

CA X5 Layer	Displayed Entities	Layer Views	Select/Edit Views	Comments
Architectural Blocks	Architectural Blocks	All	All	Three-dimensional objects that are grouped as an Architectural Block are placed on this layer. You can control the layer display and attributes of sub-objects via the General Tab of the Object Properties dialog box.
Architectural Blocks, Labels	Architectural Block Labels	Plan Section Elevation	Plan Section Elevation	
Audio/Video				
Auto Dormers	Automatically Generated Dormers	All	All	The display of Auto Dormers cannot be turned off.
Cabinets, Base	Base Cabinets	All	All	
Cabinets, Full	Full-height Cabinets	All	All	
Cabinets, Shelves & Partitions	Cabinet Shelves and Partitions	All	All	
Cabinets, Soffits	Cabinet Soffits	All	All	
Cabinets, Wall	Wall Cabinets	All	All	
Cabinets, Countertops	Automatic Countertops Custom Countertops	All	All*	* Only custom countertops can be selected in any view; automatic countertops can only be modified through the cabinet dialog.
Cabinets, Face Indicators	Cabinets	Plan	None	Face indicators show the cabinet orientation in plan view.
Cabinets, Labels	Cabinets	Plan Section Elevation	Plan Section Elevation	
Cabinets, Module Lines	Cabinets	Plan	None	Cabinet module lines display in floor plan where cabinets are placed against each other, e.g. three 30-inch cabinets placed side by side will display module lines where the cabinets abut.
CAD, Default	3D Primitives Points, Lines, Arcs, and Splines Circles, Boxes, and Revision Clouds General Framing Members Pictures	All*	All**	Each plan file has multiple CAD Default dialogs: one affecting floor plan view, one for every cross-section/elevation view, and one for every CAD detail and wall detail. Layout files each have their own CAD defaults as well. * Only 3D Primitives display in 3D view. ** 3D Primitives can be selected in all views. 2D entities are displayed, and can be selected, only while in the view on which they were created.
Cameras	Camera Symbols	Plan	Plan	
Cameras, Labels	Camera Labels	Plan	Plan	
Casings, Exterior	Exterior Casing for Windows, Doors, and Openings	All	None	Casings are automatically generated extrusions of predefined profiles that can be assigned as components of objects, but they cannot be directly selected or changed except through the base object's dialog box. Casing profiles can be created and saved to the Library, but cannot be directly edited.
Casings, Interior	Interior Casing for Windows, Doors, and Openings	All	None	Casings are automatically generated extrusions of predefined profiles that can be assigned as components of objects, but they cannot be directly selected or changed except through the base object's dialog box. Casing profiles can be created and saved to the Library, but cannot be directly edited.
Ceiling Break Lines	Ceiling Plane Transitions	Plan	None	Break lines are shown as dashed where a ceiling plan transitions from flat to sloped. You can control whether the breaks display at the intersection of the ceiling finish surface or at the intersection of the framing.
Ceiling Planes	Ceiling Planes	All	Section Elevation 3D	Ceiling Planes define the geometry of a ceiling; you can define the structure and materials through the ceiling plane, roof plane, and room dialog boxes.
Ceiling Surfaces	Finished Ceiling Surfaces	Section Elevation 3D	None	Ceiling Surfaces are automatically generated according to the various parameters defined in the ceiling plane, roof plane, and room dialog boxes that control ceiling plane geometry, finish ceiling structure, and finish ceiling materials.
Corner Boards	Corner Boards: Quoins	All	All	
Cross Section Lines	Section	Section	Section	Cross Section Lines are automatically generated every time a section view is cut and are useful to assist with dimensioning. When you dimension to a Cross Section Line a Point Marker will be placed to preserve the dimension, because each time the section is redrawn the Cross Section Lines will be deleted and regenerated; therefore dimensions drawn to Cross Section Lines are not parametric. Cross Section Lines are not sent to layout.
Dimensions, Automatic	Automatically Generated Dimension Lines	Plan Section Elevation	Plan Section Elevation	
Dimensions, Manual	Manually Placed Dimension Lines	Plan Section Elevation	Plan Section Elevation	
Doors	Doors	All	All	
Doors, headers	Door Headers	Plan	None	These do not correspond to framing objects.
Doors, Labels	Door Labels	Plan Section Elevation	Plan Section Elevation	
Electrical	Outlets Switches Fixtures	All	All	
Electrical, Connections	Wire Whips	Plan	Plan	
Electrical, Labels	Electrical Labels	Plan Section Elevation	Plan Section Elevation	
Fences	Fences	All	All	
Fireplaces	Fireplaces	All	All	
Fixtures, Exterior	Landscape and Irrigation Equipment Rubbish, Lawn, and Garden Equipment	All	All	This layer holds a mixed bag of stuff that follows a fuzzy logic that isn't always intuitive. Library objects drop into a layer that was defined when the object was created, which isn't always the layer you would expect.
Fixtures, Interior	Appliances Plumbing, HVAC, and Utilities Bathroom Fixtures and Accessories Kitchen Fixtures and Accessories	All	All	This layer holds a mixed bag of stuff that follows a fuzzy logic that isn't always intuitive. Library objects drop into a layer that was defined when the object was created, which isn't always the layer you would expect.
Fixtures, Labels	Fixture Labels	Plan Section Elevation	Plan Section Elevation	

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Floor Surfaces	Finished Floor Surfaces	Section Elevation 3D	None	Floor Surfaces are automatically generated according to the various parameters defined in the room dialog box that control the finish floor structure and materials.
Footings	Foundation Wall Footings Foundation Piers Slab Footings	Plan	None	
Footings, Post	Post Footings	All	Plan 3D	
Footings, Step Markers	Foundation Walls Monolithic Slab Foundations	Plan	None	Displays changes in elevation for foundation stem walls and monolithic slabs.
Foundation	All Objects on Floor 0	3D	None	
Framing, Bearing Lines	Bearing Lines	Plan	Plan	Bearing Lines control the placement behavior of automatically generated joists and rafters.
Framing, Ceiling	Ceiling Framing: joists, trusses, beams, blocking, etc.	All	All	Ceiling Framing can be drawn only within a the area of one or more roof planes.
Framing, Deck Framing	Deck Framing: beams, posts, joists, etc.	All	All	
Framing, Deck Planking	Deck Planking	All	All	
Framing, Floor	Floor Framing: joists, trusses, beams, blocking, etc.	All	All	Floor Framing can be drawn only within a the area of one or more roof planes.
Framing, Floor/Ceiling Truss Labels	Floor Truss Labels Ceiling Truss Labels	Plan Section Elevation	Plan Section Elevation	
Framing, Roof	Roof Framing: beams, rafters, blocking, etc.	All	All	Roof Framing can be drawn only within a the area of one or more roof planes.
Framing, Roof Truss Labels	Roof Truss Labels	Plan Section Elevation	Plan Section Elevation	
Framing, Roof Trusses	Roof Trusses	All	All	Roof Trusses can be drawn only within a the area of one or more roof planes.
Framing, Wall	Wall Framing: studs, plates, headers, blocking, etc.	All*	All	Wall framing will be generated within the wall definition's Main Layer envelope. The Main Layer must be defined with a Framing type material. * Automatically generated door and windows headers do not display in plan view.
Furniture, Exterior	Exterior Furniture Vehicles	All	All	This layer holds a mixed bag of stuff that follows a fuzzy logic that isn't always intuitive. Library objects drop into a layer that was defined when the object was created, which isn't always the layer you would expect.
Furniture, Interior		All	All	This layer holds a mixed bag of stuff that follows a fuzzy logic that isn't always intuitive. Library objects drop into a layer that was defined when the object was created, which isn't always the layer you would expect.
Furniture, Labels	Furniture Labels	Plan Section Elevation	Plan Section Elevation	
Geometric Shapes	Geometric Shapes	All	All	This layer exists only to hold shapes dragged in from the Library.
Geometric Shapes, Labels	Geometric Shape Labels	Plan Section Elevation	Plan Section Elevation	
Hardware	Door Hardware Window Hardware Cabinet Hardware	All	None	Hardware can be assigned to objects, but they cannot be directly selected or changed except through the base object's dialog box. Hardware can be created and saved to the Library, but cannot be directly edited.
Hardware, Labels	Hardware Labels	None	None	
House Wizard Room Boxes	House Wizard Room Boxes	Plan	Plan	
House Wizard Room Boxes, Hidden	House Wizard Room Boxes	Plan	Plan	After you use the House Wizard to build the house, the Room Boxes will be hidden.
HVAC				
Images	Images	All	All	
Light Sources	Light Sources	Plan 3D*	Plan	Turning this layer off will not "turn off" Light Sources (use the object dialog box or the toolbar on/off icon to control when a Light Source is "on" or "off"). *A point marker indicates Light Sources in 3D views, but the marker is not selectable.
Light Sources, Labels	Light Source Labels	Plan	Plan	
Millwork	Brackets Columns Millwork	All	All	This layer holds a mixed bag of stuff that follows a fuzzy logic that isn't always intuitive. Library objects drop into a layer that was defined when the object was created, which isn't always the layer you would expect.
Millwork, Labels	Millwork Labels	Plan Section Elevation	Plan Section Elevation	
Moldings	Wall base and crown moldings	Plan Section Elevation	None	Moldings are automatically generated extrusions of predefined profiles that can be assigned as components of objects, but they cannot be directly selected or changed except through the base object's dialog box. Molding profiles can be created and saved to the Library, but cannot be directly edited.
Opening Indicators	Direction of operation for doors, drawers, and windows	Section Elevation 3D	None	
Patterns, 3D Views	Material Patterns	Section Elevation 3D	None	Material Patterns are automatically generated and applied to object surfaces as defined by the surface's Material definition. Patterns cannot be directly selected or changed except through the Material dialog box. The visual style (color, lineweight, linetype) is not affected by the layer definition.
Plants	Plants	All	Plan Section Elevation 3D	Plan view displays a 2D block representation of the plant; all other views display an image.
Plants, Labels	Plant Labels	Plan Section Elevation	Plan Section Elevation	
Plumbing				

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Roads	Roads	All	Plan Section Elevation	
Roads, Center Lines	Road Center Lines	Plan	Plan	
Roads, Curb	Road Curbs	All	Plan Section Elevation	
Roads, Markings	Road Markings	All	Plan	
Roads, Sidewalks	Sidewalks	All	Plan Section Elevation	
Roof Planes	Roof Planes	All	All	Roof Planes define the geometry of a roof; you can define the structure and materials through the roof plane dialog box.
Roofs, Baseline Polylines	Roof Baseline Polylines	Plan	Plan	Roof Baseline Polyline can be moved in the X-Y plane only; you cannot directly edit a Roof Baseline Polyline's vertical (Z) datum.
Roofs, Baselines	Roof Baselines	Plan	Plan	Roof Baselines can be moved in the X-Y plane only; you cannot directly edit a Roof Baseline's vertical (Z) datum.
Roofs, Gable Lines	Gable Roof Lines	Plan	Plan	Roof Gable Lines can be moved in the X-Y plane only; you cannot directly edit a Roof Gable Line's vertical (Z) datum.
Roofs, Gutters	Roof Gutters	All	None	Gutters cannot be directly edited - you must use the Roof Plane dialog box.
Roofs, Labels	Roof Labels	Plan	Plan	
Roofs, Openings	Roof Openings Skylights	All	All	Currently it appears that Skylights are the only Roof Openings that are implemented.
Roofs, Overhang Area	Roof Overhangs	Plan	None	
Roofs, Ridge Caps	Roof Ridge Caps	Plan * Section Elevation 3D	Plan** 3D**	Roof Ridge Caps are profiles extruded along a 3D molding polyline. * In Plan, only the 3D molding polyline is visible - not the ridge cap profile. ** Only the 3D molding polyline is selectable.
Roofs, Trim	Frieze Boards Shadow Boards			These are automatically generated extrusions of predefined profiles that can be assigned as components of objects, but they cannot be directly selected or changed except through the base object's dialog box. Trim profiles can be created and saved to the Library, but cannot be directly edited.
Roofs, Valley Truss Base	Roof Valley Truss Bases	Plan	Plan	Roof Valley Truss Bases are polygonal regions that define areas of roof truss overbuild.
Room Labels	Room Labels	Plan	Plan	
Rooms	Rooms	Plan	Plan	This turns on the visibility of fill patterns as specified in the Room Specification dialog box.
Rooms, Interior Area	Room Label Interior Area Text	Plan	None	This text is linked to the Room Label - it will not display if the Room Label layer is turned off.
Rooms, Interior Dimensions	Room Label Interior Dimension Text	Plan	None	This text is linked to the Room Label - it will not display if the Room Label layer is turned off. Attributes of this text can be set in the Default Settings > Room > Room Label 'Dimension Format' tab.
Rooms, Standard Area	Room Label Standard Area Text	Plan	None	This text is linked to the Room Label - it will not display if the Room Label layer is turned off.
Schedules	Schedules	Plan	Plan	
Slabs	Slabs	All	All	
Sprinklers	Irrigation System Sprinklers	All	All	
Sprinklers, Labels	Irrigation System Sprinkler Labels	Plan	Plan	
Sprinklers, Spray Lines	Irrigation System Sprinkler Spray Lines	Plan	None	Spray Lines display the effective radius of the Sprinkler and can be edited only in the Sprinkler Specification dialog box.
Stairs & Ramps	Stairs Ramps Landings Railings associated with Stairs, Ramps, and Landings	All	All*	*Selecting a Rail in any view will always open the parent object's dialog box.
Stairs & Ramps, Up/Down Arrows	Stair Up/Down Arrows	Plan	None	On multi-run stairs and ramps connected by a landing the arrow will only display on the lowest run.
Sun Angle & Shadows	Sun Angle Indicator	Plan	Plan	The Sun Angle Indicator will appear only if you have toggled the Sun Angle Specification dialog box by selecting CAD > Lines > Sun Angle. The dialog box allows you to set a geographic location and time of day to calculate the Sun Angle. Activating this option precludes you from adjusting the Sun Angle manually. To set the sun manually you must delete the Sun Angle Indicator (if generated), open a perspective view, toggle the Standard rendering technique, and select 3D > Lighting > Adjust Lights and adjust the Default Sun.
Terrain Features	Terrain Features Garden Beds Water Features Stepping Stones Terrain Holes	All	All*	*Terrain Holes are only selectable in plan view.
Terrain Perimeter	Terrain	All	Plan 3D	
Terrain, Elevation Data	Elevation Points Elevation Lines Elevation Splines Elevation Regions Terrain Breaks	Plan	Plan	
Terrain, Primary Contours	Terrain Primary Contours	Plan	None	Contour intervals are set in the Terrain Specification dialog box.
Terrain, Secondary Contours	Terrain Secondary Contours	Plan	None	Contour intervals are set in the Terrain Specification dialog box.
Text	Text Rich Text Text Lines with Arrows Leader Lines	Plan Section Elevation	Plan Section Elevation	You can place Text objects in different views, but they will only be visible and selectable in the views in which they were created.
Text, Callouts	Callouts	Plan	Plan	You can place Callouts in different views, but they will only be visible and selectable in the views in which they were created.
Text, Markers	Markers	Plan	Plan	You can place Markers in different views, but they will only be visible and selectable in the views in which they were created.
Walkthrough Paths	Walkthrough Paths	Plan	Plan	
Walls, Attic	Attic Walls	All	Plan 3D	
Walls, Foundation	Foundation Walls Slab Footings	All	All	

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Walls, Invisible	Invisible Walls	Plan	Plan	An existing Normal wall that is toggled as Invisible in the Wall Specification dialog box will be moved to this layer. You can reassign the wall to a different layer, but its visibility behavior will still be controlled by the Invisible attribute.
Walls, No Locate	No Location Walls	All	All	An existing Normal wall that is toggled as No Locate in the Wall Specification dialog box will be moved to this layer. You can reassign the wall to a different layer, but its dimensioning behavior will still be controlled by the No Locate attribute.
Walls, Normal	Walls	All	All	
Walls, Railings	Railings	All	All	This does not affect the display of railings attached to stairs and ramps.
Walls, Hatching	Wall Hatching	Plan	Plan	
Walls, Layers	Wall Layers	Plan	Plan	When this layer is on every wall layer will be visible. When this layer is off only the outermost surface of the outermost wall layers will be visible. In other words, it will display the total thickness of the wall. Also, if this layer is off, wall shading will not display.
Walls, Main Layer Only	Wall Main Layer	Plan	Plan	When this layer is on it will over-ride all other wall display behaviors so that only the Main Layer is visible.
Walls, Through Wall Lines	Wall Through Lines	Plan	Plan	This layer controls the display of lines indicating which walls build through at wall intersections.
Windows	Windows	All	All	
Windows, Labels	Window Labels	Plan Section Elevation	Plan Section Elevation	