

Customizing a Light Fixture

Reference Number: **KB-01057**

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The information in this article applies to:



QUESTION




I would like to adjust the size of a light fixture. How can I do this?



ANSWER

A light fixture has several properties that can be customized in Chief Architect, including the size, the light source, materials, as well as the properties relating to a materials list and schedule.

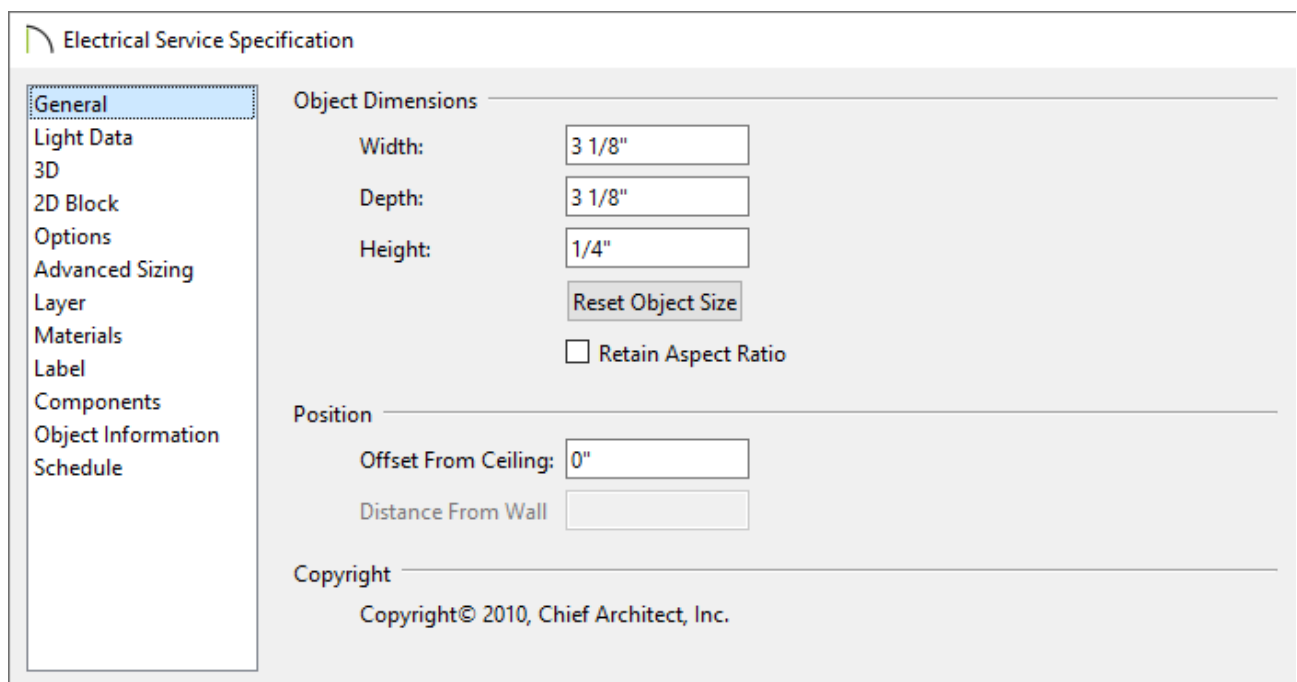
To customize a light fixture

1. **Open**  the plan in which you would like to customize a light fixture.
2. Using the **Select Objects**  tool, click on the light fixture to select it, then click the **Open Object**  edit tool.

In this example, a Puck light is selected and opened.

3. On the **GENERAL** panel of the **Electrical Service Specification** dialog that opens, adjust the **Width**, **Depth**, and **Height** to your liking.

If you're working with rope lighting, different options will be listed, including the **Distance Between Lights** and the **Light Display Size**.



The screenshot shows the 'Electrical Service Specification' dialog box with the 'General' panel selected. The 'Object Dimensions' section includes input fields for Width (3 1/8"), Depth (3 1/8"), and Height (1/4"). There is a 'Reset Object Size' button and a 'Retain Aspect Ratio' checkbox. The 'Position' section includes input fields for 'Offset From Ceiling' (0") and 'Distance From Wall'. The 'Copyright' section at the bottom reads 'Copyright© 2010, Chief Architect, Inc.'.

Property	Value
Width	3 1/8"
Depth	3 1/8"
Height	1/4"
Offset From Ceiling	0"
Distance From Wall	

You can also modify the 2D CAD block that's assigned to the light fixture. To learn more, please see the "Editing 2D CAD Blocks Assigned to 3D Symbols" resource in the [Related Articles](#) section below.

4. On the LIGHT DATA panel, modify the light source to serve your needs.

Electrical Service Specification

Specify As Light

Name	On	Source Type	Intensity	Color	Used In	Casts Shadows	Show Position
Light 1	<input checked="" type="checkbox"/>	Spot	370.5		All Views	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Add Light Copy Light Delete Light

Light Characteristics

Source Type: Spot

Intensity: Custom Lumens 370.5

Color: [Color Picker]

Tilt Angle: -90.0°

Direction Angle: 0.0°

Cut Off Angle: 30.0°

Drop Off Rate: 7.5

Soft Shadows (CPU Ray Tracing)

Light Diameter: 4"

Offset

X Position: 0"

Y Position: 0"

Z Position: -2"

Options

Used In: All Views

On in Default Light Set

Casts Shadows


Show Position in Camera View

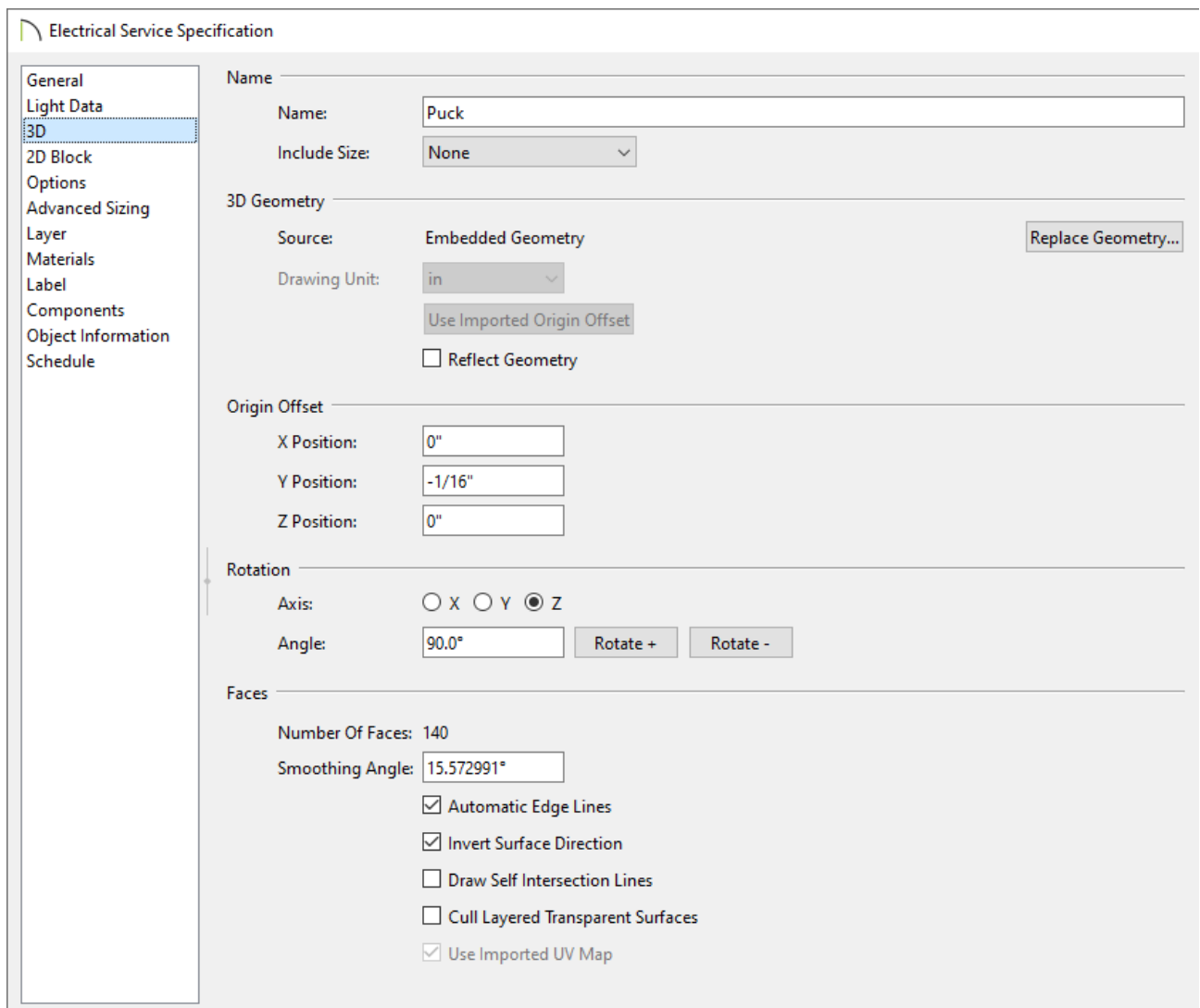
- The exact changes that you use will depend on the effect you wish to create, as well as the conditions in your plan and the location you wish to place the light.
- For more information on these settings, please see the "Working with Lighting" resource in the [Related Articles](#) section below.

Note: If you're working with rope or strip lighting, POLYLINE, SELECTED LINE,

and **MOLDINGS** panels will be available where additional settings can be specified. For more information on rope lighting, please refer to your program's Help documentation.

5. **3D**, **2D BLOCK**, **OPTIONS**, and **ADVANCED SIZING** panels are available that allow you to edit additional characteristics associated with the fixture, including the 3D geometry, how it appears in 2D views, placement settings, and additional sizing controls.

In X14 and prior versions, these panels can be accessed by closing the dialog and selecting the **Open Symbol**  edit tool for the selected fixture.

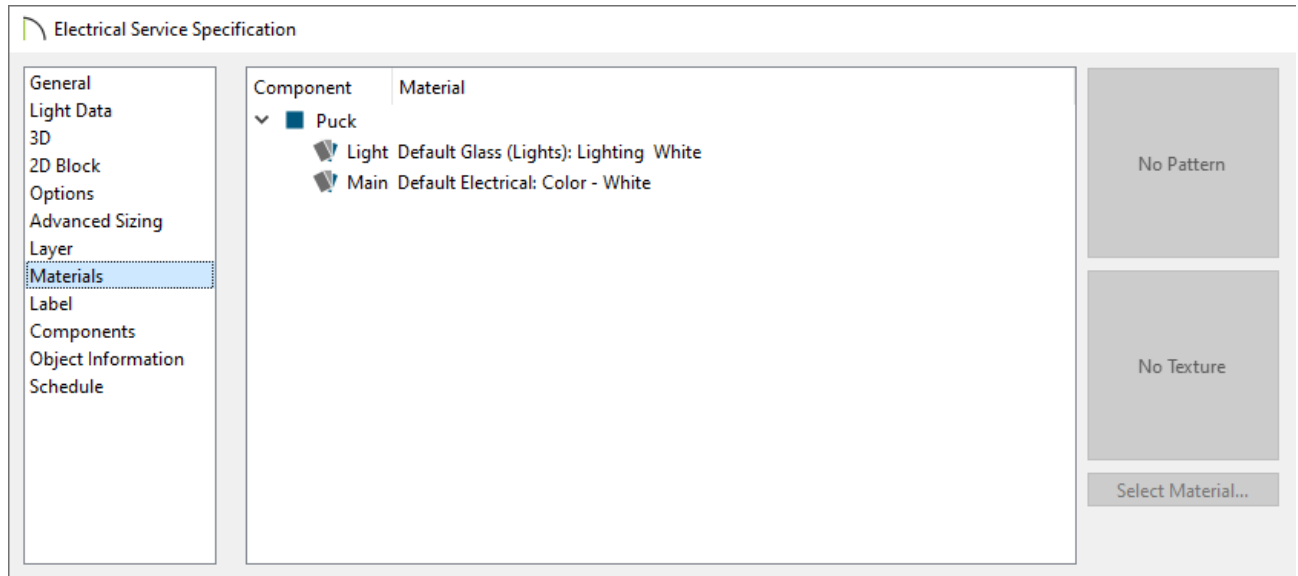


The screenshot shows the 'Electrical Service Specification' dialog box with the '3D' panel selected in the left-hand navigation pane. The main area contains the following settings:

- Name:** Puck
- Include Size:** None
- 3D Geometry:**
 - Source: Embedded Geometry (with a 'Replace Geometry...' button)
 - Drawing Unit: in
 - Use Imported Origin Offset (checked)
 - Reflect Geometry (unchecked)
- Origin Offset:**
 - X Position: 0"
 - Y Position: -1/16"
 - Z Position: 0"
- Rotation:**
 - Axis: X (unselected), Y (unselected), Z (selected)
 - Angle: 90.0° (with 'Rotate +' and 'Rotate -' buttons)
- Faces:**
 - Number Of Faces: 140
 - Smoothing Angle: 15.572991°
 - Automatic Edge Lines (checked)
 - Invert Surface Direction (checked)
 - Draw Self Intersection Lines (unchecked)
 - Cull Layered Transparent Surfaces (unchecked)
 - Use Imported UV Map (checked)

6. Specify a material for the light, as well as the components associated with the fixture itself on the **MATERIALS** panel.

Lighting materials, including LED options, can be found by navigating to Chief Architect Core Catalogs> Materials> Lighting.



7. Specify your desired label properties on the LABEL panel.
8. On the COMPONENTS panel, enter the **Price** of the fixture, as well as other information if you wish.
9. On the OBJECT INFORMATION panel:

Electrical Service Specification

General
Light Data
3D
2D Block
Options
Advanced Sizing
Layer
Materials
Label
Components
Object Information
Schedule

Code Insert: > M

Comment Insert: > M

Description Insert: > M

Manufacturer Insert: > M

Supplier Insert: > M

Custom Object Fields

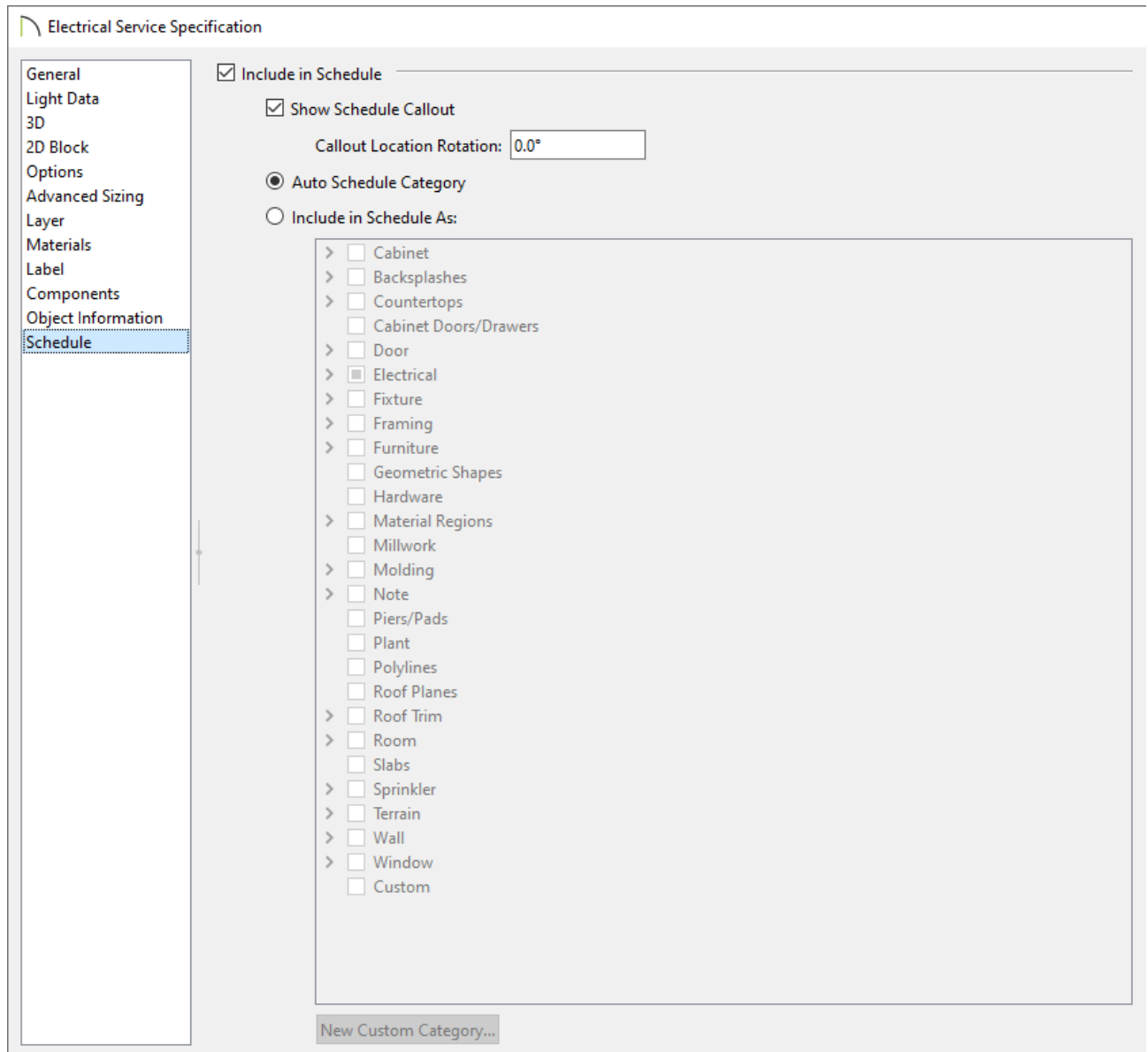
Custom Fields:	Field Value:
<input type="text"/>	<input type="text"/>

Insert: > M

Create New Field...

- Use the **Code** field to specify a SKU, if applicable.
- Use the **Comment** field to specify any additional comments.
- Use the **Description** field to specify a description for the fixture.
- Specify the fixture's **Manufacturer**.
- Specify the fixture's **Supplier**.
- Custom Object Fields can also be setup. This setting allows you to specify custom field values for use in schedules. For more information on Custom Object Fields, please refer to your program's Help documentation.

10. Specify your desired schedule settings on the **SCHEDULE** panel.



11. Once all desired changes have been made, click **OK**.

Related Articles

[📄 Creating Custom Schedules \(/support/article/KB-03120/creating-custom-schedules.html\)](/support/article/KB-03120/creating-custom-schedules.html)


[📄 Creating Realistic Lighting Effects for a Fireplace \(/support/article/KB-01234/creating-realistic-lighting-effects-for-a-fireplace.html\)](/support/article/KB-01234/creating-realistic-lighting-effects-for-a-fireplace.html)

[📄 Customizing a CAD Block or Detail \(/support/article/KB-00500/customizing-a-cad-block-or-detail.html\)](/support/article/KB-00500/customizing-a-cad-block-or-detail.html)

[📄 Editing 2D CAD Blocks Assigned to 3D Symbols \(/support/article/KB-00805/editing-2d-cad-blocks-assigned-to-3d-symbols.html\)](/support/article/KB-00805/editing-2d-cad-blocks-assigned-to-3d-symbols.html)



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