

Creating and Using a Custom Text Style

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QUESTION

I see that Text Styles are used to control the appearance of most of the text in Chief Architect. How can I use them to customize the text in my drawings?

ANSWER

A Text Style is simply a collection of text attributes such as font, color, and size which you can set up to meet a particular drafting need and then apply to any object that has text associated with it.

Text Styles make it fast and easy to ensure that objects in a given plan or layout file use identical text attributes.

Note: Because of the editing capabilities of Rich Text, text objects created using this tool do not use Text Styles.

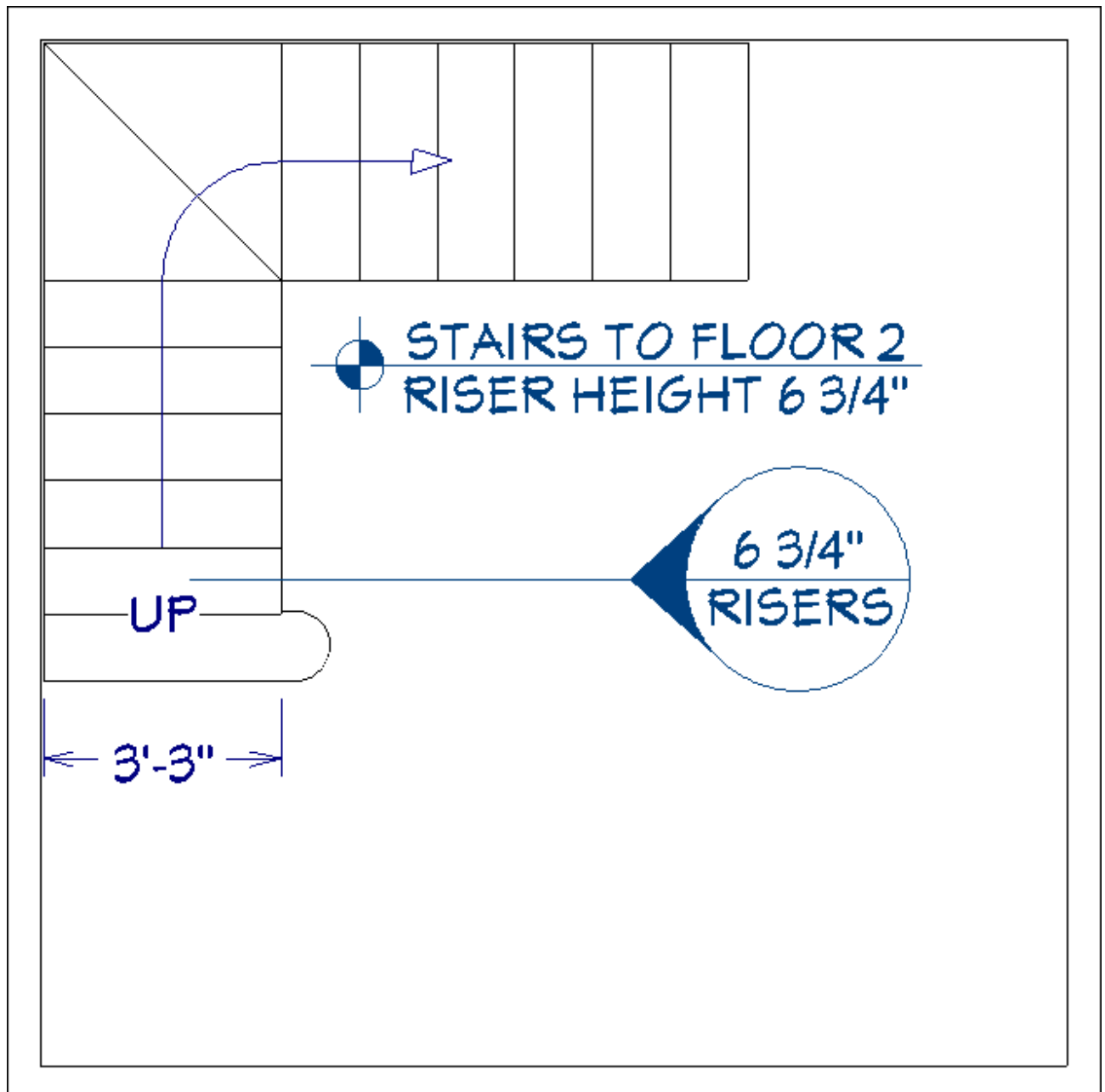
Chief Architect's installed template files include a selection of predefined Text Styles. These can be customized as needed and, if you require more variations in your text, you can also create new custom Text Styles.

- [To customize an existing Text Style](#)
- [To create a custom Text Style](#)
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To customize an existing Text Style

1. Open the plan file in which you would like to customize an existing Text Style.

In this example, we are using the Working Plan View which primarily uses the Default Text Style for its layers, and we are working with a simple drawing with some stairs and text objects.

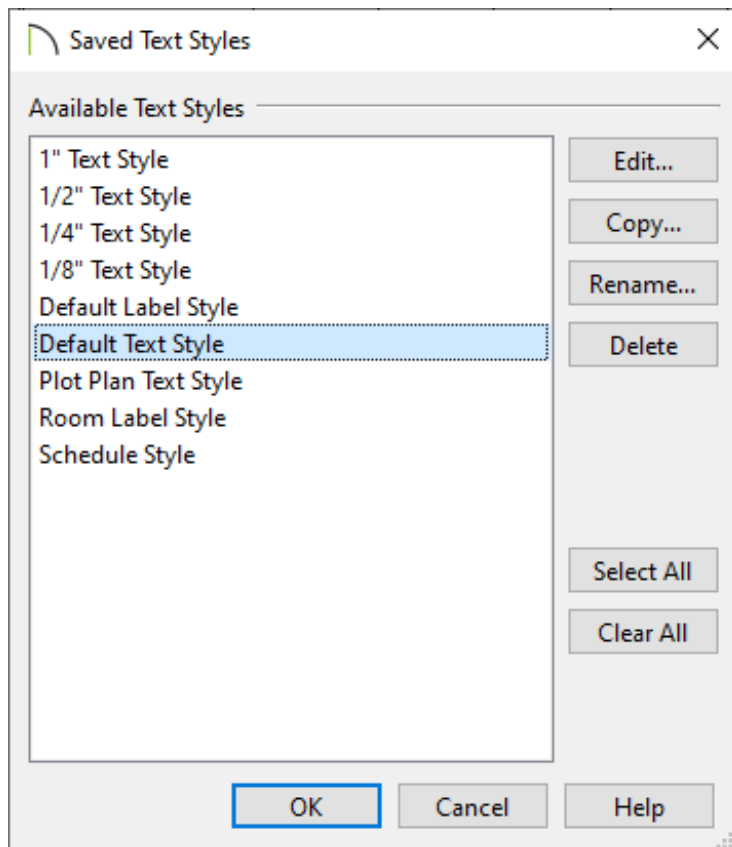


2. Select **Edit> Default Settings**  from the menu.

3. In the **Default Settings** dialog:

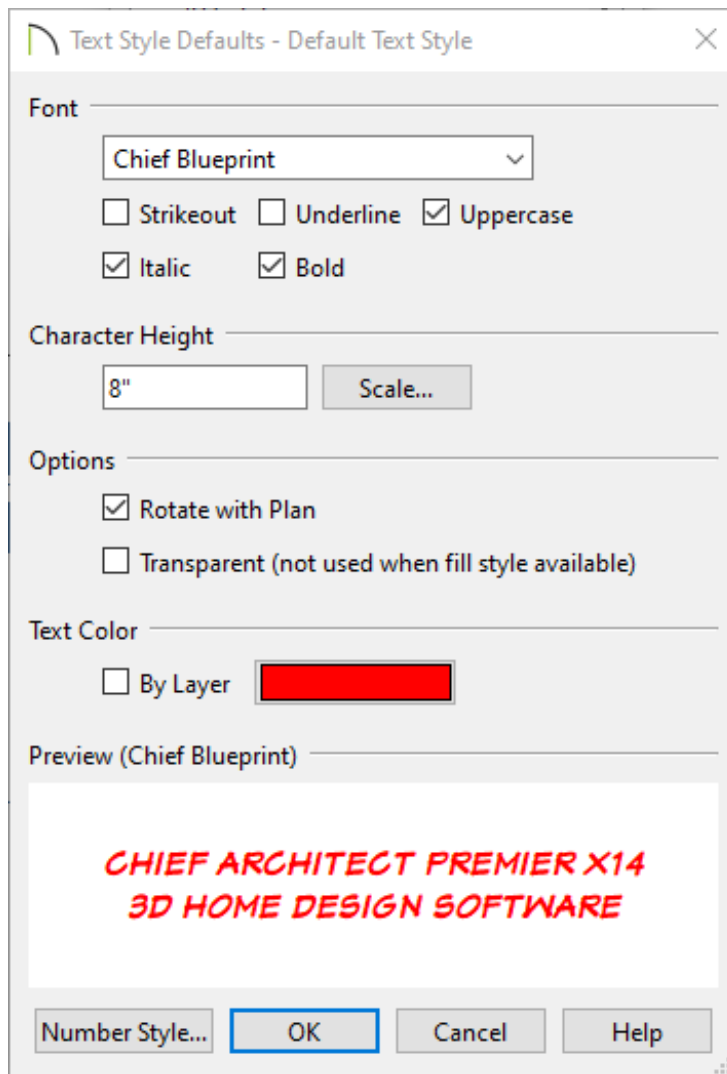
- Expand the **Text, Callouts and Markers** category.
- Select **Text Styles** from the list.
Don't confuse **Text Styles** with the various (Saved) Text Defaults.
- Click the **Edit** button.

4. In the **Saved Text Style Defaults** dialog select the **Default TextStyle** and click **Edit**.

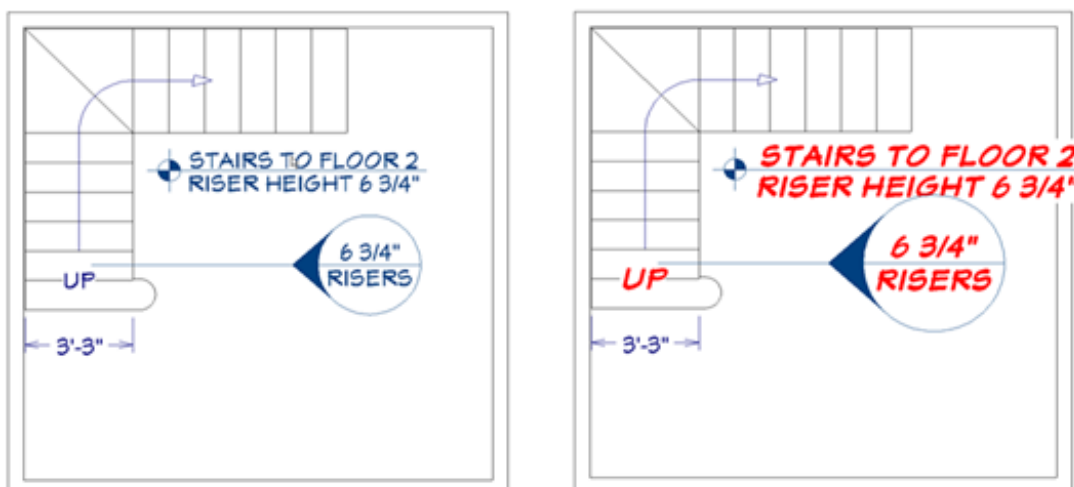


5. In the **Text Style Defaults** dialog, make any desired changes to the Default Text Style and click **OK**.

For the purposes of this example, we will check **Bold**, **Italic**, and **Uppercase**, change the **Character Size** to 8" and the font **Color** to **red**.




- Click **OK** to close the **Saved Text Style Defaults** and **Done** for the **Default Settings**, as well, and see the results of these changes in floor plan view.





Note: Notice that the change has affected the text of the stairs' Up/Down arrow, but also the text associated with the text, marker, and callout. All of these objects have been affected because in the Working Layer Set, they all

use the "Default Text Style", but the dimension text does not change because it uses the "1/4" Text Style". In this situation, if we want to change the appearance of the stairs' Up/Down arrow without affecting the other items, we need to create a custom Text Style.

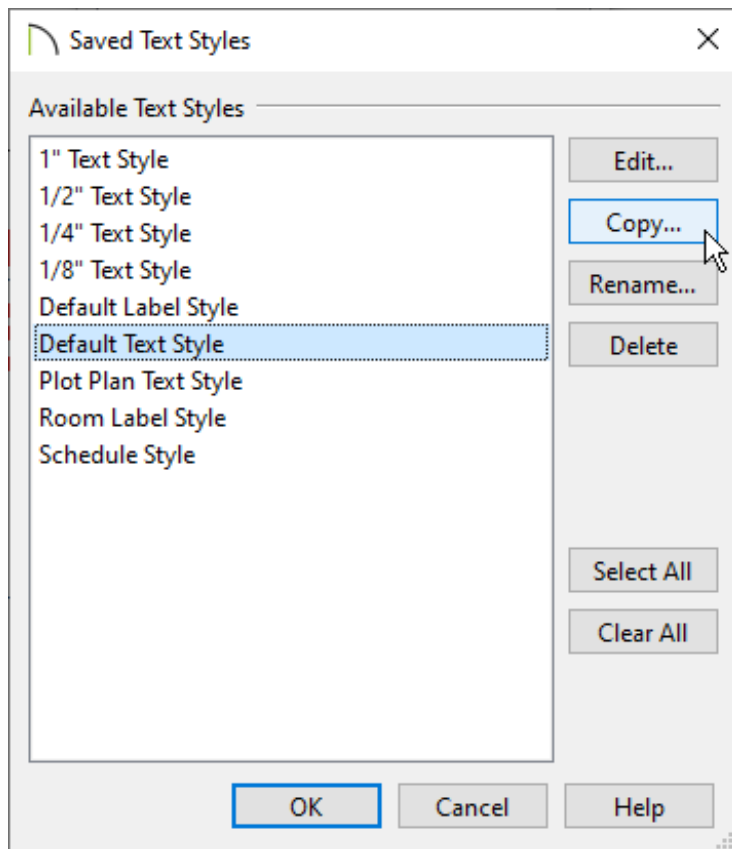
7. Select **Edit> Undo**  to undo your changes to the Default Text Style.

To create a custom Text Style

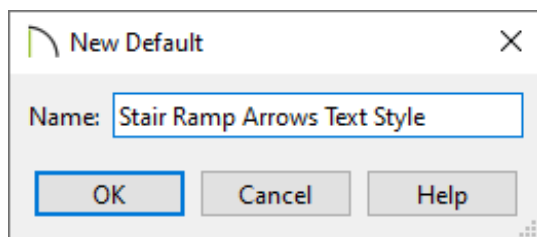
1. Click the **Select Objects**  button, click on an object with a Text Style you wish to modify, and then click the **Object Layer Properties**  edit button.

Note: The Object Layer Properties edit tool opens a special version of the Layer Display Options dialog which lists only the layers that affect the appearance of the selected object.

2. In the **Object Layer Properties** dialog:
 - Select the layer associated with the object's text. In this example, that layer is "Stairs & Ramps, Up/Down Arrows".
 - Click the **Define** button to the right of the **Text Style** drop-down list.
3. In the **Saved Text Styles** dialog, click the **Copy** button.

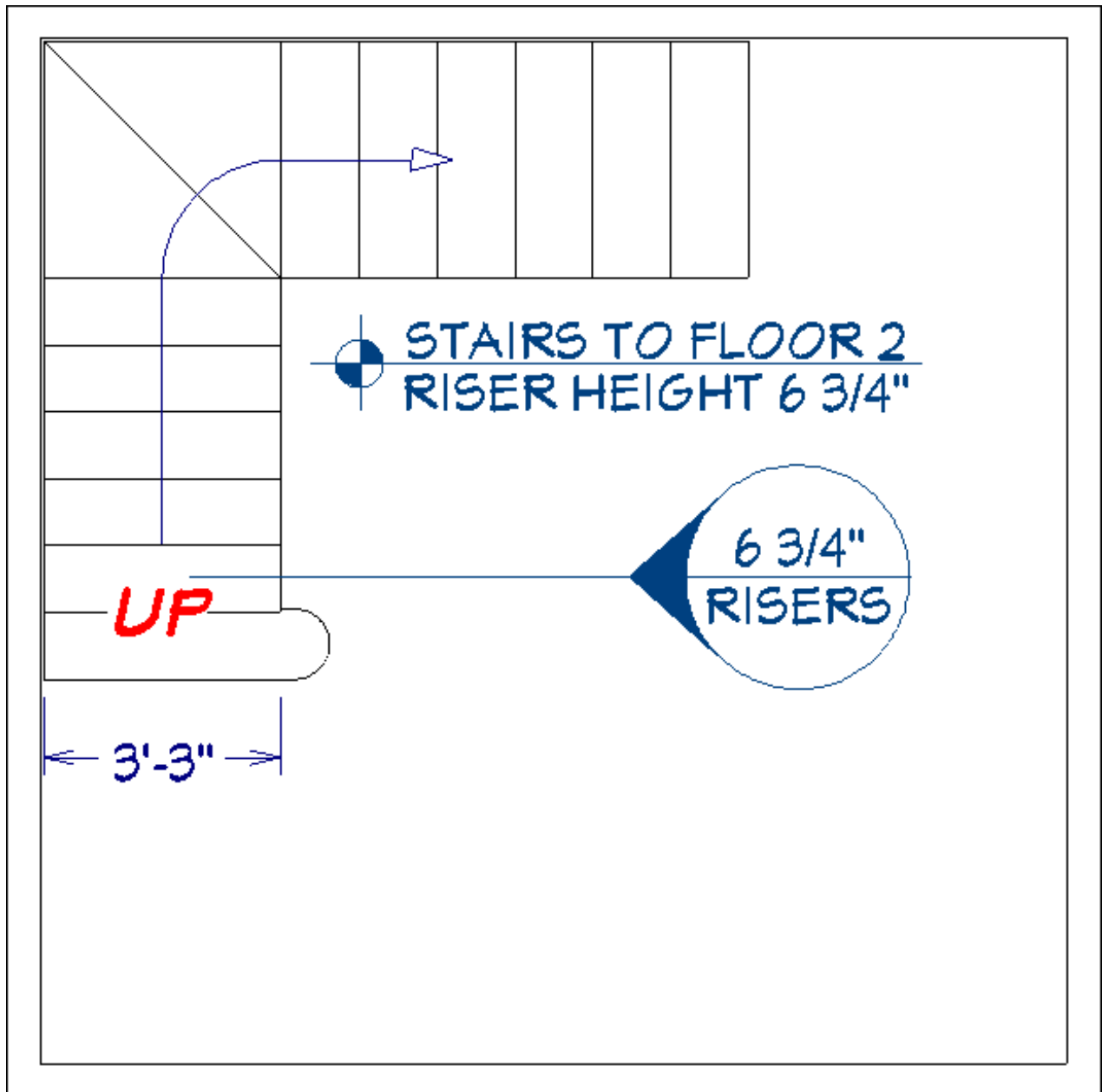


4. In the **New Default** dialog that appears next, type a descriptive name for your new custom Text Style.




5. In the **Text Style Defaults** dialog, specify the attributes that you want for your custom Text Style.
 - In this example, the same changes are made as in step #5, above.
 - Click **OK** to close all dialogs.
 - Before you close the **Saved Text Style Defaults** dialog, notice that your new Text Style's name is now selected in the list.
6. Your new custom Text Style is now available for use and has been assigned to the

"Stairs & Ramps, Up/Down Arrows" layer. It can be also assigned to other objects, as well.



To assign a Text Style to a layer

1. Select **Tools> Layer Settings> Display Options**  from the menu.

You can also access these layers by using the **Active Layer Display Options**  on the right side of your screen.

2. In the **Layer Display Options** dialog:


- Scroll through the list of layer names to find the one you want to assign a new

Text Style to.

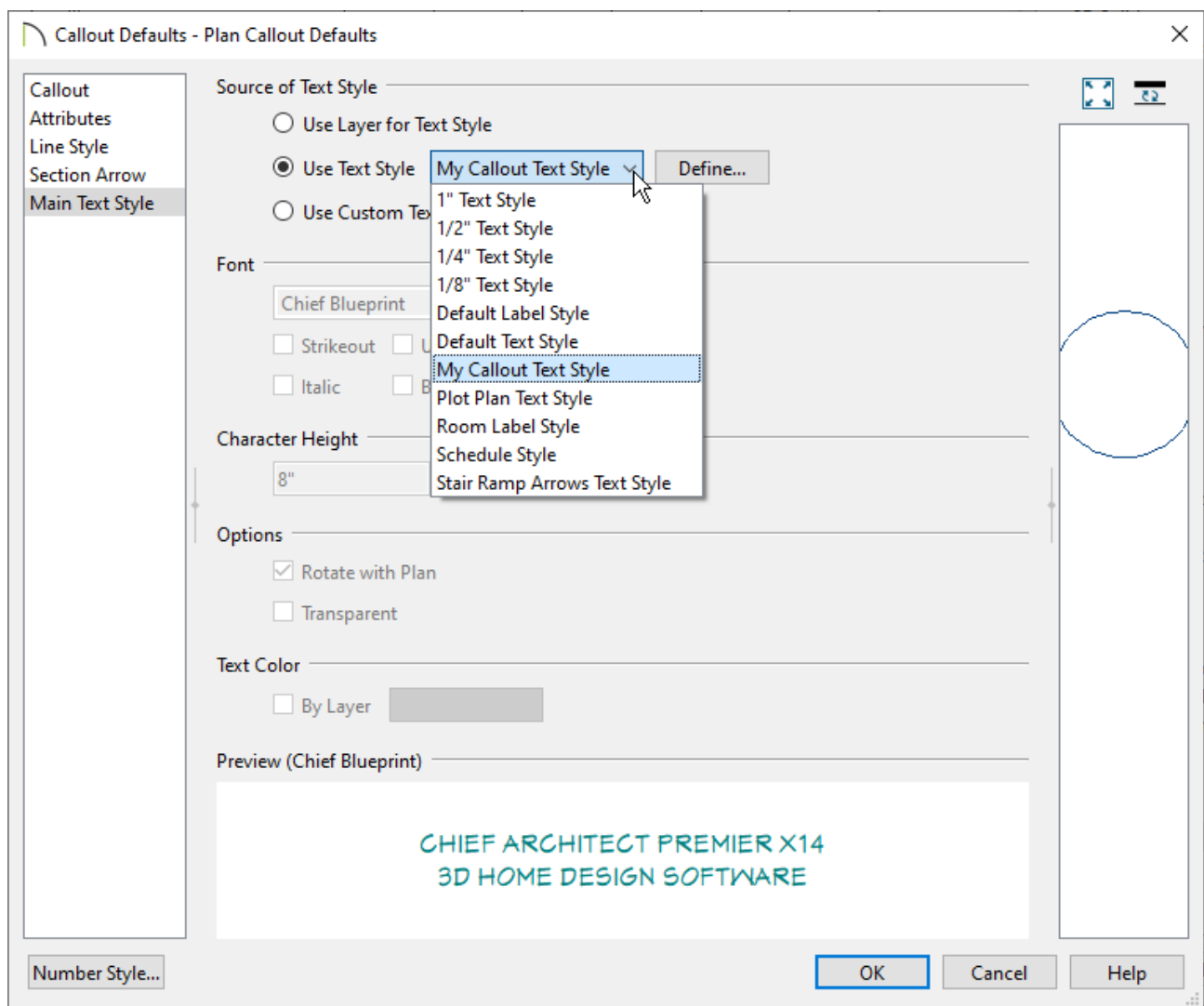
- Click on the layer name to select it.
- Select the desired Text Style from the **Text Style** drop-down list.

3. Click **OK** to close the dialog and apply your change.

To specify a Text Style using the object/defaults dialog

1. Select **Edit> Default Settings**  from the menu and open the defaults dialog for a supported object.
 - In the **Saved Defaults** dialog, select the name of a Saved Default.
 - In this example, we will open the Callout Defaults dialog and use the Plan Callout Defaults.
2. On the **MAIN TEXT STYLE** panel:

In X13 and prior use the **TEXT STYLE** panel instead:




- Click the radio button beside **Use Text Style**;
- Select the desired Text Style from the drop-down list;
- Click **OK** to close the dialog and apply your change.

The selected Text Style will now be used whenever a new callout is created while the Plan Callout Defaults are active - as they are when using the Working Plan View.

Text Styles can also be assigned to individual Text objects, Callouts, Markers, and Schedules in their specification dialogs.


The Dimension Line Specification dialog does not have a Text Style panel; however, you can specify which Saved Dimension Default a dimension line inherits its attributes from on the Dimension panel of the dialog.

 [Adjusting the Font Size of Text \(/support/article/KB-00183/adjusting-the-font-size-of-text.html\)](/support/article/KB-00183/adjusting-the-font-size-of-text.html)

 [Modifying the Text Styles of Labels \(/support/article/KB-00011/modifying-the-text-styles-of-labels.html\)](/support/article/KB-00011/modifying-the-text-styles-of-labels.html)



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