

Chief Architect X14

24.3.0.84 Update Notes

September 29, 2022

1.0 General Notes

This is a list of the fixes and improvements to existing tools introduced in the 24.3.0.84, 24.2.2.1, 24.2.1.2, 24.2.0.51, and 24.1.0.46 program updates.

2.0 24.3.0.84 Update Notes

2.1 Program Overview

- Fixed a problem that prevented right-clicking on a group selection from opening a contextual menu.
- Corrected a case in which Control+Click did not bring up contextual menus on the Mac.

2.2 Project Planning

- Fixed a problem that caused preview images in the Project Browser to appear blurry on systems using display scaling greater than 100%.

2.3 Preferences

- Folders without write access can no longer be used for the Undo and Temporary folders.

2.4 Toolbars and Hotkeys

- Fixed an issue that caused toolbar button images to appear blurry at very high display scales.

2.5 Window and View Tools

- Fixed a problem that could cause side windows like the Library Browser to disappear after upgrading to Version X14 and migrating content and settings.

2.6 Displaying Objects

- Corrected a case in which a Line Style Segment Length appeared longer at higher display scales.

2.7 Editing Objects

- Fixed an issue in which Undo failed to remove a marker after extending an existing dimension line to locate a cross section line in an elevation view.

2.8 CAD Objects

- Fixed a problem that could cause some lines in schedules and CAD objects to display incorrectly on systems using display scaling greater than 100%.

2.9 Walls, Railings, and Fencing

- Corrected a case in which drywall was missing at the end of a wall when stairs cut part of the wall.
- Fixed an issue that caused the Wall Type Definitions dialog preview to display incorrectly after the Set As Default edit tool was used on an exterior wall.
- Corrected a case in which using Reverse Plan caused the program to become unresponsive.

2.10 Rooms

- Fixed a problem that caused post footings to generate under layered decks when they should not.
- Fixed an issue that resulted in exposed flat ceiling edges not having the correct material applied to them.
- Fixed an issue in which the Floor Absolute Elevation could not be edited in the Floor 0 or Floor 1 Defaults dialog.
- Fixed a problem that caused Bay/Bow/Box windows with a Raised Floor to be included in the Living Area.
- Fixed a problem that prevented flooring materials from displaying in camera views in a particular case.
- New Raised Floor For Bump Out check box in the Room Specification dialog handles cases where a bump out extends over a room on a lower floor level.

2.11 Dimensions

- Fixed a problem that caused certain fonts to appear distorted when used in Auto Story Pole text.
- Corrected a case in which dimensions were missing extension lines when locating a 3D Solid.
- Fixed an issue that prevented the Centerline mark on an extension line from displaying.
- Fixed a problem that prevented Point to Point dimensions from being extended using the edit handles.

2.12 Doors and Windows

- Fixed an issue that caused arched/shaped windows to have an incorrect wall cutout when a 0 thickness wall surface layer was present.
- Corrected an issue that caused deformation in Bow windows with a thin wall type.
- Fixed a problem that could cause a Bow window to disappear when the framing thickness of its walls was increased.
- Improved framing for Bay/Box/Bow windows that have been exploded.

2.13 Cabinets

- Fixed a problem in which clicking OK in the Door Face Item Specification could unintentionally change a cabinet's door and drawer overlap values.
- Corrected a case in which False Drawer cabinet face items continued to display when the "Cabinets, Drawers & Doors" layer was turned off.

2.14 Schedules and Object Labels

- Improved the resizing of tabbed Text objects and schedules.
- Fixed a problem that could cause 3D Elevations of plants in Plant Schedules to display as a solid color.
- Fixed an issue in which schedule callout labels could not be selected in plan view.
- Fixed a problem that prevented returns in multi-line text from showing in schedules.

2.15 Roofs

- Fixed an issue that prevented roof planes from correctly displaying the default Arrowhead.
- Fixed an error that could occur if a skylight/roofhole was placed in the same location as another skylight/roofhole with its layer off.
- Corrected a case in which gable roof fascia extended past the fascia where a hip roof return was present.

2.16 Framing and Trusses

- Fixed a problem that could cause Pony Wall framing to rebuild when Retain Wall Framing was checked.

- Updated some truss NVP's to correctly report if they were non-transferable in the Match Properties dialog.
- Fixed a specific case in which trusses would not build over a room set to Use Soffit Surface for Ceiling.
- Fixed a problem that prevented some trusses from generating in a specific case.
- Fixed an issue in which Force Truss Rebuild would only rebuild a single truss when multiple trusses were selected.
- Corrected a case in which the framing for a dropped ceiling did not appear in a 3D framing overview.

2.17 Architectural Blocks

- Fixed an issue that sometimes caused automatic backsplashes to disappear when an Architectural Block was created.

2.18 Other Objects

- Corrected a problem that caused a 3D Solid to move in the wrong direction when Nudged if it was selected from a different direction than it was created.
- Fixed a problem in which a 3D Solid could have an incorrect bounding box when selected in a 3D view.
- Fixed an issue that prevented 3D Solids placed far from the origin from displaying in plan view.
- Fixed a problem that prevented materials assigned to blocked Polyline Solids exported from the library in older software versions from importing correctly in Version X14.
- Fixed an issue that caused very slow editing of complex 3D Solid objects.
- Fixed a specific case in which a legacy plan containing complex 3D Solids would hang when being read into Version X14.
- Fixed an issue that sometimes prevented 3D Solids from being resized using dimensions.
- Corrected a case in which a very thin 3D Solid caused its plan to load slowly, as well as slowness in camera views.
- Fixed an error that could occur when rotating a Wall Material Region.
- Fixed a problem that prevented Face objects from being drawn at the default elevation when created in plan view.
- Face objects drawn inside a room are now at floor height instead of ceiling height.

2.19 3D Views

- Fixed a problem that could cause elevation callouts in plan view to show the wrong text when zooming.
- Fixed a problem that prevented the Text Below Line from displaying in Overview camera callouts.
- Fixed an error that could occur when creating a Full Overview after specifying a wall as a Pony Wall in a specific case.
- Fixed a crash that would occur creating a camera view on systems with Intel Arc graphics.

2.20 Rendering and Ray Tracing

- Fixed an issue that caused only part of a CPU Ray Trace image to be created on a secondary monitor with different display scaling.
- Fixed a problem that caused backdrops to appear black when viewed through glass in Physically Based Renderings that included a referenced plan.

2.21 Pictures, Images, and Walkthroughs

- Fixed a problem that could cause a duplicate watermark to appear in walkthrough recordings.

2.22 Materials List

- Corrected a problem that prevented rows in the Master List from being deleted.

2.23 Layout

- Fixed an issue that caused Live Views to appear blurrier on screen when display scaling was increased to greater than 100%.
- Fixed a problem that caused shadows/color to be offset in Plot Line when the display scaling was set greater than 200%.
- Fixed an issue in which a large amount of memory was being used to send Plot Line views to layout when display scaling was greater than 200%.

2.24 Printing and Plotting

- Fixed an issue that could result in a cached watermark image being removed from the plan when its properties were edited.

2.25 Ruby in Chief Architect

- The countertop overhang NVP was removed from symbols that couldn't make use of it.

3.0 24.2.2.1 Update Notes

3.1 General

- Fixed an issue that sometimes caused the Chief Architect window to lose focus on some systems and also prevented focus from being regained.

4.0 24.2.1.2 Update Notes

4.1 Printing and Plotting

- Fixed an issue in which Live Views printed incorrectly on systems using display scaling greater than 100%.

5.0 24.2.0.51 Update Notes

5.1 Program Overview

- Items in the Status Bar now have a Tooltip that reports its information when it is trimmed due to screen or program window size limitations.
- Improved panning speed on high DPI monitors using 250% display scaling.
- Fixed an issue that prevented camera velocity from changing based on how far the joystick was pushed when using a gamepad.
- Improved the display of background images in Assistant dialogs when the display scaling is set to greater than 100%.
- Corrected a graphical issue that could cause flickering when switching to the Dashboard after closing a plan.

5.2 Displaying Objects

- Fixed a problem that prevented the Object Layer Properties dialog and Active Layer Display Options side window from listing the layer of a selected symbol object's callout label.

5.3 File Management

- Corrected a case in which the Save As dialog did not open to the directory of the current plan or layout file.
- UTF8 characters in filenames in zip files are now supported.
- Fixed a problem that could cause the Choose Template File dialog associated with the New Plan from Template tool to incorrectly open to the program's installation directory.

5.4 Project Planning

- Fixed an issue that caused the Project Browser tree list to collapse when dragging a view to a different monitor.

5.5 Editing Objects

- Prompts to turn off various Auto Rebuild functions will no longer display when Marquee Select Similar is used.

5.6 Preferences and Defaults

- Fixed a problem where the prompt for changing library folders would show up if Preferences was open and closed while library items were downloading.

5.7 CAD Objects

- Fixed a problem that prevented a line with arrow attached to a CAD block from remaining attached when the block was moved.

5.8 Walls, Railings, and Fencing

- Fixed an issue that prevented wall end caps from being created correctly when the outer wall layer had a thickness of zero.

5.9 Rooms

- Corrected a problem in which deck planks did not generate when a curved railing was present.
- Fixed a case in which the %ceiling_elevation% NVP did not update immediately when the floor structure was changed on the floor above.
- Fixed an issue that sometimes prevented the Floor Defaults dialog preview from updating correctly when absolute elevations were edited.
- Fixed a set of issues caused by having the default exterior wall set to be a furred Attic wall.

5.10 Dimensions

- Fixed a case in which Auto Exterior Dimensions did not generate all necessary dimensions.
- Controls for editing markers on vertical dimensions are now available in CAD Detail views.
- Fixed an issue that prevented Automatic Exterior Dimensions from generating around railings.
- Fixed a problem that prevented some objects from being moved using dimensions using the Move Object option in certain situations.

5.11 Doors and Windows

- Fixed a problem that resulted in bay windows being deleted when the Delete Objects dialog was used to delete 3D CAD.
- Corrected a problem in which the display of symbol shutters applied to windows and/or doors would not turn off with their layer in camera views.
- Fixed a crash that could occur when a window in a double wall was deleted.

5.12 Cabinets

- Fixed an issue that prevented waterfall countertops from being included in schedules and the materials list.
- The Angle setting in the Hardware Size/Orientation dialog is now restricted to be between -360 and 360 degrees.
- Automatic double door cabinet pulls no longer face the same direction when rotated.
- Fixed a problem in which the Auto-Rotate setting for cabinet handles did not allow rotation in the Hardware Size/Orientation dialog.

5.13 Electrical

- Fixed a crash that could occur when a closed spline Rope Light was created.

5.14 Schedules and Object Labels

- Corrected an issue that cause a schedule's width to increase every time Swap Row/Columns was toggled.
- Fixed a problem in which a marquee-selected schedule could not be resized.

5.15 Text, Callouts, and Markers

- The Chief Blueprint font now supports Italic and Bold Italic styles.
- Fixed an issue in which a space at the end of a line of simple Text could result in an extra line being created.

5.16 Roofs

- Fixed a specific case in which an automatically generated roof was building differently in Version X14 compared to prior versions.
- Fixed a problem that caused the roof in a legacy plan to be missing when the file was opened in Version X14.

5.17 Framing and Trusses

- Fixed an issue that caused the parts of a boxed header to be assigned the Top Plate framing role.

5.18 The Library

- Fixed an issue that prevented texture names beginning with a space from being handled correctly when importing library catalogs.
- Fixed a problem that allowed the program's Library folder to be set to a write-restricted folder.

5.19 Other Objects

- Wall Material Regions and Custom Backsplashes now miter where they meet at outside corners.
- Improved Extension and Intersection snaps when working with 3D Solids.
- Fixed an issue that sometimes caused the display of 3D Solids in plan view to be incorrect if an edge had been filleted.
- Fixed a problem that prevented holes in 3D Solids from being copied.
- Corrected a case in which Polyline Solids in a legacy plan did not convert correctly in the materials list.
- Fixed a problem that caused a selected spline 3D Solid's Move edit handle to be positioned in the wrong location.

- Corrected a problem that prevented a Wall Material Region or Custom Backsplash from being created if it was snapped to a wall corner when the pointer was not in the wall area.
- Fixed a crash that occurred when viewing a 3D Solid in plan or 3D views in a specific case.
- Fixed an issue that prevented 3D Solids that had a thickness of zero from displaying in plan view.
- Fixed a problem in which group-selecting a 3D Solid would select the hole in the solid rather than the solid itself.
- Fixed an issue in which polylines converted to 3D Solids would not use the correct layer information if 'Use 'By Object' when creating new cad blocks' was unchecked in the Preferences dialog.
- Fixed a case in which specific edits to a 3D Solid could result in the program taking a long time to close.
- Improved performance in plan view in a specific plan when a 3D solid was on screen.
- Corrected a problem that prevented the Relative Angle to Itself option in the Transform/Replicate Object dialog from working correctly with 3D Solids and Primitives.
- Fixed an error that sometimes occurred when group-selecting objects if one of the objects was a 3D Solid.
- Fixed a crash that could occur in a specific case when rotating a 3D Solid.

5.20 3D Rendering

- Fixed an issue in which elevation views would move slightly on each refresh when using certain Rendering Techniques.
- Fixed a problem that caused pixels from the opposite side of the screen to appear along the edges of Watercolor rendered views.

5.21 CPU Ray Tracing

- Corrected an issue that caused CPU Ray Trace views to display at the wrong size on screen if the display scaling was greater than 100%.

5.22 Pictures, Images, and Walkthroughs

- Fixed an issue in which the Screen Capture tool did not work correctly when multiple monitors using different scaling settings were in use.

- Fixed an issue that prevented images from exporting correctly if the display scale was greater than 100%.

5.23 Importing and Exporting

- Corrected a problem in which exporting to EasyFrame would produce different results in 3D view vs plan view.
- Fixed an issue that prevented COLLADA export from working when the export location was on a network.

5.24 Materials Lists

- Fixed an issue that caused the Components panel in various dialogs to be blank on computers using a display scale of 175%.
- Fixed a specific case in which evaluation errors related to roof framing were incorrectly reported in Materials Lists.

5.25 Ruby in Chief Architect

- Fixed an issue in which editing terrain items could sometimes result in unrelated macro errors appearing.

6.0 24.1.0.46 Update Notes

6.1 Program Overview

- Fixed a set of cases where images in dialogs were not rendered at the correct resolution when the system's display scaling was set greater than 100%.
- Corrected issues that could result in an error when moving the Dashboard or making it the active window.

6.2 File Management

- Fixed a problem in which referenced files in plans saved on one platform (Windows/macOS) and then opened on the other platform could not be found.
- Corrected a problem that prevented missing referenced files from being listed in the Missing Files dialog when opening a layout file.

6.3 Preferences and Default Settings

- Fixed an issue that caused Grid lines to draw at an incorrect thickness when the system's display scaling was set greater than 100%.
- Fixed a problem that prevented the Opacity control for Selected and Secondary Edge Handles from working correctly.

6.4 Toolbars and Hotkeys

- Addressed an issue in the Mac version of the software that prevented button text from being grayed out when the button was disabled.
- Fixed an issue that sometimes caused Tool Tips to appear in the wrong location.

6.5 Displaying Objects

- Fixed a problem that prevented the color preview in the Color Chooser dialog from showing the most recently selected color.
- Fixed an issue that caused the Screen Capture tool's drawing feedback to be included in the captured image when the system's display scaling was greater than 100%.
- Improved the appearance of arcs and curved lines on systems with the display scaling set to greater than 100%.
- Fixed an issue that caused the Fill Style dialogs to use the wrong layer for the pattern color when accessed from another dialog.
- Corrected a problem that caused patterns to extend outside their owner object at some Zoom levels.

6.6 Editing Objects

- Improved the layout and tab order of the Move settings in the Transform/Replicate Object dialog.
- Fixed an issue that made it difficult to get out of Select All mode after accessing the Layer Display Options dialog and then using the Select All command.

6.7 CAD Objects

- Fixed a problem that sometimes caused some objects' layer to not turn on when they should when the Edit CAD Block tool was used.

- Fixed an issue that caused the Chief Architect program window to resize larger when the Edit CAD Block tool was used.
- The Note tool is no longer available in temporary CAD Block Windows.
- Fixed an error that could occur when joining two polylines in some cases.

6.8 Walls, Railings, and Fencing

- Fixed an issue in which extensions snaps would appear at incorrect locations when snapping to wall edges in an elevation view.
- Wall Breaks can now be placed near wall intersections more easily.
- Corrected a case in which a wall break was being removed even though Merge Colinear Walls was turned off.
- Fixed a problem that resulted in a gap in a brick ledge under bay/box/bow windows.

6.9 Dimensions

- Fixed an issue in which dimensions were locating wall girts in plan view when they were not displaying.
- Corrected an issue that could cause dimensions locating Construction Lines in elevation views to be deleted in some cases.
- Fixed a problem that caused the Interior Dimension tool to mark walls incorrectly after importing Default Sets from a legacy file.
- Fixed an issue in which the position of dimensions created in a Wall Detail were not maintained when CAD Detail from View was used.
- Corrected a case in which Auto Exterior Dimensions would not locate Opening Centers when Wall Steps was unchecked in the Dimension Defaults dialog.
- Fixed a problem that resulted in parent Locate Objects boxes being checked incorrectly when a legacy plan using now-obsolete NKBA Dimension Defaults was opened in Version X14.
- Fixed an issue that prevented dynamic Extension and Segment settings from updating in the Dimension Line Specification dialog when the default value was changed.
- Fixed a problem that caused the Fixed Gap from Marked Object setting to be incorrect in legacy plans using now-obsolete NKBA Dimension Defaults was opened in Version X14.

6.10 Text, Callouts, and Markers

- Schedule callouts for symbol objects now follow the object's Suppress Label and also have the Move edit handle.
- Fixed a problem that resulted in Callout Cross Section Lines going in the opposite direction in some legacy plans.
- Fixed an issue in which the default size of Callout Section Arrows were too large in layout.
- Fixed an issue that prevented the Callout Section Arrow color from changing when Match Line Color was specified in the Arrow Defaults dialog.
- Improved the accuracy and smoothness of editing simple Text tables.
- Improved the spacing and centering of the Chief Blueprint font.
- Fixed an issue that caused the top/bottom margins in simple Text to be applied to each line of text instead of the entire Text object.
- New Apply Top/Bottom Margins to Each Row option in the Text Specification dialog.
- Removed an errant warning that could appear in the Mac version of the software if a text object was using an inaccessible private font.
- Invalid macros can now be selected from the 'Insert Macro' menu. They will still be greyed out and appear unselectable.
- Fixed a problem that resulted in the Scale macro not always reporting the correct scale when used in Simple Text.

6.11 Doors and Windows

- Fixed a case in which Attic walls were not building correctly over bay/bow/box windows.
- Fixed an issue that caused mulled units with a shaped top and bottom to look worse in Version X14 than prior versions.
- Corrected a problem that caused a window's Apron profile to be offset from the wall when its Sill profile was offset.
- Fixed a problem that prevented openings from being pasted into curved walls.
- Fixed an error that occurred when a molding profile composed of a single line was assigned to part of an opening.
- Fixed a problem that caused problematic wall openings to be created when the Copy/Paste and Point to Point Center edit tools were used in specific cases.

- Corrected an issue that prevented a bay/bow/bow window's Top Offset setting from being used when Use Floor Finish was the height reference.
- Fixed a problem that caused the view extents to increase every time walls/floors/ceilings were rebuilt when a bay/box/bow window was placed on the foundation level.
- Fixed a problem in the Wall Specification dialog that caused the Preview to show a large hole in the wall instead of a bay/box/bow window.
- Fixed an issue where cabinets didn't detect walls behind them correctly if wall contained a bay/bow/box window.
- Fixed an issue where an incorrect set of layers were displaying in Object Layer Properties when selecting a bay\bow\box window
- Fixed a case where bay/bow/box windows in legacy plans would have the wrong material applied to walls
- Fixed an issue where raised floor bay/bow/box windows placed in single layer or brick walls would have gaps along the wall below

6.12 Cabinets

- Fixed issues that caused the countertop finished edge length to be reported incorrectly by its Name Value Pair, in schedules, and in the Materials List when a filler was present.

6.13 Electrical

- Fixed a problem in which copying a 3-way Switch and an Electrical Connection could result in an incorrect missing symbol warning.

6.14 Schedules and Object Labels

- Schedule callouts for symbol objects now follow the suppress label of the object and also have move handles.
- Custom Countertops created using the Convert Polyline tool are now included in schedules by default.
- Fixed a problem that caused the Notification icon to incorrectly appear on Notes that were linked to schedules after using the Reset Notification Icons command.
- Fixed an issue that sometimes prevented schedules from updating information about objects in Architectural Blocks.
- Corrected an issue in which the rightmost column in a schedule could not be resized when Swap Rows/Coumns was checked.

- Fixed a problem that caused schedules to report incorrect Type information for automatic countertops.
- Fixed an issue that caused countertops in Architectural Blocks to display a schedule callout when the block was set to be treated as a single object.
- Fixed an issue that caused schedules to report the absolute height of countertops instead of the height relative to floor.
- Corrected an issue that affected the resizing of schedule columns when the Schedule Title and Column Headings were not displayed.

6.15 Foundations

- Corrected an issue that caused a gap in a wall footing's fill at stepped intersection in a specific case.
- Fixed a problem that resulted in gaps in foundation walls under bay/box/bow windows with raised floors.

6.16 Roofs

- Gable/Roof Lines can now be deleted using the Reset to Defaults dialog.

6.17 Framing and Trusses

- Corrected a problem that prevented floor joists from lapping over beams when floor framing was generated.
- Removed the Wall Detail View Fill Style NVP from framing members that do not use it.
- Fixed a specific case in which ceiling framing was not being trimmed correctly by roof planes.
- Fixed a specific case in which a roof plane's lookouts were generating in the roof below.
- Fixed an error that occurred when generating a selected wall's framing in specific cases.
- Corrected a problem that prevented Shoe plates from generating in some overframing situations.
- Wall framing is no longer deleted when Auto Merge Collinear Walls is turned on.
- Changing a framing member's Role now affects how the object is reported in the Materials List.

6.18 The Library

- Fixed an issue that prevented some hardware objects from the Library from being painted onto doors correctly.

6.19 Other Objects

- Fixed an issue in which Boolean operations did not work if you selected a CAD polyline first when working alongside a 3D Solid.
- Extension snaps now work with 3D Solids.
- Fixed an issue in which Face objects did not draw on the default layer for 3D Solids.

6.20 Materials

- Fixed a problem that prevented the Sand pattern from working in 3D views.

6.21 3D Rendering

- Fixed an issue that caused watermarks in 3D views to be incorrectly sized and positioned when the system's display scaling was greater than 100%.
- Improved rendering speed for Duotone and Watercolor renderings on systems that do not support real time ray tracing.

6.22 Pictures, Images, and Walkthroughs

- Fixed a problem that prevented the Screen Capture Setup dialog from being hidden when the Hide Chief Architect While Capturing option was selected.
- Fixed an error that could occur when drawing and editing a Walkthrough Path.

6.23 Importing and Exporting

- Fixed a problem that resulted in missing information in exported metafiles.
- Corrected an issue in which Note titles would be doubled when exporting to 3D Viewer.

6.24 Terrain, Roads, and Plants

- Increased the default Terrain Surface Triangle count for new plans.
- Fixed an error that could occur when opening the specification dialog for some terrain objects if the selected edge was an arc.

6.25 Materials List

- Fixed a problem that prevented the Board Sizes table in the Structural Member Reporting dialog from correctly sorting by board size.

6.26 Layout

- Fixed a problem that prevented Plot Line elevation views with Color Fill from displaying in a particular legacy layout file.
- Corrected an issue in which the Opaque Glass setting for symbol based doors was not respected in Plot Line views sent to layout.

6.27 Printing and Plotting

- Fixed a problem that caused rotated text watermarks to display incorrectly.
- Fixed an issue that resulted in large PDF file size when printed in the Mac version of the software.
- Corrected a problem that caused Live Views sent to layout to appear distorted when printed if their layout box shape was edited.