Chief Architect X7.1.2.2 Update Notes

March 31, 2015

1 General Notes

This is a list of the changes made to Chief Architect X7 in the 17.1.0.51, 17.1.1.3, and 17.1.2.2 program updates.

2 17.1.2.2 Update Notes

2.1 Overview

- Fixed a crash that could occur when using a trackpad in OS X 10.10 (Yosemite).

2.2 Pictures, Images, and Walkthroughs

- Addressed a problem that caused some imported PDFs to have missing data when printed in Windows.

3 17.1.1.3 Update Notes

3.1 Editing Objects

- Expanded functionality of the Object Eyedropper tool to include doors and windows in Home Designer programs.

3.2 Materials

- Fixed a crash that could occur using the Material Painter in specific situations.

3.3 3D Views

- Fixed a crash that could occur on some systems with display drivers that only support OpenGL 3.0 or 3.1 when multiple 3D views were open.

4 17.1.0.51 Update Notes

4.1 Overview

- Addressed a concern where long file names could result in fewer view window tabs on screen, making scrolling with the arrow buttons necessary.
- Fixed an issue in the Mac version that prevented the mouse cursor from updating if the edit toolbar was floating rather than docked.

4.2 Toolbars and Hotkeys

- Fixed an issue that left the program focus on the Active Annotation Set Control drop-down rather than in the active window after choosing an Annotation Set.

4.3 Layers

- Fixed issues in the Layer Display Options dialog and Active Layer Display Options side window that prevented a newly created layer from being selected.

4.4 Creating Objects

- Decreased the minimum Snap Unit set in the General Plan Defaults dialog.

4.5 Walls, Railings, and Fencing

- Fixed an error that occurred when deleting a wall in a specific plan.
- Fixed an issue that caused Half Walls set to follow stairs to build incorrectly at landings.
- Fixed a case where a wall on the Attic floor with Roof Cuts Wall at Bottom checked was incorrectly cutting a hole in the ceiling on the floor below.
- Improved the display of walls generated between different ceiling heights.
- Fixed a problem that prevented the texture preview from updating when a wall layer material was changed in the Wall Type Definitions dialog.
- Fixed an issue that caused the footing under an unconnected framed wall to extend too far.
- Fixed a problem that caused gaps between changing ceiling heights when a roof was present.
- Fixed an issue that prevented the drywall layer of a wall from displaying in floor plan view when end of the wall butted into an invisible wall.
- Fixed an issue that prevented boxed eaves from trimming exterior wall layers correctly.
- Room Divider walls are now included in the Reference Floor Display.
- Fixed an issue that caused some attic wall intersections to display incorrectly in 3D.

4.6 Windows

- The ceiling of a Bay, Box, or Bow Window on Floor 2 or above can now be lowered after its floor has been raised.

4.7 Foundations

- Fixed a problem that caused footings under framed walls on the foundation floor to sometimes build at an incorrect height.
- Fixed an issue that caused the stem wall top height for automatically built foundations to be incorrect.

4.8 Roofs

- Corrected a problem that resulted in extra lines in frieze molding under a roof return in camera views using the Vector View Rendering Technique.
- Fixed a set of issues that affected flat roof returns with shadow boards.

- Fixed a problem that prevented large boxed eaves on a dormer from being correctly trimmed on the inside.
- Fixed an issue that caused a roof plane to become difficult to select after using the Display on Floor Above or Display on Floor Below edit tools.
- Fixed a problem related to Ceiling Holes and Ceiling Planes in a particular plan.

4.9 Framing

- Improved generation of some deck framing corner connections.
- Improved selection feedback for selected framing members generated in the bottom section of pony wall.
- Fixed a problem that prevented the Join and Lap Ends and Join and Mitre Ends edit tools from working correctly with roof framing.
- Improved the appearance of Posts in floor plan view.

4.10 Electrical

- Fixed a crash in the Electrical Defaults dialog in a particular plan.
- Electrical switches/outlets that have been merged now update correctly in 3D when they are unmerged.
- Fixed a problem that prevented feedback from displaying when editing electrical objects in 3D views.
- Fixed an issue that caused the object to sometimes incorrectly shift out of the pre-view window in the Electrical Service Specification dialog.

4.11 Cabinets

- Addressed an issue that caused the bottoms of base cabinets to be missing in certain scenarios.
- Fixed an issue that caused a selected cabinet to become disconnected from a wall if both it and the wall were selected and then Copied.

4.12 Trim and Moldings

- Fixed a problem affecting room moldings in the presence of a Room Divider wall in a specific case.
- Fixed a problem that caused the Remove Molding from Selected Edge edit tool to work differently than the No Molding on Selected Edge checkbox.

4.13 Other Objects

- The Edit Object Parts edit tool is no longer available for Material Regions and Custom Backsplashes.
- Fixed a problem that prevented the Reflect About Object edit tool from working correctly with Material Region and Custom Backsplashes.
- Fixed an issue that made it possible to rotate group-selected polyline solids about an incorrect axis.

- Fixed an issue where copying a Wall Material Region caused the original to no longer cut the wall.

4.14 Materials

- Fixed a problem that prevented the Eyedropper tools from working correctly when the Cross Section Slider was in use.

4.15 3D Views

- Improved editing in 3D views in plans with large numbers of electrical objects.
- Improved speed in exterior 3D views when Legacy Shadows are used.
- Improved snapping when editing the end points of Cross Section/Elevation camera symbols.
- Fixed a problem that resulted in missing or disconnected cross section lines in cross section views sent to layout.
- Fixed an issue that caused line styles to display inconsistently on surface edges in 3D Vector Views.
- Fixed a problem that prevented some surfaces from displaying when the Cross Section Slider was used.
- All surfaces removed using the Delete Surfaces tool will now be restored if a new 3D view is created.
- Fixed a problem that caused camera symbols in legacy plans to disappear after being modified.
- Fixed a problem that prevented the pattern named "Textured" from displaying in Vector Views.
- Corrected a problem that prevented 3D views from updating correctly when the Set As Default edit tool was used.

4.16 Rendering and Ray Tracing

- Fixed a problem that caused Stretch to Fit textures on walls to display incorrectly in ray trace views.
- Restored the ability to see the 3D backdrop image through parametric windows and glass doors in Technical Illustration camera views.

4.17 Dimensions

- Fixed an error in a particular plan that occurred drawing a vertical dimension line in an elevation view.
- Fixed a problem that caused Angular Dimensions to display Same Line type edit handles.
- Corrected a situation where an object could be moved using a dimension not present in the current view.
- Fixed a problem that sometimes prevented dimension arrowheads using the slash style arrow head from displaying.

- Fixed issues that affected moving and resizing Wall Material Regions using Temporary Dimensions.
- Improved dimensioning to Material Regions in floor plan view.

4.18 Text, Callouts, and Markers

- Addressed an issue where Text Lines with Arrow were not merging with previously created Leader Lines.
- Fixed a problem that occurred when pasting text in which a bulleted item was the first character of the selection.

4.19 Printing and Plotting

- Fixed a problem that sometimes resulted in too many pages being printed when using a paper size larger than the drawing sheet.
- Fixed an issue that caused the Print View dialog to take a long time to open in some situations.
- All settings from the last used printer are now remembered when printing.

4.20 Schedules

- Fixed a problem in the Mac version of the software that prevented schedules set to Include Objects from Room from retaining the room selection.

4.21 Materials Lists

- Fixed a problem that caused some Prices to incorrectly change when entered in the Master List.