Chief Architect X6.3.0.59
Update Notes

May 6, 2014

1 General Notes

This is a list of the changes made to Chief Architect X6 in the 16.1.0.50, 16.1.1.9, 16.2.047, and 16.3.0.59 program updates.

2 16.1.0.50 Update Notes

2.1 Installation

- Fixed a set of issues that could occur if the program was installed on a Mac using a case sensitive file system.
- Fixed a problem that occurred in Mac OS X that could cause incorrect notification that a license is active on another computer.

2.2 Program Overview

- List boxes in dialogs that can be browsed by typing now display the item selected by typing at the top of the list box rather than the bottom.
- Improved touch screen interaction on Microsoft Surface Pros.
- On a Mac, restoring from a minimized state no longer causes a duplicate cursor to be frozen on screen.
- Fixed a problem that caused mice with tilt wheels to zoom instead of panning when the middle mouse button was pressed.
- Special characters are now included in the File> Open Recent Files submenu.
- Addressed an issue that caused file chooser dialogs to take a very long time to open in some cases.
- Improved performance moving mouse pointer between program windows on two monitors on a Mac.

2.3 Preferences and Default Settings

- New Bumping/Pushing for Type-in Movement setting in the Preferences dialog controls whether Bumping/Pushing applies when using type in or dimension movement. The setting is off by default.
- Changing Annotation Sets now records an Undo.
- The Always Display in Color option for Images and Pictures was removed from the Preferences dialog.
- System settings that affect formatting in the program - including currency, date, decimal and thousands separator - are now obtained upon launch.

2.4 Toolbars and Hotkeys

- Fixed an issue that limited the Active Annotation Set Control drop-down list to displaying only ten items.
- Window tabs can now be dragged and reordered.

- Fixed an issue that caused Place Library Object toolbar buttons to incorrectly become disabled in some view types.
- Fixed a problem that caused button icons to be scaled incorrectly when using a high screen resolution.

2.5 Editing Objects

- New Create Hole edit tool lets you draw a hole in a selected closed polyline-based object.
- New Intersect/Join Two Lines edit tool connects two non-parallel line- and/or arc-based objects or joins two edges of an open or closed polyline.
- The settings in the Fillet/Chamfer dialog are now saved between program sessions and are saved separately for Imperial and metric files.
- Fixed an issue where moving objects with the CTRL/CMD key held down for free movement was too sensitive to timing of when they keyboard button was released.

2.6 Walls, Railings, and Fencing

- Fixed an issue that prevented Wall Coverings assigned to the Exterior Room from working on walls that intersected Room Dividers.
- Pony Walls no longer merge when their display settings are different.
- Fixed a specific case that prevented upper and lower pony wall sections from aligning as specified.
- Fixed a problem that caused Auto Roof Returns to prevent part of wall from generating in 3D.
- Improved feedback when the Resize About setting for walls is changed.
- Restored the ability to position deck railings directly above/below one another.

2.7 Doors

- Fixed a problem that caused the handles on Sliding Doors to go to the wrong location when the Opening/Hinge Side was changed.
- Improved appearance in floor plan view of interior doors set to be Recessed to Main Layer.

2.8 Windows

- Can now change the section sizes of Double Casement windows.
- Addressed issues affecting the appearance of Bay Windows with raised floors and/or lowered ceilings in 3D views.
- Fixed a problem that could cause casing to disappear when a window's shape was changed.

2.9 Roofs

- Fixed a specific case where soffits were not building correctly under Auto Roof Returns.

- Fixed a problem that caused Auto Roof Return soffits to not build correctly when the roof plane's Sub Fascia size was changed.
- Improved ability to generate Auto Roof Returns in specific situations.

2.10 Framing

- Framing can now be displayed in Chief Architect Interiors, although it cannot be created, selected, or edited.
- Improved ability of Cross Boxes associated with wall framing to display in cross section views when the model is far from the origin at 0,0.
- Improved floor framing where a stem wall butts a monolithic slab foundation.
- Fixed a problem that prevented double rim joists from generating if a wall was adjacent to an Open Below room.
- Fixed a specific case where drawing a Ceiling Beam resulted in an error.
- Fixed a specific case where building framing for a single roof plane caused roof framing in other parts of the plan to be deleted.
- Corrected a problem that caused floor framing to become embedded into stem walls in specific cases.
- Improved alignment of framing for roof framing generated separately for individual roof planes.

2.11 Electrical

- Fixed an issue that caused light position indicators to display incorrectly in dialog previews for lights attached to walls.
- Fixed an issue that caused the offset data for light sources to be converted incorrectly when light fixtures were placed into metric plans.
- Light fixtures included in Architectural Blocks are now listed in the Adjust Lights dialog.

2.12 Cabinets

- Restored the ability to select the doors and drawers on a pie-cut corner cabinet in the Cabinet Specification dialog preview.

2.13 Roads, Driveways, and Sidewalks

- Fixed a crash that could occur when joining multiple Sidewalks together.

2.14 Other Objects

- Can now create a Floor or Wall Material Region using the Convert Polyline edit tool.
- Wall Material Regions can now be resized to extend across multiple floors.
- Fixed a specific case where a Custom Backplash was not generating correctly.
- Fixed an issue that made orphaned Material Regions difficult to select.
- Fixed an issue that caused Material Regions created in a room using the floor supplied by the room below, like a garage, to be created at the wrong height.

- Can now move a hole within Floor or Wall Material Region.

2.15 The Library

- Restored the ability to edit the names of material components on the Materials panel of the Symbol Object Specification dialogs.

2.16 View and Zoom Tools

- Fixed a problem that prevented floating side windows like the Library or Project Browser from holding their position in certain cases on a Mac with two monitors.
- Fixed an issue that prevented a floating side window from going behind the active application on a Mac.
- Resizing the Library or Project Browser side windows on a Mac with Retina display no longer causes the resolution to change.

2.17 3D Views

- The Auto Detail tool now creates CAD objects on the Current CAD Layer, rather than on the "CAD, Default" layer.
- New message prompt to turn on the Current CAD Layer if it is not on when the Auto Detail tool is used.
- Fill Window no longer recognizes full length cross section lines for a cross section/elevation camera represented by a single callout in floor plan view.

2.18 Rendering and Ray Tracing

- Fixed an issue that prevented light position indicators from displaying in 3D views when shadows were turned on.
- Fixed a problem that prevented one light source from being used in a 3D view when Sunlight was toggled off and the maximum light sources allowed by the video card were on.
- Fixed a problem seen with certain older video cards that caused a black screen to generate when shadows were turned on in 3D views.
- Fixed a problem seen with some older video cards that caused 3D views to appear washed out.
- Restored Soft Shadows functionality when Software Edge Smoothing is used.

2.19 Dimensions

- Fixed an issue that prevented Angular Dimensions from locating walls specified as No Locate.
- Fixed a problem that caused dimensions locating angled walls to pick up incorrect locations on those walls.

2.20 Text, Callouts, and Markers

- Fixed an issue that caused some text to render incorrectly on Mac Retina displays.

- Text embedded in CAD Blocks now follows the Rotate with Plan setting accurately.
- Restored the ability to copy and paste text with special formatting such as Superscript and bullets into Chief Architect from another application.
- Fixed a problem that prevented referenced macros to be evaluated incorrectly in the Text Specification dialog preview.
- Fixed an issue that prevented the fill style color assigned to Rich Text from being changed in certain cases.
- Fixed a problem affecting the zoom level of an empty Rich Text box.
- Fixed a problem that prevented text macros from updating correctly when the layout page was changed.
- Fixed an issue that caused text objects in the Reference Display to have a black box around them.
- Fixed an issue affecting simple Text that caused underlines to extend past the end of the line.
- Fixed a crash that occurred when exploding a CAD Block with text in a specific case.

2.21 CAD Objects

- Fixed a problem that resulted in an unselectable CAD line segment after the Trim Object(s) edit tool was used.
- Fixed a problem that prevented a custom Fill Style line weight from being assigned to a selected object.

2.22 Pictures, Images, and Walkthroughs

- Fixed an issue where color would not turn back on in 3D views if it was off by default.
- Fixed a redraw problem that occurred when replacing an existing picture with a new image only slightly different from the original.
- Improved the speed of on-screen rendering of imported .PDFs in Windows.
- Corrected problems associated with resized embedded .PDFs and zooming.
- Fixed an issue that caused a new walkthrough's camera direction to sometimes be incorrect.
- Improved feedback when using the Screen Capture tool on a Mac.

2.23 Importing and Exporting

- Fixed an issue that caused .SKP symbols with holes in them to display many extra lines in Vector Views.
- Fixed a problem that caused .SKP symbols to import incorrectly into metric plans.

2.24 Custom Symbols

- The preview in the Symbol Specification dialog can now be rotated.
- A CAD block generated after a symbol has been resized is now more accurately based on the symbol's 3D model.

2.25 Printing and Plotting

- Improved ability to recognize printers with similar names as unique.
- Printer DPI is now remembered for the last printer used.
- Addressed a problem that could prevent the ability to print in color in certain situations.

2.26 Layout

- Fixed a crash that occurred when updating an elevation view to layout in a specific case.
- New printed page number text macro (%page.print%) for layout files.
- Fixed a problem that prevented some text macros from updating correctly.

2.27 Materials List

- Fixed a problem that prevented subcategories from being selected correctly in the Components dialog and Materials List.
- Fixed a crash that could occur if an image was pasted into the Materials List.
- Fixed a problem that prevented information in the Labor column in the Materials List from updating to the Master List.

3 16.1.1.9 Update Notes

3.1 3D Views

- Fixed an SEH error that could occur when 3D views were generated on some systems with older video cards.

3.2 Text, Callouts, and Markers

- Corrected a problem that caused simple Text with a custom background color to display as solid black when color was toggled off.
- Fixed a problem that prevented Rich Text in a CAD block from rotating correctly when the text's Rotate With Plan option was unchecked.

4 16.2.0.47 Update Notes

4.1 Program Overview

- Improved the speed that the object preview in some specification dialogs generate.
- Fixed several crashes that could occur in specific situations.
- Windows On-Screen Keyboard can now be used for input boxes, text boxes, dialog inputs, and dimensions.
- Fixed a problem that caused the cursor and image screen to be 4x the regular size on a 2nd monitor after dragging the view off from a Mac Retina display.

- Improved moving between monitors with different resolutions and DPI on Mac systems.

4.2 Preferences and Default Settings

- New Scale Toolbar Icons for High DPI setting on the Appearance panel of the Preferences dialog.
- Option to display color images and pictures in black and white or grayscale views was restored to the Appearance panel of the Preferences dialog.

4.3 Toolbars and Hotkeys

- New toolbar names now begin with the word "Custom", followed by the name of the first tool added to it. As before, toolbars can be renamed.

4.4 Creating Objects

- Fixed a problem that occurred when the user double left clicked while in Continuous Drawing Mode and prevented further drawing or selecting of objects.

4.5 Editing Objects

- New Facet Angle setting for curved walls and closed polyline based architectural objects (for example, slabs) with curved edges.

4.6 Walls, Railings, and Fencing

- Fixed a crash that could occur when a newly created wall type was deleted.
- Objects can no longer be placed into a wall on a locked layer.
- Fixed a problem that caused unnecessary interior walls to be created when "Step floor/ceiling elevations to match existing floor" was unchecked in the New Floor dialog.
- Fixed an issue that prevented snapping to adjacent walls when editing wall heights.
- Fixed a problem that caused the footing under some foundation pony walls to generate incorrectly or not at all.
- Fixed a problem that caused bad 3D wall generation after editing the bottom height of a pony wall specified as a Foundation wall.
- Fixed a problem that prevented wall attributes from being retained when a wall was added to the library.

4.7 Doors and Windows

- New Show Wall button in the Door and Window Specification dialogs allows you to toggle on or off the display of the containing wall in the object preview.
- New Jamb Size column added to the list of Available Columns in Door Schedules.
- New Frame Size column added to the list of Available Columns in Window Schedules.
- Fixed a problem that caused a door's hinge side to be reported in correctly in Door Schedules.

- Fixed a problem that prevented the default Has Jamb setting for doors from being applied to doors when they were created.
- Garage doors no longer report having a swing side in Door Schedules.
- Improved the ability to use the Delete Surfaces tool on door symbols from the library that have been resized.
- Improved display of labels for double casement windows in elevation views.

4.8 Roofs

- Fixed a problem that prevented the walls of Auto Dormers from generating in 3D if the dormer was located above a manually drawn Ceiling Plane.
- Fixed a problem that could cause the window in an Auto Dormer to resize when it should not.
- Fixed a problem that resulted in the wrong material displaying on the exterior of an Auto Dormer in certain cases.
- Fixed several issues that prevented Auto Roof Returns from generating.

4.9 Foundations

- Improved the appearance of the object preview in the Footing Specification dialog.
- When the Foundation Wall or Slab Footing Defaults dialog is opened via the Build Foundation dialog, the Foundation panel will now be shown.
- Fixed a problem that caused monolithic slab foundations to disappear in 3D views in specific cases.
- Fixed a problem that prevented Auto Detail from recognizing a monolithic slab in a particular case.
- Improved the speed of monolithic slab foundation merging in a specific case.

4.10 Stairs, Ramps, and Landings

- Improved the Materials panel of the Staircase Specification dialog for staircases with sections that have differing materials.

4.11 Framing

- Changes made to settings on the Wall, Fireplace, and Openings Panels of the Build Framing dialog will now cause wall framing to rebuild when Automatically Build Wall Framing is checked.
- Fixed a problem that prevented beams from being drawn under a concrete platform.
- Fixed issue that prevented a fireplace header's position from updating if the fireplace's floor to bottom value was changed.

4.12 Electrical

- Improved how wall mounted electrical fixtures snap to curved walls.
- Fixed issues affecting the size and angle of light position indicators in metric plans.

4.13 Trim and Moldings

- Improved how room base moldings interact with base cabinets.
- Improved the drawing feedback for Corner Boards and Quoins.
- Improved ability of room base molding to extend under cabinet toe kick.

4.14 Cabinets

- Fixed a problem that prevented cabinet labels from updating correctly in the Cabinet Specification dialog.
- Cabinet moldings are now on the layer of the cabinet that owns them instead of the "CAD, Default" layer.

4.15 Other Objects

- Improved ability to use Wall Material Regions composed of a single layer.

4.16 The Library

- Fixed a problem where if Library Browser was undocked, it was not given focus correctly when opened.
- Fixed an issue that caused library items in the User Catalog to disappear when they were dragged into a new folder.
- Fixed a crash that could occur when accessing the Library Browser when no plan view was present.
- Fixed several errors that could occur generating 3D previews on systems with older ATI video cards.

4.17 Materials

- The Blend Color with Material setting for the Material Painter is now remembered between program sessions.
- Corrected a refresh issue in the Define Materials dialog.

4.18 View and Window Tools

- Fixed a problem that caused floor plan view to shake when zooming in the Aerial View window.

4.19 3D Views

- Fixed a problem that allowed the casing associated with openings on perpendicular walls to show in Wall Elevation views.

4.20 Rendering and Ray Tracing

- It is now possible to close then reopen a saved camera view when a ray trace of that view is running.
- Fixed a problem that resulted in artifacts in ray trace views in a particular case.

- Fixed an issue that caused information to remain in the Status Bar after a ray trace window was closed.
- Corrected a problem that allowed lights that were not set to cast shadows to cast them anyway through transparent objects in ray traces.
- Fixed an issue that allowed the Material Eyedropper and Adjust Material tools to pick up surfaces that were hidden in the current view.

4.21 Text, Callouts, and Markers

- Fixed an issue that caused text to render incorrectly on Mac Retina displays.
- Fixed a problem that caused simple Text boxes with macros to resize incorrectly after any edits in their specification dialogs.
- Fixed a problem that prevented macros in simple Text from updating immediately.
- Fixed a problem where adding a CAD block to the library corrupted custom text styles saved in the current file.
- Fixed an issue that caused simple Text background to draw incorrectly when the file was initially opened.
- Fixed a problem that prevented the %ObjectProperties% text macro from being selected from the Insert Macro list.

4.22 Dimensions

- Dimensions now update when objects that they locate are deleted using the Delete Objects dialog.
- Fixed an issue that prevented dimension lines from updating when their defaults were changed.
- The Tape Measure pointer icon is now suppressed while clicking and dragging.
- New prompt to turn on the "Dimensions, Automatic" layer when generating automatic dimensions in an elevation view.

4.23 Pictures, Images, and Walkthroughs

- The Screen Capture tool is now available in Layout and CAD Detail windows.

4.24 Importing and Exporting

- Fixed a problem that could result in a missing texture image when exporting to the .3DS format.
- Fixed a problem that caused 3DS exports to be incorrect.
- Fixed an issue that caused exporting symbol based objects to 3D DWG would take a very long time.
- Fixed a problem that resulted in material layer names for symbol based objects to be incorrect when exported to 3D DWG.
- Text in imported DXF/DWG files now use the auto width behavior of the imported text.

4.25 Printing and Plotting

- Fixed an issue that caused the program to hang in the Print View dialog in some files.

4.26 Materials List

- Restored the ability to use Undo in a Materials List window.

5 16.3.0.59 Update Notes

5.1 Program Overview

- Addressed a number of cosmetic and usability issues affecting the program interface on high resolution monitors.
- Improved performance on Mac systems when building 3D models.
- Scientific notation is no longer used to describe very large or very small numbers on the Polyline panel of various specification dialogs.
- Fixed a problem that caused the program's Help to open slowly on Windows when UAC was turned on.
- Corrected a problem that caused the Library and Project Browser, Tool Palette, and/or Aerial View side windows to be small and in the upper left corner when opened.
- Fixed an issue that caused the coordinates in the Status Bar to change when the pre-view in a specification dialog was panned or rotated.

5.2 File Management

- Fixed an issue in Replace File dialog that caused the file type filter to show files of the same type and name instead of generic file types.

5.3 Preferences and Defaults

- Added a checkbox to turn off the Auto Archive Warning. Previously, this was disabled by setting the maximum files to 0.

5.4 Toolbars and Hotkeys

- Fixed an error associated with toolbars that could occur when a toolbar was undocked.

5.5 Editing Objects

- Improved the speed of Undo in certain large plan files.
- Increased the delay time before displaying Progress dialog for Undo commands.
- Fixed an issue affecting the centering of Material Region Holes in elevation views.
- Fixed a problem that prevented the Select Same Object tool from working correctly when the "schedule number" attribute was selected.
- Fixed an error that occurred when pasting an Edit Area region into a CAD Detail window.

- Fixed a problem that could affect how an object's angle was described in its specification dialog.
- Fixed an issue that affected use of the Center Object tool when "Roofs, Overhang" layer was on the object being centered was located in the roof overhang area.
- Fixed a problem that prevented the Center Object edit tool from working correctly for Material Regions.
- Corrected a problem that caused objects not in the current view to become selected after replacing a cabinet's doors or drawers in a 3D view.

5.6 Walls, Railings, and Fencing

- Fixed a problem that caused the exterior wall layer to extend too far down below Bay/Box/Bow Windows when the floor platform was hung inside the foundation walls.
- Fixed an issue that associated with Bay/Box/Bow Windows that caused sheathing to extend out of the building when the floor platform was hung inside the foundation walls.
- Fixed a crash that could occur on certain Mac systems when changing a wall type in the Interior/Exterior Wall Defaults dialog.
- Corrected a problem that caused railing heights to be incorrect for railings set to follow stairs when the stairs were drawn in a downward direction.
- Fixed an issue that caused newel posts to change location when a Round Pier or Square Pad was placed under a railing.
- Fixed a problem that prevented the preview in the Wall Specification dialog from updating when the Center Footing on Main Layer checkbox was checked.
- Corrected a problem that resulted in holes in the ceiling in 3D views after unconnected walls were moved.
- Fixed a problem that could cause corruption of certain wall types when walls were Copy/Pasted.
- Fixed a problem that could result in wall type corruption when a wall was added to the library.
- Fixed a problem that prevented the wall assembly previews from updating correctly in the Wall Specification dialog for pony walls when wall types were changed.

5.7 Rooms

- Improved program speed applying changes made in the Room Specification dialog in specific cases.
- Fixed a specific case in which Auto Dormers caused room areas and the Living Area to be reported incorrectly.
- Fixed a problem that caused ceilings to display incorrectly in nested rooms.

5.8 Doors

- Improved the display of door and window frames, jambs, and casing when the "Walls, Main Layer" layer is turned on.

- Fixed an issue affecting the specification dialog previews for Doorways located in Railings and Half Walls.
- Corrected a problem that caused doors placed from the Library Browser to incorrectly lose their casing when edited.

5.9 Windows

- Fixed a problem affecting wall openings that had been dragged down to the floor below in a 3D view that caused them to change position when edited in their specification dialog.
- Fixed an issue that resulted in incorrect placement of window treatments relative to the parent window.
- Auto Adjust Lites is now unchecked for double awning windows in legacy plans opened in version X6.
- Corrected a problem that could result in an incorrect number of lites in legacy library windows migrated into the version X6 Library Browser.
- Fixed an SEH error that could occur editing height values in the Window Specification dialog.

5.10 Foundations

- Can now specify any room type for rooms on Floor 1 while Auto Rebuild Foundation is turned on.
- Fixed an issue that caused monolithic slab foundations to rebuild unnecessarily when generating a Materials List.

5.11 Roofs

- Improved program speed when editing roof planes.
- Fixed an issue where a custom ceiling plane imbedded in the floor 1 platform cut a hole in the ceiling on floor 2.
- Fixed a problem that caused the automatically generated roof to build incorrectly over part of the foundation in a specific case.
- Corrected a problem that resulted in the wrong material displaying on Auto Dormer cheek walls on 3D views.
- Fixed an issue that caused the Rafter Depth of a Ceiling Plane to adjust in different directions depending on if it was edited on the Framing or General panel of the Ceiling Plane Specification dialog.
- Addressed a refresh issue in the Roof Plane Specification dialog that could occur when the Automatic Facet Angle checkbox was checked.
- Removed several warning messages related to the placement of Auto Dormers.
- Fixed a problem that caused walls to extend through the tops of barrel and shed Auto Floating Dormers placed on the Attic floor.
- Fixed a crash associated with Auto Dormer walls in a particular case.

5.12 Framing

- Fixed a specific case where automatic deck framing caused extreme slowness when editing other object in the plan.
- Using the All Rooms on this Floor option in the Delete Objects dialog to delete deck framing now deletes all deck framing associated with Deck rooms on the current floor. Previously, only the deck framing objects on the current floor would be deleted.
- Fixed an SEH error that occurred when building wall framing if a single wall had more than 20 adjacent windows.

5.13 Electrical

- Fixed an issue that resulted in Electrical Connections that were incorrectly attached to non electrical-type objects.

5.14 Trim and Moldings

- Fixed a crash associated with a corner board in a specific case.
- Fixed an issue that caused Molding Polylines generated from the Exterior Room to be incorrect.
- Corrected a problem that caused extra breaks to be placed in Molding Polylines generated from the Exterior room.
- Fixed an issue that caused the molding profile to be extruded on wrong side of a Moling Polyline after the Reflect About Object edit tool was used.

5.15 Cabinets

- Improved the appearance of specification dialog previews of cabinets with inserted appliances.

5.16 Terrain

- It is no longer possible to use the Convert Polyline tool to create more than one Terrain Perimeter.

5.17 Other Objects

- Fixed a problem that could result in a hole in the ceiling when a soffit attached to the ceiling was moved in a 3D view.
- Fixed an issue that could cause a Polyline Solid to rotate incorrectly when the Center Object edit tool was used.

5.18 The Library

- Fixed a problem that prevented the Library Search from updating after changing filters.
- Fixed a problem that prevented a selected item in the Plant Chooser from being viewed.

- To avoid missing items in the User Catalog, the editing of library organization while in the Select Library Object dialog is no longer possible.
- Fixed a problem that prevented some types of library objects from migrating correctly from previous program versions into the version X6 Library Browser.
- Fixed an issue where turning off the default sun via the Adjust Lights dialog would turn off the sun light in Library Browser previews.
- Fixed a crash that could occur when browsing the Library Browser on some Mac systems.
- Fixed a crash that could occur on certain Mac systems when selecting folders in the Library Browser.
- Fixed a crash that could occur when updating library content on some systems.

5.19 Materials

- Restored the HSL color model used in previous program versions to the Color Chooser/Select Color dialog.
- Fixed a problem that affected the preview in the Define Material dialog when textures were toggled off in 3D views.

5.20 3D Views

- Improved performance opening saved Cross Section/Elevation views.
- Improved speed generating 3D views, particularly on some systems.
- Fixed a crash that could occur if a saved camera had corrupt data associated with it.
- The program no longer searches for a backdrop image if the image will not be in use.

5.21 Rendering and Ray Tracing

- Fixed an issue that caused ray tracing to fail on extremely old Mac Pro laptops.
- Fixed an error that could occur in the Define Material dialog when viewing a ray trace preview for a newly created material that did not yet have a name.

5.22 Text, Callouts, and Markers

- Fixed a problem that prevented Spell Check from correctly suggesting word replacements on any line other than the first line of text.
- Fixed an issue that caused the editing feedback for a selected Room label to be incorrect after its specification dialog had been opened.
- Corrected a problem that prevented the %scale% text macro from updating correctly when contained in a view sent to layout.
- Fixed an issue that caused the %scale% text macro to report the incorrect scale on screen when zooming in and out.
- Fixed a problem that caused Spell Check to disrupt the formatting of bulleted Rich Text.

5.23 Dimensions

- Removed the ability to zoom while the inline text field for moving an object using dimensions is open to avoid cosmetic and usability issues.
- Improved ability of dimension lines to locate curved walls in elevation views.
- Fixed a problem that prevented some extension lines associated with NKBA Auto Elevation Dimensions from generating.

5.24 CAD Objects

- Improved memory usage in files with CAD blocks present.
- Fixed a crash that could occur using the CAD Detail From View tool in specific situations.
- Fixed a problem that resulted in incorrectly scaled CAD blocks for metric symbol objects.
- Fixed an issue that caused drawings in CAD Detail windows to get flipped in some cases.
- Fixed a problem that caused CAD Blocks with custom insertion points to shift position incorrectly when group-selected and edited.
- Fixed a crash that could occur when using the Convert Polyline edit tool while multiple lines and/or polylines were selected.

5.25 Pictures, Images, and Walkthroughs

- Corrected a problem that caused the Copy Region as Picture tool to produce images that were too small.
- Fixed errors that could occur when recording walkthrough using certain codecs.
- Fixed an Assertion error that could occur on Mac systems when loading files with PDF files imported into them.
- Restored ability to record Walkthroughs using Watercolor and Painting Rendering Techniques.

5.26 Importing and Exporting

- Fixed a problem that prevented exporting to DXF/DWG from layout from working correctly.
- Corrected a problem that caused material colors in a SKP file import to be incorrect.
- Fixed an issue affecting the Advanced Layer Mapping window of the Import Drawing Wizard.

5.27 Custom Symbols

- Fixed an SEH error that could occur on some Mac system when the Convert to Symbol tool was used.

5.28 Printing and Plotting

- In the Print View dialog, typing in the Print Range Sheets text field now automatically selects the Sheets radio button.
- Fixed a problem that prevented the paper size from being changed when the selected print source was "Drawing Sheet".

5.29 Layout

- Fixed a problem that prevented the Relink File dialog from displaying the plan name on Windows systems.

5.30 Schedules and Object Labels

- Fixed a problem that prevented the Display Column Headings setting from working correctly in Schedule Defaults.

5.31 Materials Lists

- Addressed a problem in Materials List XML exports caused by the '&' character in a Materials List column name.
- Fixed a problem that prevented the number pad keys from working in Materials List windows.
- Fixed a crash that could occur if data associated with the Materials List could not be read.