# Chief Architect X8.2.0.42 Update Notes

April 19, 2016

# 1 General Notes

This is a list of the changes made to Chief Architect X8 in the 18.2.0.42, 18.1.1.4, and 18.1.0.41 program updates.

# 2 18.2.0.42 Update Notes

## 2.1 Overview

- Fixed an issue where setting the program's file associations on launch would sometimes result in a message saying that the program was already running.
- Addressed an issue that could result in repeated Windows UAC prompts when launching the program on systems where older program versions were also installed.

## 2.2 File Management

- Improved support for file pathnames with accented Latin-alphabet characters.
- Fixed an issue where plan files located in the root directory of a mapped network drive were not located correctly when opening a layout.

## 2.3 Toolbars and Hotkeys

- Fixed a crash that could occur when trying to toggle the display of a toolbar with no buttons.

## 2.4 Layers

- Fixed a problem that prevented the Active Layer Display Options side window from updating correctly when a layer was no longer in use.
- Fixed a problem that prevented unused layer sets from being deleted.

## 2.5 Editing Objects

- Addressed a number of issues that resulted in significant slowness in a particular case.
- Improved functionality of the Reflect About Object edit tool in cross section/elevation views.
- Fixed an issue that prevented objects set to follow terrain/roof/ceiling from moving as expected in 3D views.
- Addressed an issue that affected the heights of some objects in legacy plans.

## 2.6 Walls, Railings, and Fencing

- Fixed a problem that affected the appearance of some single-layer wall types in legacy plans in 3D views.
- Fixed a crash that could occur when the finish layers of a wall contained framing materials and there was a Material Region on the wall.
- Fixed a specific case where the floor in an Open Below room defined by curved walls was not being removed correctly.

- Fixed an issue in which Wall Hatching was not generating correctly if an opening had casing embedded in a perpendicular wall.
- Fixed a problem that sometimes resulted in incorrect feedback when a wall was selected in a 3D view.
- Fixed a problem that resulted in missing lines on openings placed into single layer walls.
- Corrected a problem that caused a room moldings to not generate at the intersection of regular walls with an invisible Room Divider.
- Fixed a specific case in which a wall was present in 3D views but would not display in floor plan view.
- Improved the appearance of walls with openings in floor plan view when the openings' layers are turned off.

## 2.7  Doors and Windows

- Bi-fold and pocket doors will now have exterior sills if "Has Sill" is checked in the Door Specification dialog.
- The Show Wall toggle button in the Door and Window Specification dialogs is now available when the Plan View option is selected for the dialog preview.
- Fixed a problem affecting the materials assigned to some windows in the library.
- Fixed an issue where some symbol windows would not look correct in 3D if the wall they were in had its exterior material changed.
- Corrected a case where mulling an interior panel door with a window would turn the door into an exterior glass door.
- The component doors and windows of Mulled Units can now update in response to changes to Dynamic Default settings.
- Fixed an issue that caused the corner post for corner windows in walls with thicker exterior layers like brick to draw incorrectly.
- Fixed a set of issues where in some cases windows would not bump to the corners correctly in order to create a corner window.

## 2.8  Foundations

- Round Piers and Square Pads placed under pony walls will now align with the Main Layer of the lower wall.

## 2.9  Roofs

- Fixed a problem that sometimes caused the window in a floating dormer to incorrectly change height when the dormer was moved.
- Fixed several issues that prevented a Full Automatic Roof Return from generating in specific situations.
- Corrected a problem that resulted in missing fascia and roof trim on part of the roof in a particular case.

- Fixed a problem that caused oversized fascia surfaces to generate in 3D in a particular case.
- The "Roofs, Overhang Area" layer can now be displayed separate from the "Roof Planes" layer.
- Fixed a problem that made it possible for gable lines over openings to get orphaned.
- Fixed a crash that occurred in a specific case when a curved roof plane was lowered in the Mac version of the software.
- Fixed a crash that could occur using the Material Painter on a frieze molding using a 3D Molding Symbol as its profile.

## 2.10 Stairs, Ramps, and Landings

- Fixed an issue that prevented a doorway from being automatically created when a Ramp was connected to an exterior railing.
- Corrected cases where the stair Stringer at Wall did not display when stairs were against a wall 12" or thicker.
- Fixed a problem that caused walls to generate incorrectly when enclosing a stair with a curved segment or winders.
- Fixed an issue that caused stairs with Lock Tread Depth enabled to become corrupted when copied using the Edit Area tool.

## 2.11 Framing

- Fixed an issue that resulted in roof beams being created at the wrong height.
- Fixed a problem that prevented framing members from being rotated from one end.
- Fixed a specific case where rafters replicated using the Multiple Copy edit tool were incorrectly using the joist spacing value.

## 2.12 Trusses

- Added the No Special Snapping option to the Floor/Ceiling Truss Specification dialog.
- Floor/Ceiling Trusses now stop at walls with "Hang Floor Platform Above on Wall" checked.
- Fixed a specific case where trusses were not generating correctly over manually drawn Ceiling Planes.

## 2.13 Other Objects

- Fixed a crash that could occur using the Revolve Object edit tool to modify a Face object.
- Fixed a problem that affected the appearance of wall openings in legacy library catalogs migrated into version X8.
- Fixed an issue that prevented the "Use Floor Finish" checkbox state in the Soffit Specification dialog from being retained.

## 2.14 Materials

- Obsolete "Roof" line item removed from the Material Defaults dialog.
- Fixed a problem affecting the Ray Trace preview in the Define Material dialog in metric plans.

## 2.15 Zoom and View Tools

- Fixed an issue that prevented objects from staying selected after the Undo Zoom tool was used.

## 2.16 3D Views

- Fixed a problem that prevented view cropping done using Perspective Crop Mode from being properly removed when the camera was re-saved.
- Fixed a set of cases in which the Delete Surface tool was not working correctly.

## 2.17 3D Rendering and Ray Tracing

- Fixed an issue that affected the appearance of partially transparent materials in Vector Views when the view was exported as pictures larger than the screen size.
- Fixed an issue that caused the program to hang when rendering shadows on systems with an older Intel integrated video chipset.
- Fixed a problem affecting Ray Traces when camera views were open on different monitors.

## 2.18 Dimensions

- Additional Text can now be added to the Text Below Line for all dimension elevation markers, including the first one.
- Additional Text can now be added when the selected dimension line segment is specified as a Blank Segment in the Dimension Line Specification dialog.
- Fixed a problem that caused elevation marker dimensions that had a jog in an extension line to lose a line segment when exported to DXF/DWG or when CAD Detail from View was used.
- Fixed a specific case where Auto Story Pole dimensions did not locate the specified elevation marks.
- Fixed a problem that prevented a wall from being moved using a particular dimension line in a specific case.
- Fixed a crash that could occur when dimensioning a wall with a large number of openings in it while locating multiple points on each opening.

## 2.19 Text, Callouts, and Markers

- Fixed a problem that affected the automatic sizing of Callouts with the # character in their text.

- The object preview in the Callout Specification dialog preview now updates when the Transparent checkbox on the Text Style panel is toggled.
- Fixed an issue that caused Rich Text to wrap or be trimmed incorrectly in some cases.
- Fixed a problem when printing that caused Rich Text to appear wrapped incorrectly in the printed output.
- Fixed an error that could occur when inserting a text macro while the Rich Text inline text editor was open.

## 2.20  Project Management

- Fixed a problem that prevented section views opened from layout from displaying in the Project Browser under the associated plan.
- Fixed a specific case that caused plan information to go missing from the Project Browser after views were opened via a layout page.
- Fixed a crash that could occur opening 3D views from the Project Browser without opening the plan view.
- Fixed a crash that could occur when creating a new CAD Detail from the Project Browser when only a 3D view of the associated plan was open.
- Fixed a crash that could occur when using Undo after closing and then re-opening a view from the Project Browser.

## 2.21  Pictures, Images, and Movies

- Show Shadows is now an option in the Walkthrough Options dialog for the Record Walkthrough Along Path tool.

## 2.22  Importing and Exporting

- Fixed a problem that caused elevation marker dimensions with a jog in an extension to lose a line when exported to DXF/DWG or when CAD Detail from View was used.

## 2.23  Printing and Plotting

- Restored ability to use Print View in Perspective views using the Vector View Rendering Technique.

## 2.24  Layout

- Fixed a set of issues that caused Plot Lines and Color fill to not line up if a camera was sent to layout with Perspective Crop mode turned on.
- Fixed an issue that sometimes prevented CAD objects from initially displaying in layout boxes.
- Fixed an error that occurred when attempting to open the Layout Box Layers dialog for camera views sent to layout as Plot Lines.
- Fixed a problem that caused Orthographic Overviews sent to layout as Current Screen and No Scale to shift after printing.

- Fixed an issue where Perspective camera views using the Vector View rendering technique with no color would sometimes show the backdrop image when sent to layout.
- Fixed a problem that resulted in a view previously sent to layout to appear selected after sending a different view to layout, even if it is on a different page.
- Fixed an issue that caused elevation views containing CAD that were sent to layout at No Scale to display incorrectly.
- Fixed a problem that resulted in the Plot Lines radio button in the Layout Box Specification dialog being incorrectly disabled in some cases.
- Fixed an issue that caused shadows or Color Fill to be offset from their correct location in views sent to layout in some cases.
- Fixed a problem where the backdrop would not generate correctly and lines would disappear when updating a Perspective Full Camera view sent to layout as Plot Lines.
- Fixed a crash that could occur when opening a layout view that referenced a floor level that had been deleted from the plan.
- Fixed a problem that caused the program to lock up when sending Plot Line Views to Layout would lock up in the Mac version of the software.

## 2.25 Schedules and Object Labels

- Fixed an issue that caused data in an object's Components dialog to sometimes not match the data shown in a schedule.
- Corrected a problem in which rotating a framing object it would change its length in the framing schedule.
- Fixed a crash that could occur when adding a schedule with 3D previews to the library.
- Fixed an issue that prevented Library CAD blocks used for Plant Images from displaying in the plant schedule.
- Fixed an issue that prevented schedules located in a CAD Detail from retaining their Include Objects from Room selection.

# 3  18.1.1.4 Update Notes

## 3.1  Project Management

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

## 3.2  Roofs

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

## 3.3  Importing and Exporting

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

## 3.4 Layout

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

## 3.5 Printing and Plotting

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

## 3.6 Materials List

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

# 4  18.1.0.41 Update Notes

## 4.1 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.

## 4.2 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.

## 4.3 Editing Objects

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

## 4.4 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.

## 4.5 Rooms

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

## 4.6 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.

## 4.7 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.

## 4.8 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.

## 4.9 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.

## 4.10  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.

## 4.11  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.

## 4.12  Architectural Blocks

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

## 4.13  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.

## 4.14  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.

## 4.15  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.

## 4.16  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.

## 4.17  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.

## 4.18  Project Management

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

## 4.19  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.

## 4.20 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 a set of issues 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.

## 4.21 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.