Chief Architect X10 20.1.1.1 Update Notes

March 14, 2018

1 General Notes

This is a list of the changes made to Chief Architect X10 in the 20.1.0.43 and 20.1.1.1 program updates.

2 20.1.1.1 Update Notes

2.1 3D Rendering

- Fixed a problem that prevented material textures from displaying correctly on some Mac systems with Intel graphics chipsets.

2.2 Ray Tracing

- Fixed a problem that could cause black squares to appear in ray trace images in some cases.

3 20.1.0.43 Update Notes

3.1 Program Overview

- Fixed an issue that could cause some button text to be cut off when running at a high DPI on a high resolution (4K+) monitor.
- Fixed an error that could occur when a new plan was created while a backdrop was selected in the Library Browser.
- Fixed a specific case where a plan was previously reported as being corrupt can now be opened

3.2 Project Management

- Fixed a problem where using the Project Browser to select an already open plan view would sometime append numbers to the tab name
- Fixed an issue in which Time Tracker sometimes did not track the correct time.

3.3 Toolbars and Hotkeys

- Render Technique toolbar button will now have the current technique active when the view is opened

3.4 Window and View Tools

- Fixed an issue that could cause slow panning on Mac when using the CTRL key to activate the middle mouse button.

3.5 Displaying Objects

- Fixed an issue where the "Used" column in the Layer Display Options dialog was not populated correctly when accessed from the Layer Set Management dialog.

3.6 CAD Objects

- Fixed a crash that could occur when creating a CAD block that included a Custom Countertop.

3.7 Walls, Railings, and Fencing

- Fixed an issue that resulted in no Wall Cap being present after specifying an existing railing as a Solid type railing.
- Fixed a specific case where a small portion of a wall was missing when a vaulted ceiling was present.
- Fixed a problem where editing a Wall Type and then using Undo could cause walls on another floor to become corrupted.
- Added an option to revert a symbol's Wall Cutout Polyline back to its default size and shape.
- Fixed a specific case in a legacy plan in which the exterior layers of a wall were not displaying in 3D.
- Fixed an issue where doors would not draw in plan view when a railing was set to Follow Stairs.

3.8 Rooms

- The Room Type column in Room Finish Schedules now reports the Room Type instead of its Function.
- Added new macro for room_function.
- Fixed a crash that could occur when a 3D view was created in a plan with a very large number of rooms.

3.9 Dimensions

- Dimension layers for CAD blocks are now remembered when the CAD block is added to the library or pasted into a new plan.

3.10 Doors and Windows

- Fixed a problem that caused doors to work incorrectly if they were placed in a 3D view and the camera was located on a different floor than the intended placement location.
- Fixed an error that could occur when placing mulled units from the Library into a metric plan.
- Fixed an specific case in which doors placed from the Library into a metric plan would display incorrectly in 3D.
- Fixed a problem that sometimes caused doorways placed from the Library into a metric plan to not place in the correct location.
- Fixed an issue where using Set as Default on an opening with a custom header label could revert the label to Automatic.

3.11 Schedules and Object Labels

- Removed the Include Type check box from the Label panel of the Electrical Schedule Specification and Defaults dialogs.

3.12 Roofs

- Fixed a specific case in which soffits were not building correctly under flush eaves.
- Fixed a specific case in which an automatically built roof in a legacy plan was incorrect when read into X10.
- Fixed an error that could occur when using Copy/Paste and then Reflect About Object on a set of roof planes in a specific plan.
- Fixed a case where having both Auto Rebuild Roofs and Automatically Build Roof Framing checked in the Build Roof dialog would cause 3D views to be very slow.

3.13 Framing

- Added macro for schedule_number for framing objects.

3.14 Trusses

- Fixed an issue that prevented roof trusses from building correctly at the eaves in some cases.

3.15 The LIbrary

- Improved the text in the progress indicator that displays when migrating library content.
- Fixed a problem that caused the permissions on some library files to be wrong in some cases.
- Fixed an issue where choosing "No" and "Remember my choice" when deleting a library item would prevent future deletions.
- Can now filter library search on the Trash folder.
- Fixed an issue that could cause library object data corruption when Components were edited from within the Library Browser.

3.16 Other Objects

- Architectural Blocks that include Distributed Objects that contain CAD objects can no longer be created.
- Fixed an issue in which selecting a Face object in plan view didn't work correctly if it had been created in a Cross Section/Elevation view.

3.17 Materials

- Roughness and Material maps can no longer be specified for material classes that do not support them.

- Fixed an issue where material Roughness controls could become enabled when a roughness map was applied.

3.18 3D Views

- Fixed problem that caused Wall Elevation cameras with double callouts to not display correctly in plan views.

3.19 3D Rendering

- Fixed an issue where the artistic effects of Line Drawing were lessened when Edge Smoothing on Idle was in use.
- Fixed a problem in the Physically Based Rendering Technique that caused fireplaces to be lit incorrectly on the exterior.
- Fixed some cases where Matte material types would appear to have reflections in the Physically Based Rendering Technique.
- Fixed an issue where materials with a high Roughness value would appear slightly reflective in the Physically Based Rendering Technique.
- Improved performance of the generation of new 3D views, including previews in the Library Browser and in dialogs.
- Fixed an issue where fence newel posts could be lit incorrectly in the Physically Based Rendering Technique.
- Removed the Opaque Glass option from the Physically Based Rendering Technique.
- Fixed an issue where louvers on bifold doors in legacy plans would sometimes be lit incorrectly in the Physically Based Rendering Technique.
- Fixed a problem that sometimes caused reflective objects to appear black after being edited in the Physically Based Rendering Technique.
- Fixed some artifacts that could occur in exterior views when a large terrain was present and Improve Light Quality was turned in the Physically Based Rendering Technique.
- Fixed an issue where setting Hardware Edge Smoothing to "None" on some Macs would cause 3D to be incorrect.
- Fixed a problem that caused rooms separated by Room Dividers to sometimes be lit incorrectly in the Physically Based Rendering Technique.
- Fixed an issue that caused Mirror Reflections to be too dark when Improve Light Quality was checked in the Physically Based Rendering Technique.
- Fixed a specific case in the Physically Based Rendering Technique that caused the view would become overly bright and washed out.
- Fixed an issue where clicking Reset to Defaults on the Physically Based panel of the Rendering Technique Options dialog could cause the current view be incorrect.
- Fixed an issue where the Color toggle did not immediately effect Orthographic views in some cases.
- Fixed a specific case where Wall Material Regions were not lit correctly in the Physically Based Rendering Technique.

- Fixed a case where the windows in a Bay/Box/Bow Window could be lit incorrectly in the Physically Based Rendering Technique.
- Improved rendering when using the Cross Section Slider while Edge Smoothing on Idle was turned on.
- Fixed a problem that caused reflections to be incorrect in the Physically Based Rendering Technique if a Watermark was turned on.
- Fixed a crash that could occur using images of certain sizes as Ambient Occlusion, Metal, or Roughness maps.
- Fixed a performance issue involving Ray Casted Shadows that occurred while the camera was moving.
- Fixed an issue that caused shadows to be incorrect if only terrain objects were present in the plan.
- Fixed an issue in which Ray Casted Shadows did not work correctly when using the Cross Section Slider.
- Ray Casted Shadows now work when using the Standard Rendering Technique in an Cross Section/Elevation view.
- Fixed an issue that could cause the Backdrop color used in Vector Views to appear slightly washed out.
- Fixed an issue in which Live Views sent to layout using the Vector View Rendering Technique had line weights that were too thick when printed.

3.20 Ray Tracing

- Low roughness materials will now generate perfect reflections in ray trace views.
- Fixed an issue that could cause artifacts to appear around lights in ray trace views.
- Fixed an issue that caused ray traces of orthographic views to be incorrect.

3.21 Pictures, Images, and Walkthroughs

- Fixed a problem that could cause odd lines to appear in exported images at resolutions greater than screen size.

3.22 Importing and Exporting

- Added support for Sketchup 2018 files.
- Fixed a hang that could occur when importing a large amount of symbol objects at once.
- Fixed an issue where Uppercase text was not maintained when exporting to DWG or using the CAD Detail from View.

3.23 Roads, Driveways, and Sidewalks

- Fixed a problem that caused an extra curb to appear at road intersections in some cases.
- Fixed an issue where the curb location on a road in 2D did not match the location in 3D.

3.24 Materials Lists

- Non-evaluated macros are now disabled in the macro insertion list in the Materials List.
- The Macro insertion list now displays as a scrollable list when a large amount of macros are present.

3.25 Layout

- Unscaled layout views can now be resized from the corner using the Alternate Edit Behavior.

3.26 Printing and Plotting

- Fixed problem that caused the user interface to appear black when printing directly from a section view while a Watermark was turned on.