

Chief Architect Version X12 Change Log

February 25, 2020

1 General Notes

This is a list of the fixes and improvements to existing tools introduced in Chief Architect X12.

2 Changes Introduced in Chief Architect X12

2.1 Program Overview

- Fixed an issue that could cause the mouse pointer to display too small on high resolution(4k+) monitors that were significantly upscaled.
- Added support for gamepad controllers as a method to navigate in 3D and 2D views.
- Fixed a memory leak involving the latest 3Dconnexion drivers that occurred when the 3D mouse was not connected.

2.2 File Management

- New Reset Migration option allows you to migrate legacy content and settings at any time rather than only on first launch.
- New Save as Template tool with options to aid the user in clearing a plan of unwanted data before saving it as a template.
- Added a confirmation dialog when associating files via the Preferences dialog.
- Removed unnecessary warning when opening plan files from the Temp directory.

2.3 Project Management

- On the Reference Display panel, the table's default values have been improved and the columns are now resizable.
- Schedules are now listed in the Project Browser.
- Added save option to contextual menus for Plan, Layout, Saved Plan Views, Cameras, and Material Lists in the Project Browser.

2.4 Preferences and Defaults

- Annotation Sets have been renamed to Default Sets.
- The Open Dialogs to Last Panel Visited setting in the Preferences dialog now works for the Build Roof dialog.

2.5 Window and View Tools

- Views listed in the Project Browser now have more consistent contextual menus that may include: Open View, Save View, Close View, Edit View, Delete, Rename, and Duplicate.
- Added the Saved Plan View's name to the message asking if you want to save changes to that view.
- Aerial View has been removed from the interface.
- Ampersands (&) now display properly in view window tabs' text.

- Layer Sets can now be created and edited from the Plan View Specification dialog.
- The floor level for a layout box linked to a Saved Plan View can now be specified in its Layout Box Specification dialog.
- The default pony wall display can now be set in the Plan View Specification dialog.
- New Always Save, Never Save, and Prompt to Save options in the Saved Plan View Specification dialog.
- When a new layer set is created from the Plan View Specification dialog, it is now added to the combo box in that dialog.
- A Saved Plan View's name can now be set in its specification dialog.
- Saved Plan Views are now listed in the same order in the Project Browser and toolbar drop-down list.
- Camera views no longer have a watermark if they are taken from a view with a watermark.

2.6 Displaying Objects

- The Active Layer Display Options side window was added to Chief Architect Interiors.
- New Delete Unused Layers button in the Layer Display Options dialog.
- Fixed a problem that resulted in incorrect layer information displaying in the Status Bar when more than one object was selected.
- Camera layer set settings were moved from the Layer Set Defaults dialog to the various Camera Defaults dialogs.
- The Offset fields in the Fill Style Specification dialog and similar Fill Style panel now update to use the currently active Number Style.

2.7 Creating Objects

- Copy/Paste in Place was removed from the edit toolbar and added to the Edit menu. It is now listed in the Toolbar Customization and Customize Hotkeys dialogs.
- The Right-click continuous draw mode for walls and CAD lines can now be used in Chief Architect Interiors.
- Undo after copying and pasting between floors in a 3D view now works correctly.

2.8 Editing Objects

- New Style Palette tool lets you save coordinated sets of cabinet, door, window, and room styles in the Library and apply them to objects in your plans.
- A new Marquee scoping mode has been added to the Object Painter and Fill Painter. It is also available for the new Style Palette Painter.
- Object Painter and Fill Style Painter scoping tools now update correctly in the Tool Palette side window.
- Improved editing feedback, including dashed lines and point feedback, for the Point to Point Move edit tool.
- New Retain Aspect ratio option and improved editing feedback for the Point to Point Resize edit tool.

- The Break Line edit tool was renamed to just Break.
- New Point to Point Center edit tool allows the ability to center an item between two objects.
- New options in the Delete Objects dialog, including Added Lights, multiple Cabinet object types, Slab Surfaces, and Walls.
- Trey Ceilings are now removed with Custom Ceilings in the Delete Objects dialog.
- The Match Properties tool now transfers the Fill Style by Layer property correctly.
- The Status Bar now displays the Tool Tip for the active tool when no other tool is being hovered over.
- The Convert Curve to Polyline edit tool now works in 3D views.
- Undo now works as expected when using Apply Properties with objects of different types.
- A contextual menu no longer opens during right-click/drag selection operations.
- Group-selecting objects while Connect CAD Segments is disabled no longer disconnects edges.

2.9 CAD Objects

- CAD ovals can now be selected by clicking anywhere inside them.
- Can now specify a background color for fill styles in addition to the already present controls for pattern color.
- New Layer Options for Converted Polyline in the Convert Polyline dialog.
- Creation of Special Use arrows has been deprecated.
- Trying to create an arc with a radius or length of zero using the Input Arc tool will now result in a warning.
- When a polyline with holes is converted into a Materials List Polyline, the holes will now be retained.
- When a polyline with holes is converted into a Wall or Floor Material Region, the holes will now be retained. Fill and line styles are also retained if set to not default.
- Turning on "Arc Centers and Ends" no longer causes alternating arcs to not follow layer settings.
- The CAD Detail Management dialog now has a Copy button.

2.10 Walls, Railings, and Fencing

- New Start/End Posts settings offer enhanced control of railing wall end posts.
- Fixed an issue that caused an unnecessary gap between the framing for a pony wall railing set to follow stairs and any adjacent walls.
- New Delete All Unused wall types option in the Wall Type Definition dialog.
- A wall cap can now be added to top of any wall: including retaining walls.
- Fixed a specific case in which a Roof Cuts Wall at Bottom wall did not generate correctly.

- Improved how information displays on the Wall Types panel and in the Wall Type Definitions dialog when multiple walls are selected.
- New Auto Reverse Wall Layers option in the General Wall Defaults dialog allows you to toggle the behavior that automatically orients walls' exterior surfaces outward when a room is created.
- Fixed an issue that caused unnecessary automatic invisible walls to be created when editing walls that intersected furred walls.
- Fixed an SEH that occurred when deleting an unconnected wall in a specific case.
- Fixed a program hang that occurred when editing curved walls in a particular plan.
- The Break edit tool is now available for walls, replacing the Break Wall tool.
- The first selection when group-selecting walls in 3D views is now retained.
- Fixed an issue in the Mac version of the software in which the mouse pointer was sometimes lost behind the edit toolbar when using Right-click wall creation.
- Fixed an issue in which labels for slabs with footings would display behind the fill for the area of the slab inside its footings.

2.11 Rooms

- New Trey Ceiling tools create trey and coffered ceilings composed of Ceiling Planes.
- Ceiling drywall is now modeled above wall drywall instead of butting into it.
- Improved connections for custom ceiling planes so they now miter.
- Moldings can now be specified in the Room Type Defaults dialogs.
- Fixed a problem that caused the exterior room material to be lost if room definition was temporarily disrupted.
- Fixed an issue in which the Object Painter would not work correctly after an Undo of a previous "paint" action.
- Fixed a problem that caused the Room Specification dialog preview to display the finished ceiling height incorrectly when "Room Supplies Floor for the Room Above" was checked.
- Floor Finish Definitions can now be specified in Chief Architect Interiors.
- Fixed a problem that caused room label dimensions to be temporarily incorrect after editing the height of an exterior type room type such as a Porch.
- Room labels now support unicode.

2.12 Dimensions

- New Suppress Dimension Value for dimension segments.
- New Mark as Centerline and Remove Centerline Mark edit buttons for a selected dimension extension line.
- New Add Segments edit handle for dimensions lets you add locate additional objects as you increase the dimension line's length.
- Improved dimensions selection so the dimension line is now preferred over its extension lines.

- When a dimension extension line is selected, the Dimension Line Specification dialog will now open to the Extensions/Markers panel with the proper extension number selected.
- Fixed an issue that could sometimes cause dimension lines to contain duplicate marks.
- Dimensioning in Cross Section/Elevation views is now less dependent upon zoom level or camera position.
- NKBA® Auto Elevation Dimensions along the bottom of a view no longer display wall cabinet widths.
- Dimension line labels now support unicode.

2.13 Text, Callouts, and Markers

- Selected Defaults panel has been added to the specification dialogs for all saved views, including plan views, camera views, and CAD Details.
- Revision Clouds now have multiple defaults, can be saved with views, and can be included in Default Sets.
- The Active Defaults dialog now displays the name of current Plan View in the title bar.
- Saved Defaults can now be renamed in the Active Defaults dialog.
- The Angle field in the Callout and Note Specification dialogs is now disabled when the selected shape cannot be rotated.
- The Note Specification dialog now has a New Note Type button.
- The Text Macro Management and Note Type Management dialogs can now be accessed when a 3D view is active.
- Note Type is now a transferable property when using the Object Eyedropper and Match Properties tools.
- The Fill Style controls in the Rich Text Specification dialog now have the same order as on the Fill Style panel in other dialogs.
- The Note Type Management dialog now has a Cancel button.
- Spell Check now detects and can correct spelling errors in schedules.
- Spell Check no longer looks at CAD Blocks that are not in the current file.
- Spell Check now highlights the object with the currently targeted spelling error in a view window.
- The currently targeted misspelled word is now highlighted in the Spell Check dialog.
- New option to search only Selected Objects in the Find/Replace Text dialog.
- The Find/Replace Text tool now searches Object Information fields, including Custom Fields.
- Emojis and symbols used in text now display in plan view in the Mac version.
- Dragging to create a Rich Text Box no longer places "A" on the user's Clipboard.
- Fixed a crash that could occur when dragging to draw a Rich Text box while the Snap Grid size was extremely small.

- Fixed an issue in which group-selecting text arrows would have Attach Head/Tail to Other Objects turned on incorrectly after their shared specification dialog was opened.
- Line Styles with text now support unicode.

2.14 Doors and Windows

- The default layer for mulled units set as "Treat as Door" is now the "Doors" layer. New mulled units will be placed on this layer automatically; existing units will remain on the same layer and will not be set to use the default.
- Added an option for all panels in a Glass Panel garage door to be glass.
- The drop-down lists for Exterior Handle and Exterior Lock in the Door Specification dialog now have the option to "Match Interior".
- The left, right, top and bottom frame edges of Panel type doors can now be adjusted independently.
- Fixed an issue that resulted in mulled units added to the library being described as, "Window".
- Fixed an issue that prevented the Components panel in the Mulled Unit Specification dialog from updating when Treat as Door was checked or unchecked.
- Setting the Window Sash widths to zero no longer removes the glass.
- A window's resize end edit handles can now be dragged into a corner to create a corner window.
- Improved window casing on mulled windows of different sizes that have a lintel.
- Fixed an issue that caused the header lines for windows that overlapped each other in curved walls to extend beyond the windows.
- Can now suppress window sash using a check box rather than setting the side width to zero.
- Custom Muntins can no longer be loaded from a nested CAD block.
- Casing/trim material Name-Value Pairs now resolve correctly and have more descriptive names in Match Properties dialog.
- New "has_sash" Name-Value Pair for windows.
- New material NVPs for symbols assigned to allow the transfer materials between door symbols provided that they have the same components.
- The Show Wall button above the object preview is now found in the specification dialogs for doorways and windows when opened from the Library Browser.

2.15 Cabinets

- Cabinet Countertop, Backsplash, and Toe Kick now have check boxes in the Cabinet Specification dialog.
- The interior material on cabinet boxes can now be specified independent of the exterior.
- The Reverse Appliance option is now available for individual fixtures.
- New Top Appliance/Fixture Offset settings for base cabinets.

- Backsplashes are now generated at the correct height over Custom Countertops with non-default thickness.
- Backsplash To Base Below specified for wall cabinets are now calculated in the Materials List.
- New Waterfall Edge options for Custom Countertops.
- Transferring Molding Material with Match Properties will now transfer all molding materials.
- Fixed a problem that prevented the Material Painter from correctly painting materials on a Symbol Molding assigned to a group of cabinets.
- There are now Name-Value Pairs to report the state of the Countertop and Backsplash check boxes. "has_backsplash" also works for wall cabinets.
- "has_toekick" Name-Value Pair now reports the state of the Toe Kick check box rather than the state of Flat Back. A new NVP, "has_flat_back", reports the state of Flat back check box.
- The Object Information panel was added to the Soffit Specification dialog.
- Using the Generate Custom Countertop edit tool now records an Undo.

2.16 Electrical

- Lights now follow sloped custom ceiling planes.
- Clicking the Adjust button when multiple lights are selected in the Adjust Lights dialog now opens the full Electrical Service Specification dialog.
- Rope Lights can now be added to Architectural Blocks.

2.17 Schedules and Object Labels

- Schedules can now be customized to list objects assigned to any schedule category or combination of categories.
- Added a Custom Schedule tool and Custom Categories for schedules.
- Fixed a performance issue that could occur when a schedule displaying plant images was rotated.
- The Schedule panel was added to a number of specification dialogs for a number of objects, including: electrical objects, rooms, framing, and trusses.
- Rope lights can now generate a thumbnail in schedules.
- Improved conversion of schedule text heights when CAD Detail from View is used or the view is exported to DWG/DXF.
- The "Pony Bottom Wall Type" column in Wall Schedules was renamed "Wall Type, Lower" will now be blank instead of displaying "None" if a wall is not a pony wall.
- New column option added for "Wall Type, Upper".
- The Wall Type column in Wall Schedules now displays both wall types if a wall is a pony wall.
- Leading Zeros are now optional for Notes and other schedule label numbers.
- Improved how schedule columns behave when moved in Wall Detail views.

- Schedules and object labels now support unicode.
- Fixed an issue that sometimes prevented plants in Distribution Objects from having 3D thumbnails in schedules.
- The deprecated Show Labels check box was removed from the Schedule Specification dialog.

2.18 Foundations

- Slabs are now correctly offset from the floor level that they are drawn on.

2.19 Stairs, Ramps, and Landings

- Stair sections of different widths can now be connected to each other.
- New and improved ways to customize stair stringers.
- Textures now follow the orientation of stringers by default.
- Dragging a stair subsection sideways will move the other subsections as long as they are parallel.
- Added the ability to create multiple landings for L-shape and U-shape stairs.
- Disconnect Selected Subsection is now available for stairs and ramps.
- Stairs and ramps now have the Break and Disconnect Edge edit tools.
- Moving a landing will now move connected stairs, ramps, and other landings.
- Holding the ALT key while moving a stair section will only move that section.
- Stairs now bump into other stairs and landings when moved.
- Chief Architect Interiors now has defaults for stairs and ramps.
- The Convert Curve to Polyline tool is no longer available for stairs and ramps.
- Fixed an issue that could cause the “num_stringers” Name-Value Pair to return an incorrect value.
- Fixed an error that could occur when drawing stairs along a curved wall.
- Connect CAD Segments now affects stairs and ramps.

2.20 Roofs

- Roof planes are no longer deleted on all floors when All Rooms On This Floor is selected in the Delete Objects dialog.
- Fixed an issue that prevented the Material Painter from working on skylight shafts.
- Custom Ceiling planes now build at the proper default ceiling height when not drawn along the inside of a wall.
- Applying a molding profile from the library onto a ridge cap no longer causes the ridge cap’s offset to change.
- Fixed a specific case in which an attic wall was not generating correctly.
- Fixed a specific case where the roof did not build consistently around identical dormers in a plan.
- Skylight shafts now use the correct materials when near the ridge or another skylight.

- Improved generation of skylight shafts to remove extraneous lines that could be seen in some view types.
- The Build Roof dialog no longer allows Make Roof Baseline to be selected when Build Roof Planes is checked.
- Ceiling Planes no longer impact ceilings on the floor level above.
- Custom Ceiling and Roof Planes report wall board materials in a more expected manner when set to not use Room Ceiling Finish.
- Fixed a problem in which skylight shafts were not lit correctly in the Physically Based Rendering Technique.
- The Roof Hole/Skylight Specification dialog now updates to use the selected Number Style.
- Improved the curve calculation for Ceiling Planes.
- Fixed a specific case in which the roof did not generate correctly near a bay window.
- Ceiling Planes no longer trim wall framing if they do not extend into the framing layer of the wall.
- The Top of Plate value reported in the Roof Plane Specification dialog now updates when changes are made in the dialog.
- Fixed a problem that resulted in bad data when a roof plane's Fascia or Shadowboard height was locked and then other values were edited to be lower than the locked value.
- Fixed a case in which a roof plane's Fascia Top height was locked but nevertheless changed when other values were edited.
- Fixed a problem where making certain edits to one of a Ceiling Plane's height values could result in incorrect values being applied to its other heights.
- The "Roofs, Trim" and "Roofs, Gutters" layers are now listed in the Object Layer Properties dialog for a selected roof plane.
- Changes in the roof plane Baseline Angle will now update the value displayed for the Vertical Structure Depth in the Roof Plane Specification dialog.
- The deprecated Change Roof Pitch or Height dialog has been removed from the program.
- Vertical Structure Depth in the Roof Plane Specification dialog now updates correctly when the Pitch is changed back to "No Change".
- Corrected a gap in the frieze molding in a specific plan.
- Dormers placed in self intersecting roof planes no longer lose their hole.
- Fixed a specific case in which incorrectly drawn roof planes generated a large surface that caused program slowness.

2.21 Framing

- The Object Information panel is now available for framing objects.
- Improved wall framing at corners for walls that do not define a room.

- Fixed an issue that caused walls to frame incorrectly at intersections involving different ceiling heights.
- Fixed some inconsistencies in how exterior wall corners were framed.
- General Framing objects can now be deleted using the Delete Objects dialog.
- New Framing Group setting makes it possible to frame rooms separately.
- Fixed a problem that sometimes prevented trimmers from being created for openings located close to wall corners.
- Fixed a problem that resulted in wall framing overlapping adjacent floor framing that bore on the same foundation wall.
- Fixed an issue that prevented sill plates from building to corners correctly when their width was significantly narrower than the foundation wall.
- New Boxed Header option for doors and windows.
- Fixed an issue in which ceiling framing for rooms with different floor structure materials did not generate using the specified materials.
- Fixed a problem that caused extra framing to be generated above headers when Steel Framing was used.
- Individual headers can now have custom Plan View Fill Styles specified.
- Header Framing Type now automatically adjusts if the wall's Main Layer framing type changes: for example, from Lumber to Steel.
- Improved wall framing at Double Wall intersections.
- Improved wall framing for transom windows.
- Fixed an issue that resulted in framing schedules reported incorrect lengths for angled framing members like rafters.
- Non-functional arrow attachment controls removed from Joist Direction and Bearing line Specification dialogs.
- Fixed a problem that caused ceiling framing to get duplicated when a custom Ceiling Plane with a pitch of zero was present.
- Headers marked as I-Joists are now modeled correctly in 3D.
- If "Automatically regenerate deck framing" is enabled and you try to delete deck framing using the Delete Objects tool, a prompt will ask to turn this off first.
- Skylights can now display in 3D views when their containing roof planes do not. Skylight shafts will display as well.
- Corrected a specific case in which a framing header was generated incorrectly.

2.22 Trusses

- The Object Information panel is now available for trusses.

2.23 Trim and Molding

- The Place Molding Profile option for molding profiles in the Library Browser now places the profile polyline at the correct location in Cross Section/Elevation views.
- Fixed an issue in which 3D Molding Polylines would flip and build inside walls.

- Crown molding's Vertical Offset is now measured from the ceiling rather than the floor, similar to cabinets.
- Default Ridge Caps now have a preview on the Ridge Caps panel.
- Move Up and Move Down buttons have been added to Moldings panel in various dialogs.
- New Auto Offset option for moldings on the Moldings panel in various dialogs.
- Individual molding profiles assigned to an object can now be rotated in 90° increments. Not an option for stacked or symbol moldings.
- New Duplicate button on the Moldings panels for various objects.
- Increased the size of the preview image for molding profiles on various Molding related dialog panels.
- The profile preview on the Molding panel now show all moldings in the same group when a molding is selected. Examples of groups include room molding types, moldings with To Top checked, and Eave Only or Gable Only frieze and shadowboards.
- The molding preview in the Molding Polyline Specification dialogs now shows the selected profile using the same orientation as in other dialogs.
- Fixed an issue that caused an edge of a 3D Molding Polyline to be missing in plan view.
- Fixed a problem where unselecting Molding on Selected Edge could cause the other sides of a 3D Molding Polyline to invert.

2.24 The Library

- Doorways and Passthroughs that do not have casing now show a wall in their Library Browser preview.
- The Reset Side Windows command in the Preferences dialog now also resets the position of splitters in the Library Browser.
- The Replace From Library edit tool now opens the Library Browser with the currently applied object already selected.
- Added support for unicode in the Library Browser.
- New Find in Library edit tool locates the selected object's original in the library. If none is not found, users can choose to add the object to the library.

2.25 Custom Symbols

- The Symbol Name can now be specified in the Convert to Symbol dialog.
- The Default Light Offset setting was removed from the Symbol Specification dialog for symbols as they were imported.
- Symbols can no longer be assigned to a "Cabinet" category when imported into the program.
- Fixed an issue that caused the stretch planes in the Symbol Specification dialog preview for a selected molding symbol to be incorrect.
- Fixed a problem that prevented the Convert to Symbol tool from working for a selected Polyline Solid in a cross section/elevation view.

2.26 Architectural Blocks

- Fixed crash involving cabinets in an architectural block that could occur when closing a specific plan file.
- The Add to Library As edit tool is now available for architectural blocks.

2.27 Other Objects

- Polyline Solids, Faces, and 3D Box objects' shapes can now be edited along any edge.
- New Solid Feature edit tool that can either extrude away from or cut a hole into a selected Solid object when used in 3D.
- Fixed a problem that prevented objects attached to walls from displaying in a new 3D view if an open 3D view had those objects' layers turned off.
- Fixed an issue that resulted in Wall and Floor Material Regions created with a single click being placed on the system default layer rather than a user-specified default layer.
- Fixed an issue that prevented the Place Under Ceiling for Soffits from working on Floor 0 when the floor platform above is hung inside the foundation walls.
- Spline-based architectural objects such as Slabs can now be converted into Solids without losing their spline property.
- The "Hole in" check box in some objects' specification dialogs is no longer available when the selected object already contains a hole.

2.28 Materials

- Specifying a new the location for the User Library will now also copy the Textures, Backdrops, Images, and Patterns folders to that location.
- The material preview shape used in the Define Material dialog and Library Browser is now remembered across program sessions.
- The material preview in the Define Material dialog now updates when the material's texture is rotated.
- Importing materials from version X10 or earlier that have a custom pattern now maintain their pattern scale.
- Fixed an issue that sometimes caused extra unused materials to be created in the destination plan when a symbol was copied and pasted into that plan.

2.29 3D Views

- The Camera Default dialogs now have a Selected Defaults panel.
- New Display Openings Independent of Walls and Roofs option allows doors, windows, and skylights to display in 3D views when their containing wall or roof is not shown.
- The Delete Objects dialog now has an option to delete saved cameras.
- Fixed an issue that caused a copied and pasted camera's height to change if terrain was present in the plan.

- Fixed a problem that prevented watermarks from displaying correctly on Macs with high resolution (4k+) monitors.
- Watermarks are now saved in cross section/elevation views.
- New Virtual Reality option to update lighting based on current position in the model.
- Framing overviews will no longer show Floor Finish if other cameras are open.
- We have added the ability to hide camera-facing exterior walls in 3D views
- Perspective Crop Mode was removed from the program menu and is now only accessible if added to the toolbars or using a custom hotkey.
- Fixed a crash that could occur in Virtual Reality mode if VR was turned off outside of Chief Architect.

2.30 3D Rendering

- Fixed a problem that caused walls to display too dark in Glass House renderings.
- Light Sets can now be deleted via the Adjust Lights dialog while in a 3D view.
- When using automatic lighting, the current position of the camera is used instead of the view's current floor.

2.31 Ray Tracing

- A Light Set can now be specified in the Ray Trace Options dialog.
- Fixed an issue in which closing a ray trace view would reset a camera to its last saved state: not the state the ray trace was taken from.

2.32 Pictures, Images, and Walkthroughs

- Fixed a problem that caused the text in some imported PDF files to be reformatted.
- The background color of an imported PDF no longer bleeds through.

2.33 Importing and Exporting

- Exported 3D Viewer files will now include light source data that can be displayed in the 3D Viewer.
- Added support for emissive materials in models exported to the 3D Viewer.
- New Import and Export Note Types tools in the File menu.
- Choosing a file name in the Export 360 Panorama dialog will now also set the name of the Cloud export.
- Exporting a 360 Panorama image dialog now remembers the name for cloud export. Added support for AutoCAD® 2018/2019/2020 file import and export.
- Fixed a problem that could cause dimension formatting to be corrupted when importing or exporting to DWG/DXF in some cases.
- Corrected an issue that caused incorrect scaling of dimensions when Create Associative Dimensions was selected in the Export Drawing dialog.

2.34 Terrain

- The Trim Object(s) and Extend Object(s) edit tools can now be used to modify Elevation Lines.

2.35 Roads, Sidewalks, and Driveways

- The curb profile preview in the Road Specification dialog now updates to reflect changes in width and height.
- The Default Curb Profile button in the Road Specification dialog now loads the curb profile from the Road defaults.

2.36 Plants and Sprinklers

- Fixed a problem that prevented plants saved in the User Catalog from being permanently assigned a CAD block from the library.

2.37 Materials Lists

- The Materials List Polyline Specification dialog now has an Include All Floors check box and settings that allow you to disable individual categories on specific floors.
- New Calculate Materials List for Deck edit tool for selected Deck rooms.
- Materials List Polylines and Calculate from Area marquees now have a defaults dialog.
- Backsplash to Base Below for wall cabinets is now calculated correctly in the Materials List.
- Fixed an issue in which turning off fascia for a roof plane did not remove that fascia from the Materials List.
- Undo now works in the Master List.
- Fascia size is now reported more accurately in the Materials List.
- Thermal envelope ceiling area information now generates regardless of the roof height.
- Parametric railing panels are now counted in the Materials List.
- Ignoring an Information icon in the Materials List will update the cell regardless of which column is selected in the row.
- The Components panel added to the specification dialogs for various objects, including: Primitives, Molding Polylines, 3D Molding Polylines, Material Regions, Custom Backsplashes, Custom Countertops, Roof and Ceiling Planes, Skylights, Framing, Trusses, Polyline Solids, Slabs, Terrain Features, and Sprinkler Lines.
- Restricted selection of objects while the Materials List Polyline tool is active is now consistent with other drawing tools.
- The Calculate Materials for Selection edit tool no longer requires Auto Rebuild of the selected object to be disabled before a Materials List can be created.
- Improved rounding in the Total Cost column in the Materials List.
- Legacy symbol openings in the library now correctly show line items on the Components panel when "System Supplies Rectangular Casing" is specified.

- Changes to Wall Covering information on the Components panel are now retained.
- Wall coverings are now listed on the Components panel for Deck rooms.
- The Materials List Management dialog now has a Copy button.

2.38 Layout

- Multiple layout files can now be opened at the same time.
- DWG/DXF files can now be imported into layout.
- The Make Copy of Active Layer Set option was removed from the Send to Layout dialog.
- The Merge Generated Lines option was removed from the Send to Layout dialog.
- Existing layout pages can now be copied using the contextual menu in the Project Browser as well as the Tools> Layout menu.
- Fixed an issue that sometimes occurred when layout boxes overlapped that resulted in the Edit Plot Lines tool not working correctly.
- Fixed a problem that could result in plot line shadows getting out sync after updating all views if the page the view was on was never visited prior to saving the layout.
- The obsolete Show Layout tool was removed from the program.

2.39 Ruby in Chief Architect

- New Measurements and NumberFormatter classes.
- Legacy macros with measurements reported as Floats instead of Measurements can be migrated to the newest version using the Ruby Migration dialog.
- Ruby macro code can now be evaluated directly in text boxes, labels, etc provided that it is contained between percent signs.
- User defined macros are now parsed before object macros. If a user has a macro called "length" and uses it on an object that has a "length" attribute, the user macro will be evaluated.
- Improved performance when opening a specification dialog in a plan where large macros are present.
- There is now a Cancel button in the Text Macro Management dialog.
- Macros now have unicode support.
- Fixed an issue that prevented macros from being evaluated correctly for objects that had arrows attached to them.
- Prevented a program hang that could occur when executing Ruby code that created a infinite loop.
- Text Macro Management dialog can now be accessed when a 3D view is active.
- New Name-Value Pairs for materials assigned to parametric objects in the program.
- Improved performance when evaluating macros in some cases.
- Improved how text position in a room is determined, allowing text macros to evaluate in a more consistent manner.
- New Name-Value Pair for user defined label.