

Chief Architect X7.3.2.2 Update Notes

October 14, 2015

1 General Notes

This is a list of the changes made to Chief Architect X7 in the 17.3.2.2, 17.3.1.1, 17.3.0.25, 17.2.0.69, 17.1.2.2, 17.1.1.3, and 17.1.0.51 program updates.

2 17.3.2.2 Update Notes

2.1 Installation

- Corrected a case in which a bad network connection would result in slow program launch.

2.2 Importing and Exporting

- Fixed a problem that prevented the unit of measurement from being changed during a .skp symbol import.

3 17.3.1.1 Update Notes

3.1 File Management

- Corrected an Assertion failed error in Windows that occurred when trying to open a file from the task bar jump list.

4 17.3.0.25 Update Notes

4.1 Program Overview

- Corrected a serious error that occurred when Help> About was accessed in Trial versions of the software.
- Corrected an SEH in Windows when trying to open a file from the task bar jump list.
- Fixed a problem that caused program slowness in some areas when the Recent File List was particularly long.
- Fixed crash that occurred in any file browser dialog if the Dell Backup and Recovery application was installed on the system.

4.2 Editing Objects

- Corrected a serious error that occurred performing an Undo and Redo in a specific case.

4.3 Walls, Railings, and Fencing

- Fixed an issue that prevented the 'Generate on Lower Platform' option for railings from working correctly.

4.4 Doors and Windows

- When a window in a furred wall is specified to have an Enlarged opening, the casing and frame now generate correctly.

4.5 Roofs

- Fixed a problem that caused an automatic roof to build over the foundation under specific conditions.

4.6 Framing

- Corrected a serious error that occurred when a Joist Direction Line was copied on Floor 0 and pasted on the Attic floor.

4.7 Other Objects

- Fixed a crash that could occur when drawing a Wall Material Region if a wall with No Room Definition checked was drawn on top of a normal wall.

4.8 Rendering and Ray Tracing

- Fixed an issue that prevented Line Drawing on Top for Watercolor Renderings from working in some instances.

4.9 Text, Callouts, and Markers

- Corrected a rounding issue that affected certain text macros in metric plans.

4.10 CAD Objects

- Corrected a problem that affected wall fill polylines created by the CAD Detail From View tool.

4.11 Importing and Exporting

- Files imported from the Room Planner app now calculate the Living Area based on the specifications set per room in Room Planner.
- Imported PDFs are now placed in the Back Drawing Group, making it easier to trace over them.

4.12 Printing and Plotting

- Fixed an issue that prevented images from printing in color when 'Display Image in Color when Possible' was checked.

5 17.2.0.69 Update Notes

5.1 Overview

- Reduced the minimum size of some side windows to better accommodate space limitations on systems running low DPI settings.
- The last saved side window configuration is now restored in the event of an improper program shutdown.
- The Chief Architect Help icon in the Mac version of the software now uses the Chief Architect logo.
- Improved recovery of data in some cases of file corruption.

5.2 File Management

- The Backup Entire Plan tool now includes referenced picture and PDF files located in CAD Details.

5.3 Layers

- Addressed a scenario where the “Using Active Defaults” status could be lost when switching views.
- Fixed a problem that caused Opening Indicators to draw incorrectly in certain cases.

5.4 Editing Objects

- Fixed a specific case where Polyline Union, Subtraction, and Intersection edit tools would not work with curved polyline.
- Fixed a problem that caused slowness when right-clicking to select an object in the Mac version of the software.

5.5 Walls, Railings, and Fencing

- Fixed a problem that prevented an exterior wall layer from wrapping the end of walls with multiple framing layers intersecting Room Dividers.
- Fixed an issue that caused pony walls with ICF walls defined as the lower wall to display incorrectly at interior wall intersections in 3D views.
- Fixed an issue that caused Unconnected Wall indicators to display incorrectly at some wall intersections involving No Room Definition walls.
- Corrected a problem that caused railings to incorrectly generate end posts in some cases.
- Fixed a problem that prevented drywall from displaying above Half Walls in 3D views in some cases.
- Fixed a problem that prevented curved, single layer walls from displaying patterns on both sides in 3D views.
- Fixed a specific case in which the program would hang when a wall was deleted after the Edit Area tool was used.

- Fixed a problem that prevented an exterior Wall Covering from wrapping around the corners of CMU walls.
- Corrected an issue that caused a wall's exterior material to be visible on the interior side of a window with no casing when the wall had a thin Main Layer.
- Fixed an issue that resulted in an unneeded Attic wall in a particular situation.
- Fixed a problem that caused wall heights to be stored incorrectly in the library.

5.6 Rooms

- The preview diagram on the Structure panel of the Room Specification dialog no longer moves when the dialog box is resized.
- Improved how Room Label dimensions are rounded.

5.7 Windows

- Corrected issues affecting the display of casing for some symbol windows.
- Fixed an error that occurred loading Custom Muntins onto a window in a particular case.

5.8 Multiple Floors

- Improved functionality of the Reference Floor Display when a multiple floor plan is first opened.

5.9 Foundations

- Fixed an issue that sometimes prevented stem walls under Garage rooms from building to the correct height.
- Fixed a problem that caused foundation wall footings to extend out past their correct location in a specific situation.
- Addressed an error that could occur while drawing exterior walls with Auto Rebuild Foundation turned on.
- Fixed a problem that caused a wall to disappear when butted a Slab Footing wall in some cases.

5.10 Roofs

- Addressed a scenario in which an automatic roof incorrectly generated over Floor 1 instead of Floor 2.
- Fixed an issue that caused an unneeded "Cannot produce roof plane" error when an automatic roof was generated in a specific case.
- Fixed a problem that affected the appearance of extended flat roof returns with boxed eaves in 3D views.
- Fixed a specific case where railings were causing holes in the ceiling surface of the roof planes above them.
- Improved generation of roofs with second pitches in certain conditions.
- Fixed some specific cases where frieze moldings were not generating correctly.

- A custom hotkey can now be created for the Build Fascia and Roof Trim command.

5.11 Stairs, Ramps, and Landings

- Fixed a problem that caused stairs with a transparent fill to draw incorrectly when included in the Reference Floor Display.

5.12 Framing

- Improved framing and 3D modeling in a scenario where a stem wall foundation and monolithic slab foundation butted each other.
- Fixed a problem that prevented roof beams extending through two differently pitched roofs from following either roof pitch correctly.
- Improved ability to generate floor framing in one area of a plan while a non-framing material is assigned to the floor platform in another area.

5.13 Trusses

- Fixed an issue that caused Floor Trusses to build incorrectly in floor platforms hung on the inside of walls.

5.14 Trim and Moldings

- “Extrude Inside Polyline” is no longer automatically checked when changing molding profiles in the Molding Polyline Specification dialogs.
- Fixed a problem that prevented the Break Line tool from working correctly with 3D Molding Polylines in elevation views.
- Fixed an issue that caused gaps in room moldings above Railings and Half Walls in certain situations.
- Fixed several problems that prevented room moldings from wrapping the ends of peninsula or floating walls.

5.15 Electrical

- Improved how Outlets and Switches merge with one another in 3D views.
- Fixed a problem that caused Outlets and Switches to merge with one another in 3D views when they were on opposite sides of a wall.

5.16 Cabinets

- Corrected a problem that prevented the Object Eyedropper from applying hardware materials from one cabinet to another.
- Fixed a problem that prevented the toe kick material from displaying correctly when Flat Sides was turned off.
- Fixed several issues that could occur when the default cabinet front Separation size was set to 0.
- Fixed a problem that affected the generation of 3D surfaces on Custom Countertops with curved edges in specific situations.

5.17 Terrain

- Fixed a problem that caused the Rotate North Counterclockwise option in the Import Terrain Assistant to work incorrectly.

5.18 Other Objects

- Wall Material Regions and Custom Backsplashes can now be created on the walls of Bay/Bow/Box Windows.
- Fixed a problem that prevented Wall Material Regions from cutting wall layers correctly after the Transform/Replicate Objects or Copy Paste in Place edit tools were used.
- Fixed an issue that prevented the edge lines of Floor Material Regions from displaying when created using a single click.
- Fixed a problem that caused Material Regions attached to Attic walls to not cut wall layers correctly when anything affecting the roof was changed.
- Fixed a problem that sometimes prevented Material Regions added to the library from retaining their materials correctly.
- Fixed an issue that caused Material Regions created in metric plans and added to the library to have incorrectly converted sizes when placed into imperial plans.
- Improved ability to align or reflect objects about Pyramids and 3D Boxes.
- Improved ability to use Center Objects with Primitive and Face objects in floor plan view.
- Fixed a problem that sometimes caused group-selected Primitive objects to incorrectly rotate when their shared specification dialog was opened.

5.19 The Library

- Corrected some instances where a library object created in an imperial plan could be sized wrong if used in a metric plan, or vice versa.
- Fixed a problem that affected some legacy libraries imported into version X7 that resulted in some objects having the wrong 2D Block assigned to them.
- Correct an issue affecting the library previews when the Plant Chooser was used.
- Fixed an issue that caused objects added to a library in a legacy version to sometimes not have correct component materials when read into version X7.
- Fixed a problem that resulted in no search results in the Library Browser when 'Keywords' was unchecked in the Library Search Filtering Options.

5.20 3D Views

- New Software Rendered Overlay setting on the Render panel of the Preferences dialog addresses a problem that prevented horizontal lines from drawing in Cross Section/Elevation views on some systems.
- Improved the initial rendering speed of Standard 3D views.

- Fixed a problem that caused open cameras edited in floor plan view to sometimes not update correctly.
- Fixed an issue that sometimes prevented Toggle Patterns from working.
- Fixed several issues affecting the display of reflective Mirror objects in views modified using the Cross Section Slider tool.

5.21 Rendering and Ray Tracing

- Fixed a problem that prevented some referenced textured files from being copied to the export location when exporting to POV-Ray.
- Fixed a problem that affected the appearance of Stretch to Fit textures in Ray Traces.
- Fixed an issue where 3D views Watercolor with Line Drawing looked bad when Legacy Shadows and Software Edge Smoothing were in use.

5.22 Dimensions

- Improved the location of the 'CL' label on Centerline Dimensions.
- Improved ability to dimension to Wall Material Regions in floor plan view.
- Corrected a case in which dimensions in a particular plan were different when opened in version X7 than they were in version X6.

5.23 Text, Callouts, and Markers

- Room ceiling height macros now return a comma-separated list of heights if there are multiple heights over a single room.
- Fixed a problem that prevented simple Text on a layout page from being correctly converted in a CAD detail from View.
- Fixed an issue that created incorrect centering axes on Callouts and Markers in some cases.

5.24 CAD Objects

- Temporary CAD Points now always display in front of all other objects.
- Improved the drawing of arrowheads on curved lines.
- Fixed a problem that caused polyline fills to sometimes not match shape of polyline exactly.
- Fixed a crash that occurred when a text arrow was created in a particular plan that was the result of some corrupt data in the file.
- Fixed a problem in Chief Architect Interiors that prevented snapping to a temporary CAD Point while using the Point to Point Move edit tool.
- Improved the Named Value for custom line styles so that the name is reported and not the list of segment definitions.
- The confirmation dialog that displays when a CAD Detail is deleted is no longer suppressible.
- Fixed a specific case in which repeated SEH errors occurred in a CAD Detail that included wall framing objects.

5.25 Pictures, Images, and Walkthroughs

- Fixed an issue that caused a Walkthrough's height to sometimes dip when passing through doorways.

5.26 Importing and Exporting

- .SKP files can now be imported in the Mac version of the software.
- Fixed a problem that prevented pattern lines and fills from being clipped correctly when exporting to DXF/DWG or CAD Detail from View from a layout page.
- Fixed a problem that prevented a symbol's 2D CAD block from resizing correctly when the drawing unit was changed during import.

5.27 Printing and Plotting

- Imported .PDFs are no longer truncated when printed.
- The display of Line Weights is now turned on when Print Preview is toggled on.
- Fixed an issue that could sometimes cause certain files to print in grayscale when color was specified.
- Fixed a crash that could occur when printing in OS X 10.10 (Yosemite).

5.28 Layout

- The Number column in Layout Page Tables now displays the printed page number.
- Improved the speed of sending views to layout from plans that include symbols with a large 3D surface count.
- Fixed an issue that prevented layout views from updating to reflect changes to their layer sets in some cases.

5.29 Schedules and Object Labels

- Fixed a problem that caused schedules to resize incorrectly when group-selected.

5.30 Materials List

- Improved the accuracy of thermal envelope ceiling area calculations for sloped ceilings.
- Fixed a problem that prevented Custom Backsplashes from being reported in Materials Lists calculated for individual rooms.
- Fixed a problem that caused wall coverings to be reported incorrectly in Materials Lists calculated for individual rooms.
- Fixed an issue in the Materials List that caused decimal values to be incorrectly formatted after a list was saved.

6 17.1.2.2 Update Notes

6.1 Overview

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

6.2 Pictures, Images, and Walkthroughs

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

7 17.1.1.3 Update Notes

7.1 Editing Objects

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

7.2 Materials

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

7.3 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.

8 17.1.0.51 Update Notes

8.1 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.

8.2 Toolbars and Hotkeys

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

8.3 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.

8.4 Creating Objects

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

8.5 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.

8.6 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.

8.7 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.

8.8 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.

8.9 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.

8.10 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.

8.11 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.

8.12 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.

8.13 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.

8.14 Materials

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

8.15 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.

8.16 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.

8.17 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.

8.18 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.

8.19 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.

8.20 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.

8.21 Materials Lists

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