

Chief Architect X10 20.3.0.54 Update Notes

June 6, 2018

1 General Notes

This is a list of the changes made to Chief Architect X10 in the 20.3.0.54, 20.2.3.3, 20.2.2.3, 20.2.1.1, 20.2.0.51, 20.1.1.1, and 20.1.0.43 program updates.

2 20.3.0.54 Update Notes

2.1 Program Overview

- When the program window is minimized and then maximized, the last active tool and window are still in focus rather than the Library Browser.

2.2 File Management

- Fixed a problem that prevented template plans from loading if located in a OneDrive synced folder where the "Files On-Demand" feature was turned on.

2.3 Toolbars and Hotkeys

- When toolbars are migrated, any instances of the Layer Display Options button in Materials List only toolbars will now be converted to the Material List Display Options button.

2.4 CAD Objects

- When creating a CAD Detail, any new layers created will be turned on by default.

2.5 Walls, Railings, and Fencing

- Fixed a problem that caused the tops of foundation walls to generate incorrectly in a specific case.
- Fixed an issue that resulted in unnecessary wall connection warnings after a Wall Type was edited.
- Fixed a case in which an automatic Attic wall was longer than it should have been.
- Fixed a problem that caused an Attic wall in a specific plan to disappear when the Material Painter was used to edit it.
- Corrected a problem that resulted in a segment of wall material inside a glass shower door in a Pony Wall where the lower wall forms a curb.
- Fixed an issue that prevented a new Wall Cap from being added after the default one was removed.
- Addressed an SEH error that could occur when adding a Wall Cap to a Half Wall that had modified defaults.
- Fixed an issue in which a Wall Cap did not extend underneath a door when it should have.
- Fixed a problem that caused a wall's angle to be incorrect if it was created using the Same Wall Type edit handle and the Enter Coordinates dialog.

2.6 Rooms

- Fixed an issue that could prevent deck framing when walls were edited.
- Fixed a problem that caused a room's ceiling to not generate if an adjacent room had a Shelf Ceiling.
- Corrected a case where the Living Area label was not removed after Undo was used.

2.7 Dimensions

- Fixed a problem that caused Temporary Dimensions along walls to stop at perpendicular walls.
- Auto Story pole dimensions no longer pick up walls that are not visible or clipped by the view

2.8 Doors and Windows

- Fixed an issue that caused platform edge lines on doorways in railings to be incorrectly affected by the door thickness.

2.9 Cabinets

- Fixed a crash that could occur using the Material Painter to modify a Custom Counter-top in a particular plan.

2.10 Foundations

- Corrected a problem that prevented the wall types from being edited while the Build Foundation dialog was open.
- Corrected a case where Brick Ledge lines would be displayed through doors and doorways.

2.11 Roofs

- Fixed an SEH error that occurred in a particular plan when Auto Rebuild Roofs was on.
- Fixed some issues that caused extra breaks to be added to the edges of automatically generated roof planes.
- Fixed a problem that prevented wall plates from generating when the roof was generated using a positive Raise/Lower From Ceiling Height value.
- Fixed a case where the Join Roof Planes tool failed, resulting in unnecessary extra breaks along roof plane edges.
- Fixed a crash involving roof frieze that occurred when a specific plan was loaded.
- Fixed a problem that could result in a triangular hole on the inside of Auto Dormer side walls in 3D views.
- Fixed an issue that resulted in small holes in the ceiling above dormers with roof holes that had Square Sides specified.

- Fixed a problem that could occur if the Material Painter was used to modify surfaces associated with roofs while Auto Rebuild Roofs was on that could prevent some roof components from using dynamic material defaults.

2.12 Framing

- Fixed a specific case where a sill plate was extending too far when two floor platforms of different heights were adjacent to each other.

2.13 Trusses

- Corrected a problem that resulted in a random half truss in the Truss Detail that could not be removed.

2.14 The Library

- Improved the speed of the Library Search.
- Fixed an issue where the Library Search sometimes failed to find items with the same name in different folders.
- Fixed an error that could occur when accessing certain window libraries and other objects in the Library Browser while a Materials List was the active view.

2.15 Materials

- Fixed a problem that prevented some images from working correctly as roughness maps.

2.16 3D Views

- Fixed an issue that caused the default camera height to be incorrect if a sloping terrain was present.
- Improved the speed of rebuilding 3D in a specific plan.

2.17 3D Rendering

- Corrected a case where Ray Casted Shadows were seen through an image when they should not have been.
- Fixed an issue where parts of Bay/Box/Bow Windows were sometimes not illuminated correctly in the Physically Based Rendering Technique.
- Fixed an issue in which turning on the Improve Lighting Quality option in a Physically Based 3D view could cause the lighting to be incorrect in subsequent views.

2.18 Importing and Exporting

- Corrected a problem that caused Rich Text to jump during a DWG export.

2.19 Materials Lists

- Fixed an issue that prevented the casing assigned to openings from being calculated in the Materials List if the opening was in a wall with No Room Definition specified.

- Fixed a problem that prevented the descriptions for some symbols from being used in the Materials List.

2.20 Layout

- Fixed an assertion error that occurred when switching a layout view from Live View to Plot Lines.
- Unused 3D data is now purged when a layout file is saved, potentially reducing the file size.

2.21 Printing

- If the Drawing Sheet in a legacy plan was rotated, its orientation is now corrected when opened in version X10.

3 20.2.3.3 Update Notes

3.1 Electrical

- Fixed a problem that could cause all electrical objects attached to walls to be removed from a plan when Undo was used after certain actions.

3.2 Roofs

- Fixed a crash relating to frieze molding that occurred when some plans were opened.

4 20.2.2.3 Update Notes

4.1 3D Rendering

- Fixed a crash that could occur on some systems using Intel 630/620 graphics chipsets.
- Fixed a hang that could occur when generating or closing 3D views in the Mac version of the software using an Intel Iris graphics chipset.
- Fixed an error that occurred on some systems with Intel UHD 600 series graphics chipsets after switching to the Line Drawing Rendering Technique and then moving the camera.

5 20.2.1.1 Update Notes

5.1 3D Rendering

- Fixed a problem that prevented Walkthroughs, the Export Picture tool, and camera views sent to layout from working correctly when the Physically Based Rendering Technique was used.

6 20.2.0.51 Update Notes

6.1 Program Overview

- Fixed an issue on the Mac that resulted in incorrect notifications that the license was active on another computer.
- Fixed a problem in the Mac version of the software that caused the "Quit" option in the menu to become inaccessible.
- Fixed an issue that could cause the Status Bar height to change, causing the screen to blink.

6.2 Window and View Tools

- Improved performance when panning and zooming in large plans.
- Fixed a problem that prevented Undo from working correctly after changing Layer Sets in a saved plan view.
- Fixed an issue that caused grid lines to draw on top of walls when the Reference Floor Display was turned on with Draw First and XOR drawing options.

6.3 CAD Tools

- Improved the spacing of text from schedules after the CAD Detail from View tool is used.

6.4 Walls, Railings and Fencing

- Fixed an issue that resulted in an errant attic wall generating on the floor above a room with the Shelf Ceiling specification.
- Restored the ability to specify a pony wall with a solid railing on top.
- Fixed a problem that prevented a wall cap from generating on a pony wall if the lower wall top was above a certain height.
- Restored the functionality of the Edit Default Foundation Wall and Edit Default Slab Footing buttons in the Build Foundation dialog.
- Fixed a case where a wall extended down through the pony wall located below it.
- Corrected a case where resizing a wall using a dimension line would cause it to lose connection with intersecting walls at its ends.
- Fixed an error that occurred when opening a legacy plan.
- Corrected a problem that caused the trim on Wall Niches to be incorrectly offset from the wall.

6.5 Dimensions

- Fixed an issue that sometimes resulted in Point Markers being created when the Tape Measure tool was used.
- Corrected a problem that resulted in duplicate Grade Level markers on Auto Story Pole dimensions when multiple structures were present in the plan.

- Fixed an issue that caused dimensions to become disconnected from objects when the Edit Area tool was used to copy them to a new plan.
- Fixed an SEH error that occurred in a specific case when creating dimensions in a Cross Section/Elevation view.

6.6 Doors and Windows

- Hinged doors can now be placed directly into a railing wall.
- Fixed an issue that prevented wall openings from using Grid Snaps while being moved when Bumping/Pushing was turned on.

6.7 Electrical

- Fixed a crash that occurred when closing a particular plan.

6.8 Foundations

- Fixed a problem in legacy plans that prevented Round Piers and Square Pads from displaying correctly in plan view.
- Fixed a gap that appeared in the foundation walls of a specific plan.
- Corrected a problem in legacy plans that resulted in missing sections of foundation wall in plan view if a Square Pad was at that location.
- Fixed an issue that caused gaps in foundation walls with stepped footings.
- Fixed a problem that caused the program to freeze when sending a view from a specific plan to layout.

6.9 Roofs

- Fixed a specific case in which an automatic Attic wall that was present in previous program versions did not generate in version X10.
- Corrected a problem that prevented the Pitch setting in the Wall Specification dialog from being correctly active or inactive when the Change to Gable or Change to Hip Wall(s) edit tools were used.
- Corrected issues affecting Frieze moldings associated with curved roofs and curved dormer roofs.
- Fixed an error that occurred if the Tab key was pressed while a dormer was being resized using its edit handles.

6.10 Framing

- Fixed a crash that occurred when opening a specific plan in the Mac version of the software.

6.11 Custom Symbols

- Symbols that cut into a wall will now draw on top of the wall in plan view.
- Fixed a problem that resulted in an incorrect wall cutout for symbols set to Insert into Wall when their height set to be From Ceiling.

- The Fillet Lines and Chamfer Lines edit tools now work for the Wall Cutout Polylines for symbols in all 3D views.

6.12 Other Objects

- Removed the ability to make certain CAD based objects into Architectural Blocks as this resulted in crashes and other issues.

6.13 3D Views

- Fixed an issue that resulted in cross section lines drawing in incorrect order in Back-clipped Cross Section views.
- Fixed a crash that could occur when editing in section views on systems with certain Nvidia graphics card drivers.

6.14 3D Rendering

- Fixed an issue that occurred on some Macs with Intel graphics chipsets that caused artifacts to appear in 3D views when Reflections were on.
- Fixed an issue that caused artifacts in 3D views on systems using Intel 630/620 graphics chipsets.
- Improved rendering performance on systems with older ATI Radeon 5000-6000 series graphics cards.
- Fixed a problem that sometimes prevented shadows from generating when using the Cross Section Slider.
- Fixed an issue that caused shadows to be out of date after editing clipping planes using the Cross Section Slider.
- Fixed a problem on Windows computers with Intel 620/630 graphics chipsets that prevented the Physically Based Rendering Technique from working correctly.
- Fixed a specific case in which the ceiling was lit incorrectly in the Physically Based Rendering Technique.
- Fixed a problem that caused views using the Physically Based Rendering Technique to be extremely bright when 'Improve Lighting Quality' was turned on.

6.15 Ray Tracing

- Fixed an issue in which exterior lights were not working correctly in ray trace views.

6.16 Pictures, Images, and Walkthroughs

- Fixed a problem that prevented Image objects in Orthographic views from rotating to face the camera correctly.

6.17 Materials Lists

- Fixed an issue that caused framing objects to be included in the Materials List when their layer was not set to be included.

- Corrected a problem that prevented Valley Flashing and Ridge Vents from being included in the Materials List.
- Fixed an error that occurred when generating a Materials List in a specific plan.

6.18 Layout

- Improved performance when a layout and 3D view are tiled on screen and the 3D view is using Edge Smoothing on Idle.
- Fixed an issue affecting legacy version X1 and prior layouts that caused layout boxes to be the incorrect size when read into version X10.
- Fixed an assertion error that occurred when accessing Saved Text Styles dialog via the Layer Display Options dialog for a layout box.

6.19 Ruby Console

- Corrected a SEH error caused by an invalid Ruby macro name.

7 20.1.1.1 Update Notes

7.1 3D Rendering

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

7.2 Ray Tracing

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

8 20.1.0.43 Update Notes

8.1 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

8.2 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.

8.3 Toolbars and Hotkeys

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

8.4 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.

8.5 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.

8.6 CAD Objects

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

8.7 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.

8.8 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.

8.9 Dimensions

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

8.10 Text, Callouts, and Markers

- Fixed an issue that prevented macros using the Materials List Line Item context from being marked as Valid in the Insert Macro list in a Materials List.
- The Insert Macro list now is now scrollable when a large amount of macros are present.

8.11 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.

8.12 Schedules and Object Labels

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

8.13 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.

8.14 Framing

- Added macro for schedule_number for framing objects.

8.15 Trusses

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

8.16 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.

8.17 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.

8.18 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.

8.19 3D Views

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

8.20 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.

8.21 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.

8.22 Pictures, Images, and Walkthroughs

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

8.23 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.

8.24 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.

8.25 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.

8.26 Layout

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

8.27 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.