

Chief Architect Version X8 Change Log

March 14, 2016

1 General Notes

This is a list of the fixes and improvements to existing tools introduced in Chief Architect X8.

2 Changes Introduced in Chief Architect X8

2.1 Preferences and Defaults

- Corrected a scenario in which your Active Defaults could be lost when switching views.

2.2 Creating Objects

- Fixed a problem that prevented Snaps from working when clicking to paste an object.

2.3 Editing Objects

- The Move edit handle for line-based objects and group-selected objects will now shift position to stay on screen when zoomed in.
- Improved the display of edit handles on polyline-based objects when zoomed out.

2.4 Layers

- It is no longer possible to create a new Layer Set with a blank name.
- It is no longer possible to delete a Layer Set that is used by a closed Perspective camera.

2.5 Walls, Railings, and Fencing

- Fixed a slight overlap that could be seen in 3D views when a Half Wall butted into a full height wall.
- Fixed a problem in the Railing Specification dialog that prevented the object preview from updating correctly when Draw Newels/Balusters (now separate options) was toggled.
- Fixed a problem that prevented wall coverings from generating on Bay/Box/Bow Windows.

2.6 Rooms

- A Living Area label is no longer created for structures with a living area of zero - for example, detached garages or free-standing decks.

2.7 Doors

- Corrected a case in which doors in a furred wall would appear twice in a Door Schedule.

2.8 Foundations

- Addressed an incorrect warning about ceiling heights on the Structure panel of the Room Specification dialog for Monolithic Slab foundation rooms.
- Fixed a problem that caused the bottom surface of a slab to disappear in 3D if its footings overlapped.
- Fixed an issue that caused Slab Holes with Footings to display incorrectly in 3D in some cases.

2.9 Roofs

- Improved functionality of Roof Groups in certain situations.
- Fixed a set of cases where Boxed Eaves were not generating correctly.

2.10 Stairs, Ramps, and Landings

- Improved how stairs snap to nearby walls.
- Stair railings along walls will now maintain a 1.5" (40 mm) gap from the wall regardless of the width of the railing.
- Fixed a problem that prevented stringers from building correctly on stairs with open risers and a starter tread.
- Fixed a problem that resulted in incorrect 3D data on flared stairs with a starter tread.
- Fixed an issue that resulted in missing edge lines on Open Below stairs in Vector Views.
- Fixed a gap that would occur when Open Below stairs were assigned a larger than default Stringer Bottom.
- Fixed a number of problems that resulted in missing surfaces on stair stringers.
- Fixed a problem that prevented Single Stringers from drawing correctly on flared stairs.
- Fixed an issue where the fill for stairs did not correctly fill the entire stair polyline.
- Fixed a case where stair edge lines would not draw in floor plan view if the stairs extended just beyond an adjacent wall.

2.11 Framing

- When multiple sill plates are present, only the bottom one will now be marked as Treated.
- Improved ability to produce separate framing and planking for deck rooms separated by a Room Divider.
- Improved how deck planking is oriented when a specific Joist Direction is specified.
- Fixed several issues to improve the framing on decks with border planks.

2.12 Trim and Moldings

- Improved how Room Molding connect at intersections with Half Walls or Room Dividers.

- Improved how Room Moldings connect at intersections with angled walls.
- Fixed a problem that caused the selection area for a Molding Polyline to be incorrect if it had a Vertical Offset specified.
- Fixed an issue that prevented 3D Molding Lines from connecting to each other in some cases.

2.13 Cabinets

- The Face Item list in the Cabinet Specification dialog is now in alphabetical order.

2.14 Terrain

- Fixed a problem where having a Subfloor Height Above Terrain would cause Perspective Overviews to be initially zoomed too far out.

2.15 Plants and Sprinklers

- Fixed a problem that prevented plants in some library catalogs from being found by the Plant Chooser.
- The sizing of irrigation spray heads is now correct in metric plans.

2.16 Other Objects

- Fixed an issue that prevented the object preview in the Distributed Object Specification dialogs from displaying if a 3D view was open.

2.17 The Library

- Improved the Library Search so that the results sort more relevant results to the top of the list.
- Fixed a problem that occurred copying and pasting a folder in the Library Browser using hotkeys and resulted in extra copies of the folder.

2.18 Materials

- Corrected a case in the Mac version that allowed a blank material name to be saved in the Define Material dialog.
- Fixed an issue that prevented Stretch to Fit materials on walls from working correctly at intersections with Railings or Room Dividers.

2.19 3D Rendering

- Increased the speed of Vector View and Glass House renderings by improving the way edge and pattern lines are drawn.
- Fixed a problem that caused some glass surfaces to appear too dark in views using the Technical Illustration Rendering Technique
- Fixed a case in which straight edges were not being rendered in views using the Line Drawing Rendering Technique.

2.20 Ray Tracing

- Fixed a problem that caused reflections on flat surfaces with Mirror materials to appear wavy in ray trace views.

2.21 Text, Callouts, and Markers

- In the Paragraph Options dialog, the User Specified Line Height spinner control is now active only when that radio button has been selected.

2.22 CAD Objects

- Fixed a problem that caused fill areas to shift locations in a CAD Detail from View.
- If the Current CAD Layer is turned off and the Input Line tool is used, a prompt will now ask if you want to turn on the layer.

2.23 Project Management

- The default depth of the Closet Space Planning boxes has been updated to be 24" (600 mm).

2.24 Importing and Exporting

- Fixed an SEH exception that occurred when importing a .dxf file with an error.

2.25 Custom Symbols

- Fixed a problem that prevented the associated 2D block of a Sketchup symbol from updating during import.
- Corrected a case where the drawing unit of a COLLADA™ file could not be changed import.

2.26 Schedules

- Corrected a problem that caused schedules to automatically renumber if changes are made to the model if the Renumber Schedule edit tool had previously been used.