Chief Architect X15
Update Notes

July 25, 2023

1.0 - General Notes

This is a list of the fixes and improvements to existing tools introduced in the 25.3.0 77, 25.2.0.53, and 25.1.0.45 program updates.

2.0 - 25.3.0.77 Update Notes

2.1 Program Overview

- Fixed an issue that sometimes prevented dragging actions from working correctly on touch screens.

- Double-tapping on touch screens is no longer supported to avoid unexpected behavior.

2.2 Project Planning

- Fixed a problem that prevented the "Update Preview(s)" button in the Project Browser from updating the Preview Panel for selected items.

2.3 Toolbars and Hotkeys

- Corrected an issue that caused hotkeys to be randomly reset after toolbars were reset.

2.4 Walls, Railings, and Fencing

- Fixed a problem that sometimes caused glass walls to inherit materials of connected walls.

- Fixed a specific case in which room moldings were incorrect at a 3-way wall intersection.

- Fixed an issue that could prevent Continuous Drawing Mode from stopping when a room was created.

- Corrected a case in which pattern lines from a wall layer with a thickness of 0 would extend outside angled walls.

- Fixed a problem that resulted in the beam over a Post to Beam railing not clipping correctly under an Extend Slope Downward roof.

2.5 Doors and Windows

- Corrected a case in which window treatments would randomly resize.

2.6 Schedules and Object Labels

- Corrected a case in which a Note Schedule would not correctly update a Note's number after its row order was changed.

2.7 Multiple Floors

- Fixed a problem in which the Insert Floor tool added a new floor instead of inserting one when a 3D view was active.

2.8 Roofs

- Corrected an issue that caused the Move handle for selected roof planes to be in an incorrect location when selected in a 3D view.

- Fixed a crash that could occur in certain plans when rebuilding the roof after editing the Framing Method and Pitch at the same time.

- Fixed a problem that caused ceiling holes to be created instead of deleted when the skylight above was deleted.

- Corrected a specific case in which unselecting some roof planes resulted in the program freezing.

2.9 Trim and Moldings

- Fixed a problem that prevented the material in the Molding Specification dialog for multiple selected molding profiles from being changed if the molding profiles had different names.

2.10 The Library

- Added a message informing users when deleting a library tag that is being used in a saved library search filter.

- The ability to Cut items in the Library Trash and Paste them in the User Catalog has been restored.

- The Copy to User Catalog command has been restored for folders and catalogs.

- The Catalog Update Summary dialog will now use catalog names instead of referring to the filenames on disc.

- The Duplicate command has been restored to the contextual menu of items and folders in the User Catalog.

- The preview in the modal library browser dialogs now updates correctly when switching from a plan result to a selected web result.

- Corrected a case where the filter results would change to a random object after using Copy to User Catalog.

- Fixed an issue that sometimes caused the Filter Results to not be sorted in correct order after removing part of the current filter.

- When Library Browser panels are locked, their close button will now be hidden to prevent accidental closure.

- Fixed a problem that allowed Library Browser panels to be moveable when they were set to be locked.

- Corrected an issue that sometimes prevented the Library Browser Folder panel from showing the complete set of items when adding multiple objects to the library.

- Fixed a problem that resulted in an incorrect background color in the Library Browser Folders panel when a Color Theme was used.

- Improved the interface of the Advanced Search dialog.

- Unicode characters will now show in the Library Browser's Advanced Search filters drop-down list.

- The previews for molding profiles in the Library Browser are now drawn with thicker lines.

2.11 Symbol Objects

- The bounding box spacing settings for wall mounted electrical symbols are no longer inverted.

- Fixed an error that occurred when loading a plan containing a specific symbol.

- Fixed a problem that caused the program to hang when reading in a symbol from an older legacy plan.

2.12 Other Objects

- Fixed a display issue that prevented copy/pasted holes in 3D Solids from displaying in plan view until the view was refreshed.

2.13 3D Views

- The Depth Cue Start and End edit handles in plan view are now offset from a selected camera's line of sight so their display can no longer conflict with other edit handles.

2.14 3D Rendering

- Fixed some cases where an excessive amount of "firefly" artifacts could appear on glass in ray traced Physically Based renderings.

- Improved the interface of the Vector View panel of the Rendering Technique Options dialog.

- Fixed a problem that could cause the terrain to display incorrect materials while the Adjust Sunlight tool was used to move the sun in a camera view in specific cases.

- Fixed an issue that prevented mirrors visible in reflections from displaying the correct material.

- Fixed a crash that could occur when adding Grass Regions to the library.

- Corrected an issue that could cause line weights in reference models in 3D views to appear incorrect when certain Rendering Techniques were mixed.

- Fixed a problem that prevented Opaque Window Glass from working in views using the Clay Rendering Technique when Use Ray Tracing was enabled.

- Fixed an issue that prevented Ray Casted Sun Shadows from working when the Generated Sky was in use while real time ray tracing was not.

- Fixed a problem that prevented metals from rendering correctly in the Define Material dialog preview when non-ray traced Physically Based rendering was in use.

- Fixed a rendering error that occurred when using the Extend Terrain to Horizon option.

- Corrected a problem that caused the sun to over-illuminate the interior of a house in Standard renderings when Shadows were turned off and the sun was moved.

2.15 Pictures, Images, and Walkthroughs

- Corrected an issue that prevented watermarks from appearing in walkthroughs on Mac Retina displays and Windows systems not set to 100% scaling.

2.16 Terrain, Roads, and Plants

- Corrected a specific case in which the terrain on Floor 0 would not rebuild with Auto Rebuild Terrain enabled.

- Fixed a problem that prevented some Grass Region properties from being copied correctly when the Match\Load Properties tools were used.

- Fixed an issue that prevented the Number Style in the Grass Region Specification dialog from updating without closing and reopening the dialog.

2.17 Layout

- Fixed a problem that caused views sent to layout as Plot Lines with color when the view was not currently open would cause the view to appear incorrect in layout.

- Fixed an error that could occur when loading a layout file that included a Plot Lines cross section view from a plan whose link was invalid in the layout.

3.0 - 25.2.0.53 Update Notes

3.1 Program Overview

- Improved the spacing of tabs at various locations in the user interface when Color Themes are in use.

3.2 Displaying Objects

- Corrected a specific case in which a material pattern caused the program to use too much memory.

3.3 Project Planning

- Fixed an issue that caused infinite Construction Lines in elevation views to be duplicated when the view was exported as an image.

3.4 Toolbars and Hotkeys

- Resetting toolbars via the Preferences or Toolbar Customization dialog will now toggle on the display of toolbars if they were toggled off.

3.5 Window and View Tools

- Fixed a problem that sometimes caused the Close button to be missing on the tabs of side windows that were docked together.

3.6 Editing Objects

- Improved how Selected Side editing feedback displays on some objects when the Select Next Side edit tool is used.

- Fixed a crash that occurred when Undoing a Delete operation in a particular plan.

- Fixed a problem that sometimes prevented some edit handles from displaying when the Select Next Side edit tool was used.

- Fixed an issue that prevented snapping to some objects from working when using the Point to Point Move edit tool in 3D views.

3.7 CAD Objects

- Fixed a crash that could occur when creating a CAD block containing a Point to Point Dimension and Point Markers.

3.8 Walls, Railings, and Fencing

- Increased the range of allowed values for the Newels/Posts Bottom Offset value and the Raise Lower/Bottom value for rails and panels.

3.9 Rooms

- Corrected a specific case in which deleting and recreating an island room caused the program to hang.

- Fixed a problem that prevented Bay Windows over Deck rooms from building correctly in legacy plans opened in Version X15.

3.10 Dimensions

- Fixed an issue in which dimensions to openings could be lost when moving walls using Edit Area.

3.11 Doors and Windows

- Fixed an issue that prevented Hinged Doors, Shower Doors, and Doorways from being pasted into railings.

- Fixed a problem that resulted in Barn Door rollers not moving with the sliding track correctly.

- Openings placed in Invisible walls now follow the "Display Openings Independent of Walls and Roofs" setting in the 3D Defaults dialog.

- Fixed an issue that caused mulled units with arched shutters in legacy plans to lose their arch.

- Fixed a problem in which the Match Arch setting for shutters could be disabled in mulled units in situations when it should not be.

- Fixed a problem that caused the back material of a Wall Niche to change incorrectly when the Set As Default edit tool was used.

3.12 Electrical

- Fixed an issue that could cause extra lines in the specification dialog previews for lighting objects.

- Electrical defaults will no longer lose their reference to a library object if the library object is renamed.

- Fixed a problem in which editing the length of a Rope Light in elevation views didn't work correctly.

3.13 Schedules and Object Labels

- Fixed a problem that prevented macros in CAD blocks from updating correctly if the CAD blocks were used more than once in the current plan.

3.14 Foundations

- Fixed a problem that prevented the prompt to turn off Auto Rebuild Foundation when toggling the Floor Supplied by the Foundation Room Below setting.

3.15 Roofs

- Corrected a problem that caused Ridge Caps in legacy plans to build at an incorrect height.

- Fixed an issue in legacy plans in which switching roof planes to use trusses sometimes prevented the correct controls from being enabled in the Roof Plane Specification dialog.

- Fixed an issue that sometimes resulted in an incorrect ceiling hole for Skylights created using the Convert Polyline edit tool.

- Fixed a problem that caused a new ceiling hole to be built every time the model was rebuilt if a Skylight was positioned over a nested Tray Ceiling.

- Corrected an issue that prevented a manually edited Skylight shaft in a legacy plan from generating.

3.16 Framing and Trusses

- Fixed a case in which ridge boards and rafters were incorrectly trimmed in overframed situations.

- Fixed an error that occurred when building wall framing in a specific plan.

3.17 The Library

- New View Online Folders option in the Folders panel of the Library Browser lets you see a list of Bonus and Manufacturer catalogs available online.

- Improved the interface of the Search Attributes dialog.

- The Search Attributes dialog can now be opened when multiple library items are selected.

- Fixed an issue that prevented the Duplicate option from being available in the contextual menu for some items in the User Catalog.

- Library Text searches now report the library folder path of items when returning results.

- Clicking on a top level library Category during a Search will now remove the previously selected folder from the current filter set.

- The name of the selected item in the Library Browser now displays in the Status Bar.

- The selection highlight color no longer displays on top of a selected object in the Library Filter Results.

- Improved the Material Map check box labels in the Advanced Search dialog to be more descriptive.

- Fixed an issue that prevented the folder structure from being maintained when duplicate library data was imported into the User Catalog.

- Fixed a problem that caused dragging a library folder to be slow in the Mac version of the software.

- The Tab key can now be used to navigate to the Folders panel in the Library Browser.

- The Close buttons on Library Browser panels can no longer be accessed using the Tab key, allowing a smoother experience with no accidental panel closing.

- Fixed a problem that could put Library Search results in a bad state when the Library Filter History was tabbing through quickly.

- A message now appears when leaving the Advanced Search dialog that prompts the user to save edited filters.

- In the Move to Folder dialog, selecting a folder via the Search now works the same as selecting a folder in the tree list.

- Fixed a problem that caused the library to no longer filter results when Search Subfolders was toggled off.

- Improved Library Search speed when certain filters are combined.

- Corrected an issue that could prevent Tags from being applied to a library object when there was a duplicate item in the same folder.

- Fixed a problem that prevented Manufacturer information from being saved for objects in the User Catalog.

- The Advanced Search dialog now has a Save All button.

- New Include Folders in Text Search option for Library Searches.

- Fixed an issue that caused the sizes of the Library Browser panels to change slightly when the program was closed and re-opened.

3.18 Symbol Objects

- The Inserts into Wall setting in the Symbol Specification dialog is now correctly formatted to include units.

- Fixed a problem that prevented symbols inserted into walls from updating their position correctly when the wall depth was changed.

- Fixed an issue that prevented 3D symbol files from being imported when dragged and dropped into a plan view.

- The Sprinkler Specification dialog no longer has the Suppress Moldings option.

3.19 3D Views

- Fixed an issue that could cause elevation views to be extremely zoomed in when opened from layout.

3.20 3D Rendering

- Corrected a problem that sometimes caused lines to disappear in views using Hand Drawn Lines when the Squiggle Frequency was set very low.

- GPU Ray Tracing is now supported when using an Intel Arc graphics card.

- Fixed a problem that caused black artifacts to appear in Skylight shafts when using certain shapes.

- A progress dialog now appears when a GPU Ray Trace view is sent to layout as an image.

- Fixed an issue that caused surfaces to randomly disappear in a 3D views in the Mac version of the software.

- Fixed a rendering error related to Opening Indicators that could occur in specific cases.

- Fixed an issue that could, depending on zoom level, degrade the quality of Sun Shadows on systems that do not support GPU Ray Tracing.

3.21 Pictures, Images, and Walkthroughs

- Fixed an issue that caused the corner key frame indicators in the Walkthrough Preview side window to become distorted on higher resolution displays.

- Corrected an issue in which the Sun was turned off for new walkthroughs if the Walkthrough Defaults were edited.

- Fixed a problem that prevented the Walkthrough Preview Control Options menu from being accessed after a right click in the Walkthrough Preview area.

3.22 Importing and Exporting

- Fixed an issue that prevented 3D symbols from being placed immediately after being imported by dragging and dropping the file into a view.

3.23 Terrain, Roads, and Plants

- Fixed an issue that could cause artifacts to appear in Grass Regions when zoomed out.

3.24 Materials Lists

- Component pricing and other information for roofing materials can now be edited in a Live Materials List without having to turn off Auto Rebuild Roofs.

- Fixed an issue that caused objects to lose their Custom Field values when placed from the Library into a plan.

- Improved the speed of opening legacy plans from Version X14 with large Materials Lists.

- Fixed a problem that prevented the Insert Macros menu from working correctly on the Components panel and Material List.

3.25 Layout

- Fixed a problem that resulted in extra Plot Lines when the Backclip target was on a wall's surface.

- Improved the print quality of views sent to layout as Current Screen as Image with monitor scaling greater than 100%.

4.0 - 25.1.0.45 Update Notes

4.1 Program Overview

- Fixed an issue that prevented the mouse wheel from zooming when Enable Gamepad was in use.

- Fixed a problem that could cause persistent tools like the Material Painter to switch to Mouse-Orbit Camera after a single use when a gamepad was in use.

4.2 File Management

- Fixed an error that could occur when closing plans in certain situations.

4.3 Toolbars and Hotkeys

- Fixed an issue that caused expanded toolbars to collapse when a 3D view was opened in the Mac version of the software.

4.4 Creating Objects

- Fixed some cases in which the Copy/Cut tools were enabled in the menus when they should not have been.

4.5 Editing Objects

- New Select Next Side edit tool is available in 3D views.

4.6 CAD Objects

- Fixed an issue in which dimensions in CAD blocks were lost when CAD Detail from View was used.

- Added a prompt to turn on an object's layer when that object is being placed into a CAD Detail from the library.

4.7 Walls, Railings, and Fencing

- Fixed a problem that allowed Railing walls with different Styles to merge when they should not.

- Corrected an issue that resulted in a gap between balusters that were offset from the newel post.

- Fixed an issue that resulted in a gap between foundation and first floor walls when an Open Below room was present.

4.8 Rooms

- Fixed an issue that caused an extra ceiling surface above Shelf Ceiling rooms in some situations.

- Fixed a specific case in which parts of a floor structure were being trimmed incorrectly.

- Fixed a specific case in which part of the floor of a bumpout was trimmed by the floor below.

4.9 Text, Callouts, and Markers

- Fixed an issue that could cause saved Note Defaults to be incorrectly flagged as In Use so they could not be deleted.

4.10 Doors and Windows

- Fixed a problem that caused Garage Door panels to display at an incorrect size when the size was set to include jamb.

- Added jamb_top_width Name-Value Pair for doors.

- Fixed a problem that caused the component windows in Bay Windows with very thin walls to be removed.

- Corrected in issue that caused doors in Mulled Units to have Z-fighting in the area of their sill/threshold.

- Mulled Units that are not aligned along the bottom will no longer be able to be arched.

- Improved how casing generates on auto mulled windows that span multiple corners.

- Fixed an issue that prevented openings from being pasted in Railing Pony Wall when the Bottom Wall Height was less than 42".

- Corrected a case where the Exterior Lintel on an interior door did not match the Interior Lintel in the door's Components or in the Materials List.

- Improved how doors and windows follow Grid Snaps when moved with On Object Snaps turned off.

4.11 Electrical

- Fixed a problem that caused light Offset data to be wrong for some older electrical symbols.

- Electrical object labels no longer have duplicate sizing information when added to library.

4.12 Stairs, Ramps, and Landings

- Improved stair handrail connections for railings that have been offset.

- Fixed a case in which a staircase did not create an automatic doorway in a railing using a thin wall type.

4.13 Roofs

- Corrected specific cases where fascia or gutters did not generate on roofs with small overhang and fascia values.

- Fixed a problem that could cause an unchecked Auto Resize Window check box in the Dormer Specification dialog to become checked when it should not.

4.14 Framing and Trusses

- Fixed an issue that prevented wall framing from pasting in the correct location in Wall Detail views.

- Ceiling joists will no longer build in platforms where the bottom chords of roof trusses are present.

- The framing in a gable end Attic wall will now be removed if an End Truss is created in that wall.

- Fixed an issue that caused walls to build too high in areas with custom ceiling planes if roof trusses were being used.

- Fixed a problem that sometimes prevented wall framing from being selected in a Framing Overview.

- Corrected an issue that could cause rafters to be trimmed incorrectly by roof planes below them.

- Fixed a specific case where a roof truss was extending past the required length.

- Fixed an issue that caused floor trusses for Floor 2 to build incorrectly on edges in line with Deck rooms on floor below.

- Fixed a problem that prevented floor trusses from building all the way across a platform around Open Below rooms when no rim joist was specified.

- Corrected a case in which roof trusses incorrectly generated over room areas where there was no ceiling.

- Fixed a case in which roof trusses were generating in parts of dormer shaft walls.

- Corrected a case in which vertical framing members associated with non-recessed Tray Ceilings were getting removed in roofs with roof trusses.

4.15 The Library

- Added the ability to lock the panels of the Library Browser so they can be resized but not moved.

- Fixed a problem that sometimes prevented using the arrow keys to navigate the Library Browser's Folder panel tree list when a 3D view was open.

- Fixed an issue that sometimes caused searches in the Select Material dialog to be cleared out if entered immediately when the dialog opened.

- Fixed a problem that prevented automatic scrolling when dragging items near the bottom or top of the Folders panel tree list.

- Fixed an issue that prevented the Tags panel of the Library Browser from resizing correctly on some systems.

- Corrected a case in which the User Catalog was slow to respond if it contained symbols with a large number of surfaces.

- A prompt now appears when importing duplicate items into the User Catalog with an option to create duplicates or not.

- Improved the interface of the Advanced Search dialog.

- Fixed a problem that caused the Select Material dialog preview to render the preview twice when loading.

- Corrected a problem that caused the program to freeze when importing certain User Catalogs that included Style Palettes.

- Fixed an issue that prevented the Library Browser from remembering its position floating a on secondary monitor if it was not open when the program was previously shut down.

- Fixed an issue that caused the Library Browser to appear smaller than it should when undocked in the Mac version of the software.

- Added the Search in Folder(s) option back to the contextual menu for selected folders in Library Browser.

- The Library Browser's Search in Subfolders setting is now remembered across program sessions.

- The Object Attributes in the Advanced Search dialog can now be used as prefixes when manually typing a Library Search. For example, "Type:Doors" will return all door objects but not door locks or doorbells.

- Restored the ability to immediately rename a newly created folder in the Library Browser.

- Improved the use of the TAB key to cycle to various controls in the Library Browser.

- Fixed a problem that could result in Place Library Object buttons losing their link to User Catalog content when libraries were exported or imported.

- Fixed an issue in which a folder was incorrectly created in the User Catalog when importing content and a duplicate item was in the library Trash.

- Fixed a problem in which the same item in the Library Browser was not selected when switching between multiple program windows.

4.16 Symbol Objects

- Fixed an issue that prevented a symbol's elevation information from updating correctly in its specification dialog issue when its bounding box was modified.

- Fixed a typo in the Fixture Specification dialog.

4.17 Other Objects

- Fixed a problem that caused the Bounding Box shown in the Pyramid Specification dialog to be too large.

- Corrected a specific case in which a 3D Solid object was very slow to select and edit.

4.18 Materials

- The Line Weight setting was moved closer to Line Color on the Pattern panel of the Define Materials dialog.

- Fixed an issue where data was exported to the CPU Ray Tracer anytime the Define Material, Select Library Material, or Plan Materials dialog was opened.

4.19 3D Views

- Corrected a problem that prevented a prompt to turn on the cameras' layer when generating automatic elevations.

- Fixed an issue that prevented the view from immediately updating when the Framing Back Clip setting was turned on.

- Fixed a problem that caused steps in saved cross section cameras to be removed when the Camera Specification dialog was closed.

- Virtual Reality has been added to the desktop Chief Architect X15 Viewer.

- Added the Number Style button to the Depth Cue dialog.

4.20 3D Rendering

- Fixed a problem that prevented the Standard Rendering Technique from working on certain Macs with Intel Iris Plus graphics cards.

- Fixed an issue in which Physically Based rendered views sent to layout as Live Views would not resolve when printed if the camera view was open.

- Corrected a case in which the Generated Sky displayed incorrectly in interior Standard renderings if shadows were turned off.

- Fixed a problem in which Denoise View did not always work correctly when Hand Drawn Lines on Top was enabled.

- Fixed an issue that could cause Physically Based rendered views to be slow when Sun follow camera was turned on.

- Fixed a crash that could occur when the Vector View Rendering Technique was used in the Define Material dialog preview.

- Fixed an issue where the Generated Sky could cause lighting to be incorrect in views using Legacy Physically Based rendering.

4.21 CPU Ray Tracing

- The surface material under the generated grass in Grass Regions no longer displays in CPU Ray Trace views.

4.22 Pictures, Images, and Walkthroughs

- Fixed a problem in the Mac version of the software that could cause crosshairs to be included in exported images.

4.23 Materials List

- Fixed an issue that prevented the Total Linear Length option for long boards from working when using a Buy List.

- Fixed a problem in which the Materials List wasn't accounting for objects with 'Suppress Adjacent Room Moldings' checked.

4.24 Layout

- Fixed an issue that caused updating Plot Line views sent to layout to be very slow in some cases.