

Chief Architect

Version X15 Changelog

April 11, 2023

## 1.0 - General Notes

This is a list of the fixes and improvements to existing tools introduced in Chief Architect X15.

## 2.0 - Changes Introduced in Chief Architect X15

### 2.1 Installation

- The Product Activation dialog now states the program's name and version in the title bar.

### 2.2 Program Overview

- Added the ability to change the position of a Reference Display when referencing an external plan.
- Fixed an issue where side window locations and sizes weren't being preserved across sessions.
- Fixed a problem that prevented the contextual menu from displaying when right-clicking values on the Polyline panel of various specification dialogs.
- Corrected a problem that could cause 3Dconnexion mice to stop working in the current file when switching 3D views.

### 2.3 File Management

- Added a new option in the Preferences dialog that controls whether Client/Designer Information from the template plan is copied into new plans.
- Fixed an issue that could cause a plan file to be incorrectly flagged as missing when used in the Reference Display.
- Fixed an issue in which some plans were corrupted in a manner that prevented them from being saved.

### 2.4 Project Management

- The Project Browser no longer scrolls to the top when a CAD Detail is opened.
- Views can now be sent to layout using the contextual menu in the Project Browser.

### 2.5 Preferences and Default Settings

- The View Colors in the Preferences dialog now have a Reset button.
- Dialog Size and Position now have separate Save options in the Preferences dialog.

- Default template file names have been updated to more clearly identify Metric files.
- Fixed a problem that prevented the names of Side Windows from displaying in their tab headers macOS was using Dark Mode and the software had "Force Light" selected, or vice versa.

## 2.6 Toolbars and Hotkeys

- The Place Library Object button limit has been increased to 398 buttons from 199.
- Toolbars can now be added to the Dashboard view.

## 2.7 Window and View Tools

- New Origin and Axes Indicators can display in all plan and camera views.
- The desktop Chief Architect Viewer now has the ability to switch between Saved Plan Views.

## 2.8 Displaying Objects

- System layers that are normally hidden in layout will now display in the Layer Display Options dialogs if there are objects on those layers in the layout file.
- Pressing Ctrl + A now works in the Active Layer Display Options side window.
- Added the ability to create and edit custom patterns.
- Improved how fill patterns look in polylines with curved edges.
- Fill Style Transparency is now transferred using the Object Painter when the Fill Color is set to Layer or Background color.
- Applying an extremely complex pattern to a very large terrain no longer generates errors and causes the program to hang.
- Fixed a problem in which painting fill styles on an object using its default fill style sometimes didn't paint all fill properties correctly.
- Fixed an issue that prevented fill style Background Transparency from working when Color was toggled off.
- Corrected an issue in which pattern lines for symbol objects did not turn off when specified in the Hand Drawn Lines Rendering Technique.
- The "Roofs, Openings" layer will now be listed in the Active Layer Display Options side window when an automatic dormer is selected.

## 2.9 Creating Objects

- Improved Object Snapping in elevation views to include most object/face edges.
- Fixed a problem that prevented Object Snapping to a CAD Arc's center.

## 2.10 Editing Objects

- Fixed an issue in which a large value entered into an Angle field in a dialog could change into a different, unexpected value.
- Using Convert to Plain Polyline now puts the item on the Current CAD Layer specified for that view.
- The Point to Point Move edit tool now has an alternate behavior that allows moving at Allowed Angles.
- Room Type is no longer among the settable list of properties for a room in a Style Palette.

## 2.11 CAD Objects

- Custom Arrowheads can now be created using CAD objects.
- CAD blocks can now be assigned labels and can also display their component objects' labels.
- CAD Blocks in use in the current plan can now be assigned to Images and Plants Images for use as 2D symbols in plan view.
- An Insertion Point can now be added to a CAD Block in its CAD Block Window.
- Editing a CAD Block's name using the contextual menu in the Library Browser now changes its name in its specification dialog as well.
- The Convert Polyline tool can now be used to create Terrain Modifiers (Hills, Valleys, Raised/Lowered/Flat Regions).
- The Sun Angle and North Pointer are no longer Line Tools and are listed in the main CAD menu rather than the Lines submenu.
- CAD, PDF, and Picture Boxes now rotate about their center when their Angle is adjusted in their specification dialogs.

## 2.12 Walls, Railings, and Fencing

- Added the ability to extend a wall type's Exterior layers downward.
- The settings in the Wall Type Definitions dialog are now organized in three tabs: Material Properties, Layer Properties, and Wall Properties.

- Island rooms no longer require a Room Divider connecting them to the main structure.
- Fixed an issue that could cause an extra piece of wall to be generated between two adjacent Shelf Ceiling rooms.
- Brick ledges are now generated under masonry walls with a concrete Main Layer.
- Fixed a problem in which wall layers on Pony Walls could be recessed at openings when they should not be.
- Corrected a specific case in which many duplicate Attic walls were being generated on top of each other.
- Fixed an error that occurred when adding a break to a wall in a specific case.
- Newels, balusters, and rails can now all be offset independently.
- Horizontal and Vertical offsets can now be added to railing rails and beams.
- Fixed a problem in which rails wouldn't follow offset newel posts correctly.
- Newel posts can now be assigned a Vertical Offset.
- The "Select Room Before Wall in 3D" preference is now respected when clicking on a wall with Wall Coverings supplied by the room.
- Default plan templates now use 5/8" thick fire rated drywall instead of 1/2".
- New thermal\_opening\_area Name-Value Pair for walls.
- A new radius Name-Value Pair has been added for the radius of curved walls.

## 2.13 Rooms

- Room Information including Area, Volume, and Perimeter is now reported on the General panel of the Room Specification dialog.
- Fixed an issue that sometimes resulted in Deck rim joists getting the exterior room material applied to them.
- Addressed an issue that sometimes allowed floor platforms to extend through roof planes at intersections.
- Fixed a problem where Undoing some changes to Deck rooms could leave behind framing in 3D views.

## 2.14 Dimensions

- Dimensions can now locate cabinet countertop edge moldings in plan view.

- Cabinet doors, drawers, and panels can now be dimensioned in plan view.
- Dimensions can now locate the centers of round slabs.
- Fixed a problem that caused Story Pole Dimension numbers to change when CAD Detail from View was used.
- Fixed a slow down that could occur with a large amount of dimensions present.

## 2.15 Text, Callouts, and Markers

- Name-Value Pairs have been added for shape attributes of Callouts, Notes, and Construction Lines.
- Hyperlinks can now be added to Rich Text.
- Fixed a problem in which linking a Callout to an empty layout page could put the Callout in a bad state.
- New Replace Fonts tool lets you replace all instances of a particular font in a file.
- Fixed an issue in which text size did not update when switching between plan views.
- Corrected a problem that prevented bullet points from displaying in Dark Mode in the Mac version of the software.
- Simple Text hyperlinks now support unicode characters.
- Fixed an issue that unnecessarily caused a prompt to turn on the "Text" layer when the Text Line with Arrow tool was used.
- Text Indent and Margin values are now the exact distance specified, and will no longer vary between fonts.
- Added Centerline, Diameter, and Square Foot symbols as Special Characters that can be inserted via the Insert Macro menu.
- The Include Arrow check box is now disabled for Double Callouts.
- The transparency of Callout Arrows can now be specified.
- Fixed a problem that allowed warnings on Notes that weren't associated with a schedule to display when the Note's layer was turned off.

## 2.16 Doors and Windows

- Added the ability to create corner windows on both ends of a wall.
- All window and door types can now be arched.

- New Panel Size settings control the overall Height and Bottom Offset of door panels.
- Fixed an issue in which flooring material breaks occurred along a wall's center line instead of under the door.
- Fixed an issue that could cause components of auto mullied openings to disappear when their layer properties were changed in an elevation view.
- Corrected a problem that prevented Wall Material Regions from correctly cutting wall layers around a recessed door.
- Fixed an issue that prevented the threshold/sill in the Door Specification dialog preview from updating correctly when the door's Elevation Reference was changed.
- Fixed a problem that could cause Opening Indicators on doors to be incorrectly offset.
- Window casing location relative to the frame is now specified using a Reveal distance.
- Fixed a problem in which mulling and unmulling a window would turn on the display of its casing.
- New Rough Opening settings let you specify total Additional Space or a Clearance Gap.
- Improved 3D generation of lintel and sill on Mullied Units with vertically stacked components.
- Improved the generated shape of Tudor arches when Left or Right Arch is selected.
- Fixed a set of issues in which lintels did not work correctly on Mullied Units that contained shaped or arched openings.
- Fixed an issue that sometimes caused mullions to extend too high when shaped windows were mullied together.
- Corrected some cases in which the specification dialog preview didn't update when Lintel or Casing values were changed.
- The Total Width, Total Height, and Header Bottom Height are now reported on the Rough Opening panel of the Door and Window Specification dialogs.
- Addressed various situations in which corner windows would be deleted walls or rooms were edited.
- Fixed a set of issues relating to incorrect window trim generation on corner windows
- Added a new system layer for window treatments: "Windows, Blinds & Curtains".
- The Reflected Arch option is now available for windows with lintels.
- Fixed a problem that could cause corner windows to be deleted when rotating a wall or room.

- Fixed an issue that caused a concave corner window to be deleted when it was copied and pasted.
- Corrected a problem that caused the framed opening for an arched or shaped to be rectangular in a Furred Wall.
- Components of Muller Units no longer have their casing or other settings change.
- Fixed a problem in which mulling a Muller Unit with additional windows could remove some arch settings on the windows.
- Fixed some cases in which corner windows that were not set to have a Post would have a gap at the corner.
- Fixed a problem that could cause the Sash to have the wrong material on Triple Casement windows.
- Fixed an issue in which muntins did not display correctly in corner windows with different Sash widths.
- Fixed a problem that prevented muntins from connecting properly in corner windows that aren't at 90 degrees.
- Improved corner window join behavior for windows with different corner Post settings.
- The Has Corner Post option for windows has been replaced by radio buttons that can be edited when window is not in a corner window state.
- Corrected a problem that caused corner windows to be inset by the Frame Inset value even if the frame was turned off. This also caused artifacts in plan view.
- Fixed an issue in which schedule callouts sometimes failed to display for Muller Units set to display component labels.
- Fixed an a problem that resulted in gaps in the Attic gable wall above a wall with multiple Bay/Box/Bow Windows in it.
- Fixed a problem that prevented the wall between two Bay/Box/Bow Windows from being snapped to.
- Fixed a specific case in which a Bay Window did not display in 3D views when it should.
- Fixed a problem that prevented windows from being placed above or below Bay/Box/Bow Windows.
- Improved some cases in which raised Bay/Box/Bow Windows over decks caused holes in the deck framing.



- Fixed a problem that prevented electrical objects from being placed on a wall under a Bay/Box/Bow Window.
- Fixed an issue in which Temporary Dimensions did not display for Wall Niches or their casings.

## 2.17 Cabinets

- Cabinet pulls can now be centered both vertically and horizontally.
- Display Molding Edges in Plan Views option is now available for automatic countertops on base cabinets.
- Enhanced control over how pilasters display on cabinets that are snapped to other cabinets.
- Added a Make Cabinet Molding Polyline tool that converts cabinet moldings into Molding Polylines.
- Cabinet pilasters can now display in plan view.
- Fixed a problem that prevented countertop edge moldings on corner cabinets from merging correctly with adjacent cabinets.
- Improved how the side edges of cabinets snap to pony walls.
- Automatic cabinet end panels can now display in plan view
- Removed the restriction that prevented a hood or other fixture from being placed below a wall cabinet that is not wide enough
- Fixed an issue where cabinet shelf symbols could become corrupt if cabinet was made to be an Angled Front cabinet with a very small depth on one side.
- Corrected a case where the Glass Doors option was not being recognized for wall cabinet defaults.
- Fixed a problem in which Custom Countertops could cause automatic cabinet labels to be incorrect.
- Fixed a problem that prevented a Side Backsplash from generating if it was adjacent to a Full Height Cabinet.
- Parametric cabinet pulls can now be replaced by clicking to "paint" hardware from the Library Browser in 3D views.
- Corrected a case in which cabinets resized in a 3D view would not respect the 3" increment setting.

- Fixed a problem that prevented soffits created over the top of railings or half walls from displaying correctly in 3D views.
- Fixed a slowdown that could occur if large numbers of base cabinets and their countertops were present.
- The default cabinet label position is now offset from the front center of the cabinet.

## 2.18 Electrical

- The Show Position in Camera View option is now available for all lights in the Adjust Lights dialog.
- Light position indicators now always display for the selected light source in dialog previews.
- Electrical objects can now be attached to Partition objects.
- Added text to the Adjust Lights dialog to display the number of lights in the plan and in use.
- Added a Center Lights option for Rope Lights.
- Fixed a problem that could cause the interior ambient light to turn off if some dialogs were opened and closed with no changes.
- New Connect Electrical edit handle allows you to draw an electrical connection spline between the selected object and another electrical object.
- Corrected an issue in which the From Base value for light sources was not being used when a light fixture was attached to a cabinet object.
- Fixed an issue that caused electrical connections to attach to the wrong point on an electrical object if it was attached to a cabinet object.
- Fixed an issue that made it difficult to select electrical symbols mounted under wall cabinets.

## 2.19 Schedules and Object Labels

- Callout symbols and shapes can now be included in schedules.
- The minimum number of rows for schedules can now be specified.
- Schedules can now be sorted by column.
- Fixture requirements can now be reported in schedules.
- The number formatting used in schedule columns can now be specified.
- Schedules can now be group-selected and edited.
- New "Percent Openings (Energy)" schedule column for walls.

- 2D Schedule previews now show railing newels and balusters and account for railing offsets.
- Room Volume can now be added as a column in schedules
- The symbol type for Fixtures, Furniture and Millwork can now be included in schedules.
- Fixed an issue in which objects in CAD Blocks did not report their floor number correctly in schedules.
- The materials assigned to countertops can now be reported in schedules.
- Addressed a performance issue that could occur when Note Schedules displayed in some cases.
- The Totals row in schedules now computes values correctly when the schedule contains more than one of the specific column for which a total is reported.
- Fixed a problem in which a schedule with a modified layer name would not paste correctly in a new plan.
- Fixed an issue where Note and Callout text did not use the current view's layer settings correctly.
- Fixed a case in which schedule callout labels in plan view did not immediately update when the row order of the schedule was edited in a CAD Detail.
- Corrected a problem that allowed schedules from plan files to be copied into a layout if they were part of a CAD block.
- 2D Symbols in a Note Schedule now display using the Shape Angle specified in the Schedule Specification dialog.

## 2.20 Foundations

- Garage slabs now extend over the top of stems walls at openings
- Fixed an issue where unchecking Build Foundation Below would not work as expected if the room had an invisible wall or railing

## 2.21 Stairs, Ramps, and Landings

- Stair, Ramp, and Landing railings can now be offset vertically and horizontally.
- The Top Height reference in the Staircase Specification dialog is now remembered between dialog sessions.
- A new radius Name-Value Pair has been added for the center line radius of curved stairs and ramps.

- Fixed a problem in which railing posts did not build correctly in some stair to landing connections.
- Stair balusters and newel posts are now mirrored on each side of a staircase to account for asymmetric posts.
- An option was added to clip offset Newel posts at the floor.
- Staircase treads are now listed as individual items on the Components panel of the Staircase Specification dialog.

## 2.22 Roofs

- Corrected a specific case in which a full automatic roof return was not extending across the entire length of the specified area.
- The Automatically Place Roof Intersection Points option in the Preferences dialog has been removed in favor of the new Place Roof Plane Intersection Point edit tool for a selected roof plane.
- Roof Heel Height can now be specified in the Build Roof dialog when using truss framing.
- Improved Skylight editing so you are modifying the actual size of the object rather than the projected size and shape.
- Fixed a problem in which the Top Plate value reported in the Roof Plane Specification dialog was incorrect when using trusses in some cases.
- Fixed an issue that caused shadow boards to build incorrectly on roof planes with Square Cut eaves.
- Corrected an issue that caused exposed ceiling edges to use the ceiling material instead of the adjacent wall material.
- Fixed a problem that prevented the Structure Depth from updating when Trusses was selected in the Build Roof dialog.
- Fixed a problem in which Gable/Roof Lines did not affect automatic roof generation if there was a roof below.
- Corrected a specific case in which a roof soffit did not display correctly at a roof intersection.
- Fixed a problem that could prevent the roof from generating over interior nested rooms with different ceiling heights.
- Fixed an issue that caused Skylights to generate extra surfaces if there wasn't enough space between the roof plane and ceiling plane.

- Fixed an issue in which the "Manually edit ceiling hole polyline" option did not work correctly when the selected Skylight was above a custom ceiling planes.
- Improved how Trey Ceiling edges are finished next to Open Below rooms.
- Fixed a problem that caused ceiling planes to be drawn at an incorrect height when the roof was defaulted to build with trusses.
- The "Auto Dormers" system layer has been renamed "Roofs, Dormers".
- New Auto Resize Windows check box controls whether dormer windows resize when adjusting the size of a dormer.
- Addressed some small wall artifacts sometimes found on automatic dormers.
- Object Snaps now work with automatic dormer roof planes and walls.
- Dormer windows set to use absolute elevation reference will no longer change height when the dormer is moved up or down the roof.

## 2.23 Framing and Trusses

- Added the ability to automatically generate truss framing for roofs and floors/ceilings.
- New Insert Floor Framing in the Wall Specification dialog controls whether extra joists are created under interior walls.
- Added an option to frame wall corners using U-Shaped stud formation.
- Fixed a specific case that would cause Auto Roof Framing to rebuild unnecessarily every time a 3D view was generated.
- Fixed a problem in which the sill plate under a curved wall sometimes built at incorrect locations.
- Fixed a problem where framing from wall details could be copied into CAD details causing errors.
- Fixed a problem that prevented copying and pasting of wall framing when Auto Rebuild Framing was on.
- Corrected an issue that could cause the framing in the upper part of a pony wall to be deleted when the lower wall type was edited.
- Fixed a problem that prevented framing in pony walls on Floor 0 from using the specified Wall Corner setting.
- The top sill can now be removed when opening headers are set to be at top of wall.

- New check box allows control over whether roof Ridge boards are generated.
- Fixed an issue that caused joists to not be trimmed correctly when intersecting an angled wall.
- Exporting to EasyFrame now respects the Wall Detail direction setting when generating the data.
- Fixed a problem that resulted in truss ends incorrectly building down to any ceiling planes below.
- 3D elevations and perspectives of framing and trusses can now be added to schedules.
- Added control over the count and placement of Girder Trusses for hip ends.
- Fixed a problem that could cause roof Ridge rafters to get cut to into pieces when floor trusses were present below.

## 2.24 The Library

- Multiple selected objects of a similar type can now be edited in their shared specification dialog.
- New Match Whole Word search option in the Library Browser.
- Items in the Library Trash now have Restore as a contextual menu option.
- Added the ability to go backward and forward in your Library Search History.
- Library Search results can now be shown in either a List View and a Tile View.
- Fixed a problem in which deleting an item in the Library Browser would prevent the user from Pasting anything currently the system clipboard.
- Improved alpha-numeric sorting in the Library Browser.
- New check box in the Preferences dialog controls whether double-clicking on an object in the Filter Results closes the Library Browser and any other side windows it is docked with.
- Tags can now be created and added to library items, then used to filter library content.
- Improved Catalog Update Summary dialog.
- When Replace from Library functionality is used to replace an inserted object such as window treatments or cabinet doors, the program will now present a prompt to turn on that object's layer in the current view if it is not on.

## 2.25 Symbol Objects

- The two specification dialogs for symbols have been merged into a single dialog.

- Symbol objects now have the Suppress Adjacent Room Moldings option.
- Library items that have the Sits on Base Cabinet attribute can now be placed on Custom Countertops in all situations.
- Fixed an issue in which the sizes of symbols such as toilets with large bounding boxes were reported incorrectly in schedules and materials lists.
- Fixed a problem that caused very small symbols to resize when their specification dialog was opened.
- Added Name-Value Pairs for fixture requirements.
- Improved feedback when placing a library item as a free-standing symbol in plan view when it was designed to act as an inserted object.

## 2.26 Other Objects

- 3D Solids now have the Add to Library option.
- Added the ability to move a break point along the edge of a 3D Solid
- Fixed an issue that prevented labels from displaying for Spheres.
- Corrected a case in which a 3D solid could not be resized in a 3D view.
- Fixed a problem in which Custom Backsplashes did not cut around Bay/Box/Bow Windows.
- Fixed an issue that caused holes in 3D Solids to disappear when Explode 3D Solid was used.
- Fixed a crash that occurred when opening certain specific plan files.
- Added a new Center Objects option for Distribution Paths.

## 2.27 3D Views

- Line Style, Color, and Weight of objects that are Below Grade can now be controlled in Vector and Technical Illustration views.
- Virtual Reality has been added to all Home Designer programs and the desktop Chief Architect X15 Viewer.
- Added Turn Automatically check box option to not turn camera when it bumps into walls
- New 2D and 3D Smooth Acceleration Gamepad Settings allow gradual acceleration and deceleration when starting and stopping.
- Framing Back Clip settings are now per camera view instead of being global.
- The Line Drawing Render Technique is now named Hand Drawn Lines.

- Fixed an issue that could position the model off-center in a cross-section/elevation view when opened from layout.
- Fixed a problem that prevented camera zooming from working correctly when the camera was pointed straight down at a  $-90^\circ$  angle.
- Corrected an issue in which the current floor in a Floor Overview could get changed when symbol objects were placed or replaced on a different floor.
- Fixed a problem that disabled the Line Style and Weight settings in the Cross Section/Elevation Camera Specification dialogs when the cross section line had a break in it and the Callout Placement was Center or Custom.
- Fixed a problem in which the Use Object Settings in the 3D View Defaults dialog could become stuck in a disabled state.

## 2.28 3D Rendering

- New Depth Cue tool applies a fog to the view based on distance from the camera.
- Added the ability to Denoise GPU Ray Traced Physically Based and Clay views.
- The Sun and Moon are now represented in camera views and can be modified in camera views.
- Add options to specify color used for the Opaque window glass option in 3D views.
- Bloom no longer creates washed out area over windows with excessive sunlight.
- The minimum Thickness for Hand Drawn Lines is now .25.
- New Depth of Field control for 3D views.
- The Transparent material class now produces transparency in non-ray traced views.
- Fixed an issue that sometimes caused glass to initially render too dark in Physically Based renderings.
- Fixed a problem that prevented Referenced Models from using the layer line styles saved in their plan when shown in Vector Views.
- Fixed an issue that prevented refraction from working in Clay renderings.
- Fixed an issue in which ray traced views would continue to sample the scene while dialogs were open.
- Improved light of objects seen through glass when using PBR with Ray Tracing.



- Fixed a problem that caused general materials with transparency specified were not being rendered at the correct transparency in some cases.
- Fixed an issue that resulted in lighting behaving differently in U.S. Units and Metric plans.
- Add option to generate soft sun shadows when using Physically Based and Clay rendering techniques.

## 2.29 CPU Ray Tracing

- CPU Ray Trace views can now be run in the Mac version of the software without Rosetta being installed.

## 2.30 Pictures, Images, and Walkthroughs

- PDFs and Pictures now have labels.
- Previews have been added to the Picture Box, PDF Box, and Metafile Specification dialogs.
- Imported pictures, pdfs, and metafiles are now placed on the "Picture/PDF Boxes" layer instead of the "CAD, Default" layer.
- When an image file is dragged into a 3D view window, a new message box indicates that this action is not supported.
- Watermark images are now embedded in the plan or layout file, so they can be edited without access to the image file used.
- Removed the obsolete Black and White Dither option from the Picture Box Specification dialog.

## 2.31 Importing and Exporting

- Fixed an error that prevented DWG files from being imported into Chief Architect while open in AutoCAD.

## 2.32 Terrain

- Terrain Elevation Lines will no longer join together if they have differing Elevation values.
- Corrected a case in which a very small Terrain Perimeter caused the program to freeze.

## 2.33 Materials Lists

- Materials Lists are now "Live": they will update as you make changes to your plan.

- Fixed an issue where total cost in material list didn't use the value displayed in the count column for its calculation
- New Materials List Defaults dialog lets you set the default appearance other properties.
- Fixed a problem that resulted in Export to ResCheck no longer using correct stud spacing.
- Unicode characters are now supported in the Components panel.

### 2.34 Ruby in Chief Architect

- Fixed an issue affecting some Name-Value Pairs that caused spaces to be replaced with underscores and downcasing of the original text.