

Adding Light Fixtures and Other Electrical Objects to a Plan

Reference Number: **KB-00608**

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The information in this article applies to:



QUESTION

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

ANSWER

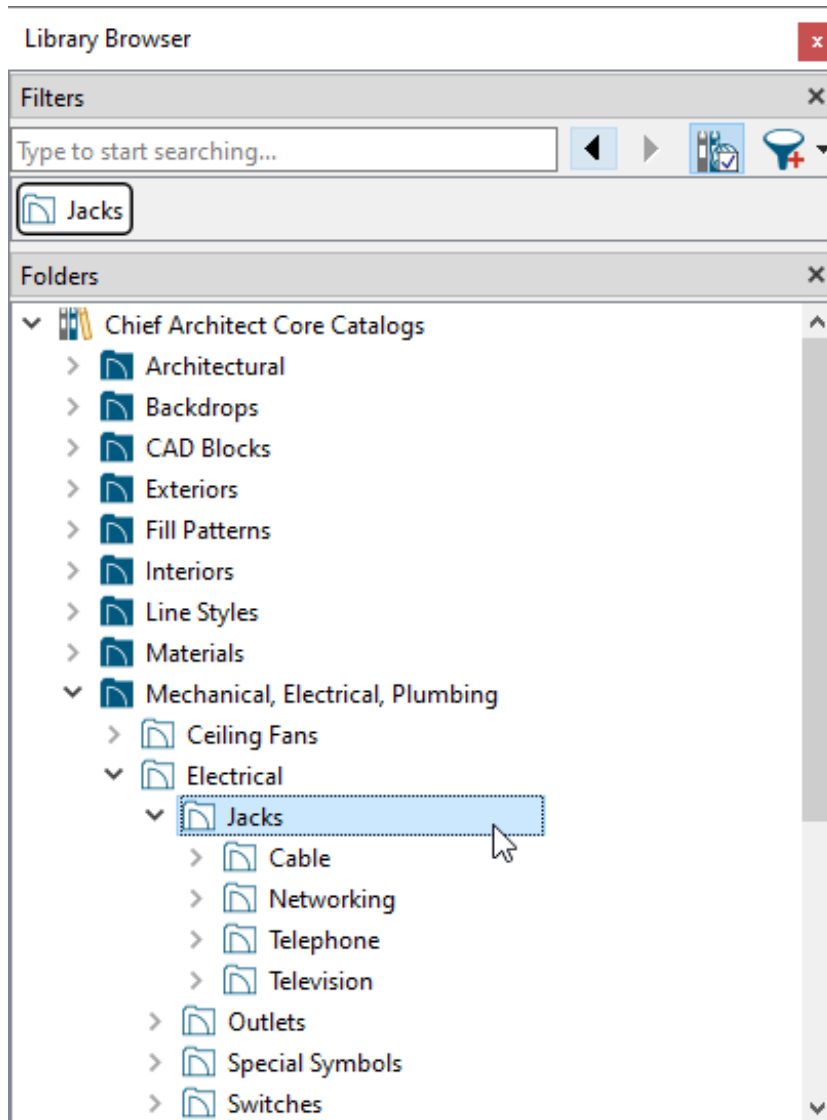
A wide variety of electrical objects, such as cable and telephone jacks, doorbells, thermostats and intercoms, are available in the Library Browser to place in your plans. You can also specify which electrical objects are placed when you use the Electrical Tools mentioned above.


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.

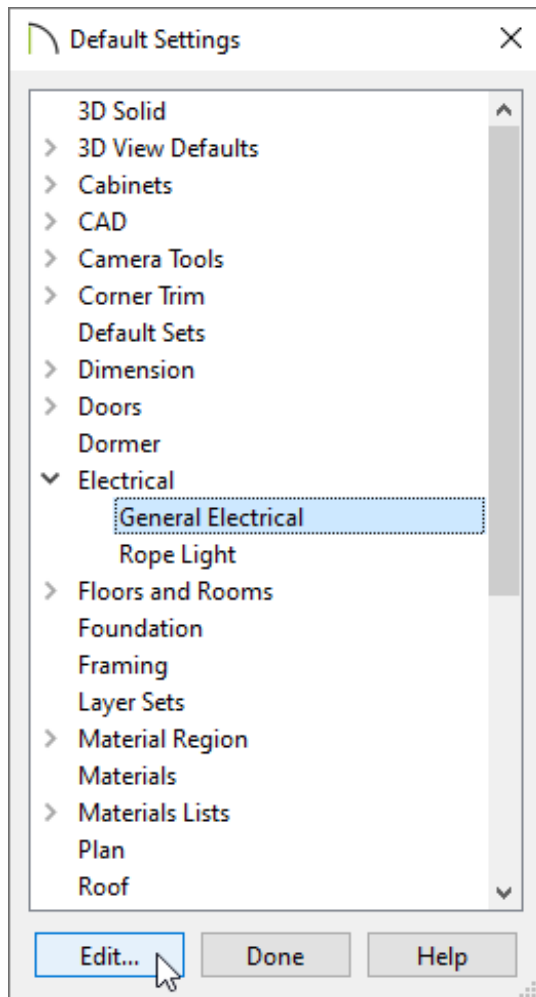
2. Browse to **Chief Architect Core Catalogs> Architectural> Lighting** to find additional light fixtures, or browse to **Chief Architect Core Catalogs> Mechanical, Electrical, & Plumbing> Electrical** to find other types of electrical objects.



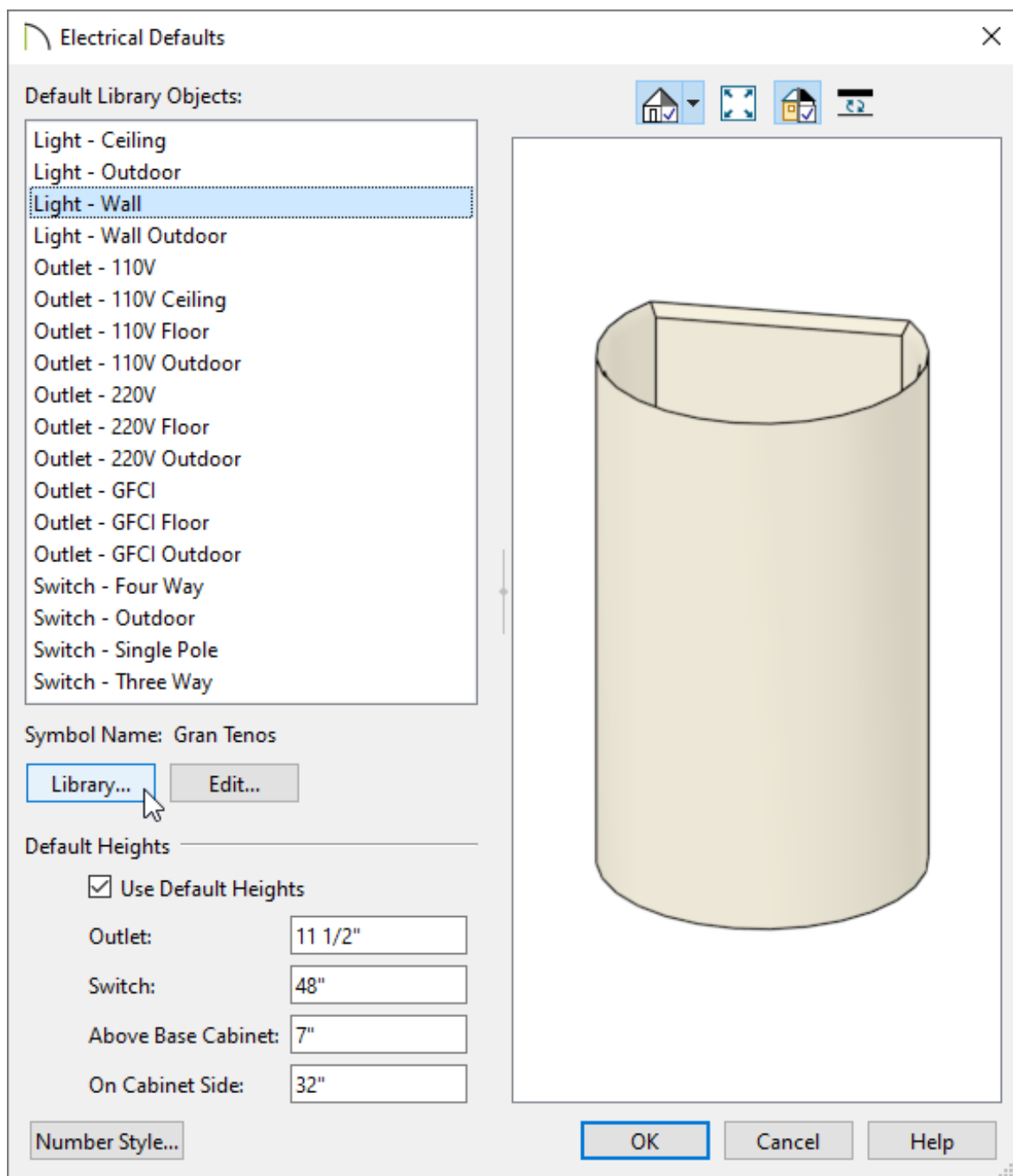
- Once you have found an object you'd like to place, click on it within the library to select it.
 - When you move your cursor into the drawing area, it will display the Electrical icon  .
3. Click once in the drawing area to place the selected electrical object at your desired location.

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 Electric**, then click **Edit**.



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



- 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.


Related Articles

 [Adding GFCI Outlets \(/support/article/KB-00493/adding-gfci-outlets.html\)](/support/article/KB-00493/adding-gfci-outlets.html)

 [Message: Couldn't find electrical objects in the electrical library. \(/support/article/KB-00958/message-couldn-t-find-electrical-objects-in-the-electrical-library.html\)](/support/article/KB-00958/message-couldn-t-find-electrical-objects-in-the-electrical-library.html)
 [Working with Lighting \(/support/article/KB-00777/working-with-lighting.html\)](/support/article/KB-00777/working-with-lighting.html)



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