

Chief Architect Version X13

Change Log

June 30, 2021

1.0 General Notes

This is a list of the fixes and improvements to existing tools introduced in Chief Architect X13.

2.0 Changes Introduced in Chief Architect X13

2.1 Installation

- Updated the user interface in the Migrate Settings dialog to improve the clarity of folder paths.

2.2 Program Overview

- The file size of legacy plans with a large amount of 3D data should be significantly reduced when saved in Version X13.
- Corrected an issue that caused menus and tool tips to be incorrectly sized on systems with different size monitors.
- Unit inputs are no longer case sensitive: for example, both 'M' and 'm' now work for meters.

2.3 File Management

- The obsolete Patterns directory is no longer created in the User Data folder.
- Plans opened for viewing only are no longer purged of unused items like CAD Blocks or Line Styles.

2.4 Project Management

- Improved snapping feedback when editing Spacing Planning boxes.
- Improved the automatic Draw Order of Space Planning boxes.
- Fixed a problem that resulted in an extra Hallway box if a gap existed between a Hallway and other room box when Build House was used.
- All data fields in Time Tracker export are wrapped in quotes so that when exported, the resulting file is easier to use in another application.
- An informative error message now displays when Time Tracker data is exported to a file by another application.
- Fixed problem that caused the space between Double Walls to be converted to a Hall room type when Plan Check was used.

- Fixed an issue that prevented windows on interior walls from being reported by Plan Check as an error.

2.5 Preferences and Default Settings

- Improved how the Program Paths dialog reports file paths when the full pathname does not fit in the available space.
- The location of the Master Material List file is now reported in the Program Paths dialog.

2.6 Toolbars and Hotkeys

- Removed the MEP Configuration from the installed toolbar configurations.

2.7 Window and View Tools

- The Plan View Specification dialog now reports the name of the Plan View in the Title Bar.
- The Save Active View button is now only active when its current attributes do not match its saved attributes. When the two match, the command is disabled.
- Undo now works when toggling the Watermark display option.
- Undo now works when toggling the Color display option.
- Fixed an issue that could cause CAD blocks to become distorted if they were regenerated while the plan view was rotated.
- Fixed an issue that caused saved plan views to be saved without a prompt when sending views to layout.
- Fixed an issue that prevented changes to layer sets from Undoing correctly after opening a new view.
- Fixed a set of cases where Undo did not work as expected after editing saved plan view settings.
- Redo-ing relinking a plan file to a layout will now properly update camera layout boxes.

2.8 Displaying Objects

- Added Unicode support for layer names, layer set names, saved plan view names, and other associated entities.
- A prompt to save a referenced plan now appears when a layout file is closed if changes were made to the plan's layer settings via the Layout Box Layers dialog.

- Fixed an issue that caused the Layer Display Options dialog to report incorrect information about where a layer was In Use when accessed through the Layout Box Specification.
- Fixed a problem that resulted in the Camera Defaults in legacy plans not having a default layer set if the defaults had previously been set to "Use Active Layer Set".
- Fixed a problem in which changing layer sets from the Default Sets dialog would update the current view.
- Added Offset control for the "Grid" Pattern Types.
- Fixed an issue in which layer set changes in a 3D camera view were not affected by Undo.
- Fixed a problem that prevented an Undo action from being recorded when layers were turned on via a prompt message.
- Significantly improved the speed of changing layer sets in a plan while a layout is also open, especially if plan contains a lot of CAD objects.
- The obsolete Mat column has been removed from the Layer Display Options dialog and Active Layer Display Options side window.

2.9 Editing Objects

- The Delete Objects dialog is now available in layout files.
- The Delete Objects dialog no longer stays open when switching between views.
- Improved the speed of using Undo for creating and saving views and changing layers sets.
- Fixed a problem that prevented the Convert to Solid edit tool from working correctly with a selected spline-based object.
- The Center Object and Center Object Between Two Points tools have been added to the Copy/Paste edit toolbar.
- Spell Check will now prompt you to turn the layer of an object with a spelling error on before attempting to highlight it.
- Added a new Replace Molding tool to the Trim Tools.
- The Set Properties dialog for Style Palette objects now has a Reset to Defaults button.
- A setting has been added to the Style Palette Specification dialog to allow it to modify doors that are not the same Door Type.
- The window in the Style Palette can now be applied to windows in Bay, Box, and Bow windows.

- Fixed an issue that prevented the preview in the Backsplash Layers Definition dialog from displaying when accessed from the Style Specification dialog.
- The Object Painter tool now paints attic walls for vaulted ceiling rooms.
- Point-to-Point tools now visually snap to the Snap Grid unless control key is used.
- The Convert to Plain Polyline edit tool is no longer available for some objects in elevation views, where it didn't function as expected.

2.10 CAD Objects

- New Edit CAD Block option allows editing of CAD Blocks in place.
- CAD Blocks assigned to symbols can now be regenerated with stretch planes so that the 2D image corresponds to the 3D symbol's orientation.
- Improved Missing Files Check to include images in CAD Blocks that are not in use in the plan.
- Fixed a problem that resulted in dimension label position Above/Below Line was lost when doing an export to DWG or CAD Detail from View.
- The Center Object tool can now be used on CAD objects in cross section/elevation views.
- Fixed an issue in which clicking on an arc that was part of a multi-arc polyline sometimes did not result in that arc becoming the selected edge.
- Spline-based objects now have the Reverse Direction edit tool.
- New Use Line Color option for the fill color of CAD arrows.
- Fixed an issue that sometimes caused some settings on the Selected Line/Arc panels of various specification dialogs to report "No Change" in error.
- The Trim Object(s) and Extend Object(s) edit tools are now available for CAD objects in elevation views when multiple objects are selected.
- Fixed an issue that resulted in some edit tools not being available like objects were group-selected in 3D, depending on the angle of the camera relative to the objects.

2.11 Walls, Railings, and Fencing

- The 10 wall layer limit has been removed.
- Walls that are set to have No Room Wall Coverings will no longer have the wall coverings from adjacent walls wrap around the corner.
- Wall Hatching can now be copied and pasted.

- Furred walls are now also hidden by the Hide Camera-Facing Exterior Walls option in 3D views.
- Now have the ability to specify framing, insulation, and air gap information for wall layers independent of the material.
- Added an option to prevent walls from being hidden by the Hide Camera-Facing Exterior Walls camera feature.
- Added a notification to inform the user how many unused wall types were deleted when the Delete All Unused button is clicked in the Wall Type Definitions dialog.
- Fixed an issue that resulted in a railing pony wall's wall cap extending through doors when the wall's lower wall top height had been edited.
- Fixed an issue where steps in a wall's height could be duplicated when another break was added.
- Fixed an issue where curved interior walls were not created correctly when building new floors using the Step Floors option.

2.12 Rooms

- The display of the Living Area label can now always be toggled on in the Plan Defaults dialog. Running Plan Check no longer affects it.
- The settings on the Structure panel of the Room Specification dialog are now editable when multiple rooms are group-selected.
- Markers in the Room Specification dialog preview will no longer turn black if the plan's background color is set to a dark color.
- The Living Area label on one floor no longer resets when a new floor is added, allowing custom text to be preserved.
- Tray Ceiling Polylines now have the Build Framing for Selected Object(s) edit tool.
- Removed some non-functional tools from the Edit Toolbar for Tray Ceilings when selected in elevation views.
- Added options to the Tray Ceiling Specification dialog to control Rafter Spacing and Width.

2.13 Dimensions

- Dimension line labels can now be rotated.
- The default Angle Format for Angular Dimensions can now be specified.
- New Auto Mark Centerlines option in the Dimension Defaults dialog.

- Automatic Dimension Defaults now support multiple saved defaults.
- Added the ability to dimension to Cabinet Doors/Drawers/Panels and Openings in elevation views.
- Dimension lines can now snap to other dimension lines.
- The selected dimension line segment is now automatically selected on the Segments panel of the Dimension Line Specification dialog.
- Fixed an issue in which a new floor based off the floor below would not receive Auto Exterior Dimensions although Auto Refresh was specified.
- Fixed a problem that prevented the Top of Lower Pony Wall text from displaying when marked by an Auto Story Pole dimension.
- Fixed an issue that resulted in some items not being marked by an Auto Story Pole dimension generated while zoomed in on the model.
- Angular Dimensions now use the transparent fill specified in the Dimension Defaults dialog.
- New Display as Inches setting allows you to display dimension values in inches when less than or equal to a certain value. Only available when the specified format includes some form of feet or yards.
- The obsolete toolbar buttons and hotkey options for Auto Elevation, Auto Exterior, Auto Interior, NKBA Auto Dimension and NKBA Auto Elevation Dimension Defaults have been removed from the program.
- The Suppress Wall Widths option for dimension lines has been renamed to Display Wall Width and has its logic reversed.
- Temporary dimensions will now generate when an object is selected if the layer for existing dimensions locating that object does not currently display.

2.14 Text, Callouts, and Markers

- Rich Text and Text objects can now be added to the library without blocking them in a CAD Block first.
- The Match Properties tool can now be used to apply text style and related attributes to simple Text objects.
- Fixed a problem that could result in CAD arrows becoming disconnected from attached objects when new segments were added.
- Now have an NVP for Rotate with Plan for Rich Text.

- Fixed a problem that caused text formatting to be lost when Spell Check was run on a Rich Text object.
- Find/Replace Text works correctly for text objects containing expanded character set including emojis and Unicode.
- Fixed an error that could occur when using Spell Check in the Mac version of the software.
- Fixed an issue that resulted in an incorrect warning to appear when attempting to follow an https link via the Hyperlink option in the Text Specification dialog.

2.15 Doors and Windows

- Doors and windows are now marked as interior or exterior based on where it is initially placed. If a door or window is copied, moved, saved to the library, or if adjacent rooms are modified, it will retain its original interior or exterior attributes.
- Fixed a problem affecting Tudor Arch doorways that resulted in an incorrect wall hole exposing the wall's inner layer.
- Arch properties in the Door Specification dialog now update correctly when they are modified outside of the dialog.
- Fixed an issue that could result in a large gap under a door placed between rooms with different floor heights and finish thicknesses.
- Fixed a problem that could cause Orthographic views to not generate correctly if a malformed Bay Window was present.
- Added Wall Hatch Defaults
- Mulling an Interior door with a Transom window no longer causes it to take on Exterior door defaults for hardware.
- Muller units and other openings will now report "in" for interior openings and "ex" for exterior openings just like doors do.
- Wall Niches can now be placed in the lower part of a railing Pony Wall.
- Arch Radius and Arch Side are now attributes that can be transferred between objects using the Match Properties, Object Painter, or Style Palette tools.
- Fixed an issue in which choosing an Arch Type for an opening didn't immediately generate an arch without additional input.
- The Arch Height limit has been removed. This only affects very large windows.

- Fixed an issue where openings in the lower part of a pony wall railing would cause cutouts to appear in the upper railing.
- Fixed a problem that resulted in a distorted preview in the Window Specification dialog if the window's Height was set lower than its Arch Height.
- Window Sash limits have been adjusted to avoid sash overlap.
- The current Auto Adjust Lites state can now be transferred between objects using the Match Properties, Object Painter, or Style Palette tools.
- Fixed a problem that prevented a window's Sill Inset value from being represented correctly in plan view.
- Fixed a problem that caused Sash size to be different on each side of the window.
- Wall Niches now have automatic labels.
- The Opening Indicator Side setting is now a file-specific setting in the General Plan Defaults dialog rather than a global Preference.
- Fixed a problem affecting Wall Niches with Left or Right Arch specified that resulted in an incorrect wall cutout and framing.

2.16 Cabinets

- Added options to suppress the generation of the top, bottom, and sides of a cabinet.
- Free-standing cabinet doors/drawers/panels can now be included in schedules.
- The Generate Custom Countertop edit tool now retains edge moldings applied to the cabinet at countertop height with To Top specified.
- The Generate Custom Countertop edit tool now retains the cabinet's countertop material instead of using the default material.
- Increasing the Height of the bottom Horizontal Separation on a wall cabinet's Front now recesses the cabinet bottom to allow spacing for items such as a lighting.
- Fixtures can now be inserted into corner cabinets, and they will now display correctly in 2D and 3D views. This does not apply to cabinets with rounded fronts.
- Cabinet corner pilasters now show in plan view.
- Base moldings on cabinets now correctly follow any corner clipping.
- Toekicks and countertop overhangs now automatically generate as flat when adjacent to Partitions or appliance symbols.

- Custom Countertop edge moldings are now automatically suppressed on edges positioned against a wall.
- Appliances inserted into cabinet fronts are no longer always placed at the bottom.
- Cabinet Interior Material and Cabinet Material columns are now available to add to schedules.
- Cabinet Filler tools are now located under the Cabinet Tools parent. The Cabinet Filler Tools parent was retired.
- Fixed an issue that prevented Angled Front cabinets with small Depth values from generating correctly in 3D views.
- Fixed a problem that prevented the Cabinet Specification dialog preview from updating correctly when a Stile Width value was edited.
- Soffits now generate 3D surfaces on all sides: even when connected to another soffit.

2.17 Electrical

- Added the ability to place 110V Outlets on the ceilings in Garage and Slab rooms in plan view, and in any room type in 3D views.
- Marquee-selecting while any of the Electrical Tools are active now allows you to select objects of the same type. The 110V Outlet tool, for example, will allow you to marquee-select 110V outlet objects.
- A new GFCI Outlet tool has been added and can be set up using Electrical Defaults dialog
- New edit tools allow you to convert a 110V outlet to a GFCI outlet, and vice versa.
- The Set as Default edit tool is now available for Rope Lights.

2.18 Schedules and Object Labels

- Schedules are now able to include roof planes, skylights, and roof holes.
- The new Export Text edit tool exports a selected schedule as a text, comma-delimited .csv file, or an .xml file.
- Sprinklers can now be added to schedules.
- Molding Material, Name, and Size can now be listed in schedules.
- Hardware, Millwork and Geometric Shapes can now be added to Schedules.
- Schedules can now report the Total Length for walls.

- Fixed a problem that prevented two library objects from having the same Custom schedule category.
- Fixed a problem that caused the orientation of Flush Mounted roof fixtures to be incorrect in schedules.
- The Schedule panel no longer errantly appears in the Floor/Ceiling Platform defaults dialog.
- Object labels can now be placed on custom layers.
- Labels now have left, right, and centered text justification options.
- Fixed a problem that caused the default origin for labels on splines to not be located along the spline itself.
- Object labels can now display in elevation views in Chief Architect Viewer.
- Rooms with ceiling height of less than 48" are no longer automatically included in the Living Area calculation.
- The Wall Hatching Specification dialog now has the Label panel.
- Added an option to Display Border around object labels.
- Fixed a problem that prevented the label offset and angle controls from working for polylines in CAD Details and elevation views.

2.19 Foundations

- Slab and Slab with Footings Defaults have been added.
- When generating a foundation under a Garage room, the Stem Wall Height will no longer include the sill plate height in its calculation.

2.20 Multiple Floors

- Fixed a specific case where the Step Floor to Match Existing Floor option was not working correctly.

2.21 Roofs

- The Skylight Specification dialog can now be opened when multiple skylights are selected.
- Fixed a specific case where a boxed eave from one roof plane was extending through an adjacent roof plane.
- Fixed an issue that prevented the roof overhang area from displaying when soffits were turned off.

- Fixed an issue in which custom ceiling planes on a lower floor would be included in thermal envelope information exported to REScheck.
- Fixed a specific case in which a higher boxed eave was not generating.
- Fixed an issue that caused errant Temporary Dimensions to display when selecting roof planes in elevation views.
- Fixed a very specific case where an automatic roof was building through instead of around walls on the floor above.
- Fixed a problem that prevented boxed eaves from generating correctly in specific situations.
- Default to Overhang for a boxed eave no longer gets rechecked if nothing else is changed in the Roof Plane Specification dialog.
- The Convert to Plain Polyline edit tool is now available for Roof and Ceiling Planes.
- Improved automatic display of skylight labels in elevation views.

2.22 Framing

- The new Roof Purlin tool draws roof framing designed to run perpendicular to the roof pitch.
- Fixed a problem that prevented curved walls from generating balloon framing when specified to do so in some cases.
- New Wall Intersections options in the Build Framing dialog create standard, reduced stud, or laddered connection framing at wall corners and intersections.
- Improved framing of raised platforms created by altering the floor finish structure.
- Improved consistency of the Platform Intersection controls on the Structure Panel of the Wall Specification dialog.
- Fixed a problem that resulted in lookout framing generating just past or just short of roof trusses.
- New Horizontal Framing option for wall layers in the Wall Type Definitions dialog.
- Fixed a problem that prevented framing from rebuilding after changes were made in Build Framing dialog for floor and ceilings when Auto Rebuild Floor and Ceiling Framing was turned on.
- Trimmers on garage doors now build correctly when the floor to bottom height is less than zero.
- Automatic Trey Ceiling framing has been improved.

- Fixed an issue that prevented window framing from generating when the containing wall was intersected by roof beams.
- U and C-Channel framing now builds in the correct direction on Posts and Posts with Footing
- Corrected a case where rafters at the wall corner on a valley ridge were not being cut properly.
- Posts now dynamically update when changes are made to the default post material.
- Improved framing of ceiling holes with an area greater than or equal to 200 square feet.
- Improved framing of exploded Tray Ceilings with sloped sides.
- Fixed a problem that resulted in the wrong value being shown when resetting joist spacing to default.
- Fixed a problem that sometimes caused trusses on a higher floor to extend down to floor below.
- Fixed an issue where thin C-Channel framing would not generate.
- Fixed a specific case in which ceiling joists were generating at the wrong location and incorrect length.
- Fixed a problem that prevented thicker framing to not build the entire length of a Tray Ceiling.

2.23 Trusses

- Floor/Ceiling Trusses now have proper feedback when edited in a cross section/elevation view.
- Fixed a problem that prevented trusses for curved roofs from generating correctly.
- A Roof Truss will now automatically mark itself as an End Truss if drawn inside an attic wall, preventing the attic wall from being framed and causing duplicate framing.

2.24 Trim and Moldings

- New options on the Moldings panel for reflecting and rotating molding profiles to any angle.
- The Auto Place Quoins tool now correctly prompts to turn on the default layer if it is turned off.
- Fixed an issue where drawing 3D Molding Lines in an elevation view did not record an Undo action.

2.25 The Library

- CAD Blocks for symbol objects are no longer added to the active plan when a symbol is selected in the Library Browser.
- Clicking the Add to Library edit button while a group of objects is selected will no longer add duplicate items to the library.
- Pressing the Tab key after performing a Library Search moves the focus to the Search Results list for quicker access.
- Fixed an issue in which adding a fill style to the library while in the process of creating a new image in the library would prevent the image from being created.
- Undoing the placement of an object from the library now also removes data associated with that object, such as line styles and layers.

2.26 Other Objects

- 3D Primitive and Shape objects now have Fill Style controls.
- Fixed an issue that prevented the Make Parallel/Perpendicular edit tool from working correctly with Primitive objects.
- Line Style and Line Weight now apply properly to Shape objects.
- Shape objects now have size controls for Width, Depth, and Height
- Fixed an issue in which placing a hole in a spline slab would incorrectly result in a message saying the hole was not contained.
- Removed unused Framing options from the Material Layer Definition dialog for Material Regions.
- Fixed an issue that would cause symbols to be distorted if they were edited/rotated in a Wall Elevation view.
- Fixed an issue that prevented Face objects from being extruded after being edited in any way.
- Angle Snaps now work during the creation of Face objects.
- Fixed a crash that could occur when the Polyline Solid Specification dialog was opened while a Polyline Solid created in plan view was selected along with one created in an elevation view.
- Fixed a problem that prevented Solid objects that were derived from a spline object from being edited.
- The Convert to Spline edit tool is now available for 3D Box and Face objects.

- The Fillet Lines edit tool now works more consistently with 3D Shapes.
- When the Union edit tool is used to join two Shape objects, any coplanar surfaces will now be merged.

2.27 Materials

- The Adjust Material Definition Tool now provides the option of editing a copy of a selected material and has scoping modes to control how broadly the edited material replaces the original in the current plan.
- The Define Material dialog now has an Add to Library button.
- When the mouse pointer hovers over a material when the Adjust Material Definition tool is active, the material's name now displays in the Status Bar.
- Importing separate libraries that contain items that share an image name will now resolve the image correctly.
- The Air Gap and Framing Material Structure Types are no longer options on the Material List panel of the Define Material dialog.
- New Copy Selected Material button on the Material Painter Modes toolbar creates a copy of the selected material which you can edit and then apply to surfaces in the view using the Material Painter.
- Fixed an error that occurred using the Material Painter to edit either a roof gutter or ridge cap in Room Mode.
- Fixed a crash that could occur when rapidly applying materials to a Bow Window using the Material Painter.

2.28 3D Views

- Fixed an issue where cross section views would shift on screen every time the current view's specification dialog was exited.
- In Camera views, dragging the mouse while right-clicking in Mouse-Orbit Camera mode now tilts the camera angle instead of rotating it about a focal point.
- Perspective and Orthographic Framing Overviews now have defaults dialogs.
- Changes made in the Camera Specification dialog that do not affect camera location or movement are now subject to Undo.
- Show Color and Watermark options are now available in the Camera Specification dialog.

- Fixed a problem in which changing the name of a layer set used by a Camera Default would cause that default to have nothing specified as its layer set.
- Fixed an issue that prevented the selected edge handle being highlighted for stepped cross section camera lines.
- Fixed a problem in which a camera could be pasted in another camera view, where it became an unusable object.
- Corrected a problem that allowed opening indicators for openings that were perpendicular to the section view's cut plane to be visible in that view.
- Cross Section/Elevation, Back Clipped Cross Section, and Wall Elevation views now have new Scene Clipping settings that allow the user to convert one view type to the other.
- Closing a saved cross section/elevation view, users will be prompted to save the view if any changes were made to the camera's saved attributes.
- Fixed a problem that sometimes resulted in cross section lines not updating when a cross section camera was moved while the view was open.
- The Auto Detail tool is no longer available in Wall Elevation views.

2.29 3D Rendering

- New rendering engine uses DirectX 12 and Metal instead of OpenGL.
- The default glass material for doors and windows is no longer overwritten by the program. Openings will now use the specified glass material.
- Fixed a problem in which Ambient Occlusion appeared to shade some objects incorrectly.
- Significantly improved z-fighting in 3D views in most cases.

2.30 Pictures, Images, and Walkthroughs

- New Walkthrough Preview side window.
- The Walkthrough Path Specification dialog now opens up with the currently selected key frame highlighted.
- The new Delete Key Frame edit tool deletes the selected key frame on a Walkthrough Path.
- The Sticky Mode option has been added to the Add Key Frame tool.
- The Complete Break option is now available for Walkthrough Paths.
- The Reverse Direction edit tool is now available for Walkthrough Paths.

- You can now record a portion of a walkthrough using the new Walkthrough Preview side window.
- When separate Walkthrough Paths are joined, End key frames that have been edited will be retained.
- New key frames added to a Walkthrough Path are now added at the height and orientation of the camera at that point prior to the key frame being added.
- When a Walkthrough Path is selected, Key Frame edit handles are now visible and can be used. The obsolete Edit Key Frame edit button was removed from the program.
- Start and End key frames can now be deleted from Walkthrough Paths.
- Retain Aspect Ratio is now checked by default in the Walkthrough Path Defaults and Record Walkthrough Options dialogs.
- Walkthrough Paths can no longer be copied and pasted into layout files.
- Walkthrough Paths now have their own Rendering Technique and Backdrop options.
- The Walkthrough Defaults dialog was renamed Walkthrough Path Defaults.
- Addressed some performance issues associated with imported PDF files.
- Fixed a specific case where an imported PDF file did not render text correctly.
- Imported PDF's in the Mac version no longer have a transparent background.
- Fixed an issue on Macs with Retina displays in which resizing a PDF would cause it to look incorrect.
- Significantly improved on-screen PDF rendering speed.
- The Export Picture dialog now remembers previously used settings across program sessions.

2.31 Importing and Exporting

- When importing a 3D symbol with an excessive amount of surfaces, a warning message now allows the user to cancel the import operation.
- The redundant "Create 3D Symbol..." button and hotkey assignment have been removed from the program. If present in migrated toolbars, it will be removed automatically.

2.32 Terrain

- Terrain Elevation Lines, Splines, and Regions now have an automatic label that reports their Elevation.

2.33 Plants and Sprinklers

- Fixed an issue where Core Catalog plants could not be replaced by 3D plants.
- Fixed an issue in the Plant Image Specification dialog that prevented the label in the dialog preview from updating when changes were made to the plant's Scientific Name.

2.34 Materials Lists

- Hard-coded line items in the Materials List have been replaced with formula-based contents.
- Fixed an issue in which casing\trim sizes were being rounded incorrectly in the Materials List.
- Fixed a problem that caused cross bridging to be reported incorrectly in the Materials List.
- Fixed an issue in which deck planking sizes were reported as partial nominal values in the Materials List.
- The Save and Save As commands are now available in Materials Lists.
- The correct size of Beams Over Rail is now reported in the Materials List.
- Garage door interior casing is now reported correctly on the Components panel and in the Materials List.
- Accessories added on the Components panel of a deck's Room Specification dialog are now reported when using the Calculate Structural Materials for Deck edit tool.
- Fixed a problem that sometimes caused stringer sizes to be reported incorrectly on the Components panel of the Staircase Specification dialog.
- Materials Lists now have their own layer set, which can be controlled via the Active Layer Display Options panel while a Materials List window is active.
- Improved Structural Member Reporting dialog user interface for choosing how to handle long board runs.
- The Components panel in the Wall Specification dialog now updates when changes are made on the Structure panel.
- Fixed an issue where editing the Depth of an angled front cabinet in its specification dialog didn't update the Components panel correctly.
- Fixed a problem that caused the material for Custom Countertops to be reported incorrectly in the Materials List when it differed from the countertop material specified for the cabinet positioned below it.

2.35 Layout

- Layout box borders now correctly display over solid filled objects/shapes shown in the layout box.
- Improved performance drawing layout boxes that have been cropped to hide large amounts of text.
- Fixed an issue in which a plan file referenced by a view sent to layout that has been moved into the same folder as the layout will not be found by the program.
- Layouts will now reference the plan in their folder when multiple layouts referencing a plan with the same name are open.
- Fixed a problem that sometimes prevented camera views sent to layout from updating when relinking a layout box.
- Relinking a layout box using the Referenced Plan Files dialog is now subject to Undo.

2.36 Ruby in Chief Architect

- Ruby NumberFormatter#thousands_separator now returns an empty String by default.
- New NVPs for CAD lines and arcs, walls and railings, doors and windows, cabinets, molding profiles, and elevation lines, splines, and regions.
- Added new global macros for wall bottom and top elevation. These can be used in conjunction with an arrow to get the elevation of a wall at the point the arrow is attached to the wall, effectively replacing the Special Use Arrow functionality retired in Version X12.