Chief Architect

Version X16 Changelog

July 15, 2024

1.0 - General Notes

This is a list of the fixes and improvements to existing tools introduced in Chief Architect X16.

2.0 - Changes Introduced in Chief Architect X16

2.1 Program Overview

- Fixed an issue in which undocking and redocking a side window would cause other side windows to no longer appear with their tabbed group.

- Stacked side windows now maintain their size rather than resizing and shifting upward after closing.

- Fixed an issue that caused minor cosmetic issues when resizing side windows while in Full Screen mode in the Mac version of the software.

- When moving side windows, there is no longer a large gap between cursor and the window being dragged.

- Improved the appearance of titles within view tabs in the Mac version of the software.

- Added the ability to do simple math in fields that have unitless numbers.

- Fixed an issue in which some list boxes and combo boxes did not sort the same data in the same way.

- Fixed a delay that occurred when opening any new view windows if the Dashboard was open.

- Addressed problems loading data in the Dashboard that could occur on some systems.

- Contextual Help now works with the Dashboard when it is the active window.

- Removed unnecessary message box when accessing the online Reference Manual or Tutorial Guide PDF files from the program menu.

- Fixed an issue in the Mac version of the software that sometimes prevented menus from updating correctly when switching between applications.

- Improved the description of the Open Object tool in the Status Bar.

2.2 File Management

- Fixed a specific case in which an extremely large file would not open.

- Fixed an issue where custom set default backdrops for camera views weren't being backed up with 'Backup Entire Plan'.

- Opening files via double click in File Explorer is now prevented when the program is waiting on user input during startup.

2.3 Project Management

- The naming convention for duplicated saved plan views is now consistent with that of duplicated line styles and duplicated layers.

- Corrected a problem that could cause line weights to display incorrectly when using a Reference Model.

- Fixed a slow-down that could occur when editing while referencing multiple plans.

- Fixed a specific case in which a Reference Model was incorrectly offset.

- Fixed an issue in which Grass Regions were rendering incorrectly when part of a Reference Model.

- Fixed a problem that caused previews in the Project Browser to regenerate every time a plan was opened.

- Resolved a crash that could occur if the Time Tracker Idle Timeout dialog opened while a menu was being accessed in the Mac version of the software.

- Fixed a problem that prevented infinite Construction Lines created in cross section/elevation views from displaying when the view was sent to layout.

- Fixed an issue in which infinite Construction Lines were sometimes cut off in views sent to layout.

- Construction Lines now have the Reverse Direction edit tool.

2.4 Preferences and Default Settings

- The message that displays when the Set as Default edit tool is used now appears before any changes is made and provides the option of not continuing.

- Show Start and End Indicators is now checked by default in the Preferences dialog.

- The obsolete 2D Zoom and Panning Optimizations option has been removed from the Preferences dialog.

- The Background setting on the Color panel of the Preferences dialog has been more accurately renamed Plan/Detail Background.

- Save as Template will now clear the a file's Thumbnail Image.

2.5   Toolbars and Hotkeys

- Fixed a problem that could cause the Edit Toolbar to disappear if it was interacted with while the Toolbar Customization dialog was open.

- Corrected a problem that could cause toolbars to collapse into one corner.

- Fixed a crash that could occur when pressing two conflicting hotkeys at the same time.

- Fixed an issue that prevented hotkeys from displaying correctly in Tool Tips in the Mac version of the software.

2.6   Displaying Objects

- Fixed a problem that prevented Framing layers from being marked as Used in the Active Layer Display Options side window after the Build Framing for Selected edit tool was used to generate framing on those layers.

- Improved contextual menu options in the Active Layer Display Options side window.

- The Active Layer Display Options side window's contextual menu now has a Find option to determine where a layer is being used in the current file.

- Fixed a specific case in which merging layers used as custom label layers did not work correctly.

- Fixed an issue that prevented the layer assigned to an Architectural Block from being marked as Used or not in the Active Layer Display Options side window after the block was either crated or exploded.

- The Name Filter label is now hidden when it is disabled in the Active Layer Display Options side window.

- The Layer Painter now has an option to assign an object to Use Default Layer.

- The name of the currently active Layer Set is now reported in the Select Layer dialog.

- Layers can now be created, edited, and deleted in the Select Layer dialog used by the Layer Painter and Current CAD Layer tools.

- Fixed a problem that resulted in the selected row being incorrect after sorting columns in the Line Style Management dialog.

- Added the ability to merge line styles.

- Added an X and Y scale to custom patterns and fill styles.

- Fixed some cases where arcs in plan view did not draw correctly when the view was zoomed out.

2.7 Editing Objects

- The Convert Polyline edit tool can now be used to convert a polyline from one object type to another. The Convert to Plain Polyline edit tool has been retired.

- Fixed an issue that prevented objects from being edited correctly in 3D views immediately after their Elevation Reference was changed.

- Fixed a problem in which some edit tools could turn on Sticky Mode for different, unrelated edit tools.

- Corrected an issue that prevented the Load Properties edit tool from applying the selected properties using marquee selection.

- Fixed a problem that prevented the Transform/Replicate Object edit tool from working correctly to move some objects placed from the Library in the Z direction the first time it was used.

- The Delete action is no longer available in views where objects cannot be selected and deleted.

- Fixed an issue that prevented Reflect About Object from being used to reflect an object about itself when it was located inside another object.

- New Concentric Resize edit tool provides quick access to Concentric Jump Increment setting.

- The Status Bar now updates correctly when objects are group selected or when nothing is selected.

- The Fillet Lines and Chamfer Lines edit tools are now available for Molding Polylines in cross section/elevation views.

- An Undo is now recorded when two CAD objects merge to form a single polyline.

- Added an Undo History side window.

- Improved the alphabetization of setting labels in Delete Objects dialog.

- Fixed an issue where multi-selecting newly copy/pasted objects that included a camera and then moving them would make the bounding box appear incorrect.

- Adding a new Room to a Style Palette now copies Fill Style from the current Floor Defaults.

2.8 CAD Objects

- Revision Clouds can now have labels.

- Dimension segment and extension line colors no longer change to match the original color of a custom arrowhead CAD block.

- A prompt to turn on layers will now appear when a CAD Block is exploded and objects in the block are on layers that are turned off.

- Fixed an issue that prevented changes to an object's Draw Order in an Edit CAD Block window from being saved.

- CAD Details can now be Duplicated, Cut, Copied, and Pasted between plan files via the Project Browser.

- The naming convention for duplicated CAD details is now consistent with duplicated line styles, layers, and saved plan views.

- Fixed an issue where convert to polyline from object with hole in it wouldn't place the hole on the same layer as the new object.

- Fixed a problem that caused CAD polylines with arrows to have an arrowhead on each segment when drawn over a 3D Solid.

- The CAD to Walls tool now creates garage doors based on the plan's defaults rather than always creating doors with four panels.

- Corrected an issue that sometimes prevented the CAD to Walls tool from creating a wall where small angled CAD lines were present.

2.9 Walls, Railings, and Fencing

- Fixed a problem that prevented wall materials from flipping correctly on walls whose layers were automatically reversed.

- Added ability to specify a display layer for individual wall layers in a wall type layer assembly.

- Fixed an error that occurred when trying to open the specification dialog of an automatically generated wall between a pair of Double Walls that were both set as Furred Wall.

- Corrected a problem that could cause the CAD to Walls tool to create exterior walls facing the wrong direction.

- Fixed an issue that caused using the Auto Detail tool to generate details for objects that were not displayed.

- Fixed an issue that made it impossible to select walls in camera views when the Select Room Before Wall in 3D setting was enabled in the Preferences dialog and the "Rooms" layer was set to not display.

- Fixed a case in which placing a wall from the Library sometimes did not result in a prompt to turn on the wall's currently hidden layer.

- Corrected a bad wall connection created when a railing, interior wall, and Invisible wall intersected at an Open Below room.

- Fixed an issue where interior wall framing would build down to the wall's footings instead of stopping at the slab floor.

- Fixed a problem that prevented a line from being drawn at the connection between rails of different heights or a rail and a wall.

- Fixed an issue that caused Half Walls set to Follow Stairs to behave erratically when passing a Landing.

- Corrected an issue that resulted in missing components in railings that followed stairs and had no newels specified.

- Newels can now be turned off for Ramps and Landings.

- Fixed an issue in which end balusters were incorrectly Round in railings with Round newels that were turned off.

- Fixed an issue that prevented custom line styles from being included when Export Wall Definitions was used.

- Improved the description of the Straight Glass Pony Wall tool used in the Status Bar.

- Multiple Wall Defaults can now be selected and edited in the Default Settings dialog.

- Fixed a problem that prevented walls generated with a new floor level from inheriting custom Components from the walls on the floor level below.

- The Plan Display Use Defaults check box for railings has been removed from the Wall Defaults dialogs.

- Fixed a problem that resulted in automatic foundation walls broken into segments unnecessarily when Auto Merge Collinear Walls was unchecked in the General Wall Defaults dialog.

- Fixed an issue that prevented wall layer extensions from working correctly on Pony Walls in some specific cases.

- Corrected a problem that resulted in missing wall finish layers on 3-way intersection that included a partition wall in a specific case.

- Fixed a problem that prevented some walls from being clipped by roof planes in a specific case.

2.10 Rooms

- Fixed an issue that resulted in some items not displaying in the Room Specification dialog preview if the layers were turned off in the default Section View Layer Set.

- Fixed an issue that prevented Floor Under This Room from being unchecked when Auto Rebuild Foundation was enabled.

- Fixed a specific case in which Floor Under This Room and Floor Supplied by the Foundation Room Below could be checked at the same time.

- Dropped ceilings no longer have a gap on edges defined by glass walls.

- Fixed an error that occurred when opening the Room Specification for certain rooms in a specific plan file.

- Fixed an issue that could cause room labels to be deleted when closing and reopening a plan.

- Corrected a problem that caused manually edited deck framing to disappear after Undoing specific actions.

- Fixed an issue that made it possible to select a Deck room in a 3D view after its room definition had been removed when it had previously been set to Keep Deck Framing After Deck Room is Deleted.

- A gap between planking is now created where two Deck rooms with the same floor height are adjoined.

- Fixed a crash that could occur when setting a Deck's Maximum Plank Length to a small value.

- Corrected an issue that prevented deck joists and blocking from generating under deck border planks.

- Deck Post Offset can now be set to 0".

- Floor Trusses drawn in the area of a Deck are no longer deleted when the Deck framing automatically rebuilds.

- The vertical sides of a Tray Ceiling are now listed as a Line Item under "Wall Board" in the Materials List.

- Fixed an issue involving floor/ceiling platform layers that caused a legacy plan to get corrupted upon opening.

2.11 Dimensions

- Multiple marks at the same height on an Auto Story Pole dimension are now supported.

- Fixed an issue that required turning off Auto Refresh Dimensions in order to edit dimensions in a CAD Detail if it was on when the detail was generated using CAD Detail from View.

- Corrected a problem that caused a view to use the wrong set of defaults if it was dragged out of the main program window.

- Fixed an issue that resulted in a drag-copied dimension line becoming attached to a different object than the original.

- Double-clicking a specific dimension tool now opens the Locate panel associated with it in the Dimension Defaults dialog.

- The Display Wall Widths setting for dimension lines now works in cross section/elevation views.

- Fixed a problem that resulted in incomplete Auto Elevation Dimensions in Wall Elevations that did not have Clip to Room specified.

- Corrected a case in which Auto Story Pole Dimensions were not finding the correct Top Plate Height.

- Updated the system default name for the "Top of Plate" elevation marker for Auto Story Pole Dimensions.

- Fixed an issue that caused drag-copied dimension lines to lose its marks.

- The maximum First Line Offset and Line Separation settings in the Dimension Defaults dialog have been increased 500" (1000 mm).

- Automatic dimension lines can now be drag-Copied without turning off their Auto Refresh Dimensions setting.

- Fixed a problem that prevented vertically-drawn manual dimension lines from generating centerlines between segments for interior walls when Auto Mark Centerline was disabled in the active Dimension Defaults.

- Corrected an issue that interrupted navigation of a dialog's list of panels using the Arrow keys once a panel containing a table was encountered.

- Fixed an issue that sometimes caused the Start/End Indicator setting in the Preferences dialog to be toggled whenever a Dimension Tool was activated.

2.12 Text, Callouts, and Markers

- Fixed truncated or wrapped text that could result when files were opened on different monitors using different DPI's.

- Improved ability of inline Rich Text to work correctly in Wall Detail views on systems using non-default display scaling.

- Fixed an issue that caused indented Rich Text that was not set to use bullets to receive bullets anyway.

- Improved ability to select Tabbed spaces in Rich Text.

- Improved scaling and Color button feedback in the Rich Text Specification dialog when multiple objects were selected.

- It is no longer possible to create a new Text object that does not contain any text.

- Fixed a problem that resulted in incorrectly large text when copying text from one Rich Text object to another.

- Improved speed of moving text that contains grid lines created in a spreadsheet app.

- Note schedules created using the Create Note Schedule from Note(s) edit tool now have a title indicating the Type(s) of Notes that are included.

- New Auto Adjust Height in Plan View check box in the Note Specification dialog controls whether the Note's Z position will update automatically when moved in plan view.

- Fixed an issue that prevented arrowheads Callouts added to the library from being included in the Library Preview.

- Fixed an issue that affected edit feedback for Rich Text objects that included hyperlinks.

- Added a new error message when closing the Rich Text Specification or Rich Text inline text editor after enabling Bullets in the Rich Text's Paragraph Options but then not typing any text.

- Fixed an error that could occur on systems where specific languages with special characters and specific fonts were used.

2.13 Doors and Windows

- Fixed a problem where changing the door type to doorway would set panel height to 0" without warning

- Corrected an issue that prevented Wall Niche sills from generating at the correct size.

- Interior and exterior window frame and door jamb materials can now be specified independent of other components.

- Fixed a problem that prevented edits the Object Information of door panel in the User Catalog from being retained when the item was placed in a plan.

- Restored the ability to place doors and doorways into a railing in a camera view.

- Fixed a problem that prevented door, window, and shutter louvers from correctly filling the tops of some pointed arches and custom shaped tops.

- Improved the quality of parametrically generated door hardware.

- New Panel Offset setting for doors.

- The Thickness of door panel symbols assigned to doors can now be specified.

- Thresholds can now be added to or removed from doors and windows.

- Any door type can now be placed in a fence or railing in plan view.

- Window trim will now generate correctly for automatically mulled windows that include corner windows and wrap around multiple wall corners.

- The Window Level setting was removed from the Window Defaults dialog.

- Improved the capitalization and case of automatic descriptions for windows and doors.

- Fixed a problem that caused the component windows of Mulled Units to display callout labels when they should not.

- Fixed a specific case in which the lowered ceiling of a Bay Window did not generate correctly.

- Fixed an issue that prevented the Components Recessed options for Bay/Box/Bow Windows from being enabled/disabled correctly in some cases

- Fixed an issue that allowed the Marquee Select tool to select Bay/Box/Bow Window rooms, which are not normally selectable.

- Corrected a problem that caused raised Bay/Box/Bow Windows to create a hole in terrain below.

- Fixed an issue that prevented the Material Painter from working on some walls near a Bay/Box/Bow Window.

- Doors and windows no longer report exterior materials in schedules when they are only using interior materials.

- Fixed an issue that could prevent a Passthrough from being selected in 3D views in specific circumstances.

- The automatic description for Round Top Windows now use 'rt' instead of 'ct'.

- Fixed a problem that resulted in recessed Mulled Window units not cutting the wall correctly.

- Improved feedback during the process of replacing cabinet or door hardware using items selected in the Library Browser.

- Added Endpoint, Midpoint, and On Object Snaps to doors windows for the wall opening, frame, casing, and sill.

- Bay/Bow/Box Windows can now be directly placed into interior walls.

- Fixed a problem that caused the exterior casing reveal for Mulled Window units to be incorrect in metric plans.

2.14 Cabinets

- Fixed an issue that resulted in asymmetrical cabinet face items being oriented incorrectly.

- Improved the 3D modeling of the parametric cutting board for cabinets

- Improved the appearance of Inset cabinet doors and panels when set to display in plan view.

- Fixed an issue that caused cabinet-mounted electrical objects and cabinet moldings to be positioned incorrectly when the cabinet had side panels from the Library.

- Fixed a problem that prevented the Minimum Shelf Spacing setting in General Cabinet Defaults from being saved correctly with the plan.

- The General Cabinet Defaults dialog now has the Number Style button.

- Fixed an issue that prevented symbols from being inserted into cabinets when they should.

- When base cabinets on multiple floor levels are selected, the Generate Custom Countertop edit tool will create countertops on the same floors as the cabinets rather than all on one floor.

- Fixed an issue that caused parametric cabinet knobs/pulls in metric plans to be an incorrect size.

- Cabinet door panel style is now reported correctly in schedules.

- Custom Backsplashes will now cut around Soffits and Shelves just as they do for Partitions.

- Unconfigurable corner Partitions can no longer be created: Corner Style controls in the Shelf, Partition, and Soffit Specification dialogs.

- Disabled the ability to have a sloped corner Soffit.

- An Undo is now recorded when the Generate Custom Countertop edit tool is used in a cross section/elevation view.

- The Uniform setting in the Base Cabinet Specification dialog for countertop overhangs for multiple selected cabinets is now correctly retained.

- The Thickness of door, drawer, and panel symbols assigned to cabinets can now be specified.

- Fixed a problem that caused cabinet editing to be very slow in a specific case.

- Improved the speed to build models that contain a large amount of soffits at ceiling level.

2.15 Electrical

- Fixed a problem that caused under-cabinet lights to be affected by symbol objects with Sits on Base Cabinet or Table specified.

- Fixed an issue that prevented Rope Light segments from snapping together when drawn using the right-click Continuous Drawing mode inside a room area.

- Addressed issues that could occur when an electrical symbol was assigned to a Default Electrical Object that did not match its electrical Option settings.

- Fixed an issue that resulted in the Connect Electrical edit handle to display when some Electrical objects were selected in 3D views.

- Fixed an issue that resulted in unnecessary items listed in the Adjust Lights dialog if a Rope Light was added to a Tray Ceiling.

- The Object Layer Properties dialog and Active Layer Display Options side window now list the layer used for any Electrical Connections attached to a selected object.

- Electrical Connections no longer need to be attached to Electrical objects and can now be created anywhere in plan view.

- New Reset Curvature edit tool for Electrical Connection splines.

- Electrical Connections now have a defaults dialog.

- The Select Next Side edit tool now available for a selected floor/ceiling mounted Electrical object.

- Improved how the Auto Schedule Category on the Schedule panel of various object specification dialogs updates when a selected Electrical object is edited.

- The "Light Sources, Labels" layer no longer appears in the Object Layer Properties dialog for Rope Lights.

2.16 Schedules and Object Labels

- Fixed an issue that could cause the 2D Symbol column in Note Schedules to be too tall when the Text Style was set to be By Layer.

- Schedules can now be added to the Library.

- New Reset Column Widths edit tool for schedules and simple Text resizes columns and Tab spacing to match content.

- Fixed a problem that prevented Notes placed in cross section/elevation views from being listed in a schedule unless it was set to Include Objects From All Floors.

- Corrected an issue that caused values larger than 1,000,000 to sort unpredictably in schedules.

- An Undo is now recorded when schedule rows are reordered using the edit handles.

- Fixed an issue that could cause a column's Totals Row to be in wrong row when a schedule was exported.

- Schedule text now has Vertical Alignment options.

- Schedules can now be added to the User Catalog.

- In the Schedule Specification dialog, group-selected Categories can now be included in or excluded from the schedule.

- On the Schedule panel of various object specification dialogs, the Auto Schedule Category setting label now reports which category the selected object is assigned to.

- Column/Row controls have been moved to their own panel in the Schedule Specification dialog.

- The Object Information Panel is now available in the Room Specification and Floor Level Defaults dialogs.

- The Move Up/Move Down in Schedule edit tools can now be used regardless of how the schedule labels are displayed.

- The message that displays when Set As Default edit tool is used now states which Schedule Defaults will be updated.

- Corrected a problem that caused 2D Symbol images in a schedule to display larger than the column width in a specific case.

- Fixed an issue that prevented a schedule from being reorganized using the edit handles when it had Swap Rows/Columns specified.

- Fixed a specific case in which a Mulled Unit displayed duplicate schedule labels when only one schedule was present.

- Fixed an issue that prevented callout symbols in Note Schedules from updating row heights correctly if the text size changed due a change in Layer Sets.

2.17 Foundations

- Chamfers can now be added to wall footings when a regular, non-monolithic slab is present.

- Corrected an issue that prevented foundation slabs from building to the correct edge of a Pony Wall in some cases.

- Footings for legacy Fireplace objects placed in walls can now be removed.

2.18 Stairs, Ramps, and Landings

- New warning message informs users that single-click stairs and ramps cannot be created in a downward direction.

- Interior Stair, Exterior Stair, and Ramp Defaults can now be group selected and edited in the Default Settings dialog.

- Corrected a case in which Landings with offset railings would embed into an adjacent wall.

- Stairs and Ramps can now be added to the library.

- Fixed a problem that caused stair trim to overlap at a Complete Break in the staircase.

- Group-selected stairs and ramps can now be edited in a shared specification dialog.

2.19 Roofs

- Selecting a roof baseline will now highlight the associated roof plane.

- Corrected a problem that prevented automatic roof planes from building correctly over Bay/Box/Bow Windows that had Extend Existing Roof Over specified and the owner wall had a non-default Overhang value.

- Fixed an issue that sometimes prevented fascia boards generating when the roof overhang was less than 1".

- Improved the speed of opening and closing the Roof Plane Specification dialog.

- Fixed a specific case in which a Flat Auto Roof Return was not fully generating.

- Fixed a problem that prevented the Auto Detail tool from correctly detailing the framing layer of a square cut roof.

- Fixed an issue that prevented an overhang from generating along High Shed Walls using certain wall types.

- Fixed an error that occurred when deleting a roof plane in a specific plan.

- Ceiling Planes can now be listed in schedules.

- A Boxed Eave can now generate in a gable positioned next to a hip roof.

- Fixed a crash that occurred when selecting the Roof Truss tool in a specific plan.

- The bounding box for group-selected skylights located in a single roof plane is now correct.

- Skylight elevation views in schedules now show a "dead on" view rather than a front elevation so roof pitch does not affect their appearance.

- Fixed an issue that could cause the wrong specification dialog to open when a Skylight and Roof Plane were group-selected in a particular situation.

- Fixed a specific set of cases in which a polyline could not be converted to a Skylight correctly.

- Corrected a problem that prevented a ceiling hole from generating for a Skylight placed over a recessed Tray Ceiling.

- Fixed a problem in which Skylight shaft materials were not reported in the Materials List.

- Skylight shafts can now generate between roof planes and sloped ceilings that intersect or have small spaces between them.

- Fixed a gap in a vaulted ceiling created when a Skylight with a Square cut hole was present.

- Fixed a problem that resulted in roof holes associated with Skylights displayed in plan view when the 'Roofs, Overhang Area' layer was turned on.

- Corrected an issue that caused materials applied to Dormer shaft walls to be removed any time the Dormer was edited.

- Floating Dormers that are not set to create a shaft no longer do so.

- Dormers in an error state due to being placed in an unsupported location now have a partially transparent fill.

- Fixed an issue that caused the window in a Dormer to change location when the Reverse Plan tool was used.

- Addressed a very specific case in which an automatically generated roof was building incorrectly.

- Fixed a specific case in which a ceiling surface was extending through an adjacent wall.

- Fixed an issue that sometimes caused a No Change option for the Roof Overframing settings in the Roof Plane Specification dialog to appear enabled when it should not have been.

2.20 Framing and Trusses

- Improved the framing of windows with angled tops located near the top of a sloped wall.

- Fixed a problem that caused corner windows with headers at Top of Wall to frame incorrectly.

- Custom Ceilings now have their own automatic framing category, so they no longer build with Roof Framing.

- New Build Framing for Parent Object(s) edit tool rebuilds the framing in a Wall Detail.

- Fixed an issue that prevented rafters from cutting properly in a gullwing roof that had different pitches on each side of the house.

- Fixed an issue that prevented framing from displaying until the Rebuild Walls/Floors/Ceilings command was used if framing was generated in a 3D view and the program presented a prompt to display it.

- Whether a Wall Detail is viewed from the interior or the exterior can now be controlled per wall.

- Fixed an issue that could cause a Ceiling Beam to be incorrectly cut.

- Floor and Ceiling Framing can now be generated independently.

- Fixed an issue that prevented the "Framing, Ceiling Joists" layer from displaying after a prompt to turn on all layers when the Build All Framing tool was used.

- Corrected a problem in which an open 3D view did not update when framing members were deleted in the Truss Detail.

- Fixed an issue that caused extra Rim Joists to build outside of their platform or within other rim joists if the platform width was small enough.

- A Warning icon now identifies Joist Direction Lines positioned outside of a framed floor or ceiling platform.

- Top plate no longer sticks out of sloped curved wall

- Framing for curved walls now follows the wall's top and/or bottom when sloped.

- Fixed issues that prevented framing from generating when automatic framing was turned on after deleting the framing either manually or using the Delete Objects tool.

- Enabling automatic framing generation will now result in a prompt to turn on framing layers in the current view.

- Fixed a set of problems that could cause Dormer framing to extend through the ceiling below when no flat ceiling was present.

- Added Ridge Rafter controls to the Dormer Specification dialog.

- New Flat Header option for wall openings.

- Fixed a specific case in which headers were generating at the wrong length for corner windows.

- Corrected an issue that prevented webbing from appearing on one side of an Attic Truss if the bottom chord distance was set to a large value.

- Fixed a problem that prevented automatically generated trusses from displaying when the plan was opened in the desktop Chief Architect Viewer.

- Fixed an issue that sometimes resulted in trusses being unselectable in the Truss Detail after being edited in other views.

- Added the ability to automatically generate and manually draw horizontal webbing for trusses.

- Fixed a problem that caused Floor/Ceiling Trusses to not use the user-specified default Maximum Span Distance for webbing.

- Improved framing of Auto Floating Dormers in a roof framed using trusses.

- Using the Revision Cloud Around Object edit tool on a framing object no longer requires that Auto Rebuild of that framing type be turned off.

- Fixed an issue that caused header height to be reported incorrectly when an opening's Elevation Reference was the Finished Floor.

2.21 Trim and Moldings

- 3D Molding Polylines have been merged with the Molding Polyline tools.

- Moldings Polylines created in cross section/elevation views now extrude their profile on the correct side.

- Added the Same Line Type Edit Handle to Molding Lines and Polylines in 3D Views.

- Fixed an issue that caused Molding Polylines using 3D symbol moldings to become extremely large after opening their Molding Polyline Specification dialog and generating a new 3D view.

- Fixed an issue that prevented the line weights for Molding Polyline from updating correctly when switching between Layer Sets.

2.22 The Library

- Converting of legacy *.alb library files is no longer supported.

- Improved library search to prioritize words that appear at the beginning of an item's name.

- Catalogs downloaded using the Select Library Object dialog will now be immediately available.

- Improved sorting of alphabetized items with different casing in the Library Browser.

- Fixed a problem that resulted in incorrect Library previews in metric plans.

- Items listed in the Filter Results panel of the Library Browser can now be deleted using the contextual menu.

- Fixed an issue that prevented the shape used for material previews from updating correctly in the Library Browser when changed in a different location where it is also used.

- Corrected a problem that caused the current Filter in the Library Browser to reset when an object in the Filter Results was renamed.

- Fixed an issue that caused some Advanced Search Object Attributes to be ignored when paired with other Attributes.

- Library Browser panels no longer have a Close button and can only be removed using the Library Browser Panel Options.

- Fixed a problem that allowed Hardware symbols to be included when searching for other symbol Types.

- New "Molding Is 3D" Advanced Search Object Attribute.

- The Move to Folder(s) tool in the Library Browser was renamed Add Link, and only one folder can be selected at a time.

2.23 Symbol Objects

- Fixed some problems that caused the import of symbol data in .obj files to be incorrect.

- The Trash.calib file now follows the User Catalog if the latter is moved from the default location.

- Fixed a problem that caused some door hardware to be at the wrong height in metric plans.

- Fixed an issue that prevented roof mounted symbols from be placed correctly on a roof in a 3D view.

- Dimensions are now retained when the Replace from Library edit tool is used to replace the original marked object.

- Fixed a crash that occurred when importing a specific symbol.

- Corrected a problem that caused texture mapping to be lost when the Convert to Symbol tool was used.

- The Adjust Lights dialog is now accessible in the User Library for Electrical objects.

- Fixed a problem that caused some Electrical objects to lose their rotation when replaced using the Replace from Library edit tool.

- Parametric CAD blocks can now be assigned to symbol objects.

- Furniture symbols no longer have a hard-coded 1" offset from walls during placement.

- Clicking to place a fixture set to Fit under Wall Cabinet will no longer result in the selection of a free-standing fixture in the same area.

- Symbol objects now have Fill Style controls.

- Symbol objects have a new %num_faces% NVP that reports the symbol's face count.

- Corrected a problem that sometimes caused a symbol molding to be sized incorrectly when created using the Convert to Symbol tool.

2.24 Other Objects

- Fixed a problem that prevented the Resize edit handle from working correctly with 3D Solids in Copy/Paste mode.

- Fixed several issues that caused holes in 3D Solids to draw incorrectly in plan view if the Solid had a Fill Style.

- Corrected a problem that prevented holes in Cones from being edited.

- Fixed an issue that prevented the Center Object edit tool from working with holes in 3D Solids.

- Fixed a problem that prevented Subtracting a 3D Solid from a Custom Countertop from working correctly in a specific case.

- Fixed an issue that could cause 3D Solids that had been copied, reflected, and resized to lose their edit handles.

- Corrected an issue that prevented 3D Solids from following the inputted Rotate value when using the Transform/Replicate Object edit tool.

- Fixed an issue that sometimes caused the Arrow panel in the specification dialog for group-selected open- and closed-polyline based objects to be disabled.

- Fixed a problem that resulted in Splines with Arrows having an incorrect Arrow Fill Color when set to Match Line Color.

- Distribution Paths and Regions as well as Garden Beds now have defaults dialogs.

- New Automatic Spacing option for Distribution Regions/Paths and Garden Beds.

- Primitive objects have been renamed 3D Solids.

- Improved ability to snap to 3D Solid objects in plan views.

2.25 Materials

- The Missing Files dialog now correctly indicates when a missing material map is In Use.

- Fixed an issue in which a Stretch to Fit material did not display correctly on a wall surface in a specific case.

- Materials can now be set to Stretch to Fit in the X or Y directions independently.

- Translucent materials now support transparency in non ray traced views.

- Reflection color for Mirror materials now works in all Rendering Techniques that support reflections.

- New Clear File Reference option in the Missing Files dialog for backdrop and material map files.

- Fixed an error that could occur when merging materials in the Plan Materials dialog in certain situations.

- Corrected a problem that caused a texture's aspect ratio to change after clicking in the Texture Source File field and then clicking anywhere else on the Texture panel of the Define Material dialog.

- Fixed an issue that caused materials set to Stretch to Fit in one direction to display incorrectly on parametric objects.

2.26 3D Views

- The Cross Section Slider can now be used in Vector Views.

- Fixed an issue that caused Orthographic Overviews to change locations after opening the Camera Specification dialog and clicking OK.

- Corrected a problem that prevented Cross Section Clip Planes from Concentrically resizing.

- Section Line Arrows can now be added to cross section/elevation camera symbols in plan view.

- Checking "Use Generated Sky" on the Backdrop panel of the Camera Specification dialog now turns on backdrops for the currently active Rendering Technique.

- Changes made to a saved camera's attributes are no longer retained unless explicitly saved using the Save Active View tool.

- Fixed a problem that prevented some surfaces from rendering at specific camera angles in certain cases.

- The Reflections toggle has been added to the desktop Chief Architect Viewer.

- Fixed an issue that sometimes prevented openings from displaying in Double Walls.

- Enabling "Clip Elevation" in the Cross Section/Elevation Defaults dialog no longer affects previews in specification dialogs.

- Fixed a crash that could occur on some M1 Mac systems in camera views.

2.27 3D Rendering

- GPU Ray Tracing is now available in the Mac version of the software on systems that support it.

- Addressed a slowness issue caused by materials with 0% roughness that could occur in Physically Based views.

- Improved rendering of 3D plants in the Clay Rendering Technique.

- Fixed a rendering error that occurred in plans with an extremely large number of materials.

- Fixed issues that could occur when using Extend Terrain to Horizon when a Transparent material was assigned to the terrain.

- The Moon is no longer included as a light source in the Total In Use count in the Adjust Lights dialog.

- Fixed an issue that prevented the Move Sun tool from working the first time when Sun Follows Camera was turned on and a Sun Angle was present.

- Fixed an issue that could cause artifacts to appear in reflections of the backdrop on glass if the Extend Terrain to Horizon feature was in use.

- Improved the system default locations of the Sun and Moon when using the Generated Sky.

- Fixed a problem that could cause lighting to change when exporting an image from a Physically Based rendering using the Transparent Background option, affecting the appearance of the exported image.

- Emissive materials assigned to light symbols that are not in use in Automatic Lighting Mode will no longer appear emissive in 3D views.

- Tiles are no longer created when exporting images at smaller sizes, making the export process faster.

- Fixed an internal rendering error that occurred when Extend Terrain to Horizon was in use in a camera view that referenced another plan with its own terrain.

- Fixed an issue that allowed Grass Regions to display in Color in the Clay Rendering Technique when Hand Drawn Lines on Top was in use.

- New Reset Saved Camera tools reset the current view's attributes without having to close and choosing to not save when prompted.

- Fixed an issue that prevented material textures with transparency from appearing metallic despite having the "Metallic" setting enabled or a Metal map assigned.

- New options for mixing material properties via maps.

- Materials using the Transparent material class that are set to be 0% transparent no longer appear transparent in non-Ray Trace views.

- Objects with emissive Area Light materials now emit light and appear in Adjust Lights dialog

- Fixed an issue that caused light intensity in Standard renderings to be altered when a camera was not inside a room.

- The Base Technique used by the Watercolor Rendering Technique can now be specified.

- Material Previews can now display with a backdrop image instead of the default room.

- New Spherical Panoramic Backdrop tool allows this type of backdrop to be rotated horizontally using the mouse in camera views.

- The Amd FidelityFX Super Resolution option now allows performance improvements in 3D views on high resolution monitors.

- New Tone Mapping options for Physically Based and Clay Renderings produce different levels of color saturation in a scene.

- 360 Panorama image exports can now be cancelled.

- Removed a 5 ft limit for light contribution from Rope Lights in GPU Ray Traced views.

- Fixed a problem that caused glass doors to appear opaque when placed in an interior wall in some cases.

- Improved ability to handle large amounts of repeated geometry in 3D models.

- Image objects such as trees are now visible in reflections and through glass in GPU Ray Traced views provided that they do not have Image Always Faces Camera checked in their specification dialog.

- Solid color backdrops used in Physically Based views no longer appear darkened.

- The obsolete Hardware Edge Smoothing setting in the Preferences dialog has been removed. High anti-aliasing is now always used.

- The columns in the Adjust Lights dialog can now be customized.

- Lights in a vaulted ceiling on the floor above are now used when the Automatic Lighting Mode is used.

- Addressed an issue in which Light fixtures using a Translucent material on exterior surfaces did not emit light in non GPU Ray Traced views.

- New Next and Previous Rendering Techniques for gamepads.

- Fixed a rendering error that could occur when exiting the Define Material dialog if the preview was using the Vector View Rendering Technique.

- Added a toolbar button and hotkey option for Toggle Hand Drawn Lines on Top.

2.28 CPU Ray Tracing

- Corrected a problem that caused CPU Ray Trace views sent to layout to be zoomed in incorrectly in the Mac version of the software.

2.29 Pictures, Images, and Walkthroughs

- The Walkthough Defaults dialog now has the Label panel.

- Page rotation is now included when a PDF file is imported in the Mac version of the software.

- New Open in Default Image Viewer option in the Export Picture dialog.

- Fixed a problem that caused the Aspect Ratio value to be rest when the Picture File Box Specification dialog was opened.

2.30 Importing and Exporting

- The Replace Existing option when exporting files to the Chief Architect Cloud now works when a user is at the maximum number of saves.

- New notification informs users if they are exporting a 3D Viewer file using the same name as an existing 3D Viewer file.

- Fixed an error that occurred in the Mac version of the software when importing a DWG file with Unicode characters in the file path.

2.31 Terrain

- Fixed an issue in which the plan view preview in the Grass Region Specification dialog was not correctly centered in the pane.

- Corrected a problem that resulted in low density patches of 3D grass in Grass Regions in some areas of sloped terrain.

- Polyline-based objects can now be converted to a Terrain Wall or Terrain Curb.

2.32 Plants and Sprinklers

- Improved the menu text and Status Bar description of the Sprinkler Head tool.

- Sprinklers are now deleted with Terrain Objects using the Delete Objects dialog.

2.33 Materials Lists

- Deck framing members can now be edited in a Live Materials List without having to turn off "Automatically regenerate deck framing".

- Automatically generated Foundation objects can now be edited in a Live Materials List without having to turn off Automatically Rebuild Foundation.

- Fixed a problem that caused changes to a dormer wall line item in a Live Materials List to be lost if the dormer was resized.

- Fixed a problem that caused changes to a Tray Ceiling line item in a Live Materials List to be lost if the Tray Ceiling was resized.

- Fixed an issue where doors set to be Double when placed in a in Double Wall lost pricing information set in a Live Materials List if moved.

- Framing members that are not represented in Structural member Reporting now retain pricing information set in a Live Materials List.

- Boards such as deck planking listed in the lumber table that are ripped on the longest edge in the model will now be reported as a full size in Materials List.

- Direct editing of long boards in a Buy List is no longer possible: instead, users are directed to Structural Member Reporting.

- Corrected a problem that prevented macros added to an object's Components from working if that object had a Molding assigned to it.

- Materials assigned to Wall Niche frames are now counted in the Materials List and reported in schedules.

2.34 Layout

- New Missing Layout Link icon identifies layout boxes that are missing their linked items.

- %x_position% and %y_position% NVPs for layout boxes.

- Plot Line views are now refreshed after changing their linked plan.

- Edge and Pattern Line Defaults can now to toggled in the Layout Box Specification dialog.

- Corrected a problem that caused Plot Line views to lose Line Weight and Color defaults when relinked to other Plot Line views.

- Ray Traced Live Views in layout are no longer fully resolved when Print Preview is toggled on.

- Restored the message when closing a cross section/elevation view that had been sent to layout that asked whether to update the view on the layout page, and added the ability to suppress the message.

- Fixed a crash/hang that could occur when updating layout boxes for clipped cross section views after using the Reverse Plan tool.

- Corrected a problem that caused Perspective views sent to layout as Live Views to print blurry if they had been cropped significantly.

- Fixed an issue that prevented a layout box's custom Fill and Line Style properties from being retained when the box was relinked.

- Fixed a problem that prevented a Live View from updating if its Layer Set was different from that of the original saved camera.

- Fixed an issue in which a layout view would not update correctly when the linked camera view was closed.

- Fixed an error caused by incorrect Undo information that was used when multiple layout boxes linked to the same plan were open.