
ARCHLine.XP[®] 2018

New features

Release 1

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ARCHLine.XP 2018 News

Observing our clients and talking to them in their natural context of using ARCHLine.XP helped us to understand our users and their real problems. We established their true needs. Our team focused on solving real design issues for users while developing ARCHLine.XP 2018 version. Powerful design tools, and brand new interface with ribbon bar. We provide designers with the latest novelties in 2018 version.

It is up to you, how much you use out of them! - A fraction, or a substantial portion of it?

Influential main novelties:

- Renewed professional user interface and Start Up dialog
- New international object libraries: BIMObject, Cadenas, Synchronia
- New quality of lights, lamps, switches from rendering to documentation
- Lighting 3D text
- Designing sweep in every direction in a new way
- Dynamic drawing comparison. The actual and the previous state of the drawings can be compared anytime
- Wall styles coordinated by new story level parameters automatically apply to the elements created at different height levels – New styles
- Using a point cloud created by 3D scanner
- Insulation renovation to walls
- Reshape a single wall layer
- Rule for Column-Slab, Wall-Slab intersection
- Built-in elevation views
- Wipe-out – New mask command
- Enhanced printing queue
- 4K monitors – Scaling the interface
- Problem report

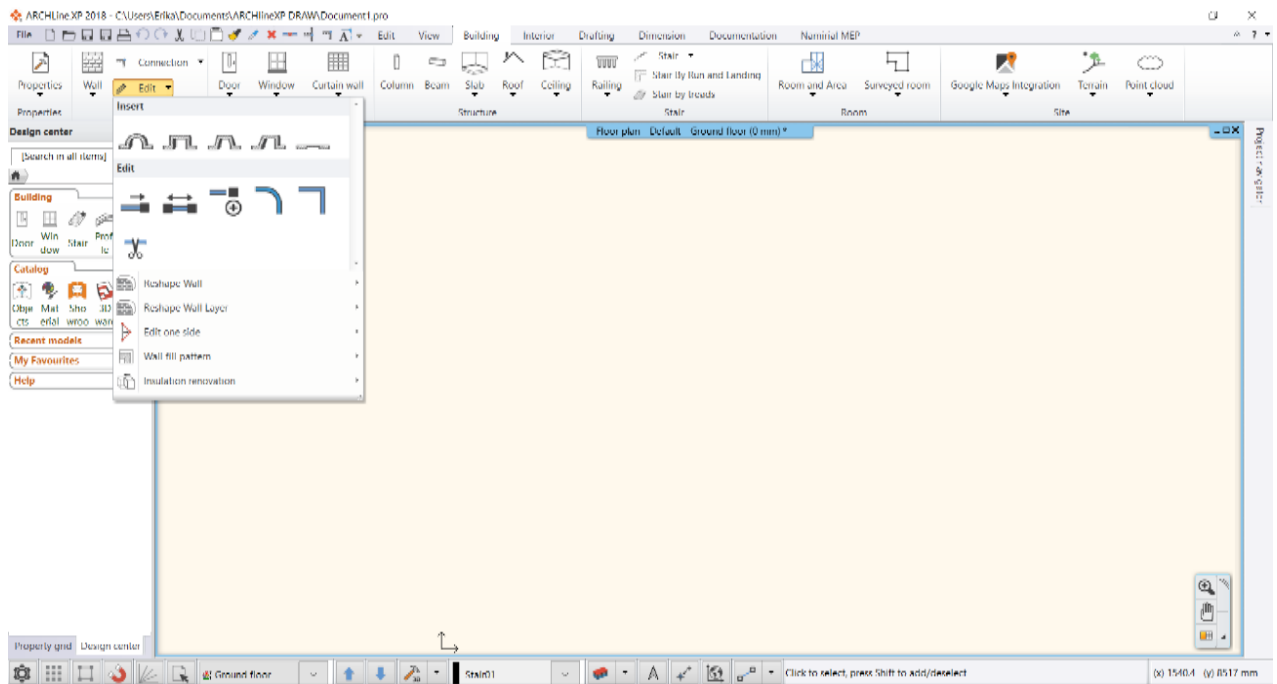
1. User interface developments

1.1. Renewed professional user interface:

Ribbon bar

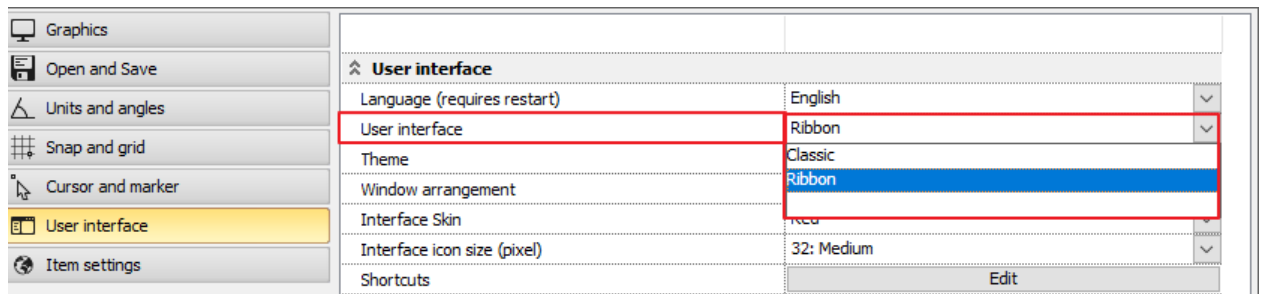
The ribbon provides the palette of the tools necessary to work with a project.

The ribbon organizes tools into logical groups. The ribbon is composed of a series of tabs, which are organized into panels.



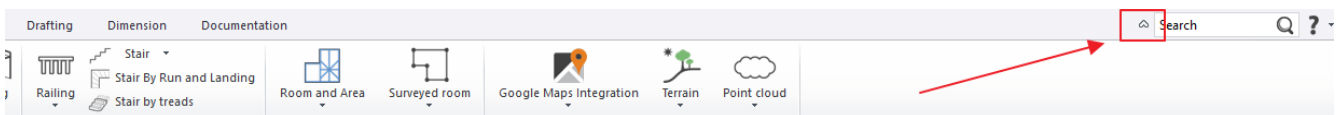
As a default the Ribbon bar is switched on.

If you are using ARCHLine 2017 or earlier release and you find the Ribbon very different you can switch to the 'Classic' Interface (working with Toolbox and toolbars). The traditional 'classic' menu and toolbar can be accessed from the File – Options – User interface panel.

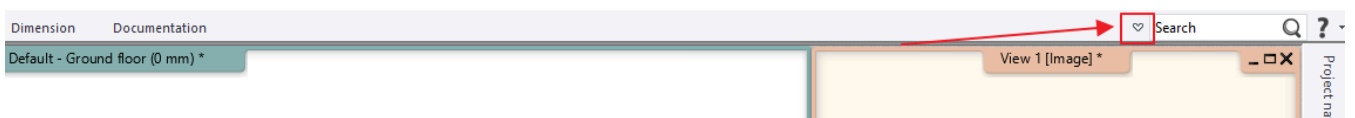


You can display or hide a Ribbon Bar

You can increase the drawing area by hiding the Ribbon. When you close the Ribbon bar, only the tabs on the Ribbon will remain visible. In the top right corner, click to the arrow icon to hide the Ribbon. When you click on the tabs, the Ribbon bar is temporarily displayed and you can choose from the available commands. After clicking on the command, the Ribbon automatically vanishes.

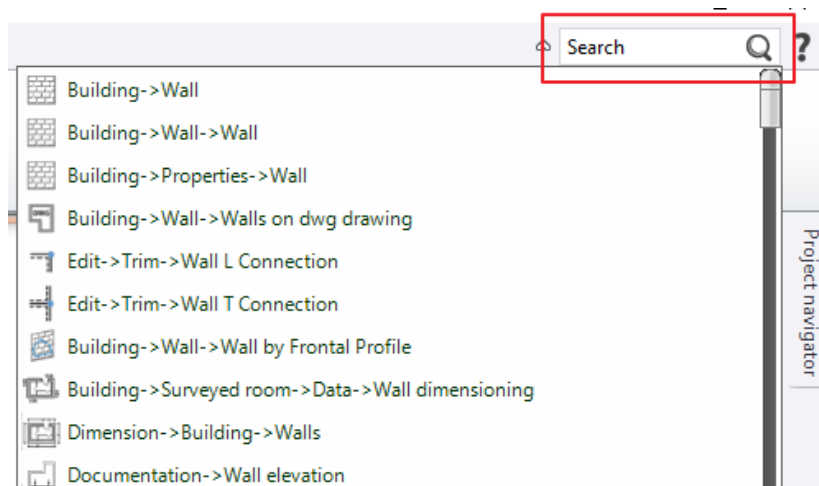


To display the Ribbon bar again click on the arrow again now facing down.



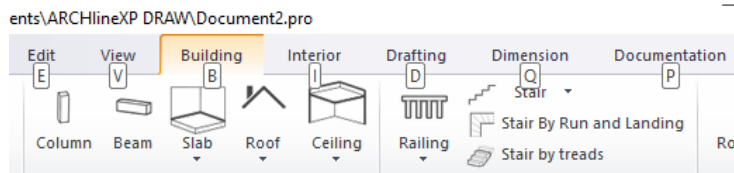
Search between the commands of the Ribbon bar

According to the text written into the search box a list of commands appear which have the same words in them. Click on one element from the list and the chosen command starts. If you hover over one element of the list with your mouse its tooltip will appear. (local help)

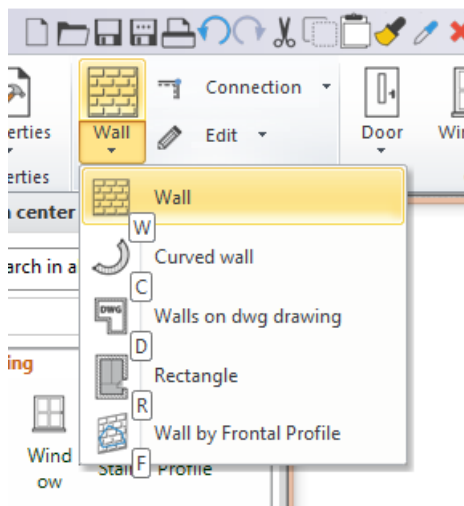


Key tips of the Ribbon bar

By pressing the Alt button on the keyboard small letters, so called Key Tips appear beside the tabs and commands of the Ribbon bar.



Using these letters after pressing the Alt button the commands of the Ribbon bar can be started. Example: by pressing the Alt and B buttons after each other the Building tab opens, then by pressing the W button you can access the Wall menu. Here if you press the W button again you can start the Wall command.



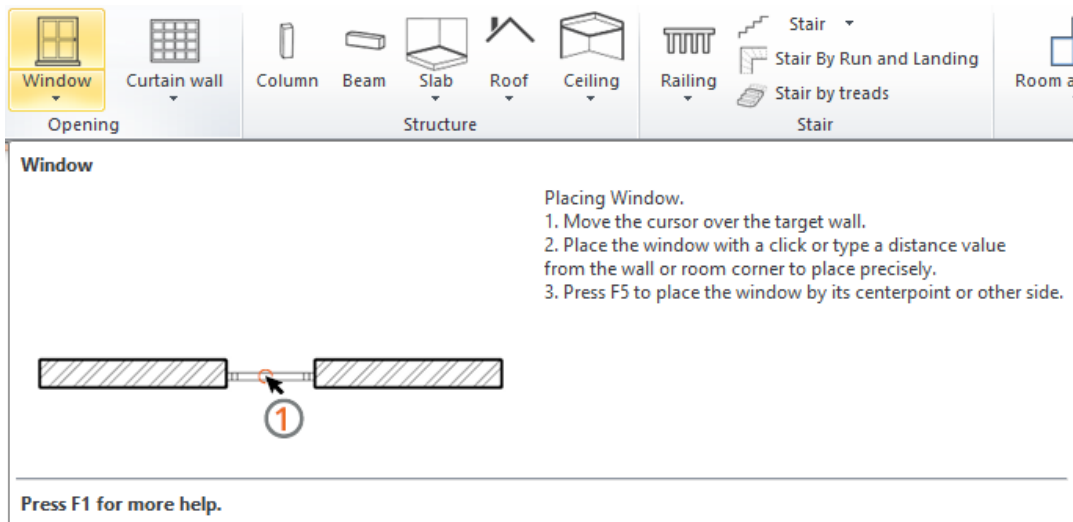
To close the Key Tips press Alt.

Subcommands

By clicking on the arrows facing down on the panels of the Ribbon bar the drop-down menus open and you can choose from the available commands.

Tooltips (local help)

If you hover over a command for a few moments a tooltip appears which helps the understanding of the command with graphics and description.



1.2. Start Up dialog

The Start Up dialog appears at the start of the program and gives access to different initial operations, highlighted projects, recent projects or information available online.



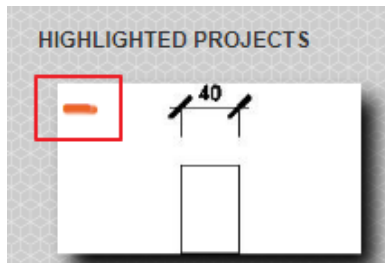
The upper part of the Start Up dialog contains:

- ❖ New project: Creates a new blank project.
- ❖ Open project: Opens the Open project file dialog.
- ❖ Exit: Closes the program.

- ❖ Search: Search projects
- ❖ First steps video: Online service to help learning the basics.
- ❖ Demo projects: Downloadable example projects.

Highlighted projects

In this section you can select from the pinned projects. A pinned project remains in the list until we remove it with the orange minus (-) found in the upper left corner. In this case it moves to the Recent projects section. The Highlighted projects list can only contain five projects at maximum. If your list is full you have to remove a project before adding another.



Recent projects

The list of the recently used files. By clicking on the orange minus icon in the upper left corner the project is removed from the list. By clicking on the Star icon found in the upper right corner the project is moved to the Highlighted projects section. In the pop-up menu the path of the file, its last modifications and its size appears.



Notifications

The lowest part of the Start Up dialog displays the actual news and information about product update, trial version and other important things to know. If there is more notification to be found then they are appearing after one another. If there is internet connection available by clicking on the notifications the relevant webpage appears.

New features in ARCHLine.XP 2018

2. New functions

2.1. Insulation renovation for walls

Using this command you can add insulation to external walls.

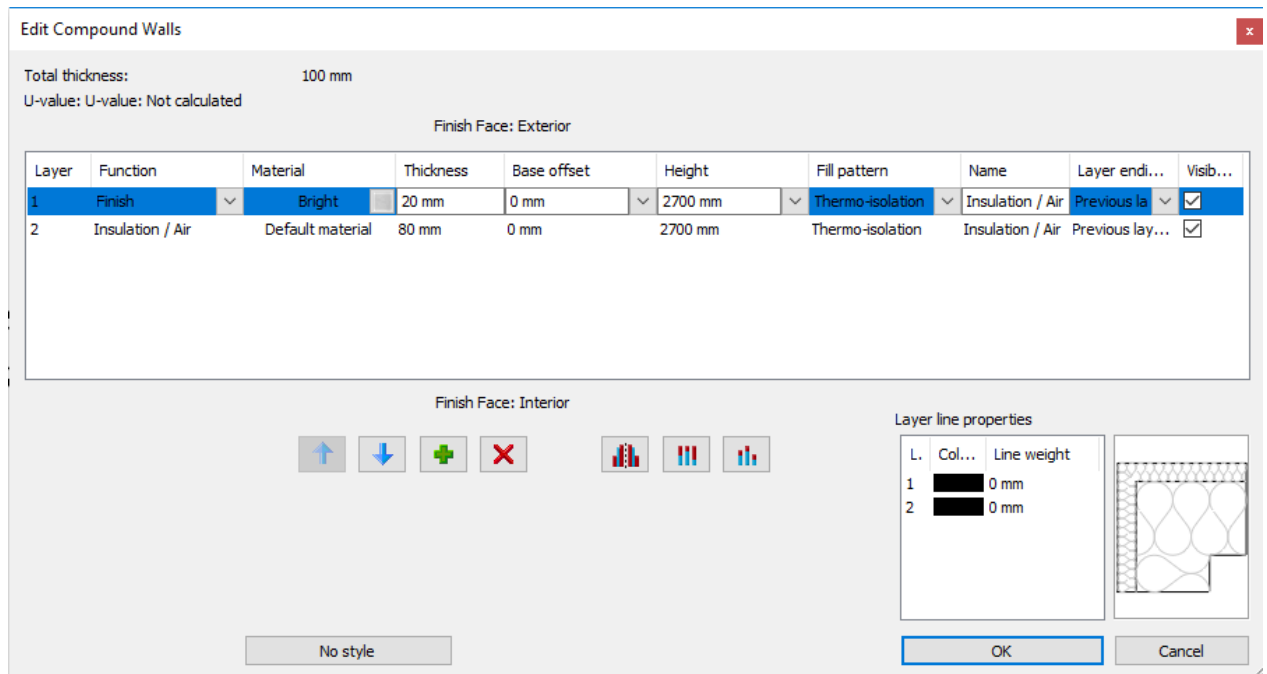
After starting this command the program automatically selects the external walls

To the walls marked by GREEN lines a new insulation layer can be added. By clicking on the green lines walls can be left out from the list and their line switch to RED.

Location of the command: **Building – Wall – Edit – Insulation renovation**



After that in the appearing dialog the insulation layer order which will be given to the layer order of the selected walls can be set.



2.2. Luminous Text

Luminous text is often used for decorative lighting.

Editing the luminous text is fast and flexible. The luminous text is also appear in 2D and 3D.

The location of command: **Interior – Lighting – Luminous text**

- ❖ With this command we can quickly and easily place lighting 3D text with any flat surface.
- ❖ Applies to external or indoor lighting, backlight with any colour and brightness.
- ❖ The text can be easily edited.



2.2.1. Drawing luminous text

- ❖ Start the Interior – Lighting – Luminous text command.
- ❖ Enter the text in the appearing dialog window.
- ❖ Click on the surface where you place the luminous text on the 2D drawing or the 3D model.
- ❖ Enter the starting point and the direction of the text.
- ❖ Enter the thickness of the luminous text.
- ❖ After drawing, the luminous text property window appears and you can set the properties of luminous text.

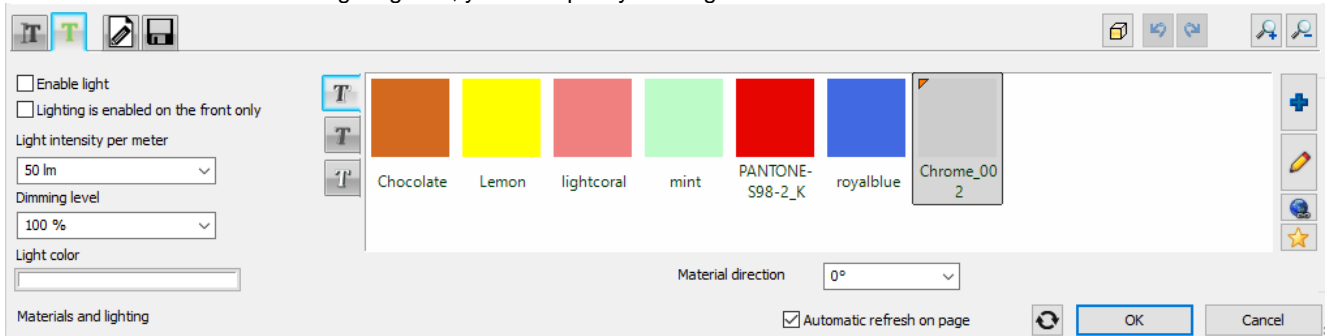
2.2.2. Fast editing luminous text

Click on the luminous text. The text appears with blue marker. You can change this blue text by clicking and typing the new content and then press Enter.

2.2.3. Properties of lighting 3D text

2.2.3.1. Materials and lighting parameters

On the "Materials and Lighting" tab, you can specify the brightness and colour of luminous text and turn it on / off them.



Enable light

Activate the "Enable light" option to turn the luminous text on.

Lighting is enabled on the front only

The light of the luminous text is only applied onto the front surface, the body part of the text does not emit light.

Light intensity per meter

Select from the predefined values or type any value to set dimming of level.

Dimming level

You can specify the value for modifying the dimming level. 100% means that it adjusts the same dimming level as the original dimming level, while providing a different value to reduce or increase the original dimming level. Select from the predefined values or type any value to set dimming level of luminous text.

Light colour

You can choose any colours for the luminous text.

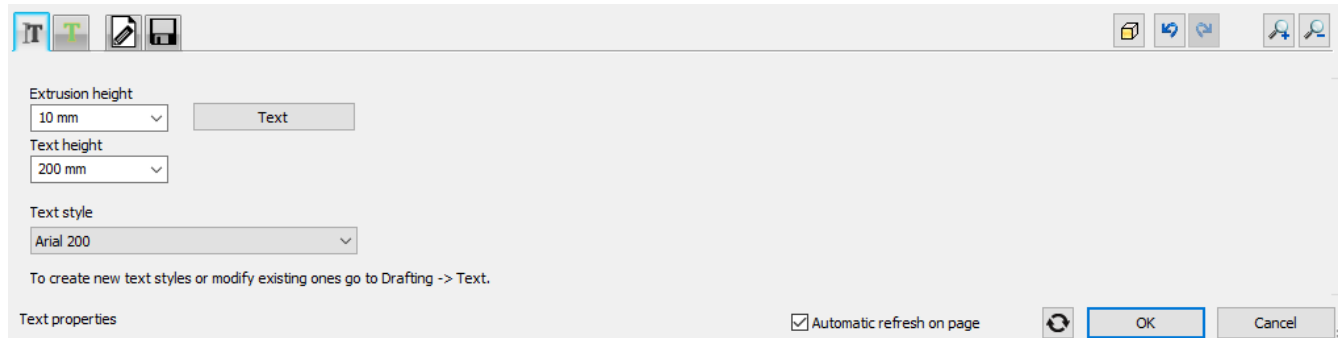
Click the button and choose a colour from the displayed colour palette.

Material of light

Three materials can be assigned to the text, the material of the body and the material of the front and back surface. These are visible when the luminous text is turned off.

2.2.3.2. Text parameters

You can edit the text of the luminous text and the text properties on this panel. The latter is visible when the LED strip is off.



Extrusion height

You can set the thickness of the luminous text here.

Text height

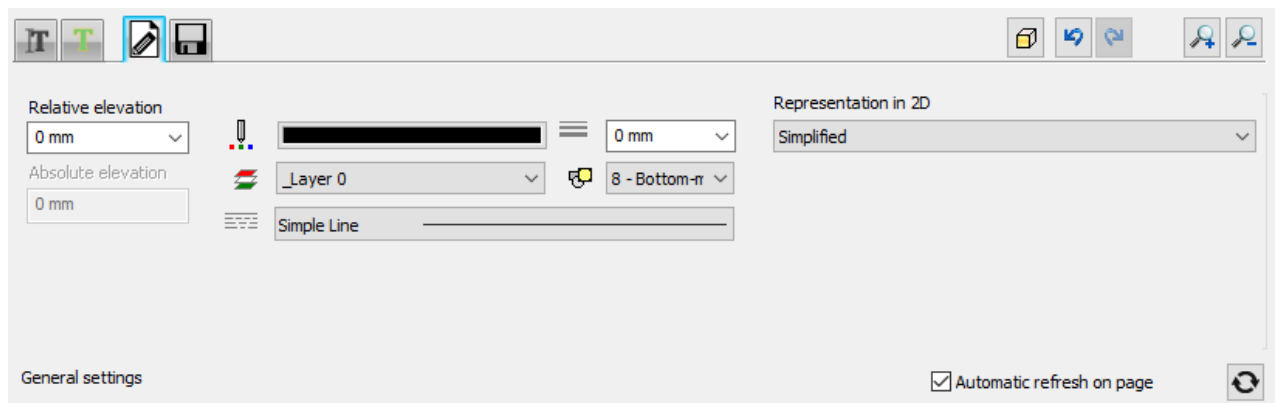
You can set the text size of the luminous text.

Text style

You can set the text style of the luminous text here.

2.2.3.3. General settings

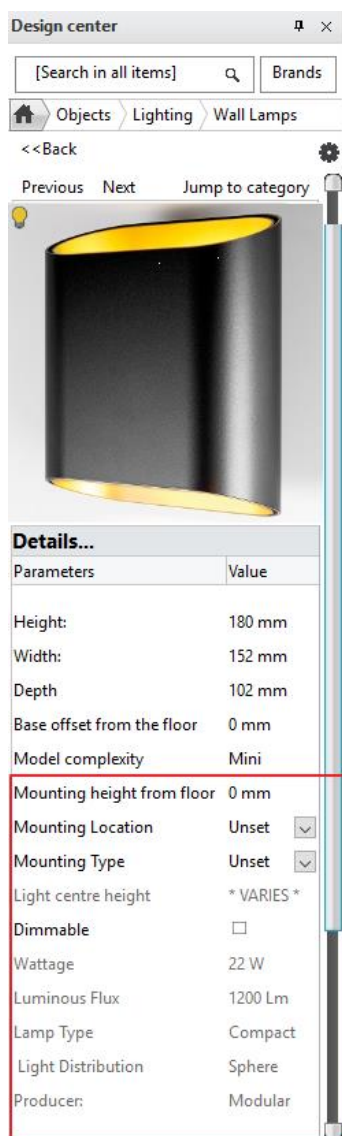
You can check and modify the relative height and the representation in 2D of the luminous text.



2.3. New parameters can be assigned to lamps

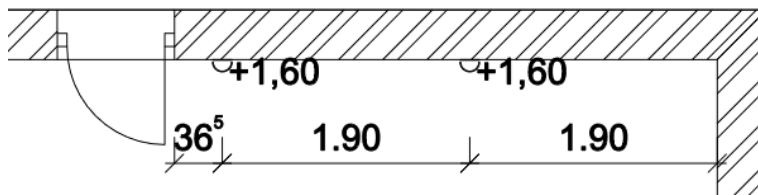
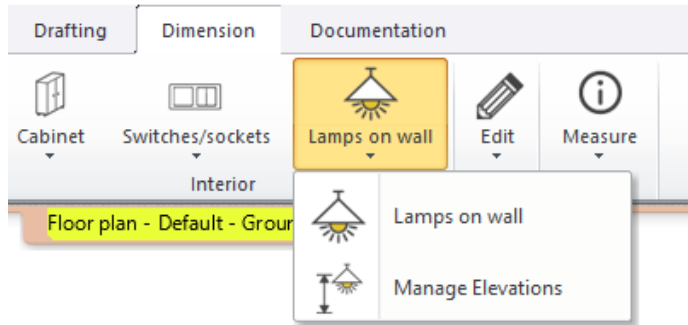
New parameters added to the description of the lamps.

- ❖ **Mounting height from floor:** defines the height of mounting
- ❖ **Light centre height:** If we have spot light source then the value will be exactly its' height. In case of other type of light source then it is a theoretical value which must be given manually.
- ❖ **Mounting location:** Ceiling, wall, desktop, standing
- ❖ **Mounting type:** Suspended, fixed on surface
- ❖ **Dimmable:** Yes/No - Is the lighting dimmable? If not, then the dimming level can't be adjusted.
- ❖ **Wattage:** Energy consumption index
- ❖ **Luminous flux:** Accumulated Lumen value
- ❖ **BIM parameters:** The above values appear as BIM parameters too.



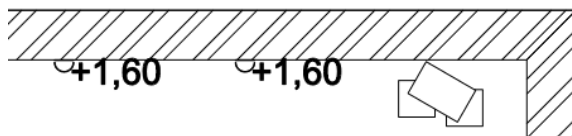
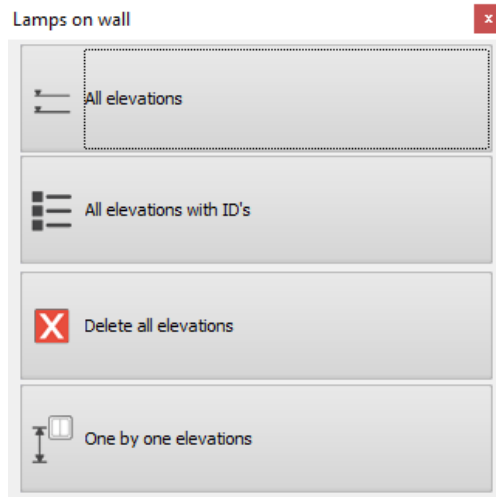
2.4. Lighting plan – Manage lamp elevations

The axis sizes of wall lamps can be dimensioned compared to walls and openings.
Location of the command: **Dimension – Lamps on wall**



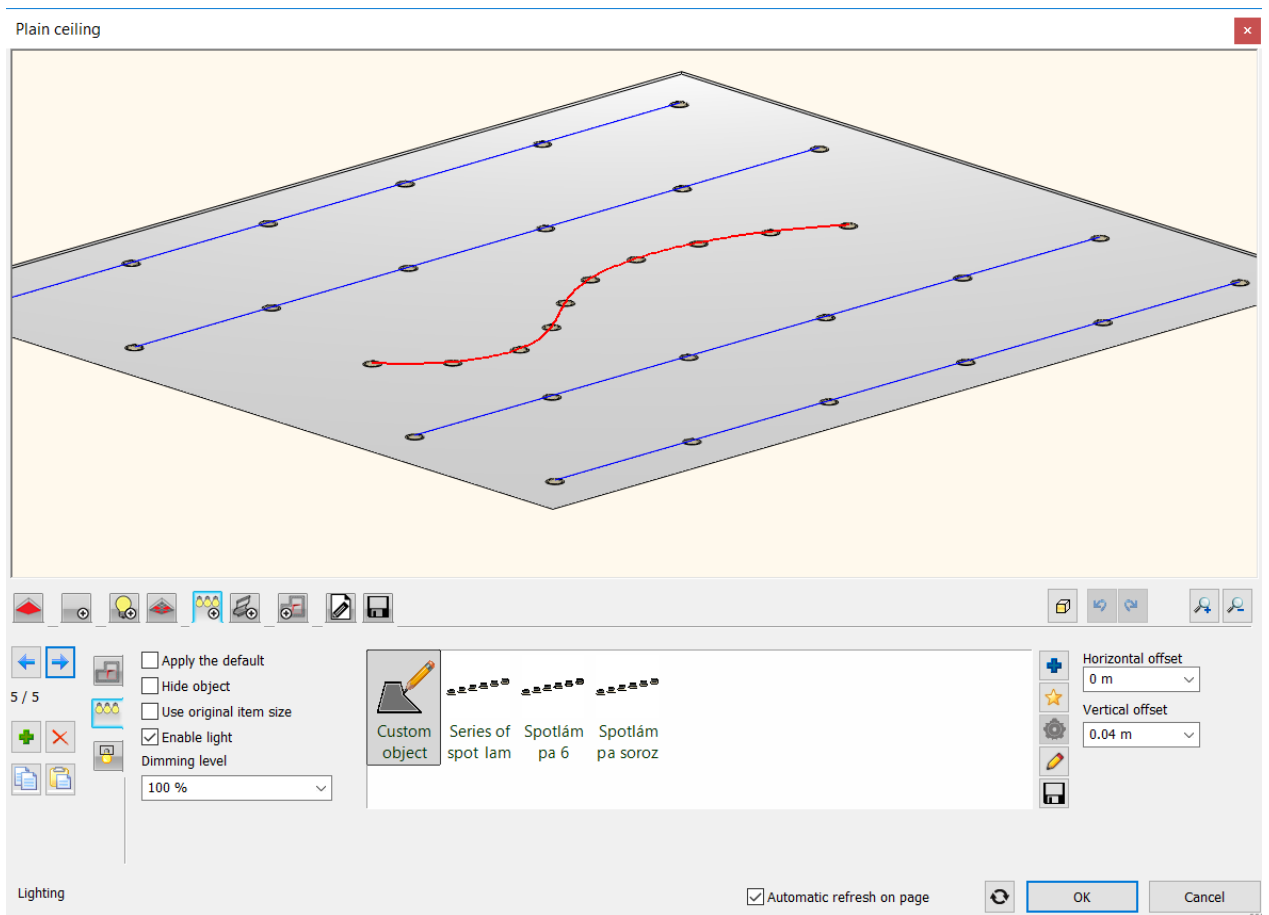
Managing lamp elevations.

Location of the command: **Dimension – Lamps on wall – Manage elevations**



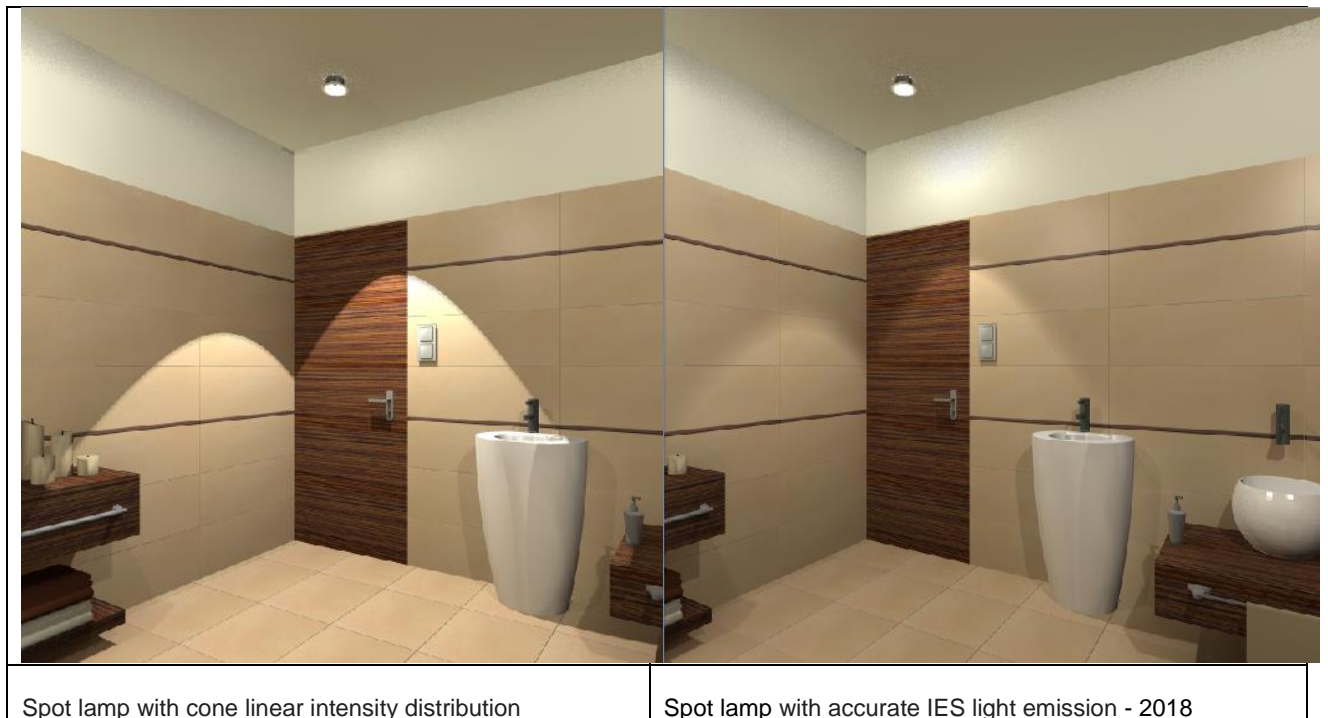
2.5. Recessed spot lamps

In ARCHLine.XP 2018 you can recess spot lamps into the false ceiling and cut the ceiling around them. This can be set on a new tab in the properties dialog of the false ceiling. A profile can be selected based on which the program creates the hole in the ceiling. The lamp groups can be turned on and off together and their brightness can be set as one.



2.6. Rendering with IES based spot lights

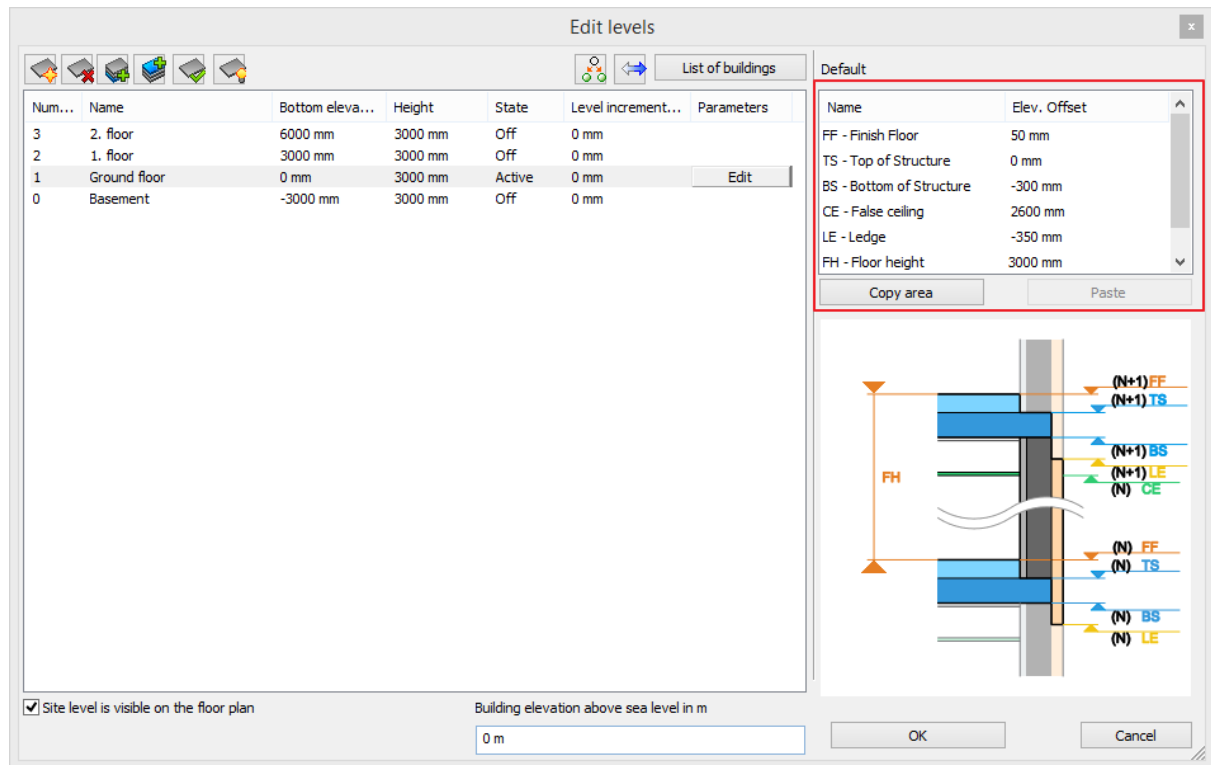
In ARCHLine 2018 the spot light cone linear intensity distribution is replaced with accurate IES light emission. IES light emission provides physical photometric data distribution, in other words, it displays realistic light emission pattern.



2.7. Wall component bounding

According to BIM standards the height parameters bound to storey level parameters' list is expanded with the typical height settings used in architecture.

The following parameters can be assigned to every storey levels:



Name	Parameter name	Description
Finish Floor	FF	Walking surface height relative to level 0
Top of Structure	TS	Top height of slab
Bottom of Structure	BS	Bottom height of slab
False Ceiling	CE	This height should be coordinated to the bottom of the false ceiling relative to 0
Ledge	LE	Boundaries of exterior wall components relative to 0
Floor height	FH	

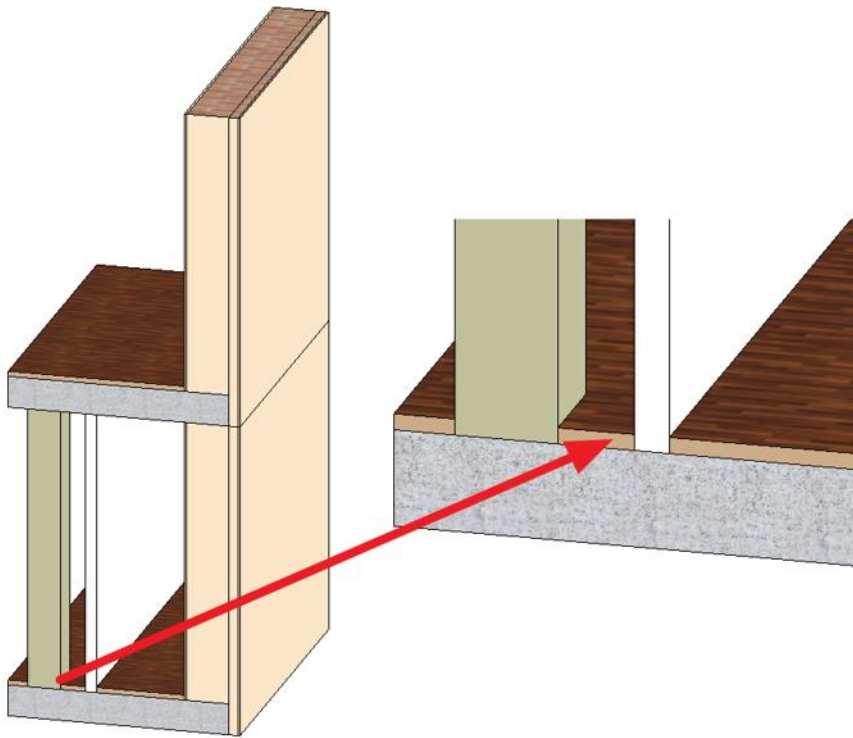
It is important to know that when you enter a new level, the height parameters are inherited from the active level to the new level.

References to the above level:

- (N+1) FF - Finish Floor
- (N+1) TS - Top of Structure
- (N+1) BS - Bottom of Structure
- (N+1) LE - Ledge

2.8. Rule for Column-Slab, Wall-Slab intersection

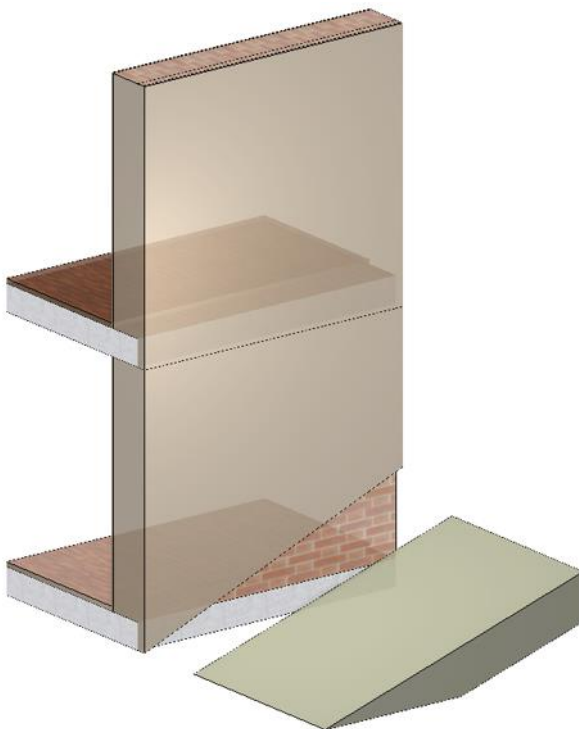
The wall/column would automatically cut a hole in the slab when there is a clash between the 3D volumes.



2.9. Reshaping individual wall layers

In ARCHLine you can reshape the wall frontal view with an arbitrary polygon.

In 2018 the same principles of reshaping can be applied to a single wall layer too.



2.10. Point clouds

Point clouds are made with laser scanners to capture building and environment dimensions.

ARCHLine.XP 2018 imports widely known point cloud formats to support building survey and in the long-term place any particular objects.

The Point cloud can be displayed in its real size on the 3D model and at the same time it creates its top view on the 2D layout.

Location of the command: Building – Point cloud – Import

Attach Point cloud to a project

Point clouds can be attached to a project like other external references (xref).

During import the factors of the scale can be modified so the Point cloud is modified automatically according to the modified scale factor.

Point cloud editing

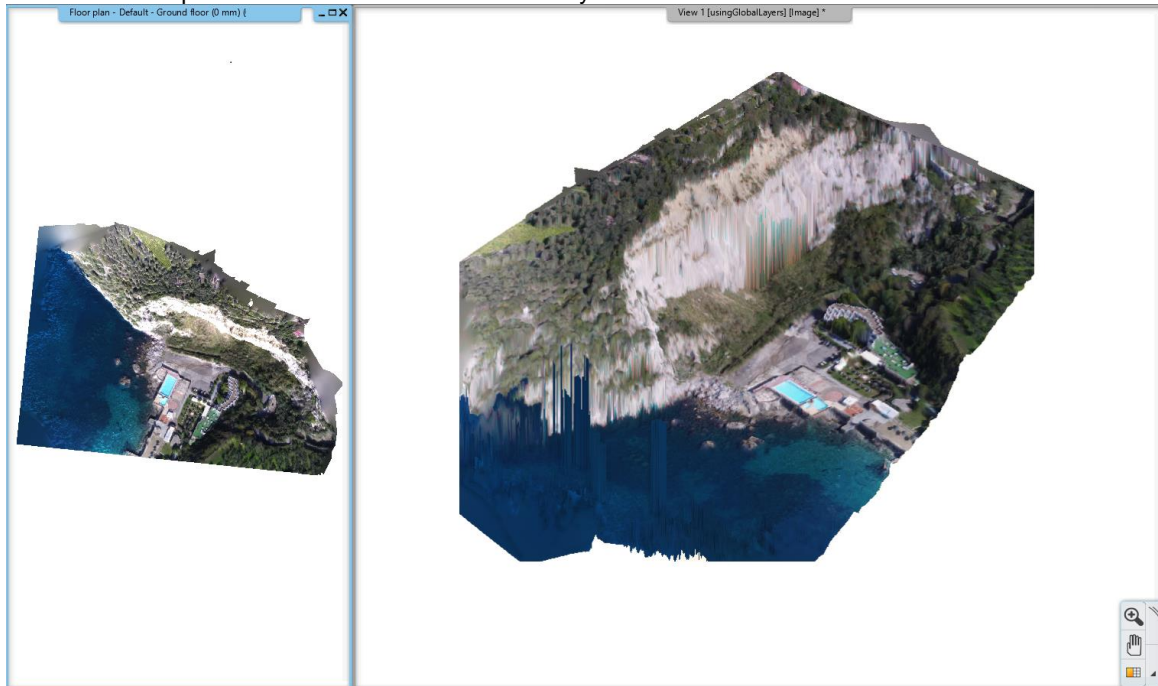
By wiping out the parts of the Point cloud that are unnecessary for the design the 3D display can be narrowed to important parts.

Modelling in 3D

Using the dynamic section command a surface of the Point cloud can be set as new work plane.

After that new walls can be added directly in the 3D window.

With the 3D Shape tool 3D forms can be drawn directly on the 3D surface which can be edited in 3D.

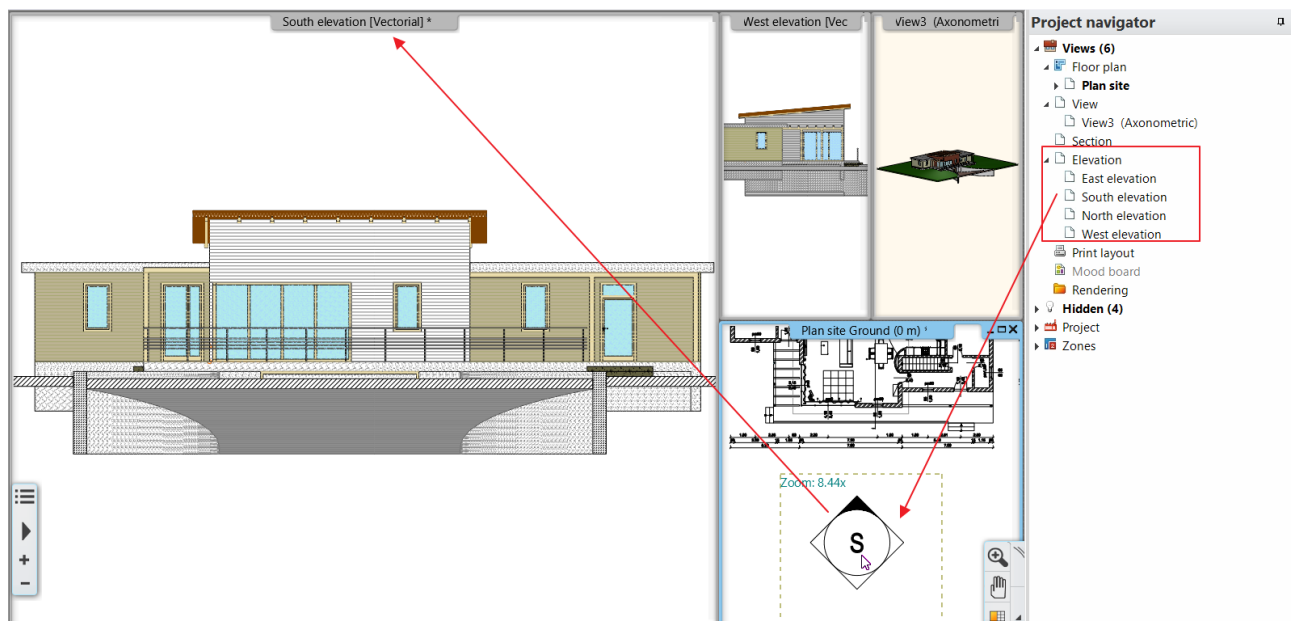


2.11. Elevations

The new elevation views enables to create the four main views in one project with one single click.

Elevation labels in the Project Navigator: North, South, East and West.

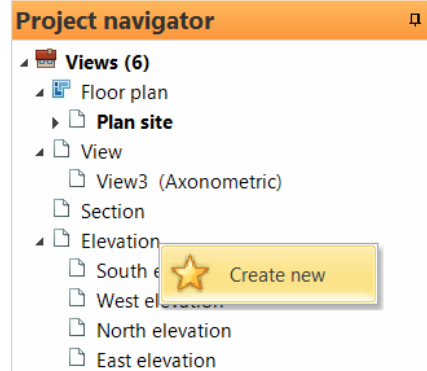
The program automatically places a reference onto the floor plan by clicking one of the labels.



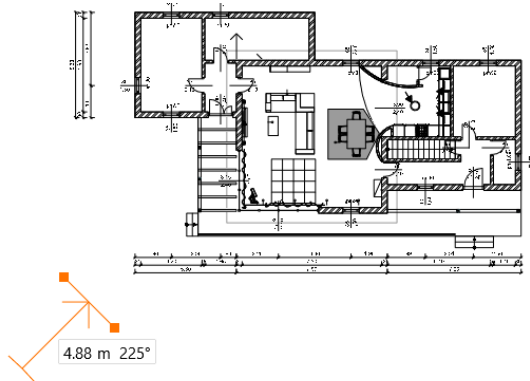
Add a new elevation

You can create individual elevation. Click on with right clicking on the word "Elevation" and similarly to the section definition draw a line and give the direction.

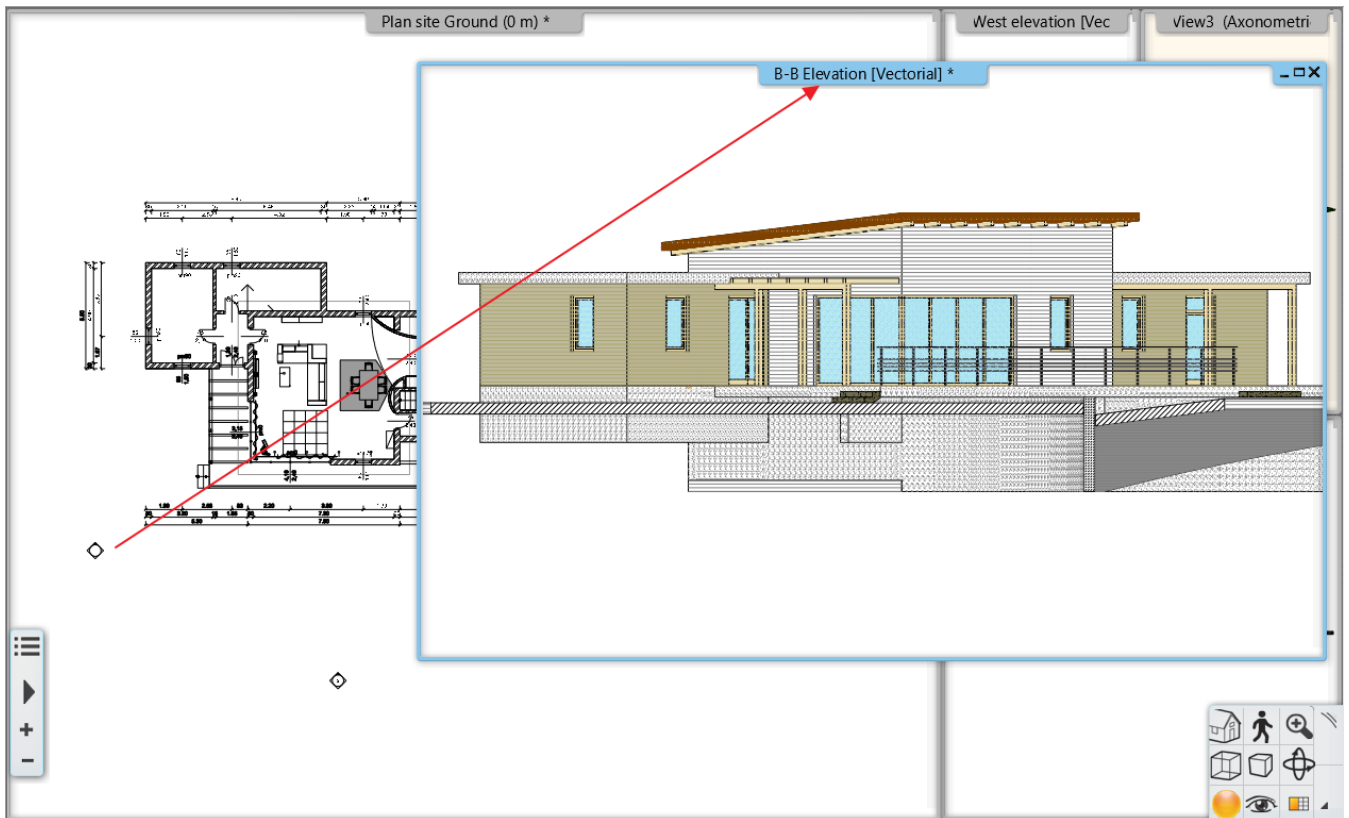
In the pop-up dialog menu click on Create new command.



Place the new Elevation symbol on the floor plan:



ARCHLine.XP creates a new elevation view.



Click on the elevation view marker on the floor plan to display the actual geometry that can be modified with the help of the grab points.

2.12. Dynamic drawing comparison

The compare drawings function compares the current drawing with a previous phase and displays the graphical changes visually. The result is a third drawing which displays the changes between the two phases with the assigned colours.

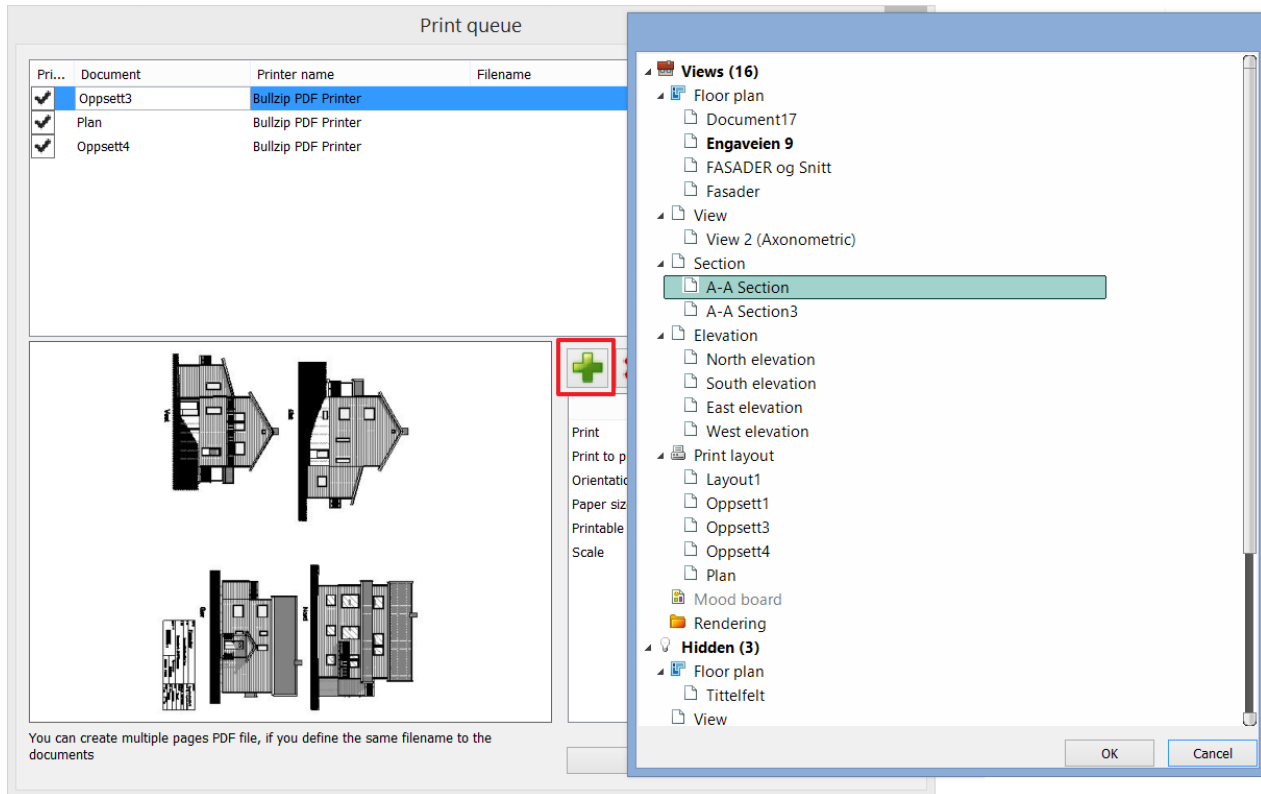
Location of the command: **Documentation – Drawing comparison – Drawing comparison**

 <p>Phase 1</p>	 <p>Phase 2</p>
<p>Phase 1</p> 	<p>Phase 2</p> 
<p>Compare drawings</p>	<p>Compare versions of the drawings</p>

The result can be actualized with one click with the Update drawing comparison command.

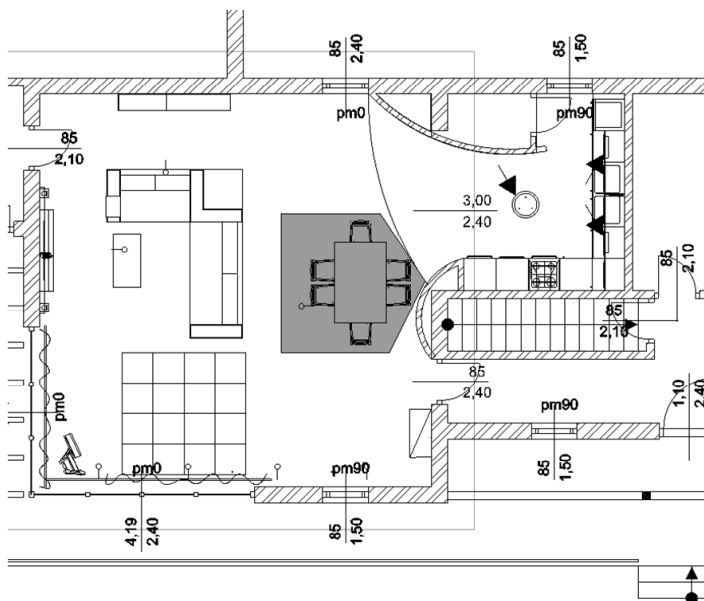
2.13. Enhanced printing queue

Print Queue management has changed and the new workflow is very simple and easy. Pressing the green plus button you can choose the next view to insert into the Print queue.

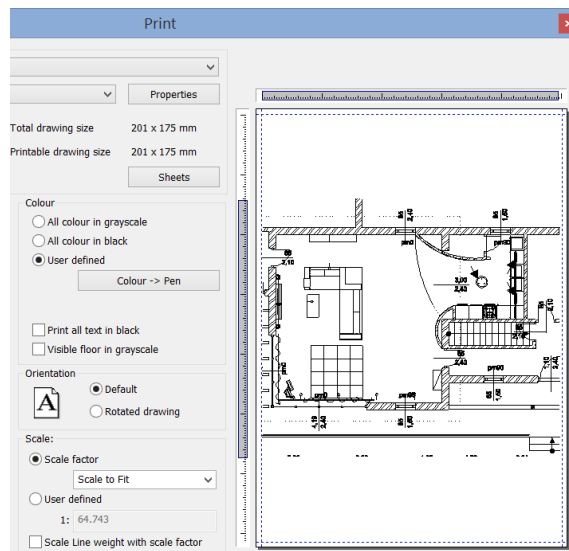


2.14. Wipe out – Blank area to mask objects

Create a polygonal area, called a Wipe out to mask underlying objects with transparent grey colour. This area is bound by a frame which can be edited. When printing the objects under the Wipe out object will not be visible on the printing.
 Location of the command: **Drafting – Polyline – Wipe out**



Wipe out on the layout

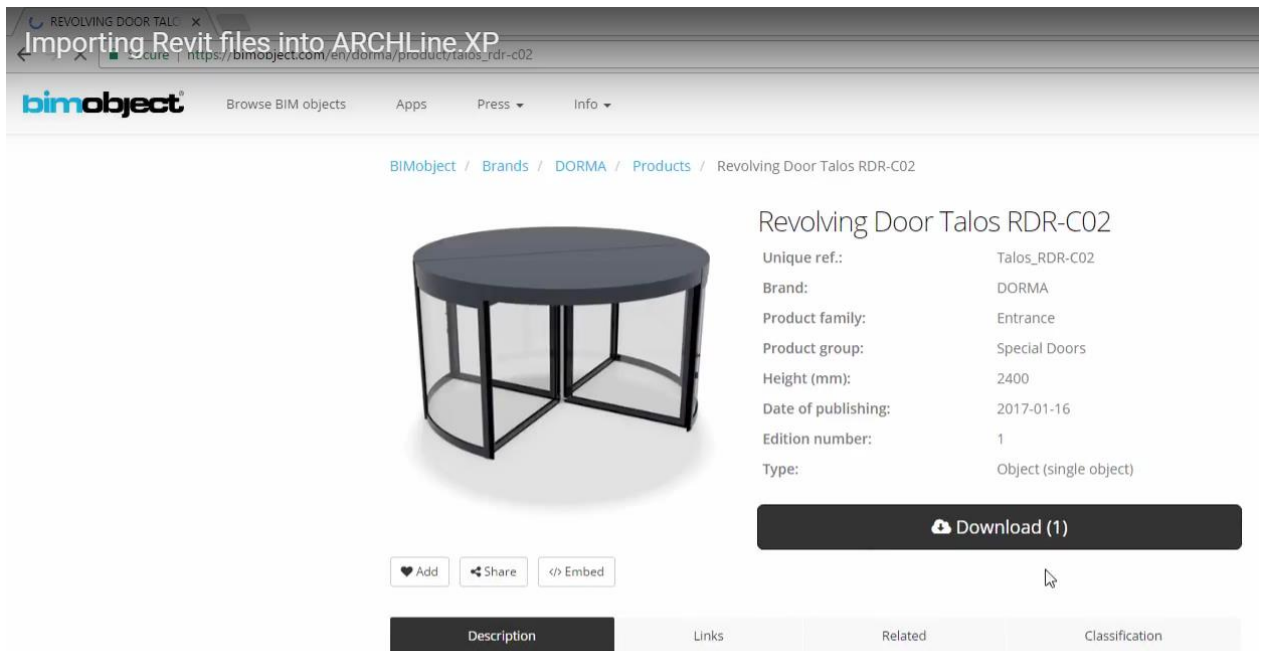
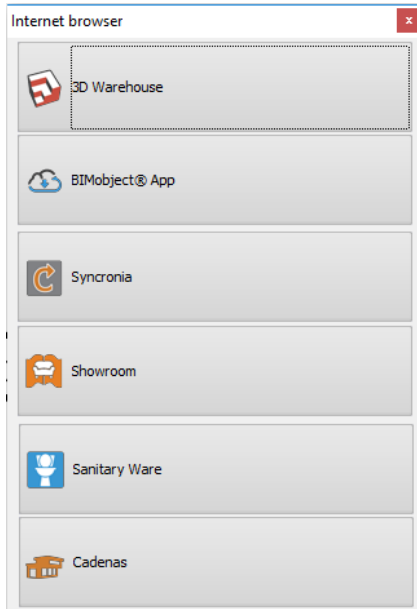


When printing the area is left out

2.15. New international object libraries: BIMObject, Cadenas, Synchronia

The BIMObject, Cadenas, Synchronia are object libraries which contains BIM models of products of leading manufacturers. The object catalogues above contains ten thousands of elements. From the international object libraries the content can be downloaded Revit RFA, SketchUp SKP and 3DS formats and the program creates native ARCHLine.XP elements from them. The BIM parameters saved in the RFA format are copied into the created ARCHLine. XP element.

Location of the command: **Interior – BIM libraries**

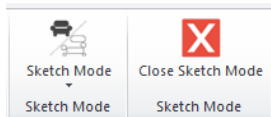
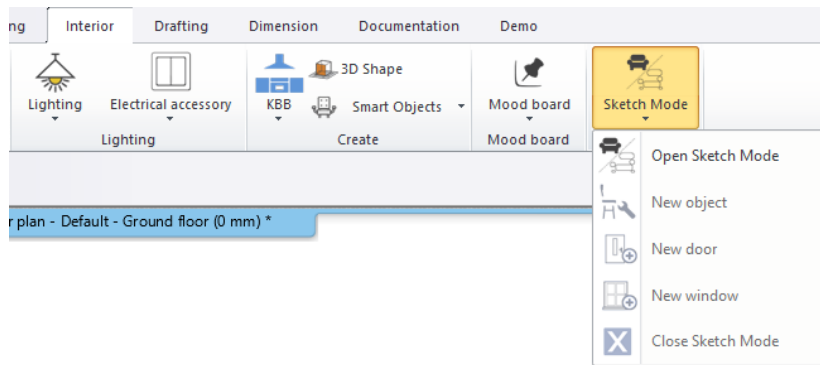


2.16. New ARCHLine Sketch Mode

The Sketch Mode allows to edit a selected object in a blank project. After starting this command the selected element is broken into its components which can be modified, deleted or a new material can be assigned to them individually. After the modifications the components should be saved as a new or replacement object, door or window. After this the Sketch Mode should be closed.

The main function of the Sketch Mode is to repair the errors of the objects downloaded from the internet but the objects already saved in the Design Center can also be modified in it easily. When activating the Sketch Mode the program automatically saves the actual project and puts it into the background. In the Sketch Mode only the selected object is visible and editable. To return to the saved project close the Sketch Mode.

Location of the command: **Interior – Sketch Mode – Open Sketch Mode**

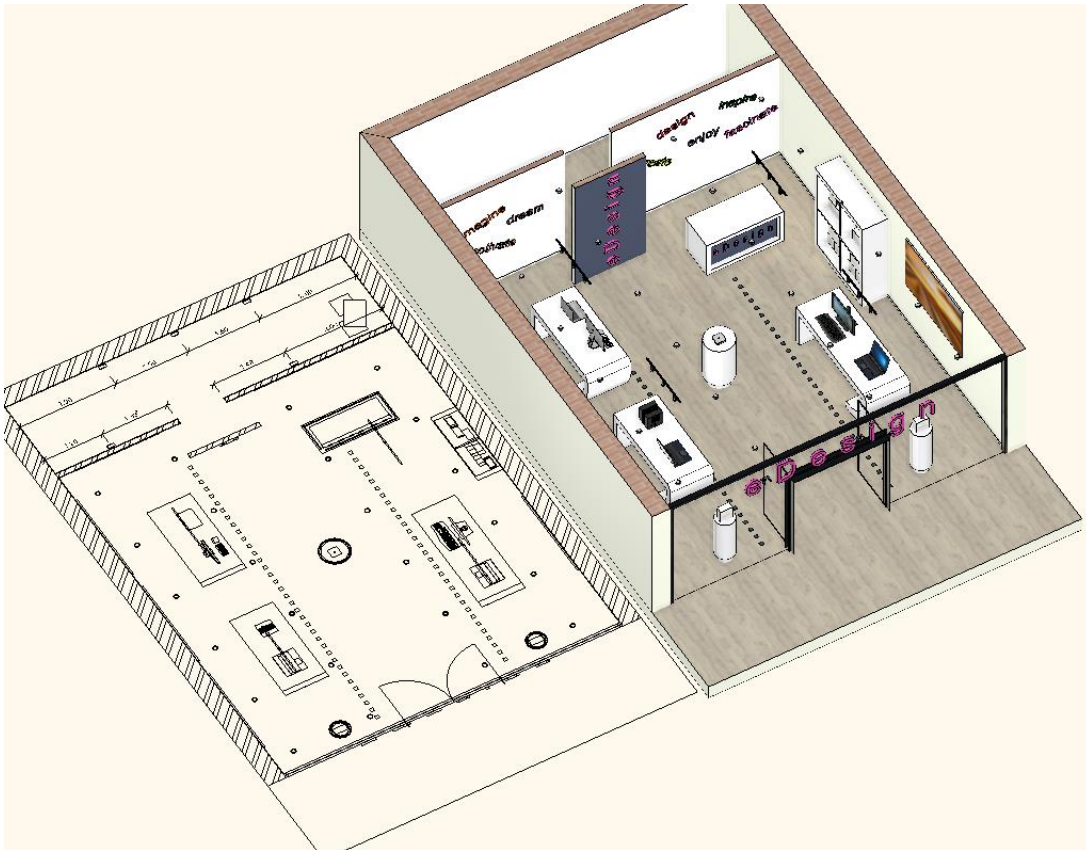


After downloading from the BIMObject, Cadenas, Synchronia object libraries the program automatically activates the Sketch Mode. The imported elements can be converted into object, door or window keeping the original BIM parameters. Use the Interior – Single Object – New object command to save the ARCHLine object and the Interior – Single Object – New door or New window command to save new door/window.

2.17. Add floor plan in 3D view

The command copies the floor plan to the 3D view at the same location as the 3D model. In ARCHLine.XP 2018, you can move the floor plan to a more visible location than the model.

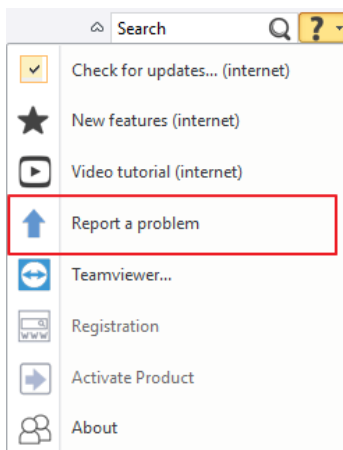
Location of the command: **View – Visual Styles – Underlay floor plan on 3D view**



2.18. Problem report

You can send a direct feedback about any problem occurred during the use of the software.

- ❖ Click on the Help menu in the upper right corner.
- ❖ Click on the Report a problem icon.



- ❖ In the dialog explain you problem, including the steps with which the problem can be repeated.
- ❖ Select whether you want to send more information in the report for example upload the project, give your e-mail address or send a screenshot.
- ❖ To send the report click on the Upload button.

Report an issue ✕

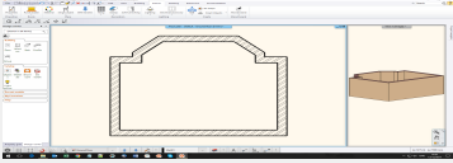
Add details, including steps to help us recreate the issue you're experiencing.

Choose if you want to include more information in your report, like your current project, your email address, or a screenshot.

E-mail address...

Include this screenshot

Send system information

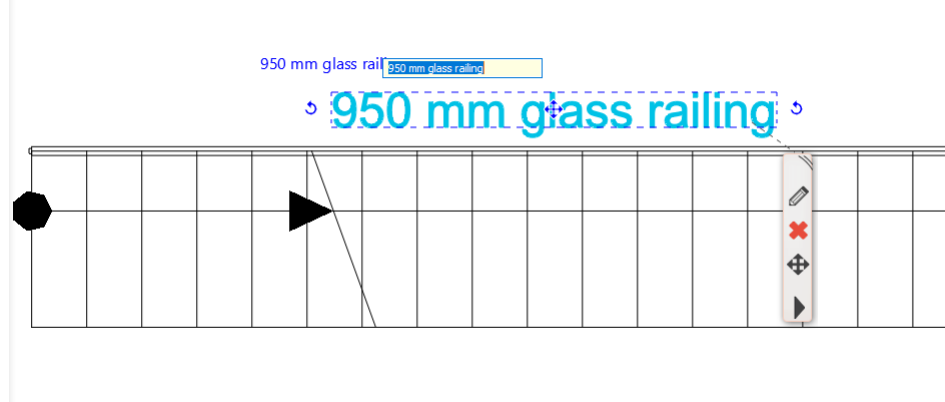


Do you want to send the last saved status of the current project to the Support Team?
 If you would like to send the current status of this project, please make sure you save it right before sending. You can provide an e-mail address as well to help the identification process.
 By clicking on the "Yes" button the sending process starts and you can continue working. You can save or open projects and you can even close the design software - the upload process runs independent. We appreciate your help. In most cases, we won't be able to send you an individualized response, but we'll investigate your report and use the information you provide to improve ARCHLine.XP.

3. Others

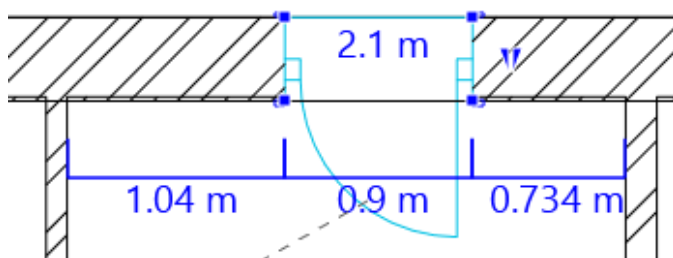
3.1. Marker developments

In the case of one line text the text appears blue and by clicking into it, it can be edited like on the plot layout or on the plot stamp. The command reduces the editing of texts to one step.



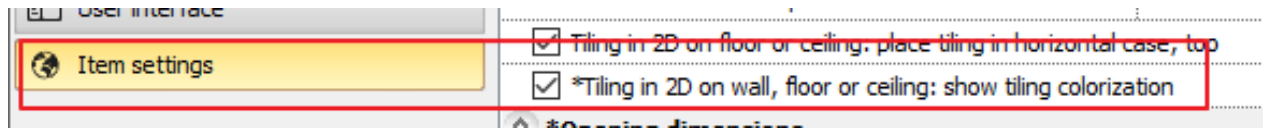
3.2. Marker locations

In some situations the markers are located too close to each other and the desired one cannot be easily selected – e. g.: rotate – move, rotate – size, - both in 2D and 3D. To select the desired command we have to zoom in to the drawing. This situation is solved by the optimization of the markers.



3.3. Tiling layout display with coloured tiles or contour lines

In the Item settings under the Tiling there is a new checkbox with which the colouring of the 2D tiling layout can be turned on and off. When it is turned off the program displays contour lines only without background colour.



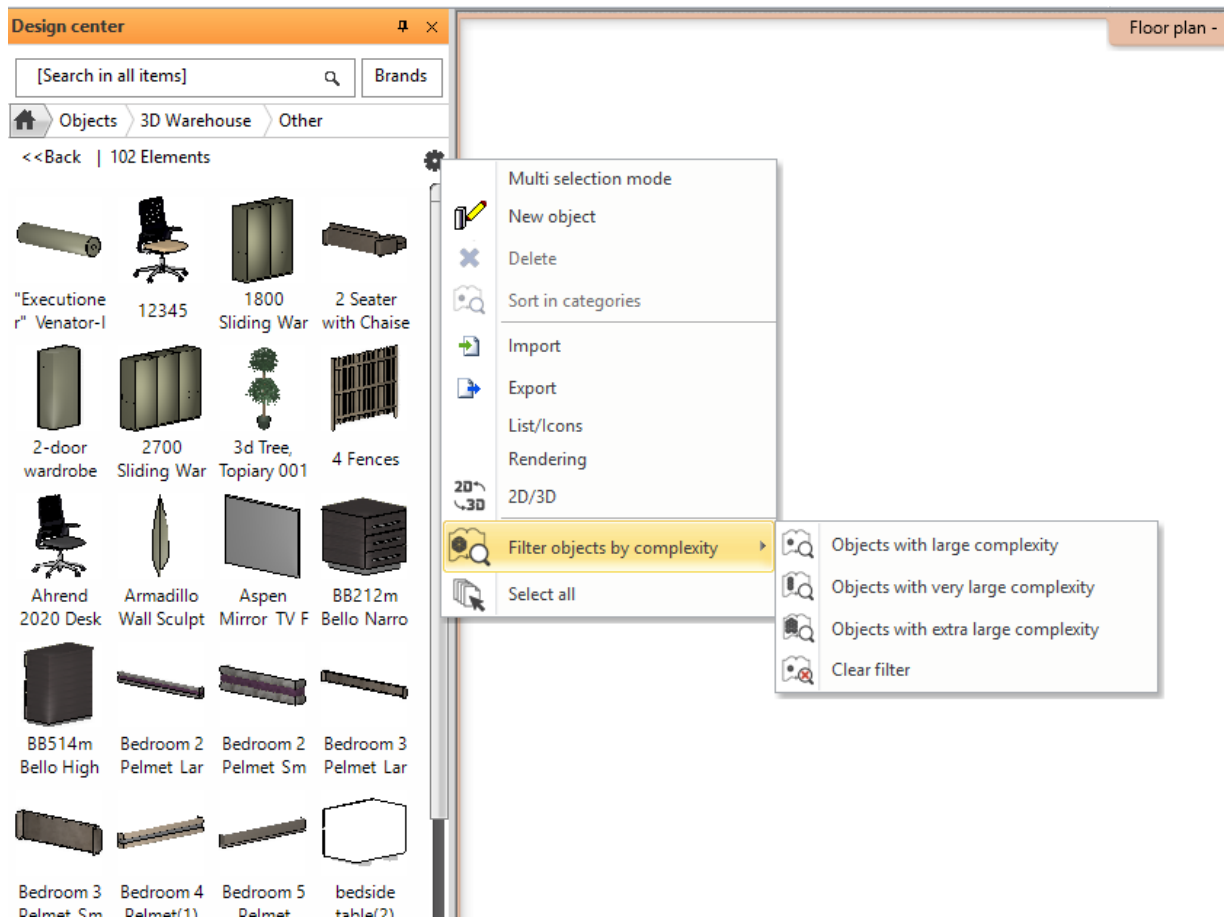
3.4. Model complexity display in the Design Center

The complexity of the model is now displayed in the Design Center: Mini, Small, Medium, Large, Very large, Extra large (these parameters are based on the number of surfaces the model has).



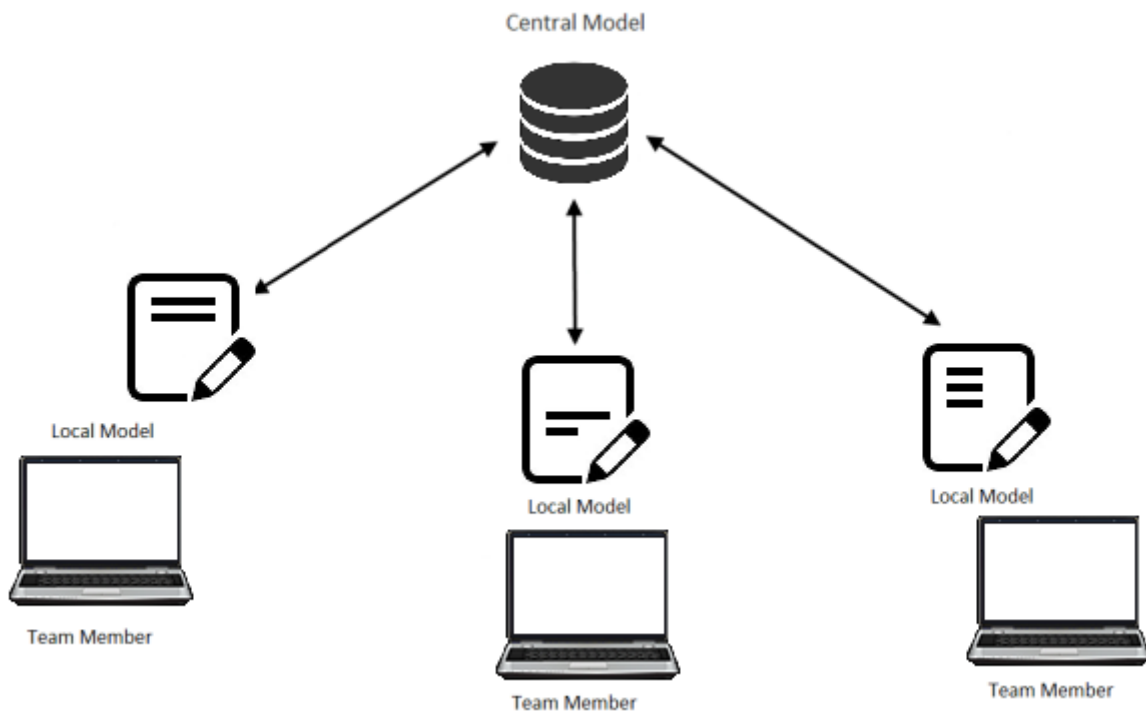
Filter objects by complexity

By clicking on the Design Center settings icon a new command is available in the appearing menu which enables us to list the more complex elements. With this information the size of the project can be optimized because the less important objects can be recognized (e.g.: small flowers, cologne bottle etc.) and whose omission or replacement can significantly reduce the size of the project and the render time.



3.5. Enhanced teamwork

Teamwork allows multiple team members to work on the same project at the same time. ARCHLine.XP supports teamwork. This means that project can be subdivided and team members may work on separate parts of the very same project. The Project Manager is the Administrator who creates a central model so that team members can simultaneously make design changes to a local copy of the central model.



3.6. 4K scalable user interface

In the Options dialog, in the User interface panel four icon sizes can be selected from small to extra large.

3.7. Plot layout scale 1: 25

The documentation can be placed to the plot layout in 1:25 scale.