

Chief Architect X9.2.0.39 Update Notes

March 23, 2017

1 General Notes

This is a list of the changes made to Chief Architect X9 in the 19.2.0.39, 19.1.0.47 and 19.0.3.50 program update.

2 19.2.0.39 Update Notes

2.1 Program Overview

- Fixed a crash that could occur when loading the Startup Options dialog on systems with certain 3rd party software installed.

2.2 Preferences and Default Settings

- Fixed an issue that caused the active defaults to incorrectly change when some dialogs were exited.

2.3 Toolbars and Hotkeys

- Fixed a problem that prevented hotkeys with more than two keys in a sequence from working on some systems.
- Fixed an issue that prevented hotkeys with the Shift key plus punctuation characters from working in the Mac version of the software.
- Fixed an issue that prevented hotkeys from working correctly in a Materials List.
- Fixed a case where a 0 KB toolbar file was causing an error on launch of the program.

2.1 Window and View Tools

- Fixed an issue that occurred when two 3D views were tiled on screen that caused problems selecting items.
- Fixed a problem that occurred when two 3D views were tiled on screen that could result in parts of objects displaying in one of the views when they should not.

2.2 Displaying Objects

- Fixed an issue that caused a molding object copied and pasted into another plan to be placed on an incorrect layer.

2.3 CAD Objects

- Fixed a crash that could occur when a Complete Break was added to a single segment polyline.
- Fixed a crash that could occur when a Complete Break was added to a closed spline.

2.4 Walls, Railing, and Fencing

- Fixed a crash related to railings and fencing set to Follow Terrain.
- Fixed several issues that prevented Off Angle Wall indicators from refreshing in certain situations.

- Fixed an issue that prevented wall heights from being edited by clicking on a temporary dimension.
- Fixed an issue that caused foundation wall cutouts to sometimes display for doors that had been previously deleted.
- Fixed a problem that caused the top material of a lower pony wall to disappear when a Wall Niche was present in the lower wall.
- Fixed a crash that occurred when view.name was used in a wall label.
- Fixed an issue that caused brick ledges to be incorrect on Monolithic Slabs when brick and non brick walls were located above.

2.5 Rooms

- Fixed an issue that prevented changes from being saved when all layers were removed from a ceiling finish definition.

2.6 Text, Callouts, and Markers

- Fixed an issue that prevented the elevation macros for wall openings from working correctly.

2.7 Cabinets

- Fixed a problem that caused countertops and backsplashes to generate incorrectly on base cabinets in an Architectural Block.
- Fixed an issue that caused a display problem in floor plan view affecting cabinets in Architectural Blocks.
- Fixed an issue that caused cabinet connections involving Architectural Blocks to sometimes draw incorrectly.
- Fixed a problem that resulted in an unnecessary extra toe kick on corner cabinets.
- Fixed an error that could occur in the Custom Countertop Specification dialog when multiple countertops were selected.

2.8 Electrical

- Improved ability to snap electrical objects to furred walls.
- Fixed a problem that prevented electrical objects from attaching to walls specified as No Room Definition.
- Fixed a problem that caused the position of some light fixtures' light sources to be incorrect in metric plans.
- Fixed an issue that resulted in some snap points on electrical objects to be missing.
- Fixed a problem that caused electrical objects in Distribution Objects to snap to walls when they should not.

2.9 Foundations

- Fixed a problem in which setting a Pony Wall as the default foundation wall prevented the foundation walls from generating in 3D views.

2.10 Stairs, Ramps, and Landings

- Fixed an issue that caused objects to be left behind when a stair landing with railing panels assigned to it was deleted.

2.11 Roofs

- Fixed an issue in which the placing of an Auto Floating Dormer caused an unrelated wall's layers to be reversed.
- Fixed a plan-specific issue in which fascia did not display on roof planes when a Roof Hole/Skylight was present.
- Fixed an issue that caused windows in Auto Dormers to disappear when Undo was used.
- Fixed a case in which the roofing material on an Auto Dormer was incorrect.
- Fixed an issue in which custom frieze moldings caused very slow 3D view generation in a specific plan.

2.12 Framing

- Fixed a problem that prevented Deck joists from rotating as specified in some cases.
- Fixed an issue involving rafter tails that caused the program to hang while loading a specific plan.

2.13 Other Objects

- Fixed a crash that could occur when converting a Wall Material Region to a spline.
- Fixed a crash that could occur when Undo was used with an Architectural Block in certain cases.

2.14 Materials

- Fixed an error that occurred when editing the materials associated with a Wall Type Definition in a specific plan.

2.15 3D Views

- Fixed an issue that could sometimes cause camera movements to be incorrect in saved cameras.
- Fixed an issue that prevented hidden 3D views from updating immediately in Chief Architect Interiors.
- Fixed an issue in plans with an extremely large number of objects that prevented some objects from being drawn in 3D views.
- Fixed a problem that prevented Undo from working correctly when the Auto Detail tool was used.

2.16 3D Rendering

- Fixed an issue that caused 3D views to be incorrect on very old ATI video cards that are no longer supported by their manufacturer.
- Fixed a problem that prevented Walkthroughs from recording correctly when Hardware Edge Smoothing was set to “Medium”.
- Fixed an issue that caused flickering in Walkthroughs when Hardware Edge Smoothing was set to “High”.
- Improved messaging when the program is run on a computer with a video card that does not meet minimum system requirements.
- Fixed an issue that caused the Generated Sky to appear tiled in exported 3D views.

2.17 Ray Tracing

- Fixed a problem that prevented ray traces from running on some systems.

2.18 Importing and Exporting

- Fixed a problem that resulted in some imported SKP symbols being scaled incorrectly when imported into metric plans.

2.19 Layout

- Fixed an issue that prevented layout boxes from rotating in very small increments.
- Fixed an issue that prevented sending a view to layout as an image from working when Hardware Edge Smoothing was set to “Medium”.
- Fixed an issue that caused the program to hang in the Mac version of the software when Watercolor views were updated.
- Fixed an issue that caused shadows to be generated on opening indicators in Plot Line views sent to layout.

2.20 Printing and Plotting

- Fixed an issue in which printing directly from a Backclipped Cross Section view did not work correctly in some cases.

3 19.1.0.47 Update Notes

3.1 Program Overview

- Corrected a situation where a specific plan created in Version X8 would not open in Version X9.
- Fixed some issues that prevented button icons and other images from loading on Macs with case sensitive file systems.
- Fixed a problem that caused the menus to disappear if a new plan was opened while the Library Browser was undocked in the Mac version of the software.

3.2 Displaying Objects

- Corrected an issue that prevented the user from deleting some Layer Sets in specific situations.

3.3 CAD Objects

- Fixed an issue that caused CAD blocks containing a custom counter hole to generate a 3D preview in the CAD Block Management dialog.
- Corrected a problem that caused some CAD blocks in imported DXF/DWG files to be reversed and/or moved incorrectly.
- Fixed a problem that prevented bearing information in CAD labels from updating after Undoing an edit to a North Pointer.

3.4 Walls, Railings, and Fencing

- Wall Hatching now displays correctly in walls with a Niche.
- Fixed a specific case where the top rails of Half Walls did not display in Wall Elevation views.
- Fixed an issue that caused Attic walls to temporarily build incorrectly after the Material Painter was used.
- Fixed a wall connection issue in a particular plan.

3.5 Rooms

- New Named Value for schedule number.

3.6 Dimensions

- Fixed a problem that prevented dimensions in floor plan view from working correctly when locating a Polyline Solid that was drawn in a cross section/elevation view.
- Fixed an issue that caused pointer markers to be left behind incorrectly after a Point to Point Dimension was removed using Undo.

3.7 Text, Callouts, and Markers

- Improved performance when adding or editing Text objects in some cross section/elevation views.
- Fixed a problem that caused a valid macro to be treated as invalid in the Text, Callout, and Marker Specification dialogs.
- Fixed an issue that caused some macros to evaluate incorrectly in the Mac version of the software.

3.8 Doors and Windows

- Improved feedback when moving windows into wall corners.
- Improved window bumping when the Overlap Frame value for its casing has changed.

- Fixed an issue that prevented some settings in the Wall Niche Defaults from being applied correctly.
- Fixed a problem in which the Object Painter tool did not change elevation of wall openings correctly in some cases.

3.9 Cabinets

- New Named Values for the number of cabinet doors and face openings.

3.10 Electrical

- Fixed an issue that prevented the Distance from Wall value for electrical objects from being applied correctly.
- Fixed a problem that prevented the Reverse Plan tool from working correctly with electrical objects attached to walls.

3.11 Schedules and Object Labels

- Fixed an issue that prevented Fixture Schedules from listing customized Object Information added a fixture in the Library if that fixture was then inserted into a cabinet.
- New number column is available for Room Finish Schedules.

3.12 Foundations

- Fixed a specific case in which a foundation wall was incorrectly generating up through the floors above.

3.13 Multiple Floors

- Fixed a problem that caused floor and ceiling heights for rooms over Garages to be incorrect when “Step floor/ceiling elevations to match existing floor” was checked in the New Floor dialog.

3.14 Stairs, Ramps, and Landings

- Improved how stairs update when the wall that they are against is moved.

3.15 Roofs

- Fixed a problem that caused Auto Dormer walls to partially extend through the ceiling below.
- Fixed a crash involving roof planes that occurred when loading specific plans.
- Fixed a specific case where the automatically generated roof had a small gap.
- Fixed an error that occurred when building a roof in a specific plan.
- Fixed a problem that cause the automatic roof over a bay window to generate incorrectly.

3.16 Framing

- Fixed an issue that prevented Joist Direction Lines from controlling the framing for dropped ceilings.

3.17 Trusses

- Fixed a problem that occurred when Undo was used after editing a truss, causing the truss to shift to an incorrect location.

3.18 The Library

- Fixed a problem that prevented missing normal maps from being reported when a library was exported.
- Fixed an issue that caused material file references to be initially reported as invalid after library content was updated.
- Simplified the interface on the Texture panel of the Define Material dialog.
- Fixed a problem that prevented moving an object inserted into a cabinet top from being Undone.

3.19 Other Objects

- Fixed an issue that caused the elevation of Polyline Solids set to reference the Finished Floor to change any time they were rotated.
- Fixed a specific case in which numerous Material Regions caused the program to hang when creating a 3D view.
- Fixed an issue that prevented Undo from working correctly on Polyline Solids created in cross section/elevation views.

3.20 3D Rendering

- Fixed a rendering error that could occur on systems with some Intel graphics chipsets.
- Addressed a rendering issue that occurred on the Intel 4000 graphics chipset.
- Fixed a problem that prevented the Line Drawing Rendering Technique from working correctly if a material using the Textured pattern style was present.
- Fixed a problem that caused 3D views to appear to glow on some Macs with certain Intel graphics chipsets.
- Fixed a problem that occurred in the Painting Rendering Technique and caused a black border to display around the model in the Mac version of the software.
- Fixed an issue that caused Vector Views to display incorrectly on older Macs with ATI Radeon graphics cards.

3.21 Ray Tracing

- Added text to indicate a 360° Panorama in the Summary section of the Ray Trace Current View dialog.

3.22 Layout

- Fixed an issue that prevented Live Views on layout pages from updating correctly if the referenced plan file had been changed.
- Fixed a problem that caused shadows to be incorrect in Plot Line elevation views sent to layout.
- Fixed an issue that prevented Undo from working correctly after the Edit Layout Lines tool was used.

4 19.0.3.50 Update Notes

4.1 Layers

- Fixed a problem that caused temporary session corruption when the Active Layer Display Options side window was open.

4.2 3D Views

- Fixed a crash that could occur when using Undo in cross section/elevation views.