

Chief Architect X11 21.3.1.1 Update Notes

August 16, 2019

1 General Notes

This is a list of the changes made to Chief Architect X11 in the 21.3.1.1, 21.3.0.85, 21.2.0.48, 21.1.1.2, and 21.1.0.40 program updates.

2 21.3.1.1 Update Notes

2.1 Walls, Railings, and Fencing

- Fixed a problem in which artifacts of wall openings moved using the Edit Area tool were left behind in their original location.

3 21.3.0.85 Update Notes

3.1 File Management

- Fixed a problem that prevented File Association from working on Windows 8.

3.2 CAD Objects

- Fixed an issue that resulted in slowness when a very large number of CAD objects were group-selected.
- Addressed errors that could occur after using the Along Line option in the Move Point dialog.

3.3 Walls, Railings, and Fencing

- Fixed a problem that allowed collinear walls to merge when their surface materials were not identical.
- Fixed an issue that caused errant pieces of wall to generate below Bay/Box/Bow Windows with raised floors.
- Corrected a problem that caused pony walls set as Solid Railings to have a Full Wall Width cap that was too large.
- Fixed an issue that sometimes caused wall fill patterns to extend through stacked openings in plan view.
- Fixed a specific case in which an errant piece of molding generated along a wall with No Room Molding specified.
- Wall Caps set to split a pony wall no longer generate on the floor of Bay/Box/Bow Windows.
- Improved cases where openings not fully contained by a wall could be deleted when the wall was edited.
- Fixed an issue that could cause a gap to appear in crown molding above a railing wall with No Room Molding specified.
- Corrected a problem that could result in "Off Angle Wall" notifications on automatically generated attic walls.

- Room moldings no longer display on the inside of doorways in walls with No Room Molding specified.
- Fixed a specific case in which an attic wall was not generating correctly.

3.4 Rooms

- Fixed an issue that caused the Room Specification dialog preview to report incorrect foundation height dimensions when the room had no floor.
- Fixed a problem that caused rooms to lose their Monolithic Slab Foundation specification when the room above was specified as “Open Below”.
- Fixed an issue that prevented a room’s floor height from being edited if it was located on Floor 0, spanned multiple rooms on Floor 1, and had Room Supplies Floor for Room Above checked.
- Fixed an issue that could cause the Ceiling elevation to change incorrectly in the Room Specification dialog when Floor Supplied by Foundation Room Below was checked.
- Fixed an issue that could cause the Room Specification dialog preview to temporarily display incorrect information when Room Supplies Floor for Room Above was checked or unchecked.
- Corrected a case in which Ceiling Break Lines were incorrectly displayed.
- Corrected a case where Ceiling Break Lines associated with dormers were drawn incorrectly.
- Fixed a problem that caused the walls in the Room Specification dialog preview to appear misaligned for rooms on Floor 2 of a plan with a Monolithic Slab foundation.

3.5 Text, Callouts, and Markers

- Corrected a problem that prevented a Move edit handle from being available when a Note was group-selected with CAD objects.

3.6 Schedules and Object Labels

- Fixed a problem that prevented schedules in CAD Details from displaying completely until the view was refreshed.

3.7 Stairs, Ramps, and Landings

- Fixed a program hang that could occur when opening legacy plans with specific stair and landing configurations.
- Fixed a problem that could cause the stem wall height on Floor 0 to change if the floor above was hung inside the foundation walls and the Staircase Specification dialog was opened.

3.8 Roofs

- Fixed an issue that caused the fascia on a steep curved roof to be the wrong length.

3.9 Framing

- Fixed a problem that prevented birdsmouth cuts from being modeled correctly in 3D.

3.10 Trim and Moldings

- Fixed an issue that sometimes prevented dimensions from locating cabinet moldings correctly in elevation views.
- Corrected a problem that could result in moldings added to an object from the User Catalog being duplicated on that object.

3.11 Custom Symbols

- Symbols set to Hang on Wall now always place at the object's specified height.

3.12 Other Objects

- Fixed a crash that could occur when a Distribution Path spline was exploded.

3.13 Materials

- Fixed a problem that affected the appearance of some higher resolution texture images in dialog previews where materials are specified.
- Improved the Stretch to Fit option for material textures, allowing it to work on surfaces that it previously did not.

3.14 3D Views

- Corrected issues with resolution on certain Mac Retina Displays.
- Fixed a problem that sometimes prevented objects from generating in 3D when viewed through small openings.

3.15 3D Rendering

- Fixed an issue that caused window treatments to be lit incorrectly in the Physically Based Rendering Technique.
- Improved the display of lighting in relation to glass shower walls in the Physically Based Rendering Technique.
- Fixed a problem that affected lighting of walls marked as Lower Wall Type if Split by Butting Roof in the Physically Based Rendering Technique.

3.16 Pictures, Images, and Walkthroughs

- Restored the ability to fillet the corners of picture boxes.
- Walkthrough Paths can no longer be added to CAD Blocks, preventing an error that occurred when they were.

3.17 Terrain

- Corrected a problem in which a Terrain Perimeter copied and pasted into a new plan was not accurately identified.

3.18 Layout

- Fixed an issue in which the position of a layout box label could cause layout lines to not draw in the correct location.

4 21.2.0.48 Update Notes

4.1 Program Overview

- Improved how automatically-generated objects like dimensions refresh when deleted or directed to generate.

4.2 File Management

- Restored the ability to include the & character in file names in the File> Recent Files submenu.

4.3 Project Management

- Changes made to plan views in the Project Browser are now subject to Undo.

4.4 Preferences and Default Settings

- The size of the preview panels in dialogs is now remembered if the Save Dialog Size setting in Preferences is enabled.

4.5 Editing Objects

- Deleting an object when "Warn Before Delete Selected Object" default is checked refreshes the plan.
- Fixed a crash that could occur while panning in a view and invoking an edit tool via its hotkey.

4.6 CAD Objects

- Restored "Angle Hatch" and "Grid" to the list of Fill Style selections.
- Fill styles added to the library from the Fill Style panel now maintain their line weights.
- The Import Patterns tool now has a Status Bar description indicating that the import is added to the Library.
- Fixed an issue that prevented the Trim and Extend Object(s) edit tools from working with certain polylines.

4.7 Walls, Railings, and Fencing

- Improved display of railing pony walls in 2D views.

- Improved wall connections for shower curbs.
- Fixed a problem that prevented the wall cap on a Half Wall from extending to the wall end if it intersected an Invisible wall.
- Corrected a case in which a problematic wall intersection in a legacy plan caused the program to hang when the plan was opened in version X11.
- Fixed a problem that caused an Attic wall in a legacy plan to be trimmed too short in version X11.
- Pony Wall Plan Display defaults in views sent to layout now Undo and Redo correctly.

4.8 Rooms

- Corrected a case in which the wall alignment in the Room Specification dialog preview diagram was different from that shown in a cross section view.
- Fixed an issue that prevented the floor finish thickness dimension from displaying in the preview diagram in the Room Specification dialog in some cases.

4.9 Doors and Windows

- The wall pocket lines associated with Pocket Doors now derive their line weight from the “Doors” layer.
- Doors retain their sills when the bottom is raised above the floor.
- Doorways without jambs no longer display a jamb when mullied together.
- Fixed a problem that prevented a Wall Niche in the lower part of a pony wall from having a depth greater than that of the upper wall.
- Fixed a problem that caused Wall Niches and openings without casing to display incorrectly in plan view when the “Walls, Layers” layer was turned off.
- The Components panel of the Door Specification dialog now updates correctly when the door Type is changed.
- The Inset of window sills can now be specified.
- Fixed an error that could occur when editing the Mullion Depth of a mullied unit.
- Fixed an issue that caused symbol moldings applied to window sills to generate incorrectly in 3D.
- Fixed a problem that prevented the Components panel of the Door Specification dialog from updating correctly when the Plinth Block options were checked.
- Fixed a problem that prevented the Components panel of the Window Specification dialog from updating correctly when the Corner Block or Egress options were checked.

4.10 Cabinets

- Moldings assigned to Cabinets now retain their Offset settings when added to the Library.
- Fixed a problem that sometimes prevented the Material Painter from applying materials to the correct cabinet molding edge.
- Fixed an issue that prevented merged cabinet moldings from having different materials.

- Restored the ability to bump/push cabinets when the Reference Display is toggled on.
- Fixed an issue that could cause countertops to display incorrectly when the Reference Display was turned on.

4.11 Schedules and Object Labels

- Schedule 3D/Plan view thumbnails now rotate with the schedule.
- Fixed a problem that resulted in header top and bottom heights being reported incorrectly in Framing Schedules.
- Fixed an issue that could cause notes in a Note Schedule to re-order when the Open Row Object(s) edit tool was used.
- Fixed a problem that caused schedules to use the wrong font in specific situations.
- Fixed a problem that could cause a schedule line item to temporarily report a second callout number when it should not.

4.12 Stairs, Ramps, and Landings

- Fixed an issue that prevented editing feedback from displaying when editing stair starter treads.

4.13 Roofs

- The Reflect About Object edit tool is now available for a selected Dormer.
- Fixed a specific case in which an Auto Floating Dormer did not place or edit correctly when Auto Rebuild Roofs was enabled.
- Addressed an error that appeared incorrectly when Auto Dormers were edited.
- Fixed a specific case in which the program would hang due to a problematic roof plane.

4.14 Framing and Trusses

- Fixed a specific case in which the overhang ends of rafters did not draw in 3D.
- Fixed a crash that could occur if the Floor Joist and Pan Window tools were active when a view window was closed.
- Fixed an issue in which Force Truss Rebuild did not always reset a truss back to its default shape if it had been previously edited.

4.15 Trim and Moldings

- Fixed a problem that caused the material data assigned to a molding to become corrupted when Add to Library As was used to add the molding to the Library.

4.16 The Library

- Can now pan and zoom the preview for fill patterns in the Library Browser.

4.17 Custom Symbols

- Fixed an exception error that occurred the Convert to Symbol tool was used after clicking and dragging the tab of a 3D view window.

4.18 Other Objects

- Fixed an issue where temporary dimensions displayed at the incorrect location when selecting a face object

4.19 Materials

- Fixed an exception error that could occur in some cases when using the Material Painter.

4.20 3D Views

- The tilt angle to transition between room view and overview modes in Virtual Reality was increased to help prevent unintended transitions.

4.21 3D Rendering

- Fixed a problem that prevented the Use Generic Sun option in the Sunlight Defaults dialog from working.

4.22 Pictures, Images, and Walkthroughs

- Corrected a case in which no prompt to access photos was provided on the Mac when creating a new image in the User Catalog of the Library.
- Fixed a problem in exported 360 Panorama images that caused dark areas in the images when Reflections were enabled.
- The minimum size of the Export Picture dialog was removed to prevent unnecessary scrollbars.

4.23 Importing and Exporting

- Only models owned by the user are now listed in the 3D Viewer Export Options dialog.
- Camera names with quotation marks are now supported in exported Chief Architect 3D Viewer models.

4.24 Plants and Sprinklers

- Plants now have the Components panel in their specification dialogs.

4.25 Materials List

- Roof materials are now reported on the correct floor in the Materials List.
- Fixed a problem that caused the material name to be removed from some Materials List/Components panel line item descriptions for objects using default materials.
- Corrected a case in which Materials Lists in legacy plans would lose their formula object when opened in version X11.

- Fixed an issue that prevented material count information on the Components panel in various object specification dialogs from updating correctly when materials assigned to the object were changed.
- Fixed a problem that caused the area for a foundation slab to be reported incorrectly in the Materials List.
- Line items for platforms now return the correct values when the Object context is used.
- Fixed an issue that caused object specific macros to be missing from framing items in the Materials List.
- The length macro for framing objects now reports the extents of angled framing members like rafters instead of the centerline length. A new macro, centerline_length, was added to retrieve old value if needed.

4.26 Layout

- Fixed an issue that caused Plot Line views to update when they should not when re-linking referenced files.
- Fixed a problem that caused layout boxes to lose connection to camera views if the view is re-linked to a different plan file repeatedly during the same session.
- Fixed an issue in which symbol data could disappear when Plot Line views were updated in some cases.
- Improved how schedules paste into layout files.

5 21.1.1.2 Update Notes

5.1 Materials List

- Fixed a problem that prevented the Master List from saving if it contained information about wall layers, insulation, or platform layers.

5.2 Ruby in Chief Architect

- Fixed a problem that prevented the %view.name% macro from working when inserted into a Marker.

6 21.1.0.40 Update Notes

6.1 Program Overview

- New icons in Layer Display Options, CAD Block Management, and Line Style Management dialogs indicate whether each in-use item is in use in the file, set as an object default, or is a system default.

6.2 File Management

- Fixed an issue that prevented Auto Save files from being removed when the program was exited.

6.3 Project Management

- Transparent objects are now displayed in the 3D Reference Display.
- Relinking a missing reference file now marks the current file as modified.
- Files with special characters in their names can now be opened from File Explorer.
- Fixed a problem that could prevent the Project Browser from updating correctly when a view was closed.
- When a referenced file's absolute path is not found, the program now searches in the owner document's directory.

6.4 Preferences and Default Settings

- Improved the appearance of dialog box borders when a Color Theme is used.
- Sliders now change color with Color Themes.
- New Toolbar Button/Image Background color in Color Themes.
- Disabled controls and buttons are easier to read when Color Themes are used.
- Open Dialog to the Last Panel Visited now works for the Components dialog panel.
- Fixed a problem that prevented Synchronize with Cursor from working after the system cursor was changed.

6.5 Toolbars and Hotkeys

- Fixed an issue where alphabetizing/sort order in toolbar drop-down list/combo boxes was slightly different than in other parts of the user interface

6.6 Editing Objects

- Fixed an issue that prevented the Object Painter from painting all properties correctly after the Set As Default edit tool was used.

6.7 Walls, Railings, and Fencing

- Fixed an issue that sometimes prevented stair railing walls that intersected Invisible walls from generating fully at the bottom.
- Fixed an issue that caused Partition Walls to cut into the finish layers of vaulted or custom ceilings.
- Improved the use of the Set as Default edit tool for glass walls to better update the correct tool defaults.
- 3D Symbol moldings assigned as wall caps no longer leave phantom surfaces.

6.8 Rooms

- The Room Specification preview now displays floor/ceiling framing.

- Fixed a problem that prevented the stem wall under a room on Floor 1 from being edited in that room's specification dialog.
- Fixed an issue that caused the Room Specification dialog to report ceiling heights incorrectly when Floor Supplied by the Foundation Room Below was checked.

6.9 Dimensions

- Dimension lines can now locate the lower pony wall in elevation views.
- Selected dimensions and object labels now use the background color as the fill color in all views instead of always being white.

6.10 Text, Callouts, and Markers

- Fixed an issue that caused Notes to be placed at the wrong height if they were placed on top of objects whose layers were locked.
- A Callout, Marker, or Note added to the library will retain any custom line styles, text styles, or layers. When placed in a drawing, these custom items will be included.
- The Find/Replace Text tool will now find combinations which contain "%%".
- Fixed a problem that resulted in every word in a Rich Text list to be put on its own line after Spell Check was used.

6.11 Doors and Windows

- The Show Wall button is now available in the Door Specification dialog for openings in railings, fences, and half walls.
- Barn Door tracks now stretch correctly when the door thickness does not match the symbol.
- The Sliding Doors settings in the Door Specification dialog are now Dynamic Defaults.
- Fixed a problem that sometimes prevented door and window Casing and Framing values from transferring correctly when the Match Properties edit tool is used.
- Fixed an issue that caused foundation cutouts to include the jamb thickness and display too large in plan view.

6.12 Cabinets

- Custom Backsplashes now retain their materials when pasted into new plans.

6.13 Electrical

- Rope Lights can now be listed in Electrical Schedules.
- The non-functional Remove Molding from Selected Edge option was removed for Rope Lights.

6.14 Schedules and Object Labels

- Fixed an issue that prevented editing feedback for callout labels associated with Wall Schedules from drawing.
- Symbol previews now change to being black and white/grayscale appropriately.

6.15 Multiple Floors

- Fixed a problem that prevented a new floor from generating correctly when Auto Rebuild Roofs and Auto Rebuild Foundation were enabled and a Gable Line was in use.

6.16 Roofs

- Improved the loading time of plans which contain a lot of roof planes.
- Fixed a crash that occurred creating a curved roof plane in a specific case.
- Fixed an issue that prevented gutters from displaying in Plan Footprints.

6.17 Trim and Moldings

- Fixed an issue that caused 3D Moldings to be rotated when converting to a symbol.

6.18 The Library

- Elevation Points, Markers, Callouts, and Notes in the User Catalog can now be edited.
- The "Keywords" and "Entire Word" library filtering options now work as expected.
- Removed the non-functional Open Symbol option in the contextual menu for a selected Plant image in the Library Browser.

6.19 Materials

- Fixed an issue affecting the Emissive value of imported materials.
- Patterns no longer flip/rotate on ceilings or other areas where they should not.
- Stretch to Fit material textures now work the same way they did in version X10 when assigned to a symbol object.
- Improved the initial generation of Patterns from Texture to better align with the texture.
- Fixed an issue that caused a particular symbol to generate a large amount of pattern lines, which in turn caused the program to appear to hang.

6.20 3D Views

- Fixed an issue that caused the 3D generation of complex symbols to take significantly longer than in previous program versions.

6.21 3D Rendering

- Fixed a problem that prevented transparent objects placed in front of mirrors from rendering correctly in 3D views.

6.22 Importing and Exporting

- Sketchup 2019 is now supported for 3D Symbol imports.
- Export of 3D Viewer models and 360 Panorama images to the cloud now support Unicode characters.

- Notes now combine the Text Above and Text Below Line to create a Title when exported to the Chief Architect 3D Viewer app.
- Notes featuring multiple lines of Schedule Text now get exported to 3D Viewer app.
- Import of Room Planner files with Unicode characters in the name works in a more expected manner. Since room labels do not fully support Unicode, some characters might be removed on import.
- Room Planner files imported into a metric plan keep the correct dimensions for ceiling heights and CAD objects.

6.23 Roads, Sidewalks, and Driveways

- Fixed an issue where material defaults for Roads, Sidewalks and Driveways did not save correctly with the plan

6.24 Layout

- Fixed an issue that resulted in some pattern lines on large complex objects being dropped when an elevation view was sent to layout as Plot Lines.
- Fixed an issue where a plan file linked to a layout could not be re-linked to another file via the Referenced Plan Files dialog.

6.25 Ruby in Chief Architect

- Added a new room macro that report the room perimeter value.
- Added insulation R-value macros to the insulation publishers for walls.
- Fixed an issue that caused the area macro for walls' main framing layer to always report zero.