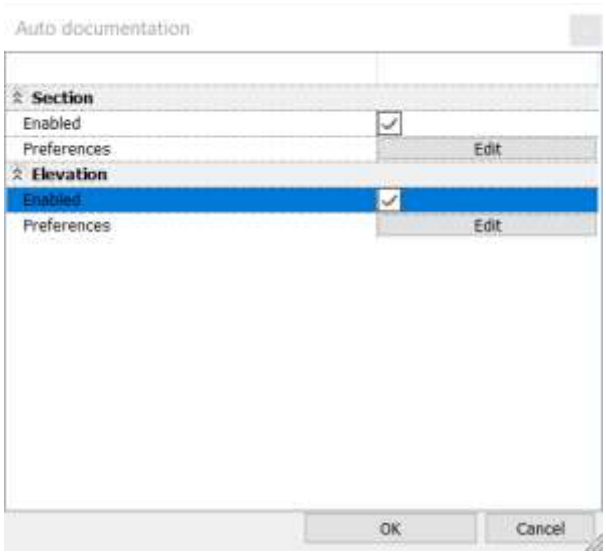


7.2. Section and Elevation

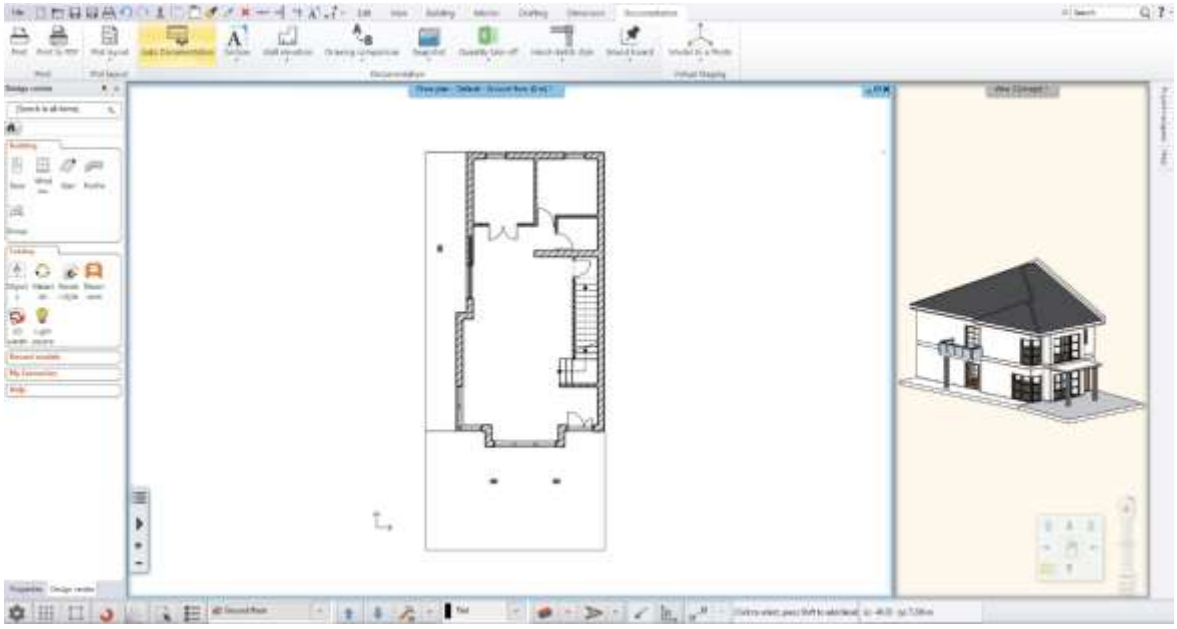
The command places two sections across the centre of the model perpendicular to each other (A-A, B-B) and creates the four main elevation view in one step

The command is available under the **Ribbon bar / Documentation / Section** tab.

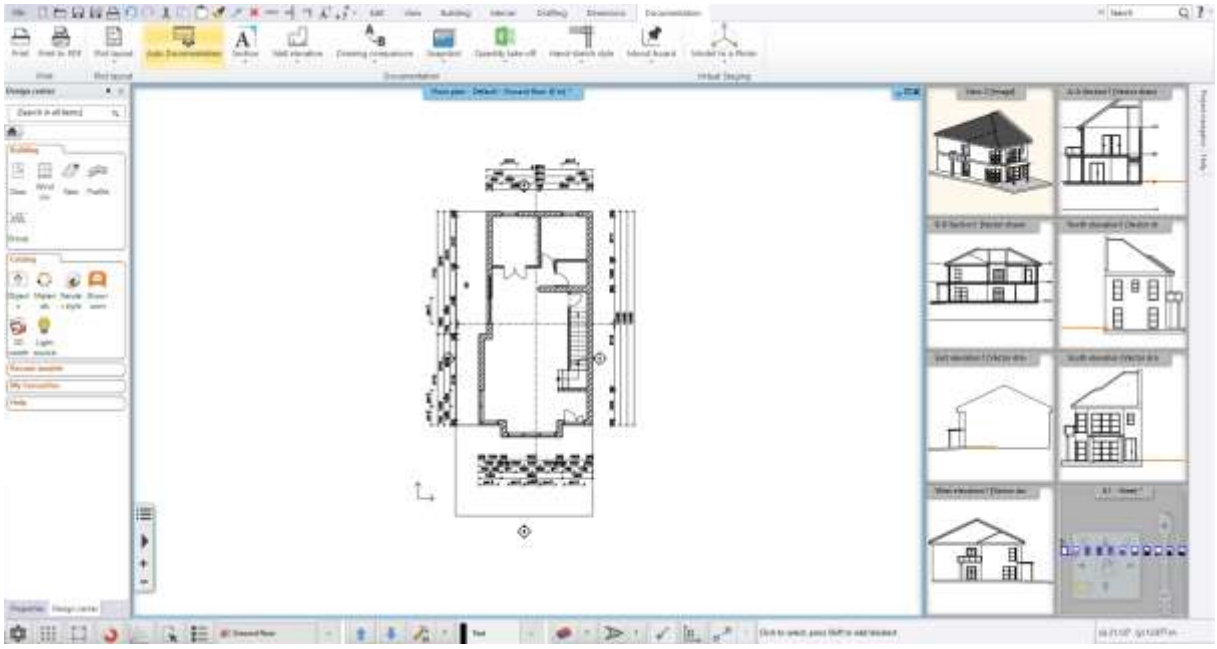
The setting dialog helps to select which steps you want to activate and what are the main parameters.



Screen layout before Section and Elevation command:



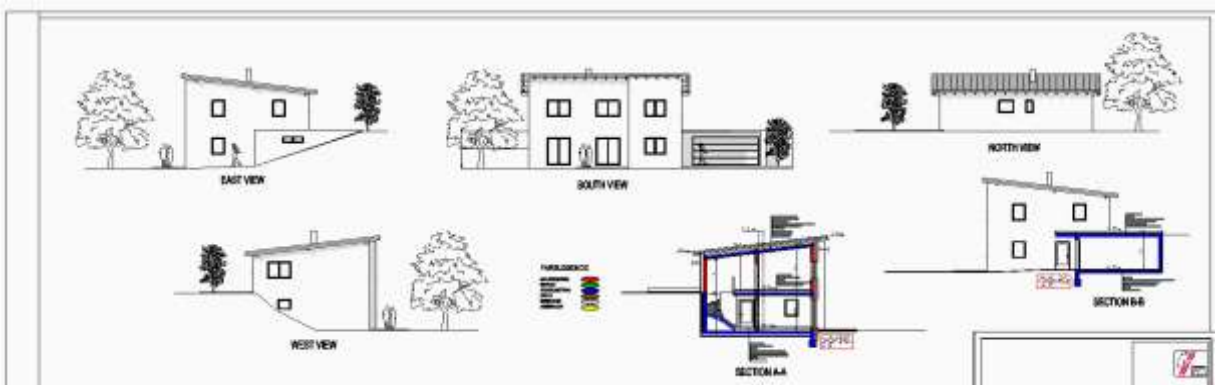
Screen layout after Auto documentation command:



However, the documentation files usually require further modification

7.3. Plot Layout: View Titles on Sheets

When you place a document on Plot Layout, ARCHLine.XP displays the title, such as floor plan and storey, elevation, section, and 3D view name.
The title is Project-specific information and linked to Project Navigator documents name.
You can rename the title text. The renaming method changes the name of the document in the Project Navigator and on the Plot Layout together.



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