Chief Architect X8.1.1.4 Update Notes

March 8, 2016

1 General Notes

This is a list of the changes made to Chief Architect X8 in the 18.1.1.4 and 18.1.0.41 program updates.

2 18.1.1.4 Update Notes

2.1 Project Management

- Fixed a problem that caused the Project Browser to be empty in a plan in a specific situation.

2.2 Roofs

- Fixed an issue that caused the attic walls in gable Auto Dormers to extend down too far in a specific case.

2.3 Importing and Exporting

- Fixed a problem that caused dimension extensions to be excluded from drawings exported to .dxf/.dwg files from layout.

2.4 Layout

- Fixed a problem that caused Perspective Views sent to layout as Live Views to shift and skew when printed.

2.5 Printing and Plotting

- Fixed an issue that caused the backdrop image in a 3D view to display incorrectly when printed from layout.

2.6 Materials List

- Fixed an issue that sometimes caused the data in the Components dialog to not match the data shown in object schedules.

3 18.1.0.41 Update Notes

3.1 Program Overview

- Improved the ability to control the layout of shared side windows.
- Corrected an issue that prevented the Horizon Line slider in 3D View Defaults dialog from working correctly.
- Fixed a problem that prevented 3DConnexion® 3D mice from working in the Mac version of the software when using the latest drivers.

3.2 Toolbars and Hotkeys

- Addressed a problem that caused the Current Page button to state the wrong layout page number when working in the Project Browser.
- Fixed a problem that prevented toolbars from docking when multiple view windows were open.

3.3 Editing Objects

- Fixed a problem that caused selection feedback to display for objects when they were no longer selected in certain situations.

3.4 Walls, Railings, and Fencing

- Fixed a problem that prevented changes to a wall type's name from being saved.
- Fixed a problem that produced attic pony walls when the default Exterior Wall was set to be a pony wall.
- Fixed a problem that prevented changes to material specifications from being saved for No Room Definition walls in specific situations.
- Fixed an issue that prevented wall lines in the vicinity of openings in railings from drawing correctly in some cases.
- Fixed a problem that prevented new walls from being drawn in a particular plan.
- Fixed an issue that prevented three-way wall intersections that involved a Room Divider from working correctly.

3.5 Rooms

- Fixed a problem that could cause a room to have a negative Ceiling height value in specific circumstances.

3.6 Doors and Windows

- Fixed an issue where openings' sill/threshold displayed incorrectly when the opening's Floor to Bottom height was set to match the finished floor.
- Fixed a problem that resulted in a gap in the wall surface under a door with a sill and recessed casing in certain cases.
- Improved how gates placed into fencing on sloped terrain are assigned a height.
- Fixed a problem that resulted in a door's custom label reporting the bottom height in scientific notation in a particular case.
- Fixed a problem that affected the appearance of door jambs and frames in some situations.

3.7 Foundations

- Fixed a crash that occurred in the Build Foundation dialog in a specific plan.
- Corrected a problem that caused too large of a notch to be created in a foundation wall for a beam pocket.

- Fixed a problem that resulted in incorrect foundation wall top heights when the default foundation wall was set to be a Pony Wall.

3.8 Roofs

- When Use Room Ceiling Finish is unchecked in the Roof Plane and Ceiling Plane Specification dialogs, the initial Ceiling Finish Definition is now drawn from the room below.
- The Skylight Shaft component no longer shares the same material with the Ceiling Surface in the Build Roof dialog.

3.9 Framing

- Improved how wall framing is generated around double pocket doors.
- Improved automatic labeling of wall framing members.
- Fixed a problem that caused Cross Boxes representing headers in walls that were off-angle from the camera to be drawn at the wrong size and at the wrong height.
- Corrected an issue that prevented changes to Post and Beam Default settings from being retained when set via the Build Framing dialog.
- Fixed a problem that caused the Use Framing Reference checkbox to be disabled in the Build Roof dialog.

3.10 Trim and Molding

- Fixed a problem that affected editing of 3D Molding Polylines in some 3D views.
- Fixed a problem that prevented the names of materials assigned to Molding Symbols saved in the library from being stated in the Symbol Specification dialog.

3.11 Other Objects

- Framed cabinet Door Panels now display glass in 3D views when Glass Doors is checked in the Cabinet Specification dialog.
- Fixed a problem that caused default backsplash attributes to be used instead of the custom attributes saved with a Custom Backsplash saved in the library.
- Custom Backsplashes now have a minimum initial thickness of 1" (25 mm) when the Backsplash Thickness set in the Base Cabinet Defaults dialog is 0.
- Fixed a problem that prevented Material Regions from moving to the correct location when the Reverse Plan tool was used.
- Improved ability to locate Polyline Solids with dimensions in some elevation views.

3.12 Architectural Blocks

- Fixed a problem that affected Architectural Blocks containing vertically-drawn Polyline Solids.

3.13 The Library

- Fixed a crash that could occur selecting objects in the Library Browser.

- Fixed a problem that could cause objects saved in the library database to be removed from the list in the Library Browser.
- Fixed an issue that prevented the Selection panel in the Library Browser from loading all relevant items.
- Restored use of the Paste function in the Library Browser contextual menu.
- Fixed a problem that prevented CAD blocks saved in the library from displaying a preview.
- Addressed a performance issue that occurred when adding multiple selected objects to the library.

3.14 Materials

- New Restore Original View button returns the material preview to its original perspective after panning or zooming.
- Fixed a problem that prevented the material on cabinet hardware from being replaced in a particular instance.
- Fixed a problem that prevented wall sections located at Room Divider intersections from being edited using the Material Painter.

3.15 3D Views

- Fixed an issue that caused the Horizon Level slider in the 3D View Defaults dialog to not work correctly.
- Fixed a problem that caused pattern lines to display over object edge lines under certain circumstances.
- Fixed a problem that caused the Line Drawing Rendering Technique to look bad when Software Edge Smoothing was enabled.

3.16 Dimensions

- Fixed a problem that prevented Auto Exterior Dimensions from working correctly when multiple structures were present in a plan.
- Dimension lines locating Plan Footprints are no longer deleted when the Plan Footprint Specification dialog is opened and closed.
- Fixed an issue that allowed the 'Top of Wall' mark for Auto Story Pole dimensions to locate too many points.
- The 'Top of Wall' mark for Auto Story Poles no longer locates attic walls.
- Addressed an updating issue in the Auto Story Pole Dimension Defaults dialog.
- Fixed an issue that caused Auto Story Pole Dimensions to create marks for headers above railing openings.
- Fixed a crash that could occur when drawing dimensions to headers in elevation views.

3.17 Text, Callouts, and Markers

- Fixed a problem that caused multiple selected text objects using different Text Styles to erroneously be assigned "Custom" Text Styles after their shared specification dialog was opened.
- Improved the drawing speed of Leaders Lines when a lot of macros are present in a plan.

3.18 Project Management

- A plan file opened by opening a view on a layout page now displays in the Project Browser.

3.19 Printing and Plotting

- Fixed an issue that caused the Paper Size to change when switching between printers in the Print View dialog.
- Fixed an error that could occur when using certain old printer drivers.
- Fixed a specific case that caused a single layout page to span across a very large number of pages when printed.

3.20 Layout

- Improved the appearance of line weights in live layout views.
- Live layout views now print using specified line weights regardless of whether Line Weights are toggled off.
- Fixed a problem that prevented settings in the Send to Layout dialog from being retained.
- Corrected a problem that caused Live On Demand layout views to scale incorrectly when printed in some situations.
- Fixed an issue that caused overviews sent to layout to shift in their layout boxes when printed in certain situations.
- Fixed a crash that occurred if a Wall Elevation view was sent to layout and then made invalid by deleting the wall associated with the view.
- Fixed a problem that caused Orthographic Overviews sent to layout to shift in their view boxes when printed.
- Fixed a problem that caused Live Elevation views to rescale, or skew, when printed.

3.21 Materials Lists

- Fixed a problem that resulted in incorrect floor number information being exported after the Structural Member Reporting method was changed in a materials list.
- Fixed a problem that prevented Thermal Envelope information from being calculated in the Materials List.