

# Chief Architect X12 22.2.0.54 Update Notes

April 20, 2020

# 1 General Notes

This is a list of the changes made to Chief Architect X12 in the 22.2.0.54, 22.1.1.1, and 22.1.0.39 program updates.

## 2 22.2.0.54 Update Notes

### 2.1 Program Overview

- Fixed an issue that prevented 3Dconnexion® mice from working in the Mac version of the software.

### 2.2 Preferences and Defaults

- Fixed an issue that affected settings set to Use Default when saved defaults were imported.
- Addressed a visibility problem that occurred in some dialogs with previews when the Background color was set to black.

### 2.3 Editing Objects

- Fixed an error that could occur when moving groups of objects that included Auto Exterior Dimensions using an Edit Area tool.
- Fixed a problem that caused Auto Exterior Dimensions to lose their connection to wall openings when Edit Area was used.

### 2.4 CAD Objects

- Corrected a case in which dimensions in a CAD block did not display.
- Fixed a problem that prevented the selection of and snapping to the edge of a CAD Oval from working correctly.

### 2.5 Walls, Railings and Fencing

- Room moldings can now be turned off on each side of a wall independently.
- Fixed a crash that could occur when replicating walls in certain situations.
- Improved how the walls that enclose a lowered ceiling join when they meet at a corner.
- Walls using different materials than their wall type now correctly transfer materials when building a new floor.
- Fixed an issue that caused room moldings to errantly appear in the Wall Specification dialog preview.
- Fixed a problem that allowed room labels to display in 2D previews in the Wall Specification dialog.
- Fixed an issue that prevented a brick ledge from generating when no sill plate was specified.

## 2.6 Rooms

- Room Moldings no longer get deleted in the Room Type defaults dialog when "Use Floor Defaults" is unchecked.
- Fixed a specific case in which the floor finish was not being generated in 3D around an Open Below room defined by curved walls.
- Trey Ceiling tool will now generate a trey ceiling when adjacent rooms have different ceiling heights and are separated by invisible walls.
- Trey Ceiling Polylines now follow their Draw Order correctly.
- Fixed an issue that prevented Angular Dimensions from locating Trey Ceiling polylines.

## 2.7 Dimensions

- Improved the appearance of Centerline extension callouts in Wall Detail views.
- Fixed an issue that caused Angular Dimensions in layout to display on the wrong page in some cases.
- Fixed an issue that prevented changes to the default settings that a dimension line inherits from updating in the Dimension Line Specification dialog.
- Fixed a problem that affected the display of the Use Default indicator for dimension line arrow size when the saved defaults the dimension line inherited its settings from was changed.

## 2.8 Doors and Windows

- Fixed a crash that could occur when changing the opening angle or percent open of a door.
- Corrected a problem that could cause the extents of 3D views to be too large when an opening with no casing was present in a curved wall.
- Fixed an issue that sometimes caused the glass material assigned to a door to change when a different door symbol was assigned to it.
- Fixed an issue that caused lintels on arched mulled units to display differently than in prior versions.

## 2.9 Schedules and Object Labels

- Fixed an issue in which errant text would appear in object labels while zooming and panning with a Schedule Tool active.
- Improved the accuracy of data in the Wall Length column in a Wall Schedules.
- Fixed a problem that prevented Door and Drawer Panel sizes from updating in Cabinet Schedules.
- Fixed an issue in which schedule labels for objects did not update when an object was removed from inclusion in a particular schedule.

## 2.10 Roofs

- The Clip End calculation for Ceiling Planes now reports the correct value when the Elevation Reference is "From Floor".

- Fixed an issue that caused the walls of Curved Eave Dormers to display incorrectly.
- Corrected a case where a specific legacy plan would not open in version X12.
- Fixed a crash that could occur when setting the Surface and Structure thicknesses of a roof plane to zero.
- Fixed a problem in a particular plan that caused errant roof surfaces to extend out of the model in 3D views.
- Fixed an error that occurred when building the roof in a particular plan.
- Fixed a problem that prevented a Ceiling Plane located above a room's Ceiling Elevation from displaying.
- Fixed an issue in which the Delete Roof Planes and Delete Ceiling Planes tools did not delete all of the roof/ceiling planes in the current plan.

### 2.11 Framing

- Improved platform connections when using different Framing Groups.
- Fixed an issue that could cause framing for a selection of roof planes to generate incorrectly when the Build Framing for Selected Object edit tool was used.
- The Elevation to Top value now transfers correctly when applied to joists, beams and rafters using the Object Eyedropper tool.
- Corrected a case in which the program locked up while building roof framing.

### 2.12 Trim and Moldings

- Corrected a problem that prevented dimensions from locating cabinet moldings.
- Fixed several issues that could cause the molding profile assigned to a 3D Molding Polyline to flip to the wrong side of the polyline in certain circumstances.

### 2.13 The Library

- Fixed a problem that sometimes caused Manufacturer catalogs to display incorrect symbols in their names.

### 2.14 Other Objects

- Fixed a problem that prevented a polyline from converting to a Solid Hole when the polyline was over a Primitive object in some cases.
- Improved ability to copy and paste very small, intricate Shape objects.
- Fixed an issue that caused the wrong face to be selected when selecting a Shape object in plan view.

### 2.15 Materials

- Duplicate materials will no longer be added to Plan Materials when a library object's materials are changed.
- Fixed a problem that caused textures to become distorted on a symbol if it was made in a metric plan and then used in an imperial plan.
- Fixed an issue that caused materials to lose their Pattern Material Color when the pattern type was replaced by one from the Library or generated from the texture.

## 2.16 3D Views

- Fixed a crash that could occur when creating 3D views on a Mac with Intel Iris graphics.
- Fixed a problem that prevented changes to the active Dimension Defaults in a camera view from being applied when the Edit Active View tool was used.

## 2.17 3D Rendering

- Shadows can now be generated in Vector Views in Home Designer Pro and Chief Architect Interiors and Chief Architect Viewer.

## 2.18 Importing and Exporting

- Replaced the Next/Previous Page buttons in the Import PDF dialog with spin boxes.

## 2.19 Terrain

- Improved how the terrain cuts around the foundation level of a plan.

## 2.20 Plants and Sprinklers

- Fixed an error that could occur when activating the Sprinkler tool multiple times in a single session.

## 2.21 Materials List

- Fixed an issue that resulted in incorrect Rebar and Hole size data for piers in the Materials List and in the pier NVPs.

## 2.22 Layout

- Fixed a problem that prevented snapping to temporary CAD Points in layout.
- Fixed a crash involving live camera views sent to layout.

## 2.23 Ruby in Chief Architect

- Fixed an issue that caused the Migrate Legacy Macro dialog to report the wrong Result values when migrating formulas Materials List formulas in some cases.
- Added new Name-Value Pairs to better handle materials assigned to symbols inserted into other objects.

# 3 22.1.1.1 Update Notes

## 3.1 Layout

- Fixed a problem that prevented the Referenced Plan Files dialog from updating a layout's references to plan files in some cases.

## 4 22.1.0.39 Update Notes

### 4.1 Program Overview

- Fixed a problem that prevented values entered into fields with spin boxes from being retained after clicking OK in the dialog.

### 4.2 File Management

- The Save as Template function now produces a much smaller size file when everything is purged.
- Corrected a problem in which a Paste Special action involving Rich Text/Text into a layout file would always place the item on Page 1.

### 4.3 Preferences and Default Settings

- Added control in the Mac version of the software to allow the program to use Dark Mode, Light Mode, or the System color scheme.

### 4.4 Displaying Objects

- Added a new Layer Management option in the Active Layer Display Options side window that toggles the display of the Reset Layer Names and Delete Unused Layer buttons.

### 4.5 Editing Objects

- Style Palette attributes can now be applied to objects in Architectural Blocks.
- When modifying doors using the Style Palette tool, only doors of the same Door Type as saved in the Palette will be affected.
- Fixed a problem that prevented Custom Backsplash previews in the Style Palette Specification dialog from being consistent.
- Improved some cases in which the Status Bar information for the current tool was not correct.
- Fixed an issue in which Paste Special with an EMF file was not working correctly.

### 4.6 CAD Objects

- Corrected a problem that caused simple Text in a CAD block to be sized incorrectly when sent to layout.
- The Disconnect Selected Edge edit tool is no longer available for a selected polyline hole.
- Fixed a problem in the Mac version of the software that caused the program to appear unresponsive when using Right click drag and then hitting Tab to enter a length value.

### 4.7 Walls, Railings, and Fencing

- Fixed a specific case where an extra piece of attic wall generated errantly.
- Fixed an issue that sometimes caused a material from an inside room to be applied to the platform edge of a deck.

- Corrected a problem that caused a wall surface to extend incorrectly from a specific grouping of wall intersections.
- Fixed a problem that resulted in holes in an exterior wall near porch wall intersections in a specific case.
- Fixed an issue that caused the preview in the Door Specification dialog to show the door at an incorrect height in its containing wall when the room's floor was supplied by floor below.

## 4.8 Rooms

- Fixed a problem that sometimes prevented room materials from being assigned correctly when Room Type Defaults were imported.
- Fixed an issue that prevented the preview in the Room Specification dialog from displaying correctly when the default exterior wall was defined as No Room Definition.

## 4.9 Dimensions

- Fixed a case in which the size of a Polyline Solid was not exactly what was specified, causing dimensions to appear incorrect.
- Fixed a problem that caused a dimension to display different values depending on which side of wall it was marking.
- Fixed an issue that caused Auto Story Pole dimensions to locate the Rough Ceiling on the foundation floor incorrectly when the floor platform was hung on the walls.

## 4.10 Text, Callouts, and Markers

- Rich Text active defaults now correctly apply line spacing defaults.

## 4.11 Cabinets

- Improved single-click Custom Backsplash creation to better accommodate floor- and wall-mounted fixtures.
- The Cabinet Specification dialog now updates correctly when the Delete key is used to remove cabinet face items.
- Fixed an issue that caused the Always Present check box for toe kicks to display as enabled incorrectly in some cases.

## 4.12 Electrical

- Object Specific is now a submenu in the Insert Macro menus on the Object Information Panel for Rope Lights.

## 4.13 Schedules and Object Labels

- Fixed a problem that sometimes prevented newly created wall types from being added to existing wall schedules.

## 4.14 Stairs, Ramps, and Landings

- New "Stringer\_size" Name-Value Pair for stairs.

- Fixed an issue that sometimes prevented the preview in the Landing Specification dialog from updating to show changes made while in the dialog.
- Fixed a problem that prevented the top riser surface from displaying when the tread overhang was set to zero.
- Stair stringer depth is now reported in the Staircase Specification dialog.
- Fixed a crash that could occur when adding a Complete Break to a staircase at the same location as an existing break.

#### 4.15 Roofs

- Locking a roof plane's Top of Plate value while Automatic Birdsmouth Cut is unchecked now pivots the roof about the rafter bottom where it crosses the outside of the wall.
- Fixed a specific case where editing an Auto Barrel Dormer would result in it not displaying correctly in 3D.
- Fixed a problem that could cause custom ceiling planes in legacy plans to change size and not join correctly.
- Fixed an issue in which sloped ceiling planes on the interior of a structure would sometimes trim a wall's outer layers.
- The Trey Ceiling edit tool can now be used with rooms that have "Open Below" rooms above or next to them.

#### 4.16 Framing

- New "Elevation to Top" Name-Value Pair for Framing objects.
- Fixed a specific case in which framing was not generating for one roof plane in a plan.
- Fixed a problem that caused a ceiling rafter in a trey ceiling to generate too long.

#### 4.17 Trim and Moldings

- Improved the display of symbol moldings in the preview on the Moldings panel.
- Moldings can now be set to use the default "Walls (Interior)/Soffits" material.

#### 4.18 The Library

- Fixed a problem that prevented the mouse pointer from updating when the Library Browser was undocked and Synchronize with Cursor was enabled.

#### 4.19 Other Objects

- Added an option to convert to a Solid Hole in the Convert Polyline dialog.
- Corrected a case in which the Backsplash tool would not work when there was a crown molding in the room.
- Fixed an issue that caused Primitive objects to show edit handles at (0,0) when Move Object Using Dimension was being used.
- Fixed an issue that caused the edit feedback for Solid objects in plan view to move if the mouse was over a temporary dimension while zooming in/out.



#### 4.20 Materials

- Corrected an issue that prevented the Place Library Objects button from showing a material in the automatically generated icon if the material was not in the plan.

#### 4.21 3D Views

- Fixed a problem that prevented the Auto Detail from working when the view's Clipping Plane was very small.
- Fixed an issue that sometimes prevented framing cross boxes from displaying in cross section views.

#### 4.22 Importing and Exporting

- Imported PDFs with transparency are no longer missing information.

#### 4.23 Terrain

- Fixed a crash related to road connections in a specific plan.
- Fixed a hang that was occurring in a specific plan due to a terrain perimeter with an area of zero.
- Fixed a problem in some legacy plans that resulted in slightly slower terrain generation than in prior versions.

#### 4.24 Roads, Driveways, and Sidewalks

- Fixed a crash that could occur when using a symbol molding for a road curb.

#### 4.25 Plants and Sprinklers

- Improved the behavior of the Evenly Scattered option for irregularly-shaped Distribution Regions.

#### 4.26 Materials List

- Corrected an issue that prevented the Subtotal and Total rows from updating after entering a price in the Materials List then pressing Undo.
- Fixed an error that could occur when selecting values in combo boxes on the Components panel of various specification dialogs.
- Fixed a problem that prevented the Components panel of the Roof Plane Specification dialog from updating when roof trim on the selected edge was toggled.