Chief Architect Version X14

Change Log

Date: May 25, 2022

1.0 General Notes

This is a list of the fixes and improvements to existing tools introduced in Chief Architect X14.

2.0 Changes Introduced in Chief Architect X14

2.1 Installation

• New Chief Blueprint font with Regular, Bold and Italic.

2.2 Program Overview

• Chief Architect now runs natively on M1 Macs.

• The Help now has dialog panel images and callouts for easier navigation.

• The Startup Options dialog has been replaced by the Dashboard tabbed window.

• Guide and Dpad center buttons are no longer supported for gamepads.

2.3 File Management

• The Backup Entire Plan/Project tool now includes Watermark images.

2.4 Project Management

• The Current Floor can now be shown in the Reference Display.

• Updated some Plan Check messages for metric plans.

• Improved discovery of missing referenced plan files in saved camera views.

• The Referenced Files dialog is now available in plan view and lists all files referenced by the current file.

• The Save as Template dialog now has an option to delete Referenced Plan links.

• Macros now get evaluated in the Project Browser when used in Schedule titles.

• Fixed an error message that would appear when a plan was selected in the Project Browser and the Delete key was pressed.

2.5 Preferences and Default Settings

• Users now stay logged in to their Chief Architect account between sessions.

• Added the ability to clear the Recent Files List.

• A Reset Templates button has been added to the Reset Options panel of the Preferences dialog.

2.6 Toolbars and Hotkeys

• The contextual menu can now be opened using the Menu key or Shift+F10.

• Fixed a problem in which using Shift + F10 would toggle the display of the cross hairs.

2.7 Window and View Tools

- Camera callouts, Notes, Callouts, and schedules now have more consistent behavior when the plan view they are in is rotated.

- Saved Plan View names now recognize that upper and lower case versions of the same word are different and no longer conflict.

- An Undo is now recorded when Rotate Plan is used.

2.8 Creating Objects

- Fixed a problem that prevented the resize edit handles from working with Multiple Copy when the Evenly Distribute option was used.

2.9 Displaying Objects

- Added the ability to merge layers.

- Fixed some cases in which a dialog's object preview did not update when the Layer properties were changed.

- Corrected a problem that prevented the In Use data reported in the Layer Display Options dialogs from updating when CAD blocks were deleted or purged.

- Fixed a problem that prevented use of Toggle Patterns from being affected by Undo.

- The 'Roofs, Overhang Area' layer is now listed in the Active Layer Display Options side window when a roof plane is selected.

- Fixed an issue that caused the Active Layer Display Options side window to display a filtered layers list after exploding then deselecting a CAD Block.

2.10 Editing Objects

- The priority for selecting cameras has been lowered so it is easier to select objects underneath them or their lines.

- The Number Style button has been added to the Multiple Copy dialog.

- When two plan views in two separate files have objects selected in them, an extra click to change focus is no longer needed to edit the selected object in the inactive view.

- The Rotate edit handle now stays a fixed distance from polylines instead of changing position based on the size of the selected edge.

- The Retain Original Objects prompt that appears when doing a Boolean operation now has a Cancel button.

2.11 CAD Objects

- Fixed a crash that could occur when placing a CAD Block from the library into an Edit CAD Block window that contains itself.

- Sun Angles can now be copied.

- New Vertical and Diagonal Fraction Styles for dimensions.

- The CAD Block Management dialog can now be opened in 3D views.

- Added a Circumference setting for CAD Circles as well as NVPs for radius, diameter, and circumference.

- Objects can now move relative to their current orientation using the Transform/Replicate Object edit tool.

- Corrected an issue in which a copied Construction Line could no longer be selected on different floor levels.

- Fixed a problem that caused extra CAD Blocks to be generated when symbols were resized.

- The default Layer Set for CAD Block windows can now be specified.

- Fixed an issue that could cause the Edit button to become disabled in error in the CAD block Management dialog.

- Tool Tips have been added to the buttons in the CAD Block Management dialog for added clarity.

- The Revision Cloud tool has been added to Chief Architect Interiors.

- Added predictive editing feedback for a number of edit tools.

- Construction Lines now have the Set as Default edit tool.

- The Multiple Copy Rotate edit handle now resets direction on full rotation, allowing you to reverse direction during a single edit.

- A polyline-based object now has a Resize edit handle when the Copy/Paste edit button has been clicked.

- Fixed an issue that prevented the Multiple Copy cursor from appearing when the Concentric Edit Behavior was active.

- Improved Status Bar information when the Multiple Copy Tool(s) are active.

- Added 8 Lateral Arrow types for lines/polylines and other objects that can be assigned arrows.

- Use of the Input Point tool is now subject to Undo.

- Placing a point in an elevation is now subject to Undo.

2.12 Walls, Railings, and Fencing

- The size and number of wall top/bottom plates can now be specified for the framing layer(s) of each Wall Type.

- Fill styles can now be added to wall footings.

- Newel Half Posts are now listed as components on the Materials panel of the Wall Specification dialog.

- Fixed a problem in which units were not converted properly when Imperial wall types were imported into a metric plan.

- In the Wall Specification dialog, the label for the Use Default radio button under Display in Plan View for Pony Walls now reports which setting is the default in parentheses.

- Brick Ledge Lines now have their own system layer.

- Fixed an issue that caused material patterns on curved walls to map differently than on straight walls.

- Fixed an issue that could put the software in a bad state if a wall was deleted while its Wall Detail window was open in specific circumstances.

- Fixed a specific case in which texture mapping on a wall was not working correctly.

- Fixed an issue that caused automatically generated wall types to have extra zeros added to their names.

- Wall edges can now be snapped to in elevation views.

• The redundant Show Wall Length When Editing setting was removed from the General Wall Defaults dialog.

2.13 Rooms

• Changing a Room Type's default Monolithic Slab Foundation setting now results in a prompt to turn off Automatically Rebuild Foundation if a room of that type is present.

• Fixed an issue that prevented deck joists from rotating with the deck planking when the Deck room was drawn on Floor 0.

• Fixed some cases in which center planking did not generate for Deck rooms with a large border.

2.14 Dimensions

• New Vertical and Diagonal Fraction Styles for dimensions.

• Dimensions can now locate framing members in elevation views.

• New Single Side and Both Sides options for locating framing in the Dimension Defaults dialog.

• New Offset from Dimension and Same Angle as Dimension options for Centerline extensions in the Dimension Defaults dialog.

• Fixed a problem that made it difficult to dimension polylines at an irregular angle.

• Improved the interface for the Extensions panel of the Dimension dialog.

• The edges of walls specified as Partition Walls can now be located by Auto Elevation Dimensions in Wall Elevation views.

• Fixed a problem that resulted in Invisible walls not being dimensioned correctly.

• Fixed some cases where Auto Story Pole Dimensions did not locate secondary roof ridges.

• The Displayed Line Length dialog for CAD Defaults now has a Format Preview.

• Improved speed of dimension creation in elevation views in complex models.

• Temporary wall length dimensions are now controlled solely by the Temporary Dimensions toggle.

• The NKBA Auto Dimensions and NKBA Auto Elevation Dimension tools were removed from the program and more controls were added to the Dimension Defaults dialog to match NKBA standards.

• The Wall Options on the Locate Manual panel of the Dimension Defaults dialog now include Primary and Secondary wall sides.

• Fixed a problem that prevented temporary dimensions from reporting the lengths of walls drawn using the Same Wall Type edit handles.

• Fixed a problem that resulted in dimensions appearing to locate the interior side of exterior walls when a collinear interior wall was present.

2.15 Text, Callouts, and Markers

• Corrected a problem that caused Markers to be drawn at an incorrect location in Wall Detail views.

• Added the ability to include arrows on Callout Cross Section Lines.

• All Callout/Note styles can now be rotated. Text in most styles can now be rotated independently of the shape.

- Fixed an issue that prevented editing of a Double Callout from working correctly when the Concentric Edit Behavior was active.

- The Library Browser Preview Pane now displays the schedule text for Notes added to the library.

- Fixed a problem in which walls in a plan view were influencing callouts in an already created CAD Detail based on the same view.

- Added the ability to link Callouts to camera views, layout pages, and CAD Details.

- Fixed an issue that caused certain fonts to overlap Callout Cross Section Lines and Marker Level Lines.

- Note objects now display a warning icon when they are not linked to a Note Schedule.

- Fixed an issue that caused a Leader Line's arrow to go in the wrong direction when the Same Type edit handle was used while in Leader Line drawing mode.

- New Add Text Line with Arrow edit handle added for Text, Callouts, and Notes that allow user to drag out an arrow from the selected object.

- Checking Add an Arrow in the Text or Rich Text Specification dialog now adds a line with arrow on the side the text is justified to.

- Fixed an issue in which some plan fonts could be suppressed when a text box from a plan file was accessed through the layout.

- Fixed an issue that prevented links on the Manufacturer panel in some objects' specification dialogs from working.

- Corrected an issue that sometimes caused a tabbed text object to wrap incorrectly when the width of the last column was adjusted.

- Fixed a problem that resulted in Undo having to be used twice for undoing Spell Check corrections.

2.16 Doors and Windows

- Fixed an issue that caused the wall fill between openings in mulled units to incorrectly display in some cases.

- Bay/Box/Bow Windows can now be exploded so their components can be edited individually.

- The Reflect About Object edit tool is now available for Bay/Box/Bow Windows.

- Fixed a problem that prevented the Lower Ceiling and Raise Floor check boxes from updating other related settings until other values in the Bay/Box/Bow Window Specification dialog were edited.

- Fixed a problem that resulted in doors being positioned below the finished floor height if there were two different finished floor heights on each side of the door.

- The bottoms of parametric garage doors now account for the finished floor.

- Fixed a problem that prevented the casing on doors placed in railings from using the correct material.

- Corrected an issue in which molding profiles could not be painted onto the casing of a door if it was located in a Half Wall.

- Users can now mull more than 20 wall openings together, and the items can be nested more than 10 levels.

- Added a new system layer for Shutters assigned to doors and windows.

- Fixed a problem that sometimes prevented custom muntin CAD blocks from being listed in the CAD Block Management dialog.

- Fixed a problem that prevented mulled unit boundaries from updating when door height was changed in the unit.

- Fixed an issue that prevented a mulled unit's wall cutout from updating when the width of a door in the unit was changed.

- Vertically mulled openings with small offsets are no longer automatically centered.

- The Top and Bottom schedule columns for openings now report values measured from the Floor reference, regardless of the Reference each opening may be using.

- Shutters assigned to doors and windows can be set to draw closed as well as open.

- Changing the default Window Level no longer results in new windows not matching the default window.

- Added the ability to control Shutter Louver Size.

- Fixed a problem that resulted in an incomplete hole in some wall layers when a window had both an arch and a lintel.

- Corrected an issue in which window casings would not display on corner windows that had multiple windows on either side.

- Fixed an issue that prevented a window corner post from generating if there was a beam above it.

- Shutters can now be larger than the width of the opening they are assigned to.

- Fixed issues affecting corner windows placed at corners that were not 90 degrees.

- Fixed an issue that prevented Concentric Lites from working in some cases.

- Improved the plan view display of corner windows created using mulled units.

- Interior corner Pass-Throughs now look correct in plan and camera views.

- Fixed a problem that prevented corner windows' sash and glass from properly mitering.

- Shutters can now be added to the component windows of Bay/Box/Bow Windows.

- Fixed an issue that resulted in incorrect casing on mulled unit corner windows in an acute wall corner.

- Corrected a problem that caused windows of different sizes to be incorrectly marked as Corner windows.

2.17 Cabinets

- Added the ability to resize and rotate the hardware assigned to cabinets.

- Improved the automatic behavior for marking cabinet sides as Finished or Unfinished.

- Fixed an issue in which Cabinet Corner Treatment settings were becoming enabled in cases where they could not be used.

- Fixed a problem in which in the Cabinet Shelf Specification dialog would not update correctly when selecting a library shelf.

- Setting labels on the Door/Drawer panel of the Cabinet Specification dialog and in the Match Properties dialog now now refer to Main Style for various components to reduce confusion.

- The Backsplash to Base below option for Wall Cabinets has been deprecated.

- Cabinet Feet and Pilasters assigned to cabinets can now be replaced directly from the library.

- Cabinet doors can now be set to display open to up to 180 degrees.

- Corrected a case in which cabinet connections could change every time the model was rebuilt.

- Fixed a case in which appliances adjacent to cabinets could cause automatic finished sides to be reported incorrectly.

- Fixed a problem that prevented the material textures on automatic countertops from tiling correctly in camera views.

- Fixed an issue that prevented Partitions next to base cabinets from trimming the countertop overhang correctly.

- Fixed an issue in which the %automatic_countertop.area% NVP was returning the wrong value for automatic countertops.

- New NVPs have been added to cabinets that report the actual countertop overhang instead of the specified overhang value.

- Fixed an issue that prevented the Front/Sides/Back panel from opening when the preview in the Cabinet Specification dialog was clicked a single time.

- Cabinet Schedules no longer append redundant information to end of Door/Drawer hardware names.

2.18 Schedules and Object Labels

- Fixed an issue that prevented schedule callouts from rotating with a plan view.

- New Shape Angle and Text Angle settings on the Label panel of the Schedule Specification dialog.

- New Auto Adjust Text Direction option for labels lets you choose between object labels oriented relative to the drawing area, or relative to the object's front edge or interior side.

- Primitives and 3D Solids can now have labels.

- When an object has a schedule callout label, its regular object label now displays in the preview pane of its specification dialog.

- Fixed an issue in which layout box labels did not maintain their position relative to the box when the box was rotated.

- Added the ability to specify the specific label location Reference for layout boxes, cabinets, architectural blocks and symbols.

- Objects can now display both their schedule callout and object label at the same time.

- Schedules can now have separate text styles for their Title bar, Column headers, and Main Text.

- Polylines can now be added to schedules.

- Countertops, Slabs, and Piers and Pads can now be included in schedules.

- Piers and Pads can now have labels.

- New Swap Rows/Columns option in the Schedule Specification dialog.

- The Top and Bottom margins of a schedule's rows can now be specified.

- Fixed a performance issue that occurred when typing a custom object label in a plan with a large number of schedules.

- An extra space has been removed from the Quantity column of schedules.

- Fixed a specific case in which a plant schedule's, when selected, would grow in size.

- Fixed a problem that prevented the Type column in Plant Schedules from working correctly.

2.19   Foundations

- Size settings in Round Pier/Square Pad Specification dialog now have unit indicators.

- Wall footings can now be placed on a custom layer.

- Fixed an issue that caused footing lines to be obscured by the slab fill style if the footing was offset.

2.20   Stairs, Ramps, and Landings

- Stair Walklines have been moved from the "Dimensions" layer to the "Stairs & Ramps" layer.

- Fixed an issue that prevented stairs, ramps, and landings from bumping against walls when another plan was being referenced.

- Fixed a problem that caused the materials list calculation for stair runners to be incorrect.

- The Handrail at Wall Options were moved from the Rails panel of the Staircase Specification dialog to the Railing panel.

2.21   Roofs

- Fixed a problem that prevented roof returns from generating correctly when eaves were square cut.

- Added the ability to define the wall type in the dormer dialog.

- Corrected an issue that caused a gap between gutters and Square Cut eaves.

- Fixed an issue that prevented a roof plane from becoming curved when the Curved Roof setting was checked.

- Fixed a specific case in which the Roof Cuts Wall at Bottom attribute caused the top of the wall to shift up to an incorrect height.

2.22   Framing and Trusses

- Wall framing layout can now be measured from a wall's Start or End rather than a Framing Reference Marker.

- New Build All Framing tool generates all framing in one action.

- Corrected a problem that prevented floor framing from respecting the Use Framing Reference setting in the Build Framing dialog.

- Fixed an issue that caused the editing feedback for roof blocking and purlins to represent their location inaccurately.

- Roof planes can now automatically generate roof overframe framing, including Shoe Plates.

- Maximum length can now be specified for plates and other framing roles.

- The number of king studs can now be specified on a per opening basis.

- Structural purlins can now be specified between rafters in a structural roof layer.

- Fixed a problem that caused framing members to be positioned incorrectly when copied and pasted in a Wall Detail.

- Fixed an issue where the Move to Framing reference edit tool didn't work correctly for wall framing

- Corrected an issue that prevented platform framing from updating automatically when a Framing Reference Marker was in use.

- Fixed a specific case in which trimmers were missing for a set of stacked openings.

- Fixed an issue that in which interior walls caused notches to be cut out of rafters above in some cases.

- Increased the maximum number of trimmers from 5 to 20.

- Fixed a problem that resulted in the length NVP for framing members to report incorrectly when a framing member's the ends were mitred.

- New Energy Heel option in the Build Framing/Framing Defaults dialog.

2.23   The Library

- Replace from Library functionality now has scoping modes.

- Replace from Library now works with Points, Callouts, Markers, and Notes.

- Library catalogs with unicode in the file name can now be imported.

- Fixed an issue that prevented placing a millwork symbol from the library by clicking on a wall in a camera view.

2.24   Other Objects

- The Polyline Solid and 3D Box tools have been replaced by a single 3D Solid tool.

- Shape objects are now 3D Solids.

- Arcs in 3D Solids now have the Lock Center option.

- The Convert Curve to Polyline and Convert Spline to Polyline edit tools are now available for 3D Solids.

- 3D Solid Specification dialog now has the Selected Line/Arc, Polyline and Spline panels.

- Angular Dimensions now locate 3D Solids.

- Fixed an issue that prevented the Convert to Plain Polyline edit tool from working with a selected 3D Solid in some cases.

- Fixed a specific case in which Temporary Dimensions could not be used to edit the size of a 3D Solid.

- Corrected an issue in which the Start/End indicators on selected 3D Solid objects did not display correctly.

- Fixed an issue that sometimes caused the selection lines on 3D Solids to be faint.

- Fixed a problem that caused dimensions locating a 3D Solid to be deleted when the Fillet/Chamfer tools were used to edit that object.

- Fixed a set of issues that prevented a 3D Solid from being Concentrically Resized in certain cases.

- Fixed an issue in which where 3D Solids would have nonfunctioning tools available in the context menu if created in an elevation view and selected using the marquee in plan view.

- The Fence Select tool can now be used by 3D Solids.

- The Union, Intersection, and Subtraction edit tools can now be used with 3D Solids and plain CAD polylines.

- The Trim and Extend edit tools are now available for 3D Solids.

- Improved the snapping on a 3D Solid object in a specific case.

- Retain Aspect Ratio is now a state rather than a command in the 3D Solid Specification dialog.

- The Make Parallel/Perpendicular edit tool is now available for 3D Solids.

- 3D Solids now have the CAD Stops Move and Wall Stops Move options in their specification dialog.

- Fixed a problem that could cause breaks in the edges of a 3D Solid to be lost on subsequent edits.

- The Simplify Polyline edit tool is now available for 3D Solids.

- 3D Solids can now be drawn on a wall in all camera views: not just in elevations.

- New Fillet Edges and Fillet All edges edit tools for 3D Solids.

- A Face object drawn in an elevation can now be removed using Undo.

2.25 Materials

- Transparent materials will now display as transparent or partially transparent in Vector Views.

- Fixed a problem that could result material properties for new rooms being in bad state after using Edit Area to delete rooms and then purging Plan Materials.

- Image files created using the Screen Capture tool are now created with the date and time appended to the filename.

- The Pattern from Texture dialog now has an option to select one of the material's Material Maps or any other image file as the basis for generating a pattern.

- Fixed a problem in which the color of the glass material assigned to existing lights would not update if the default material was changed.

- Fixed a specific case in which some materials with transparency appeared too dark in 3D views.

2.26 3D Views

- Fixed an issue that caused the Drawing Group drop-down list to incorrectly report whether a camera was assigned to the default group.

- Save Active View As is now an option in cross section/elevation views.

- The selection priority camera symbols in plan view has been lowered so it is easier to select objects in their vicinity.

- Cross section/elevation callouts can now be offset from the center of the cross section line.

- Improved the interface of the Backdrop panel in the Camera Specification dialogs.

- Fixed an issue in which the Show Camera Focal Point check box didn't update as it should when a cross section/elevation camera was specified as back clipped.

- When deleting a camera view, it is no longer possible to suppress the confirmation message and then click the No button.

- Fixed an issue that resulted in the Cross Section Slider clipping planes changing position as new items were added to the model.

- Fixed a problem that prevented floating walls in the interiors of rooms from displaying in Wall Elevation views.

- Corrected an issue that caused Wall Elevations in a room with a half-wall to have incorrect clipping shapes.

- Fixed an issue that prevented the appearance of the Save Active View edit button from updating to indicate that the view is saved until it was clicked a second time.

- Improved controls for Spherical Panoramic Backdrops to allow for better positioning.

- Reference Plans in 3D views can now use the Technical Illustration and Vector View Rendering Techniques.

- Fixed an issue that could cause distortion in Perspective views when where the View Direction tools were used in some cases.

2.27 3D Rendering

- Corrected an issue that prevented exterior lights marked as On in a Light Set from emitting light when the Sun was toggled on.

- Improved the speed of editing in 3D views, especially relating to cabinets.

- Fixed a problem that prevented Undo from affecting a change of the color of Glass House from a referenced plan.

- Fixed a problem that caused opening indicators associated with objects on a particular floor level to display in floor cameras when that floor was hidden.

- Fixed an issue in which mirror reflections on cabinets with multiple doors using a mirror material were incorrect.

- Fixed an issue in which a mirror material on a Glass Panel sliding door would appear transparent in 3D views.

- Fixed an issue in which mirror reflections of other mirrors displayed incorrect materials.

- Corrected a problem that sometimes prevented symbol windows from respecting the Opaque Window Glass setting for Rendering Techniques.

- Layer Colors can now be assigned to object edge lines Technical Illustration renderings.

- Fixed a rendering error that could occur when sending a view to layout if the view extents were extremely large.

- Exporting to 360 panoramic image is now allowed when using the Clay rendering technique

- Fixed an issue that sometimes caused cross sections views using the Standard Rendering Technique to not look correct on M1 Macs.

- Fixed some cases in which extra lines appeared between floor levels in Vector Views.

2.28 Pictures, Images, and Walkthroughs

- Fixed a problem that prevented Undo from affecting the placement of an image from the library.

- New Use Sunlight and Adjust Sunlight options in the Camera Specification and Walkthrough Path Specification dialogs.

- Fixed an issue that could cause the Light Set used in the Walkthrough Defaults dialog to be deleted.

- Fixed an issue that occasionally caused walkthroughs to jump while recording.

2.29 Importing and Exporting

- 3D Walkthrough recordings can now be saved to your Chief Architect cloud account.

- New Replace option for 360 Panoramic images when uploading them to the cloud.

- Fixed a problem that resulted in an exported 3D COLLADA model having transparent materials when imported into SimLab.

- Fixed a specific case in which defining an electrical symbol as a light would cause some of the symbol's geometry to disappear.

- Fixed an issue that caused a particular symbol's geometry to be incorrect when imported in metric plan.

- The Category drop down list in the Import Symbol dialog is now alphabetized.

2.30 Roads, Sidewalks, and Driveways

- Fixed an issue where the Multiple Copy Resize edit handle did not work correctly for terrain objects like Roads and Sidewalks.

- Fixed an issue that prevented Terrain Paths and road objects like Sidewalks and Driveways from disconnecting from each other after previously being connected.

- Fixed a specific case in which the Auto Generate Sidewalks tool could cause the program to hang.

2.31 Plants and Sprinklers

- Fixed an issue that caused Plant heights to be reported in Imperial values in metric plans in some cases.

2.32 Materials Lists

- The obsolete Framing Material Type has been removed from the program.

- Fixed a problem that prevented objects with the same Description from being listed in the same row in the Materials List if one object's Description was set on Object Information panel of its specification dialog while the other one's was set on the Components panel.

- New Auto Merge Collinear Walls option in the General Wall Defaults dialog can be unchecked to prevent merging of identical wall segments after a break has been placed.

- Changes made to the Components panel of the Round Pier or Square Pad Specification dialog are now retained.

- All menu items are now present in the menu when a Materials List is the active view. Only applicable options are enabled.

2.33 Layout

- Cross section/elevation views sent to layout can now be rotated on the layout page.

- Improved Layout Box Specification dialog includes new controls for layers, scale, and linking of views.

- Added the ability to Pan, Scale, and Recenter the contents of a layout box.

- Defaults have been added for Layout Boxes in layout files.

- Callout labels are now available for layout boxes.

- Fixed an issue where Undo did not affect Revisions added to a layout

- Corrected an issue where the extents of some 3D views were too large due to an overview being open.

- Fixed a problem that caused very slow printing of an unscaled Live View that was rescaled and cropped.

- The obsolete Dimension Number Height Option in the Layout Box Specification has been deprecated.

- Removed a prompt to save cross section/elevation views that occurred when closing a view that had been sent to layout.

- Transparent materials in Vector Views now remain transparent when sent to layout as Plot Line views.

- Fixed an issue that caused the Status Bar text with linked file information to be incorrect when a layout box linked to a CAD Detail in the same layout was selected.

2.34 Ruby in Chief Architect

- New NVPs for "layout_page_label" and "linked_view_layout_page_label"

- Macros can now be deleted in the Text Macro Management dialog only when the macro list has focus.

- Custom macros used in Object Information are now transferred between plans as well as saved with object when added to the library.

- Fixed a problem that caused the arc_angle NVP to report negative angles incorrectly.

- Updated the Ruby Tutorial with some new examples using some of the current options.

- Macros that can only be used in plan files are no longer available to be inserted into objects in layout.