Chief Architect X8.3.1.2 Update Notes

June 28, 2016

1 General Notes

This is a list of the changes made to Chief Architect X8 in the 18.3.1.2, 18.3.0.47, 18.2.1.2, 18.2.0.42, 18.1.1.4, and 18.1.0.41 program updates.

2 18.3.1.2 Update Notes

2.1 Preferences and Defaults

- Fixed a crash that occurred when multiple items in the Default Settings dialog were double-clicked while pressing the CTRL key.

2.2 Walls, Railings, and Fencing

- Fixed a crash that could occur in some plans with complex wall intersections that involved Room Dividers.
- Fixed a problem that affected the orientation of Panels in fences in floor plan view.

2.3 Trusses

- Fixed an issue in legacy plans that caused truss labels to be renumbered when opened in version X8.

2.4 CAD Objects

- Fixed a crash that occurred when generating a Revision Cloud around a Callout with a cross section line.
- Fixed a crash that occurred when aligning multiple Callouts with cross section lines.

2.5 Importing and Exporting

- Fixed an issue that prevented users from logging into their online Chief Architect Account when their password contained extended characters.

2.6 Schedules and Object Labels

- Fixed a problem that prevented where schedule callout labels from rotating correctly when plan view or a layout box was rotated.

3 18.3.0.47 Update Notes

3.1 File Management

- Corrected a problem that prevented files from being opened by double-clicking if the file name contained an accented character.

3.2 Editing Objects

- Fixed errors that could occur while performing a Copy/Paste operation using the Edit Area and Edit Area Visible tools.

3.3 Walls, Railings, and Fencing

- Addressed a problem affecting the appearance of the side walls of manually drawn dormers where they are intersected by a knee wall in some cases.
- Fixed a specific case where the Fix Wall Connection indicator was displaying unnecessarily.
- Fixed an issue where railings set to Follow Stairs would generate an extra piece of wall below the stairs in some cases.

3.4 Rooms

- Addressed a problem that caused the Absolute and Relative ceiling heights in a room to not agree in a specific case.

3.5 Doors and Windows

- Corrected an issue to prevent gaps when placing doors or windows in a single layer wall in Chief Architect Interiors.
- Fixed an issue that caused the vertical bumping of windows to be incorrect.
- Fixed a problem that prevented casing from displaying correctly on windows that spanned two floors.
- Fixed a problem that caused the Align/Distribute Along Line edit tool to function incorrectly for mulled units.

3.6 Roofs

- Fixed a specific case where a roof plane with very low pitch caused some errant attic walls to be generated.
- Fixed an issue in which roof labels did not display in the Reference Display in some cases.
- Fixed a problem that caused roof labels to be duplicated under certain conditions.

3.7 Stairs, Ramps, and Landings

- Improved the specification dialog preview image of stairs in a specific case.
- Fixed a problem that affected the appearance of stairs with winders if a Break Line was specified.

3.8 Framing

- Fixed a case where editing a wall stud in plan view was not working correctly.
- Corrected a problem that caused the program to hang when joists were trimmed to a beam in a specific case.

- Fixed an issue that caused the Temporary Dimensions and selection feedback for a selected header in a Wall Detail view to be incorrect.

3.9 Electrical

- Fixed an issue that caused an electrical object placed on a wall opposite of a Wall Material Region or Custom Backsplash would be incorrectly offset from the wall.

3.10 Cabinets

- Fixed an error that occurred when the specification dialog for a wall or full height symbol cabinet was opened.
- Cabinet face items set to “Use Default” are now affected when the containing cabinet is reflected.
- Fixed an error that occurred because of overlapping cabinets with sinks in a specific plan.
- Fixed a crash that occurred when a wall cabinet set to reference its height from the ceiling was located under a soffit.
- Cabinet side panels are now affected when the containing cabinet is reflected.

3.11 Terrain

- Improved the speed of terrain generation in a specific plan with multiple retaining walls.

3.12 Other Objects

- Fixed a problem that prevented architectural blocks containing Polyline Solids created in elevation views from being rotated.
- Fixed an issue that in which Polyline Solids in architectural blocks would not retain correct position when the block was added to the library.
- Fixed an issue that prevented Polyline Solids from being rotated using the Edit Area tools in some cases.

3.13 The Library

- Addressed an issue that incorrectly affected the height of some library symbol objects.

3.14 3D Views

- Fixed an issue that prevented Wall Elevations from working correctly in some cases when furring walls were present.
- Fixed a problem that allowed ceiling surfaces from separate buildings to be visible in Wall Elevation views.
- Fixed an issue that caused changes to the default camera tilt angle to incorrectly affect the generation of Cross Section views.

- Fixed an issue that caused the Back Clip After value of some cross section cameras to be set to 0", causing views sent to layout to draw incorrectly.
- Fixed a problem that prevented saved Cross Section/Elevation views from retaining their correct location when re-opened.
- Fixed an error that occurred when a specific plan was opened or when a 3D view of that plan was created.

3.15 3D Rendering

- Fixed an issue that prevented shadows from displaying in some Rendering Techniques when the camera was directly over top of the plan, pointed straight down.
- Reduced the effect of shadow artifacts on surfaces that are steeply angled relative to the direction of a parallel light source.

3.16 Dimensions

- Fixed a problem that caused dimension extension lines and text to change drawing order whenever the plan file was read in.
- Fixed an issue that caused Auto Story Pole Dimensions to locate the subfloor incorrectly when the floor platform was hung from the walls.

3.17 Text, Callouts, and Markers

- Fixed a problem that caused the background color of text to display incorrectly in Print Preview when program background color was changed.
- Fixed an issue in metric files that resulted in trailing zeros not being removed correctly when rounding values in label macros on systems where the decimal indicator was a comma.

3.18 CAD Objects

- Fixed an issue in which the Revision Cloud(s) around Objects edit tool did not work correctly for mulled units.
- Added the Number Style button back to the Ellipse Specification dialog.

3.19 Pictures, Images, and Walkthroughs

- Fixed an issue that sometimes caused artifacts in images exported at larger than screen size.

3.20 Importing and Exporting

- New Export to Chief Architect 3D Viewer option lets you export a 3D model for use in the new Chief Architect 3D Viewer mobile app.
- New Log in and Log out of Chief Architect Account options in the Help menu.
- Objects in imported DXF/DWG files are now selected when the import process is complete.

- Fixed a problem that prevented a material texture blended with a solid color from being included when exporting to 3DS and DAE (COLLADA) formats.
- Fixed an issue that caused rotated textures to display incorrectly on exported 3D symbols.

3.21 Layout

- Fixed an issue where group selecting layout boxes and opening their shared specification dialog could cause Plot Line views to change to Live views.
- Fixed an issue affecting some Wall Elevations sent to layout as Live views that caused some lines at the view edges to be missing.
- Fixed a specific case where a Live layout view went blank when updated for printing.
- Fixed an issue that prevented some items on layout pages from printing if there was a bad Wall Elevation view in the layout.
- Fixed a problem that sometimes caused the selection of objects to be cleared when it should not.

3.22 Schedules and Object Labels

- Fixed an issue in which having a schedule with previews in it affected the appearance of other schedules' line weights and colors.
- Fixed a problem that caused schedules to grow larger and resize incorrectly if the plan view had been rotated.
- Fixed an issue that caused multi-line labels to be clipped if plan view or a layout box was rotated.

3.23 Materials Lists

- Fixed a crash that could occur when pasting data into the Components dialog or the Materials List.

4 18.2.1.2 Update Notes

4.1 Schedules and Object Labels

- Fixed a crash that occurred when a Schedule was copied and pasted.

5 18.2.0.42 Update Notes

5.1 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.

5.2 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.

5.3 Toolbars and Hotkeys

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

5.4 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.

5.5 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.

5.6 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 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.

5.7 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.

5.8 Foundations

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

5.9 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.

5.10 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.

5.11 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.

5.12 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.

5.13 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.

5.14 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.

5.15 Zoom and View Tools

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

5.16 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.

5.17 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.

5.18 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.

5.19 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.

5.20 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.

5.21 Pictures, Images, and Movies

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

5.22 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.

5.23 Printing and Plotting

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

5.24 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.

5.25 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.

6 18.1.1.4 Update Notes

6.1 Project Management

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

6.2 Roofs

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

6.3 Importing and Exporting

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

6.4 Layout

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

6.5 Printing and Plotting

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

6.6 Materials List

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

7 18.1.0.41 Update Notes

7.1 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.

7.2 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.

7.3 Editing Objects

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

7.4 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.

7.5 Rooms

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

7.6 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.

7.7 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.

7.8 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.

7.9 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.

7.10 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.

7.11 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.

7.12 Architectural Blocks

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

7.13 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.

7.14 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.

7.15 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.

7.16 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.

7.17 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.

7.18 Project Management

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

7.19 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.

7.20 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.

7.21 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.