Creating a Custom Toolbar

The information in this article applies to:

Premier  Interiors

QUESTION

I would like to create my own toolbar and control the buttons that display on it. How can I do this?

ANSWER

You can create custom toolbars with whatever toolbar buttons you need and then dock the toolbar to the top, bottom or side of the Chief Architect window, or let it float undocked in the drawing area.

To create a custom toolbar

1. Select **Tools**> **Toolbars and Hotkeys**> **Customize Toolbars** from the menu.

2. On the **Tools** panel of the **Toolbar Customization** dialog, select an option from the list of **Views**.
Your selection will determine not only what buttons are available in the Toolbar Buttons list, but also what view types your custom toolbar will be present in.

3. Still on the **TOOLS** panel, browse the list of **Available Toolbar Buttons** and click on a toolbar button that you would like to add to your custom toolbar.

   - A description of the tool's use displays under the available buttons list.

   - If the selected button is a Parent Tool you will see a small triangle displayed to the left of the name which can be used to expand the list of associated Child tools.

   - In X5 and prior programs you'll see the Views list on the left, Main toolbar buttons in the center, and Child tools will display on the right.

4. Click on a button in the list, hold down your left mouse button and drag the selected button outside the **Toolbar Customization** dialog box.

5. If you drag the toolbar button to an existing toolbar, the button will be added to that toolbar when you release your mouse button.

6. If you drag the toolbar button into the drawing area, a new toolbar will be created and the button will be placed in that toolbar.
This toolbar can be dragged and docked to the top, bottom or side of the Chief Architect drawing area, or it can remain floating.

Similarly, you can dock or undock existing toolbars to customize their locations as you wish at any time.

7. Continue adding toolbar buttons to your new toolbar as desired.

8. To remove an item from the toolbar, click and drag the item from the toolbar and drop it into the Toolbar Customization dialog box.

9. To rename the toolbar, select the TOOLBAR panel of the Toolbar Customization dialog.

   Select the toolbar from the list and then click once on the name to rename the toolbar.

   In X5 and Prior, Click on your toolbar's name in the Toolbars list and click the Rename button.
10. Also on the TOOLBAR panel, you can choose which views you wish to see this toolbar by simply placing a check mark in the appropriate columns.

In X5 and older programs, your custom toolbar will now display any time you are in a view of the type that you selected in step 2.

The **Place Library Object** tool can be customized to place a fixture other than the one that is pre-programmed.

To use the Place Library Object tool

1. In this example, we will change the **Place Library Object** button to place a different toilet from the library. Double-click the **Place Library Object** button to open the **Library Object Button Specification** dialog box.
2. Click the **Library** button to open the **Select Library Object** dialog.

   - Navigate through the library to the toilet you want to place using this tool.

   - In this example, we have selected the ADA toilet.
3. Click **OK** to return to the **Library Object Button Specification** dialog, then click **OK** again to return to your plan.